

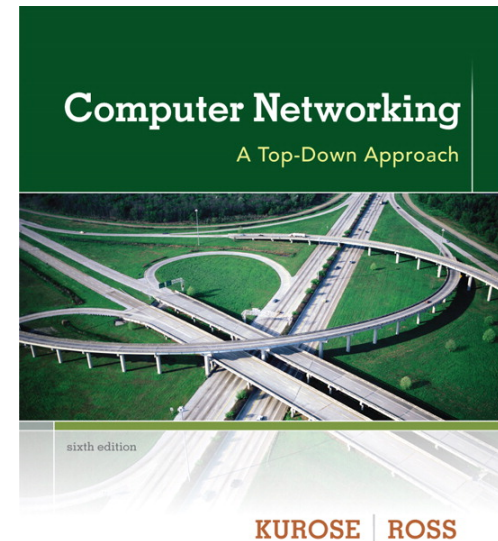
# Chapter 6

## Wireless and Mobile Networks

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a.a. 2014/2015

We thank for the support material Prof. Kurose-Ross  
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*Computer  
Networking: A Top  
Down Approach*  
6<sup>th</sup> edition  
Jim Kurose, Keith Ross  
Addison-Wesley  
March 2012

# Chapter 6: Wireless and Mobile Networks

## Background:

- ❑ # wireless (mobile) phone subscribers now exceeds # wired phone subscribers!
  - With the introduction of mobile broadband technologies AND the evolution of mobile devices from conventional phones to smart-phones, laptops and devices such as itouch, Mobile Internet traffic is changing, with multimedia traffic becoming dominant.
  - Bandwidth demanding, energy demanding applications and limited available spectrum are driving development of wireless technologies
- ❑ computer nets: laptops, palmtops, PDAs, Internet-enabled phone promise anytime untethered Internet access
- ❑ two important (but different) challenges
  - *wireless*: communication over wireless link
  - *mobility*: handling the mobile user who changes point of attachment to network

# Chapter 6 outline

## 6.1 Introduction

### Wireless

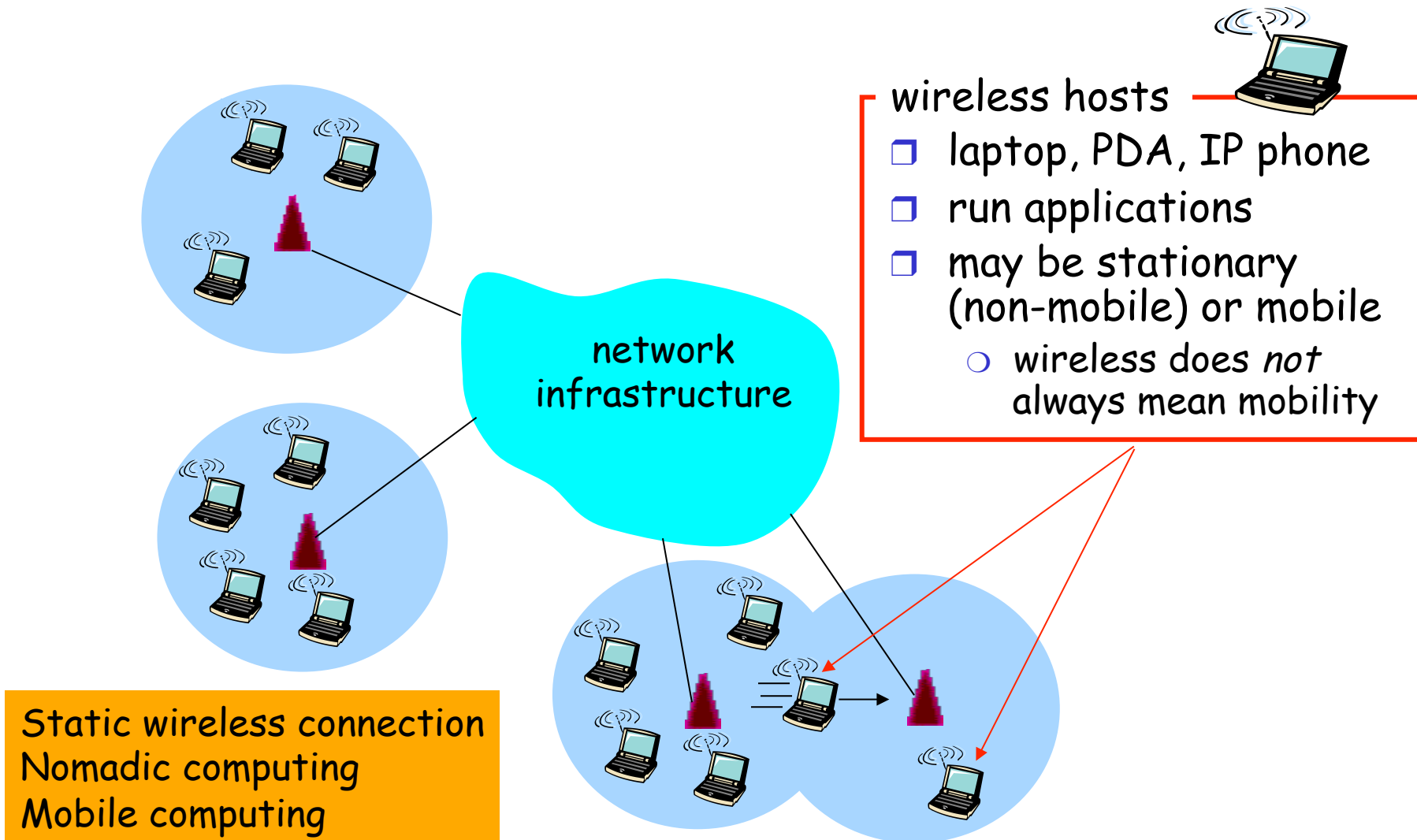
- 6.2 Wireless links, characteristics
  - CDMA
  - FDMA/TDMA
  - OFDMA
  - Different modulations and phy layers
- 6.3 IEEE 802.11 wireless LANs (“wi-fi”)
- 6.4 Cellular Internet Access
  - architecture
  - standards (e.g., GSM)

### Mobility

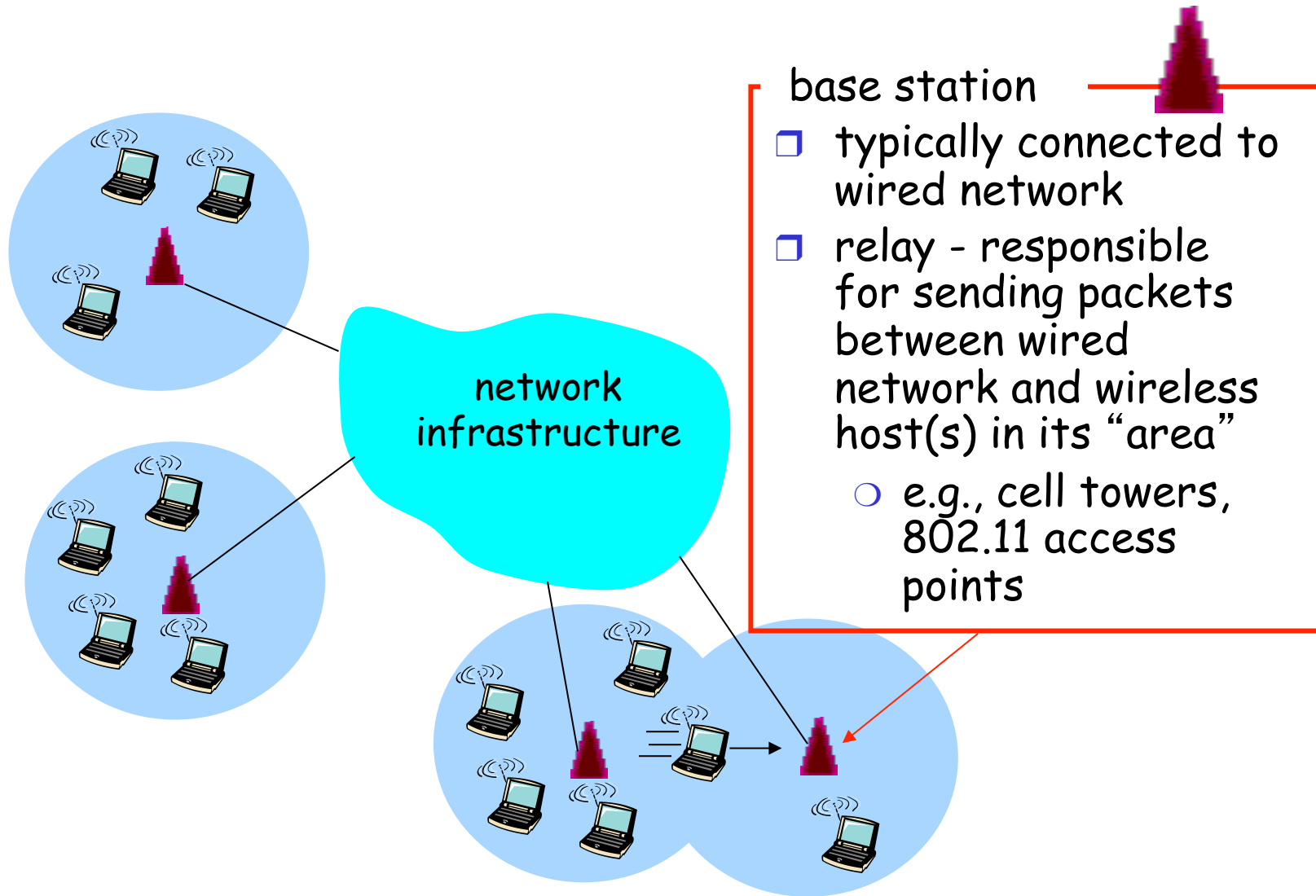
- 6.5 Principles: addressing and routing to mobile users
- 6.6 Mobile IP
- 6.7 Handling mobility in cellular networks
- 6.8 Mobility and higher-layer protocols

### 6.9 Summary

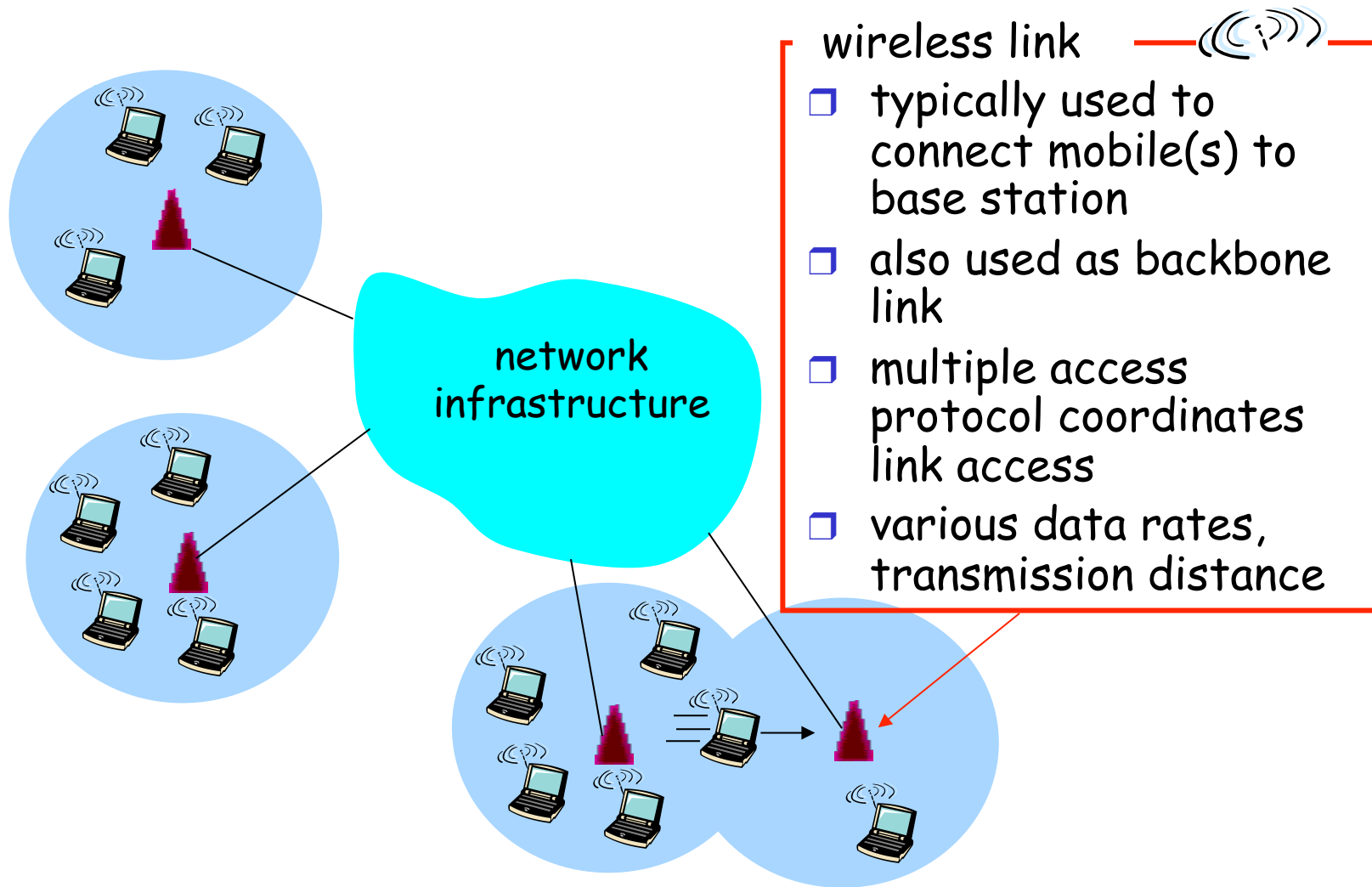
# Elements of a wireless network



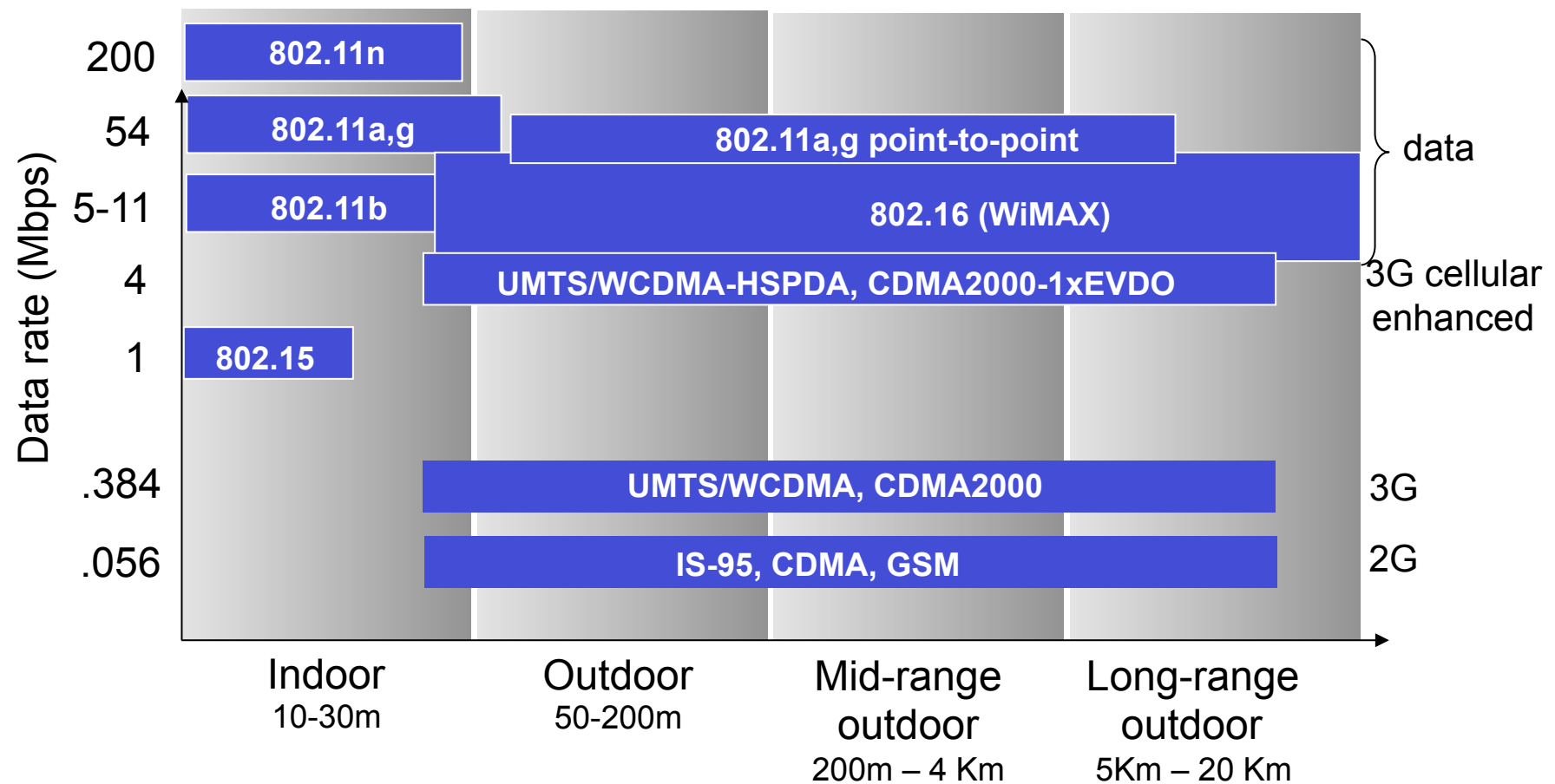
# Elements of a wireless network



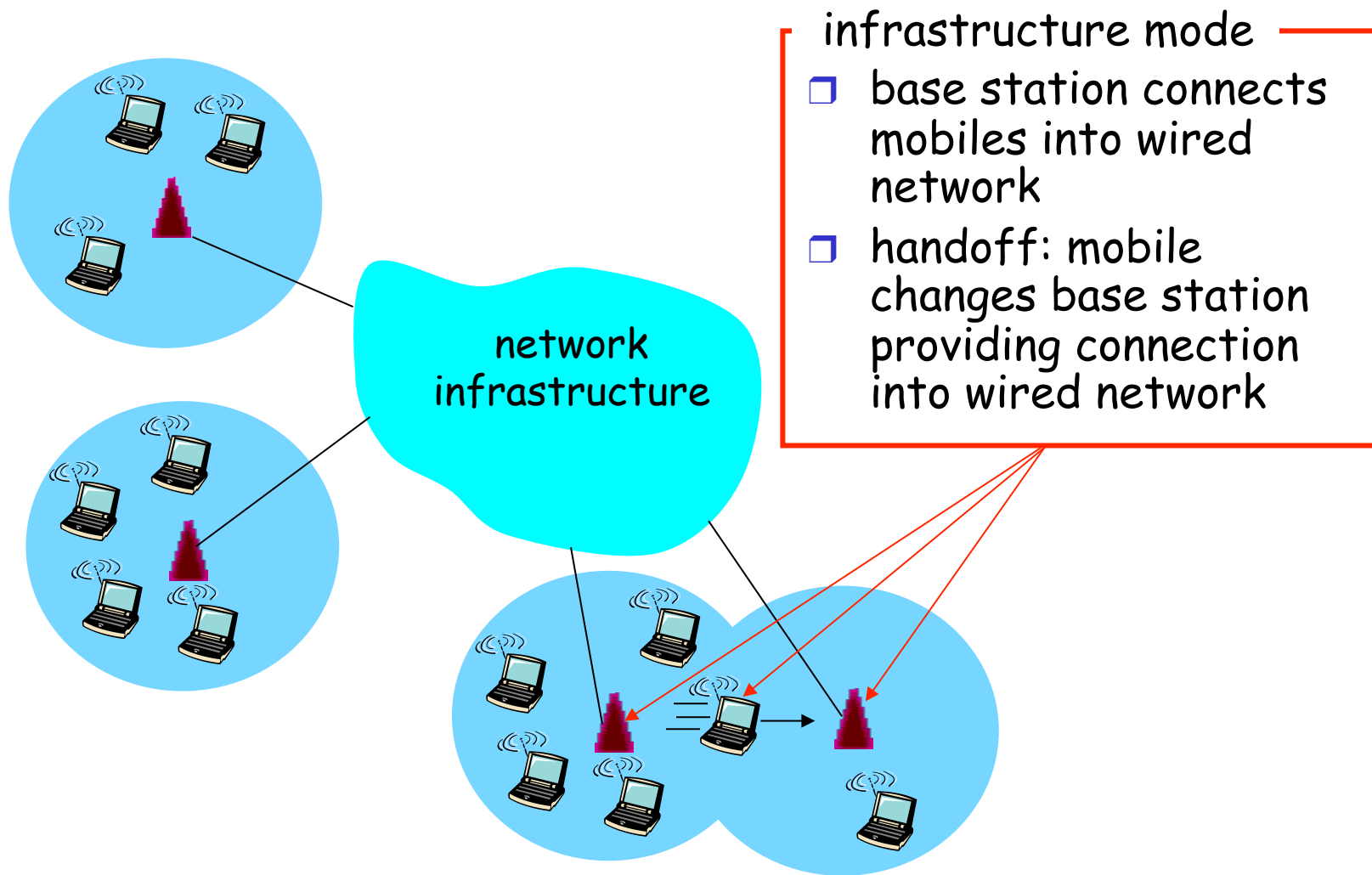
# Elements of a wireless network



# Characteristics of selected wireless link standards

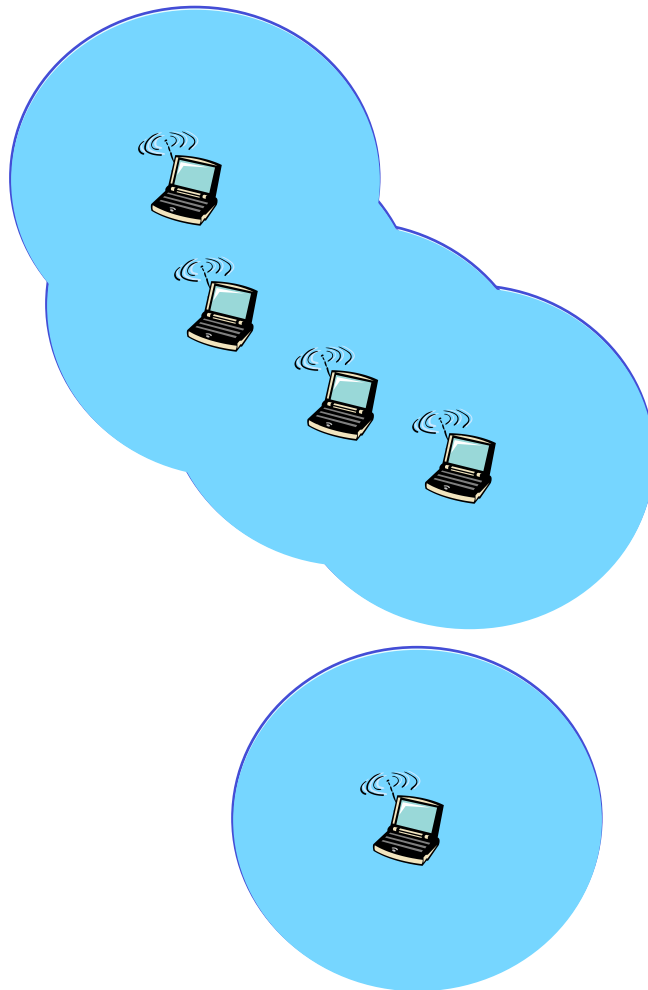


# Elements of a wireless network





# Elements of a wireless network



## ad hoc mode

- ❑ no base stations
- ❑ nodes can only transmit to other nodes within link coverage
- ❑ nodes organize themselves into a network: route among themselves

# Wireless network taxonomy

	single hop	multiple hops
infrastructure (e.g., APs)	host connects to base station (WiFi, WiMAX, cellular) which connects to larger Internet	host may have to relay through several wireless nodes to connect to larger Internet: <i>mesh net</i>
no infrastructure	no base station, no connection to larger Internet (Bluetooth)	no base station, no connection to larger Internet. May have to relay to reach other a given wireless node MANET, VANET

# Wireless Link Characteristics (1)

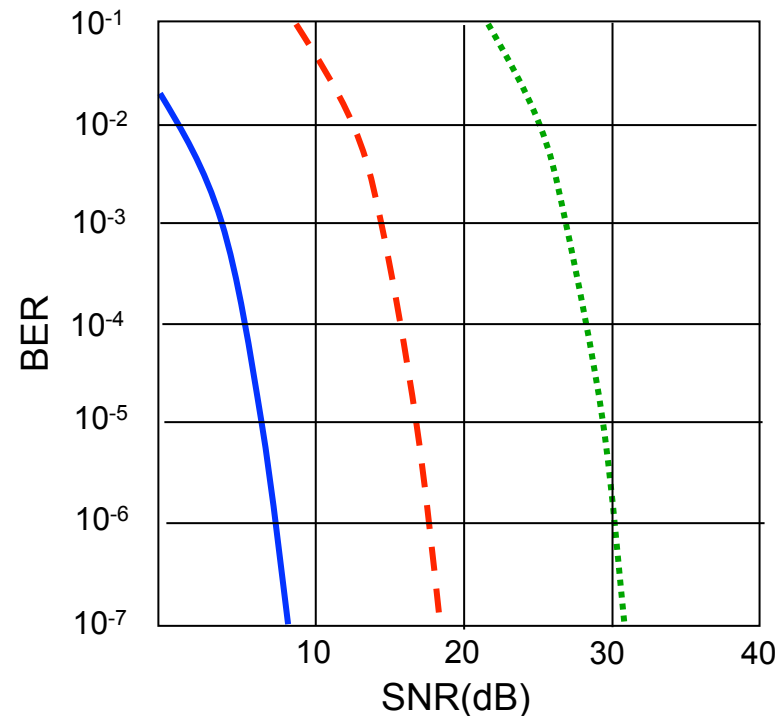
Differences from wired link ....

