

WWRF - Research views on IMT Technology Evolution

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Outline

- About WWRF
- 3 technology trends
- System concept evolution
- Technology challenges, enablers and promising research directions



WWRF Role

- Develop future vision of the wireless world
- Inform and educate on trends and developments
- Bring a wide range of parties together to identify and overcome significant roadblocks to the vision
- Enable and facilitate the translation of the vision into reality



Principles of Operation

- Global
- Open to all
- **NOT**
 - A standard body
 - Research funding body
 - A typical research conference
- Based on membership
- All can attend meetings and make contributions





WIRELESS WORLD
RESEARCH FORUM*

Current Sponsor Members



Alcatel-Lucent

Nokia Siemens
Networks



HUAWEI

NTT
docomo

DOCOMO Euro-Labs



中国移动通信
CHINA MOBILE

NOKIA
Connecting People

**7 trillion wireless devices
serving 7 billion people
by 2020**

- All people will be served with wireless devices
- Affordable to purchase and operate
- Calm computing: technology invisible to users
- Machine to machine communications
 - Sensors and tags: e.g. intelligent transport, smart metering and e-health , to provide ambient intelligence and context sensitivity
- All devices are part of the (mobile) internet



Vision in a nutshell (2)

- Wireless device(s) becomes **our** interface to the digital world
- **An ambient life style where**
 - ... our mobile device becomes the key enabler to interact with smart environments and users
 - ... our mobile guides and supports us against “digital threats”
- Has to be charged once a month only – green technology
- Untethered and connected user experience
- Ubiquitous service delivery with a consistent user experience

In Other Words:

Wireless – The Way to Future



Paradigm shifts....

Digital Society



By 2020....



From voice to data

5.5 billion MBB users, 1.5 billion FBB users



From pipe to content

all media will be on-line , 750 million connected TV users



From people to machines

50 billion connections (the Internet of Things)



From CT to ICT

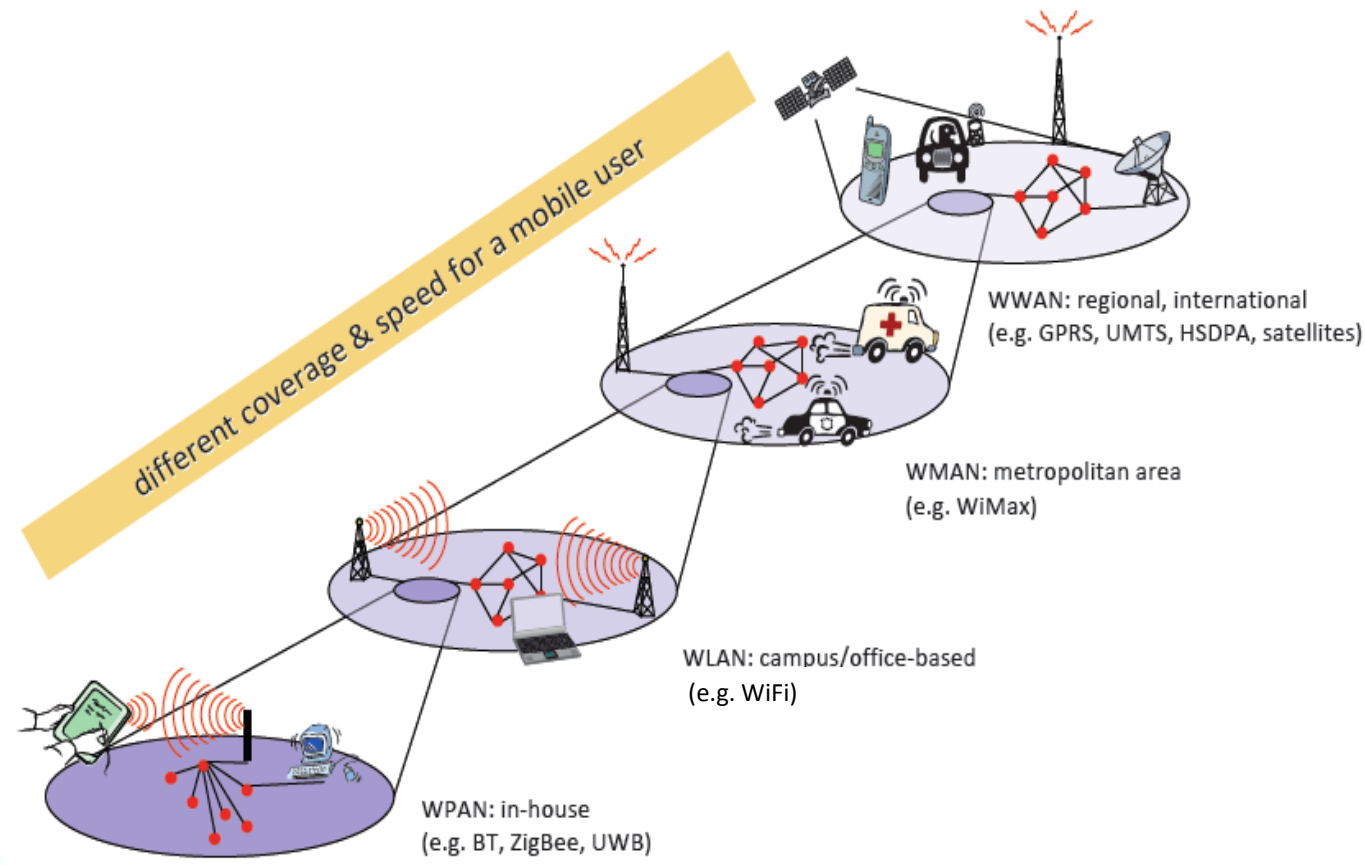
70% of companies (especially SMEs) will be using Cloud-based services

