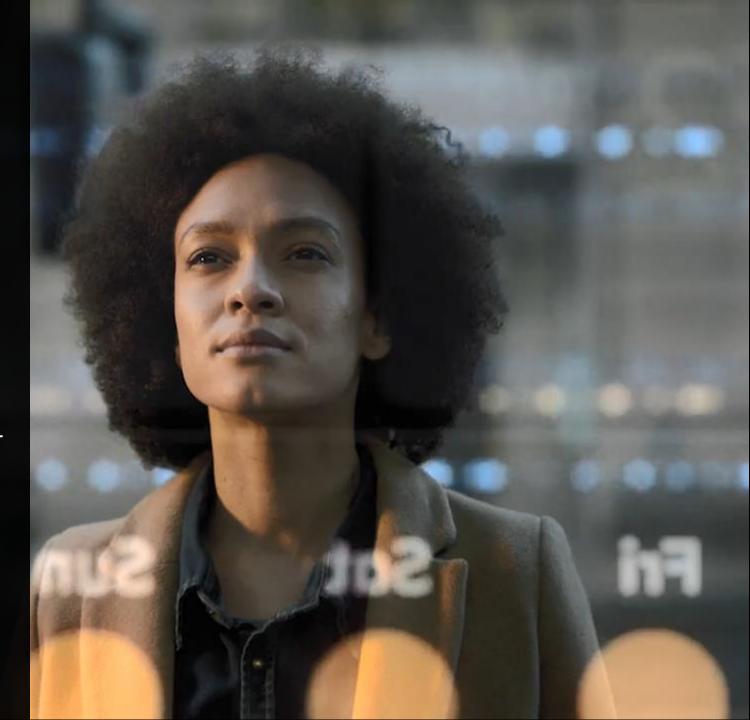
Now Is A Perfect Time To Talk 6G!

Prof Mischa Dohler, FIEEE FRAEng FRSA FIET

Chief Architect, Ericsson Inc, Silicon Valley Visiting Professor, King's College London

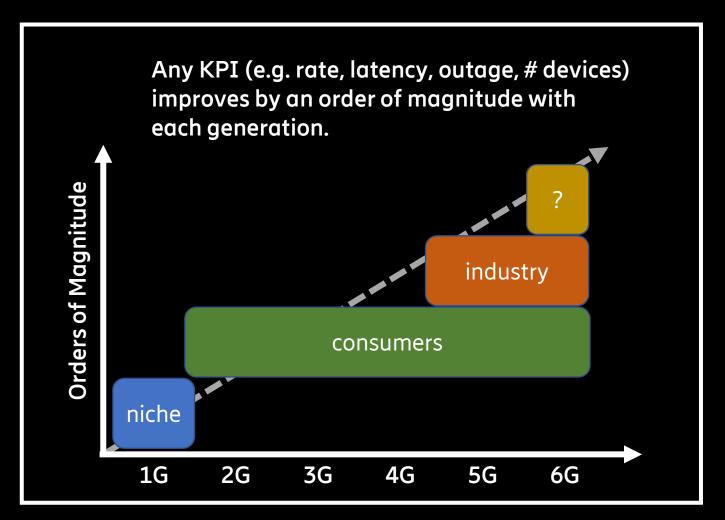


61 Five Important Trends In Telecommunications

Fundamental trends in telecoms which help us guide in designing the next-generation systems.

#1"Growth Trend" (what)



