Wireless networks: from cellular to ad hoc

The three wireless "waves"

- Wave #1: cellular telephony
 Still, biggest profit maker
- Wave #2 : wireless Internet access
 - Most Internet access on US campuses is wireless
 - Hot spots are rapidly proliferating in the US; Europe and Asia to follow soon
 - 2.5 G and 3G trying to keep up; competitive edge?
- Wave #3: ad hoc wireless nets (now)
 - Set up in an area with NO infrastructure; to respond to a specific, time limited need

Wireless Internet Options - Cellular

• 2.5 G

- 1xRTT: CDMA based; 144Kbps
- GPRS: Time Division based (GSM); < 100Kbps
- Packet oriented; "always on"; per packet (instead of per call) charge

• 3G

- UMTS: Wide Band CDMA from 384 Kbps to 2Mbps
- Integrates packet service with connection oriented service (voice, video, etc)

Wireless Internet Option: 802.11

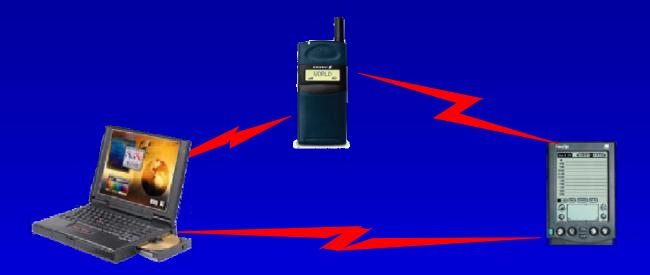


- Replacement for wired Ethernet
- Unlicensed spectrum (ISM)
- Several options and rates
 - 802.11 b: 11, 5.5, 2, 1 Mbps; @ 2.4 GHz
 - 802.11 a up to 54 Mbps in 5.7 GHz band
 - 802.11 n, up to 100Mps with MIMO and OFDM technologies

Range

- Indoor 20 25 meters
- Outdoor: 50 100 meters
- Transmit power up to 100 mW

Wireless Internet options: Bluetooth

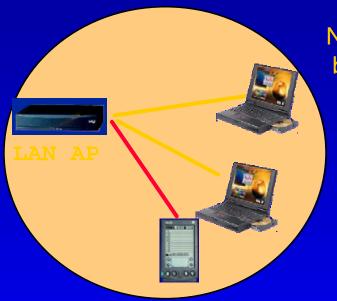


- 1998: Bluetooth SIG : Ericsson, IBM, Intel, Nokia, Toshiba
- A cable replacement technology
- Max rate 700Kbps @2.4 Ghz
- Range 10+ meters
- Single chip radio + baseband
 - at low power (1mw) & low price point (\$5)
- Convergence of 802.15 and Bluetooth in a single PAN standard

Emerging Landscape

802.11

Bluetooth



New developments are blurring the distinction

- 802.11b for PDAs
- Bluetooth for LAN access

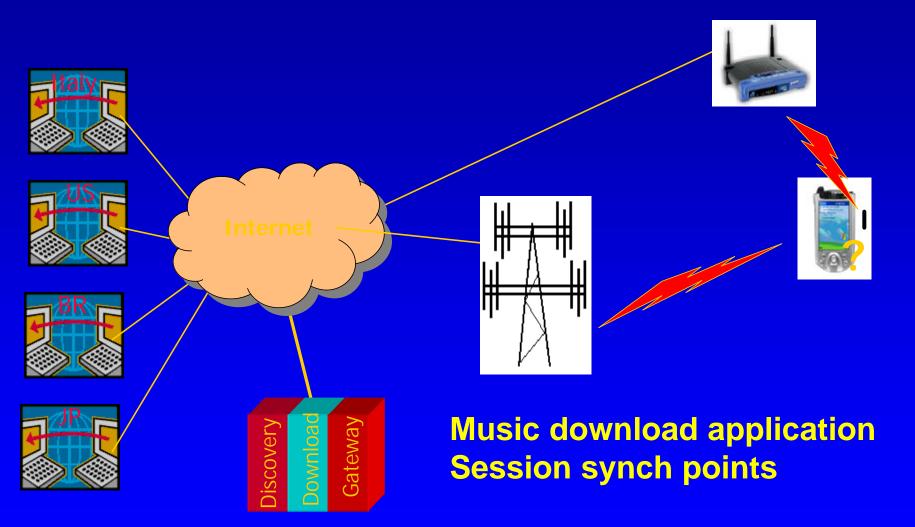


- Both 802.11 and Bluetooth will be used for access
- Complementary benefits

Which Internet access to choose?