Communications become pervasive

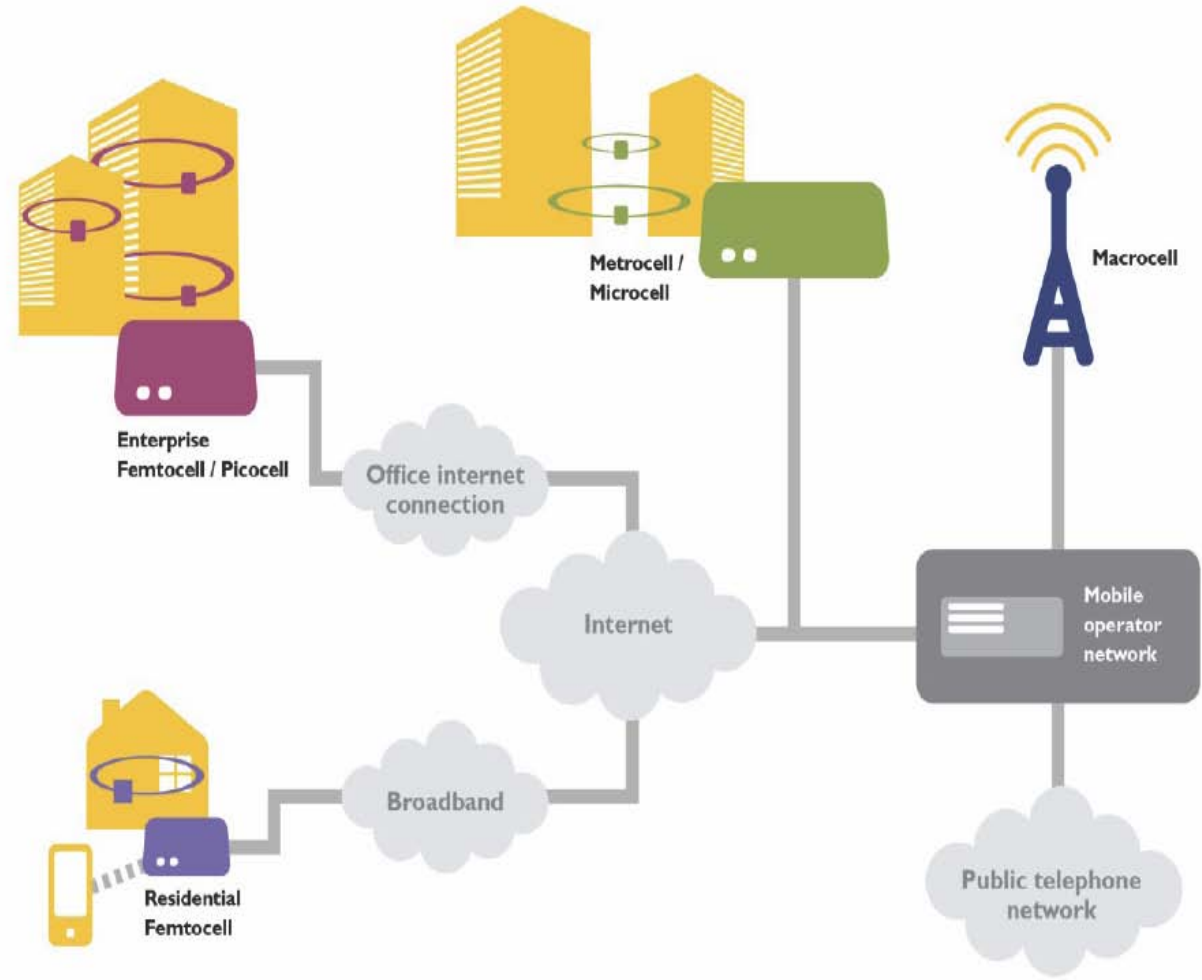


Pervasive Communication Systems consist of a very large number of *computer-communication devices*, often of small size and/or embedded in the environment, which are able to interact with each other and with mobile users, *dynamically form telecommunication networks* and *probe the environment* in order to *adapt and optimize*, in a **context-aware** fashion, the networks performance and the user experience and QoS.

