Οικονομικό Πανεπιστήμιο Αθηνών
Τμήμα Πληροφορικής

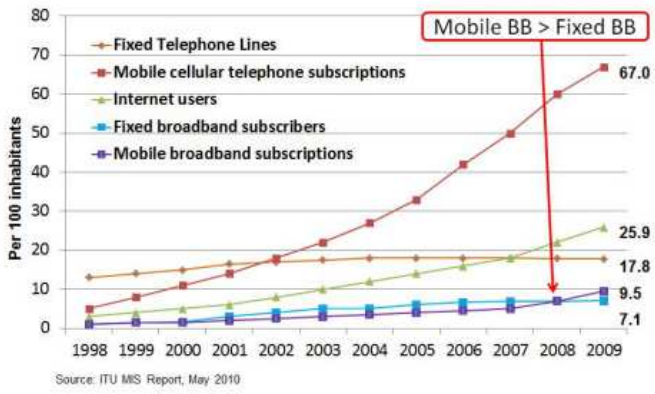
Ευφυή Κινητά Δίκτυα: Επισκόπηση και Τάσεις

Εαρινό Εξάμηνο 2022-23

Βασίλειος Σύρης

1

Fixed versus mobile broadband



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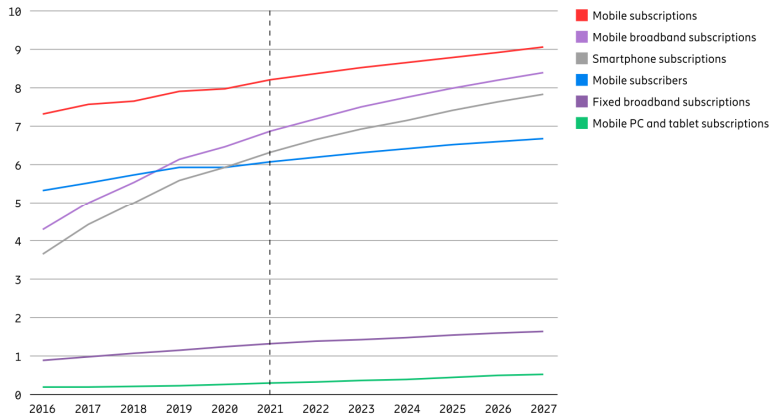
Current period

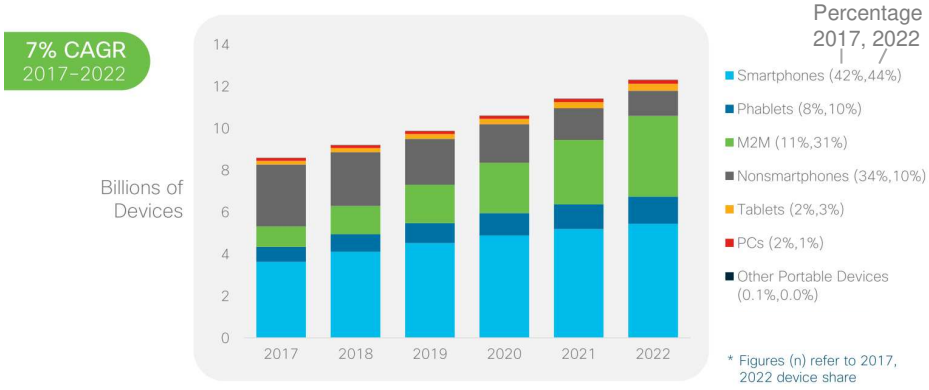
Subscriptions increasing faster than subscribers



