

CENG 577 Advanced Services in Communications

Course Overview

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Outline

- What is this Course About?
- Technology Trends

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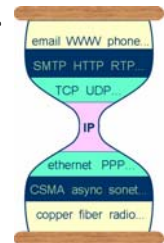
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Traditional "Networking" Course (CENG 362)

- All about protocols and the OSI 7 or TCP/IP (4/5) layers
 - Protocol layering
 - Protocol details: HTTP, FTP, SMTP, POP3, TCP/UDP, IP, link-state vs. distance vector ...
 - Multiaccess technology
 - Switching and routing
 - Naming (DNS, MAC addressing, ...)
 - Error control
 - Flow control & scheduling
 - Special topics like multicast and mobility



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What is New? New Pervasive Networking Opportunity

- New things you can do *inside* the network
- Connecting end-points to "services" with processing embedded in the network fabric
- Not protocols but "agents" well-specified behavior, executing in places in the network
- Layer violation to enhance awareness acceptable: location, network topology, data format, protocol, subscriber identify, service in execution
- Scalable session and flow-oriented processing: measuring, monitoring, billing, prioritizing
- No single technical architecture likely to dominate: think **overlays, system of systems**






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Distributed Service Architectures for Converged Networks

- Converged Networks
 - Public Switched Telephone Network (PSTN)
 - Internet/Public Switched Data Network (PSDN)
 - Mobile Internet
 - Converged Structure?
- Distributed Service Architecture
 - Services
 - » "-Iility" connectivity
 - » New call "features"
 - » Infrastructure services
 - » Enables distributed applications







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Services in Converged Networks

Communications Services				
Voice	Multimedia	Messaging Low Volume	Messaging High Volume	Telematics
				
<ul style="list-style-type: none"> Voice Circuit Switched (CS) Voice Packet Switched (PS) 	<ul style="list-style-type: none"> Video Real-time CS / PS Video Telephony CS / PS Video Conference CS / PS 	<ul style="list-style-type: none"> SMS Chat Email without appendix 	<ul style="list-style-type: none"> Emails with attachments: <ul style="list-style-type: none"> Powerpoint presentations Mp3 audio files and ring tones Mp4 video clips M-icons 	<ul style="list-style-type: none"> Machine-to-machine and man-to-machine communications: <ul style="list-style-type: none"> Auto-telematics EFTPOS devices Street vending machine Alarm systems

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Services in Converged Networks

Net Access Services					
Information Services	Location-based Services	M-Commerce	M-Entertainment	Personal Information Management (PIM)	Other Internet / Intranet Access
					
<ul style="list-style-type: none"> News Stocks Financial Weather Travel 	<ul style="list-style-type: none"> The nearest ATM? The quickest way to East Coast? The best restaurant? The nearest available parking? 	<ul style="list-style-type: none"> M-banking M-brokering M-ticketing M-tailing 	<ul style="list-style-type: none"> Downloadable and interactive entertainment services <ul style="list-style-type: none"> Mp3 audio files Mp4 video clips M-icons Interactive Games 	<ul style="list-style-type: none"> Address book Business card Personal Web Space Management services 	<ul style="list-style-type: none"> Corporate Intranet connectivity General web browsing, not just own portal Remote secure access for Intranet

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What is this Course About? New Kind of Communications-Oriented Service Architecture

- Emerging, yet still developing, view of a new kind of **communications-oriented service architecture** in a **highly heterogeneous environment**
 - Rapid development/deployment of new services & apps
 - Delivered to radically **different end devices** (phone, computer, info appliance) **over diverse access networks** (PSTN, LAN, Wireless, Cellular, DSL, Cable, Satellite)
 - Exploiting Internet-based technology core: clients/server, applications level routers, TCP/IP protocols, Web/XML formats
 - Beyond traditional "call processing" model: client-proxy-server plus application-level partitioning
 - Built upon a new business model being driven by the evolution of the Internet: traditional "managed" networks and services versus emerging "overlay" networks and services structured on top of and outside of the above

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Some Potential Disruptive Ideas About Network Architecture and Design*

