



Towards RAN Slicing in 5G

Navid Nikaein

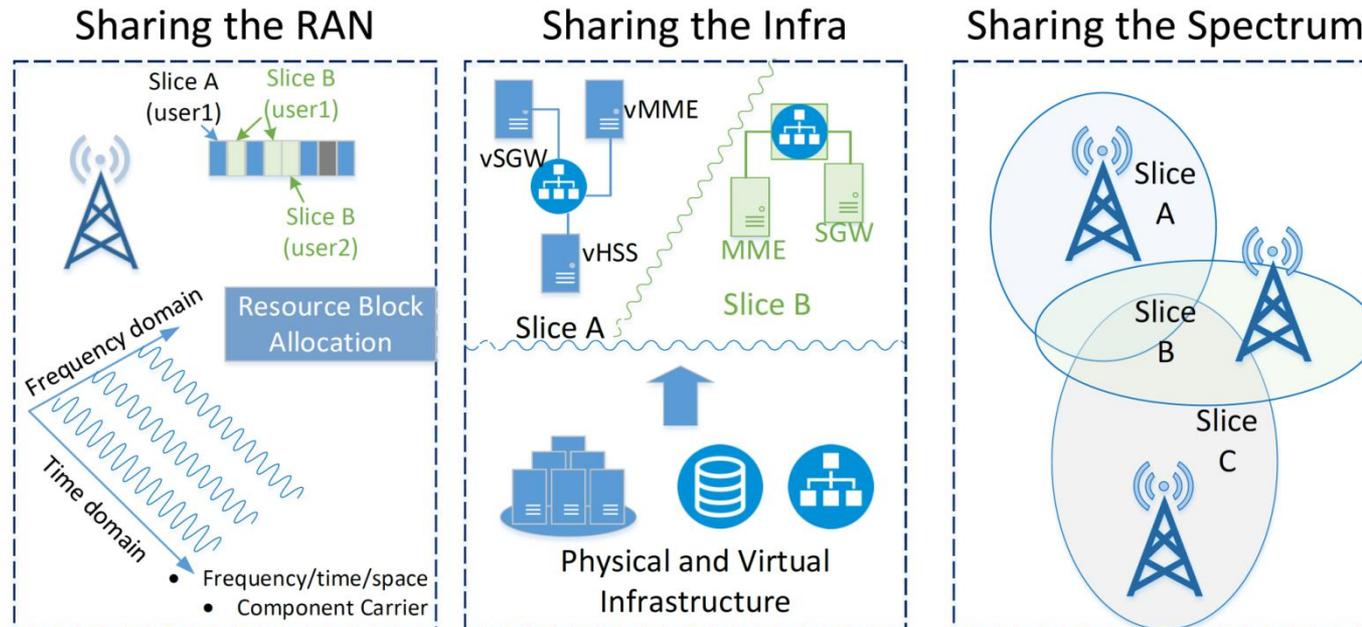
Coherent Communication System Department, EURECOM



European Commission

ITU Workshop, Geneva, Switzerland, 6 Dec. 2016

RAN Slicing and Sharing



- **Sliceable elementary resources**
 - [RRU/Antenna, Fronthaul, CRAN, Backhaul]
 - [CPU/MEM/NET, Radio resources, spectrum]
 - [configuration, chain, placement]
- **Resource abstraction and network programmability is a key to achieve the required flexibility in slicing**

RAN Slicing and Sharing

■ Slice strategy (two extremes)

- Isolation
 - + Dedicate elementary resources to the slice
 - Reduce slices elasticity/scalability
- Resource Sharing:
 - + Exploit the **statistical multiplexing gain**
 - No hard performance guarantee

■ Tradeoff between slice **isolation** and **resource sharing**

- Radio resource isolation → group-based scheduling (multi-dimensional)
- Service (QCI/TFT) and user isolation → slice-to-DRB mapping, regular scheduling
- Slice-based KPI → smart scheduling (multi-dimensional)

■ Multi-service network function chaining

- change the network service definition on the fly on per slice basis

RAN Slicing and Sharing

■ Slice strategy (two extremes)

- Isolation
 - + Dedicate elementary resources to the slice
 - Reduce slices elasticity/scalability
- Resource Sharing:
 - + Exploit the **statistical multiplexing gain**
 - No hard performance guarantee

