

Future Mobile Technology and Terminal

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Contents

❑ Perspective of Mobile Communication

❑ Requirement of Future Mobile Terminal

- Service aspect
- Technical aspect

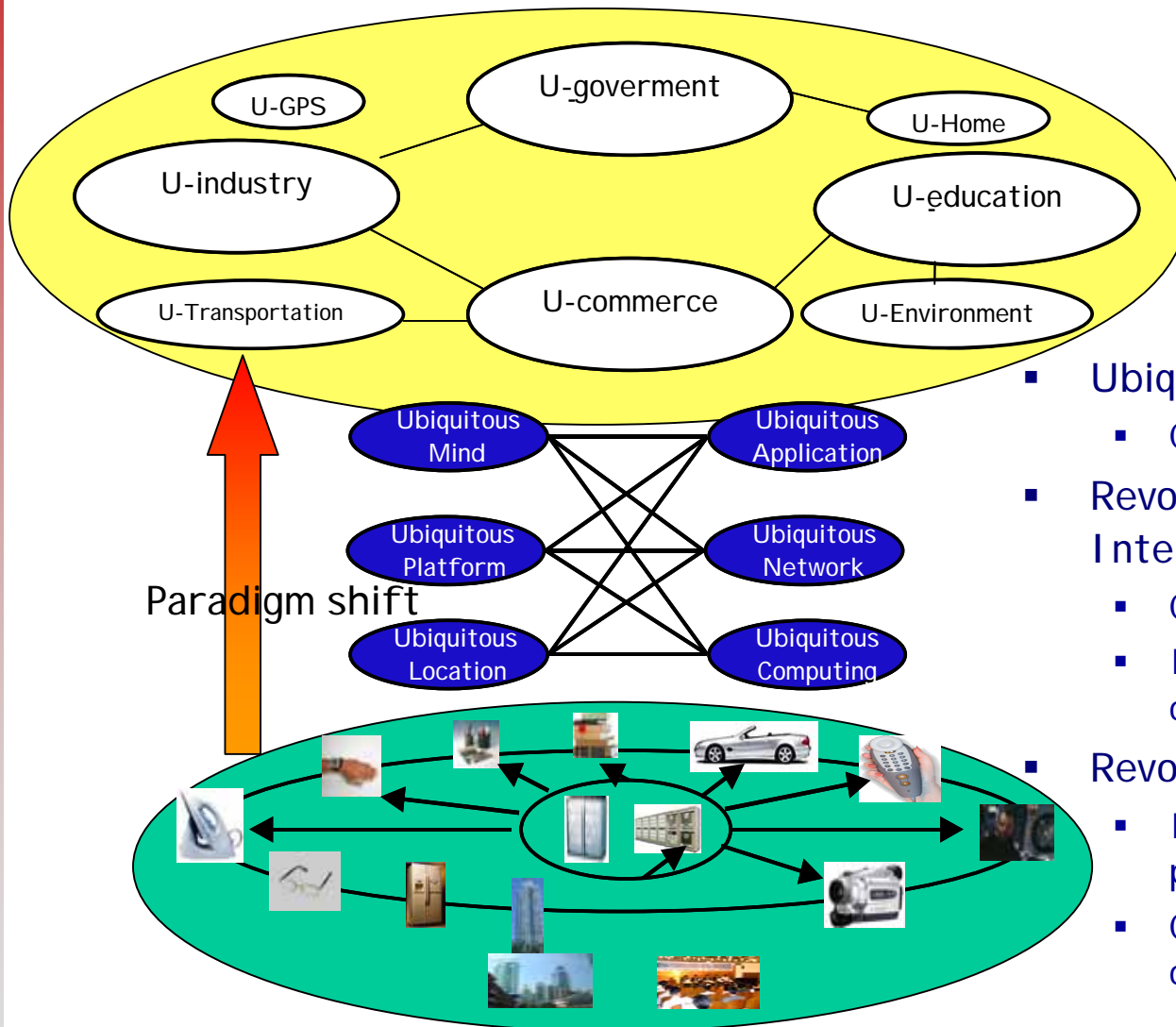
❑ Solutions

- Radio interface
- Inter-Networking
- Multi-functional devices
- Reconfigurability

❑ Summary

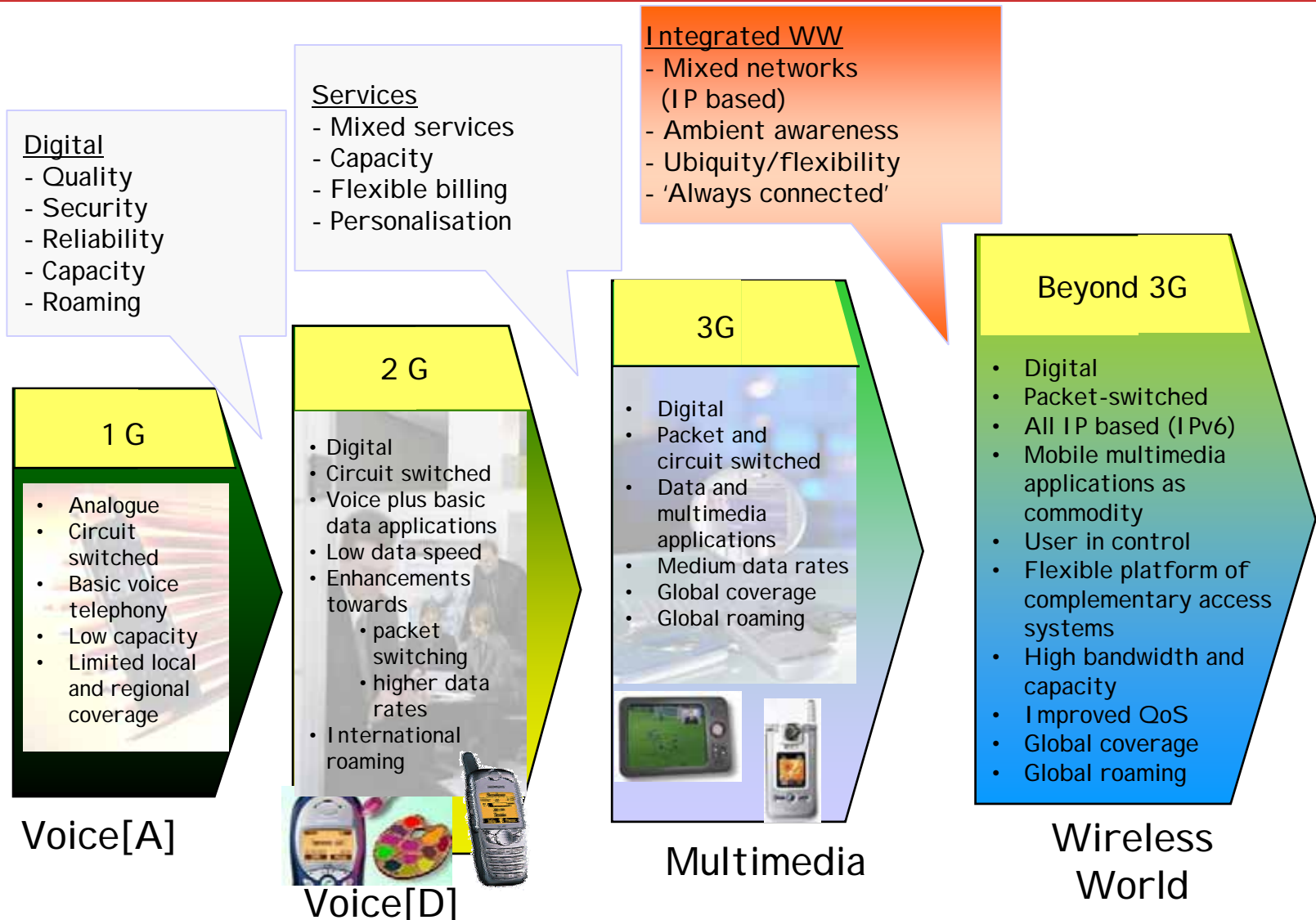
- Issues
- Expectation of the feasibility

Revolution of Ubiquitous

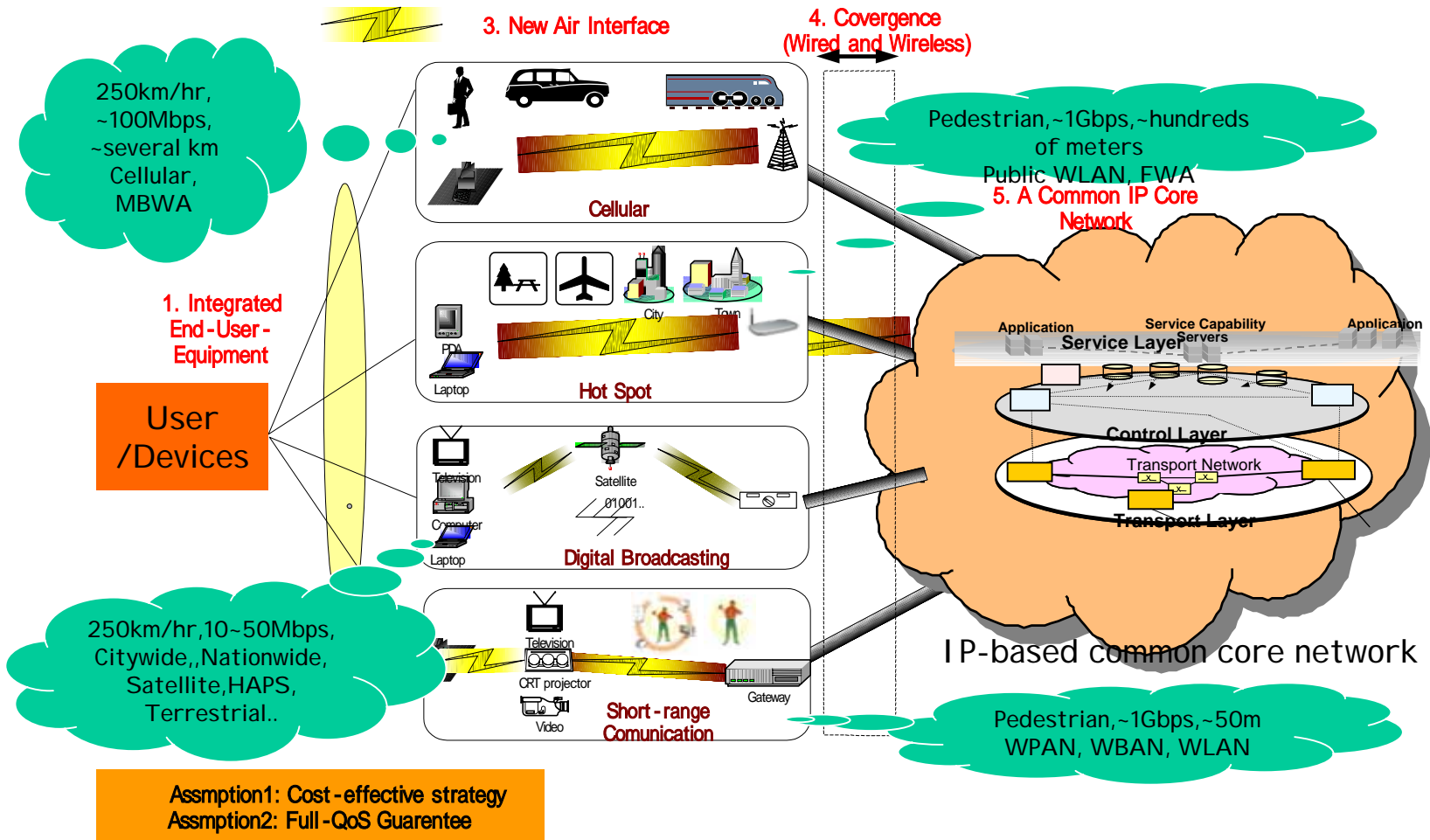


- Ubiquitous computing
 - Computing in everywhere
- Revolution of Information of by Internet
 - Cyber space
 - Inserting Physical space into computer
- Revolution of Ubiquitous
 - Inserting computer into physical space
 - Computing Plus Mobile communication

