

**Session III: Agents for Advanced
Telecommunication Services**

Chair: Thomas Magedanz, *IKV++*

EC/ACTS Project MONTAGE (AC325)

Agent-based TINA Access Session Supporting Retailer Selection in Personal Mobility Context

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Presentations Outline

- About the MONTAGE project
 - ⇒ objectives, background
- MONTAGE Concepts
 - ⇒ business cases, retailers, dynamic model
- MONTAGE Access Session
- MONTAGE Service Session
- Conclusions



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MONTAGE Objectives

- To **exploit** agent technology in personal mobility, accounting and charging
- To **demonstrate** the role of agents in telecommunications service provision
- To **assess** the added value of agents for all involved stakeholders



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MONTAGE Background

- TINA Business Model
 - ⇒ Retailer
- TINA Access and Service Sessions
 - ⇒ User Agent - Provider Agent
 - ⇒ Service Session Manager
- OSAM Access Session from DOLMEN (EC/ACTS and TINA Aux. Project)
 - ⇒ User Agent Home/Visited



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MONTAGE Business Cases

- BC1: User requests a subscribed service away from the Home Retailer Domain
- BC2: User requests a service from any retailer without subscription
- BC3: User, while away from the Home Retailer Domain, requests a subscribed service but the service is not offered by any retailer nearby



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Retailers in MONTAGE - 1/2

- Home Retailer
 - ⇒ a specific retailer, to whom a user has a subscription for one or more services.
- Default Retailer
 - ⇒ the initial access session level contact point in foreign network environment.



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Retailers in MONTAGE - 2/2

➤ Candidate Retailer

⇒ any retailer, who is not the home retailer and with whom the user can establish access and service sessions.

➤ Selected Retailer

⇒ the retailer whose service offer is chosen as a result of a dynamic selection process.

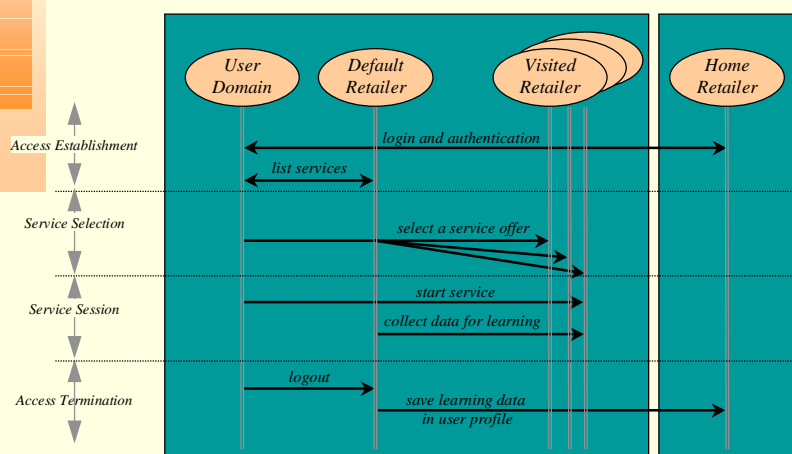


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Dynamic Model Access and service session scenarios

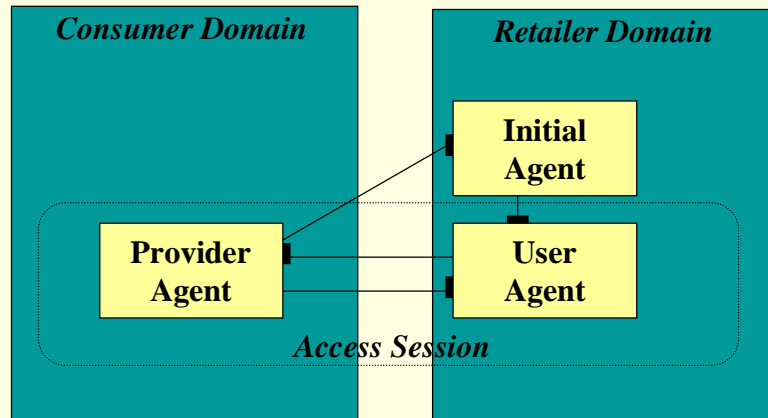


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TINA Access Session

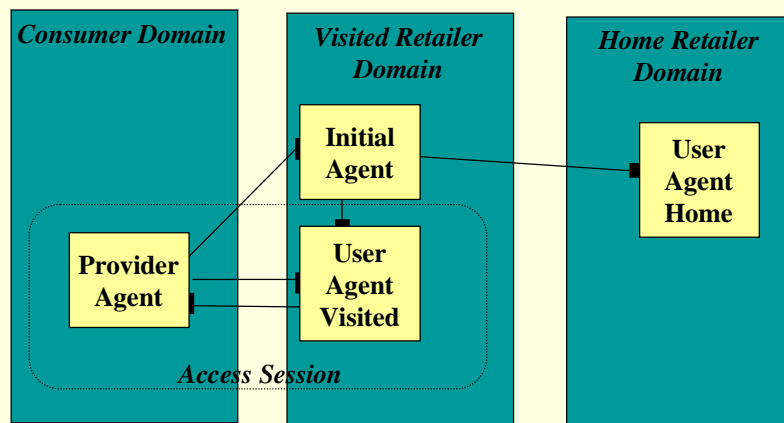


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OSAM Access Session

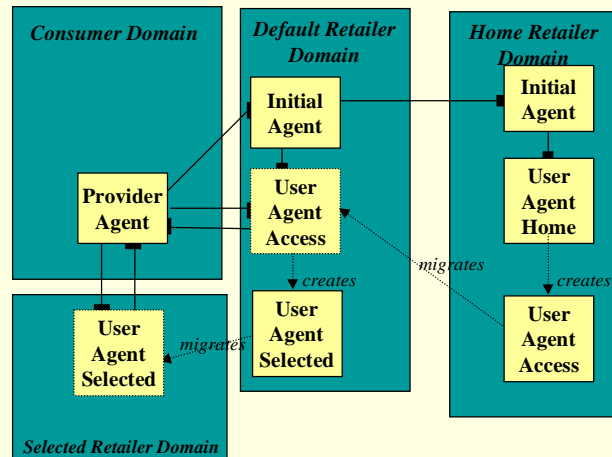


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MONTAGE Access Session



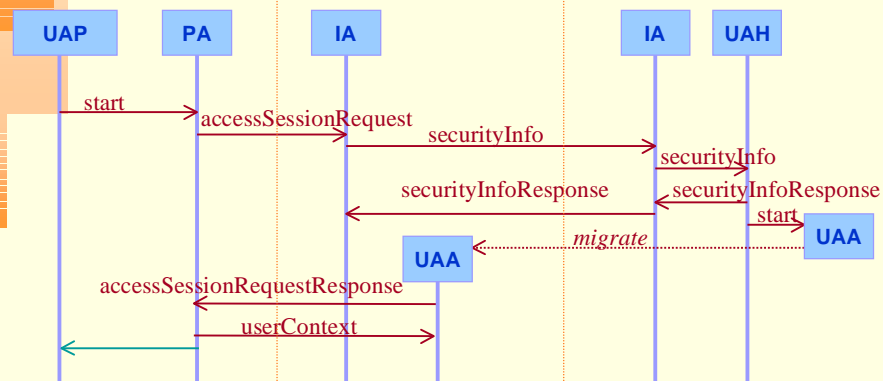
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Access Establishment

