
Mobile Internet: From CFP & PBB to NGMN & LTE/SAE

A personal journey through the maze of
telecommunication industry

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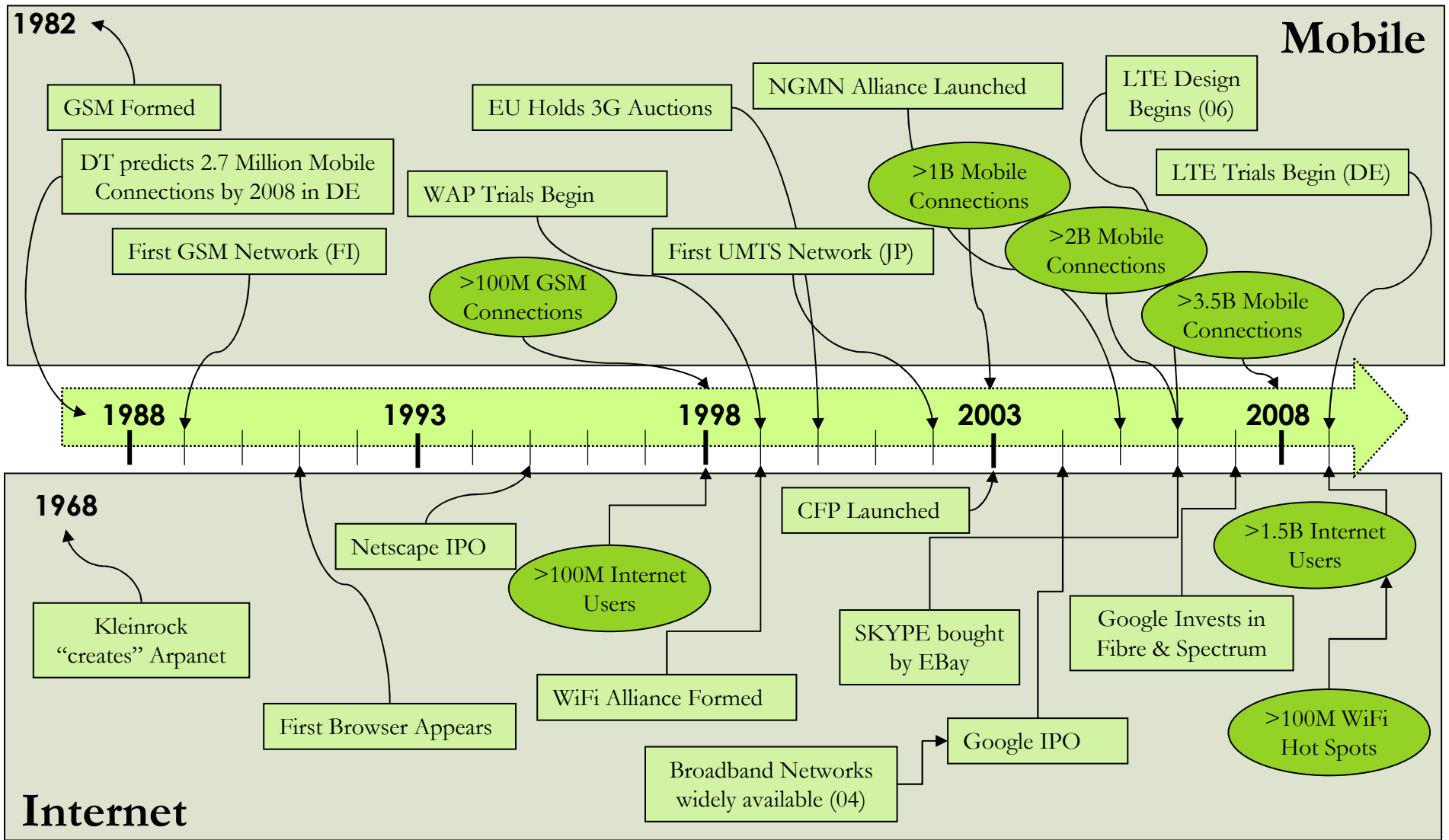
Mobility Fellow, BT &

Former Chairman of NGMN EWG



Selective Historical Context

Mobile Internet



Key Trends

Ecosystem View



- 1 Digitisation**
ALL IP / ALL Digital
- 2 Socially Conscious**
Global Communications & Local Actions + Green Policies
- 3 Individuality**
My Tech NOT Hi Tech choice & the “long-tail”
- 4 Mobility**
Any where, Any time, Any Device
- 5 Broadband**
Growth of Bandwidth Hungry & Near Real-Time Apps + Access as a Right Policies
- 6 Liberal Regulations**
Spectrum & Competition: Technology Neutrality
- 7 Competition**
Inter & Intra Industry Competitors
- 8 Confluence**
Changes occurring due to multiple effects
- 9 Shorter Clock Speeds**
Advantages are no longer structural; Ever improving technology
- 10 Flexibility**
The key attribute for success: Liquid Not Solid
- 11 Platforms**
Applications win battles, Platforms win wars
- 12 Macro Economics**
Dark days ahead?

