

# HIPERLAN

- **HIPERLAN**- HIGH PERFORMANCE LOCAL AREA NETWORK.
- It is a **European alternative** – IEEE 802.11.
- Defined by European telecommunications standards Institute (**ETSI**)

# EUROPEAN COUNTRIES



# HIPERLAN REQUIREMENTS

- Short range-50m.
- Low mobility-1.4m/s.
- Networks with and without infrastructure.
- Data 10Mbps immediate access.

# HIPERLAN TYPES:

- HIPERLAN 1
- HIPERLAN 2
- HIPERLAN 3
- HIPERLAN 4

# HIPERLAN 1

- HIPERLAN 1 is a wireless LAN.
- It Supports:-
  - Priorities of Packet.
  - Forwarding mechanism.
  - Topology discovery.
  - Encryption.
  - Network Identification.
  - Power conservation mechanism.

# HIPERLAN 1- PHASE

- EY-NPMA USED FOR CHANNEL ACCESS DURING THE CONTENTION PERIOD.
- Elimination-yield non-preemptive priority multiple access(EY-NPMA) is the heart of the channel access providing priorities and different access schemes.
  - Prioritization
  - Contention.
  - Transmission.

# PRIORITIZATION PHASE

- Determine the **highest priority** of a data packet ready to be sent by competing nodes.
- The **main objective** of this phase is to make sure that **no node with a lower priority gains access to the medium** while packets with higher priority are waiting at other nodes.

# CONTENTION PHASE

- Elimination phase.
- Yield phase.
- Elimination burst.
- Elimination survival verification.
- Yield listening.



# TRANSMISSION PHASE

- The **winner of prioritization** and contention phase can now **send its data**.
- If the channel was idle for a longer time , then a bit terminal can send at once without using EY-NPMA.

# QUALITY OF SERVICES SUPPORT.

- PACKET FORWARDING.
- ENCRYPTION MECHANISM.
- POWER CONSERVATION MECHANISM.

# WATM- WIRELESS ASYNCHRONOUS TRANSFER MODE

- **WATM**- also known as **WMATM**.
- High performance network supporting different types traffic streams.

