

## Session II: Mobility

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# TINA architecture extensions to support terminal mobility

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Kimmo Raatikainen : University of Helsinki

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## Outline

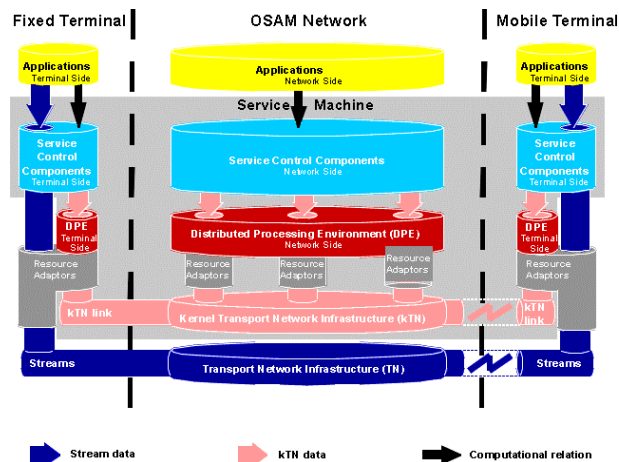
- Background
- Introduction of problem area: handover
- Description of approach
- Explanation of the solution
- Implementation notes
- Conclusions

## Background: ACTS project DOLMEN

Develop, validate and promote a service architecture applicable to fixed and mobile, heterogeneous and multi-provider, telecommunications networks

1. By extending TINA models and definitions
2. By implementing a service machine
3. By exercising the service machine

## TINA + Mobility Extensions = OSAM





## Mobility extensions by OSAM

### 1. Towards personal mobility

- New roles in the TINA business model
- New concepts of UA home and UA visited
- New reference points

### 2. Towards terminal mobility

- Concept of mobile DPE and mobile bridging
- Handover awareness in TINA
- Mobile resource adaptation



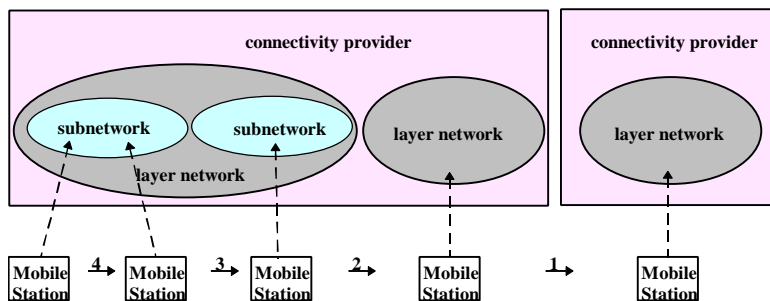
## Challenges to terminal mobility

- Mobile systems, of the future, will allow just one single point of presence of roaming terminal
- Handover should be possible between different technologies and between different connectivity providers
- Quality of service in mobile environments should be guaranteed

## Handover types

- Backward handover
- Forward handover
- Handover with macro-diversity
- Soft handover
- Hard handover

## Handover cases





## TINA stakeholders involved

- Connectivity provider
  - On its own
  - In agreement with consumer
- Consumer (terminal / user)
- Retailer



## Solutions

- Bottom-up approach for the three phases of handover: initiation, decision and execution
- Upgrade of TINA NRA
- Abstraction of resource adapter for wireless networks



## Handover phases

1. Handover information gathering phase:
  - Identify the need for handover
2. Handover decision phase:
  - Determine whether and how to perform handover
3. Handover execution phase:
  - Execute the actual re-routing of connections



## Information gathering phase (1/2)

- Measurements
  - Radio link quality
  - Target radio access node
- Handover policies
  - Profile and service information (user & provider)
- Operation criteria

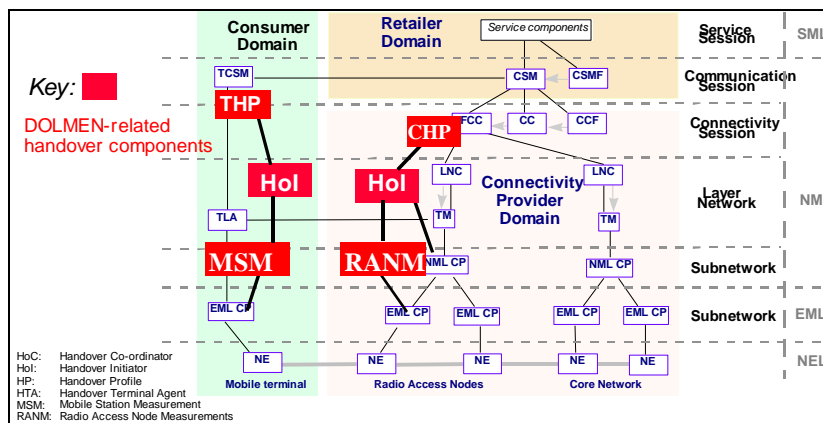
# Information gathering phase (2/2)