Observation

Role of Service Providers

- 2003: Voice/Messaging moving to mobiles, why?
 - Convenience?
 - Personalisation?

- Can other services be far behind?

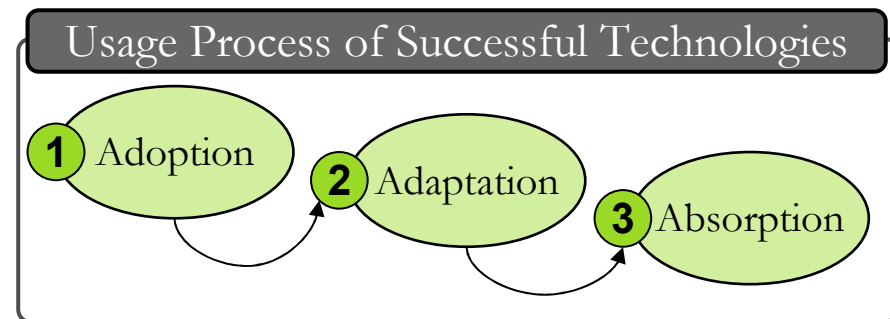
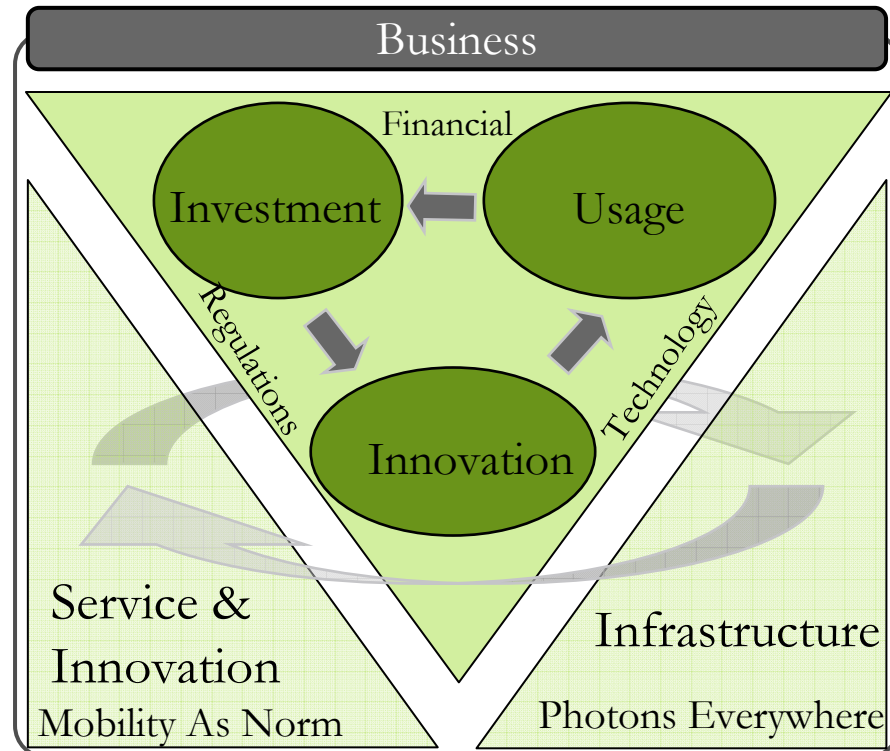
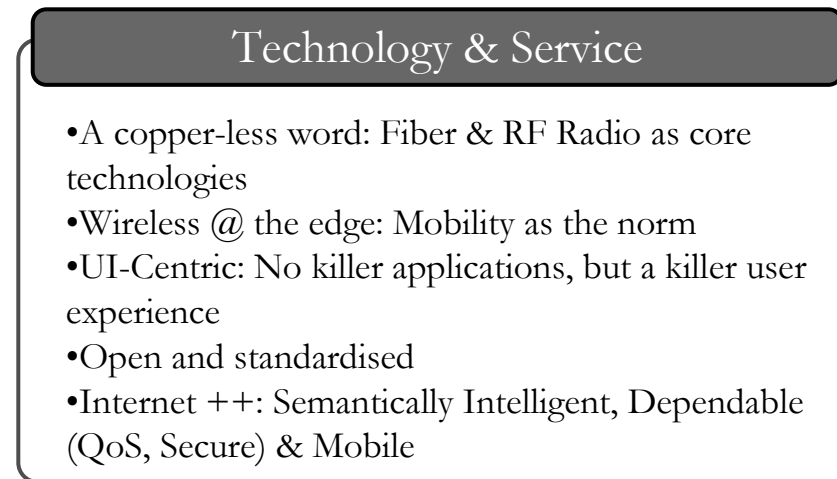
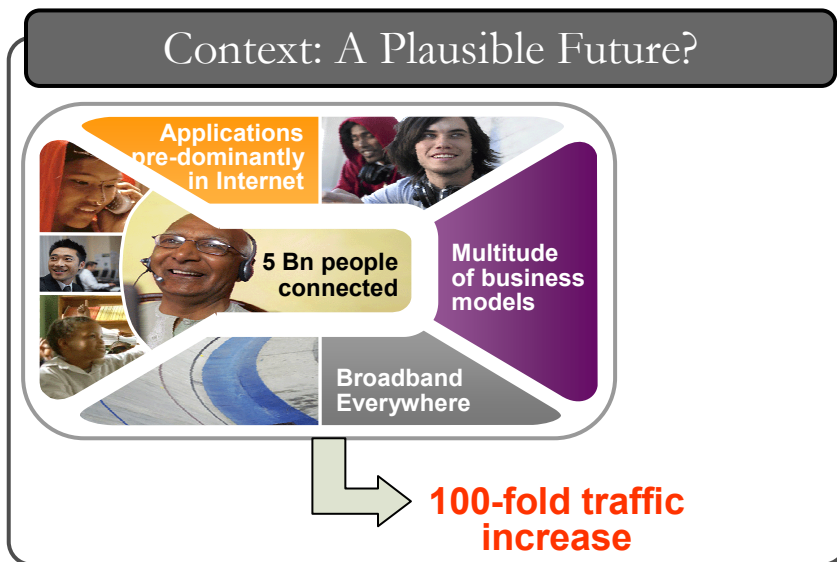
- What is needed?
 - Better Access?
 - Better Services?
 - Business Models?
 - Intelligence?