Evolution of Mobile Communication

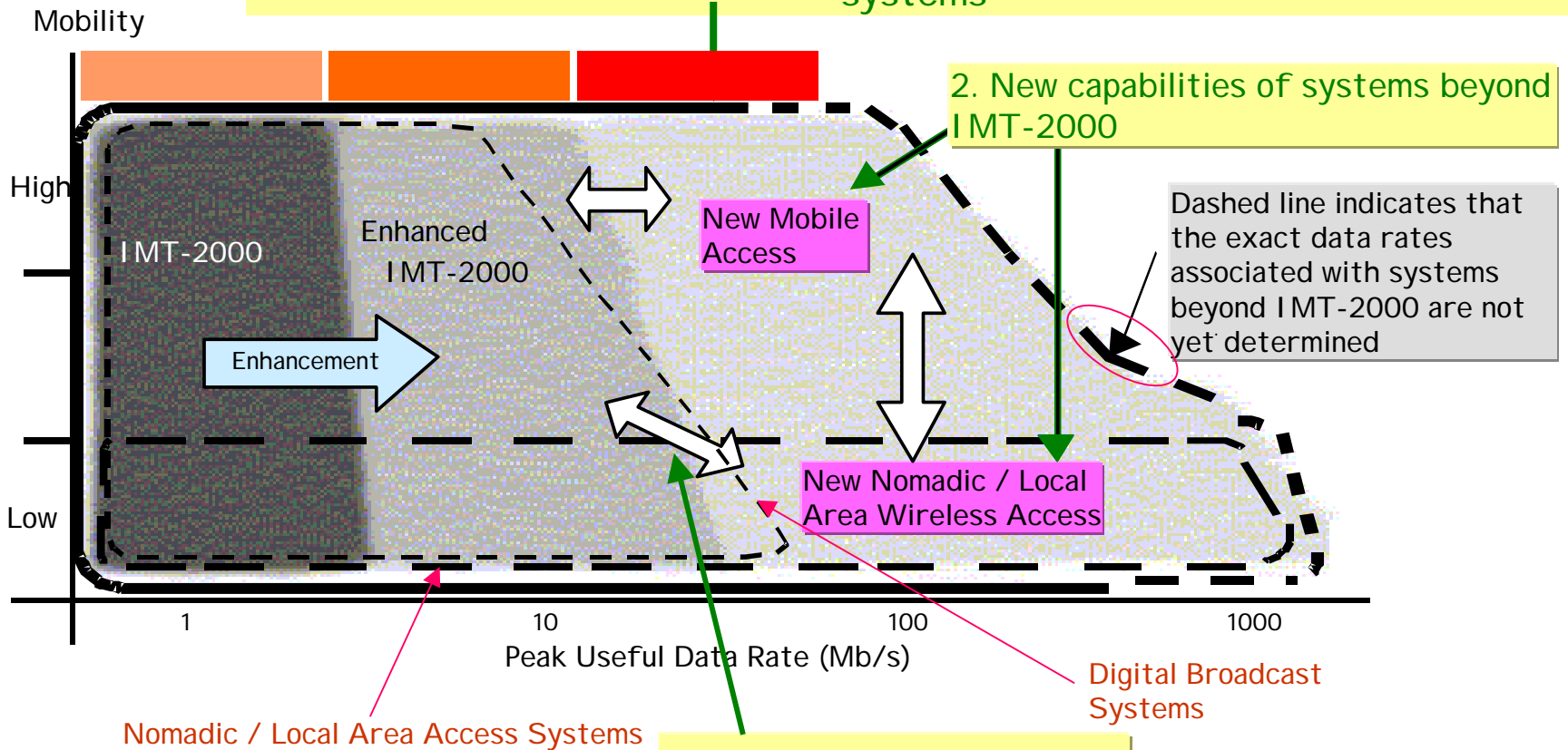


Framework of Future Communication



Vision in ITU-R

1. Systems beyond IMT-2000 will encompass the capabilities of previous systems



2. New capabilities of systems beyond IMT-2000

3. Seamless inter-working

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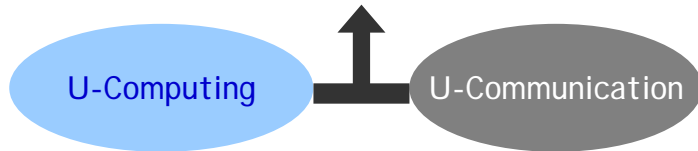
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Concept of Future Communication

Ubiquitous & Seamless



High efficiency

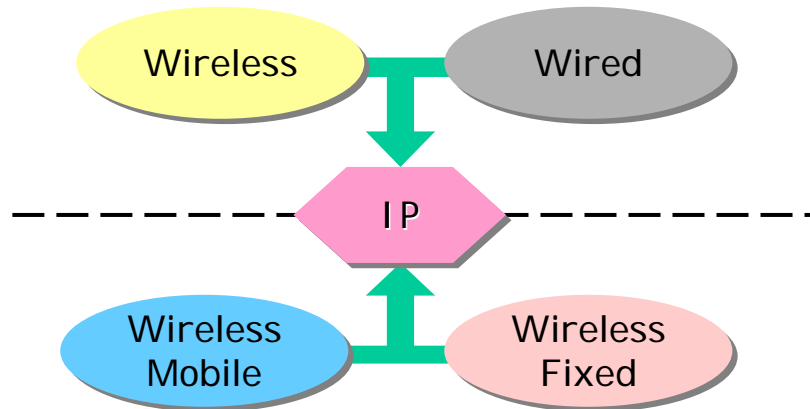
- Low spectrum requirement
- Low Infrastructure cost
- High capacity

Target Cost/bit: Below 1/10 of C/b of 2000

Convergence

Network:

IP-based common transport, resource management and OAM



Wireless Access: IP-based access router

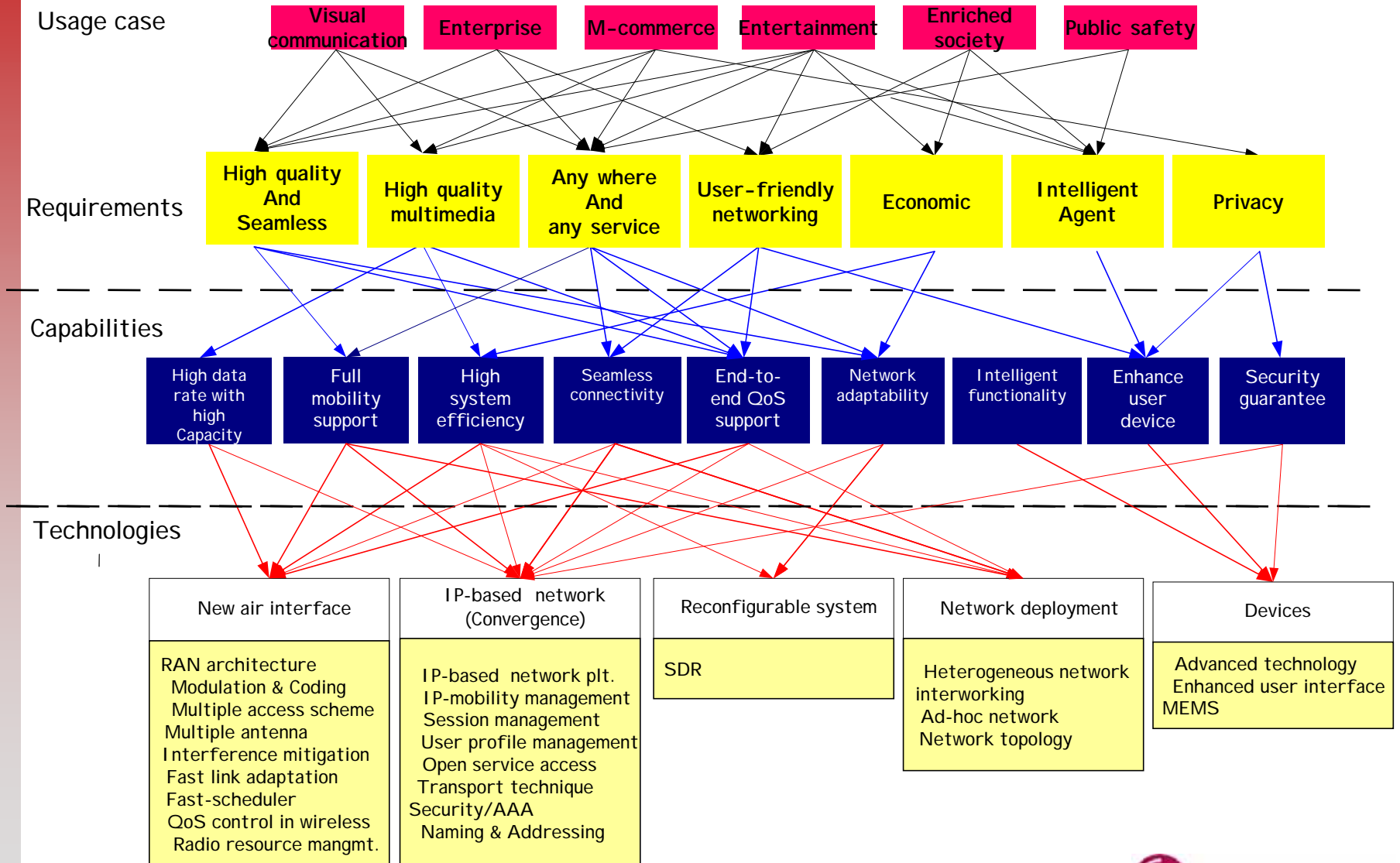
Openness

- Separation of service and infrastructure
- Different access and Common transport
- Reconfigurable BTS, Terminal

