**3GPP TSG-** **RAN WG1 Meeting #118 *R1-240xxxx***

**Maastricht, Netherlands, August 19 - 23, 2024**

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| *CR-Form-v12.3* |
| **CHANGE REQUEST** |
|  |
|  | **38.214** | **CR** |  | **rev** |  | **Current version:** | **18.3.0** |  |
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| *For* [***HE******LP***](http://www.3gpp.org/3G_Specs/CRs.htm#_blank)*on using this form: comprehensive instructions can be found at* [*http://www.3gpp.org/Change-Requests*](http://www.3gpp.org/Change-Requests)*.* |
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| ***Proposed change affects:*** | UICC apps |  | ME | **X** | Radio Access Network | **X** | Core Network |  |

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| ***Title:***  | Correction on the determination of sidelink symbol for SL-U |
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| ***Source to WG:*** | Moderator (Huawei), CATT, CICTCI |
| ***Source to TSG:*** | R1 |
|  |  |
| ***Work item code:*** | NR\_SL\_enh2-Core |  | ***Date:*** | 2024-08-21 |
|  |  |  |  |  |
| ***Category:*** | **F** |  | ***Release:*** | Rel-18 |
|  | *Use one of the following categories:****F*** *(correction)****A*** *(mirror corresponding to a change in an earlier release)****B*** *(addition of feature),* ***C*** *(functional modification of feature)****D*** *(editorial modification)*Detailed explanations of the above categories canbe found in 3GPP [TR 21.900](http://www.3gpp.org/ftp/Specs/html-info/21900.htm). | *Use one of the following releases:Rel-8 (Release 8)Rel-9 (Release 9)Rel-10 (Release 10)Rel-11 (Release 11)…Rel-17 (Release 17)Rel-18 (Release 18)Rel-19 (Release 19) Rel-20 (Release 20)* |
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| ***Reason for change:*** | For the sidelink symbol determination in SL-U, if two candidate starting symbols for PSCCH/PSSCH transmission are supported, the sidelink symbols should be determined by higher layer parameter *sl-StartingSymbolFirst* rather than *sl-StartSymbol.* |
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| ***Summary of change:*** | In clause 8.1.2.1, clarify that the sidelink symbols are determined by higher layer parameter *sl-StartingSymbolFirst* and *sl-LengthSymbols* if *sl-StartingSymbolFirst* and *sl-StartingSymbolSecond* are provided. |
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| ***Consequences if not approved:*** | Determination of the sidelink symbols is inaccurate when two candidate starting symbols are supported. |
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| ***Clauses affected:*** | 8.1.2.1 |
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|  | **Y** | **N** |  |  |
| ***Other specs*** |  | **X** |  Other core specifications  | TS/TR ... CR ...  |
| ***affected:*** |  | **X** |  Test specifications | TS/TR ... CR ...  |
| ***(show related CRs)*** |  | **X** |  O&M Specifications | TS/TR ... CR ...  |
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| ***Other comments:*** |  |
|  |  |
| ***This CR's revision history:*** |  |

**8.1.2.1 Resource allocation in time domain**

The UE shall transmit the PSSCH in the same slot as the associated PSCCH.

The minimum resource allocation unit in the time domain is a slot.

The UE shall transmit the PSSCH in consecutive symbols within the slot, subject to the following restrictions:

- The UE shall not transmit PSSCH in symbols which are not configured for sidelink. A symbol is configured for sidelink, according to higher layer parameters *sl-StartSymbol* and *sl-LengthSymbols*, where *sl-StartSymbol* is the symbol index of the first symbol of *sl-LengthSymbols* consecutive symbols configured for sidelink, except when *sl-StartingSymbolFirst* and *sl-StartingSymbolSecond* are provided for a SL-BWP. If *sl-StartingSymbolFirst* and *sl-StartingSymbolSecond* are provided for the SL-BWP, a symbol is configured for sidelink, according to higher layer parameters *sl-StartingSymbolFirst* and *sl-LengthSymbols*, where *sl-StartingSymbolFirst* is the symbol index of the first symbol of *sl-LengthSymbols* consecutive symbols configured for sidelink.

- Within the slot, PSSCH resource allocation starts at symbol *sl-StartSymbol+1,* except when *sl-StartingSymbolFirst* and *sl-StartingSymbolSecond* are provided for a SL-BWP*.* If *sl-StartingSymbolFirst* and *sl-StartingSymbolSecond* are provided for the SL-BWP, there are 2 candidate starting symbols, given by *sl-StartingSymbolFirst* and *sl-StartingSymbolSecond* respectively, for PSSCH transmission for slots without PSFCH symbols; and there is one starting symbol, given by *sl-StartingSymbolFirst,* for PSSCH transmission for slots with PSFCH symbols. PSSCH resource allocation starts at the next symbol after each candidate starting symbol. In a slot, the UE may use the second candidate starting symbol, provided by *sl-StartingSymbolSecond*, only if it fails to access the channel prior to the first candidate starting symbol provided by *sl-StartingSymbolFirst.*

**<<< UNCHANGED PARTS OMITTED >>>**