- **decreased signal strength:** radio signal attenuates as it propagates through matter (path loss)
- **interference from other sources:** standardized wireless network frequencies (e.g., 2.4 GHz) shared by other devices (e.g., microwaves); devices (motors) interfere as well
- **multipath propagation:** radio signal reflects off objects ground, arriving at destination at slightly different times

.... make communication across (even a point to point) wireless link much more “difficult”

# Wireless Link Characteristics (2)

- SNR: signal-to-noise ratio
  - larger SNR - easier to extract signal from noise (a “good thing”)
- *SNR versus BER tradeoffs*
  - *given physical layer:*  
increase power → increase SNR → decrease BER
  - *given SNR:* choose physical layer that meets BER requirement, giving highest throughput
    - SNR may change with mobility: dynamically adapt physical layer (modulation technique, rate)

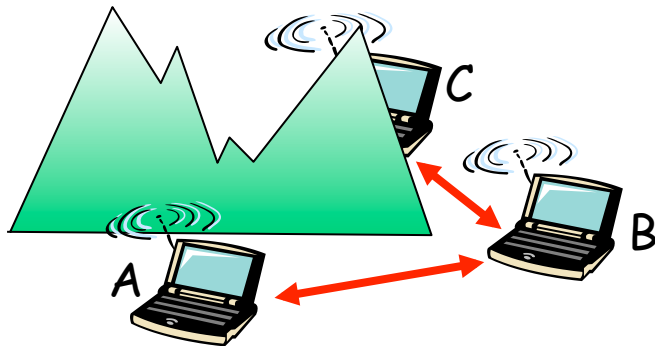


..... QAM256 (8 Mbps)  
- - - QAM16 (4 Mbps)  
— BPSK (1 Mbps)

# Wireless network characteristics

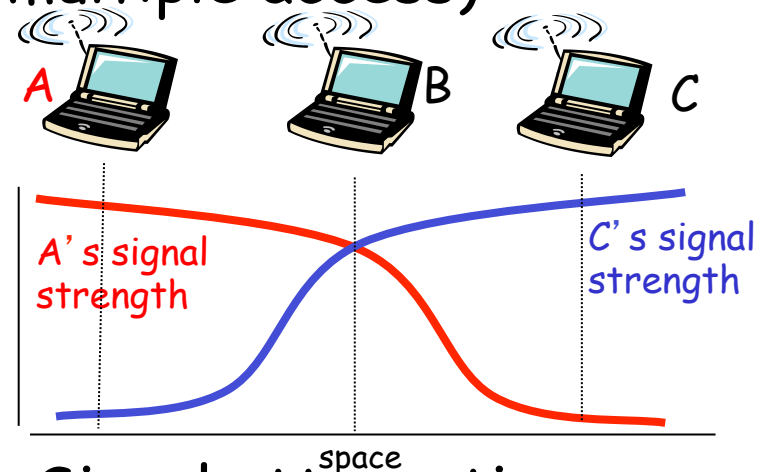
The wireless link is a broadcast channel

Multiple wireless senders and receivers create additional problems (beyond multiple access):



Hidden terminal problem

- ☐ B, A hear each other
  - ☐ B, C hear each other
  - ☐ A, C can not hear each other
- means A, C unaware of their interference at B



Signal attenuation:

- ☐ B, A hear each other
- ☐ B, C hear each other
- ☐ A, C can not hear each other interfering at B

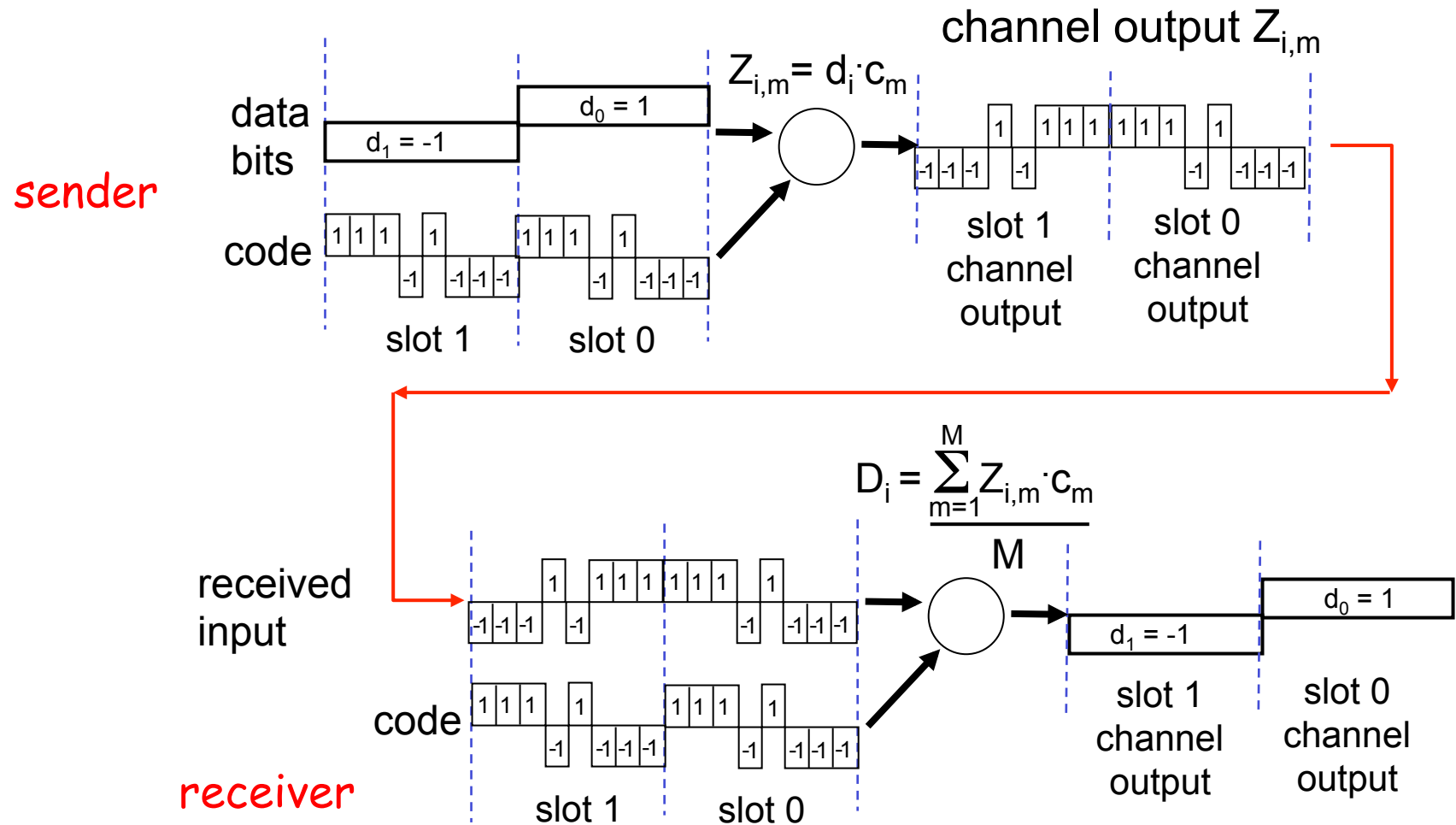
**Explains why we cannot use CSMA/CD**  
Additional difference: typical devices cannot hear and transmit simultaneously

# Code Division Multiple Access (CDMA)

As an example of more efficient access techniques which have been developed to do a better use of the available spectrum

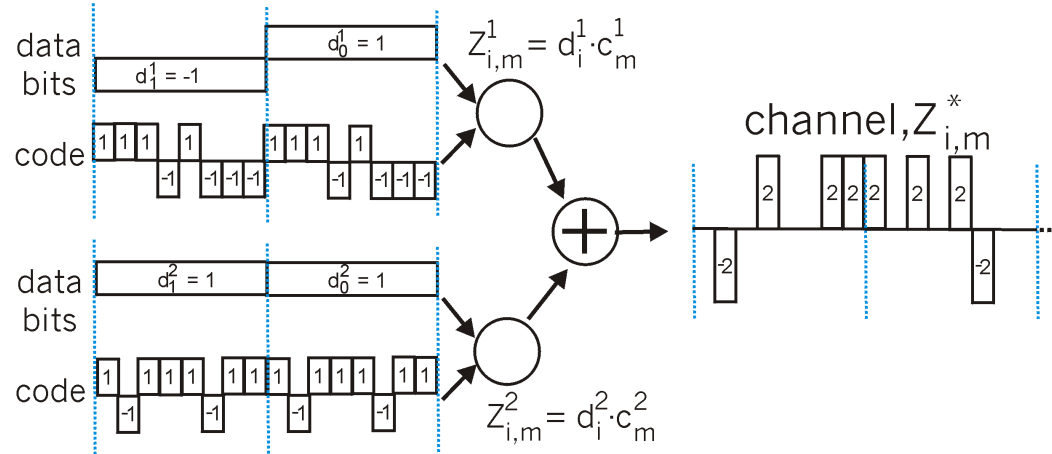
- ❑ used in several wireless broadcast channels (cellular, satellite, etc) standards
- ❑ unique “code” assigned to each user; i.e., code set partitioning
- ❑ all users share same frequency, but each user has own “chipping” sequence (i.e., code) to encode data
- ❑ *encoded signal* = (original data) X (chipping sequence)
- ❑ *decoding*: inner-product of encoded signal and chipping sequence
- ❑ allows multiple users to “coexist” and transmit simultaneously with minimal interference (if codes are “orthogonal”)

# CDMA Encode/Decode



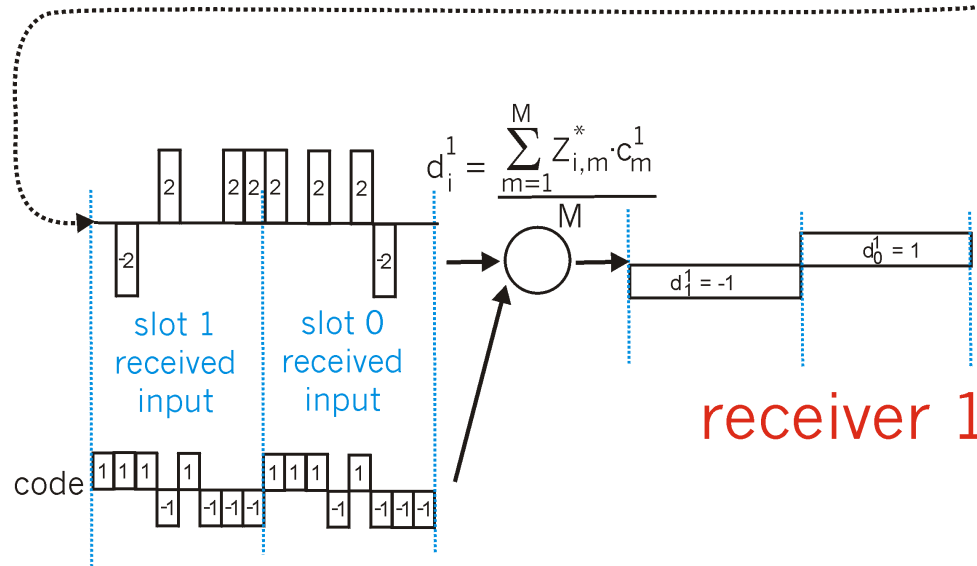
# CDMA: two-sender interference

senders



Chipping codes must be orthogonal

Other requirements such as the fact signals arrive with comparable power



receiver 1



# Chapter 6 outline

## 6.1 Introduction

### Wireless

- ❑ 6.2 Wireless links, characteristics
- ❑ 6.3 IEEE 802.11 wireless LANs (“wi-fi”)
- ❑ 6.4 cellular Internet access
  - architecture
  - standards (e.g., GSM)

### Mobility

- ❑ 6.5 Principles: addressing and routing to mobile users
- ❑ 6.6 Mobile IP
- ❑ 6.7 Handling mobility in cellular networks
- ❑ 6.8 Mobility and higher-layer protocols

## 6.9 Summary

# IEEE 802.11 Wireless LAN

## ❑ 802.11b

- 2.4-5 GHz unlicensed spectrum
- up to 11 Mbps
- direct sequence spread spectrum (DSSS) in physical layer
  - all hosts use same chipping code

## ❑ 802.11a

- 5-6 GHz range
- up to 54 Mbps

## ❑ 802.11g

- 2.4-5 GHz range
- up to 54 Mbps

## ❑ 802.11n: multiple antennae

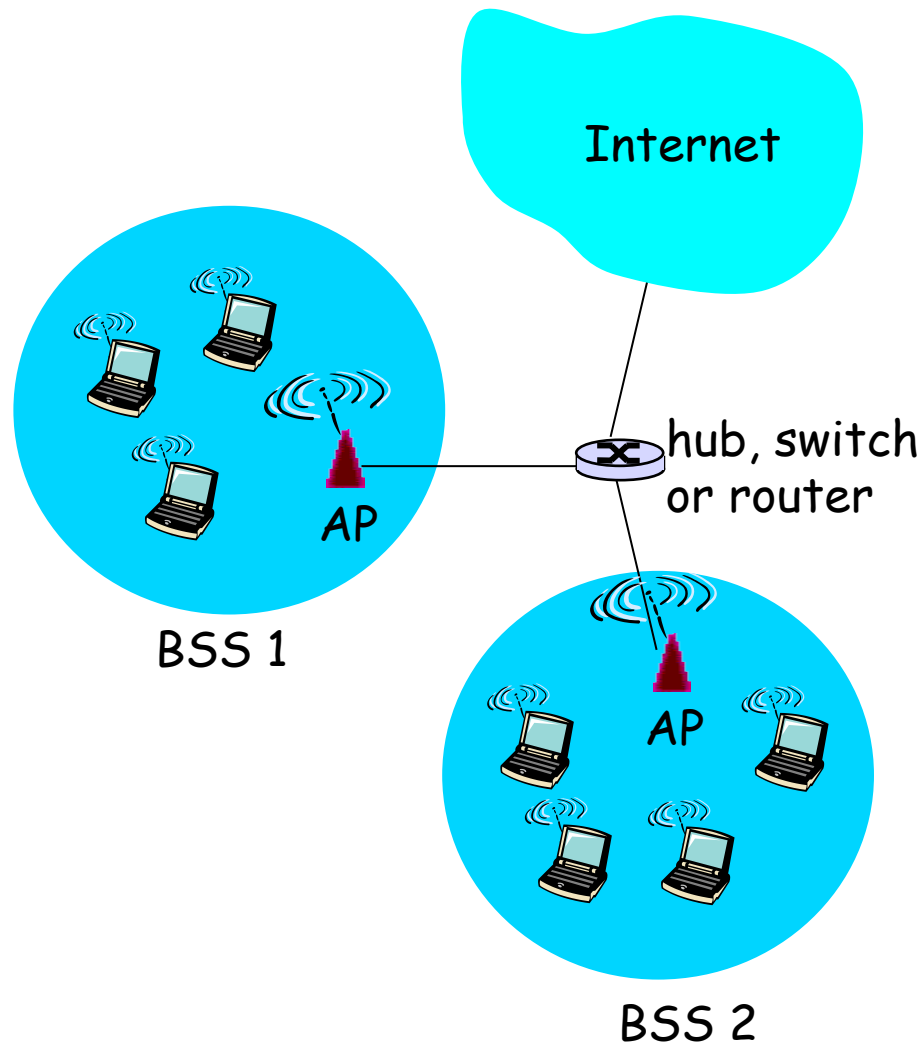
- 2.4-5 GHz range
- up to 200 Mbps

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❑ all use CSMA/CA for multiple access

❑ all have base-station and ad-hoc network versions

# 802.11 LAN architecture

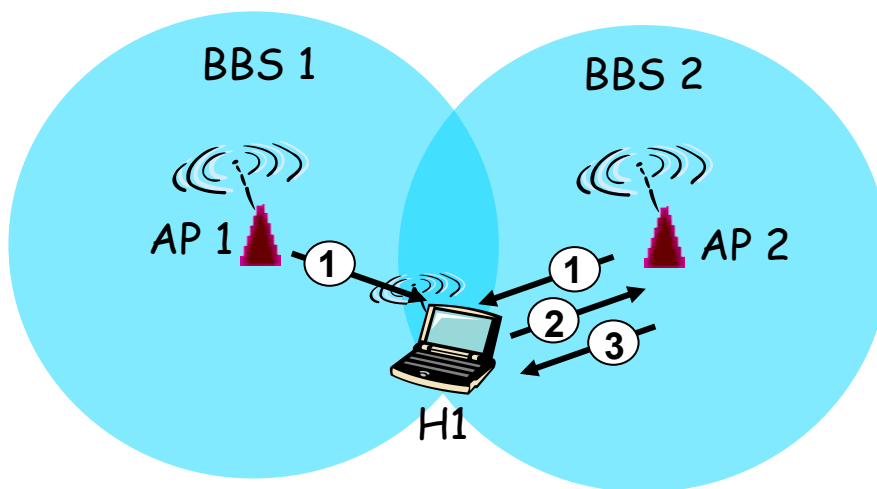


- ❑ wireless host communicates with base station
  - base station = access point (AP)
- ❑ Basic Service Set (BSS) (aka “cell”) in infrastructure mode contains:
  - wireless hosts
  - access point (AP): base station
  - ad hoc mode: hosts only

# 802.11: Channels, association

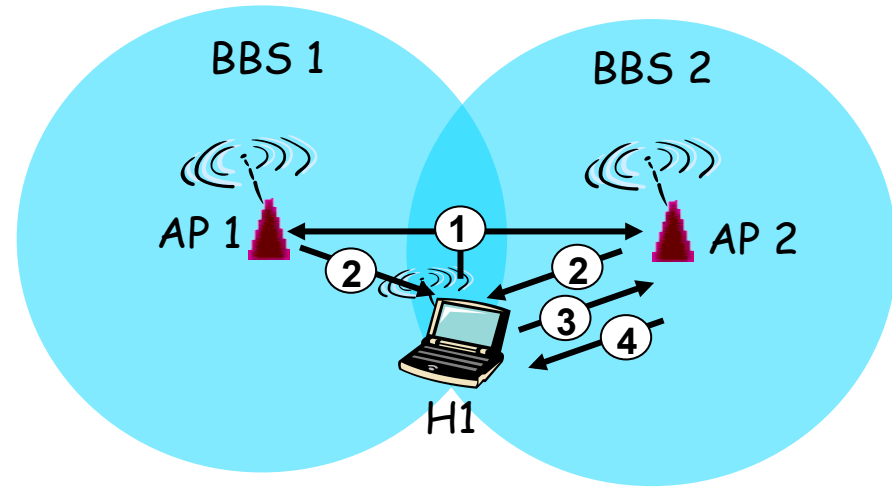
- ❑ 802.11b: 2.4GHz-2.485GHz spectrum is divided into 11 partially overlapping channels at different frequencies
  - AP admin chooses frequency for AP
  - interference possible: channel can be same as that chosen by neighboring AP!
  - maximum number of non interfering co-located AP: 3 (using channels 1,6,11), as channels are non overlapping only if they are separated by four or more channels
- ❑ host: must *associate* with an AP (usually many available, the WiFi jungle)
  - Passive scanning:
    - scans channels, listening for *beacon frames* containing AP's name (SSID) and MAC address
      - AP periodically sends a beacon frame
    - active scanning
      - a probe is sent by the user, APs with the range of the wireless host answer the probe
  - selects AP to associate with, sends an association request to which the AP answers
  - may need to perform authentication
  - will typically run DHCP to get IP address in AP's subnet

# 802.11: passive/active scanning



## Passive Scanning:

- (1) beacon frames sent from APs
- (2) association Request frame sent:  
H1 to selected AP
- (3) association Response frame sent:  
H1 to selected AP

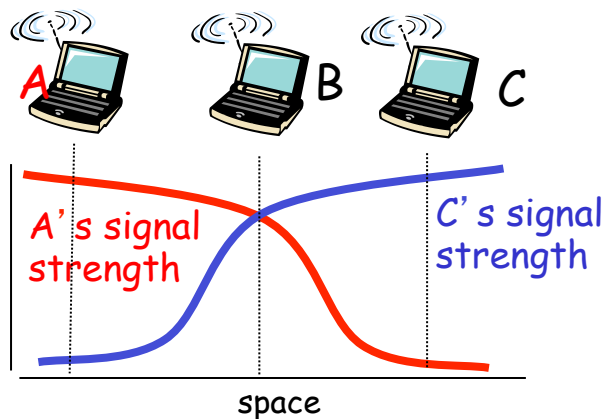
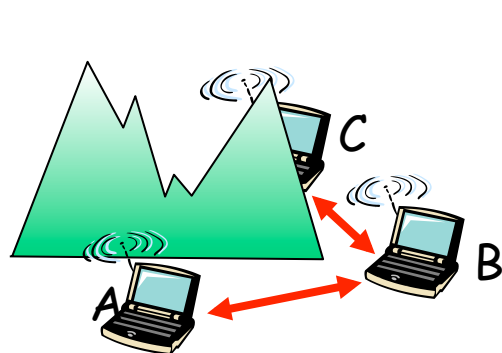


## Active Scanning:

- (1) Probe Request frame broadcast  
from H1
- (2) Probes response frame sent from  
APs
- (3) Association Request frame sent:  
H1 to selected AP
- (4) Association Response frame  
sent: H1 to selected AP

# IEEE 802.11: multiple access

- ❑ avoid collisions: 2+ nodes transmitting at same time
- ❑ 802.11: CSMA - sense before transmitting
  - don't collide with ongoing transmission by other node
- ❑ 802.11: *no* collision detection!
  - difficult to receive (sense collisions) when transmitting due to weak received signals (fading)
  - can't sense all collisions in any case: hidden terminal, fading
  - goal: *avoid collisions*: CSMA/C(ollision)A(voidance)



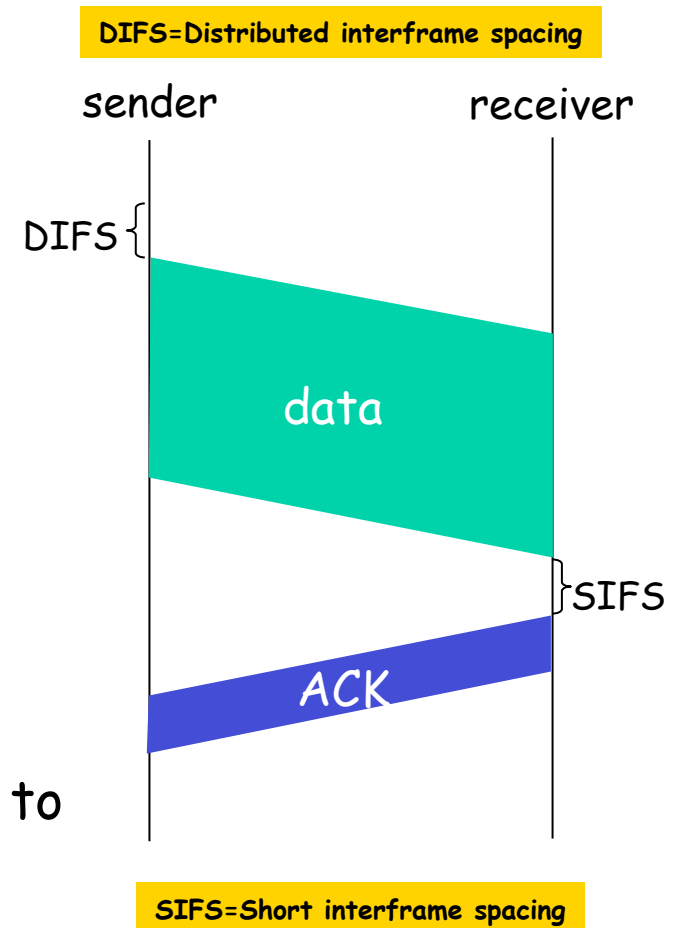
# IEEE 802.11 MAC Protocol: CSMA/CA

## 802.11 sender

- 1 if sense channel idle for **DIFS** then  
transmit entire frame (no CD)
- 2 if sense channel busy then  
start random backoff time  
timer counts down while channel idle  
transmit when timer expires  
if no ACK, increase random backoff  
interval, repeat 2

