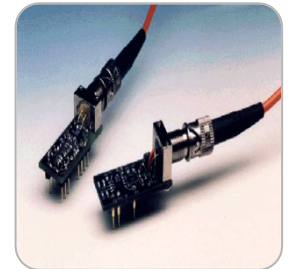
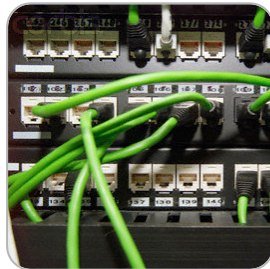


# Centralize what you can, Distribute what you must

**Pablo Rodriguez**  
**Telefonica Research**



*Telefonica*

Telefónica  
Investigación y Desarrollo

# Distributed Architectures

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- Last decade networking research has focused in highly distributed architectures
- P2P, Distributed Networking Systems
- High availability, reliability, high performance

# End Result

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- **The end result is the commoditization of Hardware equipment and reduction of related costs (CAPEX)**
  - **Distributed Cloud servers, Cheaper databases, Commoditizing routers, etc**
- **However, operational costs (OPEX), have not decreased at the same rate**
- **In fact, highly distributed architectures tend to increase operational costs**
  - **Human costs are harder to lower than technology costs**

# Operational Costs

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- Usually account for a much higher cost than the actual equipment
- As CAPEX comes down, OPEX still remains very high
- the CLOUD helps replace CAPEX for OPEX and lower OPEX costs due to higher economies of scale
- Centralize what you can and distributed what you must
  - absorb traffic early, reliability, responsiveness, latency, etc.

# Cloud Benefits

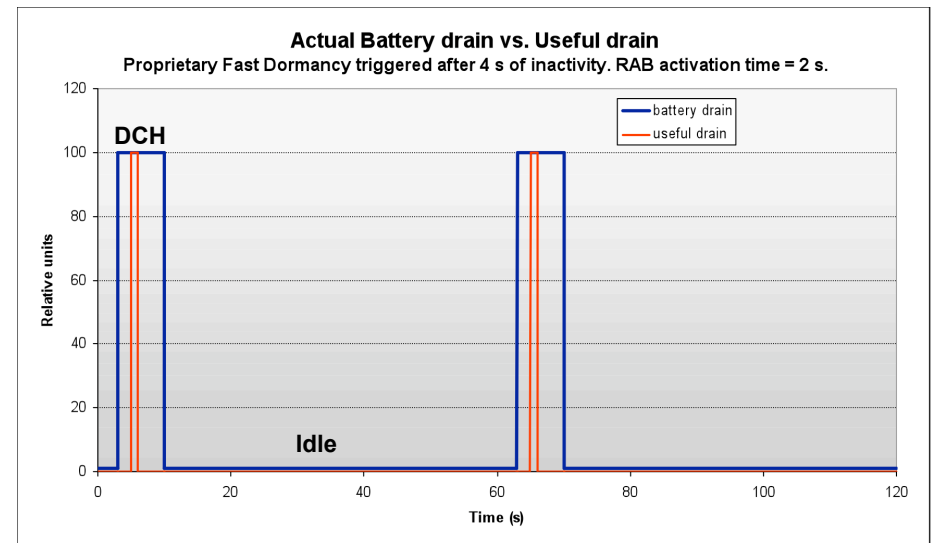
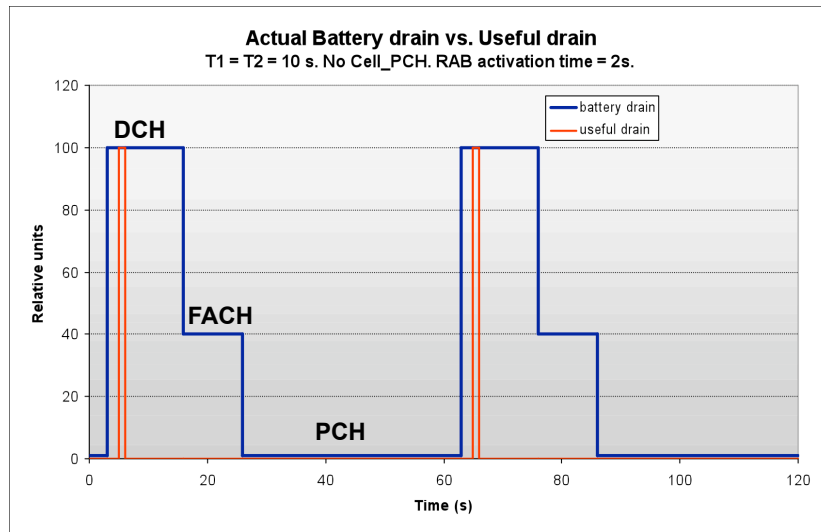
- Reduces OPEX
- Do it once and share
- Do it more coordinately
- Do it more efficiently