- Moving broadband connectivity from fixed locations to mobile individuals?

Telecommunication Futures



Personal Broadband: User/Service Centricity



Lessons From Confluence & CFP

Education is Never Wasted!



1

Product Development

Historical Models & Core Assumptions:

1. Push (Corporate R&D, DRAPA/NSF/EU, Academia, individuals, etc)
2. Pull (Market Research, Customer Feedback, etc)

**Plausible New Avenue? → “Near enough is good enough”
Collaborative, Incremental & User Led: Web 2.0, “Long Tail”, Semantic Web & Permanent Beta?**

2

Infrastructure

Historical Models & Core Assumptions:

Infrastructure is an expensive entity to be built only once, and requires a “long-time” to recover the initial investment. Often a monopoly & top-down → Industrial Information Production

**Plausible New Avenue? → Femto Cells & Hubs
Easily replaced and upgraded through bottom-up & collaborative ownership: Network Information Production & Community Networks; Spectrum Abundance NOT Scarcity**

3

Architecture

Historical Models & Core Assumptions:

Optimised for a specific service (or collection of services) leading to stove-pipes with well defined rigid structures (solid)

**Plausible New Avenue? → “Flat, leave it to apps & devices”
Generic, non-optimised, adaptable to solve various problems (liquid)**

4

Business Models

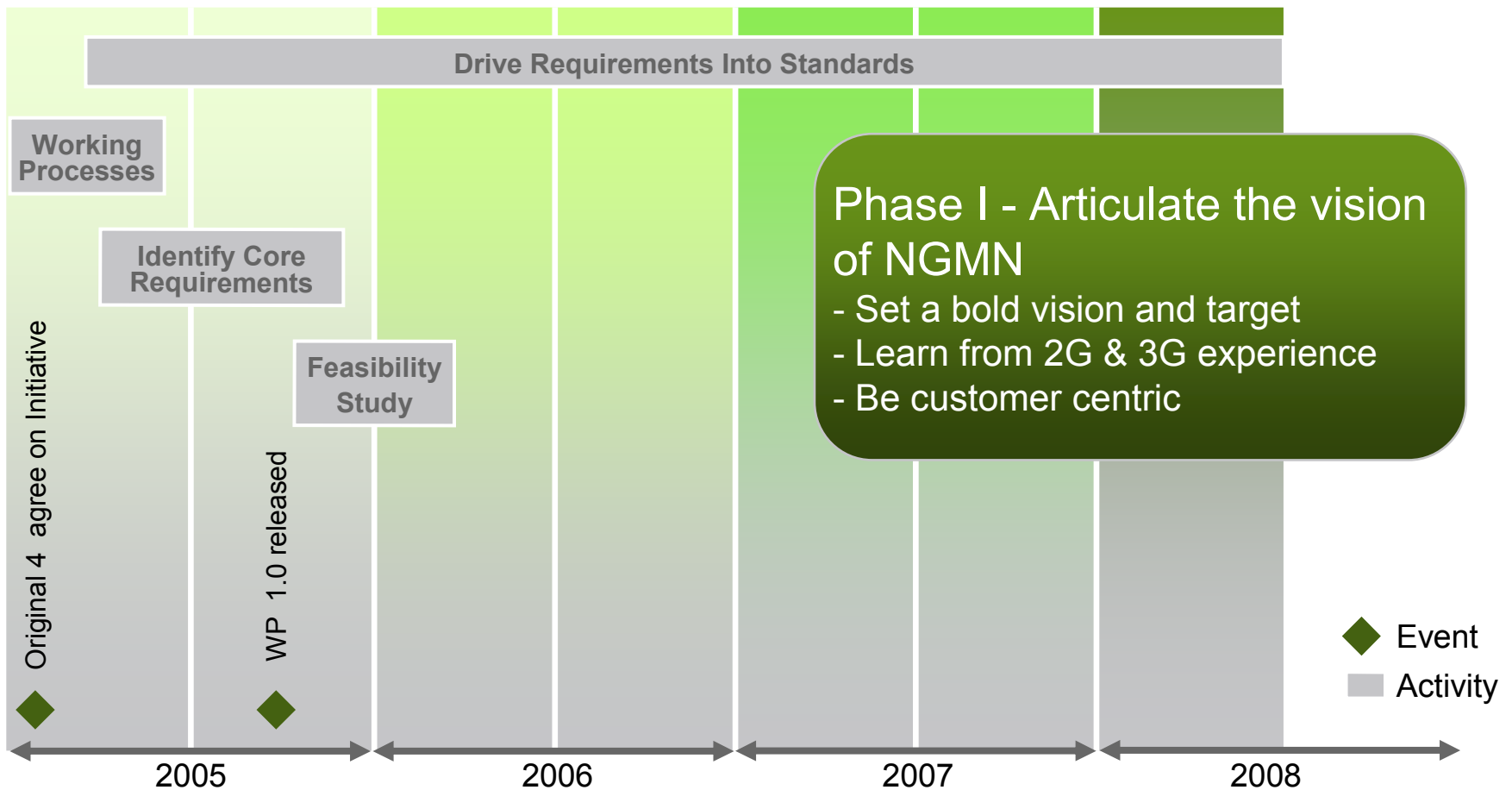
Historical Models & Core Assumptions:

