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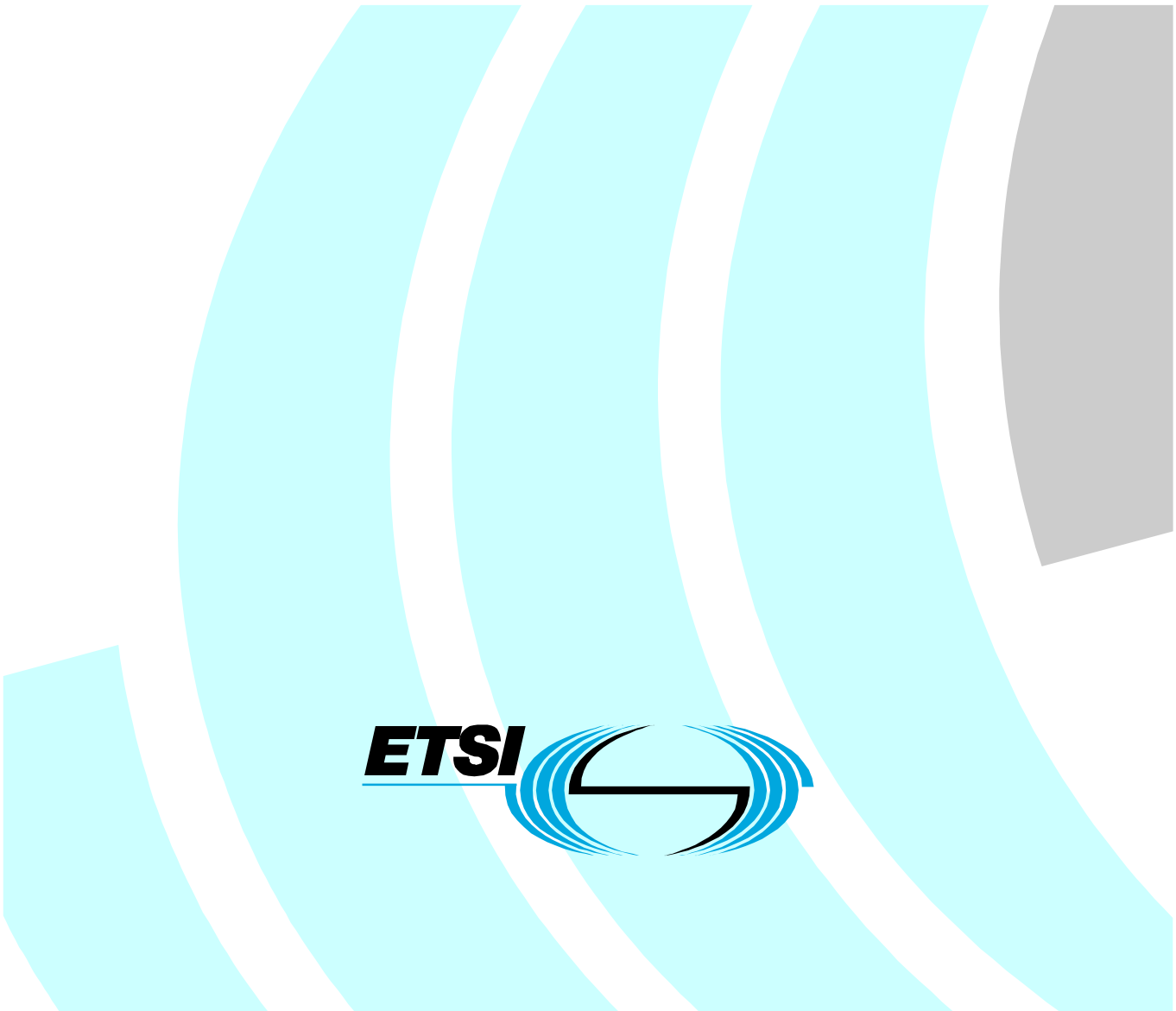
Technical Report

Corporate telecommunication Networks (CN); Mobility for enterprise communication



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Contents

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Foreword

This Technical Report (TR) has been produced by ECMA on behalf of its members and those of the European Telecommunications Standards Institute (ETSI).

Introduction

The present document identifies key mobility issues for IP-based enterprise communication. This includes the taxonomy of mobility aspects, use cases and connectivity scenarios of mobile enterprise users. Based on the scenarios requirements for mobility management, architecture and security are identified.

The present document is based upon the practical experience of Ecma member companies and the results of their active and continuous participation in the work of ISO/IEC JTC1, ITU-T, ETSI, IETF and other international and national standardization bodies. It represents a pragmatic and widely based consensus.

The present document has been adopted by the Ecma General Assembly of December 2005.

1 Scope

The present document identifies key mobility issues for access to IP-based enterprise information and communications services. It defines a taxonomy of mobility terms and then explores use cases and connectivity scenarios involving mobile enterprise users. From these it derives requirements for mobility management, architecture and security.

Mobility for enterprise communication is about making desktop communication and information resources available at different locations and while on the move. The Technical Report encompasses both wired and wireless connectivity using enterprise and public all-IP-networks for voice, data and converged services.

The present document is intended as an aid to analysing gaps in standardization that prevent or hinder mobility in enterprise communications and information access. More general interworking issues of enterprise communications are covered by a companion Technical Report ECMA TR/91.

2 References

ECMA Technical Report TR/91: "Enterprise Communication in Next Generation Corporate Networks (NGCN) involving Public Next Generation Networks (NGN)".

IETF RFC 4282: "The Network Access Identifier".

IETF RFC 3261: "SIP: Session Initiation Protocol".

IETF RFC 3344: "IP Mobility support for IPv4".

IETF RFC 3775: "IP Mobility support in IPv6".

ETSI EG 202 325: "Human Factors (HF); User Profile Management".

3 Definitions and abbreviations

3.1 Definitions

For the purposes of the present document, the following terms and definitions apply:

Access Network (AN): collection of network entities and interfaces that provide underlying IP transport connectivity between a user's terminal and an enterprise or a public core network

accounting: process of collecting resource usage measurements and apportioning charges for services provided by a network operator or service provider

active profile: set of all active profile components related to a user

administrative domain: collection of physical or functional network entities under the control of a single administration

Application Service Provider (ASP): provides and manages applications on top of IP

authentication: proof that an identity is genuine, e.g. the user is as claimed

authorization: process or result of assigning certain execution rights or a role to an authenticated user or entity

availability: willingness and ability of a user to engage in a communications session

base profile: rules and settings that are always active in a profile

billing: function whereby charges generated by a network accounting function are transformed into bills

core network: portion of a communication system composed of networks, system equipment and infrastructures providing connections between access networks and between service providers and access networks

Corporate Network (CN): sets of equipment (Customer Premises Equipment and/ or Customer Premises Networks) that are located at geographically dispersed locations and are interconnected to provide services to a defined group of users

domain: collection of physical or functional network entities belonging to a restricted geographical area, a topological IP-area or owned / operated by an enterprise, public carrier or service provider

end-to-end security: security (including privacy and information integrity) for the exchange of information between two or more end points that does not rely on secure channels or other security features in between these end points

enterprise-grade service: performance level for security, availability and service perception that is comparable to PBX-based services

extranet: closed IP-network of an enterprise used for data or converged communication services by external partners of the enterprise

federated management: management with access to the control functions of another network on the basis of a federation agreement between the network administrations

firewall: security means to shield an enterprise IP-network from unwanted traffic by blocking certain IP addresses and port numbers or certain application data content

handover (also known as handoff): process of transferring an ongoing network connection from one point of attachment to another

home network: network where the mobile user has a service agreement and which maintains user-specific data including location, authentication, authorization and service profile information

home domain: home network administrative domain where the mobile user has a service agreement / subscription

NOTE: For sake of more efficient mobility management a visited network may provide a temporary home domain - but such concepts are currently still research topics.

hosting network: access network that provides point of network attachment to a mobile user

NOTE: This can be the home network or a visited network.

hotspot: location of a wireless point of attachment

NOTE: Hotspots can be public or restricted to customers or employees of an enterprise.

identity: name by which the user of a network is known

inactive profile: profile that does not currently apply but that may apply to a user when the circumstances change

Internet: public IP network

Intranet: closed IP-network of an enterprise used for data or converged communication services by members of the enterprise

IP network: public or user-specific network offering connectionless packet-mode services based on the Internet Protocol (IP) as the network layer protocol

NOTE: The Internet is the prime example of a public IP network.

IP-PBX: PBX capable of IP-based telecommunications

location: information on the network point of attachment through which a user is currently accessing a network, including e.g. identification of the geographical, administrative and IP-topology domain

mobile network: network that provides continuous connectivity to mobile terminals by wireless access

mobility management: set of functions used in the Core Network and Access Networks to provide mobility

NOTE: These functions include authentication, authorization, location updating, paging, download of user information and more

Next Generation Network (NGN): packet based public network able to provide telecommunication services, able to make use of multiple QoS enabled transport technologies and in which service related functions are independent of underlying transport related technologies

Next Generation CN (NGCN): self-contained corporate network designed to take advantage of emerging IP-based communications solutions and that can have its own applications and service provisioning

Network Access Provider (NAP): business entity that provides network access infrastructure to one or more Network Service Providers (NSPs)

NOTE: A NAP implements this infrastructure using one or more Access Service Networks (ASN).

Network Service Provider (NSP): business entity that provides IP connectivity and services to subscribers compliant with the Service Level Agreement it establishes with subscribers

NOTE: To provide these services, an NSP establishes contractual agreements with one or more NAPs. An NSP may also establish roaming agreements with other NSPs and contractual agreements with third-party application providers (e.g. ASP or ISPs) for providing services to subscribers.

personal user agent: functional entity (probably implemented as a software object) with a one-to-one relationship to a specific user identifier

portal: web-based based interface that provides a single access point to dispersed information, e.g. corporate portals provide enterprise-wide information to employees

presence: set of data representing the status and availability of a user or a group of users for communication.

privacy: feature that enables a user to control the disclosure of his identity, communication status or other communications related information, including media, to others

profile: total set of user related information, preferences, rules and settings which affects the way in which a user experiences terminals, devices and services

profile provider: entity (e.g. company such as a service provider, organization such as a special interest or affinity organization) that provides profiles and associated services

Quality of Service (QoS): measure of the quality level of services to users which determines how different traffic will be handled and prioritized in the network, according to the enterprise's business policy and specific requirements in a Service Level Agreement (SLA) between the enterprise and the network operator or a virtual network operator, e.g. a MVNO

residential network: private network that provides network access and interconnection on a restricted geographical area, e.g. a university campus or a private building

roaming service: service, that enables users to access services according their user profile while outside their home domain i.e. by using an access point of a visited network

NOTE: This requires the ability of the user to get access in the visited network, the existence of an interface between the home network and the visited network, as well as a roaming agreement between the respective network administrations.

service mobility: network ability that enables a user to obtain a particular (agreed) service irrespective of his PoA (network technology and administrative domain) and the terminal that is used

service provider: entity that offers services to users involving the use of network resources

session mobility: network ability that enables a user to maintain an active session while switching between terminals or changing to another subnet or access network

single sign-on: procedure by which a user gains access to all authorized communication services

NOTE: Such services may comprise telephony features and./or enterprise applications that employ embedded communication functions.

terminal mobility: ability of a network or networks to provide network connectivity to a user even when the point of attachment (PoA) of his terminal changes within the network or between different networks

transit network: network that provides interconnection between a visited network and a home network on the basis of a service contract

URI: identifier for a communication resource which may represent a user, a device, a service or combinations thereof

user: person, organization or technical system that accesses a network in order to communicate using the services provided by that network

user mobility: ability of a network or networks to provide network connectivity to a user even when his PoA changes, regardless of whether or not this involves a change of terminal

user profile: set of information describing a user's service environment

Virtual Private Network (VPN): virtual network that can deliver ubiquitous and secure connectivity over a shared network infrastructure (e.g. public carrier networks) using the same access policies as an enterprise network

visited network: network that provides a PoA outside the home network of a mobile user

visited domain: administrative domain that provides a PoA outside the home domain of the mobile user

3.2 Abbreviations

For the purposes of the present document, the following abbreviations apply:

AAA	Authentication, Authorization and Accounting
AN	Access Network
AP	Access Point (WLAN)
ASN	Access Service Networks
ASP	Application Service Provider
CIP	Cellular IP
CN	Corporate Network
CPE	Customer Premises Equipment
CRM	Customer Relation Management
DHCP	Dynamic Host Configuration Protocol
ERP	Enterprise Resource Planning
GPRS	General Packet Radio Service
GSM	Global System for Mobile communication
GW	Gateway
HIP	Host Identity Protocol
HLR	Home Location Registry
ICT	Information Communication Technology
IdP	Identity Provider
IM	Instant Messaging
IMS	IP Multimedia Subsystem
IP	Internet Protocol
ISDN	Integrated Services Digital Network
ISP	IP-Service Provider
IVR	Interactive Voice Response
LAN	Local Area Network
MIP	Mobile IP
MM	Mobility Management
MVNO	Mobile Virtual Network Operator
NA	Not Applicable
NAP	Network Access Provider
NAT	Network Address Translator

NGCN	Next Generation Corporate Network
NGN	Next Generation Network
NSP	Network Service Provider
OAM	Operation, Administration and Maintenance
PAN	Personal Area Network
PBX	Private Branch Exchange
PIM	Personal Information Management
PoA	Point of Attachment
PSTN	Public Switched Telephony Network
PWLAN	Public Wireless LAN
QoS	Quality of Service
RFC	Request For Comment
RPC	Remote Procedure Call
SAML	Security Assertion Markup Language
SCTP	Stream Control Transmission Protocol
SIM	Subscriber Identity Module
SIP	Session Initiation Protocol
SLA	Service Level Agreement
SMS	Short Message Service
SOHO	Small Office Home Office
SSL	Secure Socket Layer
TCP	Transmission Control Protocol
UA	User Agent
UMTS	Universal Mobile Telecommunications System
URI	Uniform Resource Identifier
USIM	UMTS Subscriber Identity Module
UTRAN	UMTS Terrestrial Radio Access Network
VLAN	Virtual LAN
VoIP	Voice over IP
VoWLAN	Voice over WLAN
VPN	Virtual Private Network
WAN	Wide Area Network
WLAN	Wireless LAN
WWAN	Wireless WAN (Wide Area Network)
xDSL	Denotes a class of Digital Subscriber Lines technologies, e.g. ADSL, VDSL

4 Void

5 Overview

Globalization of economy and the need for more responsive business processes (also referred to as the "Real Time Enterprise") have created new demands on enterprise networks. Progress in digital technology is transforming corporate networks and will ultimately transform the way companies provide communications and information technology for the enterprise in order to improve business value. Examples are the migration from separate voice and data networks to a converged IP network, providing both information access and real time communication in a single network. Other important developments are the convergence of the enterprise's telecom services with its IT processes to enhance workflows, the increase of hosted ICT services provided by ISPs or public carriers for non-core enterprise tasks, the demand for access to ICT resources from everywhere, meaning mobility, and the fast growing variety in types and applications of communications technology.

