

Mobile Terminal Technologies: Trends and Future Developments

KiVS Summer School on Mobile Computing, Dagstuhl 2002

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DoCoMo Eurolabs, München



Content



- Market and technology trends
 - Mobile market in Japan
 - 3G Systems and future directions
 - Mobile terminal technologies and trends
- System concepts and technologies
 - System architecture and programmability
 - Mobile Execution Environment (MExE) Standard
 - Java2 ME Middleware platform
 - Software defined radio
 - SIM card technologies

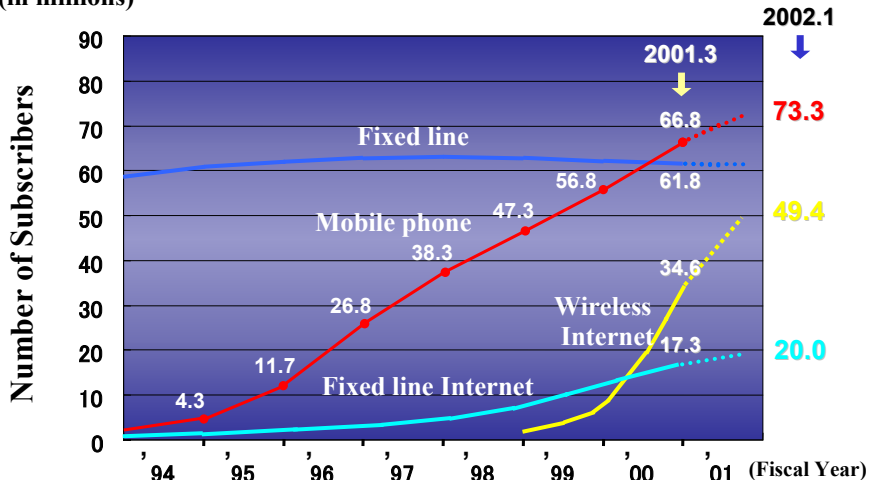
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3

Telecom Market Trends in Japan

(in millions)



The projected values are calculated based on information and assumptions available today. However, there is no guarantee that the actual results would fall in line with the projected figures, given the inherent uncertainties in projections, as well as possible fluctuations due to future business performances and changes in internal/external circumstances, etc.

4

Multimedia

Business Use



- Video Conference
- Database / Data Center
- Electronic Commerce (Business Transactions)
- GPS Data Search



Mobile Multimedia Network

Personal Use



- Electronic Newspaper / Book
- Interactive TV
- Electronic Commerce (Shopping)
- Remote Health Care System

Public Use

- Remote Health Care System for the Elderly
- Communication System during a Disaster
- Remote Monitoring System
- Intelligent Transport System (ITS)



5

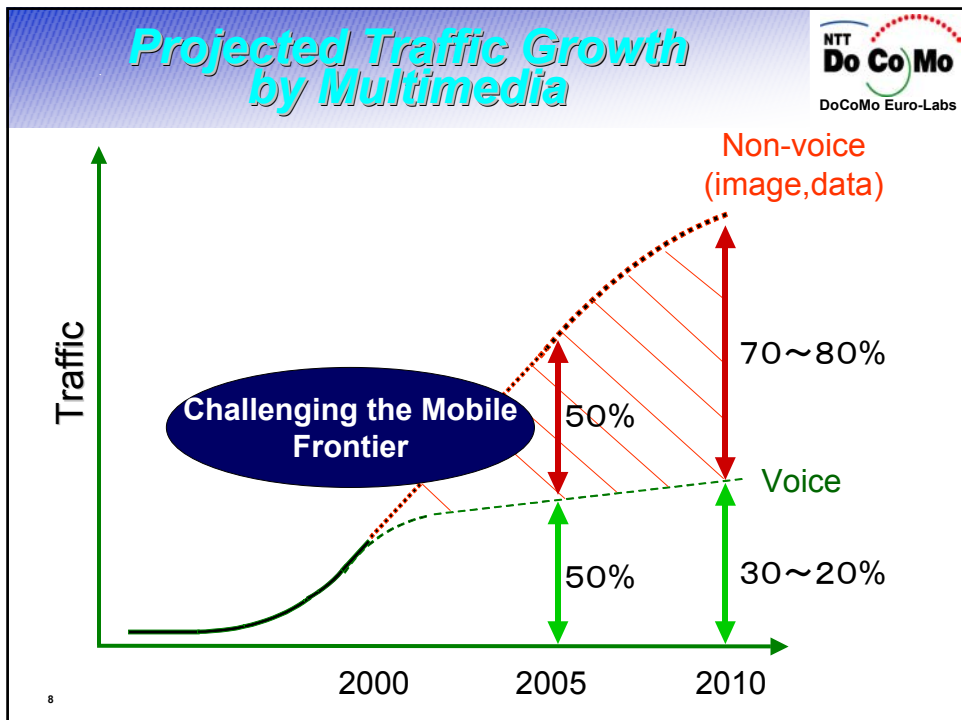
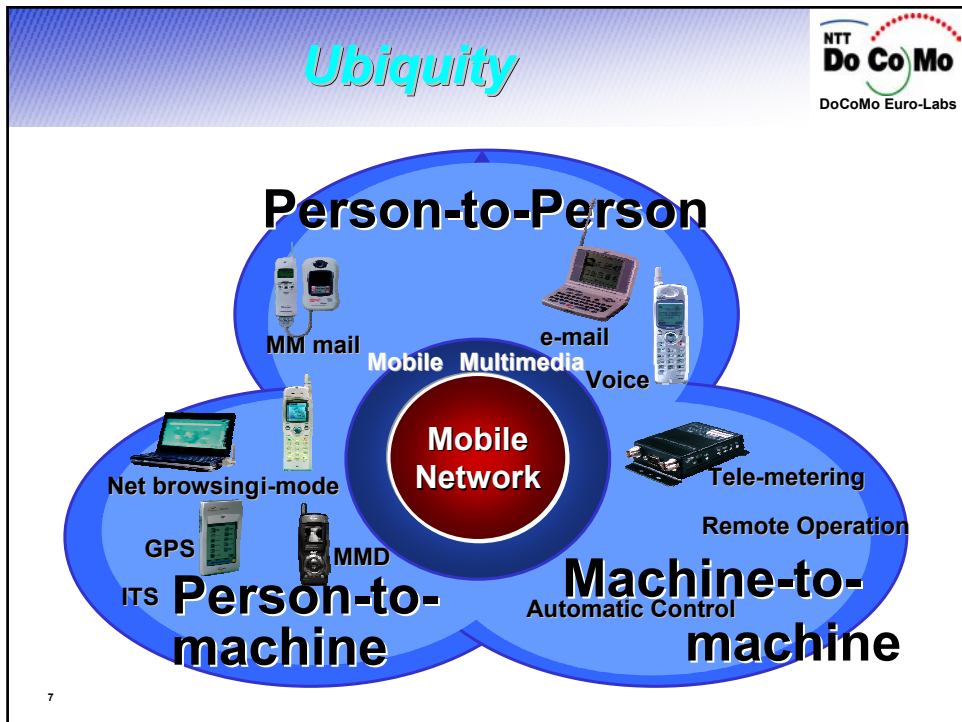
Potential Demand for Mobile Multimedia

