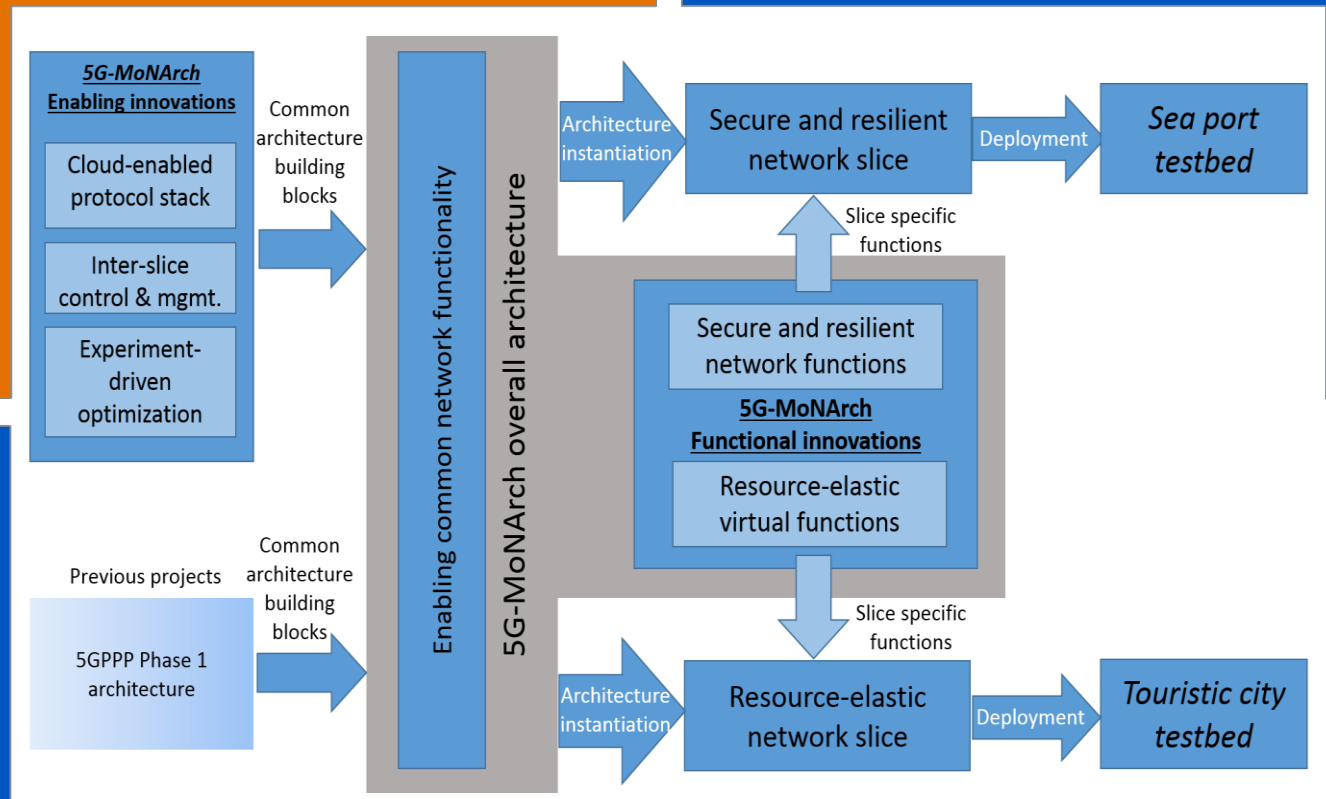
EU H2020 5G-PPP Phase 2 Project

5G Mobile Network Architecture for diverse services, use cases, and applications in 5G and beyond

Project Overview
Motivation, Approach, Impact

Motivation:
- 5G architecture: Flexible, adaptable, programmable
- Proof-of-Concept through real-world testbed implementations