## **sample benefits for mobile cloud applications: more than offloading computation**

# 1

## Impact of Smart Phones on the network

### ■ Signaling Problems: Fast Dormancy for battery savings



**CELL\_DCH: Dedicated Channel**

**CELL\_FACH: Connected mode but Shared Channel**

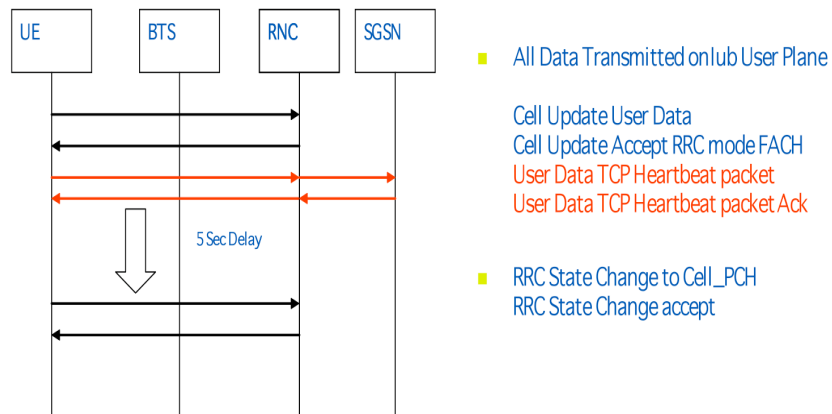
**CELL\_PCH: Mostly inactive radio. Radio Resource Control connection up.**

**Idle: Mostly inactive radio. no Radio Resource Control connection.**

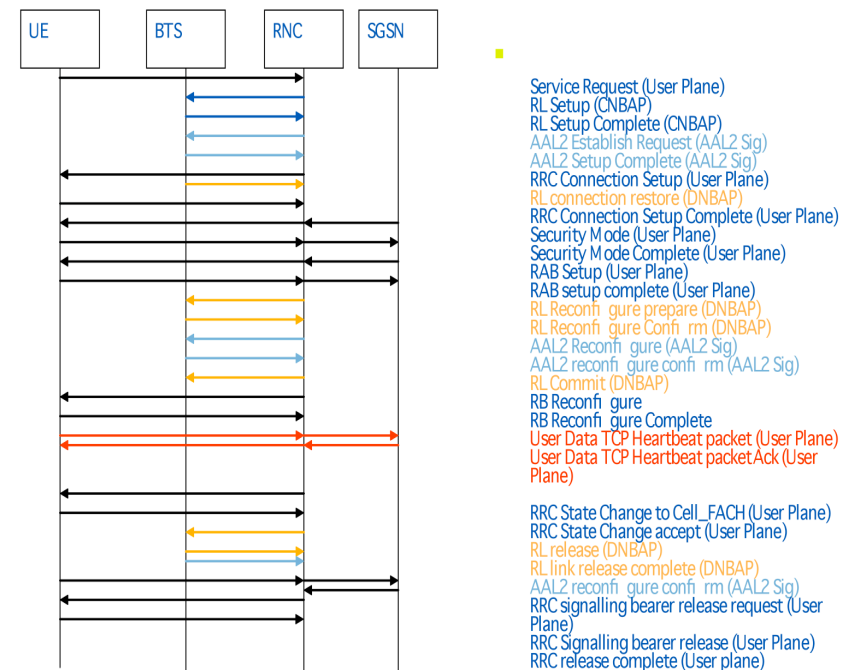
## Impact of Smart Phones on the network

