



# 5G标准与终端创新

## 5G Standards and Device Innovations

唐 海  
OPPO研究院 标准研究中心总监



- **5G standards : What we have & not have**
- **5G products : Progress & challenges**
- **5G services : Ubiquitous Reality**

# 5G standardization progress

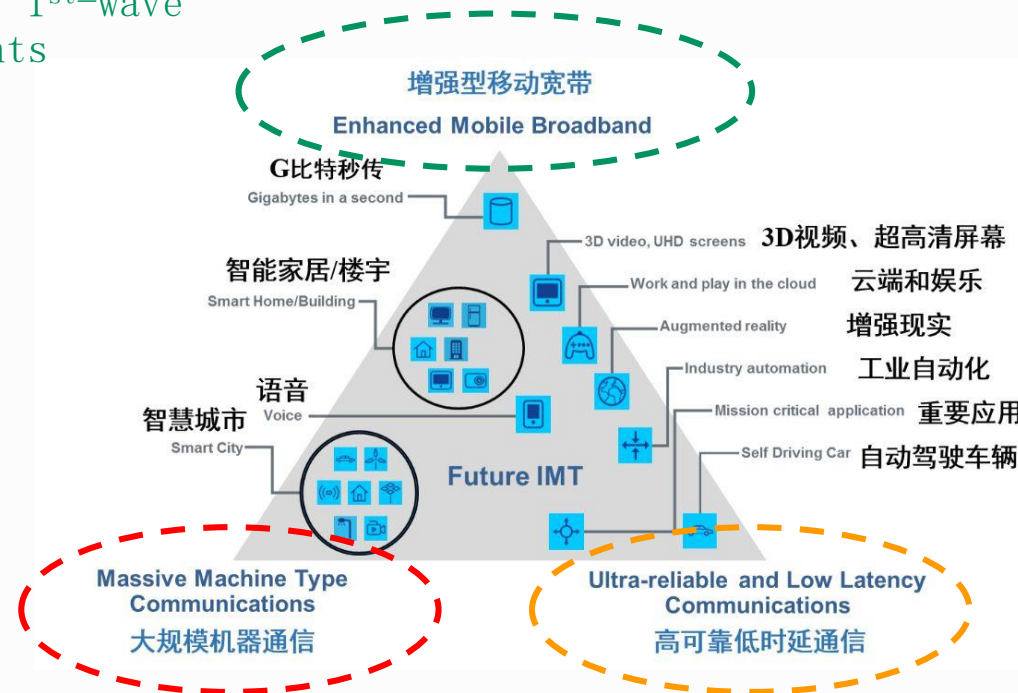
- ❑ R15 NR core specifications frozen, except for the “late drop” for additional system architecture options
  - ❑ Finished in 2 years! (R8 LTE spent 4 years)
  - ❑ A complete release for eMBB
  - ❑ An initial release for URLLC
  - ❑ A reused release for mMTC (4G-based)
- ❑ Major areas for R16 NR enhancements approved
  - ❑ URLLC enhancements
  - ❑ NR V2X
  - ❑ NR unlicensed
  - ❑ NR positioning
  - ❑ MIMO enhancements
  - ❑ NR UE power saving
  - ❑ ...



# 5G standards: We have and not have yet?

- A competitive eMBB standards compared to LTE
- Ready for success of 1<sup>st</sup>-wave commercial deployments

