

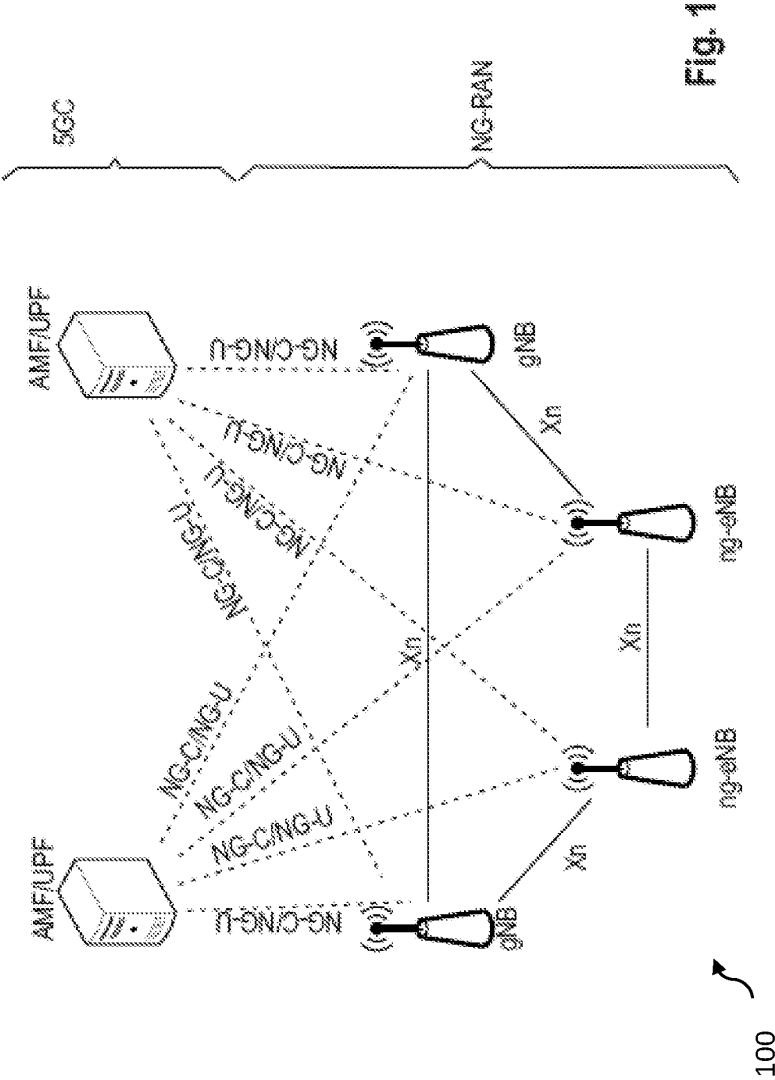


Fig. 1

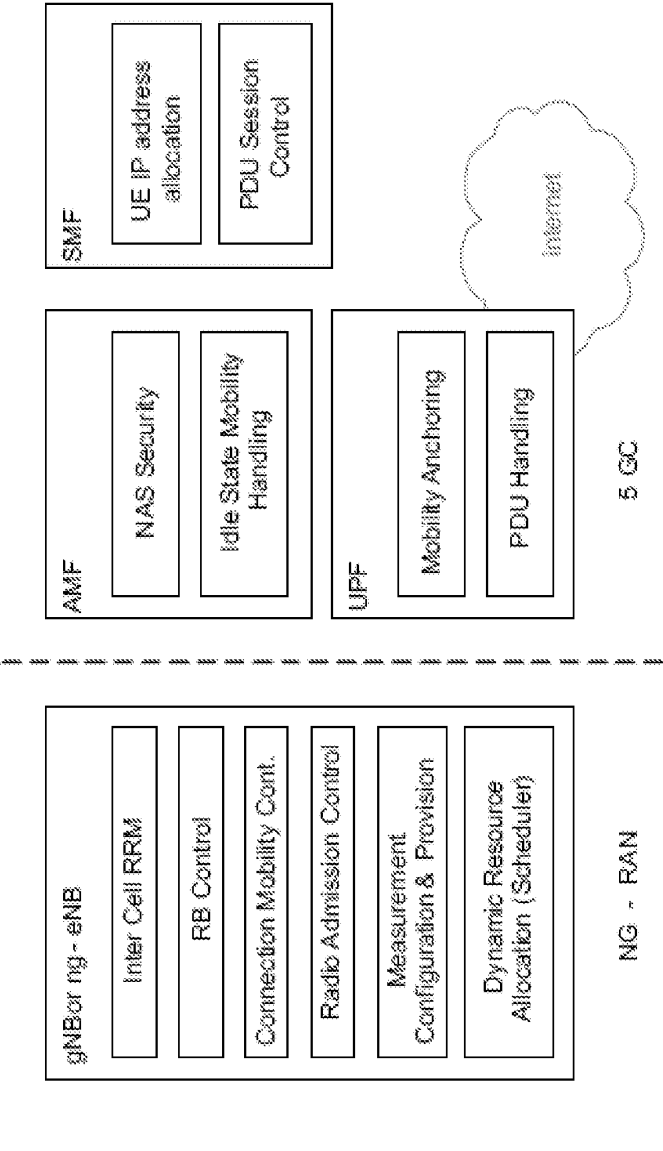


Fig. 2

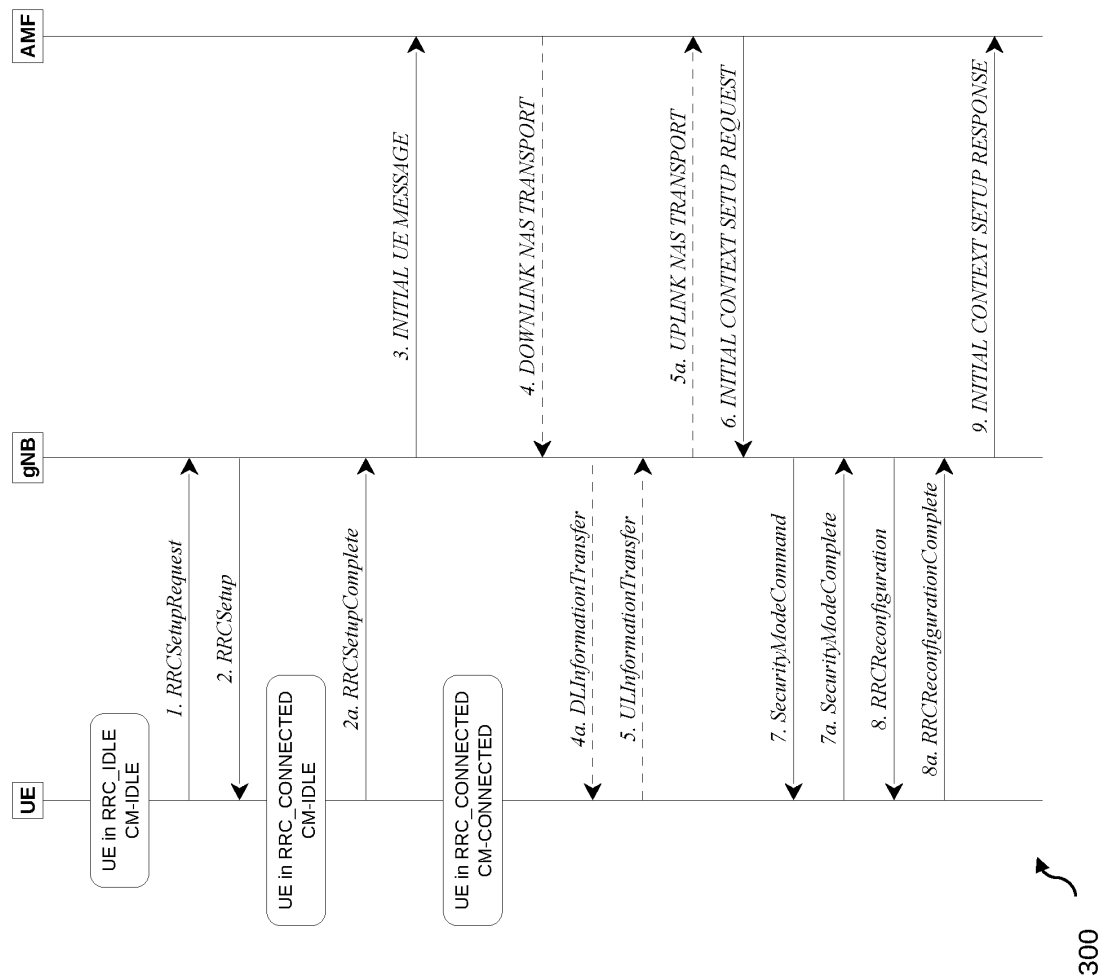


Fig. 3

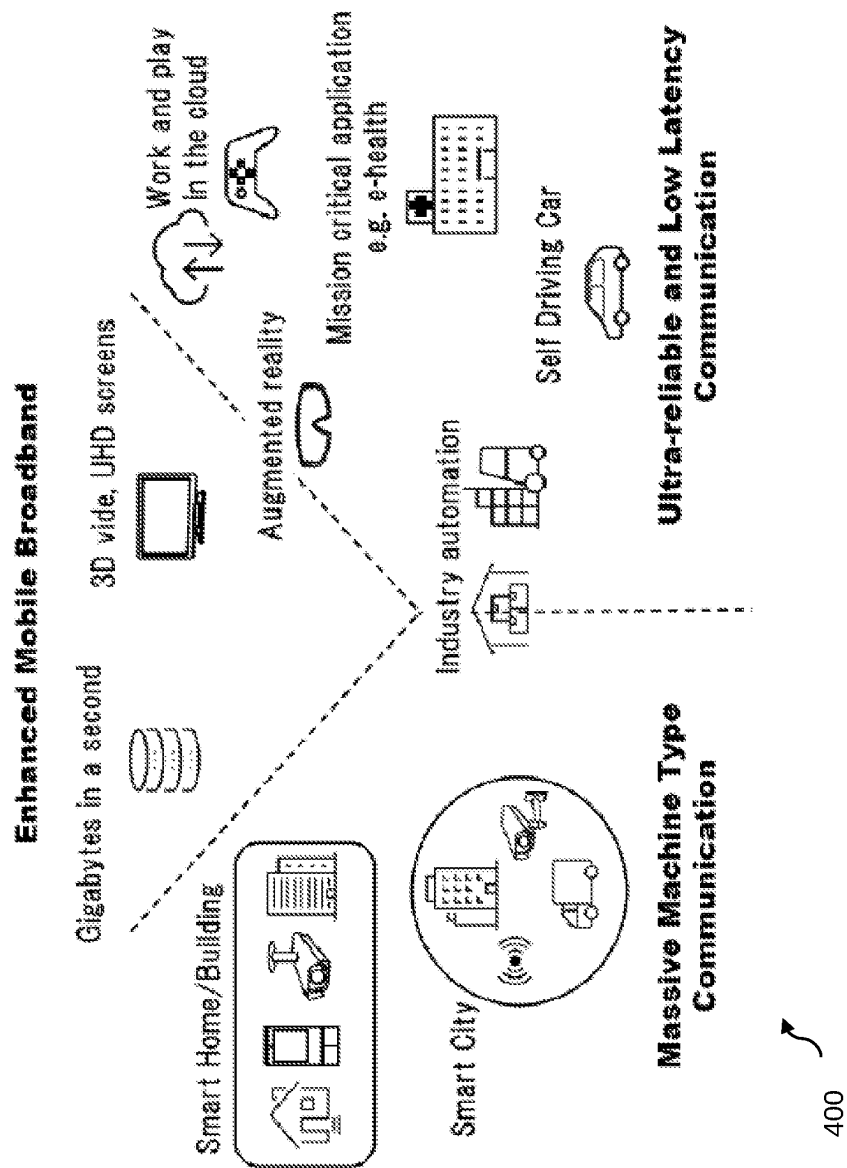


Fig. 4

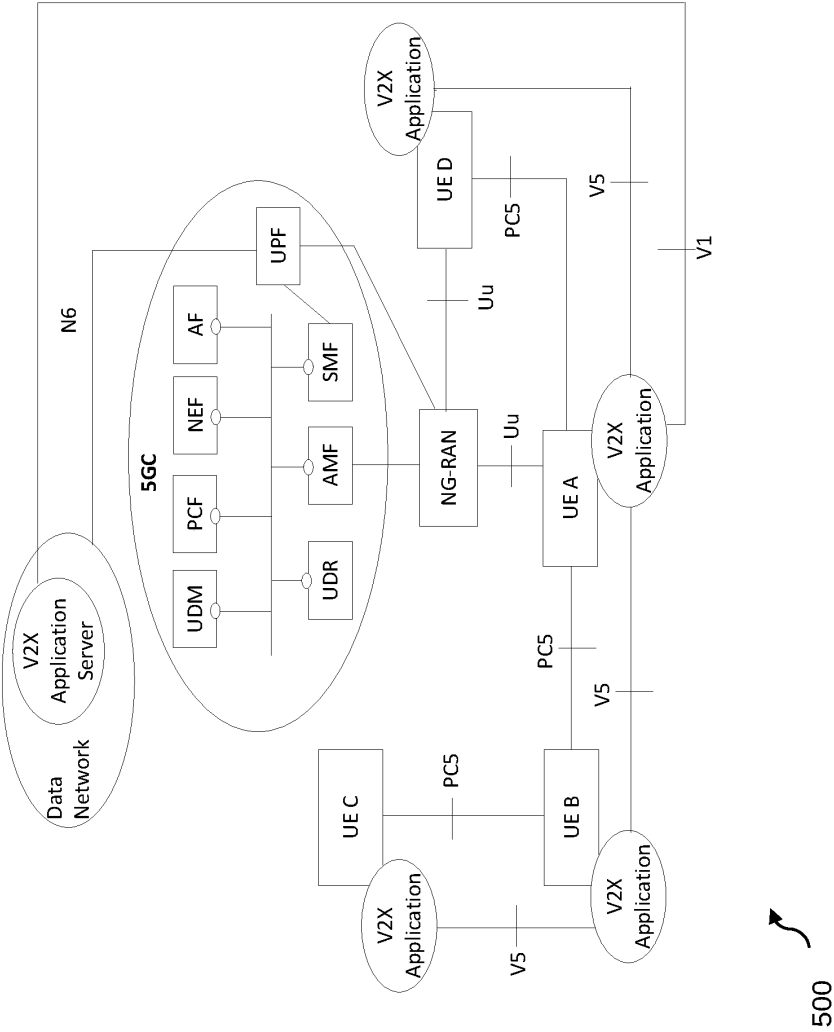


Fig. 5