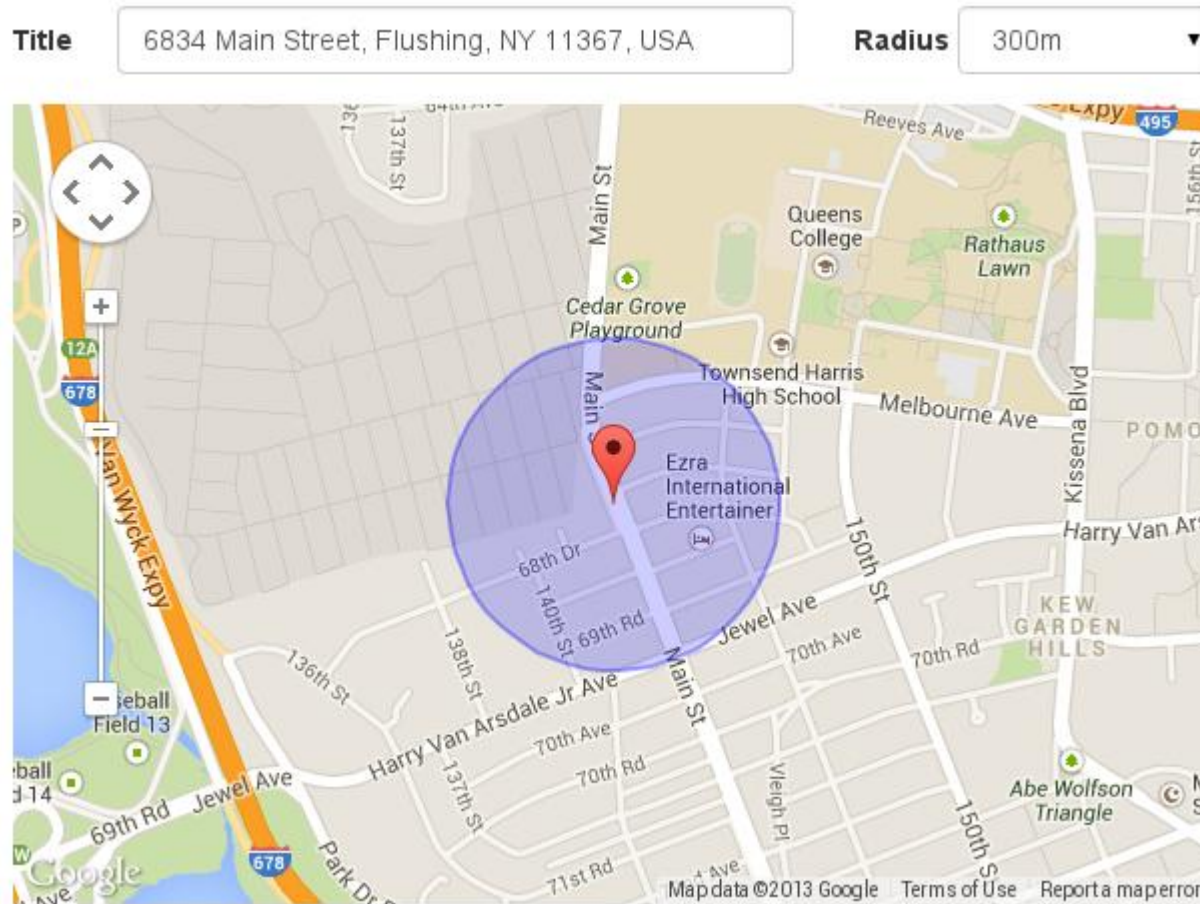
# WATM-SUB GROUPS

- Mobile ATM protocol Extensions.
- Radio Access Layer(RAL) PROTOCOLS.

# MOBILE ATM PROTOCOL EXTENSIONS- FUNCTION

- LOCATION MANAGEMENT.
- MOBILE ROUTING.
- HANDOVER SIGNALING.
- QoS and Traffic control.
- Network Management.