(2010)

Number of sub./units (millions)

People	120
Automobiles	100
Bicycles	60
Portable PCs	50
Motorcycles, boats, vending machines, etc.	10
Pets (dogs and cats, etc.)	20
TV, Set Top Box	90
Digital Camera, Video Camera	50
Refrigerator	40
Parcels (3 billion / 100 turn)	30
Total	570

Forecast by DoCoMo based on "Trends in Household Consumption" by Economics Planning Agency, and published material by Japan Pet Food Manufactures Association, etc.



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9

FOMA Handset Line-up

Standard type
FOMA N2002



Visual type
FOMA P2101V



Data-card type
FOMA P2401

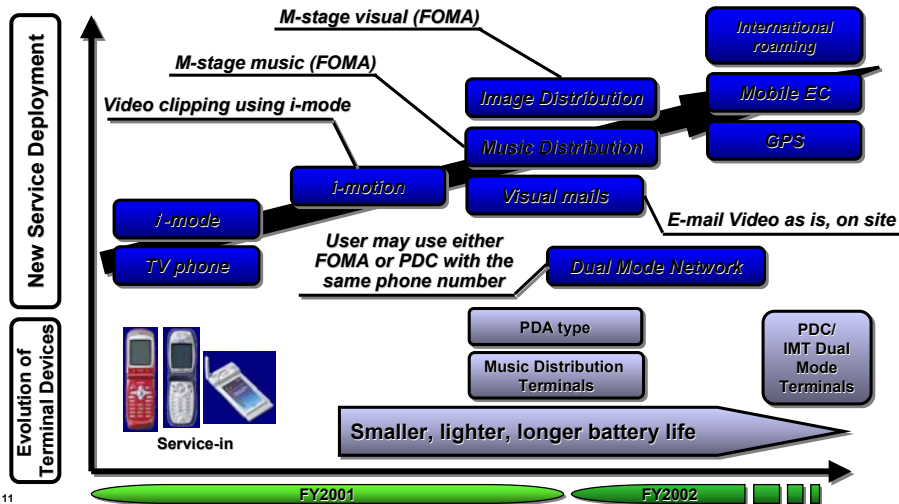


10



FOMA's Growing Possibilities

FOMA continues to evolve as new functions are added



11

Video Clipping Service on i-mode

Launched in November 2001

i Motion Service



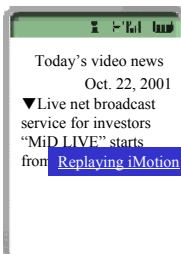
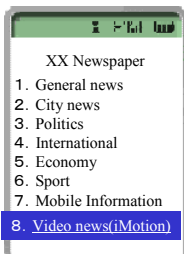
News

(News highlights or pictures of sites, etc.)

