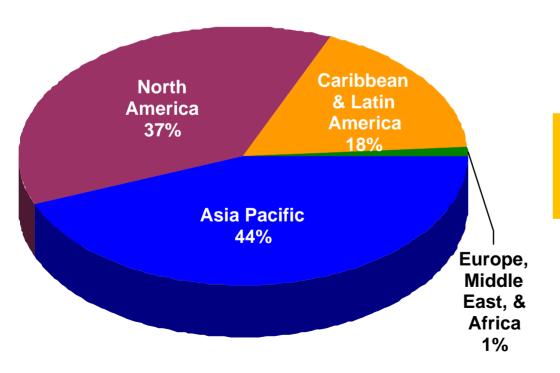




CDMA Subscriber Statistics:

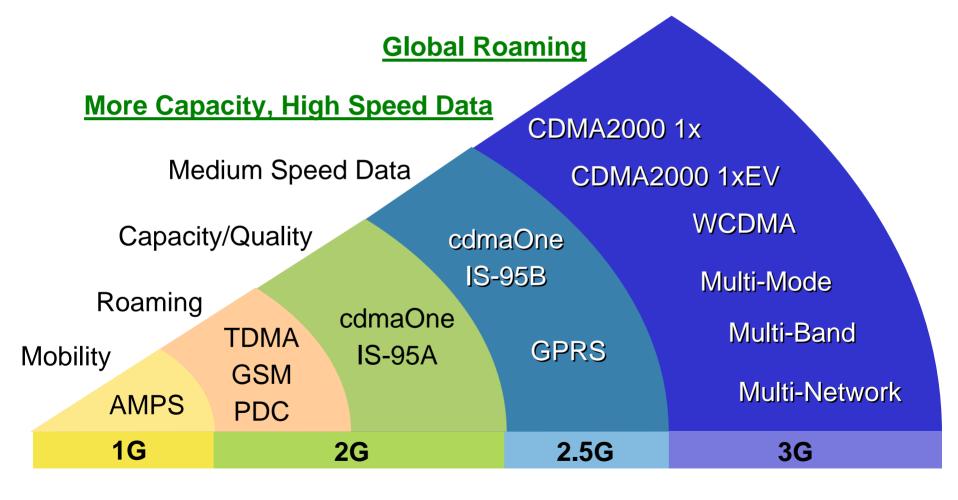
Nearly 1 Million 3G CDMA2000 1x Subscribers
- Initial Launch End of 2000



Over 100 Million CDMA Subscribers Worldwide

Source: EMC, July, 2001

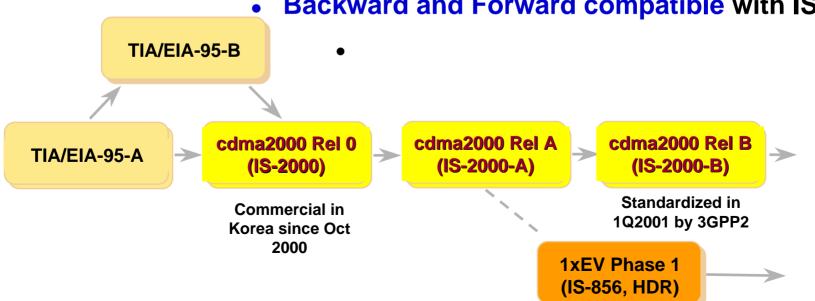
Key Drivers for Wireless Market



3G 1x **Standard**

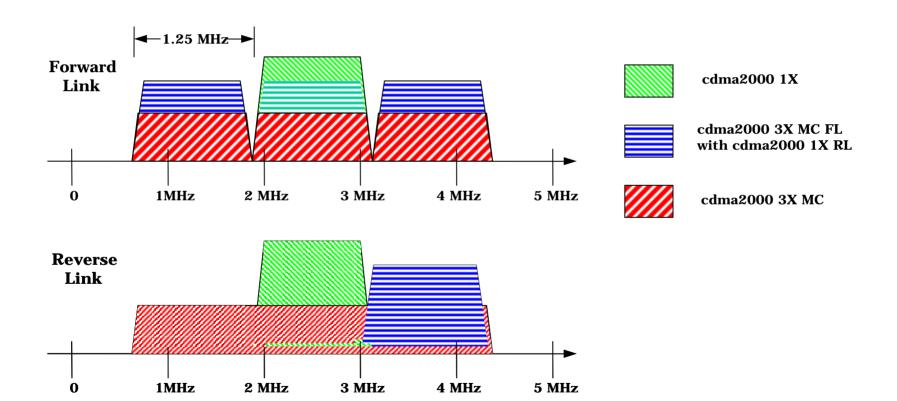
The First 3G Technology -**Available Today!**

