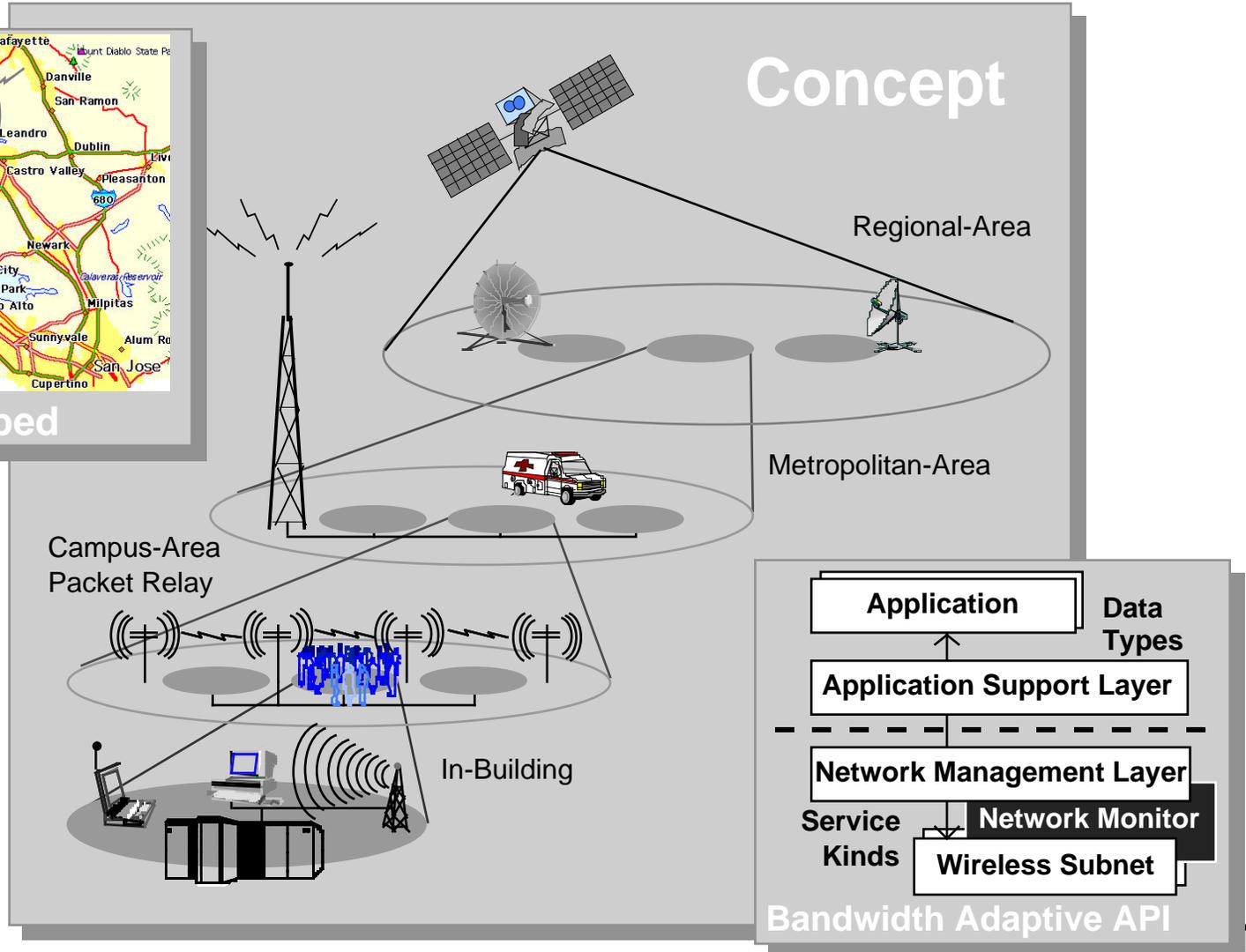
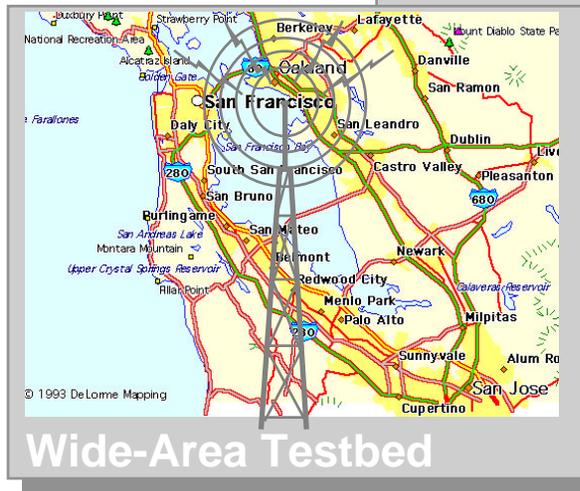


Bay Area Research Wireless Access Network: Towards a Wireless Overlay Internetworking Architecture

Randy H. Katz, Eric A. Brewer, UC Berkeley



**Subcontractor:
Hughes Malibu
Research Labs**

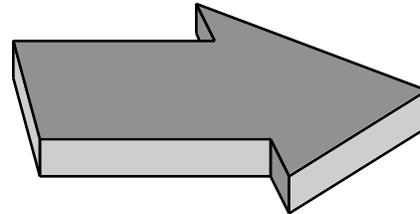
The UC Berkeley Team

- **Networking**
 - Hari Balakrishnan (Reliable Transport)
 - Todd Hodes (Wide Area Roaming)
 - Daniel Jiang (Wide Area Roaming)
 - John Loffeld (System Support)
 - Ken Lutz (Network Infrastructure)
 - Giao Nguyen (Mobility Traces)
 - Venkat Padmanabhan (Mobile Routing)
 - Keith Sklower (DBS Unix Driver)
 - Mark Stemm (Vertical Handoff)
- **Applications**
 - Elan Amir (Video over Wireless)
 - Armando Fox (Proxy Architecture)
 - Steve Gribble (Mobile Applications)
 - David Gurley (Applications)

Retreat Goals & Technology Transfer

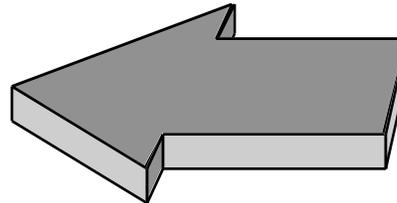


UC Berkeley Project Team



People
Project Status
Work in Progress
Prototype Technology

Early Access to Technology
Promising Directions
Reality Check
Feedback



**Industrial Collaborators
Government Sponsors
Friends**

Retreat Schedule

- **Sunday, January 7:**
 - 5:00 PM Check-in and Dinner
 - **6:30 PM Project Overview, Randy Katz**
 - 7:30 PM Work In Progress Session, Randy Katz
 - » Mobility Trace Collection, Giao Nguyen
 - » Wide Area Architecture Issues
 - Hierarchical Routing, Venkat Padmanabhan
 - Roaming Services, Todd Hodes
 - 9:00 PM Posters and Demos
 - » UCB, UC Santa Cruz, and Stanford Research Groups
 - » Refreshments will be served

Retreat Schedule

- **Monday, January 8:**
 - 7:30 AM Breakfast
 - 8:30 AM Application Support Architecture Design Review, Armando Fox and Steve Gribble
 - 10:00 AM Break
 - 10:30 AM Work In Progress II, Eric Brewer
 - » Vertical Handoff, Mark Stemm
 - » Heterogeneous Environments
 - Video Dissemination, Elan Amir
 - Reliable Transport, Hari Balakrishnan
 - Noon Lunch with the InfoPad Retreat
 - 1:30 PM InfoPad Retreat
 - Evening Banquet at the Monterey Bay Aquarium

Project Vision

“Access is the Killer App”