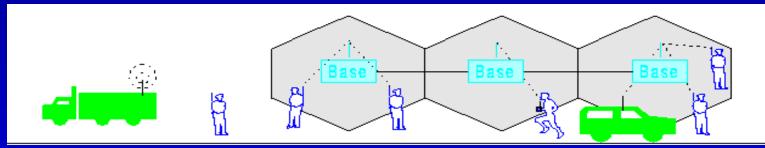
- Most portables have multiple radio interfaces
 - 802.11, Bluetooth and 1xRTT supported on PDAs
- Dynamically select best access:
 - Lowest connection charge
 - Best reception
 - Best power budget (must save battery power)
 - Suitable Qos
- Challenges:
 - Seamless handoff (network, session)
 - Rate content adaptation if data rates are different

"Vertical" Handoff between 802.11 and 1XRTT UCLA Project, 2003

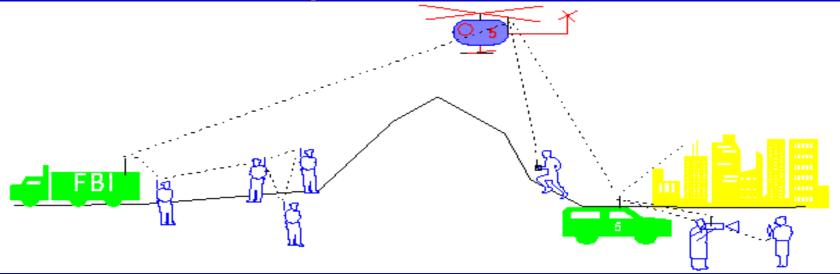


The 3rd Wave: Infrastructure vs Ad Hoc

Infrastructure Network (cellular or Hot spot)



Ad Hoc, Multihop wireless Network



General Ad Hoc Network Characteristics

- Instantly deployable, re-configurable (No fixed infrastructure)
- Created to satisfy a "temporary" need
- Node portability (eg sensors), mobility
- Limited battery power
- Multi-hopping (to save power, overcome obstacles, enhance spatial spectrum reuse, etc.)

Ad Hoc Network Applications



Automated battlefield

Civilian

- Disaster Recovery (flood, fire, earthquakes etc)
- Law enforcement (crowd control)
- Homeland defense
- Search and rescue in remote areas
- Environment monitoring (sensors)
- Space/planet exploration

Ad Hoc Network Applications (cont)

Commercial

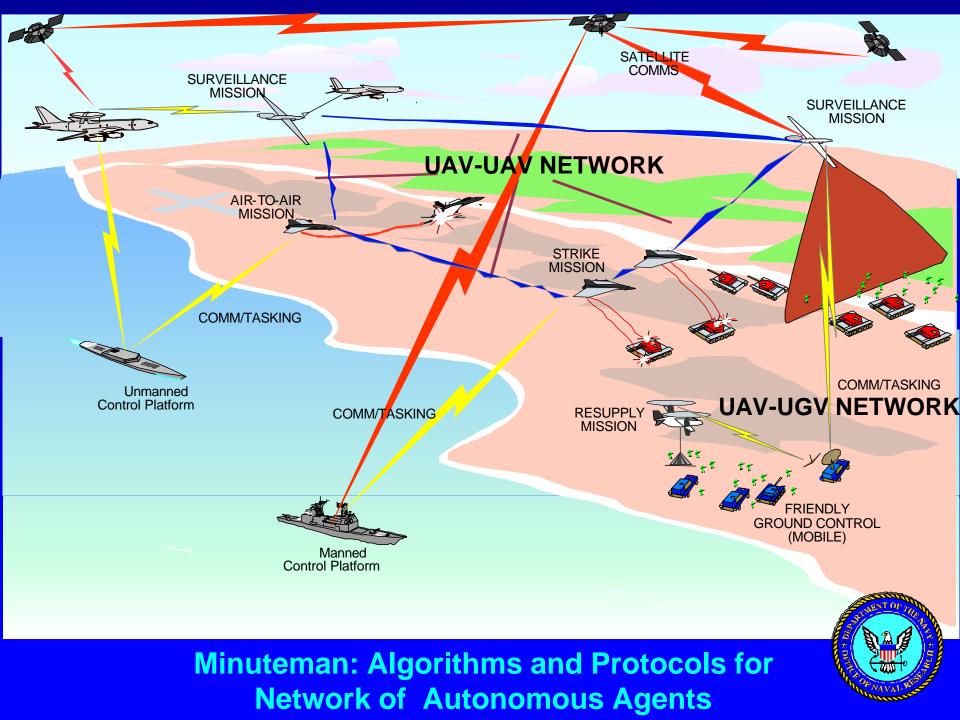
- Sport events, festivals, conventions
- Ad hoc collaborative computing (Bluetooth)
- Sensors on cars (car navigation safety); sensors on cows
- Networked video games at amusement parks, etc

