

May 2015

Qualcomm Technologies, Inc.

# Providing the Connectivity Fabric for Everything

The expanding role of LTE Advanced



# The evolution of wireless

## Redefined Telephony

By mobilizing communications



2002

Mobile surpassed fixed voice

## Redefined Computing

By mobilizing the Internet



2010

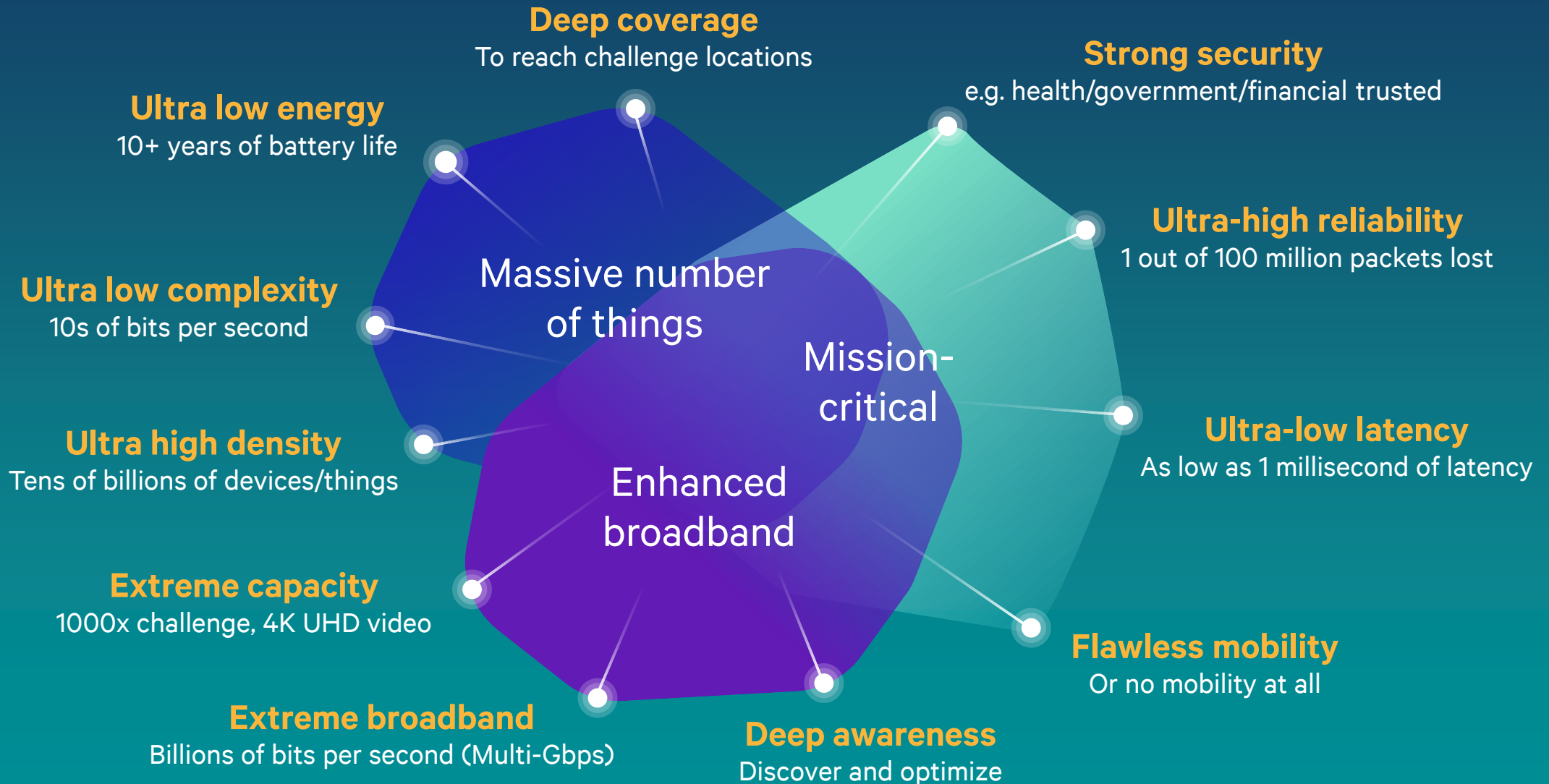
Mobile surpassed fixed BB

## Redefining Everything

By providing the connectivity fabric for everything



# This new era brings e<sup>x</sup>ponential connectivity complexity



# Providing the connectivity fabric for everything



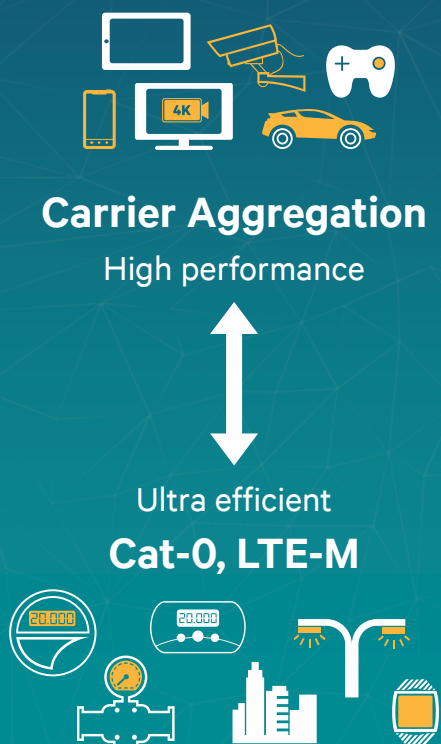
## Requires a new connectivity paradigm

- Human communication ▶ Scaling to connect virtually anything, anywhere
- Devices as end-points ▶ New and intelligent ways to connect & interact
- Best effort data services ▶ Also, new kinds of control & discovery services
- Disparate networks ▶ Convergence of access, spectrum types, services



# The expanding role of LTE Advanced—a new paradigm

## Scaling to connect the Internet of Everything



## Bringing new ways to connect & interact

### Evolving the LTE Direct Platform

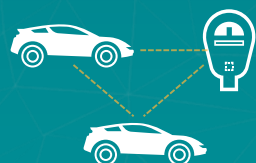
Device-to-Device



Multi-hop



Vehicle-to-Vehicle / Infrastructure



## Empowering new classes of services

Mission-critical control

**LTE ULL**



Broadcast



**LTE Broadcast**

Discovery

**LTE Direct Proximity**

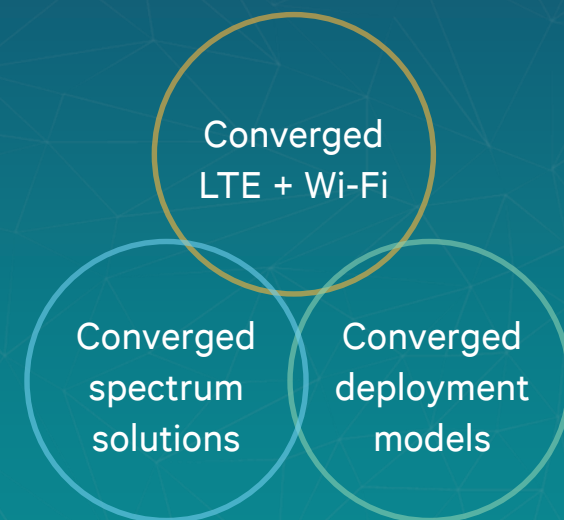


Public Safety

**LTE Direct MCPTT**

## Creating a converged connectivity platform

### Link aggregation



**LTE-U and LSA**

**Neighborhood small cell**

# Connecting everything requires different wireless solutions

To support the wide range of performance, cost, and energy requirements

Personal Area  
**Bluetooth**



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Short range communications, such  
as mobile/PC accessories

