

# Ubiquitous Communication

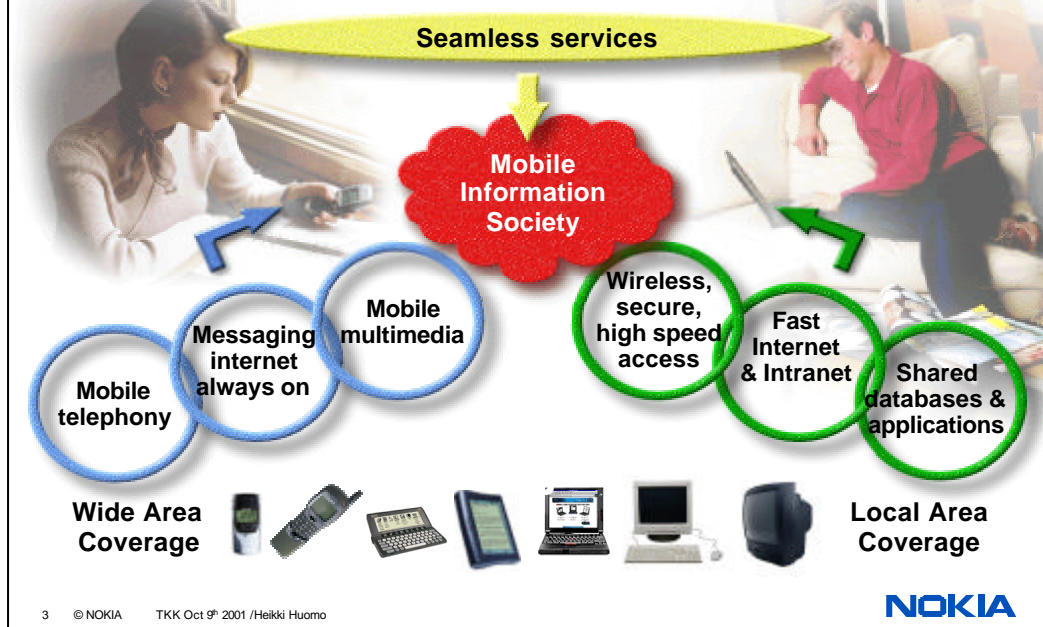
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## Generations of Wireless Access

Generations	1st gen	2nd gen	3rd gen	Wireless Computing
<b>Typical example</b>	NMT, AMPS...	GSM, IS-95	UMTS, IMT-2000	WLAN's
<b>Design drivers</b>	voice	voice/data	data/voice	data
<b>Modulation and multiple access</b>	analogue, FM	digital, various	digital, various	digital, various
<b>Architecture</b>	cellular, hierarchical	cellular, hierarchical	cellular, hierarchical	Point coverage, distributed
<b>Voice capability</b>	moderate	good	wireline quality	N/A
<b>Data capability</b>	circuit oriented, 2.4 kbit/s	circuit oriented, 9.6 kbit/s with evolution in circuit and packet oriented improvements up to 64 kbit/s	Packet oriented, 144 kbit/s outdoors and vehicular environment 384 kbit/s peak rate in urban environment outdoors 2 Mbit/s indoors isolated cells.	packet based, 2Mbit/s, near term evolution to 20 Mbit/s and up to 155 Mbit/s within 10 years.

# Emerging Mobile Information Society



## Life beyond the Digital Convergence

- It is a brand new world which is characterised predominately by:
  - rapid timescales on all dimensions
  - thus hard to predict but emphasises rapid adaptation (like evolution)
- Divergence rather than convergence on:
  - types of devices
  - types of services
  - in the value chains of the Internet business
  - who have access and who do not have access
  - who want and who do not want
- But it will be wireless

# Waves of Computing

## Next 10 Years

- **Fast change**
- **High technology risks**
- **Architecture is the key to handle complexity**

## Network Computing

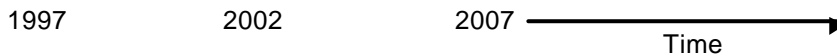
Internet connection  
 Middleware  
 E-business  
 Mobile Information Access

