

Future of radio systems - evolution or revolution

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Outline

- Trends and drivers
- Cellular evolution towards 3.XG
- 4G – a challenger
- Role of complementary access technologies
- Conclusions

Computing and internet become ubiquitous

- Moore's law continues to rule - processing power today at insect brain level, mouse brain in 2010, human brain in 2020
- IPv6 can address every sand grain on Earth
- The personal terminal will become aware about its context:
 - People
 - Places
 - Networks
 - Services
 - Other devices
 - ...

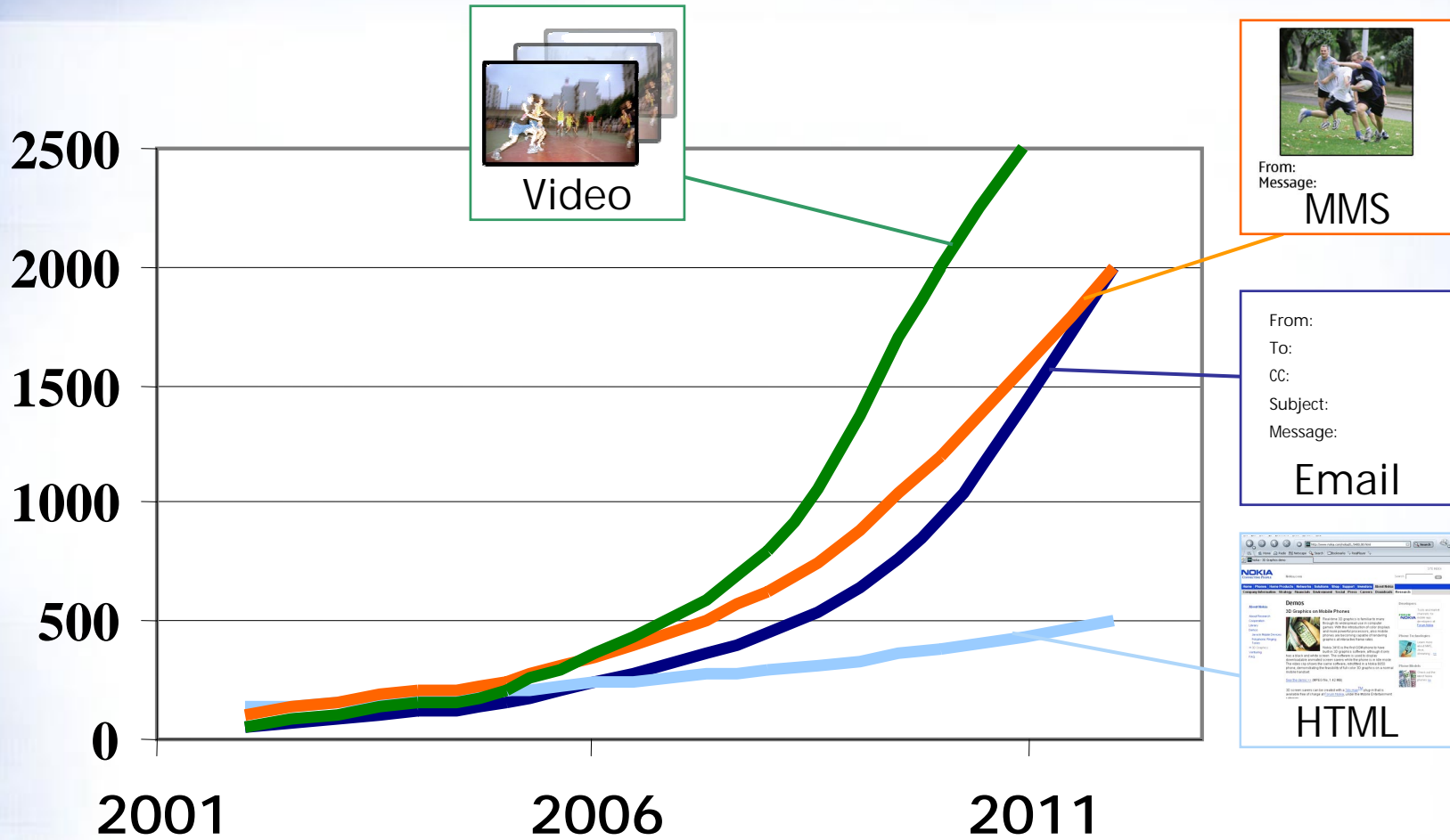
Sources: R. Kurzweil: The Age of Spiritual Machines; Dataquest; Prossessori





Life goes mobile!