User domain Default domain Home domain

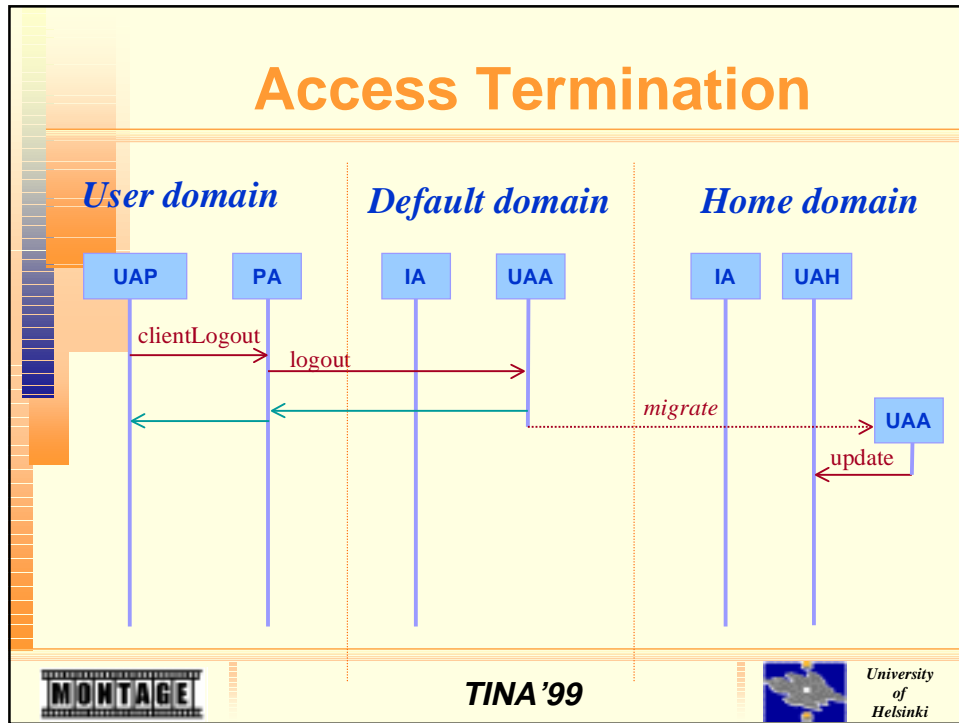


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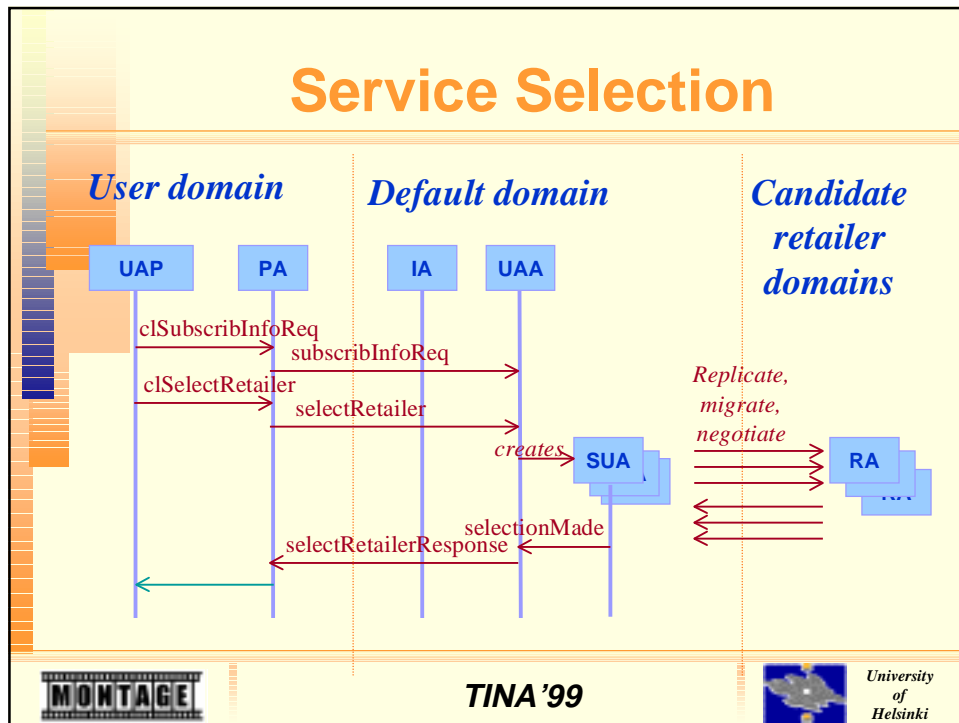


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Access Termination



Service Selection



Service Selection Criteria

- Selection criteria considered
 - ⇒ max *utility*
 - ⇒ min *charge*
 - ⇒ max *net benefit* = max (*utility* - *charge*)
- A simple and scalable **user-utility** model, based on the **user profile**
- An algorithm for efficient **local** negotiation between user and retailer agents

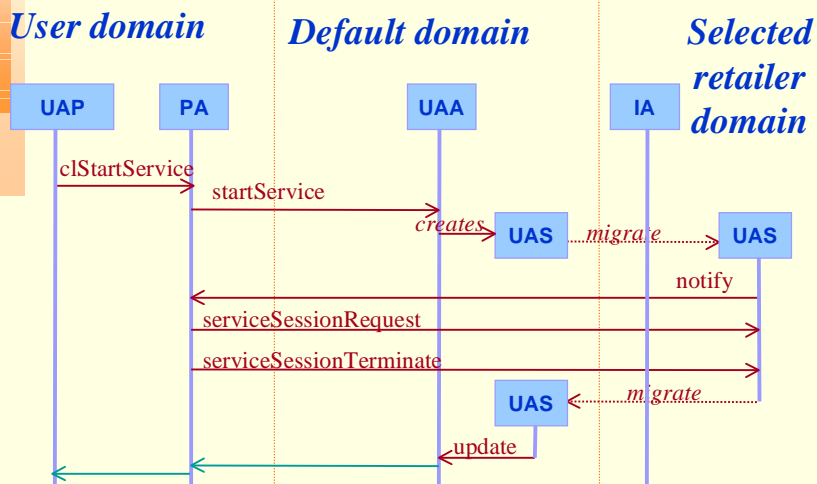


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Service Execution



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Conclusions

- Agent technology is useful to implement TINA User Agent when is user is mobile
- Agents make it convenient to personalize and differentiate services
- Personalization can be based learning user preferences
- Demo available - User trial in autumn



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Turtle Bay Resort, Oahu, Hawaii, 12-15 April 1999



Realizing Nomadic Communication with Mobile Agents: Strategies and their Evaluation

Axel Küpper, Anthony S. Park
RWTH Aachen, Lehrstuhl für Informatik IV

Nomadic Communication: Introduction and Problems

UMTS and the Virtual Home Environment (VHE)

Home Domains vs Mobile User Agents

Some Simulation Results

The AMASE Agent Platform

Terminal Mobility

[keeps registration/call between retailer and customer while in motion]

Session Mobility

[allows to interrupt sessions and to resume them later, possibly from another terminal or another network]



**Nomadic
Communication**

Personal Mobility

[enables a customer to be identifiable regardless of the terminal, the terminal type, and the retailer he is currently registered with]

x Convergence

- conventional fixed networks (PSTN, ISDN,...)
- mobile cellular networks (GSM, UMTS/IMT2000,...)
- Internet
- local networks (DECT, WLAN, ...)

x Deregulation & Competition

- customers may change registration/subscription dynamically
- customer availability in foreign domains
- profile availability in foreign domains
- life-long personal id

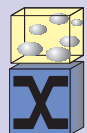
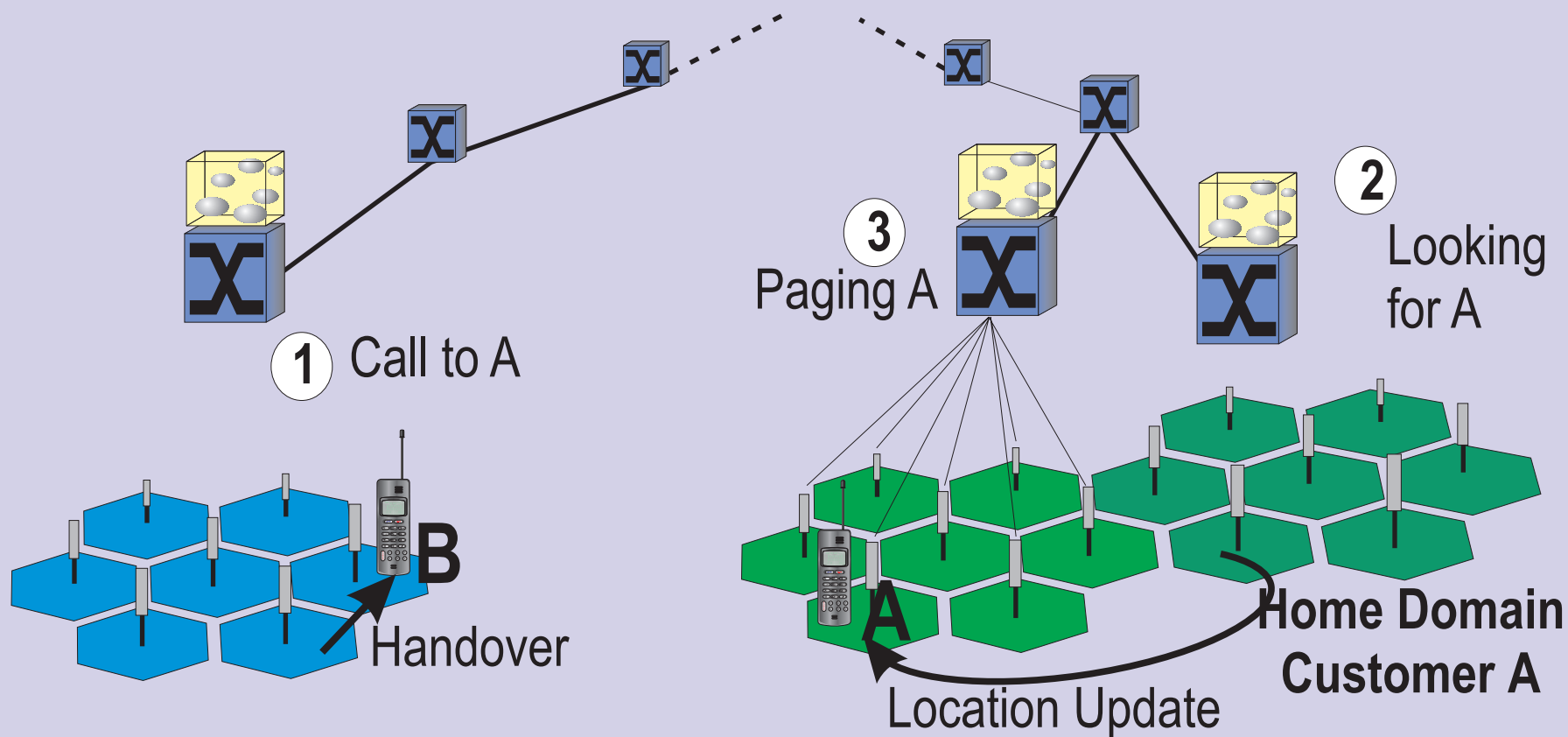
x Performance

