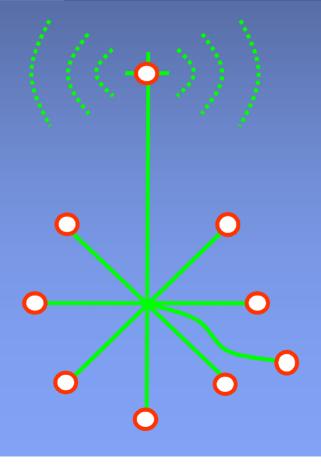
Retaw



PicoCast Solution

(PicoCast WPAN Solution; TTA / ISO / IEC / IEEE Standard)



2011.3

PicoCast Forum

www.picocast.org

PicoCast International Standard

ISO/IEC 29157 PHY/MAC



- 1) NP: New Working Item Proposal
- 2) WD: Working Draft
- 3) CD: Committee Draft
- 4) DIS/FDIS: Draft International Standard/Final Draft International Standard
- 5) IS: International Standard
- IEEE 802.15.psc PHY/MAC



- 1) IG: Interesting Group (Reviewing Idea for Standard)
- 2) SG: Study Group (Finding Sponsor + Proposing PAR & 5C)
- 3) PAR + 5C: Project Authorization Request & 5 Criteria
- 4) WG: Working Group or Task Group (to develop Draft Standard)
- 5) Ballot: Ballot Draft Standard (WG Ballot + REVCOM Ballot + SA STD BD Ballot)
- 6) ADS: Approve Draft Standard (by IEEE SA BD)
- 7) PS: Publish Standard
- IEC TC100/TA4:PT xxxxx Application
 Multi language interface protocol & system for single video

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PicoCast in G20 Seoul Summit 2010





40 WiFi AP Interference

Certified in G20



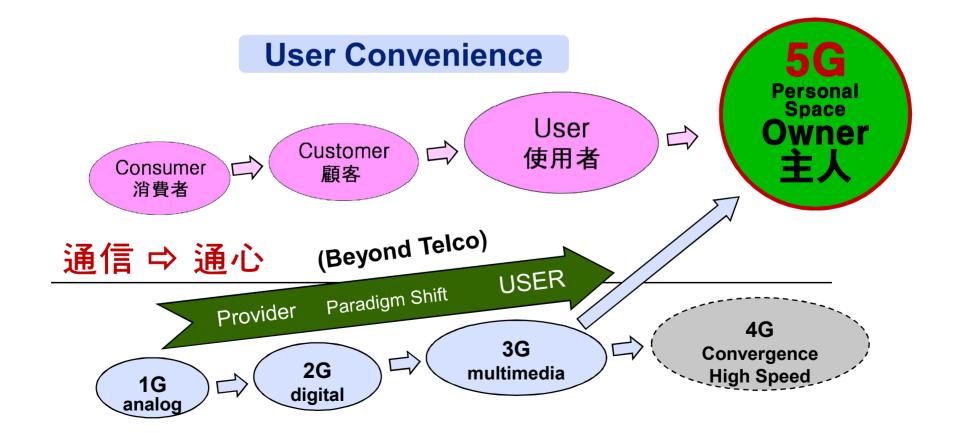
Contents

- Personal Space Broadcasting & **Communication (PSBC) Concept**
- PSBC Requirements
- PicoCast Solution for PSBC
- ◆ Future PicoCast Vision
- Conclusion