Local Area  
**Wi-Fi 802.11**



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The center of the connected  
home/enterprise

Wide Area  
**Mobile 3G & 4G LTE**



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For applications that demand  
ubiquitous coverage and high reliability

**Bluetooth, Wi-Fi, and LTE all expanding to provide the connectivity fabric for everything**





**Personalized Retail**



**Entertainment on-the-go**

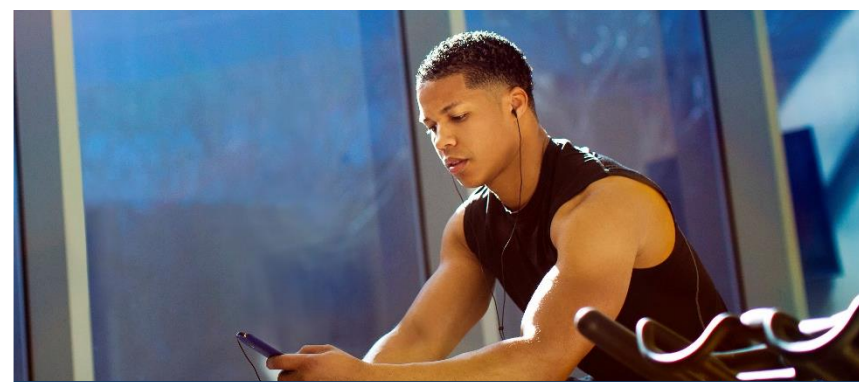


**Smart Digital Homes**



**Intelligent Energy**

**Redefining Everything**  
Connecting new industries  
Empowering new experiences  
Transforming society



**Continuous Healthcare**



**Transportation Redefined**



**Sustainable Cities**



**Education Anywhere**



# Scaling LTE Advanced for the Internet of Everything (IoE)

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# Mobile technologies enable valuable IoE services



## Ubiquitous coverage

Established networks serving ~7.1 Billion connections worldwide<sup>1</sup>



## High reliability

Provides redundant network design for high availability, plus managed QoS



## Robust security

Features built-in; trusted in government and finance sectors



## High performance

Broadband data rates and real-time responsiveness



## Mature ecosystem

Backed by global standards with seamless interoperability

### Sample services



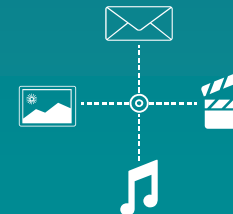
Remote monitoring and management



Real-time control and automation



Secure data services, e.g. financial, medical



Broadband services

<sup>1</sup> Source: GSMA Intelligence, Jan. '15;

# 4G LTE provides a solid foundation for IoE growth



**Common global standard**  
with a vibrant global ecosystem

**390+ Networks**  
in 135+ countries

**2,500+ Devices**  
from 250+ vendors

## Network longevity

- LTE has become one of the fastest growing wireless technologies providing a solid foundation for many years to come

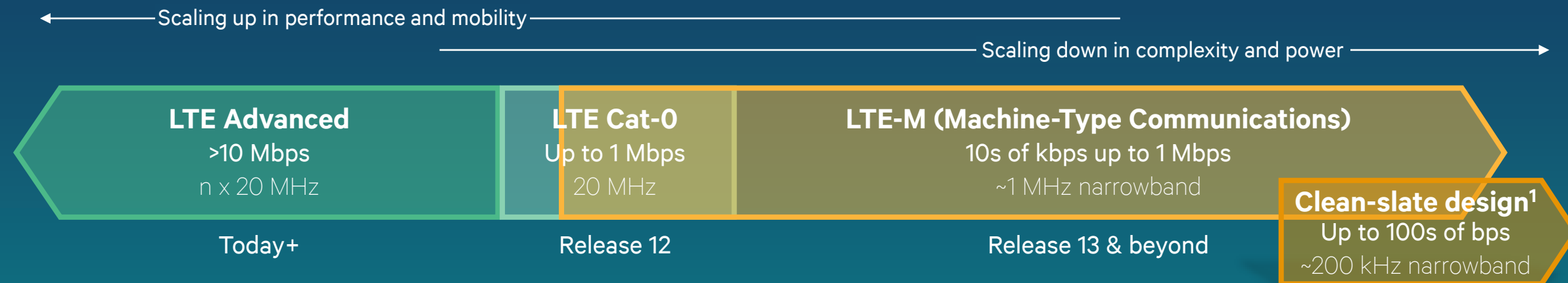
## Network efficiency

- Increased spectral efficiency, simplified network infrastructure, and more efficient signaling

## Superior performance

- LTE and LTE Advanced provides the fastest and best broadband experiences for applicable wide area IoE use cases

# Scaling LTE Advanced to connect a wider range of device/things



## Sample use cases



Mobile



Video security



Wearables



Object Tracking



Utility metering



Environment monitoring



Connected car



Energy Management



Connected healthcare



City infrastructure



Smart buildings

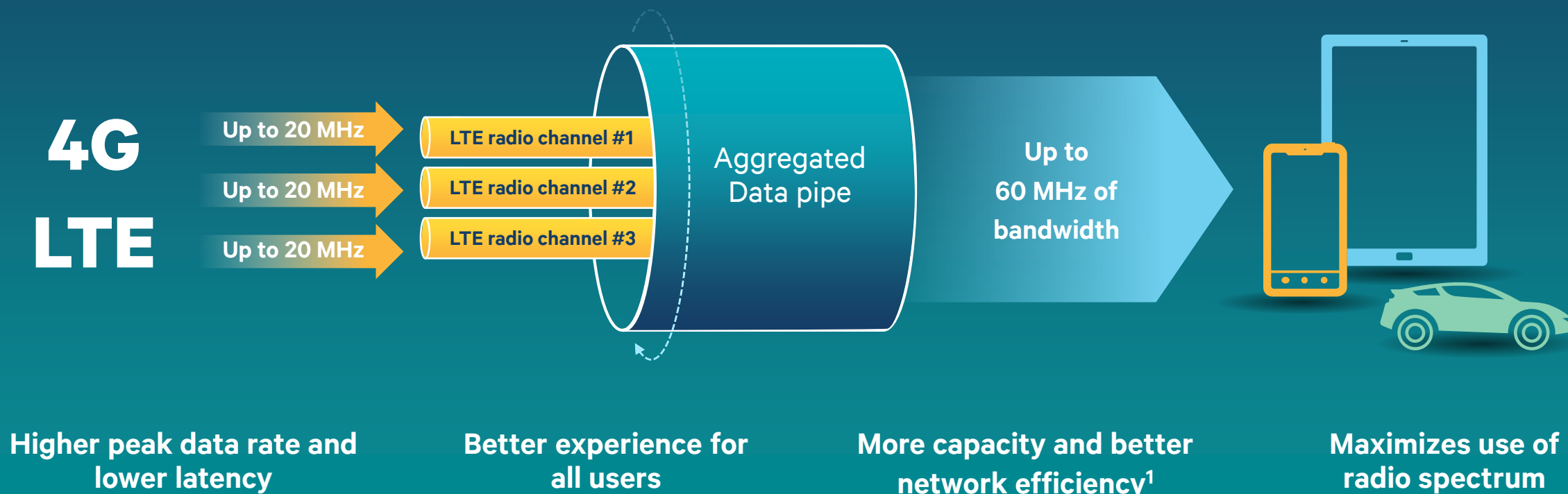
**Significantly widening the range of enterprise and consumer use cases**

<sup>1</sup> New clean-slate radio design in 3GPP – proposed for Release 13 to scale to lower data rates and power; proposed to leverage LTE RAN; 3GPP study ongoing



