
NR Module

Release 2.2

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INTRODUCTION

The 3rd Generation Partnership Project (3GPP) has devoted significant efforts to standardize the fifth-generation (5G) New Radio (NR) access technology [TS38300], which is designed to be extremely flexible from its physical layer definition and up to the architecture. The objective is to be able to work in a wide range of frequency bands and address many different use cases and deployment options.

As the NR specification is developed and evolves, a network simulator that is capable of simulating emerging NR features is of great interest for both scientific and industrial communities. In recent years a lot of effort has been made by New York University (NYU) Wireless and the University of Padova to develop a simulator that will allow simulations of communications in millimeter-wave (mmWave) bands, the heart of future 5G cellular wireless systems. Hence, a new mmWave simulation tool has been developed as a new module of ns-3. A complete description of the mmWave module is provided in [end-to-end-mezz]. The mmWave module source code is still not part of the standard ns-3 distribution and is available at a different repository [mmwave-module]. In the mmWave module, the physical (PHY) layer and medium access control (MAC) are a modified version of the ns-3 ‘LTE’ PHY and MAC layers, supporting a mmWave channel, propagation, beamforming, and antenna models. The MAC layer supports Time Division Duplexing (TDD), and a Time Division Multiple Access (TDMA) MAC scheduling, with enhanced Hybrid Automatic Repeat and reQuest (HARQ) for low latency applications. The higher layers are mostly based on ns-3 ‘LTE’ module functionalities but are extended to support features such as dual connectivity and low latency radio link control (RLC) layer.

In this document, we describe the implementation that we have initiated to generate a 3GPP-compliant NR module able to provide ns-3 simulation capabilities in the bands above and below 6 GHz, aligned with 3GPP NR Release-15, following the description in [TS38300]. The work has been initially funded by InterDigital Communications Inc, and continues with funding from the Lawrence Livermore National Lab (LLNL) and a grant from the National Institute of Standards and Technologies (NIST).

The ‘NR’ module is a hard fork of the ‘mmWave’ simulator, focused on targeting the 3GPP Release-15 NR specification. As such, it incorporates fundamental PHY-MAC NR features like a flexible frame structure by means of multiple numerologies support, bandwidth parts (BWPs), Frequency Division Multiplexing (FDM) of numerologies, Orthogonal Frequency-Division Multiple Access (OFDMA), flexible time- and frequency- resource allocation and scheduling, Low-Density Parity Check (LDPC) coding for data channels, modulation and coding schemes (MCSs) with up to 256-QAM, and dynamic TDD, among others. The NR module still relies on higher layers and core network (RLC, PDCP, RRC, NAS, EPC) based on ns-3 ‘LTE’ module, thus providing an NR non-standalone (NSA) implementation.

The source code for the ‘NR’ module lives currently in the directory `src/nr`.

Over time, extensions found in this module may migrate to the existing ns-3 main development tree.

The rest of this document is organized into five major chapters:

2. **Design:** Describes the models developed for ns-3 extension to support NR features and procedures.
3. **Usage:** Documents how users may run and extend the NR test scenarios.
4. **Validation:** Documents how the models and scenarios have been verified and validated by test programs.
5. **Open Issues and Future Work:** Describes topics for which future work on model or scenario enhancements is recommended, or for which questions on interpretations of standards documents may be listed.

In this section, we present the design of the different features and procedures that we have developed following 3GPP Release-15 NR activity. For those features/mechanisms/layers that still have not been upgraded to NR, the current design following LTE specifications is also indicated.

2.1 Architecture

The ‘NR’ module has been designed to perform end-to-end simulations of 3GPP-oriented cellular networks. The end-to-end overview of a typical simulation with the ‘NR’ module is drawn in Figure [End-to-end class overview](#). In dark gray, we represent the existing, and unmodified, ns-3 and LENA components. In light gray, we describe the NR components. On one side, we have a remote host (depicted as a single node in the Figure, for simplicity, but there can be multiple nodes) that connects to an PGW/SGW (Packet Gateway and Service Gateway), through a link. Such a connection can be defined with any technology that is currently available in ns-3. The diagram illustrates a single link, but there are no limits on the topology, including any number of remote hosts. Inside the SGW/PGW, the `EpcSgwPgWApp` encapsulates the packet using the GTP protocol. Through an IP connection, which represents the backhaul of the NR network (again, described with a single link in the Figure, but the topology can vary), the GTP packet is received by the gNB. There, after decapsulating the payload, the packet is transmitted inside the NR stack through the entry point represented by the class `NRGnbNetDevice`. The packet, if received correctly at the UE, is passed to higher layers by the class `NRUeNetDevice`. The path crossed by packets in the UL case is the same as the one described above but in the opposite direction.

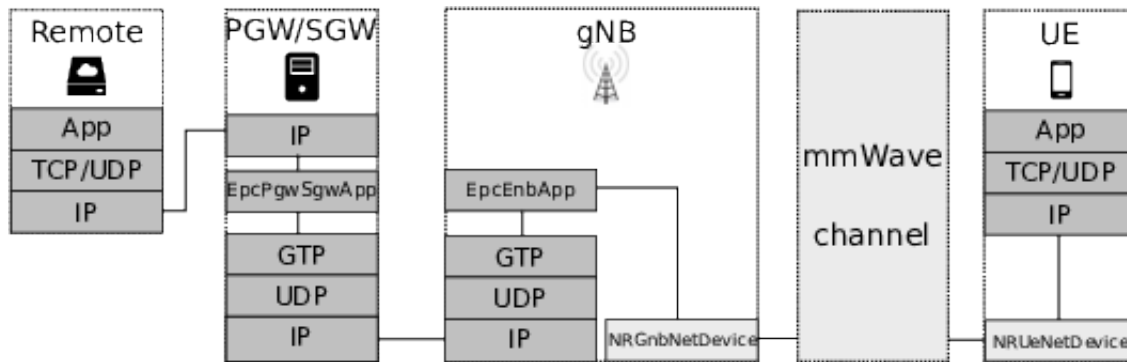


Fig. 1: End-to-end class overview

Concerning the RAN, we detail what is happening between `NRGnbNetDevice` and `NRUeNetDevice` in Figure [RAN class overview](#). The `NRGnbMac` and `NRUeMac` MAC classes implement the LTE module Service Access Point (SAP) provider and user interfaces, enabling the communication with the LTE RLC layer. The module supports RLC TM, SM, UM, and AM modes. The MAC layer contains the scheduler (`NRMacScheduler` and derived classes). Every scheduler also implements an SAP for LTE RRC layer configuration (`LteEnbRrc`). The `NrPhy` classes are used to perform the

directional communication for both downlink (DL) and uplink (UL), to transmit/receive the data and control channels. Each `NrPhy` class writes into an instance of the `NrSpectrumPhy` class, which is shared between the UL and DL parts.

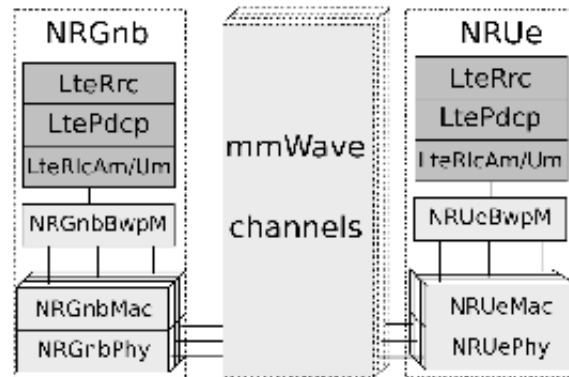


Fig. 2: RAN class overview

Two interesting blocks in Figure [RAN class overview](#) are the `NRGnbBwpM` and `NRUEBwpM` layers. 3GPP does not explicitly define them, and as such, they are virtual layers. Still, they help construct a fundamental feature of our simulator: the multiplexing of different BWPs. NR has included the definition of 3GPP BWPs for energy-saving purposes, as well as to multiplex a variety of services with different QoS requirements. The component carrier concept was already introduced in LTE, and persists in NR through our general BWP concept, as a way to aggregate carriers and thereby improve the system capacity. In the ‘NR’ simulator, it is possible to divide the entire bandwidth into different BWPs. Each BWP can have its own PHY and MAC configuration (e.g., specific numerology, scheduler rationale, and so on). We added the possibility for any node to transmit and receive flows in different BWPs, by either assigning each bearer to a specific BWP or distributing the data flow among different BWPs, according to the rules of the manager. The introduction of a proxy layer to multiplex and demultiplex the data was necessary to glue everything together, and this is the purpose of these two new classes (`NRGnbBwpM` and `NRUEBwpM`).

Note: The 3GPP definition for “Bandwidth Part” (BWP) is made for energy-saving purposes at the UE nodes. As per the 3GPP standard, the active 3GPP BWP at a UE can vary semi-statically, and multiple 3GPP BWPs can span over the same frequency spectrum region. In this text, and through the code, we use the word BWP to refer to various things that are not always in line with the 3GPP definition.

First of all, we use it to indicate the minimum piece of spectrum that can be modeled. In this regard, a BWP has a center frequency and a bandwidth, plus some characteristics for the 3GPP channel model (e.g., the scenario). Each device can handle multiple BWPs, but such BWPs must be orthogonal in frequency (i.e., they must span over different frequency spectrum regions, that can be contiguous or not, depending on the user-defined configuration).

Secondly, the ‘NR’ module is communicating through each BWP with a PHY and a MAC entity, as well as with one spectrum channel and one antenna instance. In other words, for every spectrum bandwidth part, the module will create a PHY, a MAC, a Spectrum channel, and an antenna. We consider, in the code, that this set of components form a BWP. Moreover, we have a router between the RLC queues and the different MAC entities, which is called the BWP manager.

Summarizing, our BWP terminology can refer to orthogonal 3GPP BWPs, as well as to orthogonal 3GPP Component Carriers, and it is up to the BWP manager to route the flows accordingly based on the behavior the user wants to implement. Our primary use case for BWPs is to avoid interference, as well as to send different flow types through different BWPs, to achieve a dedicated-resource RAN slicing.

2.2 Identifying components

Often, a simulation user will need to identify the object from which some messages come from, or to be able to read the output traces correctly. Each message will be associated with one tuple – ccId and bwpId. The meaning of these names does not reflect the natural sense that we could give to these words. In particular, the definition is the following:

- the bwpId is the index of an imaginary vector that holds all the instances of BWP (as a paired MAC/PHY) in the node. It is assigned at the creation time by the helper, and the BWP with ID 0 will be the primary carrier;
- the ccId is a number that identifies the MAC/PHY pair uniquely in the entire simulation.

All the nodes in the simulation will have the same number of BWPs. Each one will be numbered from 0 to n-1, where n is the total number of spectrum parts. For example:

Table 1: An example spectrum division

Band 1		
CC 0	CC 1	CC 2
BWP0	BWP1	BWP2

The ccId numbering is, for some untrained eyes, weird. But that is because some numbers in the sequence are used to identify the Cell ID. For example, let's consider a scenario in which we split the spectrum into three parts. We have four GNBs, and the numbering will be the following:

Table 2: CcId numbering example

GNB	Cell ID	CcId for BWP0	CcId for BWP1	CcId for BWP2
GNB 0	1	2	3	4
GNB 1	5	6	7	8
GNB 2	9	10	11	12
GNB 3	13	14	15	16

If we would use this as a simulation scenario, the messages that come from the CcId 2, 6, 10, 14, would refer to the same portion of the spectrum. These IDs, internally at the GNB, would be translated into the BWP 0 in all the cases. The BWP 1 will be associated with the CcId 3, 7, 11, 15 (respectively), and everything else follows.

2.3 PHY layer

This section describes in detail the different models supported and developed at PHY layer.

2.3.1 Frame structure model

In NR, the 'numerology' concept is introduced to flexibly define the frame structure in such a way that it can work in both sub-6 GHz and mmWave bands. The flexible frame structure is defined by multiple numerologies formed by scaling the subcarrier spacing (SCS) of 15 kHz. The supported numerologies (0, 1, 2, 3, 4) correspond to SCSs of 15 kHz, 30 kHz, 60 kHz, 120 kHz, and 240 kHz. The SCS of 480 kHz is under study by 3GPP, but the simulator can support it. Theoretically, not all SCS options are supported in all carrier frequencies and channels. For example, for sub 6 GHz, only 15 kHz, 30 kHz, and 60 kHz are defined. Above 6 GHz, the supported ones are 60 kHz, 120 kHz, and 240 kHz. Also, for numerology 2 (i.e., SCS = 60 KHz), two cyclic prefixes (CP) overheads are considered: normal and extended. For the rest of the numerologies, only the normal overhead is taken into consideration.

Table 3: Numerologies defined in 3GPP NR Release-15

Numerology	Subcarrier spacing in kHz	Cyclic prefix
0	15	normal
1	30	normal
2	60	normal, extended
3	120	normal
4	240	normal

In the time domain, each 10 ms frame is split in time into ten subframes, each of duration of 1 ms. Every subframe is split in time into a variable number of slots, and each slot is composed of a fixed number of OFDM symbols. In particular, the length of the slot and the number of slots per subframe depend on the numerology, and the length of the OFDM symbol varies according to the numerology and CP. The number of OFDM symbols per slot is fixed to 14 symbols for normal CP, and to 12 OFDM symbols for extended CP.

In the frequency domain, the number of subcarriers per physical resource block (PRB) is fixed to 12, and the maximum number of PRBs, according to Release-15, is 275. With a particular channel bandwidth, the numerology defines the size of a PRB and the total number of PRBs usable by the system. PRBs are grouped into PRB groups at MAC scheduling time.

Figure *NR frame structure example for numerology 3, normal CP, and 400 MHz bandwidth* shows the NR frame structure in time- and frequency- domains for numerology 3 with normal CP and a total channel bandwidth of 400 MHz.

The implementation in the ‘NR’ module currently supports the NR frame structures and numerologies shown in Table *Implemented NR numerologies*. Once the numerology is configured, the lengths of the symbol, the slot, the SCS, the number of PRBs within the bandwidth, and the number of slots per subframe, are dynamically determined at runtime, based on Table *Implemented NR numerologies*.

Table 4: Implemented NR numerologies

Numerology	Slots per sub-frame	Symbol length (μs)	Slot length (ms)	Subcarrier spacing in kHz	Symbols per slot
0	1	71.42	1	15	14
1	2	35.71	0.5	30	14
2	4	17.85	0.25	60	14
3	8	8.92	0.125	120	14
4	16	4.46	0.0625	240	14
5	32	2.23	0.03125	480	14

In the ‘NR’ module, to support a realistic NR simulation, we accurately model (as per the standard) the numerology-dependent slot and OFDM symbol granularity. We use the event scheduling feature of ns-3 to model the time advancement. Starting from time 0, we insert (and process) events that represent the advancement of the time. One of such events is the starting slot boundary, where the processing follows a logical order that involves the MAC, then the scheduler, before returning the control to the PHY. Here, allocations are extracted, and, for each assignment, a new event is inserted in the simulator. The last added event is the end of the slot, which in turn will invoke a new starting slot boundary event.

Two factors influence the processing of events and allocations. The first is the availability of the channel: in NR, the channel is always available for transmission, while in the unlicensed spectrum, this may not be true. If the channel is not available, the event machine will go directly to the next slot boundary (with some details that are not explained here). The second is the MAC-to-PHY processing delay: a configurable parameter defaulted to 2 slots, indicates that the MAC is working ahead of the PHY to simulate the time needed for each component of the chain to perform its work. For example, in numerology 0, PHY level at Frame 10, Subframe 0, Slot 0, will call MAC to realize the allocations of Frame 10, Subframe 2, Slot 0.

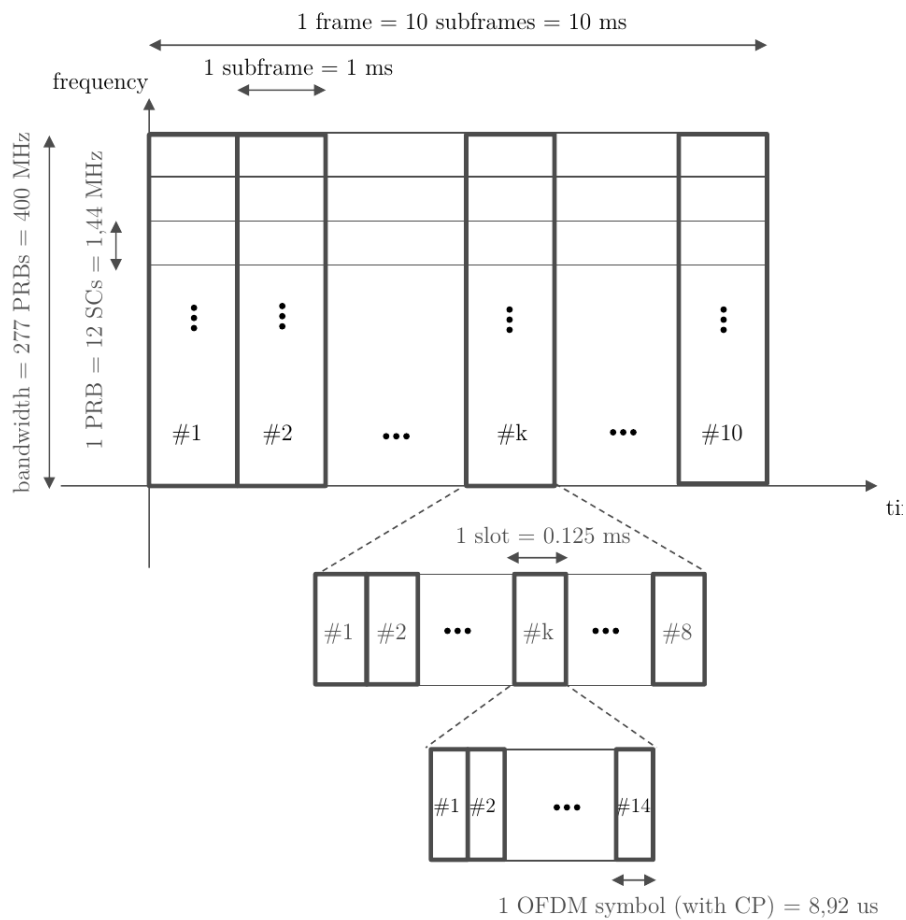


Fig. 3: NR frame structure example for numerology 3, normal CP, and 400 MHz bandwidth

Some of the details of what is explained above is present in the papers [WNS32018-NR], [CAMAD2018-NR], along with some performance evaluations.

2.3.2 FDM of numerologies

An additional level of flexibility in the NR system can be achieved by implementing the multiplexing of numerologies in the frequency domain. As an example, ultra-reliable and low-latency communications (URLLC) traffic requires a short slot length to meet strict latency requirements, while enhanced mobile broadband (eMBB) use case in general aims at increasing throughput, which is achieved with a large slot length. Therefore, among the set of supported numerologies for a specific operational band and deployment configuration, URLLC can be served with the numerology that has the shortest slot length and eMBB with the numerology associated with the largest slot length. To address that, NR enables FDM of numerologies through different BWPs, to address the trade-off between latency and throughput for different types of traffic by physically dividing the bandwidth in two or more BWPs. In Figure *FDM of numerologies example*, we illustrate an example of the FDM of numerologies. The channel is split into two BWPs that accommodate the two numerologies multiplexed in the frequency domain. The total bandwidth B is then divided into two parts of bandwidth B_u for URLLC and B_e for eMBB, so that $B_u + B_e \leq B$.

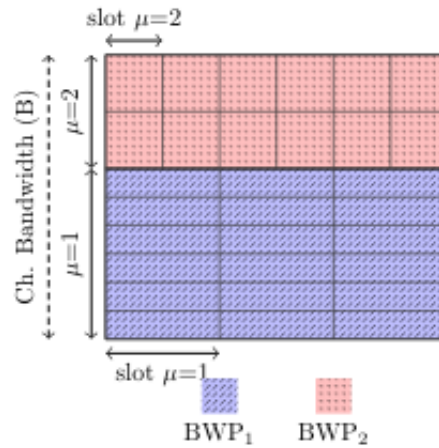


Fig. 4: FDM of numerologies example

In the 'NR' module, the user can configure FDM bands statically before the simulation starts. This is a critical design assumption based on two main reasons. First, the 'NR' module relies on the channel and the propagation loss model that is not able to allow runtime modifications of the physical configuration parameters related to time/frequency configuration (such as the system bandwidth, the central carrier frequency, and the symbol length). Thus, until the current channel model is modified to allow these runtime configuration changes, it will not be possible to perform semi-static reconfiguration of BWPs. The second reason is that in the simulator, the RRC messaging to configure the default BWP, as well as the BWP reconfiguration, are not supported yet. See implementation details and evaluations in [WNS32018-NR], which is inspired by [CA-WNS32017].

2.3.3 Duplexing schemes

The ‘NR’ simulator supports both TDD and FDD duplexing modes in a flexible manner. Indeed, a gNB can be configured with multiple carriers, some of them being paired (for FDD), and others being TDD. Each carrier can be further split into various BWPs, under the assumption that all the BWPs are orthogonal in frequency, to enable compatibility with the channel instances. The gNB can simultaneously transmit and receive from multiple BWPs. However, from the UE side, we assume the UE is active in a single BWP at a time.

TDD model

NR allows different slot types: DL-only (“DL” slots), UL-only (“UL” slots), and Flexible (“F” slots). Flexible slots have a certain number of DL symbols, a guard band, and a certain number of UL symbols. For the DL-only and UL-only case, the slots have, as the name suggests, only DL or only UL symbols. A TDD pattern in NR, repeated with a pre-configured periodicity, is a set of the previously defined slot types.

In the ‘NR’ module, the TDD pattern is represented by a vector of slot types, where the length and the content of such vector are user-defined. In the case of Flexible slots, the first and the last OFDM symbols are reserved for DL CTRL and UL CTRL, respectively (e.g., DCI and UCI). The symbols in between can be dynamically allocated to DL and UL data, hence supporting dynamic TDD. In the case of DL-only slots, the first symbol is reserved for DL CTRL, and the rest of the symbols are available for DL data. In the case of UL-only slots, the last symbol is reserved for UL CTRL, and the rest of the symbols are available for UL data.

The model also supports the special slot type (“S” slots) to emulate LTE. In those slots, the first symbol is reserved for DL CTRL, the last slot is reserved for UL CTRL, and the rest of the symbols are available for DL data.

Note there are not limitations in the implementation of the TDD pattern size and structure. However, one must ensure there is no a large gap in between two DL slots, or two UL slots, so that different timers (e.g., RRC, HARQ, CQI) do not expire simply by the TDD pattern.

FDD model

In the ‘NR’ module, FDD duplexing is modeled through the usage of two paired bandwidth parts, where one is dedicated to transmitting DL data and control, and the other for the transmission of the UL data and control. The user would configure each bandwidth part with a DL-only (or UL-only) pattern, and then configure a linking between the two bandwidth parts for the correct routing of the control messages. As an example, the HARQ feedback for a DL transmission will be uploaded through the UL-only bandwidth part, but it applies to the DL-only bandwidth part: the configuration is needed for correctly routing that message from one bandwidth part to the other.

This FDD model supports the pairing only between bandwidth parts configured with the same numerology.

How the time looks like in both schemes

In both schemes, the time starts at the beginning of the slot. The GNB PHY retrieves the allocations made by MAC for the specific slot, and extracts them one by one. Depending on the allocation type, the PHY schedules the variable TTI type. For instance, most probably in DL or F slot, the first symbol is allocated to the CTRL, so the GNB starts transmitting the CTRL symbol(s). The UE begins as well receiving these CTRLs, thanks to the fact that it (i) knows the type of the slot, and (ii) at the registration time it discovers how many symbols are reserved for the DL CTRL. In this (these) symbol(s), the UE receives the DCI. Based on the received DCIs, it can schedule multiple variable TTI to (i) receive data if it received DL DCI or (ii) send data if it received UL DCI. In UL or F slots, at the end of the slot, there will be a time in which the UE will be able to transmit its UL CTRL data. The GNB specifies this time at the registration time, and it is considered that it will be the last operation in the slot.

When the slot finishes, another one will be scheduled in a similar fashion.

2.3.4 CQI feedback

NR defines a Channel Quality Indicator (CQI), which is reported by the UE and can be used for MCS index selection at the gNB for DL data transmissions. NR defines three tables of 4-bit CQIs (see Tables 5.2.2.1-1 to 5.2.2.1-3 in [TS38214]), where each table is associated with one MCS table. In the simulator, we support CQI Table1 and CQI Table2 (i.e., Table 5.2.2.1-1 and Table 5.2.2.1-2), which are defined based on the configured error model and corresponding MCS Table.

At the moment, we support the generation of a *wideband* CQI that is computed based on the data channel (PDSCH). Such value is a single integer that represents the entire channel state or better said, the (average) state of the resource blocks that have been used in the gNB transmission (neglecting RBs with 0 transmitted power).

The CQI index to be reported is obtained by first obtaining an SINR measurement and then passing this SINR measurement to the Adaptive Modulation and Coding module (see details in AMC section) that maps it to the CQI index. Such value is computed for each PDSCH reception and reported after it.

In case of UL transmissions, there is not explicit CQI feedback, since the gNB directly indicates to the UE the MCS to be used in UL data transmissions. In that case, the gNB measures the SINR received in the PUSCH, and computes based on it the equivalent CQI index, and from it the MCS index for UL is determined.

2.3.5 Power allocation

In the simulator, we have two types/models for power allocation. The first model assumes a uniform power allocation over the whole set of RBs that conform the bandwidth of the BWP. That is, power per RB is fixed. However, if a RB is not allocated to any data transmission, the transmitted power is null, and no interference is generated in that RB. The second model assumes a uniform power allocation over the active set of RBs, i.e., over the set of RBs used by the transmitter (e.g., gNB in DL or UE in UL). In this case, the power per RB is the same over the active RBs, but it is not fixed over different slots, as it depends on the actual number of RBs being used for the transmission. The model to use can be configured through the attribute `PowerAllocationType` at `NrGnbPhy` and `NrUePhy`.

2.3.6 Interference model

The PHY model is based on the well-known Gaussian interference models, according to which the powers of interfering signals (in linear units) are summed up together to determine the overall interference power. The useful and interfering signals, as well as the noise power spectral density, are processed to calculate the SNR, the SINR, and the RSSI (in dBm).

Also, such powers are used to determine if the channel is busy or empty. For that, we are creating two events, one that adds, for any signal, the received power and another that subtracts the received power at the end time. These events determine if the channel is busy (by comparing it to a threshold) and for how long.

2.3.7 Spectrum model

In the simulator, radio spectrum usage follows the usual way to represent radio transmission in the ns-3 simulator [baldo2009]. The core is an object that represents the channel characteristic, including the propagation, following the 3GPP specifications [gpp-channel-dev]. In the simulation, there will be as many channel models as the user needs, remembering that two (or more) channel models cannot overlap over the spectrum frequencies. In the NR nodes, there will be as many physical layers as the number of channel models; each physical layer communicates to its channel model through a spectrum model instance that owns a model of the physical layer antenna. The combination of the sender's and receiver's antenna gain (given by the configured beam and the antenna element radiation pattern), the propagation loss, and the channel characteristics, provide the value of the received power spectral density for each transmitted signal. The interference among different nodes is calculated using the `MultiModelSpectrumChannel` described in [baldo2009]. In this way, we can simulate dynamic spectrum access policies, as well as dynamic TDD schemes, considering downlink-to-uplink and uplink-to-downlink interference.

2.3.8 Data PHY error model

The PHY abstraction of NR based systems is a complex task due to the multiple new features added to NR. In NR, in addition to number of RBs, the number of OFDM symbols can also be variably allocated to a user, which in combination with wide-bandwidth operation significantly increases the number of supported transport block sizes (TBSs). The inclusion of LDPC coding for data channels (i.e., PDSCH and PUSCH) with multiple lifting sizes and two types of base graphs increases the complexity of the code block segmentation procedure at PHY. Moreover, NR supports various configurations for MCS tables, and modulation orders up to 256-QAM. All these features have been considered to model NR performance appropriately.

The ‘NR’ module includes a PHY abstraction model for error modeling that is compliant with the latest NR specifications, including LDPC coding, MCS up to 256-QAM, different MCS Tables (MCS Table1 and MCS Table2), and NR transport block segmentation [TS38214] [TS38212]. Also, the developed PHY abstraction model supports HARQ based on Incremental Redundancy (IR) and on Chase Combining (CC), as we will present in the corresponding section.

Let us note that the attribute `ErrorModelType` configures the type of error modelling, which can be set to NR (ns3::NrEesmCcT1, ns3::NrEesmIrT1, ns3::NrEesmCcT2, ns3::NrEesmIrT2) or to LTE (ns3::NrLteMiErrorModel, default one) in case one wants to reproduce LTE PHY layer. In the NR case, the HARQ method and MCS table are configured according to the selected error model, e.g., ns3::NrEesmCcT1 uses HARQ-CC and MCS Table1.

The error model of the NR data plane in the ‘NR’ module is developed according to standard link-to-system mapping (L2SM) techniques. The L2SM choice is aligned with the standard system simulation methodology of frequency-selective channels. Thanks to L2SM we are able to maintain a good level of accuracy and at the same time limiting the computational complexity increase. It is based on the mapping of single link layer performance obtained by means of link level simulators to system (in our case network) simulators. In particular a link-level simulator is used for generating the performance of a single link from a PHY layer perspective, in terms of code block error rate (BLER), under specific conditions. L2SM allows the usage of these parameters in more complex scenarios, typical of system/network-level simulators, where we have more links, interference and frequency-selective fading.

To do this, a proprietary simulator of InterDigital Inc., compliant with NR specifications, has been used for what concerns the extraction of link-level performance by using the Exponential Effective SINR (EESM) as the L2SM mapping function.

