

Benchmarking Report No. 06

December, 2019

Agenda

1. Quantitative Information

- 2. Voice Service Quality & Performance Cairo
- 3. Data Service Quality & Performance Cairo
- 4. Voice Service Quality & Performance Giza
- 5. Data Service Quality & Performance Giza
- 6. Voice Service Quality & Performance Alexandria
- 7. Data Service Quality & Performance Alexandria
- 8. Voice Service Quality & Performance Delta
- 9. Data Service Quality & Performance Delta
- 10. Voice Service Quality & Performance Canal
- 11. Data Service Quality & Performance Canal
- 12. Voice Service Quality & Performance Upper Egypt
- 13. Data Service Quality & Performance Upper Egypt
- 14. Annexes

Executive Summary

Due to the fact that **NTRA** in **Egypt** is concerned about maintaining the highest standards of the quality of the network and getting the market insight about how operators are performing in the market from a **QoS/QoE** perspective. **NTRA** along with Rohde and Schwarz carried out an extensive benchmarking survey of the Mobile networks in **Egypt** with focus on the performance of the four operator's network.

The full scope of measurements performed covers **Egypt** on monthly basis. Measurement is divided over seven main regions, Cairo, Giza, Alexandria, Delta, Canal, Red Sea and Upper Egypt. Each area is consists of some clusters that will be measured during each month. And the results of each month will be discussed on this presentation.

This presentation gives a summary view of **December-19** measurements that took place in December 2019 for **Egypt** as defined in later slides of this presentation, during this survey, a distance of ~ **24,500 KM's** were driven. All measurements were done in Window time from 8AM to 8PM.

This presentation addressed 2nd, 3rd and 4th generation mobile networks (2G,3G,4G) for the Four licensees **Etisalat**, **Orange**, **Vodafone** and **WE** (sorted alphabetically) in outdoors measurements. Key performance indicators used in the survey are included in Annexes slides at the end of this presentation. For this campaign, Mobile to Mobile voice scenario approach was followed to better represent customer experience in a modernized manner.

Quantitative Information

| Voice Measurements | Number of Tests |
|-----------------------------|-----------------|
| Total Number of Voice Calls | 64,422 |

| Data Measurements | Number of Tests |
|--------------------------|-----------------|
| HTTP Download | 70,250 |
| HTTP Upload | 70,176 |
| HTTP Browsing - Facebook | 64,801 |
| HTTP Browsing - Twitter | 64,602 |
| HTTP Browsing - Google | 64,888 |
| HTTP Browsing - YouTube | 64,468 |
| HTTP Browsing - Yahoo | 64,839 |
| YouTube - Video Stream | 64,314 |
| Total Ping Attempts | 3,342,015 |

Methodology

NTRA has preformed drive test that cover all governorates and major highways across the country. The tests were in same time and condition for the four operators to ensure fair comparison.

NTRA measures the major "key performance indicators" (**KPI**) that directly relate to the public's experience through Outdoor (in-car user experience). These include block, dropped calls, voice quality, data throughput. (all details will be found on annexes slides)

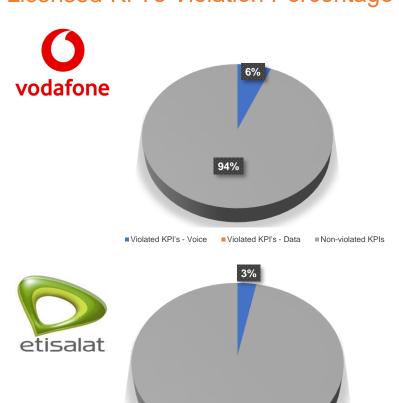
The drive test results represent a snapshot of the mobile service provider's network in-car user experience and using a particular type of smartphones to simulate end user. The reported level of service quality may therefore not be exactly comparable with the consumer's own experience;

The threshold for each **KPI** in license is mentioned in the legend of each graph. (and it is included in the annexes slides) For better understand the results in reference to the threshold value:

- Every result exceeds the threshold value is considered as a violation to the license terms for Voice KPI's.
- Every result exceeds the threshold value is considered as a violation to the license terms for **Data KPI's** except for **Download Throughput** and **Upload throughput**.
- **Download Throughput** and **Upload throughput** violation counted when the result is lower than the threshold value.
- We Denotes the violations where penalties are applied as dashed Dark RED Line
- We Denotes the violations where penalties are not applied as Solid **Black** Line



Licensed-KPI's Violation Percentage over Egypt (32 zones * 8 KPIs in license = 256 possible violations)

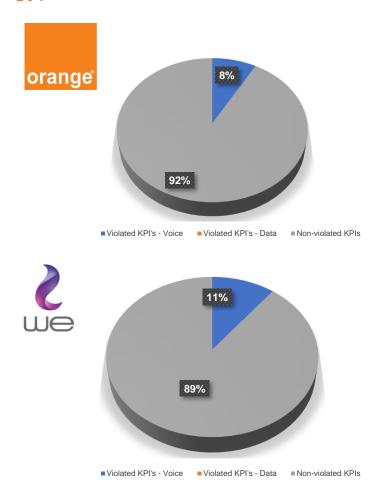


97%

■ Violated KPI's - Data

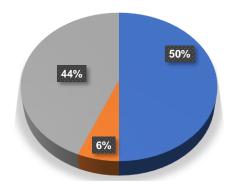
■ Non-violated KPIs

■ Violated KPI's - Voice

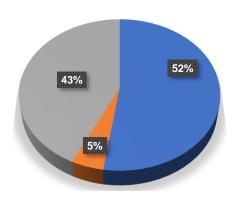


Licensed-KPI's Violation Breakdown Over Egypt



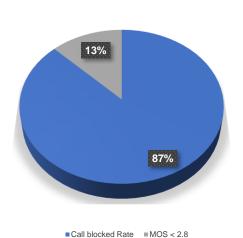






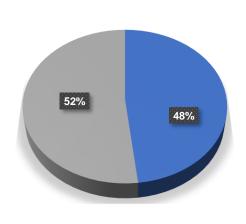
■ Call blocked Rate ■ Call Dropped Rate ■ MOS < 2.8





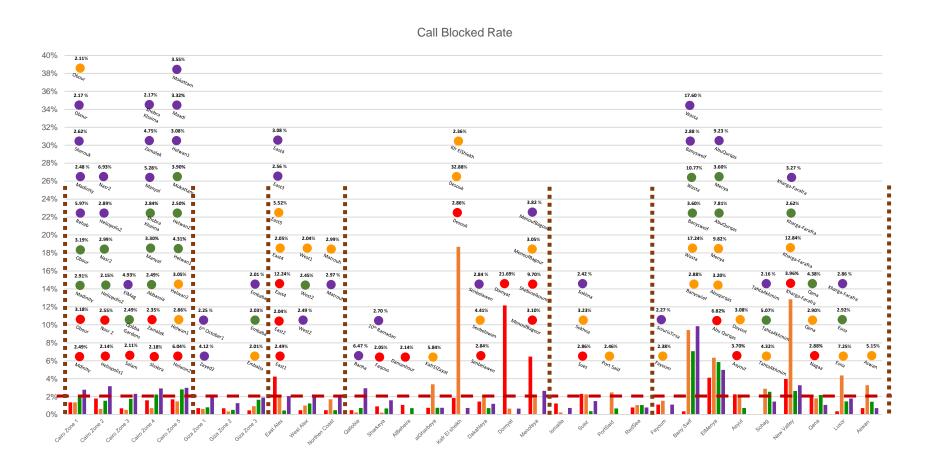
■Call blocked Rate ■Call Dropped Rate ■MOS < 2.8



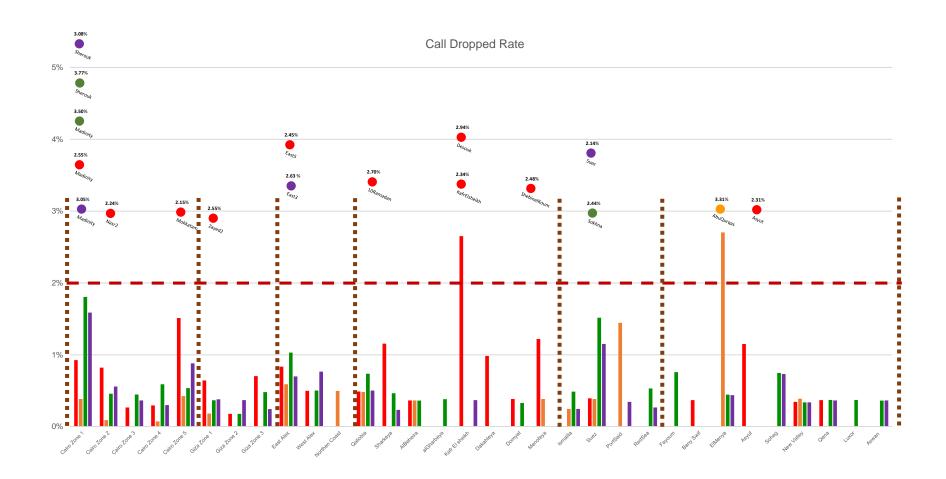


■ Call blocked Rate ■ MOS < 2.8

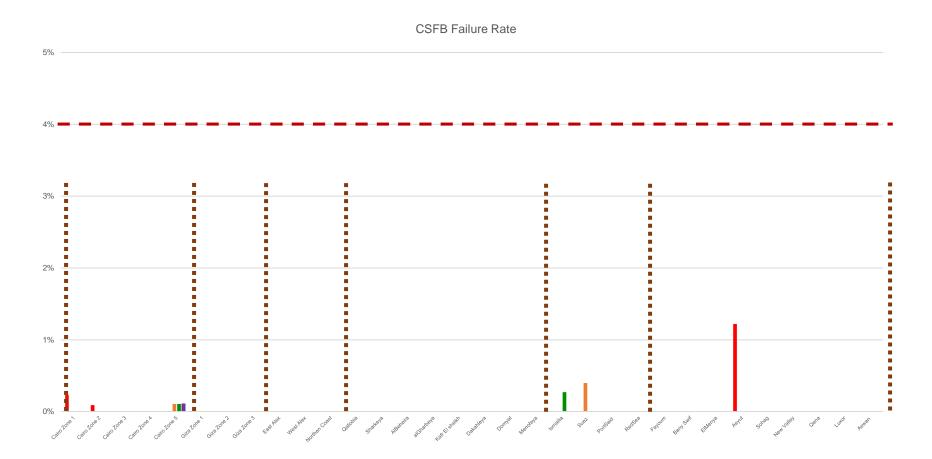
Call Blocked Rate - Zones



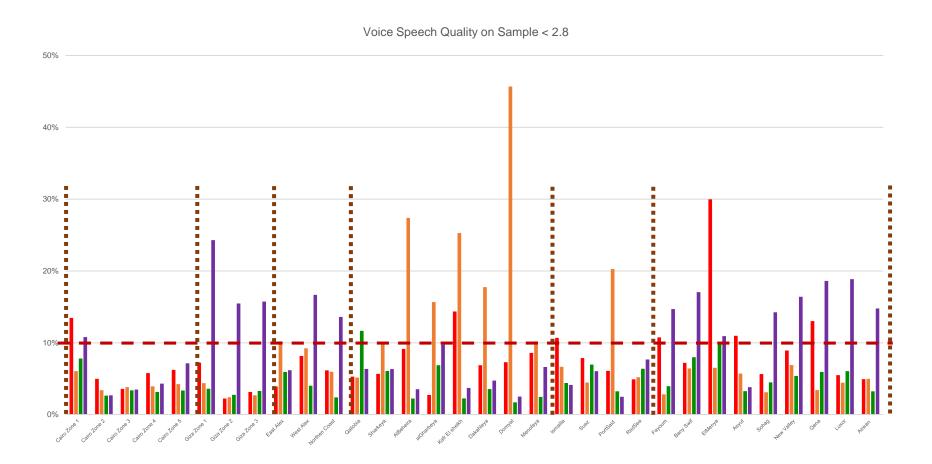
Call Dropped Rate - Zones



CSFB Failure Rate - Zones

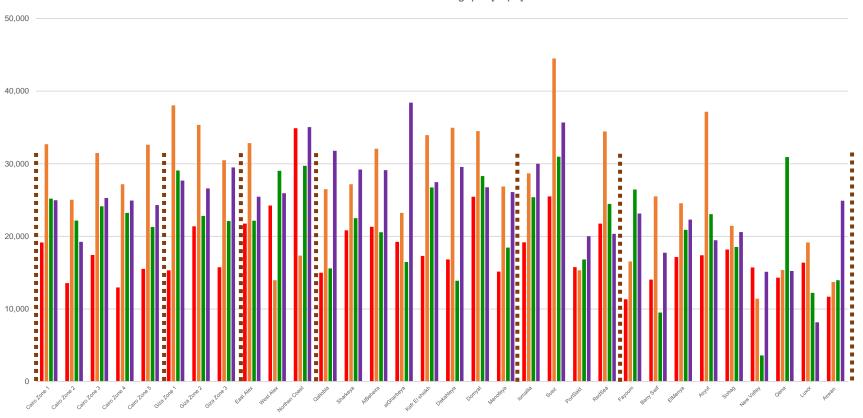


Voice Speech Quality - Zones

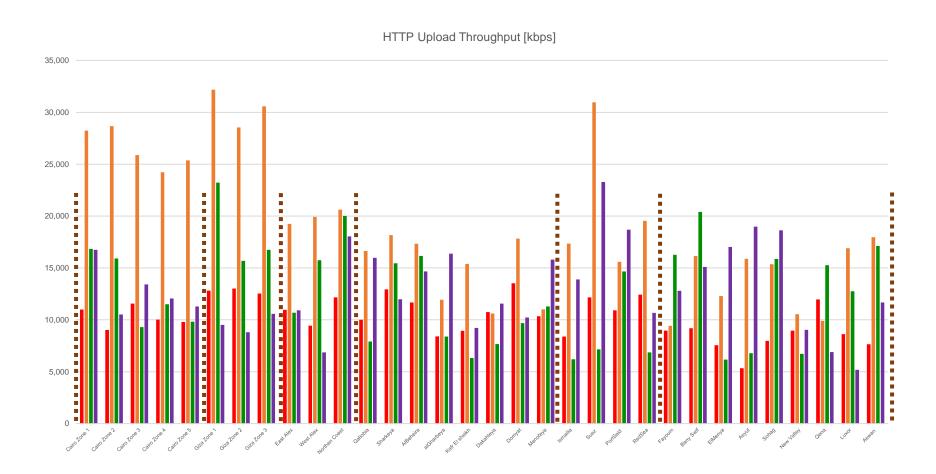


Download Throughput [kbps] - Zones





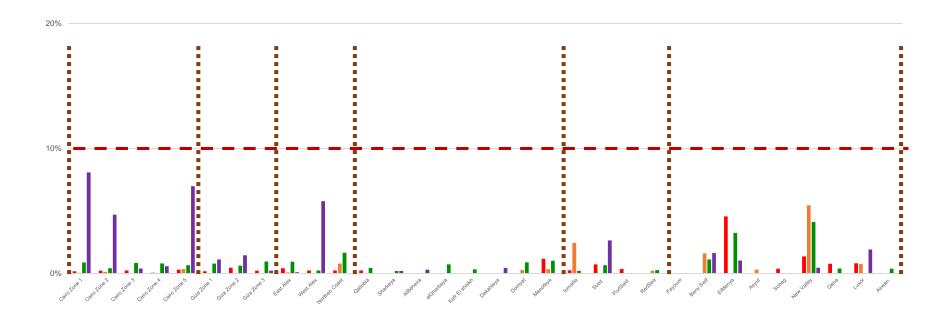
Upload Throughput [kbps] - Zones



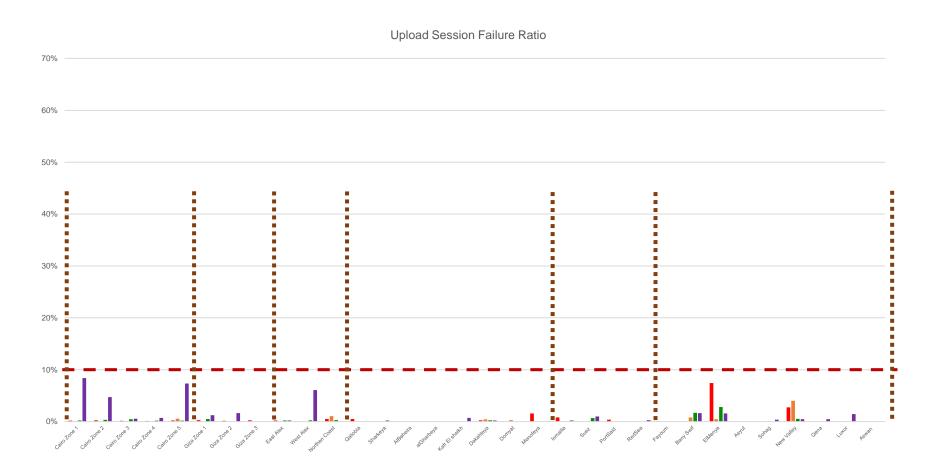
Download Session Blocked Ratio - Zones



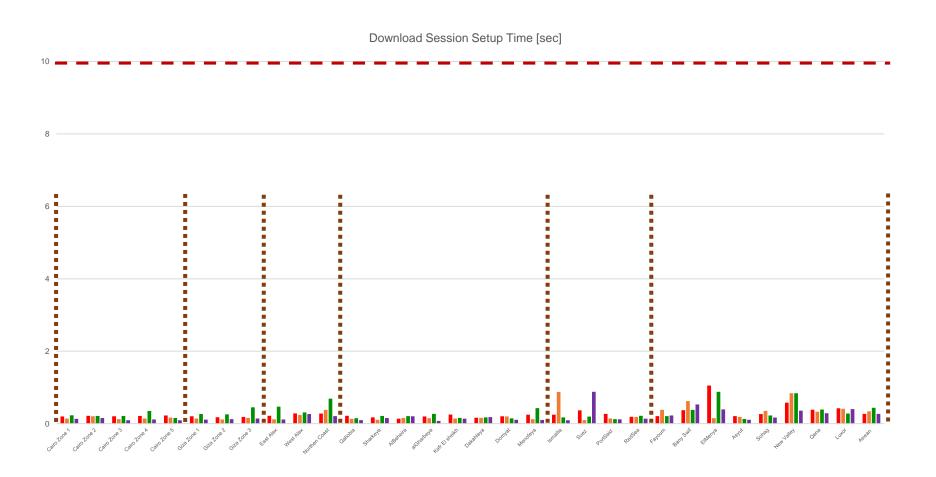




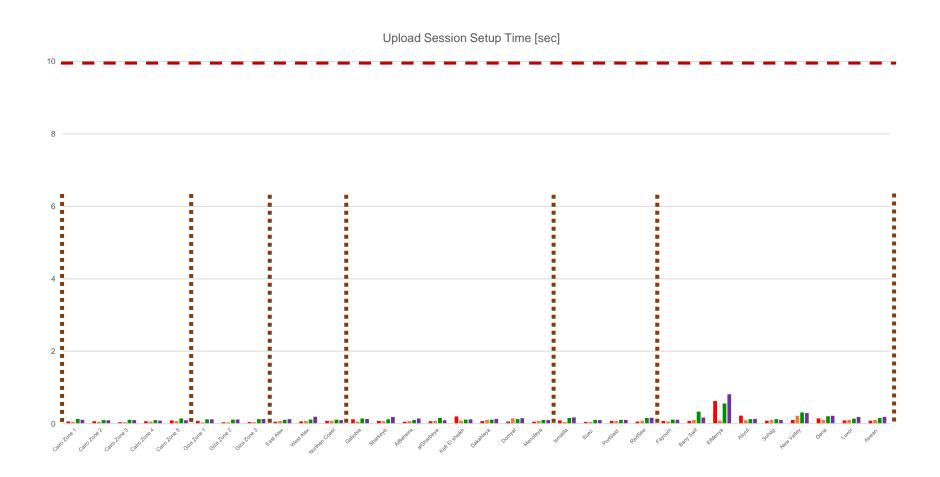
Upload Session Blocked Ratio - Zones



Download Session Setup Time - Zones



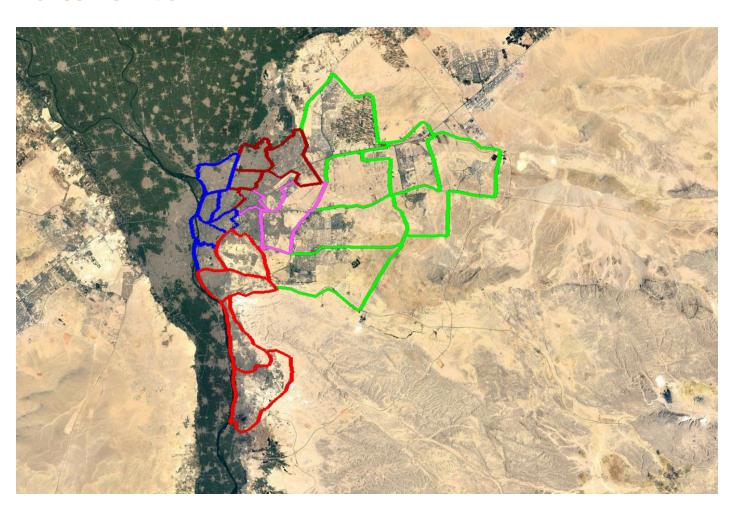
Upload Session Setup Time - Zones



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Zones Definition

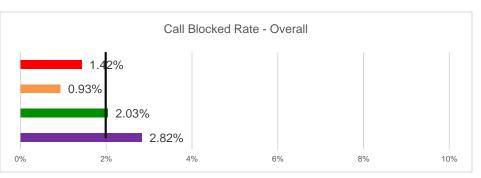


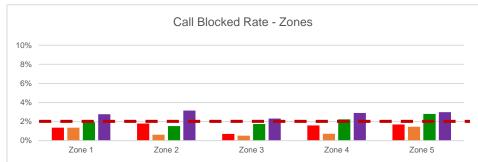
| | Cairo | |
|----------|-----------------|--|
| Z1 | Madinity | |
| | Obour | |
| Cairo Z1 | Rehab | |
| Ca | Sherouk | |
| | Tagamoaa | |
| 2 | Heliopolis 1 | |
| 0 2 | Heliopolis 2 | |
| Cairo Z2 | Nasr City 1 | |
| O | Nasr City 2 | |
| | Ain Shams | |
| Cairo Z3 | ElMarg | |
| | ElSalam | |
| | Qobba Gardens | |
| | Abbasia | |
| 24 | AlManyal | |
| 2 | Shobra | |
| Cairo Z4 | Shobra ElKhamia | |
| | Zamalek | |
| 52 | Helwan 1 | |
| 0 2 | Helwan 2 | |
| aj | Maadi | |
| ၁ | Mokattam | |



Accessibility: Call Blocked Rate

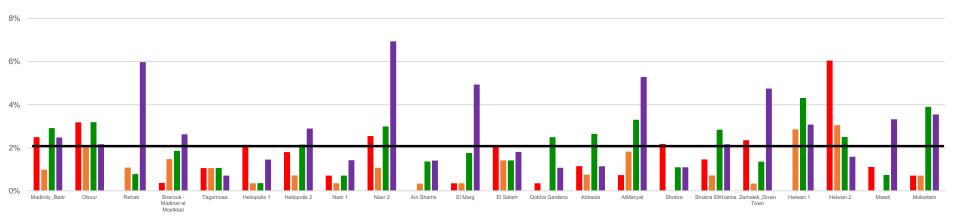




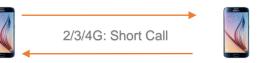


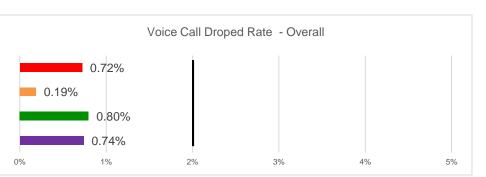
Call Blocked Rate represents the ratio between unsuccessful call attempts and all calls made (both successful & unsuccessful).

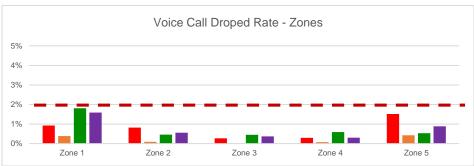
Call Blocked Rate



Retainability: Call Dropped Rate

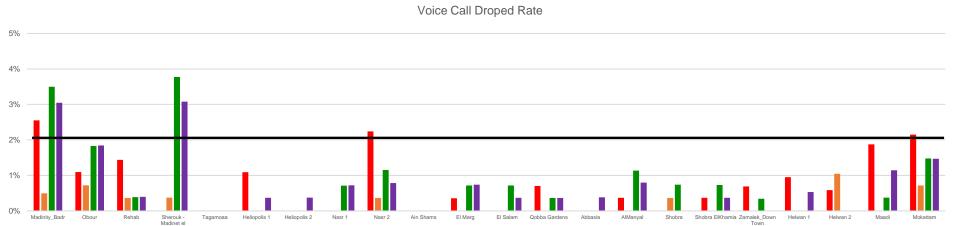




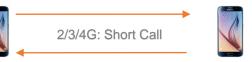


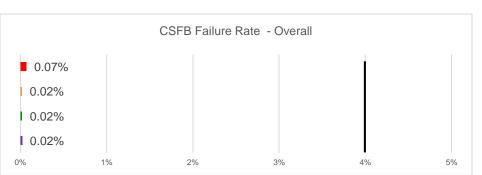
Voice Call Retainability is represented by call drop rates.

Mostkbal



Accessibility: CSFB Failure Rate [%]

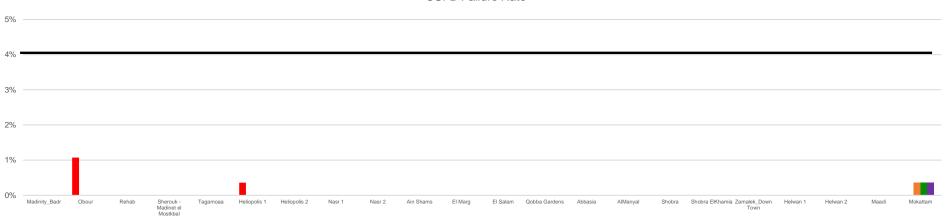




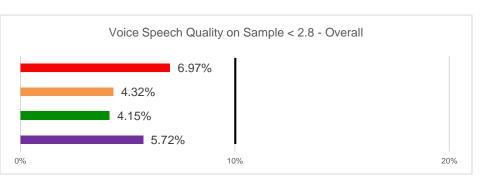


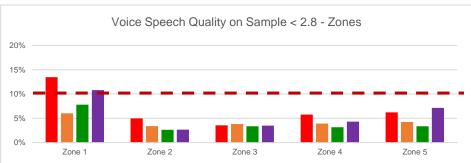
CSFB Failure Rate represents the ratio between unsuccessful fall back attempt to lower technology than 4G (LTE) and all calls made (both successful & unsuccessful). When there is 4G (LTE) present before starting the session.





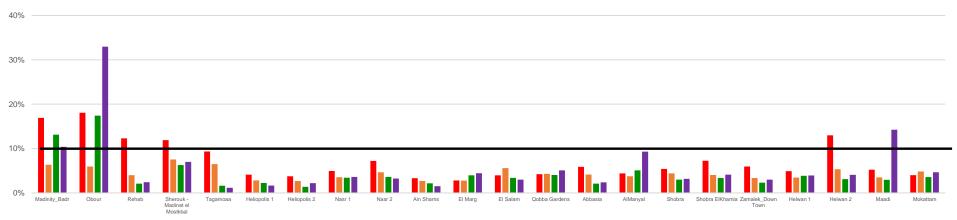
Speech Quality: MOS Voice Speech Quality < 2.8





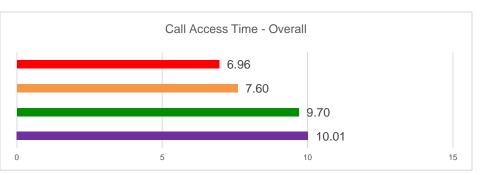
MOS Voice Speech Quality < 2.8 represents the ratio between total number of MOS samples less than 2.8 all collected MOS samples





Accessibility: Call Access Time [sec.]

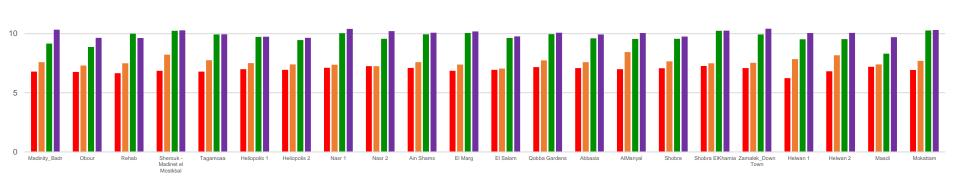




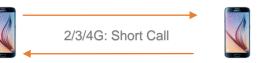


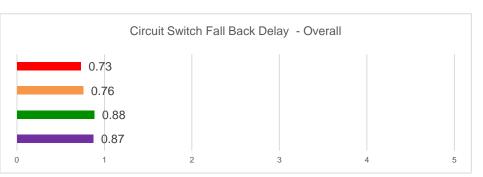
Call Access Time represents the period of time elapsed from the sending of a complete destination address (target number) to the setting up of a call to the receiving terminal.

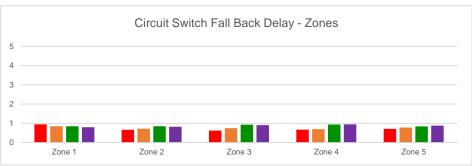
Call Access Time



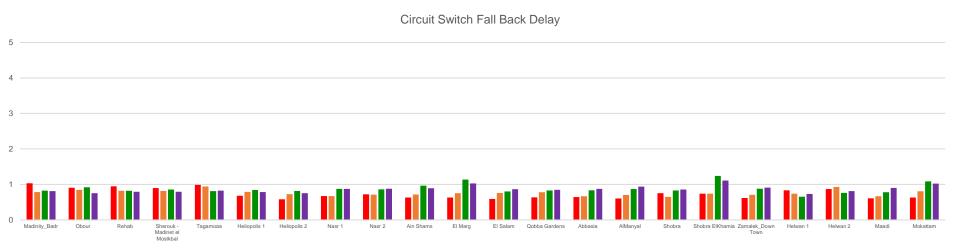
Accessibility: CSFB Delay [sec.]







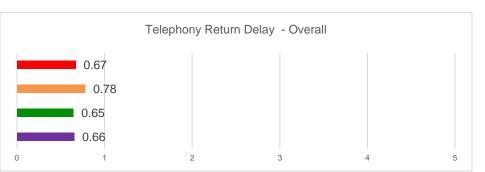
CSFB Delay represents the period of time to overlay 3G/2G environment instead of handling calls in 4G (LTE). Depending on the CSFB strategy.

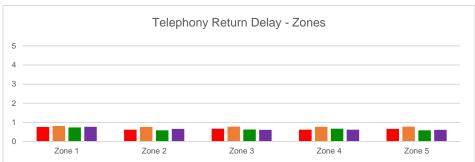


Accessibility: Telephony Return Delay [sec.]

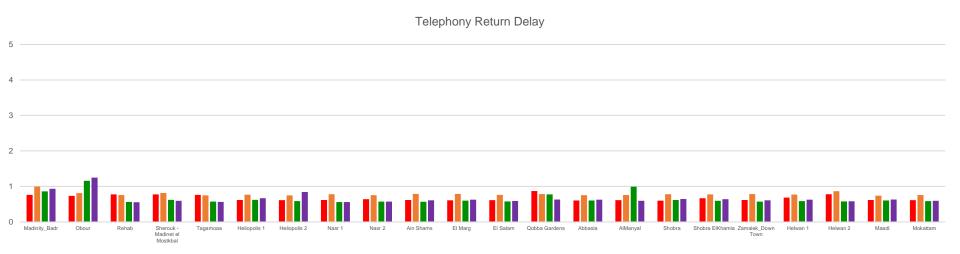






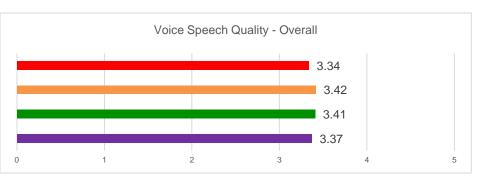


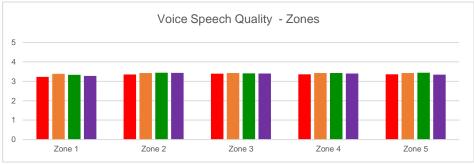
Telephony Return Delay measures the time that a UE uses to re-join the LTE (4G) network after call end



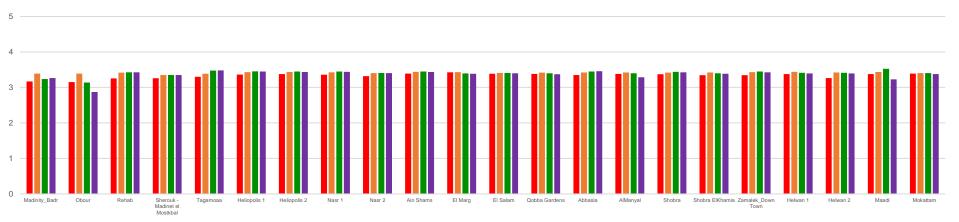


Speech Quality: MOS Scores

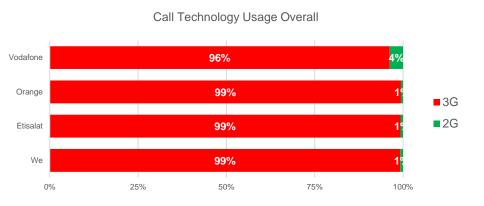




Voice Speech Quality

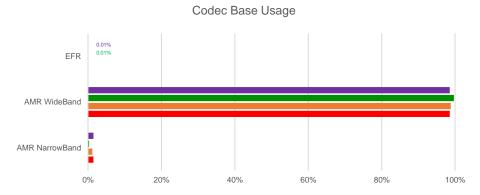


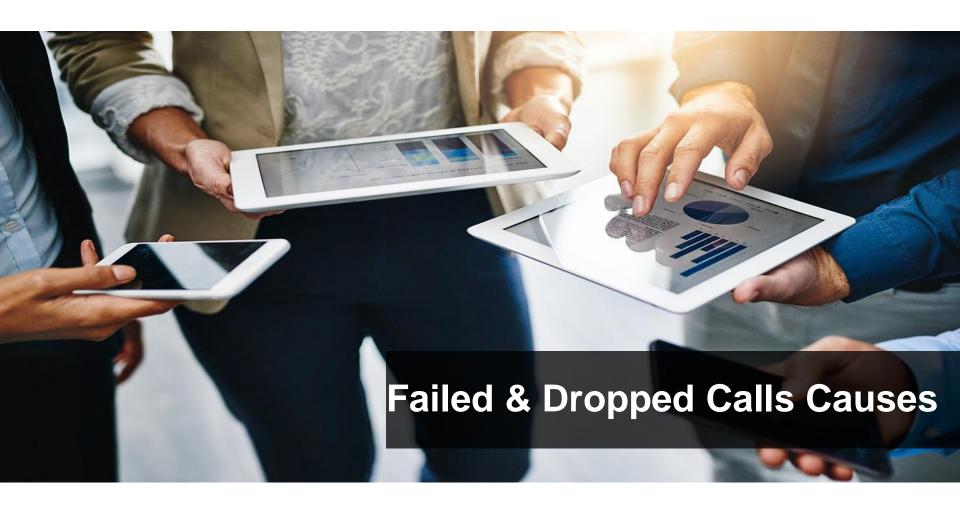
Speech Quality: Call technology Usage & Codec Base Usage



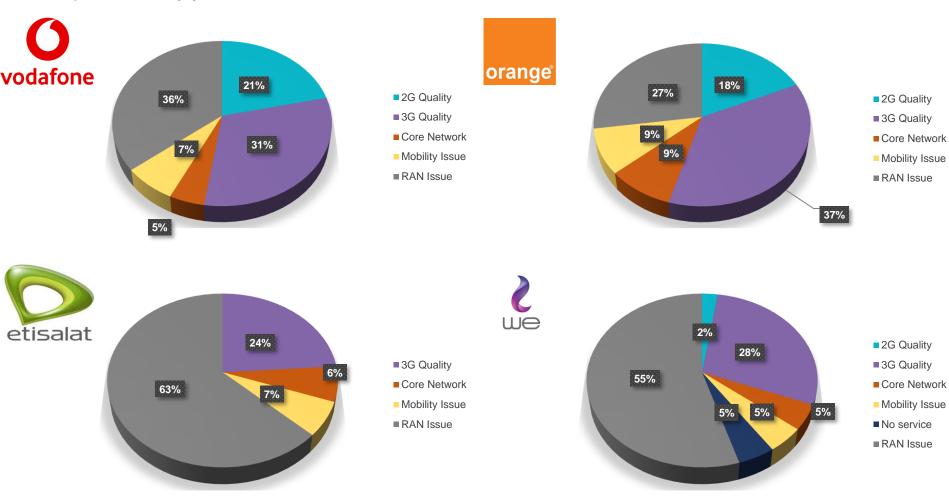
Call technology Usage represents the call technology used over call period. The more calls on 3G (UMTS) the better MOS served.