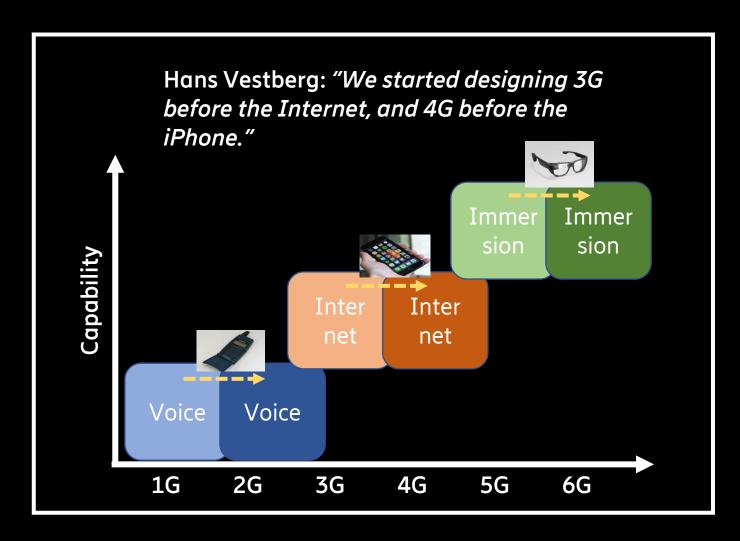


Fairly consistently, the transition from G-1 to G has always yielded an approx. 10x improvement over a given key performance indicator, e.g. rate.

Implications: We know what 6G will be able to achieve, but not yet how and why; nor do we have fundamental system limits.

#2"Consolidation Trend" (why)



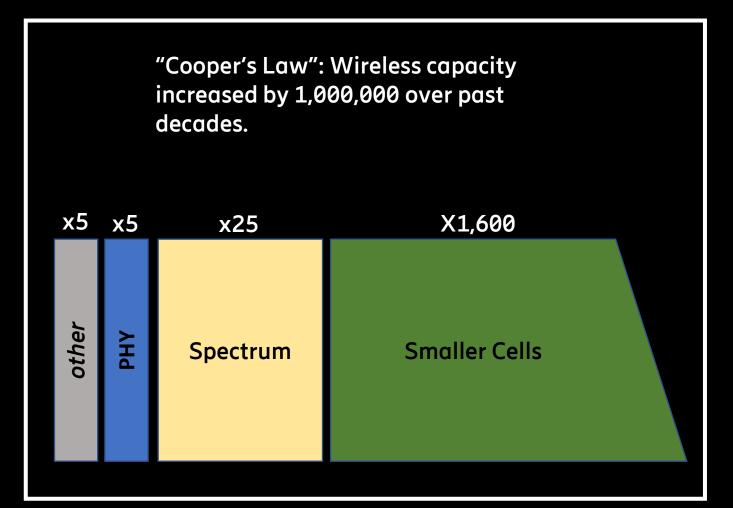


Fairly consistently, a pioneering telco usecase needed one generation to consolidate; and often took off with the arrival of a new device.

Implications: Synch telco roadmap with consumer device roadmap; and accept that "killer app" will eventually appear.

#3"Atomization Trend" (how)





The large bulk of capacity increase has been delivered via smaller cells and more spectrum; both were supported by an appropriate physical layer.

Implications: Holistic system thinking across architecture, spectrum and radio access is required to keep up with trends.

#4"Tech Enabler Trend" (who)





Generic HW acceleration, new materials (meta/neuromorphic), and quantum technology



Open Source

Higher reliance on open-source components; see e.g. Linux Open Source Foundation



Integrated AI

Widespread use of AI for automation and cost-efficiency in cognitive and data-driven networks





Cloudification

Continued cloudification for cost/efficiency, now also in RAN and in form of edge-cloud;