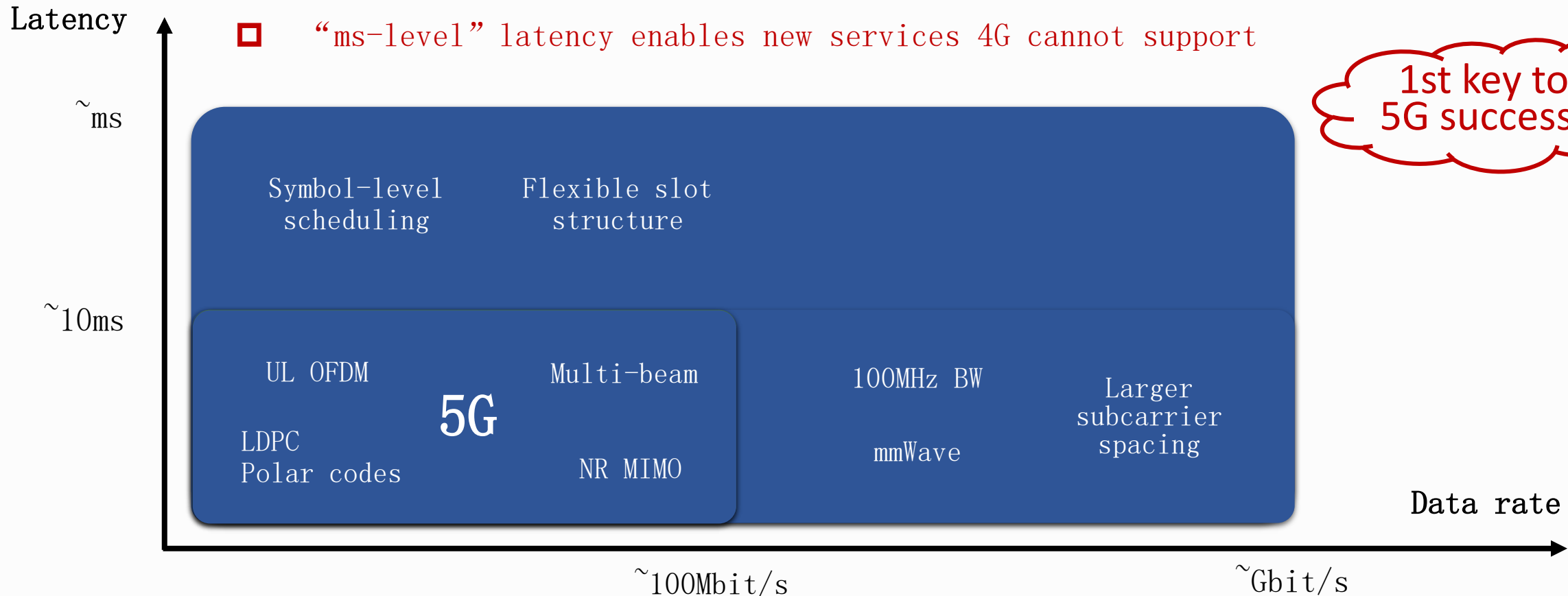
- LTE-based mMTC (NB-IoT/eMTC) only in R15.
- Not clear when to start NR-based MTC standardization.



- Very limited number of URLLC functions specified in R15.
- Only as low-latency as eMBB. Lower-latency in R16?
- Only as reliable as eMBB. Ultra reliable in R16?

# eMBB will lead to first success of 5G

- ❑ Replace 4G kernel with an improved 5G kernel
- ❑ “Gbps-level” data rate makes 5G faster than 4G
- ❑ “ms-level” latency enables new services 4G cannot support





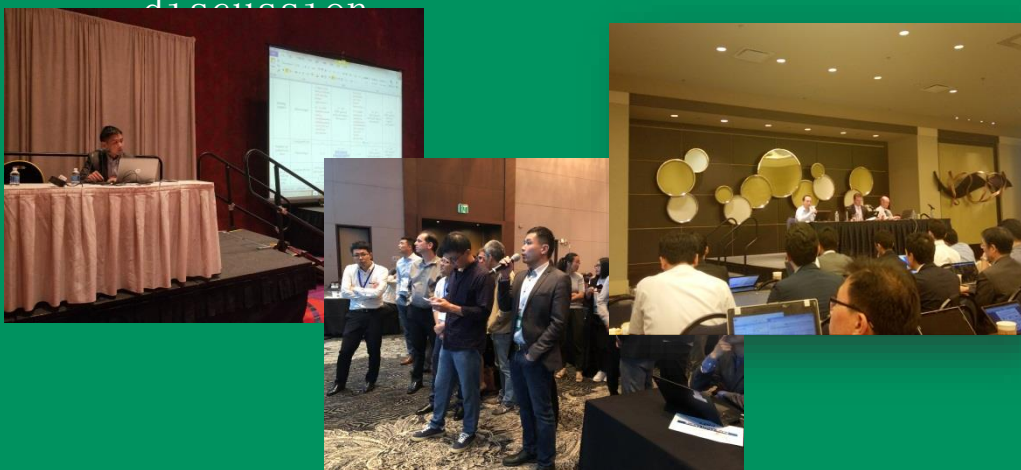


- **5G standards : What we have & not have**
- **5G products : Progress & challenges**
- **5G services : Ubiquitous Reality**

