



# RAN and Key technologies in 5G NR

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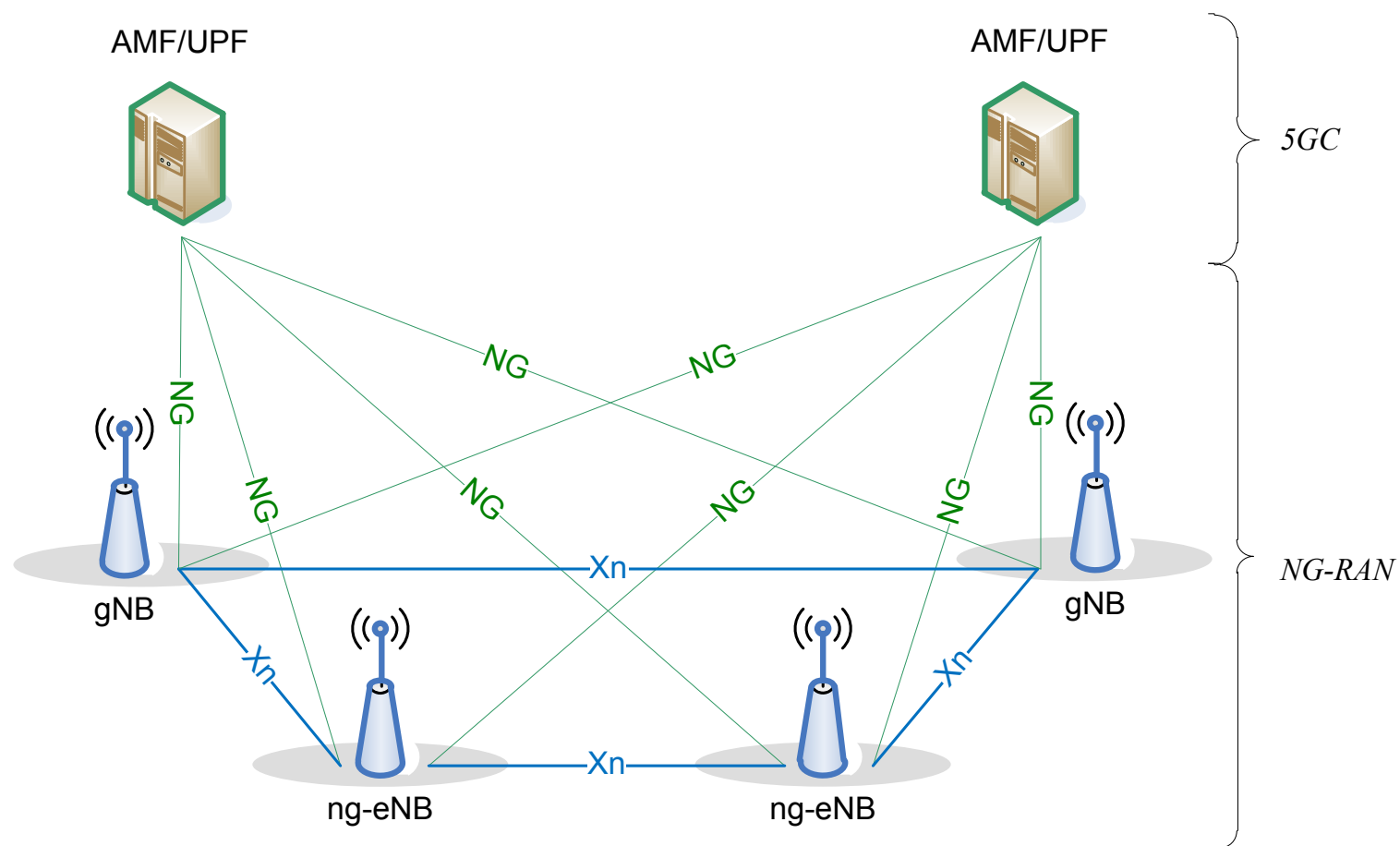
Huawei Technology  
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# Agenda

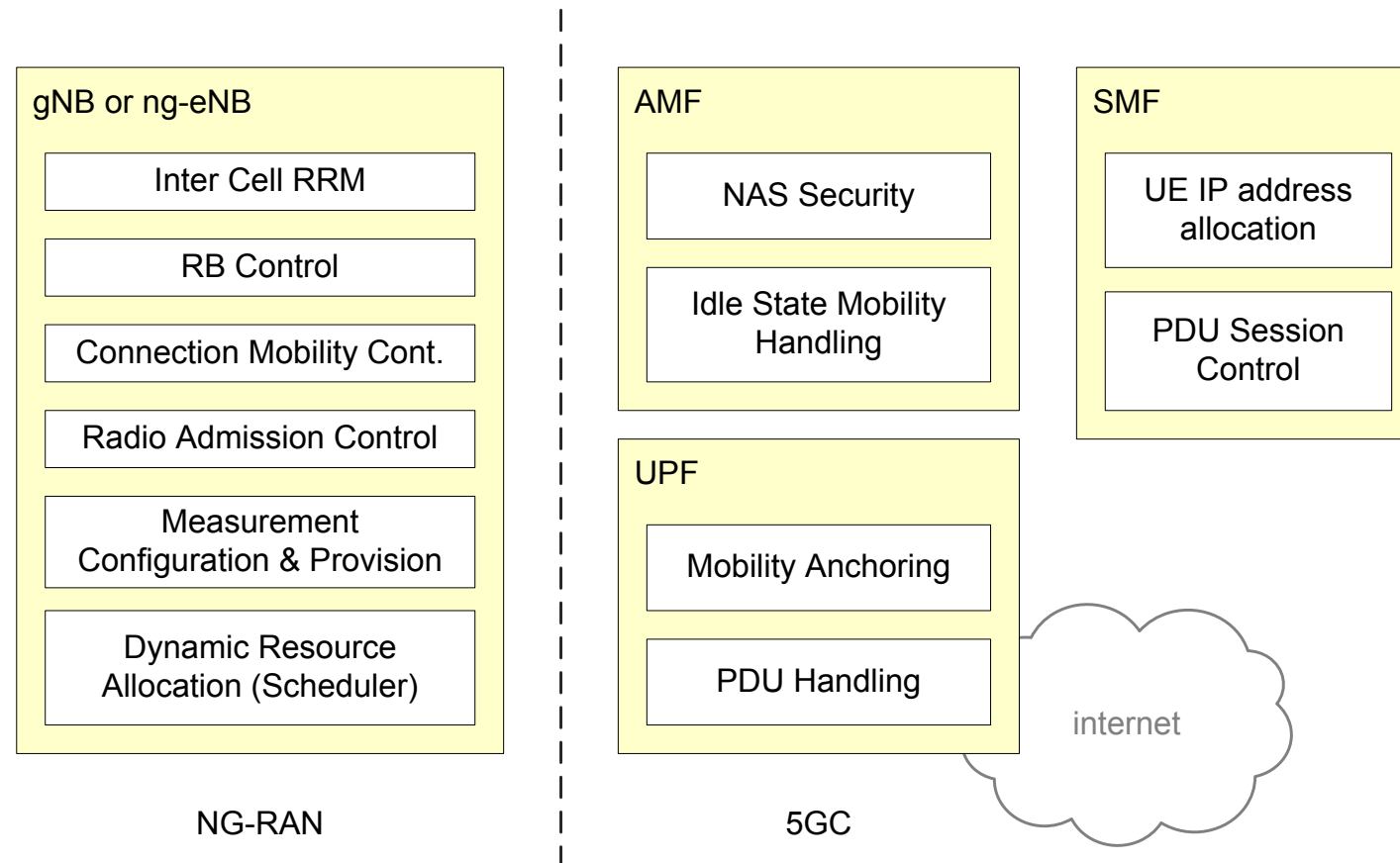


- **NR Overall Architecture and Network Interfaces**
- Physical Layer
- Layer 2 and RRC
- Deployment Architecture and Scenarios
- Core Network

