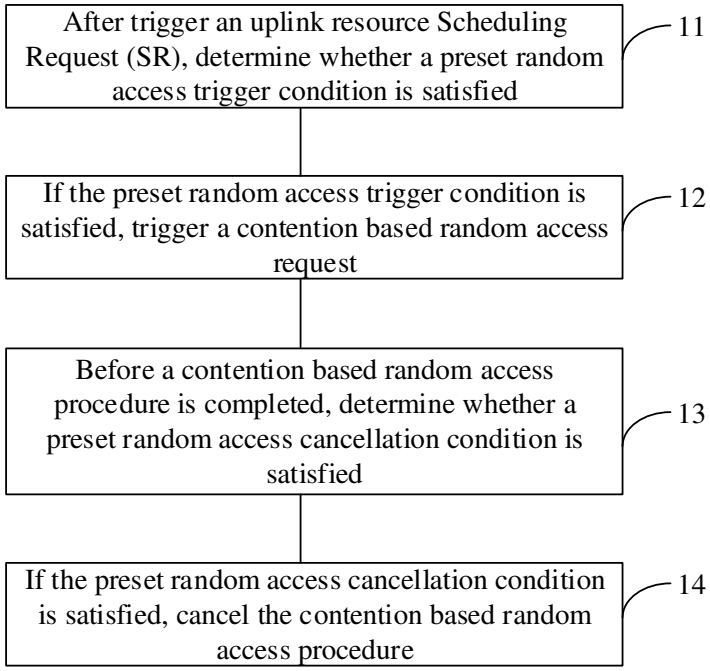
After trigger an uplink resource Scheduling Request (SR), determine whether a preset random access trigger condition is satisfied
11
If the preset random access trigger condition is satisfied, trigger a contention based random access request
12
Before a contention based random access procedure is completed, determine whether a preset random access cancellation condition is satisfied
13
If the preset random access cancellation condition is satisfied, cancel the contention based random access procedure
14

FIG. 1

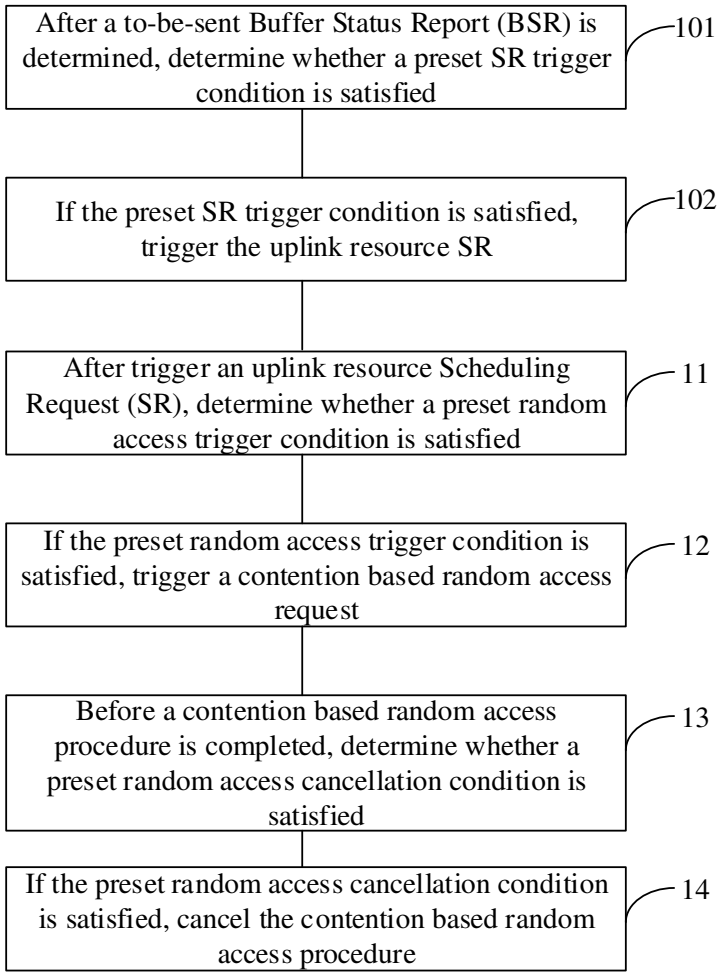
After a to-be-sent Buffer Status Report (BSR) is determined, determine whether a preset SR trigger condition is satisfied
101
If the preset SR trigger condition is satisfied, trigger the uplink resource SR
102
After trigger an uplink resource Scheduling Request (SR), determine whether a preset random access trigger condition is satisfied
11
If the preset random access trigger condition is satisfied, trigger a contention based random access request
12
Before a contention based random access procedure is completed, determine whether a preset random access cancellation condition is satisfied
13
If the preset random access cancellation condition is satisfied, cancel the contention based random access procedure
14

