Cellular Networks

Mobile cellular networks

GSM to 5G

Wireless cellular network

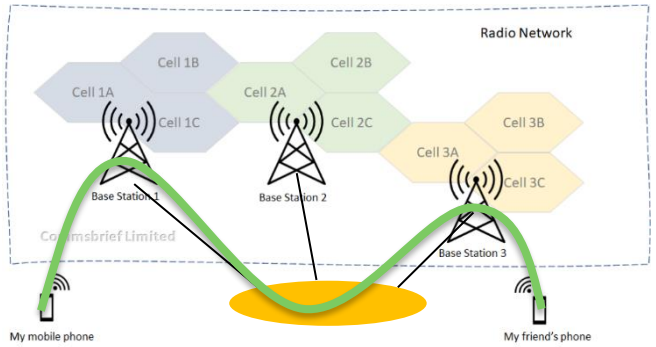
- G = *Generation*
- **Basic principle (at beginning): re-use of frequencies**
- **Single hop widespread wireless connectivity to the wired world**
  - **Usually space divided into cells, and MTs assigned to a cell**
  - **A base station is responsible for communicating with MTs in its cell**
    - Communications: a voice call or a data session.
  - **Handoff/handover occurs when a MT moves to a new base station, while busy on a call**
  - **Highly supported by a fixed (wired) transport network**
- **Cell size:**
  - **Highly variable**
  - **Technology dependent**
  - **Varies with expected number of users**

wikipedia

In telecommunication, a **public land mobile network** (**PLMN**) is a combination of wireless communication services offered by a specific operator in a specific country.[1][2] A PLMN typically consists of several cellular technologies like GSM/2G, UMTS/3G, LTE/4G, offered by a single operator within a given country, often referred to as a cellular network.

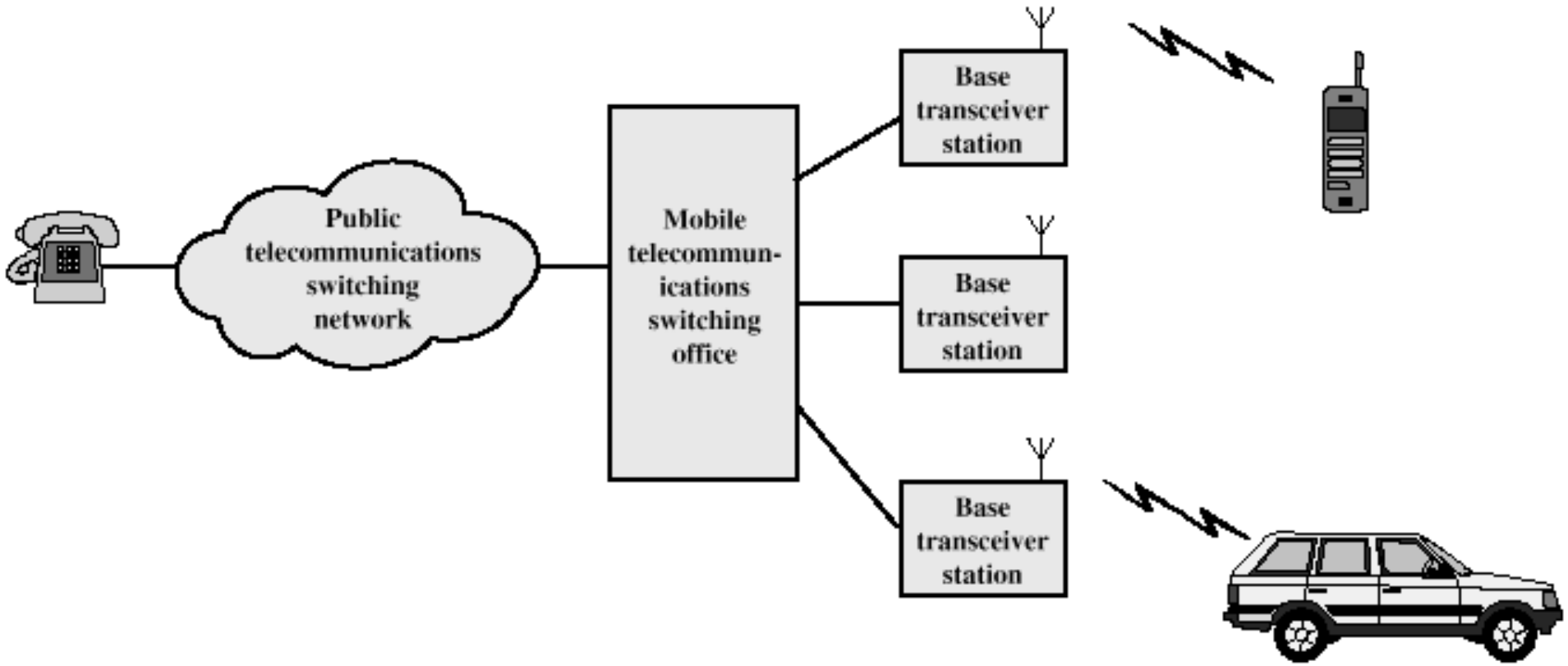
A PLMN is identified by a globally unique PLMN code, which consists of a MCC (Mobile Country Code) and MNC (Mobile Network Code).

Portugal, MCC: 268



https://commsbrief.com/what-are-cells-in-mobile-communications/

Cellular System Generic

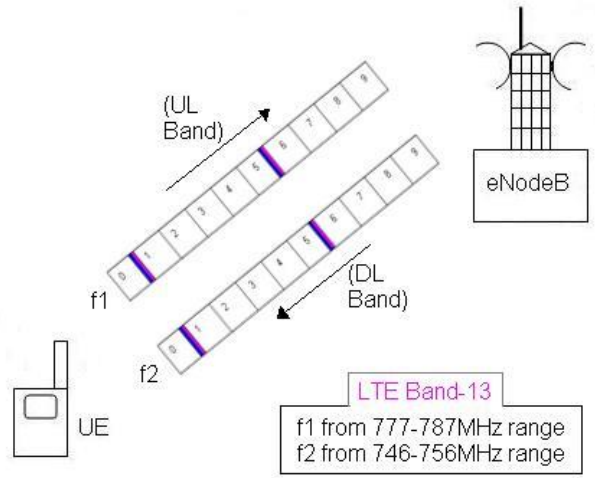


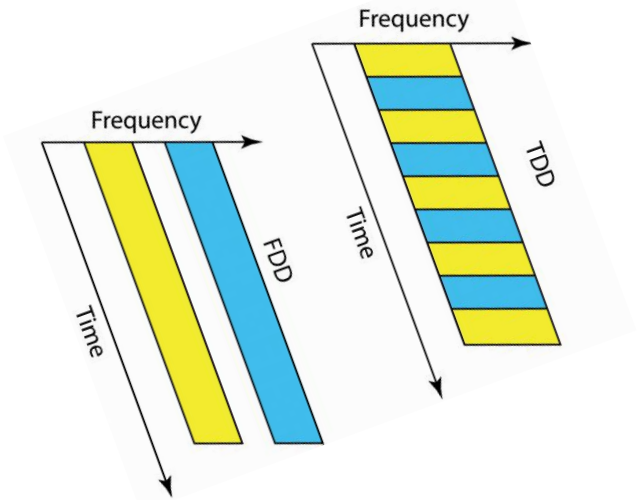
Service usage phases

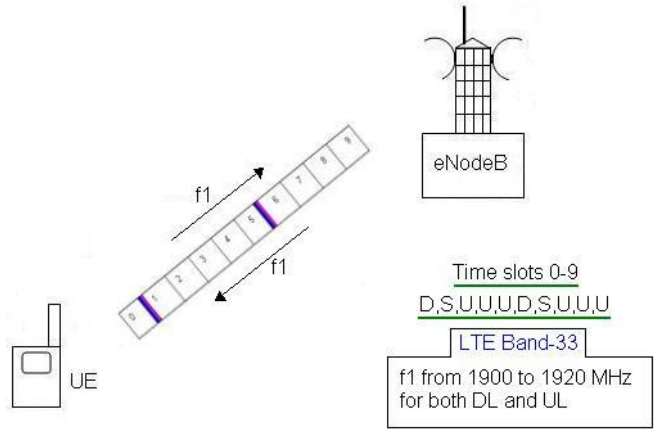
- **Mobile unit initialization/registration**
- **Mobile-originated call**
- **Paging**
- **Call accepted**
- **Ongoing call**
- **Handoff**

FDD: Frequency Division Duplex
TDD: Time Division Duplex

FDD vs TDD







Advantages of TDD

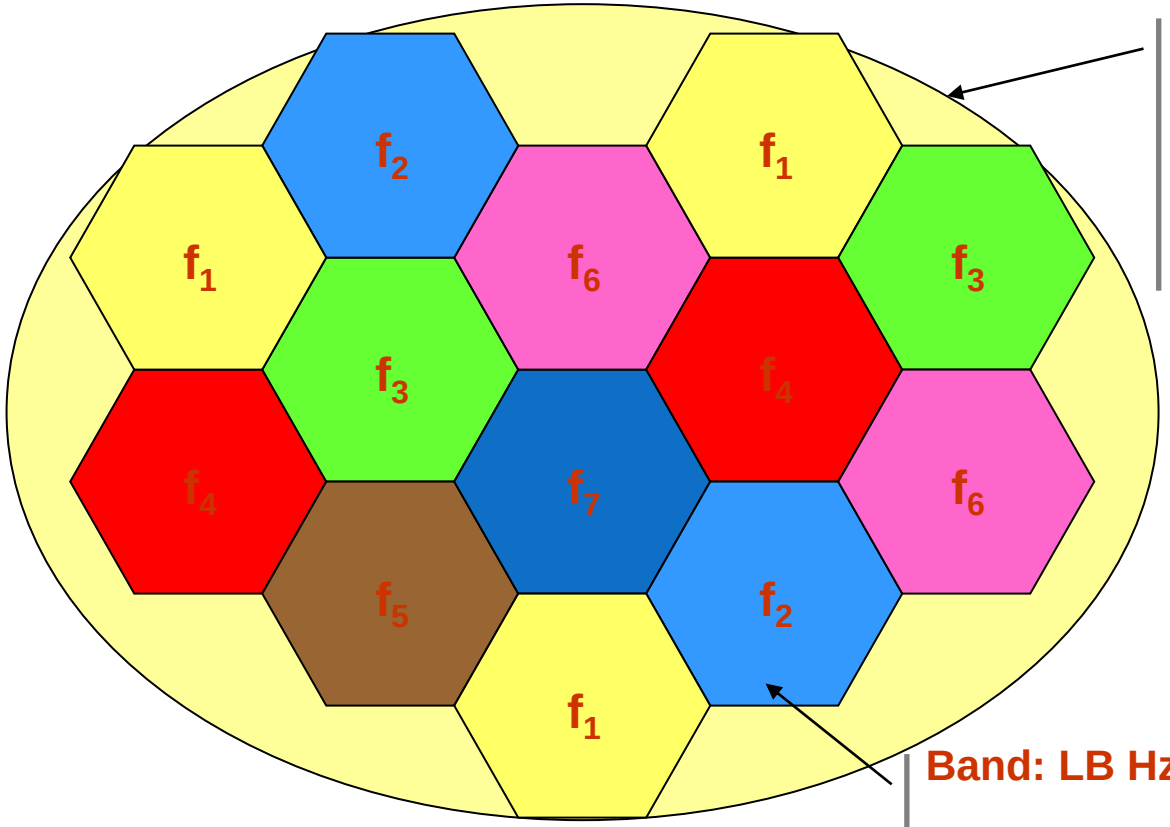
- It does not use paired spectrum. Hence it benefits operators in terms of **efficient usage of spectrum**.
- It is used for **dynamic resource** requirements based on application and quality of service. This is possible due to **dynamic allocation of time slots** without changing the bandwidth once allocated. Hence TDD is best suited for unpaired spectrum scenarios requiring asymmetric data rates.
- FDD does not allow special techniques like multiple antennas, multiple input-output (MIMO), and beamforming

Disadvantages of TDD

- As TDD operates based on allocated time slots, it **requires stringent phase/time synchronization** to avoid interference between UL (Uplink) and DL (Downlink) transmissions.
- Uplink and downlink transmissions occur at different time instants at same carrier frequency. As transmissions are not continuous, the required data rates can not be achieved as compare to FDD at similar distances from Base Station.
- As **TDD supports lesser distances compare to FDD**, it needs more base stations to achieve given coverage area.
- Due to requirements of more Base stations, deployment and operating costs are higher in TDD.

https://www.rfwireless-world.com/Terminology/Advantages-and-Disadvantages-of-TDD-and-FDD.html

Cells and spectrum efficiency



Band: LB Hz

LB → k sub-bands (f_1, …, f_k)
1 sub-band → n channels (TDMA)

Capacity = k×n channels
(7×10 =70 channels)

Band: LB Hz (the same)

sub-bands:

$3\times f_1 + 2\times f_2 + 2\times f_3 + 2\times f_4 + 1\times f_5 + 2\times f_6 + 1\times f_7$

=13 sub-bands

Capacity = 13×10 = 130 channels!

Cell: Pros/Cons

- **Fundamental:**
  - **Each cell handles interferences, coverage areas, etc… locally**
  - **Cell planning**
    - Cell size
    - Frequency/code usage
  - **Channels (logical/physical) reservation**

- **Advantages:**
  - **> capacity**
  - **> # users**
  - **< power**
  - **Reliability (distributed system)**

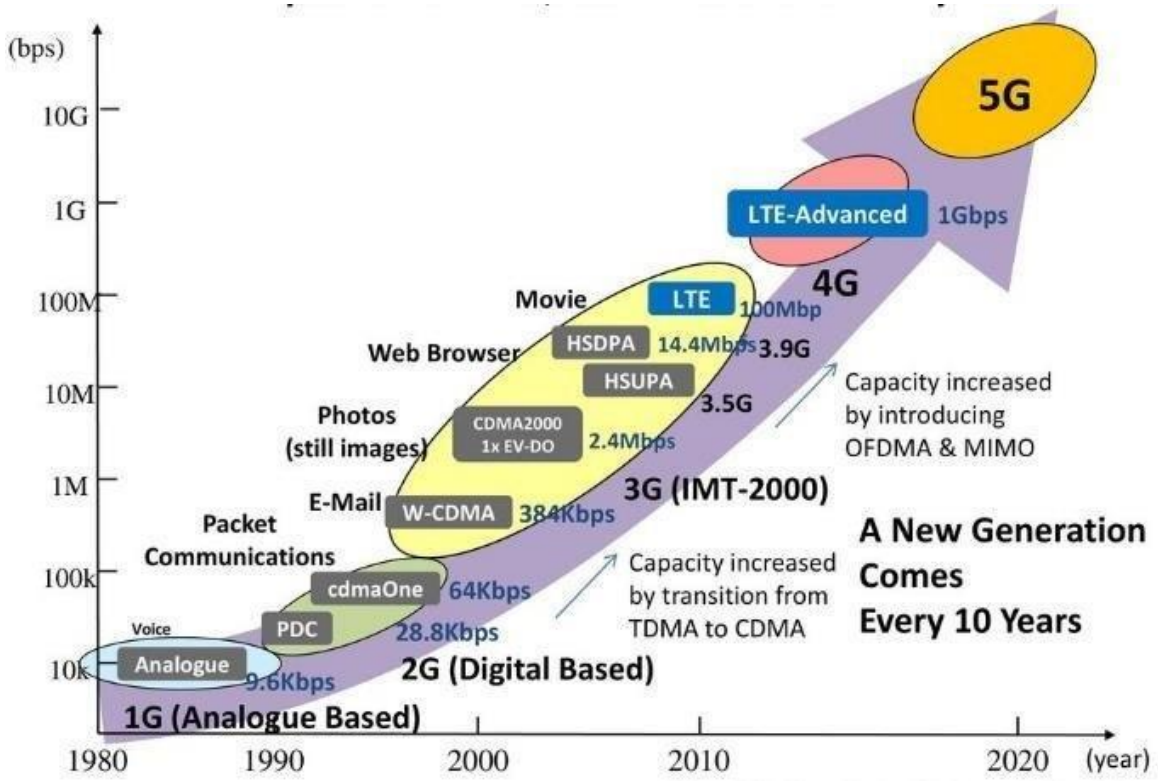
- **Disadvantages**
  - **Needs interconnection network between cells**
  - **Needs to support Handovers!**
  - **Needs to handle inter-cell interference!**

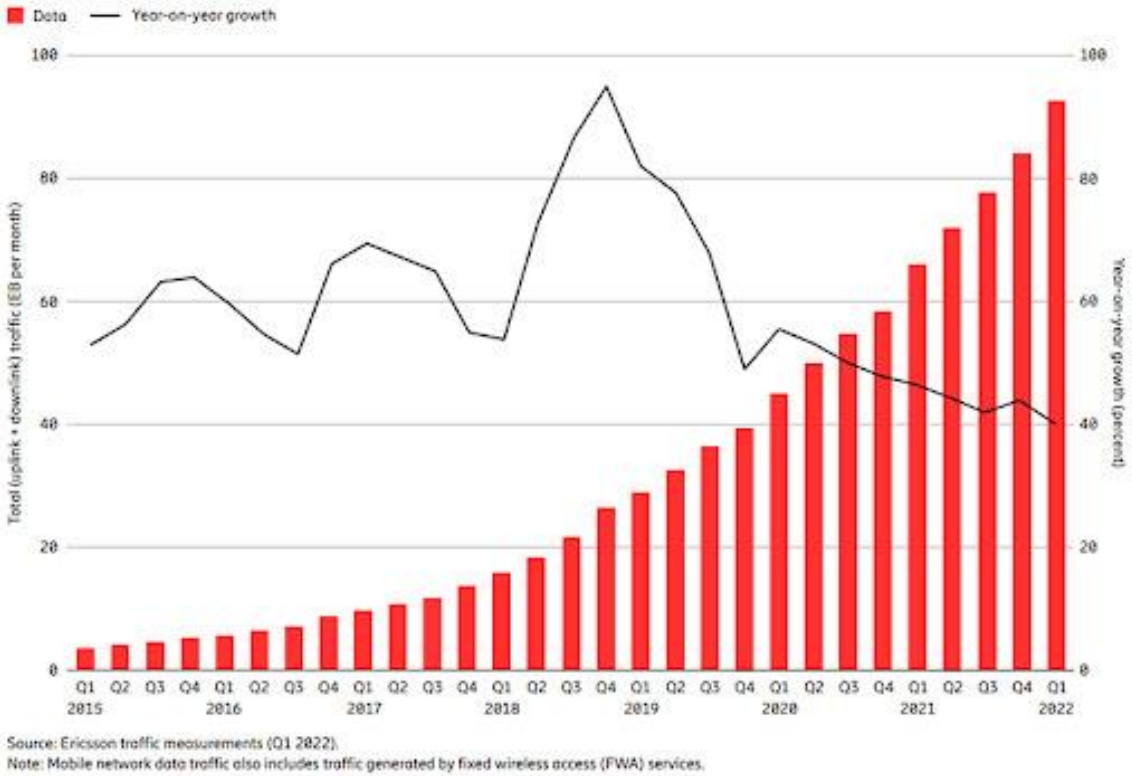
Technological waves

Adaptado de: Qualcomm "What's in the future of 5G?"

1G	2G	3G	4G	5G
Mobile voice communication	Digital mobile voice SMS/MMS	Broadband mobile data	Broadband mobile data massification	Unified future-proof platform
1980	1990	2000	2010	2020
Analogue voice C450, NMT, AMPS, TACS	D-AMPS, GPRS, GSM, SMS/MMS, CDMA	UMTS/CDMA2000, HSPA+, Smartphones	LTE, LTE Advanced, Gigabit LTE, OFDM	5G New Radio, SDN, NFV, ML/AI
Data < 128 Kbps	Data < 128 Kbps	Data < 42 Mbps	Data < 1 Gbps	eMBB 10 Gbps
Analogue system Copper cables	PSTN, X.25, Frame Relay, ATM, DOCSIS	xDSL, IP/MPLS, Digital Television, SD Video	IMS, VoLTE, IoT, IPTV, GPON/FTTH, Cloud, Vídeo HD	Massive MIMO, Beam forming, Slicing, mIoT, XGS-PON, Ultra HDTV

Technologies and usage evolution



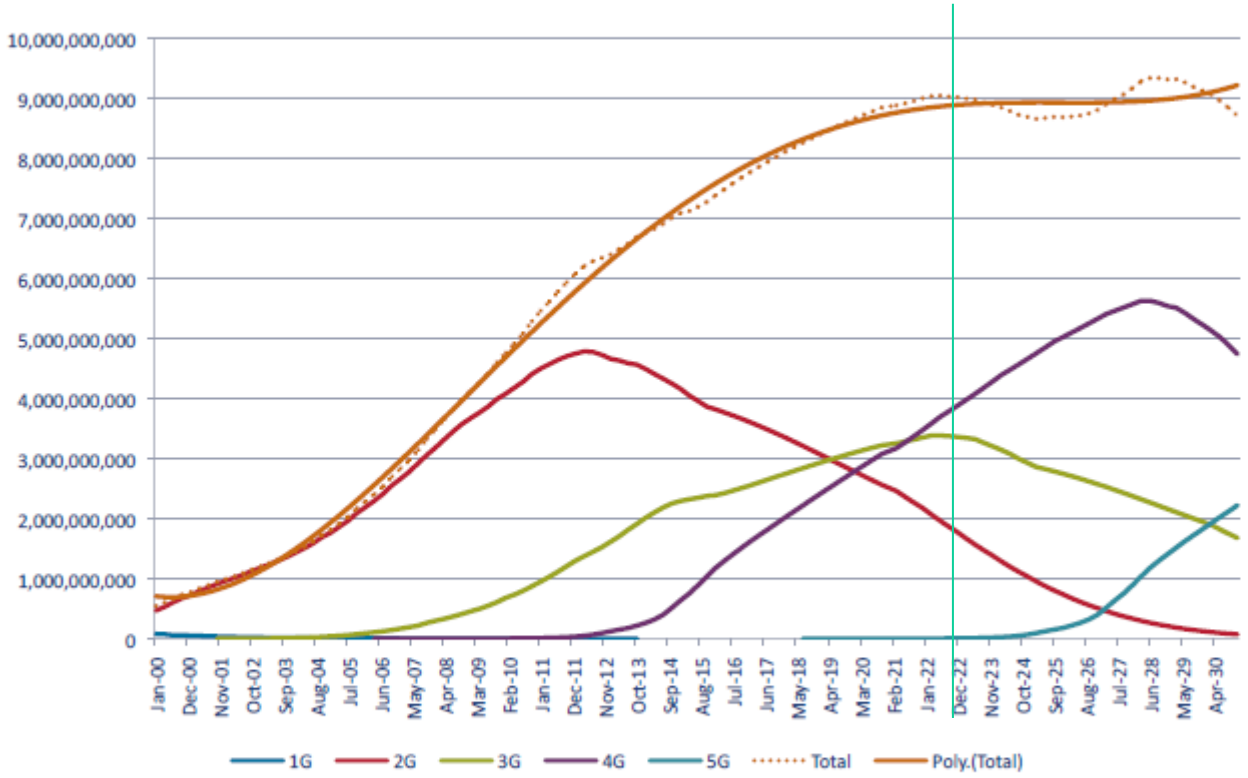


Number of mobile subscriptions worldwide

INSTITUTE FOR COMMUNICATION SYSTEMS
5G INNOVATION CENTRE

UNIVERSITY OF SURREY

Mobile Subscriber Evolution (excluding m2m) extrapolated to 2030



Assumptions

- Growth rate and profile follow previous generations
- April 2016 to 2020 GSMA forecasts
- 2020 to 2030 Extrapolated scenario using historical profiles by RTACS ltd.

Technology	Introduction Year	Peak Year
2G	1991	2012
3G	2001	2022
4G	2007	2028
5G	2018	2039

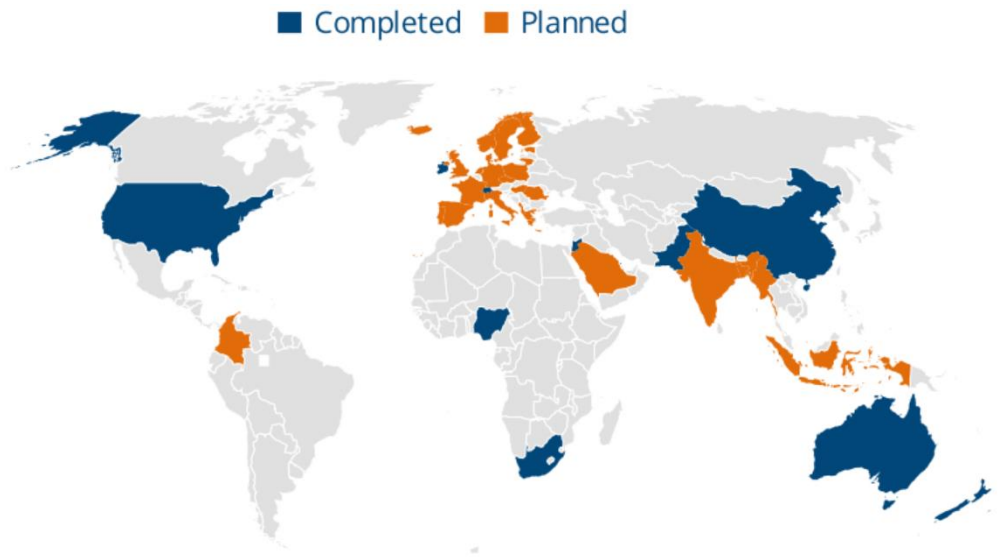
Source: GSMA and RTACS Ltd.

Stuart Revell, 5G Huddle 26th April 2016

https://blog.3g4g.co.uk/2016/05/4g-lte-by-stealth.html

2G and 3G Switch-Off

2G



3G

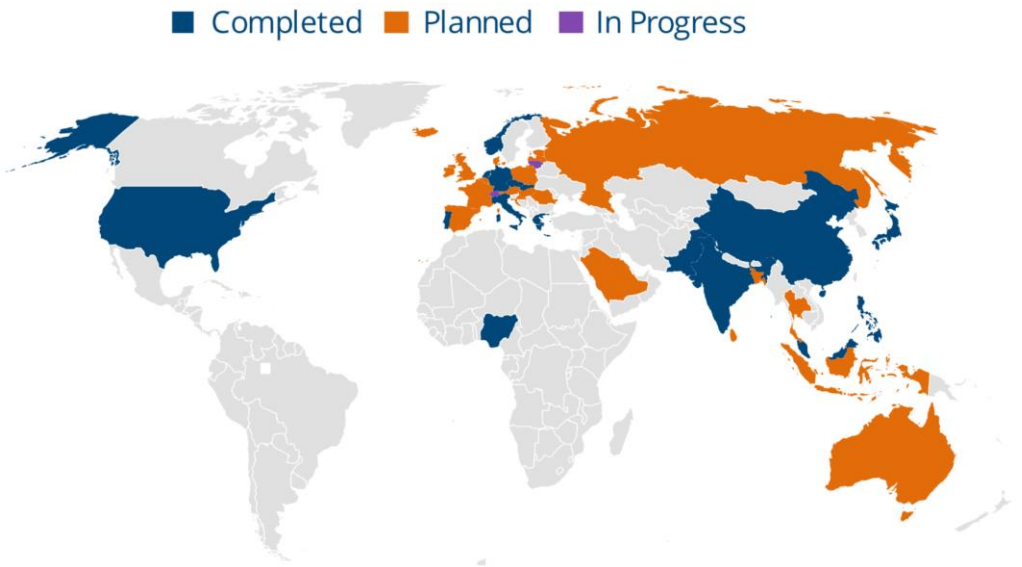
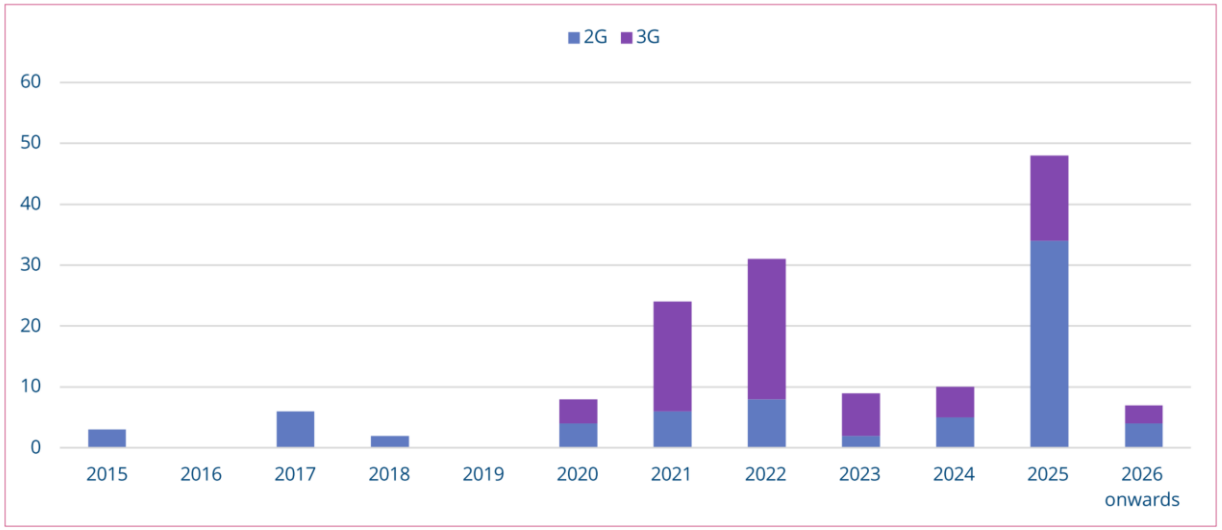


Figure 2. 2G and 3G network switch-offs by year



The rate of switch-off for both technologies will continue to increase, with the <u>shutdown of 3G in particular outpacing that of its predecessor</u>

By the end of June 2022, GSA had identified 135 operators that have either completed, planned or are in progress with 2G and 3G switch-offs in 68 countries and territories

75 operators in 42 countries and territories have either completed or planned 2G switch-offs

- **Of those, 23 operators in 14 countries and territories have completed 2G switch-offs**
- **52 operators in 32 countries and territories have planned 2G switch-offs**

75 operators in 40 countries and territories have either completed, planned or are in progress with 3G switch-offs

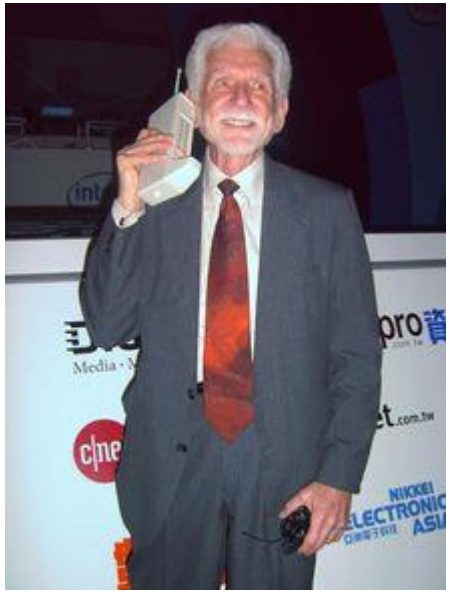
- **Of those, 26 operators in 15 countries and territories have completed 3G switch-offs**
- **44 operators in 30 countries have planned 3G switch-offs**
- **5 operators in 5 countries and territories have 3G switch-offs in progress**

1G

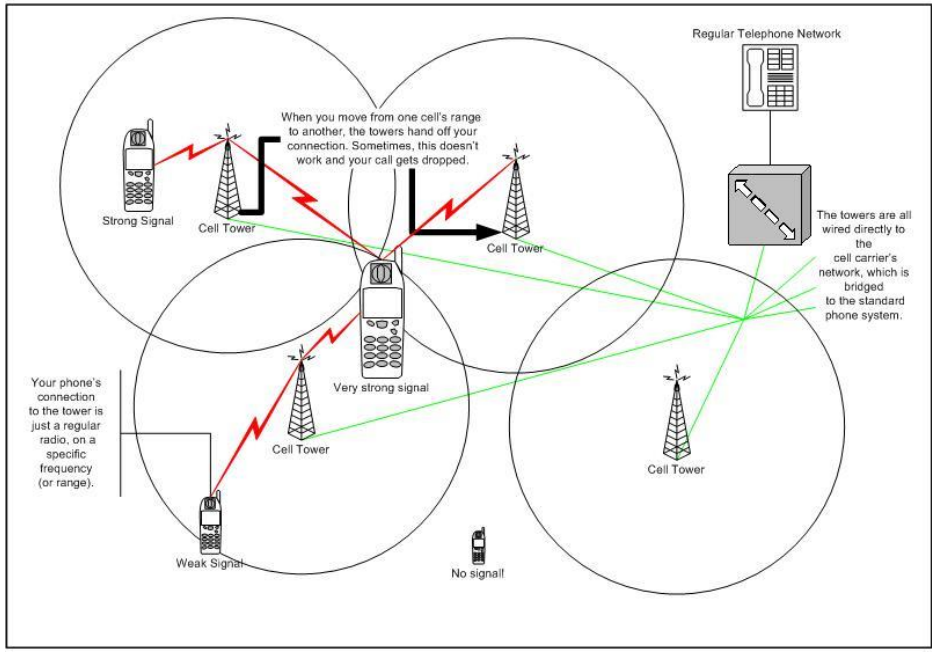
Mobile voice

First-Generation Analog

- **Advanced Mobile Phone Service (AMPS)**
  - **In North America, two 25-MHz bands allocated to AMPS**
    - One for transmission from base to mobile unit
    - One for transmission from mobile unit to base
  - **Each band split in two to encourage competition**
  - **Frequency reuse exploited**



Martin Cooper, American engineer who led the team that in 1972–73 built the first mobile cell phone and made the first cell phone call. He is widely regarded as the father of the cellular phone.



https://telephoneworld.org/cellular-phone-history/analog-cellular-amps-1g/

1G characterization

Most popular 1G system during 1980s

- Advanced Mobile Phone System (AMPS)
- Nordic Mobile Phone System (NMTS)
- Total Access Communication System (TACS)
- European Total Access Communication System (ETACS)

Key features (technology) of 1G system

- Frequency 800 MHz and 900 MHz
- Bandwidth: 10 MHz (666 duplex channels with bandwidth of 30 KHz)
- Technology: Analogue switching
- Modulation: Frequency Modulation (FM)
- Mode of service: voice only
- Access technique: Frequency Division Multiple Access (FDMA)

Disadvantages of 1G system

- Poor voice quality due to interference
- Poor battery life
- Large sized mobile phones (not convenient to carry)
- Less security (calls could be decoded using an FM demodulator)
- Limited number of users and cell coverage
- Roaming was not possible between similar systems

https://www.rfpage.com/evolution-of-wireless-technologies-1g-to-5g-in-mobile-communication/

2G

Global System for Mobile Communications (GSM)

2nd Generation: GSM

- **Defined by CEPT/ETSI**

- **Requirements in terms of:**
  - **Services** **Portability, =PSTN**
  - **QoS** **= PSTN**
  - **Security** **Low cost cipher**
  - **RF Usage** **Efficiency**
  - **Network** **Numbering ITU-T, SS-7**
  - **Cost** **Low**

Differences with the first Generation Systems

- Digital traffic channels
  - first-generation systems are almost purely analog; second-generation systems are digital
- Encryption
  - all second generation systems provide encryption to prevent eavesdropping
- Error detection and correction
  - second-generation digital traffic allows for detection and correction, giving clear voice reception
- Channel access
  - second-generation systems allow channels to be dynamically shared by a number of users

Basic Architecture

- **Defines cells**
- **Defines a Mobile Terminal**

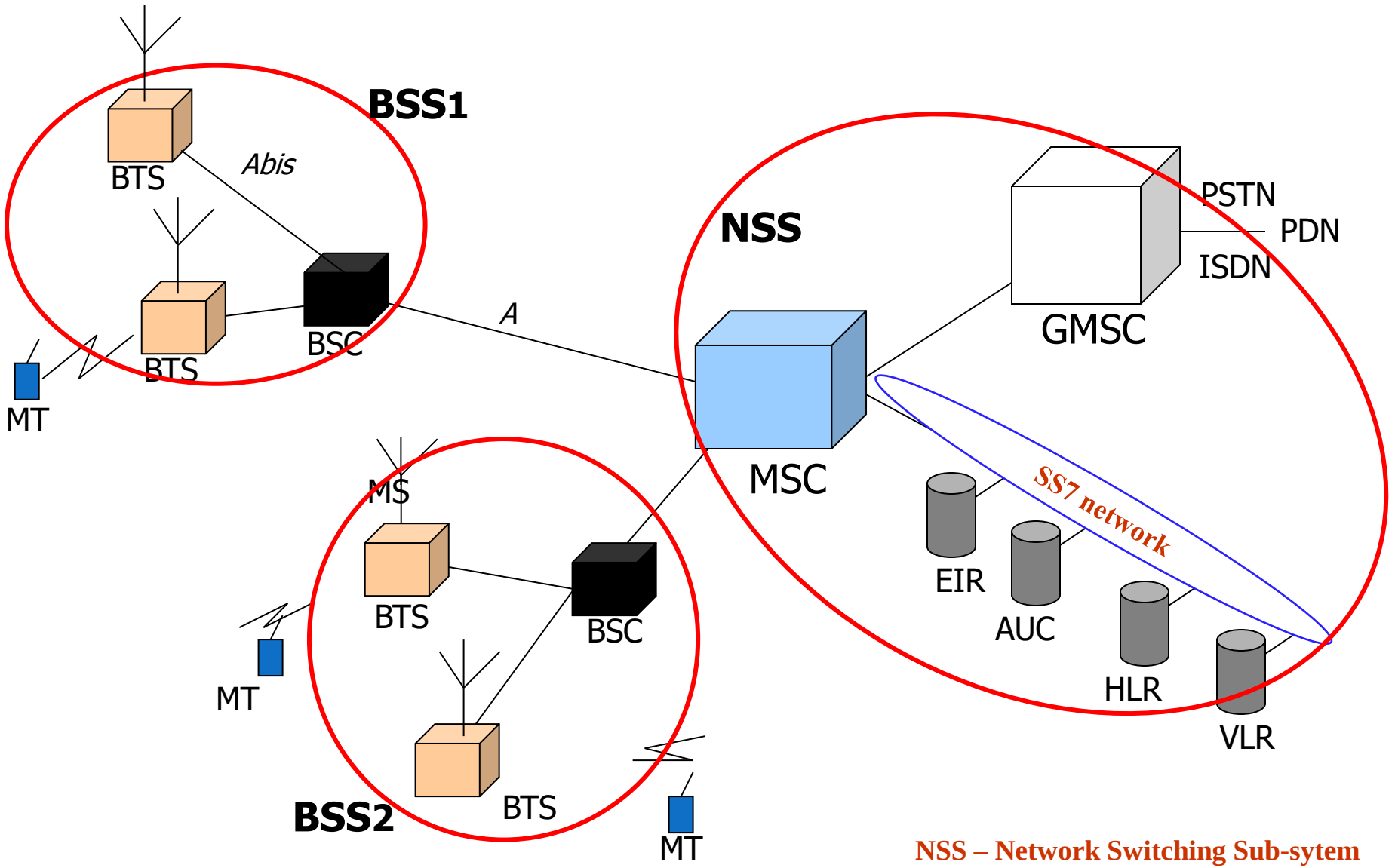
  MobileEquipment+ SubscriberIdentityModule
  (etc…; e.g. International Mobile Station Equipment Identity (IMEI))
- **Uses a Network Subsystem**

  MSC; HLR, VLR
- **Uses a Radio Subsystem**

  BSS; BTransceiverS, BSController
- **Defines an Operation Support Subsystem**

- **The Base Station Subsystem (BSS) is structured as Base Station Controllers (BSC) + Base Transceiver Station (BTS)**
- **BSCs are connected to the Mobile Switching Center (MSC) through physical lines**
- **MSCs are interconnected to each other**
- **There are MSCs connected to the public network (PSTN), the Gateway Mobile Switching Center (GMSC).**

GSM Architecture



NSS – Network Switching Sub-sytem
BSS – Base Station Sub-system

Mobile Switching Center

- **MSC = local switching center**
  - **Contains:**
    - Home Location Register (HLR)
    - Visitor Location Register (VLR)
    - Autentication Center (AuC)
    - Equipment Identity Registry (EIR)
- **Connects the BSS (Base Station Subsystem)**
  - **Master of the cell, define channels and access to them...**
- **Contains the registers for “their” mobile terminals**
- **Specific signalling channels**
  - **MT-BS (MSC): location, call setup, received call answer**
  - **BS (MSC)-MT: cell identification, location update, received call setup**

Network Subsystem DBs

- **HLR - Home Location Register**
  - **maintains permanent information about the subscribers of a GSM network (subscriber record)**
    - Subscription data: IMSI, MSISDN, subscription type (restrictions, supplementary services, ...)
  - **tracks the location and state of the mobile terminal within the network**
    - Location information: mobile VLR number.