# Carrier Aggregation - Defining feature of LTE Advanced today

Scaling up for a superior mobile broadband user experience



For more information: [www.qualcomm.com/ca](http://www.qualcomm.com/ca)

<sup>1</sup>The typical bursty nature of usage, such as web browsing, means that aggregated carriers can support more users at the same response (user experience) compared to two individual carriers, given that the for carriers are partially loaded which is typical in real networks. The gain depends on the load and can exceed 100% for fewer users (less loaded carrier) but less for many users. For completely loaded carrier, there is limited capacity gain between individual carriers and aggregated carriers

# LTE Advanced Carrier Aggregation—strong global momentum

**116** Operators investing      **55** Countries      **64** Commercial launches

**Up to 100 Mbps\***

LTE CAT3

**Up to 150 Mbps\***

LTE Advanced CAT4

**Up to 300 Mbps**

LTE Advanced CAT6

**Up to 450 Mbps\***

LTE Advanced CAT10

**2011–2012**

**2013**

**2014**

**Beyond**

Source: GSA Apr'15

\* Maximum download rate

# Progressively scaling down for machine-type communications

With critical optimizations realized with R13

For more information:

[www.qualcomm.com/lte-mtc](http://www.qualcomm.com/lte-mtc)

## RELEASE 11

### Overload Control

Such as the ability to restrict access to delay-tolerant devices during overload<sup>1</sup>

## RELEASE 12

### PSM state

Power savings for some use cases

### UE Category 0

Some cost/complexity reductions

## RELEASE 13

### LTE-M



### Significant power savings

New enhanced power save modes and efficient signaling



### New, simpler device

Narrowband<sup>2</sup> operation reduces overall device complexity/cost



### Enhanced Coverage

Advanced techniques to reach challenging locations

<sup>1</sup> By utilizing EAB Extended Access Barring; <sup>2</sup> ~1 MHz





# Bringing new ways to connect and interact with LTE Direct

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# Bringing new ways to intelligently connect and interact

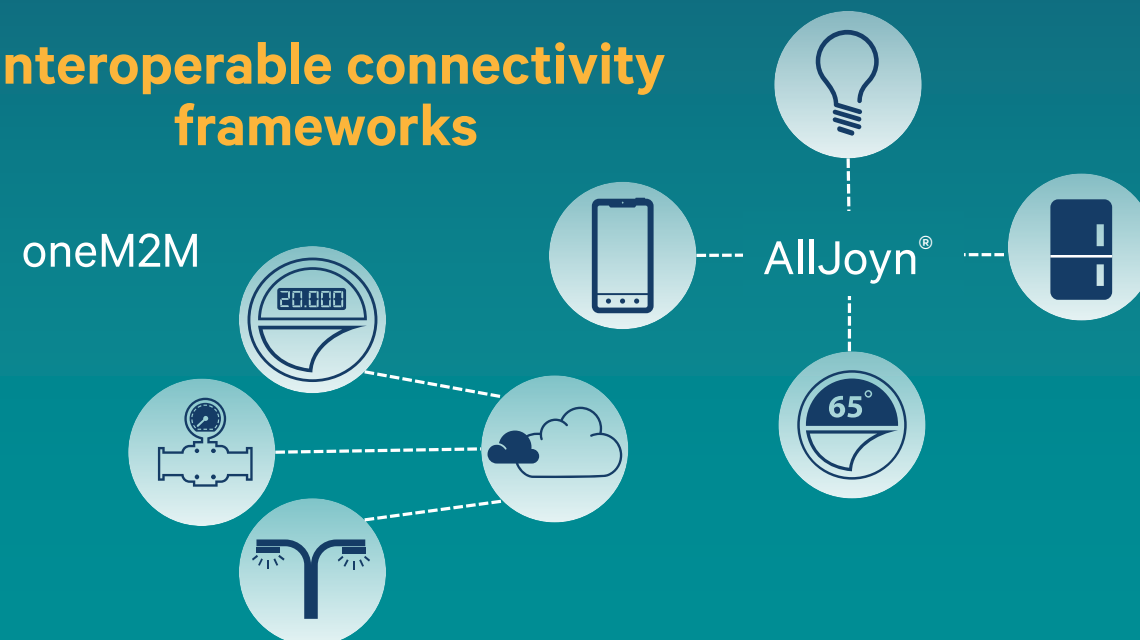
## Device-to-device discovery and communications



## Relays and multi-hop to extend coverage



## Interoperable connectivity frameworks



# Expanding the LTE Direct device-to-device (D2D) platform

## Release 12

D2D platform for consumer and public safety use cases



Discovery of 1000s of devices/services in ~500m



Reliable one-to-many communications (in- and out-of-coverage)\*

## Release 13

Expanded D2D discovery and D2D communications



More flexible discovery such as out-of-coverage and multi-carrier



Device-to-network relays\*

## Release 14 and beyond

Multi-hop communication and more use cases



Additional D2D communication capabilities



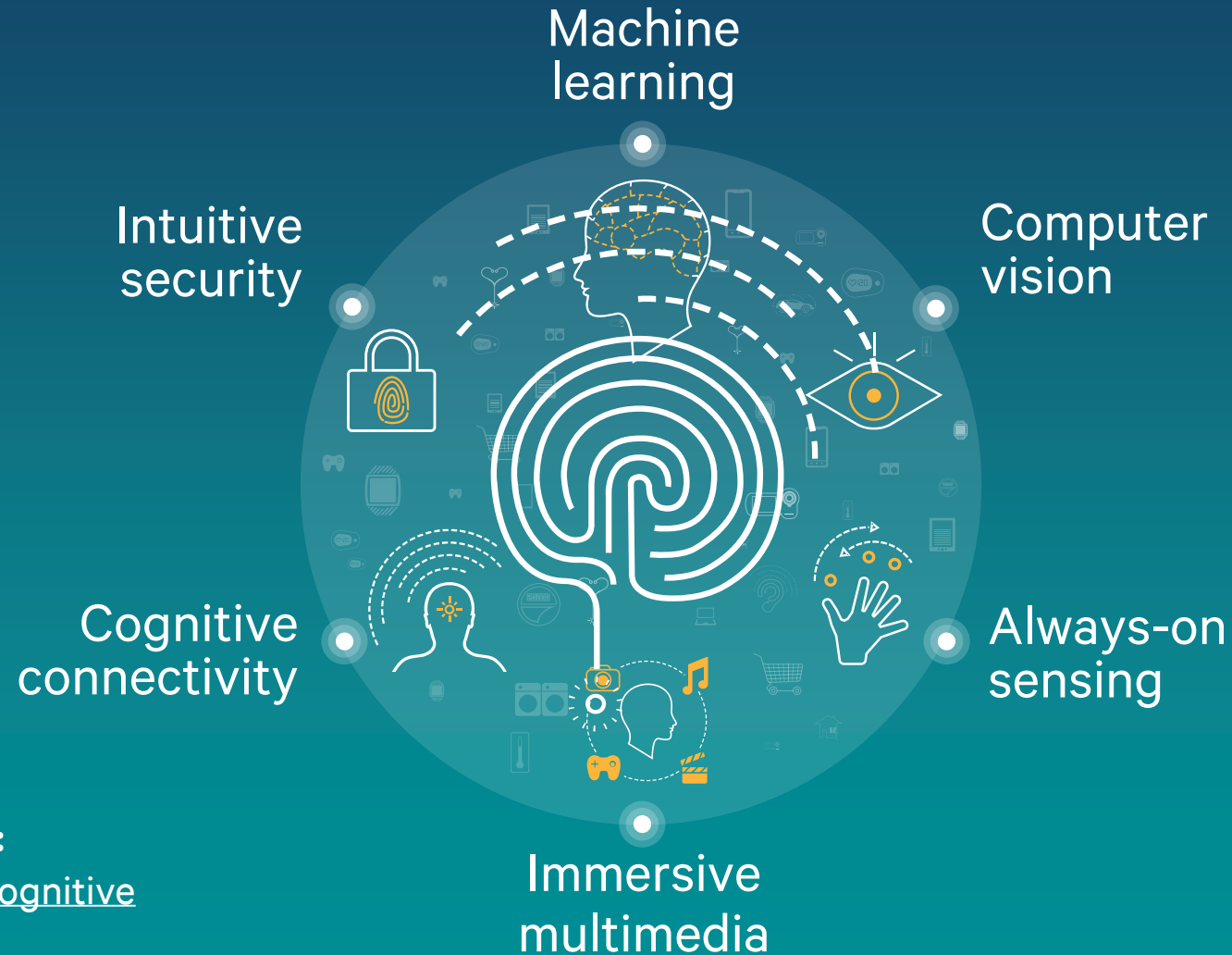
Proposed for vehicle-to-vehicle (V2V)