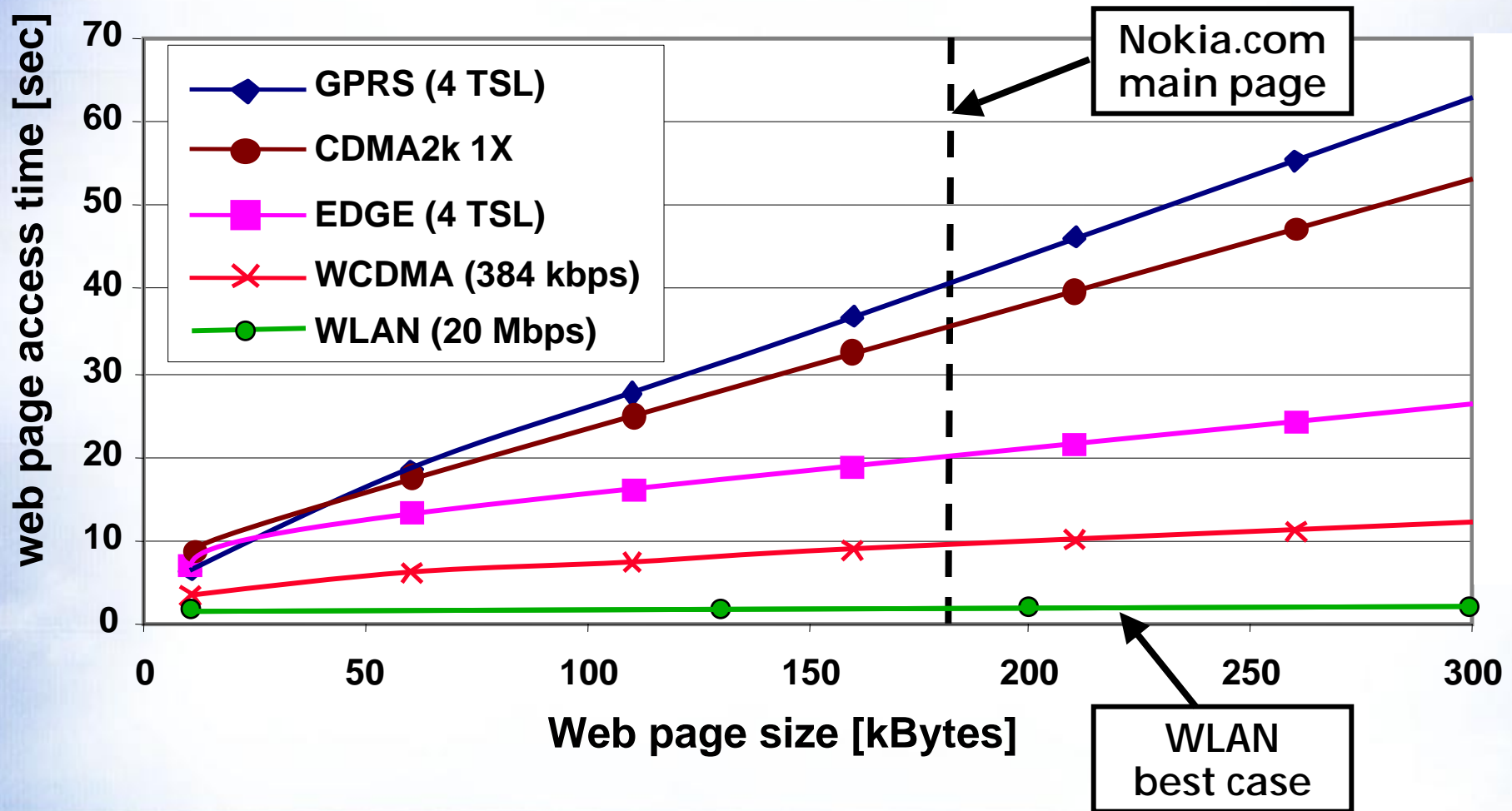
End user needs will cause content explosion



