

# Transformation in 5G Era

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O1 Global 5G Trend Insight

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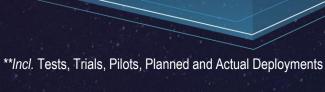
02



# 5G is Developing Faster than We Expected







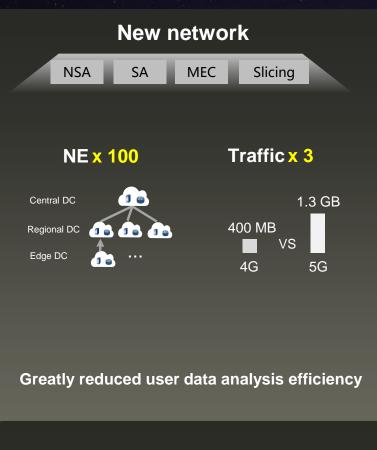


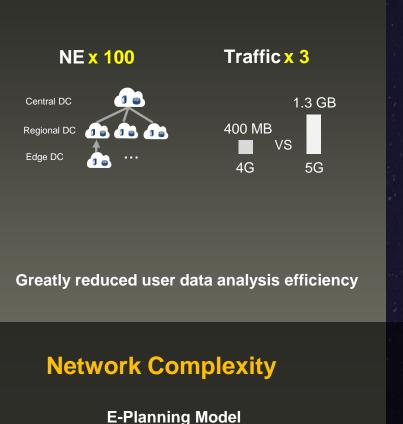


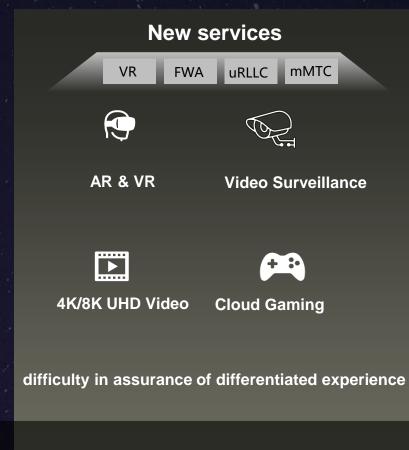
Source: GSA 5G Reports, GSMA Intelligence, by Jan. 2022



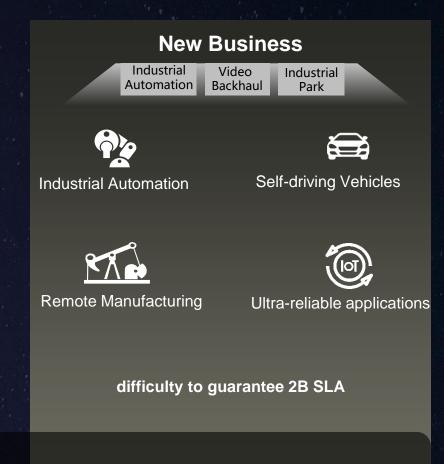
# New Challenges for Customer Experience in 5G

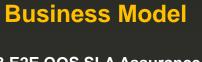












2B E2E QOS SLA Assurance

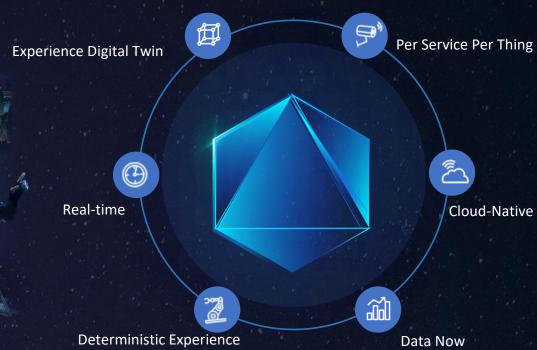


# Experience Centric Transformation in 5G

**Current CEM** 



# **Next-generation CEM**





## New Network- 5G Service Experience-based Network Planning Criteria

Three-layer mapping from 5G Service to Network Capabilities



#### Completed 12 Types of E-Planning Model for Planning Criteria



1<sup>st</sup> release: 5G service experience-based network planning criteria





View and download

5G Service Experience-based Network Planning Criteria White Paper

from Huawei official website

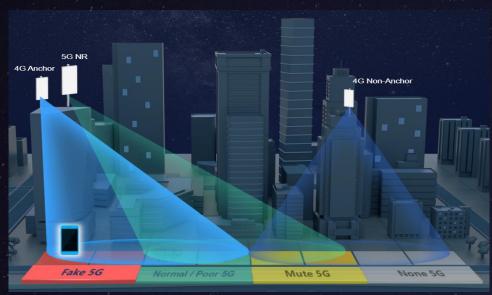
#### More service planning criteria are under development

Service Scenario		Network Planning Criteria				
Scenario	Typical Application	Throughput		Dolov	C band (100Mhz)	
		DL	UL	Delay	CSI RSRP	CSI SINR
2C	3K Cloud VR (Game)	100 Mbps	3 Mbps	RTT<25ms	-108 dBm	2 dB
2B	Surveillance/UAV backhaul (1080p)	0.5 Mbps	5 Mbps	RTT<50ms	-105 dBm	3 dB



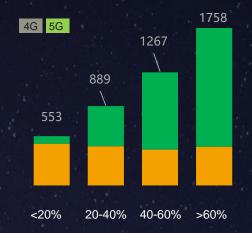
### New Network - 5G initial experience improve 5G camping ratio and strength 5G brand image

