Experimental Evaluation of a Handover Optimization Solution for Multimedia Applications in a Mobile-IPv6 Network

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Abstract. The EU IST project Moby Dick works with the vision, shared by many other researchers, that Next Generation Networks will be based in IPv6 with mobility, Security and Quality of Service support. These networks will offer all kind of services, including multimedia ones with real-time requirements, traditionally offered by circuit switched technologies. The IETF is finishing the standardization of a solution for mobility in IPv6 networks: Mobile IPv6. Additional protocols are being discussed to improve the performance of Mobile IPv6 to support real-time traffic during handovers; one of these proposals is Fast Handovers for Mobile-IPv6. This paper analyses experimentally the performance of Mobile IPv6 and Fast Handovers for Mobile IPv6, to study if the performance is acceptable for multimedia applications. Both, quantitative measurements and results of quality perceived by users of IPv6 multimedia applications are provided.

I. INTRODUCTION

The IST project Moby Dick [1] defined, implemented and is evaluating an entirely IPv6-based architecture integrating support for Quality of Service (QoS), IP(v6)-based mobility management as well as for Authentication, Authorization and Accounting (AAA). In this framework, the deployment of an IPv6 mobility management solution is of great importance, in order to be able to provide uninterrupted and low jitter real-time multimedia applications (e.g. real time audio and video streaming or VoIP) to the end-user, even in the case of handovers. Moby Dick combines this mobility management with QoS and AAA to offer a secure and QoS-enabled mobile communications platform. A representative set of interactive and distributed multimedia applications, such as real-time audio and video conferencing tools, has been used to derive system requirements for the verification, validation, and demonstration of the Moby Dick architecture in a testbed comprising TD-CDMA, 802.11b Wireless LAN, and Ethernet as access technologies.

Internet is changing in the last years. The number of mobile terminals is growing and the current Internet protocol (IPv4) was not designed taking into account terminal mobility. Actually, IPv4 was designed for static hosts, with a narrow relation between their network address and their physical location. Therefore, the IP address was configured statically for the particular network they are attached to.

In the last years some protocols for dynamic assignment of IP addresses to nodes joining a network segment (e.g. DHCP [2]) have been designed and deployed, but these solutions provide portability and not transparent mobility. By portability we mean terminal mobility that allows a host to change its location, but it requires stopping and restarting its upper layer connections (e.g. TCP). Transparent mobility allows a terminal to move among different networks without stopping any connection. IPv6 [3] provides portability because of its mechanisms for easy automatic address configuration, but not transparent mobility.

Mobile IPv4 [4] and Mobile IPv6 [5] are the protocols defined to provide support for reachability and transparent mobility in IPv4 and IPv6 networks.

In this paper we present a comparison of the handover latency characteristics based on a Mobile-IPv6 network and a network having in addition the Fast Handover protocol for Mobile-IPv6 [6] implemented. The results presented in this article were obtained from real experiments, both quantitative and qualitative, using software implementations of the two approaches mentioned above. The main focus of the experiments was to evaluate the performance of each solution and investigate respectively if it is suitable for real-time multimedia applications.

II. RELATED WORK AND MOTIVATION

There are some previous analytical and simulation studies related to handover latency of different mobility management approaches. Some of them ([7], [8]) have also been done within the framework of the Moby Dick Project. The main conclusions of these studies were:

- Fast Handovers and Hierarchical [7] approaches reduce significantly handover latency (and therefore packet loss), compared with Mobile IPv6.
- Fast Handovers approach reduces handover latency during handover more than a Hierarchical approach.
- A combination of a Hierarchical approach with the Fast Handovers approach reduces latency even more than any of them alone.

Although the combination of Fast Handovers with the hierarchical approach shows slightly better results, within the framework of the Moby Dick project the Fast Handovers approach was deployed alone because the combination with the hierarchical solution adds a significant amount of network complexity while it was not clear if the improvement was required for getting adequate performance, a question that we wanted to answer with the work presented in this article.

In this work we present results of handover latency obtained by experiments in a real scenario with real implementations, modifying the network characteristics using the NISTNET [10] emulator. This paper also presents qualitative results from tests with real users, in which they showed their opinion about the performance of the different mobility solutions, rating the quality of the reproduction of video and audio streaming in a mobile node.

The two approaches analyzed were basic Mobile IPv6 support compared to Mobile IPv6 with Fast Handovers enhancement. We wanted to confirm the analytical and simulation results in a real scenario. Also, we wanted to find out which mobility management solution was needed for real-time multimedia applications from the point of view of latency in handovers:

- Is basic Mobile IPv6 support sufficient?
- Does the Fast Handovers extension provide suitable performance?
- Is there a need for optimization, e.g. the combination of a Hierarchical approach with the Fast Handovers approach?

III. BACKGROUND

This section presents the mobility implementations used and the way in which we measured the handover latency in each of the approaches. A detailed description of the basic mobility solutions can be found in [5] and [6].

