



INTERNET AND WEB DEVELOPMENTS

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OVERVIEW

BANDWIDTH DEVELOPMENT

- WIRED

- WIRELESS

- COSTS

PROTOCOLS

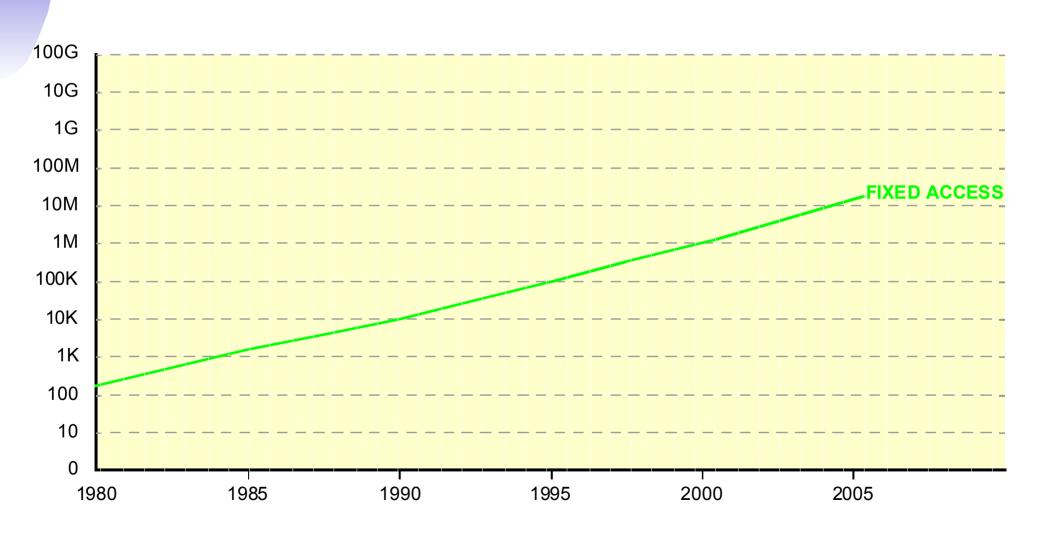
- IP

- WEB SERVICES





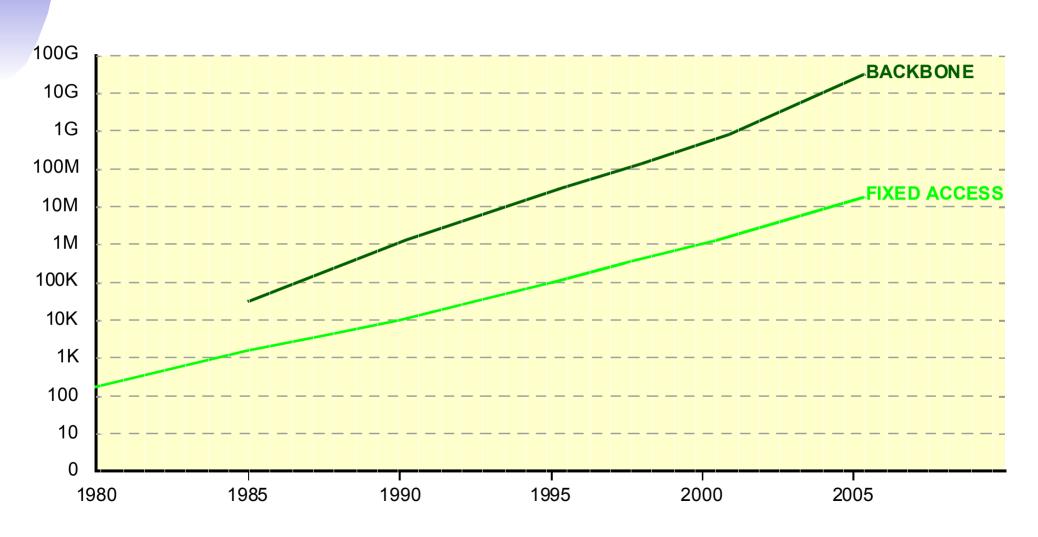
BANDWIDTH - WIRED







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BANDWIDTH - WIRED

CAPACITY ACCESS LINE IN THE YEAR 2005:

- 4 TO 10 DIGITAL TV SIGNALS
- 100 TO 250 HIFI AUDIO SIGNALS
- 2000 WEB PAGES PER SECOND

CAPACITY BACK BONE LINE IN THE YEAR 2005:

- 100.000 DIGITAL TV SIGNALS
- 2.500,000 HIFI AUDIO SIGNALS
- 15 MILLION TELEPHONE CALLS
- 25 MILLION WEB PAGES PER SECOND





