

# Seamless integration of heterogeneous wireless network technologies - ?/!

#### **Jochen Schiller**

Computer Systems & Telematics Freie Universität Berlin Germany schiller@computer.org



1

Prof. Dr.-Ing. Jochen Schiller, http://www.jochenschiller.de/ ASWN 2003



# Mobile and wireless services – Always Best Connected



Prof. Dr.-Ing. Jochen Schiller, http://www.jochenschiller.de/

**ASWN 2003** 



# Wireless systems: overview of the development



Prof. Dr.-Ing. Jochen Schiller, http://www.jochenschiller.de/

**ASWN 2003** 



# Overlay Networks - the global goal (since many years)



Prof. Dr.-Ing. Jochen Schiller, http://www.jochenschiller.de/

**ASWN 2003** 



## Wireless access technologies



Prof. Dr.-Ing. Jochen Schiller, http://www.jochenschiller.de/ ASV

ASWN 2003



## Example IP-based 4G/Next G/... network



Prof. Dr.-Ing. Jochen Schiller, http://www.jochenschiller.de/

**ASWN 2003** 

6



#### Improved radio technology and antennas

- □ smart antennas, beam forming, multiple-input multiple-output (MIMO)
  - space division multiplex to increase capacity, benefit from multipath
- □ software defined radios (SDR)
  - use of different air interfaces, download new modulation/coding/...
  - requires a lot of processing power (UMTS RF 10 TIPS = 10000000 MIPS)
- □ dynamic spectrum allocation
  - spectrum on demand results in higher overall capacity

#### Core network convergence

- □ IP-based, quality of service, mobile IP
- Simple and open service platform
  - □ intelligence at the edge, not in the network (as with IN)
  - more service providers, not network operators only

Ad-hoc technologies

□ spontaneous communication, power saving, redundancy





Only a very few scenarios!

- □ For "real", i.e., multi-hop ad-hoc networks (besides military apps.)
- Typically in the area of environmental monitoring, disaster protection and recovery



Prof. Dr.-Ing. Jochen Schiller, http://www.jochenschiller.de/ ASWN 2003



lany scenarios!

 For ad-hoc connections to infrastructures, ad-hoc service usage, ad-hoc peer-to-peer networking (gaming!)



#### e prepared for ad-hoc situations

- Do not rely on infrastructures
- Support ad-hoc usage of services & ad-hoc changes of connectivity





## Potential problems

#### Quality of service

- Today's Internet is best-effort
- Integrated services did not work out
- Differentiated services have to prove scalability and manageability
- What about the simplicity of the Internet? DoS attacks on QoS?

#### Internet protocols are well known...

- □ ...also to attackers, hackers, intruders
  - security by obscurity does not really work, however, closed systems provide some protection

#### Reliability, maintenance

 Open question if Internet technology is really cheaper as soon as high reliability (99.9999%) is required plus all features are integrated

#### Missing charging models

- □ Charging by technical parameters (volume, time) is not reasonable
- □ Pay-per-application may make much more sense

#### Killer application? There is no single killer application!

Choice of services and seamless access to networks determine the success



Voice, voice, voice, ...

□ Still is and will be for a long time the predominating service

Internet access

□ Very convenient for email, search, messaging, ...

Combinations

□ Use the mobile device as RFID reader, as navigation tool, ... (swiss knife)

□ ...but don't try to do everything with it (toolbox)

Gaming, Entertainment

Do something while waiting



Needed?

Absolutely, but...

Seamlessness ~ Security<sup>3</sup>

Achievable?

It is not a question of technology!

- Do the operators want it?
  - Yes to protect their own systems, not always if it comes to customers...
- Do users want to pay for it?
  - No, only after something happened
- Do operators want to cooperate?
  - Not always see GSM black lists



# Will it ever happen?

- □ Yes, from a technical point of view
- □ No, from a marketing point of view

# Should it happen?

- □ Yes, from a user's perspective
  - Smother ride on the wireless Internet
- □ No, from a user's perspective
  - If this ties me to a certain operator, compromises privacy, hides pricing, ...

## Almost seamless is fine for most applications!

- □ Think of transport systems (Trains, cars, airplanes, ...)
  - Fine if the connection works + handover time is short
- Protects users and systems
  - Try to call your sysadmin with an IP-phone to tell him that the network is down...