Codec Base Usage represents the codec used over the call where AMR wideband (AMR WB) leads to better voice quality experience by the end user than the AMR Narrowband (AMR NB)





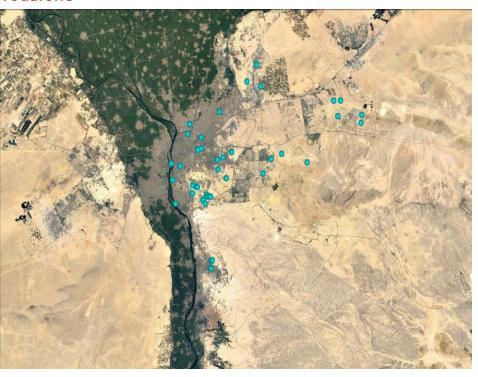
Analysis: Dropped Calls Causes

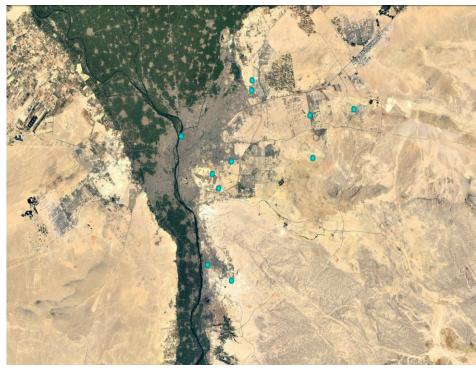


All Operators: Dropped Calls Locations 1/2





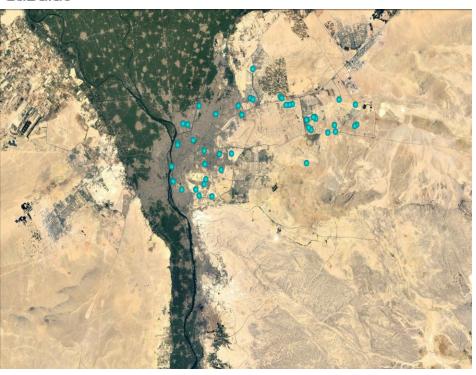


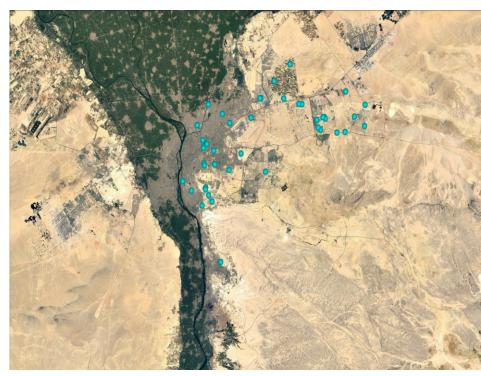


All Operators: Dropped Calls Locations 2/2



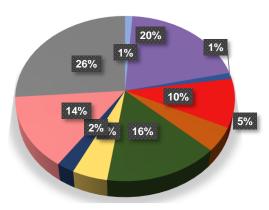






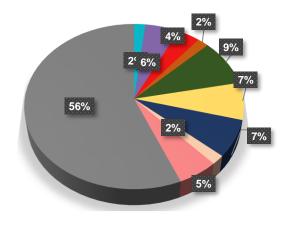
Analysis: Failed Calls Causes





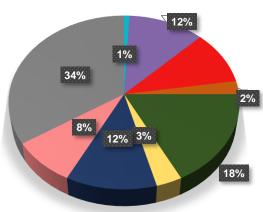
- ■3G Coverage
- 3G Quality
- 4G Coverage
- ■4G Quality
- Core Network
- CSFB Issue
- Mobility Issue
- No service
- Paging Issue
- RAN Issue





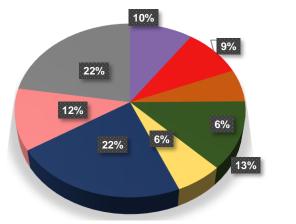
- ■2G Quality
- ■3G Quality
- ■4G Quality
- Core Network
- CSFB Issue
- Mobility Issue
- No service
- Other
- Paging Issue
- RAN Issue





- ■2G Quality
- ■3G Quality
- ■4G Quality
- Core Network
- **■** CSFB Issue
- Mobility Issue
- No service
- Paging Issue
- RAN Issue



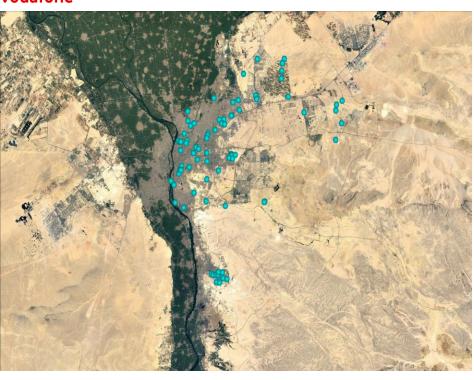


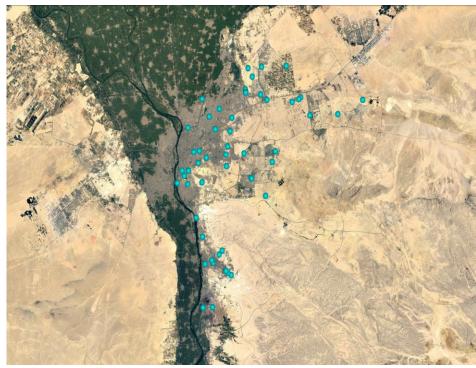
- ■3G Quality
- ■4G Quality
- Core Network ■ CSFB Issue
- COI D 13306
- Mobility Issue
- No service
- Paging Issue
- RAN Issue

All Operators: Blocked Calls Locations 1/2





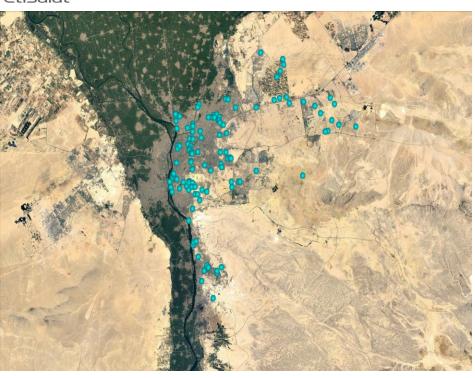


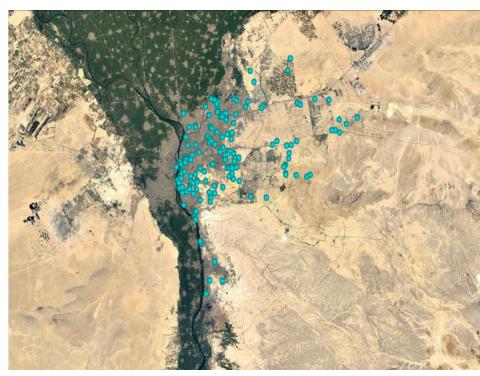


All Operators: Blocked Calls Locations 2/2



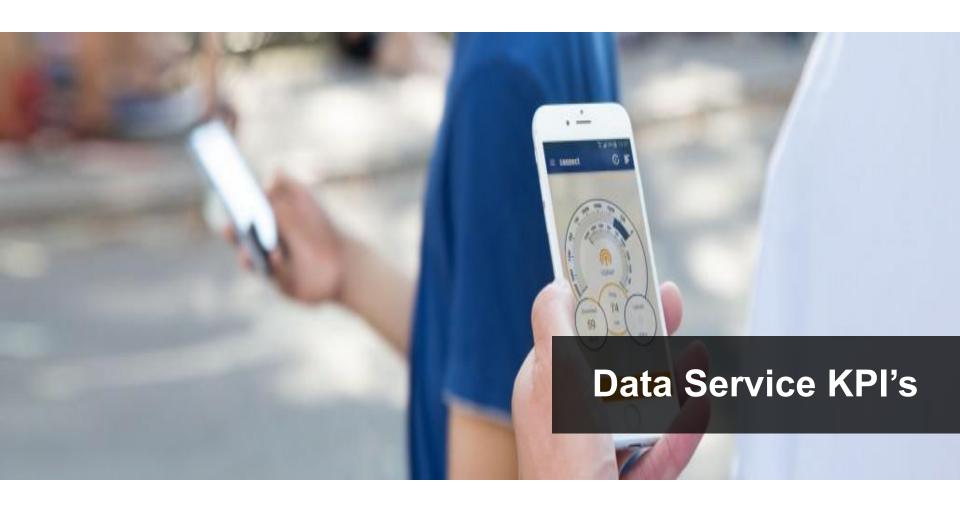




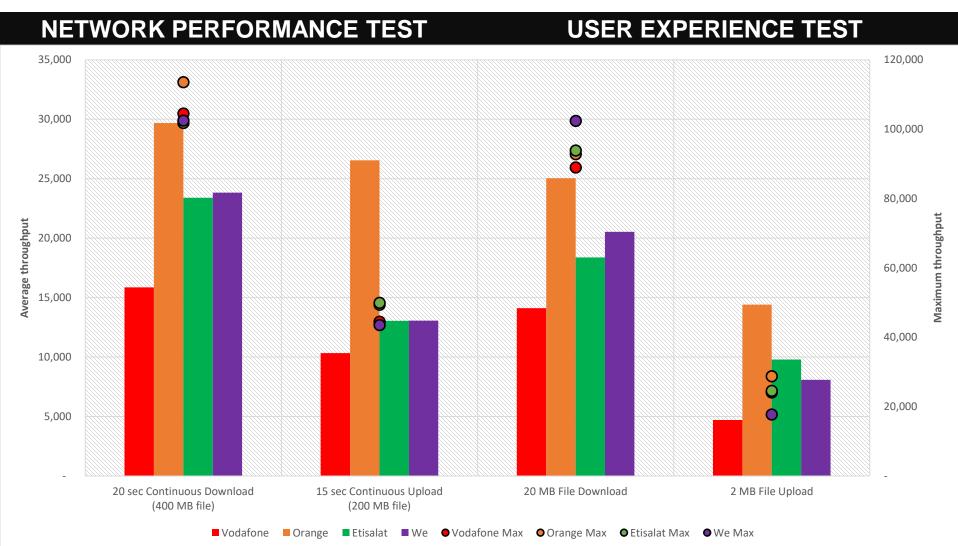


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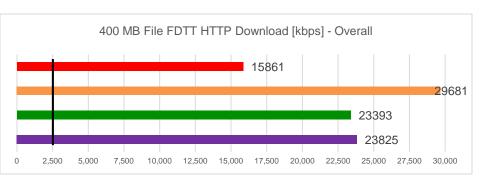
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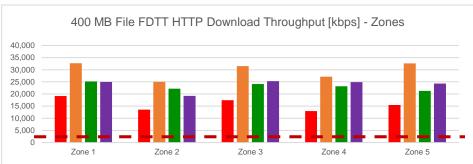


Free Mode Throughput Per Test Type

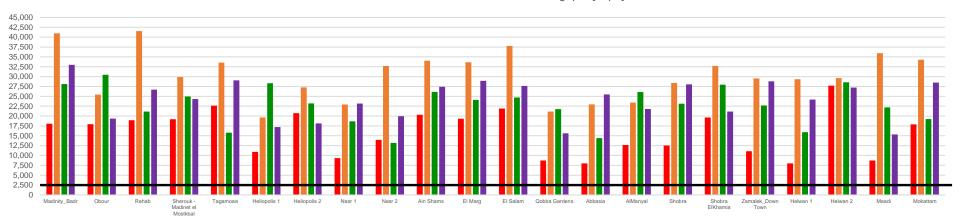


FDTT HTTP Download Transfer Throughput – Network Performance

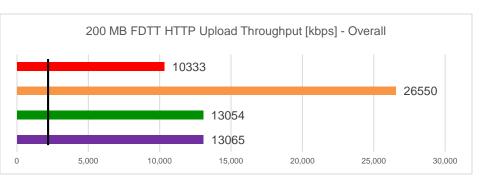


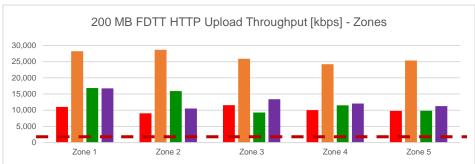


400 MB File FDTT HTTP Download Throughput [kbps]

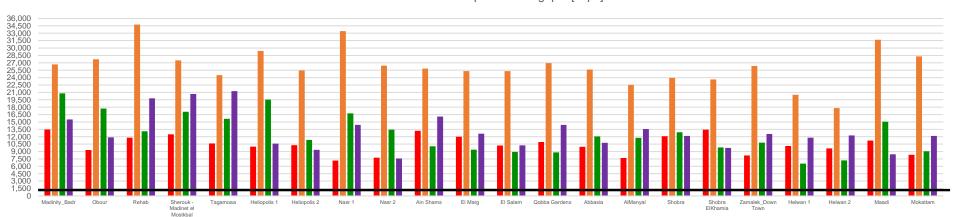


FDTT HTTP Upload Transfer Throughput – Network Performance

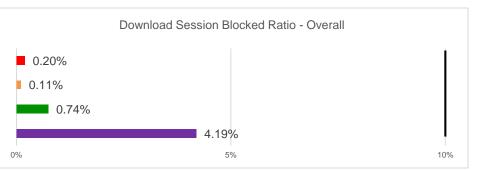


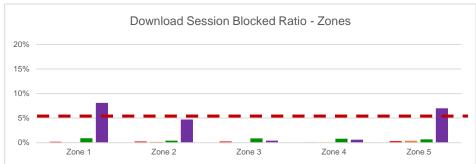


200 MB FDTT HTTP Upload Throughput [kbps]

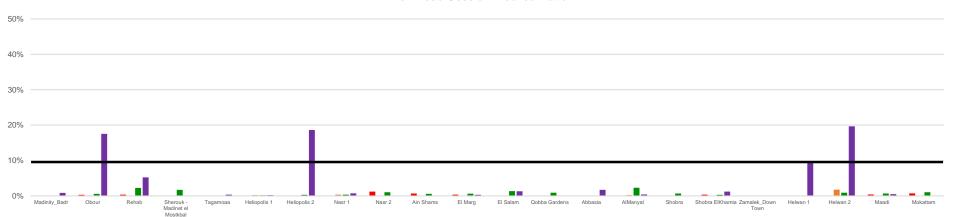


HTTP Download Session Blocked Rates

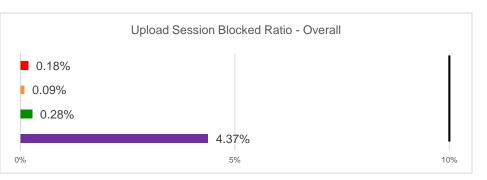


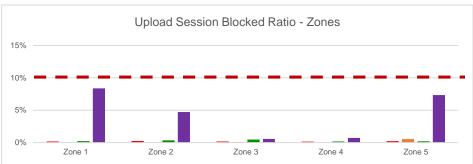


Download Session Blocked Ratio

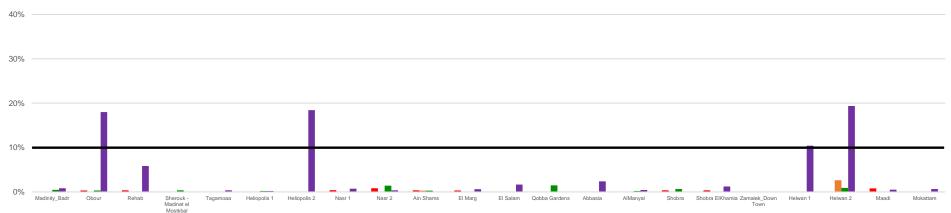


HTTP Upload Session Blocked Rates

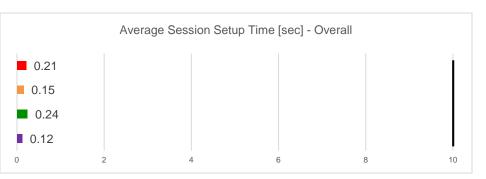




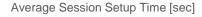


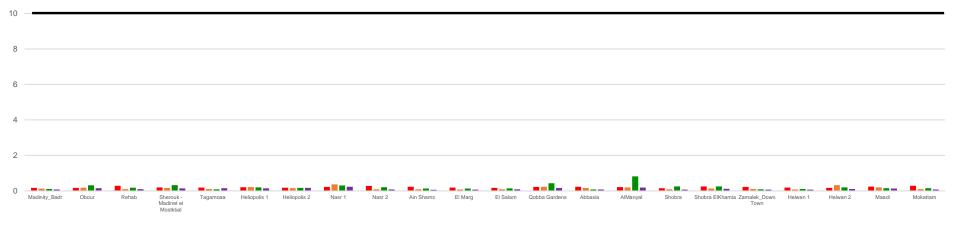


HTTP Download Average Session Setup Time

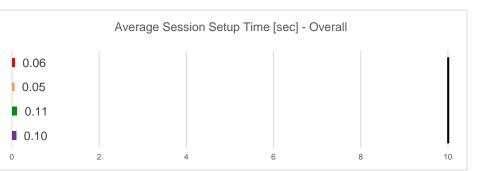


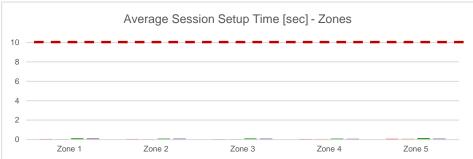




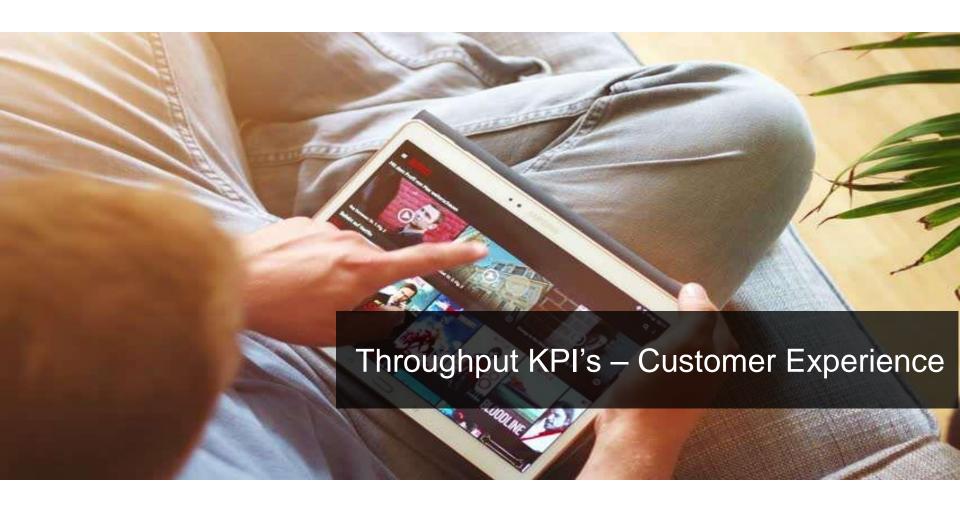


HTTP Upload Average Session Setup Time

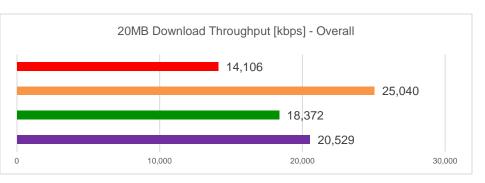


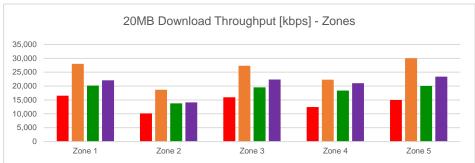




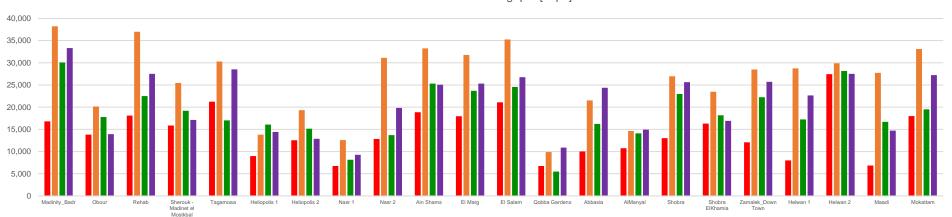


HTTP Download Throughput – Customer Experience

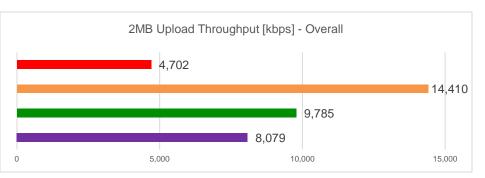


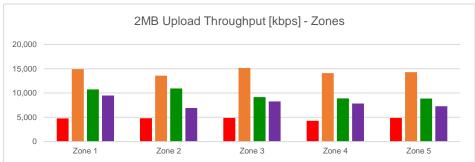


20MB Download Throughput [kbps]

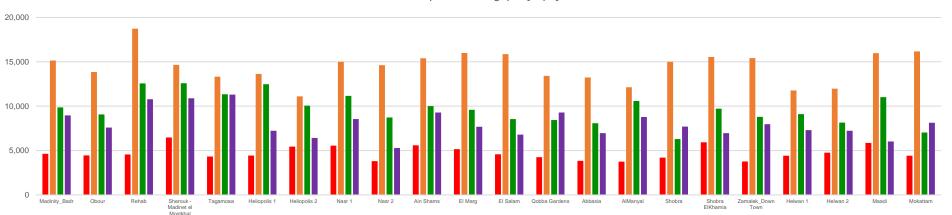


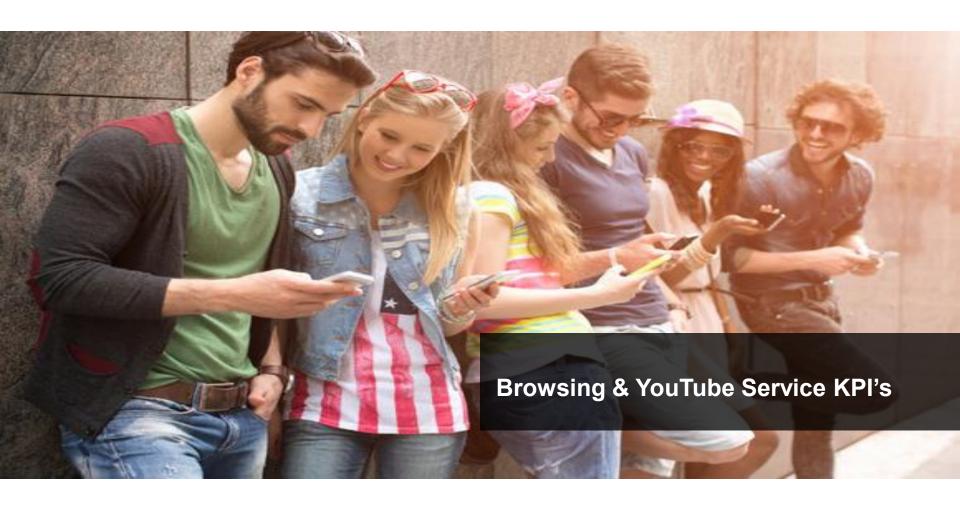
HTTP Upload Throughput – Customer Experience



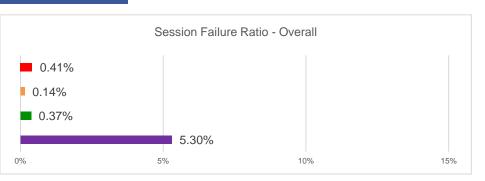


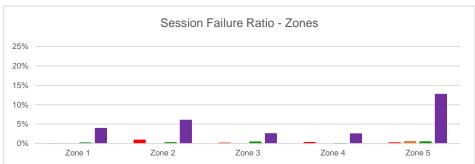
2MB Upload Throughput [kbps]



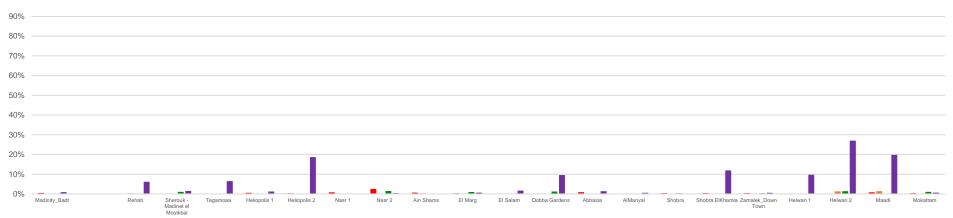


facebook Session Failure Ratio

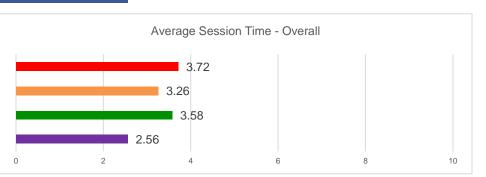




Session Failure Ratio

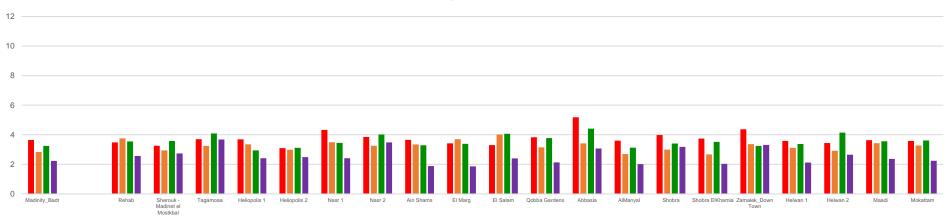


facebook. Session Time

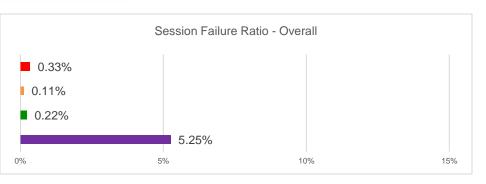


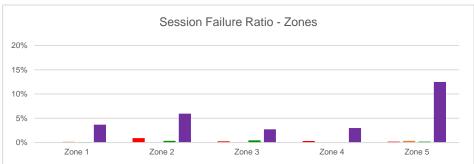


Average Session Time

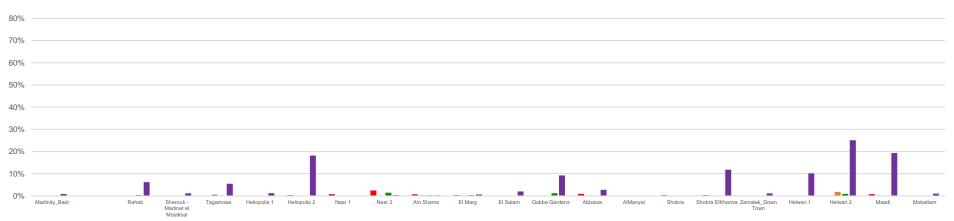


Google Session Failure Ratio

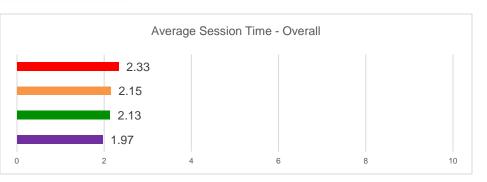


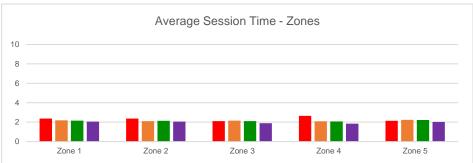


Session Failure Ratio

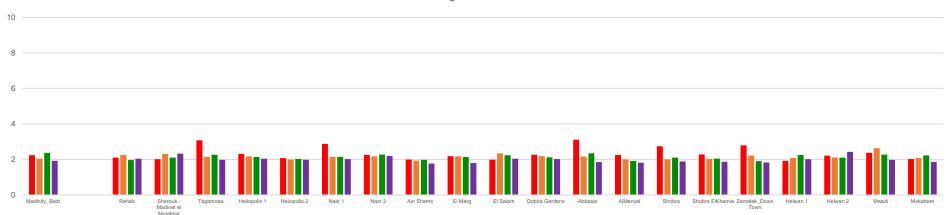


Google Session Time

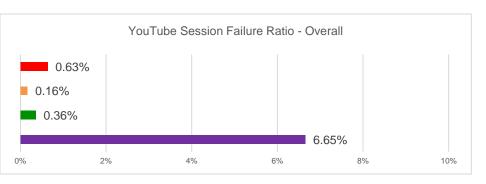


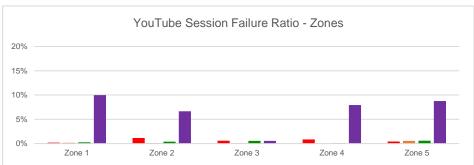


Average Session Time

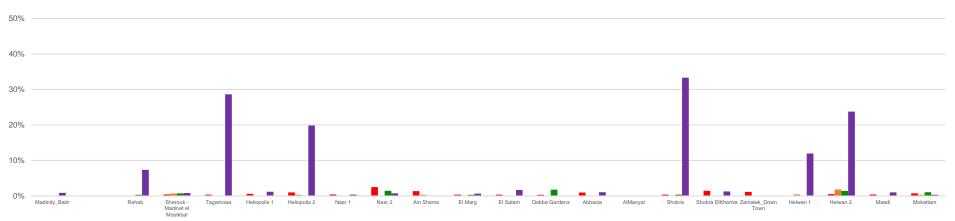


■ YouTube Session Failure Ratio

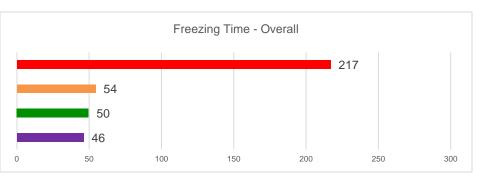


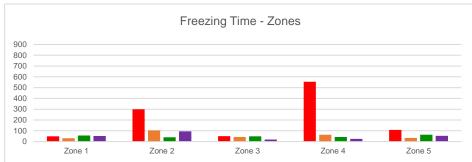


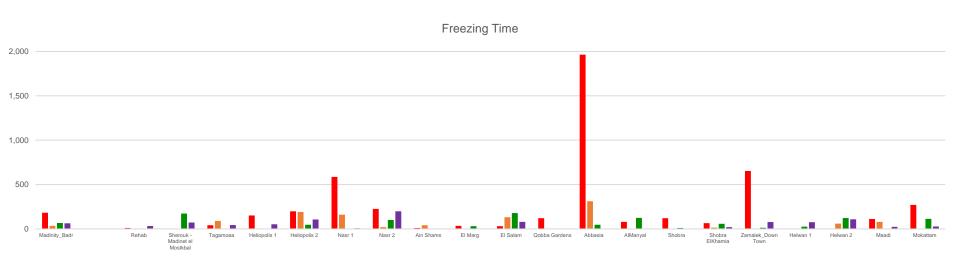
YouTube Session Failure Ratio



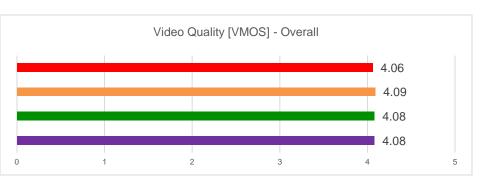
■ YouTube Freezing Time [msec]

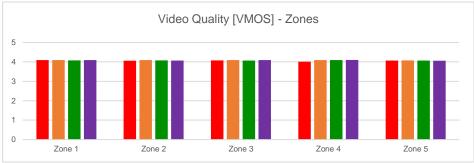




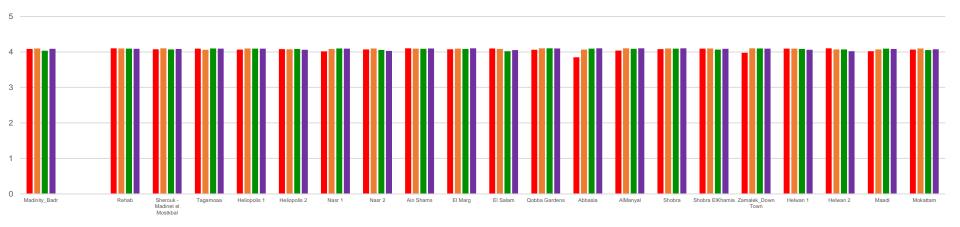


► YouTube Video Quality

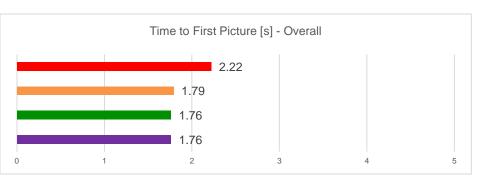


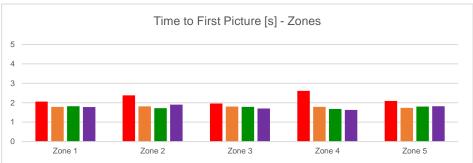


Video Quality - VMOS

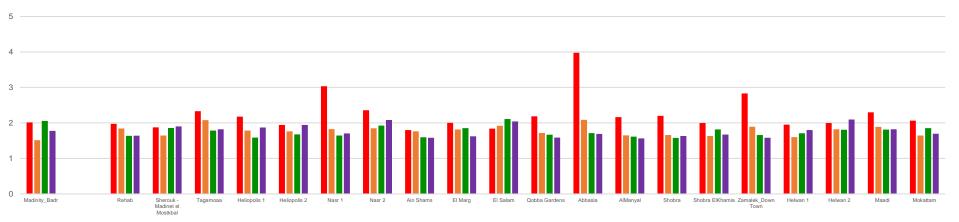


▶ YouTube Time to 1st Picture



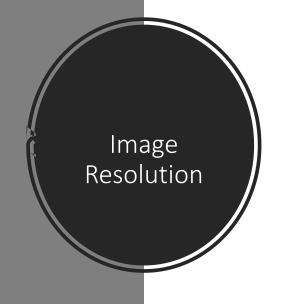


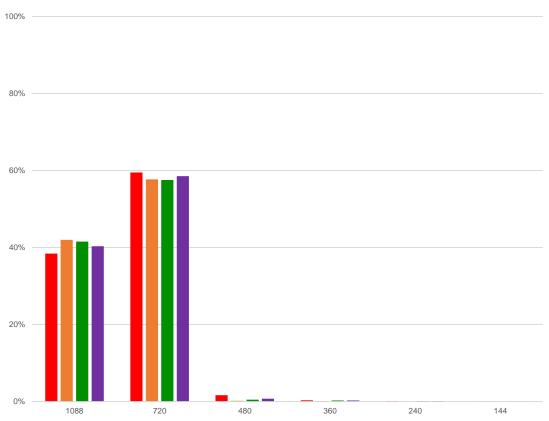
Time to First Picture [s]







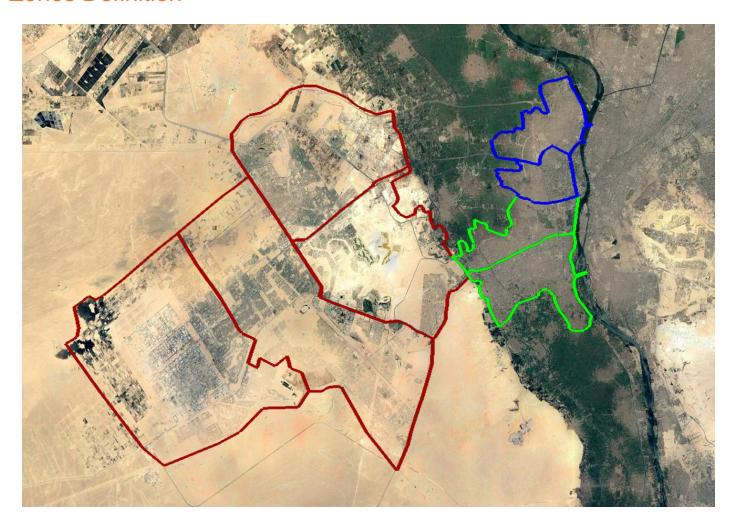




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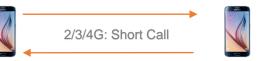
Zones Definition

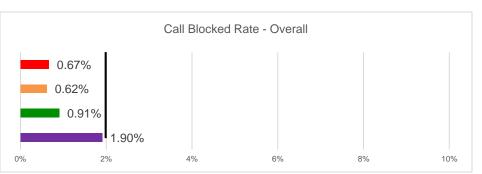


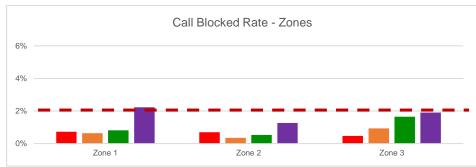
| Giza | |
|------|--------------|
| | Zayed 1 |
| 71 | Zayed 2 |
| Giza | 6th of Oct 1 |
| Ö | 6th of Oct 2 |
| | |
| 2 | Faisal |
| Giza | Haram |
| Z3 | Embaba |
| Giza | Mohandseen |



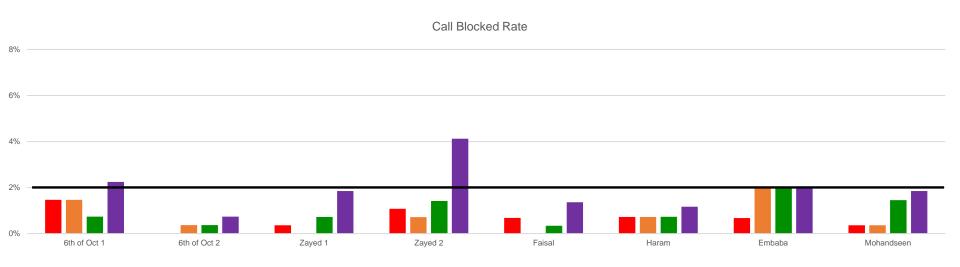
Accessibility: Call Blocked Rate



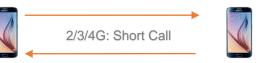


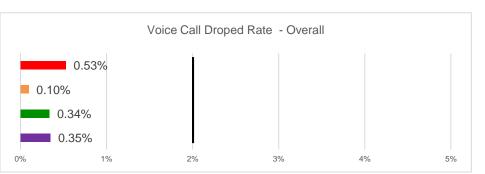


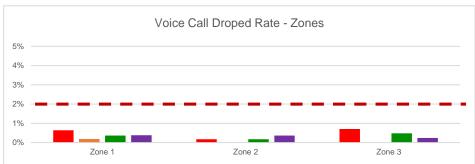
Call Blocked Rate represents the ratio between unsuccessful call attempts and all calls made (both successful & unsuccessful).



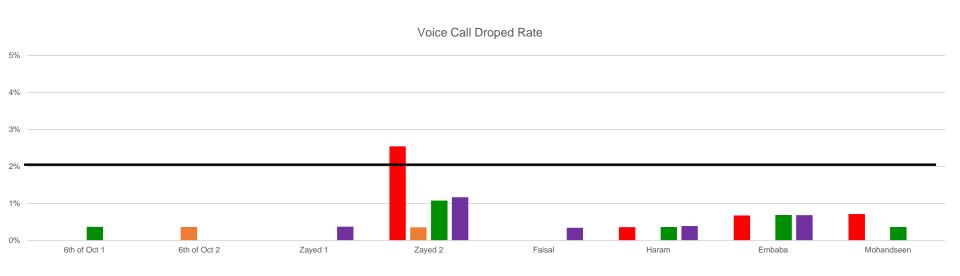
Retainability: Call Dropped Rate



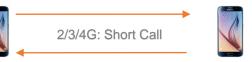


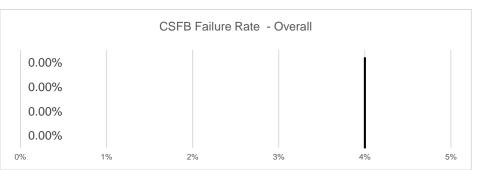


Voice Call Retainability is represented by call drop rates.



Accessibility: CSFB Failure Rate [%]

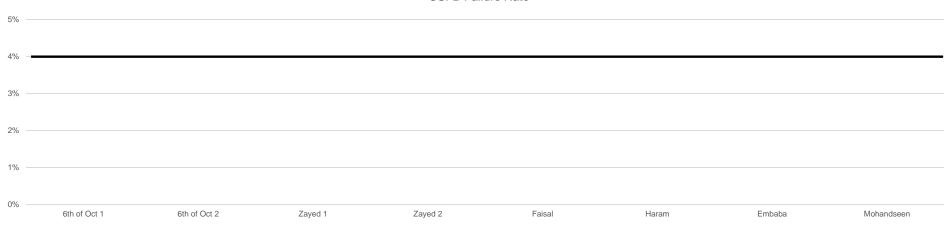




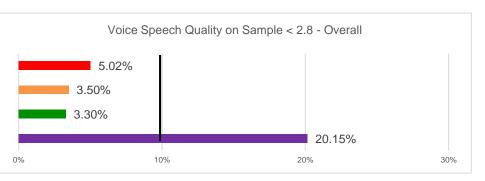


CSFB Failure Rate represents the ratio between unsuccessful fall back attempt to lower technology than 4G (LTE) and all calls made (both successful & unsuccessful). When there is 4G (LTE) present before starting the session.



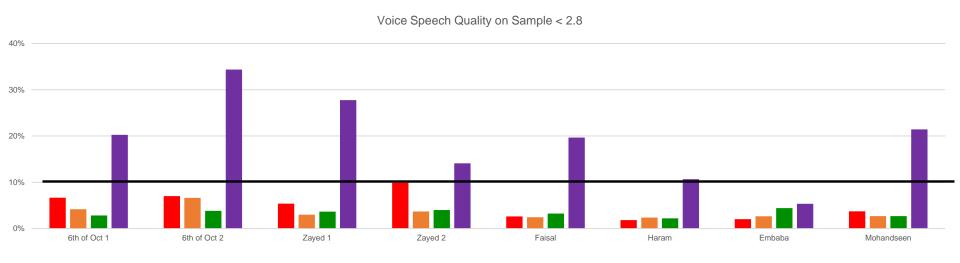


Speech Quality: MOS Voice Speech Quality < 2.8





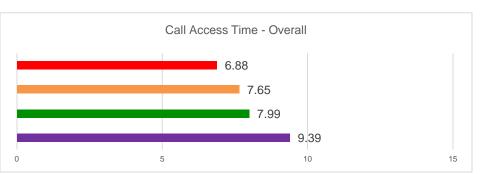
MOS Voice Speech Quality < 2.8 represents the ratio between total number of MOS samples less than 2.8 all collected MOS samples

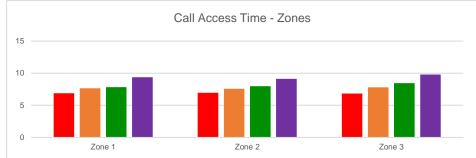


Accessibility: Call Access Time [sec.]