Movie/Music Promotion Videos

(Music video or movie trailers)

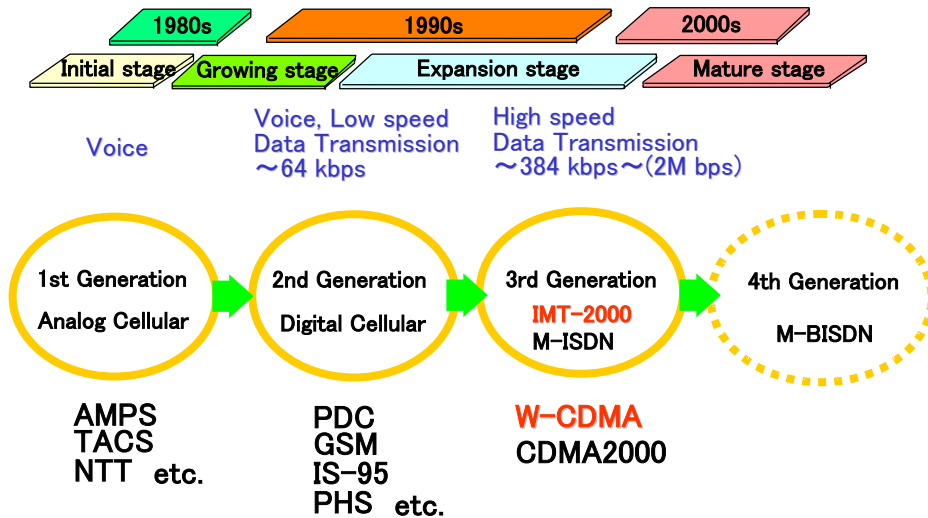
Replay sport highlights or news with video+ sound



To maximize the benefits for individual investors...

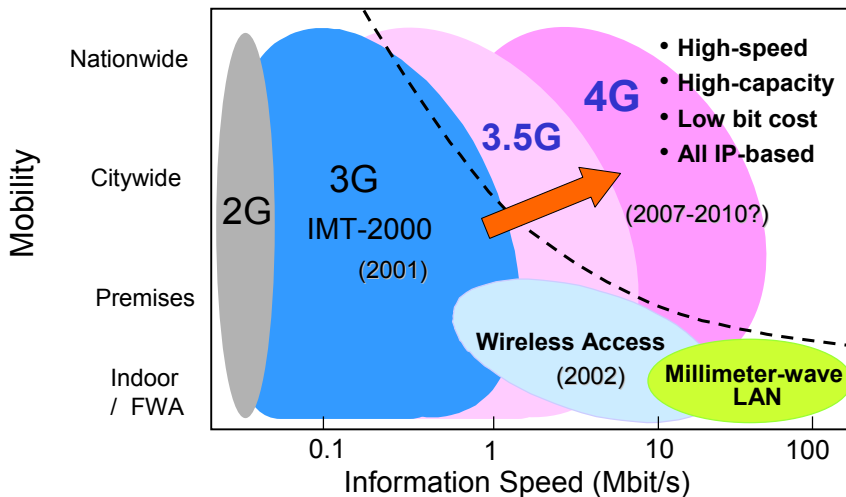
12

Evolution of Network



13

4G Mobile Communications Systems



14

4G Requirements

- Huge Multimedia Traffic Handling
- Diversified Radio Access
 - Cellular, wLANs, ad-hoc networks, ...
- Seamless Service
 - Network seamless
 - Terminal seamless
 - Context seamless
- Advanced Mobility Management
- Application Service Support

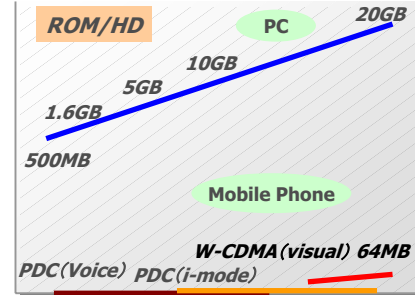
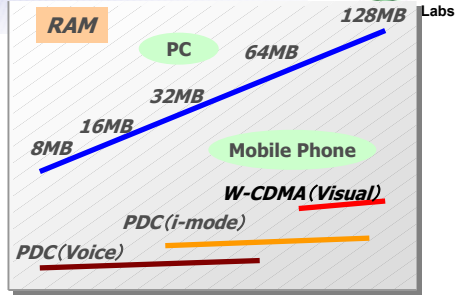
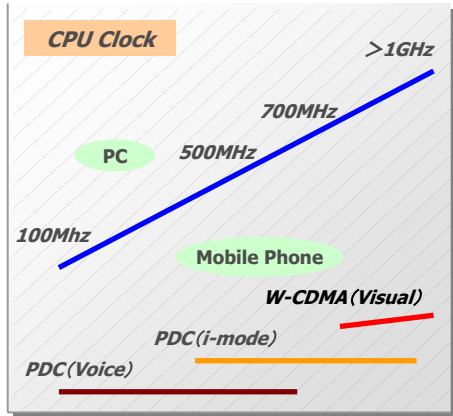
15