Broadband wireless

- New air interface
- Wired and wireless E2E QoS guarantee

Requirements in Service and Technology



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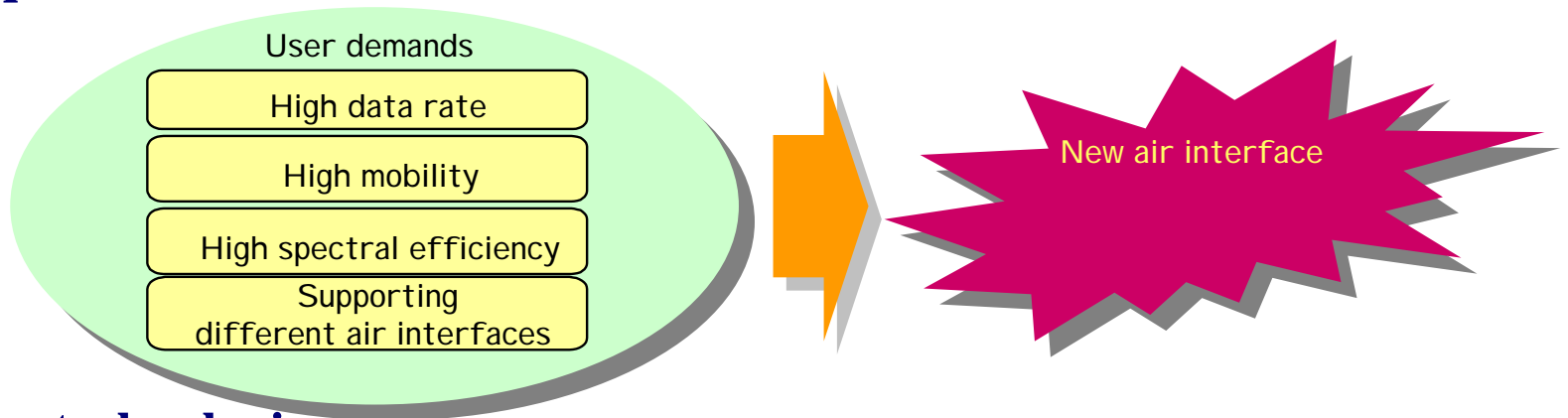
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New Air Interface

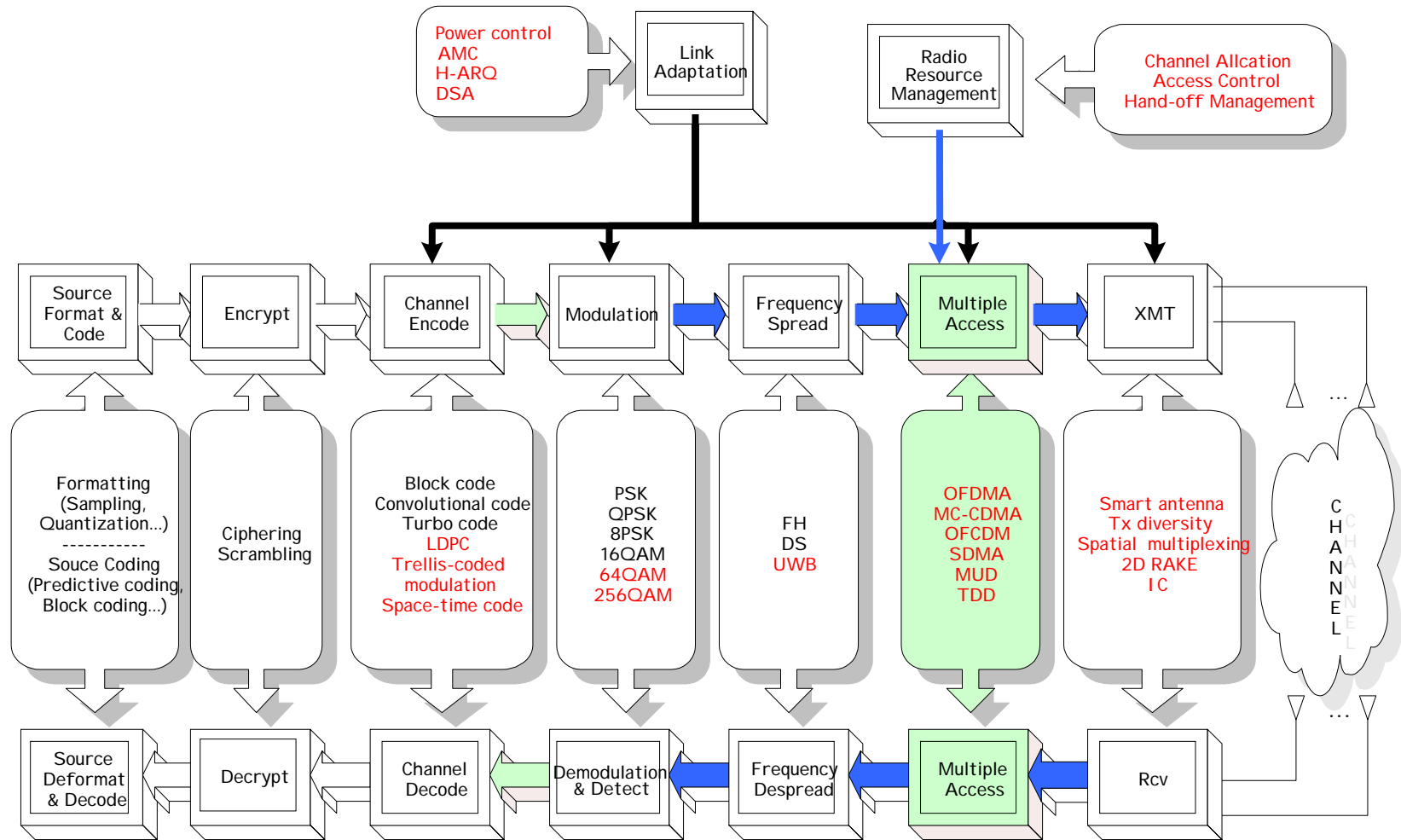
❑ Requirements



❑ Core technologies

- Multiple Access and Transmission Schemes
- Multiple antennas: Smart antenna, MIMO
- Modulation & coding: Higher order Modulation, LDPC, Graph-based Decoding
- Ultra Wide Band (UWB)
- Link adaptation: AMC, Fast HARQ, Power control
- Dynamic Resource Allocation
- QoS Guarantee for IP-based RAN

New Air Interface; Overall Structure



New Air Interface

Multiple Access

OFDM

- PAPR Reduction
- CP-free technique
- Channel Estimation
- Synchronization
- Multiple Access

TDD

- Symbol Timing Synchronization
- Dynamic UL/DL Allocation

OFDMA

- DSA/ DPA
- Scheduling
- Fast/Soft Hand-off

MC-CDMA/OFCDM

- MAI /MPI Cancellation
- Scheduling

Multiple Antenna

Smart Antenna

- DOA, Channel Estimation
- Location Detection
- High Mobility Support
- Complexity Reduction
- Cost Effective Device
- Wideband Signal Processing

MIMO

- Feedback Channel
- Hybrid open/closed-loop system/ Doppler Estimation
- Frequency Selective Fading
- Per Antenna AMC
- Antenna Selection Technique

Link Adaptation/ RRM

Link Adaptation

- Combined with OFDM/MIMO
- Pre-filtering/pre-rake
- DSA
- H-ARQ with LDPC
- OFDMA power Control

Mobility-based RRM

- Traffic/Mobility Prediction-based RCA
- Mobility-based Power Control
- Location/Mobility-based Resource Reservation

Modulation & Coding

Higher-order Modulation

- Multi-path Immunity
- Symbol Detection

LDPC/ Graph-based Decoding

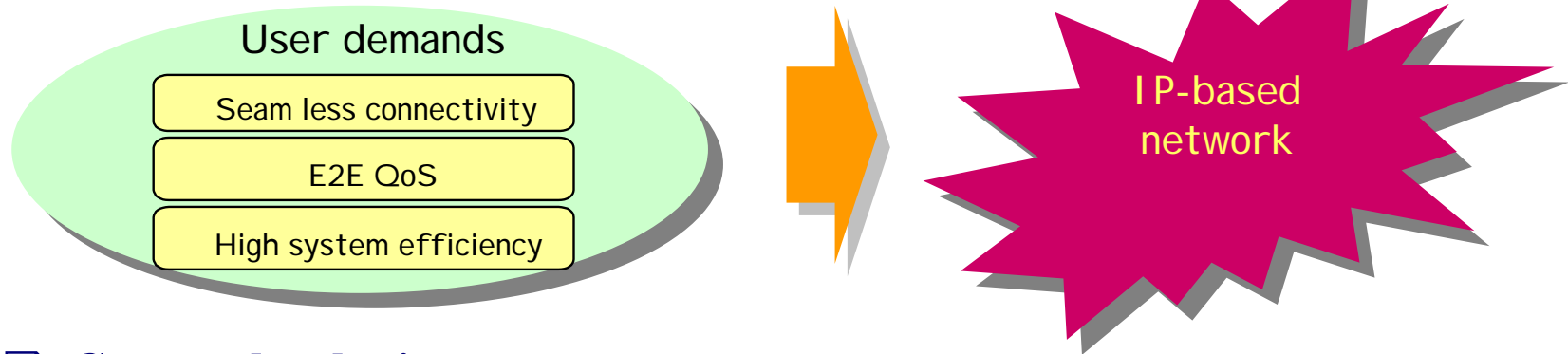
- Irregular LDPC Parity Check Matrix
- Combined with Modulation/MIMO
- Non-binary Code

UWB

- New Mod/Coding
- UWB-MIMO/Beamforming
- Optimizing Spectrum
- ISI reduction/Narrow-band Interference Rejection
- Multi-channel, Multi-access

Inter-Networking (IP-based network)

❑ Requirements



❑ Core technologies

- Overall IP-based network architecture
- IP mobility management
- Session management
- User profile management
- Open service access
- Efficient Transport
- Security/AAA
- Naming/Addressing

Network Evolution; Evolution to All IP Network)

❑ Why Network Evolution?

- Legacy Network/Device Support
- Low CAPEX and Low OPEX

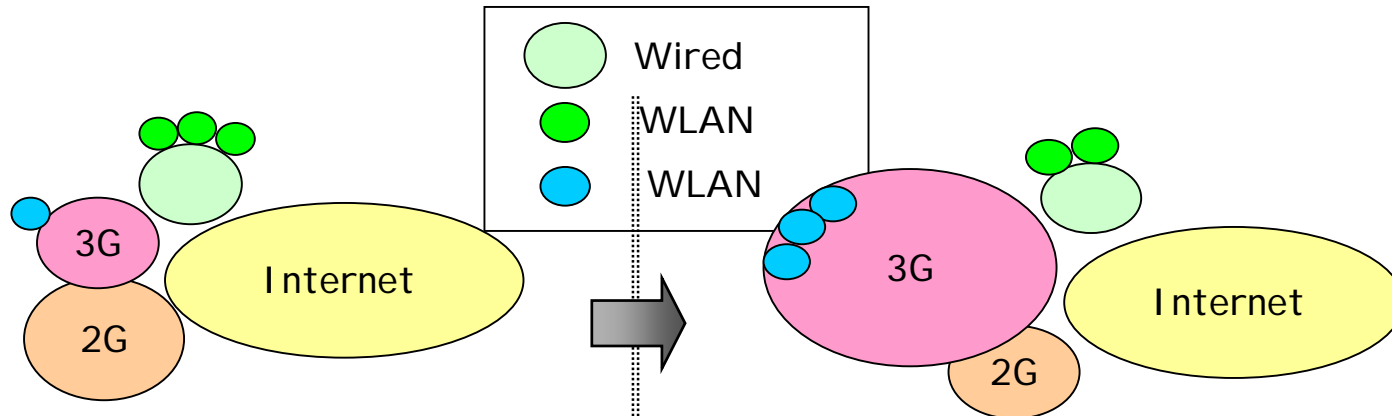
❑ Why IP?