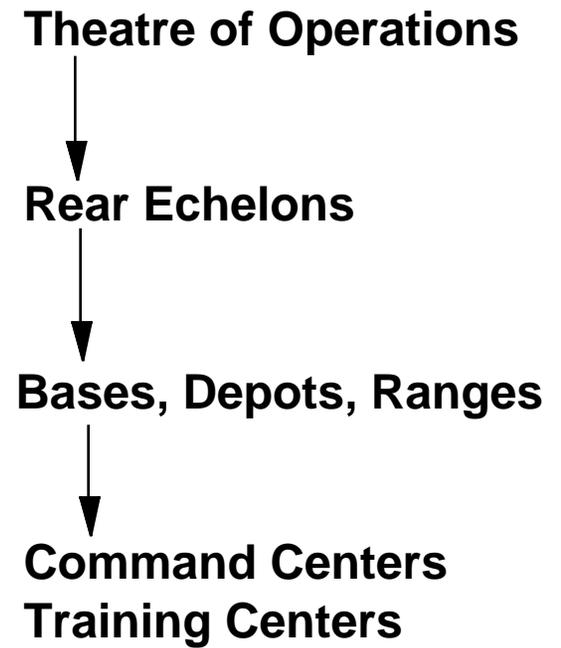
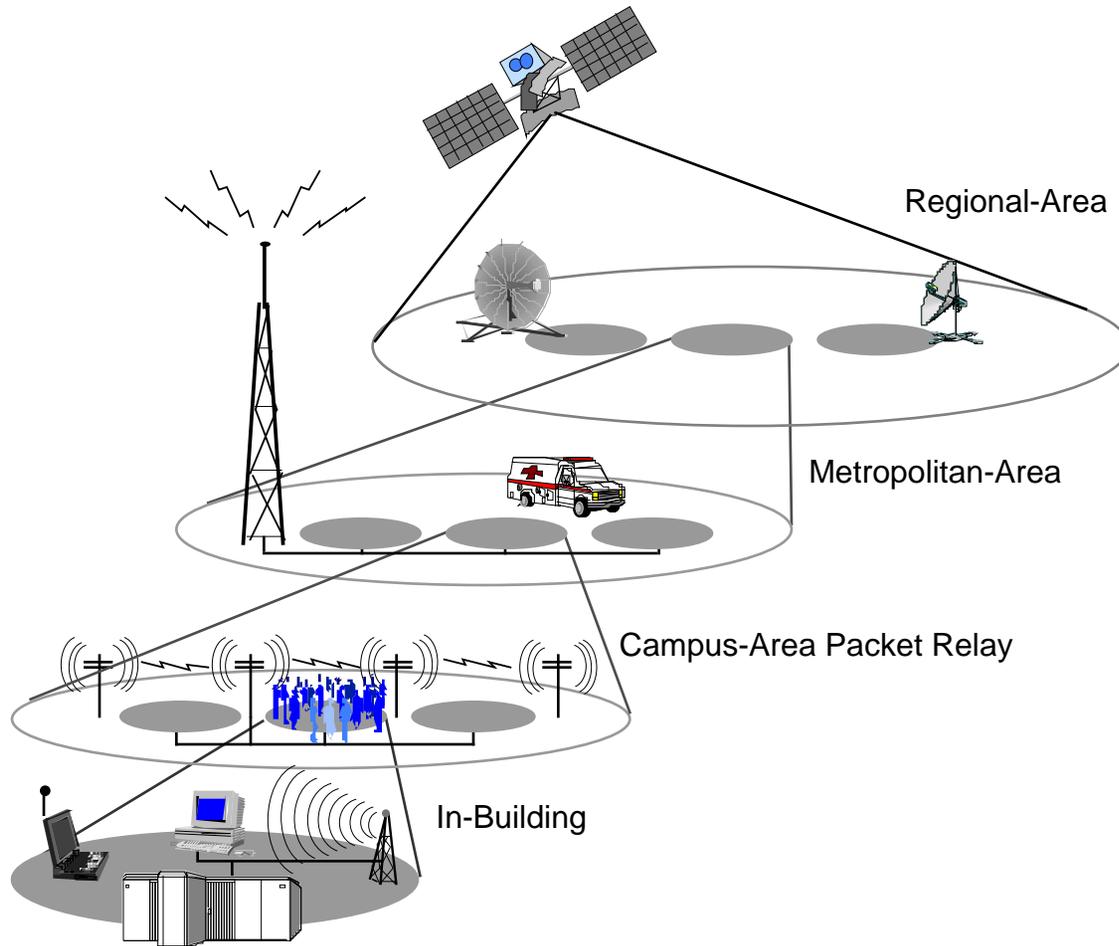
- **Goals**

- Be connected anywhere, anytime via the “best” available (wireless/wireline) network
- Adapt the application to the available bandwidth and latency

- **Strategies**

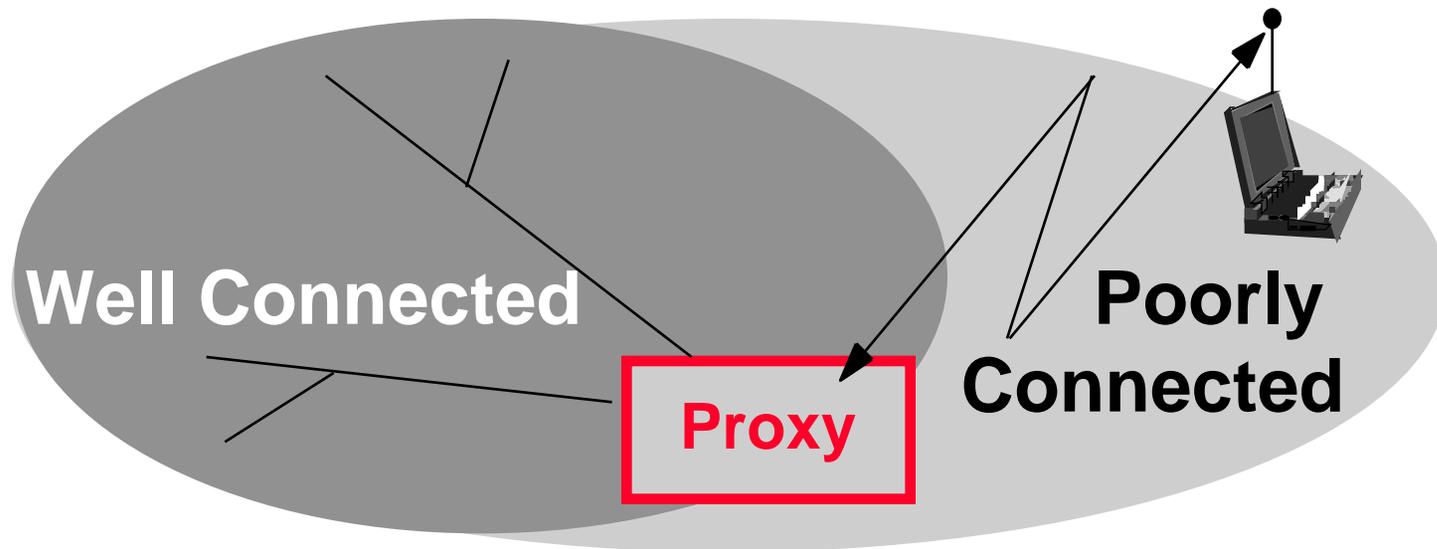
- Wireless Overlay Internetworking Architecture
- Network- and Type-Aware Applications Building Blocks

Wireless Overlay Concept



Proxy Architecture

- **Proxy**
 - Mediates between wireless and wireline environment
 - Ideally executes at “well-connected” boundary of internetwork
 - Changes data representations on-the-fly
 - Trade-off in transcoding time and communications time



Bandwidth Adaptive Application Interfaces

When to switch from one overlay network to another?

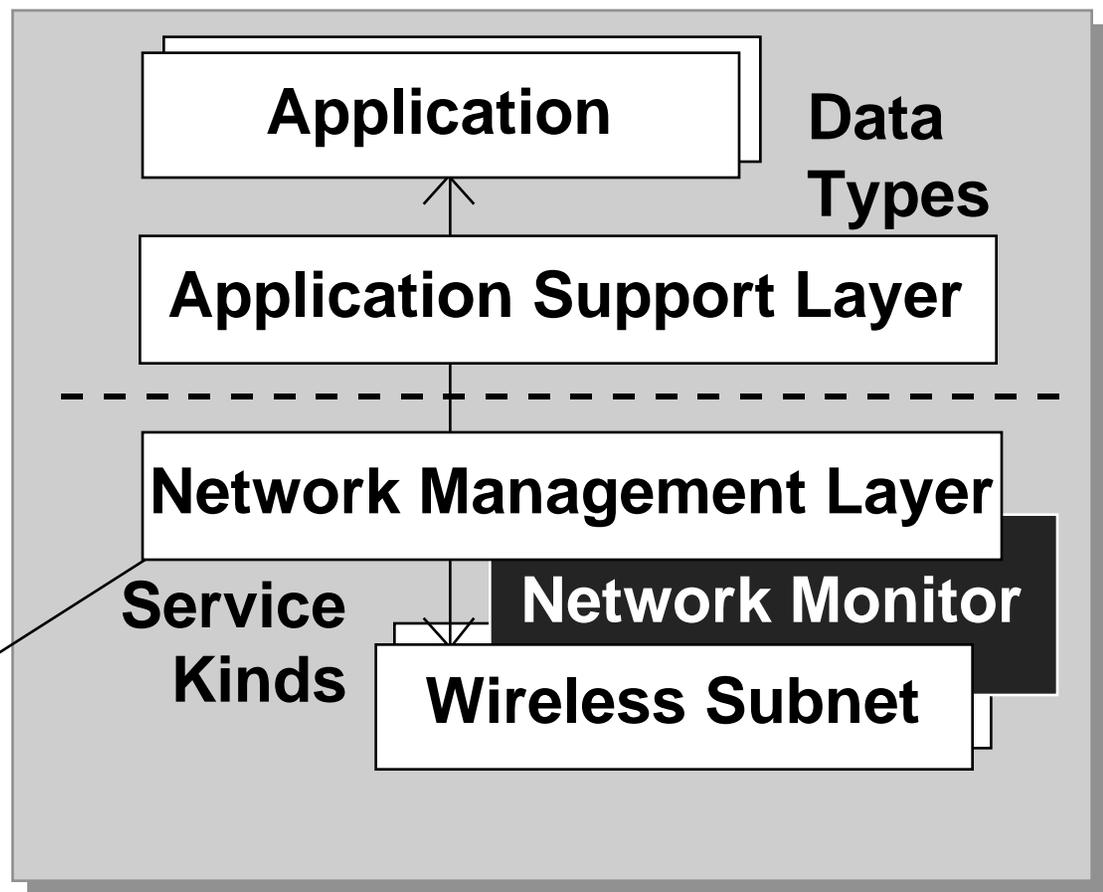
Strategy:

- Monitor network state
- Detect edge of coverage
- Initiate vertical h/o

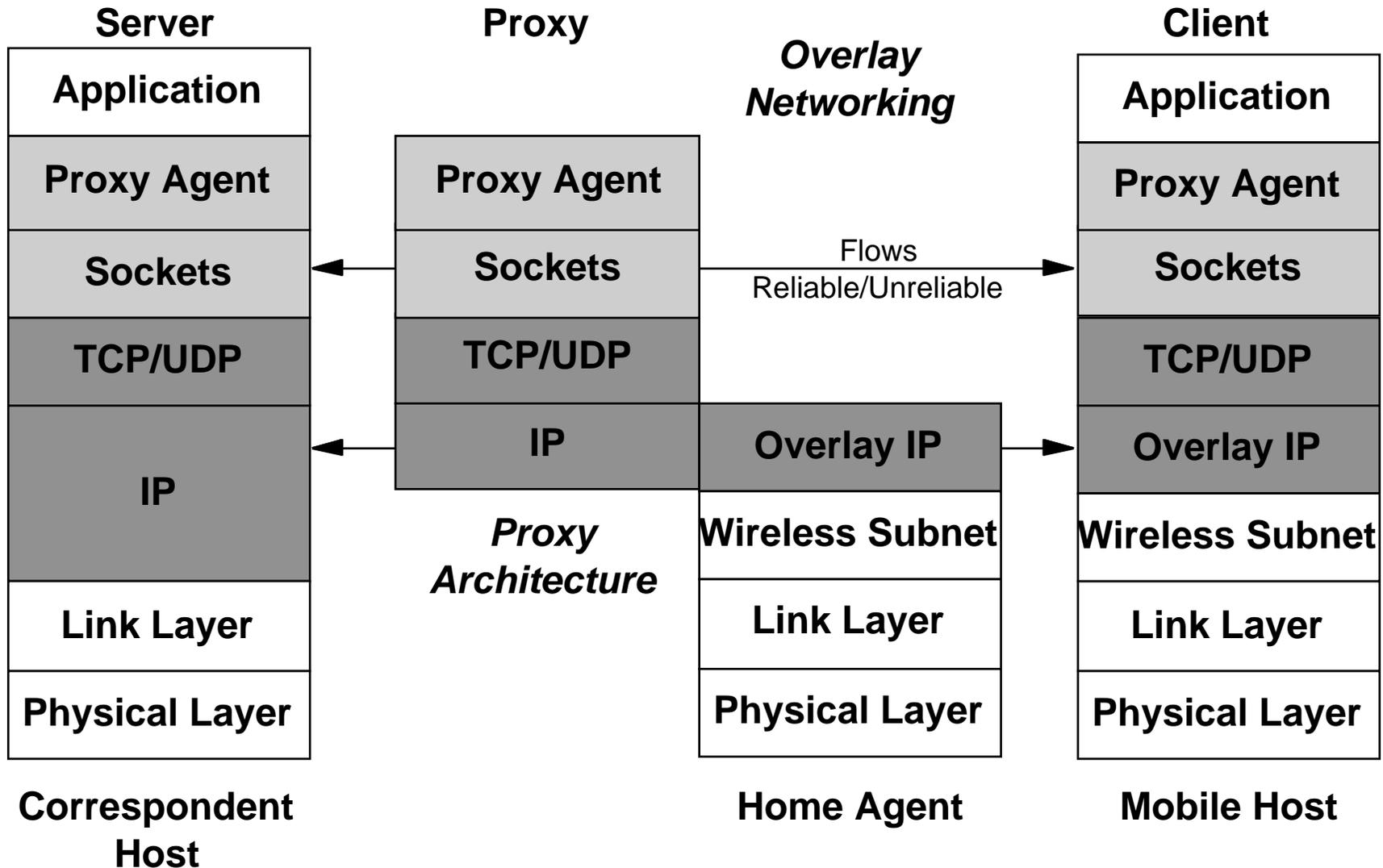
Network Monitor:

- Determines network state
- Basis for trace collection

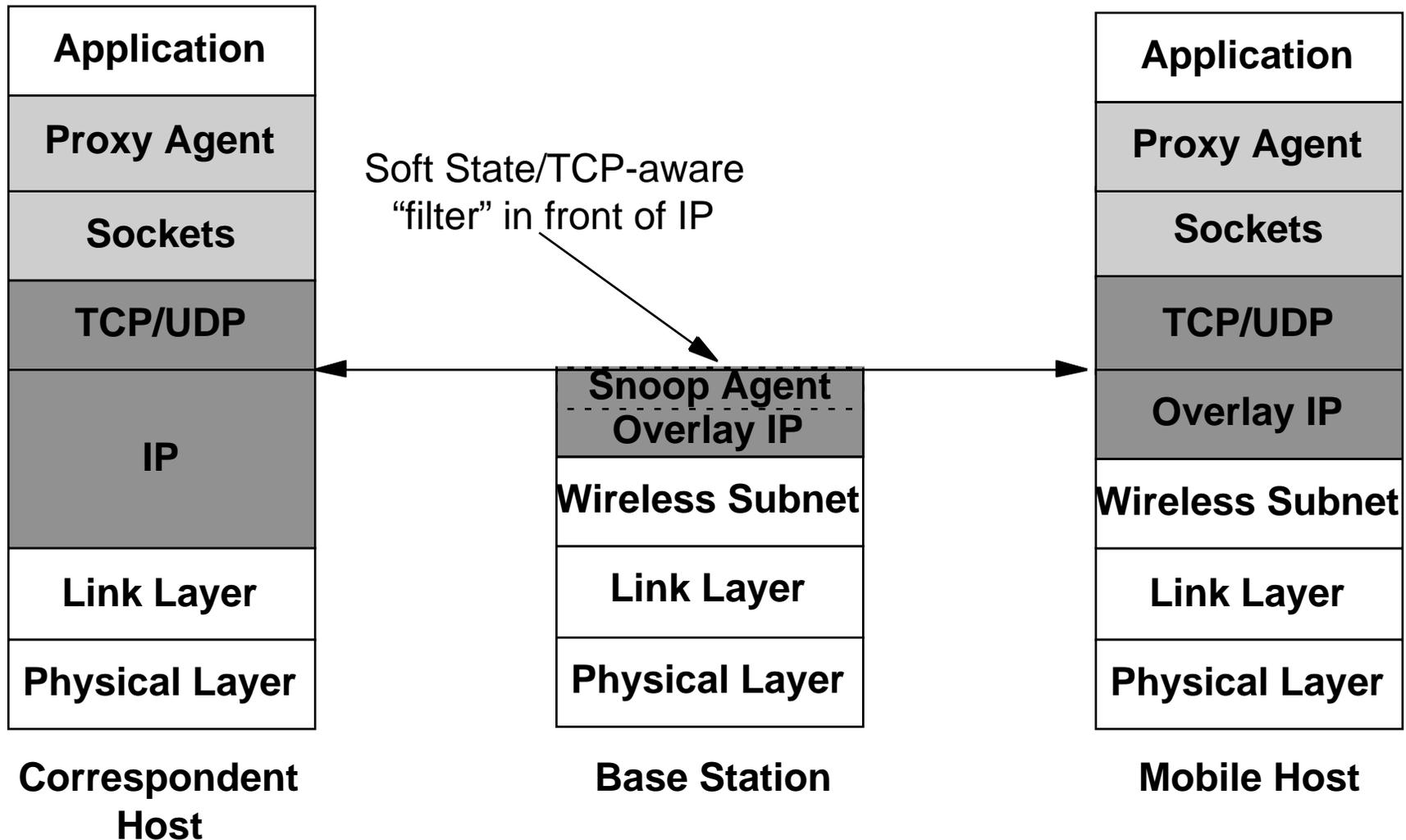
Routing
+ Handoff



Application/Network Architecture



Application/Network Architecture

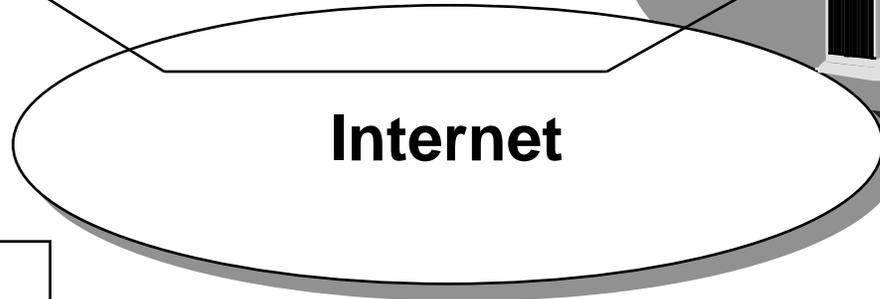
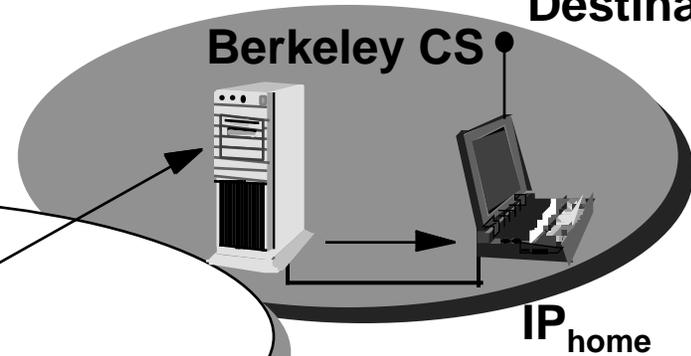