In the highly responsive enterprise of the future (real-time enterprise) the office no longer represents the actual physical location where all of the employees are situated, but the environment they are working in - at the office, away from the desk in a conference room, at home or on the road - with a range of digital appliances that continues to diversify and proliferate. Next generation public networks (NGN) and next generation corporate networks (NGCNs) are extending their reach to provide mobile connectivity with wireless or wired technology, e.g. high-bandwidth wireless hotspots, digital cellular or xDSL access to address the needs of anytime, anywhere at any device communications. This includes besides the support of interpersonal communication (e.g. via voice/ video), person-to-machine (e.g. IVR) and machine-to-machine communications (e.g. automatic software updates).

Access control, along with security, will be necessary to provide corporate users with transparent services and communication. Supporting secure mobility across a range of transports, both wired and wireless, inside and outside of the office and the enterprise owned network, will become a key element of the enterprise communication future. Other critical components are the provisioning of real-time communication and information services anytime, anywhere at any device with an appropriate level of quality of service. In addition, to realize the full potential of mobile communications, communication services, including real-time services, should be presence-aware and fully integrated in the IT environment (workflow, business processes) of the enterprise.

Examples for mobility applications in enterprise communications area are:

- Public transport, logistics:
  - Voice over WLAN and mobile data for personnel, e.g. at loading docks.
  - Access to resources during travel.
- Hospitals:
  - Easy ad-hoc access to patient data (for authorized personnel only) - anywhere.
  - Voice over WLAN for nurses and doctors.
  - Information on where to find personnel within premises.
- Large industrial plants, campus areas:
  - Many "mobile" people (many meetings, projects, various large buildings, etc.).
  - Mobile access to data, e.g. for service personnel.
  - Remote and distributed inventory management.
- Enterprise grade Voice over WLAN on campus.

Figure 1 depicts an example of an enterprise mobility environment.

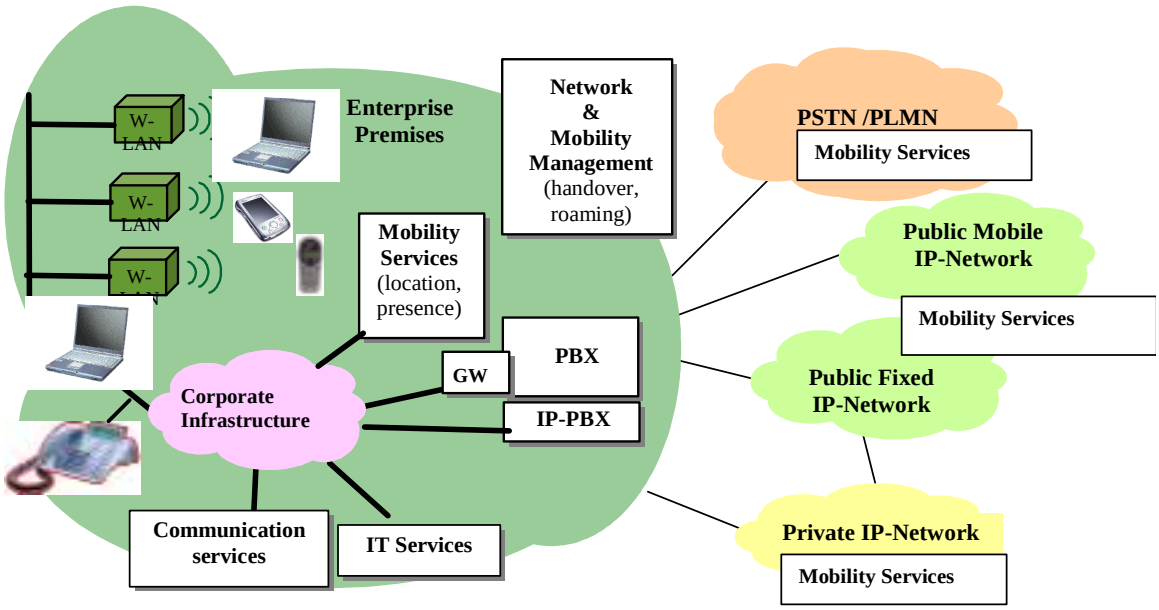


Figure 1: Enterprise mobility environment

As shown in figure 1 mobility for enterprise communication is supported besides the Corporate LAN/WAN by the emerging IP-based public mobile and fixed networks including the Internet. Of high importance for mobility is the provision of WLAN islands (hotspots) either on the enterprise campus or in public areas, which provides broadband data access and voice telephony (VoWLAN). Other promising technologies for enterprise mobility are WIMAX, WLAN in vehicles (moving networks) and self-organizing mobile networks, e.g. meshed networks.

6 Taxonomy of mobility

Mobility comes in various forms and with various limitations. A large number of terms are frequently used to describe different types of mobility, often with different terms used for the same thing and the same term used for different things. This clause introduces the terms used in the present document to describe types of mobility. It also groups these terms in the form of a taxonomy.

6.1 Basic mobility types

Generalized mobility as stated in the previous clause includes four mobility types: terminal, user, session and service mobility, which refer to different functionalities that the mobility management (MM) of networks can provide.

NOTE: The functionality of these mobility types is complementary, but not independent, i.e. session and service mobility can not be used without terminal or user mobility.

6.1.1 Terminal mobility (also known as device mobility)

The purpose of terminal mobility is to provide network connectivity to the user even when the Point of Attachment (PoA) of his terminal changes within the network or between different networks. One of the major tasks is the maintenance of the IP-address of the mobile terminal. This requires the capability of the network to identify and locate the terminal. Terminal mobility may also entail a change of access technology, for example from a GSM to a WLAN access network.

6.1.2 User mobility (also known as personal mobility)

User mobility denotes the ability of a network or networks to provide network connectivity to a user even when his PoA changes, regardless of whether or not this involves a change of terminal. It also potentially allows the user to retain access to authorized services (in the case of a persistent single sign-on capability).

This requires a personal identifier, and the capability of the network(s) concerned to provide at different terminals those services listed in the user's profile. In addition, user mobility includes the possibility of accessing services from several terminals simultaneously.

An important requirement for user mobility is that the user register with the network(s) by supplying suitable credentials for identifying and authenticating themselves, e.g., user identity, account name, password, PIN, cryptographic information, biometric evidence, etc. This information can be entered by the user or, particularly where a cryptographic key is required, obtained from a smart card (e.g., SIM, USIM, etc.) or soft key store. The network has to provide appropriate means for authentication, authorization and accounting (AAA). Accounting does not usually depend on the type of device being used, but on the user who registers.

Users may also register in their corporate home network across public (either home or visited) or visited corporate networks infrastructures.

6.1.3 Session mobility

Session mobility enables the user to maintain an active session while switching between terminals or changing to another subnet or access network. The session handover is provided by the mobility management functions of the involved networks.

6.1.4 Service mobility

Service mobility is the ability for a user to obtain a particular (authorized) service irrespective of his PoA (including heterogeneous network technologies and different administrative domains) and the terminal that is used. Services can be of a transport or application nature. This ability is in general supported by a coordinated set of service components provided by the network infrastructure of the access provider, by the enterprise network, by a 3rd party and by the client application on the mobile terminal. This means that a standardized network-to-network interface is required to make a service transparently accessible from different networks. In addition the presentation and execution of a service has to be adapted to the characteristics of the user's terminal, e.g. computing performance, memory size, display capabilities, etc., and potentially tailored to the user preferences contained in their profile.

Examples of the benefits that service mobility can bring include (in each case irrespective of terminal or point of network access):

- the ability to use the same dial plan for establishing outgoing communications;
- the ability to subscribe to services such as presence and location;
- the retention of user preferences, favourites, short-cuts, user privileges etc.

6.2 Mobility across different network infrastructures (network roaming)

The basic mobility types may be further classified according their ability to cope with crossing heterogeneous network infrastructures, such as different access technologies, or different network domains or both.

6.2.1 Mobility across access network technologies

This classification of mobility refers to the support of terminal, user, session and service mobility independent of network technology.

- *Intra-technology mobility*:
  supports mobility within a network or across networks with the same access network technology.
- *Inter-technology mobility*:
  supports mobility across networks using different access network technologies. Examples are transitions from LAN to WLAN or MAN to UTRAN.

6.2.2 Mobility across administrative network domains

This kind of mobility denotes the support of terminal, user, session and service mobility independent of the administrative network domain.

- *Intra-domain mobility:*
  denotes the support of mobility within a single administrative network domain.
- *Inter-domain mobility:*
  enables mobility across different network domains, e.g. across public and enterprise network infrastructures. This includes as well IP-subnets of a single enterprise.

Connection continuity across networks is supported by mobility management processes which provide network roaming by network handover on different network layers. The level of support is determined by roaming policies. In case of inter domain mobility a service level agreement (SLA) between the involved network administrations is needed in addition. However, any roaming service must be supported by the network architecture to provide the appropriate signalling and media transport capabilities.

6.3 Granularity of mobility

The granularity of mobility depends strongly on the performance of the mobility management process to handover an ongoing communication session from one access network to another. A handover may be initiated either by the hosting network, the mobile device or by the network assisted by the mobile device. In cases where the location change of the terminal does not result in delay or loss of data that would be perceived by the user as degradation of quality of service, the handover and the mobility involved is called seamless.. The availability of handover is typically not service dependent but its provision depends on the access network capabilities.

The handover (HO) itself can be within one access technology (horizontal HO) or between different access technologies (vertical HO).

The following terms have been introduced for classifying the granularity of mobility:

- Continuous mobility.
- Discrete mobility.
- Local and global mobility.

6.3.1 Continuous mobility (mobile access)

Continuous mobility or mobile access denotes the ability of a user or a terminal to maintain communication while roaming between network PoAs without interrupting the network connection and the associated sessions (in case of session-based connections). A service that provides continuous mobility is also known as a mobile service.

Continuous mobility is not necessarily seamless, in some situations, the hand-over may lead to a briefly suspended service session or it may require a change in the service level provided as a consequence of the capabilities of the new access point to which the user has become connected through the handover process.

6.3.2 Discrete mobility (nomadic and portable access)

Discrete mobility denotes the ability of a user or terminal to change location or terminal only with interruption or loss of any connection and associated sessions in progress.

This usually happens between wired network accesses, such as changing desktop terminals (hot desking) in the enterprise, moving a portable terminal between wired accesses or changing from a wireless to a wired access and vice versa.

Discrete mobility can be subdivided into two categories:

- *Nomadic access:*
  This is the ability of the user or terminal to change his network PoA with no support for connection or session continuity. Any ongoing session must be stopped (or is lost) and then must be started again (if required) at the new PoA. In other words, there is no mobility of session or network connectivity provided. It is assumed that normal usage pattern is that users shutdown their connection before moving to another access point, as a user moves from one network to another.

NOTE: There is a special case of nomadic access that may be available on some access networks, where the user may be able to re-establish the authentication of their original network connection, even though their sessions need to be closed.

- *Portable access*:
  This is similar to nomadic access but provides support of discrete session mobility. This means a user or terminal is able to change the network access point while maintaining the ongoing session by suspending the session at predefined synchronization points (application specific) and resuming after changing to the new access point.

6.3.3 Local and global mobility

The extent of mobility support further depends on the level of co-operation of mobility management functions across networks. Two basic types of can be distinguished:

- *Local mobility*:
  denotes the limitation of mobility to an arbitrary collection of administrative domains. No reassignment of IP addresses need to take place - just the path to the mobile terminal is updated within the network, so that packets can be routed correctly.

- *Global mobility*:
  in this case mobility management is effective across different networks. This means the home and *corresponding* nodes of the visited network have to be informed on location changes, and a reassignment of IP addresses may occur.

7 Overview on technical issues of mobility

The following issues are addressed:

- Mobility management, which addresses issues of mobility control and signalling.
- Mobility architecture, which addresses system level issues e.g. network architectures.
- Security, which covers protection of business information and privacy.

7.1 Mobility Management

Mobility management (MM) denotes a set of functions used in the Core Network to provide mobility within the home network and across visited networks. These functions include communication with the home network for purposes of authentication, authorization, location updating and download of user information.

The provisioning of seamless mobility services across different networks and/or systems is in some cases restricted by:

- different access technologies;
- non portability of services;
- incompatible MM functions and protocols;
- missing open MM interfaces;
- specific user preferences and rules in their profile.

Two types of MM can be distinguished:

- *Global mobility management*:
  supports global mobility by addressing MM issues between networks of different operators, which may include location and AAA functionality.
- *Local mobility management:*
  supports local mobility by addressing MM issues within a arbitrary set of domains, Local MM can reduce the amount of latency involved in re-establishing the mobile terminal's network connection after handover, and can reduce the amount of signalling between the mobile terminal and the home network.