- 1x is the first IMT-2000 standard that offers highspeed Always-On wireless data at 307 kbps peak data rate today
- **Doubles the capacity of IS-95 systems for voice** services. Achieved through FFPC, lower code rates, and a coherent reverse link
- Offers 50% longer stand-by times
 - Supported by the Quick Paging Channel
- **Backward and Forward compatible with IS-95A/B**



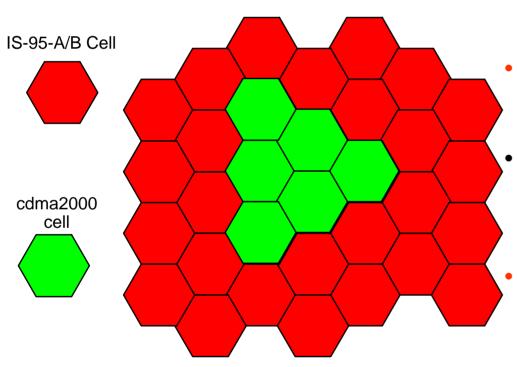


cdma2000 Multi-Carrier Extensions





cdma2000 Deployments



- Mix 3G CDMA cells with IS-95-A/B cells
 - Support higher data rates
 - Support enhanced capacity
 - cdma2000 MC 1X and 3X cells can support IS-95-A/B mobile stations on the same frequency
 - Can deploy cdma2000 MC 1X and MC 3X cells on the same or different frequency as IS-95-A/B cells
 - Can deploy cdma2000 MC 1X and then migrate to cdma2000 MC 3x

What is 1xHDR?

The Next
Enabling
Technology for
Growth

1xHDR is a *high-performance* and *cost-effective* Internet access solution

Capable of up to 2.4 Mbps peak data rate on a 1x (1.25 MHz bandwidth) carrier

Separate 1xHDR carrier optimized for Packet Data

Complements 1xMC carrier optimized for Voice

Replaces fixed (DSL, Cable) Internet access... with mobility



Next Generation Performance Today!





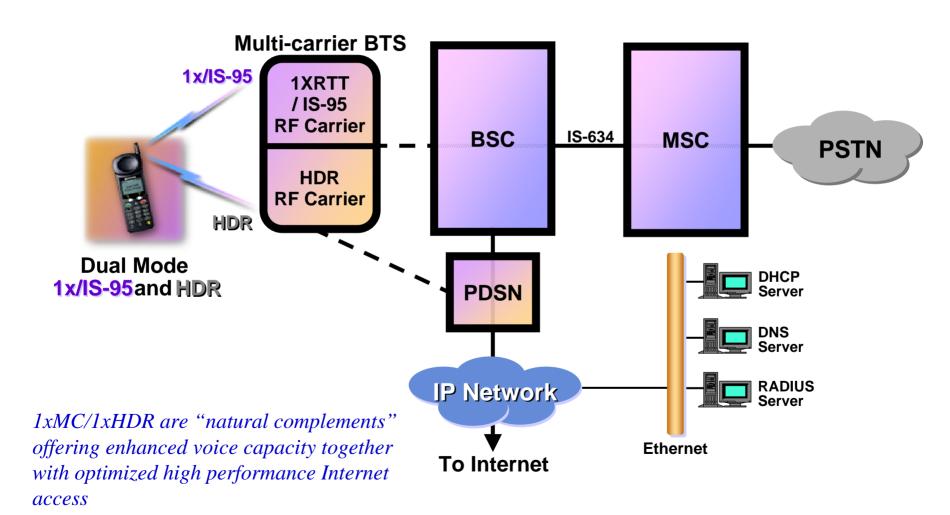
HDR Air Link carrier

Spectrally efficient air link provides 2.4
 Mbps forward peak throughput per sector with a standard CDMA 1.25 MHz frequency carrier