## Extending TINA's computational model

- Measurements:
  - Mobile station Measurements (MSM)
  - Radio Access Node Measurement (RANM)
- Handover policies:
  - User handover profile (UHP), Terminal Handover Profile (THP)
  - Connectivity Provider Handover Profile (CPHP)
- Handover Initiator (HoI)

# Computational model

## Handover information gathering phase

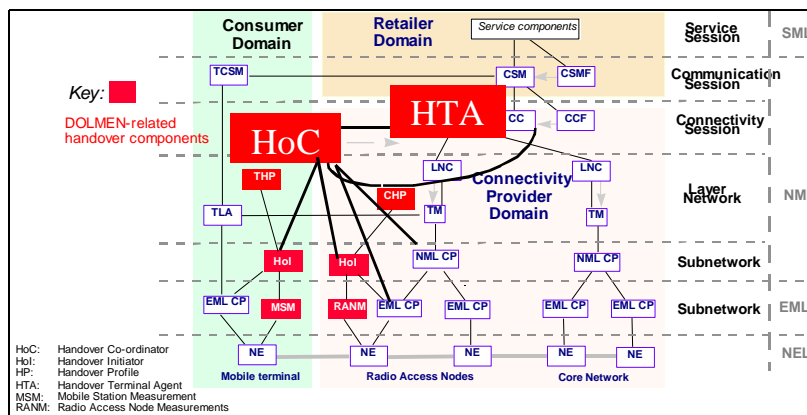




## Handover decision phase

- Discover reason for handover
- Possible conflicts network / terminal
- Find the network control point
- Determine handover type
- Consider constraints on handover completion time
- Determine layer network limitations
- NRA extension: 2 components:
  - Handover Coordinator (HoC)
  - Handover Terminal Agent (HTA)

## Computational model Handover decision phase





## Handover execution phase

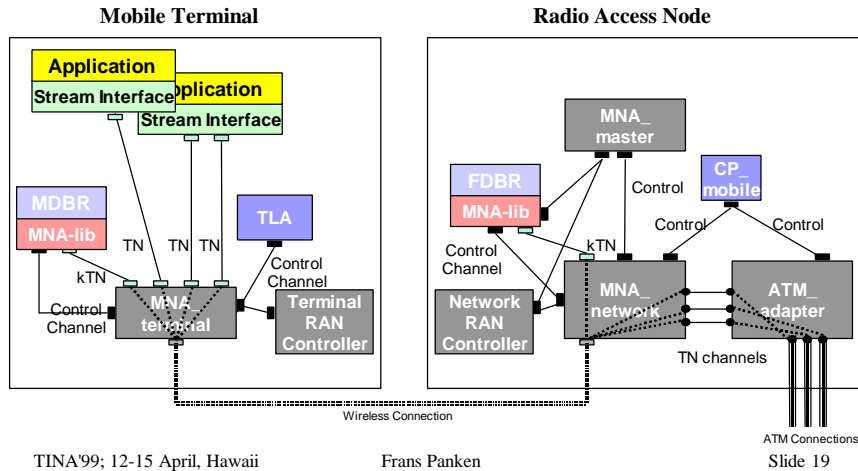
- Control point of transfer
- Combining and multi-casting
- Re-routing:
  - set up new connections
  - release superfluous connections
- Bridge (or tunnel) data to prevent loss of data
- Security functions



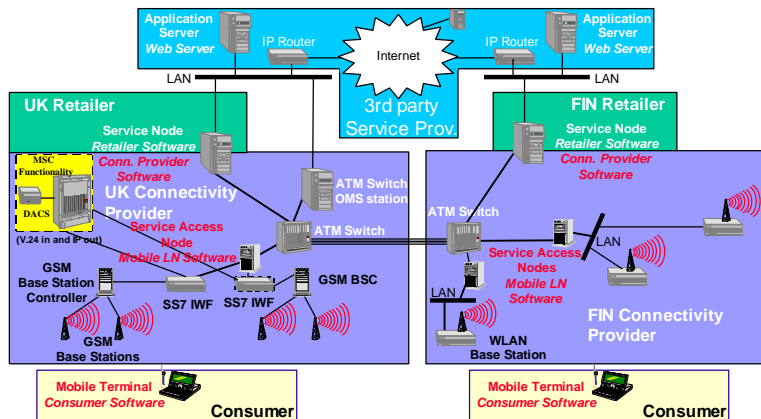
## Mobile network adaptation (1/2)