- nomadicity is expected to be costly in terms of signaling traffic



UMTS

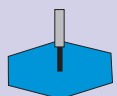
Mobility Management



Access Network with
IN infrastructure

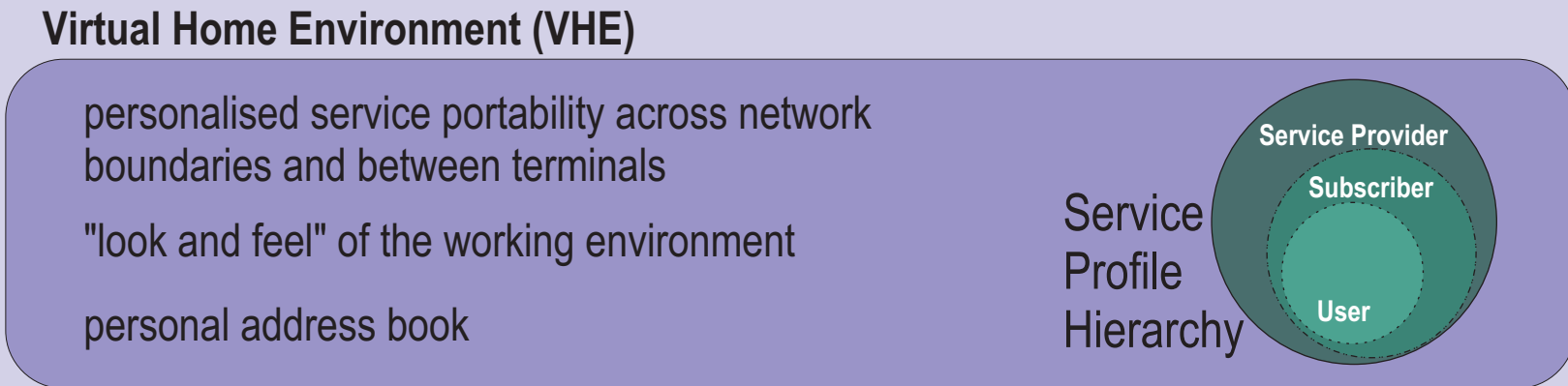
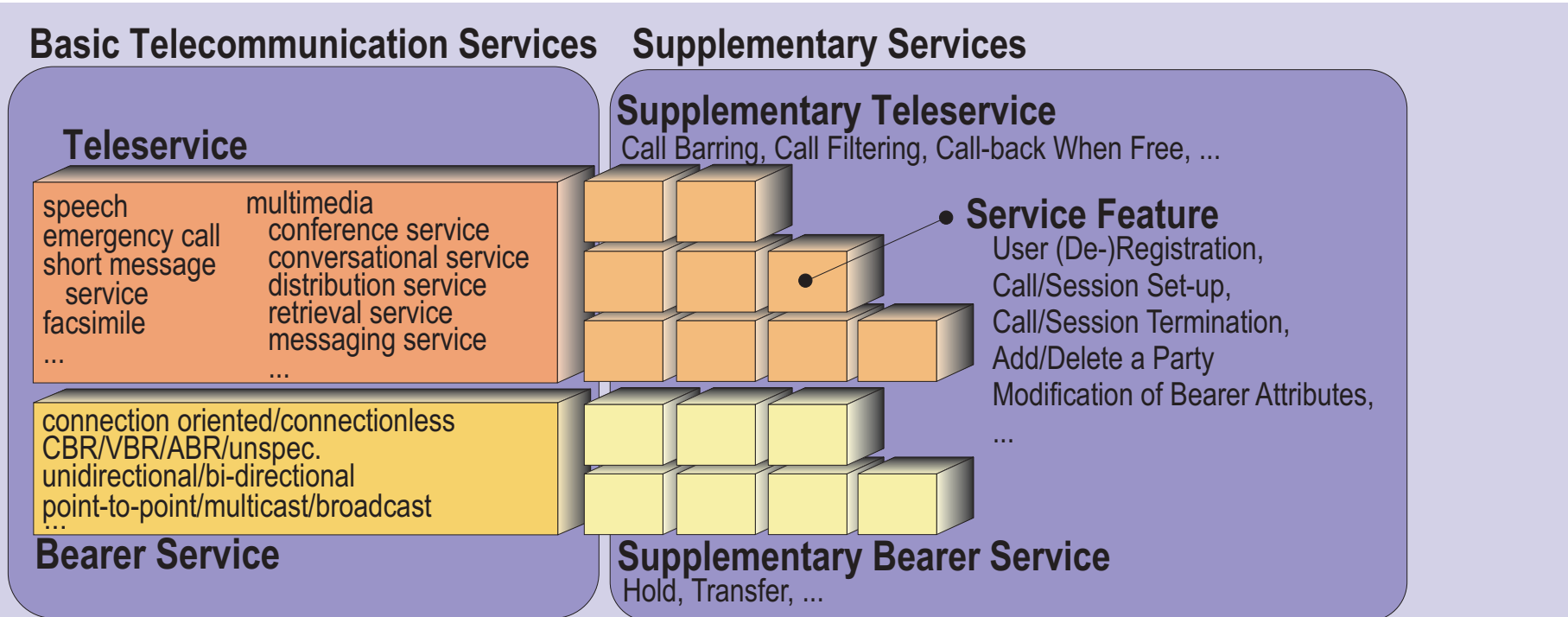