- **VLR - Visitor Location Register**
  - **maintains temporary information about the subscribers registered on a GSM network (including subscribers in roaming)**
    - Data: IMSI, MSISDN, TMSI, MSRN, subscription type, location area, ...
  - **keeps up-to-date information about the location of the user within the network**

Network Subsystem DBs

- **AuC – Authentication Center**
  - **service responsible for the authentication of the subscribers**
  - **maintains the encryption algorithms**
  - **maintains the secret key (ki) for each subscriber**
  - **generates the session keys**

- **EiR – Equipment Identity Register**
  - **provides security mechanisms for the mobile equipments**
  - **keeps lists of mobile equipments**
    - white list (authorized)
    - gray list (under “observation”)
    - black list (blocked)

Mobile Station

- **Mobile Station (MS) communicates across Um interface (air interface) with base station transceiver in same cell as mobile unit**

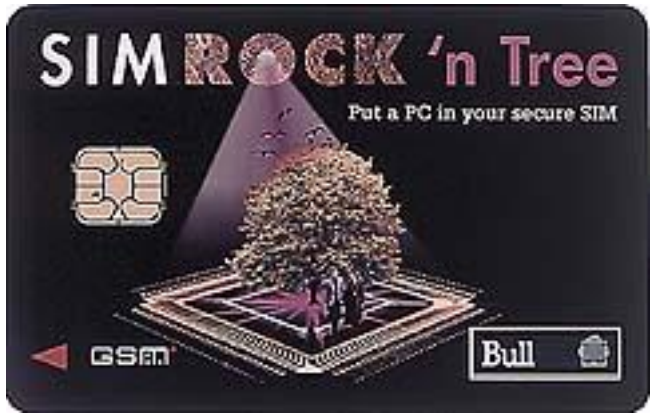
- **Mobile equipment (ME) – physical terminal, such as a telephone**
  - **ME includes radio transceiver, digital signal processors and subscriber identity module (SIM)**

- **GSM subscriber units are generic until SIM is inserted**

SIM: Suscriber Identity Module

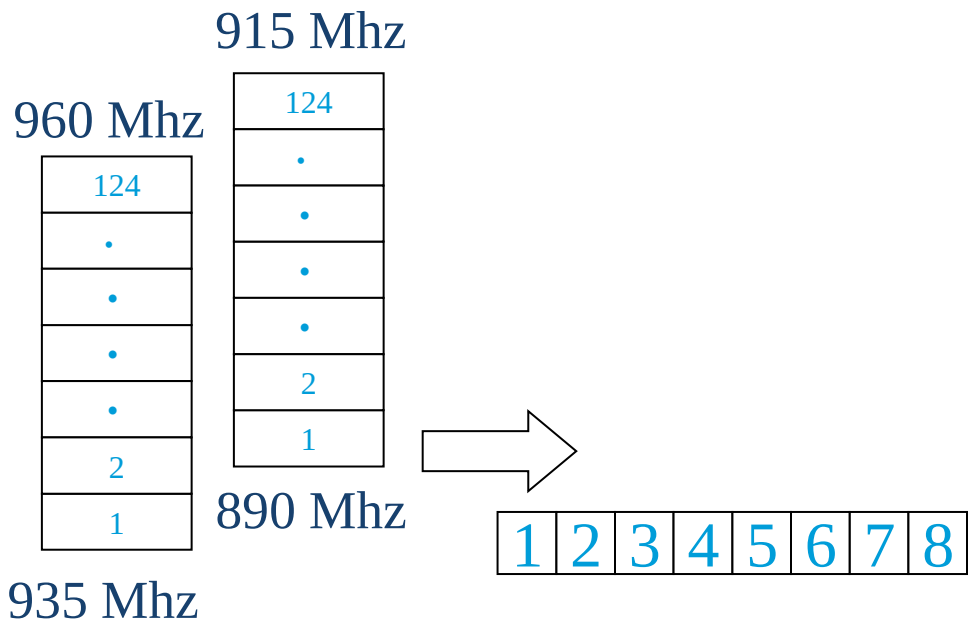
- **Informations:**
  - **subscriber identity, password (PIN), subscription information (authorized networks, call restrictions, …), security algorithms, short numbers, last received/dialed numbers, last visited location area, ...**

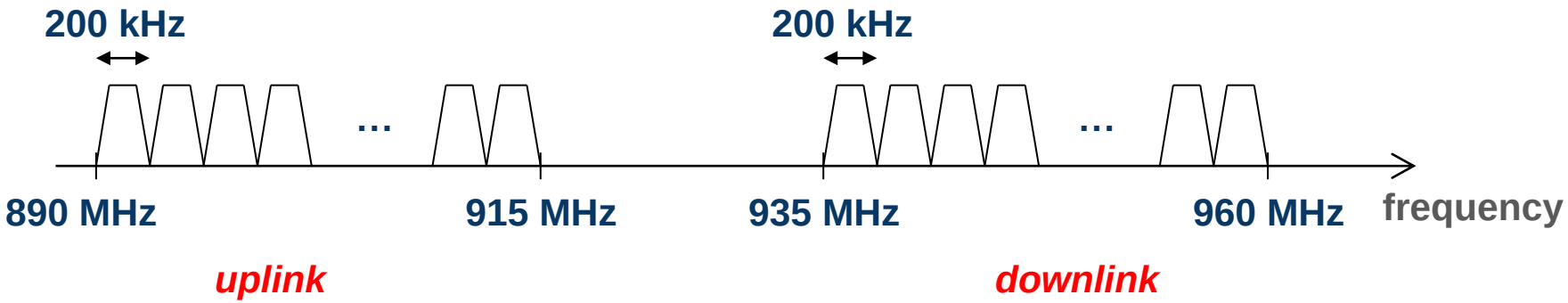
- **SIM card + GSM terminal = access to GSM services**



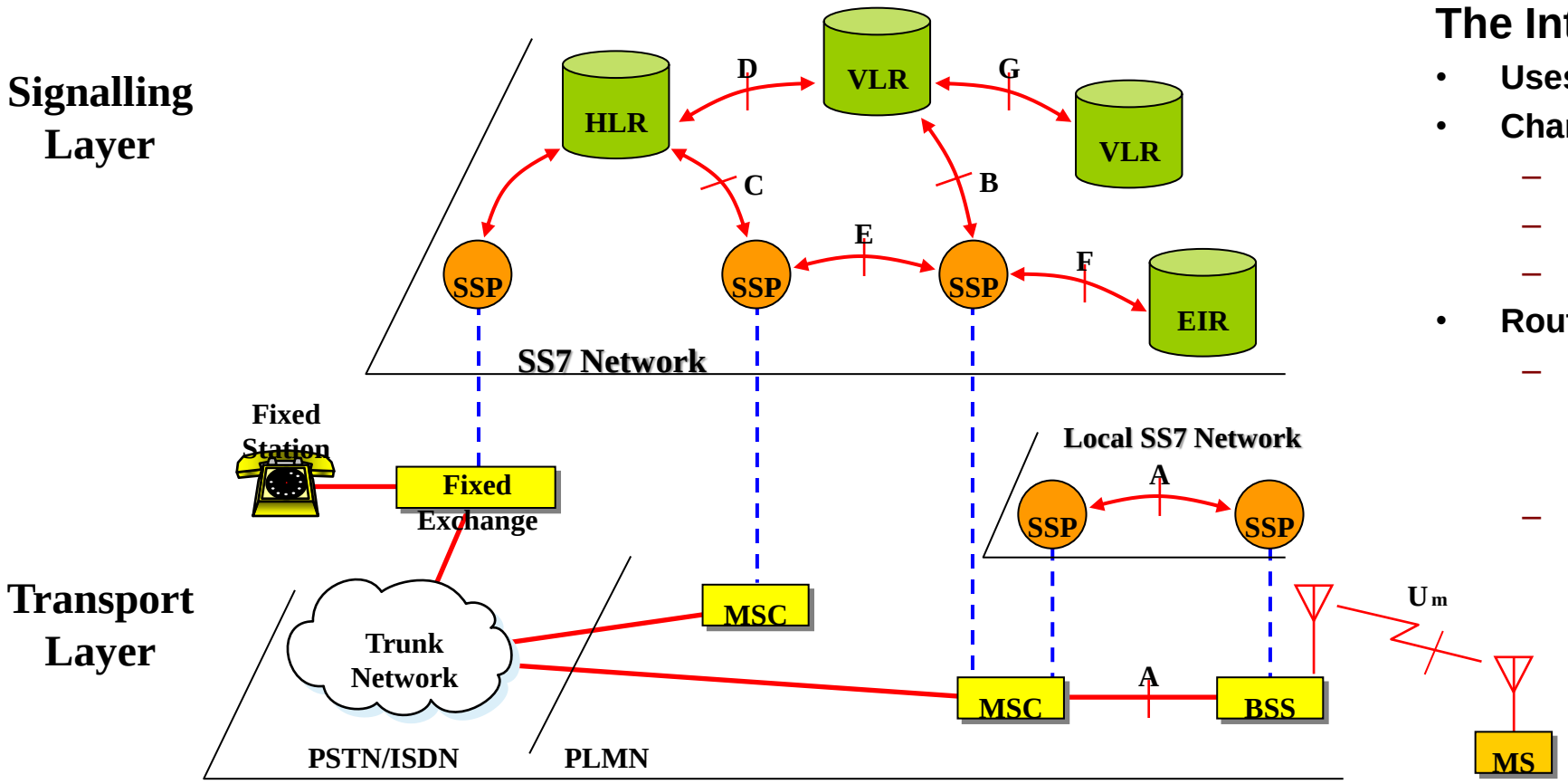
Air interface (Um) – channel allocation

- **GSM uses:**
  - **FDD (Frequency Division Dupplexing) for dupplexing**
  - **TDMA (Time Division Multiple Access) with 8 time-slots for multiple access**
    - Three slots delay (up and down) → avoids simultaenous rx/tx
  - **200 kHz frequency channels (124 in GSM 900) for each cell, 124 channels per band (=> maximum 8 users per channel)**





GSM Signalling and Transport Layers



The Intelligent Network (IN)

- Uses Signalling System No. 7 (SS7)
- Charging options
  - Freephone
  - Local rates
  - Premium rates
- Routing options
  - Group calls
    - Network call centre options
    - Virtual Private Networks
  - Personal calls
    - one number
    - configurable routing

MSC - Mobile Services Switching Centre
BSS - Base Station System
HLR - Home Location Register
VLR - Visitor Location Register

EIR - Equipment Identity Register
MS - Mobile Station
SSP - Service Signalling Point in SS7 Network

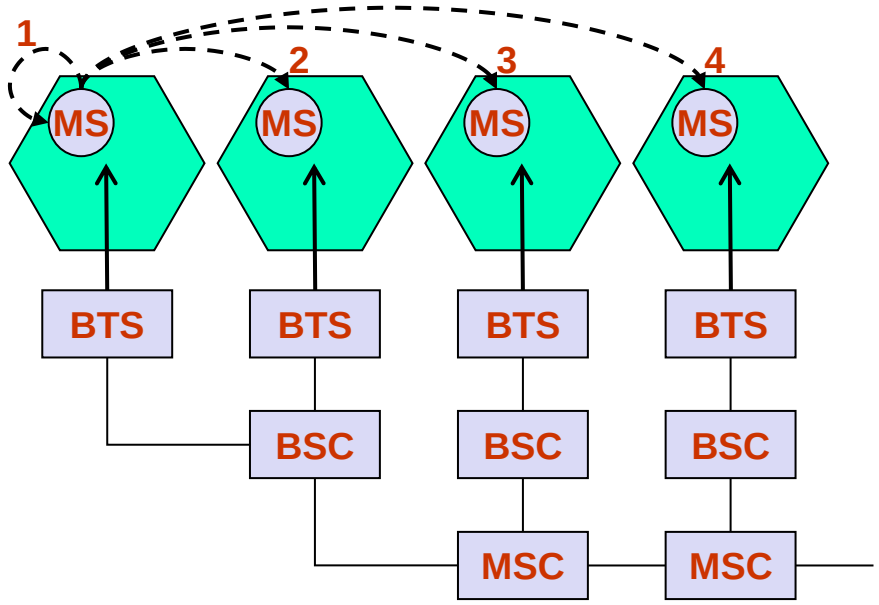
Types of handover (GSM)

1. Intra-cell: from a channel to another within the same cell

2. Inter-cell, Intra-BSC: from a channel in one cell to a channel in another cell, both controlled by the same BSC

3. Inter-BSC, Intra-MSC: from a channel in one cell to a channel in another cell, controlled by different BSCs, under the same MSC control

4. Inter-MSC: from a channel in one cell to a channel in another cell connected to different MSCs



Short Message Service - SMS

- **Supports the transmission of messages up to 160[1] characters, between mobile terminals**
- **Messages are transmitted through the signalling channels**
- **Is used for a variety of applications:**
  - **text messages between users (very popular)**
  - **broadcast of information by the network operator (e.g. promotions)**
  - **broadcast of location-dependent information (e.g. local restaurants)**
  - **access to computing applications (e.g. home banking and e-mail)**
  - **configuration of mobile terminals over the air**

[1] **When using (7 bits/character); only 70 characters when using other codes (8 bits).**

Twitter began as an SMS text-based service. This limited the original Tweet length to 140 characters (which was partly driven by the 160 character limit of SMS, with 20 characters reserved for commands and usernames). Over time as Twitter evolved, the maximum Tweet length grew to 280 characters - still short and brief, but enabling more expression.

https://developer.twitter.com/en/docs/counting-characters

2.5G

General Packet Radio Service (GPRS)

GPRS

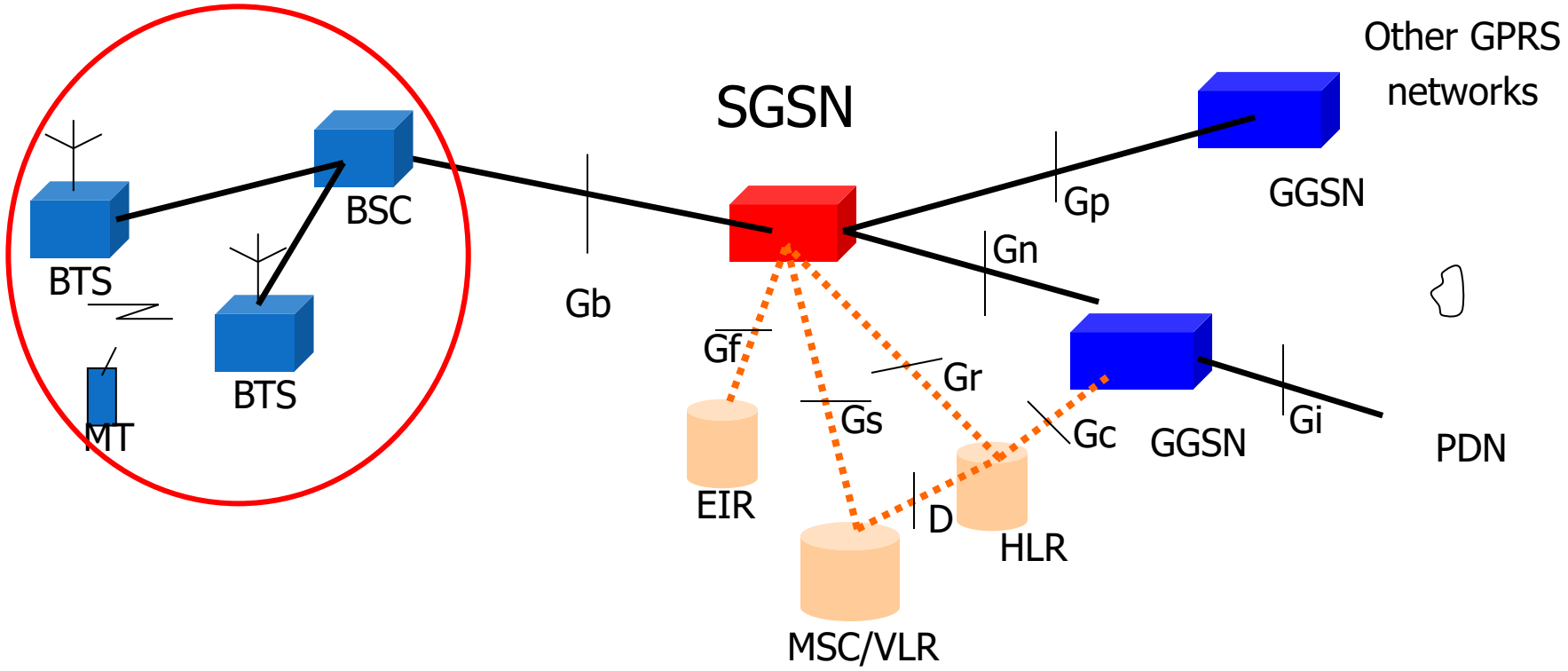
- **GPRS: *General Packet Radio Service***

- **Packet-oriented transport service, for data network connections (Internet)**
  - **Better transmission bit rates (max 150kbps)**
  - **Allows burst communications (“immediate”: connections in <1s)**
  - **New network applications**
  - **New billing mechanisms (user-oriented: by traffic, p.ex.)**

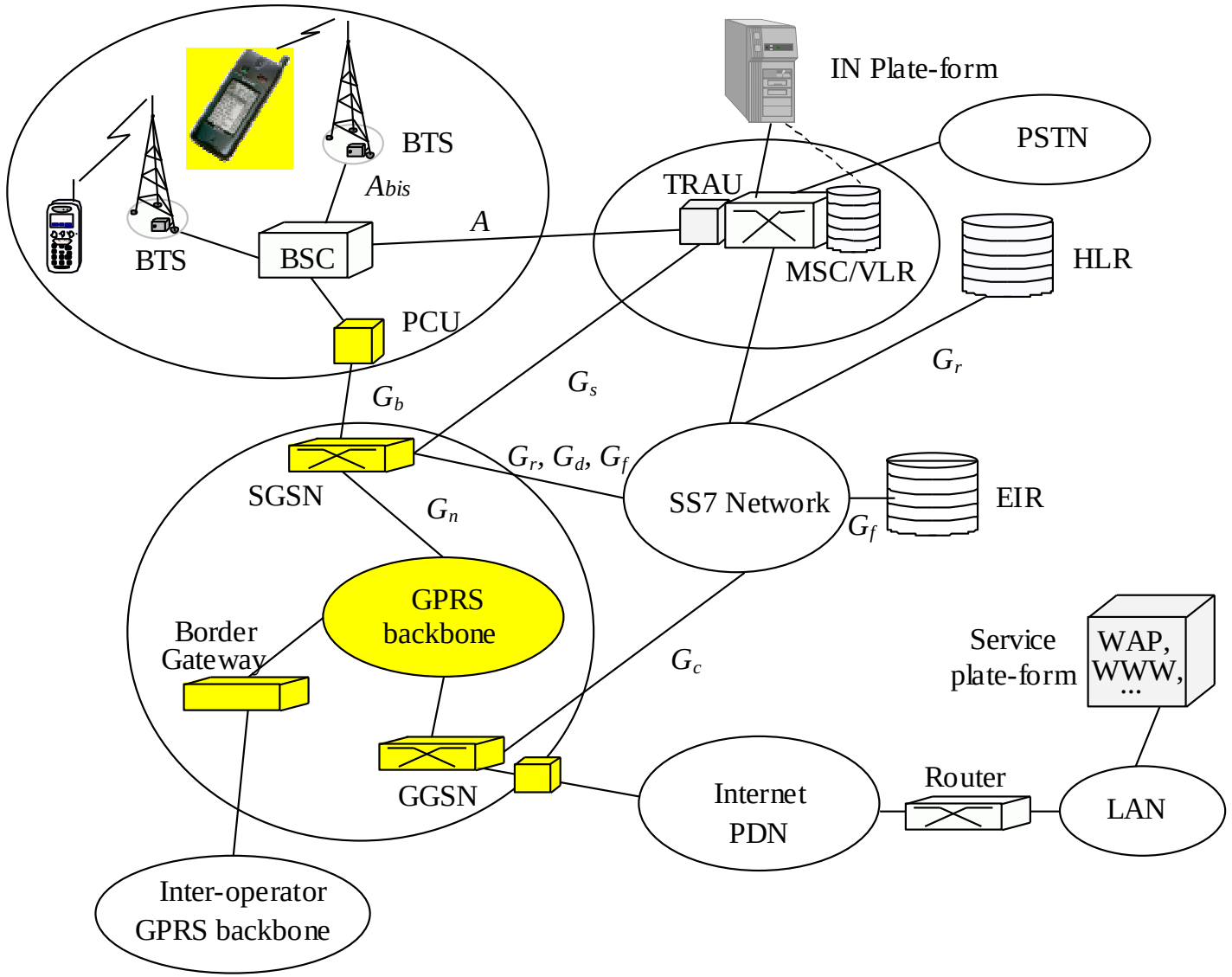
GPRS Architecture

- New entities are defined
  - SGSN – serving GPRS support node
  - GGSN – gateway GPRS support node
  - Interfaces between entities GPRS, GSM, core and PSTN
- Transmission plane
  - Data packets are transmitted by a tunnel mechanism
- Control plane
  - GTP: a protocol for tunnel management (create, remove, etc..)
- Radio interface
  - Changed the logical channels and how they are managed
  - Remains the concept of “master-slave”

GPRS Architecture



GPRS introduction in a GSM network



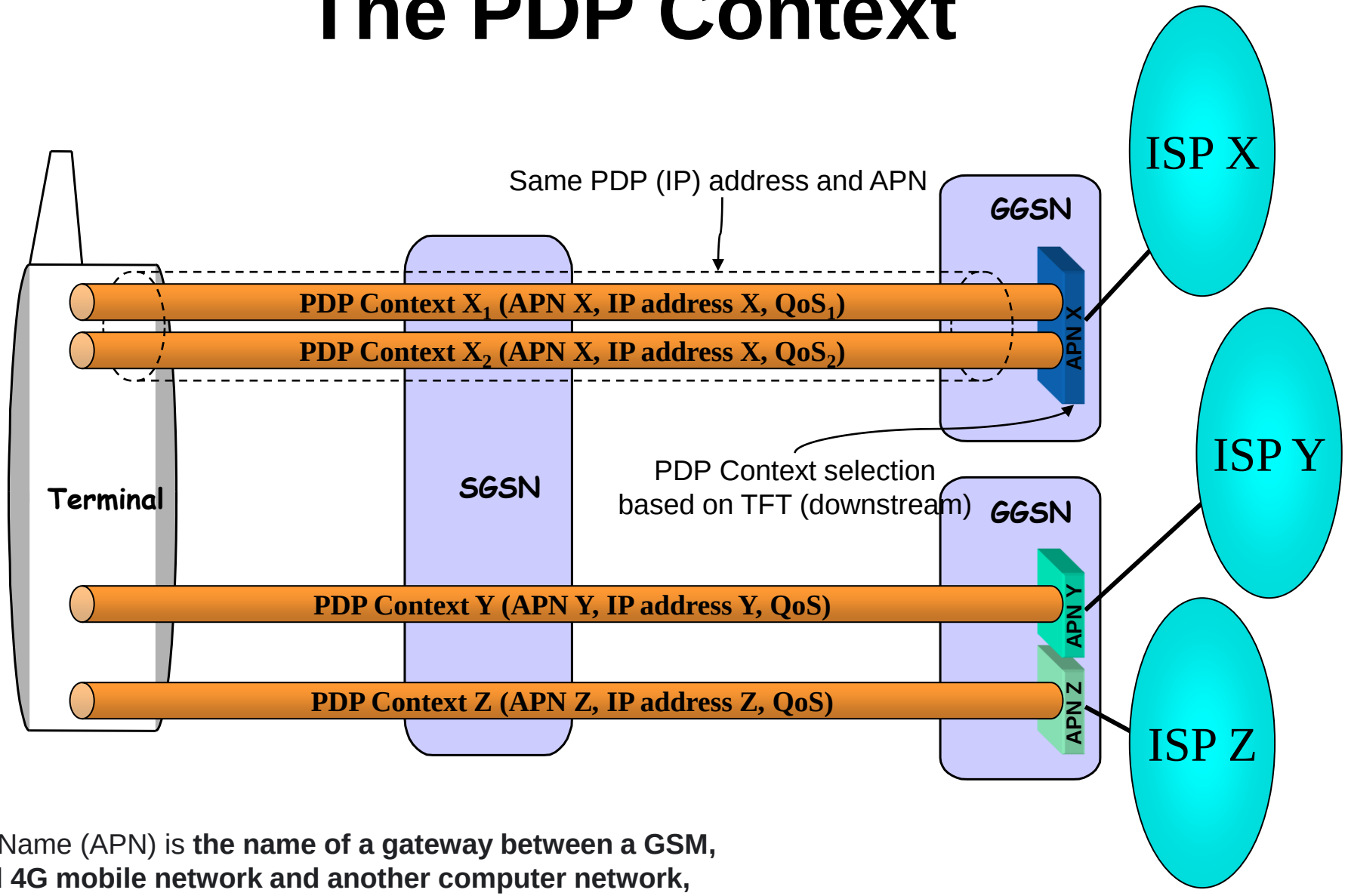
GGSN (*Gateway GPRS Support Node*) Functions

- ***Gateway:***
  - **Allows the connection to other IP or GPRS networks.**
- ***Routing*:**
  - **IP router which supports dynamic or static routing,**
- ***Mobility management:***
  - **Use of *routing areas*.**
  - **Handover management between the BSCs and other SGSNs.**
  - **Allows the routing of the packets towards the users SGSNs, according to their mobility.**
- ***Sessions management:***
  - **At each session, the SGSN activates a PDP (*Packet Data Protocol*) context, and allocates an IP address to the MT.**

GGSN (*Gateway GPRS Support Node*) Functions

- ***Security:***
  - **Ciphers the communications towards or from the mobiles.**
  - **Includes firewalls for filtering the packets coming from external IP networks.**
- ***Authentication:***
  - **At *Attach* and inter-SGSN RA updates.**
- ***Billing:***
  - **Production of the CDRs according to the quantity of information and the session duration (attachment, duration of active PDP context).**
- ***SMS:***
  - **Supports the Gd interface for the communications with the SMS-GMSC and the SMS-IWMSC.**

The PDP Context



An Access Point Name (APN) is **the name of a gateway between a GSM, GPRS, 3G and 4G mobile network and another computer network, frequently the public Internet**.

Later called DNN in 5G

GTP and PDP Context

- GTP
  - GPRS Tunneling Protocol is a simple tunneling protocol based on UDP/IP - used both in GSM/GPRS and UMTS.
  - Identified by a Tunnel Endpoint Identifier (TEID)
  - For every MS:
    - one GTP-C tunnel is established for signalling
    - Multiple GTP-U tunnels, one per PDP context (i.e. session), are established for user traffic.

- PDP Context
  - When an MS attaches to the Network:
    - SGSN creates a Mobility Management context with information about mobility and security for the MS.
    - At PDP Context Activation (PDP - Packet Data Protocol), both SGSN and GGSN create a PDP context, with information about the session (e.g. IP address, QoS, routing information , etc.),

3G

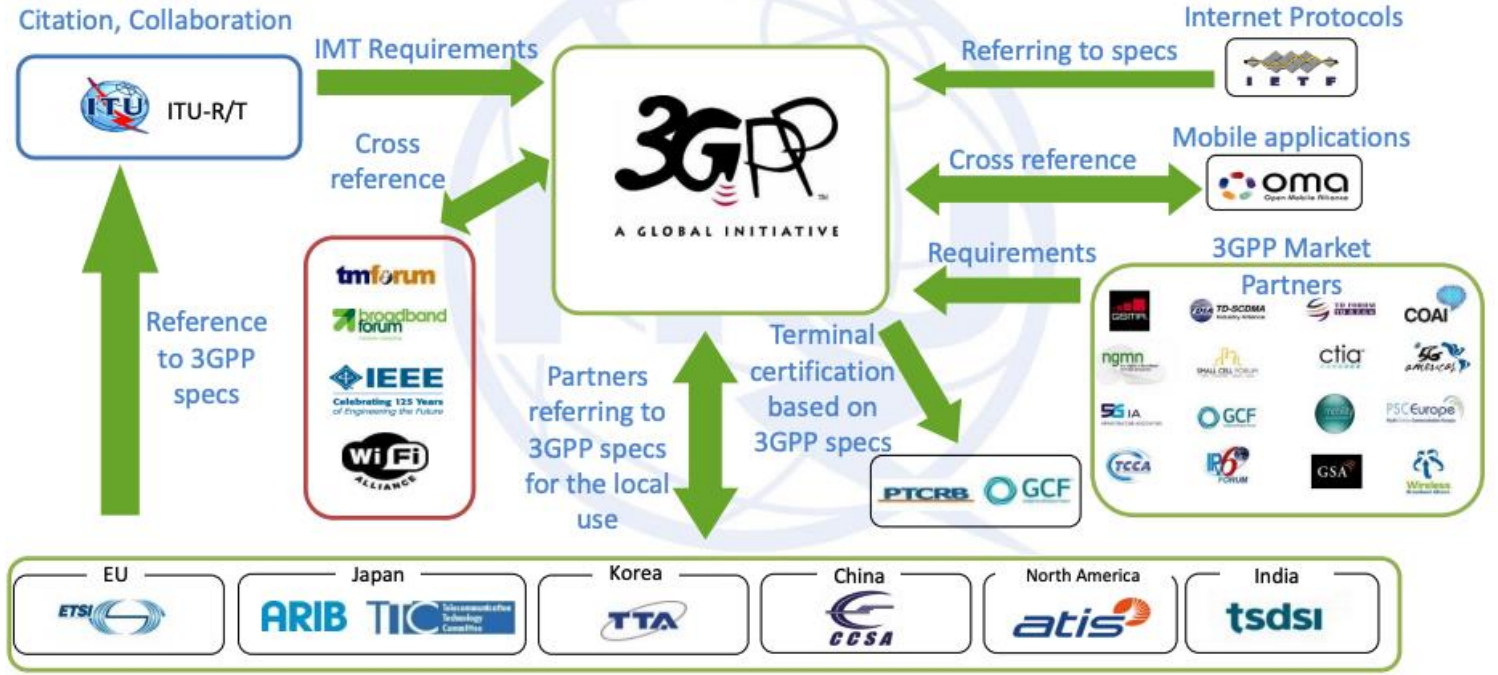
Universal Mobile Telecommunication System

What is 3GPP?

3rd Generation Partnership Project - partnership of regional SDOs

"The original scope of 3GPP (**1998**) was to **produce Technical Specifications and Technical Reports for a 3G Mobile System** based on evolved GSM core networks and the radio access technologies that they support (i.e., Universal Terrestrial Radio Access (UTRA) both Frequency Division Duplex (FDD) and Time Division Duplex (TDD) modes).

The scope was subsequently amended to include the maintenance and development of the Technical Specifications and Technical Reports for evolved 3GPP technologies, **beyond 3G**."



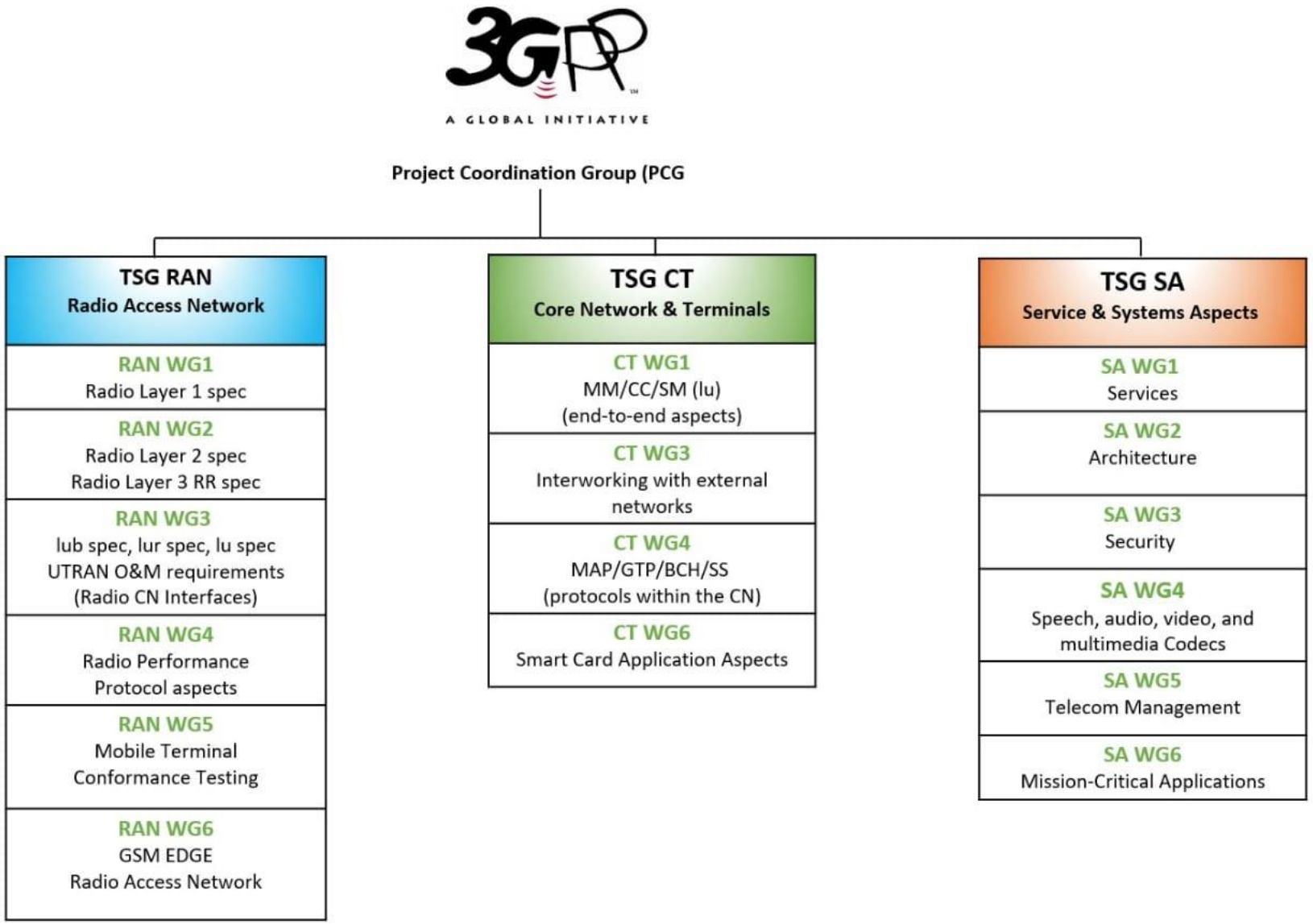
KEY INSIGHT: **Delegates to each body do the work** (in 3GPP, or other SDOs.)
Sharing information, citation, alignment can be done by LS.

SDOs take 3GPP specifications and transpose them to regional standards. Addresses:

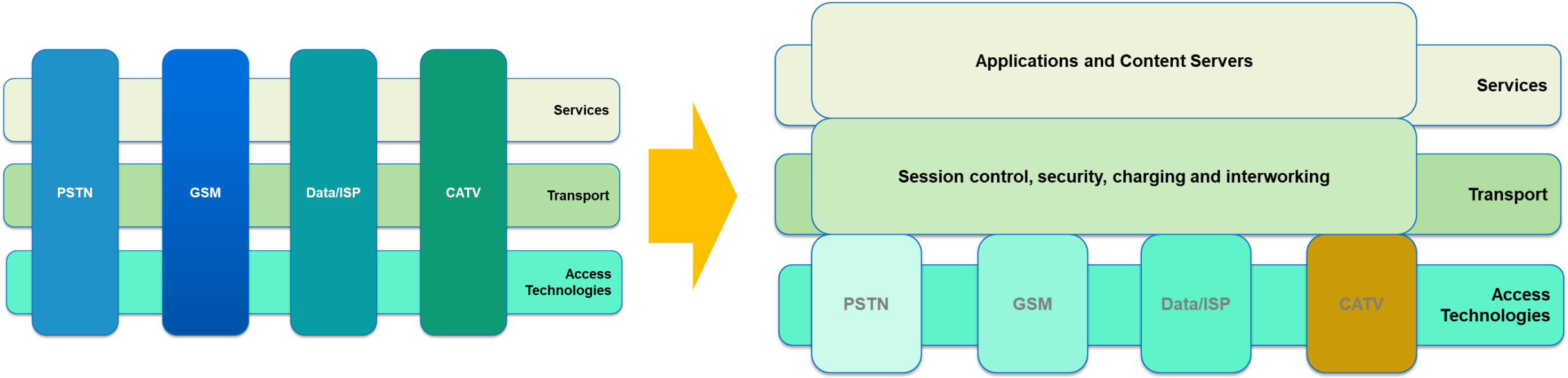
3G (IMT-2000) systems based on the evolved GSM core network and the Universal Terrestrial Radio Access (UTRA), in FDD and TDD modes;
GSM, including GSM evolved radio access technologies (GPRS/EDGE/GERAN)

SDO: Standards Development Organization

Actual 3GPP structure



3GPP/TISPAN Telecom Model



Telecoms & Internet converged Services & Protocols for Advanced Networks
is a standardization body of ETSI, specializing in fixed networks and Internet convergence

UMTS

- **Universal Mobile Telecommunication System – 3G system**
- **Oriented towards generalized service diffusion, and future user trends: combines “cellular, “wireless”, “internet”, etc…**
- **“multimedia everywhere”**
- **Developed in order to have an evolutionary path from 2.5G systems; progressive evolution (GPRS-EDGE-UMTS)**

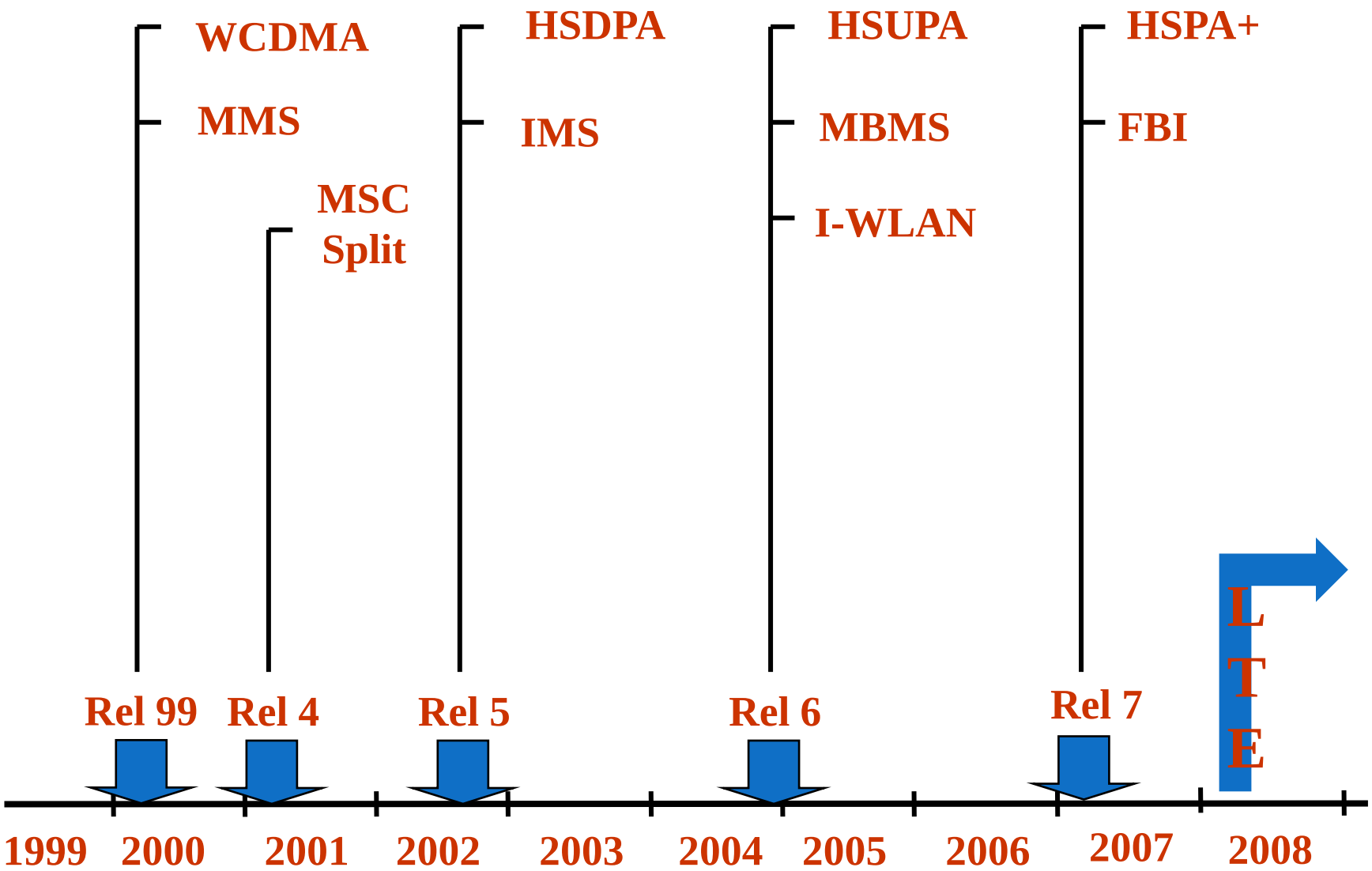
Any Device
Any Access Technology
Any Where
ALWAYS BEST CONNECTED

One Network, multiple access technologies
Common Session Control
Generic Application Servers
Single set of services that apply network wide
Consistent user experience
Operational efficiency
New services/applications

Specification

Flexible
Handles multiple multimedia flows in a single connection.
Support to packet transport
Flexible coding mechanisms (FDD/TDD WCDMA)
Variable transmission rates
Max. 384 Kbps for global coverage (initially)
Max. 2Mbps for local coverage (initially)

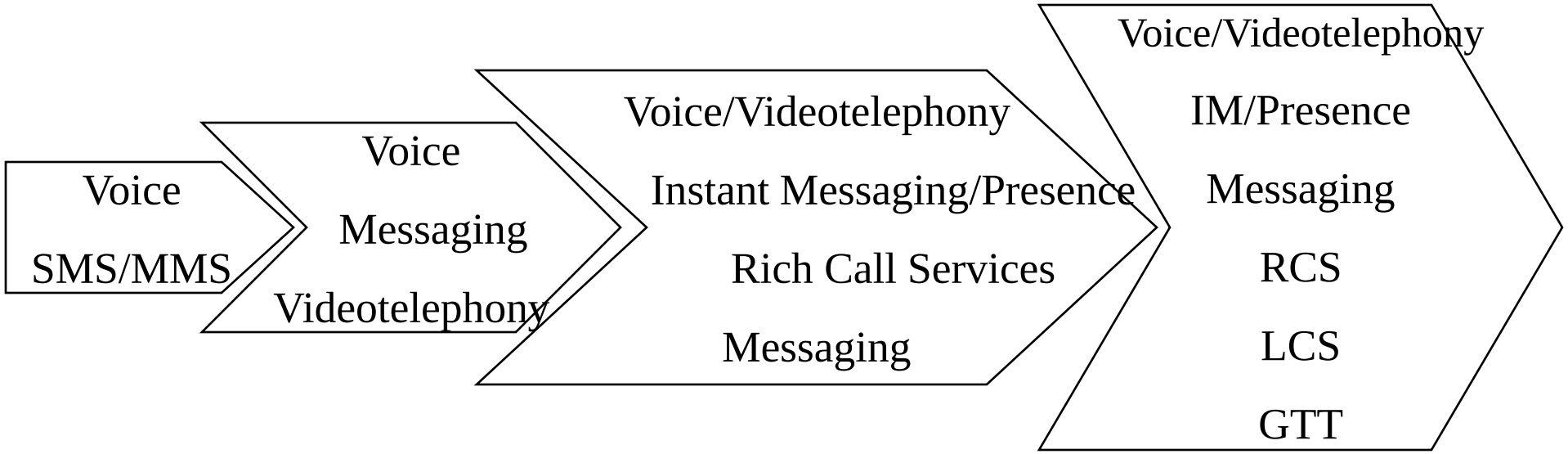
UMTS evolution (3GPP Releases)



