

# 6G Requirements and Potential Enabling Technologies from the Perspective of Mobile Operators

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All things wireless ●

# Agenda

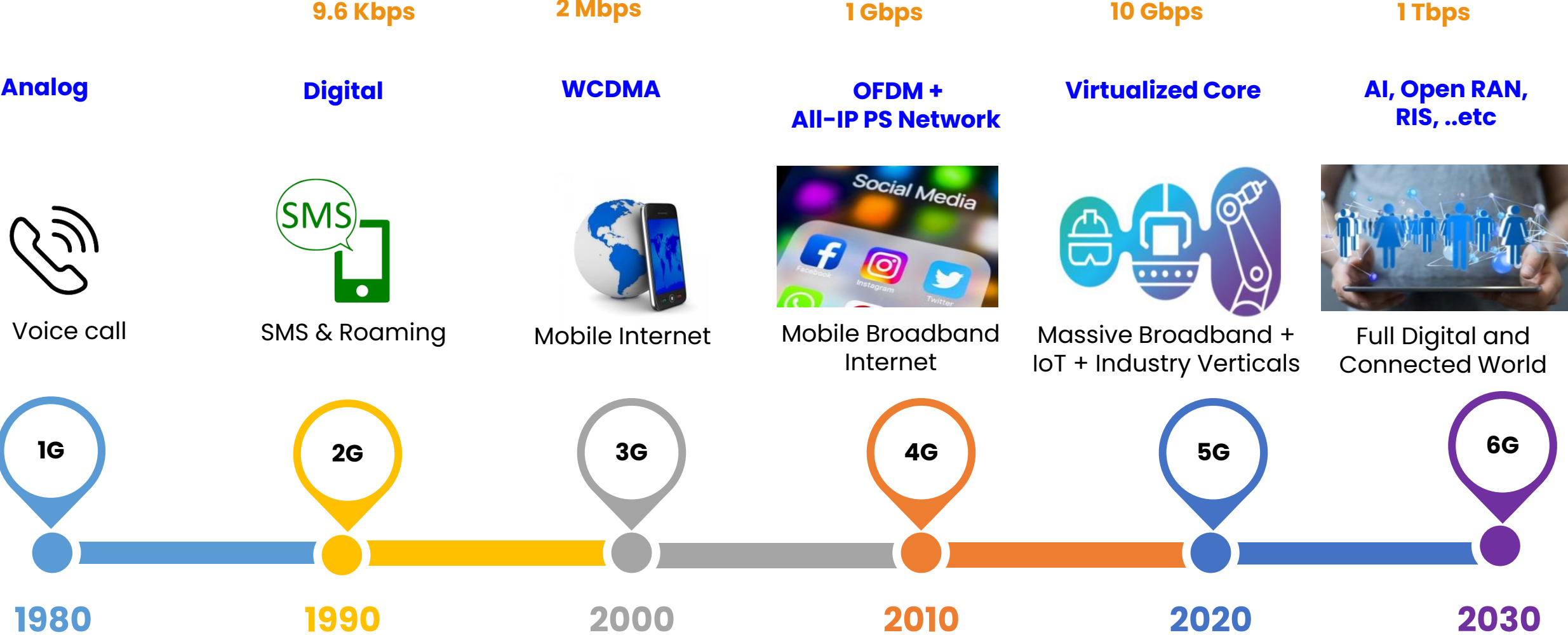


- Mobile Networks Evolution – From 1G to 6G
- Current 5G Services for B2B and B2C Use Cases
- Challenges for 5G B2B Use Cases
- A Tentative Roadmap and Timeline for 6G
- 6G Key Requirements
- 6G KPIs
- Potential Enabling Technologies



