

## Accounting Policies for AAA Systems in Mobile Telecommunication Networks

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**Abstract** - Authentication, Authorization, and Accounting (AAA) deployments are expected to grow significantly in emerging mobile systems as they offer a plethora of services and mobile applications. In current systems, network access servers (NAS) periodically report the service usage of mobile users located within their coverage areas. The periodic reports are used by the billing systems to minimize the incurred capital losses if the serving NAS fails. While shorter reporting intervals are desired for lower losses, they can potentially result in undesirably high signaling load. Because it is prohibitively difficult to obtain optimal reporting intervals in mobile systems due to multitudes of services with different mobility profiles, current accounting standards offer no quantitative measures for selecting a proper reporting interval and AAA systems are typically designed via over provisioning. To address this issue, we propose an adaptive optimization mechanism in multiservice AAA systems which limits the potential loss without excessively generating unnecessary usage reports. Our optimization mechanism embraces the current AAA IETF standards RADIUS and its successor Diameter and does not require any modifications to the AAA protocols nor to the network access servers' implementation, and its implementation scope is limited to the AAA systems. The results demonstrate that our mechanism is robust under various operational conditions, easy to implement, and offers considerable potential for loss control compared to the current static approaches. Mobile data services across the Internet pave the path for a society of tomorrow. Users will be able to access data, information, and services independent of their location. This will ease the way of business and private life, such as for the travelling field engineer repairing electronic devices at the customers' premises by downloading a new control software or the family on vacation accessing on their Personal Digital Assistant local maps and information on tourist attractions. Having these applications in mind, the Internet technology as it exists today has to be enhanced by a number of different features. An important one is the infrastructure for Authentication, Authorization, Accounting, and Charging (AAAC) those mobile services. These functions will ensure that mobility will not happen into places where not authorized and will enable a commercial operation of a network, which offers services to be sold, such as services with varying Quality-of-Service (QoS) or different security degrees. Therefore, existing approaches, such as the traditional AAA (Authorization, Authentication, and Accounting) Architecture of the Internet Research Task Force (IRTF) have to be enhanced and equipped with performing and suitable functionalities.

**Keywords** - authentication, authorization, accounting, Services, Providers, users, bandwidth, protocols, access, CDMA, architecture, policies, subscriber, network providers

### INTRODUCTION I

**Authentication** :: Authentication refers to the process where an entity's identity is authenticated, typically by providing evidence that it holds a specific digital identity such as an identifier and the corresponding credentials. Examples of types of credentials are passwords, one-time tokens, digital certificates, and phone numbers (calling/called).

**Authorization**:: The authorization function determines whether a particular entity is authorized to perform a given activity, typically inherited from authentication when logging on to an application or service. Authorization may be determined based on a range of restrictions, for example time-of-day restrictions, or physical location restrictions, or restrictions against multiple access by the same entity or user. Typical authorization in everyday computer life is for example granting read access to a specific

file for authenticated user. Examples of types of service include, but are not limited to: IP address filtering, address assignment, route assignment, quality of Service/differential services, bandwidth control/traffic management, compulsory tunneling to a specific endpoint, and encryption.

**Accounting**:: Accounting refers to the tracking of network resource consumption by users for the purpose of capacity and trend analysis, cost allocation, billing. In addition, it may record events such as authentication and authorization failures, and include auditing functionality, which permits verifying the correctness of procedures carried out based on accounting data. Real-time accounting refers to accounting information that is delivered concurrently with the consumption of the resources. Batch accounting refers to accounting information

that is saved until it is delivered at a later time. Typical information that is gathered in accounting is the identity of the user or other entity, the nature of the service delivered, when the service began, and when it ended, and if there is a status to report.

List of AAA Protocols ::

RADIUS

Diameter

TACACS

TACACS+

Types of AAA servers include the following:

Access Network AAA (AN-AAA) – Communicates with the RNC in the Access Network (AN) to enable authentication and authorization functions to be performed at the AN. The interface between AN and AN-AAA is known as the A12 interface.

Broker AAA (B-AAA) – Acts as an intermediary to proxy AAA traffic between roaming partner networks (i.e., between the H-AAA server in the home network and V-AAA server in the serving network). B-AAA servers are used in CRX networks to enable CRX providers to offer billing settlement functions.