Source: Ericsson Mobility Report, June 2022

3

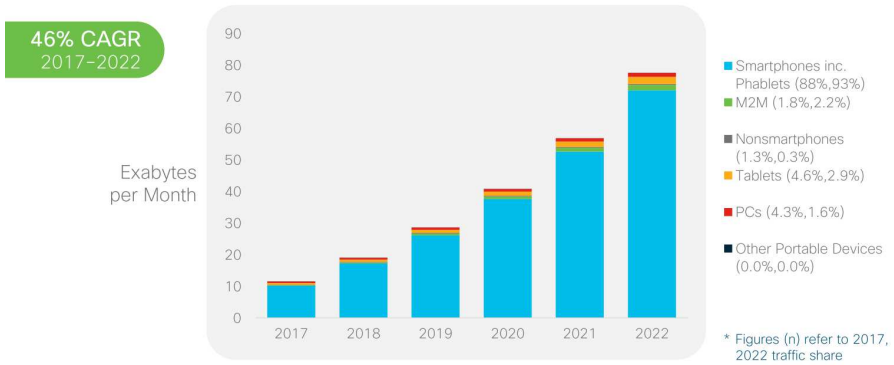
Global mobile device growth



Source: Cisco VNI Global Mobile Data Traffic Forecast Update, 2017-2022

4

Traffic volume and device type



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5

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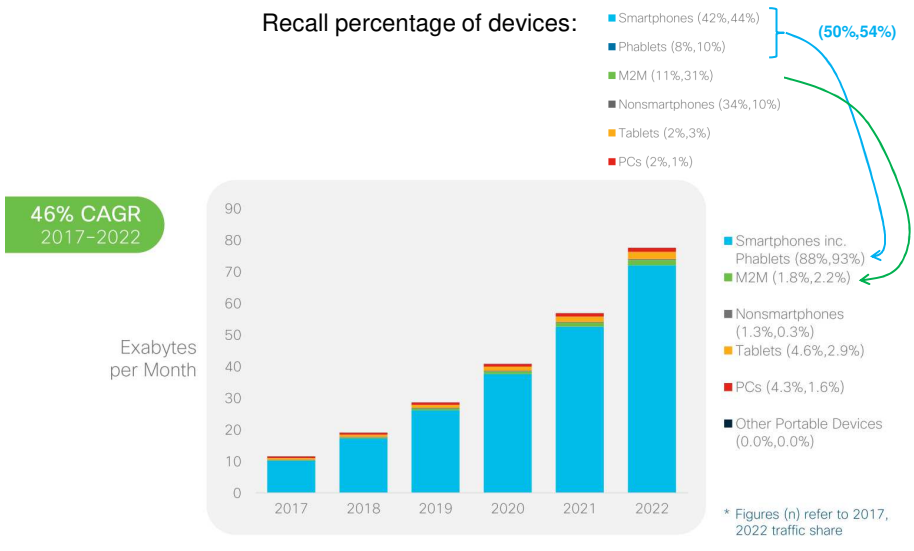
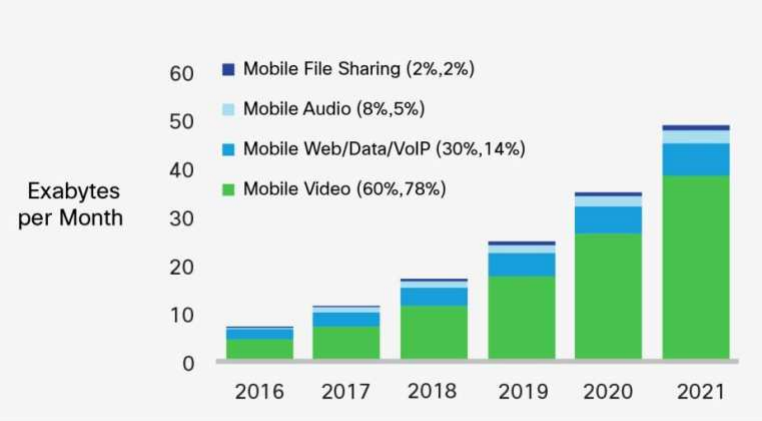


Source: Cisco VNI Global Mobile Data Traffic Forecast Update, 2017-2022

6

Traffic type

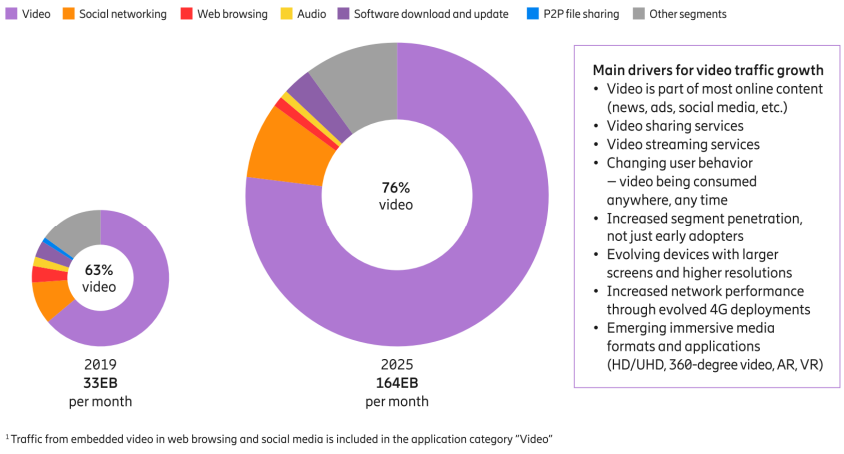


Note: Figures in parentheses refer to 2016 and 2021 traffic share.

Source: Cisco VNI: Global Mobile Data Traffic Forecast Update, 2017

7

Traffic type



Main drivers for video traffic growth

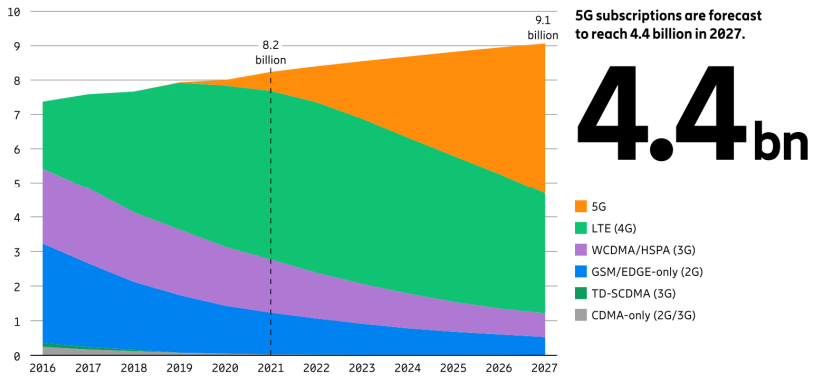
- Video is part of most online content (news, ads, social media, etc.)
- Video sharing services
- Video streaming services
- Changing user behavior – video being consumed anywhere, any time
- Increased segment penetration, not just early adopters
- Evolving devices with larger screens and higher resolutions
- Increased network performance through evolved 4G deployments
- Emerging immersive media formats and applications (HD/UHD, 360-degree video, AR, VR)

[1] Traffic from embedded video in web browsing and social media is included in the application category "Video"