FIG. 2

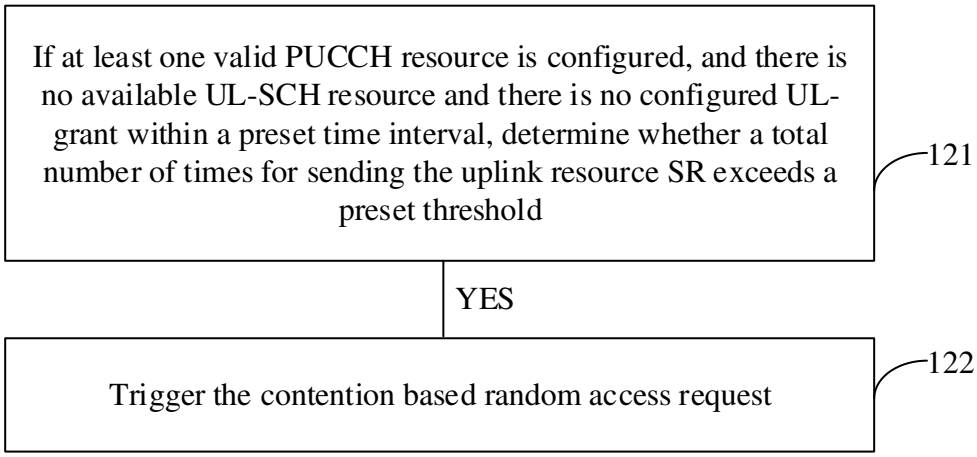
If at least one valid PUCCH resource is configured, and there is no available UL-SCH resource and there is no configured UL-grant within a preset time interval, determine whether a total number of times for sending the uplink resource SR exceeds a preset threshold
121
YES
Trigger the contention based random access request
122

FIG. 3

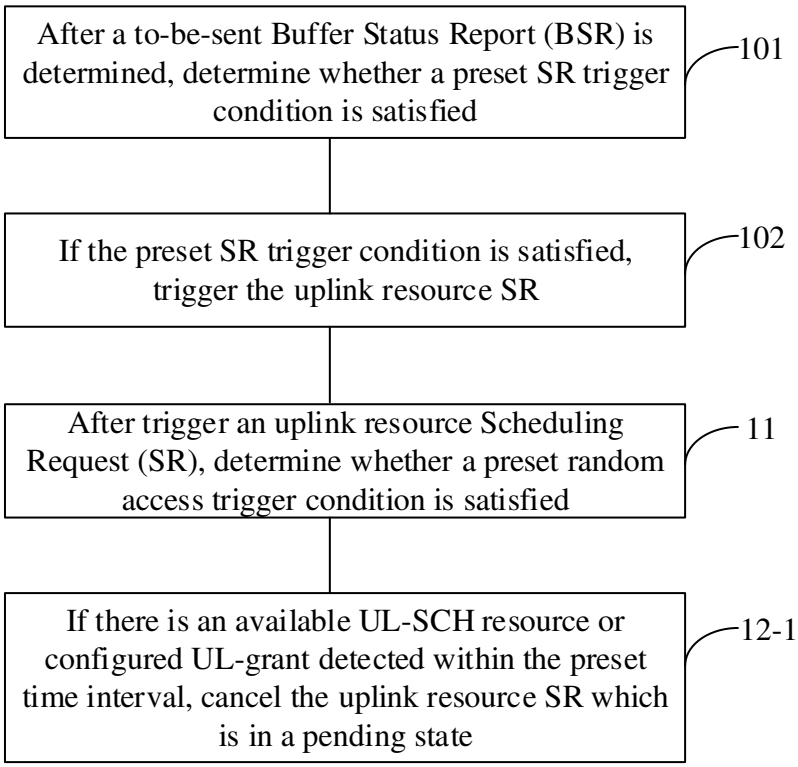
After a to-be-sent Buffer Status Report (BSR) is determined, determine whether a preset SR trigger condition is satisfied
101
If the preset SR trigger condition is satisfied, trigger the uplink resource SR
102
After trigger an uplink resource Scheduling Request (SR), determine whether a preset random access trigger condition is satisfied
11
If there is an available UL-SCH resource or configured UL-grant detected within the preset time interval, cancel the uplink resource SR which is in a pending state
12-1

