Use Cases for Session Mobility in Multimedia Applications

draft-komiya-mmusic-session-mobility-usecases-00.txt

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Session Mobility

- The capability that allows a user to transfer an ongoing communication session from one device to another device.
Background

- Requirements for Seamless Session Mobility was proposed in IETF 64th.
  - Comments from WG
    - Variation and Reality of use case

- This draft lists use cases of session mobility to illustrate the merit of session mobility.
  - Categorize use cases
  - Identify issues
Use Cases for Session Mobility (1/2)

- Maintaining sessions continuously for mobile users
  - Leaving for work (IP-TV $\rightarrow$ Mobile terminal)

- Achieving better quality of service
  - Voice quality (Cell phone $\rightarrow$ Fixed phone)
  - Screen size (Mobile phone $\rightarrow$ Plasma TV)

- Avoiding a loss of session
  - Battery (Mobile phone $\rightarrow$ Fixed phone)

- Lowering the communication cost
  - Network cost (Cell phone $\rightarrow$ Fixed phone)
Use Cases for Session Mobility (2/2)

- Transferring a whole session from one device to multiple devices
  - A couple
    - PDA (in a car)
  - Wife
    - TV (in a kitchen)
    - Husband
    - PC (in a study room)

- Transfer with the Split of Audio and Video
  - Mobile phone
    - audio
    - video
  - Speaker
  - Projector
Potential Issues of the Use Cases

- **Transfer Delay**
  - time for application setup
  - time for media buffering
  → Instant media transfer

- **Media Disruption**
  - frame loss / packet loss
  → Minimum media disruption

- **Different Device Capabilities**
  - display size, buffer capacity, media codec…
  → Media adaptation
Next Steps

◆ Update the requirements for seamless session mobility

◆ Submit a solution for seamless session mobility

Looking for you comments!