

# The Differentiated QoS Requirements and Architecture of Deterministic Services

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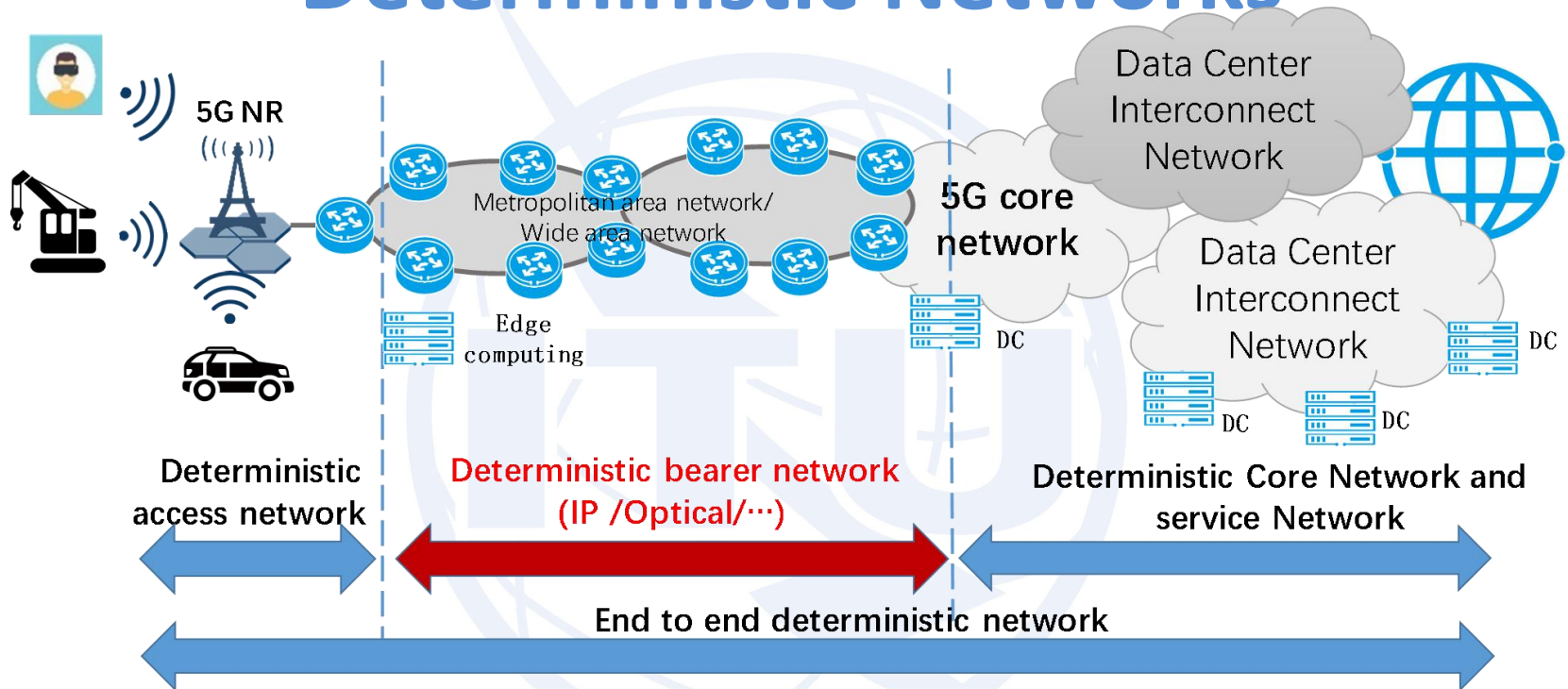
ITU Workshop on "Future technology trends towards 2030"



