**3GPP TSG-RAN2 #121bis-e R2-230xxxx**

**Electronic meeting, April 17 – April 26, 2023**

**Agenda item:** **7.2.2 (Sidelink positioning)**

**Source:** Samsung (Rapporteur)

**Title:** Report of **[AT121bis-e][429][POS] Session-based SLPP (Samsung)**.

**Document for:** Discussion and Decision

1. Introduction

 **[AT121bis-e][429][POS] Session-based SLPP (Samsung)**

    Scope: Discuss the proposals from section 2.1 of R2-2304005 and progress towards agreements.

    Intended outcome: Report to CB session

    Deadline: Monday 2023-04-24 2359 UTC

Response deadline for collecting comments: Friday 2023-04-21 2359 UTC

2 Contact Information

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| **Company** | **Contact: Name (E-mail)** |
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3. Discussion

We introduced session based SLPP, and session-less SLPP in the last R2#120 meeting. However, in this email discussion, we only handle the session-based SLPP operation since there is not much time in this meeting to be concluded, and as requested by the chair. The questionnaires in this email discussion are based on Tdoc [1].

In R2 meeting (R2#120), there were the agreements regarding session-based SLPP as below:

Agreement:

Sidelink positioning supports a session-based concept in SLPP, in which signalling messages within a session can be associated with one another by the involved UEs. The relationship to upper-layer designs from SA2 can be discussed during normative work.

FFS if there is also sessionless operation and what aspects of session-based operation would not be included.

In R2#121, there was some discussions on the session-based SLPP designing but, we couldn’t make an agreement.

There was no specific definition of the session in the SLPP perspective even though the discussion was held with some implicit background among companies. By defining the exact terminology, it is easy to find the new consideration points.

In our understanding, the core concept regarding the session of SLPP is that the session is associated with a single location service request regardless of which entity has instigated that, and the signaling/messages are all related to that purpose. The definition of LPP session can be used as the reference for defining the session of the SLPP, and cropped from 37.355 as below:

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| **4.1.2 LPP Sessions and Transactions**  An LPP session is used between a Location Server and the target device in order to obtain location related measurements or a location estimate or to transfer assistance data. A single LPP session is used to support a single location request (e.g., for a single MT-LR, MO-LR or NI-LR). Multiple LPP sessions can be used between the same endpoints to support multiple different location requests (as required by TS 23.271 [3]). Each LPP session comprises one or more LPP transactions, with each LPP transaction performing a single operation (capability exchange, assistance data transfer, or location information transfer). In E-UTRAN and NG-RAN, the LPP transactions are realized as LPP procedures. The instigator of an LPP session will always instigate the first LPP transaction, but subsequent transactions may be instigated by either end. LPP transactions within a session may occur serially or in parallel. LPP transactions are indicated at the LPP protocol level with a transaction ID in order to associate messages with one another (e.g., request and response).  Messages within a transaction are linked by a common transaction identifier. |

We can take this text of LPP’s session and related transaction definitions as a reference for the SLPP’s counterparts, and agree on each, further discuss and tailor them on SLPP specific aspects if needed step-by-step.

## 3.1 End points used in a session

The yellow highlighted part above, that is also applicable to the SLPP session, except that the one of the end points is not only location server, but another UE. Moreover, we consider that SLPP is also used for IC/PC which can be encapsulated. However, in this IC/PC case, there should be further discussion on how SLPP session can be handled with respect to LPP. Therefore, for defining session-based SLPP operation in at least PC5-only case, we propose to discuss the following statements.

**Q1. Do company agree on that “For session-based SLPP, a SLPP session is used among UEs in at least PC5-only case in order to obtain location related measurements or a location estimate or to transfer assistance data.”?**

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| **Company** | **Yes/No** | **Comments** |
| Fraunhofer | Yes | We agree that a SLPP session is associated with location related measurements of a single target UE. |
| OPPO | Yes |  |
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## 3.2 The definition of session

Also, regarding green part, single SLPP session is used to support a single location request, which also is the majority company view. Therefore, we also propose to discuss on the following.

**Q2. Do company agree on that “For session-based SLPP, a single SLPP session is used to support a single location request for sidelink positioning.”?**

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| **Company** | **Yes/No** | **Comments** |
| Fraunhofer | Partially yes | We agree that a location request for a target UE shall be supported within a single session.  However, our view is that setup and maintaining UEs within a session has its own overhead and induces latency. Therefore, we have a different view to the proposal that a single SLPP session is used to support a **single** location request for sidelink positioning. One of the use cases is tracking of devices, and this can be associated with one or more deferred location requests. If they all belong to one target UE then the location requests can be grouped together to form a session. By this we avoid having to setup a session for each position fix.  Our proposed variant would be:  **For session-based SLPP, a single SLPP session is used to support a single immediate LR or a a group of deferred LRs for a target UE for sidelink positioning.** |
| OPPO | Yes | Location request can come from external clients, UE itself at the different time. They could have different QoS requirement such as accuracy, response time, QoS class, etc, so it is hard to co-ordinate between them and group them into one SLPP session. |
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However, for that “a single location request” in the **Q2**, it is not known that legacy LCS service request cases (i.e., MT-LR, MO-LR or NI-LR) can be applied to sidelink positioning cases as it is. Obviously, the whole call flow of sidelink positioning and related service request must be different with the legacy LCS request cases due to that the involved CN/RAN entity would be changed. And this needs SA2 confirm. Therefore, we propose to consult SA2 on this.

