

# Lunch Panel Discussion -Wednesday, Jan 12th 12:20 p.m., N259/261

## Wireless Mobile Multimedia

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## Wireless Mobile Multimedia

### ABSTRACT

- The combination of topics below has created a perfect storm driving new consumer services to hand-held multimedia devices:
  - upside business opportunity
  - new spectrum availability
  - wide area broadband packet radio services
  - advanced video compression, and
  - battery friendly high resolution user interfaces has created a perfect storm driving new consumer services to hand-held multimedia devices.
- These devices range from enhanced cellphones, wireless PDAs, to purpose specific personal multimedia devices.
- The convergence vision is finally coming together but the small form factor and processor intensive demands of transmission, storage, and rendering of rich multimedia content creates unique technical challenges, and opportunities.
- The challenges include cost, performance, battery life, and managing the complexity of the user interface.
- Our panel members will share their vision, benchmark the current activities/state-of-the art, and identify challenges ahead.

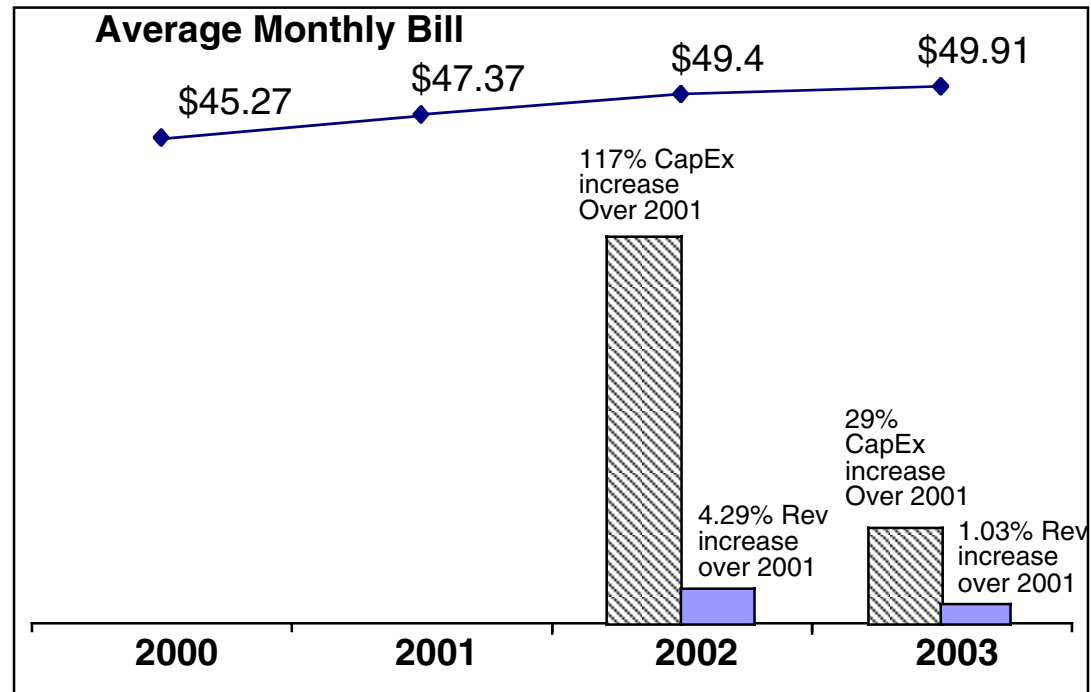


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## Wireless Mobile Multimedia- Drivers

The drivers include an assumed demand for rich media and video as well as a need for cellcos to develop non-commodity new revenue streams

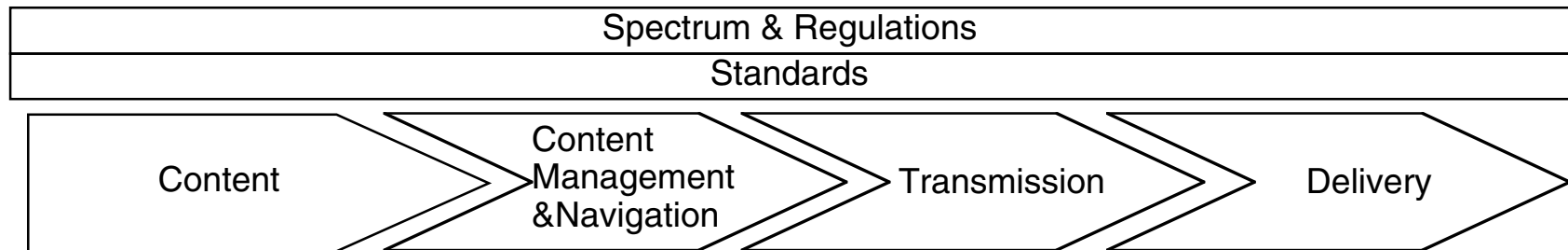
- Hypercompetition and commodity nature of voice services leading to
  - Revenue stagnation
  - High churn rate (~2.5%) drives subscriber acquisition costs (~\$400)
- Continuing demand for capex investment out of proportion to revenue growth
- Failure to find a non-voice *killer-app*



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## Wireless Mobile Multimedia- The Value Chain

The issues we are likely to take up today map into this value chain



- Types
  - Still image
  - Music
  - Video
  - MM Msgs
- Sources
  - Cellco
  - 3rd Party Svc Providers
  - Cell Sub
  - PrivateServers

- Functions
  - Host
  - Transcode
  - Metadata
  - UI
  - Bill
  - Settle
  - Rights Manage
- Degrees of Freedom
  - Server based
  - Delivery platform based

