

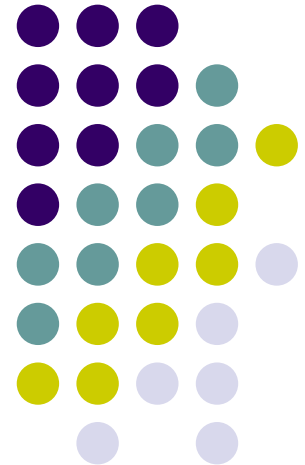
Applications and Trends in Wireless Consumer Networking

NOMS'2006

Alexander D. Gelman, Ph.D.,

Chief Scientist

Panasonic Princeton Research Laboratory





Foundation of Panasonic



**Founded in 1918
by Konosuke MATSUSHITA (23)
with his wife (22) and
brother-in-law (15)**



**First Product:
attachment plugs**





Sales Revenue: \$81.44B



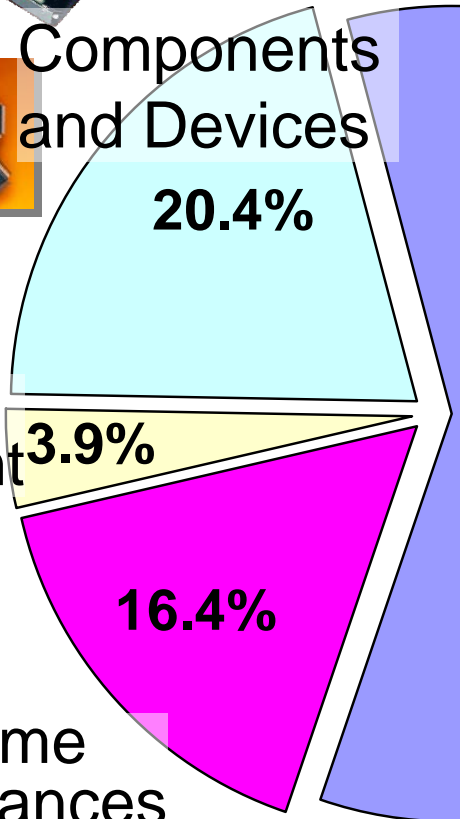
Components
and Devices
20.4%



Industrial
Equipment 3.9%



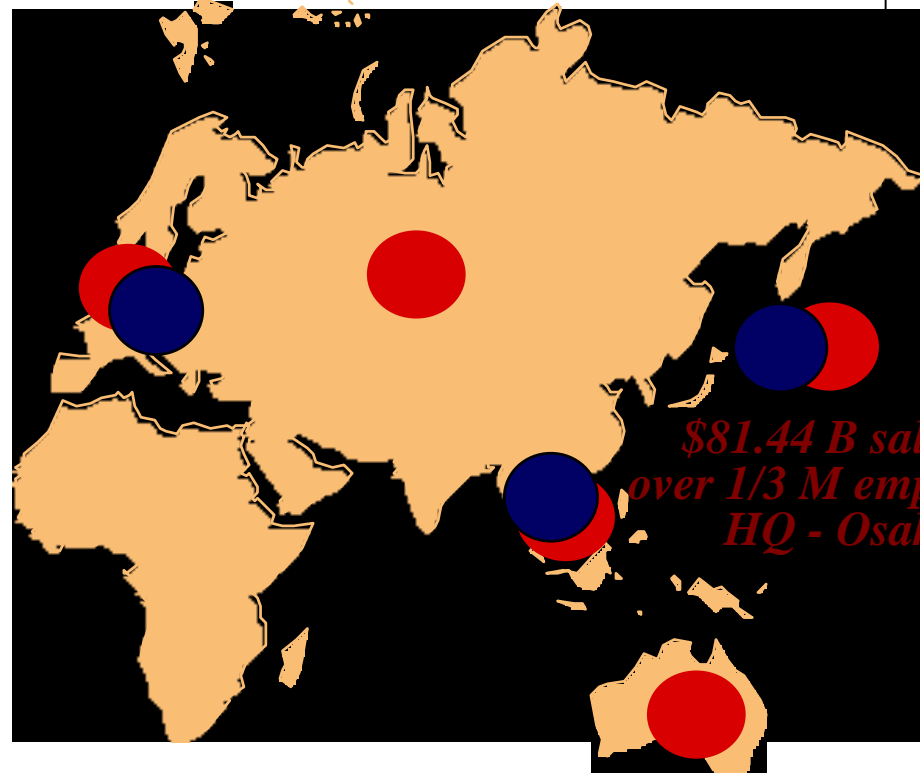
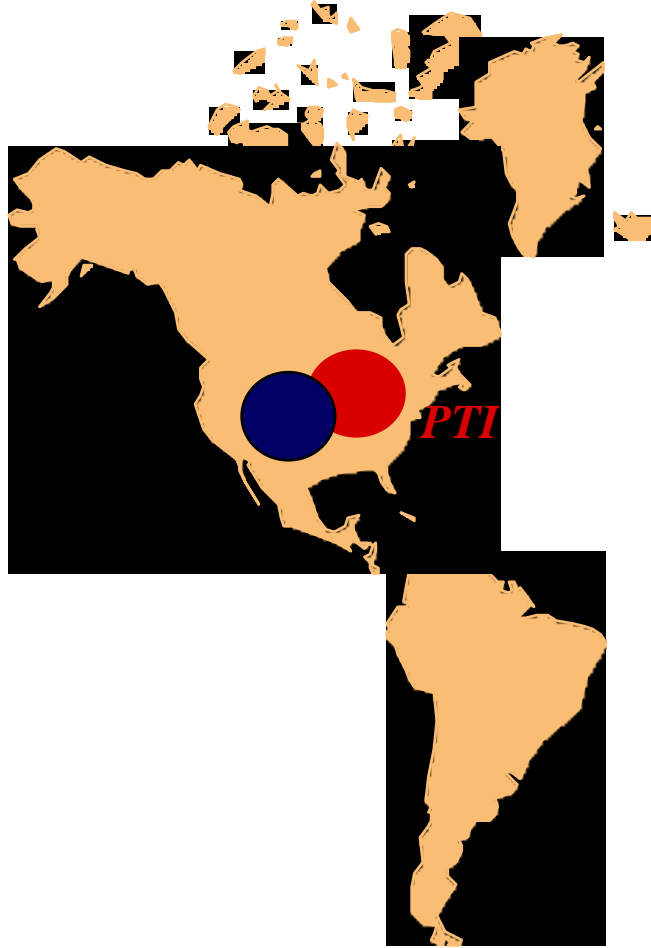
Home
Appliances





Matsushita Electric Industrial Co., Ltd - MEI

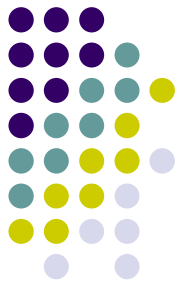
MEI Brands: Panasonic, National, Techniques, Quasar, Victor, JVC



*\$81.44 B sales,
over 1/3 M employees
HQ - Osaka*

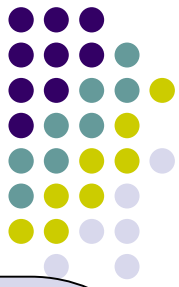
 *Corporate R/D*

 *Divisions
Manufacturing
Sales, R/D*



Outline

- 1. Access Infrastructure and Services**
- 2. Ubiquitous Peer-to-Peer Paradigm**
- 3. Consumer Networking Applications Examples**
- 4. VoIP and Service Management Issues**



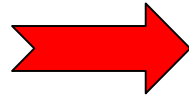
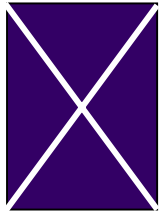
Disclaimer

All **technical ideas** and notions presented in this talk **do not represent the official position of Panasonic** on any of the issues addressed here. The **functionality of devices** illustrated in this presentation **does not represent reality** and/or features currently present or planned for Panasonic products. It is **just a vision** of Panasonic Research Labs.