Services evolution in UMTS R99/R4/R5/R6 networks

Release	*Services*
R99	MMS, streaming, LCS (cell), MExE, SAT, VHE,
R4	TrFO, VHE, OSA, LCS in PS and CS,
R5	VoD, IMS, HSDPA, Wideband AMR, GTT
R6	MBMS, IMS phase 2

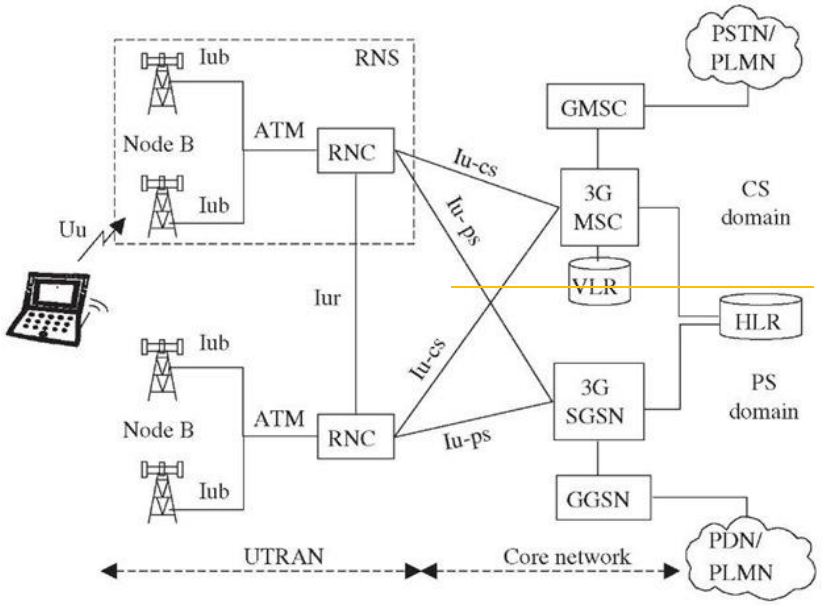
Evolution of the services (voice and interpersonal services)



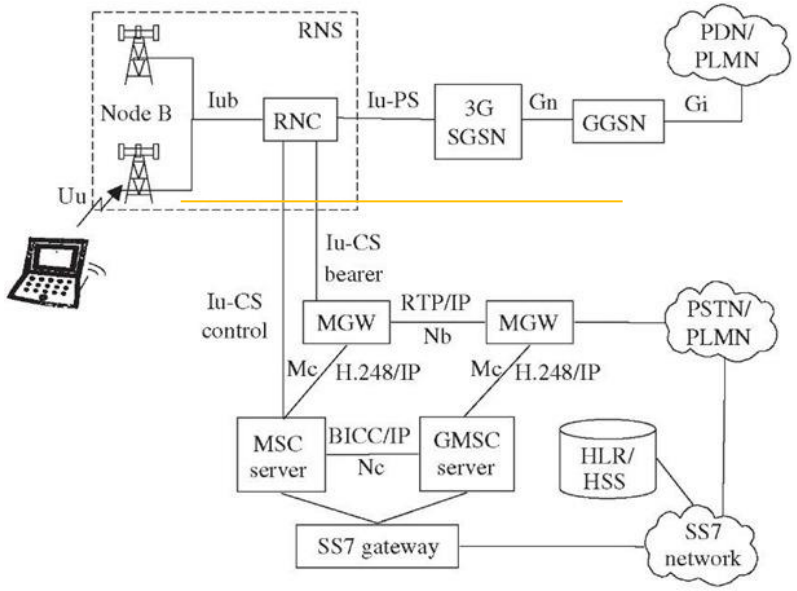
3G Releases

http://what-when-how.com/roaming-in-wireless-networks/umts-network-architecture-third-generation-networks/

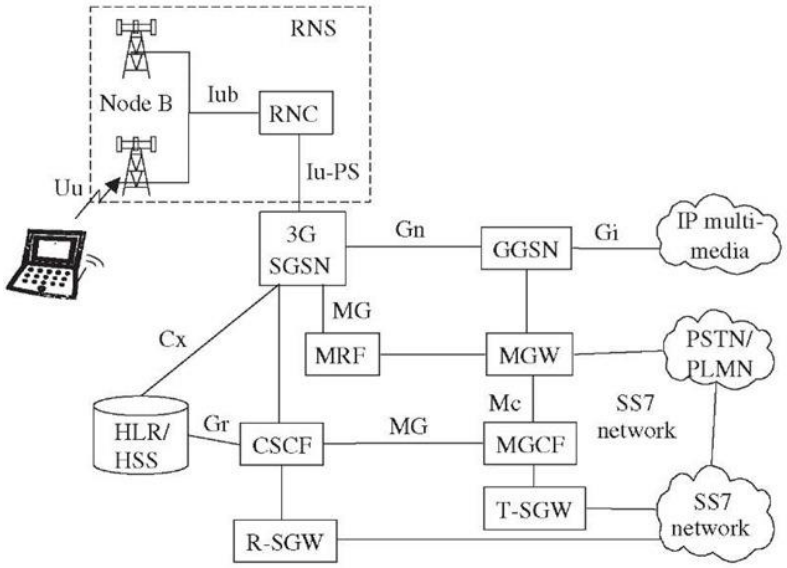
3GPP Release 99



Release 4



Release 5



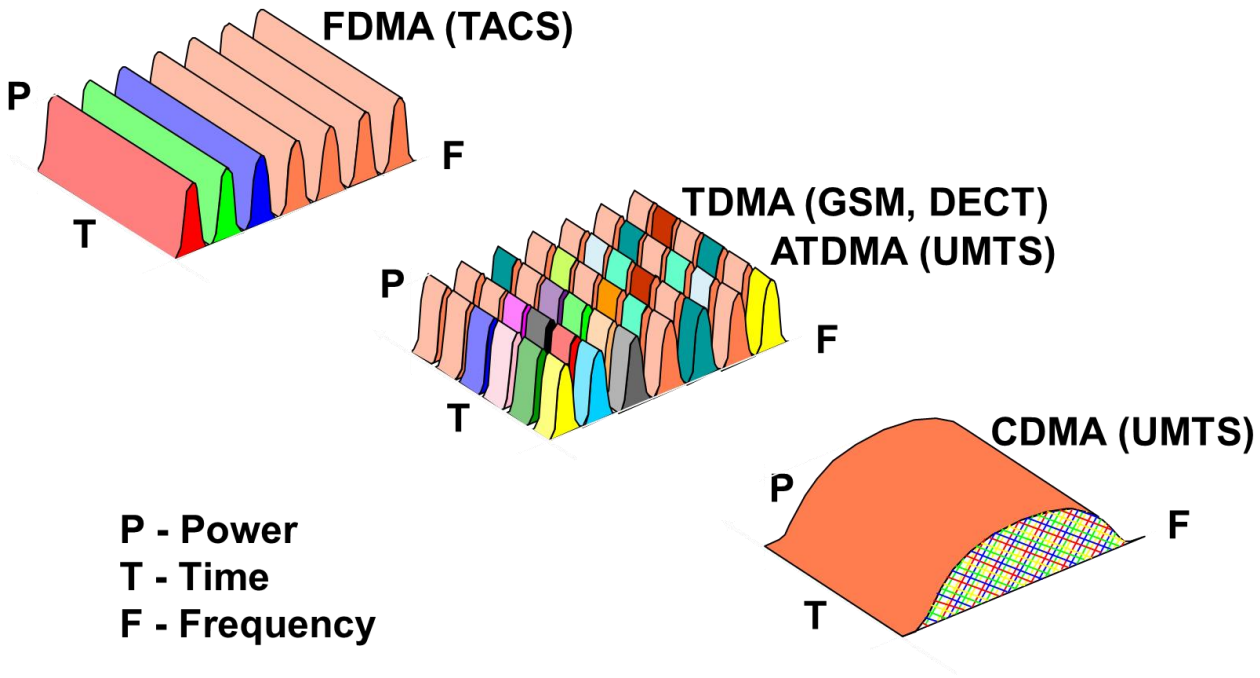
Release 6 – Integrated operation with Wireless LAN networks and added HSUPA (enables broadband uploads and services), MBMS, and enhancements to IMS such as Push-to-Talk over Cellular (PoC), video conferencing, messaging, etc.

UMTS – air interface

- **UTRA-FDD:**
  - ***uplink*: 1920 – 1980 MHz (60 MHz)**
  - ***downlink*: 2110 – 2170 MHz (60 MHz)**
- **UTRA-TDD:**
  - **1900 – 1920 MHz (20 MHz)**
  - **2010 – 2025 MHz (15 MHz)**

- **In Portugal:**
  - **2x15 MHZ for UTRA-FDD**
  - **1x5 MHz for UTRA-TDD**

Multiplexing mechanisms



CDMA is a form of direct-sequence spread-spectrum technology that allows many users to occupy the same time and frequency allocations in a given band/space. CDMA assigns each user a unique spreading code to spread the baseband data before transmission, in order to help differentiate signals from various users in the same spectrum.

- **Larger capacity and coverage, keeping compatibility with 2G**
- **Supports the flexibility required, with multiple parallel connections**
- **Efficient packet access**

IMS - IP Multimedia Subsystem

Principles

- **QoS characteristics differentiation** for voice or video associated with a multimedia session (streaming, IM, etc.)
- **Separation of the planes** IP data and session control (SIP)
- **Independent** from the access network

R5

IMS for mobile networks GPRS, EDGE, UMTS & CDMA2000
Non real time services
IP multimedia applications platform
IETF specifications based

R6

IMS extended to wideband fixed networks (xDSL, WLAN, cable, …)

Supports **services convergence** on fixed and mobile networks (conversion CS voice traffic in IP)

Advantages

- **Introduction of multimedia services** with **QoS** management
- **Integration** with other networks (WLANs, fixed, CDMA2000, …)
- **Flexible billing**: billing / service, connectivity, QoS, time, destination

Drawbacks

- **Implementation of many equipments, softwares, interfaces, protocols**, which may cause integration, interworking and optimisation problems
  - –Ex.: S-**CSCF** (*Call Status Control Function*); SIP **AS** (*SIP Application Server*); OSA **SCS** (*Service Capability Server*); IM-SSF (*Inter-working Module*); CSE (*Camel Service Environment*); **HSS** *(Home Subscriber Server)*
- **Security and QoS** with Internet interconnection

IMS – Key Architectural Principals

- **Border Functions**
  - **Access and Network Border Security**
  - **QoS and Admission Control**
  - **Media and Signaling Adaptation**

- **Core Functions**
  - **Subscriber Management – Registration**
  - **Session Switching – Set-up and tear-down of session legs, Session state maintenance, Application Server invocation**
  - **Session Routing – Breakout to external networks**
  - **Centralized Provisioning – Subscriber and Routing data**

- **Application Functions**
  - **Access to legacy applications**
  - **Native SIP Applications**
  - **Service Brokering**

SIP Protocol

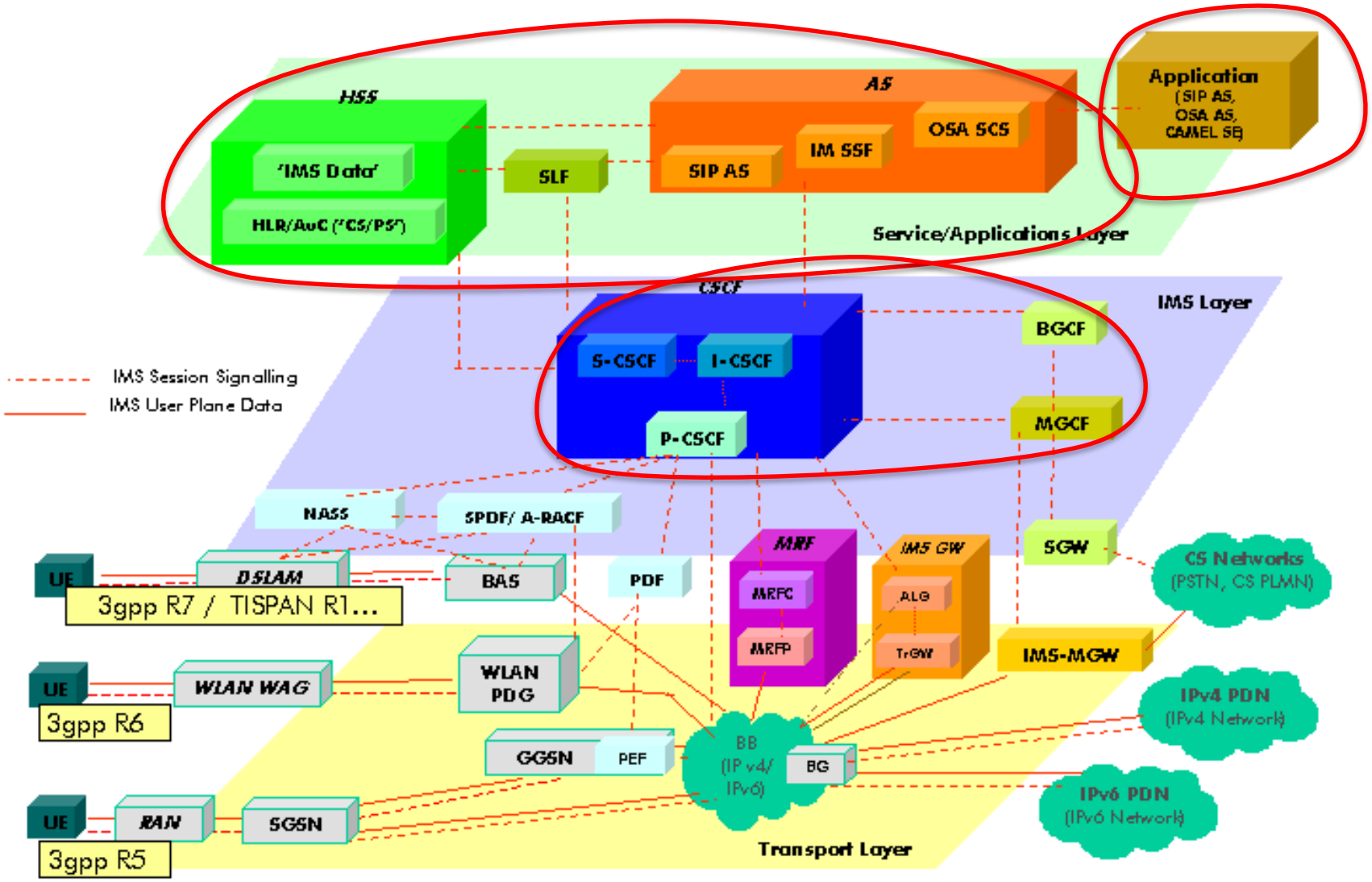
- **Defined in IETF RFC 3261**
  - **"… an application-layer control (signaling) protocol for creating, modifying, and terminating sessions with one or more participants. These sessions include Internet telephone calls, multimedia distribution, and multimedia conferences."**
- **SIP is to the Internet what SS#7 is to telephony**
- **In IMS, SIP is extended to include extra functionality**
  - **E.g. 3GPP TS 23.228**
- **At the core of IMS there are several SIP proxies:**
  - **I-CSCF, S-CSCF, P-CSCF**
  - **The Call Session Control function (CSCF) is the heart of the IMS architecture**
  - **The main functions of the CSCF:**
    - provide session control for terminals and applications using the IMS network
    - secure routing of the SIP messages,
    - subsequent monitoring of the SIP sessions and communicating with the policy architecture to support media authorization.
    - responsibility for interacting with the HSS.

- **Serving - CSCF**
  - **Controls the user's SIP Session**
  - **very few per domain**
  - **Located in the home domain**
  - **Is a SIP registrar (and proxy)**
- **Proxy – CSCF**
  - **IMS contact point for the user's SIP signaling**
  - **Several in a domain**
  - **Located in the visited domain**
  - **Terminals must know this proxy (e.g. DHCP used)**
  - **Compresses and decompresses SIP messages**
  - **Secures SIP messages**
  - **Assures correctness of SIP messages**
- **Interrogating – CSCF**
  - **domain's contact point for inter-domain SIP signaling**
  - **one or more per domain**
  - **In case there are more than one S-CSCFs in the domain, locates which S-CSCF is serving a user**

Services in IMS

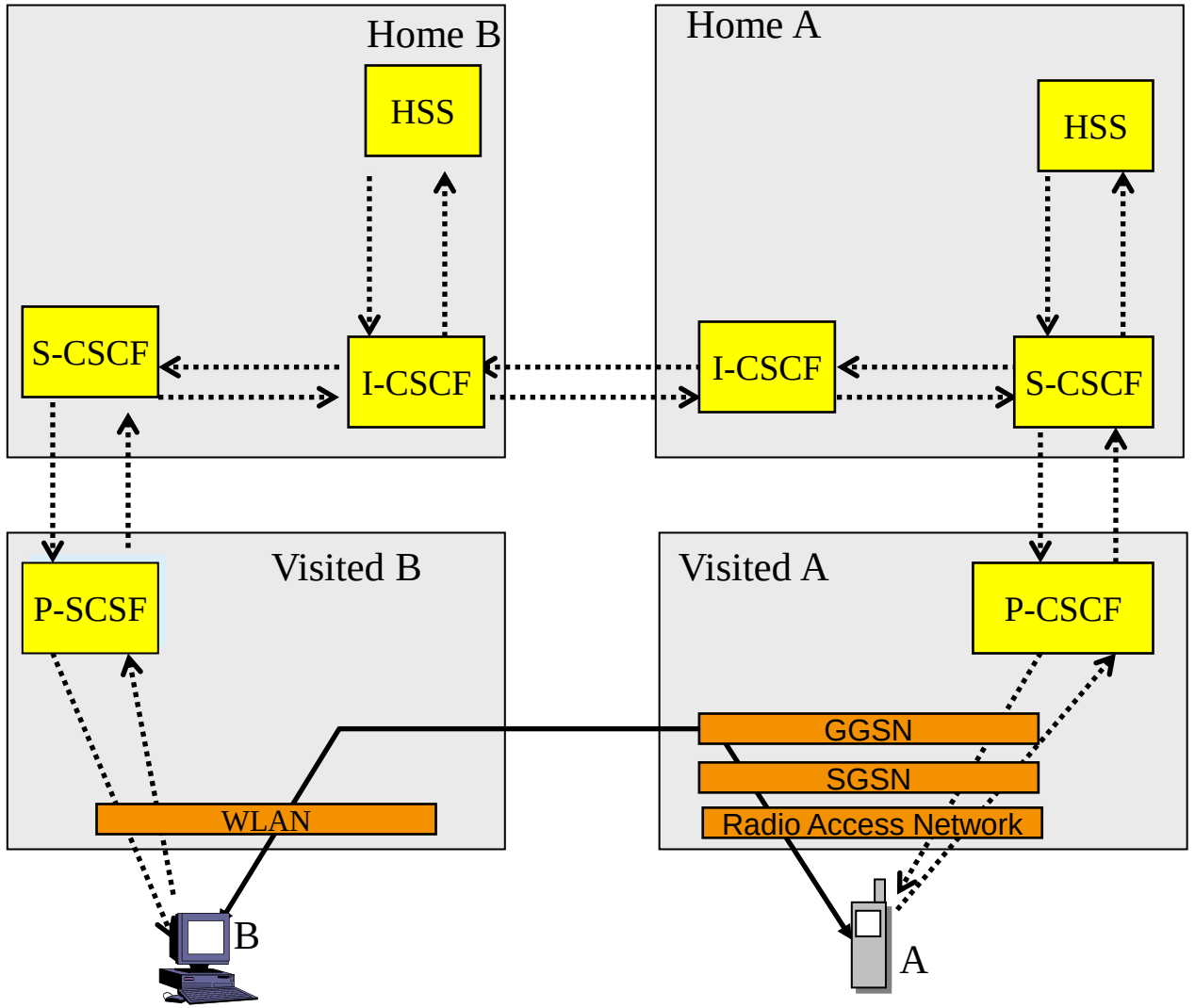
- **IMS is an advanced infrastructure enabling services. But the services are in the end points or peers (calls, etc.), not in the IMS**
- **Application Servers (AS) are the key part to endow IMS with services**
- **AS offered services enjoy all IMS advantages**
- **AS interact – using SIP - with the S-CSCF (which controls user's SIP session)**
- **AS can behave as another SIP proxy or as a SIP UA (terminal)**

Where is IMS ?


HSS
'IMS Data'
HLR/AuC ('CS/PS')
SLF
AS
SIP AS
IM SSF
OSA SCS
Application
(SIP AS,
OSA AS,
CAMEL SE)
Service/Applications Layer
IMS Layer
CSCF
S-CSCF
I-CSCF
P-CSCF
BGCF
MGCF
IMS Session Signalling
IMS User Plane Data
NASS
SPDF/ A-RACF
MRF
MRFC
MRFP
IMS GW
ALG
TrGW
SGW
CS Networks
(PSTN, CS PLMN)
UE
DSLAM
BAS
PDF
3gpp R7 / TISPAN R1...
IMS-MGW
UE
WLAN WAG
WLAN
PDG
3gpp R6
IPv4 PDN
(IPv4 Network)
GGSN
PEF
BB
(IP v4/
IPv6)
BG
IPv6 PDN
(IPv6 Network)
UE
RAN
SGSN
3gpp R5
Transport Layer

UMTS IMS: basic call flow

Non-GPRS access Networks (e.g. WLAN) comes in release 6

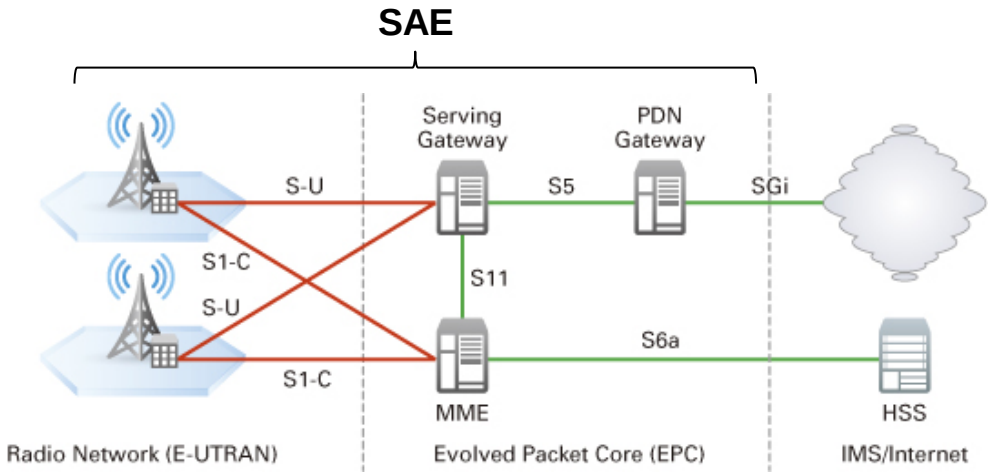


4G

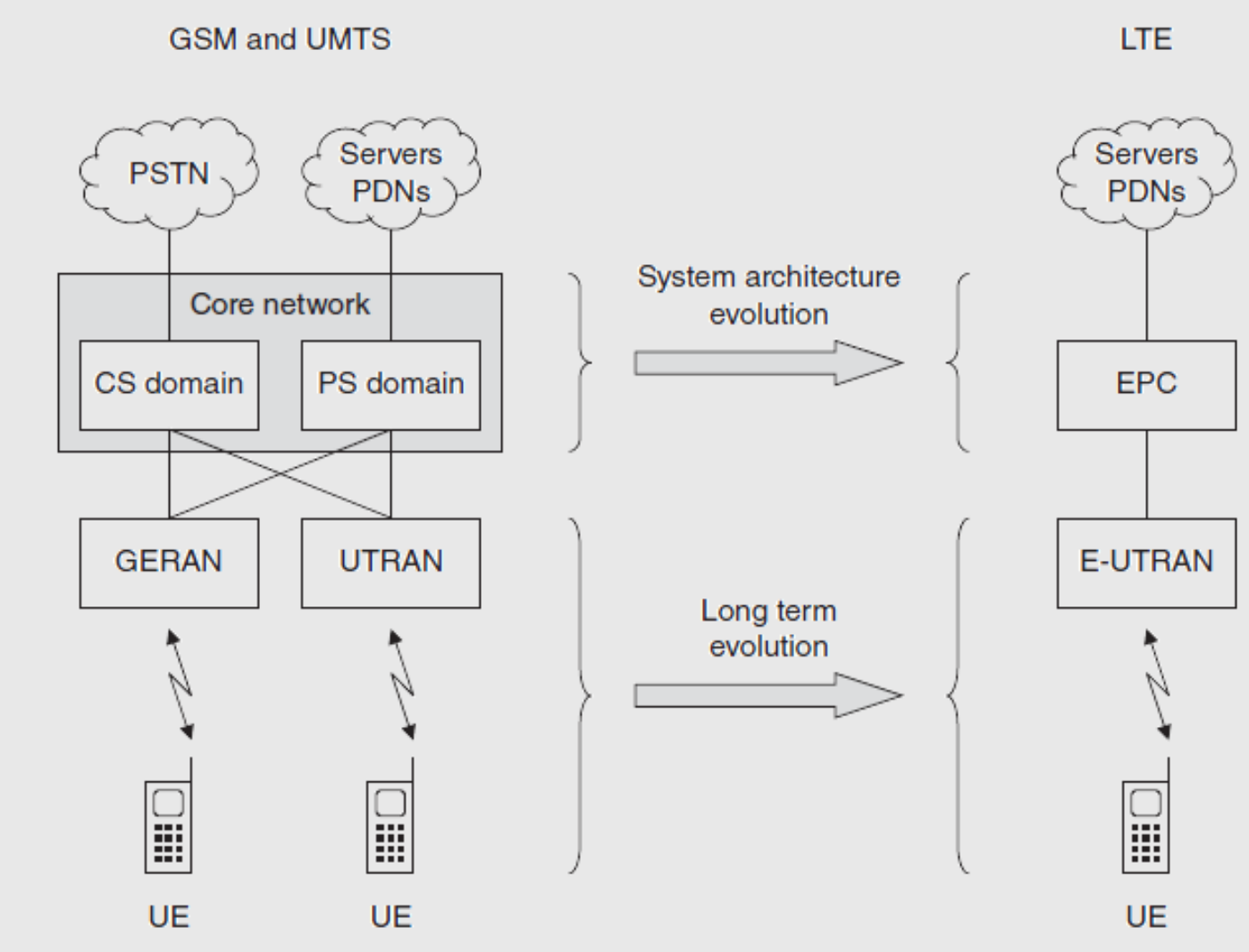
Long Term Evolution/Evolved Packet Core (LTE/EPC)

3GPP System Architecture Evolution (SAE) philosophy

- **SAE focus is on:**
  - **enhancement of Packet Switched technology to cope with rapid growth in IP traffic**
    - higher data rates
    - lower latency
    - packet optimised system
  - **through**
    - fully IP network
      - In addition to IMS services available in the current system, equivalent CS Services may be provided by IMS core since CS domain is not supported in LTE
    - simplified network architecture
      - Reduced number of nodes in the evolved packet core may be achieved compared to current architecture to provide connectivity to IMS
    - distributed control
      - Flexible accommodation and deployment of existing and new access technologies with mobility by a common IP-based network



Network simplification



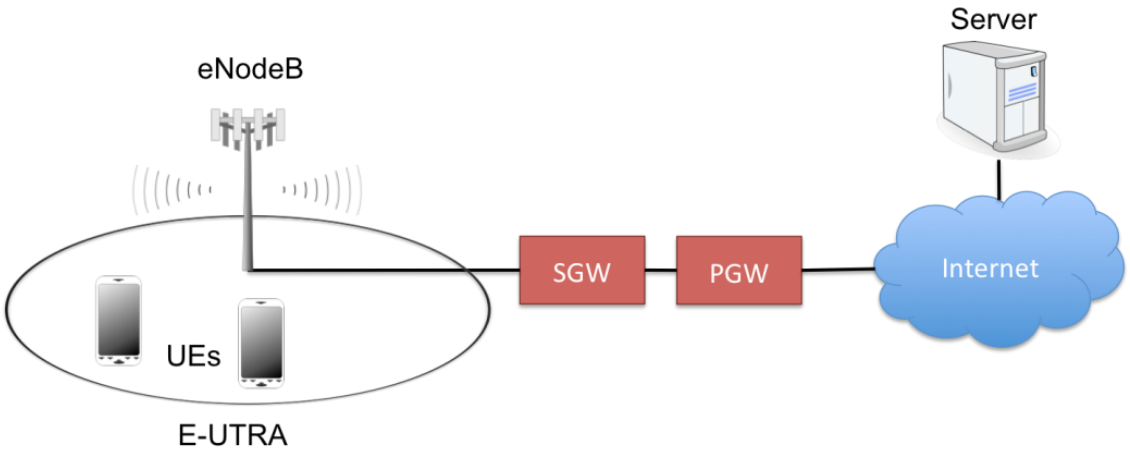
Feature	UMTS	LTE
IP version support	IPv4 and IPv6	IPv4 and IPv6
USIM version support	Release 99 USIM onwards	Release 99 USIM onwards
Transport mechanisms	Circuit & packet switching	Packet switching
CS domain components	MSC server, MGW	n/a
PS domain components	SGSN, GGSN	MME, S-GW, P-GW
IP connectivity	After registration	During registration
Voice and SMS applications	Included	External

Long Term Evolution (LTE)

- **Long Term Evolution (LTE) – Standard created by the 3rd Generation Partnership Project**
  - **Deployed globally**
  - **All packet switched network**
  - **High throughput and QoS considerations**
  - **Provides wireless retransmissions of lost data**

Technology	3G	4G
Data Transfer Rate	3.1MB /sec	100MB/sec
Internet services	Broadband	Ultra Broadband
Mobile -TV Resolution	Low	High
Bandwidth	5 - 20 MHz	100 +MHz
Frequency	1.6- 2 GHZ	2 – 8 GHz
Network Architecture	Wide Area Network	Hybrid Network

LTE Network



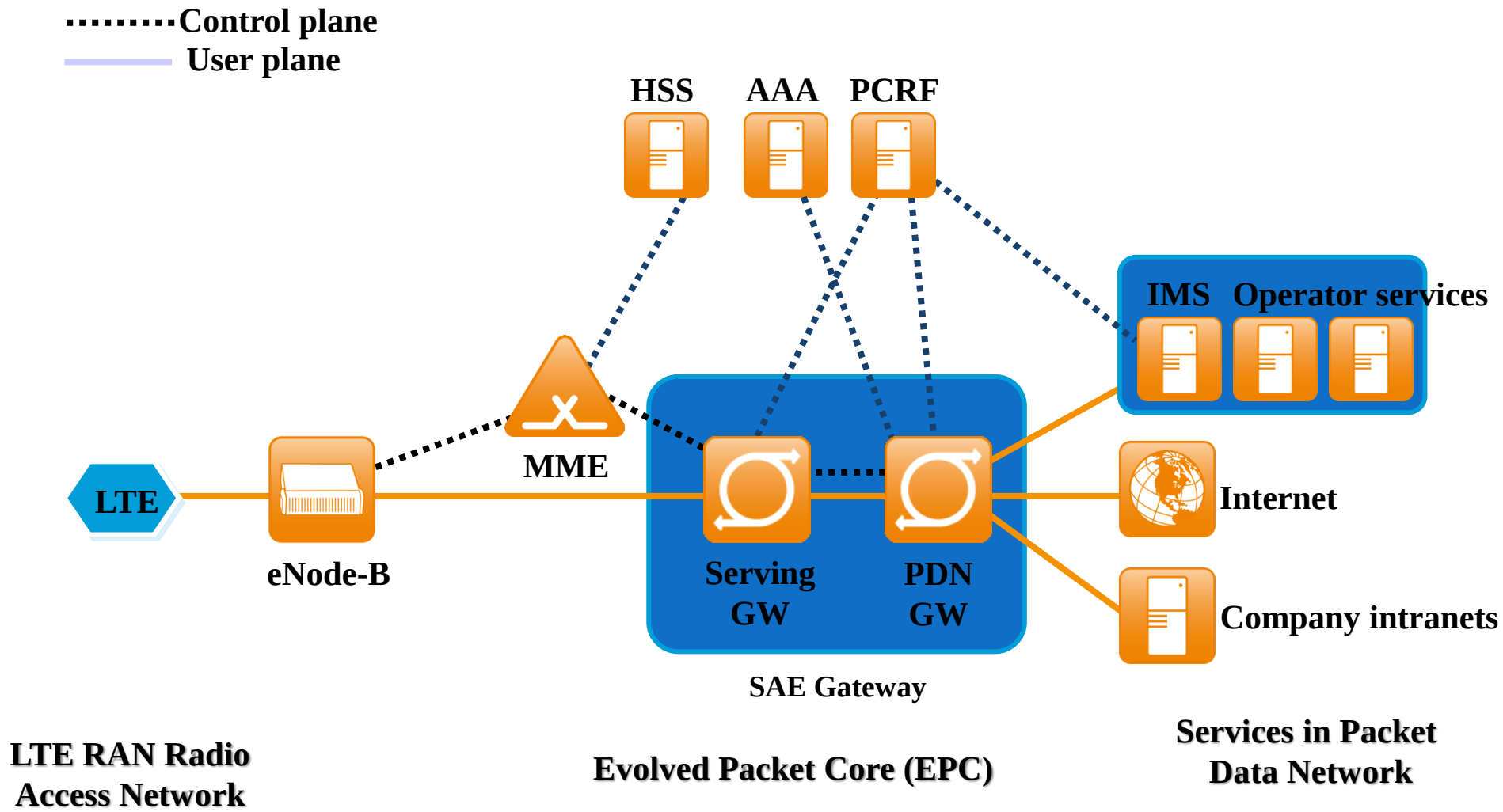
- **Packet Delivery Network Gateway (PGW)**
  - **Connects LTE network to IP networks**
- **Serving Gateway (SGW)**
  - **Route packets to and from wireless access points**
- **Enhanced Node B (eNodeB)**
  - **Wireless access point**
- **User Equipment (UE)**
  - **End user devices**

Radio evolution

More flexible and resilient radio technology

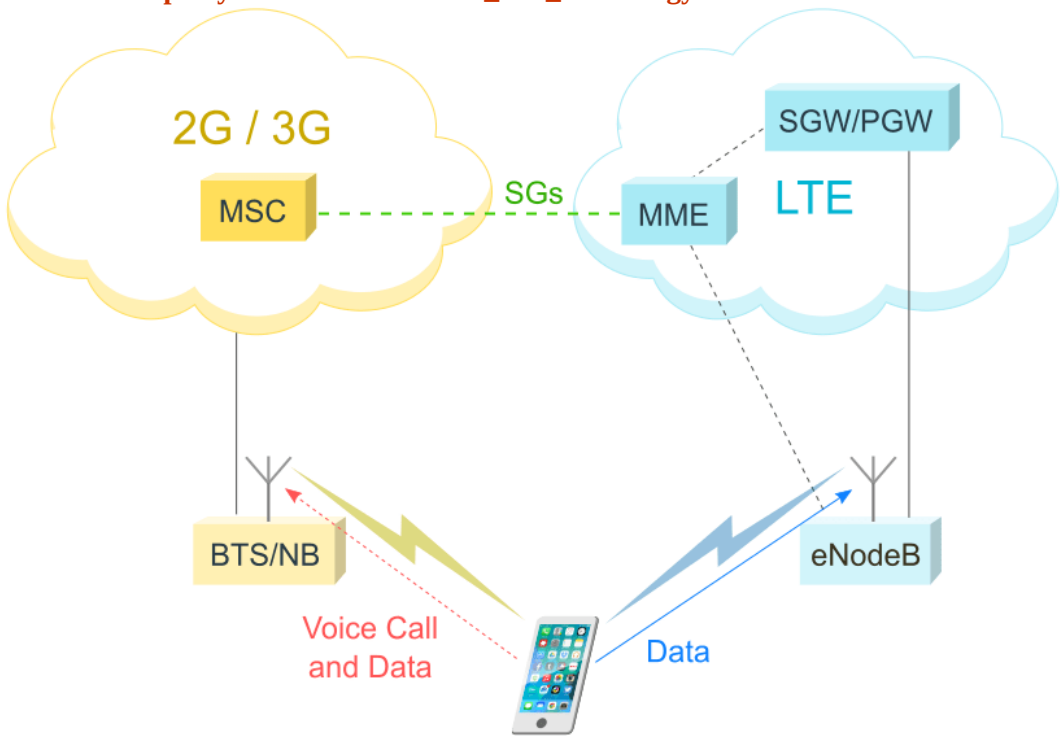
Feature	WCDMA	LTE
Multiple access scheme	WCDMA	OFDMA and SC-FDMA
Frequency re-use	100%	Flexible
Use of MIMO antennas	From Release 7	Yes
Bandwidth	5 MHz	1.4, 3, 5, 10, 15 or 20 MHz
Frame duration	10 ms	10 ms
Transmission time interval	2 or 10 ms	1 ms
Modes of operation	FDD and TDD	FDD and TDD
Uplink timing advance	Not required	Required
Transport channels	Dedicated and shared	Shared
Uplink power control	Fast	Slow
Radio access network components	Node B, RNC	eNB
RRC protocol states	CELL_DCH, CELL_FACH, CELL_PCH, URA_PCH, RRC_IDLE	RRC_CONNECTED, RRC_IDLE
Handovers	Soft and hard	Hard
Neighbour lists	Always required	Not required

EPC architecture



Voice: CSFB or VoLTE

https://yatebts.com/solutions_and_technology/csfb-to-volte-evolution/



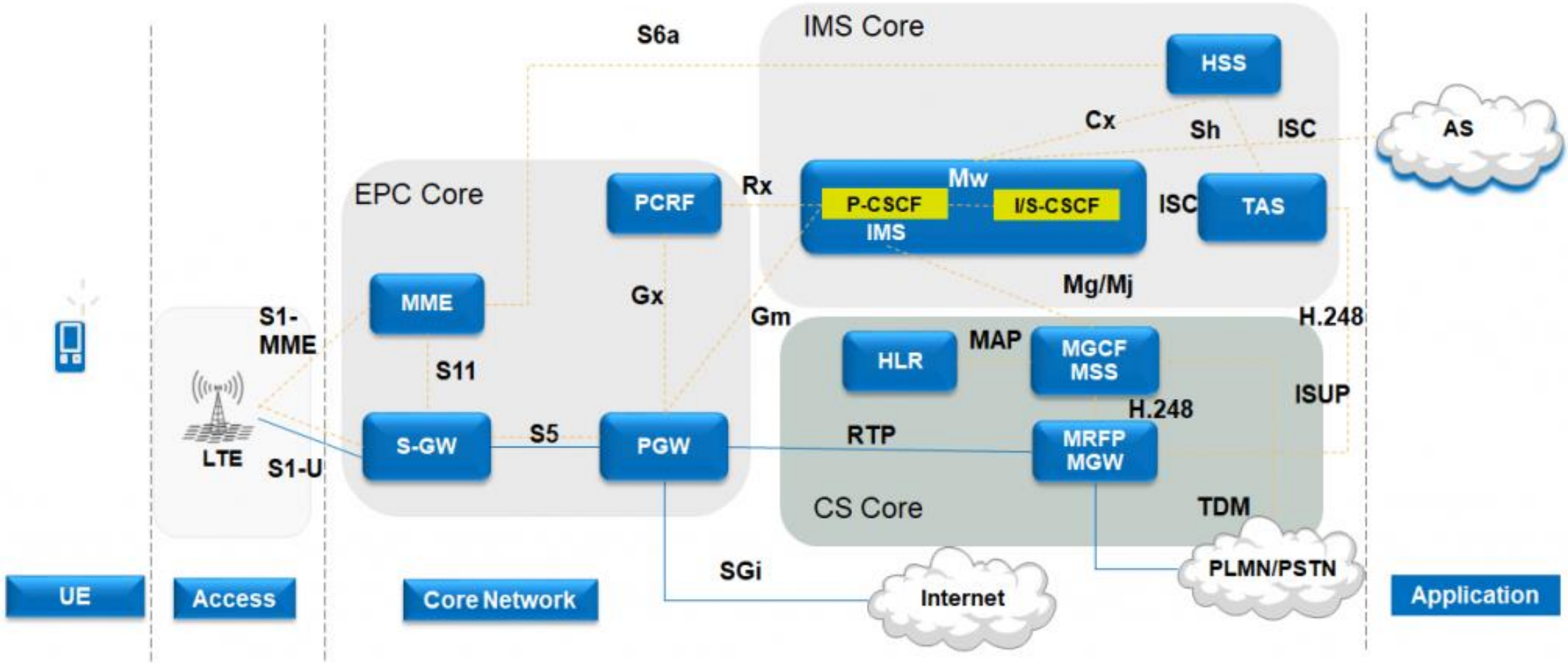
https://www.mpirical.com/blog/delivering-5g-voice-services

Feature	CSFB	VoLTE
Easy of Deployment	Challenging, but not as difficult as VoLTE	Numerous major challenges to overcome
Economic Considerations	Minor	Major
LTE Coverage Requirements	Low	High
Call Setup Time	Approx. 3-7 secs	Approx. 2-4 secs
Voice Quality	Acceptable	HD Voice
Lifespan	2G and 3G limited life	IMS forms basis for 5G voice and beyond

CSFB (Circuit Switch Fallback) is a technology that supports voice and SMS services in 4G networks using the 2G/3G systems.

