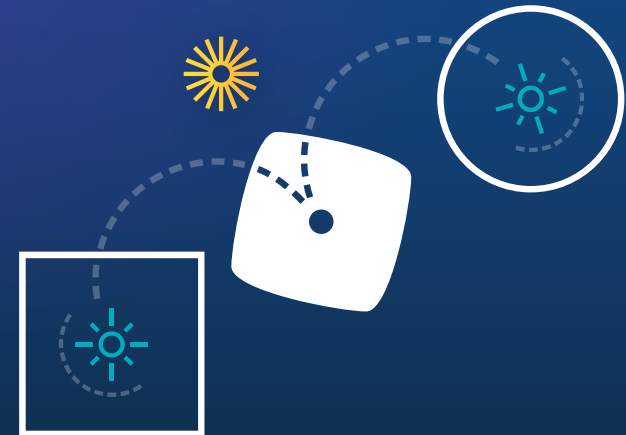




November, 2014

Qualcomm's 5G vision



Mobile is the largest technology platform in history



~7 billion connections,
almost as many as
people on earth¹



Evolving into **Internet of Everything**: cars, meters, sensors, health devices, etc.



More prevalent than electricity or running water in some regions



At the center of breakthrough experiences like **4K UHD video**

¹ ~7B connections (~3.5B subs) — GSMA Intelligence, Apr. '14.

Mobile has made a leap every ~10 years



1G

Analog voice

AMPS, NMT, TACS

1980s



2G

Digital voice

D-AMPS, GSM,
IS-95 (CDMA)

1990s



3G

Mobile broadband

WCDMA/HSPA+,
CDMA2000/EV-DO

2000s



4G

Faster and better MBB

LTE,
LTE Advanced

2010s

Mobile surpassed fixed-line, then PC

Human communication

Era of mobile phones
Primary communication device



Era of Smartphones
Center of new experiences and services



2002

Surpassed fixed voice

2010

Surpassed fixed BB

2013

Surpassed PC

5G to meet needs beyond today's trends

Mainly addressed by 3G/4G/Wi-Fi and its evolution

More video

Richer content
like 4K Video

~2/3

of mobile traffic will be
video by 2017³

More devices

Smartphones

~8B

Cumulative smartphone shipments
forecast between 2014-2018¹

More things

Connected

~25B

Interconnected device
forecast in 2020²

More data

Small cells

1,000x

from ~2010 to
the 2020's

¹Gartner Mar'14 ²Machina Research/GSMA, Dec. '12. ³Cisco, Feb. '13

Can we predict the world in 2025?

To maximize the opportunity, we need a user-centric approach—around human, thing, machine



Communication



Also to control and discover

Best effort data



Also ultra reliable and aware services

Device as end-points



Also new ways of connecting everything



Enabling
new services

5G

Connecting
new industries and devices

Empowering
new user experiences



Scalability and adaptability

To connect everything, across an extreme variation of types of services and use cases



User-centric design

To scale for billions of connected things, provide new ways of connecting, and to improve cost and energy efficiency



Unified platform

Unifying platform for all spectrum, new deployment/business models, and a wide range of new services for the next decade