\* Designed for Public Safety use cases



# Also requires new levels of on-device intelligence & integration

Bringing cognitive technologies to life



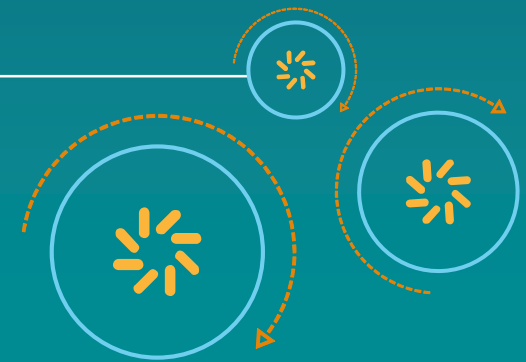
**For more information:**

[www.qualcomm.com/cognitive](http://www.qualcomm.com/cognitive)



# **Empowering new classes of services—such as broadcast, discovery, and control**

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# Empowering new classes of wireless services

## New ways of interacting with the world

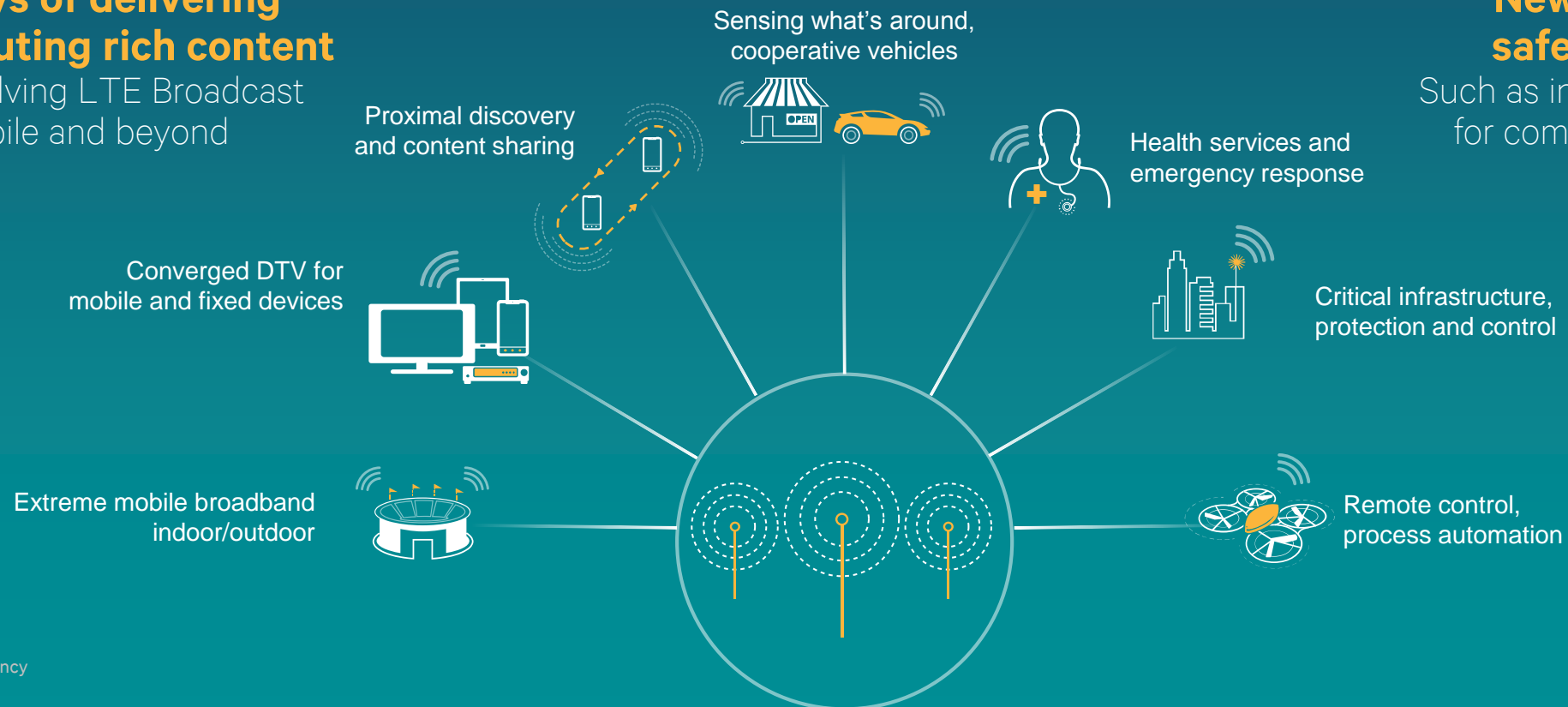
Such as LTE Direct proximal awareness and discovery services

## New ways of delivering and distributing rich content

Such as evolving LTE Broadcast for mobile and beyond

## New control and safety use cases

Such as introducing LTE ULL<sup>1</sup> for command-and-control



<sup>1</sup> ULL = Ultra Low Latency



# Evolving LTE Broadcast for mobile and beyond

## Broadcast on Demand

Dynamic switching<sup>1</sup> between unicast and broadcast, even on a per cell basis



Provides scalability for demand or event driven broadcast, e.g. sports event

## Small Cell Optimizations

Including using bandwidth-rich 5 GHz unlicensed spectrum



Enhancing venue casting and beyond; such as leveraging LTE-U for better user experience than Wi-Fi<sup>2</sup>

## Converged TV services

Performance enhancements to enable a single network for mobile/fixed devices



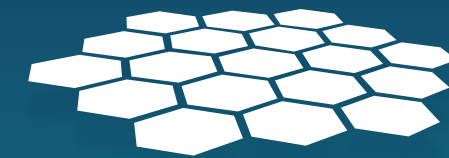
Longer range up to 15 km<sup>3</sup>, flexibility to dedicate full carrier, higher capacity<sup>4</sup>, ability to insert customized ads, and support for shared broadcast<sup>5</sup>

**For more information:** [www.qualcomm.com/broadcast](http://www.qualcomm.com/broadcast)

<sup>1</sup> This feature is called Mood (Multicast operation on Demand) introduced in Rel. 12, evolving for per cell basis in Rel. 13; <sup>2</sup> Based on SFN gain and mandatory anchor in licensed spectrum; <sup>3</sup> with cyclic prefix of 200 us; <sup>4</sup> features such as 2x2 MIMO and 256 QAM part of Rel. 13 of 3GPP. <sup>5</sup> Proposed for 3GPP R14; delivery of broadcast via several providers using a common SFN timing on a shared broadcast carrier.