VoLTE (Voice over LTE), on the other hand, means that a call is made through a 4G network (Making calls over IP).

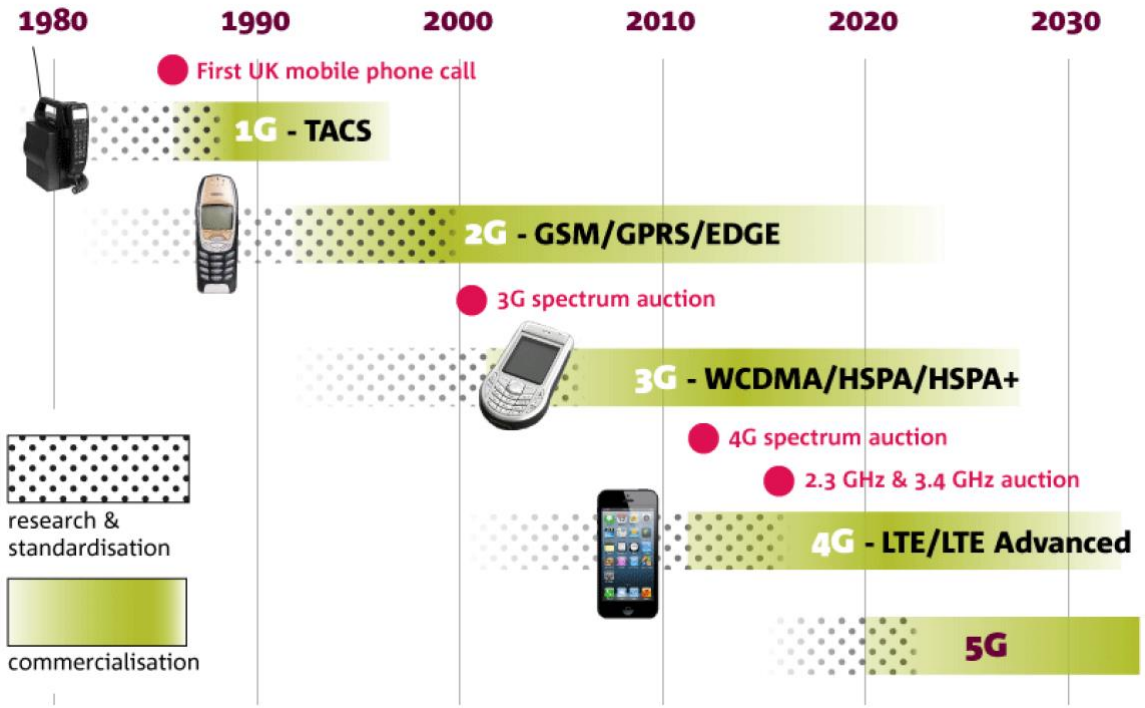
VoLTE Network Architecture



https://cafetele.com/volte-architecture/

Summary

1G to 4G summary



https://its-wiki.no/images/c/c8/From_1G_to_5G_Simon.pdf

		Real World (avg)		Theoretical (max)		Availability
		Download	Upload	Download	Upload	
2.5G	GPRS	32-48Kbps	15Kbps	114Kbps	20Kbps	Today
2.75G	EDGE	175Kbps	30Kbps	384Kbps	60Kbps	Today
3G	UMTS	226Kbps	30Kbps	384Kbps	64Kbps	Today
	W-CDMA	800Kbps	60Kbps	2Mbps	153Kbps	Today
	EV-DO Rev. A	1Mbps	500Kbps	3.1Mbps	1.8Mbps	Today
	HSPA 3.6	650Kbps	260Kbps	3.6Mbps	348Kbps	Today
	HSPA 7.2	1.4Mbps	700Kbps	7.2Mbps	2Mbps	Today
Pre-4G	WiMAX	3-6Mbps	1Mbps	100Mbps+	56Mbps	Today
	LTE	5-12Mbps	2-5Mbps	100Mbps+	50Mbps	End 2010
	HSPA+	-	-	56Mbps	22Mbps	2011
	HSPA 14	2Mbps	700Kbps	14Mbps	5.7Mbps	Today*
4G	WiMAX 2 (802.16m)	-	-	100Mbps mobile / 1Gbps fixed	60Mbps	2012
	LTE Advanced	-	-	100Mbps mobile / 1Gbps fixed	-	2012+

Features	1G	2G	3G	4G	5G
Start/Devlopment	1970/1984	1980/1999	1990/2002	2000/2010	2010/2015
Technology	AMPS, NMT, TACS	GSM	WCDMA	LTE, WiMax	MIMO, mm Waves
Frequency	30 KHz	1.8 Ghz	1.6 - 2 GHz	2 - 8 GHz	3 - 30 Ghz
Bandwidth	2 kbps	14.4 - 64 kbps	2 Mbps	2000 Mbps to 1 Gbps	1 Gbps and higher
AccessSystem	FDMA	TDMA/CDMA	CDMA	CDMA	OFDM/BDMA
Core Network	PSTN	PSTN	Packet Network	Internet	Internet

http://net-informations.com/q/diff/generations.html

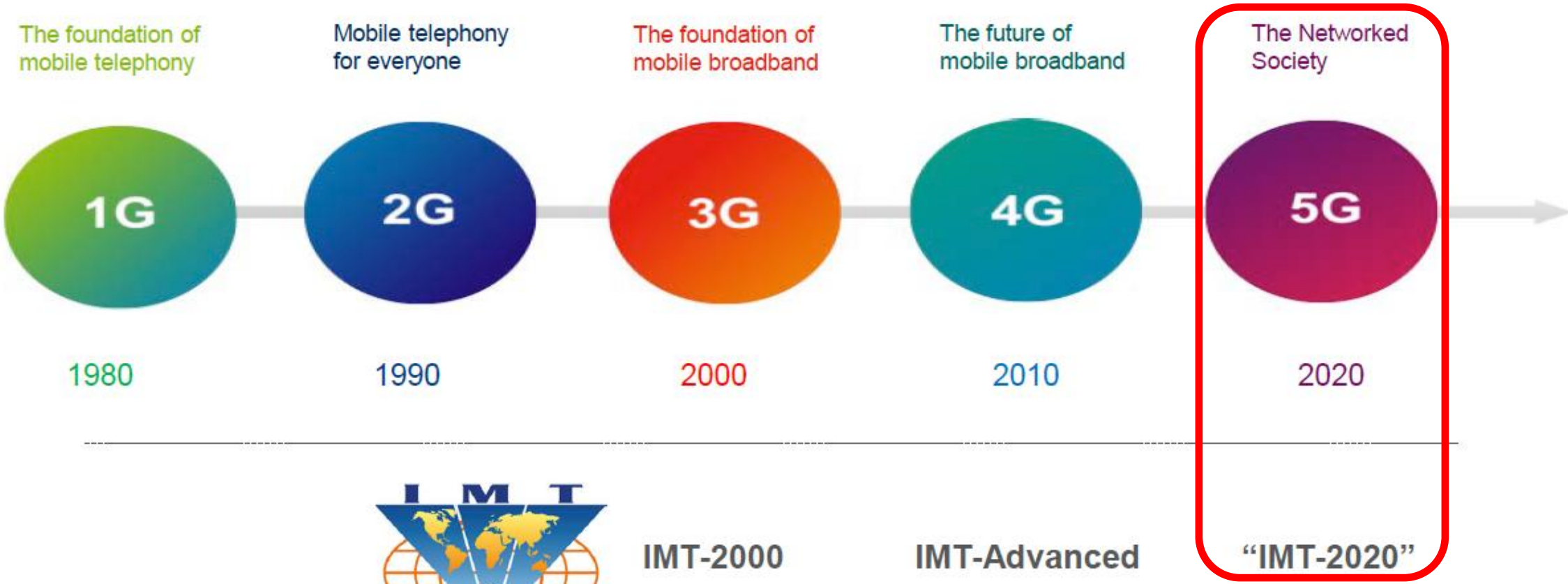
5G

"Enabling a seamlessly connected society in the 2020 timeframe and beyond that brings together people along with things, data, applications, transport systems and cities in a smart networked communications environment"

ITU-R (*International Telecommunication Union*)

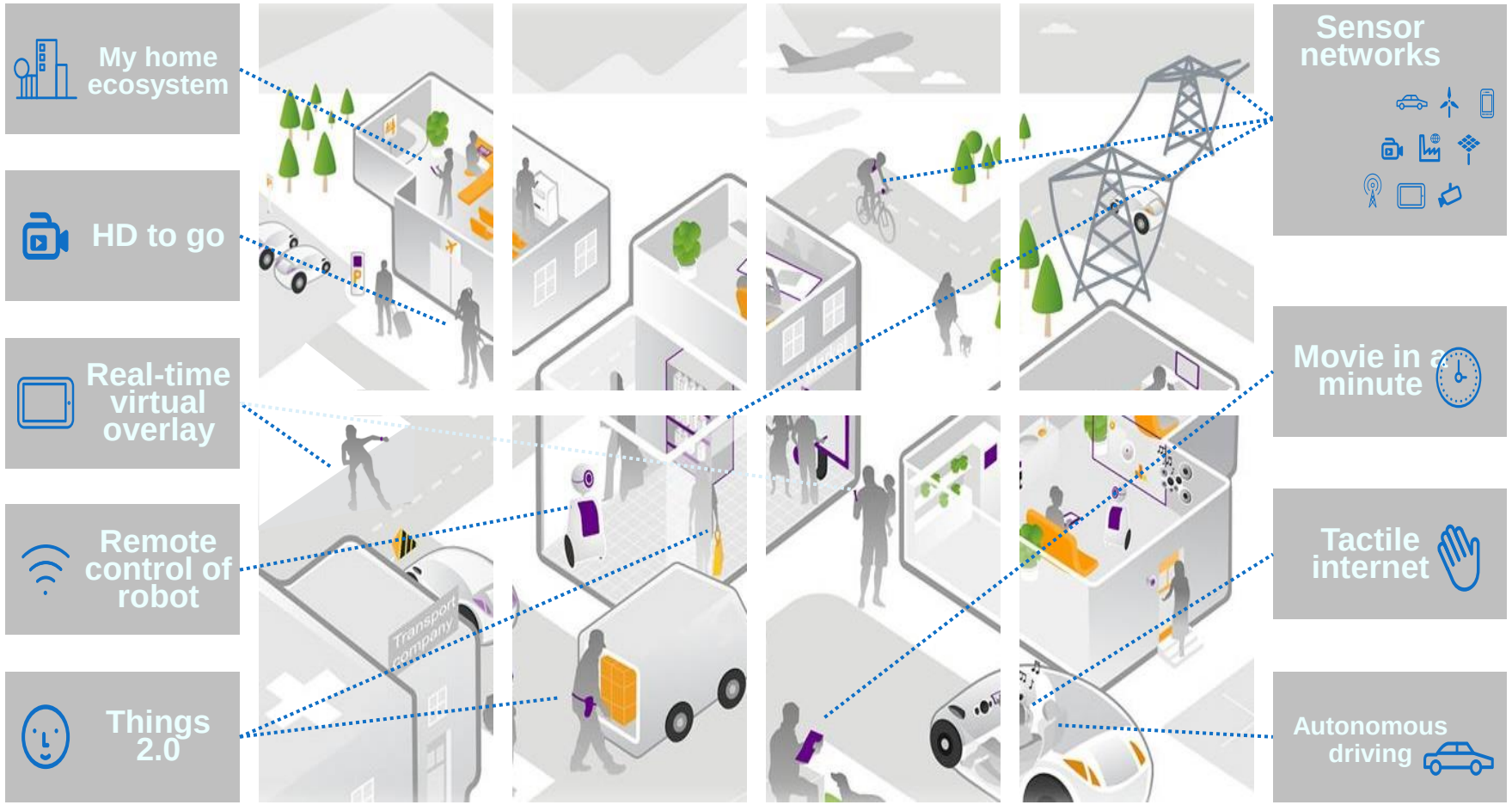
wireless access generations

Non-limiting access to information and sharing of data anywhere and anytime for anyone and anything

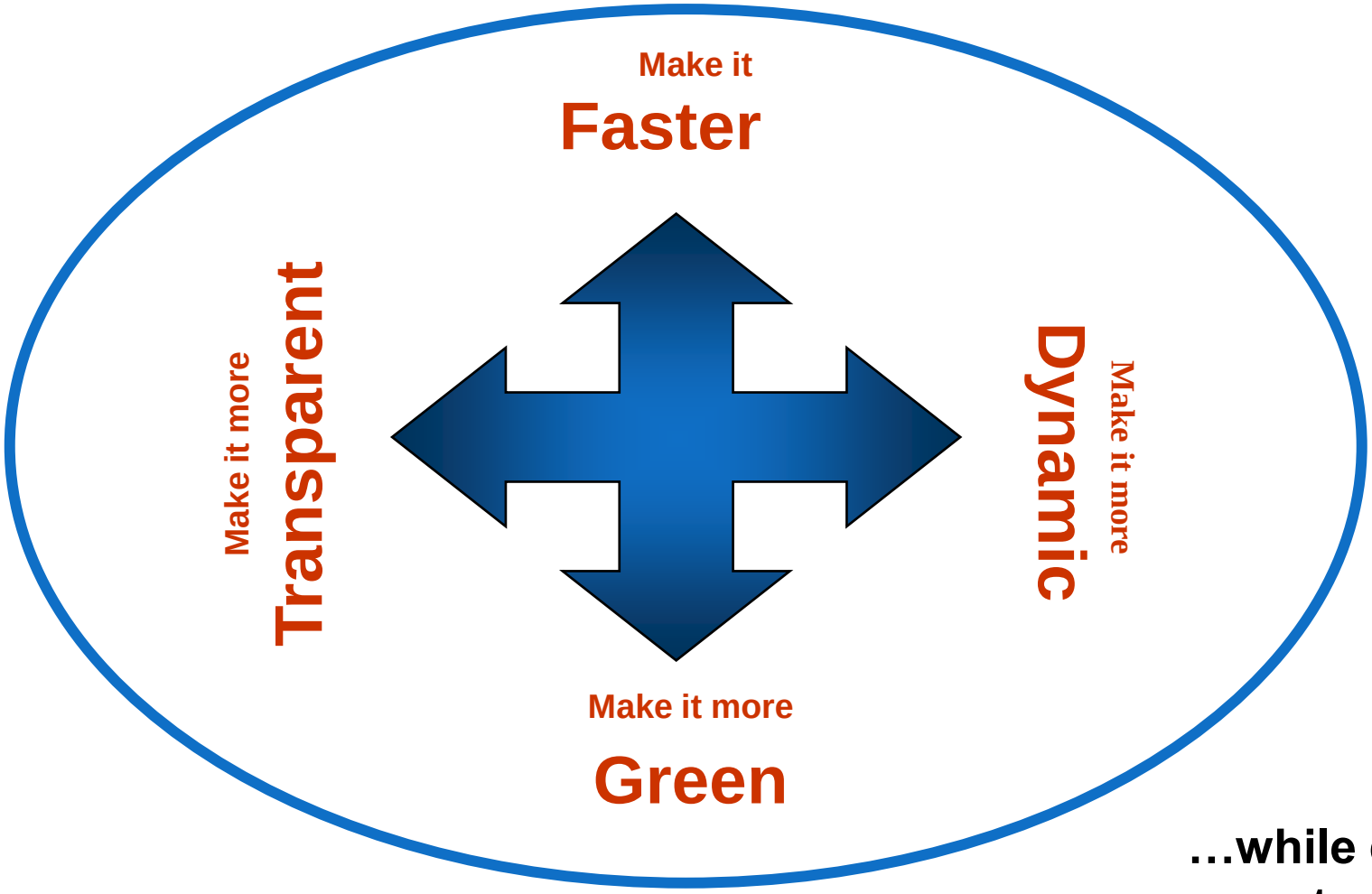


"International Mobile Telecommunications": requirements set by ITU

The 2020+ experience



Networks technology trends



…while driving down the cost per managed bit

Expected Technology – trends besides radio layers

- Integration of different technologies (not only physical layer)
  - Following the current trends….
- Complex radio environment
  - CRAN, HCRAN, microcells, as now but device # explosion
- Separation between infrastructure, network, computation and service
  - Reconfigurable network and service provision (SDN, NFV, virtualization, cloud…)
  - Edge becoming an entity per se
- Multi-tenant environment
  - Different types of providers, different types of interrelations
  - Slicing of resources: deep virtualization (cloud and network)

5G use cases

reinforce B2C, embrace B2B

Enhanced Mobile BroadBand (eMBB)

Vídeo UHD- 8K

Mass Events

Augmented / Virtual Imersive Reality

Massive Machine Type Communications (mMTC)

Logistic / Management

Smart Meter

Wearables

Smart Cities

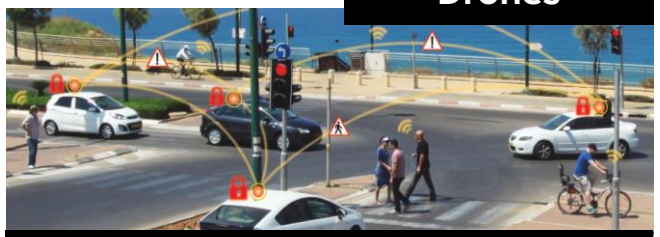
Ultra-Reliable and Low-Latency Communications (URLLC)

Industry 4.0

E-Health

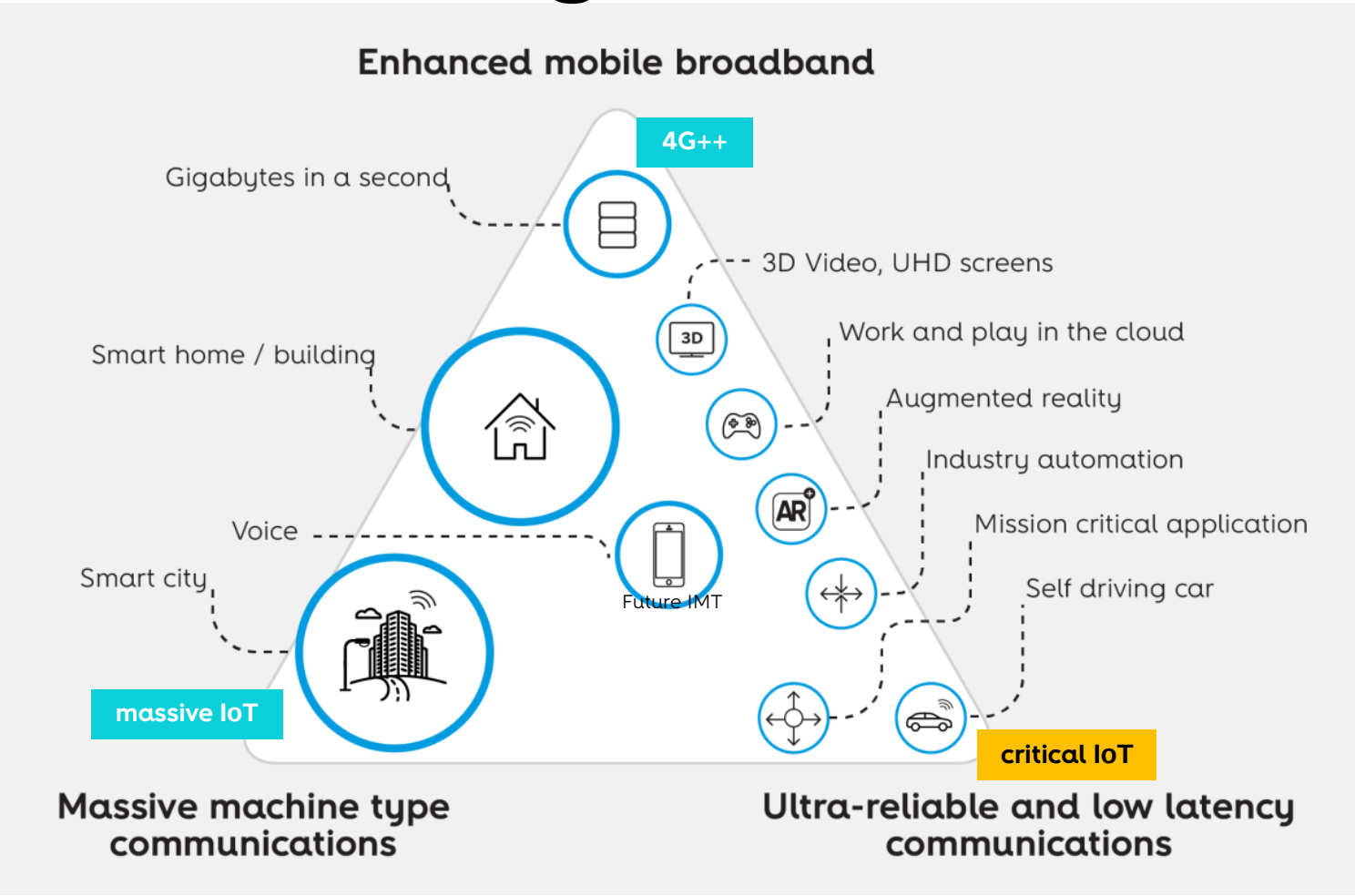
Tactile Internet

Robots / Drones



Connected vehicles (V2x)

5G organization of ‘Usage Scenarios’



A trillion of devices with different needs	GB transferred in an instant	Mission-critical wireless control and automation

5G will power a **new generation of services and applications** in the areas of:

Enhanced Mobile BroadBand (eMBB)
Make it faster!

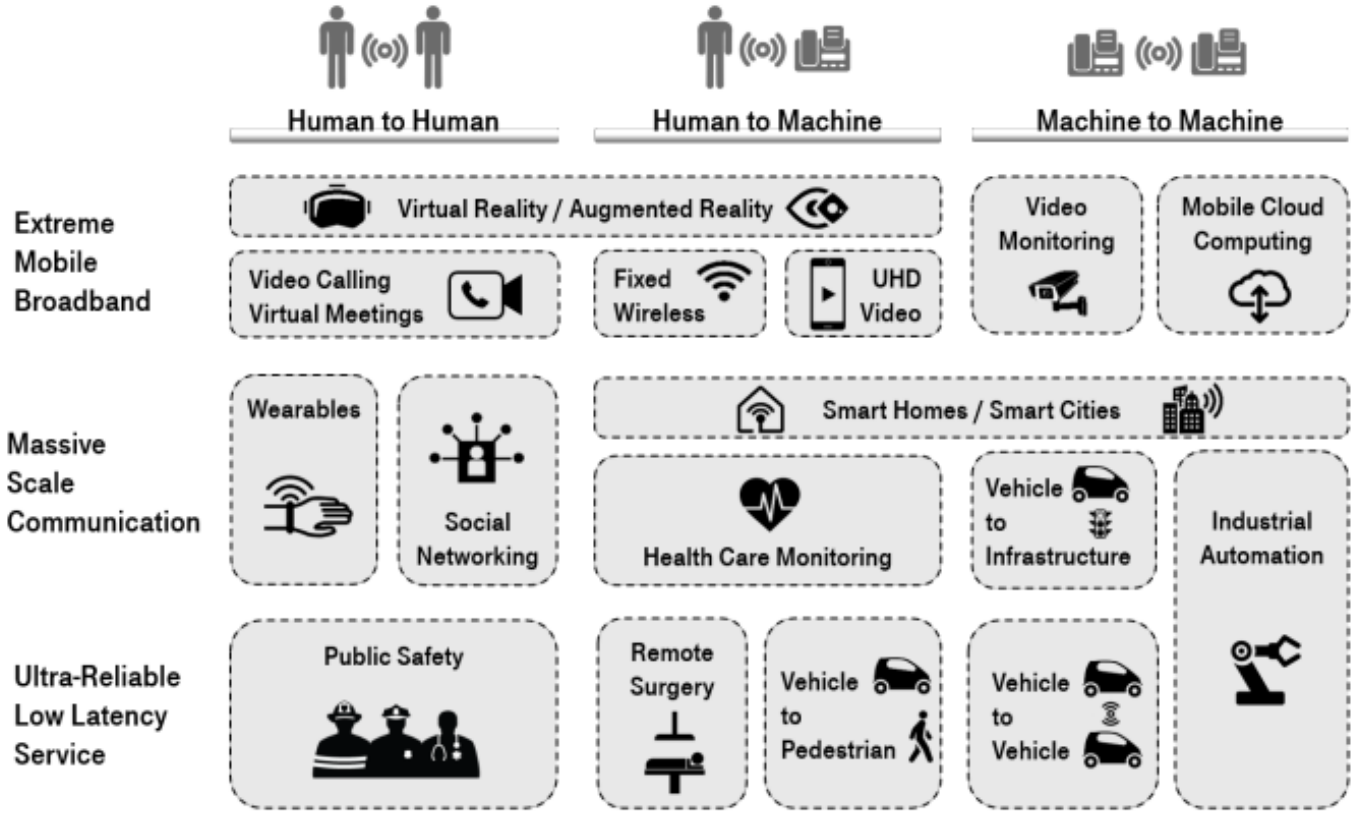
Massive Machine Type Communications (mMTC)
Make it massive!

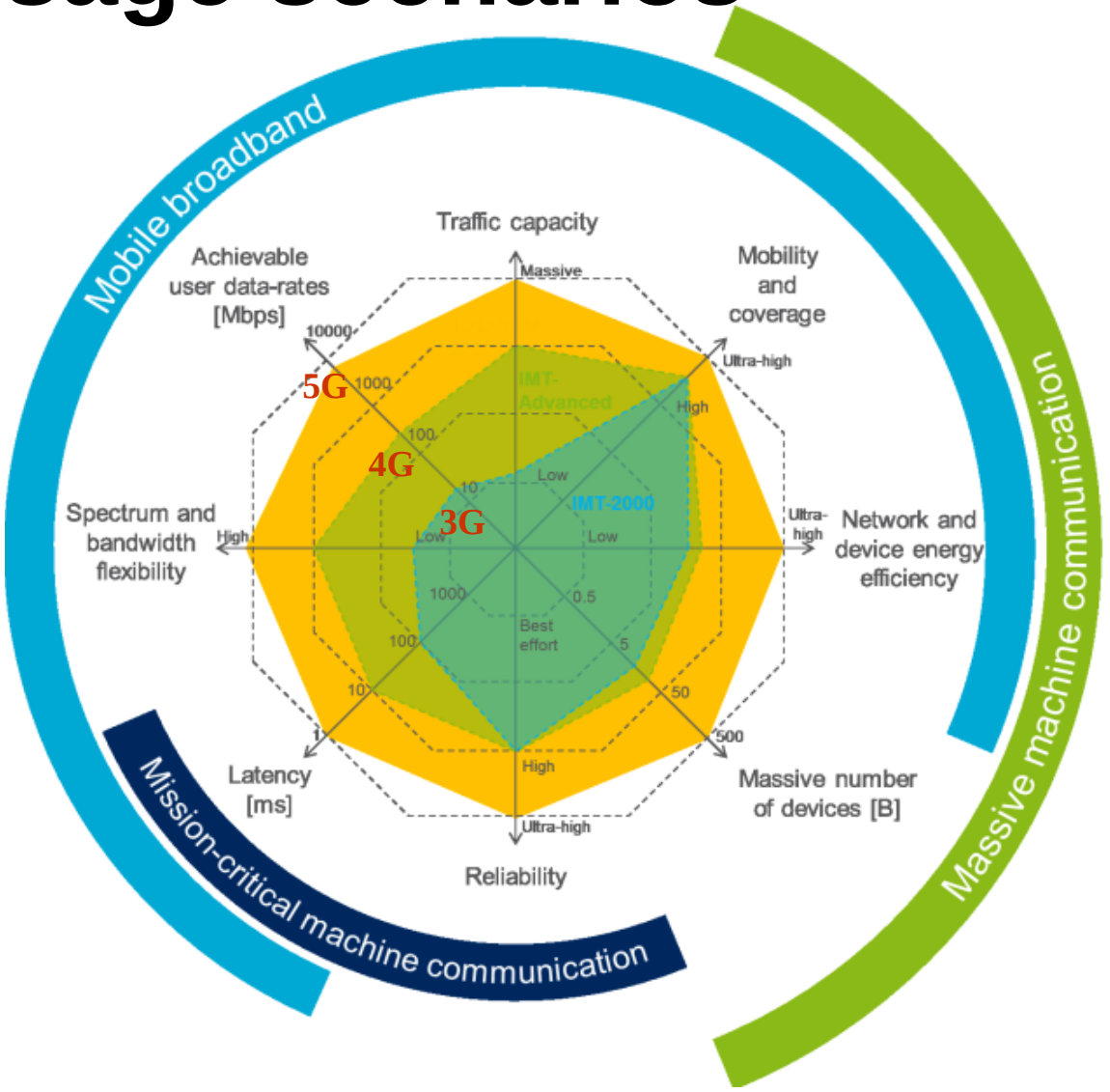
Ultra-Reliable, Low Latency Communications (URLCC)
Make it trustable and responsive!

All with a single, unified technology

…while driving down the cost per managed bit

5G organization of usage scenarios





5G: From Research to Standardisation, http://www.irisa.fr/dionysos/pages_perso/ksentini/R2S/pres/Bernard-EC-Panel-R2S-2014.pdf

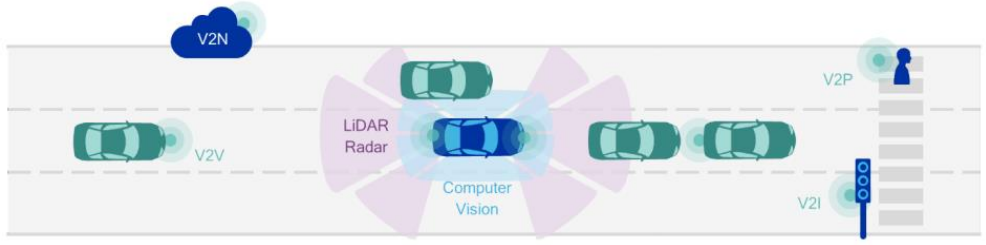
Example of verticals: 5GAA (5G Automotive Association)

http://5gaa.org/

"Develop, test and promote communications solutions, initiate their standardization and accelerate their commercial availability and global market penetration to address society's connected mobility and road safety needs with applications such as autonomous driving, ubiquitous access to services and integration into smart city and intelligent transportation"

Vehicle to anything (V2x) communications:

- Vehicle to Vehicle (V2V)
- Vehicle to Network (V2N)
- Vehicle to Infrastructure (V2I)
- Vehicle to Pedestrian (V2P)

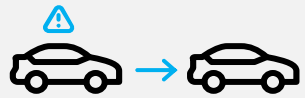


MEMBERS

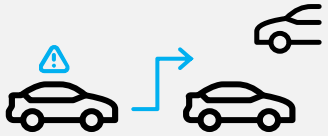
V2x Use Cases

Adapted from Qualcomm

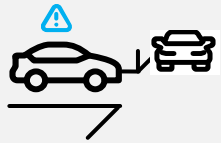
V2x enables a broad set of use cases



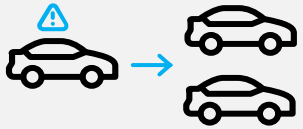
Forward collision warning



Do not pass warning (DNPW)



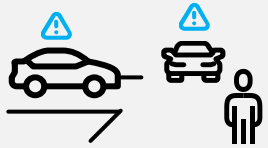
Blind intersection



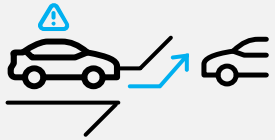
Queue warning

Cooperative adaptive cruise control & platooning

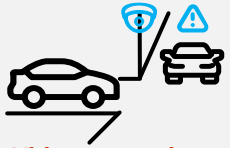
Emergency Vehicle alert



Vulnerable road user (VRU) alerts

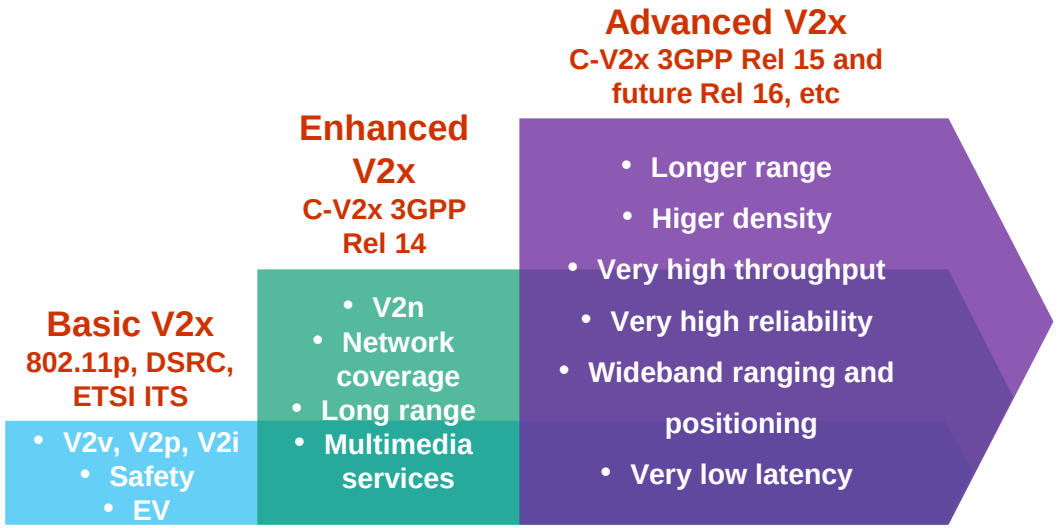


Left turn assist (LTA)



Video streaming, to look around the corner

3GPP V2x evolutionary support



Source: 5G Americas Whitepaper, "Cellular V2x Communications towards 5G", Mar'18

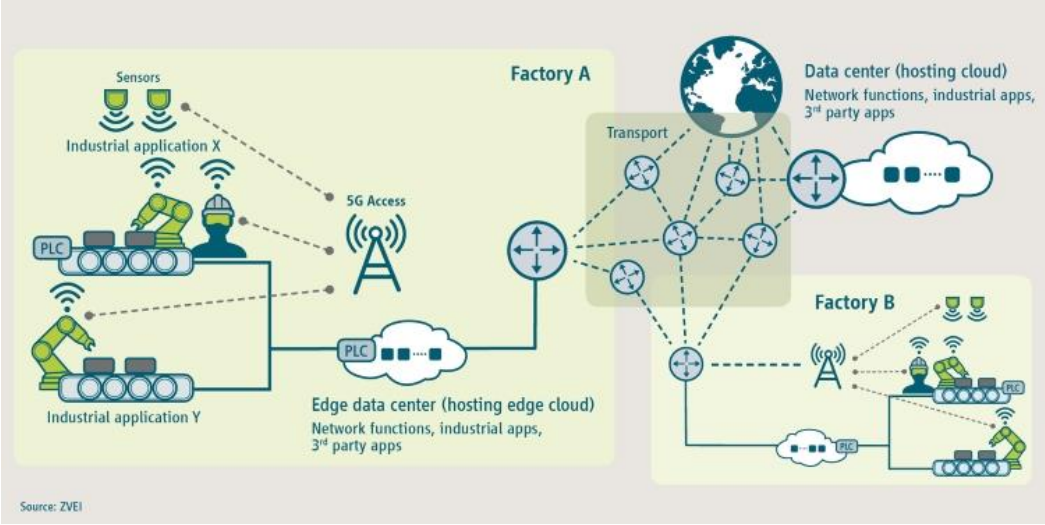
Communication scenario description	Max end-to-end latency (ms)	Reliability (%)
Information exchange between a UE supporting V2X application and a V2X Application Server	5	99.999
Cooperative driving for vehicle platooning Information exchange between a group of UEs supporting V2X application.	10	99.99
Emergency trajectory alignment between UEs supporting V2X application.	3	99.999
Sensor information sharing between UEs supporting V2X application	3	99.999

3GPP TS 22.186

Example of verticals: 5G-ACIA

https://www.5g-acia.org/

“5G-ACIA ensures the best possible applicability of 5G technology and 5G networks for the manufacturing and process industries by addressing, discussing and evaluating relevant technical, regulatory and business aspects.”