In parallel: driving 4G and 5G to their fullest potential

5G

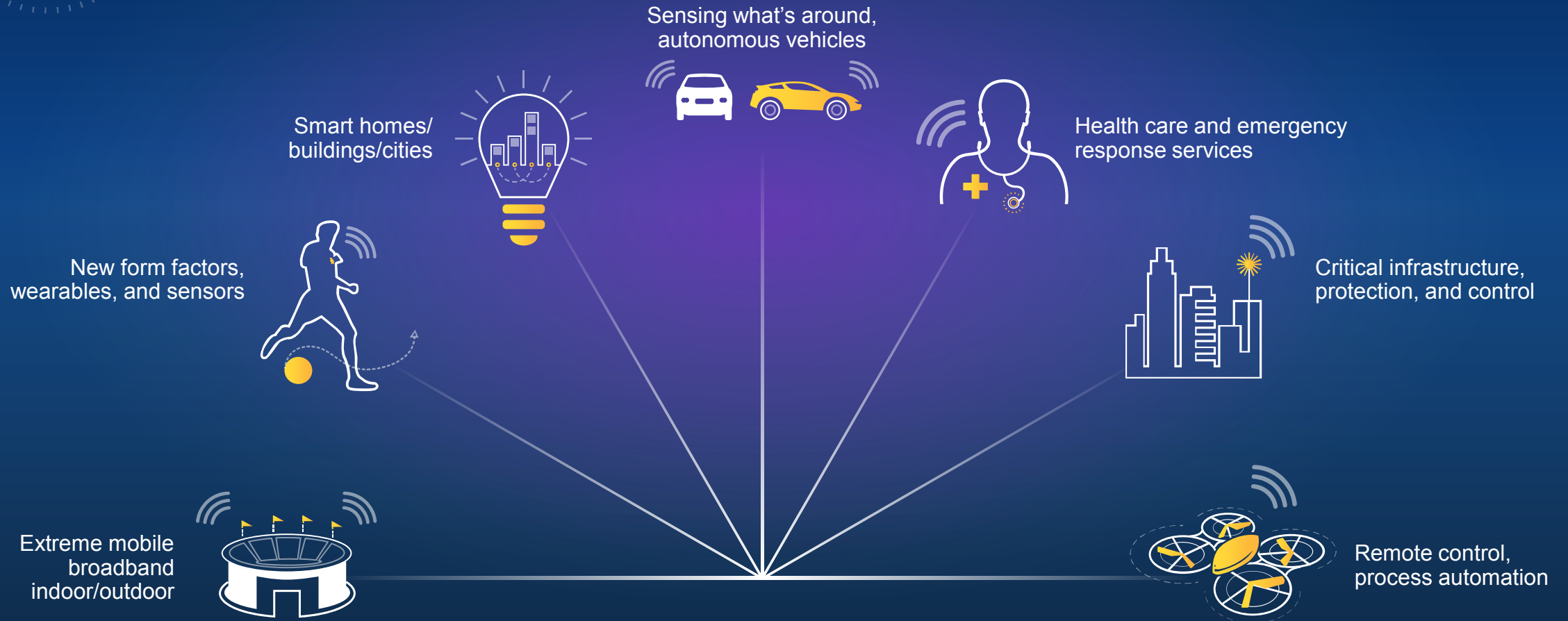
- Fully leverage 4G investments
- Improve cost and energy efficiency
- Enable a wide range of new services
- A unified, much more capable platform