- Architecture
  - Unicast
  - Broadcast
- Spectrum
  - Cellular/PCS
  - New Spectrum
- Standards, e.g:
  - 2.5/3G Packet IP
  - DVB-H
  - MediaFLO
  - ISDB
  - DMB

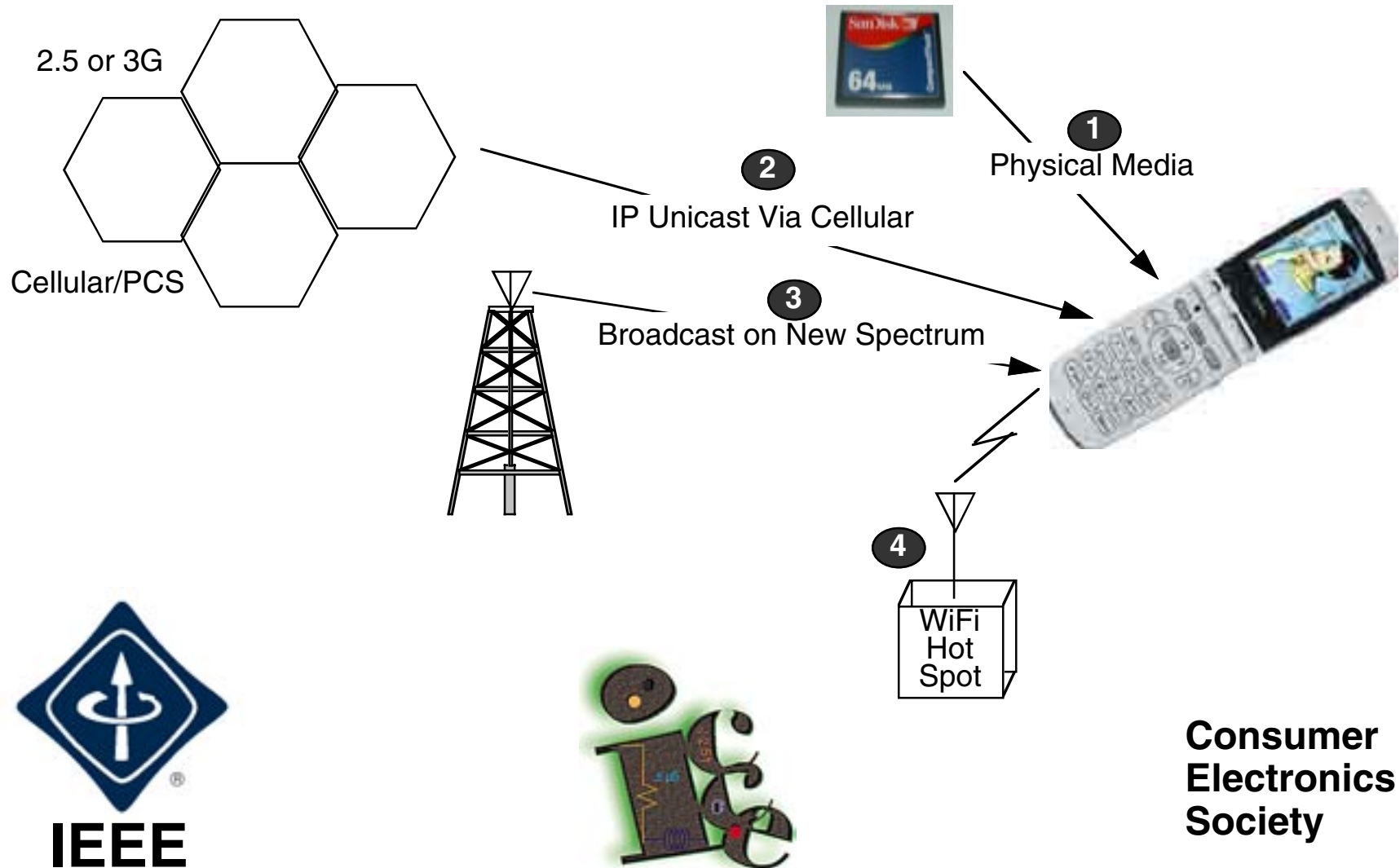
- Features
  - VOD
  - Store
  - Move content
  - Interact
- Technology
  - CODECs
  - DSP/ICs
  - Battery
  - Display
  - User Interface
  - Cost



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## Wireless Mobile Multimedia- Transmission Alternatives

There are four non mutually exclusive alternatives as well as hybrid combinations



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## Wireless Mobile Multimedia- The User Experience

**With today's video compression technology, even a 15 fps video only requires a 200 kb/s data stream to look acceptable on a handheld**



- 68 second clip
- MP4 Compression
- File size=1.7 megabytes
- Streaming
  - 200 k bits/sec
  - 15 frames/sec
- Resolution 320 x 240 pixels



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## Wireless Mobile Multimedia- Wireless Transmission Developments

There are several broadcast systems in trials or early stage of rollout

	ISDB Japan	DMB Korea	DVB-H CCI in USA	MediaFLO Qualcom/USA
<b>Source Coding</b>	MPEG4 + AAC	MPEG4+ BSAC	MPEG4/VC9 + AAC/WM9	MPEG4 Video+?
<b>Channel Coding</b>	Convol + RS FEC	Convol + RS FEC	Convol + RS FEC	?
<b>Transport Stream</b>	MPEG2	MPEG2	IP	?
<b>Modulation</b>	QPSK/ 16QAM COFDM	DQPSK COFDM	QPSK/ 16QAM COFDM	16QAM COFDM
<b>RF Channel</b>	433 KHz	1.5 MHz	5/6/7/8 MHz	6 MHz



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# Thank You

