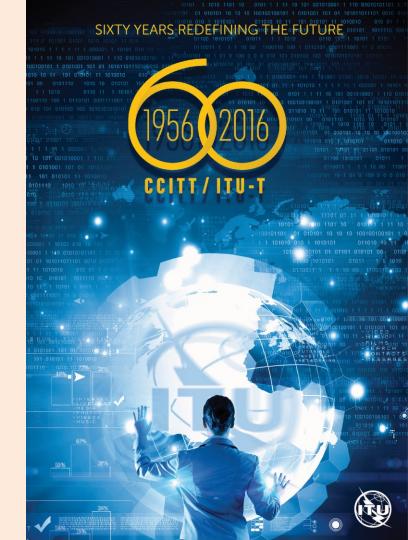
Towards @ 2020

(Innovation and Standards)

International Telecommunication Union ~ United Nations specialized agency for ICTs



Words with ICT innovation @ 2020

5G/IMT-2020

Internet of Things

Automatic Driving
© 2020
Smart Sustainable City

Security, Privacy and Trust

Artificial Intelligence/ Robots

Immersive Life

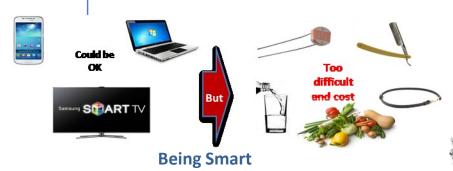


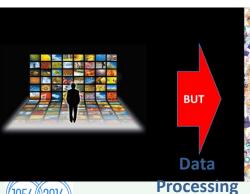






Problem Spaces



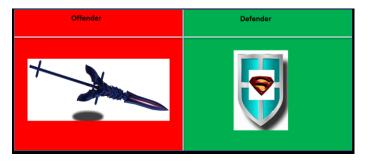


CCITT / ITU-T

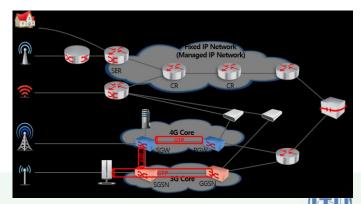




Robots/AI



Security



Infrastructure

Impacts of IoT

- Things (Physical & Virtual): key communication infrastructure
- But more than "connected things"
- Infrastructure for "Connected Life"



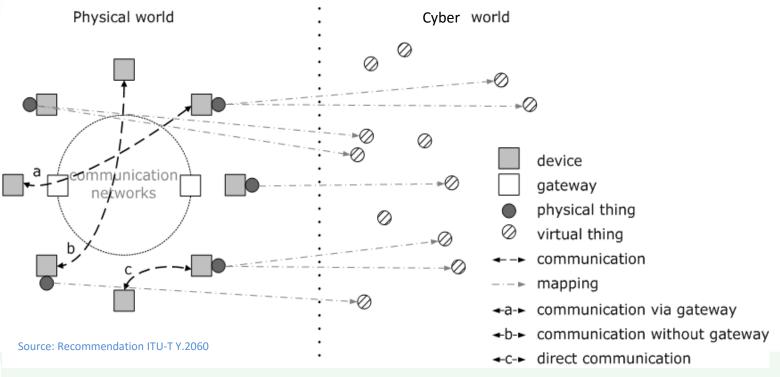
A global infrastructure

for the information society, enabling advanced services by interconnecting (physical and virtual) things based on existing and evolving interoperable ICTs.