Scalability and
adaptability to
connect everything

Support current and emerging services



Support current and emerging services

Massive number
of things

Connect everything

Proximal and
aware services

New ways of interacting

Sensing what's around,
autonomous vehicles

Smart homes/
buildings/cities

Health services and
emergency response

New form factors,
wearables and sensors

Critical infrastructure,
protection and control

Mission-
critical services

**Failure is not
an option**

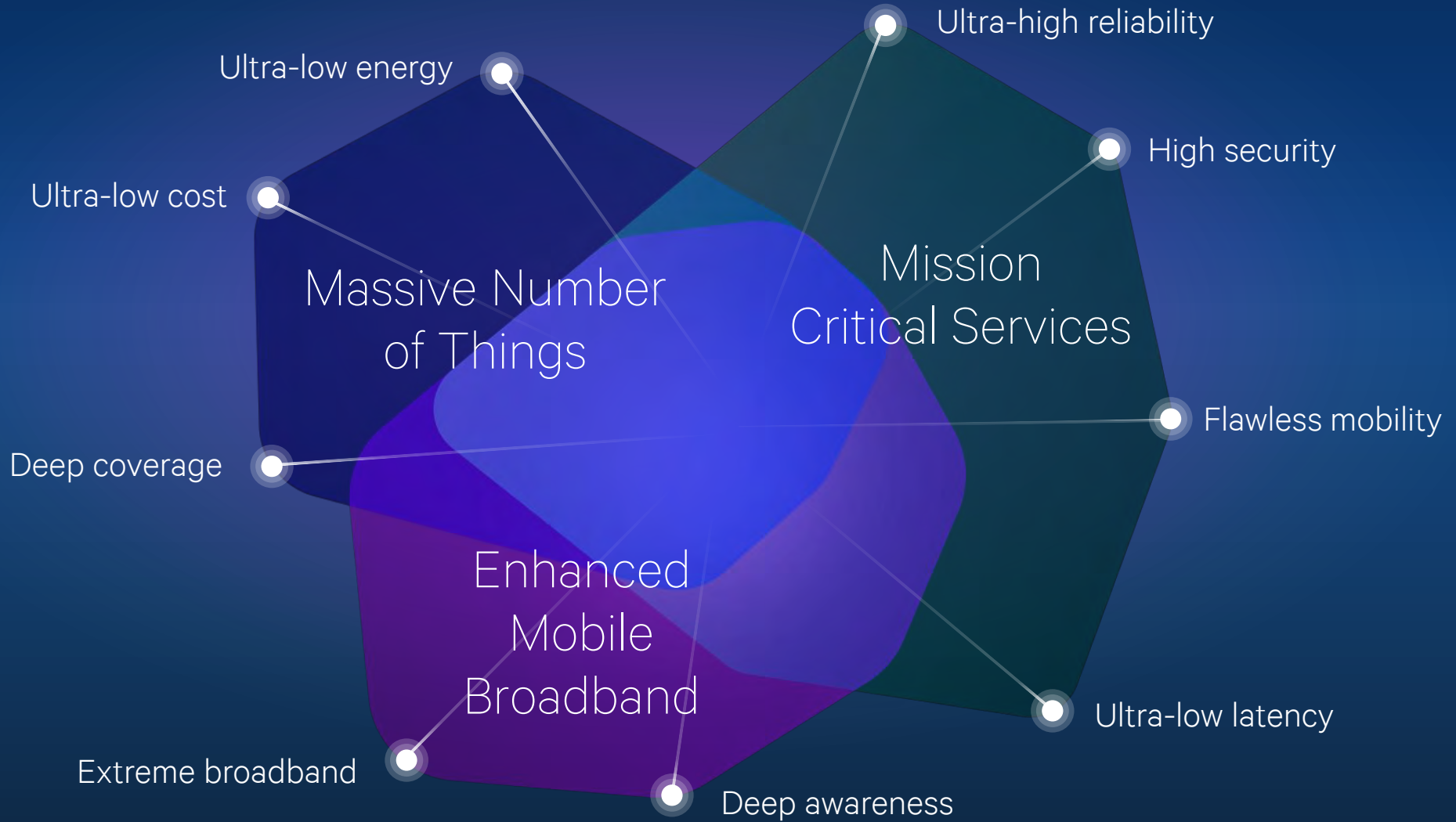
Extreme mobile
broadband
indoor/outdoor

Remote control,
process automation

Mobile
broadband

**Enhancing the
foundation**

Support extreme variation in requirements

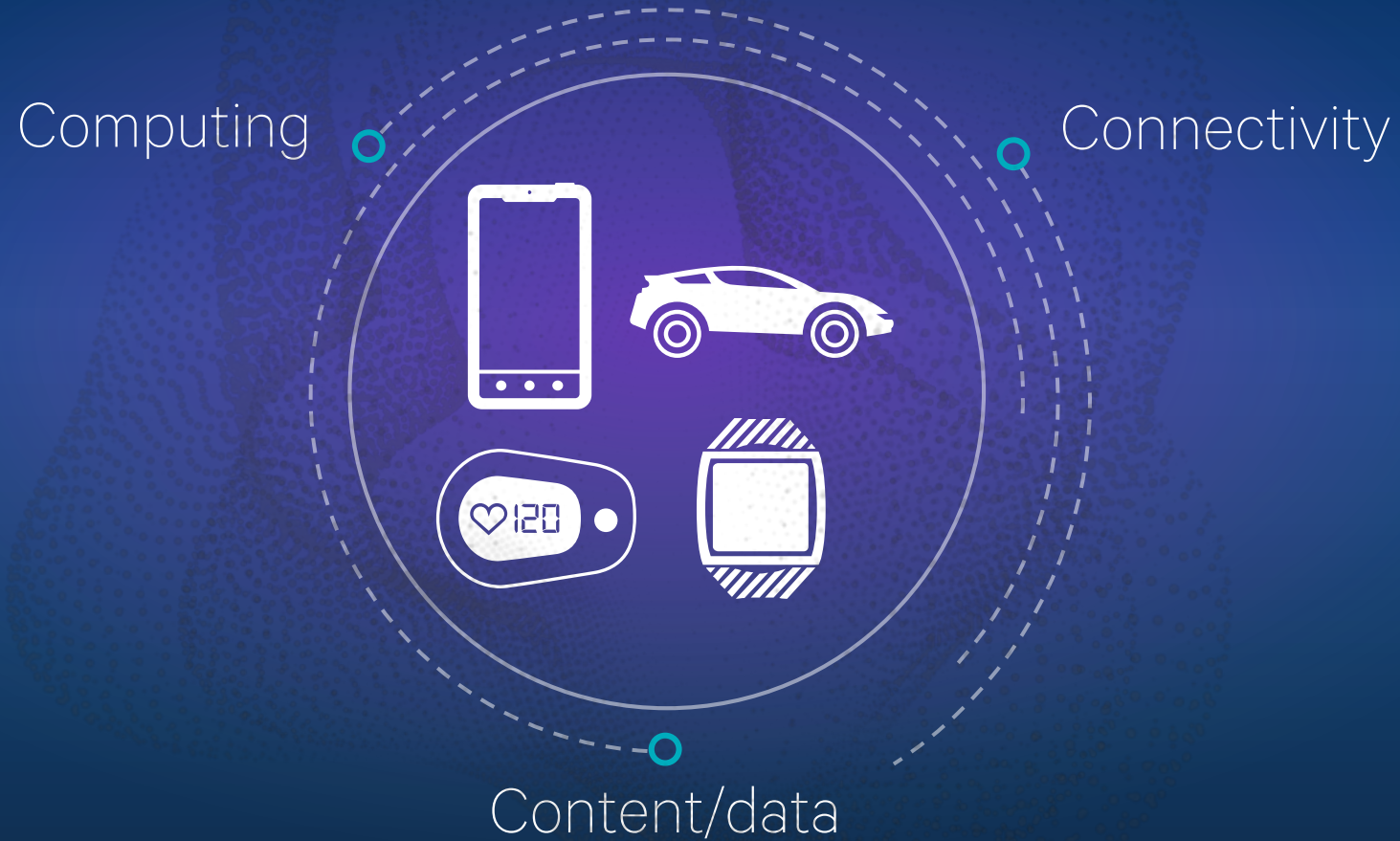




A **user-centric** design

User-centric

Bring connectivity, computing and content close user



User-centric connectivity

Device is not just an end-point—integral part of the network

User-centric connectivity

