



SP-120661

# 3GPP system area Rel-12

Qualcomm



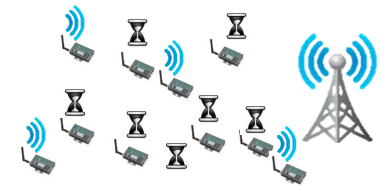
# Overview

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- Release-12 is a long release
  - Consider **significant** enhancements to the system
  - Not just “optimizations for the trends of the last 5 years”
  
- Create an attractive platform that allows the 3GPP industry to monetize innovation, new services & new trends in the **next** 5 years
  - MTC
  - Proximity-based services (including public safety)
  - Operator-controlled WiFi
  - eMBMS
  - 3GPP-based multimedia

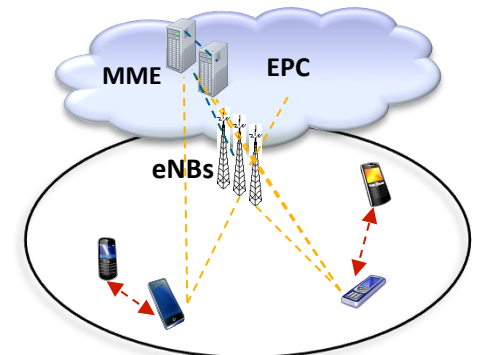
# Machine to Machine (SA2)

- M2M: new markets opportunities & new challenges
- Rethink **power consumption**
  - Dramatically **reduce power** when UE is not active & needs highly infrequent radio access
  - Study item goal of two AA batteries for the lifetime of the device is **achievable**
- Transition to connected state
  - Particularly beneficial for transmission of small amounts of data
  - Combining signaling messages **over the air interface**
    - E.g. today connection establishment/reconfiguration takes 7-10 exchanges
  - For UMTS only: **UE radio capability** delivery optimizations (e.g. caching)
- Group communication
  - Consider large amount of devices (e.g. meters) providing individual data / receiving common data
  - 3GPP should **extend already existing mechanisms** for broadcast/multicast communication:
    - CBS(Cell Broadcast Service)/PWS (Public Warning System) & MBMS/eMBMS
- 3GPP aspects: UEPCOP, MTCE\_SDDTE, MTCE\_GROUP



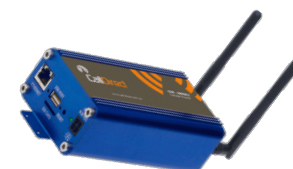
# Proximity services & device-to-device (SA1/SA2)

- Emergence of **proximity based services**
  - Services based on the ability to discover what's around you (e.g. over the top such as 4Square)
- Growing interest of **public safety** providers to adopt LTE
  - Opportunity for LTE operators and LTE ecosystem
  - Public safety also needs a mode of operation where devices discover & can directly connect to each other in absence of network coverage
- Operators can seize **both** of these opportunities in LTE
  - Network control & authorization for discovery & direct communication
  - **Same features become available for public safety & non public safety purposes**
  - Technically superior solution
  - Operator-centric platform compared to over-the-top
- 3GPP aspects: ProSe (WI in SA1 & WI w/ study phase in SA2)



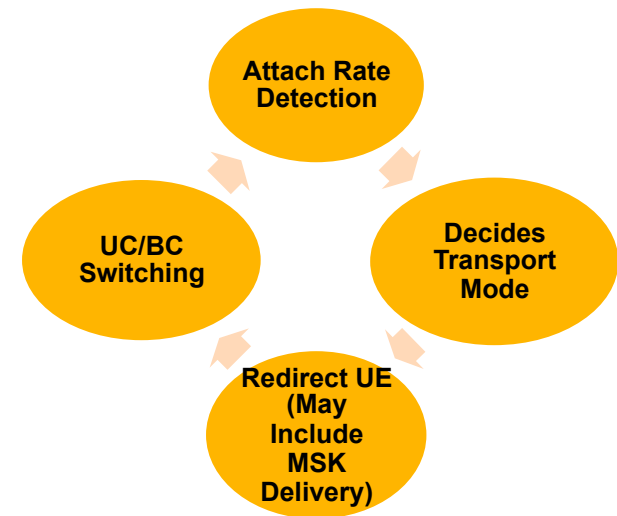
# WiFi in 3GPP (SA2)

- Trend from operators to deploy their own WiFi networks to complement cellular
- We expect two types of deployments & two level of WWAN/WLAN integration
  - Tighter integration in the **Core** (no level of integration with the cellular RAN)
  - Tighter integration in the **RAN** (WiFi as part of the broader cellular RRM)
  - SA should focus on enhancing the former; RAN will focus on the the latter
- What does this mean for SA
  - Integration of WiFi Hotspot 2.0 and 3GPP WLAN **policies**, i.e., ANDSF
    - Better identifiers, improved PLMN selection for WLAN
  - Enhance existing WLAN **access selection** mechanisms
    - Allow interleaved priorities between 3GPP RATs and WLAN
  - Tighter **integration** of WiFi data plane with operator core
    - IP address continuity with multiple APN support over trusted WLAN
- 3GPP SA aspects:
  - WLAN Network Selection for 3GPP Terminals (WLAN\_NS)
  - Study on Optimizing Offloading to WLAN in 3GPP RAT mobility (FS\_WORM)
  - Study on S2a Mobility based On GTP and WLAN access to EPC (FS\_SaMOG)



# eMBMS (SA4/SA2)

- Enabling MBMS for delivering advanced web services in a scalable manner
- **eMBMS On Demand:** Enable eMBMS when sufficient numbers of UEs listen to the same content in the same location
  - Real time (breaking news) and non real time (podcast)
  - Offload from unicast traffic
  - Active service area, MBSFN, and eMBMS service are based on user demand
- **Datacasting Enhancement**
  - Enhancements of datacast & carousel services: provide periodicity to the UE to save battery life
- **Real-time service using MBMS download delivery**
  - Improvements to FLUTE
  - Push-based web services
- 3GPP aspects: WI to be proposed



# Multimedia (SA4)

- Essential that 3GPP continues to enhance its **multimedia** offering as a complement to radio/system evolution
- **Codec Improvements**
  - EVS: new codec speech (ongoing)
    - Focus on wireless usage, i.e. resource efficiency, high quality speech, high capacity
  - HEVC for video (new for Rel-12)
    - Incorporating new high-quality HEVC/H.265 codec into 3GPP services
    - Provides substantial reduction in data rates compared to H.264/AVC
- **Streaming Improvements**
  - DASH
    - DASH is supported since Rel-10
    - Focus is on getting commercial deployments out; developing deployment guidelines in 3GPP
    - Also studying future work focusing on operator control & value
- 3GPP aspects: Ongoing



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 **Thank You!**