- Asymmetric forward and reverse links
 - Forward link: 670-750 kbps/sector average throughput 1.2 Mbps/sector (dual receive antennas)
 - Reverse link: 220 kbps/sector average throughput
- Identical RF characteristics as IS-95/1xMC
 - Same chip rate, link budget, and coverage area
 - HDR carrier looks like an IS-95/1xMC carrier to the rest of the network



IS-95/1xMC and 1xHDR Complementary Services



Wired Internet

Mobility

Location Sensitivity

Time Sensitivity

Always On, **Always With You**









Wireless

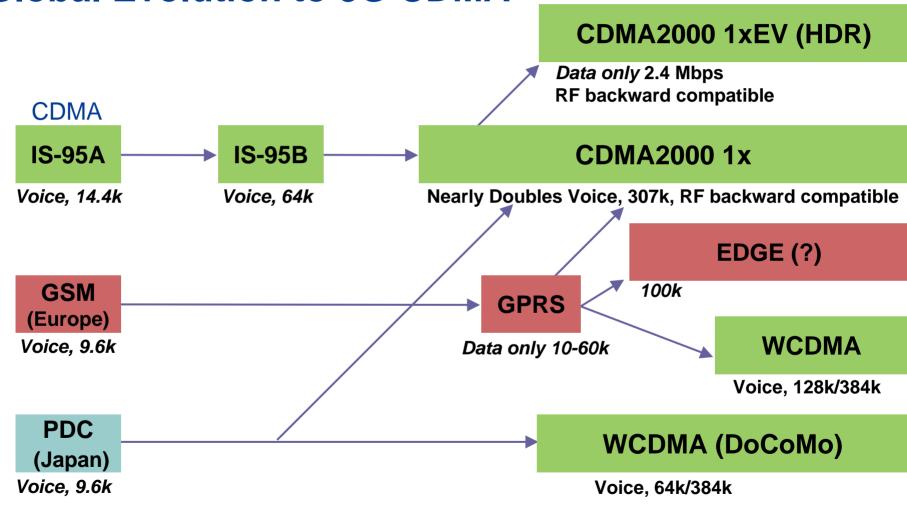
Internet







Global Evolution to 3G CDMA





Development Process for Any New Wireless System

- 0. Build and test several cell prototype system (optional)
- **WCDMA** 1. Set a firm specification for system and handsets
 - Significant effort even after first formal standard is set
 - Performance testing and standard releases
 - 2. Optimize system and handset performance
 - Interoperability test with each system, multi-mode, multi-band
 - Final chips and software
 - Early commercial launch
 - Full deployment

