

A Global Vision

#### The Mutualink Solution to Inter- and Intra-Agency Collaboration

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**Joseph Boucher** 

Chief Technology Officer

jboucher@mutualink.net



# What is Mutualink?

- An IP-based interoperability/collaboration platform.
- Multi-media: Voice/LMR/PTT, Video, chat, files, GIS/location, data.
- Not just intra-agency, but heavy focus in inter-agency.
- Architecture: Distributed, not centralized.
- Allows agencies to maintain complete sovereignty & control over their assets.
- Operational worldwide in hundreds of public safety, critical infrastructure, federal, and military agencies.
- Deployed throughout New Jersey BTOP.



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# One Approach: Build a Bigger Silo

- All silos have boundaries. Bigger silos may reduce the number of boundaries, but they do not eliminate the fundamental problem.
- Silos are not all-encompassing. Even within a silo footprint, only certain agencies are included.
- Once a silo transcends organizational boundaries, sovereignty and control issues abound.



### **Goals For Ideal Solution**

- Recognize that silos will always exist, so don't fight against them – work with them.
- Silos are not only LMR or voice video, GIS, and data systems have the same problem, so need a media-agnostic solution.
- Enable "selective" information flow between silos.
- Ensure security with access control and encryption.
- Maintain sovereignty of owning agencies.
- Enable ad-hoc/on-scene sharing under control of agency personnel.

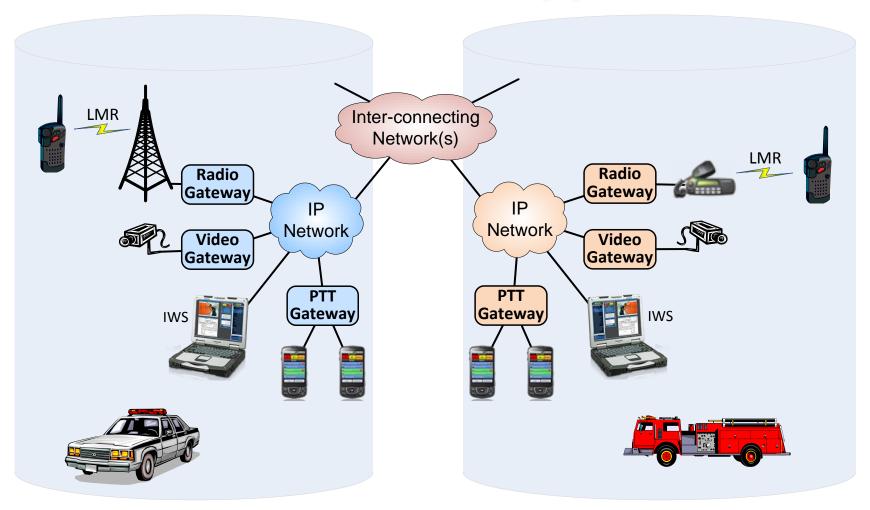


### The Mutualink Approach

- Connect gateways to media/information systems desired to be shared between silos.
  - Gateways: LMR, voice/telephony, video, GIS, data
- Interconnect gateways via IP networks in a distributed manner (a.k.a. peer-to-peer).
  - No central server or switch to eavesdrop or exert undesired third-party control.
- Allow authorized users (local or remote) to control gateways.
  - Direct what information should be shared with which other gateways or users.
  - On-demand Discretionary Access Control (DAC).



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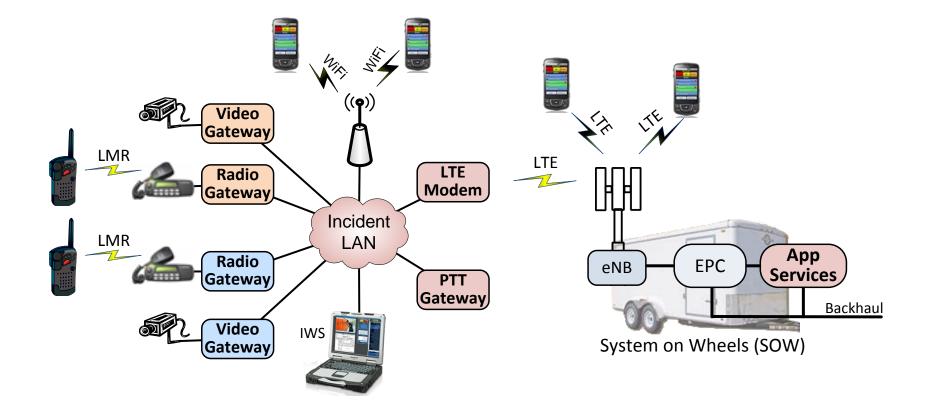


# The "Mutual" Sharing Model

- All sharing (a.k.a. interoperability or collaboration) occurs within an *incident* session.
- Any user creates an incident, and *invites* in the desired agencies (drag-and-drop via GUI).
- The invited users may *accept or reject* that invitation.
- Users add their desired *resources* (via gateways) to the incident, which initiates the sharing of these resources.
  - For voice or LMR resources, incident members can now listen to and transmit to that resource.
  - Multiple LMR or voice resources in an incident are effectively "patched" together.
  - For video, etc. resources, they are now viewable by incident members.
- Resources may be dynamically added or removed at any time.