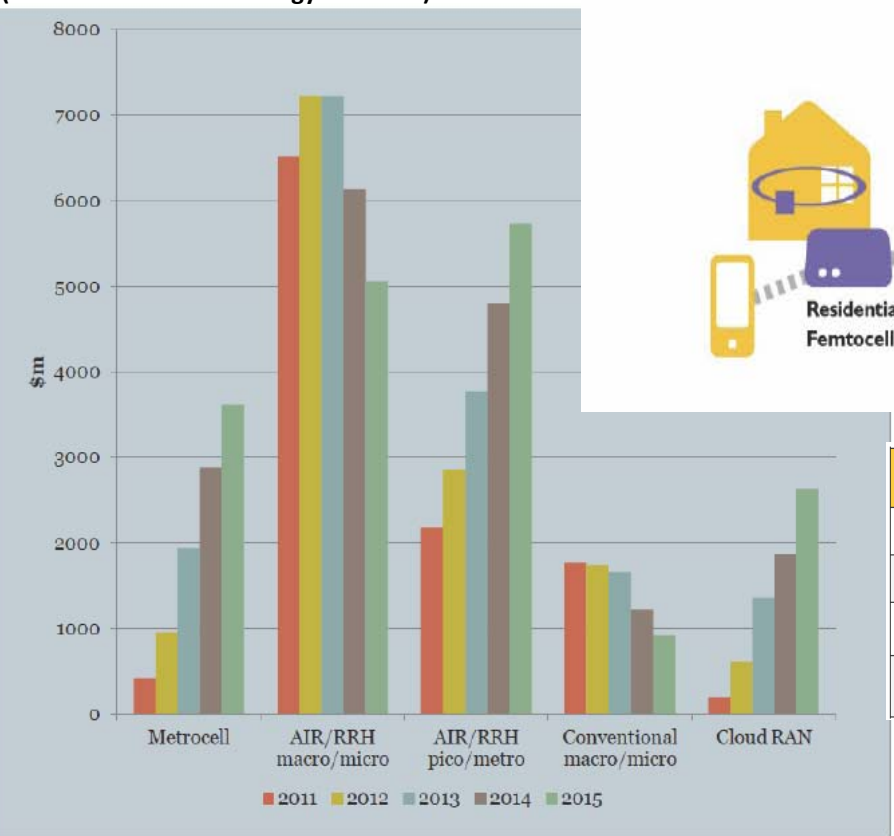
User mobility trends



Small(er) cells



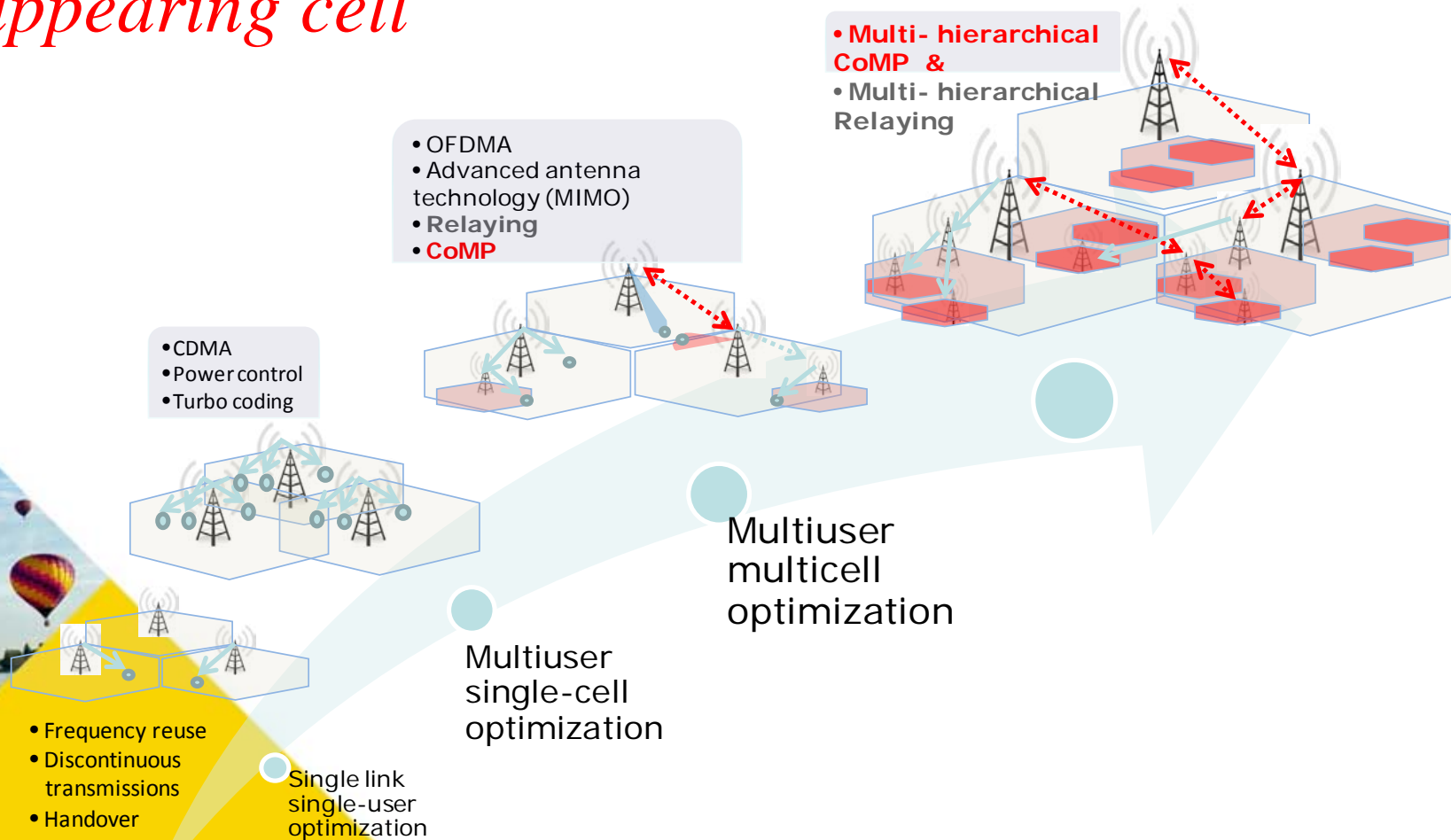
Operator expenditure on small cell infrastructure (Source: Rethink Technology Research)



Technique	Capacity Gain
Frequency Division	5
Modulation techniques	5
Access to wider range of frequency spectrum	25
Frequency reuse through more cell sites	1600

