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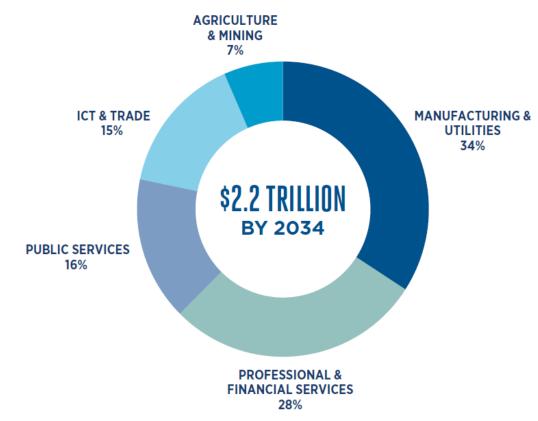
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# 5G impact on the global economy

#### CONTRIBUTION OF 5G TO THE GLOBAL ECONOMY (SOURCE: GSMA INTELLIGENCE)

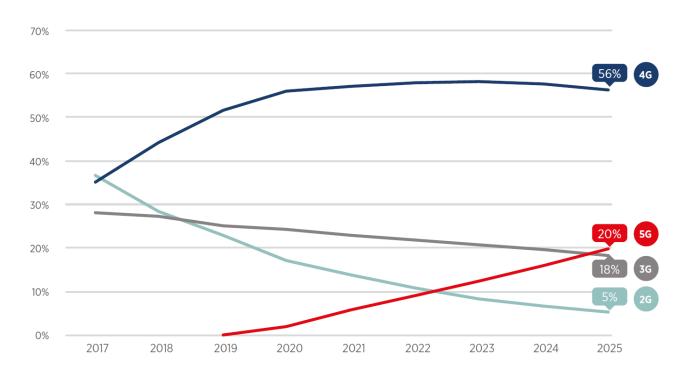


5G contribution to the global economy over the next 15 years © GSM Association 1999 - 2020

# 5G connections forecast

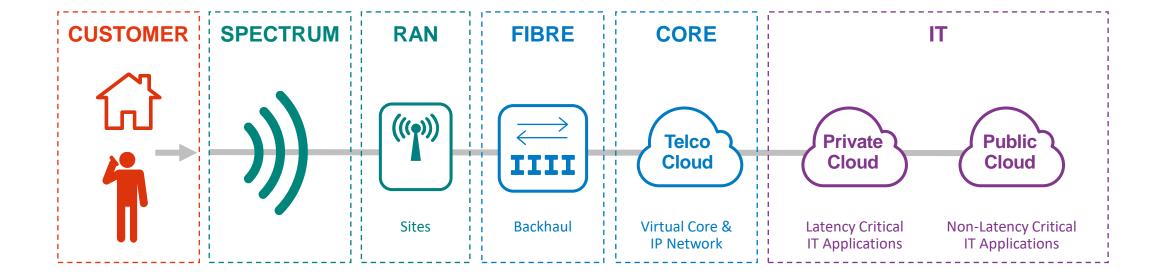
#### 4G now accounts for half of total connections; 5G will start moving the needle in 2020

% of connections (excluding licensed cellular IoT)