A. Mobile IPv6 (MIPv6)

Basic Mobile IPv6 support is provided by MIPL [9]. MIPL is an Open Source implementation of the Mobile IPv6 protocol for the Linux Operating System. The version we have used in this study is mipv6-0.9.1-v2.4.16, which is compliant to the Mobile-IPv6 Internet-Draft version 15.

The latency due to a handover using basic MIPv6 is proportional to the round-trip time necessary for a binding update message (BU) to reach either the MN’s home agent (HA) or a correspondent node (CN). Therefore, the interruption time starts when the MN leaves its old link (it does not listen anymore to its old or previous access router-PAR-) and finishes when it receives the first packet- from its HA or a CN- via its new access router (NAR). Furthermore, the latency is depending on the detection of the disconnection from the old link. Basic Mobile IPv6 follows the ’break before make’ philosophy; i.e. after loosing the current connection the mobile stack must detect a new point of attachment. The standard way to discover a NAR is via the reception of a router advertisement (RA) and to reconfigure the end user device to be able to communicate on the new link. This simple movement detection scheme increases the handover latency, since the detection of the NAR takes place during the 'disconnection time'.

B. Fast Handovers for Mobile IPv6 (FMIPv6)

Fast Handovers implementation (FHO) provides an enhanced support to the basic MIPL scheme. FHO has been implemented within the framework of the Moby Dick project as a Linux kernel module. It provides FMIPv6 functionality, not strictly following the FMIPv6 draft03, but its 'make before break philosophy'; i.e. preparation for the new connection is performed prior to the handover via the current link. The movement detection scheme is still based on the router advertisements, but it is enhanced to be 'network aware', i.e., router advertisements from surrounding Access Routers are stored and evaluated to initiate the fast handover.

There are some minor differences between the FMIPv6 specification and the FMIPv6 support provided by FHO, related to implementation issues. Basically, FHO does not establish a bi-directional tunnel (BT) between the PAR and the NAR. Instead, FHO starts a bicasting process: packets arriving at the PAR destined to the MN's old care-of address (oCoA) are sent both to the old link and also to the new link, encapsulated in a packet destined to the new care-of address (nCoA).

FHO signalling is implemented as ICMPv6 messages, as depict in the signaling flow chart shown in Fig 1. The Fast Handover process consists of three parts. It starts with the preparation phase, in which the communication between PAR and NAR takes place, e.g. to check available resources. The Fast Handover Execute (FHE) message initiates the second phase, where the fast handover is performed. And finally, in the third part, the MN connects to the new link and informs the HA and CNs about its new location by sending the respective Binding Updates.

Summarizing, when the MN notices a new link (by means of some triggering function, e.g. signal quality) and it wants to move to this link, it sends a Router Solicitation for Proxy (RtSolPr) message to its PAR, providing it the NAR address and its new CoA (nCoA). The Handover Initiation (HI) message is sent from the PAR to the NAR to indicate the process of MN's handover. If a NAR receives the HI message, it should test the proposed nCoA for uniqueness (QoS availability can be checked at this step), decide whether it is valid or not, and reply with a Handover Acknowledgement (HACK) message. Then the PAR sends a Proxy Router Advertisement (PrRtAdv) message to the MN.

One of the key points in the signaling flow is the communication between PAR and NAR, which is used for AAA and QoS signaling purposes within the framework of the Moby Dick architecture.

The second part of the signalling starts when the MN sends the Fast Handover Execute (FHE) message in order to inform the PAR that a handover will be executed, and to ensure the establishment of the bicasting with a temporary tunnel between the PAR and the nCoA. After creating the tunnel, the Fast Handover Acknowledgement (FHEACK) message is sent to both the old and the new CoA. The MN, as soon as it gets connectivity to the NAR, sends a Neighbor Advertisement (NA) message to the NAR. After receiving it, the NAR is aware of the MN and its link layer and link local addresses, as part of the standard IPv6 attach procedure. Afterwards, the FHO module initiates the required Binding Updates to the HA and the CNs. During the tunnel lifetime the PAR sends all packets destined to the MN's oCoA, to the oCoA and, using the tunnel, also to the nCoA. The packets are therefore duplicated during the lifetime of the bicasting tunnel. This increases the load of the network only for a short time and only in the wired part and not on the scarce wireless medium, in order to reduce the interruption: when the Mobile Node attaches to the new link, its data already arrives there.

The interruption time starts in this case when the MN leaves its old link and finishes when it is able to receive its first encapsulated packet via its NAR.

IV. STUDIED SCENARIOS

This section introduces the main scenario used in the experimental study presented in this article.

In Fig 2 we can observe the scenario used for all the tests done in this study. The scenario consists of seven RedHat 7.2 Linux[1] 2.4.16, MIPL 0.9.1 machines. Four of them act as routers- two are ARs-, one as HA, one as MN, and one as CN. This is part of the Moby Dick testbed at the UC3M.

