IMS, Peer-to-Peer and Beyond



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Outline

Prologue

- IP Disruption for Service Providers
- Operators' Motivation for NGN & IMS Bridging Generations
- Peer-to-Peer Threat and Chances
- Thinking User Centric
- Beyond IMS Service-aware Networks





IP Represents a Major Disruption

It provides flexibility, simplicity and openness



Dedicated



Any device









Basic services



Rich services





Broadcast



On-demand





Proprietary



Open





Complex



Simple







Transformation of the Telco Market

- Service Providers radically transforming their business models
 - ▶ IP network transformation
 - New customer interaction models
 - Changing their business DNA
- A massive industry shift triggering strong upturn in vendor markets
- Two main drivers
 - Simplify networks / increase operational efficiency ("One Factory")
 - Be first on the market with new services







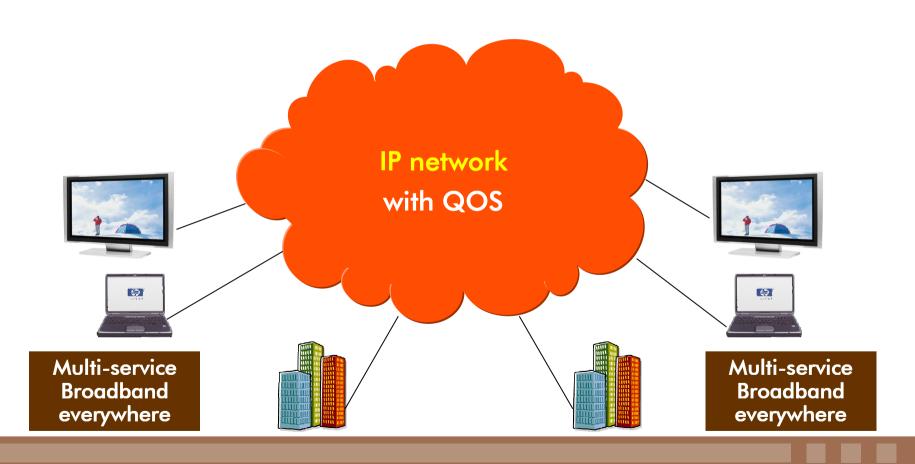
IP networks started with Internet







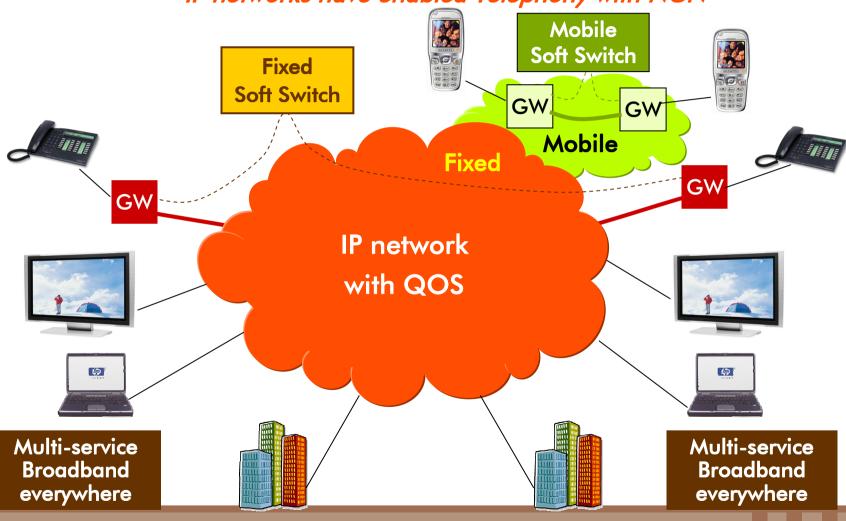
IP networks have grown with extended broadband services