- Introduce QoS and traffic classes to support streams and kTN traffic on a variety of mobile wireless networks
- Common transport service that can be adapted to different wireless networks

## Mobile network adaptation (2/2)



## International trial





## Experiments

- Three different layer networks:  
GSM, WLAN & ATM
- Two applications to exercise the service machine:  
audio conferencing & information browsing
- Handover:
  - Backward: software buttons
  - Forward: hardware suppression of radio link



## Conclusions

- Refinement of TINA NRA to support all three phases of handover
- Handover between different layer networks, and different connectivity providers
- Reliable and seamless handover by means of mobile network adaptation

# A TINA-based Environment for Mobile Multimedia Services

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School of Electrical and Computer Engineering  
Campinas - SP  
Brazil

## Research Goals

To develop distributed infrastructures for supporting multimedia services over high speed networks (Internet, Intranets, VPNs, Public Networks, etc.).

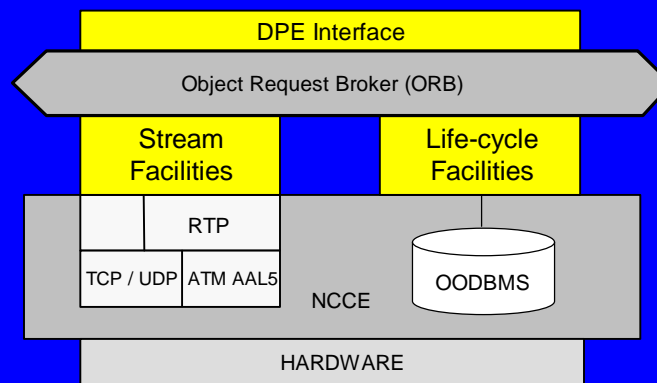
Special Interests:

- open standards (TINA, ODP, CORBA, TCP/IP, ...)
- mobility (user, session, terminal)

## Research Status

- CORBA-compliant TINA DPE
- WWW-compliant TINA Service Architecture components

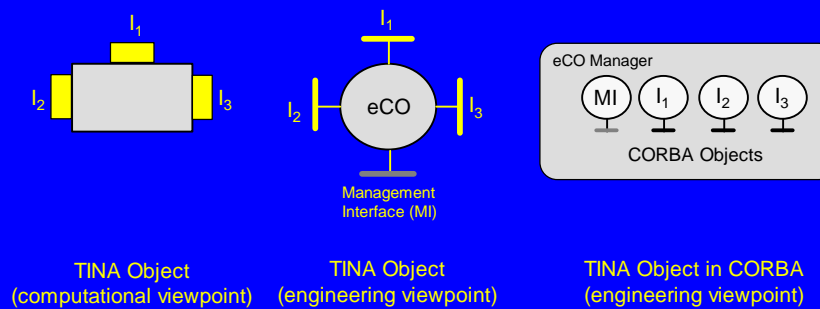
## DPE Architecture



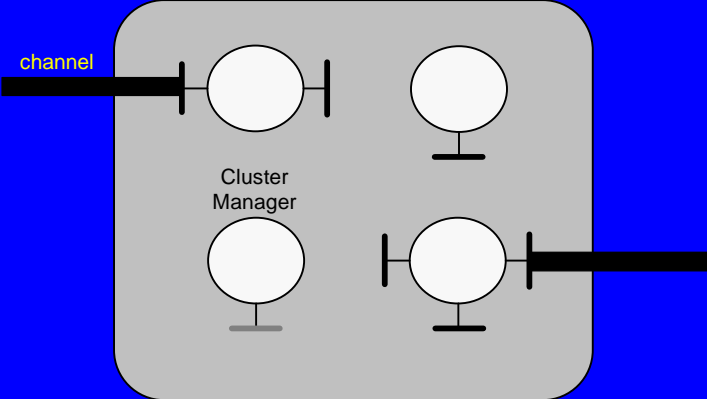
## Life-cycle Facilities

- Allow distributed objects to be deployed and managed across the network
- Follow the ODP engineering viewpoint:
  - ▷ engineering computational object
  - ▷ cluster
  - ▷ capsule
  - ▷ processing node