- Where should intelligence in the network reside?
- End-to-end model right conceptual framework?
- How can faults be better isolated and diagnosed?
- Abstractions of topology and performance
- Overlay approach to deploy disruptive technologies

* From "Looking over the Fence at Networks: A Neighbor's View of Networking Research" Computer Science Technical Board, National Research Council, USA

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Course Structure

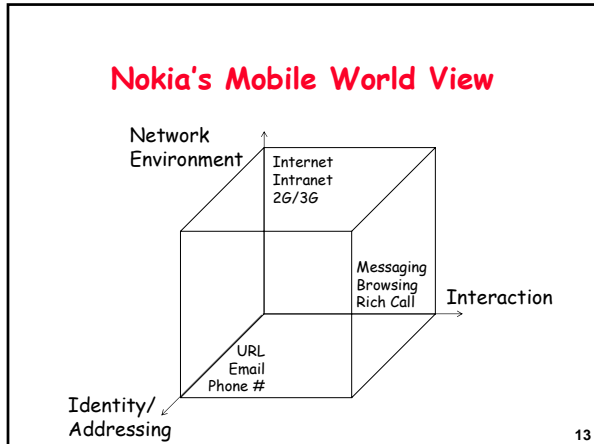
- Seminar! We learn from each other!
 - Avoid traditional lecture-oriented course
 - Professor and more student-led presentations, discussions
 - Every student will develop materials and lead discussions on selected areas of technology; to be written up by mid-semester as a "term paper"
 - Project: Design and evaluation of a distributed service architecture?
 - Project: depending on class size, we will have collaborating and competing teams develop a design and evaluation for future converged network service architecture
- 30% Class Discussion/Presentation/Contribution
- 40% Term Paper/Project
- 30% Final

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Relevant Technologies (Partial List!)

- PSTN architecture: AIN, SS-7
- SLAs
- UMTS/GPRS/Edge
- Voice over IP with SIP
- Internet Multimedia Architecture (RTSP, SIP, SAP, RTP/RTCP, IPv6, IP Mobility, DiffServ, Multicast)
- SyncML
- Parlay, JTAPI
- WAP
- Symbian/Embedded OS
- Sun ONE, J2EE, .Net, CORBA, TINA, RMI, SOA
- SMS/MMS + Other Messaging Platforms
- MGCP
- SIP Instant Messaging + Presence Leveraging
- Mobile Location Services, LBS
- WAP
- Radius/Diameter/Single Sign On
- BGP
- MPLS
- Core vs. Access Networking Technologies
- Mobey Forum
- Operator Wireless LAN
- DRM, PKI
- SCPTP/IETF Sigtran
- Architecture of Internet Data Centers and NAPS