Communications/Services,/Infrastructure Evolution

Vertical Market, Provisioned, Operator-driven



Open, Self-governed, opportunistic

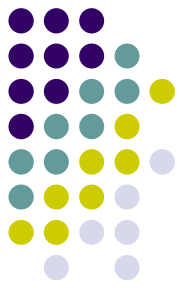


Communications Infrastructure evolution:

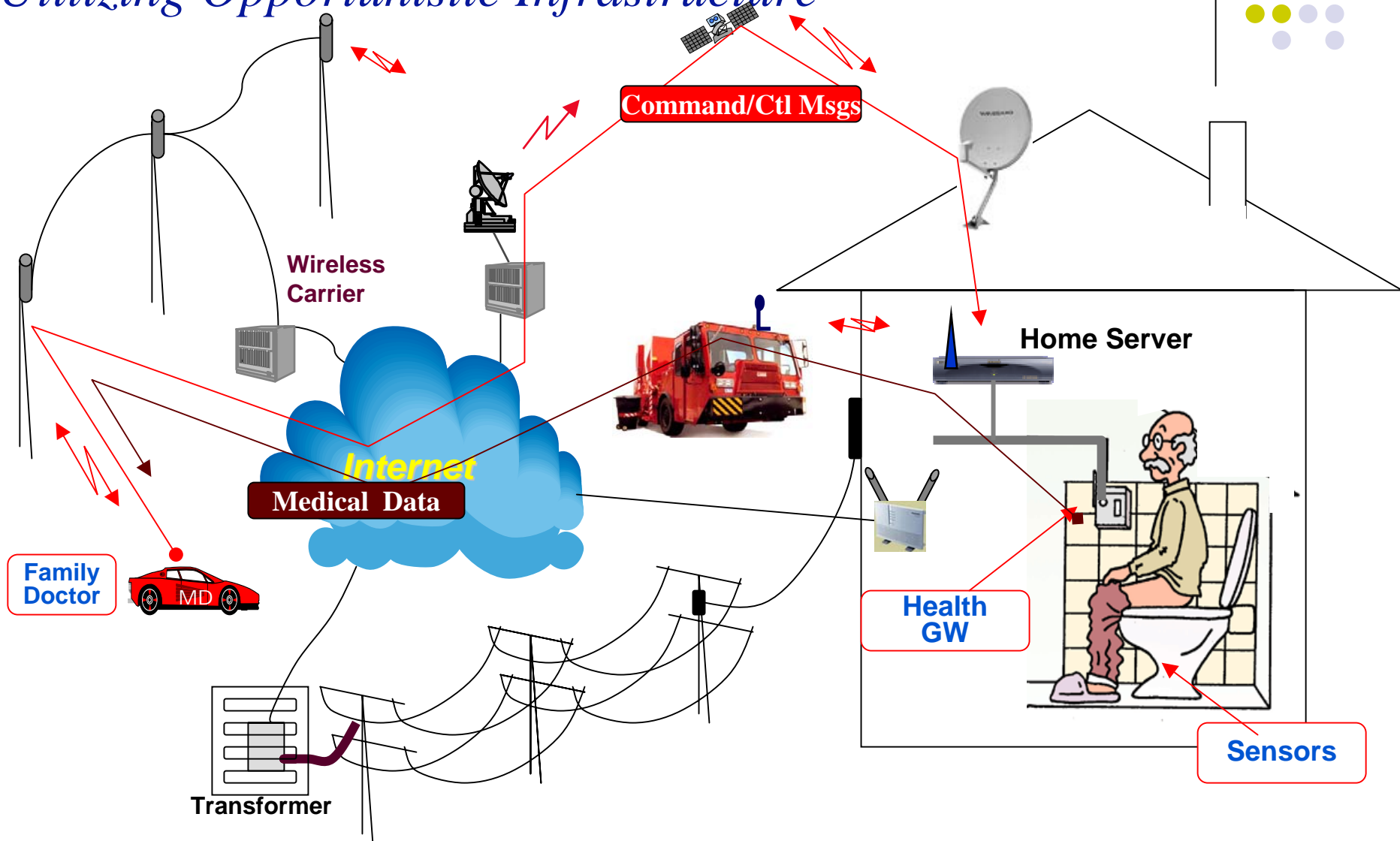
- From circuit switched to packet switched
- From application-specific to generic data services
- From provisioned to opportunistic

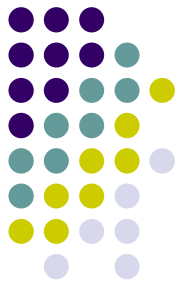
Opportunistic Infrastructure:

- Users already connect to the internet using multiple providers: at home, at work, in cafés, airports, trains and aero planes, hot spots.
- More and more municipalities in US plan public wireless coverage of entire metropolitan areas with WiFi and/or WiMax
- Internet access is becoming ubiquitous, universal, and accessible, and... inexpensive..., like water....