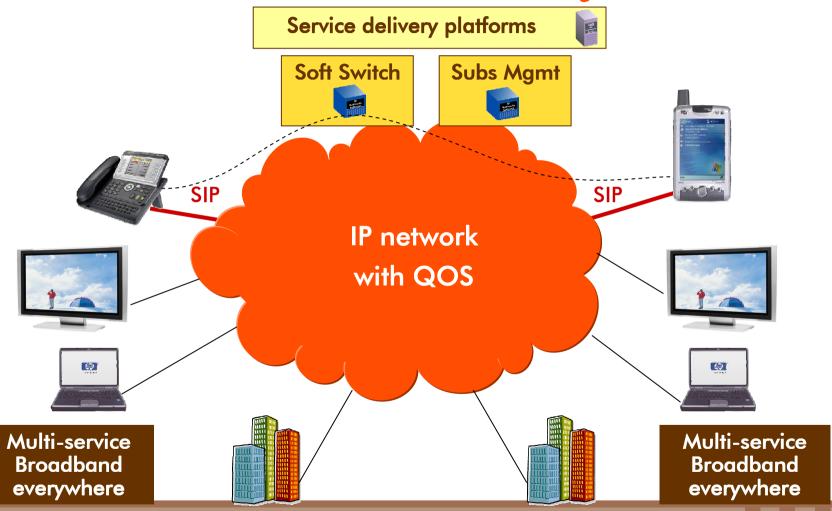
IP networks have enabled Telephony with NGN







Fixed and Mobile IP networks converge with IMS









IP has a Dramatic Impact on Operators

Network economics are transformed

- Equipment costs are shrinking fasts
 - Cost per Gig declining by factor 10 with each generation: LL, ATM, IP
- Network architectures are being collapsed
 - From many dedicated and multi-layered networks
 - ▶ to streamlined multi-service IP network
- Service proliferation can be accommodated
 - ► SDPs to replace hundreds of service OSS-BSS silos
- Operating costs can be dramatically reduced
 - Centralization, simplification,...







IP has a Dramatic Impact on Operators

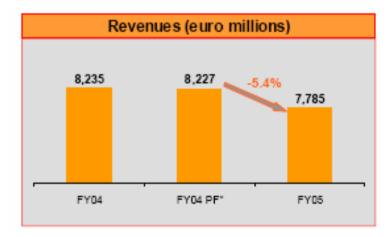
IP puts Enterprise revenues under pressure

- Price erosion of data services with conversion to IP & Broadband
- Fixed voice revenues declining due to VoIP
- Flat mobile revenues in mature markets

Typical case:



Enterprise in 2005







Incumbent Operators Challenged by IP

Market Pressures

NEW ENTRANTS Google-type entrants







MEDIA

Content providers' distribution channels multiplying

TECHNO

Proliferation of new technologies and evolution towards all IP

USER

Mass customization of new services

STOCK MARKETS Investments' shorter payback and better risk control

Network Challenges

- Improve time-to-market
- Innovation
- Future-safe
- Open network
- Improve cost effectiveness



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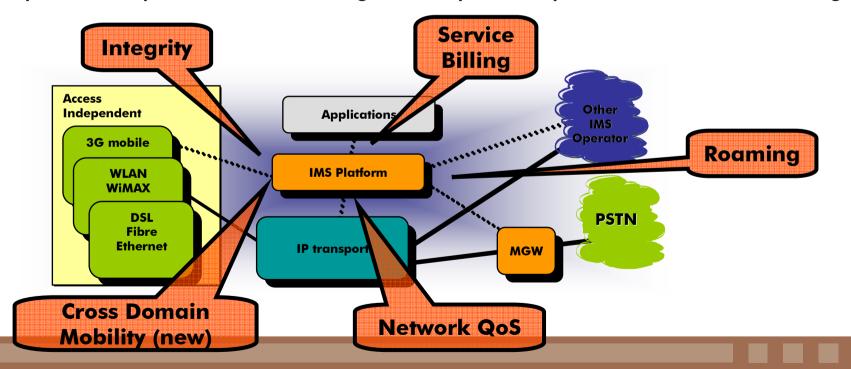
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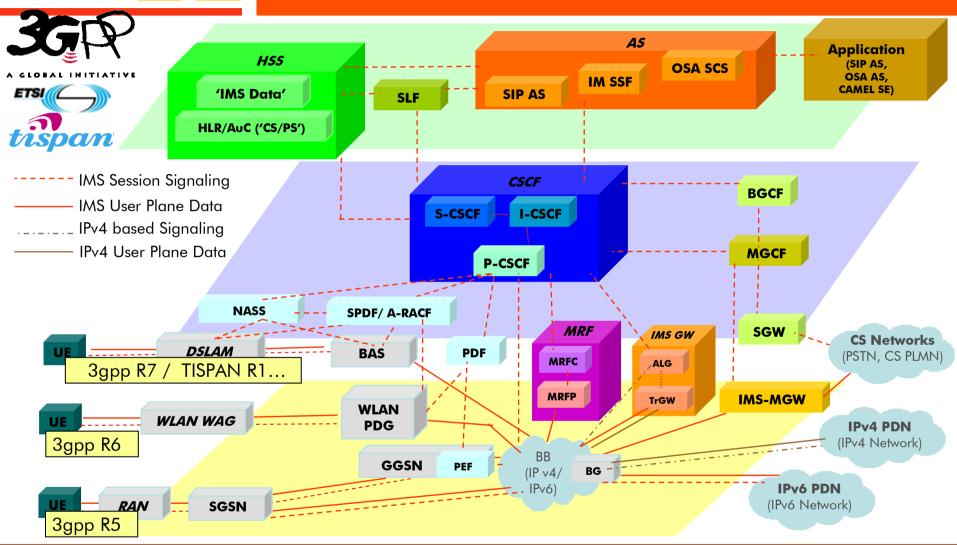
IMS Motivation