# LOCATION MANAGEMENT

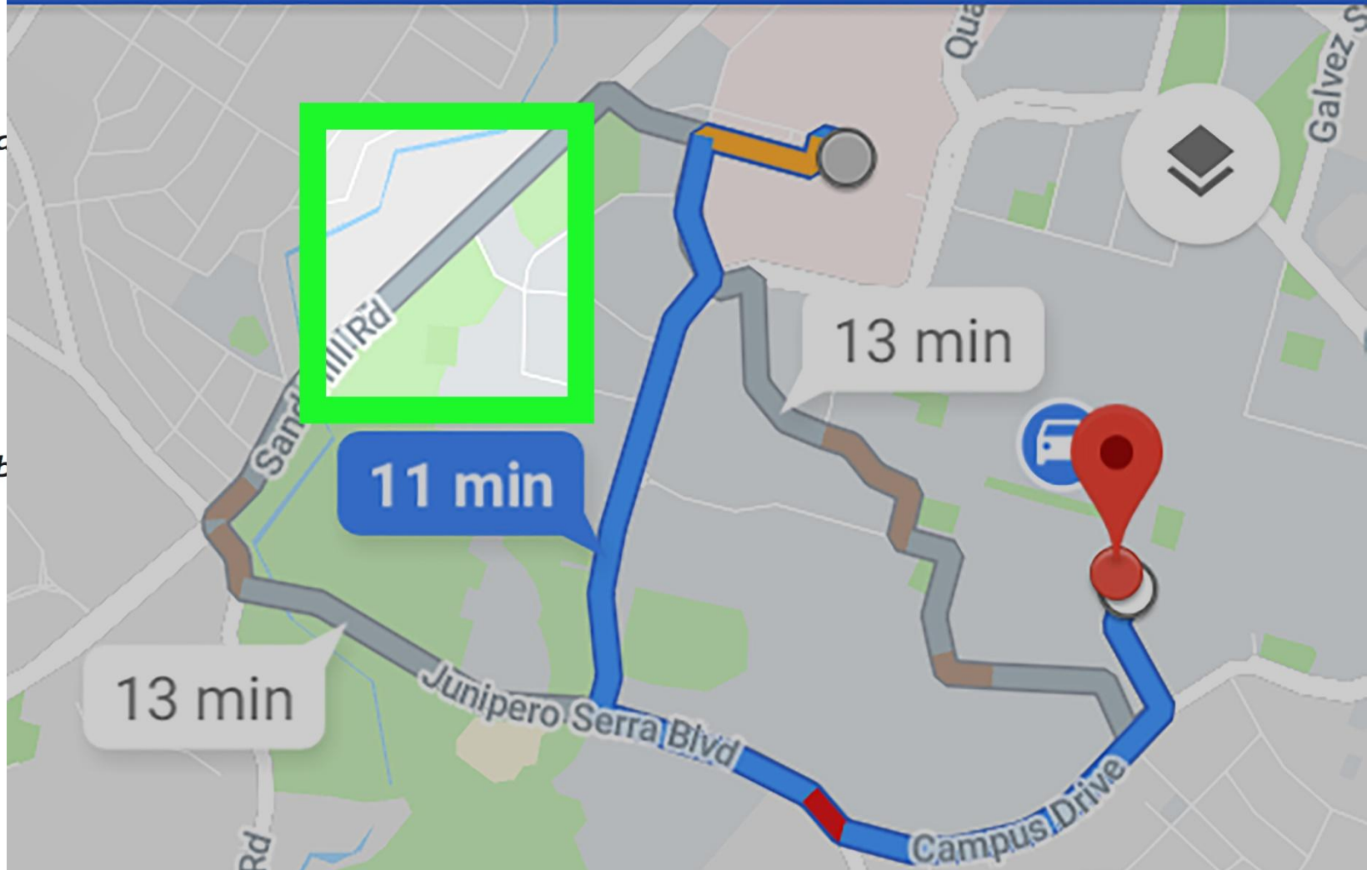




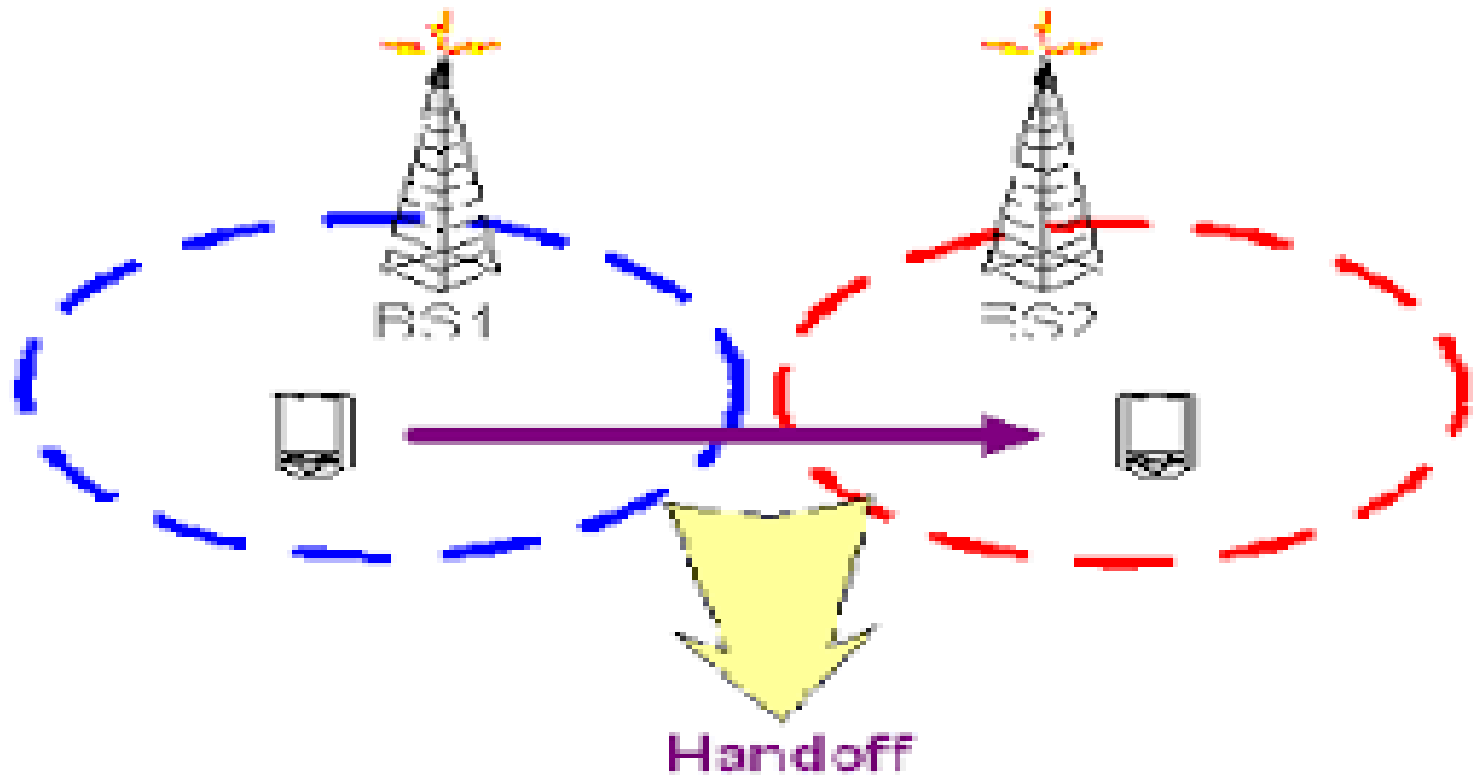
AVOID TOLLS

(c)

(t)



# HANDOVER SIGNALING





# Radio Access Layer(RAL)

- RADIO RESOURCE CONTROL
- WIRELESS MEDIA ACCESS.
- WIRELESS DATA LINK CONTROL.
- HANDOVER ISSUES

# WATM-SERVICES

- OFFICE ENVIRONMENT.
- UNIVERSITIES, SCHOOLS, TRAINING CENTERS.