Achieving truly edgeless connectivity with 5G

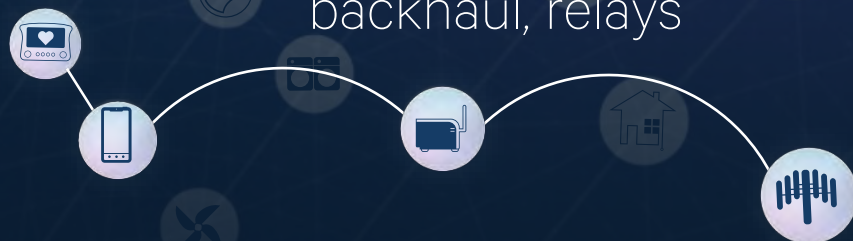
Multi-hop to extend coverage



Device-to-device discovery and communications



Integrated access and backhaul, relays



User-centric computing—on devices, things

Continuing today's trend, and more cognitive technologies



Expanded human abilities

Contextual personalization

Human-like interactions

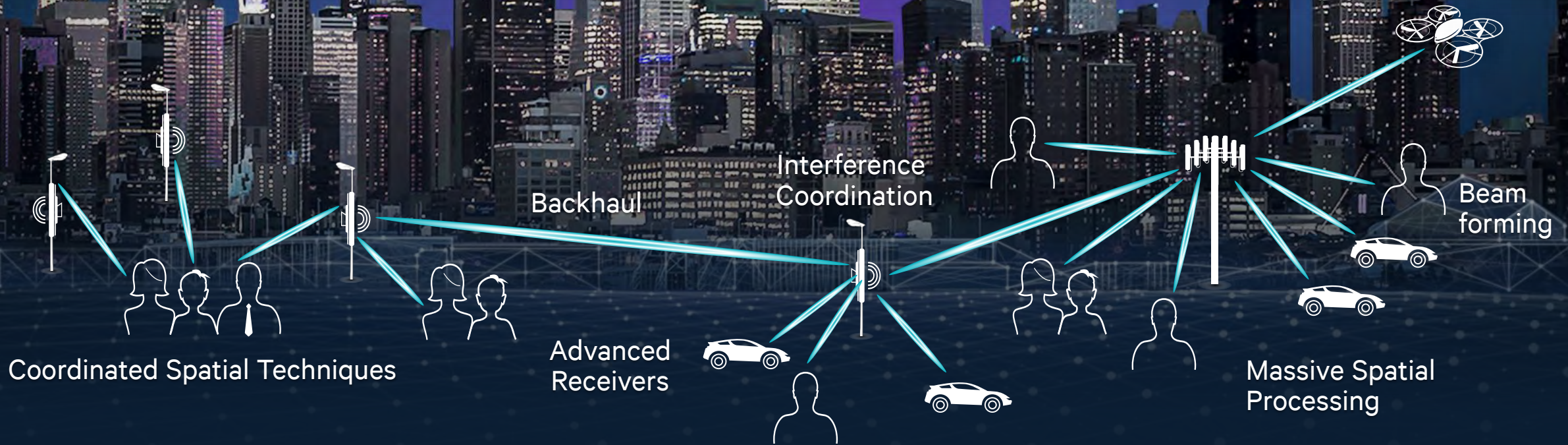
And multiple enablers for uniform user experiences and more capacity

