## **T** • • Mobile •°

**Device Receiver Ecosystem** 

3/12/2012



### **Carrier Ecosystem of Specifications and Requirements**

How are Requirements /Specifications for receivers derived:



- Business opportunity
- Business needs
- Standards
- Regulatory obligations
- Global trends
- Innovation
- Compliance

Realities of sourcing and delivering receivers for devices:

- Products are built for Global markets
- Radio chip makers are limited
- Receiver improvements are challenging due to cost
- Multiple vendors are needed to keep eco-system healthy
- The customer experience is determined by device, network and conditions
- Carrier is held accountable for the product performance by consumer

#### 3/12/2012

## **Device Radio Complexity**



Devices examples with receivers:

- Mobile Phones
- Mobile Tablets
- Data sticks
- Mobile Routers
  - Embedded radios in Laptops or other machine to machine



3/12/2012

T • Mobile

### **Device Eco-system Complexity**

Suppliers to build a device

- Core Cellular Radio chipset suppliers
- Secondary Radio suppliers (GPS, wifi, Bluetooth, NFC)
- Application processor supplier
- Software operating system supplier
- Carrier specific software and or hardware
- Manufacturer /OEM builds the phone to specifications
- 3<sup>rd</sup> party software suppliers
- Carrier or Retailer sells to consumer



- A carrier specifies hundreds and upto several thousand technical requirements for each device
- Foundational requirements cover radios to insure
  - Public safety
  - Regulatory conformance
  - Standards conformance
  - **Business conformance**
  - Consumer Experience



## **Carrier Specification and Requirements**



## Field Tests Augment Lab Certifications

#### Example - Receiver Gains Stationary Test Results

The largest throughput gain from Type3 and Type3i are experienced toward the cell edge in poor coverage conditions.

Advanced Receivers give consumers a better experience at edge of cell

Typical Drive test area



Summary of Stationary Test Results

		2	(3)
	Excellent	Good	Poor
	Coverage	Coverage	Coverage
RSCP (dBm)	-60	-80	-100
Type2 (Mbps)	10.7	8.3	2
Type3 (Mbps)	12	89	3.4
Type3i (Mbps)	13	9.2	4
Type3 Gain over Type2	12%	7%	70%
Type 3i Gain over Type2	21%	11%	100%

Using a better receiver – doubles the throughput for a consumer in this situation  $\mathbf{r}_{\cdot \cdot Mobile}$ .

# Thank you