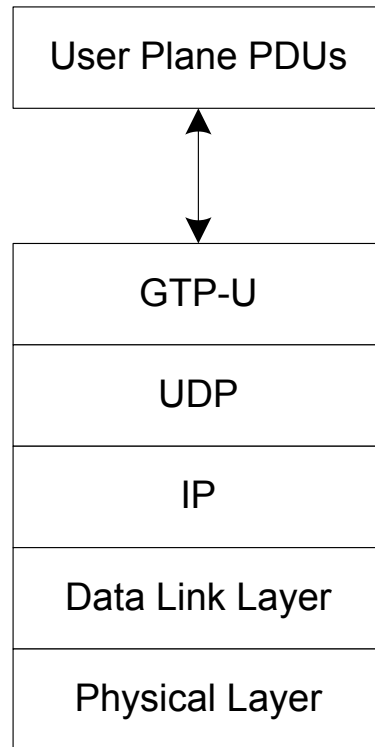
# Overall Architecture



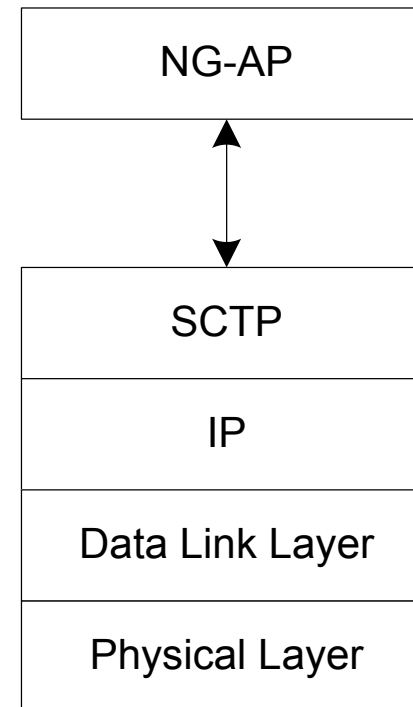
# Functional Split



# NG interface

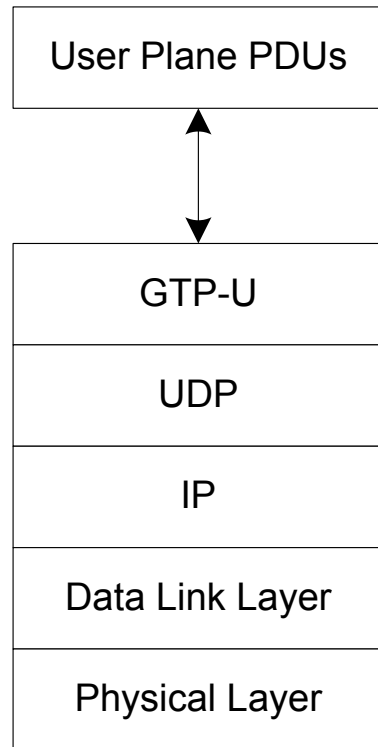


**User Plane Protocol Stack**

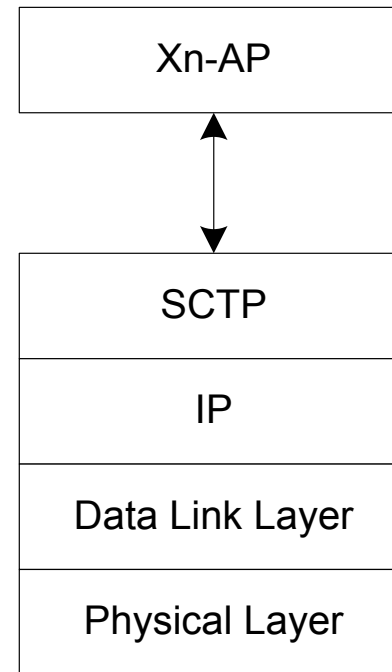


**Control Plane Protocol Stack**

# Xn interface

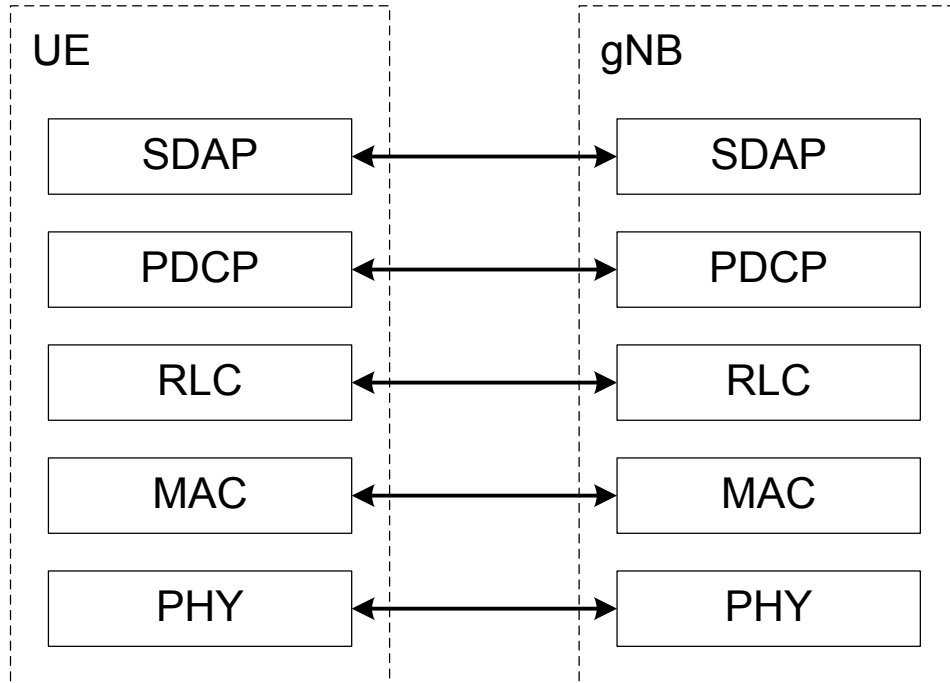


**User Plane Protocol Stack**

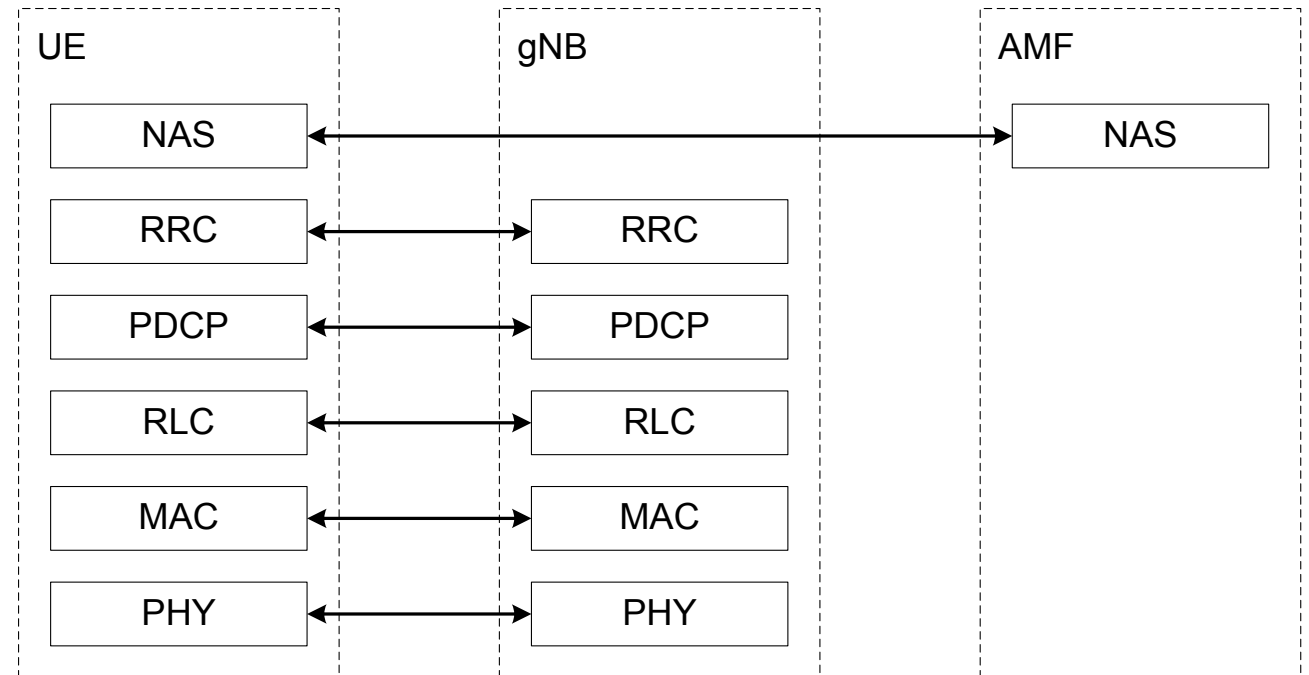


**Control Plane Protocol Stack**

# Radio Protocol Architecture



User Plane Protocol Stack



Control Plane Protocol Stack

# Agenda



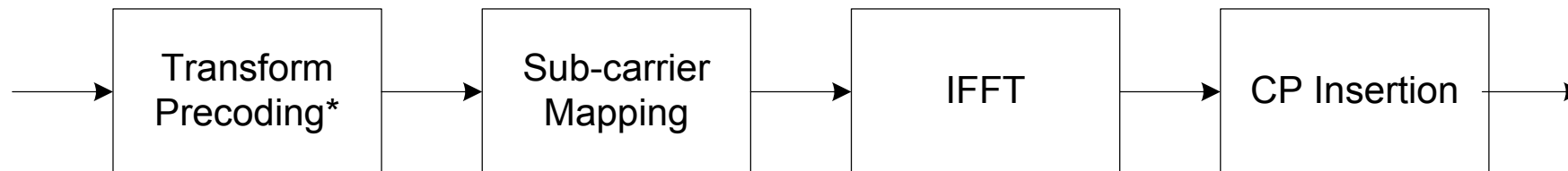
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# Waveform and MA



- Waveform for up to 52.6GHz eMBB and URLLC
  - DL Waveform: CP-OFDM (QPSK to 256QAM)
  - UL Waveform: CP-OFDM or DFT-s-OFDM ( $\pi/2$  BPSK to 256QAM)
    - CP-OFDM targeted at high throughput scenarios
    - DFT-s-OFDM targeted at power limited scenarios
- Multiple Access
  - Orthogonal Multiple Access
  - Non-Orthogonal Multiple Access (NOMA) not supported in Rel-15



*\*Optionally present in UL, not present in DL*

# Numerology - SCS



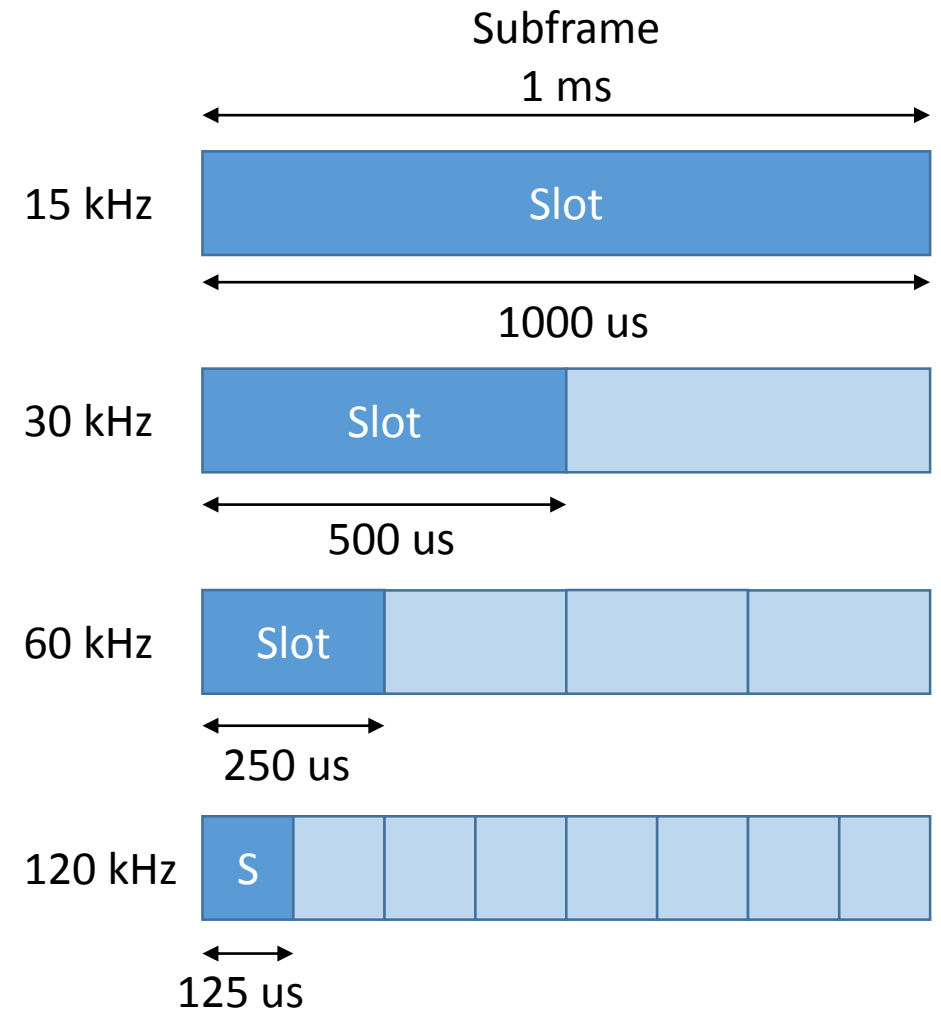
- Scalable subcarrier spacing
  - $\Delta f = 2^\mu \times 15$  kHz
- SCS for PSS, SSS and PBCH
  - Sub 6 GHz: 15 or 30 kHz
  - 24~52.6 GHz: 120 or 240 kHz

- SCS for NR
  - Below 1 GHz: 15/30 kHz
    - UE Mandatory: 15k, 30k
  - 1~6 GHz: 15/30/60 KHz
    - UE Mandatory: 15k, 30k
    - UE Optional: 60k
  - 24~52.6 GHz: 60/120 kHz, 240 kHz (only for SS)
    - UE Mandatory: 60k, 120k

$\mu$	$\Delta f = 2^\mu \cdot 15$ [kHz]	Cyclic prefix	Supported for data	Supported for synch
0	15	Normal	Yes	Yes
1	30	Normal	Yes	Yes
2	60	Normal, Extended	Yes	No
3	120	Normal	Yes	Yes
4	240	Normal	No	Yes

# Frame Structure - Slot

- Frame: 10 ms
- Subframe: 1 ms
- Slot
  - For all SCS with NCP: 14 symbols
  - For 60kHz SCS with ECP: 12 symbols
  - Duration time:  $1/2^\mu$
- Mini-Slot
  - a minimum scheduling unit with 7, 4 or 2 OFDM symbols



