

Communications Dependability Evolution

Between Convergence and Competition

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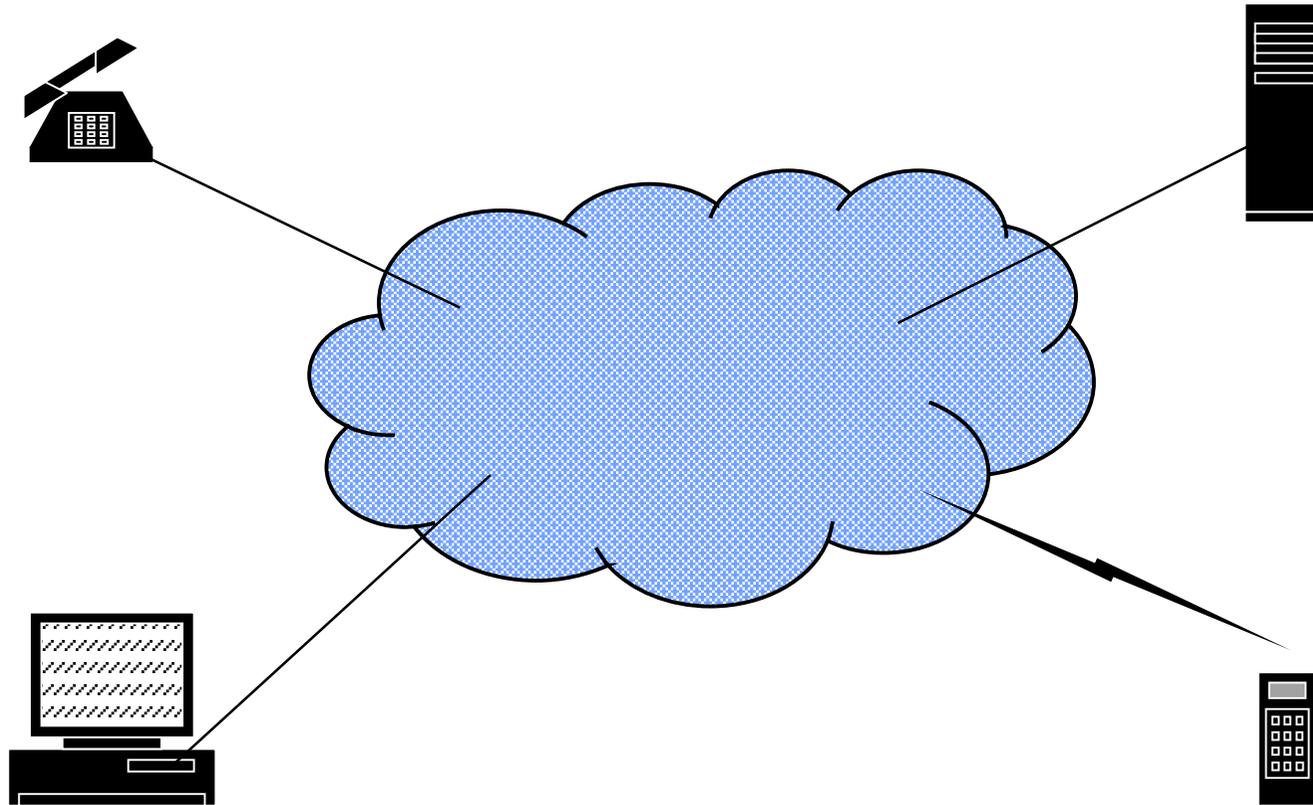
WCC 04 / TOP 3

Fault Tolerance for Trustworthy and Dependable Information Infrastructures

Toulouse – August 23-24 2004

PSTN

... "The Network in the Cloud"



PSTN

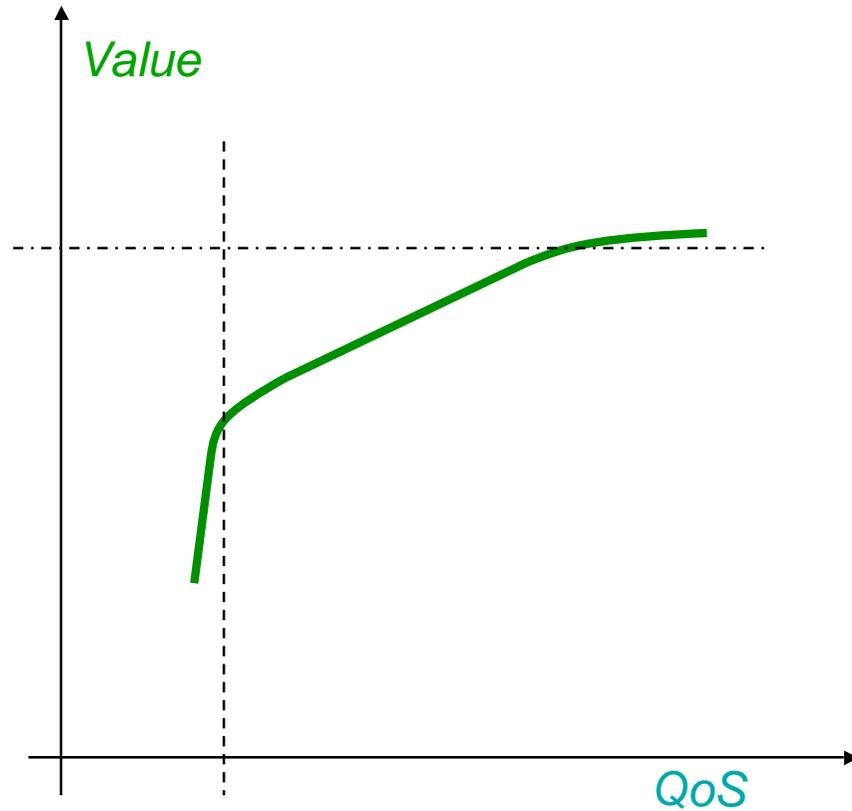
Key characteristics

- Huge (10^6 Nodes, 10^9 Terminations, worldwide coverage)
- Relatively simple (*few basic services, well structured, hierarchical, dumb terminals*)
- Very dependable (*highly redundant, short repair times, .99... availability requirements for every element*)
- Fully (self) standardized (*QoS, architecture, protocols, ..., mechanics and cables*)
- **Everywhere a monopoly ...**