Source: The Mobile Economy 2020 © GSM Association 2020

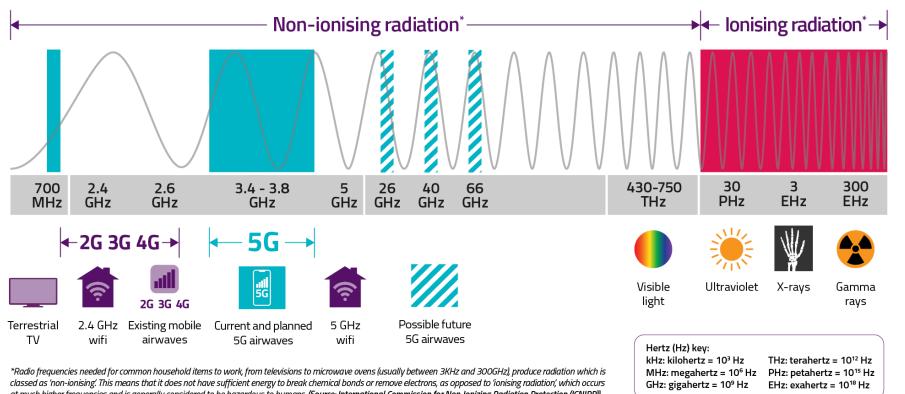
## A mobile network



## Spectrum

## The Electromagnetic Spectrum

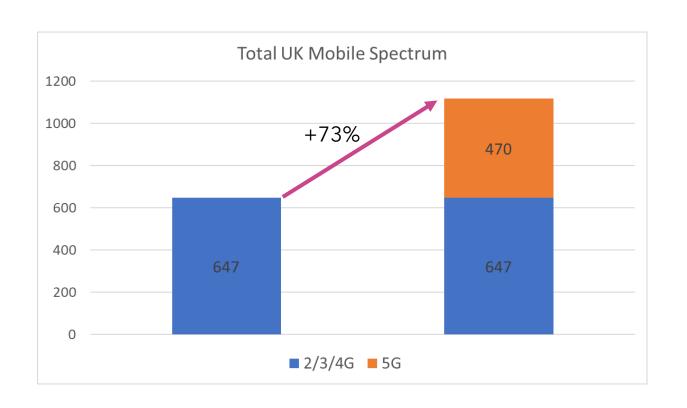


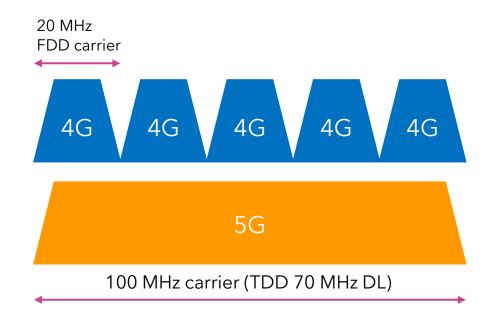


at much higher frequencies and is generally considered to be hazardous to humans. (Source: International Commission for Non-Ionizing Radiation Protection (ICNIRP))

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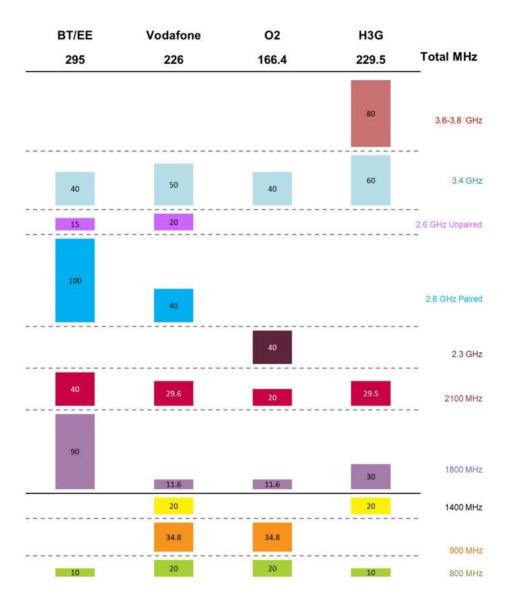
# 5G Spectrum







# UK mobile spectrum holdings



Source: Ofcom "Award of the 700 MHz and 3.6-3.8 GHz spectrum bands"

## Antenna technology





3.4-3.8 Ghz	2T2R	4T4R	64T64R Beam Forming
Coverage	No improvement	Small improvement	Nearly matches 1.8Ghz
Capacity	1x	1.7x	3-5x

## Radio site

#### 4G site:

- Radio units to create & receive 4G signals
- Antennas to transmit and receive the 4G signals
- Supporting mast structure

### 5G is then added:

- Either 'massive MIMO' (radio unit & antenna combined)
- or additional radio unit.