Source: Ericsson Mobility Report 2020

8

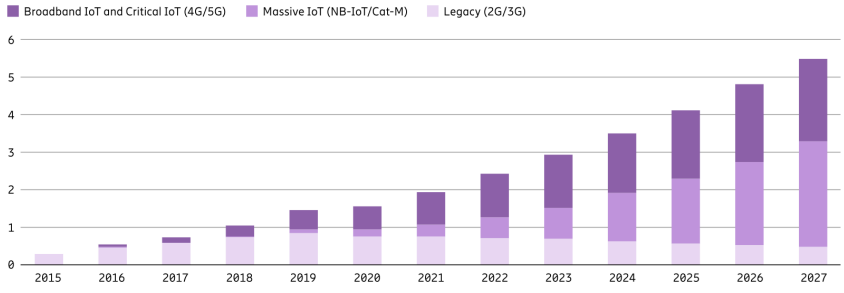
Cellular technologies



Source: Ericsson Mobility Report, June 2022

9

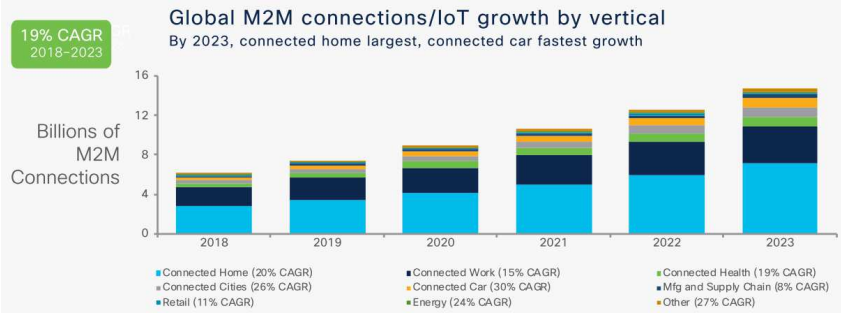
Cellular IoT



Source: Ericsson Mobility Report, June 2022

10

M2M/IoT applications



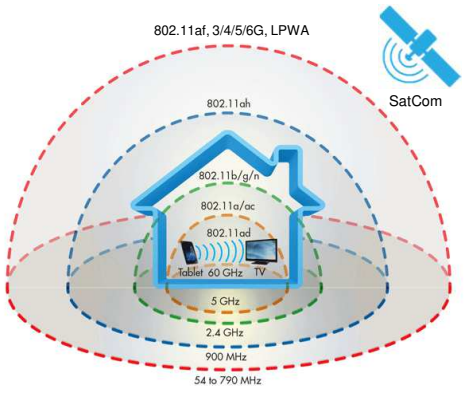
- Connected home applications (home automation, home security and video surveillance, connected white goods, and tracking applications) 48% by 2023
- Connected car applications (fleet management, in-vehicle entertainment systems, emergency calling, Internet, vehicle diagnostics and navigation etc.) fastest-growing category, at a 30% growth

Source: Cisco Annual Internet Report, 2018–2023

11

The importance of slow and short

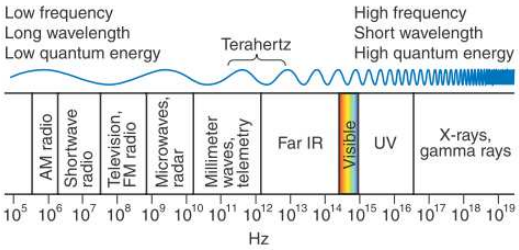
- Fast (high speed) & long distance important
- Slow & short equally important
  - Longer battery lifetime, lower device cost, higher security
- Recent technologies:
  - IEEE 802.11ad/ay (WiGig): 60GHz, single room
  - IEEE 802.11af (white Wi-Fi), 802.11ah (low power Wi-Fi): <900MHz, long distance
  - 4G/LTE-M Rel-12/13: 1.4MHz, 0.2MHz (Broadband: 20MHz)



IoT (Internet of Things)

12

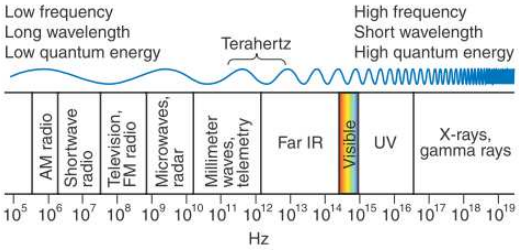
Moving to higher frequencies ...



- 5G in Greece: 700 MHz, 2 GHz, 3.4-3.8 GHz, 26 GHz
  - 3G/4G bands: 800 MHz, 1.8 GHz, 2.1 GHz, 2.6 GHz
- mm-wave: 26-300 GHz (802.11ad/ay,WiGig: 60 GHz)

13

Moving to higher frequencies ...



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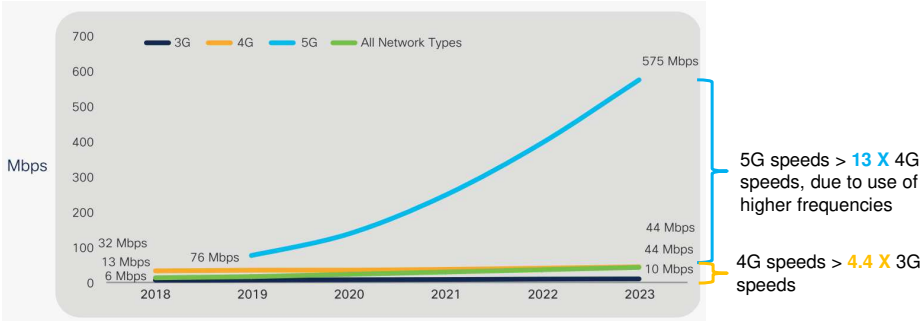
14

