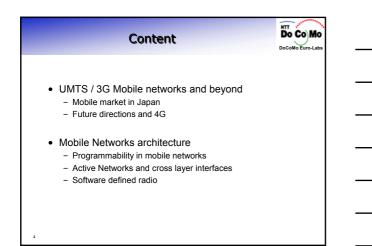
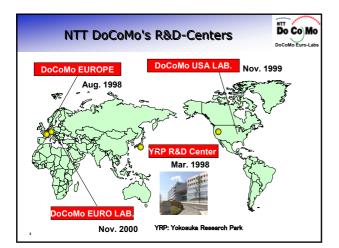
## Technolgies for Future Mobile Networks

Dr. Christian Prehofer DoCoMo Eurolabs, München

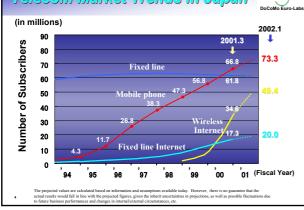








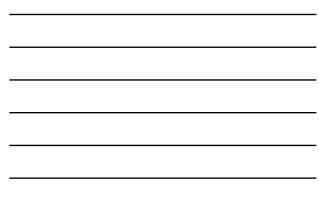
# Telecom Market Trends in Japan

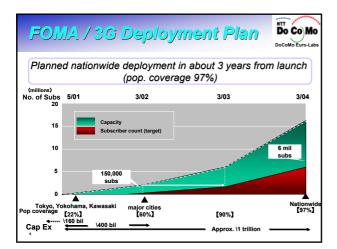


Do Co Mo

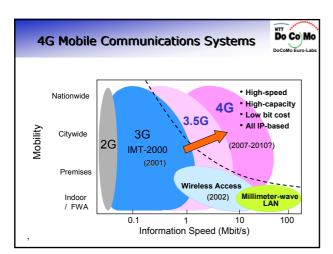




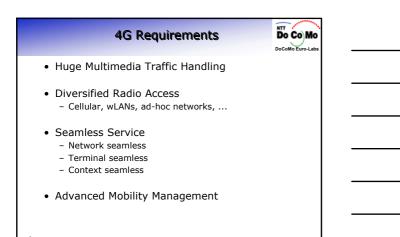


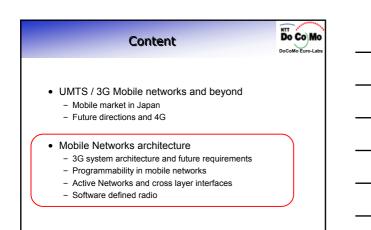


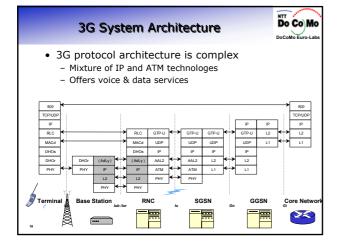








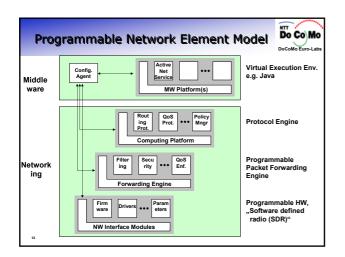




### **Technical Goals for Future Networks**



- Simple and universal networking protocols – IP networking as basis
- Separate evolution of components – access, core, MW, radio
- SW platforms and programmable components – Fast service creation and optimizations
- > More flexibility and programmability is the key



