

Latency Requirements in M2M Application Scenarios

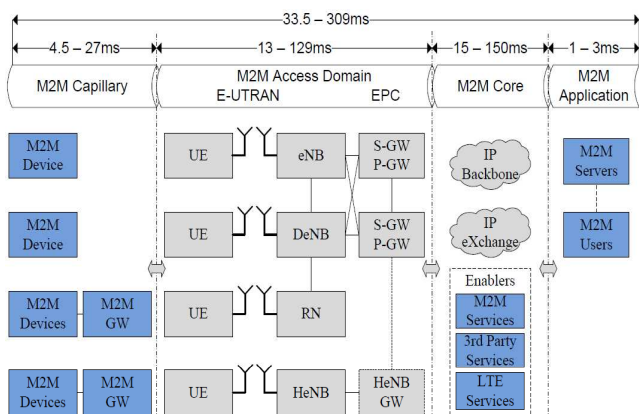
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I. About Lola Project

- **Low latency M2M communication in LTE/LTE-Advanced**
 - ❖ Reduce energy consumption for M2M devices
 - ❖ Co-existence of M2M/Gaming traffics with conventional services
- **Public-safety / professional rapidly deployable networks***
 - ❖ Convergence (air-interface) with LTE/LTE-A
 - ❖ Low-latency is crucial and hard to achieve in multihop networks
- **Three Objectives**
 - ❖ **Fundamental:** Low latency communication and traffic characteristics
 - ❖ **Experimental:** Two validation platforms and one filed trial
 - ❖ **Standardization:** Inputs to 3GPP and M2M Working Groups

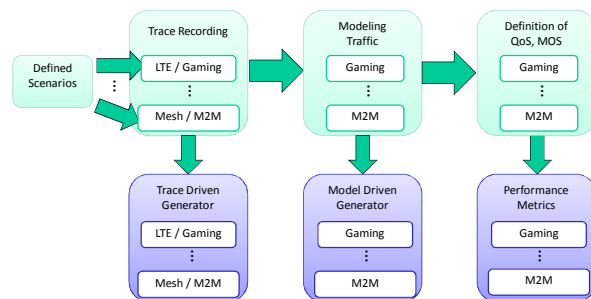
* Not considered in this poster

III. M2M System Architecture Based on LTE/LTE-A



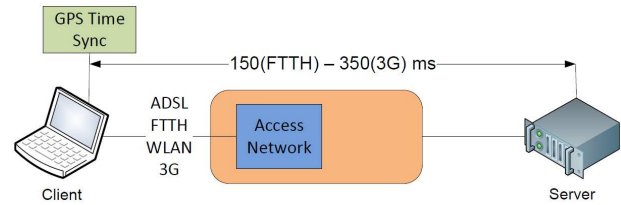
- **M2M Capillary** incorporating smart devices and their gateways using a number of short or wide range communication technologies, reusable across a number of application domains
- **M2M Access** giving adequate support for M2M services
- **M2M Core** providing interconnectivity and extendable by relevant M2M services (registry, request analyzer, control), 3rd party services (e.g. location, charging, processing of data) and LTE services (e.g. AAA, IMS)
- **M2M Application** including domain specific processing and visualization of information, and the end user applications interacting with the smart devices through a common platform

V. Traffic Characteristics



- **Collision avoidance system for Intelligent Transport System**
 - ❖ All the sensors (car, road sensors) send the information to the M2M backend system within the predefined period
 - ❖ Event-driven, short bursts emergency signals from the M2M backend to the M2M devices (warning and actuation commands)
- **Traffic pattern varies depending on application scenarios but the general traffic trends follows the ON-OFF traffic model**

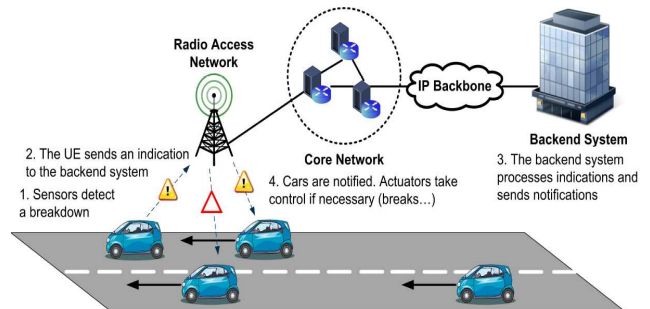
II. Delay Analysis in MTS Network (Operator in Serbia)



- **Latency can be improved by providing services locally**
 - ❖ The client is directly attached via the access networks to the gaming server itself

IV. Realtime M2M Application Scenarios and Analysis

➤ Auto-Pilot for Intelligent Transport System



- ❖ M2M Capillary : 4.5 – 25 ms
- ❖ M2M Access : 57 – 378 ms
- ❖ M2M Application : 1 – 3 ms
- ❖ M2M core : 15 – 150 ms

➤ Virtual Race in Machine Gaming

- ❖ M2M Capillary : 6 – 10 ms
- ❖ M2M Access : 112 – 748 ms
- ❖ M2M Application : NA
- ❖ M2M core : 42 – 122 ms

➤ Smart Environment in Ambient Assisted Living

- ❖ M2M Capillary : 9 – 54 ms
- ❖ M2M Access : 180 – 1290 ms
- ❖ M2M Application : 1 – 3ms
- ❖ M2M core : 15 – 150 ms

➤ Sensor-based Alarm and Event-Detection

➤ Mobile Surveillance System for Security

➤ Life support system for health monitoring

VI. L1/L2 Latency Improvements

- **Contention-based random access on the LTE/LTE-A in uplink**
 - ❖ UL latency in FDD mode is 7-11ms (SR periodicity 5ms) => 7-11 times latency reduction for M2M/sensor applications with 1ms contention-based random access
 - ❖ Further 2x reduction for small packets with 500us TTI duration
- **Protection and transmission of more detailed HARQ feedback**
 - ❖ A 10% latency reduction is foreseen
 - ❖ Estimation of missing mutual information (SNR/statistical models)
- **Adaptive Modulation and Coding Scheme/Transmission Power**
 - ❖ Increase power of delayed flows
 - ❖ Use more robust MCS for HARQ retransmissions
 - ❖ Send more redundancy in unloaded conditions
 - ❖ Up to 10% latency gain can be achieved with these techniques
- **Coordinated Multi-Point Joint Processing/Joint Transmission**
 - ❖ Improves throughput → improves latency for non-sparse traffic sources (e.g. video surveillance cameras)
 - ❖ Reduces n° retransmissions for cell-edge users → improves latency
- **Carrier Aggregation aware scheduling**
 - ❖ Unloaded carrier components can be scheduled for delayed users