



**ITU Workshop on
Spectrum Management for
Internet of Things Deployment
(Geneva, 22 November 2016)**

**High Rate Close Proximity
Communication
Technology for IoT**

ITU
ITU WORKSHOP ON SPECTRUM
MANAGEMENT FOR INTERNET
OF THINGS DEPLOYMENT

**GENEVA, SWITZERLAND
22 NOVEMBER 2016**

www.itu.int/go/ITU-R/RSG1SG5-IoT-16

Organised by:



Hiroyuki Matsumura
Senior Managing Director
HRCP Research and Development
Partnership



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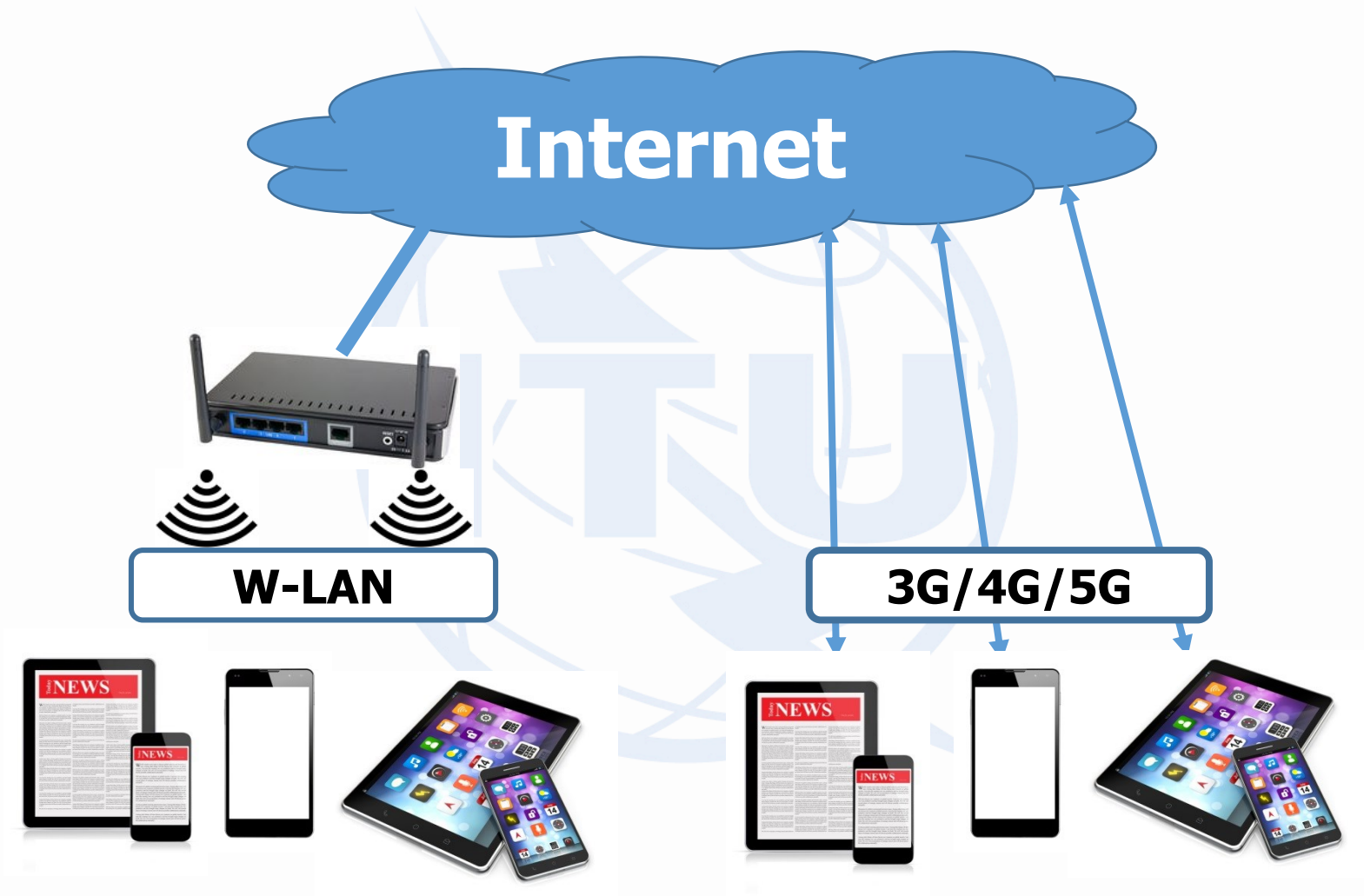