- INDUSTRY
- HOSPITALS.
- HOME.
- NETWORKED VEHICLES.

# HANDOVER



# HANDOVER



# REQUIRMENTS FOR HANDOVER

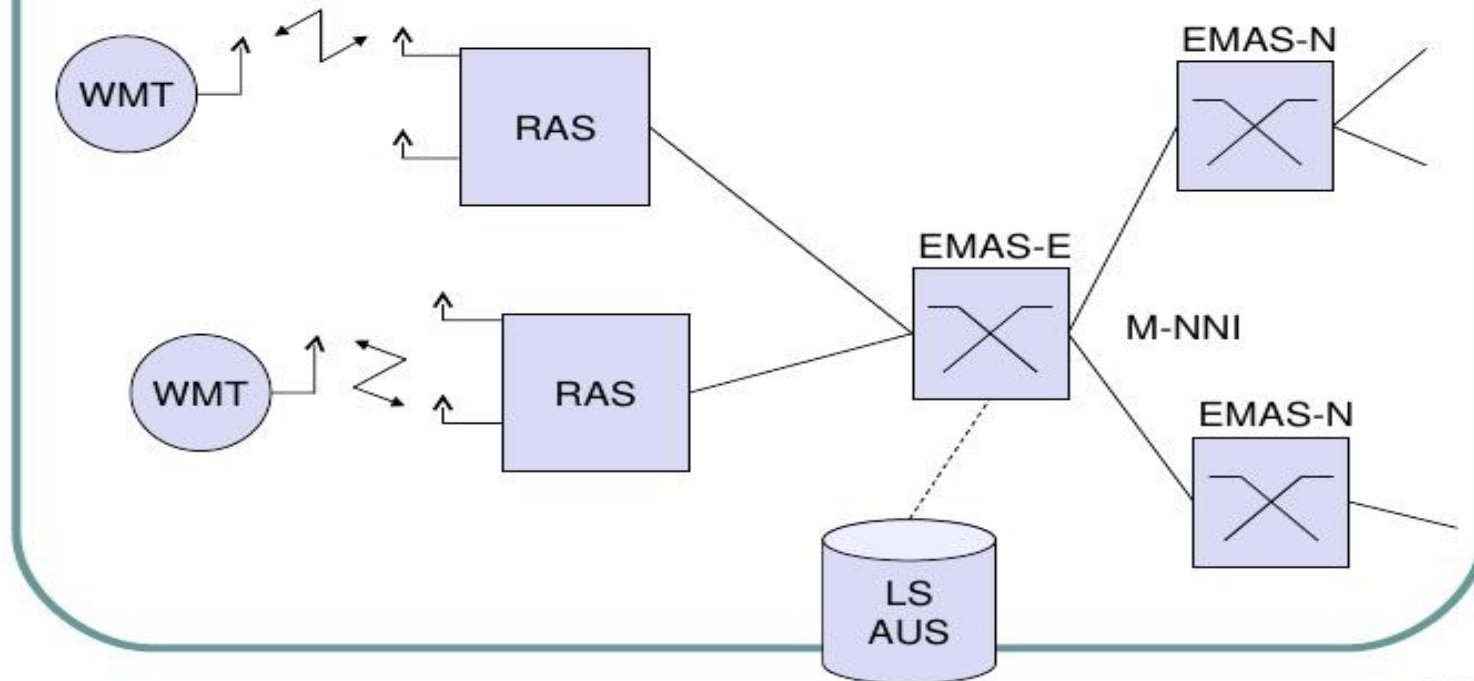
- HANDOVER OF MULTIPLE CONNECTION
- HANDOVER OF POINT-TO-MULTIPOINT CONNECTION
- QoS SUPPORT.
- DATA INTEGRITY & SECURITY.
- SIGNALLING & ROUTING SUPPORT.
- PERFORMANCE & COMPLEXITY.