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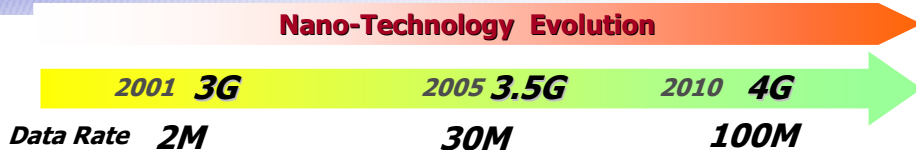
16

Terminal's CPU & Memory



17

Mobile Terminal Evolution



Evolution of User Interface >>>

GUI

Graphical User Interface

Ergonomics Design

/ Multimodal Interface

PUI

Perceptual User Interface

Evolution of Display >>>

Color display
(65,536 color)

3D display/
holograph display

18

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19

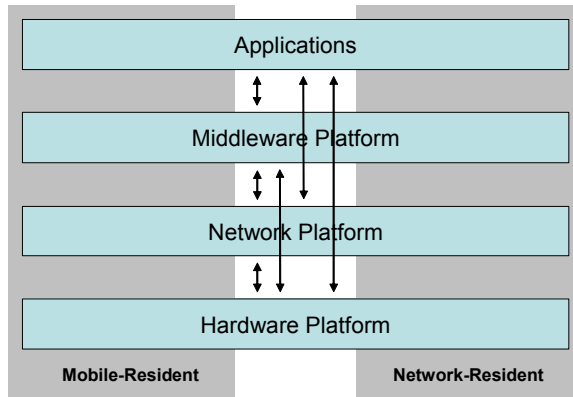
System Concepts for Future Mobile Networks

- SW platforms for fast service creation
- Separate evolution of components
 - access, core, MW, radio
- Programmable components
- Integrated networking services
 - All-IP networking as basis
- More flexibility and programmability is the key

20

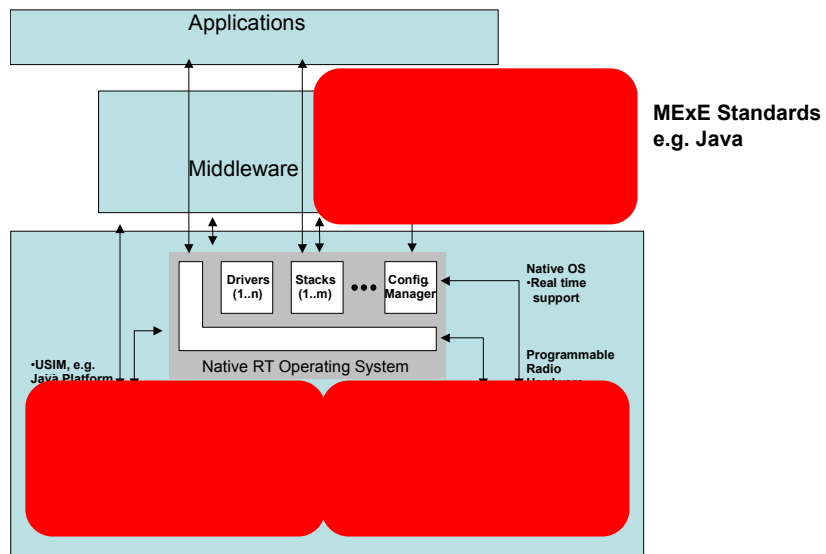
Future Mobile Systems Architecture

Abstraction Layers & Inter-layer communication



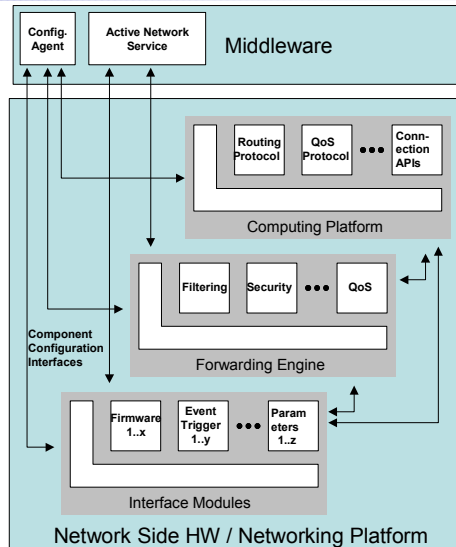
21

Programmable Mobile Terminal Model



22

Programmable Network Element Model



**Active Network
Service Components**

**Reliable OS
Support for Active Network**

**Programmable
L2 / L3 Switching
/ Routing Engine
Dedicated HW
OS Kernel Module**

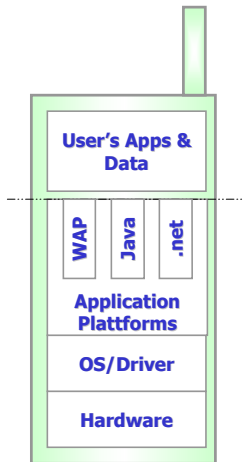
**3G/2G Air If.
wLAN Module
Wired/Optical Network If.**

23

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24



25

Goals of MExE Standardization (3GPP)

- Execution platforms for mobile applications
- Security framework for SW download
 - PKI based trust model
- Security domain concept for applications
 - Operator domain
 - Manufacturer domain
 - Third party
 - Untrusted
- Trusted Apps. have access rules for APIs
 - E.g. application in operator domain can access SIM card

