**3GPP TSG RAN WG1 #103-e R1-20xxxxx**

**e-Meeting, October 26th – November 13th, 2020**

**Agenda item:** 8.14.1

**Source:** Moderator (Qualcomm)

**Title:** Email discussion approval for applications, traffic model and evaluation methodology: Other than capacity evaluation

**Document for:** Discussion and Decision

# XR Applications

Table 1 captured the views on XR applications of interest from different sources.

Table 1 Views on XR Applications

|  |  |
| --- | --- |
| Source | View |
| [1] | Proposal 1: FS\_NR\_XR\_eval considers selecting one application (e.g., VR2: “Split Rendering: Viewport rendering with Time Warp in device”, or CG: Cloud Gaming) as the focus of study, at least in the initial stage of the study item. |
| [2] | Proposal 1: For VR1, VR2 and CG applications, downlink traffic is studied and evaluated with higher priority. |
| [3] | Proposal 1: RAN1 studies VR2, AR1 and CG applications as high priority. |
| [5] | Proposal 1: The applications of interest of the study item include at least the following listed in RP-193241.   |  | | --- | | * VR1: Viewport dependent streaming * VR2: Split Rendering: Viewport rendering with Time Warp in device * AR1: XR Distributed Computing * AR2: XR Conversational * CG: Cloud Gaming |  * Up to one single (Rate, PDB, PER) requirement is evaluated for each application of interest * For delivery of CG applications, generalized split rendering architecture and its relevant traffic characteristics are considered. |
| [7] | Proposal 1: Prioritize the AR applications/use cases from [1] for the XR SI. Also consider cloud gaming. |
| [8] | Proposal 1: Confirm the XR and cloud gaming applications in the SI for XR evaluations |
| [12] | Proposal: Classify AR1 and AR2 as essential applications in the RAN1 Rel-17 study item for evaluation of XR for NR. |
| [13] | Proposal 1: Prioritize the evaluation of CG over AR/VR considering the highest business value of CG among VR/AR/CG.  Proposal 2: Prioritize the evaluation of AR over VR considering the higher popularity of AR service. If VR is considered, prioritize indoor deployment scenario, e.g. Indoor Hotspot (InH).  Proposal 3: Adopt the following study priorities on applications and deployment scenarios for R17 XR/CG: |
| [16] | Proposal 1 RAN1 to confirm that the VR1/VR2/AR1/AR2/Cloud gaming applications are of interest for Rel-17 study on XR evaluation for 5G NR and determine which of the use cases would need to be prioritized for the evaluation study.  Proposal 2 In the XR evaluation SI, RAN1 to treat cloud gaming with first priority, AR use cases with second priority, and VR use cases with third priority. |
| [17] | Proposal 1:   * CG and VR can be discussed in the RAN1#103-e meeting considering the availability of traffic models in SA4 TR. As for AR, it needs to wait for SA4 progress. |
| [18] | Proposal 1: RAN1 considers all the XR applications described in the RAN XR SID for evaluation (i.e., VR, AR, and CG). More details, e.g., prioritization and/or down-selection of them can be further discussed once the outcome of SA4 study on XR traffic model becomes available. |

**Summary**

Companies have shown their views on application of interests. Following table captures the indicated priorities of applications of interest from sources. “1” = highest priority, “2”=second highest priority, etc.

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| --- | --- | --- | --- | --- | --- |
|  | VR1 | VR2 | AR1 | AR2 | CG |
| [3] | 2 | 1 | 1 | 2 | 1 |
| [13] |  |  | 3 | 2 | 1 |
| [1] |  | 1 |  |  | 1 |
| [16] | 3 | 3 | 2 | 2 | 1 |
| [17] | 1 | 1 | 2 | 2 | 1 |
| [7] |  |  | 1 | 1 | 1 |
| [12] |  |  | 1 | 1 |  |

**FL Proposal 1**: RAN1 confirms that diverse applications of VR1/2, AR1/2 (including low rate AR), CG [TR26.928] are of interest for evaluation. Prioritization/down selection of these applications for evaluation, if needed, is to be discussed after detailed traffic model and evaluation assumptions are determined.

**Question 1**. Please share your comments on Proposal 1 if any.

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| Company | View |
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# Traffic Model

DL Traffic Model

Table 2 captures the views from different sources on DL traffic model.