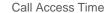


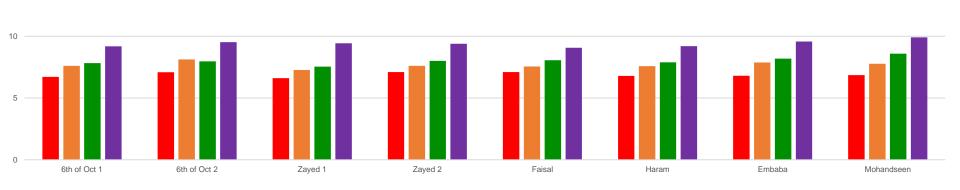






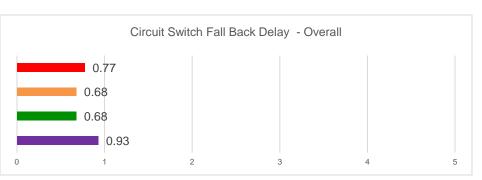
Call Access represents the period of time elapsed from the sending of a complete destination address (target number) to the setting up of a call to the receiving terminal.

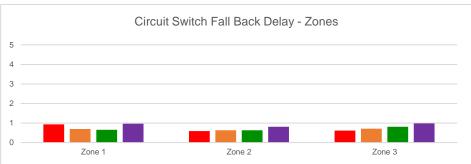




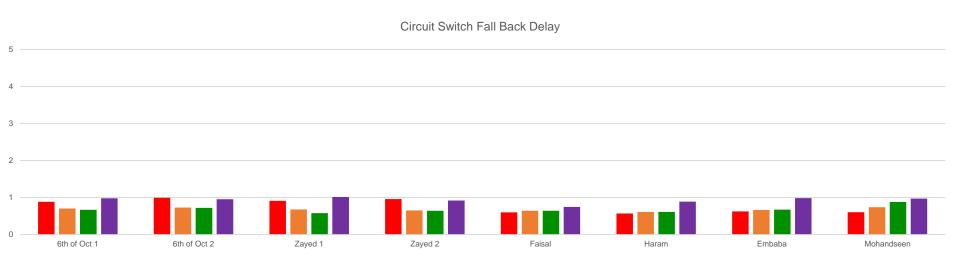
Accessibility: CSFB Delay [sec.]



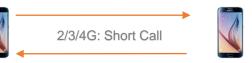


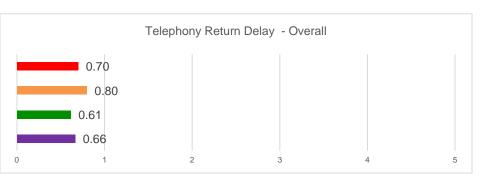


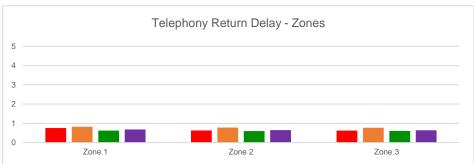
CSFB Delay represents the period of time to overlay 3G/2G environment instead of handling calls in 4G (LTE). Depending on the CSFB strategy.



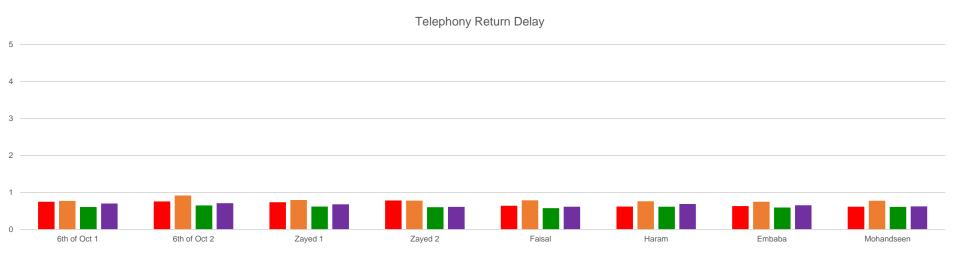
Accessibility: Telephony Return Delay [sec.]





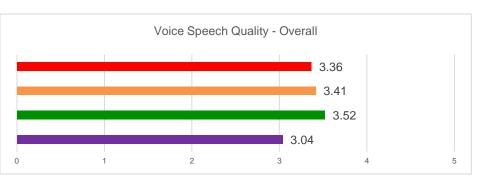


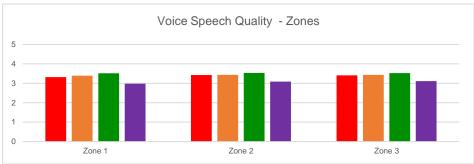
Telephony Return Delay measures the time that a UE uses to re-join the LTE (4G) network after call end

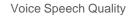


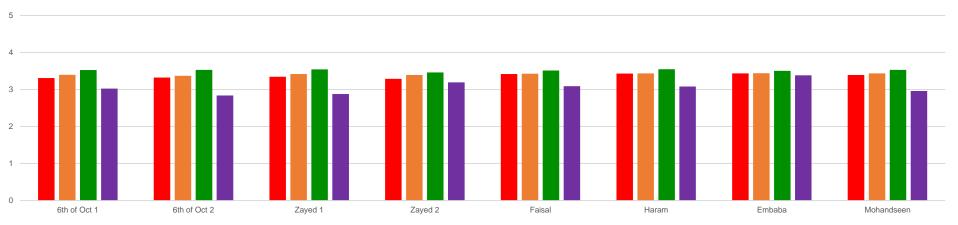


Speech Quality: MOS Scores

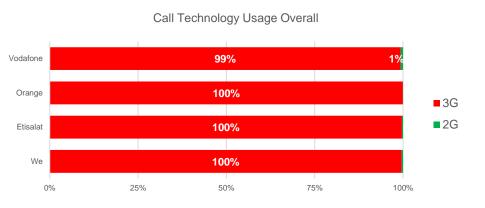






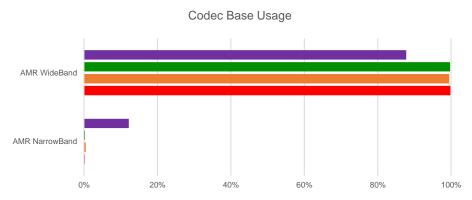


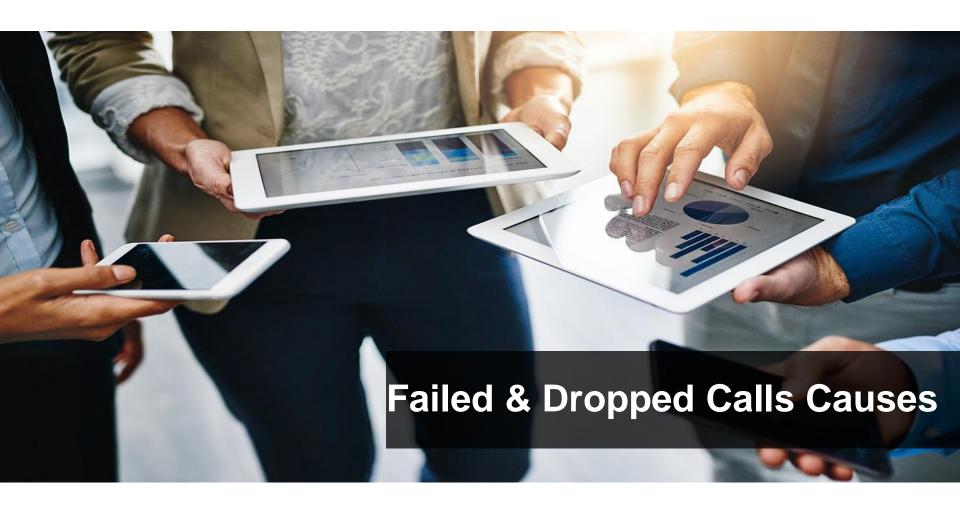
Speech Quality: Call technology Usage & Codec Base Usage



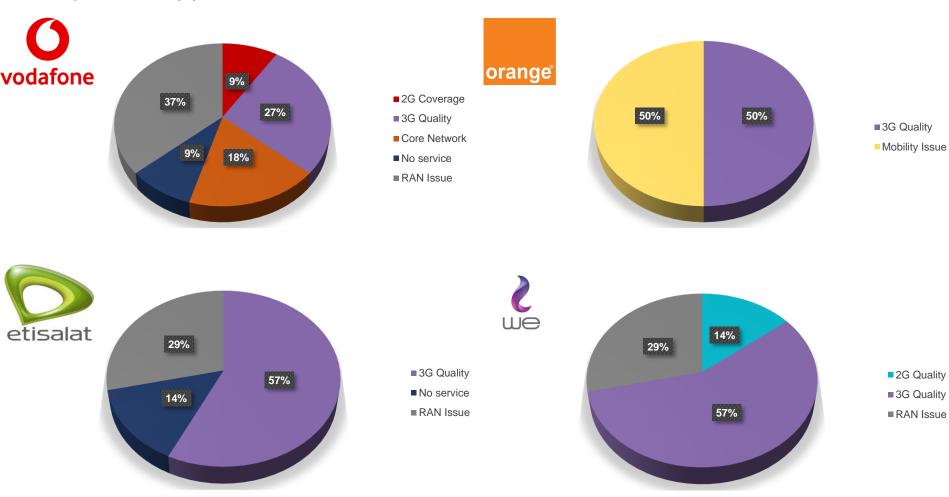
Call technology Usage represents the call technology used over call period. The more calls on 3G (UMTS) the better MOS served.

Codec Base Usage represents the codec used over the call where AMR wideband (AMR WB) leads to better voice quality experience by the end user than the AMR Narrowband (AMR NB)





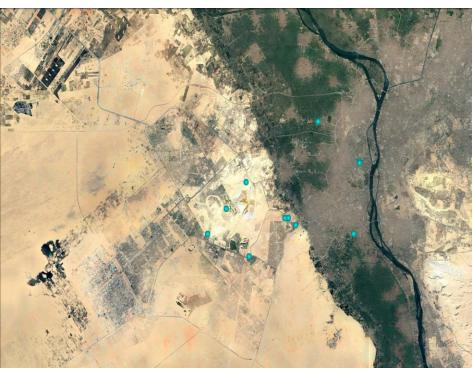
Analysis: Dropped Calls Causes

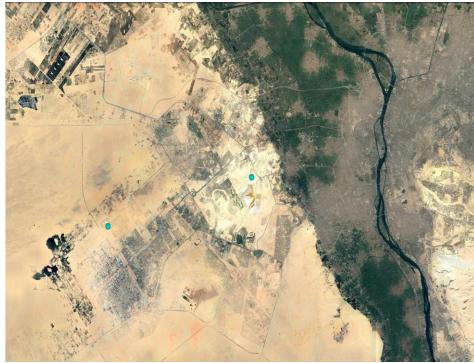


All Operators: Dropped Calls Locations 1/2







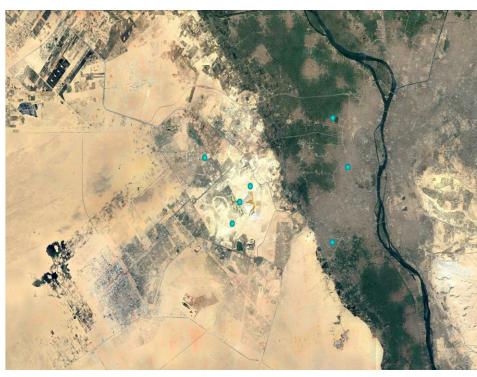


All Operators: Dropped Calls Locations 2/2

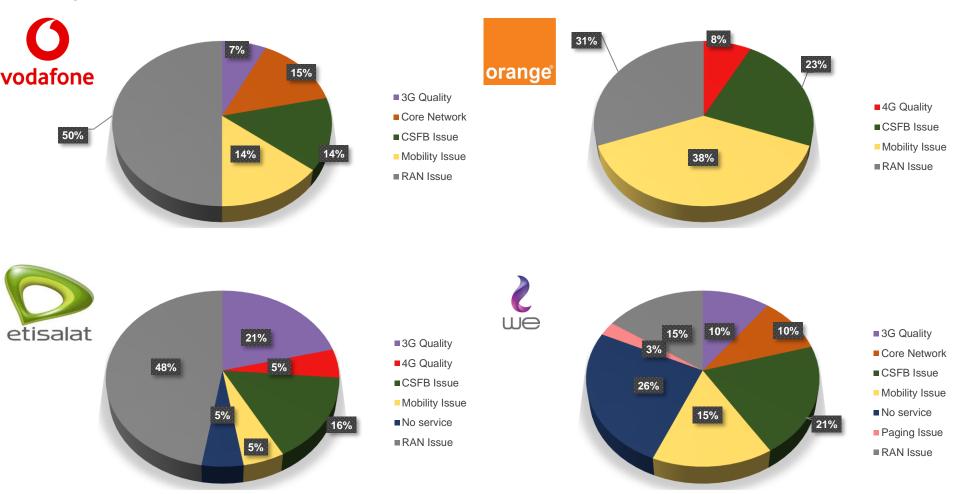








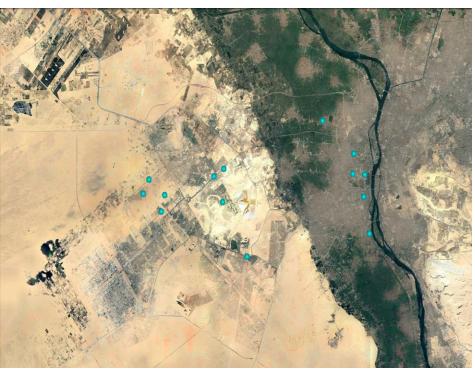
Analysis: Failed Calls Causes

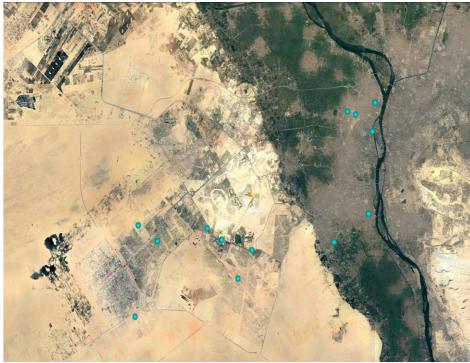


All Operators: Blocked Calls Locations 1/2





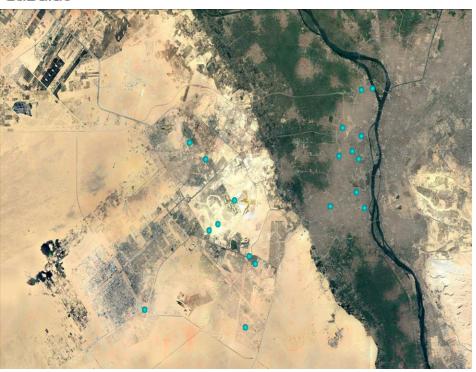


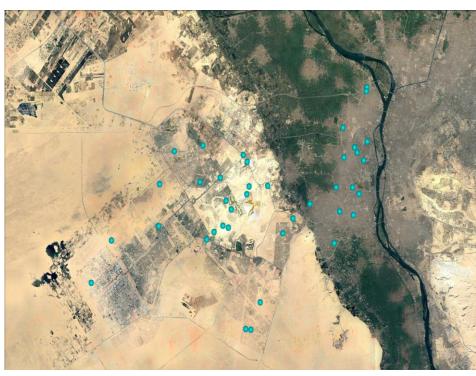


All Operators: Blocked Calls Locations 2/2



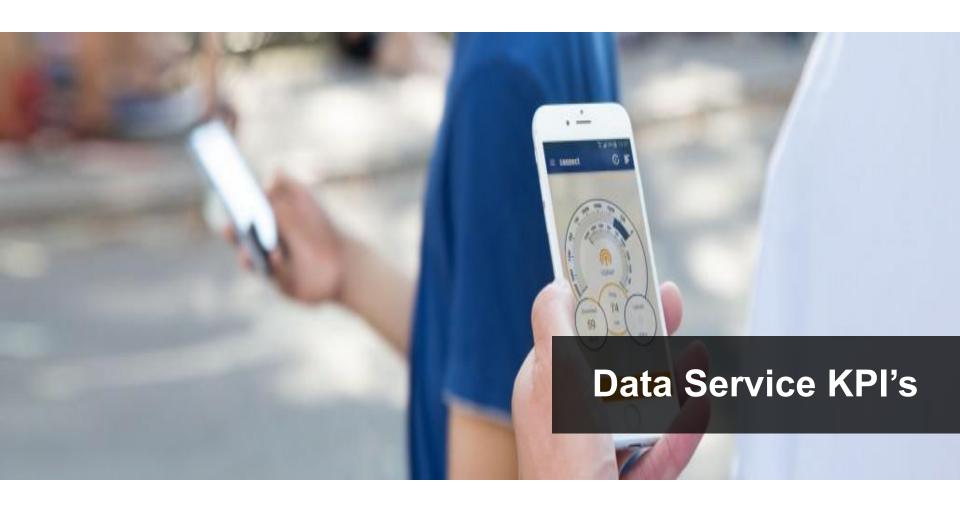




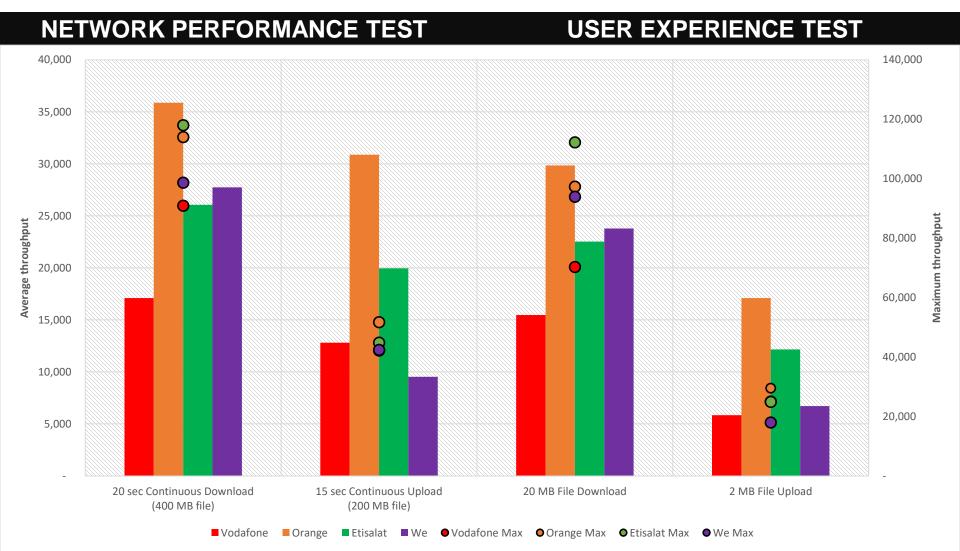


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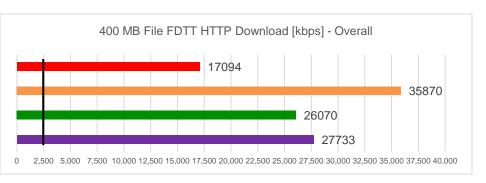
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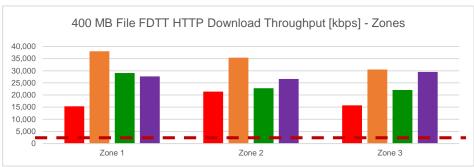


Free Mode Throughput Per Test Type

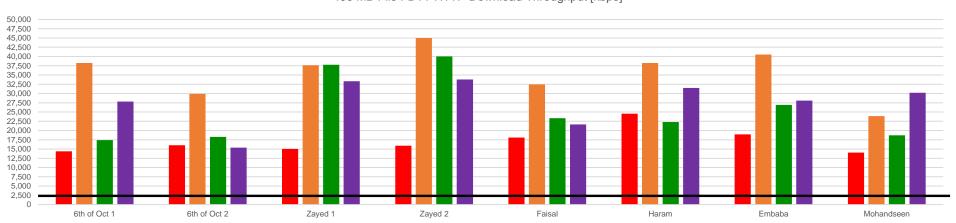


FDTT HTTP Download Transfer Throughput – Network Performance

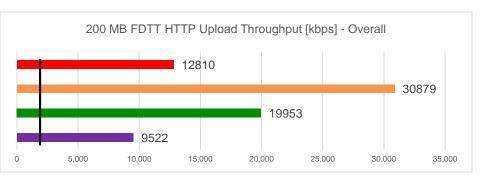


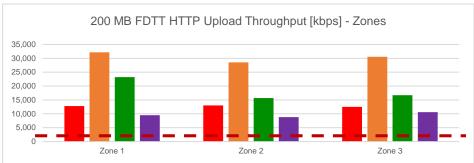


400 MB File FDTT HTTP Download Throughput [kbps]

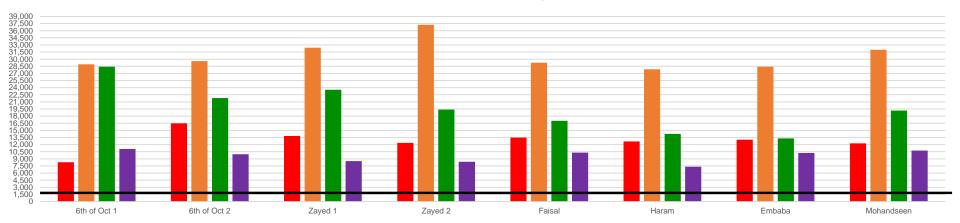


FDTT HTTP Upload Transfer Throughput – Network Performance

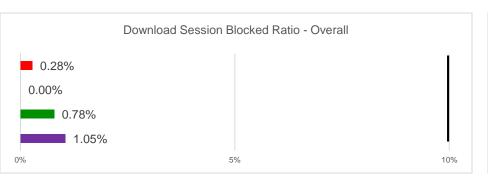


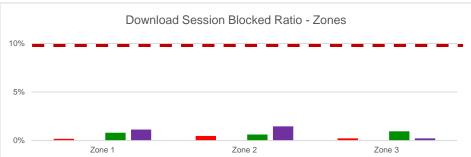


200 MB FDTT HTTP Upload Throughput [kbps]

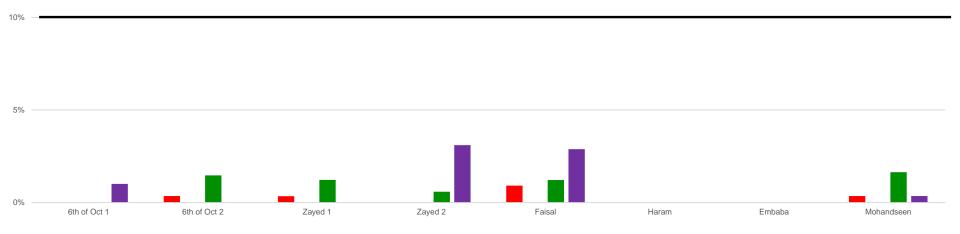


HTTP Download Session Blocked Rates

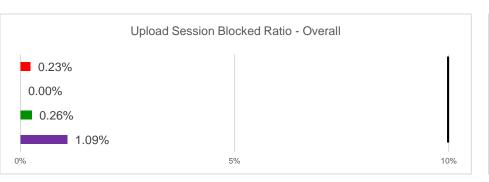


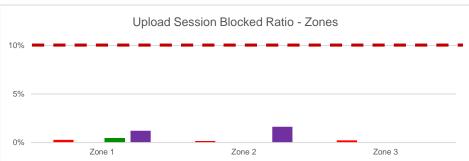


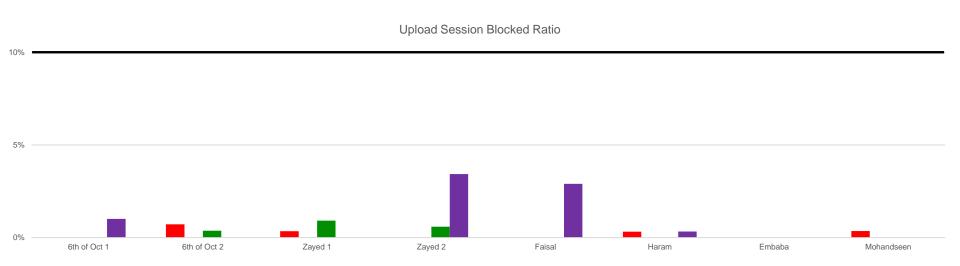




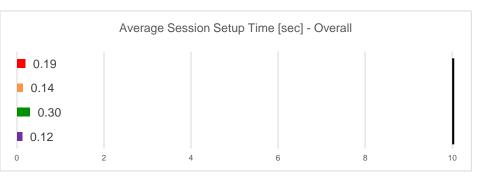
HTTP Upload Session Blocked Rates



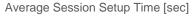


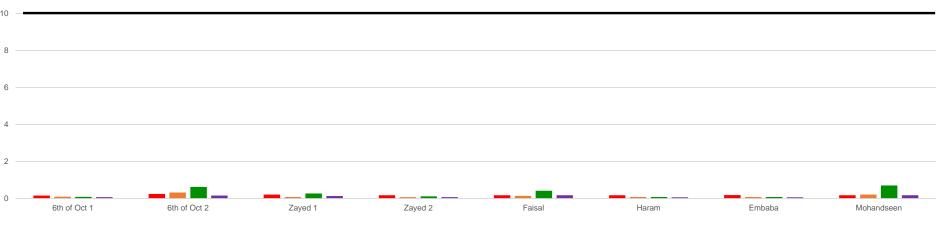


HTTP Download Average Session Setup Time

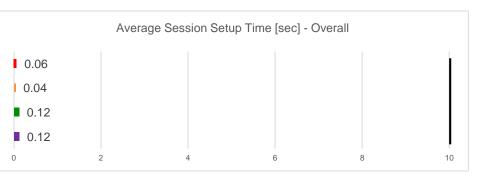






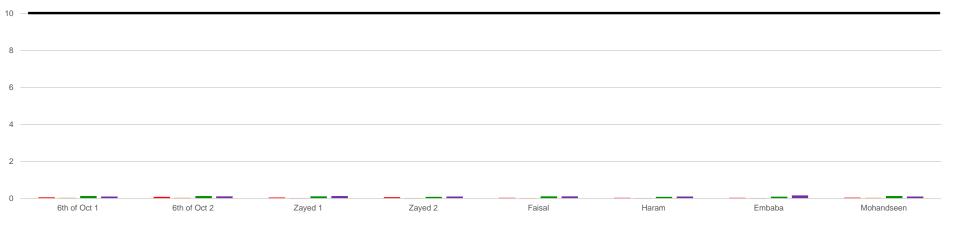


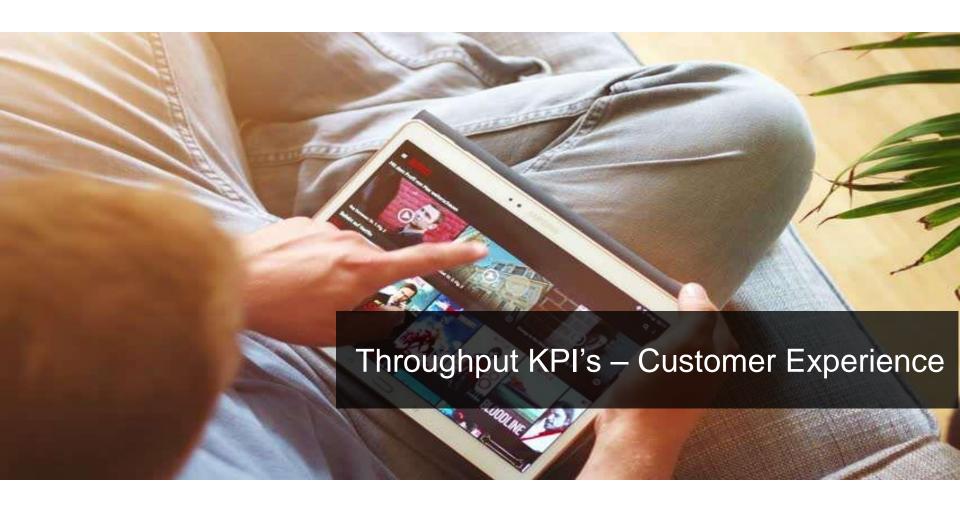
HTTP Upload Average Session Setup Time [sec]



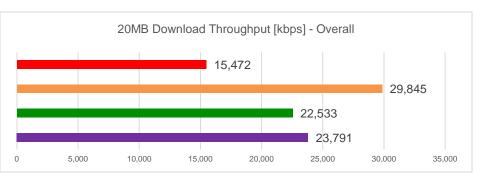


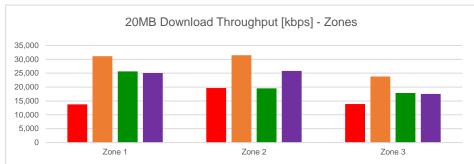
Average Session Setup Time [sec]





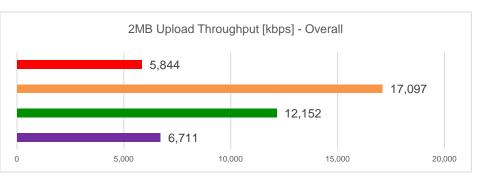
HTTP Download Throughput – Customer Experience

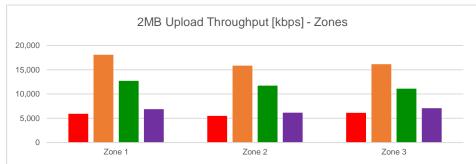




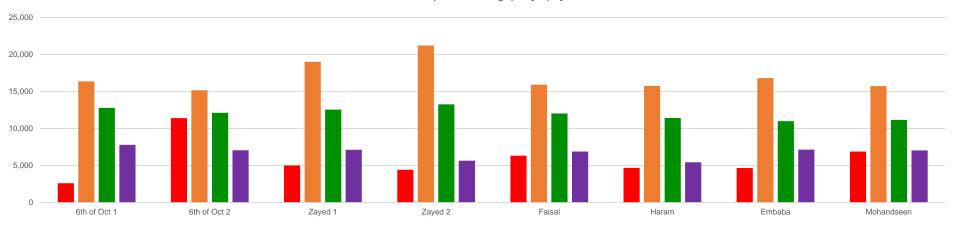


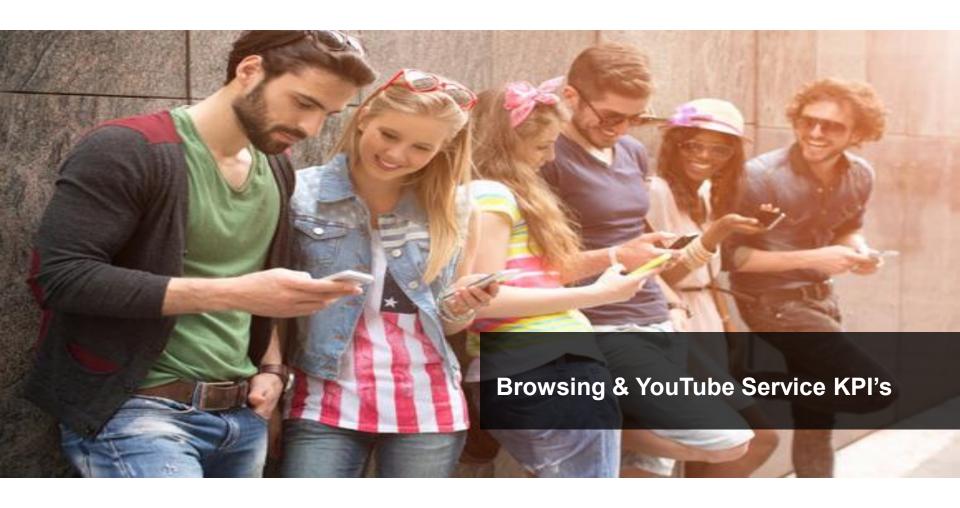
HTTP Upload Throughput – Customer Experience



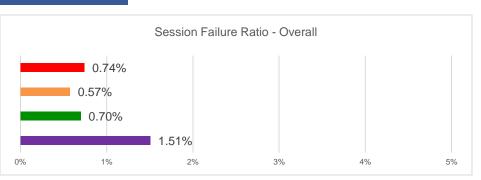


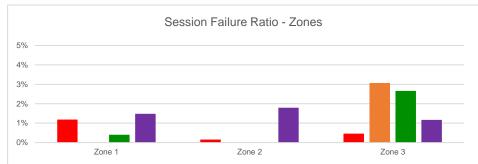
2MB Upload Throughput [kbps]



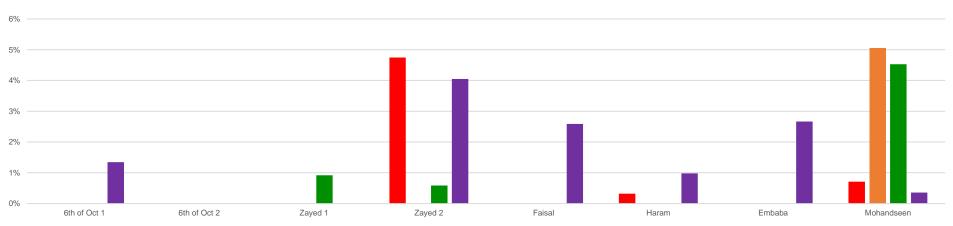


facebook Session Failure Ratio

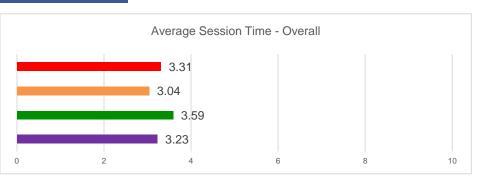


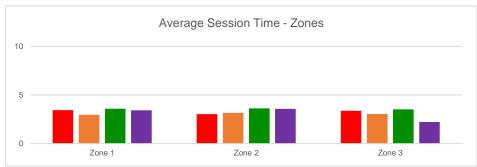


Session Failure Ratio

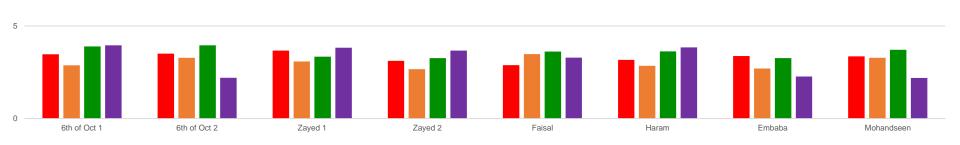


facebook. Session Time

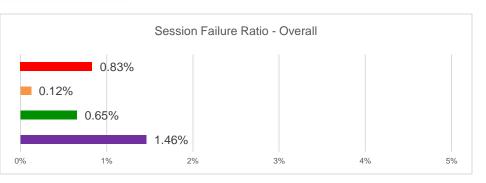


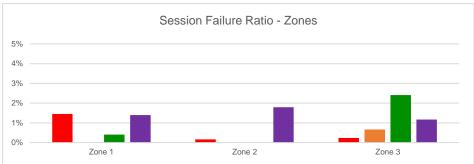


Average Session Time

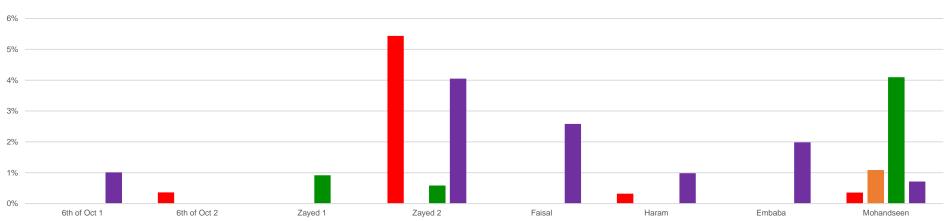


Google Session Failure Ratio

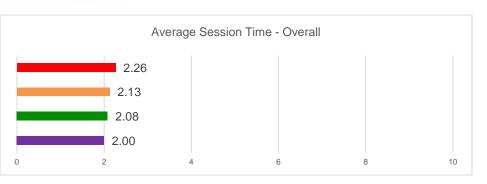


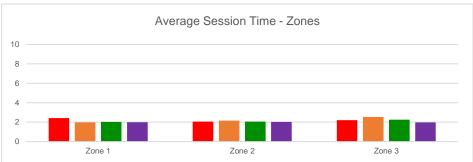


Session Failure Ratio

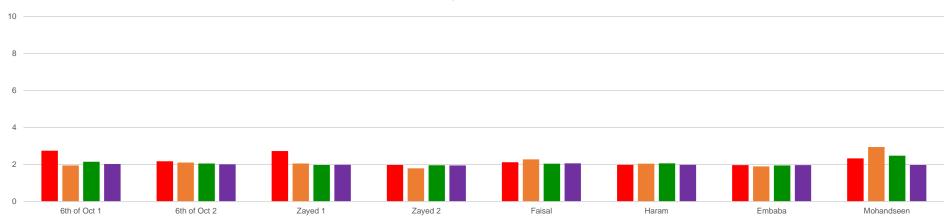


Google Session Time

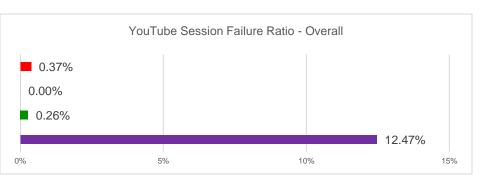


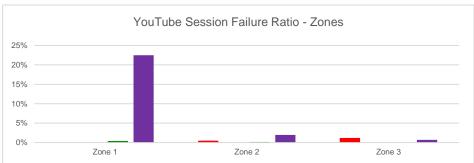


Average Session Time

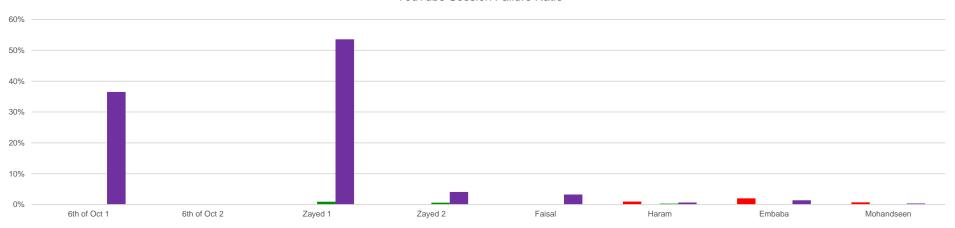


■ YouTube Session Failure Ratio

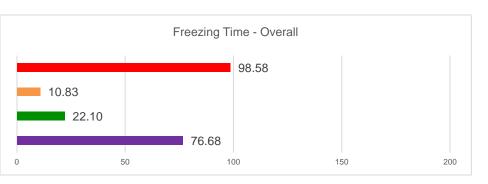






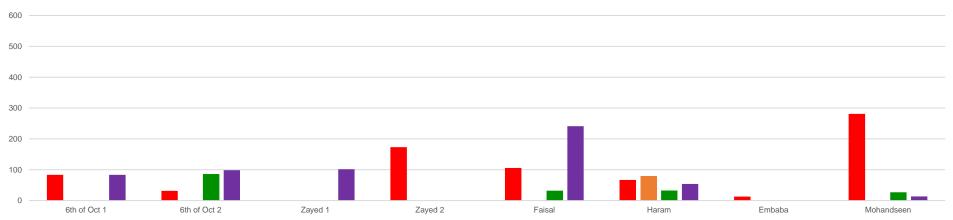


▶ YouTube Freezing Time [msec]

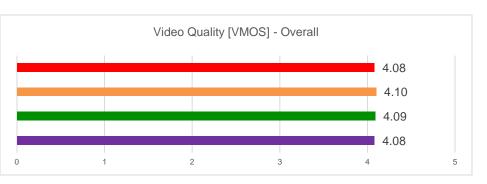


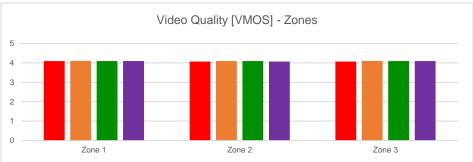


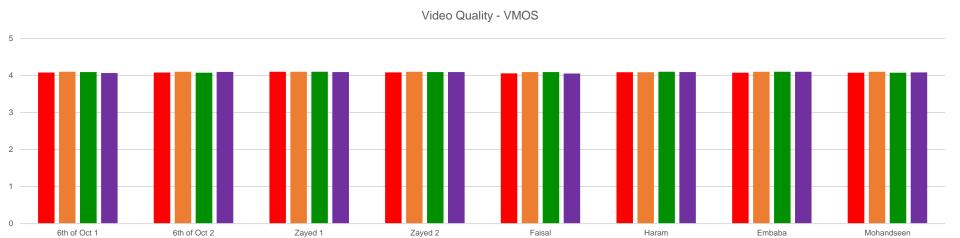




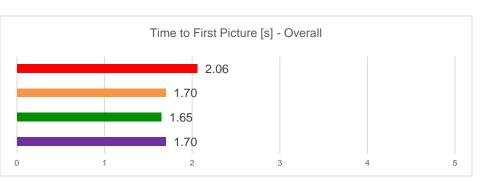
► YouTube Video Quality





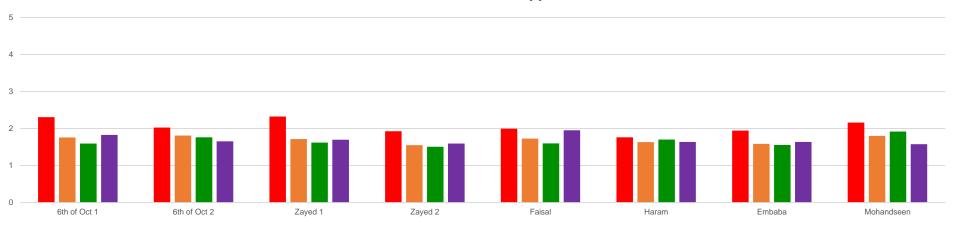


■ YouTube Time to 1st Picture





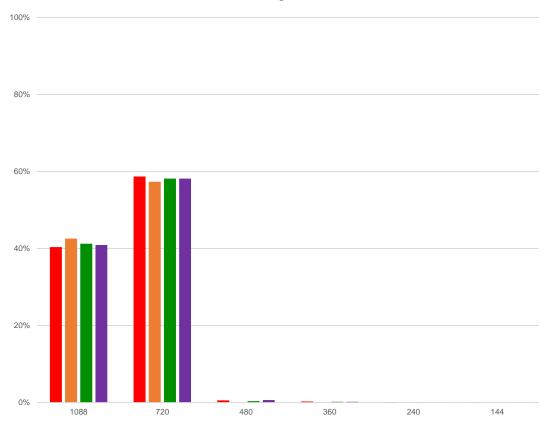
Time to First Picture [s]











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- 7. Data Service Quality & Performance Alexandria
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- 11. Data Service Quality & Performance Canal
- 12. Voice Service Quality & Performance Upper Egypt
- 13. Data Service Quality & Performance Upper Egypt
- 14. Annexes

Zones Definition





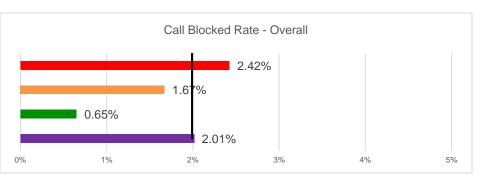
Alexandria

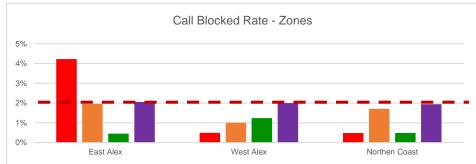
| Alcxandia | |
|-----------|--------------|
| Alex Z1 | East1 |
| | East2 |
| | East3 |
| | East4 |
| | East5 |
| 22 | West 1 |
| Alex 3 | West 2 |
| 23 | Matrouh |
| Nex : | Northencoast |
| ¥ | |



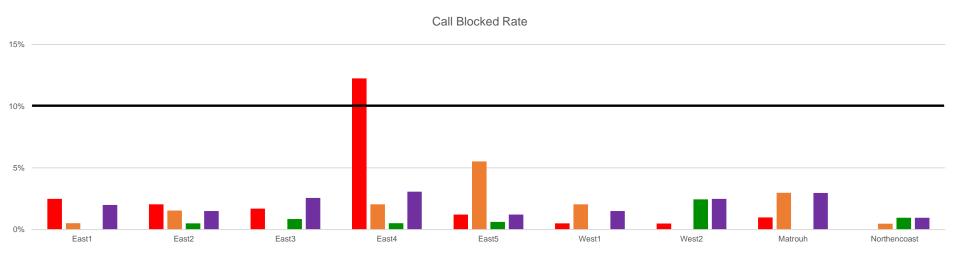
Accessibility: Call Blocked Rate



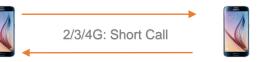


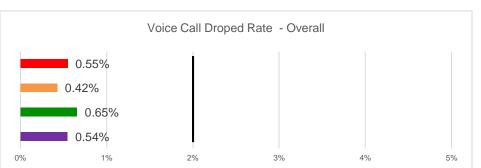


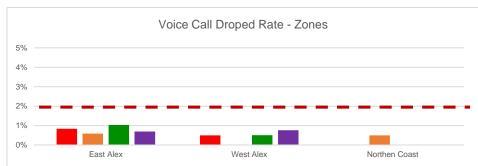
Call Blocked Rate represents the ratio between unsuccessful call attempts and all calls made (both successful & unsuccessful).