One important point is that we needed the ability to modify the delay between the CN and the MN in order to evaluate how the handover latency is affected by network characteristics (the possible different scenarios of particular locations of MNs, CNs, and HAs). For this purpose we used the NISTNET emulator [10]. NISTNET allows a single Linux PC, set up as a router, to emulate a wide variety of network conditions. We were interested in the study of the handover latency modifying the network delay between the MN and a CN. NISTNET supports only IPv4 connections, so we had to set up an IPv6-in-IPv4 tunnel for using it in our IPv6 scenario. The IPv6-in-IPv4 tunnel goes through an IPv4 router (PULGA) in which NISTNET runs, and the tunnel end-points are VIUDANEGRA.IPV6 (a Linux router) and ESCORPION.IPV6 (CN). Every machine of the scenario that wants to talk to ESCORPION.IPV6 has to send the packets through VIUDANEGRA.IPV6 (default router), and therefore the packets go through the IPv6-in-IPv4 tunnel. Obviously, ESCORPION.IPV6 gets its IPv6 connectivity through the tunnel, so every packet it sends goes also through it. Packets from COLEOPTERO.IPV6 (MN) to VIUDANEGRA.IPV6 - and packets to the other direction - are native IPv6 packets (the IPv6-in-IPv4 tunnel is set up only between ESCORPION.IPV6 and VIUDANEGRA.IPV6), so the tunnel inclusion does not affect to the overall test performance except for the small added delay due to IPv6-in-IPv4 tunnelling (the situation is not different from having an ATM transport or and Ethernet transport in the path, it is transparent to the IPv6 behaviour). Actually the IPv4 tunnel reflects deeply the current status of IPv6 networks in the Internet, with a lot of IPv4 clouds- in fact, is pretty possible that they will never disappear totally - connecting IPv6 native networks.

The MN's handover is performed between two WLAN cells. These cells have enough overlapping surface so there is no possibility for a MN of not being able to communicate with either of them. Notice that cell overlap is a requirement for seamless handover; the size of the overlap limits the possible speed of movement. Each WLAN

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[1] FreeBSD/KAME provides a better IPv6 support currently. On the other hand, application support is worse.

cell belongs to a different IPv6 subnet, i.e., in our architecture an Access Point serves always as an Access Router.

It is common believe of the Moby Dick consortium, that future network topologies will deploy the WLAN infrastructure mode. This mode, unlike the ad-hoc mode, allows efficient frequency use, with neighbour cells using different frequencies and not interfering with each other, while a mobile node, thanks to beacon frames, can discover other cells and execute handovers to them. However, the WLAN ad hoc mode has been chosen, because handover layer 2 latencies in 802.11b infrastructure mode were measured and they were too high (over 150 ms) to use this 802.11b mode for real time communications. This was independent of the particular equipment (in any case, it was too high, the figure given is the better one) and caused by the time needed for scanning alternative channels looking for candidate Access Points/Access Routers. Because of this, we adopted the described solution that allowed us to study the merits of the different layer 3 mobility approaches. Hopefully, the layer 2 handover latency problem of the IEEE 802.11b technology will be solved in that or other WLAN standard.

Therefore, the WLAN ad-hoc mode was deployed, including modifications to emulate infrastructure mode as described in the following.

The ARs and the MN are in the same 802.11b ‘ad-hoc’ network. The Layer-2 (L2) differentiation is provided by a modified WLAN driver, designed and implemented within the framework of the Moby Dick project. The WLAN driver in the MN only delivers to upper layer those packets received from the current AR (filtering by its L2 address). It also processes Router Advertisements received from other Access Routers that, with the signal levels of the corresponding 802.11 frames, are delivered to a management software that executes the handover decision algorithm in the MN. A handover is executed by the management software by informing the WLAN driver of the new current AR.

Therefore, Linux is a more suitable O.S. for deploying a Next Generation Network nowadays.

V. QUANTITATIVE TESTS

Test description

This section provides a description of the tests performed, as well as the tools used, the measurements done and the justification of the validity of the results.

We wanted to show how the different mobility management approaches behave under different network profiles. In this section we present quantitative results, giving handover latency (handover interruption time) figures for each of the mobility solutions in different circumstances. There are at least two different ways to measure handover latency: (i) packet loss can be measure for a determined data stream and (ii) absolute measurements of time-stamps, added to the FHO module.

The idea of measuring the latency in terms of packet loss consisted in sending small packets using a high rate (using a small interval between two consecutive packets), then we could approximate the handover latency by the multiplication of the number of packets lost, times the time interval between packets. Therefore we needed a tool that could send and receive numbered and time-stamped packets following a predefined small trigger. This measurement method provided us a clear idea of the handover latency perceived by both a MN and a CN that are communicating with each other. Ping6 is a tool that allows us to send sequence-marked small packets following a predefined trigger of values as small as 10 to 20 ms (without using it in 'flood' mode). This provides us a precision good enough in order to compare the performance of mobility management approaches to support real-time communications[2].

Basically, the test consisted in using the ping6 tool to send packets from a CN to a MN, while the MN was moving from one foreign network to another. This experiment was performed repeatedly[3] and varying the network conditions.