Table 2 View on DL Traffic Model

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| Source | View |
| [1] | Proposal 2: RAN1 notifies SA4 that RAN1 prefers a statistical XR traffic model in FS\_NR\_XR\_eval studies and kindly asks SA4 to confirm that such a statistical XR traffic model can be provided as an outcome of SA4’s related study item on XR. |
| [2] | Proposal 3: For VR and CG performance evaluation, periodic traffic with frame arrival interval 1/F seconds is considered as a starting point, where F is frame rate in FPS. |
| [4] | Proposal 9: The XR traffic model could consider the packet size, including fixed value and random distribution, and the packet arrival time, including periodic and non- periodic. |
| [5] | Proposal 2: The following 2 categorizations of XR representative services for DL services as the starting point   * , 300, fixed periodicity, fixed packet size * 100Mbps,, [5-30] fixed periodicity and fixed packet size/statistical model for fluctuating traffic * FFS periodicity values and the modeling of variant inter arrival rate * FFS statistical model for fluctuating traffic, target to down-select in RAN1#103-e between Gaussian distribution and Pareto distribution   Proposal 3: Adopt the three-step methodology to derive the traffic models for Gaussian/Pareto distribution of file size.  Step 1: Generate the mean packet size according to the packet arrival rate and the data rate requirement.  Step 2: Determine the minimum file size or the standard derivation parameter based on the relationship between the mean data rate and the minimum/maximum (i.e. truncated) data rate.  Step 3: Determine the remaining parameter, if any, by jointly considering the mean file size and the parameter obtained from step 2. |
| [6] | Proposal 1: The frame size of DL follows a random distribution, while the frame size of UL can be assumed as two different values, one is for pose and control information, and the other is for scene update information. |
| [7] | Proposal 2: Down-select between the Gaussian and Pareto distributions for modelling packet arrivals and jitter and select a small set of packet sizes, jitter values, and packet arrival rates for evaluation. |
| [9] | Proposal 1:   * In the traffic model for XR, multiple data streams (e.g. for audio and video) for each direction (DL or UL) are generated for a UE; * Each data stream can be configured separately with * Periodicity * Packet size distribution (e.g. fixed or following a distribution)   Data flow specific latency and reliability requirements |
| [10] | Proposal 1: For evaluations, RAN1 to use a generalized/parametric XR traffic model with configurable parameters that can represent any of the XR traffic. The configurable parameters in the generalized XR traffic model are:   * UL:   + Traffic arrival distribution: [Quasi-periodic with configurable inter-packet arrival rate] (e.g. 60 to 500Hz)   + Traffic file distribution: [Uniform distribution with configurable packet size] (e.g. 30 to 250B)   + Number of data streams: [Configurable number of streams, configurable traffic parameters common to all streams] (e.g. single/multiple streams with bounded latency)   + Traffic parameters of each data stream: [Configurable data rate, latency and reliability]   (e.g. 500kbps, 10ms, 10E-04 PER)   * DL:   + Traffic arrival distribution: [Quasi-periodic with configurable inter-packet arrival time duration] (e.g. FTP3, inter-packet arrival proportional to 1/frame-rate)   + Traffic file size distribution: [Truncated Gaussian distribution or Parero distribution with configurable mean, σ, min, max] (e.g. mean: 1200B)   + Number of data streams: [Configurable number of streams, configurable traffic parameters common to all streams] (e.g. isochronous multi-stream with bounded latency)   + Traffic parameters of each data stream: [Configurable data rate, latency and reliability]   (e.g. 100Mbps, 10ms, 10E-04 PER) |