IP Routing

Source

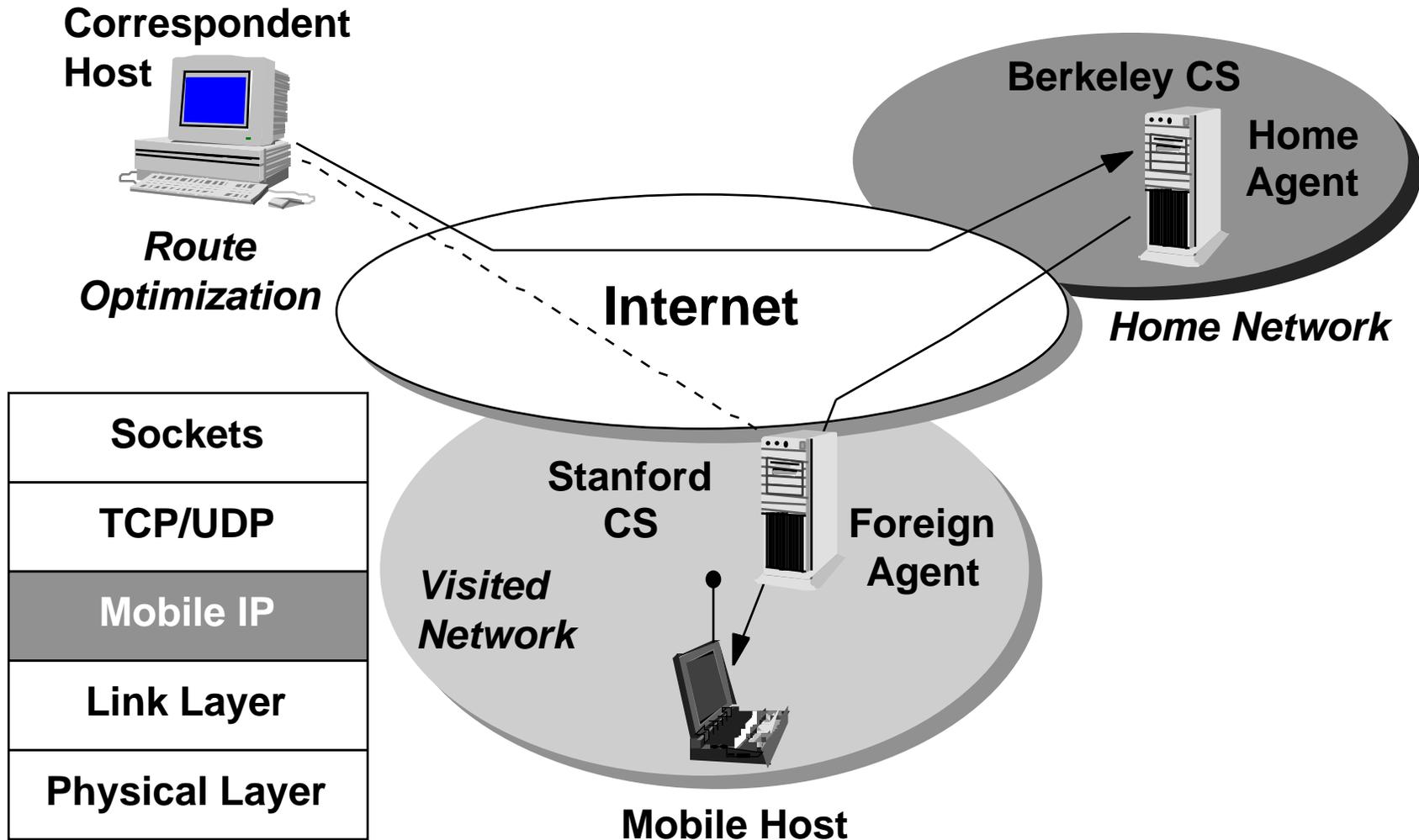


Destination

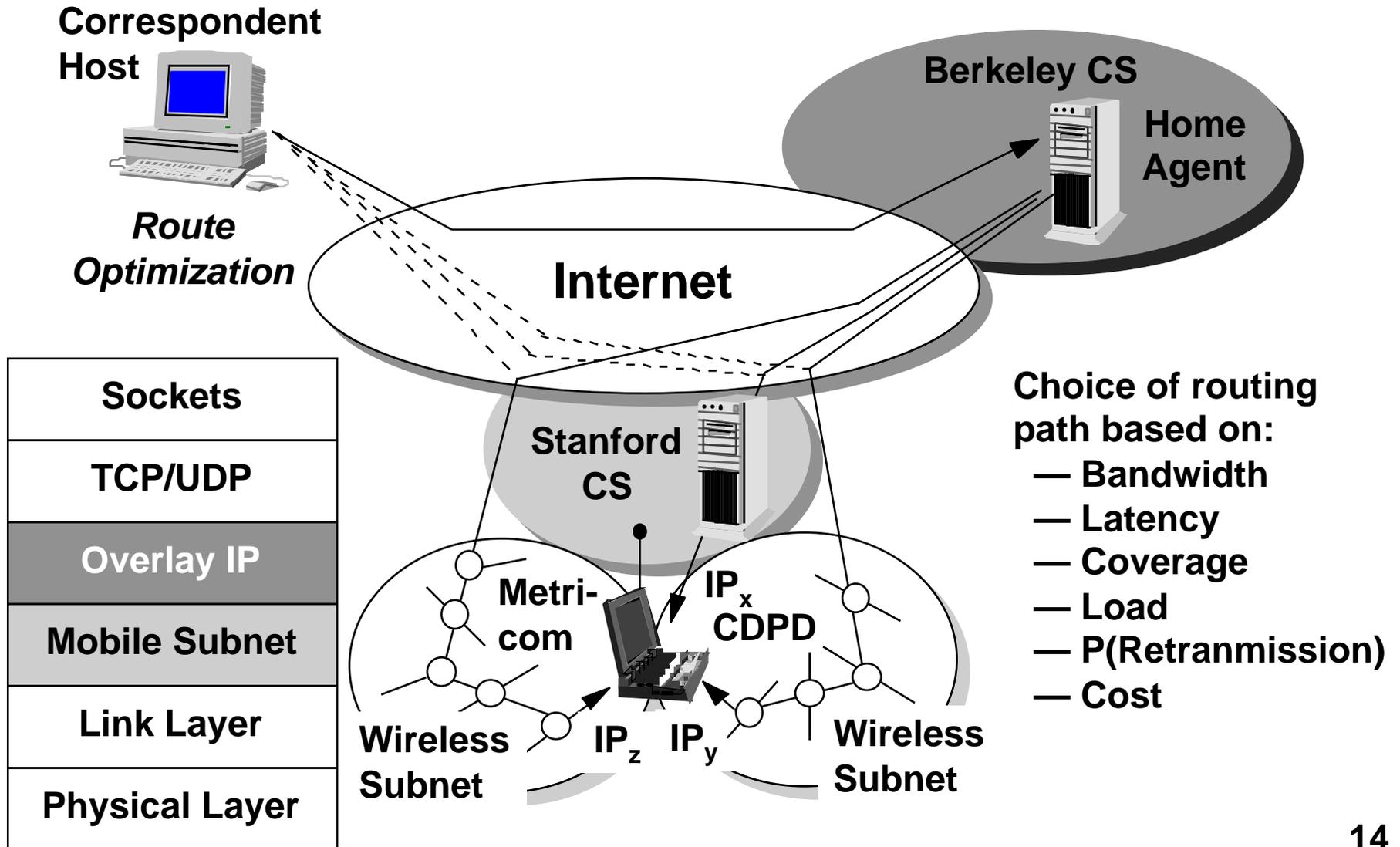


Sockets
TCP/UDP
IP
Link Layer
Physical Layer

Mobile IP



Overlay Networks: Mobile IP + Multi-homed Hosts



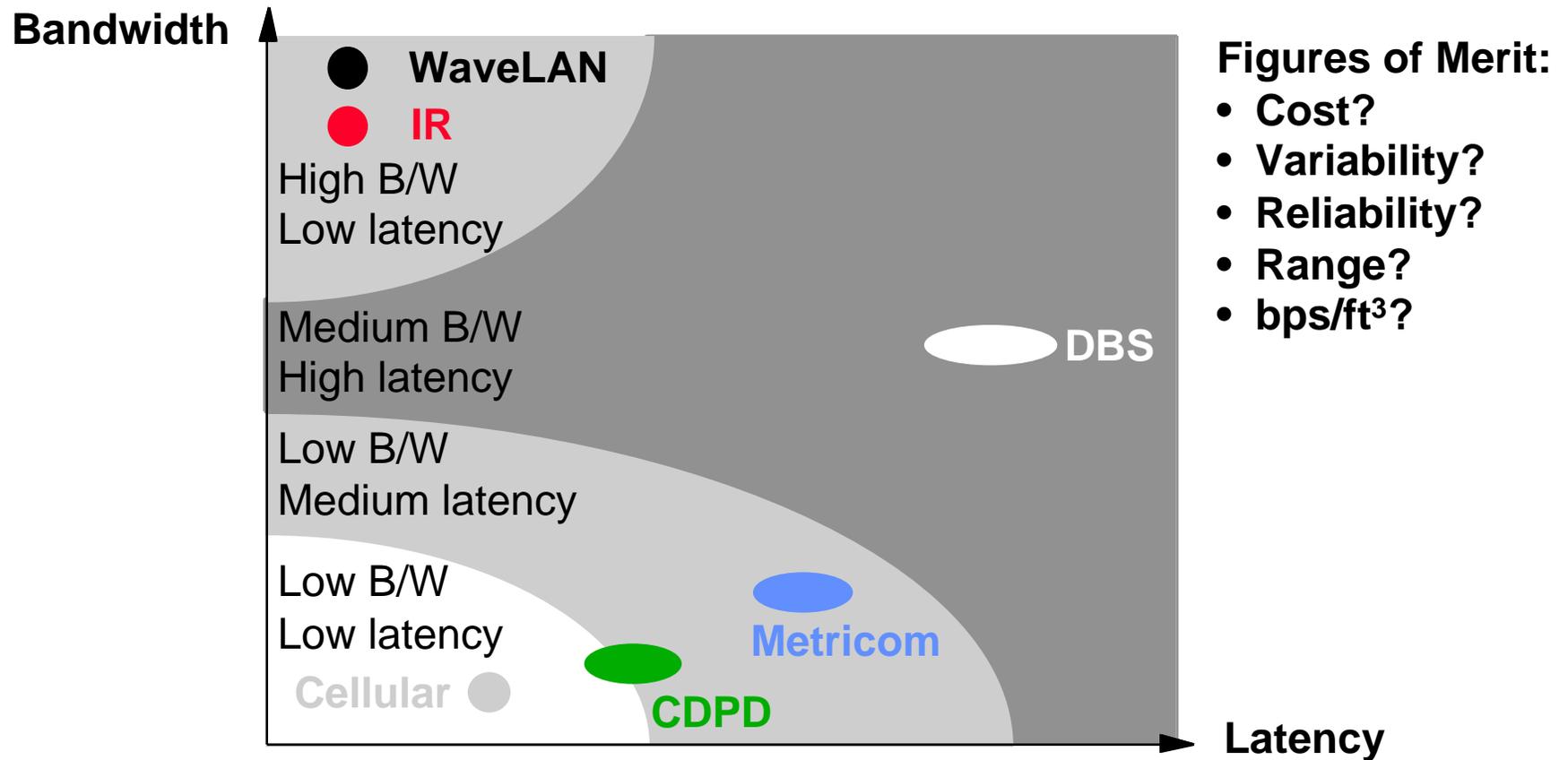
Achievements to Date

- **Establishment of heterogeneous wide-area and local area wireless access technology testbed (“BARWAN”)**
- **“Proof of concept” prototypes of proxies for web/image, video, postscript, maps**
 - Leveraged in UCB InfoPad and UCLA WAMIS Projects
- **Prototype bandwidth adaptive applications**
 - PDA MIME mail, Internet conferencing/collaboration tools
- **Prototype implementations of reliable transport and mobile handoff mechanisms**
 - Algorithms leveraged in UCB InfoPad Project
- **Development of industrial collaborations for eventual technology transfer**

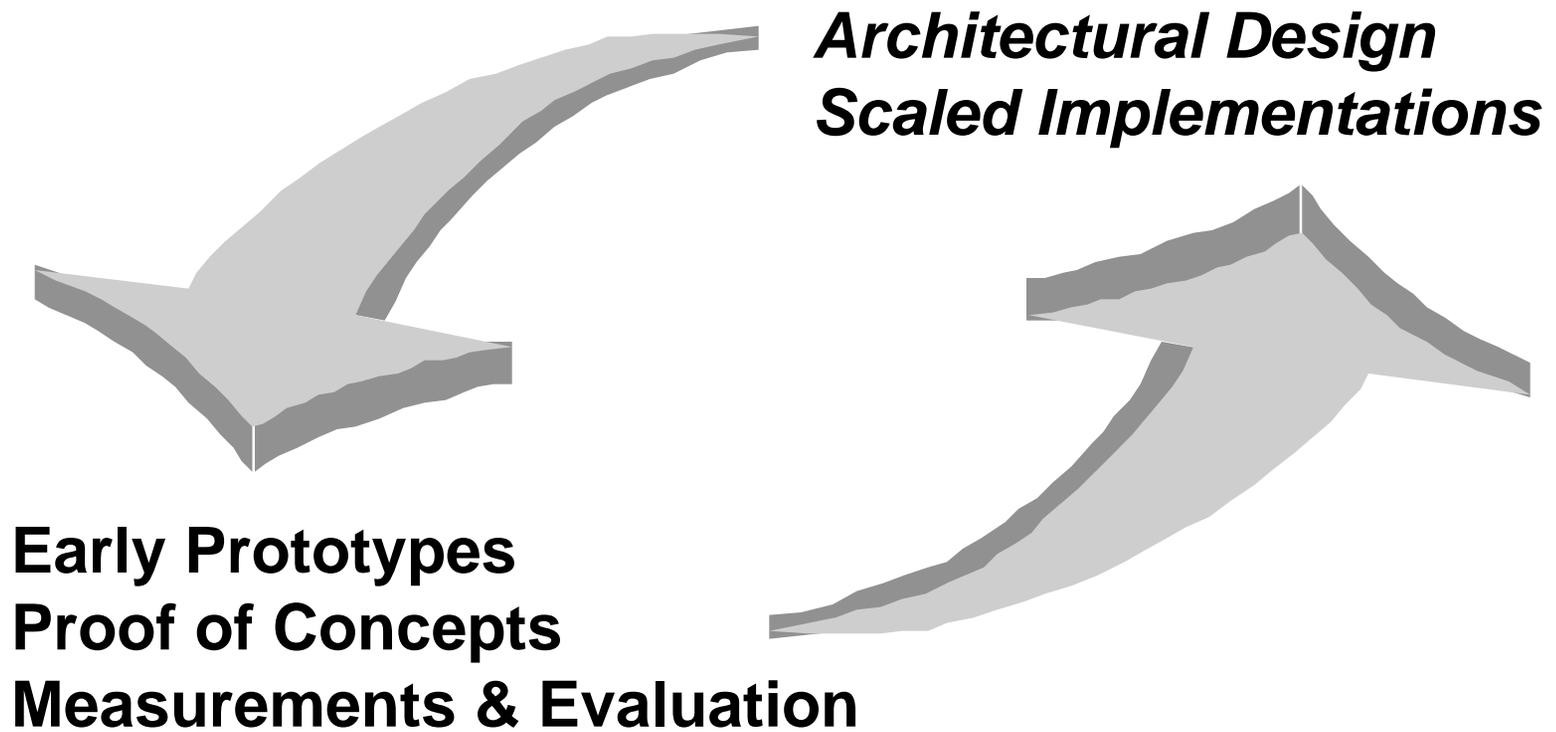
Characteristics of Alternative Overlay Technologies

