

# The need for reliable, ubiquitous connectivity

## Insufficient coverage for mobile connectivity:

- Coverage of (terrestrial) white spots
- Automotive: Autonomous driving
- Maritime: Cruise ships, offshore platforms
- Aerospace: Passenger aircraft

## Temporarily / locally insufficient capacity:

- Agriculture
- Construction areas
- Cultural and sports events
- Disaster recovery



## Consortium Structure

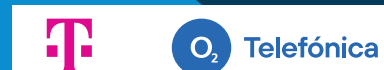
### Applications / Vertical industries



### Security



### Network operators



### Aerospace



### Micro electronics



### Communications



### Research and Academia



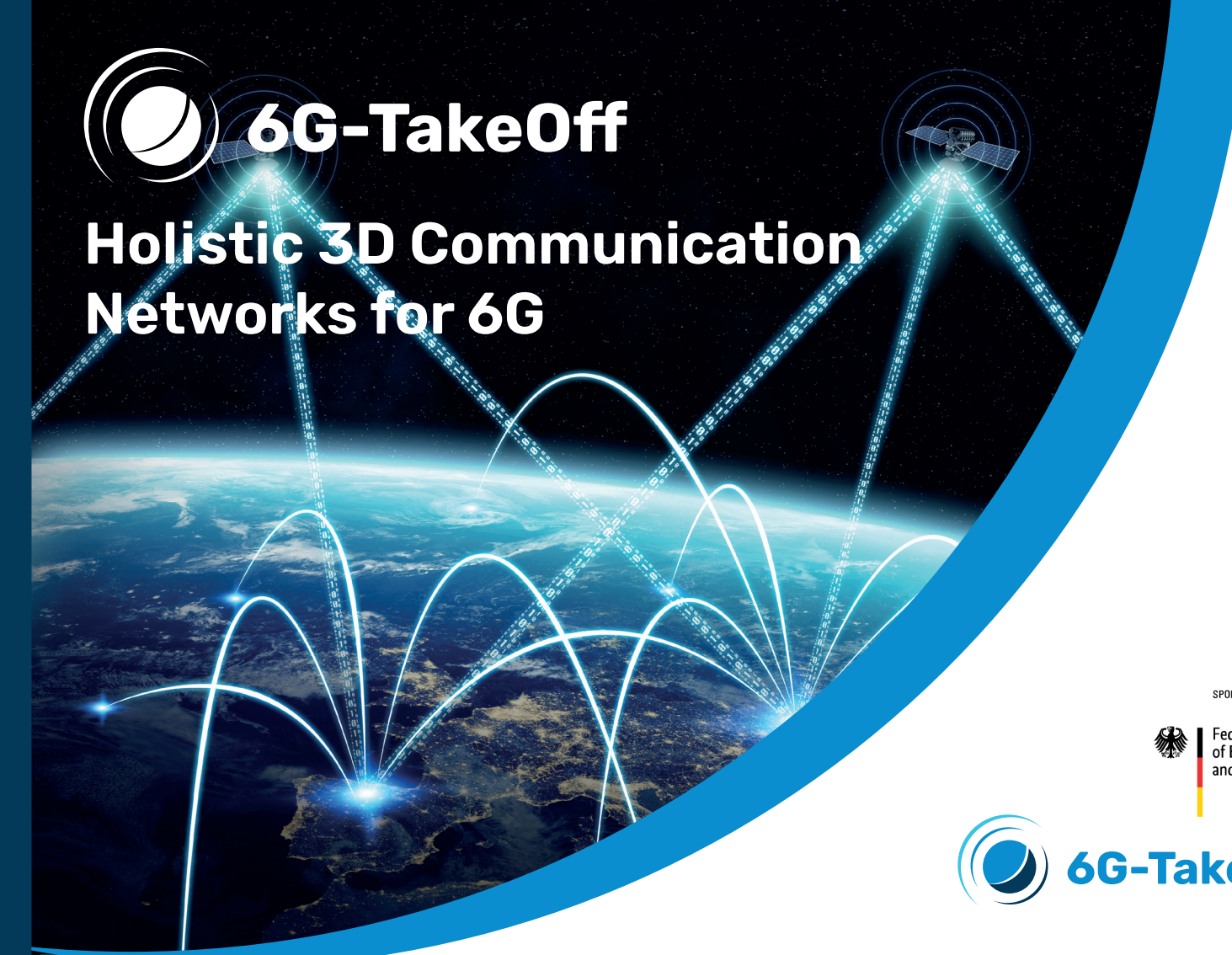
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## Holistic 3D Communication Networks for 6G