# Content

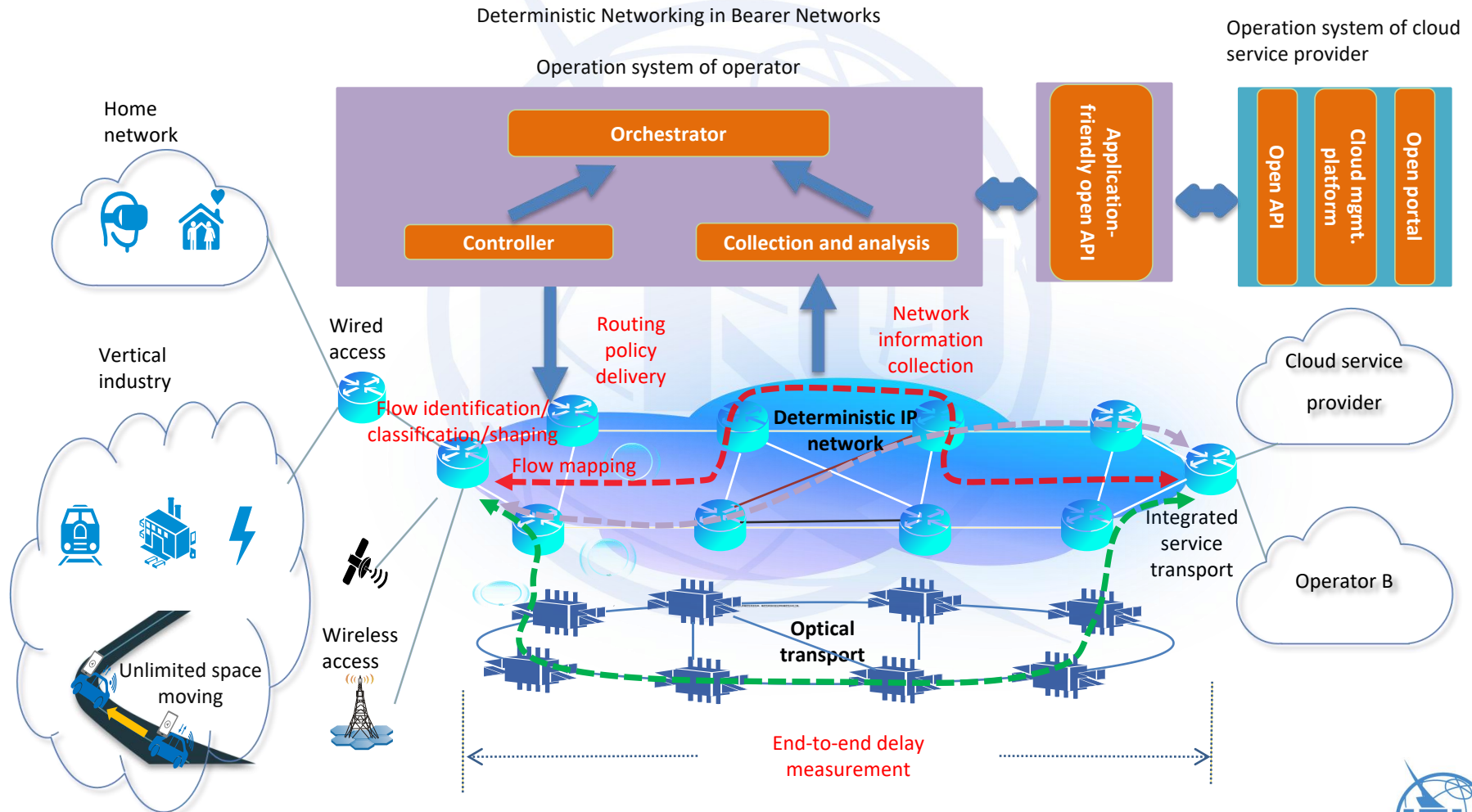
- **Diversified QoS Requirements of Deterministic Services**
  - **QoS Analysis for Deterministic Services in ITU-T**
  - **Differentiated QoS Architecture of Deterministic Services**
  - **Consideration about the work in SG13/Q6**

# End-to-end Deployment of Deterministic Networks



- **End-to-end deterministic networks:** deterministic wired/wireless access network + deterministic bearer network + deterministic core network and service network;
- **Characteristics of deterministic networks :** deterministic delay + deterministic jitter + deterministic bandwidth + high availability + service isolation .

