

BARCELONA 26 FEB-1 MAR 2018

5G for Industry-Specific Services

Monday 26 February 13:30 – 15:30









BARCELONA 26 FEB-1 MAR 2018



Anil Rao Principal Analyst Analysys Mason



MWC 2018

NETWORK SLICING: THE FUTURE OF CONNECTIVITY IN A 5G AND FIBRE ERA

ANIL RAO - PRINCIPAL ANALYST

Key takeaways



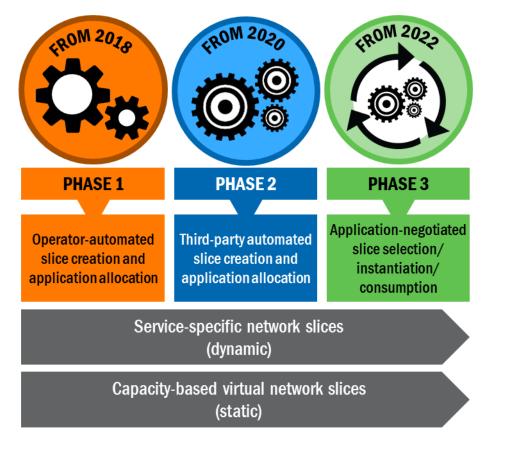
In future virtualised telecoms networks, applications will automatically navigate an optimal path through a highly responsive network, representing the logical evolution of what we now call slicing.



Connectivity and services will be transformed in three phases: capacity-based slices \rightarrow single-tenanted, service-specific slices \rightarrow application negotiated slices

Network slicing will change the economics of the connectivity business enabling new providers and new use cases, and transforming many industry verticals

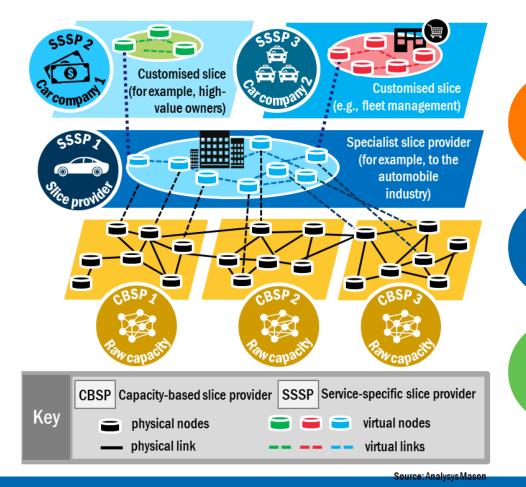
The network of the future will be sliced on different levels to support a wide range of service models and highly flexible resource usage





Network slicing provides an end-to-end logical (virtual) network with dedicated capacity and/or other service-specific characteristics

Hierarchy of physical/logical network slicing, shown using an example from the automobile industry



Virtualisation will enable 'slicing' of the physical network into separate virtual networks, providing differentiated latency, performance, reliability, availability tuned for each use case/service

Network slices are end-to-end, virtualised connections across multiple network domains, including fixed/mobile access, transport and data centres

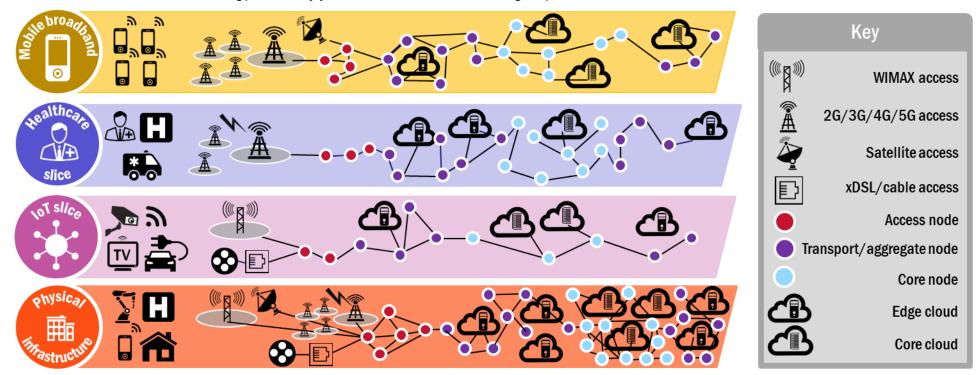


Network slices are created on-demand and independently controlled, managed and customised, with a degree of isolation previously achievable only with dedicated physical networks.



There is little consensus on how many slices will be created, but the industry should plan for a large number, crossing many CSPs' networks

Conventional view of network slicing (Source: Analysys Mason and IEEE Communications Magazine)





It is essential that established operators start to build their strategy now

When, if at all, would you anticipate deploying each of the network slicing stages?¹

40 35 30 25 Number of CSPs 20 15 10 5 0 No plans Later 2022-2023 2024-2025 2017-2019 2020-2021 Phase 1 Phase 2 Phase 3

According to the results of a survey conducted by Analysys Mason, 23% have no plans to do slicing at all, while a further 9% will stay at Phase 1, and a further 6% at Phase 2

Operators staying at Phase 0 or 1 will find their revenues harder to defend and their share of the value chain diminished, unless they can invest in physical infrastructure at sufficient scale

For NFV/SDN, 52% of operators say they have not identified concrete business gains beyond cost reduction. Slicing is a key way to derive more value from their virtualisation investments.



 $^{\rm 1}\,$ Source: Analysys Mason's survey of 56 Tier 1 CSPs worldwide, November 2017

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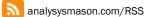
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Anil Rao, Principal Analyst, Telecoms Software and Networks, Analysys Mason: With over 15 years' experience in the telecommunications industry, Anil has broad ranging experience in designing and implementing telco network and operations solutions for both fixed and mobile operators. In his current stint as an industry analyst, Anil focuses on how network virtualisation, 5G and IoT will impact operations and enables telcos and industry players explore new business models and revenue opportunities.



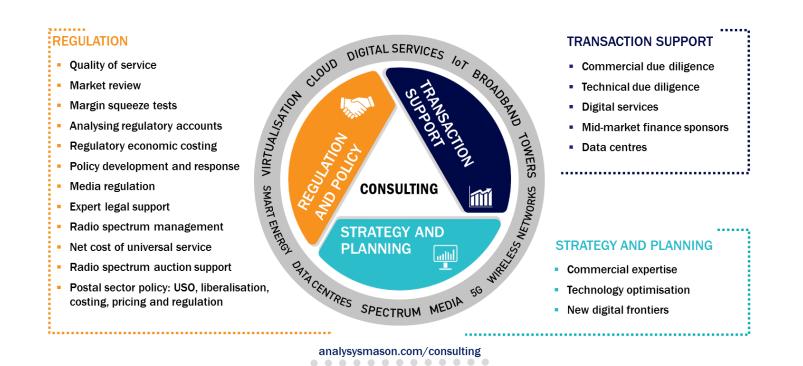
Research from Analysys Mason

Clients across the breadth of telecoms, media and technology sectors rely on our research and analysis to inform business-critical decisions.