Home AAA (H-AAA) – The AAA server in the roamer's home network. The H-AAA is similar to the HLR in voice. The H-AAA stores user profile information, responds to authentication requests, and collects accounting information.

Visited AAA (V-AAA) – The AAA server in the visited network from which a roamer is receiving service. The V-AAA in the serving network communicates with the H-AAA in a roamer's home network. Authentication requests and accounting information are forwarded by the V-AAA to the H-AAA, either directly or through a B-AAA.

Current AAA servers communicate using the RADIUS protocol. As such, TIA specifications refer to AAA servers as RADIUS servers. However, future AAA servers are expected to use a successor protocol to RADIUS known as Diameter.

The evolution of mobile data services outlines a trend towards the coexistence of a variety of wired and wireless overlay networks managed by several actors and covering both indoor and outdoor environments. This popularity of mobile devices is increasing rapidly due to the technology which allows users to connect their device to a visited domain and gain full Internet connectivity from that domain. This trend leads to an important paradigm shift for usage of Internet resources, where security and economic aspects play a major role. Based on an initial authentication and authorization process, these mobile devices have to be allowed to consume distinct resources in the visited domain, e.g., to

generate Internet traffic with a better than best-effort service. In the visited domain, the service definition will probably differ from Service Level Agreements (SLA) valid in the home domain. Furthermore, the Internet Service Provider (ISP) involved in connecting the visiting domain with the home domain probably supports an SLA which differs from the SLA agreed in the home domain. The need for this kind of service from a local domain requires authorization of the mobile user, which directly leads to authentication. In many cases, the ISP of a visited domain offers this service to a mobile user only, if it is assured that he gets paid for the service. This requires an adequate accounting and charging concept, considering the quality of the service provided in the visited domain as well as other service-relevant characteristics.

A client requiring resources of a visited domain is requested to provide credentials, which can be authenticated before access to these resources is permitted. Within the Internet Engineering Task Force (IETF) and Internet Research Task Force (IRTF) architecture and infrastructure of Authentication, Authorization, and Accounting (AAA) services is defined and standardized. The provision of this service in the Mobile IP environment will require inter-domain exchange of this authentication, authorization, accounting, and billing information. Several Internet drafts are proposed to take into account issues on Mobile IPv6 and policy-based networking. An entity requesting authentication and authorization credentials is the AAA visited authority (AAA-V). In general, the AAA-V itself may not have enough information stored locally to carry out a verification of credentials and must consult the home authority (AAA-H), which is in charge of the representation of the mobile users permissions toward other networks.

These types of credentials are related to a lifetime. The communication between the two authority instances must be secure. Once authenticated, the mobile user must be authorized to access services and resources within the visited domain.

### 1.2 Application Scenario and Objectives

Within this context, consider the following sketchy scenario, which demands for an open and modular AAAC Architecture (Authentication, Authorization, Accounting, and Charging) for dealing with all of these aspects in an integrated manner. A medium sized enterprise with a number of external consultants besides the staff working in offices operates a small local access



network to perform their communication needs. It may require a defined level of service determined by Quality-of-Service (QoS)-aware applications, such as stringent bandwidth allocations for Computer Supported Collaborative Work (CSCW) applications between local and remote consultants, on-line and real-time exchange of information on technical component availability in the market, and loss-free and secured delivery of financial data. The detailed set of access and utilization rules depend on the project group carrying out the work, which in turn requires the determination of flexible and adaptable policies for establishing and maintaining these working relations. They must be provided in a secure, open, modular, and flexible manner. These essential requirements are important, e.g., because adaptivity and openness at the level of policies will allow for reuse of the same set of modules in many different usage scenarios. Therefore, the objectives of the AAAC work embedded in the 5th Framework EU project MobyDick (Mobility and Differentiated Services in a Future IP Network) encompass the facilitation of the deployment of an ubiquitous Mobile IPv6 infrastructure through a best-suited and pragmatic use of an evolutionary AAAC architecture based on the IRTF AAA Architecture proposal. Based on the scenario above, the set of important communication, functionality, and performance requirements needs to be addressed to allow for a suitable solution for access policies, authentication, authorization, accounting, and charging and its mobile devices.