- Standardized multimedia architecture for mobile and fixed services
 - ► Heterogeneous Access Technology Unified IP Packet Transport
 - Based on SIP, DIAMETER and MEGACO controls
 - Developed in 3GPP but now adopted by 3GPP2 / LTE, ETSI
 - Operator requirements: Roaming, Security, Quality of Service, Service Billing





IMS Standardization Overview



This is only a logical (functional) architecture, not a physical one.

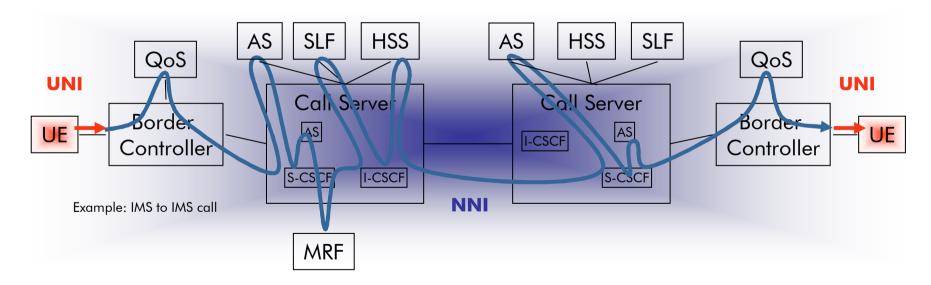






IMS Call Control Principle

- SIP call flow: Simple UNI Complex NNI
 - QoS & Security Enforcement
 - ► Application and Supplementary Services Invocation
 - Discovery of Call Server
 - ► Optional: Media Resources



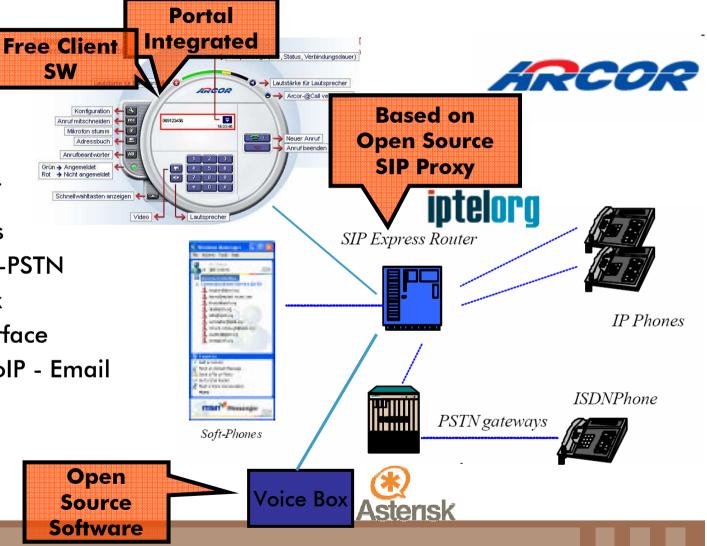


Carrier's Low Cost VoIP Playgrounds



- **DT**
- Arcor
- Freenet.de, ...
- ► free IP-IP calls
- 1..2 ct/min IP-PSTN
- free voice box
- free web interface
- integration VolP Email