## ■ Signaling Problems

## Starting Data Session From Low Energy State (PCH state)



## Starting Data Session From Idle State





# 1

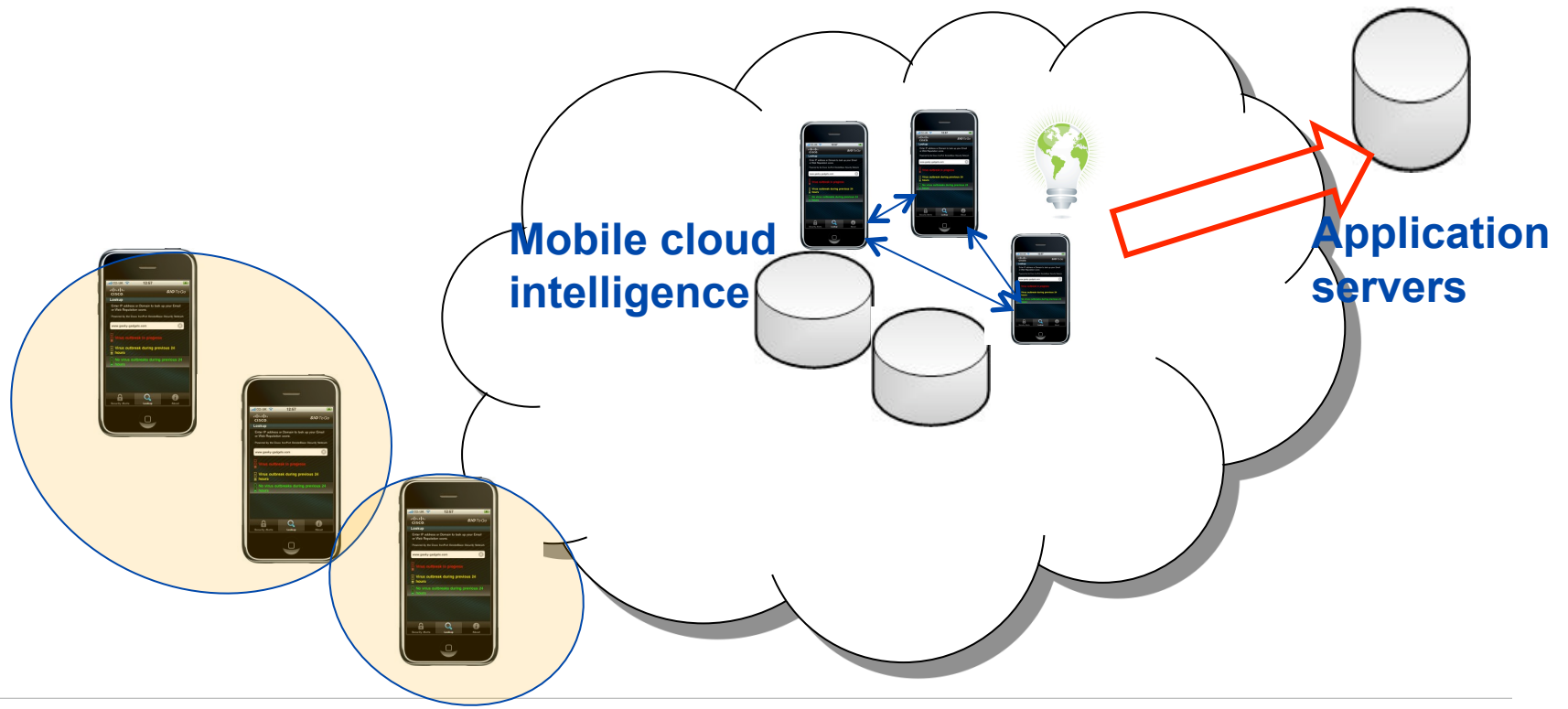
## Impact of Smart Phones on the network

- Massive rise in the amount of signalling on Radio and Core systems due to both chatty applications and device designs
- Saturated network elements (e.g. firewalls), due to uncoordinated connection management
- High number of unnecessary PPP context setup and releases

## 1

## Can we run a full/partial virtual instance of each smartphone in the cloud (apps/firmware?)

- proxy a lot of the functionality, to save signaling and mitigate network impact
- share info and measurements across devices,
- coordinate device sync ups to avoid network peaks, wasting battery, or interfering with voice traffic



## 2

## Battery efficient Ad-Hoc Data Sharing

- By sharing location info and data content across devices using the cloud, one can predict nearby device and data presence better, coordinate short range local transfers and save energy