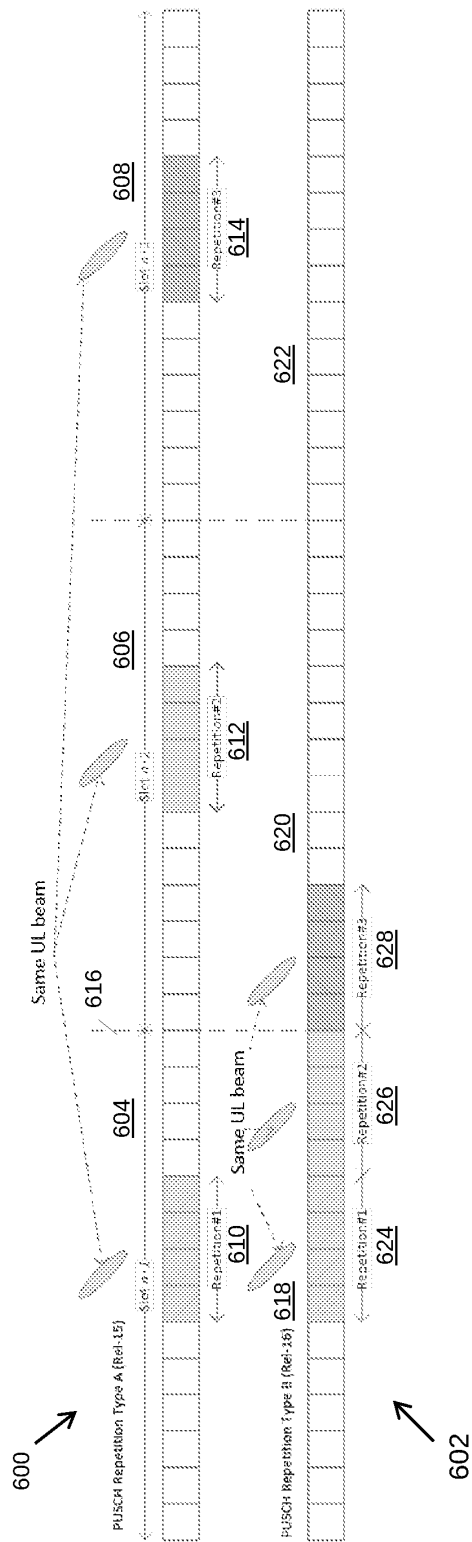


Fig. 6

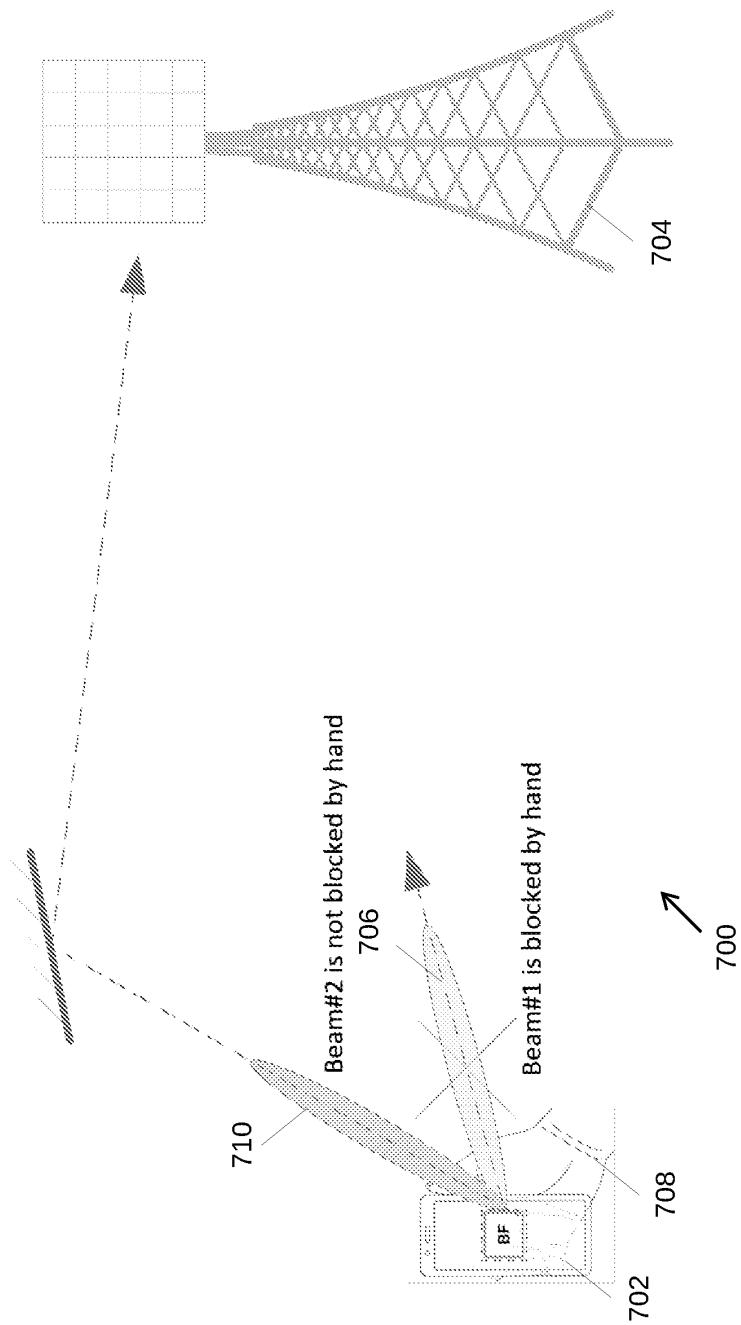


Fig. 7

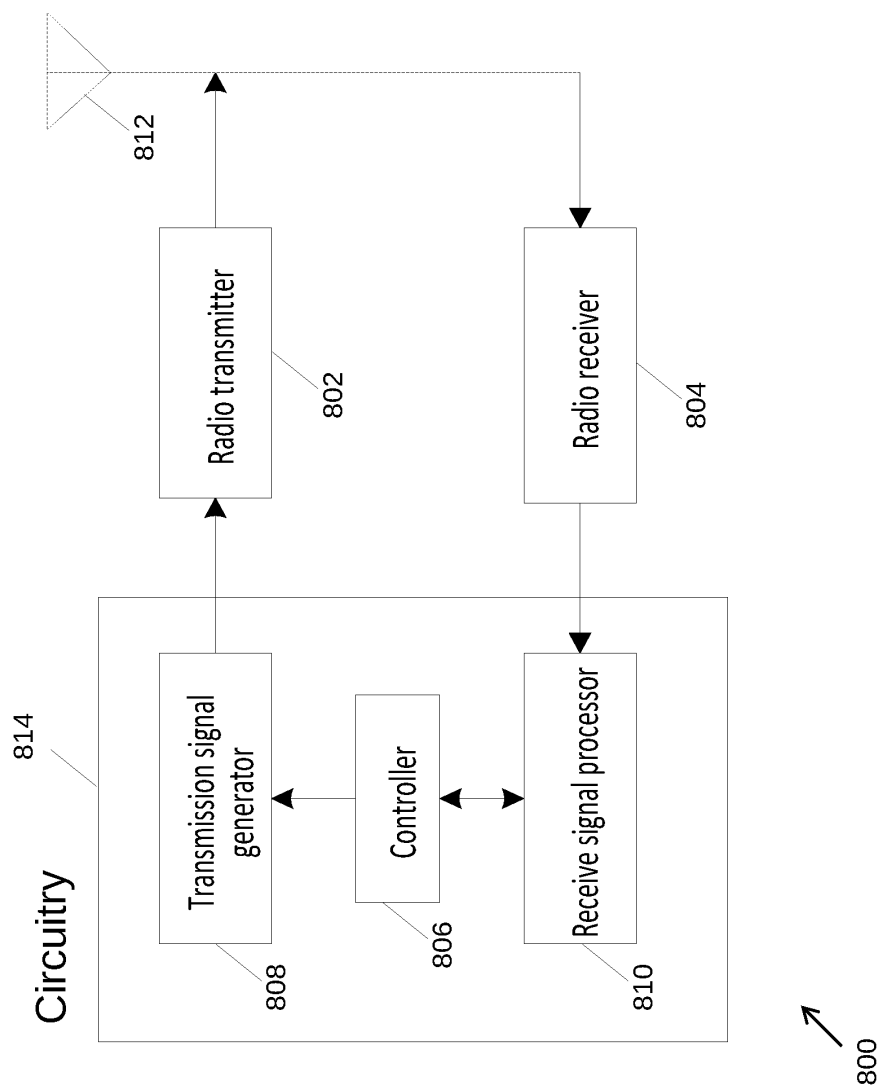


Fig. 8

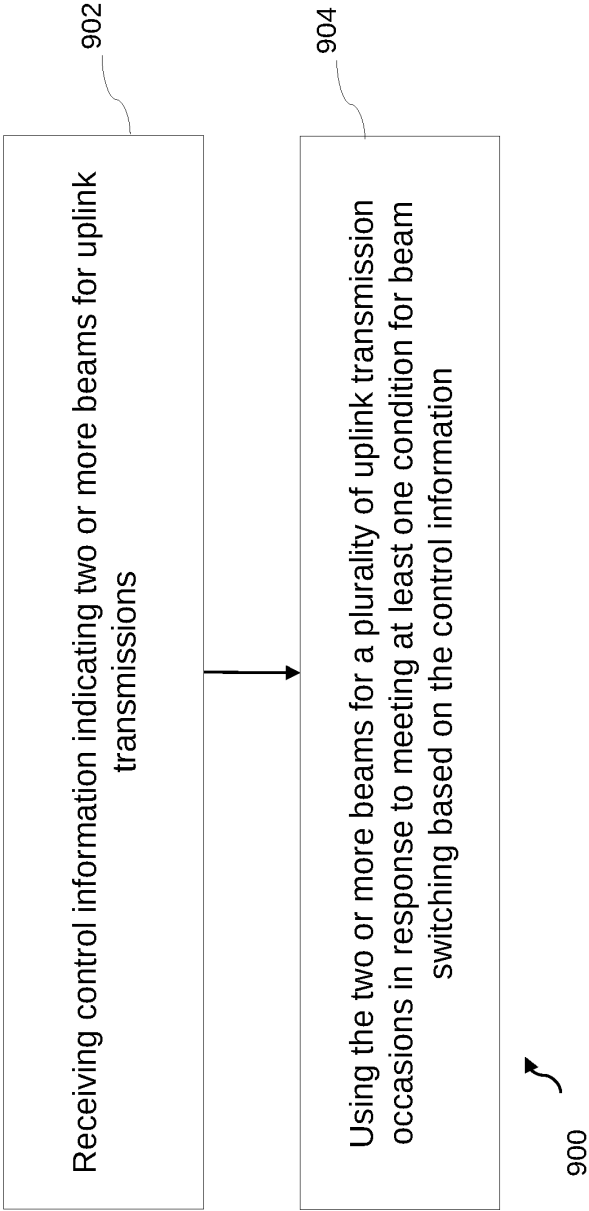


Fig. 9

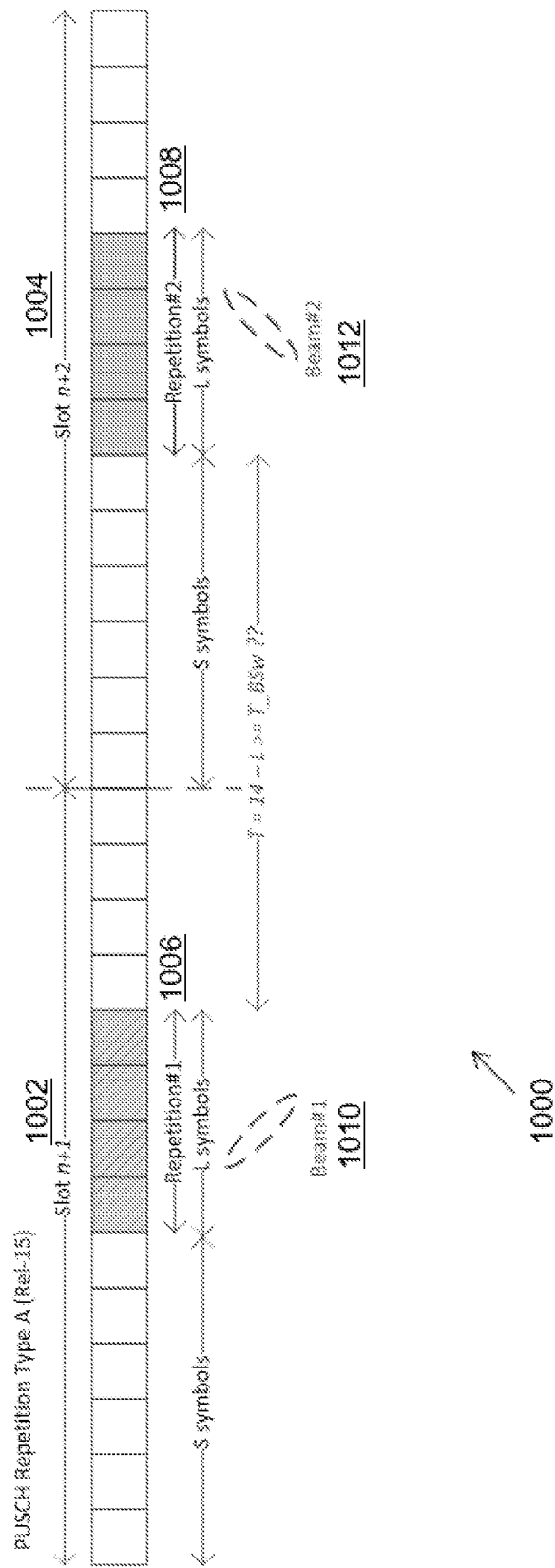


Fig. 10

