

Network softwarization and slicing in 5G

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Outline



Mobile networks evolution



The next generation



Softwarization

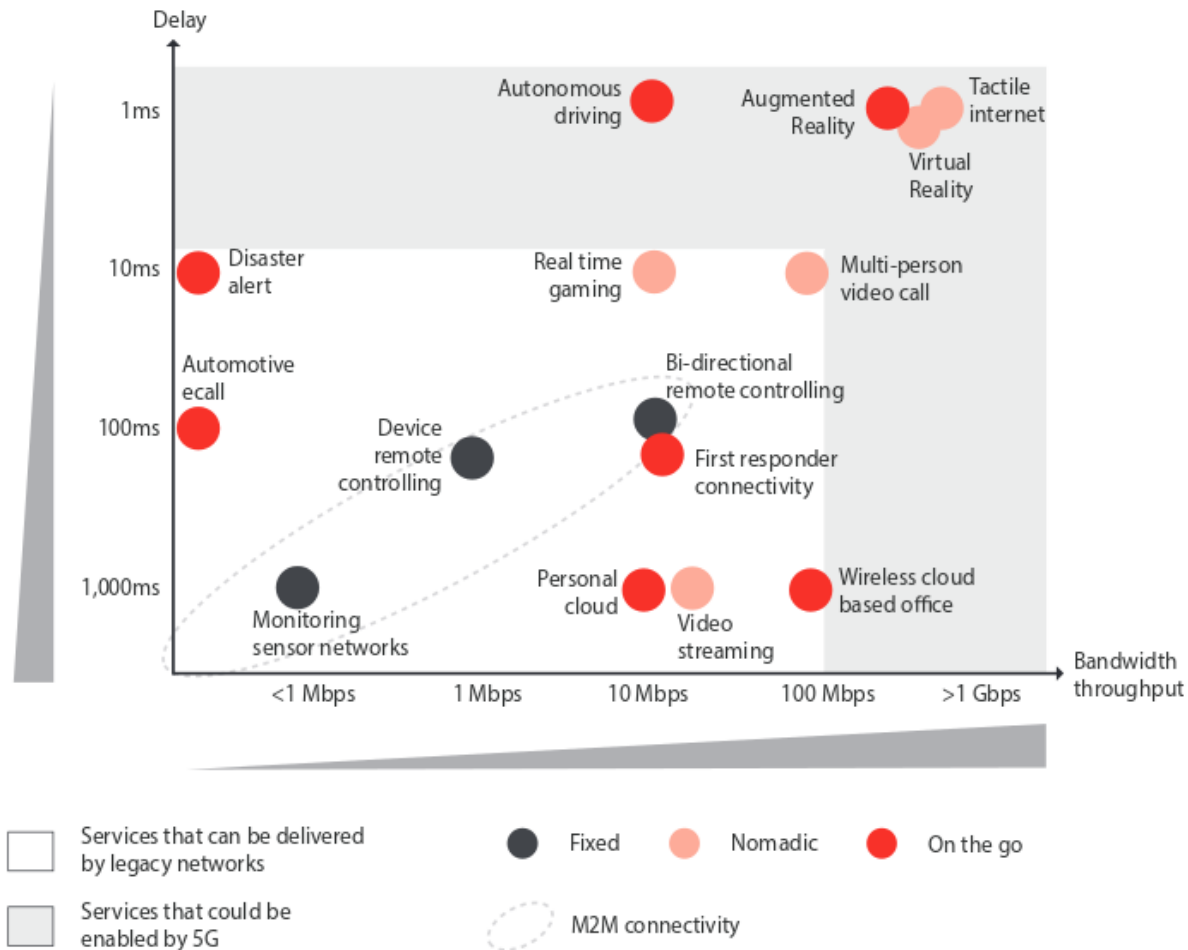


Slicing

A brief history of mobile networks

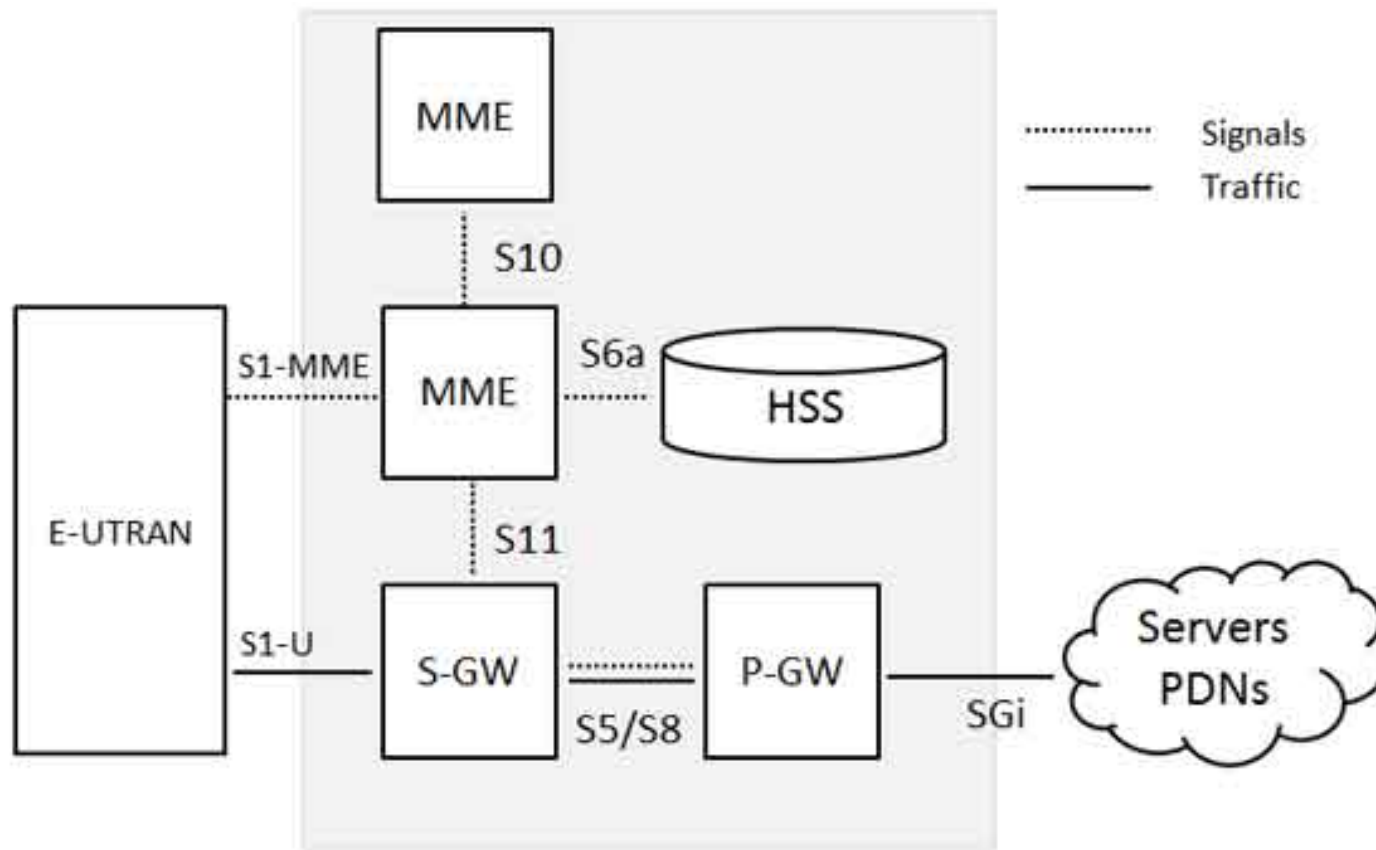
		Users	Providers
1G	Analog phone calls	Mobility	New market
2G	Digital calls, messaging, data	Security, Accessibility	Capacity for more users, efficiency
3G	Better data, new use-cases	Performance, use cases	Use cases, value added services
4G	Better data, New use-cases	Performance, use cases	Use cases, value added services

Use cases are diverging



Bandwidth and latency requirements of potential 5G use cases [1]

Current mobile networks are inflexible



Components of the 4G architecture

[https://www.tutorialspoint.com/lte/lte_network_architecture.htm]

What can softwarization offer

Lower cost ?

Higher efficiency ?

Better scalability

Better flexibility

Reliability ?