# Numerology – CBW & FFT Size



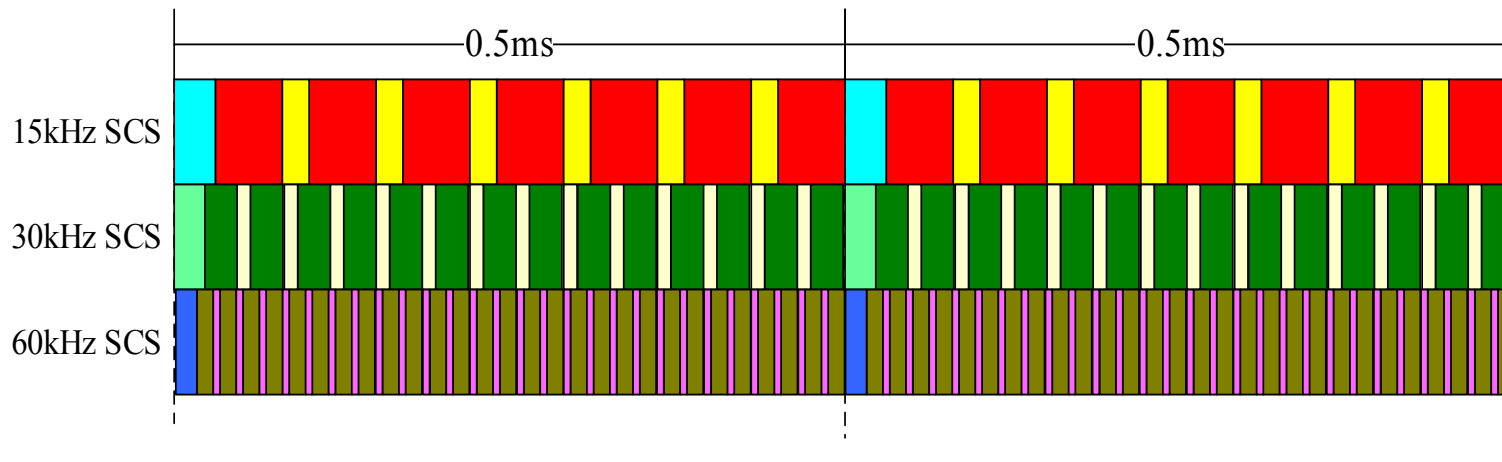
- Channel Bandwidth
  - Frequency Range 1 (FR1) Sub 6 GHz: 100 MHz
  - Frequency Range 2 (FR2) 24~52.6 GHz: 400 MHz
- UE can support different maximum channel bandwidth in DL and UL (agreed for data channel)
- For single numerology, maximum number of subcarriers per NR carrier is 3300 in Rel-15, i.e. 275 RB
- Resource block
  - A resource block is defined as 12 consecutive subcarriers in the frequency domain

Frequency range	SCS (kHz)	Min CHBW (MHz)	Max RB	Max CHBW (MHz)
FR1	15	5	270	50
	30	5	273	100
	60	10	135	100
FR2	60	50	264	200
	120	50	264	400

# Numerology - Symbol Alignment



- The numerology with 15 kHz and scaled numerology with different subcarrier spacing with the same CP overhead align at a symbol boundary every 1ms in a NR carrier
- For NCP, 15kHz and scaled SCS are aligned at the symbol boundary of 15kHz



NCP Length in Ts (1/2048/15k)			
SCS (KHz)	1 <sup>st</sup> CP within 0.5ms	Other CPs within 0.5ms	Symbol length
15	160	144	2048
30	88	72	1024
60	52	36	512
120	34	18	256
240	25	9	128

# Frame Structure – Slot Type

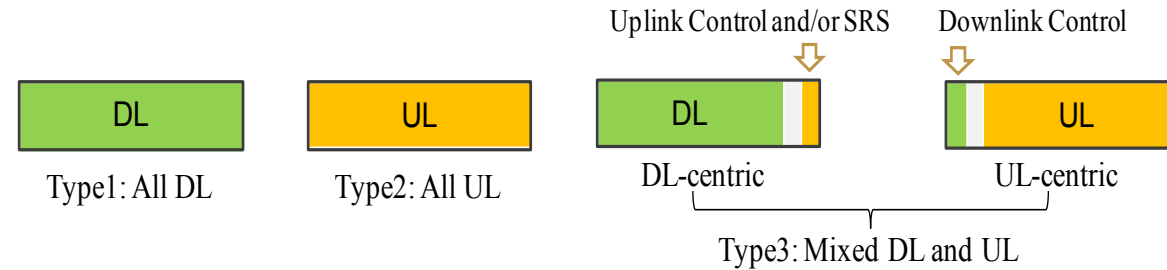


- 3 types

- DL-only slot
- UL-only slot
- Mixed DL and UL slot

- Slot Format

- OFDM symbol in a slot can be classified as Downlink, Uplink or Flexible



Format	Symbol number in a slot													
	0	1	2	3	4	5	6	7	8	9	10	11	12	13
0	D	D	D	D	D	D	D	D	D	D	D	D	D	D
1	U	U	U	U	U	U	U	U	U	U	U	U	U	U
2	X	X	X	X	X	X	X	X	X	X	X	X	X	X
3	D	D	D	D	D	D	D	D	D	D	D	D	D	X
4	D	D	D	D	D	D	D	D	D	D	D	D	D	X
5	D	D	D	D	D	D	D	D	D	D	D	X	X	X
6	D	D	D	D	D	D	D	D	D	D	X	X	X	X
7	D	D	D	D	D	D	D	D	D	X	X	X	X	X
8	X	X	X	X	X	X	X	X	X	X	X	X	X	U
9	X	X	X	X	X	X	X	X	X	X	X	X	U	U
10	X	U	U	U	U	U	U	U	U	U	U	U	U	U
11	X	X	U	U	U	U	U	U	U	U	U	U	U	U
12	X	X	X	U	U	U	U	U	U	U	U	U	U	U
13	X	X	X	X	U	U	U	U	U	U	U	U	U	U
14	X	X	X	X	X	U	U	U	U	U	U	U	U	U
15	X	X	X	X	X	X	U	U	U	U	U	U	U	U
16	D	X	X	X	X	X	X	X	X	X	X	X	X	X
17	D	D	X	X	X	X	X	X	X	X	X	X	X	X
18	D	D	D	X	X	X	X	X	X	X	X	X	X	X
19	D	X	X	X	X	X	X	X	X	X	X	X	X	U
20	D	D	X	X	X	X	X	X	X	X	X	X	X	U
21	D	D	D	X	X	X	X	X	X	X	X	X	X	U
22	D	X	X	X	X	X	X	X	X	X	X	X	U	U
23	D	D	X	X	X	X	X	X	X	X	X	X	U	U
24	D	D	D	X	X	X	X	X	X	X	X	X	U	U
25	D	X	X	X	X	X	X	X	X	X	X	U	U	U
26	D	D	X	X	X	X	X	X	X	X	U	U	U	U
27	D	D	D	X	X	X	X	X	X	X	U	U	U	U
28	D	D	D	D	D	D	D	D	D	D	D	D	X	U
29	D	D	D	D	D	D	D	D	D	D	D	X	X	U
30	D	D	D	D	D	D	D	D	D	D	X	X	X	U
31	D	D	D	D	D	D	D	D	D	D	D	X	U	U
32	D	D	D	D	D	D	D	D	D	D	X	X	U	U
33	D	D	D	D	D	D	D	D	D	X	X	X	U	U

# Channel coding



- Channel coding for eMBB
  - LDPC coding for data
  - Polar coding for control including PBCH
- Channel coding for URLLC – not yet discussed

# Physical Channel



- Downlink Physical channels
  - PDSCH (Physical Downlink Shared Channel)
  - PDCCH (Physical Downlink Control Channel)
  - PBCH (Physical Broadcast Channel)
- Downlink physical signals
  - PSS (Primary Synchronization Signal)
  - SSS (Secondary Synchronization Signal)
  - CSI-RS (Channel State Information Reference Signal)
  - DM-RS (Demodulation Reference Signal)
  - PT-RS (Phase-tracking Reference Signal)
- Uplink physical channels
  - PUSCH (Physical Uplink Shared Channel)
  - PUCCH (Physical Uplink Control Channel)
  - PRACH (Physical Random Access Channel)
- Uplink physical signals
  - SRS (Sounding Reference Signal)
  - DM-RS (Demodulation Reference Signal)
  - PT-RS (Phase-tracking Reference Signal)