Switching Node



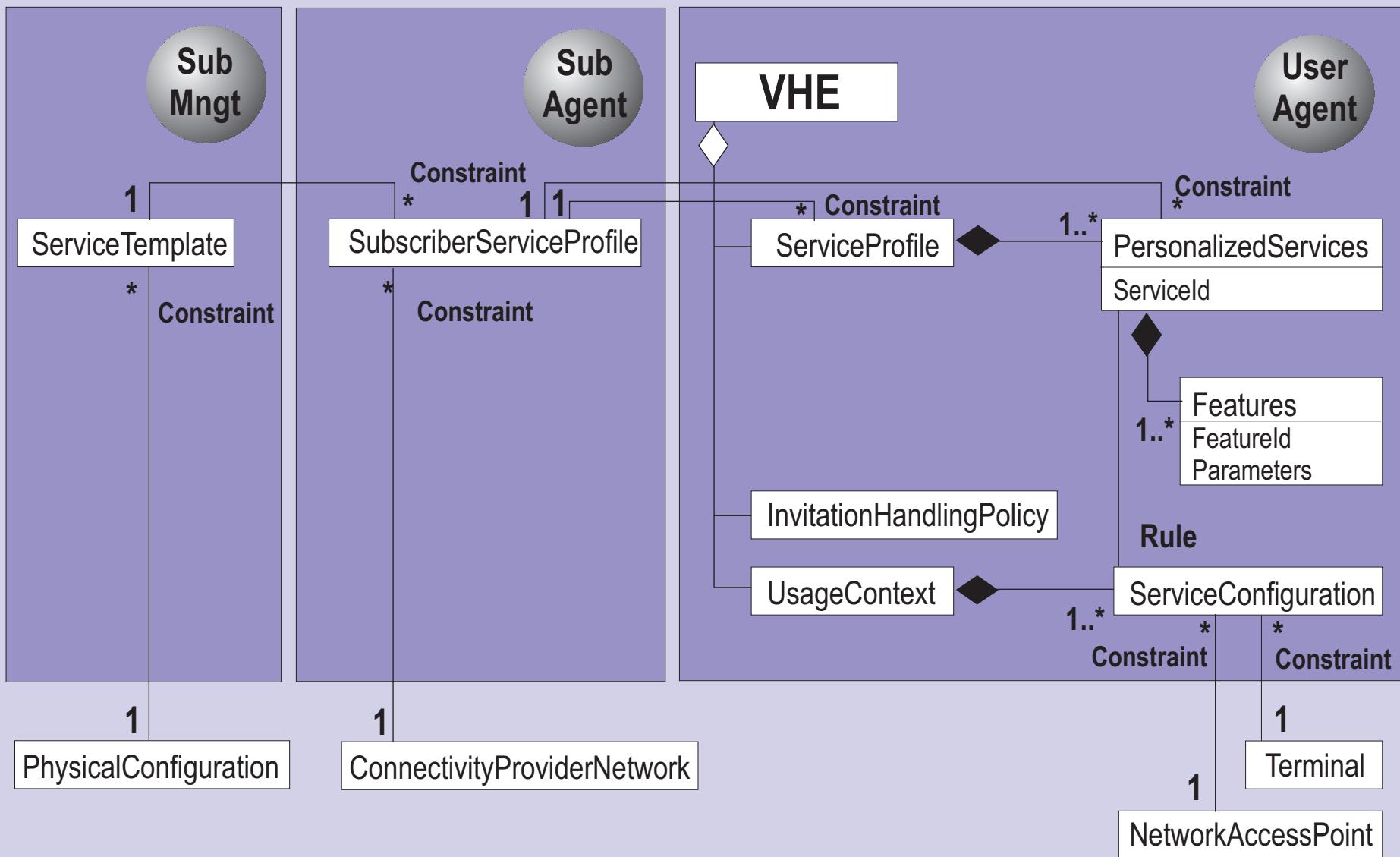
Cell with Base Station

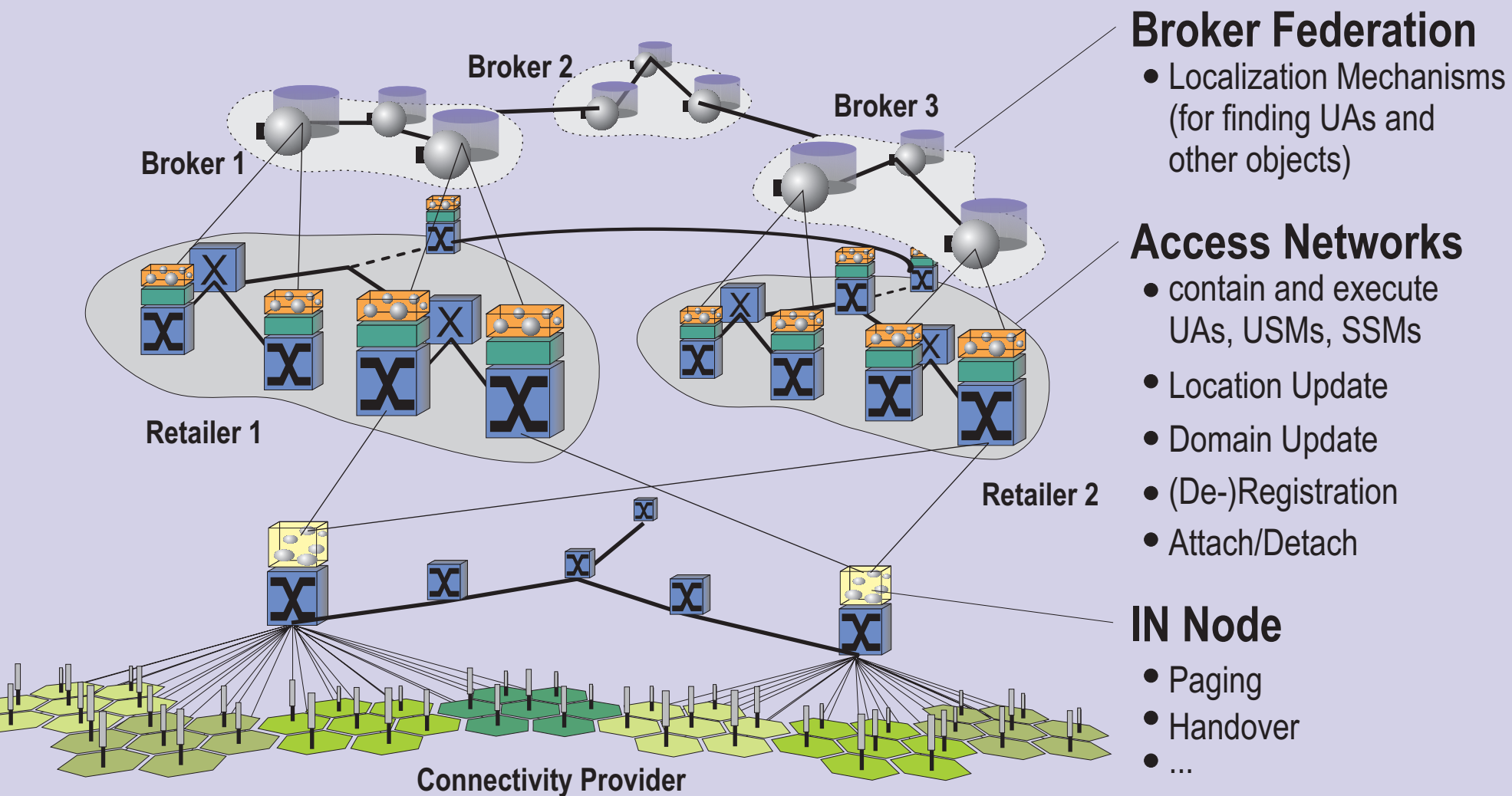
Service Architecture & Virtual Home Environment