## Section II

### 2. Requirements used to Process in AAA

The overall requirements to be addressed for a new AAA Architecture encompass at least the following areas, where mobility is the driving force, where QoS-awareness outlines a potential integration of QoS into the AAAC Architecture, and where security, pricing, and performance investigations will enable a future practical and scalable implementation of AAA.

#### 2.1 Mobility for AAA

The development of wireless Local Area Network (LAN) technology and the deployment of wireless equipment with higher link bandwidth and capacity has made wireless access to Intranets and the Internet more popular. This popularity is strengthened by the trend in current developments of cellular communication technology toward an all IP based communication network. The need to be able to access services from any domain has placed different requirements concerning mobility, security, and

charging. While mobility in cellular networks is an inherent characteristic, mobility in IP-based network has other problem areas. Mobility can be seen as the capability to access services from different access points and to preserve this access, while moving from one access point to another access point. This capability should be provided by the service user as well as the service provider.

There are three types of mobility, which show different degrees of mobility: device mobility, user mobility, and service mobility. The device mobility enables mobile devices to receive continued access to services, independent of their location and while moving. The user mobility enables a person to access services irrespective of his location and the device he is using. While device and user mobility define the mobility of service users, the service mobility defines the capability of the network to provide a set of users the subscribed services irrespective of their current locations. Mobile IP is a protocol that allows a network node (the Mobile Node, MN) to migrate from its home network to other networks, termed visited networks, either within the same administrative domain or to other administrative domains. Mobile IP transforms the mobility problem into a routing problem. Features in IPv6 like address auto-configuration, neighbor discovery, and several routing options (destination options and home address options) ease the design and implementation of Mobile IPv6 (MIPv6) compared to Mobile IPv4 (MIPv4). In IP-based networks the problem of device mobility within or across administrative domain is solved by Mobile IP together with micro-mobility protocols dealing with handover and paging.

The following summary covers the most important points, which are enhanced at this stage to the AAAC view, including traditional AAA tasks and the charging task.

- MN and AAAC Home Entity (AAAC-H) need to authenticate each other before access to services is permitted. They have to share a Security Association (SA).
- The AAAC entity must be able to validate MN's certificates and to identify a MN's Network Address Identifier (NAI), which is unique and of the form "user@realm"
- In the proposed standard Mobile IP specification a MN has to be configured with a home address, the address of an HA (Home Agent), and a SA with that HA. Using AAAC features would only require the MN to be configured with its NAI and a secure shared secret for use by the AAAC-H. The MN's home

address, the address of its HA, the SA between the MN and

the HA, and the identity (Domain Name System's name or IP address) of the AAAC-H can be dynamically determined as part of the Mobile IP initial registration.

- If MN is identified by a NAI and obtains dynamically an IP home address, the AAAC-H should be able to select a HA for use with the newly allocated home address. Mobile IP requires that the home address assigned to the MN belong to the same subnet as the HA providing services to the MN.
- If MN already knows the address of its HA, the AAAC-H must be able to coordinate the allocation of a home address with this HA designated by the MN.
- The AAAC entity must be able to obtain or to coordinate the allocation of a suitable IP address for the MN.
- The attendant and the visited AAAC entity (AAAC-V) have to share a SA.
- AAAC-V has to share or dynamically establish a SA with the AAAC-H. To provide for a scalable solution, an AAAC Broker Entity (AAAC-B) may be used, which has SAs with both AAAC-V and AAAC-H. The broker can act as a proxy between AAAC-V and AAAC-H or help AAAC-V and AAAC-B in establishing a SA by relaying a shared secret key to them, which will be used to set up the SA.
- AAAC entity must be able to distribute keys for subsequent Mobile IP registration. The keys can be used to create a SA between the MN and a HA (if it not already exists) as well as the MN and the local attendant.
- The AAAC protocol should enable transport of Mobile IP registration messages as part of an initial registration sequence to be handled by AAAC entities. Any Mobile IP data transported via AAAC entities should be considered opaque to them.
- After an successful authentication, the MN is allowed to use services, at least for a minimal Mobile IP functionality.
- Local attendants should obtain authorization from a local AAAC entity for QoS requirements placed by the MN.
- Either AAAC-H or AAAC-V can demand the attendant to terminate service to the MN.
- In cases where the MN accesses only local services, the AAAC-V may be able to locate a local HA in the current domain for use with MN.
- An AAAC entity should be able to configure the firewall in the same domain to enable data traffic from the MN. With respect to mobility in the wireless environment, handover and paging are highly

