SyncML

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We wouldn't need Synchronization…

- **If wireless networks:**
  - were free
  - had infinite bandwidth
  - had very high quality of service
  - had universal coverage

But.….they're not and they don't

What is SyncML?

- **Data Synchronization Protocol**
  - based on the XML technology
  - supports a variety of transport protocols (e.g. WSP/WAP, HTTP, OBEX)
  - leverages existing open standards for object types and can support arbitrary networked data
  - addresses the resource limitations of mobile devices
- **Device management – Continuous Configuration**
- **New Projects**

SyncML Deliverables

- Specifications
  - Representation protocol
  - Synchronization protocol
  - Transport bindings
  - Device Management / Continuous Configuration protocol
- Reference code
  - Reference toolkit
  - Demonstration framework
- Interoperability testing tools / events

The potential: Information Everyplace

- Devices are becoming more and more capable
- Devices are becoming location aware
- Networks are providing more bandwidth
- Markets are becoming more efficient
- Content is being customized

Challenges to mobile e-business

- Constant connections are expensive
- Coverage is not universal
- “obstacle” interference
- The user experience is frustrating
- Handset function is static

The Value Proposition

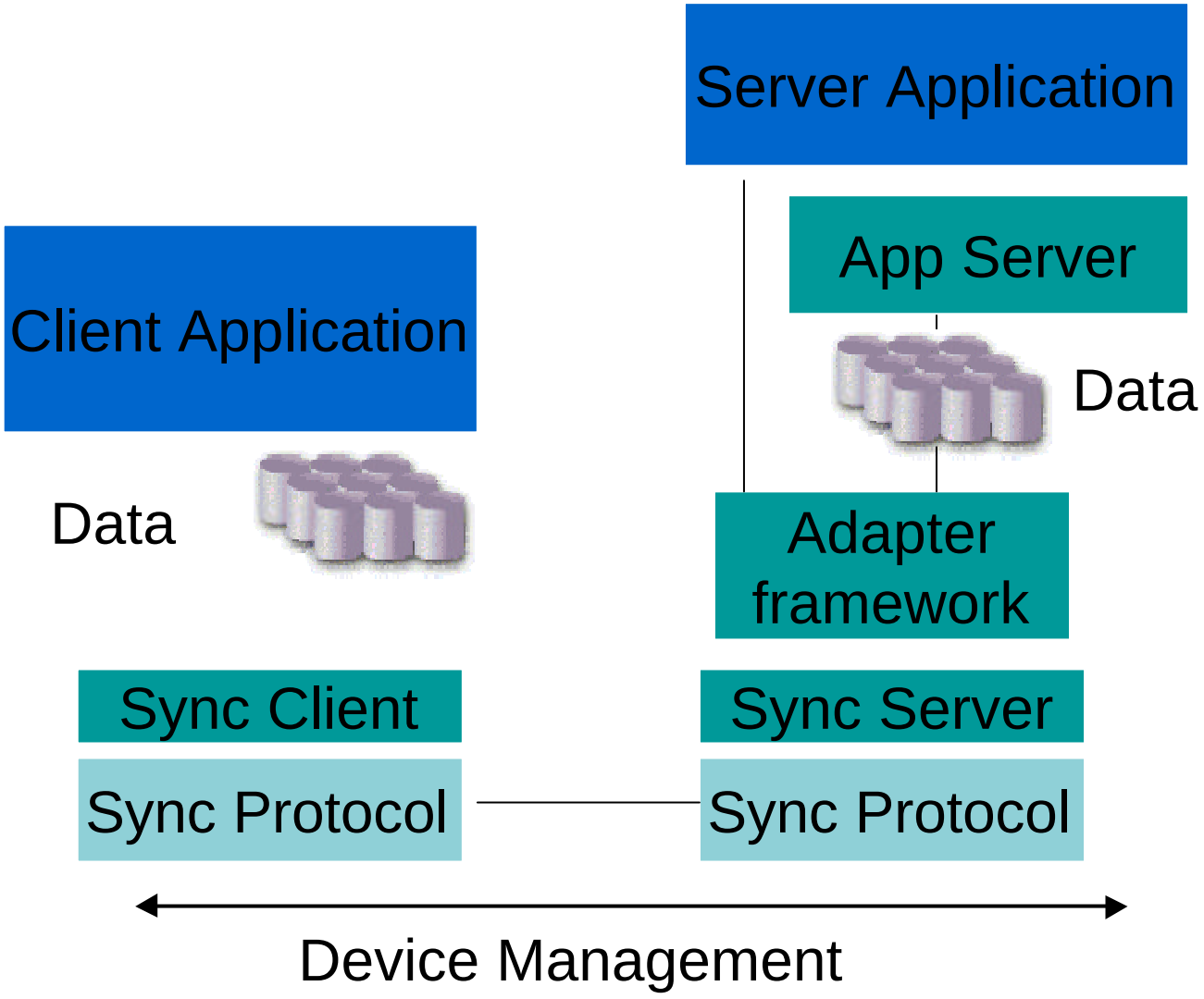
- If core infrastructure and protocols are standardized
- If these technologies are adopted by a critical mass in the industry
- If these technologies are well structured, modularized, and use resources efficiently
- If interoperability tested rigorously

