

Draft Summary of 3GPP Future Evolution Workshop October 2001



Outline



- Basic assumptions
- High level requirements
- Focus Areas
- Service Examples
- Summary

3

3GPP Future Evolution Workshop Helsinki, Finland, 18-19 October 2001

Basic assumptions

- Future is evolution not revolution
- Where possible, re-use existing techniques/technologies (potential through co-operation with external fora)
- Stabilise before extending
- Improve requirement setting, e.g., include commercial considerations
- Separate fundamental technology (evolutionary part) from dynamic applications (to ensure rapid development of applications)





GLOBAL INITIATIVE

High level requirements (1/3)

- New service/functions shall provide new streams
 of revenue
- Simplicity for the end user
- Simplicity of network Optimisation and cost reduction
- Limit the number of options
 - not several services to offer roughly the same service
 - reduce number of competing toolkits
 - not several techniques to provide same service
 - reduce the number of options within protocols



High level requirements (2/3)

- Define Generic APIs which allow application creation. The APIs should include interface with underlying QoS capabilities
- Create a simple IMS interface towards external networks
 - User access
 - Service interworking
 - Application delivery
- Improve O&M and customer care possibilities
- Improvement for PS domain (e.g., traffic increase)
- Radio Access improvements, e.g., improved spectrum efficiency, quality and coverage



High level requirements (3/3)

- Utilisation of alternative access technologies, e.g., for hotspot coverage (e.g. WLAN, HIPERLAN, 802.11 a+b, Bluetooth, new technology)
- Seamless service provision across environments
- Exploitation of inherent network functions such as security, authentication billing etc.
- New functions needs to include
 - Charging
 - Security
 - O&M with support for customer care
 - Testing



Focus areas

- Enhancements of IMS
- Optimisation of dual-mode UTRAN-GERAN
- Wireless LAN Integration/interworking
- Multimedia Broadcast and Multicast
- Infrastructure sharing
- Utilisation of extension bands
- Open & secure terminal Architecture
- Support for Corporate Network
- Support of applications scalable to the terminal capability and environment (e.g. XHTML, J2ME, scalable audio/video)
- Improved QoS handling for realtime

Service Examples (1/3)

- Financial
 - Micropayment
 - Mobile banking
 - Shopping
 - Stock Trading
 - Recognition techniques
- Location Based
 - Advertising
 - Find a friend, my car, restaurant etc.



Service Examples (2/3)

- Control and Monitoring
 - Telematics
 - Remote control of appliances
 - Machine to machine communication
- Multi-user applications
 - Video chat
 - Game highlights
 - Shared experience
- Multimedia
 - Voice/multimedia over IP
 - Adult chat line
 - Multimedia Broadcast and Multicast Service*



Service Examples (3/3)

- Information
 - Live news
 - Transportation
 - Preload info prior to travelling
- Distributed Speech Recognition (DSR)*
- Digital Rights Management (DRM)*
- Generic user profile*
- UE functionality split*



* Work item exist



1111



Summary

- *Be realistic* correct and complete the existing standard before any major new changes are made
- To fully utilise the existing standard, the end-to-end and end-user aspects needs to be in focus
 - Improve the support for 3rd party applications
 - Simplicity for the user
 - Better mechanism for customer care
- Reduce deployment cost and options
- Spectrum efficiency needs to be kept in mind