## 802.11 receiver

- if frame received OK  
return ACK after **SIFS** (ACK needed due to  
hidden terminal problem)
  - **SIFS**  $\ll$  **DIFS**



# Avoiding collisions (virtual carrier sensing)

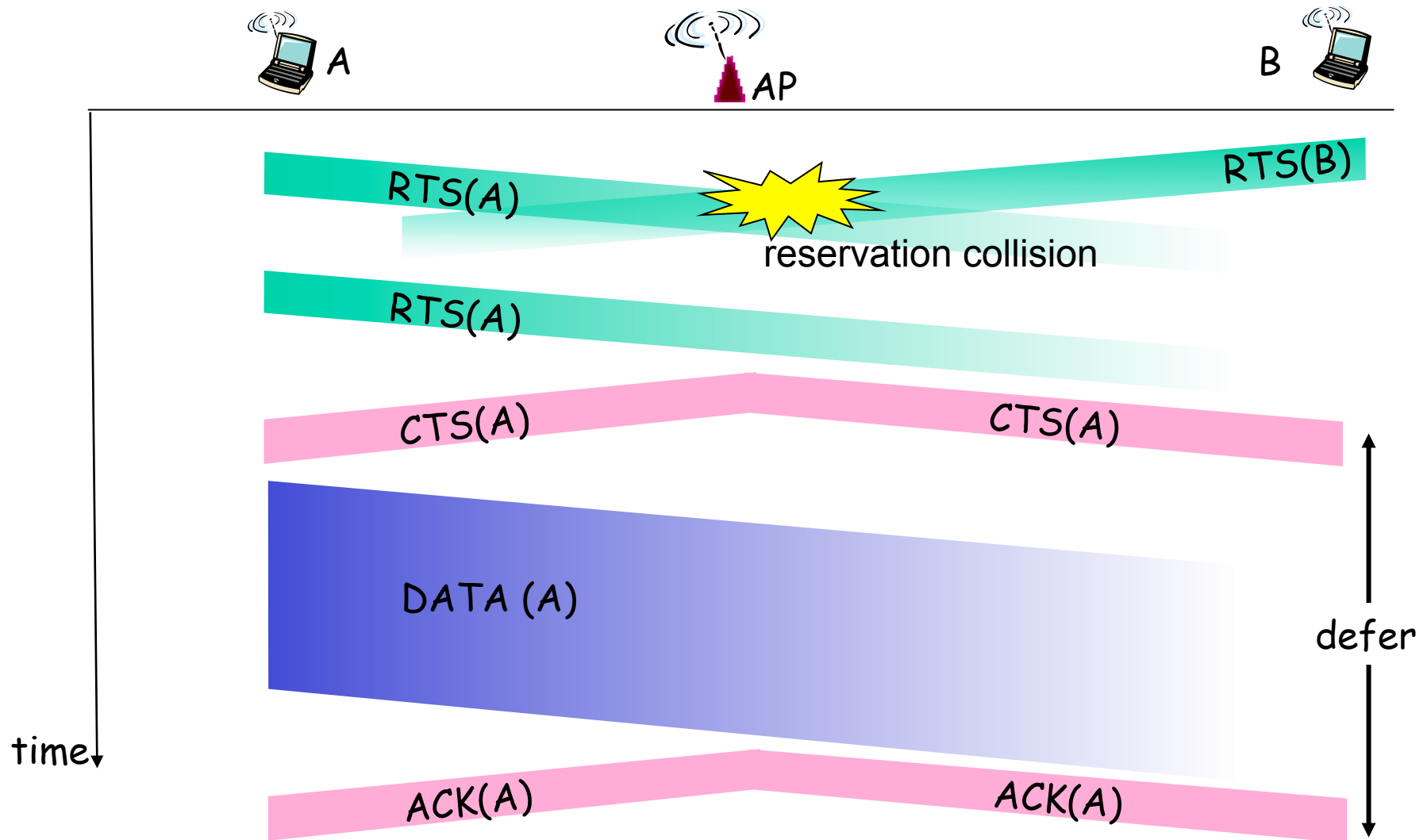
*idea:* allow sender to “reserve” channel rather than random access of data frames: avoid collisions of long data frames

- ❑ sender first transmits *small* request-to-send (RTS) packets to BS using CSMA
  - RTSs may still collide with each other (but they’re short)
- ❑ BS broadcasts clear-to-send CTS in response to RTS
- ❑ CTS heard by all nodes
  - sender transmits data frame
  - other stations defer transmissions

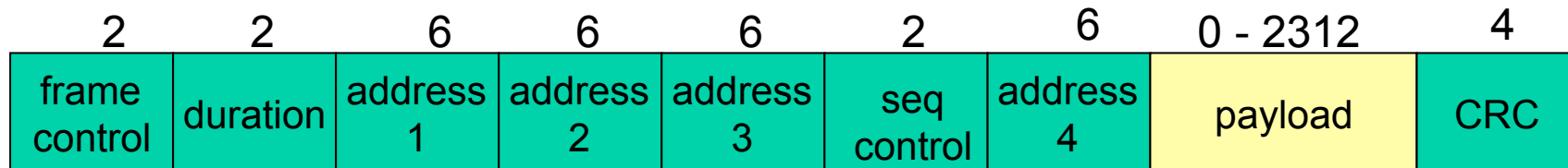
avoid data frame collisions completely  
using small reservation packets!



# Collision Avoidance: RTS-CTS exchange



# 802.11 frame: addressing



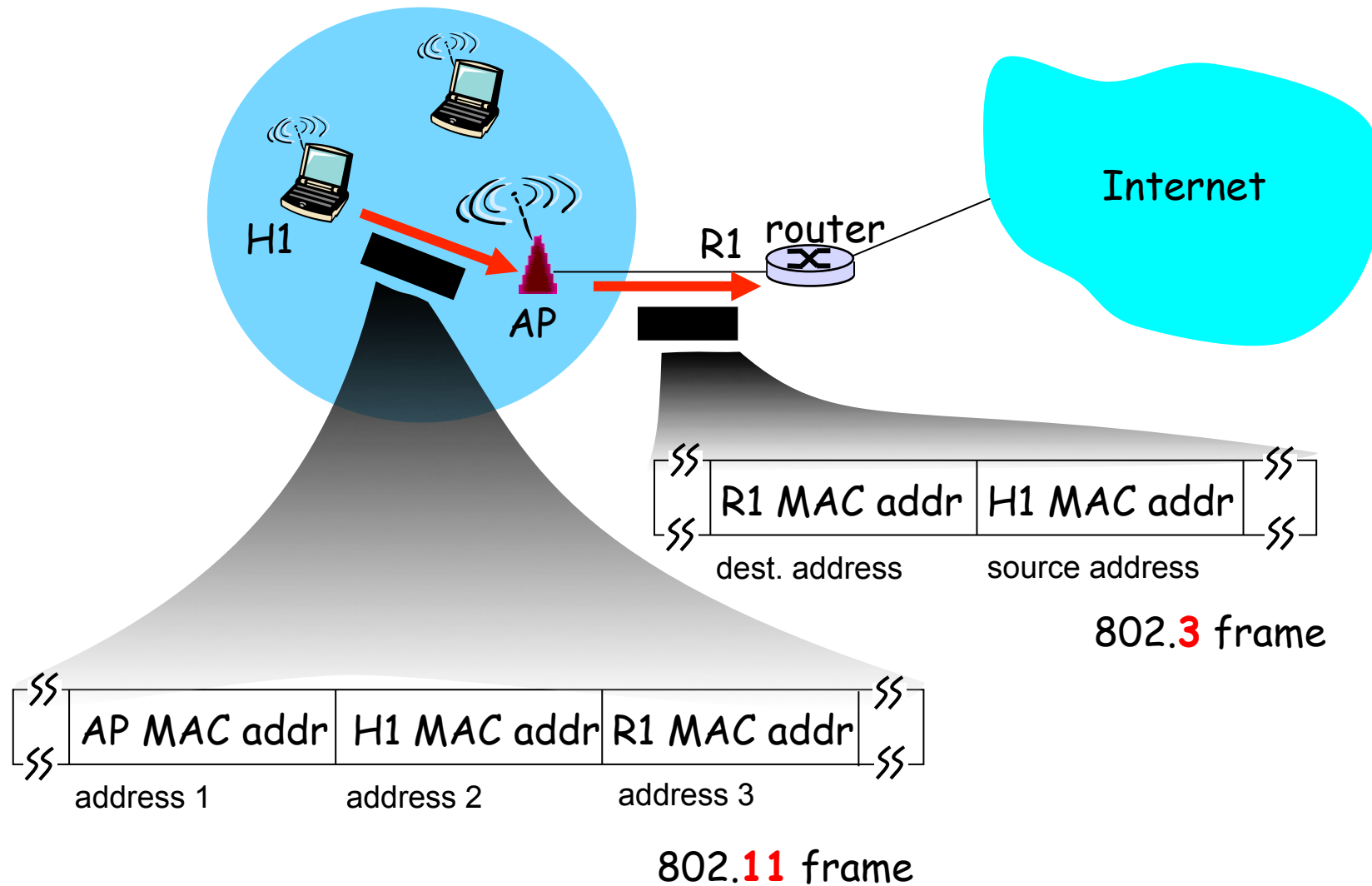
**Address 1:** MAC address of wireless host or AP to receive this frame

**Address 2:** MAC address of wireless host or AP transmitting this frame

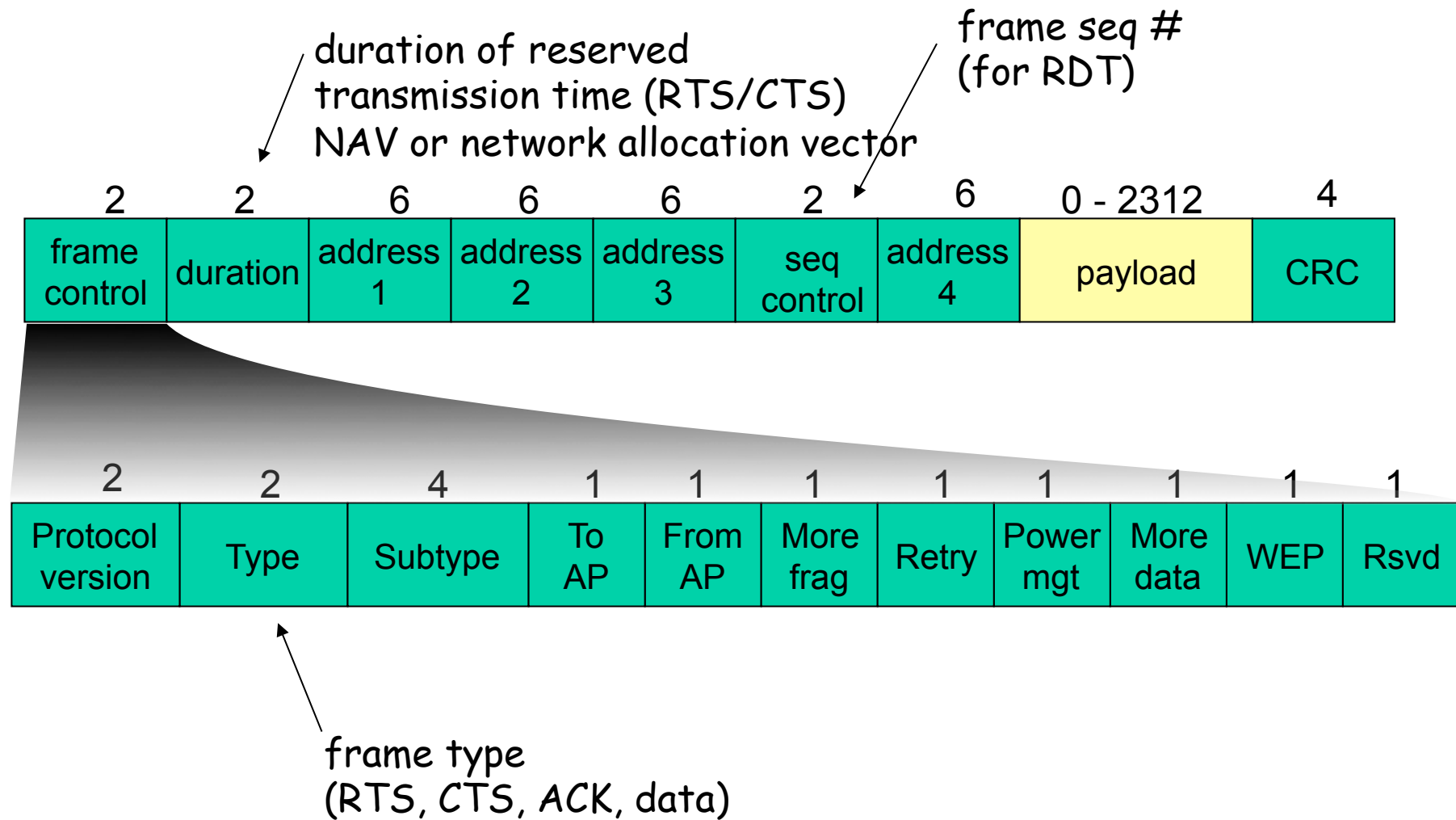
**Address 3:** MAC address of router interface to which AP is attached

**Address 4:** used only in ad hoc mode

# 802.11 frame: addressing

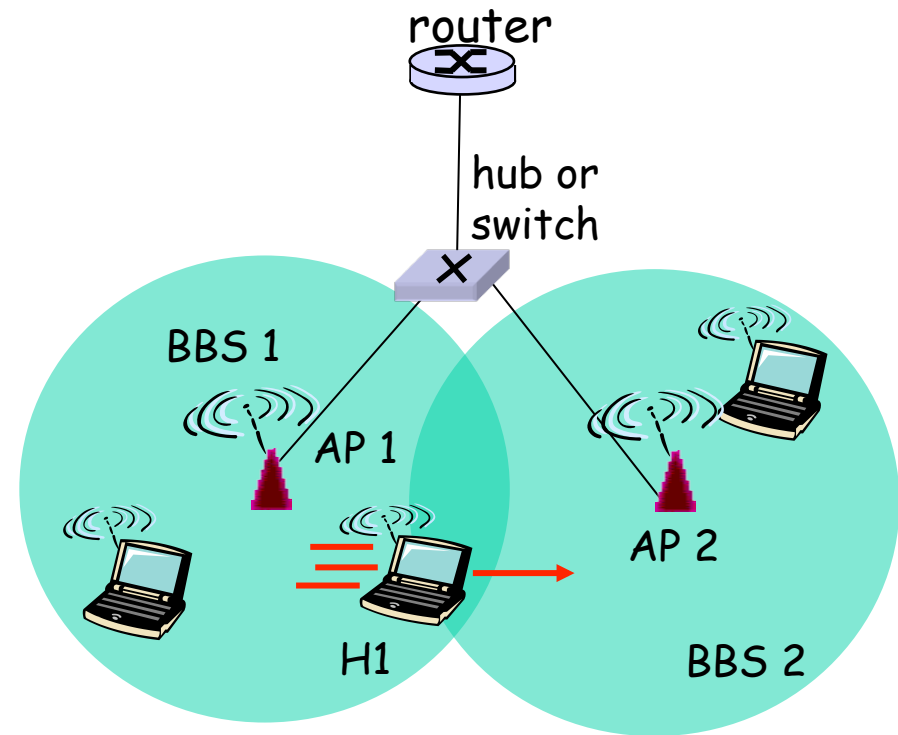


# 802.11 frame: more



# 802.11: mobility within same subnet

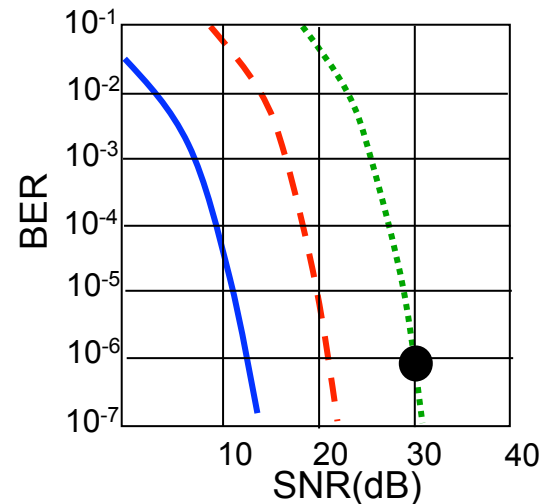
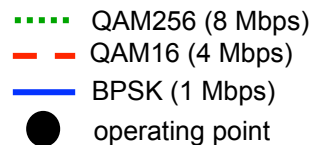
- ❑ H1 remains in same IP subnet: IP address can remain same
- ❑ switch: which AP is associated with H1?
  - self-learning (Ch. 5): switch will see frame from H1 and “remember” which switch port can be used to reach H1



# 802.11: advanced capabilities

## *Rate Adaptation*

- base station, mobile dynamically change transmission rate (physical layer modulation technique) as mobile moves, SNR varies



1. SNR decreases, BER increase as node moves away from base station
2. When BER becomes too high, switch to lower transmission rate but with lower BER

# 802.11: advanced capabilities

## *Power Management*

- ❑ node-to-AP: “I am going to sleep until next beacon frame”
  - AP knows not to transmit frames to this node
  - node wakes up before next beacon frame
- ❑ beacon frame: contains list of mobiles with AP-to-mobile frames waiting to be sent
  - node will stay awake if AP-to-mobile frames to be sent; otherwise sleep again until next beacon frame

# 802.11: advanced capabilities

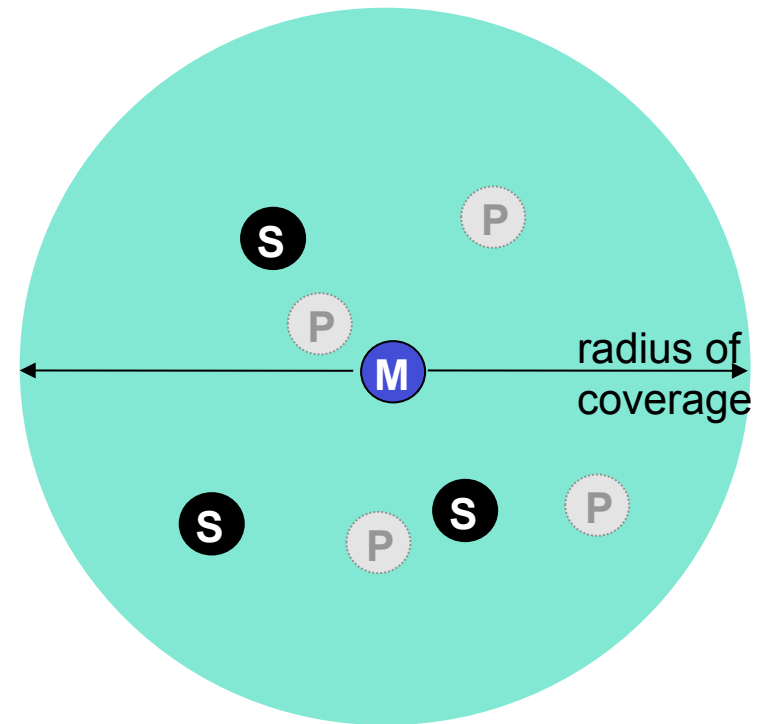
## *Power Management*

- ❑ node-to-AP: “I am going to sleep until next beacon frame”
  - AP knows not to transmit frames to this node
  - node wakes up before next beacon frame
- ❑ duty cycle: ON time/ON+OFF
  - 250 microseconds for waking up, similar to listen to the beacon and see whether should wake up =< 1milliseconds
  - 100 milliseconds as time between two beacons
  - <1% duty cycle



# 802.15: personal area network

- ❑ less than 10 m diameter
- ❑ replacement for cables (mouse, keyboard, headphones)
- ❑ ad hoc: no infrastructure
- ❑ master/slaves:
  - slaves request permission to send (to master)
  - master grants requests
- ❑ 802.15: evolved from Bluetooth specification
  - 2.4-2.5 GHz radio band
  - up to 721 kbps





- M Master device
- S Slave device
- P Parked device (inactive)

# Bluetooth (BT) History



- Named after a Danish Viking King who unified and controlled Denmark and Norway
  - BT aims at unifying telecom. and computing industries
- First standard release in 1999 (v 1.0)
- BT Special Interest Group counts over 1800 members, including Ericsson, Nokia, IBM, Intel, Toshiba, Microsoft, Lucent, 3Com, Motorola...
- All BT SIG members agree to provide key technologies for development, have BT license and BT brand for free

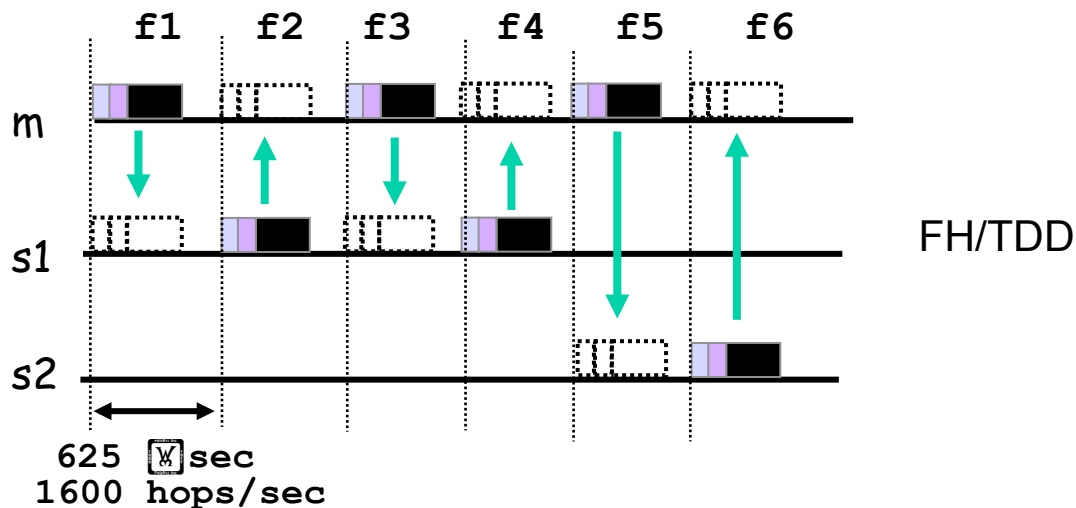
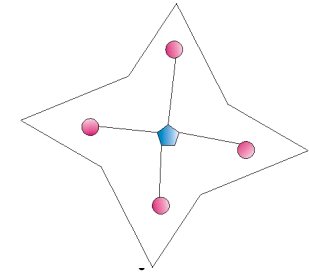
# Bluetooth Technology (BT):

- ❑ Wireless technology in the 2.4GHz, globally available, license free ISM (Industrial, Scientific and Medical) band, originally introduced for cable replacement    **must be low cost, reliable**
- ❑ 1MHz spaced channels, GFSK modulation     1Mb/s
- ❑ Frequency Hopping Spread Spectrum
  - Devices follow a FHSS sequence
  - Frequency used for transmission changes for every packet

low interference, security
- ❑ Time divided in slots (1 slot = 625  $\mu$ s)
- ❑ Packet size: 1, 3 or 5 slots
- ❑ Short range communication (10 - 100 m)

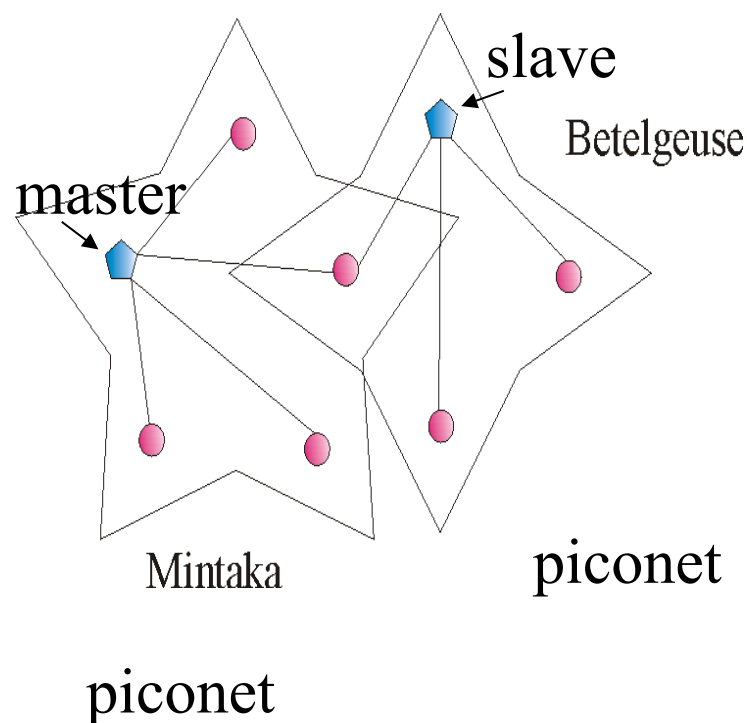
# Bluetooth: Piconets

- ❑ BT devices are organized in *piconets*, clusters of :
  - One master
  - Multiple slaves, no more than 7 actively communicating
- ❑ Synchronization based on master ID and clock
  - Based on the master ID and clock a frequency hopping sequence is computed → all devices in a piconet use the same sequence
- ❑ Master (M) - Slave (S) communication



# Bluetooth: Scatternets

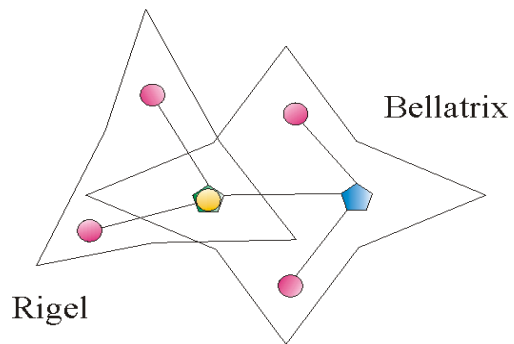
Figures from "Bluestar" description  
A possible scatternet formation protocol  
By Petrioli C. and Basagni S.



