

# WHAT DOES A VEHICLE NEED FROM 5G?

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**SOFTWARE** LABS

# AGENDA

- **Why do we need connectivity in a vehicle?**
- **5G axis of improvements**
- **Focus on vehicular communications**
  - Overview
  - Metric of interest
  - Example of breakdown of latency.
- **Conclusions**

**Autonomous Driving  
(Assistance)**

HD Maps, road safety +  
Platooning, Cooperative  
collision avoidance,  
extended sensors

**Emergency service**  
eCall, crash info

**Software Updates**

**Infotainment**

Advertisement, personal  
information management,  
connected media, audio  
and video streaming etc..



**CONNECTIVITY?**

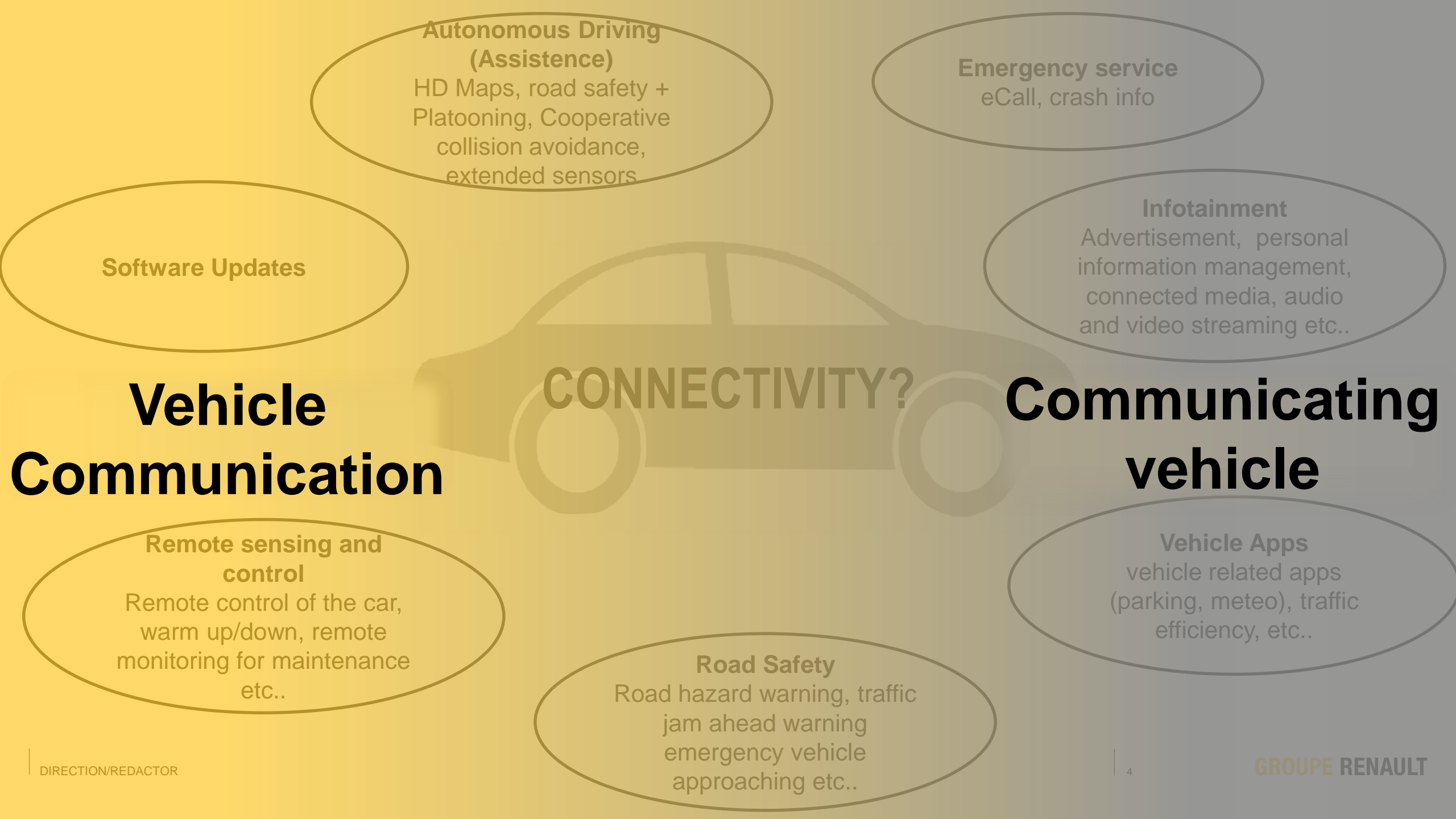
**Remote sensing and  
control**

Remote control of the car,  
warm up/down, remote  
monitoring for maintenance  
etc..

**Vehicle Apps**  
vehicle related apps  
(parking, meteo), traffic  
efficiency, etc..

**Road Safety**

Road hazard warning, traffic  
jam ahead warning  
emergency vehicle  
approaching etc..



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**CONNECTIVITY?**

**Communicating  
vehicle**

**Vehicle  
Communication**

**Vehicle Apps**

vehicle related apps  
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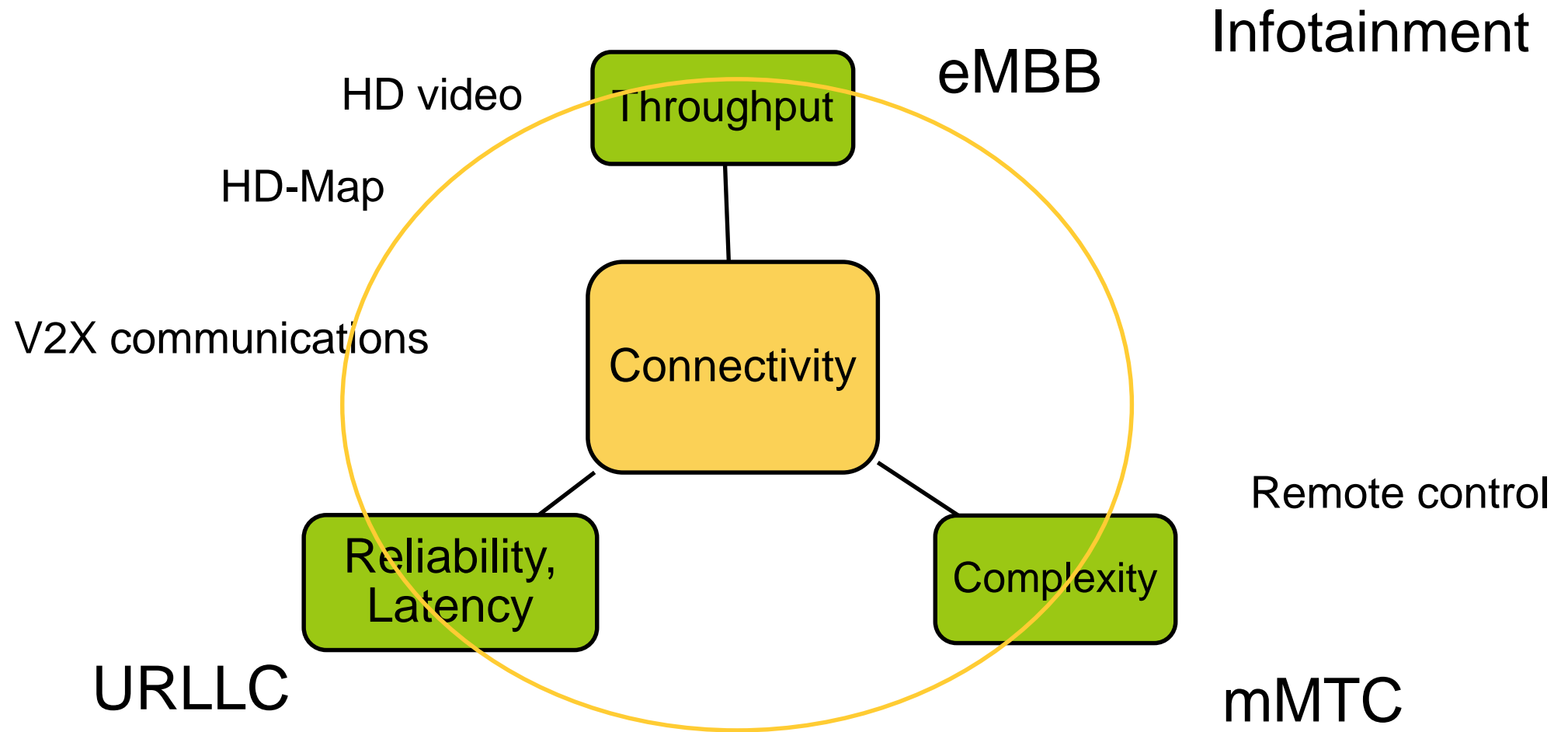
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# WHICH TECHNOLOGIES TODAY