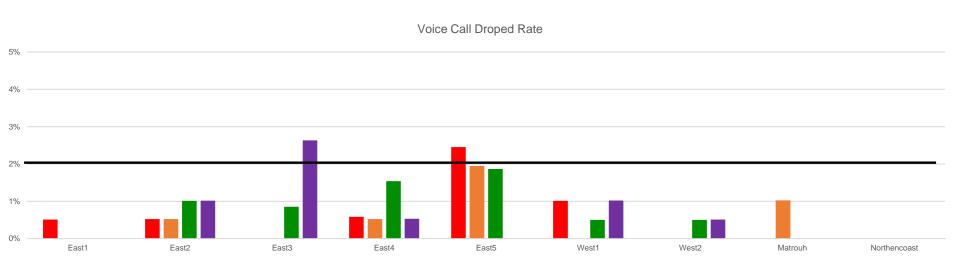
Retainability: Call Dropped Rate







Voice Call Retainability is represented by call drop rates.



Accessibility: CSFB Failure Rate [%]





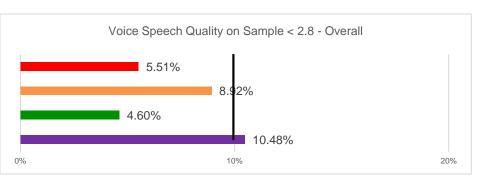


CSFB Failure Rate represents the ratio between unsuccessful fall back attempt to lower technology than 4G (LTE) and all calls made (both successful & unsuccessful). When there is 4G (LTE) present before starting the session.





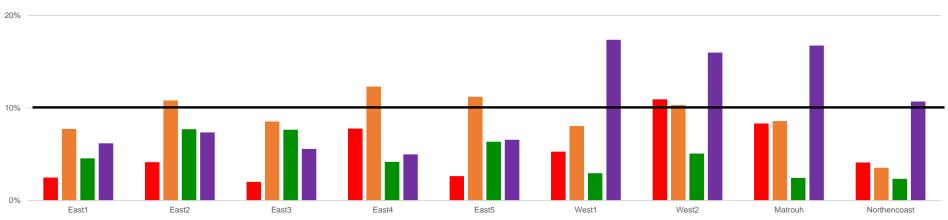
Speech Quality: MOS Voice Speech Quality < 2.8





MOS Voice Speech Quality < 2.8 represents the ratio between total number of MOS samples less than 2.8 all collected MOS samples

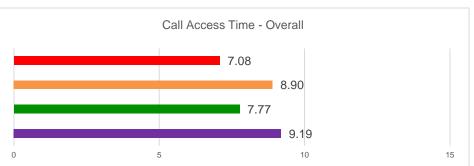




Accessibility: Call Access Time [sec.]



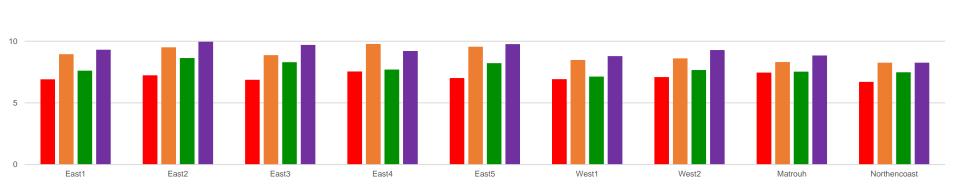




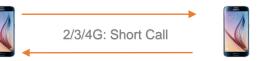


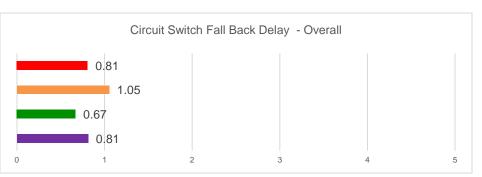
Call Access Time represents the period of time elapsed from the sending of a complete destination address (target number) to the setting up of a call to the receiving terminal.

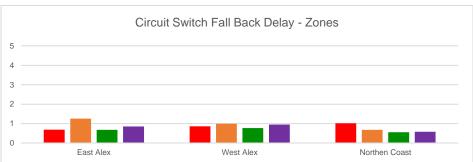




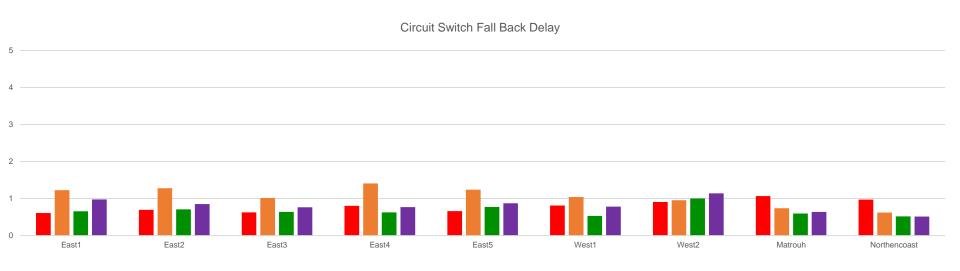
Accessibility: CSFB Delay [sec.]







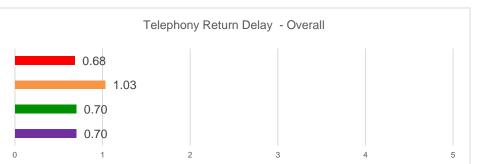
CSFB Delay represents the period of time to overlay 3G/2G environment instead of handling calls in 4G (LTE). Depending on the CSFB strategy.

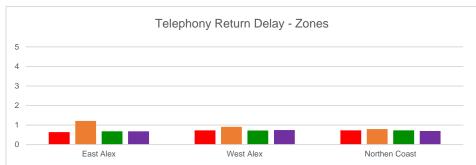


Accessibility: Telephony Return Delay [sec.]

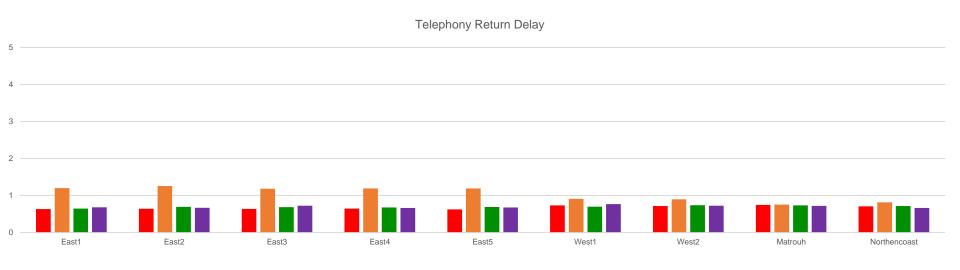


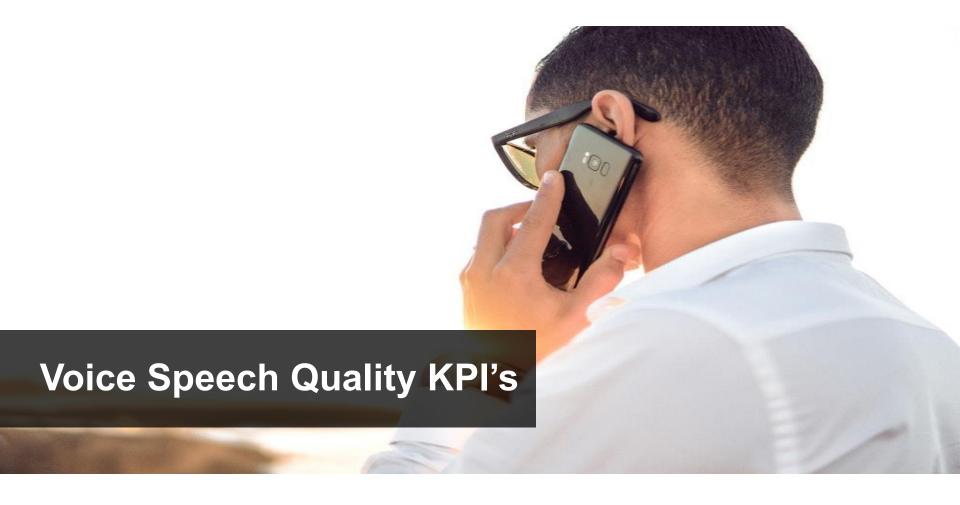




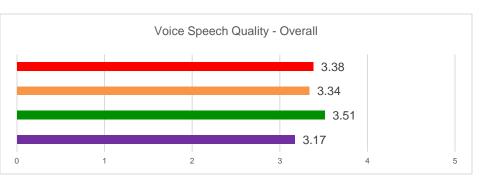


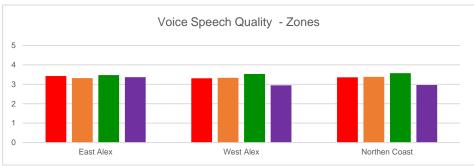
Telephony Return Delay measures the time that a UE uses to re-join the LTE (4G) network after call end



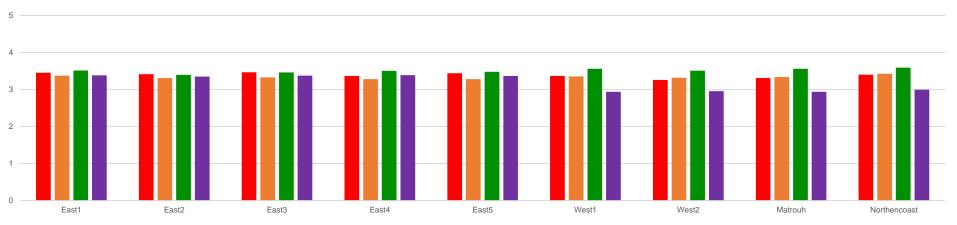


Speech Quality: MOS Scores

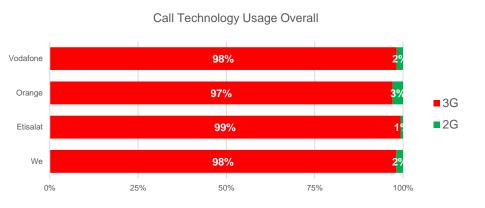






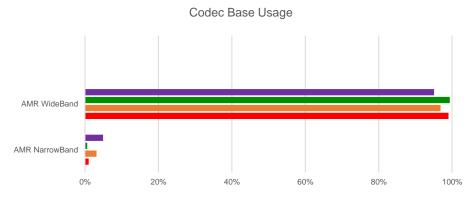


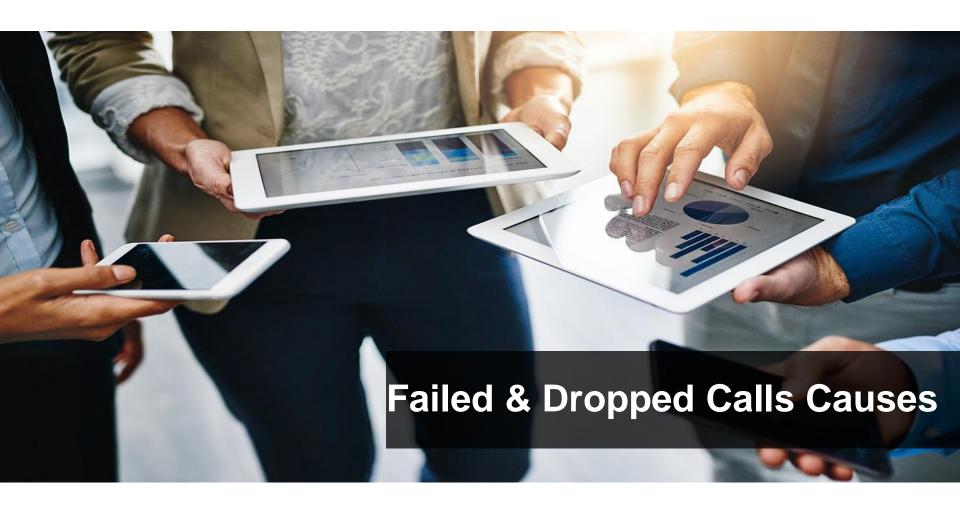
Speech Quality: Call technology Usage & Codec Base Usage



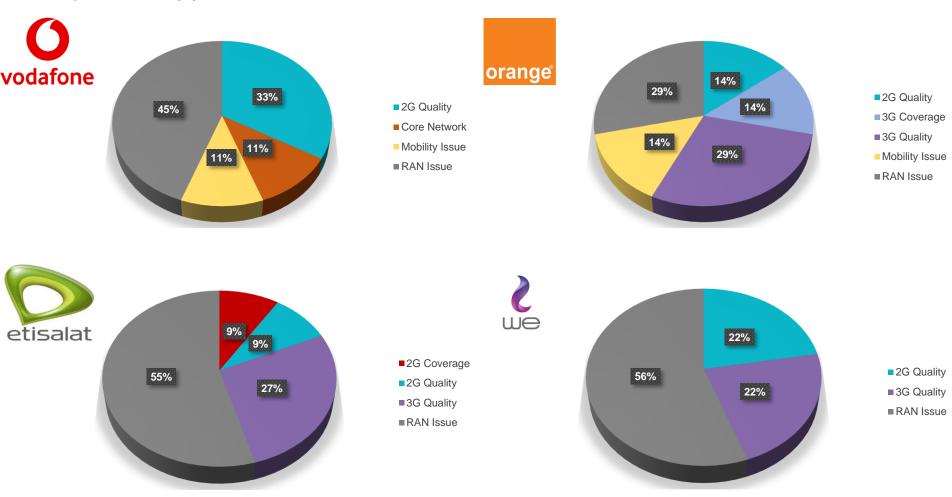
Call technology Usage represents the call technology used over call period. The more calls on 3G (UMTS) the better MOS served.

Codec Base Usage represents the codec used over the call where AMR wideband (AMR WB) leads to better voice quality experience by the end user than the AMR Narrowband (AMR NB)





Analysis: Dropped Calls Causes



All Operators: Dropped Calls Locations 1/2









All Operators: Dropped Calls Locations 2/2

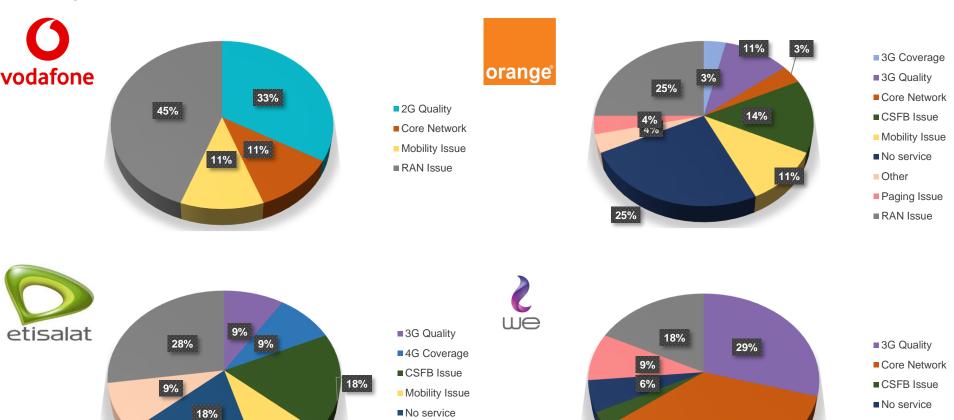








Analysis: Failed Calls Causes



3%

35%

Other

■ RAN Issue

9%

■ Paging Issue

■ RAN Issue

All Operators: Blocked Calls Locations 1/2









All Operators: Blocked Calls Locations 2/2



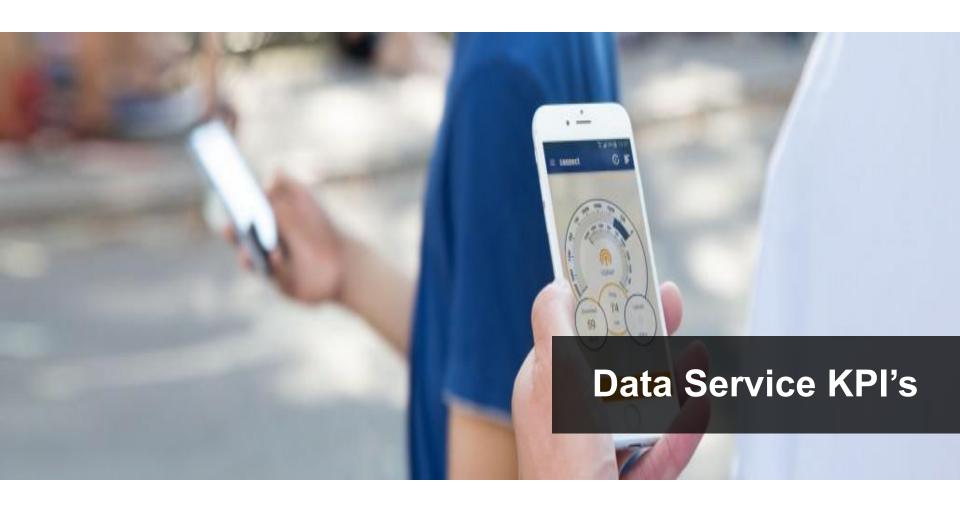




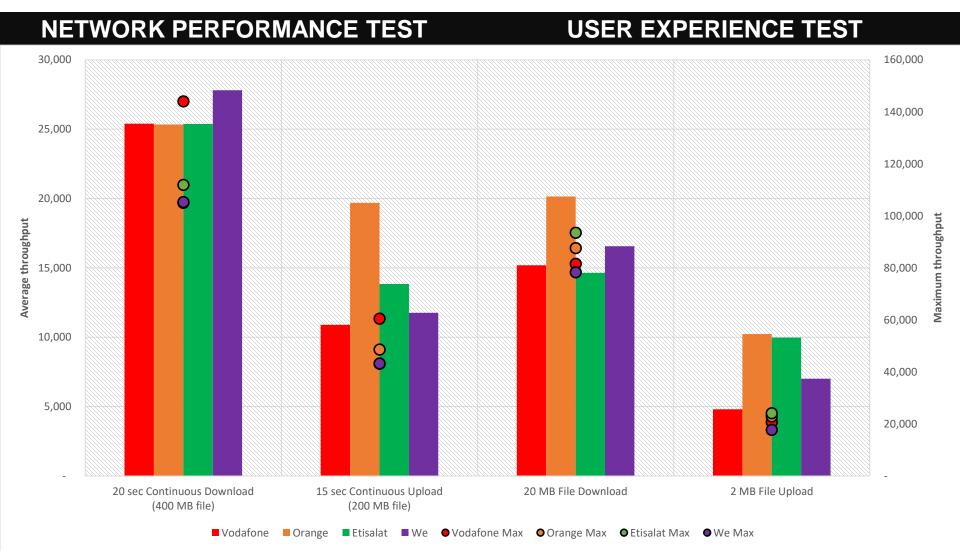


Agenda

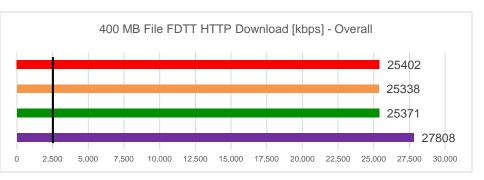
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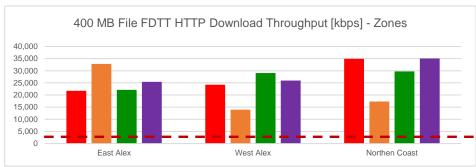


Free Mode Throughput Per Test Type

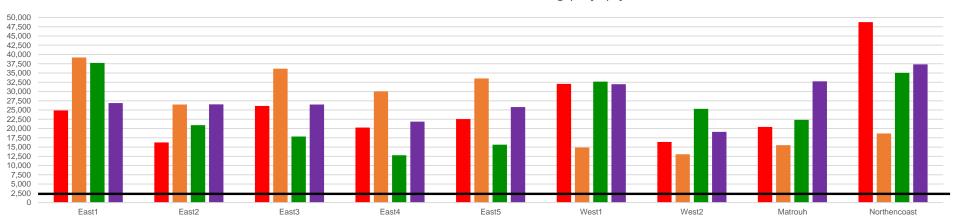


FDTT HTTP Download Transfer Throughput – Network Performance

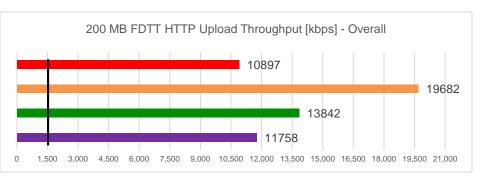


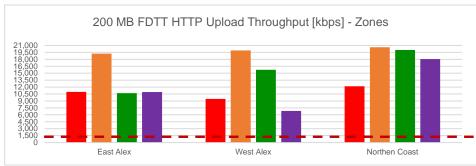


400 MB File FDTT HTTP Download Throughput [kbps]

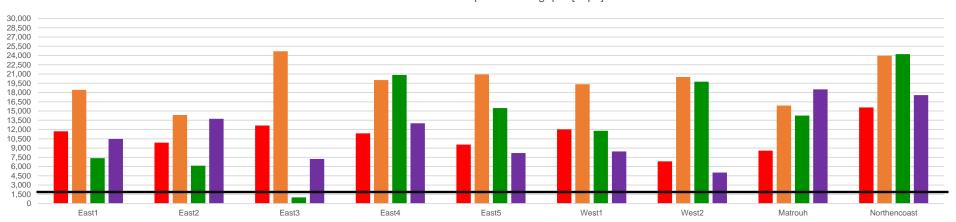


FDTT HTTP Upload Transfer Throughput – Network Performance

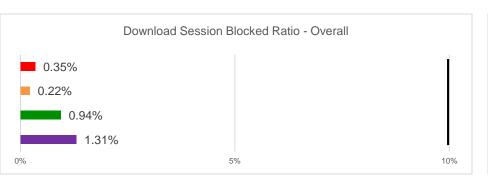




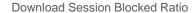
200 MB FDTT HTTP Upload Throughput [kbps]

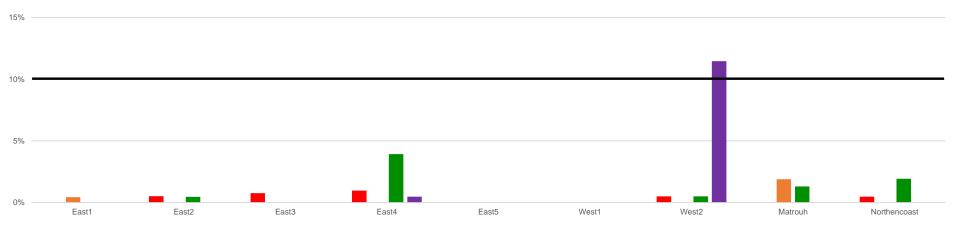


HTTP Download Session Blocked Rates

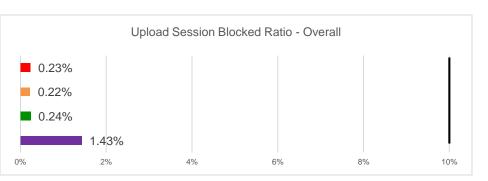






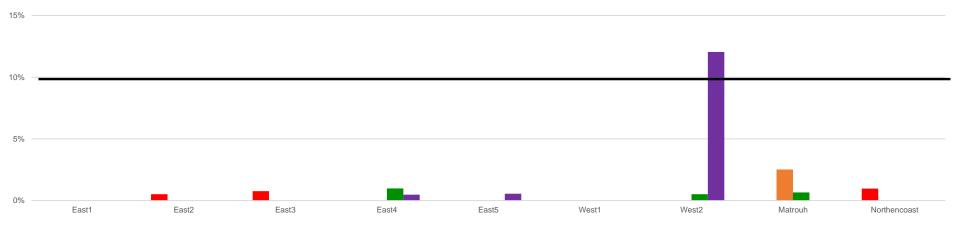


HTTP Upload Session Blocked Rates



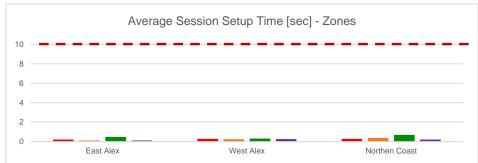


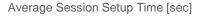


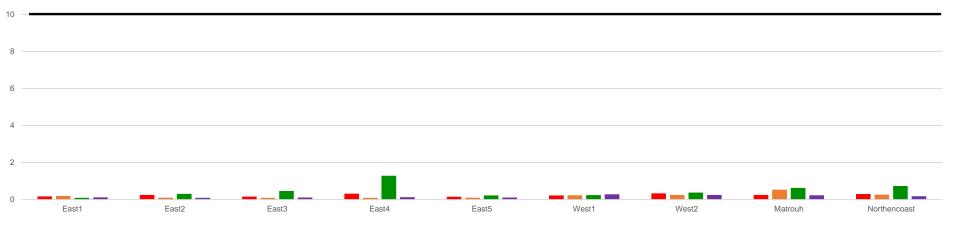


HTTP Download Average Session Setup Time

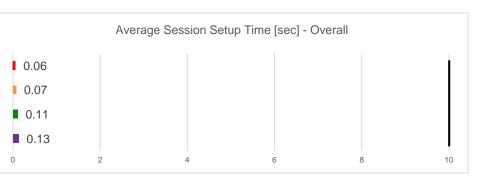


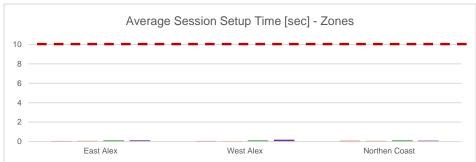




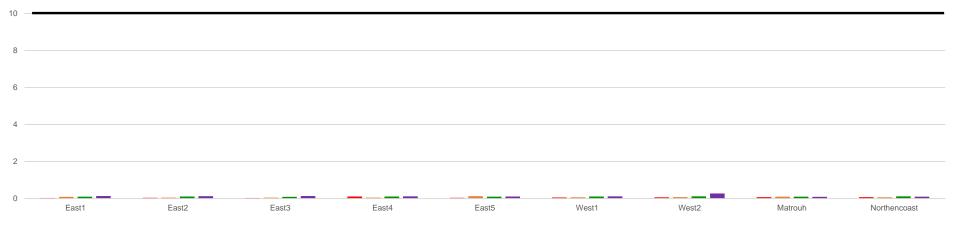


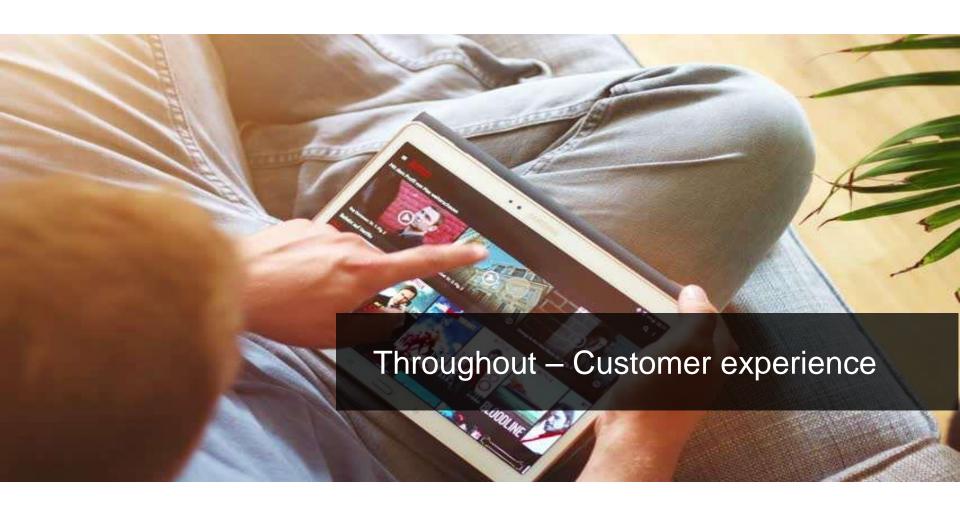
HTTP Upload Average Session Setup Time



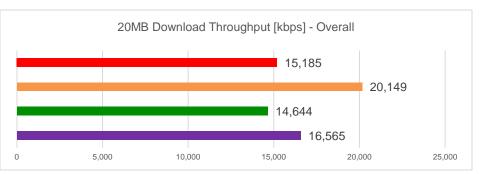


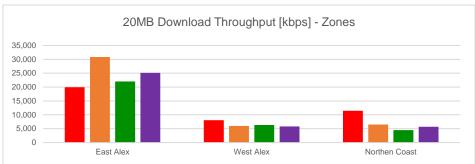
Average Session Setup Time [sec]



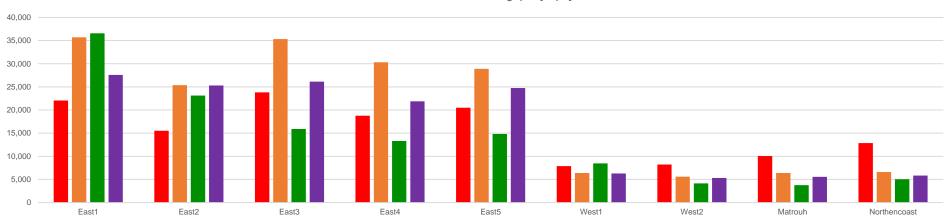


HTTP Download Throughput – Customer Experience

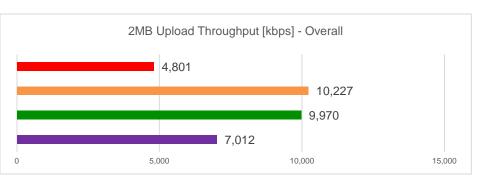




20MB Download Throughput [kbps]

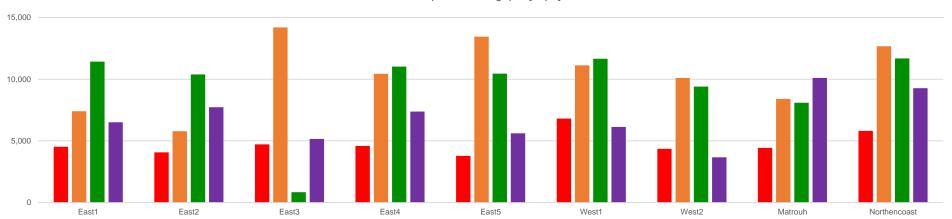


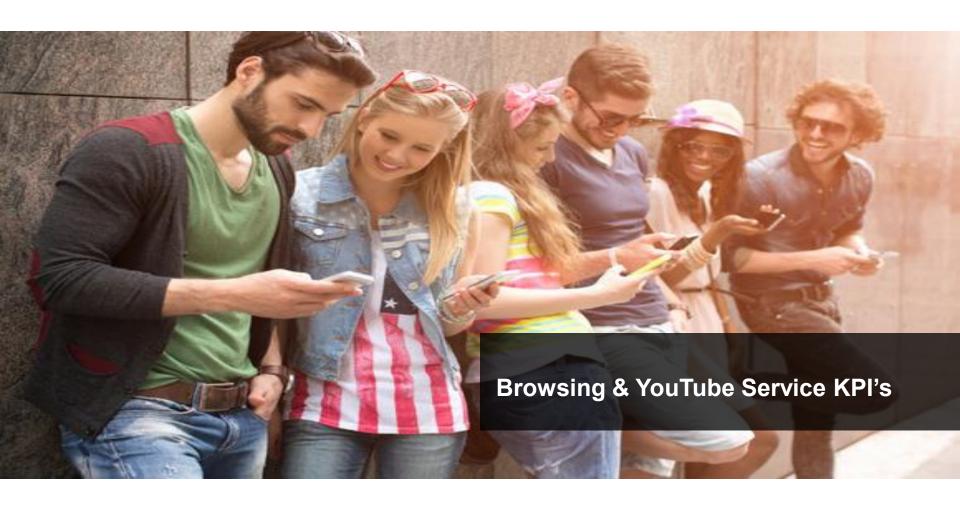
HTTP Upload Throughput – Customer Experience



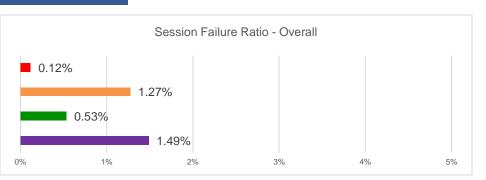


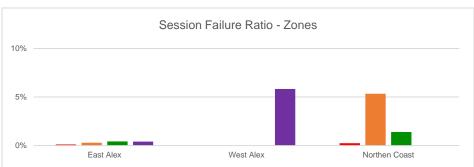
2MB Upload Throughput [kbps]