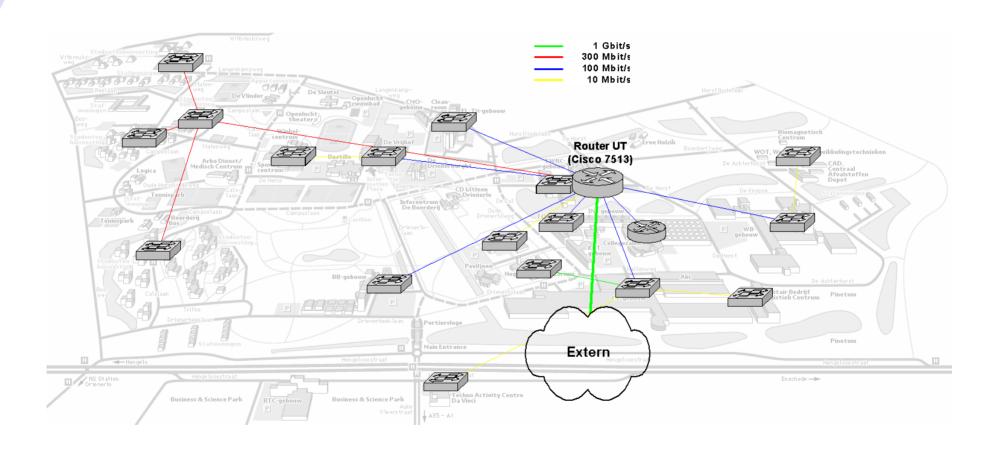
DO WE NEED SO MUCH BANDWIDTH?