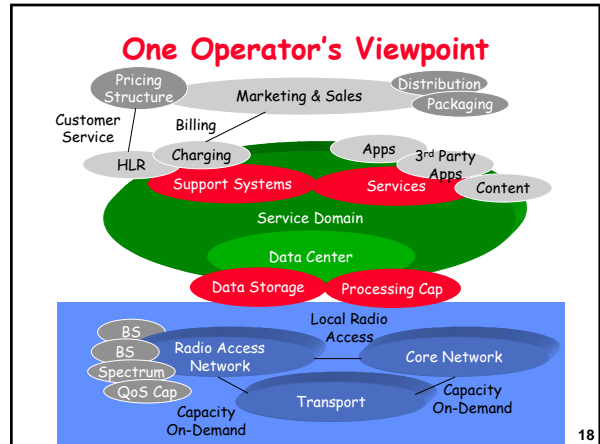
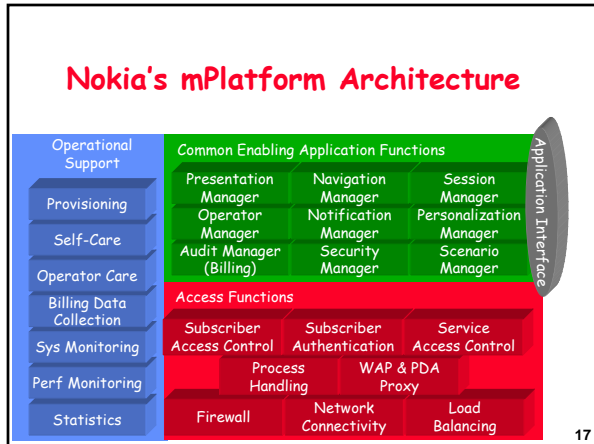
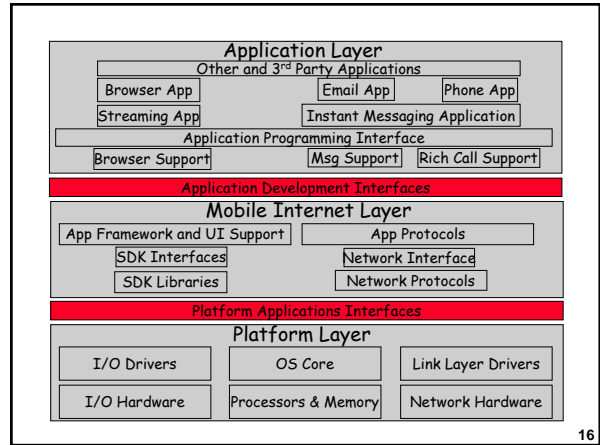
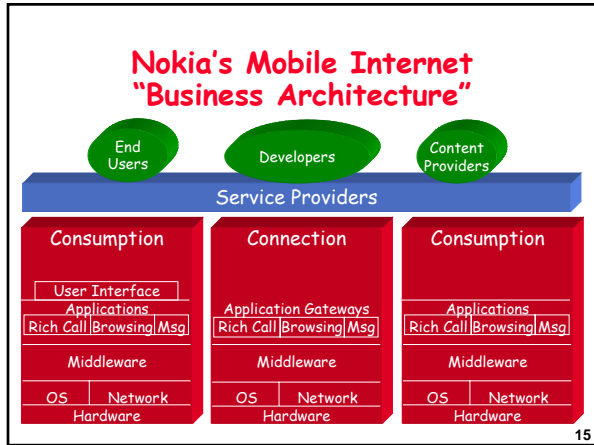
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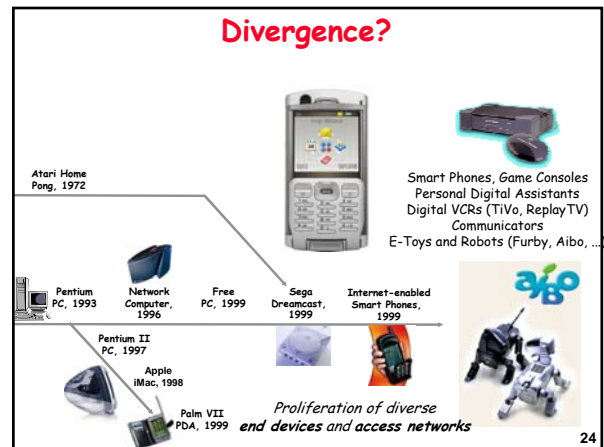
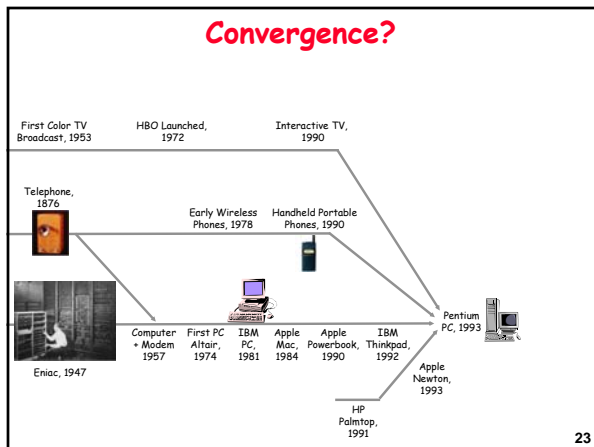
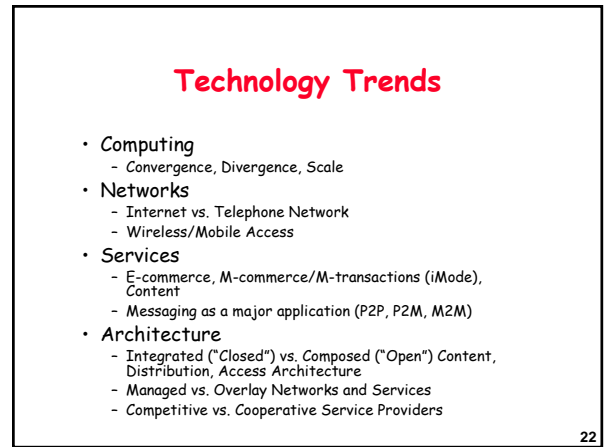
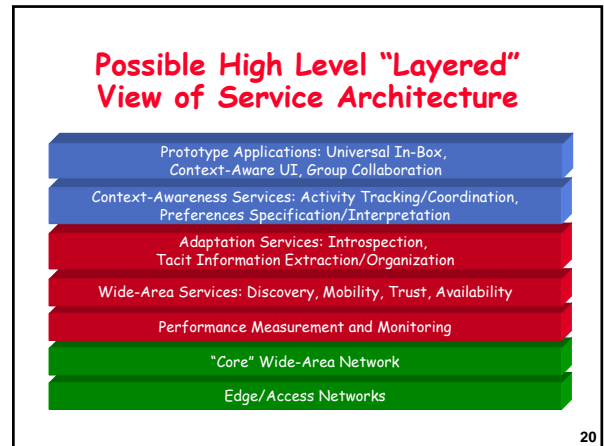
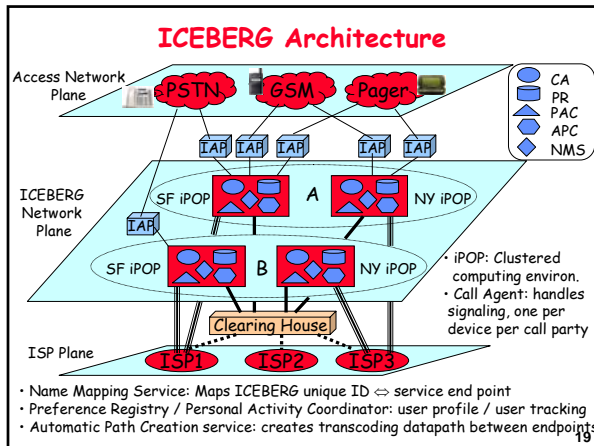