relevant issues. There are two handover dimensions to be taken into account: technology and domain, both on link-layer as well as on network layer. While a handover

on the link-layer deals with technical aspects, a handover on upper layer considers business policy aspects. This distinction has a major impact on mobility management tasks and supporting them. Safely assuming an all-IP infrastructure, the technology dimension to be considered will lie in the link layer and the physical layer only. This results in the assumption that no inter-technology handover in the network layer will take place. Whenever possible, a new authentication and authorization sequence should not involve the AAAC-H, if a MN moves from

one point of attachment to another. This can be done as follows by having the MN supplying the NAI of the previous attendant:

- For a handover within the same administrative domain, the same AAAC-V should be able to provide the needed authentication without involving AAAC-H. The new attendant should be able to get the necessary information, e.g., session keys from the AAAC-V or from the previous attendant.
- For a handover between visited domains, the AAAC-V in the new domain may contact the AAAC-V in the previous domain to verify the authenticity of the MN and/or to obtain session keys.
- Accounting information of the old and new domain will be kept and associated with the MN's identity just authenticated.

## 2.2 Quality of Service-awareness for AAA

The MobyDick architecture is targeted at the offering of QoS-enabled services. Within the project the Differentiated Services (Diffserv) architecture is used to provide this QoS. The AAAC Architecture has to deal with this service provisioning architecture to control service access and to be able to account and charge for the provided QoS at a later stage. This means that the AAAC System needs to interface the Diffserv architecture via a specific Application-specific Module (ASM). Here it is assumed that an inter-domain QoS setup is facilitated by a Bandwidth Broker (BB) architecture as described in [10]. The current Internet 2 QBone Bandwidth Broker discussion describes a two-tier model, where a Bandwidth Broker accepts Resource Allocation Requests (RAR) from users belonging to its domain or RARs are generated by upstream Bandwidth Brokers from adjacent domains. Each Bandwidth Broker will manage one service domain and subsequently provide an authorization based on a



policy, which decides whether a request can be honored or not. A Resource Allocation Answer (RAA) confirms or rejects a request or it may indicate an "in progress" state. The RAR/RAA-based model implies that this is a distributed service, where the first authorization is pull-based and the other authorizations are either pull or agent-based.

In case of a pull-based authorizations only, the first BB, basically the service equipment which receives the RAR from the user, contacts the local AAAC System via an ASM. The authorization request encapsulates data from the RAR needed for authentication and authorization. If the BB receives a positive answer from the AAAC system, it forwards the RAR to the next downstream BB, where the procedure is repeated. Upon reception of a RAA, a bandwidth broker configures network elements in his domain for the service requested. This can be done via SNMP (Simple Network Management Protocol), COPS (Common Open Policy Service), or CLI (Command Line Interface). In case all authorizations besides the first are agent-based, the AAAC System forwards the RAR via the AAA protocol to the AAAC System of the next downstream BB, which performs authorization. This is repeated until the final domain is reached. If all authorization requests succeeded, an RAA is passed back by the AAA protocol to the first BB, which forwards the RAA to the user. At every AAAC System the RAA is passed to the BB via the ASM to enable a setup of the network elements in his domain. In addition, either the service equipment (e.g., the BB) or a separate system needs to be configured to collect accounting information for each domain. This can be done via the use of accounting policies. In case of a pull-based authorization policies must be passed in the AAA response from the server to the service equipment, while for agent authorizations policies are passed with the service equipment configuration request.

