

# 6G



# 6G Mobile Wireless Communications

## Vision, Roadmap, Technologies & Use Cases

### *6G Requirements*

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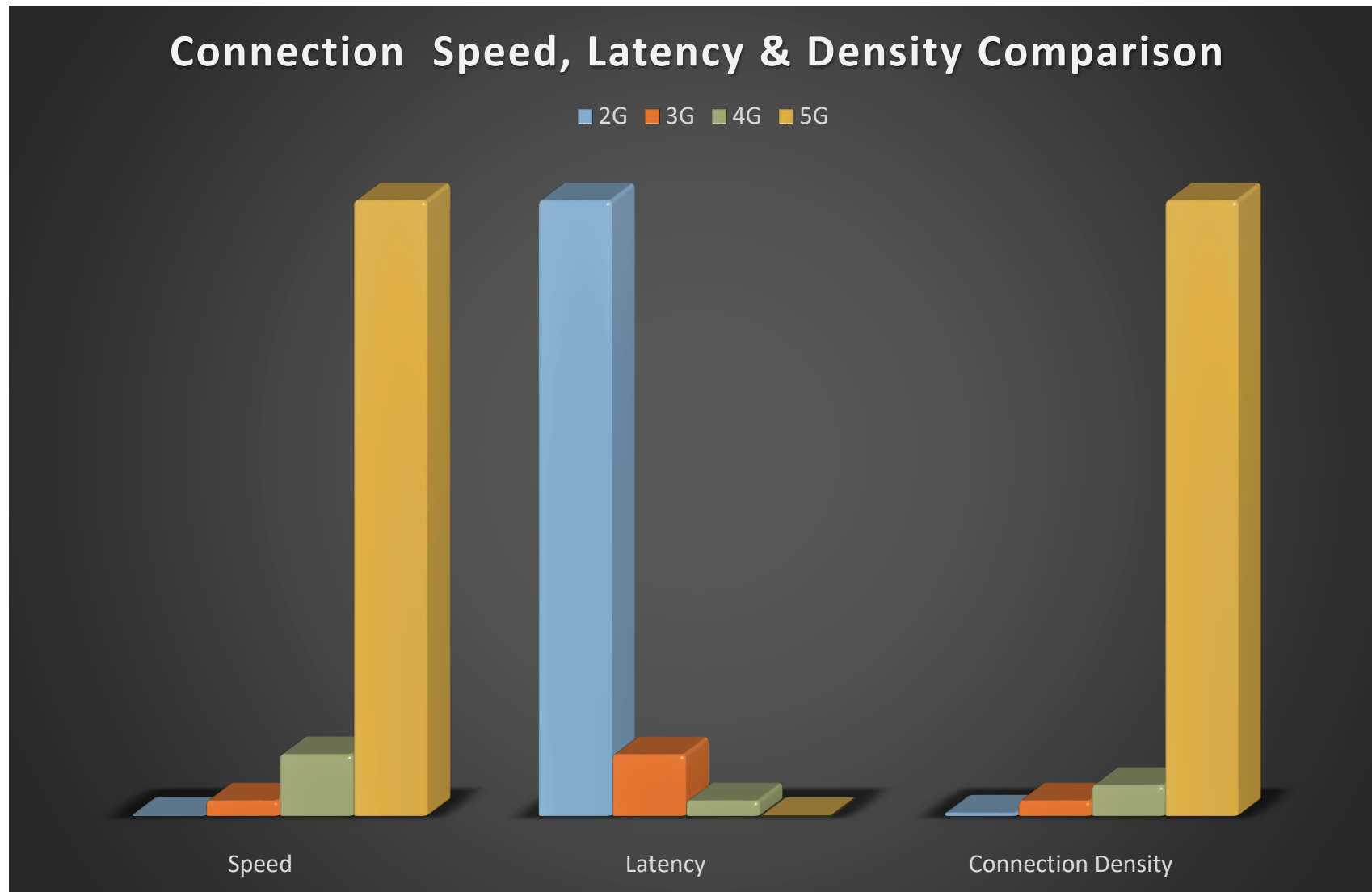
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# Comparison\* of different Technology Generations