Nokia's Mobile Service Matrix

Content	Comms	Productivity	Business
Information Entertainment News Banking & Finance Buy & Sell Travel Music TV Lifestyle Fun Games Astrology Dating	Messaging E-Mail FAX Rich Call	Organizers Personal Assistants Tools Misc	Intranet & Extranet Access Info Mgmt Enterprise Comms VPNs Telematics

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The Shape of Things Now: 2006



Sony Ericsson P990

Networks:
P990i Dual mode UMTS (2100MHz) - GPRS 900/1800/1900 P990c Dual mode UMTS (2100MHz) - GPRS 900/1800/1900
Screen Display:
240x320 pixels QVGA, 262 k color
Memory:
RAM Memory: 64MB, Flash Memory: 128MB Shared memory for storage: Up to 80MB user free memory External memory: Up to 4GB Memory Stick Duo Pro Max JAR Size, Max SIS Size: Unlimited (but depending on available storage)
Symbian OS Technology:
Symbian OS v9.1, UIQ 3.0
Java Technology:
Both CDC and CLDC environments supported: JTWI 1.0 (JSR-185) consisting of Connected Limited Device Configuration (CLDC) 1.1 Hi (JSR-139), MIDP 2.0 (JSR-118), WMA 1.1 (JSR-120), *PDA Optional Packages (JSR-75) *Bluetooth (JSR-82) *Wireless Messaging API 2.0 (JSR-205) *Web Services (JSR-172) *Mobile Media API (JSR-135) *Mobile 3D Graphics (JSR-184) *Nokia UI API 1.1 Connected Device Configuration (CDC) 1.0 (JSR-36) *Foundation Profile 1.0 (JSR-46) *Personal Profile 1.0 (JSR-62) *PDA Optional Packages (JSR-75)