FIG. 4

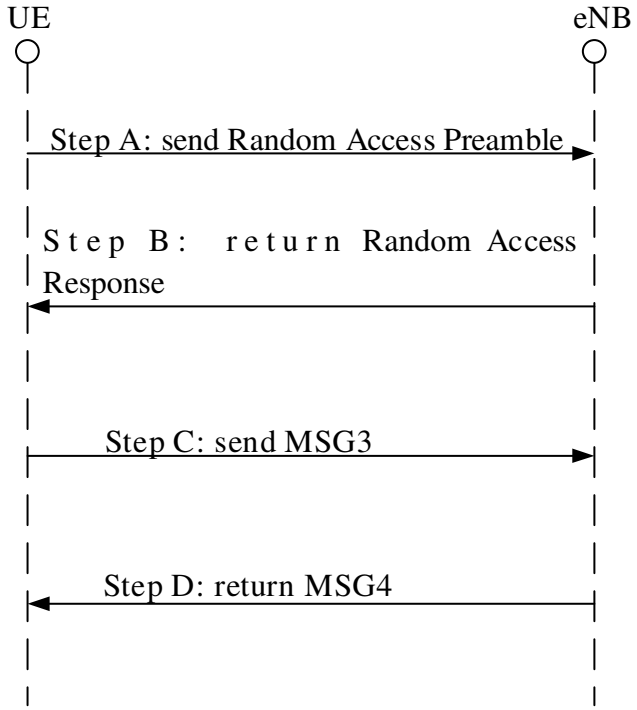

FIG. 5

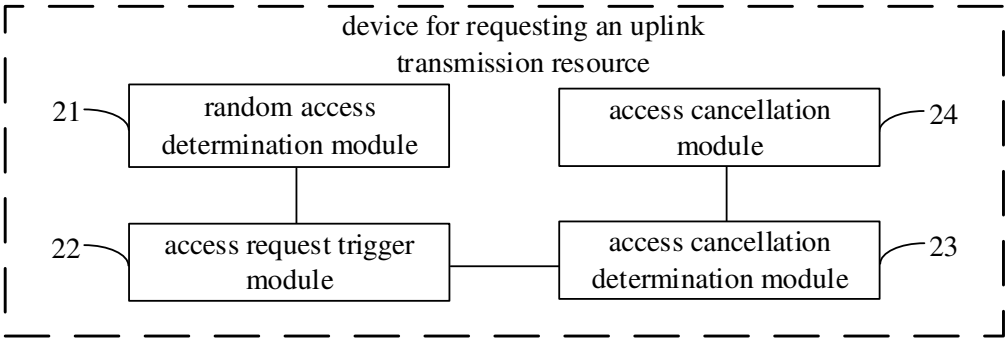

FIG. 6

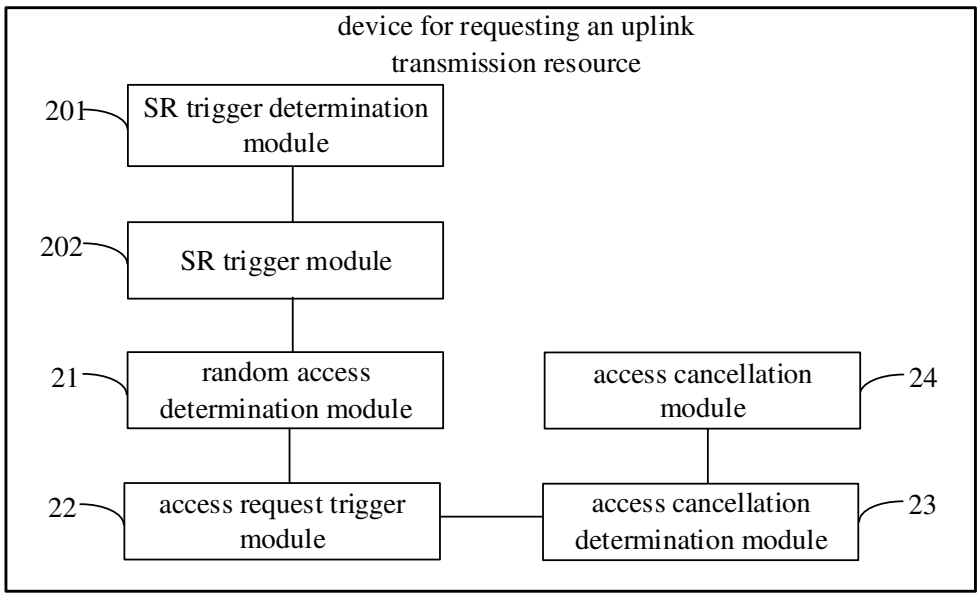

FIG. 7

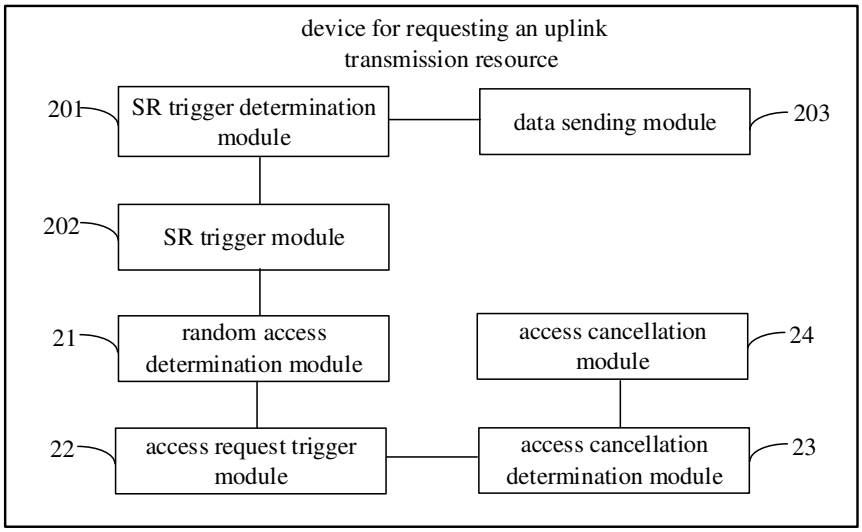