Accelerated Evolution

Fast evolution of underlying tools and development (DevOps) at a higher pace

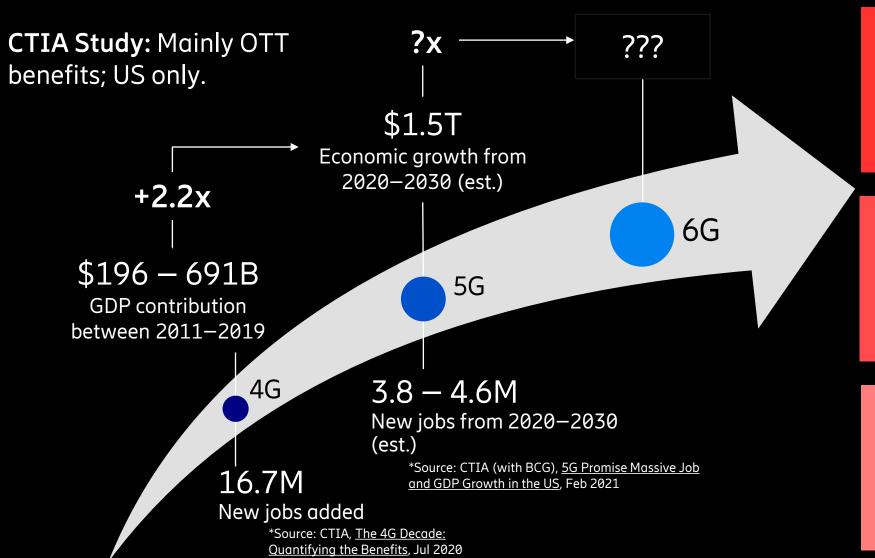


Internet Evolution

Distributed resilient services, evolving multi-path tailorable transport and security

#5 "Economic Trend" (how much)





\$???B

Loss in benefits for every 1-month delay in 6G rollout

\$12B

Loss in benefits for every 1-month delay in 5G rollout

>\$2B

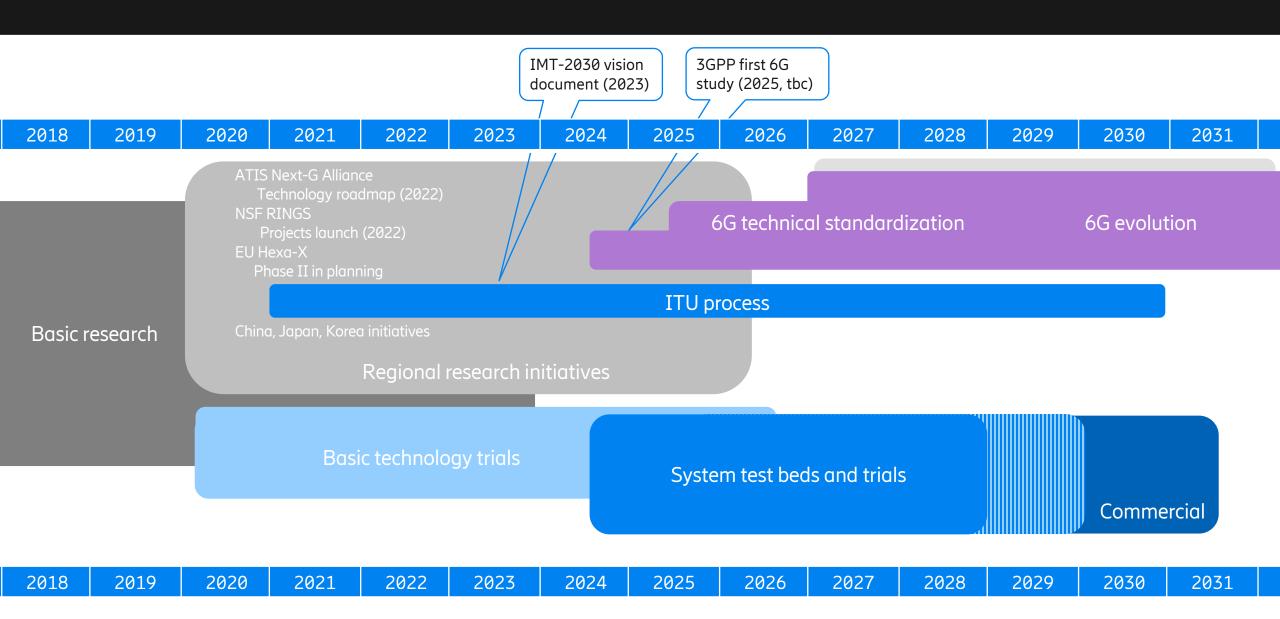
Loss in benefits for every 1-month delay in 4G rollout

02 6G Use-Cases and Standards Roadmaps

Let's understand the currently anticipated 6G industry and standardization roadmaps.