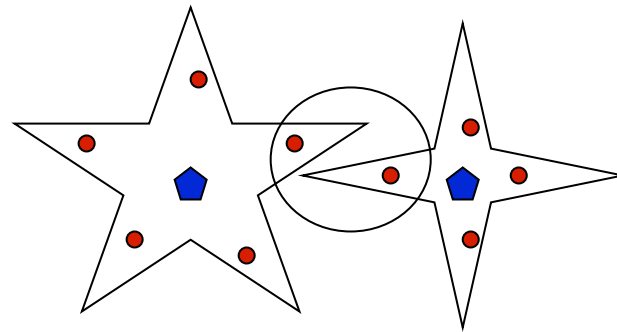
- ❑ Nodes can have multiple roles
- ❑ Nodes with multiple roles timeshare between multiple piconets
- ❑ A **scatternet** enables multi-hop communication

# Piconets Interconnection

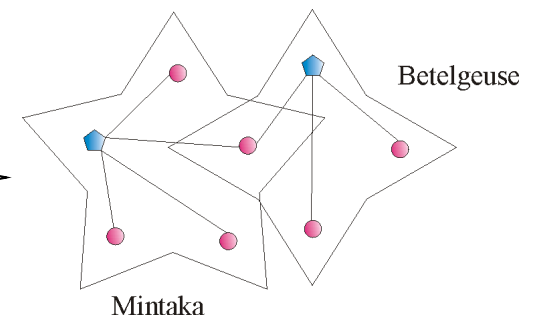
Problematic.  
Why?



master/slave



additional piconet  
interconnecting  
neighbor slaves



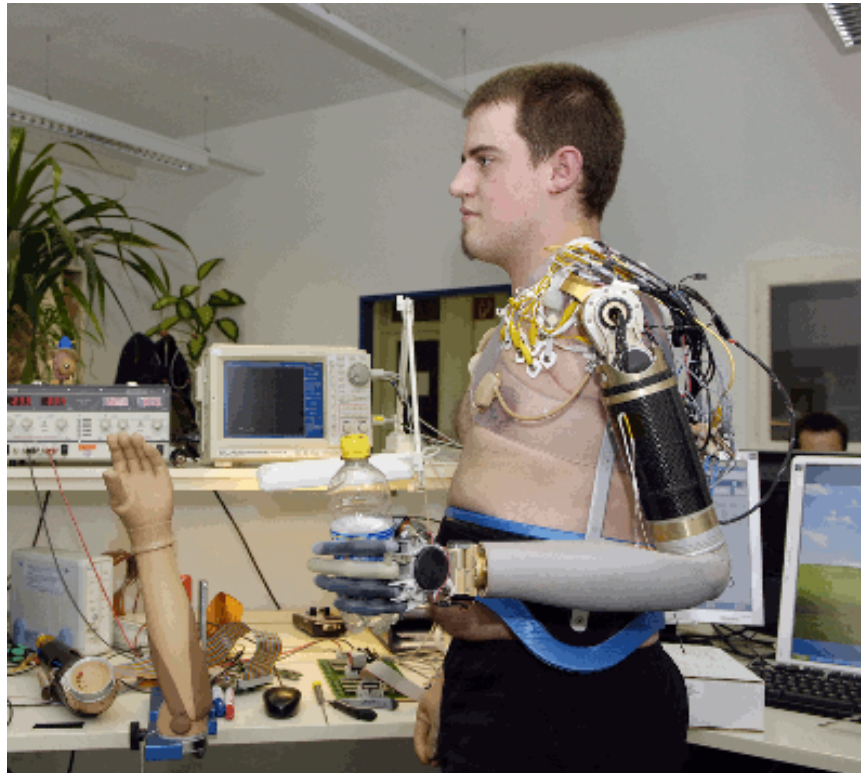
common slave



Efficiency

# Bluetooth applications

## Medical devices

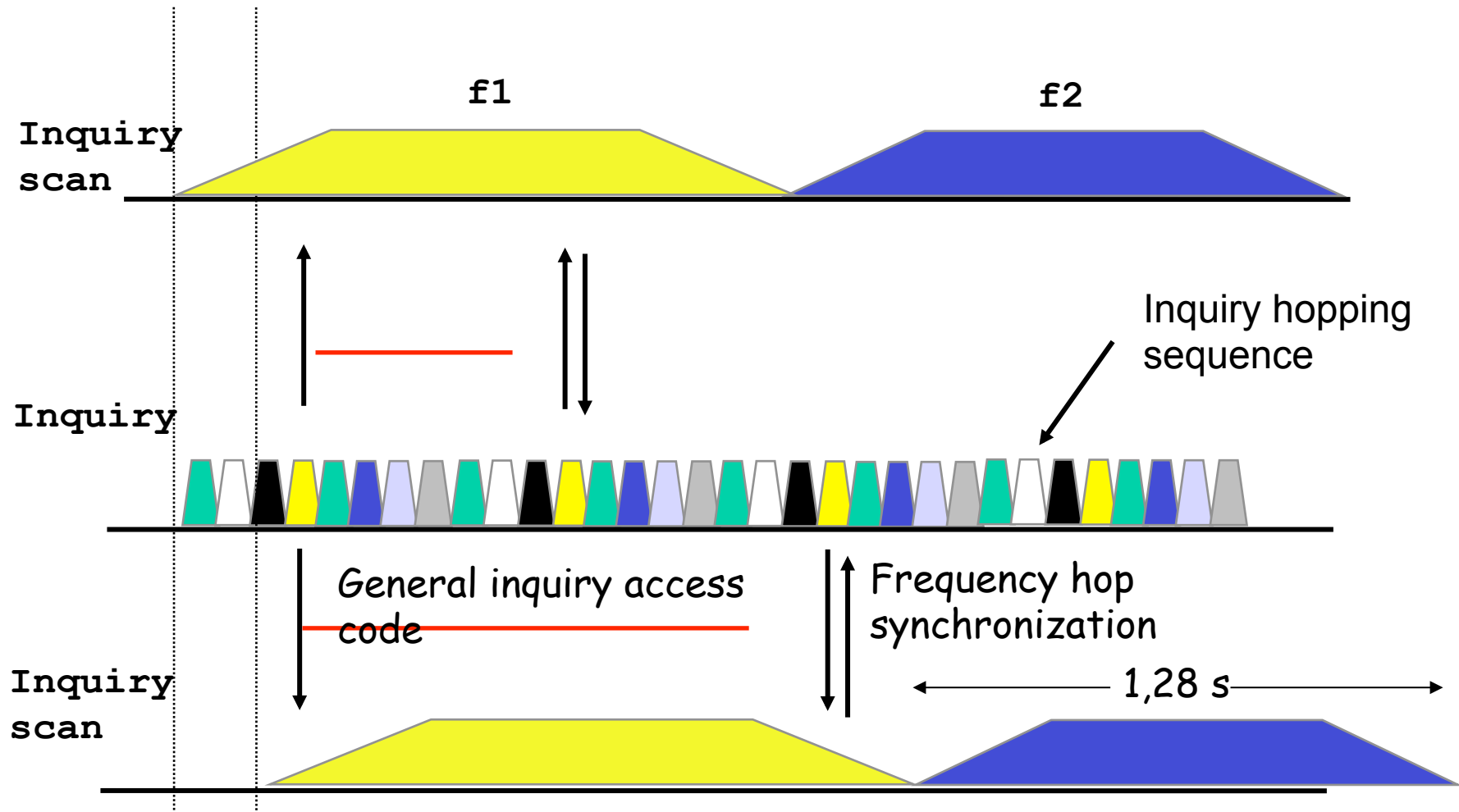


# Scatternet Formation

- ❑ Forming connected ad hoc networks of Bluetooth device
- ❑ Three major problems:
  - Device discovery → use BT standard procedures (inquiry and paging)
  - Piconet formation
  - Piconet interconnection

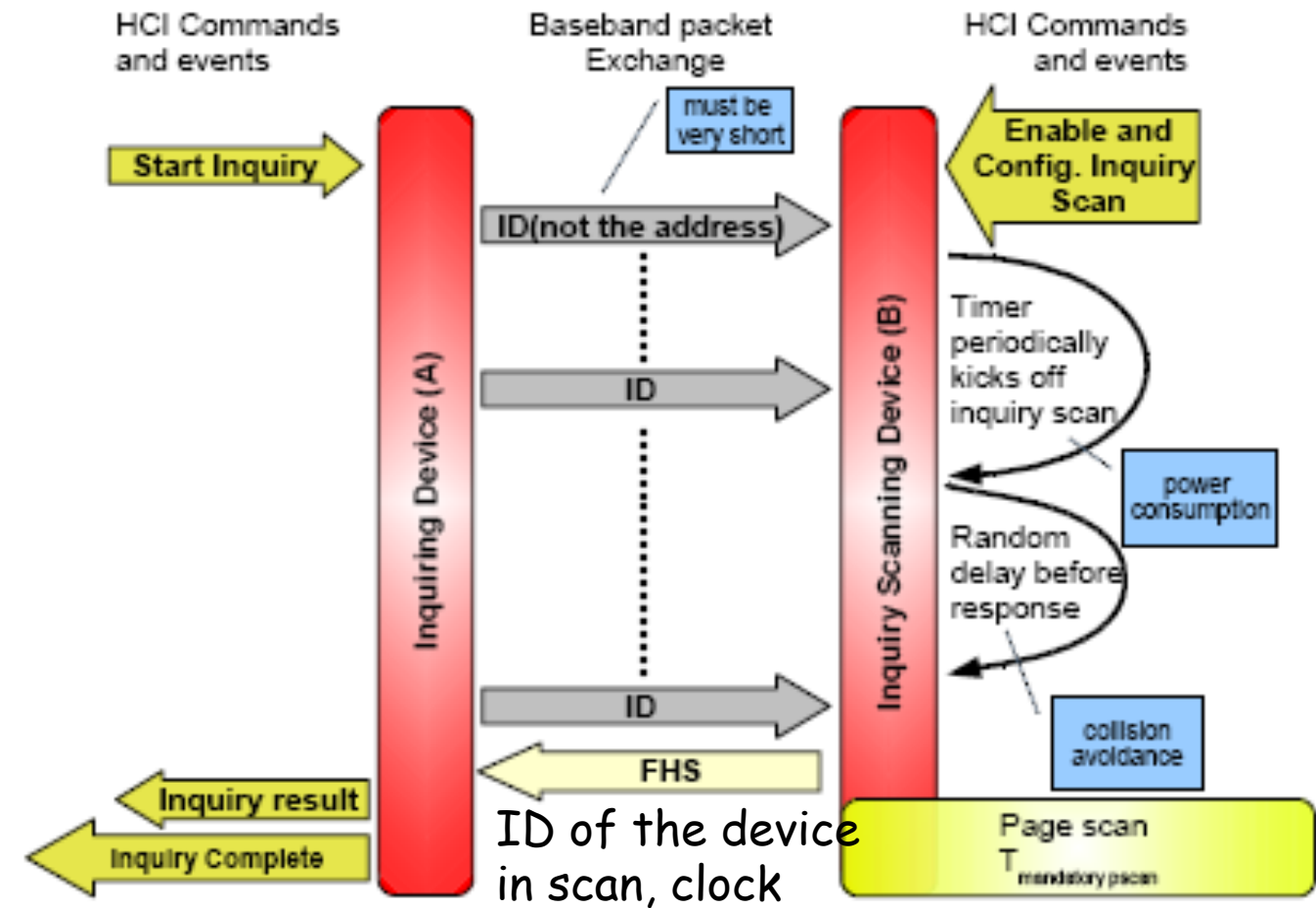


# Inquiry procedure



# Device Discovery

Asymmetry: A knows B, not viceversa

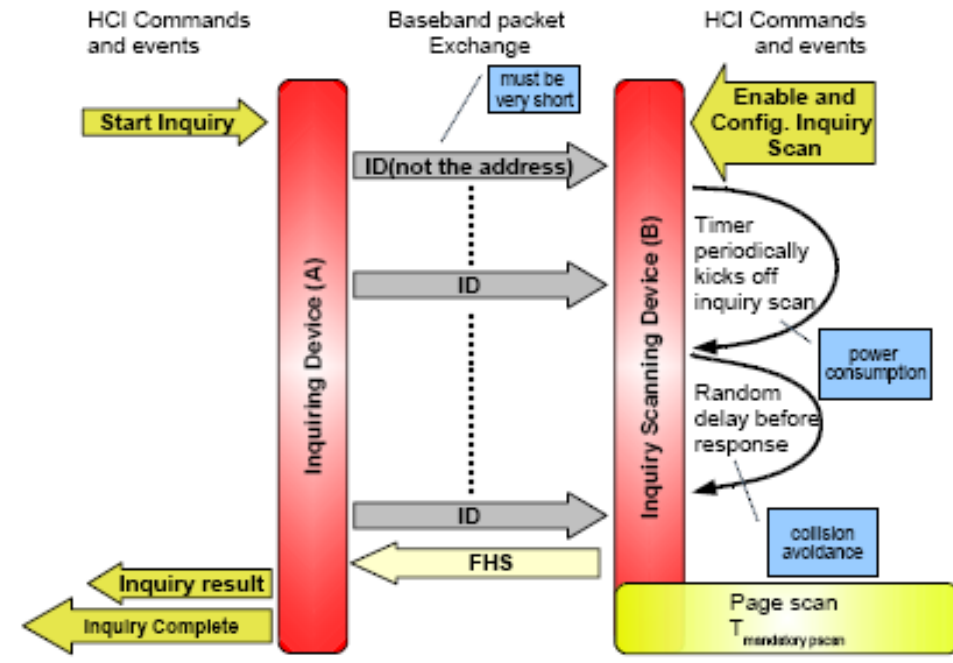


# Device discovery in BT standard

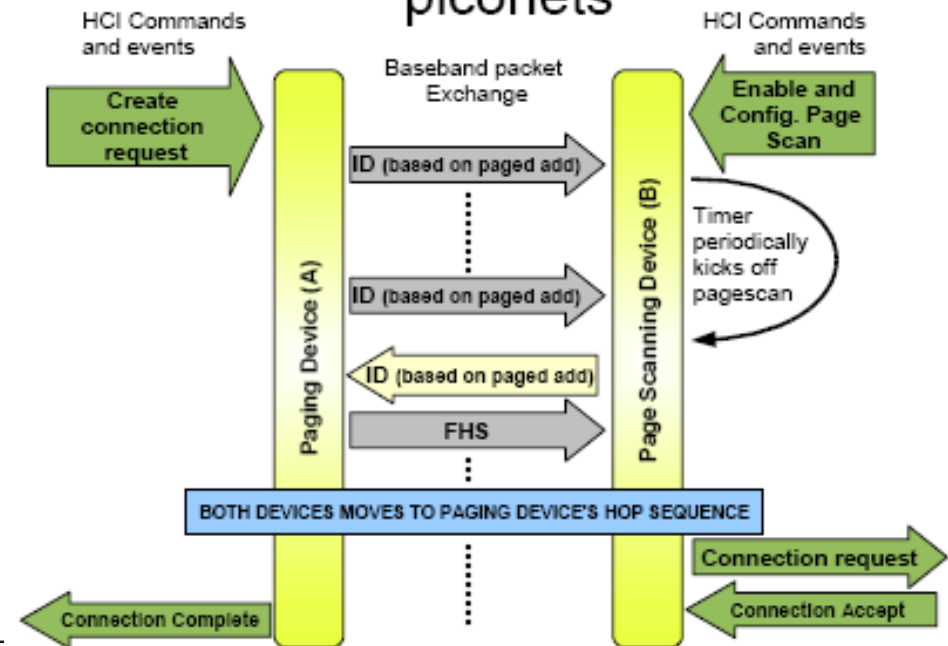
- Requires neighbor nodes to be in opposite modes (inquiry/inquiry scan)
- Leads to asymmetric neighbor discovery
  - The inquirer gather information on the neighbor BT clock and address, not viceversa

# Device Discovery

Asymmetry: A knows B, not viceversa



Breaking asymmetry: "temporary" piconets



# Symmetric device discovery

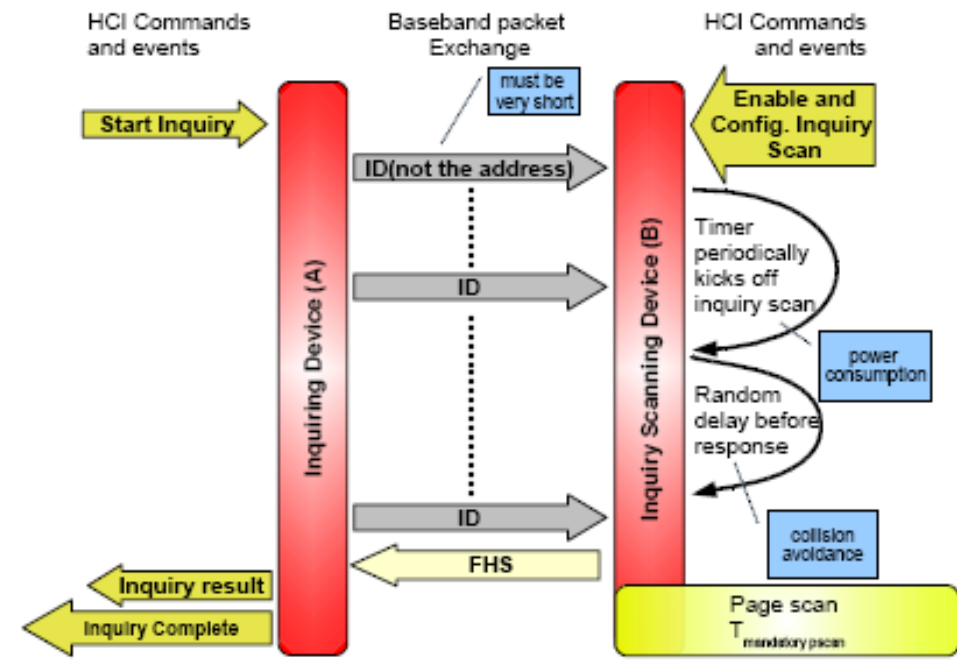
First proposed by Salonidis, Tassiulas, Baghwat, INFOCOM 2001



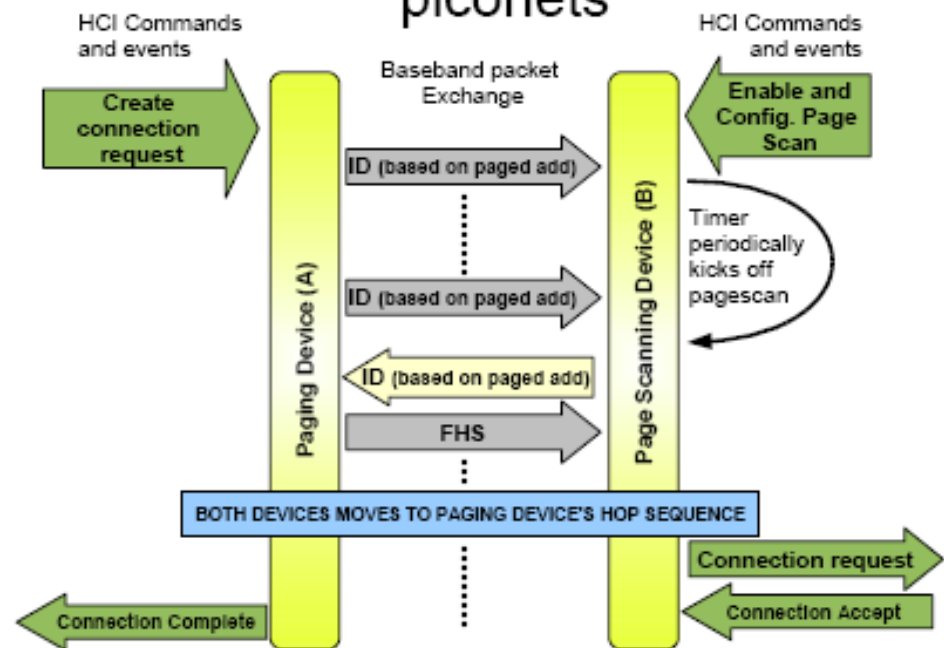
- Nodes alternate between inquiry and inquiry scan mode
- Random residence times in a mode
- Nodes perform standard inquiry (inquiry scan) procedures when in inquiry (inquiry scan) mode
- Idea: “two nodes discover each other when they are in opposite mode for sufficiently long time”

# Device Discovery

Asymmetry: A knows B, not viceversa



Breaking asymmetry: "temporary" piconets



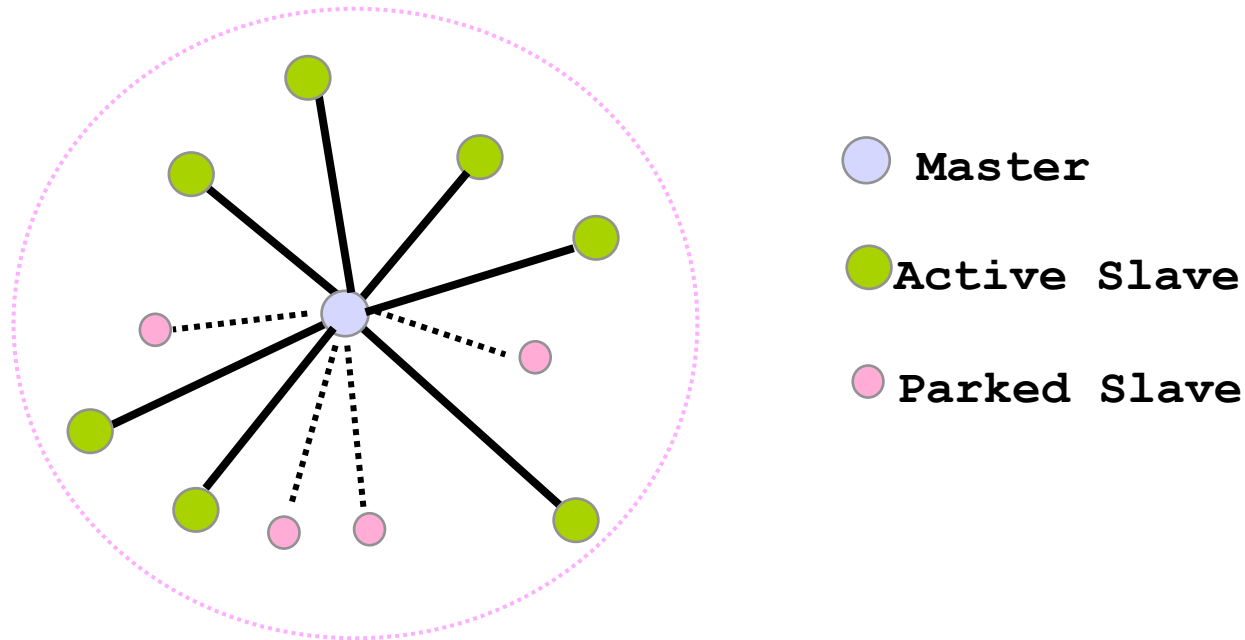
Nodes alternate between **inquiry** and **inquiry scan**, randomly selecting the lengths of these two phases



High probability that two nodes will be in opposite mode for enough time to discover each other → how long? Empirically 20s were shown enough...