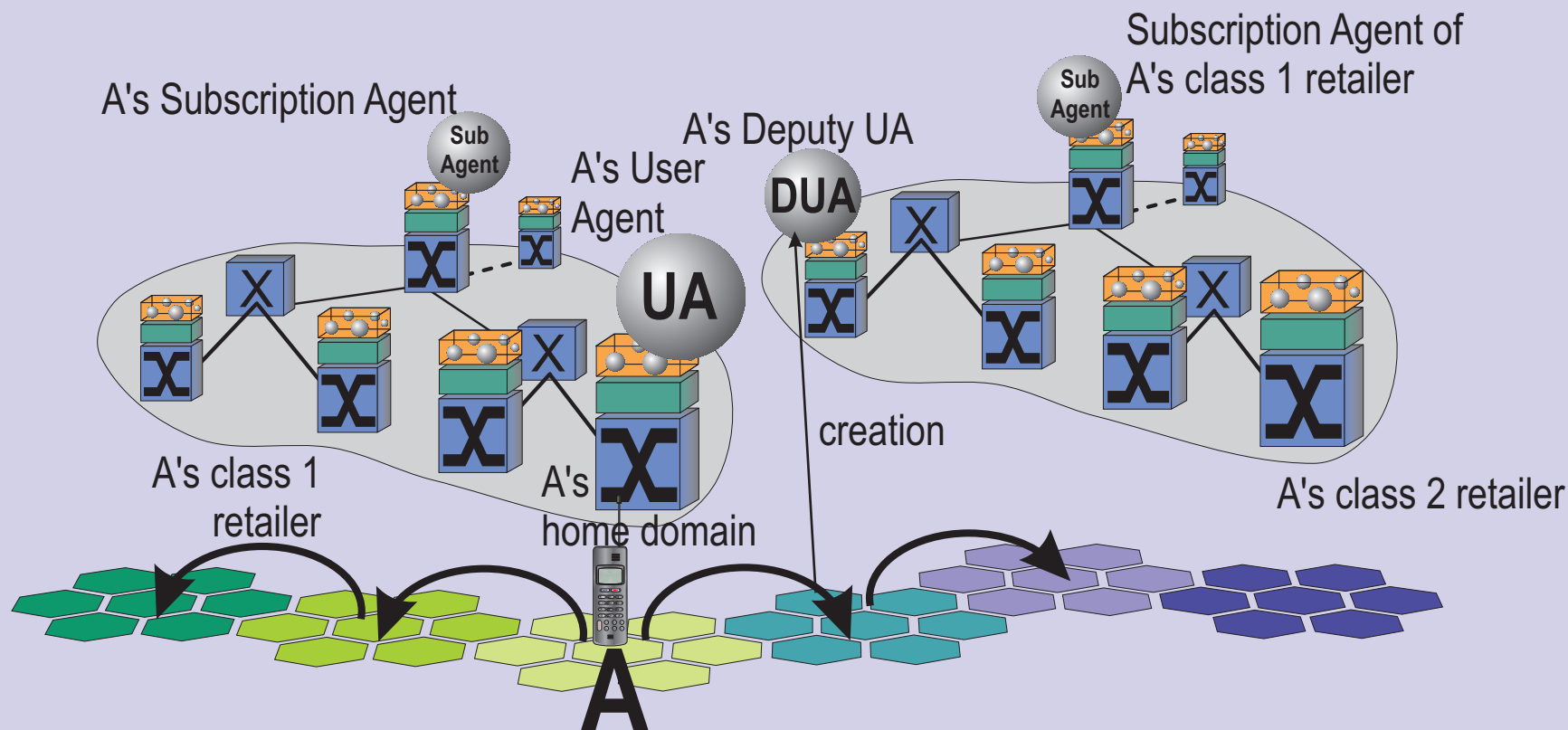


Virtual Home Environment

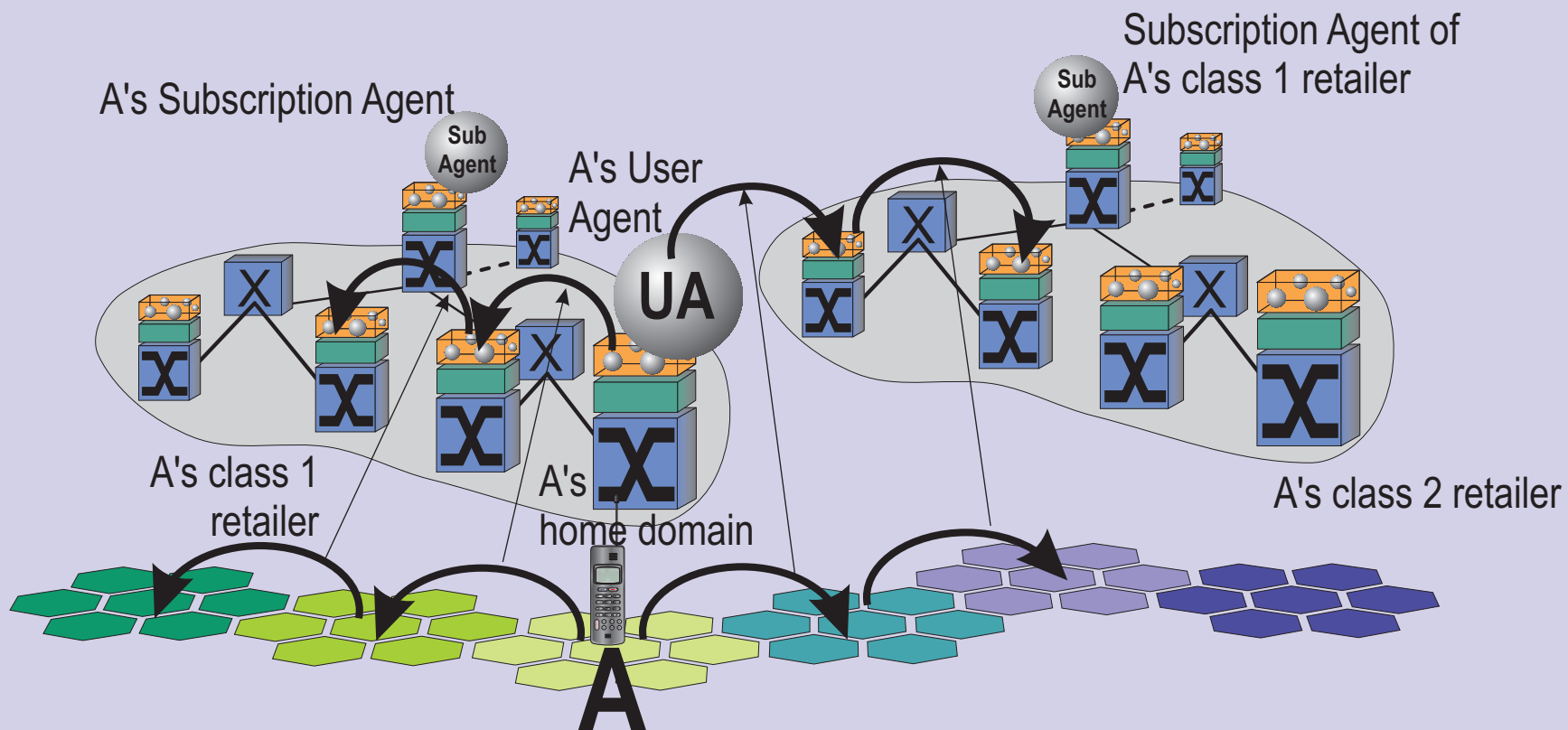
Information Modeling







- each customer is associated with a home domain
- home domain contains customer-related resources (UA, USM, ...)
- DUA is created whenever customer moves to coverage area of a class 2 retailer

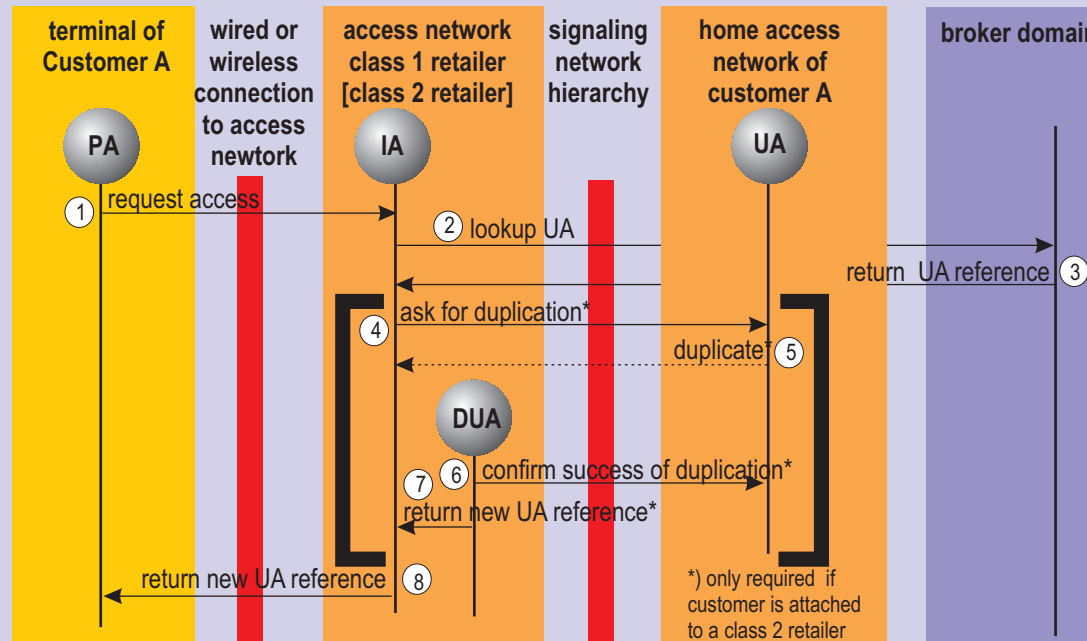


- UA is capable of following the movement of his customer by hopping between access networks
- migration is performed when the customer registers with a terminal or when he crosses the boundaries of an access node's coverage area