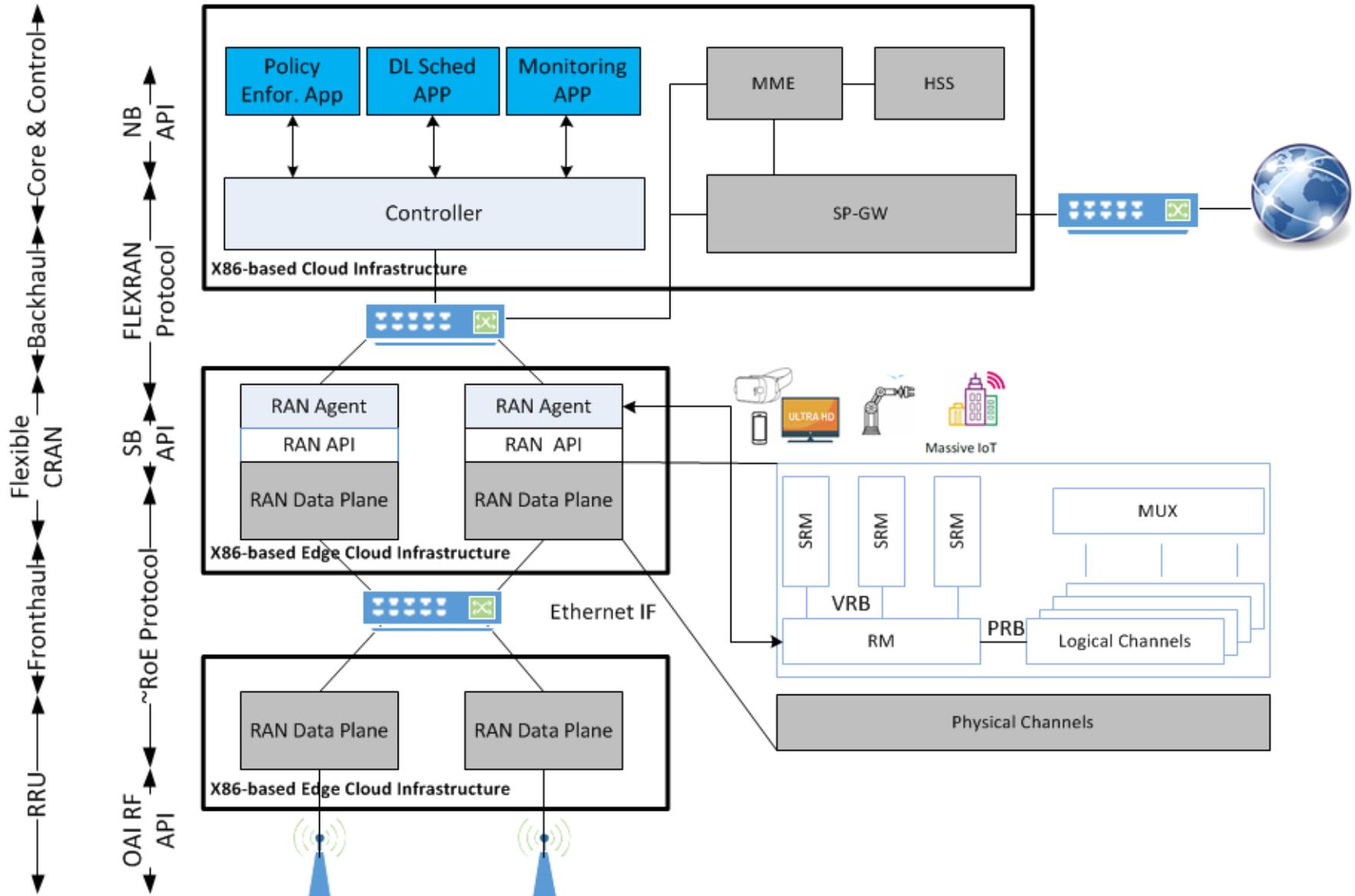
■ Tradeoff between slice **isolation** and **resource sharing**

- Radio resource isolation → group-based scheduling (multi-dimensional)
- Service (QCI/TFT) and user isolation → slice-to-DRB mapping, regular scheduling
- Slice-based KPI → smart scheduling (multi-dimensional)

