We have plenty of capacity around us...

Yet most is off limits!

Current client network stack is limiting:
- Ongoing connection cannot change to a new interface, without re-establishing state
- Application cannot take advantage of multiple interfaces to get higher throughput
- User cannot easily and dynamically choose interfaces at fine granularity

Redesigning Mobile HandHeld
- Exploits multiple networks around for best user experience
- Separation of efficient data plane and flexible control plane
- Allow applications to express their requirements
- **Eventual Goal**: Design and create a robust and high performance network stack

A First Prototype
- Allows many interfaces
- All components are found in Linux 3.3 and Android
- Many limitations still exists: high latency, unfairness

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**Diagram:**

- AT&T
- Clearwire
- Sprint
- Verizon
- Residential WiFi
- Hotel WiFi
- Guest WiFi
- T-mobile
- WiFi Hotspot

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**Graphs:**

- Aggregate throughput
- Seamless connectivity
- Choose best network to use