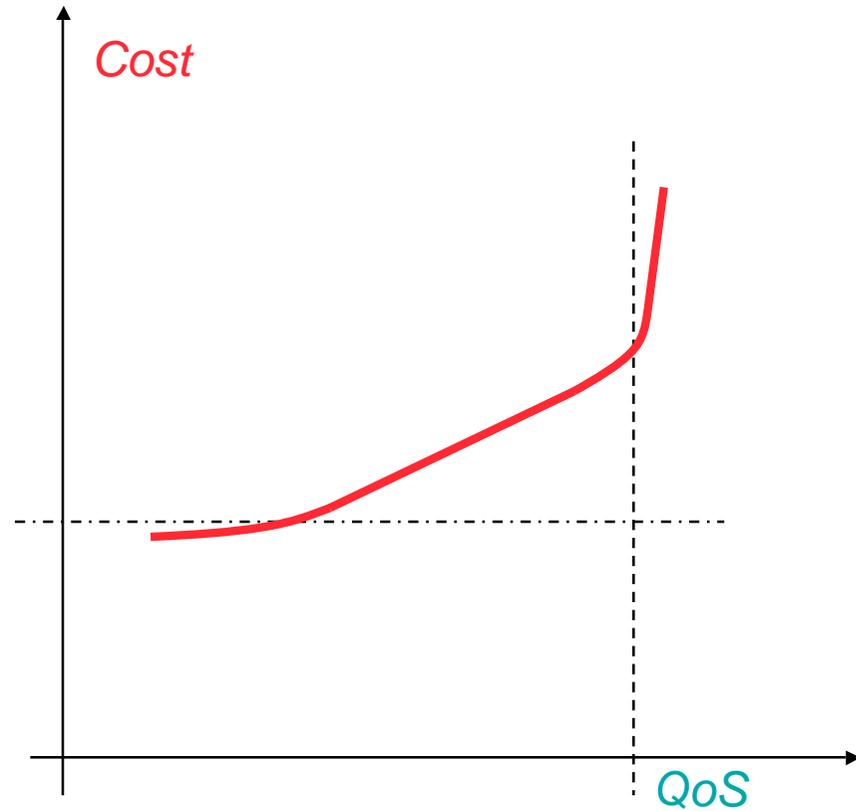
Value for Money

Demand and Offer

Demand

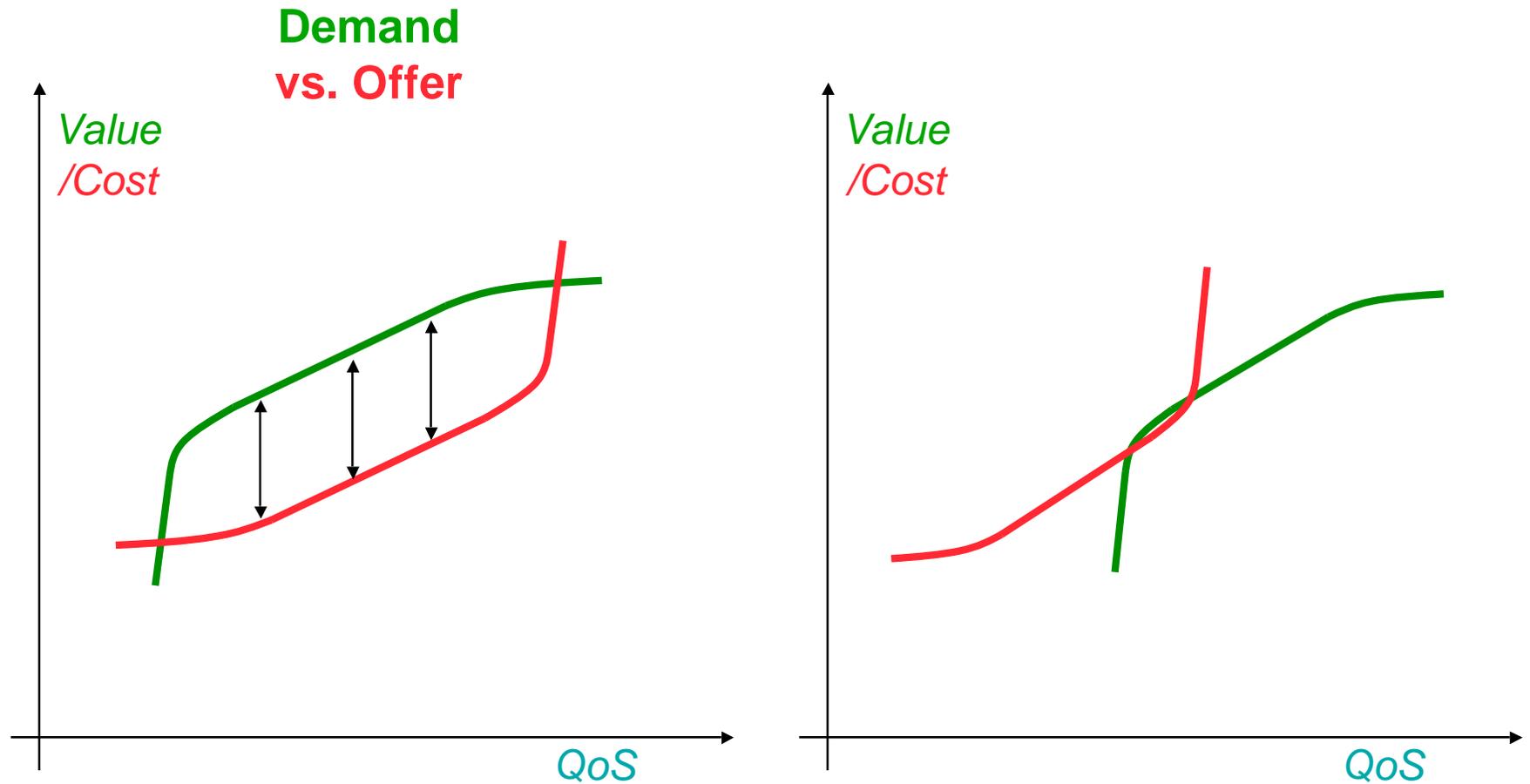


Offer



Value for Money

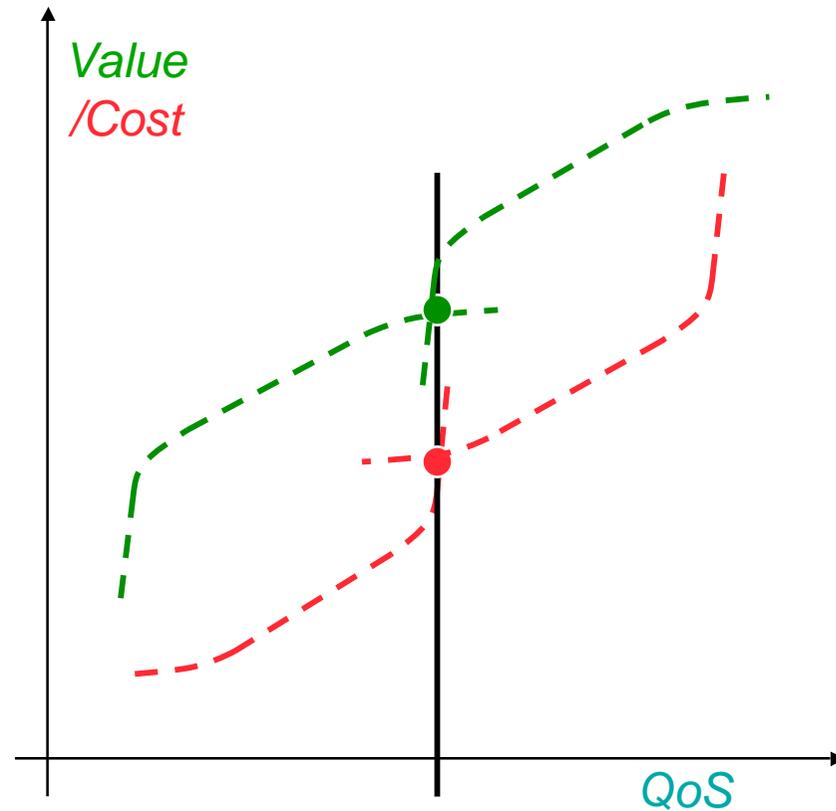
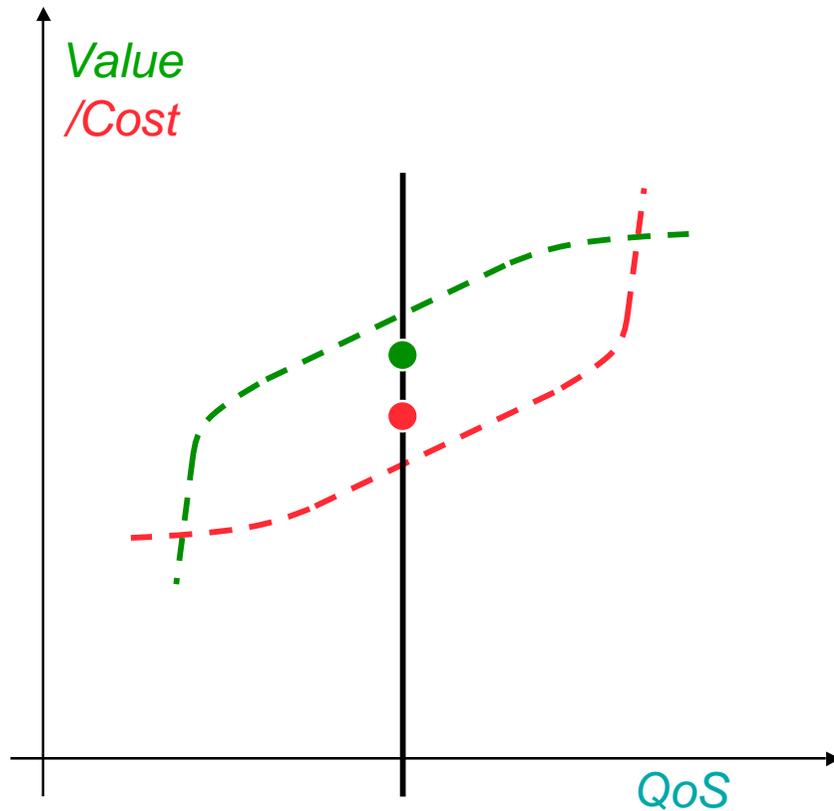
Demand vs. Offer



Value for Money

The distortions of Monopoly

Demand vs. Offer vs. Monopoly Standards



Liberalization and Competition

... beyond tariffs reduction

- Direct market confrontation (*response, segmentation, CRM and ARPU*)
- Fierce competition (*shorter term orientation, cost reduction, opportunistic behavior*)
- Many newcomers (*no traditions, no experience, no legacies*)
- Extensive de-/re-regulation (*less and lesser requirements, mainly limited to interoperability*)
- New, higher value added, services (*BB, content rich, customized, push*)