Research topics

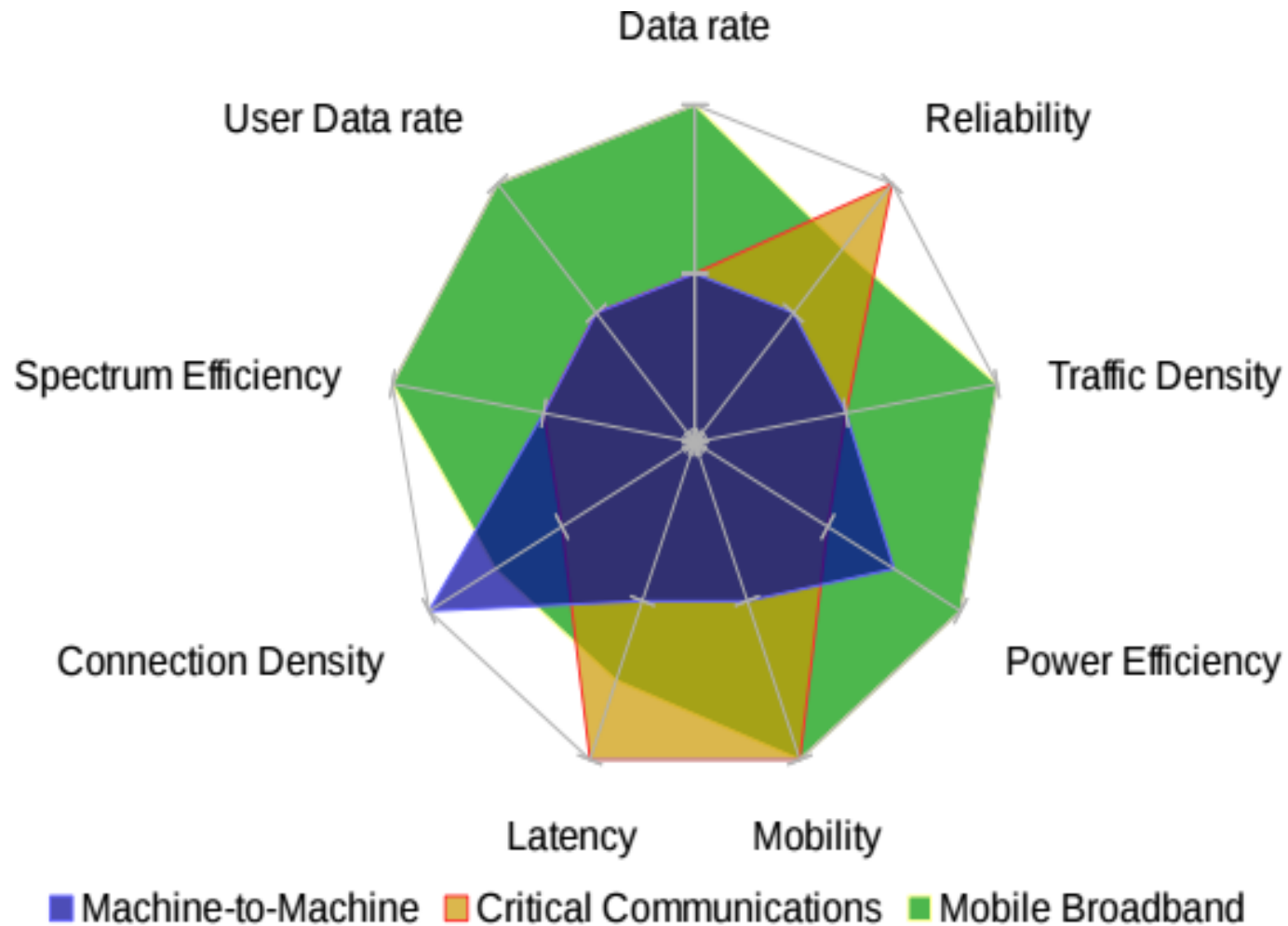
What is the NF architecture going to look like?

How will providers design their networks?

How will the networks map to functions?