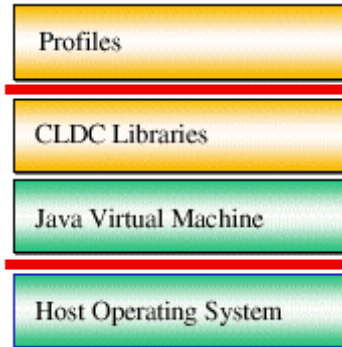
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26

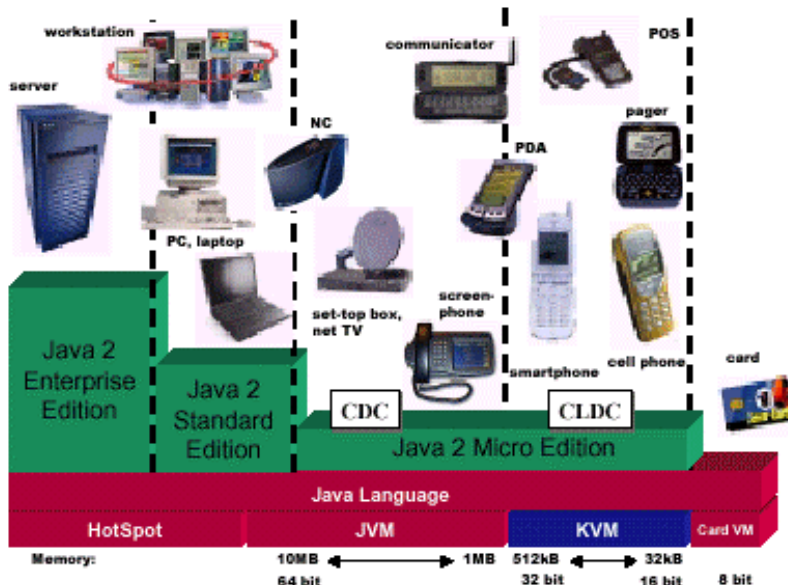
What is „mobile Java“

- Virtual computing platform
- Device-independent standard
- Tailored for mobile devices
 - Limited resources
- Connected, limited Device Configuration (CLDC) Standard



27

Sun Java Products & Standards



28

CLDC Configuration

- J2ME Connected, Limited Device Configuration
 - specification, reference implementation (KVM), Technology Compatibility Kit (TCK)
- intended for devices with following characteristics:
 - 160 kB to 512 kB total memory
 - 16 or 32 bit processor
 - limited power, often battery operation
 - intermittent connectivity to low-bandwidth network
- CDC (Connected Device Configuration)
 - intended for larger devices

Scope of CLDC

- Java language and VM features
 - subsetting J2SE
- Core Java libraries subsets
 - java.lang
 - java.io
 - java.util
 - javax.microedition.io Networking
- Security
- Internationalization
- Unsupported functions:
 - floating point, user defined classloader, thread group, weak reference

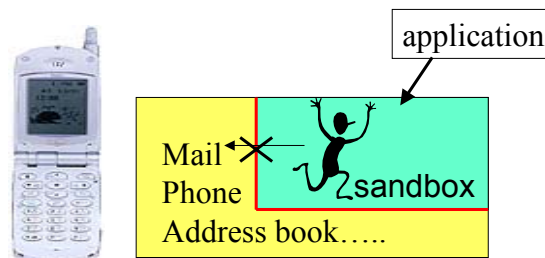
CLDC versus J2SE Java Virtual Machines

- No floating point support
- No finalization
- Limited error handling
- No Java Native Interface (JNI)
- Pre-verifier for .class files
 - No user-defined class loaders
 - No weak references
- No support for reflection

31

Security Model of J2ME/CLDC

- Security model is a sandbox model in JDK1.0 and not a fine grain model in Java2.



32

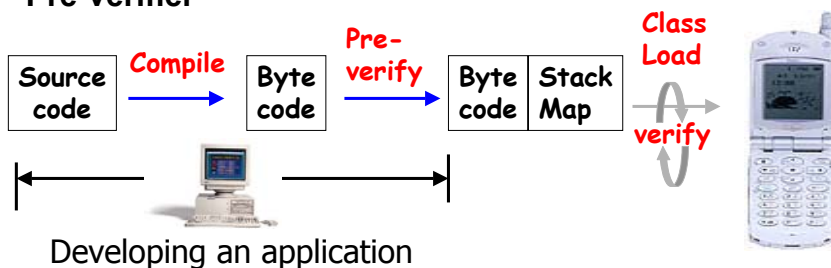
J2ME/CLDC Security

- Low-level virtual machine security
 - server-side pre-verifier attaches stackmaps to classfiles
 - client-side verifier checks classfiles
 - more efficient than traditional verifier
- Application-level security
 - no traditional security manager
 - no user-definable class loader
 - no user owned native functions
 - no manipulation of standard Java libraries
- End-to-End Security
 - Left to the network operators and device manufacturers