■ Multi-service network function chaining

- change the network service definition on the fly on per slice basis

Demo Setup



RAN Slicing and Sharing

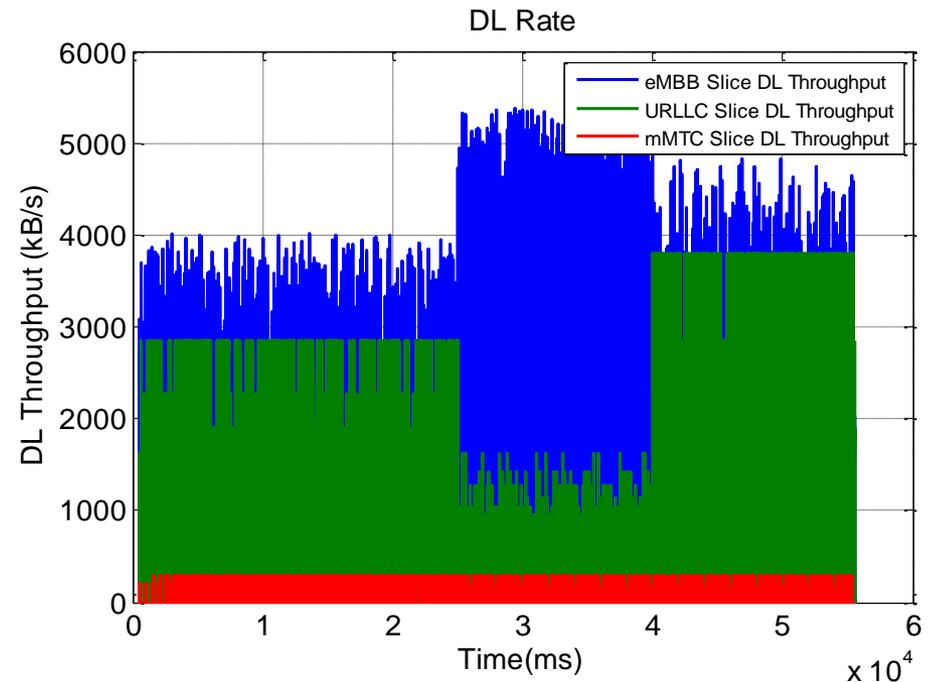
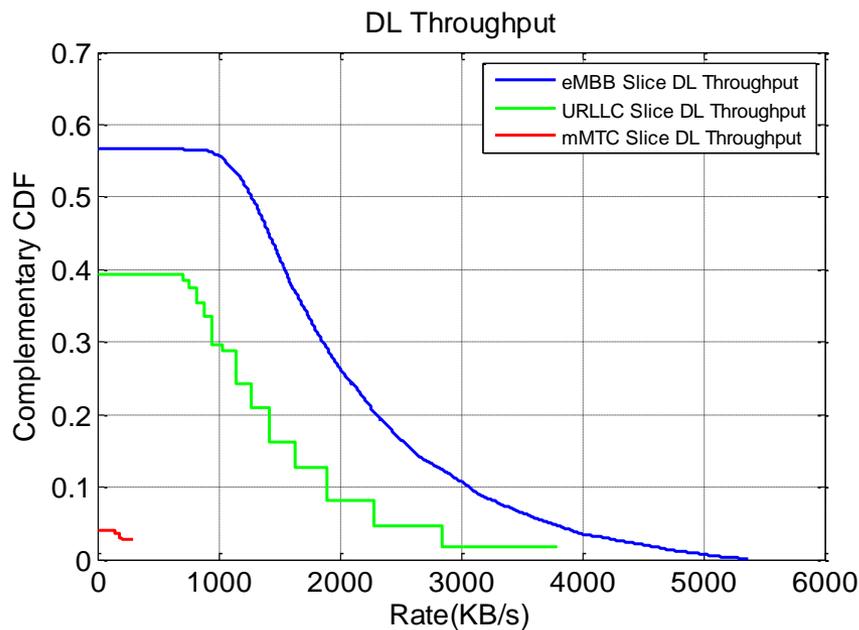
Sample Results

3 slices:

- Slice-specific scheduling
- Dynamic Slice Resource management
 - Enforce different policies over time