Consulting from Analysys Mason







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Dr. Ryokichi Onishi & Kiichi Iwasaki Group Leader / Project Manager Toyota

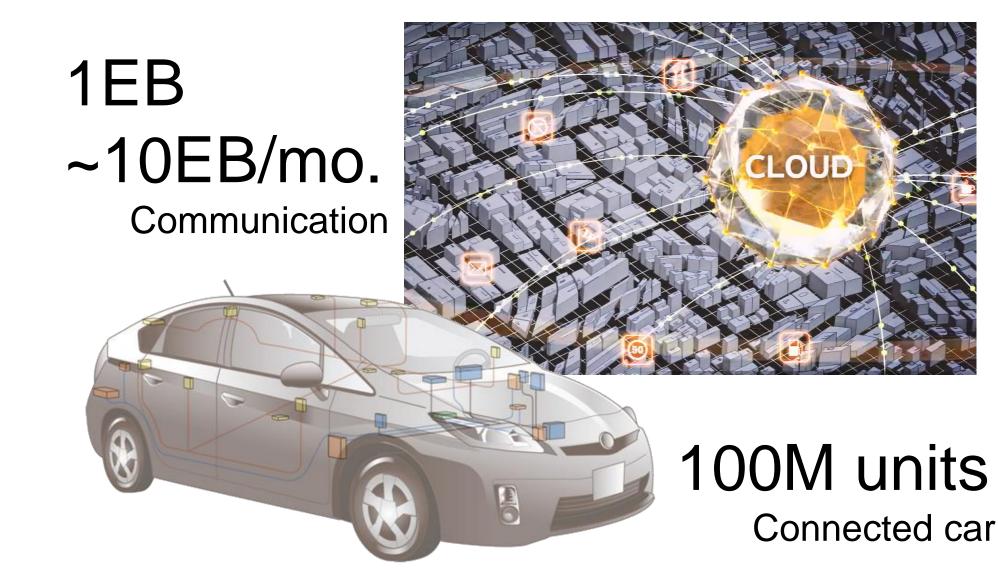
ΤΟΥΟΤΑ

Automotive Edge Computing Use Case and Requirement

Kiichi Iwasaki Ryokichi Onishi

Global Impact around 2025









- Vision Connected Intelligence
- Issue Capacity and Scalability
- Solution Edge Computing
- Approach Community Basis





Vision Connected Intelligence

Issue Capacity and Scalability

Solution Edge Computing

Approach Community Basis

Connected Intelligence

Local Danger Warning
 Collision Avoidance
 Cooperative Adaptive Cruise Control

✓ Navigation
✓ Audio/TV
✓ Phone
✓ Internet



IVI Big Data

ITS

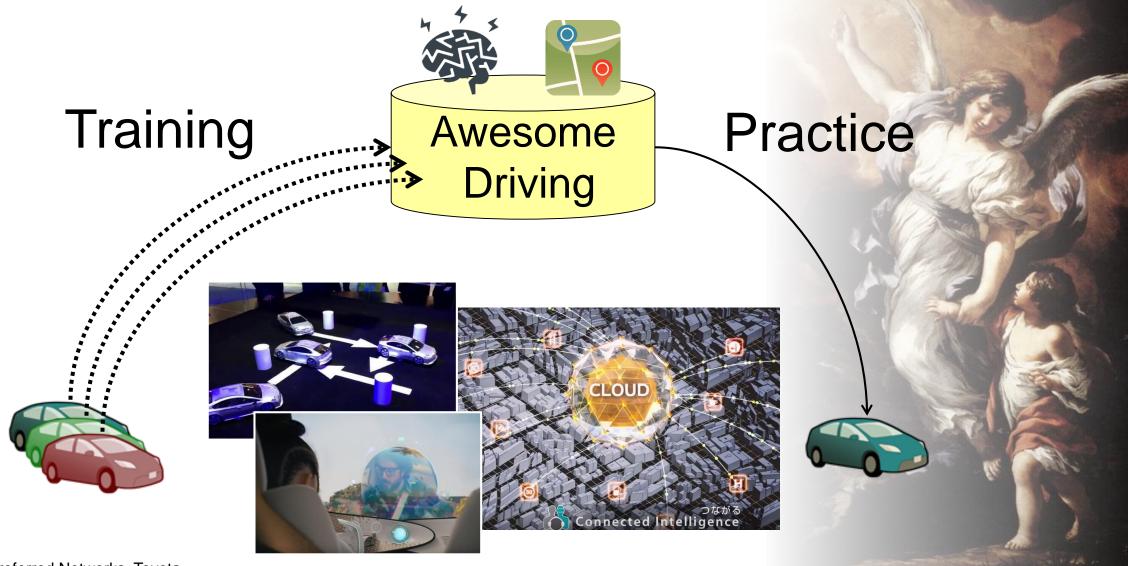


ΤΟΥΟΤΑ

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✓ Location Based Service
 ✓ Vehicle Quality Control
 ✓ High Definition Map
 ✓ Machine Learning

Machine Learning (Intelligent Driving) **TOYOTA**



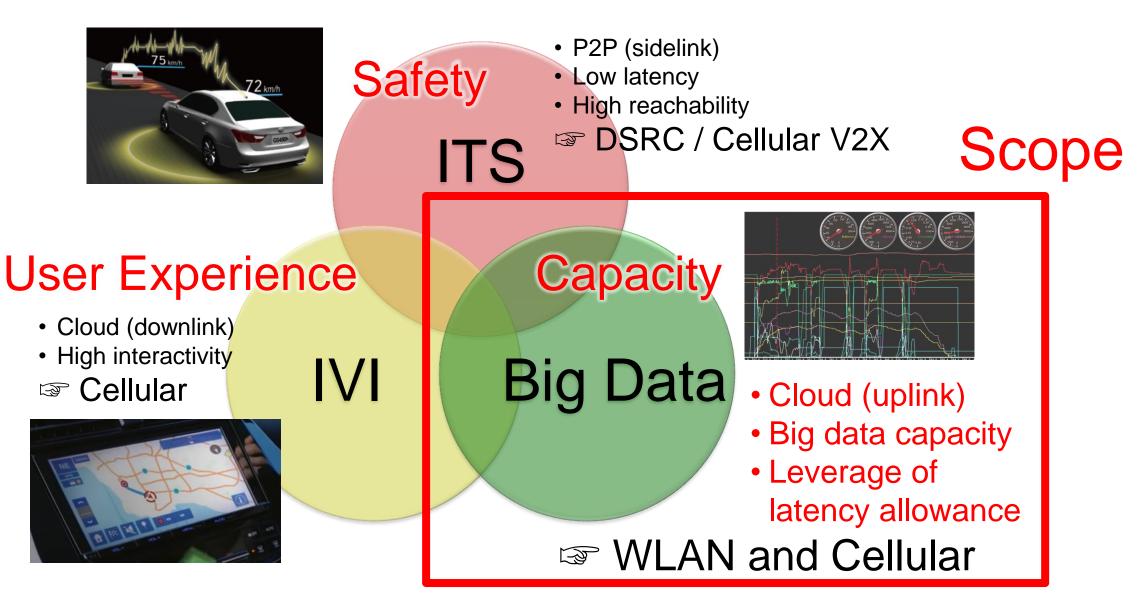
Source: NTT, Preferred Networks, Toyota



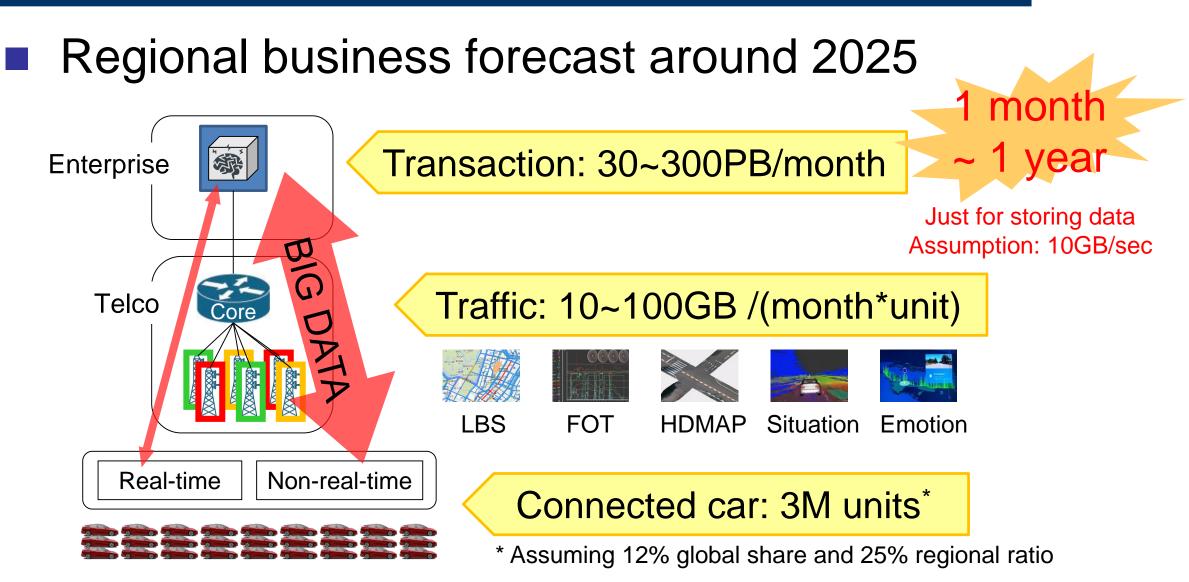


Vision **Connected Intelligence** Capacity and Scalability Issue Solution Edge Computing **Community Basis** Approach