	2G	3G (HSPA+)	4G	5G
Year	1990	2000	2010	2020
Max DL Speed (theoretical)	473.6 Kbps	42 Mbps	3 Gbps	20 Gbps
Avg DL Speed (practical)	50 Kbps	8 Mbps	100 Mbps	300 Mbps
Max UL Speed (theoretical)	473.6 Kbps	11.5 Mbps	1.5 Gbps	10 Gbps
Avg UL Speed (practical)	50 Kbps	2 Mbps	50 Mbps	100 Mbps
E2E Latency (practical)	600 ms	120 ms	30 ms	10 ms
Reliability	99%	99.9%	99.99%	99.999%
Connection Density	N/a	N/a	10 <sup>5</sup> devices/km <sup>2</sup>	10 <sup>6</sup> devices/km <sup>2</sup>
Mobility	150 km/h	300 km/h	350 km/h	500 km/h

\* Approximate values to show comparisons.

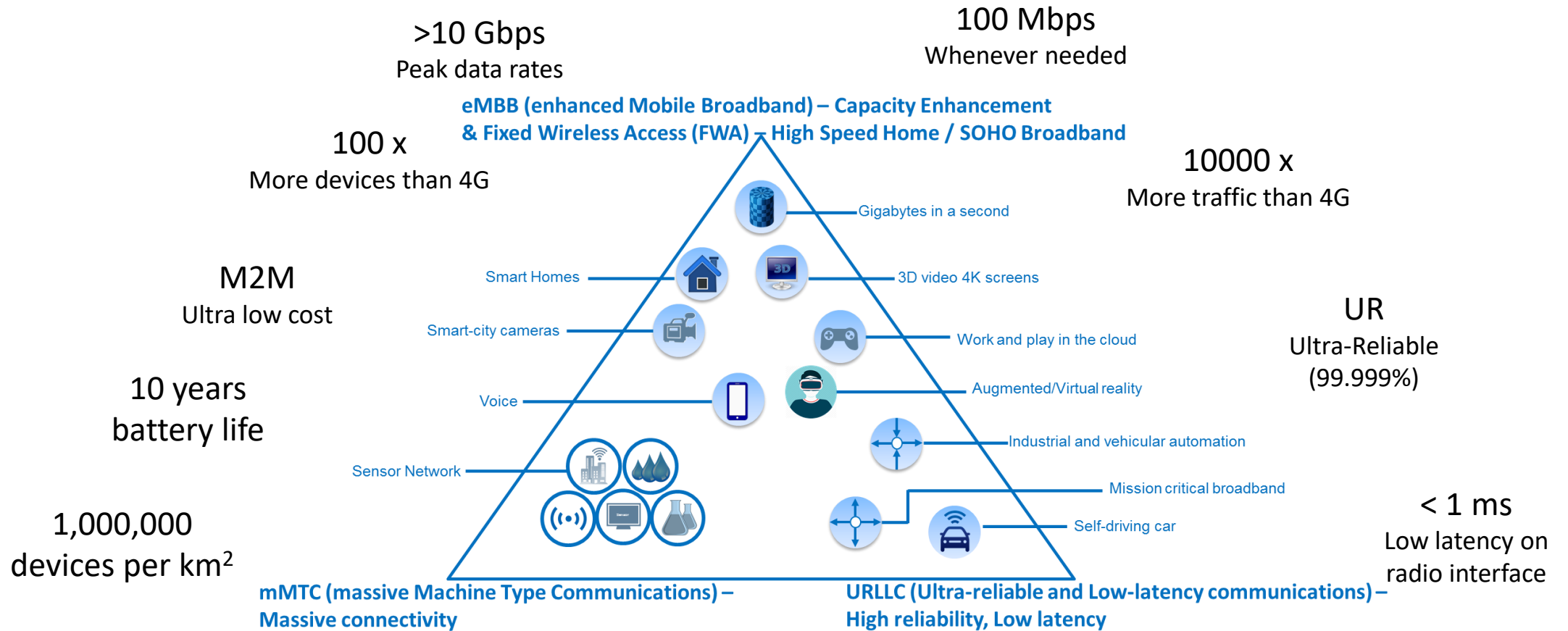
# Comparison of 2G, 3G, 4G & 5G technologies