Targeting at the goal to support both, user and device mobility, each user is virtually linked with a user specific profile. This profile is located from a functional point of view in the home network of the mobile user or at a position which is closely linked with the home area, e.g., access to this profile is established via an AAAC-H entity. This profile is similar to the Home Location Register (HLR) of the 3GPP (3rd Generation Partnership Protocol) architecture, but is extended with additional user specific, QoS-related information. The AAAC Architecture is responsible to transport this information in close interaction with the mobility management from the AAAC-H to the AAAC-V

server via the AAA protocol. The profile contains the QoS a user wishes to operate on, regardless of his point of connection. The QoS-specific part of the user profile could contain either a kind of service reference (e.g., olympic services), if home and visited provider have an agreement on the semantics, or a set of detailed service parameters, like minimal bandwidth, average bandwidth, maximum bandwidth, or maximum loss rate. To support different types of QoS for different applications, these specifications must be provided on a per-port basis. The QoS profile is used at the AAAC-V to decide, whether the user can be authorized, and to configure the QoS provisioning service equipment via an ASM.

### 2.3 Security, Pricing, and Performance:

An AAAC System provides for the necessary security support to deploy services to mobile users and equipment. In order to perform the required tasks concerning security, AAAC Systems will need support of security services and/or infrastructure. Price differentiation is a concept which is widely deployed in various business sectors of our daily life. The introduction of such concepts lead to a profit maximization. An open and flexible AAAC architecture should support such mechanisms as well. Starting point from a technical point of view is the metering process. Based on this, accounting and auditing mechanisms are to be deployed. To be able to present feedbacks to customers, metering and charging becomes time-critical, since a user must be informed on the price of a resource he is about to consume. Figure 1 depicts a possible service provisioning concept from an economical point of view. A subscriber, e.g., the medium size enterprise, agrees on a Service Level Agreement (SLA), which is valid for all members of the company (all users). For the use case of Figure 1 (right) please refer to Section 4 below. Finally, Mobile IP requires every registration to be handled between an attendant and the HA. This registration can be performed after the authentication, but to reduce the time needed for an initial mobile IP registration (performance), the registration message should be piggybacked during the AAAC authentication in case HA and AAAC-H are in the same administrative domain. AAAC-V and AAAC-H need to interface the attendant and the HA to handle this registration.

## Section III

### 3. Architecture of AAA:

The AAAC Architecture considered within the MobyDick project deals with the handling of information required to ensure that a mobile node, mainly a mobile host, is correctly granted access to networking resources in an Internet domain, it normally does not belong to. In addition, it deals with those data that are collected to provide charging for the service used by the mobile node. Within the project the auditing functionality is considered inherently. To allow for a complete and structured approach in preparing a generic AAAC Architecture, the underlying network technologies, which are considered relevant, are introduced at the beginning. Based on the overall valid assumptions undertaken detailed requirements are listed, which form the basis for the description of modules and components as well as their location within a functionality and infrastructure view.

Requirements for the AAAC System are derived from these investigations, which defined the basis for the specification of its modules, interfaces, protocols, and components. Next to the underlying technology, the business model to be deployed has an impact on the AAAC architecture. Here, first the service concept has to be mentioned, but also charging strategies like pre-paid charging, which gained a lot of subscribers in the GSM market, has different requirements to the AAAC architecture than traditional postpaid charging concepts. Especially the prepaid charging concept rises up timely critical policing requirements which could be both, user-centric or subscriber-centric. So performance and scalability issues play an important role on an open and scalable AAAC architecture supporting various service provisioning concepts. Basically, the AAAC Architecture can be regarded from two points of view: the user and the provider perspective. Without discussing it in any detail or explicitly the user perspective is provided by his QoS and mobility requirements. User view's requirements are at some stages of interest, but the complexity of allowing for access and mobility will basically remain similar for the AAAC Architecture, independent on those assumptions discussed in the following. The perspective of importance is the provider perspective, which is considered within this document, since the complexity of the AAAC Architecture as well as of the interaction mechanisms to be developed will vary depending on those assumptions. In addition, both wired and wireless technologies will be considered for a AAAC Architecture.

Therefore, they should support at least user and device mobility, and may be in the future service

mobility, which will become an important issue in an all-mobile networking scenario.