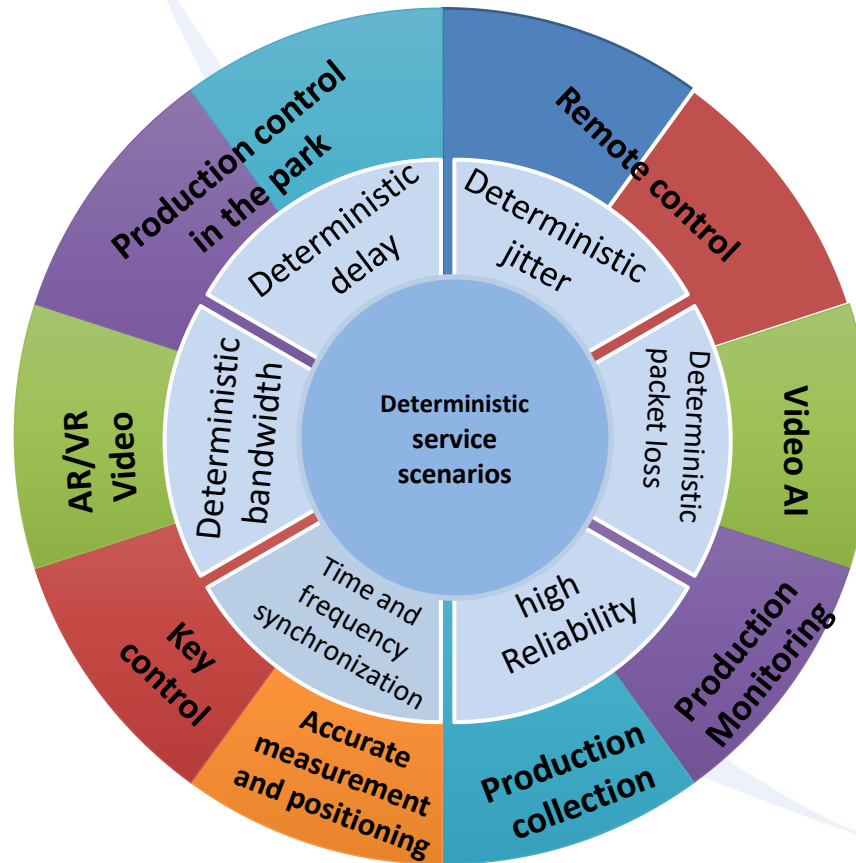
# Deterministic Services in Large-scale Bearer Networks



# Diversified SLAs Requirements for Deterministic Services

Typical Scenarios	Industry Applications	Bearing characteristics	Differentiated SLA				
			bandwidth	delay	jitter	Isolation	Reliability
<b>1. Production control in the park</b>	Industrial Internet PLC, etc	Local area: low jitter+ low latency+ low bandwidth	$\leq N \times 2M$ bps	$\leq 2ms$	$< 100\mu s$	TDM hard isolation	99.9999%
<b>2. Remote control</b>	Industrial Internet Cloud PLC, etc	Local/metropolitan/wide area: low jitter+ low latency+ low bandwidth	$\leq N \times 2M$ bps	$\leq 5ms$	$< 100\mu s$	TDM hard isolation	99.9999%
<b>3. Production collection</b>	Industry IoT data collection, etc	Local/metropolitan/wide area: deterministic latency+ large connections+ low speeds	$\leq N \times 2M$ bps	$\leq 50ms$	—	Soft isolation	99.9%
<b>4. Production Monitoring</b>	Industry production and safety video monitoring, etc	Local/metropolitan/wide area: determine medium bandwidth+ determine medium latency	$\leq N \times 50M$ bps	$\leq 20ms$	$< 5ms$	Soft isolation	99.999%
<b>5. AR/VR high experience video</b>	Industry AR/VR assistance, consumer AR/VR, high experience cloud games, and cloud live streaming	Local/metropolitan/wide area: deterministic high bandwidth+ deterministic low latency	$\leq N \times 100M \sim 1G$ bps	$\leq 3ms$ (high quality)	$< 10ms$	Soft isolation	99.999%
<b>6. AI for video</b>	machine vision and high-definition quality inspection for Industry scenarios	Local/metropolitan/wide area: deterministic large bandwidth+ low latency jitter + high reliability	$\leq N \times 100Mbps$	$\leq 10ms$	—	Soft isolation	99.9999%
<b>7. Key control</b>	Physical isolation class of power grid: differential protection, etc., critical control class related to life safety in the industry	Local/metropolitan/wide area: ultra high reliability and isolation	$\leq N \times 100M \sim 1G$ bps	$\leq 3ms$ (high quality)	$< 10ms$	TDM hard isolation	99.9999%
<b>8. Accurate measurement and positioning</b>	High precision base station indoor positioning, ten meter and meter level positioning and timing	Ultra high precision time synchronization	The carrier network proposes 10~100 nanosecond level ultra high precision time synchronization for base stations or service systems				