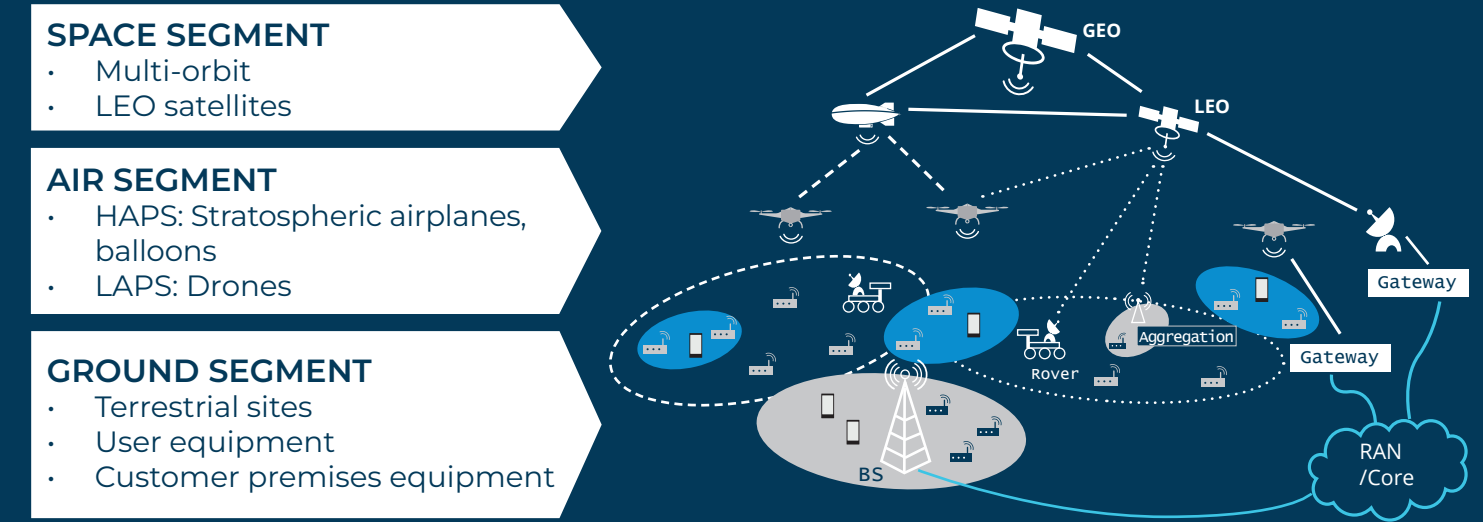
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# 3D Networks

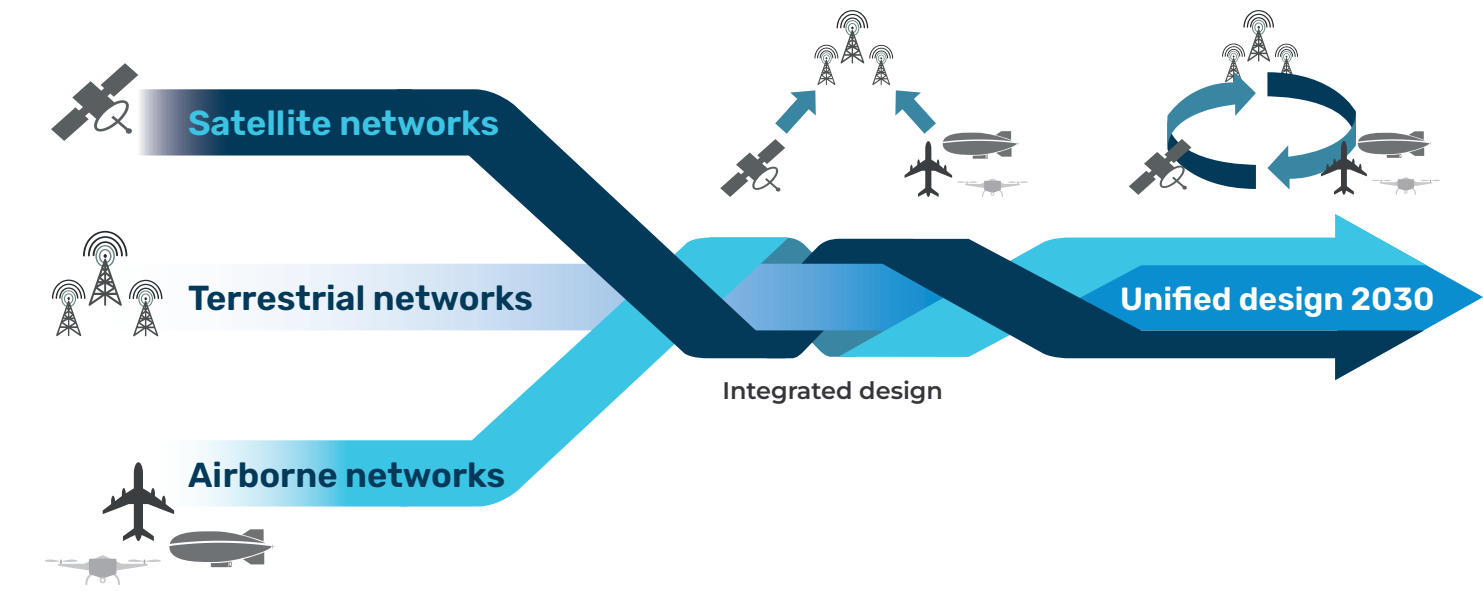
Unified processing platforms for network functions on different heights



## Different properties with respect to:

| Performance                                                                   | Geography / economics                                                           | Flexibility, mobility                                                 |
|-------------------------------------------------------------------------------|---------------------------------------------------------------------------------|-----------------------------------------------------------------------|
| Coverage, capacity, data rate / link budget, latency, processing capabilities | Global business model needed for LEOs; local business model sufficient for HAPS | dynamically deploy or recall nodes, dynamically adjust coverage areas |

# Unified 3D Networks



| 4G & Before                                                                    | 5G & B5G                                                                                                                                             | 6G & Beyond                                                                                     |
|--------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------|
| Design optimized <b>independently</b> and exclusively for terrestrial networks | Design optimized for terrestrial network component <b>Minimum impact to support integration</b> of satellite for coverage and availability extension | Design optimized for both <b>terrestrial and space</b> components against a set of common goals |

# The infrastructures of 3D Networks will be moving

## Key challenges:

- Nodes can join / leave network dynamically
- Security requirement: authentication of joining nodes
- Connectivity management for air interface and backhaul
- Dynamic reallocation of network functions
- Steerable high-gain antenna systems
- Reconfigurable hardware / micro electronics

## Novel Network Architecture:

- 3D: Ground, LAPS, HAPS, LEO, GEO
- Organic behaviour

## Key Technologies:

- Dynamic connectivity management and allocation of network functions
- AI-driven automatic operation

## Key Components:

- Innovative antennas and processing platforms