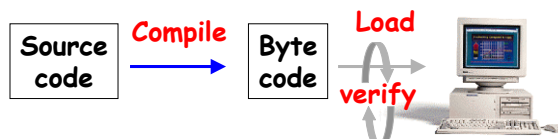
33

J2ME Pre-Verification for CLDC

•Pre-verifier



In case of J2SE



34

Profiles: DoJa vs. MIDP

- 2 Standards for Mobile Device Profiles (in 2001)
 - DoJa (NTT DoCoMo)
 - MIDP Mobile Information Device Profile (SUN etc)
- Tun on top of CLDC
- Targeted at mobile phones and pagers
- Device Profiles cover GUI and utilities
 - MIDP addresses GUI, persistency, networking, security,, timers
 - *look & feel is based on WML*
 - DoJa Look & Feel is similar to C-HTML (I-mode)
- Additional profiles in preparation
 - Games, 3D graphics, RPC, ...

35

Current Status of DoJa

(as of 21st, May. 2002)



36

Programming Mobile Devices is Different ...

- Limited memory (RAM)
- Persistent storage limited
- Large variety of display & input techniques
- Networking is a must
- Security is essential
- How to deploy code – over the air?

37

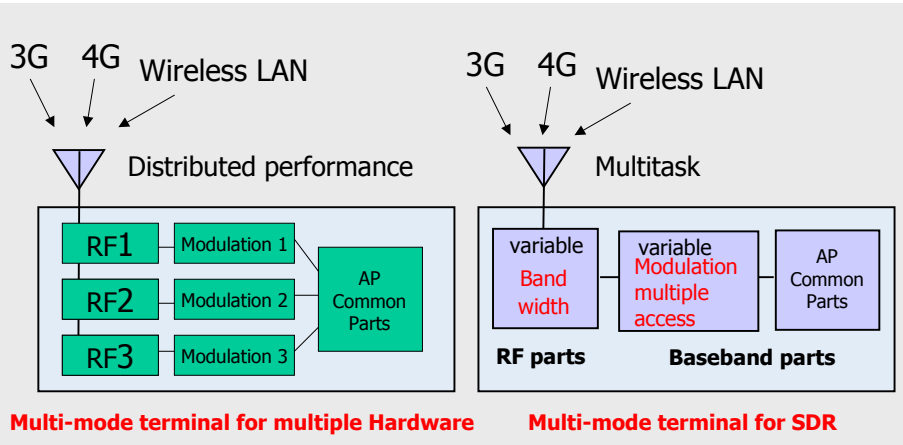
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38

Motivation for Software Radio

SDR (Software Defined Radio) is enabled by programmable RF and baseband hardware

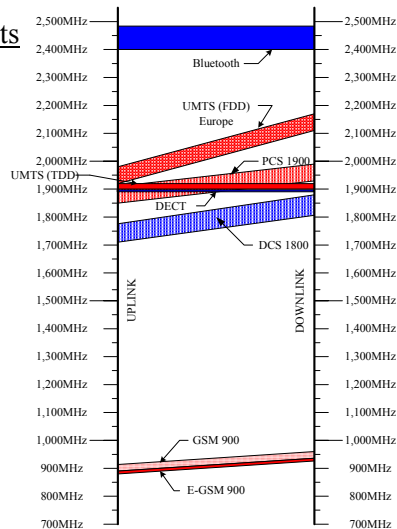


39

Wireless Standards Overview

Frequency Technical Requirements

- Multi-band terminals
- Supports:
 - GSM/E-GSM
 - DCS1800
 - DECT
 - PCS1900
 - UMTS (FDD/TDD)
 - Bluetooth
 - HiperLan2 (5.150-5.350 & 5.470-5.725)

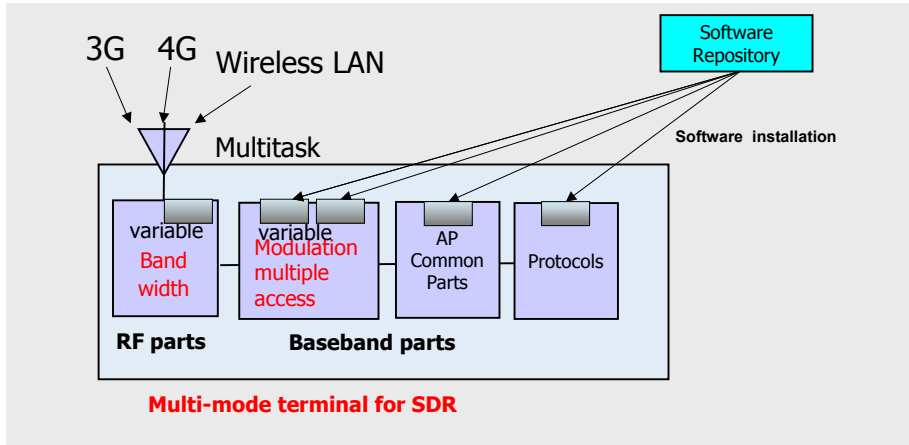


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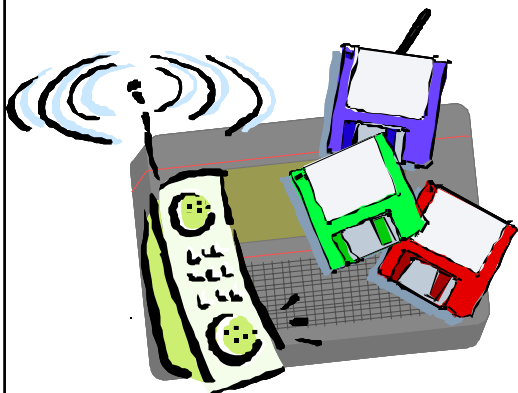
What is Software Radio?