Technology trend#1

Multiple Hierarchical Layers architecture or *the disappearing cell*



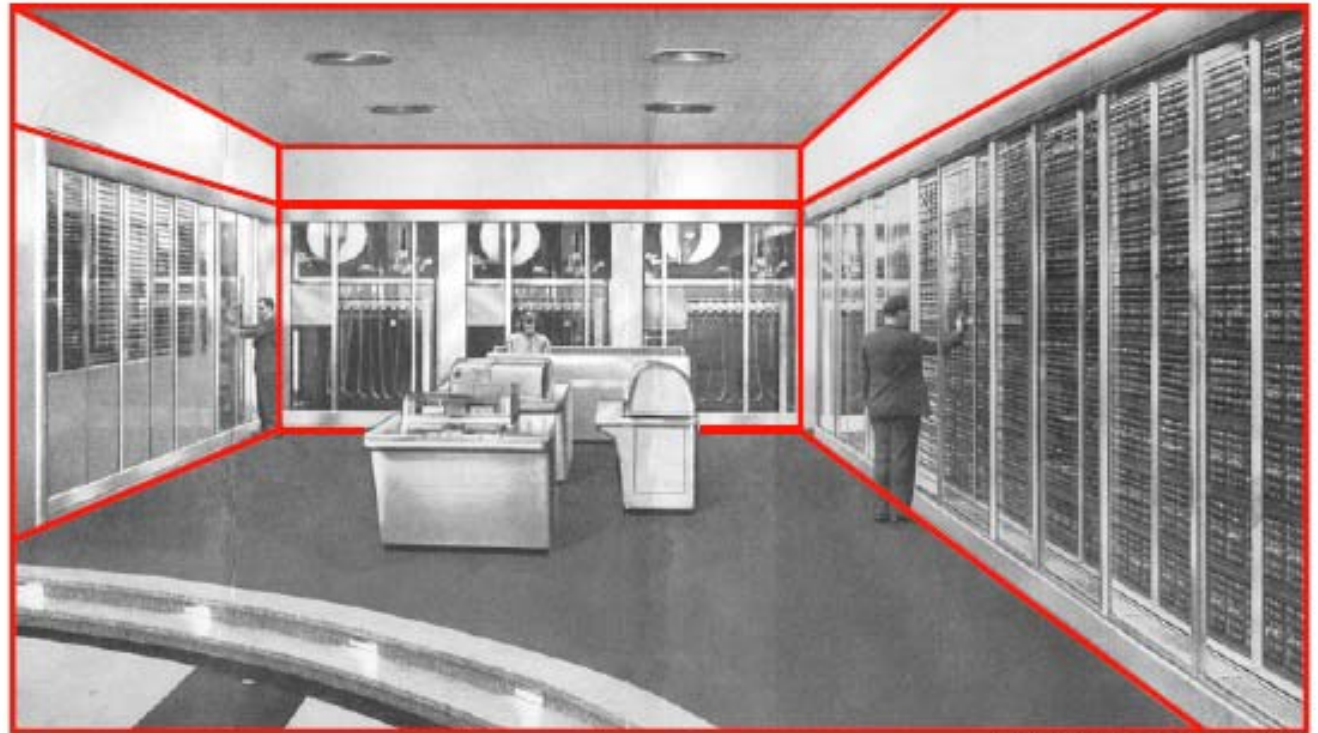
GSM

UMTS

HSPA

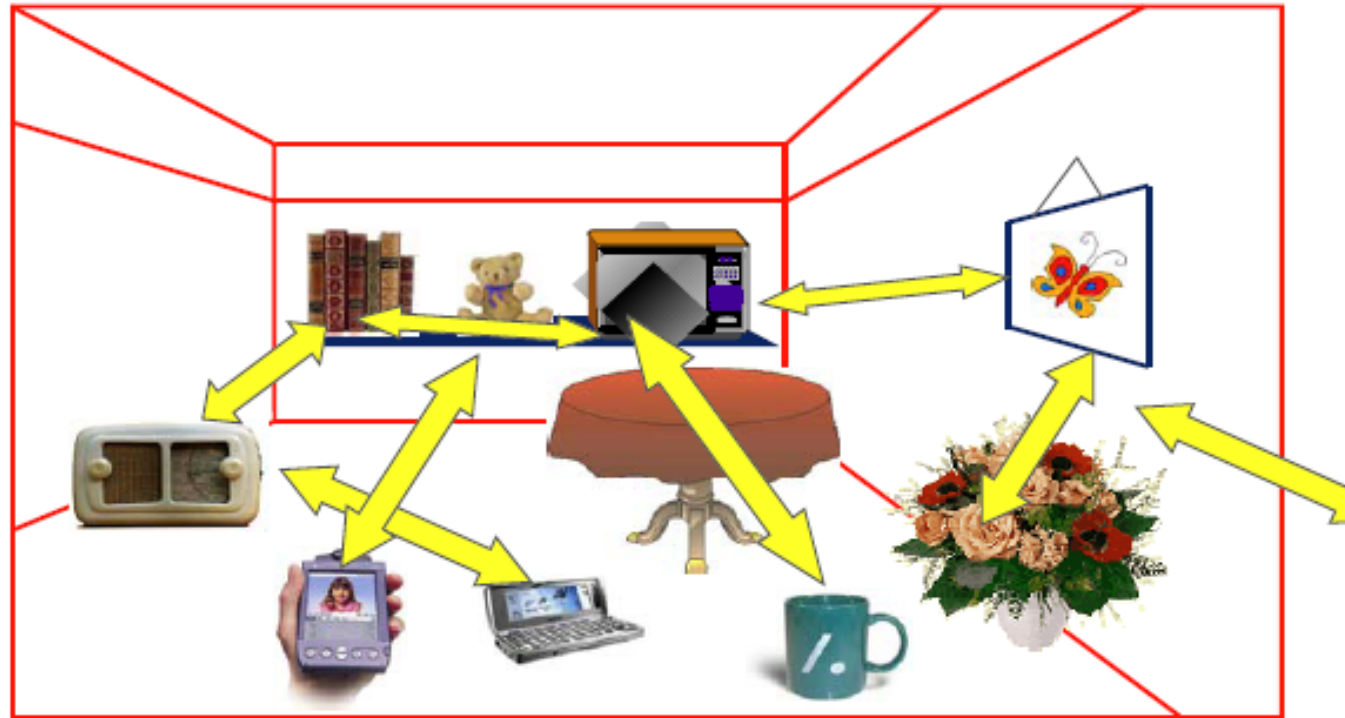
LTE-(A)

Yesterday's Computers Filled Rooms..