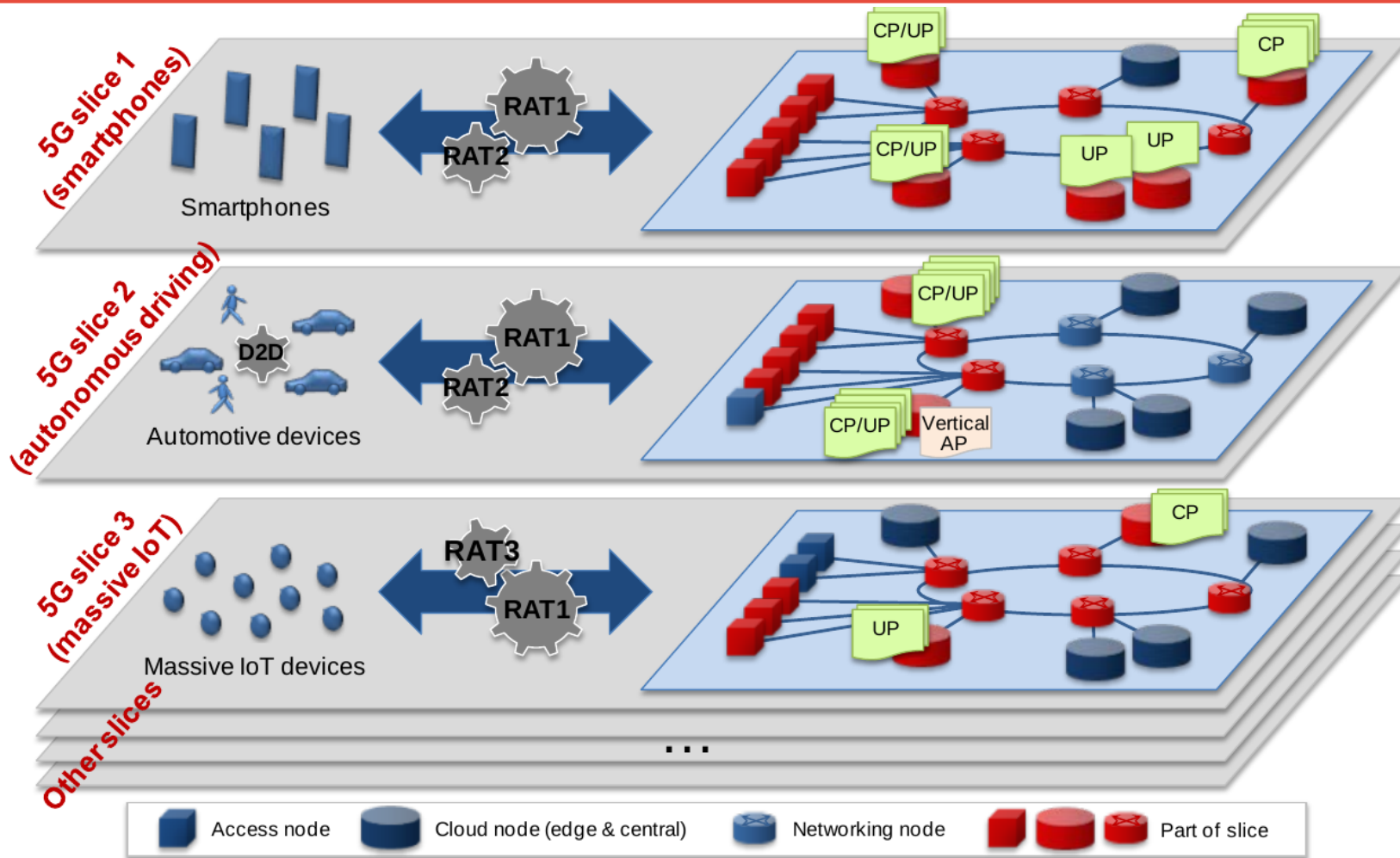
How will infrastructure map to functions?