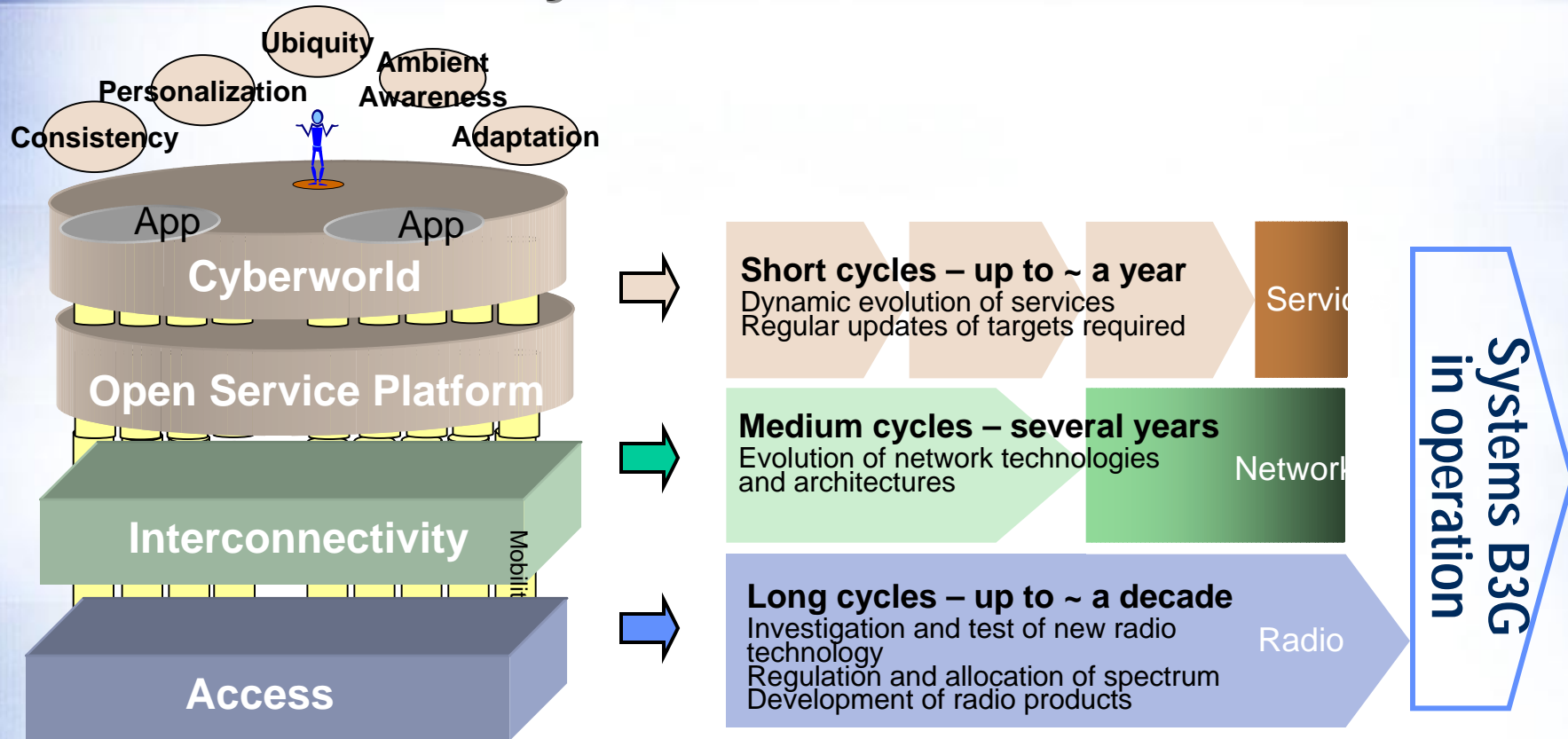
Better technical quality, larger content entities (e.g. longer video clips), and totally new content types will lead into content size explosion.