# Differentiated QoS Requirements for Deterministic Services



- ❑ **Cloud-based applications and remote control** :strict delay/jitter deterministic and high reliability ;
- ❑ **Smart grid**: high isolation+low latency+low jitter+high-precision synchronization;
- ❑ **Industrial Internet** : low latency+low jitter+high reliability+high bandwidth;
- ❑ **Consumer entertainment**: high bandwidth+low latency;



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# QoS Analysis for Deterministic Services in ITU-T SG13/Q6

- [Y.IMT-2020-QoS-lstn-req]: Deterministic QoS is referred to the bounded latency, bounded jitter and bounded packet loss rate, with more dimensions of QoS guarantee in large-scale telecommunications networks. **The requirements of differentiated QoS guarantees for multi-services with different traffic classes while utilizing network resources in large scale bearer networks should be considered.**
- [Y.3113][Y.3118][Y.3120][ Y.det-fq-rf]: It mainly focus on the jitter and latency guarantee in large scale networks. **It mainly focus on the single SLA indicator such as jitter or latency but not the requirements of diversified SLAs.**
- [Y.3121][Y.det-qos-arch-lan][Y.det-qos-rf-intwk-lan]: It mainly focus on deterministic communication services in local area networks. **It mainly focus on the local area but not the requirements of large scale networks.**

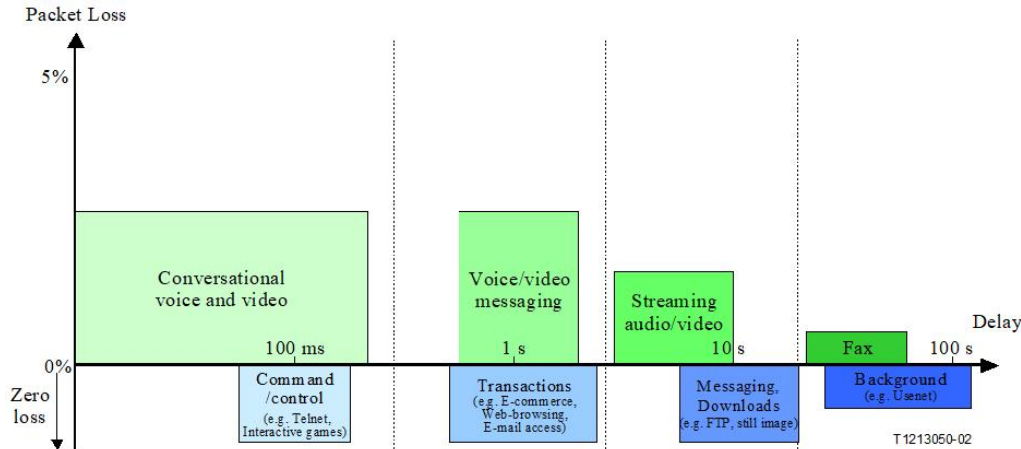




# Problems with Differentiated QoS Requirements for Deterministic Services

- Problems with the **differentiated QoS of deterministic services**
  - Diversified deterministic SLAs requirements can not be covered by existing QoS
- Problems with the capability providing differentiated QoS for deterministic services in **large-scale bearer networks**
  - Distributed routes should be established when large-scale deterministic networks **acrossing multi-domains and multi-layers** are interconnected.
  - Multiple queuing and forwarding mechanisms should be provided and scheduled to support **time-based resource with different deterministic capabilities**.
  - **Traffic scheduling** should be provided for large-scale dynamic deterministic flows to reduce the amount of control signaling.

# QoS Categories in ITU-T G.1010



- Figure 1 : Various applications can be mapped into the classification based on packet loss and one-way delay.
- Figure 2: Recommended model for end-user QoS categories including 8 classes.

