

# WIRELESS INTERNET

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# GREAT EAST JAPAN EARTHQUAKE (東日本大震災)

- 20 thousands of people were died or missing
- 400 thousands of people evacuated initially (now it is around 19 thousands)
- 120 thousands of houses were crushed
- 180 thousands of houses were half-curshed

# EARTHQUAKE AND THE INTERNET

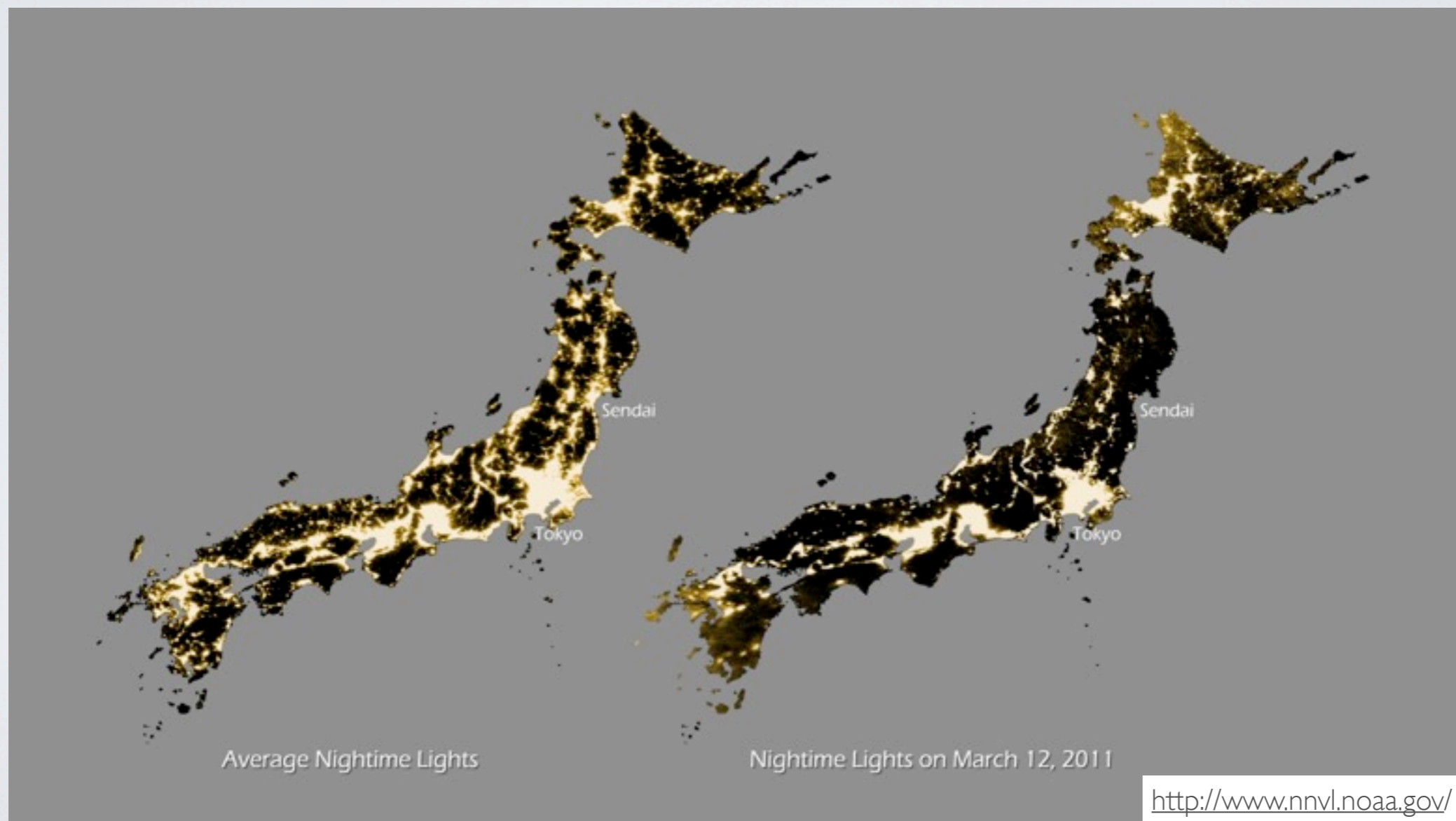
- The disaster reminds us that we need to rethink our activities
  - What we did?
  - What we could do?
  - What we should do?

