

1 From Connecting People to Connecting the Physical World

The Evolution of Wireless Connectivity

Yesterday's Wi-Fi Era

Connecting People



Airports



Railway Stations



Offices



Cafés & Retail Stores



Stadiums



Wi-Fi transformed how **people** communicate and access information.



Tomorrow's Wi-Fi Era

Connecting the Physical World



Sensors



Robots



AGVs & Mobility



Drones



Infrastructure



Transportation



The next challenge is not connecting people. It is connecting **everything** around us.



People Connected



Everything Connected

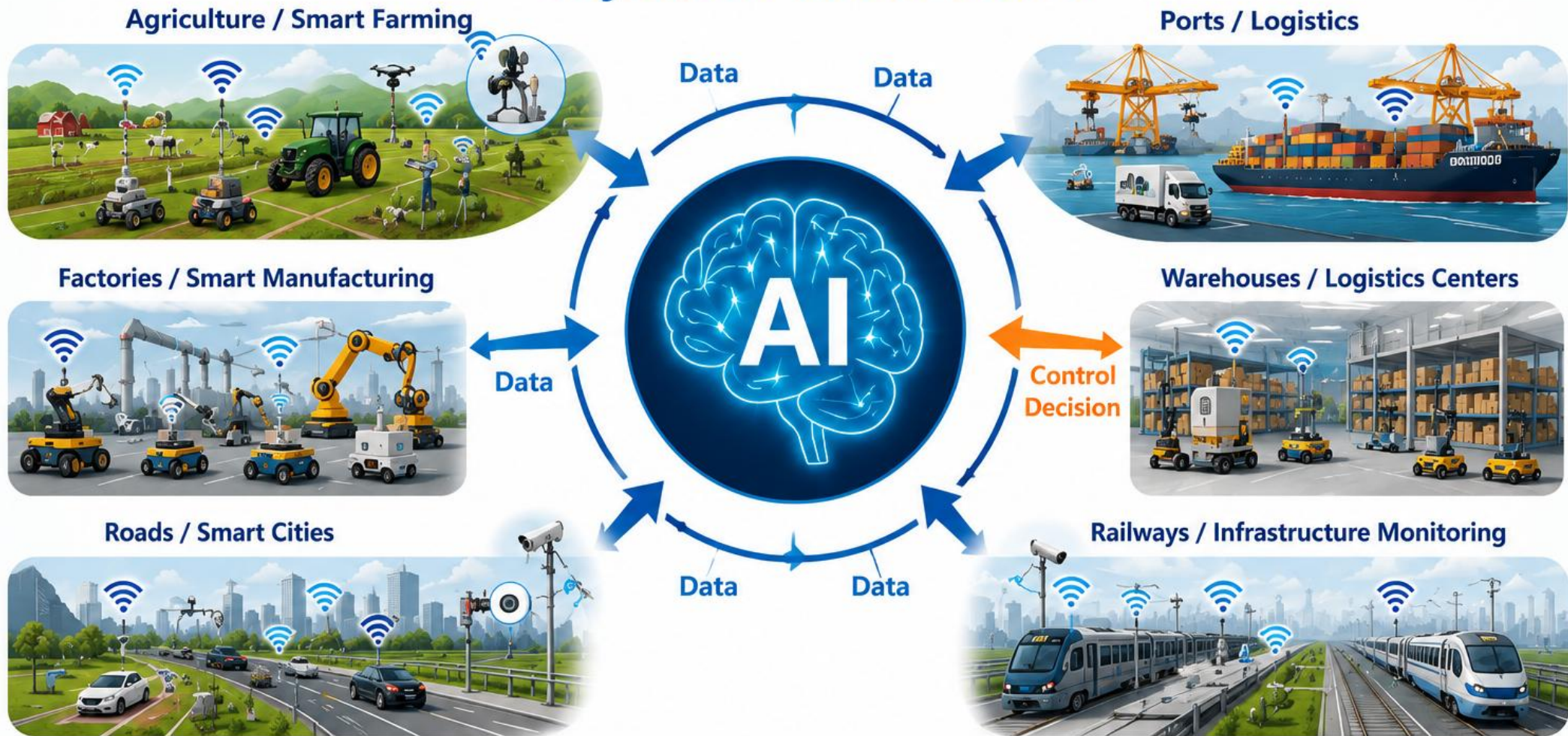


This is the foundation of the AI and Robotics Era.

2

AI Needs Real-World Connectivity

Physical AI Infrastructure



AI's real challenge is not AI itself, but connecting to the real world.

🚫 Connectivity → No Physical AI

AI becomes powerful only when it connects to the physical world.