Massive IoT

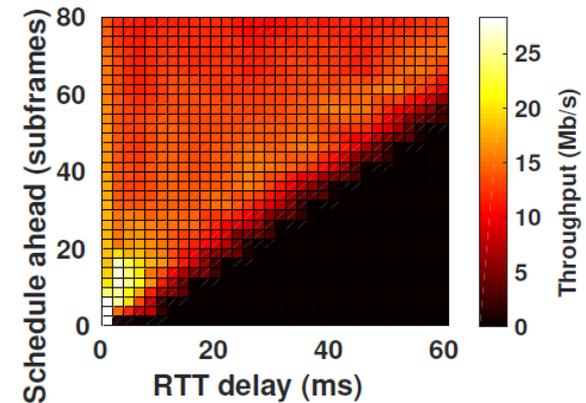
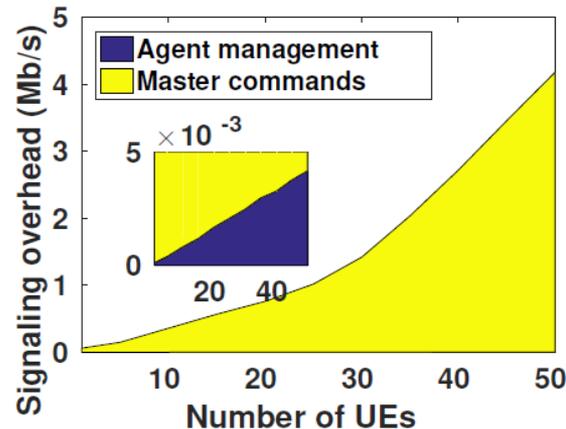
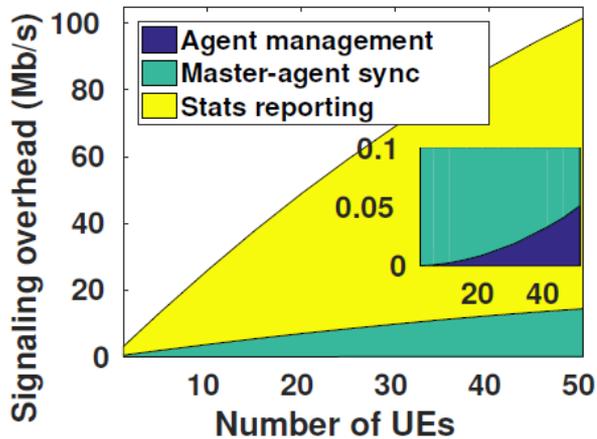


Backhaul Control Channel Requirements Measurement Results

Agent-to-controller

Controller-to-agent

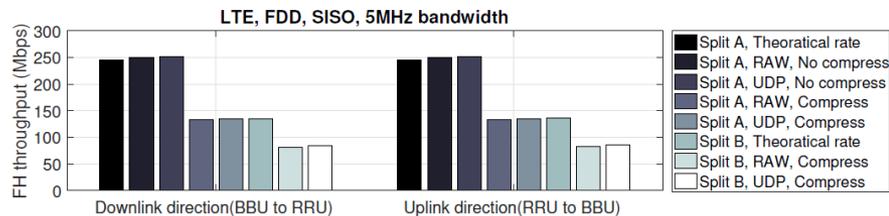
Control-channel-
latency



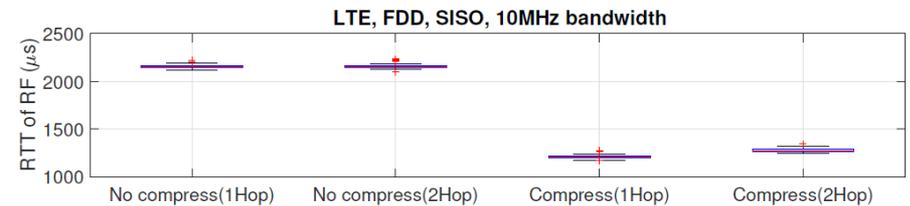
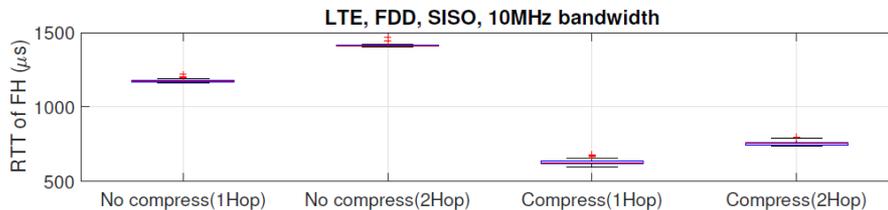
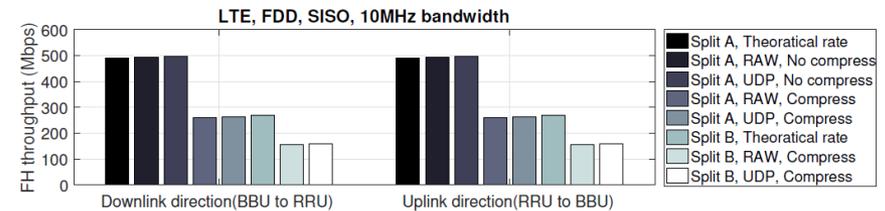
- Realtime Control requires low-latency high capacity backhaul