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PSBC Concept

- PSBC; Personal Space Broadcasting & Communication-

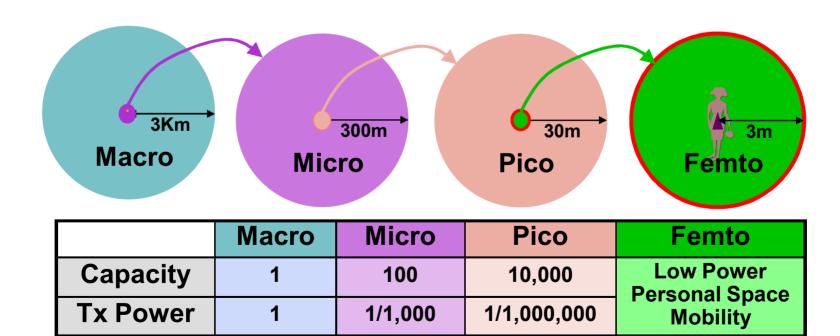


doc.: IEEE 802. 15-10-0156-04-0psc

Why WPAN? - Capacity

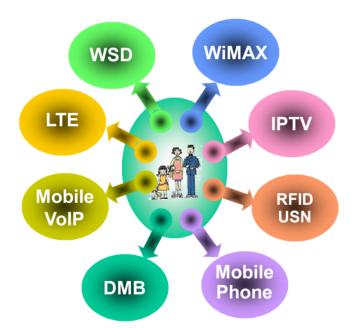
How to increase mobile channel capacity?

- Find new frequencies that haven't been developed?; no more available
- Find new signal processing techniques ?; only few times increasable
- * The only way to achieve few thousand times capacity; reduce cell size



Paradigm Shift – User-Oriented Terminal

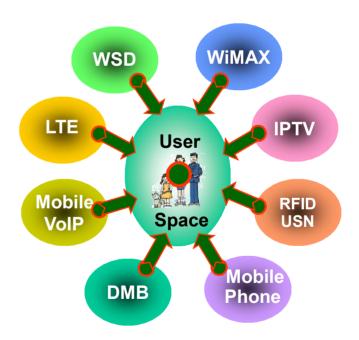
Provider-Oriented



User terminals should meet provider specifications

ISO/IEC 29157 IEEE802.15.psc

User-Oriented



Users select among services broadcasted by providers

Personal Space-1; Hands-free



Personal Space-2; Personal Broadcasting



Be fruitful and multiply; fill the earth and subdue it.