Image Courtesy Twitter/Peter Clarke
Thanks to Paul Rhodes for slide



## 5G Applications

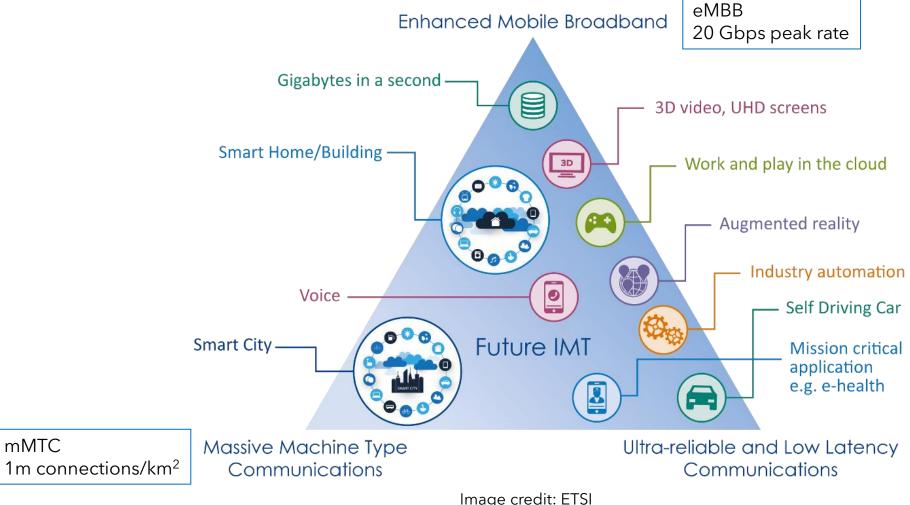
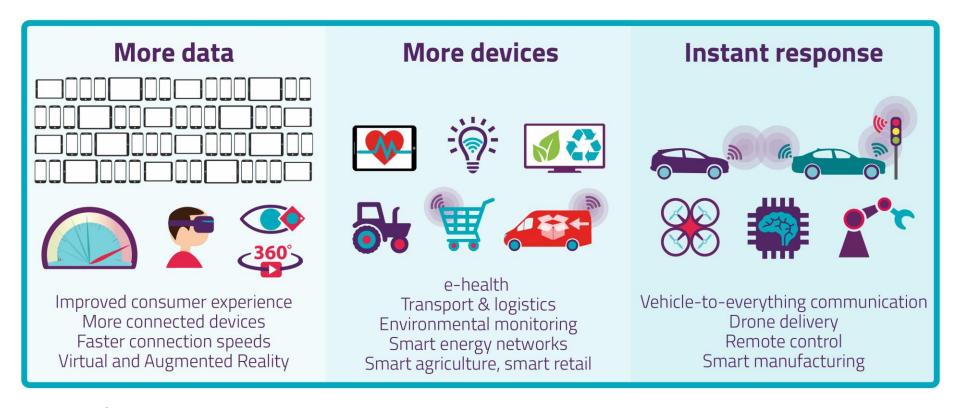


Image credit: ETSI

1ms latency **Clear** Technology Consulting Limited

uRLLC

## 5G Opportunities



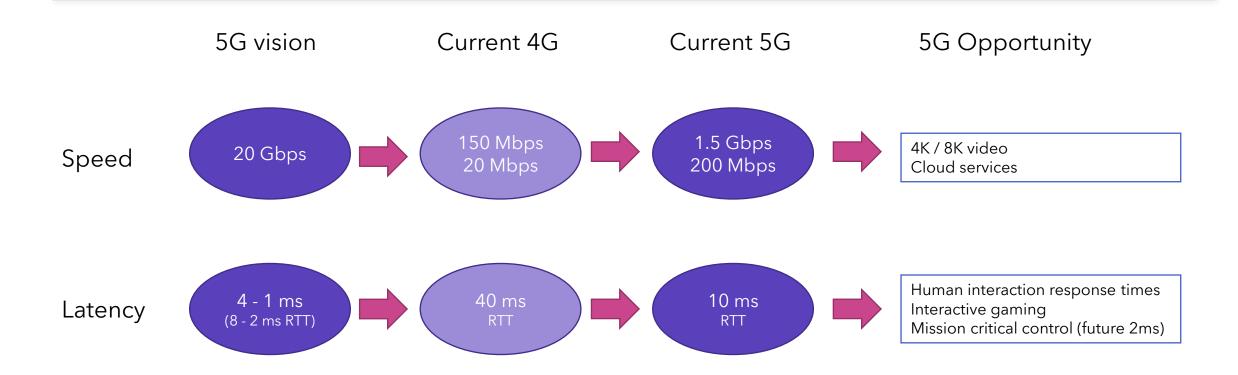
Source: Ofcom

## Attributes of 5G

- Capacity
- Speed
- Latency
- Massive number of devices
- Architecture, e.g. Network Slicing



## Reality of 5G\*





<sup>\*</sup> For wide coverage area 5G networks

## Human interaction experience shift

Large bandwidth, no buffer



### Low latency: Victory or defeat



## Panoramic video reality check

360° Video Resolution	Transmission	Data Rate (Mbps)	Latency * (ms)	
4K (3840x2160)	Sphere	20–40	≤ 50	
8K (7680x4320)	Sphere	90–130	≤ 20	
	Field of View (FOV)	30–50		
12K 3D (11520x6480)	Sphere	500–700	≤ 10	
	FOV	200–300		