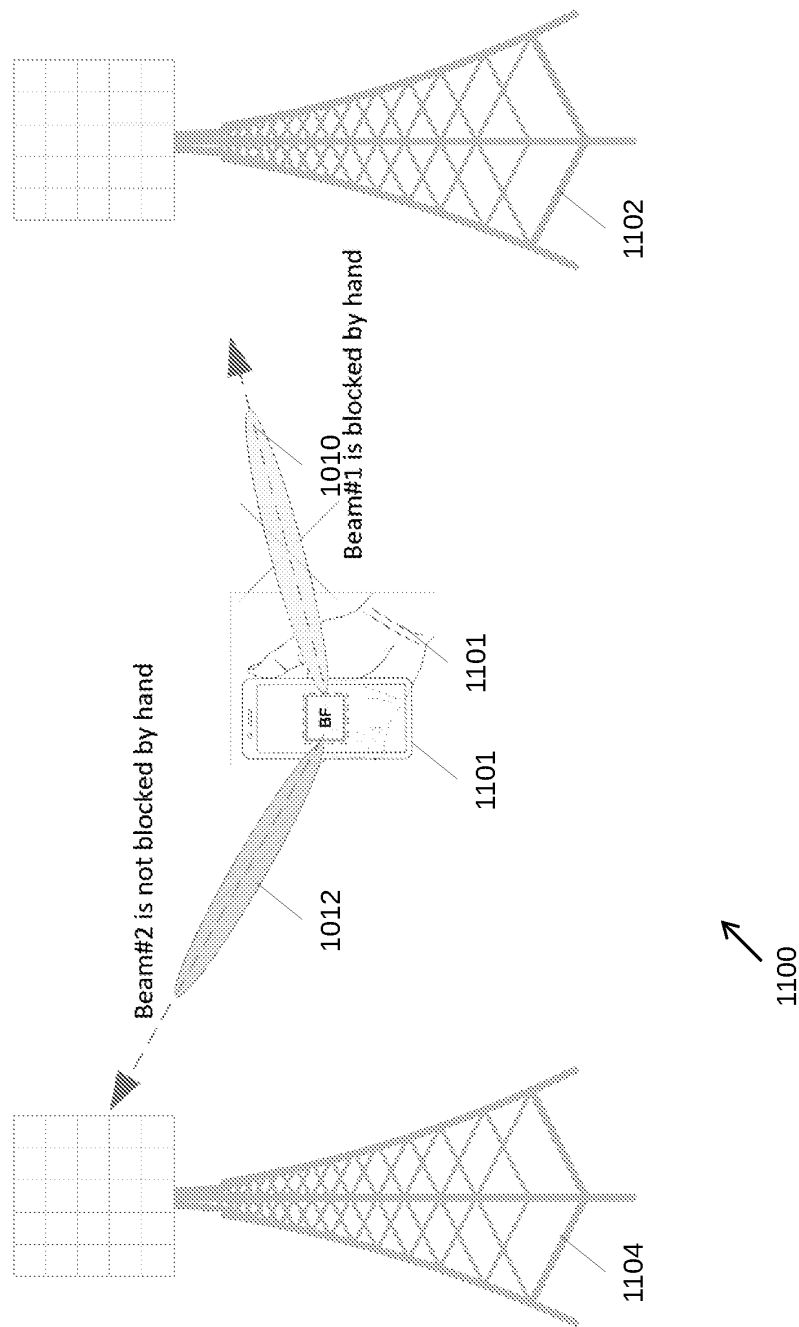


Fig. 11

```
PUSCH-TimeDomainResourceAllocation-r16 ::= SEQUENCE {k2-r16 INTEGER (0..32) OPTIONAL, --
Need S
puschAllocationList-r16 SEQUENCE (SIZE(1..maxNrofMultiplePUSCHs-r16)) OF PUSCH-
Allocation-r16,
...
}
PUSCH-Allocation-r16 ::= SEQUENCE {
mappingType-r16 ENUMERATED {typeA, typeB} OPTIONAL,
startSymbolAndLength-r16 INTEGER (0..127)
startSymbol-r16 INTEGER (0..13)
length-r16 INTEGER (1..14)
numberOfRepetitions-r16 ENUMERATED {n1, n2, n3, n4, n7, n8, n12, n16} OPTIONAL,
beam-switching ENUMERATED {enabled, disabled},
beam-mapping-pattern ENUMERATED {CycBeamMap, SeqBeamMap, HalfBeamMap,
ConfigBeamMap},
...
}
```



Fig. 12

```
NewInvalidSymbolPattern ::= CHOICE {  
  InvalidSymbolPattern-r16,  
  T_BSw  
  NUMERTATE {value1, value2},  
}
```