Own customers, services or products and match them to one another to maximise some economic measure (profit, revenue, etc)

**Plausible New Avenue? → Partners & Enablers
Users instead of customers
Services & products user defined
Minimal cost, no ownership (customers/services)**

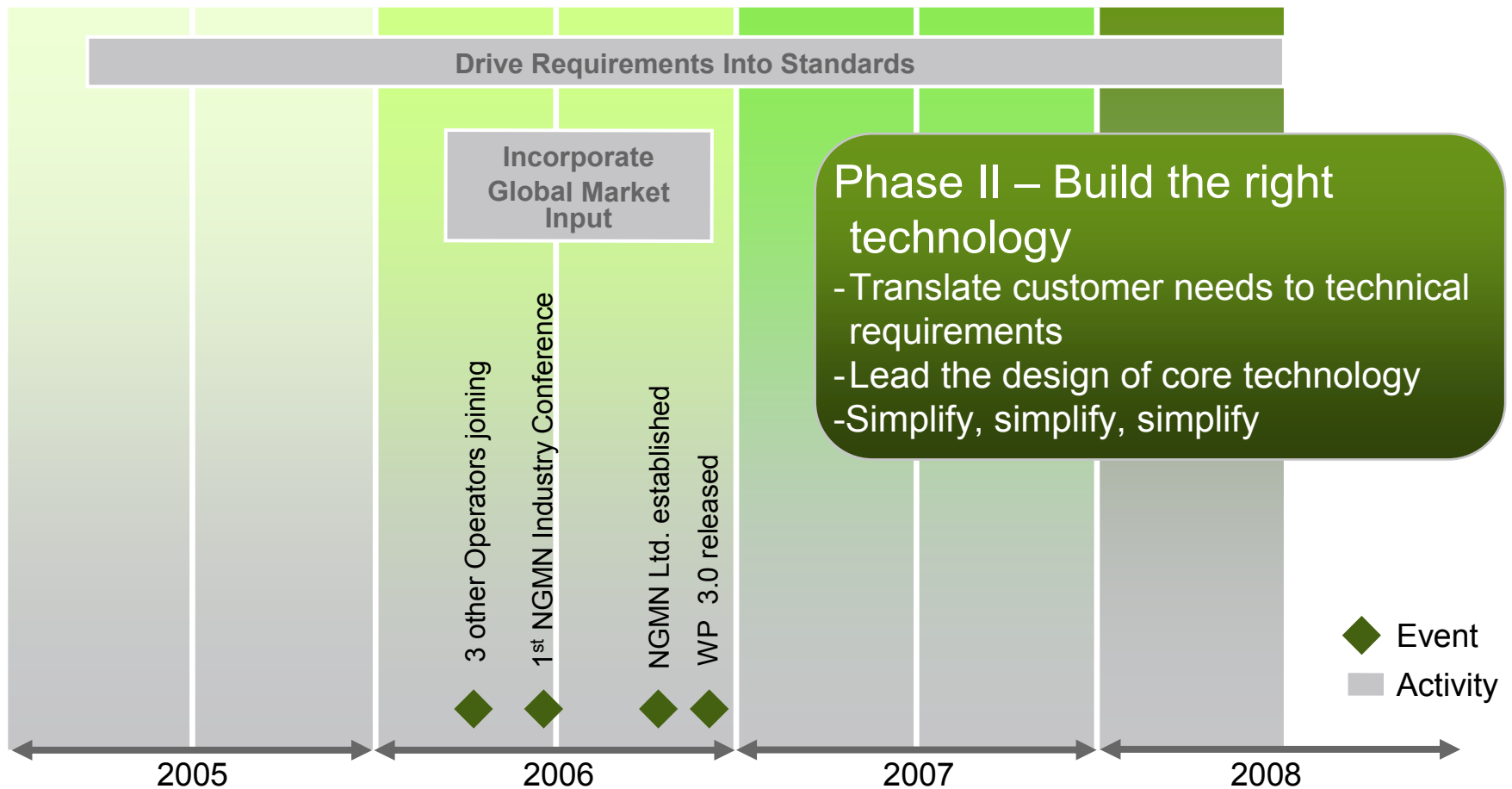
History of the NGMN Alliance

Realising a Bold Vision: PBB @ a difficult Time



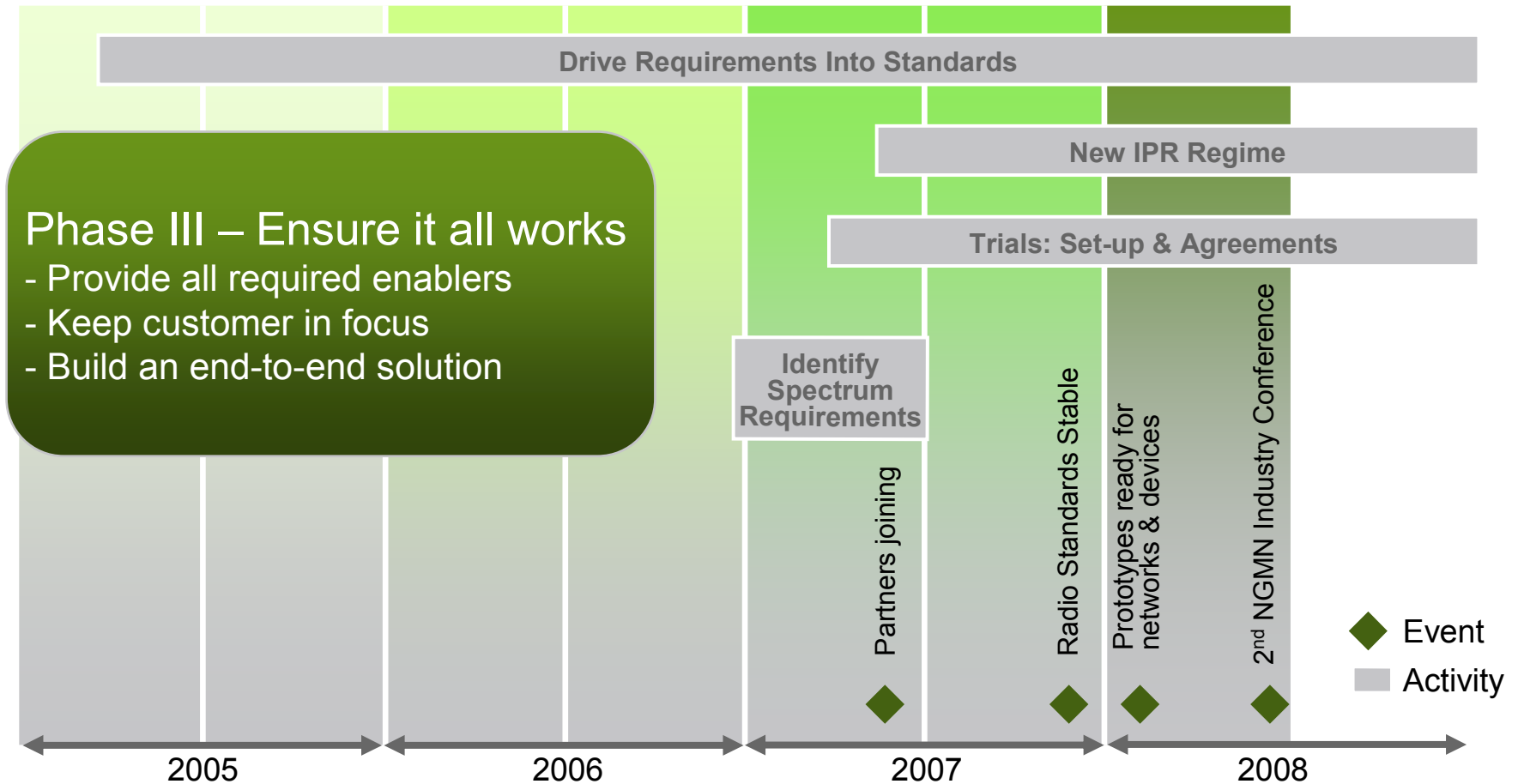
History of the NGMN Alliance

Things Get Worse Before They Get Better!



History of the NGMN Alliance

Nearly There!