Example only.  
Not according to scale

# 5G (IMT-2020) Requirements

ITU-R IMT-2020 requirements



# 5G Americas Next G Requirements

## 4.2.10 Summary: Use Cases to Tech Requirements

Technology Requirement	Use Case(s)	Notes
4.2.1 Very High Bandwidth	4.1.1 Holographic Communications	BW 0.5 – 1.0 Tbps
	4.1.2 Tactile/Haptic Communications	
4.2.2. Very Wide Coverage	Appendix - Digital Twins	Gbps coverage everywhere with new coverage areas, e.g., sky (10000 m), sea (200 NM), space etc.
	4.1.3 Ubiquitous Services	
	Appendix - Massive Scale IoT Networks Appendix - Agriculture & Livestock	
4.2.3 Enhanced Reliability	Appendix - Augmented Reality/Virtual Reality/Mixed Reality	"seven 9's" availability (99.99999%)
	Appendix - Digital Twins	
	4.1.2 Tactile/Haptic Communications	
	4.1.4 Medical/Health	
	Appendix - Telesurgery	
	4.1.5 Government/National Security	
4.2.4 High Density of Endpoints	4.1.7 First Responder/Emergency Services	10 million devices/km <sup>2</sup>
	4.1.9 Transportation Vertical	
	Appendix - Massive Scale IoT Networks Appendix - Smart Agriculture & Livestock	

4.2.5. Synchronization of Multiple Flows to Multiple Devices	Appendix - Augmented Reality/Virtual Reality/Mixed Reality	synchronized parallel media streams, originating in different points of network
	4.1.1 Holographic Communications	
	Appendix - Digital Twins	
4.2.6 Time Sensitive Operations	4.1.2 Tactile/Haptic Communications	air interface latency < 10 ns, E2E latency < 100 μs Jitter order of μs
	Appendix - Telesurgery	
	Appendix - Digital Twins	
4.2.7. Precise Location Tracking	4.1.9 Transportation Vertical	Six degrees of motion: (x,y,z) plus pitch, yaw, and rotation
	Appendix - Augmented Reality/Virtual Reality/Mixed Reality	
	4.1.2 Tactile/Haptic Communications	
4.2.8. Extremely Low Power and Resource Constrained Devices	4.1.9 Transportation Vertical	Extremely low power including devices never to be charged (e.g., absorbing energy from its environment)
	Appendix - Use Case: Massive Scale IoT Networks	
4.2.9 General Industry Requirements	Appendix - Smart Agriculture & Livestock	
	4.1.8 Cyber-Physical Systems/Manufacturing	

5G Americas Whitepaper: Mobile Communications Beyond 2020 - The Evolution of 5G Towards the Next G