- The classification is mainly aimed at multimedia and online services with delay over 100ms, **without considering the emerging deterministic services in future networks with low delay or ultra-low delay requirements.**

Error tolerant	Conversational voice and video	Voice/video messaging	Streaming audio and video	Fax
Error intolerant	Command/control (e.g. Telnet, interactive games)	Transactions (e.g. E-commerce, WWW browsing, Email access)	Messaging, Downloads (e.g. FTP, still image)	Background (e.g. Usenet)
	Interactive (delay << 1 s)	Responsive (delay ~ 2 s)	Timely (delay ~ 10 s)	Non-critical (delay >> 10 s)

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Figure 2/G.1010 – Model for user-centric QoS categories



# IP QoS Classes in ITU-T Y.1541

**Table 1 – IP network QoS class definitions and network performance objectives**

Network performance parameter	Nature of network performance objective	QoS Classes					
		Class 0	Class 1	Class 2	Class 3	Class 4	Class 5 Unspecified
IPTD	Upper bound on the mean IPTD (Note 1)	100 ms	400 ms	100 ms	400 ms	1 s	U
IPDV	Upper bound on the $1 - 10^{-3}$ quantile of IPTD minus the minimum IPTD (Note 2)	50 ms (Note 3)	50 ms (Note 3)	U	U	U	U
IPLR	Upper bound on the packet loss probability	$1 \times 10^{-3}$ (Note 4)	$1 \times 10^{-3}$ (Note 4)	$1 \times 10^{-3}$	$1 \times 10^{-3}$	$1 \times 10^{-3}$	U
IPER	Upper bound	$1 \times 10^{-4}$ (Note 5)					U

**Table 2 – Guidance for IP QoS classes**

QoS class	Applications (examples)	Node mechanisms	Network techniques
0	Real-time, jitter sensitive, high interaction (VoIP, VTC)	Separate queue with preferential servicing, traffic grooming	Constrained routing and distance
1	Real-time, jitter sensitive, interactive (VoIP, VTC).		Less constrained routing and distances
2	Transaction data, highly interactive (Signalling)	Separate queue, drop priority	Constrained routing and distance
3	Transaction data, interactive		Less constrained routing and distances
4	Low loss only (short transactions, bulk data, video streaming)	Long queue, drop priority	Any route/path
5	Traditional applications of default IP networks	Separate queue (lowest priority)	Any route/path

- The table 1 and table 2 show the **network QoS classes** for the classified applications and the mechanisms based on delay, loss ratio, error ratio, delay variation **without considering the emerging deterministic services in future networks and the development of forwarding technologies in large scale bearer networks.**
- The **differentiated deterministic QoS** can follow this way to define different QoS classes for deterministic services to meet diversified SLAs requirements while using the emerging forwarding technologies such as time-based queuing and scheduling mechanisms.