Type of Network	Bandwidth	Latency	Mobility	Typ Video Performance	Typ Audio Performance
In-Building			Pedestrian	2-Way 'ractive	High Quality
IBM IR	1 Mbps	<3 ms		Full Frame Rate (Compressed)	16-bit Samples 22 Khz Rate
ATT WaveLAN	1.5 Mbps	<3 ms			
Packet Radio			Pedestrian	Med. Quality Slow Scan	Med. Quality Reduced Rate
Metricom	40-60 Kbps pt-to-pt 20-30 Kbps multi-hop	60 ms 100 ms+			
Wide-Area			Vehicular	Freeze Frame	Asynchronous "Voice Mail"
CDPD	9.6 Kbps	100 ms+			
Cellular Modem	4.8 Kbps	30 ms			
Regional-Area			Stationary	1-Way Full Frame Rate (Compressed)	High Quality 1 Way or Asynchronous
DirecPC DBS	400-800 Kbps	> 250 ms			

Spanning Space of Wireless Network Technologies

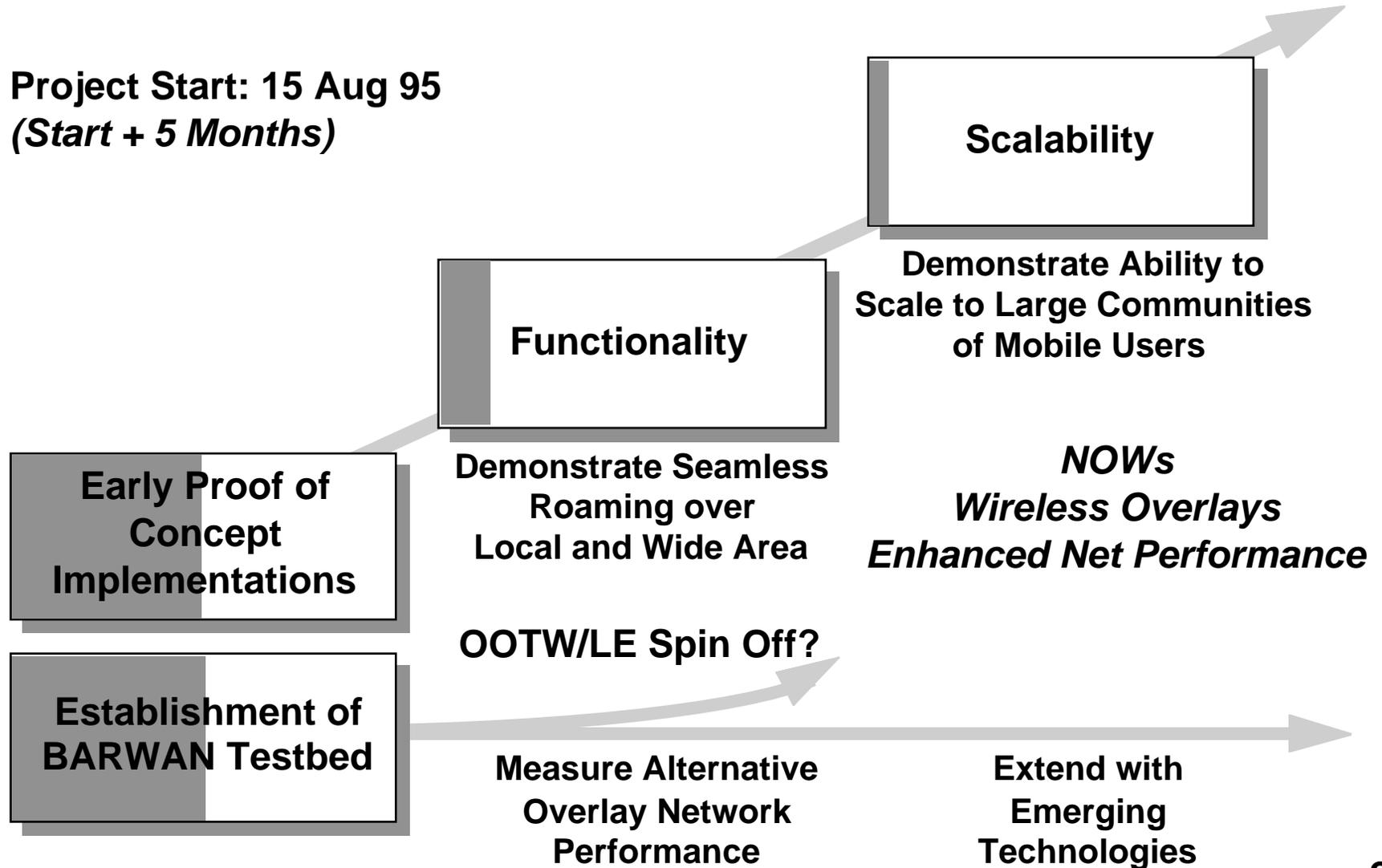


Project Strategy



Project Plan and Status

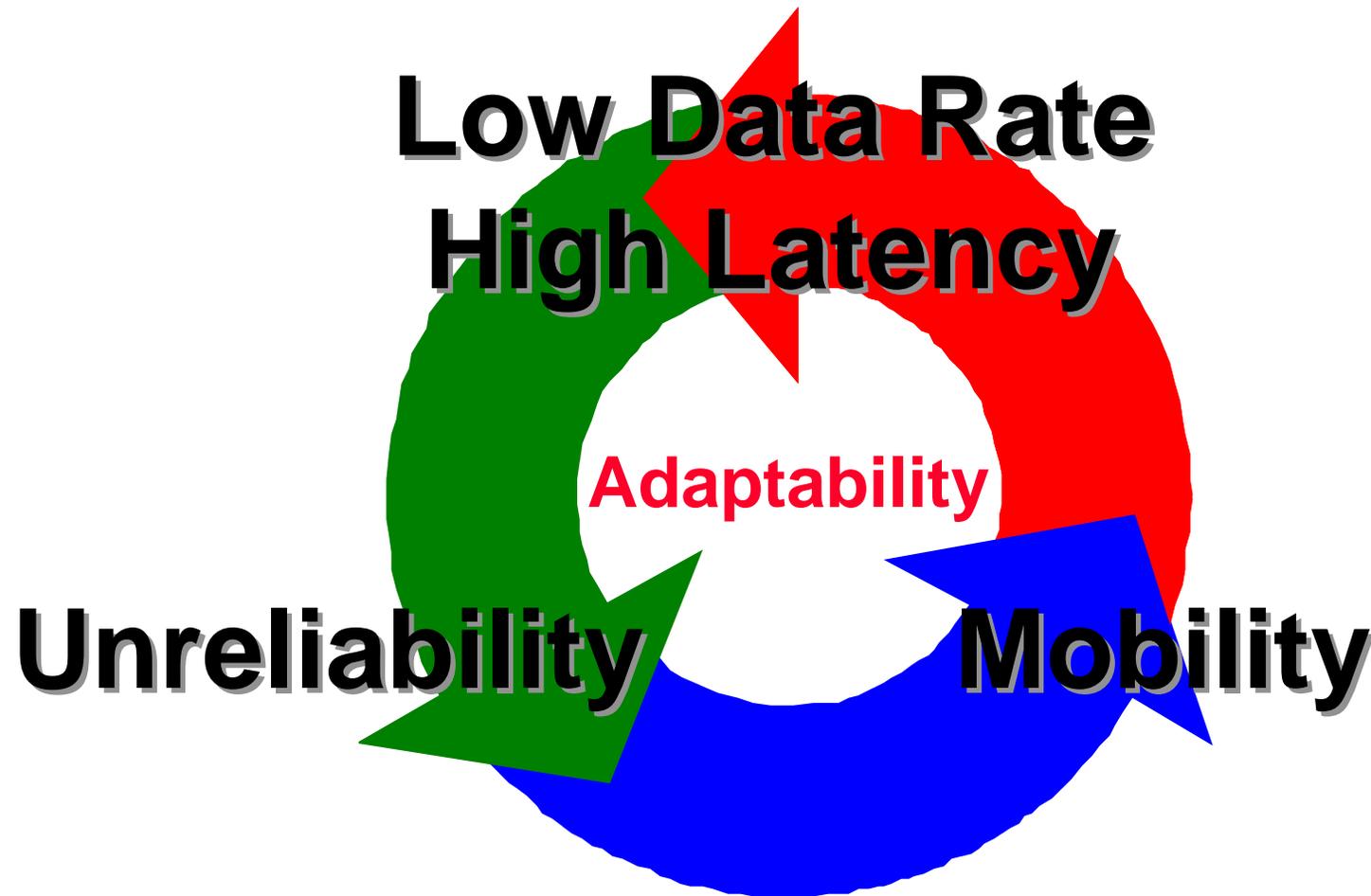
Project Start: 15 Aug 95
(Start + 5 Months)



Scalability

- **Network Scaling**
 - Mapping of traffic classes onto alternative routing paths
 - Load balancing across overlays
 - Hierarchical Foreign Agents in Mobile/Overlay IP
- **Application Support Scaling**
 - Scalable processing techniques for proxies
 - Exploit networks of workstations (NOWs)
- **Geographic Scaling**
 - Integration of wide-area wireless subnetworks
 - Wide-area roaming architecture