…The industry will be able to deliver valued, innovative services and applications to the market at a rapid pace

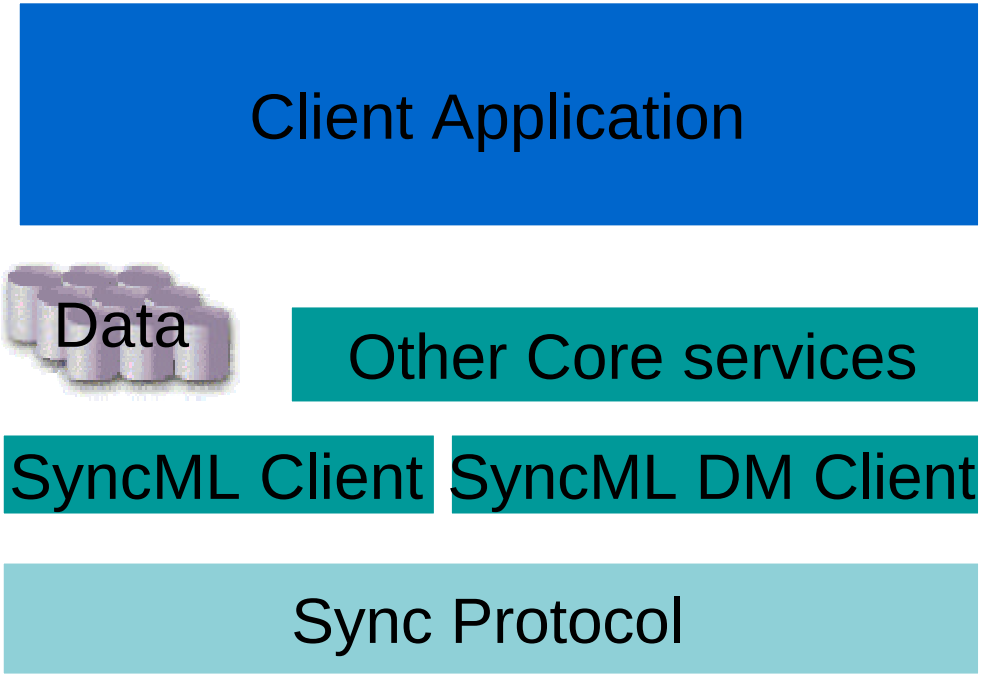
Synchronization as an enabler for mobile e-business

- Efficient use of network
- Improved user experience
- Mitigates coverage and obstacle problems
- Synchronization as an application platform
- Remote application enablement
- New business models