## Contextual Computing

Devices for different Purposes  
 Interoperability and synchronization

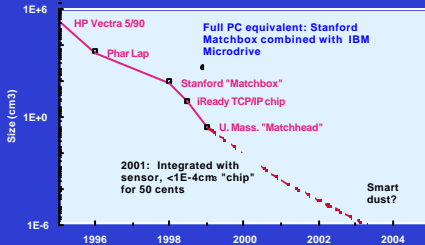
## Spontaneous Computing

Human computing  
 Continuous connection

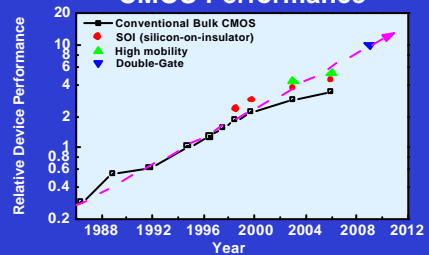


# Environment - Technology

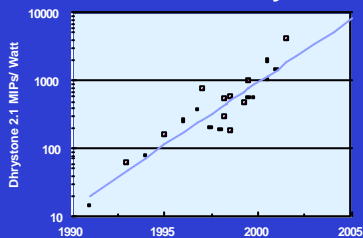
## Web Server Dimensions



## CMOS Performance



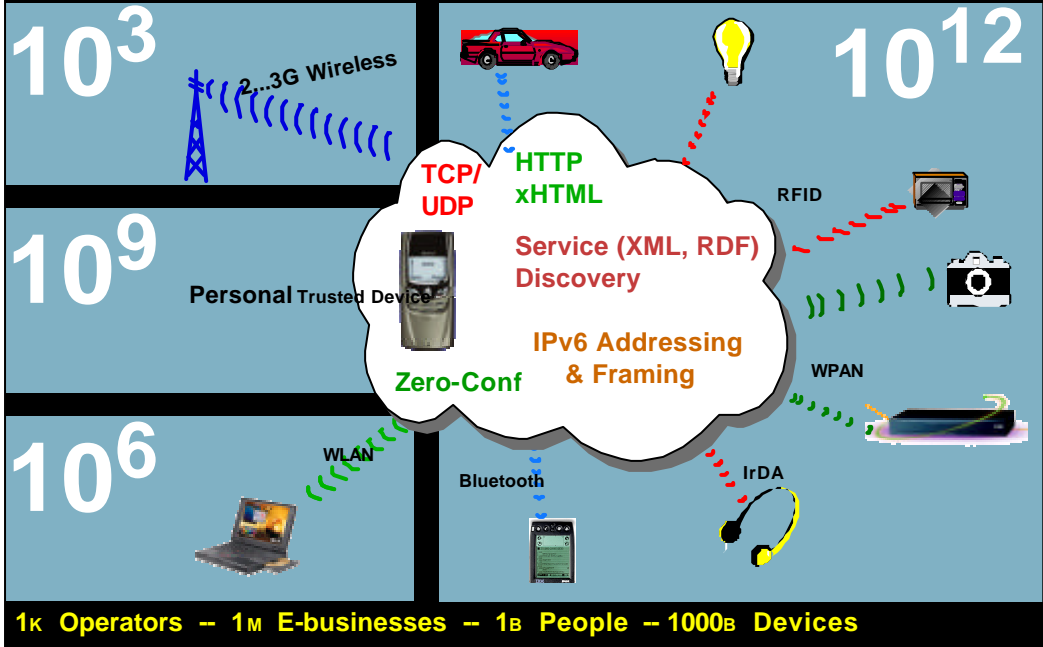
## Power Efficiency Trends



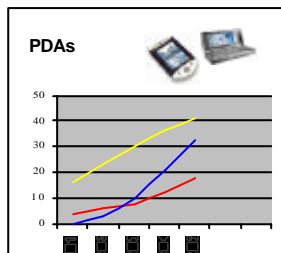
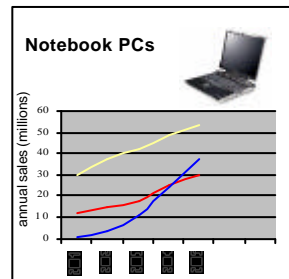
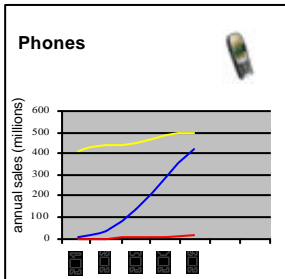
## Devices