Opportunistic ad hoc extensions (of Wireless Internet)

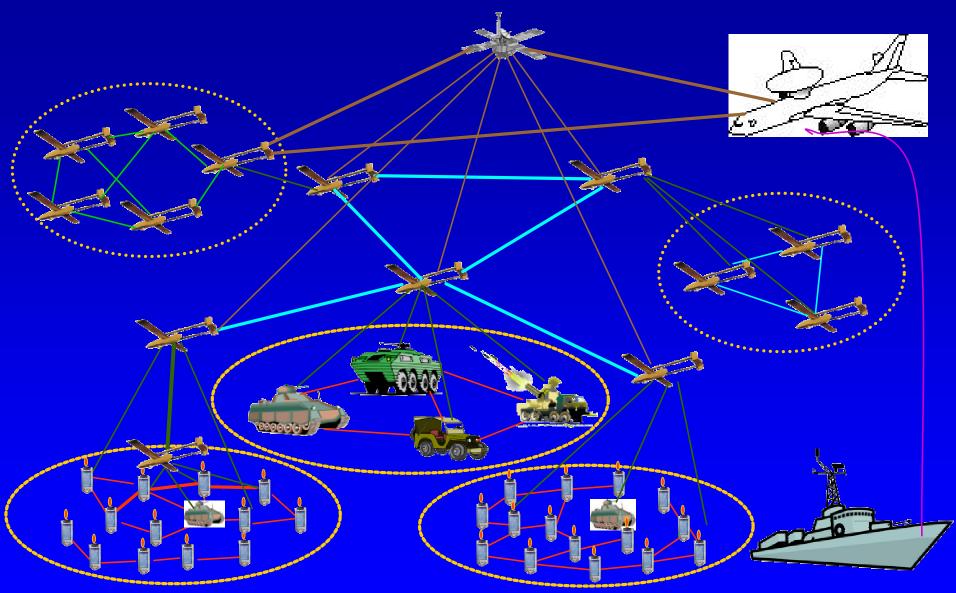
- Indoor W-LAN extended coverage
- Indoor network appliances (Bluetooth, Home RF)
- Hot spots (Mesh Networks)
- Campus, shopping mall, etc
- Urban grid

The Battlefield

- DoD was first to understand the value of ad hoc networks for the automated battlefield
- In 1971 (two years after ARPANET), DARPA starts the Packet Radio project
- ONR (Office of Naval Research) sponsors MINUTEMAN - a 5 year program at UCLA (2000– 2005)
- Goal: develop an "unmanned", airborne ad hoc architecture



The MINUTEMAN "Internet in the Sky"



Transferring Battlefield technology to civilian applications

Disaster recovery:

- Flood, mud slide, eruption, chemical or nuclear plant disaster
- Several rescue teams involved, with different functions
- Autonomous vehicle swarms (ground/airborne) are deployed (with sensors/actuators)
- Manned and unmanned teams cooperate in rescue
- "Ad Hoc networking" will be central to make the operation work