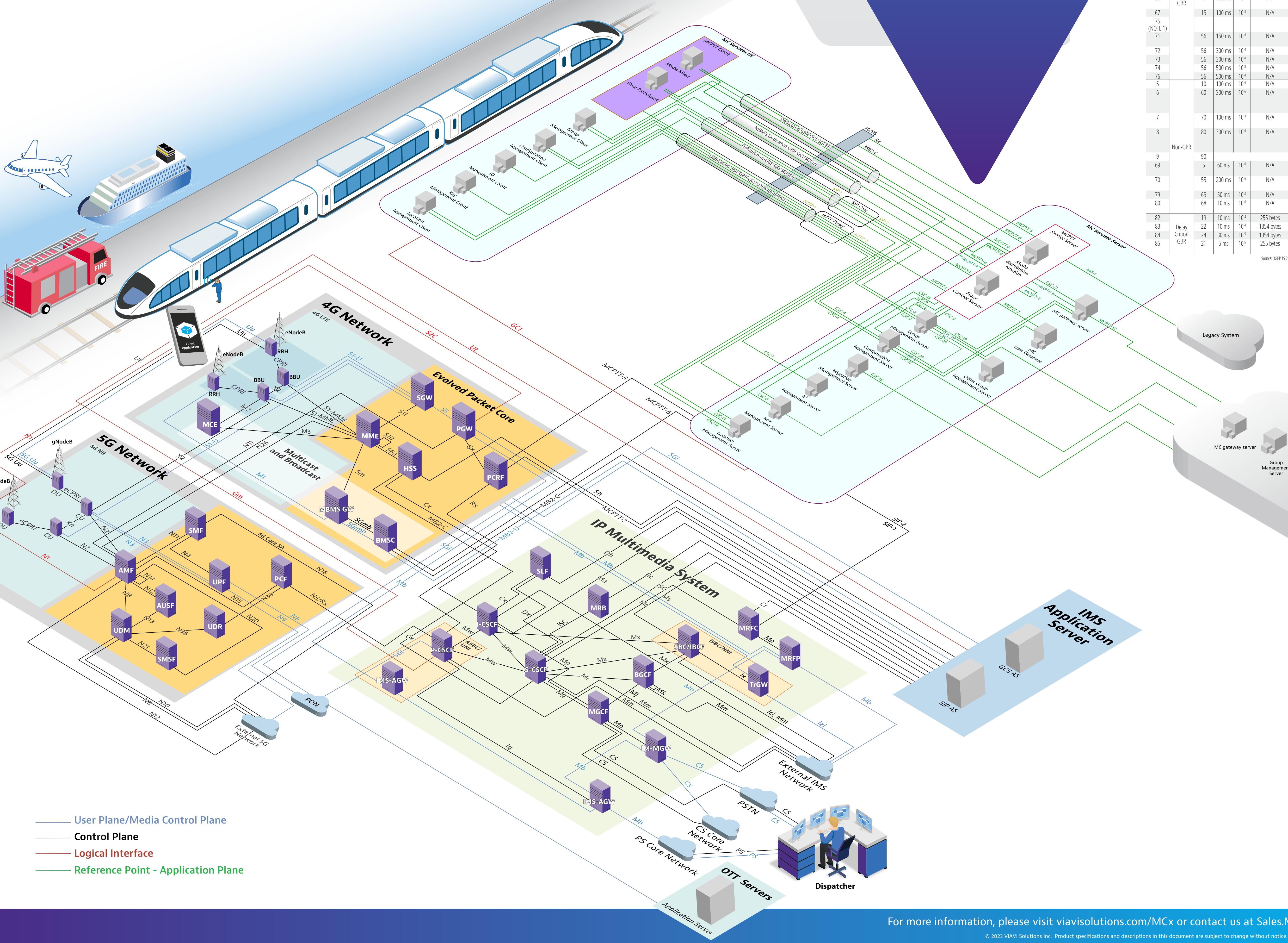


# MCx Network Architecture



# 5GS PDU CONNECTIVITY SERVICE AND SESSION

VIAVI Solutions

| 5QI Value      | Resource Type      | Default Priority Level | Packet Delay Budget | Packet Error Rate | Default Maximum Data Burst Volume | Default Averaging Window | Example Services   |
|----------------|--------------------|------------------------|---------------------|-------------------|-----------------------------------|--------------------------|--|
| 1              | GBR                | 20                     | 100 ms              | $10^{-2}$         | N/A                               | 2000 ms                  | Conversational Voice   |
| 2              |                    | 40                     | 150 ms              | $10^{-3}$         | N/A                               | 2000 ms                  | Conversational Video (Live Streaming)  |
| 3<br>(NOTE 1)  |                    | 30                     | 50 ms               | $10^{-3}$         | N/A                               | 2000 ms                  | Real Time Gaming, V2X messages, Electricity distribution medium voltage, Process automation monitoring |
| 4              |                    | 50                     | 300 ms              | $10^{-6}$         | N/A                               | 2000 ms                  | Non Conversational Video (Buffered Streaming)  |
| 65             |                    | 7                      | 75 ms               | $10^{-2}$         | N/A                               | 2000 ms                  | Mission Critical user plane Push To Talk voice (e.g., MCPTT)   |
| 66             |                    | 20                     | 100 ms              | $10^{-2}$         | N/A                               | 2000 ms                  | Non Mission Critical user plane Push To Talk voice   |
| 67             |                    | 15                     | 100 ms              | $10^{-3}$         | N/A                               | 2000 ms                  | Mission Critical Video user plane  |
| 75<br>(NOTE 1) |                    |                        |                     |                   |                                   |                          |  |
| 71             |                    | 56                     | 150 ms              | $10^{-6}$         | N/A                               | 2000 ms                  | "Live" Uplink Streaming (e.g. 3GPP TS 26.238)  |
| 72             |                    | 56                     | 300 ms              | $10^{-4}$         | N/A                               | 2000 ms                  | "Live" Uplink Streaming  |
| 73             |                    | 56                     | 300 ms              | $10^{-8}$         | N/A                               | 2000 ms                  | "Live" Uplink Streaming  |
| 74             |                    | 56                     | 500 ms              | $10^{-8}$         | N/A                               | 2000 ms                  | "Live" Uplink Streaming  |
| 76             |                    | 56                     | 500 ms              | $10^{-4}$         | N/A                               | 2000 ms                  | "Live" Uplink Streaming  |
| 5              | Non-GBR            | 10                     | 100 ms              | $10^{-6}$         | N/A                               | N/A                      | IMS Signalling   |
