



Wireless access

I/O with the physical world, including users

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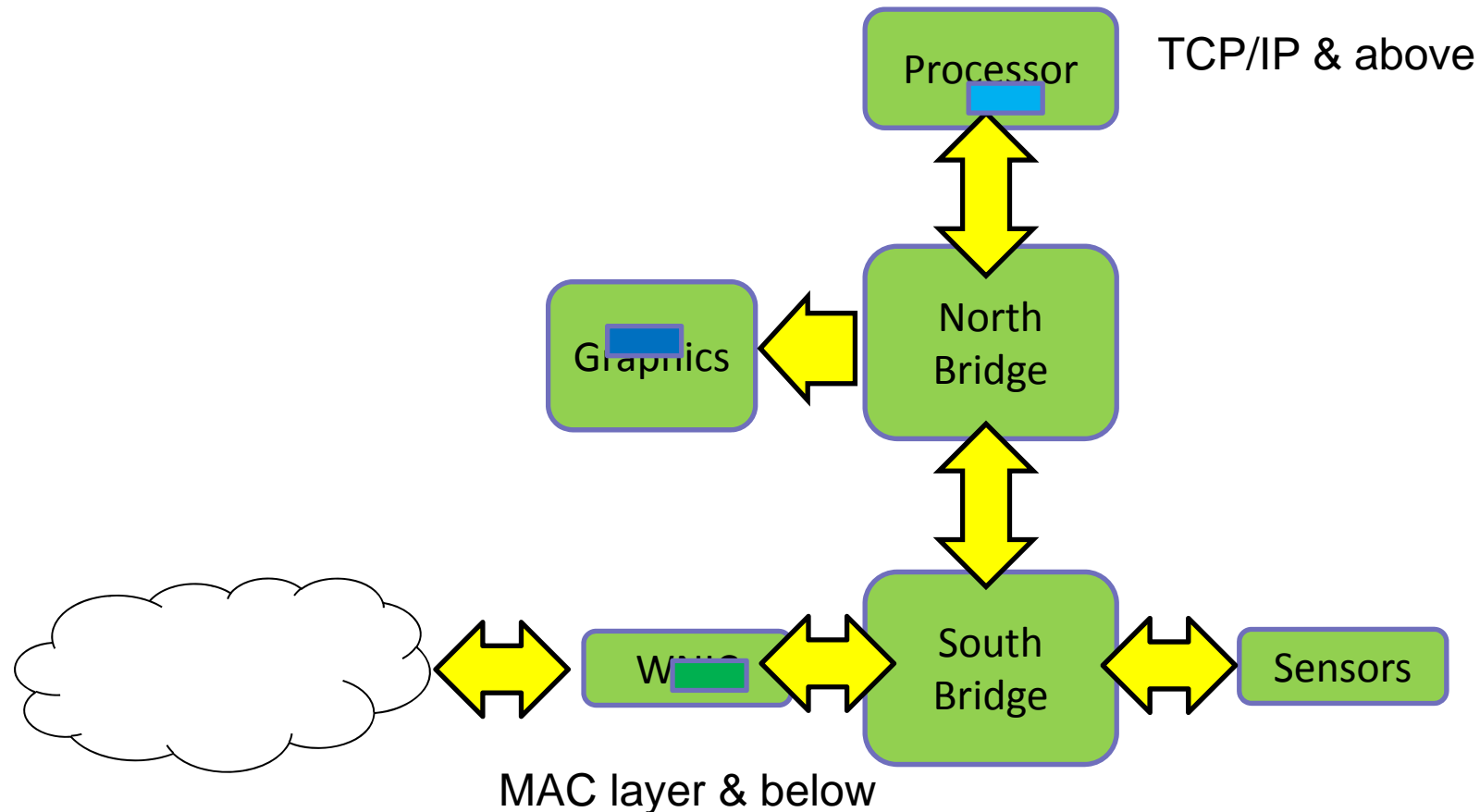
Efficiently Always Connected

- Use the best network technology available
 - Context for (2007)
- Be idle effectively
 - uPM (Mobis, ...)