SW







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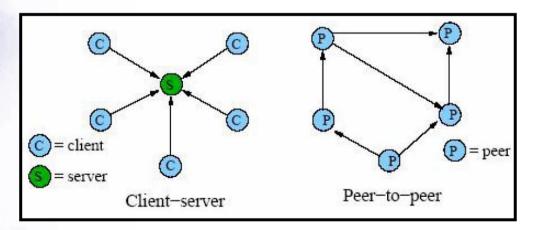




Peer-to-Peer Threat

- In the world of "End to End Application" there is little "lock-in" for carriers except doing the job the customer wants done.
- That's the "constraint," control is now, and increasingly, in the customers hand.

» Somewhere from the blogo-sphere «







What does P2P really mean?

- Nothing really new ?
 - ► Turn the internet to it's original version
 - Early email systems, Usenet fora, ...
- A design philosophy stressing decentralization ?
 - Self-organization
 - Scalability and robustness
- An IT architecture ?
 - Middleware for distributed systems
 - ► A set of protocols focusing high dynamics
- Intelligence shifted to the end devices ?
 - Network of equals client and server at the same time (SERVENT)
 - ▶ Today the driver for "sexy" internet applications is at the edge
- New business model ?
 - ► Content distribution, service / user / resource discovery
 - Skype "telcoland attacked from cyberspace"
- Merely a fad ?

Along a viewpoint article of D. Schoder / K. Fischbach







Skype - P2P VoIP / Video / Conferencing

- ~ 20M \$ investor funding*
- ~ 20M \$ annual revenue from PSTN interconnect*
- ~ 5M \$ R&D investment (3 years, 20...100p)*