# NTT Docomo 6G Requirements

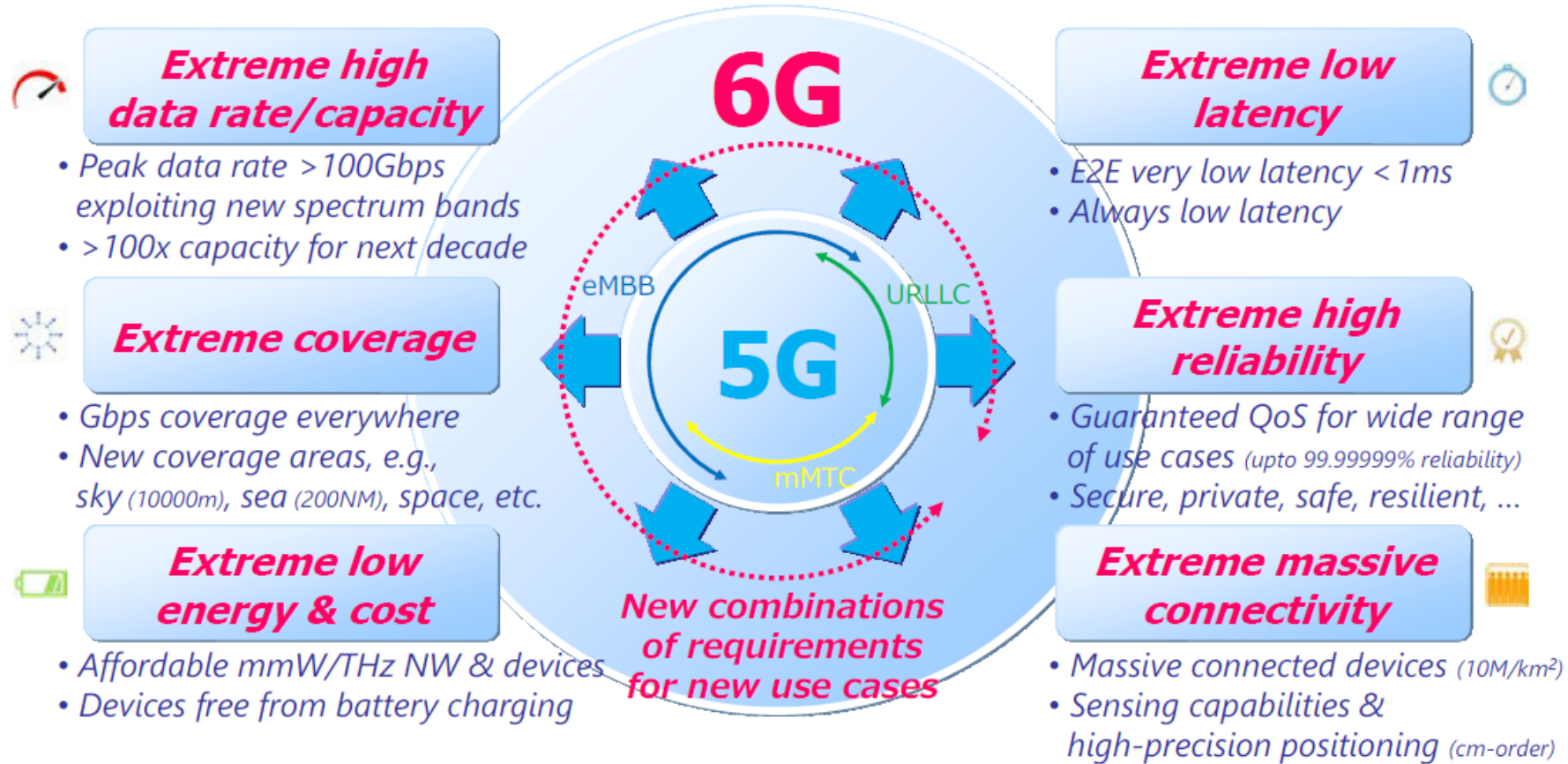


Figure 3-1. Requirements for 6G wireless technology

Source: NTT Docomo 6G Whitepaper, Jan 2020

# 6G Research Visions, 5G & 6G KPIs Comparison

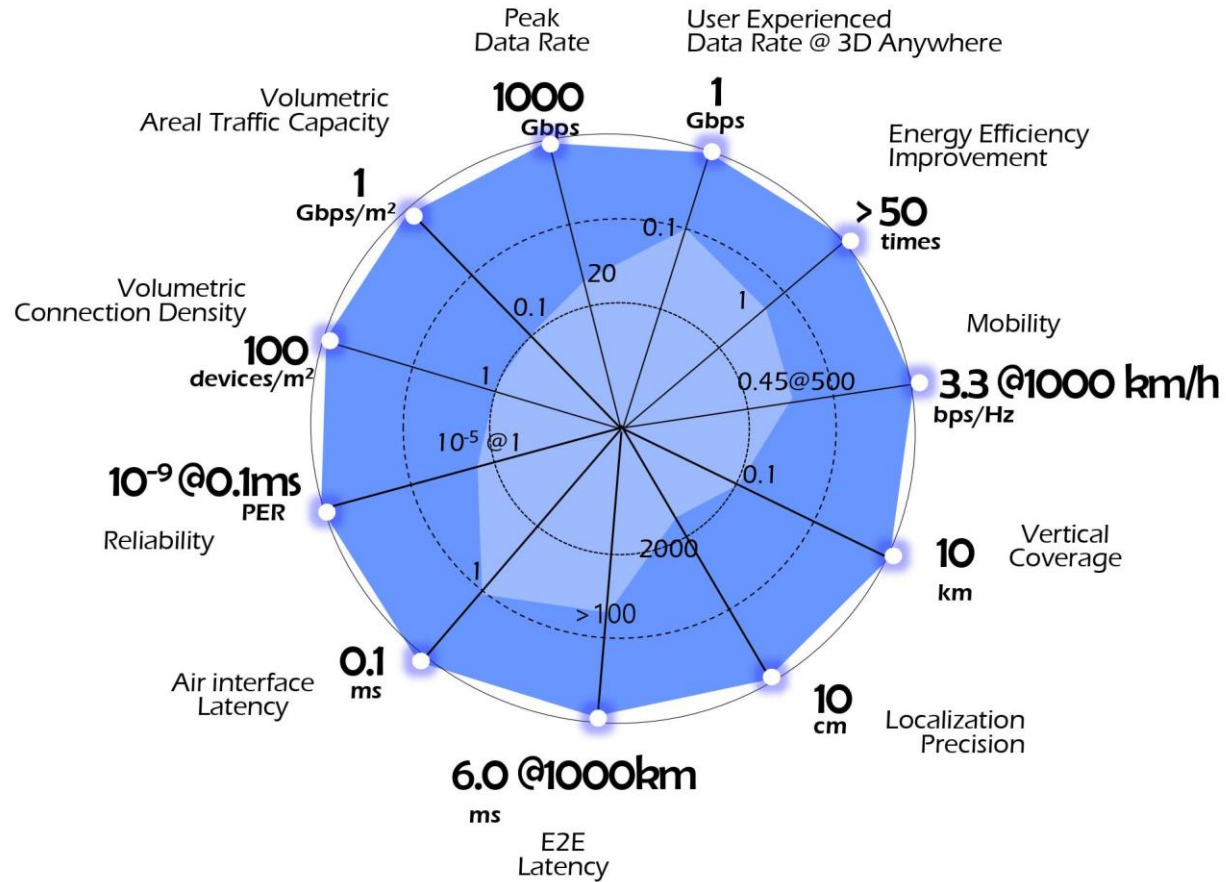
KPI	5G	6G
Peak data rate	20 Gb/s	1 Tb/s
Experienced data rate	0.1 Gb/s	1 Gb/s
Peak spectral efficiency	30 b/s/Hz	60 b/s/Hz
Experienced spectral efficiency	0.3 b/s/Hz	3 b/s/Hz
Maximum bandwidth	1 GHz	100 GHz
Area traffic capacity	10 Mb/s/m <sup>2</sup>	1 Gb/s/m <sup>2</sup>
Connection density	10 <sup>6</sup> devices/km <sup>2</sup>	10 <sup>7</sup> devices/km <sup>2</sup>
Energy efficiency	not specified	1 Tb/J
Latency	1 ms	100 μs
Reliability	1-10 <sup>-5</sup>	1-10 <sup>-9</sup>
Jitter	not specified	1 μs
Mobility	500 km/h	1000 km/h

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Table 1: A comparison of 5G and 6G KPIs [4–6,9].