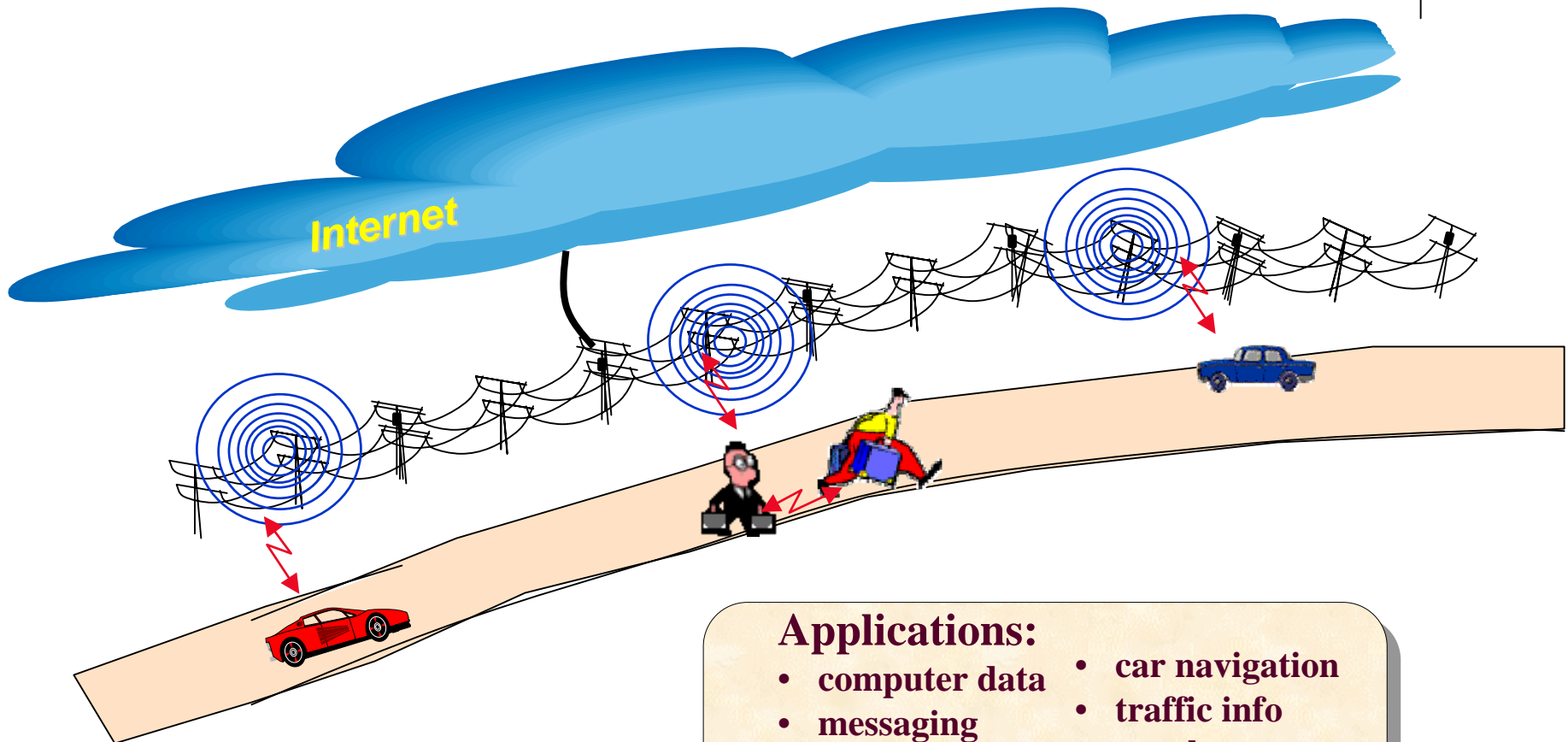
Utilizing Opportunistic Infrastructure





Ubiquitous Broadband Scenarios

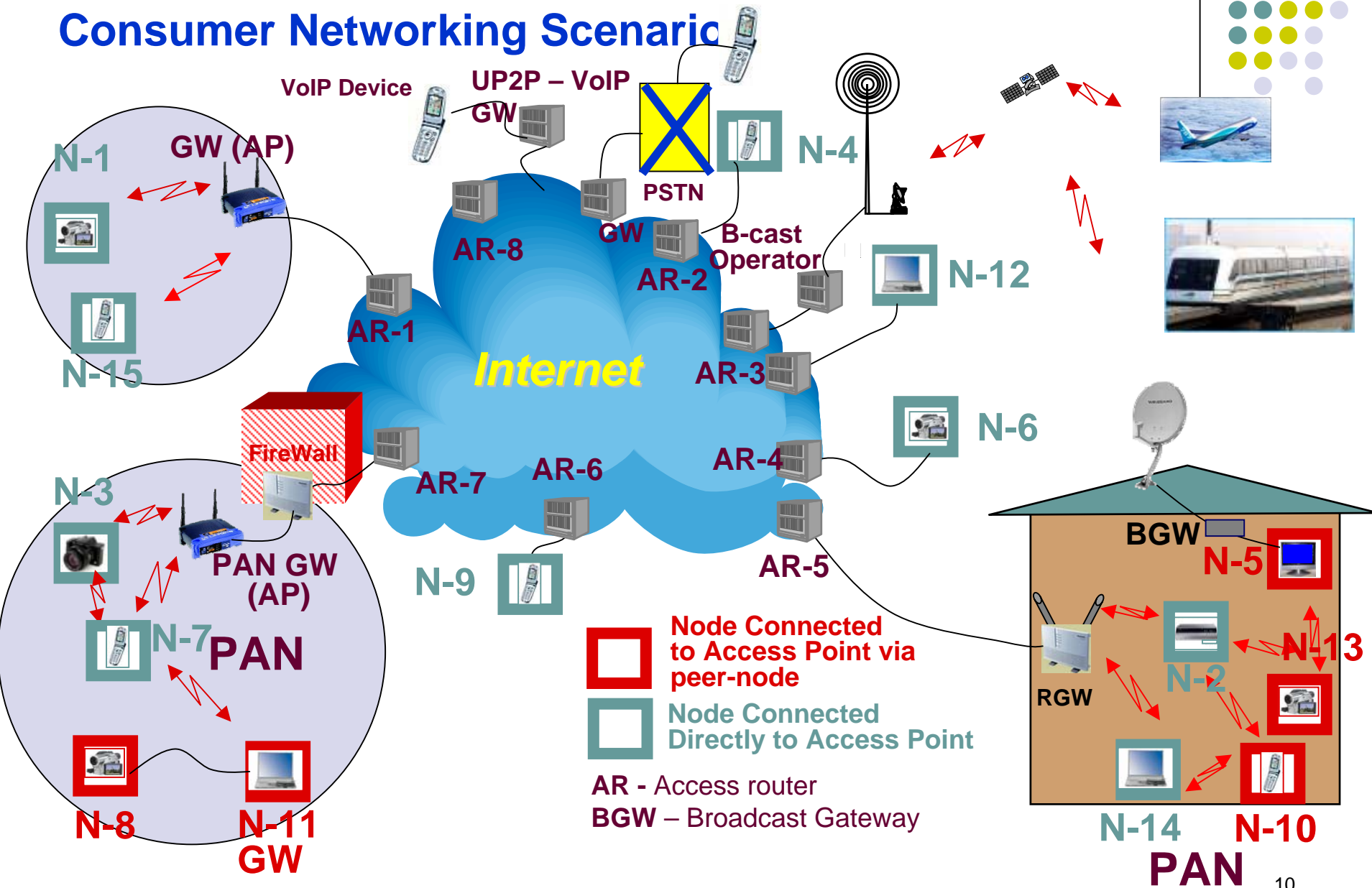
RoadRange: BoPL – to - Mobile



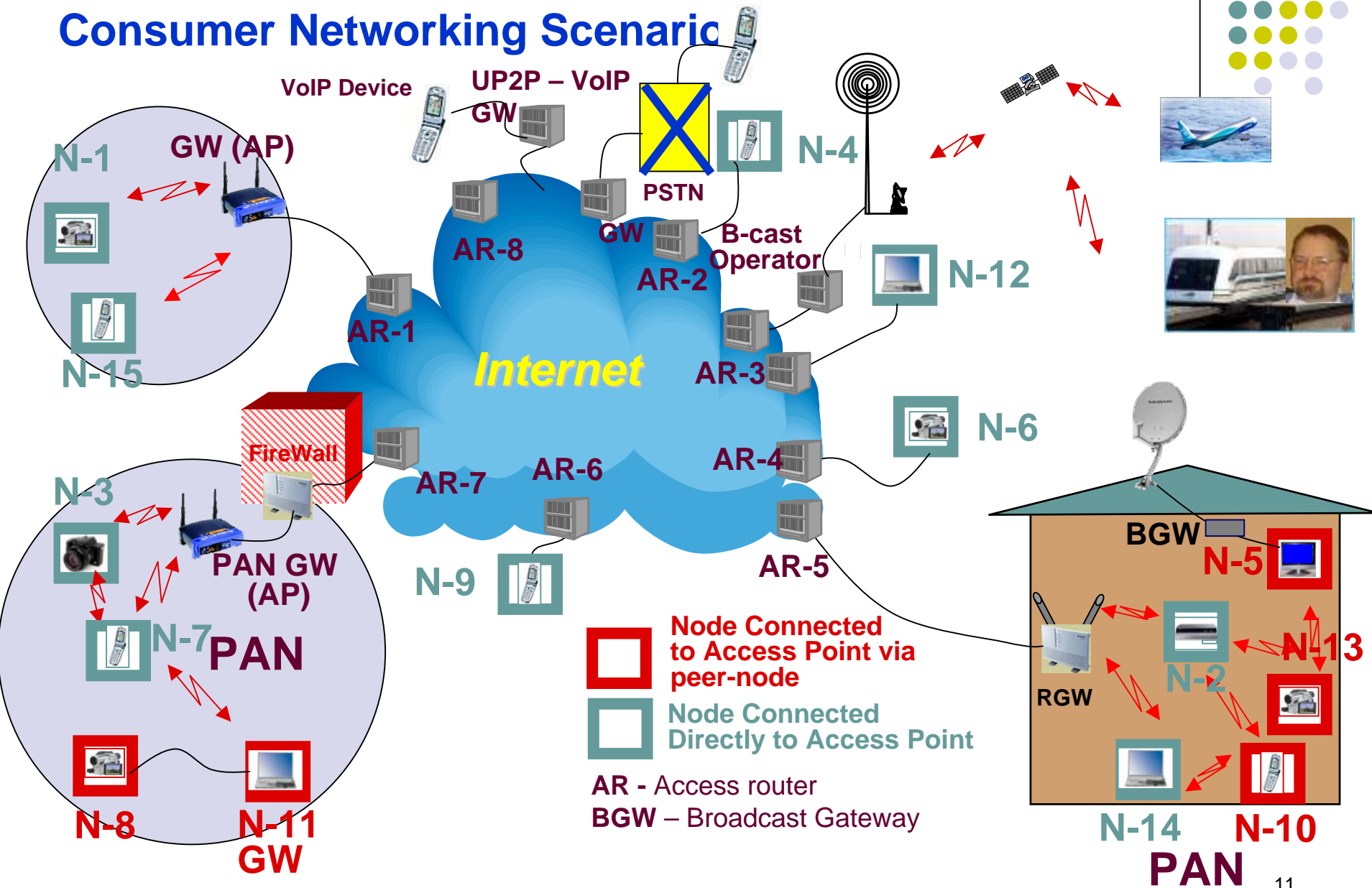
Applications:

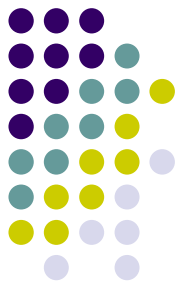
- computer data
- messaging
- E-commerce
- web
- car navigation
- traffic info
- weather
- emergency svc

Consumer Networking Scenario



Consumer Networking Scenario





Internet Access for People

Wireless Philadelphia: Mission Statement



Executive Committee

- Promote Open Metro-scale Wireless Connective Citywide
- Wireless Philadelphia aims to strengthen the City's economy and transform Philadelphia's neighborhoods by providing wireless internet access throughout the city.
- Wireless Philadelphia will work to create a digital infrastructure for open-air internet access and to help citizens, businesses, schools, and community organizations make effective use of this technology to achieve their goals while providing a greater experience for visitors to the City.



Internet Access for People

US Cities go Wireless

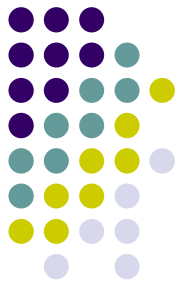
Mayor Hahn:

"I want **Los Angeles** to remain at the leading edge of innovation and creativity, We need wireless access to the Internet everywhere in the city – not just in select locations. I believe that Wi-Fi and 'next generation' technologies will help us bridge the digital divide."