6G Ecosystem Timelines





2022 update to E///'s 2020 6G Vision:



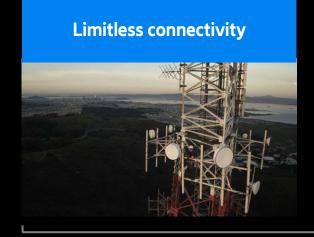
Human and Societal Needs

















Fundaments of a 6G Network Platform

Example: World's First Holotaring (MWC22)





Imagine Live Kick Off 2022 - Ericsson

ATIS 6G Use-Cases





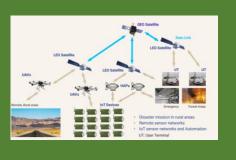
1. Networked-Enabled Robotic and Autonomous Systems



2. Multi-Sensory Extended Reality



3. Distributed Sensing and Communications

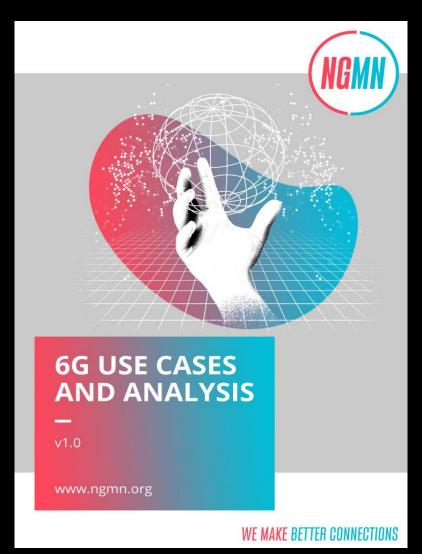


4. Personalized User Experiences



NGMN 6G Use-Cases





Examples:

| USE CASE | CONTEXT | 6G IMPLICATION | | |
|-----------------------------|---|---|--|--|
| | | DELIVERABILITY | DIFFERENTIATION TO 5G | |
| XR Telepresence | Services are aligned with new devices/HMI technology, and sensing technologies. | Early XR capabilities can be delivered over 5G and fixed networks. The more demanding applications foresee new HMI, devices, sensing, and compute capabilities. | The highest data rates would require the bandwidth associated with higher frequency bands, and a new air interface, for localised coverage and short-range communications. | |
| Multimodal Teleoperation | Aligned with the ability to deliver information related to human senses, necessitating intelligent transfer and prediction of sensory and/or ambient information. Extensions include operation of machines or robots at a distance. | Dependent on the ability to capture sensory information. Industrial and mobile private networks may be necessary to support dedicated industrial use cases. | New requirements may emerge related service delivery to multiple devices and need for to synchronized multi-modal communication and control. | |
| Robot Network Fabric | Enables robots to coordinate mobility by using sensing and mapping data, improve traffic flow for vehicles. | Peer-to-peer communication and protocols required for vehicles, possibly extending V2X type capabilities. | Enabled by joint sensing and communications that improves resolution and high-speed communications. | |

Use-Cases to KPIs@ITU



| | | * My personal estimates: | |
|----------------------------|-----------------------------------|----------------------------------|--|
| Parameter | IMT-2020 (5G) | Networks-2030 (6G) | |
| Peak data rate | DL: 20Gbps UL: 10Gbps | DL: 10x 20Gbps UL: 10x 10Gbps | |
| User experienced data rate | 100Mbps | 10x 100Mbps | |
| Peak spectral efficiency | DL: 30bps/Hz UL: 15bps/Hz | DL: UL: | |
| Mobility Support | 500km/h | | |
| User Plane latency | 1ms | 100us | |
| Connection density | 1 000 000 devices/km ² | 10x of 5G | |
| Energy consumption | 1 (normalized) | 1/10x of 5G | |
| Mobile data volume | 10Tb/s/km ² | 10Pb/s/km ² | |

Table not by ITU, but you can follow work on https://www.itu.int/en/ITU-T/focusgroups/net2030/Pages/default.aspx

