3GPP TSG-RAN WG2 Meeting #116-e R2-211xxxx

Online, 1 – 12 November 2021

**Agenda item: 8.14.2.2**

**Source: Huawei, HiSilicon**

**Title: [AT116-e][043][eQOE] QoE report handling at QoE pause (Huawei)**

**WID/SID: NR\_QoE-Core - Release 17**

**Document for: Discussion and Decision**

# 1 Introduction

This document captures the input and report for the following offline discussion:

* [AT116-e][043][eQOE] QoE report handling at QoE pause (Huawei)

      Scope: Reply to SA4s questions

      Intended outcome: Report, TP for LS out.

      Deadline: Tuesday W2 (CB online only if not possible to agree offline)

The following questions were asked by SA4 in their LS in [1]:

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| In light of the above issue, and before SA4 is able to decide on our preference among the three options described in your LS, SA4 kindly asks RAN2 to respond to the following questions:   1. What is the expected typical duration of a temporary stop – e.g., in the order of minutes or perhaps much longer, say hours? As per-session QoE reports are typically sent relatively seldom (at the end of each session or say every few minutes for longer sessions), we would expect that a temporary stop lasting about half an hour should not require additional AS layer storage beyond the supported buffer size limitation, e.g., 64 kB as indicated for Option 2. 2. In case a temporary stop can last for a very long time (e.g., hours), are there any mechanisms already defined or being considered at the RAN side to ensure that subsequent resumption of delivery of potentially a large volume of buffered QoE reports, upon recovery from RAN overload, will not trigger RAN overload recurrence? 3. Will pausing of QoE reporting during RAN overload effectively help the RAN, given that the average QoE load per application is <100 bits/sec? |

## 1.1 Companies contact details

|  |  |
| --- | --- |
| **Company** | **Contact details (name, e-mail)** |
| vivo | panxiang@vivo.com |
| Apple | pnuggehalli@apple.com |
| Qualcomm | jianhua@qti.qualcomm.com |
| LGE | SangWon Kim, sangwon7.kim@lge.com |

# 2 Discussion

## 2.1 Question 1

Firstly, SA4 asks the following question [1]:

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| 1. What is the expected typical duration of a temporary stop – e.g., in the order of minutes or perhaps much longer, say hours? As per-session QoE reports are typically sent relatively seldom (at the end of each session or say every few minutes for longer sessions), we would expect that a temporary stop lasting about half an hour should not require additional AS layer storage beyond the supported buffer size limitation, e.g., 64 kB as indicated for Option 2. |

**Summary of companies views from Tdocs:**

[2], [4], [6], [7], [8] indicate it is hard to predict the duration of the overload situation and it may vary from several minutes to an hour or longer, e.g. depending on the cell size, UE density or scenario where the overload happens (e.g. mass event, hot spot areas etc.). [3], [5] indicate that typically overload should not last very long or in case they last long, the network may release the QoE configurations instead of pausing it. [10] indicates that RAN overload may last long, but in such case the network may release some QoE configurations to decrease impact on UE memory.

**Rapporteur’s understanding:**

Most of the companies agree that the duration of the overload situation is hard to predict and it depends on many factors. [3] indicates that RAN overload control timers and parameters are usually in the order of seconds or minutes, so such time should be assumed. However, it should be considered that the timers can be restarted or UAC can be reapplied for each consecutive access attempt in case the overload lasts longer than that. [5] and [10] indicate that in case of longer overload, the network may release QoE configurations, but that seems to go against the SA5 requirement who underlined that QoE reports gathered during an overload are useful.

**Proposed reply:**

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| RAN2 would like to indicate the duration of the overload situation may vary from minutes to hours depending on multiple factors such as the cause of overload, area and time where it occurs, cell size, UE density etc. |

**Comments from the companies on the proposed reply to Question 1:**

|  |  |
| --- | --- |
| **Company** | **Comments (agree/disagree, reason, what to add/modify/remove etc.)** |
| vivo | agree |
| Apple | agree |
| Qaulcomm | Agree. |
| LGE | agree |

## 2.2 Question 2

Second question from SA4 in [1], is:

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| 1. In case a temporary stop can last for a very long time (e.g., hours), are there any mechanisms already defined or being considered at the RAN side to ensure that subsequent resumption of delivery of potentially a large volume of buffered QoE reports, upon recovery from RAN overload, will not trigger RAN overload recurrence? |

**Summary of companies views from Tdocs:**

[2] proposes to introduce a new mechanism where the AS layer informs the APP layer in the event of impending overrun of available PDCP/RLC layer memory by incoming data from the APP layer.

[3], [4], [5], [6], [7], [9] indicate the network already has means to avoid the issue of RAN overload recurrence, e.g. move some of the UEs to non-overloaded cells/frequencies, utilize UAC, release some QoE configurations, assign lower priority to SRB4 where QoE is reported, resume QoE configurations gradually etc..

[8] indicates “there is no such mechanism defined, but RAN2 is discussing how to handle the pausing/resumption gradually”.

[10] proposes to assume that only limited number of reports should be stored to avoid overload recurrence.

