ETSI TS 122 261 V16.12.0 (2020-08)

5G;
Service requirements for the 5G system
(3GPP TS 22.261 version 16.12.0 Release 16)

Reference
RTS/TSGS-0122261vgc0

Keywords
5G

ETSI

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Association à but non lucratif enregistrée à la
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Contents

Foreword

This Technical Specification has been produced by the third Generation Partnership Project (3GPP).

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Introduction

The need to support different kinds of UEs (e.g. for the Internet of Things (IoT)), services, and technologies is driving the technology revolution to a high-performance and highly efficient 3GPP system. The drivers include IoT, Virtual Reality (VR), industrial control, ubiquitous on-demand coverage, as well as the opportunity to meet customized market needs. These drivers require enhancements to the devices, services, and technologies well established by 3GPP. The key objective with the 5G system is to be able to support new deployment scenarios to address diverse market segments.

This document compiles requirements that define a 5G system.

The 5G system is characterised, for example, by:

- Support for multiple access technologies
- Scalable and customizable network
- Advanced Key Performance Indicators (KPIs) (e.g. availability, latency, reliability, user experienced data rates, area traffic capacity)
- Flexibility and programmability (e.g. network slicing, diverse mobility management, Network Function Virtualization)
- Resource efficiency (both user plane and control plane)
- Seamless mobility in densely populated and heterogeneous environment
- Support for real time and non-real time multimedia services and applications with advanced Quality of Experience (QoE)

1 Scope

The present document describes the service and operational requirements for a 5G system, including a UE, NG-RAN, and 5G Core network. Requirements for a 5G E-UTRA-NR Dual Connectivity in E-UTRAN connected to EPC are found in TS 22.278 [5].

2 References

The following documents contain provisions which, through reference in this text, constitute provisions of the present document.

- References are either specific (identified by date of publication, edition number, version number, etc.) or non-specific.
- For a specific reference, subsequent revisions do not apply.
- For a non-specific reference, the latest version applies. In the case of a reference to a 3GPP document (including a GSM document), a non-specific reference implicitly refers to the latest version of that document *in the same Release as the present document*.

[1] 3GPP TR 21.905: "Vocabulary for 3GPP Specifications".

[2] NGMN 5G White Paper v1.0, February 2015.

[3] 3GPP TS 22.011: "Service accessibility".

[4] NGMN, "Perspectives on Vertical Industries and Implications for 5G, v2.0", September 2016.

[5] 3GPP TR 22.278: "Service requirements for the Evolved Packet System (EPS)".

[6] 3GPP TR 22.101: "Service aspects; Service principles".

[7] 3GPP TS 22.146: "Multimedia Broadcast/Multicast Service (MBMS)".

[8] 3GPP TS 22.246: "Multimedia Broadcast/Multicast Service (MBMS) user services".

[9] 3GPP TS 22.186: "Enhancement of 3GPP support for V2X scenarios".

[10] NGMN, "Recommendations for NGMN KPIs and Requirements for 5G", June 2016

[11] 3GPP TS 22.115: "Service aspects; Charging and billing".

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[18] ITU-T Recommendation G.1000 "Communications quality of service: A framework and definitions".

[19] IEC 61907, "Communication network dependability engineering".

[20] NIST, "Framework for Cyber-Physical Systems", 2016.

[21] 3GPP TS 22.104: "Service requirements for cyber-physical control applications in vertical domains".

[22] 3GPP TS 22.262: "Message Service within the 5G System".

[23] 3GPP TS 22.289: "Mobile Communication System for Railways".

[24] 3GPP TS 22.071: “Location Services”.

3 Definitions, symbols and abbreviations

3.1 Definitions

For the purposes of the present document, the terms and definitions given in 3GPP TR 21.905 [1] and the following apply. A term defined in the present document takes precedence over the definition of the same term, if any, in 3GPP TR 21.905 [1].

5G LAN-type service: a service over the 5G system offering private communication using IP and/or non-, i.e. UEs that are members of the same 5G LAN-VN IP type communications.

5G LAN-virtual network: a virtual network capable of supporting 5G LAN-type service.

active communication: a UE is in active communication when it has one or more connections established. A UE may have any combination of PS connections (e.g. PDP contexts, active PDN connections).

activity factor: percentage value of the amount of simultaneous active UEs to the total number of UEs where active means the UEs are exchanging data with the network.

area traffic capacity: total traffic throughput served per geographic area.

communication service availability: percentage value of the amount of time the end-to-end communication service is delivered according to an agreed QoS, divided by the amount of time the system is expected to deliver the end-to-end service according to the specification in a specific area.

NOTE 1: The end point in "end-to-end" is assumed to be the communication service interface.