Mobile Computing Challenges

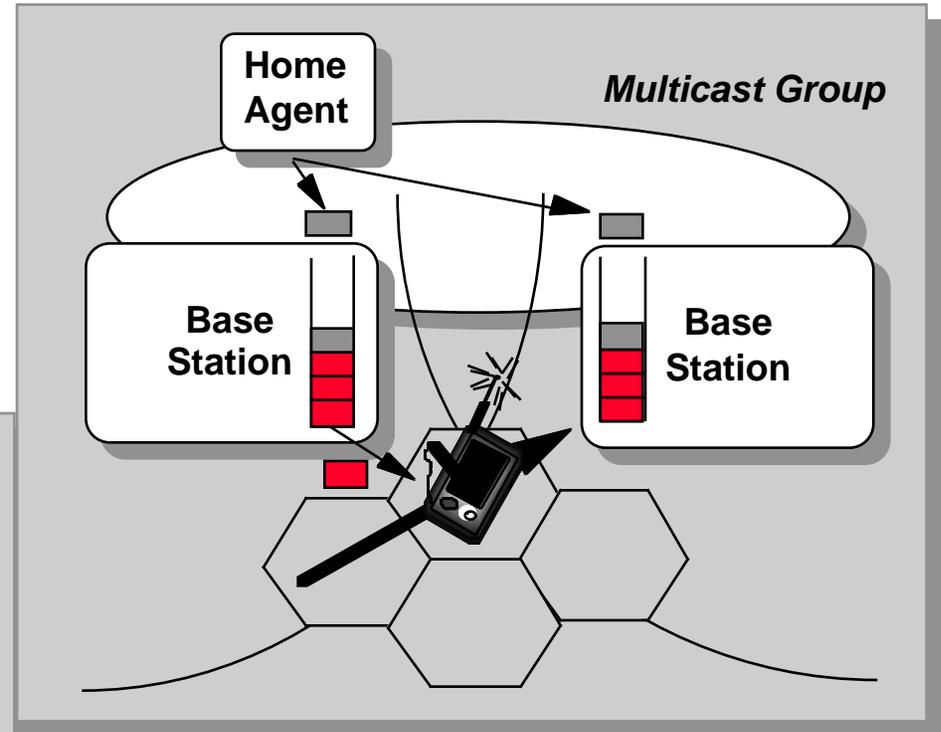
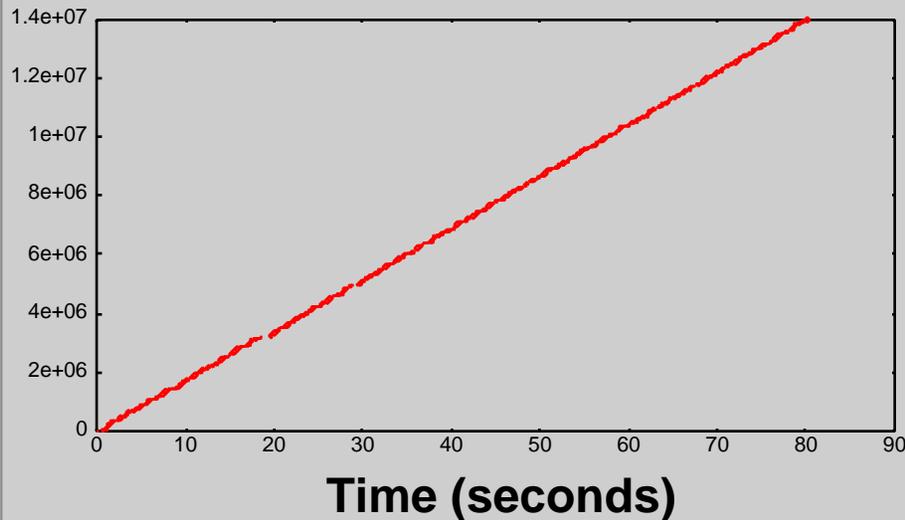


Early Proof of Concepts in all of these areas

Mobility Meets Multimedia: Low Latency Handoff

- Use hints about terminal trajectory to assist in handoffs
- Multicast packets to adjacent base stations to smooth handoffs

Packet Sequence Numbers



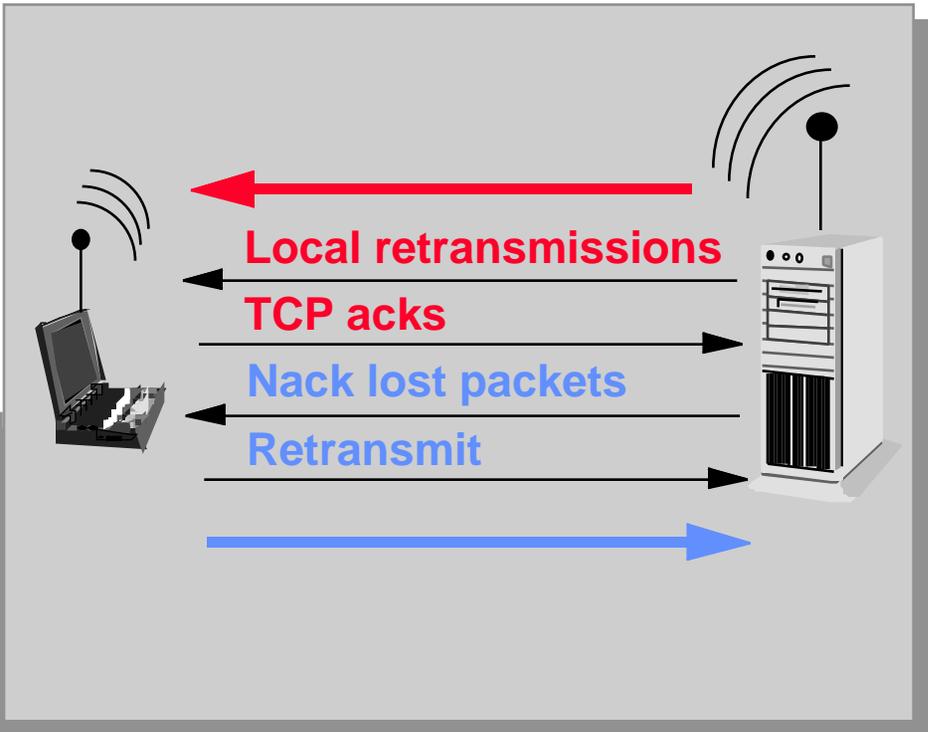
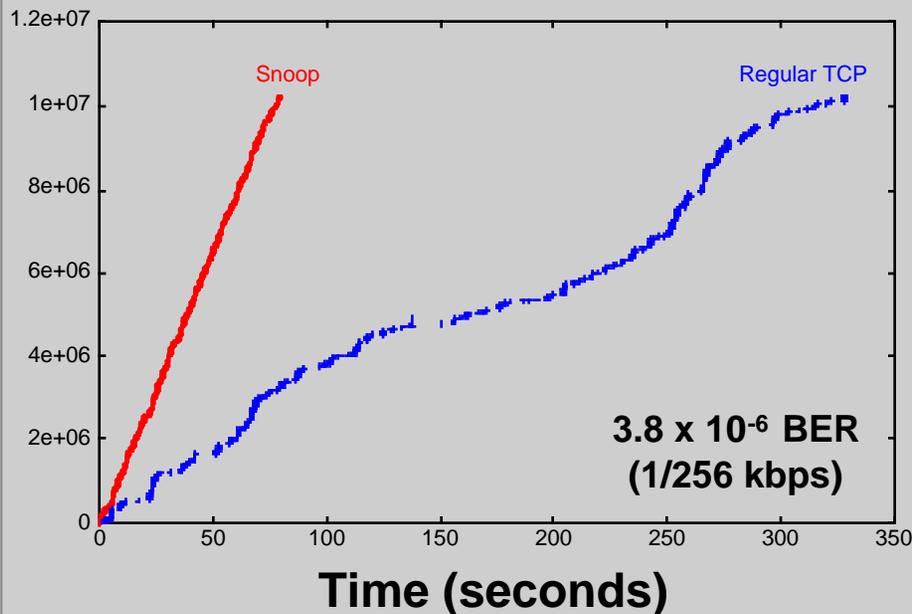
Handoffs every 10 seconds

Code release 1st Quarter 1996

Web Browsing on the Move: Reliable Wireless Transport

- Cache unacknowledged TCP data;
Snoop on TCP acks, do local retransmit
- BS explicitly NACKs MH's lost pkts
- Maintain end-to-end TCP semantics