# Using LTE Broadcast for converged digital TV services

Candidate in Europe—a single broadcast network for mobile and fixed devices



Unpaired  
Spectrum



Overlay broadcast on existing LTE network—with opportunity for shared broadcast<sup>2</sup>

Offering TV service on dedicated spectrum

Exploiting LTE devices with inherent LTE Broadcast support

Adding LTE Broadcast capability to other devices, such as regular TV

**2x more efficient than today's DVB-T/ATSC<sup>1</sup>**

**Allows broadcasters to reach lucrative mobile market**

**Converged broadcast-unicast, e.g. on-demand, interactivity**

<sup>1</sup> Current broadcast technology operates in Multi Frequency Network (MFN) mode with a frequency reuse of at least 4 with a spectrum efficiency of up to 4 bps/Hz inside each cell. This corresponds to an overall spectrum efficiency of approx. 1bps/Hz. Whereas LTE-B operates in SFN over the entire coverage area with a spectrum efficiency of up to 2bps/Hz. <sup>2</sup> Proposed for 3GPP R14; delivery of broadcast via several providers using a common SFN timing on a shared broadcast carrier

# Empowering new proximal awareness services

New ways to passively discover and interact with the hyper-connected world



Based on the user's interests/affinities

# Scaling up proximity services for mass consumer adoption

## Location-based

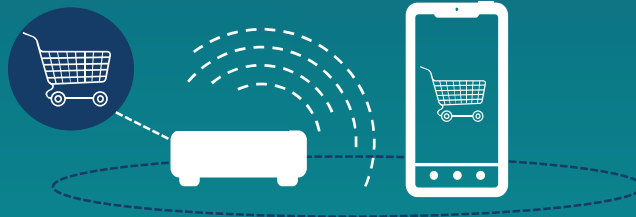
Centralized Geo-fencing



**Poor adoption** due to poor battery life, privacy barriers, and mobile app silos

## Bluetooth Beacons

Distributed Geo-fencing



**Gaining traction** across limited use cases due to Bluetooth range and capacity, plus mobile app silos continue

## LTE Direct Proximity Services

Device-to-Device Discovery



**The path to mass adoption** across a wide range of use cases with discovery that is:

- Battery efficient and privacy sensitive
- ~10x the range of Bluetooth
- Scalable to 1000s of devices/service
- Interoperable across mobile apps

# Implementation of the LTE Direct ecosystem well underway

## Standardization

by 3GPP as a feature in Release 12



- System Architecture and RAN specification complete
- RF performance and conformance forecasted to be complete by June 2015<sup>1</sup>

## Operators Trials

launching across multiple regions



- Trials announced with Deutsche Telekom (Germany) & KT Corp. (Korea)
- Additional trials planned in Korea, US, and Europe
- Trials supported by multiple infrastructure vendors and device OEMs

## App Developers

engaging on use case development

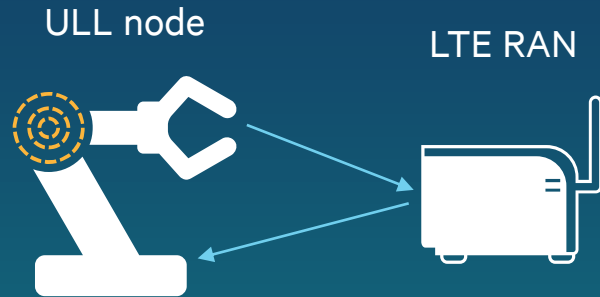


- Developing use cases leveraging trial SDK by Qualcomm Technologies
- Early developers include Facebook, Yahoo, Control Group, R/GA, Sacramento Kings, M-87, Compass.To, and more

**For more information:** [www.qualcomm.com/lte-direct](http://www.qualcomm.com/lte-direct)

<sup>1</sup> Estimated completion date

# Enabling new low-latency use cases with LTE Ultra Low Latency



## Potential use cases



Industrial process automation



Cooperative vehicles



Industrial HMI (e.g., augmented reality)



UAS command & control

**Millisecond latency**—targeting end-to-end (e2e) latency of ~1 millisecond<sup>1</sup>

**Co-existence** between regular LTE and LTE ULL nodes

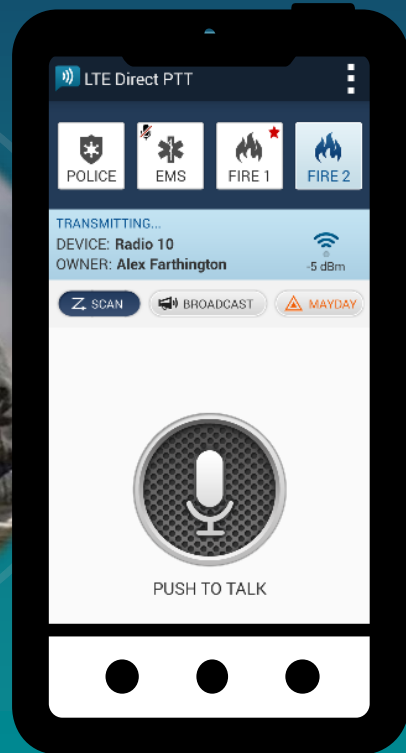
**Standardization** by 3GPP as a work study in Release 13

Also, delivers faster speeds for general TCP transactions

<sup>1</sup> Round Trip Time (RTT) at edge of RAN with edge caching



# Enabling mission-critical Public Safety services with LTE Direct



**Robust** device-to-device communications  
(both in-coverage and out-of-coverage)

**Vast ecosystem** of devices leveraging  
global LTE standard

**Standardization** by 3GPP as a features in:

- Release 12: one-to-many communications
- Release 13: UE-network relays, MCPTT<sup>1</sup> service layer

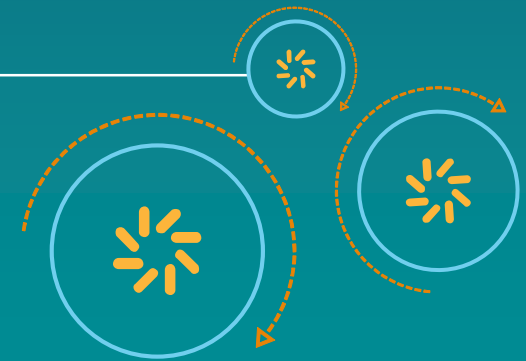
Emulates the Professional/Land Mobile Radio  
(PMR/LMR) push-to-talk systems

<sup>1</sup> MCPTT = Mission-Critical Push-to-Talk



# Driving convergence of spectrum types, networks, and deployment models

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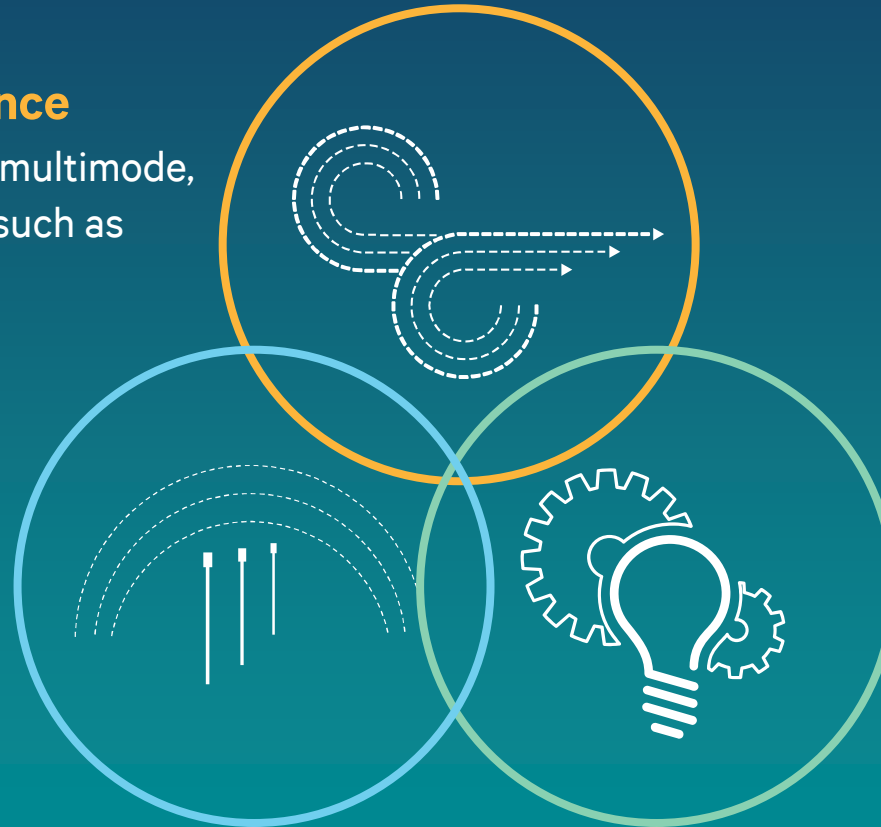
# Creating a converged connectivity platform