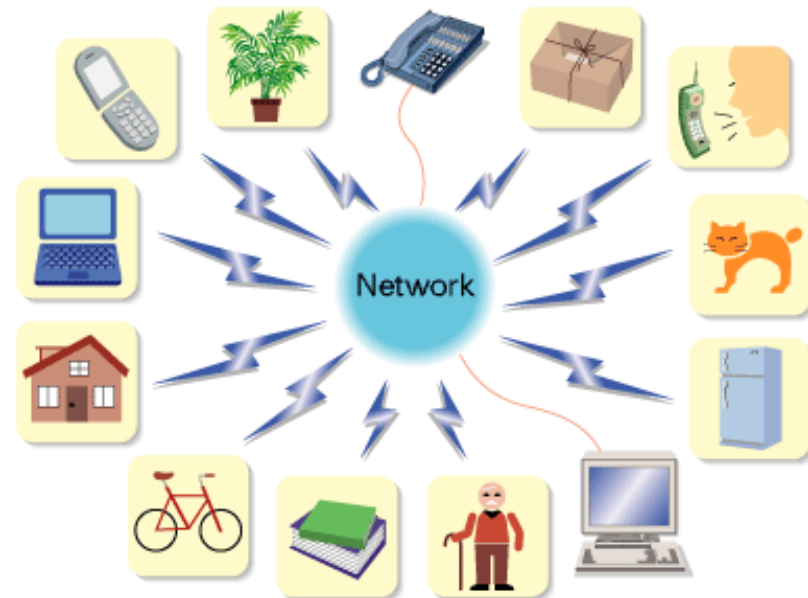
Source: Prof. F. Mattern, ETH Zürich

..So Will Tomorrow's

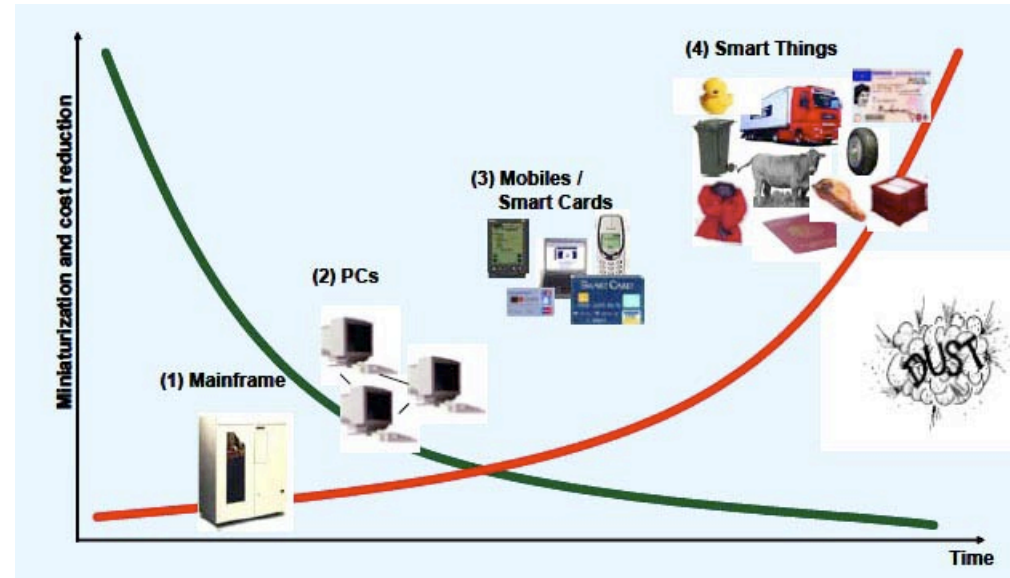


Source: Prof. F. Mattern, ETH Zürich

From Ubiquitous Computing and Pervasive Communications to the Internet of Things



Ubiquitous computing will enable diverse wireless applications, including monitoring of pets and houseplants, operation of appliances, keeping track of books and bicycles, and much more.



"The Internet of Things is a description of a not-too-distant future time, where everyday objects, rooms and machines have sensors and can "communicate" about themselves and with each other."

(Prof. Elgar Fleisch)

*"Things that think want to link",
Nicholas Negroponte(MIT)*

Technology trend#2

Internet of Things or *the disappearing technology*

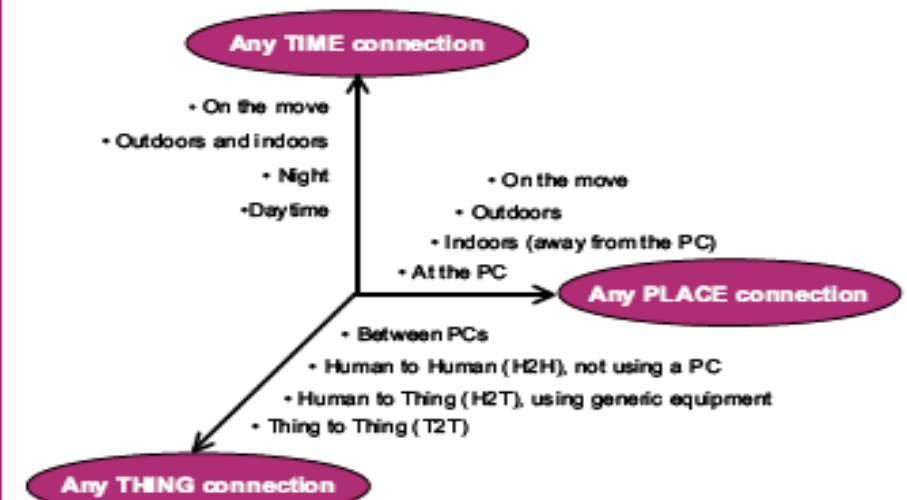
Wireless Sensor Networks interact with the physical world in the IoT

Potential applications include:

- Industrial/building automation
- Smart office
- Smart home
- eHealth
- Environmental monitoring
- Retail and logistics
- Biometrics for security
- ...

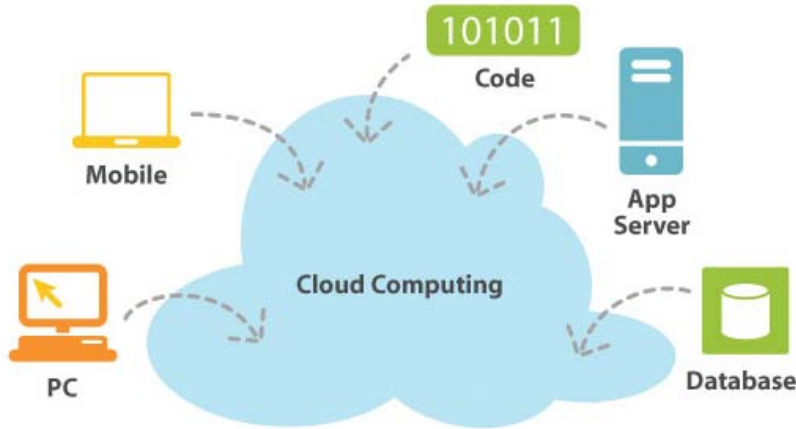


Figure 1 – A new dimension



Source: ITU adapted from Nomura Research Institute

Cloud Computing



Cloud Computing is needed to address the dynamic, exponentially growing demands for real-time, reliable data processing in the Internet of Things



