3GPP TSG-RAN WG2 #110-e R2-20xxxxx

Electronic meeting, 1th - 12th June, 2020

Agenda Item: 6.7.2.1(NR\_IIOT-Core)

Source: NTTDOCOMO, INC.

Title: Report of email discussion [AT110-e][053][IIOT] Accurate Reference Time (NTT DOCOMO)

Document for: Discussion and Decision

# 1 Introduction

This document is to report the summary of the following email discussion:

* [AT110-e][053][IIOT] Accurate Reference Time (NTT DOCOMO)

Scope: Address the following FFSes: FFS 1 whether the UE is allowed to send the same interest message again. FFS 2 the need for a prohibit timer T346. Can also address other proposals provided in the documents under 6.7.2.1 if there is interest (proponents will need to push and explain).

 Intended outcome: Agreements

 Deadline: June 5, 0700 UTC

# 2 Issue summaries

## 2.1 Clock drift issue

In [1]-[10], most of the papers showed the reasoning of resending referenceTimeInfo interest message to the network is based on the concern of UE clock drift. Regarding this clock drifting issue, [8] point out UE can always calculate the reference timing based on DL timing information after receiving the reference time from gNB once. TS 38.331 already specified that“if the referenceTimeInfo field is received in DLInformationTransfer message, the time field indicates the time at the ending boundary of the system frame indicated by referenceSFN”, so the question is whether the time provided by gNB can be always computed/predicted if UE has received *referenceTimeInfo* from gNB once. In detail, whether gNB implementation always provide reference time in a predictable way, i.e. time2 - time1 = (referenceSFN2 - referenceSFN1) \* 10 ms, with the pairs (time1, referenceSFN1), (time2, referenceSFN2) corresponding to two reference time provisioning instances. If this is common understanding among companies, there is no need to resend referenceTimeInfo interest message to the network for resolving clock drift issue.



**Figure 1: Reference time provisioning at gNB side [8]**

**Question1. Whether gNB implementation always provide reference time in a predictable way, i.e. time2 - time1 = (referenceSFN2 - referenceSFN1) \* 10 ms, with the pairs (time1, referenceSFN1), (time2, referenceSFN2) corresponding to two reference time provisioning instances?**

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| **Company** | **Yes/No** | **Comment** |
| Ericsson | Yes | What is delivered from the gNB to the UE is called 5G GM clock, see clause 5.27.1.1 in TS 23.501. Note that gNB is synchronized to the 5G GM clock. Any reasonsable implemenation would synchronize the gNB internal clock (used to derive SFN duration) and the 5G clock. Keeping two separate high-accurcy clocks is costly.  |
| Qualcomm | Yes | Agree with Ericsson. However, we also believe that the answer to this quesiton does not have any specificaiton impact. |

**Question2. Whether UE can always calculate the reference timing based on DL timing information after receiving the reference time from gNB once i.e the time provided by gNB can be always computed/predicted by UE if UE has received *referenceTimeInfo* from gNB once?**

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| **Company** | **Yes/No** | **Comment** |
| Ericsson | Yes | Without updates from gNB, UE uses its internal oscillator to calculate the reference time. If UE is in connected, UE can lock its internal oscillator to the gNB’s oscillator and synchronize to gNB’s carrier frequency. There is a mandated mandated RF transmission frequency accuracy requirement of 100ppb (see clasue 6.4.1 from TS 38.101-1).

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| The mean value of basic measurements of UE modulated carrier frequency shall be accurate to within ± 0.1 PPM observed over a period of 1 ms of cumulated measurement intervals compared to the carrier frequency received from the NR Node B. |

Assume a linear timing drift based on the max 100ppb, there is a 100ns uncertainty within 1 second. In practice, UE can track the gNB frequency much better than mandated RF transmission, and can be within 10ppb. |
| Qualcomm | Yes | Repeating Qualcomm comment from email discussion:Once the UE receives referenceTime=t corresponding to a frame boundary n, the UE can calculate time for any frame boundary k>n as t+(k-n)T, where T is the deterministic duration of a frame as defined by RAN1.  We assume that the UE remains connected to the gNB and can track frame boundaries for any k>n. Clock drift at the UE only becomes an issue if the UE can no longer track the frame boundaries and ends up relying on an internal clock, e.g. when going out of gNB coverge. We don’t think that is a case of interest anyway.  |