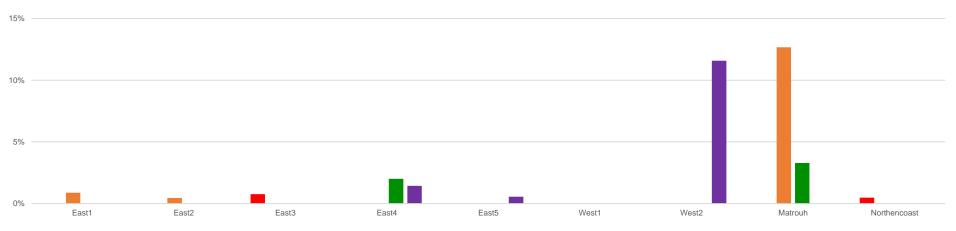


facebook. Session Failure Ratio

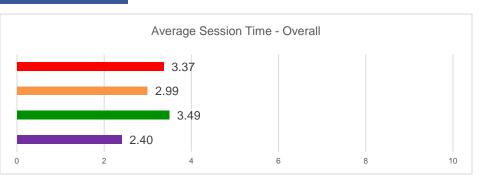


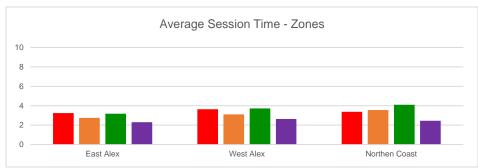


Session Failure Ratio

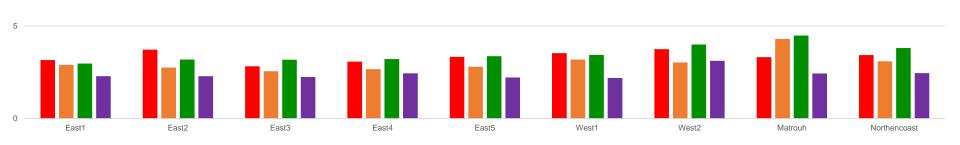


facebook. Session Time

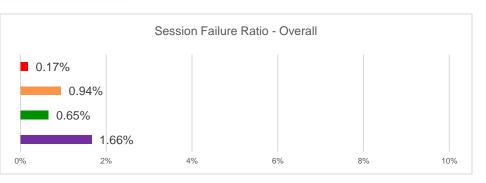


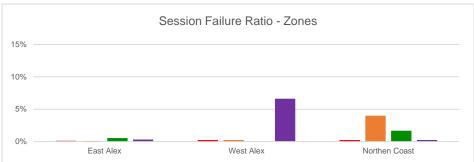


Average Session Time

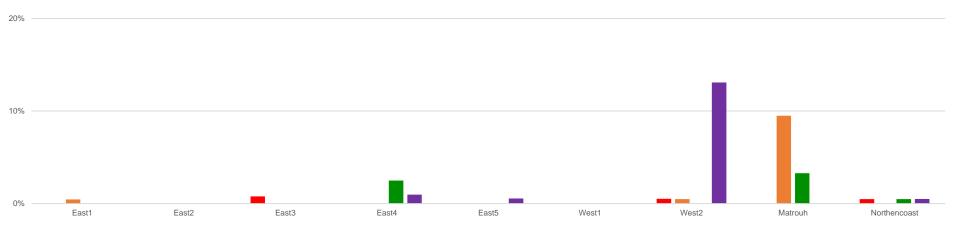


Google Session Failure Ratio

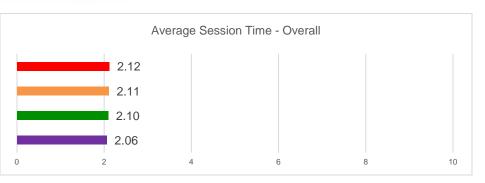


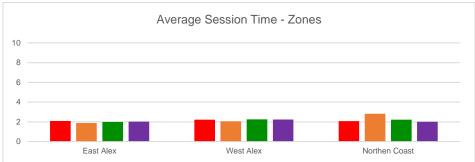


Session Failure Ratio

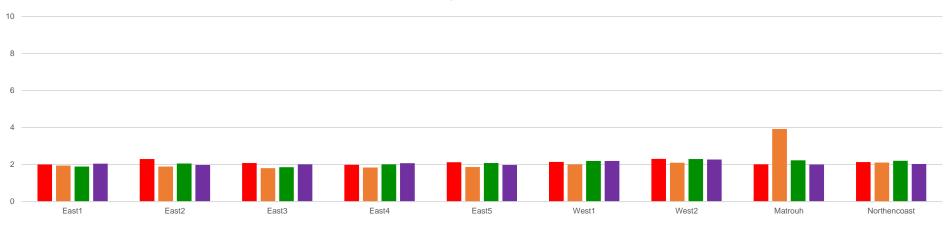


Google Session Time

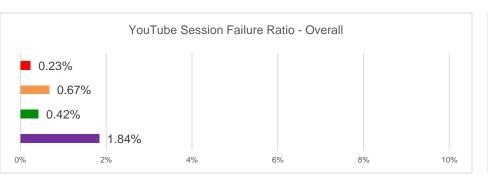


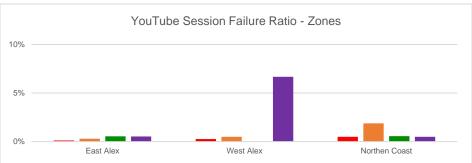


Average Session Time

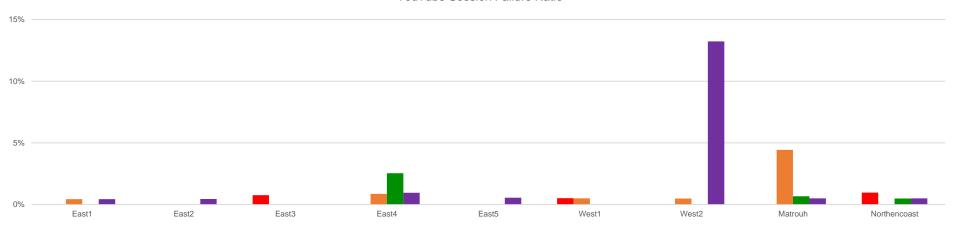


■ YouTube Session Failure Ratio

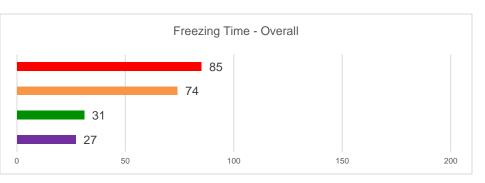


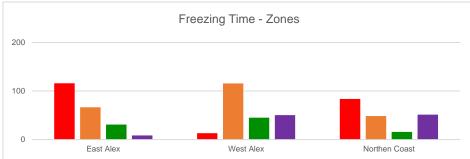


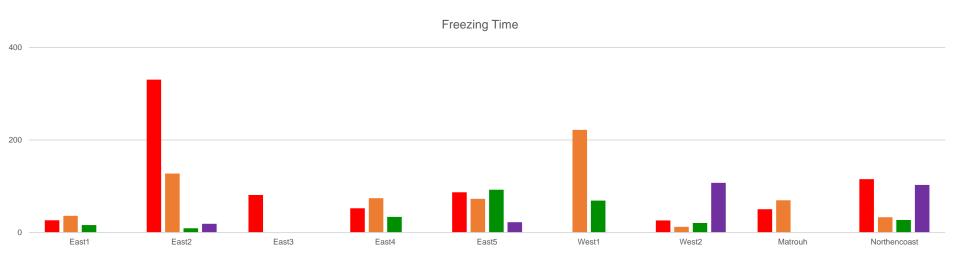
YouTube Session Failure Ratio



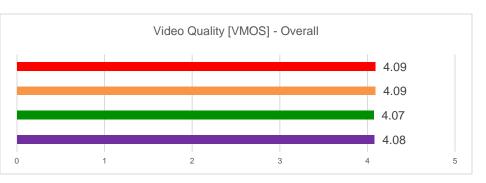
▶ YouTube Freezing Time [msec]

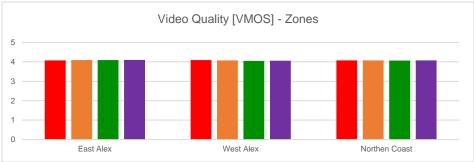




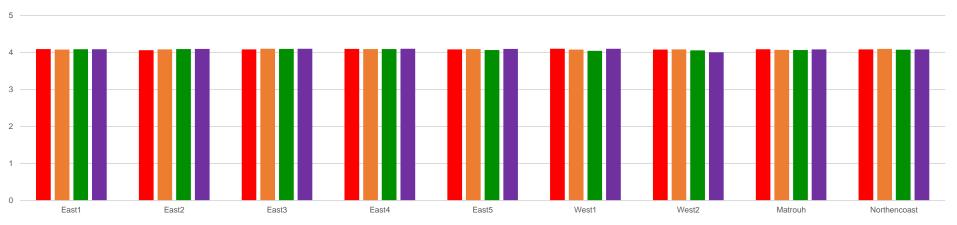


► YouTube Video Quality

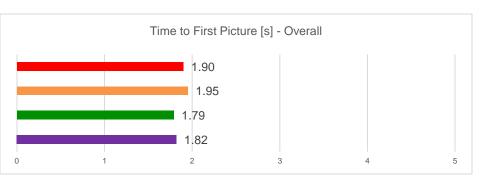


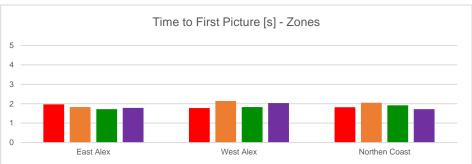




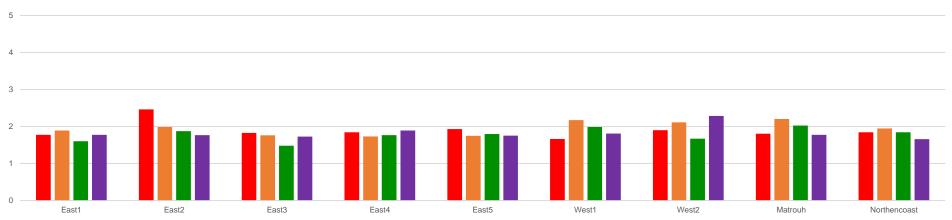


■ YouTube Time to 1st Picture



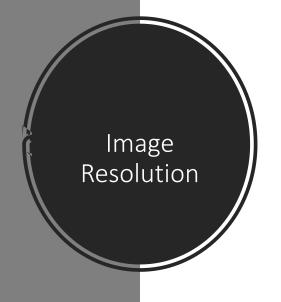


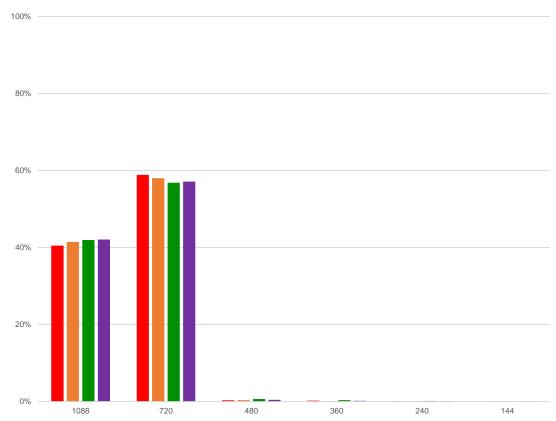








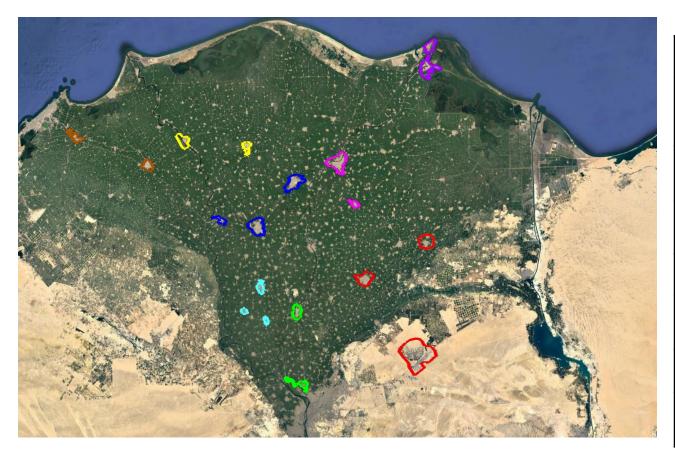




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- 4. Voice Service Quality & Performance Giza
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- 7. Data Service Quality & Performance Alexandria
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- 12. Voice Service Quality & Performance Upper Egypt
- 13. Data Service Quality & Performance Upper Egypt
- 14. Annexes

Zones Definition

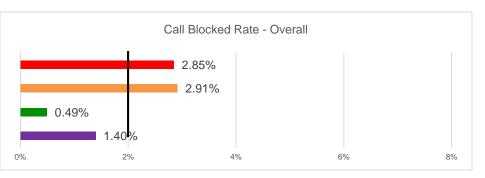


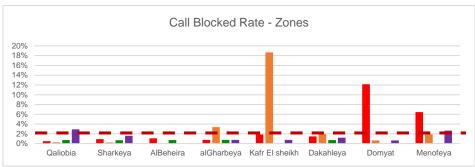
| Delta Cities | |
|--------------|-----------------|
| Z1 | Banha |
| Delta Z1 | Qalyoub |
| De | Qanatir |
| Delta Z2 | 10th of ramadan |
| Delt | Fagous |
| _ | Zagazig |
| ta Z3 | Damnhour |
| Delta | Kafr Eldawar |
| Delta Z4 | Kafr el Zayat |
| | Tanta - Mahalla |
| Z 5 | Desouk |
| Delta | Kafr El sheikh |
| Delta Z6 | Mansoura |
| | Senbelawen |
| Delta Z7 | Domyat |
| | Ras El bar |
| Delta Z8 | Menoufbagour |
| | Shebin el Koum |



Accessibility: Call Blocked Rate

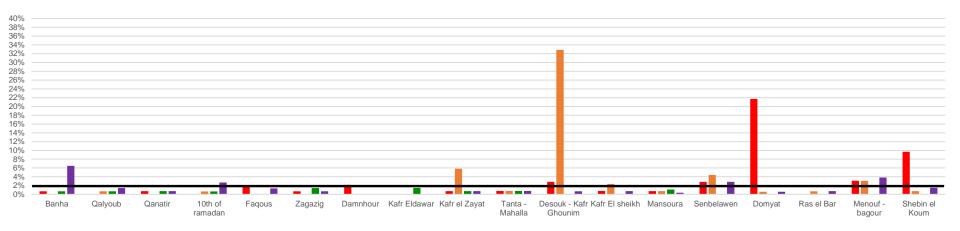




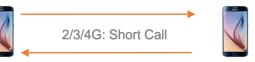


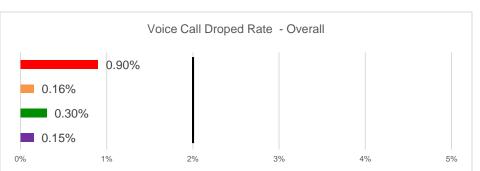
Call Blocked Rate represents the ratio between unsuccessful call attempts and all calls made (both successful & unsuccessful).

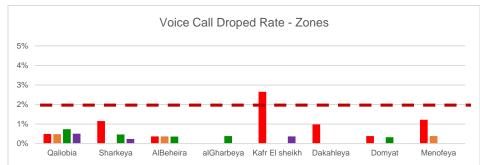
Call Blocked Rate



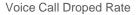
Retainability: Call Dropped Rate

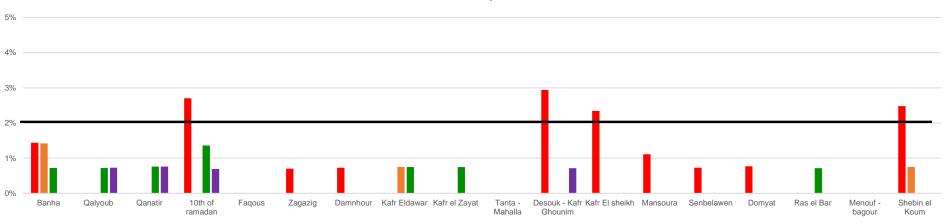




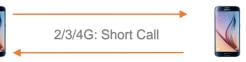


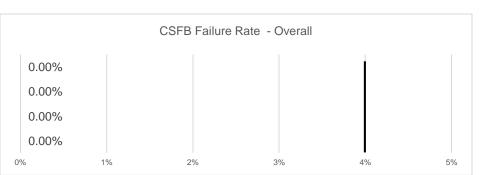
Voice Call Retainability is represented by call drop rates.





Accessibility: CSFB Failure Rate [%]

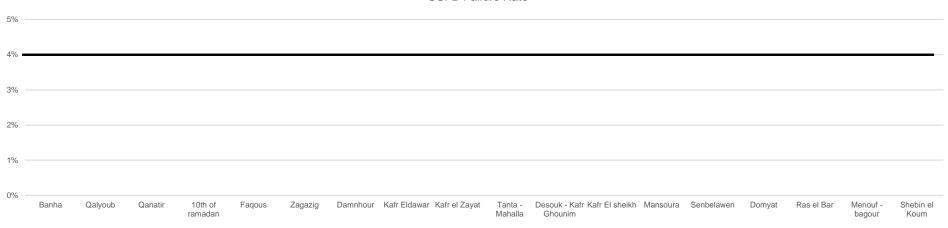




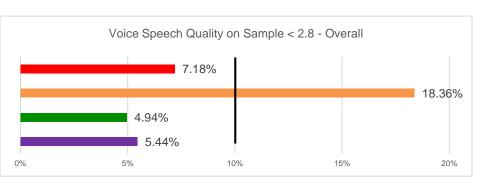


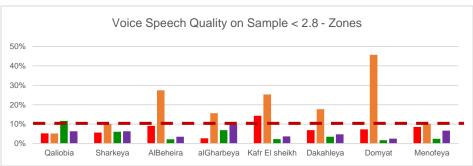
CSFB Failure Rate represents the ratio between unsuccessful fall back attempt to lower technology than 4G (LTE) and all calls made (both successful & unsuccessful). When there is 4G (LTE) present before starting the session.





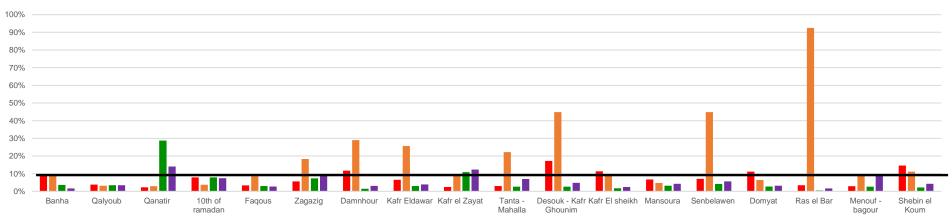
Speech Quality: MOS Voice Speech Quality < 2.8





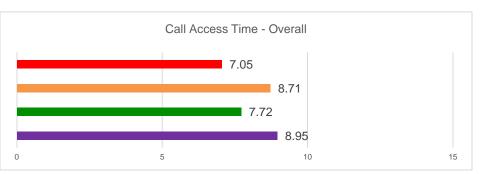
MOS Voice Speech Quality < 2.8 represents the ratio between total number of MOS samples less than 2.8 all collected MOS samples

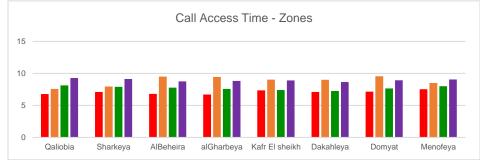




Accessibility: Call Access Time [sec.]

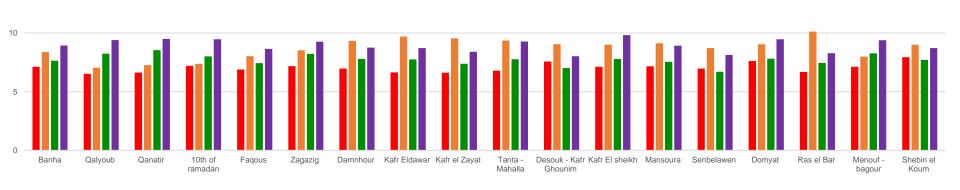




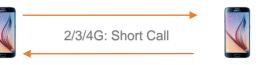


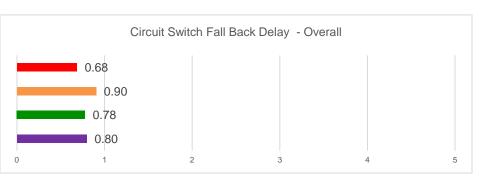
Call Access represents the period of time elapsed from the sending of a complete destination address (target number) to the setting up of a call to the receiving terminal.

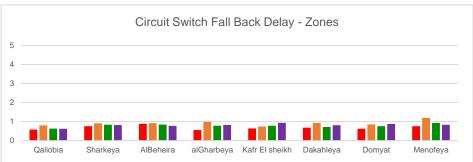
Call Access Time



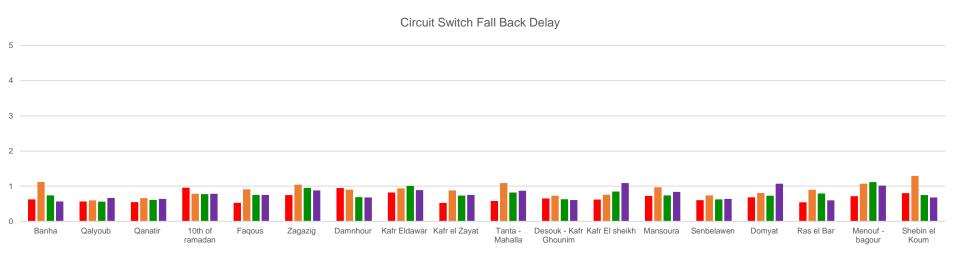
Accessibility: CSFB Delay [sec.]







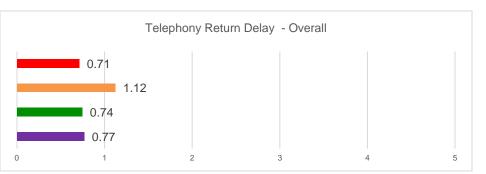
CSFB Delay represents the period of time to overlay 3G/2G environment instead of handling calls in 4G (LTE). Depending on the CSFB strategy.

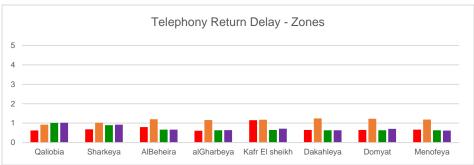


Accessibility: Telephony Return Delay [sec.]

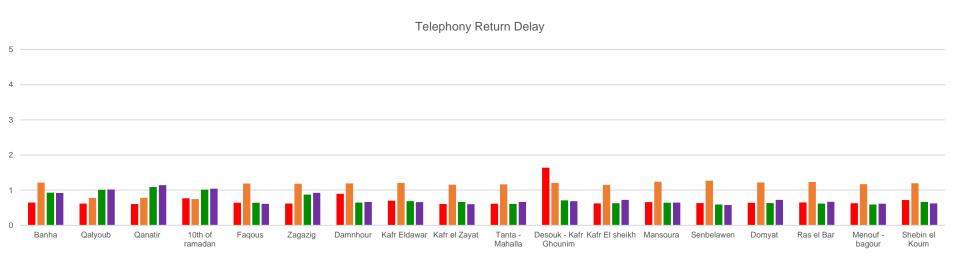


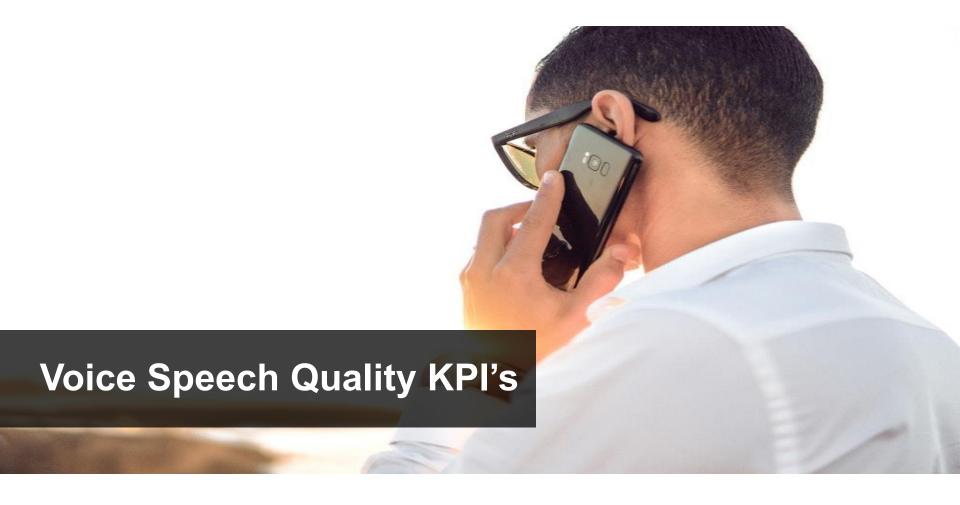




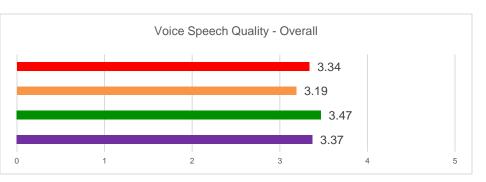


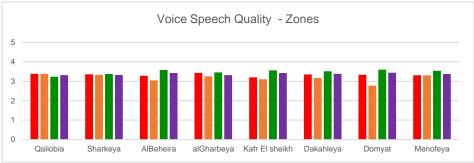
Telephony Return Delay measures the time that a UE uses to re-join the LTE (4G) network after call end



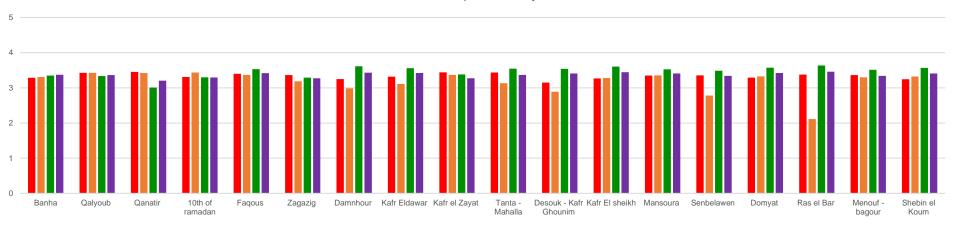


Speech Quality: MOS Scores

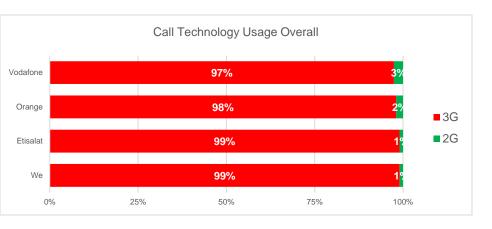




Voice Speech Quality

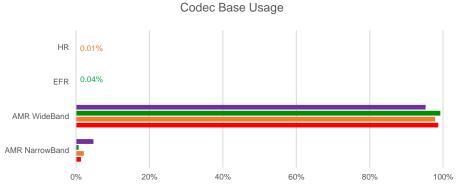


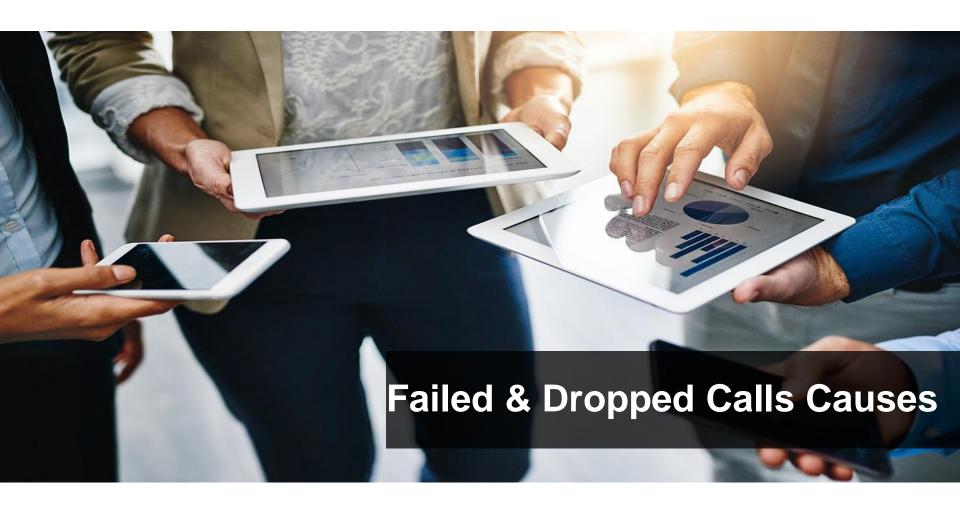
Speech Quality: Call technology Usage & Codec Base Usage



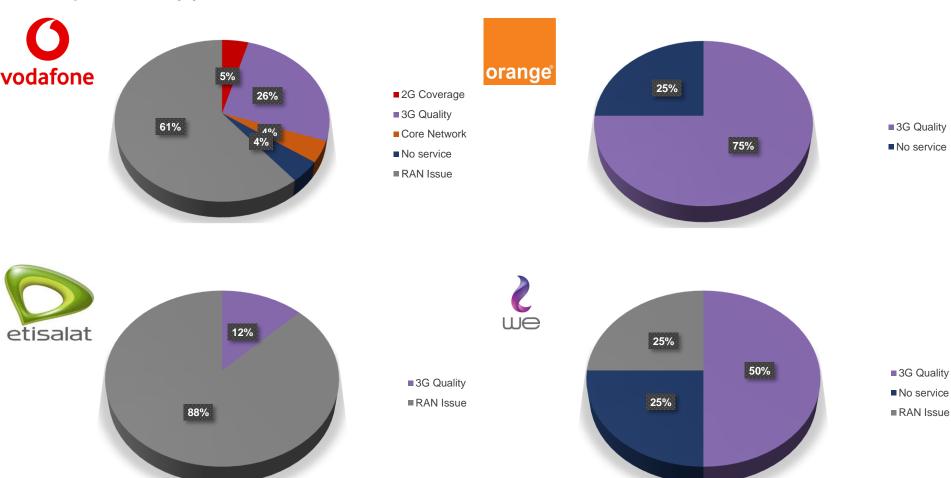
Call technology Usage represents the call technology used over call period. The more calls on 3G (UMTS) the better MOS served.

Codec Base Usage represents the codec used over the call where AMR wideband (AMR WB) leads to better voice quality experience by the end user than the AMR Narrowband (AMR NB)





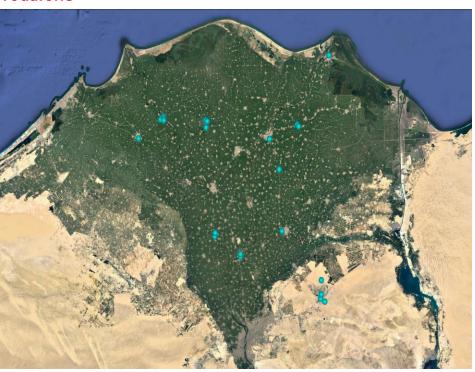
Analysis: Dropped Calls Causes



All Operators: Dropped Calls Locations 1/2









All Operators: Dropped Calls Locations 2/2

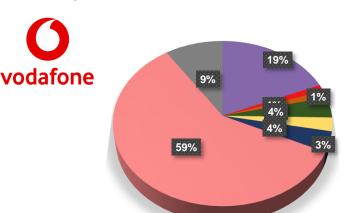








Analysis: Failed Calls Causes





■3G Quality

■4G Quality

■ Core Network

Mobility Issue

■ Paging Issue

■ 3G Coverage

■ Core Network

Mobility Issue

■ Paging Issue

■ RAN Issue

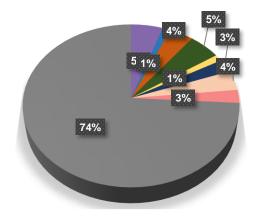
■ CSFB Issue

■4G Quality

■ RAN Issue

■ CSFB Issue

■ No service





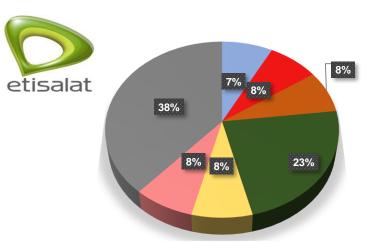




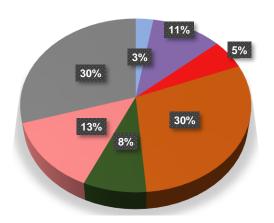


■ Paging Issue















■ Core Network

■ CSFB Issue

CSFB issue

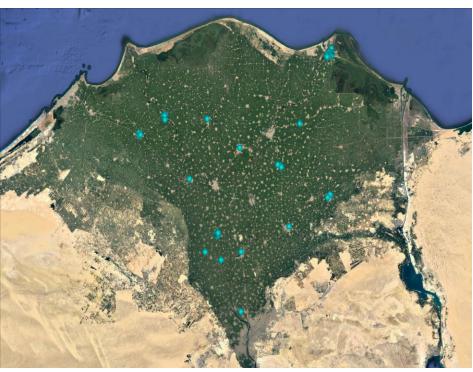
■ Paging Issue

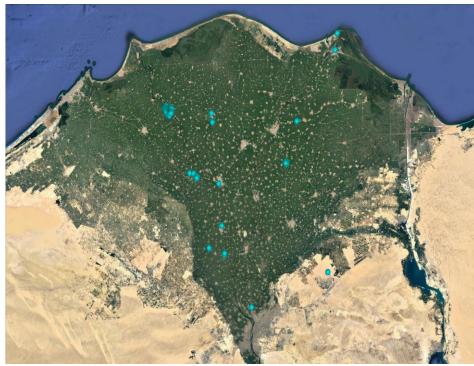
■ RAN Issue

All Operators: Blocked Calls Locations 1/2







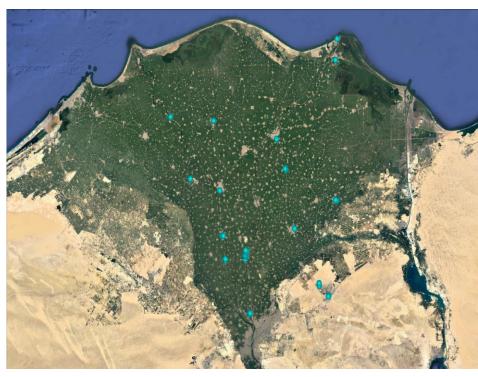


All Operators: Blocked Calls Locations 2/2



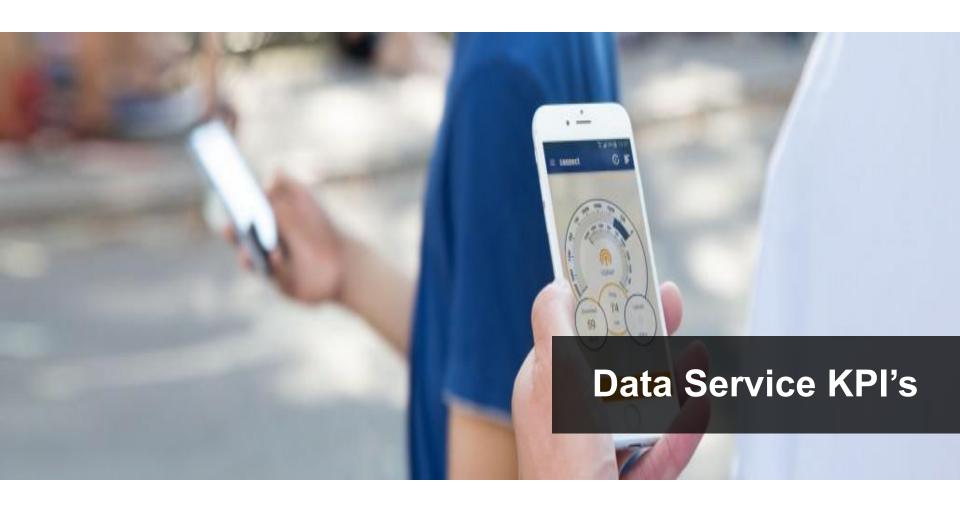




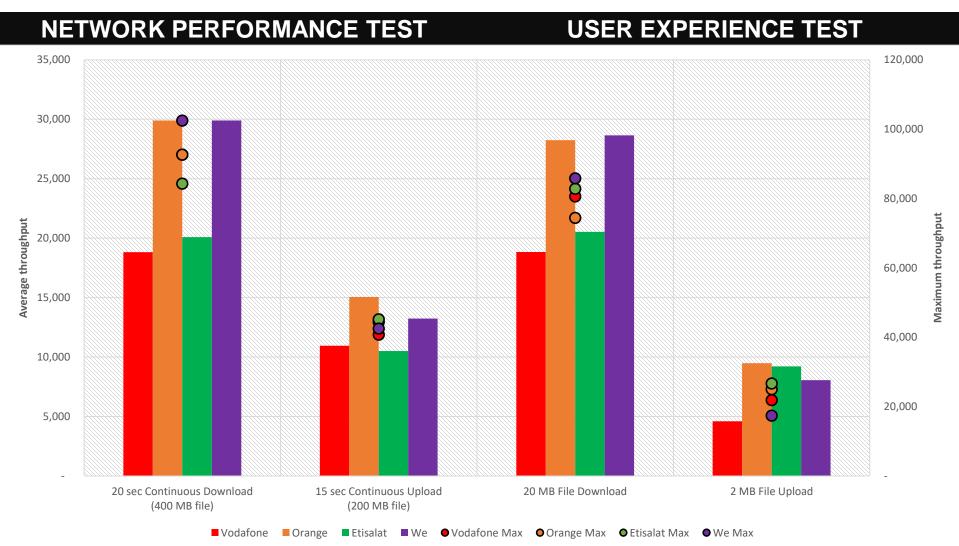


Agenda

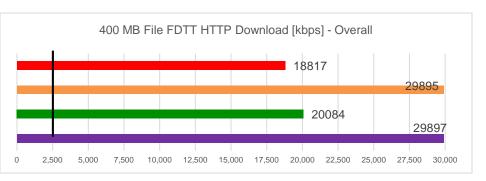
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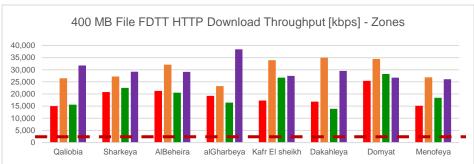