Each use-case brings a different set of requirements



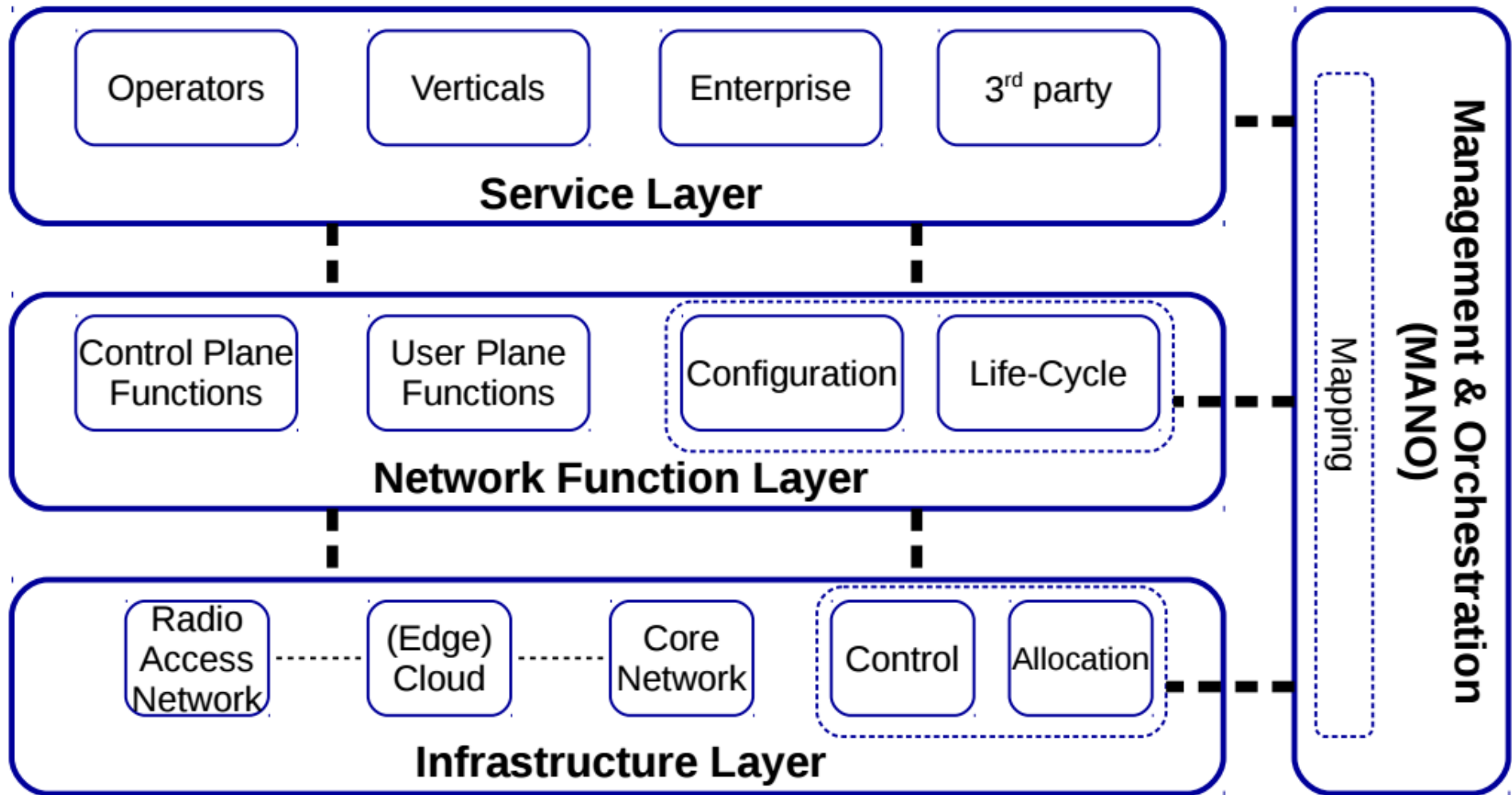
Key 5G use cases and their requirements [2,3]

Slicing can help accommodate use-cases



Network slices implemented on the same infrastructure [1]

Generic 5G architecture



5G architectural framework [2]

A more standardized and capable measurement framework is needed

How will management and orchestration work?

How do we determine what and where to measure?

How do we actually do it in a efficient way?

How do we use the intelligence?

References

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- [.] 5G PPP Architecture Working Group. View on 5G Architecture, Jul 2016.
- [.] A. S. Rajan et al., "Understanding the bottlenecks in virtualizing cellular core network functions," in Local and Metropolitan Area Networks (LANMAN), 2015 IEEE International Workshop on, 2015, pp. 1-6.
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