SaaS
Software as a Service

- Email
- CRM
- Collaborative
- ERP

CONSUME



PaaS
Platform as a Service

- Application Development
- Decision Support
- Web
- Streaming

BUILD ON IT

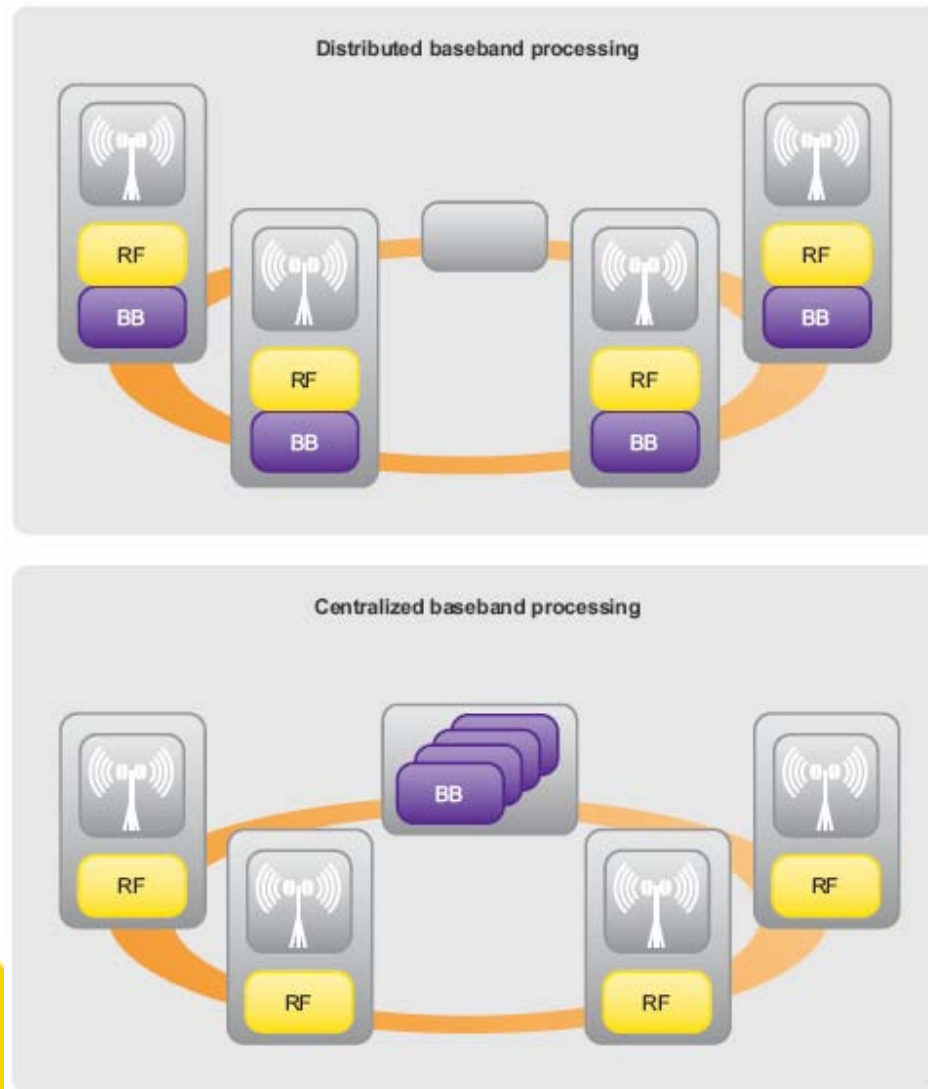


IaaS
Infrastructure as a Service

- Caching
- Legacy
- Networking
- Security
- File
- Technical
- System Mgmt

MIGRATE TO IT

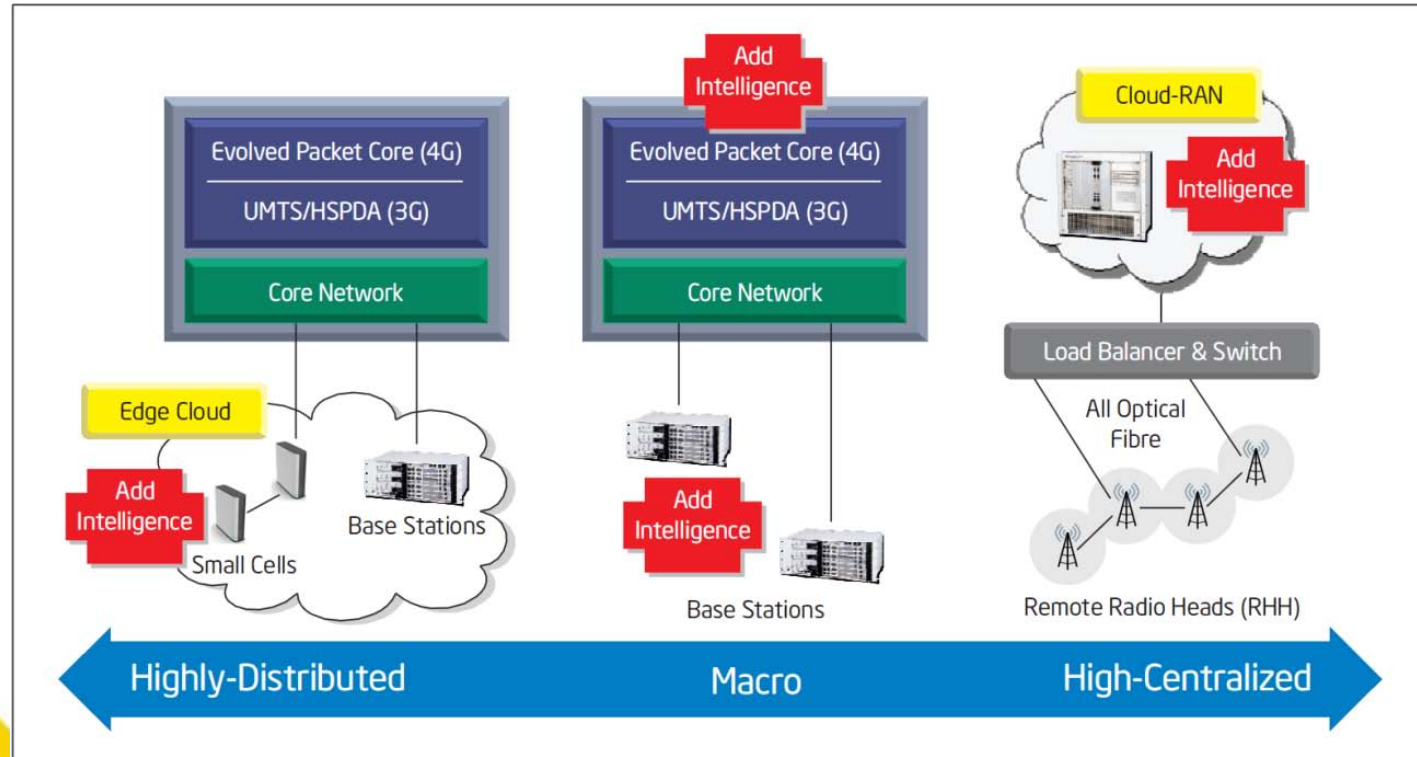
Distributed versus Centralized network architectures inspired by the Cloud



[Source: NSN "Liquid Radio" white paper]