- **Need to reconsider all assumptions and to reassess all solutions...**

Liberalization and Competition

... an architectural Renaissance



Architecture

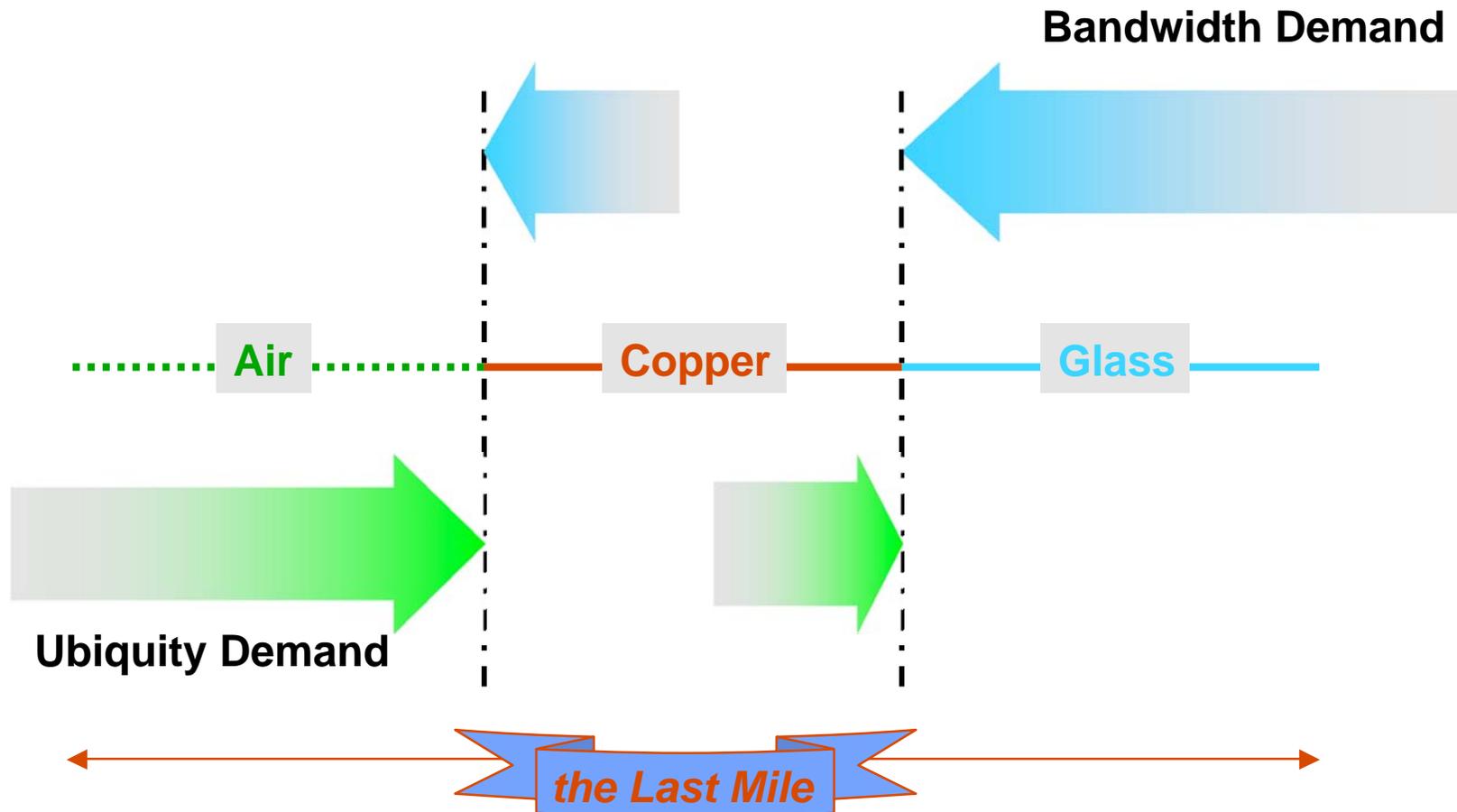
The Internet Lessons

... a paradigm revolution

- Packets are definitely more general purpose and sometimes (*but not always*) better than circuits
- *De facto* standardization is definitely faster and sometimes (*but not always*) better than *de iure*
- Effective Governance does not imply centralization and direct ruling
- Dependability is not limited to availability and billing accuracy
- Content and applications can be more valuable than communications
- **There's no lower limit to QoS (*if the price is right*) and there is always value in diversity**

