#### **Issues and Scope of MMR**

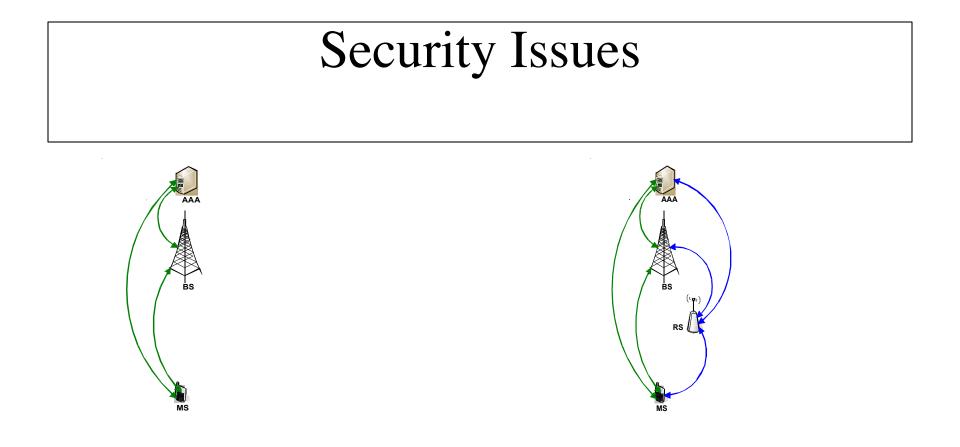
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# Introduction

- Provides input on scope of the work in MMR SG
- Attempts to describe possible approach for solving RS problem
- Suggests to simplify RS problem space for cheaper RS



Current 3-party security model

With RS, it will become 4-party security model

# Impact of RS on PKM

- From key management perspective, adding one RS, will convert the security problem into a 4 party model.
- In the 4 party model, the following security associations need to exist for ensuring trust and distributing session keys:
  - $AAA \leftrightarrow RS$ : New
  - $AAA \leftrightarrow \rightarrow BS$ : Existing
  - $AAA \leftarrow \rightarrow MS$ : Existing
  - **BS** $\leftarrow$ **>RS**: *Existing*
  - $\mathbf{RS} \leftrightarrow \mathbf{MS}$ : New
  - $MS \leftrightarrow \rightarrow BS$ : Existing
- Channel binding will be needed in the 4 party model
- Given the complexity of 4 party model, and the requirement that AAA server maintains a secure tunnel between each middle-party (be it BS or RS), it's better to minimize the RS involvement in the security mechanisms.
- Adding multiple RS will add more parties in the security model
- RS could be involved in traffic encryption and message authentication

## Impact of RS on the Traffic Encryption

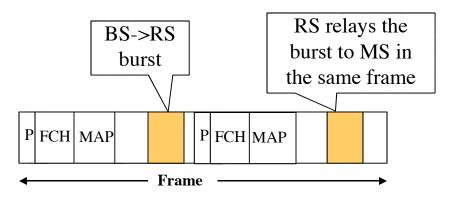
- We can keep traffic encryption/decryption in the BS and MS, the RS doesn't need to take part in the traffic encryption
- The advantage of this approach is that RS doesn't require keyexchange and any new security association between the AAAserver and RS, and doesn't suffer from the channel binding concerns of the "four-party" model.

## Impact of RS on the Message Authentication

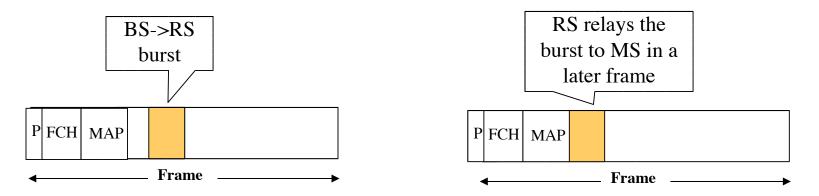
- Even with minimal functionality on RS, certain management messages (e.g. RNG-REQ/RSP) still need to be authenticated between the RS and MS
- Moreover, there would be some messaging between RS an BS
- This may require a mechanism at RS for message authentication.

### Possible Approaches for Relaying

#### **Same Frame Relay**



**Different Frame Relay** 



### Same Frame Relay vs. Different Frame Relay

### Same Frame Relay

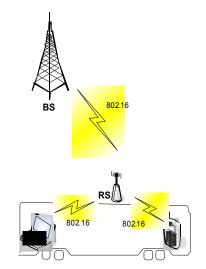
- Scheduling is centralized at the BS: BS schedules for BS<->RS, and also for RS<->MS
- BS provides MAP for RS also, alleviates RS from managing MAP allocation
- QoS setup between BS and MS is not impacted with the addition of RS.
- BS and RS transfer frame within a frame boundary. In this way relaying doesn't increase delay beyond the frame size.
- Fast feedback can be delivered within one frame

### Different Frame Relay

- Scheduling is distributed: BS schedules for BS<-> RS, and RS schedules for RS<->MS
- BS provides MAP for BS<->RS, and RS needs to provide MAP for RS<->MS.
- Requires QoS setup on each hop.
- RS receives frame and then relays bursts in a later frame. Adds delay in frame transfer. Delay increases with the number of hops.
- Fast Feedback may have to go through multiple frames, could become slow

- A simpler RS can be achieved with the same frame relay
- Different frame relay adds more issues and consideration

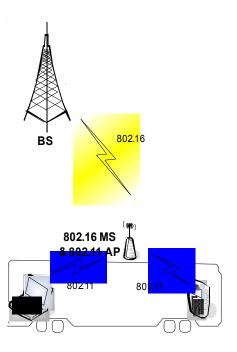
## Mobile RS



- Mobility of RS means that 802.16 air interface is also on the MS/SS side
- Mobile 802.16 RS may make sense, when an RS is moving with its associated MS/SS, e.g. on a bus or boat.... Continued

## Do we need Mobile RS?

- However, in such use cases, an 802.16 MS with 802.11 (WLAN) interface towards the clients is more feasible
- 802.11 is suitable because it is designed for local area coverage.
- This is not an extending coverage case, 802.16 client could simply connect to the BS directly
- Therefore, suggestion is to consider only fixed RS in the scope of MMR
- Earlier contributions, in the MMR SG, also demonstrated a decrease in throughput if the RS is not positioned at an optimal location.



# Summary

- We need to resolve security issues with the addition of RS
- Same Frame Relay simplifies functionalities in RS
- Fixed or Nomadic RS is appropriate for extending coverage and maximizing throughput