# 4G TO 5G EVOLUTIONS

## 5G eMBB targets

- High data rate with uniform user experience
  - High traffic density
  - Improved power efficiency
- Techniques such as
- Scalable numerology
  - Massive MIMO/BF/CoMP
  - Large BW
  - Aggregation
  - Non Standalone and Standalone

## 5G mMTC targets

- 5x device density (wrt NB-IOT)
- +10dB coverage (wrt NB-IOT i.e. 175dB MCL)
- Extended battery life (wrt 10ys target for NB-IOT)

**5G mMTC > Rel15**

## 5G URLLC

- Reliability of 1-10<sup>-5</sup> for 32 bytes with a U-plane latency of 1ms
- Latency x 1/10 wrt LTE

## 5G V2X

- Reliability of 1-10<sup>-5</sup>
- V2V latency <5ms
- V2X latency up to 5ms
- Increased data rate for up to 250Km/h
- Lateral and longitudinal cm-level accuracy

**5G Side Link > Rel15**

MBB

MTC, IoT

Side Link, Vehicular Comm

New spectrum

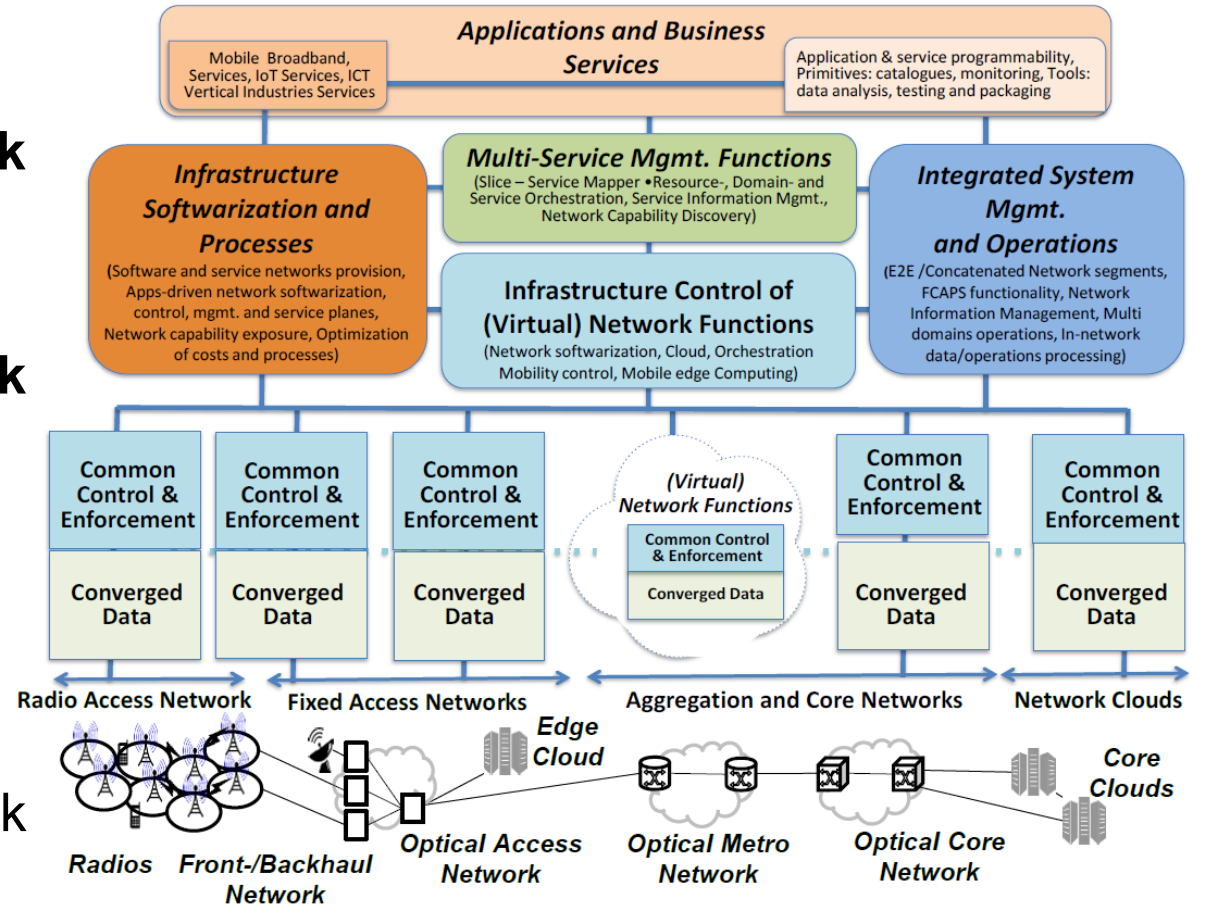
4G

## 5G flexible spectrum usage

- First design for <6GHz and >6GHz but <39GHz
- New RAT for >39GHz
- CA <6GHz for coverage and mmwave for throughput booster
- New deployment types

# NETWORK EVOLUTION

- **Softwarization and programmability framework**
  - Software Defined Network
  - Network function virtualization
- **Cloudification and edge-fication of the network**
  - Data center for max of resource usage
  - Distributed computing between UE, local servers and centralized servers
- **E2E slicing**
  - provides logically separated virtualized network slices for diversified services, which significantly simplifies network construction for dedicated services
- **Control and user plane separation**