Organisation of the NGMN Alliance

The Role of NGMN Alliance

Members*: 19 worldwide leading mobile operators



Sponsors*: 29 worldwide leading technology vendors



Advisors*: 3 universities / research institutes



Working Groups

Ecosystem

Spectrum

IPR

Technology
- Networks
- Devices

Trials
- Technology
- Customers

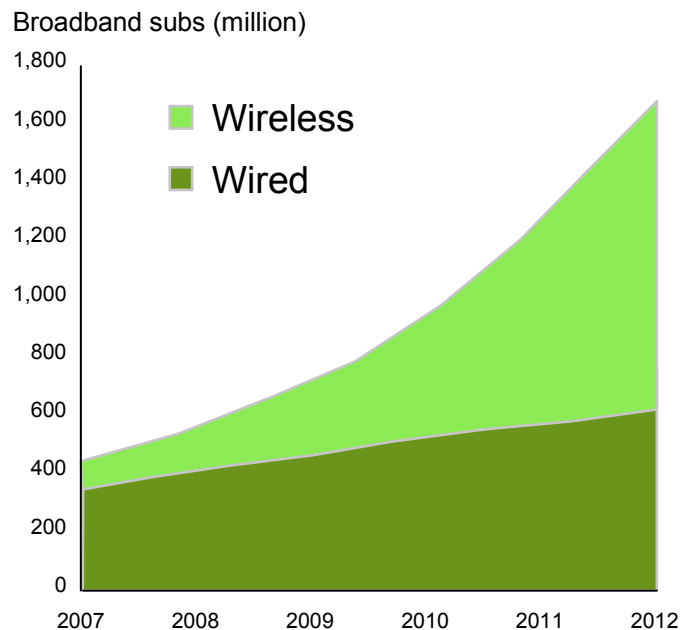
* As of June 2008

Market Development of Mobile Broadband

Growth - Shape of Things to Come



Global Broadband Subscribers



Source: Informa Telecom & Media 2008

Both supply and demand drive the mass market adoption of mobile broadband:

- Personalised, easy-to-use plug & play devices
- Advanced networks
- Increased competition
- Desirable applications
- Improved coverage
- Worry free pricing

Mobile broadband expands the addressable market by:

- Supporting high bandwidth multimedia applications
- Incorporating consumer electronic devices into the mobile networks

Future Customers: UK

Speed or Mobility?

	Mobile BB data rate
DL	<7.2Mbps Max (~1Mbps realistic)
UL	<5.7Mbps Max (~500kbps realistic)

	Fixed BB data rate
DL	<8 Mbps Max
UL	<800 kbps Max

Fixed Factor

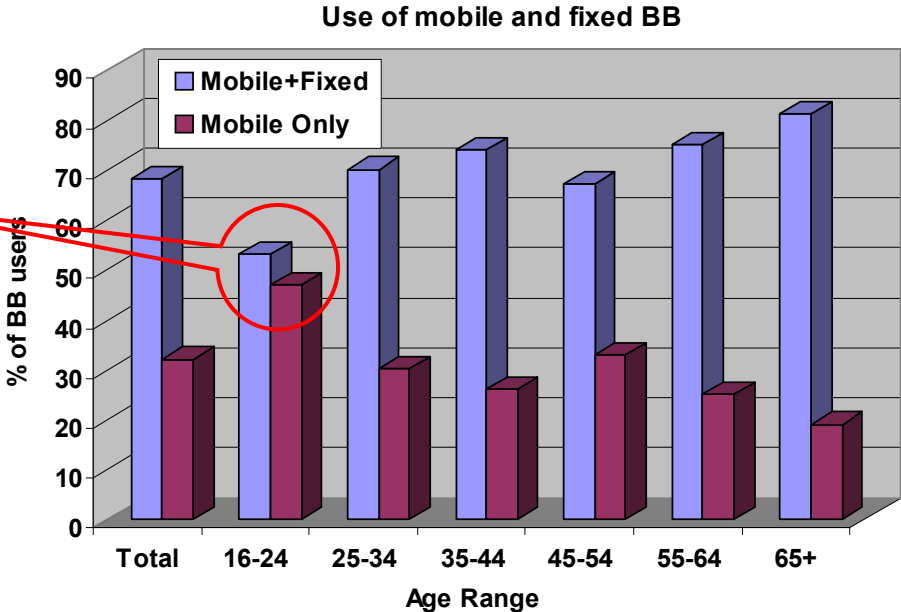
BB from £15.65 per month
(10GB max. monthly usage)
+ £10.27 month line rental

Mobility Factor

From £10 month
(3GB limit monthly usage)