Personal Space - 3; Group Communication



Personal Space-4; Chatting Group Game



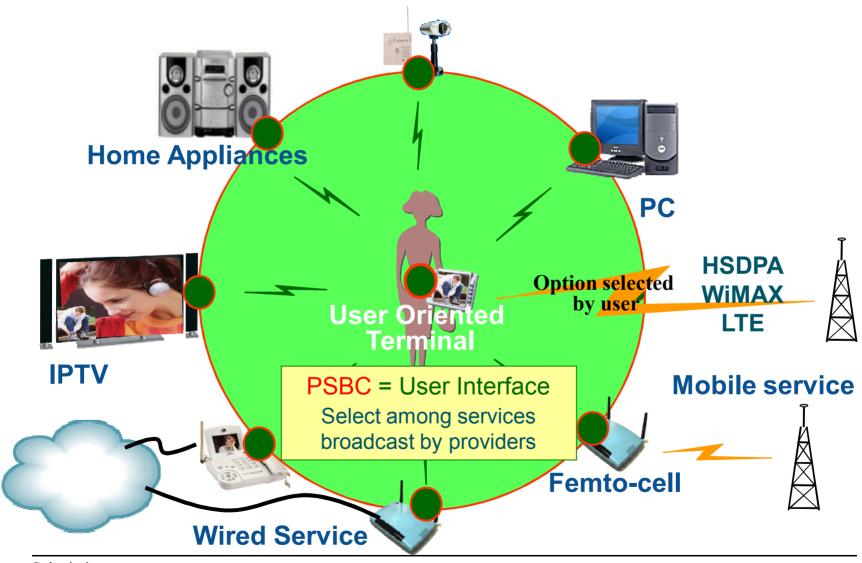
Personal Space-5; PSBC



Personal Space-6; PicoCast



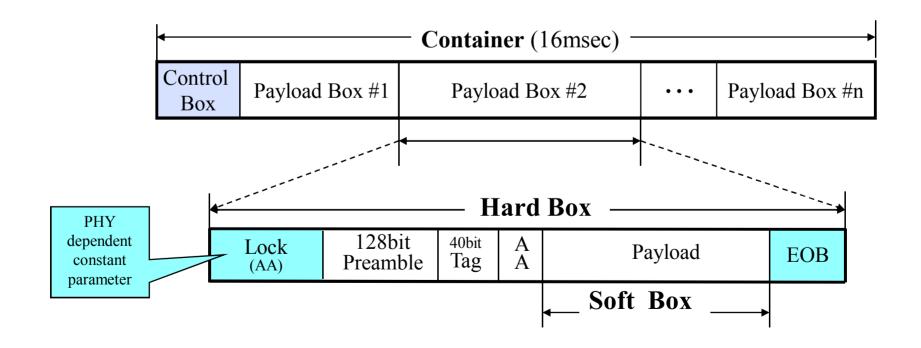
Power Shift - PSBC(PicoCast) Service



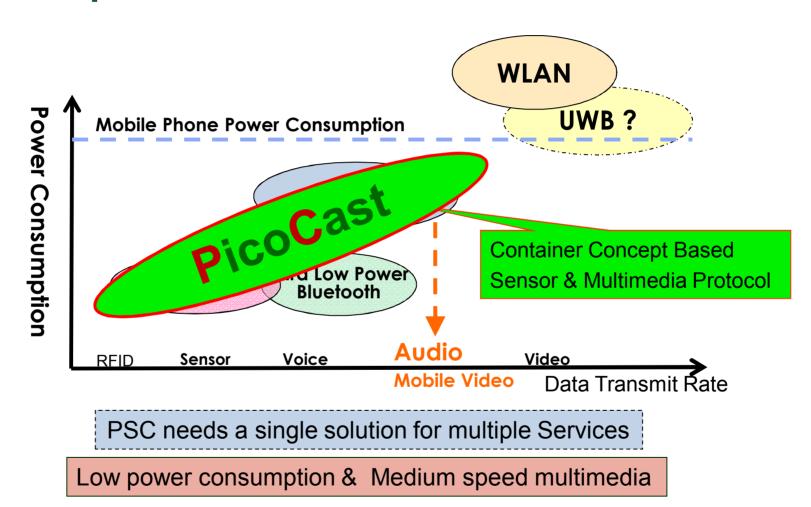
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PSBC Requirements