The overall NR PHY abstraction model that is implemented in the ‘NR’ module is shown in Figure *NR PHY abstraction model*. The L2SM process receives inputs consisting of a vector of SINRs per allocated RB, the MCS selection (including MCS index and the MCS table to which it refers), the TBS delivered to PHY, and the HARQ history. Then, it provides as output the BLER of the MAC transport block. The model consists of the following blocks: SINR compression, LDPC base graph (BG) selection, segmentation of a transport block into one or multiple code blocks (known as code block segmentation), mapping of the effective SINR to BLER for each PHY code block (denoted as code BLER), and mapping of code BLERs to the transport BLER.

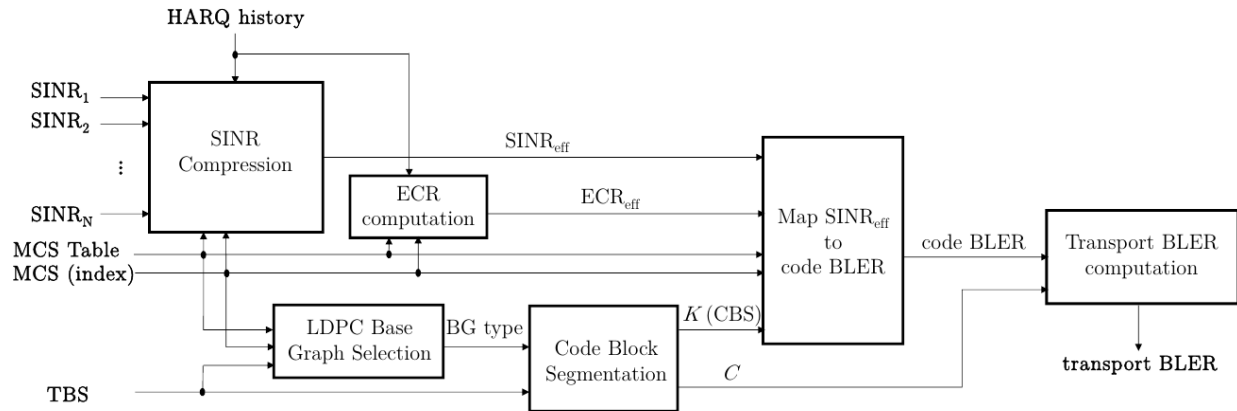


Fig. 5: NR PHY abstraction model

The HARQ history depends on the HARQ method. In HARQ-CC, the HARQ history contains the SINR per allocated RB, whereas for HARQ-IR, the HARQ history contains the last computed effective SINR and number of coded bits of each of the previous retransmissions. Given the SINR vector and the HARQ history, the effective SINR is computed according to EESM. The optimization of EESM is performed using the NR-compliant link-level simulator. The LDPC BG selection follows NR specifications, which uses TBS and MCS selection, are detailed next. Once the BG selection is known, the code block segmentation (if needed) is performed to derive the number of code blocks and the number of bits in each code block, which is also known as code block size (CBS), also as per NR specs. Given the effective SINR, the ECR, the MCS selection, and the CBS, the corresponding code BLER can be found using SINR-BLER lookup tables obtained from the NR-compliant link-level simulator. Finally, based on the number of code blocks and the code BLER, the transport BLER of the transport block is obtained. In what follows we detail the different blocks and NR features supported by the model.

MCS: NR defines three tables of MCSs: MCS Table1 (up to 64-QAM), MCS Table2 (up to 256-QAM), and MCS Table3 (up to 64-QAM with low spectral efficiency), which are given by Tables 5.1.3.1-1 to 5.1.3.1-3 in [TS38214]. A base station can indicate the table selection to a UE either semi-statically or dynamically, and the MCS index selection is communicated to the UE for each transmission through the DCI. Each MCS index defines an ECR, a modulation order, and the resulting spectral efficiency (SE).

In the ‘NR’ module, MCS Table1 and MCS Table 2 can be selected. The MCS Table1 includes from MCS0 (ECR=0.12, QPSK, SE=0.23 bits/s/Hz) to MCS28 (ECR=0.94, 64-QAM, SE=5.55 bits/s/Hz), whereas the MCS Table2 has MCS indices from MCS0 (ECR=0.12, QPSK, SE=0.23 bits/s/Hz) to MCS27 (ECR=0.93, 256-QAM, SE=7.40 bits/s/Hz). As shown in Figure *NR PHY abstraction model*, the MCS Table (1 or 2) and the MCS index (0 to 28 for MCS Table1, and 0 to 27 for MCS Table2) are inputs for the NR PHY abstraction.

LDPC BG selection: BG selection in the ‘NR’ module is based on the following conditions (as per Sections 6.2.2 and 7.2.2 in TS 38.212) [TS38212]. Assuming R as the ECR of the selected MCS and A as the TBS (in bits), then,

- LDPC base graph 2 (BG2) is selected if $A \leq 292$ with any value of R , or if $R \leq 0.25$ with any value of A , or if $A \leq 3824$ with $R \leq 0.67$,
- otherwise, the LDPC base graph 1 (BG1) is selected.

Code block segmentation: Code block segmentation for LDPC coding in NR occurs when the number of total bits in a transport block including cyclic redundancy check (CRC) (i.e., $B = A + 24$ bits) is larger than the maximum CBS, which is 8448 bits for LDPC BG1 and 3840 bits for LDPC BG2. If code block segmentation occurs, each transport block is split into C code blocks of K bits each, and for each code block, an additional CRC sequence of $L = 24$ bits is appended to recover the segmentation during the decoding process. The segmentation process takes LDPC BG selection and LDPC lifting size into account, the complete details of which can be found in [TS38212], and the same procedure has been included in the ‘NR’ module (as per Section 5.2.2 in TS 38.212).

SINR compression: In case of EESM, the mapping function is exponential and the effective SINR for single transmission depends on a single parameter (β). More precisely, the effective SINR for single transmission is obtained as:

$$SINR_{\text{eff}} = -\beta \ln \left(\frac{1}{|v|} \sum_{n \in v} \exp \left(-\frac{SINR_n}{\beta} \right) \right),$$

where $SINR_n$ is the SINR value in the n -th RB, v is the set of allocated RBs, and β is the parameter that needs to be optimized.

In EESM, given an experimental BLER measured in a fading channel with a specific MCS, the β value (and so the mapping function) is calibrated such that the effective SINR of that channel approximates to the SINR that would produce the same BLER, with the same MCS, in AWGN channel conditions. In order to obtain the optimal mapping functions, we used the NR-compliant link-level simulator and use a calibration technique described in [calibration-l2sm]. We use tapped delay line (TDP) based fading channel models recommended by 3GPP in [TR38900]. A collection of LOS (TDL-D) and NLOS (TDL-A) channel models ranging in delay spread from 30 ns to 316 ns are used. For NR, SCS of 30 KHz and 60 KHz are simulated. The details of the link-level simulator as well as the optimized β values for each MCS index in MCS Table1 and MCS Table2 are detailed in [nr-l2sm], as included in the ‘NR’ simulator.

Effective SINR to code BLER mapping: Once we have the effective SINR for the given MCS, resource allocation, and channel model, we need SINR-BLER lookup tables to find the corresponding code BLER. In order to obtain SINR-BLER

mappings, we perform extensive simulations using our NR-compliant link-level simulator. Such curves are included in the ‘NR’ simulator in form of structures.

For each MCS (both in MCS Table1 and Table2), various resource allocation (with varying number of RBs from 1 to 132 and varying number of OFDM symbols from 1 to 10) are simulated. Given the resource allocation, the corresponding value of block size, LDPC BG selection, and LDPC lifting size can be derived. In our link-level simulator, the block size remains below the maximum CBS (i.e., 8448 bits for LDPC BG1 or 3840 bits for LDPC BG2), since code block segmentation is integrated into the proposed NR PHY abstraction model to speed up the simulation rate.

Note that the SINR-BLER curves obtained from the link-level simulator are quantized and consider a subset of CBSs. Accordingly, in the ‘NR’ module, we implement a worst case approach to determine the code BLER value by using lower bounds of the actual CBS and effective SINR. In the PHY abstraction for HARQ-IR, for simplicity and according to the obtained curves, we limit the effective ECR by the lowest ECR of the MCSs that have the same modulation order as the selected MCS index.

Transport BLER computation: In case there is code block segmentation, there is a need to convert the code BLER found from the link-level simulator’s lookup table to the transport BLER for the given TBS. The code BLERs of the C code blocks (as determined by the code block segmentation) are combined to get the BLER of a transport block as:

$$TBLER = 1 - \prod_{i=1}^C (1 - CBLER_i) \approx 1 - (1 - CBLER)^C.$$

The last approximate equality is implemented in the ‘NR’ simulator, which holds because code block segmentation in NR generates code blocks of roughly equal sizes.

2.3.9 Beamforming model

Beamforming model supports two types of beamforming algorithms: ideal and realistic. Ideal BF methods determine the BF vectors based on either the assumption of the perfect knowledge of the channel (e.g., cell scan method), or the exact positions of the devices (e.g., DoA method), and they do not consume any time/frequency overhead to design the BF vectors. On the other hand, realistic BF methods, are expected to select the best BF based on some real measurements, e.g., estimate the channel based on SRSs.

For each type of beamforming methods, there is a beamforming helper, that helps the user to create BF tasks. For this purpose are created `IdealBeamformingHelper` and `RealisticBeamformingHelper`, which implement `BeamformingHelperBase` interface. When a UE is attached to a gNB, the beamforming helper creates a BF task. The BF task is composed of a pair of connected gNB and UE devices for which the BF helper will manage the update of the BF vectors by calling `GetBeamformingVectors` of the configured BF algorithm.

In Figure *Diagram of beamforming model, dependencies on 3GPP channel related classes, and NrGnbPhy.*, we show the class diagram of the beamforming model.

The main difference between `IdealBeamformingHelper` and `RealisticBeamformingHelper` is that ideal helper triggers the update of BF vectors of all devices at the same time based on the configured periodicity through the `BeamformingPeriodicity` attribute of the `IdealBeamformingHelper` class. On the other hand, `RealisticBeamformingAlgorithm` triggers the update of the BF vectors when the configured trigger event occurs, and then only the BF vectors of the pair of devices for which the SRS measurement has been reported (pair of gNB and UE) are being updated.

Ideal beamforming

All ideal BF algorithms inherit `IdealBeamformingAlgorithm` class which implements the `BeamformingAlgorithm` interface and thus must override the function `GetBeamformingVectors` which determines the BF vectors to be used on a pair of devices, i.e., gNB and UE.

The ‘NR’ module supports different ideal methods: beam-search or cell-scan method (`CellScanBeamforming`), LOS path or DoA method (`DirectPathBeamforming`), LOS path at gNB and quasi-omni at UE (`DirectPathQuasiOmniBeamforming`), beam-search at gNB and quasi-omni

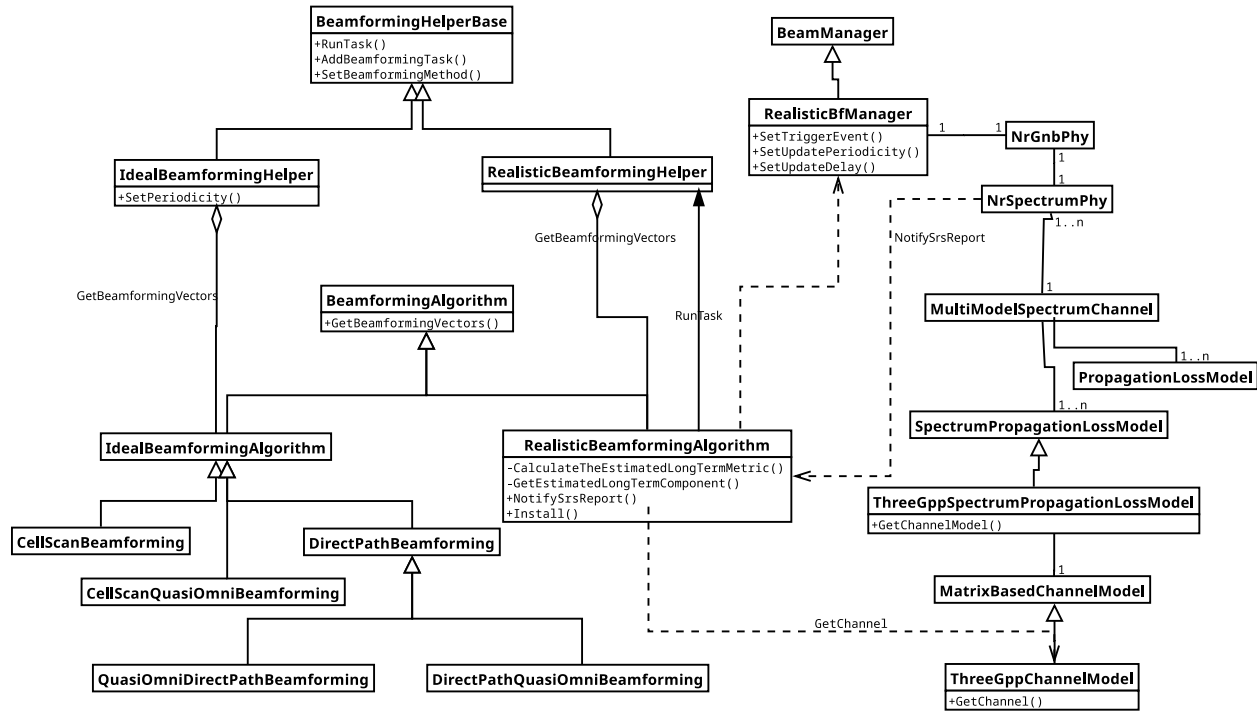


Fig. 6: Diagram of beamforming model, dependencies on 3GPP channel related classes, and NrGnbPhy.

at UE (CellScanQuasiOmniBeamforming), and quasi-omni at gNB and LOS path at UE (QuasiOmniDirectPathBeamforming).

- CellScanBeamforming implements a type of ideal BF algorithm that searches for the best pair of BF vectors (providing a highest average SNR) from the set of pre-defined BF vectors assuming the perfect knowledge of the channel. For the beam-search method, our simulator supports abstraction of the beam ID through two angles (azimuth and elevation). A new interface allows you to have the beam ID available at MAC layer for scheduling purposes.
- DirectPathBeamforming assumes knowledge of the pointing angle in between devices, and configures transmit/receive beams pointing into the LOS path direction.
- DirectPathQuasiOmniBeamforming uses the LOS path for configuring gNB beams, while configures quasi-omnidirectional beamforming vectors at UEs (for transmission and reception).
- QuasiOmniDirectPathBeamforming configures quasi-omnidirectional BF vectors at gNB, while uses the LOS path for configuring UE beams (for transmission and reception).
- CellScanQuasiOmniBeamforming configures cell-scan BF vectors at gNB and quasi-omni BF vectors at UE.

Previous models were supporting also long-term covariance matrix based method (OptimalCovMatrixBeamforming) which is currently not available due to incompatibility with the latest ns-3 3GPP channel model. Modifications are needed in order to port this method from the old 5G-LENA code-base and adapt it to the latest ns-3 3gpp channel model (Contributions are welcome!). OptimalCovMatrixBeamforming determines the optimal transmit and receive beam based on the perfect knowledge of the channel matrix.

Realistic beamforming

To implement a new realistic BF algorithm, we have created a separate class called RealisticBeamformingAlgorithm which relies on SRS SINR/SNR measurements to determine BF vectors. Similarly to previously mentioned CellScanBeamforming, there is a set of pre-defined BF vectors, but the knowledge of the channel is not perfect,

and depends on the quality of reported SRS measurement. The SRS measurement (SINR or SNR) can be configured through the `UseSnrSrs` attribute of `RealisticBeamformingAlgorithm`. Basically, if the SNR is used, no interference is assumed in SRS; meanwhile if SINR measurement is used, the worst-case inter-cell interference is assumed (i.e., SRS that use the same SRS resource will interfere, independently of the orthogonality of the employed Zadoff-Chu sequences). The BF vector trigger update event can be either SRS count event (e.g., after every N SRSs are received, the BF vectors are updated), or based on the delay event after SRS reception (e.g., δ time after each SRS reception). The type of event and its parameters can be configured through `RealisticBfManager` class. Hence, in order to use realistic BF functionality it is necessary to install `RealisticBfManager` at gNBs PHY instead of the default `BeamManager` class. The configuration of trigger event and its parameters can be done per gNB instance granularity, but can be easily extended to be done per UE.

For each BF task, an instance of realistic BF algorithm is created, which is then connected to `NrSpectrumPhy` SRS SINR/SNR trace to receive SRS reports. Realistic BF algorithm is also connected to its helper through a callback to notify it when BF vectors of a device pair need to be updated (based on configuration and SRS reports). When BF vectors need to be updated, the function `GetBeamformingVector` or realistic BF algorithm is called, which calls `GetEstimatedLongTermComponent` for each pair of pre-defined beams of the receiver and transmitter in order to estimate the channel quality of each of them based on the SRS reports. The estimation of the channel is done based on the abstraction model explained in the following section. Finally, `CalculateTheEstimatedLongTermMetric` calculates the metric that is used to select the best BF pair.

In Figure *Diagram of beamforming model, dependencies on 3GPP channel related classes, and NrGnbPhy.*, we show the diagram of the classes that are used for realistic BF based on SRS measurements, the dependencies among classes, and the most important methods. E.g., we can see that `RealisticBeamformingAlgorithm` needs to access to `ThreeGppChannelModel` to obtain the channel matrix in order to perform the estimation of the channel based on SRS report.

Abstraction model for SRS-based channel estimation

Assume a single-antenna system. Let h denote the (complex-valued) small-scale fading channel between a UE and a gNB. Then, the estimation of the small-scale fading channel at the gNB can be modeled as in [SigProc5G] :

$$\hat{h} = \alpha(h + e),$$

where α is a scaling factor to maintain normalization of the estimated channel, and e is the white complex Gaussian channel estimation error. The estimation error is assumed to be characterized by zero-mean and variance σ_e^2 .

The variance of the error is given by:

$$\sigma_e^2 = \frac{1}{(\text{SINR} + \Delta)},$$

where SINR is the received SINR (or SNR) of SRS at the gNB and Δ is the gain obtained from time-domain filtering during the channel estimation. According to 3GPP analysis of SRS transmission, Δ is set to 9 dB [SigProc5G]. The scaling factor is given by:

$$\alpha = \sqrt{\frac{1}{(1 + \sigma_e^2)}}.$$

Then, the channel matrix estimate can be used to compute transmit/receive BF vectors, as part of the beam management.

2.3.10 SRS transmission and reception

SRS transmission typically spans over 1, 2 or 4 consecutive OFDM symbols at the end of the NR slot. 5G-LENA implements such behaviour in the time domain by allowing different configurations. In the frequency domain, in order to allow frequency multiplexing, SRS is typically transmitted over only a subset of subcarriers, defined by the configuration, e.g., each 2nd or each 4th subcarrier is used for SRS transmission. However, since the minimum transmission granularity in 5G-LENA module is a RB in frequency domain, all subcarriers are used for SRS transmission. Figure *Example of SRS transmissions of 4 different UEs (maximum 1 UE SRS transmission per slot, as per 5G-LENA design), considering SRS periodicity equal to 20 slots. Numerology considered is \mu=0. F stands for frame and SF for subframe.* shows the slot structure and the symbols over which the SRS transmission spans, assuming a repeated TDD pattern structure of [DL F UL UL UL] (i.e., one DL slot, followed by one flexible slot and three UL slots and that SRS transmissions occur in F slots

(i.e., slots number 1 and 6 in the figure). In 5G-LENA, flexible slots consist of DL/UL control symbols and a variable number of DL and UL symbols for data; DL slots carry only DL control and DL data; and UL slots consist of UL data and UL control parts.

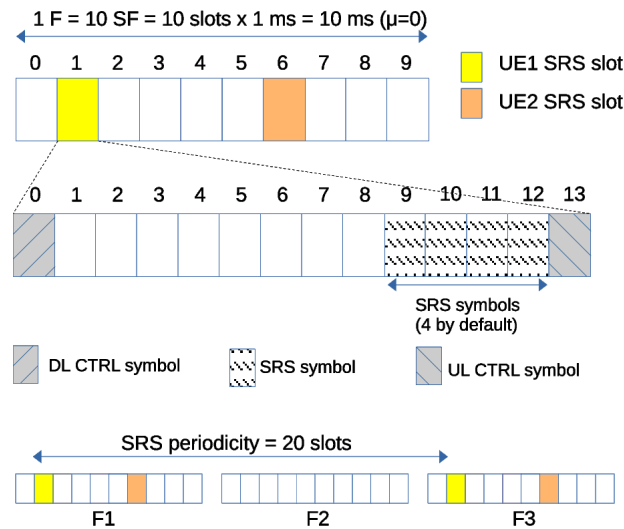


Fig. 7: Example of SRS transmissions of 4 different UEs (maximum 1 UE SRS transmission per slot, as per 5G-LENA design), considering SRS periodicity equal to 20 slots. Numerology considered is $\mu = 0$. F stands for frame and SF for subframe.

In 5G NR, SRS parameters, such as periodicity and offset, are typically configured by RRC and notified to UE [TS38331]. Another option is to have gNB MAC scheduler to determine the SRS periodicity/offset and then to notify UE through DCI format 2_3 on which resources SRS should be transmitted [TS38212]. The latter option, scheduling-based SRS, is a more dynamic approach and allows more flexible SRS parameter and periodicity assignment, e.g., when there are less UEs, a lower periodicity value can be used, while when there are more UEs, the gNB MAC scheduler can dynamically increase the periodicity and then update the offsets accordingly. We have implemented scheduling-based SRS.

To allow dynamic SRS scheduling and adjustment of SRS periodicity/offset of all UEs, we introduced `NrMacSchedulerSrs` and `NrMacSchedulerSrsDefault` into 5G-LENA model.

`NrMacSchedulerSrs` is an interface that is used by the NR gNB MAC scheduler to obtain the SRS offset/periodicity for a UE. There can be various implementations of this interface that would simulate different algorithms for SRS offset/periodicity generation. In `NrMacSchedulerSrsDefault`, we provide one possible implementation. Each time a new UE is attached it is called the function `AddUe` that returns the offset/periodicity configuration. When scheduler detects that the SRS periodicity is too small for the number of UEs it calls the `IncreasePeriodicity`, which picks up the next periodicity value from the list of standard values, i.e., 2, 4, 5, 8, 10, 16, 20, 32, 40, 64, 80, 160, 320, 640, 1280, 2560 slots [TS38331]. Scheduling-based SRS is more flexible approach than SRS configuration through RRC. E.g., in 4G-LENA SRS configuration is through RRC and static, which requires that a user needs to configure SRS periodicity based on the maximum expected number of UEs in the simulation scenario. To allow dynamic SRS periodicity adaptation in 5G-LENA, it was necessary to set a constraint which is that at most 1 UE can send the SRS in a single slot.

Configuration parameters related to SRS transmissions are specified in `NrMacSchedulerNs3` class. The user can configure the number of SRS symbols that will be allocated for SRS transmission through the attribute `SrsSymbols`. Additionally, the user can configure whether SRS will be transmitted only in flexible slots, or in both flexible and UL slots by setting the attribute `EnableSrsInUlSlots`.

2.3.11 Uplink power control

Uplink Power Control (ULPC) allows an eNB to adjust the transmission power of an UE, and as such it plays a critical role in reducing inter-cell Interference. In LTE and NR, the standardized procedure can have two forms: open and closed loop, where closed loop relies on open loop functionality, and extends it with control coming from eNB. Open loop can be entirely implemented at UE side, while the closed loop depends on the algorithm and the logic implemented at eNB. Open loop in general is aimed to compensate the slow variations of the received signal (i.e., path loss and shadowing), while CLPC is used to further adjust the UEs' transmission power so as to optimize the overall system performance. ULPC determines a power for different types of transmissions, such as, PUSCH, PUCCH, and SRS.

As a starting point for the development of ULPC feature for LTE/NR we have used implementation that was already available in ns-3 simulator in LTE module (see the full description here: ns-3 LTE Uplink Power Control Design [lte-ulpc]). However, this class only supports PUSCH and SRS power control, while there is no support for PUCCH. Since in the goal is to have a high fidelity simulations with realistic uplink transmissions, including PUCCH, CLPC for PUCCH is a mandatory feature. Whatsoever in ns-3 LTE module, this was not considered important since in ns-3 LTE models all uplink control messages are modeled as ideal (do not consume resources, and hence no error model). Moreover, ns-3 LTE ULPC implements only TS 36.213, which is limited only to a specific set of frequencies. A newer TS 38.213 extends TS 36.213 and allows its application in a wider range of frequencies. In our extended model, we have added support for an independent reporting of Transmit Power Command (TPC) for PUSCH/SRS and PUCCH.

ULPC is implemented in `NrUePowerControl` class which computes and updates the power levels for PUSCH, SRS transmissions and PUCCH. It supports open and closed loop modes. According the open loop the UE transmission power depends on the estimation of the downlink path loss and channel configuration. On the other hand, closed loop, additionally allows the gNB to control the UE transmission power by means of explicit TPC included in the DCI. In closed Loop, two modes are available: the absolute mode, according to which the txPower is computed with absolute TPC values, and the accumulation mode, which instead computes the txPower using accumulated TPC values. When the MAC scheduler creates DCI messages, it calls the `GetTpc` function to ask for TPC values that should be sent to each UE.

`NrUePowerControl` is inspired by `LteUePowerControl`, but most of the parts had to be extended or redefined. Comparing to `LteUePowerControl`, the following features are added:

- PUCCH power control,
- low bandwidth and enhanced coverage BL/EC devices,
- independent TPC reporting for PUSCH and PUCCH,
- TS 38.213 technical specification for NR uplink power control (PUSCH, PUCCH, SRS power control)
- upgrade the API to reduce time/memory footprint that could affect significantly large scale simulations.

Moreover, `NrUePowerControl` includes a full implementation of LTE and NR uplink power control functionalities, by allowing a user to specify in which mode the power control will execute: LTE/LAA (TS 36.213) or NR (and TS 38.213) uplink power control (i.e., by using `TSpec` attribute of `NrUePowerControl`). As a results, `NrUePowerControl` supports the following:

- PUSCH power control implementation for LTE and NR
- PUCCH power control implementation for LTE and NR
- SRS power control implementation for LTE and NR
- CLPC implementation (accumulation and absolute modes)

LTE PUSCH power control

The formula for LTE PUSCH is provided in Section 5.1.1.1 of TS 36.213. There are two types of formulas, for simultaneous transmission of PUSCH and PUCCH, and separated. Currently we have implemented the option when the transmissions of PUCCH and PUSCH are not simultaneous, since this is the current model design of both LTE (LENA v1) and NR (LENA v2) modules. The following formula defines the LTE PUSCH power control that we implemented in `NrUePowerControl` class:

$$P_{PUSCH,c}(i) = \min \left\{ P_{CMAX,c}(i), 10 \log_{10}(M_{PUSCH,c}(i)) + P_{O_PUSCH,c}(j) + \alpha_c(j) \cdot PL_c + \Delta_{TF,c}(i) + f_c(i) \right\} \text{ [dBm]}$$

- $P_{CMAX,c}(i)$ is the UE configured maximum output transmit power defined as defined in 3GPP 36.101. (Table 6.2.2-1) in a subframe i for the serving cell c , and default value for $P_{CMAX,c}(i)$ is 23 dBm.
- $M_{PUSCH,c}(i)$ is the bandwidth of the PUSCH resource assignment expressed in number of resource blocks used in a subframe i and serving cell c .
- $P_{O_PUSCH,c}(j)$ is a parameter composed of the sum of a component $P_{O_NOMINAL_PUSCH,c}(j)$ provided from higher layers $j = 0, 1$ and a component $P_{O_UE_PUSCH,c}(j)$ provided by higher layers for $j = 0, 1$ for serving cell C . SIB2 message needs to be extended to carry these two components, but currently they can be set via attribute system using `NrUePowerControl` class attributes: `PoNominalPusch` and `PoUePusch`.
- $\alpha_c(j)$ is a 3-bit parameter provided by higher layers for serving cell c . For $j = 0, 1$, $\alpha_c \in \{0, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, 1\}$. For $j = 2$, $\alpha_c(j) = 1$. This parameter is configurable by attribute system by setting `Alpha` attribute of `NrUePowerControl` class.
- PL_c is the downlink pathloss estimate calculated at the UE for the serving cell c in dB and $PL_c = P_{RS} - P_{RSRP}$, where P_{RS} is provided by higher layers. `P_{RS}` is filtered by higher layers. P_{RS} is provided in SIB2 message.
- $\Delta_{TF,c}(i)$ is calculated based on K_s which is provided by the higher layers for each serving cell. When $K_s = 1.25$ then $\Delta_{TF,c}(i)$ is calculated by using the following formula: $\Delta_{TF,c}(i) = 10 \log_{10}((2^{BPRE \cdot K_s} - 1) \cdot \beta_{offset}^{PUSCH})$. On the other hand, when $K_s = 0$, $\Delta_{TF,c}(i) = 0$. Currently, the latter option is set by default, and alternatively, the value could be dynamically set through set function according to the previously mentioned formula and attribute settings.
- $f_c(i)$ is component of Closed Loop Power Control. It is the current PUSCH power control adjustment state for serving cell c .

If Accumulation Mode is enabled $f_c(i)$ is given by:

$$f_c(i) = f_c(i-1) + \delta_{PUSCH,c}(i - K_{PUSCH})$$

where $\delta_{PUSCH,c}$ is a correction value, also referred to as a TPC command and is included in PDCCH with DCI; $\delta_{PUSCH,c}(i - K_{PUSCH})$ was signalled on PDCCH/EPDCCH with DCI for serving cell c on subframe $(i - K_{PUSCH})$; $K_{PUSCH} = 4$ for FDD.