Source: 5G-ACIA, “5G for Connected Industries and Automation”, Whitepaper, Apr’18

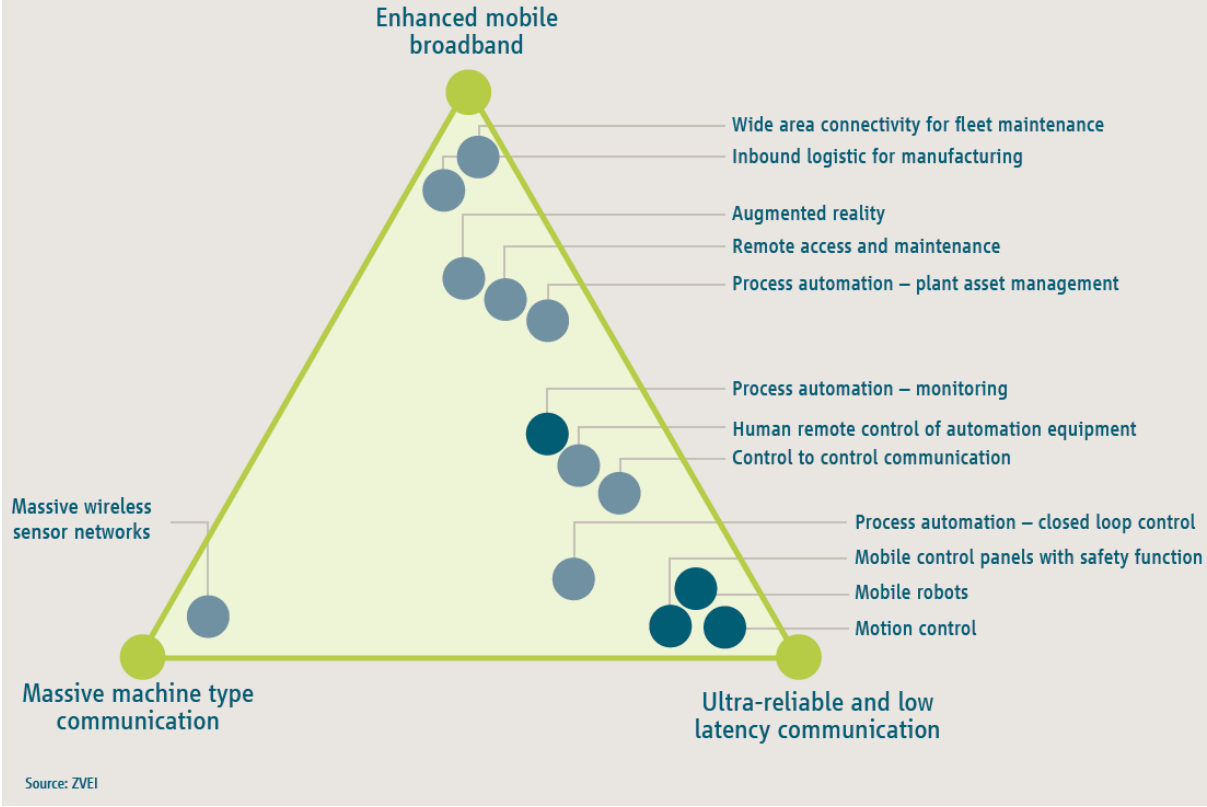
5G ACIA

5G Alliance for Connected Industries and Automation

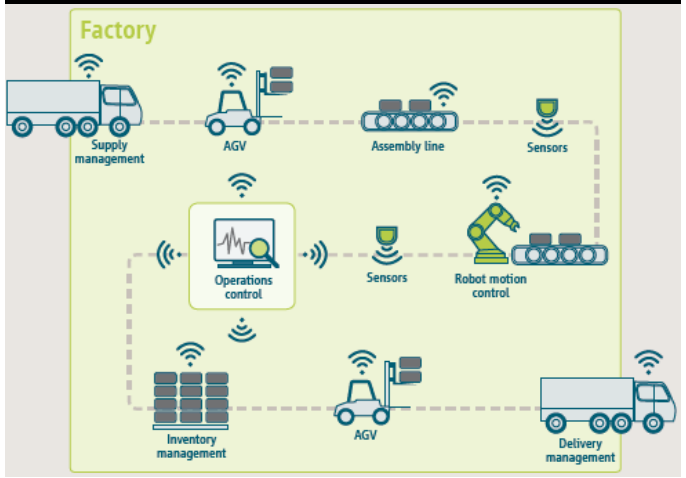
Industry use cases

- **5G in the private domain**

Overview of selected industrial use cases and arrangement according to their basic service requirements (5G-ACIA)



Exemplary application areas of 5G in the factory of the future (5G-ACIA)



Selected use cases requirements (5G-ACIA)

Use case (high level)		Availability	Cycle time	Typical payload size	# of devices	Typical service area
Motion control	Printing machine	>99.9999%	< 2 ms	20 bytes	>100	100 m x 100 m x 30 m
	Machine tool	>99.9999%	< 0.5 ms	50 bytes	~20	15 m x 15 m x 3 m
	Packaging machine	>99.9999%	< 1 ms	40 bytes	~50	10 m x 5 m x 3 m
Mobile robots	Cooperative motion control	>99.9999%	1 ms	40-250 bytes	100	< 1 km²
	Video-operated remote control	>99.9999%	10 – 100 ms	15 – 150 kbytes	100	< 1 km²
Mobile control panels with safety functions	Assembly robots or milling machines	>99.9999%	4-8 ms	40-250 bytes	4	10 m x 10 m
	Mobile cranes	>99.9999%	12 ms	40-250 bytes	2	40 m x 60 m
Process automation (process monitoring)		>99.99%	> 50 ms	Varies	10000 devices per km²	

Service unavailability <31,5s / Year

Cycle time shall be measured from command execution to feedback received ➔ 5G latency < half the cycle time

Pictures from: 5G-ACIA, "5G for Connected Industries and Automation", Whitepaper, Apr'18

5G expectations

5G to boost annual **U.S. GDP by $500 billion** through job growth and investments in deploying the new network

Accenture

5G will hit **24 million subscriptions** worldwide in 2021

OVUM

Sales of 5G Smartphones to hit **100 million** in 2021

CCS Insight

By 2025, 5G connections to reach **1.1 billion**

GSMA

In 2035, 5G will enable **$12.3 trillion** of global economic output

IHS

The global 5G value chain will generate **$3.5 trillion** in output and support **22 million jobs** in 2035

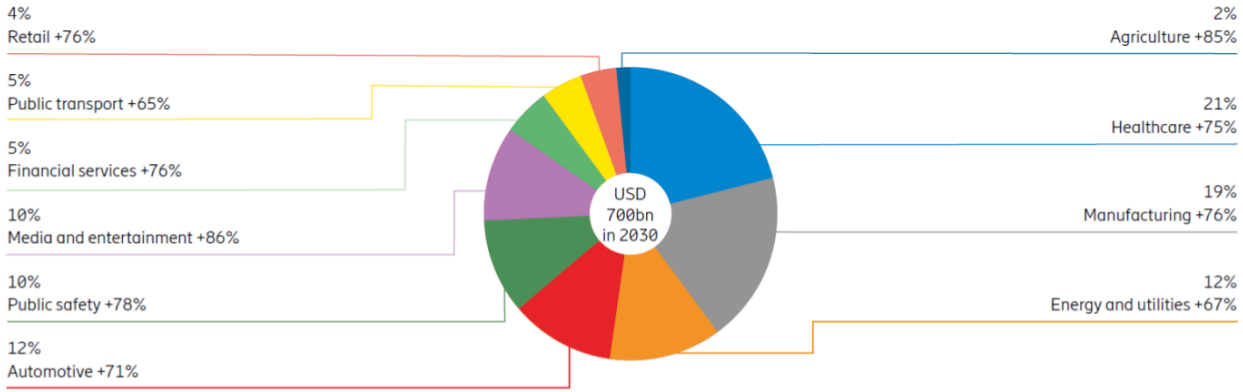
IHS

5G could add **22 million** jobs around the world by 2035

Qualcomm

Confirmed significant 5G-enabled revenue potential across 10 industries

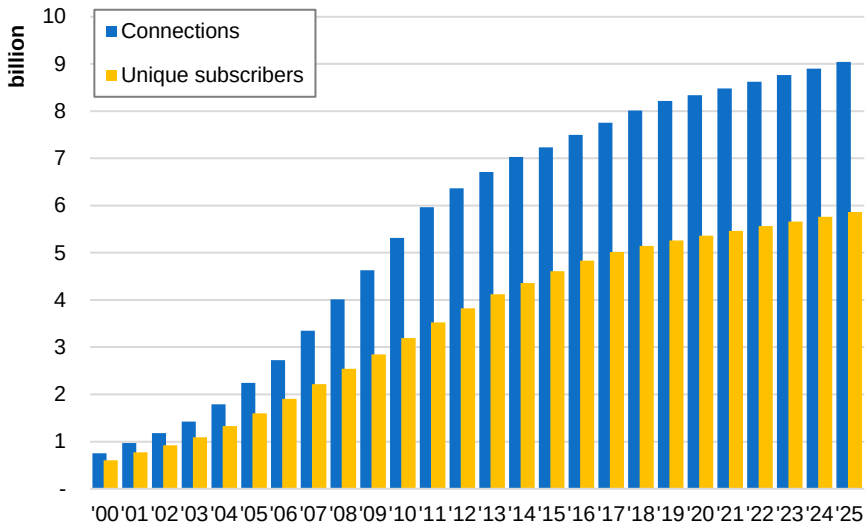
Share and growth rate for global total 5G-enabled B2B potential for service providers

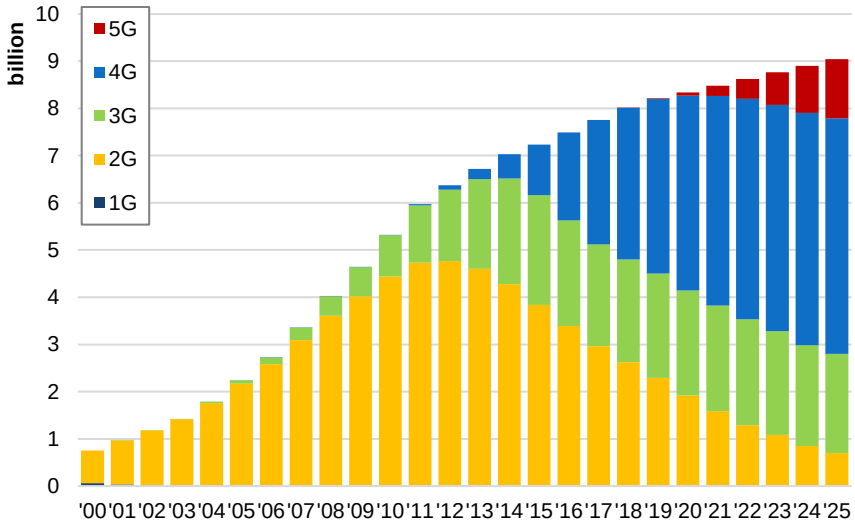


Global service creator, 5G for business addressable market, 2030 share, 2020-2030 CAGR
(Worldwide figures)

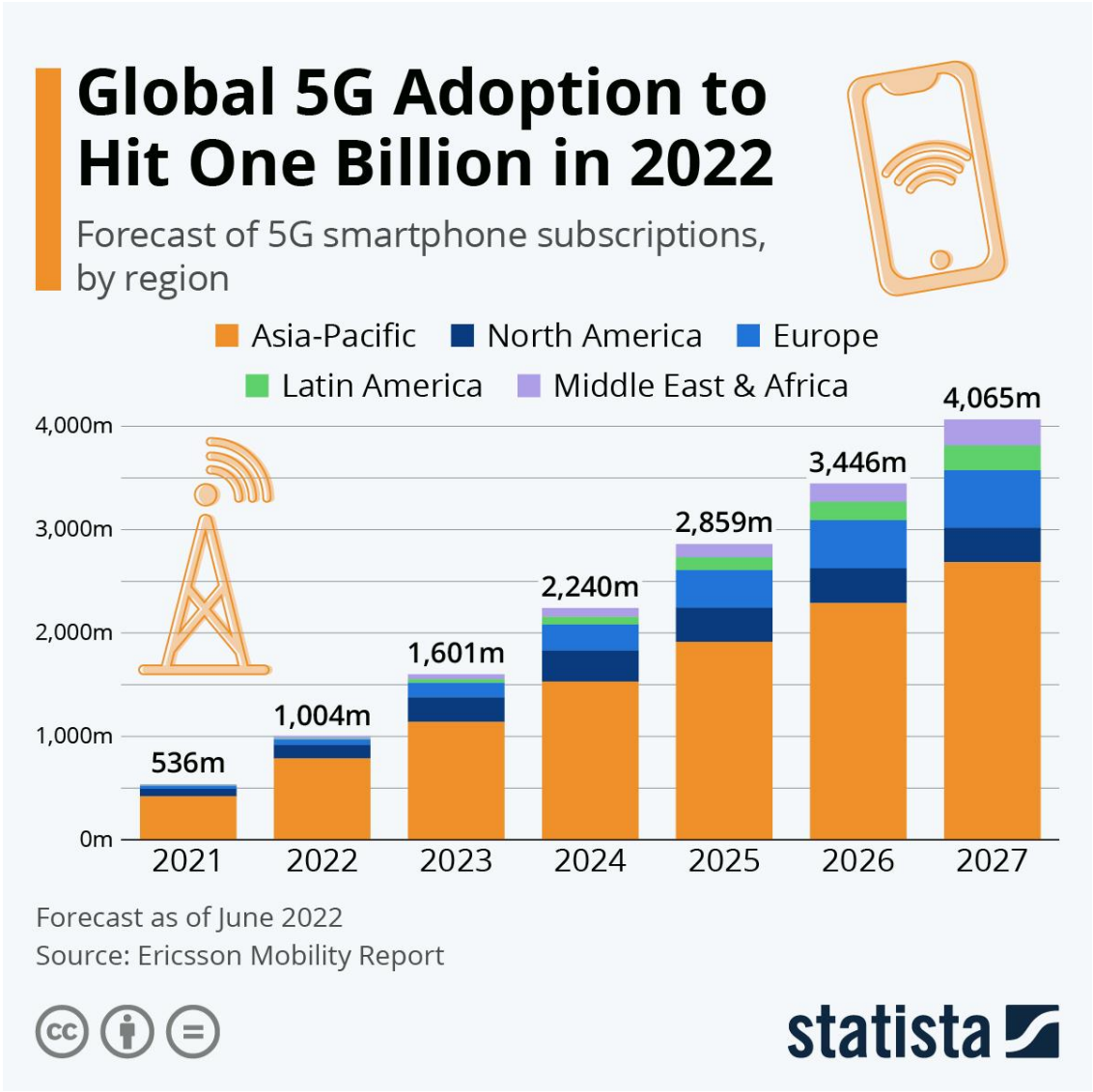
Source: Ericsson and Arthur D. Little
5G for business: a 2030 market compass

Market Forecast

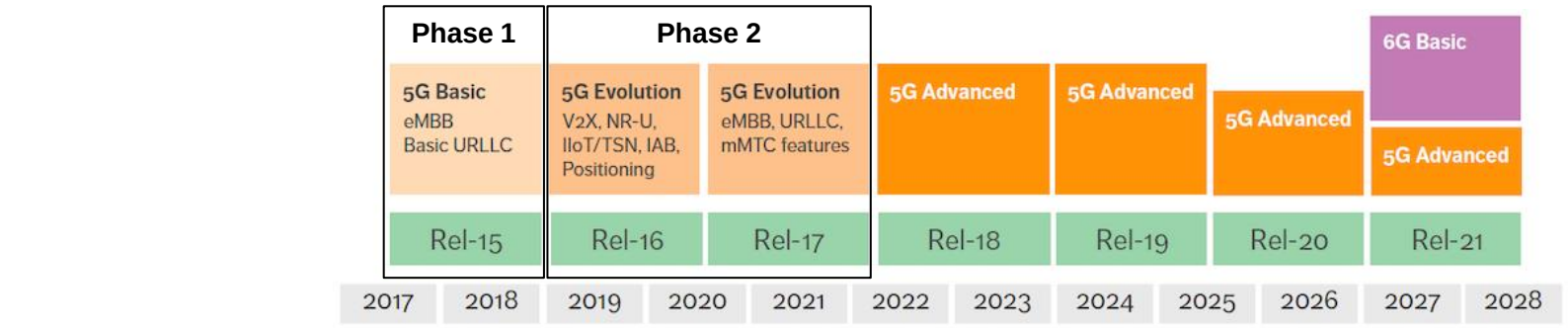


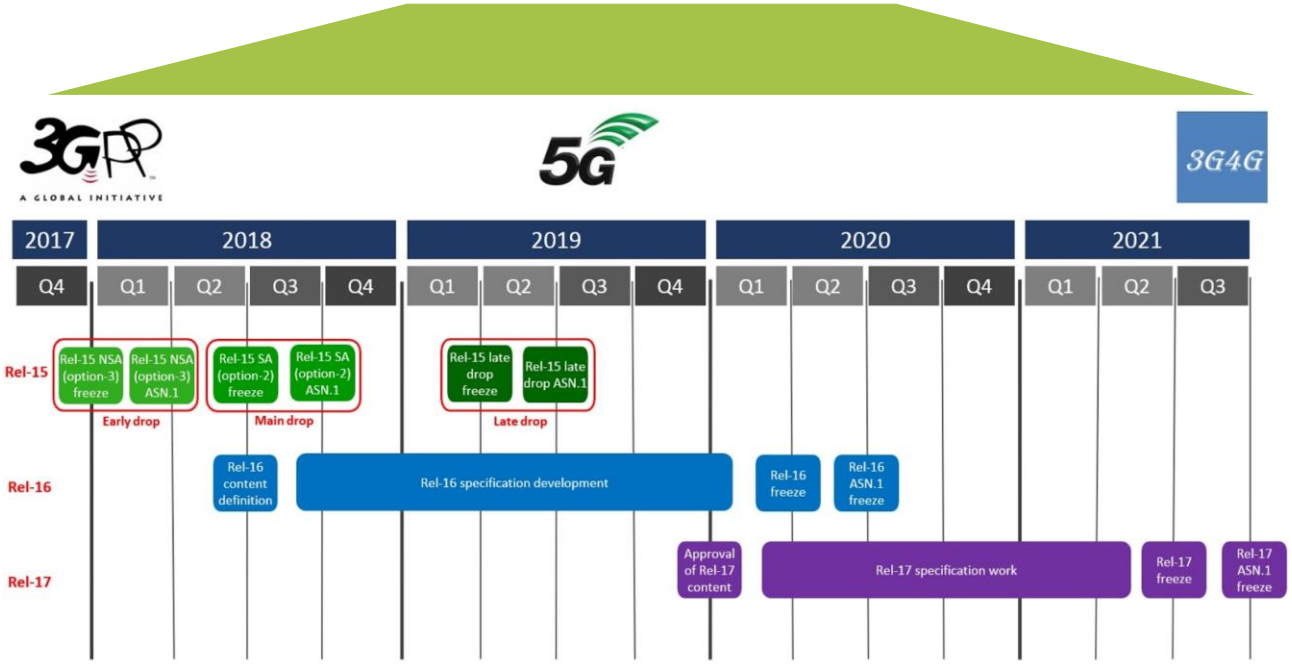


[GSMA Market data, Apr. 2018]



5G roadmap





Designed by 3G4G, based on roadmap from 3GPP, July 2019

3GPP Releases detail (I)

Release 15

- NR
- The 5G System – Phase 1
- Massive MTC and Internet of Things (IoT)
- Vehicle-to-Everything Communications (V2x) Phase 2
- Mission Critical (MC) interworking with legacy systems
- WLAN and unlicensed spectrum use
- Slicing – logical end-2-end networks
- API Exposure – 3rd party access to 5G services
- Service Based Architecture (SBA)
- Further LTE improvements
- Mobile Communication System for Railways (FRMCS)

Release 16

Radio enhancements:

- Enh. for NR URLLC
- NR Industrial Internet of Things (NR_IIOT)
- NR-based access to unlicensed spectrum (NR_unlic)
- Integrated Access and Backhaul (IAB)
- MTC enh. for LTE (LTE_eMTC5)
- NB-IoT (NB_IOTenh3)
- NR Vehicle-to-Everything (NR_V2X)
- 5G V2X with NR sidelink (5G_V2X_NRSL)
- NR positioning support (NR_pos)
- Optimisations on UE radio capability signalling (RACS-RAN)
- UE Power Saving in NR (NR_UE_pow_sav)
- Enh. on MIMO for NR (NR_eMIMO)
- NR mobility enh. (NR_Mob_enh)
- 2-step RACH for NR (NR_2step_RACH)
- LTE-NR & NR-NR Dual Connectivity and NR Carrier Aggregation enh. (LTE_NR_DC_CA_enh)
- LTE-based 5G terrestrial broadcast (LTE_terr_bcast)
- Cross Link Interference handling and Remote Interference Managementfor NR (NR_CLI_RIM)
- DL MIMO efficiency enh. for LTE (LTE_DL_MIMO_EE)
- Navigation Satellite System for LTE (LCS_NAVIC)
- Non-Orthogonal Multiple Access Study (NR_NOMA)

System enhancements:

- 5G System (5GS) enablers for new verticals:
  - Industrial automation, including Time Sensitive Communication (TSC), Ultra Reliable and Low Latency Communication (URLLC) and Non-Public Networks (NPNs)
  - Cellular Internet of Things (CIoT) support for 5G system
  - Vehicle-to-Everything (V2X) communication
- Mobile Communication System for Railways (FRMCS Phase 2)
- Satellite Access in 5G
- NR-based access to unlicensed spectrum (nr-U)
- 5G Wireless Wireline Convergence (5WWC)
- Enh. for Network Analytics (eNA)
- Support for Access Traffic Steering, Switching and Splitting (ATSSS)
- Optimized UE radio capability signalling (RACS)
- Enh. Network Slicing (eNS)
- Enh. Service Based Architecture (eSBA)
- Single Radio Voice Call Continuity (5G-SRVCC)
- Enh. Location Services (eLCS)
- Enh. Common API Framework for 3GPP Northbound APIs (eCAPIF)

5G Efficiency: Interference Mitigation, SON, eMIMO, Location and positioning, Power Consumption, eDual Connectivity, Device capabilities exchange, Mobility enh.

The detail in this graphic is a snap-shot of some of the key features. Full details of all of the Release 16 features are at: www.3gpp.org/specifications/work-plan

5G Phase 1
With and early drop for 5G –NSA (Non-Stand Alone

3GPP Releases detail (II)

Release 17

- NR MIMO
- NR Sidelink enh.
- 52.6 - 71 GHz with existing waveform
- Dynamic Spectrum Sharing (DSS) enh.
- Industrial IoT / URLLC enh.
- IoT over Non Terrestrial Networks (NTN)
- NR over Non Terrestrial Networks (NTN)
- NR Positioning enh.
- Low complexity NR devices
- Power saving
- NR Coverage enh.
- NR eXtended Reality (XR)
- NB-IoT and LTE-MTC enh.
- 5G Multicast broadcast
- Multi-Radio DCCA enh.
- Multi SIM
- Integrated Access and Backhaul (IAB) enh.
- NR Sidelink relay
- RAN Slicing
- Enh. for small data
- SON / Minimization of drive tests (MDT) enh.
- NR Quality of Experience
- eNB architecture evolution, LTE C-plane / U-plane split
- Satellite components in the 5G architecture
- Non-Public Networks enh.
- Network Automation for 5G - phase 2
- Edge Computing in 5GC
- Proximity based Services in 5GS
- Network Slicing Phase 2
- Enh. V2x Services
- Advanced Interactive Services
- Access Traffic Steering, Switch and Splitting support in the 5G system architecture
- Unmanned Aerial Systems
- 5GC LoCation Services
- Multimedia Priority Service (MPS)
- 5G Wireless and Wireline Convergence
- 5G LAN-type services
- User Plane Function (UPF) enh. for control and 5G Service Based Architecture (SBA)

These are the Rel-17 headline features, prioritized during the December 2019 Plenaries (TSG#86)

Release 18

TSG SA priorities*

SA2 led - System Architecture and Services

- XR (Extended Reality) & media services
- Edge Computing Phase 2
- System Support for AI/ML-based Services
- Enablers for Network Automation for 5G Phase 3
- Enh. support of Non-Public Networks Phase 2
- Network Slicing Phase 3
- 5GC LoCation Services Phase 3
- 5G multicast-broadcast services Phase 2
- Satellite access Phase 2
- 5G System with Satellite Backhaul
- 5G Timing Resiliency and TSC & URLLC enh.
- Evolution of IMS multimedia telephony service
- Personal IoT Networks
- Vehicle Mounted Relays
- Access Traffic Steering, Switching & Splitting support in the 5G system architecture Phase 3
- Proximity-based Services in 5GS Phase 2
- UPF enh. for Exposure & SBA
- Ranging based services & sidelink positioning
- Generic group management, exposure & communication enh.
- 5G UE Policy Phase 2
- UAS, UAV & UAM Phase 2
- 5G AM Policy Phase 2
- RedCap Phase 2
- Support for 5WWC Phase 2
- System Enabler for Service Function Chaining
- Extensions to TSC Framework to support DetNet
- Seamless UE context recovery
- MPS when access to EPC/5GC is WLAN

SA3 led - Security and Privacy

- Privacy of identifiers over radio access
- SECAM and SCAS for 3GPP virtualized network products and Management Function (MnF)
- Mission critical security enhancements Phase 3
- Security and privacy aspects of RAN & SA features

SA4 led - Multimedia Codecs, Systems and Services

Systems & Media Architecture:
- 5G Media, Service Enablers
- Split-Rendering
- 5G AR Experiences Architecture

Media:
- Video codec for 5G
- Media Capabilities for Augmented Reality Glasses
- AI / ML Study

Real-Time Communications:
- XR conversational services
- WebRTC-based services and collaboration models

Immersive Voice & Audio:
- EVS Codec Extension for Immersive Voice and Audio Services (IVAS_Codec)
- Terminal Audio quality performance and Test methods for Immersive Audio Services (ATIAS)

Streaming & Broadcast services:
- 5GMS Enh. (Network slicing, Low latency, Background traffic, 5GMS Uplink)
- Further MBS Enh. (Free to air, Hybrid unicast/broadcast)

SA5 led - Management, Orchestration and Charging

Operations, Administration, Maintenance and Provisioning (OAM&P):
- Intelligence and Automation: Self-Configuration of RAN NEs, Enh. autonomous network levels, Evaluation of autonomous network levels, Enh. intent driven management services for mobile networks, AI/ ML management, Enh. of the management aspects related to NWDAF
- Management Architecture and Mechanisms: Network slicing provisioning rules, Enh. service based management architecture
- Support of New Services: Enh. Energy Efficiency for 5G Phase 2, New aspects of Energy Efficiency for 5G networks Phase 2, Enh. management of Non-Public Networks, Network and Service Operations for Energy Utilities, Key Quality Indicators(KQIs)for 5G service experience, Deterministic Communication Service Assurance

Charging:
- Charging Aspects for Enh. Support of Non-Public Networks

SA6 led - Application Enablement & Critical Communication Applications

Critical Communications:
- MCX Enhancements – MC over 5GS (5MBS, ProSe) Adhoc group comm., MCPTT Enh.
- Railways - Gateway UE, Interworking

Service Frameworks:
- Edge App Architecture Enh., SEAL Enh., Subscriber-Aware API (CAPIF Enh.)
- Fused location, Application Data Analytics, App Layer NW Slicing

Enablers for Vertical Applications:
- Enhancements to V2X, UAS application-enablement
- Future Factories, Personal IoT networks, Capability exposure for IoT platforms

TSG RAN priorities*

RAN1 led - Radio Layer 1 (Physical layer)

- NR-MIMO Evolution
- AI/ML - Air Interface
- Evolution of duplex operation
- NR Sidelink Evolution
- Positioning Evolution
- RedCap Evolution
- Network energy savings
- Further UL coverage enhancement
- Smart Repeater
- DSS
- Low power WUS
- CA enhancements

RAN2 led - Radio layer 2 & layer 3 Radio Resource Control

- Mobility Enhancements
- Enhancements for XR
- Sidelink Relay Enhancements
- NTN (Non-Terrestrial Networks) evolution - NR
- NTN (Non-Terrestrial Networks) evolution - IoT
- UAV (Uncrewed Aerial Vehicle)
- Multiple SIM (MUSIM) Enhancements
- In-Device Co-existence (IDC) Enhancements
- Small data
- MBS

RAN3 led - UTRAN/E-UTRAN/NG-RAN architecture & related network interfaces

- Additional topological improvements – IAB/VMR
- AI/ML for NG-RAN WI
- AI/ML for NG-RAN SI
- SON/MDT Enhancements
- QoE Enhancements
- Resiliency of gNB-CU-CP

RAN4 led - Radio Performance and Protocol Aspects

- RAN4-led spectrum items
- <5MHz in dedicated spectrum

Rel-18 Workplan for TSG CT

CT will work on Stage 3 completion and ASN.1 code and OpenAPI freeze of Rel-17 until June 2022 (TSG#96).

Work item discussion on Rel-18 Stage 2 / Stage 3 (under CT) from June 2022.

*These are preliminary lists (As at SA#94-e)

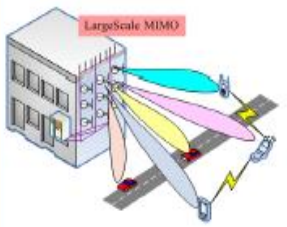
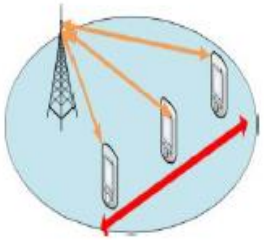
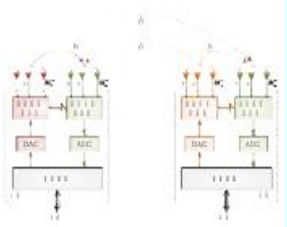
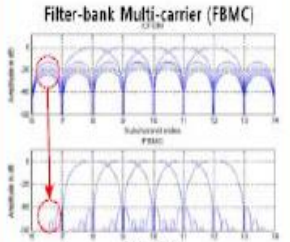
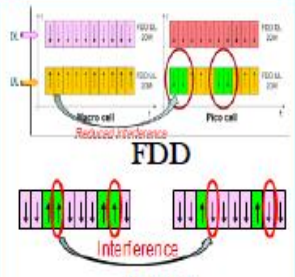
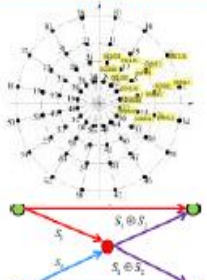
*Source: RP-213697 (RAN#94-e)

See the 3GPP Work Plan for full details, as Release 18 develops: www.3gpp.org/specifications/work-plan

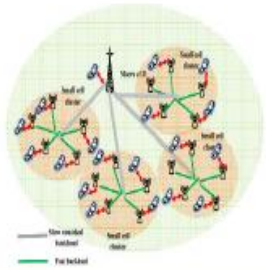
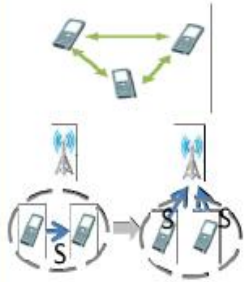
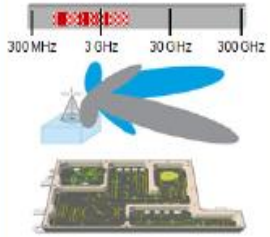
5G – TECHNOLOGIES

Key Wireless Technology Directions

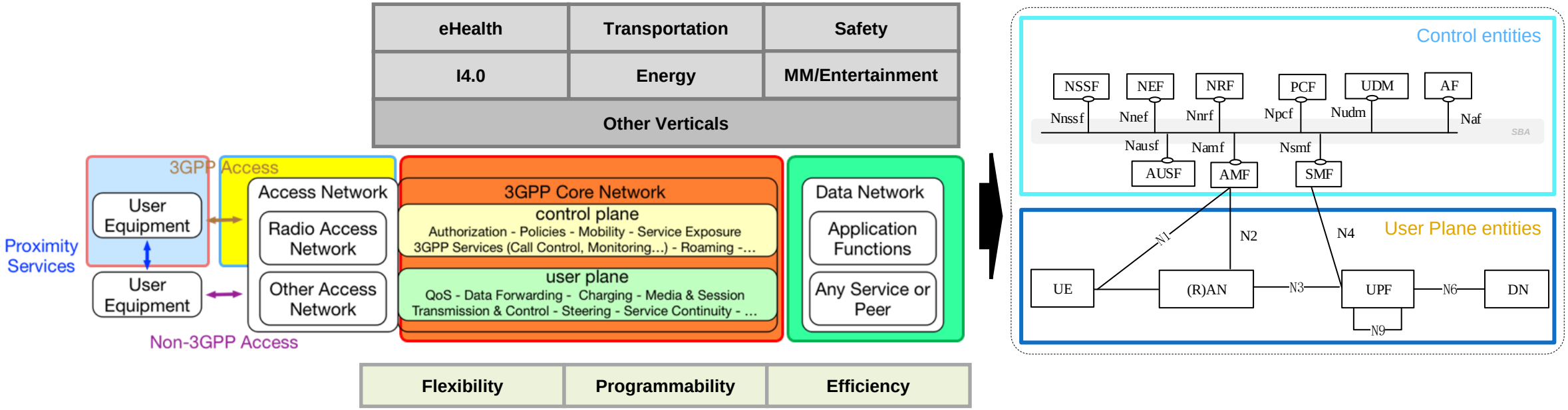
Enabling wireless transmission technologies

Massive MIMO + Beamforming	Novel Multiple Access	Full Duplex	FBMC	Flexible Duplex	Adv. Coding and Modulation
					

Key technical solutions

Ultra-dense networking	Low latency & high reliability	M2M	D2D	High frequency communications	Spectrum sharing
					

5G main building blocks



Based on a **new, unified, air interface** (*New Radio: NR* - ***5G-NR***) and a **new network architecture**, to connect everything

5G *New Radio* (NR) to "connect everything":
•A **<u>unified air interface</u>**

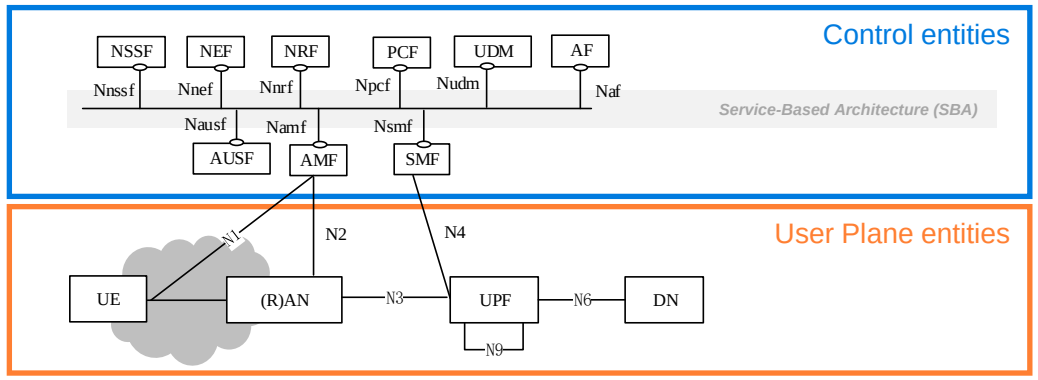
You will be seeing 5G NR connectivity in your smartphones, cars, utility meters, wearables and much more (Qualcomm)

Able to **embrace all sort of wireless/wired accesses**, sharing a common core (*5G Core Network – **5GC***)

5G new architecture to "interconnect everything":
•A **<u>common core network</u>**

The new architecture shall support at least the new RAT(s), the Evolved E-UTRA, non-3GPP accesses and minimize access dependencies (3GPP TR 23.799)

5G System arch. and functional modules (parcial)



3GPP TS 23.501 V0.3.1 (2017-03)

- **Separate the User Plane (UP) functions from the Control Plane (CP) functions**
- **Modularize the function design**, e.g. to enable flexible and efficient network slicing
- **Define procedures** (i.e. the set of interactions between network functions) **as services**
- Enable each Network Function to interact with other NF directly if required (**direct interaction**)
- **Minimize dependencies between the Access Network (AN) and the Core Network (CN)**
- Support a **unified authentication framework**
- Support **"stateless" NFs**, where the "compute" resource is decoupled from the "storage" resource
- Support **capability exposure**
- Support **concurrent access to local and centralized services**. To support low latency services and access to local data networks, **UP functions can be deployed close to the Access Network**

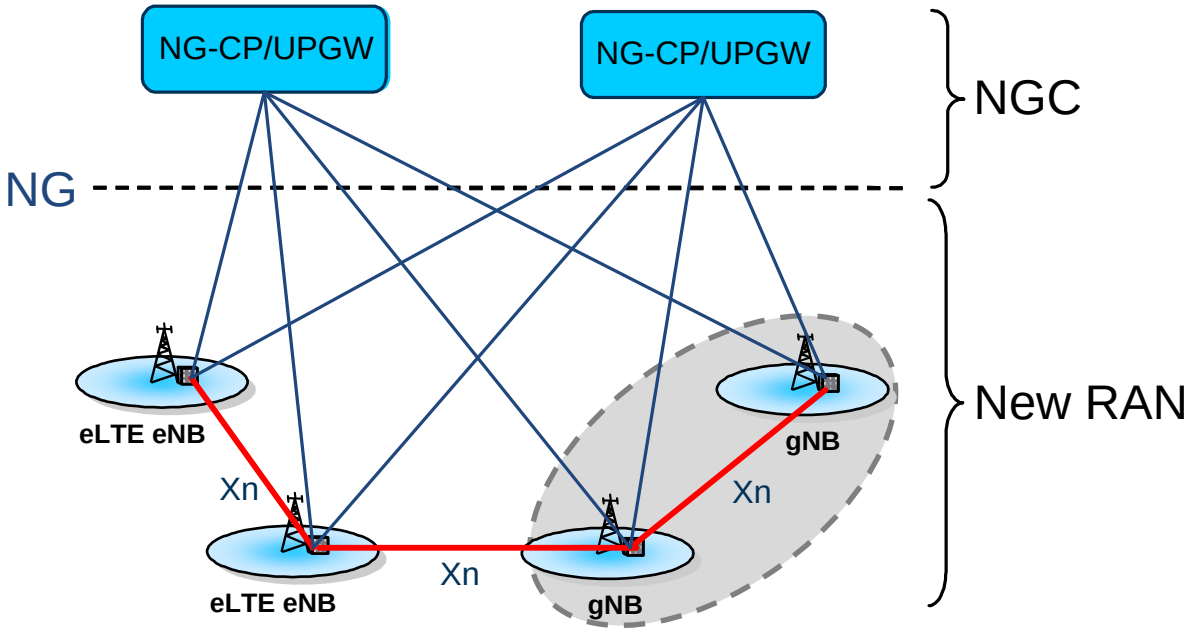
1. Network Slice Selection Function (NSSF)
2. Network Exposure Function (NEF)
3. NF Repository Function (NRF)
4. Policy Control Function (PCF)
5. Unified Data Management (UDM)
6. Application Function (AF)

7. Authentication Server Function (AUSF)
8. Access and Mobility Management Function (AMF)
9. Session Management Function (SMF)

10. Unified Data Repository (UDR)
11. Unstructured Data Storage Function (UDSF)
12. 5G-Equipment Identity Register (5G-EIR)
13. Security Edge Protection Proxy (SEPP)
14. Network Data Analytics Function (NWDAF)

1. User Equipment (UE)
2. (Radio) Access Network ((R)AN)
3. User Plane Function (UPF)
4. Data Network (DN)

5G: a New Radio is required



NGC: Next Generation Core
NG-CP: *Next Generation Control Plane*
UPGW: *User Plane GateWay*

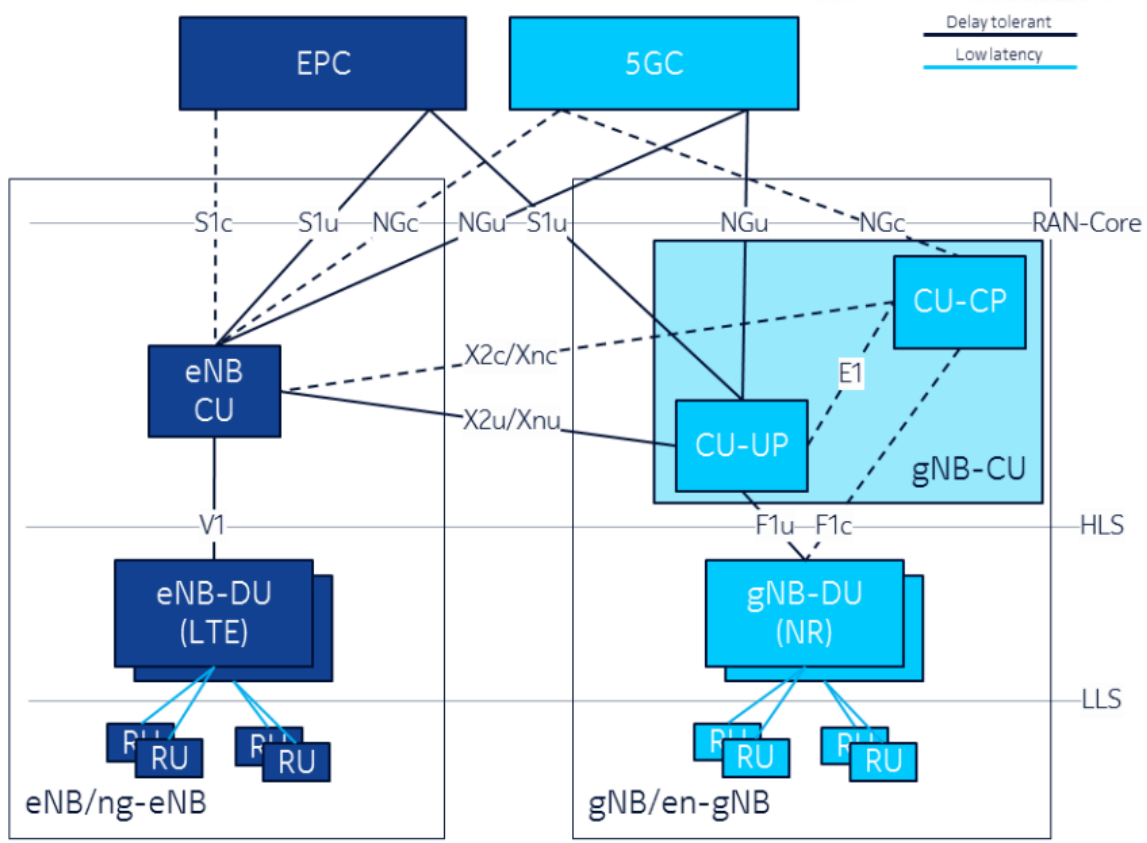
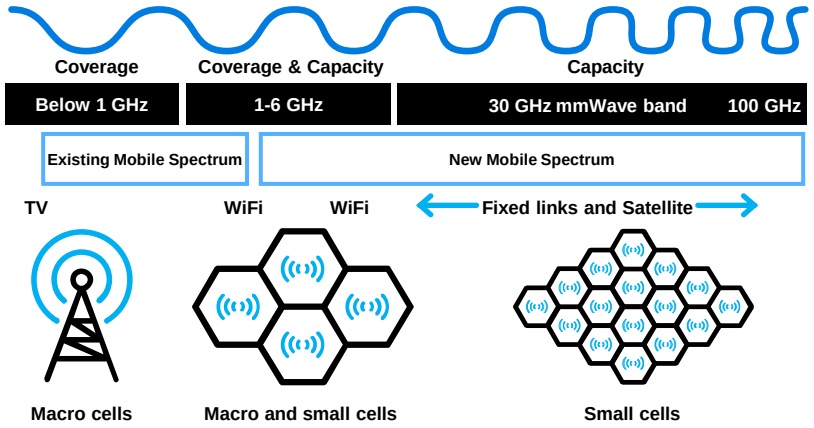
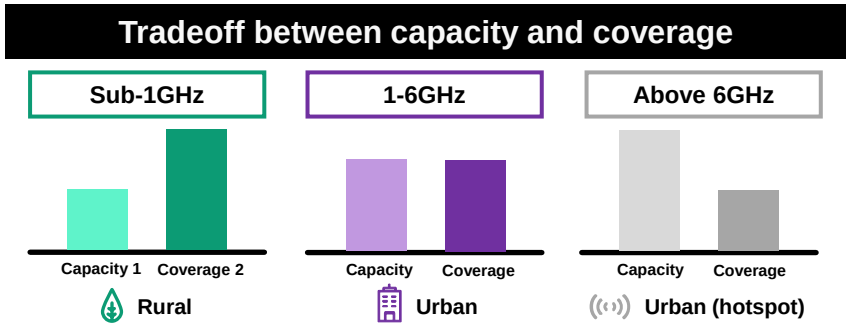
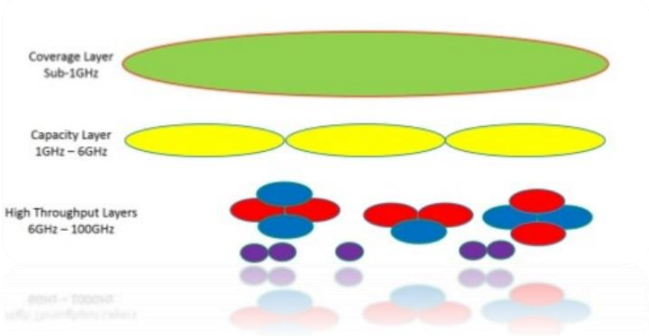


Figure 3: Overall RAN architecture

Larger spectrum usage to cover all applications



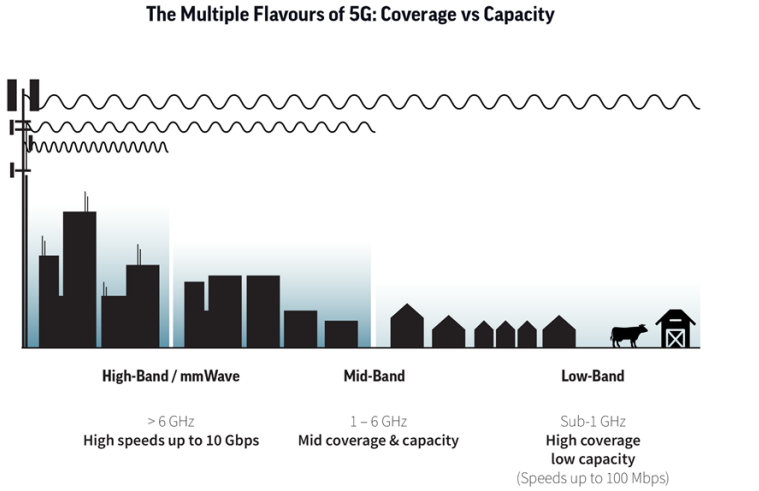




Universal coverage (10's of Mb/s) of reliable connectivity

Urban coverage with dense small cells (1-3 Gb/s) e.g. mobile Gb/s society, smart cities, option for connected highways

Hot spots coverage (up to 10 Gb/s) e.g. fixed wireless access, railway stations, sport events, smart factories,



5G-NR to operate on a larger spectrum range

- Expanding to lower freqs. for coverage and penetration
- Expanding to higher freqs. for capacity and low latency

5G Spectrum

http://rspg-spectrum.eu/wp-content/uploads/2013/05/RPSG16-032-Opinion_5G.pdf

RADIO SPECTRUM POLICY GROUP, “STRATEGIC ROADMAP TOWARDS 5G FOR EUROPE”
“Opinion on spectrum related aspects for next-generation wireless systems (5G)”, Nov/16

- **<1GHz (e.g. 700MHz)**
  to “enable nationwide and indoor 5G coverage” — < 1GHz