Diverse Requirements

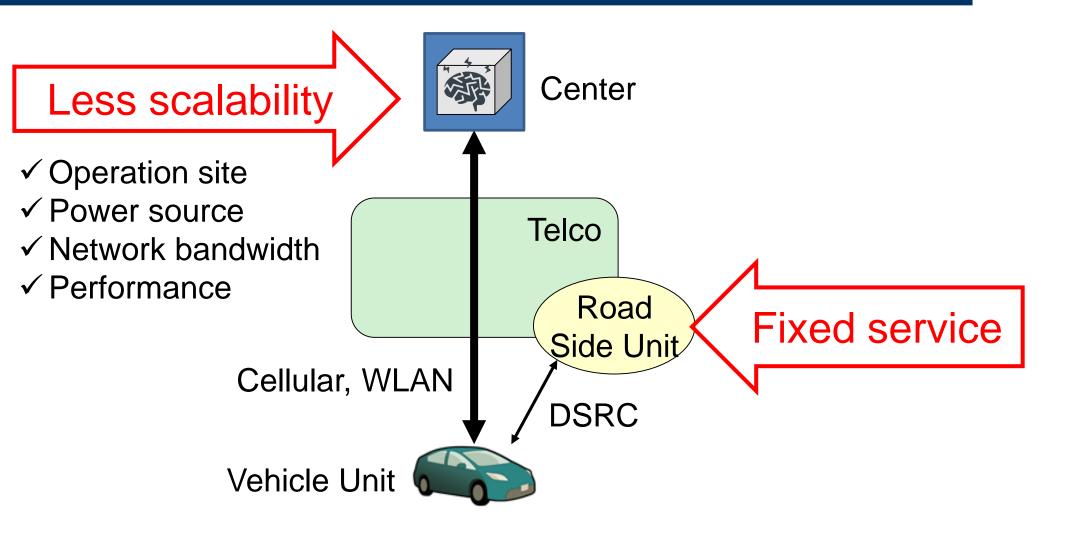






Scalability





Difficult to introduce emerging services





Vision Connected Intelligence

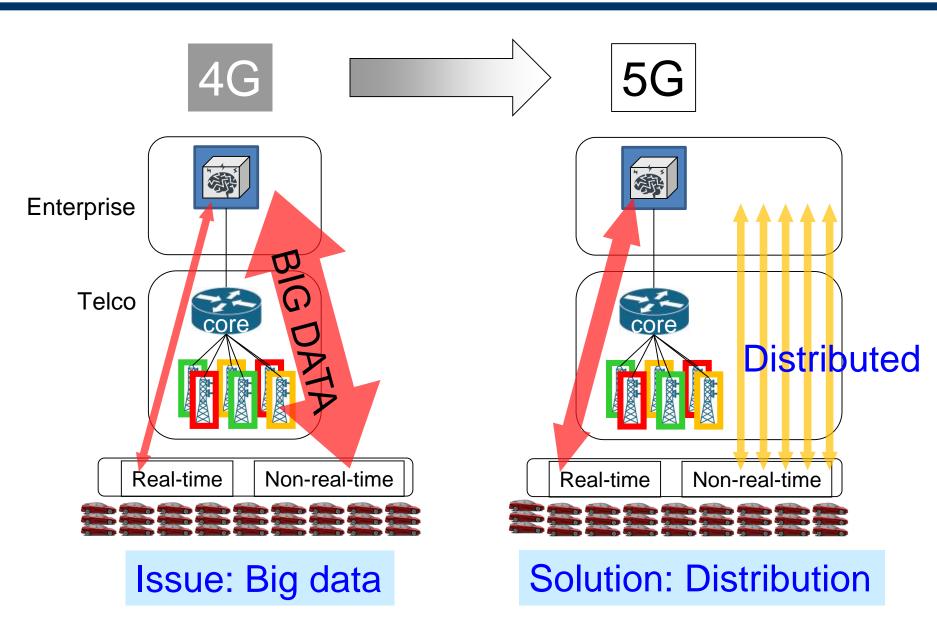
Issue Capacity and Scalability

Solution Edge Computing

Approach Community Basis

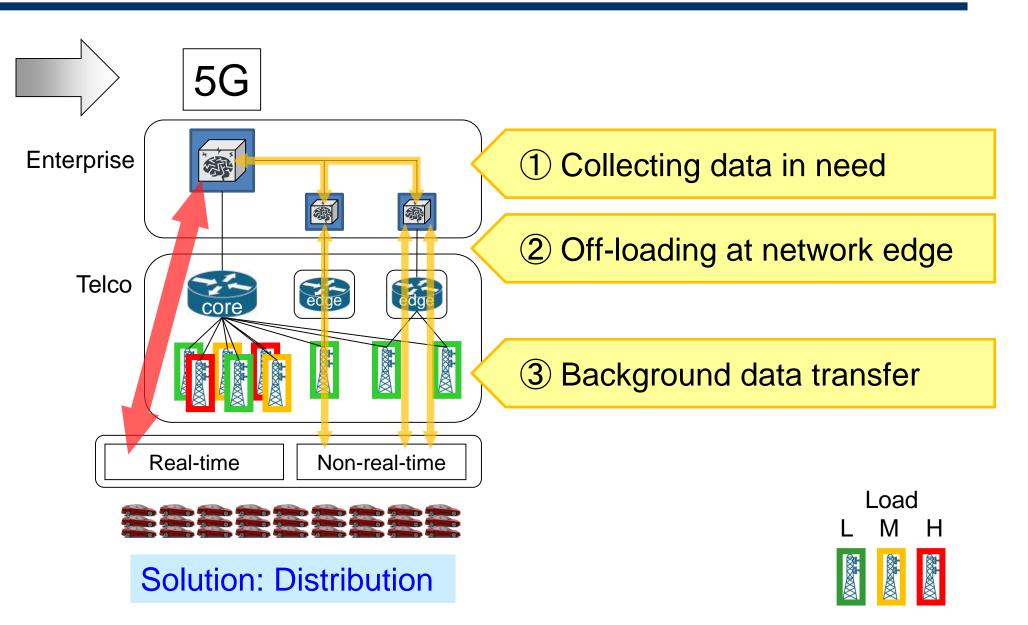
Potential Solution

ΤΟΥΟΤΑ



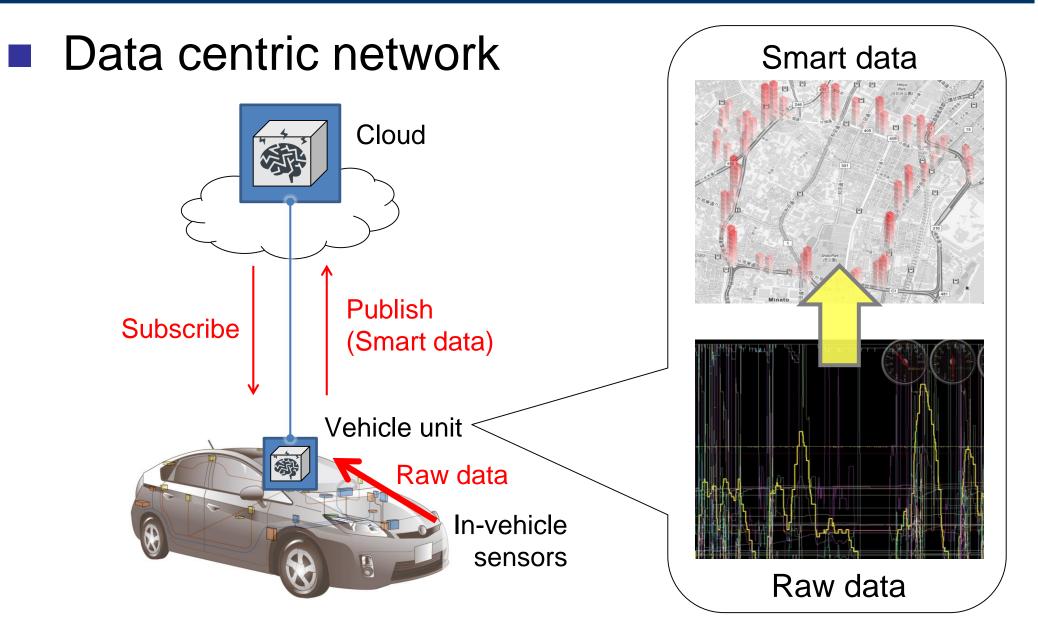
Potential Solution

TOYOTA 25



1 Collecting Data in Need

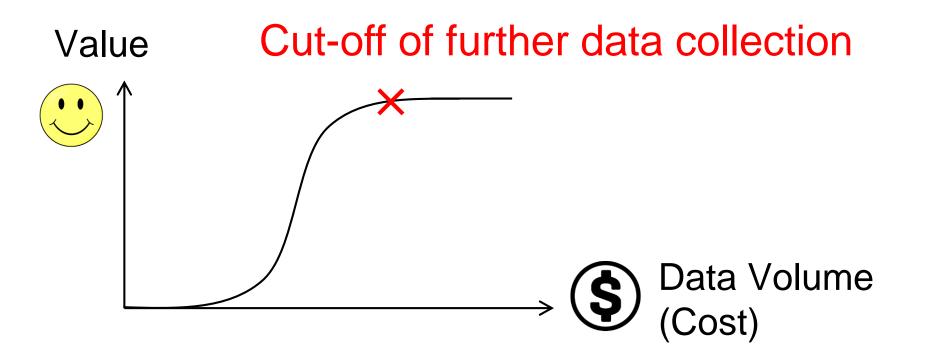
