



Innovation  
Qualcomm  
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QUALCOMM

# Driving Better Mobile Experiences

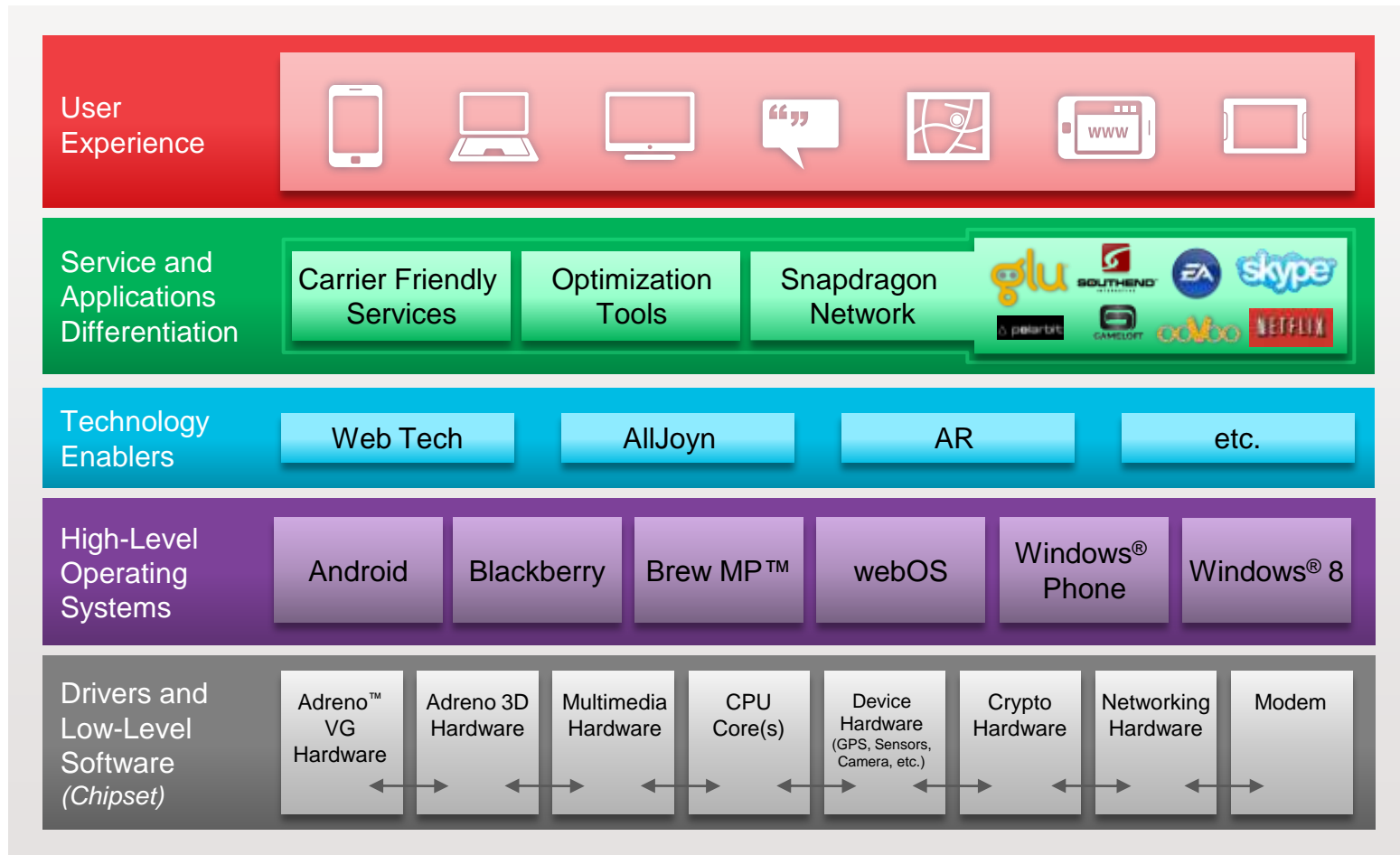
## A Holistic Approach to Hardware and Software

