



6G SNS

Short-range in-X subnetworks for extreme communications

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with contribution of 6G-SHINE project partners

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- High performance requirements (e.g., high determinism, 10^{-6} - 10^{-8} reliability, multi-Gbps data rates) → go local!
 - Short-range high performance wireless networks
- Current 3GPP topologies and communication modes are not suited for localized communication since
 - Connecting and managing all devices within the short-range networks through the 3GPP infrastructure can be difficult
 - Losing connection to the 3GPP network could cause unacceptable outage to the system.
 - Directing sub-system traffic and management functions through the 3GPP network results in higher latency and network congestion.
- Existing ad-hoc networks may not support the most demanding requirements (e.g., in terms of latency, reliability).

In-X subnetworks as novel paradigm for short-range communication

- **Able to operate autonomously**
- **Leveraging connectivity with a 6G parent network**





In-X subnetworks

New use cases

Architectural innovation

PHY/MAC innovation

Radio resource management innovation



Relevant in-X subnetworks use cases



Consumer



- Immersive education
- Indoor interactive games
- Virtual live production
- Augmented Reality (AR) navigation

Invehicle

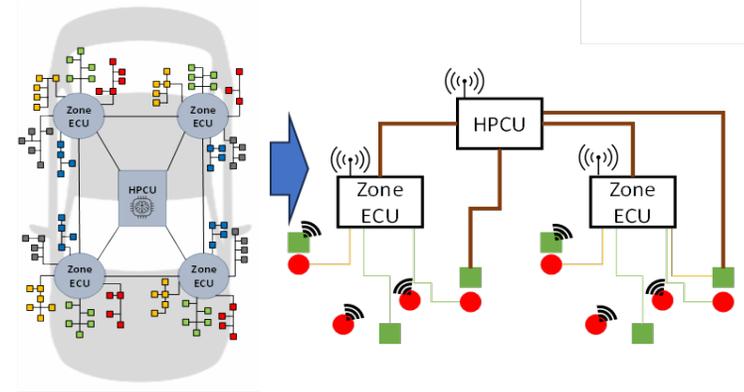
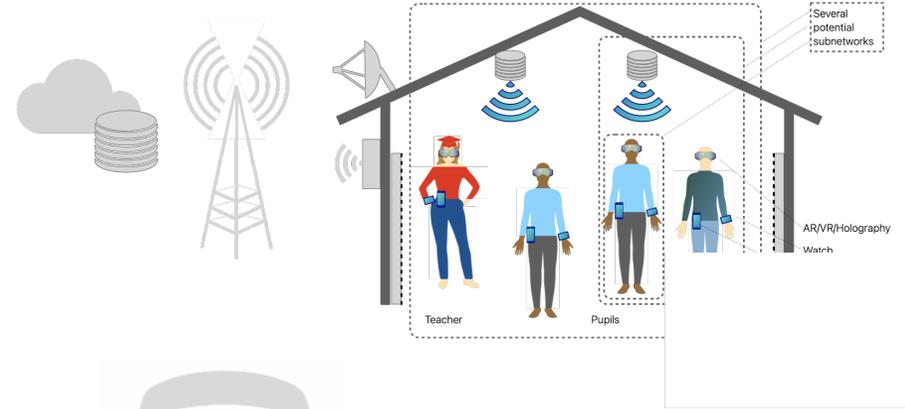
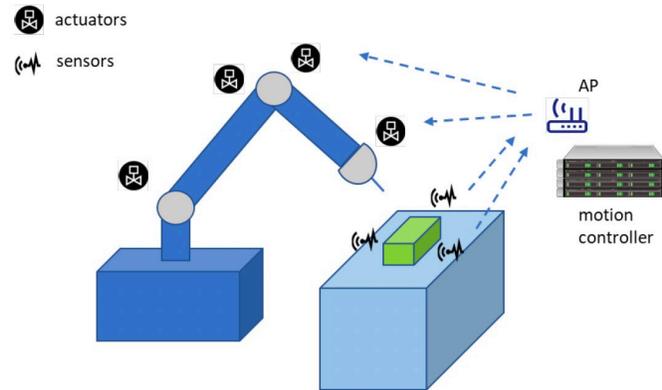


- Wireless zone Electronic Control Unit (ECU)
- Collaborative wireless zone ECU
- Inter-subnetwork coordination
- Virtual ECU