If UE has reached $P_{CMAX,c}(i)$ for serving cell c , positive TPC commands for serving cell c are not accumulated. If UE has reached minimum power, negative TPC commands are not accumulated. Minimum UE power is defined in TS 36.101 section 6.2.3. Default value is -40 dBm.

If Accumulation Mode is not enabled $f_c(i)$ is given by:

$$f_c(i) = \delta_{PUSCH,c}(i - K_{PUSCH})$$

where: $\delta_{PUSCH,c}$ is a correction value, also referred to as a TPC command and is included in PDCCH with DCI; $\delta_{PUSCH,c}(i - K_{PUSCH})$ was signalled on PDCCH/EPDCCH with DCI for serving cell c on subframe $(i - K_{PUSCH})$; $K_{PUSCH} = 4$ for FDD.

Mapping of TPC Command Field in DCI format 0/3/4 to absolute and accumulated $\delta_{PUSCH,c}$ values is defined in TS36.231 section 5.1.1.1 Table 5.1.1.1-2.

NR PUSCH power control

NR PUSCH formula is provided in Section 7.1.1 of TS 38.213. This formula is analog to the LTE PUSCH power control, except that is more generic and that the TPC accumulation state is calculated differently. NR PUSCH formula depends of

the numerology (0 - 4, 0 for LTE) and this makes the formula more generic, and flexible for different subcarrier spacing configurations:

$$P_{\text{PUSCH},b,f,c}(i,j,q_d,l) = \min \left\{ P_{\text{CMAX},f,c}(i), \right. \\ \left. P_{\text{O_PUSCH},b,f,c}(j) + 10 \log_{10} (2^{\mu} \cdot M_{\text{RB},b,f,c}^{\text{PUSCH}}(i)) + \alpha_{b,f,c}(j) \cdot PL_{b,f,c}(q_d) + \Delta_{\text{TF},b,f,c}(i) + f_{b,f,c}(i,l) \right\} \\ \text{[dBm]}$$

- $P_{\text{CMAX},f,c}(i)$ is the UE configured maximum output transmit power defined in [8-1, TS 38.101-1], [8-2, TS38.101-2] and [TS38.101-3] for carrier f for serving cell c in PUSCH transmission occasion i . Default value for $P_{\text{CMAX},f,c}(i)$ is 23 dBm.
- $P_{\text{O_PUSCH},b,f,c}(j)$ is a parameter composed of the sum of a component $P_{\text{O_NOMINAL_PUSCH},b,f,c}(j)$ provided from higher layers and a component $P_{\text{O_UE_PUSCH},b,f,c}(j)$ provided by higher layers for serving cell C where $j \in \{0, 1, \dots, J-1\}$. These attributes can be set in the same way as for TS 36.213 PUSCH per each bandwidth part independently.
- $M_{\text{RB},b,f,c}^{\text{PUSCH}}(i)$ is the bandwidth of the PUSCH resource assignment expressed in number of resource blocks for PUSCH transmission occasion i on active UL BWP b of carrier f and serving cell c . μ is numerology used for SCS configuration defined in [TS 38.211].
- $\alpha_{b,f,c}(j)$ is a 3-bit parameter provided by higher layers. Currently, allowed values for this parameters are the same as for TS 36.213 $\alpha_c(j)$, and can be configured in the same way (See previous section).
- $PL_{b,f,c}$ is the downlink pathloss estimate in dB that is calculated at the UE for the active DL BWP b if carrier f and serving cell c . The calculation of pathloss is the same as explained in the previous section.
- $\Delta_{\text{TF},b,f,c}(i)$ is calculated in the same way as in previous section, i.e., $K_s = 1.25$ then $\Delta_{\text{TF},b,f,c}(i)$ is calculated in the following way: $\Delta_{\text{TF},b,f,c}(i) = 10 \log_{10} ((2^{B_{\text{PRE}} \cdot K_s} - 1) \cdot \beta_{\text{offset}}^{\text{PUSCH}})$. Otherwise, when $\Delta_{\text{TF},b,f,c}(i)$, then $\Delta_{\text{TF},b,f,c}(i) = 0$. $\Delta_{\text{TF},b,f,c}(i)$ can be dynamically set through the set function of `NrUePowerControl`.
- $f_{b,f,c}(i,l)$ is component of Closed Loop Power Control. It is the PUSCH power control adjustment state l for active UL BWP b of carrier f of serving cell c and PUSCH transmission occasion i .

If Accumulation Mode is enabled $f_{b,f,c}(i,l)$ is given by:

$$f_{b,f,c}(i,l) = f_{b,f,c}(i-i_0,l) + \delta_{\text{PUSCH},c}(i - K_{\text{PUSCH}})$$

where: $\delta_{\text{PUSCH},c}$ is a correction value, also referred to as a TPC command and is included in PDCCH with DCI; $\delta_{\text{PUSCH},c}(i - K_{\text{PUSCH}})$ was signalled on PDCCH/EPDCCH with DCI for serving cell c on subframe $(i - K_{\text{PUSCH}})$; $K_{\text{PUSCH}} = 4$ for FDD.

If UE has reached $P_{\text{CMAX},c}(i)$ for serving cell c , positive TPC commands for serving cell c are not accumulated. If UE has reached minimum power, negative TPC commands are not accumulated. Minimum UE power is defined in TS36.101 section 6.2.3. Default value is -40 dBm.

If Accumulation Mode is not enabled $f_c(i)$ is given by:

$$f_{b,f,c}(i,l) = f_{b,f,c}(i-i_0,l) + \sum_{m=0}^{C(D_i)-1} \delta_{\text{PUSCH},b,f,c}(m,l)$$

- $\sum_{m=0}^{C(D_i)-1} \delta_{\text{PUSCH},b,f,c}$ is a sum of TPC command values in a set D_i of TPC command values with cardinality $C(D_i)$ that the UE receives between $K_{\text{PUSCH}}(i-i_0)-1$ symbols before PUSCH transmission occasion $i-i_0$ and $K_{\text{PUSCH}}(i)$ symbols before PUSCH transmission occasion i on active UL BWP b of carrier f and serving cell c for PUSCH power control adjustment state l , where i_0 is the smallest integer for which $K_{\text{PUSCH}}(i-i_0)$ symbols before PUSCH transmission occasion $i-i_0$ is earlier than $K_{\text{PUSCH}}(i)$ symbols before PUSCH transmission occasion

i. This definition is quite different from the one that we have seen in TS 36.213 PUSCH, hence this is probably the component in formula that could make an important difference in power adjustment when choosing among TS 36.213 and TS 38.213 formula in `NrUePowerControl` class. The difference with respect to the TS 36.213 formula for accumulation is that this formula is being calculated per transmission occasion, while accumulation component in TS 38.213 is being constantly updated as TPC commands arrive regardless when of the transmission occasion event happens.

On the other hand, if accumulation mode is not enabled $f_{b,f,c}$ is given by the following expression:

$$f_{b,f,c}(i, l) = \delta_{PUSCH,b,f,c}(i, l),$$

where $\delta_{PUSCH,b,f,c}(i, l)$ is the absolute values that is given in Table 7.1.1-1 of TS 38.213. The following table illustrates which absolute and accumulated $\delta_{PUSCH,b,f,c}$ corresponds to each TPC command.

Table 5: TPC commands

TPC command	Accumulated $\delta_{PUSCH,b,f,c}$	Absolute $\delta_{PUSCH,b,f,c}$
0	-1	-4
1	0	-1
2	1	1
3	3	4

PUCCH power control

Similarly to PUSCH power calculation there is a lot of similarities in the formulas for PUCCH between TS 36.213 and TS 38.213. Hence, we will not enter in the details to explain each of the components since their equivalents were already explained in the previous sections, such as $P_{CMAX,c}(i)$ and $P_{CMAX,f,c}(i)$, $P_{O_PUCCH,c}(j)$ or $P_{O_PUCCH,b,f,c}(j)$, which are, for example, equivalent to $P_{O_PUSCH,c}(j)$ or $P_{O_PUSCH,b,f,c}(j)$, respectively. Also, an interested reader is referred to technical specifications (TS 36.213 and TS 38.213) for more detailed explanations. Formula for TS 36.213 PUCCH is provided in Section 5.1.2.1 of TS 36.213, while formula for NR PUCCH power control is provided in Section 7.1.2. of TS 38.213. Both of these are shown in continuation, and as such are implemented in `NrUePowerControl` class. Note that with respect to PUSCH there is no absolute mode of TPC feedback for PUCCH, hence, accordingly, only accumulation mode is implemented. Similarly to PUSCH implementation, the value $\Delta_{TF,b,f,c}(i) = 0$ by default is 0 (assuming $K_s = 0$) or could be dynamically set through set function according to corresponding formula. PUCCH ULPC formula according to 36.213 is calculated by the following formula:

$$P_{PUCCH}(i) = \min \left\{ \begin{array}{l} P_{CMAX,c}(i), \\ P_{0_PUCCH} + PL_c + 10 \log_{10}(M_{PUCCH,c}(i)) + \Delta_{TF,c}(i) + \Delta_{F_PUCCH}(F) + g(i) \end{array} \right\} \text{ [dBm]}$$

PUCCH ULPC formula according to 38.213 is given in the following:

$$P_{PUCCH,b,f,c}(i, q_u, q_d, l) = \min \left\{ \begin{array}{l} P_{CMAX,f,c}(i), \\ P_{O_PUCCH,b,f,c}(q_u) + 10 \log_{10}(2^{\mu} \cdot M_{RB,b,f,c}^{PUCCH}(i)) + PL_{b,f,c}(q_d) + \Delta_{F_PUCCH}(F) + \Delta_{TF,b,f,c}(i) + g_{b,f,c}(i, l) \end{array} \right\} \text{ [dBm]}$$

SRS power control

LTE SRS power control formula is provided in Section 5.1.3.1 of TS 36.213, while NR SRS power control formula is provided in Section 7.1.3 of TS 38.213. We will again skip repeating the explanation of each of the components of the formula as the equivalents were already explained before. Reader should note that these formulas rely on PUSCH power control, e.g., LTE SRS power control relies on $P_{O_PUSCH,c}(j)$ and $f_c(i)$. In the following we provide formulas that are implemented in `NrUePowerControl` for LTE and NR SRS transmissions. SRS ULPC formula according to 36.213 is given by:

$$P_{\text{SRS},c}(i) = \min \left\{ P_{\text{CMAX},c}(i), P_{\text{SRS_OFFSET},c}(m) + 10 \log_{10}(M_{\text{SRS},c}) + P_{\text{O_PUSCH},c}(j) + \alpha_c(j) \cdot PL_c + f_c(i) \right\} \text{ [dBm]}$$

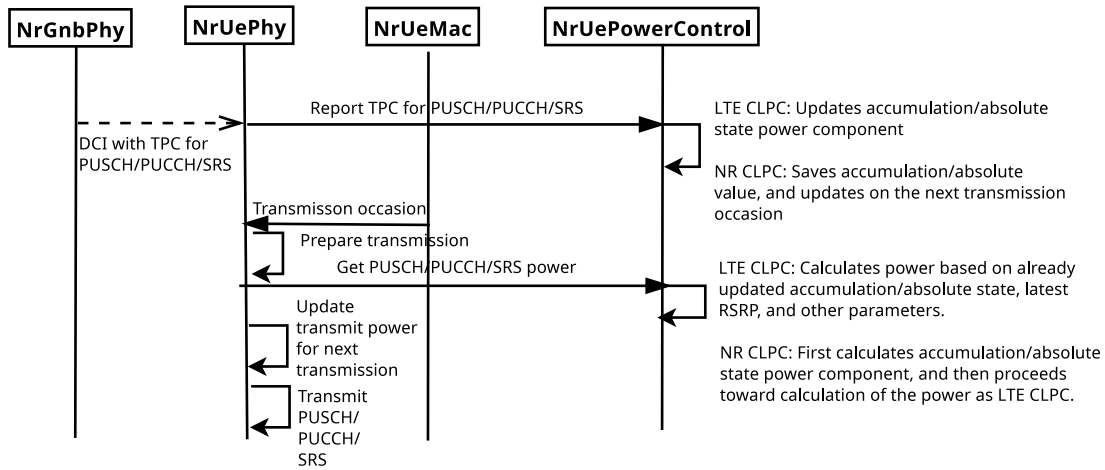
$P_{\text{SRS_OFFSET},c}(m)$ is semi-statically configured by higher layers for $m=0,1$ for serving cell c . For SRS transmission given trigger type 0 then $m=0,1$ and for SRS transmission given trigger type 1 then $m=1$. For $K_{\{s\}} = 0$ $P_{\text{SRS_OFFSET},c}(m)$ value is computed with equation:

$$P_{\text{SRS_OFFSET},c}(m) \text{ value} = -10.5 + P_{\text{SRS_OFFSET},c}(m) * 1.5 [\text{dBm}]$$

SRS ULPC formula according to 38.213 is as follows:

$$P_{\text{SRS},b,f,c}(i, q_s, l) = \min \left\{ P_{\text{CMAX},f,c}(i), P_{\text{O_SRS},b,f,c}(q_s) + 10 \log_{10}(2^\mu \cdot M_{\text{SRS},b,f,c}(i)) + \alpha_{\text{SRS},b,f,c}(q_s) \cdot PL_{b,f,c}(q_d) + h_{b,f,c}(i, l) \right\} \text{ [dBm]}$$

Closed loop power control (CLPC)



As we could see in previous formulas there is a difference in the way the accumulation of TPC commands is performed in LTE and NR. In LTE it happens synchronously, always considering TPC command that was received in $(i - K_{\text{PUSCH}})$ subframe, while for NR it is necessary to take into account different TPC commands depending on the transmission occasion $i - i_0$ and how many symbols have passed since last PDCCH and the first symbol of the current transmission occasion. In fig-ulpc-7 we illustrate a sequence diagram of how LTE and NR CLPC are implemented and at which point the accumulation state is being updated for each of them. From the sequence diagram we can see that once the NrUePowerControl receives TPC command LTE CLPC updates the accumulation state, while NR CLPC only saves the value and it updates it only at the next transmission occasion.

LTE/NR CLPC collaboration diagram: TPC command being sent by NrGnbPhy with DCI, and the TPC command reception, reporting to NrUePowerControl and applying for the next transmission occasion.

2.3.12 MIMO extension

3GPP considers gNB/UE nodes equipped with dual-polarized uniform planar antenna arrays [TR38900]. In such systems, each array of antennas is divided evenly into two subarray groups with different polarizations (e.g., one subarray of vertically polarized antennas and the other subarray of horizontally polarized antennas). The gNB/UE have two RF chains, one for each polarization. In addition, assume that each antenna subarray (or polarization) is precoded with its own beamforming vector, to overcome mmWave propagation limits. This way, the MIMO model adopted in 5G-LENA, can combine spatial multiplexing (with up to two spatial streams per user) and beamforming (which applies for each of the spatial streams separately).

In real systems, a gNB capable of performing MIMO spatial multiplexing, e.g., in the downlink, can use more than one stream to transmit to those UEs that support MIMO spatial multiplexing. However, gNB's decision to use multiple streams is dependent on the channel Rank Indicator (RI) reported by a UE. In the following, we explain the procedures a UE follows in our simulator to compute the RI value and to report it to its serving gNB, along with the Channel Quality Indicator (CQI) of each stream. Also, we explain the extensions at the PHY layer to support transmission and reception of multiple streams.

RI computation and rank adaptation algorithm

We extended the simulator to support a maximum of two streams to perform MIMO spatial multiplexing in the downlink. Therefore, the class `NrUePhy` is responsible for computing the RI for downlink MIMO transmissions. Specifically, we have implemented two schemes for RI computation. The first one uses a fixed RI configured by the user of the simulator. To enable this fixed scheme, we added two new attributes, `UseFixedRi` and `FixedRankIndicator`, in `NrUePhy` class. For example, to use a fixed RI of 1 for a particular UE or all the UEs throughout the simulation, one can configure `UseFixedRi=true` and `FixedRankIndicator=1`. This configuration entails that irrespective of the UE's support for MIMO (i.e., it has two subarrays), the gNB throughout the simulation will use only one stream (i.e., the first subarray) to transmit to the UE (s) reporting fixed RI of 1.

The second scheme uses an adaptive algorithm based on two SINR thresholds to compute an RI value. It is worth mentioning, other simulators that involve a detailed implementation of physical layer procedures, e.g., link-layer level simulators, perform complex operations, e.g., Singular Value Decomposition (SVD) on a channel matrix to compute the Rank of the channel. However, these matrix operations cannot be performed in ns-3 without the support of external libraries (if any). In addition, it could increase the simulation time that grows exponentially with the number of channel objects/instances in a simulation. Therefore, we decided to use SINR to have a simple and less computationally complex RI adaptation algorithm(s).

This algorithm compares the SINR of the data channel (i.e., PDSCH) of each active stream for which UE has received the data with two preconfigured thresholds to report an RI value of 1 or 2. To enable this adaptive RI algorithm, one must set the `NrUePhy` attribute, `UseFixedRi`, to false. Moreover, these two SINR thresholds, namely, `RiSinrThreshold1` and `RiSinrThreshold2`, are also part of the `NrUePhy` class attributes and can be configured as required. In detail, a UE that has the SINR of one active stream compares it with `RiSinrThreshold1`. If it is above this threshold, the UE has excellent propagation conditions, and it can report an RI value of 2 (i.e., switching from one to two streams). On the other hand, if a UE is already receiving data using two streams, it compares the SINR of each stream with `RiSinrThreshold2`. If the SINR of both the streams is above this threshold, it keeps reporting an RI value of 2; otherwise, it uses an RI value of 1 (i.e., switching from two streams to one). We note that when a UE switches from two streams to one, besides reporting an RI value of 1, it also reports the CQI of both the streams to the gNB. It enables us to extend the scheduler to choose the stream with better CQI for future allocations.

CQI and RI reporting

NrUePhy already supports the reporting of a single Wide Band (WB) CQI value to a gNB under SISO communication. It uses a C++ structure `DICqiInfo` that mimics the information element `cqiListElement` of FemtoForum MAC scheduler interface specifications. However, with the introduction of MIMO, NrUePhy should communicate the CQI of each MIMO stream for which it has received the data. Therefore, we have replaced the member variable of this structure used to store one CQI value with a C++ vector capable of holding the CQI of multiple streams. In particular, there is a direct mapping between a stream index and the indexes of this vector. For example, the CQI of the first stream is stored at the index 0 of this vector because the streams are indexed from zero in our simulator. Finally, the `DICqiInfo` structure includes a variable specifically to report the RI value to the gNB.

PHY to support transmission/reception of multiple streams

To support multiple streams, NrPhy class is extended to support multiple instances of `PhasedAntennaArray`. In particular, each instance of phased antenna array models a subpartition of the antenna array, and each subpartition is used for a specific stream. To achieve this, NrPhy class is extended to support multiple `NrSpectrumPhy` instances, and there is one `PhasedAntennaArray` per `NrSpectrumPhy` instance. Each `SpectrumPhy` instance has its own `BeamManager` which is used to configure the BF vector of the corresponding `PhasedAntennaArray` instance.

To achieve the MIMO configuration, we install two `NrSpectrumPhy` instances per `NrGnbPhy` and `NrUePhy`, and then we configure the two `UniformPlannarArray` instances, two antenna array subpartitions, belonging to the same `NrGnbPhy` or `NrUePhy` to be cross polarized, i.e., one polarization slant angle is configured to 0 degree and other 90 degree. For this is used the extension of the ns-3 `UniformPlannarArray`. Even if we have 2 subpartitions of cross polarized antenna arrays at both gNB and UE that are used to create two streams, with the current implementation, both streams will be used for the DATA/CTRL transmission only in the downlink. The uplink is configured to use a single stream for CTRL and DATA, while SRS is transmitted in both streams in UL to allow realistic beamforming functionality when MIMO is being used.

To be able to perform the beamforming per subpartition of antenna array, we have changed the NR PHY model to have a `BeamManager` per `NrSpectrumPhy`, instead of having a single `BeamManager` per `NrUePhy` or `NrGnbPhy`. This was necessary because one `BeamManager` instance is implemented in a way that it can handle only single BF vector configuration per transmit/receive device. Additionally, the whole NR module's beamforming framework, including ideal and realistic algorithms, and corresponding helpers for ideal and realistic beamforming, have been extended to support multiple antenna arrays or subpartitions per `NrUePhy` or `NrGnbPhy` instance, so that the beamforming is performed independently per each subpartitions. Beamforming however has an assumption, and that the beamforming should be performed among subpartitions with the same index. The beamforming is performed among the 1st subarray of the gNB and the 1st subarray of the UE, and among the 2nd subarray of the gNB and 2nd subarray of the UE. If a gNB supports 2 streams, and UE only 1 stream, the beamforming is done among the 1st subarray of the gNB and the UE's subarray. So, this assumption, is very important to have in mind when configuring the `PolSlantAngle` of the `UniformPlannarArray`, i.e., first subpartitions of the gNB and UE antenna should have the same polarization slant angle, and also is the case for the second subpartitions. For example, first subpartitions of UE and GNB have the polarization slant angle set to 0degree, and the second subpartitions of UE and gNB have the polarization slant angle set to 90 degree. Also, since SRS is reported per each stream, NR module's realistic beamforming is updated to be performed per each stream.

`NrSpectrumPhy` and `NrUePhy` functions are changes to take into account that it is possible to have multiple `NrSpectrumPhy` instances per `NrUePhy` instance. This was especially necessary in order to merge HARQ feedback that are generated the `NrSpectrumPhy` instances of the `NrUePhy`. So, these functions are extended to indicate to which stream corresponds each HARQ report, so that `NrUePhy` is able to correctly merge these feedback into the new HARQ structure. Similarly, SINR reporting and CQI feedback generation is updated to support multiple streams, i.e., when `NrSpectrumPhy` notifies `NrUePhy` about SINR, it also indicates to which streams this SINR corresponds. Previously, some of the interference traces have been hooked to `NrUePhy`, because there was only 1 `NrSpectrumPhy` per `NrUePhy`. But, since now we can have multiple `NrSpectrumPhy` instances per `NrUePhy`, we needed to hook SINR traces coming from `NrInterference` and `ChunkProcessors` directly to `NrSpectrumPhy`, and then `NrSpectrumPhy` passes these traces to `NrUePhy` by indicating also the stream to which corresponds the trace.

Additionally, when the transmit power is configured to `NrGnbPhy`, it is taken into account that the configured transmit

power is the total power of all active streams of that `NrGnbPhy`, so, before each transmission it is first checked what is the number of the active streams and then the total transmit power is divided among them.

Another important aspect that we have studied during this implementation is how to handle the inter-stream interference. Imagine that we have in simulation only 1 gNB and 1 UE. If only 1 stream is configured, that means that we will have 1 `NrSpectrumPhy` instance per `NrGnbPhy` and `NrUePhy`. This means that when gNB is transmitting there will be just 1 signal sent to the `SpectrumChannel` and there will be only one receiver, i.e. one `NrSpectrumPhy`, the one belonging to UE. So, we will have just 1 useful signal and no interference. However, if in the same example we configure 2x2 MIMO, and gNB is transmitting, there will be 2 signals sent to `SpectrumChannel`, sent by each of the `NrSpectrumPhy` instance, and there will be two UE instances of `NrSpectrumPhy` attached to “listen” on that `SpectrumChannel`. So, for each of these UE `NrSpectrumPhy` instances, there will be 1 useful signal and 1 interference signal. Here, similarly to what is explained for beamforming, there is an assumption that the 0th `NrSpectrumPhy` of gNB/UE belongs to 0th stream, so the signal coming from the same stream index will be considered useful signal, and vice versa, signal coming from the different stream is considered interference. 3GPP channel model TS38.901 already takes into account this interference, and is able to correctly calculate the inter-stream correlation, by taking into account the polarization of each subpartition. We have also implemented a new channel model called `ThreeGppChannelModelParam`, based on `ThreeGppChannelModel`, with which we can parametrize the inter-stream interference correlation, and then investigate how tuning of this parameter impacts the achieved throughput. Finally, we have considered that it would be good for the research purposes, to be able to tune the inter-stream interference level when calculating the interference. To do so, we have implemented in `NrSpectrumPhy` an attribute called `InterStreamInterferenceRatio` whose value ranges from 0 to 1, where the 0 value means that there will be no interference, and 1 that the full interference is taken into account, i.e., the RX PSD of the interfering signal that is calculated by the 3GPP channel model.

In order to support the OFDMA scheduling with the MIMO, we had to extend previous `BeamId` structure on which is currently based the OFDMA scheduling in the NR module. Namely, the OFDMA scheduling has the constraint that at the same variable TTI can be served simultaneously on different RBs only UEs for which gNB uses the same beam. So, to be able to distinguish among available beams, NR scheduling code has been relying on the concept of `BeamId`, which uniquely identifies the beam used by gNB to transmit to some UE. `BeamId` is composed of two values, beam sector and beam elevation, the parameters that are typically used in cell scan beamforming method. So, now, if in order to extend the OFDMA scheduler to work with multiple streams we must make sure that at the same variable TTI are scheduled UEs for which gNB uses exactly the same beam in the first stream and in the second stream, which in general, does not have to be the case. To avoid invasive changes of the OFDMA scheduler code, in which we would have to add many checks and new MIMO OFDMA specific code to determine for example which UEs can be scheduled together, and also taking into account that some UEs can, in general, support 1 stream, while others 2 streams, we have created a `BeamConfId` structure based on `BeamId`, and which basically identifies uniquely the pair of beams (one for each stream). In this way, only the UEs for which gNB uses exactly the same “beam configuration” (`BeamConfId`), can be scheduled at the same time in OFDMA manner. Notice that in the case of UEs that support only 1 stream, they would be scheduled separately from the UEs that support two streams, even if the beam of that UE, is exactly the same of some another UE that supports two streams, because `BeamConfId` would be different. So, this implementation, is not the optimal one, but was good design choice because the schedulers code remained intact, and there are no MIMO specific code additions to OFDMA scheduler (other than the basic ones related to multiple DCIs, CQIs, etc. that have been discussed before).

Most of the NR code explained in this paper could support any number of streams, except the code for the OFDMA scheduling which depends currently on the `BeamConfId`, which supports max up to two streams. Also, for the cross-polarized implementation we did not need for the moment to focus on more streams. However, we have tried to make the code general as possible, so that when in future we remove this limitation with OFDMA and `BeamConfId`, that we can configure and use any number of antenna array subpartitions. Improving OFDMA scheduling to remove current constraints, such as the beam dimension during the scheduling, and to allow gNB to use various beams at the same time for different RBs, in NR is in our near future roadmap.

2.4 HARQ

The NR scheduler works on a slot basis and has a dynamic nature [TS38300]. For example, it may assign different sets of OFDM symbols in time and RBs in frequency for transmissions and the corresponding redundancy versions. However, it always assigns an integer multiple of RBs consisting of 12 resource elements in the frequency domain and 1 OFDM symbol in the time domain. In our module, for simplicity, we assume that retransmissions (including the first transmission and the corresponding redundancy versions) of the same HARQ process use the same MCS and the same number of RBs, although the specific RBs' time/frequency positions within a slot may vary in between the retransmissions. Also, the SINRs experienced on each RB may vary through retransmissions. As such, HARQ affects both the PHY and MAC layers.

The 'NR' module supports two HARQ methods: Chase Combining (HARQ-CC) and Incremental Redundancy (HARQ-IR).

At the PHY layer, the error model has been extended to support HARQ with retransmission combining. Basically, it is used to evaluate the correctness of the blocks received and includes the messaging algorithm in charge of communicating to the HARQ entity in the scheduler the result of the combined decodings. The EESM for combined retransmissions varies with the underline HARQ method, as detailed next.

HARQ-CC: In HARQ-CC, every retransmission contains the same coded bits (information and coding bits). Therefore, the effective code rate (ECR) after the q-th retransmission remains the same as after the first transmission. In this case, the SINR values of the corresponding resources are summed across the retransmissions, and the combined SINR values are used for EESM. After q retransmissions, in the 'NR' simulator, the effective SINR using EESM is computed as:

$$SINR_{\text{eff}} = -\beta \ln \left(\frac{1}{|\omega|} \sum_{m \in \omega} \exp \left(-\frac{1}{\beta} \sum_{j=1}^q SINR_{m,j} \right) \right),$$

where $SINR_{m,j}$ is the SINR experienced by the m-th RB in the j-th retransmission, and ω is the set of RBs to be combined.

HARQ-IR: In HARQ-IR, every retransmission contains different coded bits than the previous one. The different retransmissions typically use a different set of coding bits. Therefore, both the effective SINR and the ECR need to be recomputed after each retransmission. The ECR after q retransmissions is obtained in the 'NR' simulator as:

$$ECR_{\text{eff}} = \frac{X}{\sum_{j=1}^q C_j},$$

where X is the number of information bits and C_j is the number of coded bits in the j-th retransmission. The effective SINR using EESM after q retransmissions is given by:

$$SINR_{\text{eff}} = -\beta \ln \left(\frac{1}{|\omega|} \sum_{m \in \omega} \exp \left(-\frac{SINR_{\text{eff}}^{q-1} + SINR_{m,q}}{\beta} \right) \right),$$

where $SINR_{\text{eff}}^{q-1}$ is the effective SINR after the previous, i.e., (q-1)-th retransmission, $SINR_{m,q}$ is the SINR experienced by the m-th RB in the q-th retransmission, and ω is the set of RBs.

