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# 5G URLLC 2022

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## METHODOLOGY AND DEFINITIONS

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To create estimates and forecasts for URLLC networks and client devices, Mobile Experts relied on direct input from more than 30 industry sources, including input from multiple mobile operators and enterprises in key industry areas, as well as companies involved with online gaming and AR/VR applications. The technology suppliers were very helpful in illustrating the technical details, but we relied exclusively on our interviews with industrial firms and gaming service providers to build our assumptions concerning market adoption.

We chose to exclude Gaming and AR/VR from this year's report because we have ascertained that these services are likely to be a 'best effort' based service, not including hard requirements for latency and reliability. Clearly some level of latency and reliability will be important to these segments, and if an SLA is guaranteed by the operator then they would qualify for our definition of URLLC.

To define the URLLC market, Mobile Experts segregated the portion of the market where a 'decision latency' of 5 ms latency or less would be required, or where at least 99.99% availability of the radio is specified. In other words, if either low latency or high reliability is specified in the purchase of the system or service, then we consider it to be an URLLC link.