Standardization activities for MM are carried out in various standardization organizations, e.g. IETF, 3GPP or ITU-T. In general they have the following objectives:

- Independence of MM from the underlying access technology.
- Minimal involvement of the mobile terminal in MM.
- Definition of a reference architecture and network functions required to support the basic mobility types.
- Definition of required interfaces for these functions in the control layer.
- Efficient routing to provide seamless handovers.

For more information on involved standardization bodies see annex A.

As enterprise networks are usually protected by special network entities such as NATs and firewalls which may interfere with global MM signalling, special care has to be taken to solve NAT/firewall traversal. More information on this issue can be found in the companion TR/91.

7.1.1 Protocols for IP-mobility management

The role of an IP-address is twofold: it is used by routers to forward IP-packets to its destination and at the same time it is also used by the current transport and application protocols as a part of session identification. When a mobile terminal roams to another PoA in a different network the IP-address of the mobile device must change and will abort the session at upper layers, thereof.

The IETF and 3GPP have specified a couple of protocols for managing mobility in IPv4 and IPv6 networks, e.g. SIP, MIP, CIP and mSCTP. The most relevant protocols for enterprise mobility are briefly introduced in the following:

Mobile IP (MIP)

Mobile IP is a open standard of the IETF that allows users to keep the same IP address, remain connected without having to re-establish secure IP sessions, and maintain session persistence while roaming between IP networks.

MIP is a network layer protocol which is independent of the underlying access network technologies. It could be well harmonized with IP-based core networks because it is a standardized extension to IP. MIP supports both IPv4 and IPv6.but interworking between MIPv4 and MIPv6 will be required to support seamless mobility. Besides, MIP supports location management and limited handover management.

The base MIP specification is not sufficient for providing the seamless handover management for real-time or loss-sensitive applications, and thus enhancements or extensions of MIP are required.

Relevant IETF specifications on MIP are currently:

- RFC 3344, "IP Mobility support for IPv4".
- RFC 3775, "IP Mobility support in IPv6".

MIP has some well-known limitations, e.g. for real-time applications due to packet delays caused by triangular routing and significant overhead caused by the IP-in-IP encapsulation of the protocol.

Cellular IP (CIP)

CIP is a network layer protocol defined in IETF drafts (and being used in products) which provides handover management and limited location management. It needs dedicated CIP nodes for routing and a CIP gateway for interworking, but it does not require route optimization. The protocol could be used with location management provided by MIP and SIP.

Session Initiation Protocol (SIP, RFC 3261)

SIP, specified in RFC 3261), is a peer-to-peer application layer protocol that is designed for supporting session control in IP-based multimedia sessions. It is also the base signalling protocol in next generation corporate networks (NGCN) and next generation fixed and mobile carrier networks (NGN, UMTS). A SIP mobility service does not require any network mobility support, as in MIP, since it works at the application level. SIP mobility is therefore independent of the terminal provide user and service mobility. SIP also could support continuous handoff for keeping TCP session alive on the move between subnetworks. However, the support of seamless handover management in the current specification needs further enhancements.

SIP transparently supports user mobility by name mapping and by proxying and redirecting requests to the user's current location. Based on the use of a unique personal identity (URI) and the ability of SIP-users to register their current location, end users can originate and receive calls and access subscribed services on any terminal in any location. In addition session mobility is supported. In this case DHCP is used to get a new IP address and the SIP User Agent (UA) resumes the session by sending a Re-INVITE message.

SiP based mobility support can improve the performance of real-time applications and is the preferred choice for SIP-based sessions; however, TCP connections will break during hand-over. To resume such connections the terminal needs to get a new IP-address, which may cause significant delay. To improve the situation assistance of SIP by other protocols, e.g. MIP or CIP has been proposed.

MM protocols under development

For supporting mobility management the IETF has developed new promising protocols, such as the Host Identity Protocol (HIP) and MOBIKE, MOBIKE, although originally designed for another purpose, offers features of a MM protocol, e.g. allowing a mobile terminal with a VPN tunnel assigned to remain connected during movement between IP links.

Besides some vendors have developed proprietary local MM protocols, that allow seamless subnet roaming in WLANs without requiring MM code on the mobile device, but WLAN network nodes from the same vendor. The IETF has started some standardization activities in that area, e.g. CAPWAP.

7.1.2 Terminal management

Due to the variety and complexity of mobility services the management of the relationship between networks, services and terminals becomes more and more important. The need for intelligent control and coordination mechanisms has been recognized. Standardization of architectures and mechanisms for terminal management are underway in the relevant bodies.

The former WAP Forum has published specifications on related functions like service provisioning and user profiles. A more general technical solution for the realization of device management was specified in the SyncML Forum. 3GPP intends to use the SyncML Forum specifications on Device Management (DM) as a basis for standardizing a full top-down solution for the management of 3GPP User Equipment (UEM). The foundation of the Open Mobile Alliance (OMA) opened the way to incorporate all these activities into one comprehensive, bearer-independent approach for the management of mobile devices. The main interests of OMA member companies contain the following goals:

- Device diagnostics with built-in/ downloaded software.
- Download/ update of applications/ native software.
- Provisioning including first time provisioning.
- Virus detection and prevention.
- Queries for configuration, device/ software properties.
- Reconfiguration of the terminal and its applications.
- Collection and analysis of events and statistics.
- Remote control of the terminal user interface.

7.1.3 User profile management

User profile management functions are based on data which is either "user subscription data" or "network data" (e.g. current network, point of attachment (PoA) location). The management function may have the ability to exchange profiles with other instances (e.g. presence), synchronize databases with distributed instances and even provide mechanisms to dynamically switch profiles as the user is moving into another context and wants to get his session seamlessly transferred. The storage and the update of these profile elements are handled by the user profile management functions (such as a user profile agent application). A user profile component shall be provided especially for authentication, authorization, service subscription information, subscriber mobility services, land charging. It may be stored in one database or distributed to several databases which are usually under control of the user's home network. Access to the user profile data or parts of it from hosting service provider or 3rd party networks standardized interfaces are desirable, within specific guidelines to protect user privacy and maintain user preferences.

User Profiles are very valuable in flexible communications. They allow the various services individual and corporate users interact with to provide customized capabilities with very little user interaction or self-provisioning. Proper handling of the profiles also provides the security and privacy users and employers desire. With the support of enhanced applications profiles are also capable of carrying customized policy information that can be applied during any interactive session or during handover to new networks or devices.

7.1.4 Roaming services

Roaming is a mean to provide end-to-end services by co-operation across a number of service provider/ network provider administrative domains. It is a complex service requiring various layers of interactions and processes, including network discovery, authentication, authorization and usage tracking, and billing. Co-operation is needed between applications and user clients together with session control and transport via network-to-network interfaces.

Roaming between WLANs and wireless wide-area networks (WWANs) include all or most of the aforementioned processes, whereas subnet roaming may include only authentication and authorization.

The first step of roaming is network discovery (by the end user), which usually requires a client resident location database, a network-sniffing client and a NIC. Once the network is discovered, the user authentication and authorization starts. At this point, the user is authenticated by either a hot-spot resident gateway or the roaming partner authentication server. Both of these servers validate the user by querying the user's home authentication server.

For terminal mobility, in many implementations network devices need a unique and secure identity that can be transparently tunnelled back to a unique and secure point of authentication and billing across different types of networks. In many cellular networks the subscriber's identity is in the subscriber identity module (SIM) card or embedded in laptops and personal digital assistants (PDAs) and it is authenticated at the home network of a mobile operator in the home location registry (HLR) of cellular networks. This method allows account information and provider-hosted user profile data to follow subscribers and for the provisioning of a single bill. Other solutions use a carrier-based gateway that identifies a mobile subscriber, assigns them a mobile IP-address, tracks the subscriber activities and usage records, and, along with interfaces to carriers' existing billing systems, help to create a single bill for the customer.

Once the user is authenticated, a policy server determines the appropriate type of access authorized to the user. When the user gains access to the network, a tracking system tracks the usage in a variety of ways, including minutes of use, megabits downloaded, average bandwidth, etc. The usage records collected by the roaming agent are then transmitted either to its own billing engine or to the wireless ISP. In this phase, roaming is closely associated with billing and settlement. Currently, in the cellular world, clearinghouses distribute roaming fees to operators when other cellular customers use their network. Clearinghouses are now entering into WLAN roaming settlement as well, and will be required in the future with the wide deployment of multi-provider service bundles.

Another segment of a roaming service pertains to maintaining connections and session persistence while moving from one network type to another. This is performed by a handover service based on either the use of Mobile IP (MIP), SIP or proprietary solutions, depending on the network environment and whether the connection is session-based or not. (See also clause 7.1.1)

7.1.5 Presence services

An important enabler for user and terminal mobility is presence service. It denotes services to monitor, recognize and broadcast status (online/ offline), availability, contactibility and geographic location of a user or a group of users to communicate.

Several standardized solutions for presence are available. The most relevant proposal is the SIP-based SIMPLE approach of the IETF, which has been adopted as presence service for the IMS service architecture deployed by 3GPP and by ETSI TISPAN for their NGN architecture.

In addition, user profiles may contain rules for defining when the user (or when the user's employer) may or may not indicate presence, the available scope of that presentation, and when presence changes imply different security and functional requirements.

7.2 Service architecture issues

Mobile workers who do enjoy ubiquitous high-speed connectivity are demanding devices and applications that can roam across heterogeneous networks. Accomplishing this requires many improvements to the existing network infrastructure, which will facilitate network roaming, not prevent it.

The core networks which are deployed in enterprises for mobility support are based to a large part on standardized protocols but use proprietary architectures. However, carrier networks which are involved in enterprise mobility (as access, transit or service provider networks) are built upon standardized frameworks. For next generation fixed and mobile carrier networks the IMS architecture of 3GPP, expanded by ETSI TISPAN, seems to represent the most relevant core network architecture.

The key issues for enterprise mobility are to define appropriate interworking functions to provide seamless and secure mobility service across heterogeneous network architectures. This includes pure transit services on the transport level and as well federated solutions on the service level.

In the following the basics of the IMS architecture are described.

7.2.1 IMS architecture

The IMS (IP Multimedia Subsystem) has been specified by 3GPP as service architecture for the 3G mobile network UMTS release 5. As ETSI TISPAN has adopted IMS as well as a core network for next generation fixed line carrier network (NGN) it is considered as common service architecture for both fixed as well as mobile networks which should significantly ease the fixed/ mobile convergence of carrier services and the provision of business communication services. Key functionalities of the architecture are:

- Independence from network access technologies.
- Physical and logical separation of application, session control and transport traffic.

ETSI TISPAN NGN is required to support the mobility of both users and terminal equipment. The required mobility support in TISPAN NGN release 1 is limited to the ability of a terminal to be moved to different access points (which may be owned by a different access network provider) and a user to utilize different terminal and access points to retrieve their communication and content services (even from another network operator). The level of service may be dependent on user preferences, terminal capability and the specific mobility scenario (intra or inter-access network, intra or inter-provider). TISPAN NGN release 1 mobility supports nomadic access, but is not required to support handover between access networks. There is no requirement to prevent autonomous handover within an access network (local mobility).

7.2.2 Quality of Service (QoS)

Enterprise communication is considered as a productivity component in the business processes of an enterprise where users are typically more sensitive to the quality of the offered service than independent users.

Real-time services, e.g. interpersonal communications using voice or video, as well as mission critical enterprise applications (e.g. ERP or CRM) demand a certain level of network performance to provide enterprise-grade service quality. Critical transport parameters include latency, delay jitter and data rate, which can be controlled in managed packet-networks by various QoS mechanisms which operate on different network layers. Standardized solutions include the Intserv and Diffserv mechanisms of the IETF and IEEE.802.11e for WLANs.

End-to-end QoS across network boundaries requires the co-operation of QoS management functions and defined network-to-network interfaces. Within the network of a single operator, this can be more readily realized, but across networks of different operators this is currently hard to achieve due to the lack of open standards. Because the access network is in many cases the weakest part of the transport chain in terms of network performance, QoS management is most required for this network.

7.3 Security

The security of remote access is a continuing concern in mobility services, especially in cases where the PoA is a visited network. Examples are vulnerability of communications at public terminals which may be exposed to illicit caching of data or keystroke logging.

In general remote access has to address all the security requirements of an enterprise network. The key issues are:

- Confidentiality: no unauthorized information leakage or access.
- Integrity: no unauthorized data modification.

- Non Repudiation: performed actions can not be denied.
- Availability: no Denial of Service/ accessibility of services or data.
- Privacy: no unauthorized profiling, disclosure and modification.

In the following some mobility related security functions are briefly introduced.

7.3.1 User and device identification

A common mean for identification of user and terminals in the IT world are names. This concept is going to be adopted by ICT services in public and enterprise networks, because names can be remembered more easily than IP addresses. In addition, such aliases form a basis for user mobility, since a user may change IP address while keeping the same name.

SIP allows a client to bind a permanent SIP URL to a temporary SIP URL reflecting the current network location. Location servers are used by a SIP or proxy server to obtain information about a called's possible location(s). A SIP URL address can designate an individual (possibly located at one of several terminals), the first available person from a group of individuals or a whole group.

The use of names (aliases) requires mechanisms for assigning names to IP addresses and for translating names into IP addresses. These mechanisms can be enabled by the Domain Name System, which provides a hierarchical administration of names facilitating a distributed database for mapping names to IP addresses.

User profile capabilities will increase the ability of the user to provide appropriate identifications, and will also increase the ability of services and networks to translate those names into addresses, both under greater user and enterprise control.

7.3.2 Authentication

Authentification of users and terminals is a key functionality of the MM to prevent misuse of the enterprise ICT resources by attackers or unauthorized persons or entities. The support of both user and terminal mobility requires to separately authenticate both terminals and users.

Single sign-on

In case of provisioning of services across network boundaries authentication of service access by a single sign-on is of high importance for user acceptance of mobility.