Industrial



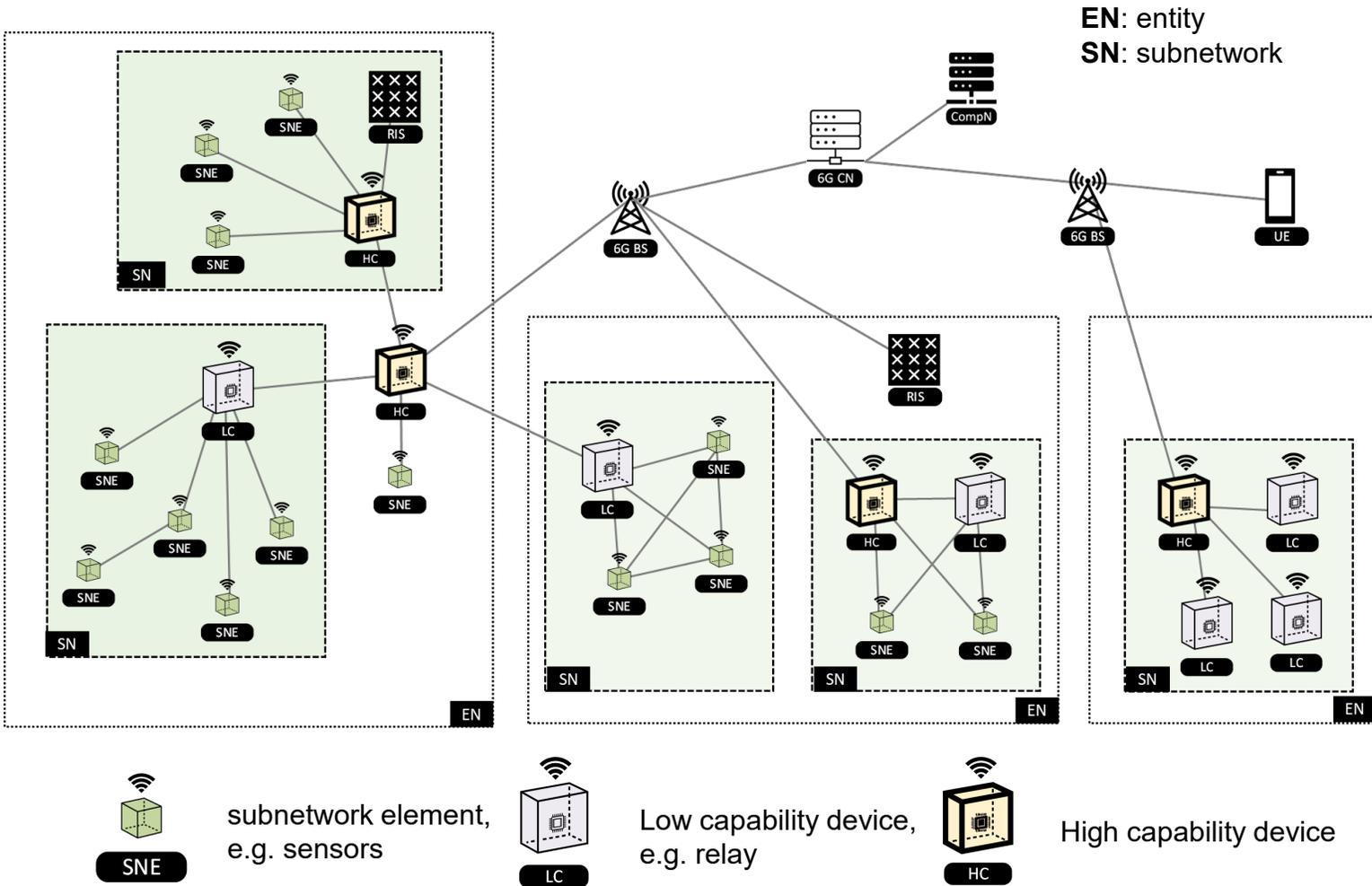
- Robot control
- Unit test cell
- Visual inspection cell
- Subnetwork coexistence in the factory floor
- Subnetwork segmentation and management



Use cases and related requirements are described in our coming 6G-SHINE deliverable D2.2: <https://6gshine.eu/deliverables-ii/>