Rob Chandhok  
Senior Vice President and President, QIS; President QuIC

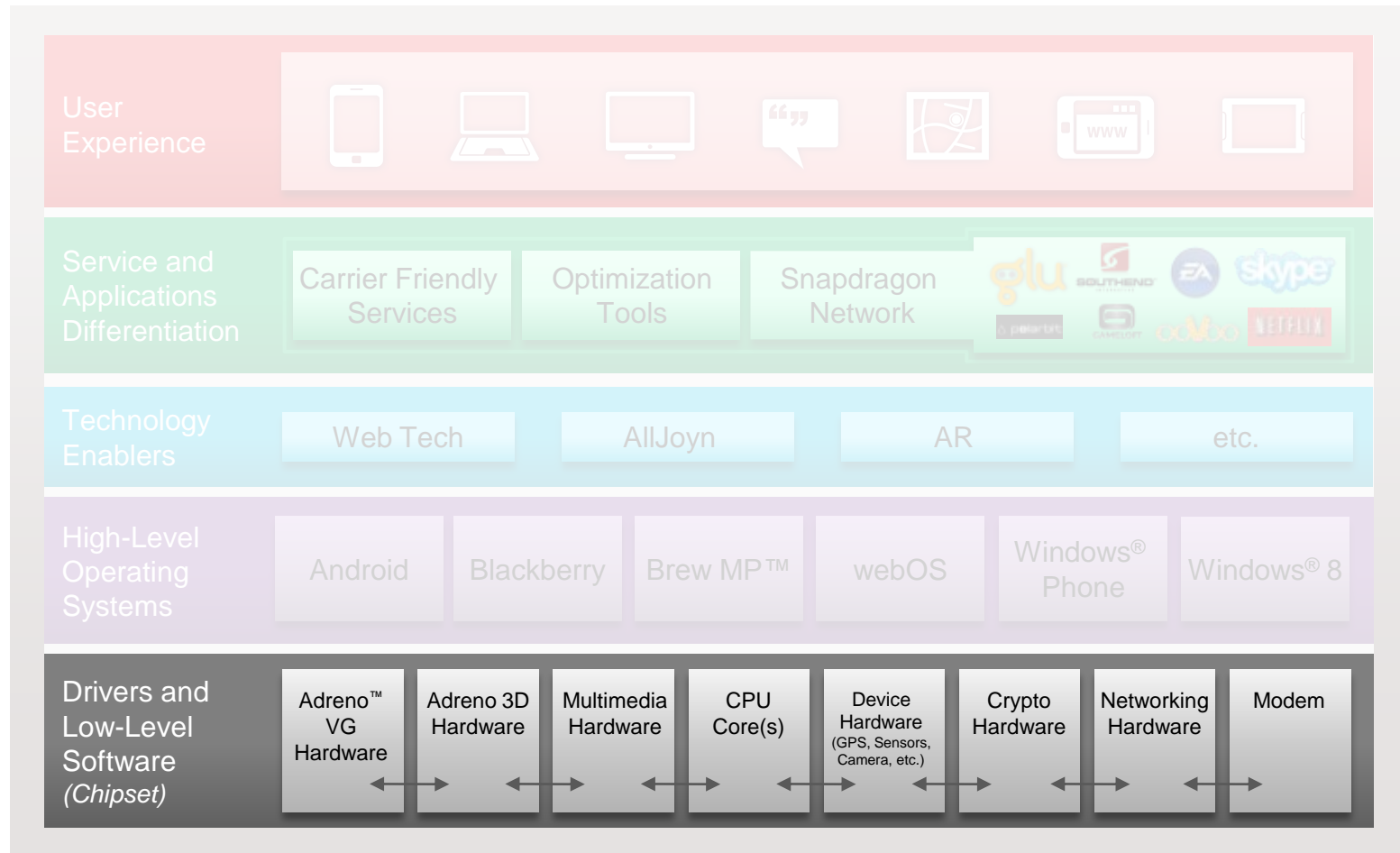
Follow me on Twitter: @robchandhok

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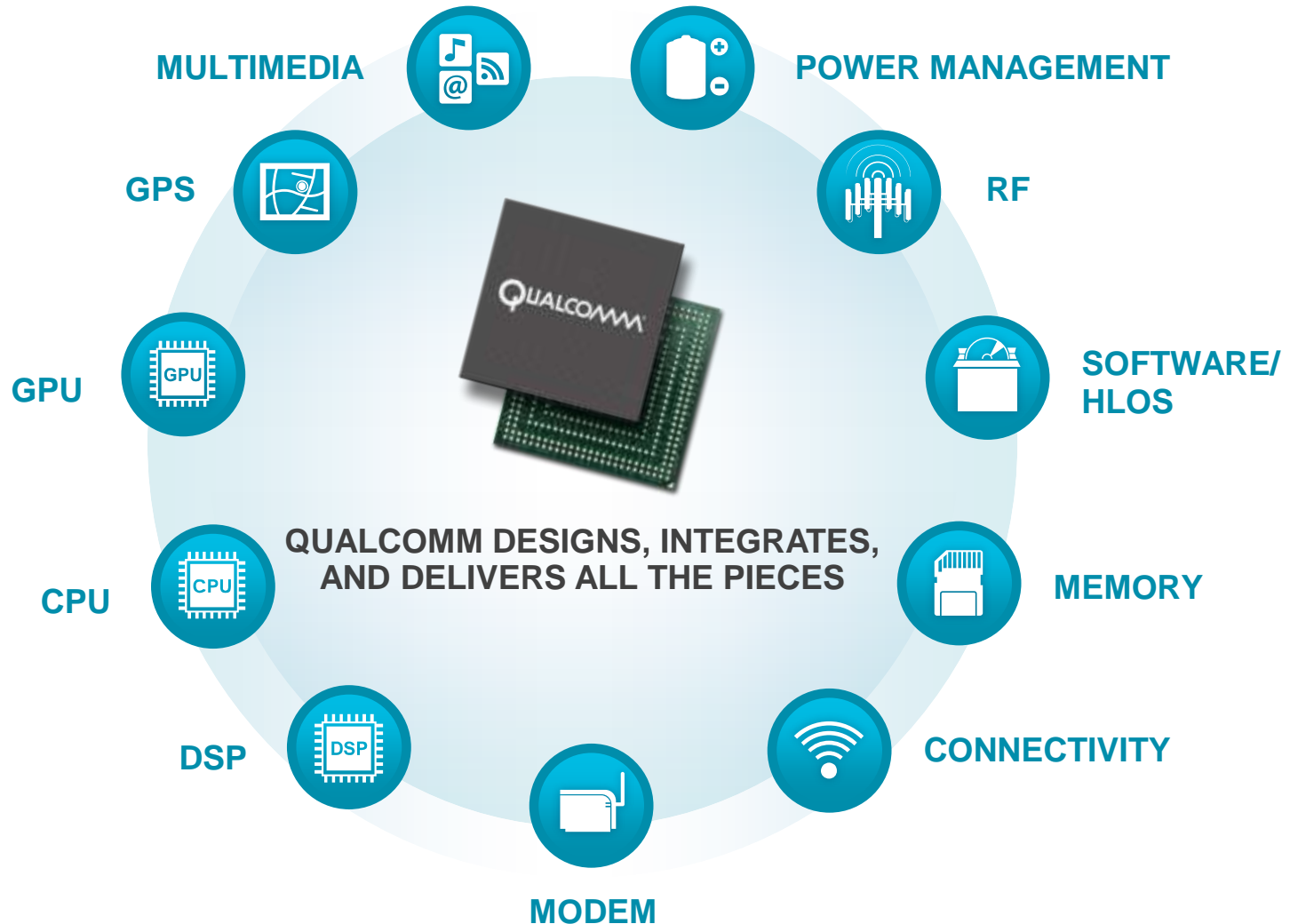
# Integrated Hardware and Software