- Seamless service provision
- Open service architecture with low cost
- Real-time multimedia service (e.g., voice, streaming video, and data)
- Reuse existing IP infrastructure

❑ Why IP based B3G Network?

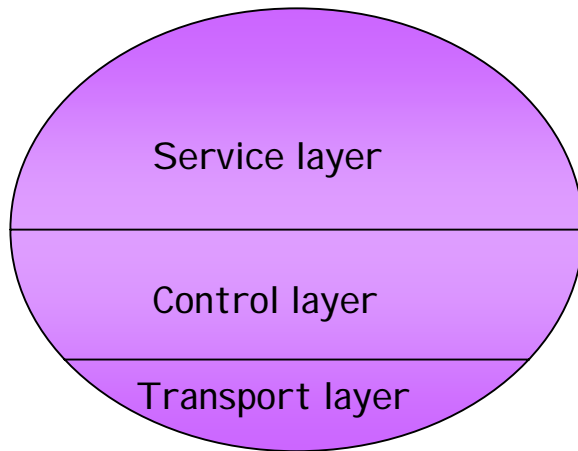
- Meeting B3G requirements
- High data rate
- Seamless service
- Cost-effective

Network Evolution; 4 Phase to Common IP Core

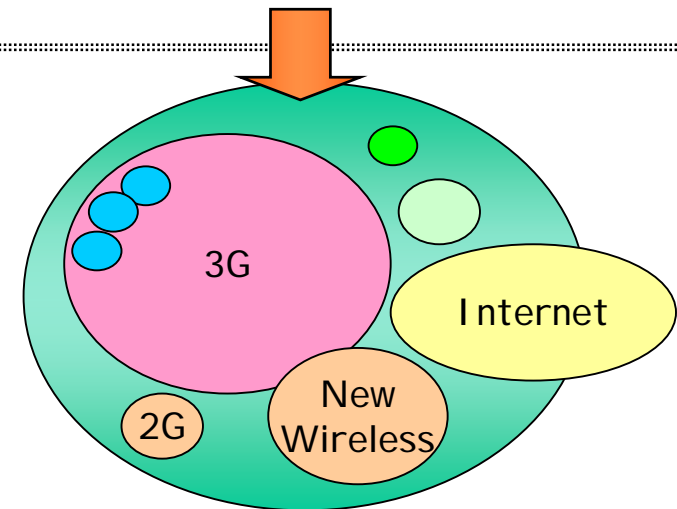


Phase 1: Interworking(3GPP Rel6)

Phase 1: Integration(post 3GPP Rel 6)

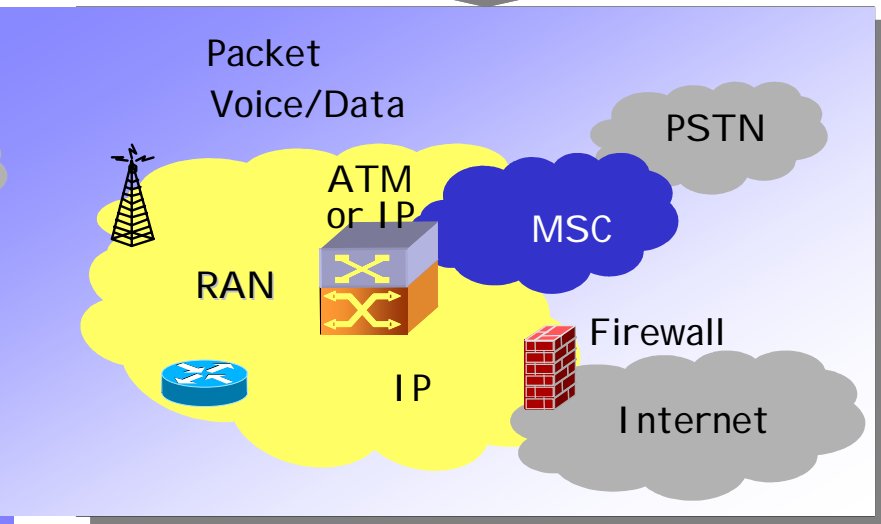
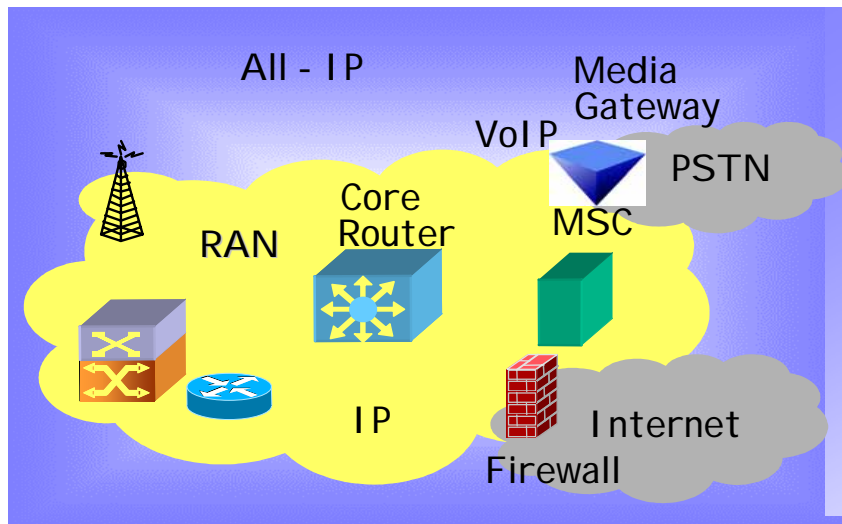
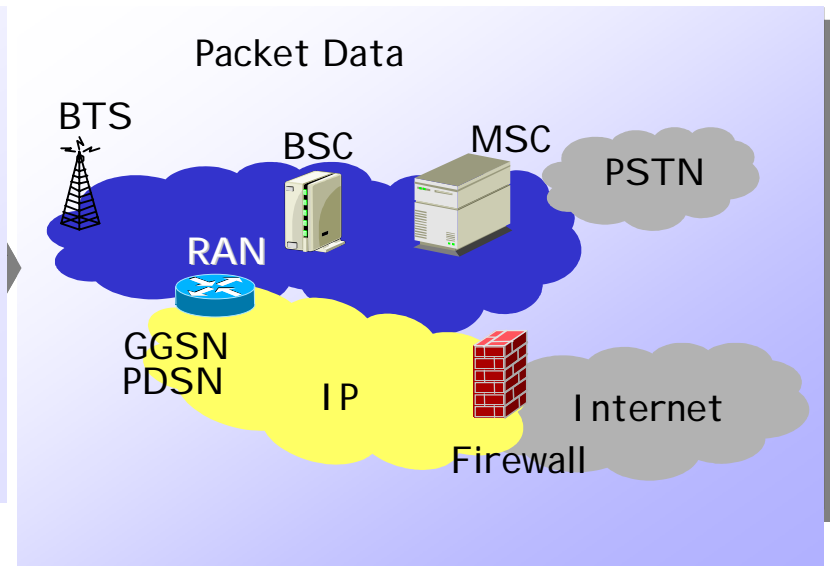
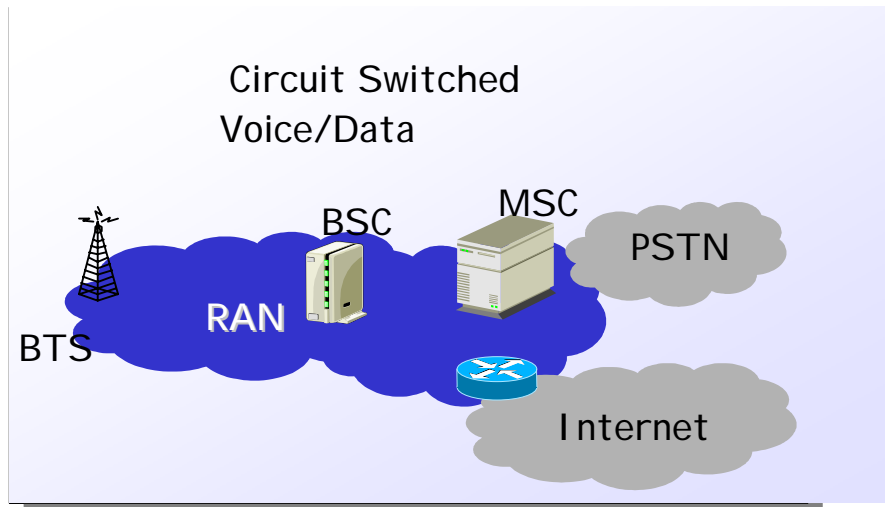


Phase 4: Full-convergence[2010~]