At the MAC layer, the HARQ entity residing in the scheduler is in charge of controlling the HARQ processes for generating new packets and managing the retransmissions both for the DL and the UL. The scheduler collects the HARQ feedback from gNB and UE PHY layers (respectively for UL and DL connection) by means of the FF API primitives `SchedULTriggerReq` and `SchedDLTriggerReq`. According to the HARQ feedback and the RLC buffers status, the scheduler generates a set of DCIs including both retransmissions of HARQ blocks received erroneous and new transmissions, in general, giving priority to the former. On this matter, the scheduler has to take into consideration one constraint when allocating the resource for HARQ retransmissions, it must use the same modulation order of the first transmission attempt. This restriction comes from the specification of the rate matcher in the 3GPP standard [TS38212], where the algorithm fixes the modulation order for generating the different blocks of the redundancy versions.

The 'NR' module supports multiple (20) stop and wait processes to allow continuous data flow. The model is asynchronous for both DL and UL transmissions. The transmissions, feedback, and retransmissions basically depend on the the processing timings, the TDD pattern, and the scheduler. We support up to 4 redundancy versions per HARQ process; after which, if combined decoding is not successful, the transport block is dropped.

2.5 MAC layer

This section describes the different models supported and developed at MAC layer.

2.5.1 Resource allocation model: OFDMA and TDMA

The ‘NR’ module supports variable TTI DL-TDMA and DL-OFDMA with a single-beam capability. In the UL direction, we support TDMA with variable TTI only. The single-beam capability for DL-OFDMA implies that only a single receive or transmit beam can be used at any given time instant. The variable TTI means that the number of allocated symbols to one user is variable, based on the scheduler allocation, and not fixed as was happening in LTE. Of course, LTE-like behaviors can be emulated through a scheduler that always assigns all the available symbols.

In OFDMA, under the single-beam capability constraint, UEs that are served by different beams cannot be scheduled at the same time. But we do not have any limitations for what regards UEs that are served by the same beam, meaning that the simulator can schedule these UEs at the same time in the frequency domain. The implementation, as it is, is compatible with radio-frequency architectures based on single-beam capability, which is one of the main requirements for operation in bands with a high center carrier frequency (mmWave bands). Secondly, it allows meeting the occupied channel bandwidth constraint in the unlicensed spectrum. Such restriction, for example, is required at the 5 GHz and 60 GHz bands. The scheduler meets the requirements by grouping UEs per beam and, within a TTI, only UEs that are served by the same gNB beam would be allowed to be scheduled for DL transmission in different RBGs.

For decoding any transmission, the UE relies on a bitmask (that is an output of the scheduler) sent through the DCI. The bitmask is of length equal to the number of RBGs, to indicate (with 1’s) the RBGs assigned to the UE. This bitmask is translated into a vector of assigned RB indices at PHY. In NR, an RBG may encompass a group of 2, 4, 8, or 16 RBs [TS38214] Table 5.1.2.2.1-1, depending on the SCS and the operational band. a TDMA transmission will have this bitmask all set to 1, while OFDMA transmissions will have enabled only the RBG where the UE has to listen.

An implementation detail that differentiates the ‘NR’ module from the ‘mmWave’ module, among the others, is that the scheduler has to know the beam assigned by the physical layer to each UE. Two parameters, azimuth and elevation, characterize the beam in case of CellScanBeamforming. This is only valid for the beam search beamforming method (i.e., for each UE, the transmission/reception beams are selected from a set of beams or codebook).

2.5.2 Scheduler

In the ‘NR’ module, we have introduced schedulers for OFDMA and TDMA-based access with variable TTI under single-beam capability. The main output of a scheduler functionality is a list of DCIs for a specific slot, each of which specifies four parameters: the transmission starting symbol, the duration (in number of symbols) and an RBG bitmask, in which a value of 1 in the position x represents a transmission in the RBG number x . The current implementation of schedulers API follows the FemtoForum specification for LTE MAC Scheduler Interface [ff-api], but can be easily extended to be compliant with different industrial interfaces.

The core class of the NR module schedulers design is `NrMacSchedulerNs3`. This class defines the core scheduling process and splits the scheduling logic into the logical blocks. Additionally, it implements the MAC schedulers API, and thus it decouples a scheduling logic from any specific MAC API specification. These two features facilitate and accelerate the introduction of the new schedulers specializations, i.e., the new schedulers only need to implement a minimum set of specific scheduling functionalities without having to follow any specific industrial API.

The scheduling process assigns the resources for active DL and UL flows and notifies the MAC of the scheduling decision for the corresponding slot. Currently, since in the uplink the TDMA is used, the scheduling for UL flows is designed to support only TDMA scheduling. On the other hand, the scheduling for DL flows is designed to allow both, TDMA and OFDMA, modes for the downlink. The scheduling functions are delegated to subclasses to perform the allocation of symbols among beams (if any), allocation of RBGs in time/frequency-domain among active UEs by using specific scheduling algorithm (e.g., round robin, proportional fair, etc.), and finally, the construction of corresponding DCIs/UCIs. For example, TDMA scheduling can be easily implemented by skipping the first step of allocating symbols among beams

and by fixing the minimum number of assignable RBGs to the total number of RBGs. To obtain true TDMA-based access with variable TTI, it is then necessary to group allocations for the same UE in one single DCI/UCI which is the last step.

Another important class to be mentioned is `NrMacSchedulerNs3Base` which is a child class of `NrMacSchedulerNs3`, and represents a base class of all schedulers in the NR module (OFDMA and TDMA). This class handles the HARQ retransmissions for the DL and the UL. Currently, the NR module offers the scheduling of the HARQ retransmissions in a round robin manner.

An overview of the different phases that the OFDMA schedulers follow are:

- 1) BSR and CQI messages processing. The MCS is computed by the AMC model for each user based on the CQIs for the DL or SINR measurements for the UL data channel. The MCS and BSR of each user are stored in a structure that will be later read to determine UE capabilities and needs. The procedure for estimating the MCS and determining the minimum number of RBs is common to all the OFDMA-based schedulers that we may derive.
- 2) Upon being triggered by the MAC layer, the scheduler prepares a slot indication. As a first step, the total number of active flows is calculated for both UL and DL. Then, the UL is processed, and then the DL. This requirement comes from the fact that UL and DL have, in most cases, different delays. This delay is defined as the number of the slots that have to pass between the moment in which the decision is taken, and the moment that such decision is traveling in the air. The default delay parameters are 2 slots for DL and 4 slots for UL: therefore, UL data can be penalized by the higher delay, and hence has to be prioritized in some way when preparing the slot. For this reason, the scheduler is also taking UL and DL decision for the same slot in different moments.
- 3) The UL decisions are not considered for the slot indicated by the MAC layer, but for a slot in the future. These involve firstly any HARQ retransmission that should be performed, for instance when the previous transmission has been NACKed. The requirement for retransmitting any piece of data is to have enough space (indicated by the number of RBG). This is because, while the retransmission does not need to start at the same symbol and RB index as the previous transmission of the same TB, it does need the same number of RBGs and MCS, since an adaptive HARQ scheme (where the re-transmission can be scheduled with a different MCS) is not implemented. If all the symbols are used by the UL retransmissions, the scheduling procedure ends here. Otherwise, UL data is scheduled, by assigning the remaining resources (or less) to the UEs that have data to transmit. The total number of symbols reserved for UL data is then stored internally along with the slot number to which these allocations are referred, and the procedure for UL ends here.
- 4) The procedure for DL allocations is started, relative to the slot indicated by the MAC layer. The number of symbols previously given for UL data in the current slot has to be considered during the DL phase. Before evaluating what data can be scheduled, that number is extracted from the internal storage, and the DL phase can continue only if there are available symbols not used by the UL phase. If it is the case, then, the symbols can be distributed by giving priority to the HARQ retransmissions, and then to the new data, according to different metrics.

The base class for OFDMA schedulers is `NrMacSchedulerOfdma`. In the downlink, such class and its subclasses perform OFDMA scheduling, while in the uplink they leverage some of the subclasses of `NrMacSchedulerTdma` class that implements TDMA scheduling.

The OFDMA scheduling in the downlink is composed of the two scheduling levels: 1) the scheduling of the symbols per beam (time-domain level), where scheduler selects a number of consecutive OFDM symbols in a slot to assign to a specific beam, and 2) the scheduling of RBGs per UE in a beam, where the scheduler determines the allocation of RBGs for the OFDM symbols of the corresponding beam (frequency-domain level). The scheduling of the symbols per beam can be performed in a load-based or round robin fashion. The calculation of load is based on the BSRs and the assignment of symbols per beam is proportional to the load. In the following level, the specific scheduling algorithm (round robin, proportional fair, max rate) decides how RBGs are allocated among different UEs associated to the same beam. Multiple fairness checks can be ensured in between each level of scheduling - the time domain and the frequency domain. For instance, a UE that already has its needs covered by a portion of the assigned resources can free these resources for others to use.

The NR module currently offers three specializations of the OFMA schedulers. These specializations perform the downlink scheduling in a round robin (RR), proportional fair (PF) and max rate (MR) manner, respectively, as explained in the following:

- RR: the available RBGs are divided evenly among UEs associated to that beam

- PF: the available RBGs are distributed among the UEs according to a PF metric that considers the actual rate (based on the CQI) elevated to α and the average rate that has been provided in the previous slots to the different UEs. Changing the α parameter changes the PF metric. For $\alpha = 0$, the scheduler selects the UE with the lowest average rate. For $\alpha = 1$, the scheduler selects the UE with the largest ratio between actual rate and average rate.
- MR: the total available RBGs are distributed among the UEs according to a maximum rate (MR) metric that considers the actual rate (based on the CQI) of the different UEs.

Each of these OFDMA schedulers is performing a load-based scheduling of symbols per beam in time-domain for the downlink. In the uplink, the scheduling is done by the TDMA schedulers.

The base class for TDMA schedulers is `NrMacSchedulerTdma`. This scheduler performs TDMA scheduling for both, the UL and the DL traffic. The TDMA schedulers perform the scheduling only in the time-domain, i.e., by distributing OFDM symbols among the active UEs. 'NR' module offers three specializations of TDMA schedulers: RR, PF, and MR, where the scheduling criteria is the same as in the corresponding OFDMA schedulers, while the scheduling is performed in time-domain instead of the frequency-domain, and thus the resources being allocated are symbols instead of RBGs.

2.5.3 Scheduler operation

In an NR system, the UL decisions for a slot are taken in a different moment than the DL decision for the same slot. In particular, since the UE must have the time to prepare the data to send, the gNB takes the UL scheduler decision in advance and then sends the UL grant taking into account these timings. Consider that the DL-DCIs are usually prepared two slots in advance with respect to when the MAC PDU is actually over the air. For the UL case, to permit two slots to the UE for preparing the data, the UL grant must be prepared four slots before the actual time in which the UE transmission is over the air. In two slots, the UL grant will be sent to the UE, and after two more slots, the gNB is expected to receive the UL data.

At PHY layer, the gNB stores all the relevant information to properly schedule reception/transmission of data in a vector of slot allocations. The vector is guaranteed to be sorted by the starting symbol, to maintain the timing order between allocations. Each allocation contains the DCI created by the MAC, as well as other useful information.

2.5.4 Timing relations

The 'NR' module supports flexible scheduling and DL HARQ Feedback timings in the communication between the gNB and the UE as specified in [TS38213], [TS38214]. In particular, the following scheduling timings are defined:

- K0 → Delay in slots between DL DCI and corresponding DL Data reception
- K1 → Delay in slots between DL Data (PDSCH) and corresponding ACK/NACK transmission on UL
- K2 → Delay in slots between UL DCI reception in DL and UL Data (PUSCH) transmission

The values of the scheduling timings are calculated at the gNB side and result from the processing timings that are defined in the 'NR' module as:

- N0 → minimum processing delay (in slots) needed to decode DL DCI and decode DL data (UE side)
- N1 → minimum processing delay (in slots) from the end of DL Data reception to the earliest possible start of the corresponding ACK/NACK transmission (UE side)
- N2 → minimum processing delay (in slots) needed to decode UL DCI and prepare UL data (UE side)

The values of the processing delays depend on the UE capability (1 or 2) and the configured numerology. Typical values for N1 are 1 and 2 slots, while N2 can range from 1 to 3 slots based on the numerology and the UE capability. The processing times are defined in Table 5.3-1/2 for N1 and Table 6.4-1/2 for N2 of [TS38214]. Although in the standard they are defined in multiples of the OFDM symbol, in the simulator we define them in multiples of slots, because then they are used to compute dynamic K values that are measured in slots. Also note that N0 is not defined in the specs, but so is K0, and so we have included both in the 'NR' module. The values of the processing delays in the 'NR' simulator can

be configured by the user through the attributes `N0Delay`, `N1Delay`, and `N2Delay`, and default to 0 slots, 2 slots, and 2 slots, respectively. Note there are not limitations in the implementation and every N value can be equal or larger than 0 ($N0, N1, N2 \geq 0$).

For the scheduling timings let us note that each K cannot take a value smaller than the corresponding N value (e.g., K2 cannot be less than N2). The procedure followed for the calculation of the scheduling and DL HARQ Feedback timings at the gNB side is briefly described below.

For K0, the gNB calculates (based on the TDD pattern) which is the next DL (or F) slot that follows after (minimum) N0 slots. In the current implementation we use $N0=0$, as such in this case DL Data are scheduled in the same slot with the DL DCI.

For K1/K2, the gNB calculates (based on the TDD pattern) which is the next UL (or F) slot that follows after (minimum) N1/N2 slots and calculates K1/K2 based on the resulted slot and the current slot.

Then, the gNB communicates the scheduling timings to the UE through the DCI. In particular, K0 and K1 are passed to the UE through the DL DCI in the time domain resource assignment field and PDSCH-to-HARQ_feedback timing indicator, respectively, while K2 is passed through the UL DCI in the time domain resource assignment field. Upon reception of the DL/UL DCI, the UE extracts the values of K0/K1/K2:

- For the case of K0, UE extracts from the DL DCI its value and calculates the corresponding slot for the reception of the DL Data.
- For the case of K2, UE extracts from the UL DCI its value and calculates the corresponding slot for the transmission of its UL Data.

For example, if UL DCI is received in slot n and $K2 = 2$, UE will transmit UL Data in slot $(n + K2)$

- For the case of K1, UE extracts from the DL DCI its value and stores it in a map based on the HARQ Process Id. This way, when the UE is going to schedule the DL HARQ feedback, it can automatically find out in which slot it will have to schedule it.

2.5.5 BWP manager

Our implementation has a layer that acts as a ‘router’ of messages. Initially, it was depicted as a middle layer between the RLC and the MAC, but with time it got more functionalities. The purpose of this layer, called the bandwidth part manager, is twofold. On the first hand, as we have already seen, it is used to route the control messages to realize the FDD bandwidth part pairing. On the other hand, it is used to split or route traffic over different spectrum parts.

For the FDD pairing functionality, the user has to enter the pairing configuration that applies to his/her scenario. The NetDevice will then ask the manager for the input/output bandwidth part to which the message should be routed. It is important to note that this feature virtually connects different physical layers.

For the flows routing among different spectrum, the layer intercepts the BSR from the RLC queues, and route them to the correct stack (MAC and PHY) that is attached to a particular spectrum region. The algorithmic part of the split is separated from the Bandwidth Part Manager. In other words, the algorithm is modularized to let the user write, change, and test different ways of performing the split. The only requirement is that such routing is done based on the QCI of the flow.

2.5.6 Adaptive modulation and coding model

MCS selection in NR is an implementation specific procedure. The ‘NR’ module supports 1) fixing the MCS to a predefined value, both for downlink and uplink transmissions, separately, and 2) two different AMC models for link adaptation:

- Error model-based: the MCS index is selected to meet a target transport BLER (e.g., of at most 0.1)
- Shannon-based: chooses the highest MCS that gives a spectral efficiency lower than the one provided by the Shannon rate

In the Error model-based AMC, the PHY abstraction model described in PHY layer section is used for link adaptation, i.e., to determine an MCS that satisfies the target transport BLER based on the actual channel conditions. In particular, for a given set of SINR values, a target transport BLER, an MCS table, and considering a transport block composed of the group of RBs in the band (termed the CSI reference resource [TS38214]), the highest MCS index that meets the target transport BLER constraint is selected at the UE. Such value is then reported through the associated CQI index to the gNB.

In the Shannon-based AMC, to compute the Shannon rate we use a coefficient of $-\ln(5 \times Ber)/1.5$ to account for the difference in between the theoretical bound and real performance.

The AMC model can be configured by the user through the attribute `AmcModel`. In case the Error model-based AMC is selected, the attribute `ErrorModelType` defines the type of the Error Model that is used when `AmcModel` is set to `ErrorModel`, which takes the same error model type as the one configured for error modeling. In case the Shannon-based AMC is selected, the value `Ber` sets the requested bit error rate in assigning the MCS.

In the ‘NR’ module, link adaptation is done at the UE side, which selects the MCS index (quantized by 5 bits), and such index is then communicated to the gNB through a CQI index (quantized by 4 bits).

Note also that, in case of adaptive MCS, in the simulator, the gNBs DL data transmissions start with MCS0. Such MCS is used at the start and until there is a UE CQI feedback.

2.5.7 Transport block model

The model of the MAC Transport Blocks (TBs) provided by the simulator is simplified with respect to the 3GPP specifications. In particular, a simulator-specific class (`PacketBurst`) is used to aggregate MAC SDUs to achieve the simulator’s equivalent of a TB, without the corresponding implementation complexity. The multiplexing of different logical channels to and from the RLC layer is performed using a dedicated packet tag (`LteRadioBearerTag`), which produces a functionality which is partially equivalent to that of the MAC headers specified by 3GPP. The incorporation of real MAC headers has recently started, so it is expected that in the next releases such tag will be removed. At the moment, we introduced the concept of MAC header to include the Buffer Status Report as a MAC Control Element, as it is defined by the standard (with some differences, to adapt it to the ancient LTE scheduler interface).

Transport block size determination: Transport block size determination in NR is described in [TS38214], and it is used to determine the TB size of downlink and uplink shared channels, for a given MCS table, MCS index and resource allocation (in terms of OFDM symbols and RBs). The procedure included in the ‘NR’ module for TB size determination follows TS 38.214 Section 5.1.3.2 (DL) and 6.1.4.2 (UL) but without including quantizations and limits. That is, including Steps 1 and 2, but skipping Steps 3 and 4, of the NR standard procedure. This is done in this way to allow the simulator to operate in larger bandwidths than the ones permitted by the NR specification. In particular, the TB size is computed in the simulator as follows:

$$N_{info} = R \times Q \times n_s \times n_{rb} \times (12 - n_{refSC}),$$

where R is the ECR of the selected MCS, Q is the modulation order of the selected MCS, n_s is the number of allocated OFDM symbols, n_{rb} is the number of allocated RBs, and n_{refSC} is the number of reference subcarriers carrying DMRS per RB.

After this computation, we subtract the CRC attachment to the TB (24 bits), and if code block segmentation occurs, also the code block CRC attachments are subtracted, to get the final TB size.

2.5.8 UFA aka Notching

UL Frequency Avoidance (UFA) (known also as spectrum notching) is a technique that restricts the usage of certain Resource Block Groups (RBGs) for UL transmissions referred to as “notched” RBGs. For more details please see [\[notching1\]](#), [\[notching2\]](#).

We opted for a flexible solution that is independent of the size, location and continuity/discontinuity of the notched RBGs, as well as for the transmission direction, i.e. DL/UL. The UFA feature is implemented on top of the TDMA/OFDMA scheduler classes (`NrMacSchedulerTdma` and `NrMacSchedulerOfdma`).

In particular, the parent class `NrMacSchedulerNs3` can get as input a DL and/or an UL notched mask through the `SetDlNotchedRbgMask` and `SetUlNotchedRbgMask` methods. The masks will define the resources per gNB that can and cannot be assigned for its DL and/or UL transmissions. These masks are actually comprised by 1s (normal RBGs) and 0s (notched RBGs), while the index of the position of each bit inside the mask corresponds to each RBG index. Therefore, the size of the mask must change in accordance to the selected bandwidth (BW).

An example of the notched mask is: 1 1 1 1 1 0 1 1 1 1 1 0 0 0 1 1 1 1 0 1 1 1

Based on this mask, the scheduler before performing the assignment of RBGs to the active UEs, calculates the number of available RBGs to be distributed among the UEs (by RR, PF, etc). Then, during the scheduling process, it is responsible for not assigning the RBGs that conflict with the notched RBGs defined in the mask. The result of this process is a mask for each UE that contains the RBGs assigned to that UE. Since the scheduling processes for both DL and UL directions are included in the gNB functionality, this mask is communicated to the UE through the DL/UL DCI.

Let us notice that if no mask is defined or if a mask with all 1s is selected, the scheduler will take under consideration all the RBGs in the scheduling process.

UFA in 5G-LENA can be simulated with the [cttc-nr-notching.cc](#) example described in detail in [Examples](#) section, while the notching functionality is tested with the UNIT Test `notchingTest` described in [Validation](#) section.

2.5.9 MIMO extension

One of our main objectives behind this effort to support MIMO spatial multiplexing was to keep intact the current SISO functionality. Therefore, this extension does not affect the core functionality of the MAC layer, especially the working of the existing schedulers (e.g., RR, PF, and MR). However, for seamless scheduling of two transport blocks (one for each stream), we have extended important classes responsible for crucial functionalities, e.g., CQI management, DCI creation, HARQ feedback processing, etc. In the following, we explain the extensions involving these functionalities.

CQI management

In the NR module, the class `NrMacSchedulerCQIManagement` is the final destination for DL and UL CQI reports. One of the main responsibilities of this class is to compute the DL and UL MCS based on their respective CQIs. Since the MIMO support is introduced only for DL, the function `DIWBCQIReported` has been updated to read the new `DLcqiInfo` structure. Based on the CQI of each stream, it appropriately computes their MCS that is later used for deducing a TB size in `NrMacSchedulerUeInfo::UpdateDIMetric`.

DCI creation

The NR module supports dynamic scheduled-based access both for DL and UL. Therefore, a gNB is responsible for conveying scheduling information (i.e., DL or UL) using a DCI to its UEs. A C++ struct, `VarTtiAllocInfo`, is currently used to communicate all the scheduling-related information needed by a gNB and a UE to orchestrate their transmissions and receptions. Specifically, this struct holds two more structs 1) `DciInfoElementTdma`, which represents the DCI, and 2) `RlcPduInfo`, which carries the number of bytes assigned to each active logical channel. These structs can not hold the scheduling information for more than one stream or TB; therefore, we extended both. Specifically, in `DciInfoElementTdma`, we have modified the TB-related information, i.e., MCS, NDI, RV, and the TB size. Thanks to the physical layer modifications explained above, we can measure the CQI of the channel of each stream. Thus, the MCS and eventually the TB size computed using this MCS could differ between the streams if their CQI is distinct. Furthermore, it might happen that a UE would be able to decode only one TB; in that case, the NDI and RV information would not be the same for the two TBs in the subsequent retransmission(s). Therefore, in the new implementation, we use a C++ vector for holding TB-related information for each stream. It enables a scheduler to store the necessary information to simultaneously schedule the TB of multiple MIMO streams considering all the above aspects. Similarly, to maintain the `RlcPduInfo` per MIMO stream, we wrapped the existing vector of `RlcPduInfo` in another vector. Finally, as mentioned in the previous subsection, the indexes of these vectors are analogous to the stream indexes.

Now, whether the scheduler at the gNB should schedule two streams or one depends on the RI value reported by a UE in a DL CQI report. For example, it may happen that a UE that is already receiving two streams suddenly reports an RI = 1, due to bad channel conditions. In such a case, the new implementation is robust enough to choose a stream with better CQI between the two streams to schedule the upcoming transmission(s). However, there are situations where RI value is not considered. The first one is at the start of a simulation where the scheduler uses only one stream that belongs to the first subarray, even though UE(s) can support MIMO. This design choice is motivated by two facts. First, the current RRC model does not support `UeCapabilityReport` through which UE communicates its capability to support MIMO to a gNB, as in the standard. Second, in the NR module, CQI is computed using the data channel, i.e., a gNB must schedule the data for a UE to know the DL channel quality, hence, the channel's rank. Therefore, in a MIMO simulation to switch to two streams initially, the gNB should schedule one TB to receive a CQI report for this transmission. Then, based on the RI value reported in this report, the scheduler decides to use one or two streams for the subsequent transmission(s). The second situation in which the `RI` value is not considered is during the retransmission phase. Specifically, the scheduler keeps rescheduling the TB of each stream independent of each other until a UE can decode them or the maximum number of retransmissions (i.e., $RV = 3$) has been reached. In the following subsection we explain how the scheduler manages HARQ feedback for a MIMO transmission and reschedules the TBs, if needed.

HARQ feedback processing

The scheduler in the NR module is responsible for embedding a unique HARQ process id in every DCI it creates, and this functionality remains the same in the MIMO extension. Specifically, the simulator schedules multiple streams using a single DCI; thus, the same HARQ process id is used for all of them. It is worth mentioning that this implementation choice is aligned with the 3GPP standard. In particular, in the DCI format 1-1, which is a commonly used DCI for DL in NR, unlike TB-related information, the HARQ process id field is not repeated for each stream while using MIMO spatial multiplexing~cite{DAHLMAN20181}. Moreover, similar to a real network, a UE in our simulator reports HARQ feedback (i.e., ACK or NACK) for both the streams since it decodes them independently. To do that, we have modified the C++ struct `DIHarqInfo`, which is used to report the HARQ feedback in downlink following the Femto forum MAC API. Specifically, this modification replaces the simple C++ enumeration (that represents ACK or NACK) with a vector of such enumeration so that a UE can report the HARQ feedback for the TB of each stream to its serving gNB.

At the gNB side, a HARQ feedback (i.e., `DIHarqInfo` struct) from a UE is forwarded to the `NrMacSchedulerNs3` class for processing. In particular, we extended the `ProcessHarqFeedbacks` function of this class to read the HARQ feedback of each stream. Upon processing a HARQ feedback, if a UE has reported ACK for both streams' TB, the HARQ process id is released, i.e., it can be reassigned to a new DCI. However, it may happen that a UE is able to decode the TB of only one stream, i.e., it reports ACK for one stream and NACK for the other. In this case, while processing the feedback, the scheduler will not release the HARQ process id and reschedules the TB of the failed stream using the same HARQ process id. Moreover, the scheduler will prioritize retransmission of the TB of this single stream over scheduling new

data during such retransmission. It will keep scheduling only one stream (for which it received NACK) until the TB is successfully decoded or the maximum number of retransmissions is reached.

2.6 RLC layer

The simulator currently reuses the RLC layer available in LENA ns-3 LTE. For details see: <https://www.nsnam.org/docs/release/3.29/models/html/lte-design.html#rlc>

2.7 PDCP layer

The simulator currently reuses the PDCP layer available in LENA ns-3 LTE. For details see: <https://www.nsnam.org/docs/release/3.29/models/html/lte-design.html#pdcp>

2.8 SDAP layer

SDAP layer is not present yet in the 'NR' module.

2.9 RRC layer

The simulator currently reuses the RRC layer available in LENA ns-3 LTE. For details see: <https://www.nsnam.org/docs/models/html/lte-design.html#rrc>

2.10 NAS layer

The simulator currently reuses the NAS layer available in LENA ns-3 LTE. For details see: <https://www.nsnam.org/docs/models/html/lte-design.html#nas>

2.11 EPC model

The simulator currently reuses the core network (EPC) of LENA ns-3 LTE. For details see: <https://www.nsnam.org/docs/models/html/lte-design.html#epc-model>

2.12 S1, S5, S11 interfaces

The simulator currently reuses the S1, S5, and S11 interfaces of LENA ns-3 LTE. For details see: <https://www.nsnam.org/docs/models/html/lte-design.html#s1-s5-and-s11>

2.13 X2 interface

The simulator currently reuses the X2 interfaces of LENA ns-3 LTE. For details see: <https://www.nsnam.org/docs/models/html/lte-design.html#x2>

2.14 NR REM Helper

The purpose of the `NrRadioEnvironmentMapHelper` is to generate rem maps, where for each point on the map (rem point) a rem value is calculated (SNR/SINR/IPSD). The IPSD (Interference Power Spectral Density) corresponds to the aggregated received power of all signals at each rem point (treated as interference).

For the nr radio environment helper we have introduced the following terminologies:

- RTD(s) -> rem transmitting device(s)
- RRD -> rem receiving device

As general case, the rem point is configured according to the RRD passed to the `NrRadioEnvironmentMapHelper` (e.g. antenna configuration).

Two general types of maps can be generated according to whether the `BeamShape` or `CoverageArea` is selected. The first case considers the configuration of the beamforming vectors (for each RTD) as defined by the user in the scenario script for which the REM maps (SNR/SINR/IPSD) are generated. Examples are given in Figure *BeamShape map examples* (left: SNR, right: SINR) where the first two figures depict the SNR (left) and SINR (right) for the case of two gNBs with antenna array configuration 8x8 and Isotropic elements, while the two figures on the bottom correspond to 3GPP element configuration.