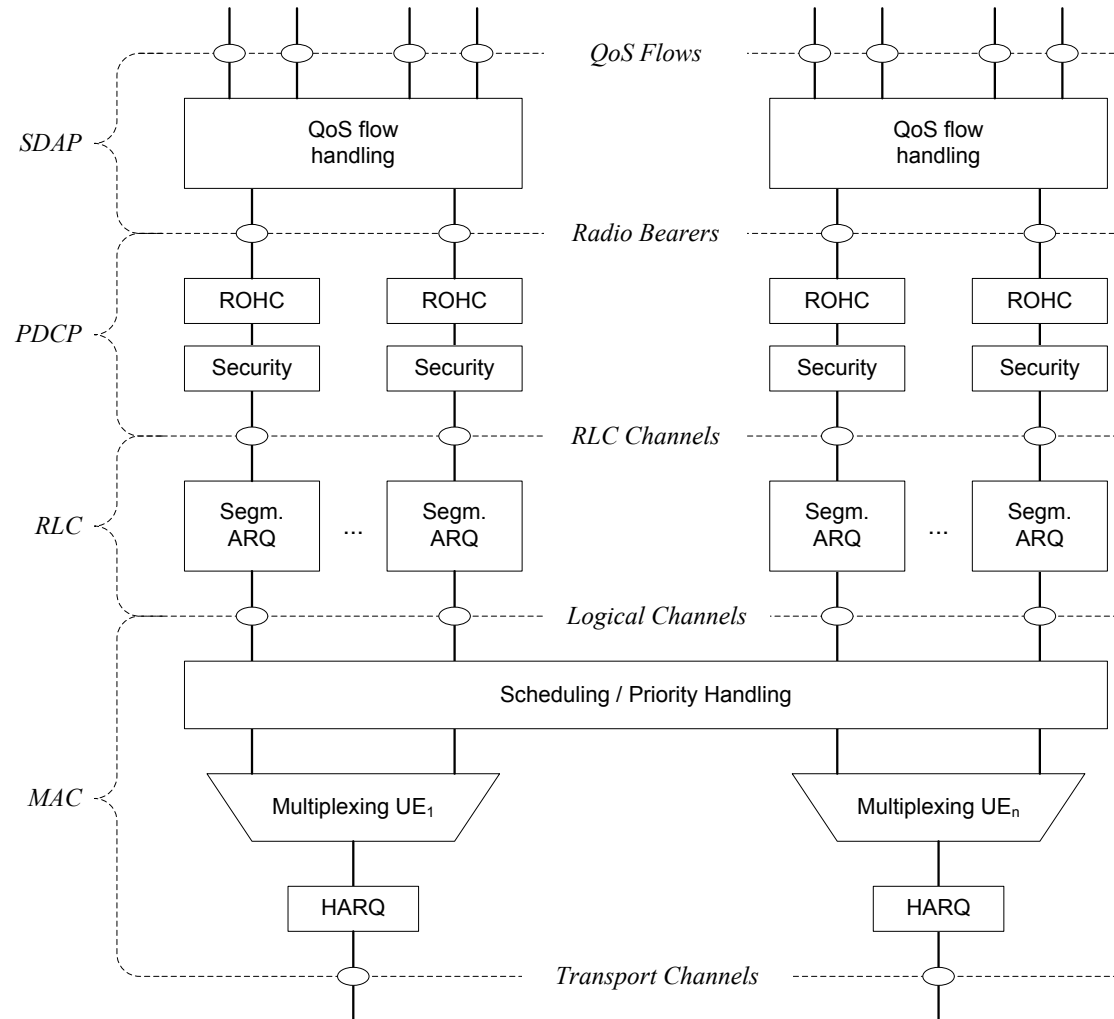


# Agenda

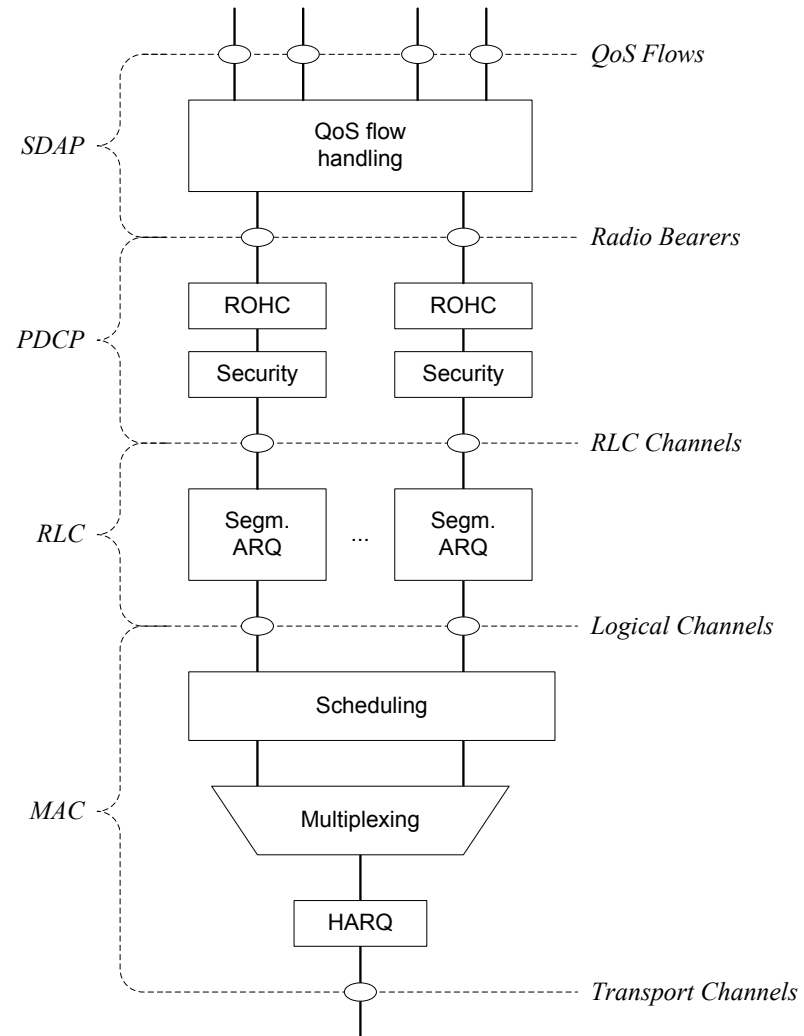


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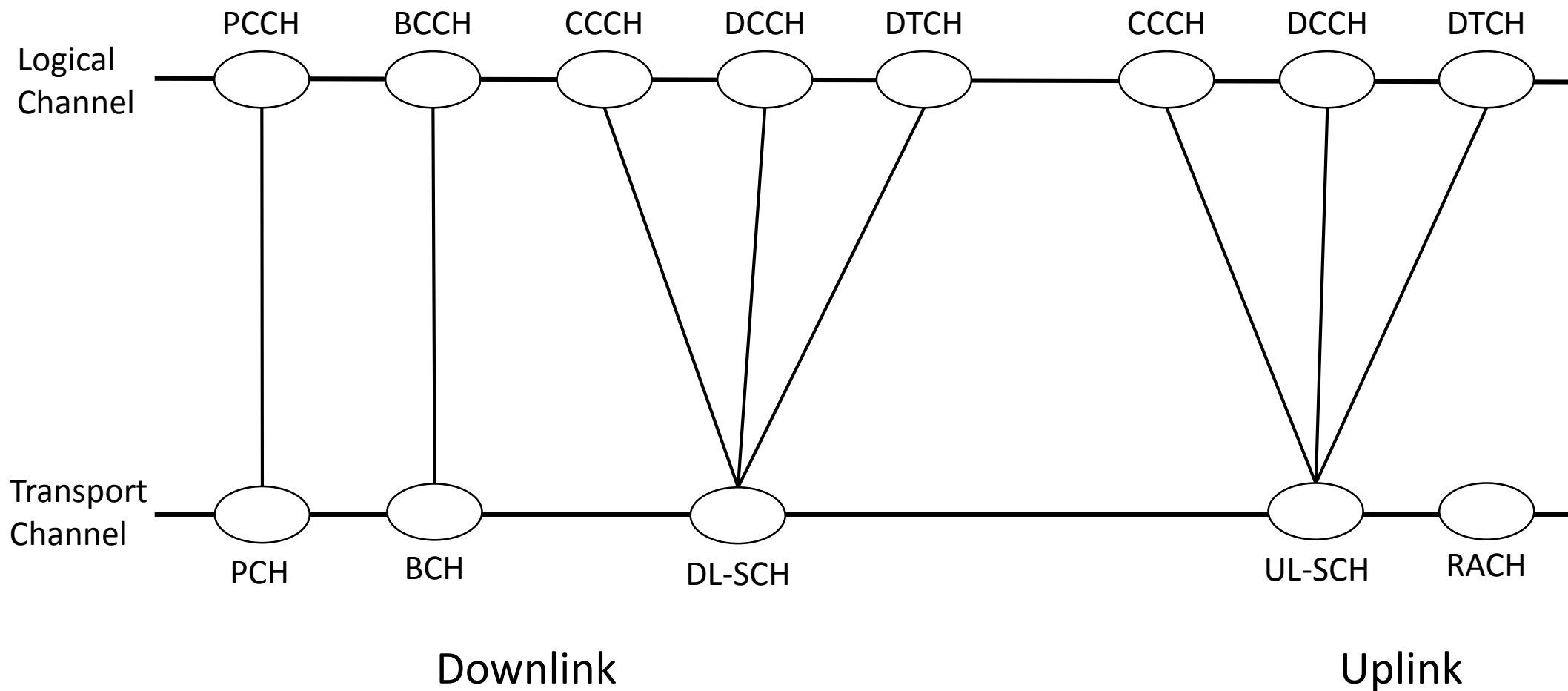
# Downlink Layer 2 Structure