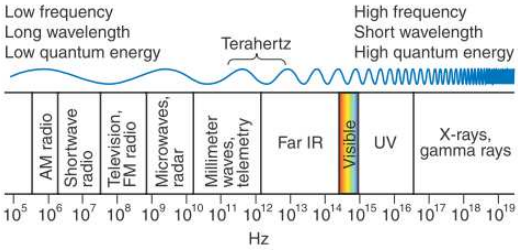
Higher frequency benefits



Source: Cisco Annual Internet Report, 2018–2023

15

Moving to higher frequencies ... without leaving lower frequencies



A mobile network will be able to use all bands opportunistically

*This justifies need for wireless & mobile networks to be **intelligent***

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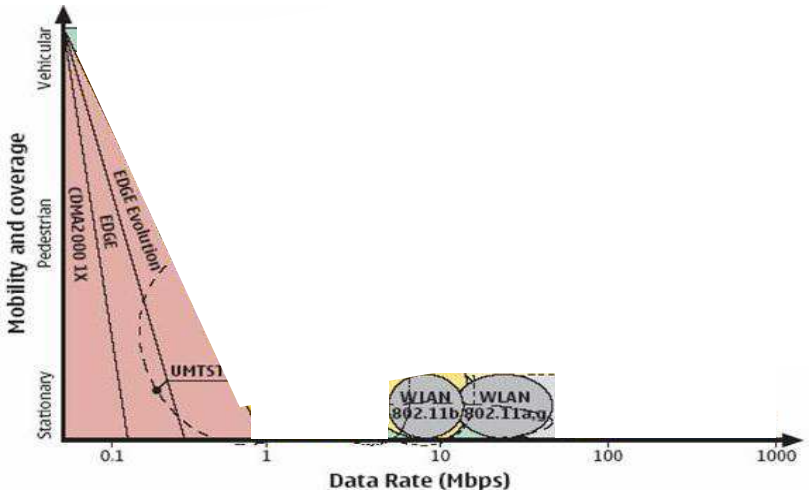
  - 3G/4G bands: 800 MHz, 1.8 GHz, 2.1 GHz, 2.6 GHz
- mm-wave: 26-300 GHz (802.11ad/ay,WiGig: 60 GHz)
- Terahertz: 300 GHz-3 THz
- Visible light: 430-750 THz, infrared: 300-430 THz, ultraviolet: 750-1650 THz