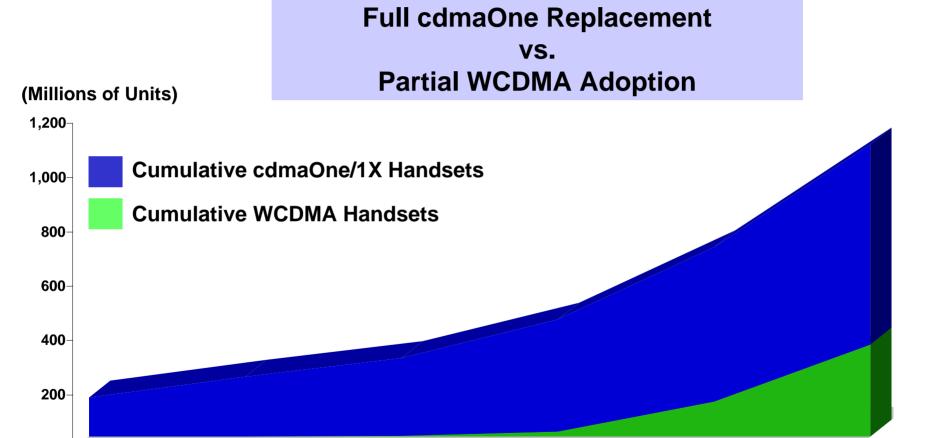
CDMA2000 1xEV

CDMA2000 1x

- 3. Adding rich feature sets for multimedia, etc.
 - Ramp volume, decrease cost

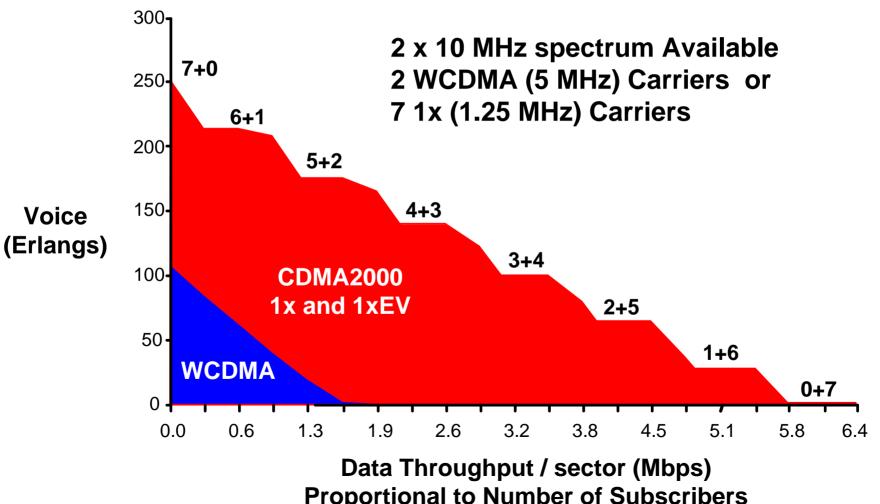


CDMA2000 Has Volume Advantages



Source: EMC August, 2001

Operators Have Choices to Support Voice & Data:



Proportional to Number of Subscribers



Download Times for a 3-minute MP3 Song



Air Interface	Data Rate	Download Time
GSM	9.6 kbps	41 minutes
IS-95A CDMA	14.4 kbps	28 minutes
GPRS	45.0 kbps	9 minutes
IS-95B CDMA	64.0 kbps	6 minutes
CDMA2000 1X	307.0 kbps*	78 seconds – 1.25 MHz
WCDMA	2.0 Mbps	12 seconds – 5 MHz
CDMA2000 1xEV	2.4 Mbps	10 seconds – 1.25 MHz

Note: ~ 3 Mbytes size

^{*} Peak data rate for first commercial release of 1X terminals will be 153.8 kbps



CDMA is Better Positioned Than Any Other Mobile Cellular Technology To Deliver Low Cost Bits

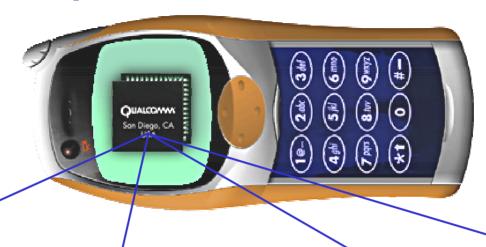
Technology	Network Cost	Network Cost per
	per Mbyte**	Month (200 Mbyte data)
GPRS	\$.42	\$83
WCDMA	\$.07	\$14
CDMA2000 1x	\$.06	\$12
CDMA2000 1xEV	\$.02	\$4

Note: i-Mode revenues \$23.44 per Mbyte;

\$.003 i-Mode packet (128Bytes)

GPRS max 20 kpbs, rate achieved per time slot Assumes capacity vs. coverage conditions **15% traffic volumes at busy hour

Internet Launchpad™ Adds Built-in Services



Multimedia

- Qtunes™
 - MP3, MPEG-AAC
- QTVTM
 - MPEG-4
- Qsynth™
 - 128-sound/MIDI support
- MIDI player
 - 16-voice polyphony
- Still image (PNG, JPEG...)
- CMX[™] (Compact Media Extension)
 - Text/animation
- IP voice chat

User Interface

- Color screen
- Voice recognition
 - SD and SI voice
 - Digit dialing
- SIM/UIM card interface
- PureVoice Recorder™
 - Voice memo
 - Answering machine
- PureVoice Audio AGC™
- CMOS/CCD image sensor

Connectivity

- USB
- Bluetooth
- JAVA engine
- Security Software (SSL)
- PureVoice Mail™
 - Attachments
- IP protocol stack
- WAP interface