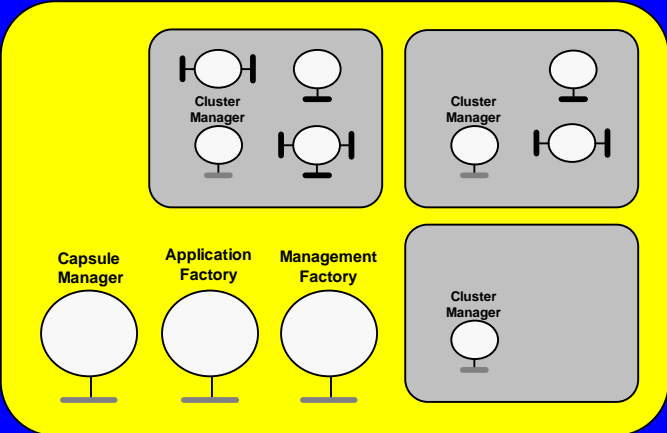
## Engineering Computational Objects



# Clusters



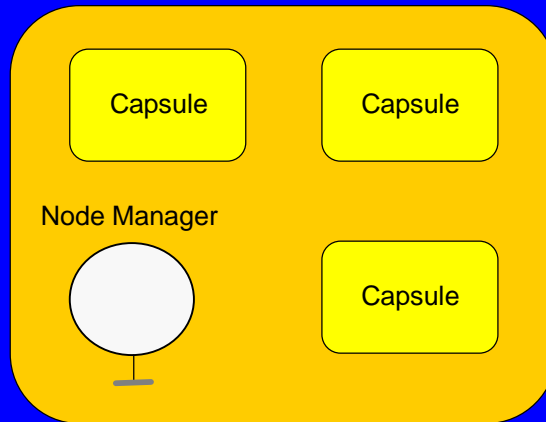
# Capsules



CORBA Servant



## Nodes



## Management Interfaces

```
interface eCOManager {  
    long addInterface ( in Object interface_ref );  
    long removeInterface (in Object interface_ref );  
    sequence<Object> getInterfaces ( );  
    long checkpoint ( in string template );  
    long recover ( in string template );  
    long Delete ( );  
    long deactivate ( in string template );  
};
```

## Management Interfaces - cont'd

```
interface ClusterManager {  
    eCOManager makeECO (in string object_name );  
    sequence<eCOManager> getECOs ( );  
    long checkpoint ( in string template );  
    long recover ( in string template );  
    long Delete ( );  
    long deactivate ( in string template );  
};
```

## Management Interfaces - cont'd

```
interface CapsuleManager {  
    ClusterManager makeCluster ( in string cluster_name );  
    sequence<ClusterManager> getClusters ( );  
    long reactivate (in string cluster_name,  
                    in string template );  
    long migrate ( in string cluster_name,  
                  in string capsule_name,  
                  in string node_name );  
};
```

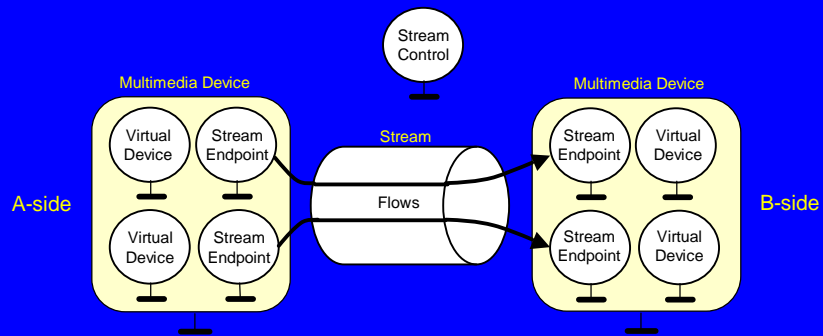
## Management Interfaces - cont'd

```
interface NodeManager {  
    long createChannel ( ... );  
    long destroyChannel ( in ChannelCtrl the_ctrl );  
};
```

## Stream Facilities

- Allow the establishment, control and management of audio and video streams
- Based on the OMG specification *Control and Management of Audio/Video Streams (A/V Streams)*

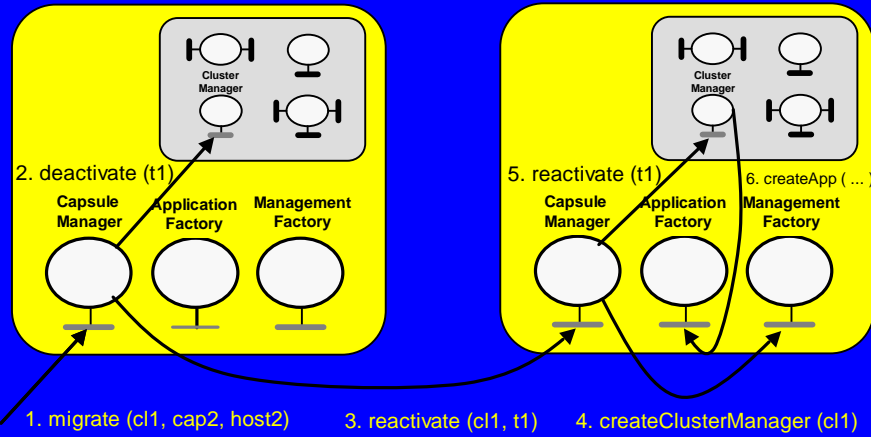
## A/V Streams - Overview



## Migration Issues

In our DPE implementation clusters migrate through deactivation followed by reactivation in another capsule.