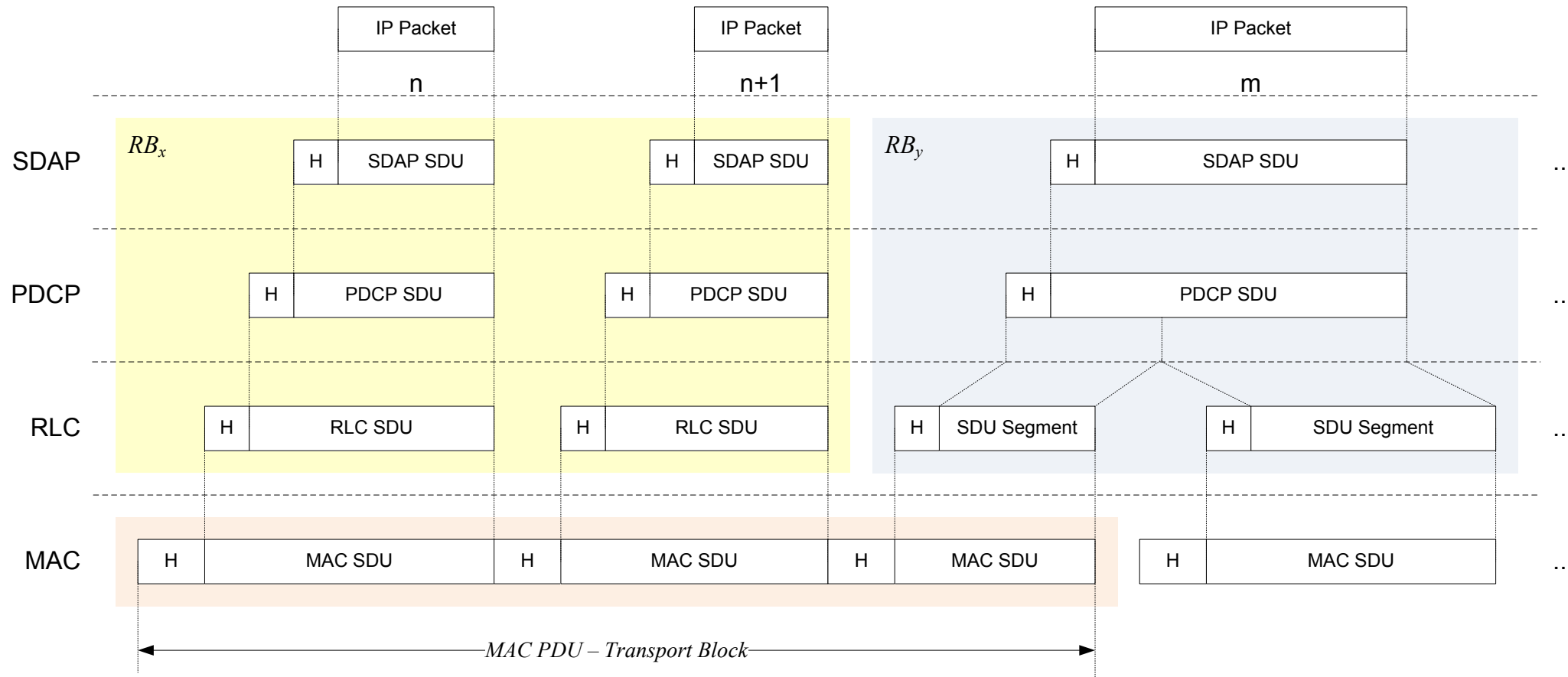
# Uplink Layer 2 Structure



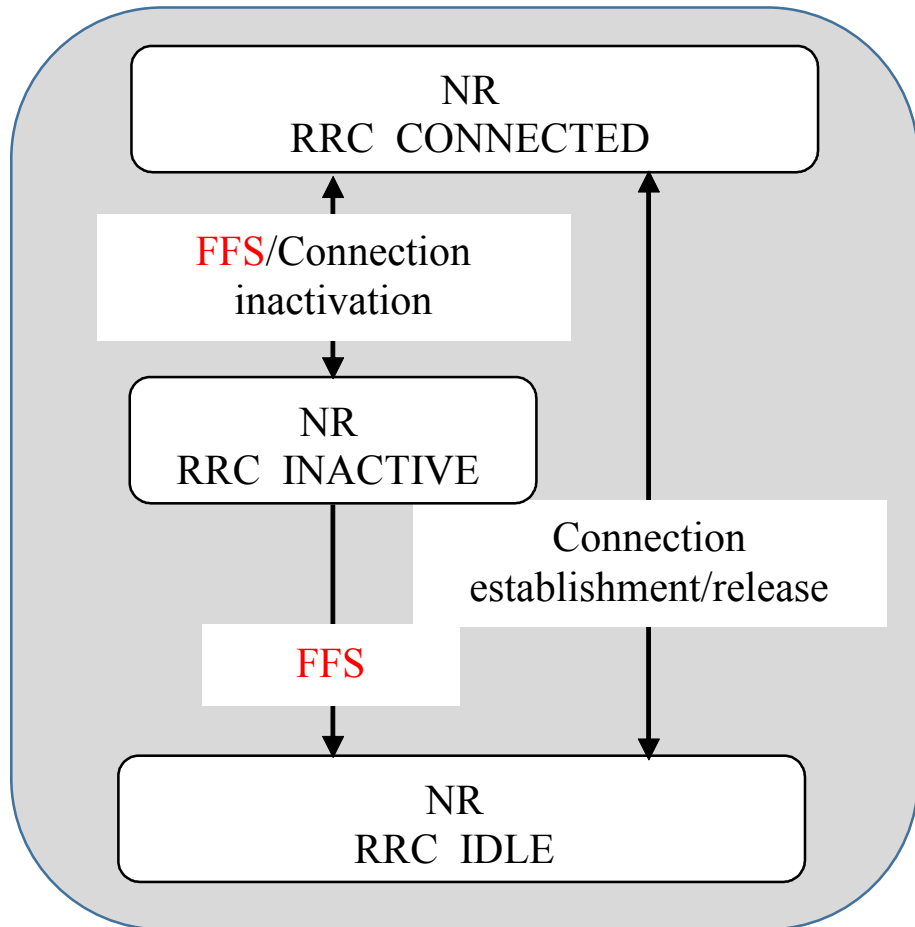
# Channel Mapping



# Layer 2 Data Flow



# NR UE RRC states



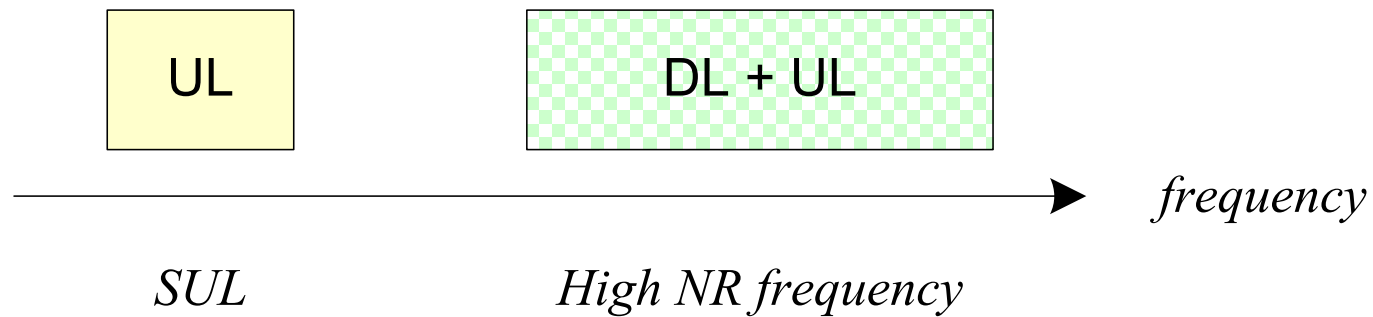
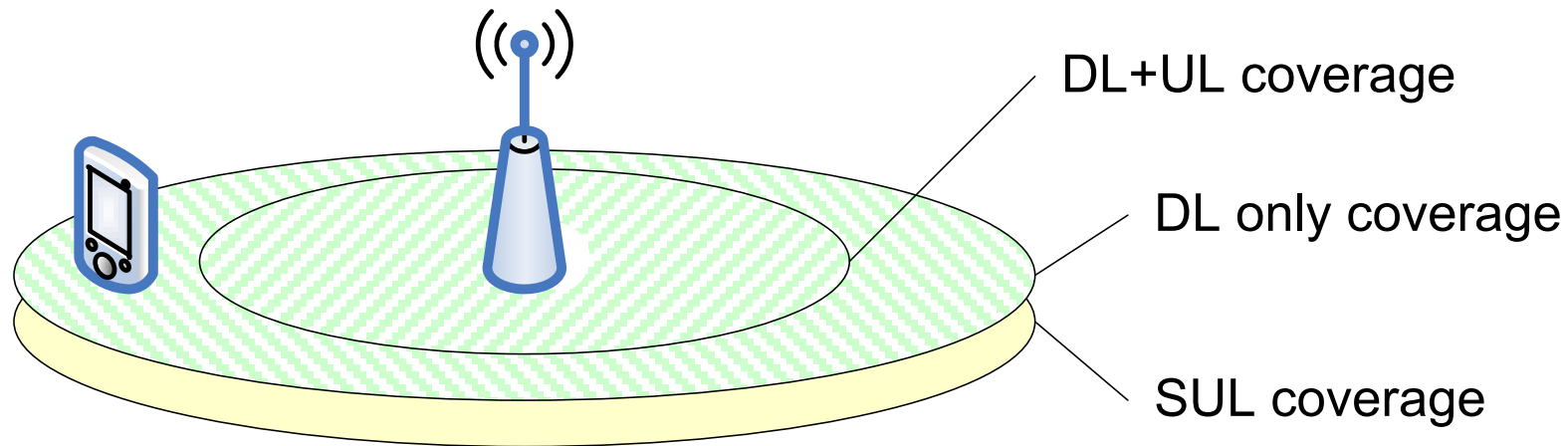
- RRC\_IDLE and RRC\_CONNECTED, same as LTE
- RRC\_INACTIVE
  - Motivation of RRC\_INACTIVE is Signaling/Latency reduction
- Characteristics of RRC\_INACTIVE
  - Cell re-selection mobility;
  - CN – NR RAN connection (both C/U-planes) has been established for UE;
  - The UE AS context is stored in at least one gNB and the UE;
  - Paging is initiated by NR RAN;
  - RAN-based notification area is managed by NR RAN;
  - NR RAN knows the RAN-based notification area which the UE belongs to

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# Deployment Scenario – SUL



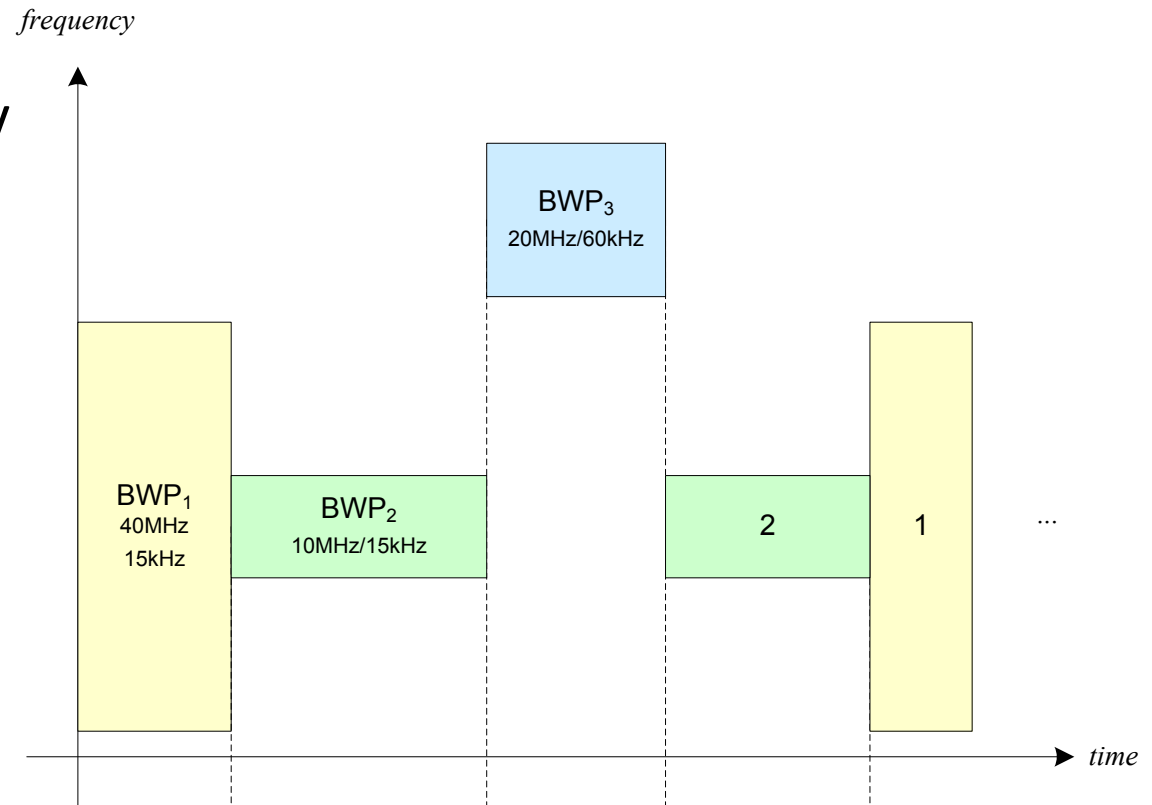


# Bandwidth Part (BWP)

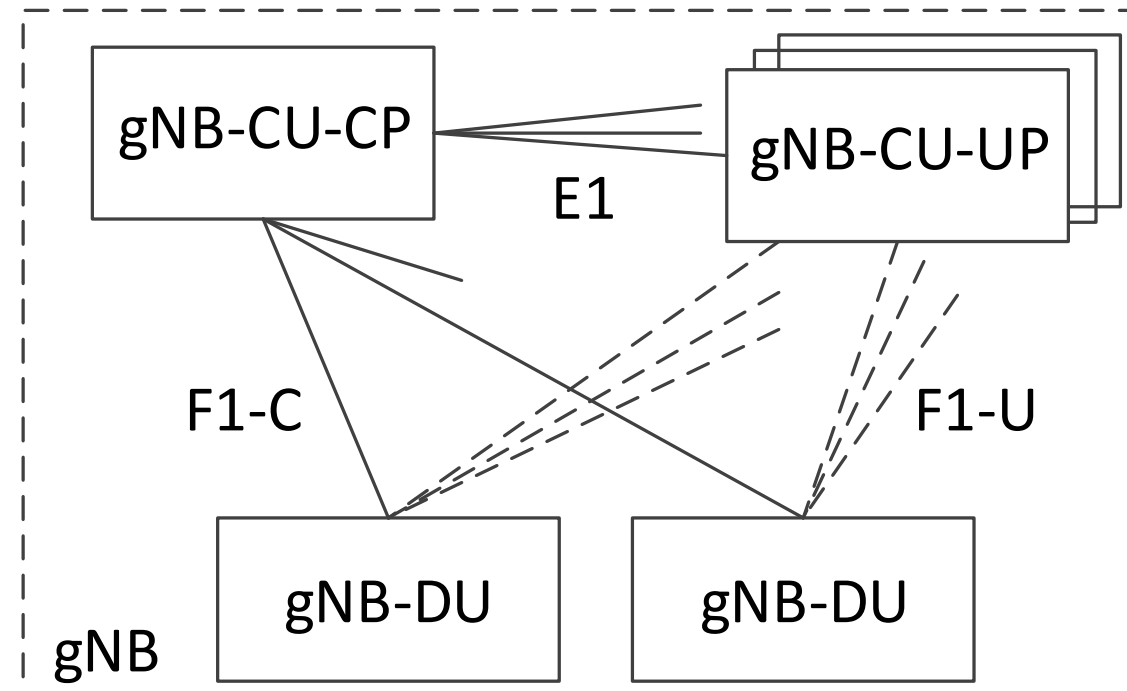
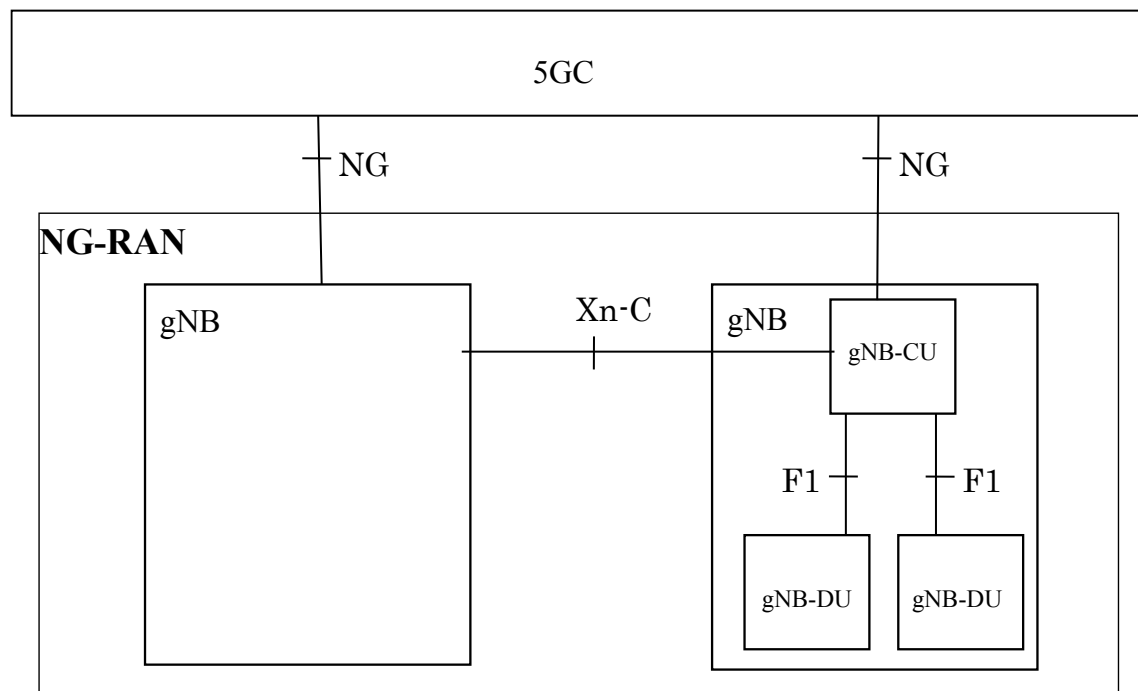