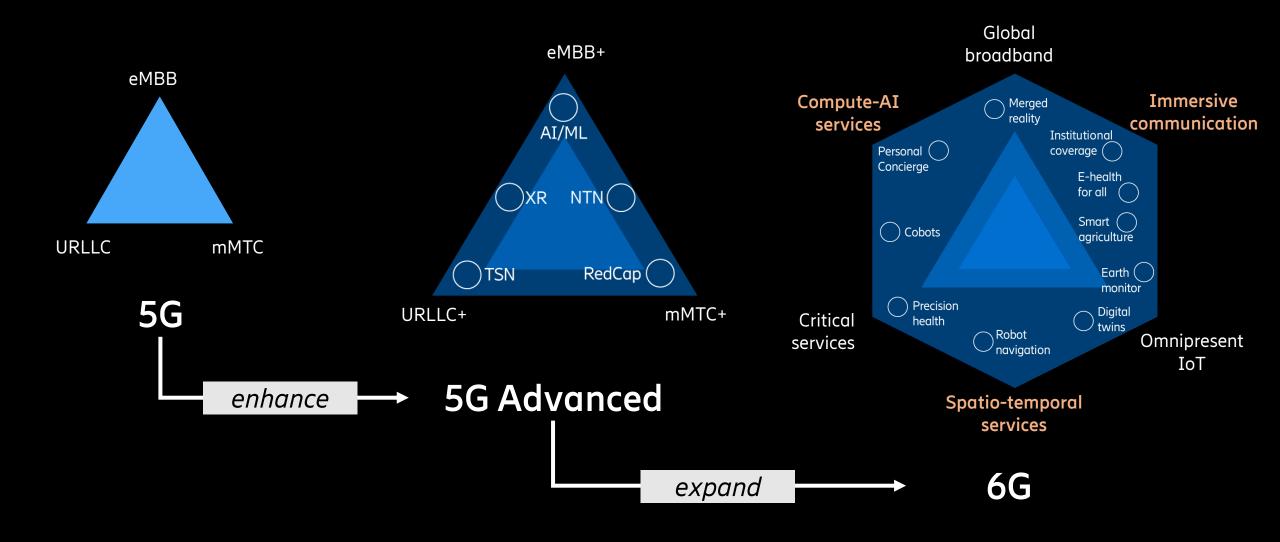
KPIs to Standards @ 3GPP



| *6G releases and dates are my personal guestimates based on past 4G & 5G design cycles: | | | | | 3GPP Feature and Study Item list: Rel-19 | | |
|---|------------|--------------|---------------------------------|------------|--|---|--|
| | Rel-24 | Release 24 | | 2028 | 2032 | | |
| | Rel-23 | Release 23 | | 2026 | 2030 | Feature or Study Item - click for details | |
| 6G | Rel-22 | Release 22 | | 2025 | 2028 | • | |
| | Rel-21 | Release 21 | | 2024 | 2027 | Study on Supporting of Railway Smart Station Services | |
| | Rel-20 | Release 20 | | 2023 | 2025 | Study on Network Sharing Aspects | |
| Re | lease Code | Name | Name Status Start date End date | | End date | Study on Localized Mobile | |
| | Rel-19 | Release 19 | Open | 2021-06-18 | | Metaverse Services | |
| | Rel-18 | Release 18 | Open | 2019-09-16 | 2024-03-22 (SA#103) | Study on Integrated Sensing and | |
| 5G | Rel-17 | Release 17 | Frozen | 2018-06-15 | 2022-06-10 (SA#96) | Communication | |
| | Rel-16 | Release 16 | Frozen | 2017-03-22 | 2020-07-03 (SA#88-e) | Study on FRMCS Phase 3 | |
| | Rel-15 | Release 15 | Frozen | 2016-06-01 | 2019-06-07 (SA#84) | Study on Ambient power-enabled Internet of Things | |
| | Rel-14 | Release 14 | Frozen | 2014-09-17 | 2017-06-09 (SA#76) | Study on Al/ML Model Transfer | |
| | Rel-13 | Release 13 | Frozen | 2012-09-30 | 2016-03-11 (SA#71) | Phase2 | |
| | Rel-12 | Release 12 | Frozen | 2011-06-26 | 2015-03-13 (SA#67) | | |
| | Rel-11 | Release 11 | Frozen | 2010-01-22 | 2013-03-06 (SA#59) | | |
| | Rel-10 | Release 10 | Frozen | 2009-01-20 | 2011-06-08 (SA#52) | | |
| | Rel-9 | Release 9 | Frozen | 2008-03-06 | 2010-03-25 (SA#47) | | |
| | Rel-8 | Release 8 | Frozen | 2006-01-23 | 2009-03-12 (SA#43) | | |
| | Rel-7 | Release 7 | Closed | 2003-10-06 | 2008-03-13 (SA#39) | 2014-09-17 (SA#65) | |
| | Rel-6 | Release 6 | Closed | 2000-03-28 | 2005-09-28 (SA#29) | 2014-09-17 (SA#65) | |
| | Rel-5 | Release 5 | Closed | 2000-05-01 | 2002-09-12 (SA-#17) | 2014-09-17 (SA#65) | |
| | Rel-4 | Release 4 | Closed | 1998-08-01 | 2001-06-21 (SA-#12) | 2014-09-17 (SA#65) | |
| | R00 | Release 2000 | Closed | 1999-03-30 | | 1999-12-17 (SA-#6) | |