# The Web of Trillion Devices

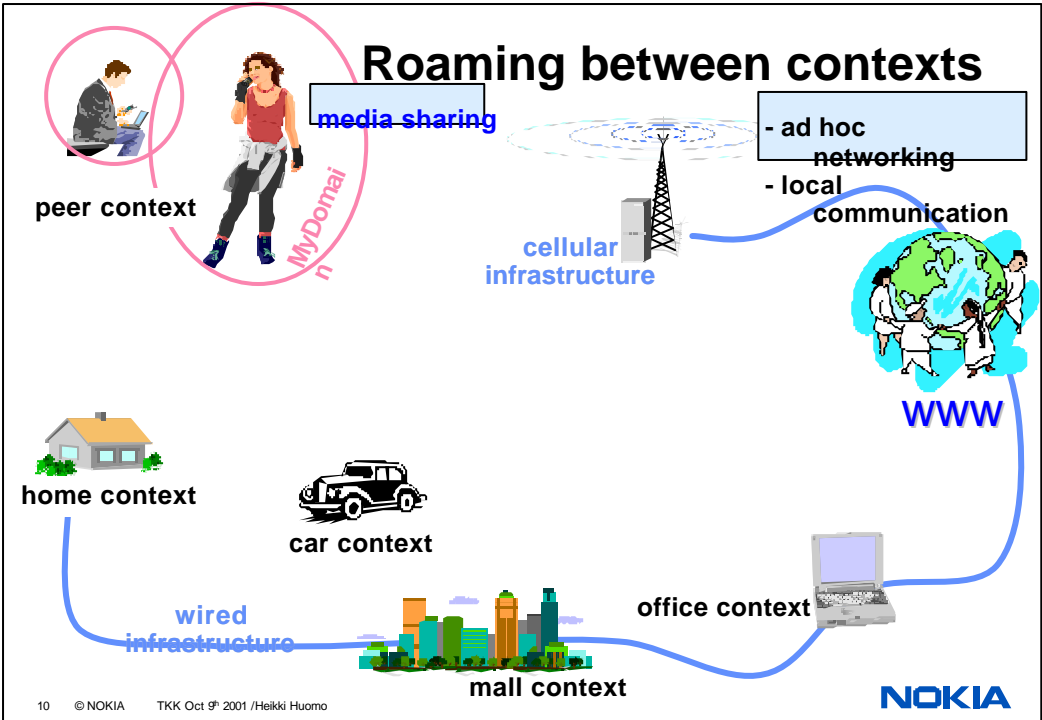
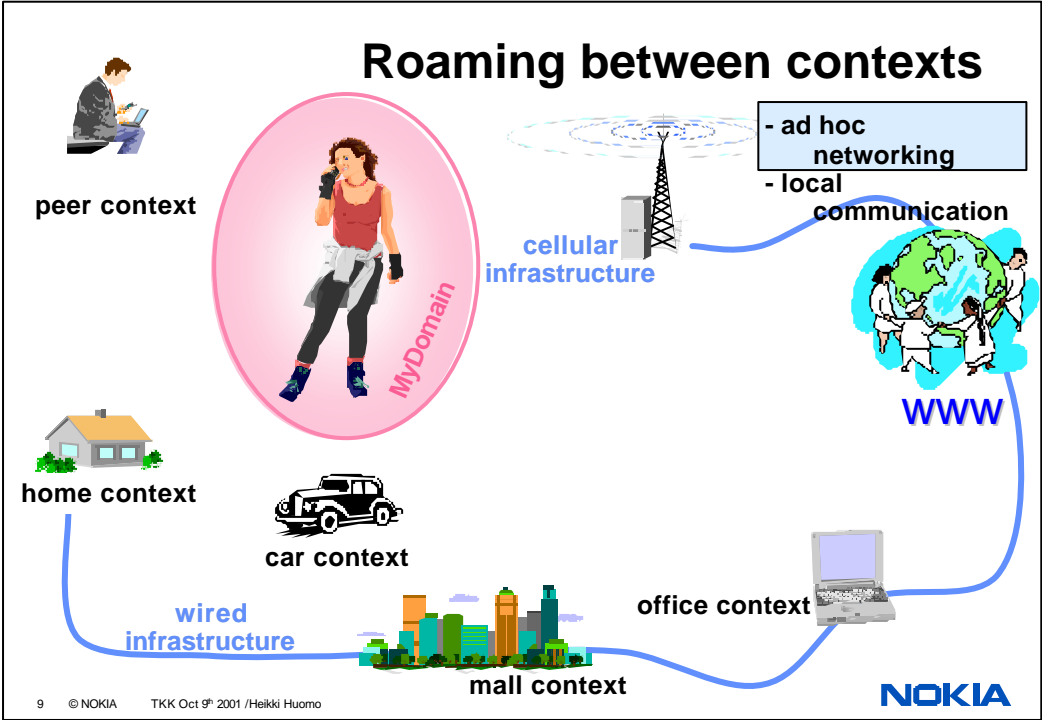