# Optimized/Integrated Platform



# Integration: Required for Systems Business



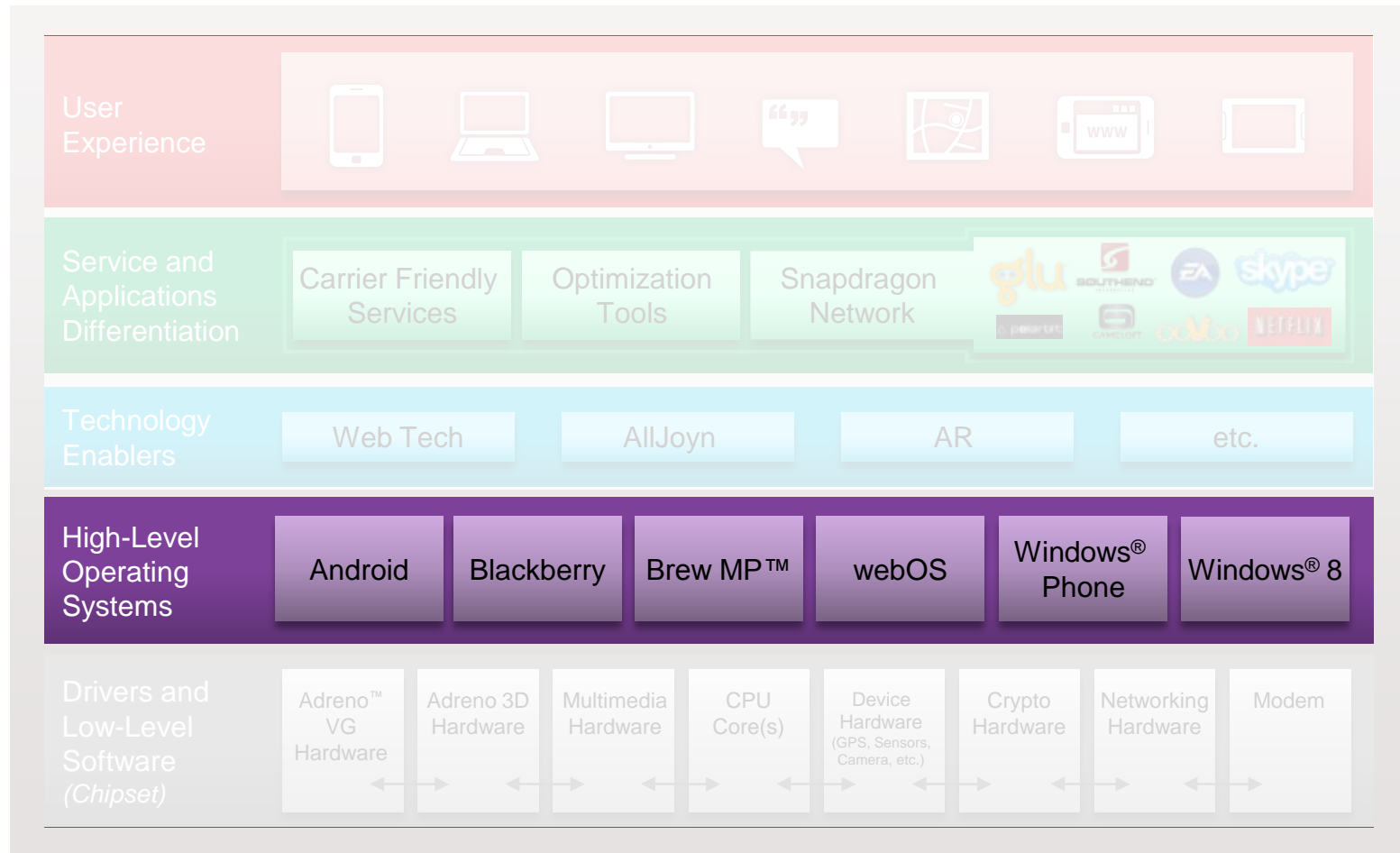
# Broad Enablement of Smartphones and Tablets