# 5G Status

# Mobile Networks Evolution – From 1G to 6G





# Current 5G Services for B2B and B2C Use Cases



## 5G Vision



## 5G Reality



Making voice calls



Watching and sharing videos and selfies

**B2C**

**Worldwide, there are no (or just few) 5G services for B2B industry verticals**

**B2B**

# Challenges for 5G B2B Use Cases



**5G is a game-changer for many B2B industry verticals, but not yet a game-winner. Why?**

## Businesses Challenges:

**Lack of business cases**

**Delay in ecosystem readiness (devices and network)**



## Mobile Operators Challenges:

**Not willing to upgrade to meet business demand unless there is clear demand**

**It takes time to develop different SLA levels based on unique business requirements**

**Not straightforward to develop Business model for charging**





# Towards 6G

# G+ Happens Every 10 Years and 6G Won't Be an Exception



## Marketing machinery is in full gear



<b>Vendors</b>	G+ will be cash cow because of the many great verticals it can serve
<b>Regulatory body</b>	G+ will accelerate the digitalization of economies and society
<b>Univ. Researchers</b>	G+ will eliminate drawbacks of G and introduce technological advances
<b>Mobile Operators</b>	G+ is the answer to all emerging needs of consumers, businesses, and society

<b>Benefits</b>
Selling more equipment
Selling more Spectrum
Getting research funds
New revenue streams