The Liberty Alliance Project (LAP) provides such a single-sign on solution for HTTP traffic. The basic is that ISPs do not perform user authentication themselves but relies on an Identity Provider (IdP). The LAP does not mandate any particular mechanism for user authentication, e.g. 3GPP AKA may be used. The IdP generates Security Assertion Markup Language (SAML)-based authentication assertions related to multiple authentication contexts and provides these to ISPs. Ultimately the ISP authorizes end-user access to ISP services.

Corporate user mobility demands that multiple choices are available to complete any desired communication. Part of that is the increasing capability of end user devices and their ability to communicate in personal area networks. In most cases not all of a user's devices will contain the same authentication capabilities, so corporate mobility requires that any supporting networks and services allow the flexible execution of authentication and identification processes, such as the identification of a user's SIM card on one device through a network connection on another device within their PAN.

A user profile active when a user is on enterprise business may also carry various authentication data and information on the relationship between the two enterprises, such as the existence of a sales or non-disclosure agreement, which may allow greater trust in the visited network.

7.3.3 Authorization

Access to enterprise ICT resources by an identified user and terminal must be granted by a server which is under full control of the enterprise administration. The degree of access may depend according the enterprise security policy on the user profile information, the security level of client software and hardware and the trust level of the network environment of the PoA.

7.3.4 Access by VPN

A common approach for securing remote access to enterprise ICT resources from a visited network or for provisioning of supplemental security for WLAN deployments is the use of Virtual Private Networks (VPN).

VPNs can either be offered as a hosted service, as a managed service or operated by the staff of an enterprise using CPE and a 3rd party transit network. Key areas of functionalities for VPN to be used with mobility services are:

- Strong authentification and encryption options.
- Universal secured access (any time, any where, any device).
- VPN mobility (session continuity while moving from a W-LAN into a cellular mobile network and vice versa).
- Security around the remote endpoint (monitoring and interrogation of trust level/ security level of endpoints depending on environment and installed client software).
- Able to scope with firewalls, full featured routing DHCP, filtering and intrusion detection.
- Policy-based management system to control access and security policies.
- Enforcement security policies before VPN tunnel is finalized.

Besides the widely used IPsec-VPNs SSL-VPNs are becoming an important method for securing communications, especially for remote access.

In table 1 and 2, strengths and weaknesses of both approaches are presented:

Table 1: Strengths / Weaknesses of IPsec VPNs

Strengths	Weaknesses
- IPSec provides full use of network resources including legacy applications - Unique client on user device enhances authentication - Application agnostic including VoIP - Supports voice and data traffic - Ideal applications are - Campus-to-campus trunking - Connection of teleworkers/ branch offices	- Requires client software installation/ management - Needs firewall reconfiguration/ compatibility

Table 2: Strengths / Weaknesses of SSL VPNs

Strengths	Weaknesses
- "Clientless" extranet solution allows freedom of remote access device - Provides tight access control because session is specific to an application/ server - Network agnostic - Ideal applications: - Remote access via enterprise web portals - eBusiness applications (B2C/B2B)	- Limited to SSL capable applications - Typically limited to "web" applications - primarily HTTP, POP, IMAP, FTP - SSL handshake slows performance - One session per application, i.e. multiple sessions if need for many apps - Not suitable for voice traffic - Written for TCP traffic only - Certificate verification and key signing uses large amount of server processing resources

Independent of the type of VPN, there are some general issues with use of VPNs to secure traffic:

- Insufficient security of the authentification process.
- Inefficient routing, because all traffic is always routed across the enterprise network irrespective of the route destination.

8 Use cases of enterprise mobility

The level of mobility service and the kind of required network resources is strongly dependent from the user's application profile and the network infrastructure being involved in the connection. Below some examples of main user roles and their corresponding characteristics are introduced in table 3:

NOTE: An individual will always have more than one role, having at least working and idle time modes.

Table 3: Mobility profiles of typical enterprise users

	Campus Nomad	Teleworker	Road Warrior
Application profile	Workers with frequent on-campus or inter campus movements	Small/ Home office (SOHO) workers	Workers with frequent off-campus movements, e.g. in the area of field service, sales, transport/ logistics
Point of network attachment	on campus e.g. enterprise premises, hospital, manufacturing, retail	off campus e.g. home office, branch office	off campus e.g. external enterprise premises, hotel, airport, Internet cafe
Typ. mobility services	mobile, portable	nomadic	mobile, nomadic
Access networks	Corporate LAN, WLAN/ WiFi	Public WAN (carrier, ISP), WiMAX, xDSL	Public WAN (carrier, ISP), public WWAN, private LAN. public WLAN/ WiFi (hotspot), WiMAX
Terminals	office PC (voice and data), office laptop (voice and data), PDA (voice and data), office desktop phone (voice) WLAN-phone (voice), cell phone (voice), smart phone (voice and data),	office PC (voice and data), office laptop (voice and data), desktop phone (voice)	non-office PC (voice and data), office laptop (voice and data), PDA (voice and data), desktop phone (voice) WLAN-phone (voice), cell phone (voice), smart phone (voice and data)

A selection of use cases for enterprise mobility is introduced in the subsequent clauses. Here, only full IP-based scenarios with fixed configured networks are considered. Technologies such as adhoc networks, meshed networks and moving networks have been left out as their relevance for enterprise mobility is currently unclear. The associated technical issues are presented by a brief analysis of the involved mobility types and the technical challenges of the communication system.

8.1 Mobility starting from the home network

The following use cases cover scenarios where the user changes his PoA from a location in his home network, i.e. the intranet of an enterprise. Figure 2 shows the network interconnections which may needed to provide the mobility service.

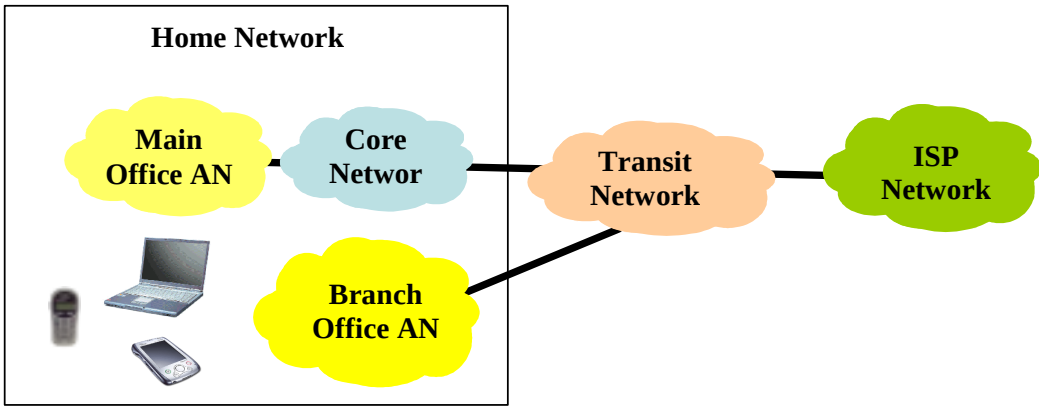


Figure 2: Network interconnections at on-campus scenarios

A more detailed IP-network architecture of an enterprise campus is depicted in figure 3 Besides the fixed line converged network infrastructure (IP-PBX, LAN, voice data terminals) a wireless infrastructure is provided by WLAN. The LAN and WLAN subnets are connected via LAN switches or routers. As depicted here the campus subnets may belong to diverse administrative domains. Although LAN and WLAN are physically different subnets they might appear to the user as a unique network by using Virtual LAN (VLAN) technology. Mobility support includes management (i.e. handover, roaming) and mobility services (i.e. location, presence) to provide mobility features to the network. In case of coverage of campus with a large number of access points (APs) access controllers (ACs) (not depicted here) may be used in addition to ease management and configuration.

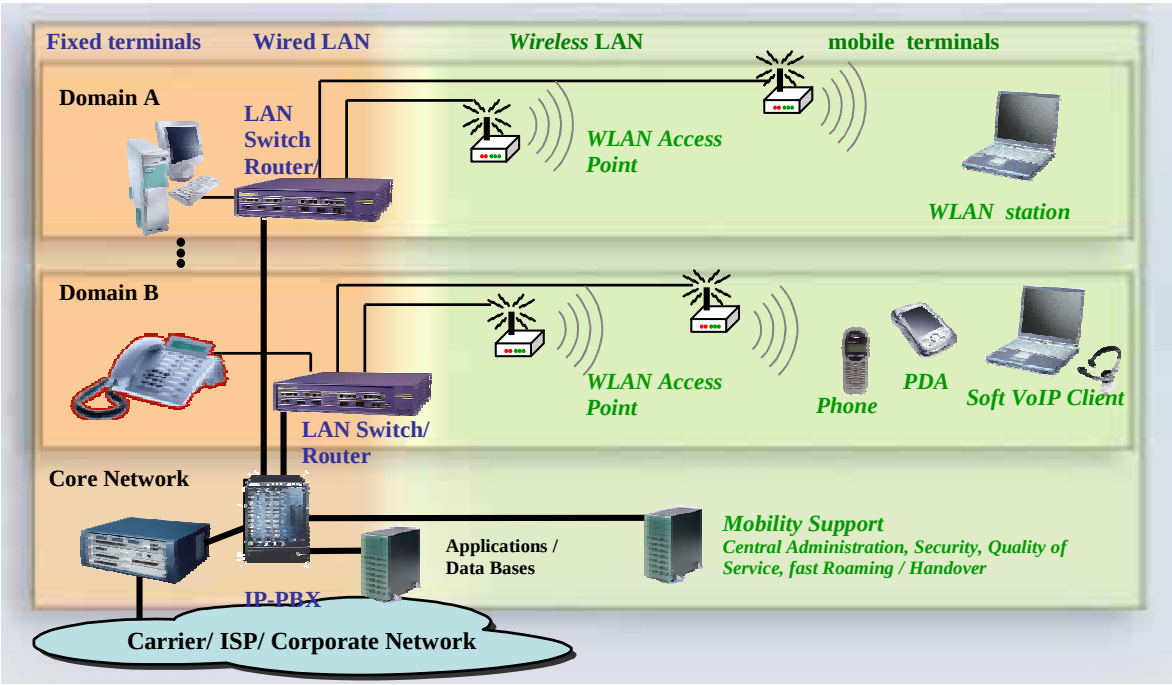


Figure 3: Overview to on-campus scenarios

For the following use cases the home network of an employee is subdivided into a home domain, where the user has his service subscription, and a multitude of visited domains.

8.1.1 Use case: Discrete mobility within the home domain

Scenario: An employee working at his office with his laptop using a LAN connection (voice and data connectivity) leaves his desk for an on-site business meeting. In the meeting room he reconnects his laptop via WLAN, which belongs to the same network domain, without having quit his previous communication session.

Table 4: Mobility issues of use case 8.1.1

Mobility Type	Network roaming		Granularity
	Cross-technology	Cross-domain	
user, terminal, session	inter	intra	portable

Table 5: Technical challenges of scenario 8.1.1

	Challenges
Architecture	- Provisioning of a location service - Provisioning of a presence and availability service
Management	- Session handover from LAN to WLAN subnet
Security	- Authentication and authorization of terminal and user - Encryption of WLAN connection (WPA2 or 802.11i)

8.1.2 Use case: Discrete mobility between home and visited domain

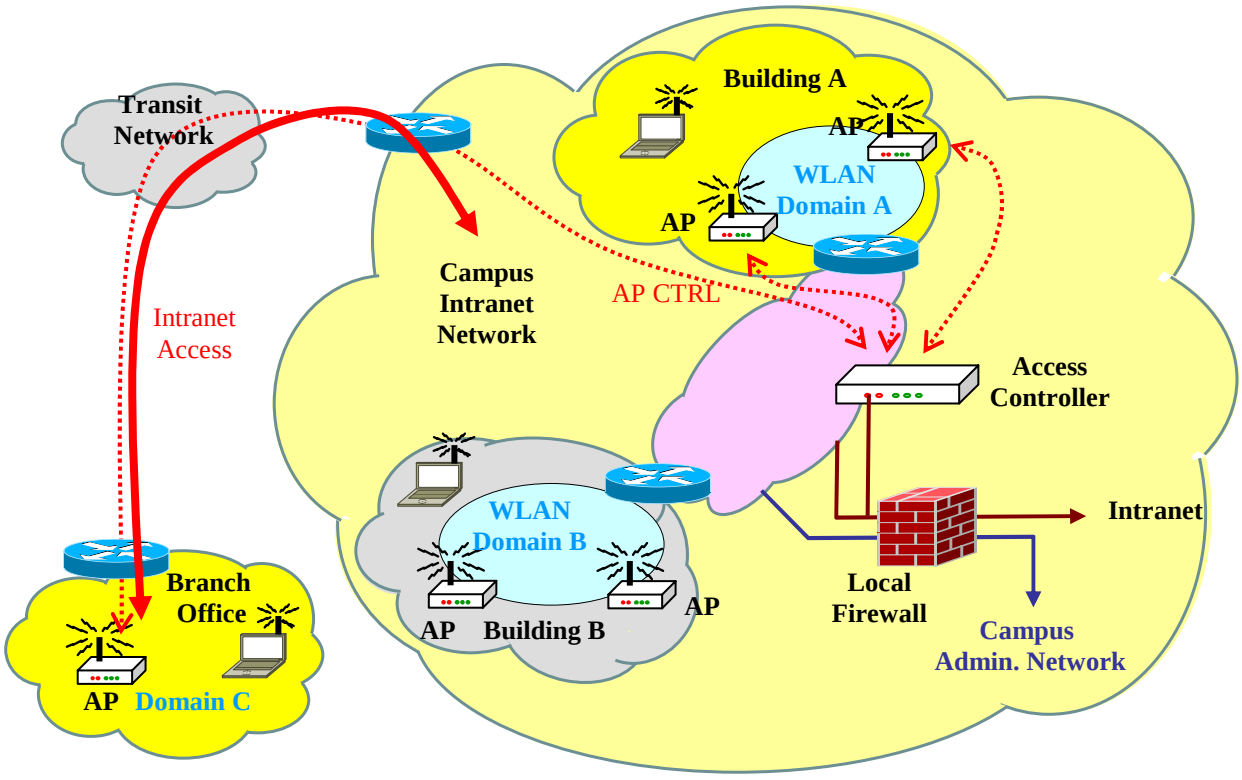
Scenario 1: An employee disconnects his laptop from his office WLAN in building A (home domain A) without closing his session and moves to a meeting room in building B of the campus, where he reconnects his laptop to the WLAN (visited domain B).