ΤΟΥΟΤΑ



1 Collecting Data in Need



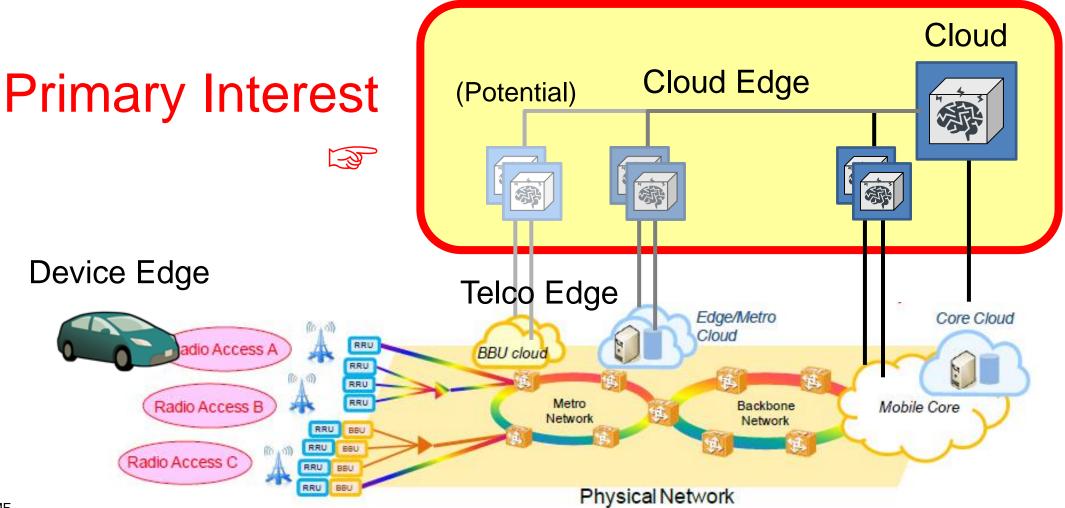
- Collected/Sufficient data
- Obsolete data



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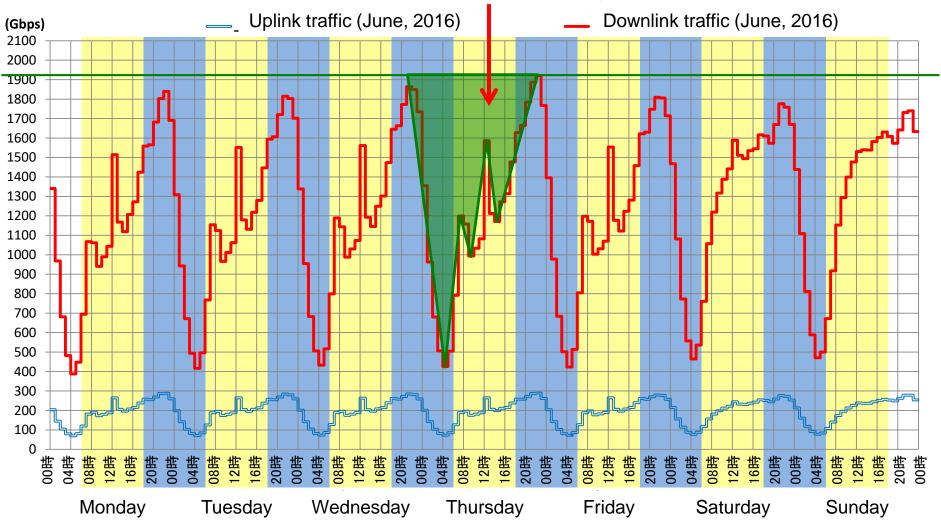
2 Off-loading at Network Edge





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Some network resource even in daytime

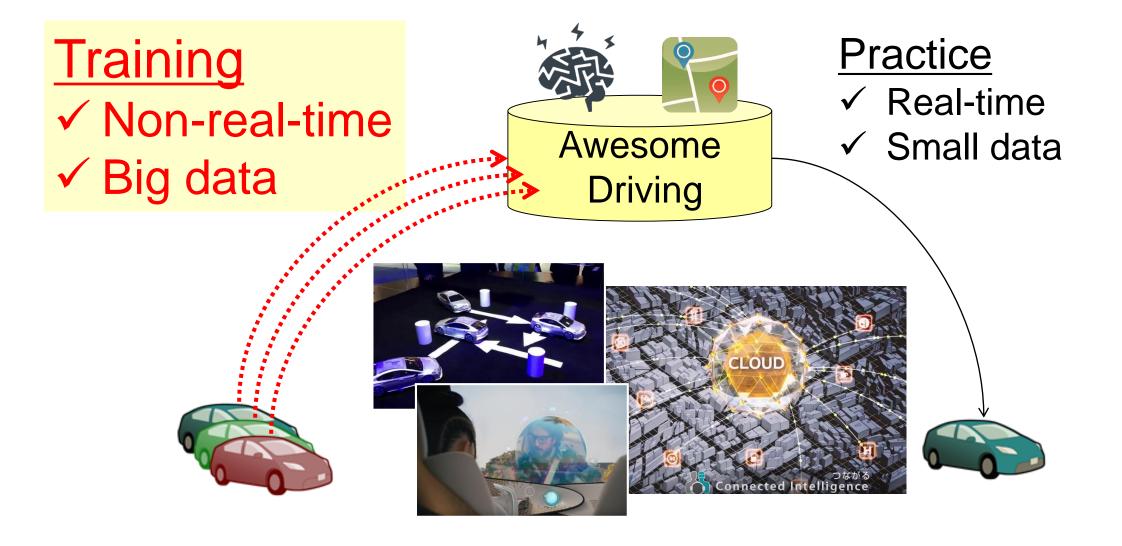


Source: Ministry of Internal Affairs and Communications, Japan (2016)