Bit rate does matter

Technology comparison on web performance



Cycles of innovation

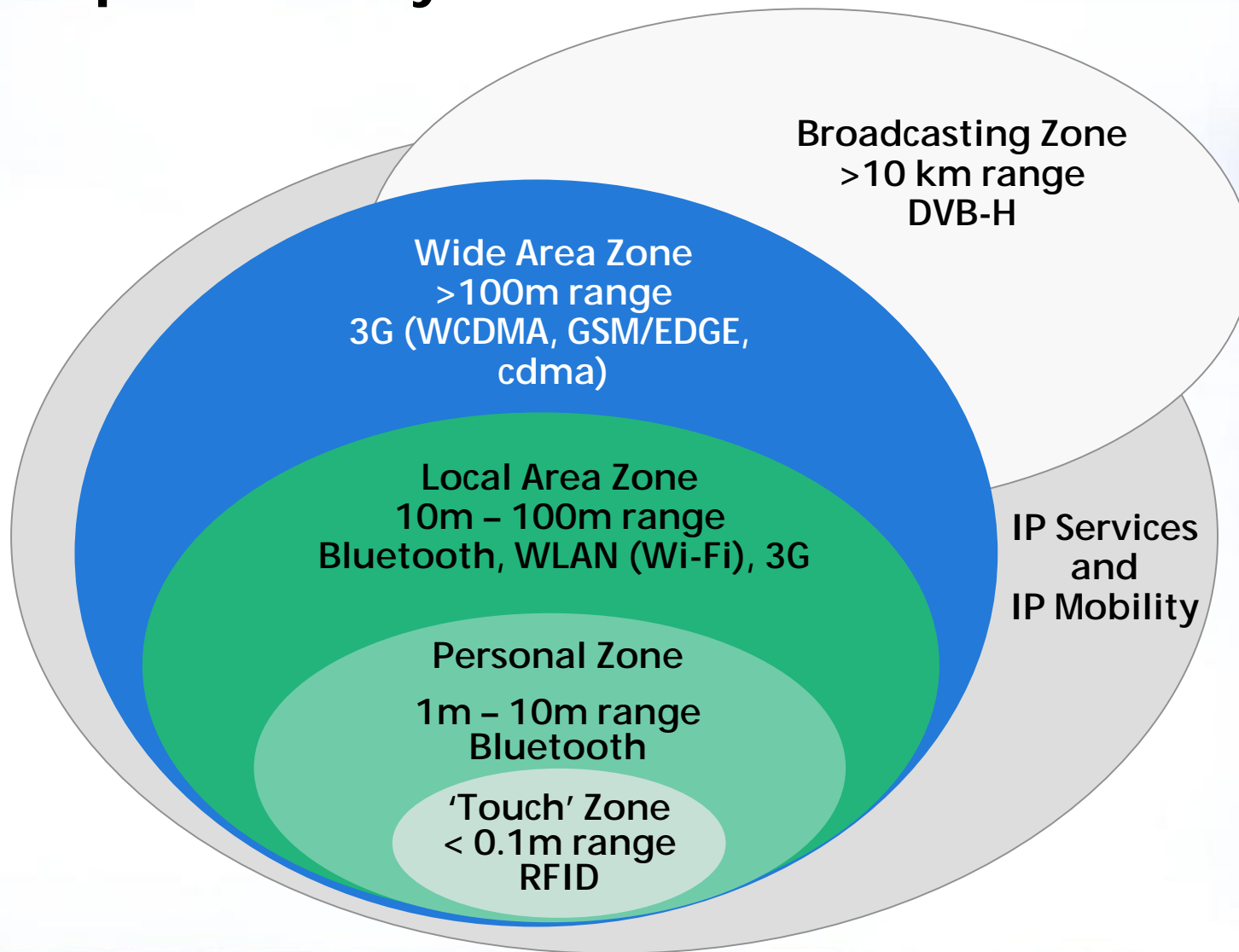


Applications and technologies have **different innovation cycles**

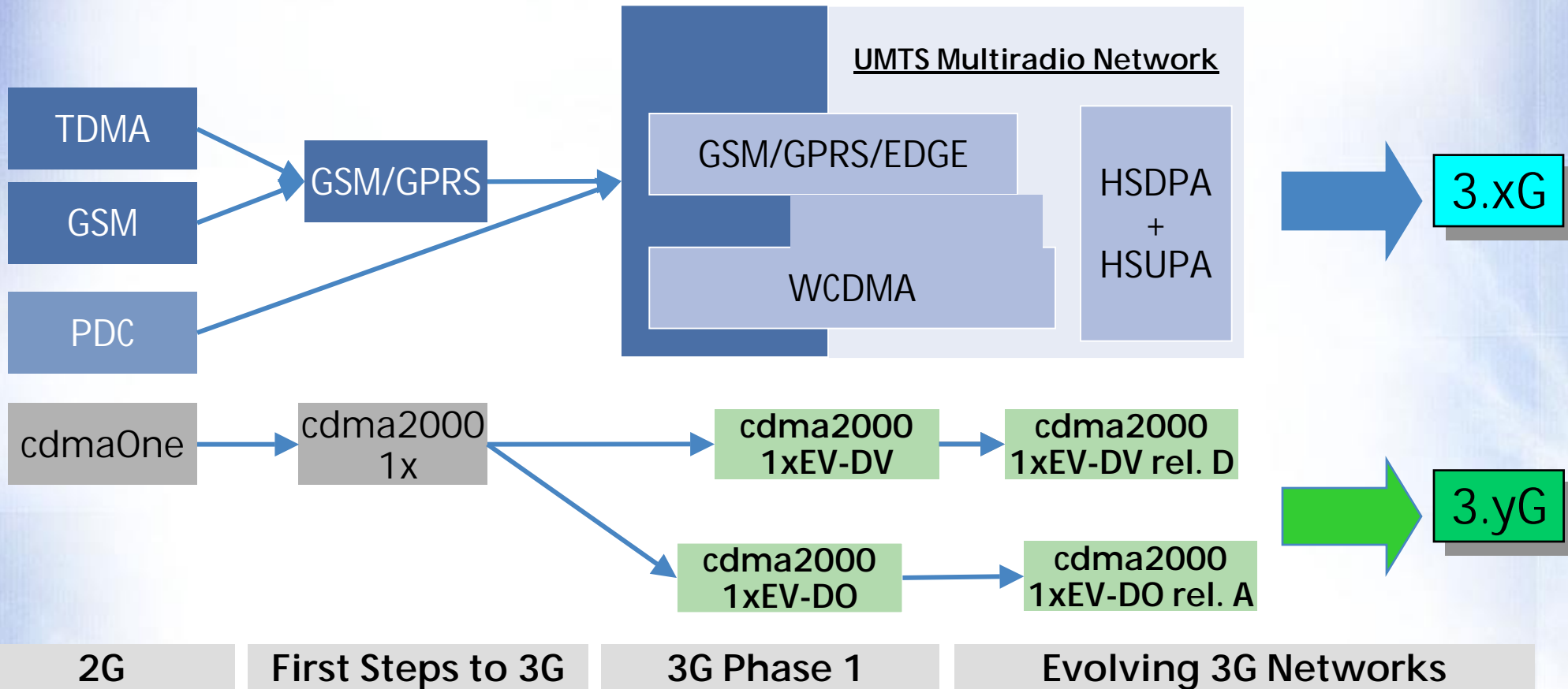
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3G evolution will be inter-play between wide-area and complementary local area access technologies