- Reconfiguration by installation of new software



41

Main Advantages of SDR Terminals



User
Perspective

- More Flexibility
 - * Uses Ad-hoc Network Flexibility
 - * Open System
 - * Real-Time Extension
 - * Feature Interaction
 - * Application Customised
- Cheaper
 - * Cheaper Applications
 - * Shared SW Resources
 - * Cheaper Devices
- Better Usability
 - * Easy Configuration
 - * Application Overhead Reduction
 - * Simpler Devices

Operator
Perspective

- Faster Application Development
- Support New Billing Models
- More Potential Clients

Manufacturer
Perspective

- Changes Development Cycle
- Reduced Complexity / Component Reuse
- Easier Integration of New Features

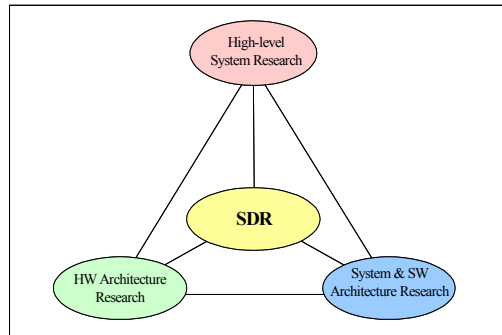
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42

SDR is a multi-disciplinary research effort

SDR Research

- Business Models
- Regulatory Issues
- User Perspectives
- RRM and Spectrum Mngt
- System Level Issues
- Enabling Technologies



SDR Research (WWRF BoV 01)

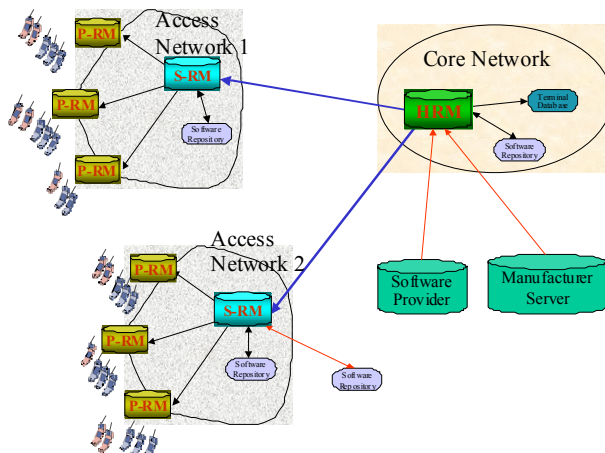
NB: SDR Research Slides are based on WWRF Book of Vision SDR Chapter

43



Architecture for Network Centric Reconfiguration

- Reconfigurations are controlled by the network



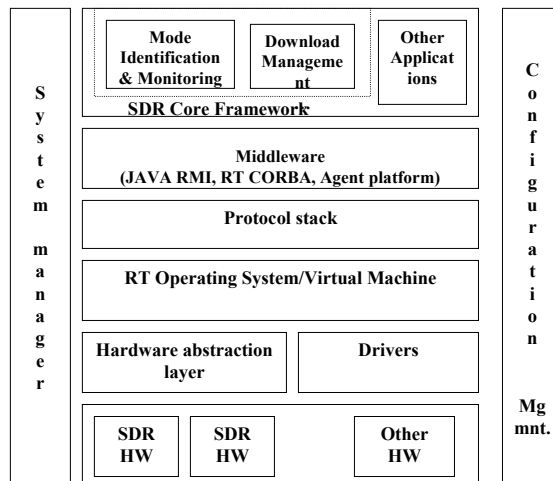
44

Network centric Reconfiguration

- Advantages
 - Operator can control the terminal capabilities & services
 - Operator can install new end-to-end protocols
 - Optimal usage of network resources and radio spectrum
 - Can be triggered by network or terminal side
- The key requirements
 - Secure and reliable distribution of software
 - Integration with user profiles, applications and billing
 - Distributed execution of software updates for scalability
 - **Note:** execution of reconfiguration & fallback is local
- Alternative: Terminal controlled reconfiguration
 - User is in charge of software updates

