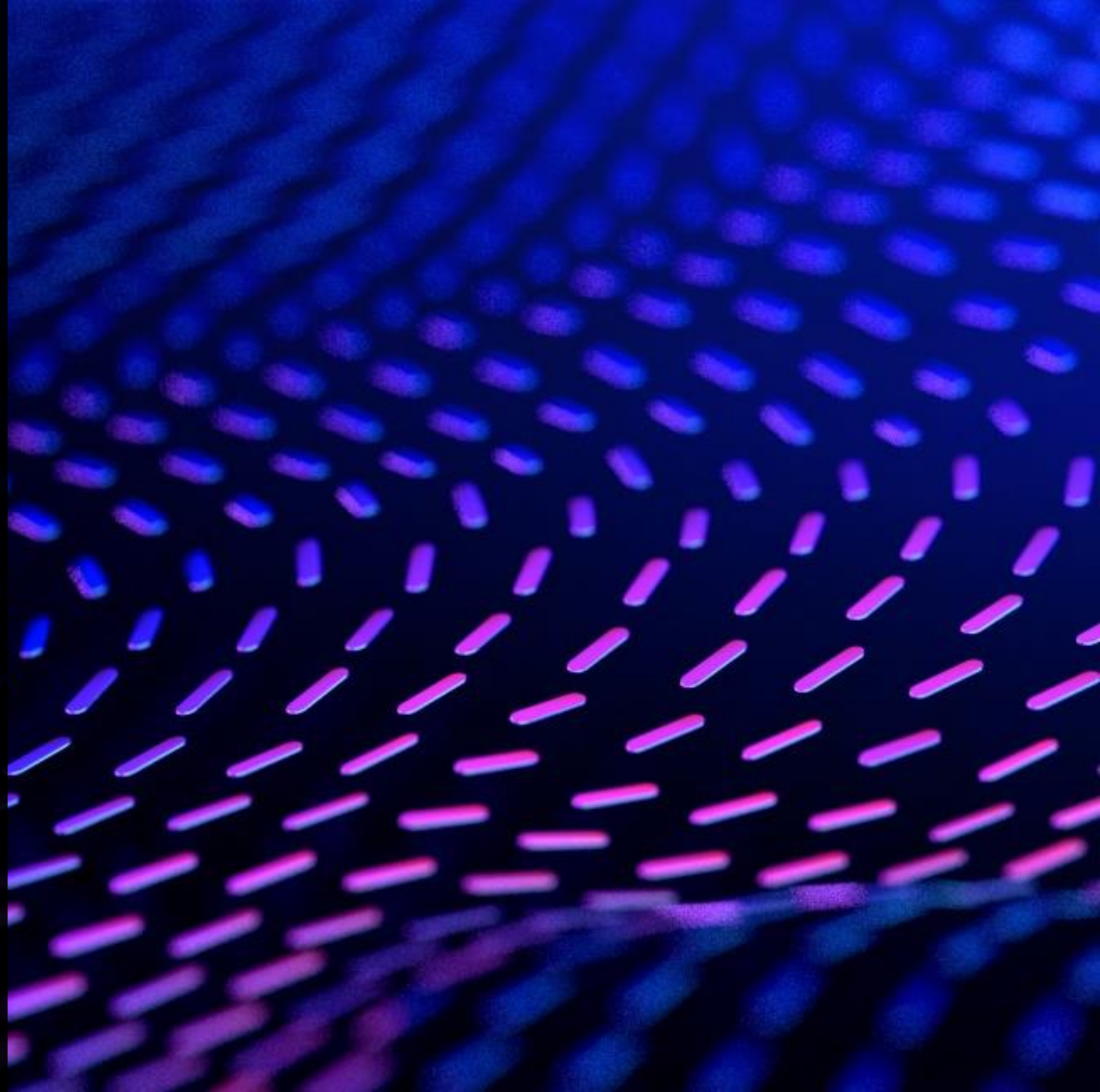


5G/6G, XR and the Metaverse – A Silicon Valley View

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Is There Consumer Demand for XR?



Where usage happens

At home - 5.9h

work/school - 4.5h

Widearea - 5.6h

Rank of usage

Top 3
More than 1h/day

Applications used

Social media

Messaging

Video streaming*

Gaming

Music streaming

Video conference

Navigation

Mobile Shopping

AR overlays

Immersive msg

3D videos

Consumers explicitly anticipate AR versions to add value:

AR gaming

Holographic calls

AR maps

Mobile shopping

Source: Ericsson ConsumerLab reports: Ready Steady Game (2019), Augmenting daily commute (2020), 5 ways to a better 5G (2021)

Possible use on the move
 Possible use at specific location

Majority of top 5G appl. wanted by consumers are augmented by XR.