Context and service awareness

Full Self-Configuration

Truly unplanned deployments

Hyper dense deployments





A **unified** connectivity
platform for the next decade
and beyond

Unified 5G design across spectrum types and bands

Licensed Spectrum

Cleared spectrum
EXCLUSIVE USE

Shared Licensed Spectrum

Complementary licensing
SHARED EXCLUSIVE USE

Unlicensed Spectrum

Multiple technologies
SHARED USE

Below 1 GHz: longer range, massive number of things

Below 6 GHz: mobile broadband, mission critical

Above 6 GHz including mmWave: for both access and backhaul, shorter range

User-centric, flexible and scalable network

Multi access to a
single core network
And simultaneous connectivity



Distributed Architecture

Reduced overall cost, reduced
backhaul and lower energy

Virtualized network functions
Dynamically distributed based on mobility

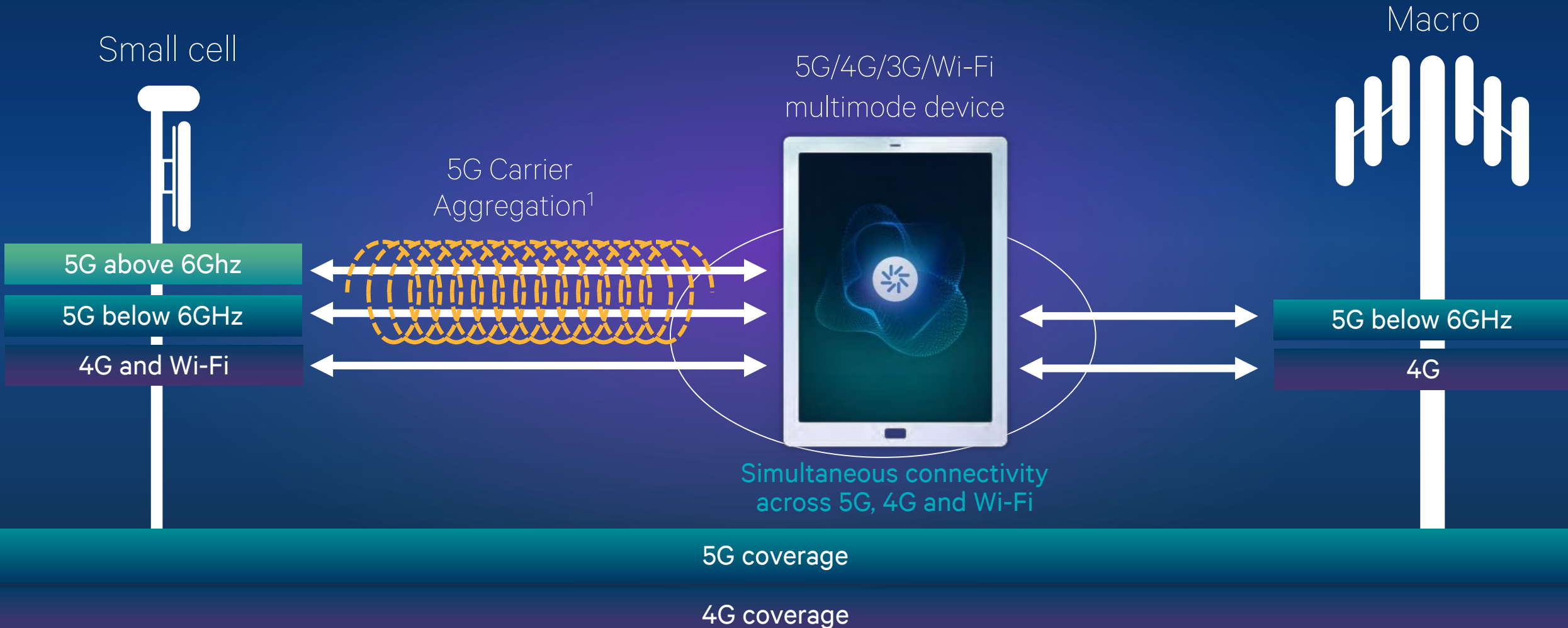
Modular core network
Scale from wide area deployments to hotspot nodes

Flexible business models
Deployment, subscription, charging

Lower latency
Such as control and user plane closer to edge

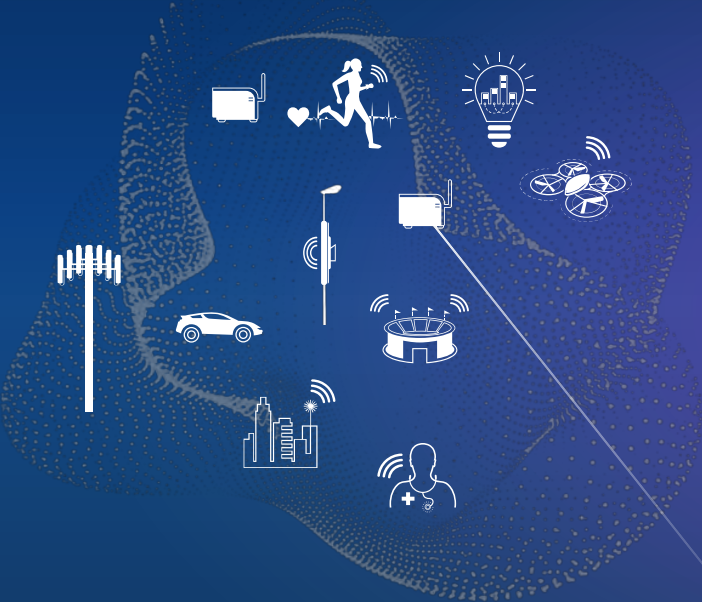
Edge security
Design for less-trusted nodes