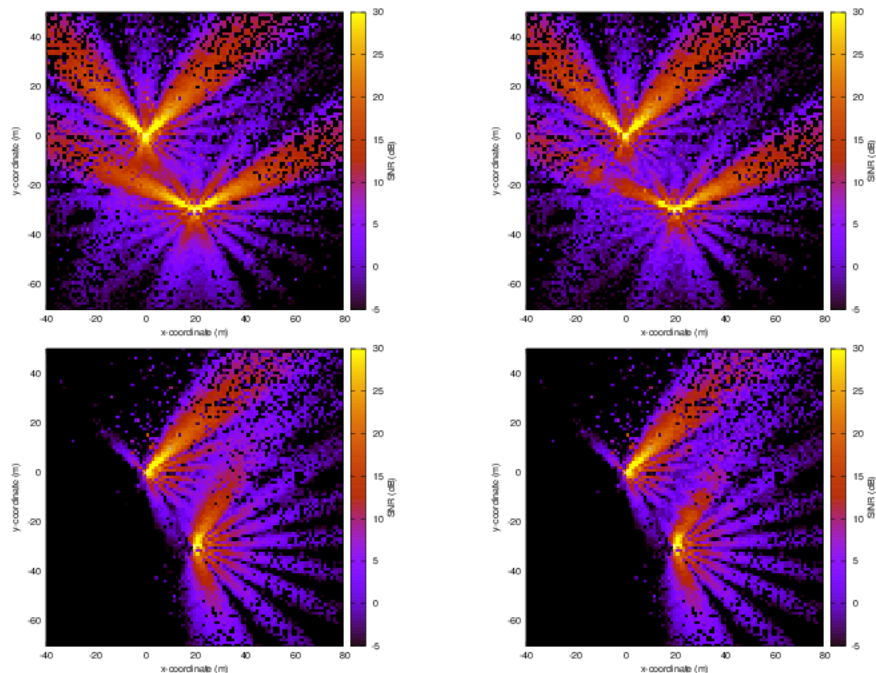


Fig. 8: BeamShape map examples (left: SNR, right: SINR)

In the second case, the beams are reconfigured during the map generation for each rem point in order to visualize the coverage area in terms of SNR, SINR and IPSD. Examples of the SNR (left) and SINR (right) CoverageArea maps for

two gNBs with Isotropic/3GPP (top/bottom) antenna elements are presented in Figure *CoverageArea map examples* (left: SNR, right: SINR).

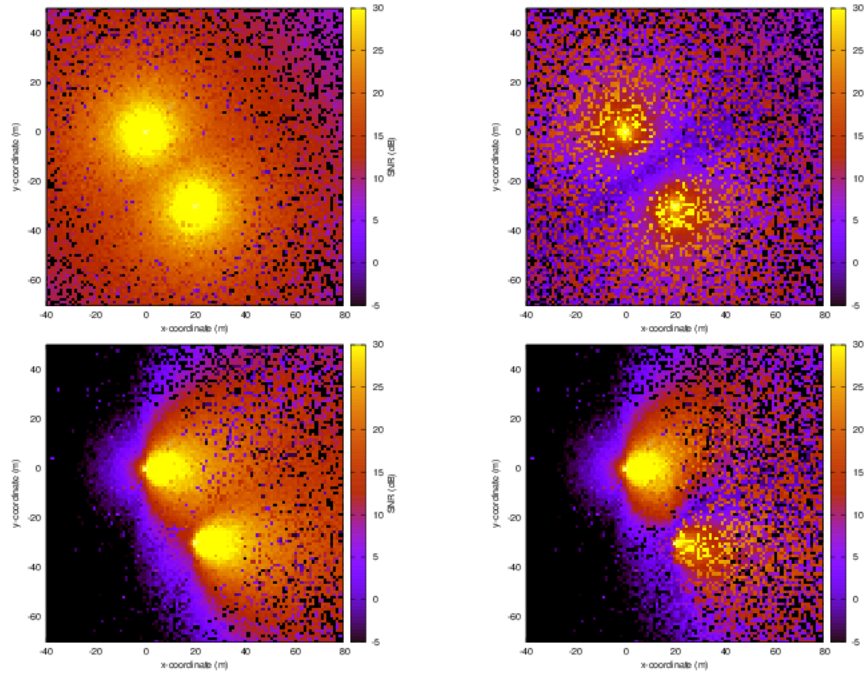


Fig. 9: CoverageArea map examples (left: SNR, right: SINR)

The `NrRadioEnvironmentMapHelper` allows also the visualization of the coverage holes when buildings are included in the deployment. An example is given in Figure *CoverageArea map examples with buildings* (left: SNR, right: SINR), where Isotropic antenna elements were configured to both gNBs of the example.

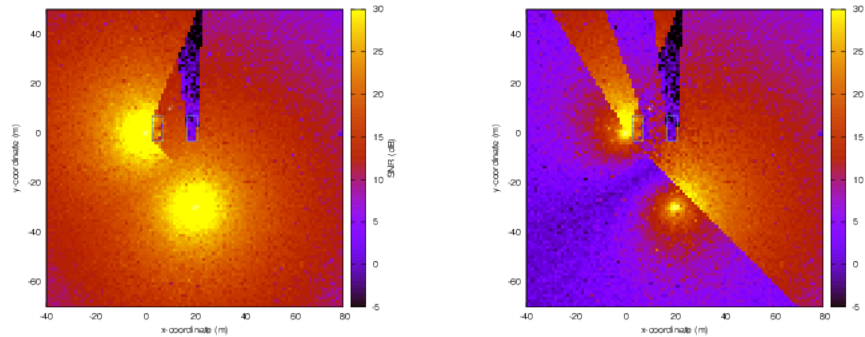


Fig. 10: CoverageArea map examples with buildings (left: SNR, right: SINR)

An example for a hexagonal deployment is given in Figure *Hexagonal Topology (BeamShape) map examples* (left: SNR, right: SINR). In this example the REM depicts a scenario for the frequency band of 2GHz, BW of 10 MHz, while the Inter-Site Distance (ISD) has been set to 1732m for the Urban case (top) and 7000m for the Rural case (bottom). The transmit power has been set to 43 dBm.

Finally, Figure *Heterogeneous Network map example* (left: SNR, right: SINR) presents an example of a Heterogeneous Network (HetNet) of 7 Macro sites and 3 randomly deployed Small Cells.

The `NrRadioEnvironmentMapHelper` gives the possibility to generate maps either for the DL or the UL direction. This can be done by passing to the rem helper the desired transmitting device(s) (RTD(s)) and receiving device (RRD), which for the DL case correspond to gNB(s) and UE, respectively, while for the UL case to UE(s) and gNB, respectively.

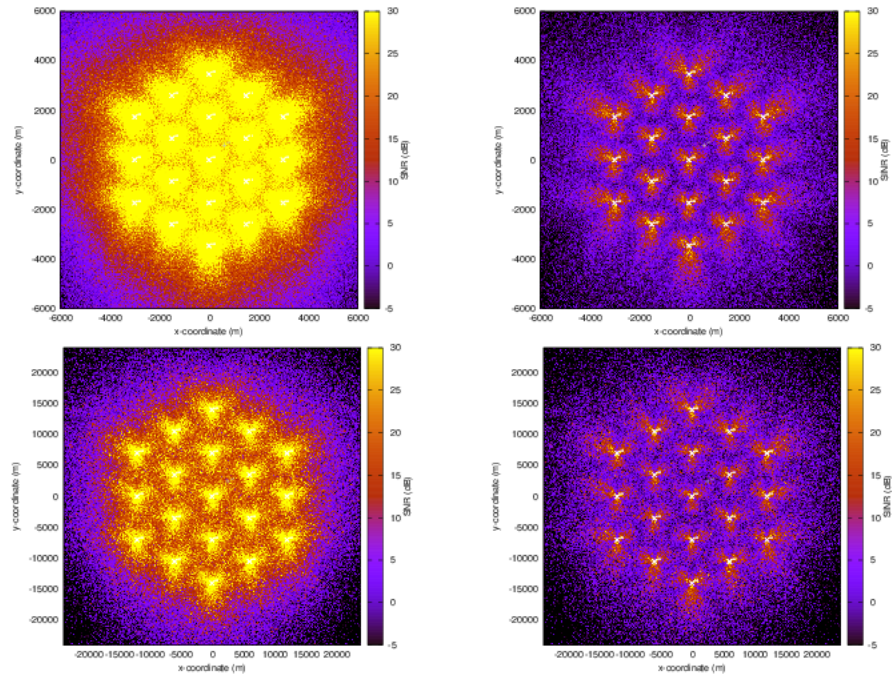


Fig. 11: Hexagonal Topology (BeamShape) map examples (left: SNR, right: SINR)

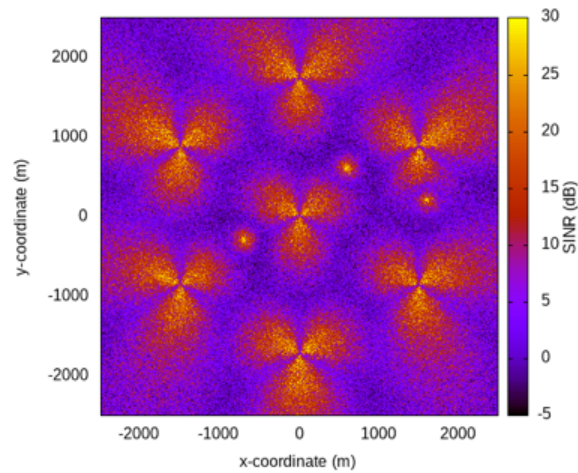


Fig. 12: Heterogeneous Network map example (left: SNR, right: SINR)

An example of an UL case is given in Figure *UL REM map example (IPSD)*, for the hexagonal topology presented in Figure *Hexagonal Topology (BeamShape) map examples (left: SNR, right: SINR)* above (Urban case), for 324 UEs with UE transmit power 23 dBm, antenna height 1.5m and 1x1 antenna array.

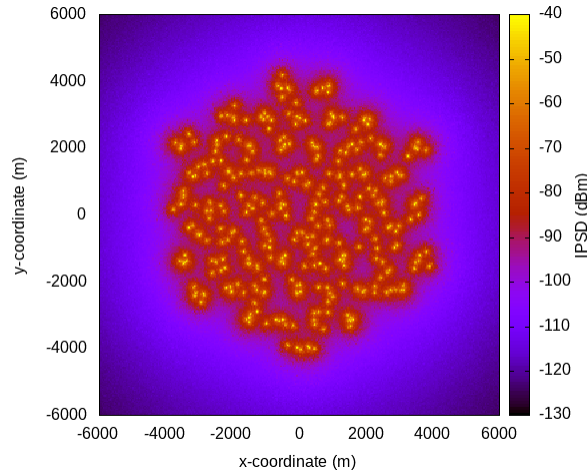


Fig. 13: UL REM map example (IPSD)

In addition, an UL map can be generated to visualize the coverage area of a tx device (UE), while there is the possibility to add interference from DL gNB device(s) to study a worst case mixed FDD-TDD scenario.

Let us notice that for the SNR/SINR/IPSD calculations at each REM Point the channel is re-created to avoid spatial and temporal dependencies among independent REM calculations. Moreover, the calculations are the average of N iterations (specified by the user) in order to consider the randomness of the channel.

2.15 NR-U extension

TBC

2.16 NR V2X extension

2.16.1 Overview

The extension to support NR V2X functionalities involved modifications at all layers of the protocol stack, from the NAS and down to the PHY layer. One of the most important changes towards the implementation of NR V2X communications, compared to the typical cellular communications available in 5G-LENA simulator, is the introduction of sidelink, i.e., direct vehicle-to-vehicle communications. For that, the bearer establishment and RRC layer have been fully updated according to NR V2X RRC specification in TS 38.331. Also, MAC and PHY layers have been redesigned to implement NR V2X Mode 2 procedures using sensing-based Semi Persistent Scheduling (SPS), as described in Section III-B of [cttc-nr-v2x], according to TS 38.321 for the MAC layer, and TS 38.211 and TS 38.212 for the PHY layer. In the simulator, we focus on NR V2X Mode 2 for out-of-coverage scenarios with broadcast communications and therefore, for the moment only blind retransmissions (i.e., without sidelink HARQ feedback) are considered. In Table *NR V2X models*, we detail the features and functionalities that are available in the developed NR V2X system-level simulator. The features listed for our simulator are those included in the first release, which allow the evaluation of a full NR V2X system with a subset of NR V2X features.

Table 6: NR V2X models

	NR V2X
Frame structure	<p>TDD NR-compliant frame structure with slots and OFDM symbols of numerology-dependent length [TS38300]:</p> <ul style="list-style-type: none"> • Frame: 10 ms, subframe: 1 ms. • Each subframe has 2^μ slots (associated to $15 \times 2^\mu$ kHz SCS). • Numerologies $\mu = 0, 1, 2, 3, 4$ are supported. • Each slot is composed of 14 OFDM symbols. <p>Support for multiple bandwidth parts [cttc-nr]:</p> <ul style="list-style-type: none"> • More than one BWP can be configured for sidelink • Each BWP can have pre-configured multiple sidelink resource pools, but only one pool can be active at time.
Duplex mode	<p>TDD</p> <ul style="list-style-type: none"> • The TDD pattern is flexible in length and composition, and can include downlink-only slots, uplink-only slots, or flexible slots (in which downlink and uplink transmissions can occur). An example of TDD pattern is [D F U U U].
Sidelink Resource pool	<ul style="list-style-type: none"> • Sidelink transmission is only allowed in uplink-only slots, and whether an uplink slot is available for sidelink or not is specified through the SL bitmap. An example of the SL bitmap is [1 1 1 1 1 0 0 0], where 1 indicates that a slot is available for sidelink and 0 that it is not. • Within the uplink slots available for sidelink, the symbols available for sidelink are RRC pre-configured and our default structure is as follows: PSCCH can occupy 1 or 2 starting symbols, and depending on the PSCCH allocation, 2nd to 13th or 3rd to 13th symbols are available for PSSCH, and the 14th symbol is left empty as a guard period. • In the frequency domain, RRC pre-configures the subchannel size (in number of RBs), and as per this configured size, divides the available bandwidth into a number of available subchannels.
Sidelink data/control channels	<ul style="list-style-type: none"> • PSSCH and PSCCH are multiplexed in time. • PSSCH and PSCCH are sent and received quasi-omnidirectionally at the UEs.

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Table 6 – continued from previous page

Error models	<ul style="list-style-type: none"> NR PHY abstraction for PSSCH and PSCCH channels [cttc-phy-abstraction] including support for MCS Table1 and Table2 [TS38214]. MCS LDPC coding and block segmentation [TS38212].
Modulation	OFDM
Channel Coding	LDPC
MCS	QPSK, 16-QAM, 64-QAM, 256-QAM
HARQ	NR PHY abstraction for HARQ includes support for HARQ-IR and HARQ-CC
Retransmissions	Blind retransmissions, including up to a pre-configured number with retransmission combining.
Resource allocation	Sensing-based and random resource selections are supported.
Link adaptation	Fixed MCS
Antenna models	3GPP-compliant [TR38802]: <ul style="list-style-type: none"> Antenna arrays: 1 uniform planar array per UE, $M \times N$ antenna elements, no polarization. Antenna elements: isotropical and directional radiation are supported.
Channel models	3GPP-compliant [TR37885], supporting Urban grid and Highway scenarios, in both sub 6 GHz and mmWave bands.

2.16.2 Architecture

2.16.3 UE architectures

Figure *NR Sidelink UE data plane architecture* and Figure *NR Sidelink UE control plane architecture* show the NR module UE model architecture in the data plane and the control plane, respectively. For NR V2X implementation, these architectures have not been changed; however, it is noticeable that we have created sidelink specific Service Access Point (SAP) provider and user interfaces. This choice is motivated by the fact that having separate sidelink SAPs makes it easier to extend the sidelink functionalities without changing the NR or LTE specific SAPs.

2.16.4 NAS

The establishment and management of sessions occur at the highest layer on the control plane, the NAS. The current functionalities of the NAS layer involve establishment of EPS bearers, multiplexing uplink data packets coming from the upper layers into the appropriate EPS bearer by using the TFT classifier. A TFT defines the rules for mapping IP packets to the right bearer based on IP addresses, ports, and type of service parameters.

For sidelink, the modifications are similar to the ones introduced in [nist-d2d]. Specifically, NAS now supports the activation of sidelink bearers, mapping of IP packets to the sidelink bearers based only on the IP destination address of the packets, and the transmission/reception of packets in NAS OFF state to support out-of-coverage scenarios.

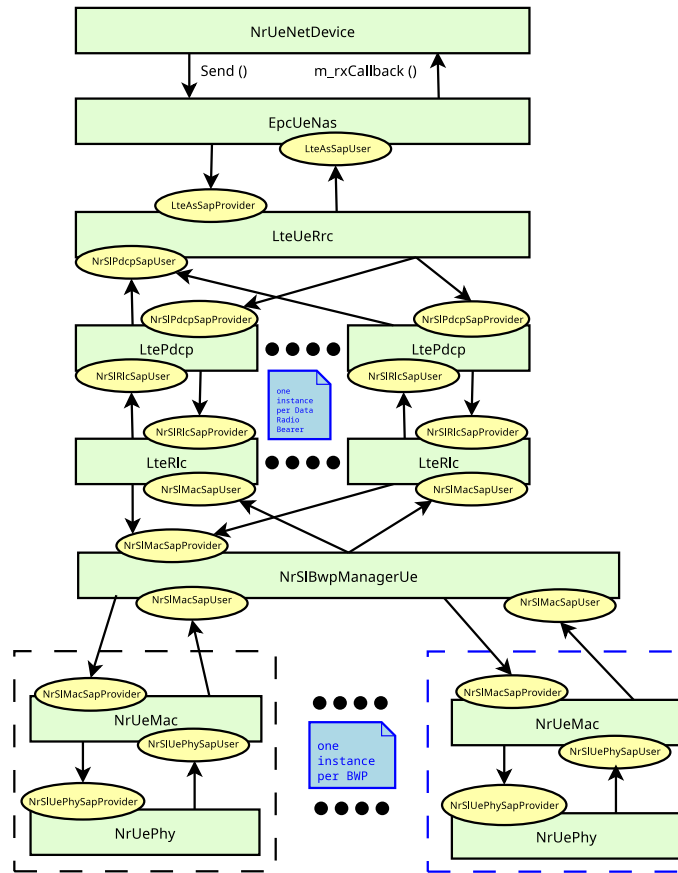


Fig. 14: NR Sidelink UE data plane architecture

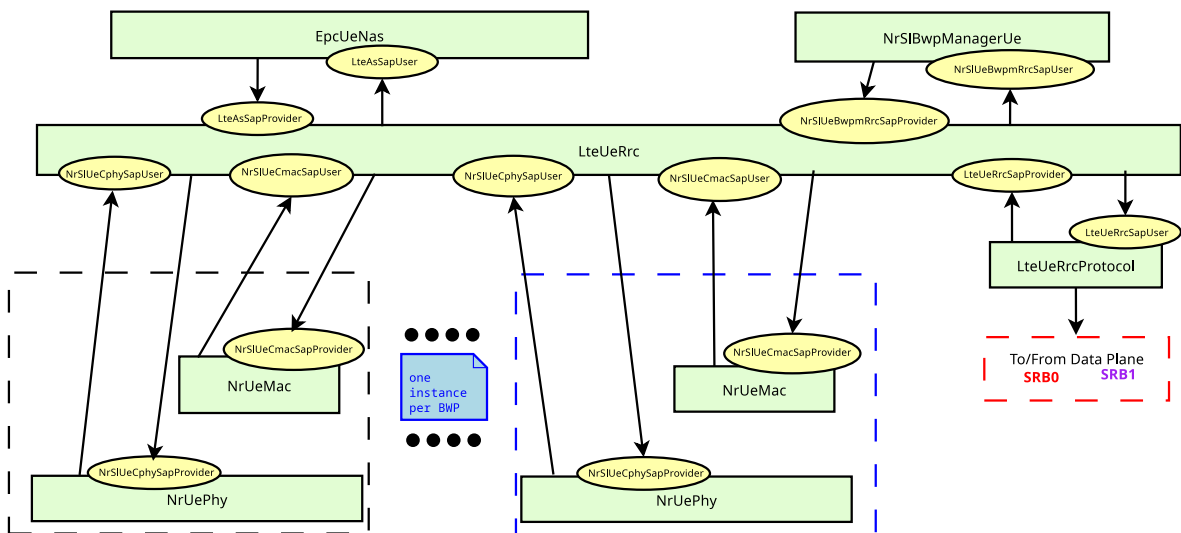


Fig. 15: NR Sidelink UE control plane architecture

2.16.5 RRC

The RRC is the control plane protocol in charge of setting important parameters for the session. The modifications in the RRC include the creation of the sidelink bearers upon receiving a notification from NAS, and the pre-configuration of UEs in an out-of-coverage scenario. As mentioned earlier, the model currently focuses on the broadcast communication, therefore, as per the standard, it supports the creation of uni-directional sidelink radio bearers [TS38322].

Regarding the UEs' pre-configuration, the model implements all RRC Information Element (IE) needed to configure a UE [TS38331]. This configuration is of key importance to perform sidelink communication when the gNB is absent. These IEs are mainly used for two purposes. The first is to configure the UE's PHY layer parameters, e.g., numerology, symbols per slot, bandwidth, and TDD pattern. The second is to provide the sidelink resource pool(s) information to MAC and PHY layers. It is also worth mentioning that the model allows the configuration of multiple BWPs for sidelink, where for each BWP, more than one resource pool can be configured through RRC. We note that, in spite of supporting multiple resource pools per BWP, only one pool can be active at one time [TS38321]. Moreover, differently from the standard, which uses separate pools for transmission and reception [TS38331], our model uses the same active pool for both.

Finally, for the sake of simplifying the implementation we have taken some assumptions for the configuration of a TDD pattern, sidelink bitmap and the resource reservation period in the simulator. In particular, one should always respect the following conditions while configuring these parameters.

1. The size of a sidelink bitmap should always be a multiple of the number of UL slots in a TDD pattern because if its size is not multiple of the number of UL slots, we can not construct the physical bitmap which could be applied repeatedly throughout a simulation.
2. The resultant physical bitmap size should always be the multiple of resource reservation period used in the simulation. This is adopted to guarantee that once a slot is selected for sidelink communications, it is available for sidelink after the resource reservation period in ms and the sensing-based resource selection mechanism of neighboring UEs can operate adequately, which receive the resource reservation period of other UEs in SCI stage 1.

2.16.6 PDCP

The changes introduced in PDCP layer are in line with LTE sidelink [nist-d2d]. In particular, when it comes to sidelink, it is no longer possible to uniquely identify a logical channel only based on its LCID. With sidelink communications, UEs independently assign the LCIDs to logical channels for each destination (i.e., Layer 2 group ID) to which they are transmitting. Thus, it is impossible for UEs to identify the packets if multiple transmitting UEs select the same LCID for the same group. To solve this, two more identifiers, i.e., source Layer-2 ID and destination Layer-2 ID, are included to identify the transmitting UE [TS38300].

2.16.7 RLC

The RLC layer in the simulator already supports the so called Unacknowledged (UM), which is the RLC mode used for sidelink broadcast communications. The only modifications made to the RLC layer are identical to the PDCP layer.

2.16.8 MAC

The UE's MAC layer has been extensively modified to transmit and receive sidelink transmissions. In the following, we explain these procedures in detail.

MAC transmitting procedure

In out-of-coverage scenarios, UEs are required to perform the autonomous resource selection following Mode 2, which could be based on sensing-based or random selection procedures, as [TS38321], respectively. The first significant modification introduced in this respect is the new MAC scheduler interface. This interface allows the implementation of sidelink UE-specific schedulers, which could assign resources following specific strategies, e.g., fixed MCS, adaptive MCS based on Channel Sensing Information (CSI), etc. The UE MAC layer is extended to provide all the information needed by a scheduler to perform resource selection. For example, the information related to all the LCs of destinations the UE is interested in transmitting to, the total number of available subchannels, $N_{\max_reserve}$, the maximum number of PSSCH transmissions, and most importantly, the RLC sidelink Buffer Status Reports (BSRs) of each LC that indicate how much sidelink traffic needs to be transmitted. The second important addition is the buffering of the sensing data reported by the UE's PHY layer. This buffer behaves like a sensing window at the time of a sensing-based resource selection. It contains the sensing information for the interval $[n - T_0, n - T_{\text{proc},0})$, where n is the slot at which the resource selection is triggered, and T_0 is configured by the RRC while $T_{\text{proc},0}$ is a MAC layer parameter. In what follows we will dive into the details of UE's MAC layer operation to perform sensing-based resource selection.

At slot n , when a resource selection is triggered for a destination, the MAC layer draws a random counter known as Sidelink Resource Reselection Counter (SLRRC) based on the user configured Resource Reservation Period (PRSPV) value, which is used to compute C_{resel} . Then, for an active pool configured by the RRC, it computes the candidate resources (i.e., available slots) for sidelink transmission based on the selection window parameters, T_1 , $T_{2,\min}$, and T_2 . Since the final resources must be selected based on sensing information, the MAC follows the standard procedure described in Section III-B1 of [cttc-nr-v2x], to filter out the resources from the total available ones, which could be occupied by the other transmitting UEs. Once the filtered candidate resources' list is ready, the MAC layer forwards it to the scheduler. Our model provides a sample scheduler, which as per the standard [TS38331], first randomly selects a number of slots, i.e., N_{selected} , for sidelink transmissions. The number of N_{selected} slots depends on the number of slots that are available in the filtered list and the maximum number of configured PSSCH transmissions. If K denotes the total number of available slots, and $N_{\text{PSSCH,maxTx}}$ is the maximum number of PSSCH configured transmissions, then:

$$N_{\text{selected}} = \begin{cases} N_{\text{PSSCH,maxTx}} & \text{if } K \geq N_{\text{PSSCH,maxTx}} \\ K, & \text{otherwise} \end{cases}$$

After randomly selecting the required number of slots, it then randomly selects the required number of contiguous subchannels computed using a fixed MCS strategy. Note that, adaptive MCS strategy makes sense in unicast and groupcast communications when the CSI from the receiving UE can be acquired through the PSSCH. As for this initial implementation, we have focused on broadcast communications, without PSFCH, the fixed MCS strategy is the adequate one. However, the implemented scheduler interface is general enough to accommodate more sophisticated schedulers. After selecting the N_{selected} number of slots, the scheduler computes the TB size using the fixed MCS by taking into account the BSR of a LC, and the 5 bytes overhead of 2nd-stage-SCI, which needs to be multiplexed with data. Finally, it prepares a sidelink allocation valid for the first resource reservation period deciding also aspects like which slots from the N_{selected} have to carry the 1st-stage-SCI, the New Data Indicator (NDI), and the Redundancy Version (RV) number of each slot. The UE MAC layer, upon receiving this allocation, creates the SPS grants based on the configured value of PRSPV and the already drawn counters, i.e., SLRRC and C_{resel} . After using these grants for a number of transmissions equal to the SLRRC, a resource reselection is triggered. That is, once SLRRC reaches zero, the UE either keeps the previous selection or selects new resources based on the pre-configured probability of resource keep. Finally, if C_{resel} reaches zero, the resource reselection is triggered, independently of this probability. As already discussed, our model also supports a random resource selection. The only difference between the two approaches is that the random resource selection procedure does not filter the slots from the available ones before giving the list to the scheduler, so that the sensing information is not used.

Before forwarding the sidelink packets to the PHY layer, a check is performed at the beginning of each slot to ensure the availability of a valid grant for that slot. If there is, the MAC layer prepares two packet bursts, one for the 1st-stage-SCI and the second for the 2nd-stage-SCI plus data, and assigns a HARQ process ID to the data packet. It also saves this data packet into a HARQ buffer if blind retransmissions are configured. We note that the model allows to configure multiple (no limit for research purposes) sidelink/HARQ processes to allow continuous flow of data. After this, both packet bursts are forwarded to the lower layer. Upon receiving these packet bursts, the PHY, places them in a queue to be transmitted on the configured PSCCH and PSSCH symbols.

MAC receiving procedure

The UE's MAC layer, upon receiving the PSSCH packet burst from the PHY, first retrieves the 2nd-stage-SCI to read the source Layer-2 ID and the destination Layer-2 ID of the received packet. As mentioned in section [PDCP](#), these identifiers are used to map the received packet to its logical channel. If a bearer for the received packet is already established, the data packet is forwarded to the upper layers. Otherwise, the MAC asks the RRC to establish the bearer for the reception. Once this is done, the packet is forwarded to the upper layers.

2.16.9 PHY

Similarly to the MAC layer, the PHY functionality can also be divided into transmitting and receiving procedures. In the following, we describe them in detail.

PHY transmitting procedure

The 5G-LENA simulator accurately models (as per the standard) the numerology-dependent slot and OFDM symbol granularity. The state-machine of the PHY layer is mainly determined by the definition of the concept of start slot event and variable TTI. When the start slot event is triggered, the processing follows a logical order that involves the MAC and then the scheduler, before returning the control to the PHY. For sidelink, once the control gets back to the PHY, the PHY checks if the MAC has provided an allocation for the current slot. This allocation further consists of variable TTI allocations. The variable TTI means that the number of allocated symbols to physical sidelink channels (i.e., PSCCH and PSSCH) is variable, based on the sidelink configuration. Upon finding the allocation for the slot, the PHY layer transmits PSCCH and PSSCH PDU on their respective symbols whose duration depend on the configured numerology and CP.

PHY receiving procedure

To receive the sidelink transmissions, one of the key enhancements of the PHY is the introduction of the ability to handle collisions/interference, also introduced in [\[nist-d2d\]](#). The interference model available in the 5G-LENA simulator was designed for a typical cellular communication. Its design assumes that a UE is interested in transmitting or receiving only from its serving gNB, and assumes no interference from the UEs served by the same gNB. Transmissions from other gNBs/UEs are simply considered as interference. In case of sidelink, especially in broadcast or groupcast, a UE is interested in transmitting to or receiving from multiple surrounding UEs. In this context, UEs in out-of-coverage scenarios or UE-selected mode can select the same (or overlapping) resources because the allocation is uncoordinated. Therefore, to determine which packet will be successfully decoded, the new implementation keeps track of the SINR values for each sidelink transmission.