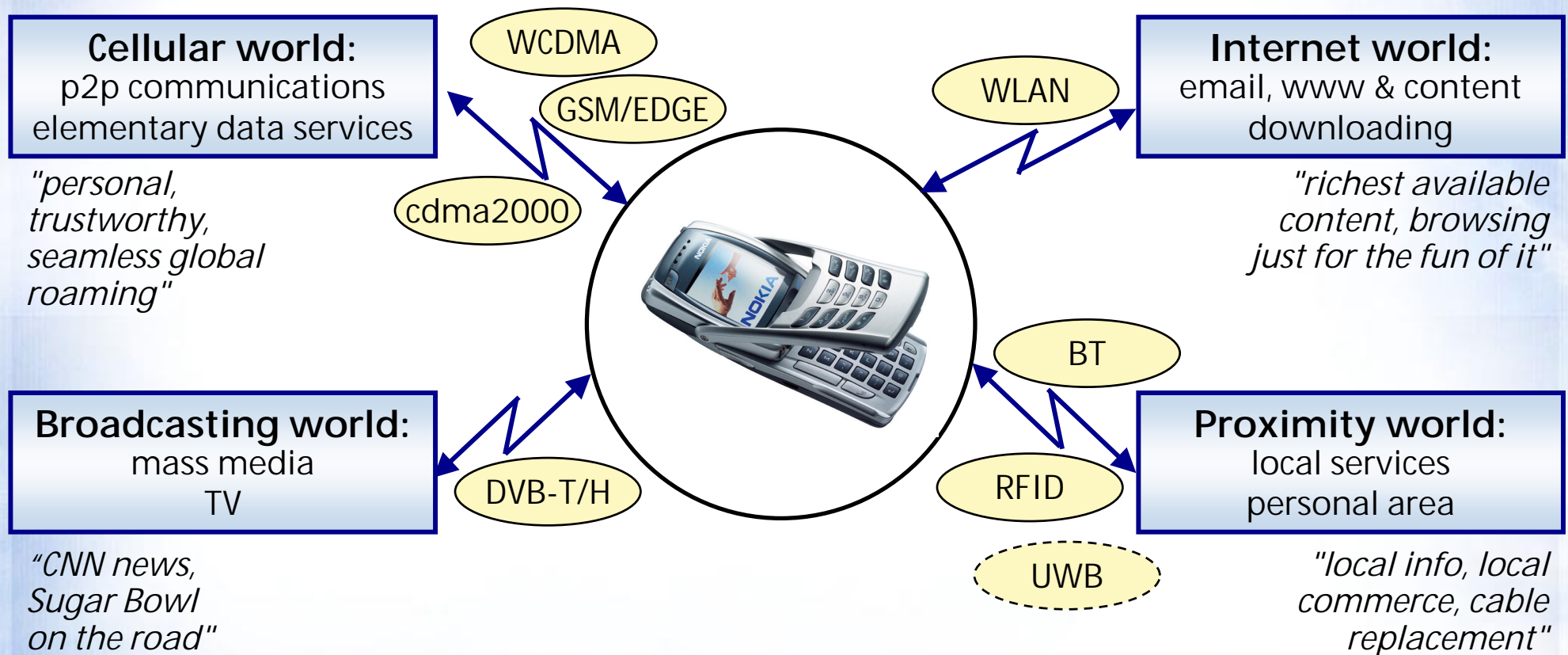


Global cellular evolution



Multiradio unites several worlds to a mobile terminal

- Multiradio: cellular + any complementing radios
- "One radio fits all" will not happen because of maximum e2e performance needs, maximum data rate needs, and pricing