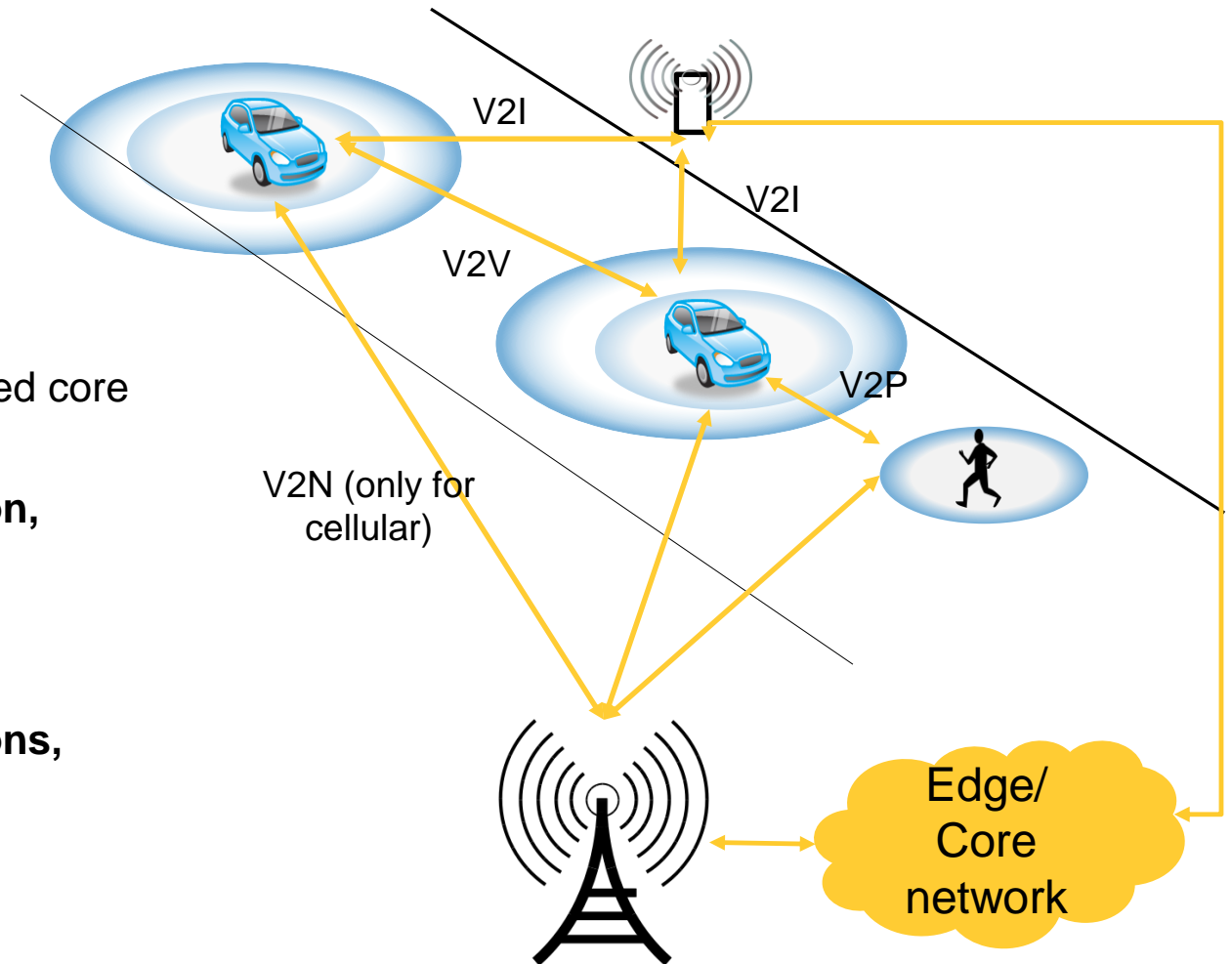


# VEHICLE COMMUNICATIONS – V2X



# OVERVIEW OF V2X

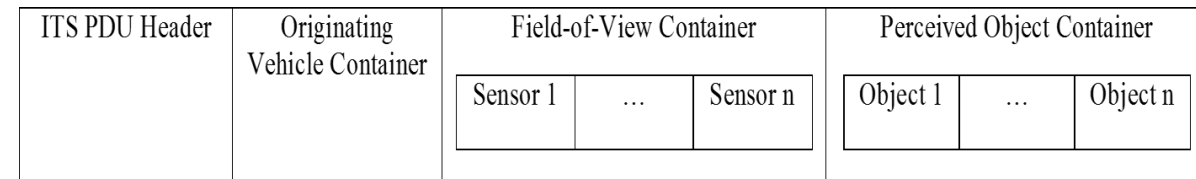
- V2V and V2I (and V2P) via short range communication
  - 802.11p or C-V2X PC5
  - Low latency, ad hoc network
  - **Use of dedicated spectrum but with no guaranteed performance**
- V2N via long range communication
  - LTE Uu or NR Uu interface and LTE based or NR based core
  - Longer range, centralized approach based on eNB
  - **Best effort bearers, unicast link with retransmission, scheduled resources**
- Indirect links V2N2X
  - LTE Uu or NR Uu and LTE based or NR based core
  - **Best effort bearers, unicast link with retransmissions, scheduled resources**



# DATA TRANSMITTED VIA V2X

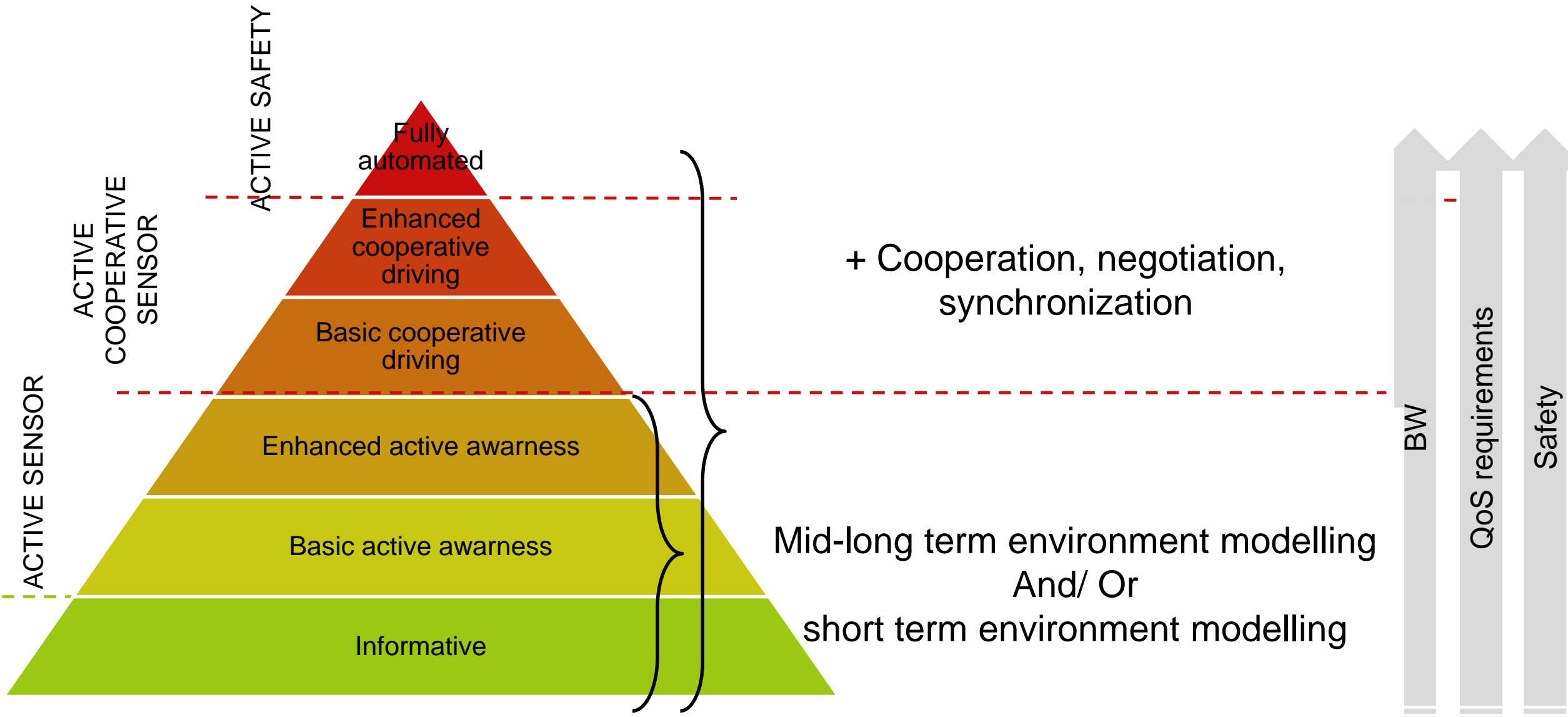
- **CAM, Basis vehicle status information** periodic 1Hz and 10Hz depending on the dynamic behaviour of the vehicle (speed, steering, acceleration, path history.. ). Size: 400Bytes - 700Bytes depending on the data content
- **DENM:** a periodic msg, triggered by an event, sent only during a specific period of time, typical size is 800Bytes
- Normally the ratio between CAM and DENM is 80%, 20%
- **IVI:** in vehicle Information (example of size ~600Bytes)
- **SPAT:** phase of traffic light (~500Bytes) →
- **MAP:** informs about the Map topology (e.g. intersections) (~750Bytes)
- **More reach content is planned**
  - Collective Perception Message → sharing the local perception
    - From 0.5 to 50Mbps depending on the amount of data sent
  - Maneuver Coordination Message → providing guidance in terms of trajectories →
  - + others for platooning, tolling etc.. →