Free Mode Throughput Per Test Type

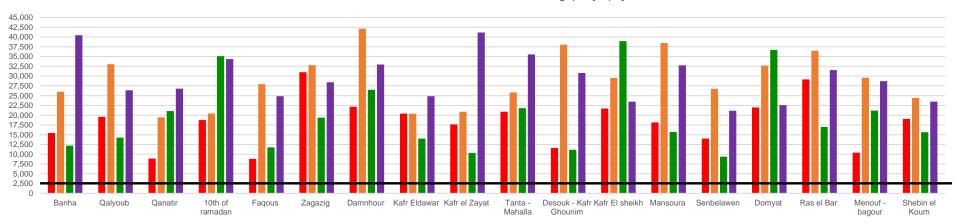


FDTT HTTP Download Transfer Throughput – Network Performance

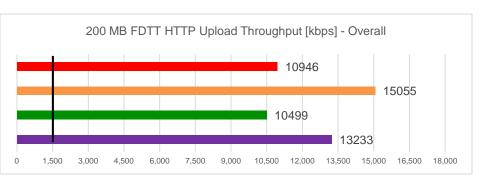


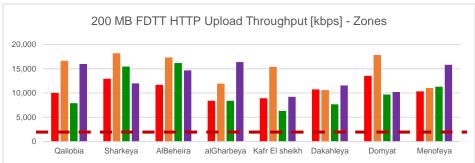


400 MB File FDTT HTTP Download Throughput [kbps]

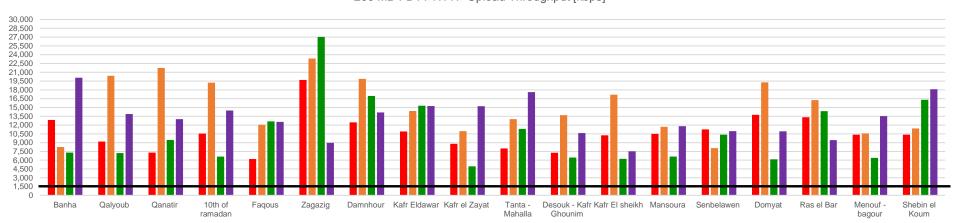


FDTT HTTP Upload Transfer Throughput – Network Performance

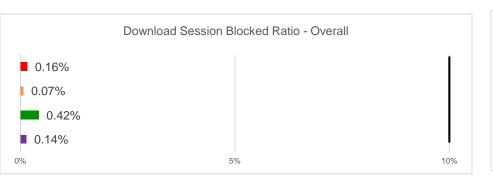


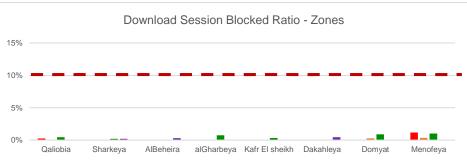


200 MB FDTT HTTP Upload Throughput [kbps]

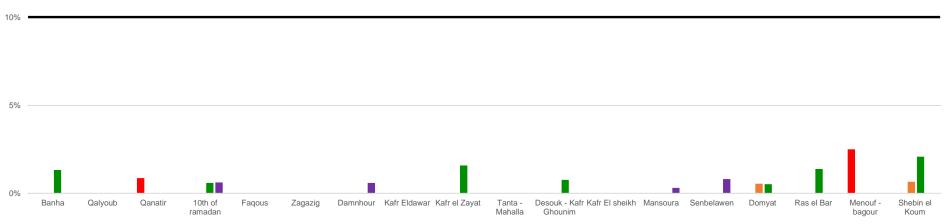


HTTP Download Session Blocked Rates

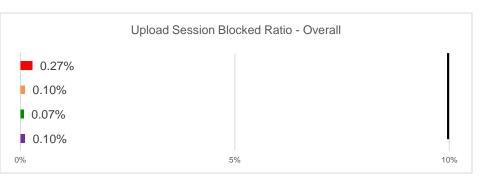


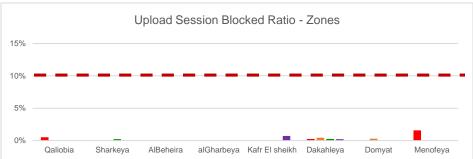


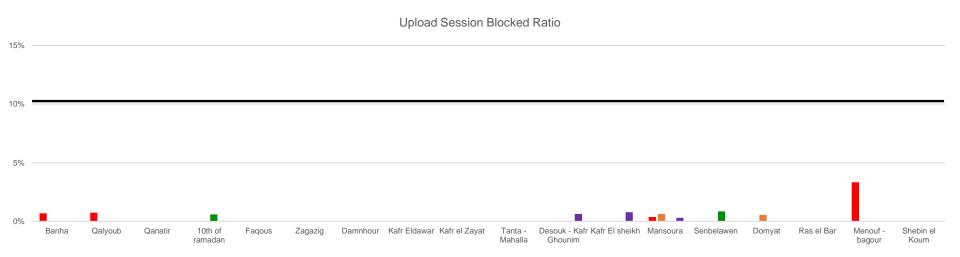




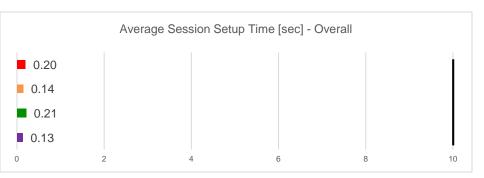
HTTP Upload Session Blocked Rates

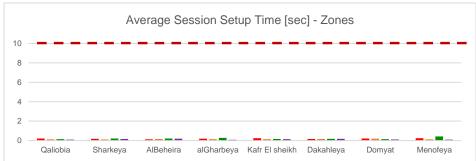


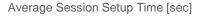


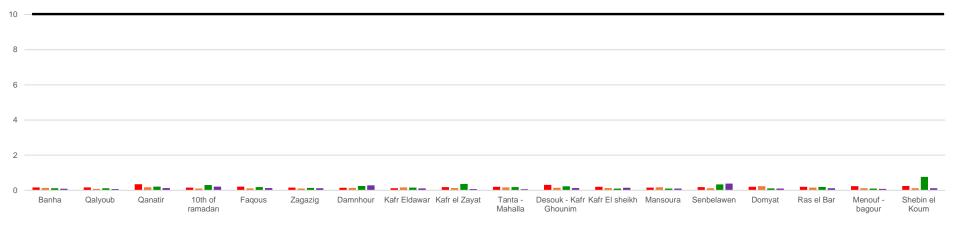


HTTP Download Average Session Setup Time

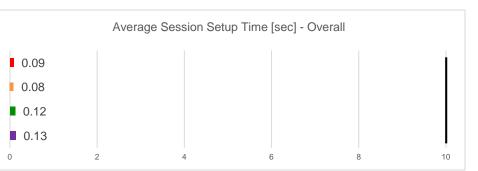




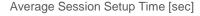


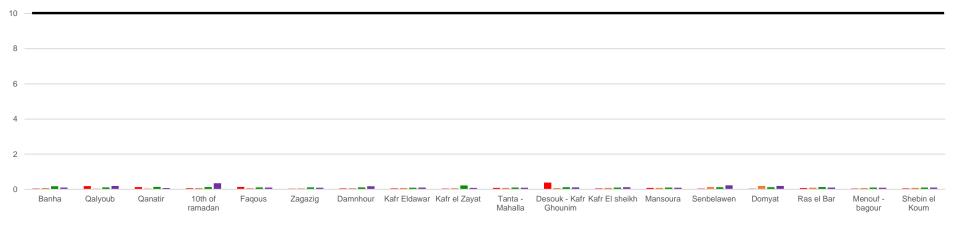


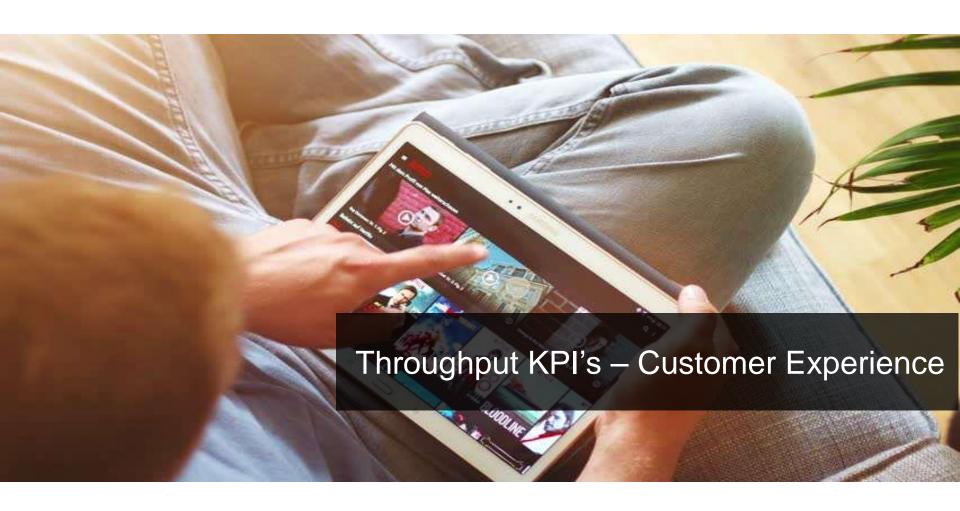
HTTP Upload Average Session Setup Time



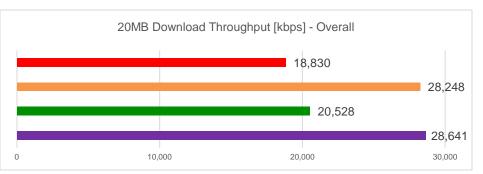


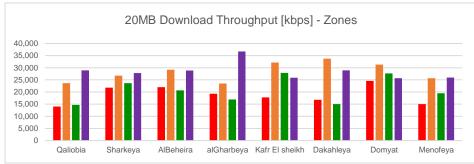


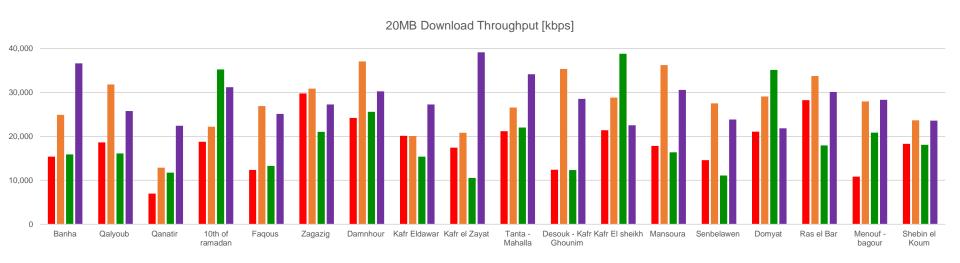




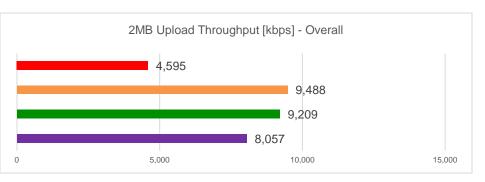
HTTP Download Throughput – Customer Experience

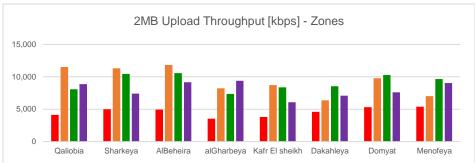




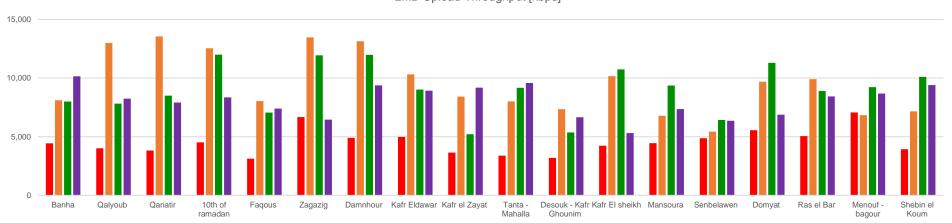


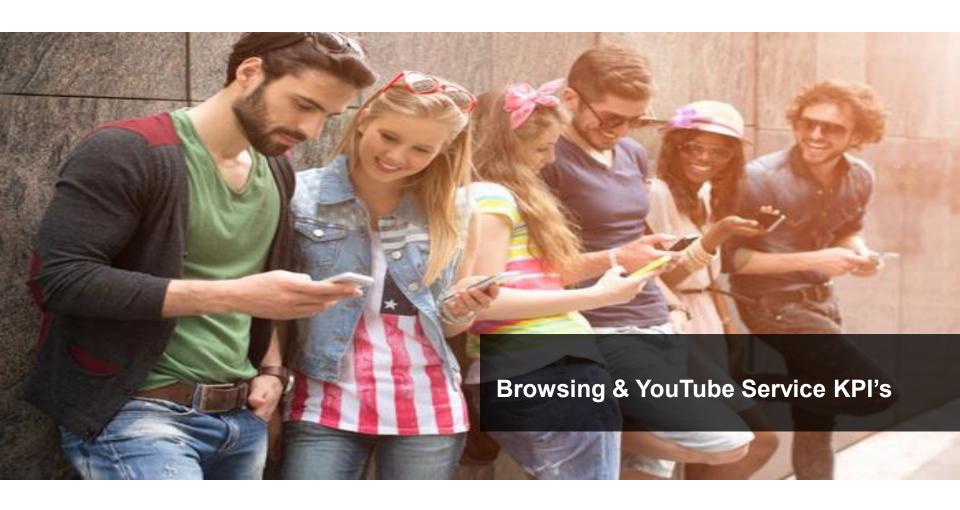
HTTP Upload Throughput – Customer Experience



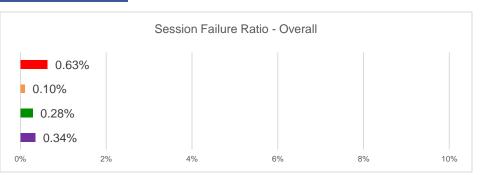


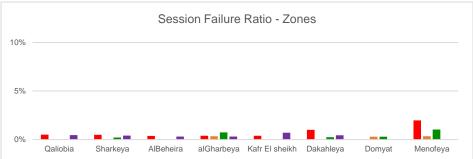
2MB Upload Throughput [kbps]



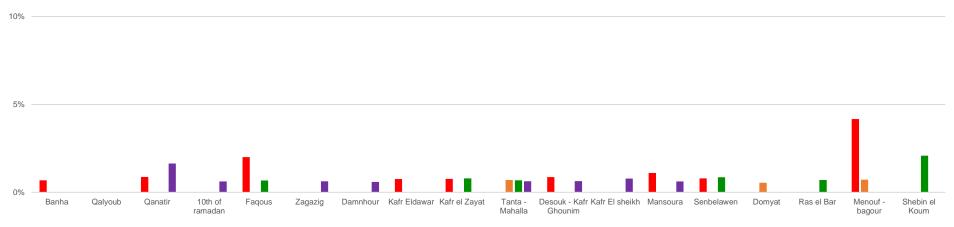


facebook Session Failure Ratio

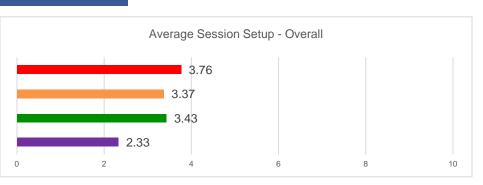


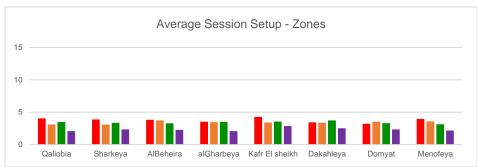


Session Failure Ratio

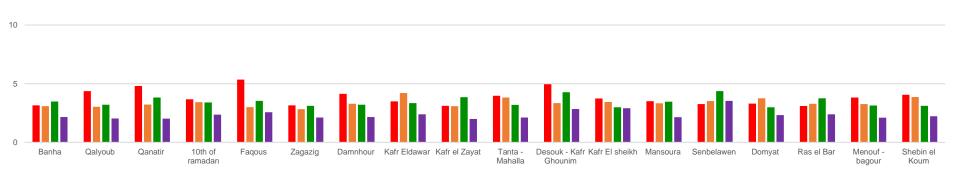


facebook Session Time

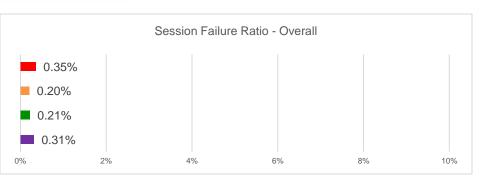


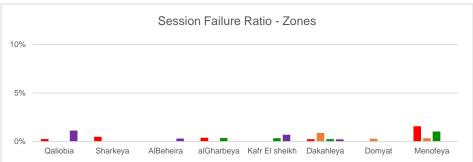


Average Session Time

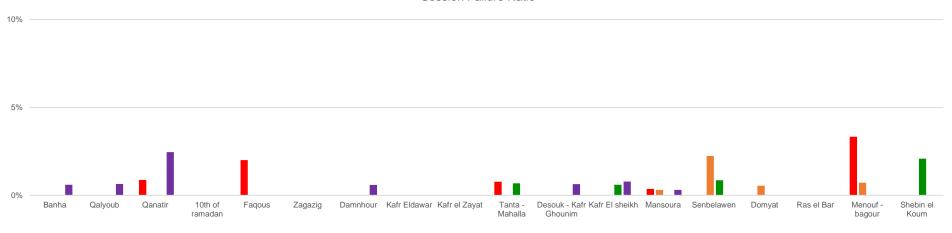


Google Session Failure Ratio

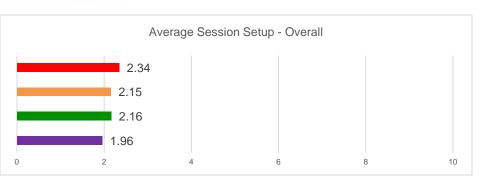


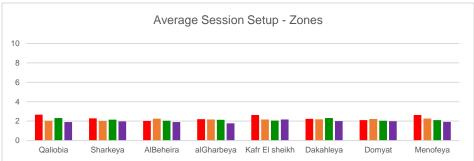


Session Failure Ratio

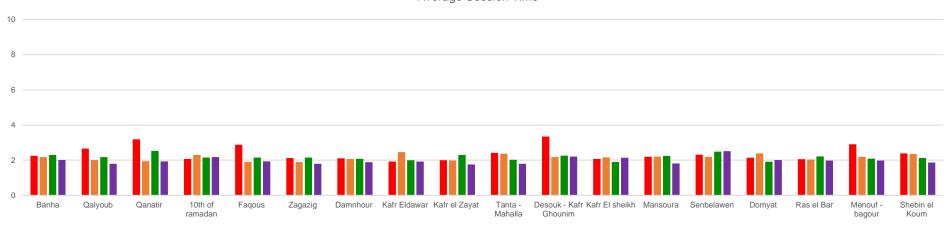


Google Session Time

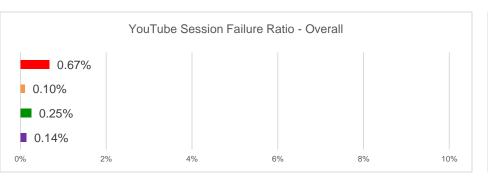


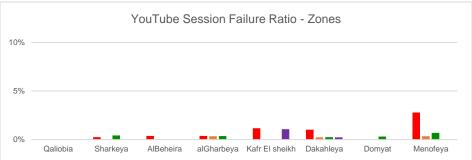


Average Session Time

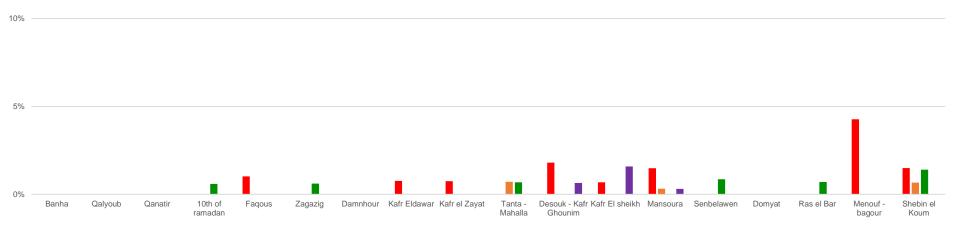


■ YouTube Session Failure Ratio

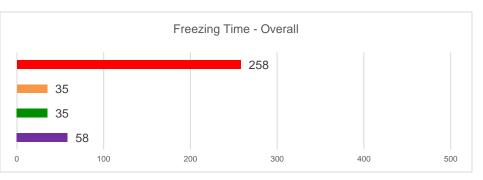


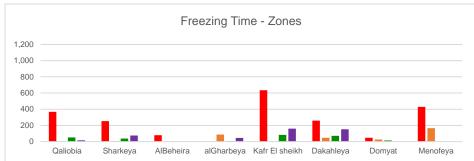


YouTube Session Failure Ratio

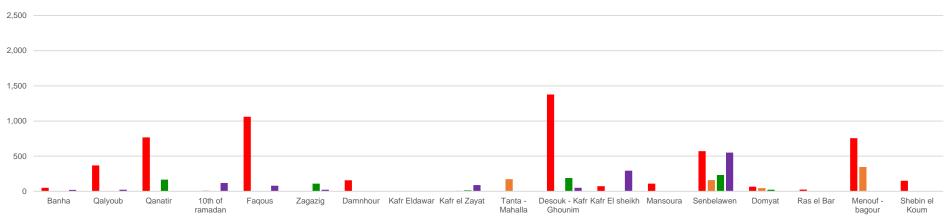


► YouTube Freezing Time [msec]

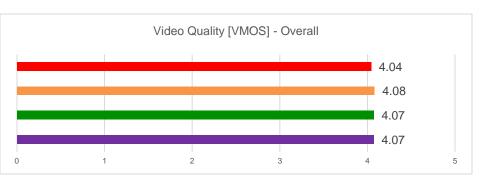


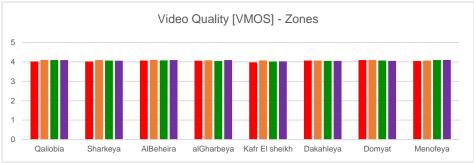




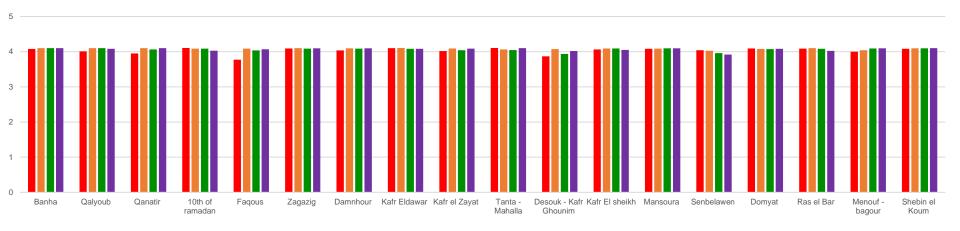


▶ YouTube Video Quality

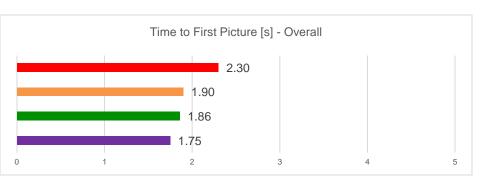


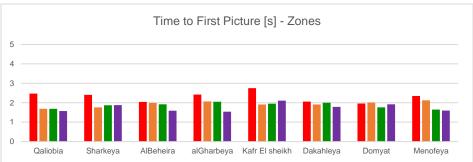


Video Quality - VMOS

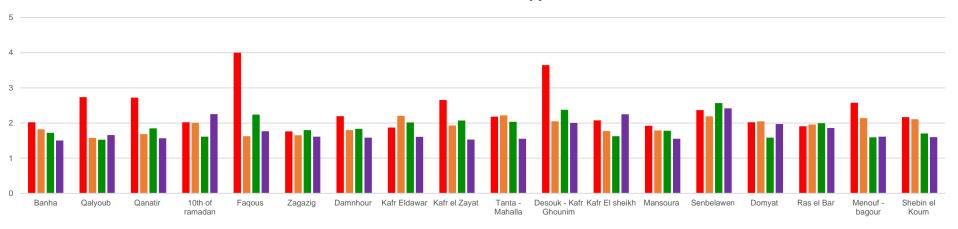


▶ YouTube Time to 1st Picture



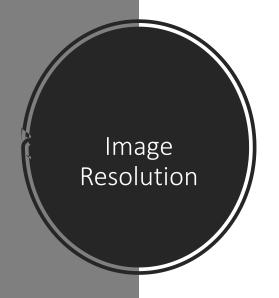


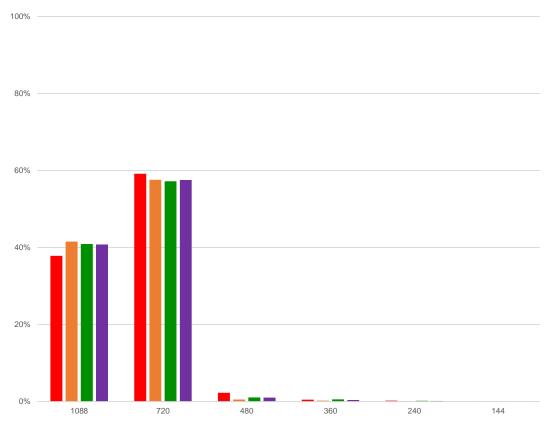
Time to First Picture [s]







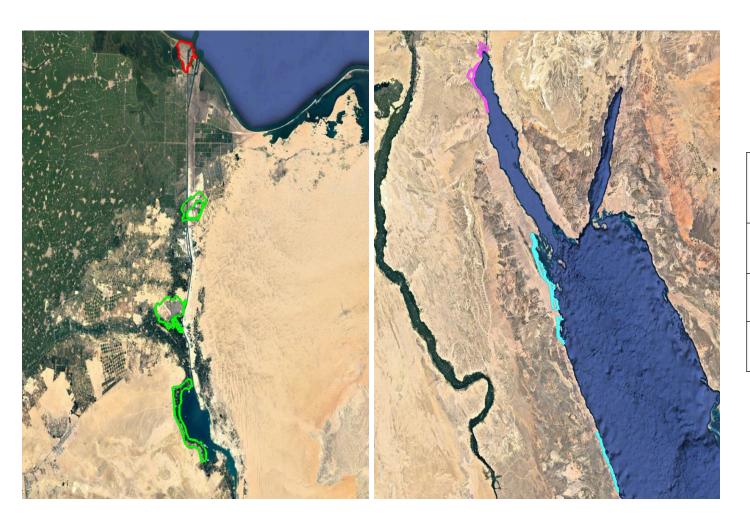




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- 13. Data Service Quality & Performance Upper Egypt
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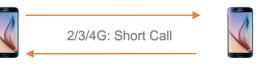
Zones Definition

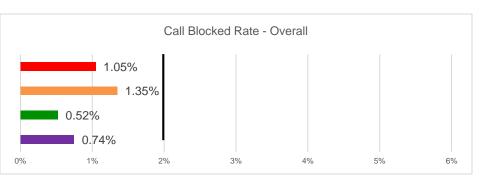


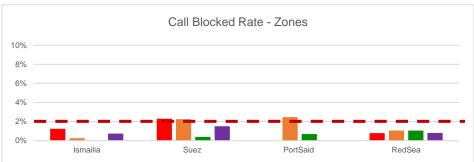
| | Canal City |
|----------------------|-------------------|
| Z | Fayed Abou Sultan |
| Sanal Z1 | Ismailia |
| <u> </u> | Qantara |
| al Z2 | Sokhna |
| Car | Suez |
| 24 Canal Z3 Canal Z2 | PortSaid |
| anal Z4 | Hurghada |



Accessibility: Call Blocked Rate

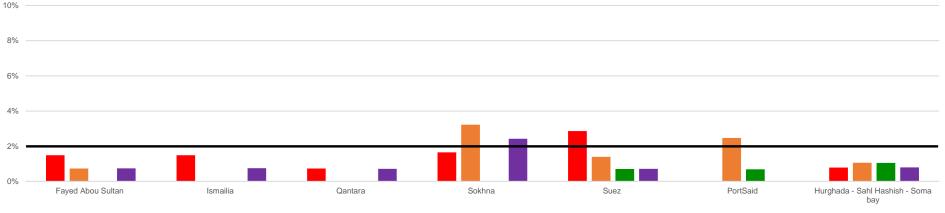




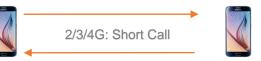


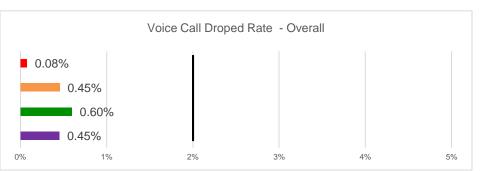
Call Blocked Rate represents the ratio between unsuccessful call attempts and all calls made (both successful & unsuccessful).

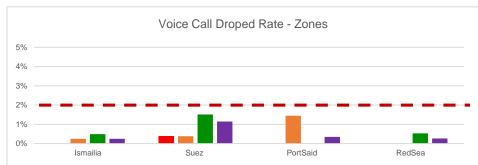




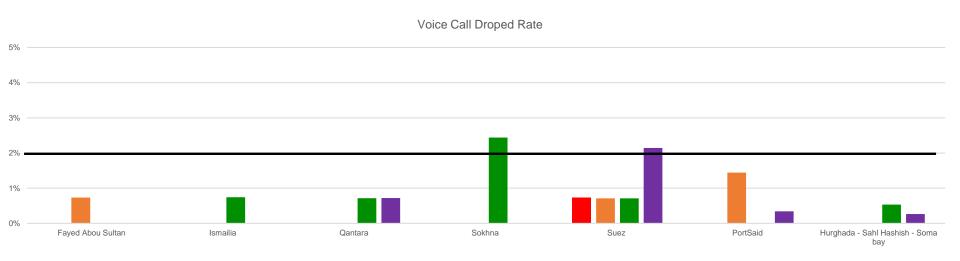
Retainability: Call Dropped Rate



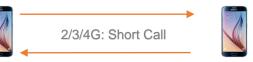




Voice Call Retainability is represented by call drop rates.

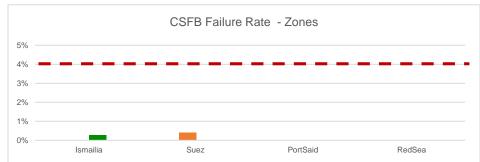


Accessibility: CSFB Failure Rate [%]



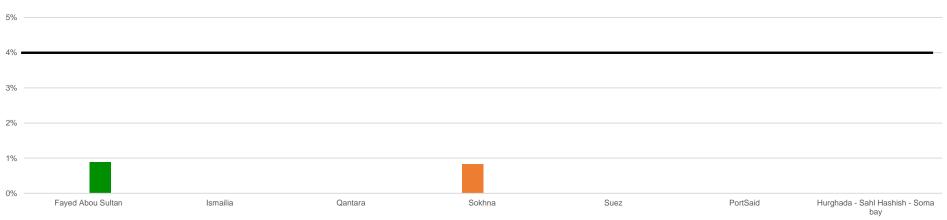




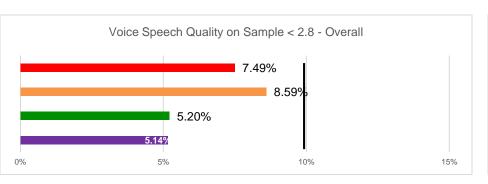


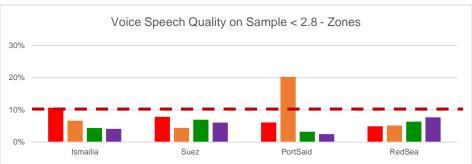
CSFB Failure Rate represents the ratio between unsuccessful fall back attempt to lower technology than 4G (LTE) and all calls made (both successful & unsuccessful). When there is 4G (LTE) present before starting the session.



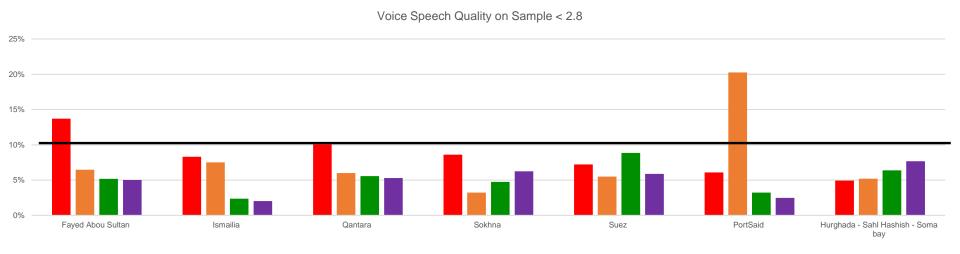


Speech Quality: MOS Voice Speech Quality < 2.8





MOS Voice Speech Quality < 2.8 represents the ratio between total number of MOS samples less than 2.8 all collected MOS samples

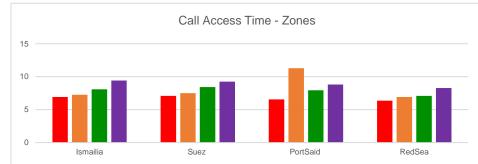


Accessibility: Call Access Time [sec.]



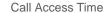


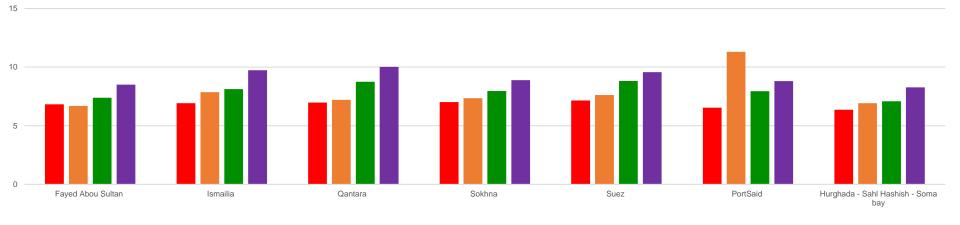
5



Call Access represents the period of time elapsed from the sending of a complete destination address (target number) to the setting up of a call to the receiving terminal.

15

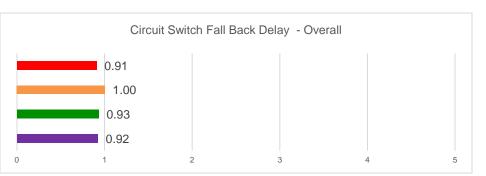


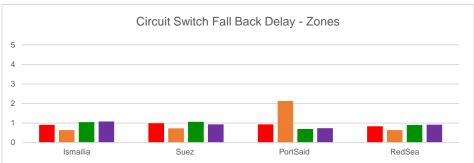


Accessibility: CSFB Delay [sec.]

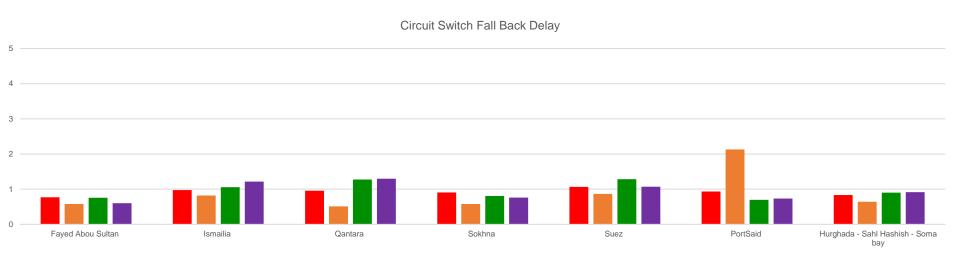








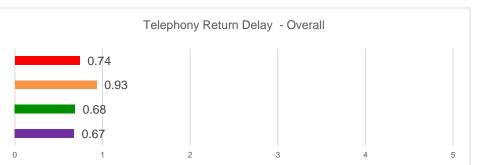
CSFB Delay represents the period of time to overlay 3G/2G environment instead of handling calls in 4G (LTE). Depending on the CSFB strategy.

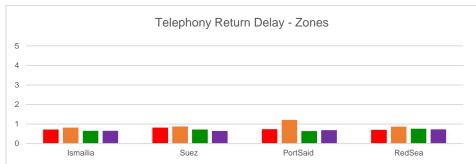


Accessibility: Telephony Return Delay [sec.]

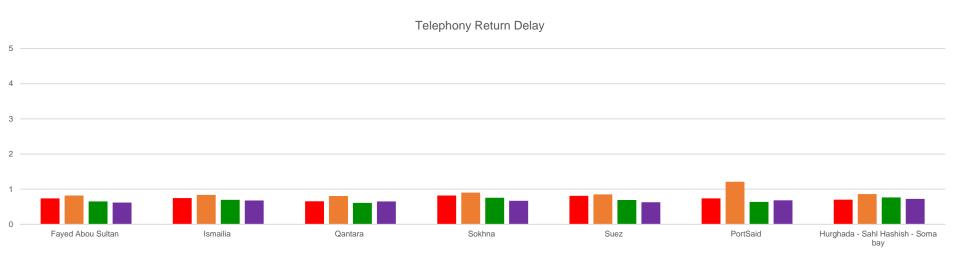






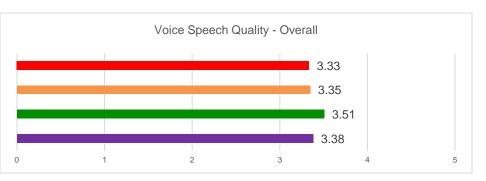


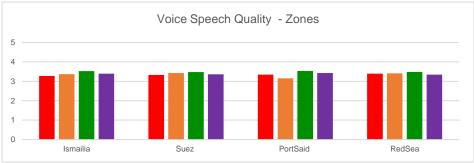
Telephony Return Delay measures the time that a UE uses to re-join the LTE (4G) network after call end

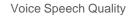


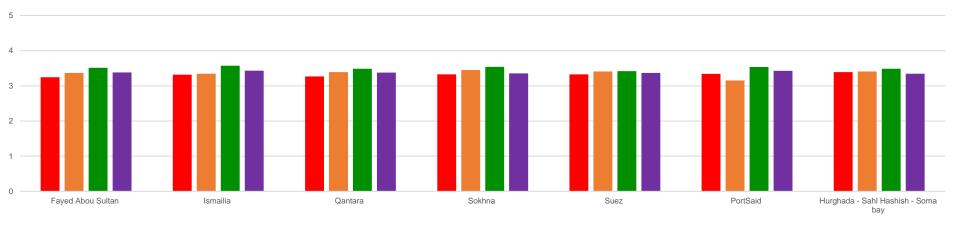


Speech Quality: MOS Scores

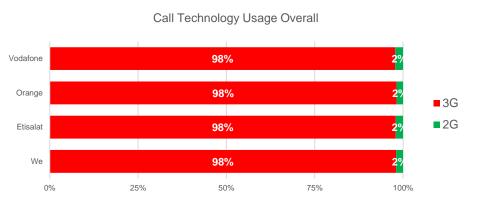






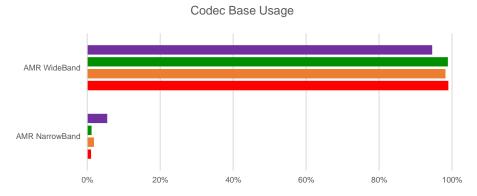


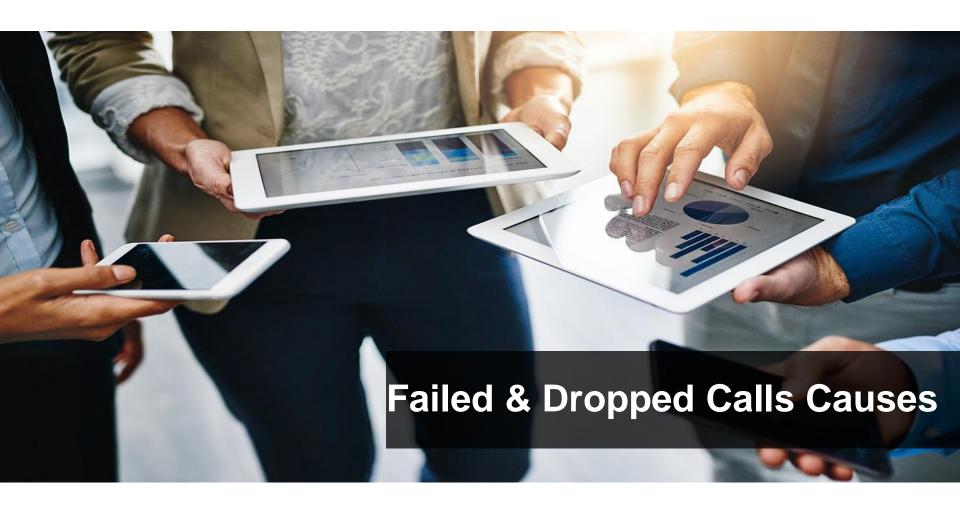
Speech Quality: Call technology Usage & Codec Base Usage



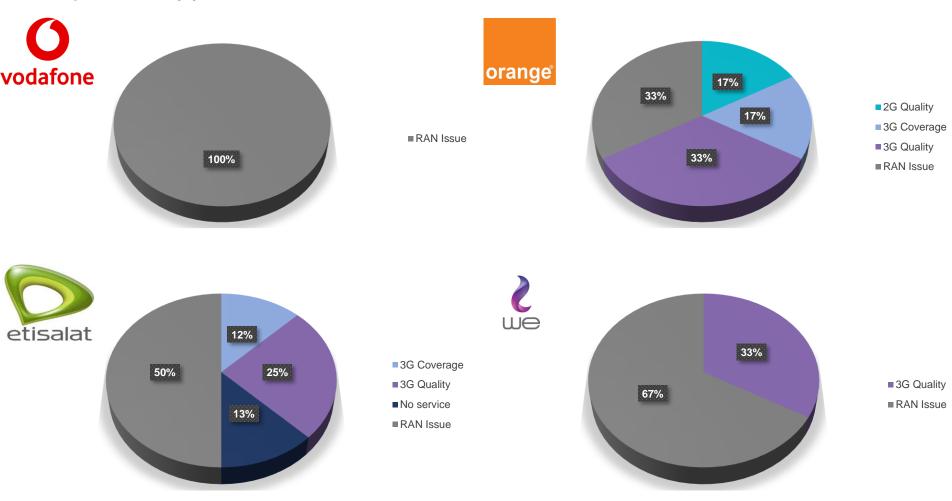
Call technology Usage represents the call technology used over call period. The more calls on 3G (UMTS) the better MOS served.