# 5G in OPPO

## 3GPP standardization.

- ❑ 5G team started in 2015
- ❑ Focus on 5G NR and evolved-LTE
- ❑ Submitted >1300 contributions
- ❑ Act as feature leads of key technologies. Leading offline discussion and email discussion



## 5G product R&D

- ❑ Algorithm, RF/antenna design, service/application
- ❑ Test methodology/testbed, RF metrics.
- ❑ Cooperate with global academics, e.g. BUPT, NYU, Tsinghua.
- ❑ Joined IMT-2020 (5G) PG in 2017. Join



# 5G device R&D progress in OPPO

## □ Status

- Cooperation with leading chipset vendors & network vendors ongoing
- “5G + 3D video” demo on May 11 2018

## □ Plan

- Make first 5G call 2018H2
- Pre-commercial 5G smart phone in 2019H2
- 5G smart phone to market in 2020





# Remaining challenges in 5G device R&D

## ❑ RF/antenna complexity and tests

- ❑ 100MHz BW + 4 antennae
- ❑ 5G/4G/3G/2G/WiFi multi-mode multi-band
- ❑ mmWave (blockage, spherical coverage)
- ❑ Harmonic/inter-modulation interference
- ❑ MIMO OTA tests

## ❑ Fragmented market requirements

- ❑ SA vs NSA
- ❑ Diverse NW evolution paths

## ❑ HW/SW capability of smart phone becomes the bottleneck

- ❑ Gbps-level processing capacity
- ❑ Advanced display/camera?
- ❑ AI processor ...

❑ And, where is the 5G killer application?

2nd key to 5G success!



- **5G standards : What we have & not have**
- **5G products : Progress & challenges**
- **5G services : Ubiquitous Reality**

# 5G technology is waiting for 5G application

- Similar to early 3G era, the faster 5G network calls for appearance of “5G-specific services”

5G	>1Gbps, <1ms	?	
4G	~100Mbps, ~10ms	Mobile video Social network Mobile payment	Smart phone
3G	~10Mbps, ~100ms	Web browsing	Web phone
2G	Voice, ~100kbps	Telephony, SMS	Voice phone
	NW capability	Service	

# What 2G, 3G, 4G ever brought to us?

Mobile communications realize the dream “The end of the world is like near the neighbor”



2G: Hears voice from the world



3G: Accesses data from the world



4G: Sees visions from the world



In which dimension can 5G make the world even smaller?



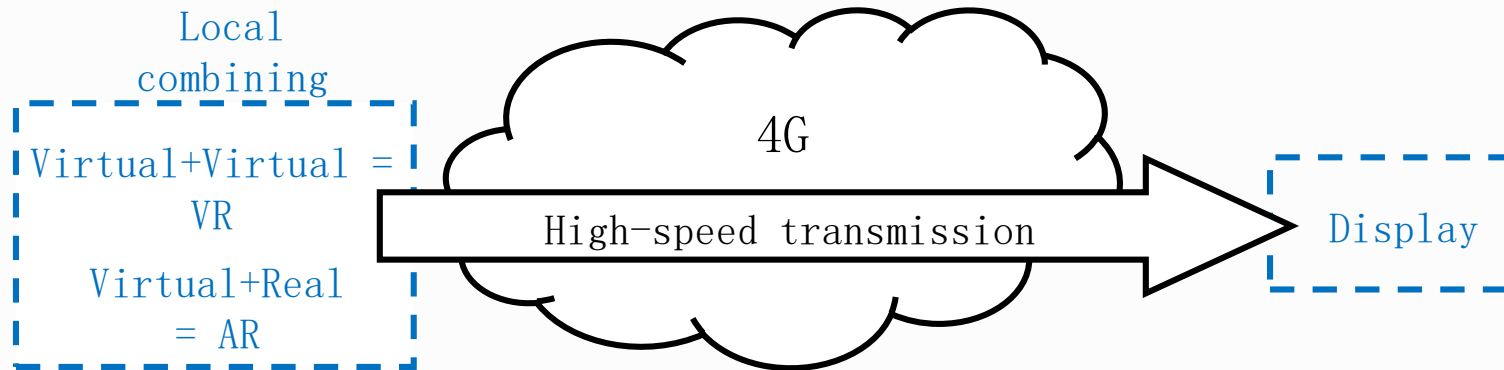
# What can 5G do?