- Small packets
- Density depends on % penetration
- More or less delay sensitive depending on use cases



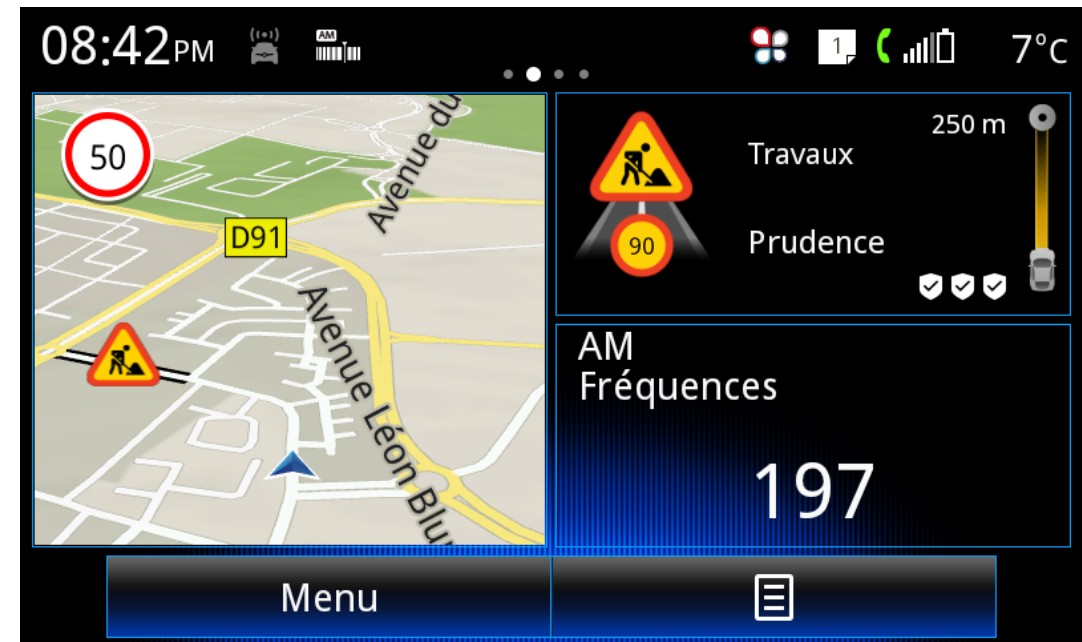
- Larger payload
- Density depends on % penetration
- Delay and reliability sensitive

# HOW TO USE V2X

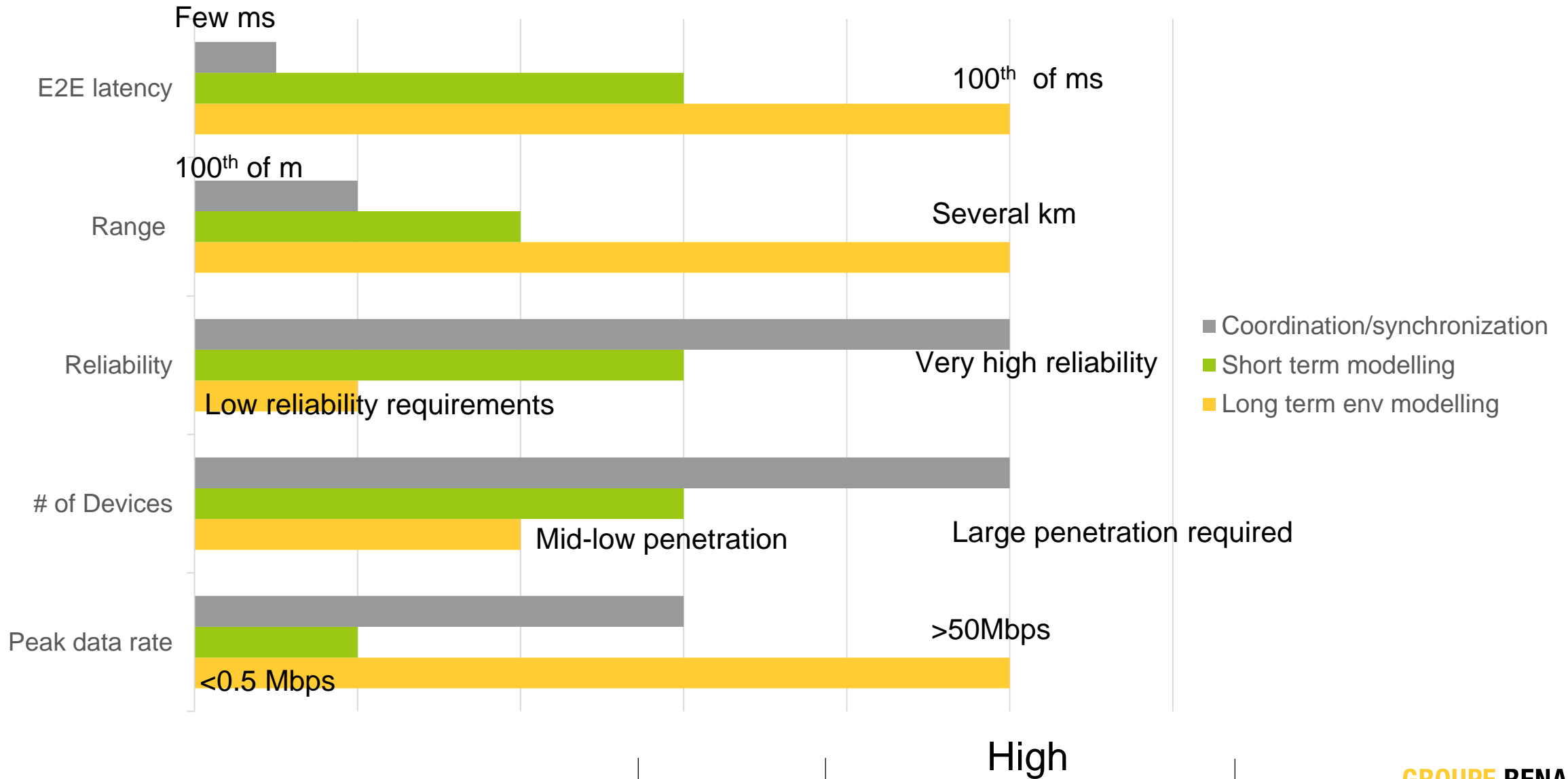


# HOW TO USE V2X

- Large set of applications have been developed (C-Roads, C2C Consortium and ETSI and later 5GAA) and many to come
- Initial use of V2X → informative as warning system
- V2X is evolving towards becoming a sensor among the others
- Sensor →
  - To enrich the MAP, To optimize the traffic management for road operators → **mid-long term environment modelling**
    - Packet forwarding via short range technologies or
    - **LTE and later 5G**
  - To enhance the local perception with dynamic information, improve the vehicle energy consumption
    - **Short term environment modelling**
      - **11p or PC5 and later 5G sidelink**