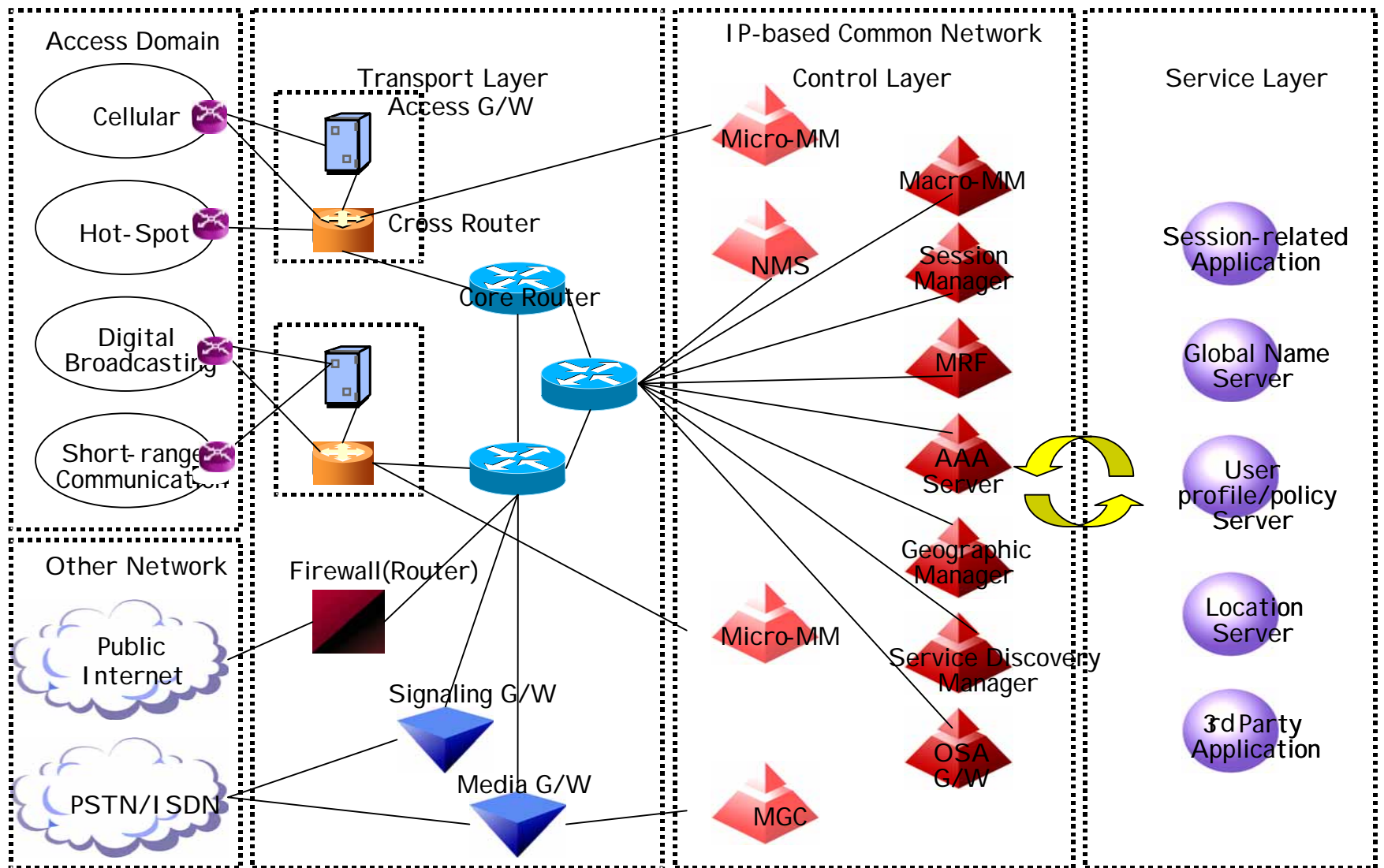


Phase 3: IP-based Harmonization [~ 2010]

Network Evolution; IP RAN Evolution



Network Evolution; B3G Functional IP Architecture



Inter-Networking; Mobility Management

❑ Terminal Mobility

- One terminal, multiple IP addresses

❑ Session Mobility

- One user, multiple terminals in sequence or in parallel
- Services move with user

❑ Personal Mobility

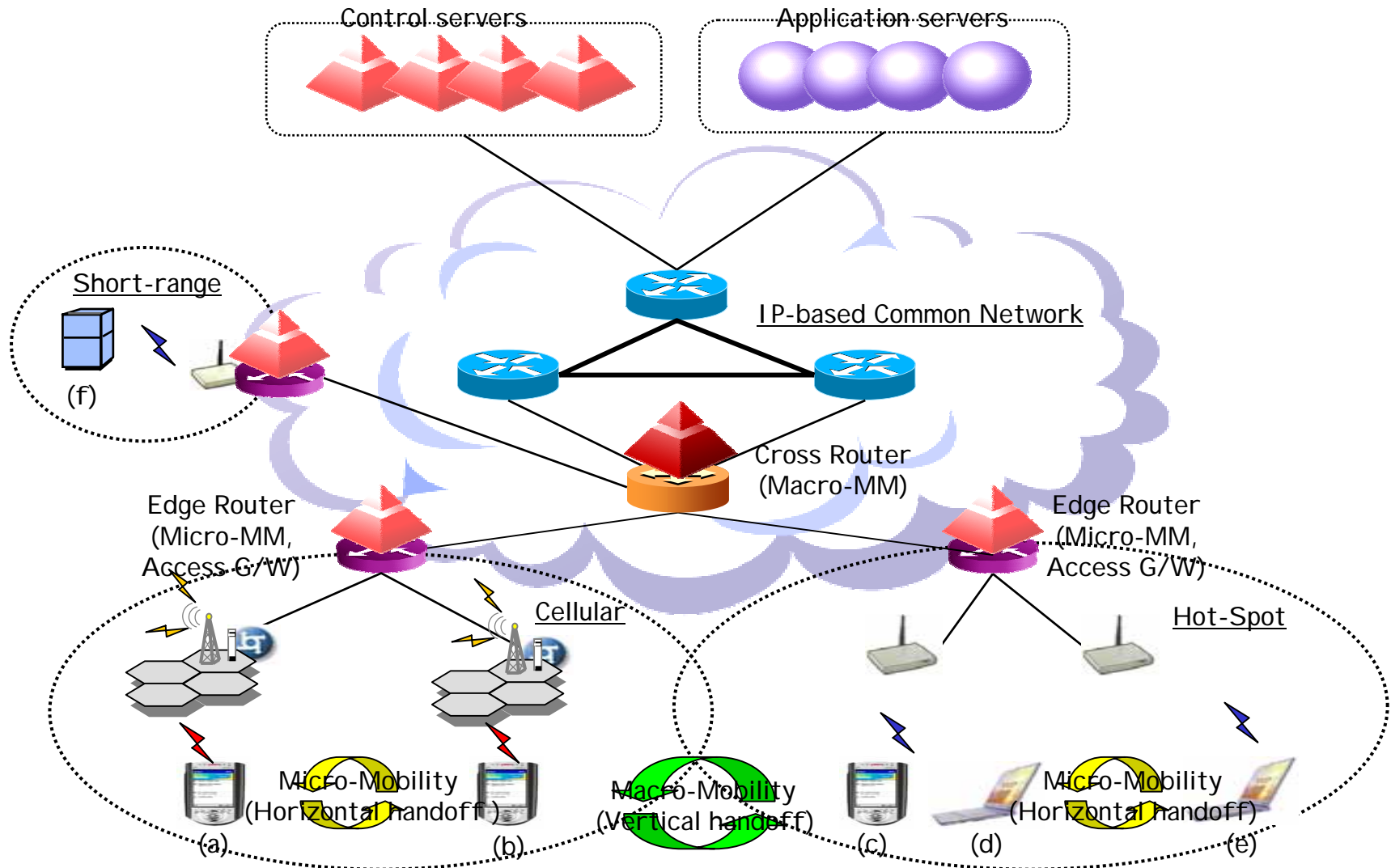
- One person, multiple terminals (e.g, SIM card)

❑ Network Mobility

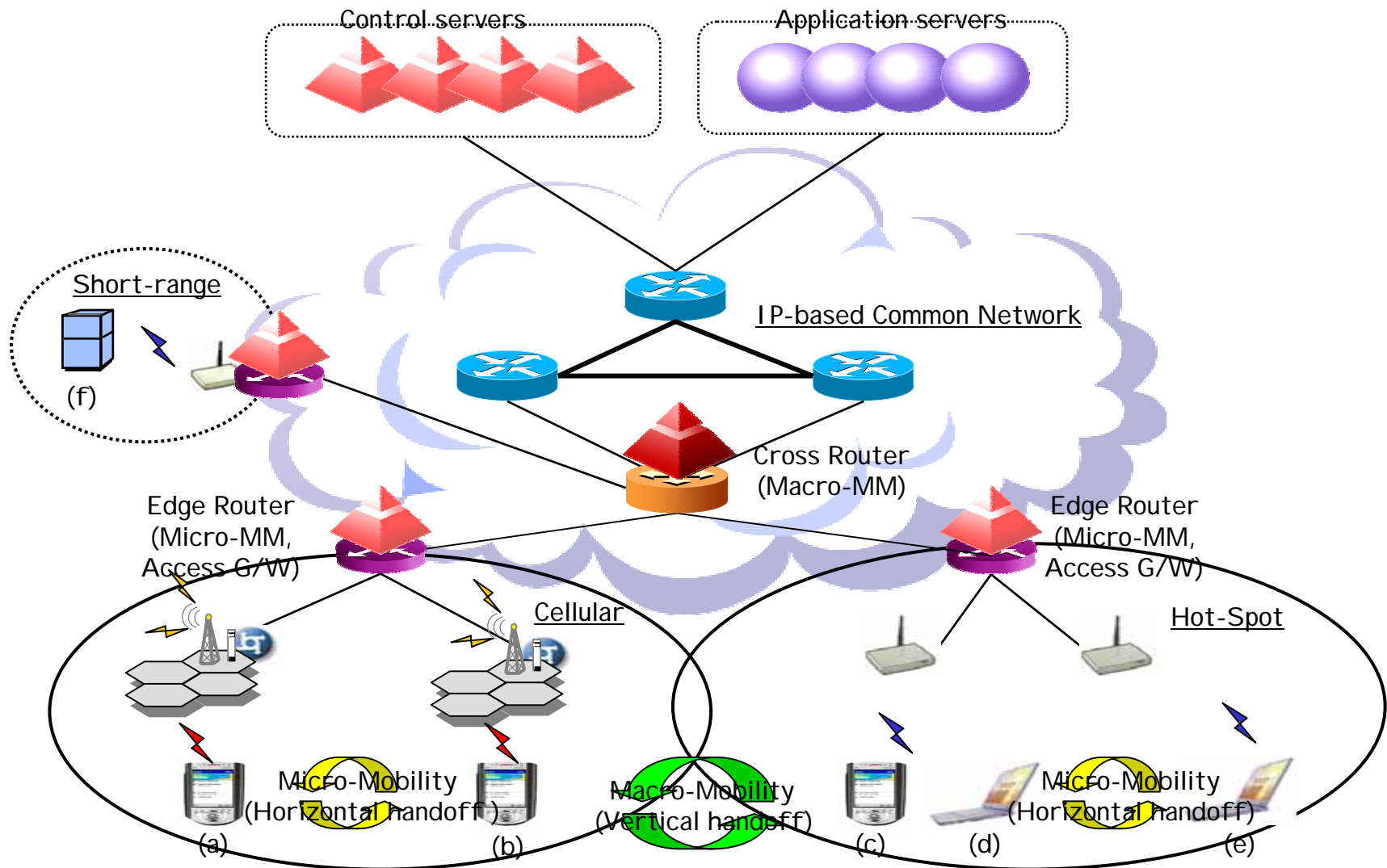
- Group mobility
 - ▶ Airplane, ship, and train..etc.