# EARTHQUAKE AND THE INTERNET

- Great contribution of the Internet technologies
  - Safety confirmation using Twitter / Skype
  - Local information dissemination which is not covered by public broadcasting
  - Information sharing using mash up technologies

# EARTHQUAKE AND THE INTERNET

But... Who actually could use the Internet?



# EARTHQUAKE AND WIRELESS

- Great contribution of wireless technologies
  - Mobile carriers' base stations operated with emergency backup battery (first few hours)
  - Satellite links setup by carriers and volunteers (e.g. PDRNET) (for months)
  - 3G-WiFi bridges to the Internet (after 3G network is recovered)

# EARTHQUAKE AND WIRELESS

- We reconfirmed that
  - The wireless communication technologies are quite useful
  - Especially in the case that the terrestrial communication infrastructure is widely damaged

# TECHNOLOGY PIECES

- We've researched and developed a lot of wireless/radio access technologies and operation techniques
  - Unidirectional Link Routing (UDLR): Internet routing technologies for asymmetric communication paths such as satellite links
  - Asian Internet Interconnection Initiative (AI3): Construction and operation of a satellite network covering east/south east asia region



# TECHNOLOGY PIECES

- We also have a lot of research outputs in mobile area
  - Mobile IP/LIN6/MAT: IP mobility technologies in L3
  - MANET: Mobile ad-hoc networking
  - DTN: Message dissemination technologies for intermittent connectivity

# THE INTERNET SUCCEEDED?

- Yes, in some sense: e.g. Twitter, mashuped web services, etc
- Not sure considering it as a connectivity provider
  - Satellite links, 3G links, and WiFi bridges worked well, but what about other technologies?
  - Is this the limit of the Internet?

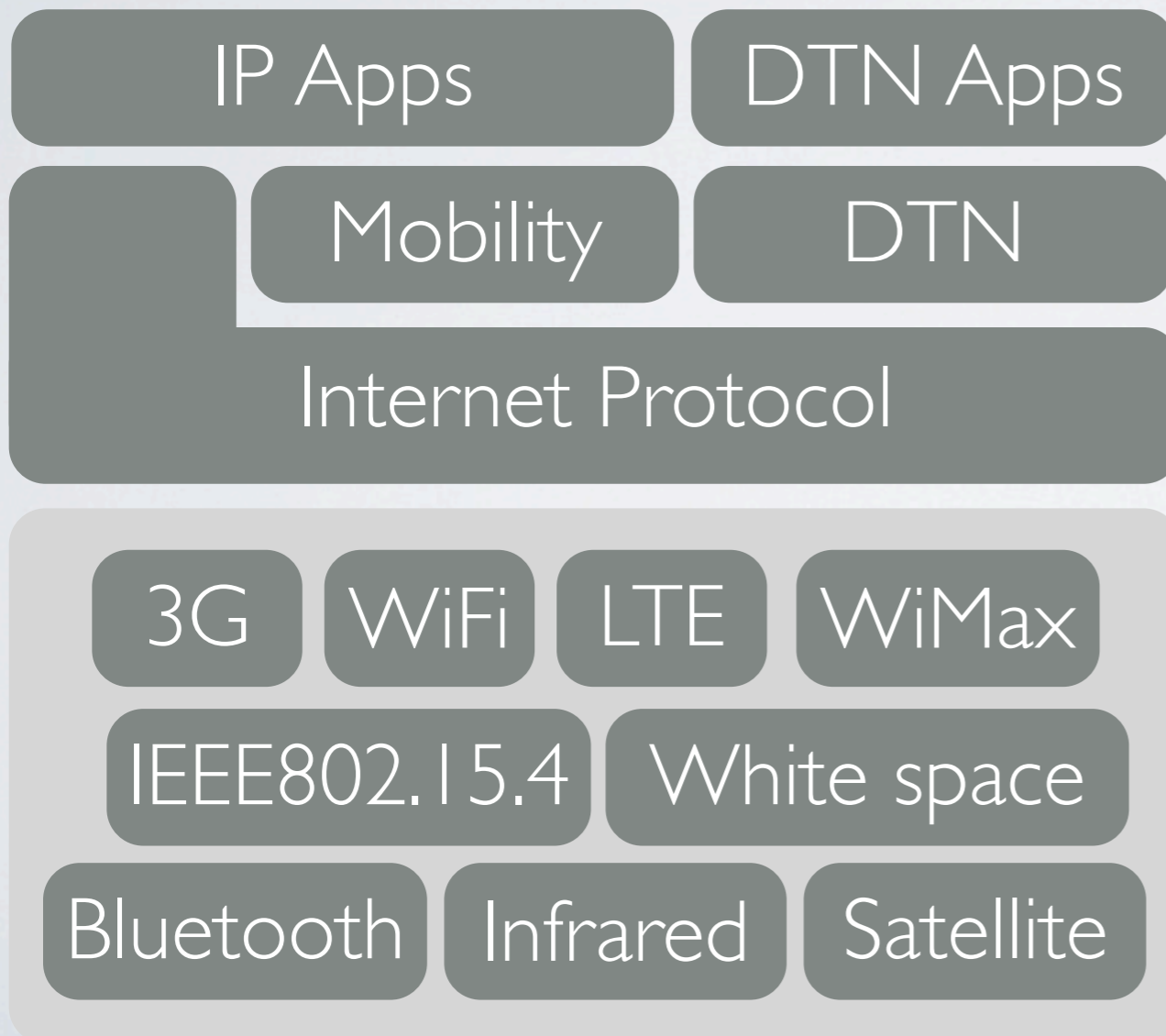
# THE INTERNET SUCCEEDED?