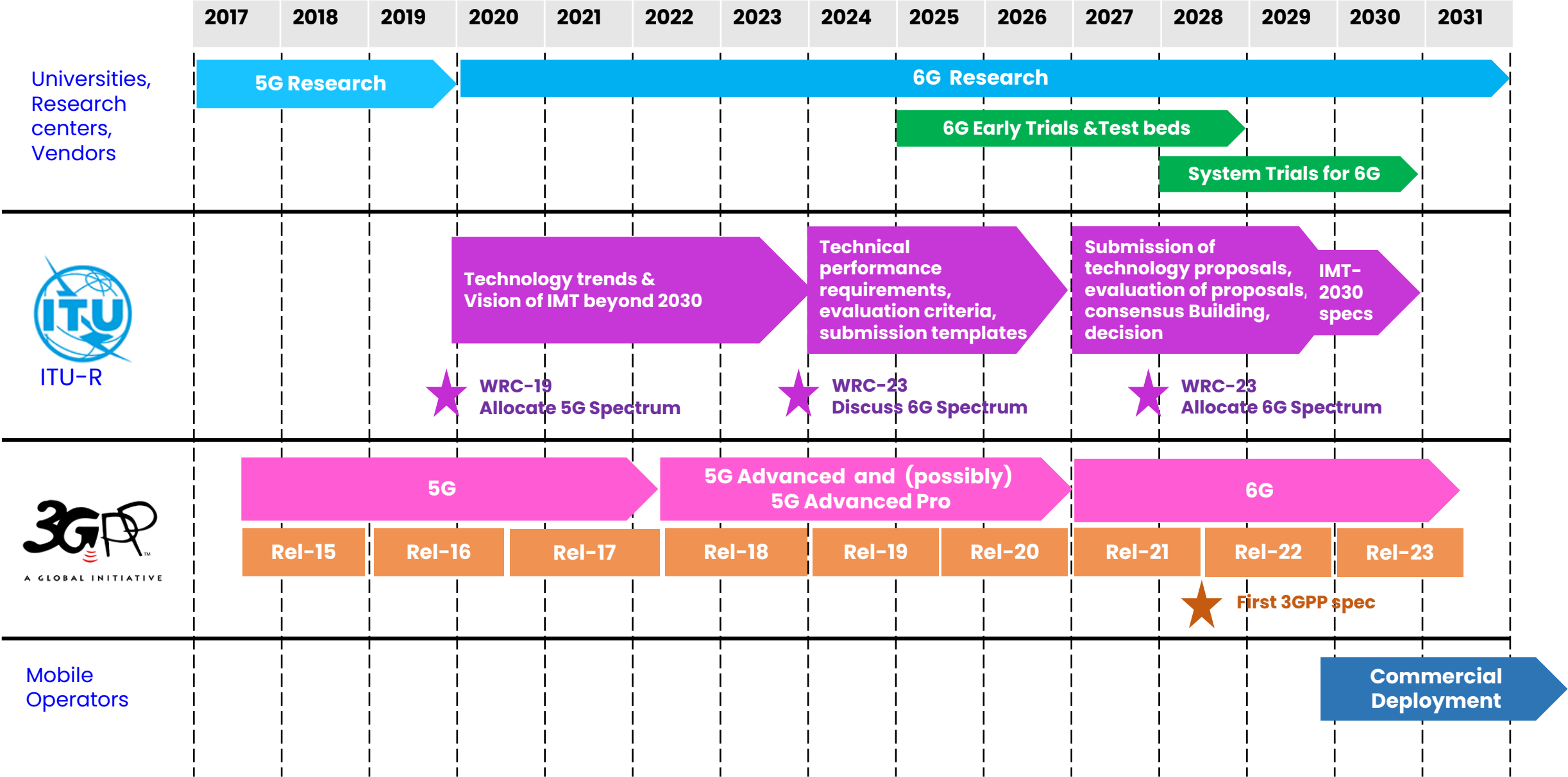
## Beneficiaries' hopes

<b>Consumers</b>	Improved user experience at competitive pricing
<b>Businesses</b>	Cost-efficient ways to enhance existing businesses and explore new ones
<b>Society</b>	Privacy and health (e.g., limited Electromagnetic Field (EMF) emissions )

**In conclusion, 6G will happen in 2030 and 7G in 2040 (if not earlier)**



# A Tentative Roadmap and Timeline for 6G



# 6G Key Requirements



Perception of Infinite Capacity

- Higher data rates for Immersive virtual environments such as Metaverse & extended reality (xR)
- Higher connection density to support the ever increasing demands of connected devices



Resilience and security

- Resilience = high robustness + fast recovery over failure
- Secure, reliable, and available under all circumstances



Sustainability

- Significant reduction in energy consumption per bit
- Green energy for RAN (e.g. energy produced by nearby solar panel and stored in battery bank)
- Fully recyclable components




Ubiquitous 3D coverage

- Elimination of dead spots
- High-speed wireless connectivity throughout land, sea, sky, space

# 6G KPIs



KPI	5G	6G
<b>Peak data rate</b>	<b>20 Gbps</b>	<b>1 Tbps</b>
User experienced data rate	100 Mbps	1 Gbps
Peak spectral efficiency	30 b/s/Hz	60 b/s/Hz
User experienced spectral efficiency	0.3 b/s/Hz	3 b/s/Hz
<b>End-to-End latency</b>	<b>10 ms</b>	<b>1 ms</b>
Radio-only latency	1 ms	100 microseconds
<b>Block Error Rate (BLER)</b>	<b>10<sup>-5</sup></b>	<b>10<sup>-9</sup></b>
Connection density	10 <sup>6</sup> devices/Km <sup>2</sup>	10 <sup>7</sup> devices/Km <sup>2</sup>
<b>Network energy efficiency</b>	<b>Not Specified</b>	<b>1 pJ/b</b>
Position accuracy	1 m	0.1 m
<b>Mobility</b>	<b>500 Km/h</b>	<b>1000 Km/h</b>
Maximum frequency	100 GHz	10 THz
Maximum bandwidth	1 GHz	100 GHz
<b>Satellite integration</b>	<b>Partial</b>	<b>Fully</b>