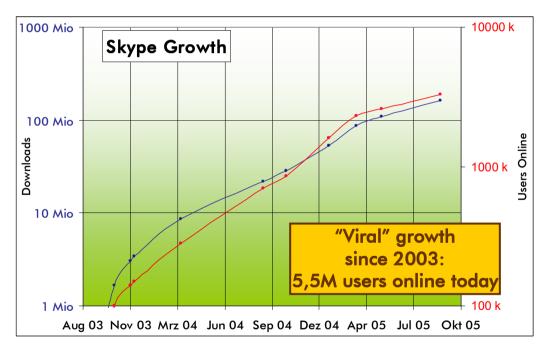
Market value: eBAY bought Skype

- 1,3b \$ cash
- 1,3b \$ in stocks
- up to 1,5b \$ in 2008/2009



Advanced technology

2 successful Internet entrepreneurs



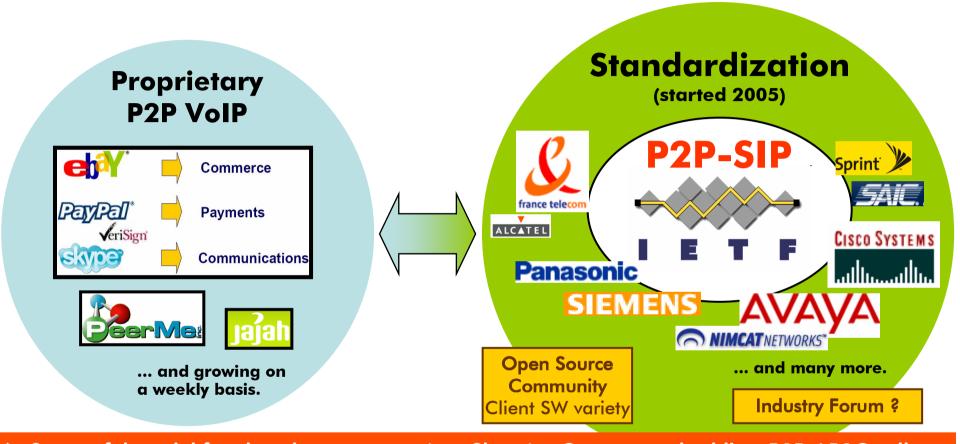
* estimations







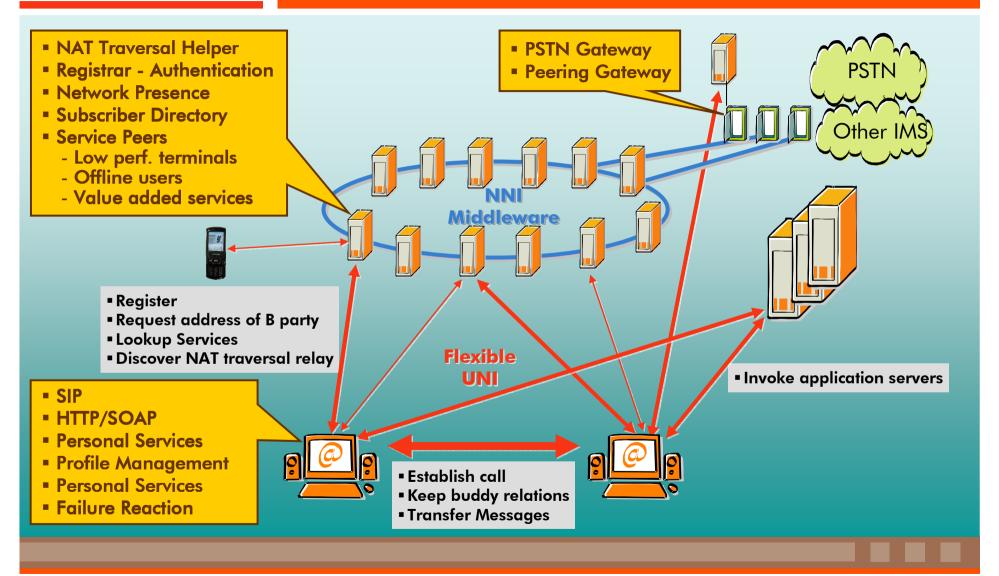
The Standardization Answer: IETF P2P-SIP



- ▶ Successful model for closed user groups (see Skype): eCommerce, buddies, B2B / B2C calls
- ▶ Open issues for public networks: security, regulation, E911/112, LI, QoS
- ▶ IETF P2P-SIP evolution has potential to become the new worldwide standard for VoIP/MMoIP



P2P IMS solution – Fat Clients









P2P-SIP – Impact on IMS

Let's call it the Internet business model: Basic voice is free!

Personal Ringing (Ringback) Tones	Audio / Video on Demand	Push To Talk	Voice box	Offnet/ PSTN interworking	Operator Assisted Services
Paid	Paid	Free	Free	Paid	Paid
Intelligent Mobile Redirect	Virtual Secretary (IVR/UMS)	SPIT ^{(voice} spam) Firewall and other Security	STB Telecom Dashboard	Enhanced Presence	Enhanced Supplem. Services
Free	Paid	Paid	Paid	Free	Paid



Very dynamic creation of new bundles

P2P offers call control and HSS at lowest cost



presence, IM, some supplementary services, ... (largely terminal based)

Broadband Internet Access



Free

Competition erodes revenues





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The German Case: More for Less

- Limited media budget per household
- Germany: strong consumer reticence
 - Embrace cheap communications (Skype, etc.)
 - Rather interested in cheap mobile minutes than new services
- Germany: relatively low Broadband penetration (21%)
- Germany: excellent free-TV
 - ▶ No "simple" standard Triple Play approach feasible

The race to the bottom is on!

Need to offer added value!





Convergence from a User's Perspective



Convergence ?