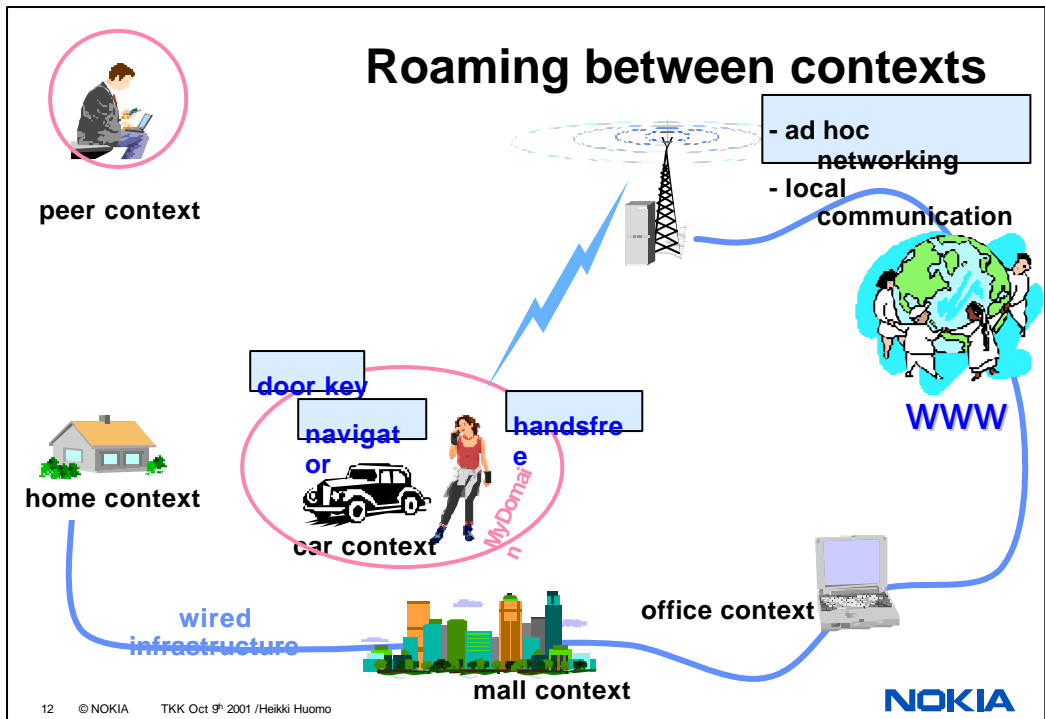
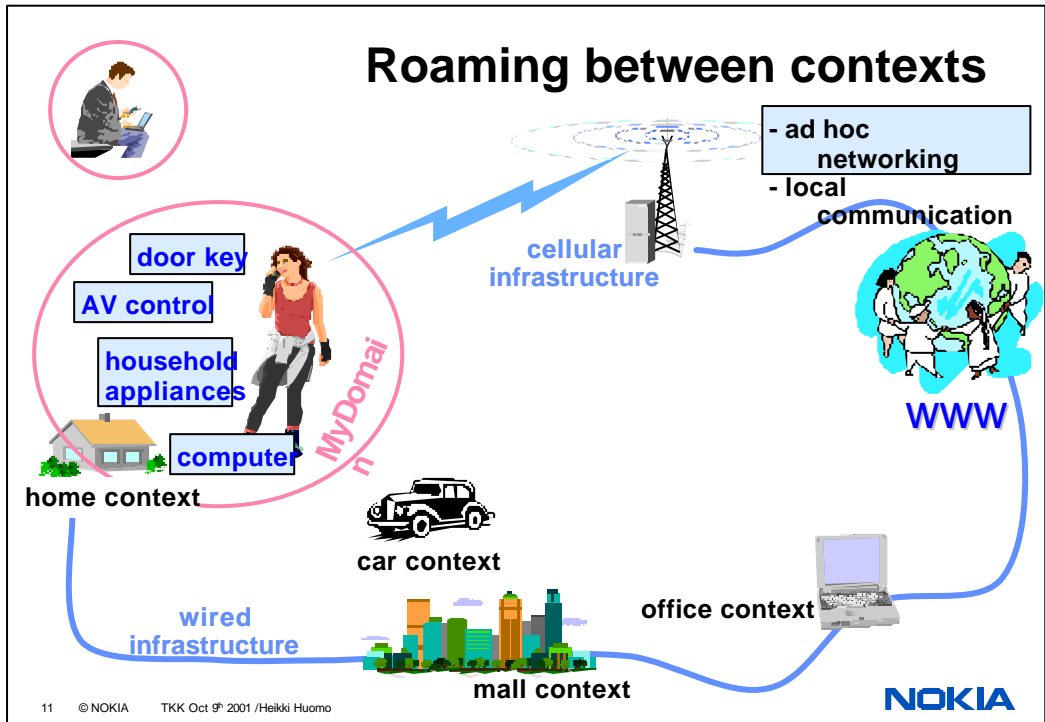
## Market projections