LETS TAKE A LOOK AT THE CAMPUS-NET OF THE UNIVERSITY OF TWENTE

- 2000 USERS
- 100 Mbps ACCESS

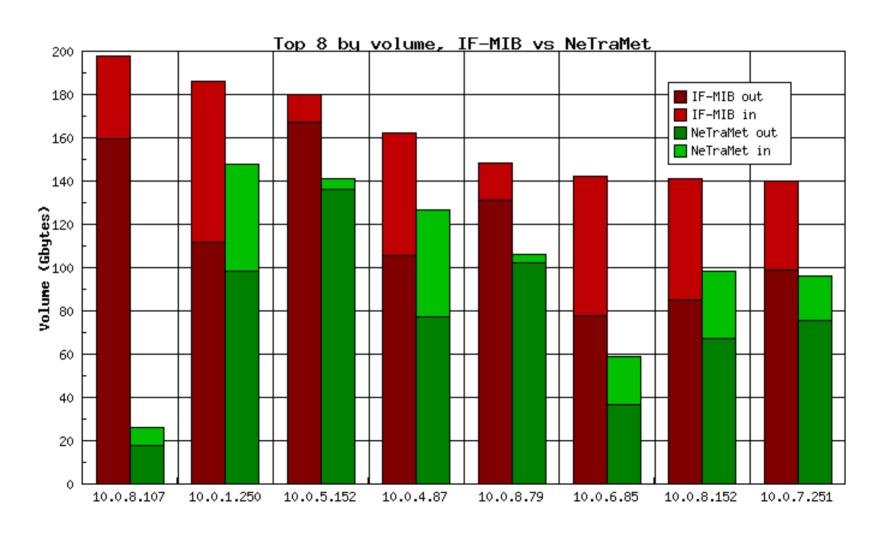






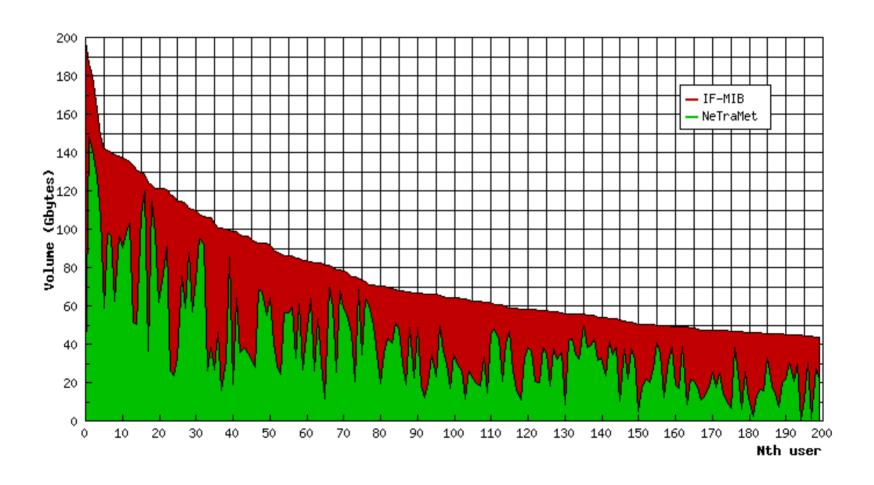
















INTERMEDIATE CONCLUSION

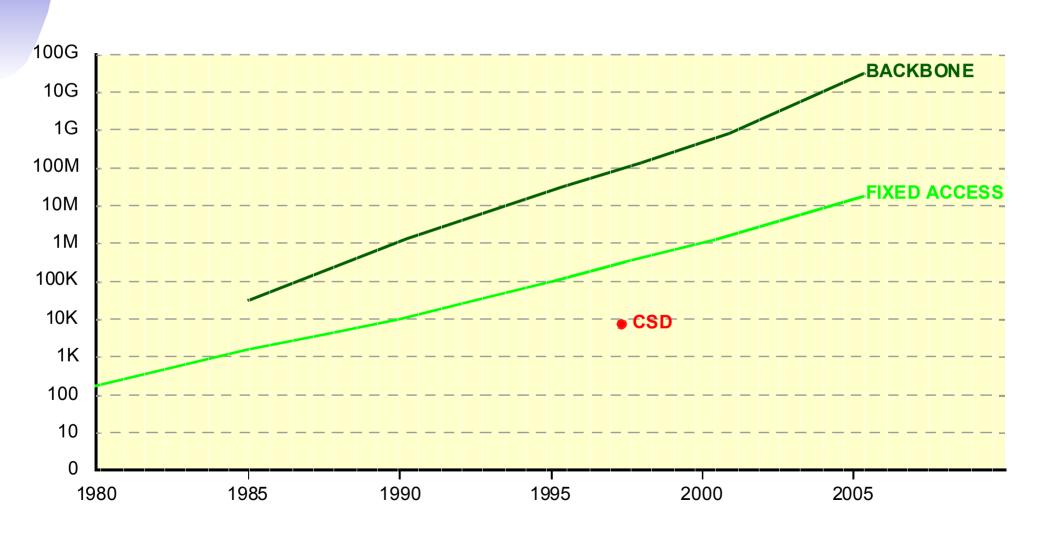
POTENTIAL BANDWIDTH CONSUMPTION HIGHER THEN MANY PEOPLE EXPECT

50 GB / WEEK NOT UNREALISTIC

WHAT WOULD HAPPEN
WITHOUT UT POLICY TO LIMIT BANDWIDTH?