## Migration Issues - cont'd



## Migration Issues - cont'd

How to migrate stream endpoints with the cluster's objects ?

1. by migrating multimedia devices with the cluster
2. by extending the stream control operations in order to facilitate stream reconfiguration

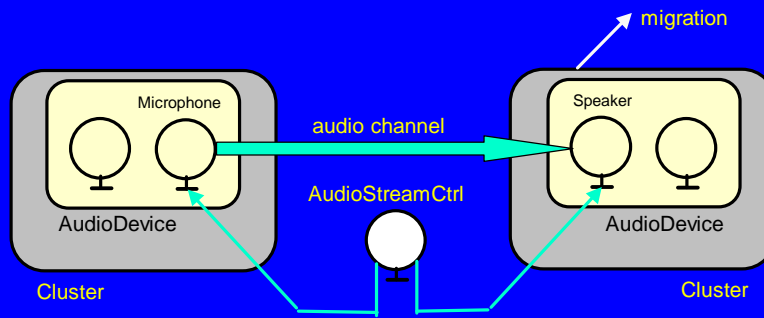
## Migration Issues - cont'd

```
interface AppMMDevice : MMDevice {  
    long checkpoint ( in string template );  
    long recover ( in string template );  
    long Delete ( );  
};  
  
interface AudioDevice : AppMMDevice { };  
  
interface VideoDevice : AppMMDevice { };
```

## Migration Issues - cont'd

```
interface ChannelCtrl : StreamCtrl {  
    long configureChannel ( ... );  
    long configureEndPoints ( ... );  
    long deactivateChannel ( );  
    long reactivateChannel ( );  
    long changeEndPoint ( ... );  
};
```

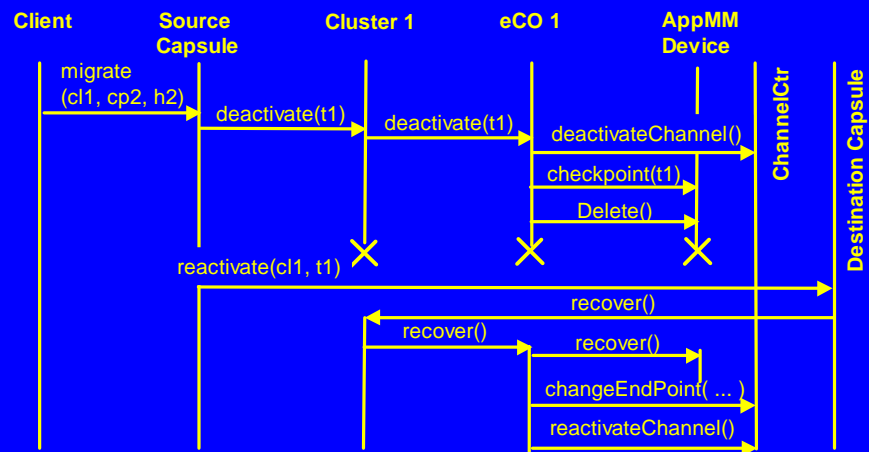
## Migration Issues - Example



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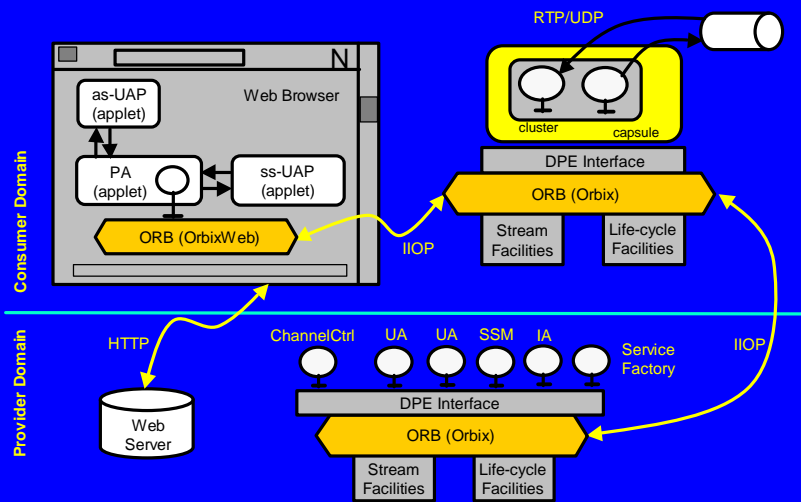
## Migration Issues - Example