Access Technology Trends

Copper vs. Fiber vs. Air



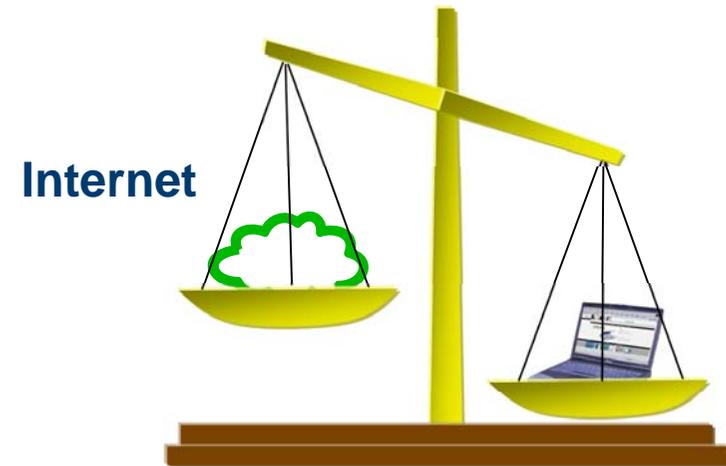
The Mobile Lessons

... towards wireless ubiquity

- Ubiquity and mobility support are to most customers even more valuable than service quality and availability
- Wireless access can provide them both but can also expose users and operators to severe security threats
- Detailed customer profiling and localization have high value added potential but pose serious privacy concerns
- Competition implies direct offering confrontation but implicitly reduces obligations
- Equipment redundancy can be compensated by redundant coverage (*but not the opposite*)
- **Terminal sophistication can reduce network costs and complexity but also operator power and control**