Positioning

- SnapTrack/gpsOne™
 - Hybrid wireless digital compass

Storage

- MMC
- SD-Card

CDMA Terminals Today Compare to Desktop PCs in the 1990s

Intel 80486 based Desktop Computer

Date: 1992

Processor: 486

Speed: 33 - 66 MHz

RAM/Flash: 8 MB

Drive/Storage: 80 - 300 MB





Date: 2001

Processor: ARM7

Speed: 50 - 110 MHz*

RAM/Flash: 8 - 16 MB

Drive/Storage: 32 - 128 MB

^{*} Based on ARM7 specifications

New Devices Improve the User Experience







Kyocera QCP-6035 Smartphone

oalm) powered

Sony C404S (Japan)

Easy Migration from cdmaOne to 3G cdma2000





Over 45 manufacturers





IS-95A to 1x





IS-95A/B to 1x



IS-95A/B to 1x



QUALCOVM 1x to 1xEV MSM5100



RF Compatibility:
No changes required for
RF Front-end



3G Handsets

First commercial cdma2000 1x handsets available now



CDMA2000 1X Handsets Available Now

Over 40 Customers Have Commercial Agreements & Growing...

More Than 12 Handset Models Capable of Supporting Up To 144 kbps Have Been Produced Since October 2000...





I G Cvber X-1



Samsung **SCH-X100**



Samsung **SCH-X110**



Samsung **SCH-X120**



Samsung **SCH-X200**



Samsung SPH-X1000



Motorola V671C



Samsung SCH-X2000



Samsung **SCH-X130**



SK Telech IM-2300



SK Telech IM-2400





Number of Exciting CDMA2000 1x Terminals Are Entering the Market*

Video Phone



Web Phone



Web PDA



Handset + PDA



Navigator



PCMCIA Card





3G Multi-mode Chips

AMPS

Q1 CY00 *Q3 CY00



CDMA2000 1x (entry level) cdmaOne

1H CY02 QUALCOMM MSM6050 Sen Dispos CA

CDMA2000 1x (low cost) cdmaOne

Q1 CY01
*Q2 CY01



CDMA2000 1x (high end) cdmaOne AMPS

2H CY02



CDMA2000 1x (high end) cdmaOne

Q4 CY00 *Q1 CY01



CDMA2000 1x (low cost) cdmaOne AMPS

1H CY02



CDMA2000 1x cdmaOne GSM/GPRS

Solves Global Roaming!