6G

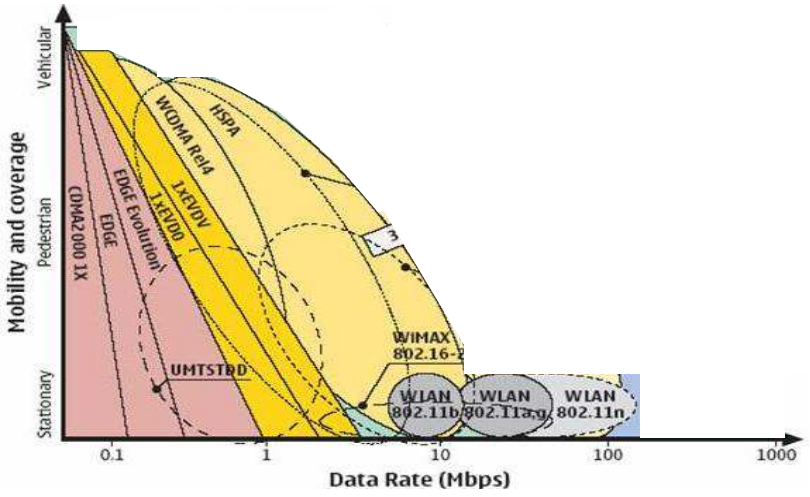
16

Evolution



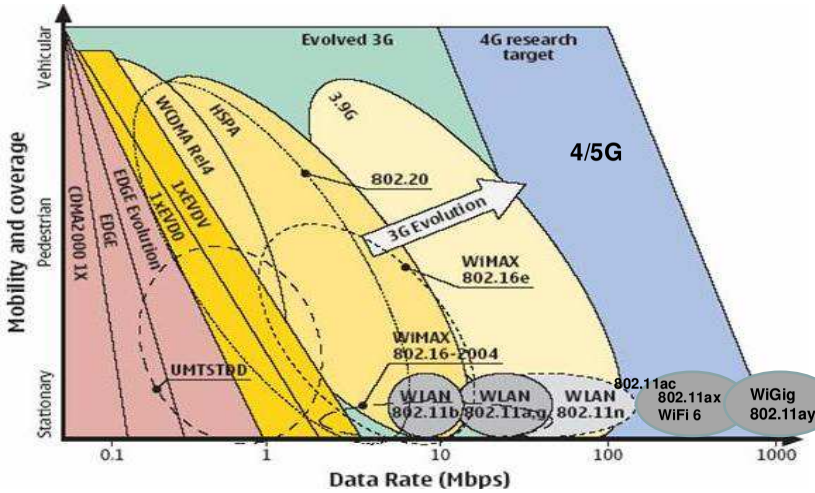
17

Evolution



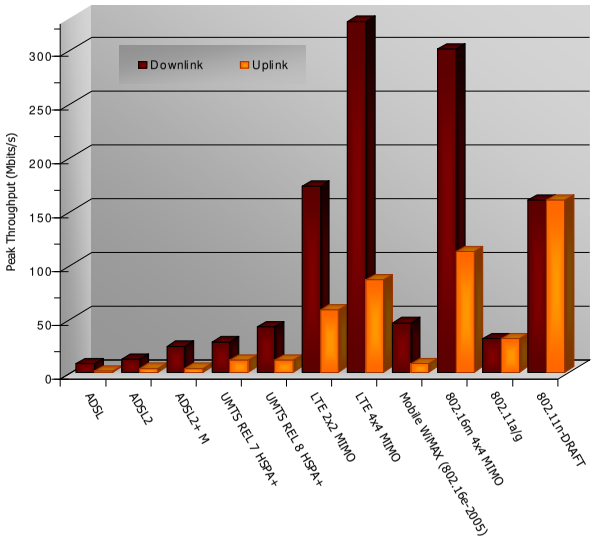
18

Evolution



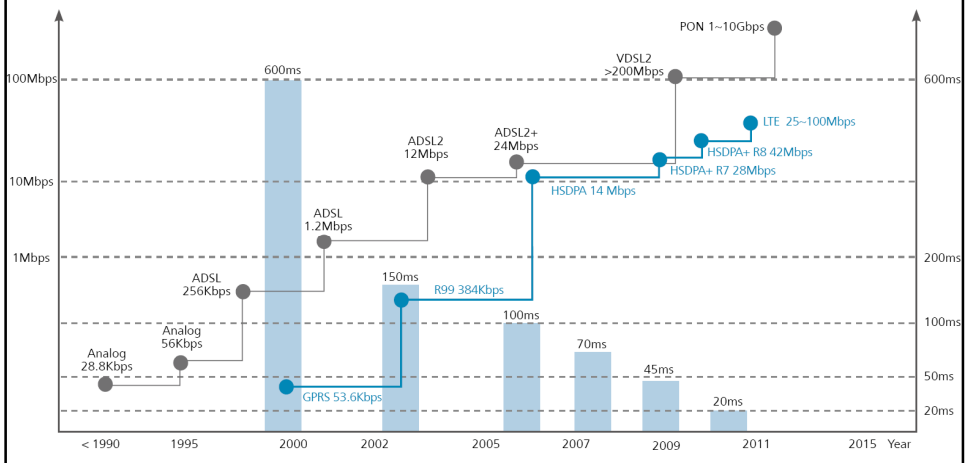
19

Uplink versus downlink



20

Wired versus wireless



source: Huawei

21

Mobile network evolution

- 1st Generation
  - Analogue mobile phone (e.g., AMPS, NMT)
  - Low quality speech, low speed data 2.4 kbps
- 2nd Generation
  - Digital mobile (e.g., GSM)
  - Digital voice, low speed data (9.6 kbps)
- Generation 2.5 [2.5G]
  - Packet switching data, Internet access
    - e.g., GPRS
  - higher data-rates
    - 10…171.2 kbps, in theory, ~40 kbps in practice

22

Mobile network evolution (cont)

- 3rd Generation [3G, 3G+]
  - (digital) multimedia (e.g., UMTS)
  - Higher data-rate (144 kb/s … 2 Mb/s, in theory)
  - HSDPA, HSUPA, HSPA, LTE
  - Interoperation with 2G and national roaming
- 4th Generation [4G]
  - Seamless High-speed wireless Internet access (e.g., LTE-Advanced, IEEE 802.11n, mobile WiMAX, 802.16e)
    - IP based communication (11 … 54 Mb/s)
  - Short range, high capacity Wireless Internet Access (1 Gb/s)
  - "virtual reality" connection to the Internet
- 5th Generation [5G]
  - Heterogeneous small cells
  - mmWave
  - Network slicing, Network Function Virtualization (NFV)

23

Wireless Evolution

- Unlicensed spectrum
- WLANs 802.11 (Wi-Fi):
  - 802.11b, 802.11g/a, 802.11n/Wi-Fi 4 (~150-300Mbps),
  - 802.11ac/Wi-Fi 5 (~300-900Mbps, max 5.4Gbps)
  - 802.11ax/Wi-Fi 6 (max 9.6Gbps) - 2020
  - 802.11ad (WiGig, 60 GHz, up to 8Gbps)
  - 802.11ay (WiGig2, 60 GHz, up to 176 Gbps)
  - 802.11ah (700 MHz), 802.11af (TV white spaces), long range communication
- Metropolitan/community wireless networks, opportunistic device-to-device communication

24

Wired vs. wireless

- wired: very low attenuation, no interference, low bit error probability, high deployment cost (digging)
- wireless: high attenuation (variable), interference (variable), high bit error probability (variable), low deployment cost

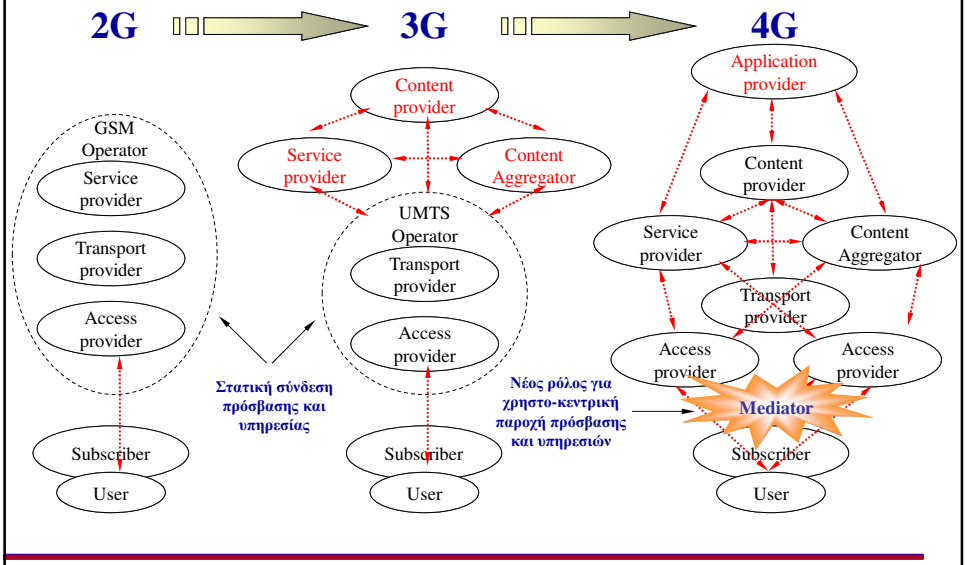
25

Packet-based future

	2G (2000)	Early 3G (2002/3)	Late 3G (2004/5)	4G (2006+)
Air Interface				
Voice	Circuit	Circuit	Circuit	Packet
Data	Circuit	Packet	Packet	Packet
Access Network				
Voice	Circuit	Circuit	Packet	Packet
Data	Circuit	Circuit	Packet	Packet
Core Network				
Voice	Circuit	Packet	Packet	Packet
Data	Overlay Packet	Packet	Packet	Packet