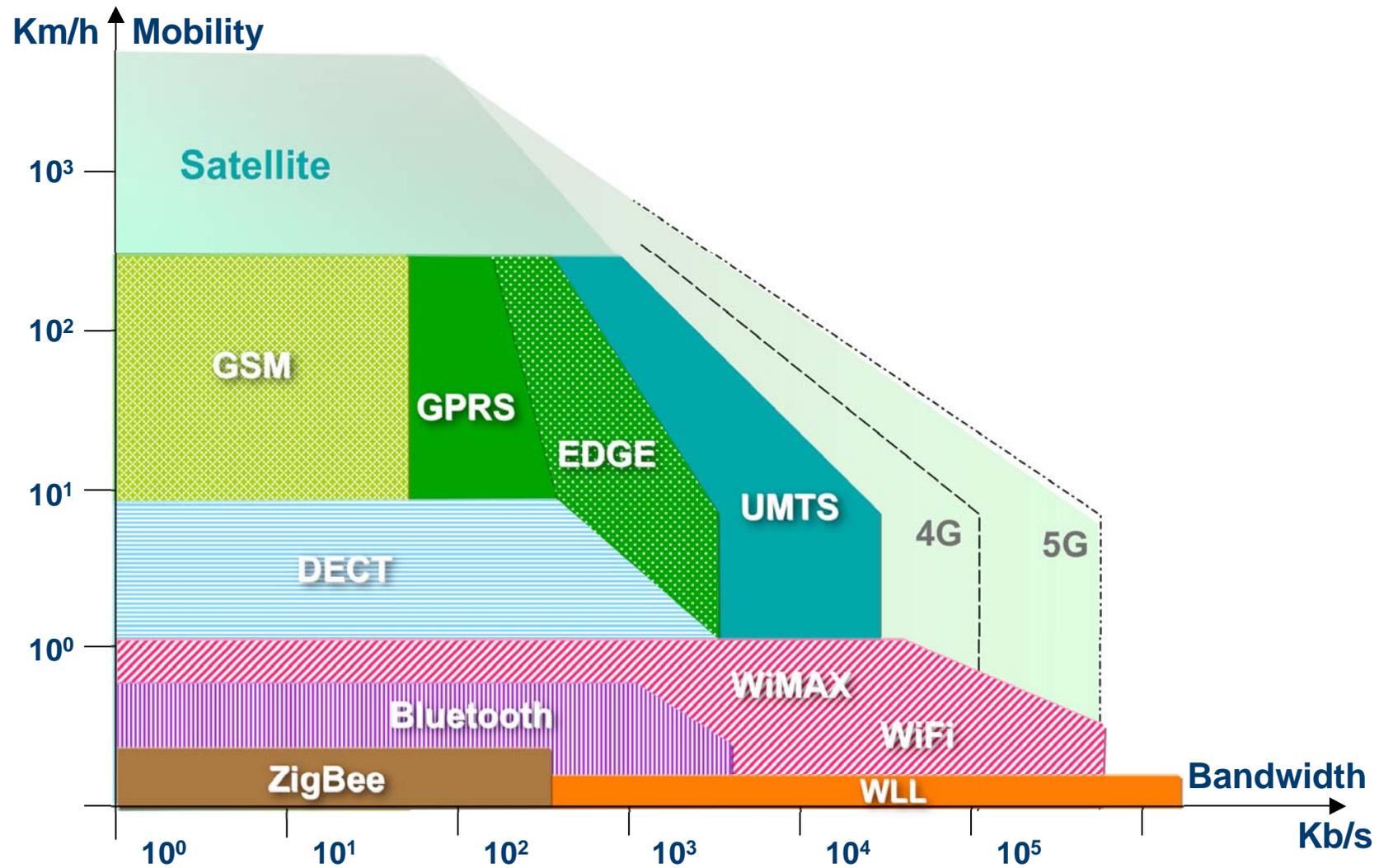
Wireless Access

Networks vs. Terminals



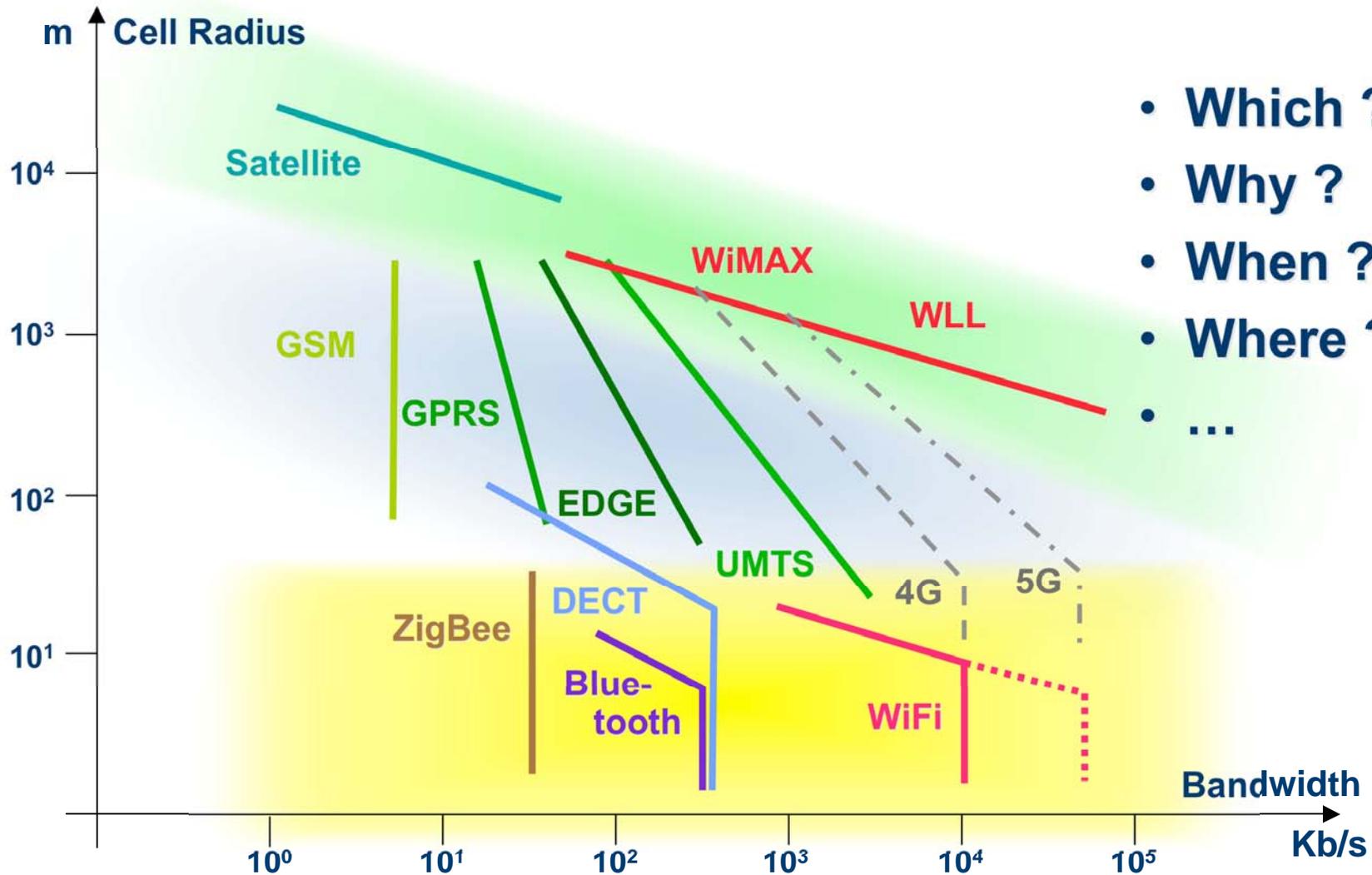
Wireless Access Technologies

... one too many ?



Wireless Access Technologies

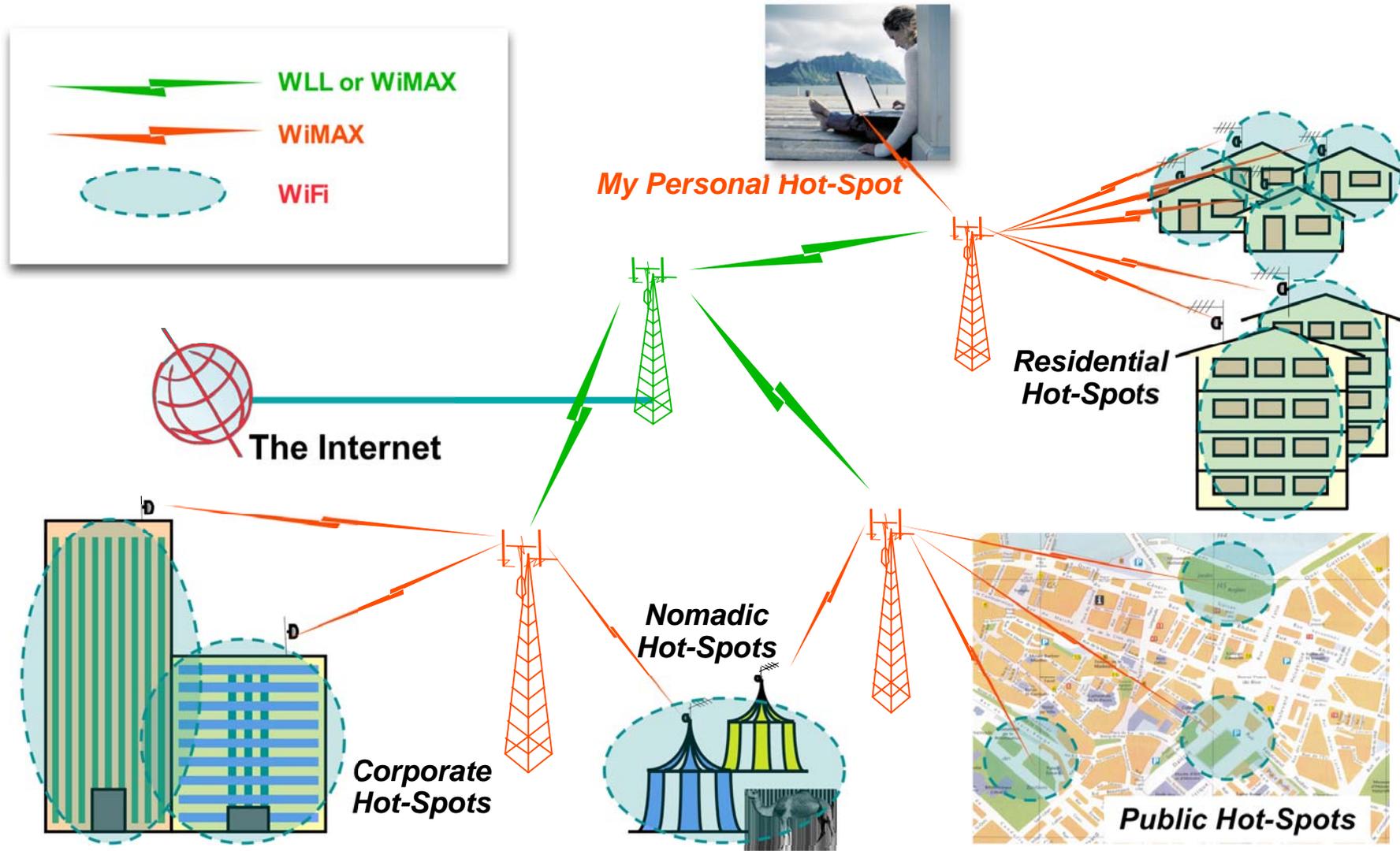
... one too many choices ?