③ Background Data Transfer



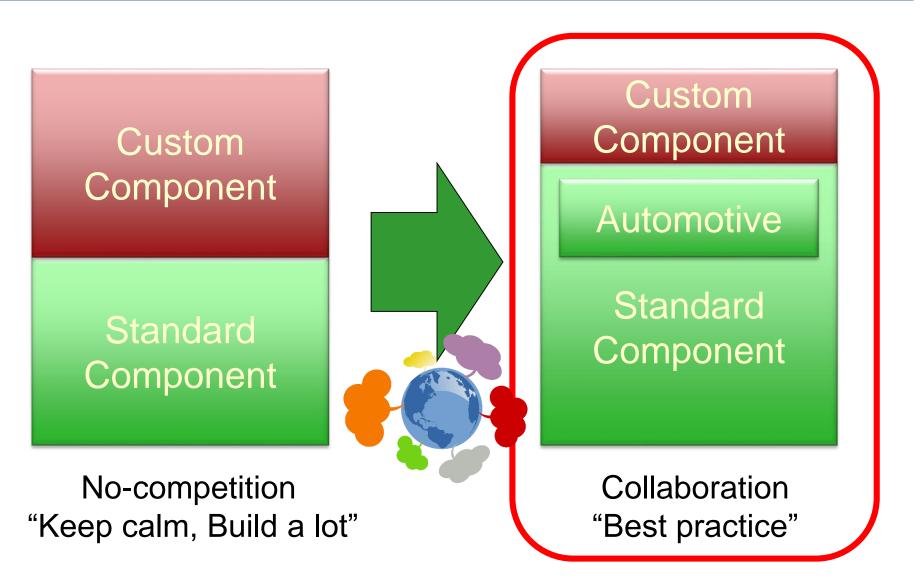
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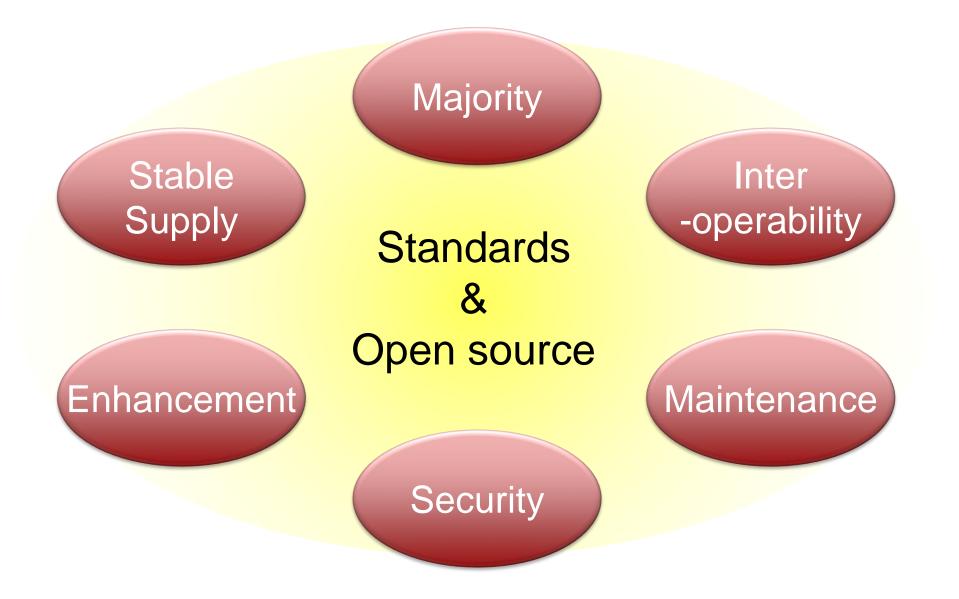
- Vision Connected Intelligence
- Issue Capacity and Scalability
- Solution Edge Computing
- Approach Community Basis

Community-based Development



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Community-based Development



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Automotive Edge Computing Consortium **TOYOTA**

Network and Computing for Automotive Big Data



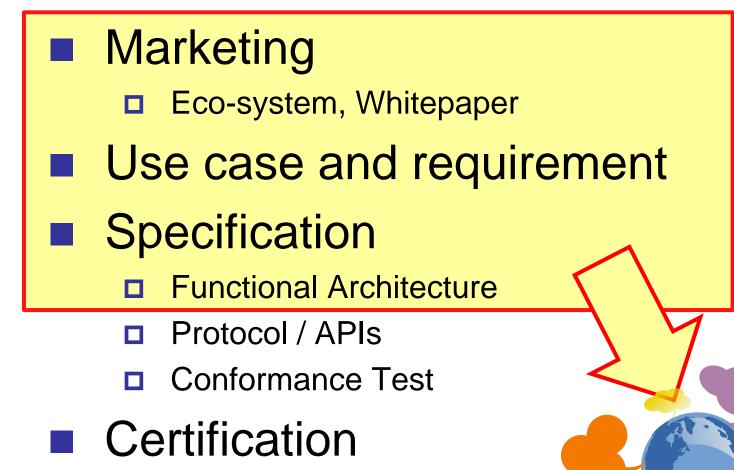
Initial focus on Vehicle to Cloud

AUTOMOTIVE EDGE COMPUTING CONSORTIUM

- Global and Sustainable Ecosystem
- Leading Market Actors Join Forces
 - AT&T, Denso, Ericsson, Intel, KDDI, NTT and Toyota more in the pipe to join
 - □ <u>https://aecc.org/</u>



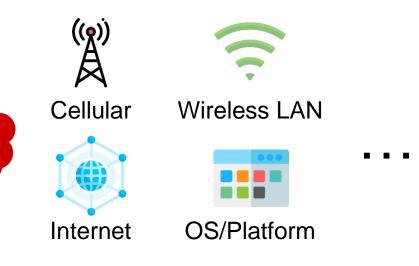
Automotive Edge Computing Consortium **TOYOTA**



AECC

AUTOMOTIVE EDGE COMPUTING CONSORTIUM

Related Communities



Summary



Vision	Connected Intelligence for mobility evolution
Issue	Capacity and Scalability for automotive big data
Solution	Edge Computing "Cloud Edge"
Approach	Community Basis "Automotive Edge Computing Consortium"

ΤΟΥΟΤΑ

Thank you!

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Dr. Andreas Müller Senior Expert and Project Manager Bosch

Network Slicing for Industry 4.0 – Expectations and Opportunities



Dr. Andreas Mueller Robert Bosch GmbH



Network Slicing for Industry 4.0 - Expectations and Opportenties for Industry 4.0

Industry 4.0



- Increase the flexibility, versatility, productivity, resource efficiency & usability of industrial production
- Connectivity as a key enabler for cyber-physical production systems

Future Industrial Connectivity Infrastructures **5**G



- Strong focus on machine-type communication and the IoT
- URLLC¹ + mMTC² enable completely new applications, also in industry
- 5G is more than wireless

Enabler for new applications & use cases and for lifting Industry 4.0 to the next level