- ▶ Different network types
 - ▶ fixed / mobile
 - public / private
- Different services
 - same service on different terminals
 - different services on same terminal
 - growth beyond voice
- Different operators
 - TelCos
 - Internet companies



Internet's Way of Business

Internet Companies - Leading Global Communication Hubs

Internet Sites	Search Engines	Email Providers	IM Services	Vo	oIP Services	P	ayments	
MSN Unique Visitors (2) (420MM) msn. (420MM) Google (1) (384MM) Google Yahoo! Unique Visitors (2) (379MM)	Google Search (1) (218MM) Google Yahoo! Search (1) (207MM) YAHOO!	Yahoo! Mail (1) (219MM) YAHOO! MSN Hotmail Active Accounts (2) (205MM) msn. Google GMail (1) (27MM) Google	MSN Messenge Accounts ⁽²⁾ (175MM) MS Yahoo! Messeng (79MM) YAH AOL Instant Mes (AIM) ^(1, 3)	Sn. (5 ger ⁽¹⁾	egistered Use 4MM) Skyr	ers (2) A	PayPal / eBay accounts (2) 79MM) PayPa C	
eBay ⁽¹⁾ (187MM) <mark>⇐b</mark> ¥°			ICQ ⁽¹⁾ (31MM)	Intractructure invectment				
Amazon.com			100	(US\$ in Millions)	C2003	C2004	C2005E	
Active Customers ⁽²⁾ (50MM)	The second second			Google	\$177	\$319	\$700	
AOL AOL	Number	of Users		Y/Y	375%	80%	104%	
Subscribers ⁽²⁾ (30MM)				Yahoo!	\$117	\$246	\$405	
MySpace.com (1)				Y/Y	128%	109%	65%	
(21MM)				eBay (1)	\$365	\$293	\$396	
				Y/Y	163%	(20%)	35%	
				Amazon.com	\$46	\$89	\$172	
	mScore Media Metrix (5/05). , as of CQ2:05. Skype data as	s of 9/12/05.		Y/Y Source: Company filings, More	17%	94%	93%	





Skype – Ebay Integration in China





Value shift from call routing towards

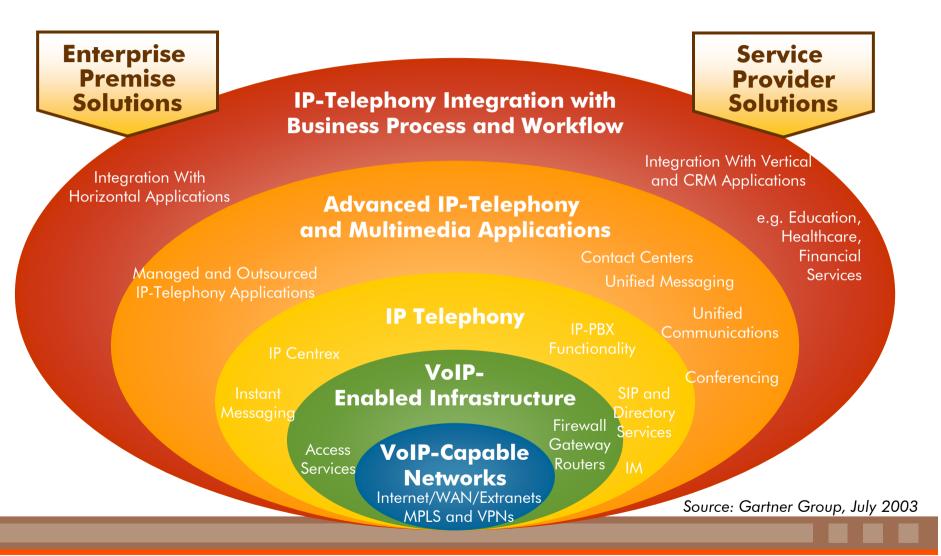
- creating and keeping large customers communities
- seamless communication integration