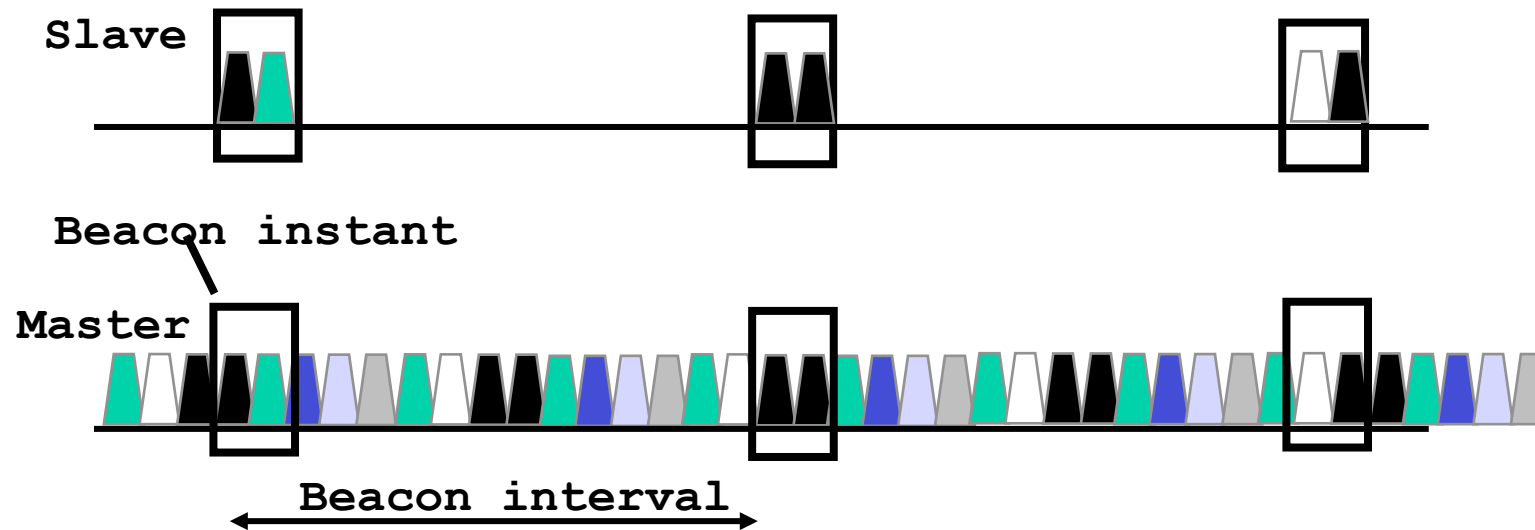
# Piconet formation

- Page - scan protocol
  - to establish links with nodes in proximity



# Low Power mode (Park)

(serve a gestire caso in cui una piconet abbia più di 7 slave)

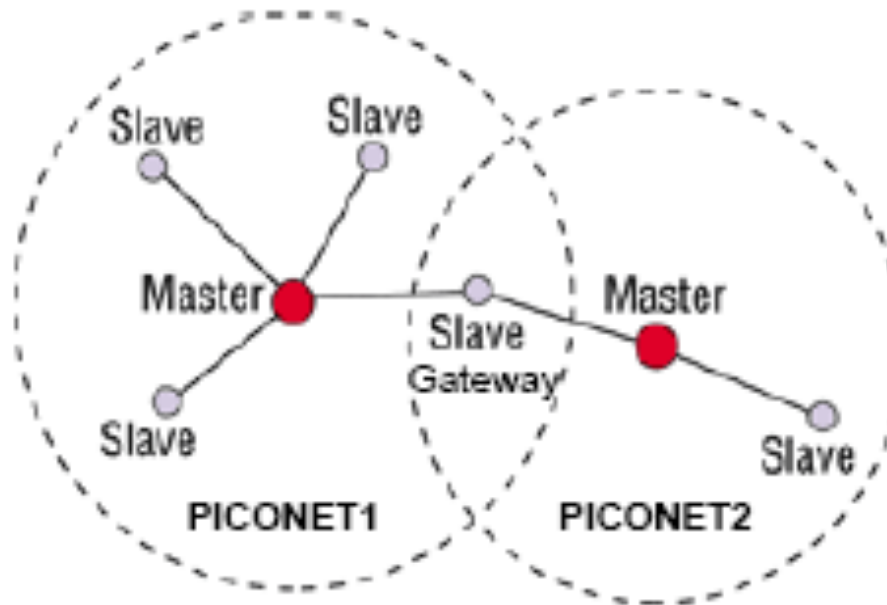


- ❑ Power saving + keep more than 7 slaves in a piconet
- ❑ Give up active member address, yet maintain synchronization
- ❑ Communication via broadcast LMP (Link manager protocol) messages



# Scatterner formation

## Bluetooth Scatternet Formation



Desiderabile  
Scatternets  
con piconet  
di dim.  $\leq 8$



# Scatternet formation protocols

- **Device Discovery** (make a node aware of its neighbors ID and weight)
- **Piconet Formation** (nodes are partitioned in clusters)
- **Piconet Interconnection** (in a connected scatternet)
  
- **A good scatternet formation protocol should:**
  - *Be fully distributed, rely on local info.*
  - *Generate connected scatternets*
  - *Be resilient to disconnection*
  - *Have piconets of bounded size (magic number 7)*
  - *Limit the number of intermediate gateways, avoid master-master direct interconnection, limit # of roles*
  - *Select masters on a resource based basis*
  - *Have multiple routes (for robustness)*
  - *Be self-healing*

**Scatternet formation in Bluetooth Networks, Basagni, Bruno, Petrioli  
Wiley IEEE Press, book on Ad Hoc Networks (uploaded to the web site).**

# Scheduling and Routing

- ❑ Once a scatternet is formed, gateways must be **scheduled**
  - Determine when and for how long they reside as active slaves in their piconets
    - **Interpiconet scheduling**
  - Determine the polling scheme to adopt in each piconet (Intra-piconet scheduling)
    - Accounting for node availability in the piconet
    - Being able to adapt to traffic while ensuring fairness
      - credit based schemes
  - In case of a scatternet also routing solutions should be adopted
    - Major objective: Load balancing in a limited data rate technology

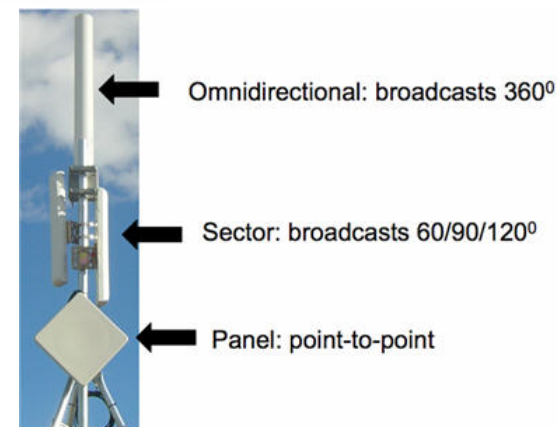
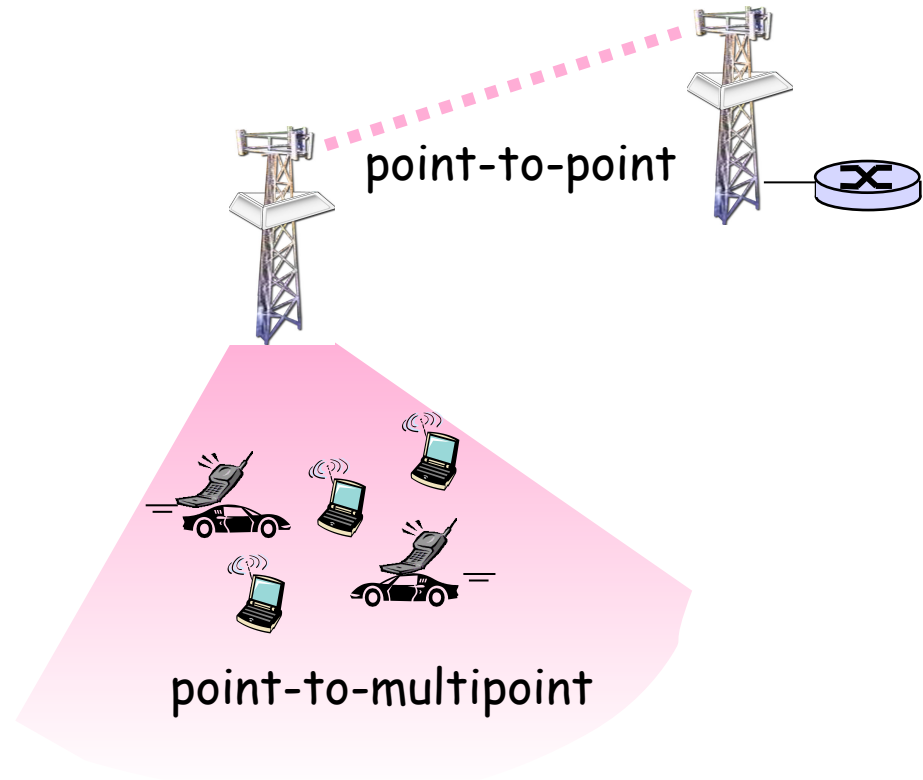
# Bluetooth in a Nutshell

- ❑ Not trivial to go from a piconet to a scatternet operation
  - ❑ Some problems related to standard implementations
    - which do not allow devices to select the inquiry train
    - which do not allow nodes to fast move from inquiry to page
    - some pseudorandom generation problems and link instability problems
- have compromised performance wrt what is possible with the standard
- ❑ Bluetooth evolution on going
  - ❑ Used especially in mobile health applications in addition to cable replacement



# 802.16: WiMAX

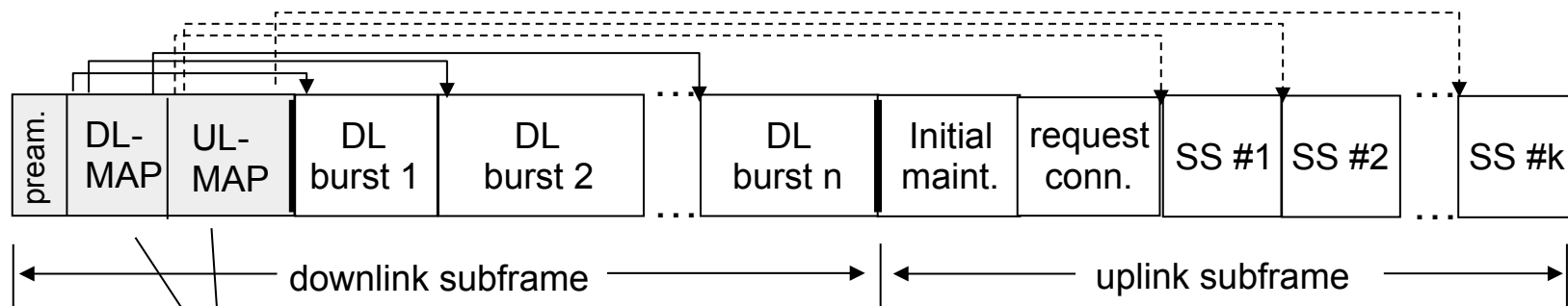
- ❑ like 802.11 & cellular:
  - base station model
  - transmissions to/from base station by hosts with omnidirectional antenna
  - base station-to-base station backhaul with point-to-point antenna
- ❑ unlike 802.11:
  - range ~ 6 miles (“city rather than coffee shop”) Wireless MAN
  - ~14 Mbps



# 802.16: WiMAX: downlink, uplink scheduling

Separation of uplink and downlink either in TDD or FDD

- ❑ transmission frame
  - down-link subframe: base station to node
  - uplink subframe: node to base station



base station tells nodes who will get to receive (DL map), and which phy (modulation) and data link (FEC) parameters to use per burst, and who will get to send (UL map), and when

- ❑ WiMAX standard provide mechanism for scheduling, but not scheduling algorithm

# Chapter 6 outline

## 6.1 Introduction

### Wireless

- ❑ 6.2 Wireless links, characteristics
- ❑ 6.3 IEEE 802.11 wireless LANs (“wi-fi”)
- ❑ 6.4 Cellular Internet Access
  - architecture
  - standards (e.g., GSM)

### Mobility

- ❑ 6.5 Principles: addressing and routing to mobile users
- ❑ 6.6 Mobile IP
- ❑ 6.7 Handling mobility in cellular networks
- ❑ 6.8 Mobility and higher-layer protocols

## 6.9 Summary



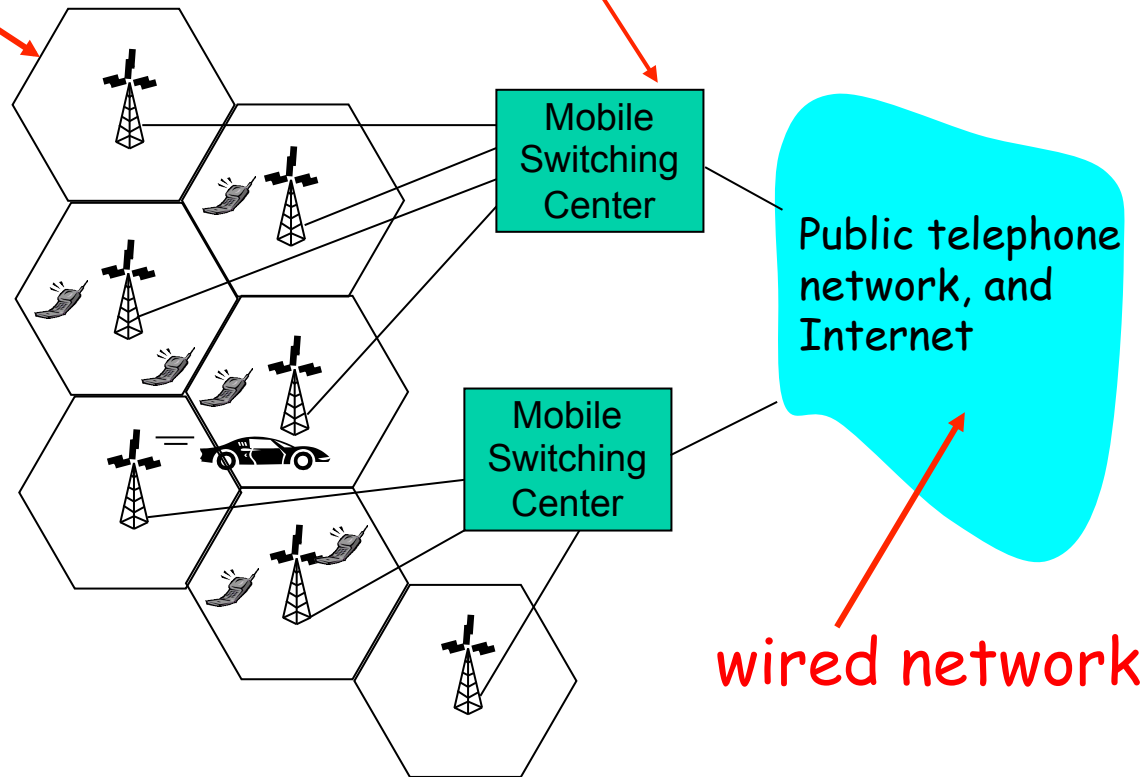
# Components of cellular network architecture

## cell

- covers geographical region
- *base station* (BS) analogous to 802.11 AP
- *mobile users* attach to network through BS
- *air-interface*: physical and link layer protocol between mobile and BS

## MSC

- connects cells to wide area net
- manages call setup (more later!)
- handles mobility (more later!)

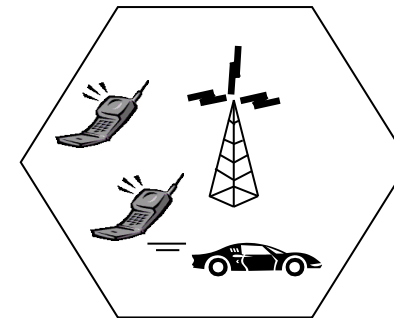


wired network

# Cellular networks: the first hop

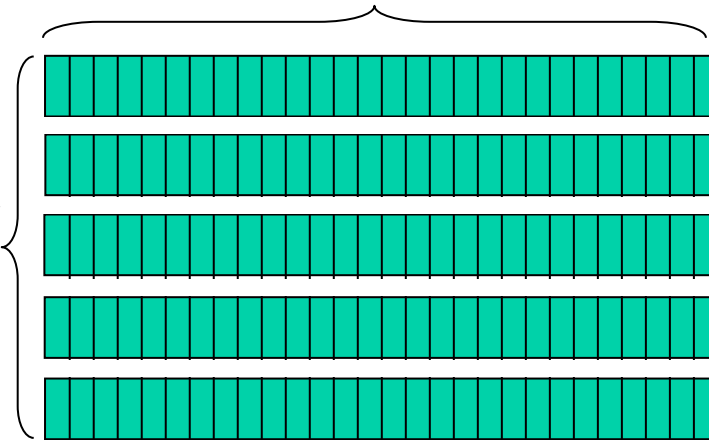
Two techniques for sharing mobile-to-BS radio spectrum

- **combined FDMA/TDMA:** divide spectrum in frequency channels, divide each channel into time slots
- **CDMA:** code division multiple access



time slots

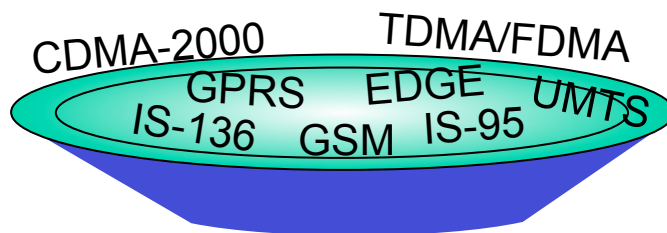
frequency bands



# Cellular standards: brief survey

## 2G systems: voice channels

- ❑ IS-136 TDMA: combined FDMA/TDMA (north america)
- ❑ GSM (global system for mobile communications): combined FDMA/TDMA
  - most widely deployed
- ❑ IS-95 CDMA: code division multiple access



Don't drown in a bowl of alphabet soup: use this for reference only

# Cellular standards: brief survey

## 2.5 G systems: voice and data channels

- ❑ for those who can't wait for 3G service: 2G extensions
- ❑ general packet radio service (GPRS)
  - evolved from GSM
  - data sent on multiple channels (if available)
- ❑ enhanced data rates for global evolution (EDGE)
  - also evolved from GSM, using enhanced modulation
  - data rates up to 384K
- ❑ CDMA-2000 (phase 1)
  - data rates up to 144K
  - evolved from IS-95

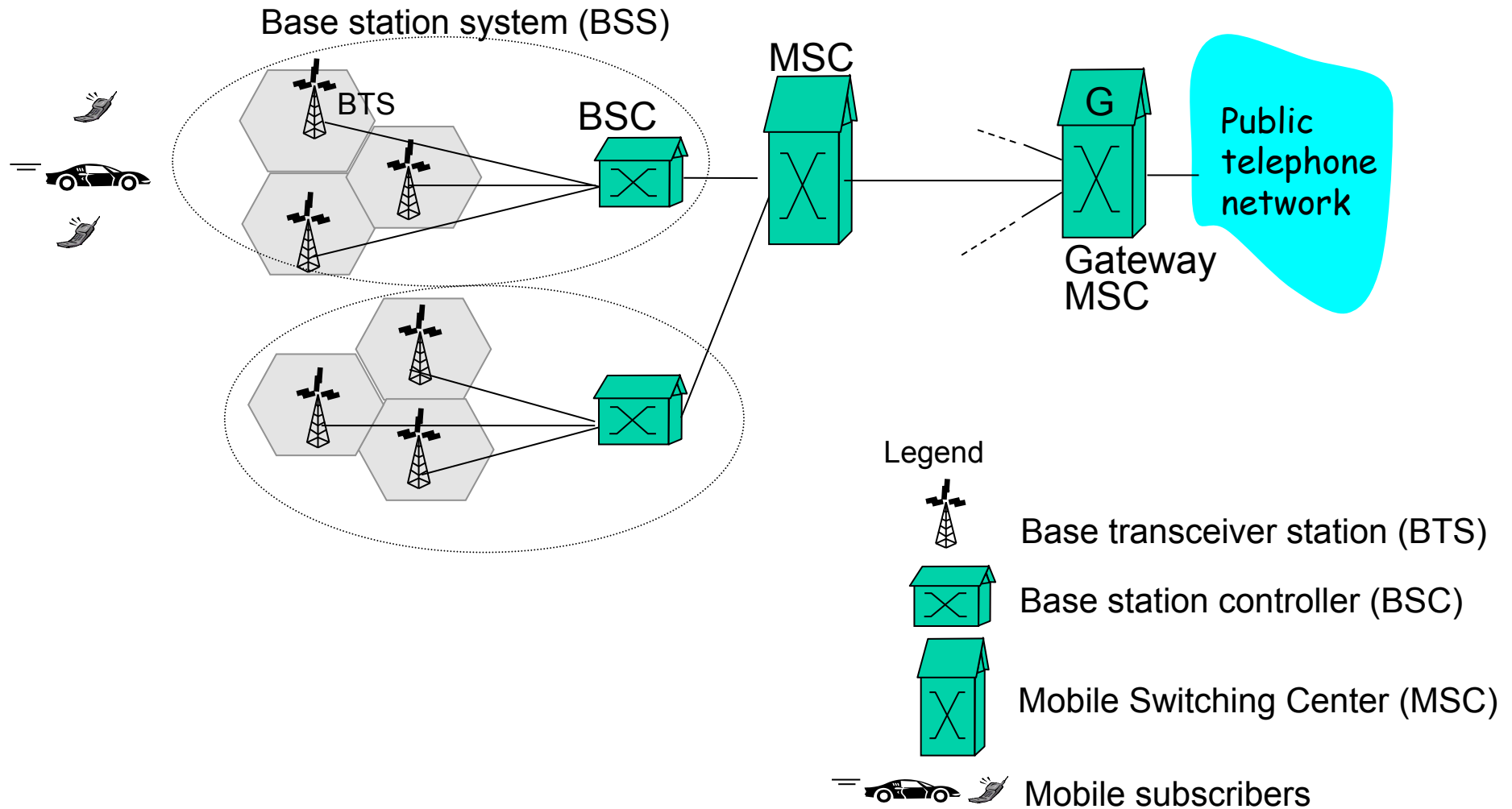
# Cellular standards: brief survey

**3G systems:** voice/data

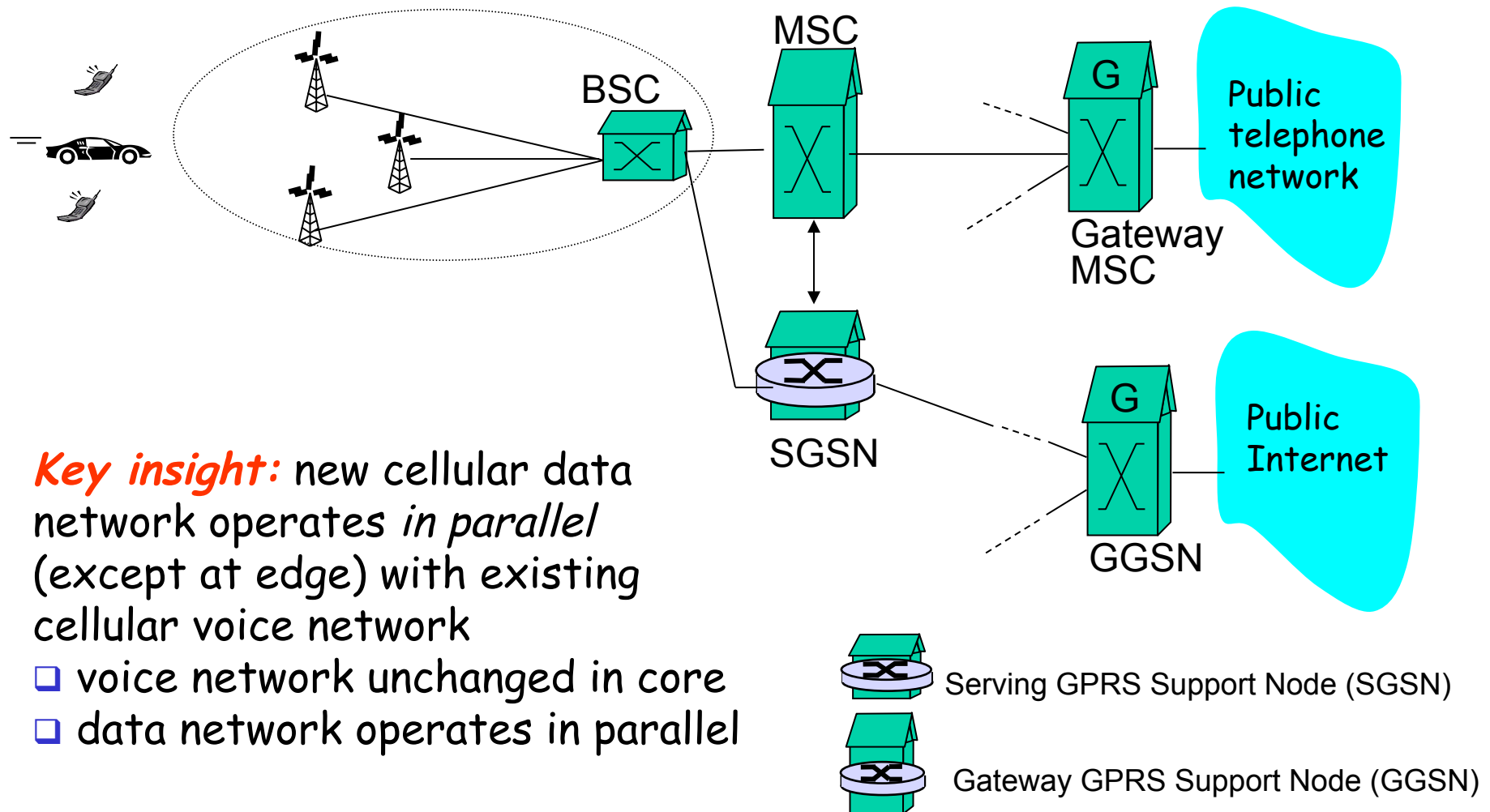
- ❑ Universal Mobile Telecommunications Service (UMTS)
  - data service: High Speed Uplink/Downlink packet Access (HSDPA/HSUPA): 3 Mbps
- ❑ CDMA-2000: CDMA in TDMA slots
  - data service: 1xEvolution Data Optimized (1xEVDO) up to 14 Mbps