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[2] There are analytical studies ([11]) that say that the maximum permitted interruption in a voice communication is about 50ms. Therefore, precisions below 20ms are good enough to show if a certain mobility management solution is able to support voice communications or not.

[3] The experiment was repeated 20 times under the same network conditions. This number has been shown to be enough in order to show that MIPv6 and FMIPv6 solutions were statistically different (calculating the p value of the t-test).

We were interested in analyzing how MIPv6 and FMIPv6 solutions perform under different network delays. We have measured the handover latencies of both solutions with network delays (in each direction) from 0ms[4] to 500ms.

Fast movement detection is very important in order to lower handover latencies. The primary method for movement detection uses facilities of IPv6 Neighbor Discovery. A faster method could be based on introducing L2 stack interaction in movement detection, but this method would be L2-specific. Listening periodic unsolicited multicast Router Advertisement messages is the method most employed by Mobile IPv6 implementations. Therefore, we were interested also in analyzing how the Router Advertisement sending interval influences the handover latency.

To deploy the second measurement approach, time-stamps have been added to the FHO source code. The measured disconnection time is the difference between the moment the MN leaves the PAR and the moment it re-connects to the NAR evaluated on the MN. This kind of measurement represents a very accurate granularity, because precision of the operations relies strictly on the CPU 64 bits register (TSC – timestamp counter register) and the measurement (i.e., logging of the time stamp) follows immediately the respective FHO primitives.

On the other hand, in this measurement, because it can be based only on the state in the MN, the end of the handover interruption time is defined by the instant of re-connection to the NAR. This is conceptually so in the deployed solution, because this is the instant that defines when the MN can continue its communications according to the Fast Handovers procedure. This procedure guarantees that in that instant the NAR is able to send the traffic to the MN in its new location/configuration. Nevertheless, experimentally, to be able to say that the interruption time in the communication between a MN and a CN has ended, we would need also to prove that there are not some unforeseen circumstances (e.g. a failure in the Fast Handovers procedure).

Therefore, the two kind of measurements given, one evaluating the time without receiving traffic and so less precise as it depends on the traffic, and the other evaluating the disconnection time in the MN by means of timestamps, complement each other to give a very clear idea of the performance of the mobility solutions. The first one is user-centric because it evaluates the interruption time caused by the handover in the

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[4] We refer here to NISTNET added network delays.

communication between a MN and a CN, it is pessimistic in the sense that real interruption time is lower than the measured value. The second one is implementation-oriented and it is more accurate, but real interruption time in the communication between a MN and a CN could be higher than the measured value.

In conclusion we studied MIPL and FHO performances, and how they are affected by the interval between Router Advertisements, and the network delay between the CN and the MN.

Results

Fig. 3 shows the handover latency of both MIPL and FHO implementations versus the network delay (in each direction) introduced by NISTNET emulator. Two lines are shown for each mobility implementation, meaning the extremes of the mean handover latency (we are working with a finite precision due to the interval between packets in ping6, so the two lines are separated this interval- about 15 ms-).

In Fig. 4 and 5, we show the results obtained by modifying the Routing Advertisement interval. Two different intervals have been used: the minimum permitted in the Mobile IPv6 draft (MinRtrAdvInterval: 0.5 seconds, MaxRtrAdvInterval: 1.5 seconds) and one bigger value (MinRtrAdvInterval: 2.0 seconds, MaxRtrAdvInterval: 4.0 seconds). Notice that these values are lower than the recommended ones in RFC 2461 [12] according to the modification proposed in the Mobile IPv6 draft[5].

For each of these values two experiments have been done, one without adding network delay with the NISTNET emulator, and another adding a network delay of 500ms with the NISTNET emulator.

The time-stamp measurement, as described above, confirms that the latency for intra-technology 802.11b handover using the Fast Handovers enhancement is below 3 ms.

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[5] Moby Dick testbed is MobileIPv6 draft15 compliant, so the values used are the ones specified in this draft release. Later draft revisions have smaller values. Using these (smaller) values would lower the handover latencies obtained, but the goal of this tests was to show the influence of the Router Advertisement interval in the handover latencies not to present absolute values. Therefore the results obtained are representative enough for our purposes.

Comparison

We can observe in Fig 3 that MIPv6 (MIPL) handover delay is significantly dependent on the network delay existing between the MN and the CN which it is communicating with. This result is an expected one, because the interruption of a "conventional" handover is directly proportional to the round-trip time necessary for a binding update (BU) to reach the CN. Indeed, the results presented in this study confirm this strong dependence of the handover latency with network delay. On the other hand, FMIPv6 (FHO) handover delay is independent of the network delay, because of the 'make before break' philosophy and the bicasting process. It allows the MN to use its old CoA, while the "conventional" MIPv6 signalling takes place.

Moreover handover latency in the Fast Handover case is really low (even with the most pessimistic measurement method we can say that it is between 0 ms and 15 ms, and the optimistic one gives us values below 3 ms). Fast Handovers provides a solution for handovers that it is suitable for real-time multimedia applications (see note 2).