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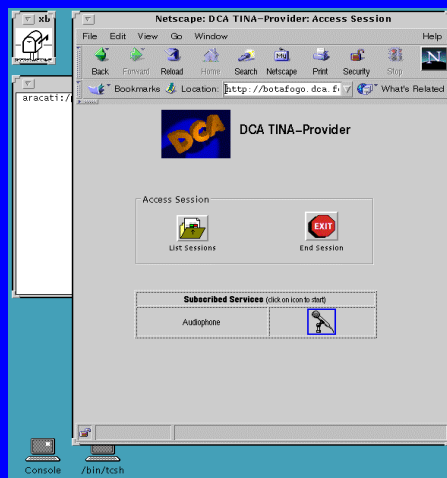
# Mobile Application



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# Mobile Application - cont'd

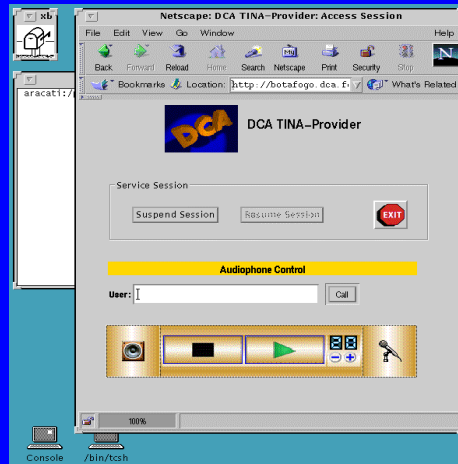


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## Mobile Application - cont'd



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## Concluding Remarks

- A DPE must address migration in a comprehensive manner
- TINA Service Architecture can turn Internet applications into Internet services
- CORBA, Web and TINA fit well !

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## Research Directions

- A fully Java-based DPE based on components
- Frameworks for service developments
- Clusters as mobile agents
- Total migration transparency



## Experience lessons from extending the TINA service architecture with user mobility

Hessel Idzenga, **Frans Panken**  
Lucent Technologies

Clair Moore  
KPN Research



## Outline

- Background: DOLMEN
- Separation of UAH & UAV
- Service federation
- Performance measurements

## Trends

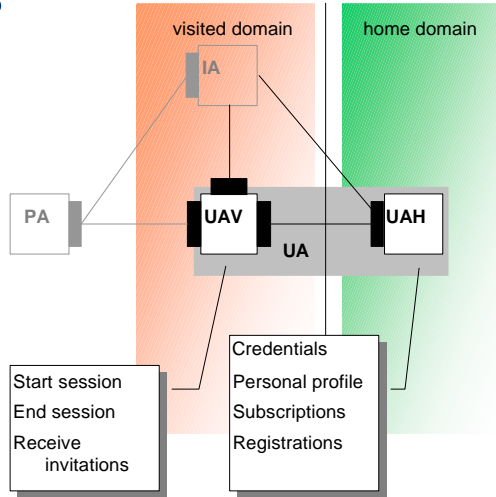
- market penetration of mobile phones increases: GSM, UMTS, IMT-2000
- fixed-mobile convergence
- separation of access, transport and services
- network-independent service layer
- services offered to roaming user independent of location

## Mobility extensions by OSAM

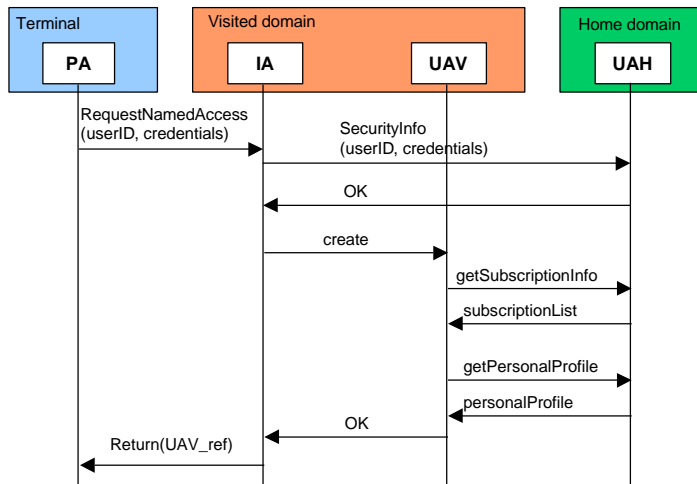
- Towards personal mobility
  - New roles in the TINA business model
  - New concepts of UA home and UA visited
  - New reference points
- Towards terminal mobility
  - Concept of mobile DPE and mobile bridging
  - Handover awareness in TINA
  - Mobile resource adaptation