Fronthaul Requirements Measurement results

5MHZ, SISO, FDD



10MHZ, SISO, FDD



■ Fronthaul capacity depends on many factors

- Split, compression, protocol, BW, #RE/UE/RRU, #Antenna/Sectors, #CC

Converged Flexhaul for 5G

■ Two type of xhaul

- Low latency
- High latency

■ Various topologies

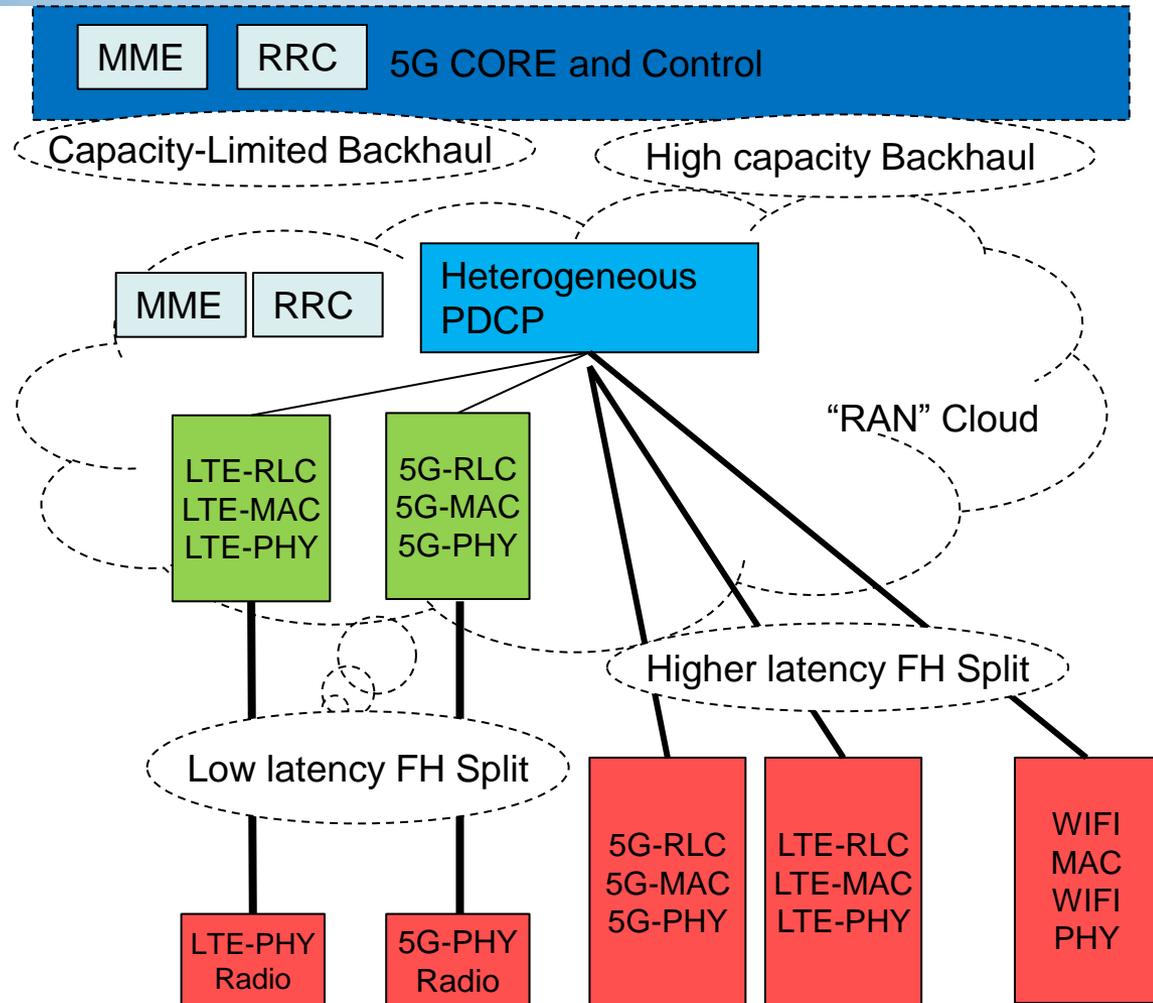
- multi-tier – flat
- Mesh – tree

■ Switching vs routing

- Aggregation
- Distribution

■ Data-plane accelerations

- DPDK, NETMAP



Want to know more about RAN slicing demo?

**Please feel free to come and
checkout the demo**