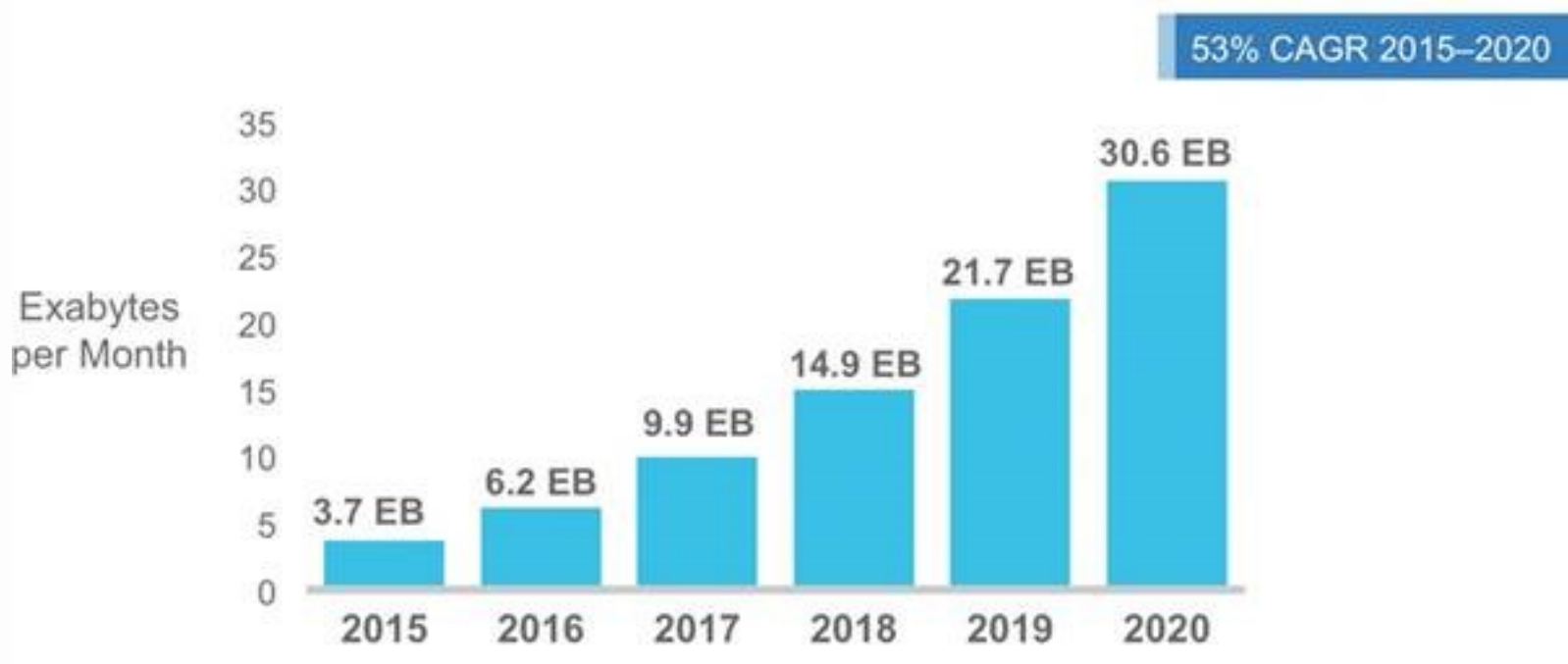
Mobile Traffic Circumstance

SRD and HRCP device

Touch and Get solution by HRCP Device

Summary





Source: Cisco VNI Mobile, 2016

- Overall mobile data traffic is expected to grow to 30.6 exabytes per month by 2020.
- Data of streaming video and audio is rapidly increasing.
- Individual packet payment is also increasing.

- ✓ *Solution for inhibiting mobile data traffic is desirable.*
- ✓ *Offloading system is necessary for solving this situation.*



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SRD and HRCP Spec.