- Bandwidth Adaptation

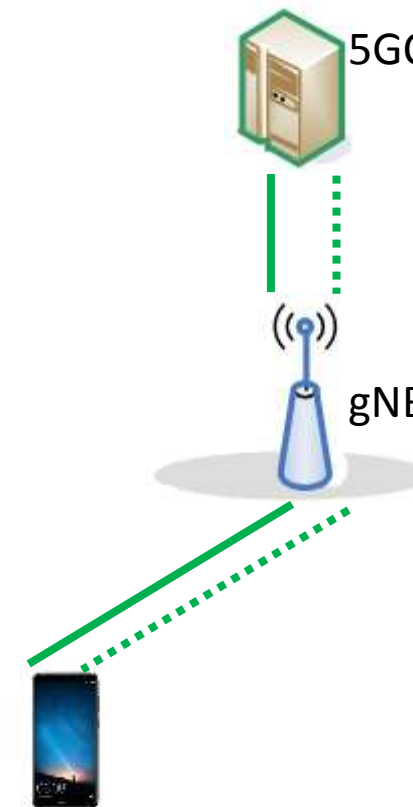
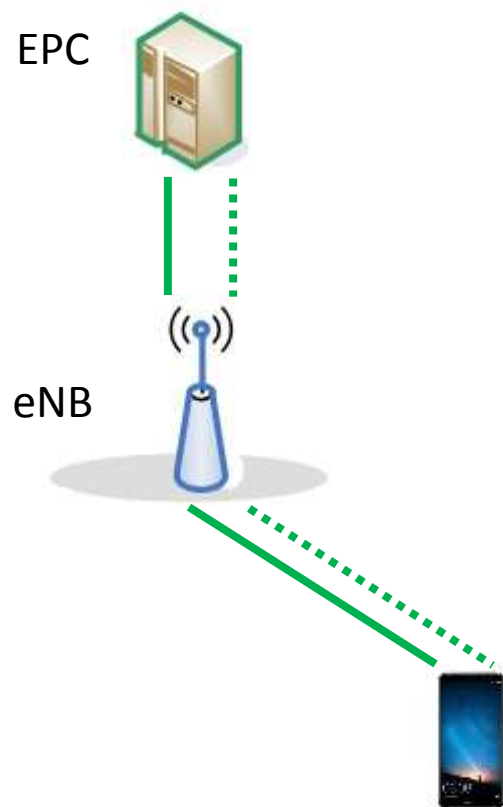
- UE bandwidth can be shorter than the bandwidth of the cell and can be adjusted
- Save power during period of low activity
- Increase scheduling flexibility
- Allow different services



# CU/DU split and CP/UP separation

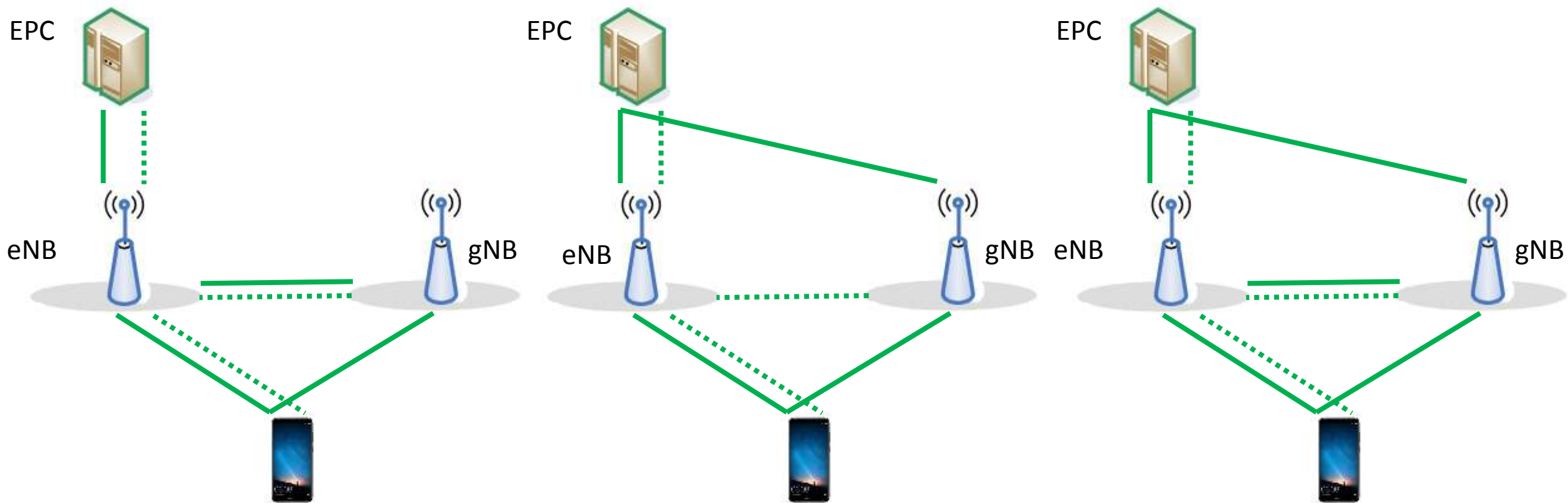


# 5G Architecture – Option 1/2



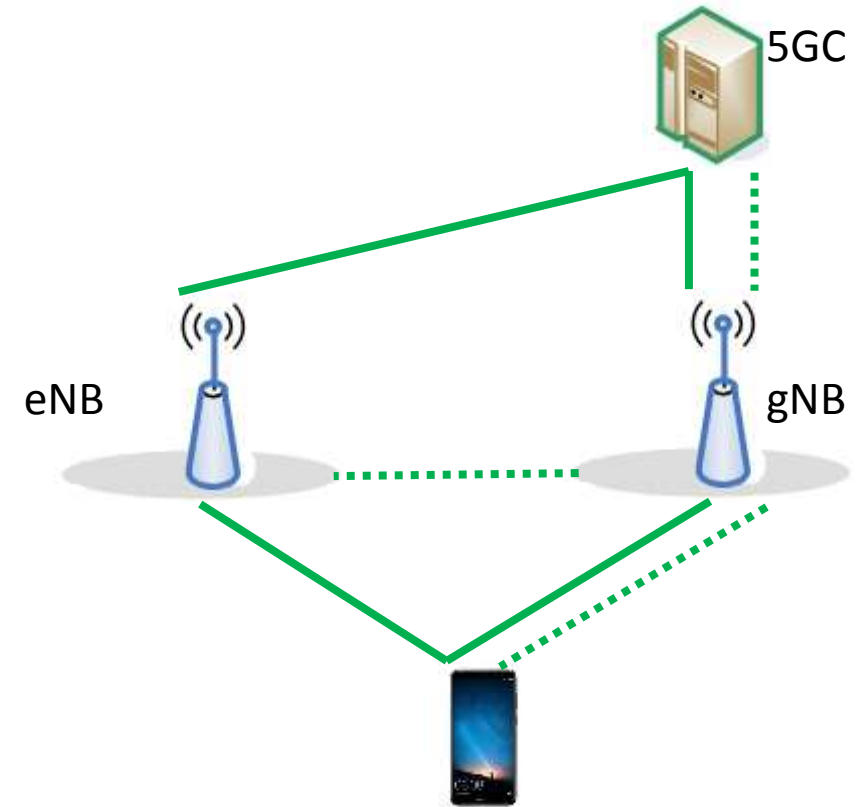
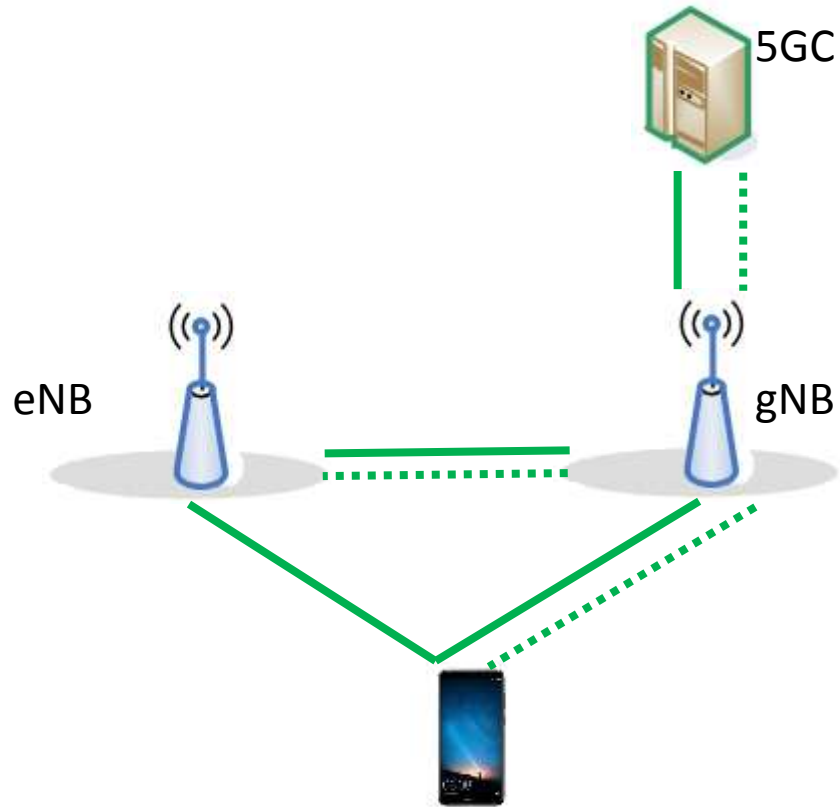
— User Plane  
..... Control Plane