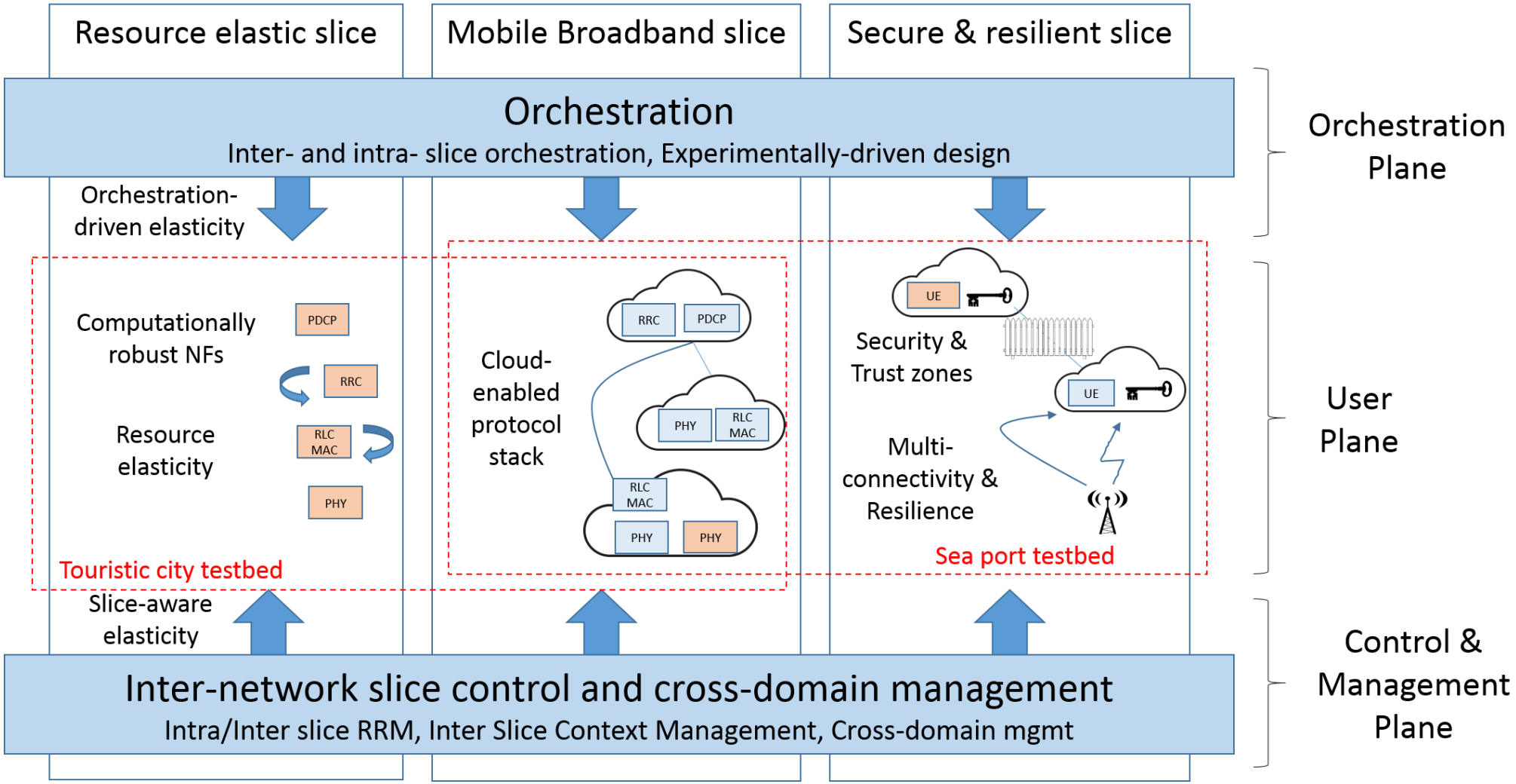
Approach:
- ***3 enabling innovations***, which fill gaps not addressed in 5GPPP Phase1
- ***2 functional innovations*** (one per testbed), complementing architecture with specific functionality



Testbeds:
- Vertical industry use case (smart sea port)
- Mobile operator deployment (touristic city)

Impact:
- Commercial potential for enhanced products and novel services
- Paving the way for new market players