Covered

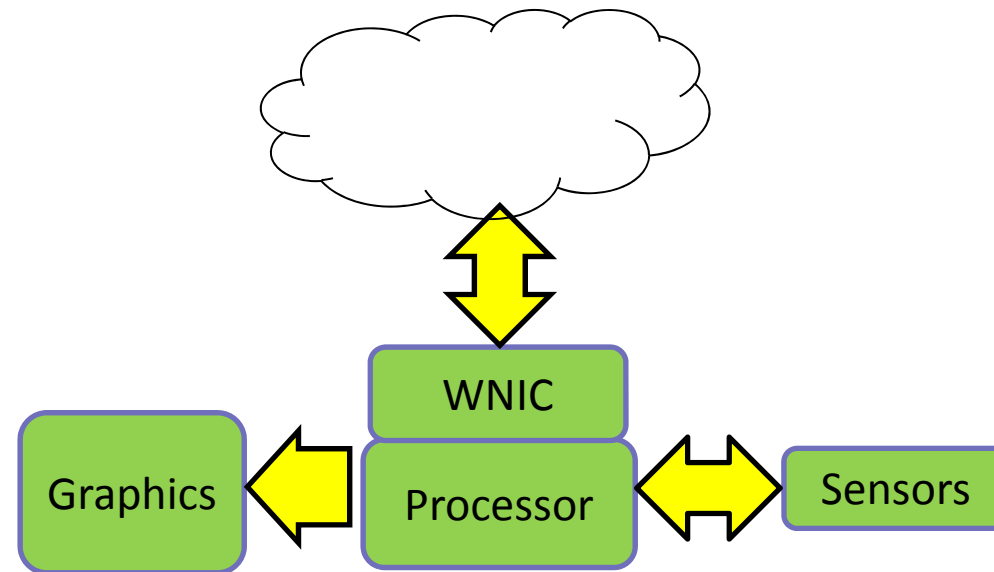
Existing Mobile System Architecture

- Network as a *data supplier*



Cloud-Centric System Architecture

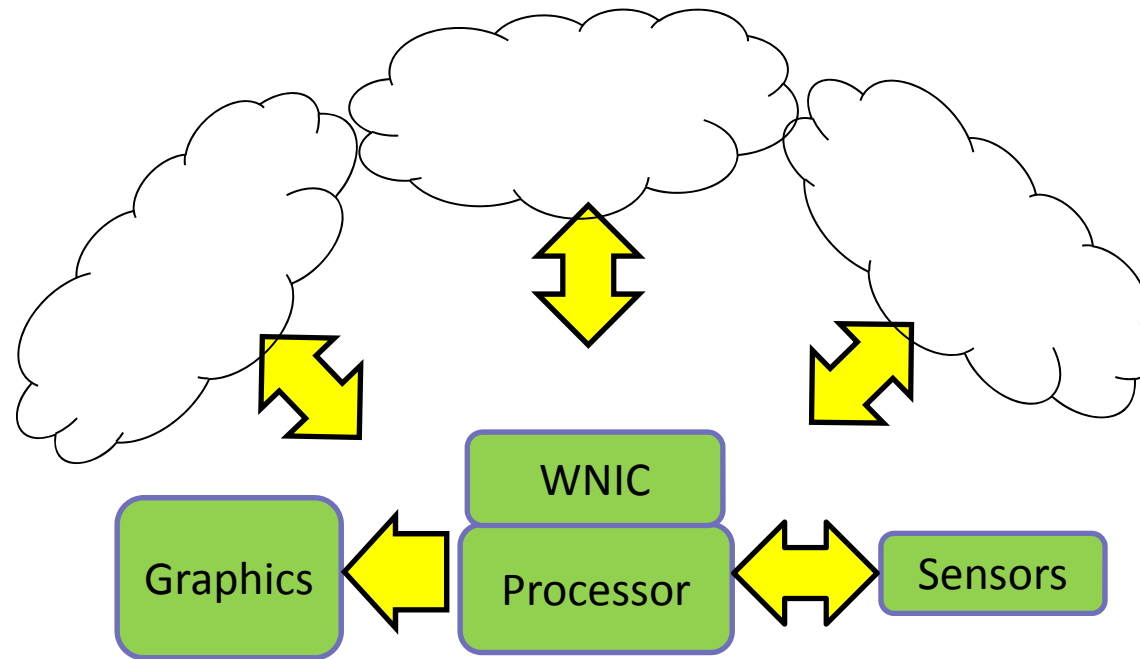
- Network as *interface* between computation (cloud) and I/O