Inter-Networking

Mobility Management(2)-Terminal Mobility

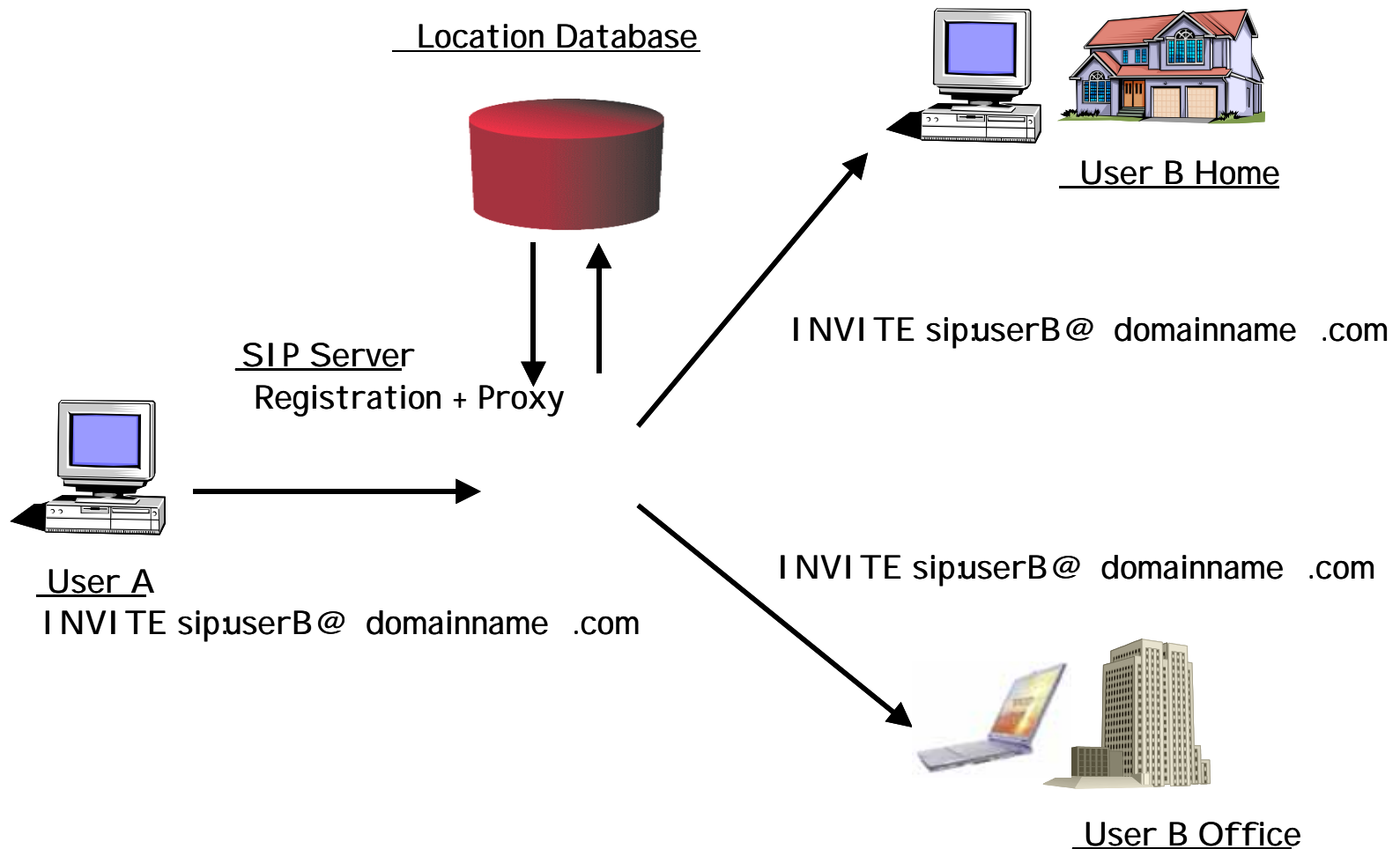


Mobility Management; Terminal Mobility

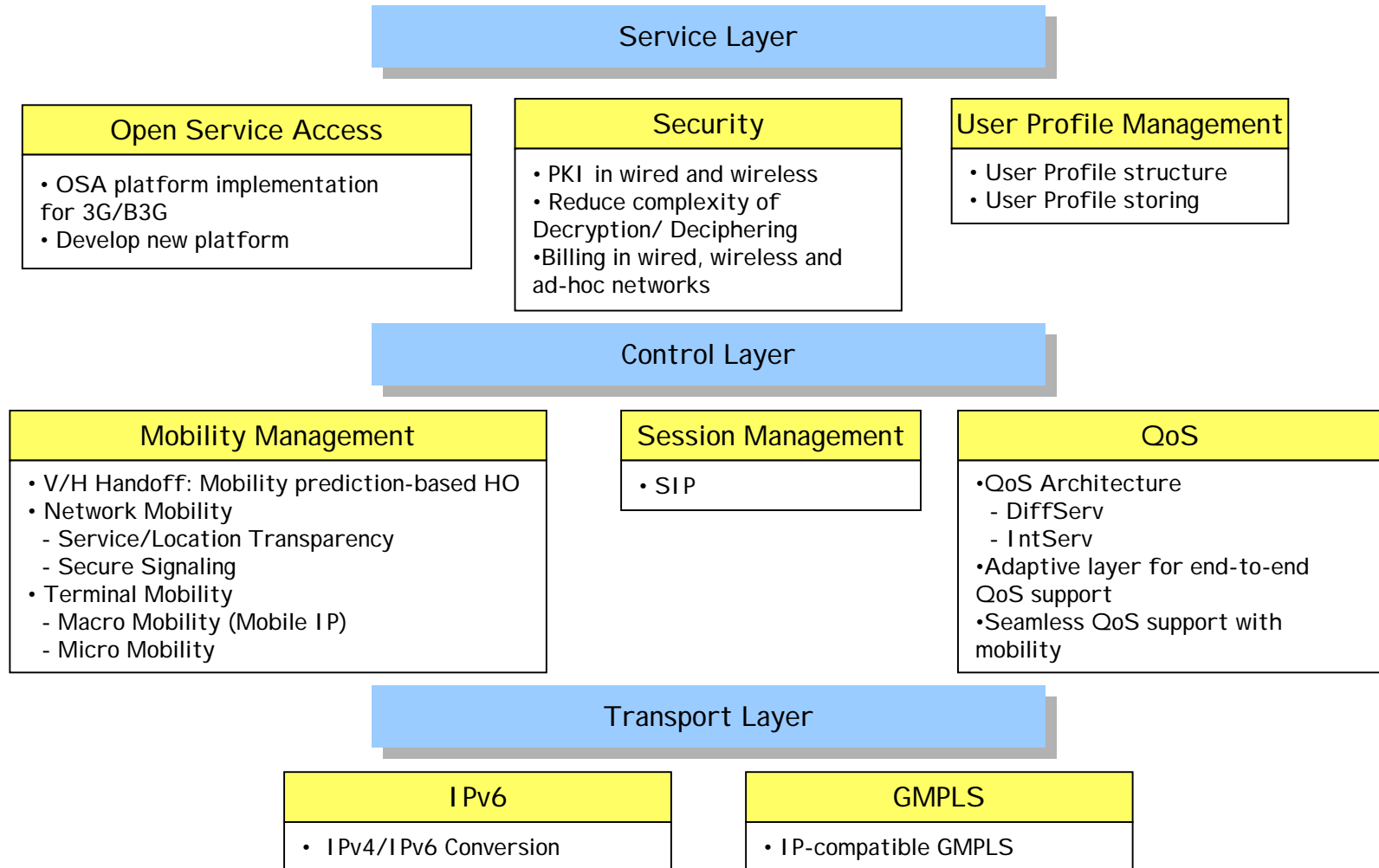


Mobility Management; Personal Mobility

□ SIP-based Personal Mobility



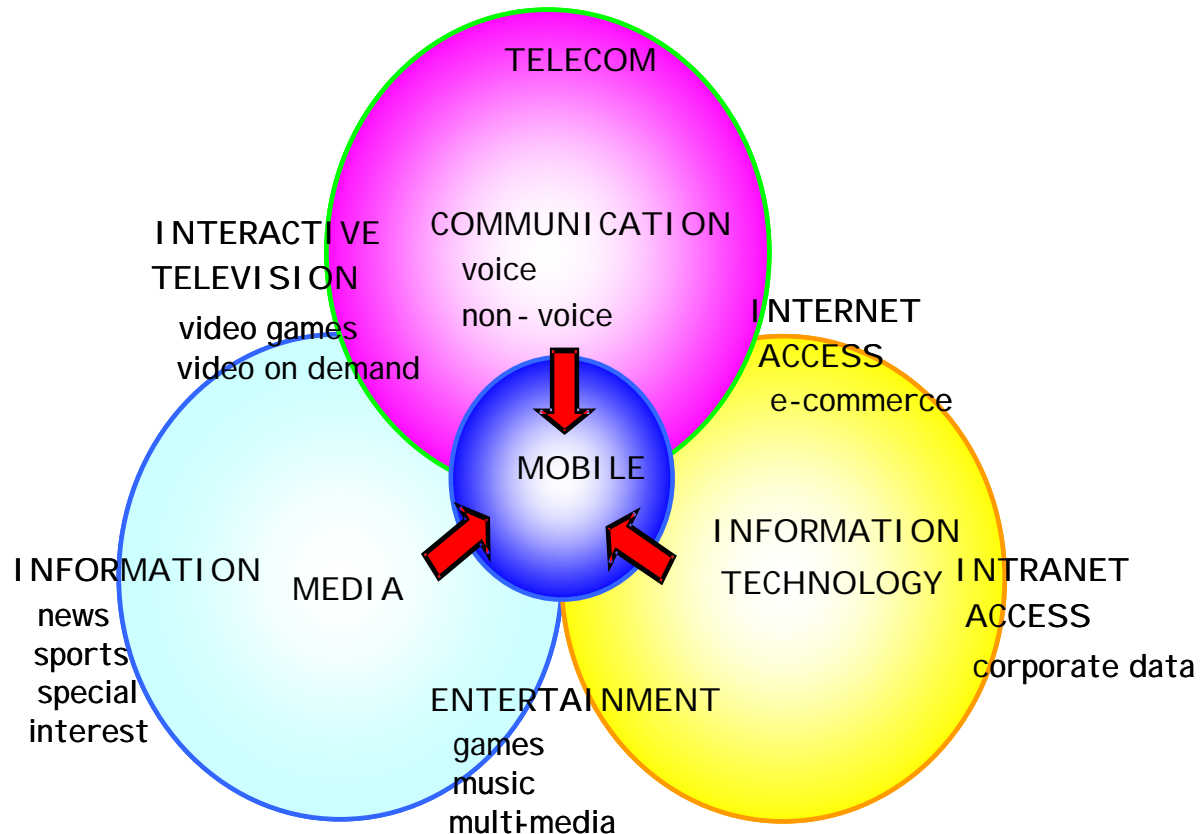
Inter-Networking (IP based Core Network)



Multi-functional devices (1)