THEWIRELESSWEBLOG, Oct. 26, 2004

- **Pittsburgh** has a Wi-Fi project that eventually is expected to cover a four-square-mile area of downtown.
- **New York City, San Francisco and Atlanta** also have undertaken Wi-Fi projects through public and private entity collaborations, as well of commercial access.
- The city of **Cincinnati** soon will launch an effort to bolster the availability of Wi-Fi technology

Business Currier, October, 2003



Ubiquitous Peer-to-Peer Paradigm

Ubiquitous Peer-to-Peer Concept implies a world of Consumer Electronic devices, which are networked by utilizing generic IP bearer service. Devices form P2P overlay networks and assume various functions that are necessary to support a wide set of applications.

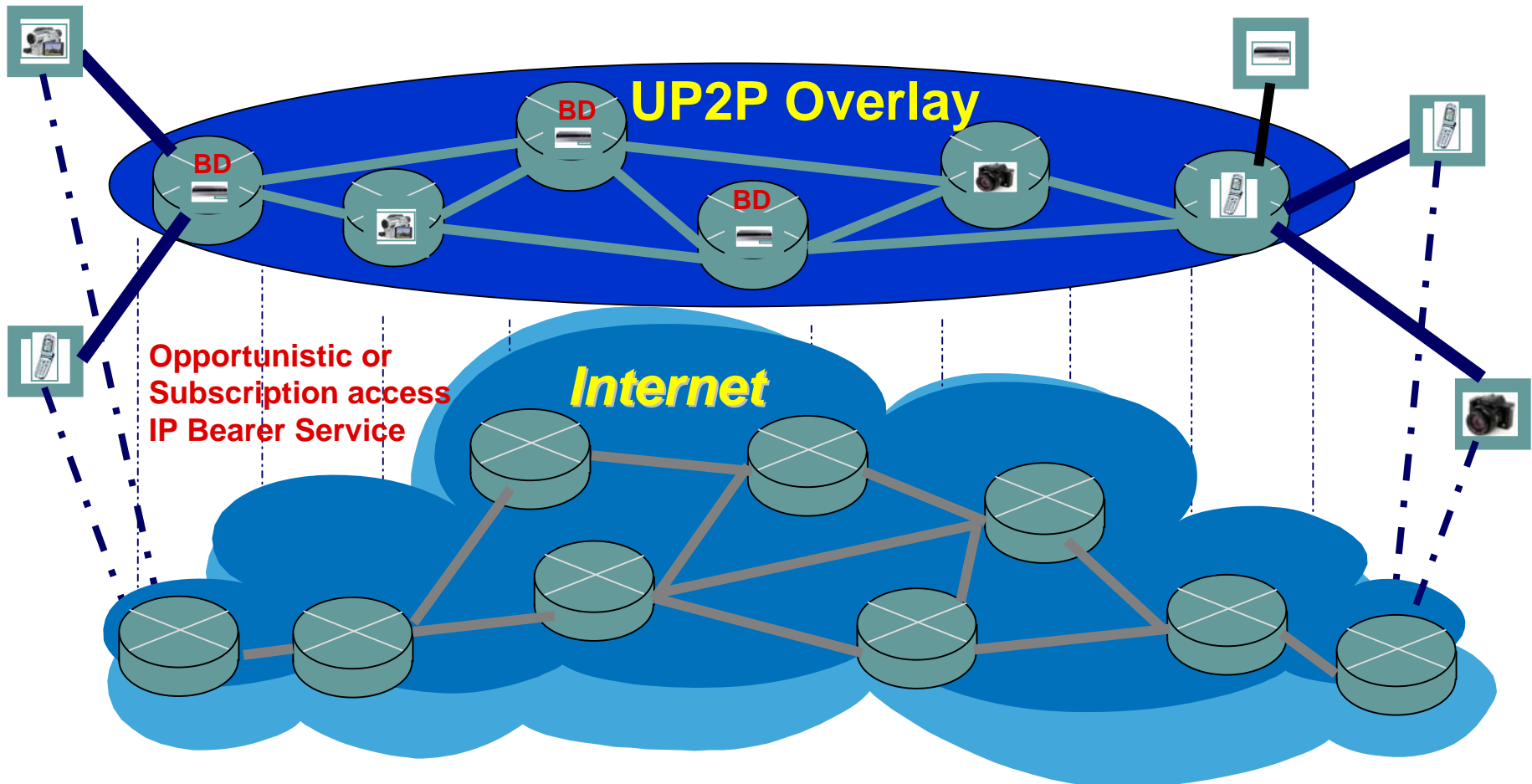
Devices are cognitive of their environment and adopt to it. They utilize the infrastructure opportunistically.

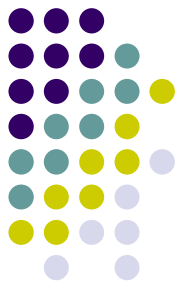
These networks are self organized and self-maintained. If they are managed then only by the device manufacturers or by a third party enabled by the device manufacturers.



P2P Services

Users will know only one provider – the one whose logo is on their device or the supplier or the P2P software client

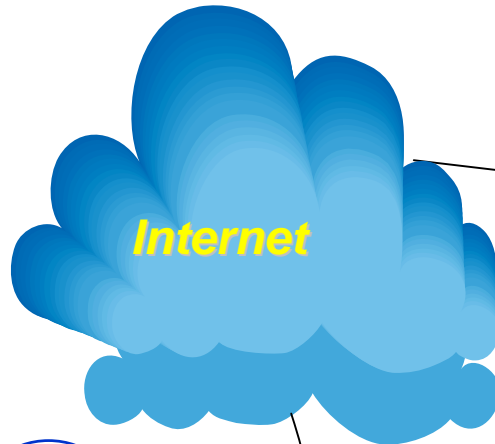




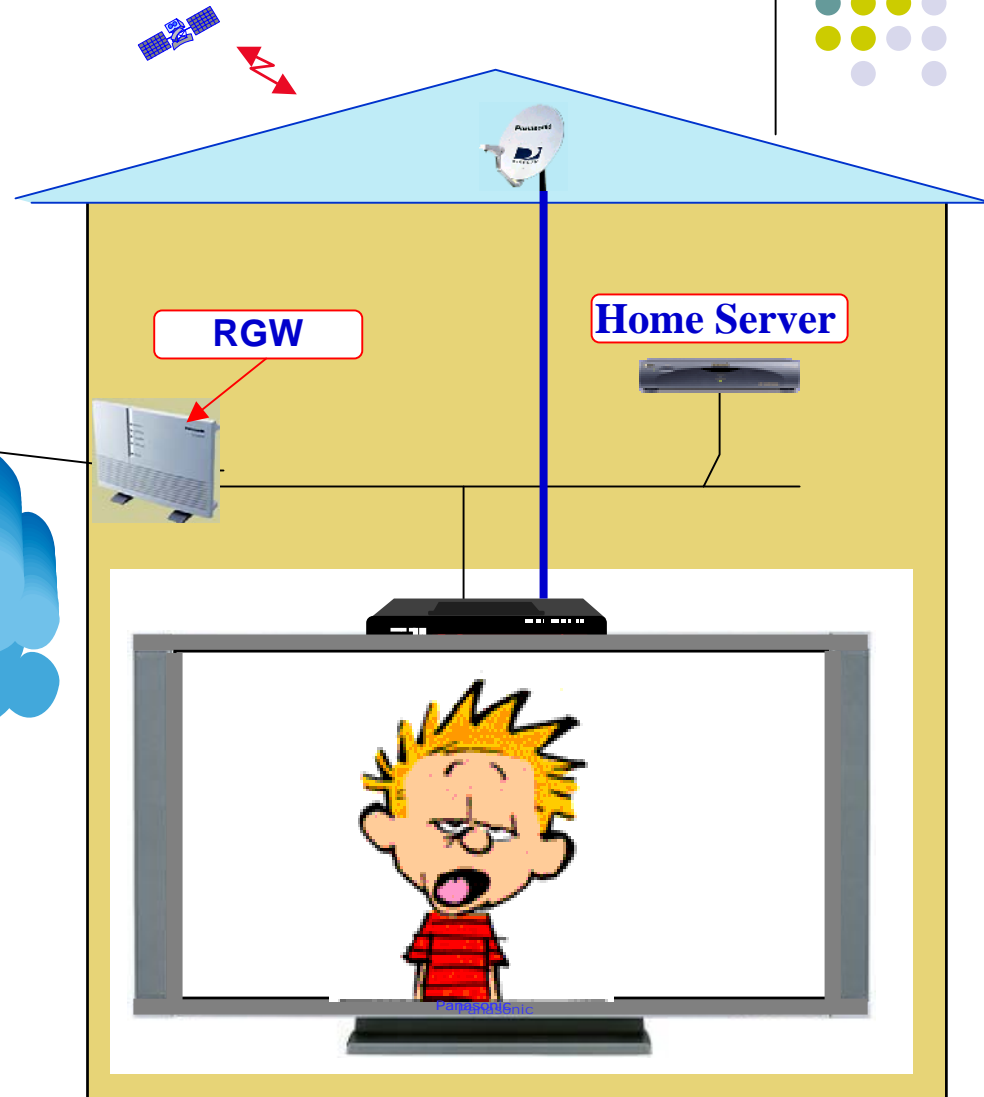
Mini-Hot Spot

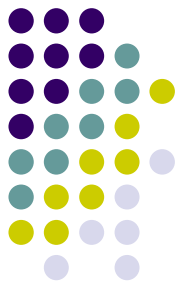
Mobile – to Home Networking

- DTV Channel Monitoring & Ctl.
- Recording/Play-Back Control
- Streaming Media over IP