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The Shape of Things Now: 2006

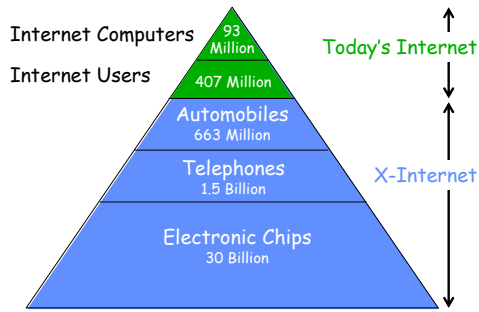


Sony Ericsson P990

Browser:
Opera version 8: HTML 4.01, XHTML 1.0, CSS, Javascript (ECMAScript)
Messaging:
SMS, EMS, MMS, e-mail
Digital Rights Mgmt.:
OMA DRM v1.0
Multimedia Support:
Video: MP4 (MPEG4 and AAC-LC), 3GP (H.263 AMR NB/WB and AAC) and Real Audio Video Sound: AU, iMelody, AAC, AMR, MP3, RMF, DLS, Real Audio, G-MIDI level 1 with 40 voices polyphonic MIDI, WAV (up to 16 KHz sample-rate), XMF
Local Connectivity:
Infrared Bluetooth USB WiFi (802.11 WLAN connectivity on the Phone I)
Extra features:
2 Megapixel camera with autofocus Video recorder/player QWERTY, QWERTZ, AZERTY and Russian keyboard options Jog Dial QuickShare MusicDJ PlayNow 4GB Memory Stick Duo Pro Flight mode FM radio

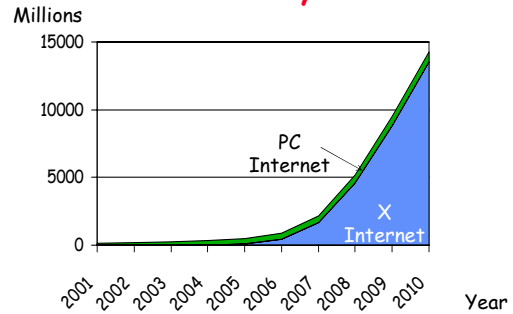
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"X-Internet" Beyond the PC



Forrester Research, May 2001 27

"X-Internet" Beyond the PC



Forrester Research, May 2001 28

The Shape of Things to Come



- Toyota Pod Concept Car
 - Co-designed with Sony
 - Detects driver's skill level and adjust suspension
 - Detects driver's mood (pulse rate, perspiration), compensates for road rage and incorporates a mood meter (happy vs. angry face)
 - Inter-pod wireless LAN to communicate intentions between vehicles, such as passing
 - Individual entertainment stations for each passenger

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Shape of Things to Come (2002): Sensor Networks



- Embedded processing, time synchronization mechanisms, real-time event handling, multihop network routing, application development tools and environments

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Environmental Sensing: Sensor-to-Remote Researcher

- Great Duck Island
 - Remote investigation of microhabitats
 - David Culler, Alan Mainwaring, Intel Berkeley Laboratories

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Devices in the eXtreme

Information Appliances:
Scaled down desktops, e.g., CarPC, PdaPC, etc.

Information Appliances:
Many computers per person, MEMS, CCDs, LCDs, connectivity

Evolution → Evolved Desktops → Servers: Scaled-up Desktops, Millennium

Revolution → Servers: Integrated with comms infrastructure; Lots of computing in small footprint

Smart Spaces

PC Evolution

Information Utility

Server, Mem, Disk

WAN

Computing Revolution

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Pervasive Computing = "Convergence" Via Services in the Network

- Not just about gadgets or access technologies, which are becoming ever more diverse
- But *services* and *applications*, and how the net can best support them anywhere, anytime
- Bottlenecks are near the edge, not the core
- Enabled by:
 - Computing embedded in communications fabric: distributed, wide-area, topology-aware
 - Per session characterization, processing, prioritization, monitoring, management, billing

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The iMode Story: It is About Services