..... more (and more interesting) cellular topics due to mobility (stay tuned for details)

# 2G (voice) network architecture



## 2.5G (voice+data) network architecture



# Chapter 6 outline

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  - architecture
  - standards (e.g., GSM)

### Mobility

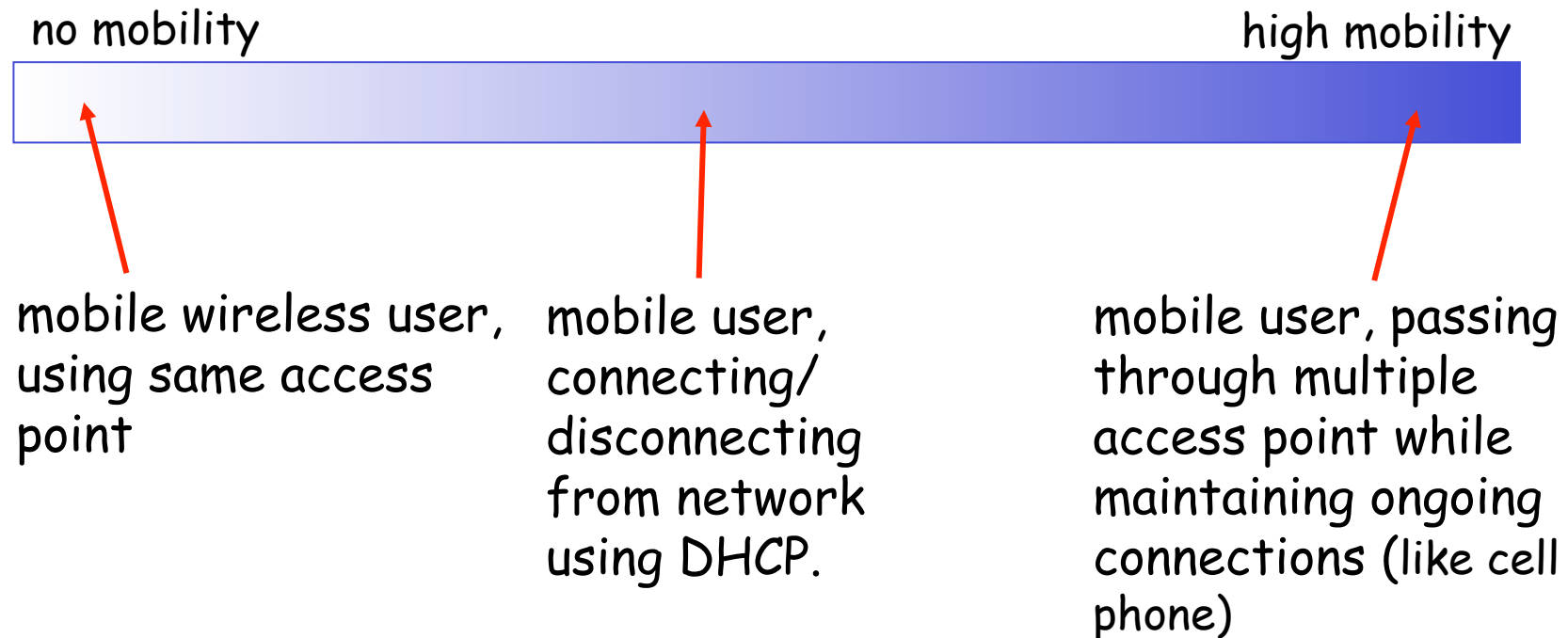
- ❑ 6.5 Principles: addressing and routing to mobile users
- ❑ 6.6 Mobile IP
- ❑ 6.7 Handling mobility in cellular networks
- ❑ 6.8 Mobility and higher-layer protocols

## 6.9 Summary



# What is mobility?

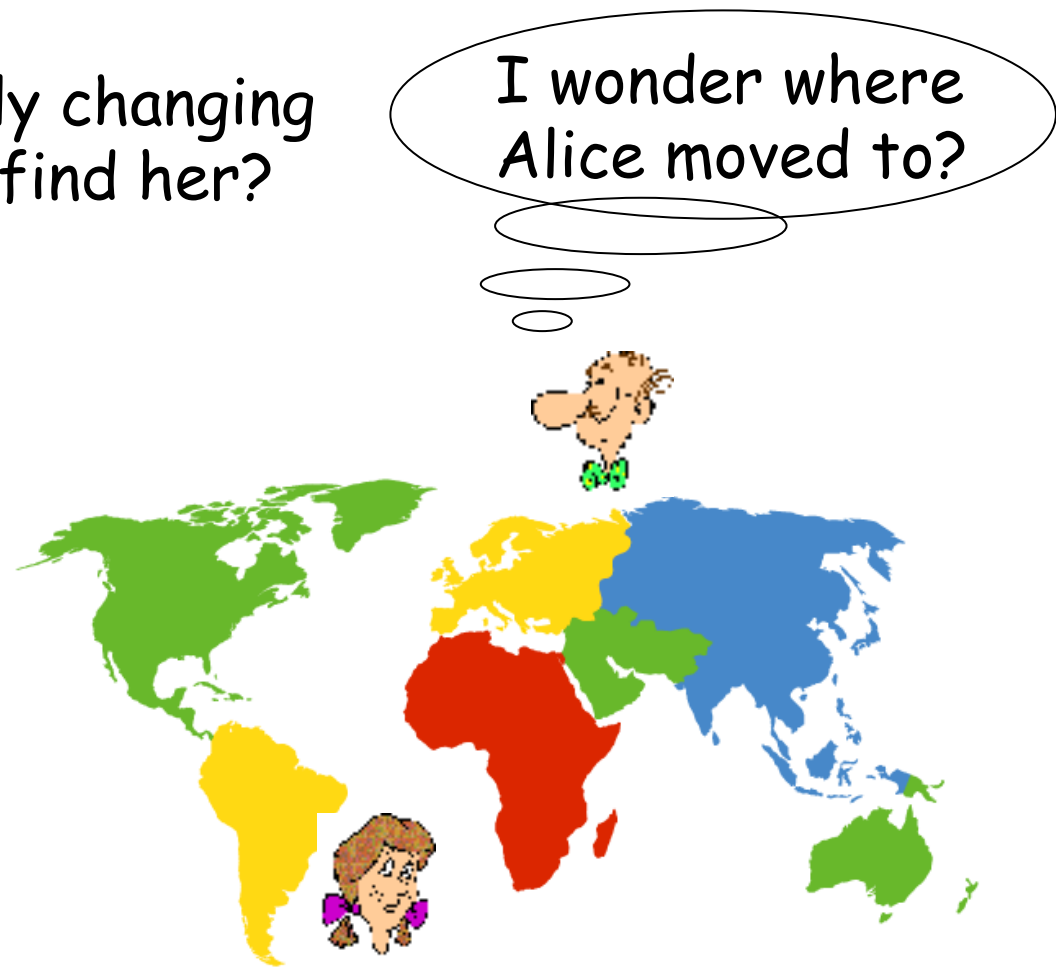
- spectrum of mobility, from the *network* perspective:



## How do *you* contact a mobile friend:

Consider friend frequently changing addresses, how do you find her?

- ☐ search all phone books?
- ☐ call her parents?
- ☐ expect her to let you know where he/she is?



# Mobility: approaches

- ❑ *Let routing handle it:* routers advertise permanent address of mobile-nodes-in-residence via usual routing table exchange.
  - routing tables indicate where each mobile located
  - no changes to end-systems
- ❑ *Let end-systems handle it:*
  - *indirect routing:* communication from correspondent to mobile goes through home agent, then forwarded to remote
  - *direct routing:* correspondent gets foreign address of mobile, sends directly to mobile

# Mobility: approaches

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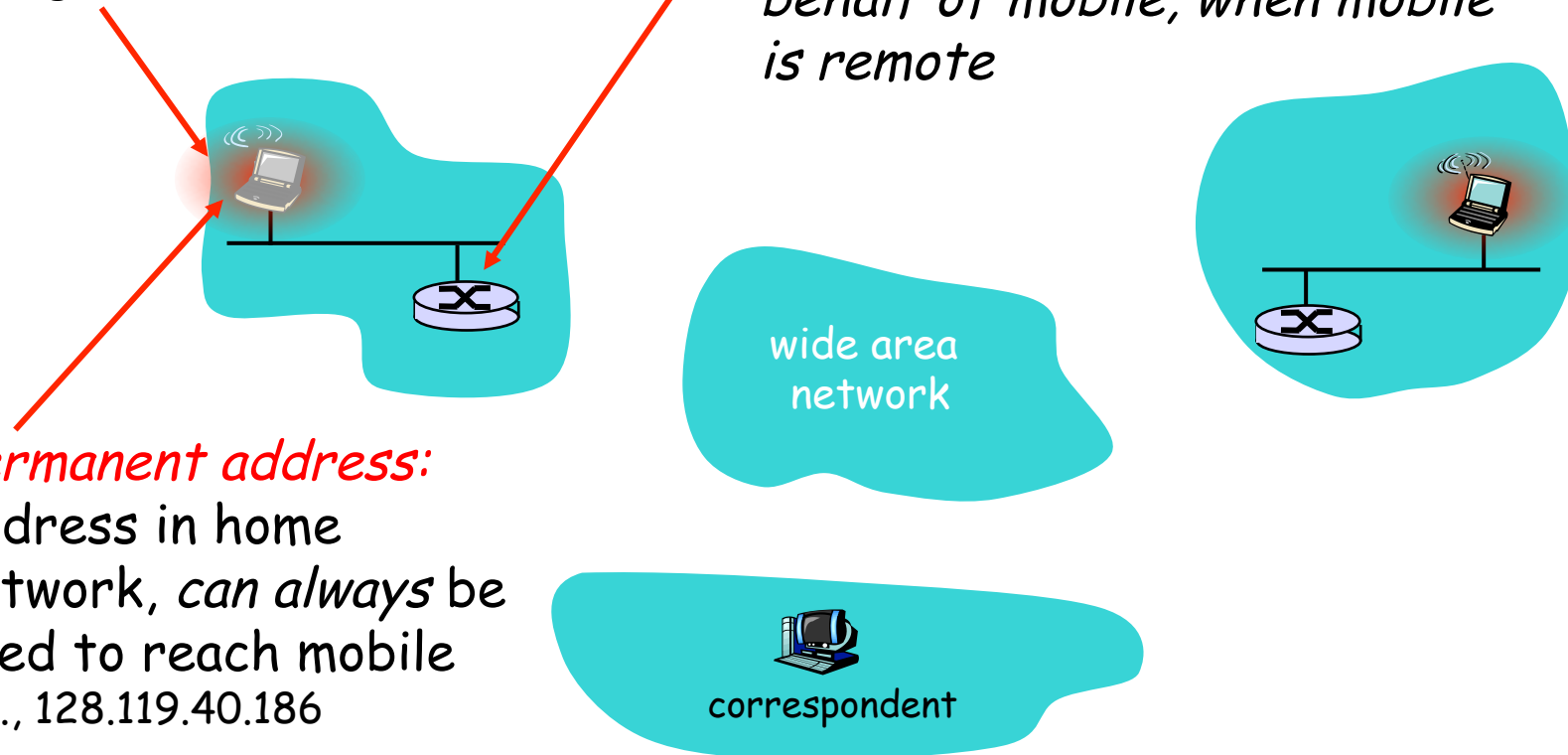
not  
scalable  
to millions of  
mobiles

# Mobility: Vocabulary

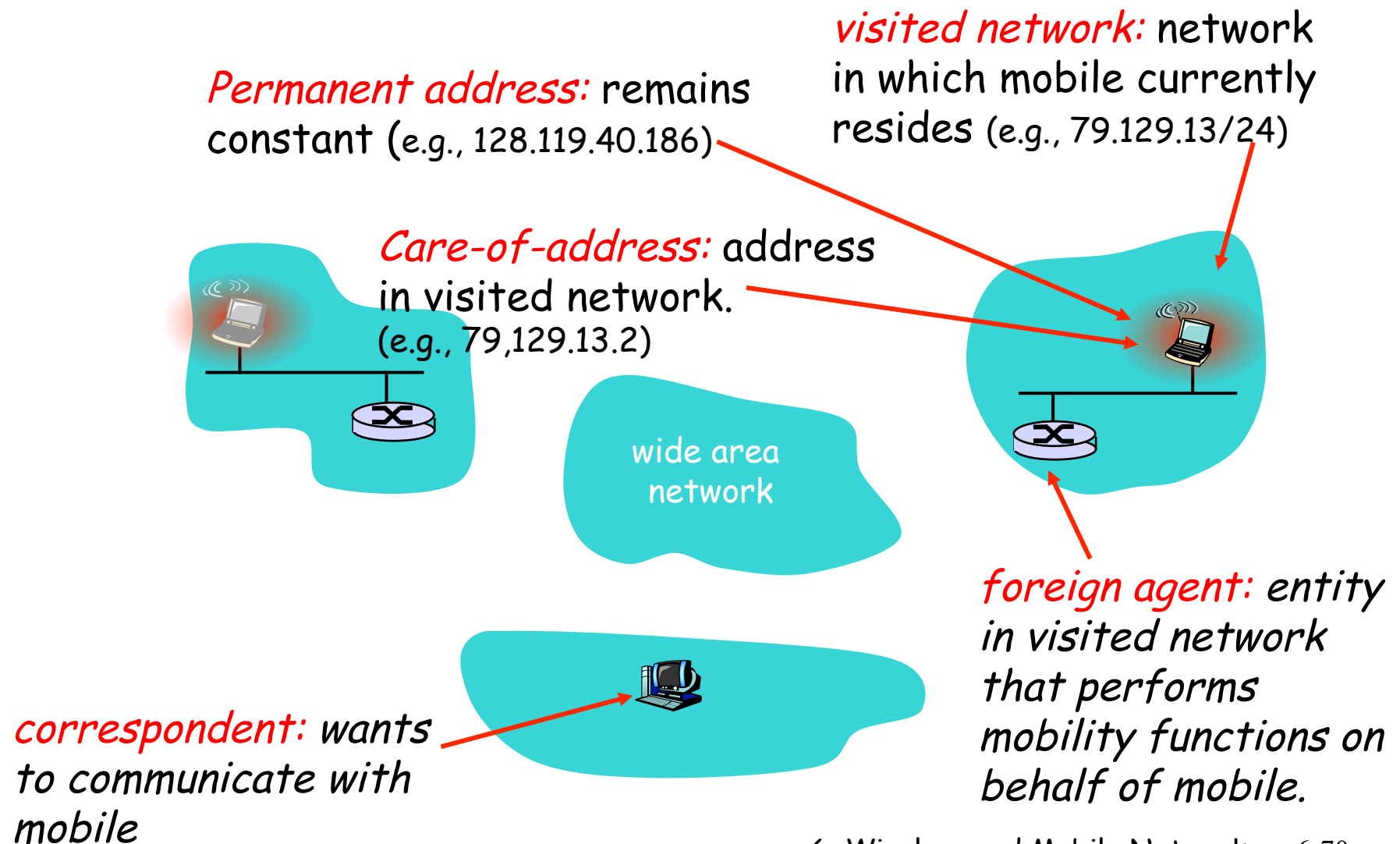
*home network:* permanent  
“home” of mobile  
(e.g., 128.119.40/24)

*home agent:* entity that will  
perform mobility functions on  
behalf of mobile, when mobile  
is remote

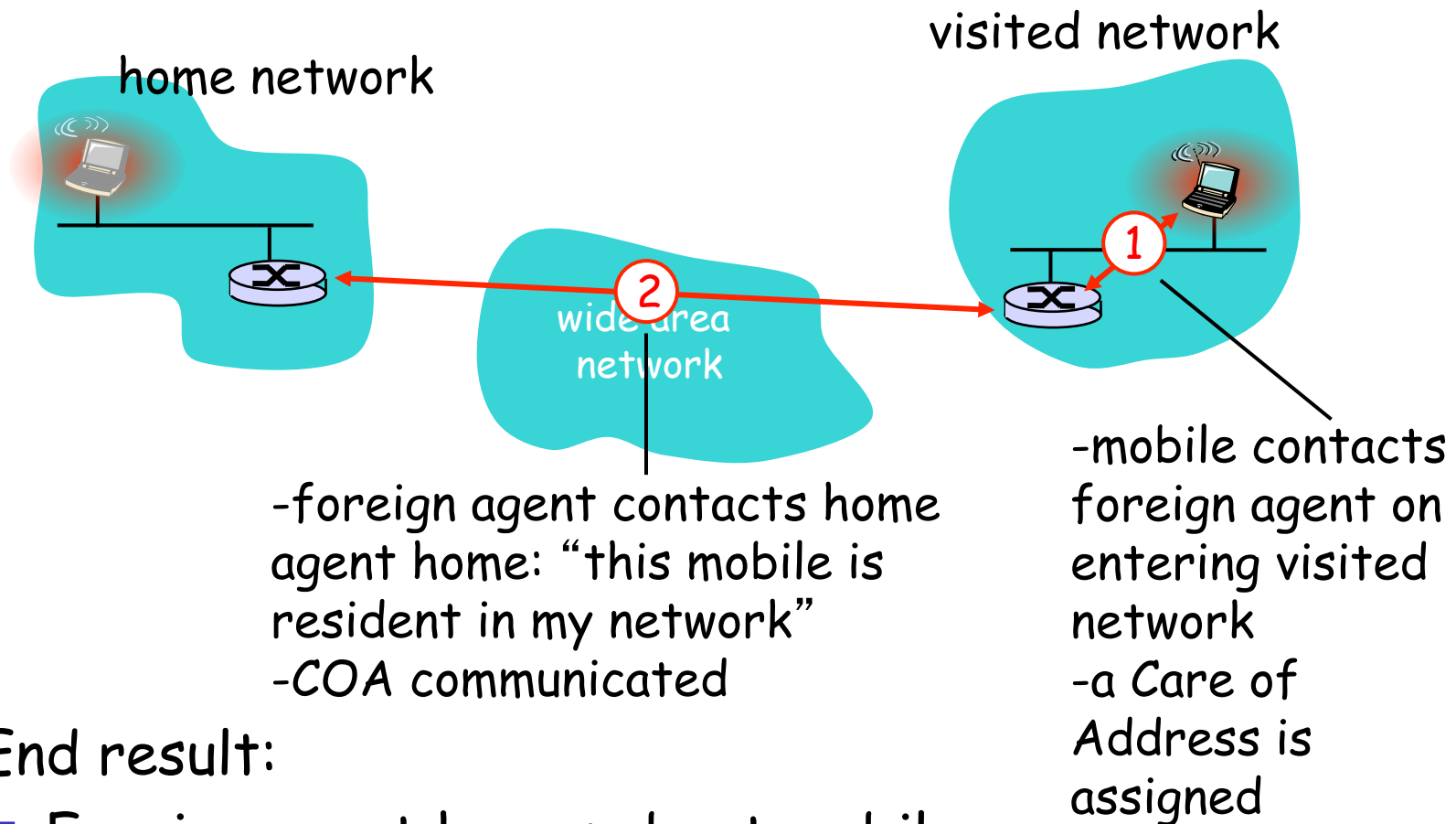
*Permanent address:*  
address in home  
network, *can always* be  
used to reach mobile  
e.g., 128.119.40.186



# Mobility: more vocabulary



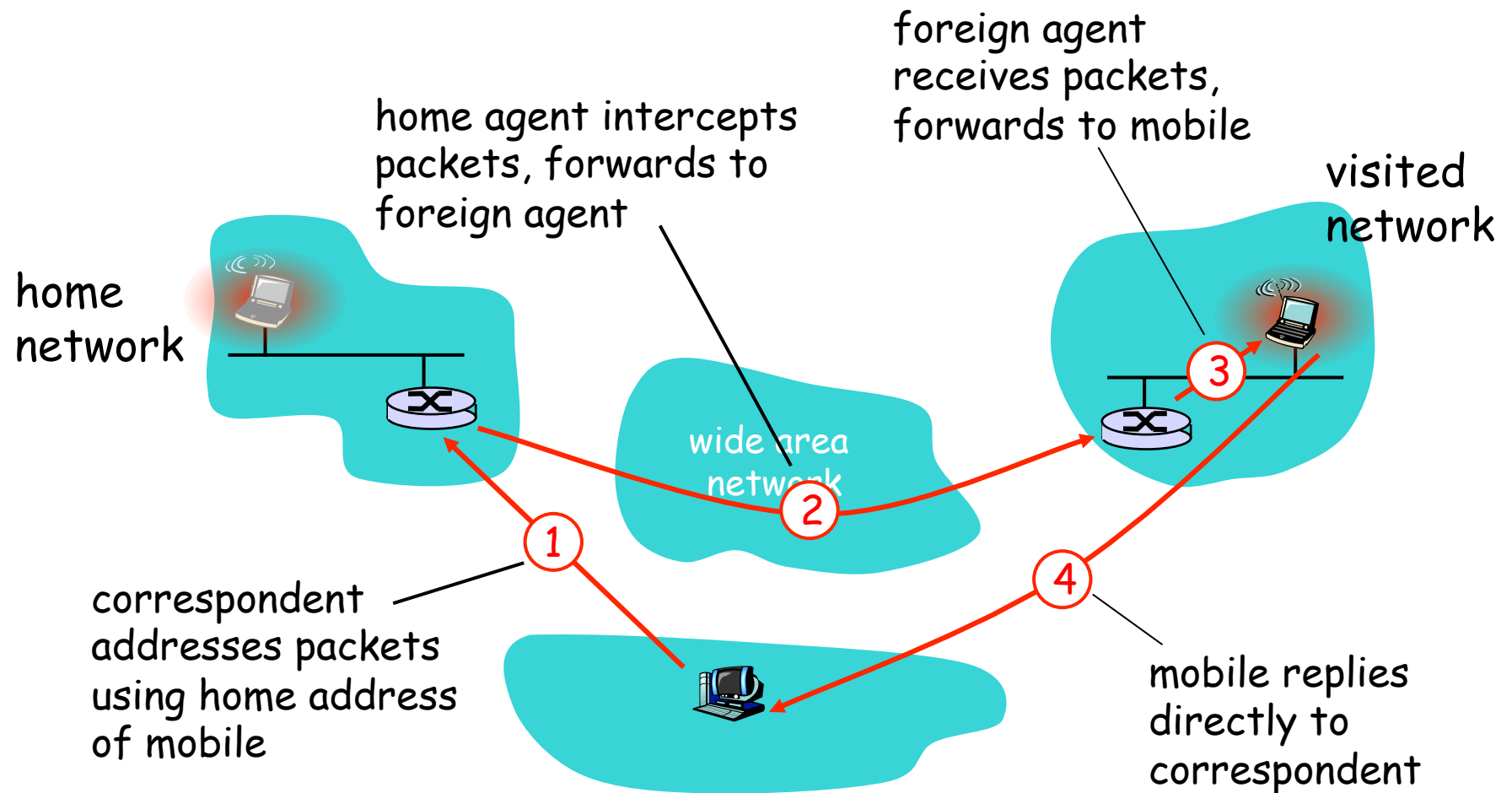
# Mobility: registration



End result:

- ❑ Foreign agent knows about mobile
- ❑ Home agent knows location of mobile

# Mobility via Indirect Routing

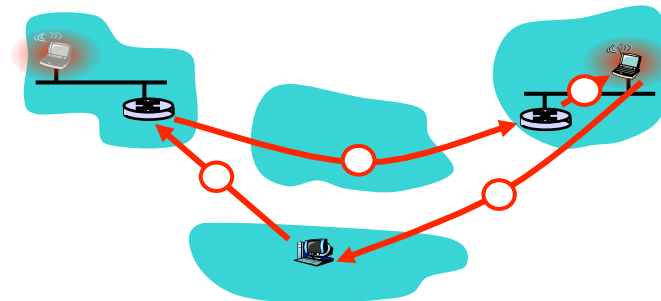


Step 2: datagram transmitted by sources is encapsulated in a datagram transmitted by the home agent to the COA



# Indirect Routing: comments

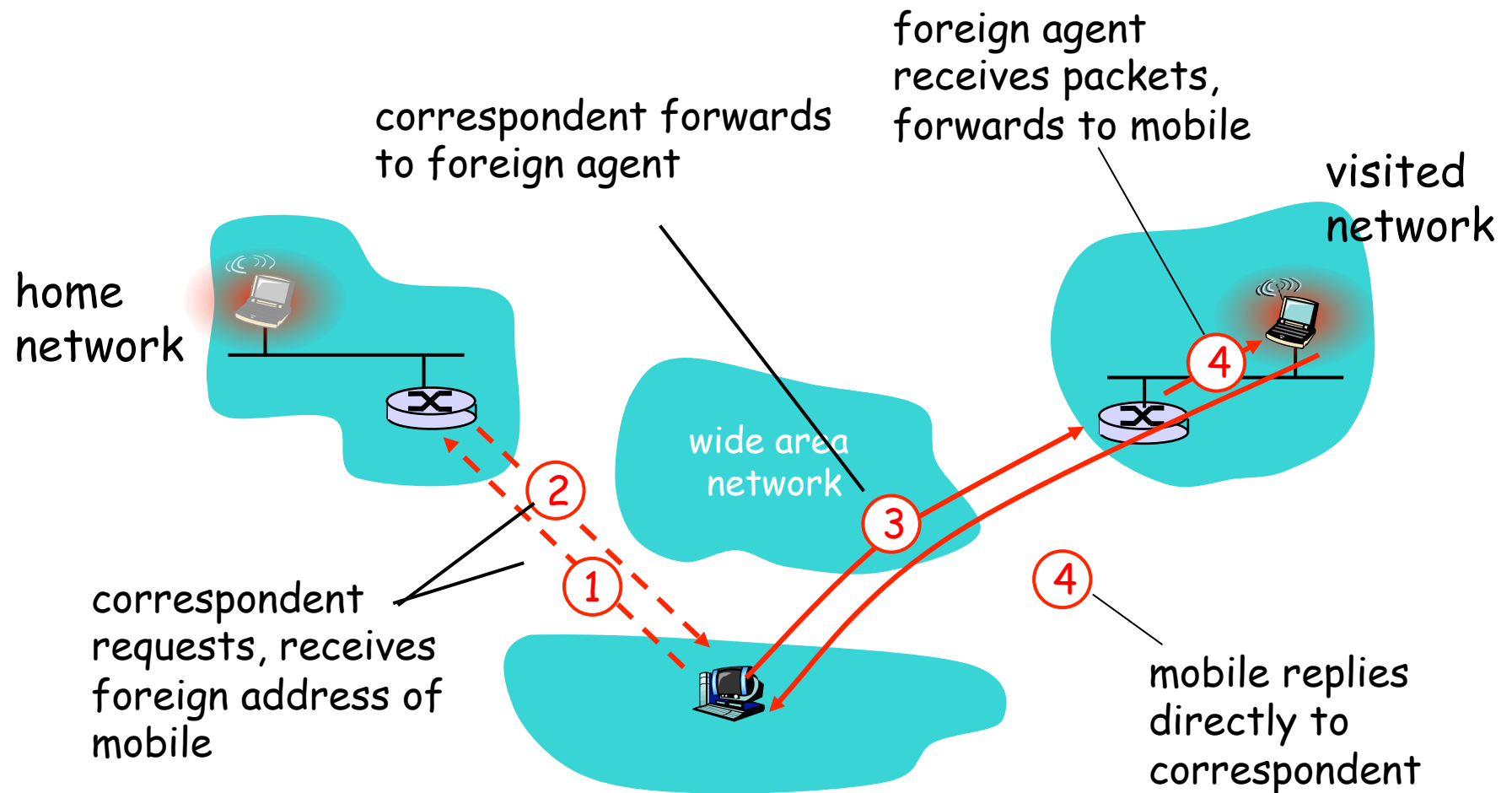
- ❑ Mobile uses two addresses:
  - **permanent address**: used by correspondent (hence mobile location is *transparent* to correspondent)
  - **care-of-address**: used by home agent to forward datagrams to mobile
- ❑ foreign agent functions may be done by mobile itself
- ❑ **triangle routing**: correspondent-home-network-mobile
  - inefficient when correspondent, mobile are in same network



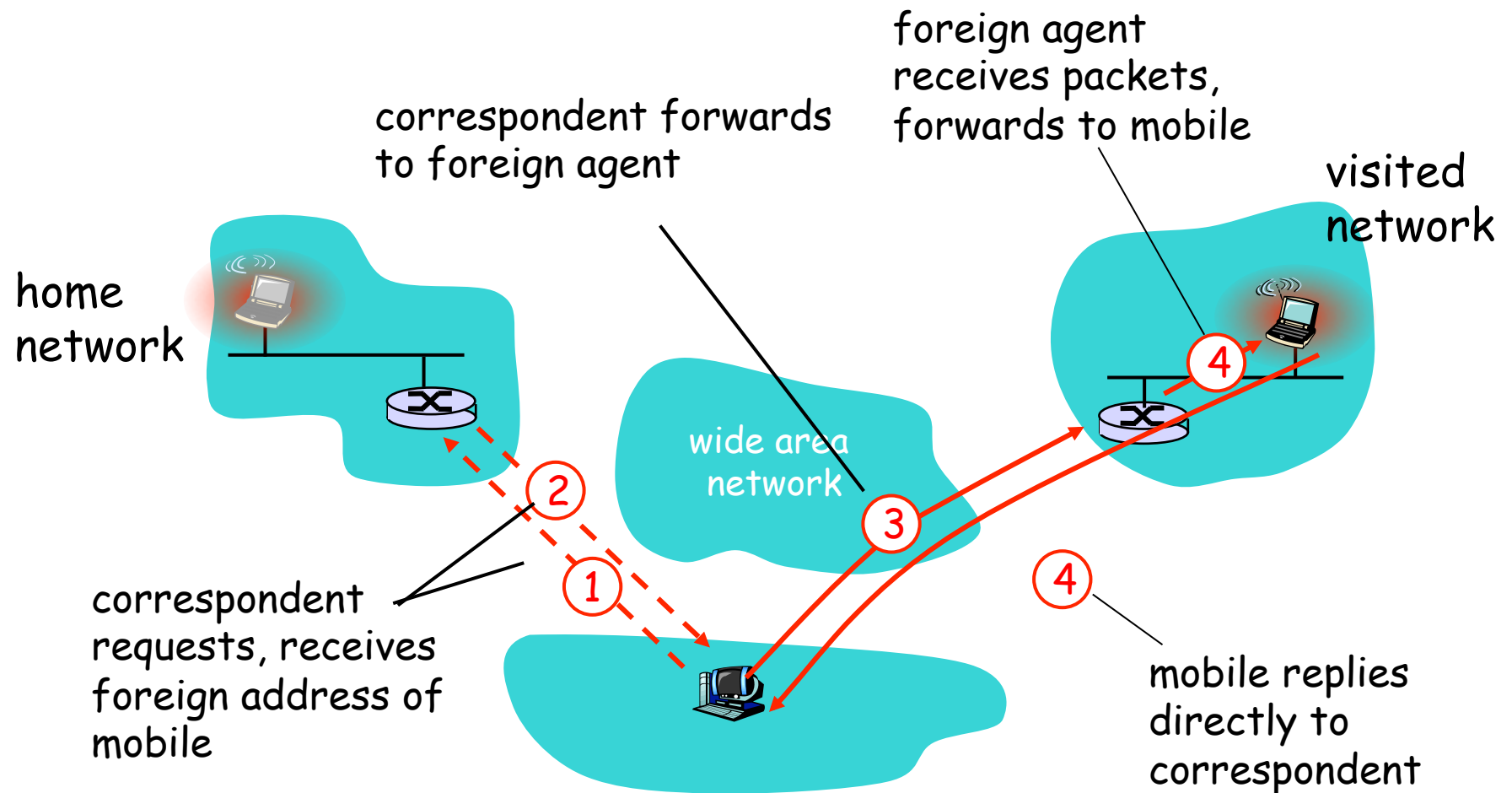
## Indirect Routing: moving between networks

- ❑ suppose mobile user moves to another network
  - registers with new foreign agent
  - new foreign agent registers with home agent
  - home agent update care-of-address for mobile
  - packets continue to be forwarded to mobile (but with new care-of-address)
- ❑ mobility, changing foreign networks  
transparent: *on going connections can be maintained!*

# Mobility via Direct Routing



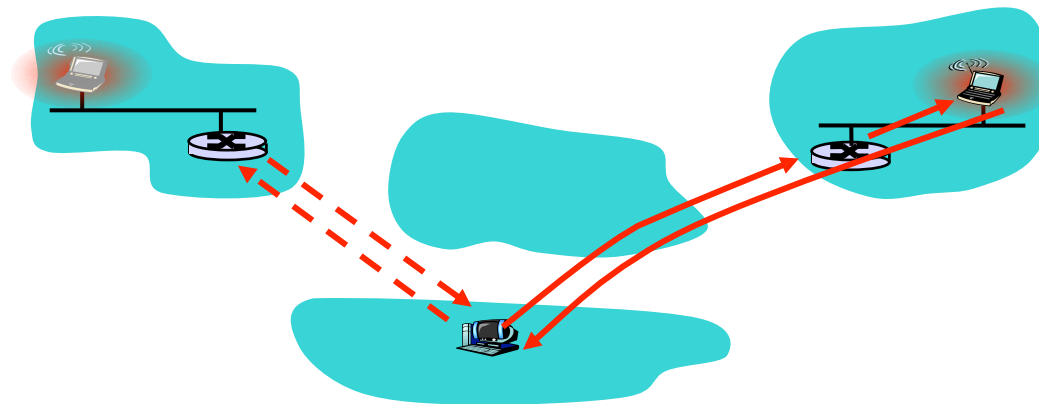
# Mobility via Direct Routing



Mobile can act as foreign agent  
Correspondent can act as corresponding agent

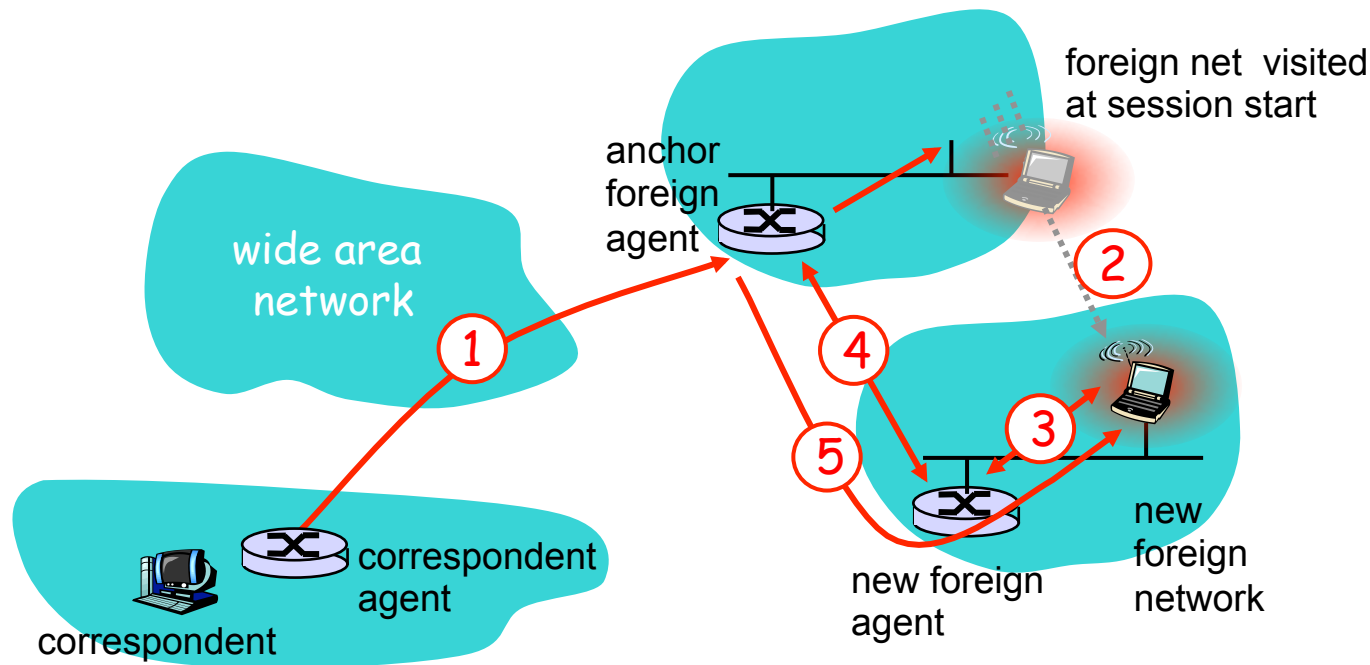
## Mobility via Direct Routing: comments

- ❑ overcome triangle routing problem
- ❑ **non-transparent to correspondent:**  
correspondent must get care-of-address from home agent
  - what if mobile changes visited network?



# Accommodating mobility with direct routing

- ❑ anchor foreign agent: FA in first visited network
- ❑ data always routed first to anchor FA
- ❑ when mobile moves: new FA arranges to have data forwarded from old FA (chaining)



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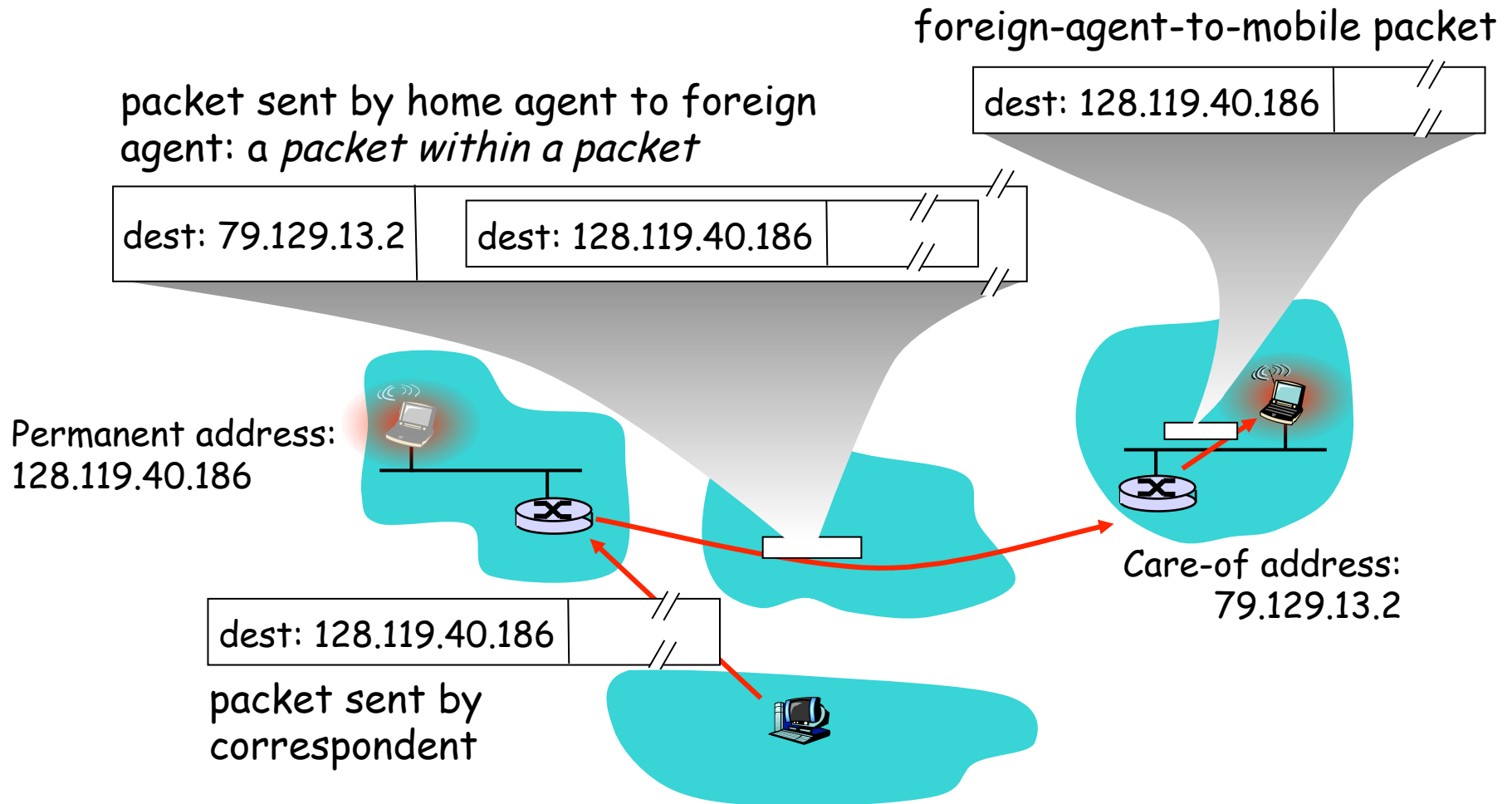
## 6.9 Summary

# Mobile IP

- ❑ RFC 3344
- ❑ has many features we've seen:
  - home agents, foreign agents, foreign-agent registration, care-of-addresses, encapsulation (packet-within-a-packet)
- ❑ three components to standard:
  - indirect routing of datagrams
  - agent discovery
  - registration with home agent

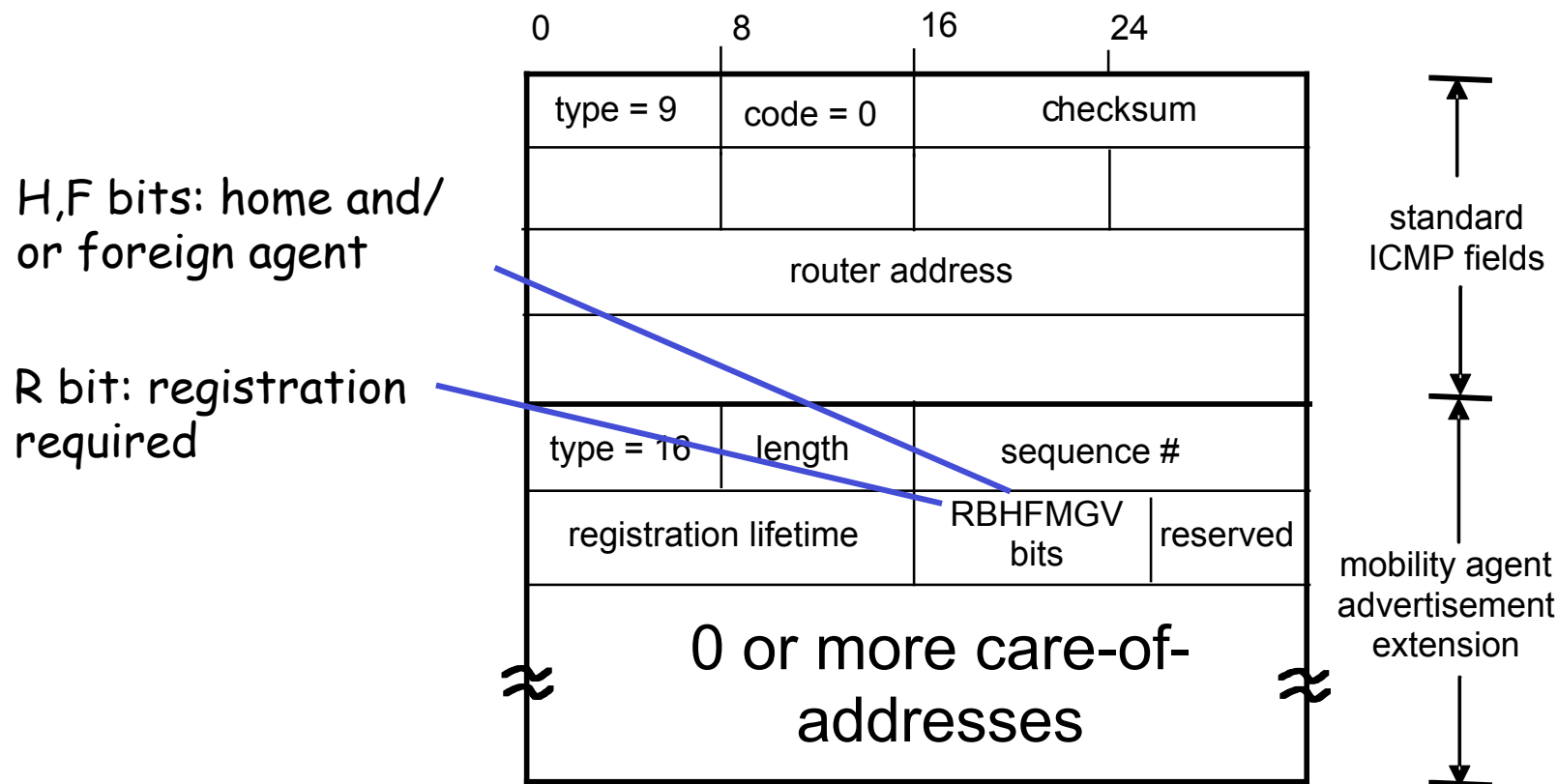


# Mobile IP: indirect routing

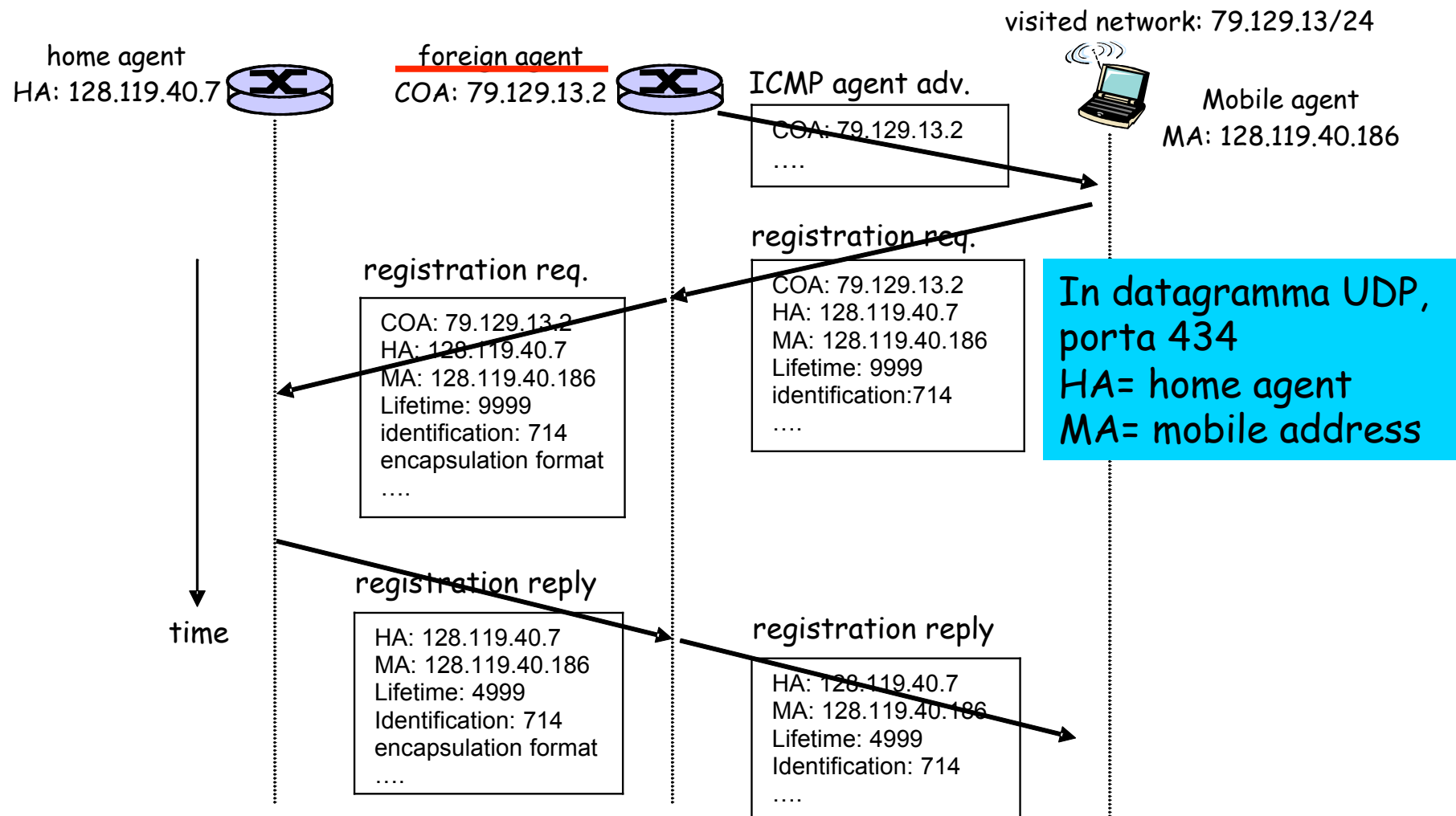


# Mobile IP: agent discovery

- ❑ **agent advertisement:** foreign/home agents advertise service by broadcasting ICMP messages (typefield = 9)