1. Immerse in reality over the world (real/virtual):
  - eMBB  $\Rightarrow$  Ubiquitous Reality (UR)
2. Sense environment over the world
  - mMTC  $\Rightarrow$  Ubiquitous Sensing
3. Control things over the world
  - URLLC  $\Rightarrow$  Ubiquitous Controlling



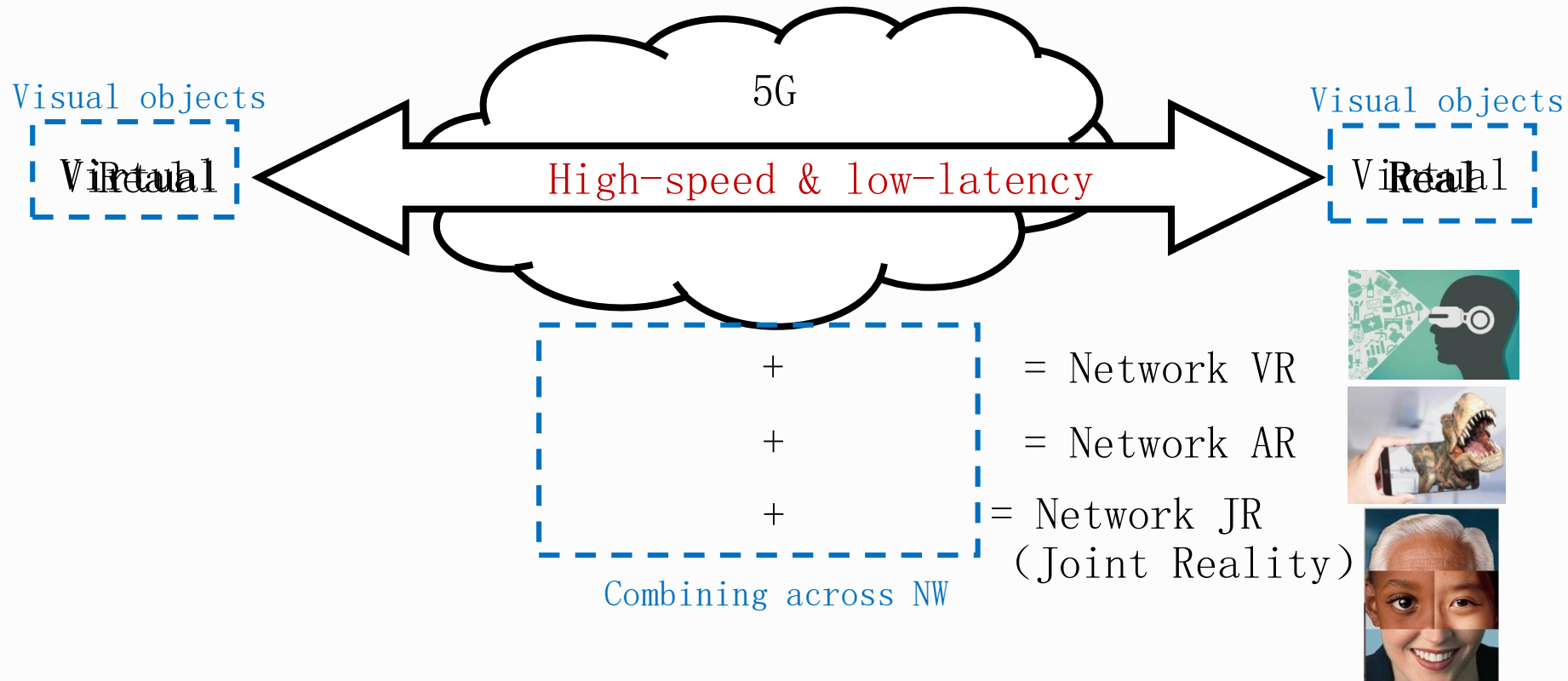
# Traditional “local” VR/AR don’t require 5G

- Combining visual objects within local area
  - High data rate required (but **supported by 4G**)
  - Ultra low-latency **not** required (buffering before display)



# Ubiquitous Reality: Service for 5G eMBB

- Instantaneously combine visual objects across 5G network
  - High data rate and low-latency are simultaneously required
- Bring refreshing xReality user experience 4G cannot support





5G standards ready.  
5G industry coming into shape.

Thanks.