

Demo opening

Cross Issue Validation

WWI Innovation Day

Brussels, Nov 13, 2007

Authored by **Cross Issue Validation team**

Presented by **Marion Duprez, CIV leader**

Agenda

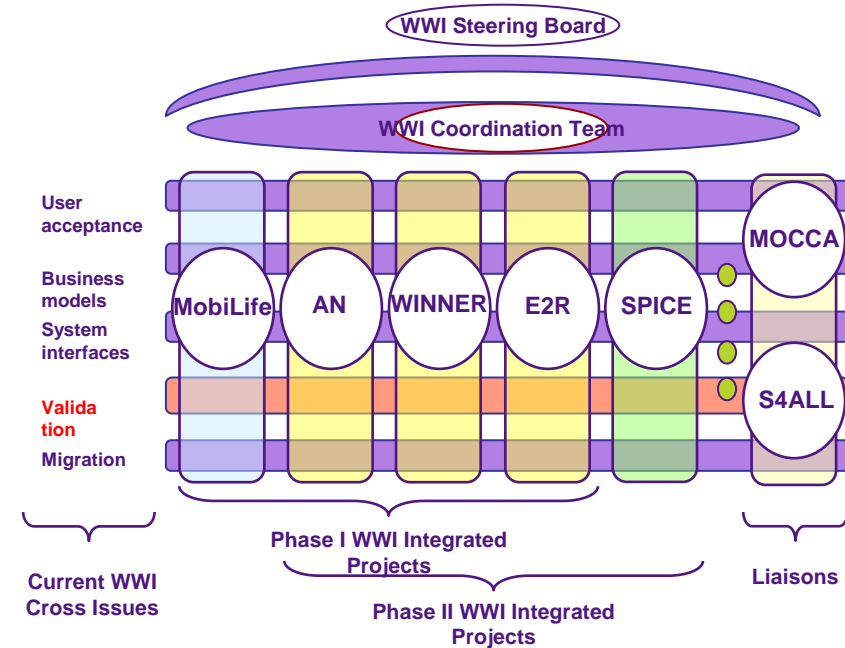
- S Cross Issue Validation Activities
- S Overview on WWI Innovation Day demos and trials

Cross Issue Validation in a nutshell

- S CI Validation is a cross-project working group
 - Q dedicated to demos and trials of WWI projects

- S CIV main goal is to bring
 - Q a general and synthetic view on WWI validation activities

- S CI Validation team is composed of
 - Q key representatives of validation work package + one CIV leader



Ambient Network	René Rembarz	Ericsson	integration and verification WP leader
WINNER (PHY)	Marko Leinonen	Elektrobit	phase2 trials task leader
WINNER (RRM)	Elias Tragos	NTUA	RRM validation task leader
E2R	Kostas Tsagkaris	Univ. Piraeus	proof of concept WP leader
SPICE	Tomasz Koloszczyk	TP	Experiencing SPICE WP leader
CIV leader	Marion Duprez	Orange	

Missions of CI Validation

S Mainly 3 major missions

Q Sharing of information

Q Analyzing and creating a global view of WWI demos

Q Dissemination of our results

Achievements of CI Validation

S We are sharing information

Q to get a good view on other WWI projects' demos and concepts

Q to help defining demos

Q to evaluate how these demos could fit into an end-to-end system

S We issued the "CIV deliverable"

Q provides a global overview of all demos/trials in WWI projects

– We agreed on common criteria to describe the demos

Q analyses differences, similarities and complementarities between demos

S We built a global scenario

Q This global story line includes all projects

– highlighting their specificities and complementarities

Q towards an integrated end-to-end B3G architecture

Achievements of CI Validation

- S Presentation of CIV activities during IST Summit, Budapest, July 07
 - Q Poster illustrating CIV global scenario and story line



CI Validation at IST Summit 07

- S Communication via a Conference paper
 - Q "A Day in the Wireless World", Hands-on Experiences of the Future Wireless World
 - Q Submitted to TridentCom