In-X subnetworks



- Nodes in the subnetwork can have different and flexible roles in coordinating and combining the communication links
 - novel distribution of control and data plane functionalities
- Support of mobility
 - Devices entering and leaving a subnetwork
 - Subnetwork moving across parent network
- Subnetwork survivability
 - Dynamic adaptation of subnetwork topology and distribution of applications and networking functions

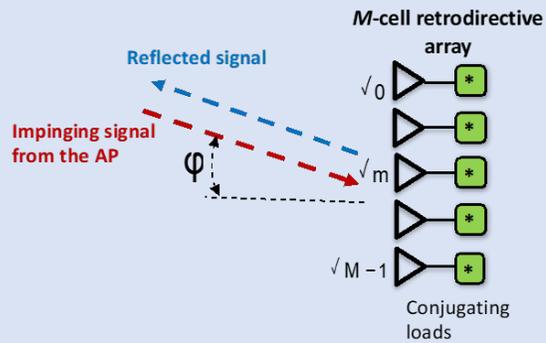


Examples of PHY/MAC innovation



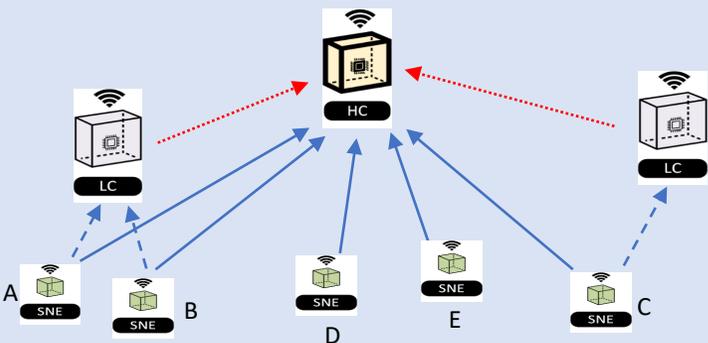
Ultra-low latencies
Low energy consumption

Short range joint beamforming and communication with self-conjugating metasurfaces



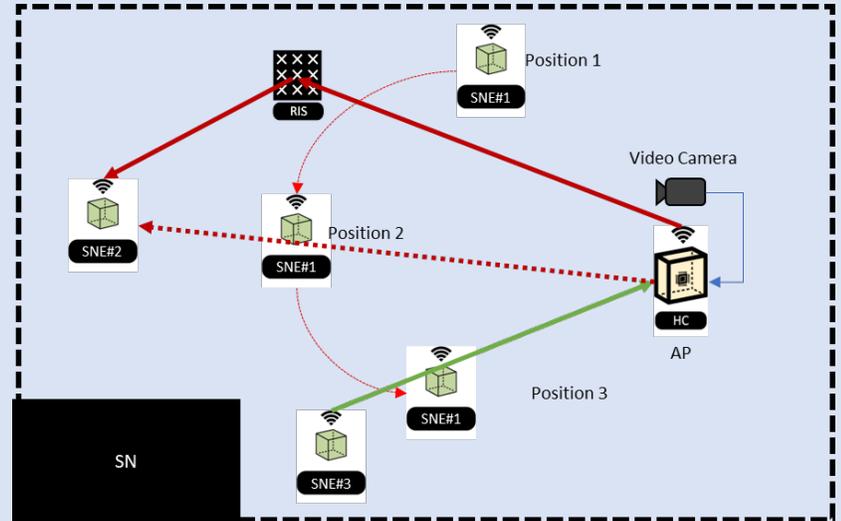
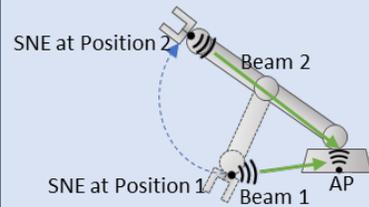
Beam alignment < 20 us,
Low device complexity (no DAC)