- ISO/IEC 29157 & IEEE802.15.psc -

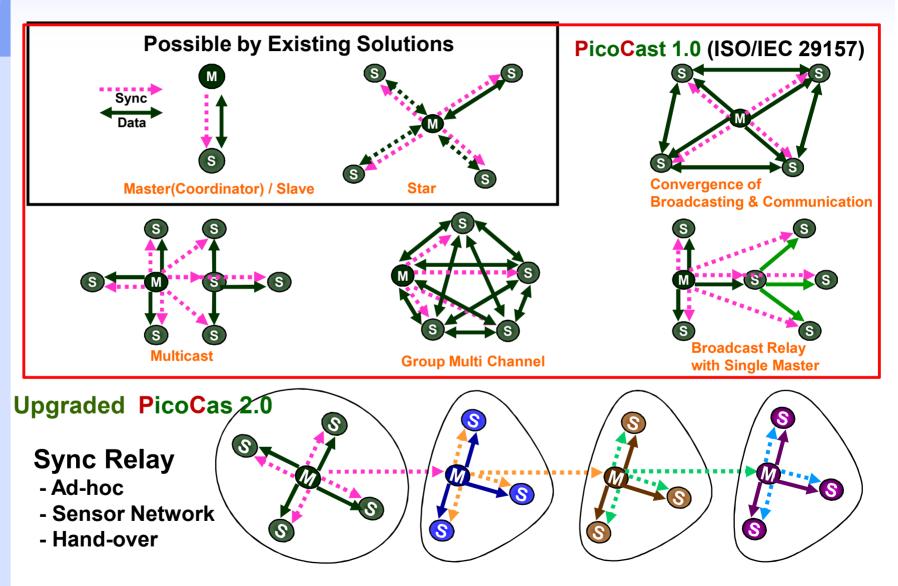


PSBC Requirements -Single solution for multiple services



Submission Slide16 PicoCast Forum

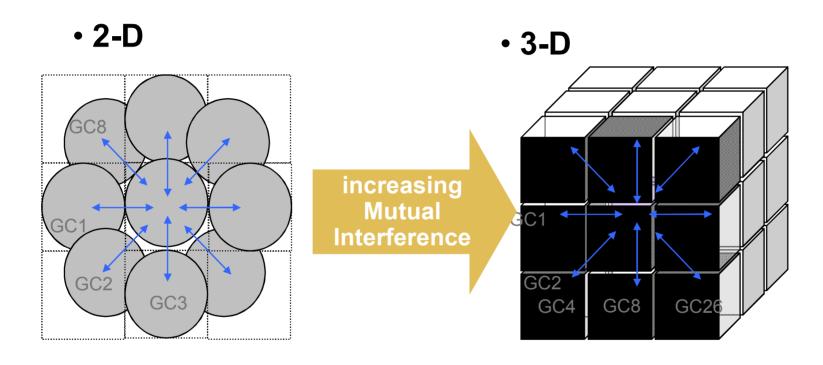
PSBC Requirements – Protocols



Distinct Points from Other Requirements

Types		WiFi	DECT	ZigBee (RF4CE)	Bluetooth (Wibree)	WBAN	?	PSC PicoCast
Major Area		Wireless Internet	Codeless Phone	Sensor	1M (3M)	Body Application	?	Personal Interface
Common	Range	~ 100m	~ 200m	~ 100m	~ 100m	10m	?	~ 30m (~100m)
	Latency	~ 100msec	~ 20m	~ 200m	~ 100m			St < 16msec Mono < 6msec
	Speed (bps)	54M	96K	250K	1M (3M)	?	?	4M (16M)
	Security						?	PHY support 64bits + 16bits
	Sync Preamble	64bits	?	64bits	64bits	?	?	128bits, 127 Kinds
Brogocageno	# of concurrent Tx	-	-	-	-	-	-	16
	# of receiver	-	-	-	-	-	-	No limit
	Sync Relay	Х	Х	Х	Х	Х	?	0
	Quality	-	-	-	-	-	?	Wired Quality
V 0 1 P	Arial Channel Capacity	-	-	-	-	-	?	128ch
	Soft Hand-over	Х	Х	Х	Х	Х	?	0
	Internet Radio convergence	Х	Х	Х	Х	Х	?	0

PSBC Requirements - 3D Cell Planning

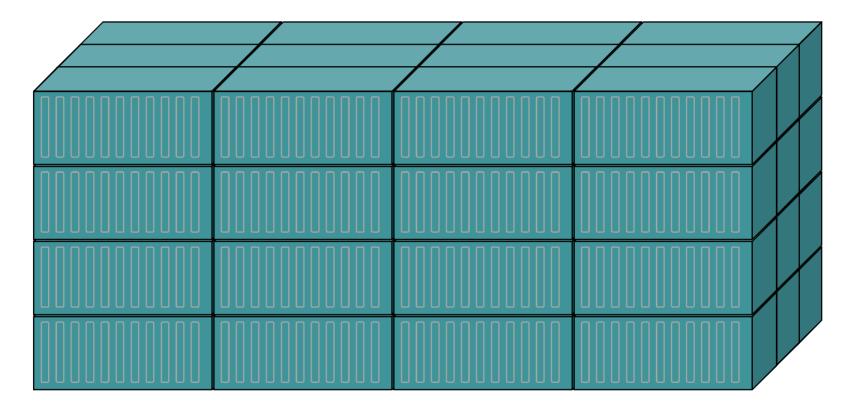


Self Organizing Cell Planning is inevitable



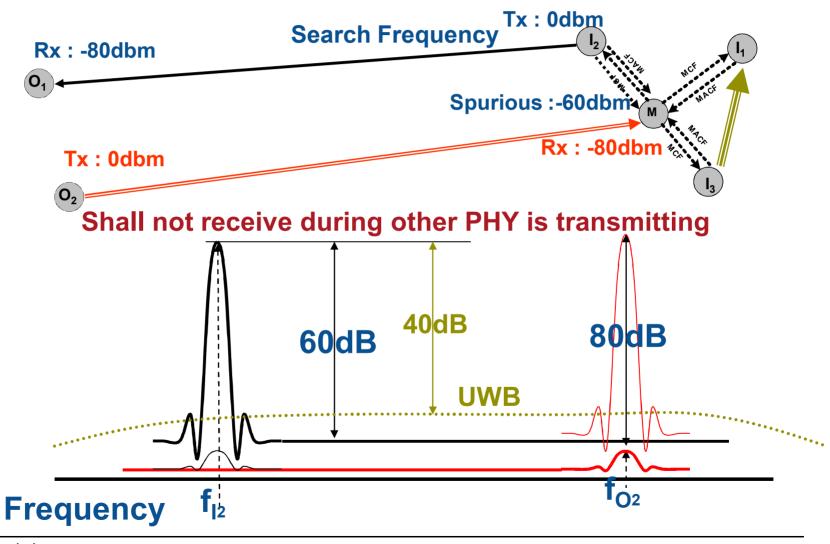
Container Concept is Required to avoid mutual interference in dense environment