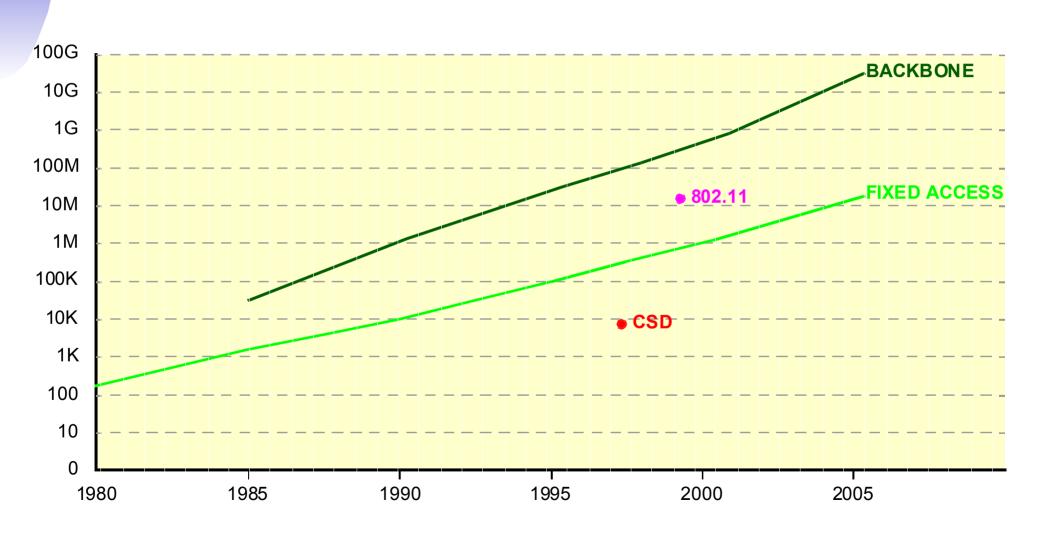






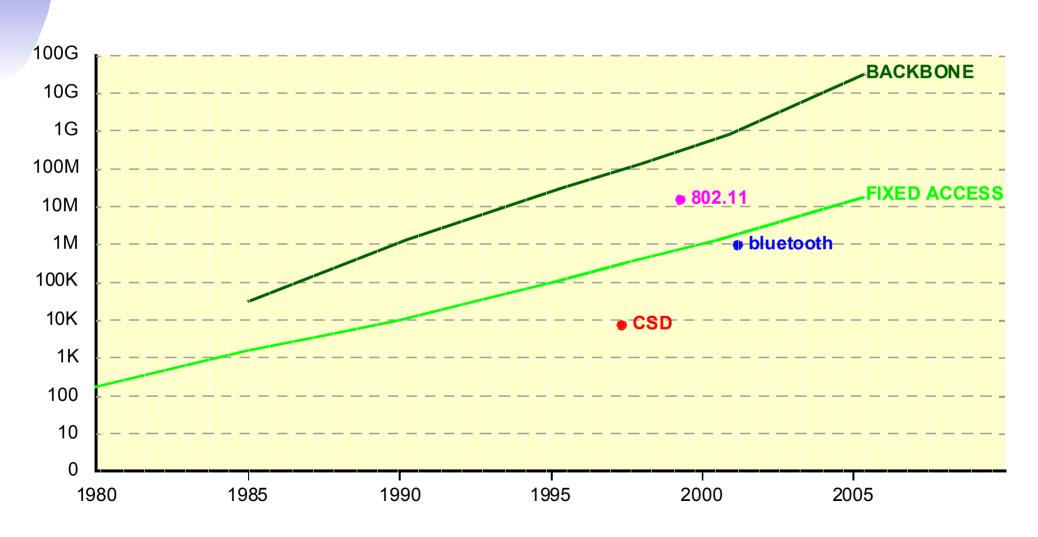






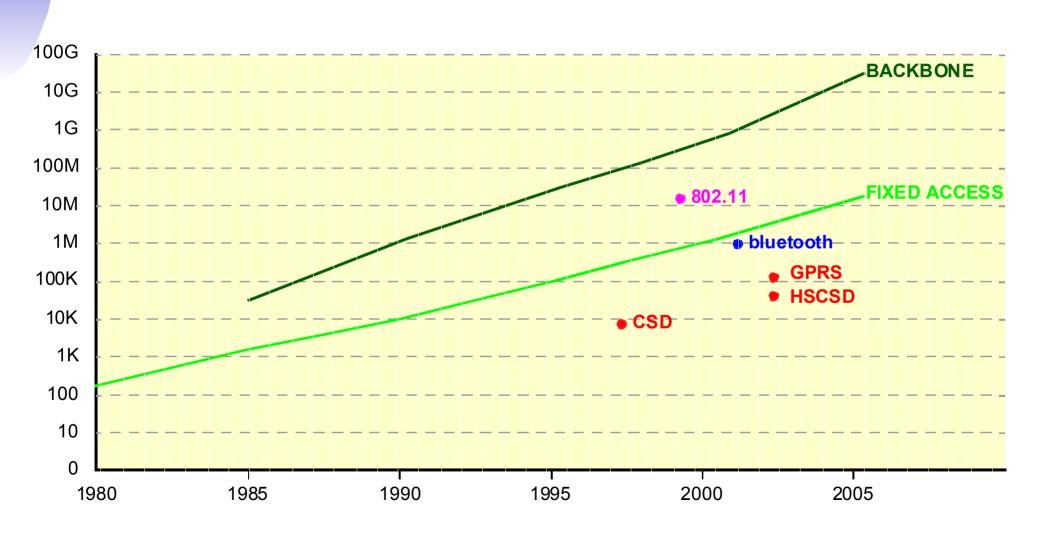






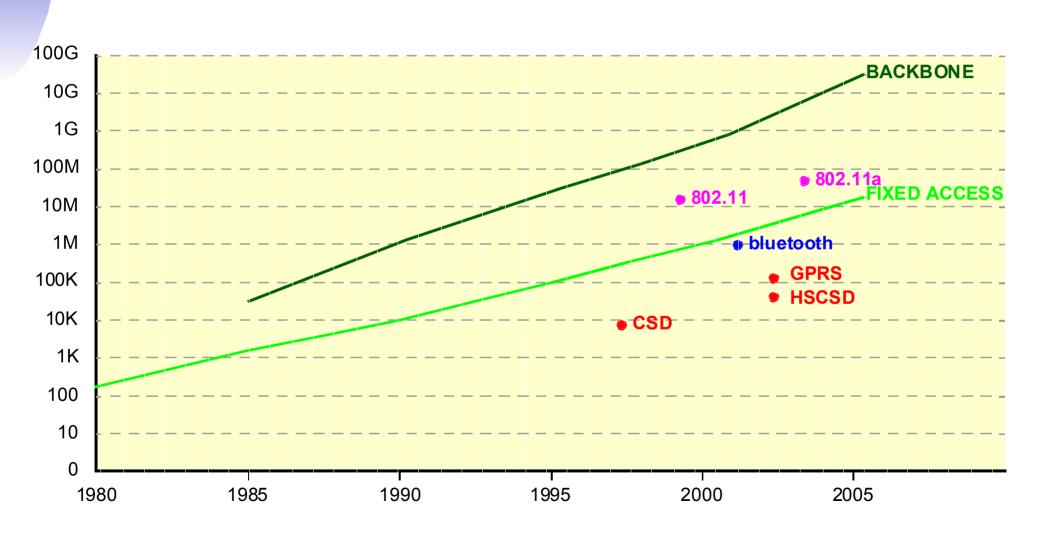






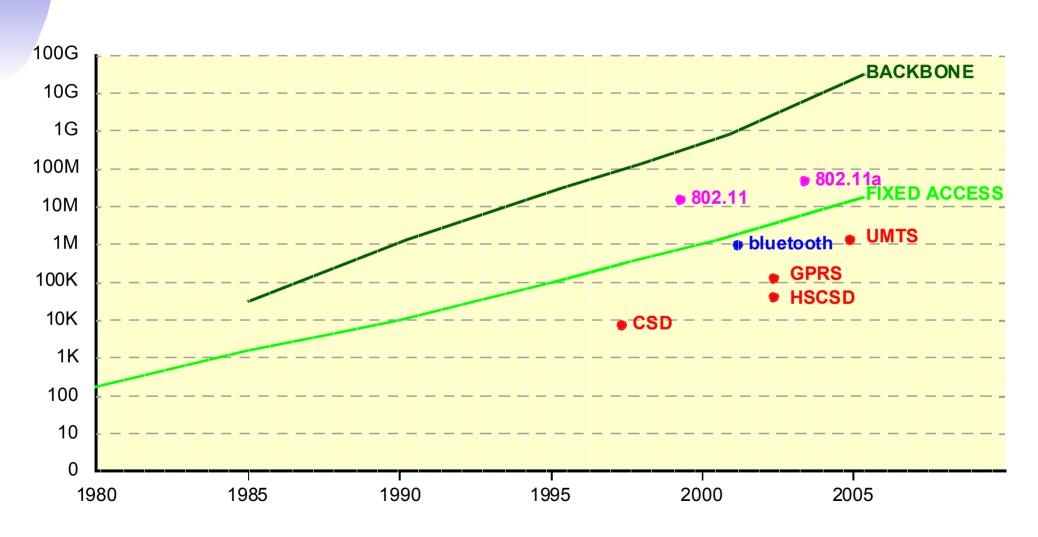
