	W-LAN		NFC			HRCP
	ac	ad	TYPE A	TYPE B	TYPE F	
Carrier Frequency	5GHz	60GHz	13.56MHz	13.56MHz	13.56MHz	60GHz
Topology	Point to N		Point to Point			
Effective Speed	240Mbps*1	1.0Gbps*2	106kbps	106kbps	212/424kbps	6.1Gbps
Connection Time	a few seconds	a few seconds				<2ms
Communication Range	<100m	<10m	<100mm			
Standardization	IEEE802.11ac	IEEE802.11ad	ISO/IEC 14443/18092	ISO/IEC 14443	ISO/IEC 18092	IEEE802.15.3e under discussion

*1: MAC efficiency is assumed to be 85%

*2: N = 3, MAC efficiency is assumed to be 85%

*HRCP: High Rate Close Proximity

	Data Size (Mbytes)	HRCP	ad
		Effective Throughput 6.1Gbps (sec)	Effective Throughput 1.0Gbps over (sec)*3
Book	1	0.001	0.008
Comic	30	0.039	0.24
Magazine	150	0.2	1.2
Music (1hour) *1	60	0.08	0.48
Movie (1hour) *2	450	0.59	3.6
Movie (2hour) *2	900	1.18	7.2
Short 4K Video (1 min)	263	0.35	2.1
Short 4K Video (5 min)	1,313	1.72	10.5

*1: MP3 (Bitrate = 128 kbps)

*2: H.265 (Hi-definition, Bitrate = 1 Mbps)

*3: N=3, MAC efficiency is assumed to be 85%



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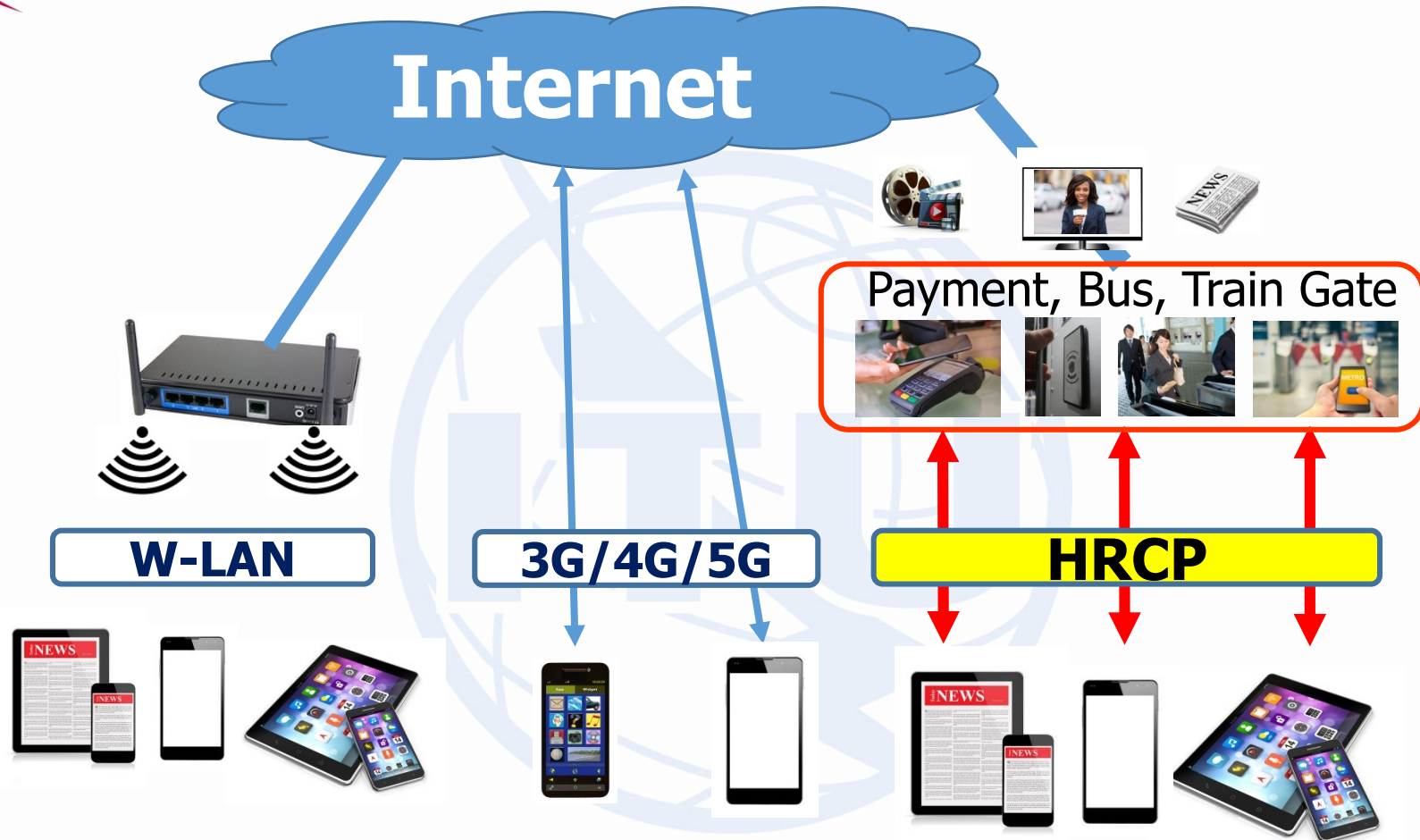