PSBC Requirements -Container Structure

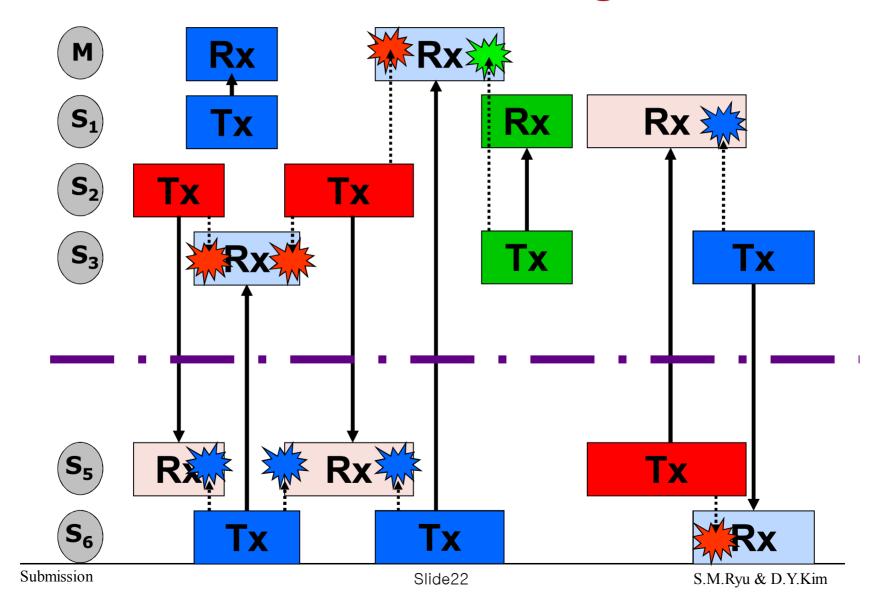


Higher synchronization performance is required; 128bits preamble

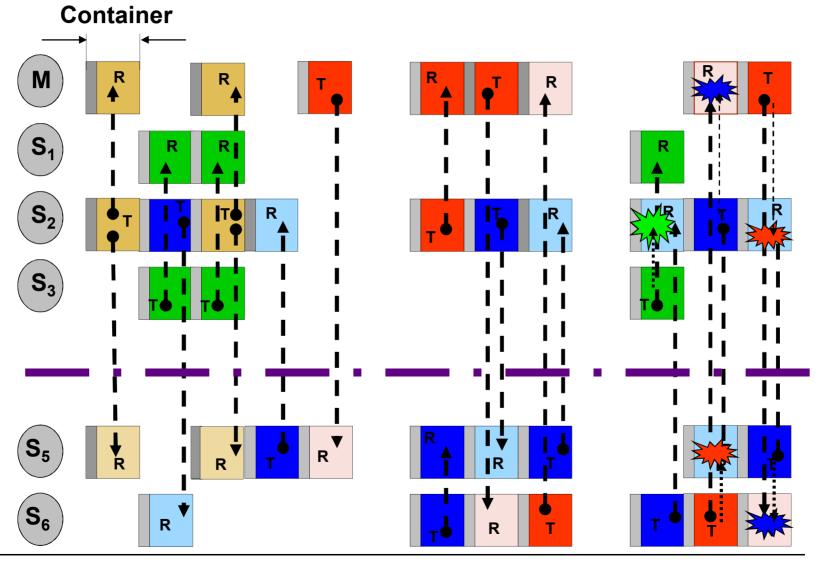
PSBC Requirements - Evade from mutual interference