Remote Parental Control

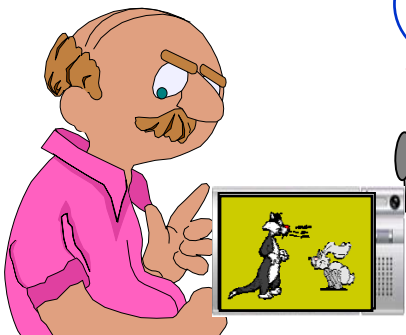
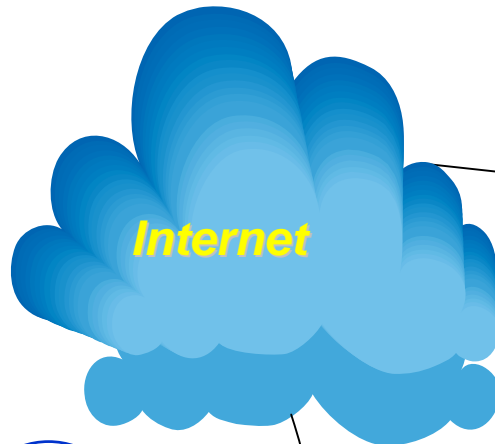




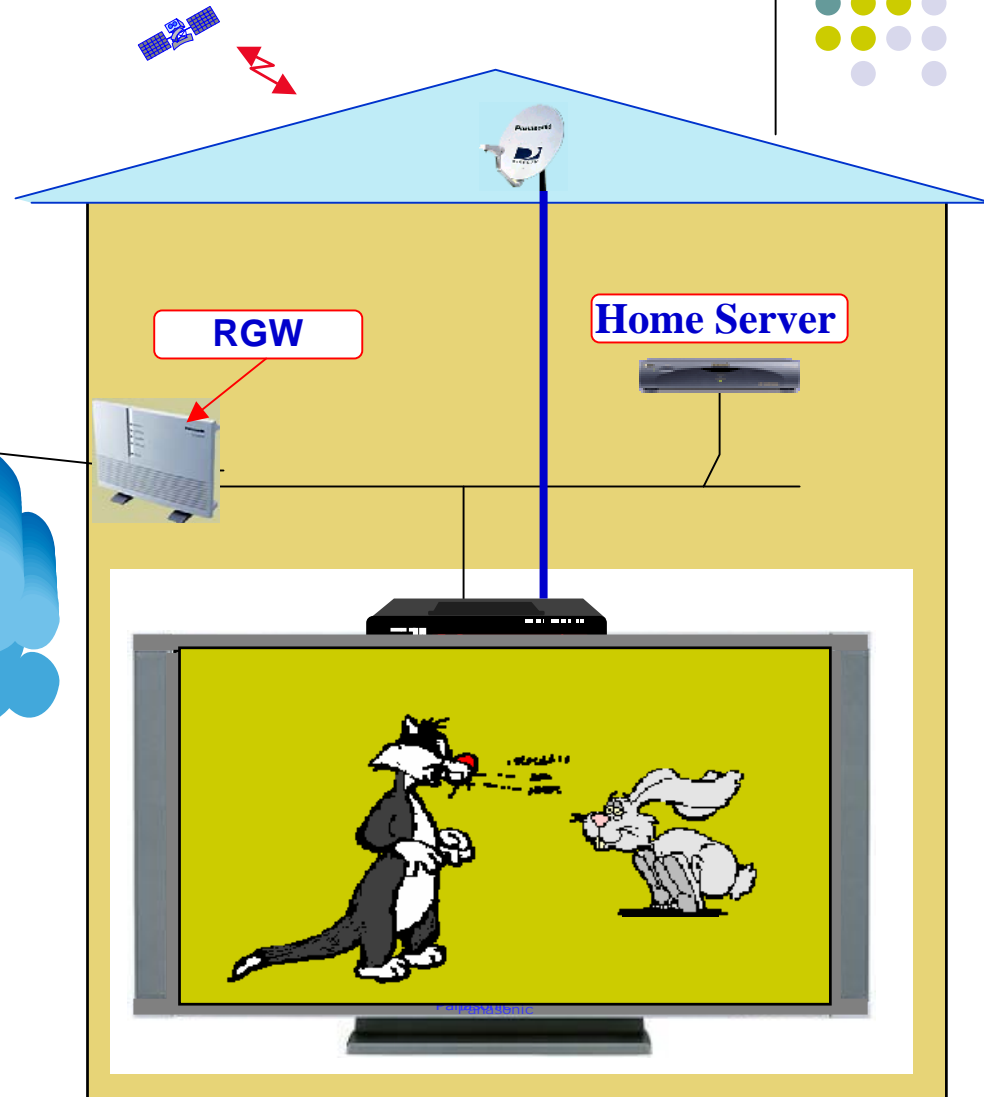
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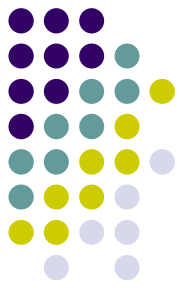
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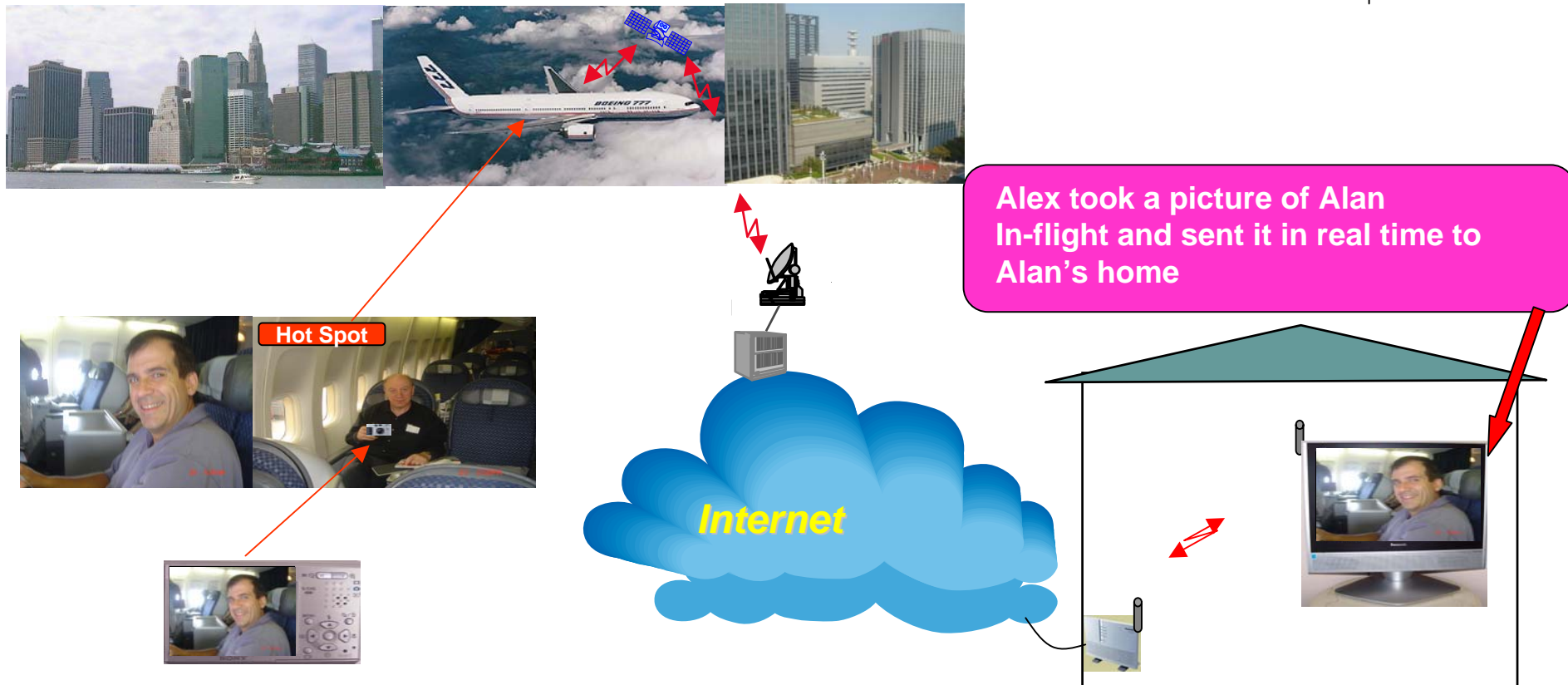
Remote Parental Control