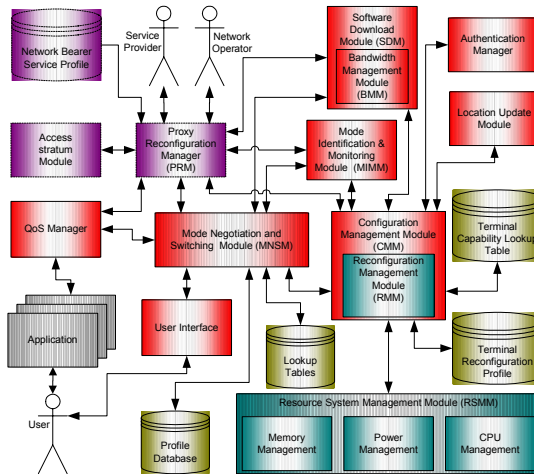
45

SDR Terminal Architecture (Layers)



46

SDR Functional Architecture

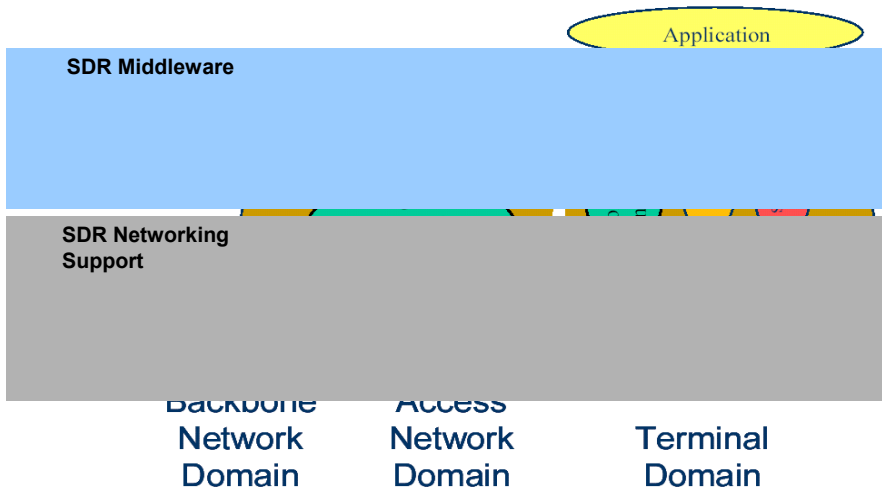


- ✓ Re-configuration Process
- Control and Configuration
- ✓ Re-configurable HW and
- Terminal Resource System
- ✓ Network Support; Download
- Strategies and Management
- ✓ Data storage
- ✓ Triggering Actors

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47

Reconfiguration Support in Networks and Terminals



48

SDR Middleware for Reconfiguration

- Design goals
 - Abstraction from network topology and terminal diversity; End-to-end model
 - Flexible and extensible wrt services, terminals and network infrastructure
 - Easy support with other system parts (applications, billing, etc)
- Responsibilities
 - Negotiation wrt terminal capabilities, network resources, user profiles
 - Resource and service control decisions
 - Mobility and location control
 - Interfaces to applications, user profiles, billing, etc

49

SDR Networking Support for Reconfiguration

- Design goals
 - Topology aware, distributed functionalities
 - Stable and robust network services; optimized for specific network technology
 - Resource and mobility aware
 - Real time support
- Responsibilities
 - Real-time software update support, including fallback
 - Distributed download infrastructure,
 - QoS and mobility management, triggers to middleware
 - Roaming support

50

European Project SCOUT Partners



MOTOROLA

TOSHIBA

KING'S
College
LONDON
Founded 1829

SIEMENS

& france telecom

Panasonic

Telefonica

TTI

NTT DoCoMo
DoCoMo Euro-Labs



CRM

**University
of Southampton**

+ Cellular 3G
+ University of Portsmouth
+ German Regulator

<http://www.ist-scout.org>

Markus.Dillinger@icn.siemens.de

Didier.Bourse@crm.mot.com

51



Content

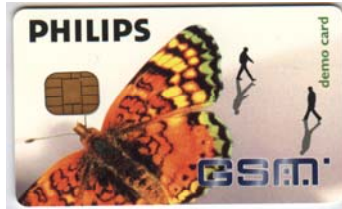


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52

SIM Card Technology

- Computer on a chip
 - microprocessor,
 - ROM, e.g. 48 K
 - Flash EEPROM, e.g. 32 K
 - RAM, e.g. 5 K
 - NO: display, keyboard, power



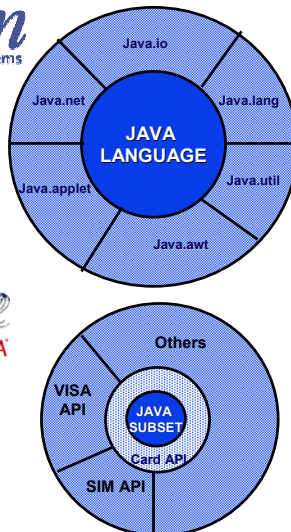
- Specifications/Standards
 - ISO
 - ETSI GSM
 - 3GPP for UMTS



- Card represents operator
- Security critical applications
 - Authentication
 - E-commerce
 - ...
- User data (phone book etc)

Java Card

- Java Card
 - Java Card Forum
 - Major vendors / application providers
 - APIs for security, user and operator profiles
 - Different APIs
 - E-commerce
 - SIM APIs (GSM)
- Other Vendors
 - Multos (MAOSCO Cons.)
 - Windows for Smart Cards





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