# LOCATION MANGEMENT: REQUIRMENTS:

- TRANSPARANCY OF MOBILITY.
- SECURITY
- EFFECIENCY AND SCALABILITY.
- IDENTIFICATION.
- INTERWORKING AND STANDARDS.

# GENERIC REFERENCE MODEL.

## Reference model



# COMPONENTS.

- MOBILE TERMINAL.—MOVABLE
- WIRELESS TERMINAL— GIVES THE WIRELESS LINK.
- RAS- RADIO ACCESS SYSTEM.
- SWITCHES:
  - EMAC- END USER MOBILITY SUPPORTING ATM SWITCH.
  - NMAC- NETWORK MOBILITY SUPPORTING ATM SWITCH.



# BRAN-BROADBAND RADIO ACCESS NETWORK

- Standardized by European telecommunications standards Institute (ETSI)
- Main motivation – Privatization of the telecommunication sector in Europe.
- Radio is used to provide network access for customers.

# BENEFITS

- Radio is used to provide network access for customers.
- Radio access **advantage-High flexibility Quick installation.**
- **Application:**
  - Private customers,
  - Small companies with internet application.
  - Multimedia conferencing &
  - Virtual private Network.

# APPLICATION



# TYPES

- HiperLAN 1
- HiperLAN 2
- HIPERACCESS.
- HIPERLINK.

# BRAN LAYERED MODEL



## BRAN and legacy networks

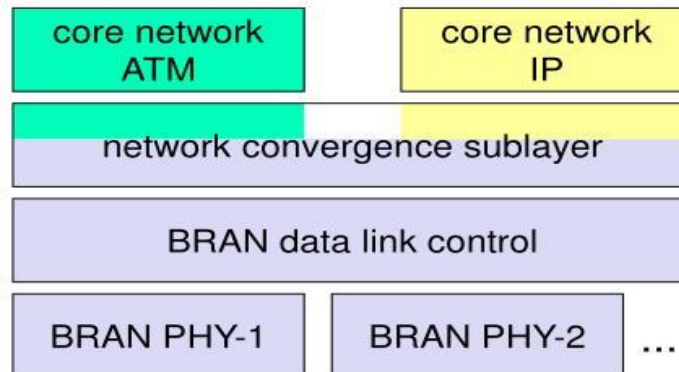
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### Independence

- ❑ BRAN as access network independent from the fixed network
- ❑ interworking of TCP/IP and ATM under study

### Layered model

- ❑ Network Convergence Sub-layer as superset of all requirements for IP and ATM



### Coordination

- ❑ IETF (TCP/IP)
- ❑ ATM forum (ATM)
- ❑ ETSI (UMTS)
- ❑ CEPT, ITU-R, ...  
(radio frequencies)



# HIPERLAN 2

- It can work at 5GHz.
- Data rates of up to 54Mbit/s.
- Qos.
- Security features.