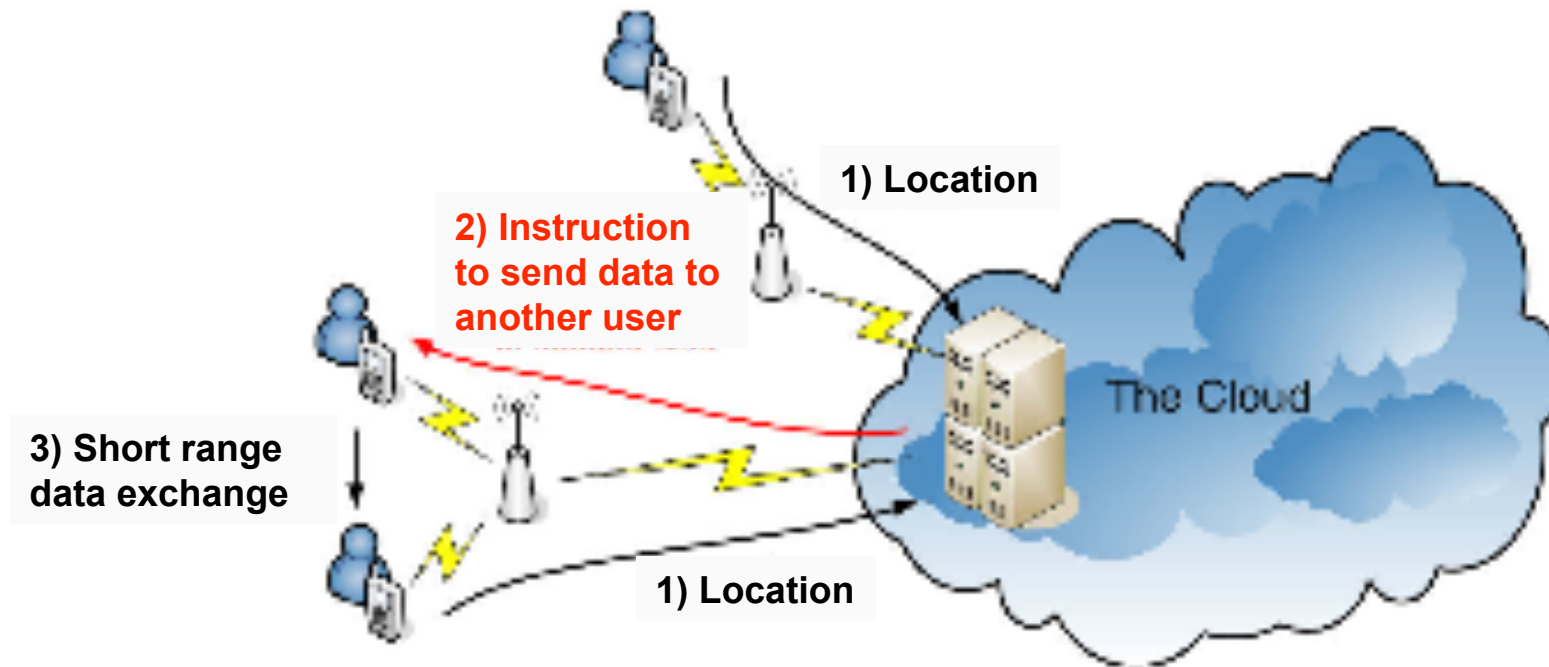
	Tput	Transfer (J/MB)	Idle (W)	Scan (W)	Range (m)
Cellular	Few kbps 100	100	0*	0*	500
Wi-Fi	11-54 Mbps	5	0.77	1.29	100
Bluetooth	700 Kbps	0.1	0.01	0.12	10

Ananthanarayan et al.'09

## 2

## Battery efficient Ad-Hoc Data Sharing

- Centrally coordinating WiFi/Bluetooth wake up intervals, one can save energy and better predict sharing opportunities: Global View. Local view may see a disconnected graph, while global view may be able to see a connected one



# Summary

- As hardware is more commoditized, Operational costs will dominate
- Cloud reduces OPEX by amortizing support/management costs over large number of applications
- Cloud also provides more intelligent services by aggregating global information and intelligently coordinating distributed actions
- **What to centralize, what to leave distributed? That is the question**

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