**Q3. Do companies agree to send LS to SA2 to inform the agreed session-based SLPP definition in this meeting and ask for the procedure on how a single SLPP session is invoked by the LCS service request for sidelink positioning including the case of OOC and IC/PC” ?**

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| **Company** | **Yes/No** | **Comments** |
| Fraunhofer | Yes | We see the need to have working assumptions in RAN2 about session initiation (and in general about the definition of session) and consult with SA2. |
| OPPO | Yes | SA2 should be also consulted with the possibility of LMF to trigger a SLPP session to make calibration the Uu-based positioning measurement results obtained from a ongoing Uu-based positioning task |
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Beside of SA2’s confirmation, if there is no connectivity of the CN/RAN entity in OOC case, the upper layer e.g., the application layer or V2X/ProSe layer can trigger the service with the necessary information such as the target UE, QoS level, etc. Anyhow, this triggers SLPP layer to start/setup the corresponding procedures. In this case, a single SLPP session can be invoked by the upper layer’s request for the sidelink positioning.

**Q4. Do company agree that “For session-based SLPP, once service request indicated by the upper layer, SLPP can initiate the session start”?**

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| **Company** | **Yes/No** | **Comments** |
| Fraunhofer | Needs discussion | In general, we think the session should be created at the UE that is handling the server functionality. This may be another UE acting as a server, one or the anchor UEs or the target UE itself.  The session could start if the target UE also performs the functionality of server UE (i.e. resource coordination / positioning computation).  Otherwise, the target UE should request the server UE to create and maintain a positioning session. |
| OPPO |  | Agree with Fraunhofer. A SLPP session should at least start with a target UE and a location server UE |
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## 3.3 Multiple sessions

Regarding cyan part, multiple SLPP sessions can be used between or among same UEs, which is a marginal difference between LPP and SLPP. So, except this, other part can be reused. Since the details on the reference spec still cannot be specified, we can remove them, which later can be updated.

**Q5. Do companies agree on the following TP for session-based SLPP? (please find the track marked changes):**

**Multiple SLPP sessions can be used between/among the same endpoints to support multiple different location requests. Each SLPP session comprises one or more SLPP transactions, with each SLPP transaction performing a single operation (capability exchange, assistance data transfer, or location information transfer). In NG-RAN, the SLPP transactions are realized as SLPP procedures. The instigator of an SLPP session will always instigate the first SLPP transaction, but subsequent transactions may be instigated by other end. SLPP transactions within a session may occur serially or in parallel.**

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| **Company** | **Yes/No** | **Comments** |
| Fraunhofer | Depends | As indicated in our above response to Q2, our preference is to have same session if it pertains to the same target UE (deferred LRs). This reduces latency and setup overhead.  However, if there are use cases where different QoS are required for the target device then multiple SLPP sessions can be considered. |
| OPPO | Yes |  |
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## 3.4 Transaction ID in a session

Regarding pink part, as LPP, SLPP transactions are indicated at the SLPP protocol level with a transaction ID to associate messages with one another (e.t., request and response). We already have the agreed functions where the messages can be associated under, as already agreed in R2#120 as below:

Agreement:

With respect to the overall signaling procedure for PC5-only positioning (including at least IC and OOC; FFS if there are differences for PC), it is proposed to agree that the sidelink positioning procedure comprises the following series of steps as a baseline, between the LMF/positioning server UE/NG-RAN/candidate Anchor UE(s) and Target UE(s):

1. Triggering event
2. Sidelink positioning capability exchange

3. Sidelink positioning assistance data transfer

4. SL Positioning Request Location Information

5. Measurement of SL-PRS

6. Location calculation

7. SL Positioning Provide Location Information

Some steps may have dependencies on SA2 and can be revisited in this light. The order is subject to further discussion. FFS if discovery and selection of anchor UEs and/or server UE are part of the positioning layer in RAN2 scope.

LS to SA2 to ask for confirmation and guidance on the SA2 aspects.

Therefore, we propose the following:

**Q6. Do companies agree that “For session-based SLPP, SLPP transactions are indicated at the SLPP protocol level with a transaction ID in order to associate messages with one another (e.g., request and response)”?**

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| **Company** | **Yes/No** | **Comments** |
| Fraunhofer | Yes | No strong opinion. |
| OPPO | Yes | SLPP transaction ID is needed for the endpoints to know the relationship between incoming and transmitted msgs. |
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For the grey part, even we don’t know how the details of SLPP messages to be designed yet, it seems natural to reuse the transaction ID-based association among the SLPP messages which have relation with each other within a transaction.

**Q7. Do companies agree that “For session-based SLPP, messages within a transaction are linked by a common transaction identifier”?**

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| **Company** | **Yes/No** | **Comments** |
| Fraunhofer | Yes |  |
| OPPO | Yes |  |
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## 3.5 Necessity of session ID for SLPP

In the SLPP case, there would be multiple sessions per the same end points, and those sessions might be different according to the intended target UE, and/or required service characteristics such as QoS level etc even the session is initiated by the same UE. Considering there are multiple on-going sessions, and an involved UE might have different session with different target UE at the same time, there should be a way to tell them at the UE to respond accordingly. This can be possible by using session ID. The straightforward way to realize this is to include session ID in the SLPP message. Therefore, rapporteur propose to discuss the following:

**Q8. Do company agree that “For the session based SLPP, there should be a session ID to distinguish the sessions at the involved UEs in SLPP messages”?**

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| **Company** | **Yes/No** | **Comments** |
| Fraunhofer | Yes |  |
| OPPO | Yes | Different session ID should be associated with different target UEs |
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References

[1] R2-2304005, Designing SLPP protocol in the session perspective, submitted R2#121bis, Samsung