↗
1300

Fig. 13

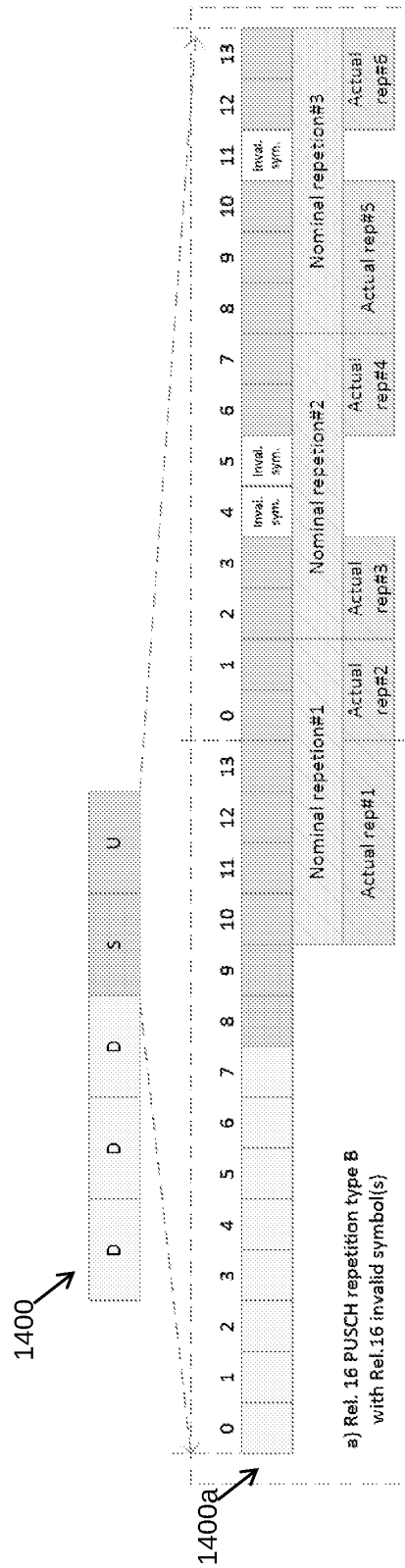


Fig. 14A

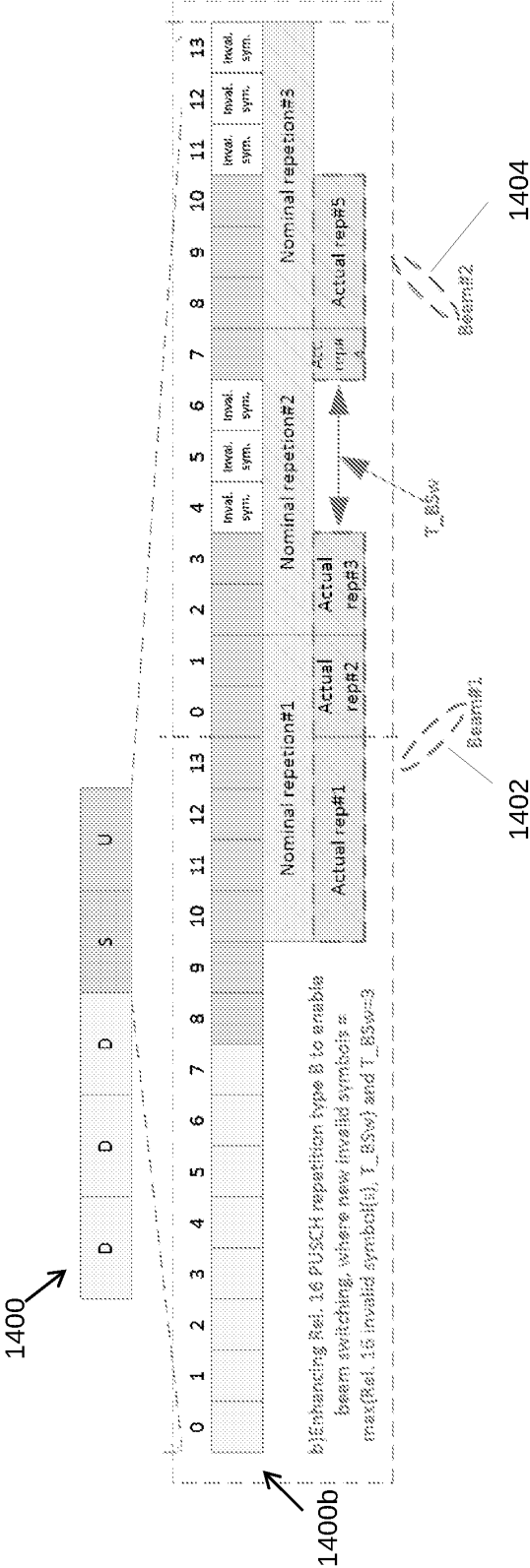