# Potential 6G Enabling Technologies



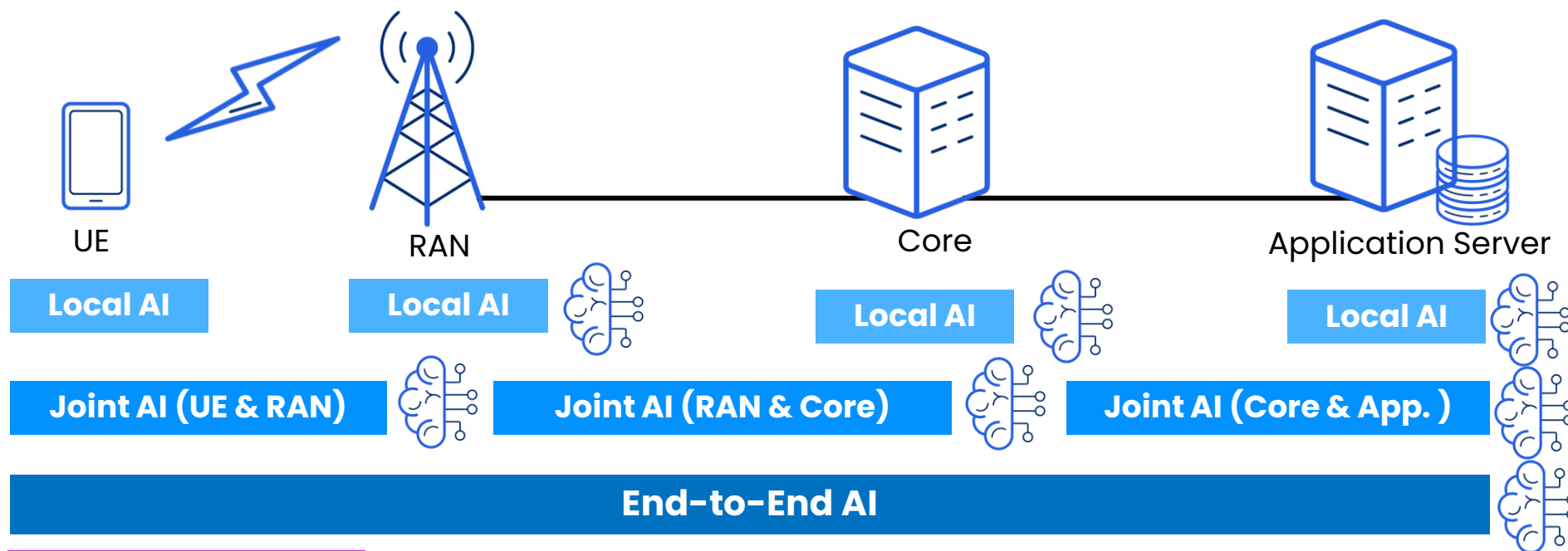
# Potential Enabling Technologies



There are many interesting technologies that have potential to enable 6G.

The focus here is on some 6G enabling technologies that have potential to noticeably contribute to Mobile operators businesses in term of creation of revenue and growth.