## LTE and Wi-Fi convergence

Going beyond complexities of multimode, multiband and interworking—such as LTE – Wi-Fi link aggregation

## Converged spectrum solutions

Unifying spectrum types with LTE-U, new spectrum sharing models—such as Licensed Shared Access (LSA)



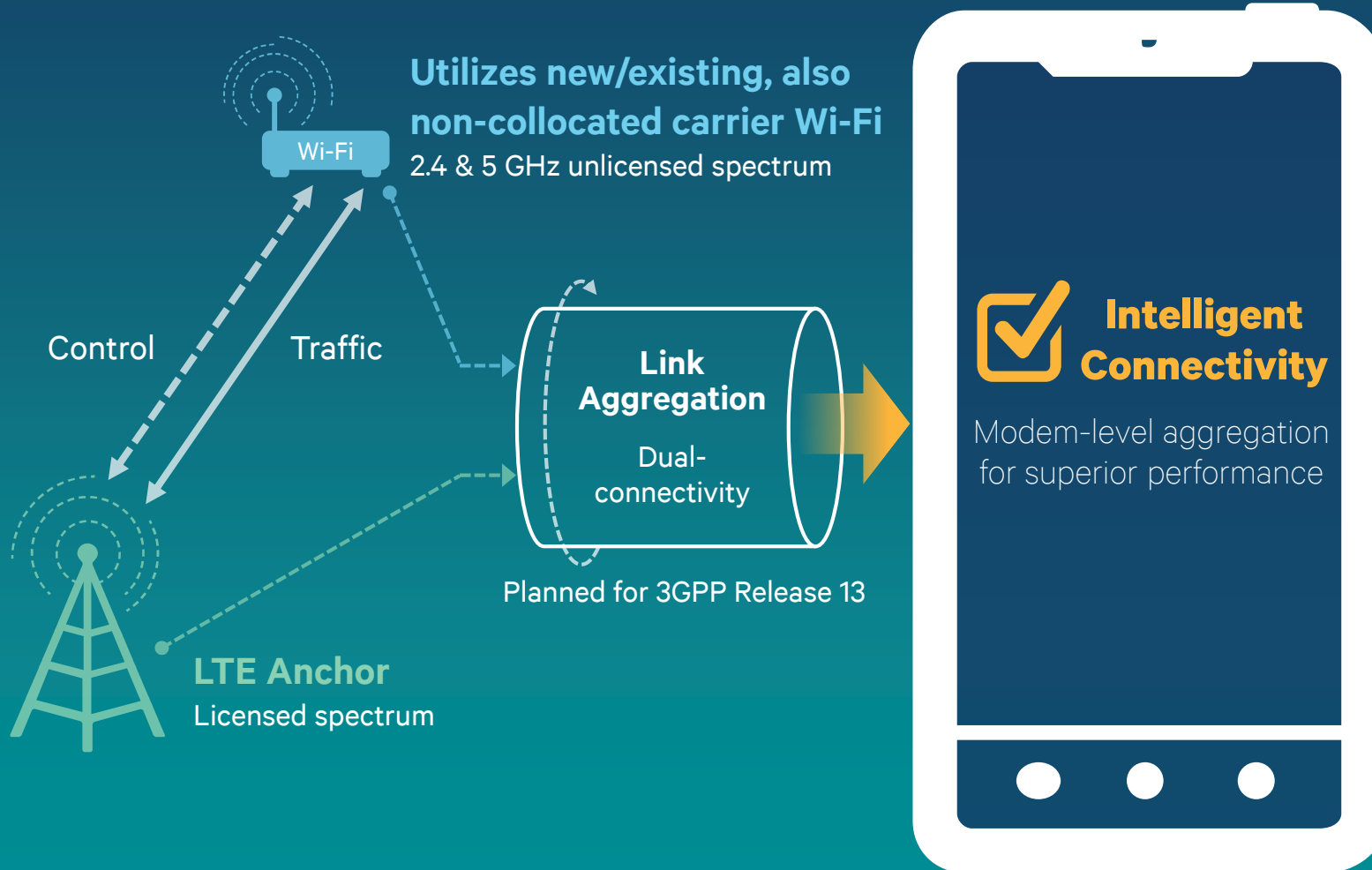
## Converged business models

Providing more scalable solutions, e.g. Neighborhood Small Cells (NSC) to drive fixed/mobile convergence

**With new levels of distributed intelligence in access nodes, devices, and things**



# LTE - Wi-Fi link aggregation for a converged network



## Converged network

LTE network (eNB) in control of Wi-Fi resources

## Better performance

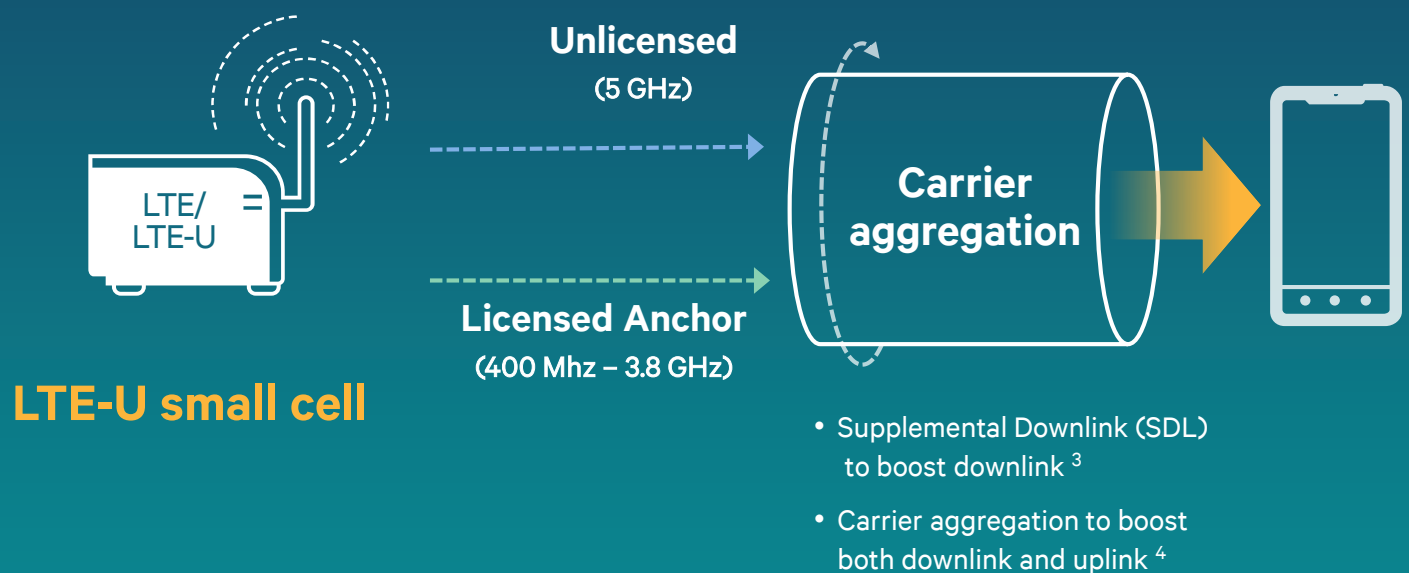
Simultaneously using both LTE & Wi-Fi links