6G Research Visions: White Paper 10 on Broadband Connectivity in 6G

# ETRI: 6G KPIs



Source: ETRI, South Korea ([link](#))

This article has been accepted for inclusion in a future issue of this journal. Content is final as presented, with the exception of pagination.

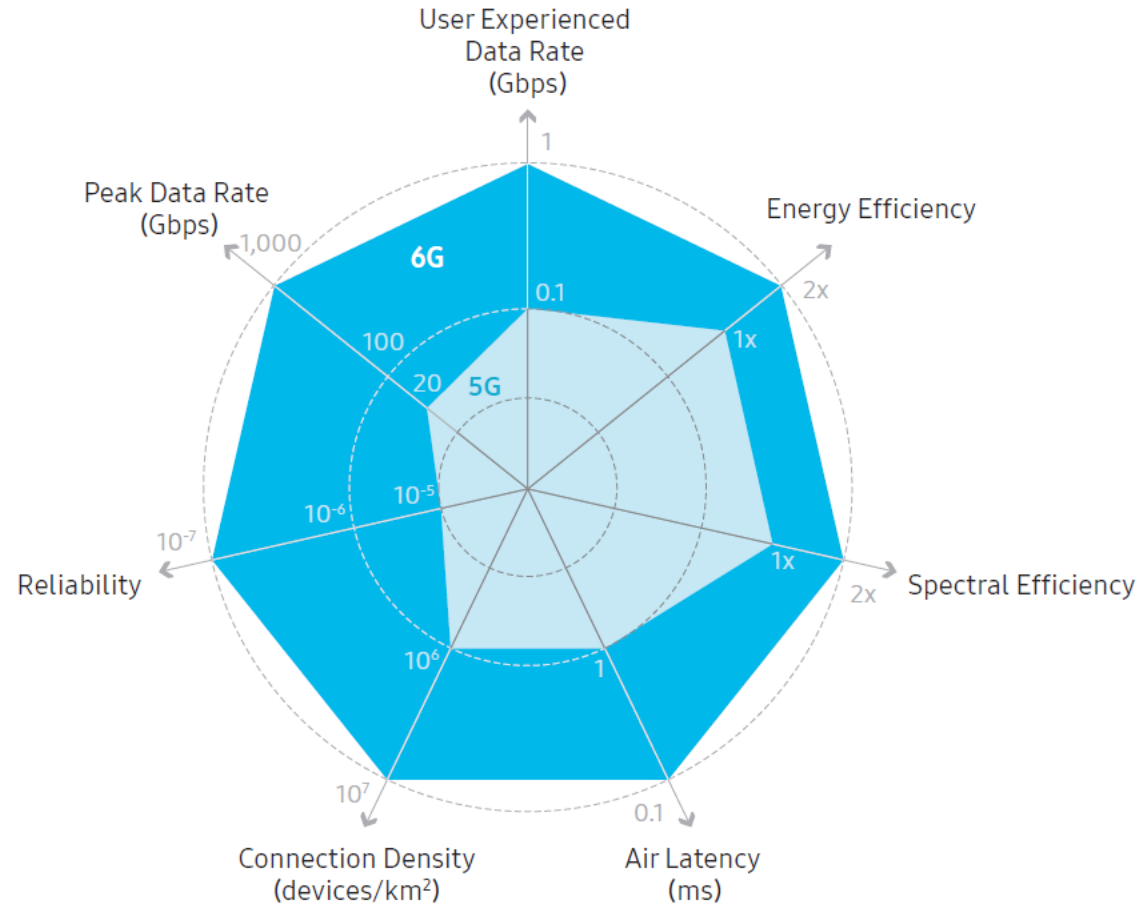
		4G	5G	6G
Usage Scenarios		• MBB	• eMBB • URLLC • mMTC	• FeMBB • ERLLC • umMTC • LDHMC • ELPC
Applications		• High-Definition Videos • Voice • Mobile TV • Mobile Internet • Mobile Pay	• VR/AR/360° Videos • UHD Videos • V2X • IoT • Smart City/Factory/Home • Telemedicine • Wearable Devices	• Holographic Verticals and Society • Tactile/Haptic Internet • Full-Sensory Digital Sensing and Reality • Fully Automated Driving • Industrial Internet • Space Travel • Deep-Sea Sightseeing • Internet of Bio-Nano-Things
Network Characteristics		Flat and All-IP	• Cloudization • Softwarization • Virtualization • Slicing	• Intelligentization • Cloudization • Softwarization • Virtualization • Slicing
Service Objects		People	Connection (People and Things)	Interaction (People and World)
KPI	Peak Data Rate	100 Mb/s	20 Gb/s	≥1 Tb/s
	Experienced Data Rate	10 Mb/s	0.1 Gb/s	1 Gb/s
	Spectrum Efficiency	1×	3× that of 4G	5–10× that of 5G
	Network Energy Efficiency	1×	10–100× that of 4G	10–100× that of 5G
	Area Traffic Capacity	0.1 Mb/s/m <sup>2</sup>	10 Mb/s/m <sup>2</sup>	1 Gb/s/m <sup>2</sup>
	Connectivity Density	10 <sup>5</sup> Devices/km <sup>2</sup>	10 <sup>6</sup> Devices/km <sup>2</sup>	10 <sup>7</sup> Devices/km <sup>2</sup>
	Latency	10 ms	1 ms	10–100 μs
	Mobility	350 km/h	500 km/h	≥1,000 km/h
Technologies		• OFDM • MIMO • Turbo Code • Carrier Aggregation • Hetnet • ICIC • D2D Communications • Unlicensed Spectrum	• mm-wave Communications • Massive MIMO • LDPC and Polar Codes • Flexible Frame Structure • Ultradense Networks • NOMA • Cloud/Fog/Edge Computing • SDN/NFV/Network Slicing	• THz Communications • SM-MIMO • LIS and HBF • OAM Multiplexing • Laser and VLC • Blockchain-Based Spectrum Sharing • Quantum Communications and Computing • AI/Machine Learning