125 COMMERCIAL  
DEVICES ANNOUNCED,  
250 IN DESIGN

SNAPDRAGON CURRENTLY  
POWERS 10 TABLET MODELS  
AND 40 MORE IN DESIGN



# Operating Systems





# Android Leadership

QUALCOMM SUPPORTS ANDROID ACROSS ALL SMARTPHONE TIERS

## 200+

DESIGNS LAUNCHED  
WITH QUALCOMM

## 30+

MANUFACTURERS  
SHIPPING WITH QUALCOMM



# Windows Phone

SNAPDRAGON POWERS WINDOWS PHONE





# Working to Provide Better Experiences to Millions of Consumers with Brew MP

Core smartphone functionality without the high price tag

Data usage without being tied to a costly plan

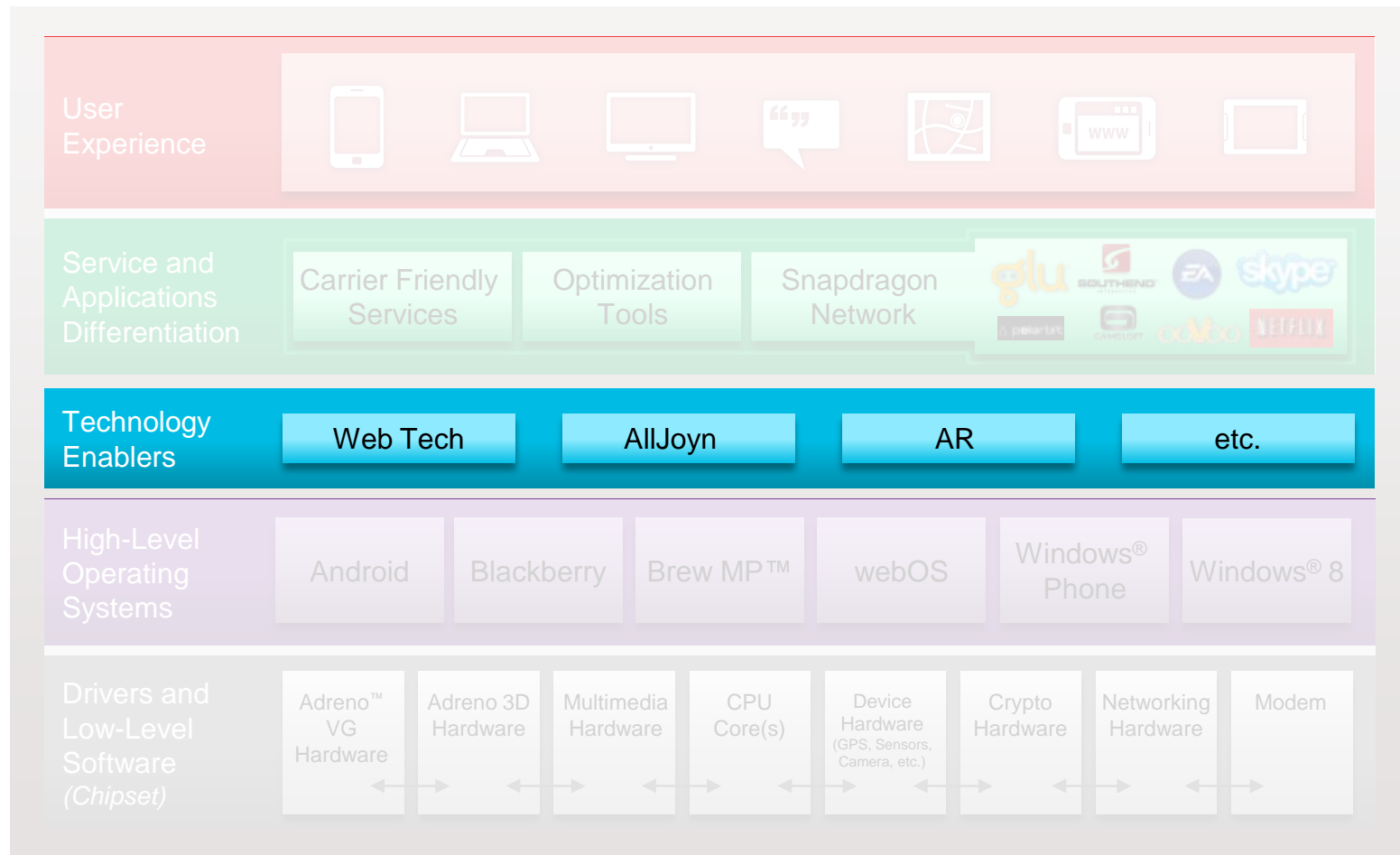
Richer experience and on-demand connectivity, without the complexity of a smartphone

