

Implementation of mmWave-energy Module and Power Saving Schemes in ns-3

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Introduction



- 5G New Radio (NR) cellular networks operating at mmWave frequencies are targeted to support diverse use cases,
 - eMBB,
 - mMTC,
 - URLLC.
- Energy-Efficiency is one of the key performance indicators for NR technology.
- 3GPP, in its 5G release-16, proposed various power-saving schemes
 - RRC INACTIVE state,
 - cDRX
- We implemented and analysed UE RRC state-based energy consumption module, including different power saving schemes in ns3.
- Our module acts as a wrapper over <u>ns3-mmWave</u> * module.
- We have thoroughly evaluated the module and validated the implementation with the 3GPP standards.





Newly Proposed RRC INACTIVE State



- In 4G LTE, we have 2 RRC States:
 - RRC IDLE

time

- RRC CONNECTED
- RRC Inactivity Timer triggers this state change.
- This timer leads to a trade-off b/w power consumption and communication efficiency.
- Longer Timer → Better Battery Life → More Latency !

Scheduled UE

+ ++



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 - RRC IDLE
 - RRC CONNECTED
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- This timer leads to a trade-off b/w power consumption and communication efficiency.
- Longer Timer → Better Battery Life → More Latency !
- 5G NR incorporates a new state **RRC INACTIVE**
 - control plane latency
 - signaling overhead
 - energy requirement
- UE identity, context, mobility info is maintained by the n/w







cDRX Mechanism

- RRC signaling sets a cycle where the receiver of the UE is operational for a certain period
- UE needs to detect paging occasion and system information updates coming from the n/w.
- If it receives any PDCCH message, it switches to RRC CONNECTED state and keeps the Inactivity timer turned on.
- On the expiry of the inactivity timer, it then switches back to lower power IDLE state.
- cDRX mechanism allows the UE to enter RRC INACTIVE state periodically.
- Finally helps in lowering the net energy consumption of the UE.





Contributions



Our contributions to the current <u>ns3-mmWave</u> module include

- Development of the RRC Connection Release method
- Paging notifications
- Addition of the newly proposed RRC INACTIVE state
- Implementation of cDRX mechanism
- UE RRC energy module to evaluate UE's energy consumption across different RRC states.





RRC Connection Release Method

• Current implementation of the ns3-mmWave RRC state machine lacks RrcConnectionRelease method!



- Modified the LTE_ENB_RRC and LTE_UE_RRC files.
- The LTE_ENB_RRC method sends RRC Release message using SendRrcRelease.
- UE switches to low power state RRC INACTIVE.





Implementation of Power Saving Schemes

- Implementation of RRC INACTIVE State:
 - In RRC INACTIVE state UE enters paging mode periodically, to receive PDCCH DL data notification or the UL data grant from the eNB.
 - The paging direct message is sent to the UE from the eNB using LTE_ENB_RRC.
 - The LTE_RRC_SAP receives the paging information to check for PDCCH reception at the UE.







Implementation of Power Saving Schemes

- cDRX Implementation:
 - RrcConnectionRelease() function is called using the preset cDRX timers.
 - cDRX timers consists of
 - RRC Inactivity Timer (rrc_release_timer)
 - cDRX Inactivity Timer (inactivity_timer)
 - \circ ~ All the changes implemented in the LTE_UE_RRC and LTE_ENB_RRC ~







Implementation of RRC Energy Module



- Energy source is installed on the UE node.
- LteUeRrc provides trace source for the RRC state change.
- Energy model uses the corresponding trace sink to update the total energy consumption based on the RRC state power consumption.

Power Consumption Model *

Power State	Relative Power (mW)		
Deep Sleep	1		
Light Sleep	20		
Micro Sleep	40		
PDCCH-only	100		
PDCCH+PDSCH	300		

* 3gpp TR 38.840 – study on user equipment (ue) power saving in nr.



Evaluation Setup

Evaluation Setup

Parameters	Applications		
	FTP Traffic	Instant messaging	Video Streaming
Packet Size	0.5 Mbytes	0.1Mbytes	-
Inter Arrival Time	200ms	2sec	-
{cDRX cycle, cDRX Inactivity Timer, OnDuration}	$\{320, 200, 5\}, \{320, 80, 5\}, \{160, 100, 4\}, \{160, 40, 4\}, \{40, 25, 2\}, \{40, 10, 2\}$		



• 3 different user applications

- File Transfer Protocol (FTP) application
- Instant Messaging application
- Video streaming application
- Baseline Energy consumption model:
 - Default ns3-mmWave
 - PHY-state based energy model*





Evaluation



IDLE time for Instant Messaging is max while for Video Streaming application CONNECTED time is max



Evaluation



- In the instant messaging application the IAT is 2s, so UE stays mostly in IDLE
- A longer cDRX cycle (320ms) in this case gives the minimum energy consumption and minimum latency
- In the video streaming application the UE stays in the CONNECTED mode mostly, thus shorter cDRX cycles (40ms) perform the best





Evaluation

Workshop on INS-3



Under FTP application, Change in UE's energy consumption over time with different energy models

- Energy consumption is maximum for the default ns3-mmwave repo
- Our implementation performs better in comparison to the baseline PHY-state based energy consumption model.





Conclusion



- This paper detailed the implementation of the UE RRC energy model and power saving scheme as defined in 3GPP Release-16 38.840, as an extension tool for the ns-3 open-source simulator
- We have thoroughly evaluated the module and validated the implementation with the 3GPP standards.
- Our results were compared with the baseline PHY-state based UE energy consumption model
- This module can help in designing energy-aware user applications as well as networks that can provide better User QoE and longer battery life.
- In our future work, we want to extend this module to support the base station energy modelling, so that an end-to-end energy consumption of the network can be captured.
- Source Code: <u>https://github.com/arghasen10/ns3-mmwave/tree/rrcenergy</u>







Contact me

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Thank you for your attention!