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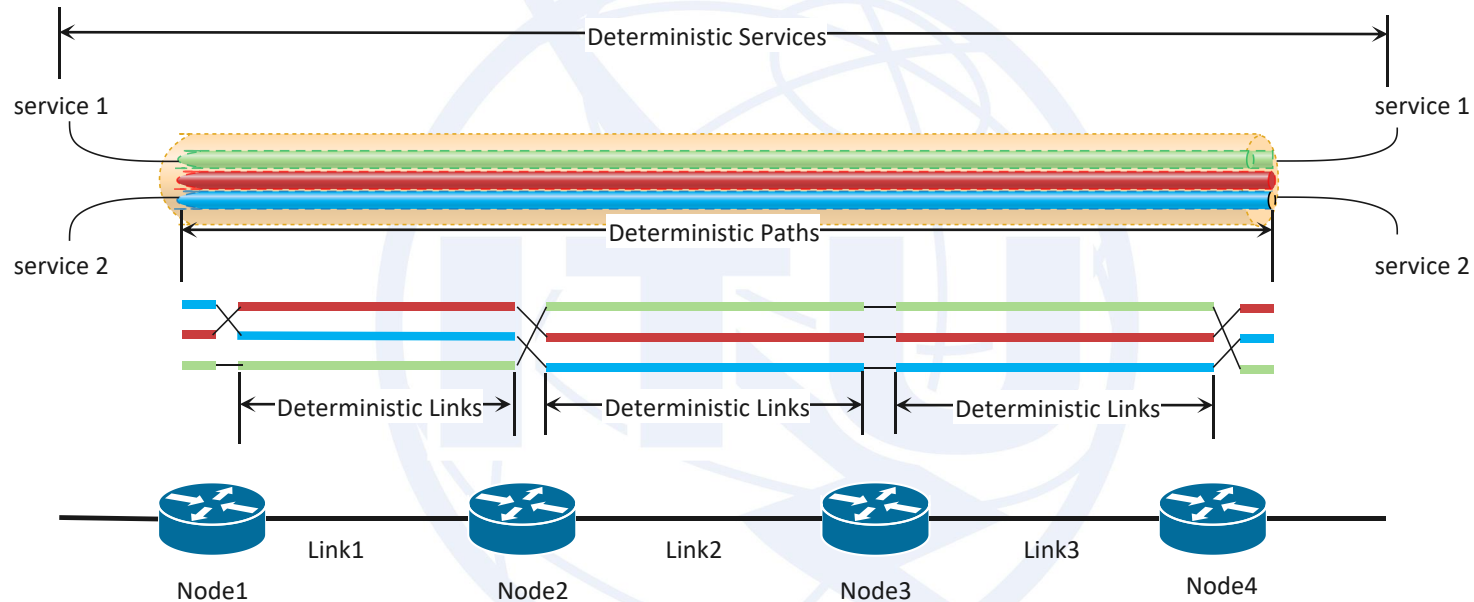
# Traffic Classes for Differentiated QoS of Deterministic Services

QoS	Class-0	Class-1	Class-2	Class-3	Class-4
Deterministic services Requirements	Bandwidth Guarantee	Jitter Guarantee	Delay Guarantee	Low Delay and Jitter Guarantee	Ultra-low Delay and Jitter Guarantee
SLAs	N/A	Delay <300ms, jitter<50ms, soft isolation, 99.9%	Delay <50ms, jitter<50ms, soft isolation, 99.99%	Delay<20ms, jitter<5ms, soft isolation, 99.999%	Delay<10ms, jitter<100us, TDM hard isolation, 99.9999%
Applications Examples	Download and FTP services	Synchronous voice services	Video, production monitoring, and communication services	AR/VR, holographic communication, cloud video and cloud games services	Industrial services such as power protection and remote control

- The **differentiated QoS can be classified** based on the applications in large-scale bearer networks.
- The figure shows an example for **differentiated QoS with 5 traffic classes of deterministic services** based on the diversified SLAs such as bandwidth, delay, jitter, loss, reliability, isolation and availability and so on.