Figures 4 and 5 show the big influence of the Router Advertisement interval in Mobile IPv6 handover latency. This could be very important in links where the L2 technology has small capacity (like 802.11b), because the sending of a big amount of unsolicited Router Advertisements could waste significant amounts of shared bandwidth. On the other hand, Fast Handover solution is again independent of the interval between Router Advertisements. This is because, the new AR is discovered while the MN is using the previous AR, and the MN executes the handover after the preparation phase. Nevertheless, notice that, whatever is used for discovering the candidate new AR (beacon frames, frames with Router Advertisements), they use bandwidth, but if we use bigger intervals between them, in the Fast Handover approach we will finish with less time to execute the fast handover procedure to prepare the handover before loosing communication with the previous AR. This was not considered in our experiments in which the two WLAN cells had enough overlapping surface.

VI. QUALITATIVE TESTS

Test description

In the previous section we have described some quantitative tests and the results obtained. It seems evident that platforms based on MIPv6-only support (e.g. support provided by MIPL) are not suitable for real-time applications. On the other hand, FMIPv6 support (FHO) seems to be good enough to support this kind of services without users being aware of performance degradation due to mobility.

The quantitative results obtained in the previous section are quite good, but we wanted also to show how users perceive mobility, i.e., how real-time application performance, as perceived by users, is affected by terminal mobility, using different approaches to manage it.

In this section we present the results obtained from user questionnaires filled by real users (students at University Carlos III of Madrid without any relation or knowledge about our work), in which they were asked about the quality of the reproduction of the same video in two different machines. One of them had MIPv6 support (MIPL) and the other FMIPv6 support (FHO). Both machines (the MNs) were executing handovers (forced by software in a way invisible to users, and without physical movement) from one network to another repeatedly, while playing UDP video + audio streaming sent by a CN (the testbed used is the one shown in Fig. 2, but using two different MNs). No buffering was employed.

VideoLAN [13] is the video streaming application used in the tests (see Fig. 6).

In these tests, NISTNET emulator was used to add a 500ms network delay in order to simulate the existence of a real network between the CN and the MNs.

In the user questionnaires, users had to give a score (from 1 to 5, 5 being the best) to the perceived quality in the video reproduction. Values below3 meant unacceptable quality (the user would not pay for this service). The video employed was a trailer of "Ice Age" movie (duration: 2'20'', bitrate approx: 468.58 kbps, resolution: 320x176). Handovers were performed continuously every 40 seconds.

Results

The results obtained from the questionnaires of 25 users are shown in Fig 7. 95 % confidence limits are also shown in the figure.

Comparison

Results from user questionnaires confirm the quantitative results. FMIPv6 approach (FHO) is able to support real-time multimedia applications with users not being aware of the mobility of the terminal. MIPv6 (MIPL) mean value is below 3. Therefore, users would not pay a network operator offering mobility support based on MIPv6 (users consider the quality perceived with MIPL not good enough).

VII. SUMMARY AND CONCLUSIONS

This study has presented results from some experiments involving two different mobility management approaches: Mobile IPv6 and Fast Handovers for Mobile IPv6. With the latter approach, packet loss is reduced to almost L2 handover loss (in the presented implementation this is only the disconnection time for the re-configuration of the interface).

Quantitative results have shown that FMIPv6 can be used to offer the performance in handovers needed by real-time multimedia applications.

On the other hand, MIPv6 handover latencies are quite big. Moreover MIPL handover latency is dependent on the network delay whereas FHO handover latency is independent of it.

Router Advertisement interval also affects MIPL performance whereas FHO is not affected by it at all. Sending Router Advertisements (RA) with a high frequency would mean a high load to links with low bandwidth shared technologies (e.g. 802.11b). Moreover, high RA rates do not ensure small handover latencies. Small RA intervals cause the MN to be aware of its movement sooner, so RA interval effect is more important in “local” scenarios, in which the MN is close to the CN. In “remote” scenarios (MN and CN are some hops far), the predominant effect is the network round-trip time due to the need to complete MIPv6 signaling. These effects are clearly shown in Fig. 4 and 5. On the other hand, FMIPv6 is neither affected by network round-trip time nor by the RA interval.

Latest versions of Mobile IPv6 drafts have included the Return Routability Procedure due to security reasons. This procedure has to be completed before using the Route Optimization (sending the Binding Update). Therefore this makes even more important to be able to use the oCoA while completing this procedure and the Mobile IPv6 signaling in order to reduce handover latencies. This can be done with FMIPv6 support. Our experiments did not consider explicitly the Return Routability Procedure, but its use only means some added delay in the registering process and, so, its effect can be analysed by studying the results of the NISTNET added delay between the MN and the CN.

User perception of both mobility solutions agrees with quantitative results. Also according to user answers, FMIPv6 is able to support terminal mobility with real-time applications whereas MIPv6 support has been poorly scored.

Both the quantitative and qualitative results lead us to believe that it is not needed to improve the performance of the Fast Handover approach with a combination with a Hierarchical approach, at least from the point of view of handover latency. Fast Handovers approach is good enough even with exigent real-time multimedia applications.