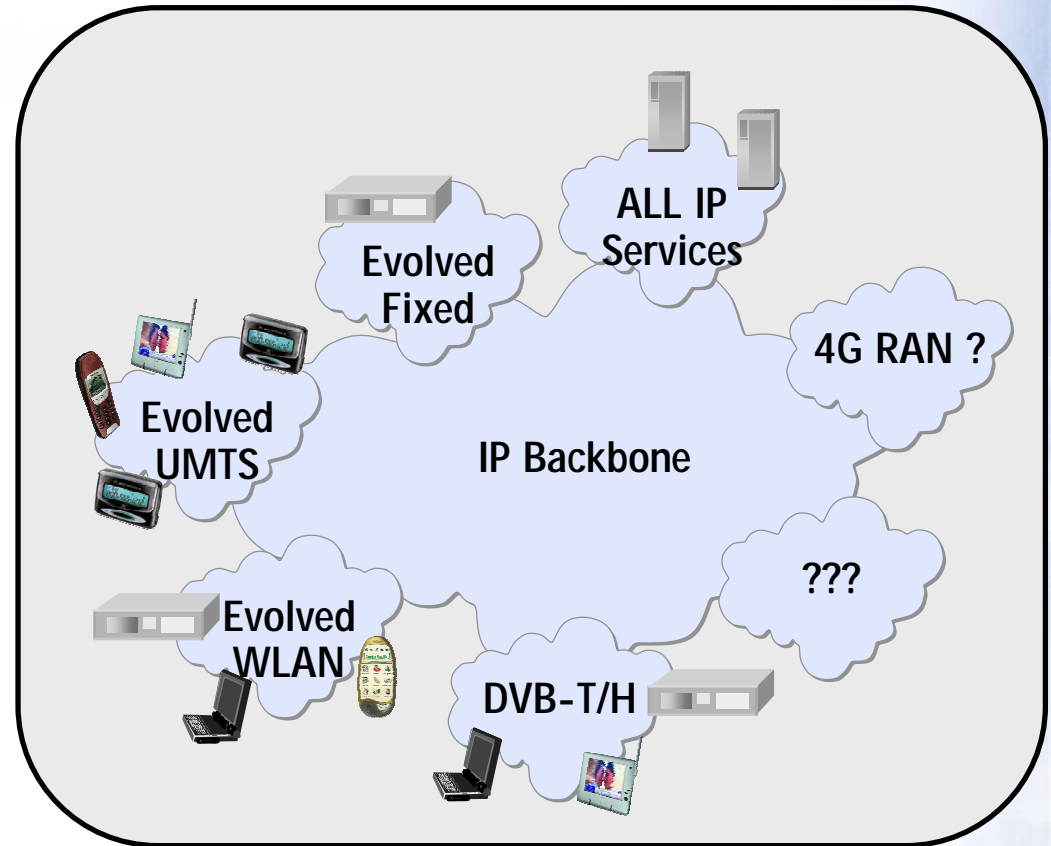


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3G Evolution sets the benchmark for 4G

- Significant reduction of cost per byte
- Radio Access is multiradio capable
- N-mode terminals technically feasible
- Multiantenna Tx/Rx technologies
- Peak downlink data rates up to 30-60/100 Mbps (cellular/hot spot)