This group will become a greater proportion of future customers

Source: The Communications Market 2008, Ofcom



Success Criteria for Mobile Broadband

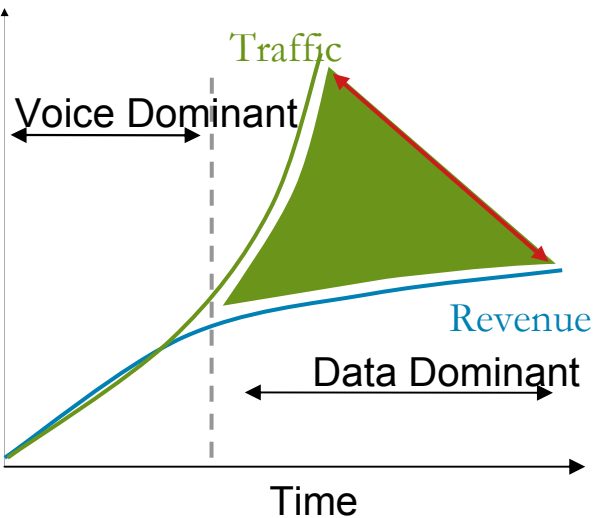
A Thriving Ecosystem



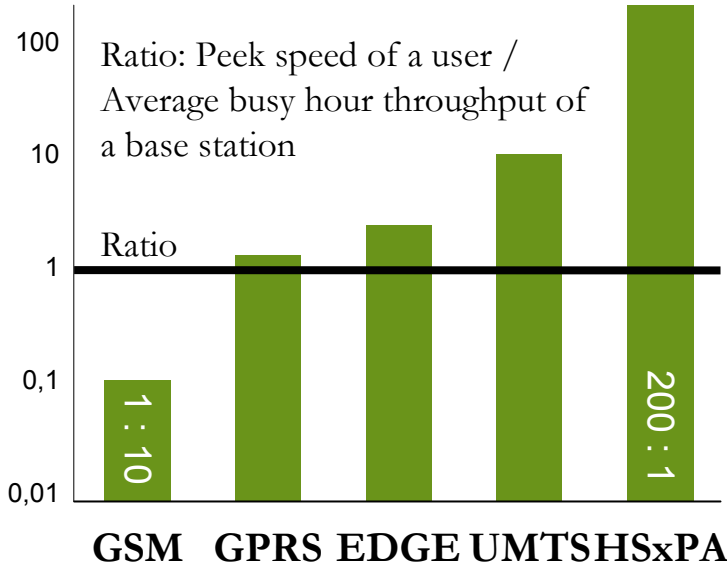
6 Key Challenges To Overcome

Money, Usage & Innovation

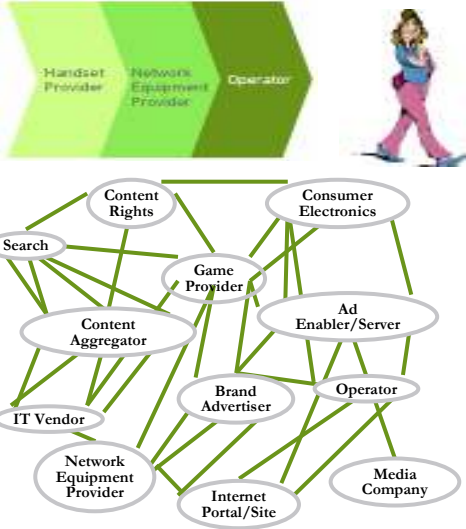
1 Economic Viability



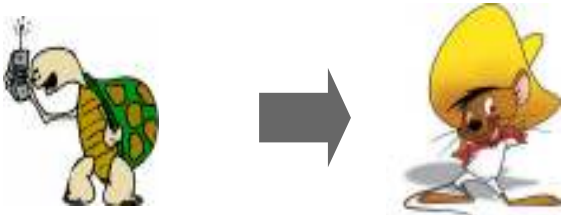
2 Transmission Challenge



3 Value Chain Restructuring Challenge

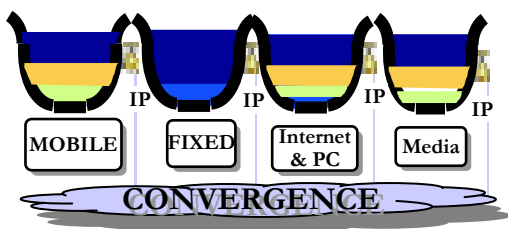


4 Character Challenge



5 Technology Challenge: Lowering of barriers → Moving towards a flat architecture

6 Convergence

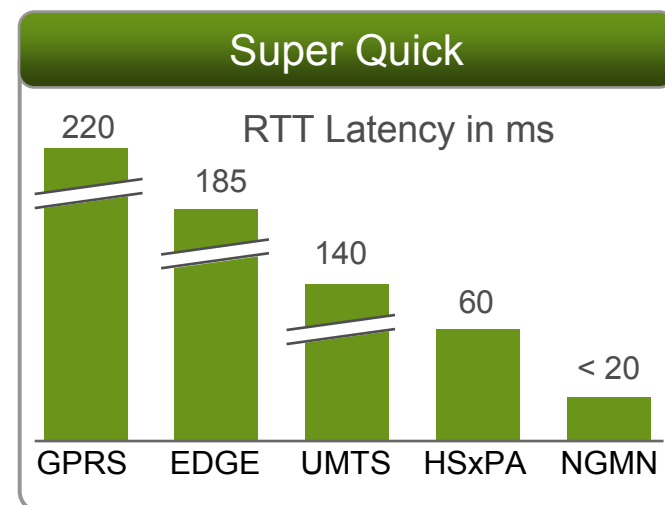
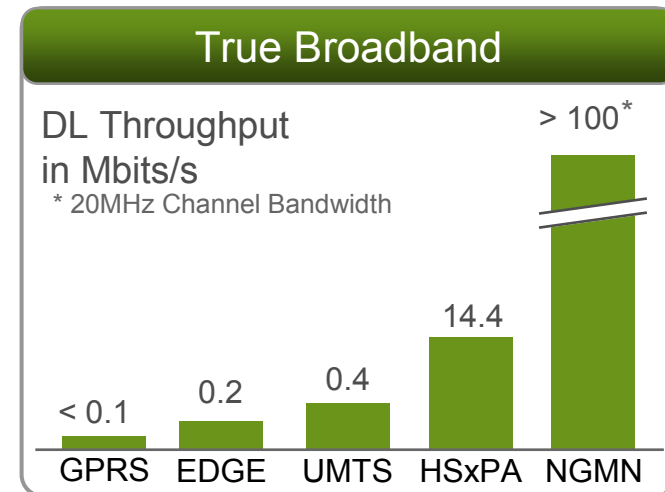


Key Deliverables of the NGMN Alliance

Enhanced User Experience