Table 6: Mobility issues of use case 8.1.2 scenario 1

Mobility Type	Network roaming		Granularity
	Cross-technology	Cross-domain	
user, terminal, session	intra	inter	portable

Table 7: Technical challenges of use case 8.1.2

	Challenges
Architecture	- Support of inter-domain roaming service - Provisioning of a location service - Provisioning of a presence and availability service
Management	- Roaming between domain A and B - Management of terminal and user profiles - Management of large WLAN AP networks
Security	- Authentication and authorization of terminal and user - Encryption of WLAN connection (WPA2 or 802.11i)



NOTE: The solid red line indicates data transport, the dotted red lines indicate mobility management signalling.

Figure 4: Interconnection scenarios 1 and 2 of use case 8.1.2

Scenario 2: An enterprise user accesses the enterprise resources (voice and data) from a branch office using a wireless guest terminal (desktop phone or computer) which belongs to different domain (domain C) than the user's home domain (domain A).

Table 8: Mobility issues of use case 8.1.3 scenario 2

Mobility Type	Network roaming		Granularity
	Cross-technology	Cross-domain	
user	NA	inter	nomadic

Table 9: Technical challenges of scenario 8.1.3 scenario 2

	Challenges
Architecture	- Support of domain roaming service - Provisioning of a location service - Provisioning of a presence and availability service - Provision of VPN connection from branch office to the core network - NAT/ firewall traversal at the edge of branch office and core network - Interfacing with transit network
Management	- Roaming between domain A and C - Management of user profile
Security	- Provision of secure transit connection between enterprise locations (use of VPNs, others) - Authentication and authorization of terminal and user

8.1.3 Use case: Continuous mobility between two visited domains

Scenario: An employee is connected at a meeting via a smart phone to the WLAN in building B (domain B), and roams during a phone call into the WLAN domain of building D (domain D). Both domains belong to different administrations and are not the home domain of the user.

Table 10: Mobility issues of use case 8.1.3

Mobility Type	Network roaming		Granularity
	Cross-technology	Cross-domain	
user, terminal, session	intra	inter	mobile

Table 11: Technical challenges of use case 8.1.3 scenario 1

	Challenges
Architecture	- Provisioning of secure connection (L2 VPN, voice VPN, no VPN) - Provisioning of a location service - Provisioning of a presence and availability service
Management	- Seamless handover between WLAN domain B and WLAN domain D
Security	- Authentication and authorization of terminal and user - Encryption of WLAN connection (WPA or 802.1i)

8.1.4 Use case: Continuous mobility between home domain and a visited network

Scenario: An employee has received a call on his dual-mode smart phone which connects him via the campus WLAN. During the call he left the coverage area of the enterprise WLAN and the connection is continued by public carrier mobile network.

Table 12: Mobility issues of use case 8.1.4

Mobility Type	Network roaming		Granularity
	Cross-technology	Cross-domain	
user, terminal, session, service	inter	inter	mobile

Table 13: Technical challenges of scenario 8.1.4

	Challenges
Architecture	- Interworking of presence and location services - IP-Gateways (policy enforcement, NAT/ Firewall traversal) - Means for secure transport (VPN, etc.) - carrier/ enterprise network-to-network Interface
Management	- Accounting and billing - Handover between WLAN and carrier network - Seamless roaming between carrier - Federated management of end to end security and QoS - Interoperability between public network services and enterprise network services - Presence and location service across network borders
Security	- Authentication and authorization of user and terminal - Secure transport - Adaptation of access rights according to the trust level of the network entities of the visited network

8.2 Mobility starting from a visited network

Off-campus mobility cover use cases where the PoA is located in a visited network, i.e. remote access to enterprise ICT resources by employees from outside the enterprise network.

Figure 5 shows a generic interconnection path. The required services of a session, e.g. PBX-features, security services, presence services, are in many cases provided by the home network but may be provided by a service provider or the visited network as well.

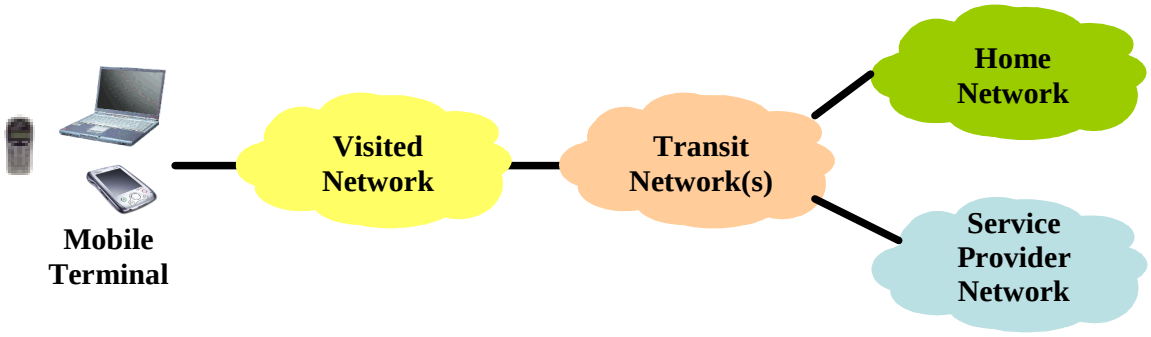


Figure 5: Network interconnections for off-campus mobility

As shown in figure 6 possible access scenarios include access by wireless and wireline devices from the following visited networks:

- WLAN Hotspots at e.g. airports, hotels, conference sites,
- Hospitality LANs e.g. at hotels,
- Public IP-based Wireless WANs e.g. UMTS,
- Carrier based IP- networks, e.g. an NGN,
- Residential LAN or WLANs owned by e.g. a SOHO or teleworker,
- Public IP networks e.g. the Internet or ISP-networks,
- Intranet of a different enterprise,
- Moving networks such as WLAN access in a train or airplane.

Transit networks provide the transport from the access network to the user's home network, in most cases by VPNs. Such service may be offered by public carriers and ISPs.

For security reasons enterprise networks are shielded from outside networks by a firewall, NAT, or combination thereof to block unwanted traffic. In most cases enterprise networks use an isolated IP address space. For connection of enterprise networks (with a private IP address space) to external networks (with globally unique IP addresses) NAT and NAPT devices are used.

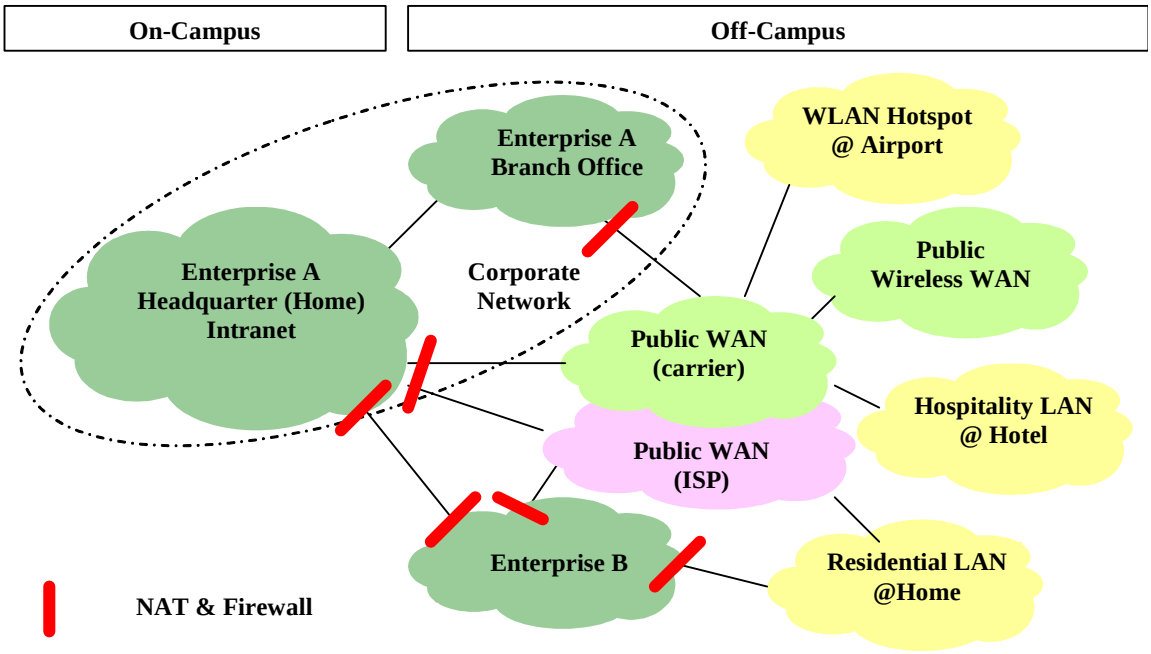


Figure 6: Overview of off-campus scenarios

8.2.1 Use case: Discrete mobility in a visited public network

Scenario: A mobile worker accesses the enterprise intranet via a public WLAN connection being provided by a hotel. Figures 7 and 8 show suitable network scenarios with and without use of a managed VPN service provided by an ISP.

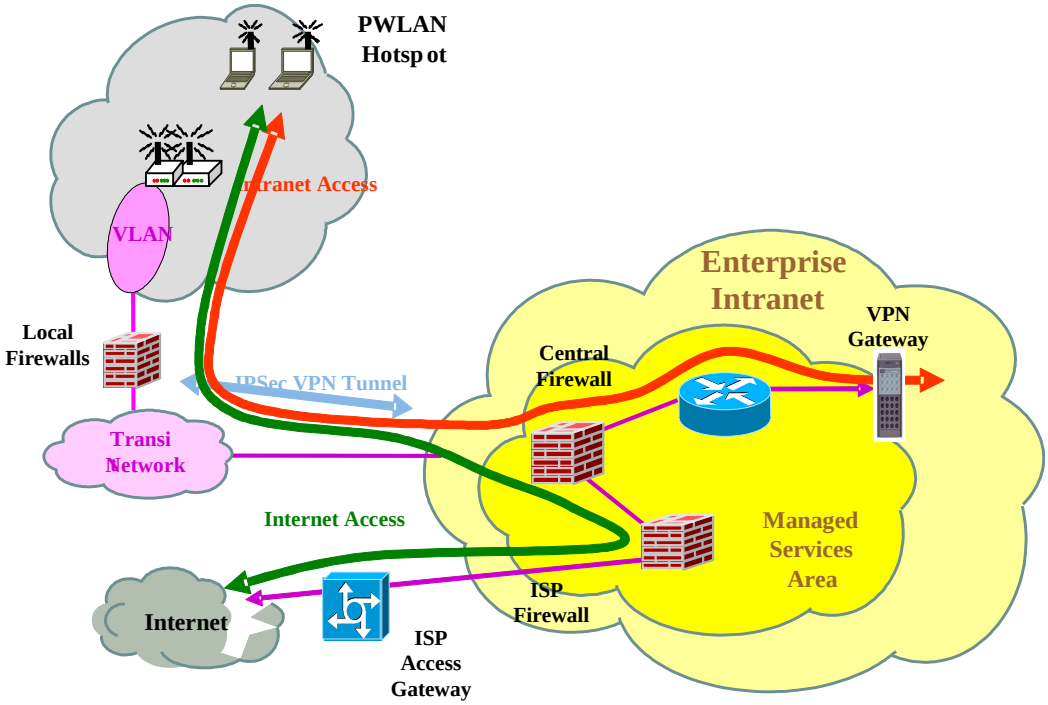


Figure 7: Intranet and Internet access from PWLAN with VPN using managed services from an ISP

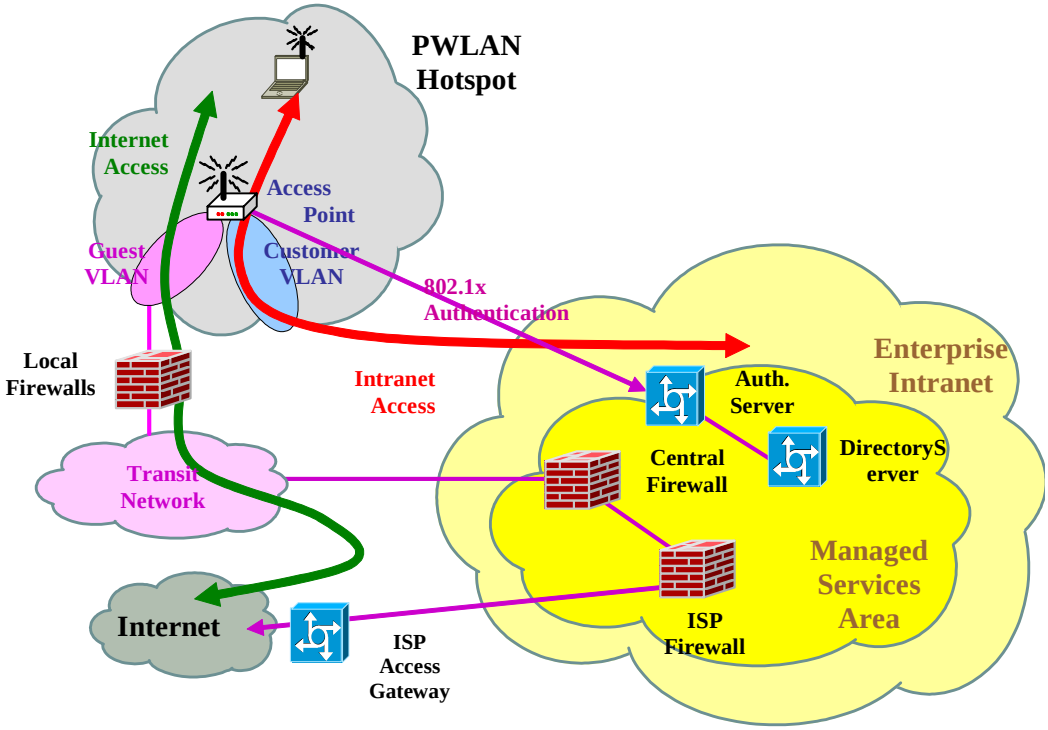


Figure 8: Intranet and Internet access from PWLAN without VPN using managed services from an ISP

Table 14: Mobility issues of use case 8.2.1

Mobility Type	Network roaming		Granularity
	Cross-technology	Cross-domain	
user, terminal, service	NA	inter	nomadic

Table 15: Technical challenges of use case 8.2.1

	Challenges
Architecture	- Interfaces between WLAN and transit network - Interfaces transit network and enterprise network - Roaming interfaces - Provisioning for end-to-end QoS - IP-gateway control (NAT/firewall, interconnection policy)
Management	- Federation agreement between involved parties - One number identity across networks - Aggregation of presence and availability information
Security	- Secure connection by SSL-VPN tunnels, IPsec tunnels or VPN less solutions, - Federated authentication and authorization between networks enabling single sign-on service - End-to-end security

8.2.2 Use case: Discrete mobility in a visited enterprise network

Scenario: For field service automation a manufacturer lets the field employees to schedule and dispatch workforces, and allows creating, reviewing and updating work orders at the customer site by using mobile devices.