## Enhanced user experience

Licensed anchor for control and mobility

# LTE-U: A unified solution for licensed & unlicensed spectrum

LTE-U R10/11/12 for most regional markets<sup>1</sup>; LTE-U R13 (LAA) for markets that require LBT<sup>2</sup>



**~2x capacity and range**

Compared to Wi-Fi<sup>3</sup>

**Enhanced user experience**

Licensed anchor for control and mobility

**Unified LTE network**

Common management

**A good Wi-Fi neighbor**

In many cases, better neighbor to Wi-Fi than Wi-Fi itself

**For more information:** [www.qualcomm.com/convergence](http://www.qualcomm.com/convergence)

<sup>1</sup>Regional markets that do not require modified waveform for LBT including USA, China, Korea, India, and more; With dynamic channel selection and Carrier Sensing Adaptive Transmission (CSAT) required in small cell for fair coexistence with Wi-Fi.

<sup>2</sup>LTE-U in 3GPP Rel 13 is referred to as Licensed Assisted Access (LAA); includes modified waveform for Listen Before Talk (LBT); for Europe, Japan, and beyond

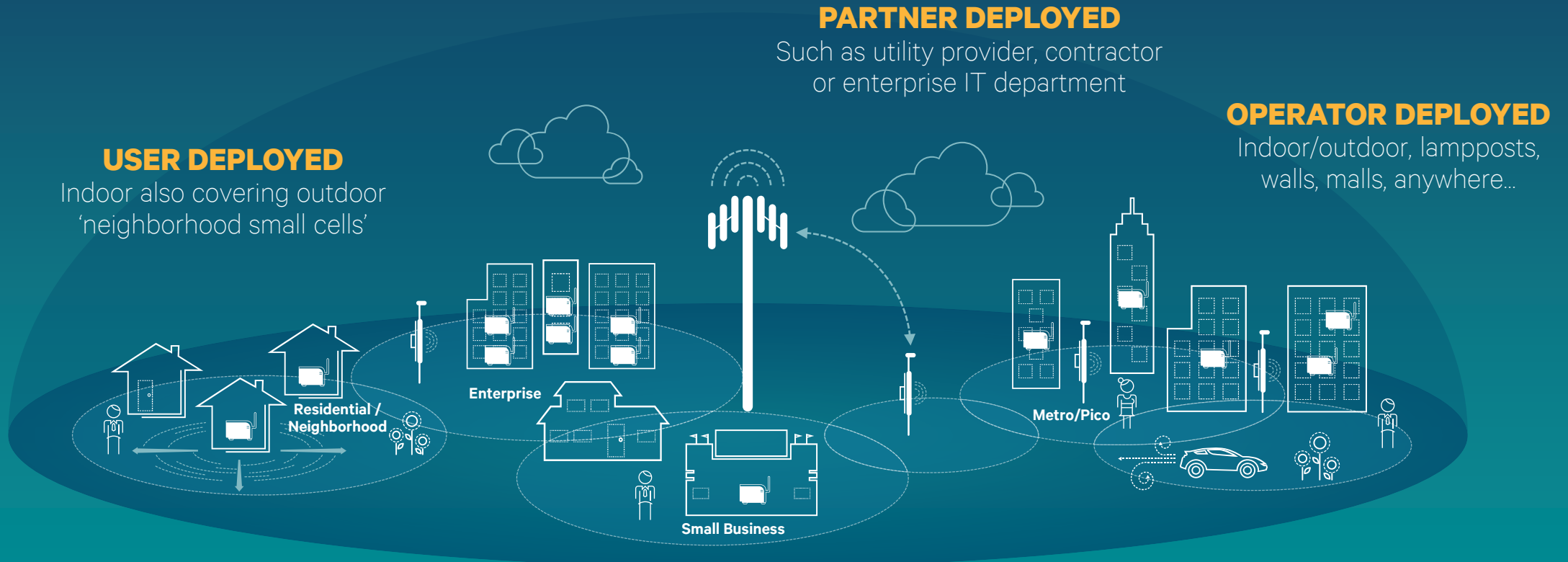
<sup>3</sup>Main option for LTE FDD, but the specific band for SDL need to be defined. Either TDD or FDD aggregation is possible with SDL; <sup>2</sup>Using TDD + TDD aggregation, or FDD + TDD aggregation with TDD used for unlicensed spectrum

<sup>4</sup>Assumptions: Two operators. 48 Pico+108 Femto cells per operator. 300 users per operator with 70% indoor. 3GPP Bursty model. 12x40MHz @ 5GHz for unlicensed spectrum; LTE 10 MHz channel at 2 GHz; 2x2 MIMO, Rank 1 transmission, eICIC enabled; LTE-U – LAA R13, 2x2 MIMO (no MU-MIMO); Wi-Fi – 802.11ac 2x2 MIMO (no MU-MIMO), LDPC codes and 256QAM)



# Enabling more scalable deployment solutions

Convergence of fixed/mobile with unplanned, ad-hoc deployments of small cells



Viral, ad-hoc, 'unplanned', e.g. where backhaul exists—more like Wi-Fi

Plug & play, self organizing, coordinated small cells

Managed by operator in licensed spectrum



# LTE Advanced is expanding—new, transformative technologies

2009 ...

2016

2017

2018+

## Providing the connectivity fabric for everything

LTE Broadcast

LTE Direct discovery & broadcast comm.<sup>4</sup>, Cat-0<sup>5</sup>, new PSM<sup>6</sup>, LTE Broadcast evolution (e.g. MboD<sup>7</sup>)

- Optimize for efficient machine-type communications, e.g. LTE-M<sup>8</sup>
- Bring new ways to connect by expanding LTE Direct D2D capabilities (e.g. UE-network relays<sup>4</sup>) and use cases (e.g. vehicle-to-vehicle)
- Empower new classes of low-latency services, e.g., command-and-control, with the introduction of LTE Ultra Low Latency
- Extend to new vertical markets, e.g. evolving LTE Broadcast for converged digital TV, MCPTT<sup>9</sup> for Public Safety

Rel-8

Rel-9

Rel-10

Rel-11

Rel-12

Rel-13 and Beyond



LTE



**LTE Advanced**

Driving beyond Gbps peak rates<sup>1</sup> and better efficiency

## A new connectivity paradigm

Expanding to new usage models, while enhancing the foundation—faster, more efficient mobile broadband

Carrier Aggregation, HetNets (eICIC-IC<sup>2</sup>), Advanced MIMO

Realizes full benefits of HetNets (eICIC-IC<sup>2</sup>), CoMP<sup>3</sup>

Dual connectivity, Enhanced receivers, FDD-TDD CA, 256QAM

- Make better use of unlicensed spectrum, e.g. LTE-U (LAA<sup>10</sup>), LTE/Wi-Fi link aggregation, LTE-U enhancements (dual connectivity, wider BW)
- Further enhancing HetNets, e.g. enhance dual connectivity
- Evolve carrier aggregation, e.g. more carriers
- More advanced antenna features, e.g. 3D-FD MIMO
- Advanced receivers, e.g. Non-Orthogonal Multiple Access (NOMA)