Codec Base Usage represents the codec used over the call where AMR wideband (AMR WB) leads to better voice quality experience by the end user than the AMR Narrowband (AMR NB)





Analysis: Dropped Calls Causes



All Operators: Dropped Calls Locations 1/2











All Operators: Dropped Calls Locations 2/2



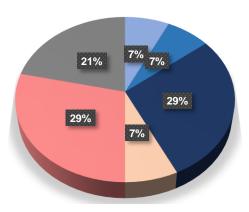






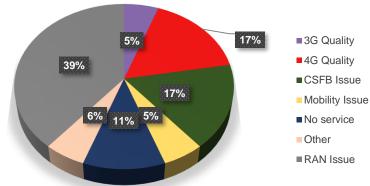
Analysis: Failed Calls Causes



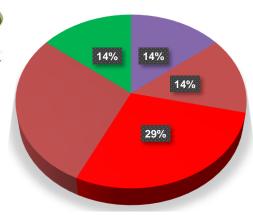












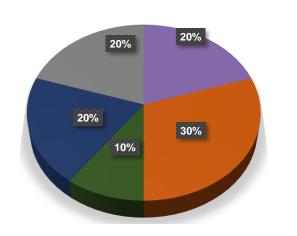




- CSFB Issue
- No service

Other

- Paging Issue
- RAN Issue



- ■3G Quality
- Core Network
- CSFB Issue
- No service
- RAN Issue

All Operators: Blocked Calls Locations 1/2









All Operators: Blocked Calls Locations 2/2



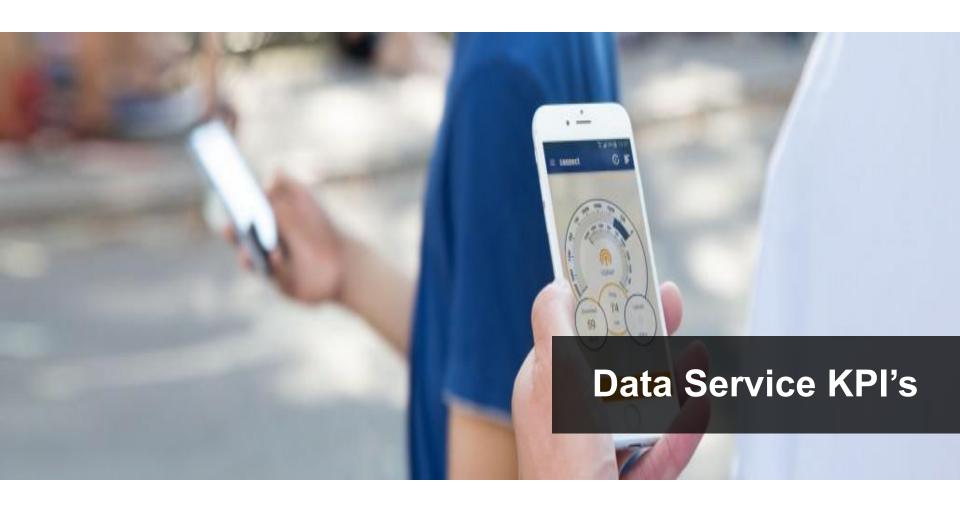




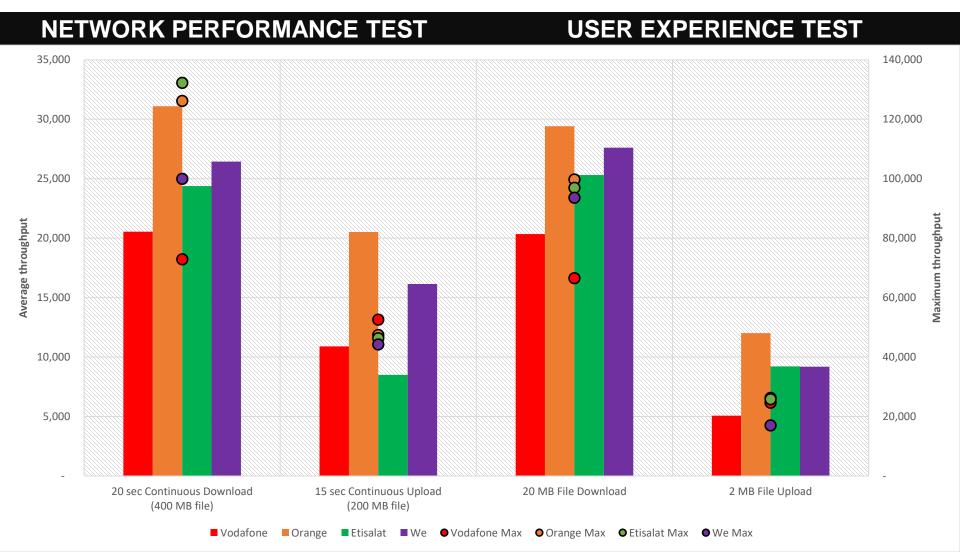


Agenda

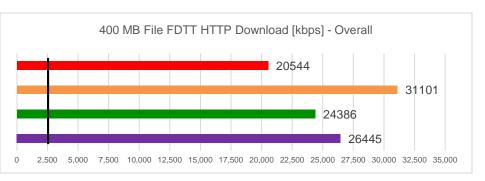
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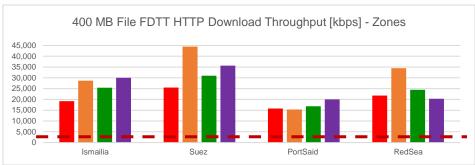


Free Mode Throughput Per Test Type

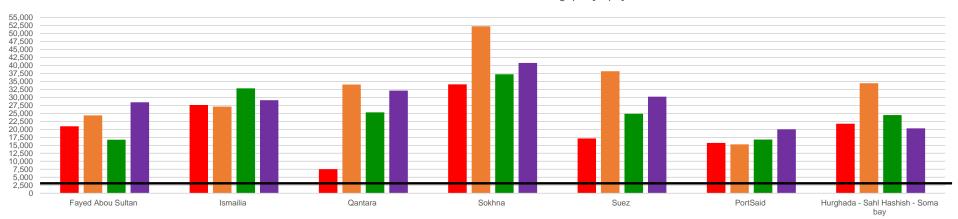


FDTT HTTP Download Transfer Throughput – Network Performance

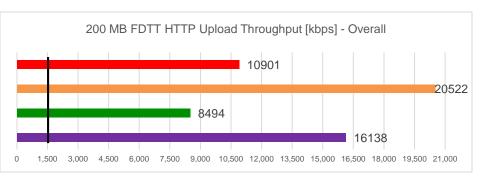


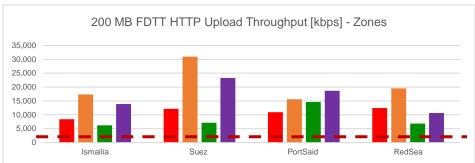


400 MB File FDTT HTTP Download Throughput [kbps]

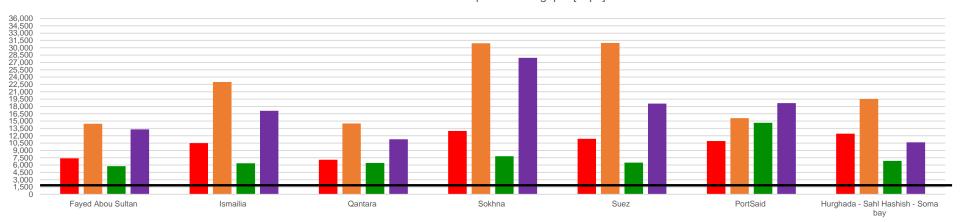


FDTT HTTP Upload Transfer Throughput – Network Performance

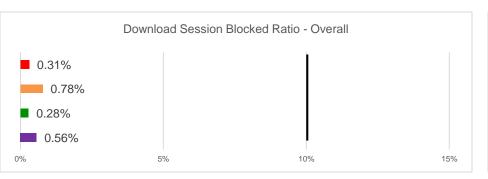


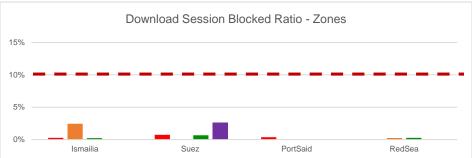


200 MB FDTT HTTP Upload Throughput [kbps]

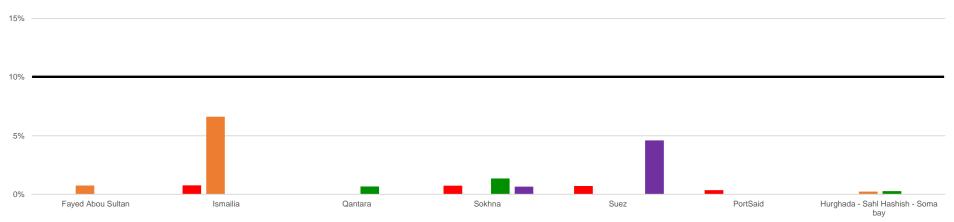


HTTP Download Session Blocked Rates

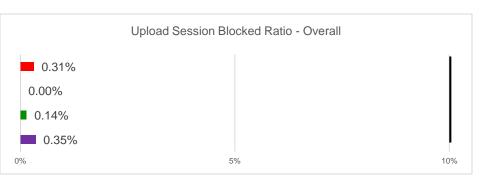


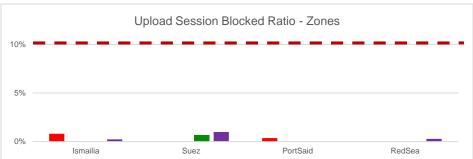




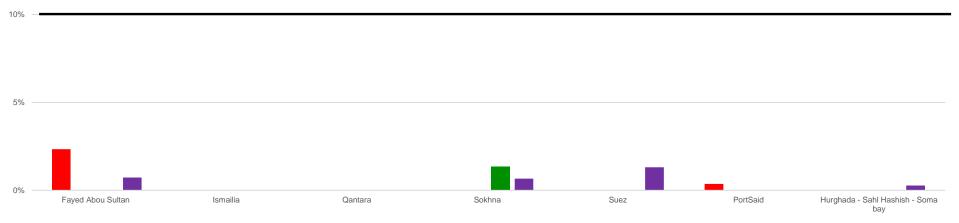


HTTP Upload Session Blocked Rates

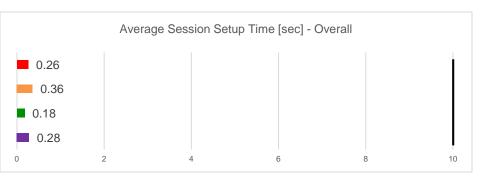


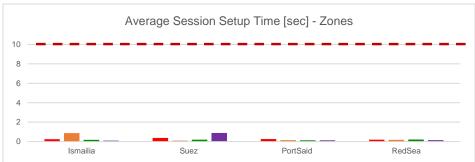




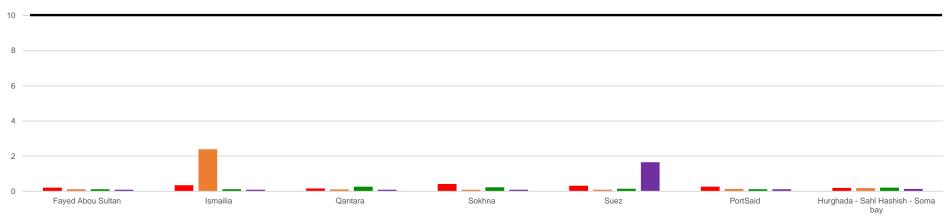


HTTP Download Average Session Setup Time

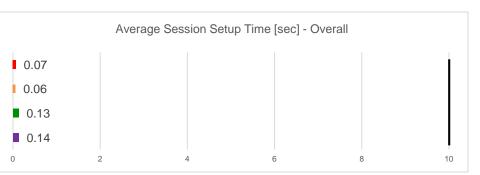


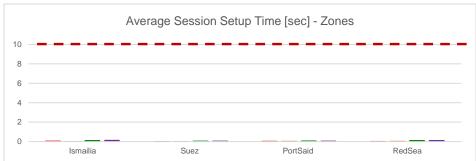




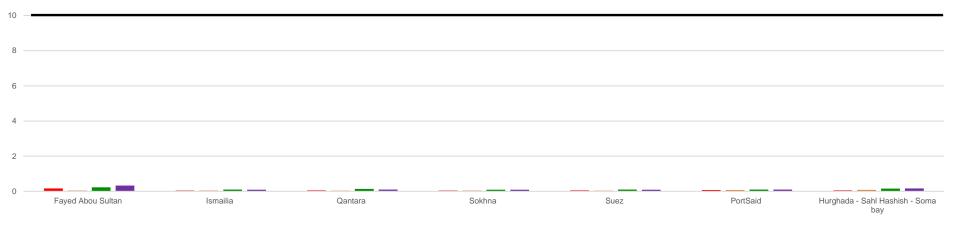


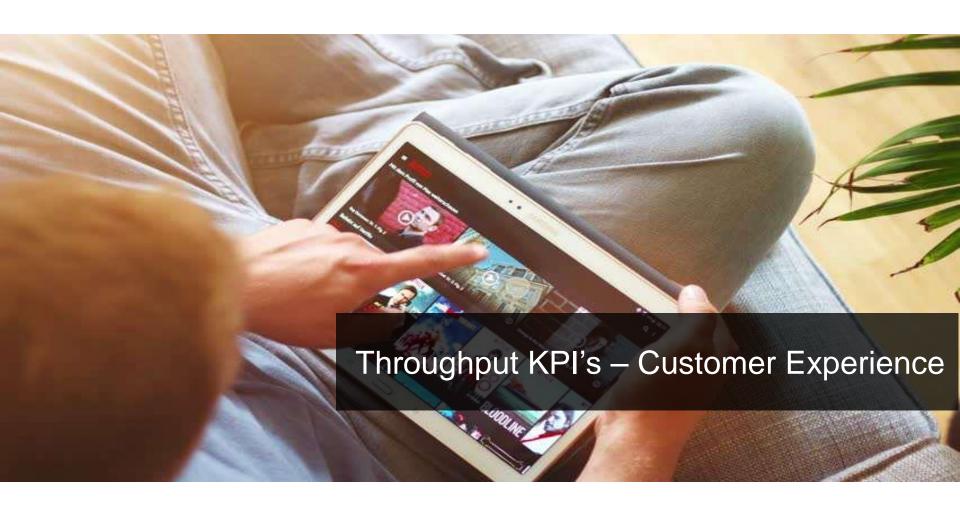
HTTP Upload Average Session Setup Time



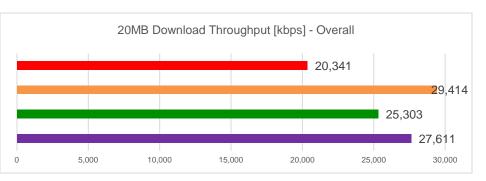


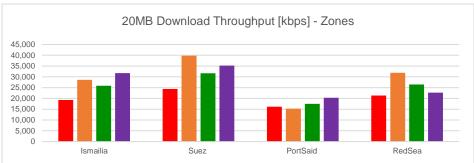




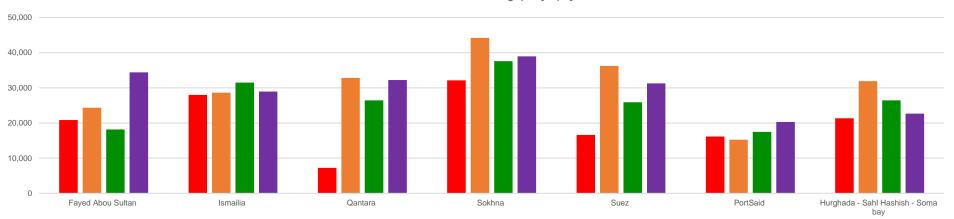


HTTP Download Throughput – Customer Experience

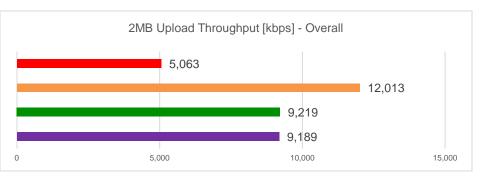


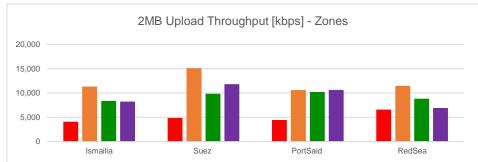


20MB Download Throughput [kbps]

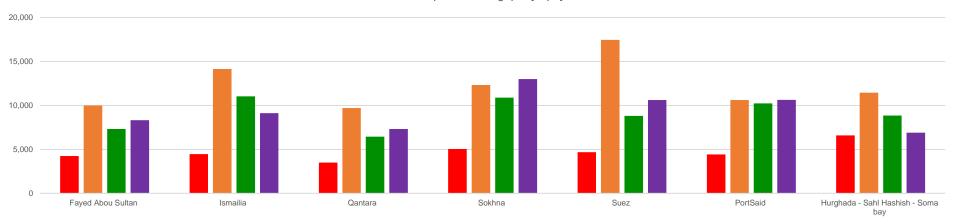


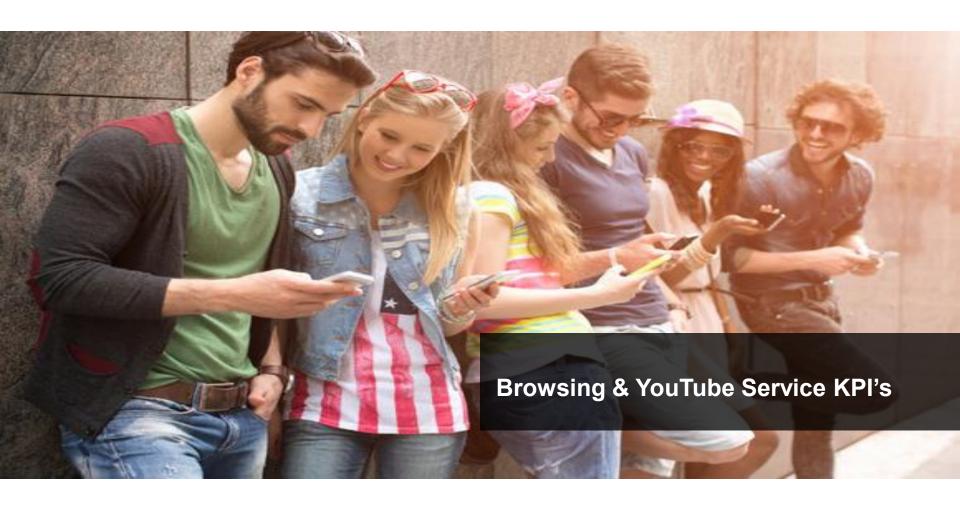
HTTP Upload Throughput – Customer Experience



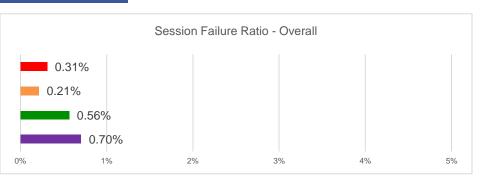


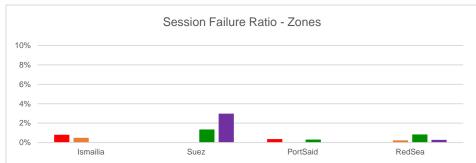
2MB Upload Throughput [kbps]



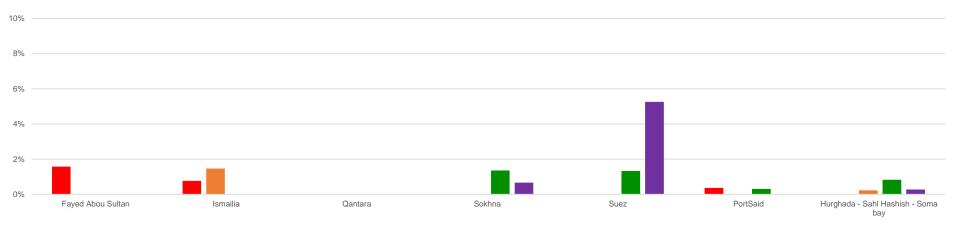


facebook. Session Failure Ratio

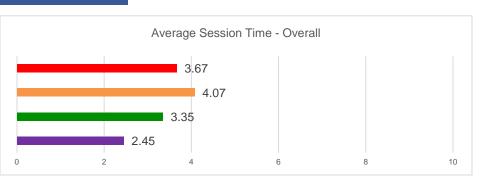


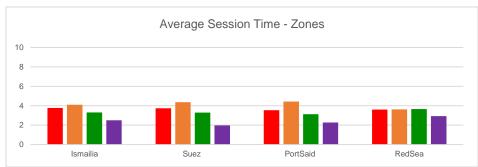


Session Failure Ratio

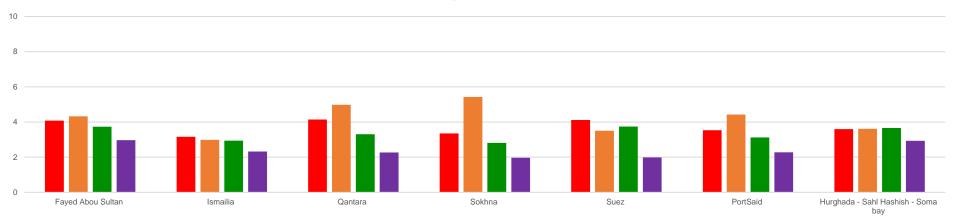


facebook. Session Time

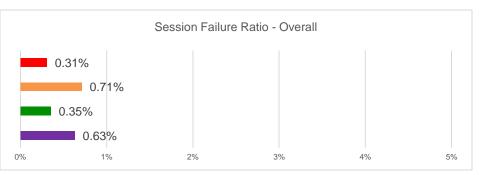


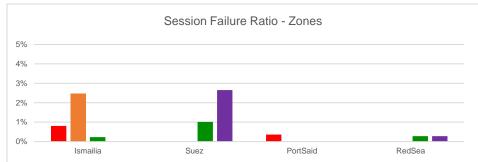


Average Session Time

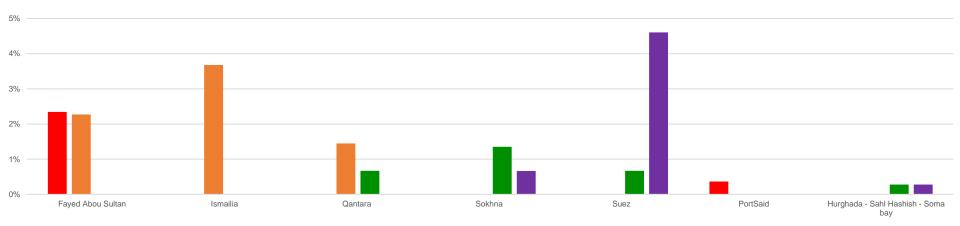


Google Session Failure Ratio

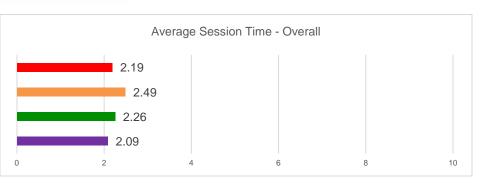


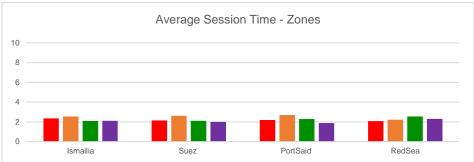


Session Failure Ratio

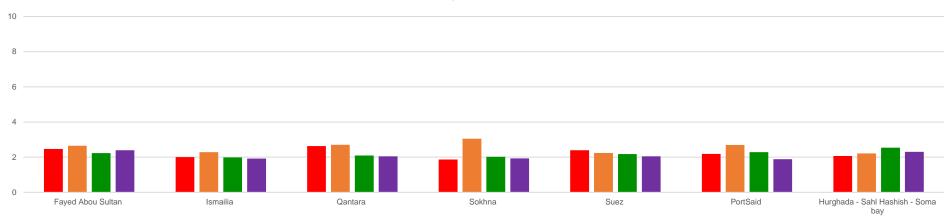


Google Session Time

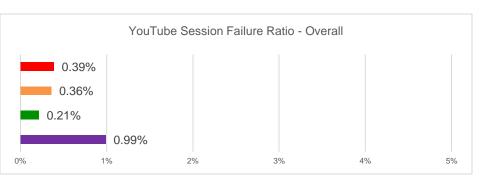


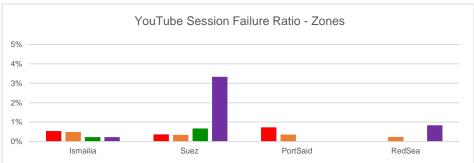


Average Session Time

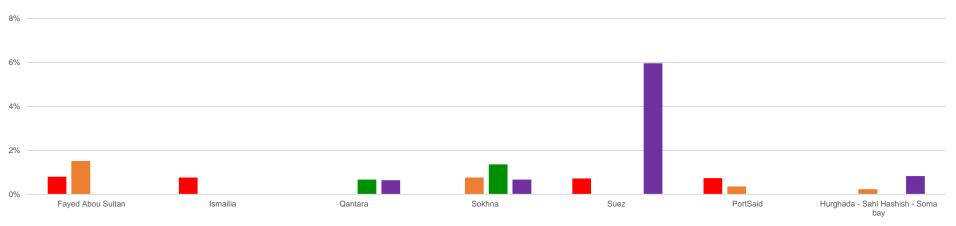


■ YouTube Session Failure Ratio

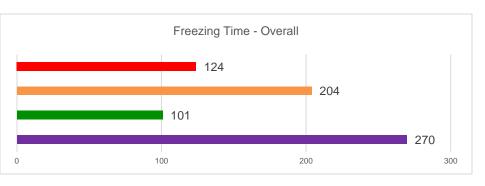


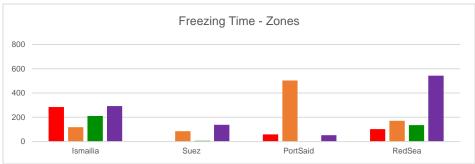


YouTube Session Failure Ratio

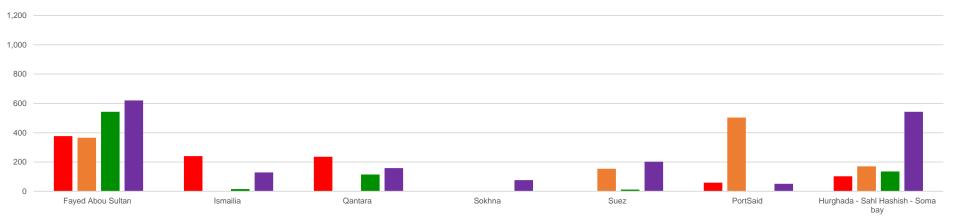


▶ YouTube Freezing Time [msec]

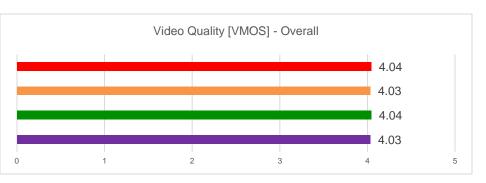


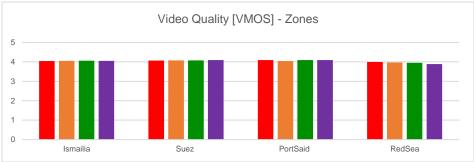


Freezing Time

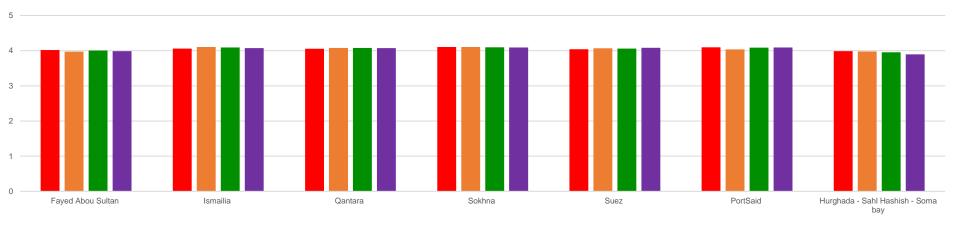


▶ YouTube Video Quality

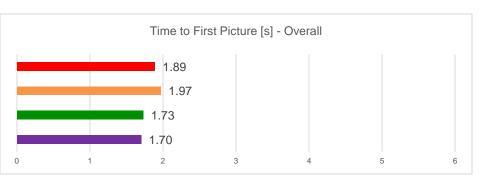


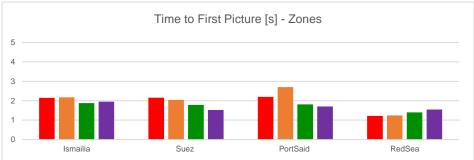




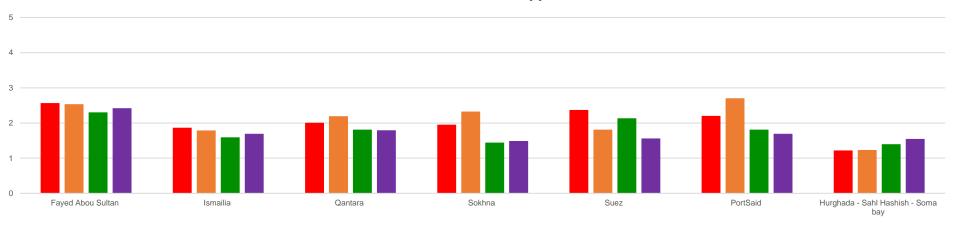


■ YouTube Time to 1st Picture





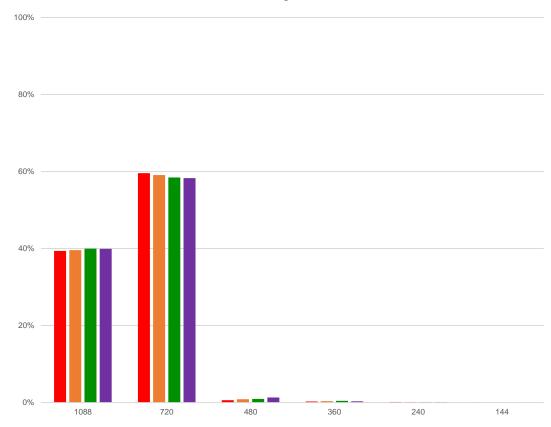
Time to First Picture [s]











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- 13. Data Service Quality & Performance Upper Egypt
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Zones Definition



Upper Egypt

| Opper Egypt | |
|---|------------------|
| er Z1 | Fayoum |
| Npp | SinurisTirsa |
| ır Z2 | BanySwif |
| əddn | Wasta |
| r Z 3 | AbuQurqas |
| Upper Z7 Upper Z6 Upper Z5 Upper Z4 Upper Z3 upper Z2 | Menya |
| er Z4 | Asyut |
| Uppe | DayroutManfalout |
| er 25 | Sohag |
| Uppe | TahtaAkhmim |
| ır Z6 | Kharga Dakhla |
| Орре | Farafra |
| er Z7 | Qena |
| Oppe | Nagaa |
| er Z8 | Esna |
| Upp | Luxor |
| Upper Z9 | Aswan |
| | Abu Semble |
| | Komombo |



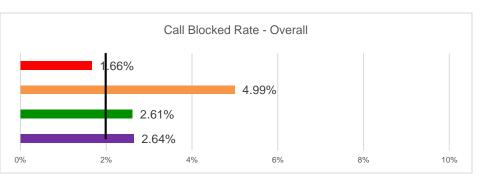
Accessibility: Call Blocked Rate

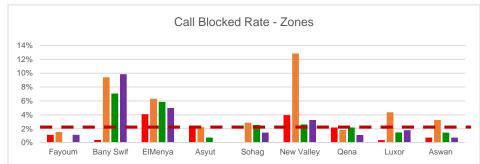
Sinuris - Tirsa Bany Swif

Wasta

Abu Qurqas







Qena

Esna

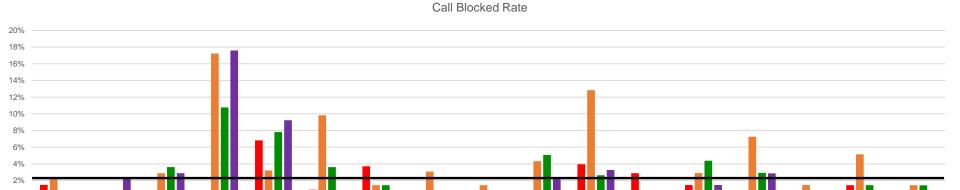
Luxor

Call Blocked Calls represents the ratio between unsuccessful call attempts and all calls made (both successful & unsuccessful).

Asyut

Dayrout -

Manfalout



Sohag

Tahta -

Akhmim

Kharga -

Fararfra

Nagaa Hamadi

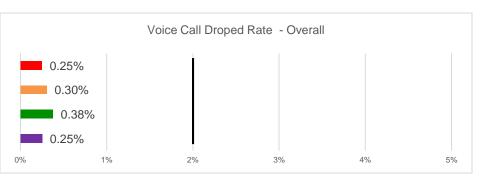
- Farashut

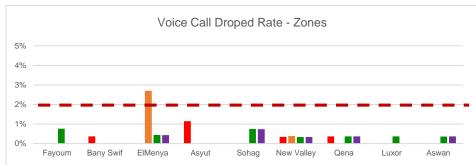
Kom ombo -

Daraw - Abu Sembele

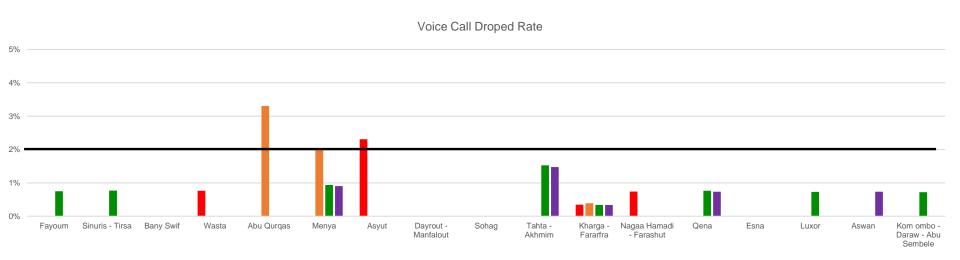
Retainability: Call Dropped Rate



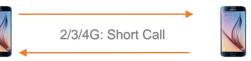


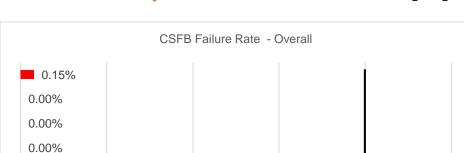


Voice Call Retainability is represented by call drop rates.



Accessibility: CSFB Failure Rate [%]

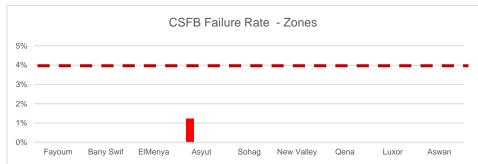




3%

2%

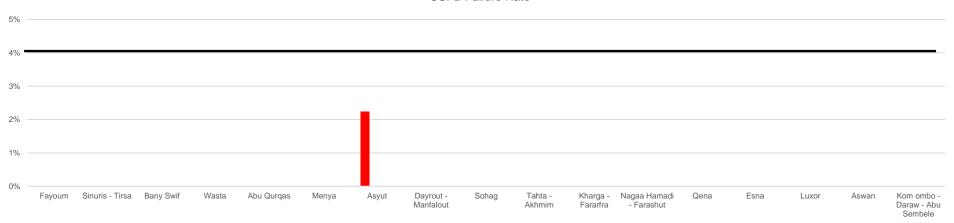
1%



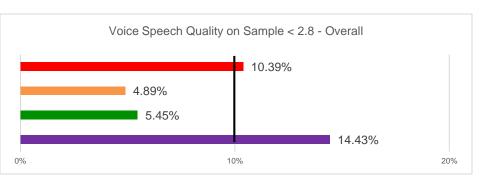
CSFB Failure Rate represents the ratio between unsuccessful fall back attempt to lower technology than 4G (LTE) and all calls made (both successful & unsuccessful). When there is 4G (LTE) present before starting the session.

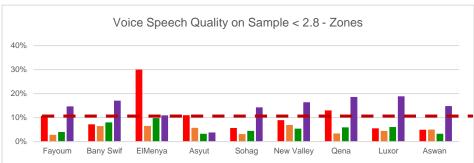
5%





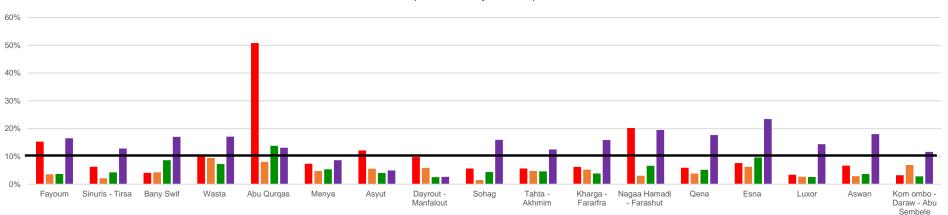
Speech Quality: MOS Voice Speech Quality < 2.8





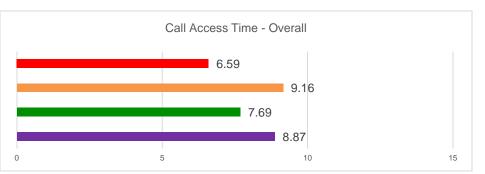
MOS Voice Speech Quality < 2.8 represents the ratio between total number of MOS samples less than 2.8 all collected MOS samples

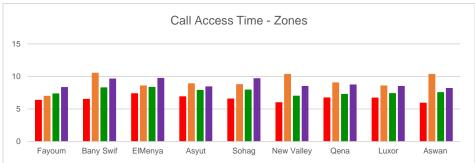




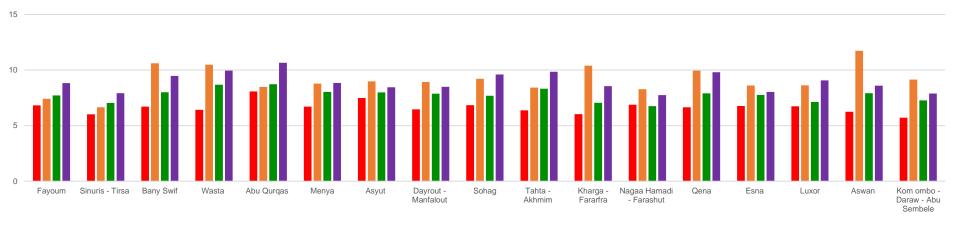
Accessibility: Call Access Time [sec.]







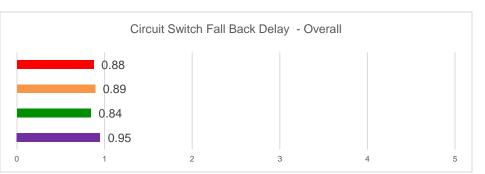
Call Access Time

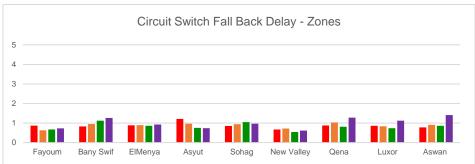


Accessibility: CSFB Delay [sec.]

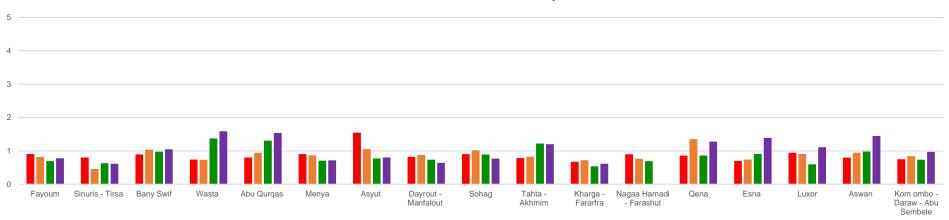








Circuit Switch Fall Back Delay

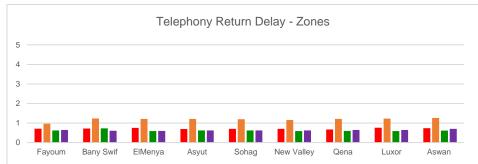


Accessibility: Telephony Return Delay [sec.]