Project Overview
Innovations



Project Overview
Testbeds

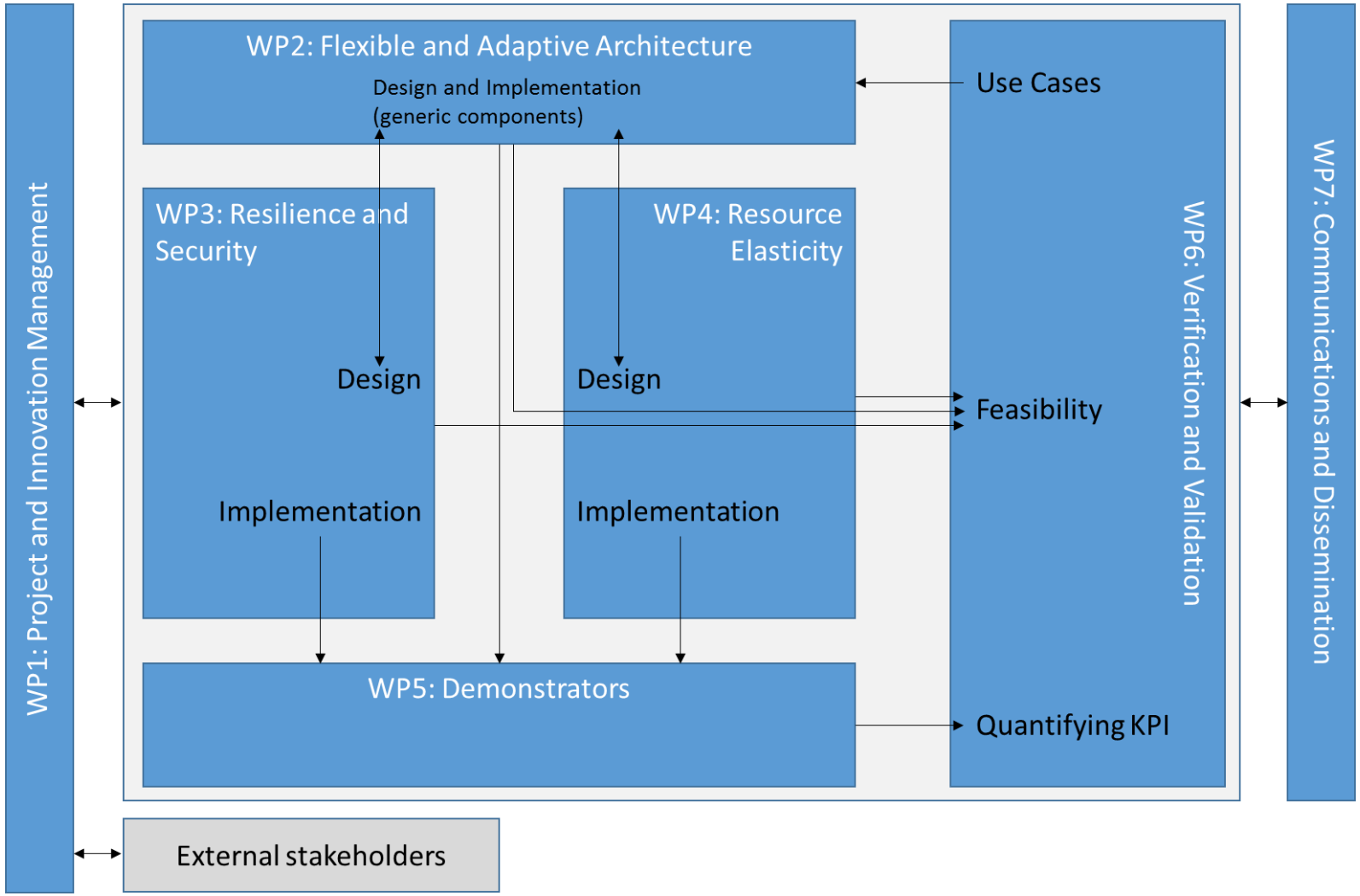
Smart Sea Port (Hamburg)

- Applications
  - Traffic light control (cMTC): Traffic lights which are connected through wireless connection; reliable and resilient; data integrity
  - Video surveillance (MBB): Video surveillance required to control entrance to areas, current status of areas, etc
  - Sensor measurements (mMTC); Sensor measurements on barges which must be connect through wireless terminals

Touristic City (Venice)