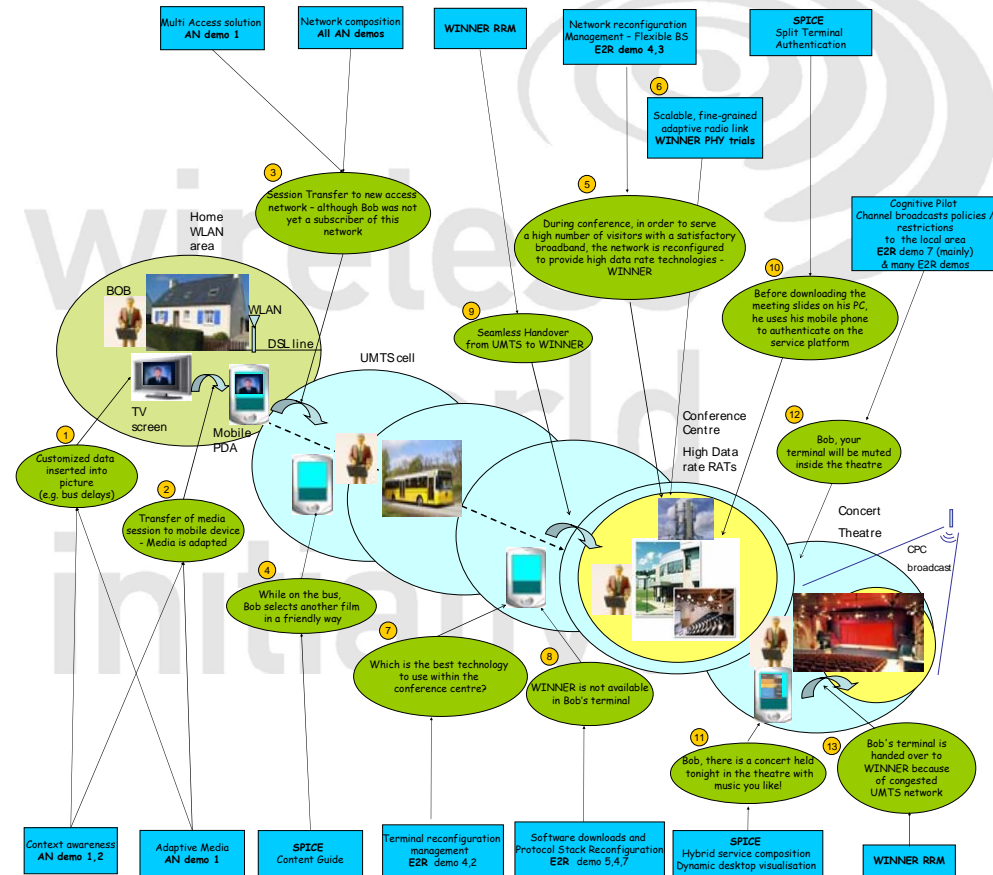
Getting a quick overview on WWI demos ...

- S Get an overview of WWI projects concepts/demos
- S See how they can fit together for B3G integration
- S Find in parallel
 - Q Simple everyday life story
 - Q Technical references to WWI concepts/demos

CI validation

A day in the Wireless World

Ride along with Bob as he travels to the Wireless World of the future – and watch how our novel technologies simplify his life!



Enjoy the full demo experience at the booths of WWI projects:



This poster is presented by the WWI Cross Issue Validation team

WINNER demos

S WINNER PHY trials

Q an adaptive, flexible, high-performance radio link, which varies link parameters on a fine-grained, local sub-bandwidth basis

Q coupled with practical estimation algorithms for timing, channel, and SNR

S WINNER RRM trials

Q an advanced adaptive radio resource management architecture

Q that enables the cooperation between WINNER and legacy RANs by performing intersystem RRM algorithms

S Integration of both trials

Q Handover between WINNER and legacy system

Ambient Networks demos

- S** All based on one common use case
 - Q** story of a highly mobile business traveler interaction with different service as he moves
- S** All built from one integrated prototype of the AN control functions

- S** Demo 1: Media delivery
 - Q** Adaptive and context-aware media delivery, realized through a cooperation of the AN control functions
- S** Demo 2: Car integration
 - Q** AN in a vehicular environment, cooperation with networks on the fly
- S** Demo 3: Internetworking and Composition
 - Q** Peer-to-peer based SIP voice calls over heterogeneous networking domains, supported by different network composition models and NodeID Internetworking functionality
- S** Demo 4: Mobility
 - Q** Seamless connectivity facilitated by the interaction between mobility, triggering, multi-access, security and policies

S DNPM demo

Q Dynamic Network Planning and Management software module

Q To provide optimized network configurations, aligned with network resources, profiles and policies.

S Protocol Reconfiguration demo

Q Management and control of reconfigurable protocols

Q A high performance data transfer protocol (UDT) is prototyped,

Q With 2 independent components : CoreUDT and CongestionControl

Q Unlike original UDT implementattion, in E2R prototype, the CongestionControl algorithm can change while user is downloading a file.

S Content Management System

Q Added value functionality of the SPICE platform

Q Preparation, aggregation, protection and delivery of multimedia content

S Modality Learner and Recommender Subsystem

Q Decision process of selecting the right resources,

Q while observing the users behavior in different contextual situations

S End-User service creation through natural language

Q SPICE Automatic Composition Engine aims to provide an environment for end-users,

Q to easily create services made of assemblies of web services, through a widget available on UE

S End-User Studio – Graphical Service Creation

Q This demo shows how a non-technical user can convert his ideas into a technical service.

Q This can be done in an easy way by using a graphical interface.

S Split-Terminal GBA Authentication

Q This demo presents a Firefox extension that allows a user to be authenticated on his PC thanks to his mobile phone connected through Bluetooth.

Enjoy your demo showcase!