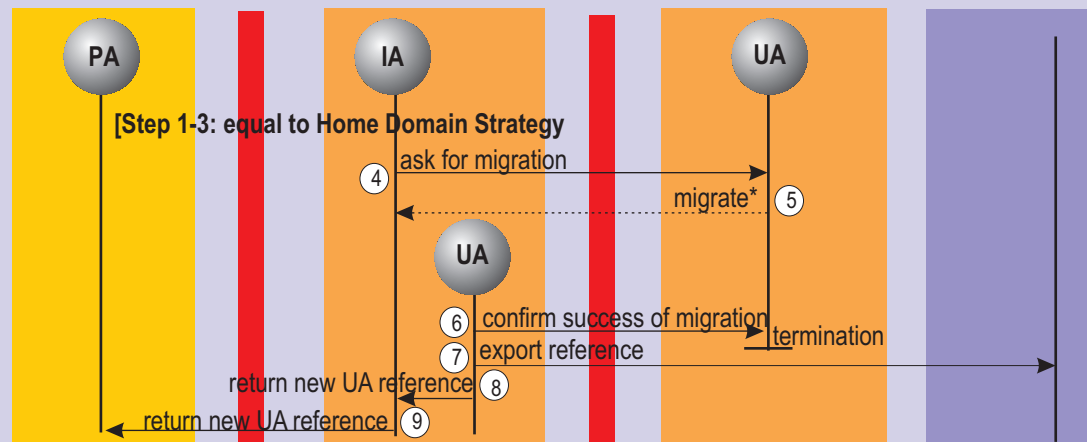
Home Domains vs Mobile User Agents

Login

Home Domain Strategy



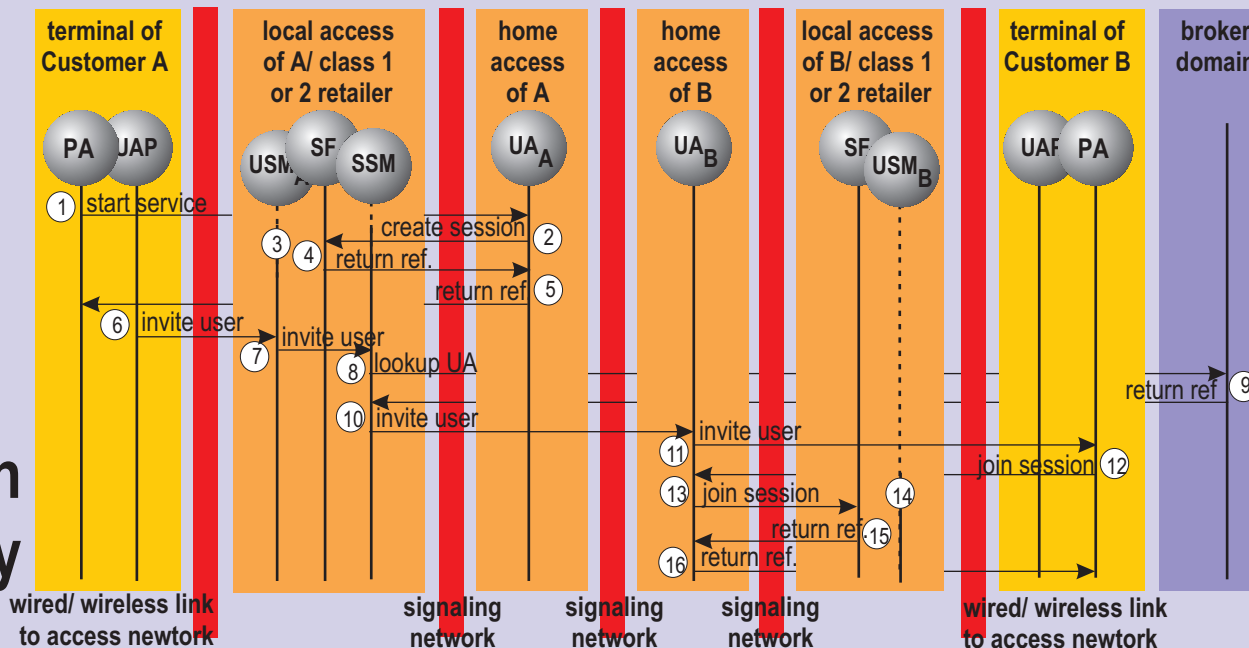
Mobile User Agent Strategy



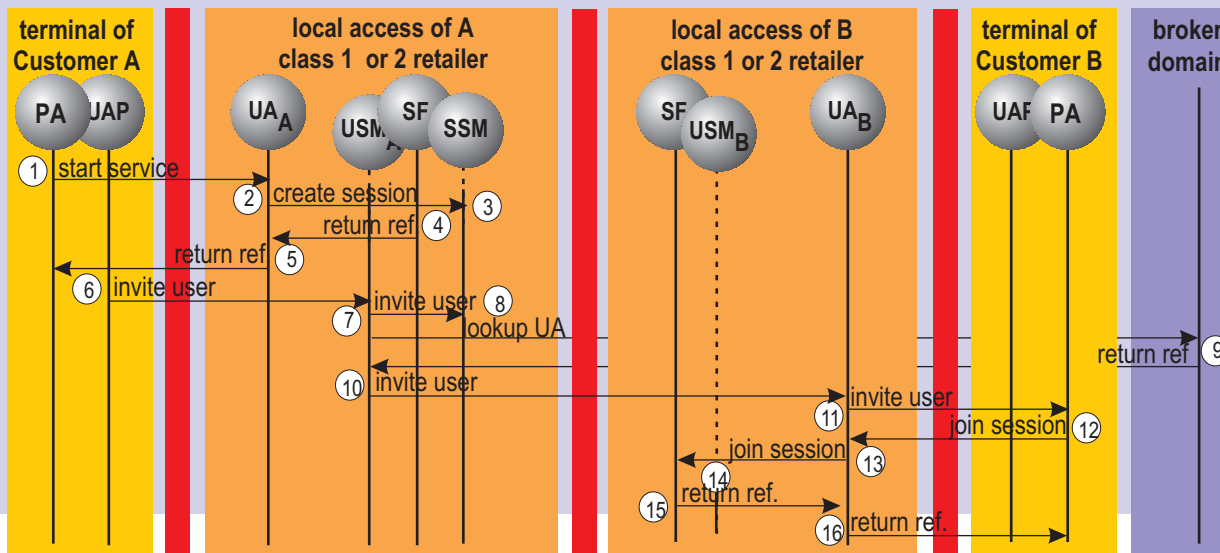
Home Domains vs Mobile User Agents

Session Setup

Home Domain Strategy



Mobile User Agent Strategy



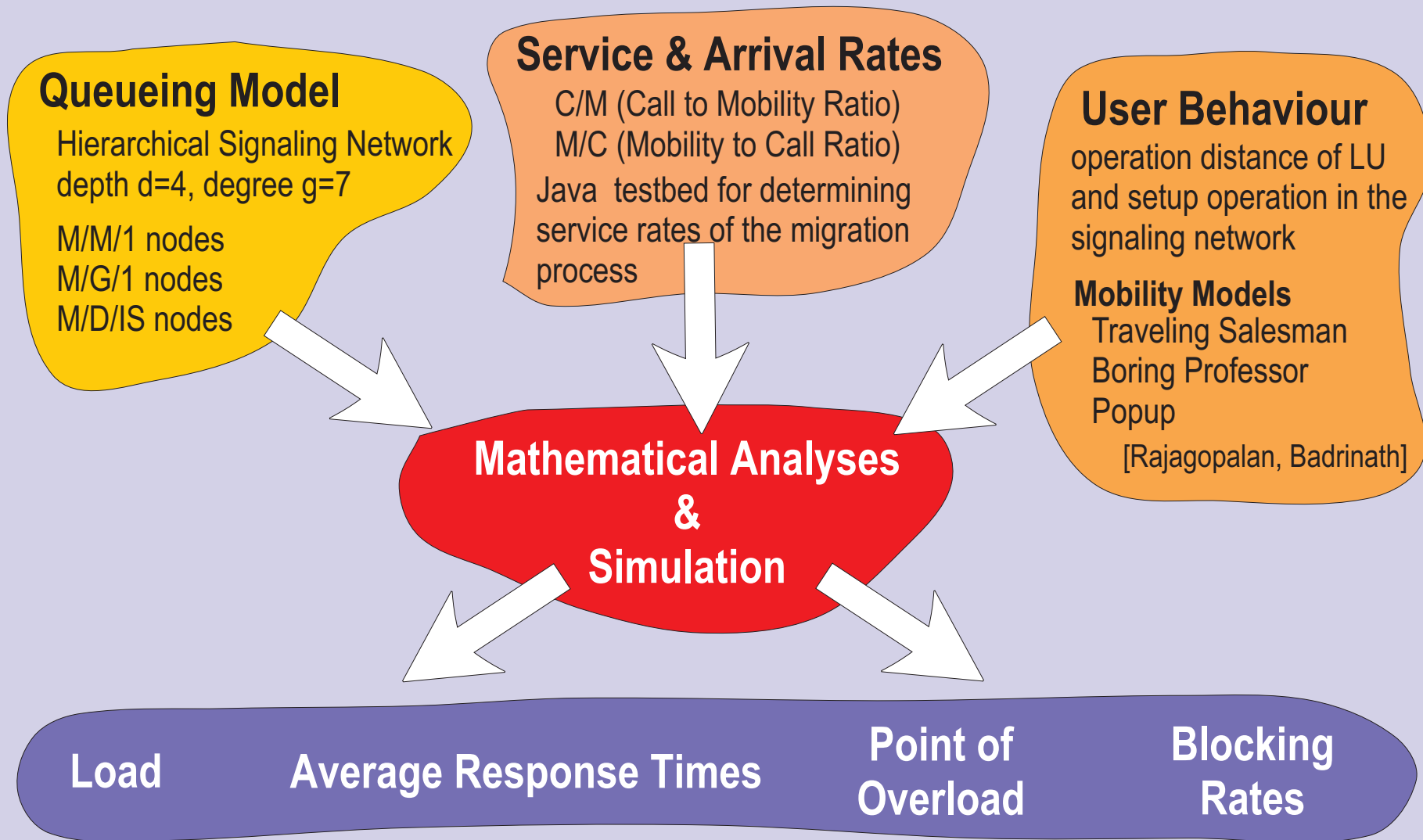
HD Strategy

- ✗ requires modifications on the computational modeling
- ✗ requires modifications in the DPE
- ✓ hierarchical numbering scheme and simple lookup mechanisms in the broker federation
- ✗ personal id would be lost if customer changes to another retailer
- ✗ UA is bound to a certain retailer
- ✗ customer has to manage several profiles embedded in several UAs

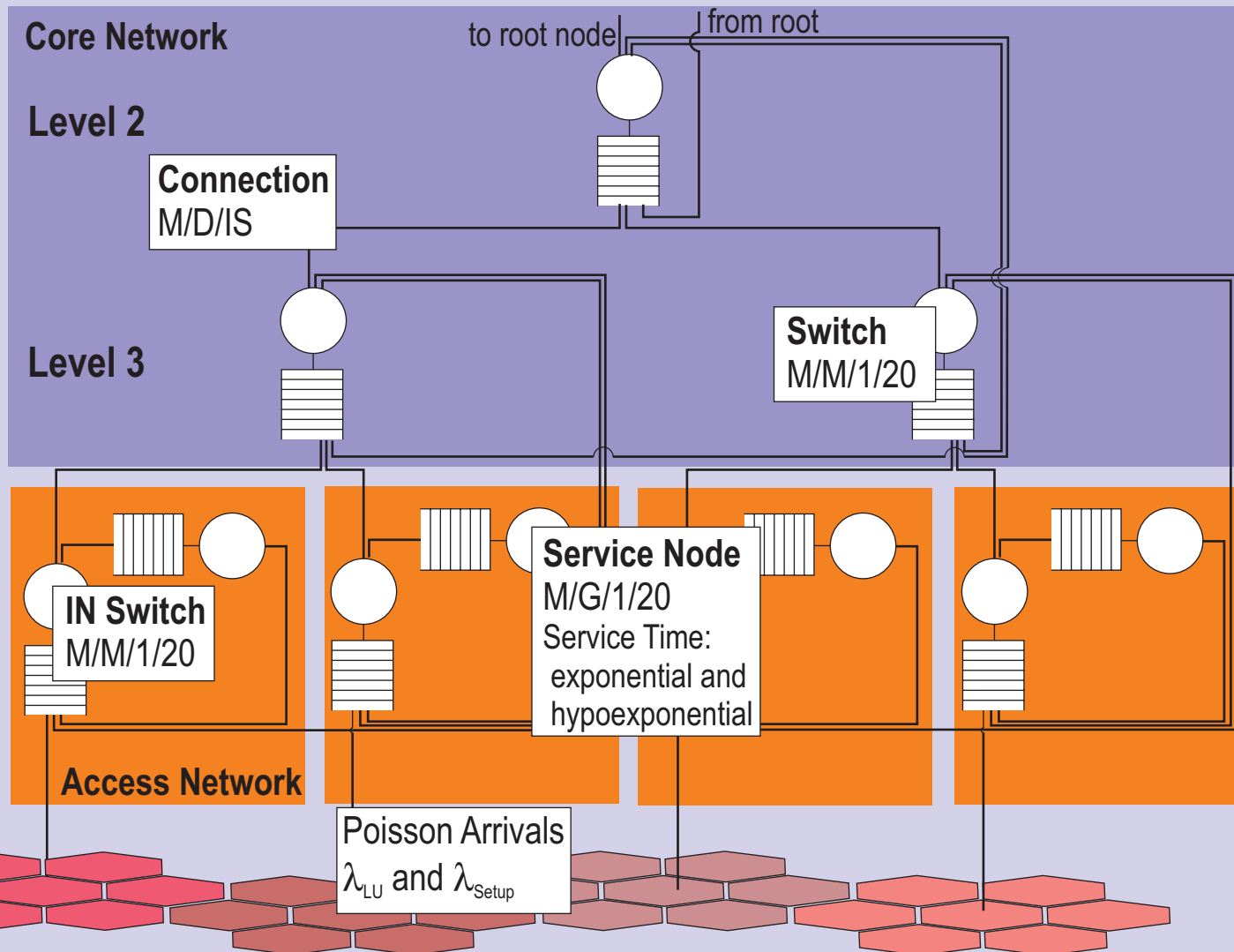
MUA Strategy

- ✗ requires modifications in the DPE
- ✗ requires flat numbering scheme and expensive lookup mechanisms in the broker federation
- ✓ enables life-long personal id
- ✓ UA is seen as the customer's property that can be moved between different retailers
- ✓ one profile in one UA

??? Signaling Traffic ???