Expansion of Life to Cyber space

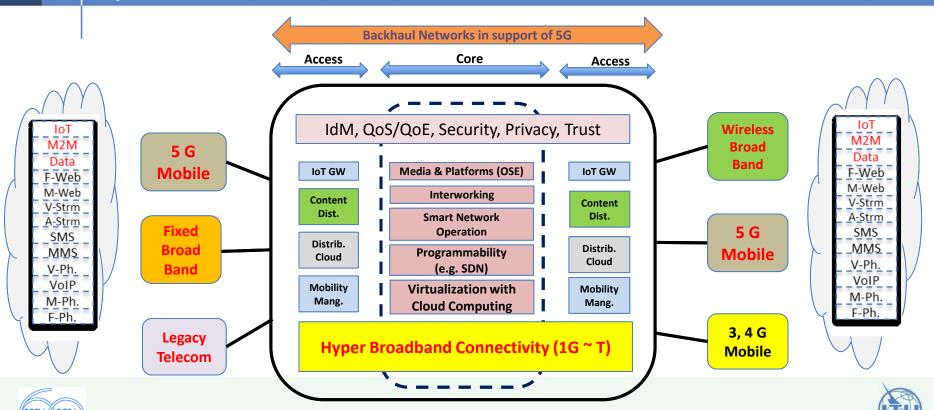






Impacts of 5G/IMT-2020

CCITT / ITU-T



Impacts by Artificial Intelligence/Robots















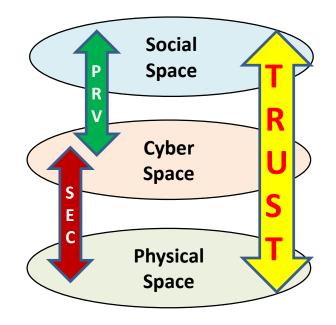






Impacts to Security: Privacy and Trust

- Living space@2020: Social-Cyber-Physical
- Social-Cyber-Physical Relationships
 - Co-existence
 - Connectivity
 - Interactivity
 - Spacio-temporal situations
- Human-Thing Relationships
- Need more than <u>"Security and Privacy"</u>
- Trust as a cross domain relationship

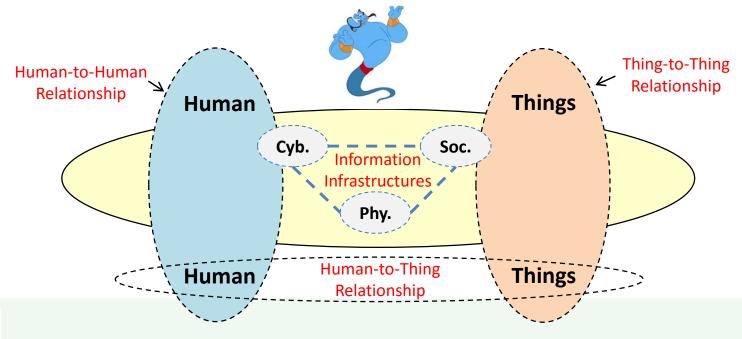






Future Environments of Information Society @2020

- Change of communication objects: Humans and Things
- Expand living spaces: SCPs with Artificial Intelligence but complex







Standard/-ization (1)

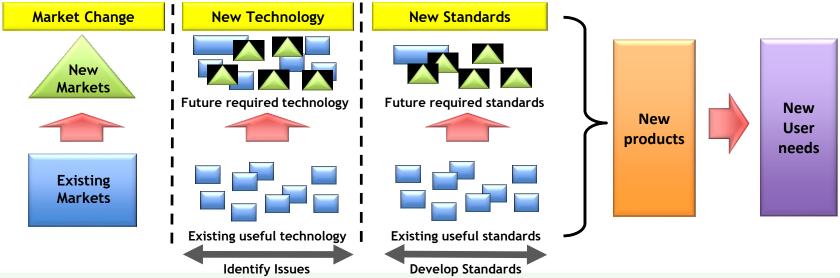
- Standard is <u>Not</u> an objective (target nor goal)
- Standard is <u>a Language</u> and <u>a TOOL</u> to enable, coordinate and facilitate:
 - a common understanding among "Stake-holders"
 - the development of devices, systems, and services
 - interoperability (functions, services, and operations)
 - building market(s)
- Standards developed through various processes:
 Use cases → Requirements (services and functions) →
 Architectures → Interface(s) → applying technologies





Standard/-ization (2)

Standardization is a part of eco-environments movement:
 Market → Technology → Standard → Product → User needs → Market







Conclusion

Way to 2020: innovation

Innovation: Bottom Up

Knowledge on technology & market

Standards are tool

SDO is a platform

More than 800 SDOs & activities