### 3.1 AAAC Architecture

The AAAC Architecture has been derived from the generic architecture proposed by the AAAArch group. It consists of AAAC Systems which can be either an AAAC server or an AAAC client. The protocol to be operated between the AAAC server and the AAAC client is termed AAA protocol, which may be an enhanced version of either RADIUS or DIAMETER. An AAAC client has no services to offer, however, instead it can request services using the agent authorization model. An AAAC server operates an interface to several Application-specific Modules (ASM), which provide either a service (e.g., Interface to Mobile IP, QoS, content service) or accounting or charging functionality, which is viewed as an important service on its own. The AAAC server also has an interface to external authentication modules to be able to use different authentication techniques.

The accounting component may get usage data input from an underlying metering component. Accounting can be a separate service or integrated within the service provided. In case of

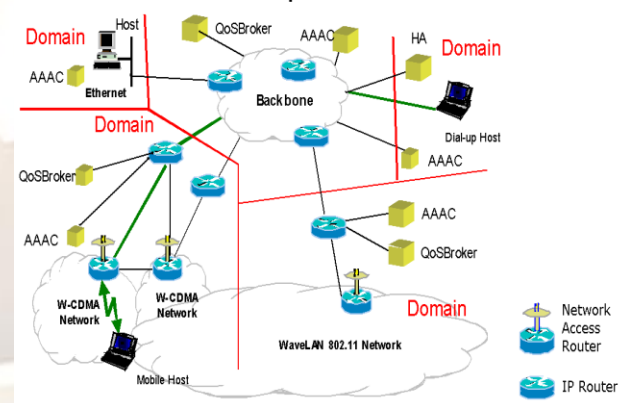


Figure 1: Service Concept of Next Generation Mobile Networks

integrated accounting, the service and accounting is performed by a single component, which interfaces the AAAC server via one ASM. Charging is implemented as an external module which also communicates via an ASM with the AAAC server. The charging module generates input for a subsequent billing process. An AAAC client only needs to use a subset of the AAA protocol messages.

The communication between ASM and AAAC server is intra-domain. An ASM also can act as an AAAC client if the pull authorization model is used. However the ASM also has to control the service provision and to deliver accounting data. The authentication interface also is an intra-domain interface.

### 3.2 AAAC System

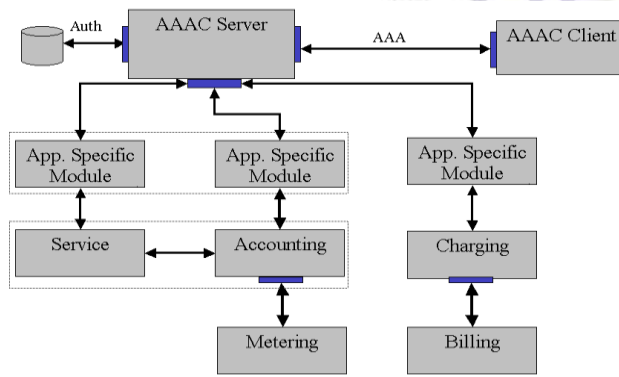


Figure 2 shows the architecture of the AAAC System.

The AAAC server has three external interfaces to authentication via an authentication interface, to account and charge via the ASM interface and an AAA protocol interface for inter-domain communication with other AAAC servers and clients. The central component of the AAAC server itself is the control module. The control module processes AAAC transactions. Transactions originate either from another AAAC server or client via the AAA protocol or from an ASM. AAA protocol messages are processed by the AAA protocol handler while messages from ASMs are processed by the ASM interface. When the control module receives an AAA message it is processed according to internal policy rules and the state of the particular session.

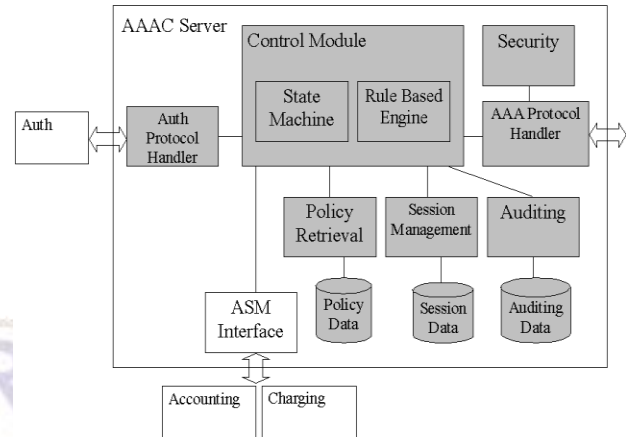


Figure 3 shows the architecture of the AAAC System and mainly of the charging module.