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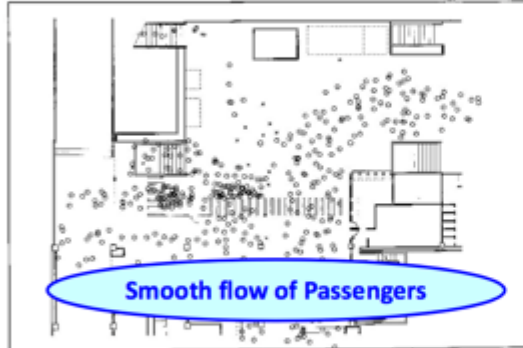
Offloading Mobile Traffic provides two major benefits.

- ① Solve Mobile Traffic Jam**
- ② Reduce individual's packet expense and enjoy downloaded contents**

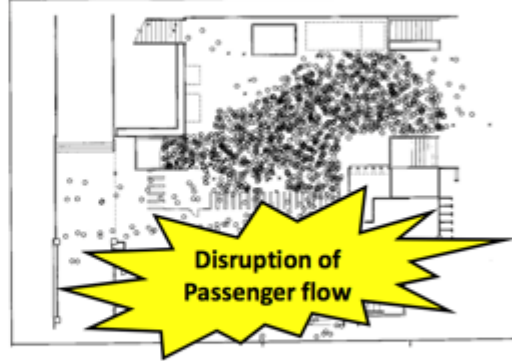
Toll Gate solution for train

Passenger Flow Simulation

47 people/min



32 people/min



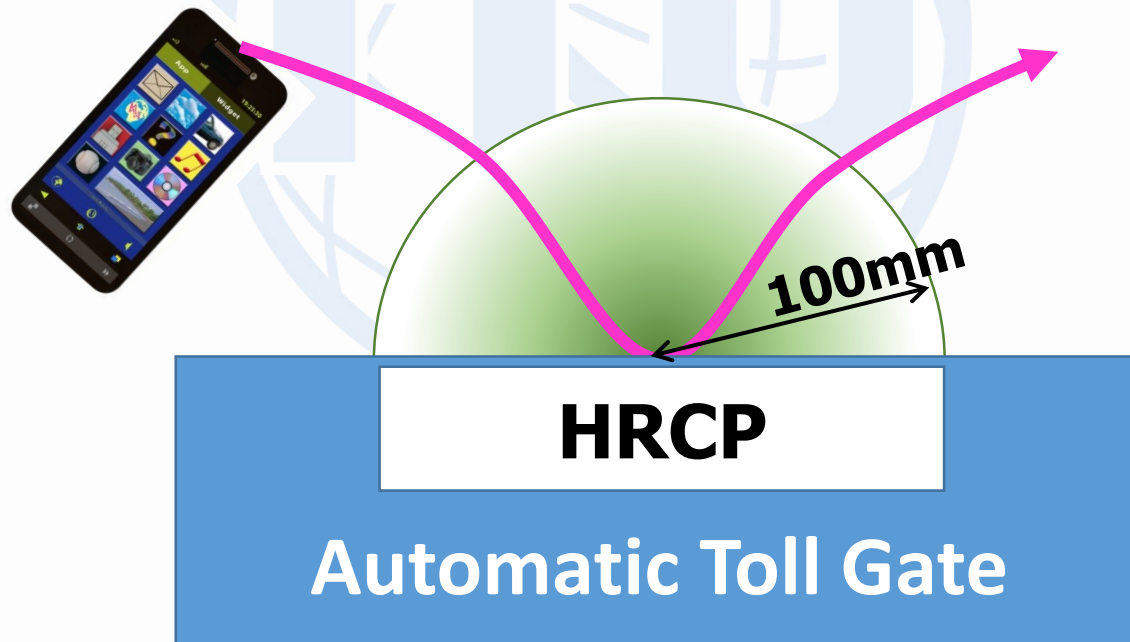
**60 people
go through
the gate
in a minute**