# BASIC KPI



# MAIN KPI FOR AUTOMOTIVE INDUSTRY

- **Peak and average data rate, Bandwidth, spectral efficiency, Capacity**
  - #Bits/s, Bits/s/Hz, # of served users/s
- **Quality of Service → JOINT METRICS reliability and latency join metrics**
  - **Guaranteed QoS:**
    - **Short term env modelling:**  $Q = \text{Prob}(\text{latency} \leq \text{Target Latency } L_t \mid \text{service is available}) > 1-\varepsilon$
    - **Long term env modelling:** latency can be relaxed but
      - E.g. Precision of position could be more important
      - Range could be more important
  - **Availability of the service:**
    - For short term env modelling
      - $\text{Prob}(\text{E2E latency} \leq \text{Max Latency } L_{\text{MAX}}, \text{ and packet rx correctly}) = Q^* (1-\text{PER})$
    - tradeoff, Guaranteed QoS but accepting some Outage
- **Range:**
  - Maximum Coupling Loss →  $\text{MCL} = P_{\text{TX}} - \text{REFSENS}$
  - Better range characterization in LOS and NLOS at a target QoS (not only PER) and load

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– Long term env modelling:  $Q = \text{Prob}(\text{latency} \leq \text{Target Latency } L_t) > 1-\epsilon$  but

- **What do we need ?**
- Configurable metrics, configurable parametrization wrt service
- Guaranteed QoS
- Predictive QoS,

– For short term env modelling

–  $\text{Prob}(\text{E2E latency} \leq \text{Max Latency } L_{\text{MAX}}, \text{ and packet rx correctly}) = Q^* (1-\text{PER})$

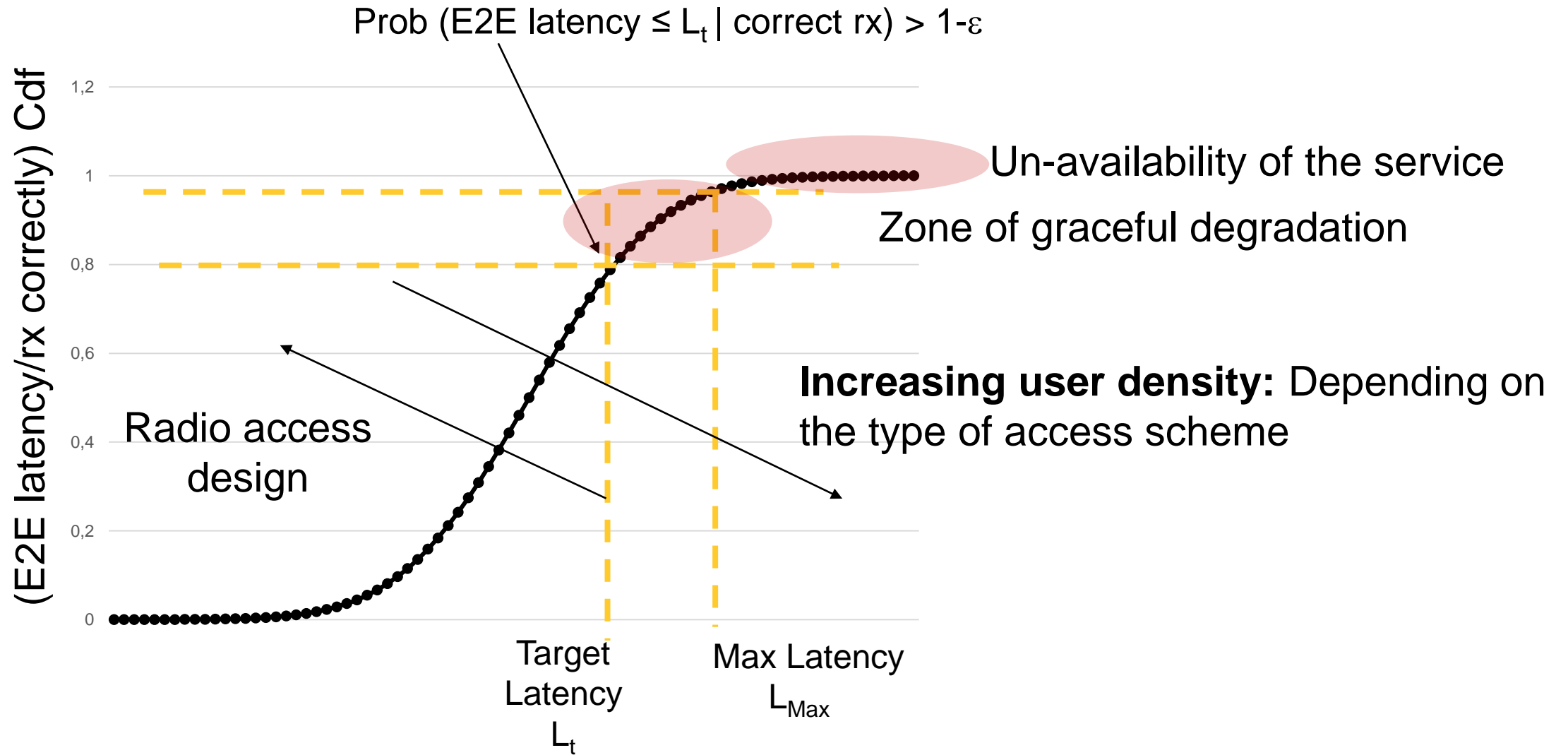
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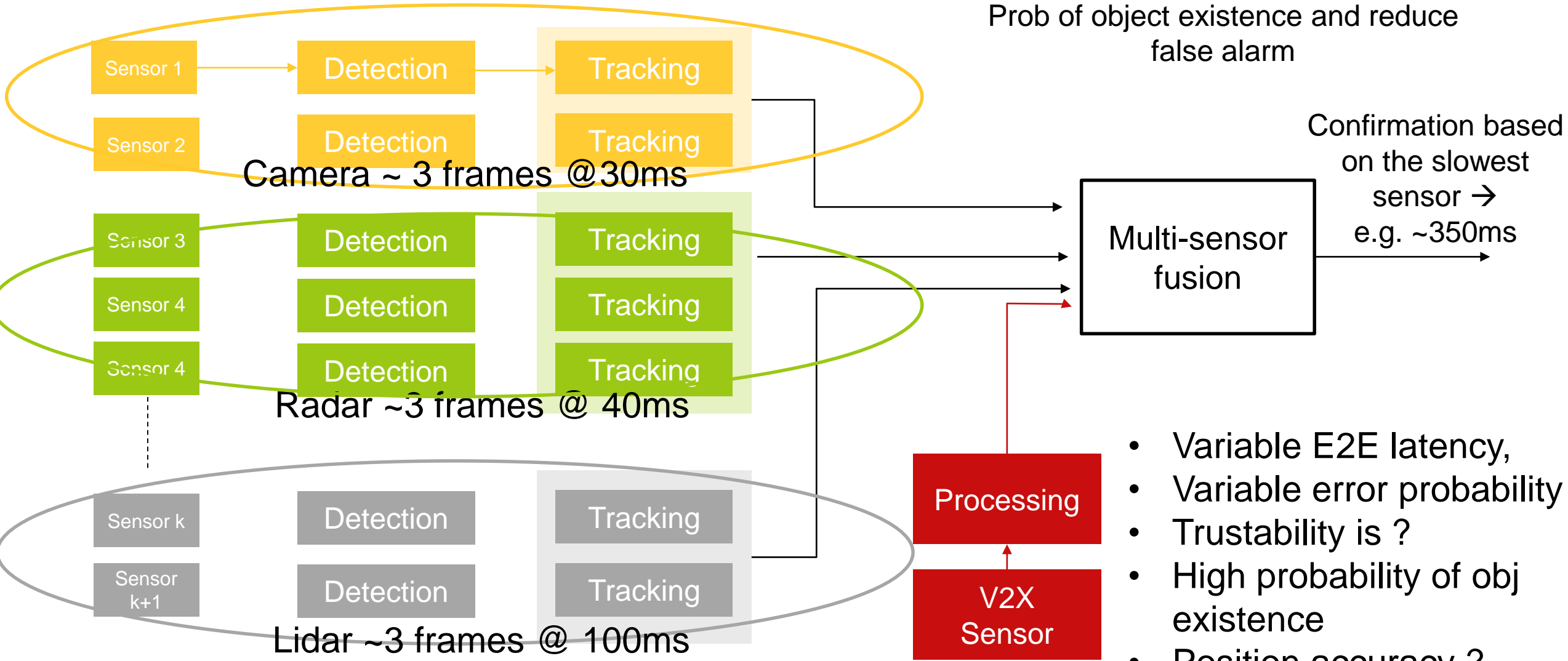
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# EXAMPLE