- **3400-3800 MHz GHz**
  - **>100MHz (400MHz) of continuous spectrum**
  to “put Europe at the forefront of the 5G deployment” — > 1GHz < 6GHz

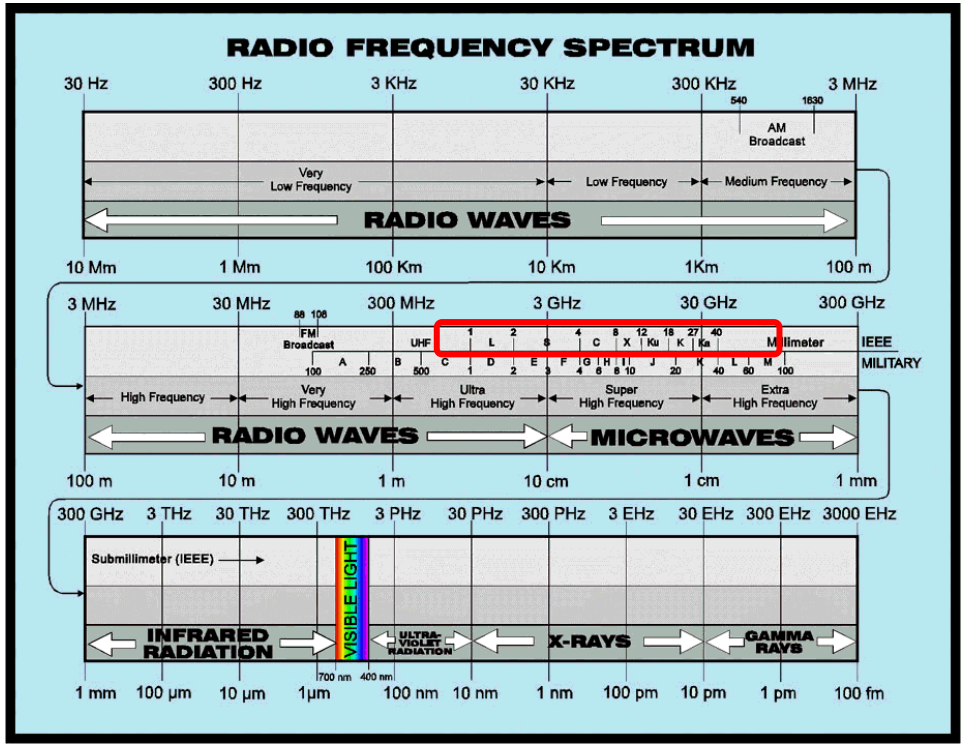
- **24.25-27.5 GHz**
  “pioneer band for earlier implementation in Europe”

- **31.8-33.4 GHz**
  “looks a promising band which could be made available” — > 6GHz

- **40.5-43.5 GHz**
  “is a viable option for 5G in the longer term”

IMT frequencies usage between 24.25 and 86GHz will be analysed at the ITU-T WRC’19 (Nov/19)

http://donsnotes.com/tech/em-spectrum.html



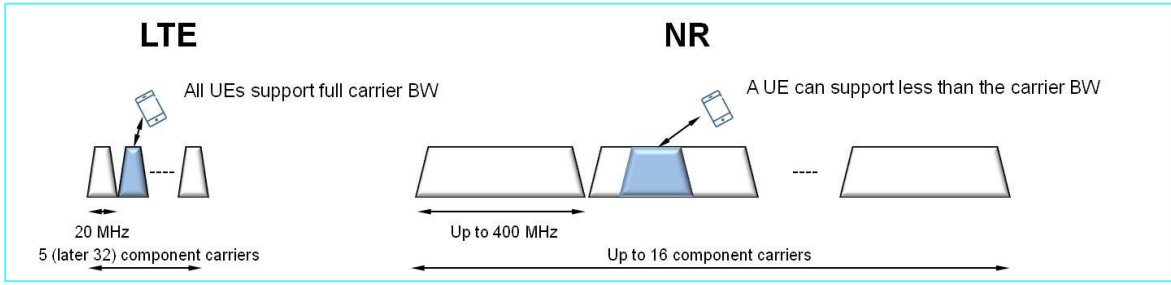
	Quantidade de frequência adquerida						
	Dense Air	Dixarobil	MEO	NOS	NOWO	VODAFONE	TOTAL
700 MHz	0	0	10 MHz	20 MHz	0	20 MHz	**50 MHz**
900 MHz	0	10 MHz	4 MHz	4 MHz			**18 MHz**
1800 MHz	0	10 MHz	0	0	20 MHz	0	**30 MHz**
2,1 GHz	0	0	0	10 MHz	0	0	**10 MHz**
2,6 GHz	0	35 MHz	0	0	10 MHz	0	**45 MHz**
3,6 GHz	40 MHz	40 MHz	90 MHz	100 MHz	40 MHz	90 MHz	**400 MHz**
Total	**40 MHz**	**95 MHz**	**104 MHz**	**134 MHz**	**70 MHz**	**110 MHz**	**553 MHz**

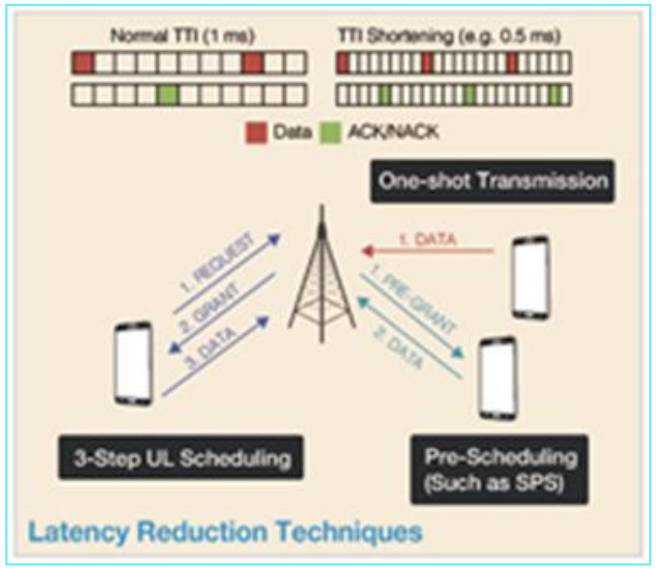
PT Auction results

5G-NR main characteristics

Workshop on 3GPP submission towards IMT-2020, Brussels, October 24/25, 2018
"NR Physical Layer Design: Physical layer structure, numerology and frame structure"
Havish Koorapaty 3GPP TSG RAN WG1 vice-chairman (Ericsson)

- **Operation from low to very high bands: 0.4 – 100Ghz**
  - Including standalone operation in unlicensed bands
- **Up to 400 MHz component-carrier bandwidth (20 MHz for LTE)**
  - Up to 100MHz in <6GHz
  - Up to 400MHz in >6GHz
- **Up to 16 component carriers**
- **Set of different numerologies for optimal operation in different frequency ranges**
- **Native support for Low Latency**
  - Shortened *Transmission Time Interval* (TTI)
- **Native support for Ultra Reliability (Multiple diversity mechanisms)**
- **Flexible and modular RAN architecture: split fronthaul, split control- and user-plane**
- **Support for devices connecting directly, with no network (D2D, V2X)**
- **Native end-to-end support for Network Slicing**
- **New channel coding**
  - LDPC for data channel, Polar coding for control channel





http://developer.samsung.com/sd2_images/program/content/mtech_5g09.jpg (adapted)

4G/LTE:
- **Turbo codes** for data channels
- **TBCCs** (tail-biting convolutional codes) for control channels.

LDPC (*Low-Density Parity-Check*):
- **Improved performance**: block error rate (BLER) around or below 10^{-5} for all code sizes and code rates
- Reduced decoding complexity and **improved decoding latency** (lower overall latency)
- Better **area throughput efficiency** and **higher peak throughput**

5G NR Logical ,Transport and Physical Channels Mapping

Logical Channel Definition: Medium Access Control (MAC) Layer of NR provides services to the Radio Link Control (RLC) Layer in the form of logical channels. A logical channel is defined by the type of information it carry and is generally differentiated as a control channel, used for transmission of control and configuration information or as a traffic channel used for the user data.

List of Logical Channels for NR:

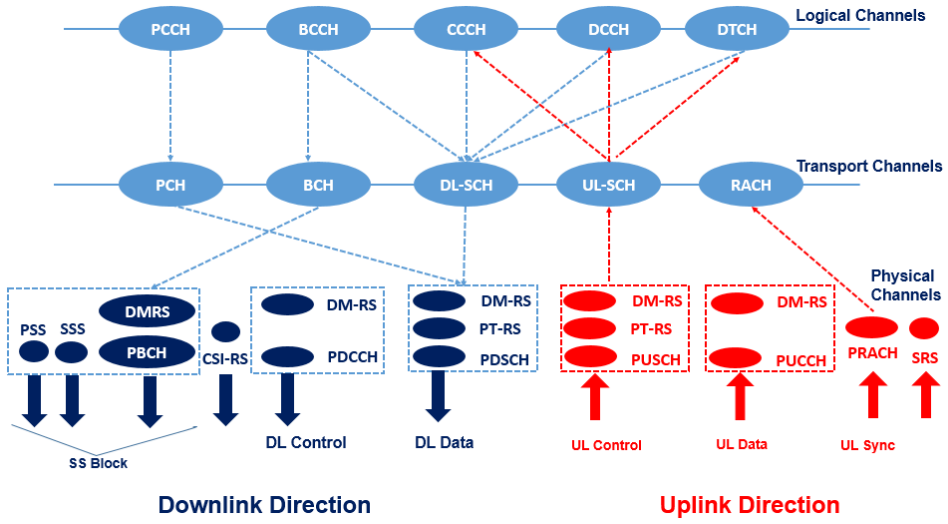
- **Broadcast Control Channel** (BCCH): It is used for transmitting system information from the network to UEs in a cell coverage.
- **Paging Control Channel** (PCCH): This is used to page the UEs whose location at cell level is not known to the network.
- **Common Control Channel** (CCCH): It is used for transmission of control information to UEs with respect to Random Access
- **Dedicated Control Channel** (DCCH): It is used for transmission of control information to/from a UE. This channel is used for individual configuration of UEs such as setting different parameters for different layers.
- **Dedicated Traffic Channel** (DTCH): It is used for transmission of user data to/from a UE. This is the logical channel type used for transmission of all unicast uplink and downlink user data.

Transport Channel Definition: A transport channel is defined by how and with what characteristics the information is transmitted over the radio interface. From the physical layer, the MAC layer uses services in the form of transport channels. Data on a transport channel are organized into transport blocks.

List of Transport Channels for NR:

- **Broadcast Channel** (BCH) : It is used for transmitting the BCCH system information, more specifically Master Information Block (MIB). It has a fixed transport format, provided by the specifications.
- **Paging Channel** (PCH): This channel is used for transmission of paging information from the PCCH logical channel. The PCH supports discontinuous reception (DRX) to allow the device to save battery power by waking up to receive the PCH only at predefined time instants.
- **Downlink Shared Channel** (DL-SCH) : This is the main transport channel used for transmitting downlink data in NR. It supports key all NR features such as dynamic rate adaptation and channel aware scheduling, HARQ and spatial multiplexing. DL-SCH is also used for transmitting some parts of the BCCH system info which is not mapped to the BCH. Each device has a DL-SCH per cell it is connected to. In slots where system information is received there is one additional DL-SCH from the device perspective.
- **Uplink Shared Channel** (UL-SCH): This is the uplink counterpart to the DLSCH that is, the uplink transport channel used for transmission of uplink data.
- **Random-Access Channel** (RACH): RACH is also a transport channel, although it does not carry transport blocks.

Logical, Transport and Physical Channel Mapping

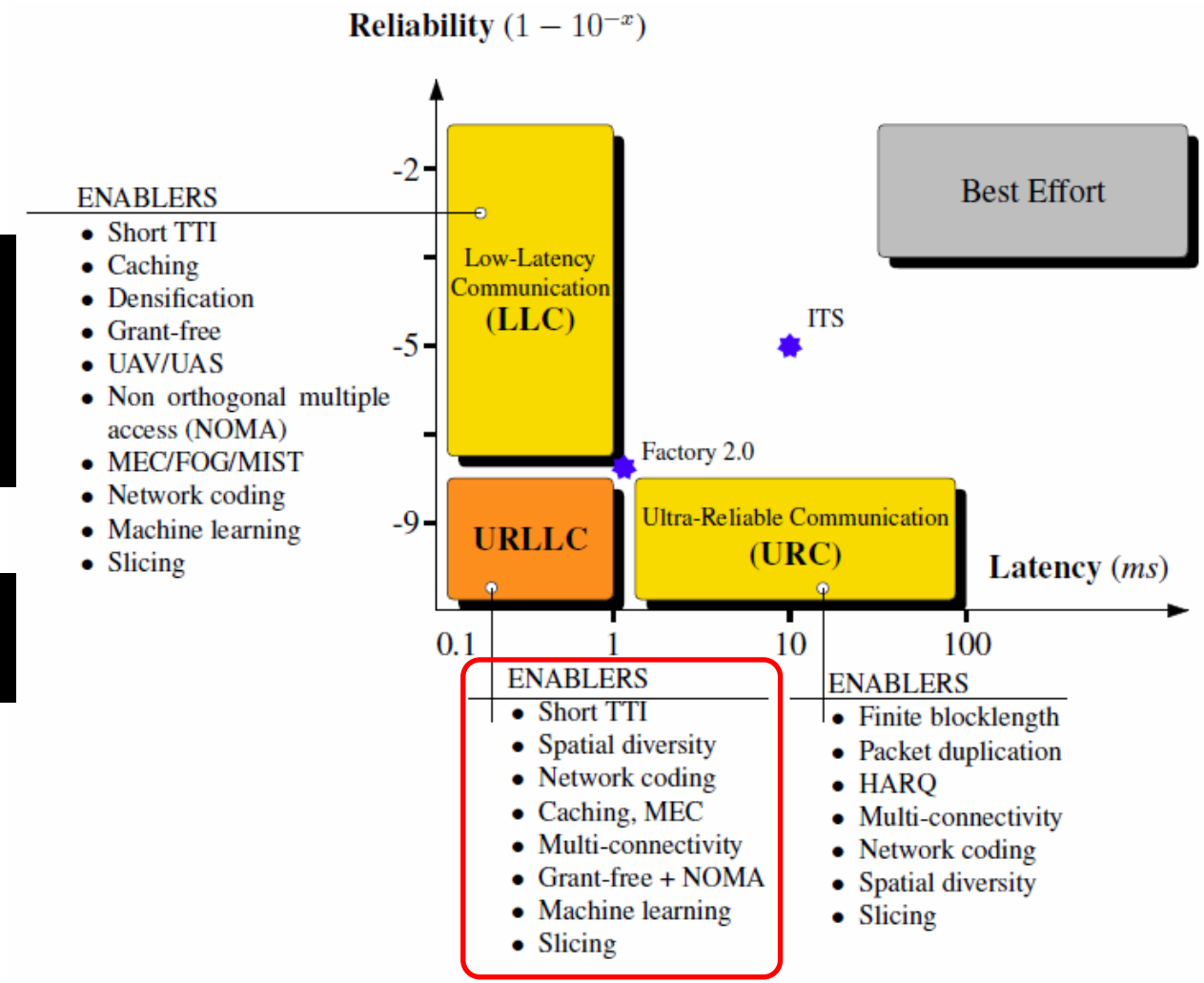


URLLC: The Ultra Reliability versus Low Latency challenge

Answering two conflicting requirements:
- **Low latency and ultra-high reliability**

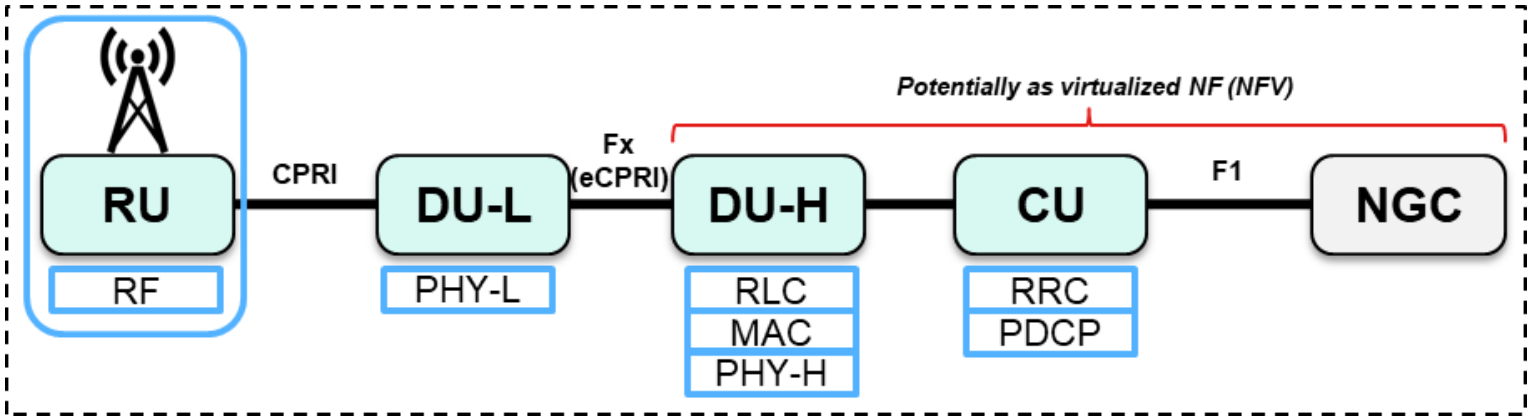
Release 16 objective:
- **0.5-1ms one-way latency**
- **Reliability of up to 99.9999%**

Retransmissions (e.g. HARQ) and packet duplications in time (e.g. PDCP duplications) are useless, considering the low latency budget



"Ultra-Reliable and Low-Latency Wireless Communication: Tail, Risk and Scale"
Mehdi Bennis, Senior Member IEEE, M'erouane Debbah, Fellow IEEE, and H. Vincent Poor, Fellow IEEE

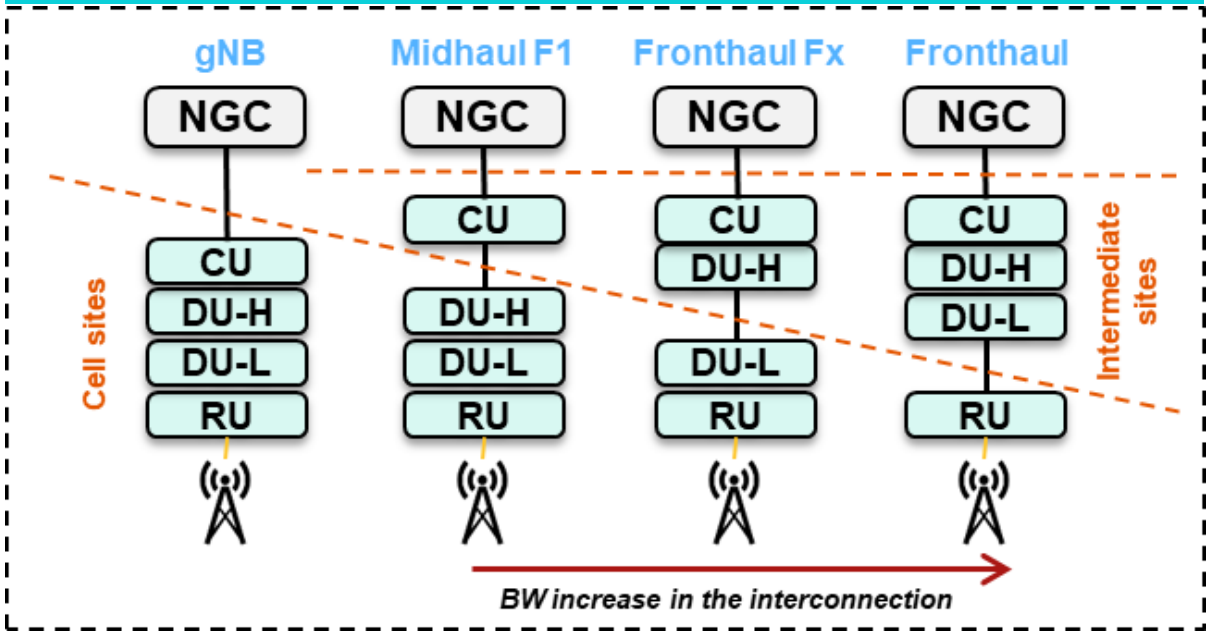
RAN decomposition: Distributed RAN (DRAN)

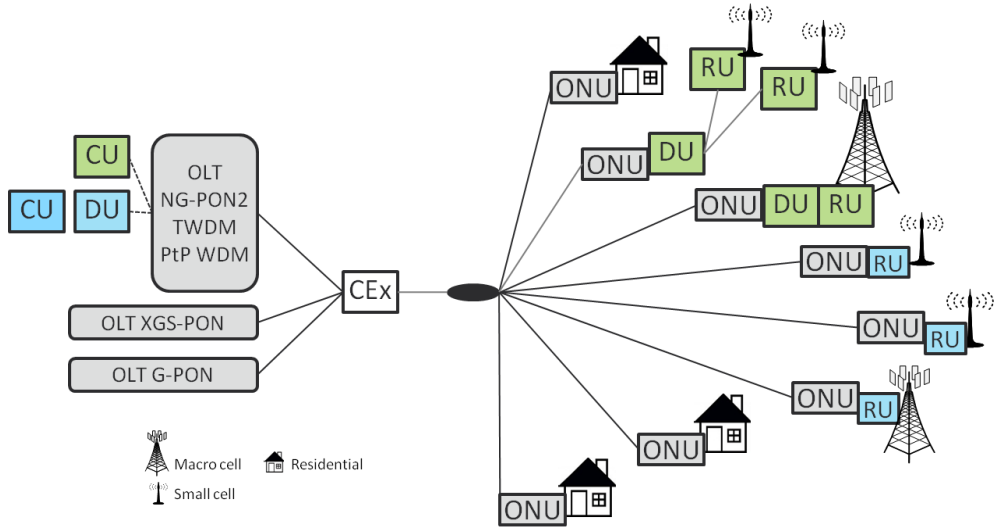


RU: *Radio Unit*; DU-L/H: *Distributed Unit-Low/High*; CU: *Centralized Unit*

- Simplified cell site, allowing densification and reducing costs
- Centralize complex processing and coordination (CoMP)
- Enable transportation by packet based technologies (e.g. GPON)
- Reduce fronthaul traffic
- Benefit from softwarization
- Be flexible and extendable

Different aggregation of functions on different network segments produce different architecture scenarios

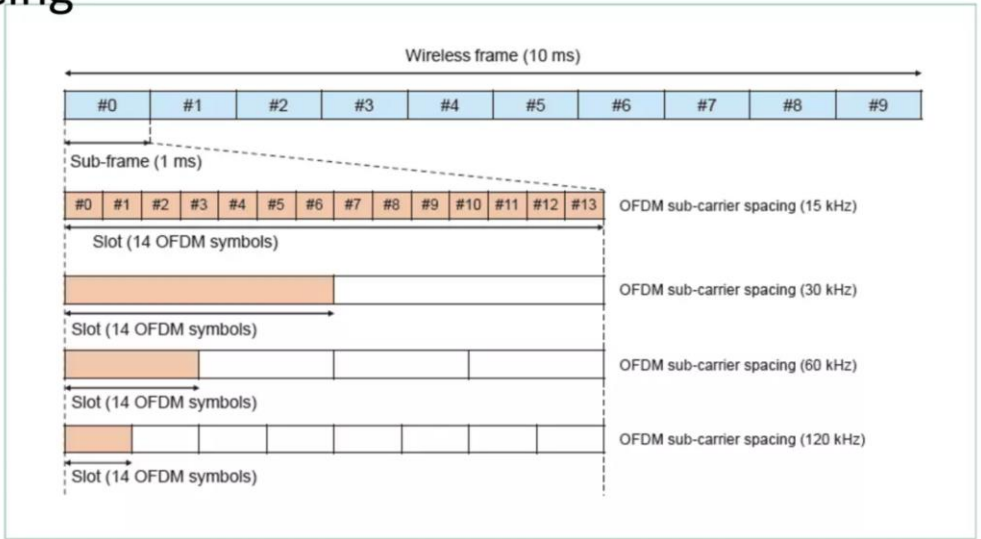




Source: ITU-T SG15 – ZTE contribution to *"PON use cases for 5G wireless fronthaul"*

5G NR Radio Frame

- The 5G NR Radio Frame is in units of 10ms
- Subframes are defined in units of 1ms
- Slots are defines as 14 OFDM Symbols and their time interval depends on sub-carrier spacing

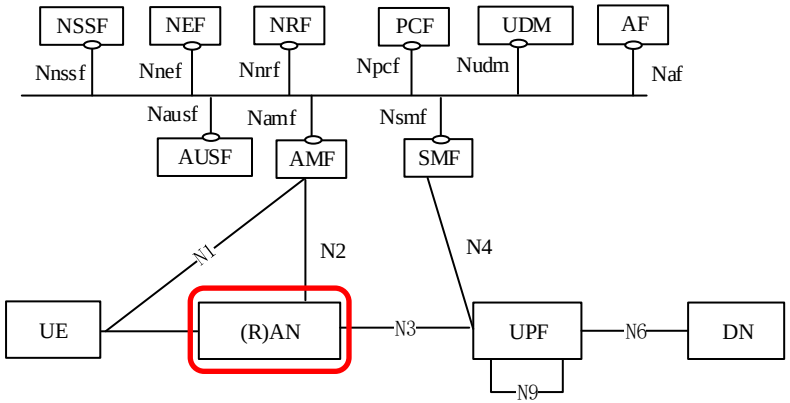


Source: NTT Docomo

RAN

Radio Access Network (RAN)

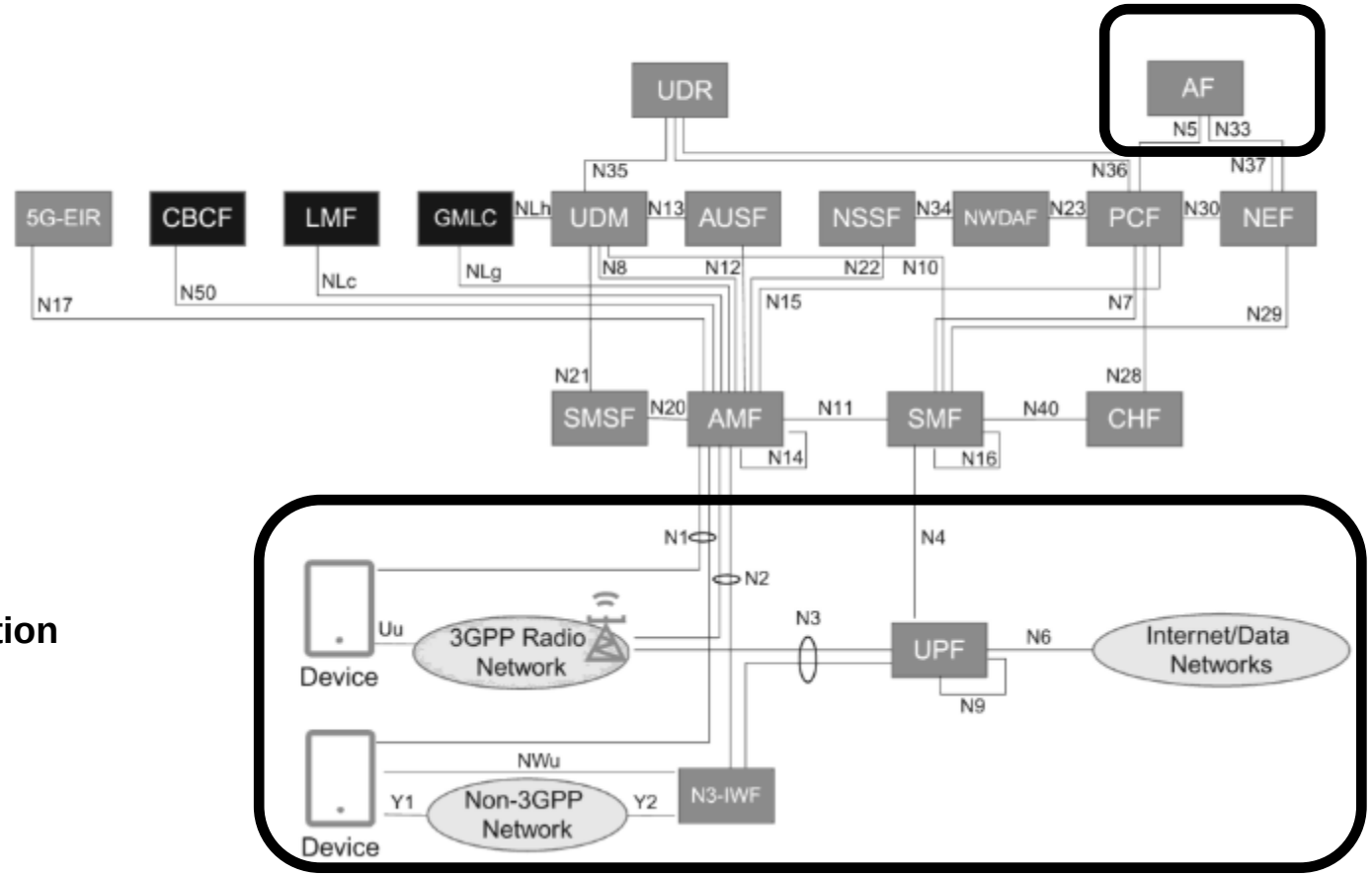
- Radio Resources Management (RRM)
- Control, Dynamic allocation of resources to UEs in both uplink and downlink (scheduling)
- Selection of an AMF at UE attachment
- Routing of User Plane data towards UPF(s)
- Routing of Control Plane information towards AMF
- Connection setup and release
- Scheduling and transmission of paging messages and system broadcast information
- Measurement and measurement reporting configuration for mobility and scheduling
- Transport level packet marking in the uplink
- Session Management
- Support of Network Slicing
- QoS Flow management and mapping to data radio bearers



(3GPP TS 23.501)

The 5G System architecture

- **References points representation**
  - **shows the interaction that exist between the NF services in the network**
  - **functions described by point-to-point reference point (e.g. N11)**
  - **between any two network functions (e.g. AMF and SMF)**

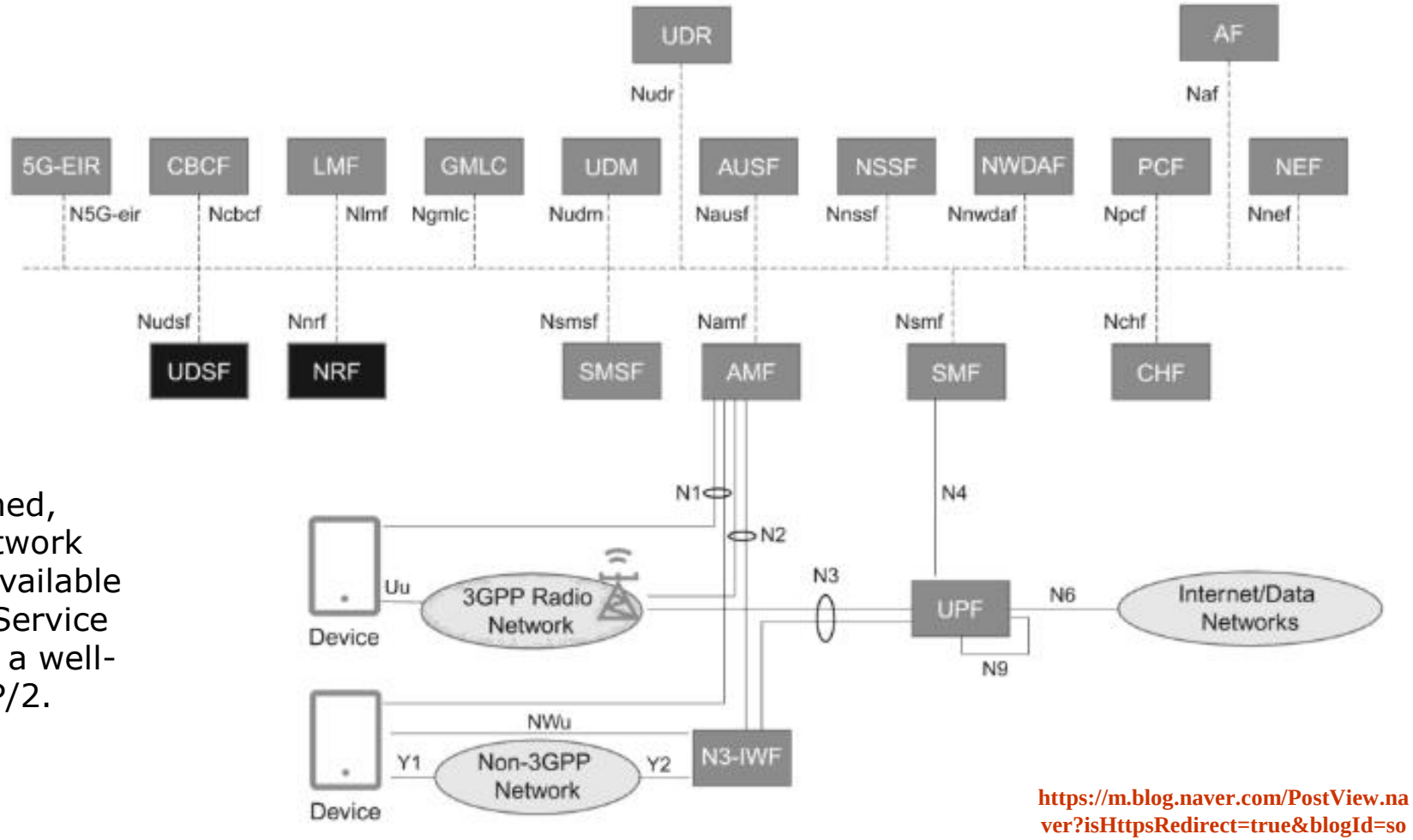


AF – Application Function
AUSF – Authentication Server Function
AMF – Core Access and Mobility Management Function
SMF – Session Management Function
UPF – User plane Function
DN – Data Network
NSSF – network slice selection function
NEF – Network Exposure Function
NRF – Network Repository Function
PCF – Policy Control Function
UDM – User data management

https://m.blog.naver.com/PostView.naver?isHttpsRedirect=true&blogId=song_sec&logNo=222025295180

The 5G System architecture

Service based representation where network functions (e.g. AMF) within the control plane enables other authorized network functions to access their services



Network Functions are self-contained, independent and reusable. Each Network Function service exposes and makes available its functionality (services) through a Service Based Interface (SBI), which employs a well-defined REST interface using HTTP/2.

https://m.blog.naver.com/PostView.naver?isHttpsRedirect=true&blogId=song_sec&logNo=222025295180

AMF, SMF and PCF

Access and Mobility Management Function (AMF)

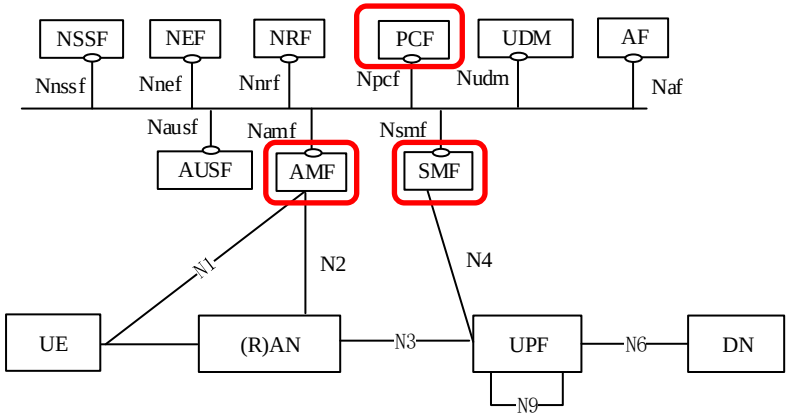
- Termination of NAS signalling
- NAS ciphering & integrity protection
- Registration management
- Connection management
- Mobility management
- Access authentication and authorization
- Security context management

Session Management Function (SMF)

- Session management (establishment, modification, release)
- UE IP address allocation & management
- UPF selection and configuration for QoS and traffic steering
- DHCP functions
- Lawful intercept functions
- Charging data collection and support of charging interfaces

Policy Control Function (PCF)

- Supports unified policy framework to govern network behaviour
- Provides policy rules to Control Plane function(s) to enforce them
- Accesses subscription information relevant for policy decisions in a Unified Data Repository (UDR)



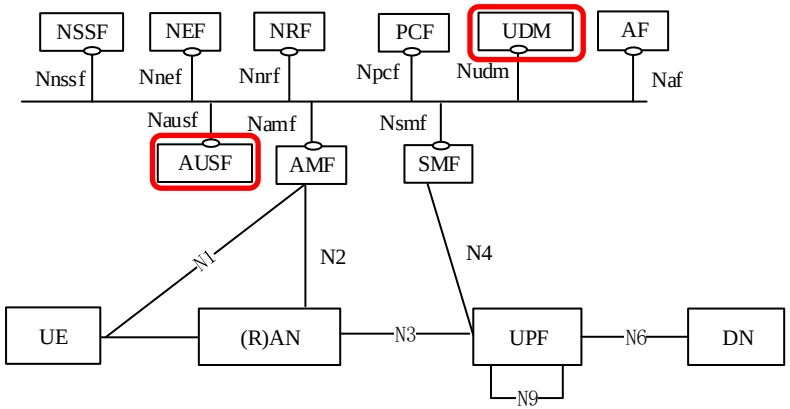
AUSF and UDM

Authentication Server Function (AUSF)

- Acts as an authentication server for 3GPP access and untrusted non-3GPP access

Unified Data Management (UDM)

- Generation of 3GPP Authentication and Key Agreement (AKA) credentials
  - User Identification handling
  - Access authorization based on subscription data
  - Lawful Intercept functionality
  - Subscription management



NEF, NRF and NSSF

Network Slice Selection Function (NSSF)

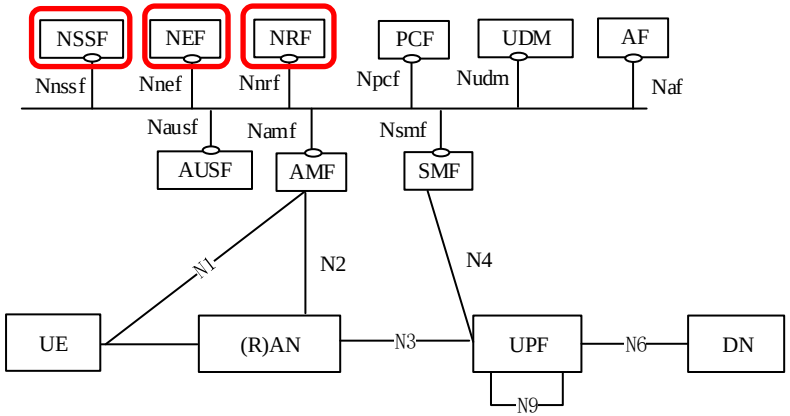
- Selecting of the Network Slice instances serving the UE
- Determining the Allowed NSSAI (***Network Slice Selection Assistance Information***)
- Determining the AMF set to be used to serve the UE

Network Exposure function (NEF)

- Exposure of capabilities and events
- Secure provision of information from external application to 3GPP network
- Translation of internal/external information

NF Repository function (NRF)

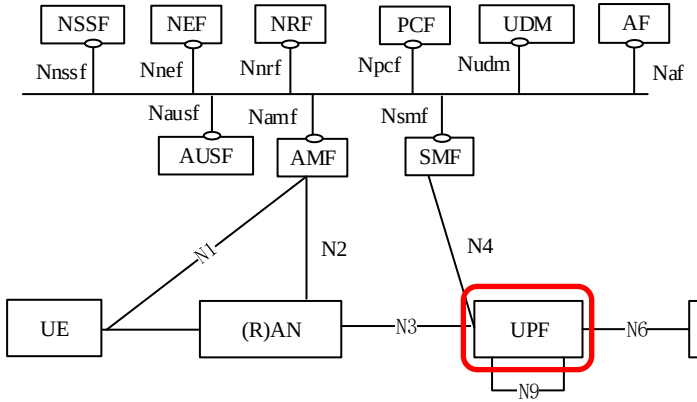
- Supports service discovery function
- Maintains the NF profile of available NF instances and their supported services

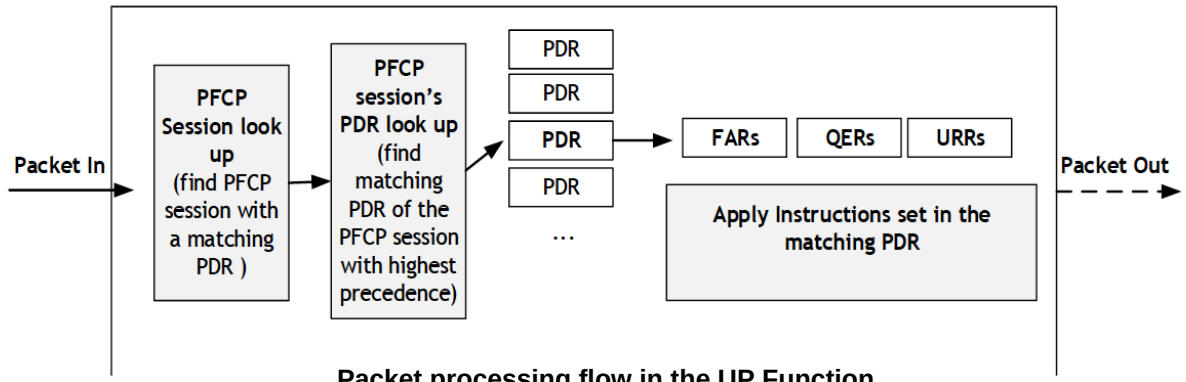


UPF

User Plane Function (UPF)

- **Packet routing & forwarding**
- **Anchor point for Intra-/Inter-RAT mobility**
- **External PDU session point of interconnect to Data Network**
- **Packet inspection and User plane part of Policy rule enforcement**
- **Lawful intercept (UP collection)**
- **Traffic usage reporting**
- **Uplink classifier (ULCL) to support routing traffic flows to a data network**
- **QoS handling for user plane, e.g. packet filtering, gating, UL/DL rate enforcement**
- **Transport level packet marking in the uplink and downlink**
- **Downlink packet buffering and downlink data notification triggering**





Packet processing flow in the UP Function

Sent from SMF to UPF in PFCP

Packet Detection Rule *(PDR)*: This rule instructs the UPF how to detect incoming user data traffic (PDUs) and how to classify the traffic. The PDR contains Packet Detection Information (e.g., IP filters) used in the traffic detection and classification. There are separate PDRs for uplink and downlink.