#### **Fake/Mute/None 5G Affecting User Experience**

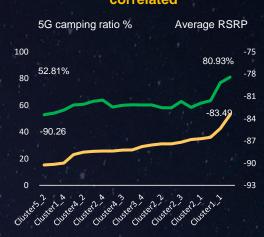








### Coverage - 5G Camp Ratio highly



### **Key Finding**

1dB on 5G

1dB RSRP Increase

1% on 5G Camp Ratio Increase **}**}

+1~2%

**Camping Ratio** 

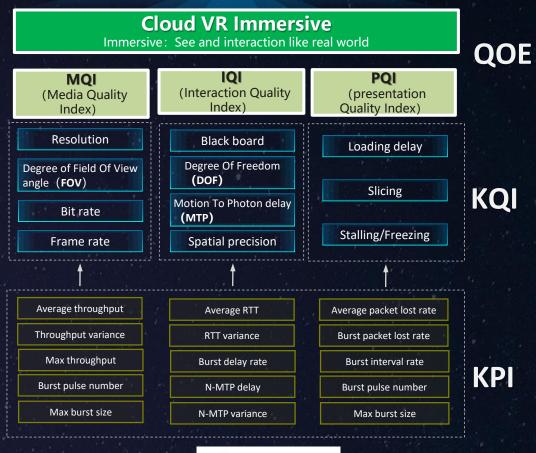
+15~20MB

DOU per day/User

# New Service- Cloud VR (Gaming) Experience Modeling

#### **How to measure Cloud VR Customer Experience?** Presentation Quality Interactive Smooth **5G** Failed due to network reason "after loading "Connected "click a "feel out of "feel game is not for 10 game,but to 5G smooth very good seconds network' Freeze slicing" enter the open it! Signaling plane User plane Session Coverage setup **RSRP** success /SINR rate

#### **CEM:** KQI criteria for Cloud VR







### New Business- How to assure E2E QOS SLA for different 5G 2B Scenarios

Industry scenarios















5G Application





Video surveillance Mobile surveillance & cloud-based Al; Huge number of cameras with 4 to-16 Mbps for each



AR/MR
Latency < 20 ms &
Mobility
Bandwidth > 30
Mbps





0 packet loss

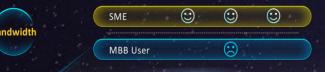




idirectional bandwidth: 10–150 Mbps Fast service provisioning

#### **E2E QoS Guarantee**

**Prioritized Access for SME when Congesting** 



#### **Guaranteed Bit Rate for SME**



#### **E2E Slicing for SME with QoS**





View and download

5G B2B Service Experience

Standards White Paper

5G B2B Service Experience Standards White Paper

from Huawei official website

# HUAWEI

#### **Link Level**

- VPN/IPsec
- BFD

#### The second

- NR-RAN
- Mini-slotGrant Free

#### NE level

- · Active/Standby Board/Ports
- N-way & 64x Flow Control

#### Transport

- FlexF
- Channelized Sub Interface

#### Network Level

- · E2E Slicing
- Hybrid Pool



- CP/UP Split
- MEC

# Call to Action

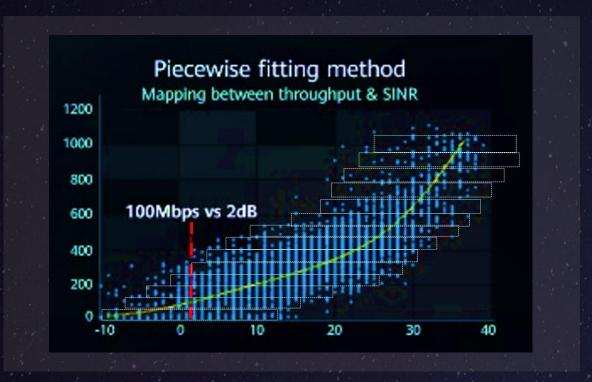
- 1. Design 5G Network based on E-Planning Model Criteria
- 2. Improve 5G initial Experience to improve 5G Camping ratio and 5G Brand Image
- 3. Define new QoS metrics to assure new 5G Service Quality(AR/VR...)
- 4. Assure QoS 2B Committed SLA for more 5G 2B Business Growth

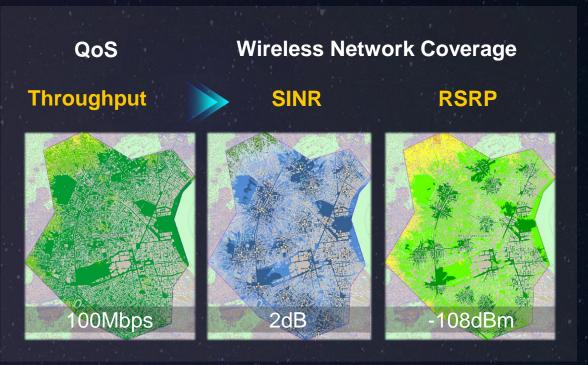


# Thank You!



# A Relationship Case Study from QoS to Network KPIs





Data Source: test samples in live 5G network with low load (PRB usage < 20%) from Huawei eLab

A throughput value corresponds to a range of SINR values. to obtain the mapping curve between the throughput and SINR.