As described earlier, currently our model supports the transmission and reception of timely multiplexed PSCCH and PSSCH. Thus, the PHY first receives signal(s) (i.e., 1st-stage-SCI) transmitted over PSCCH. This signal is used for two purposes: 1) to measure the RSRP required for the sensing-based resource selection, 2) to retrieve the information about the possible PSSCH transmission and retransmissions. The RSRP is computed using the 3 Resource Elements (REs) per RBs, carrying the 1st-stage-SCI, since the simulator does not explicitly include PSCCH DMRS. Moreover, for the sensing-based resource selection, the PHY measures the RSRP of each correctly decoded 1st-stage-SCI, from all the surrounding UEs. On the other hand, after computing the RSRP, if it is from the transmitter of interest, it reads the information encoded in the 1st-stage-SCI to receive the PSSCH transmission and its possible retransmissions.

Concerning the error model used for the reception of PSCCH and PSSCH transmission, we use the existing data plane error model in 5G-LENA [\[cttc-phy-abstraction\]](#), since the MCS defined for PSSCH are the same as the ones defined for PDSCH/PUSCH. Also, we adopt such an error model for the PSCCH, using MCS0.

2.16.10 Channel Models

TR 37.885 [TR37885] defines the system-level evaluation methodology for 5G V2X use cases, including the description and modeling of scenarios, deployment, mobility, antenna, traffic, and channel models. For channel modeling, TR 37.885 extends the geometry-based stochastic channel modeling framework introduced in TR 38.901 [TR38901] for typical cellular communications, by adding the possibility to model wireless channel in vehicular environments and sidelink communications in which both the transmitter and the receiver are in motion.

Two key scenarios are used for NR V2X evaluation:

1. Urban grid, which targets urban environments with a grid of buildings and roads with four lanes (two in each direction) between the buildings, and
2. Highway, which targets highway environments with a highway composed of a total of six lanes, considering three lanes in each opposite direction.

For each scenario, TR 37.885 specifies new channel condition models, propagation models, and fast fading parameters capturing the characteristics of each environment.

The developed ns-3 NR V2X module includes the channel and antenna models for both V2X Urban grid and Highway scenarios, as defined in the standard [v2x-channel-ns-3].

2.16.11 NR V2X KPI management framework

For the sake of computing KPIs for the NR V2X simulations, we have developed a KPI Management framework, which is comprised on several APIs that can be categorized as follows:

1. The APIs responsible of listening to the specific ns-3 traces and store the information in a SQLITE database in the form of tables.
2. The APIs responsible to read the SQLITE tables written by the category-1 APIs, and compute V2X specific KPIs. These KPIs are then stored in the same database by creating new tables specific to each KPI.

The table *NR V2X KPI management framework APIs* lists all these APIs and their functionalities.

Table 7: NR V2X KPI management framework APIs

Class Name	Category	Functionalities
UeMacPscchTxOutputStats	1	Listens and stores the SLPscchScheduling trace of NrUeMac into a database.
UeMacPsschTxOutputStats	1	Listens and stores the SLPsschScheduling trace of NrUeMac into a database.
UePhyPscchRxOutputStats	1	Listens and stores the RxPscchTraceUe trace of NrSpectrumPhy into a database.
UePhyPsschRxOutputStats	1	Listens and stores the RxPsschTraceUe trace of NrSpectrumPhy into a database.
UeRlcRxOutputStats	1	Listens and stores the RxRlcPduWithTxRnti trace of NrUeMac into a database.
UeToUePktTxRxOutputStats	1	Listen and store the application level traces of type TxWithSeqTsSize and RxWithSeqTsSize into a database.

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Table 7 – continued from previous page

V2xKpi	2	<p>This class reads the specific tables of a given DB written by category 1 APIs to compute the following V2X KPIs:</p> <ul style="list-style-type: none"> • Average Packet Inter-Reception (PIR) (range-based and not range based) • Average Average Packet Reception Ratio (PRR) (range-based and not range based) • Throughput • Simultaneous PSSCH Transmissions • PSSCH TB RX stats
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2.17 NR ProSe extension

This section describes the 5G New Radio (NR) Proximity Services (ProSe) ns-3 model, which is an extension of the 5G NR V2X ns-3 model described in [cttc-nr-v2x] and documented in previous sections.

2.17.1 Overview

5G NR Proximity Services (ProSe) is the term used by 3GPP to define a set of services that use direct transmissions between UEs in close proximity on a 5G NR system.

At the time of writing, three main ProSe functionalities were defined to enable those services in 3GPP Release 17 [TS23304-v17]:

- 5G NR ProSe Direct Discovery, including direct, group member, and relay UE discovery,
- 5G NR ProSe Direct Communication, including unicast, broadcast, and groupcast communication, and
- 5G NR ProSe UE-to-Network (U2N) relay, including Layer 2 and Layer 3 architectures.

Those functionalities use the NR sidelink (SL) to communicate. The NR SL was defined in 3GPP Release 16 and comprises a set of physical channels and protocol stack that allow UEs of a 5G NR system to communicate directly between them without routing the data through the network infrastructure. The first services defined to use the NR SL were the NR Vehicle-to-everything (V2X) services in Release 16, particularly the V2X communication over PC5 functionality.

As described in previous sections, a Release 16 NR V2X ns-3 model was developed, which includes a comprehensive NR SL implementation together with the necessary procedures for out-of-coverage scenarios with broadcast V2X communications [cttc-nr-v2x].

We extended the NR V2X ns-3 model to support Release 17 NR ProSe functionalities over their NR SL implementation. Please refer to NR V2X sections for details on the NR SL features implemented in their model.

Following NR V2X implementation design, our extensions expands over two ns-3 modules:

- lte: includes the extensions made on layers above the MAC layer, including the new ProSe layer and the different entities to support its operation.
- nr: includes extensions made on the MAC layer and below, a new helper to support ProSe configuration, and a set of example scenarios of the different implemented functionalities.

2.17.2 Scope and Limitations

Currently we support the following NR ProSe functionalities:

- Direct and U2N relay ProSe discovery and the following components:
 - SL PC5 discovery only, which means that discovery procedures over the PC3a reference point (with the ProSe function in the core network) are not implemented and that UEs are assumed to be authorized to perform PC5 discovery and are provided with any needed parameters (e.g., ProSe Application Code, Relay Service Code, filters, etc.) to use during the PC5 discovery process (in the scenario).
 - Both discovery models:
 - * Model A: a broadcast of discovery messages.
 - * Model B: a set of discovery messages based on a request/response exchange.
 - Direct peer discovery between two UEs, configurable in the scenario through shared ProSe Application Code, destination Layer 2 ID (L2 ID), and which discovery model to consider.
 - UE-to-Network relay discovery between a relay and a remote using either discovery model.
 - Group member discovery which is not fully implemented but can be mimicked if one Destination L2 ID is considered for a group of UEs.
 - Dedicated discovery bearers with neither pre-established priority nor Quality of Service (QoS) support.
 - Relay reselection algorithms that include Max RSRP, Random, and First Available.
- Unicast mode ProSe direct communication, including the following scope and limitations:
 - Direct link establishment between a pair of UEs, which is configured from the scenario.
 - Basic SL bearer setup to have traffic flowing between the two UEs upon connection, using NR V2X framework, i.e., all user traffic has the same priority and no QoS management is supported on the SL at the moment.
 - Direct link maintenance and modification procedures are not implemented, i.e., the direct link logical entities in the UEs are setup upon connection and do not change depending on scenario evolution, e.g., if the UEs are not in proximity anymore.
 - Only one direct link per pair of UEs is supported, but a UE can have multiple direct links with different UEs in the scenario.
- Layer 3 (L3) U2N relay architecture, including the following scope and limitations:
 - L3 U2N relay connection establishment between a pair of UEs, which is configured statically from the scenario.
 - Unicast mode ProSe direct communication implementation as described above is used for the connection between remote and relay UEs.
 - Bearer reconfiguration for traffic redirection upon relay connection supports only the reconfiguration of one network radio bearer for a remote UE, which should be configured in the scenario. The traffic redirection is done only by remote address at the moment.
 - Relay UEs support only one network radio bearer for relaying, i.e., the traffic from all the remote UEs connected to a relay UE goes through the same bearer, which is configured in the scenario.
 - Relay UEs support both in-network communication (UL and DL) with a gNB, and out-of-network SL communication with the remote UEs. Both types of communication are currently supported simultaneously within the same UE only if they use different bandwidth parts of the spectrum.

2.17.3 Architecture

2.17.4 UE architectures

The NR V2X UE control plane architecture was extended with a new SL service layer on top of the protocol stack, which is connected to the NAS and RRC layers. This SL service layer (class `NrSIUeService`) and its Service Access Points (SAPs) (classes `NrSIUeSvcNasSapUser`, `NrSIUeSvcNasSapProvider`, `NrSIUeSvcRrcSapUser`, and `NrSIUeSvcRrcSapProvider`) are meant to be implemented by the services using the NR SL. The `NrUeNetDevice` class now holds an `NrSIUeService` pointer which should be set upon initial configuration. In the case of the ProSe services, this is done in the `NrSIProSeHelper` used by the user to configure the ProSe functionalities in the scenario. Figure *NR ProSe - UE architecture - Control Plane* shows the resulting UE control plane architecture when the service layer is the ProSe layer, implemented by the class `NrSIUeProse` colored in purple, and the corresponding new SAPs colored in pink. Figure *NR ProSe - UE architecture - Control Plane* also shows the SL Signaling Radio Bearers (SL-SRBs) implemented to support the ProSe services. The UE data plane architecture remains the same as the NR V2X model and can be seen in

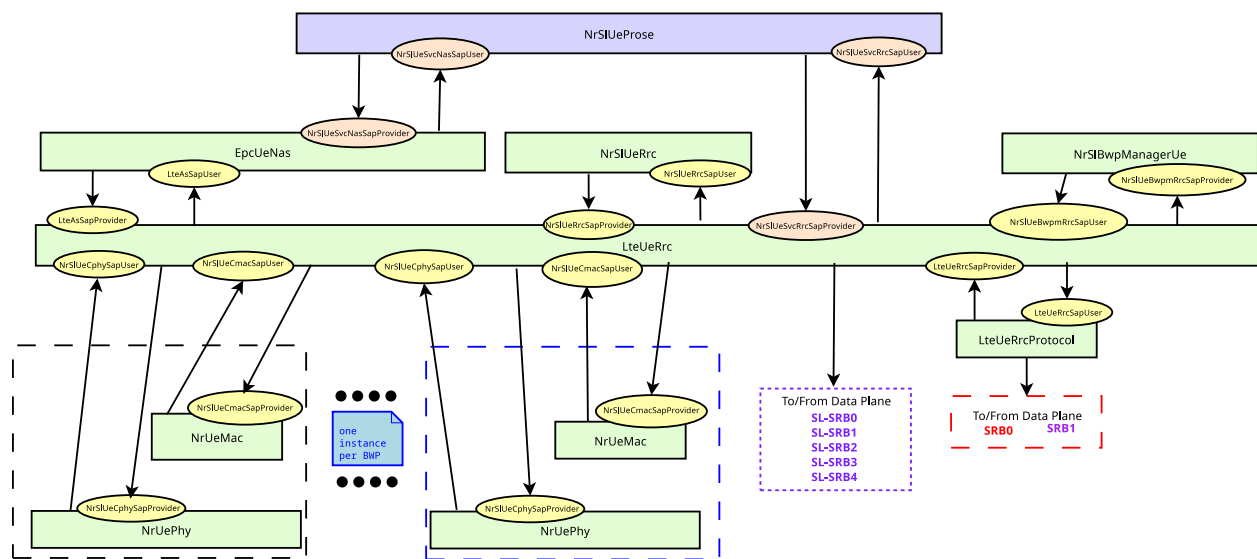


Fig. 16: NR ProSe - UE architecture - Control Plane

2.17.5 NR UE PROSE

The ProSe layer is implemented in class `NrSIUeProse`, which holds the attributes, entities, and procedures of the ProSe functionalities the model supports. In the following sections we describe each functionality and the parts that are supported in the model.

5G ProSe Discovery

The 5G ProSe discovery is a function employed by a 5G ProSe-enabled UE to discover other 5G ProSe-enabled UEs in its vicinity using direct NR radio transmissions between the two UEs [TS23304-v17]. 5G ProSe Direct Discovery can be a standalone service or can be used for subsequent actions, e.g., to detect if a given UE is nearby and initiate 5G ProSe Direct Communication.

The two discovery models defined in the 3GPP standards are illustrated in Figure *NR ProSe - Discovery - Model A* and Figure *NR ProSe - Discovery - Model B* and are described in the following. Both models are supported in our implementation.

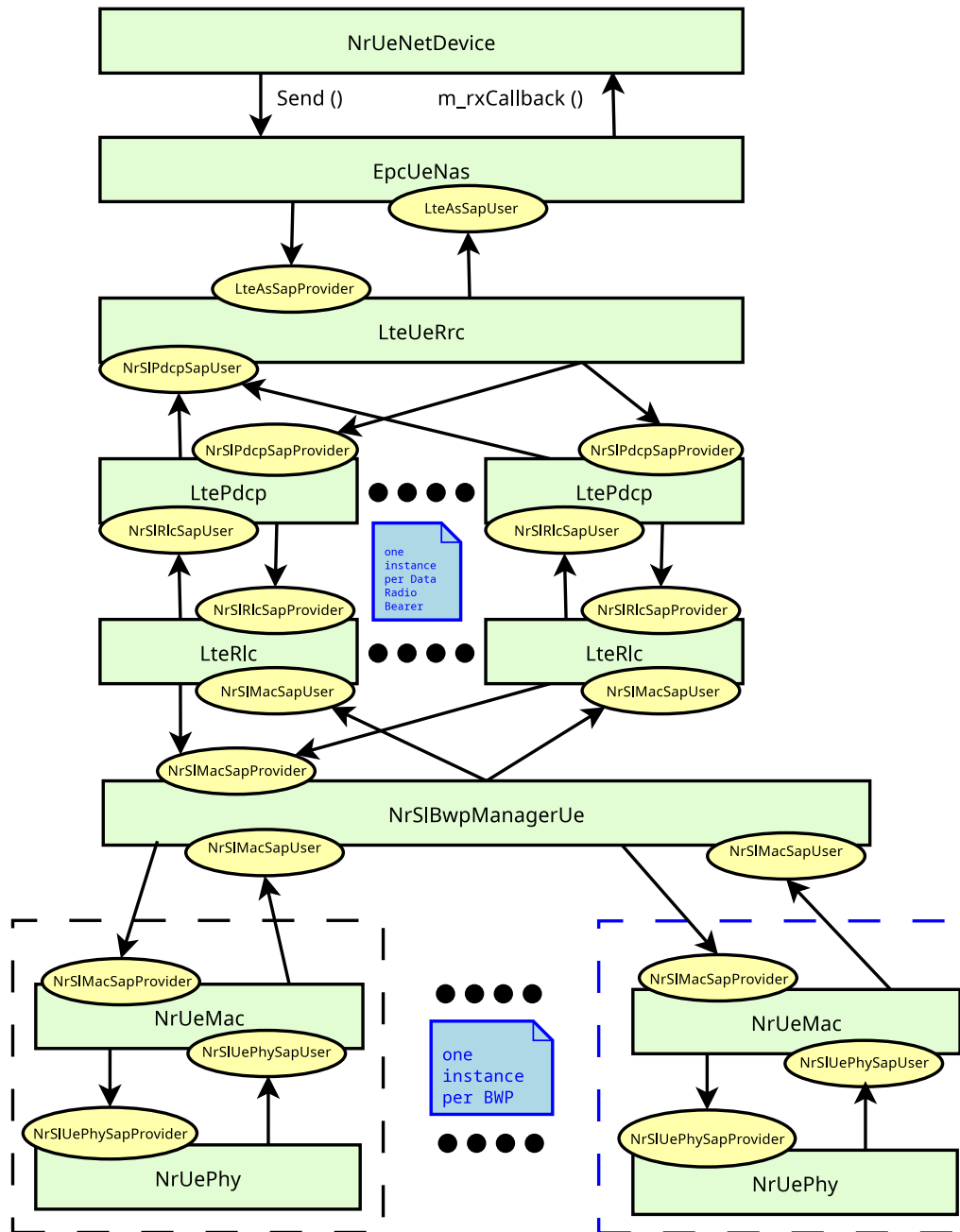


Fig. 17: NR ProSe - UE architecture - Data plane

- Model A: It uses a single discovery protocol message (Announcement). The UE sending the ProSe PC5 DISCOVERY message is called the “announcing UE” and the “monitoring UE” is the UE that triggers the lower layer to start monitoring for ProSe PC5 DISCOVERY message.
- Model B: It uses two discovery protocol messages (Solicitation and Response). The UE sending the first PROSE PC5 DISCOVERY message is called the “Discoverer UE” and the other UE is called the “Discoveree UE”.

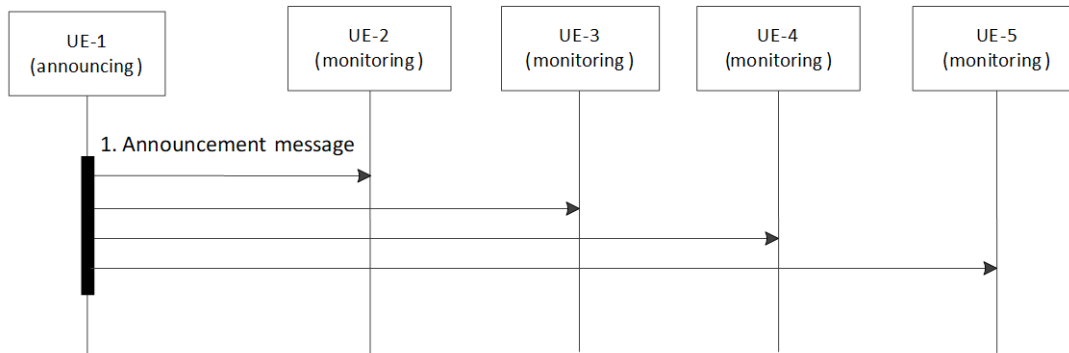


Fig. 18: NR ProSe - Discovery - Model A

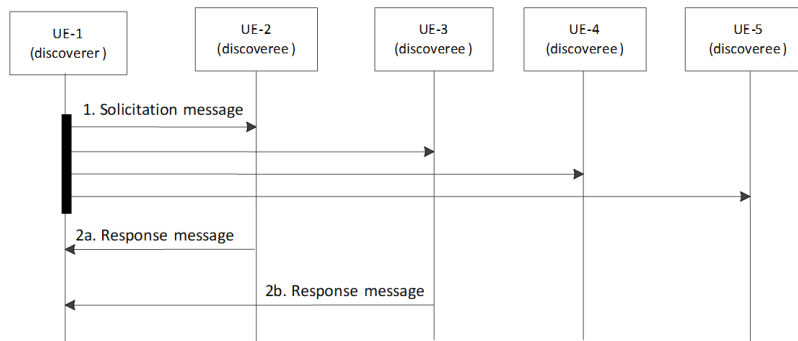


Fig. 19: NR ProSe - Discovery - Model B

The 5G ProSe discovery is supported over the network using the PC3a reference point with the ProSe function in the core network, and locally using the SL over the PC5 reference point. The model supports SL/PC5 discovery only.

PC5 discovery supports the initiation and completion of the following PC5 procedures for both models A and B [TS24554-v17]:

- Direct discovery: to enable a ProSe-enabled UE to detect and identify another ProSe-enabled UE over PC5 interface.
- Group member discovery: to enable a ProSe-enabled UE to detect and identify another ProSe-enabled UE that belongs to the same application layer group (e.g., sharing the same application layer group ID) over PC5 interface.
- UE-to-network relay discovery: to enable a ProSe-enabled UE to detect and identify another ProSe-enabled UE over PC5 interface for UE-to-network relay communication between a UE and the network.

The model currently supports direct and U2N relay discovery. Group member discovery is not fully supported but can be simulated using one Destination L2 ID for a group of UEs.

The Sidelink Signaling Radio Bearer (SL-SRB) named SL-SRB4 is used to transmit and receive the NR sidelink discovery messages. Its parameters are fixed and defined as SCCH configuration in [TS38331-v17].

In the `NrSIUeProse` class, a UE is able to add and/or remove NR discovery applications and their associated ProSe Application code or Relay Service Code, destination L2 ID, and role (announcing, monitoring, discoveree, discoverer, relay, remote) to and/or from a discovery map storing this information.

On the transmission side, direct discovery and relay discovery messages are created and sent. Besides, the UE tells the RRC to inform the MAC to monitor its own L2 ID along with other UEs' L2 IDs. On the reception side, when a discovery message is received, the UE processes it to check if it is interested in this specific ProSe Application code/Relay Service Code or not (based on the pre-established discovery map) and whether a response is needed or not (depending on the discovery model considered). Each time a discovery message is sent or received, a corresponding trace is called in order to record the current timestamp, sender and receiver L2 IDs, discovery type, discovery model, and message content.

Unlike LTE, there is no periodicity associated with the transmission of discovery messages. In order to create such recurrence, a discovery interval was added and defined in seconds in this class. The default value is set to 1 second, but it can be modified in the scenario. For example, a discovery interval set to 4 seconds means that a discovery message is sent every 4 seconds since the starting of the discovery process until the termination of the discovery or the end of the simulation, independently of whether the previous messages are received or not.

5G ProSe direct communication

5G NR ProSe direct communication defines one-to-one and one-to-many direct traffic exchange between nearby UEs using the NR SL. This functionality is supported when the UE is in-network (i.e., connected to a gNB) as well as when it is out-of-network. Radio resources for ProSe direct communication can be scheduled by the network (in-network case only), referred to as Mode 1, or by the UE itself using pre-configured parameters (both, in-network and out-of-network cases), referred to as Mode 2. Currently, the model only supports Mode 2. The following data unit types are supported in the standard: IPv4, IPv6, Ethernet, Unstructured, and Address Resolution Protocol. The model currently only supports IPv4.

ProSe direct communication supports the three types of transmission modes over the NR SL: broadcast, groupcast, and unicast. The main characteristics of each mode, described in [TS38300-v17], can be seen in Table *NR SL transmission modes*.

Table 8: NR SL transmission modes

Functionality	Unicast	Groupcast	Broadcast
Transmission and reception of user traffic over the Sidelink	Between two peer UEs	Between UEs belonging to a group	Between UEs
Transmission and reception of control information over the Sidelink	Between two peer UEs (PC5-S, PC5-RRC)		
Support of sidelink HARQ feedback	Yes	Yes	
Support of sidelink transmit power control	Yes		
Support of RLC AM	Yes		
Support of one PC5-RRC connection	Between two peer UEs		
Detection of radio link failure for PC5-RRC connection	Yes		

The NR V2X model supported the broadcast mode and we added initial support for the unicast mode, covering the transmission and reception of user traffic and control information over the SL between peer UEs. In the following we describe the corresponding implementation.

Unicast mode 5G ProSe direct communication:

To perform unicast communication, a pair of UEs need to establish a connection. This connection is called a PC5 unicast link, a Layer-2 link [TS23304-v17] or a 5G ProSe direct link [TS24554-v17] in the different standard documents that address its definition and procedures. We will use *direct link* in this document. A direct link can be UE-oriented, where the

UE establishes a connection with another known UE, or service-oriented, where multiple UEs may provide the required service, resulting in several direct links established with the initiating UE. Currently, the model only supports UE-oriented direct links. The standard supports that a pair of UEs can establish multiple simultaneous direct links with each other to satisfy their application(s) requirements. The model currently supports only one direct link per pair of UEs, but a UE can have multiple direct links, each one with a different UE.

The NrSIUeProse class provides a function to add a direct link connection in the UE where it is installed, which creates the corresponding instance of the direct link and keeps track of its status and the context it belongs to (unicast only connection, or connection for U2N relay). Each UE in the direct link should have a direct link instance.

In the model, a direct link is implemented by the class NrSIUeProseDirectLink which interacts with the NrSIUeProse class using the NrSIUeProseDirLnkSapUser and NrSIUeProseDirLnkSapProvider SAPs, as shown in Figure *NR ProSe - UE Architecture - Control Plane - Direct Link*

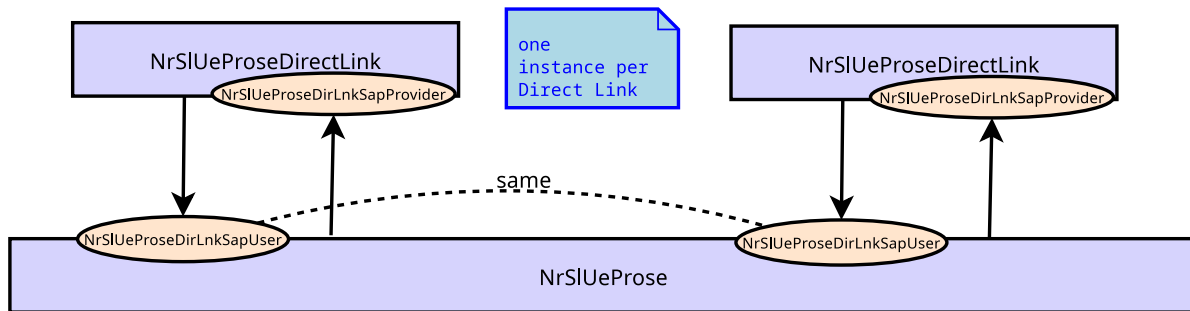


Fig. 20: NR ProSe - UE Architecture - Control Plane - Direct Link

The NrSIUeProseDirectLink instance keeps track of the information of the UEs in the direct link as well as other parameters used by the ProSe direct link procedures. The logic of the supported ProSe direct link procedures is implemented on the NrSIUeProseDirectLink as well, which includes transmission and reception of PC5 Signaling (PC5-S) messages.

The NrSIUeProse instance uses the NrSIUeProseDirLnkSapProvider of the corresponding NrSIUeProseDirectLink instance to deliver received PC5-S messages, and the NrSIUeProseDirectLink instance process them depending on the ongoing procedure(s). The NrSIUeProseDirectLink instance uses the corresponding NrSIUeProseDirLnkSapUser to instruct the NrSIUeProse instance to send PC5-S messages to a given destination and also to notify of any direct link state changes. We extended the lower layers to support SL-SRBs as we describe in the following sections, and the NrSIUeProse class is in charge of instructing the creation and configuration of the appropriate SL-SRB and the transmission of the PC5-S messages on them upon reception from an NrSIUeProseDirectLink instance.

The 3GPP standard defines procedures to establish, modify, maintain, and release a direct link between two UEs ([TS24554-v17], Section 7.2). We prioritized the system level performance evaluation of an established link, and currently the only implemented procedure is the ProSe direct link establishment procedure. This also means that once a direct link is established it remains so until the end of the simulation.

The UE-oriented direct link establishment procedure can be seen in Figure *NR ProSe - UE-oriented direct link establishment procedure*. The initiating UE sends a PROSE DIRECT LINK ESTABLISHMENT REQUEST (PDL-Es-Rq) message to the target UE and starts the retransmission timer T5080. The target UE receives the PDL-Es-Rq message and if a direct link can be established, it sends a PROSE DIRECT LINK ESTABLISHMENT ACCEPT (PDL-Es-Ac) message back to the initiating UE. Otherwise, it sends a PROSE DIRECT LINK ESTABLISHMENT REJECT (PDL-Es-Rj) message. Upon reception of the PDL-Es-Ac, the Initiating UE stops T5080 timer and the link is considered established. Upon expiration of the T5080 timer the initiating UE retransmits the PDL-Es-Rq message. These messages are PC5-S messages which are defined on [TS24554-v17] and transmitted over SL signaling radio bearers (SL-SRBs) as listed in Table *Configuration of SL bearers used for ProSe direct communication..* The establishment messages structure are implemented as headers in the model by the classes ProseDirectLinkEstablishmentRequest, ProseDirectLinkEstablishmentAccept, and ProseDirectLinkEstablishmentReject. A trace source was defined in the NrSIUeProse class that is fired upon transmission and reception of PC5-S messages and exports information about the source, destination, and the message packet itself. The standard defines security procedures to be executed during the establishment procedure,

which involve the exchange of PC5-S security messages. These security procedures are not implemented in the model, and are assumed to be successful during the establishment procedure.

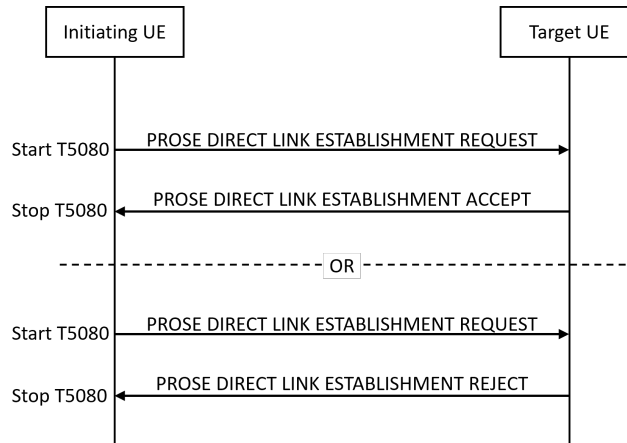


Fig. 21: NR ProSe - UE-oriented direct link establishment procedure

Table 9: Configuration of SL bearers used for ProSe direct communication.

Chan- nel	LCG	LC	Prior- ity	Sidelink bearer	Purpose	Establishment PC5-S mes- sage
SCCH	0	0	1	SL-SRB0	Unprotected PC5-S mes- sages	PDL-Es-Rq
		1		SL-SRB1	Security PC5-S messages	
		2		SL-SRB1	Protected PC5-S messages	
		3		SL-SRB1	PC5-RRC messages	
STCH		5- N		SL-SRB0	Traffic	

When a direct link is added on the `NrSiUeProse` class, the corresponding method has a flag to indicate if the UE is an initiating UE. When this flag is set to true, the UE will assume the role of initiating UE and start the direct link establishment procedure after the configuration of the `NrSiUeProseDirectLink` instance. If the flag is set to false, the `NrSiUeProseDirectLink` instance will be created, but the UE assumes the role of target UE and will only react to the reception of the PDL-Es-Rq message from the initiating UE.