Queuing Model



Degree = 7
Depth = 4



1 root node
7 nodes of level 2
49 nodes of level 3
343 access nodes

Arrival Rates

# LU/Login per access network	10,000/[h]
initial C/M ratio	0.1

Service Rates

Invocation on COs	1.0/[ms]
Switching	2.0/[ms]
Serializing	0.1/[ms]
De-Serializing	0.2/[ms]
Object Creation	0.5/[ms]

Call and Movement Behavior

$$P(L_x = i) = e^{-\alpha_x(d-i)} \frac{1 - e^{-\alpha_x}}{1 - e^{-\alpha_x d}} \text{ with } 1 \leq i \leq d, \alpha \geq 0 \text{ and } x \in \{Set-up, LU\}$$

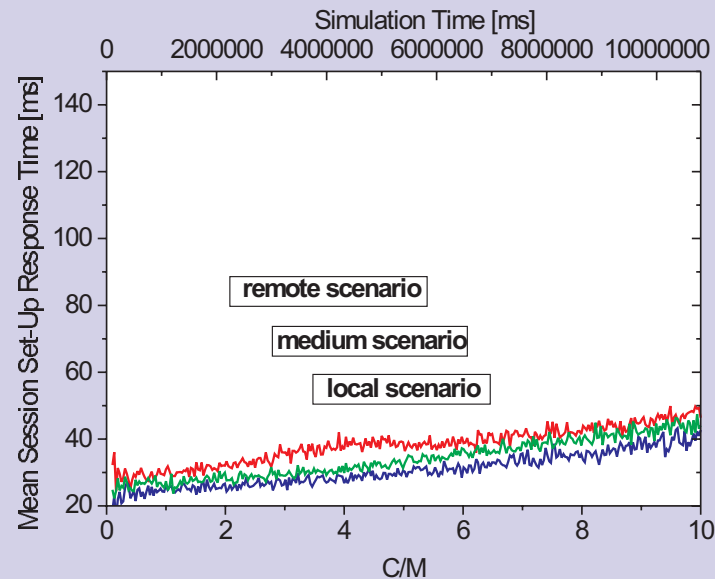
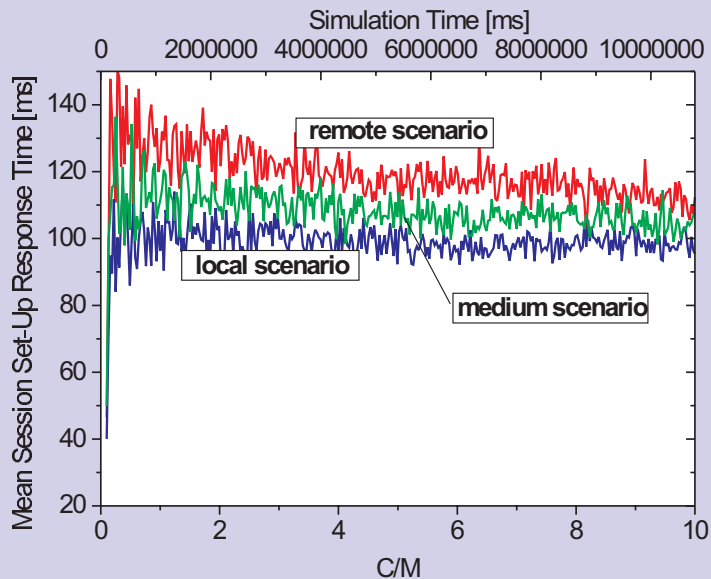
		$\alpha=0.9$	$\alpha=0.5$	$\alpha=0.1$
		local scenario	medium scenario	remote scenario
	level 1	0.04100212087	0.1015363241	0.2138382204
	level 2	0.1008489440	0.1674050972	0.2363277824
	level 3	0.2480483765	0.2760043446	0.2611825922
	level 4	0.6101005586	0.4550542339	0.2886514052

Session Setup

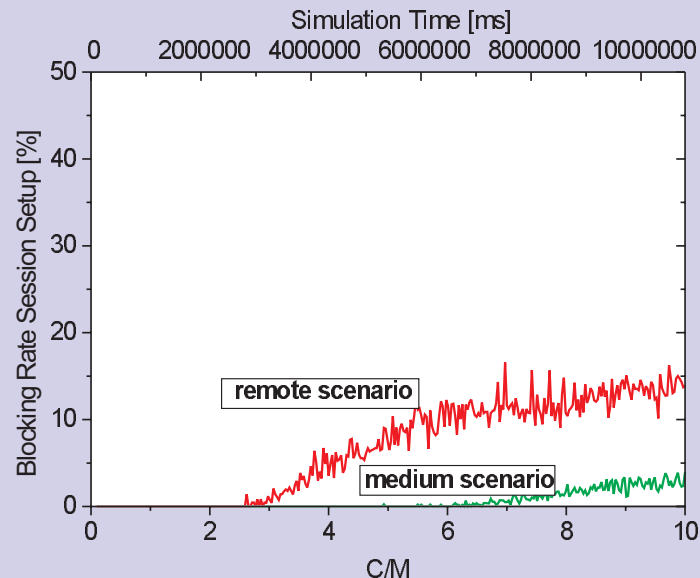
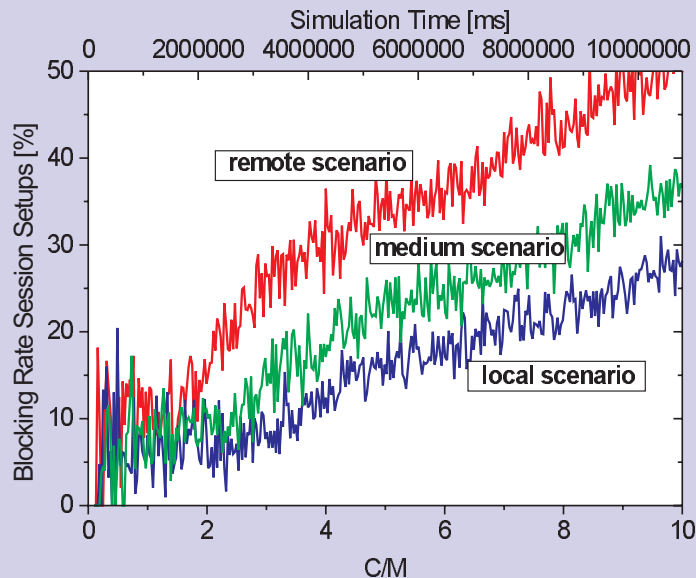
HD Strategy

MUA Strategy

Response Times



Blocking Rates

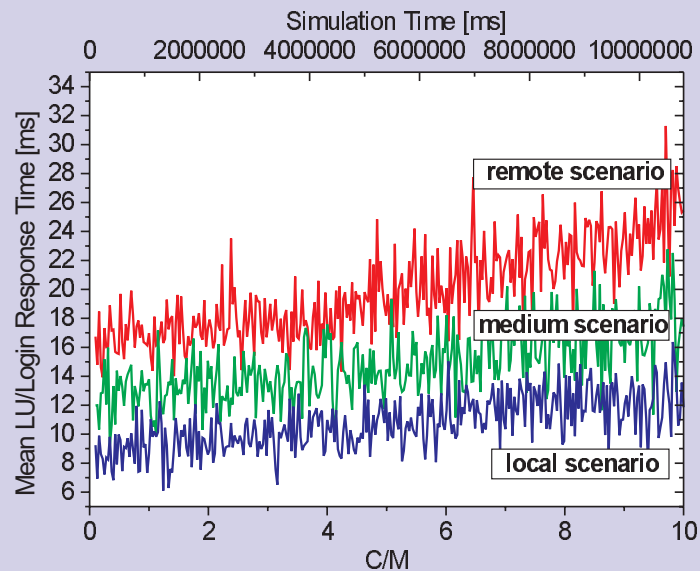
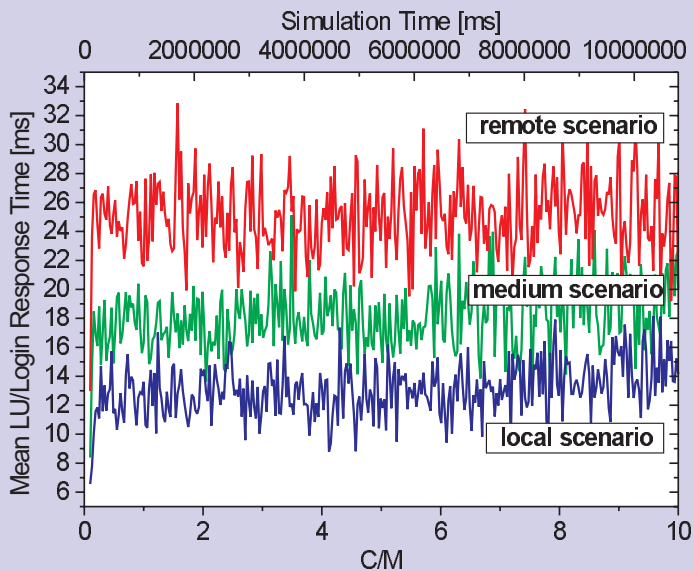


