

Session 2:

Latest developments in Home Network Transport Technologies

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Home Networking and home services



Session 2 Presentations

- Wireless and Coax Transport
Mr S. Palm, Broadcom, USA
- Home Phonenumber Transport
Mr K. Minami, E-Connections Ltd., Japan
- Optical and other Transport
Mr M. Shikada, NEC, Japan
- This road is a road once we have come in sometime
Mr K. Yamamoto, Matsushita Electric, Japan



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Highlights from Presentation 1 “Wireless and Coax Transport”

- Wireless and Coax deliver high throughput with quality
- No new wires
- Multiple use
 - ◆ Digital Video to multiple TVs
 - ◆ Data to PCs , PDAs
- Quality of Service
 - ◆ Prioritized delivery



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Highlights from Presentation 2

“Home Phonline Transport”

- HomePNA 3: Third generation copper based transport technology
- Master-controlled, peer-to-peer communication
- Synchronous and Asynchronous MAC Protocol
- 82% of paths \geq 96 Mbps



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Highlights from Presentation 3

“Optical and other Transport”

- Home network transport migration scenario
 - ◆ Stage 1 : No network interconnection between broadcast and internet
 - ◆ Stage 2 : Home server works to interconnect broadcast (IEEE1394 base) and internet (Ethernet)
 - ◆ Stage 3 : Broadcast and internet are integrated with the same protocol
- Observations from Field Trial
 - ◆ Merits of home networking - Easy access to TV and video from any place in home
 - ◆ Issues of home networking - Easy setup, easy operation, plug and play, easy maintenance
 - ◆ Summary of interview - Require easy operation more than multi-function



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Highlights from Presentation 4

“This road is a road once we have come in sometime”

- We have traveled this road before
- First Generation home network – 1980's – HBS
- Second Generation home network – 2000's – Multimedia
- Third home network boom - 2010's - Hyper (or Seamless) media boom.
- Five keys for the success of home network
 - ◆ Strong necessity
 - ◆ One stop shop or home information pre-wiring
 - ◆ Connected to outside of the house, open home network protocols
 - ◆ “zero” cost up for interface
 - ◆ Interoperability



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Overview of issues in the session

- Common Issues
 - ◆ Service and Application Driven (Killer Applications)
 - ◆ Easy
 - ◆ Quality of Service
- Diverging Opinions
 - ◆ Which PHY(s)?
 - ◆ Which Standards Bodies?



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Recommendations

- Solve the business and technical issues for whole home video distribution
 - ◆ Business:
 - What business model?
 - ◆ Technical:
 - Strive for one (or none) connector
 - Reduce the number of PHYs



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Follow-up actions

- Create “standards” body police
 - ◆ Reduce the proliferation of standards
- Create the business model for video distribution in the home
 - ◆ Broadcast TV went from advertisement based to subscription based
 - ◆ What is the in-home business model?



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Conclusion

- Home Networking is about the Services not the Technology
 - ◆ What do users want? Good Quality Applications
 - Look and sound good.
 - They don't care about the specific home networking technology
 - They don't want to be an IT network manager
- The Transport Technology must be transparent – both cost and connectivity
 - ◆ What must engineers do? Solve the two applications that need special treatment
 - Video - large throughput
 - Voice (Telephony) - low latency and jitter



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