3

850MHz Wi-Fi HaLow Opens a New World

New Areas Become Practical

- ✓ **Long Range**
Extends coverage far beyond Wi-Fi
- ✓ **Low Power**
Low energy for long battery life
- ✓ **Mobility**
Supports moving devices
- ✓ **Continuous Connectivity**
Stable link for reliable operation
- ✓ **Lower Infrastructure Cost**
Covers wide areas with fewer APs



What was difficult, expensive, and out of reach yesterday becomes practical today.



wide area coverage



low power consumption



mobility support



stable & reliable

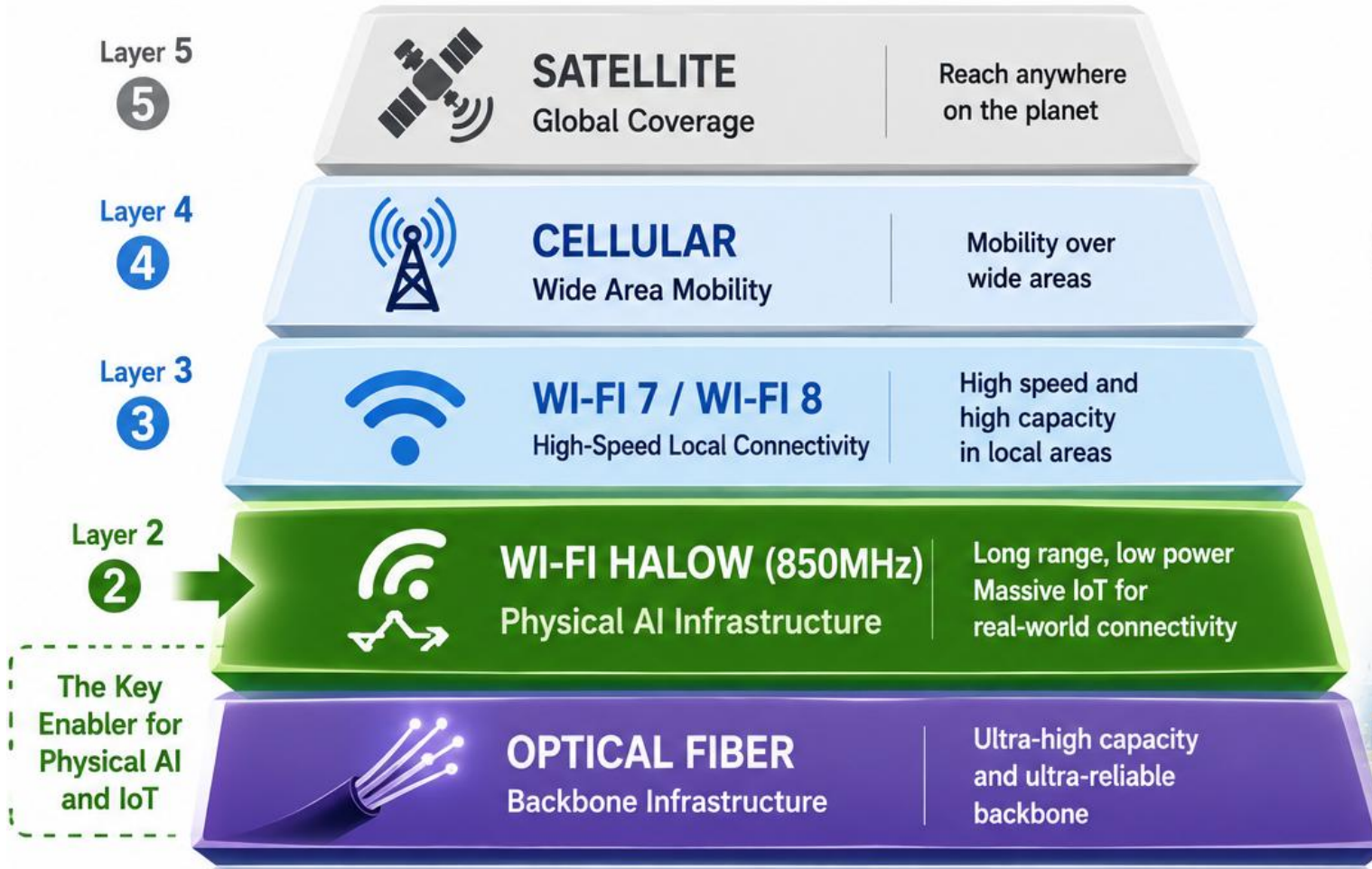


lower cost infrastructure

850MHz Wi-Fi HaLow makes vast, complex real-world environments connected and manageable.

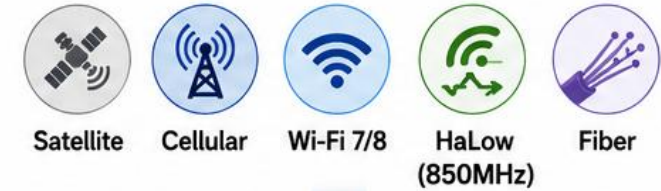
4 The Future Wireless Ecosystem

Building the Network That Carries the Future



No Single Wireless Technology Can Do Everything

Every technology has its role.



Together They Enable the AI & Robotics Era



A Layered, Complementary Network Architecture

Combining the strengths of each technology to deliver ubiquitous connectivity, high performance, and operational efficiency.



Ubiquitous Coverage



High Performance



Low Power Efficiency



Reliable & Secure



Lower Total Cost