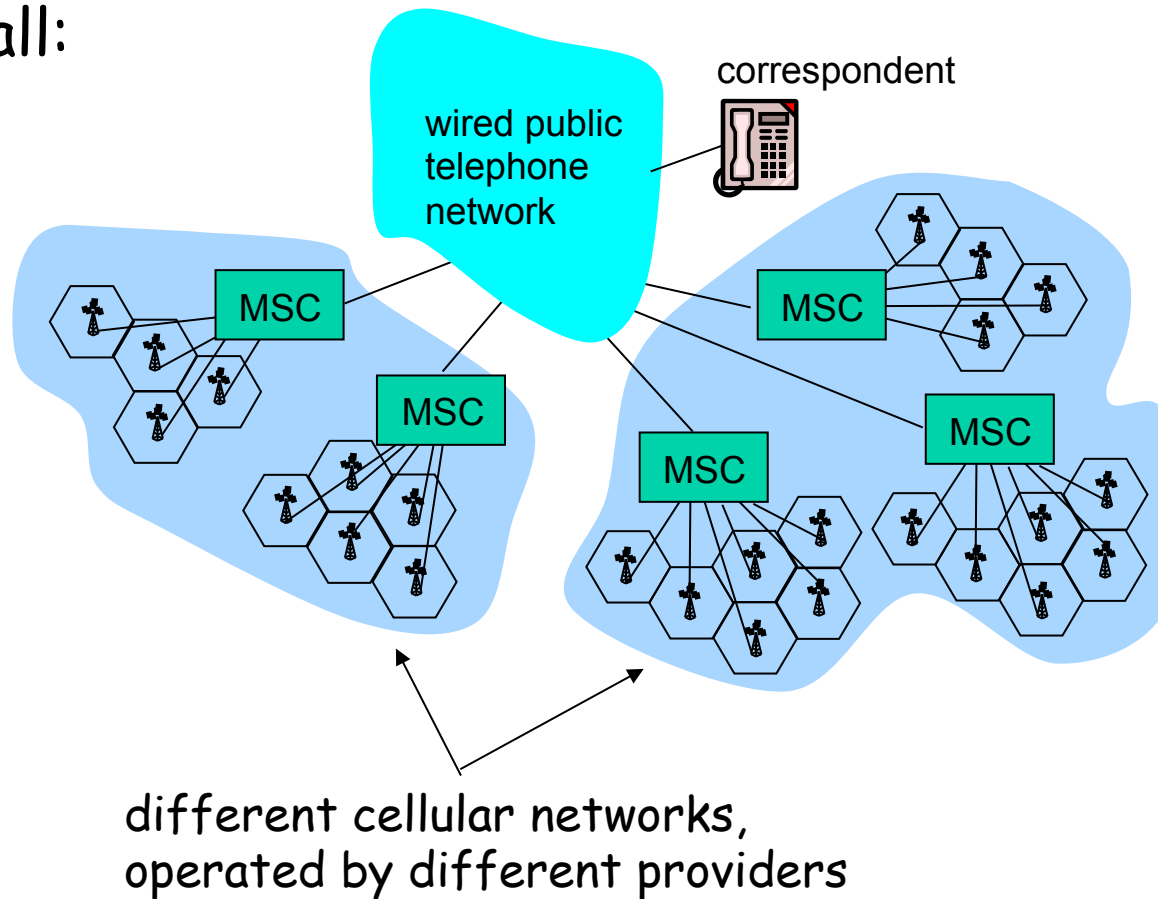


# Mobile IP: registration example



# Components of cellular network architecture

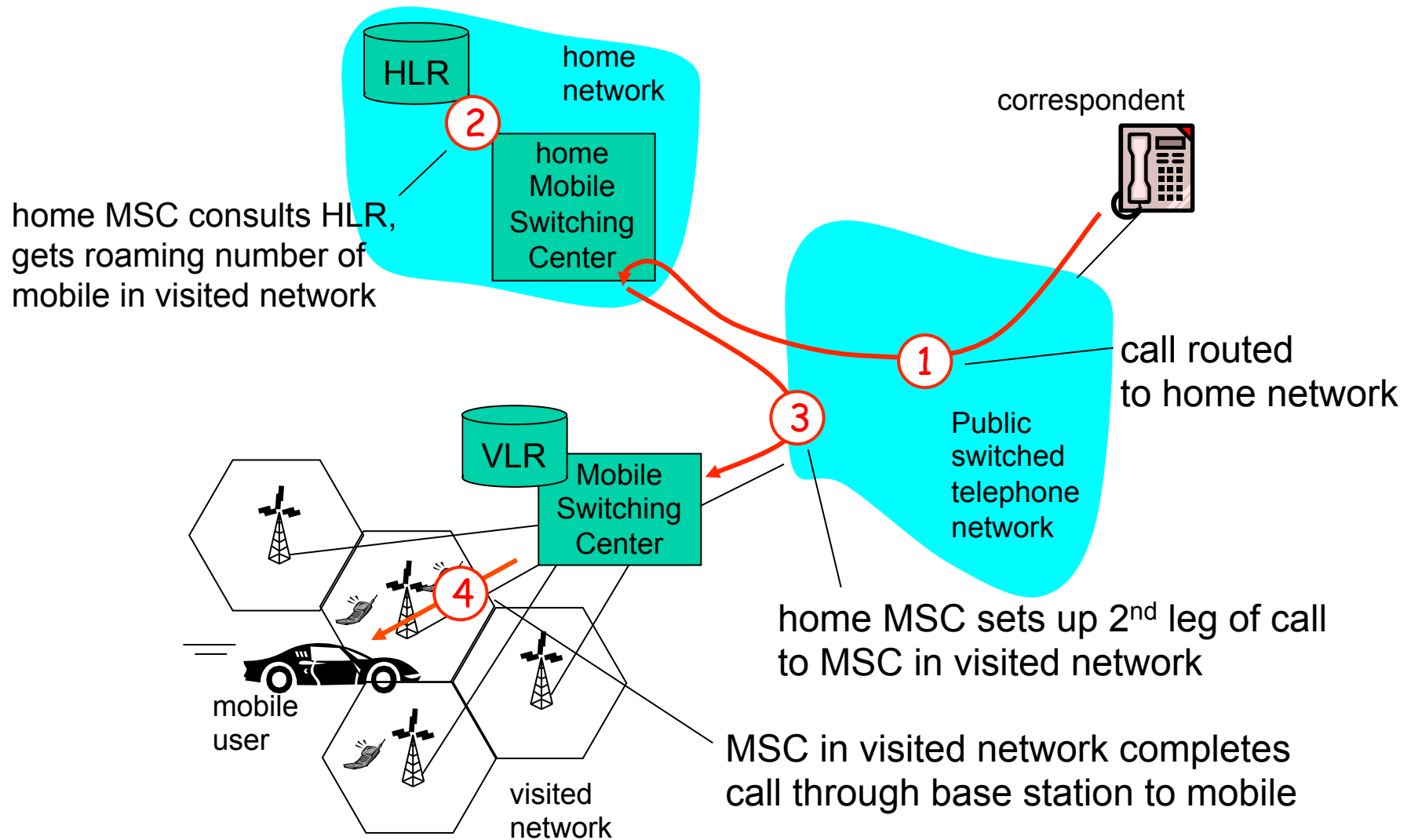
recall:



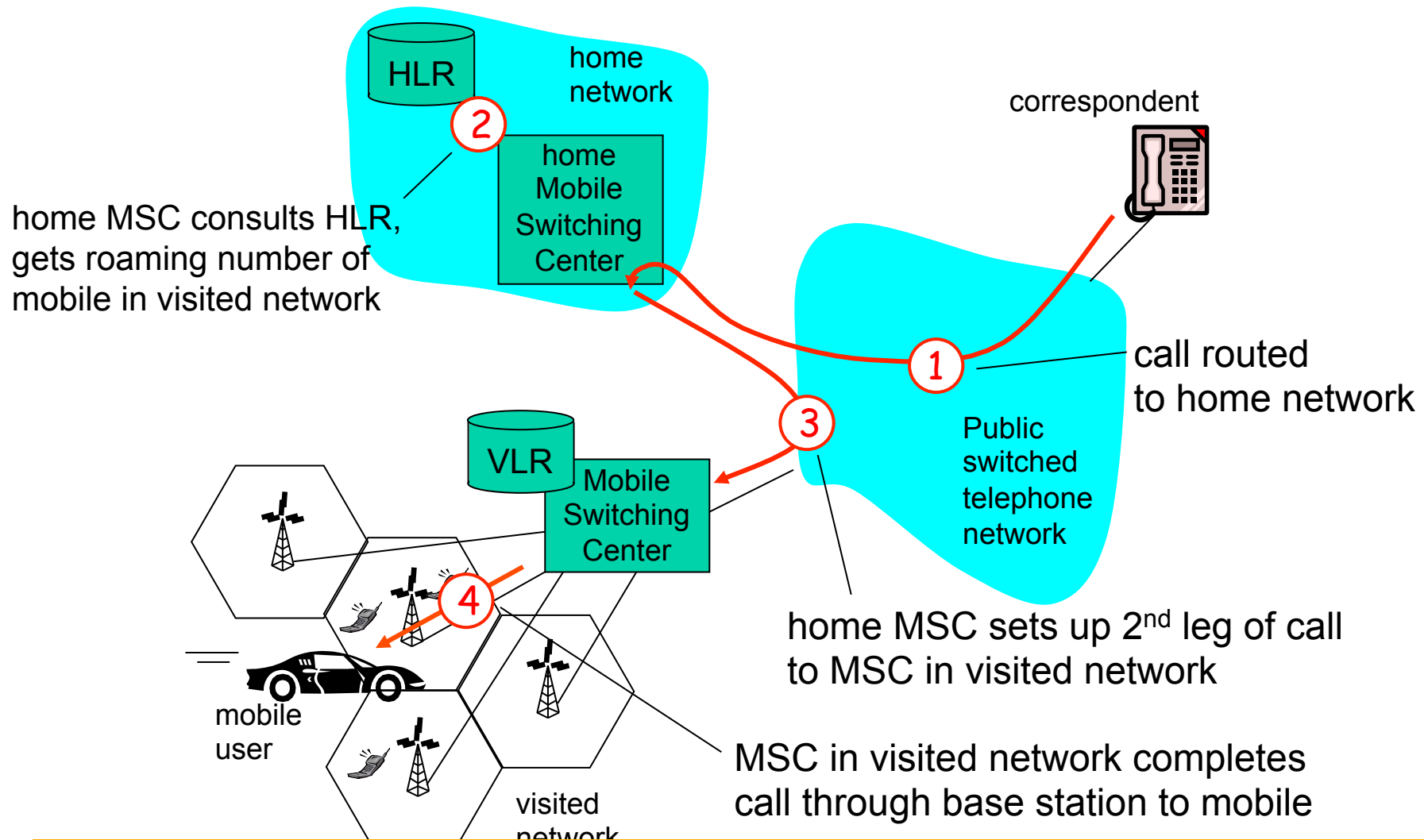
# Handling mobility in cellular networks

- ❑ *home network*: network of cellular provider you subscribe to (e.g., Sprint PCS, Verizon)
  - *home location register (HLR)*: database in home network containing permanent cell phone #, profile information (services, preferences, billing), information about current location (could be in another network)
- ❑ *visited network*: network in which mobile currently resides
  - *visitor location register (VLR)*: database with entry for each user currently in network
  - could be home network

# GSM: indirect routing to mobile

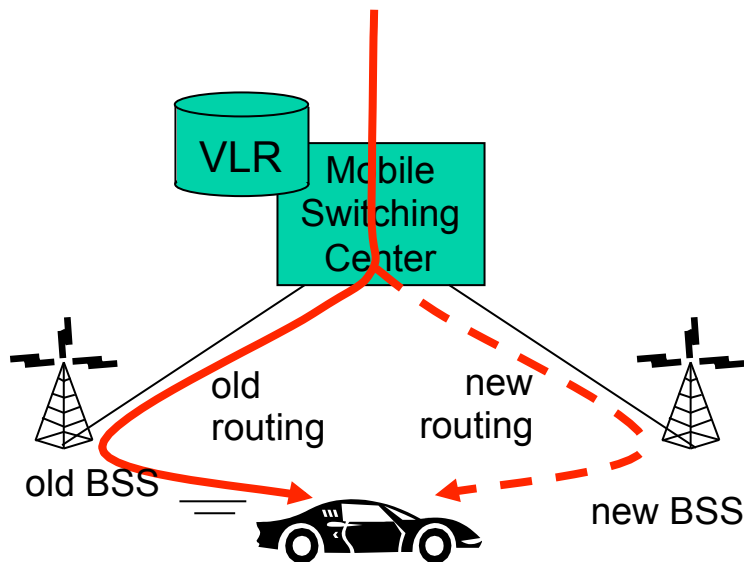


# GSM: indirect routing to mobile



When MU switches on cell in the new network must register with VLR which communicates affiliation to HLR

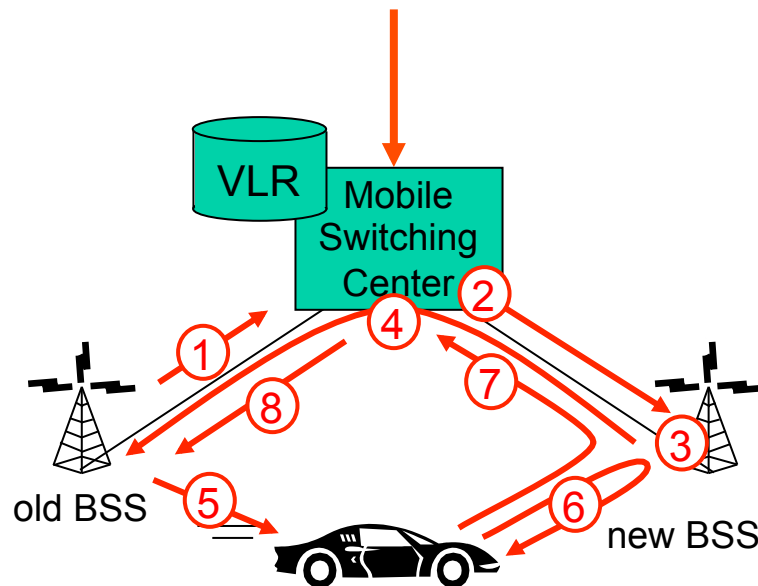
# GSM: handoff with common MSC



- ❑ Handoff goal: route call via new base station (without interruption)
- ❑ reasons for handoff:
  - stronger signal to/from new BSS (continuing connectivity, less battery drain)
  - load balance: free up channel in current BSS
  - GSM doesn't mandate why to perform handoff (policy), only how (mechanism)
- ❑ handoff initiated by old BSS

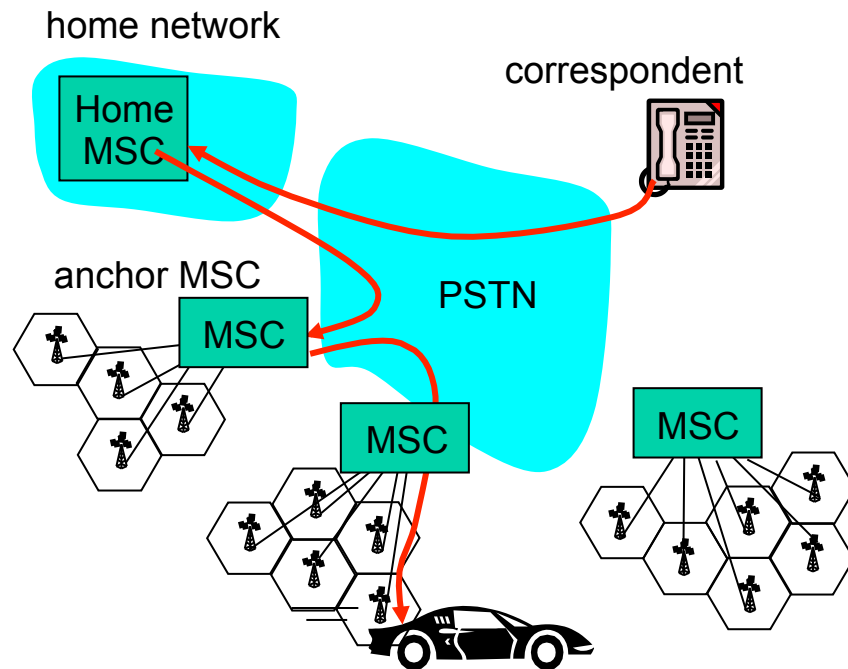


# GSM: handoff with common MSC



1. old BSS informs MSC of impending handoff, provides list of 1+ new BSSs
2. MSC sets up path (allocates resources) to new BSS
3. new BSS allocates radio channel for use by mobile
4. new BSS signals MSC, old BSS: ready
5. old BSS tells mobile: perform handoff to new BSS
6. mobile, new BSS signal to activate new channel
7. mobile signals via new BSS to MSC: handoff complete. MSC reroutes call
8. MSC-old-BSS resources released

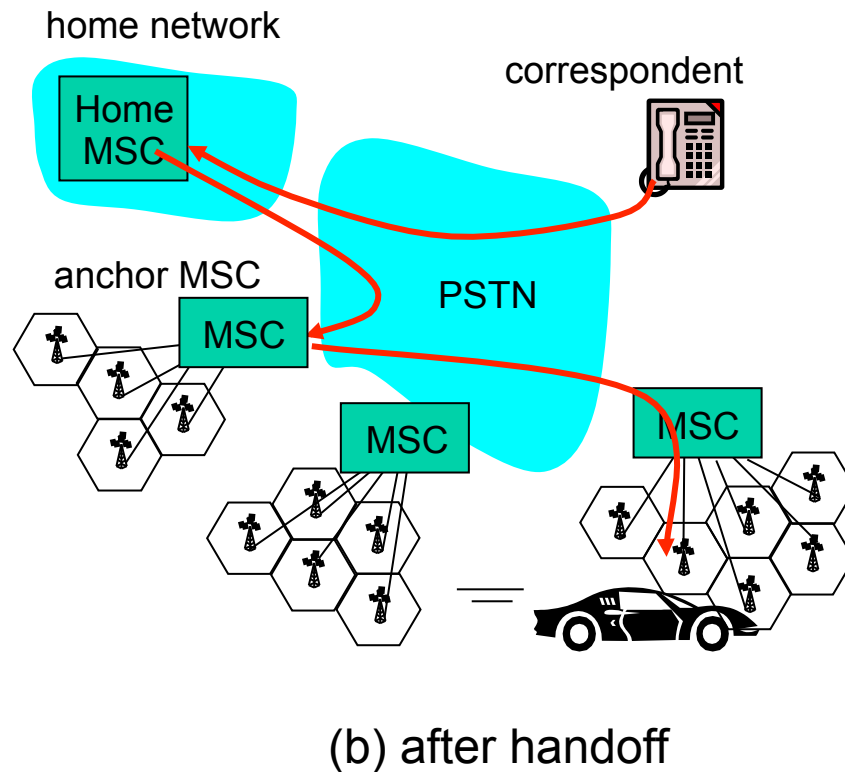
# GSM: handoff between MSCs



(a) before handoff

- ❑ *anchor MSC*: first MSC visited during call
  - call remains routed through anchor MSC
- ❑ new MSCs add on to end of MSC chain as mobile moves to new MSC
- ❑ IS-41 allows optional path minimization step to shorten multi-MSC chain

# GSM: handoff between MSCs



- ❑ *anchor MSC*: first MSC visited during call
  - call remains routed through anchor MSC
- ❑ new MSCs add on to end of MSC chain as mobile moves to new MSC
- ❑ IS-41 allows optional path minimization step to shorten multi-MSC chain

# Mobility: GSM versus Mobile IP

GSM element	Comment on GSM element	Mobile IP element
<b>Home system</b>	Network to which mobile user's permanent phone number belongs	<b>Home network</b>
<b>Gateway Mobile Switching Center, or "home MSC". Home Location Register (HLR)</b>	Home MSC: point of contact to obtain routable address of mobile user. HLR: database in home system containing permanent phone number, profile information, current location of mobile user, subscription information	<b>Home agent</b>
<b>Visited System</b>	Network other than home system where mobile user is currently residing	<b>Visited network</b>
<b>Visited Mobile services Switching Center. Visitor Location Record (VLR)</b>	Visited MSC: responsible for setting up calls to/from mobile nodes in cells associated with MSC. VLR: temporary database entry in visited system, containing subscription information for each visiting mobile user	<b>Foreign agent</b>
<b>Mobile Station Roaming Number (MSRN), or "roaming number"</b>	Routable address for telephone call segment between home MSC and visited MSC, visible to neither the mobile nor the correspondent.	<b>Care-of-address</b>

## Wireless, mobility: impact on higher layer protocols

- ❑ logically, impact *should* be minimal ...
  - best effort service model remains unchanged
  - TCP and UDP can (and do) run over wireless, mobile
- ❑ ... but performance-wise:
  - packet loss/delay due to bit-errors (discarded packets, delays for link-layer retransmissions), and handoff
  - TCP interprets loss as congestion, will decrease congestion window un-necessarily
  - delay impairments for real-time traffic
  - limited bandwidth of wireless links
    - ARQ based solutions
    - splitting of transport session (wired section/wireless section)
    - transparent approaches (e.g. TCP Westwood)

# Chapter 6 Summary

## Wireless

- ❑ wireless links:
  - capacity, distance
  - channel impairments
  - CDMA
- ❑ IEEE 802.11 (“wi-fi”)
  - CSMA/CA reflects wireless channel characteristics
- ❑ cellular access
  - architecture
  - standards (e.g., GSM, CDMA-2000, UMTS)

## Mobility

- ❑ principles: addressing, routing to mobile users
  - home, visited networks
  - direct, indirect routing
  - care-of-addresses
- ❑ case studies
  - mobile IP
  - mobility in GSM
- ❑ impact on higher-layer protocols