## 2.2 Whether UE resend the same interest message

Regarding whether UE is allowed to resend the same interest message, since it is related to Q1/2, so firstly it is necessary to confirm companies with the following understanding:

**Question 3. Do companies agree with the following understanding? If not, please explain the reasons.**

***If UE can always calculate the reference timing based on DL timing information after receiving the reference time from gNB once, then there is no necessity for UE to resend the same interest message to network.***

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| **Company** | **Yes/No** | **Comment** |
| Ericsson | Yes |  |
| Qualcomm | Yes |  |

If the answer for Q1/2 are negative (UE could not calculate the time information based on DL timing information), then it is necessary to discuss how to resolve the clock drift issue with the following candidate solutions proposed by companies.

* Option1. Once UE send the interest request, UE rely on periodic gNB broadcast to refresh its reference time and should no longer resend the request to the network as proposed in [2]. (No change is needed in current RRC CR);
* Option2. Once UE send the interest request, since UE cannot resend UEAssistanceInformation message with referenceTimeInfoInterest set to true, UE may toggle referenceTimeInfoInterest to false, and toggle referenceTimeInfoInterest to true again to request gNB to send the time information [5][8]. (No change is needed in current RRC CR);
* Option3. Adding a level 2 condition, once UE send the interest request, UE toggle referenceTimeInfoInterest to false as proposed in [7]. (change is needed in current RRC CR);
* Option4. Once UE send the interest request with referenceTimeInfoInterest set to true, UE is allowed to resend UEAssistanceInformation message with referenceTimeInfoInterest set to true again. (change is needed in current RRC CR) [6] [8].

**Question 4. If UE could not compute/predict the time information itself due to clock drift issue, which solution is preferred as mentioned above?**

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| **Company** | **Preferred Option** | **Comment** |
| Ericsson | 1 | Even if Ericsson answers postively to the Q1/2, Ericsson would like to point out gNB would be implemented according to the option 1, i.e., gNB periodically broadcast/unicast. This is to ajdust accumulated errors when UE uses its internal oscillator to calculate the time, account for random channel variations, and potentially used for propagation delay compensation, etc. The periodicity depends on the deployment scenario, the UE/gNB implemenation and the end-to-end synchronization accuracy. Note that SIB9 is anyway a periodically broadcasted message.  |
| Qualcomm | 1 | If is gNB responsibility to resend timing if it has internal clock drift for any reason whatsoever.  |
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Regarding resending the same interest message, another issue is pointed out in [6] that UE may frequently resend the referenceTimeInfo interest request during a short period of time if no reference time information is received i.e. network missed receiving the request from UE or UE missed receiving referenceTimeInfo from network. While in [10], it mentioned RRC message should not be lost, which is guaranteed by RLC AM.

**Question 5. Is there a possibility UE who is configured with referenceTimeInterestReporting-r16 send the referenceTimeInfo interest message to network but no reference time information is received from network?**

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| **Company** | **Yes/No** | **Comment** |
| Ericsson | No | RAN2 does not assume the RRC message can be lost. The reliable delivery is guranteed by lower layers, such as RLC AM and HARQ retransmission.  |
| Qualcomm | No | It is possible due to bad network implementation. But this is not something to be solved in the specificaiton. |

## 2.3 Whether prohibit timer T346 is needed

Regarding whether the prohibit timer T346 is needed, since it is highly related to discussion result of previous Q1/2/3/4, so it is necessary to confirm companies with the following understandings 1~4 one by one:

**Question 6. Do companies agree with the following understanding? If not, please explain the reasons.**

1. ***If UE can always calculate the reference timing based on DL timing information after receiving the reference time from gNB once, then there is no necessity for UE to resend the interest message to network and prohibit timer T346 is not needed [8].***

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| **Company** | **Yes/No** | **Comment** |
| Ericsson | Yes | Interest message is one-shot, i.e., there is no need for UE to re-send the interest message.  |
| Qualcomm | Yes |  |