# HIPERLAN 2 FEATURES

- High Throughput Transmission.
- Connection-Oriented.
- Quality of service support.
- Dynamic Frequency selection.
- Security support.
- Mobility Support.
- Application and Network Independence.
- Power Save.

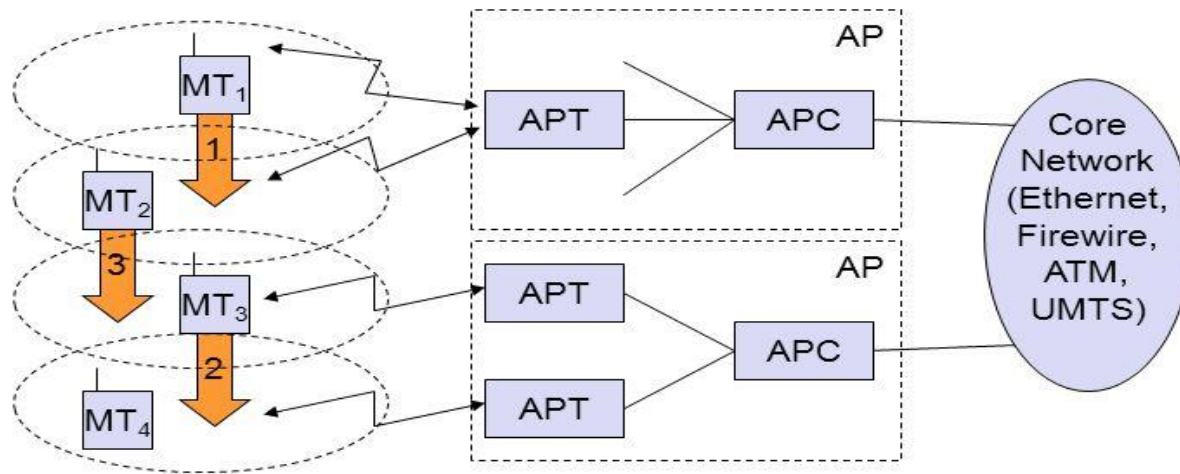
# HIPERLAN 2 ARCHITECTUE

- **AP**-ACCESS POINT.
- **APC**- ACCESS POINT CONTROLLER.
- **APT**- ACCESS POINT TRANSCEIVERS.



# ARCHITECTURE

## HiperLAN2 architecture and handover scenarios



# HIPERLAN-2 -HANDOVER

- Sector Handover.( Inter Sector)
- Radio Handover(Inter-APT)
- Network Handover

# SECTOR ANTENNA



# HANDOVER- OPERATING MODES.

- 1. Centralized Mode(CM)

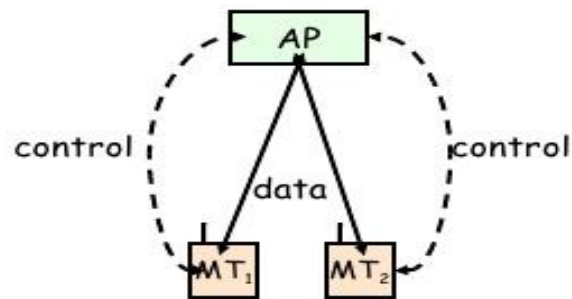
- 2. DIRECT MODE.

Data's is directly exchanged between MT's.