| [11] | VR1   |  |  |  | | --- | --- | --- | |  | DL Traffic Model | UL Traffic Model | | Traffic model | FTP Model 3 | Periodic traffic | | Rate | HEVC @ 60 fps:   * 4K: 43 Mbit/s | Period = 1/X, X=100-200ms | | PDB | 10ms | 10ms | | PER | 1e-4 | 1e-4 | | Packet size | 1500 byte | 100 bytes | | Packet size distribution | Constant | Constant | | Transport protocol | TCP (DASH/HTTP) | TCP (DASH/HTTP) |   VR2   |  |  |  | | --- | --- | --- | |  | DL Traffic Model | UL Traffic Model | | Traffic model | FTP Model 3 | CBR | | Rate | 50-100 Mbps | Several 100 kbps | | PDB | 20 ms | < 10 ms | | PER | 1e-4 | 1e-4 | | Packet size | 1500 byte | 100 bytes | | Packet size distribution | Constant | Constant |   AR1   |  |  |  | | --- | --- | --- | |  | DL Traffic Model | UL Traffic Model | | Traffic model | FTP Model 3 (option 2), CBR (option 3) | FTP Model 3 (option 2,3) | | Rate | Option 2:  HEVC @ 60 fps:   * 4K: 43 Mbit/s   Option 3:   * 10 kbit (small object) every 5s * 10 Mbit (large object) every 5s | Option 2,3:  HEVC @ 60 fps:   * 720p: 10 Mbit/s * 1080p: 29 Mbit/s * 4K: 43 Mbit/s | | PDB | 10ms | 10ms | | PER | 1e-6 | 1e-6 | | Packet size | 1500 byte | 1500 byte | | Packet size distribution | Constant | Constant | | Transport protocol | UDP (RTP) | UDP (RTP) |   CG   |  |  |  | | --- | --- | --- | |  | DL Traffic Model | UL Traffic Model | | Traffic model | FTP Model 3 | CBR | | Rate | HEVC @ 60 fps:   * 720p: 10 Mbit/s * 1080p: 29 Mbit/s * 4K: 43-45 Mbit/s | 0.2-0.7 Mbit/s | | PDB | 10ms | 10ms | | PER | 1e-4 | 1e-4 | | Packet size (interval) | 1200 byte | 100 byte | | Packet size distribution | Constant | Constant | | Transport protocol | UDP (GQUIC) | UDP (GQUIC) | |
| [12] | Proposal: RAN1 should develop relevant over-the-air traffic model for AR1 and AR2 applications as well as VR1, VR2 and CG applications based on the output of SA4 study item during the RAN1 Rel-17 study item for evaluation of XR for NR. |
| [13] | Proposal 4: Adopt the proposed traffic model for cloud gaming traffic.    Proposal 5: The jitter should be modelled as a parameter in the traffic model.  Proposal 6: For the XR traffic, the Cloud Gaming traffic model could be used as a baseline and extended as needed. |
| [14] | Proposal-1: A simplified baseline DL model (media) is to consider periodic traffic (arriving at framerate) together with a truncated distribution for packet size. The addition of randomness to this periodic traffic burst due to jitter might be required. |
| [15] | Proposal 3: Periodic traffic can be assumed for the DL and UL traffic of the VR service |
| [16] | Proposal 3 The frame size for the video traffic may include a variance, e.g., Gaussian distribution, in time to be more realistic.  Proposal 4 The frame arrival time to RAN for the video traffic may be approximated to be periodic and equal to the inverse of a frame refresh rate.  Proposal 5 RAN1 should decide the exact video traffic parameters further when SA WG4 XR study is finalized [3]. The parameters can include a frame size in terms of mean, variance, the maximum and the minimum value at least for the minimal acceptable encoding rate and the frame generation interval.  Proposal 6 Both DL and UL should be studied to understand the impact of a wide-spread deployment of XR services in a cellular network. |
| [18] | **Proposal 2:** RAN1 defers its conclusion on XR traffic model to be used for performance evaluations until the outcome of SA4 study on XR traffic model is available. |