□ Functional integrated devices

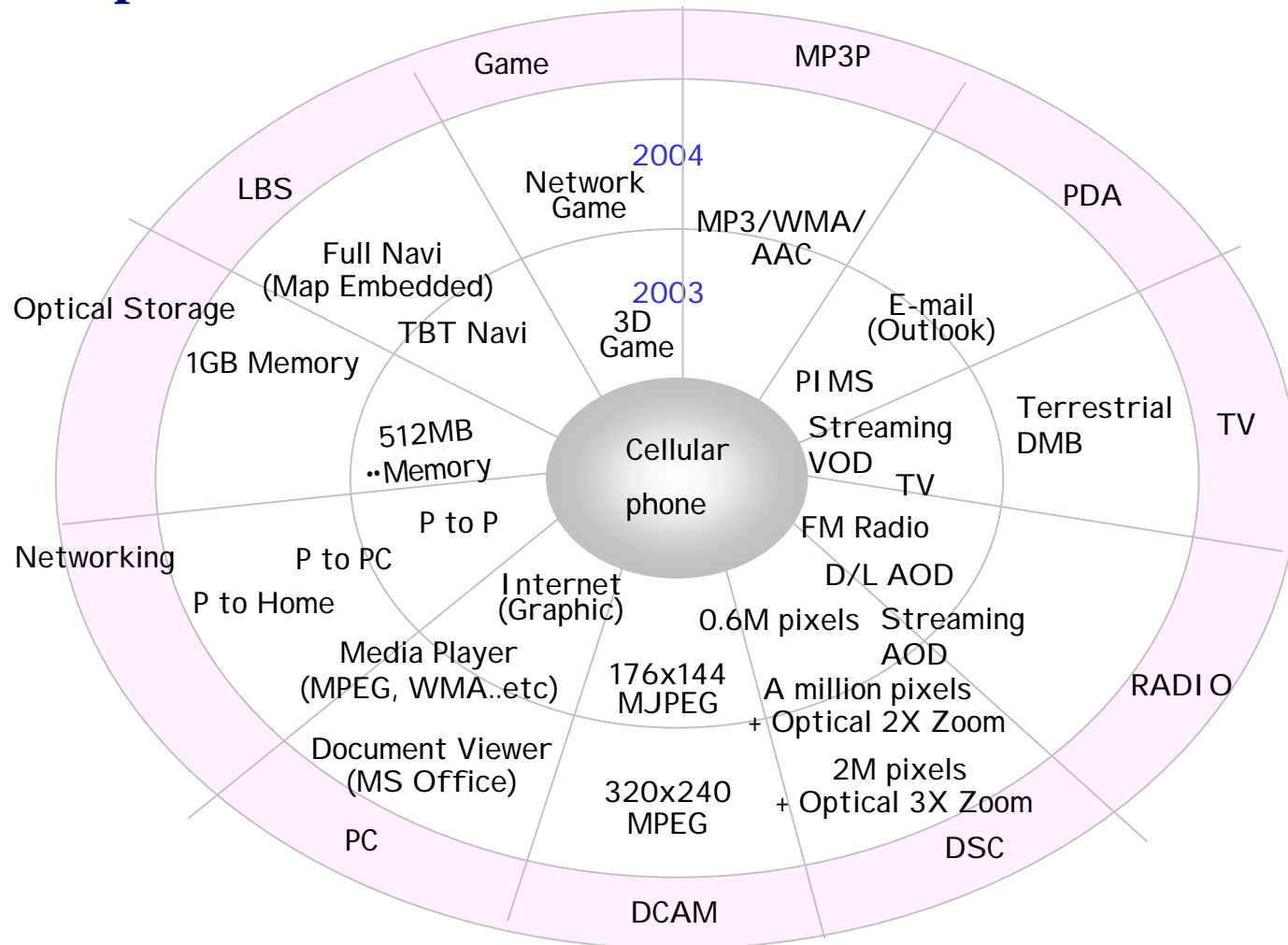
- Terminal-based integration of media, IT, and communication



*Source: Aug. 2002, ARC Group
24

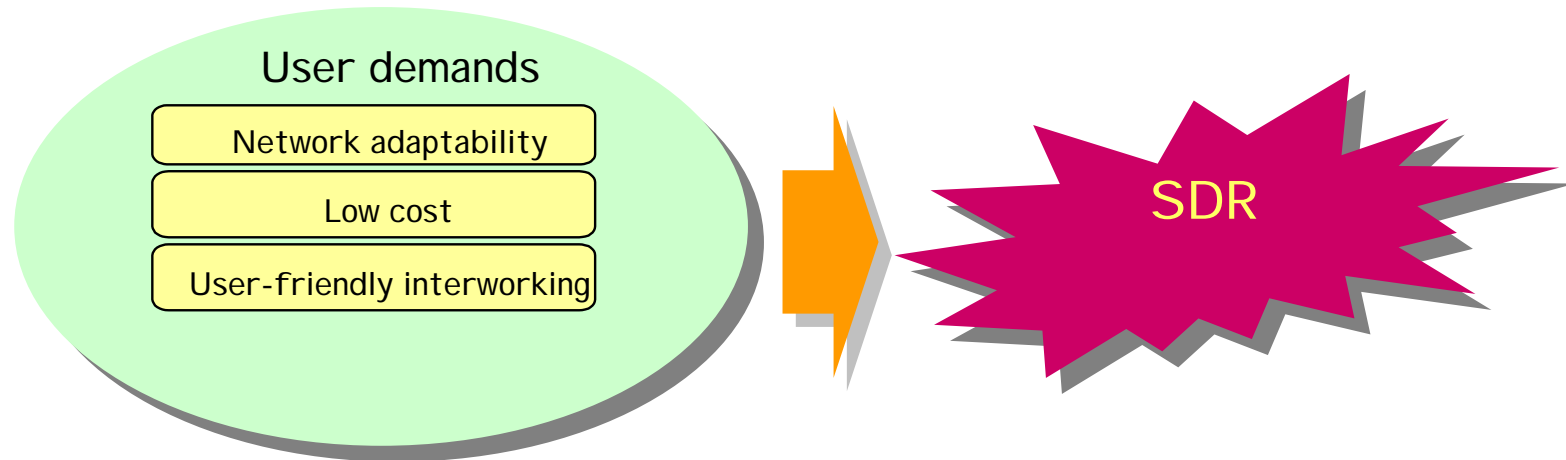
Multi-functional devices (2)

□ Example of multi-functional devices



Reconfigurability

❑ Requirement for Network Deployment

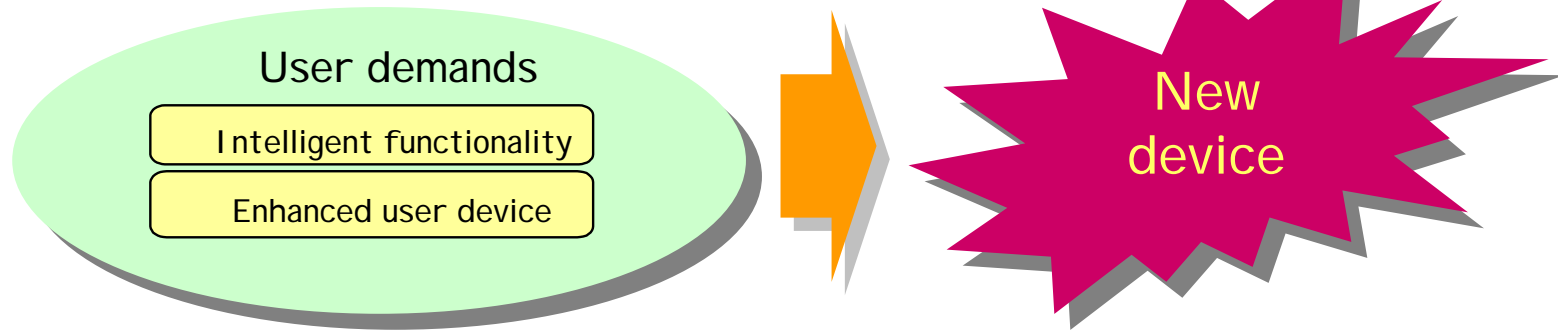


❑ Technical Issues

- S/W platform
- H/W platform

Device

❑ Requirement for New Devices

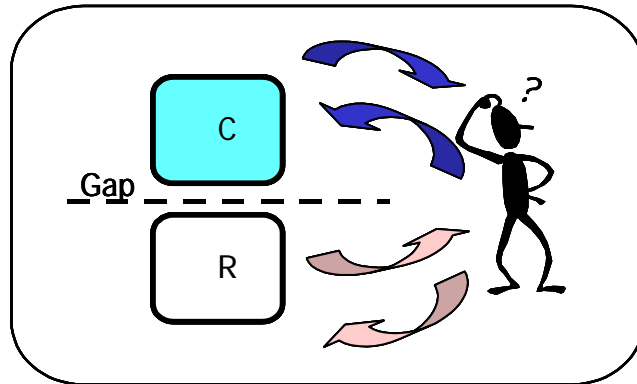


❑ Technical Issues

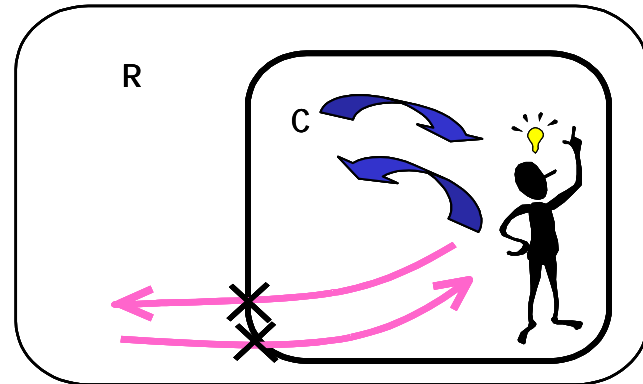
- Enhanced user interface
- Advanced peripheral device
- MEMS