Cooperative in-X protocol

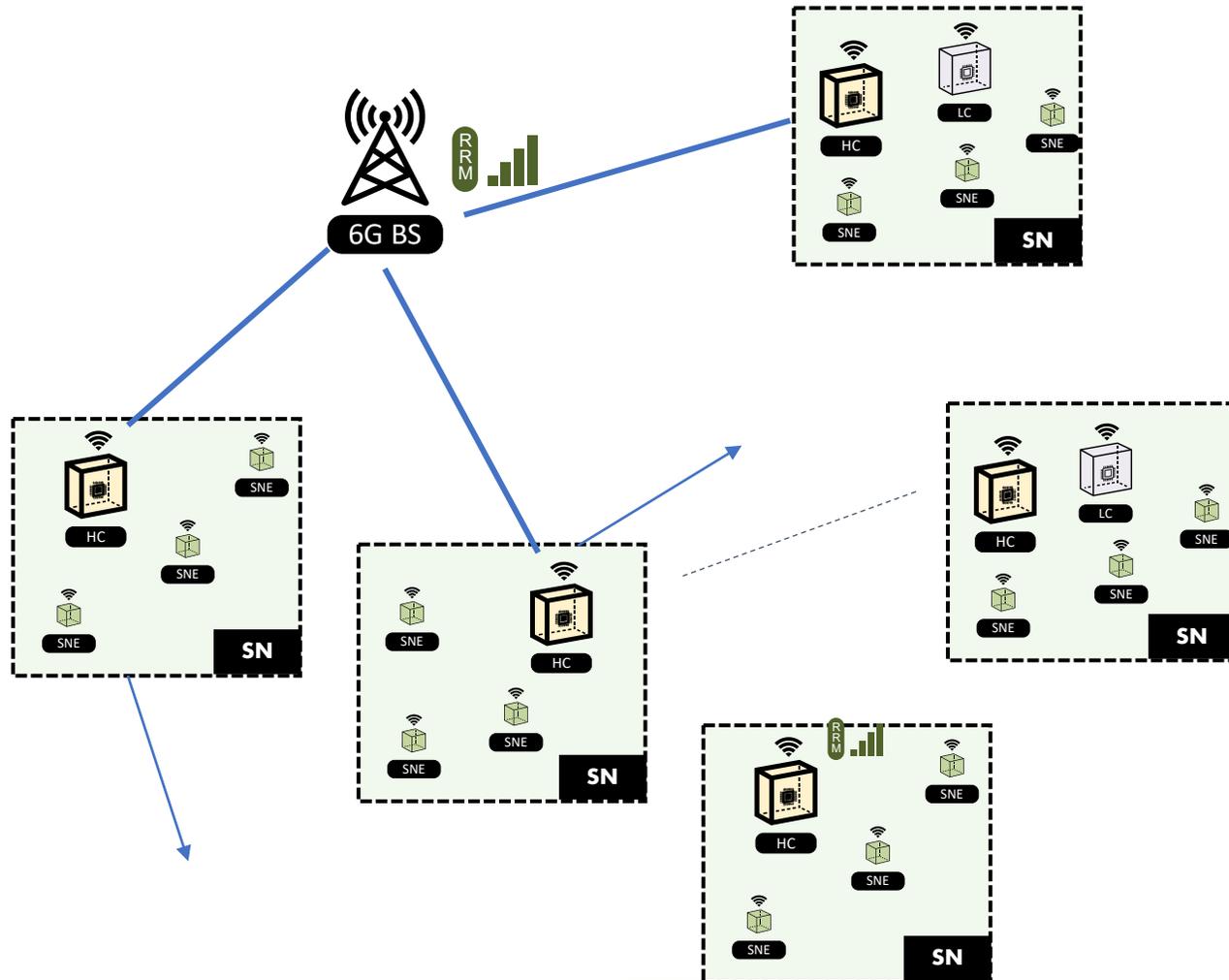


Lower < 7 dB transmit power
~100 us control cycles with 10^{-6} reliability

Predictive scheduling



Exploiting predictive characteristics for subnetwork operation and movements for pre-allocating resources → low delays and signalling overhead



- Subnetworks can spontaneously become very dense
 - Possibly cumbersome and time-varying interference levels

Centralized RRM

- best ideal performance
- poor scalability
- limited by backhaul quality

Distributed RRM

- fully scalable
- limited environment visibility at each subnetwork

Hybrid solutions

- Exploring ML-based approaches to deal with the complexity of the interference scenarios
→ training in known scenarios reduces complexity for RRM decisions
- Goal-oriented design



- In-X subnetworks as a solution to support highly localized high performance services
→ consumer, industrial, in-vehicle applications
- They should be able to operate autonomously, while benefiting from connection with a 6G parent network
- Significant innovation needed in PHY, MAC, radio resource management and network architectures, for achieving demanding performance requirements at a low cost.





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