The whole network stack

Need for an I/O Proxy in the cloud

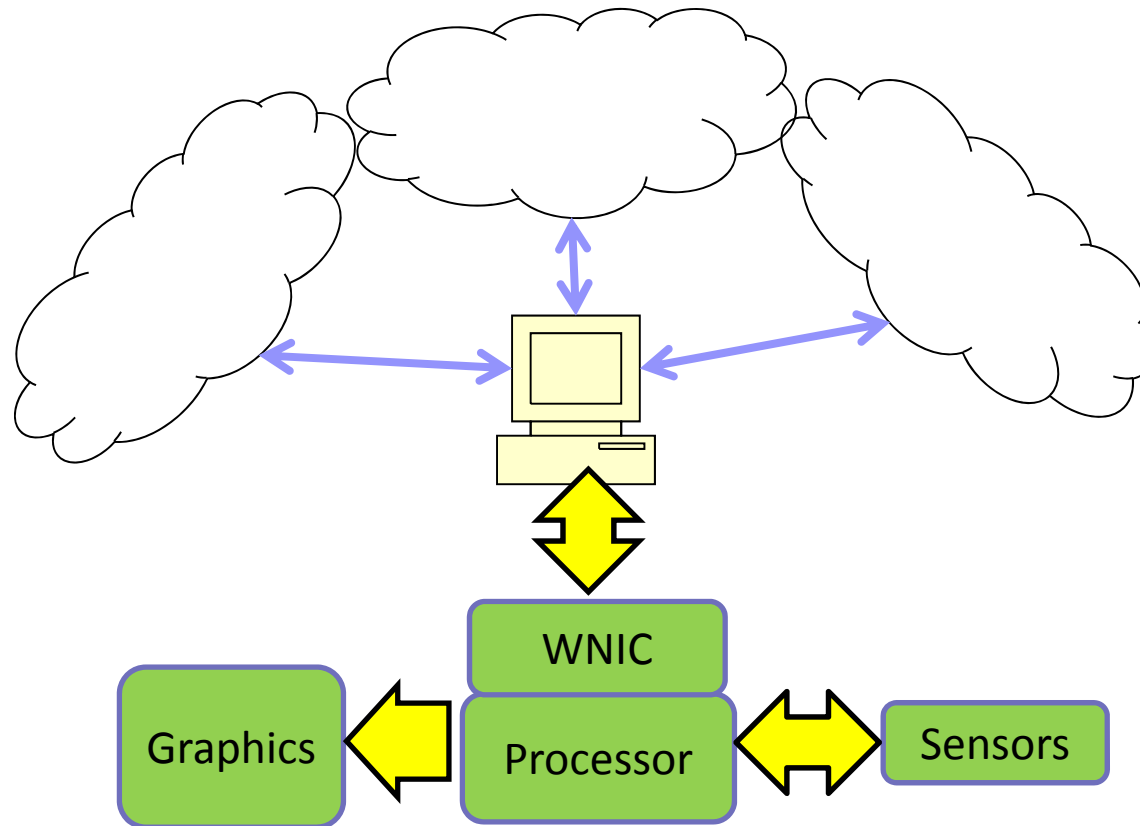
- Multiple service providers lead to redundant I/O



The whole network stack

Need for an I/O Proxy (Contd.)

- Aggregate changes to display
- Aggregate sensor data requirement



The whole network stack