Mutual Interference of existing solution



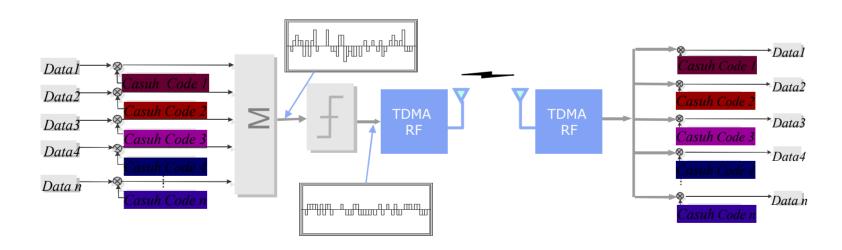
PSBC Requirements - Container Structured Protocol





PicoCast Solution for PSBC

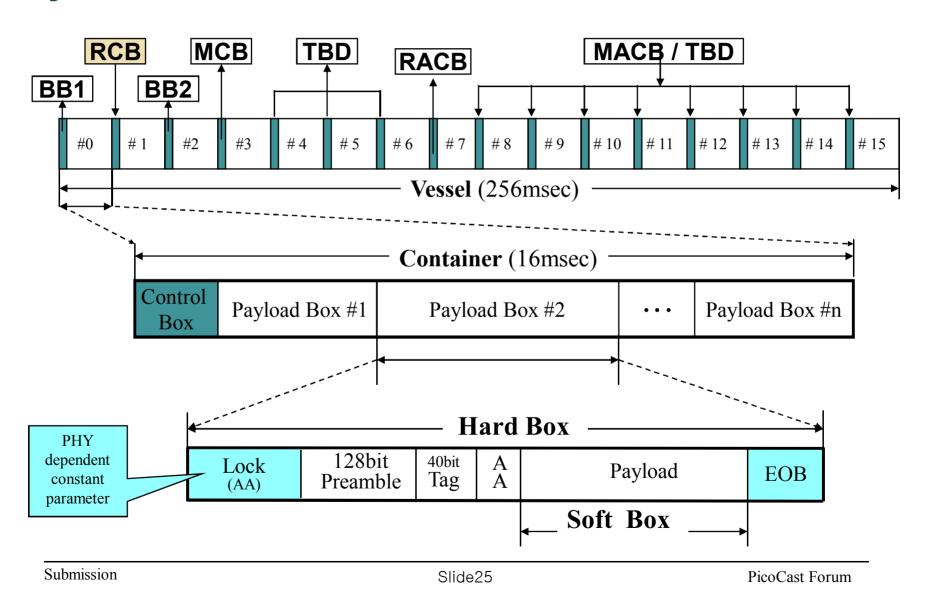
- PicoCast Protocol -



'Ubiquitous and Essential Technology Like WATER'

doc.: IEEE 802. 15-10-0156-04-0psc

Synchronized Container Structure



Comparison of Low Power Wireless Solutions

Types	WiFi	DECT	ZigBee (RF4CE)	Bluetooth (Wibree)	PSBC (PicoCast)
Speed (bps)	54M	96K	250K	1M (3M)	1M (16M)
Broadcasting (Local Ad.)	Δ	Δ	Δ	X	0
Hands Free	X	Δ	X	0	0
Mobile VoIP	0	0	Х	Х	0
2-way Remote	Х	Χ	Δ	Δ	0
Conference	Δ	Χ	Х	X	0
Microphone	Х	Χ	Х	Х	0
Stereo Ear-set	Х	Χ	Х	0	0
TV, Game Headset	Х	Х	Х	Х	0
Mobile Video	0	X	X	\triangle	0
5.1ch Speaker	0	Χ	Х	X	0
Sensor	Х	Х	0	Δ	0
Container	X	X	X	X	0