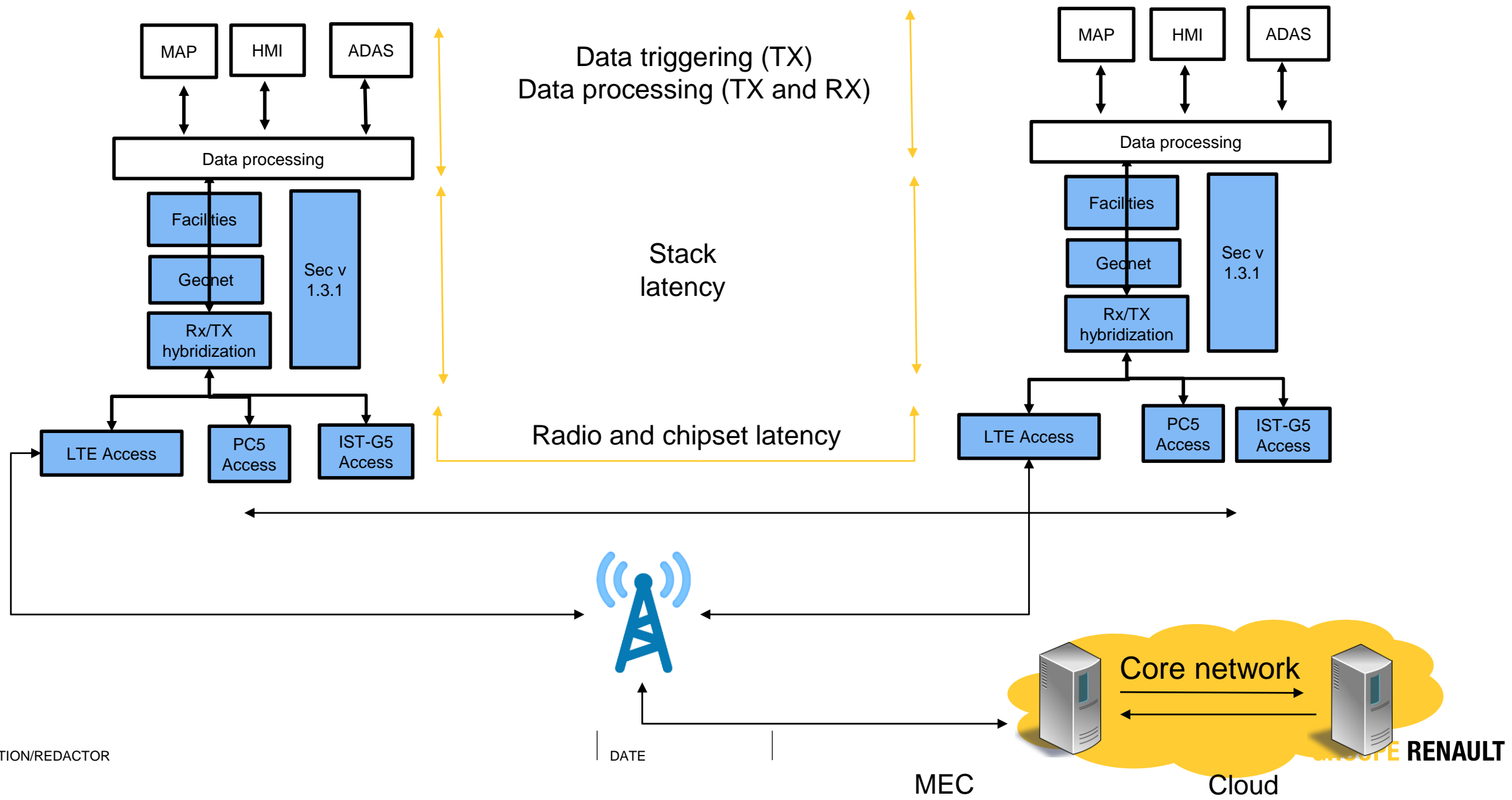


# V2X AS A SENSOR (SHORT ENV MODELLING)

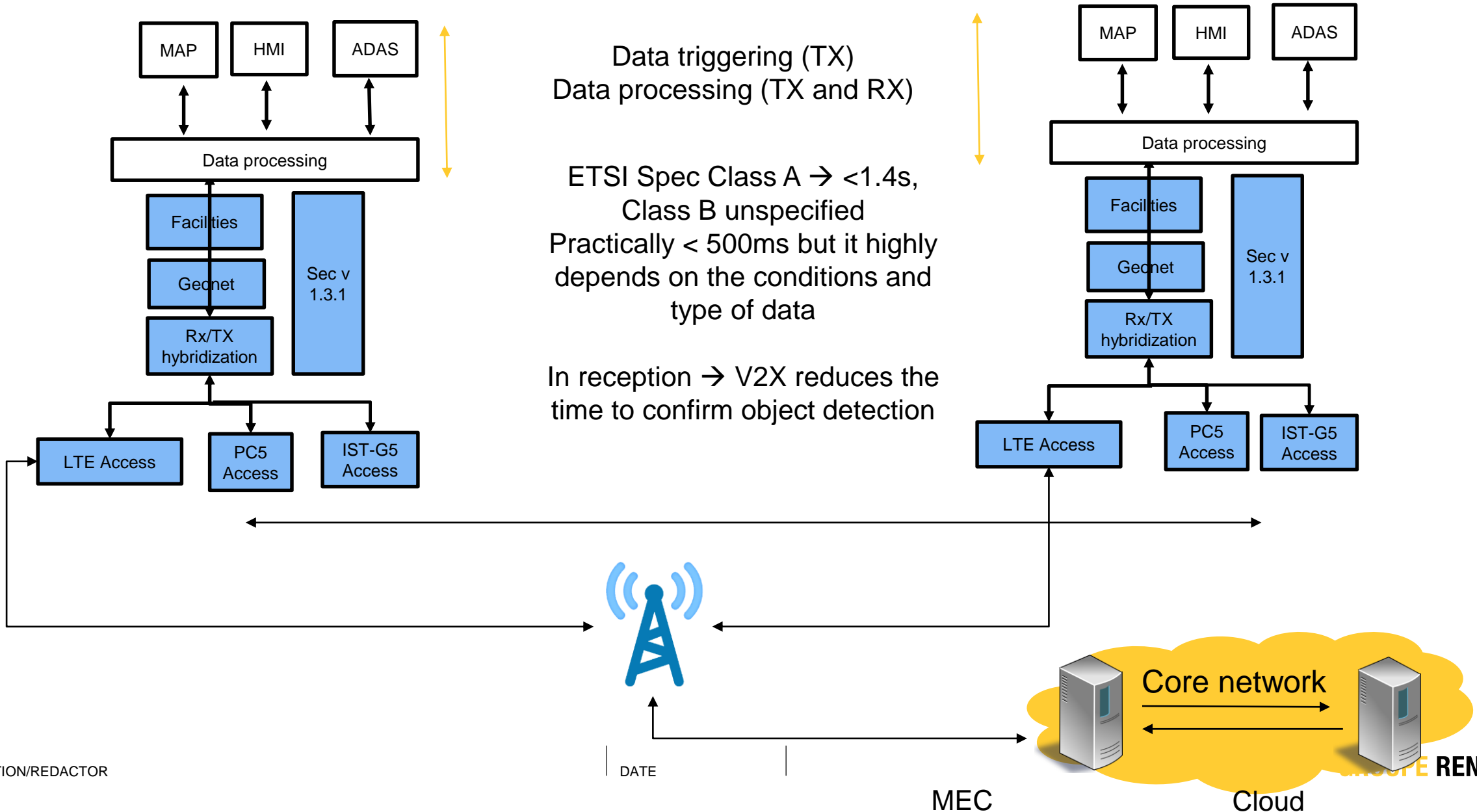


Fusion: Exploiting the diversity of sensors to improve Prob of object existence and reduce false alarm