Technology trend#3

Distributed versus centralized or *the rising Clouds*

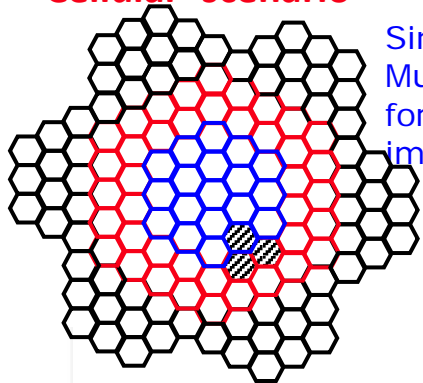


[Source: Intel Heterogeneous Network Solution Brief]



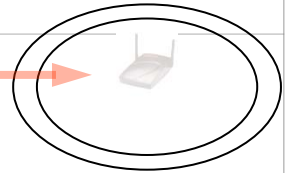
System concept evolution

'Cellular' scenario

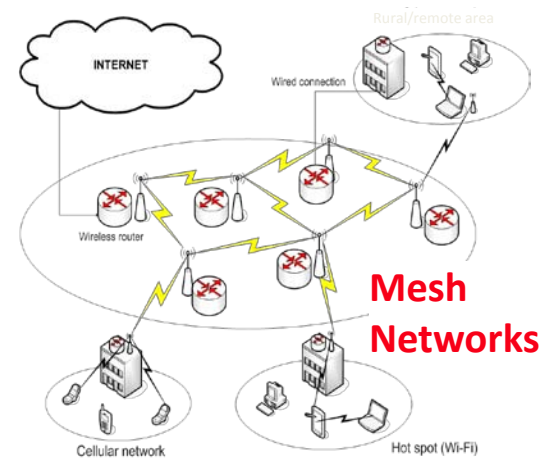


Single Link vs Single Cell vs Multicell optimization for peak / average / cell edge rate improvements

Open Access

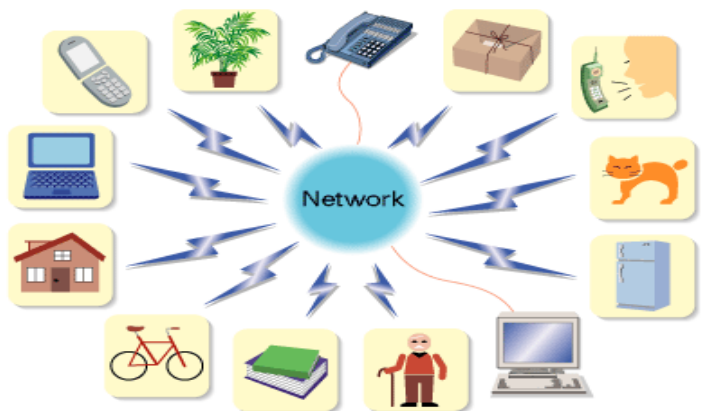


Propagation constraints and lack of coordination create challenging coverage and interference scenarios