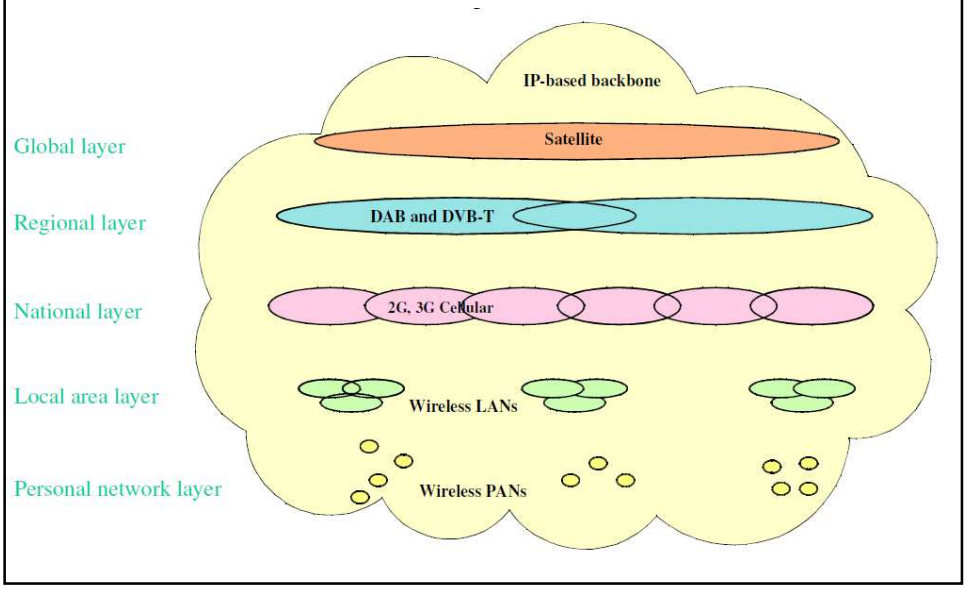
26

Service provision model trends



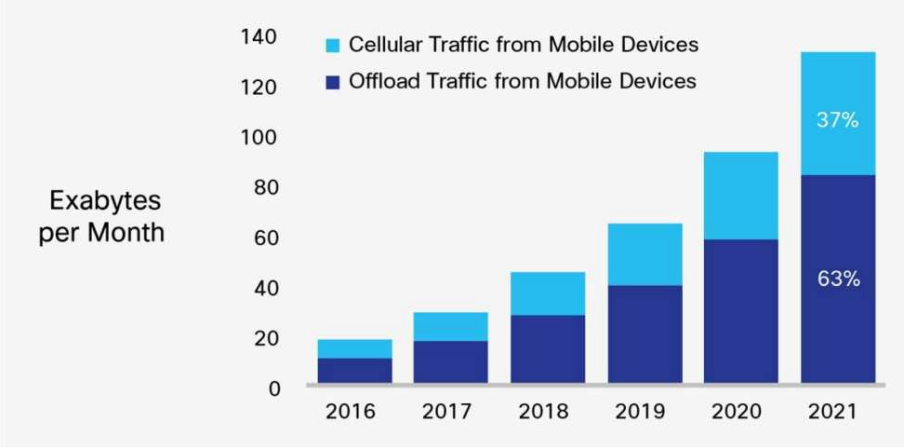
27

Interconnection at multiple layers



28

Mobile traffic offloading



Note: Offload pertains to traffic from dual-mode devices (excluding laptops) over Wi-Fi or small-cell networks.

Source: Cisco VNI: Global Mobile Data Traffic Forecast Update, 2017

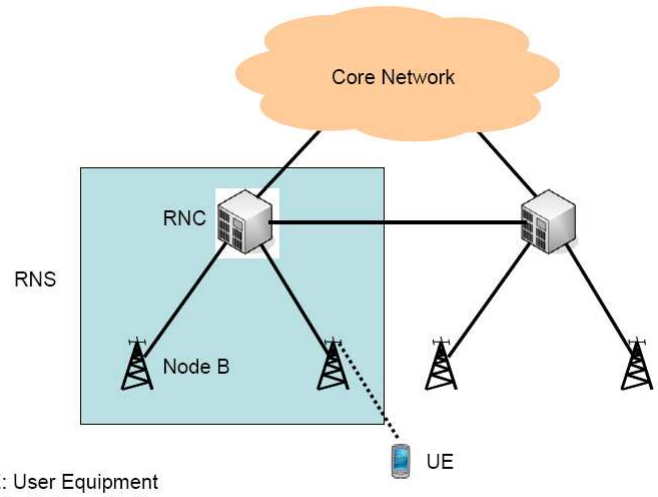
29

Wireless architectures

- Cellular
  - hierarchical RAN (Radio Access Network)
  - moving towards flat, peer-to-peer, mesh
- WLAN
  - local connectivity (until now)
  - dense deployments
- Wireless multihop
  - Ad Hoc: infrastructure-less
  - Wireless Mesh Networks: GateWays connecting to fixed network
- Sensor networks

30

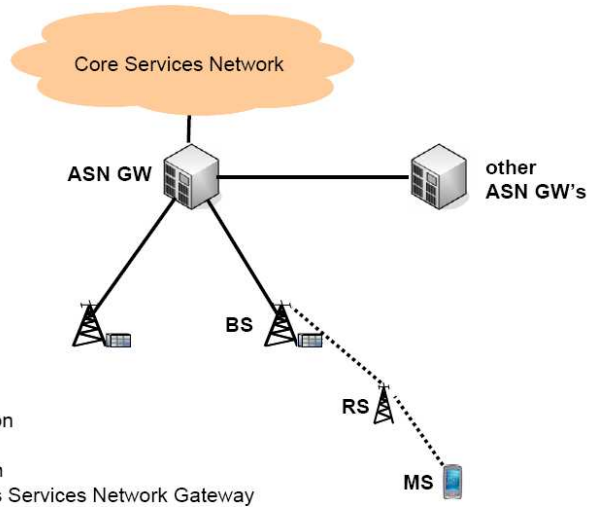
3G/UMTS Hierarchical Radio Access Network (RAN)



UE: User Equipment
Node B: Base Station
RNC: Radio Network Controller
RNS: Radio Network Subsystem