FIG. 8

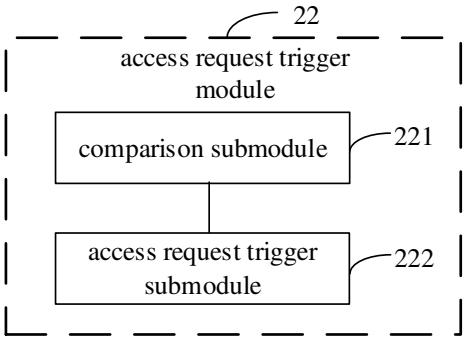

FIG. 9

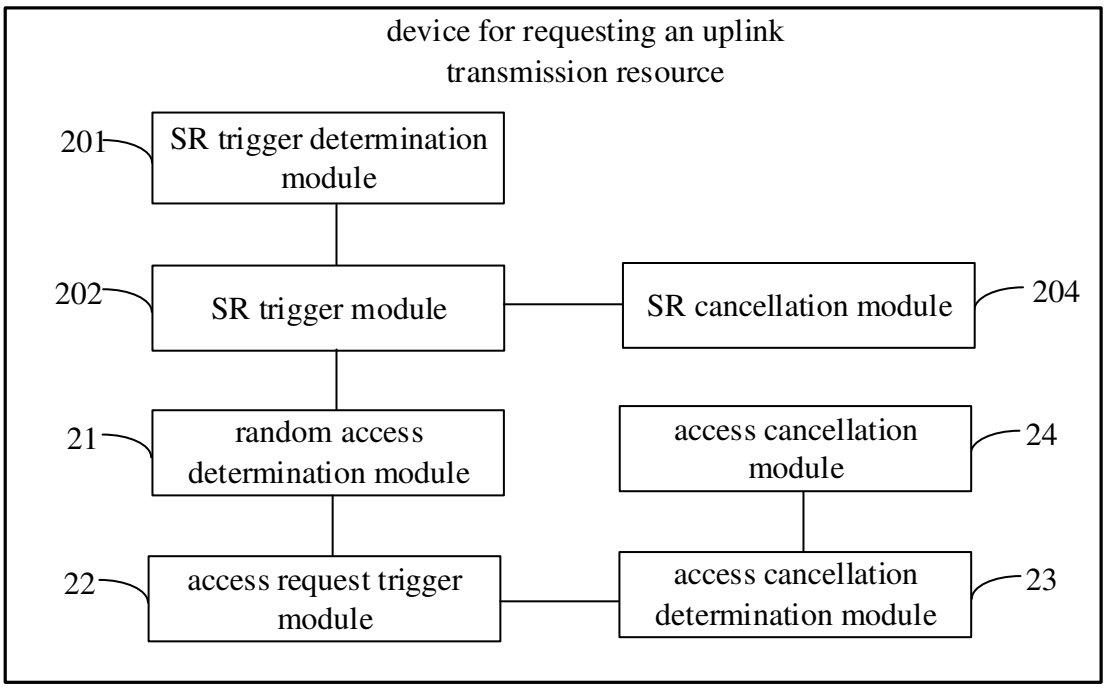

FIG. 10

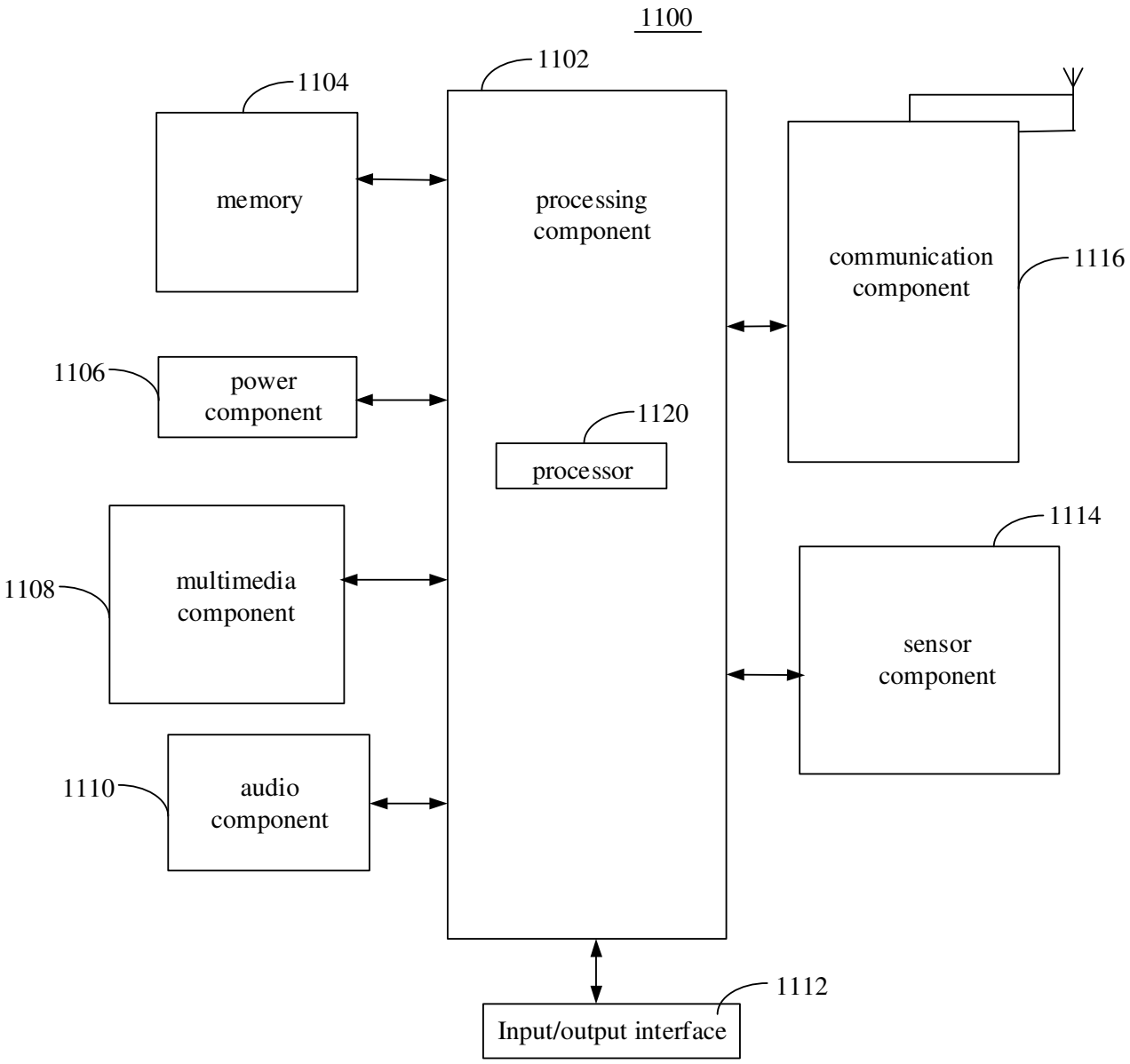
1100
1102
1104
memory
processing component
communication component
1116
1106
power component
1120
processor
1114
1108
multimedia component
sensor component
1110
audio component
1112
Input/output interface

FIG. 11