**Rapporteur’s understanding:**

[2] seems to address the issue from the UE perspective, which does not seem to be related to the question from SA4 and has not been discussed/agreed in RAN2 so far. [8] indicated the situation from before the start of the meeting and now the partial resume was agreed. Also, it should be noted that the resume could be done per UE as well. In [10], it is indicated that we could limit the number of reports stored, but it seems that thanks to the means mentioned by other companies already address the issue sufficiently. Other than that, the companies seem to agree the network has already sufficient means of ensuring that QoE resume does not cause a RAN overload recurrence.

**Proposed reply:**

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| There are already several mechanisms that can be used to prevent triggering RAN overload recurrence due to QoE resume, e.g. the network may:   * move some of the UEs to non-overloaded cells/frequencies or utilize Unified Access Control * release some QoE configurations * assign lower priority to SRB4 where QoE is reported * perform QoE resume gradually, i.e. indicate resume for different UEs or QoE configurations at different time |

**Comments from the companies on the proposed reply to Question 2:**

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| --- | --- |
| **Company** | **Comments (agree/disagree, reason, what to add/modify/remove etc.)** |
| vivo | OK for bullet 1,3,4.  For bullet 2， We prefer to confirm that RAN can release QoE configuration autonomously when RAN overload. SA5 emphasized that QoE reports are useful for the operators and therefore where possible the QoE reports shouldn’t be discarded during a pause. The principle seems to apply to all the related behavior during RAN overload, i.e., the QoE configuration should not be discarded by RAN autonomously during RAN overload. |
| Apple | Agree with Vivo; we can keep bullets 1,3, and 4, and drop bullet 2. |
| Qualcomm | Generally ok. But we want to clarify about addressing the issue from UE perspective. In [2], we are not intended to do any optimization, but want to mention anyway there should be flow control between upper layer and AS layer by UE implementation, just like today’s DRB traffic handling. Otherwise the application data will be lost if Layer-2 buffering is full. |
| LGE | We can also mention the UE based solution, e.g. limited memory size allocated to the QoE logging and the timer based discard as in MDT logging. |

## 2.3 Question 3

Third and last question from SA4 in [1], is:

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| 1. Will pausing of QoE reporting during RAN overload effectively help the RAN, given that the average QoE load per application is <100 bits/sec? |

**Summary of companies views from Tdocs:**

[2], [3], [4], [7] indicate that due to a possibility of a UE having multiple QoE sessions, the load may be bigger than what SA4 indicated.

[6] indicates that another intention of pause mechanism is to ensure that the report is not discarded during overload, but that it is stored and sent out after the overload situation passes. [4] also indicates the problem may be not with the average throughput, but with the peak throughput when sending large reports.

[5] indicates that pausing of QoE measurements reporting is one of the functionalities that a RAN overload protection application may choose to address overload.

[4], [8], [9], [10] are admitting that the load will be insignificant and suggesting that the usefulness of pause mechanism is limited based on this and it should be reconsidered whether to support it.

**Rapporteur’s understanding:**

The companies seem to have mixed feelings about whether pause/resume mechanism is needed, at least in Rel-17. It should be noted that even with many QoE configurations configured at the UE, most likely no more than a few QoE measurement sessions will be running at the same time at the UE, which will still generate very little load. Based on this, such mechanism may be seen as low priority for Rel-17. On the other hand, the support for this mechanism is currently included in the WI scope and it is not for RAN2 to decide whether to remove it, so this would require RAN plenary discussions.

**Proposed reply:**

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| RAN2 would like to indicate there can be multiple applications running at the UE and generating QoE reports simultaneously, so the load generated by QoE may be larger than what SA4 indicated. On the other hand, RAN2 admits the generated traffic would still be low, hence pausing of the reports may not help RAN after all. Since the pause/resume mechanism is currently in the NR QoE WI scope, RAN2 plans to continue to work on it, unless another decision is made by RAN plenary. |

**Comments from the companies on the proposed reply to Question 3:**

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| --- | --- |
| **Company** | **Comments (agree/disagree, reason, what to add/modify/remove etc.)** |
| vivo | agree |
| Apple | Agree with the answer but we can just answer SA4’s question without providing additional colour. So we suggest dropping the last sentence. And instead of saying “admit” (which implies it is our fault!), we can say “believes” (in the second sentence). |
| Qualcomm | From RAN2 point of view, we cannot predict or assume whether the generated traffic could be low or large, which depends on the overload duration and the applied service type. And in case of low QoE traffic, the existing L2 (PDCP and RLC) buffering mechanism can be used for lower priority traffic scheduling. So we prefer to change the part of reply to:  “RAN2 cannot assume the generated traffic could be low or large, which depends on the overload duration, number of QoE sessions, service type. In case of low QoE traffic, pausing the reports may not help after all and not necessary. The existing Layer-2 buffering mechanism can be used for lower priority bearer data scheduling.” |

