6G series workshop from Hexa-X-II

Hexa-X-II Foundation of overall 6G system design

13 February 2023

Sylvaine Kerboeuf, Nokia Hexa-X-II hexa-x-ii.eu





Evolution to 6G E2E system

Evolution towards 6G





LLS = Lower layer split

6G: A platform serving applications



- 6G networks should be platforms for a wide range of technologies towards a wide range of applications
- The networks should expose data through simple APIs and allow for interaction with applications





6G Design Principles & system requirements



	Principle 1 Support and exposure of 6G services and capabilities		<u>Principle 2</u> Full automation and optimization	Principle 3 Flexibility to different network scenarios	<u>Principle 4</u> Network Scalability	
	Principle 5 Resilience and availability		Principle 6 Persistent security and privacy	Principle 7 Internal interfaces are cloud optimized	<u>Principle 8</u> Separation of concerns of network functions	
 Ten 6G design princi Impacting 6G E2E system design 	Netv cor	<u>Principle 9</u> vork simplification in nparison to previous generations	<u>Principle 10</u> Minimizing environme footprint and enabli sustainable network	ntal ng KS		

• Achieving the 6G key values realization of environmental, social and economical sustainability.

6G System Requirements (initial)



 ✓ Capabilities of the system in terms of what it should do and relevant to a selected list of 6G use cases.



Hexa-X-II 6G use-cases (source Hexa-X-II D1.2)

 A set of operational requirements which will not be directly visible to end-users, but provide functionality to efficiently fulfill use case requirements for operators

Requirements\L	Ubiquitous Network	Real-time digital twin	Seamless Immersive Reality	Cooperating mobile robots	Human centric services	Network assisted mobility	
Ubiguitous connectivi	tv	Х	X		Х	X	X
Indoor coverage	1	х	X	Х	х	X	
Extreme connectivity (high bitrate)			х			
Mobility support		Х		Х	Х	X	X
Pervasive Al/ML			X	Х	Х	X	Х
Efficient sleep states		Х		Х		X	X
Compute as a Service			X	Х	Х		X
Intent-based interface	s		X		Х		
Reliability		X		Х	X	X	
Positioning/sensing		X	Х	Х	X	X	
Ultra-low-cost		Х					
Energy neutral	Х						
Predictable low-latence		x	x	х		X	
communication		X	X	×	X	V	X
Security/Privacy	X	X	X	X	X	X	
Resilience	X	X		Х		X	
Service continuity	Х		Х			X	
Flexible radio protocols	Mobility procedures	5	Improved access Native AI/ML convergence capabilities				
Multi-connectivity	connectivity Intent-based Seamless orchestration across the compute continuum						ompute
6G service delivery across multiple digital service providers New 6G capabilities exposure					ure		



E2E design

Hexa-X-II key terms





- The external view of a set of technologies and interfaces delivering 6G services to applications, ecosystems, verticals, users etc. enabling value.
- The technical realization of 6G platform which includes the technology enablers and their interaction.
- A reference architecture that meets the E2E system needs with respect to hardware, software and applications.
- Any technical asset that makes it possible to realize or enhance a 6G capability.

A 6G enabler is recursive, e.g. 6G system enables new use cases, 6G radio is an enabler of 6G system to achieve system requirements. 6G enablers can be further classified into different types that are extensible, e.g. architecture, system component, process, algorithms, etc

6G E2E system - 6G blueprint

Арр

UE

Device



Data plane Control plane Interface/Exposure Control/Intents/Observability



Foundation of the E2E 6G system architecture

- The 6G system should provide services and data exposure to E2E applications - covering new and existing capabilities
- New functionalities should be incorporated into established network structures

Completed with specific views to capture the holistic system, e.g. management and orchestration views, etc.

From 6G enablers to 6G system design?





Iterative system design process



KPIs/KVIs-based design iterative sub-process

2 Top-down versus bottom-up alignment iterative sub-process



Trade-offs as conformance to certain values can lead to degraded performance.

- Pros and cons of each promising enabler/component/subsystem
- Aligning technical components/enablers with the E2E performance and operation targets/expectations

Analysis of Hexa-X-II enablers for integration in E2E system



Key criteria for enabler integration in E2E system

- □ Relevance and significance of enabler towards E2E system design
- □ Impact of the enabler on the E2E system design
- □ How the enabler fits with the system design principles
- □ Feasibility (estimation) of enabler vs migration options
- Dependency with other enablers
- □ Any proposed updates to E2E system design and architecture design principles
- □ Network performance, security/privacy, flexibility, resilience/robustness, and sustainability/energy efficiency

Mapping of management and orchestration enablers in E2E system blueprint





Representations the set of enablers analyzed in the first iteration that are part of the M&O view of the 6G E2E system blueprint.

Early M&O specific view





A "TechCo" framework embraces new services beyond traditional connectivity, with a focus on digital and applicationcentric services resulting from an innovation ecosystem leveraging frictionless interactions between network and 3rd 15 party application providers.

System Proof of Concepts



Three System-PoCs validating the system design and demonstrating the feasibility of achieving targeting 6G KPIs and KVIs.