31

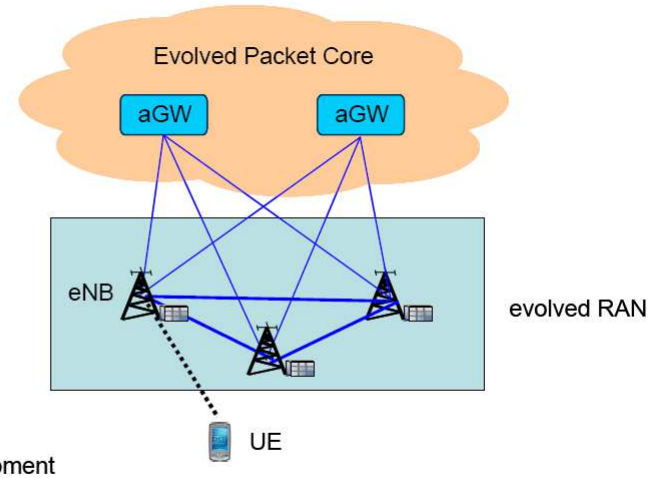
WiMAX (IEEE 802.16) RAN with relaying



MS: Mobile Station
BS: Base Station
RS: Relay Station
ASN GW: Access Services Network Gateway

32

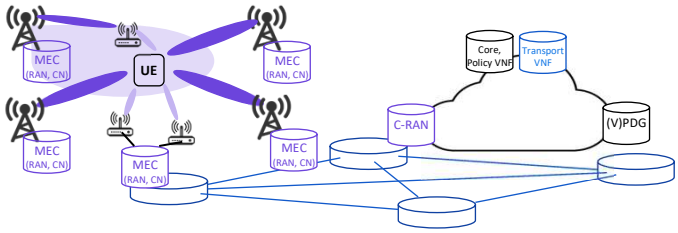
3G Long Term Evolution (LTE) RAN



UE: User Equipment
aGW: Access Gateway
eNB: enhanced Node B

33

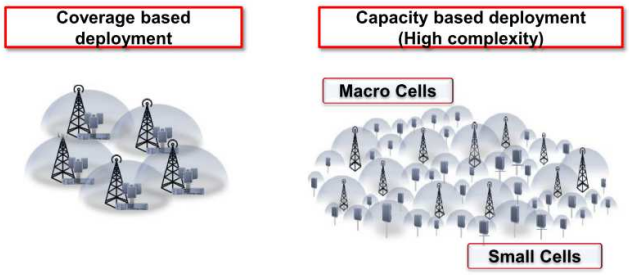
5G flexibility



- 'Softwarisation' of the network
- NFV and SDN – enabling flexibility in where functions are deployed and scaled
- CP/UP split – decoupling of user plane traffic from control plane functions
- C-RAN – removal of functionality from cell sites to consolidation point in the network
- MEC – pushing Core Network functions and content ingress to cell sites

34

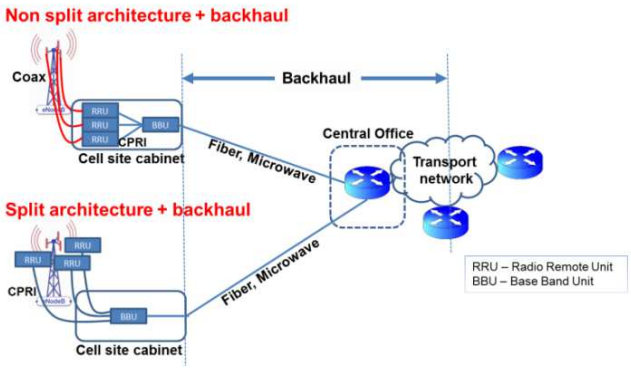
From coverage to capacity deployments



- Installation/Maintenance/Interference optimization is important
- Centralization necessary => Cloud RANs
- Intelligent necessary

35

RRU-BBU separation

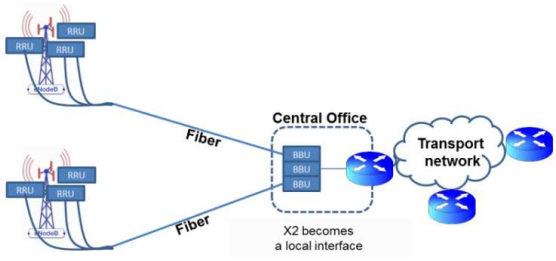


- RRU (Radio Remote Unit): sends/receives signals (EM waves) through antenna
- BBU (BaseBand Unit): conversion between analog and digital signals

36

BBU centralization and pooling: Cloud RAN

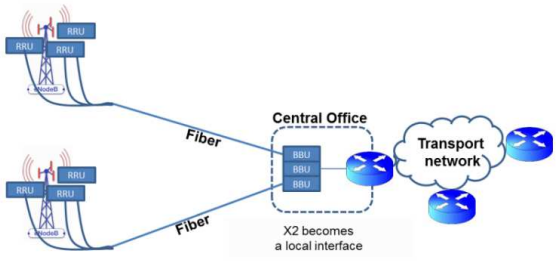
BBU centralization:



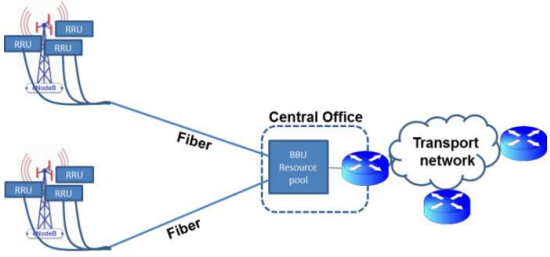
37

BBU centralization and pooling: Cloud RAN

BBU centralization:

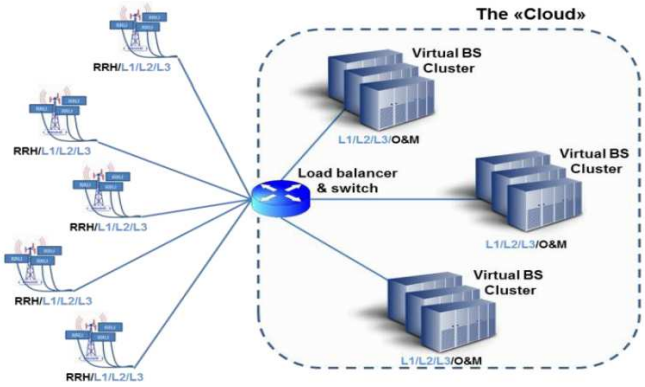


BBU pooling (Cloud RAN):