78 % of consumers are gaming. Top locations home & commuting

Commuting: Connectivity for entertainment, relaxing be productive/work & safety/cars

Digital advertisement in XR

*incl. live broadcast & HD video

Our predictions for XR timeline and device type

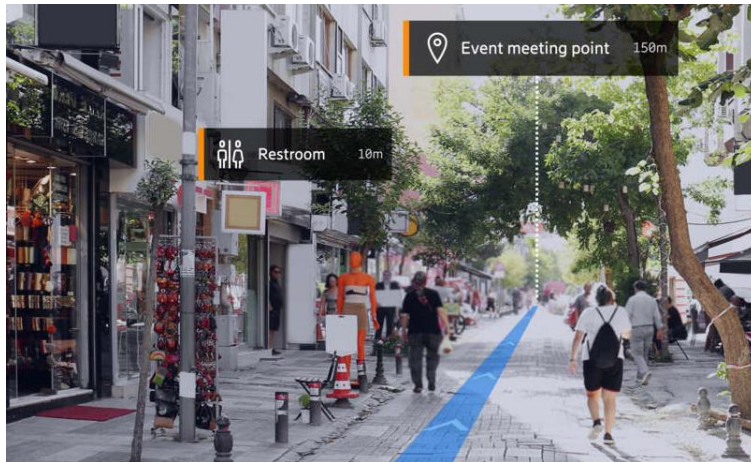


VR to AR
2023 - 2025

AR takes lead
2025 - 2027

All day XR
2027 - 2030

HUD, blended information



Recognize surrounding, geo-specific



Fully immersive



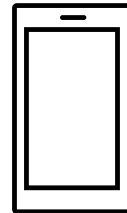
Likely scenario development

- VR (see through), simple AR / Heads Up Displays
- Static, on device, tethered
- Starts with local deployments

- Glasses-style
- 5G AR takes lead
- Local → wide area networks

- Global adoption
- Stand-alone, cloud, multi-user
- Privacy key

Tech innovation for XR use-cases: MEC-rendered AR



| | Device-Rendered Content | MEC-Rendered Content |
|--------------|-------------------------|---|
| GPU | <1 W processing power | 350 W |
| Memory | Limited | Unlimited |
| Battery | Significant Impact | Low Impact |
| Connectivity | MBB 10kbps-1MBps | TCC 0.1-10s Mbps & 10-40ms latency & 3ms jitter |

Improvements on features, spectrum and densification

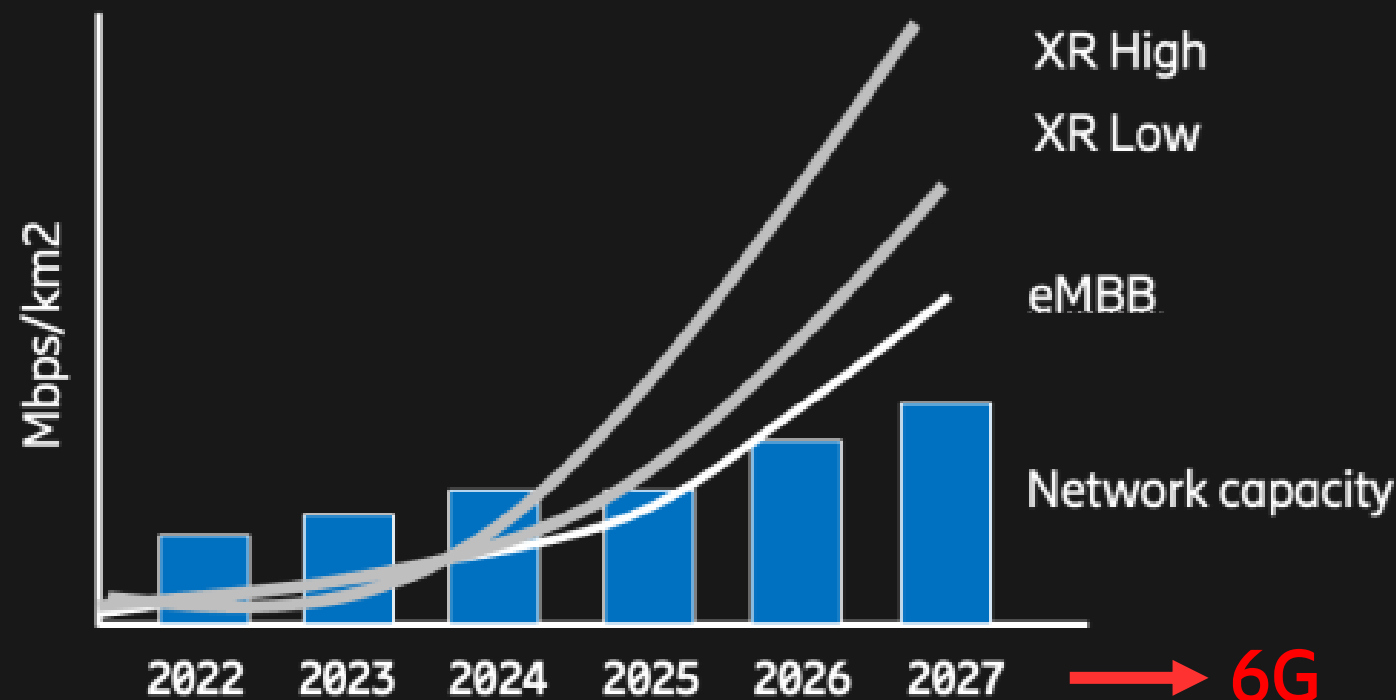


Requirements

- Low latency
- Link symmetry
- Higher speeds

Types

- XR Low (10% uptake)
- XR High (50% uptake)



To avoid a future XR traffic crunch, we need to allocate additional spectrum for IMT via the ITU as well as regional regulatory authorities and national regulators.

In particular, spectrum in the centimetric range is needed for wide-area XR (7-15 GHz).



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