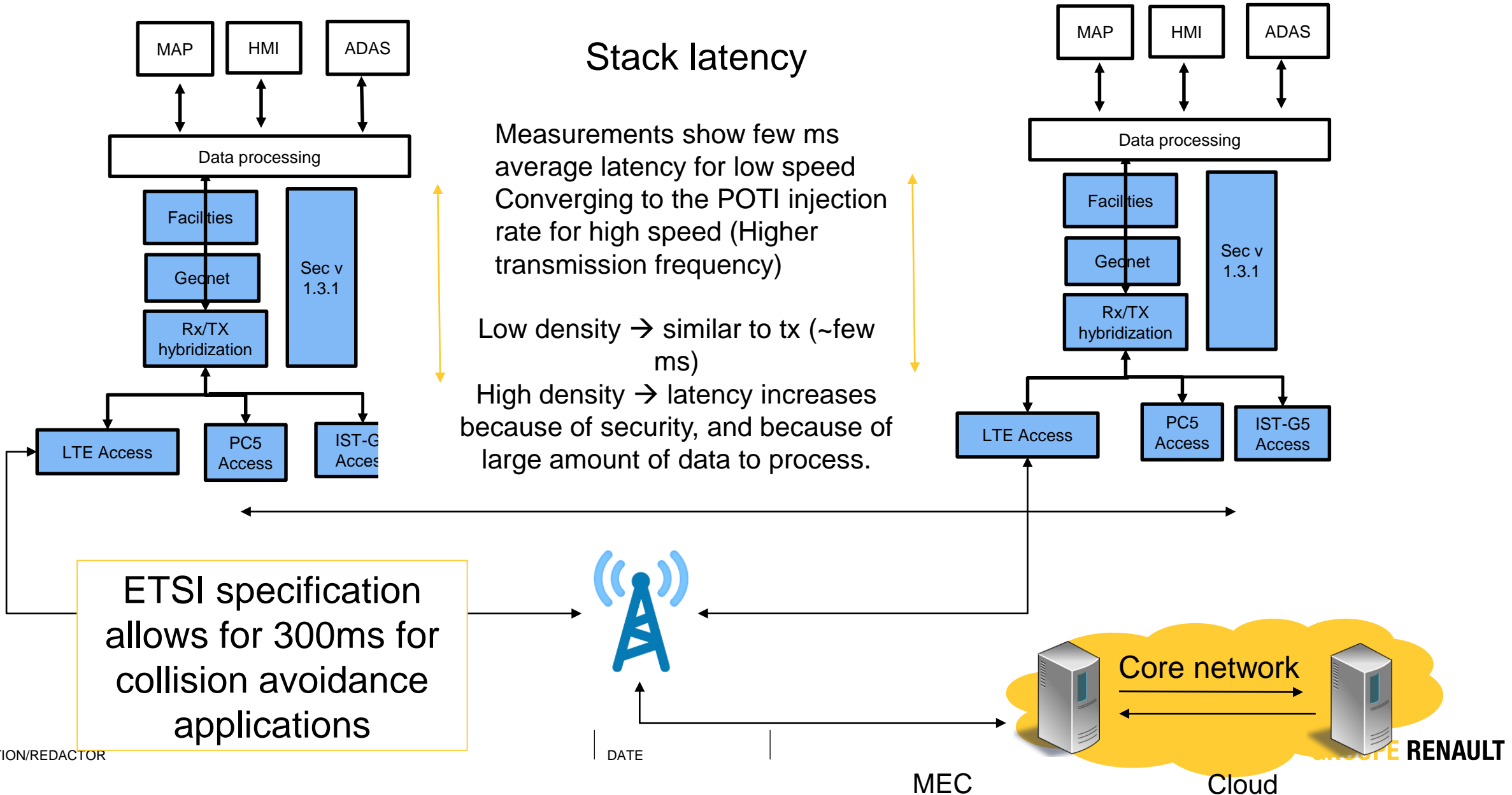
# EXAMPLE OF LATENCY BREAKDOWN



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**Radio latency** depends on the access layer type

**Short range** → depends on congestion control protocol and highly depend on the density of users

Low density →

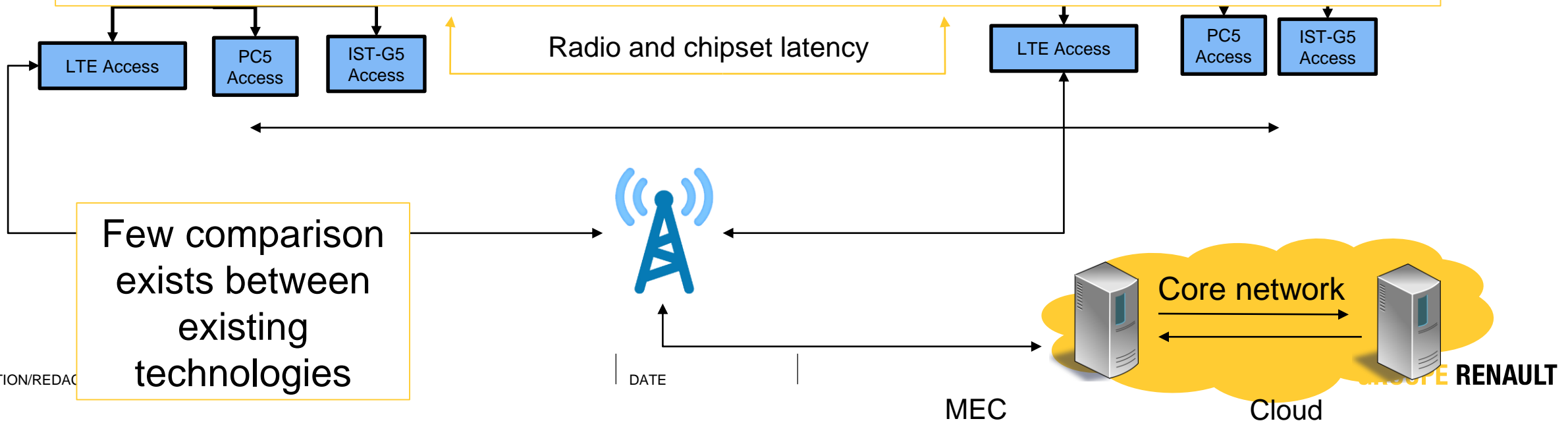
- 802.11p → lower latency, fastest access to spectrum, leaner carrier, shortest symbols → **order of ms**
- Pc5 → bounded to the 1ms subframe, blind retransmissions **few tenth of ms**