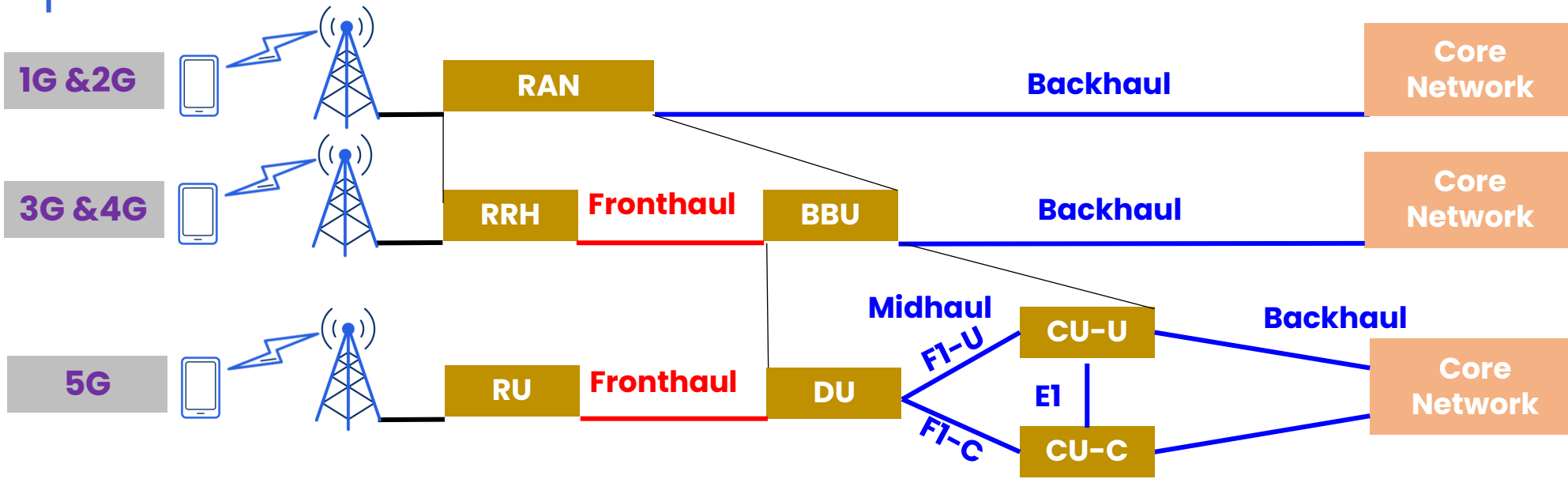
# AI-Native Design for Better Teaming



- Local UE/RAN** • e.g., Channel estimation and prediction
- Joint RAN $\leftrightarrow$  Core** • e.g., Handover optimization - predict future users' location/speed to trigger handover on time
- Core** • e.g., How to manage signaling storms when Network falls down and recovers

- E2E AI benefits:**
- Predict anomalies in network operation → take corrective action on time → enhance network reliability and achieve OPEX reduction
  - Optimized network slicing → Can accommodate new Network slices for additional industry vertical → enhance network efficiency and reduce CAPEX

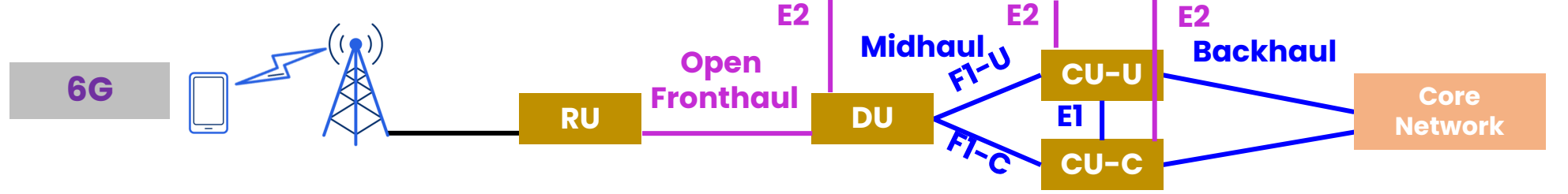
# Open RAN



**Orchestration & Automation**  
Design, Inventory, Policy, Configuration, RIC Non-Real Time

AI

**RAN Intelligent Controller (RIC) Near-Real Time**  
RAN DB, 3<sup>rd</sup> Party APP, Radio Connection/QoS/Mobility/Interference Mgmt, Trained Model

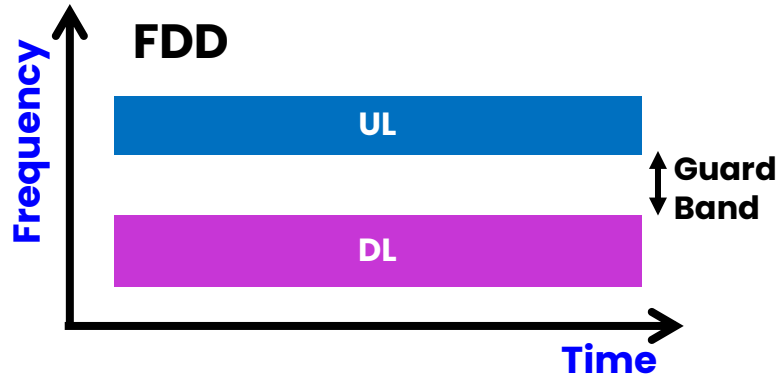


**Open RAN benefits:**

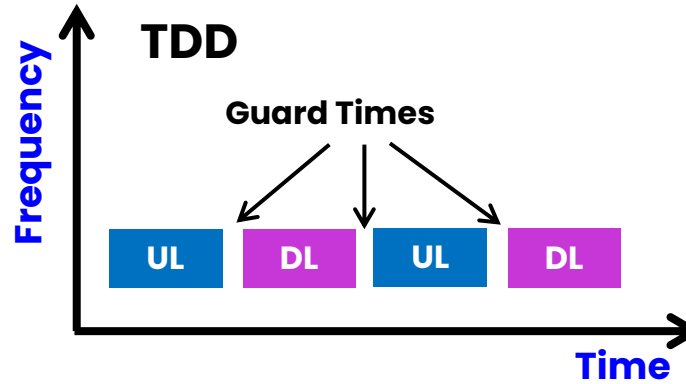
- Open interfaces for Interoperability
- Open Ecosystem (no vendor lock-in),
- Innovation,
- Quick Time-to-Market,
- Intelligent Management