38

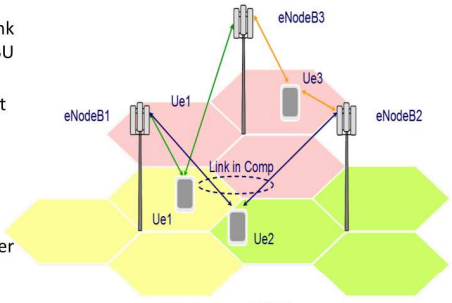
Cloud RAN with virtualization

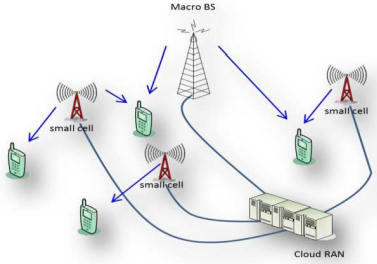


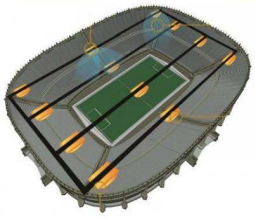
39

Cloud RAN with virtualization: Why?

- **Inter-site CoMP**: both downlink and uplink algorithms (up to Rel. 12) require BBU centralization (intra eNodeB solutions).
- Macro only solutions show limited gains at cell edge. **Higher values for uplink CoMP** and in intra-site only (adressed by first implementations)
- **Higher gains in HetNet scenarios** (for example Stadium) due to the higher interference levels:



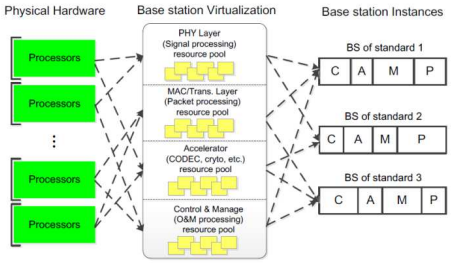




40

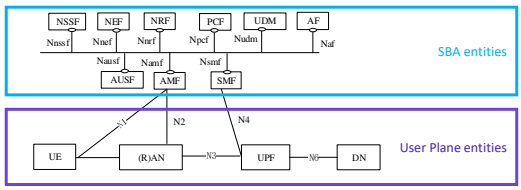
Virtualization gains

- HW and SW totally decoupled
- Operator can dynamically allocate processing resources within a centralized baseband pool to different virtualized base stations and different air interface standards
- simpler inter-vendor interoperability
- cost reduction to manage, maintain, expand and upgrade base station



41

5G CN: Service-Based Architecture (SBA)



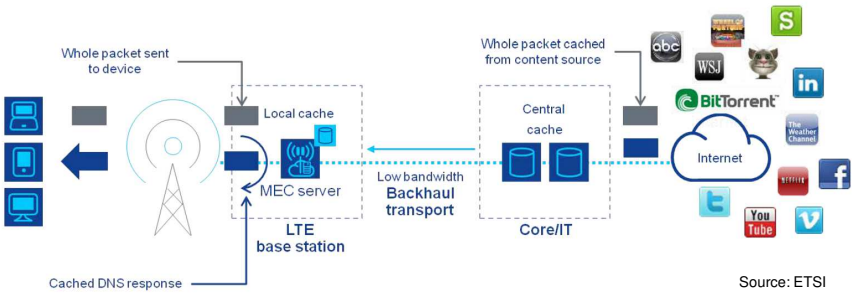
Authentication Server Function (AUSF)
Access and Mobility Management Function (AMF)
Session Management Function (SMF)
Network Slice Selection Function (NSSF)
Network Exposure Function (NEF)
NF Repository Function (NRF)
Policy Control Function (PCF)
Unified Data Management (UDM)
Application Function (AF)

Unified Data Repository (UDR)
Unstructured Data Storage Function (UDSF)
5G-Equipment Identity Register (5G-EIR)
Security Edge Protection Proxy (SEPP)
Network Data Analytics Function (NWDAF)

User Plane Function (UPF)
Data Network (DN), e.g. operator services, Internet access or 3rd party services
User Equipment (UE)
(Radio) Access Network ((R)AN)

42

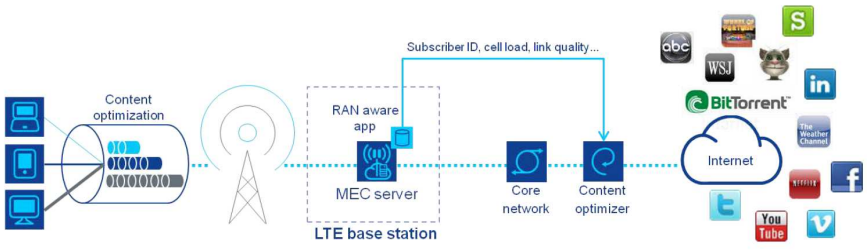
Multiaccess Edge Computing: Caching



Source: ETSI

43

MEC: Content optimization

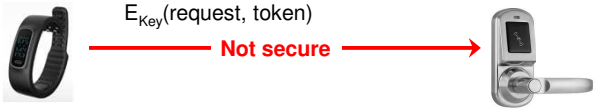


Source: ETSI

44

From **small cells** to **no cells**: device-to-device communication

- Constrained IoT devices (Things): limited/no connectivity, insecure channel



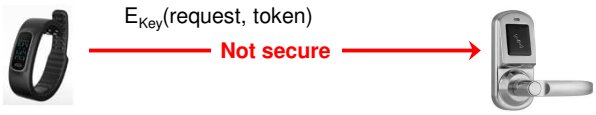
Disconnected from the Internet device

Disconnected from the Internet device

45

From **small cells** to **no cells**: device-to-device communication

- Constrained IoT devices (Things): limited/no connectivity, insecure channel
- Secure and trusted communication between disconnected IoT devices
  - Trusted = perform actions according to owner defined policies



Disconnected from the Internet device

Disconnected from the Internet device

46