High density →

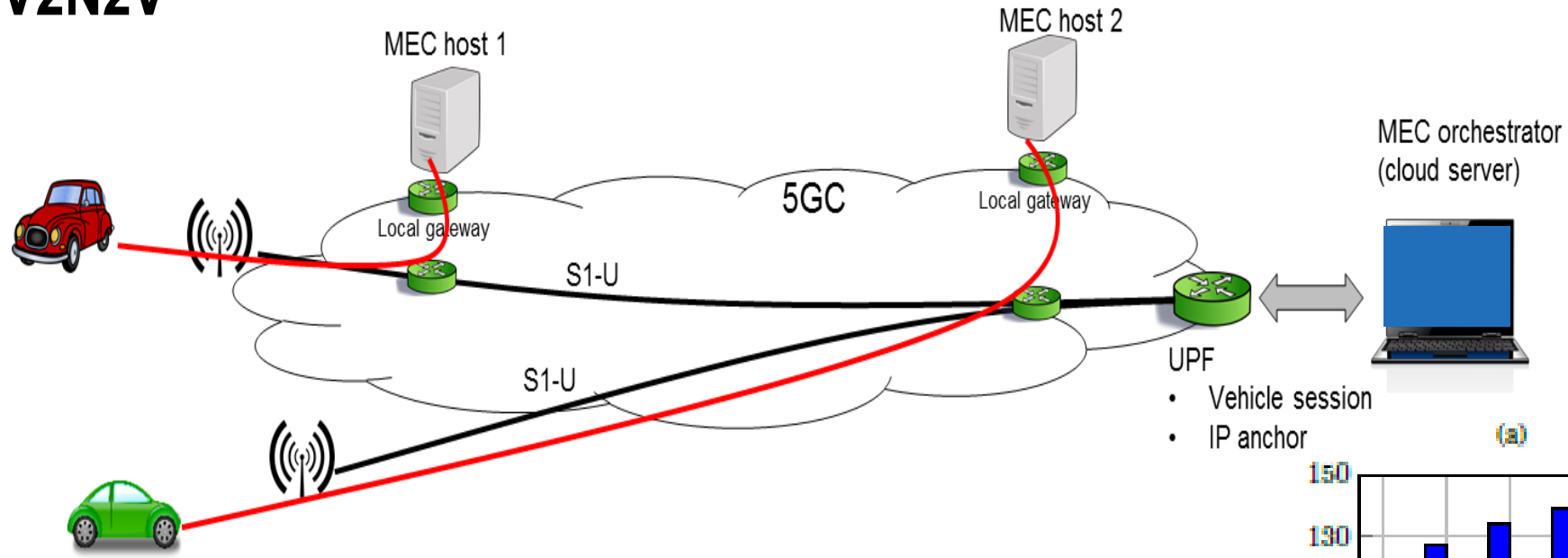
- 802.11p latency could highly increase → looking for free resources
- Pc5 → bounded latency (20, 100ms configurable) → but inducing collisions → **increasing PER**

Long range (LTE) → depends on parametrization (SR, SPS etc..)

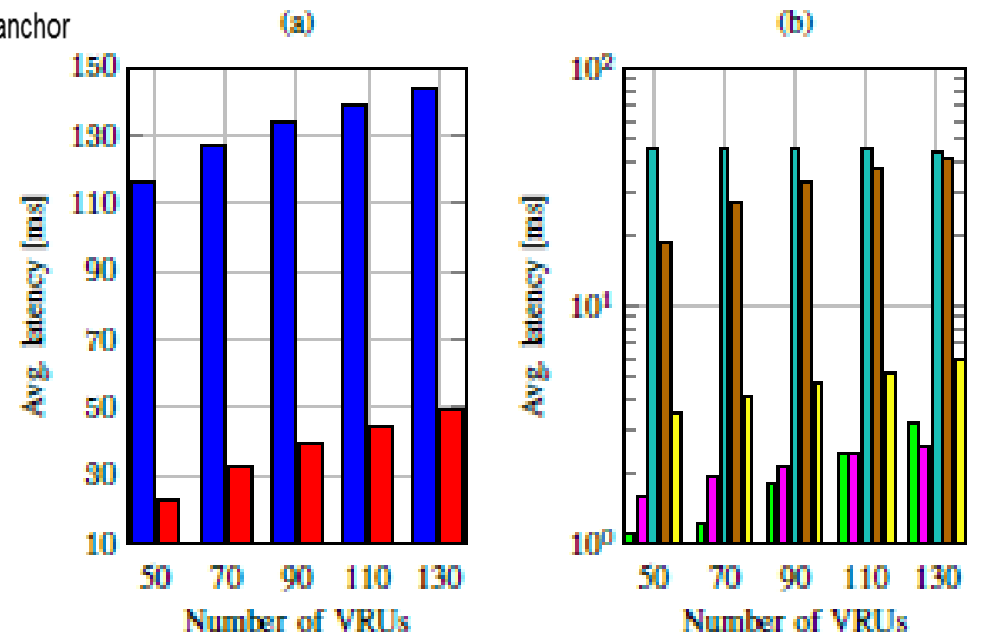
- Typically ~100ms -150ms



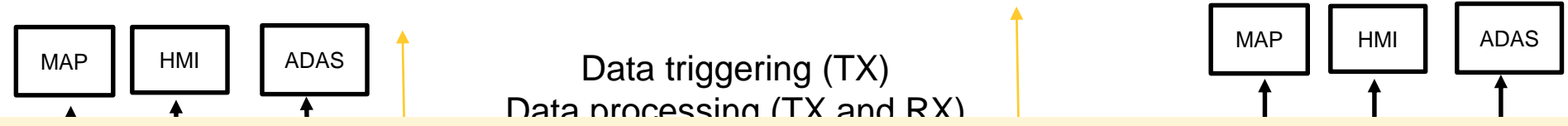
# V2N2V



MEC architectures to reduce latencies for indirect V2N2V



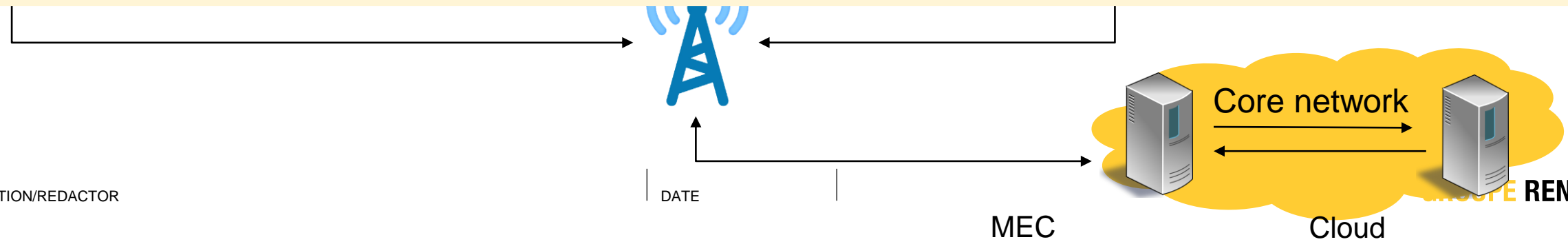
# EXAMPLE OF LATENCY BREAKDOWN



BREAKDOWN not yet well defined,

It could range from few tenth of ms to several hundreds of ms

It depends on the implementations, on the density of users, range, object/event type, target  
PER ...



# CHALLENGES

- **Predictive QoS → appropriate slicing**
  - Not only latency but application dependent metric to be guaranteed with tight requirements in specific applications only
  - Configurability of the QoS tradeoff depending on the applications
- **V2X as a sensor:**
  - First as redundancy → Initially guaranteed QoS by allowing a limited availability
  - Going towards synchronization and coordination → going towards guaranteed QoS and high availability
  - Redundancy within (independent) communication links as a mean to improve the reliability
  - Use of indirect V2N2X → E2E latency in the same order of magnitude as for direct V2V ? Possible?
- **MEC based architecture ?**
  - How close? Which distribution of function ?
- **E2E secured communication link is a must**
  - Trustable content?
- **Safety is a must**