| 6              |                    | 60                     | 300 ms              | $10^{-6}$         | N/A                               | N/A                      | Video (Buffered Streaming)   |
|                |                    |                        |                     |                   |                                   |                          | TCP-based (e.g., www, e-mail, chat, ftp, p2p file sharing, progressive video, etc.)                    |
| 7              |                    | 70                     | 100 ms              | $10^{-3}$         | N/A                               | N/A                      | Voice, Video (Live Streaming) Interactive Gaming   |
| 8              |                    | 80                     | 300 ms              | $10^{-6}$         | N/A                               | N/A                      | Video (Buffered Streaming)   |
|                |                    |                        |                     |                   |                                   |                          | TCP-based (e.g., www, e-mail, chat, ftp, p2p file sharing, progressive video, etc.)                    |
| 9              |                    | 90                     |                     |                   |                                   |                          | Same values as 5QI '8'   |
| 69             |                    | 5                      | 60 ms               | $10^{-6}$         | N/A                               | N/A                      | Mission Critical delay sensitive signalling (e.g., MC-PTT signalling)                                  |
| 70             |                    | 55                     | 200 ms              | $10^{-6}$         | N/A                               | N/A                      | Mission Critical Data (e.g. example services are the same as 5QI 6, 8, 9)                              |
| 79             |                    | 65                     | 50 ms               | $10^{-2}$         | N/A                               | N/A                      | V2X messages   |
| 80             |                    | 68                     | 10 ms               | $10^{-6}$         | N/A                               | N/A                      | Low Latency eMBB applications, Augmented Reality   |
| 82             | Delay Critical GBR | 19                     | 10 ms               | $10^{-4}$         | 255 bytes                         | 2000 ms                  | Discrete Automation (see TS 22.261)  |
| 83             |                    | 22                     | 10 ms               | $10^{-4}$         | 1354 bytes                        | 2000 ms                  | Discrete Automation (see TS 22.261)  |
| 84             |                    | 24                     | 30 ms               | $10^{-5}$         | 1354 bytes                        | 2000 ms                  | Intelligent transport systems (see TS 22.261)  |
| 85             |                    | 21                     | 5 ms                | $10^{-5}$         | 255 bytes                         | 2000 ms                  | Electricity Distribution- high voltage (see TS 22.261)   |

Source: 3GPP TS 23.501 NOTE 1: This 5QI value is not supported in Release 15 – reserved for future use