Login/Location Update

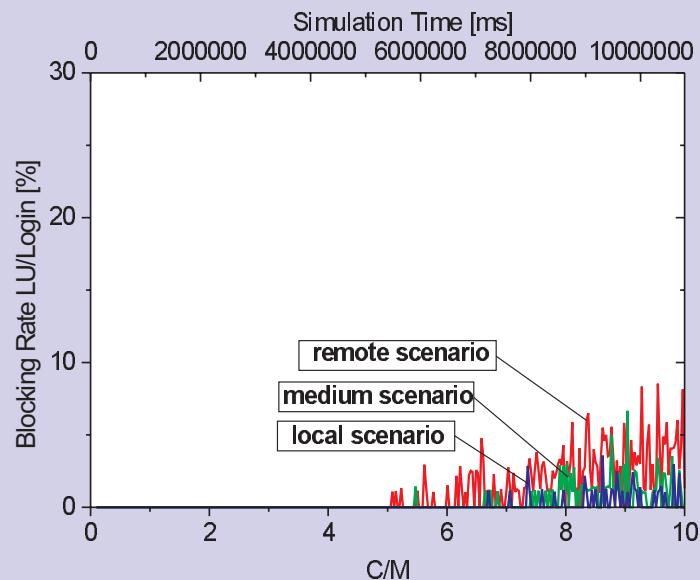
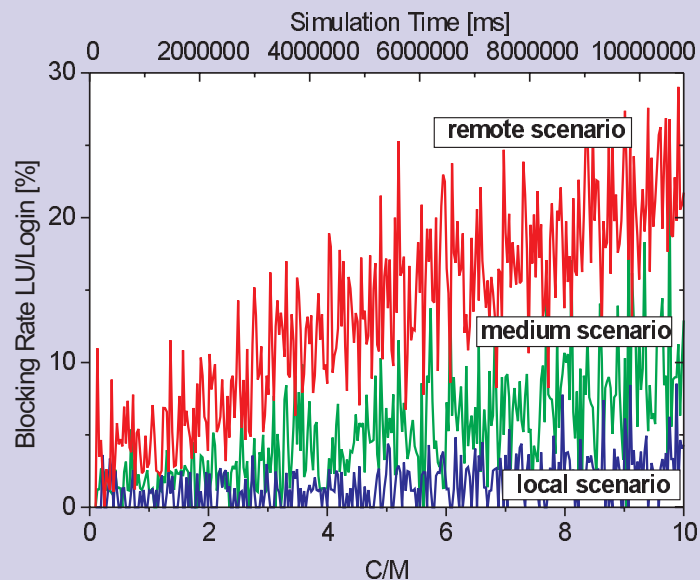
HD Strategy

MUA Strategy

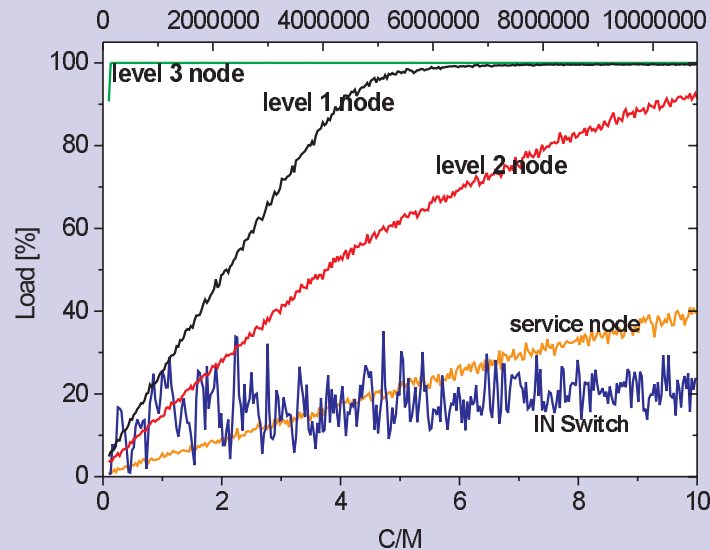
Response Times



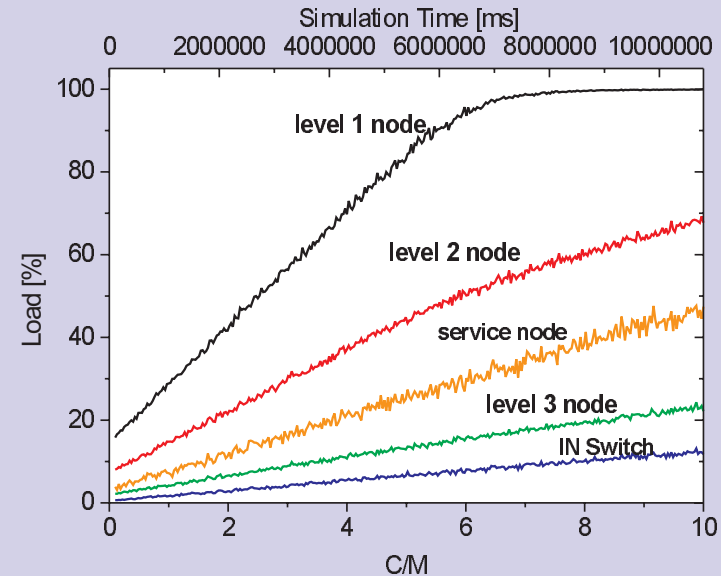
Blocking Rates



HD Strategy



MUA Strategy

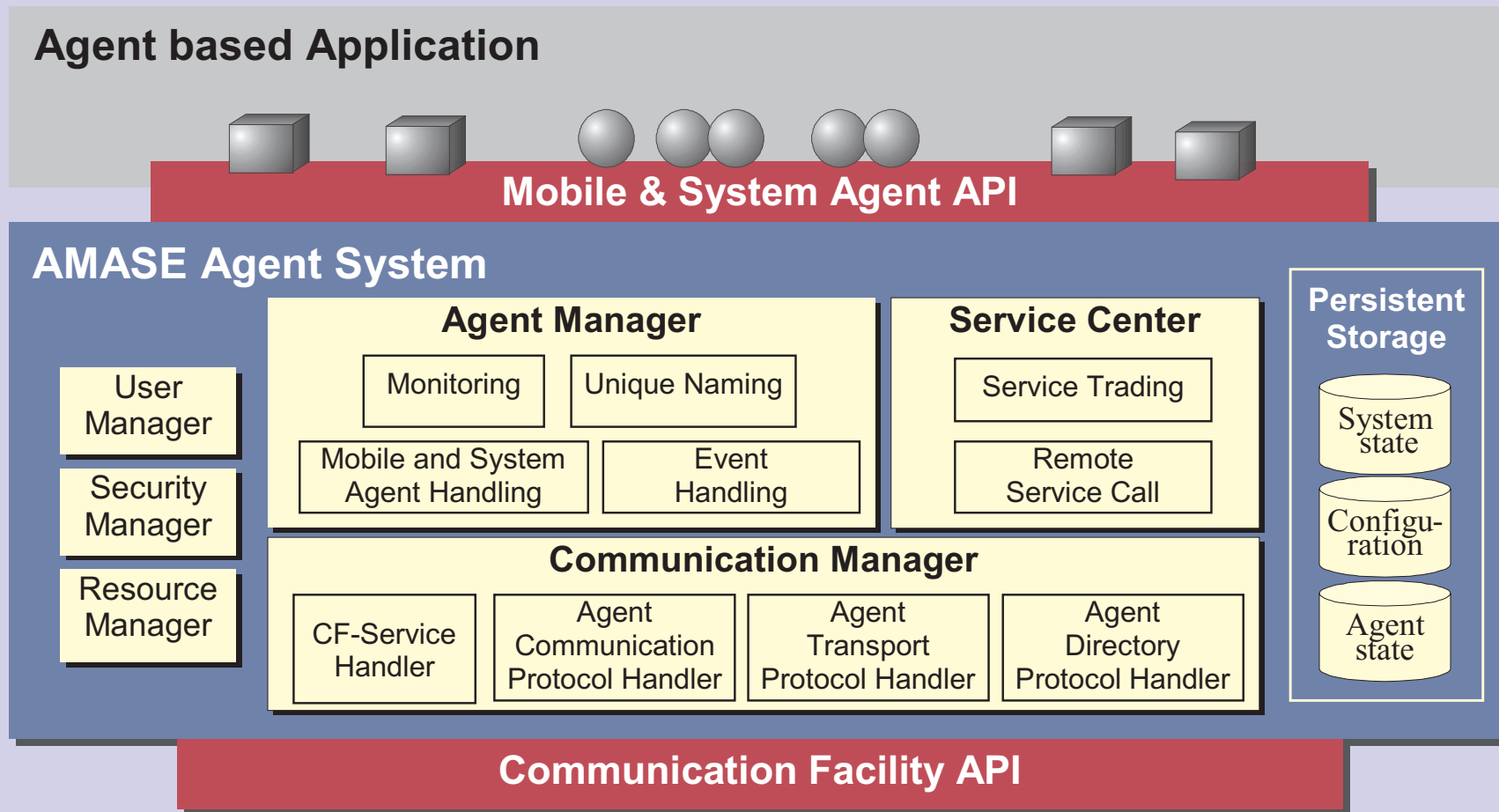


MUA Strategy

- provides shorter response times (on average)
- causes lower blocking rates
- utilizes signaling network more efficiently

➔ Adaptive Strategies

The AMASE Agent System



- MUA strategy supports nomadic communication in an optimal way
- meets demands resulting from competition and mobility
- reduces signaling traffic in comparison to conventional HD-based approaches
- requires flat numbering and sophisticated lookup mechanisms in the broker federation
- AMASE Agent Platform as a prototype for realizing MUA approach

Projects:

Distributed Systems for Service and Network Management in Mobile Cellular Networks

DFG priority program *Mobile Communication*

<http://dfg-mobil.rwth-aachen.de>

Agent Based Mobile Access to Multimedia Information Services

ACTS CLIMATE Cluster

<http://b5www.berkom.de/AMASE/>