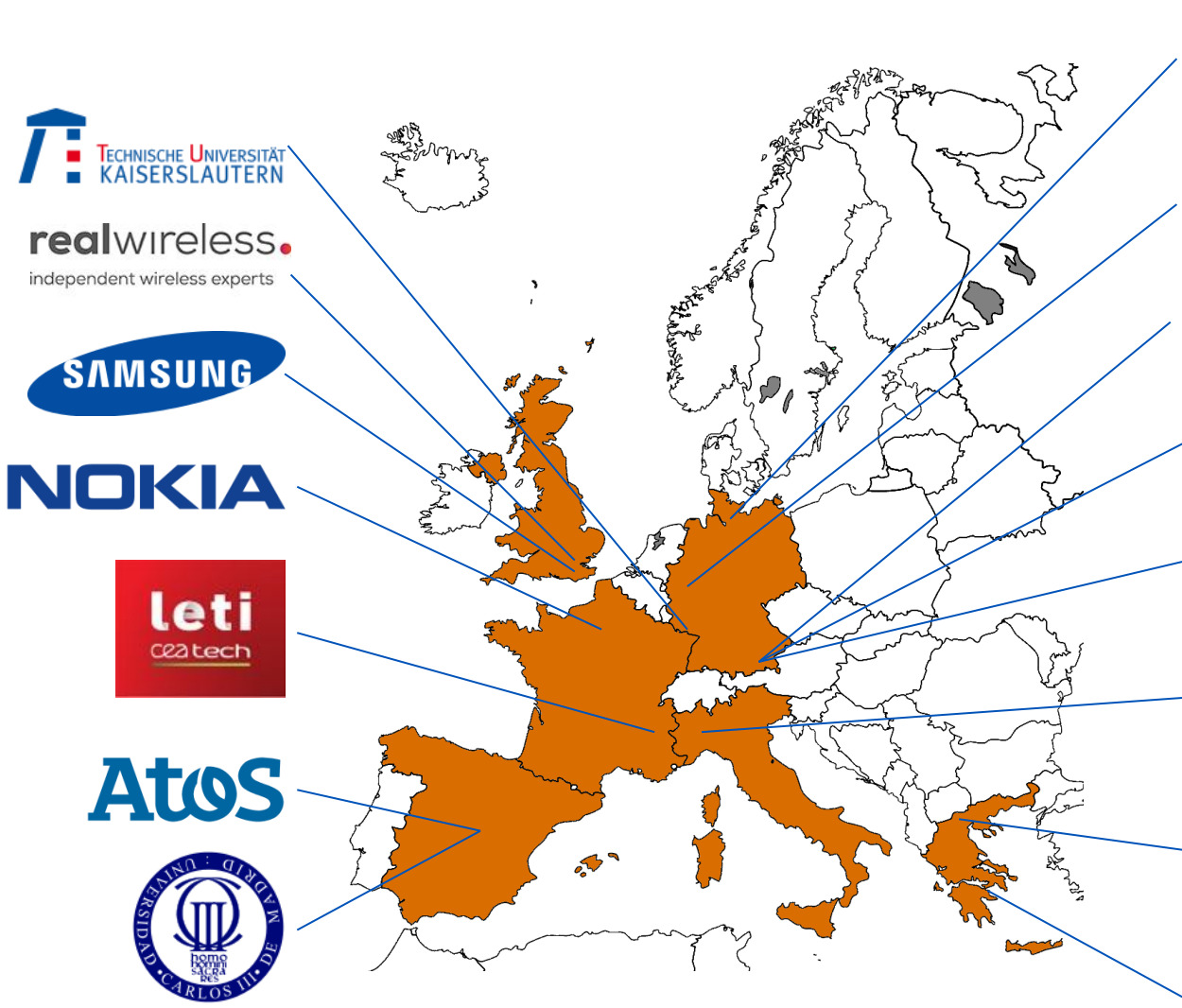
- Focus areas:
  - On-site Live Event Experience by means of VR
  - Immersive and Integrated Media: People will see a part of Venice city full of real and imaginary people
  - Cooperative Media Production: People will cooperate in real time with imaginary and real people who are feeling the same VR experience.

Project Overview
Project Structure



Project Overview
Key Facts

- Project Details
  - Project runtime: July 2017 – June 2019 (24 Months)
  - Leadership team:
    - Coordinator: Nokia Munich (Germany)
    - Technical Management: Universidad Cárlos III de Madrid UC3M (Spain)
    - Innovation Management: Deutsche Telekom, Darmstadt / Bonn (Germany)

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