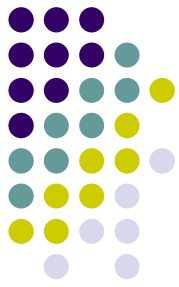




P2P Networking via Opportunistic Infrastructure

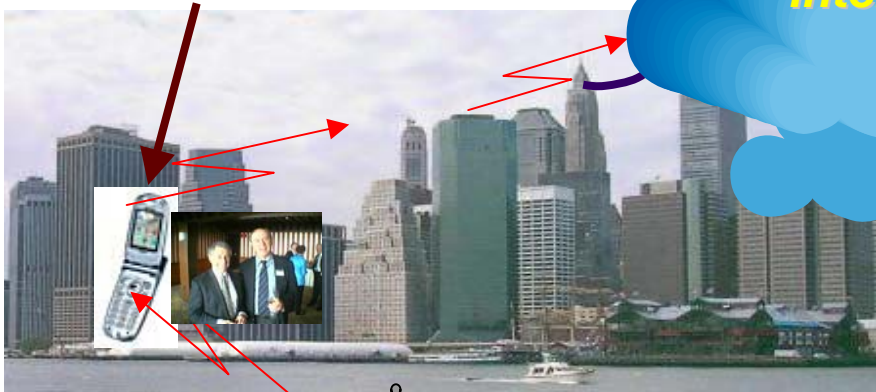
Air-to-Home Application





cenario:

Lenard's Phone



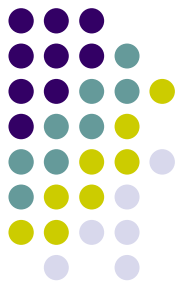
Alex's DSC



Hot Spot

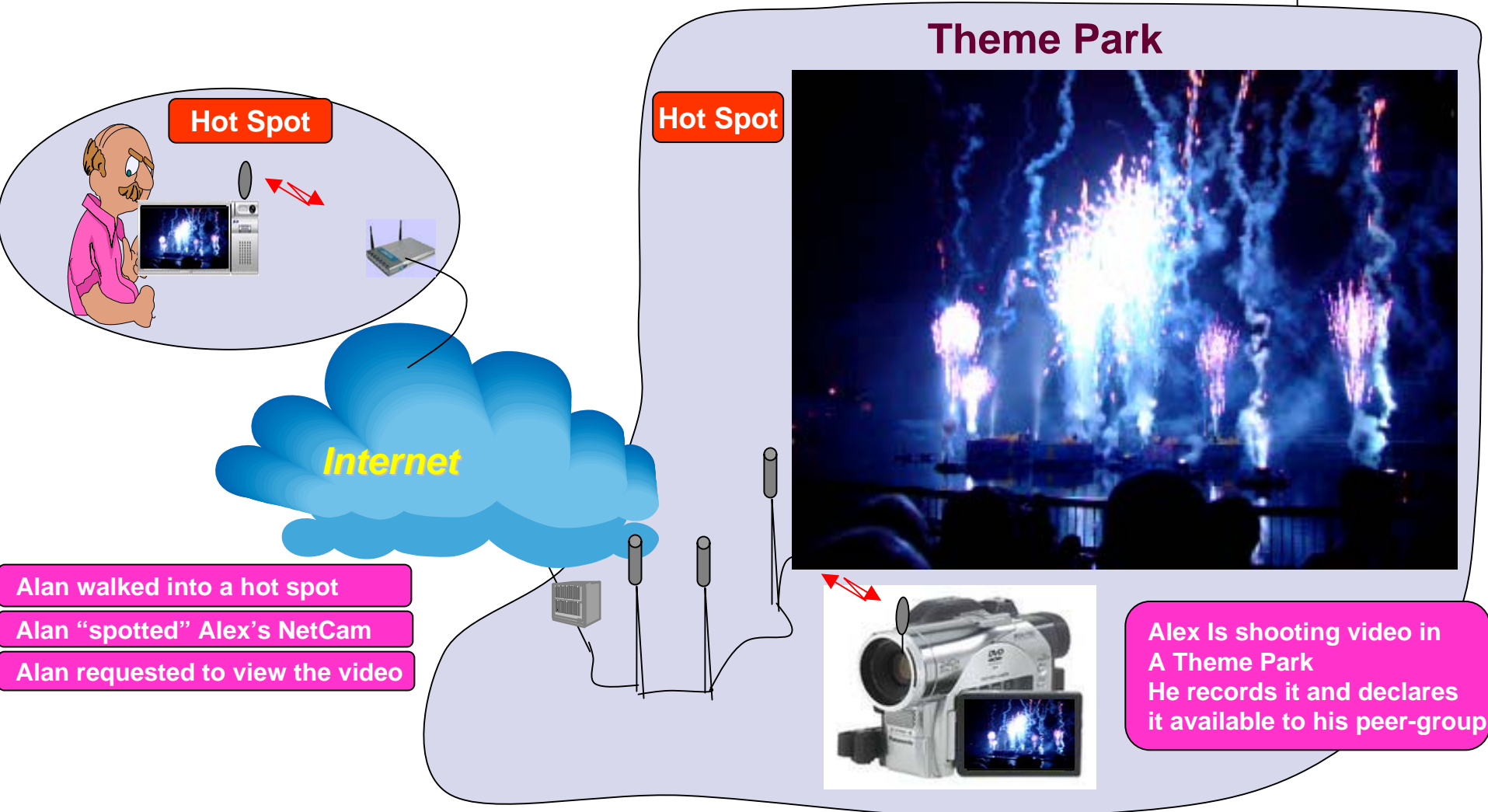
Lenard's DSC

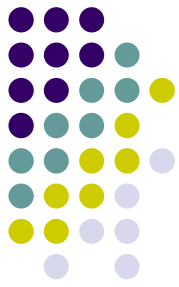
Alan's DSC



WiFi and P2P Networking

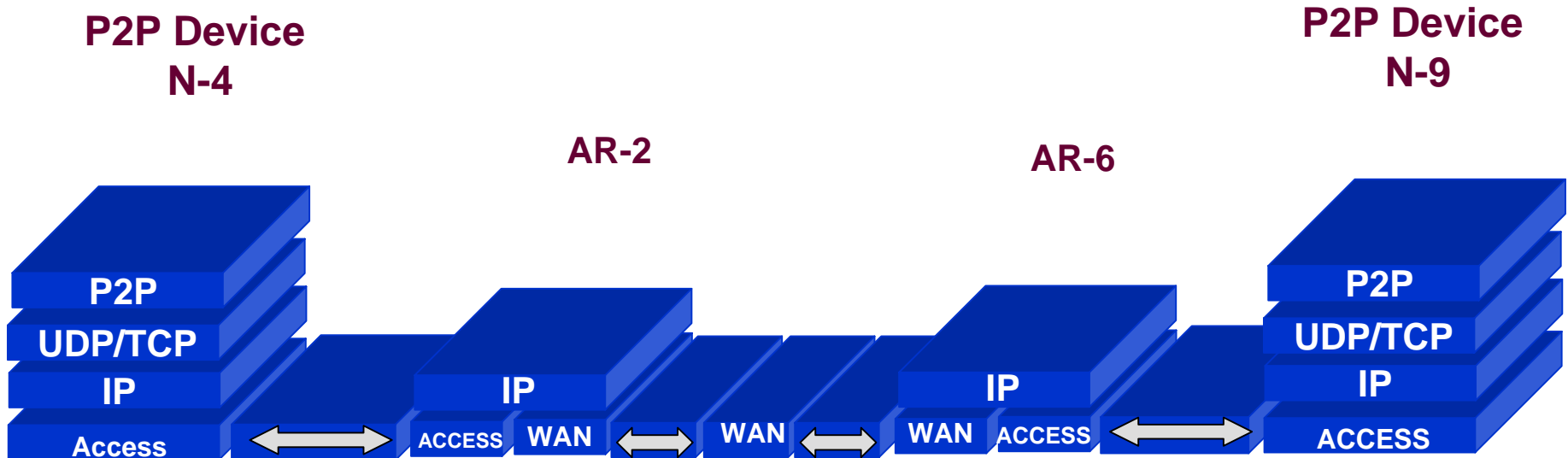
HotSpot –to- HotSpot Personal Content Streaming Application