Once the procedure ends successfully and the direct link state change to “ESTABLISHED” in the UE, the `NrSiUeProse` instructs the lower layers to activate the corresponding SL Data Radio Bearer (SL-DRB) and Traffic Flow Templates (TFTs) to exchange user traffic with the peer UE in the direct link. The standard defines procedures to setup IP addressing and configuration within the direct link. Currently, the model uses a simplified IPv4 configuration for the UEs in the direct link in which the IPv4 addresses of the UEs are exchanged in the PC5-S messages of the establishment procedure using the `Ipv4AddrTag` class.

5G ProSe UE-to-network relay

The 5G ProSe UE-to-network (U2N) relay functionality enables an in-network UE (U2N relay UE) to extend the network connectivity to another nearby UE (remote UE) by using ProSe direct communication over the NR SL. Two U2N relay architectures are defined in the 3GPP standard [TS23304-v17]. The first is the Layer 3 (L3) architecture in which the relay of data packets in the SL is performed at the network layer, and remote UEs connected to an L3 U2N relay are transparent to the network. The second is the Layer 2 (L2) architecture in which the relaying in the SL occurs within the L2, in a newly defined adaptation sublayer over the RLC sublayer. A remote UE connected to an L2 U2N relay is seen by the network as a regular UE (i.e., as if it was directly connected to the network), which gives the network control of the connection and services. In the model, we currently support the L3 U2N relay architecture only, which can be seen in Figure *NR ProSe - Layer 3 UE-to-Network Relay Architecture*

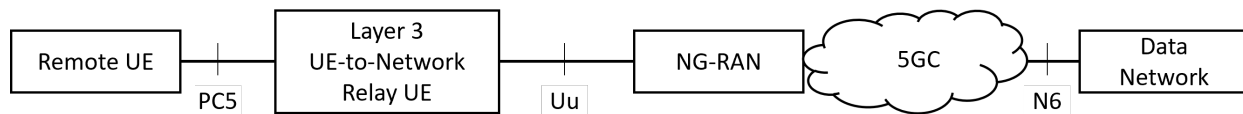


Fig. 22: NR ProSe - Layer 3 UE-to-Network Relay Architecture

A remote UE seeking to access the network using an L3 U2N relay UE first uses U2N relay discovery to detect U2N Relay UEs in the vicinity, selects the most suitable one, and then starts a UE-oriented direct link establishment with it. Once the direct link is established, further configuration in the relay UE and in the network is performed to setup the packet relaying. Currently, to support L3 U2N relay simulations, we can either directly establish an L3 U2N relay connection between two specific UEs, skipping the U2N relay discovery and selection in the simulation scenario, or configure the UE with one of the available relay selection algorithms. If we directly establish the connection we create an extended version of a direct link connection between two UEs (the relay UE and the remote UE). Please note that the relay UE should be associated to a gNB and connected to the network in the simulation.

The `NrSIUeProse` class provides a function to add a direct link connection in the UE, which has two parameters related to U2N relay connection. The first one is a flag indicating if the direct link connection is actually for a U2N relay connection. When the flag is true, both the `NrSIUeProse` and the `NrSIUeProseDirectLink` keep this information in their contexts and react accordingly during the direct link procedures. The second U2N relay related parameter is the Relay Service Code, which is an identifier of the relay service the relay UE provides and the remote UE is interested in. In the U2N relay direct link establishment procedure, the remote UE takes the role of initiating UE and the relay UE is the target UE, and they should be configured this way when adding the direct link connection to each UE.

The `NrSIUeProse` class also provides a function to set the relay reselection algorithm. If we configure the UE with a selection algorithm then the UE will periodically decide when and which relay to connect to. Currently, a selection algorithm is invoked when relays are discovered during the discovery period, or when new RSRP values are recorded for an available relay. The Max RSRP relay selection algorithm selects the relay with the highest recorded RSRP when it is invoked. The First Available algorithm picks the first relay that was discovered. The Random algorithm randomly picks a relay from the discovered list.

When the direct link is for relaying, the `NrSIUeProse` instance performs two extra steps once the establishment procedure ends successfully. First, it instructs the Evolved Packet Core (EPC) helper to configure the `EpcPgwApplication` to route the packets directed to the remote UE towards the relay UE. Second, it instructs the NAS to (re)configure the UL and SL data bearers to have the data packets flowing in the appropriate path depending on the role of the UE (relay UE or remote UE).

2.17.6 LTE/EPC UE NAS

EpcUeNas class was updated with the SAP provider functions for its interface with the sidelink service layer (e.g., the NrSIUeProse class), including the activation of SL-DRBs and (re)configuration of the data bearers (UL and SL where it applies) upon a U2N relay connection. The implementation also includes a function that moves the received packet through the correct path when the UE is acting as an L3 U2N relay UE, and a trace source that exposes the packet information and the corresponding path.

2.17.7 LTE UE RRC

The LteUeRrc was extended with the SAP provider functions for its interface with the sidelink service layer (e.g., the NrSIUeProse class). The services LteUeRrc provides to the service layer include the addition and activation of sidelink signaling radio bearers (SL-SRB0 to SL-SRB3 used for Unicast mode 5G ProSe direct communication signaling messages, and SL-SRB4 used for discovery messages) and the transmission of the corresponding messages to lower layers. It also includes the implementation of two methods that instruct lower layers to monitor messages directed to a specified L2 ID and the UE's own L2 ID. The SL-SRBs information is stored on instances of the NrSISignallingRadioBearerInfo or NrSIDiscoveryRadioBearerInfo, including the logical channel configuration and the PDCP and RLC stacks (LtePdcP and LteRlc respectively), and the connection with lower layers is done similarly to SL-DRBs by using the corresponding SAPs with the NrSIBwpManagerUe and NrUeMac classes. Signaling and discovery messages received from lower layers are passed to the service layer using the corresponding SAP.

2.17.8 NR SL UE RRC

The class NrSIUeRrcSapUser (i.e., interface exported by the NrSIUeRrc and called by the LteUeRrc) was extended with the definition of the methods to add and retrieve transmission and reception SL-SRBs for both direct communication and direct discovery. These methods were further implemented in the NrSIUeRrc class which stores the instances of the NrSISignallingRadioBearerInfo or NrSIDiscoveryRadioBearerInfo created in the LteUeRrc for each SL-SRB.

2.17.9 NR UE BWP MANAGER

The NrSIBwpManagerUe class is in charge of storing radio bearers and logical channels information and of multiplexing them to/from the appropriate MAC entities. This class was extended with functions to add SL-SRB's logical channels to transport signaling messages needed for unicast direct communication procedures and discovery messages. NrSIUeBwpManagerUe class was extended with the interface definition that allows LteUeRrc to use those methods.

2.17.10 NR UE MAC

NrUeMac was enhanced to exclude non monitored slots from the transmission opportunities used for resource selection when sensing-based resource selection is used. We also extended the NrSIUeMacSchedulerSimple scheduler, which is used for the selection of SL resources within the resource selection window in the sensing-based resource selection. The scheduler now can select resources for multiple logical channels if they have packets to transmit. The logical channels are served by priority order and by creation order within the same priority.

2.17.11 LTE PGW

EpcPgwApplication was extended with a method to register a remote UE upon connection to a U2N relay UE, and with the logic to route the packets directed to the remote UE towards the corresponding U2N relay UE.

2.17.12 LTE EPC HELPER

The EpcHelper class was extended with the definition of a method to inform the PGW/SGW of a new remote UE connected to a U2N relay UE. This method is called by the NrSIUeProse when configuring SL-DRBs for relay communication upon a remote UE connection to a U2N relay UE. The method was implemented in the NoBackhaulEpcHelper class which inherits from EpcHelper and is the base class for the NrPointToPointEpcHelper used in the scenarios. NoBackhaulEpcHelper uses an instance of the EpcPgwApplication class with the extension mentioned above to achieve the objective.

2.17.13 NR PROSE HELPER

The NrSIProseHelper was created to assist the users with the configuration of the ProSe functionalities in the simulation scenarios. It offers a method to prepare the UEs for the ProSe functionalities which internally installs the NrSIUeProse layer on each device and connects the corresponding SAPs to the rest of the stack. The NrSIProseHelper also offers different methods depending on the functionality the user wants to use:

5G ProSe Discovery:

In the NrSIProseHelper class, direct and relay discovery can be started or stopped for a specific UE. The related functions from the NrSIUeProse class are called to complete the process.

Unicast mode 5G ProSe direct communication: To setup a simulation with 5G ProSe unicast direct communication, two methods of the NrSIProseHelper are used. The first is a method to prepare UEs for unicast, which configures the NrSIUeProse instances accordingly. The second method is used from the scenario to establish a direct link between two given UEs at a given simulation time. The method takes care of the configuration and sets the direct link connection in both of the UEs, NrSIUeProse instances with their corresponding roles at the given simulation time.

5G ProSe L3 UE-to-network relay: For the L3 U2N relay, the NrSIProseHelper also offers two methods to configure the functionality. The first one is used to install the configuration on the UEs that will act as L3 U2N relay UEs. This method activates the Evolved Packet System (EPS) bearer to be used for relaying traffic on each relay UE device, adds the corresponding configuration to the NrSIUeProse instances, and configures the EpcHelper to be used during the simulation. The other method is used to establish a 5G ProSe L3 U2N relay connection between two given UEs (a remote UE and a relay UE) at a given simulation time. This method configures the NrSIUeProse instances and schedules the creation of the corresponding direct link instances in both UEs participating in the U2N relay connection (Remote UE is the initiating UE of the direct link and relay UE is the target UE) for the corresponding simulation time.

2.18 Scope and Limitations

This module implements a partial set of features currently defined in the standard. Key aspects introduced in Release-15 that are still missing are: spatial multiplexing, configured grant scheduling and puncturing, error model for control channels.

This section is principally concerned with the usage of the model, using the public API. We discuss on examples available to the user.

3.1 Examples

Several example programs are provided to highlight the operation.

3.1.1 `cttc-3gpp-channel-simple-ran.cc`

The program `nr/examples/cttc-3gpp-channel-simple-ran.cc` allows users to select the numerology and test the performance considering only the RAN. The scenario topology is simple, and it consists of a single gNB and single UE. The scenario is illustrated in Figure *fig-scenario-simple*.



Fig. 1: NR scenario for simple performance evaluation (RAN part only)

The output of the example is printed on the screen and it shows the PDCP and RLC delays. The complete details of the simulation script are provided in https://cttc-lena.gitlab.io/nr/html/cttc-3gpp-channel-simple-ran_8cc.html

3.1.2 `cttc-3gpp-channel-nums.cc`

The program `examples/cttc-3gpp-channel-nums.cc` allows users to select the numerology and test the end-to-end performance. Figure *NR end-to-end system performance evaluation* shows the simulation setup. The user can run this example with UDP full buffer traffic and can specify the UDP packet interval.

The complete details of the simulation script are provided in https://cttc-lena.gitlab.io/nr/html/cttc-3gpp-channel-nums_8cc.html

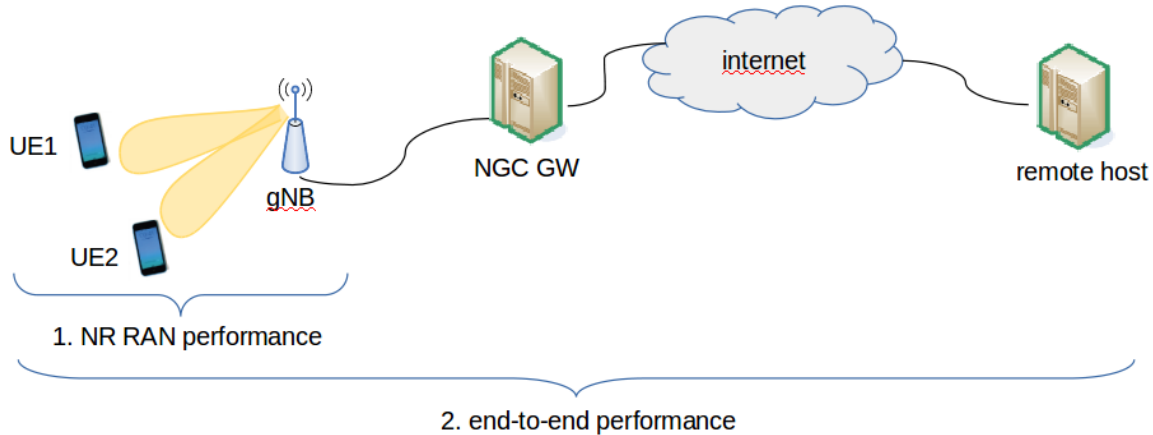


Fig. 2: NR end-to-end system performance evaluation

3.1.3 cttc-3gpp-channel-simple-fdm.cc

The program `examples/cttc-3gpp-channel-simple-fdm.cc` can be used to simulate FDM of numerologies in scenario with a single UE and gNB. In this program the packet is directly injected to the gNB, so this program can be used only for simulation of the RAN part. This program allows the user to configure 2 BWPs.

The complete details of the simulation script are provided in https://cttc-lena.gitlab.io/nr/html/cttc-3gpp-channel-simple-fdm_8cc.html

3.1.4 cttc-3gpp-channel-nums-fdm.cc

The program `examples/cttc-3gpp-channel-nums-fdm.cc` allows the user to configure 2 UEs and 1 or 2 BWPs and test the end-to-end performance. This example is designed to expect the full configuration of each BWP. The configuration of BWP is composed of the following parameters: central carrier frequency, bandwidth and numerology. There are 2 UEs, and each UE has one flow. One flow is of URLLC traffic type, while the another is eMBB. URLLC is configured to be transmitted over the first BWP, and the eMBB over the second BWP. Figure *NR end-to-end system performance evaluation* shows the simulation setup. Note that this simulation topology is as the one used in `scratch/cttc-3gpp-channel-nums.cc`. The user can run this example with UDP full buffer traffic or can specify the UDP packet interval and UDP packet size per type of traffic.

The complete details of the simulation script are provided in https://cttc-lena.gitlab.io/nr/html/cttc-3gpp-channel-nums-fdm_8cc.html

3.1.5 cttc-3gpp-indoor-calibration.cc

The program `examples/cttc-3gpp-indoor-calibration` is the simulation script created for the NR-MIMO Phase 1 system-level calibration. The scenario implemented in this simulation script is according to the topology described in 3GPP TR 38.900 V15.0.0 (2018-06) Figure 7.2-1: “Layout of indoor office scenarios”. The simulation assumptions and the configuration parameters follow the evaluation assumptions agreed at 3GPP TSG RAN WG1 meeting #88, and which are summarized in R1-1703534 Table 1.

The complete details of the simulation script are provided in https://cttc-lena.gitlab.io/nr/html/cttc-3gpp-indoor-calibration_8cc.html

3.1.6 cttc-error-model.cc

The program `examples/cttc-error-model` allows the user to test the end-to-end performance with the new NR PHY abstraction model for error modeling by using a fixed MCS. It allows the user to set the MCS, the MCS table, the error model type, the gNB-UE distance, and the HARQ method.

The complete details of the simulation script are provided in https://cttc-lena.gitlab.io/nr/html/cttc-error-model_8cc.html

3.1.7 cttc-error-model-comparison.cc

The program `examples/cttc-error-model-comparison` allows the user to compare the Transport Block Size that is obtained for each MCS index under different error models (NR and LTE) and different MCS Tables. It allows the user to configure the MCS Table and the error model type.

The complete details of the simulation script are provided in https://cttc-lena.gitlab.io/nr/html/cttc-error-model-comparison_8cc.html

3.1.8 cttc-error-model-amc.cc

The program `examples/cttc-error-model-amc` allows the user to test the end-to-end performance with the new NR PHY abstraction model for error modeling by using adaptive modulation and coding (AMC). It allows the user to set the AMC approach (error model-based or Shannon-based), the MCS table, the error model type, the gNB-UE distance, and the HARQ method.

The complete details of the simulation script are provided in https://cttc-lena.gitlab.io/nr/html/cttc-error-model-amc_8cc.html

3.1.9 cttc-3gpp-channel-example.cc

The program `examples/cttc-3gpp-channel-example` allows the user to setup a simulation using the implementation of the 3GPP channel model described in TR 38.900. The network topology consists, by default, of 2 UEs and 2 gNBs. The user can select any of the typical scenarios in TR 38.900 such as Urban Macro (UMa), Urban Micro Street-Canyon (UMi-Street-Canyon), Rural Macro (RMa) or Indoor Hotspot (InH) in two variants: 'InH-OfficeMixed' and 'InH-OfficeOpen'. The example also supports either mobile or static UEs.

The complete details of the simulation script are provided in https://cttc-lena.gitlab.io/nr/html/cttc-3gpp-channel-example_8cc.html

3.1.10 cttc-lte-ca-demo.cc

The program `examples/cttc-lte-ca-demo` allows the user to setup a simulation to test the configuration of inter-band Carrier Aggregation in an LTE deployment. One Component Carrier (CC) is created in LTE Band 40 and two CCs are created in LTE Band 38. The second CC in Band 38 can be configured to operate in TDD or FDD mode; the other two CCs are fixed to TDD. The user can provide the TDD pattern to use in every TDD CC as input.

In this example, the deployment consists of one gNB and one UE. The UE can be configured to transmit different traffic flows simultaneously. Each flow is mapped to a unique CC, so the total UE traffic can be aggregated.

The complete details of the simulation script are provided in https://cttc-lena.gitlab.io/nr/html/cttc-lte-ca-demo_8cc.html

3.1.11 cttc-nr-cc-bwp-demo.cc

The program `examples/cttc-nr-cc-bwp-demo` allows the user to setup a simulation to test the configuration of intra-band Carrier Aggregation (CA) in an NR deployment. The example shows how to configure the operation spectrum by defining all the operation bands, CCs and BWPs that will be used in the simulation. The user can select whether the creation of the spectrum structures is automated with the `CcBwpCreator` helper; or if the user wants to manually provide a more complex spectrum configuration.

In this example, the NR deployment consists of one gNB and one UE. The operation mode is set to TDD. The user can provide a TDD pattern as input to the simulation; otherwise the simulation will assume by default that downlink and uplink transmissions can occur in the same slot.

The UE can be configured to transmit three different traffic flows simultaneously. Each flow is mapped to a unique CC, so the total UE traffic can be aggregated. The generated traffic can be only DL, only UL, or both at the same time. UE data transmissions will occur in the right DL or UL slot according to the configured TDD pattern.

The complete details of the simulation script are provided in https://cttc-lena.gitlab.io/nr/html/cttc-nr-cc-bwp-demo_8cc.html

3.1.12 cttc-nr-demo.cc

The program `examples/cttc-nr-demo` is recommended as a tutorial to the use of the ns-3 NR module. In this example, the user can understand the basics to successfully configure a full NR simulation with end-to-end data transmission.

Firstly, the example creates the network deployment using the `GridScenario` helper. By default, the deployment consists of a single gNB and two UEs, but the user can provide a different number of gNBs and UEs per gNB.

The operation mode is set to TDD. The user can provide a TDD pattern as input to the simulation; otherwise the simulation will assume by default that downlink and uplink transmissions can occur in the same slot.

The example performs inter-band Carrier Aggregation of two CC, and each CC has one BWP occupying the whole CC bandwidth.

It is possible to set different configurations for each CC such as the numerology, the transmission power or the TDD pattern. In addition, each gNB can also have a different configuration of its CCs.

The UE can be configured to transmit two traffic flows simultaneously. Each flow is mapped to a single CC, so the total UE traffic can be aggregated.

The complete details of the simulation script are provided in https://cttc-lena.gitlab.io/nr/html/cttc-nr-demo_8cc.html

3.1.13 lena-lte-comparison (initially s3-scenario.cc)

`lena-lte-comparison` directory contains the program that can be run through `lena-lte-comparison-user.cc` or `lena-lte-comparison-campaign.cc`. Users can use any of these two scripts. The two scripts run exactly the same program.

The original idea was to use `lena-lte-comparison-user.cc` as any other NR example, i.e., by running it from the command line, and to use `lena-lte-comparison-campaign.cc` for simulation campaigns, i.e., to run it from the simulation campaign tool (e.g., SEM tool). Because of this, `lena-lte-comparison-campaign.cc` script should have a minimal set of parameters that are relevant for the simulation campaign, and its input parameter list should not be changed often to not lose compatibility with the simulation campaign script (e.g., SEM script). Hence, when it is needed to add some new input parameters, these can be added to `lena-lte-comparison-user.cc`.

`lena-lte-comparison` provides a complex multi-cell hexagonal network deployment with site sectorization. The program provides two options for the topology configuration: hexagonal grid topology and user-defined topology. Hexagonal grid deployment is the default deployment, which follows the typical hexagonal grid topology where the structure of

the network is organized into rings, and each ring is composed of sectorized sites. Each site has 3 sectors. The antenna of each sector has its antenna oriented toward its sector area. Sector areas are equally sized, meaning that each sector covers 120° in azimuth.

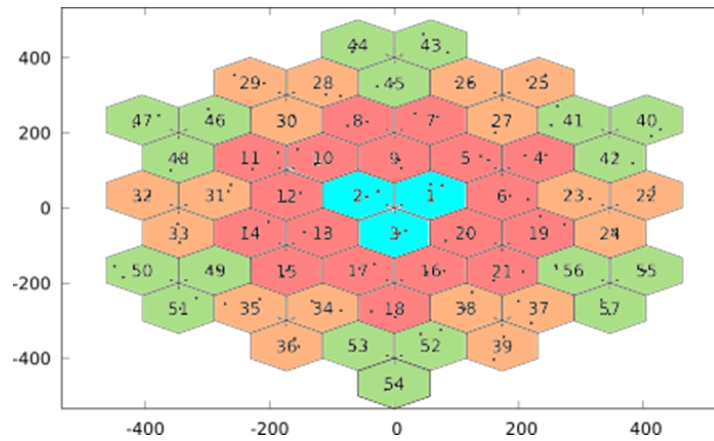


Fig. 3: Hexagonal grid deployment with different rings (when 0 rings configured, only one site is created and this site is shown in blue color, the 1st ring is shown in red color, the third ring in orange and the fourth in green. Each ring is composed of 6 sites.)

User-defined topology can be provided through the `.csv` file which should contain the tower coordinates (instead of hexagonal grid). `lena-lte-comparison` folder already contains 4 examples of `.csv` files for different number of sites, e.g., see `examples-sites.2.csv`.

The deployment supports two frequency configurations. It can be set to a full frequency reuse of 1 (in example referred to as overlapping frequency scenario), or a frequency reuse of 3 (in example referred to as non overlapping frequency scenario), which is typical in cellular networks. In non-overlapping scenario each sector of a site transmits in a separate frequency band. These separate frequency bands are typically called sub-bands. In this deployment, the sectors of the same site do not interfere. Sub-bands are centered in different frequencies having equal bandwidths. Sub-band utilization is repeated for all sites.

Scenario supports various propagation scenarios: Urban Macro (UMa), Urban Micro (UMi) and Rural Macro (RMa). The choice of the scenario determines the values of scenario-specific parameters, such as the height of the gNB, the transmit power, and the propagation model, the Inter-Site Distance (ISD), etc. These scenario-specific parameters and their values for a specific scenario configurations are listed in Table [lena-lte-comparison scenarios and configurations](#).

Table 1: lena-lte-comparison scenarios and configurations

scenario	ISD (km)	BS height (m)	UE height (m)	UE-BS min distance	Tx power (dBm)
UMa	1.7	30	1.5	30.2	43
UMi	0.5	10	1.5	10	30
RMa	7	45	1.5	44.6	43

`lena-lte-comparison` can be used to perform LENA vs 5G-LENA comparison, validation and calibration campaigns. E.g., LTE can be simulated either using the LENA module or the 5G-LENA module. To simulate LTE using LENA module it is needed to set parameter `technology` to `LTE` and `simulator` to `LENA`. To simulate LTE scenario using 5G-LENA, it is needed to set parameter `technology` to `LTE` and `simulator` to `5GLENA`. When configured to simulated LTE using 5G-LENA, then NR devices and protocol stack will be configured to use LTE settings, e.g., the numerology will be set to match the LTE slot duration and subcarrier spacing, MAC-PHY processing delays will be set to typical LTE values, etc. To simulate NR it is needed to set `technology` to `NR` and `simulator` to `5GLENA`. With this configuration, default NR settings will be used to create the scenario.

Several traffic types are supported by the script: saturation, single packet, low-load and medium-load. Saturation traffic

mode generates traffic of 80 Mbps for bandwidth of 20 MHz, and it scales depending on the selected bandwidth. Single packet traffic sends only a single packet of 12 bytes, and is normally used just to measure the latencies. Low-load traffic mode generates traffic of 1 Mbps for bandwidth of 20 MHz, and medium-load generates traffic of 20 Mbps for bandwidth of 20 MHz. These traffic types also scale with bandwidth.

In addition to the parameters discussed above, this example also allows configuring parameters, such as: the number of UEs per sector, the duration of the applications, the bandwidth (typical values used in this scenario are 20, 10, or 5 MHz per carrier), the numerology, the traffic direction (DL or UL), operation mode (TDD or FDD), the TDD pattern, the error model type, calibration, traffic scenario, scheduler (proportional fair, round robin, etc.), enable/disable uplink power control, configure power allocation mode for NR LTE (uniform per RB used or uniform per bandwidth), base station antenna down tilt angle (deg). Parameter `calibration` can be used to configure the simulation in such a way that it is possible to compare LENA and 5GLENA simulators.

The simulation saves the results in the database, which will be generated in root `ns-3` directory by default (if not configured differently). Database contains several tables: `e2e`, `gnbRxPower`, `rbStats`, `sinr`, `slotStats` and `ueTxPower`. `e2e` table contains end-to-end metrics, such as the number of transmitted and received packets, offered and achieved throughput, delay and jitter. `gnbRxPower` contains, among others, traces related to the power corresponding to each reception. `rbStats` table contains traces related to RB usage. `sinr` contains SINR traces. `slotStats` contains traces per slot, e.g., the number of scheduled UEs, symbols used, RBs used, etc. `ueTxPower` contains the traces related to UE transmissions, i.e., the power and the RB used.

This example script also generates a gnuplot script that can be used to plot the topology. The gnuplot script is generated by default in the root `ns-3` folder, if not configured differently, and can be used to plot the topology e.g., by running in the command line `gnuplot hexagonal-topology.gnuplot`.

The complete details of the simulation script are provided in: https://cttc-lena.gitlab.io/nr/html/lena-lte-comparison-campaign_8cc.html, https://cttc-lena.gitlab.io/nr/html/lena-lte-comparison-user_8cc.html, https://cttc-lena.gitlab.io/nr/html/lena-lte-comparison_8cc.html, https://cttc-lena.gitlab.io/nr/html/lena-v1-utils_8cc.html, https://cttc-lena.gitlab.io/nr/html/lena-v2-utils_8cc.html.

3.1.14 cttc-nr-notching.cc

The program `examples/cttc-nr-notching` allows the user to setup a simulation to test the notching functionality described in *UFA aka Notching*. The example allows the configuration of:

- Variable number of gNBs
- Definition of a (continuous) set of notched RBGs (through: `notchedRbStart` and `numOfNotchedRbs`)
- Operation Mode: TDD/FDD + pattern for TDD case
- Frequency, Bandwidth (5, 10 and 20 MHz), Numerology and transmit power per gNB
- Scheduler Type: TDMA RR, PF, MR / OFDMA RR, PF, MR per gNB
- Possibility to have only DL flows, only UL or both
- Logging and traces

Moreover, the user can study the variations in the throughput (e.g. when increasing the number of notched RBGs, the throughput gets decreased), as well in the SINR.

The complete details of the simulation script are provided in https://cttc-lena.gitlab.io/nr/html/cttc-nr-notching_8cc.html

3.1.15 cttc-realistic-beamforming.cc

The example `cttc-realistic-beamforming.cc` included in the `nr` module demonstrates the usage of the proposed framework. It is a simulation script for the realistic BF evaluation. The topology is very simple: it consists of a single gNB and single UE, placed at a certain distance from each other and communicating over a wireless channel. Simulation allows to configure various parameters out of which the most important are: the distance (by configuring `deltaX` and `deltaY` parameters, which basically determine the position of the UE), the type of the BF method (ideal or real), the random run number (which will allow us to run many simulations and to average the results), the UE power, 3GPP scenario (Urban Macro, Urban Micro, Indoor Hotspot, etc). The output is saved in database (simulation configuration and average SINR). The database is created in the root project directory if not configured differently.

The complete details of the simulation script are provided in https://cttc-lena.gitlab.io/nr/html/cttc-realistic-beamforming_8cc.html.

3.1.16 cttc-nr-mimo-demo.cc

The example `cttc-nr-mimo-demo.cc` included in the `nr` module demonstrates the usage of the proposed MIMO framework. This simulation script can be used for the MIMO evaluation with fixed rank and with rank adaptation. The topology consists of a single gNB and single UE, placed at a certain distance from each other and communicating over a wireless channel. Simulation allows to configure various parameters out of which the most important are: the distance (by configuring `deltaX` and `deltaY` parameters, which determine the position of the UE), the type of the RI value computation used (fixed or adaptive), if fixed RI is used also we can configure whether it is fixed to 1 or 2, and if adaptive RI is used we can configure the SINR thresholds of the algorithm described in the MIMO PHY extension section, the random run number (which allows to run many simulations and to average the results), 3GPP scenario (Urban Macro, Urban Micro, Indoor Hotspot, etc), and the MCS table. For the application layer traffic, it generates one DL UDP constant bit rate flow. The output of this example, i.e., TX/RX bytes, throughput, mean jitter, and mean delay, is shown on the terminal, as well as, is written to a text file created in the root project directory if not configured differently.