WIRELESS - COSTS GPRS

NETHERLANDS:

KPN: 2,25 EURO PER MB

VODAFONE: 1,50 PER MB

GERMANY:

E-PLUS: 25 EURO PER MB

VODAFONE: 1,90 EURO PER MB





WIRELESS - COSTS GPRS

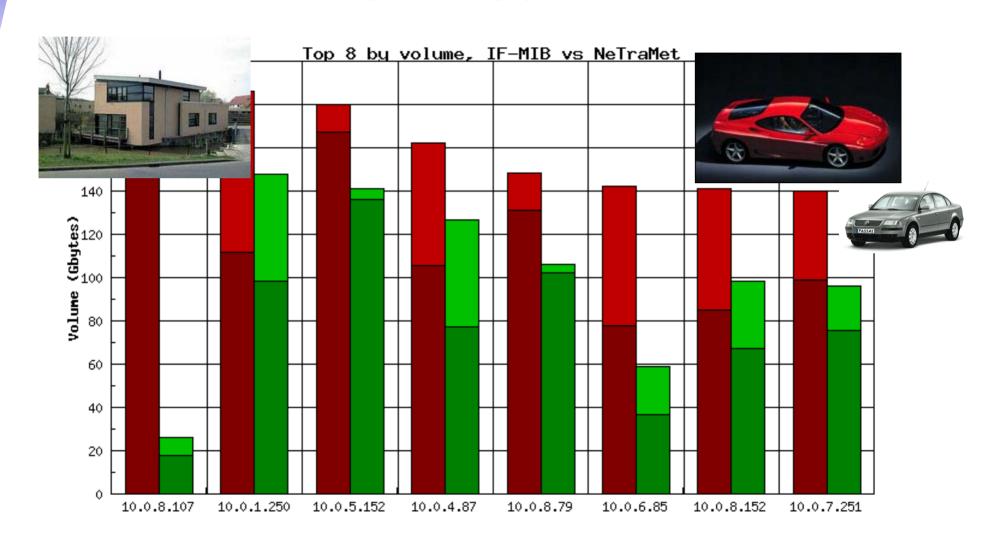
COSTS OF COPYING 1 CD (600 MB)