PicoCast? - Differrent Points to Other Solutions

- 1. 2-Way Personal Broadcasting;
 - Unlimited number of receivers (open or closed)
 - Multi channel selection (2,3,4 ch)
- Low delay for Lip Synchronization; 2.
 - Mono: <7msec. Stereo: <20msec)
- **Convergence Service Function (Container Concept)**; 3.
 - Same system structure for radio, phone, sensor & etc.
 - Listening music and talking at the same time
 - Using wireless microphone for singing and remote controlling
- **Abundant VolP Channel Capacity**
 - Ch No. / 1AP: 32Ch (PicoCast 1.0), 128Ch(PicoCast 2.0)
 - Ch No. for full Band : 128Ch (PicoCast 1.0), 512Ch(PicoCast 2.0)
- **High Level Security**
 - **Using Binary CDMA based code**
 - Group code; 64 bits, Protect code; 16bits, Scan code; 7bit

PicoCast? - Successful Products with 5th SIP Chip



Wireless speaker & Microphone



Wireless Microphone & Receiver



2-way Education System



Wireless Conference System



Karaoke System





Tour Guide System



Wireless Keyphone System



Home Karaoke System



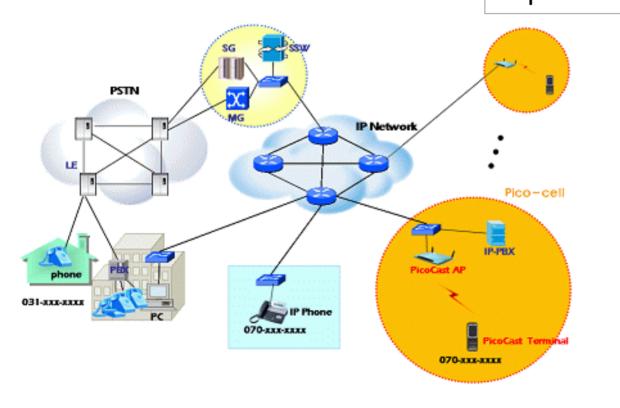


Portable Conference Master

Wireless (Mobile) VoIP: Mobile VoIP, Wireless PBX



Channel capacity Concurrent active channels Soft handover Privacy Repeater - Cell extender





Group games



Latency: < 16ms
Wired Voice quality
Channel capacity

Concurrent active channels



Sure, it is. Let's enjoy Group Game...



Thanks, Grandpa.

"Smarterphone"

is also a

Chatting Game

Machine

Personal media: CD quality music, video, remote controller



Latency: < 16ms

Data rate: < 4M bps

Convergence: audio, video, control

Channel capacity

Concurrent active channels



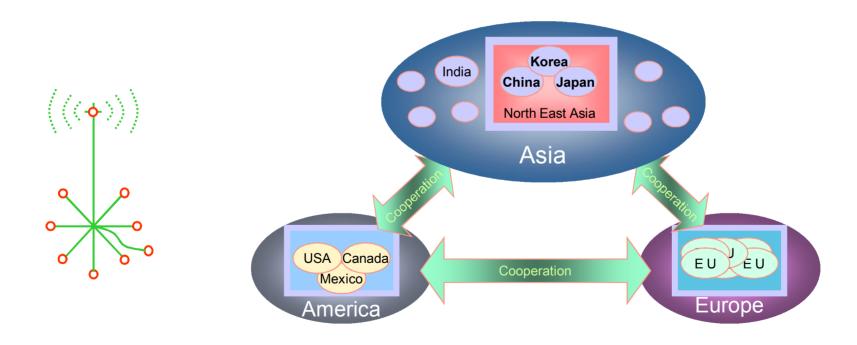




- Graphic Controller
- Group Game Machine
- Mobile IPTV
- Internet DMB
- Personal Broadcaster
- PSC Terminal