Synchronization as a platform



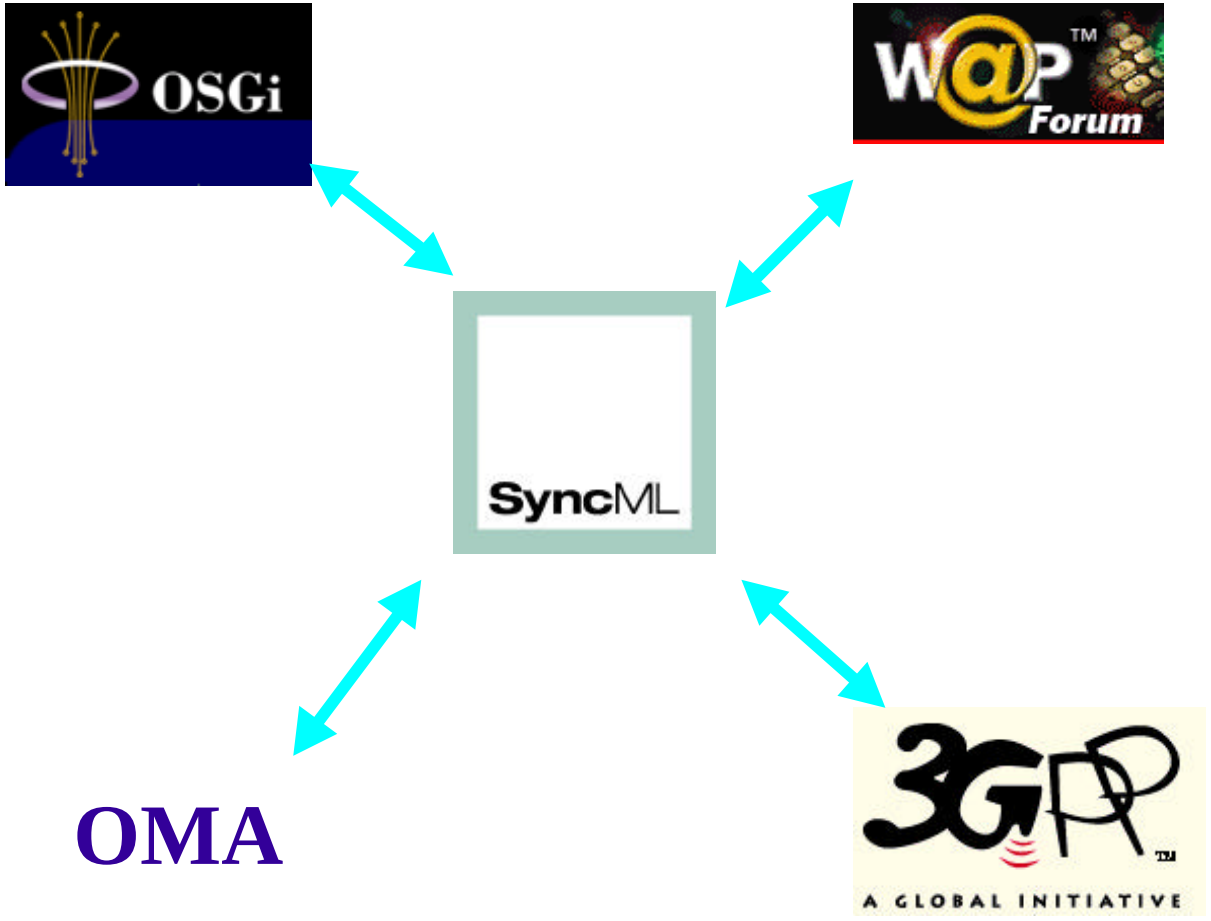
SyncML as a stack



The role of SyncML

- Reduced deployment cost
- Reduced development costs
- Interoperability
- Device and network flexibility
- SyncML on the backend
  - Database connectivity/interoperability
  - Device management
  - Vertical extensions
  - Application synchronization
  - New projects

SyncML and the Industry



SyncML Membership

Sponsors	**$100K**	**-Board seats** **-Committee work** **-Spec access in progress** **-Web access** **-IOT tools** **-Toolkit, demo framework**
Promoters	**$20K**	**-Committee work** **-Spec access in progress** **-Web access** **-IOT tools** **-Toolkit, demo framework**
Supporters	**$1K**	**-Web access** **-Spec access at rev level** **- 1K USD discount for IOT tools** **-Toolkit, demo framework at rev level**
Public		**-Spec at release level** **-Toolkit, demo framework at release level** **-License IOT tools at $10k USD**

Looking to the future

- Making information and application functionality available to users whenever and wherever
- Connector frameworks
- Data/application ad-hoc connectivity
- New projects
- Wide variety of devices
- Large number of devices
- High levels of interoperability

For more information: www.syncml.org
White Papers: www.syncml.org/downloads.html