Q3 CY01



WCDMA

1H CY02



WCDMA GSM/GPRS

Q2 CY01



CDMA2000 1x/ 1xEV cdmaOne AMPS

CY03



CDMA2000 1x/ 1xEV cdmaOne GSM/GPRS

Q1 CY02 *Q2 CY02



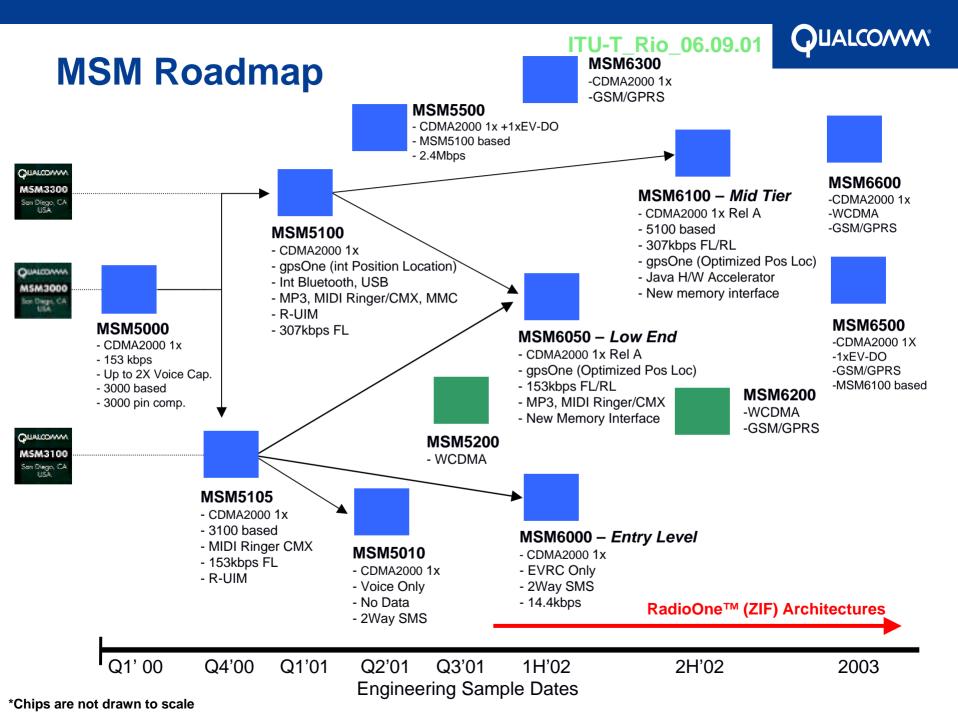
CDMA2000 1x (entry level) cdmaOne

CY03



WCDMA CDMA2000 1x cdmaOne GSM/GPRS

Sampling Date
*Production Date





CSM Roadmap

- Highest Integration of Channels Per Chip
- Lowest Power Consumption
- Smallest Footprint Base Stations
- Only End-to-End Solution for Wireless



Multi-chip solution

- CSM Modulation
- CSM Demod
- Viterbi Decoder



CSM 1.0

- IS-95 A/B
- Integrated Solution
- Adds 14.4 kbps
- Improved Rcvr



CSM 1.5

Size, Cost & - IS-95 A/B

Power Reduction

- 8 Channels

CSM2000



QUALCONN

CSM5500

- CDMA2000 1x EV
- 2.4 Mbps



CSM5000

- CDMA2000 1x
- IS-95 A/B
- 307.2 kbps
- 32 Channels



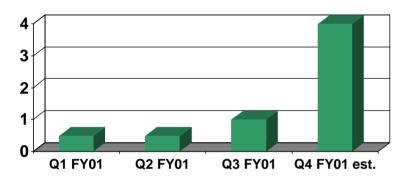
CSM5200

- WCDMA
- 16 Channels
- 384+ kbps

1991 1994 1997 1998 Q1 '00 Q2 '01 Q4 '01

CDMA2000 1x 3G - Staying Well Ahead of the Competition

CDMA2000 1x Chip Shipments (Millions)



MSM 5000 Up to 153 kbps

Production volumes

MSM 5100

On time sampling Q2 CY'01

Up to 307 kbps

Full Multimedia

5000 Series Shipping Now

MSM 5500

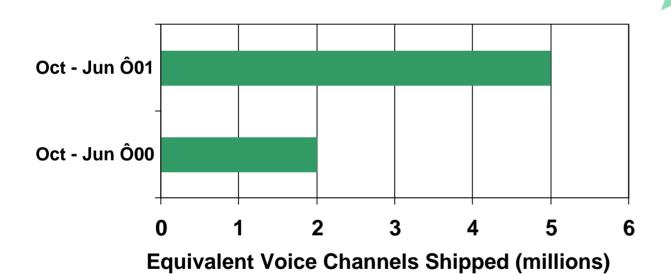
On time sampling Q2 CY'01

Up to 2.4 Mbps

Data Optimized

CSM - Base Station Volumes Increasing

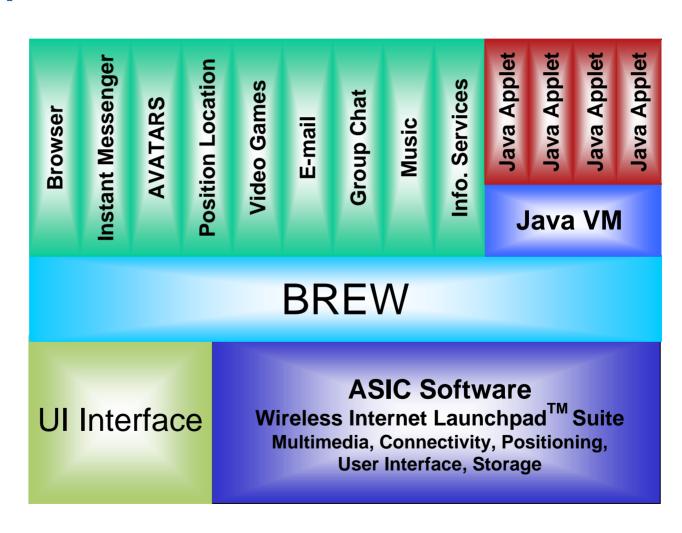
On-time Sampling of 1xEV CSM 5500 Up to 2.4 kbps





BREW Enables Access to Devices for Wireless Applications and Content





A Wide Variety of Applications. . .