# 3 Conclusions

TBD

# References

1. S4-211290, LS Reply on QoE report handling at QoE pause, Source: SA4
2. R2-2109567 QoE pause and resume handling Qualcomm Incorporated discussion
3. R2-2109833 Further discussion on QoE report handling at QoE pause Lenovo, Motorola Mobility
4. R2-2110608 Discussion on SA4/SA5 reply for QoE pause Huawei, HiSilicon
5. R2-2109868 Pause and resume of QoE measurements Ericsson
6. R2-2109985 Discussion on start and stop of QoE measurement vivo
7. R2-2110101 Discussion on QoE measurement pausing and resuming OPPO
8. R2-2110721 QoE stop and pause Nokia, Nokia Shanghai Bell
9. R2-2110990 Discussion on buffer for NR QoE start and stop ZTE Corporation, Sanechips
10. R2-2109662 QoE measurement configuration and general aspects Intel Corporation

# Annex – Draft reply LS to SA4

**3GPP TSG RAN2 Meeting #116-eR2-210xxxx**

**Online, 1 – 12 November 2021**

**Title:** Further reply on QoE report handling at QoE pause

**Response to:** S4-211290

**Release:** Rel-17

**Work Item:** NR\_QoE-Core

**Source:** RAN2

**To:** SA4

**Cc:** SA3, SA5

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**1. Overall Description:**

RAN2 thanks SA4 for their LS in S4-211290 and for the replies to RAN2 questions contained therein.

For the following issue raised by SA4 in the reply LS,

“*However, SA4 wishes to point out that fully-reliable resumption of QoE reporting by the application layer, upon receiving a restart directive, may not always be possible in the current Rel-17 QoE architecture. For example, the application layer entity responsible for the reporting may no longer be running at the time of the indicated restart, since the RAN overload event which triggered the temporary stop may be accompanied by poor service quality causing the user to terminate the service and its associated application. Possibly, SA4 is able to address this in the future release.”*

RAN2 think it can be addressed by RAN implementation. In the event that RAN overload condition is associated with minor deterioration in RAN capacity i.e. in a state whereby the RAN can guarantee the QoS of the service traffic with best effort but will pause QoE reporting. In the event that RAN overload is associated with severe deterioration in RAN capacity, for which the RAN cannot guarantee the QoS of the service traffic and predicts that the service may be stopped by the user or by the RAN node (RAN can initiate service release in case of RAN overload), the RAN node should resume QoE report to avoid QoE data loss. This can be implemented by RAN implementation.

RAN2 discussed the additional questions posed by SA4 and would like to provide the following replies:

* **SA4 question 1:** “What is the expected typical duration of a temporary stop – e.g., in the order of minutes or perhaps much longer, say hours? As per-session QoE reports are typically sent relatively seldom (at the end of each session or say every few minutes for longer sessions), we would expect that a temporary stop lasting about half an hour should not require additional AS layer storage beyond the supported buffer size limitation, e.g., 64 kB as indicated for Option 2.”

**RAN2 reply to Q1:** RAN2 would like to indicate the duration of the overload situation is hard to predict as it may vary depending on its cause. However, overload situations lasting more than 30 minutes are definitely feasible. Moreover, they may often happen in situations where QoE collection is especially useful, e.g. during mass events such as concerts, football matches, conferences etc.

* **SA4 question 2:** “In case a temporary stop can last for a very long time (e.g., hours), are there any mechanisms already defined or being considered at the RAN side to ensure that subsequent resumption of delivery of potentially a large volume of buffered QoE reports, upon recovery from RAN overload, will not trigger RAN overload recurrence?”

**RAN2 reply to Q2:** There are already several mechanisms that can be used to prevent an overload to be caused by the surge of QoE reports upon QoE resume, e.g.:

* + QoE reports are sent over SRB4 which can be set to priority lower than any user data and will not impact user experience and data QoS in that situations.
  + QoE pause can be sent by the network gradually to different UEs, i.e. it does not have to be sent to all UEs at the same time.
  + If needed, QoE pause can be also sent per QoE configuration of the UE, so that QoE reports can be resumed gradually per service and not for all services of the UE at the same time.
* **SA4 question 3:** “Will pausing of QoE reporting during RAN overload effectively help the RAN, given that the average QoE load per application is <100 bits/sec?”

**RAN2 reply to Q3:** On one hand, considering the average throughput generated by QoE, the already available mechanisms (i.e. putting QoE reports on lower priority SRB4, having a possibility to release a QoE configuration if needed) can be sufficient and QoE pause mechanism is rather an optimization. On the other hand, the problem may be not with the average throughput, but rather a peak throughput required at the time of sending large QoE reports. Furthermore, there can be multiple applications running at the UE and generating QoE reports simultaneously, leading to further increase of traffic caused by QoE.

**2. Actions:**

**To SA4 group.**

**ACTION:** RAN2 respectfully asks SA4 to take the above information into account for their further discussions and to provide further feedback on QoE pause/resume mechanism.

**3. Dates of next TSG-RAN WG2 meetings:**

RAN2#116-bis-e 17 – 25 January 2022 Online

RAN2#117-e 21 February – 3 March 2022 Online