“SMART EVERYDAY DEVICES”



WE'RE NOT JUST TALKING ABOUT OPPORTUNITIES OF TENS OF MILLIONS...**BUT HUNDREDS OF MILLIONS OF DEVICES**

# Technology Enablers



# Browser Performance Optimizations

21%

FASTER AVERAGE PAGE DOWNLOAD<sup>1</sup>

70%

FASTER ON V8 BENCHMARK<sup>1</sup>

30%

FASTER AVERAGE PAGE RELOAD<sup>1</sup>

46%

FASTER AVERAGE DOWNLOAD<sup>2</sup>



(Lower # is better)

Source: Tests performed by Qualcomm Innovation Center, Inc.

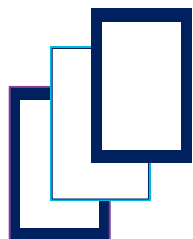
<sup>1</sup> Tested with 26 sites on both UMTS and Wi-Fi networks on 1.2Ghz Qualcomm MDP8660 between optimized and stock Android 2.3.

<sup>2</sup> Tested with 30 sites on Wi-Fi and consistent environment on Android 2.3 using HTC Sensation and production OEM device with Dual-CPU A9.

# Browser Performance Optimizations

## 71fps

Smooth as glass  
scroll, pan, zoom<sup>1</sup>



## 7%

Average power improvement  
when browsing<sup>1</sup>

## > 30% faster

HTML5 <Canvas>  
JS GameBench rendering<sup>2</sup>

Source: Tests performed by Qualcomm Innovation Center, Inc.

<sup>1</sup> Tested on 1.2Ghz Qualcomm MDP8660 between optimized and stock Android 2.3.

<sup>2</sup> Tested with 30 sites on Wi-Fi and consistent environment on Android 2.3 using HTC Sensation and production OEM device with Dual-CPU A9.

# Web Apps: State of the Nation

## CURRENT MOBILE APPLICATIONS PARADIGM

### NATIVE APPLICATION DEVELOPMENT

Good User Experience = High Performance

- + Close to hardware resources
- Bound to operating system

### WEB APPLICATION DEVELOPMENT

Good User Experience = User Immediately

- + Run in any browser
- High functionality requires plug-ins

### Common Ground

Always on, always connected

## FUTURE MOBILE APPLICATIONS PARADIGM

### COMMON GROUND

Tools: HTML, JavaScript, CSS, WebGL, XML

Access: Processor, GPU, sensors, camera, GPS

Faster page loading, more interactivity, better responsiveness, higher frame rates

Rich user experience with 3D graphics and multimedia

### Native

High-performance, function-specific applications

### Web

Simple web-only applications (search, browsing)