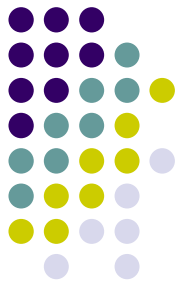




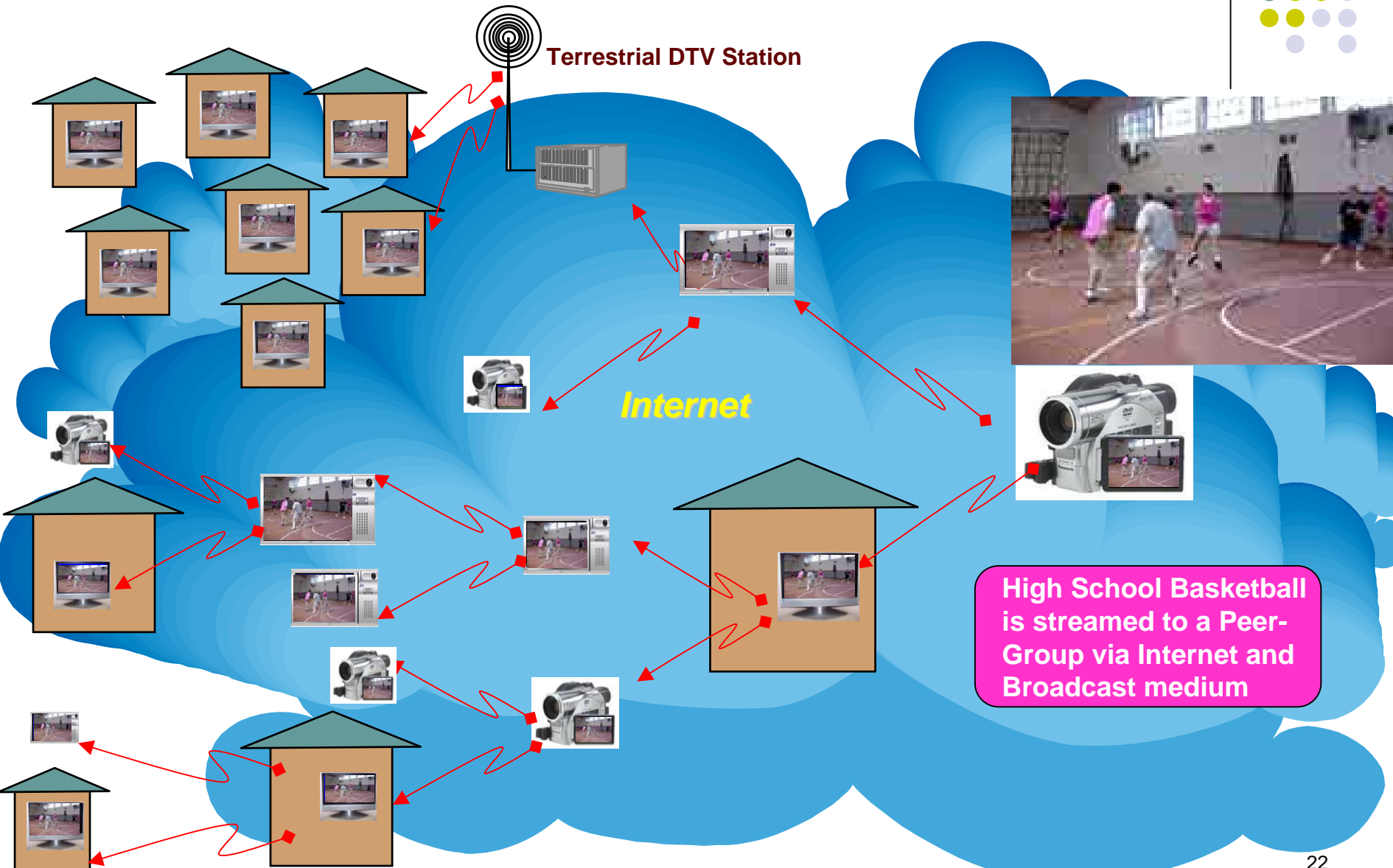
P2P Applications

Global Peer-to-Peer Communications





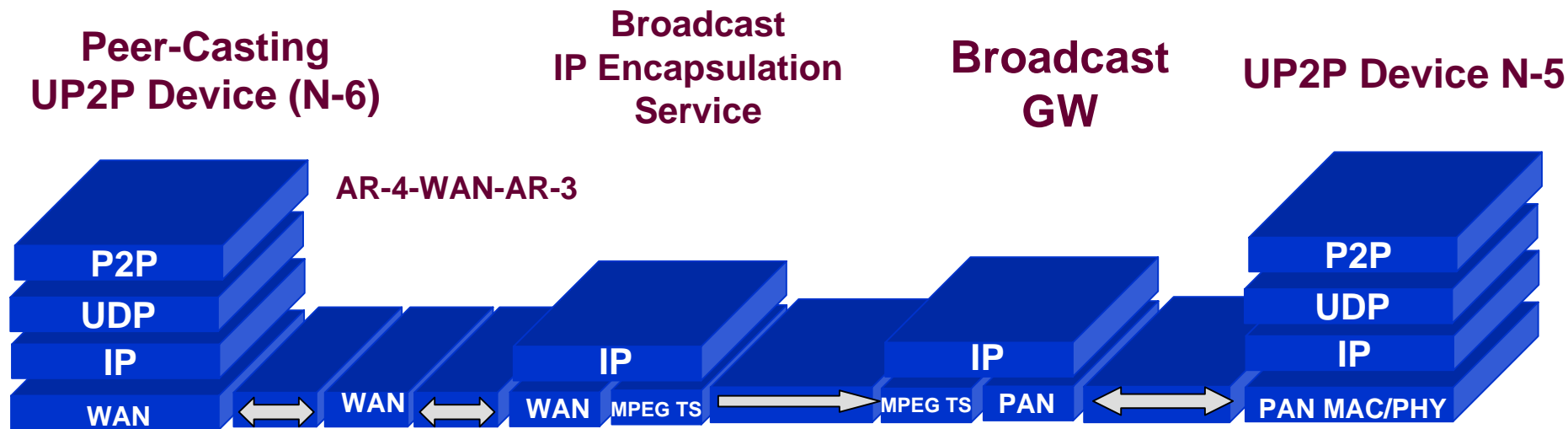
Hot Spot Originated Peer-casting

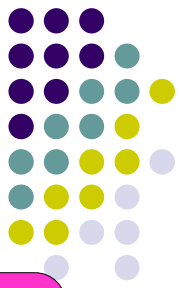




Broadcaster's IP Encapsulation Service

Peer-Casting to Home





High Speed Mobility Access and P2P Networking

Train-to-Home & Train-to-Cellular

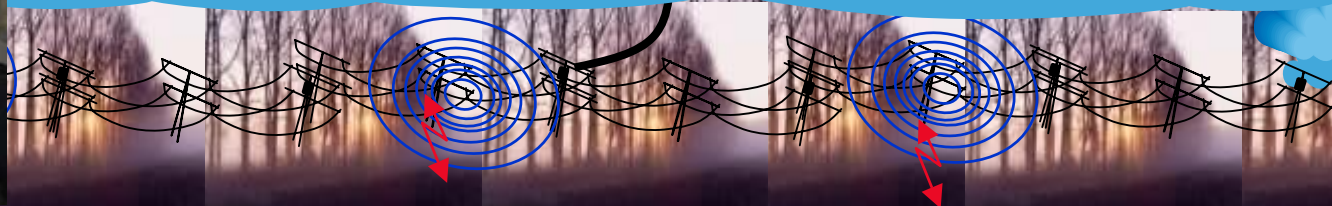
Train Tokyo-Osaka



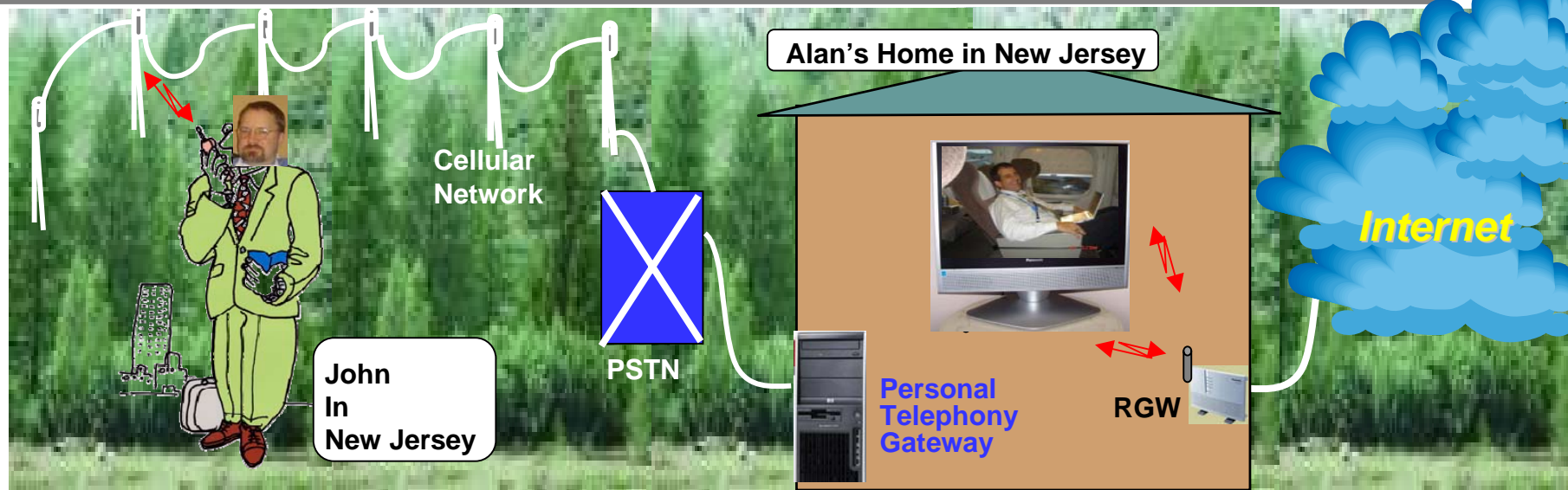
Internet

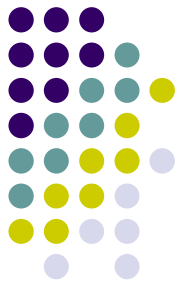
Application:

Alan from the Tokyo-Osaka train using High Mobility Access shares pictures with his family and talks to John by VoP2P via Alan's personal PSTN Gateway



Alan's Home in New Jersey





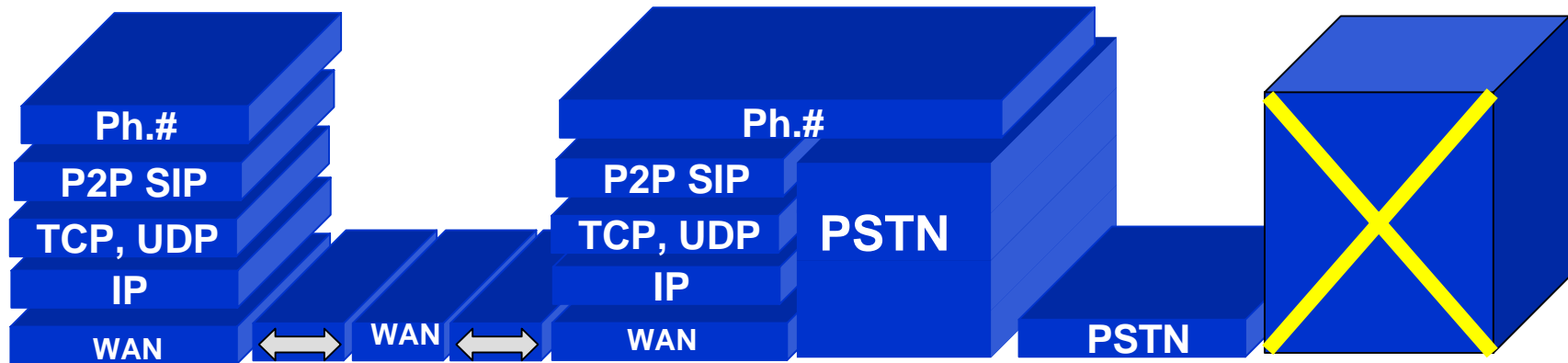
VoP2P – to - PSTN

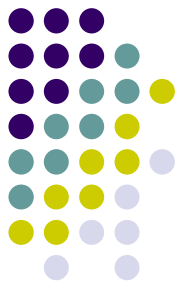
Personal Telephony Gateway

P2P Device

Personal Signalling GW