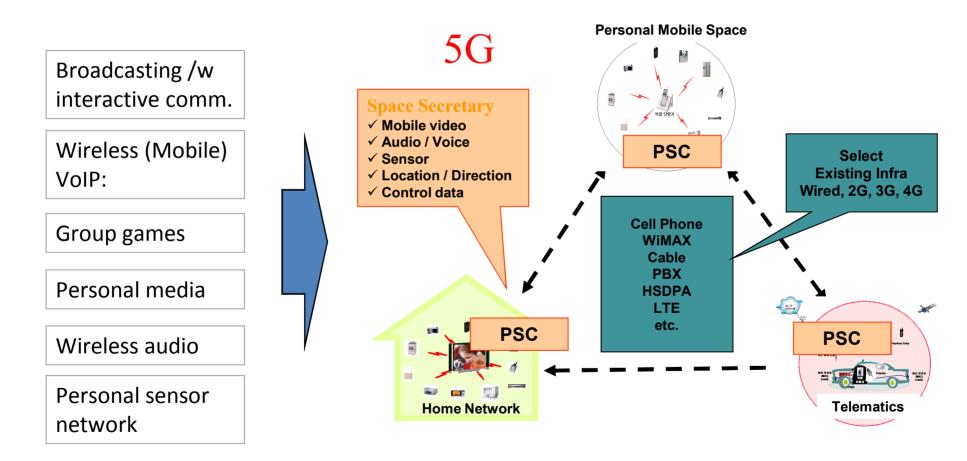
Retaw O.>H

PicoCast Vision

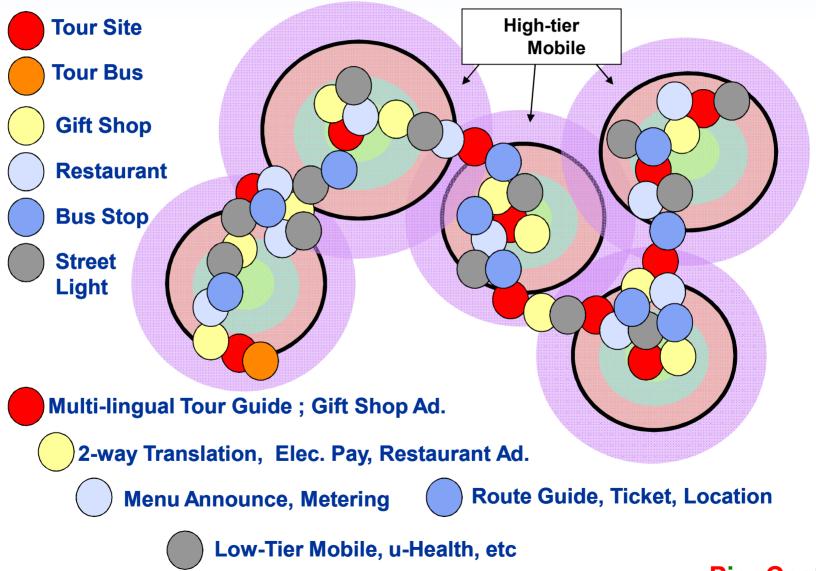


Korea is known as an incubator of new technology

We envision that, in the future, the user will be the center of the services and the Personal Space Communications will be the common interface to the environments the user moves into..



Personal Story Telling Tour (PSTT)



Conclusions

What is the PSBC(Personal Space Broadcasting & Communication) ?

- Facilities surrounding users can be automatically configured to user preference.
- The user interface environment within user space follows when a person moves.
- It provides broadcast, multicast, communication & sensor convergence service.
- User terminal can select a service among services broadcast by providers.
- It could be leading & killer application of Ubiquitous services.

What are the PSBC Requirements?

- Service convergence with single solution; Especially broadcasting is necessary.
- 3-D frequency planning to avoid mutual interference in dense environment.
- Enough capacity to support ubiquitous wireless traffic; 1000 times increase
- Soft handover between AP only by protocol without additional device.

Why PicoCast solution is suitable for PSBC ?

- Dual support for both low power sensor and high speed multimedia.
- Container concept to reject mutual interference and converge various services.
- Abundant channel capacity based on avoidance of mutual interference.
- Both of major international standard; ISO/IEC 29157(finalized) & IEEE.802.15.psc

PicoCast Protocol can be used for 5G mobile communication, too.

- PSC personal space & mobile femto-cell have almost the same structure.
- In the future, the cell size of 5G will become pico-cell because of capacity.
- 5G network merely a connection of user oriented mobile spaces (PSBC).
- White space devise requirements would be satisfied with PicoCast protocol.

Thank You !!!

Q & A

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