# Device API Packs to Be Covered



## Location

- Single location
- Interval location
- Proximity alert



## Sensors

- Pitch
- Direction
- Speed



## Camera

- Zoom
- Filter effects
- Image recognition



## Audio

- Capture
- Pitch
- Rate



## Augmented Reality

- Image targets
- Frame markers



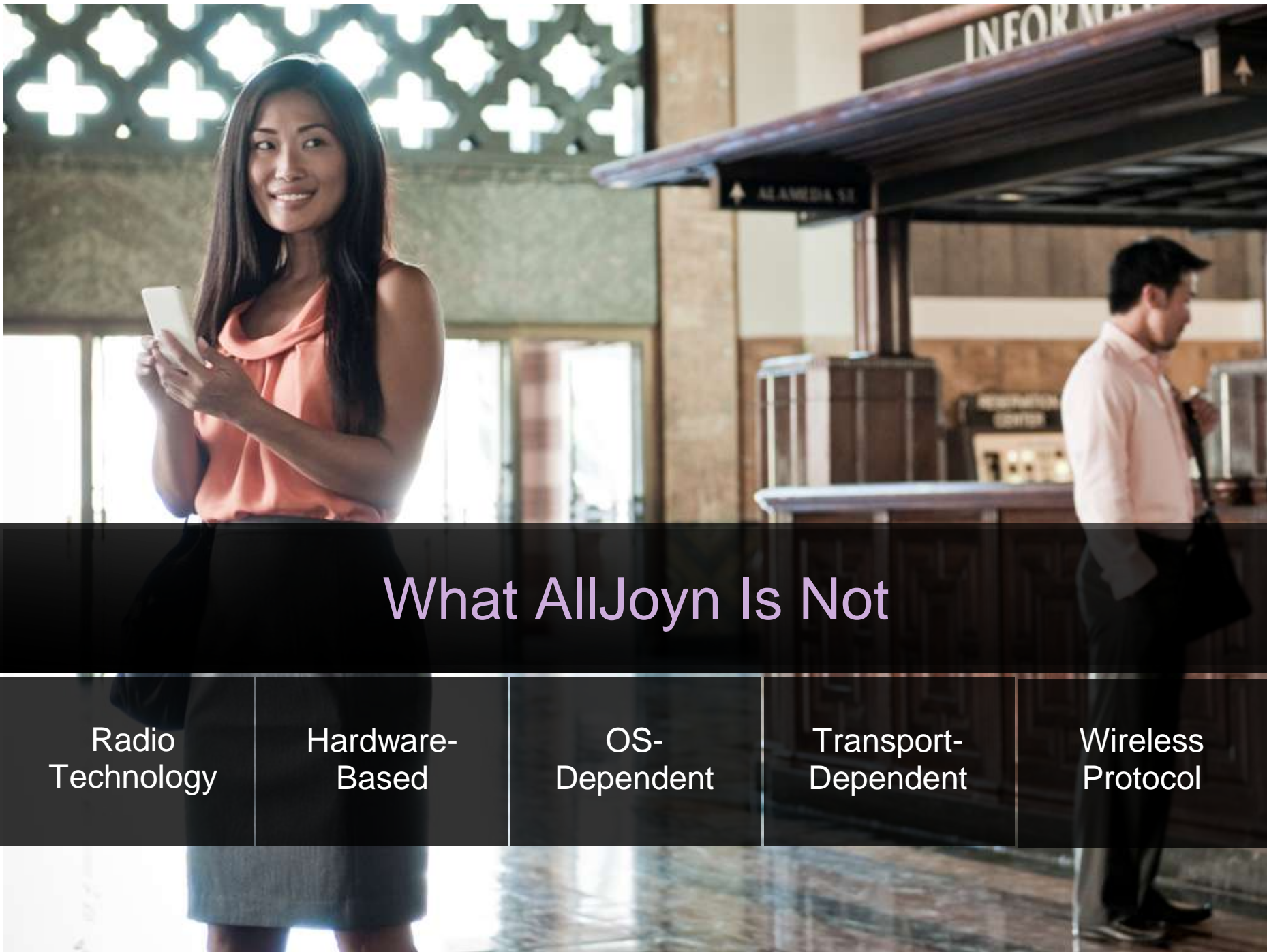
## Proximity Peer-to-Peer

- Discovery
- Secure connections

# What Is AllJoyn™?

ALLJOYN ENABLES AD HOC, PROMIXITY-BASED,  
PEER-TO-PEER, BEARER AGNOSTIC NETWORKING  
BETWEEN DEVICES AND APPLICATIONS





## What AllJoyn Is Not

Radio  
Technology

Hardware-  
Based

OS-  
Dependent

Transport-  
Dependent

Wireless  
Protocol

# P2P Friction Developers Face Today





A man with dark hair, wearing a red and black striped V-neck sweater, is smiling and looking down at a white smartphone he is holding. He has a black strap over his shoulder. The background is a blurred indoor space, possibly a train station or a large hall, with other people walking around. The lighting is warm and the overall tone is positive and modern.

