



5G INNOVATION CENTRE

LARGEST OPEN INNOVATION CENTRE ON 5G



University of Surrey, 5GIC





MISSION

ART OF POSSIBILITIES?

IMPACTFUL RESEARCH









WIRELESS STANDARDS EVOLUTION - 5G





5G IS

vision

NOT JUST MORE OF THE SAME



5G is

Transformative Wireless connectivity

COMMUNICATIONS & AUTOMATION

Connectivity + Intelligence (AI and Machine Learning)

Automation

Data to information transformation

Blurring boundaries between real and cyber worlds



Connected Devices of small and large sizes and capabilities (robots, cars, sensors, actuators, smart phones driverless cars)



a

5G is

Enabler of Connected Economy and Society



WIRELESS CONNECTIVITY BETWEEN PEOPLE AND DEVICES FOR THE PEOPLE



COVERAGE AND CAPACITY

ONE SIZE DOES NOT FIT ALL!

- Low+ Medium+ High Dense cells
 - CAPACITY LIMITED
 - COVERAGE LIMITED
- **5G** DEPLOYED WITH **4G** AND WIFI
 - PIONEER FREQUENCY BANDS
 - **700MHz** → Coverage
 - 3.5 GHz → CAPACITY AND COST
 - 26 GHz, MILLIMETRE BAND→ ULTRA HIGH CAPACITY



5G INFRASTRUCTURE- CHALLENGES

ONE NETWORK INFRASTRUCTURE SERVING ALL INDUSTRY SECTORS



- Programmable
- Resilient
- Low delay, high reliability
- 1000x more capacity than 4G
- One Million connections per km²



5G MULTICAST AND BROADCAST





Scope of Project





Use Cases, Requirements and KPIs

PTM Vertical Sector

MEDIA & ENTERTAINMENT (M&E)

- HYBRID BROADCAST SERVICES
- VIRTUAL/AUGMENTED REALITY BROADCAST
- REMOTE LIVE PRODUCTION
- OBJECT BASED BROADCASTING

PUBLIC WARNING (PW)

MULTIMEDIA PUBLIC WARNING ALERT

AUTOMOTIVE (AUTO)

• V2X BROADCAST SERVICE

INTERNET OF THINGS (IOT)

MASSIVE SOFTWARE AND FIRMWARE UPDATES









Hybrid Broadcast Service



Figure 1 – Use case M&E 1: Hybrid broadcast service; combinations of networks and technologies give a seamless experience as the user moves between different locations



Virtual/Augmented Reality Broadcast



Figure 2 – Use case M&E 2: Virtual/augmented reality broadcast



REMOTE LIVE PRODUCTION



Figure 3 – Use case M&E 3: Remote live production; multiple users often require the same feed, making the use of point-to-multipoint more efficient than point-to-point



FUTURE CONTENT REPRESENTATION-QOE





MULTIMEDIA PUBLIC WARNING ALERT



Figure 4 – Use case PW 1: Multimedia public warning alert



V2X BROADCAST SERVICE



Figure 5 – Use case Auto 1: V2X broadcast service



IOT : MASSIVE SOFTWARE AND FIRMWARE UPDATES



Figure 6 – Use case IoT 1: Massive software and firmware updates



4G EMBMS LTLP-WHY NOT

BANDWIDTH FOR 72 Mb/s, indoor portable and mobile

Spectral efficiency @ cell edge:

- ISD: 2 -TO-10 KM
- SE: 2.7-TO-0.5 B/S/HZ
- BW: 80-T0-1200 MHz



5GIC ACHIEVEMENTS AND NEW INVENTIONS HIGHLIGHTS







WHAT IS FLAT DISTRIBUTED CLOUD (FDC) ARCHITECTURE?

FDC VIRTUALISED , SCALABLE, SECURE AND SUPPORTS CELL-LESS RAN

- FLATTER THAN PREVIOUS GENERATIONS
 - REDUCING THE NUMBER OF NETWORK LAYERS FROM THREE IN THE LTE TO ONE FOR 70% OF THE USE CASES AND TWO FOR THE REMAINING 30%.
- DISTRIBUTED CLOUD-BASED → SCALABLE AND NOT SOLELY RELIANT ON LOCAL PHYSICAL RESOURCES
- **SMOOTH MIGRATION** FROM NON-STAND-ALONE TO STAND-ALONE ARCHITECTURE



3GPP, Evolved LTE-A CUPS Architecture

FDC CUPS Architecture

FDC ARCHITECTURE



Fully Programmable Network Architecture

- END TO END NFV
 - IMPLEMENTED AND TESTED, IN 5GIC FLAT DISTRIBUTED
 CLOUD ARCHITECTURE (SEP 2016)
- NETWORK SLICING
 - NFV/MANO DEPLOYMENT TIME < 2 MINUTES PER VNF
 OR NSD (<3GBYTE IMAGES)
 - (C.F MONTHS FOR CONVENTIONAL DEPLOYMENT)



5GIC EXPERIENCE BUILDING THE VIRTUALISED FDC

CHALLENGE

 OPENSTACK NFV PLATFORM IS IN ITS EARLY DAYS FOR TELECOMS CAPABILITY AND INTRODUCES LATENCY AND USER PLANE THROUGHPUT LIMITATIONS



5GIC ADVANCES

- TRANSMISSION OF 4K (ULTRA HIGH DEFINITION) VIDEO ON A MOBILE NETWORK
 - 1st in the world, Sep 2015

- NOVEL SCMA TECHNIQUE OF FOR SUPPORT OF massive connectivity OF IOT DEVICES
 - 300% more connectivity than 4G
 - 1st in the world, Sep 2015







SUMMARY

5G Network

- SPECIAL GENERATION
- ONE NETWORK TECHNOLOGY FOR ANY SERVICE AND ANY CAST (XCAST)
- TOO COMPLEX TO BE MANAGED BY HUMAN OPERATORS
- THANKS TO VIRTUALISATION, DYNAMIC NETWORK SLICING CAN SET UP ANY

SERVICE/NETWORKS FOR LESS 2 MINUTES



THANK YOU

HAVE A GREAT DAY

BEFORE THAT

HAVE AN EARLY EXPERIENCE OF 5G