Ericsson's View on 3GPP's 6G Roadmap





6G Challenges That Require Solutions

Let's focus on important 6G technical challenges that require fundamental solutions.

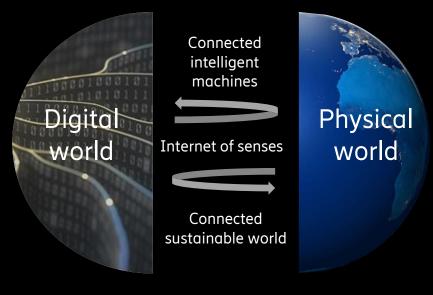
#1 — Enable A Cyber-Physical Continuum



Programmable digital representation of the physical world

The network provides intelligence, limitless connectivity, and full synchronization of the physical and digital worlds

Cyber-physical continuum



Trace back and analyze Past observe and act in real-time Future and program

The physical world of sensing, action, and experience

Vast amounts of sensors embedded in the physical world send data to update the digital representation in real time

Actuators in the real world carry out functions that are programmed in its digital representation

#2 - From "5G LAN" To "6G Internet"





A <u>global</u> wireless Internet requires a truly global ultra-low latency; however:

- 1. Network Congestion
- 2. Application Delay
- 3. Speed of Light

Human Cortex 10ms

Slicing++, IP++, etc

London - LA

Standardized AI (Mobile Edge Cloud)

Low-Latency
Volumetric Codecs

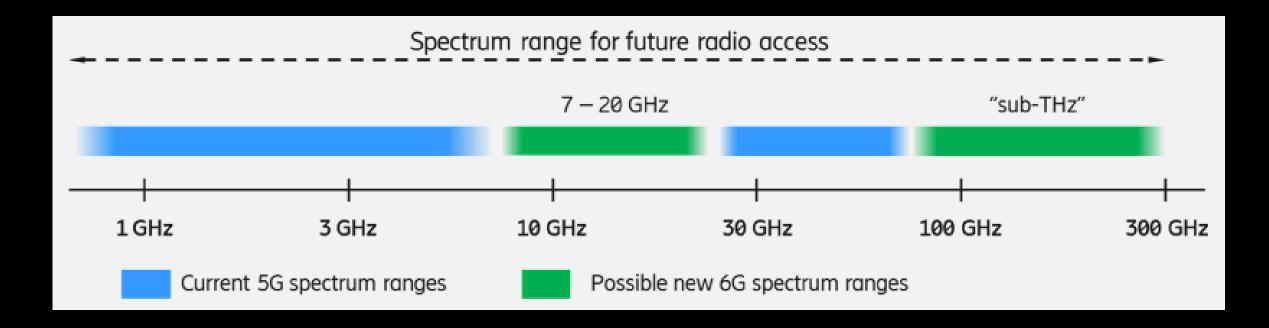
#3 — Avoid The "Spectrum Trap"



6G radio should be able to communicate over wide range; <u>however</u>, the main value is in the mid bands.