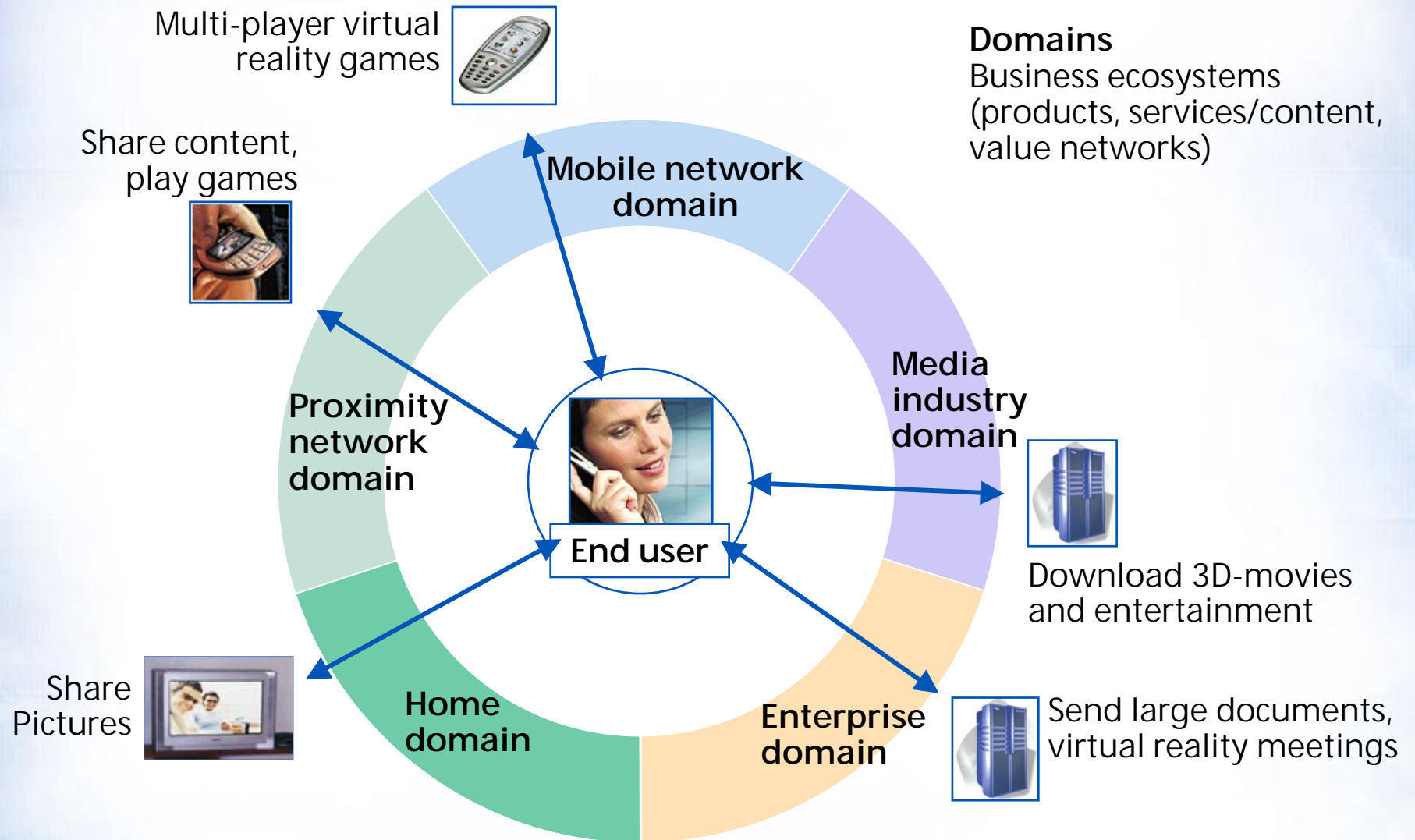
What is 4G?

- Many definitions for the term 4G exist. Nokia's view:
 - 3G evolution is based on the combination of existing/evolving technologies like cellular for wide-area and Wireless LAN for hot-spot usage
 - **4G is a research topic for new air interfaces and systems to be considered after 2010**
- Radio performance and higher throughput/lower delays identified as major drivers for 4G -> **revolution in radio**
- 3G evolution already requires high-throughput IP-based networks; 4G should utilize those -> **evolution in networks**

Revolution requires challenging targets

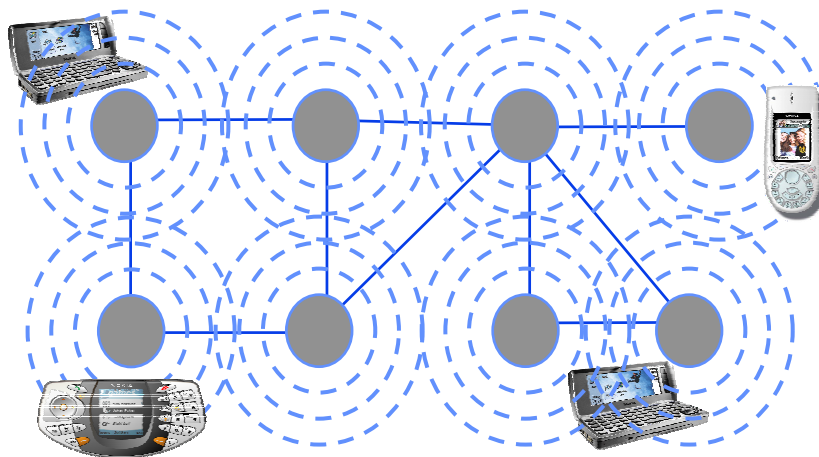
- Research targets
 - Up to 100 Mbps/1 Gbps carrier bit rates in wide/local area deployments
 - Order of magnitude improvements in cellular efficiency
 - Single (isolated) cell up to 5-10 bits/s/Hz
 - Multicell \gg 1 bits/s/Hz
- Adaptability to different radio environments
 - Parametrized solution yielding optimal or close to optimal performance in different radio conditions (wide area, local area)
- Start from scratch – no 2G/3G legacy in radio

4G development needs to address different domains



Building mobile 100 Mbps coverage is the biggest technology step and challenge for 4G

- Major new innovation in radio access network including basic radio technologies as well as network topology



- 4G requirements set major challenges for
 - Terminal power consumption
 - Network cost



4G is for the next decade and beyond

1. New solutions must be developed
 - Advanced antenna and multi-carrier concepts
 - Hardware challenges (e.g. power consumption and wide bandwidth)
 - Novel low-cost ways of building mobile broadband coverage
2. Standardisation
 - 4G requires agreement on completely new physical layer and networking solutions - a long process
3. New spectrum
 - The current mobile allocations are insufficient for 4G goals, a lot of new spectrum is needed (likely in the 3 – 5 GHz range)
 - Identification should happen in WRC 2007