Source: GSMA, Cloud AR/VR Whitepaper, 26 April 2019

© GSM Association 1999 – 2020

## Cloud Gaming reality check

CG	Data Rate (Mbps)	Latency* (ms)	
2K (2560x1440)	30–50	≤ 20	
4K (3840x1920)	50–200	≤ 16	
8K (7680x3840)	200–800	≤ 10	





Source: GSMA, Cloud AR/VR Whitepaper, 26 April 2019

© GSM Association 1999 – 2020

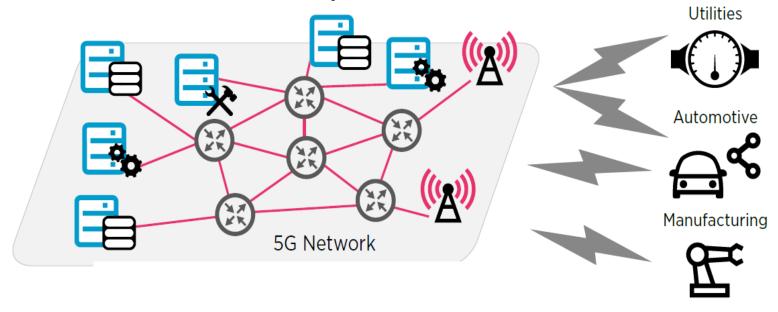
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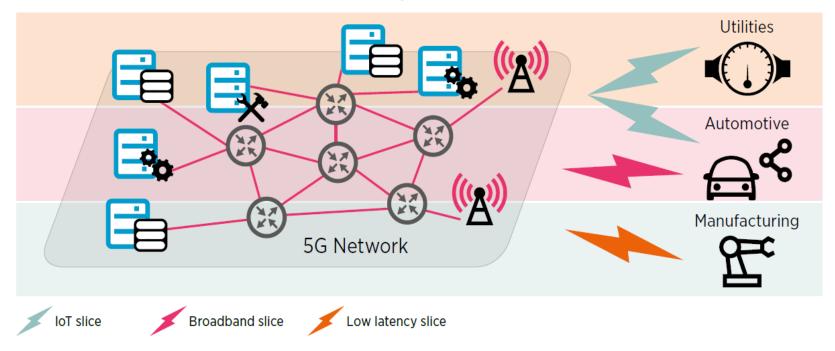
# Network Slicing

#### 5G networks need to serve customers with very different needs



## Network Slicing

#### 5G networks subdivided into virtual networks each optimised for one business case



## Use Cases | An Increasingly Broad Spectrum

#### Mobile Broadband Enhanced

- High Throughput
- Low latency
- Large data volume

## Campus



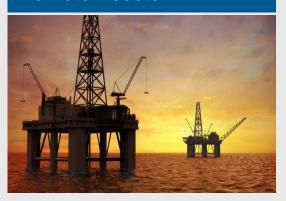
#### Stadium/Venue



### **Critical Communications**

- Ultra Reliability
- Ultra Low latency
- · Very high availability

#### Remote Assets



#### Healthcare



#### Industrial IoT

- Industrial protocols
- High Device density and Edge computing
- · Precise indoor positioning

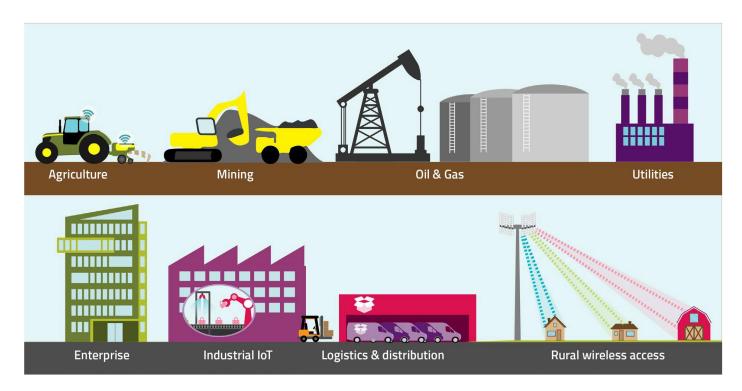
#### **Industrial Automation**



#### **Automated Warehouses**







Source: Ofcom "Shared Access License" Guidance document

# Private networks opportunities

5G can use unlicensed, shared and traditional licensed spectrum

Opportunity for significant growth in private networks

**UK 5G Shared Access licenses** 

- 3.8-4.2 GHz
- 26 GHz





5G creates new opportunities

Much improved human interaction New services enabled by network slicing Private networks





It is important to reality check



Be positive but realistic!