These rules may enforce the control module to contact the authentication module, another AAAC System or an ASM for fulfilling the request. Upon arriving of a new request the AAAC server creates an initial session record which holds the state of the overall session as well as the state of short lived protocol transactions. A service being authorized and accounted for may be offered over a period of time and may consist of different sessions and transactions. All relevant information relative to the session

are maintained by the session management component and are stored in the session data repository. After a session is terminated the session record is freed. During the runtime of the session all data relevant for later auditing are collected by the auditing component and are stored in the auditing database. The policy repository contain policy rules which define the behavior of the authentication, authorization, accounting and charging processes. These policies are evaluated by the rule based engine which is part of the control module. The parameters for these policies - if not locally known - need to be retrieved via one of the external interfaces. The session management, auditing and policy retrieval component use protocols such as LDAP or ODBC. To retrieve their data from the particular repositories. Security mechanism which are needed for the inter-domain AAA protocol are handled by a security module. These include the following capabilities:

- (1) authentication of peer AAAC servers,
- (2) integrity protection for data elements exchanged between AAAC peers, and
- (3) confidentiality protection for data elements exchanged between AAAC peers.



When processing AAAC transactions, the generic AAAC server has no knowledge of the specific service the user is requesting. Therefore, it will have no hard-coded knowledge of how to process AAAC transactions. For instance, if a request for service is received from a user it must be decided which AAAC servers in what administrative domains must be consulted for authorization and where policies reside, which must be applied to this request. When accounting messages are received for a session, it must be decided where they need to be forwarded to. These decisions are encoded in a set of policies that may be accessed by the server from the PR. In general, there will be one policy per service per each message type that can be received over any of the communication interfaces. Policies are evaluated in the rule-based engine. ASMs are required to configure and provision a service into the service equipment and they translate high level service policies to the low level device-specific policies. ASMs may also evaluate "service proprietary" policies, which require application-specific knowledge in order to evaluate the result.

In the previous protocols we get a detailed survey of recent developments in charging and billing architectures comprising 3GPP and IETF/IRTF standardization work as well as several research projects that were or are still active in this area. The objective has been to investigate to what extent a proposed set of key features of future charging and billing systems, namely cost transparency, online charging capabilities and convergence, the capability to easily introduce new services, the synchronization of charging processes and (self-)configurability, are present in the considered state of the art systems.

## Section IV

### 4.1 Fulfilling of future requirements:

Current state of the art of accounting, charging and billing does not provide mechanisms to realize self configurability. Especially, the increasing complexity in future network and service environments with the need to decrease costs, will require more than just simple configurability, e.g. by providing Application Programming Interfaces (API) or policy-based approaches limited to parts of the overall system that are configured and administered by hand. Rather the entire system should configure itself and adapt its configuration when developments in its environment require it to do so.

On the other hand, self-configurability can also serve as an important enabler for an efficient and continuous operation by adapting the system to changing situations (e.g. either transient or longer-lasting changes in usage behavior of the customers that may lead to partial or complete failures because of overload) as well as by a synchronization of charging and accounting processes. If information and communication technology finally becomes ubiquitous and pervasive and an interworking becomes possible between all kinds of equipment and devices which means that everyone can eventually become a service provider. This is possible, for instance, by allowing other users to access public networks via own access points, by forwarding messages as part of an ad-hoc network, by providing services other than communication and by many more. Dynamic pricing including negotiation between the participating parties about both monetary and non-monetary remuneration therefore also becomes an important functionality in such future charging and billing solutions. Because of these changes, the classical relationship between a "small" private user and a "big" operator or provider ceases to be the only possible case, which also has consequences for charging the service user and remunerating the service provider. Here, alternative compensation schemes come into play. Compensation is thereby an umbrella term used for the mutual exchange of all kinds of non-monetary and monetary values that might take place in such future mobile and fixed network interaction scenarios.