Mobile Text Communications

Enhanced email Enhanced instant messaging





Mobile Chat

Group conferencing/voice chat Video conferencing

Avatars

Personalized agents



Navigation assistance Friend finder Emergency services



Entertainment

Downloadable & streaming music

Internet radio Streaming video Info. services e-Books

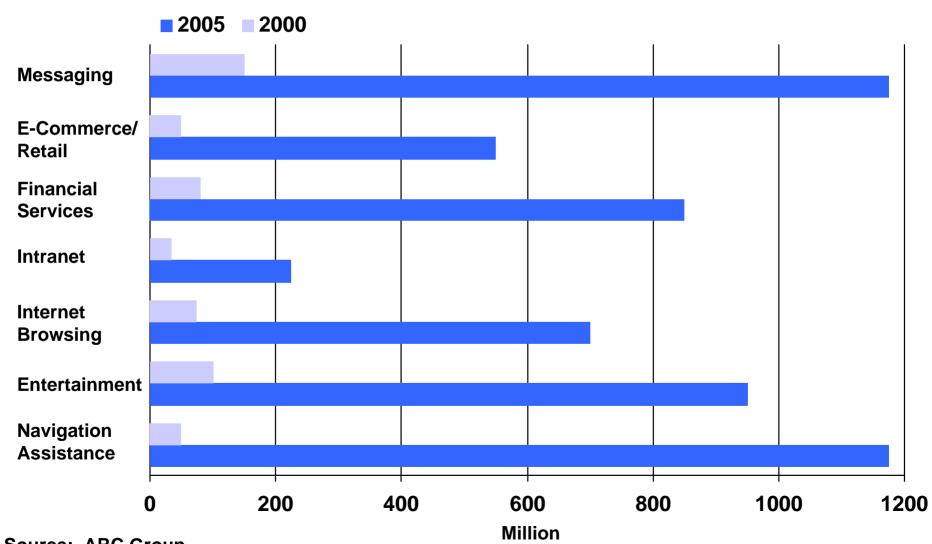


<u>Games</u>

Off- and on-line Multiple-player 3D motion, video, music



Mobile Application Users



Source: ARC Group

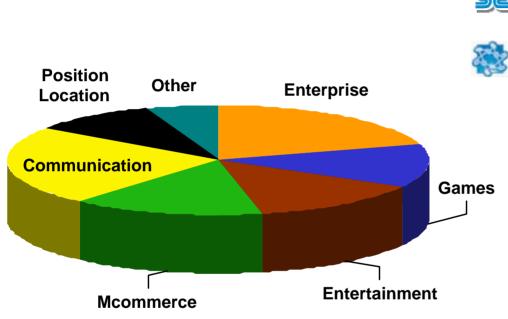


BREW Partners





More Than 3,300 Developers Signed Up For BREW























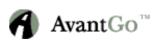


























CDMA in China

•China Unicom Roaming Agreements

- -Bell Mobility (Canada)
- -Sprint PCS (US)
- –Lusacell (Mexico)
- -Hutchison (So. Korea)
- -KT Freetel (So. Korea)
- -KDDI (Japan)
- -SK Telecom (So. Korea)
- -Telstra (Australia)
- -NZ Telecom (New Zealand)

Network Capacity for Over 15 Million Customers by Early 2002

- CDMA Development Center -China's Silicon Valley
- ZTE Becomes First CDMA subscriber licensee
- Great Dragon enters into CDMA infrastructure license

300 Major Cities		
Lucent	4.6	
MOT	3.6	
ERIC	3.0	
Nortel	2.0	
Samsung	1.0	
ZTE	0.9	
Total	15.1 Lines	





Digital Cinema

- Transforming the cinematic experience with digital technology
- World's first end-to-end solution for processing and delivering digitized motion pictures and other programming to theatres
- Through a joint venture with Technicolor, QDM's Digital Cinema meets the needs and economies of cinema distribution worldwide