VIII. ACKNOLEDGEMENTS

This work has been supported by the IST project ‘Mobility and Differentiated Services in a Future IP Network’, Moby Dick [1].

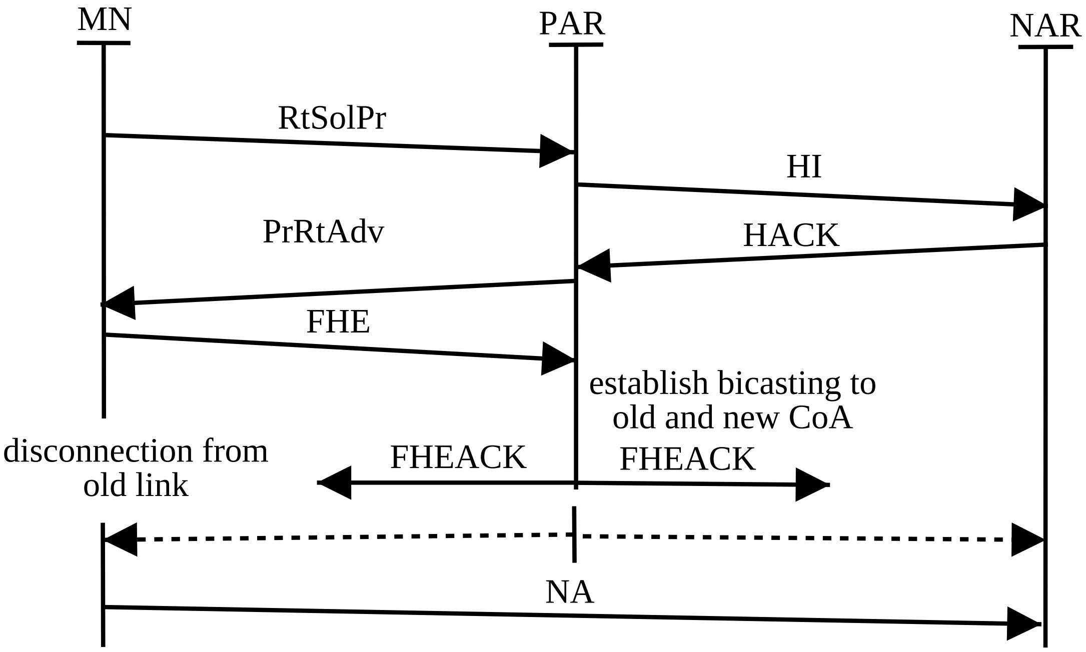

Fig. 1. FHO signalling

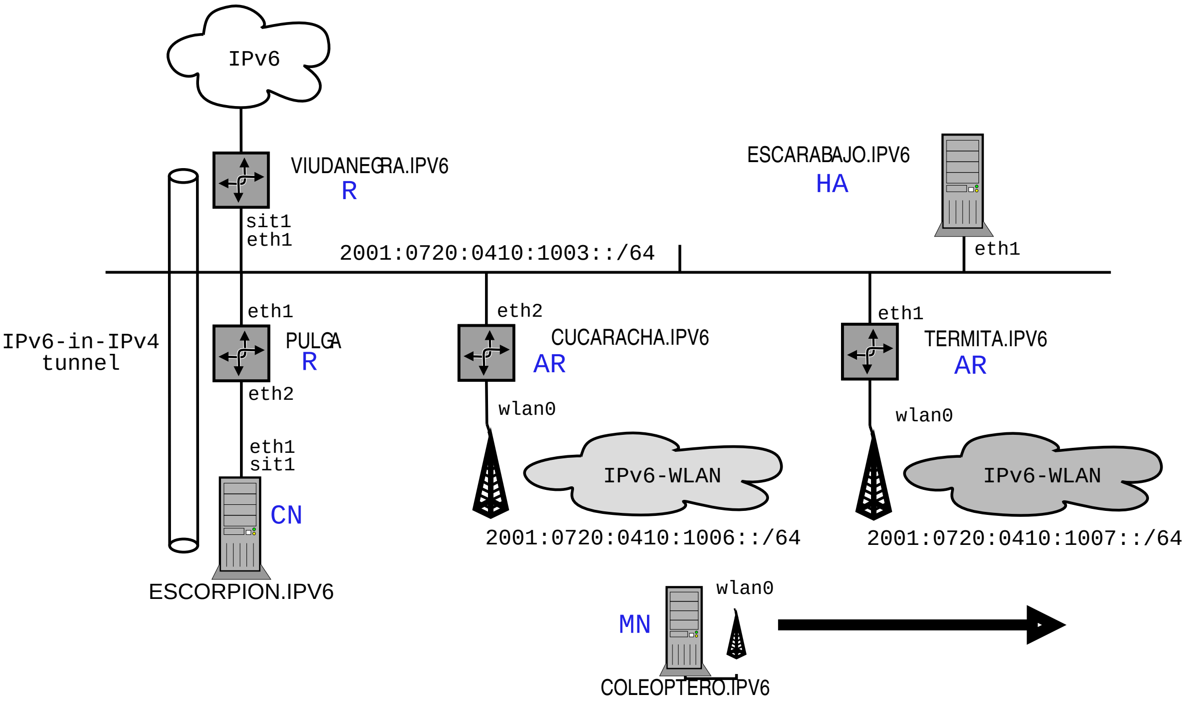