**Question 7. Do companies agree with the following understanding?**

1. ***Since current RRC CR allow UE to toggle referenceTimeInfoInterest to false, and toggle referenceTimeInfoInterest to true again to request gNB to send the time information (properly implemented UE may not toggle the field often or even if does toggle the field frequently, the network can choose to disable the reporting by releasing the configuration referenceTimeInterestReporting), a prohibit timer T346 would be a safe approach to mitigate the UL signaling overhead [5].***

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| **Company** | **Yes/No** | **Comment** |
| Ericsson | Yes | If it can be confirmed that the interest message is one-shot, then the benefit of the prohibit timer is limited. Nevertheless, as there are still ongoing disucssions and the prohit timer T346 has been introdcued for other UE assistant information, it would be good to introduce it too here. |
| Qualcomm | No | There is no need for a prohibit timer because UE has no need to resend the message. Prohibit timer suggests that there is a valid case when UE resends the message, which is not the case. |

**Question 8. Do companies agree with the following understanding?**

1. ***If UE is allowed to resend UEAssistanceInformation message with referenceTimeInfoInterest set to true again after it previously sending UEAssistanceInformation with referenceTimeInfoInterest also set to true, a prohibit timer T346 is needed to mitigate the UL signaling overhead [8].***

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| **Company** | **Yes/No** | **Comment** |
| Ericsson | Yes | In this case, the prohit timer T346 is a must. There would not be any condition on when UE can trigger the same interest message. Thus, it cannot be guranteed that the UE does not send the interest message frequently. |
| Qualcomm | N/A | UE has no reason to resend the message. |

**Question 9. Do companies agree with the following understanding?**

1. ***Even UE is allowed to resend reference time information request , considering the overload concern for UE signalling could be solved by gNB implementation, and the UE-frequently-requiring scenario wouldn’t be realistic, so prohibit timer T346 is not needed [7].***

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| **Company** | **Yes/No** | **Comment** |
| Ericsson | No | The same as to Question 8. There would not be any condition on when UE can trigger the same interest message. Thus, it cannot be guranteed that the UE does not send the interest message frequently. |
| Qualcomm | Yes | UE has no reason to send the message twice. |

**Question 10. If there are other reasons showing T346 is necessary, please comment it bellow.**

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| **Company** | **Yes/No** | **Comment** |
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## 2.4 Further enhancement

In [9], it mentioned since the clock accuracy of each UE might be different, setting them with a common timer might result in a problem UE with a worse clock drift cannot send the RRC message with *referenceTimeInfo* if needed. So it proposed the configuration of timer should take the UE clock accuracy performance e.g. clock drift rate into account.

**Question 11. Do companies agree with the following enhancement in rel-16?**

***a prohibit timer configured according to the UE clock accuracy performance should be introduced to prevent the UE from sending the RRC message requesting for the referenceTimeInfo IE too frequently, which saves transmission resource over uu interface.***

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| **Company** | **Yes/No** | **Comment** |
| Ericsson | Yes | This is covered by Question 7 and Question 8 above. In addition, how to set the exact timer value is up-to network implemeantion.  |
| Qualcomm | No | Why have a prohibit timer to prohibit a behavior that UE is not going to do anyway? (prohibit timer should just be assumed to have value infinity). |

## 2.5 Other issues

**Question 12. If there are any issues which are not mentioned in section 2.1~2.4, please comment it bellow.**

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| **Company** | **Yes/No** | **Comment** |
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# 3. Conclusion

TBD

# 4 References

1. R2-2004830 Remaining issues on Accurate Reference timing NTT DOCOMO, INC.
2. R2-2004585 Open issues on Accurate Reference Timing CATT discussion
3. R2-2004676 Remaining issues for accurate reference time request Nokia, Nokia Shanghai Bell
4. R2-2004736 Remaining issues on the UE request of the reference time vivo discussion
5. R2-2004957 Remaining details on UE request of reference time Ericsson discussion
6. R2-2005040 FFS for UE request for accurate reference timing ZTE Corporation, Sanechips, China Southern Power Grid Co., Ltd discussion
7. R2-2005152 Request of accurate reference time delivery Huawei, HiSilicon discussion
8. R2-2005300 On UE request of reference time provisioning Intel Corporation discussion
9. R2-2005340 Discussion on the need of prohibit timer and retransmission of the same interest message OPPO discussion
10. R2-2005646 Confirmation of UE assistance with referenceTimeInfoInterest Samsung discussion