# AllJoyn Makes Peer-to-Peer Frictionless

**Discover**  
devices and  
applications  
around you

**Adapt**  
to devices  
coming and  
going

**Manage**  
transports like  
Bluetooth® and  
Wi-Fi and  
message routing  
across them

**Interoperate**  
across disparate  
operating  
systems and  
bearers

**Exchange**  
information in a  
secure manner





## **MEDIA SHARING**

Trade pictures, videos, or  
business cards

## **CHAT**

Exchange tips, ask questions,  
or taunt your opponent

## **PROXIMAL AWARENESS**

Notification of others  
nearby

## **MULTI-PLAYER GAMING**

Play head to head

## **SOCIAL**

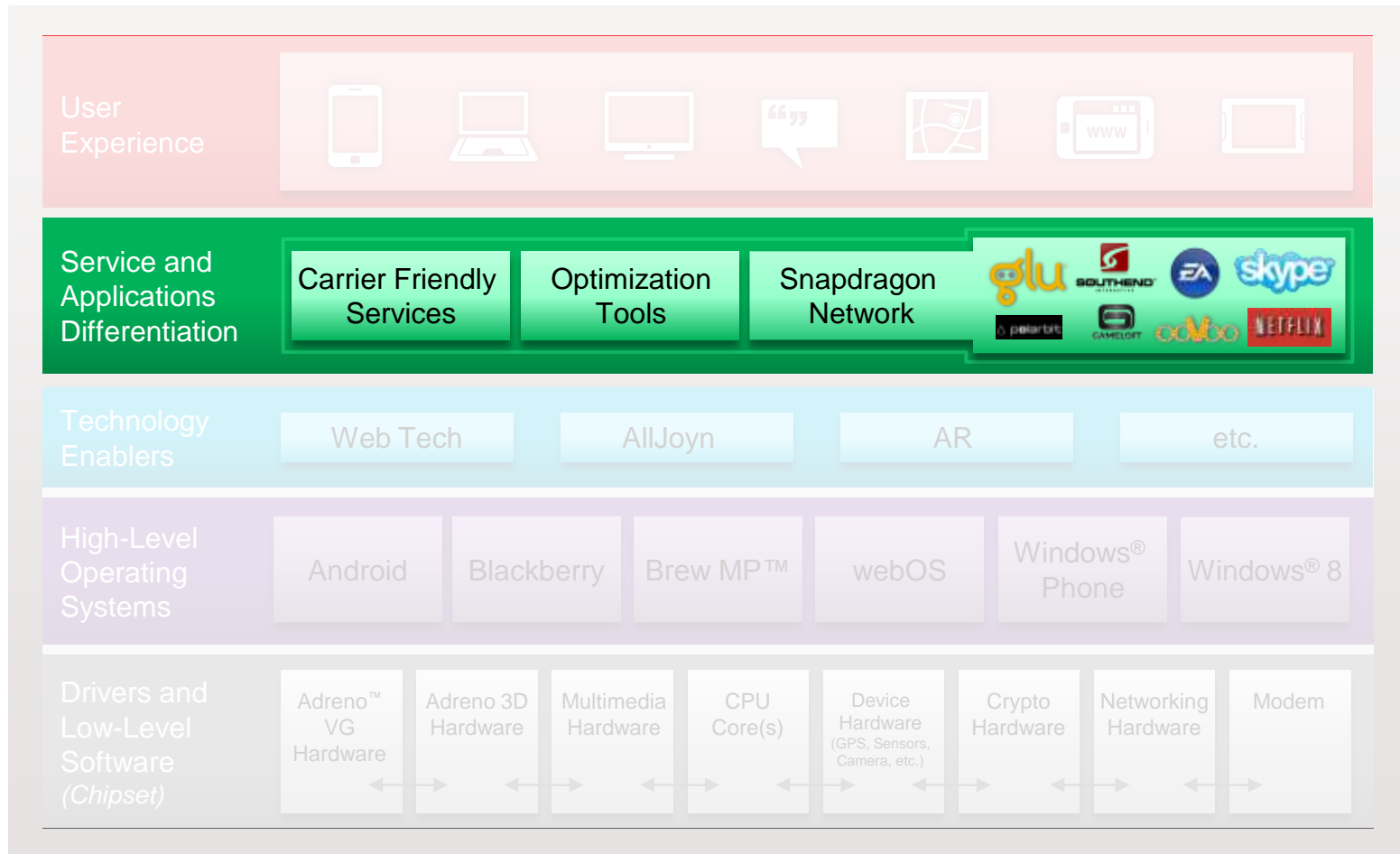
Find people nearby to  
follow or places to like

## **PROXIMAL SERVICES**

Coupons, rewards

# What New Experiences Can AllJoyn Enable?

# Service and App Differentiation



# Snapdragon Developer Ecosystem: Goals

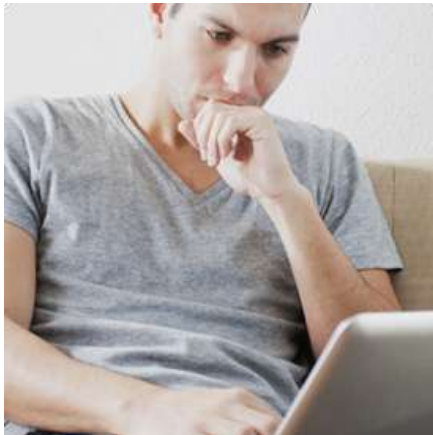
## Enable developers

to build and optimize  
differentiated user  
experiences for  
Snapdragon-enabled  
devices



## Introduce developers

to our OEM and carrier  
customers for preload  
and other partnership  
opportunities



# Focusing on Developer Needs



**Developer portal**, providing documentation, SDK and tools download, and forums

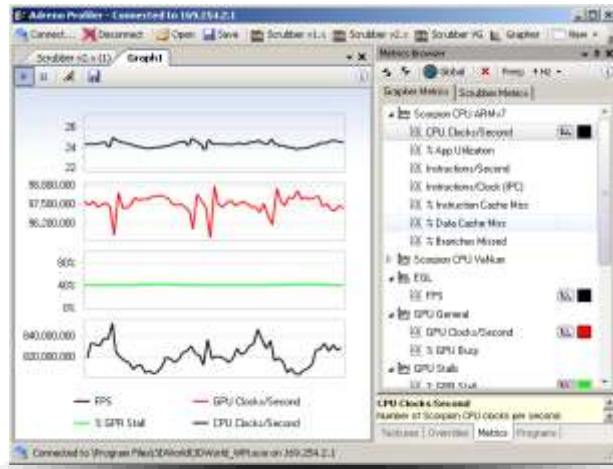


**Snapdragon Mobile Developer Platform**

**Fully featured development platform** with high-quality multimedia performance: HD video, console-quality graphics, high-res cameras, and more