- Which ?
- Why ?
- When ?
- Where ?
- ...

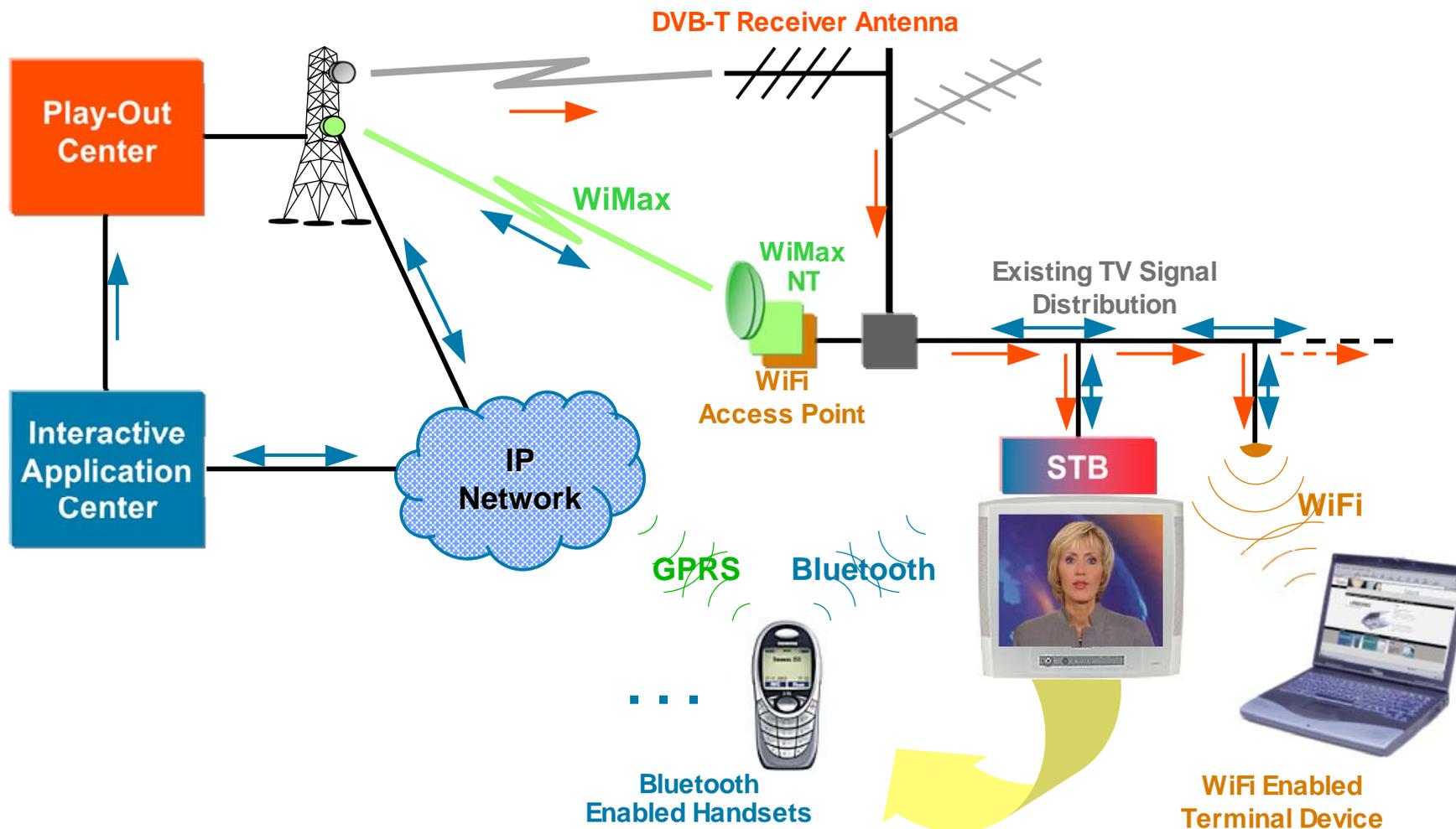
WiMAX and WiFi

... towards Broadband Wireless Ubiquity



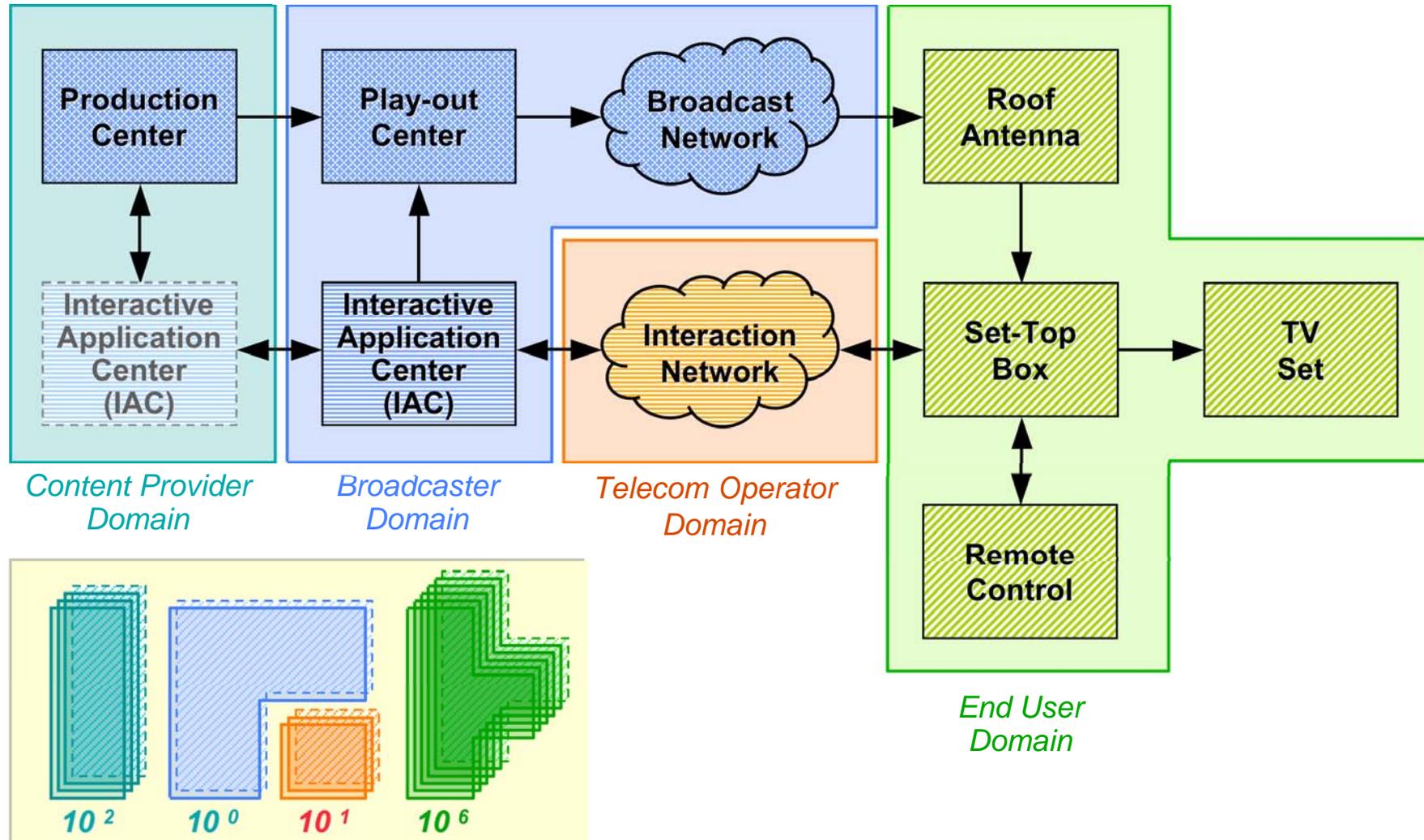
WiMAX and WiFi

DVB-T BB Wireless Return Channel



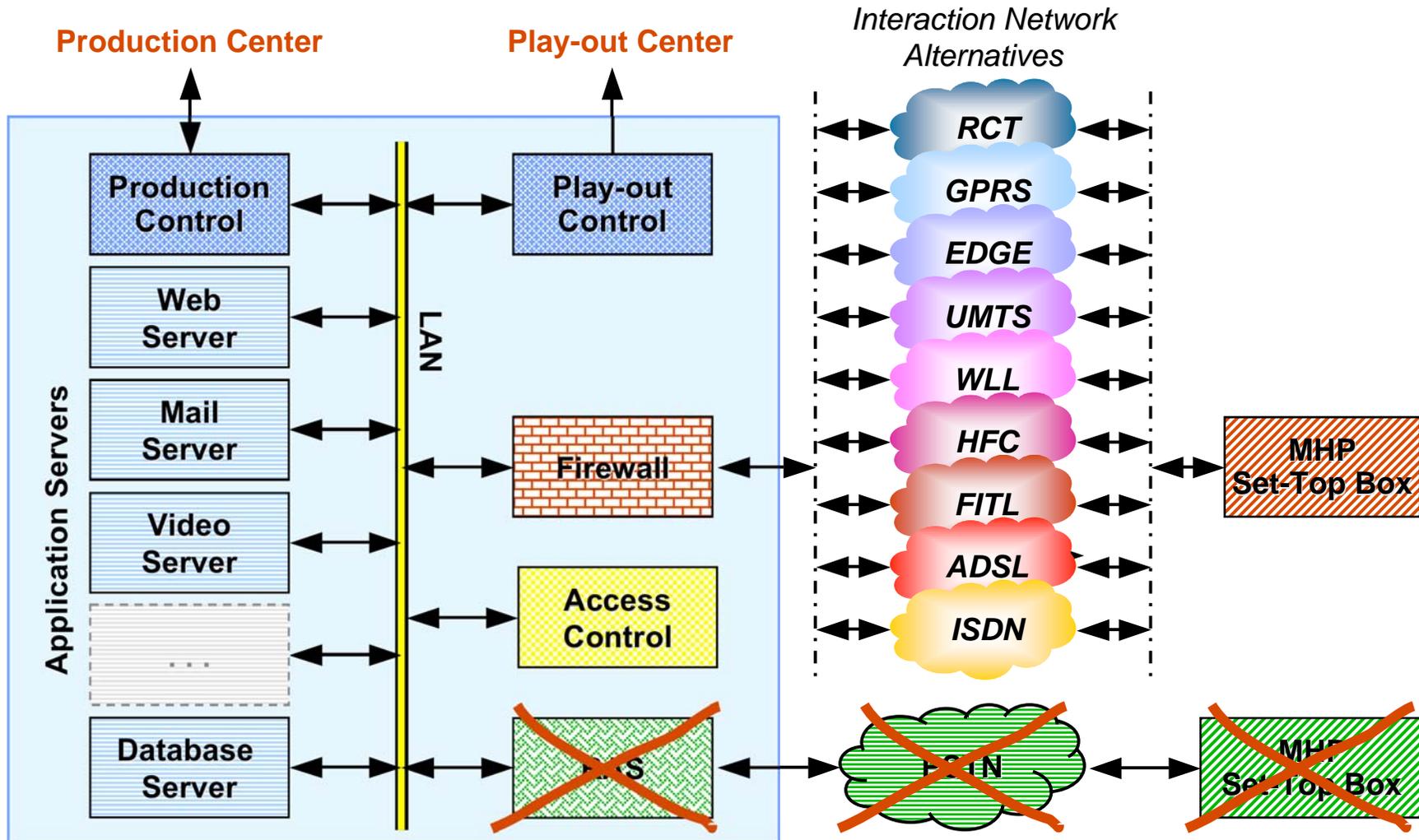
DVB-T

Reference Architecture



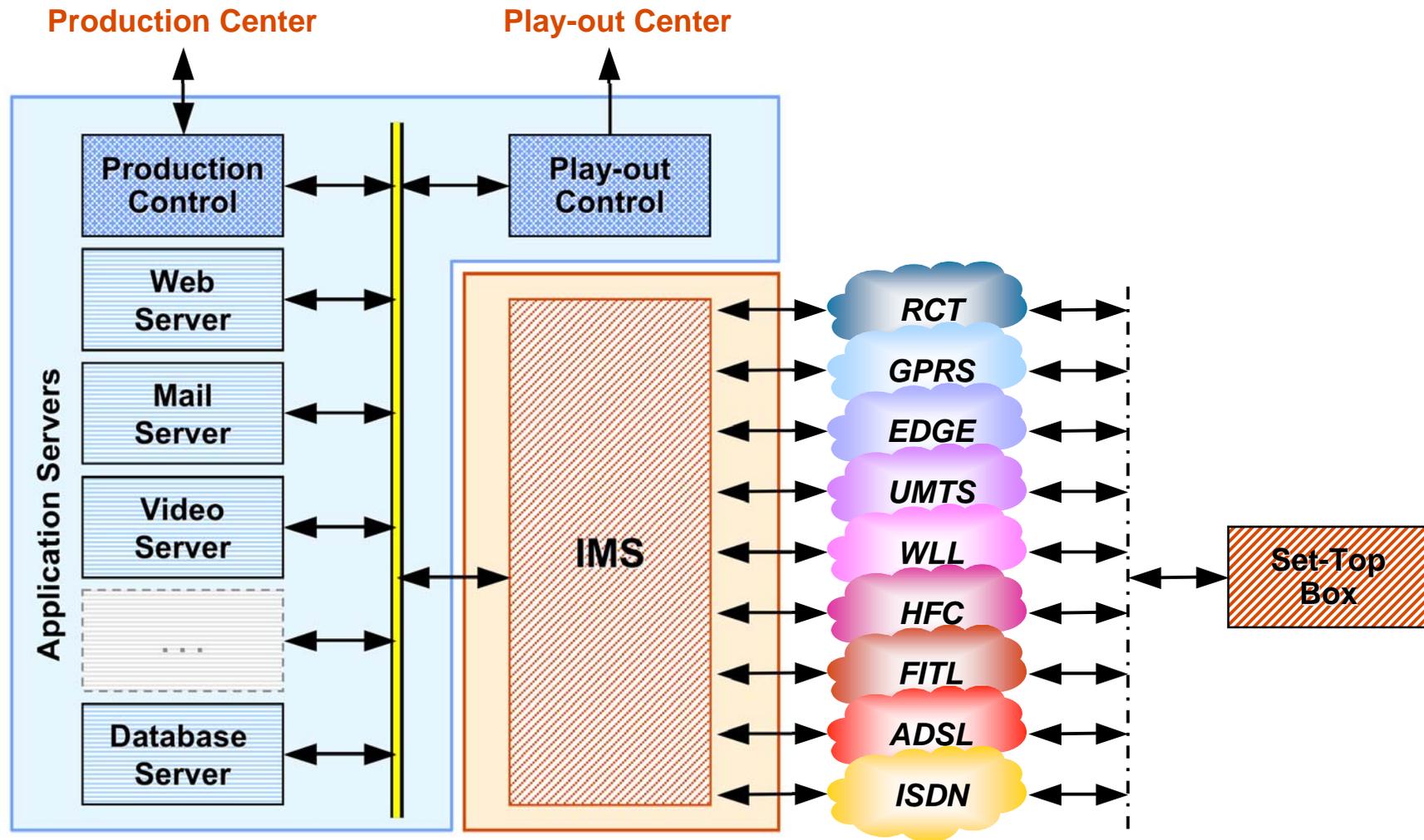
DVB-T

IAC Access Alternatives



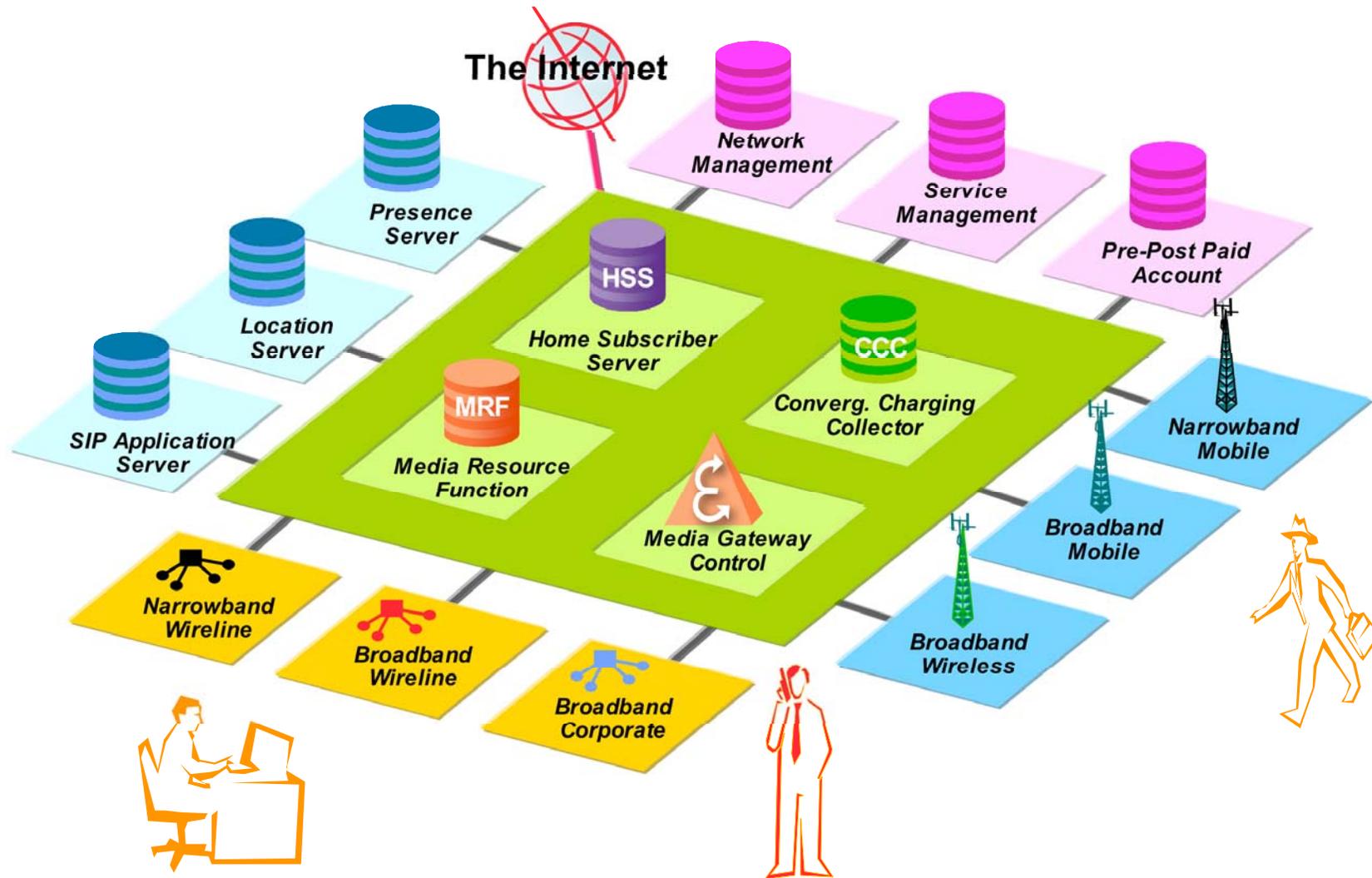
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IAC Access Management via IMS



IMS

IP Multimedia Subsystem Architecture



Conclusions

... for the Network/Equipment Designer

Dependability remains a major requirement, but:

- No more need/chance to exactly match predefined standards via “standard” solutions
 - Many more dependability aspects to deal with
 - Added (*perceived*) value must always be (*provably*) higher than additional cost
 - Simple, straight scalability definitely a plus
 - Need to reconcile opposite trends and requirements (*e.g. fewer/larger fiber backbones with many differentiated wireless access solutions*)
 - Effective management of diverse and legacy networks now a major issue
-

Conclusions

... for Customers and all End Users

Much broader choice of Services, Service Providers and QoS levels, but:

- None comes for granted, none comes for free
- None will ever be absolutely better than all other
- Need to *(dynamically)* choose among all available alternatives *(or better have an “intelligent” terminal seamlessly choose for you)*
- Need to measure and assess which QoS is being paid for and which QoS is actually being delivered

Conclusions

... for the Application/Service Designer

Broad choice of delivery networks and technologies, but:

- No single one will ever reach all potentially interested customers
- No two ones will ever look or behave alike
- Need to adapt/scale services to individual network and terminal characteristics
- Effective mediation middleware could indeed make the difference

Conclusion

... which networks in your next “cloud” ?