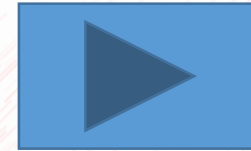
If the performance is poor, passengers are piled up on the platforms. Dangerous!

⇒ **High performance is mandatory.**

Source: East Japan Railways Co.
<http://japanese.engadget.com/2016/05/07/apple-pay-suica/>

- **60 people go through the gate in one minute.**
- **HRCF devices can communicate in 200m sec. and transfer over 150Mbytes.**
- It is difficult for W-LAN device to communicate during going through the gate.



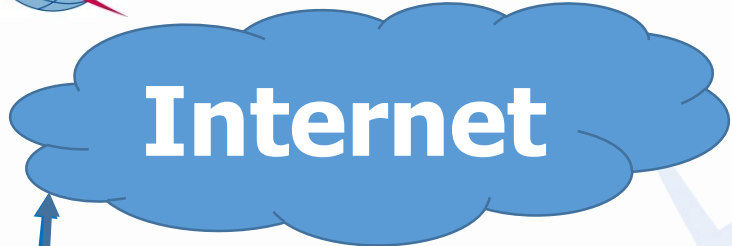


**Reservation to get
Video and/or others
at Station**

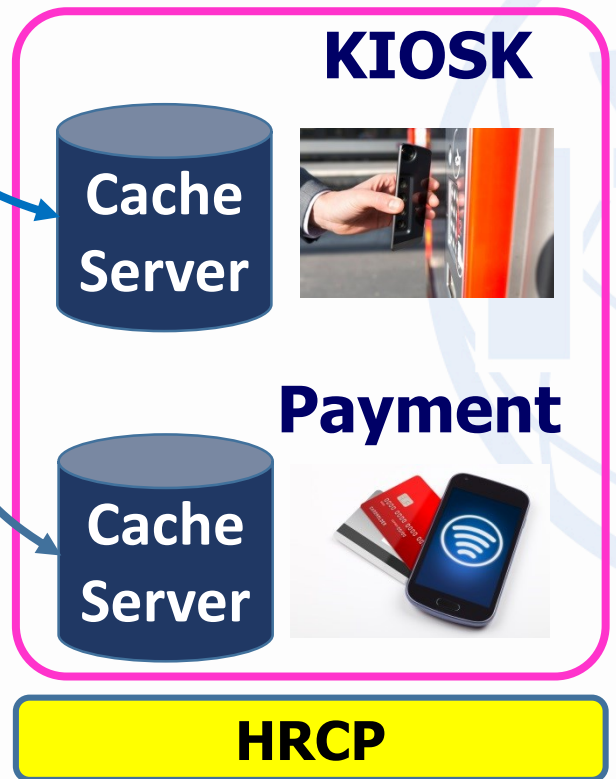
**Data download
to Toll Gate**

“Touch and Get”





When you touch, contents Up/Down load are executed.



- Down load
 - ✓ Video
 - ✓ Audio
 - ✓ Newspaper, Magazine
 - ✓ Business data(PPT and etc.)
 - ✓ Advertisement

- Up Load
 - ✓ Video
 - ✓ Audio
 - ✓ Photo
 - ✓ Business Data(PPT and etc.)



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- ◆ **In general, it is desirable circumstance for IoT to improve Mobile Traffic Jam.**
- ◆ **HRCP device and application contribute for inhibiting mobile data traffic in the future.**
- ◆ **Global technical standard for HRCP is required to maximize HRCP's utilization.**

Anybody could use this “Touch and Get” solution at anywhere and anytime.