**Summary**

Companies have shown their initial view on following aspect of DL traffic model.

* DL file inter arrival: this could be roughly inverse of frame rate (Fps). Depending on jitter modeling, it could be periodic (i.e., w/o jitter) or random w/ jitter
  + Periodic (w/o jitter): [2] [4] [5] [9] [14] [15] [16]
  + Random (w/ jitter): [4] [7] [10] [11] [13] [14]
* File size distribution: this is also related to whether to model each file as IP packet or frame.
  + Fixed: [4] [5] [11]
  + Random: [4] [6] [7] [9] [10] [13] [16]
    - Ex : truncated Gaussian, Pareto, etc
* Multiple data streams to model e.g., video, audio, etc.
  + [9] [10]
* Views to take into account SA4 outcome in traffic model discussion given that SA4 is working on traffic model
  + [1][12][16][18]

UL Traffic Model

Table 3 captures the views on UL traffic model from different sources. Some of views commented with DL are already captured in Table 2 are not captured here.

Table 3 Views on UL Traffic Model

|  |  |
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| Source | View |
| [5] | Proposal 4: The following 2 categorizations of XR representative services for UL services as the starting point.   * , 300, fixed periodicity, fixed packet size * 2.7-50Mbps,, [5-30] fixed periodicity and fixed packet size/statistical model for fluctuating traffic * FFS periodicity values and the modeling of variant inter arrival rate * FFS statistical model for fluctuating traffic, target to down-select in RAN1#103-e between Gaussian distribution and Pareto distribution |

**Summary**

Companies have provided views on UL traffic model in following aspects.

* UL file inter arrival
  + Periodic: [5] [15] [11] [10]
  + Random: [11] [10]
* UL file size
  + Fixed: [5] [10] [6]
  + Random: [5] [10]
* Multiple streams: [9] [10]
* Views to take into account SA4 outcome in traffic model discussion given that SA4 is working on traffic model
  + [1][12][16][18]

**FL Proposal 2**: Traffic model for DL and UL should reflect various bit rates, variable frame/slice/file/packet size, and periodicity with jitter, where statistical model is preferred. Conclusion on detailed traffic model is deferred to the next RAN1 meeting (RAN1 104-e) where SA4 outcome on traffic model is expected to be available.

**Question 2**. Please share your comments on Proposal 2 if any.

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# Evaluation of UE Power Consumption for XR

Evaluation Methodology for UE power consumption for XR

Companies’ view on evaluation of UE power consumption for XR is collected in Table 4.

Table 4 Companies’ Views on evaluation of UE power consumption for XR

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| Source | View |
| [3] | Both the power saving gain and the capacity performance loss need to be considered.  For power consumption evaluation, both the power saving gain and the capacity performance loss need to be considered.  During the evaluation, power consumptions for different cases can be collected for subsequent comparisons as depicted in Figure 3, including:   * Case 1: No power saving mechanism is introduced. It is the performance baseline to show the consumed power and corresponding capacity performance. * Case 2: The DRX mechanism for connected mode in NR is introduced which can be a starting point. Each UE may be configured with different DRX offset   For XR power consumption evaluation,   * Power consumption performance is evaluated by using power consumption model in TR 38.840. * Capacity performance is evaluated by considering different DRX configurations.   + Details of DRX configuration are reported by companies |
| [4] | For XR service evaluation, the power consumption evaluation methodology and metric in TR38.840 could be reused. |
| [6] | Besides, the trade-off between power consumption and other performance should be considered, e.g. 60fps with lower power consumption or up to 90fps performance boost with higher power consumption, can be chosen in the game settings.  The power consumption model in TR 38.840 can be reused to evaluate the power consumption performance of XR and Cloud Gaming |
| [7] | Rel-16/17 UE power savings mechanisms and potential enhancements are considered subject to minimal/no additional scheduling latency and minimal/no increase in PDCCH blocking probability.  The power consumption models developed in TR 38.840 and Rel-16 and Rel-17 mechanisms for power savings can be a starting point subject to considerations for minimal/no additional scheduling latency and minimal/no increase in PDCCH blocking probability. |
| [13] | Coverage evaluation should be done in the agenda of R17 coverage enhancement considering that coverage is a trade-off with capacity.  Reuse the evaluation assumption agreed in R17 power saving as baseline with necessary modifications   * R1-2007419: LS on evaluation for connected mode UE power saving |
| [15] | The power consumption model and performance metrics in TR 38.840 can be reused for the evaluation of power consumption. |
| [16] | Evaluations for existing connected mode UE power savings techniques so far have shown that achieving power savings generally comes with a throughput/latency trade-off.  Baseline XR performance should be evaluated assuming that the UE is always available for scheduling (i.e., DRX or other power saving techniques are not considered) and any studies on power savings techniques should consider latency/throughput impact compared to the baseline. |
| [17] | The followings can be considered for KPIs for XR evaluations:   * Capacity: TR38.824 can be baseline for both URLLC independent case and eMBB/URLLC coexistence case * Mobility: up to 300 km/h or 500 km/h should be taken into account * Power: TR38.840 can be starting point * Coverage: Rel-17 coverage enhancement study can be starting point |
| [18] | Power and capacity has trade-off relation.  RAN1 performs system level simulation method for power evaluation, especially to accurately evaluate the capacity-power tradeoff.  In case power saving gain of power saving techniques is quantified, the gain is evaluated, compared, and captured subject to a given capacity constraint.  The grey point is the baseline scheme w/o power saving scheme: UE in always ON state (i.e., no DRX enabled).  For XR power evaluation, RAN1 consider various power saving schemes including R15/R16/R17 power saving techniques and various assumptions having high impact on UE power consumption. |