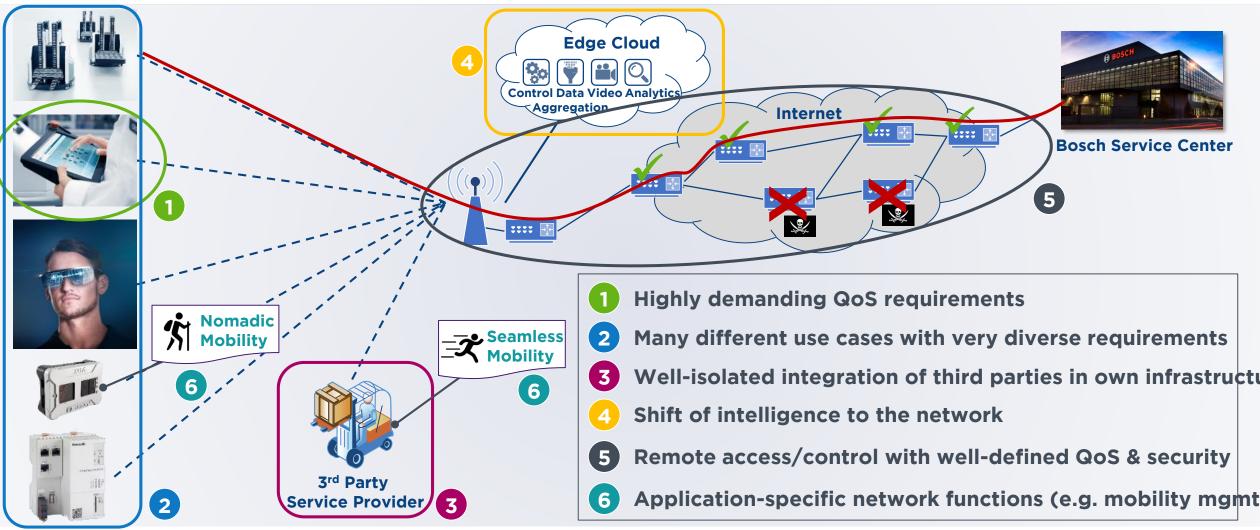






CR/AEX1 - Andreas Mueller | 26 February 2018 ¹Ultra-Reliable Low-Latency Communication ²Massive Machine-Type Communication ³Human-Machine-Interfaces © Robert Bosch GmbH 2018. All rights reserved, also regarding any disposal, exploitation, reproduction, editing, distribution, as well as in the event of applications for industrial property rights.

Network Slicing for Industry 4.0 - Expectations and Opposite mitics Slicing Is Needed (Selection)

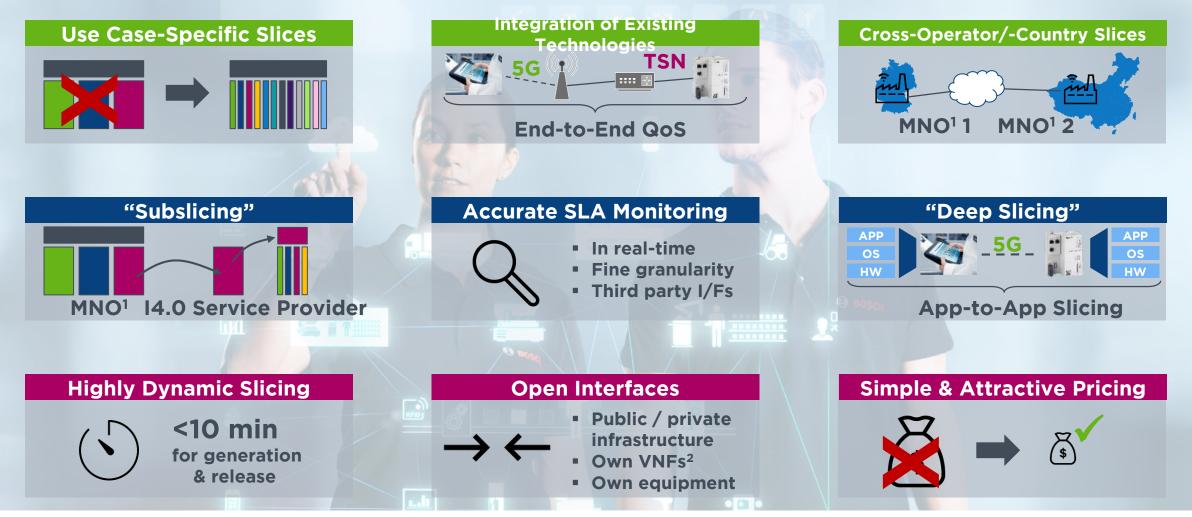


CR/AEX1 - Andreas Mueller | 26 February 2018QoS: Quality-of-Service

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Network Slicing for Industry 4.0 - Expectations and Opportanicies/ Requirements from the I4.0 Perspective



CR/AEX1 - Andreas Mueller | 26 February 2018 Mobile Network Operator 2 Virtual Network Functions

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BOSCH

Network Slicing for Industry 4.0 - Expectations and Optice Awaitic tessages

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	5G may be disruptive for the manufacturing industr
	Many different use cases w/ highly diverse requirements
3	Network slicing as a key enabler to support Industr 4.0
	Many industrial requirements not addressed yet

- **5** Close interaction of the whole ecosystem needed
- 6 Industry 4.0 may become THE killer application for 5G ©

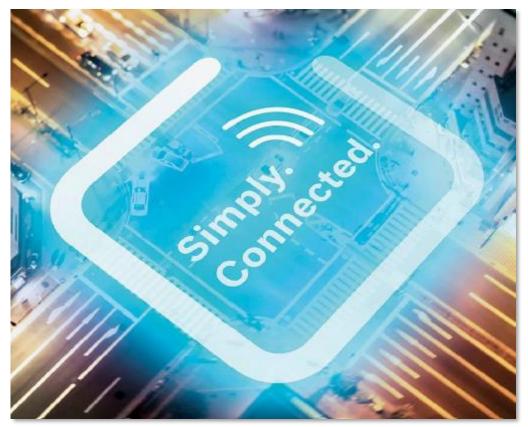


Image: BOSCH



Thank you



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Allan Cai Senior Production Design Expert Alibaba