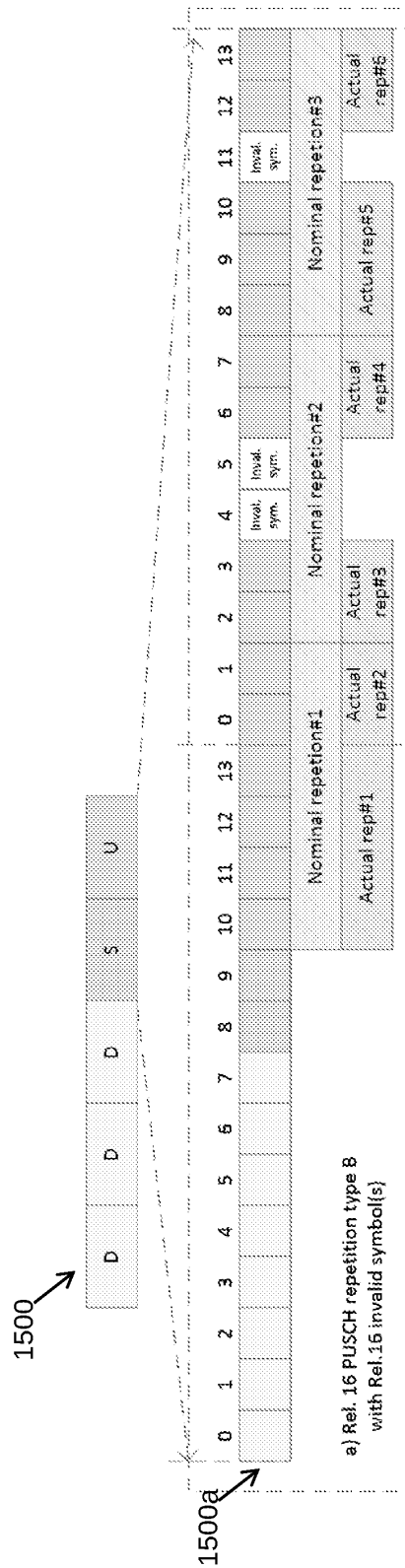
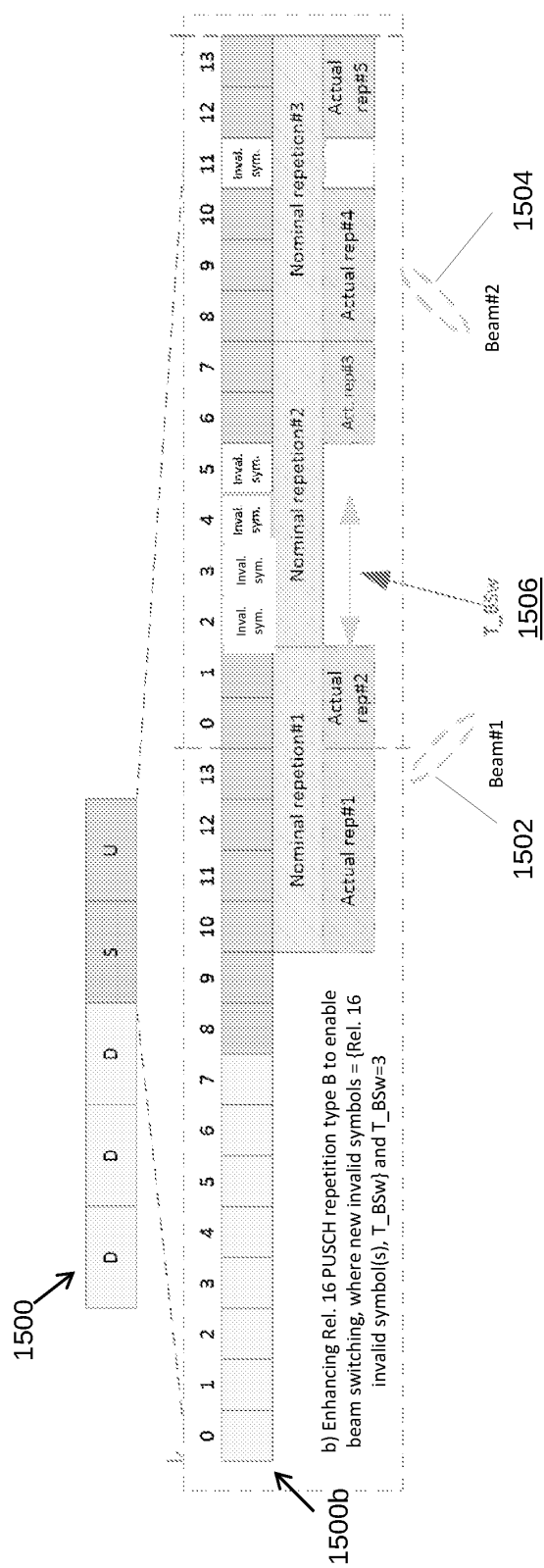
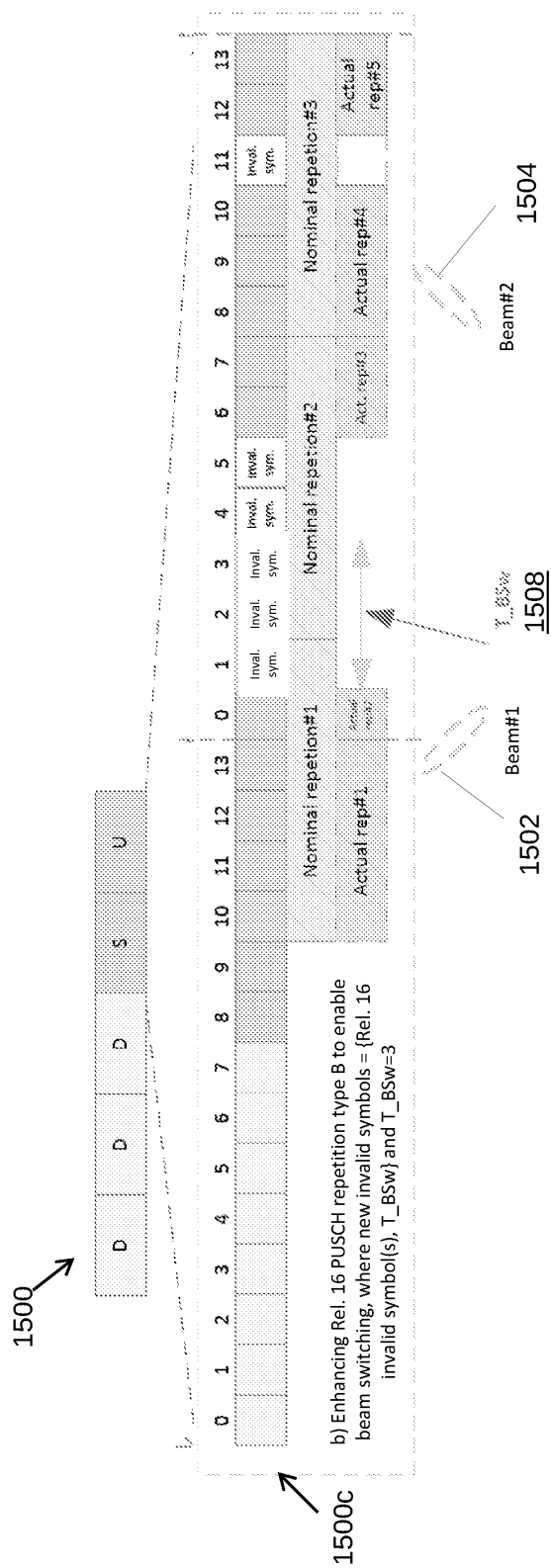