				Social	Environme	ental E	conomic		Social	Environr	nental	Economic
Social Environmental Eco Trustworthiness; Energy efficiency / Reg		Economic Resilience / limited	Trustworthiness; Exposure, security / privacy; Digital inclusion	Energy efficiency / Power downtime; consumption CAPEX		esilience / Limited owntime; OPEX; APEX		Trustworthiness; Exposure, security / privacy; Digital inclusion		fficient o-energy	Resilience / Limited downtime; OPEX; CAPEX	
Tim	ne related KPIs	Power consumption	downtime; OPEX	Management	and	Diagnostics intent	3		Management ar orchestration	nd	Diagnos	stics intent
	Management ar orchestration	nd Diagno intent	ostics	Network archi Trustworthy fl	itecture and tr exible topolog	ransformatior gies,	1		Network archite Trustworthy flex	cture and t ible topolo	ransformat gies,	ion
ellaureio	Network architecture and transformation Trustworthy flexible topologies, Beyond communications		6G device	d communications				6G device components		6G radio	D	
6G device 6G radio components aspects			Cobots, twinni	ng		= / Taulad		Cobots, twinning	j, XR, loŝ	Senses	īţī 🗸	
Co	obots ((12			Flexible topologi	e ies				
	System PoC A			System PoC B					Syster	n PoC C		
Pre A i	eliminary re n D2.2	esults of Syst	em-PoC		Gra	adual ado	dition					

PoC A - Warehouse Inventory Management





Advanced Features for Applications:

• Cobots (autonomous robots, UAVs, human in the loo), Massive Twinning, XR

Social Considerations

• Sustainability (Environmental and other perspectives), Inclusion, Trustworthiness

Scenario

- Intent: area to be covered
- Task allocation: devices to sub-areas
- Functionality deployment
- Task realization through cooperation of devices and humans.

Requirements for next generation:

- Extreme connectivity: latency, bit rate
- Joint Communications and Sensing
- Flexible allocation of functionality & topology formulations

PoC A - Key findings*

- Functionality Allocation (FA) mechanism was developed for optimally placing functionality to the various compute nodes of the system.
- As power consumption is considered the power consumption for processing and the transmission power consumption.
- A metaheuristic algorithm is developed based on a Genetic Algorithm paradigm.
- The results are compared with two baseline algorithms, the feasible random placement and the SoTA round-robin placement.
 - The validation scenario comprised 7 compute nodes (3 robotic units, 2 edge servers, 2 cloud servers) and increasing number of compute workloads/ tasks
- The FA algorithm compared to the baselines can gain 8.8-28.6% reduction of power consumption
- Working on:
 - integrating the trust manager component to succeed maximum trustworthiness.
 - Develop an ML algorithm to possibly obtain better performance.



Reduction of power consumption with increasing number of workloads of our FA mechanism compared with two baseline algorithms.

* More key findings are reported in D2.2

System-PoC B

- Pre-condition: A manufacturing task is conducted in a certain site, e.g., site A
- In the particular site a role needs to be changed (e.g., from manufacturing to inventory)
- Manufacturing is transferred to another site, e.g., site B
 - Manufacturing in site B uses components from site A
 - Show case of multi-site, synergetic orchestration
 - requirements on connectivity
 - complementary use of software and hardware components (no duplication)



Multi-site, synergetic monitoring and orchestration

1	1
2	"\$schema": "http://json-schema.org/draft-07/schema#",
3	"title": "Ground Robot Node Metrics",
4	"nodeDetails": {
5	"nodeld": "uuid1".
6	"nodeType": "GroundRobot".
7	"timestamp": "2022_12_08T12:34:567"
<i>.</i>	Clinestemp · Loss-iz-objizististe
	"metrics": [
10	
10	l Instrictionally Heaven consumption idle!
11	"metricvame : "power_consumption_idie",
12	metricvalue: 70,
13	Wetriconit : Watts ,
14	metriciype : Physical
15	
16	
1/	"metricName": "power_consumption_max",
18	metricValue": 260,
19	"metricUnit": "Watts",
20	"metricType": "Physical"
21	},
22	
23	"metricName": "cpu_utilization",
24	"metricValue": 50, // Assuming 50% CPU utilization for this example
25	"metricUnit": "Percent",
26	"metricType": "Application"
27	},
28	{
29	"metricName": "ram_utilization",
30	"metricValue": 4, // Assuming 4 GB of RAM used for this example
31	"metricUnit": "GB",
32	"metricType": "Application"
33	}
34],
35	"other": {
36	"location": "1_3",
37	"max_cap_link_between_HE": [
38	
39	"id": "uuid2",
40	"name": "LinkToUUID2",
41	"value": 1000 // Assuming a dummy value for maximum capacity link
42	}
43],
44	"power_consumption_idle": 70,
45	"power_consumption_max": 260
46	},
47	"resources": {
48	"arm": 1,
49	"battery": 0.2,
50	"camera": 1,
51	"cpu": 6,
52	"max_cpu": 6,
53	"ram": 8,
54	"wheels": 1
55	}
56	3
57	

E2E simulation framework for connectivity



• E2E simulation framework is planned to be developed and used for selected 6G connectivity enablers performance evaluation



More details





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Hexa-X-II project has received funding from the Smart Networks and Services Joint Undertaking (SNS JU) under the European Union's Horizon Europe research and innovation programme under Grant Agreement No 101095759.