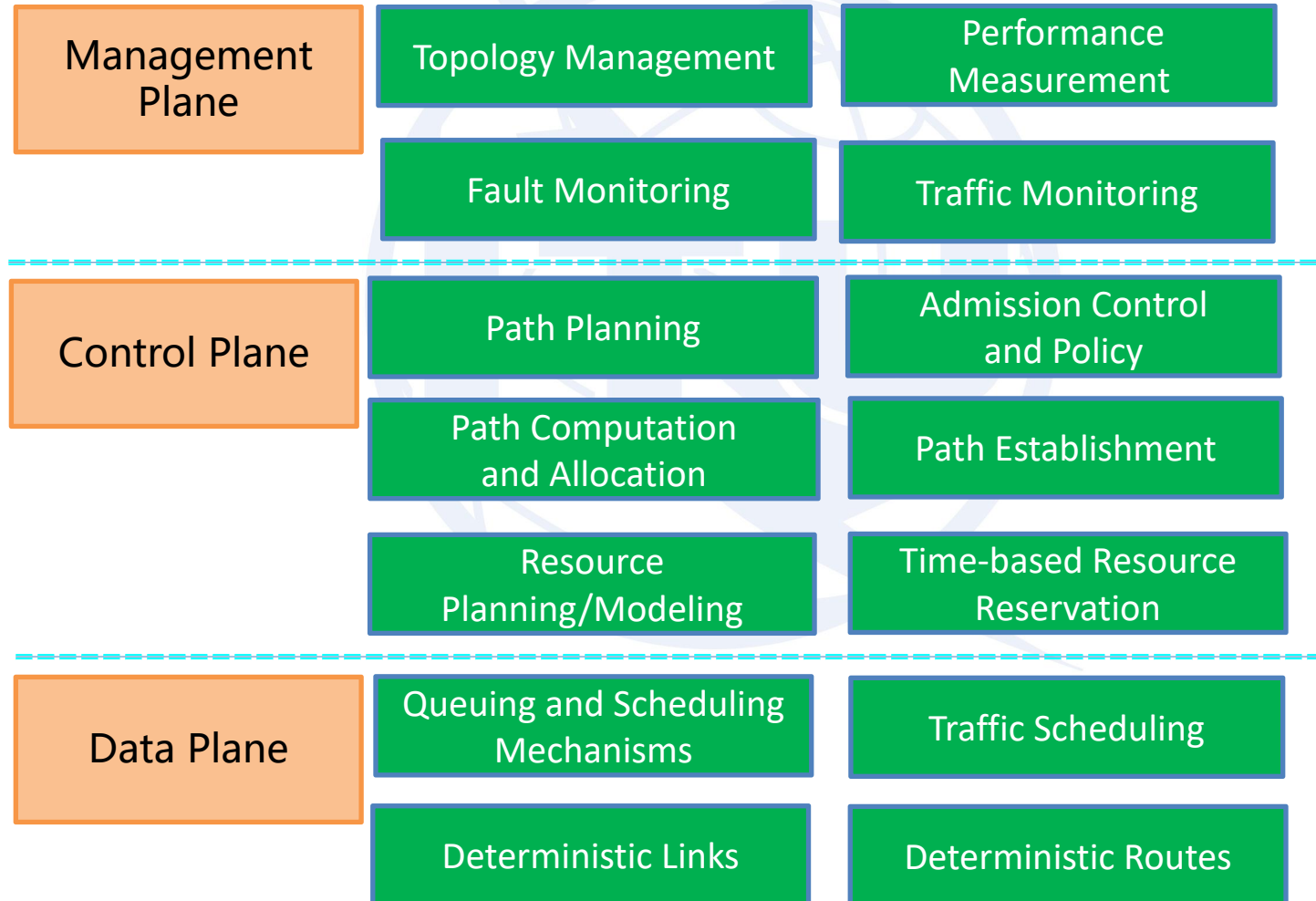
# Layers Model of Forwarding Resources to Guarantee Differentiated QoS



- **Forwarding resources:** indicate the time-based resources with classified deterministic capabilities to guarantee the differentiated QoS including bandwidth/nodes/links/buffer/queuing and scheduling mechanisms acrossing the multi-layers and multi-domains in large scale bearer networks.
- **Deterministic links:** indicate to resolve time-based resources competition among different traffic classes and provide deterministic forwarding capabilities at multiple levels.
- **Deterministic paths:** indicate to resolve time-based resources competition among different paths within the same traffic class.
- **Deterministic services:** indicate to resolve time-based resources competition among different flows on the same path to achieve the QoS guarantees.



# Framework and Components for Differentiated QoS



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# Consideration about ITU-T SG13/Q6

## Work on QoS Mechanisms for Deterministic Services

- **Deterministic Communication Services in Large-scale Networks**
  - Requirements and framework for jitter guarantee in large scale networks including IMT-2020 and beyond
  - Requirements and framework for latency guarantee in large scale networks including IMT-2020 and beyond
  - Functional Architecture for latency guarantee in large scale networks including IMT-2020 and beyond
  - Requirements and framework for stateless fair queuing in large scale networks including IMT-2020 and beyond
  - Requirements and framework of Deterministic QoS in large-scale telecommunications networking for IMT-2020 networks and beyond
- **Deterministic Communication Services in Local Area Networks**
  - QoS requirements and framework for supporting deterministic communication services in local area network for IMT-2020
  - Functional architecture for QoS guarantee of deterministic communication services in local area network for IMT-2020 and beyond
  - QoS requirements and framework of interworking capability for supporting deterministic communication services in local area network for IMT-2020 and beyond
- **Suggest to work on differentiated QoS mechanisms of deterministic services in large scale bearer networks.**





**Thank you**  
**Any questions?**