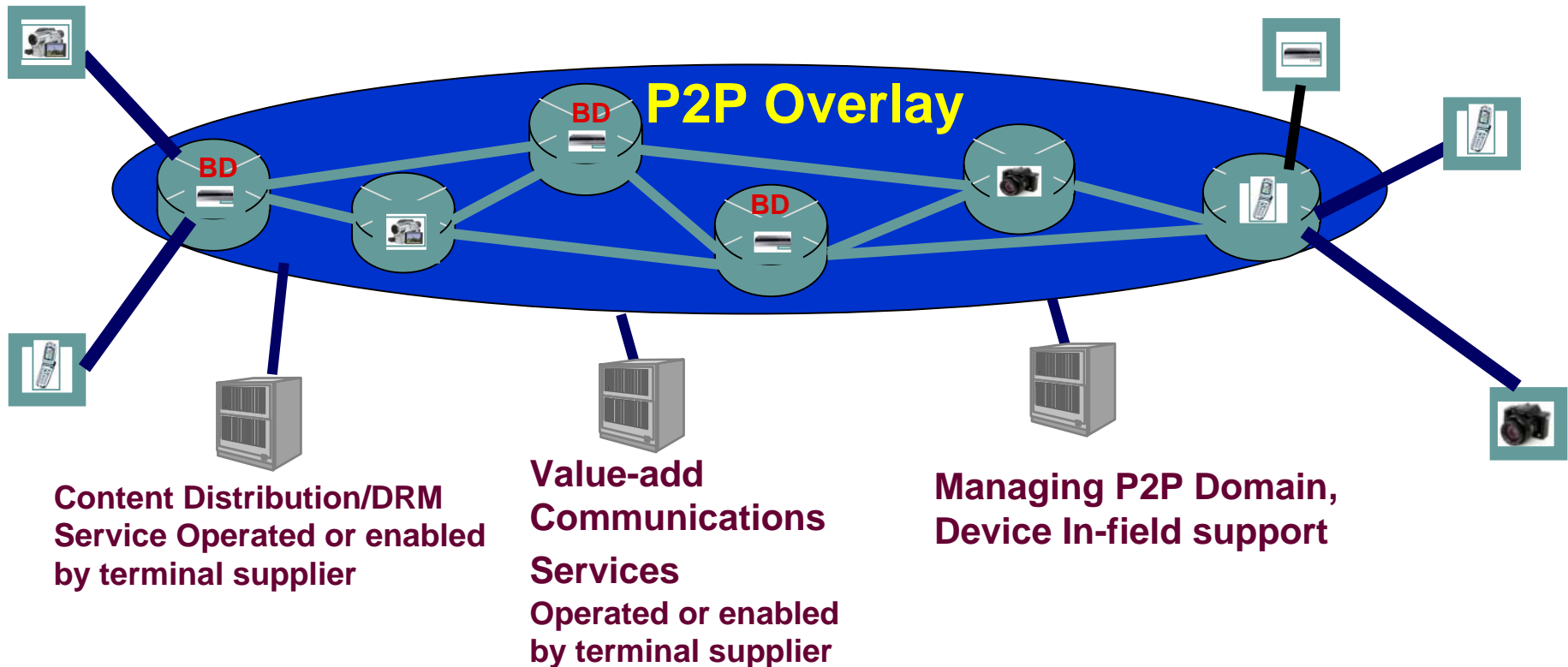
PSTN





P2P Service

The Paradigm Shift



In P2P World Terminal Client suppliers are at the root of the Services Value Chain



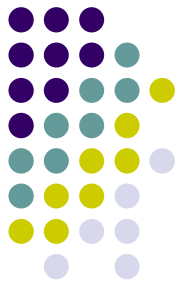
What's Missing

- **Widely available WiFi**
- **Global Roaming Mechanism for WiFi**
- **Universal sign up standard adopted for WiFi access**



What's is Not Missing from Service Providers

- **VoIP provider's infrastructure**
- **Management of the VoIP service for Consumer Networking Scenarios**
- **Policing/discriminating user traffic based on applications**
- **Usage – sensitive billing for access**



What's is Possible

- **Value-add Services to P2P Networks, like PSTN or VoIP Gateways**
- **Providers supported DHT service to P2P systems**
- **Hosting login/authentication Service**
- **Hosting in-field support mechanisms**
- **Hosting super node infrastructure**
- **Providing cross-domain gateways**