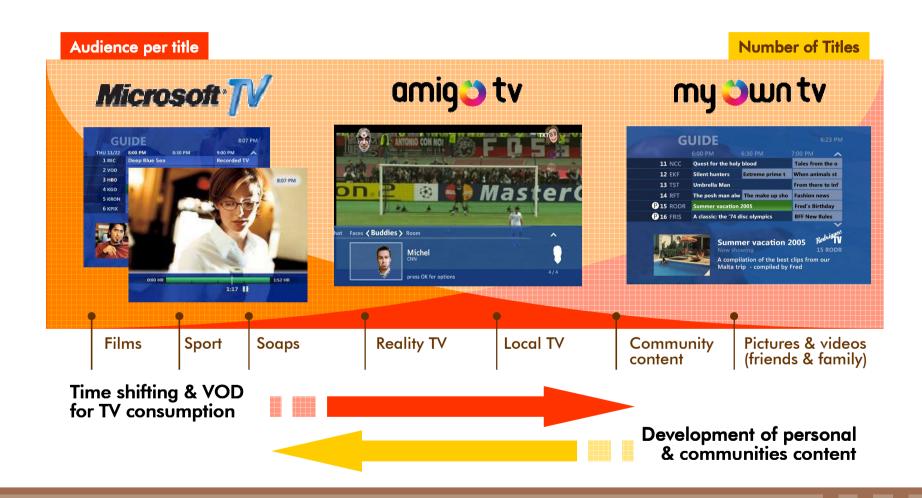
From "Plain Vanilla VoIP" to "Rich Voice"







From 3-Play to Community Services







Change in Business Model

Telco Operators assets: interactivity & personalization

Today revenue split



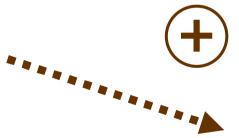
Tomorrow revenue split



Advertising



Voice & data services



Content



Voice & data services



Achieving IMS: IP Architecture + Broadband





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Telecom Providers under Pressure

New players, new deals: it's time for operators to react!

on fixed segment ...
... and soon on mobile market





MVNOs arrival ...