→ **Significant reduction in OPEX & CAPEX**

# In-band Full-Duplex Communication



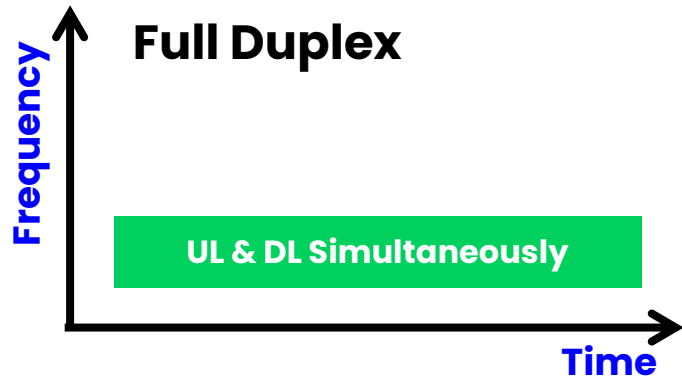
Tx & Rx at the same time, but each has dedicated block of spectrum



Tx & Rx in alternating time slots, using a single block of spectrum, but feels like simultaneous Tx & Rx

1G, 2G, & 3G:  
FDD

4G & 5G:  
FDD & TDD



Tx & Rx at the same time, using a single block of spectrum

6G: Full-Duplex, FDD,  
and TDD

Need self-interference technology that allows a radio to completely cancel out its own transmission, such that it can receive in the same block of spectrum .

## Full-Duplex Benefits:

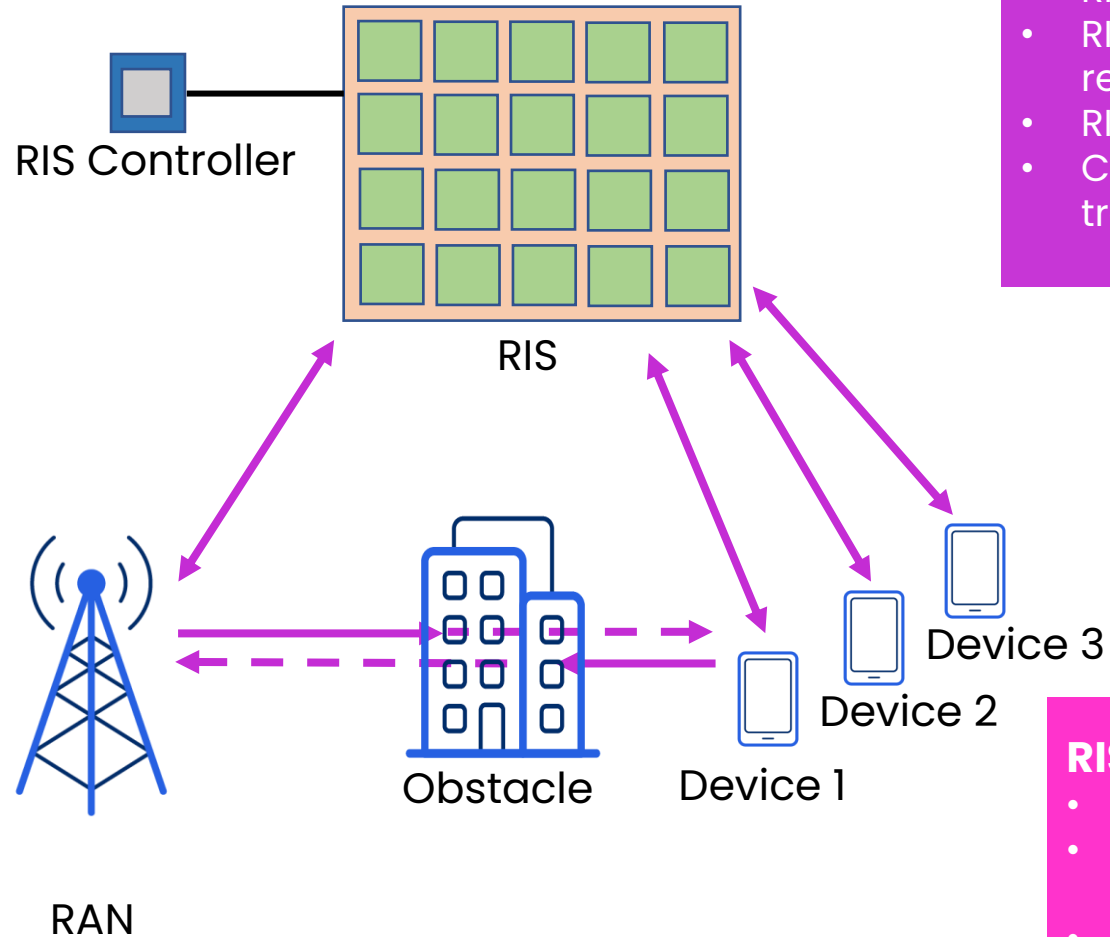
- Doubling spectral efficiency → Can get the job done using  $\frac{1}{2}$  of the available block of spectrum → Next spectrum auction purchase only  $\frac{1}{2}$  of otherwise needed spectrum → Cost saving
- Use of Relays to extend coverage of mmWave