# 5G Architecture – Option 3/3a/3x



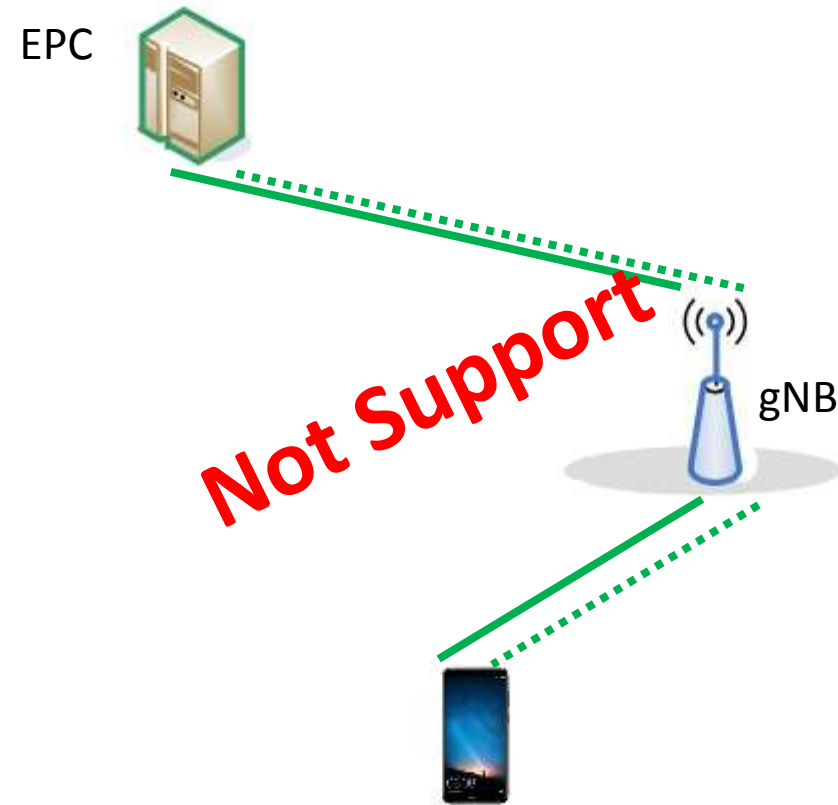
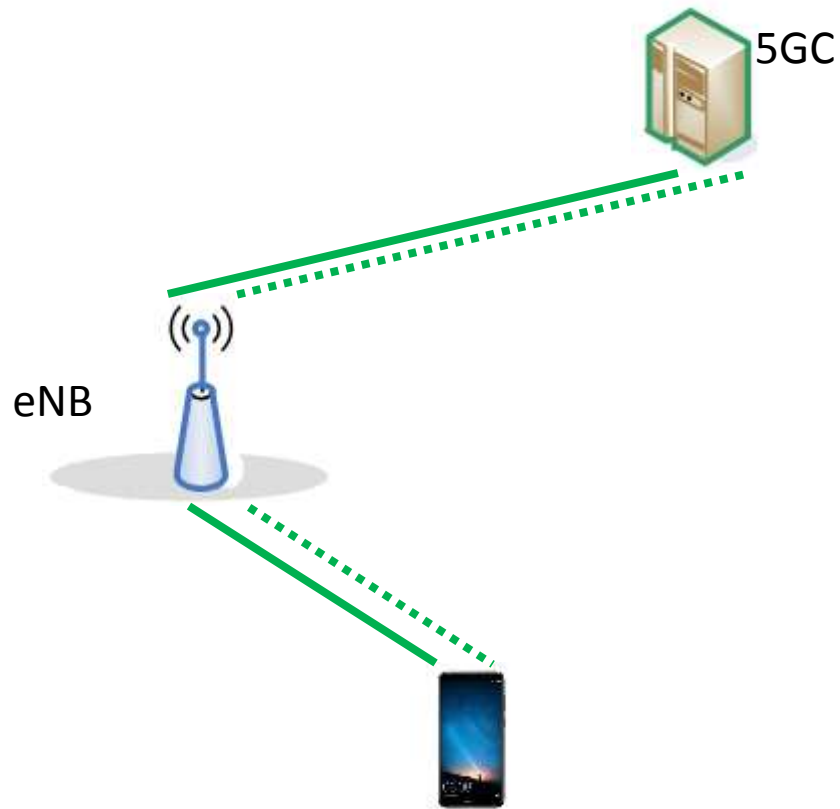
— User Plane  
..... Control Plane

# 5G Architecture – Option 4/4a



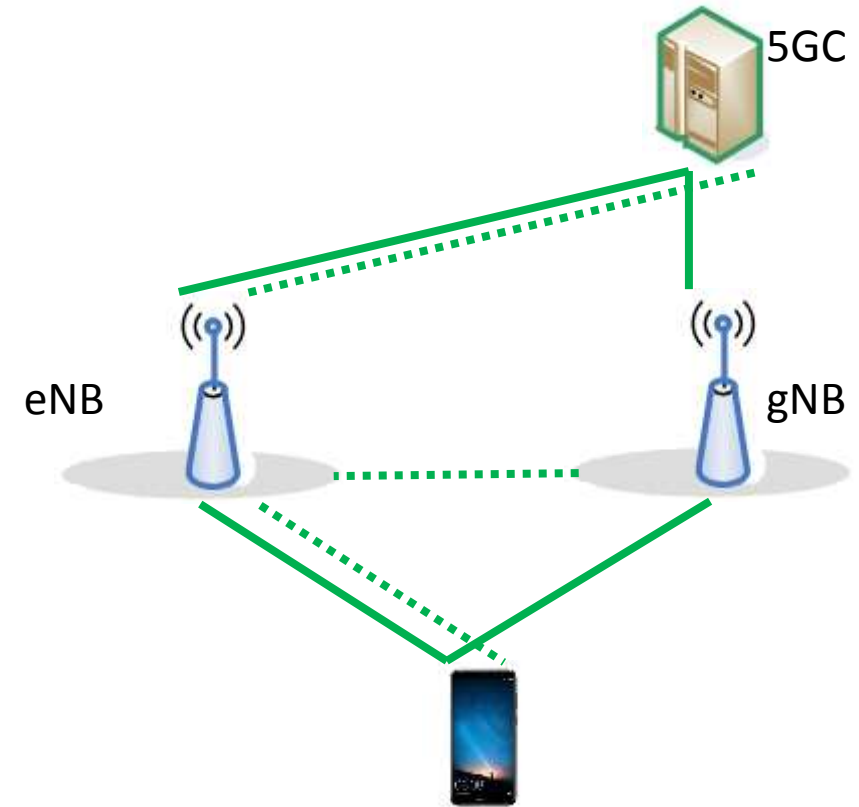
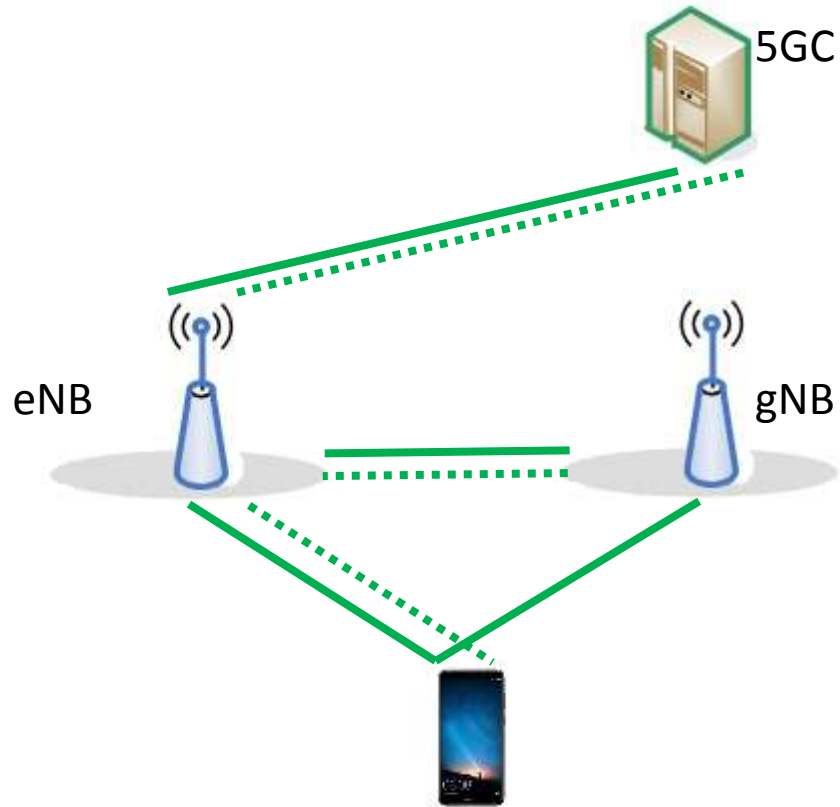
— User Plane  
..... Control Plane