Table 16: Mobility issues of use case 8.2.2

Mobility Type	Network roaming		Granularity
	Cross-technology	Cross-domain	
user, terminal, service	NA	inter	nomadic

Table 17: Technical challenges of use case 8.2.2

	Challenges
Architecture	- Gateways/interfaces from/to transit network - Traversal of multiple NAT/ firewalls operated by different companies - Interfaces transit network and enterprise network - Roaming interfaces - Provisioning for end-to-end QoS - IP-gateway control (NAT/firewall, interconnection policy) - Provision of location information
Management	- One number identity - Aggregation of presence and availability information
Security	- Use of VPN tunnels, or VPN less solutions, e.g. RPC over HTTP - Federated authentication and authorization between networks enabling single sign-on service - End-to-end security - Different trust levels between known visitors and the NGCN

8.2.3 Use case: Discrete mobility in a residential network

Scenario: A teleworker access his enterprise resources (voice and data) from his private terminal at his home. He is connected via an xDSL access to the public IP-network. A possible network interconnection is shown in figure 9.

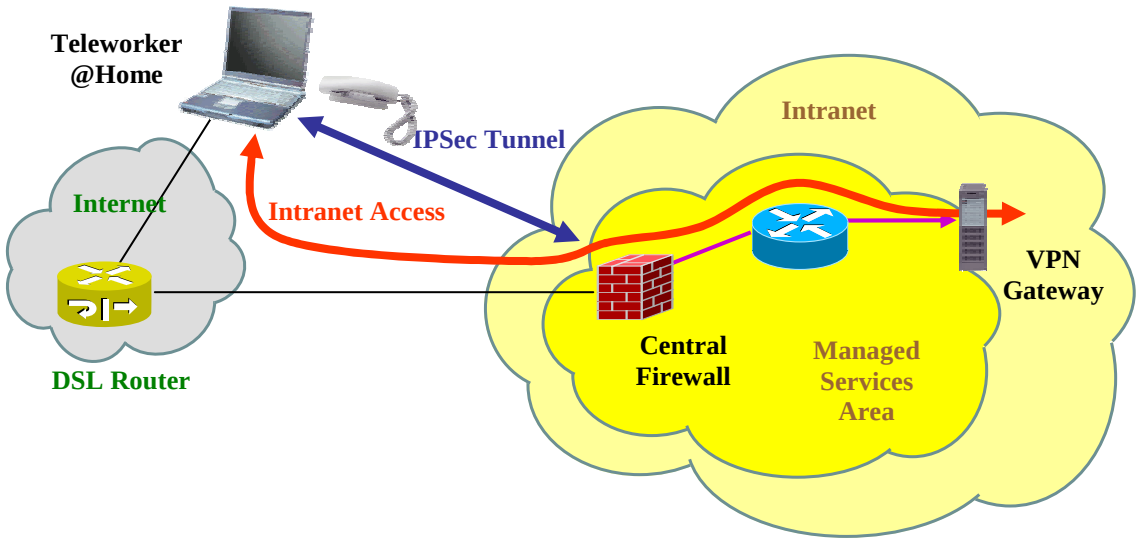


Figure 9: Access from a residential network via Internet access

Table 18: Mobility issues of use case 8.2.3

Mobility Type	Network roaming		Granularity
	Cross-technology	Cross-domain	
user, terminal, service	NA	inter	nomadic

Table 19: Technical challenges of use case 8.2.3

	Challenges
Architecture	- Similar to use case 8.2.2 but NAT/firewall traversal is more relaxed - Aggregation of presence and availability information - Provision of location information
Management	- Authentication, authorization controlled by visited network - One number identity
Security	- Secure transport by IPsec VPN tunnel - End-to-end security

8.2.4 Use case: Continuous mobility within a visited public network

Scenario: A user is travelling outside his premises network and is connected with his smart phone (voice and data) via the mobile network of a single mobile carrier.

Table 20: Mobility issues of use case 8.2.4

Mobility Type	Network roaming		Granularity
	Cross-technology	Cross-domain	
user, terminal, session; service	intra	inter	mobile

Table 21: Technical challenges of scenario 8.2.4

	Challenges
Architecture	- Service and management gateways
Management	- Local mobility management - Provision of location and presence information to MM of home network - End-to-end provisioning of services with quality and security constraints - Collaboration of MMs of visited and home network
Security	- Provision of enterprise-grade security by VPN or other means

8.2.5 Use case: Continuous mobility between different network technologies of a visited public network

Scenario: A user is connected to his enterprise with a dual-mode mobile phone via the WMAN of a public carrier. When entering the coverage area of the PWLAN network of the same carrier, the phone automatically hands over the session to the WLAN part of the phone.

Table 22: Mobility issues of use case 8.2.5

Mobility Type	Network roaming		Granularity
	Cross-technology	Cross-domain	
user, terminal, session; service	inter	inter	mobile

Table 23: Technical challenges of use case 8.2.5

	Challenges
Architecture	- Distribution of AAA tasks between enterprise and carrier networks - Support of route optimizations for fast handovers - Provision of location information to the home network
Management	- Local mobility management enabling fast handover between WWAN and WLAN - Global mobility management for handling of enterprise network/ public network roaming - Interworking of MM functions between visited network and home network - Distribution of access control between visited network and home network - Seamless handover from WMAN to WLAN - End-to-end QoS - Adaptation of user's access rights according to the trust level of his connection
Security	- Enterprise grade security level of WLAN connection - End-to end security - Determination of trust level of involved network nodes

8.2.6 Use case: Continuous mobility between different visited public networks

Scenario: A user has a real-time communication session using enterprise resources. The PoA of his connection changes from public WWAN of carrier A to public WWAN of carrier B during his trip.

Table 24: Mobility issues of use case 8.2.6

Mobility Type	Network roaming		Granularity
	Cross-technology	Cross-domain	
user, terminal, session; service	intra	inter	mobile

Table 25: Technical challenges of use case 8.2.6

	Challenges
Architecture	- Inter carrier and carrier-enterprise interworking (network-to-network interfaces) - Provision of secure end-to-end services (QoS, security)
Management	- Local MM (roaming service) between carrier A, B and enterprise - Global MM between carrier network and enterprise network - Presence and location management - Seamless handover and roaming
Security	- AAA - Reachability by the enterprise dial plan - Single sign-on

8.2.7 Use case: Continuous mobility between a visited public network and the home network

Scenario: A user has an ongoing voice call received on his dual-mode mobile phone. When entering one of his enterprise domains the call is automatically handed over from the cellular network of the public carrier to the WLAN domain of the enterprise campus.

Table 26: Mobility issues of use case 8.2.7

Mobility Type	Network roaming		Granularity
	Cross-technology	Cross-domain	
user, terminal, session, service	inter	inter	mobile

Table 27: Technical challenges of use case 8.2.7

	Challenges
Architecture	Similar to use case 8.1.4
Management	Similar to use case 8.1.4
Security	Similar to use case 8.1.4

9 Functional requirements on enterprise-grade mobility

As enterprise mobility has many stakeholders with different interests, the requirements are organized to reflect their particular perspectives. Stakeholders are:

- The mobile user.
- The operator(s) of the enterprise network domain(s), including the administration of communication, information resources and the mobility services.
- 3rd party service providers, providing hosted mobility services for the enterprise. Examples are public network operators (wireline and wireless) and Internet Service provider (ISPs).
- Regulation authorities, who set a legal framework for operating services in their area of responsibility.

The requirements are categorized according to the concerns of these parties. The numbering of the requirements consists of a 4-digit code which is organized as follows:

TYPE (G/ A/ M/ S)	PERSPECTIVE (U/ O/ P/ R)	2 digit number

TYPE: **G**eneral, **A**rchitecture, **M**anagement, **S**ecurity
PERSPECTIVE: **U**ser, enterprise network **O**perator, service **P**rovider, **R**egulation authority

Figure 10: Code letters used for requirements

For improved understanding of the requirements additional information and references to relevant use cases are given below.

9.1 Enterprise user's perspective

The users of enterprise mobility services are one of the most critical actors in the enterprise communication chain. If the user of such services do not find their acceptance the communication process is broken. Table 28 lists their requirements on a enterprise-grade mobility infrastructure:

Table 28: User requirements

User Requirements		Notes	Use Case
AU01	Availability of highly responsive services.	By providing presence and availability aware communications, (instant messaging, push-to-talk, etc.. with short latency and set-up times.	all
AU02	Use of a variety of terminals and access points with automatic configuration, including devices with shared resources on a personal area network, such as Bluetooth.	E.g. WLAN phones, laptops, PDA, cell phones, etc.	8.2.1 8.2.4, 8.2.5, 8.2.6, 8.2.7
AU03	Enterprise-grade quality for voice and data services.	In terms such as security, reliability and perceived media quality.	all
AU04	Support of rule based call routing, with rule sources including corporate and private user profiles.	Denotes specific routing based on calling party (individual or priority groups), time zone, presence status, availability or access situation (e.g. sitting in a car which implies voice only access/ availability, participating a meeting which implies restricted access/ availability via text messages such as IM, SMS, or e-mail.), etc.	all
AU06	Enterprise-grade availability/ reliability of service access.	The change of networks must be transparent to the user.	all
AU07	Assured end-to-end quality of service for real time and data services.	E.g. by DiffServ mechanisms.	all
AU08	Enterprise-grade secure access to business information services for authorized users.	E.g. PIM, CRM, ERP services.	8.2.1 to 8.2.7
AU09	Access to enterprise resources with non-specific enterprise terminals.	E.g. by terminals with non-enterprise client software. Means may include SSL VPNs, portal services, RPC over HTTP or security updates of client software.	8.2.1, 8.2.4, 8.2.5, 8.2.6, 8.2.7
AU10	Subscription to a single presence entity to monitor and publish presence information from different sources for a single user, possibly limited to user selected modes (such as “working” or “playing”).	This must be supported by an aggregated presence service of the home network operator.	8.2.1, 8.2.4, 8.2.5, 8.2.6, 8.2.7
GU01	Use with unified user experience across networks.	E.g. user authentication, dialling plan, permissions, user interface, security policy, quality of service, end-to-end speech quality, personal and enterprise directory, applications, application settings, e.g. favourites): the point of network access or the device should not impact the behaviour of a service or data communication.	all
GU02	Use of the enterprise dial plan for establishing outgoing and incoming communications.	The remote terminal user should be addressed by the same number or identifier by which he is reachable in his enterprise office.	8.2.1 to 8.2.7
GU03	Reception of incoming communications with the same filtering and forwarding rules applied.	The remote terminal should behave as if it were connected directly to the enterprise LAN.	8.2.1 to 8.2.7
GU04	The retention of user preferences, favourites, short-cuts, privileges, etc.; independent of the PoA.		all
MU01	Support of seamless mobile access across networks for real-time and data services.	Regardless of whether the user is connected via a cellular or wireless access he is available under one single address/number.	all

User Requirements		Notes	Use Case
MU02	Access to features of enterprise services/ applications should be agnostic to the network technology and administration.	Restrictions may be applied to access to enterprise critical applications/services from a unsecured environment (e.g. Internet Café).	all
SU01	Single log-on for authentification irrespective of PoA.	The user has to register only once to get access to the network resources and to the services for which the user is registered at the network (mobile, carrier, enterprise) and allowed to use.	8.2.1 to 8.2.7
SU02	No unauthorized disclosure or manipulation of user data.	Including user preferences, profiles, presence and availability and location information.	all
SU03	Support of role based identities.	A business user can identify himself to the network with different identities e.g. as an ordinary employee, as project manager etc. thus getting different access rights to ICT resources.	all
SU04	Easy to use secure connection models.	E.g. for WLAN via portals using UAM or 802.11i.	all

9.2 Enterprise network operator's and IT manager's perspective

The justification for evolving enterprise networks to provide mobility is to give a competitive advantage in terms of increased customer satisfaction by more responsive workflows. However, mobility for enterprise communication comes with new challenges for the security and stability of the enterprise ICT network. Table 29 lists the requirements from a enterprise network operator:

Table 29: Operator requirements

Operator Requirements		Notes	Use Case
AO01	Interoperability of mobility functions between the enterprise network and the visited networks via intervening transit networks.	This will require a federated management system with standardized interfaces to realize fault, configuration, accounting, performance and security management across networks and network boundaries.	8.1.4, 8.2.1 to 8.2.7
AO02	Network must provide mediation functions between different networks technologies and terminal types.	This is related to the provision of inter-technology mobility for networks and the adaptation of application to the capabilities of the terminal.	all
AO03	Provision of seamless handover and roaming for real-time services.	Essential for enterprise-grade voice services.	all
AO04	Seamless integration of communication processes into business processes/ workflow.	E.g. Customer Relation Management (CRM), Enterprise Resource Planning (ERP), personal Information Management (PIM).	all
AO05	Network must provide full featured call control services across networks.	Enterprise applications should seamlessly interwork on-campus and off-campus networks.	all
AO06	Network must provide means (signalling and management) for on-campus handling of emergency calls of mobile users.	This includes availability of location information.	8.1.1, 8.1.2, 8.1.3, 8.1.4, 8.2.7
AO07	Provision of aggregated billing mechanisms for 3rd party mobility services.		8.1.4 to 8.2.7
AO08	Interface definitions and MM functions shall support discrete and continuous mobility across heterogeneous access networks, preserving enterprise-grade service quality.		all
AO09	The number of different authentication mechanisms for access networks should be kept to a minimum.		all
AO10	Single set of QoS classes (open standard) across heterogeneous networks/ domains.		all

Operator Requirements		Notes	Use Case
AO11	Common (open standard based) data collection/ rating for billing charging.		8.1.4 to 8.2.7
AO12	Common (open standard based) service reporting.		all
AO13	Separation of information relating to mobile users (e.g. service feature, preferences) from service execution and network domain data.	This will enable simplified information management. User data will be resident in a profile server.	all
AO14	Provision of centralized access control and configuration of WLAN access points.	For full coverage of an enterprise campus with seamless mobile service with large number of Aps.	8.1.2
AO15	Centralized management and control of all user specific corporate data by the enterprise.	E.g. user profiles.	all
AO16	Co-operation with visited to allow ICT service provision under control of the enterprise.	This requires federation of control functions, e.g. MM of involved networks.	8.1.4 to 8.2.7
GO01	Provision of Enterprise-grade service quality across networks.	Same user experience and security for off-campus mobility as used from desktop access in the office This includes: Authentification Dial plan Quality of voice and video communication Response times of applications (set up, latency) Protection to data theft, privacy and DoS attacks.	all
M001	Enterprise WLANs should support of seamless multi-subnet roaming.	Desired features are: use of standard WLAN devices without MM clients support of multimodal services independent of Layer 2 and 3 technology low latency for handover and roaming.	8.1.1, 8.1.2, 8.1.3, 8.1.4, 8.2.7
MO02	Aggregated presence management provision of users with a single site to subscribe to presence services dispersed over different networks.	Allows a user to subscribe to a single presence entity to monitor presence information from different sources for a single user.	8.1.4, 8.2.1 to 8.2.7
MO03	Provisioning of standardized signalling to support mobility across heterogeneous networks and domains including enterprise and public networks.		all
MO04	Standardized methods for identifying users at access network level.	To guarantee interoperability of the roaming service across multiple administrative domains. An example is the NAI mechanism according. RFC 4282.	all
MO05	Mobility management for on-campus communication and remote access from visited networks including the support of a variety of mobility-enabled devices.	Remote support for a variety of access devices having multiple operating systems, client software and with varying computing and presentation capabilities.	all
MO06	The visited network should provide location information on the current PoA to the home network.	For some business processes the location of the travelling work force is essential.	all
SO01	The location information of users should be concealed from non-trusted entities (location privacy).	To avoid eavesdropping of a user's behaviour location related information, e.g. link and transport layer identifiers in protocols, and geographical data should keep private from third party which are not intentionally involved in the communication.	8.1.4 to 8.2.7
SO02	Mobility security must be embedded into the enterprise security model.		
SO03	Support of single log-on across networks/ domains.		all
SO04	Support of trust levels for network and terminals according their supported security level.		all

Operator Requirements		Notes	Use Case
SO05	Access to mission critical enterprise resources should depend on the user profile, the trust level of the involved network entities and the location of the PoA.		8.1.4, 8.2.1 8.2.4 to 8.2.7
SO06	Possibility of means to upgrade security level by remote configuration of remote terminal.	Needed if access to mission critical ICT resources is not denied due to the insufficient trust level of client software of the terminal.	8.1.4, 8.2.1, 8.2.4 to 8.2.7
SO07	Provision of multiple identities for a single user.	A single employee may take different business roles and therefore requires different profiles.	all
SO08	Adaptation of access rights to mission critical resources according to the trust level of involved network entities and terminal.	Requires monitoring and interrogation of trust level (security level of endpoints depending on environment and client software).	8.1.4 to 8.2.7
SO09	Automatic transfer of authentification when crossing network boundaries.		all

9.3 Perspective of 3rd party service providers

3rd party service providers get increasingly involved in enterprise communication by offering hosted and managed services to enterprises. Examples are IP CENTREX, transit services like VPNs to enterprise employees to access their home network from a visited network such as WLAN hotspots or wireless multimedia access by 3rd generation mobile networks. 3rd party services must fit into the enterprise network environment but also meet the business expectations of the service provider. Table 30 below lists their requirements:

Table 30: Service provider requirements

Service Provider Requirements		Notes	Use Case
AP01	Provision of means by the transit network operator to allow direct access to hosted ICT services by authorized users.	This should avoid delays due to routing of payloads via the home network of the user.	8.1.4 to 8.2.7
AP02	Support of mobile, portable and nomadic access across networks for real-time and data with feature transparency.		8.1.4 to 8.2.7
AP03	Support of real-time services based on SIP.	NGNCN services will rely on SIP.	8.1.4 to 8.2.7
AP04	One numbering service according enterprise dial plan.	Incl. ENUM service for interoperability between enterprise and public operator.	8.1.4 to 8.2.7
AP05	Support of location service.	Information needed for presence/ availability services and is as well essential for business application as CRM.	8.1.4, 8.2.1, 8.2.3 to 8.2.7
AP06	Support of presence service.	Presence-based communication is a key issue for future business communication.	8.1.4, 8.2.1, 8.2.3 to 8.2.7
AP07	Provision of standard-based interfaces or profiles between network entities.	To enable co-operation on AAA, e2e security, e2e QoS, handover and roaming of multivendor/ operator WLAN networks.	8.1.4, to 8.2.7
AP08	Provision of means for NAT/ firewall traversal.	This is essential for end-to-end signalling, e.g. global MM and the provision of end-to-end services in general.	8.1.4 to 8.2.7
MP01	Management and performance monitoring with open standards.		8.1.4 to 8.2.7

Service Provider Requirements		Notes	Use Case
MP02	Provisioning of an open mechanism (signalling and management) for charging/ billing.		8.1.4 to 8.2.7
MP03	Seamless roaming and handover to support enterprise-grade voice communication.	E.g. VoWLAN, requires improved fast handover and roaming mechanisms from standardization.	8.1.4 to 8.2.7
MP04	Support of a standardized data format and network-2-network interface for accounting.		8.1.4 to 8.2.7
MP05	Provision of local MM for roaming between subnets of visited network.	To relief traffic to enterprise network.	8.1.4, 8.2.4 to 8.2.7
MP06	Standardized solution for federation of mobility management functions across administrative network boundaries.	To enable e2e services (QoS, security, applications).	8.1.4 to 8.2.7
SP01	Provision of privacy of provider specific OAM information.	E.g. QoS reports.	8.1.4 to 8.2.7
SP02	Support of multiple client credential types for user authentification.		8.1.4 to 8.2.7
SP03	Support of Single-sign-on across administrative network domains.	Single-authentification/ registration.	8.1.4 to 8.2.7
SP04	Trust model for interworking between visited and home network.	For authorization of remote access to sensitive enterprise applications/ services, the home network needs a trust model to decide on security level of a connection.	8.1.4, 8.2.1, 8.2.2, 8.2.4 to 8.2.7
SP05	Secure tunnels for authentification of connections without VPN tunnels.	E.g. 802.1x for WLAN.	8.1.4 to 8.2.7
SP06	Enterprise-grade encryption of the air-interface.	E.g. 802.11i.	8.1.4 to 8.2.7

9.4 Perspective of regulatory authorities and administrations

Potential issues for regulatory authorities and administrations are: emergency services, (including emergency telecommunication and disaster relief), lawful interception and privacy (to be considered in the context of presentation of business user's or terminal's identity, name, address and location information).

Several regulatory authorities, e.g. in the USA and in Europe, have started consultations on a regulatory framework for the provision of public VoIP-services.

However, at the time of preparation of the present document it is not clear, whether or to what extent enterprise networks and in particular their internal communications traffic will be affected by those regulations that already apply to public network operators (e.g. on lawful interception, data retention). Beyond that, it is a still an open issue how to define the boundaries of an enterprise network, which, especially in the case of remote access, could share the network infrastructure of a universal services provider to which regulations apply. The challenge is how to handle such virtual enterprise networks.

NOTE: In a circuit switched environment the T-reference point acted as demarcation between private and public network infrastructures and thus the boundary for regulation.

It is expected that enterprise networks, including virtual enterprise networks, will not be subject to more regulation than circuit switched enterprise networks.

Annex A: Standardization and promotion activities on enterprise mobility issues

The success and penetration of mobility in communication is tightly coupled to the availability of standards, e.g. transport protocols, signalling protocols and APIs. The following standardization organizations (SDO) and fora and consortia are among those active on standards and promotion of mobility issues which are considered as relevant for enterprise networks:

Table A.1: Standardization and promotion activities on enterprise mobility

3GPP 3rd Generation Partnership Project	Is a collaboration agreement that brings together a number of telecommunications standards bodies such as ARIB, CCSA, ETSI, ATIS, TTA, and TTC. The original scope of 3GPP was to produce globally applicable Technical Specifications and Technical Reports for a 3rd Generation Mobile System based on evolved GSM core networks and the radio access technologies that they support (i.e., Universal Terrestrial Radio Access (UTRA) both Frequency Division Duplex (FDD) and Time Division Duplex (TDD) modes). The scope was subsequently amended to include the maintenance and development of the Global System for Mobile communication (GSM) Technical Specifications and Technical Reports including evolved radio access technologies (e.g. General Packet Radio Service (GPRS) and Enhanced Data rates for GSM Evolution (EDGE)). http://www.3gpp.org
3GPP2 3rd Generation Partnership Project 2	Is a collaborative third generation (3G) telecommunications specifications-setting project comprising North American and Asian interests developing global specifications for ANSI/TIA/EIA-41 Cellular Radiotelecommunication Intersystem Operations network evolution to 3G and global specifications for the radio transmission technologies (RTTs) supported by ANSI/TIA/EIA-41. http://www.3gpp2.org
ATIS (Alliance for Telecommunications Industry Solutions)	Is a U.S.-based organization that is committed to rapidly developing and promoting technical and operations standards for the communications and related information technologies industry worldwide using a pragmatic, flexible and open approach. http://www.atis.org
ATIS - WTSC Wireless Technologies and Systems Committee, formerly T1P1	Develops and recommends standards and technical reports related to wireless and/or mobile services and systems, including service descriptions and wireless technologies. WTSC develops and recommends positions on related subjects under consideration in other North American, regional and international standards bodies. http://www.atis.org/0160/index.asp
Ecma International	**Is an industry association founded in 1961, dedicated to the standardization of information and communication systems.** **http://www.ecma-international.org/**
Ecma TC32 Communications, networks and systems interconnection	Maintains an overall view and strategy for standardization in the field of private/ corporate telecommunications, and to prepare Ecma Standards and Technical Reports required in this field. TC32 is the home of the present document. http://www.ecma-international.org/memento/TC32.htm
ETSI European Telecommunications Standards Institute	Is an independent, non-profit organization, whose mission is to produce telecommunications standards. http://www.etsi.org/
ETSI TC AT Access Terminals	Is the "home" for terminal matters within ETSI, established on the basis of the global market sector of telecommunications terminals and residential networks and gateways. http://portal.etsi.org/portal_common/home.asp?tbkey1=AT
ETSI TC BRAN Broadband Radio Access Networks	Prepares standards for equipment providing broadband (25 Mbit/s or more) wireless access to wire-based networks in both private and public environments, operating in either licensed and license exempt spectrum. These systems address both business and residential applications. http://portal.etsi.org/portal_common/home.asp?tbkey1=BRAN