NOTE 2: The communication service is considered unavailable if it does not meet the pertinent QoS requirements. If availability is one of these requirements, the following rule applies: the system is considered unavailable if an expected message is not received within a specified time, which, at minimum, is the sum of maximum allowed end-to-end latency and survival time.

direct network connection: one mode of network connection, where there is no relay UE between a UE and the 5G network.

direct device connection: the connection between two UEs without any network entity in the middle.

end-to-end latency: the time that takes to transfer a given piece of information from a source to a destination, measured at the communication interface, from the moment it is transmitted by the source to the moment it is successfully received at the destination.

Hosted Service: a service containing the operator's own application(s) and/or trusted third party application(s) in the Service Hosting Environment, which can be accessed by the user.

indirect network connection: one mode of network connection, where there is a relay UE between a UE and the 5G network.

IoT device: a type of UE which is dedicated for a set of specific use cases or services and which is allowed to make use of certain features restricted to this type of UEs.

NOTE 3: An IoT device may be optimized for the specific needs of services and application being executed (e.g. smart home/city, smart utilities, e-Health and smart wearables). Some IoT devices are not intended for human type communications.

network slice: a set of network functions and corresponding resources necessary to provide the required telecommunication services and network capabilities.

NG-RAN: a radio access network connecting to the 5G core network which uses NR, E-UTRA, or both.

non-public network: a network that is intended for non-public use.

NR: the new 5G radio access technology.

Positioning service availability: percentage value of the amount of time the positioning service is delivering the required position-related data within the performance requirements, divided by the amount of time the system is expected to deliver the positioning service according to the specification in the targeted service area.

Positioning service latency: time elapsed between the event that triggers the determination of the position-related data and the availability of the position-related data at the system interface.

priority service: a service that requires priority treatment based on regional/national or operator policies.

private communication: a communication between two or more UEs belonging to a restricted set of UEs**.**

private network: an isolated network deployment that does not interact with a public network.

private slice: a dedicated network slice deployment for the sole use by a specific third party.

relative positioning: relative positioning is to estimate position relatively to other network elements or relatively to other UEs.

reliability: in the context of network layer packet transmissions, percentage value of the amount of sent network layer packets successfully delivered to a given system entity within the time constraint required by the targeted service, divided by the total number of sent network layer packets.

Satellite: a space-borne vehicle embarking a bent pipe payload or a regenerative payload telecommunication transmitter, placed into Low-Earth Orbit (LEO) typically at an altitude between 300 km to 2 000 km, Medium-Earth Orbit (MEO) typically at an altitude between 8000 to 20000 k m, or Geostationary satellite Earth Orbit (GEO) at 35 786 km altitude.

satellite access: direct connectivity between the UE and the satellite.

5G satellite access network: 5G access network using at least one satellite.

satellite NG-RAN: a NG-RAN which uses NR in providing satellite access to UEs.

service area: geographic region where a 3GPP communication service is accessible.

NOTE 4: The service area can be indoors.

NOTE 5: For some deployments, e.g. in process industry, the vertical dimension of the service area can be considerable.

service continuity: the uninterrupted user experience of a service that is using an active communication when a UE undergoes an access change without, as far as possible, the user noticing the change.

NOTE 6: In particular service continuity encompasses the possibility that after a change the user experience is maintained by a different telecommunication service (e.g. tele- or bearer service) than before the change.

NOTE 7: Examples of access changes include the following. For EPS: CS/PS domain change. For EPS and 5G: radio access change, switching between a direct network connection and an indirect network connection.

Service Hosting Environment: the environment, located inside of 5G network and fully controlled by the operator, where Hosted Services are offered from.

survival time: the time that an application consuming a communication service may continue without an anticipated message.

Time to First Fix (TTFF): time elapsed between the event triggering for the first time the determination of the position-related data and the availability of the position-related data at the positioning system interface.

User Equipment: An equipment that allows a user access to network services via 3GPP and/or non-3GPP accesses.

user experienced data rate: the minimum data rate required to achieve a sufficient quality experience, with the exception of scenario for broadcast like services where the given value is the maximum that is needed.

wireless backhaul: a link which provides an interconnection between 5G network nodes and/or transport network using 5G radio access technology**.**

5G positioning service area: a service area where positioning services would solely rely on infrastructures and positioning technologies that can be assumed to be present anywhere where 5G is present (e.g. a country-wide operator-supplied 5G network, GNSS, position/motion sensors).

NOTE 8: This includes both indoor and any outdoor environments.

5G Enhanced positioning area: a subset of the 5G positioning service area that is assumed to be provided with additional infrastructure or deploy a particular set of positioning technologies to enhance positioning services.

NOTE 9: The enhanced positioning service area represents for example a factory plant, a dense urban area, an area along a road or railway track, a tunnel and covers both indoor and outdoor environments.

3.2 Abbreviations

For the purposes of the present document, the abbreviations given in 3GPP TR 21.905 [1] and the following apply. An abbreviation defined in the present document takes precedence over the definition of the same abbreviation, if any, in 3GPP TR 21.905 [1].