Fig. 14B







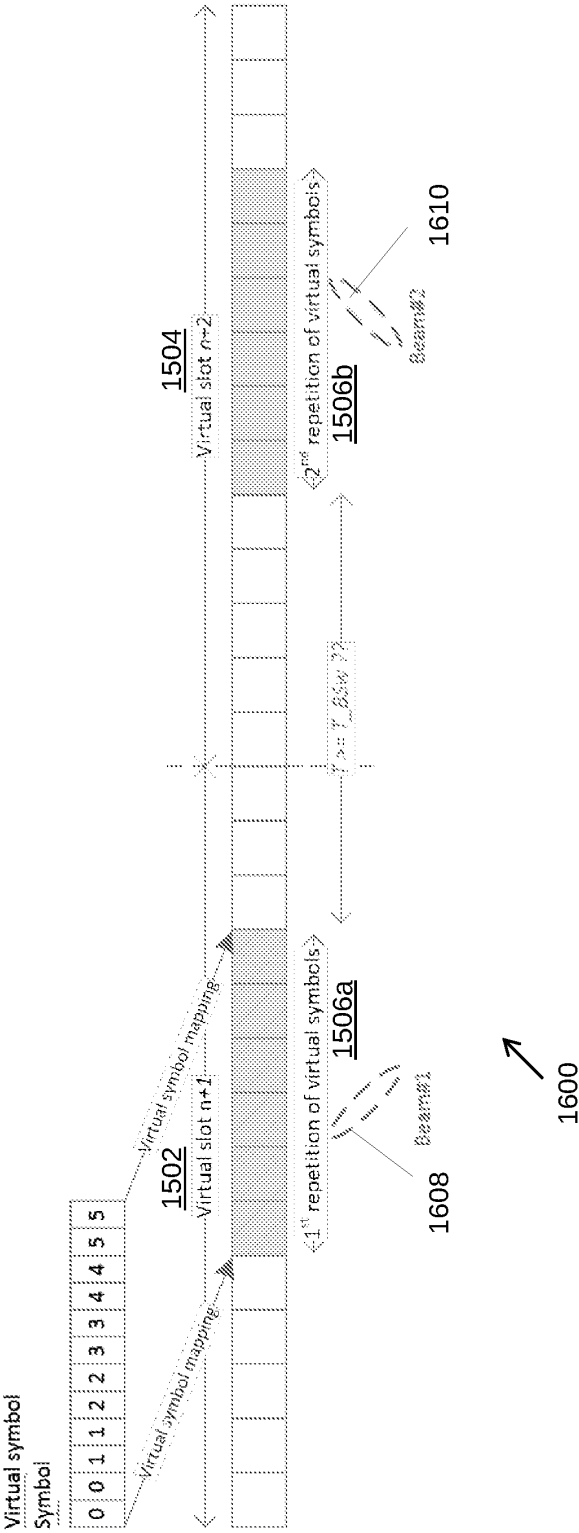


Fig. 16

```
PUSCH-Allocation-r16 ::= SEQUENCE {
    mappingType-r16          ENUMERATED {typeA, typeB, symbol_level} OPTIONAL,
    startSymbolAndLength-r16 INTEGER (0..127)
    startSymbol-r16          INTEGER (0..13)
    length-r16                INTEGER (1..14)
    numberOfRepetitions-r16   ENUMERATED {n1, n2, n3, n4, n7, n8, n12, n16} OPTIONAL,
    beam-switching            ENUMERATED {enabled, disabled},
    beam-mapping-pattern      ENUMERATED {CycBeamMap, SeqBeamMap, HalfBeamMap,
    ConfigBeamMap},
    ...
}
```

↗
1700

Fig. 17