Fig. 2. Studied scenario

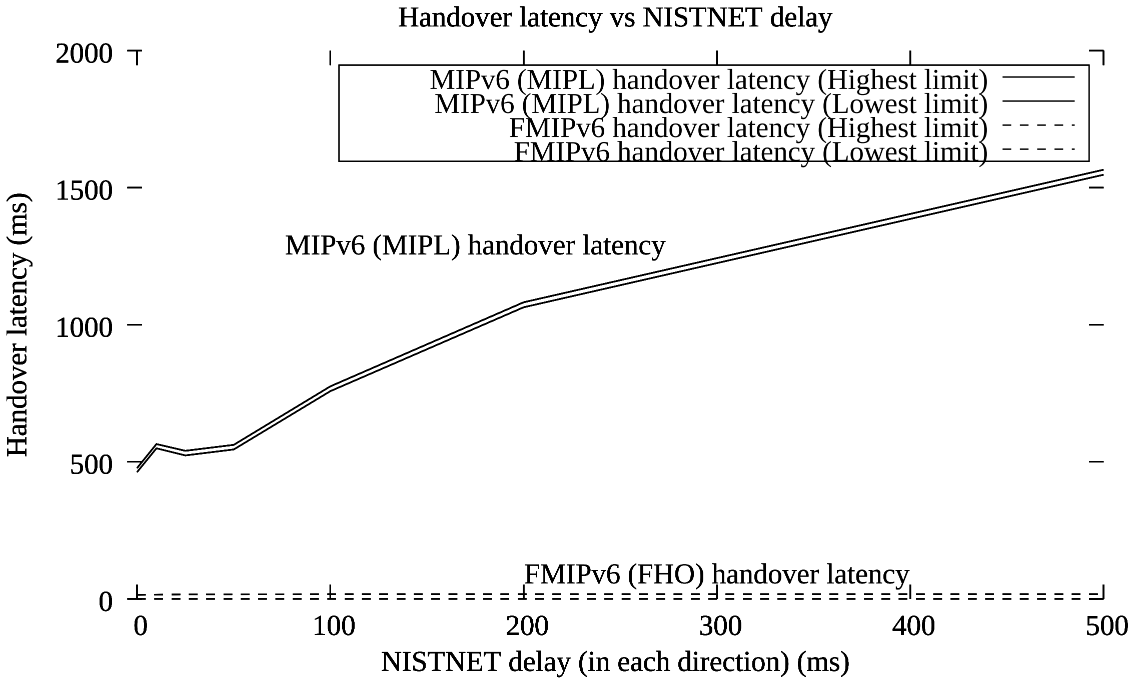

Fig. 3. MIPL and FHO handover latencies versus NISTNET network delay

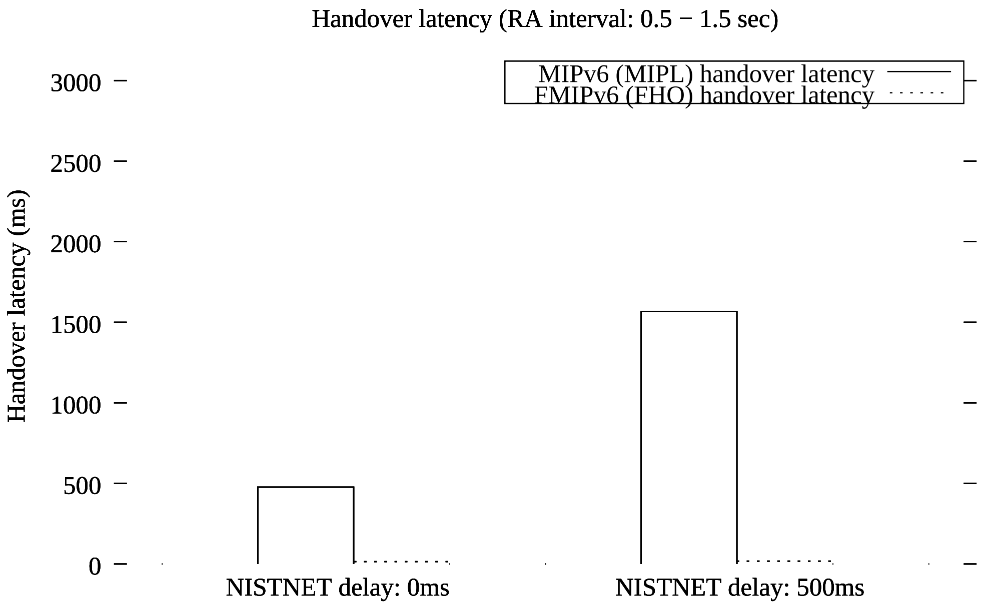

Fig. 4. Handover latency (Router Advertisement interval: 0.5 – 1.5 sec)