ETSI TC HF Human factors	Is the technical body within ETSI responsible for Human Factors issues in all areas of Information and Communications Technology (ICT). It produces standards, guidelines and reports that set the criteria necessary to build optimum usability into the emerging digital networked economy (DNE). http://portal.etsi.org/portal_common/home.asp?tbkey1=HF
ETSI TC TISPAN Telecoms and Internet converged Services and Protocols for Advanced Networks	Is responsible for all aspects of standardization for present and future converged networks including the NGN (Next Generation Network) and including, service aspects, architectural aspects, protocol aspects, QoS studies, security related studies, mobility aspects within fixed networks, using existing and emerging technologies. http://portal.etsi.org/portal_common/home.asp?tbkey1=TISPAN
FMCA Fixed-Mobile Convergence Alliance	Is a global alliance of telecom operators whose objective is to accelerate the development of Fixed-Mobile Convergence products and services. With a rapidly growing membership base of leading Operators from around the world, and representing a customer base of approximately 500 million customers who stand to benefit from the development of Convergence services, the FMCA is playing a critical role in driving the availability of Convergence handsets and adoption of Convergence technologies. http://www.thefmca.com/
GSMA GSM Association	Is the global trade association that exists to promote, protect and enhance the interests of GSM mobile operators throughout the world. The GSMA aims to accelerate the implementation of collectively identified, commercially prioritized operator requirements and to take leadership in representing the global GSM mobile operator community with one voice on a wide variety of issues nationally, regionally and globally. http://www.gsmworld.com
IEEE 802	Develops Local Area Network and Metropolitan Area Network standards and provides a complete set of standards for carrying IP. Standards define only the Physical and Link Layer of a network and the corresponding management procedures and services. http://grouper.ieee.org/groups/802/
IEEE 802.1	Higher Layer LAN Protocols Working Group 802.1X Authentication. http://grouper.ieee.org/groups/802/1/
IEEE 802.3	Ethernet Working Group. http://grouper.ieee.org/groups/802/3/
IEEE 802.11	Wireless LAN Working Groups: 802.11a 54Mbit/s using the 5.4 GHz band 802.11b 11Mbit/s using the 2.4 GHz band 802.11e Quality of Service 802.11g 54Mbit/s using the 2.4 GHz band 802.11i Security WPA2 and AES 802.11k Radio Measurement 802.11n Emerging standard for providing 100 Mbit/s 802.11r Fast roaming 802.11u Interworking with external networks. http://grouper.ieee.org/groups/802/11/
IEEE 802.16	Broadband Wireless Access Working Group 802.16a portable service 802.16e mobile service http://grouper.ieee.org/groups/802/16/
IEEE 802.20	Mobile Broadband Wireless Access (MBWA) Working Group. http://grouper.ieee.org/groups/802/20/
IEEE 802.21	Media Independent Handoff Working Group. http://grouper.ieee.org/groups/802/21/
IETF Internet Engineering Task Force	Is an open international community of network designers, operators, vendors, and researchers concerned with the evolution of the Internet architecture and the smooth operation of the Internet. It is open to any interested individual. Main focus of the IETF are the Internet protocols. www.ietf.org
IETF CAPWAP Working Group Control and Provisioning of Wireless Access Points	Goal is to facilitate control, management and provisioning of WLAN Termination Points (WTPs) specifying the services, functions and resources relating to 802.11 WLAN Termination Points in order to allow for interoperable implementations of WTPs and Access Controllers. http://www.ietf.org/html.charters/capwap-charter.html

IETF GEOPRIV Working Group Geographic Location/ Privacy	Primary task is to assess the authorization, integrity and privacy requirements that must be met in order to transfer geographic location information, or authorize the release or representation of such information through an agent. http://www.ietf.org/html.charters/geopriv-charter.html
IETF HIP Working Group Host Identity Protocol	Provides a method of separating the end-point identifier and locator roles of IP addresses. It introduces a new Host Identity (HI) name space, based on public keys. The public keys are typically, but not necessarily, self generated. http://www.ietf.org/html.charters/hip-charter.html
IETF MANET Working Group Mobile Ad-hoc Networks	Standardizes IP routing protocol functionality suitable for wireless routing application within both static and dynamic topologies with increased dynamics due to node motion or other factors. http://www.ietf.org/html.charters/manet-charter.html
IETF MIP4 Working Group Mobility for IPv4	Works on IP mobility support for IPv4 nodes (hosts and routers), which allows a node to continue using its "permanent" home address as it moves around the internet. The Mobile IP protocols support transparency above the IP layer, including maintenance of active TCP connections and UDP port bindings. http://www.ietf.org/html.charters/mip4-charter.html
IETF MIP6 Working Group Mobility for IPv6	Specifies routing support to permit an IPv6 host to continue using its "permanent" home address as it moves around the Internet. Mobile IPv6 supports transparency above the IP layer, including maintenance of active TCP connections and UDP port bindings. http://www.ietf.org/html.charters/mip6-charter.html
IETF MIPSHOP Working Group MIPv6 Signalling and Handoff Optimization	Specifies routing support to permit IP hosts using IPv6 to move between IP subnetworks while maintaining session continuity. Mobile IPv6 supports transparency above the IP layer, including maintenance of active TCP connections and UDP port bindings. http://www.ietf.org/html.charters/mipshop-charter.html
IETF MOBIKE Working Group IKEv2 Mobility and Multihoming	Works on extensions to the IKEv2 protocol required to enable its use in the context where there are multiple IP addresses per host (multihoming, SCTP) or where the IP addresses changes in the control of the IPsec host (mobility and roaming). The main scenario is making it possible for a VPN user to move from one address to another without re-establishing all security associations, or to use multiple interfaces simultaneously, such as where WLAN and GPRS are used simultaneously. http://www.ietf.org/html.charters/mobike-charter.html
IETF NEMO Working Group Network Mobility	Is concerned with managing the mobility of an entire network, which changes, as a unit, its point of attachment to the Internet and thus its reachability in the topology. http://www.ietf.org/html.charters/nemo-charter.html
IETF SIMPLE Working Group SIP for Instant Messaging and Presence Leveraging Extensions	Focuses on the application of the Session Initiation Protocol (SIP, RFC 3261) to the suite of services collectively known as instant messaging and presence (IMP). http://www.ietf.org/html.charters/simple-charter.html
IETF SIP Working Group Session Initiation Protocol	Is chartered to continue the development of the Session Initiation Protocol (SIP). http://www.ietf.org/html.charters/sip-charter.html
IETF SIPPING Working Group Session Initiation Proposal Investigation	Is chartered to document the use of SIP for several applications related to telephony and multimedia, and to develop requirements for any extensions to SIP needed for those applications. http://www.ietf.org/html.charters/sipping-charter.html
IPDR.org	Is an open consortium of leading service providers, equipment vendors, system integrators, and billing and mediation vendors collaborating to facilitate the exchange of usage and control data between network and hosting elements and operations and business support systems by deployment of IPDR standards. http://www.ipdr.org/about/index.html
IRAP International Roaming Access Protocols	To encourage improved customer experience, a group of key technology companies are working together to promote the adoption of International Roaming Access Protocols (IRAP). The IRAP technology package includes best-known methods, technical documentation and blueprints, and business connections that support establishing safer, simpler, seamless connectivity at PWLAN hotspots. http://www.goirap.org/

IRTF Internet Research Task Force	To promote research of importance to the evolution of the future Internet by creating focused, long-term and small Research Groups working on topics related to Internet protocols, applications, architecture and technology. http://www.irtf.org/
IRTF MOPOPTS Working Group IP Mobility Optimizations	Works on Mobile IP Route optimizations and improvements of handover performance and security. http://www.irtf.org/charter?gtype=rg&group=mobopts
ITU-T International Telecommunication Union - Telecommunication Standardization Sector	Mission is to ensure an efficient and on-time production of high quality standards (Recommendations) covering all fields of telecommunications. http://www.itu.int/ITU-T/
ITU-T SG11 Signalling requirements and protocols	Is or studies relating to signalling requirements and protocols for Internet protocol (IP) related functions, some mobility related functions, multimedia functions for networks including convergence toward NGN, and enhancements to existing Recommendations on access and internetwork signalling protocols of BICC, ATM, N-ISDN and PSTN. http://www.itu.int/ITU-T/studygroups/com11/index.asp
ITU-T SG13 Next Generation Networks	Is responsible for the architecture, evolution and convergence of next generation networks including frameworks and functional architectures, signalling requirements for NGN, NGN project management coordination across study groups and release planning, implementation scenarios and deployment models, network and service capabilities, interoperability, impact of IPv6, NGN mobility and network convergence and public data network aspects. http://www.itu.int/ITU-T/studygroups/com13/index.asp
ITU-T SG16 Multimedia terminals, systems and applications	Is responsible for studies relating to multimedia service capabilities, and application capabilities (including those supported for NGN). This encompasses multimedia terminals, systems (e.g., network signal processing equipment, multipoint conference units, gateways, gatekeepers, modems, and facsimile), protocols and signal processing (media coding). http://www.itu.int/ITU-T/studygroups/com16/area.html
ITU-T SG 19 Mobile telecommunication networks	Is responsible for network aspects of mobile telecommunications networks, including International Mobile Telecommunications 2000 (IMT-2000) and beyond, wireless Internet, convergence of mobile and fixed networks, mobility management, mobile multimedia functions, internetworking, interoperability and enhancements to existing ITU-T Recommendations on IMT-2000. http://www.itu.int/ITU-T/studygroups/com19/area.html
ITU-T FGNGN Focus Group on Next Generation Networks	Is addressing the emerging needs for global standards for Next Generation Networks. http://www.itu.int/ITU-T/ngn/fgngn/index.html
Jericho Forum	Aims to drive and influence development of security solutions, based on open standards, that will meet future business needs for secure interoperation of information systems to support collaboration and commerce over open networks, within and between organizations, based on a security architecture and design approach which the Forum calls de-perimeterization. http://www.opengroup.org/jericho/
LAP Liberty Alliance Project	Is an industry consortium with the mission to establish an open standard for federated network identity through open technical specifications. http://www.projectliberty.org/
MEA Mobile Enterprise Alliance	Is a global advocacy group promoting the business benefits of workforce mobility to enterprise end users and decision makers. http://www.mobileenterprise.org
OASIS Organization for the Advancement of Structured Information Standards	Is a not-for-profit, global consortium that drives the development, convergence and adoption of e-business standards. Members themselves set the OASIS technical agenda, using a lightweight, open process expressly designed to promote industry consensus and unite disparate efforts. OASIS produces worldwide standards for security, Web Services, XML conformance, business transactions, electronic publishing, topic maps and interoperability within and between marketplaces. http://www.oasis-open.org

OMA Open Mobile Alliance	Is an industry alliance of mobile operators, wireless vendors, IT vendors and service/content-providers committed to create open mobile software and services based on global standards. Consequently one of OMA's working groups is focused on enabling Web Services in mobile environments. http://www.openmobilealliance.org/
OSGi™ Alliance - MEG Mobile Expert Group	Is chartered to define the requirements and specifications to tailor and extend the OSGi Service Platform for mobile devices that are data-capable, and also capable of connecting to wireless networks. Examples of such devices include, but are not limited to, digital mobile phones, smartphones, Personal Digital Assistants (PDAs), etc. Development of the specifications and APIs entails the creation of supporting documentation, reference implementations and compatibility test suites. Technical areas addressed by the MEG will include the requirements, functional specifications, data formats, and communication protocols for the mobile Service Platform as well as defining new requirements for the base service platform. http://www.osgi.org/about/charter_meg.asp
PARLAY Group	Is a multi-vendor consortium formed to develop open, technology-independent application programming interfaces (APIs) that enable the development of applications that operate across multiple, networking-platform environments. Parlay integrates telecom network services with IT applications via a secure, measured, and billable interface. http://www.parlay.org
SCCAN Forum Seamless Converged Communication Across Networks Forum	Will promote seamless mobility on a global basis through the development of open specifications for interoperation between dual-network handsets, Wi-Fi infrastructure, IP-PBXs across WLAN and cellular networks. Technical work in the SCCAN Forum will be complementary to -- and will leverage the existing work of -- related organizations such as WiFi Alliance and IEEE. The Forum will also drive interoperability certification related to its specifications. http://www.sccan.org/
SIP Forum	Is an industry organization with members from the leading SIP technology companies. Its mission is to advance the adoption of products and services based on SIP. http://www.sipforum.org/
TCG Trusted Computing Group	Develops and promotes open specifications. Computing industry vendors use these specifications in products that protect and strengthen the computing platform against software-based attacks. In contrast, traditional security approaches have taken a “moat” approach and are software-based, making them vulnerable to malicious attacks, virtual or physical theft, and loss. http://www.trustedcomputinggroup.org
UMA Unlicensed Mobile Access	Is a set of open specifications, which a number of leading companies within the wireless industry have jointly developed. UMA technology provides access to GSM and GPRS mobile services over unlicensed spectrum technologies, including Bluetooth and 802.11. By deploying UMA technology, service providers can enable subscribers to roam and handover between cellular networks and public and private unlicensed wireless networks using dual-mode mobile handsets. With UMA, subscribers receive a consistent user experience for their mobile voice and data services as they transition between networks. www.umatechnology.org
VoipSA Voice over IP Security Alliance	Mission is to promote the current state of VoIP security research, VoIP security education and awareness, and free VoIP testing methodologies and tools. http://www.voipsa.com/
W3C World Wide Web Consortium	Is a membership organization developing interoperable web technologies (specifications, guidelines, software and tools). http://www.w3.org

W3C - MWI Mobile Web Initiative	Is focussing on developing "best practices" and a trustmark for Web sites (working name: "mobileOK"), work on device information needed for content adaptation, and marketing and outreach activities. The work is organized in two working groups: The mission of the Mobile Web Best Practice (MWBP) Working Group is to develop a set of technical best practices and associated materials in support of development of Web sites that provide an appropriate user experience on mobile devices. The mission of the MWI Device Description Working Group (DDWG) is to enable the development of globally accessible, sustainable data and services that provide device descriptions in support of Web-enabled applications having an appropriate user experience on mobile devices. http://www.w3.org/2005/MWI/
WFA Wi-Fi Alliance	Is a global, non-profit industry association of more than 200 member companies devoted to promoting the growth of wireless Local Area Networks (WLANs). With the aim of enhancing the user experience for mobile wireless devices, the Wi-Fi Alliance's testing and certification programs ensure the interoperability of WLAN products based on the IEEE 802.11 specification. http://www.wi-fi.org
WiMAX Forum	Is working to facilitate the deployment of broadband wireless networks based on the IEEE 802.16 standard by helping to ensure the compatibility and inter-operability of broadband wireless access equipment. The organization is a nonprofit association formed in June of 2001 by equipment and component suppliers to promote the adoption of IEEE 802.16 compliant equipment by operators of broadband wireless access systems. http://www.wimaxforum.org
WIMA WI-Mesh Alliance	Is a group of companies with a common view towards rapidly achieving a complete and robust WLAN Mesh standard. The Wi-Mesh proposal provides the specification for a scalable, adaptive and secure WLAN mesh standard. It offers the flexibility required to satisfy all residential, office, campus, public safety and military usage models. The proposal focuses on multiple dimensions: the MAC sublayer, the routing, the security and high layer interworking. http://www.wi-mesh.org
ZigBee Alliance	Is an association of companies working together to enable reliable, cost-effective, low-power, wirelessly networked, monitoring and control products based on an open global standard. www.zigbee.org

History

Document history		
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