**System level evaluation**

It is discussed in [18] that UE power consumption for XR in reality is affected by various aspects including UE geometry, link adaptation, user selection by gNB scheduler in case of multi-UEs in the network, parameter configuration of applied power saving techniques (e.g., CDRX parameters), etc. It is therefore proposed in [18] that system level simulations should be conducted to accurately evaluate effect of those aspects since link level simulations have limitations to capture those aspects in evaluation for UE power consumption.

**Question 3.** Please share your view on whether system level simulation should be the baseline for evaluation of UE power consumption for XR.

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**Baseline UE power consumption: UE power consumption w/ no power saving scheme**

Multiple companies emphasize the importance of evaluation of UE power consumption for XR, including evaluation of power saving gain from various power saving techniques that have been developed since Rel-15. The power saving gain can be evaluated compared to a baseline UE consumption result. Multiple companies propose to define the baseline UE power consumption to be the power consumption for the case when the UE is always available for scheduling, i.e., the UE never goes into a sleep state (in others words, no power saving technique is applied).

**Question 4.** Please share your view on the above definition of baseline UE power consumption to be used for evaluation of the gain of a UE power saving technique.

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**Upper bound of UE power saving gain: Genie UE power consumption**

As another useful reference for evaluation of UE power consumption for XR, “Genie” UE power consumption is proposed in [18], defined as UE power consumption for the case when the UE is assumed to enter a sleep state in all the slots with neither DL reception nor UL transmission. Which sleep state (micro, light, or deep) the UE can enter is determined based on the duration of consecutive slots with no DL reception and no UL transmission. The Genie result can serve as the upper bound of the power saving gain of a power saving technique, which may potentially motivate development of new power saving techniques that can approach the Genie performance.

**Question 5.** Please share your comment if any on evaluation of the “Genie” UE power consumption as a benchmark.

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**Evaluation of UE power saving gain of power saving schemes**

It is highly beneficial to study the power saving gain of various power saving schemes, e.g.,

* Rel-15/16/17 UE power saving techniques, e.g., CDRX, BWP switching, cross-slot scheduling, etc.
* Potential future enhancements (e.g., CDRX enhancements if needed, etc.).

In addition, it will be useful to explicitly study and better understand the impact of certain critical features/configurations on UE power consumption, e.g.,

* **DL rx and UL tx alignment**: In case DL and UL transmissions to/from a UE are consecutive, UE can stay longer in a deeper sleep state. It will be useful to see the power performance difference between DL/UL alignment vs. misalignment.
* **Impact of jitter in UE power consumption**: Effect of certain power saving techniques, e.g., CDRX can be substantially reduced by jitter (as packet arrival times at gNB vary over time which are not aligned with the beginning of the configured CDRX on duration). Although jitter may be part of traffic model, it would be highly beneficial to explicitly evaluate UE power consumption with and without jitter. The study outcome may potentially motivate development of a new power saving technique that is more effective with jitter.

**Question 6**. Please share your view on which power saving techniques among various candidates discussed above are to be evaluated with high priority in terms of power saving gain over the baseline discussed above.

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| Company | View |
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**Power saving gain taking into account capacity-power tradeoff**

As captured in Table 4, multiple companies have observed and pointed out that there exist tradeoff relations among different performance aspects: capacity, power, coverage. For example, [3][6][16][18] have observed the tradeoff between capacity and power. [13] has observed the tradeoff between coverage and capacity. One good example is tradeoff between power saving gain and capacity. In network/UE operation, applying a power saving scheme may result in delayed packet scheduling (as the UE is supposed to be in a sleep state for a certain duration depending the applied power saving scheme), which can increase the chance of violating packet delay budget and consequently lead to lower capacity.