- Wireless Internet service popular in Japan and is increasing in popularity in other parts of the world
- 27M Internet-capable cell phone sub-scribers (10/01); 50K iMode Web Sites
- World's largest ISP, first to deploy 3G "Freedom of Multimedia Access" (FOMA)
- Not just about Japanese teenagers

Applications Used

Ring Tone	9
Games	11.5
Entertain	17
Database	13.5
Info	8.5
Transactions	40.5

User Ages

Unknown	2
<20	7
20-24	24
25-29	20
30-34	12
35-39	8
>39	27

Economist Magazine, 13 Oct 2001 34

After the PC ... True "Convergence"

- Not just about gadgets or access technologies
- About *services* and *applications*, and how the network can best support them
- Increasing, not decreasing, diversity
- Bottlenecks moving from core towards edge
- Enabled by **computing embedded in communications fabric**: wide-area, topology-aware, distributed computing

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Telephony Evolution

- Mobility/Wireless driving end-to-end digitization of the telephony system
 - Shift towards IP-based infrastructure (Nokia "All-IP" Architecture)
- Converged Services
 - AT&T
 - Cell Phone, Telephone, ISP, Video on Demand (Cable)
 - Universal Billing Systems
 - Sprint: \$0.05/min local/long distance, wired/wireless
- Computer-Telephony Integration
 - Call Centers, Software-based PBXs, PSTN By-Pass
 - Consumer-to-Business E-commerce (e.g., Lands End)
 - Speech-Enabled Services (e.g., "Concierge")

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Internet vs. Telephone Net

- | | |
|--|--|
| <ul style="list-style-type: none"> • Strengths <ul style="list-style-type: none"> - Intelligence at ends - Decentralized control - Operates over heterogeneous access technologies • Weaknesses <ul style="list-style-type: none"> - No differential service - Variable performance delay - New functions difficult to add since end nodes must be upgraded - No trusted infrastructure | <ul style="list-style-type: none"> • Strengths <ul style="list-style-type: none"> - No end-point intelligence - Heterogeneous devices - Excellent voice performance • Weaknesses <ul style="list-style-type: none"> - Achieves performance by overallocating resources - Difficult to add new services to "Intelligent Network" due to complex call model - Expensive approach for reliability |
|--|--|

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Cellular Services Most Often Requested

After basic wireless telephony service

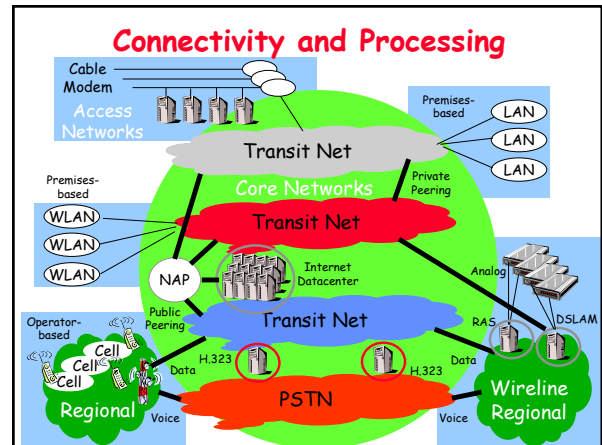
• Call Forwarding	37%	
• Paging	33%	
• Internet/E-Mail	24%	Data Applications
• Traffic/Weather	15%	
• Conference Calling	13%	
• News	3%	

Source: CTIA Web Page
Peter D. Hart Research Associates, March 1997 38

Services and Applications: E-Commerce

- Consumer Services
 - Consumer-driven QoS: improved Web access "experience"
 - Converged digital video + web content (e.g., HVMML)
 - Unified billing: pay-per-view movie plus ad-induced pizza purchase
 - Content delivery: file mover/software upgrades/digital audio/video
 - Infrastructure storage: back-up, photos, mp3s, videos, TV tapings
- Consumer-to-Business Services
 - Web-based + (IP-based) Telephone
 - New kinds of integrated call centers: e.g., Lands End
- M-Commerce
 - Location-sensitive ad insertion
 - Unified billing for telecom access + purchases

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- Henning Schulzrinne, Columbia University
- Jim Kurose, University of Massachusetts

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