Simultaneous connectivity to leverage 4G investments

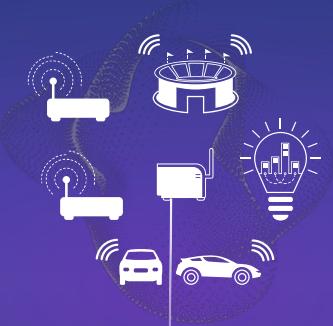


Scalable from wide area to local area deployments

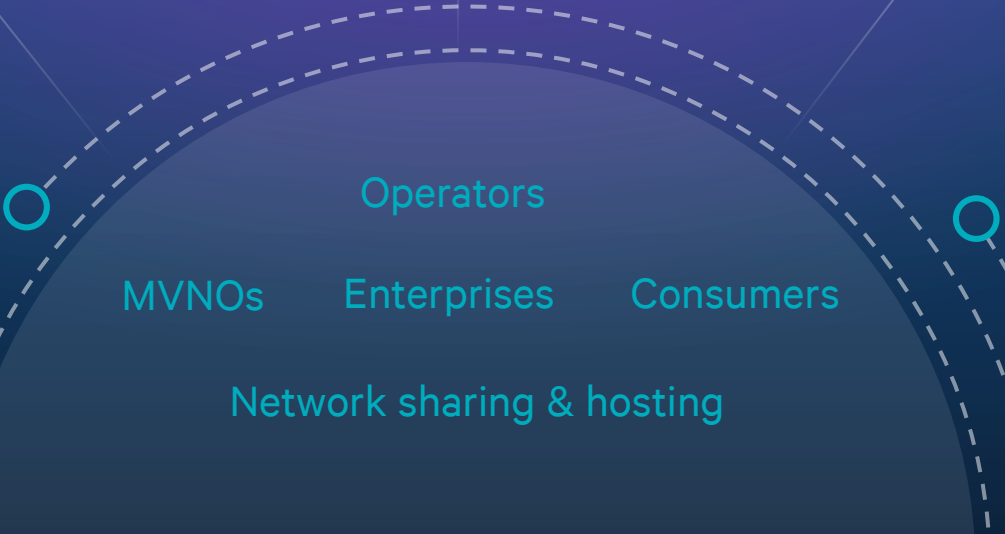
Wide area network



Local area network



Hotspot/residential



A unified platform for expanded connectivity needs for the next decade and beyond