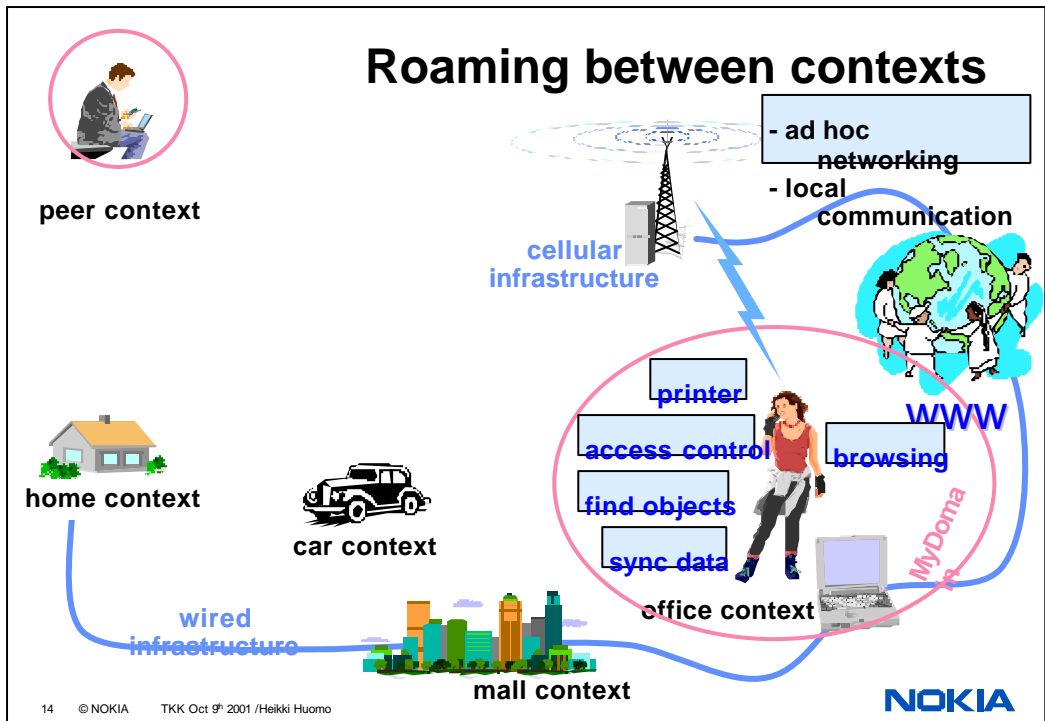
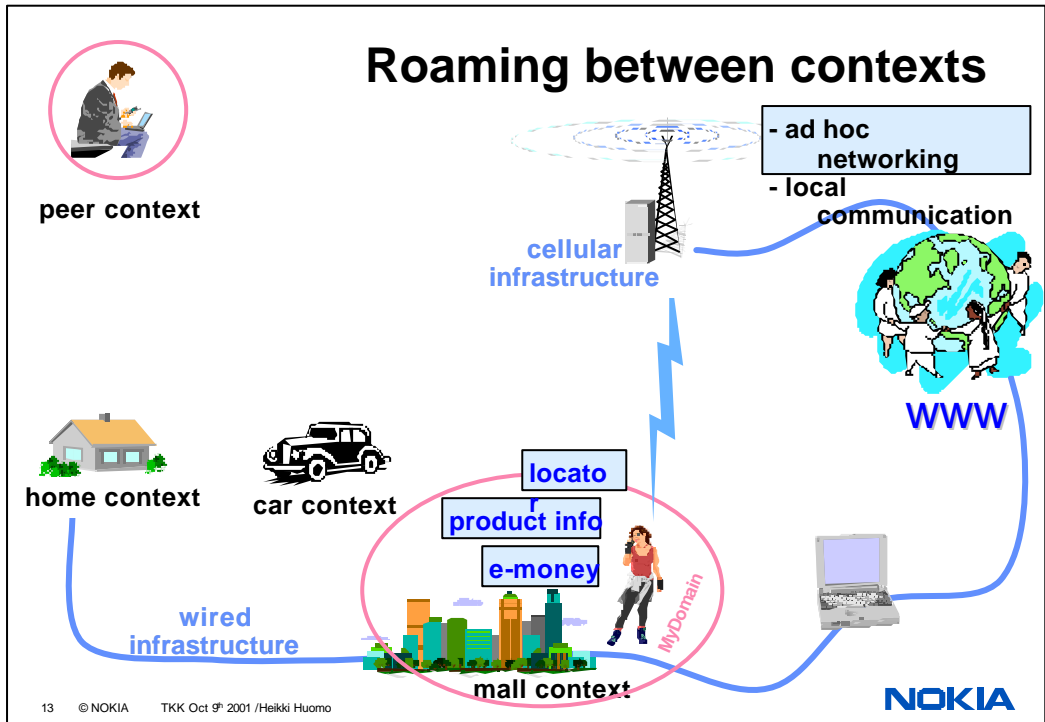