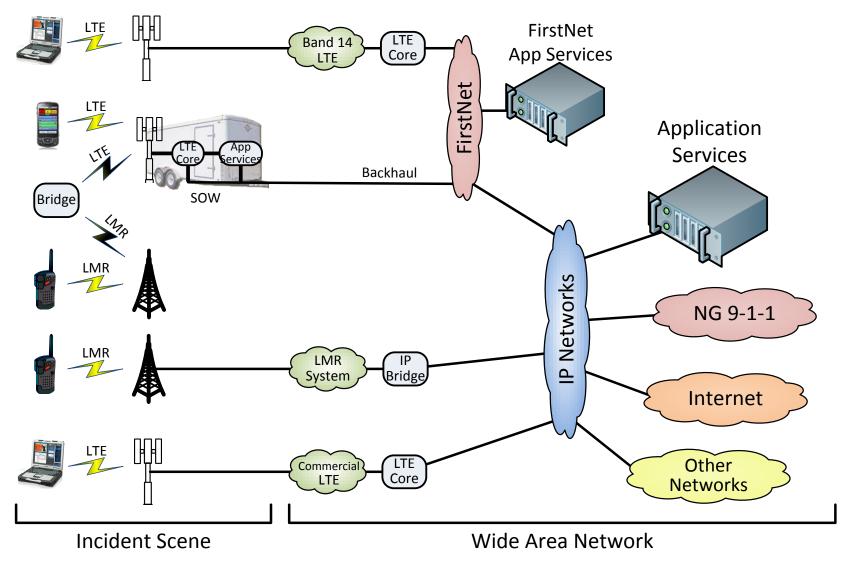


### **Incident Scene Collaboration**



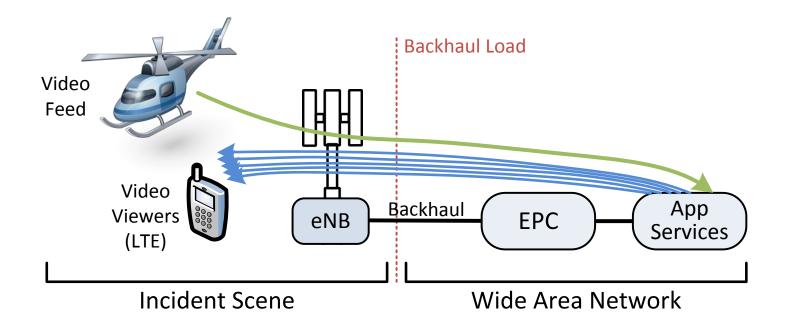


### Multi-Network LMR<>LTE





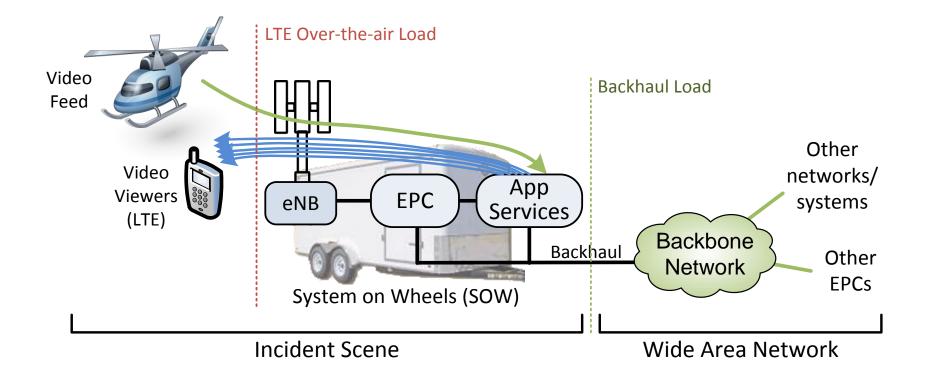
## Video Sharing: Remote EPC



• Heavy load over-the-air and on backhaul.



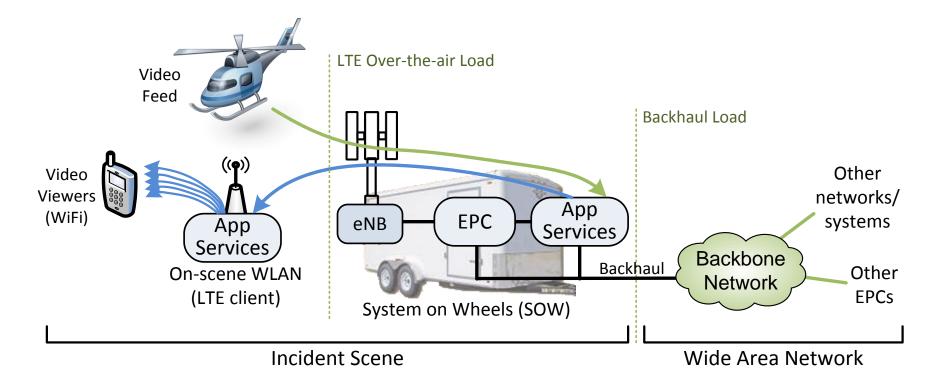
# Video Sharing – On-scene EPC



• Less load on backhaul, OTA still heavy.



# Video Sharing: On-scene LAN



• Less load both over-the-air and on backhaul.



# **Data Sharing**

- Ability to share arbitrary opaque data streams within an incident session.
- Streams may be message-based (i.e. UDP) or connection-based (i.e. TCP).
- Can be deployed using dedicated data gateways, or as a virtual function on other gateways or IWSs.
- Examples:
  - Share a private web or application server.
  - Exchange real-time tactical location info (military)
  - Allow on-demand database queries.



# Security

- System is JITC certified for use on DoD networks.
- Identity Management uses a standard Public Key Infrastructure (PKI) with X.509 certificates.
  - Each Administrative Domain (silo) is authorized to issue credentials in their organizational name space.
  - Domains may trust each other directly, or via trust inheritance from a larger domain.
  - Does not require "cloud" to be present to function.
- Identities are used for access control to gateways and for name identification to other users.
- Encryption: All media/information is encrypted end-toend with dynamically-generated symmetric keys (AES-256 by default).



### **Example: Hurricane Sandy**



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### **Example: Superbowl 48**



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### **Example: Boston Marathon**