**FIGURE 2** The network features of 4G, 5G, and the future 6G. AR: augmented reality; ELPC: extremely low-power communications; eMBB: enhanced mobile broadband; ERLLC: extremely reliable and low-latency communications; FeMBB: further-enhanced mobile broadband; LDHMC: long-distance and high-mobility communications; mMTC: massive machine-type communications; NFV: network function virtualization; SDN: software-defined networking; UHD: ultrahigh definition; umMTC: ultra-massive machine-type communications; URLLC: ultrareliable and low-latency communications; VR: virtual reality; V2X: vehicle to everything; KPI: key performance indicator; LDPC: low-density parity check codes.

# 5G vs 6G Key Performance Requirements Comparison

**Figure 7**

Comparison of key performance requirements between 5G and 6G.



Samsung 6G Vision [Whitepaper](#)

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Mobility	150 km/h	300 km/h	350 km/h	500 km/h	1000 km/h

\* Approximate values to show comparisons. \*\*Subject to change when standards process starts.

# Background Material

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- 3G4G: Bandwidth, Throughput, Latency & Jitter in mobile networks ([link](#))
- 3G4G: Reliability - 5x9s vs 6x9s ([link](#))

# Further Reading

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- 5G Americas: Mobile Communications Beyond 2020 – The Evolution of 5G Towards Next G, Dec 2020 ([link](#))
- 6G Research Visions: White Paper 4 on Validation and Trials for Verticals towards 2030's, June 2020 ([link](#))
- NTT Docomo white paper: 5G Evolution and 6G, January 2020 ([link](#))
- 6G Research Visions: White Paper 10 on Broadband Connectivity in 6G, June 2020 ([link](#))
- Z. Zhang et al., "6G Wireless Networks: Vision, Requirements, Architecture, and Key Technologies," in IEEE Vehicular Technology Magazine, 28-41, Sept. 2019 ([link](#))
- The 3G4G Blog: NTT Docomo's Vision on 5G Evolution and 6G ([link](#))

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