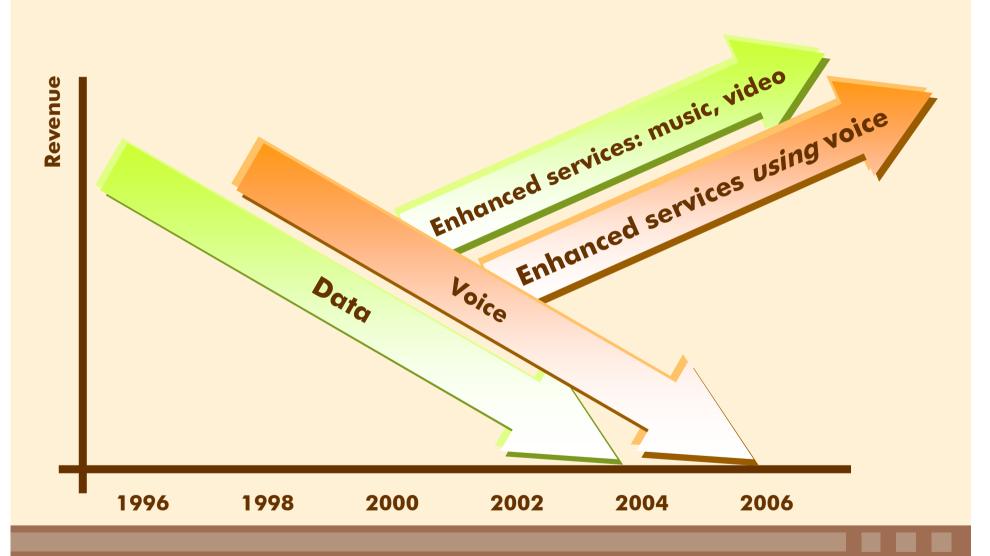




TELECOM
SERVICE PROVIDERS



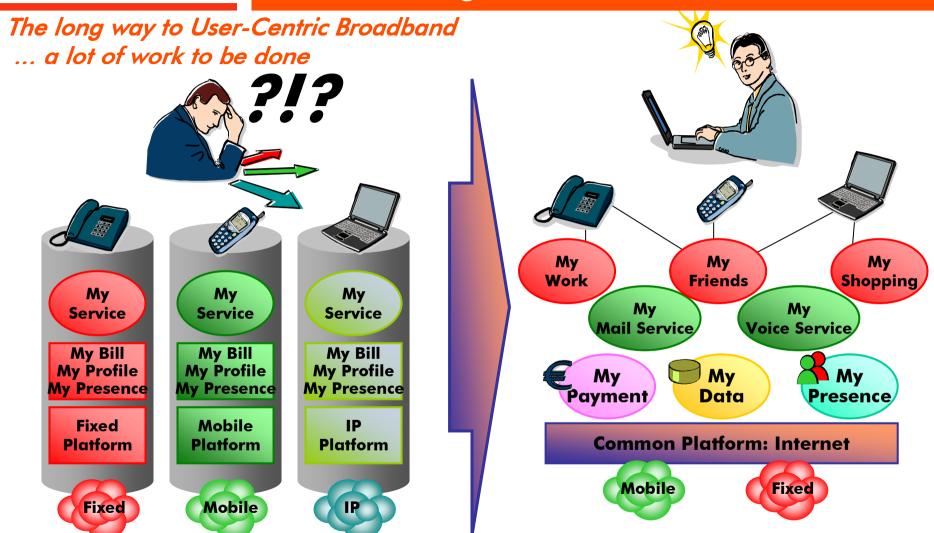
From Voice Service to Voice Component







Orchestrating User-Centric Services









Challenges in Communications

- New methods to provide multiple new services economically
 - Framework of components: increased efficiency by synthesizing new services through reuse of existing (distributed) basic components
 - implementing only few new components and reuse the majority available components
 - Provisioning a multitude of short-lived new services on demand requires autonomic behavior of the network infrastructure
 - service requirements to be mapped on available resources (middleware technology)
 - dynamic self-organization
- Shift of business models in communications
 - ▶ Value of the terminal increasing → peer-to-peer technologies
 - new capabilities of end user devices
 - multi-functional intelligent devices as user gadgets
 - Federation of data base, search and communication realms
 - lightweight communication technology embedded into global knowledge base



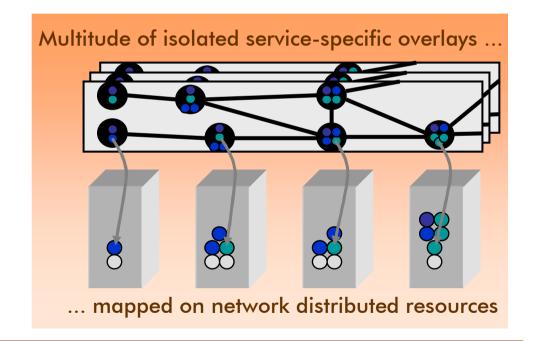




Service Orientated Infrastructure

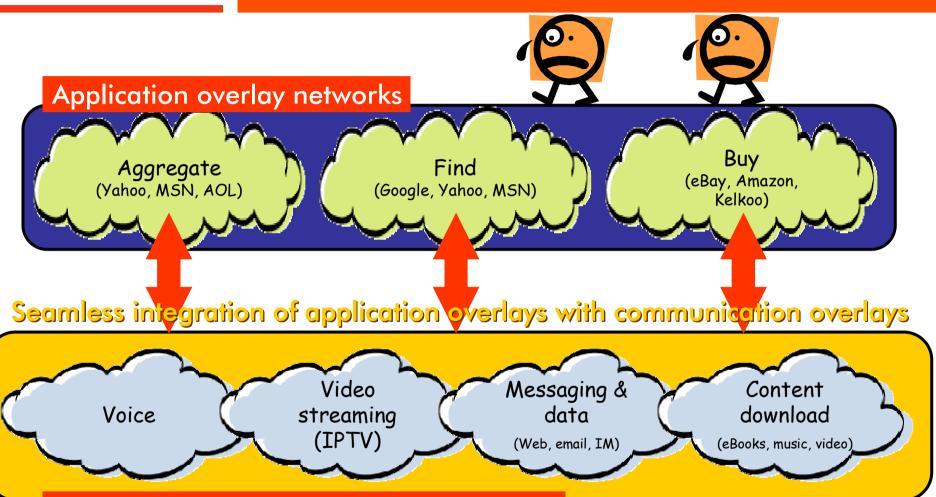
Multimedia Services Grid

- application of grid middleware technology not related to L2/L3 grids
- maturing of great research results on distributed computing
- Networked Media and Application Server Infrastructure
- Flexible deployment of carrier services beyond IMS
- Value creation by combined services





Value Add in a User-Centric World



Communications media overlay networks





◆ BROADEN YOUR LIFE ▶