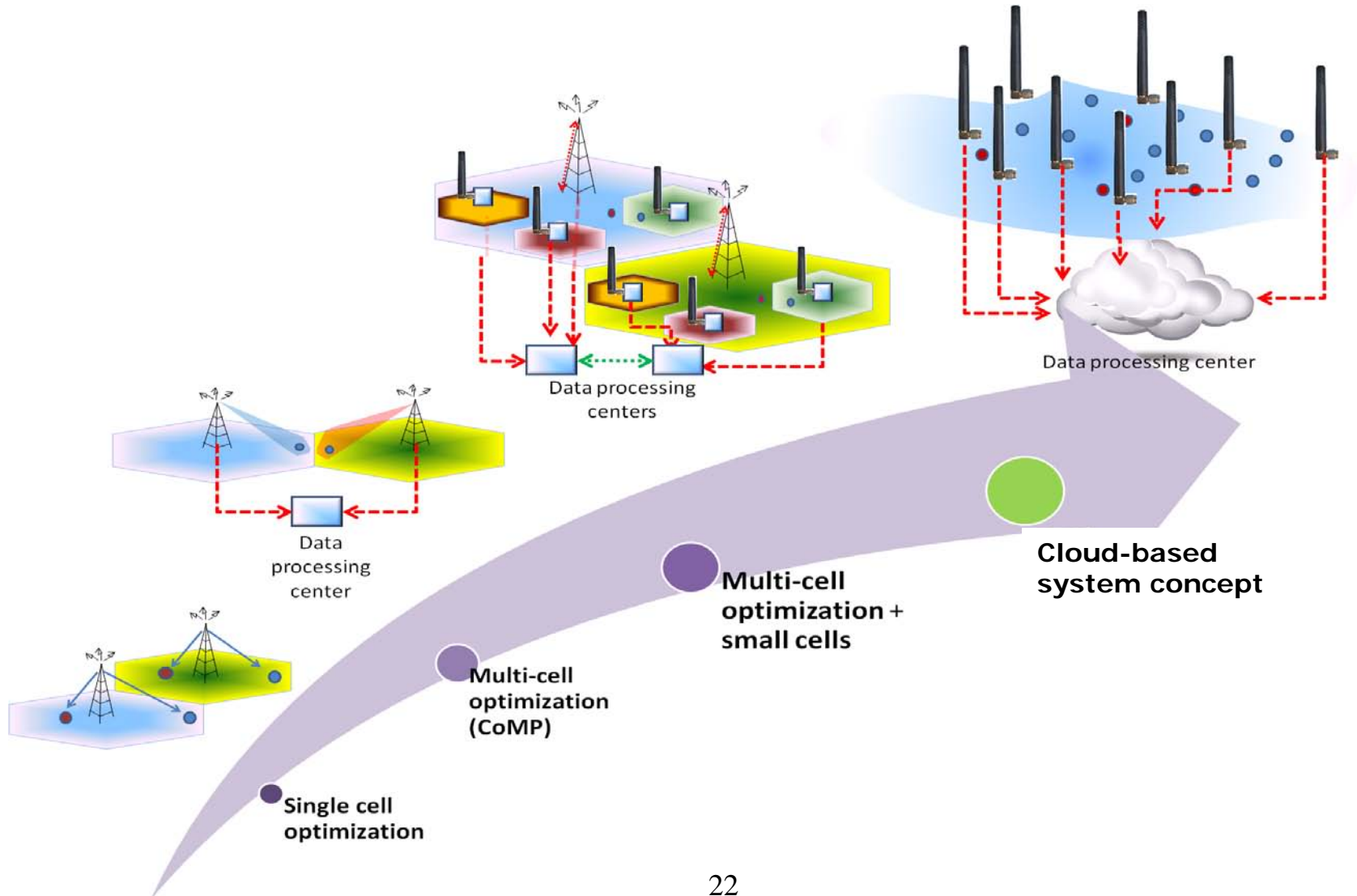
Mesh Networks

Flexible deployment at the expense of coverage vs throughput vs delay tradeoff

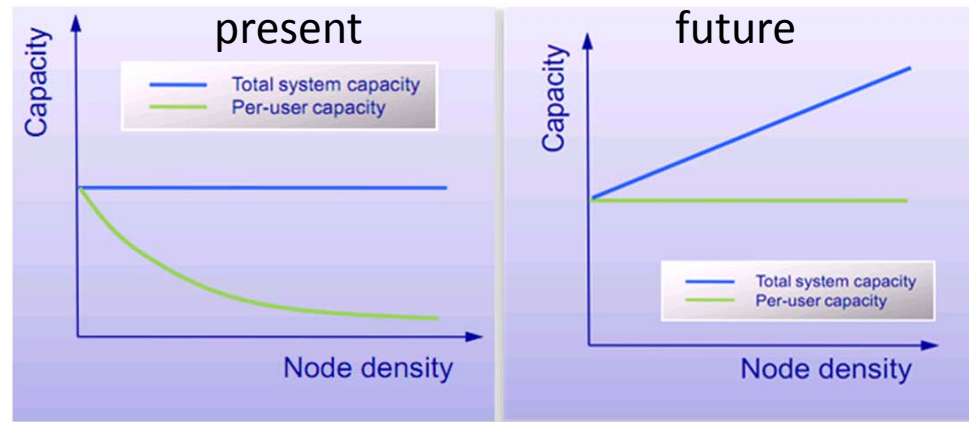


Cellular extended for M2M

System concept.. ..on the cloud



Technology challenges



Cellular challenges:

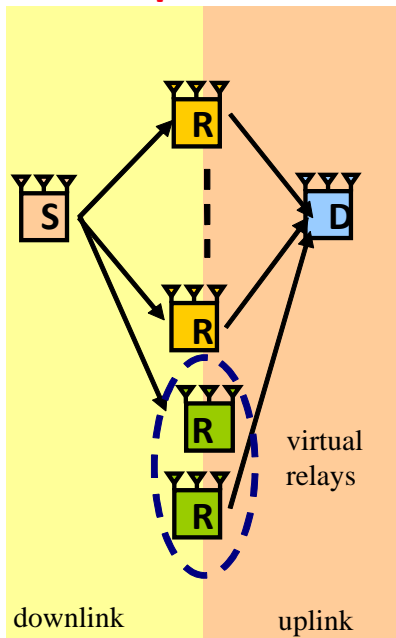
- Multiple hierarchical layers and huge number of nodes: *interference management, resources allocation*
- Energy efficiency, often too stringent constraints
- Large dynamic range of throughput and delay constraints

M2M challenges:

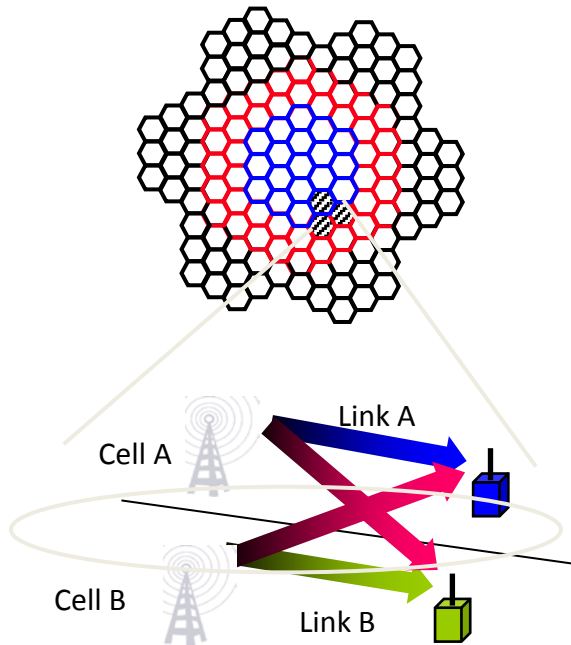
- Data rates may be rather low but delay sensitivity may vary
- Security
- Lack of unified standardization approach

Enablers

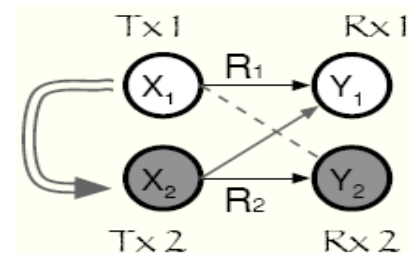
Cooperation



Coordination



Cognition



Promising research directions and critical technology innovations

Advance resource management:

- Cross layer design
- Scheduled versus random or scheduled+random access?

Balancing centralized and distributed control:

- Centralized deployments with Cloud-based architectures
- Augmentation of the wireless world intelligence with SON coordination and cognitive networking

Efficient design and use of feedback signalling:

- Hierarchical feedback schemes
- Optimal exchange of contextual information among layers

Virtualization:

- Joint design of the physical and virtual substrates
- Real-time optimization of very large systems





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PHOTO: WARNER BROS./GETTY IMAGES

- Design hierarchical coordination and cooperation schemes able to strike the right balance between interference management and overhead signalling limitations
- Re-invent the network architecture towards a dense 'user-centric' network of low-complexity antenna units empowered by the cloud
- Jointly optimize the access and backhaul part of the network, which may need to be seen as one merged architecture
- Diminish the need for system planning and configuration phases
- Exploit virtualization principles and benefits



www.wireless-world-research.org



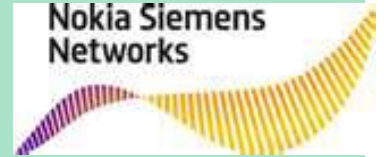
WWRF Meetings in 2012/2013

WWRF29 Berlin, Germany

23 - 25 October 2012

Hosted by Nokia Siemens Network

Nokia Siemens
Networks



WWRF30 Oulu, Finland

23 - 25 April 2013

Hosted by University of Oulu, Finland



UNIVERSITY of OULU
OULUN YLIOPISTO

Workshops on Wireless World 2020

Sept 4th 2012 – Quebec City, Canada

October 24th 2012 – Berlin, Germany