

NGN Mobile Networks: Meeting the future Traffic and User demands

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The mobile broadband wireless services are at the verge of taking off. These include distribution of video content, video streaming, fast interactive gaming, wireless DSL and fixed / mobile voice substitution, Mobile TV etc. producing tremendous traffic volumes in mobile networks.

This automatically imposes constraints on the whole eco-system, since it creates- New service requirements posted by the end-users, comparable and aligned with those in fixed networks, new business models favouring new market entrants and competition and – last but not least – enhanced radio and networking technologies are hallmarks of this increasingly aggressive but extremely lucrative market.

To cope with this envisaged traffic and service demand enhancements, a new flatter, simplified future 3G+ (e.g. radio access, core) Network architecture is required. Besides, a cost efficient implementation of these services requires increased network performance, such as higher cell throughput and user data rates as well as significantly reduced network latency. Likewise, it requires means for fast and flexible service provisioning and end-to-end QoS control.

The question is how do we transit from circuit to packet switching Mobile Networks to build the Next Generation Mobile Works and still meet the future user service demands at a low cost?

This presentation outlines the restructuring of 3G+ Architecture towards a packet switched Network, reducing complexity and the inherent variety of functionality in the 3G Architecture to meet the demand of the future.