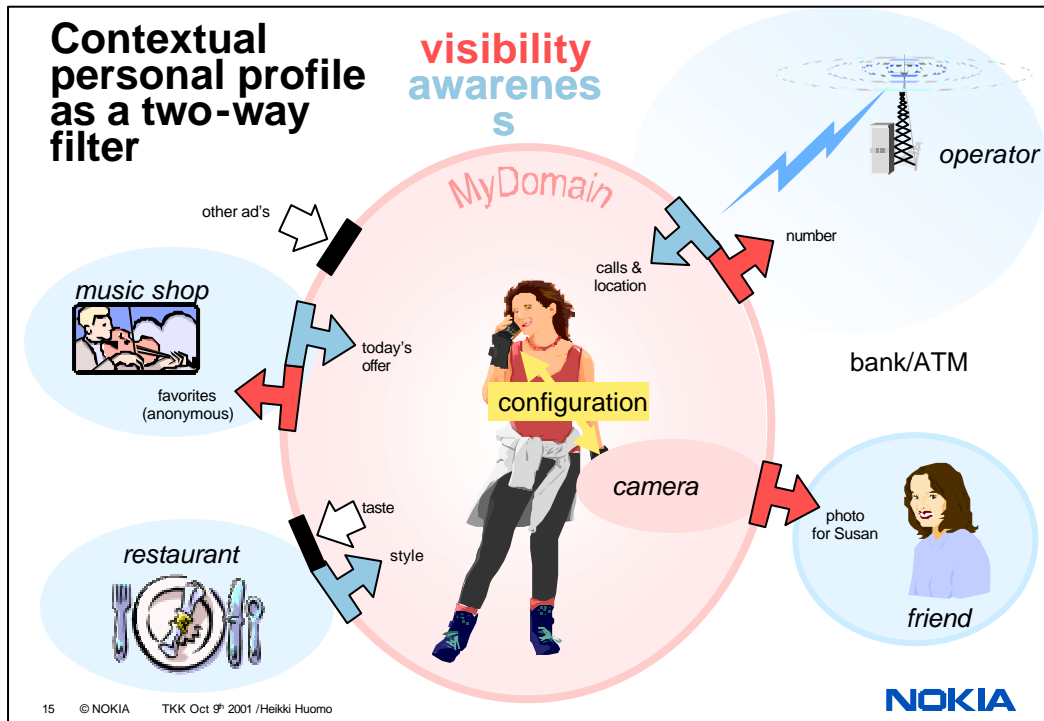
— Bluetooth  
— WLAN

Forecasts: IDC, 2001









## Key research challenges

- Evolution of Bluetooth radio is needed
  - low on everything: bitrate, power, cost, implementation/use complexity, range, quality ...
- Middleware challenge
  - how to re-engineer the TCP/IP and related protocols for the PAN
  - implementation limitations drive away from generic flexibility
- Understanding the user needs, fears, behavior and acceptance of technology
  - security and privacy
  - context of use
  - profiles
- Business models
  - confusion of business models: consumer electronics, traditional and .com business models



"Without effort,  
a great vision will remain just  
an unfulfilled dream."

Kyosera

Kazuo Inamori, founder of