900 EURO

DOWNLOAD TIME: 13 HOURS

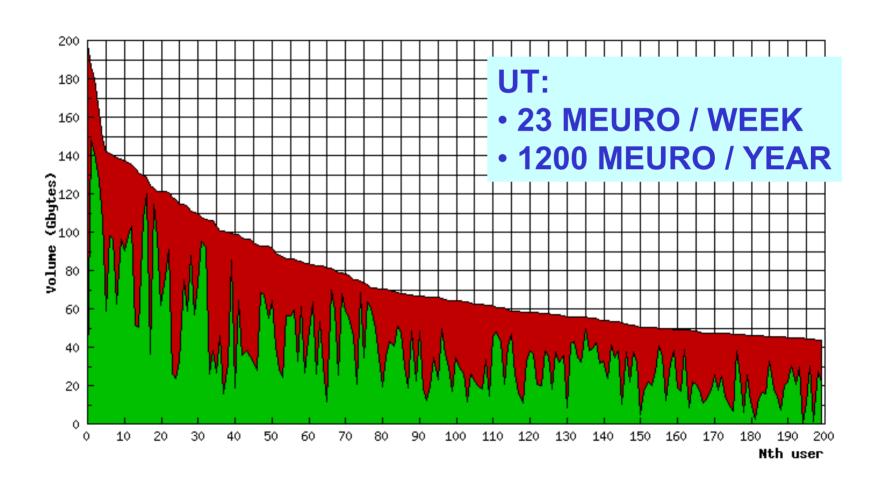
















INTERMEDIATE CONCLUSION

• GPRS / UMTS
WILL BE EXPENSIVE (UNDER-STATEMENT)

• GPRS / UMTS
WILL NOT REPLACE FIXED INFRASTRUCTURE

• FOR WIRELESS
WE WILL HAVE IEEE802.11 HOTSPOTS





WHAT ABOUT PROTOCOLS

AT NETWORK LAYER:

IP (v4/v6)

ABOVE NETWORK LAYER (MIDDLEWARE):

- WEB PROTOCOLS
- STREAMING PROTOCOLS

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WEB PROTOCOLS - DEVELOPMENTS

PHASE 1: HTTP+HTML

- CLIENT IS HUMAN BEING
- ONE WAY COMMUNICATION (FROM SERVER TO CLIENT)

PHASE 2: HTTP+XML

- CLIENT CAN BE HUMAN BEING OR PIECE OF SOFTWARE
 - ONE WAY COMMUNICATION (FROM SERVER TO CLIENT)

PHASE 3: HTTP+XML+SOAP+WSDL+UDDI

- CLIENT CAN BE HUMAN BEING OR PIECE OF SOFTWARE
 TWO WAY COMMUNICATION
 - WEB SERVICES





WEB SERVICES

W3C STANDARDS

SHIP DATA - NO CODE

RPC

SUPPORTED BY ALL MAJOR VENDORS

MICROSOFT, SUN, IBM, APACHE, ...





WEB SERVICES

VISION: TECHNOLOGY BECOMES PART OF OFFICE PLATFORMS

DATABASES

FETCH PERIODICALLY VALUES FROM REMOTE WEB SERVERS

SPREADSHEETS

CELLS REPRESENT VALUES ON REMOTE WEB SERVERS

TEXT PROCESSORS

TEXT INCLUDES DATA FROM REMOTE WEB SERVERS





WEB SERVICES - SOAP

SIMPLE OBJECT ACCESS PROTOCOL

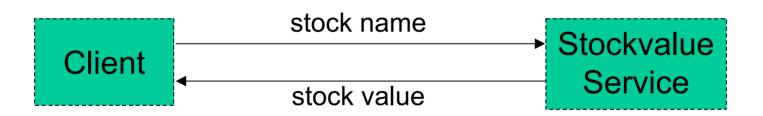
"A lightweight and simple XML-based protocol to allow the exchange of structured and typed information across the Web" [SOAP]