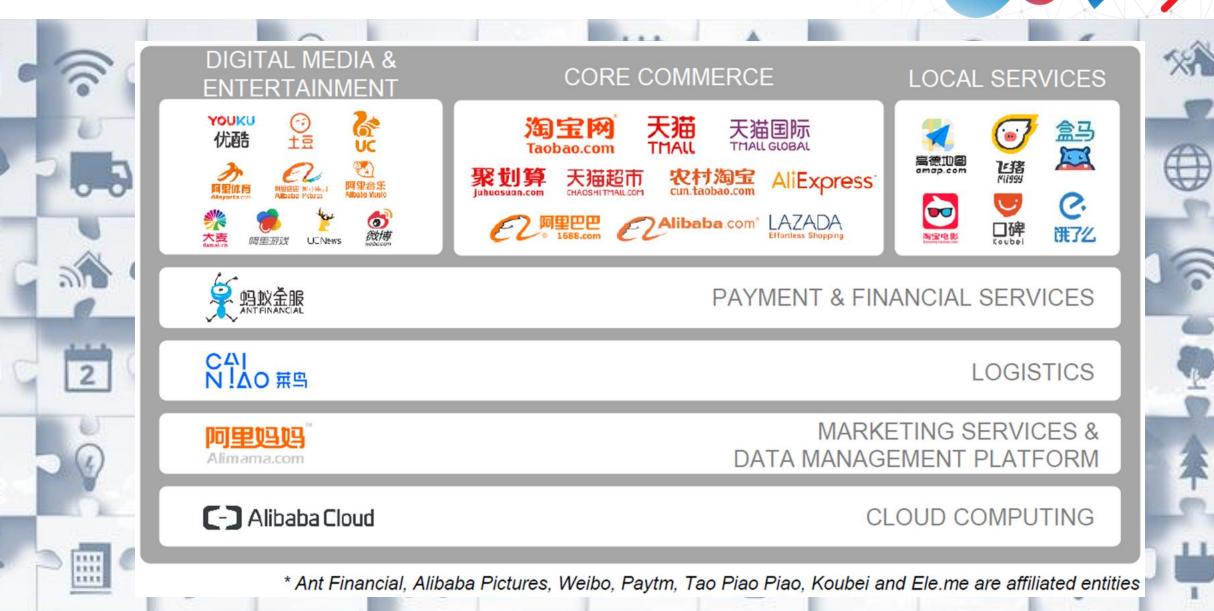


Alibaba : Try to Define the Future of Business

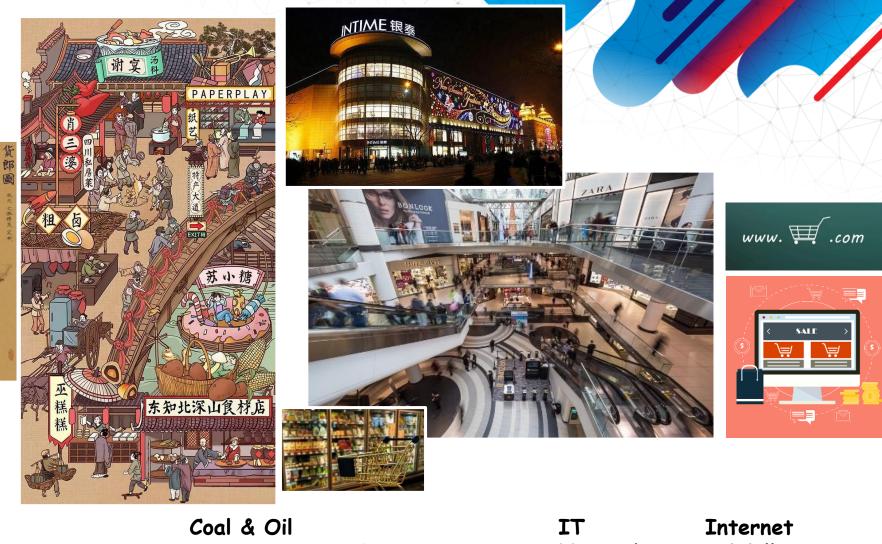
and its requirements for 5G network











Barter

Manpower/ Animalpower Currency Metrology

Road

Waterway Steamer Bank **Aviation**

Electricity Communication Network Mobile

e-Wallet Cloud Computing

What is the next?

New Retailing: HEMA

盒马

. .

HEMA APP HEMA CLUB







BETTER LIFE RIGHT HERE





HEMA's vision

Evolving the single channel retailing to integration business





New Retailing: TAO CAFÉ —— no-checkout-line store



Entering with mobile APP Track and trace Voice Command Self-shopping with RT processing Auto-Pay gate



TAOCAFE 淘|宝|会|员|店

behind the TAO CAFÉ

Thorne



Autonomous sensory and learning

Target tracking and analysis

Prediction and identification

TAOCAFE 淘|宝|会|员|店







Insight into the future of business

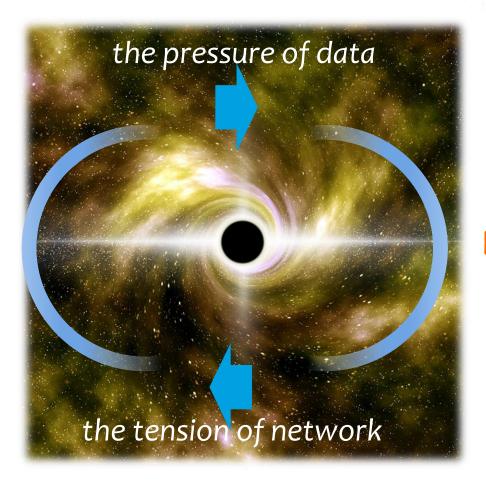
Next Decade: Intelligent Business's nuclear fusion

- Using the advantages of the Internet and algorithms, providing low-cost real-time services to a large amount of users.
- 2. To meet the individual needs of each user.
- 3. Fast iterations, auto-updating, auto-improvement.



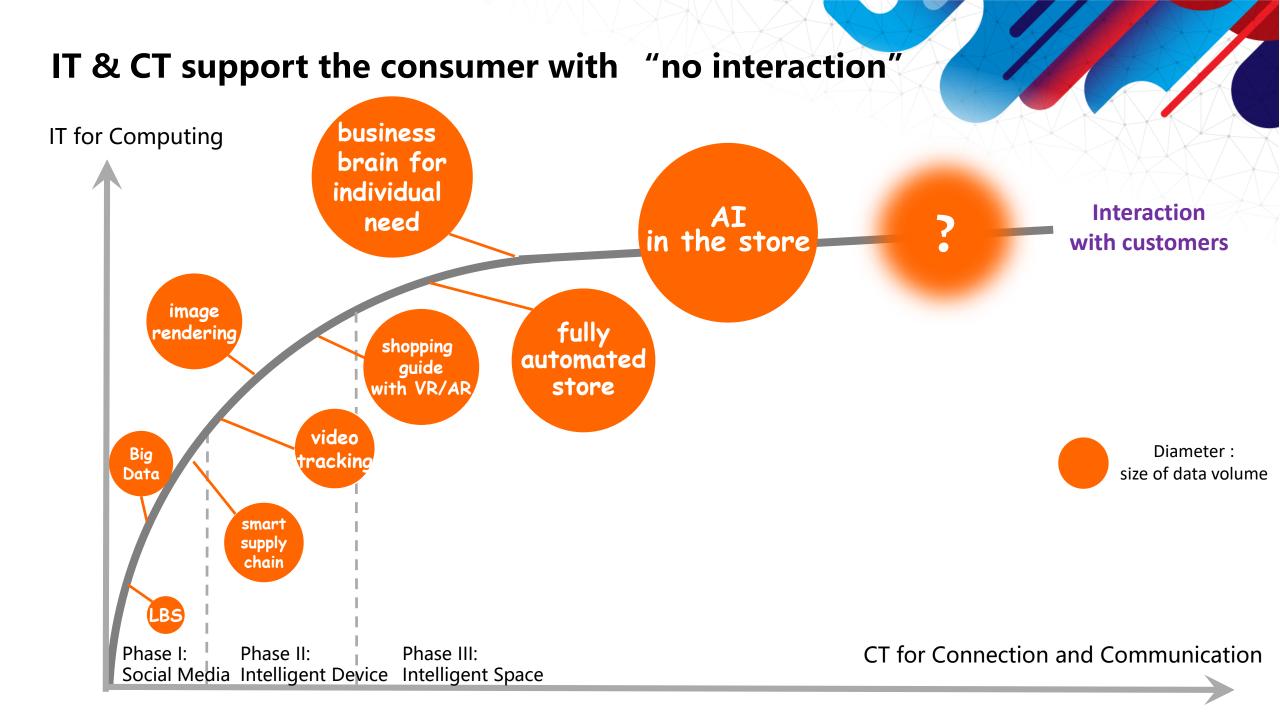
The black hole effect with Intelligent Business

Network Synergy



Data intelligence





What does the scene need?

from

eMBB mMTC URLLC

to

5G-Native Innovation



- Mass data transmission and real time processing
- Diversified, Large-scale high-density computing
- Boundaryless with services implementation



So: 5G, for the unpredictable future,



to enable business with

Ubiquitous connection and rich capabilities Effective, reliable, secure and on-demand connection guarantee Standardized MANO and business development enabling

THANK YOU and Happy Chinese New Year !







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Matt Stagg Head of Media & Entertainment Technology EE