3D	Three Dimensional
5G	Fifth Generation
5G LAN-VN	5G LAN-Virtual Network
AR	Augmented Reality
A/S	Actuator/Sensor
E2E	End to End
eFMSS	Enhancement to Flexible Mobile Service Steering
eV2X	Enhanced V2X
FMSS	Flexible Mobile Service Steering
GEO	Geostationary satellite Earth Orbit
IAB -MT	Integrated Access Backhaul -Mobile Termination
ICP	Internet Content Provider
ID	Identification
IMU	Inertial Measurement Unit
IOPS	Isolated E-UTRAN Operation for Public Safety
IoT	Internet of Things
KPI	Key Performance Indicator
LCS	Location Services
LEO	Low-Earth Orbit
MBB	Mobile BroadBand
MCS	Mission Critical Services
MCX	Mission Critical X, with X = PTT or X = Video or X = Data
MEO	Medium-Earth Orbit
MIoT	Massive Internet of Things
MMTEL	Multimedia Telephony
MNO	Mobile Network Operator
MPS	Multimedia Priority Service
MSGin5G	Message Service Within the 5G System
MVNO	Mobile Virtual Network Operator
NGMN	Next Generation Mobile Networks
QoE	Quality of Experience

RSTP	Rapid Spanning Tree Protocol
SEES	Service Exposure and Enablement S
URLLC	Ultra Reliable Low Latency Communication Support
SST	Slice/Service Type
TTFF	Time To First Fix
UAV	Unmanned Aerial Vehicle
UHD	Ultra High Definition
VR	Virtual Reality

4 Overview

Unlike previous 3GPP systems that attempted to provide a 'one size fits all' system, the 5G system is expected to be able to provide optimized support for a variety of different services, different traffic loads, and different end user communities. Various industry white papers, most notably, the NGMN 5G White Paper [2], describe a multi-faceted 5G system capable of simultaneously supporting multiple combinations of reliability, latency, throughput, positioning, and availability. This technology revolution is achievable with the introduction of new technologies, both in access and the core, such as flexible, scalable assignment of network resources. In addition to increased flexibility and optimization, a 5G system needs to support stringent KPIs for latency, reliability, throughput, etc. Enhancements in the air interface contribute to meeting these KPIs as do enhancements in the core network, such as network slicing, in-network caching and hosting services closer to the end points.

A 5G system also supports new business models such as those for IoT and enterprise managed networks. Drivers for the 5G KPIs include services such as Unmanned Aerial Vehicle (UAV) control, Augmented Reality (AR), and factory automation. Network flexibility enhancements support self-contained enterprise networks, installed and maintained by network operators while being managed by the enterprise. Enhanced connection modes and evolved security facilitate support of massive IoT, expected to include tens of millions of UEs sending and receiving data over the 5G network.

Flexible network operations are the mainstay of the 5G system. The capabilities to provide this flexibility include network slicing, network capability exposure, scalability, and diverse mobility. Other network operations requirements address the necessary control and data plane resource efficiencies, as well as network configurations that optimize service delivery by minimizing routing between end users and application servers. Enhanced charging and security mechanisms handle new types of UEs connecting to the network in different ways.

Mobile Broadband (MBB) enhancements aim to meet a number of new KPIs. These pertain to high data rates, high user density, high user mobility, highly variable data rates, deployment, and coverage. High data rates are driven by the increasing use of data for services such as streaming (e.g. video, music, and user generated content), interactive services (e.g. AR), and IoT. These services come with stringent requirements for user experienced data rates as well as associated requirements for latency to meet service requirements. Additionally, increased coverage in densely populated areas such as sports arenas, urban areas, and transportation hubs has become essential for pedestrians and users in urban vehicles. New KPIs on traffic and connection density enable both the transport of high volumes of data traffic per area (traffic density) and transport of data for a high number of connections (e.g. UE density or connection density). Many UEs are expected to support a variety of services which exchange either a very large (e.g. streaming video) or very small (e.g. data burst) amount of data. The 5G system will handle this variability in a resource efficient manner. All of these cases introduce new deployment requirements for indoor and outdoor, local area connectivity, high user density, wide area connectivity, and UEs travelling at high speeds.

Another aspect of 5G KPIs includes requirements for various combinations of latency and reliability, as well as higher accuracy for positioning. These KPIs are driven by support for both commercial and public safety services. On the commercial side, industrial control, industrial automation, UAV control, and AR are examples of those services. Services such as UAV control will require more precise positioning information that includes altitude, speed, and direction, in addition to horizontal coordinates.

Support for Massive Internet of Things (MIoT) brings many new requirements in addition to those for the enhanced KPIs. The expansion of connected things introduces a need for significant improvements in resource efficiency in all system components (e.g. UEs, IoT devices, radio, access network, core network).

The 5G system also aims to enhance its capability to meet KPIs that emerging V2X applications require. For these advanced applications, the requirements, such as data rate, reliability, latency, communication range and speed, are made more stringent.