Progress Report

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Recap

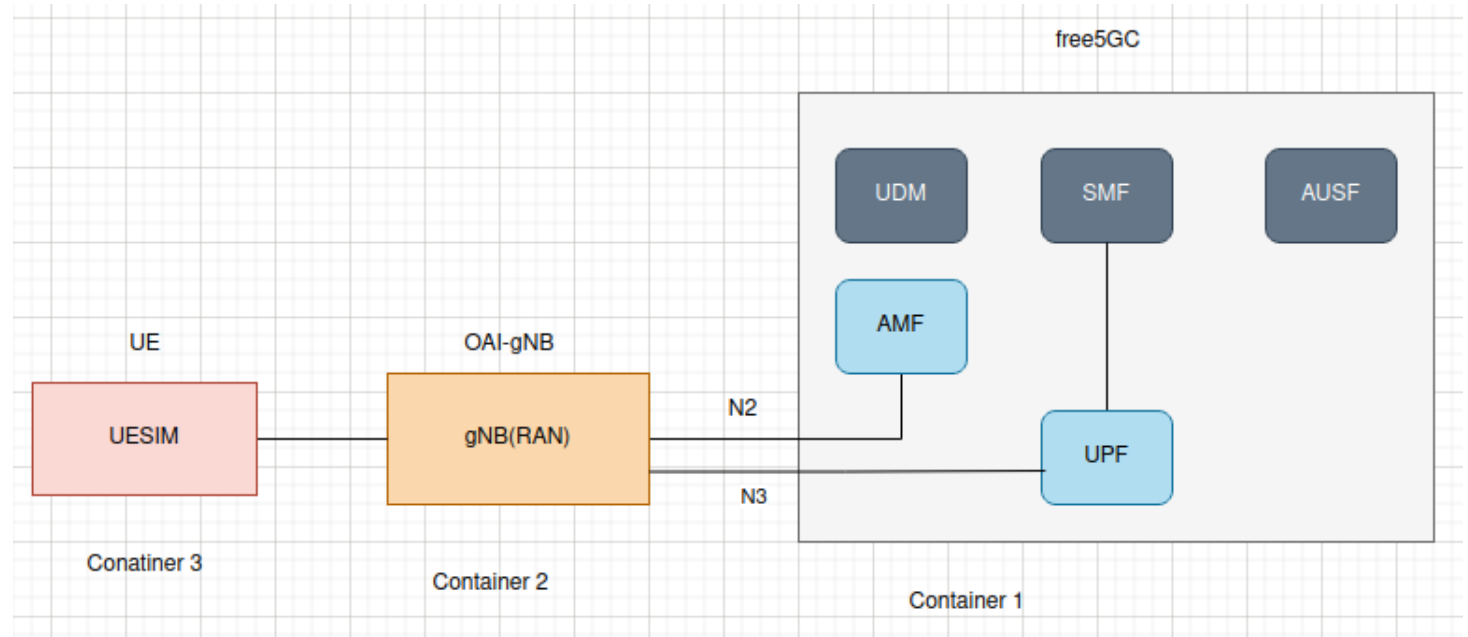|	
Problem Statement	V2X communications require ultra-low latency, high reliability and high data rates Traditional "one-size-fits-all" networks struggle to meet diverse QoS demands
Solution	Network slicing enables dedicated logical networks for different services

Recap: Simulation Architecture

- Client instances(UE/Vehicles)
- Base Station gNB
- Slice Management

Change from original plan

free5GC open5GS

Accomplished so far

Built open5GS from source

Built webUI, set up subscribers

Successfully connected to core

Started on documentation

Next steps

Build UESIM for iperf

- Simulate traffic

Network Slicing

QoS policies

- V2X vs eMBB vs mMTC

Benchmarking

- Throughput
- Latency

Analysis

Issues

- No major issues so far
- Minor issues with configuration step
- Potential issues with integrating iperf and UESIM

Thank you

References:

https://github.com/ontherays/5G_network_Slice_iiotntust