LAYER ON TOP OF HTTP





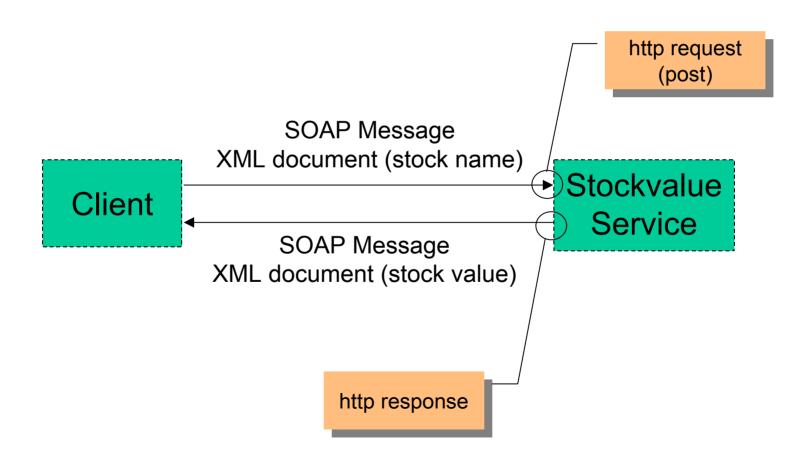
WEB SERVICES - SOAP EXAMPLE







WEB SERVICES - SOAP EXAMPLE







WEB SERVICES - SOAP EXAMPLE

```
REQUEST:
<soap:Envelope>
  <soap:Body xmlns:m="http://www.stock.org/stock" />
      <m:GetStockPrice>
        <m:StockName>IBM</m:StockName>
      </m:GetStockPrice>
  </soap:Body>
</soap:Envelope>
RESPONSE:
<soap:Envelope>
  <soap:Body xmlns:m="http://www.stock.org/stock" />
      <m:GetStockPriceResponse>
        <m:Price>34.5</m:Price>
      </m:GetStockPriceResponse>
  </soap:Body>
</soap:Envelope>
```





WEB SERVICES - WSDL

WEB SERVICE DESCRIPTION LANGUAGE

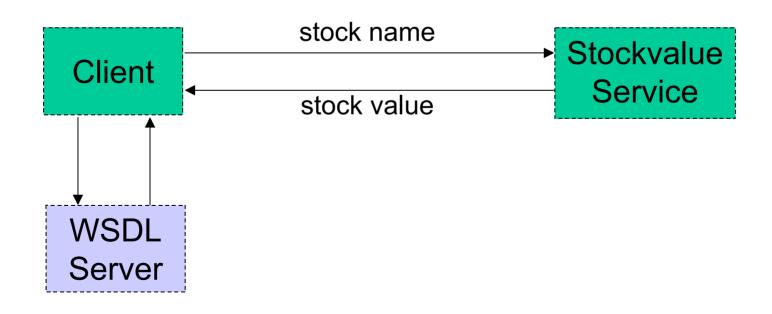
"an XML format for describing network services as a set of endpoints operating on messages containing either document-oriented or procedure-oriented information." [WSDL]

USEFUL FOR DEVELOPERS AS WELL AS APPLICATIONS





WEB SERVICES - WSDL EXAMPLE







WEB SERVICES - WSDL

- TYPES: a container for data type definitions using some type system
- MESSAGE: an abstract, typed definition of the data being communicated.
- OPERATION: an abstract description of an action supported by the service.
- PORT TYPE: an abstract set of operations supported by one or more endpoints.
- BINDING: a concrete protocol and data format specification for a particular port type.
- PORT: a single endpoint defined as a combination of a binding and a network address.
- **SERVICE:** a collection of related endpoints.





WEB SERVICES - UDDI

UNIVERSAL DESCRIPTION, DISCOVERY AND INTEGRATION

DIRECTORY WITH:
- INFORMATION ON WEB SERVICES
- WSDL DOCUMENTS

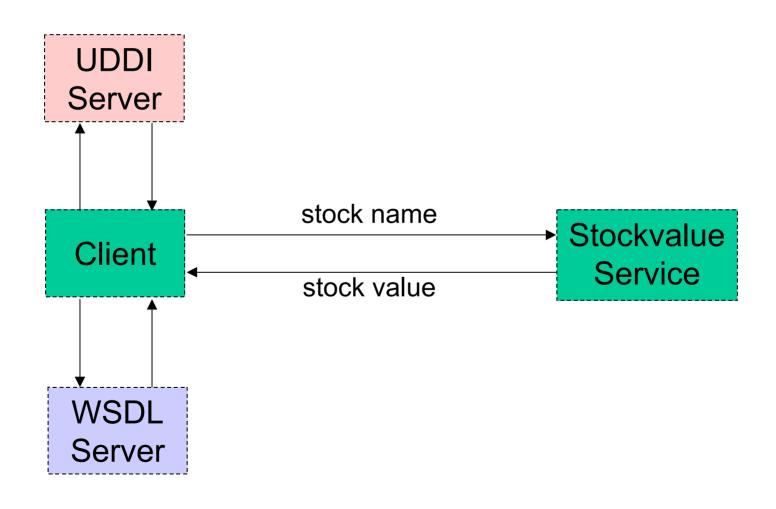
ACCESS VIA SOAP

USEFUL FOR END USERS





WEB SERVICES - UDDI EXAMPLE







WEB SERVICES: SOME PROBLEMS

ACCESS CONTROL TO WEB SERVICES

(PASSPORT, LIBERTY ALLIANCE)