Understanding the tradeoff of the evaluated power saving technique is important, e.g., for fair comparison of schemes/assumptions since one scheme may have higher hit on one performance metric than other schemes (e.g., scheme A={CDRX with cycle=50ms} has higher power saving gain than scheme B={CDRX with cycle=5ms}, but A would have lower capacity than B). Thus, when the gain of a power saving technique is evaluated, the capacity loss compared to the baseline scheme (i.e., no power saving scheme) needs to be evaluated together.

**FL proposal**: The UE power saving gain of a power saving technique is defined to be the reduction (%) in UE power consumption compared to the baseline UE power consumption (i.e., UE power consumption with no power saving scheme), subject to at most Y% (e.g., Y=5) system capacity reduction induced by the applied power saving technique. When the power saving gain of a power saving technique is submitted, the following should be reported together: (i) the amount of capacity loss caused by the evaluated power saving technique and (ii) how far is from the “Genie” UE power consumption (i.e., additional power consumption in % compared to the Genie power consumption).

**Question 7**. Please share your view on the above proposal and appropriate Y value.

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Other Evaluation Assumptions

Following sources captured in Table 5 have provided their views.

Table 5 Views on Evaluation Methodology on Power

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| Source | View |
| [3] | **Proposal 19**: For XR power consumption evaluation,  • power consumption performance is evaluated by using power consumption model in TR 38.840.  • capacity performance is evaluated by considering different DRX configurations.  - details of DRX configuration are reported by companies. |
| [4] | **Proposal 5**: For XR service evaluation, the power consumption evaluation methodology and metric in TR38.840 could be reused. . |
| [6] | **Proposal 2**: The power consumption model in TR 38.840 can be reused to evaluate the power consumption performance of XR and Cloud Gaming. |
| [7] | The power consumption models developed in TR 38.840 [4] and Rel-16 and Rel-17 mechanisms for power savings can be a starting point subject to considerations for minimal/no additional scheduling latency and minimal/no increase in PDCCH blocking probability. |
| [13] | **Proposal 9**: Reuse the evaluation assumption agreed in R17 power saving as baseline with necessary modifications   * R1-2007419: LS on evaluation for connected mode UE power saving |
| [15] | Power consumption  The power consumption model and performance metrics in TR 38.840 can be reused for the evaluation of power consumption. |
| [17] | Proposal 4:   * The followings can be considered for KPIs for XR evaluations: * Capacity: TR38.824 can be baseline for both URLLC independent case and eMBB/URLLC coexistence case * Mobility: up to 300 km/h or 500 km/h should be taken into account * Power: TR38.840 can be starting point * Coverage: Rel-17 coverage enhancement study can be starting point |

Given that R16 UE PS SI provides a good starting point power evaluation methodology, many companies have suggested it as a starting point. There was also a view [17] that R17 UE PS evaluation method should be the baseline with necessary modification.

**FL Proposal**. For XR UE power evaluation, use TR38.840 as baseline power evaluation methodology with necessary modifications if necessary.

**Question 8**. Please share your comments on the above proposal if any.

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**Linear Interpolation based UL Power Consumption Estimate for different Tx Power**

In some XR applications, UL data transmissions may include pose/control/scene upload. Their data rates range from e.g., 1Mbps ~ 10Mbps with short interval (2ms ~ 100ms) between two consecutive transmissions. This makes UL power consumption contribution to total power consumption increase significantly. Thus, it is critical to evaluate UE power consumption from UL transmissions. The power model defined in TR 38.840 is available only for two values of UE tx power: 0dBm and 23dBm, not available for other power levels. Thus, in order to effectively capture different tx power contributions from UEs with different tx power in various locations in the cell (also depending on various interference levels), UE power consumption model for power levels other than 0dBm and 23dBm is needed. For instance, linear interpolation model (that is already used in TR 38.840 to estimate the power consumption for different number of blind decoding) is proposed in [18].