Compensation is broader in scope than charging, as charging as a term is restricted to compensate on a monetary basis between the classical business roles (users/subscribers, operators, providers). In addition, the term Compensation also comprises alternative schemes, where the involved parties exchange only non-monetary values (e.g. barter transactions) and where these parties cannot necessarily be mapped on the classical roles. Additionally, new business models and roles come into existence, like service providers that offer certain technical capabilities necessary for a correct compensation that the exchanging parties lack or specialized clearing houses that settle claims or possible disputes. Thus, charging and billing systems in such long-term future converged hybrid networks could much more resemble a situation in-between, i.e. centralized, operator-driven approaches when large providers or operators are involved, peer-to-peer interactions for the small provider scenarios and



well-defined interfaces or interfacing solutions to seamlessly connect both worlds.

#### 4.2 comparative study on AAA & AAAC

This document describes building blocks and message sequences for policy-based accounting in the generic AAA architecture. This document does not propose a language for the description of accounting policies. Rather, it is assumed that a suitable policy language can be chosen from existing or upcoming standards. Even if we will have much more bandwidth in the future than now, the control of network resource utilization remains essential for the support of applications with special demands and for the prevention of (malicious or accidental) waste of bandwidth. Charging provides a possibility to control utilization and sharing of network resources. Charging in multi-service networks can be done based on the reserved or the actual used resources. Charging on reserved resources is an important concept since reservation usually precludes other users from using the reserved resources. Nevertheless, if charging is limited to reservation parameters only, the applied charge depends on the ability of the user to give a good prediction of the expected traffic characteristics. This can be extenuated by using a charging scheme that is based on both the reserved and the used resources. In order to support usage-based charging, the collection of information about the resource reservation and utilization is required. The collection of data about resource usage is called accounting.

Service providers have various options for service differentiation, charging schemes and the provisioning of accounting services. The applied charging schemes for the provided services are one significant feature used by providers to distinguish themselves from competitors. Therefore, providers use different charging schemes and may change the schemes in accordance with their business plan.

Providers can also offer different accounting services (e.g. standard, comprehensive, etc.) in order to allow customers/users to choose one scheme that meets the customers/users needs. Furthermore, it may be advantageous for a provider to outsource accounting functionality to a third party. Users introduce various traffic profiles and may have individual preferences regarding accounting services (like itemized invoices, accounting indications, spending limits etc.). One further challenge for the configuration of accounting services are heterogeneous metering and accounting infrastructures within provider domains. Also, the usage of different accounting and

metering solutions used in different provider networks complicates the sharing of configuration parameters (e.g. in roaming scenarios).

The configuration and dynamic adaptation of the accounting process to the business model and specific user demands requires a flexible configurable accounting infrastructure. The utilization of standardized policies for the expression of conditions and related configuration actions also allows the configuration of heterogeneous infrastructures. For this purpose we propose to use accounting policies to configure the accounting infrastructure and use the Authentication, Authorization and Accounting (AAA) architecture to exchange and to deploy these policies.

#### CONCLUSION

This paper presented an overview on the MobyDick AAAC architecture comprising the complex inter-operation across organizational bodies of local operators and backbone service providers, charging aspects of different access network technologies, business models, and security considerations on the access and utilization of mobile networking services. Planned features of the MobyDick AAAC architecture are tariff announcements, online charge indication, and inter-domain support for both, fixed and mobile users, where multiple providers competitively offer QoS-enhanced IP services, and where end-users dynamically select providers based on QoS availability and tariffs. Based on the dedicated services considered and designed, a major enlargement and detailing of the existing AAA Architecture was necessary, since within the IETF and IRTF not all aspects have been covered sufficiently. These extensions and their major requirements have been discussed, to be integrated into the overall Moby-Dick architecture. Finally, the outlook comprises work to be refined which is based on the defined service concept of the next generation mobile networks. The inter-relation between accounted for information and charging based on the services provided including mobile services and users (such as SLA definitions, parameter identification, mapping definition, and pricing model design) are considered closely at this stage. This also covers the exact content of the QoS profile, which describes the contract between providers and customers.

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