# Roaming users

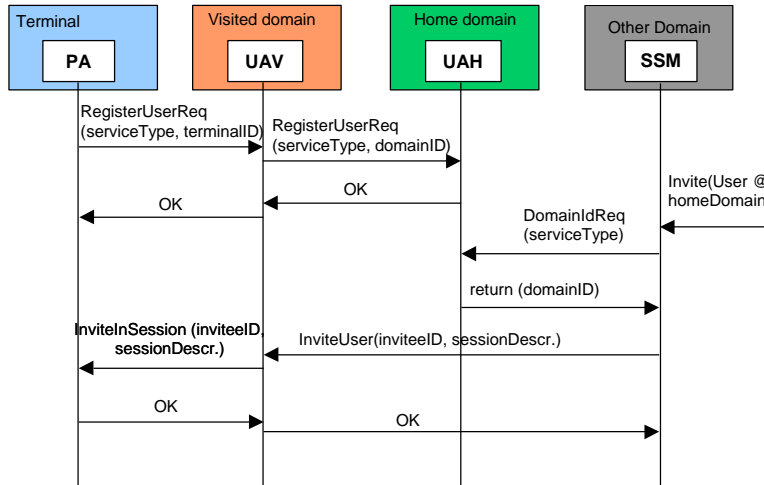
- Split of UA  
 UA Home  
 UA Visited
- UAV: operational component
- UAH: "database" component



# Access scenario



# Registration and invitation

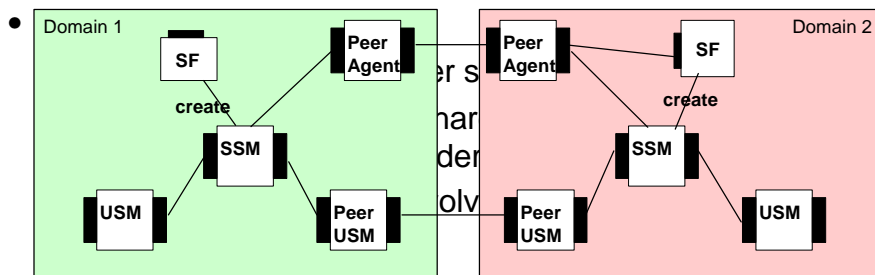


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# Service Federation

- service session spanning 2 service domains
- TINA approach:
  - service contract
  - PeerUSMs, PeerAgents

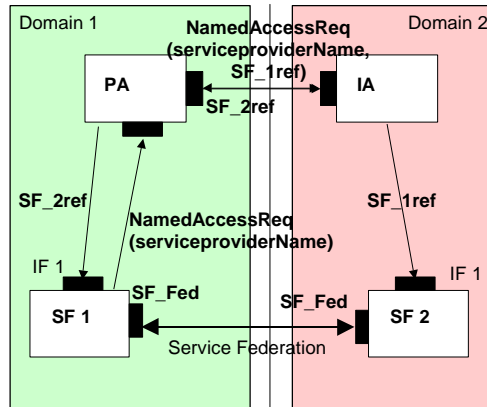


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# Service Federation, access DOLMEN approach

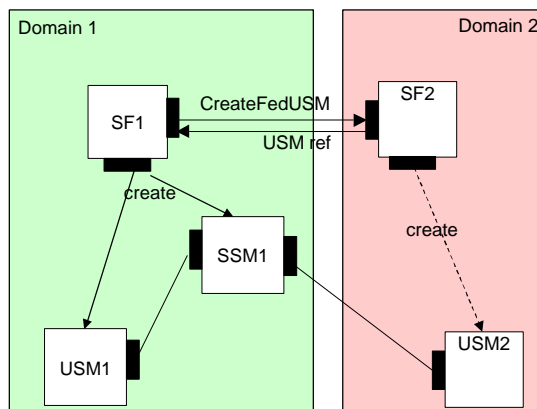
- service contract
- access session between domains
- Service Federation at SF level



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# Service Federation, usage DOLMEN approach



