Ubiquitous Corporation Announces “Ubiquitous Network Framework”
Integration of Network-related Product Lineups
To be Spread as a Platform Enabling Small Devices to Support IP Networks

Ubiquitous Corporation (Head Office: Shinjuku-ku, Tokyo; President: Matt Kawauchi; hereinafter referred to as “Ubiquitous”), hereby announces that it will integrate its network-related software products into the “Ubiquitous Network Framework”, which will serve as a software platform to develop ubiquitous network devices.

In order to adapt to the present era which pursues added value by numerous devices linked to services provided via the Internet, Ubiquitous reviewed its conventional network-related software products. This resulted in Ubiquitous Network Framework being provided as a software platform enabling even low-cost equipment with an extremely small amount of hardware resources to support IP networks and be linked with Internet services.

Since its foundation in 2001, Ubiquitous has consistently spread respective network products including UbiquitousTCP/IP as ‘compact’, ‘efficient’ and ‘high-speed’ solutions, and these products have been adopted in various fields such as portable game consoles, digital household appliances, security equipment and housing equipment. The lineup integration this time will result in the efforts made so far being accelerated.

Product configuration and features of Ubiquitous Network Framework

1. Product configuration
Ubiquitous Network Framework consist of a product group including “Ubiquitous Kernel”, which is a kernel supporting multi-threads for use with an embedded system, a TCP/IP protocol stack, and peripheral protocols.

2. Features
(1) Does not need an OS such as ITRON, the program size is very small, and is designed to operate efficiently. It makes it possible to implement network function at low cost and to develop very low-cost network devices. And it allows leading-edge network devices that have been difficult so far to commercialize according to customer ideas.

(2) Each protocol stack can be selected and implemented according to the functions needed by customers, and can be used in the most appropriate form according to hardware resources. The Ubiquitous Network Framework includes no constraints such as GPL which need care during development with Linux or the like. Instead, Ubiquitous has developed and provides all software libraries (however, some software libraries may be provided by a third party). An IPv6-compatible version, “IPv6 Edition”, is also available.
The “Component Option”, a set of software components that are necessary for security, home networks, wireless LANs, and so forth, is available. The “Security Option”, which consists of encryption libraries such as that for SSL, is added to allow for secure communication. The “Home Network Option” is also available as a component assumed to be needed by a final product. For example, this option can be used to develop a product conforming to the DLNA (Digital Living Network Alliance) standards, which are the standards for multimedia home networks.

As for software components necessary for wireless LANs, Ubiquitous Network Framework makes it possible to operate those components exclusively on a CPU mounted on a wireless LAN chip, store them in a ROM/RAM incorporated in a wireless LAN module, and operate application software on this module, and thereby to develop very small products supporting LANs, such as sensors and network cameras.

“Ubiquitous micro Network Framework”, a component optimized for implementing TCP/IP communication functions with minimum resources which focuses on code size and provides the minimum required functions, is also available. This allows for the implementation of network functions with limited resources and the development of extremely small ubiquitous network devices.

Background to the product lineup integration

1. Due to the spread of broadband communication, a wider range of devices now support IP networks (such as game devices, netbooks, smartphones, TVs/video recorders supporting Internet/home networks, and portable audio players).

2. Rising demand for networking support
   The implementation of business with Internet infrastructures and Web services linked with each other, as represented by the key word ‘cloud computing’, is proceeding at full swing, so demand for every device to support networking is rising.

* Ubiquitous will demonstrate and exhibit a network camera, sensor, LCD display linked with a Web service (twitter), DLNA-compliant wireless speaker and other items including its Ubiquitous Network Framework at Embedded Technology 2009, an exhibition held from November 18 (Wednesday) to November 20 (Friday), 2009 in PACIFICO Yokohama. They will be demonstrated/exhibited at our company’s booth (Booth No. D-61).

In addition, “SA1” (YCSCSA1SA), a wireless LAN module sold by Renesas Technology Corp., including “Ubiquitous AIR NOE”, the wireless LAN integrated solution based on “Ubiquitous Network Framework” and components for wireless LANs, will be on sale from the end of November. This product will be demonstrated/exhibited at Embedded Technology 2009.

* For more information about Embedded Technology 2009, please refer to the following URL: http://www.jasa.or.jp/et/index.html
Ubiquitous Network Framework Web Page
http://www.ubiquitous.co.jp/products/platform/networkframework/

About Ubiquitous Corporation (JASDAQ 3858)
Ubiquitous was established with the aim of realizing the dream of ubiquitous networks for connecting the various devices that we constantly use today so seamlessly that we needn’t even think about it making connections. Compact, efficient and high-speed software is indispensable to the creation of such ubiquitous networks, and Ubiquitous is committed to contributing to this endeavor through developing the world’s most compact, efficient and high-speed network software.

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