The complete details of the simulation script are provided in https://cttc-lena.gitlab.io/nr/html/cttc-nr-mimo-demo_8cc.html.

3.2 NR V2X Examples

3.2.1 cttc-nr-v2x-demo-simple.cc

This is a simplest example describing how to setup an NR sidelink out-of-coverage simulation using the 3GPP channel model from TR 37.885. This example simulates a simple topology consist of 2 UEs placed 20 m apart, where UE-1 transmits, and UE-2 receives.

With the default configuration, the example will create a flow that will go through a subband or bandwidth part. For that, specifically, one band with a single CC, and one bandwidth part is used.

The example will print on-screen the average Packet Inter-Reception (PIR) type 2 computed as defined in TR 37.885. The code to compute the PIR is embedded in the example, i.e., it does not use `V2xKpi` class to compute PIR. Thus, it serves as an example to show how one could compute the PIR without using the V2X KPI management framework. On the other hand, it also demonstrates the use of V2X KPI management framework to save MAC and PHY layer traces in a SQLITE database using `ns-3 stats` module. Moreover, since there is only one transmitter in the scenario, sensing is by default not enabled.

3.2.2 nr-v2x-west-to-east-highway.cc

This example setups an NR Sidelink broadcast out-of-coverage simulation using the 3GPP V2V highway channel model from TR 37.885. It simulates a configurable highway topology consisting of type 2 vehicular UEs (see TR 37.885 sec 6.1.2) in each lane, which travels from west to east. When it comes to the number of transmitting and receiving vehicular UEs, it allows two configurations:

- To make all the vehicular UEs to transmit and receive during a simulation.
- To make a middle vehicular UE per lane the transmitter, and rest of the vehicular UEs the receivers. In this configuration, there could be only odd number of vehicles per lane.

Note, it does not limit the number of lanes or number of vehicular UEs per lane. With the default configuration, it uses one band with a single CC, and one bandwidth part.

Moreover, this example fully utilizes the V2X KPI management framework and saves RLC, MAC, PHY layer traces in a SQLITE database using ns-3 stats module. At the end of the simulation, using the KPI management framework it computes the following V2X KPIs:

- Average PIR delay for a fixed range of 200 m
- Average PRR for a fixed range of 200 m
- Throughput (by considering all the links)
- Simultaneous PSSCH Tx from MAC
- PSSCH TB corruption

These KPIs are written in the same database where traces are written. This example, also provides an option to generate GNU plot scripts to plot initial positions of the vehicles in the scenario, and also to generate a GIF to see the mobility of the vehicles.

3.3 NR ProSe Examples

A set of example scenarios showcasing the different ProSe functionalities is present in the nr module in the folder `nr/examples/nr-prose-examples`. We discuss them in the following sections depending on the ProSe functionality they demonstrate. Please note that the system and SL configuration on these scenario is done following CTTC's NR and NR V2X examples configuration. Particularly, please refer to `nr/examples/nr-v2x-examples/cttc-nr-v2x-demo-simple` and `nr/examples/nr-v2x-examples/nr-v2x-west-to-east-highway` for out-of-network and SL communication configuration and to `nr/examples/cttc-nr-bwp-demo` for in-network communication configuration.

3.3.1 5G ProSe direct discovery

`nr-prose-discovery.cc`

This is a simple direct discovery scenario using Model A (announcement). The default configuration sets up two UEs, both announcing and monitoring discovery messages. However the number of UEs can be configurable.

Functionality configuration: The discovery application configuration for this scenario is shown below. We first create the `NrSlProseHelper` instance and configure the UE devices for ProSe with the `PrepareUesForProse` function. Then, we establish maps linking UEs and the ProSe Application Codes intended to be used for both the transmission and reception of discovery messages, along with the Destination L2 IDs associated with these UEs/codes. Then we schedule the discovery start for each UE by specifying the UE ID, the ProSe Application Code and the role played (either announcing or monitoring) for the `StartDiscovery` function from the `NrSlProseHelper` class. Finally, we schedule when and what discovery application to stop announcing/monitoring using the `NrSlProseHelper::StopDiscovery` function.

```

Ptr<NrSlProseHelper> nrSlProseHelper = CreateObject <NrSlProseHelper> ();
nrSlProseHelper->PrepareUesForProse (ueVoiceNetDev);

std::map<Ptr<NetDevice>, std::list<uint32_t> > announcePayloads;
std::map<Ptr<NetDevice>, std::list<uint32_t> > monitorPayloads;
std::map<Ptr<NetDevice>, std::list<uint32_t> > announceDstL2IdsMap;
std::map<Ptr<NetDevice>, std::list<uint32_t> > monitorDstL2IdsMap;
for (uint32_t i = 1; i <= ueVoiceNetDev.GetN (); ++i)
{
    //For each UE, announce one appCode and monitor all the others appCode
    announcePayloads[ueVoiceNetDev.Get (i - 1)].push_back (i);
    announceDstL2IdsMap[ueVoiceNetDev.Get (i - 1)].push_back (100*i);
    for (uint32_t j = 1; j <= ueVoiceNetDev.GetN (); ++j)
    {
        if (i != j)
        {
            monitorPayloads[ueVoiceNetDev.Get (i - 1)].push_back (j);
            monitorDstL2IdsMap[ueVoiceNetDev.Get (i - 1)].push_back (100*j);
        }
    }
}

for (uint32_t i = 0; i < ueVoiceNetDev.GetN (); ++i)
{
    Simulator::Schedule (startDiscTime,
        &NrSlProseHelper::StartDiscovery,
        nrSlProseHelper, ueVoiceNetDev.Get (i),
        announcePayloads[ueVoiceNetDev.Get (i)],
        announceDstL2IdsMap[ueVoiceNetDev.Get (i)],
        NrSlUeProse::Announcing);

    Simulator::Schedule (startDiscTime,
        &NrSlProseHelper::StartDiscovery,
        nrSlProseHelper, ueVoiceNetDev.Get (i),
        monitorPayloads[ueVoiceNetDev.Get (i)],
        monitorDstL2IdsMap[ueVoiceNetDev.Get (i)],
        NrSlUeProse::Monitoring);

    Simulator::Schedule (stopDiscTime,
        &NrSlProseHelper::StopDiscovery,
        nrSlProseHelper, ueVoiceNetDev.Get (i),
        announcePayloads[ueVoiceNetDev.Get (i)],
        NrSlUeProse::Announcing);

    Simulator::Schedule (stopDiscTime,
        &NrSlProseHelper::StopDiscovery,
        nrSlProseHelper, ueVoiceNetDev.Get (i),
        monitorPayloads[ueVoiceNetDev.Get (i)],
        monitorDstL2IdsMap[ueVoiceNetDev.Get (i)],
        NrSlUeProse::Monitoring);
}

```


nr-prose-discovery-l3-relay.cc

This is a relay discovery scenario with two UEs operating using Model B: one UE acts as a remote (sending requests looking for a relay to discover in its vicinity) and the other UE is a relay (responding to the previous requests).

Functionality configuration: This relay discovery configuration can be seen below. The discovery is set to start at the same designated time, calling the following function `NrSlProseHelper::StartRelayDiscovery`. The same Relay Service Code, Destination L2 ID, and discovery model are defined for both UEs. The only difference is the assigned role for each UE (relay or remote).

```
Ptr<NrSlProseHelper> nrSlProseHelper = CreateObject <NrSlProseHelper> ();
nrSlProseHelper->PrepareUesForProse (ueVoiceNetDev);

uint32_t relayCode = 5;
uint32_t relayDstL2Id = 500;

Simulator::Schedule (startDiscTime,
                     &NrSlProseHelper::StartRelayDiscovery,
                     nrSlProseHelper, ueVoiceNetDev.Get (0),
                     relayCode,
                     relayDstL2Id,
                     NrSlUeProse::ModelB,
                     NrSlUeProse::RelayUE);

Simulator::Schedule (startDiscTime,
                     &NrSlProseHelper::StartRelayDiscovery,
                     nrSlProseHelper,
                     ueVoiceNetDev.Get (1),
                     relayCode,
                     relayDstL2Id,
                     NrSlUeProse::ModelB,
                     NrSlUeProse::RemoteUE);
```

Both scenarios will generate a discovery trace file with timestamps, transmitter's and receiver's IDs, and the model/type of messages exchanged.

Discovery traces: Discovery traces are defined in `NrSlDiscoveryTrace` class under `src/nr/helper`.

Once the discovery traces are enabled in the scenario, a results file entitled “`NrSlDiscoveryTrace.txt`” is created to store the scenario discovery details. It saves the time (in nanoseconds) a discovery message is sent or received along with L2 ID sender and receiver information. It also indicates the discovery type (open or restricted), discovery model (Model A or Model B), content type (Announcement, Request/Solicitation, or Response depending on whether it is Model A or Model B and on whether it is a direct discovery or a relay discovery), and discovery message content (which includes the ProSe Application Code or Relay Service Code).

Figure *Discovery Traces example - Model A* and Figure *Discovery Traces example - Model B* represent examples of discovery traces. In Figure *Discovery Traces example - Model A*, two UEs are discovering each other using Model A. At 2 seconds, UE 1 announces its presence to a destination L2 ID equal to 100 and ProSe Application Code 1, and UE 2 announces to destination L2 ID equal to 200 using ProSe Application Code 2. UE 1 receives UE 2's discovery message first, while UE 2 discovers UE 1 four milliseconds later. And since the discovery interval is set to 2 milliseconds, more discovery messages are sent at 4 seconds, 6 seconds, and 8 seconds until the end of the simulation at 10 seconds. In Figure *Discovery Traces example - Model B*, the remote UE of L2 ID equal to 2 is looking for relays in its vicinity using Model B. The UE with L2 ID equal to 1 receives that request and sends a response to UE 2.

Time (ns)	TX/RX	senderL2Id	receiverL2Id	DiscType	DiscModel	ContentType	Content
2000000000	TX	1	100	Open	ModelA	Announcement	1
2000000000	TX	2	200	Open	ModelA	Announcement	2
2001832140	RX	2	1	Open	ModelA	Announcement	2
2004832140	RX	1	2	Open	ModelA	Announcement	1
4000000000	TX	1	100	Open	ModelA	Announcement	1
4000000000	TX	2	200	Open	ModelA	Announcement	2
4001832140	RX	2	1	Open	ModelA	Announcement	2
4002332140	RX	1	2	Open	ModelA	Announcement	1
6000000000	TX	1	100	Open	ModelA	Announcement	1
6000000000	TX	2	200	Open	ModelA	Announcement	2
6001832140	RX	1	2	Open	ModelA	Announcement	1
6002582140	RX	2	1	Open	ModelA	Announcement	2
8000000000	TX	1	100	Open	ModelA	Announcement	1
8000000000	TX	2	200	Open	ModelA	Announcement	2
8001832140	RX	1	2	Open	ModelA	Announcement	1
8002582140	RX	2	1	Open	ModelA	Announcement	2

Fig. 4: Discovery Traces example - Model A

Time (ns)	TX/RX	senderL2Id	receiverL2Id	DiscType	DiscModel	ContentType	Content
2000000000	TX	2	500	Restricted	ModelB	RelaySolicitation	1;0;1;2;0
2005064281	RX	2	1	Restricted	ModelB	RelaySolicitation	1;0;1;2;0
2005064281	TX	1	2	Restricted	ModelB	RelayResponse	1;0;1;1;0
2013564281	RX	1	2	Restricted	ModelB	RelayResponse	1;0;1;1;0

Fig. 5: Discovery Traces example - Model B

nr-prose-discovery-l3-relay-selection.cc

This scenario is similar to the nr-prose-discovery-l3-relay.cc, however the relay UEs and remotes are deployed near the cell edge. This scenario also showcases how to configure the relay reselection algorithm. As the relay and remote UEs near the cell edge move, with the default Max RSRP algorithm, one can see from the output and traces that the remote UE selects the relay UE with the highest RSRP at any given time.

3.3.2 Unicast mode 5G ProSe direct communication

nr-prose-unicast-single-link.cc:

Scenario with two out-of-network UEs that establish a ProSe unicast direct link over the sidelink and have a unidirectional Constant Bit Rate (CBR) traffic flow during simulation time.

nr-prose-unicast-multi-link.cc:

Scenario with three out-of-network UEs that establish ProSe unicast direct links with each other. A unidirectional CBR traffic from the initiating UE of each link towards the other UE in the link is activated by default, and bidirectional traffic can be activated using the corresponding parameter.

nr-prose-network-coex.cc:

Scenario with a UE doing in-network communication coexisting in parallel with two other out-of-network UEs doing ProSe unicast direct communication over the sidelink. The scenario uses one operational band, containing one component carrier, and two bandwidth parts. One bandwidth part is used for in-network communication, i.e., UL and DL between the in-network UE and gNBs, and the other bandwidth part is used for SL communication between the out-of-network UEs. The traffic comprises bidirectional CBR traffic flows with a Remote Host in the network for the in-network UE, and bidirectional CBR traffic flows between the two UEs in the ProSe unicast direct link.

Output: The first two examples will print the Packet Inter-Reception (PIR) per traffic flow on the standard output and the nr-prose-unicast-multi-link example will also print the total transmitted and received bits in the system and the corresponding number of packets. The examples also produce two output files: one containing sidelink MAC and PHY layer traces in an sqlite3 database created reusing the framework located in the V2X examples folder; and the other contains the log of the transmitted and received PC5-S messages used for the establishment of each ProSe unicast direct link. In addition to the two above output files, the nr-prose-network-coex example will print the end-to-end statistics of each traffic flow on the standard output and write them in a third output file.

Functionality configuration: The portion of code used to configure the ProSe unicast direct communication in the first example is shown below and it is the baseline used for all scenarios in this section. We create the NrSIProseHelper instance and use it to configure the devices for ProSe and for Unicast direct communication with the PrepareUesForProse and PrepareUesForUnicast functions, respectively. Then, we call the EstablishRealDirectLink function for each pair of UEs that will establish a direct link in the scenario with the following parameters, in order: the simulation time where the establishment of the direct link should start, the device of the initiating UE, the IPv4 address of the initiating UE, the device of the target UE, and the IPv4 address of the target UE.

```
Ptr<NrSlProseHelper> nrSlProseHelper = CreateObject <NrSlProseHelper> ();
nrSlProseHelper->PrepareUesForProse (ueVoiceNetDev);
nrSlProseHelper->PrepareUesForUnicast (ueVoiceNetDev);
nrSlProseHelper->EstablishRealDirectLink (startDirLinkTime,
                                         ueVoiceNetDev.Get (0),
                                         remoteAddress1,
                                         ueVoiceNetDev.Get (1),
                                         remoteAddress2);
```

3.3.3 5G ProSe L3 UE-to-network relay

nr-prose-l3-relay.cc:

Scenario with some UEs doing direct in-network communication, some UEs doing ProSe unicast communication over SL and also indirect in-network communication through an L3 UE-to-Network (U2N) relay UE. CBR bidirectional traffic is performed over the ProSe unicast direct link, as well as between each UE doing in-network communication and a Remote Host in the network.

nr-prose-l3-relay-on-off.cc:

Scenario with some UEs doing direct in-network communication and some out-of-network UEs (remote UEs) doing indirect in-network communication through ProSe L3 UE-to-Network (U2N) relay UEs. The number of in-network only UEs, relay UEs, and remote UEs can be configured using the corresponding parameters. Each UE has two traffic flows: one from a Remote Host on the internet towards the UE (DL), and one from the UEs towards the Remote Host (UL). Each traffic flow is controlled by an On-Off application that generates CBR traffic during the “On” periods, and no packets during the “Off” periods.

Output: The above examples will print the traffic flow configurations on the standard output and once the simulation is done, they will print the end-to-end statistics of each traffic flow, as well as the number of packets relayed by each L3 U2N relay UE towards each link for each flow. They also produce several output files. As in the unicast examples, each scenario produces an output file with the sidelink MAC and PHY layer traces database, and another output file containing the log of the transmitted and received PC5 signaling messages used for the establishment of each ProSe unicast direct link between remote UEs and relay UEs. Additionally, an output file is generated with the log of the data packets relayed by the relay UEs at the NAS layer and another output file contains the end-to-end statistics of each traffic flow. The nr-prose-relay-on-off scenario also produces a gnuplot script to generate a plot of the topology, and a log of the application layer packet delay.

If the netsimulyzer module [nist-Netsimulyzer] is part of the ns-3 tree, the nr-prose-relay-on-off scenario generates a JSON file that can be loaded in the Netsimulyzer application. Users will be able to visualize the topology, reproduce the simulation, and examine timeline plots and eCDF plots of the different performance metrics calculated for each scenario, including throughput and media packet delay.

Functionality configuration: The portion of code used to configure the L3 UE-to-network relay functionality in the above examples is shown below and it is the baseline used for all scenarios in this section. We create the NrSlProseHelper instance, set the EPC helper on it, and configure all the devices for ProSe and for Unicast direct communication with the PrepareUesForProse and PrepareUesForUnicast functions, respectively. We configure the relay service code that the relay UEs will provide, the network TFT and the EPS bearer the relay UEs will use for the relayed traffic. Then we apply these configurations on the devices acting as relay UEs with the function ConfigureL3UeToNetworkRelay provided by the NrSlProseHelper. Finally, we call the function EstablishL3UeToNetworkRelayConnection to configure the relay connection between each remote UE and relay UE with the following parameters, in order: the simulation time where the establishment of the direct link should start, the device of the initiating UE (the remote UE), the IPv4 address of the initiating UE (remote UE), the device of the target UE (relay UE), the IPv4 address of the target UE (relay UE), and the relay service code to be used for the connection.

```

Ptr<NrSlProseHelper> nrSlProseHelper = CreateObject <NrSlProseHelper> ();
nrSlProseHelper->SetEpcHelper (epcHelper);

nrSlProseHelper->PrepareUesForProse (relayUeNetDev);
nrSlProseHelper->PrepareUesForProse (remoteUeNetDev);

nrSlProseHelper->PrepareUesForUnicast (relayUeNetDev);
nrSlProseHelper->PrepareUesForUnicast (remoteUeNetDev);

uint32_t relayServiceCode = 5;
std::set<uint32_t> providedRelaySCs;
providedRelaySCs.insert (relayServiceCode);

Ptr<EpcTft> tftRelay = Create<EpcTft> ();
EpcTft::PacketFilter pfRelay;
tftRelay->Add (pfRelay);
enum EpsBearer::Qci qciRelay;
qciRelay = EpsBearer::GBR_CONV_VOICE;
EpsBearer bearerRelay (qciRelay);

nrSlProseHelper->ConfigureL3UeToNetworkRelay (relayUeNetDev, providedRelaySCs,
                                              bearerRelay, tftRelay);

for (uint32_t i = 0; i < remoteUeNodes.GetN (); ++i)
{
    for (uint32_t j = 0; j < relayUeNetDev.GetN (); ++j)
    {
        nrSlProseHelper->EstablishL3UeToNetworkRelayConnection (
            startRelayConnTime,
            remoteUeNetDev.Get (i),
            remotesIpv4AddressVector [i],
            relayUeNetDev.Get (j),
            relaysIpv4AddressVector [j],
            relayServiceCode);
    }
}

```

VALIDATION

4.1 Tests

To validate the implemented features, we have designed different tests.

4.1.1 NR test for new NR frame structure and numerologies configuration

Test case `nr-system-test-configurations` validates that the NR frame structure is correctly configured by using new configuration parameters. This is the system test that is validating the configuration of different numerologies in combination with different schedulers. The test provides the traces according to which can be checked whether the gNB and UE clocks perform synchronously according the selected numerology, and that serialization and deserialization of the frame, subframe, slot and TTI number performs correctly for the new NR frame structure.

The complete details of the validation script are provided in https://cttc-lena.gitlab.io/nr/html/nr-system-test-configurations_8cc.html

4.1.2 Test of packet delay in NR protocol stack

Test case `nr-test-numerology-delay` validates that the delays of a single UDP packet are correct. UDP packet is monitored at different points of NR protocol stack, at gNB and UE. The test checks whether the delay corresponds to configuration of the system for different numerologies.

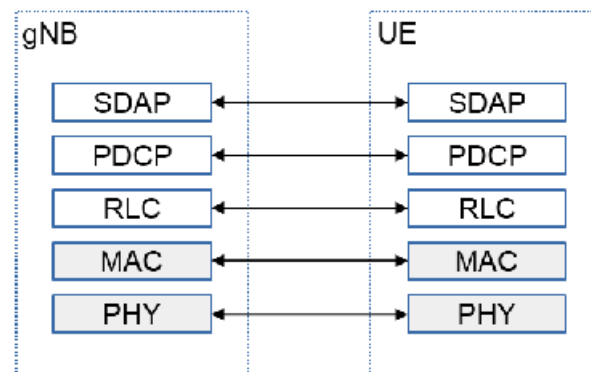


Fig. 1: Performance evaluation of packet delay in NR protocol stack

The test monitors delays such as, gNB processing time, air time, UE time, etc. The test fails if it detects unexpected delay in the NR protocol stack. The test passes if all of the previous steps are according to the timings related to a specific numerology. The test is run for different numerologies.

The complete details of the validation script are provided in https://cttc-lena.gitlab.io/nr/html/nr-test-numerology-delay_8cc.html

4.1.3 Test for CC/BWP

Test case called `nr-lte-cc-bwp-configuration` validates that the creation of operation bands, CCs and BWPs is correct within the limitations of the NR implementation. The main limitation of BWPs is that they do not overlap, because in such case, the interference calculation would be erroneous. This test also proves that the creation of BWP information with the `CcBwpHelper` is correct.

The complete details of the validation script are provided in https://cttc-lena.gitlab.io/nr/html/nr-lte-cc-bwp-configuration_8cc.html

4.1.4 Test of numerology FDM

To test the FDM of numerologies, we have implemented the `nr-test-fdm-of-numerologies`, in which the gNB is configured to operate with 2 BWPs. The test checks if the achieved throughput of a flow over a specific BWP is proportional to the bandwidth of the BWP through which it is multiplexed. The scenario consists of two UEs that are attached to a gNB but served through different BWPs, with UDP full buffer downlink traffic. Since the traffic is full buffer traffic, it is expected that when more bandwidth is provided, more throughput will be achieved and vice versa.

The complete details of the validation script are provided in https://cttc-lena.gitlab.io/nr/html/nr-test-fdm-of-numerologies_8cc.html

4.1.5 Test for NR schedulers

To test the NR schedulers, we have implemented various system tests called `nr-system-test-schedulers-tdma/ofdma-mr/pf/rr` whose purpose is to test that the NR schedulers provide a required amount of resources to all UEs, for both cases, the downlink and the uplink. The topology consists of a single gNB and variable number of UEs, which are distributed among variable number of beams. Test cases are designed in such a way that the offered rate for the flow of each UE is dimensioned in such a way that each of the schedulers under the selected topology shall provide at least the required service to each of the UEs. Different system tests cases are available for the various modes of scheduling (OFDMA and TDMA) and different scheduling algorithms (RR, PR, MR) supported in the simulator. Each of the test cases checks different system configuration by choosing different number of UEs, number of beams, numerology, traffic direction (DL, UL, DL and UL).

The complete details of the validation scripts are provided in https://cttc-lena.gitlab.io/nr/html/nr-system-test-schedulers-ofdma-mr_8cc.html, https://cttc-lena.gitlab.io/nr/html/nr-system-test-schedulers-ofdma-pf_8cc.html, https://cttc-lena.gitlab.io/nr/html/nr-system-test-schedulers-ofdma-rr_8cc.html, https://cttc-lena.gitlab.io/nr/html/nr-system-test-schedulers-tdma-mr_8cc.html, https://cttc-lena.gitlab.io/nr/html/nr-system-test-schedulers-tdma-pf_8cc.html, https://cttc-lena.gitlab.io/nr/html/nr-system-test-schedulers-tdma-rr_8cc.html

The base class for all the scheduler tests is https://cttc-lena.gitlab.io/nr/html/system-scheduler-test_8h.html

4.1.6 Test for NR error model

Test case called `nr-test-l2sm-eesm` validates specific functions of the NR PHY abstraction model. The test checks two issues: 1) LDPC base graph (BG) selection works properly, and 2) BLER values are properly obtained from the BLER-SINR look up tables for different block sizes, MCS Tables, BG types, and SINR values.

The complete details of the validation script are provided in https://cttc-lena.gitlab.io/nr/html/nr-test-l2sm-eesm_8cc.html

4.1.7 Test for 3GPP antenna model

Test case called `nr-antenna-3gpp-model-conf` validates multiple configurations of the antenna array model by checking if the throughput/SINR/MCS obtained is as expected. The test scenario consists of one gNB and a single UE attached to the gNB. Different positions of the UE are evaluated.

The complete details of the validation script are provided in https://cttc-lena.gitlab.io/nr/html/nr-antenna-3gpp-model-conf_8cc.html

4.1.8 Test for TDD patterns

Test case called `nr-lte-pattern-generation` validates the maps generated from the function `NrGnbPhy::GenerateStructuresFromPattern` that indicate the slots that the DL/UL DCI and DL HARQ Feedback have to be sent/generated, as well as the scheduling timings (K_0 , K_1 , k_2) that indicate the slot offset to be applied at the UE side for the reception of DL Data, scheduling of DL HARQ Feedback and scheduling of UL Data, respectively. The test calls `NrGnbPhy::GenerateStructuresFromPattern` for a number of possible TDD patterns and compares the output with a predefined set of the expected results.

The complete details of the validation script are provided in https://cttc-lena.gitlab.io/nr/html/nr-lte-pattern-generation_8cc.html

Test case called `nr-phy-patterns` creates a fake MAC that checks if, that when PHY calls the DL/UL slot allocations, it does it for the right slot in pattern. In other words, if the PHY calls the UL slot allocation for a slot that should be DL, the test will fail.

The complete details of the validation script are provided in https://cttc-lena.gitlab.io/nr/html/nr-phy-patterns_8cc.html

4.1.9 Test for spectrum phy

Test case called `nr-spectrum-phy-test` sets two times noise figure and validates that such a setting is applied correctly to connected classes of `SpectrumPhy`, i.e., `SpectrumModel`, `SpectrumValue`, `SpectrumChannel`, etc.

The complete details of the validation script are provided in https://cttc-lena.gitlab.io/nr/html/nr-spectrum-phy-test_8h.html

4.1.10 Test for frame/subframe/slot number

Test case called `nr-test-sfnsf` is a unit-test for the frame/subframe/slot numbering, along with the numerology. The test checks that the normalized slot number equals a monotonically-increased integer, for every numerology.

The complete details of the validation script are provided in https://cttc-lena.gitlab.io/nr/html/nr-test-sfnsf_8cc.html

4.1.11 Test for NR timings

Test case called `nr-test-timings` checks the NR timings for different numerologies. The test is run for every numerology, and validates that the slot number of certain events is the same as the one pre-recorded in manually computed tables. We currently check only RAR and DL DCI messages, improvements are more than welcome.

The complete details of the validation script are provided in https://cttc-lena.gitlab.io/nr/html/nr-test-timings_8cc.html

4.1.12 Test for notching

Test case called `nr-test-notching` validates the notching functionality (for more details please see *UFA aka Notching*) for various beams, various number of UEs per beam, TDMA RR and OFDMA RR and different notching masks, by checking the RBG allocation to the different UEs. In particular, the test creates a fake MAC and checks in the method `TestNotchingGnbMac::DoSchedConfigIndication()` that the RBG mask in the DCI is constructed in accordance with the (tested) notching mask.

The complete details of the validation script are provided in https://cttc-lena.gitlab.io/nr/html/nr-test-notching_8cc.html

4.1.13 Uplink power control tests

Test case called `nr-uplink-power-control-test.cc` validates that uplink power control functionality works properly. Test checks PUSCH and PUCCH power control adaptation. According to test UE is being moved during the test to different positions and then it is checked whether the UE transmission power is adjusted as expected for different cases open loop, closed loop, and absolute/accumulated mode. Shadowing is disabled to allow deterministic pathloss values. And `PoNominalPusch` are configured in a different way to test that the maximum power levels are reached for the different distances for PUSCH and PUCCH:

```
Config::SetDefault ("ns3::NrUePowerControl::PoNominalPusch", IntegerValue (-90));
Config::SetDefault ("ns3::NrUePowerControl::PoNominalPucch", IntegerValue (-80));
```

The complete details of the validation script are provided in https://cttc-lena.gitlab.io/nr/html/nr-uplink-power-control-test_8cc.html

4.1.14 Realistic beamforming test

The test `nr-realistic-beamforming-test.cc` included in the `nr` module tests the realistic BF implementation. It involves two devices, a transmitter and a receiver, placed at a certain distance from each other and communicating over a wireless channel at 28 GHz carrier frequency. The test compares the performance of two different BF methods: 1) the proposed realistic BF algorithm, which uses Sounding Reference Signal (SRS) reception to estimate the channel and computes BF weights based on such channel estimate, and 2) an ideal BF algorithm, which selects the BF weights assuming perfect knowledge of the channel matrix coefficients. The test checks that with low SINR from SRS, realistic BF algorithm makes more mistakes in channel estimation than ideal BF algorithm. Also, the test checks that with high SINR from SRS, realistic BF algorithm generates almost always the same decision as that of the ideal BF method, and so, the same pair of beams are selected for the two communicating devices.

The complete details of the validation script are provided in https://cttc-lena.gitlab.io/nr/html/nr-realistic-beamforming-test_8cc.html

OPEN ISSUES AND FUTURE WORK

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