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## Advantages

### Simplicity:

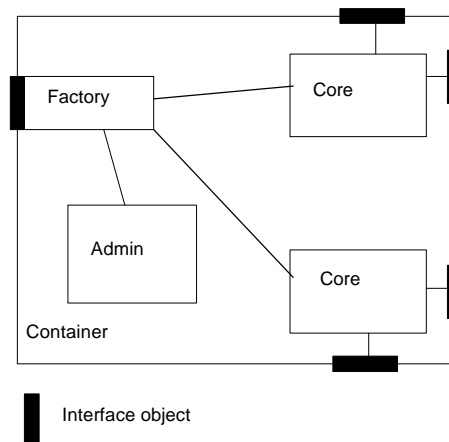
- Re-use of the access session components,
  - Avoids involvement of Peer Agents in usage,
  - Avoids peerUSMs that obscure the control of the session with regard to master or slave role,
- while maintaining service contract and control over access

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## Implementation

- Using standard component template
  - provide IDL and component configuration, framework code is generated
  - delegation of interface invocations to Core object
- Demonstrated in NHs of UK and Finland

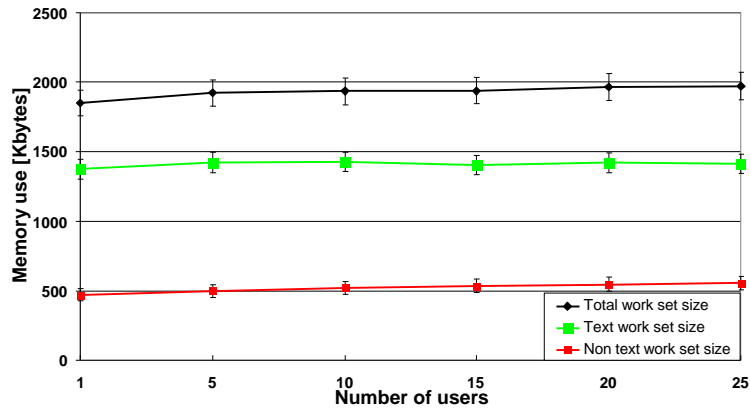


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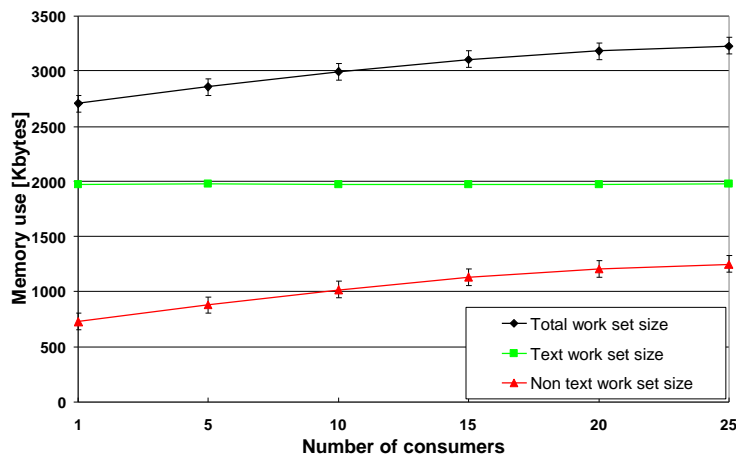
# Creating a UAH



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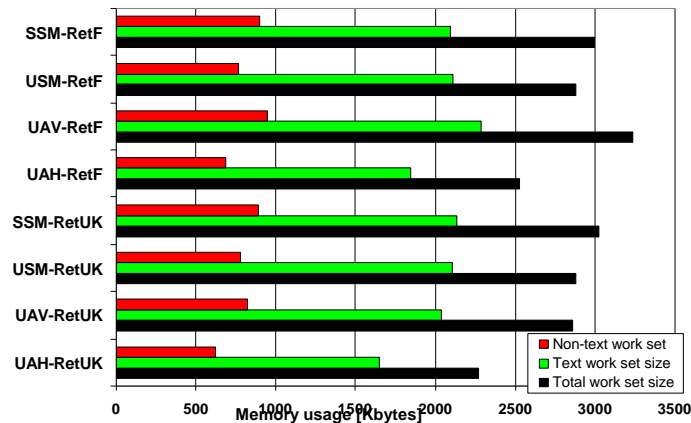
# Set up of an access session, UAV



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## Set up of audio session



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## Conclusions

- Ret RP syntax OK; semantics poorly defined: properties, name-value pairs, any's
- Service Federation made straight-forward with SF-federation
- Component template useful for uniform coding style and for re-use of components
- Performance evaluation:
  - no excessive memory when # consumers increases
  - UAV more demanding than UAH
  - uniform memory usage among components in audio session

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