# Reconfigurable Intelligent Surfaces (RISs)



**Goal: to partially control the channel for better coverage and data rate gains**



- RIS is a two-dimensional grid of antennas/reflectors, whose properties are reconfigurable rather than static
- RIS Controller controls the RIS antennas/reflectors
- RIS system is almost passive (i.e., signal is not amplified or regenerated), the only power consumed is the one by RIS controller
- RIS system increases coverage
- Can be placed on building facades, billboards, underground ceilings, train stations, airports

When compared to rely, RIS system has:

- Simplified hardware,
- Much lower energy consumption,
- Lower cost

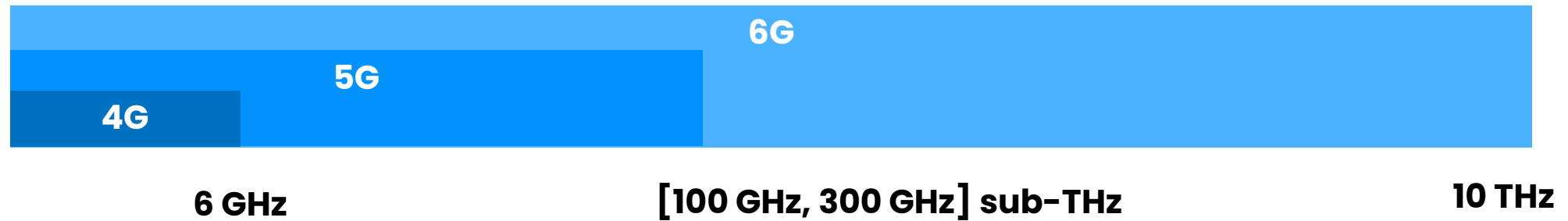
## RISs benefits:

- **Better Planning:** When placing a new RAN is difficult or costly
- **Deployment cost:** Accelerating the use of mmWave in cost effective manner
- **Sustainability:** Lowering energy consumption
- **Society:** Reducing exposure to electromagnetic fields (EMF)

# Terahertz Communication



Don't Give Up on Terahertz (THz) bands (0.1-10 THz) . Likely, it will be adopted in 6G standard.



BUT, unless practical & profitable breakthrough happens in enabling technologies such as Reconfigurable Intelligent Surfaces (RIS) and the like, THz bands will have harder time than 5G mmWave bands.

- Even if THz bands are adapted in 6G standard, they won't be used in early deployment of 6G because of the lack of profitable use cases
- Maybe profitable use cases and cost-efficient devices will evolve around 7G era (~2040)



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