- What was the problem?
  - The succeeded technologies are self-completed
    - 3G and Satellite
- Needless to say, each technology is all good, however, most of the researchers are focusing only specific issues and tend to have a quite narrow view

# WIRELESS INTERNET

- The core points
  - IP should be the main component as a glue to bind various information technologies
  - We need to invent flexible wireless operation technologies that is free from existing wireless operators
  - There are a various kinds of wireless/radio technologies and many of them are significantly different from wired technology

# LAYERS



- We tend to accept L2 properties as is, which may result in ineffective use of L2 functions
- We may hesitate to send requests from IP's point of view to L2 designers
- We need to seek inter-layer interfaces both technically and socially

# REQUIREMENTS

- Final goal is to deliver a piece of information
- Internet is required to deliver a bit of packets whatever the methods are

# REQUIREMENTS

- Radio
  - Freely available and usable radio bands for constructing ad-hoc L2 link
  - Wider range (wider coverage) radio band
  - Better antenna design and power control to avoid radio interference (e.g. better phased array antennas)
  - Software radio technologies

# REQUIREMENTS

- Local L2 link establishment
  - Automatic link establishment among devices using the same radio technology
  - Autonomous and automatic segmentation of L2 link to keep scalability of L2 communication
  - Autonomous radio frequency allocation and coordination techniques to share precious radio resources among non-authoritative radio users



# REQUIREMENTS

- Local L3 link establishment
  - Autonomous and automatic addressing of L3 locators
  - Autonomous registration of L3 identifier and name to locator resolution mechanism

# REQUIREMENTS

- L3 interconnection
  - Dynamic coordination of L3 locators and identifiers among several L3 links interconnected over wireless networks
  - Locator routing mechanism and identifier dissemination mechanism among several L3 links

# REQUIREMENTS

- L3 interconnection
  - Coordination technology of local L3 routing and global routing
  - Support of intermittent connectivity (e.g. DTN)
  - Gateway mechanism between stable connectivity area and intermittent connectivity area

# REQUIREMENTS

- Transport / Applications
  - New application / communication model that doesn't depend on TCP (e.g. study of latency requirements, CCN)
  - Robust TCP (e.g. more study in wireless TCP)
  - New service registration mechanism where there is no global connectivity

# DO NOT FORGET

- The reason why Twitter, Skype, and Web worked well
  - People got used to use those applications in their daily life
  - No technology will be used in emergency situation unless it is used everyday
- No wireless Internet technology will be used unless it is used everyday (or training?)

# TOTAL COORDINATION

- Designing a complete architecture and operation scenarios including applications is important, not just thinking a single problem

# WHAT TO DO

- Design a new Internet architecture that will be a combination of managed backbone operators and unmanaged leaf volunteers
- Requirements definition for L2, L3, and upper layers to enable wireless-oriented Internet connectivity and applications
- Rethinking of network and transport protocols that fit wireless-oriented Internet
- Prototyping and experiments using wireless testbed

# THANK YOU

- Now is the time to discuss