# 5G Architecture – Option 5/6



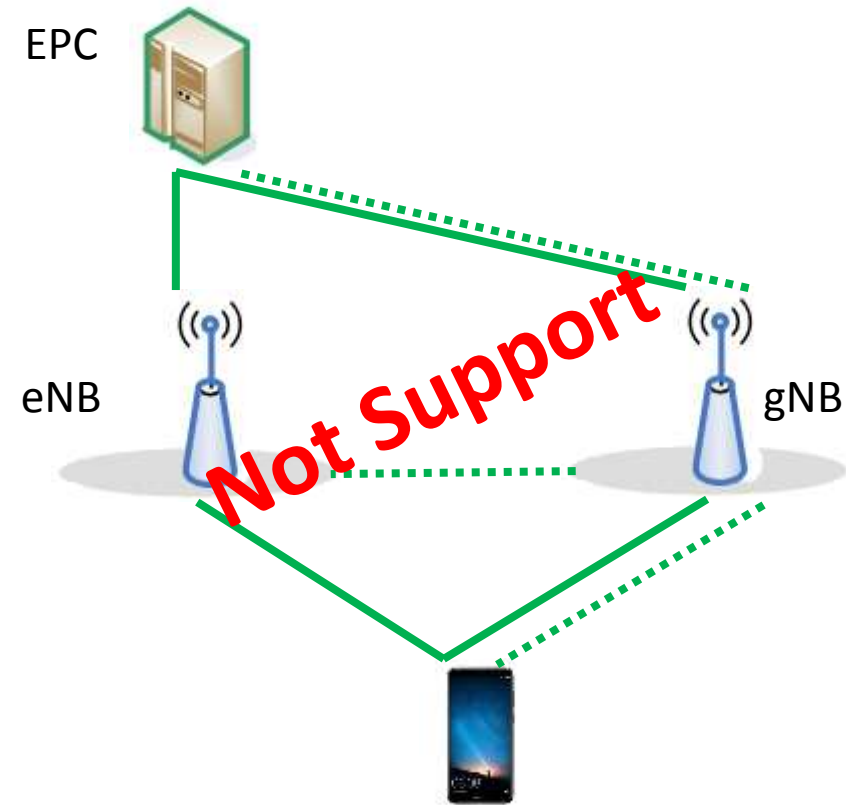
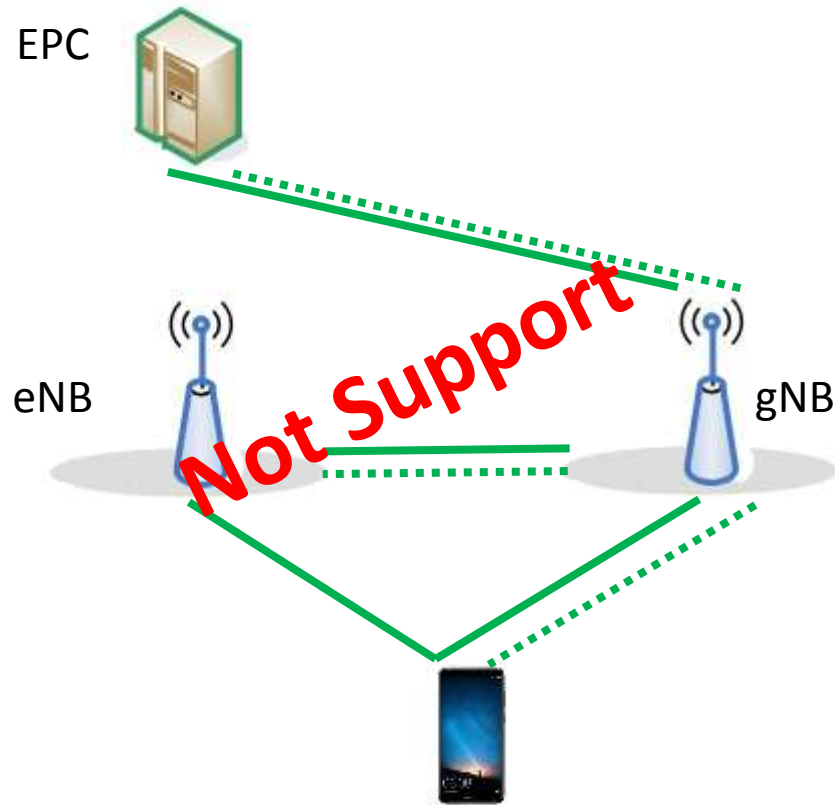
- User Plane
- ..... Control Plane

# 5G Architecture – Option 7/7a



— User Plane  
- - - Control Plane

# 5G Architecture – Option 8/8a



- User Plane
- ⋯ Control Plane

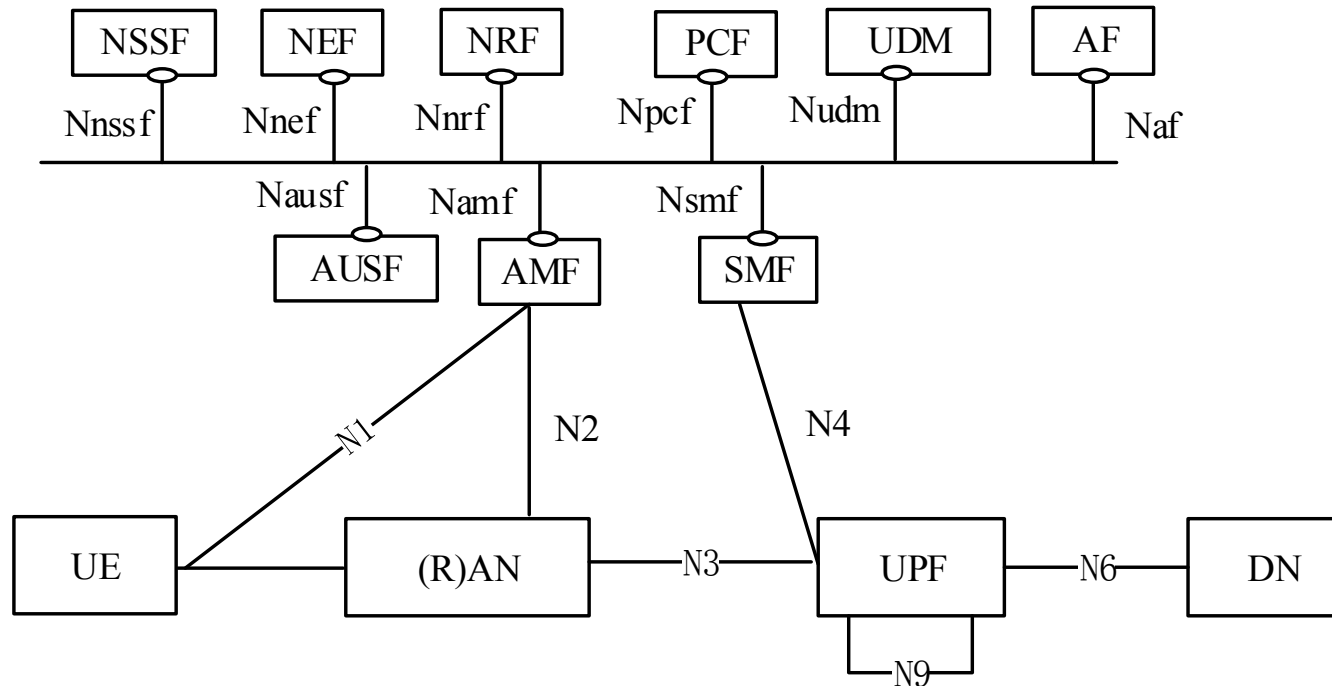


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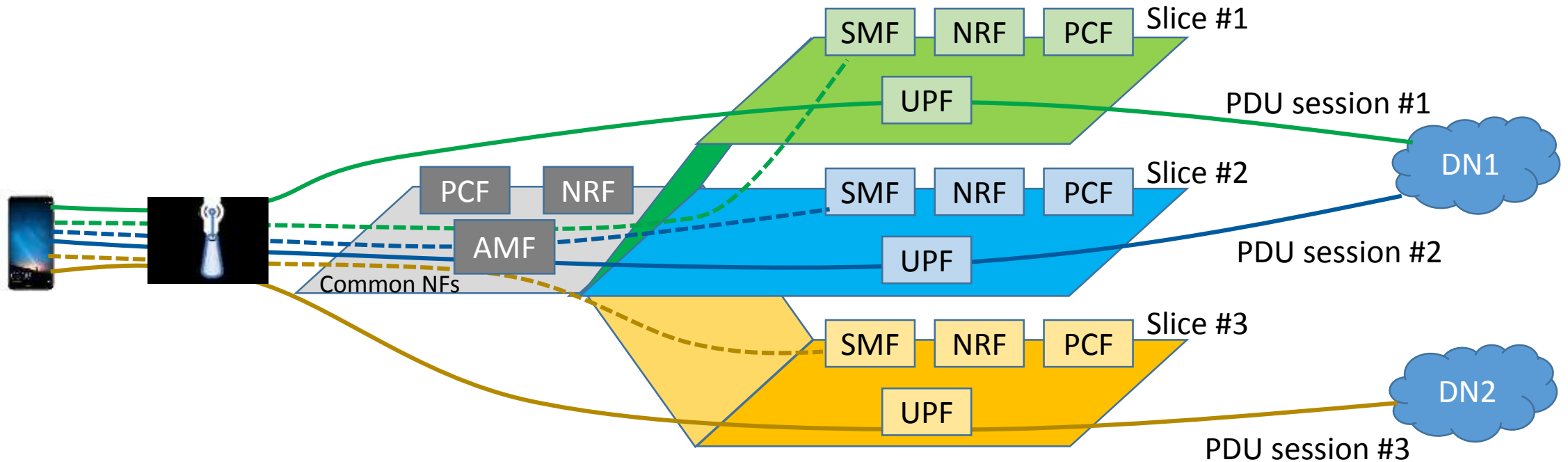
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# Service based network architecture



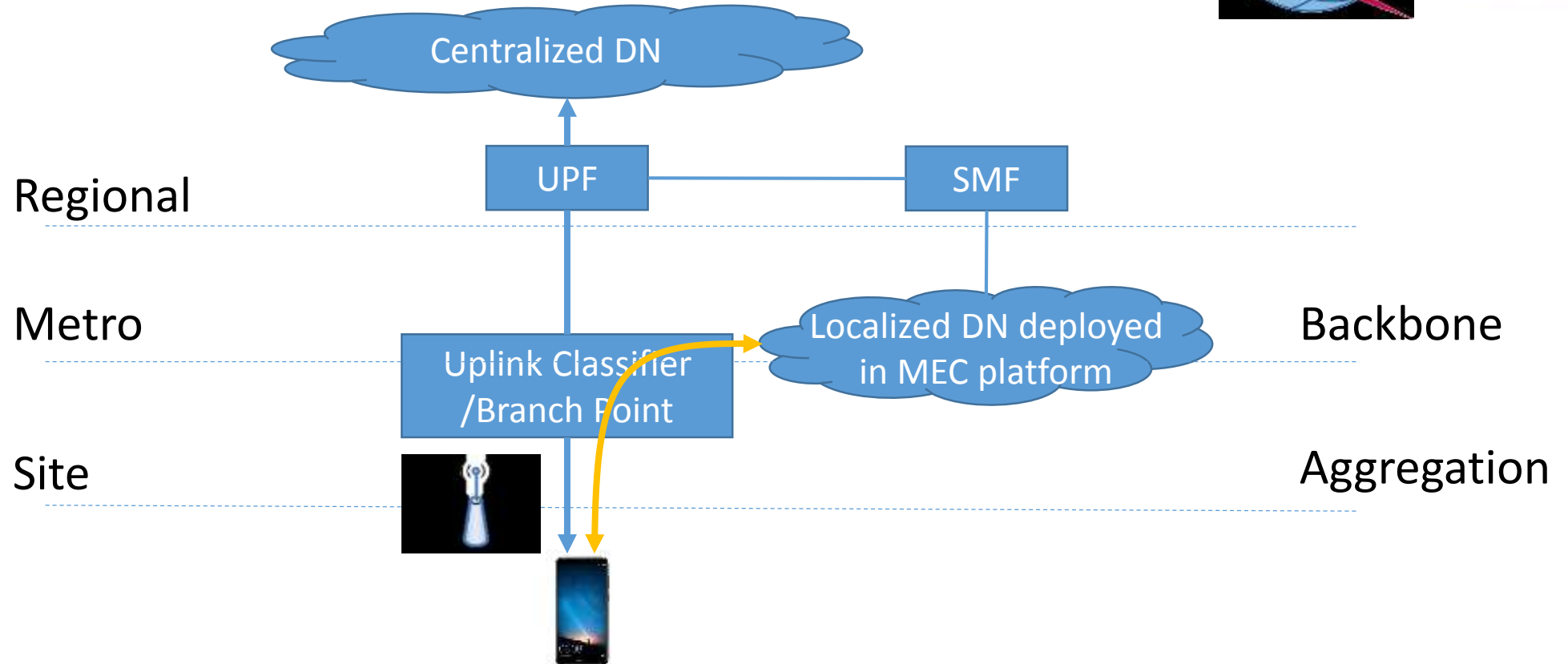
- Each CP NF exposes its capabilities as one or multiple services
- Service is neutral to NF service consumers
- All interactions are abstracted as: Request-Response, Subscription-Notify
- System procedures are described as a sequence of NF service invocations

# Network Slicing



- The network resources are sliced into multiple isolated logic networks
- One UE can access to multiple network slices simultaneously

# Native support Edge Computing



- Support local routing of traffics to MEC platform
- Cooperation between application and network for path optimization



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