LACK OF TRANSACTIONS

PERFORMANCE:

- SPEED OF PARSING
- CACHING OF WSDL DATA





CONCLUSIONS

POTENTIAL BANDWIDTH CONSUMPTION HIGHER THEN MANY ENVISAGE

GPRS EXPENSIVE
WIRELESS WILL NOT REPLACE WIRED ACCESS

IP WILL BE THE MAIN NETWORK PROTOCOL

ON TOP OF IP, WEB SERVICES SEEM TO BECOME THE MIDDLEWARE TECHNOLOGY OF CHOICE

WEB SERVICE TECHNOLOGY STILL UNDER DEVELOPMENT



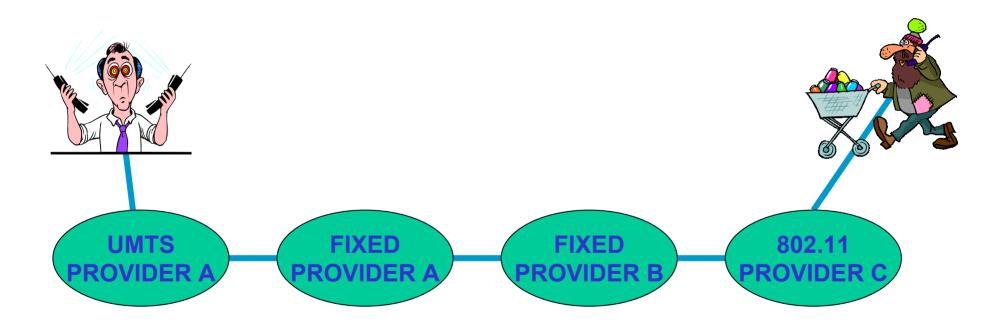






SOME PROJECT IDEAS

STARTING POINT: THERE WILL BE A MIXTURE OF NETWORKS







THE PROBLEM IS NOW ...

HOW TO CONTROL THE COOPERATION BETWEEN THESE NETWORKS?

QoS "GUARANTEES"

END-TO-END MECHANISMS ARE TECHNICALLY NOT FEASABLE

ACCOUNTING

STANDARDIZATION BODIES WILL NOT AGREE ON A SINGLE MECHANISM

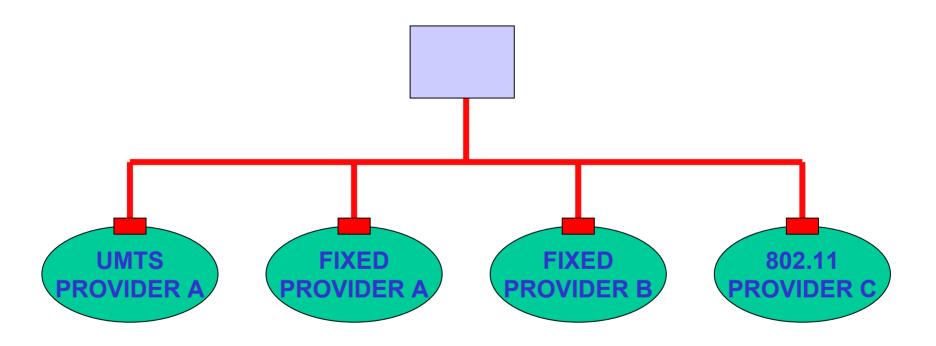
SECURITY

PROVIDERS WILL SELECT DIFFERENT OPTIONS





THE SOLUTION IS ... CREATE OPEN CONTROL INTERFACES







APPROACHES THUSFAR

TINA & CORBA (OMG)
OSA (3GPP)
PARLAY

CMIP/CMIS/GDMO/... (ISO)
SNMP (IETF)
C7 (ITU)





THESE APPROACHES WON'T WORK

OFTEN TOO COMPLEX SOLUTIONS FOR SPECIFIC TECHNOLOGIES

NO ONE ACCEPTABLE FOR ALL

- TINA/CORBA FOR CONTROLLING IP TECHNOLOGY?
- PARLAY/OSA FOR CONTROLLING IP TECHNOLOGY?







WHICH APPROACH COULD WORK?

SIMPLE TO UNDERSTAND

SIMPLE TO IMPLEMENT

UBIQUITY

WEB SERVICES