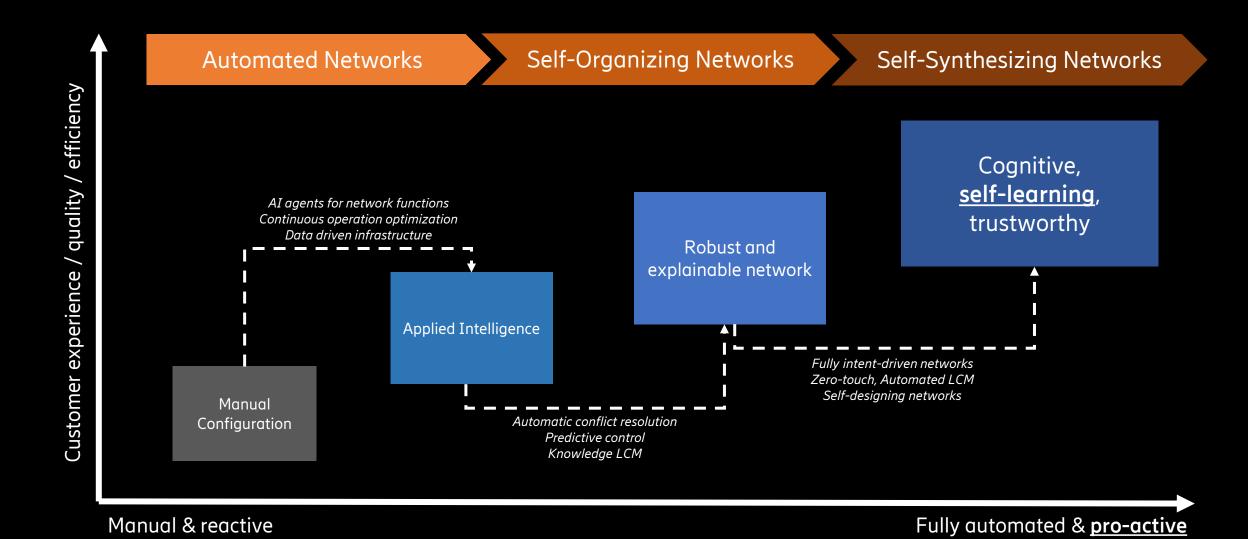
Spectrum cannot be viewed independently anymore from real-estate, fiber backhaul, and the environment.

Ensure radio systems coexistence <u>and</u> consumer education prior rather than posteriorly to deployment.