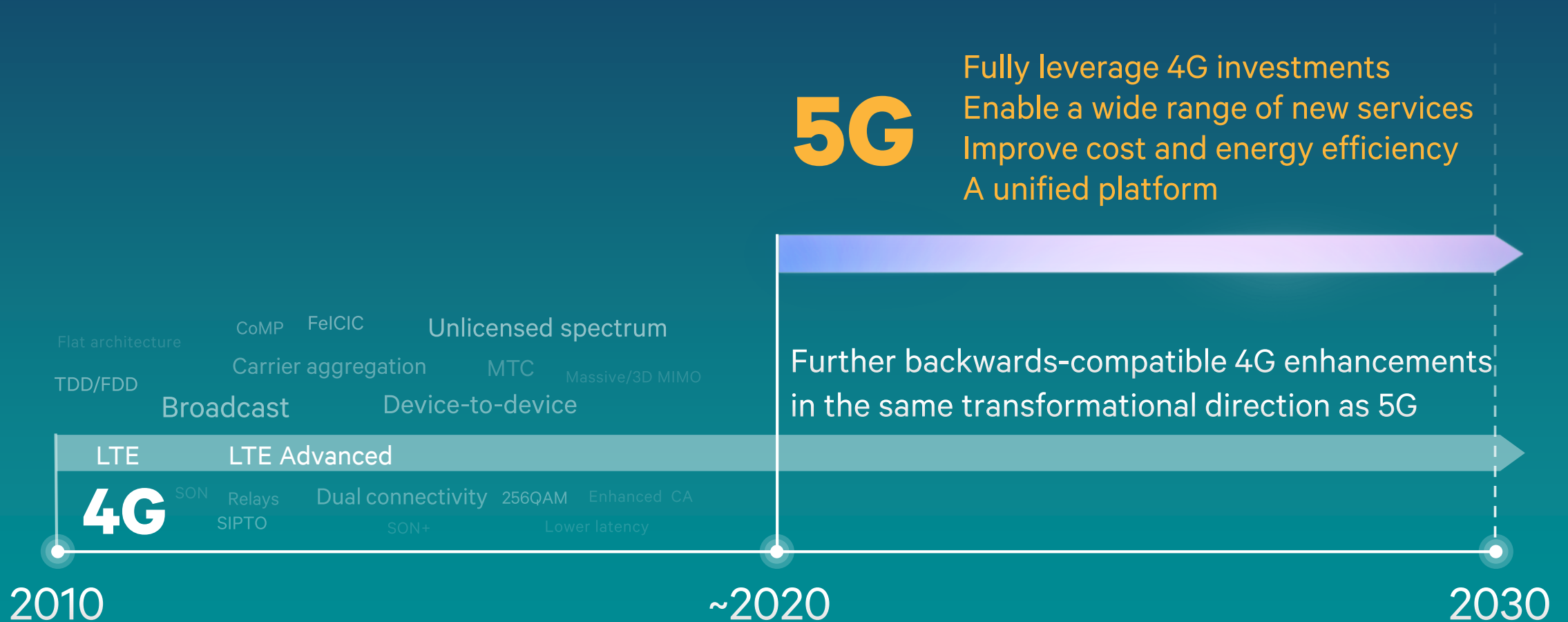
## Continuing to solve the 1000x challenge

Note: Estimated commercial dates. Not all features commercialized at the same time

<sup>1</sup> Based on standard capable of up to 3 Gbps DL and 1.5 Gbps UL; <sup>2</sup> (further) enhanced Inter-Cell Interference Coordination and advanced terminal receivers with Interference Cancellation; <sup>3</sup> Coordinated Multipoint; <sup>4</sup> Designed for Public Safety in R12, R13; <sup>5</sup> UE category, peak rates of 1 Mbps; <sup>6</sup> Power Save Mode; <sup>7</sup> Multicast operation on demand; <sup>8</sup> Machine-type Communications; <sup>9</sup> Mission-Critical Push-to-Talk; <sup>10</sup> License Assisted Access

Commercial Releases

# In parallel: driving 4G and 5G to their fullest potential



For more information: [www.qualcomm.com/5G](http://www.qualcomm.com/5G)

# We are inventing new, transformative technologies for;

## Solving the 1000x data challenge

Innovative small cells and spectrum solutions



More Capacity

- Small cells and self organizing technology
- LTE in unlicensed spectrum
- LTE Advanced carrier aggregation, dual connectivity
- Advanced receivers and interference management
- Spectrum innovations like LSA
- Wi-Fi – 11ac, 11ad, MU-MIMO, OCE, 11ax
- 3G

## Providing the connectivity fabric for everything

Intelligently connect everything, empower new classes of services, drive convergence



A new connectivity paradigm

- LTE-M (Machine-Type Communications), Clean-slate IoT
- LTE Direct device-to-device
- LTE Broadcast
- LTE Ultra-low Latency (ULL)
- LTE – Wi-Fi Convergence
- Wi-Fi – 11ah, 11ad, Wi-Fi Aware, Wi-Fi Direct, DSRC
- Bluetooth Smart

5G

## Bringing cognitive technologies to life

Devices and things that perceive, reason and act intuitively



Next level of intelligence

- Machine learning
- Computer vision
- Always-on sensing
- Immersive multimedia
- Cognitive connectivity
- Intuitive security
- Heterogeneous computing

# The expanding role of LTE Advanced—a new paradigm

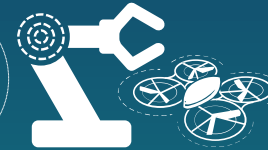
Connecting new industries, enabling new use cases

1



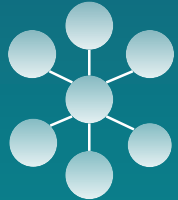
Scaling to connect a wider variation of devices/things—such as LTE-M optimizations

3



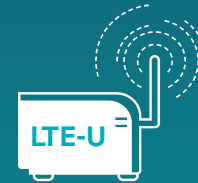
Empowering new classes of services such as ultra low latency command-and-control

2



Bringing new, intelligent ways to connect & interact by expanding the LTE Direct platform

4



Driving convergence of spectrum types, networks, and deployment models—such as LTE-U

5



Also, continuing to deliver key enablers to solve the 1000x data challenge

# Questions? - Connect with Us



[www.qualcomm.com/wireless](http://www.qualcomm.com/wireless)



[www.qualcomm.com/news/onq](http://www.qualcomm.com/news/onq)



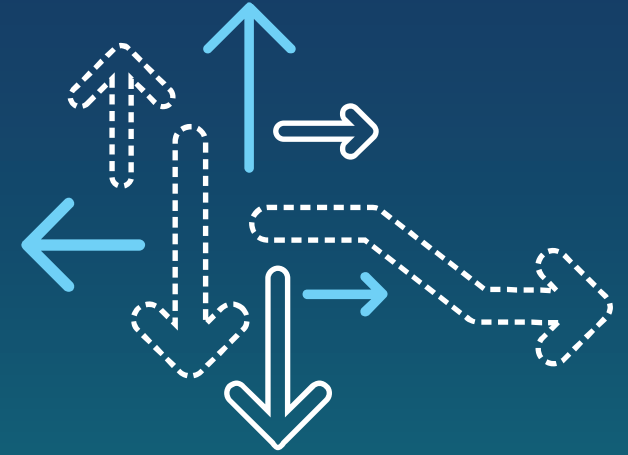
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<http://www.youtube.com/playlist?list=PL8AD95E4F585237C1&feature=plcp>



<http://www.slideshare.net/qualcommwirelessevolution>



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