# Creating Powerful Developer Tools

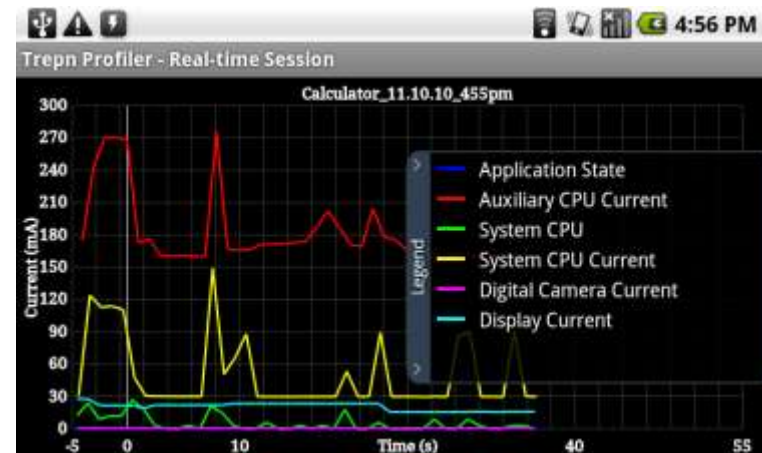


## Adreno Profiler™

**Enables developers** to optimize 3D graphics performance on Adreno GPUs

## Trepro Profiler™

**Real-time view** of actual current usage across Snapdragon development platform





# Extending OS Platforms with SDKs

## Vision-Based Augmented Reality



Source: Rock'em Sock'em Robots by Mattel Inc.



Peer-to-peer framework, offering simplified group formation, and service discovery, with low latency transport



## Adreno SDK



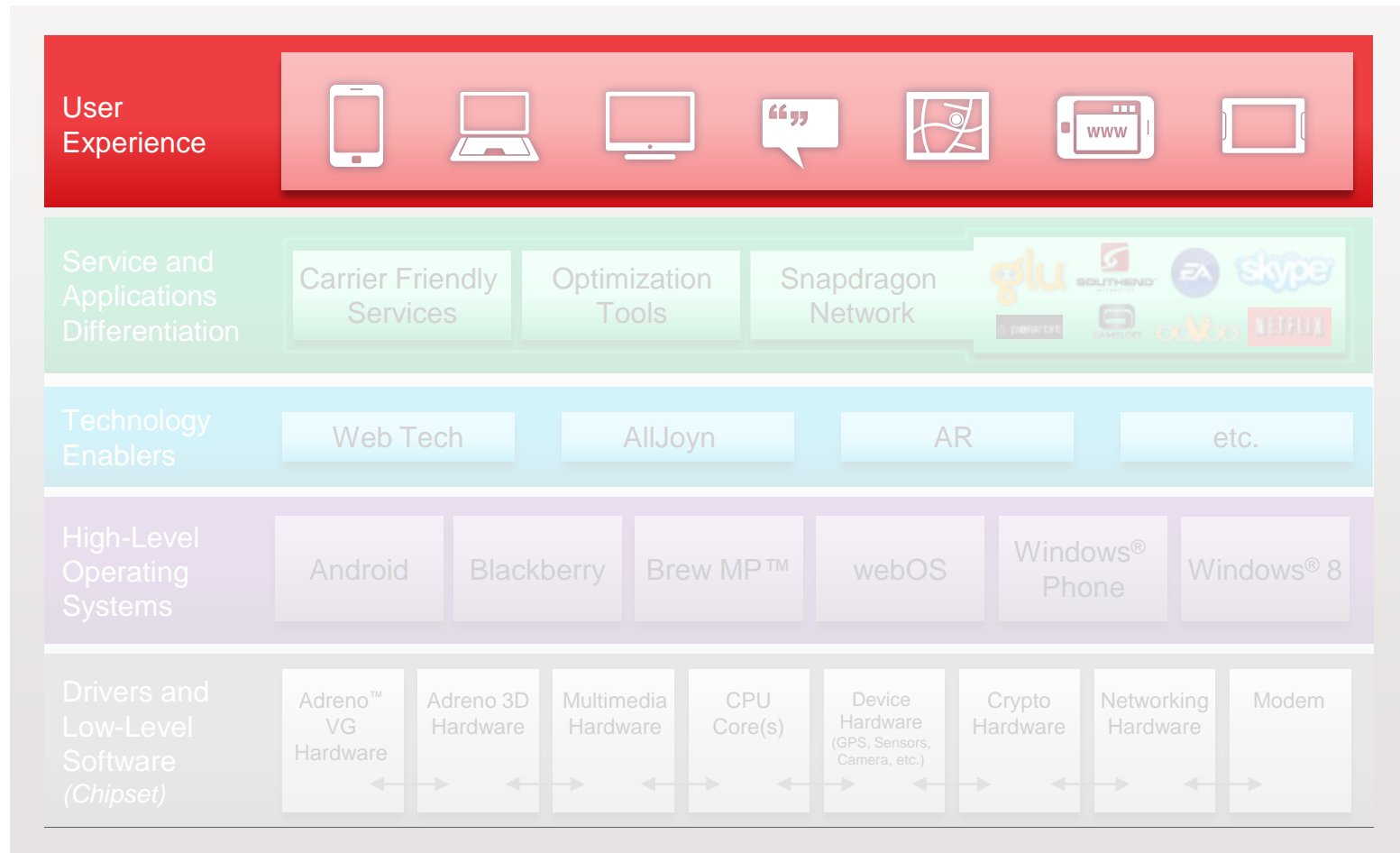
Android, Brew MP, Linux, Windows Phone; OpenGL ES desktop emulation libraries, sample code, tutorials, demos, documentation, and miscellaneous tools



# Snapdragon Developer Partners



# User Experience





# Questions?

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