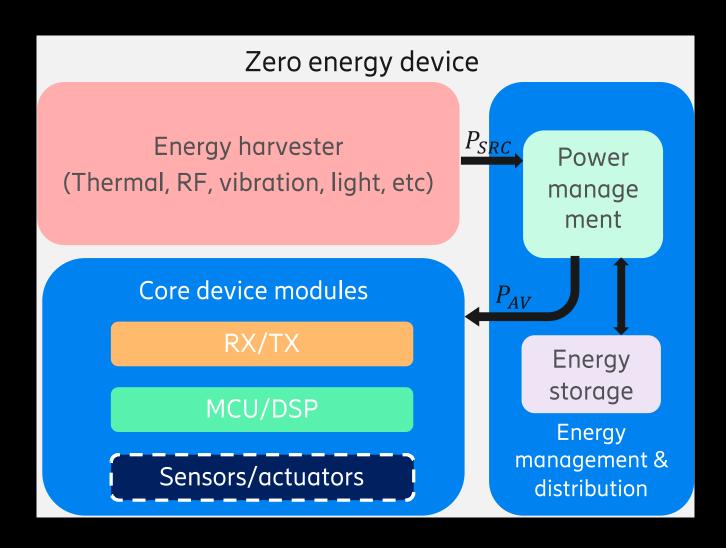
#4 — Beyond Cognitive Networks





#5 — Zero Energy & Carbon Neutral



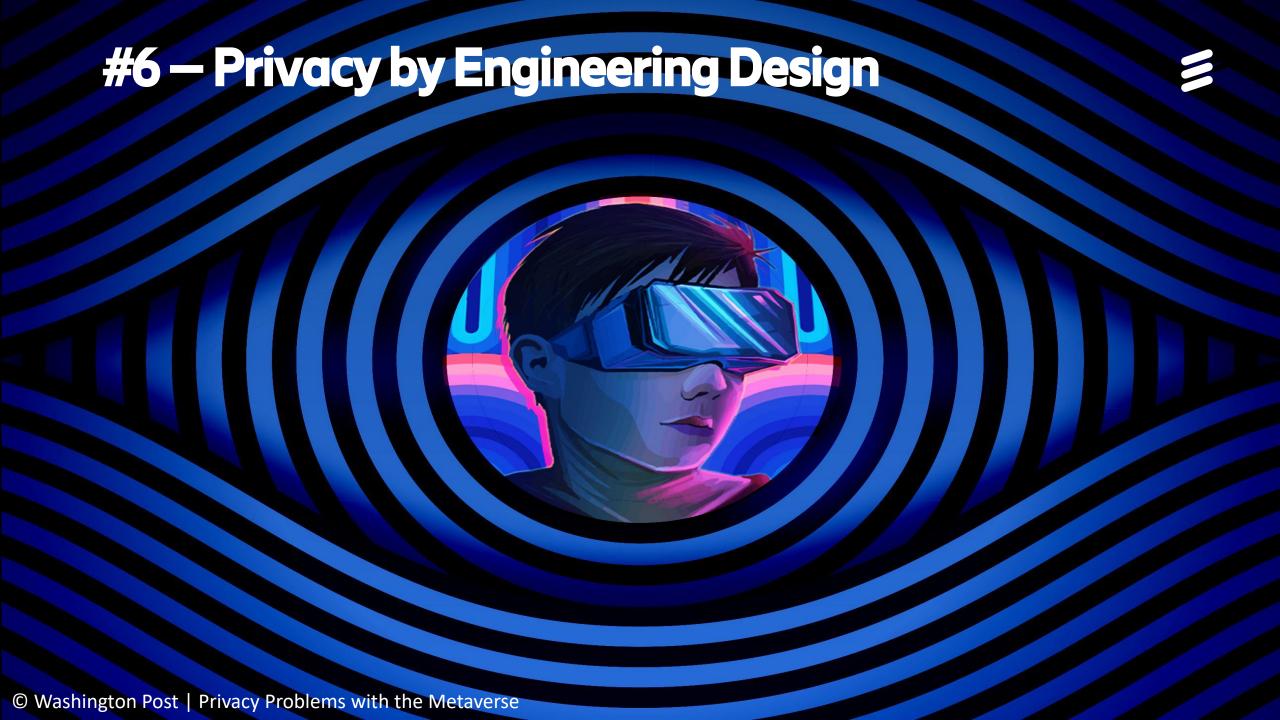


Zero-Energy Devices

- Complements more traditional "mainstream" IoT/MTC devices
- Typically uses energy harvesting, i.e. often battery-less devices

Carbon-Neutral Networks

- Most energy efficient air interface and RAN possible
- Optimize for asynchronous energy availability



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- [7] H. Tataria, M. Shafi, Mischa Dohler, S. Shu, "Six Critical Challenges for 6G Wireless Systems," IEEE Vehicular Technology Magazine, accepted 13 December 2021.
- [8] H. Tataria, M. Shafi, Mischa Dohler *et al*, "6G Wireless Systems: Vision, Requirements, Challenges, Insights, and Opportunities," in Proceedings of the IEEE, 30 March 2021.



ericsson.com/future-technologies