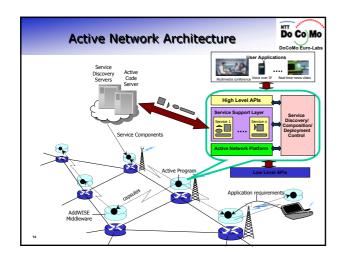


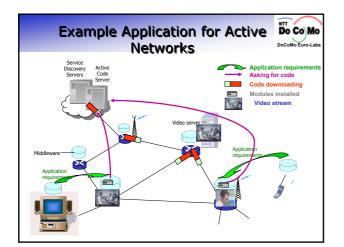
#### Active /Programmable Networks



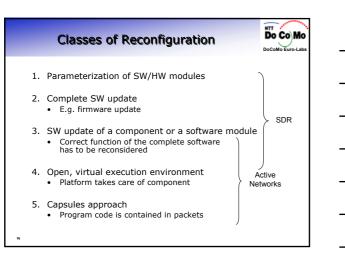
- Active Networks offer flexible networking protocols by
  - Programmable execution environments (EE)
     APIs to lower layers and applications
- Execution environment(s) can be on different layers – EEs on data path, signaling or middleware layer
  - Typically lower layers filter packets to be processed by EE
- Code deployment infrastructure

   Alternative is "code in packets" or capsules approach
- Many implementations, few standards (IEEE PIN)













- · Beyond 3G requirements
  - Flexible service and application development
  - Separate evolution cycles of individual components
  - Integration of heterogeneous environments
- Programmable platforms instead of fixed APIs
  - Update components & interfaces
  - Standardize platforms instead of protocols
- Enable cross-layer awareness for mobile networks
  - Essential for fragile mobile networks
  - E.g. hand-over, fading

Do Co Mo **Cross Layer Inferfaces for SDR & AN** DoCoMo Euro-Lab Active Net Service AN Virtual Execution Env. Config. Agent Active Network Middle Service Components ware MW Platform(s) Protocol Engine QoS Prot. Policy Mngr Support for Active Networks ... omputing Platform Programmable QoS Enf. Secu Network ... rity Packet Forwarding ing Engine Forwarding Engine Programmable Paran SDR Modul Drive ••• eters SDR HW NW Interface Modules

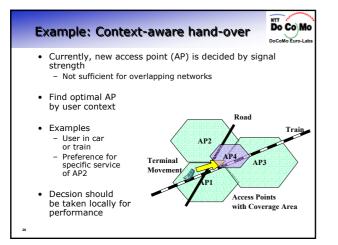
## **Cross-layer interfaces**



- Cross-layer interfaces used for optimizations
   Mobility, quality, security
  - Often media or application specific and evolve fast

#### **Application areas**

- Additional information about the network,
   e.g. possible bandwidth or delay variations
- Notification of imminent changes in the network services
   e.g. hand-over or QoS degradation
- Notification of changes in the network service
- Information from the applications including user context
- Configuration APIs

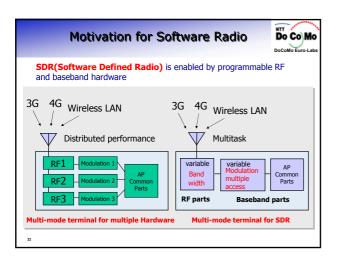


#### **Examples of Cross-layer Interfaces**

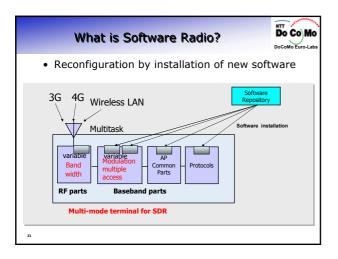


- Mobility management for a group of terminals moving in the same way
  - Users are traveling in a train / car
- Customized multicast
- Quality of service
- Context-aware hand-over and paging

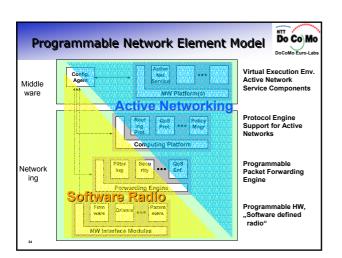
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Munich, GERMANY Telephone: +49 89 5682 4 223 e-mail: prehofer@docomolab-euro.com http://www.docomolab-euro.com