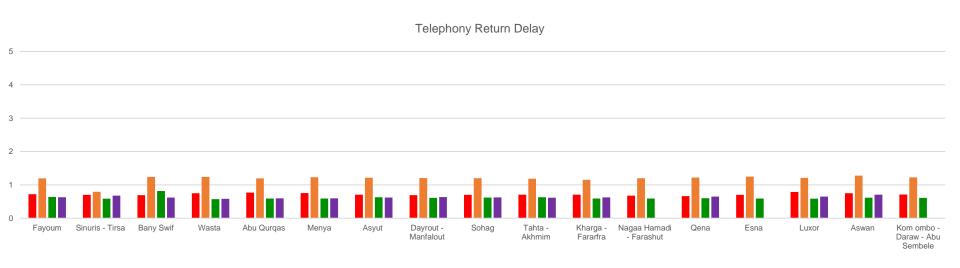






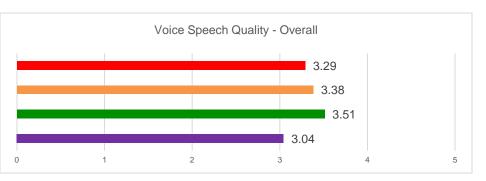


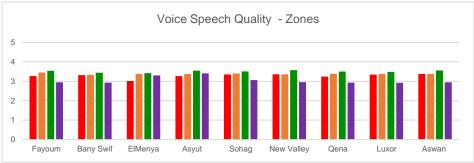
Telephony Return Delay measures the time that a UE uses to re-join the LTE (4G) network after call end



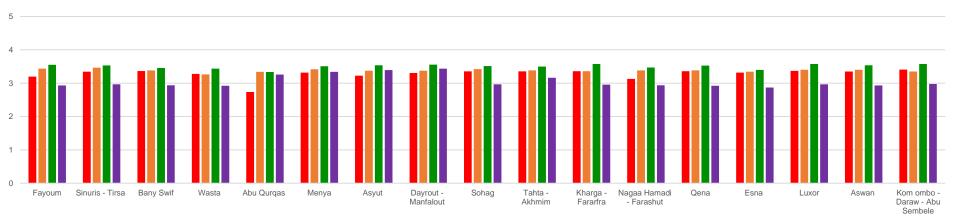


Speech Quality: MOS Scores

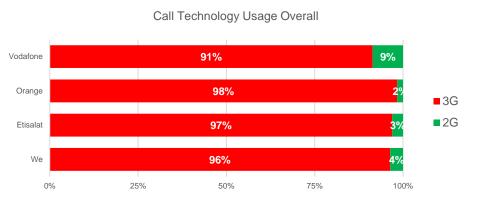




Voice Speech Quality

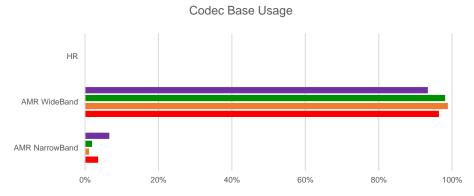


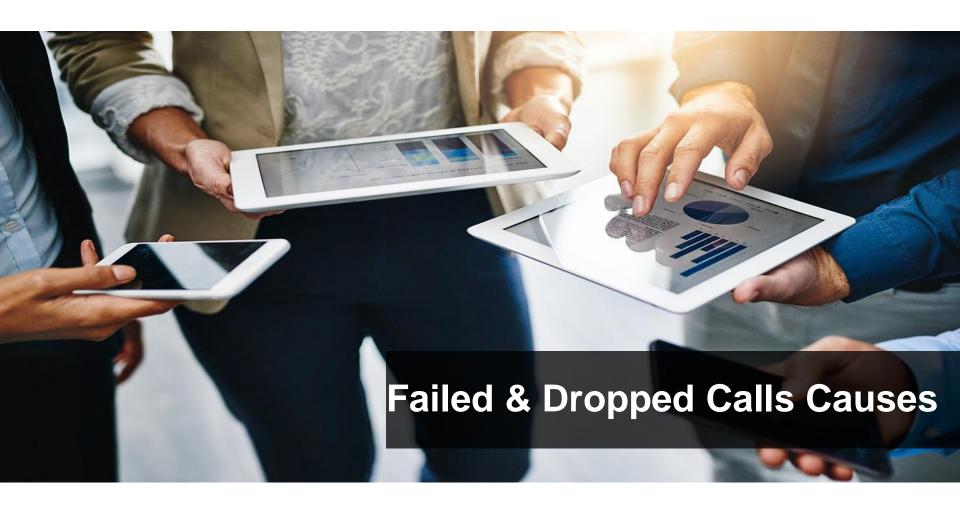
Speech Quality: Call technology Usage & Codec Base Usage



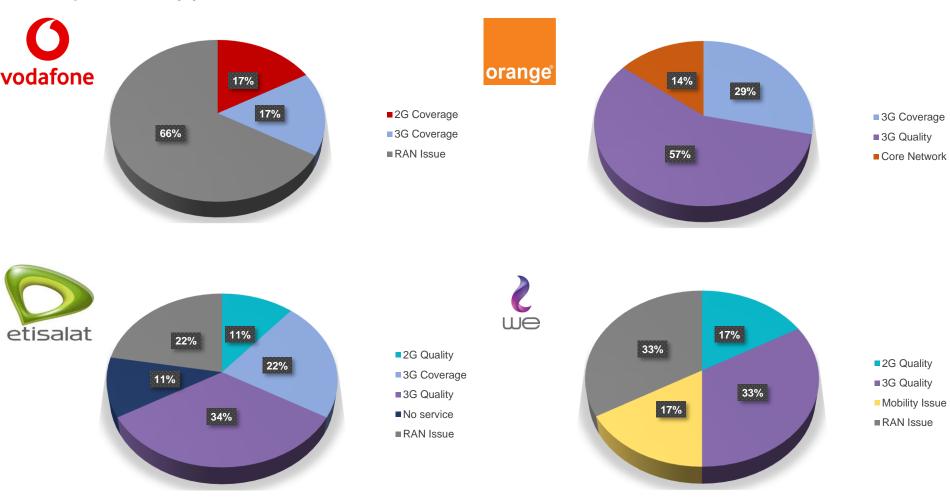
Call technology Usage represents the call technology used over call period. The more calls on 3G (UMTS) the better MOS served.

Codec Base Usage represents the codec used over the call where AMR wideband (AMR WB) leads to better voice quality experience by the end user than the AMR Narrowband (AMR NB)





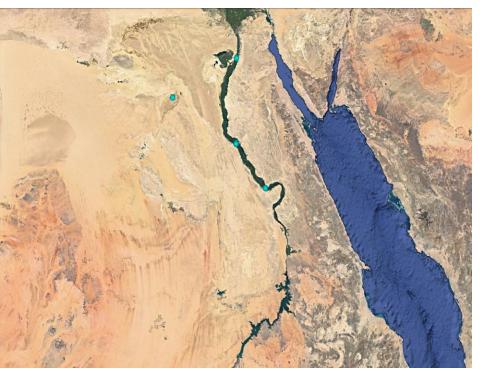
Analysis: Dropped Calls Causes



All Operators: Dropped Calls Locations 1/2







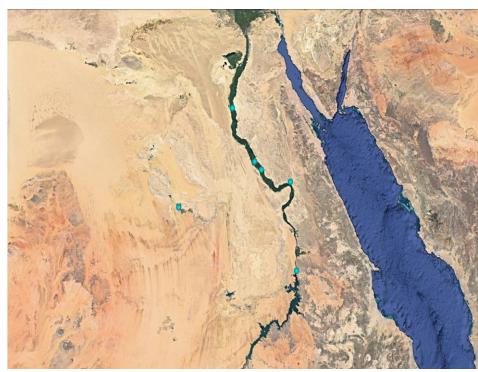


All Operators: Dropped Calls Locations 2/2

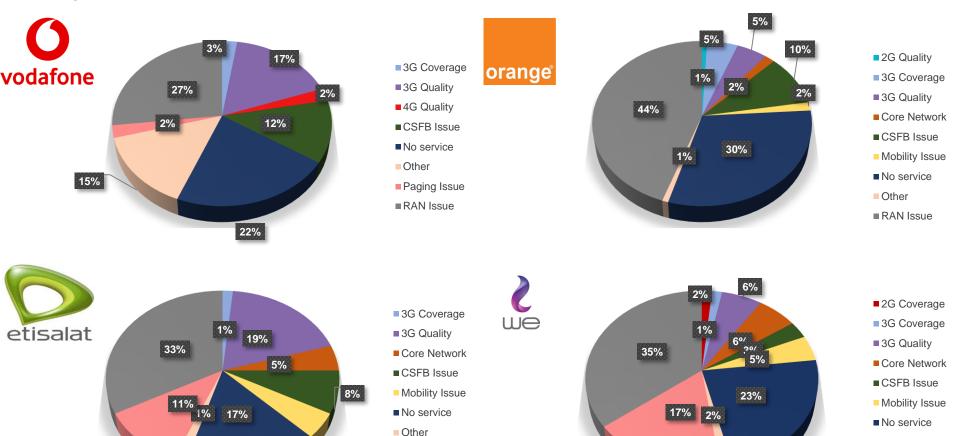








Analysis: Failed Calls Causes



5%

■ Paging Issue

■ RAN Issue

Other

■ Paging Issue

■ RAN Issue

All Operators: Blocked Calls Locations 1/2









All Operators: Blocked Calls Locations 2/2



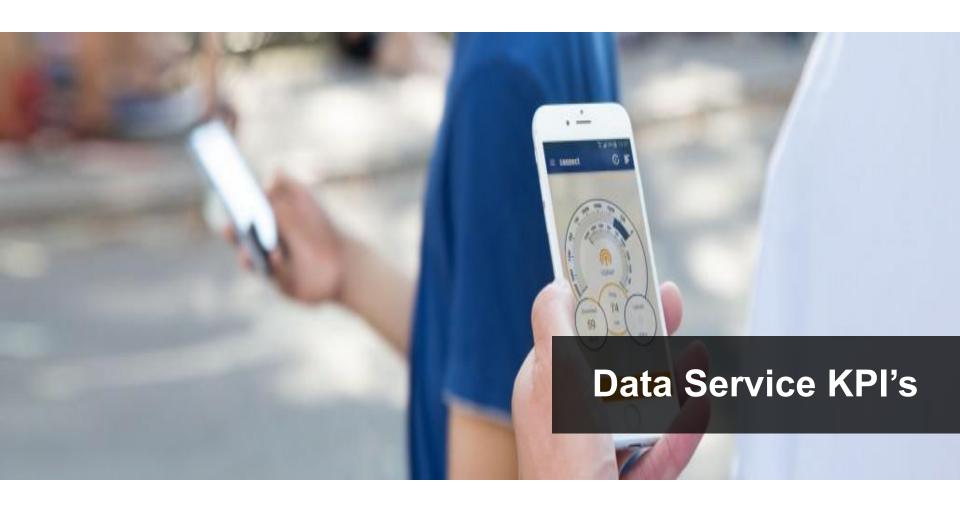




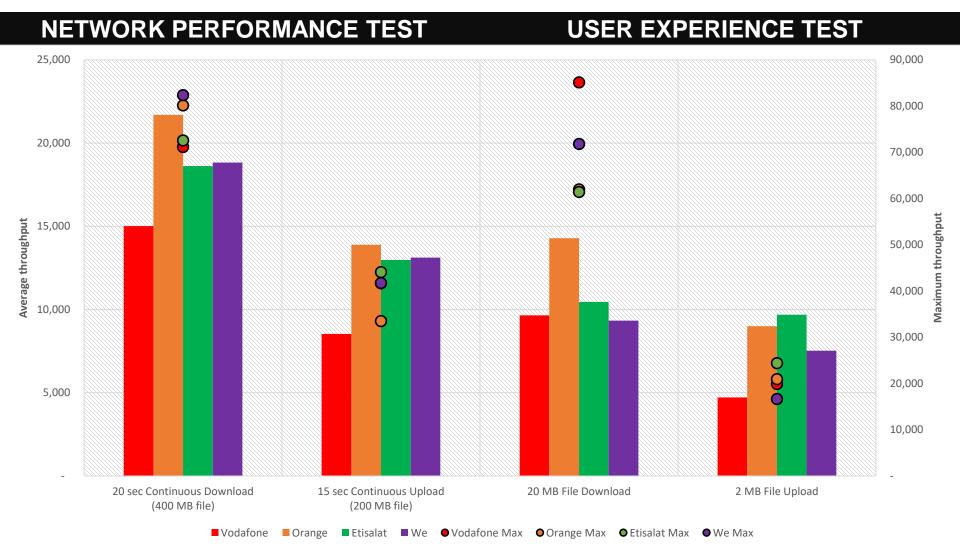


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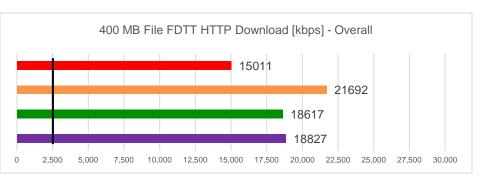
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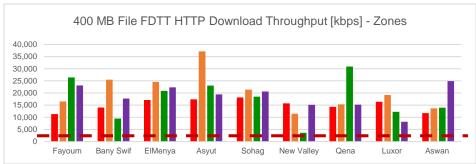


Free Mode Throughput Per Test Type

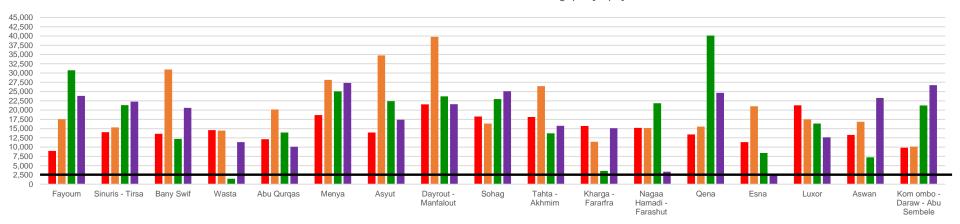


FDTT HTTP Download Transfer Throughput – Network Performance

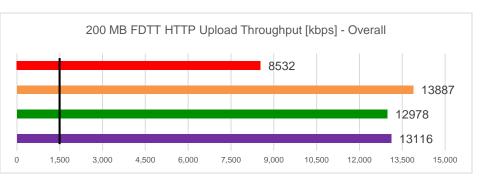


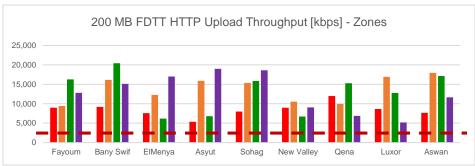


400 MB File FDTT HTTP Download Throughput [kbps]

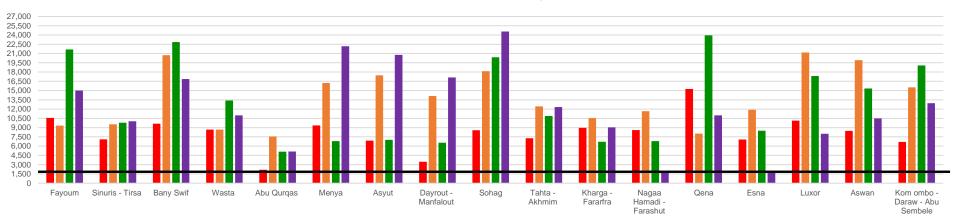


FDTT HTTP Upload Transfer Throughput – Network Performance

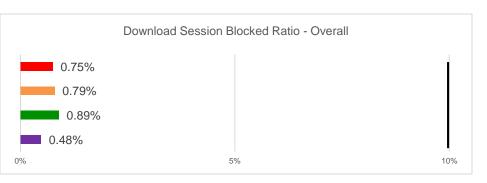




200 MB FDTT HTTP Upload Throughput [kbps]

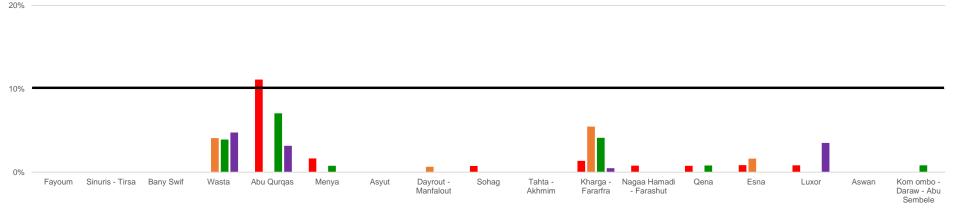


HTTP Download Session Blocked Rates

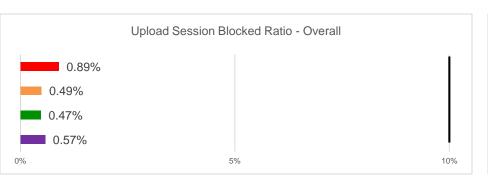


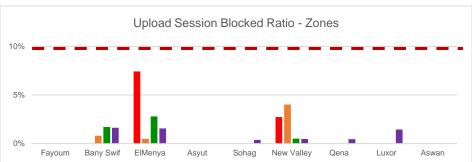


Download Session Blocked Ratio

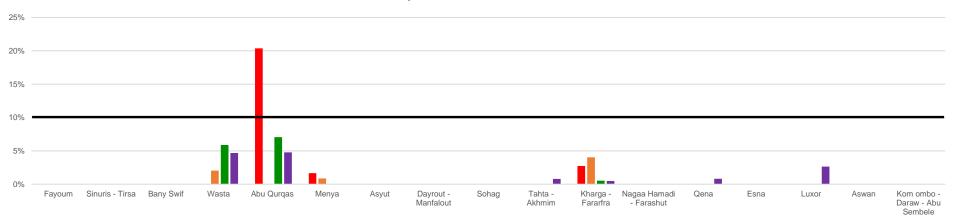


HTTP Upload Session Blocked Rates

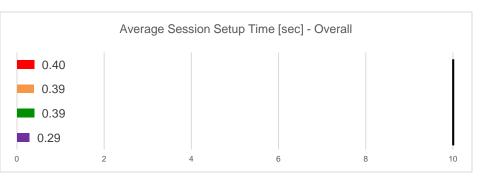


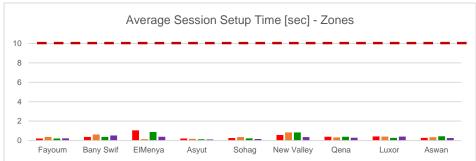


Upload Session Blocked Ratio

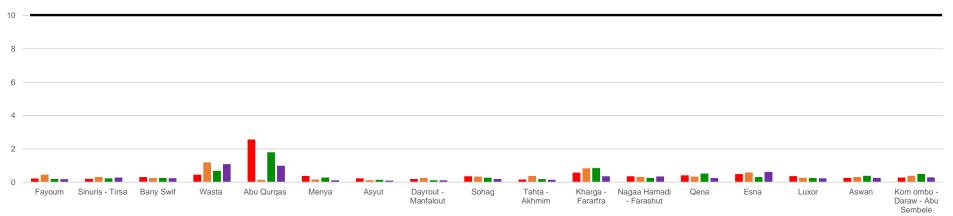


HTTP Download Average Session Setup Time

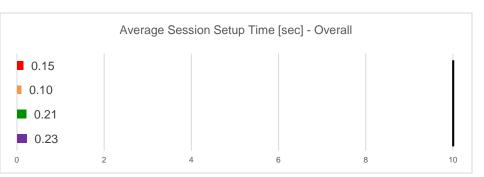


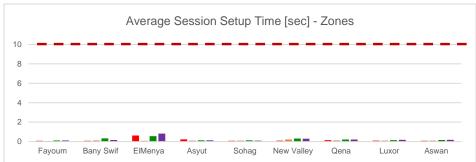


Average Session Setup Time [sec]

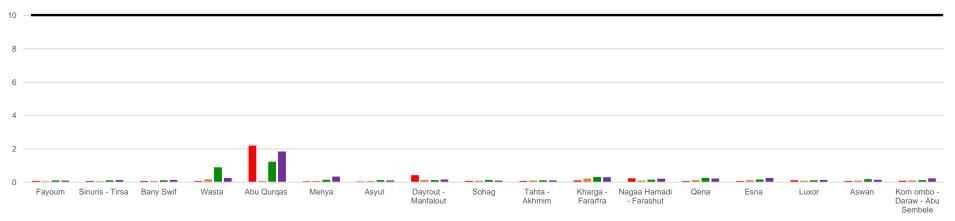


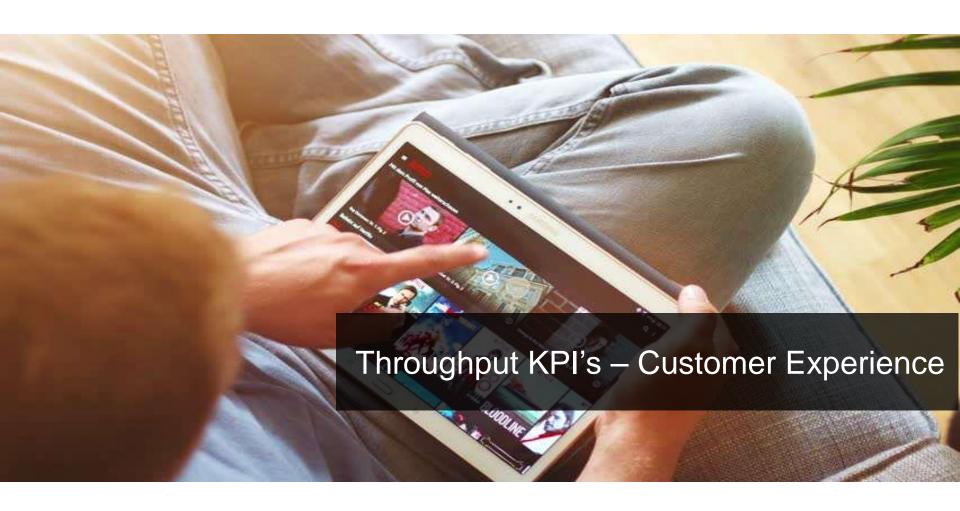
HTTP Upload Average Session Setup Time



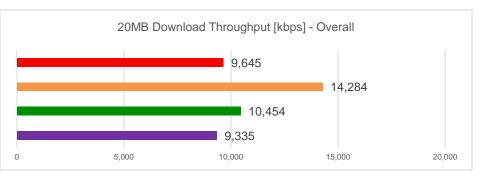


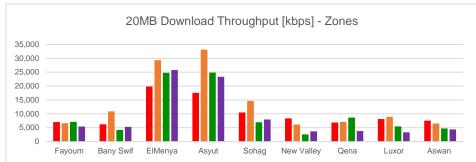
Average Session Setup Time [sec]



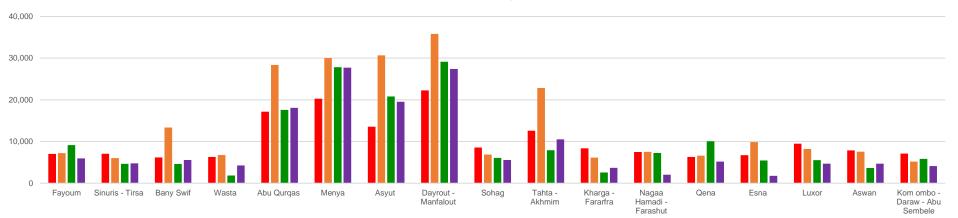


HTTP Download Throughput – Customer Experience

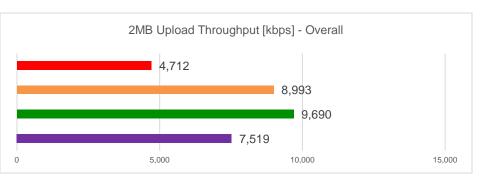


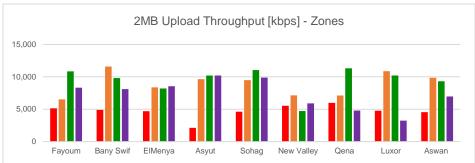


20MB Download Throughput [kbps]

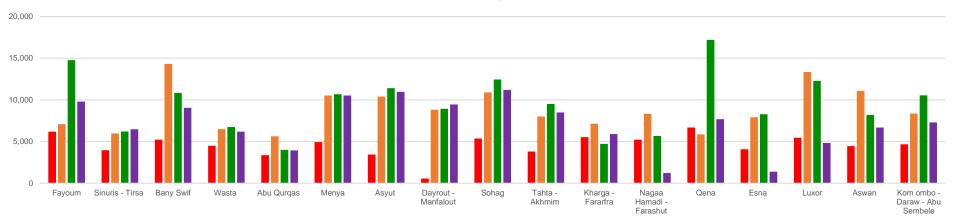


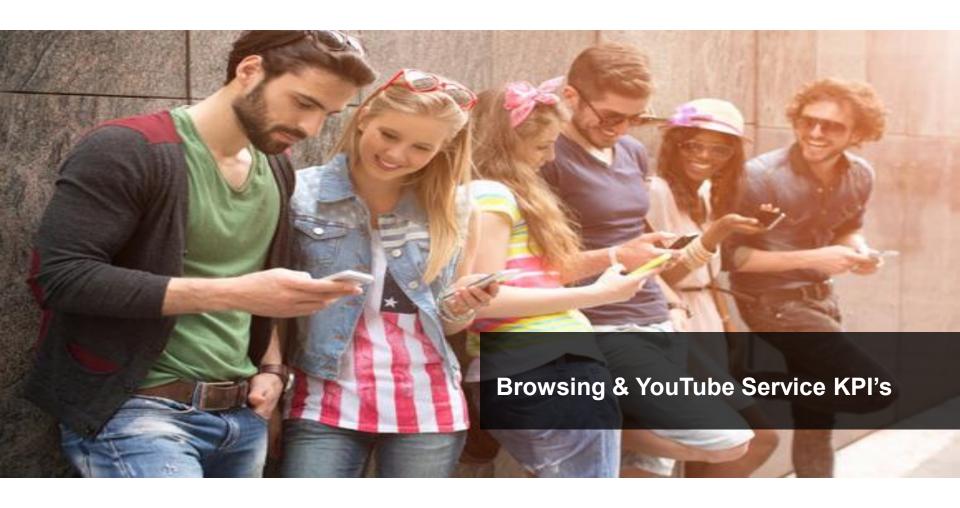
HTTP Upload Throughput – Customer Experience



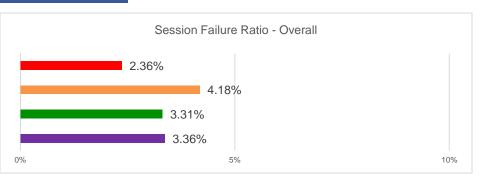


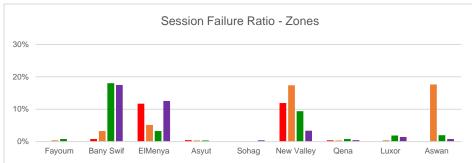
2MB Upload Throughput [kbps]



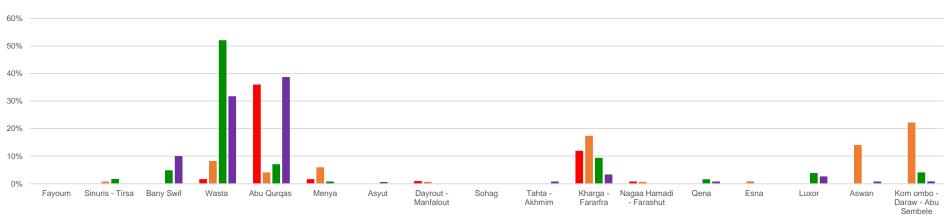


facebook Session Failure Ratio





Session Failure Ratio



facebook. Session Time

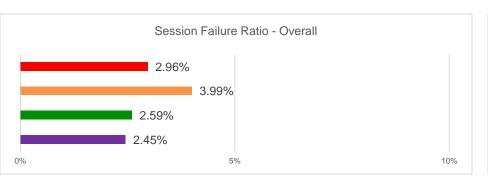


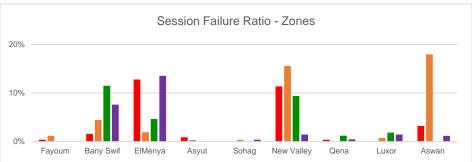


Average Session Time

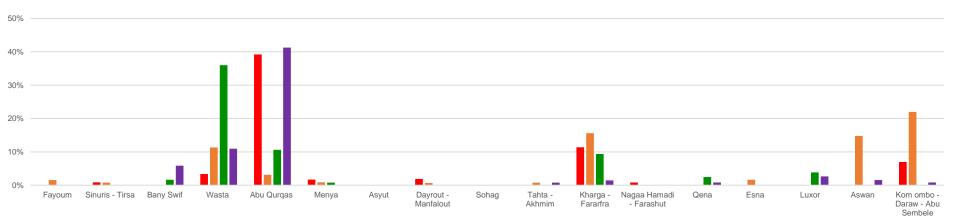


Google Session Failure Ratio

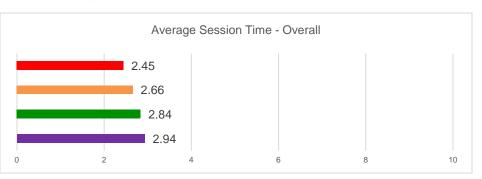


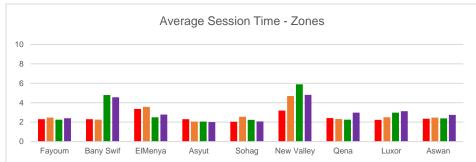


Session Failure Ratio

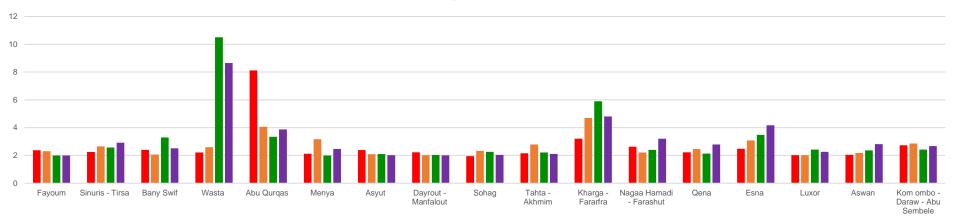


Google Session Time

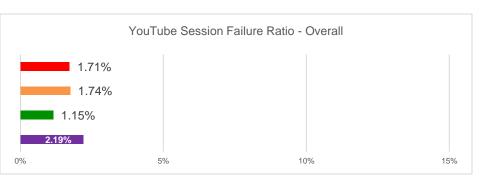


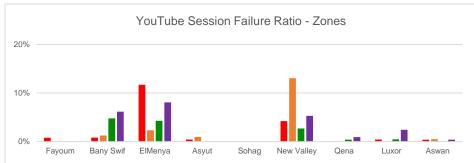


Average Session Time

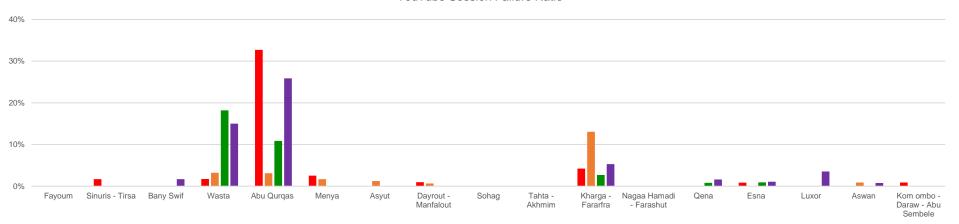


■ YouTube Session Failure Ratio

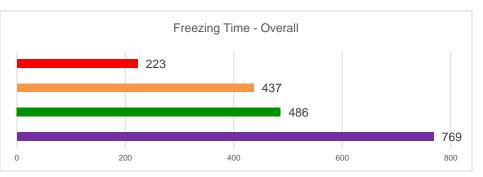


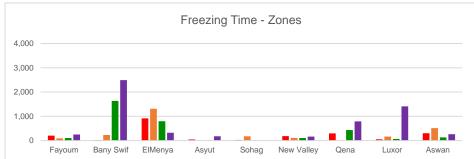


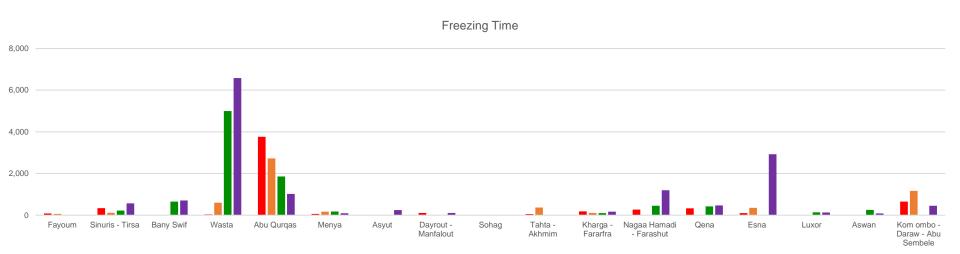
YouTube Session Failure Ratio



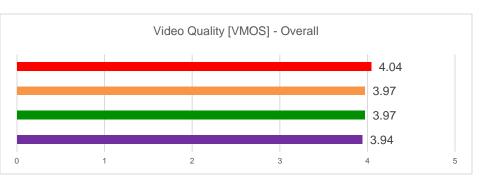
▶ YouTube Freezing Time [msec]

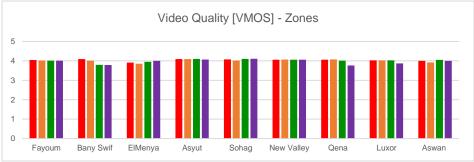




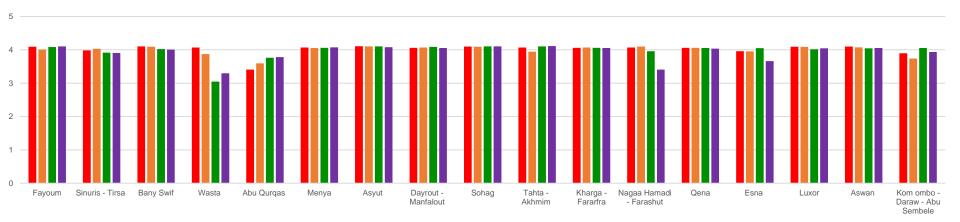


▶ YouTube Video Quality

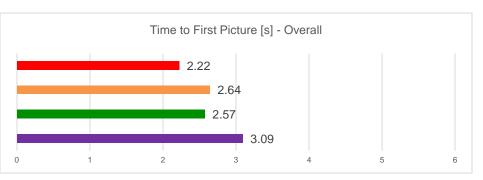


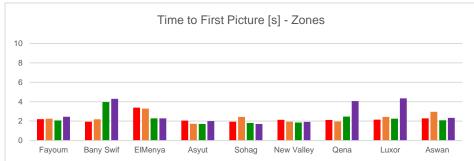


Video Quality - VMOS

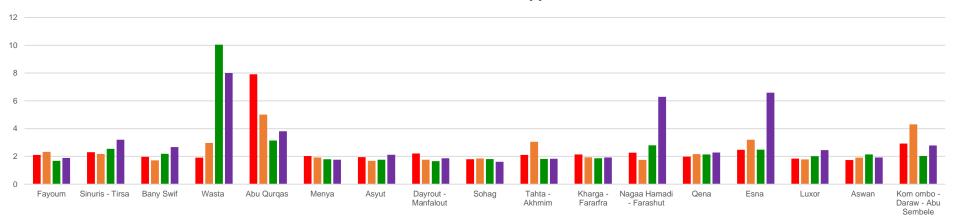


▶ YouTube Time to 1st Picture





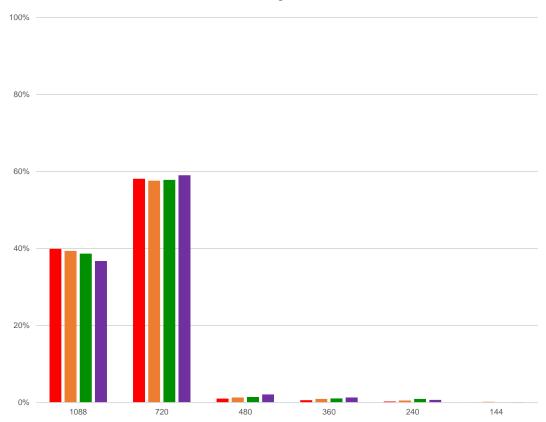
Time to First Picture [s]











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14. Annexes

KPI definitions

Voice KPIs

Call Blocked Rate: (licensed KPI)

The percentage of unsuccessful call setup attempts to the total number of call attempts in a specified period.

Threshold value = 2 %.

Call Dropped Rate: (licensed KPI)

The percentage of dropped or interrupted calls without the subscriber's permission after successful call establishment to the total number of successfully established attempts.

Threshold value = 2 %

Bad Speech Voice Quality Rate: (licensed KPI)

The percentage of bad speech voice calls (less than 2.8) scored on MOS score which is a measure for end-to-end (mouth to ear) speech quality of a voice service call to the total number of completed calls.

Threshold value = 10 %

CSFB Call Setup Failure Rate (licensed KPI)

The ratio between unsuccessful CSFB Call setup attempts to all successful CSFB Call setup attempts for the calling UE.

Threshold value = 4 %

Call Access: (non-Licensed KPI)

represents the period of time elapsed from the sending of a complete destination address (target number) to the setting up of a call to the receiving terminal.

CSFB Delay: (non-Licensed KPI)

represents the period of time to overlay 3G/2G environment instead of handling calls in 4G (LTE). Depending on the CSFB strategy.

Telephony Return Delay: (non-Licensed KPI)

measures the time that a UE uses to re-join the LTE (4G) network after call end

KPI definitions

Data KPIs

Session Blocked Rate: (Licensed KPI's)

The Percentage ratio of number of data sessions setup that failed to attach on the network data domain to the total number of sessions.

Average Session Setup Time: (Licensed KPI's)

The time taken in seconds to access network data domain averaged over all sessions.

Average http download throughput: (Licensed KPI's)

The average rate of successful data downloaded over a communication channel. The throughput is measured in bits per second (bit/s or bps).

Average http Upload throughput: (Licensed KPI's)

The average rate of successful uploaded data over a communication channel. The throughput is measured in bits per second (bit/s or bps).

YouTube Session Failure: (Non-Licensed KPI's)

Stream session failure rate in percentage equal Total number of Streams / Total number of failed Streams.

Freezing Time: (Non-Licensed KPI's)

Average freezing during stream in miliseconds. The relative amount of freezing in the stream, that is, the ratio between the total time of freezings and the video sequence duration.

Video Quality: (Non-Licensed KPI's)

Average of visual quality from an average of visual quality per video stream. The predicted MOS value lies in the range of 1 to 5, where 1 stands for bad, and 5 for excellent stream quality.

Time to 1st Picture: (Non-Licensed KPI's)

Average Time to first picture appear in seconds for the sessions

Image Resolution: (Non-Licensed KPI's)

The total percentage of Image resolutions using in the clips

Browsing Session Failure: (Non-Licensed KPI's)

The percentage of failed browsing sessions

Browsing Session Time: (Non-Licensed KPI's):

Presents the average time needed for browsing (download) a webpage

KPI's Mentioned in the license and their Thresholds

| Calls | License Target value |
|----------------------------------|----------------------|
| Call Blocked Rate | 2% |
| Dropped Call Rate | 2% |
| Speech Voice Quality <2.8 | 10% |
| CSFB Call Setup Failure Rate | 4% |
| Data Services | License Target value |
| Session Blocked Rate | 10% |
| Average Session Setup Time | 10 Sec |
| Average http download throughput | 2.5 Mbps |
| Average http upload throughput | 1.5 Mbps |

Causes Definition will be added

| Classification | Definition |
|----------------|--|
| 2G Coverage | Weak GSM (2G) Coverage |
| 2G Quality | Weak GSM (2G) Quality |
| 3G Coverage | Weak UMTS (3G) Coverage |
| 3G Quality | Weak UMTS (3G) Quality |
| 4G Coverage | Weak LTE (4G) Coverage |
| 4G Quality | Weak LTE (4G) Quality |
| Core Network | Problem related to core recourses not radio recourses |
| CSFB Issue | Problem related to transfer the call to lower than LTE (4G) technology |
| Mobility Issue | Problems related to transfer call from one base station to another |
| No service | No service |
| Paging Issue | Problem related to delayed or missing paging |
| RAN Issue | Problems related to grant the radio access |
| Other | Timeouts |

Thank you