5G FOR MEDIA & ENTERTAINMENT

HOW THE NEXT GENERATION OF MOBILE TECHNOLOGY WILL REVOLUTIONISE THE MEDIA & ENTERTAINMENT SECTOR

Matt Stagg Head of Media & Entertainment Technology MWC 2018

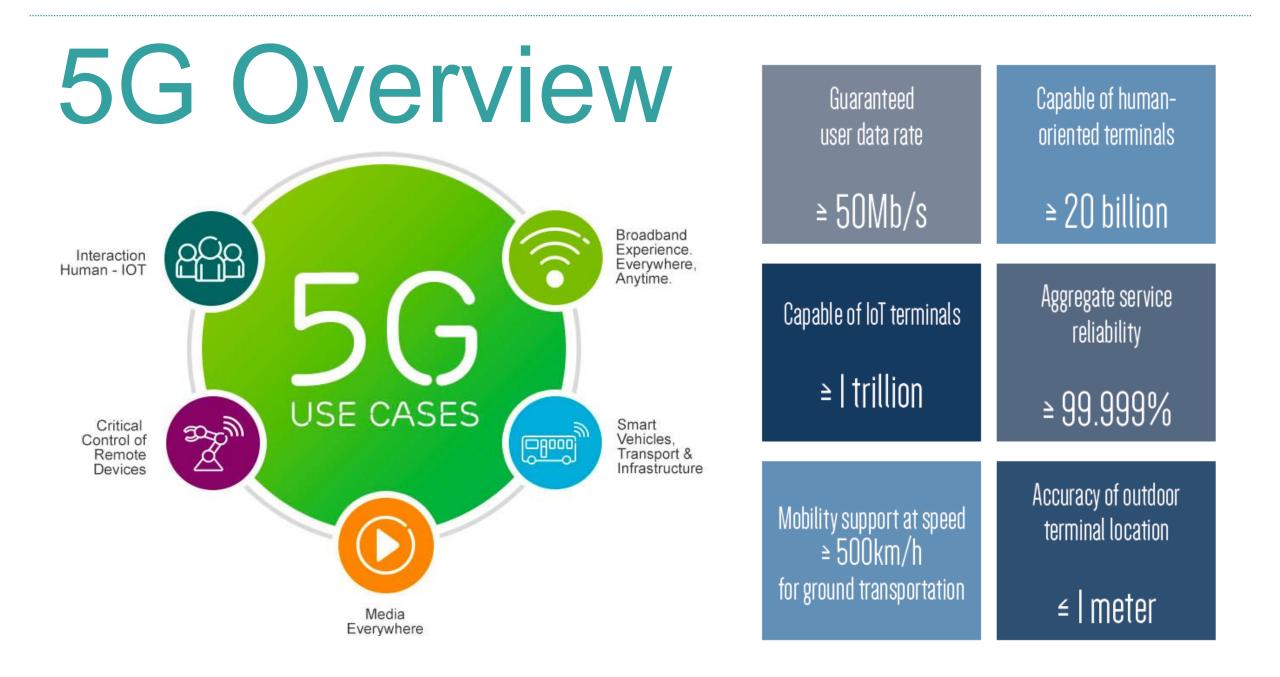
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THE UK'S MOST ADVANCED DIGITAL COMMUNICATIONS COMPANY

EE runs the UK's biggest and fastest mobile network, pioneering the UK's first superfast 4G mobile service in October 2012 E

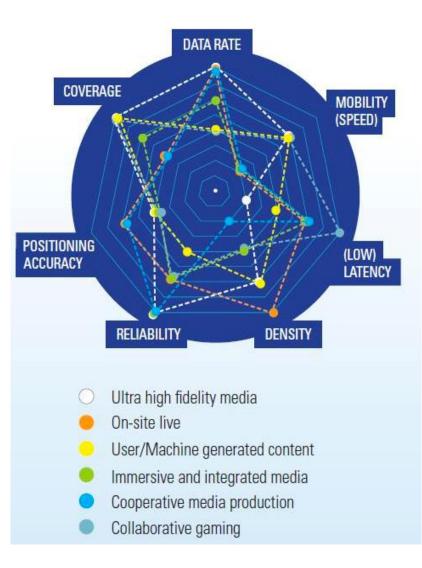
4G coverage today reaches more than 90% of the UK geography

EE has approximately 553 retail stores, and services more than 31 million connections across its mobile, fixed and wholesale networks

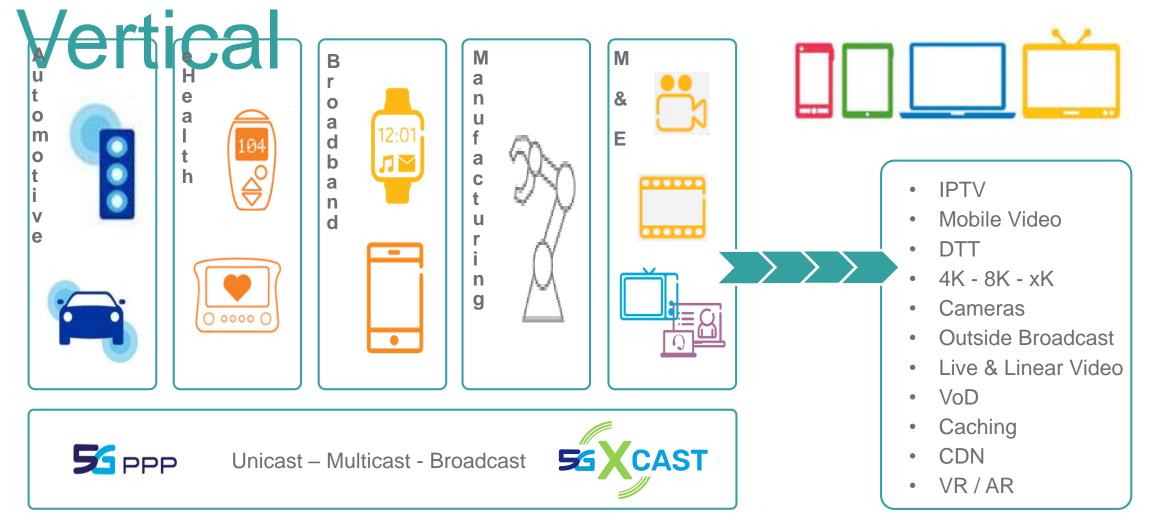


5G for Media and Entertainment





Media & Entertainment







Glastonbury Use Case

4G is extensively used for OB in many UK locations

52TB of data was consumed on EE's Network

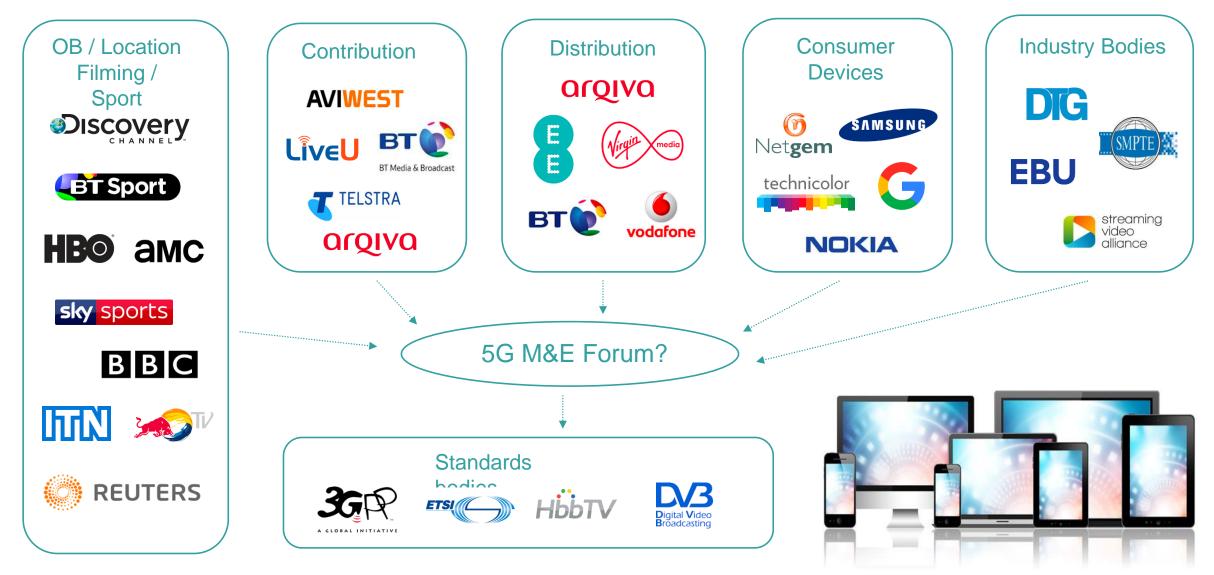
8.5TB was uplink an increase of >70% from 2016

OB needs a guaranteed bit rate for primary feed

5G slicing could allow a separate 'OB grade network'

Consumers and OB will not compete for bandwidth

Aligning M&E Requirements for 5G



For the M&E Vertical to capitalise on 5G there needs to be more collaboration within the industry

We need to take a 'glass to glass' view engaging partners from each of the technology areas

Working in isolation will result in fragmentation of requirements

Without identifying, collating and developing requirements, the M&E industry cannot exploit the opportunities offered by 5G



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