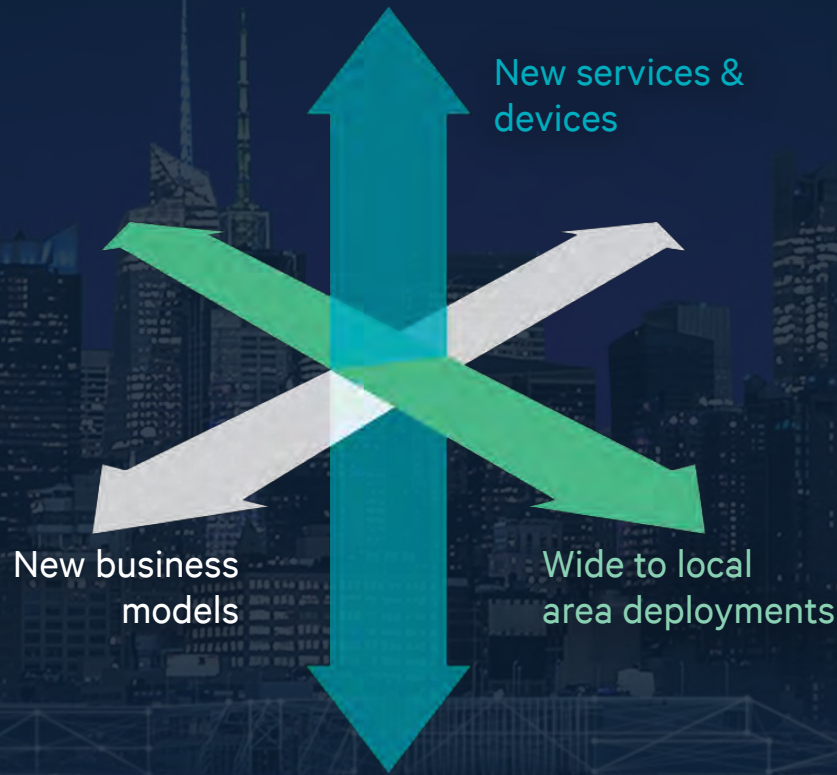
Unknown new service

Mission-critical services

Proximal/aware services

Massive # of things

Mobile broadband



Thanks to a user-centric, distributed design

New services, unify all spectrum

Scalability across broader dimensions

Cost and power efficiency

Meeting new connectivity needs for the next decade

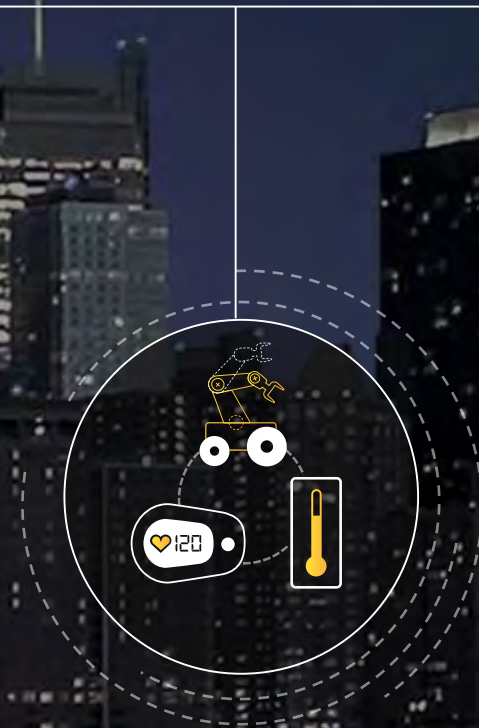
Uniform fiber-like mobile broadband with deep awareness



New services like mission critical remote surgery



Connecting everything from simple sensors to complex robots



5G: not just a new generation, but a new kind of network



Enabling
new services

Connecting
new industries and devices

Empowering
new user experiences

Questions? - Connect with Us



www.qualcomm.com/wireless



<https://www.qualcomm.com/news/onq>



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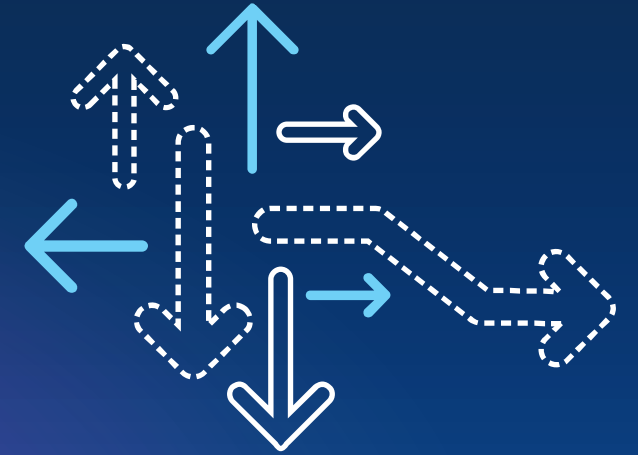
<http://www.youtube.com/playlist?list=PL8AD95E4F585237C1&feature=plcp>



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