QoS Enforcement Rule *(QER)*: This rule contains information on how to enforce QoS, e.g., bit rate parameters.

Usage Reporting Rule *(URR)*: This rule contains information on how the UPF shall measure (e.g., count) packets and bytes and report the usage to the SMF. The URR also contains information on events that shall be reported to SMF.

Forwarding Action Rule *(FAR)*: This rule contains information for how a packet (PDU) shall be forwarded by the UPF, e.g., towards the Data Network in uplink or towards RAN in downlink.

https://www.sciencedirect.com/topics/computer-science/user-data-traffic

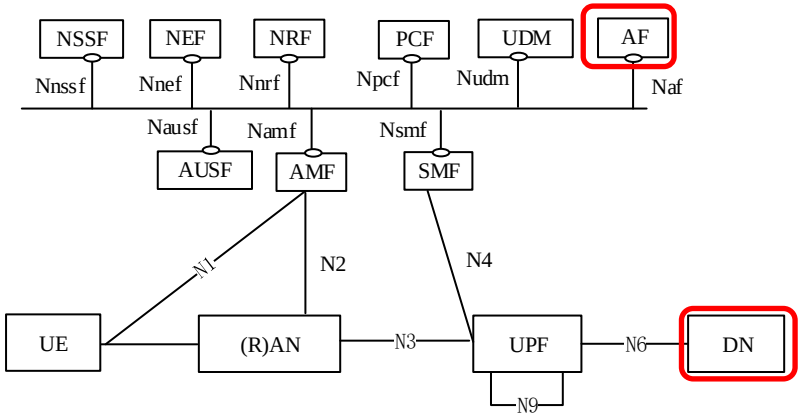
AF and DN

Application Function (AF)

- **Application influence on traffic routing**
- **Accessing Network Exposure Function**
- **Interacting with the Policy framework for policy control**

Data Network (DN)

- **Operator services**
- **Internet access**
- **3rd party services**
- **May be a Local Area Data Network (LADN):**
  - a DN that is accessible by the UE only in specific locations, that provides connectivity to a specific **Data Network Name (DNN)**, and whose availability is provided to the UE.



Data storage

Unstructured Data Storage Function (UDSF)
Unified Data Repository (UDR)

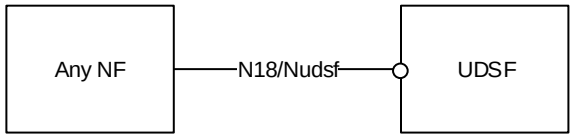


Figure 4.2.5-1: Data storage architecture for unstructured data from any NF (3GPP TS 23.501)

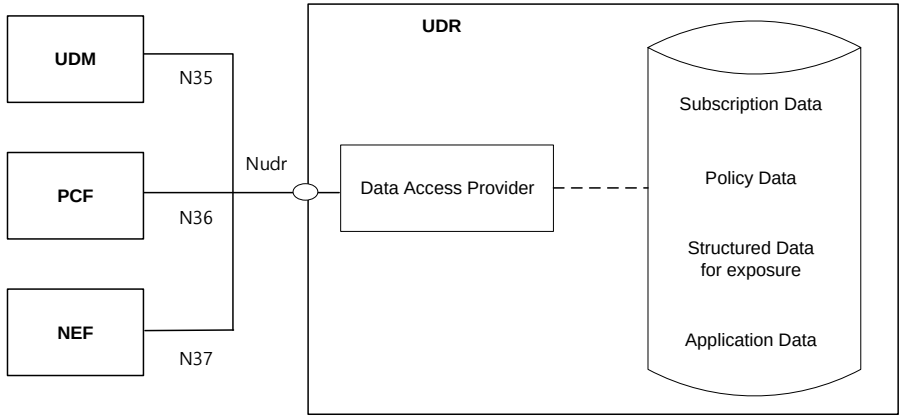
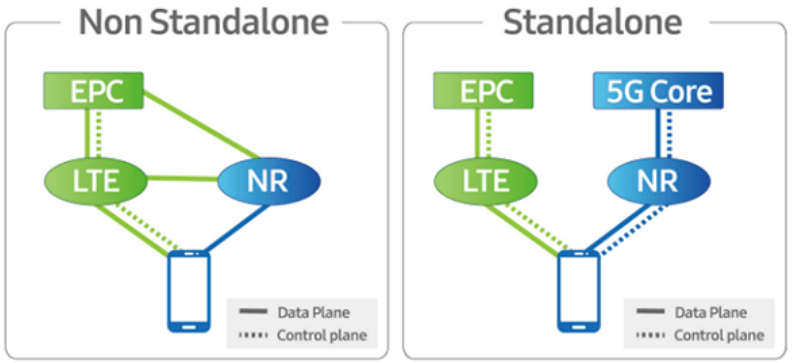


Figure 4.2.5-2: Data storage architecture (3GPP TS 23.501)

5G Non-stand Alone (NSA)

Non Stand Alone (NSA) architecture

- Uses 4G as an anchor for radio access
- The 4G Core controls the sessions
- It will basically bring us more speed, less latency and densification

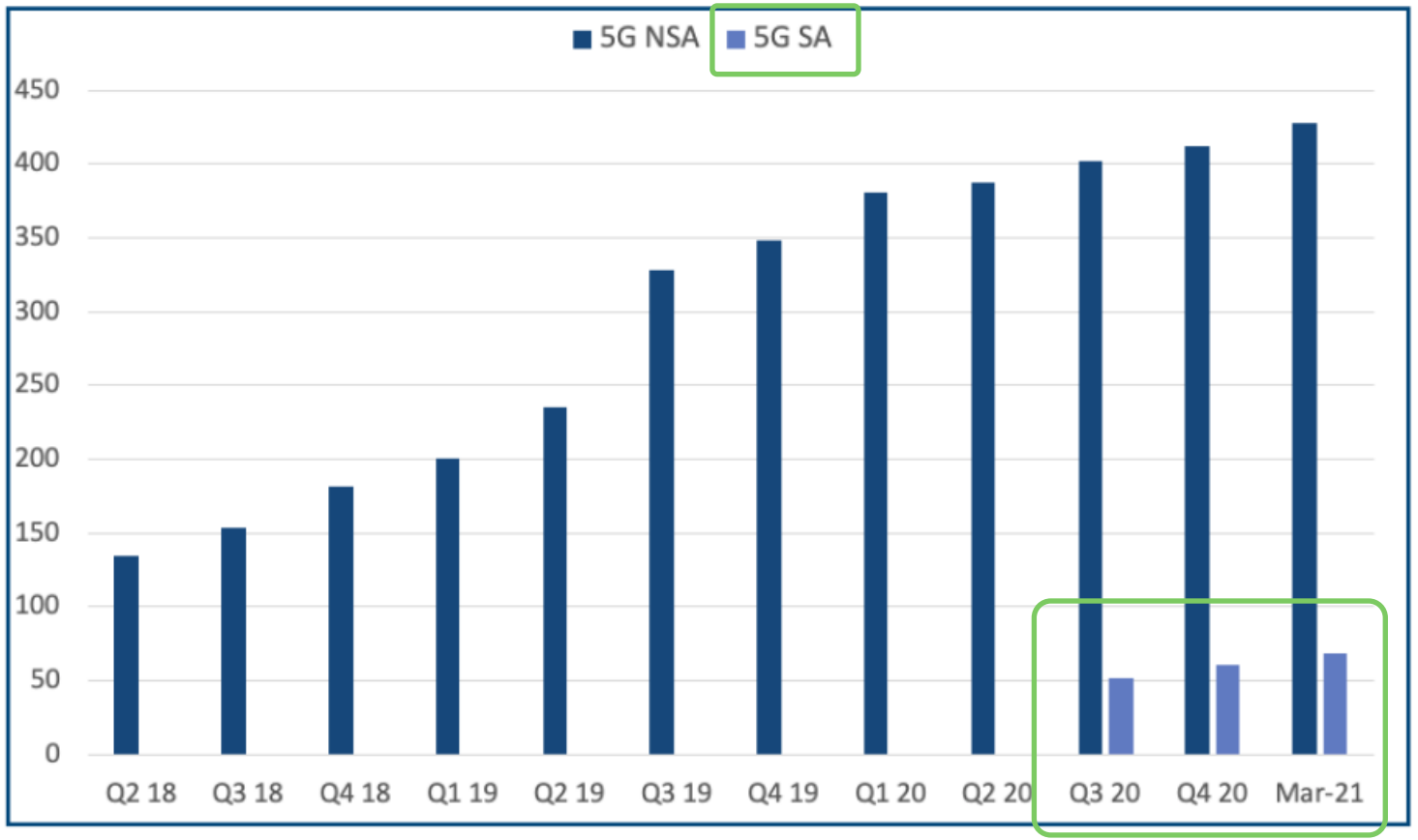


Stand Alone (SA) architecture (> 2023)

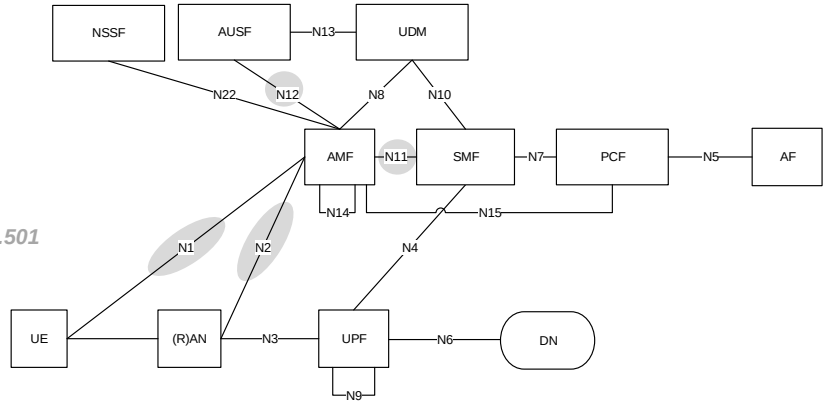
- Can work without 4G
- Uses a dedicated core that can be convergent
- Allows new services that use network slicing and edge computing

5G networks deployment

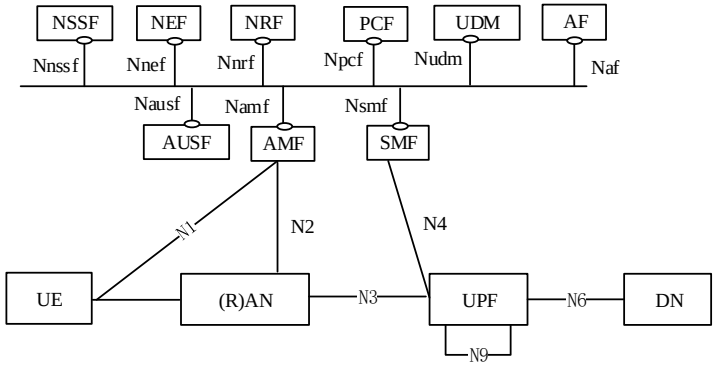
Figure 1: Number of operators investing in 5G standalone for public networks versus number investing in 5G non-standalone.

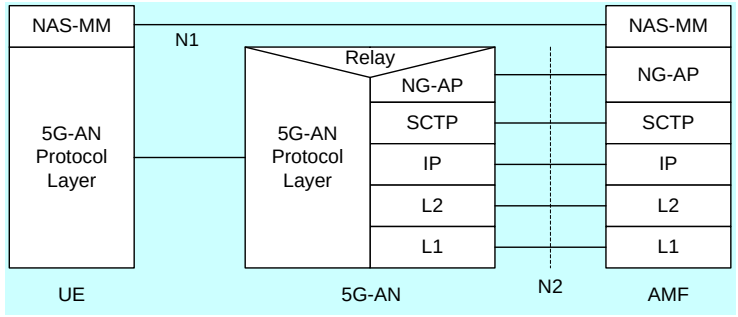


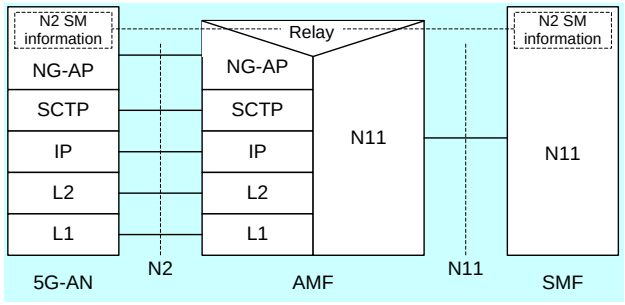
Protocol stacks – control plane

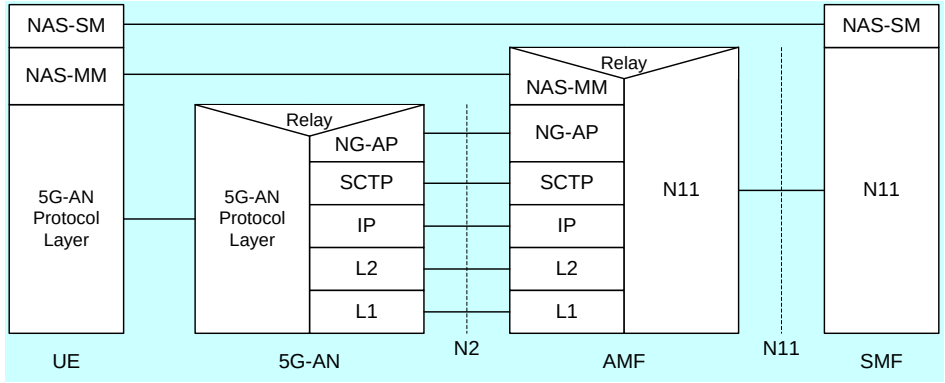


Source: 3GPP TS 23.501



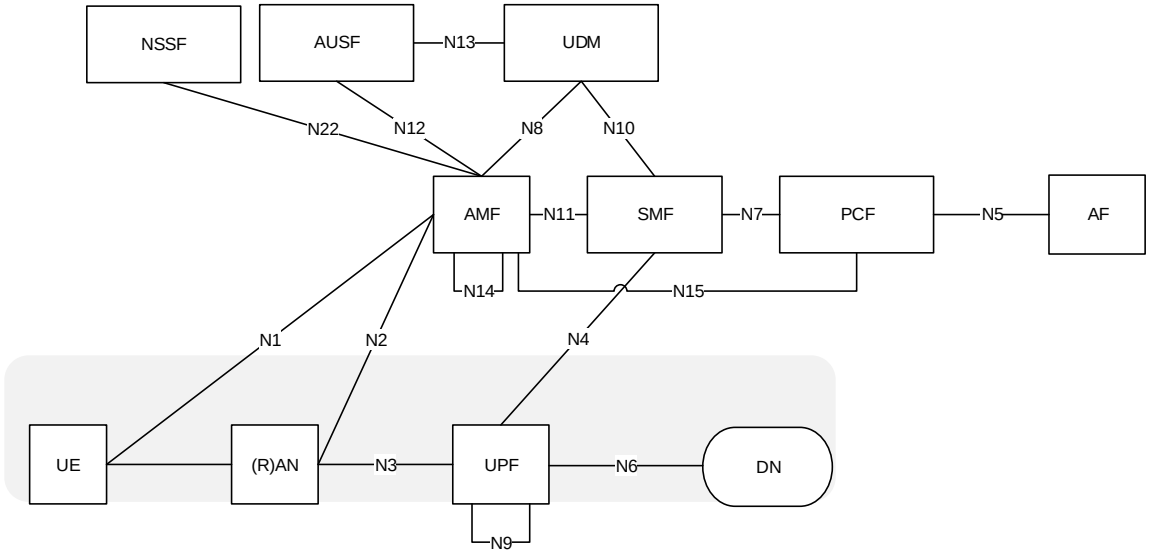


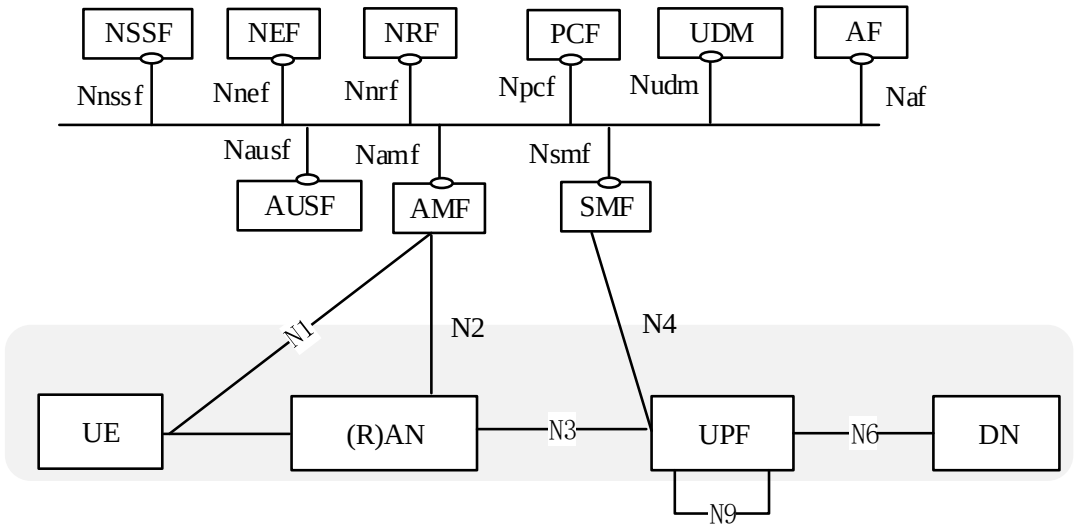


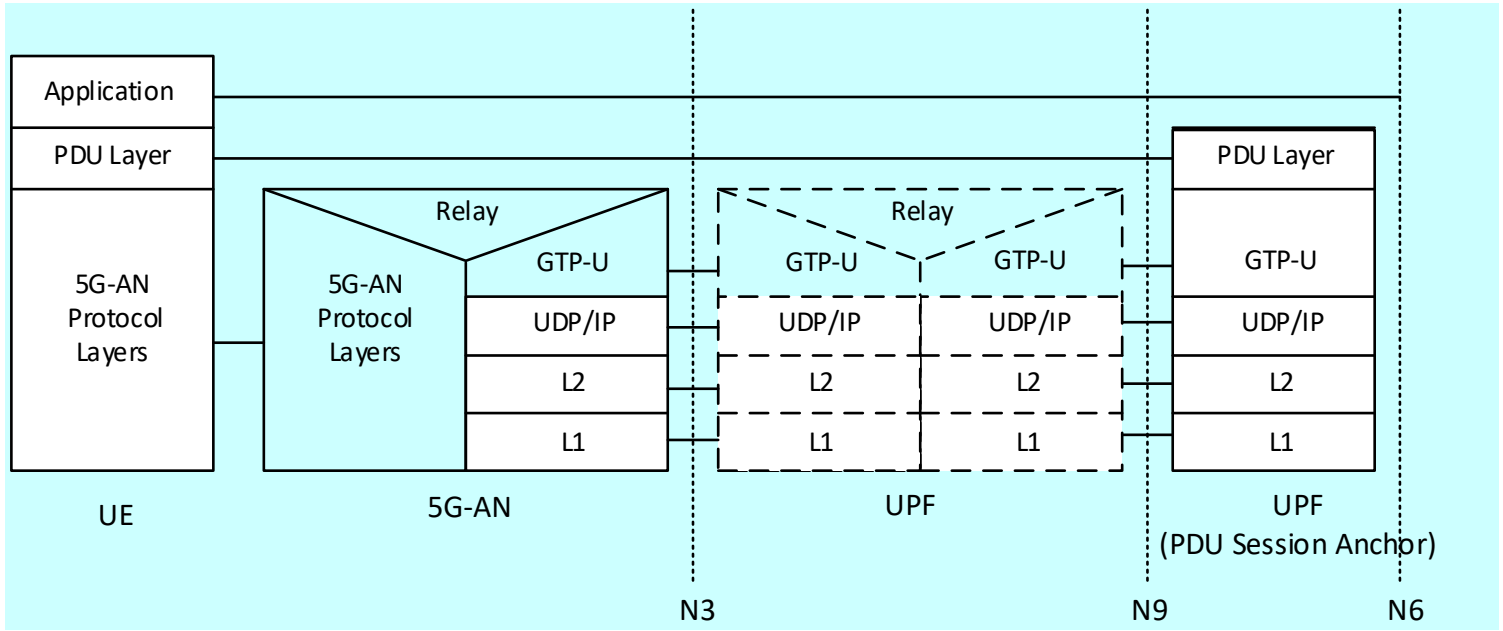


SCTP: Stream Control Transmission Protocol
PFCP: Packet Forwarding Control Protocol
NG-AP: NG Application Protocol
NAS-MM: NAS Mobility Management
NAS-SM: NAS Session Management
NAS: Non-Access-Stratum

Protocol stacks – user plane







GTP: GPRS Tunnelling Protocol

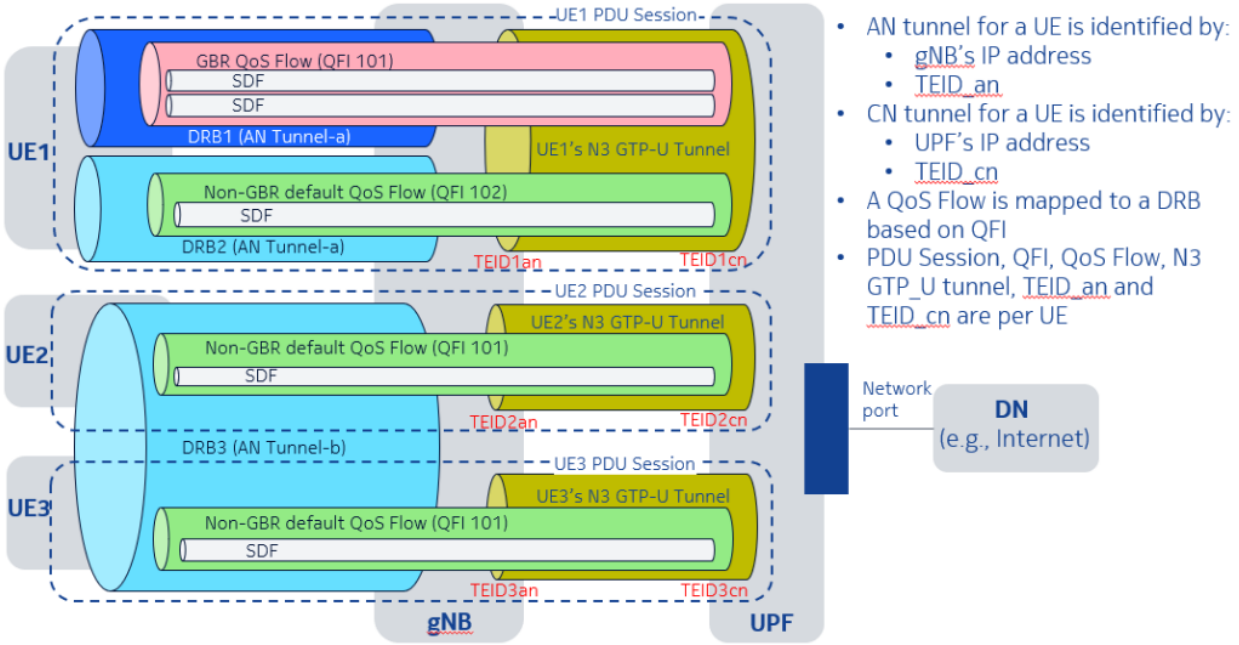
Source: 3GPP TS 23.501

5G Procedures

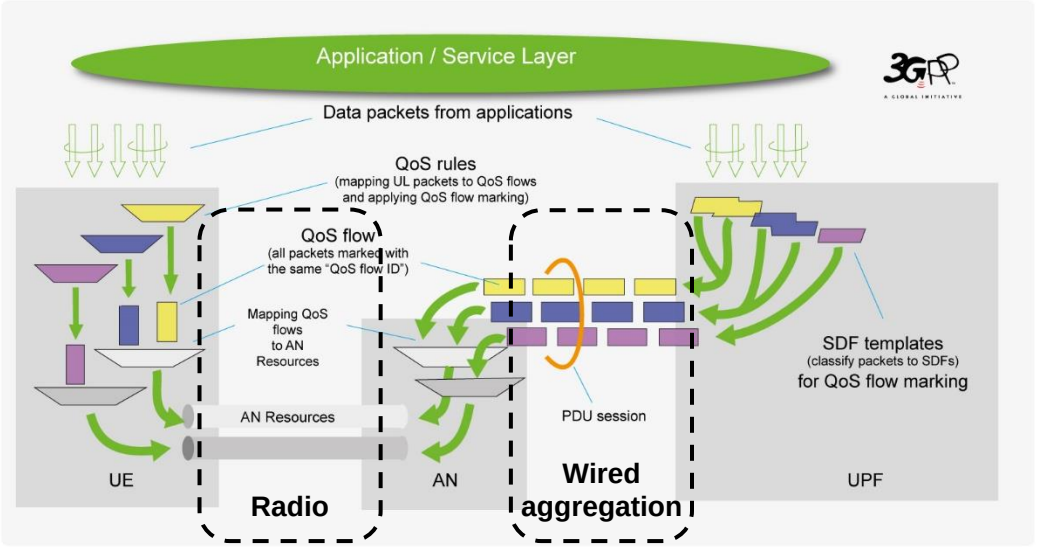
3GPP, TS 23.502, "Procedures for the 5G System (5GS)"

- **Connection, Registration and Mobility Management procedures**
- **Session Management**
  - **PDU Session Establishment**
  - **PDU Session Modification**
  - **PDU Session Release**
  - **Session continuity, service continuity and UP path management**
- **Handover procedures**
- **Procedures for Trusted/Untrusted non-3GPP access**

QoS Model



- AN tunnel for a UE is identified by:
  - gNB's IP address
  - TEID_an
- CN tunnel for a UE is identified by:
  - UPF's IP address
  - TEID_cn
- A QoS Flow is mapped to a DRB based on QFI
- PDU Session, QFI, QoS Flow, N3 GTP_U tunnel, TEID_an and TEID_cn are per UE



The QoS profile of a QoS flow contains QoS parameters:
For each QoS flow:
- A 5G QoS Identifier (5QI)
- An Allocation and Retention Priority (ARP)

In case of a GBR QoS flow only:
- Guaranteed Flow Bit Rate (GFBR) for both uplink and downlink
- Maximum Flow Bit Rate (MFBR) for both uplink and downlink
- Maximum Packet Loss Rate for both uplink and downlink

In case of Non-GBR QoS only
- Reflective QoS Attribute (RQA): the RQA, when included, indicates that some (not necessarily all) traffic carried on this QoS flow is subject to reflective quality of service (RQoS) at NAS.

Standardized 5QI to QoS characteristics mapping

5QI Value	Resource Type	Priority Level	Packet Delay Budget	Packet Error Rate	Default Averaging Window	Example Services
1	GBR	20	100 ms	10^{-2}	TBD	Conversational Voice
2		40	150 ms	10^{-3}	TBD	Conversational Video (Live Streaming)
3		30	50 ms	10^{-3}	TBD	Real Time Gaming, V2X messages
4		50	300 ms	10^{-6}	TBD	Non-Conversational Video (Buffered Streaming)
65		7	75 ms	10^{-2}	TBD	Mission Critical user plane Push To Talk voice (e.g., MCPTT)
66		20	100 ms	10^{-2}	TBD	Non-Mission-Critical user plane Push To Talk voice
75		25	50 ms	10^{-2}	TBD	V2X messages
5	Non-GBR	10	100 ms	10^{-6}	N/A	IMS Signalling
6		60	300 ms	10^{-6}	N/A	Video (Buffered Streaming) TCP-based (e.g., www, e-mail, chat, ftp, p2p file sharing, progressive video, etc.)
7		70	100 ms	10^{-3}	N/A	Voice, Video (Live Streaming) Interactive Gaming
8		80	300 ms	10^{-6}	N/A	Video (Buffered Streaming) TCP-based (e.g., www, e-mail, chat, ftp, p2p file
9		90			N/A	sharing, progressive video, etc.)
69		5	60 ms	10^{-6}	N/A	Mission Critical delay sensitive signalling (e.g., MC-PTT signalling)
70		55	200 ms	10^{-6}		Mission Critical Data (e.g. example services are the same as QCI 6/8/9)
79		65	50 ms	10^{-2}	N/A	V2X messages
					N/A	

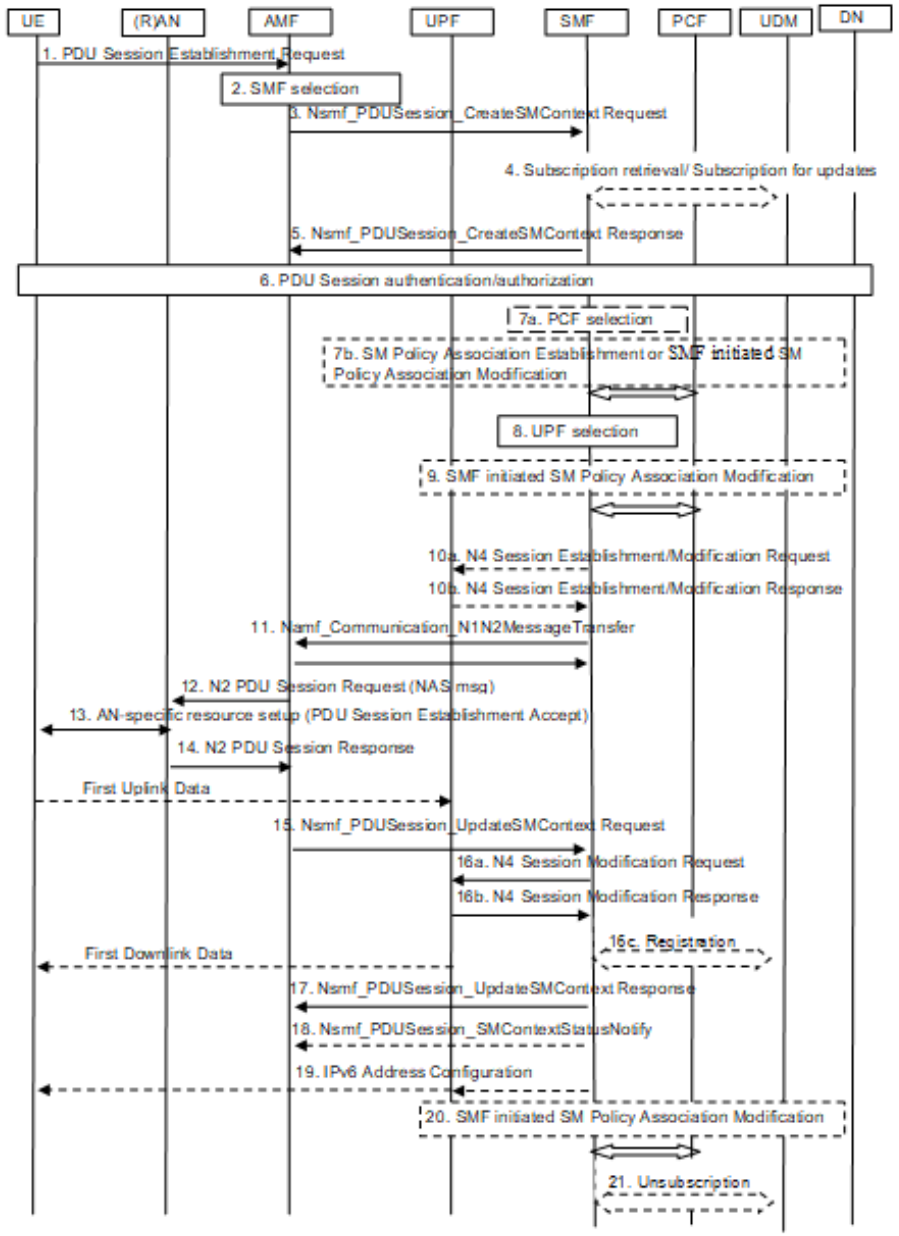
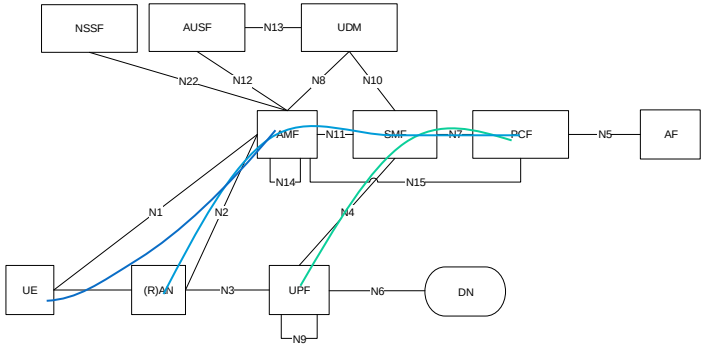
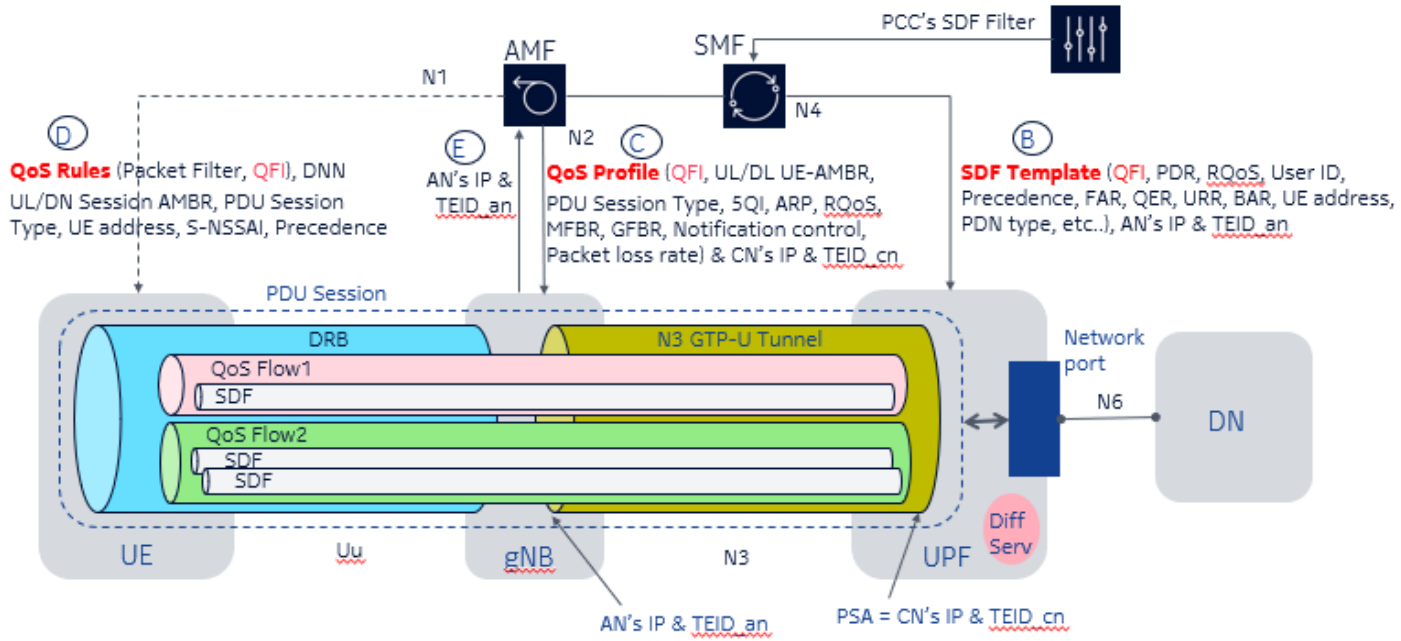


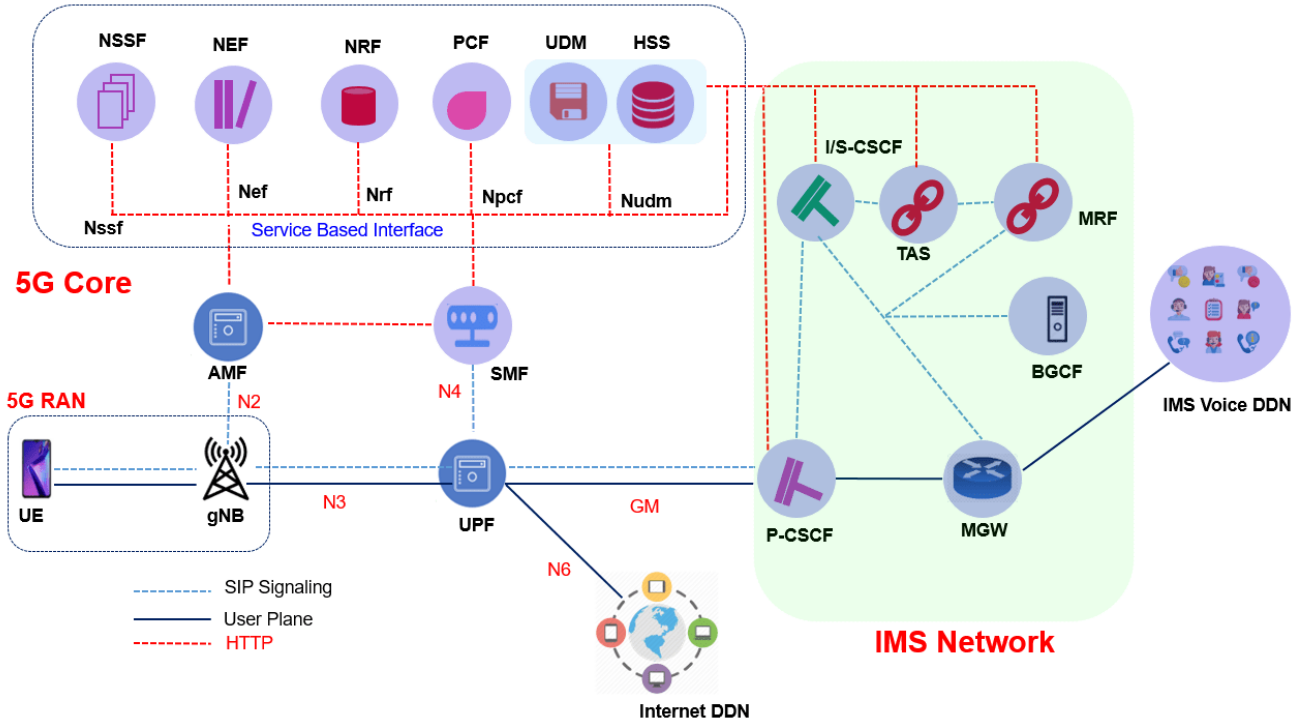
Figure 4.3.2.2.1-1: UE-requested PDU Session Establishment for non-roaming and roaming with local breakout

QoS protocols' flows



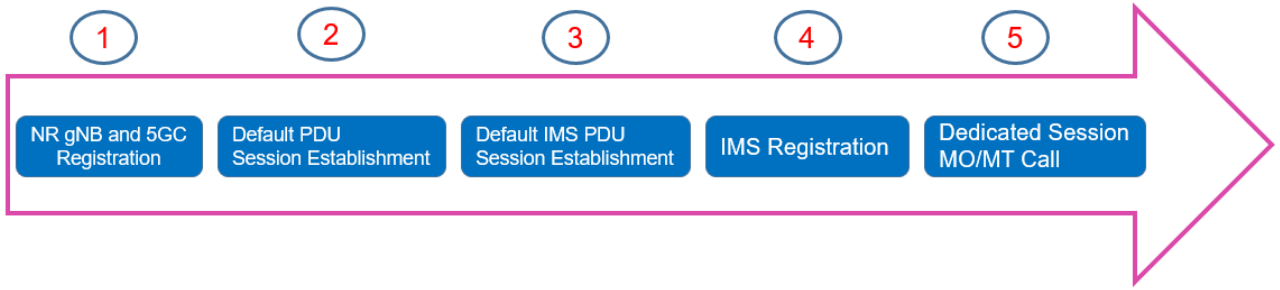


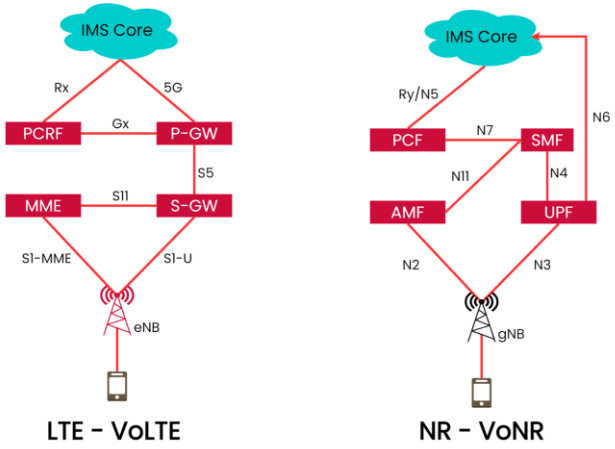
Example: VoNR



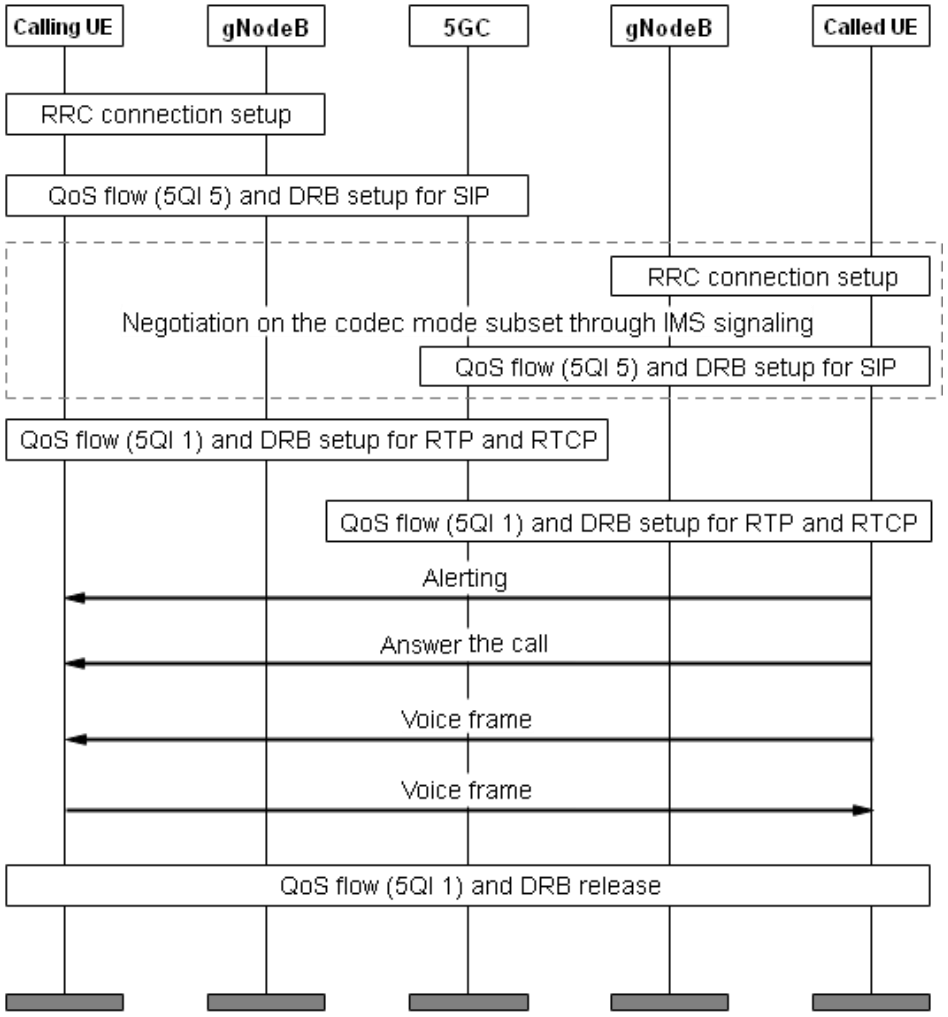
- Main componentes: 5G RAN, 5G Core, IMS
- Establishement of specific PDU sessions
- QoS