⇒ **Wide-scale adoption in 2015, at the earliest**

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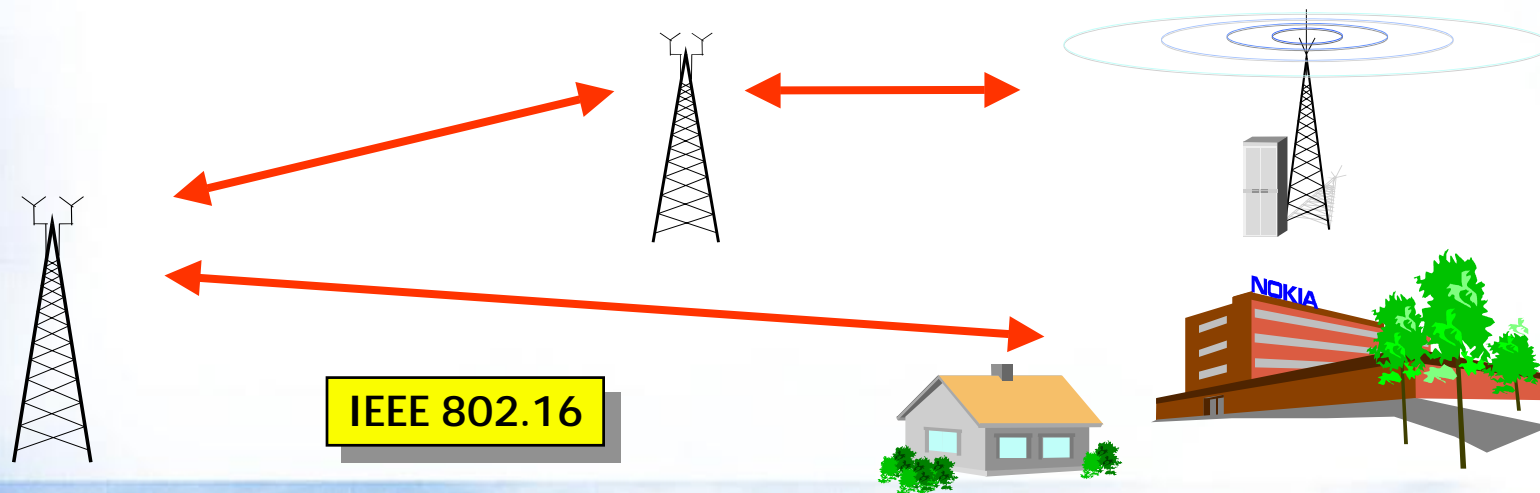
Complementary Access technologies (1/2)

- WLAN is an important technology in the overall radio technology picture
 - Key WLAN standards on unlicensed & shared bands
 - 11Mbps at 2.4GHz and 54Mbps at 5GHz
 - 'Uncoordinated deployment'
 - 3GPP and 3GPP2 are specifying the 3G/WLAN interworking
- Bluetooth offers high data rates in near environment
 - Specification radio channel data rate: 1 Mbps, throughput maximum: 700 kbps
- DVB-T/H
 - Digital content delivery to mass audience
 - One to many, at a set time, defined content
 - Speed 6-10 gigabytes/hour/multiplex



Complementary Access technologies (2/2)

- Ultra Wide Band (UWB)
 - High bit rates over short distance ("Wireless USB")
 - Range: ~11m @ 110 Mbit/s , ~2.6m @ 480 Mbit/s for indoor channel
 - Above 3.1 GHz in USA
- Broadband Wireless Access (BWA)
 - 802.16/WiMAX
 - 802.20
- Many proprietary solutions
 - Navini, Broadstorm, Arraycomm, etc.



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Winning radio technology will address end-user needs

End-users are not interested in radio technologies directly, but through

Service end-to-end performance

"Wow, this is fast!"

Battery life

"I loaded my battery last week & still going strong..."



"Yes, I hear you, loud & clear..."

Quality of service

Service price

"The transmission is so cheap that I don't have to think about it at all..."

Ease of use

"Thank God the settings were preinstalled..."

Conclusions

- Different layers of the system have different innovation cycles
 - Development of radio interfaces, network solutions, and service machineries should not be artificially tied together
- 3G networks will evolve gradually as IP-based to
 - Optimize service delivery
 - Integrate different access technologies, like those in hot spots (e.g., 802.11)
- 4G is a research topic for new air interfaces and systems
 - Challenging target setting
 - Wide scale adoption in 2015 at earliest (subject to outcome of WRC-07)
- Complementary technologies will enhance the access of services

So will there be evolution or revolution ?

Evolution - definitely

Revolution – maybe



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