Devices; User Interface

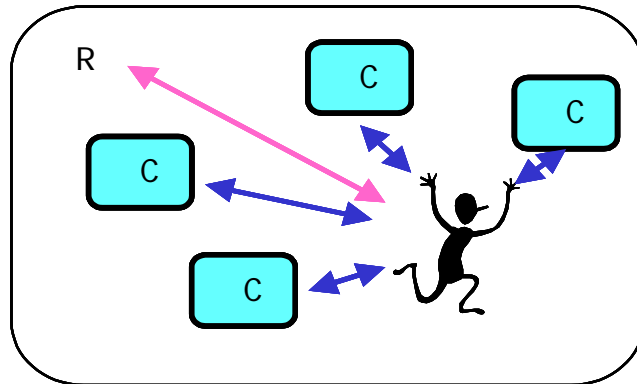
□ Paradigm Shift



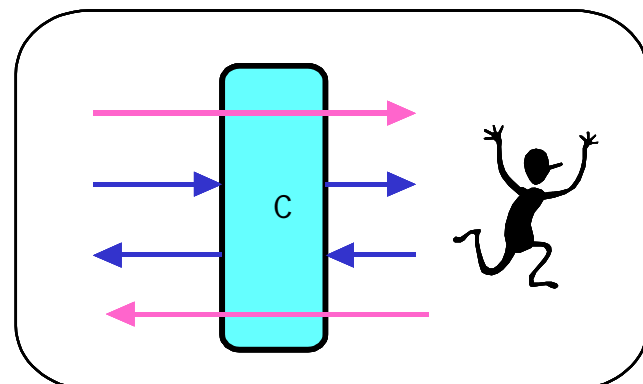
(a) GUI



(b) Virtual Reality



(c) Ubiquitous Computers

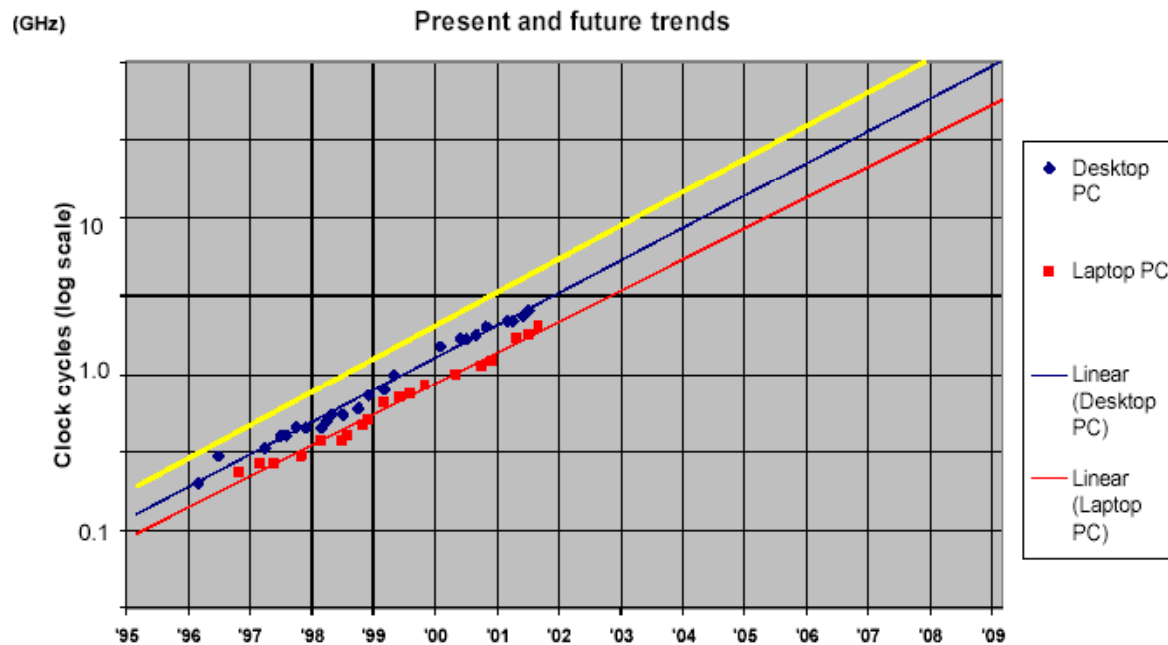


(d) Augmented Interaction

Source : Brave New Unwired World by Alex Lightman with Williams Rojas

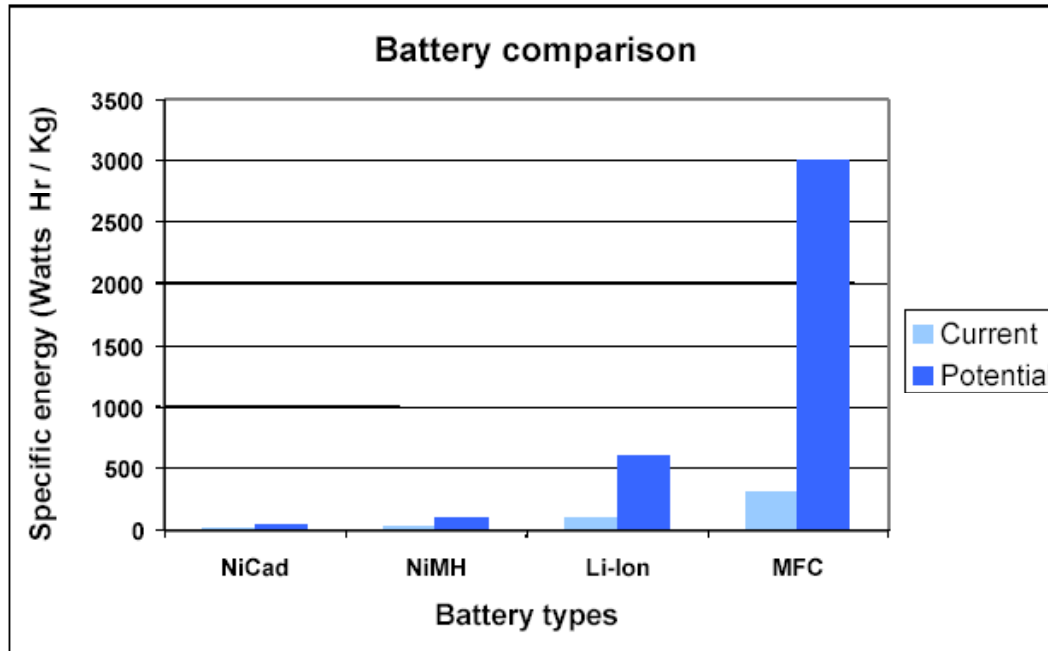
Devices; Processing power

- ❑ New air interface and End-service
- ❑ Reconfigurable RF platform



Devices; Battery

□ Long Life-time, Portability



Mobile Device

Devices

| Interface | Processor | Memory | Power Supply |
|---|--|--|--|
| <ul style="list-style-type: none">• Intelligent, adaptive Interface• Interface for Portable/Wearable Device• User Cognition-based Interface | <ul style="list-style-type: none">• Reconfigurability• Processor for Radio Device | <ul style="list-style-type: none">• 70Gb/in² Memory | <ul style="list-style-type: none">• Long Battery life• Fault-protection |

Mobile Handset Software

| Open OS Platform | Application Enabler | Application |
|--|--|--|
| <ul style="list-style-type: none">• Multimedia Manager• Peer-to-peer Protocol• Security Management (DRM, Payment)• Location Engine• Personalization Agent• Connectivity to Different Networks | <ul style="list-style-type: none">• Platform standard• Module-based• Multi-purpose Application support | <ul style="list-style-type: none">• LBS• Multimedia Player• MMS client |

Reconfigurability; SDR Structure

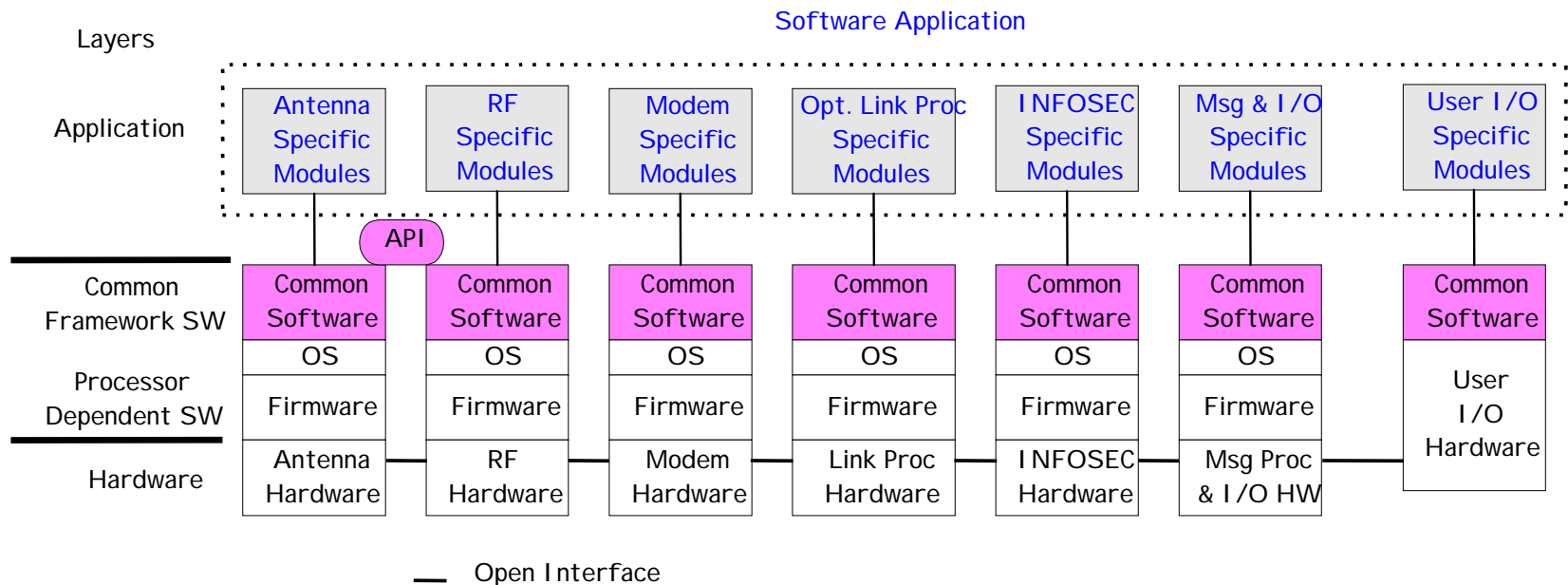
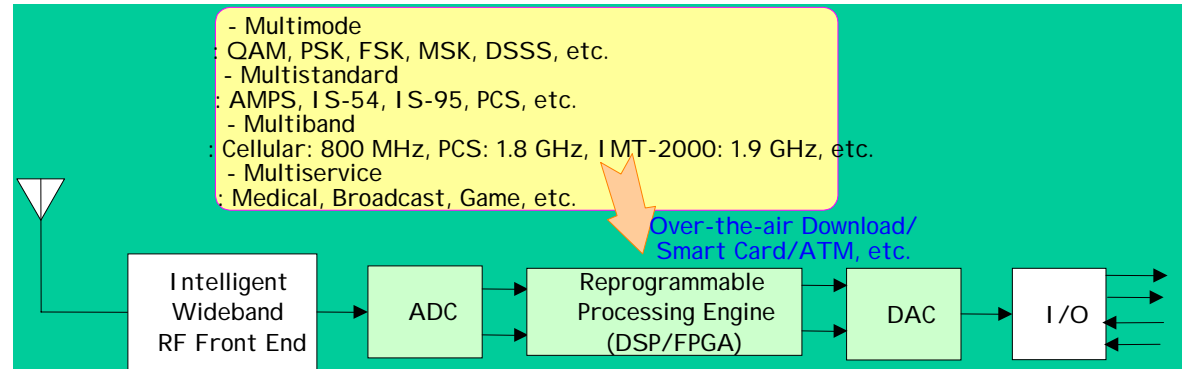
□ SDR Structure

- Software

- ▶ API

- ▶ Download

- Hardware



Reconfigurability; Software Defined Radio

S/W Platform

API

- Inter-module information/interface
- Object-oriented middleware

S/W Download

- Charging for real-time downloading
- H/W Compatibility

H/W Platform

RF Technology

- RF-to-base Conversion
- PA, LNA
- ADC/DAC

Baseband Processing

- DSP
 - Flexibility
 - High DSP (GIPS)
 - Programmable
- FPGA
 - Flexibility
 - High Speed/ Low Power Consumption ASIC

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Summary

❑ Key Features of Future Terminal will be

- Controller connecting ubiquitous computing and communication
- Intelligent Platform always guaranteeing user-oriented service in a various of mixed networks
- Life-navigator with multi-functional device making all kind of user's daily behaviors much richer
- A Plug-in-Communication device always connected to available information
- Interpreter between user and outside through friendly-user interface

❑ Feasible time is getting closer than we expected due to

- Development of Devices according to Moore's Law
- Rapid growth of Wireless data rate
- Reconfigurability in device and network