VoNR Call Setup

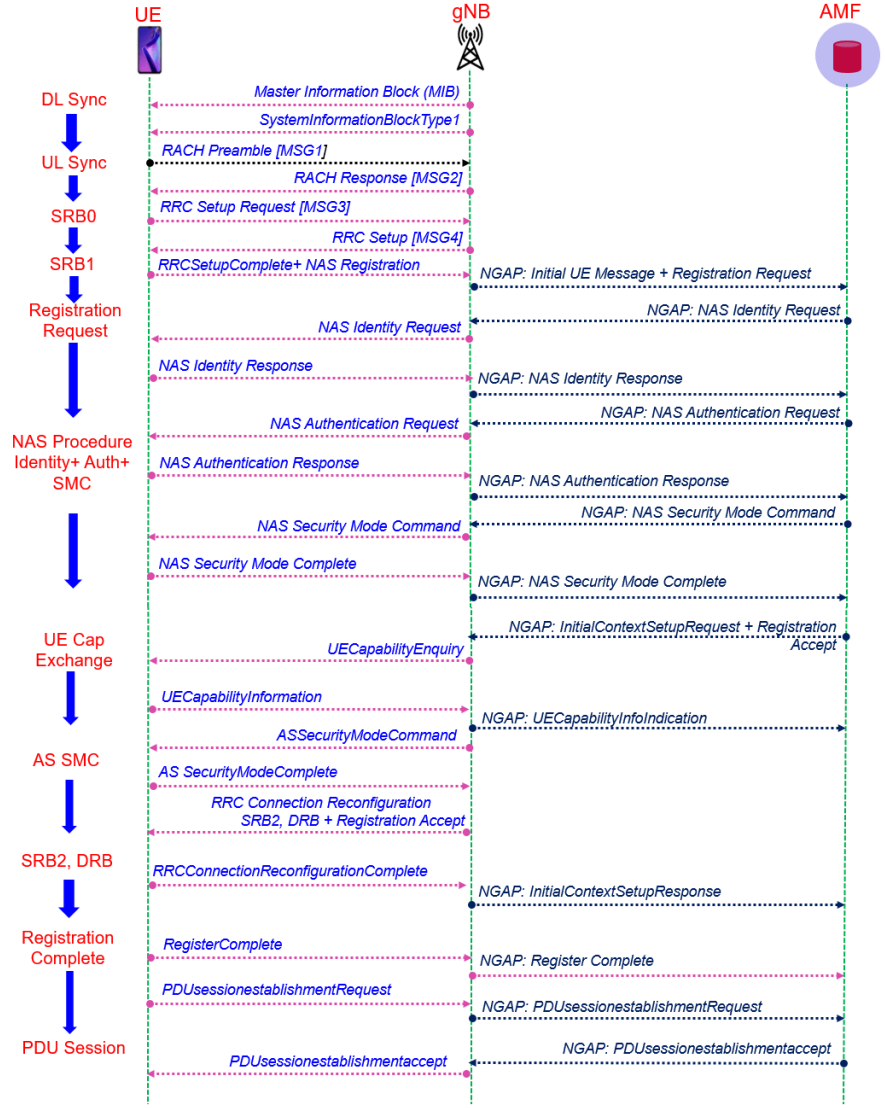




VoNR Call Flow

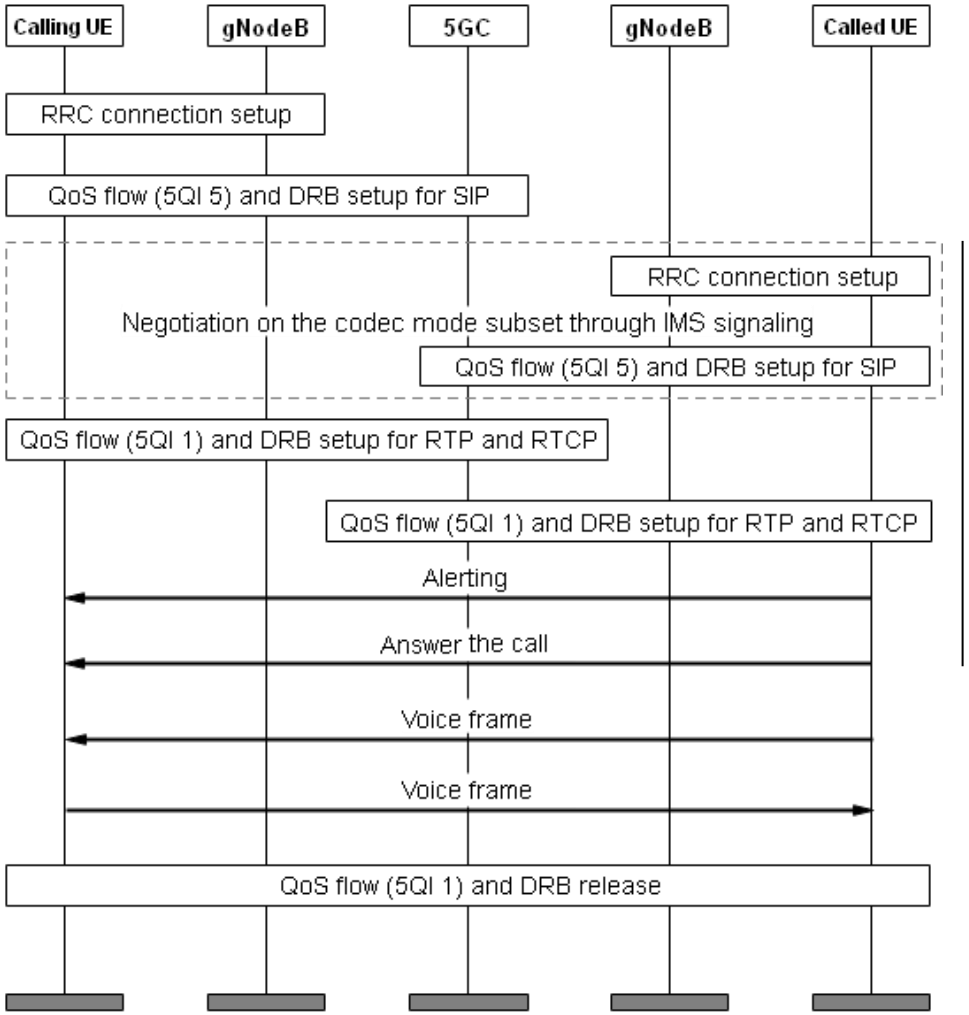


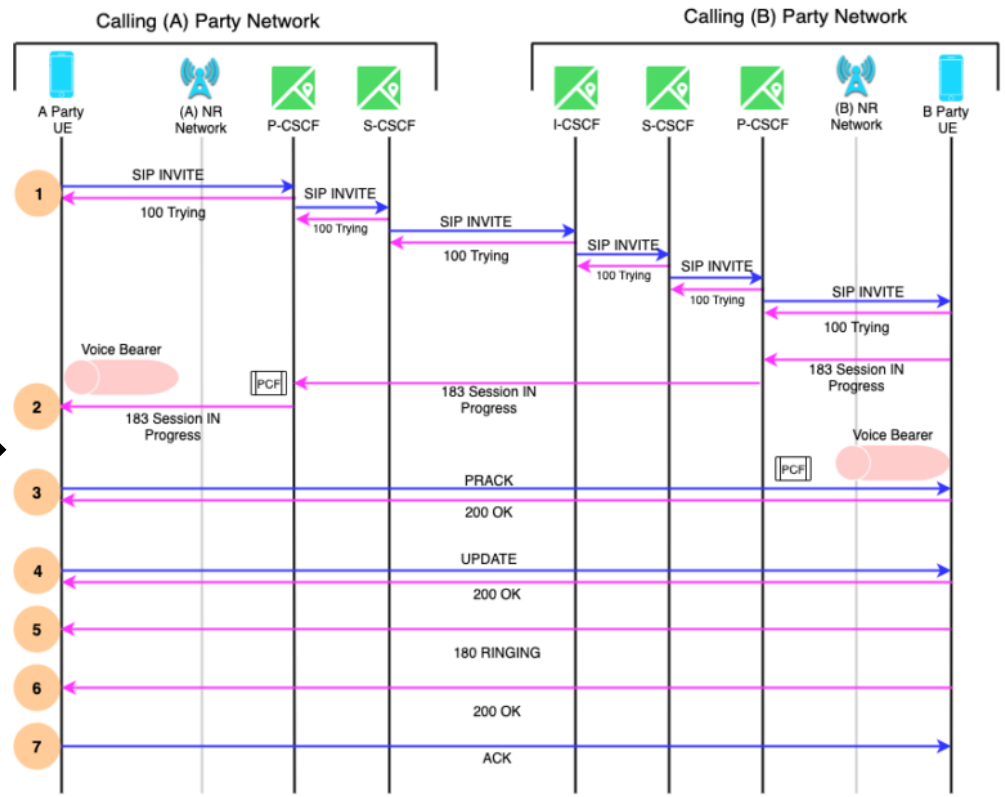
https://www.5gworldpro.com/blog/2021/05/30/voice-over-nr-call-flow/



https://www.techplayon.com/5g-nr-sa-registration-attach-call-flow/

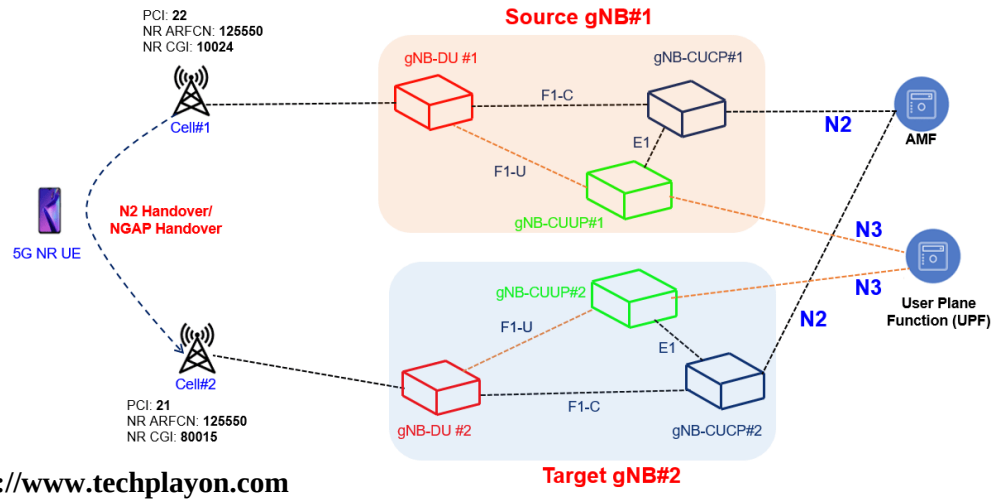
VoNR Call Flow





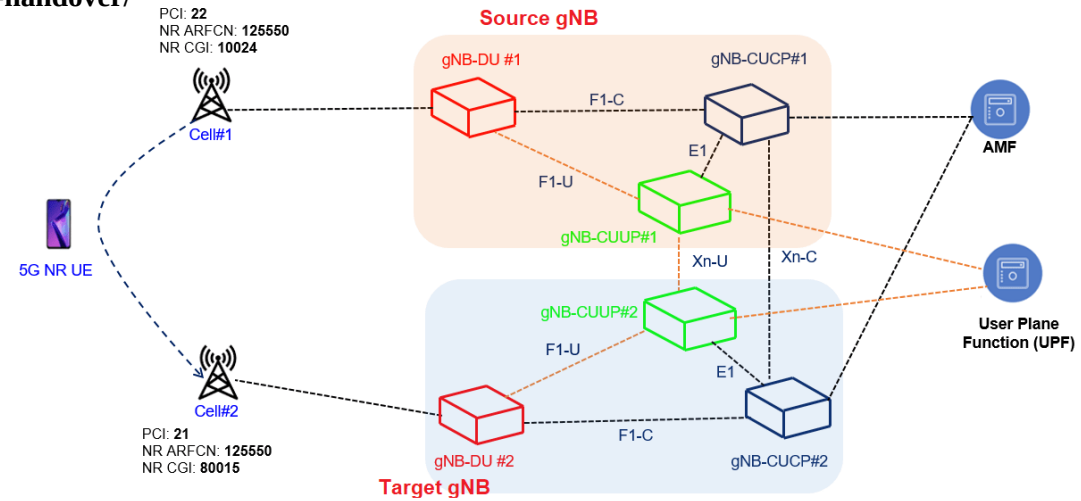
https://www.5gworldpro.com/blog/2021/05/30/voice-over-nr-call-flow/

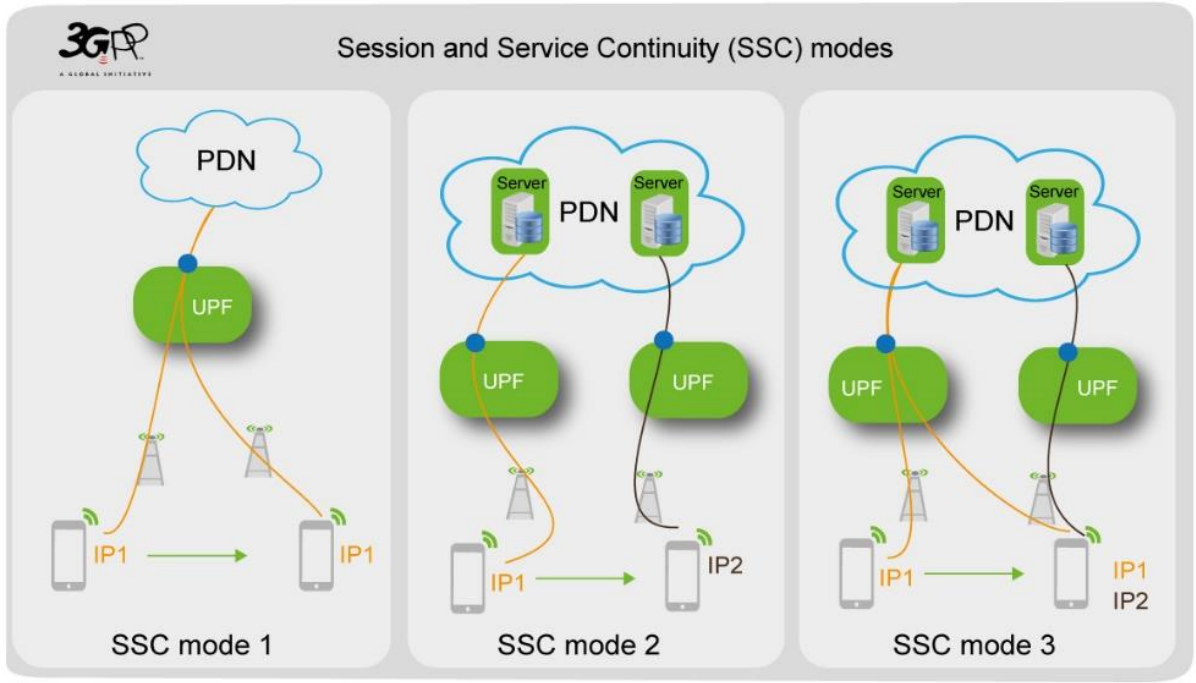
Mobility in 5G



https://www.techplayon.com/5g-sa-inter-gnb-handover-n2-or-ngap-handover/

https://www.techplayon.com/5g-sa-inter-gnb-hanodver-xn-handover/





Mode 1: common mode in previous Releases, keeping anchor point during all the session duration

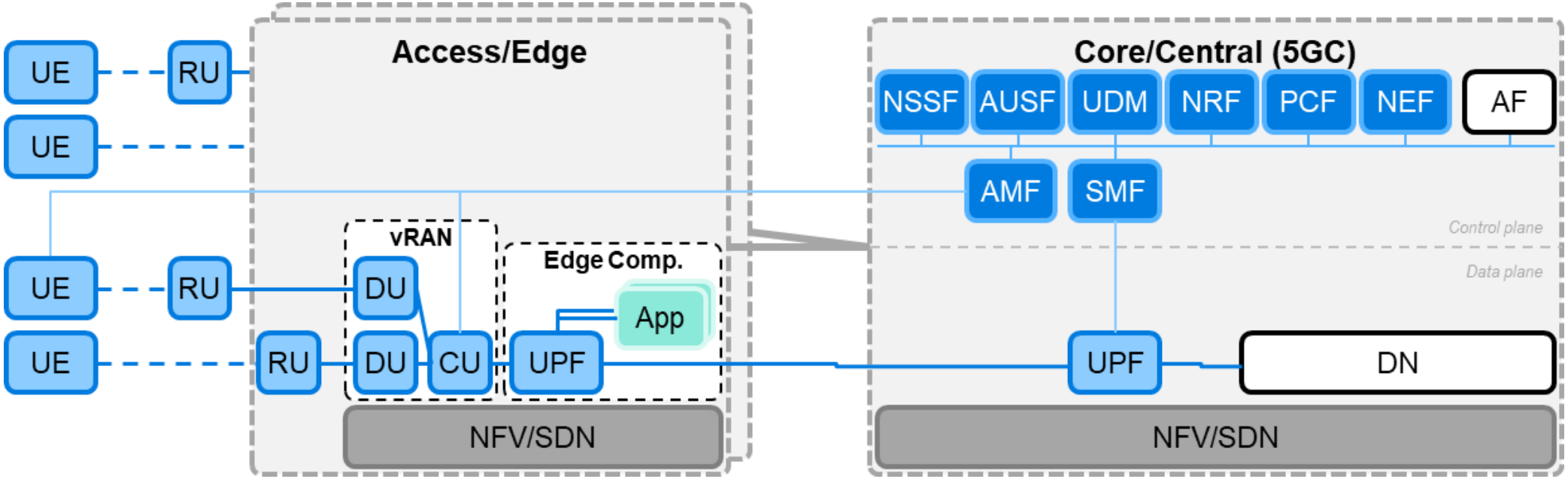
Modes 2 and 3: new modes to cope with edge computing Support; anchor point moves to the 'closest' UPF, following the EU (2: break-before-make; 3: make-before-brake)

Distributed cloud: Edge Computing and 5G

- **Distributed, small data centres (NFV powered), placed close to the network edge**
- **Mandatory for 5G, to enable low latency services (Operator and 3rd-party Edge Applications)**
- **Allowing processing offloading from UEs**
- **Take benefit of NFV for lifecycle management (LCM) of VNF:**

  5G RAN (CU/DU)
  5G use plane VNF (UPF)
  Edge Applications

- **5G provides native support for *(Multi-access) Edge Computing (MEC)***



5G Slicing

Slicing enables the creation of distinct logical networks:

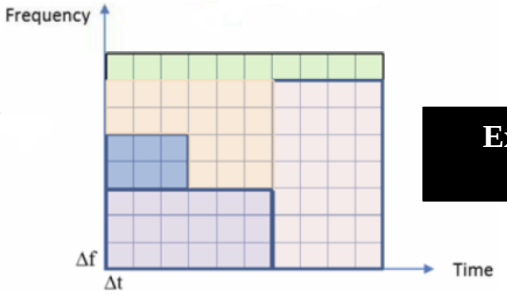
- Of the same type (different businesses)
- Providing differentiated behaviour (different services)

5G supports end-to-end slicing (radio and core)

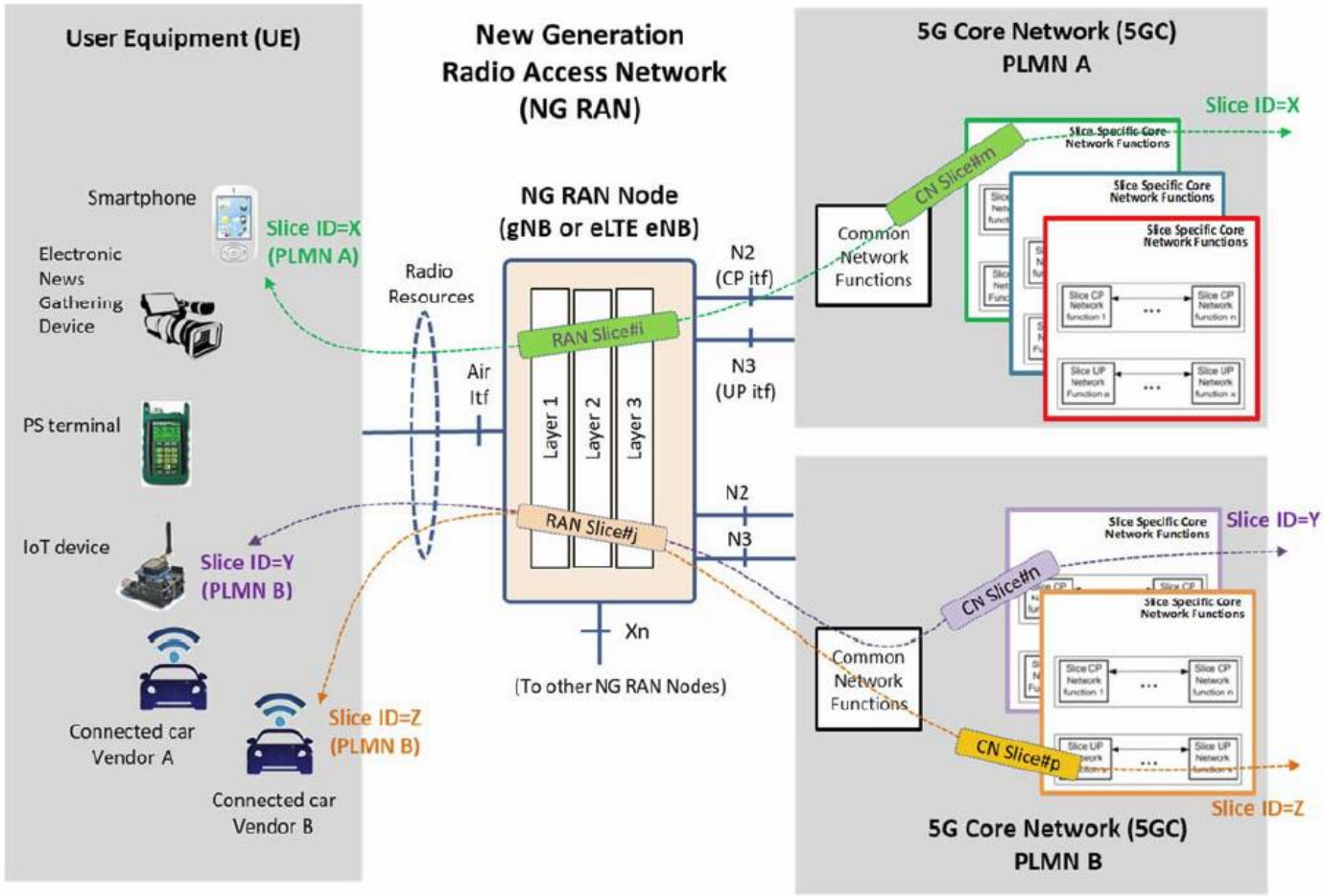
- Resources isolation between services
- Customized functions and/or capacities, according to SLA

Each terminal (UE) may connect simultaneously to max 8 slices (no limit for the number of slices in the core)

Takes benefit of NVF for easy slices creation and management (LCM)



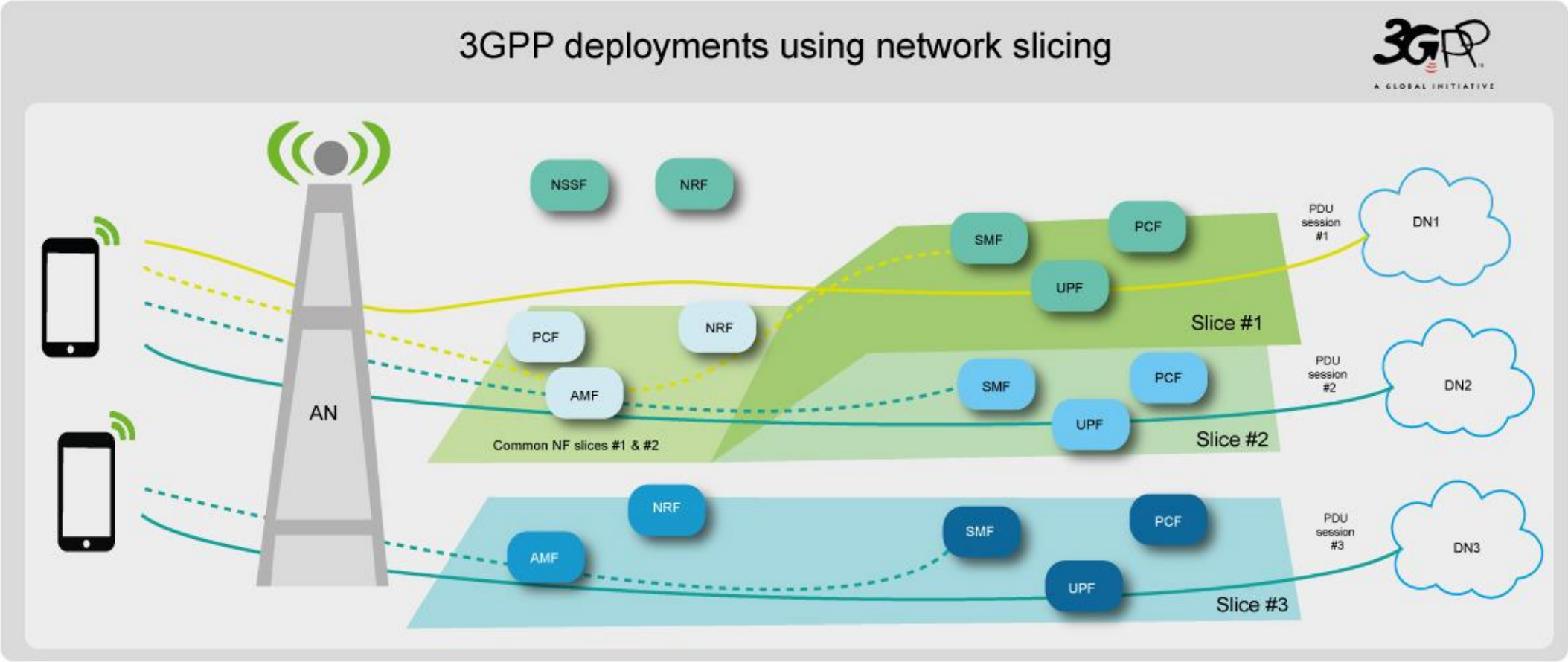
Exemple of RAN resources allocation for 5 slices



5G Americas, *NetWork Slicing for 5G networks & services*, Nov/16
On 5G Radio Access Network Slicing: Radio Interface Protocol Features and Configuration, R. Ferrús

Network Slice definition (TR 23.799): ***complete logical network (providing Telecommunication Services and Network Capabilities) including AN and CN.***

5G Slicing



https://www.3gpp.org/news-events/3gpp-news/sys-architecture

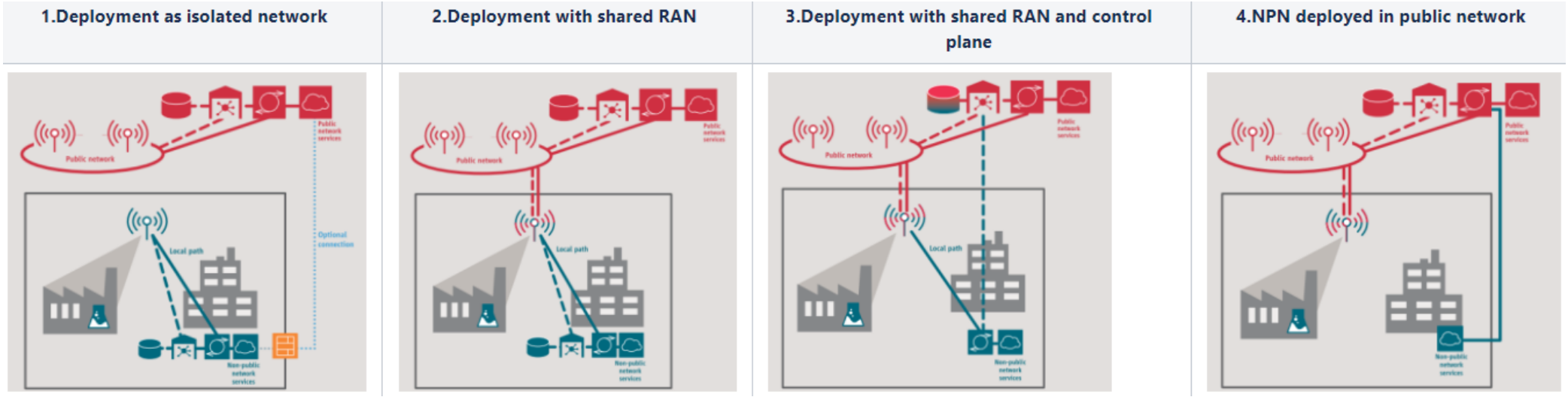
Definition of a private 5G network

Non Public Network **(NPN):**

- **“Intended for the sole use of a private entity such as an enterprise, may be deployed in a variety of configurations, utilizing both virtual and physical elements.**

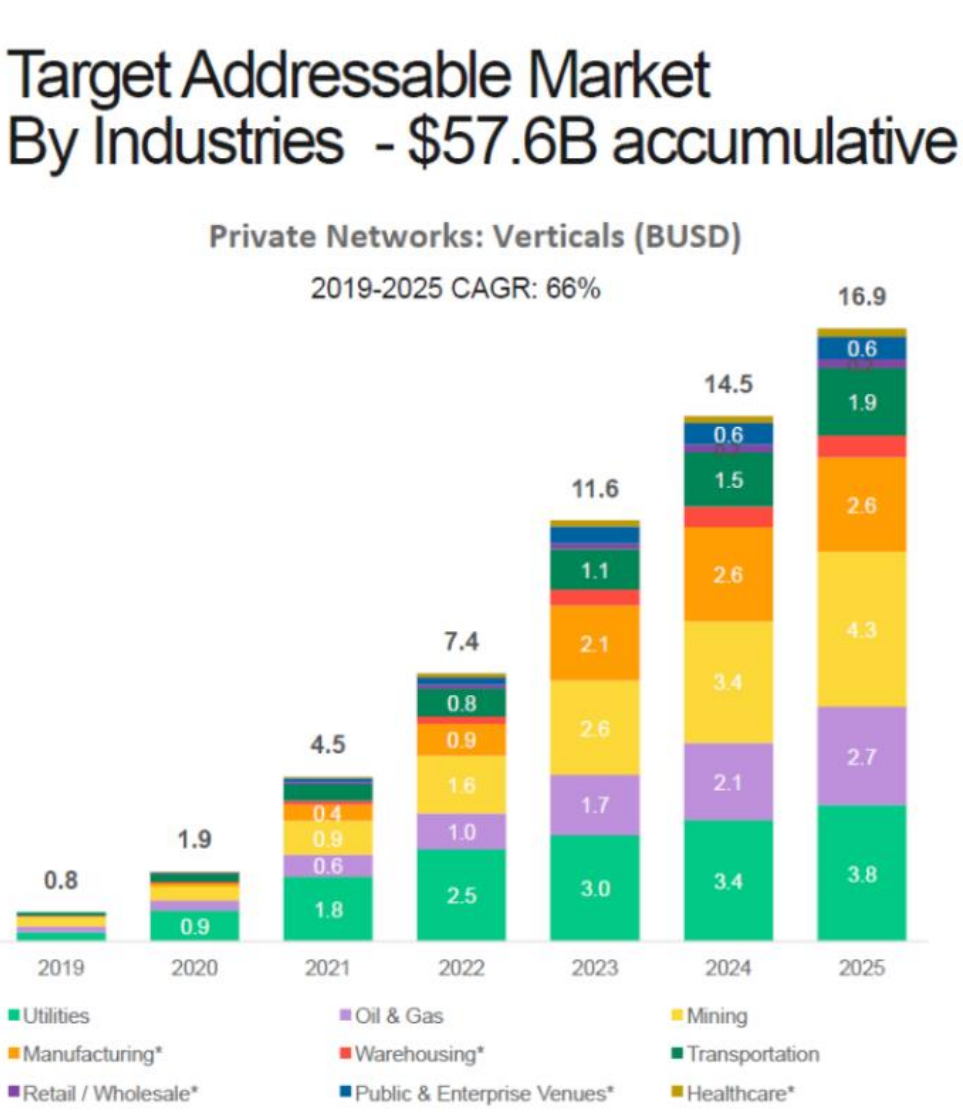
- **Specifically, they may be deployed as completely standalone networks, they may be hosted by a public land mobile network (PLMN), or they may be offered as a slice of a PLMN”**

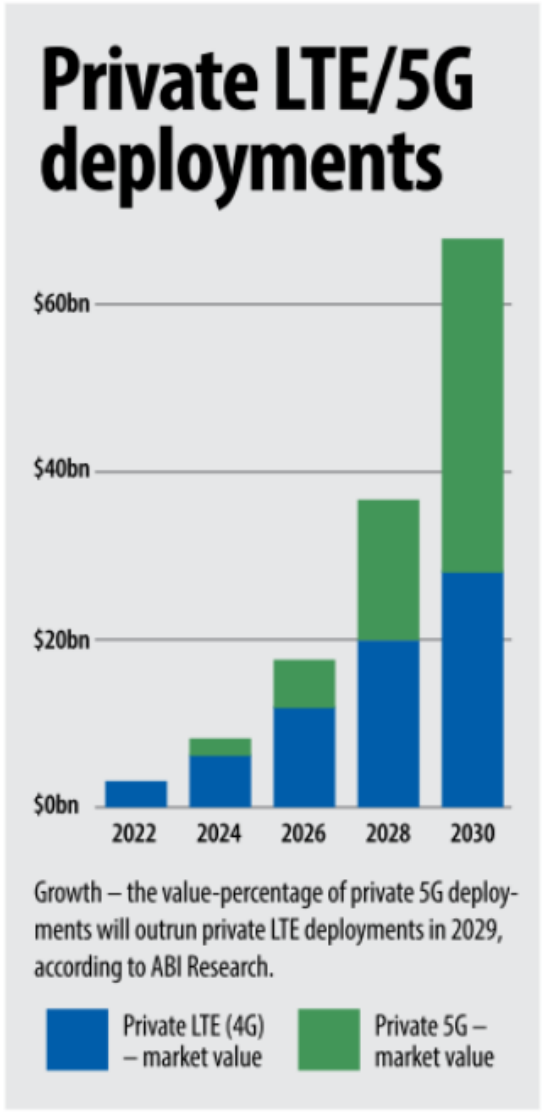
3GPP, TS 23.501



5G-ACIA

Private 5G network market growth





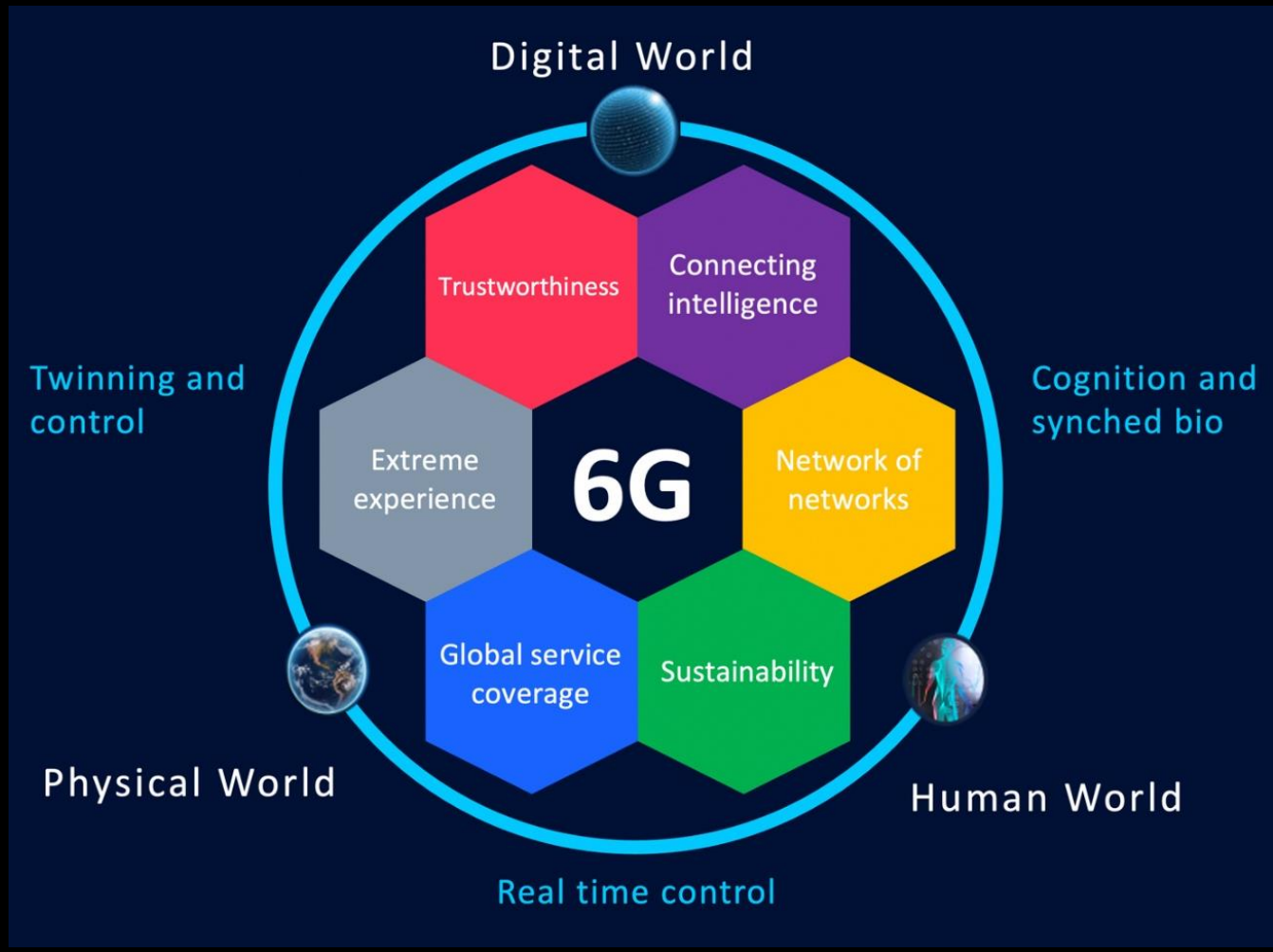
6G

The future ahead

“While 5G has enabled us to consume digital media anywhere, anytime, the technology of the future should enable us to embed ourselves in entirely virtual or digital worlds.

In the world of 2030, human intelligence will be augmented by being tightly coupled and seamlessly intertwined with the network and digital technologies.”

Hexa-X Consortium



- **Beyond 5G, towards 6G**

"The 6G network is likely to be a concept, a virtual one, and not a "real" network you can put a boundary around", Roberto Saracco, EIT Digital

Perceived unlimited bandwidth with unperceived latency

Technological pillars

- **Operate at higher radio frequencies (Thz)**
- **Inclusive of all sort of access technologies, expanding to:**
  - **Non Terrestrial Networks (NTN), Optical Wireless Communications (OWC) and Large Intelligent Surfaces (LIS)**
- **Decentralized, flatter network with a stronger edge role, for close, distributed cloud services**
- **Increased direct devices interactions**
- **Artificial Intelligence presence at all layers, with cross-domain interactions**
- **Higher security, secrecy and privacy**

Societal and economic impacts

- Ubiquitous connectivity, powered by wireless communications (radio and optics)
- **Richer set of connected devices**

Enabling:

- **The smartphone disaggregation**
- **Multisensorial interactions**
  - Via Brain-Computer Interactions (BCI), smart body implants and eXtended Reality (XR) devices
- **Massification of Machine Type Communications (MTC)**
  - **Connected Robotics and autonomous systems**

- **(some) Research activity around 6G**