- Improved throughput (DL & UL) with impact on services such as access to email
- Always on
- Improved latency with impact on interactive services such as browsing



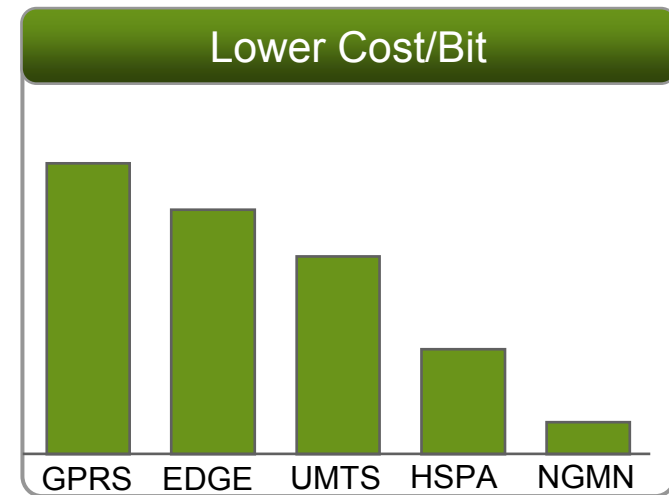
Key Deliverables of the NGMN Alliance

Viable Economics



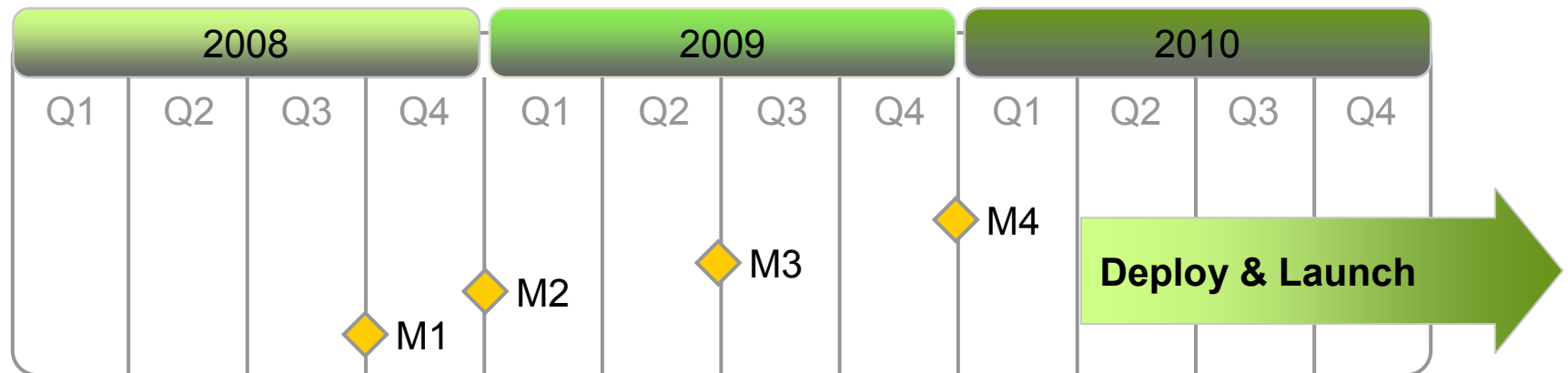
- Lower cost / bit due to:
 - Simplified architecture
 - Improved spectral efficiency
 - Reuse of existing assets

- Expand commercial opportunities:
 - Existing services
 - New services



Roadmap to Success

Key Milestones for the NGMN Alliance



- M1: NGMN Technology Evaluation & Recommendation; Trails of basic functionality starts
- M2: Standards (and IPR regime) finalised (1st Release)
- M3: Infrastructure & Terminals ready for IOT; Start of friendly user trials
- M4: Infrastructure & Terminal IOT completed