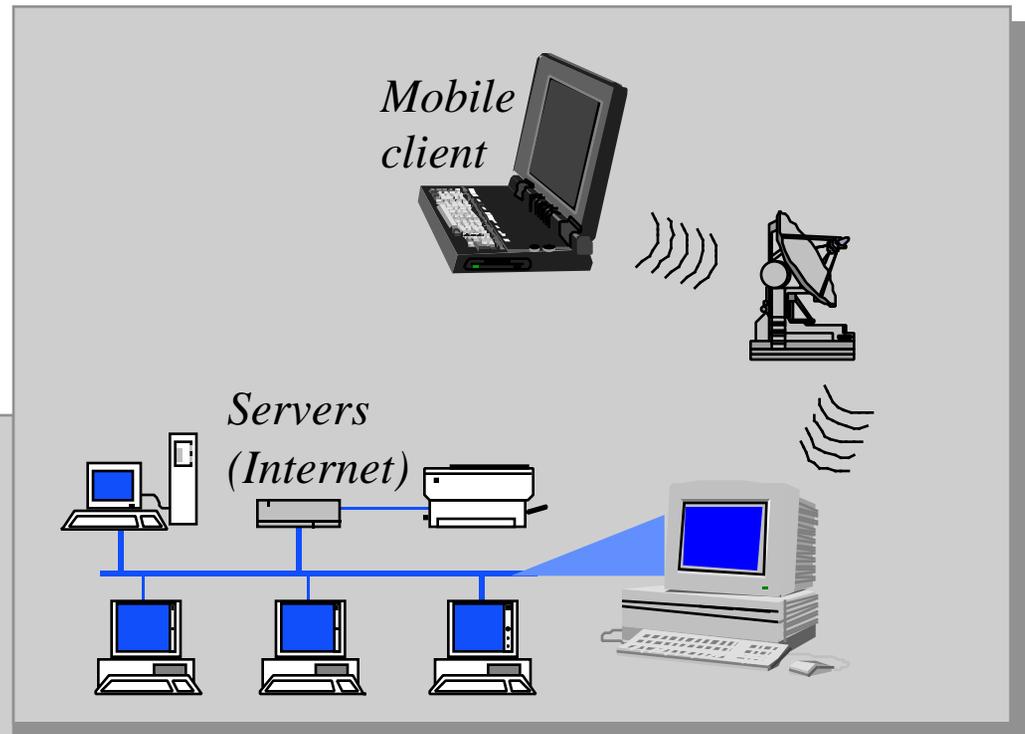
Packet Sequence Numbers



20X speed-up in presence of bit errors
Aggregate b/w 1 Mbps vs. 0.25 Mbps
Code release integrated with handoff

Proxy Architecture: Image Proxy

- **Distillation**: lossy compression that preserves semantic content
- Works in R/T on desktop PC
- Client can request **refinement** of distilled image



78 colors,
49K bytes

~2 sec.

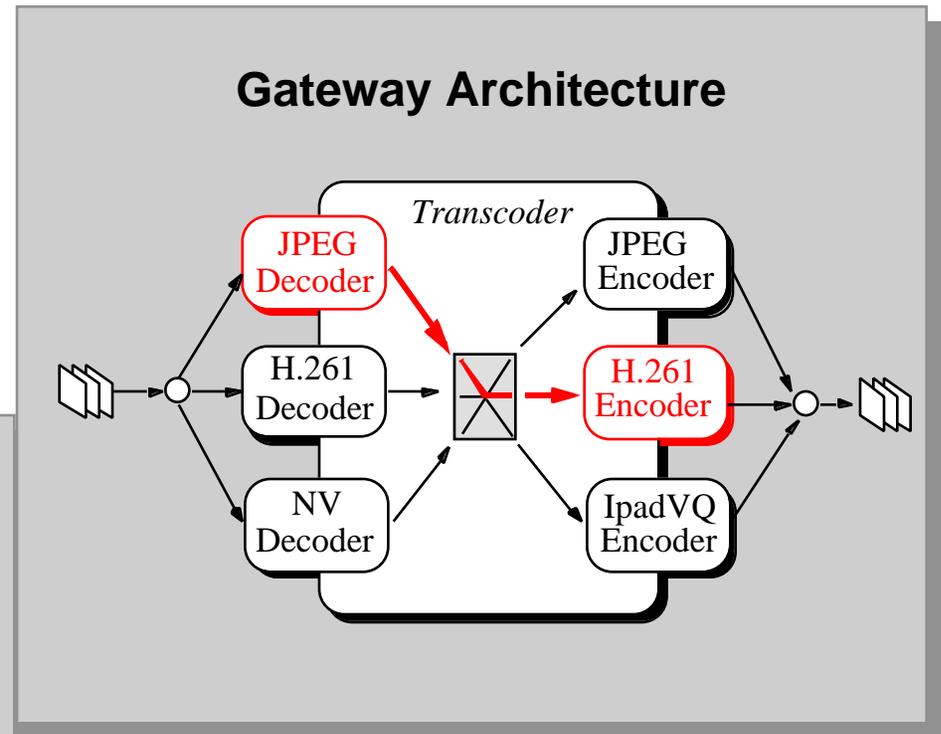
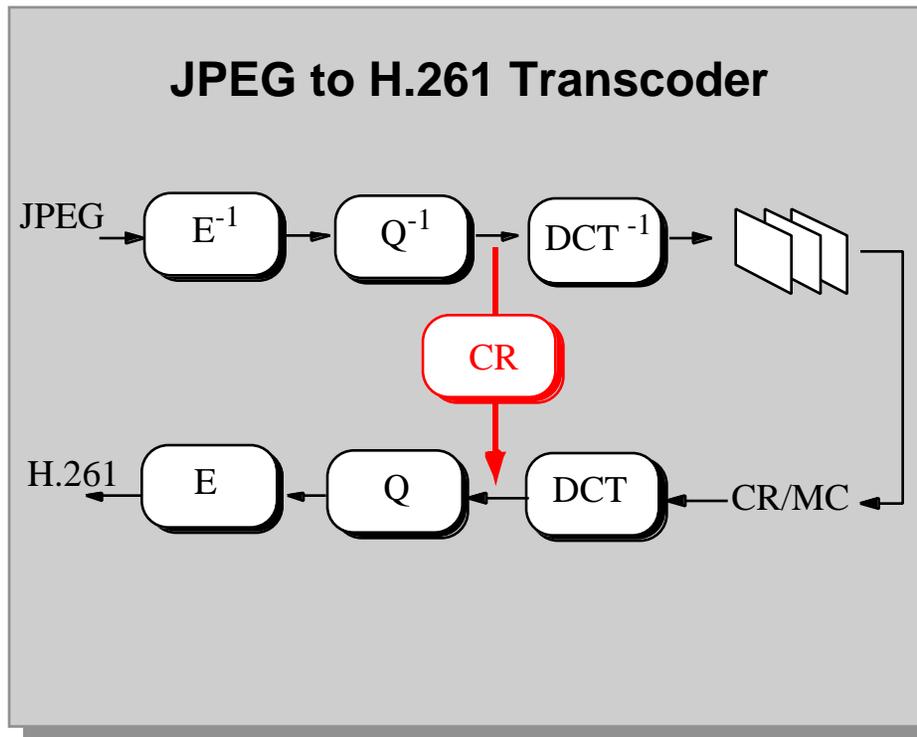
4 grays,
530 bytes

The image shows a cartoon character with a large blue nose and a green hat. An arrow points from the original image to a smaller, grayscale version of the same character, illustrating the distillation process.

<i>Orig. size (bytes)</i>	<i>New size</i>	<i>New size as % of original</i>	<i>Pixel dimensions</i>	<i>Scaled by</i>	<i>Time (sec.)</i>
34K	2022	0.058	320x200	2	1
848K	5938	0.007	1280x1024	4	13
848K	1676	0.002	1280x1024	8	10
361K	24311	0.066	1022x703	2	8
361K	6240	0.017	1022x703	4	7
173K	4974	0.028	640x480	2	4
173K	1644	0.009	640x480	4	3

Proxy Architecture: Video Gateway

- Another early instance of a proxy
- R/T transcode from high b/w video to low bandwidth video formats
- Integrated with existing Internet MM infrastructure via RTP



Motion Full Path Opt. Path

Motion	Full Path	Opt. Path
Low	26 fps	30 fps
High	15 fps	27 fps

1/4 NTSC JPEG to CIF H.261 on SparcStation 20

Six Month Plan

- **Mobility traces/benchmarks to drive design efforts**
 - Collection and analysis in collaboration with CMU
- **Performance evaluation of alternative *wide-area* wireless overlay technologies**
 - Metricom, DBS, CDPD
- **Complete architectural design**
 - Overlay network and application support architectures
 - » Application Layer to Application Support Layer
 - » Application Support Layer to Network Layer
 - » Mobile Host/Home Agent Path Negotiation
 - » Wide Area Mobile Services

Industrial/University Partnerships

- **Research Access to Wireless Network**
 - Metricom (Ricochet)
 - GTE MobileNet (CDPD)
 - Hughes DBS (DirecPC)
 - *PacTel (PCS)*
- **Research Collaborations**
 - Fuji Xerox PA Labs (Mobile applications and networks)
 - Hughes (DBS data architecture, satellite protocols)
 - Metricom (High performance reliable transport)
 - IBM (Mobile routing)
 - CMU (Mobile trace collection and analysis)
 - UCSC Wings (Extend BARWAN to Monterey Bay)
 - *Stanford (Wide area mobile services architecture)*
 - *UCSF (Medical imaging applications)*