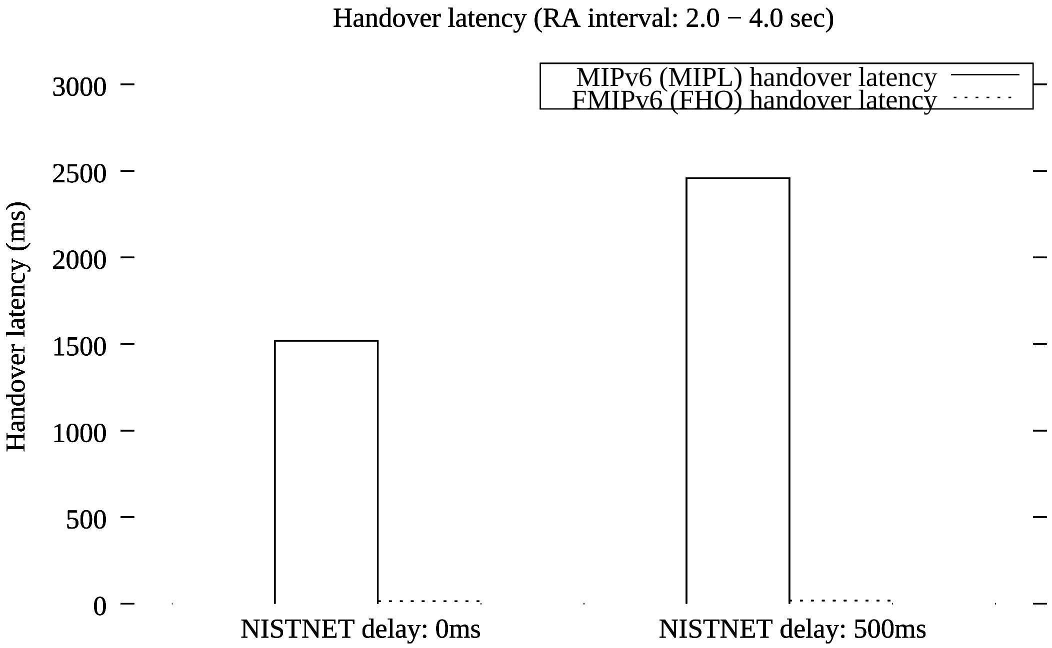

Fig. 5. Handover latency (Router Advertisement interval: 2.0 – 4.0 sec)

Fig. 6. VIDEOLAN playing UDPv6 streaming video

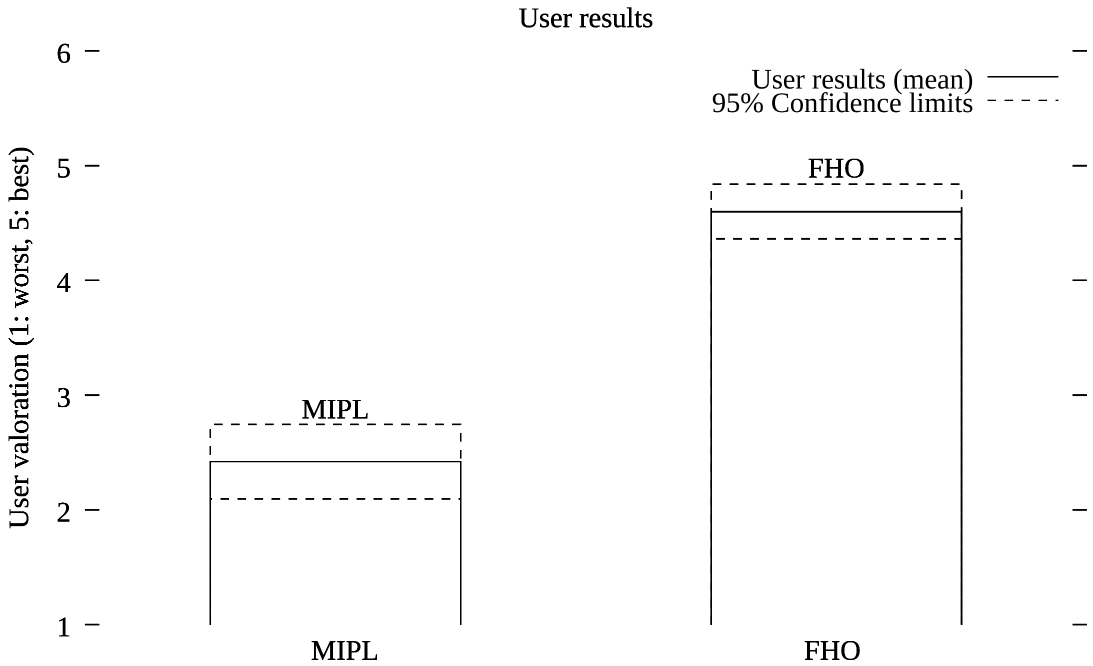

Fig. 7. User results

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