**Question 9**. Please share your view on how to model UE power consumption for UE tx power other than 0dBm and 23dBm.

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**Additional UL Slots for Power Evaluation**

The UL power model in 38.840 needs to be further improved for UL power evaluation of XR applications. The power model in TR 38.840 has power state for UL (or PUSCH or long-PUCCH) or short-PUCCH (or SRS). However, these two states are not enough to capture different power consumption values generated from various UL activities such as pose/control, scene upload, ACK/NACK for PDSCH, SR, CSI, or SRS especially across different UEs in system level study. In system level study, since multiple UEs’ UL transmissions can be multiplexed in the same slot, additional UL slot modelling is required. For example, in a UL slot with PUSCH+PUCCH+SRS, two UEs could be scheduled: PUSCH for the first UE, and PUCCH+SRS for the second UE. Since the power model in TR 38.840 does not have power state for e.g., PUSCH + gap, or gap+PUCCH+SRS, etc, the current model needs to be improved to capture more diverse slots to more accurately evaluate power consumptions in such cases.

**Question 10**. Please provide your view on additional UL slot power modeling discussed above.

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**Special (S) Slot Power Consumption**

The power model in TR 38.840 for special(S) slots is available only for one specific configuration, “PDCCH+PDSCH+PUCCH” assumed to have the same power number as PDCCH+PDSCH state, which may hold only for 0dBm case. The reasoning based on this approximation is that PUCCH tx power at 0dBm is not significantly different from power consumption required for DL reception. For other tx power level, e.g., 23dBm tx power, this reasoning may not hold any more. Once S slot’s 23dBm power number is available, then power number for other tx power levels may be estimated by linear interpolation between power number for 0dBm and power number for 23dBm.

**Question 11**. Please share your view on power consumption model for S slot for XR power evaluation.

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# Evaluation Methodology for Coverage

Table 8 captures the views from different sources on evaluation methodology for coverage evaluation.

Table 8 Views on Evaluation Methodology for Coverage

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| Source | View |
| [2] | Proposal 6: The CDF of XQI is used to evaluate the coverage performance of the network. |
| [3] | Proposal 15: For XR coverage evaluation, link budget can be adopted as the evaluation methodology, and max isotropic loss (MIL) can be used as the performance metrics. |
| [5] | Proposal 5: Consider the capacity metric and coverage enhancement metric in XR evaluation.  - Capacity metric should include both the number/percentage of UEs satisfying the PDB/PER/Rate requirement and the statistical metrics regarding the CDF of UPT.  - Coverage metric should use the service based metric i.e. calculate MPL and compare it with the ISD. For the link level simulations used to generate the MPL, the following discussion points should be settled.   * For DL, the number of PRBs should be generated by considering the full bandwidth dedicated. TBS should be determined by an agreed MCS. * For UL, the PRBs/TBS/MCS should be set in accordance with the UL traffic. * Target BLER should be set in accordance with the traffic, e.g. or . |
| [6] | Proposal 3: The capacity and coverage can be evaluated by the number of UEs and X% UEs that meet the requirement. |

To better manage RAN1 workload for XR evaluations for NR, it is proposed by the rapporteur in [19] to defer detailed discussion on evaluation methodology for XR mobility to 2021 Q2. The delayed start will also benefit from stable evaluation methodology and assumptions available for capacity and power evaluations.

**Question 12**. Please share your view on delay of discussion on evaluation methodology for XR mobility to 2021 Q2. Also please feel free to comment on any other aspects w.r.t. XR mobility evaluation.

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# Evaluation Methodology for Mobility

Table 9 shows the captured views from different sources on evaluation methodology on mobility evaluation.

Table 9 Views on Evaluation Methodology for Mobility

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| Source | View |
| [3] | Proposal 16: For XR mobility evaluation, performance metrics should be identified considering impacts on XR performance due to mobility, such as interruption delay, handover failure rate and cell-edge transmission performance. |
| [6] | Proposal 4: Different UE speeds for VR, AR and Cloud Gaming users can be assumed when evaluate the mobility. |

To better manage RAN1 workload for XR evaluations for NR, it is proposed by the rapporteur in [19] to defer detailed discussion on evaluation methodology for XR coverage to 2021 Q1. The delayed start will also benefit from stable evaluation methodology and assumptions available for capacity and power evaluations as well as available outcome of Rel-17 coverage enhancement study.

**Question 13**. Please share your view on delay of discussion on evaluation methodology for XR coverage to 2021 Q1. Also please feel free to comment on any other aspects w.r.t. XR coverage evaluation.

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**Question 14**. Please feel free to comment on any other aspects w.r.t. XR evaluations for NR that are not addressed above.

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| Company | View |
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