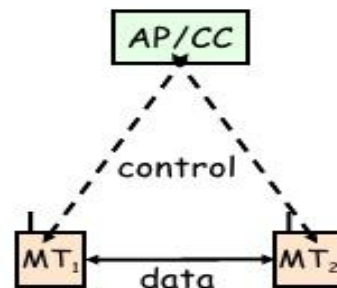
# HANDOVER- OPERATING MODES

## HIPERLAN

- HiperLAN2 - Centralized vs. Direct mode

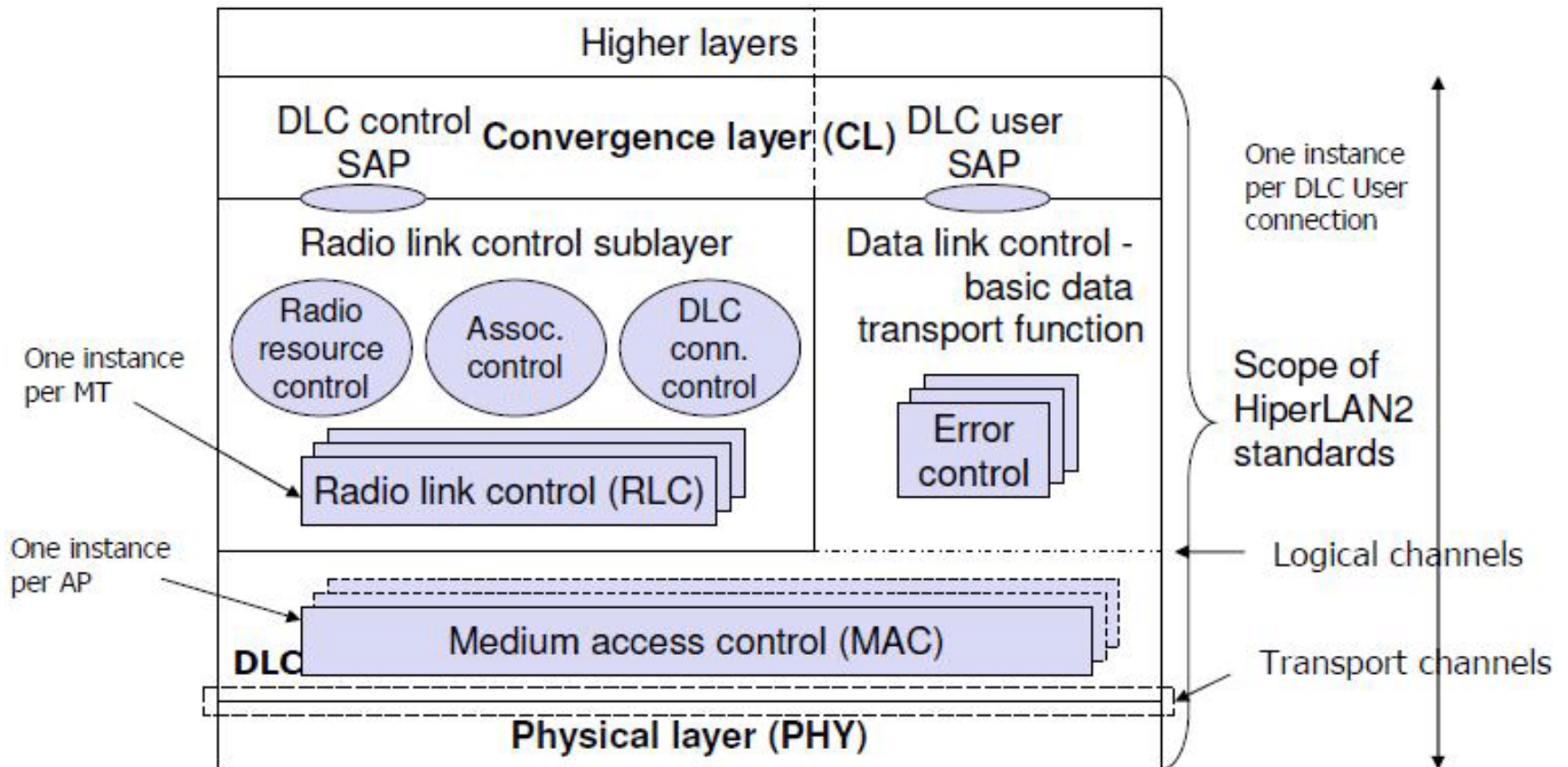


Centralized



Direct

# HIPERLAN 2 PROTOCOL STACK



# HIPERLAN 2 – PROTOCOL STACK

- Physical layer
- Data link control(DLC) layer.
- Convergence layer.

# PHYSICAL LAYER

- MODULATION
- FORWARD ERROR CORRECTION
- SIGNAL DETECTION
- SYNCHRONIZATION.
- OFDM IS USED.
- OFDM- Orthogonal Frequency Division Multiplexing.

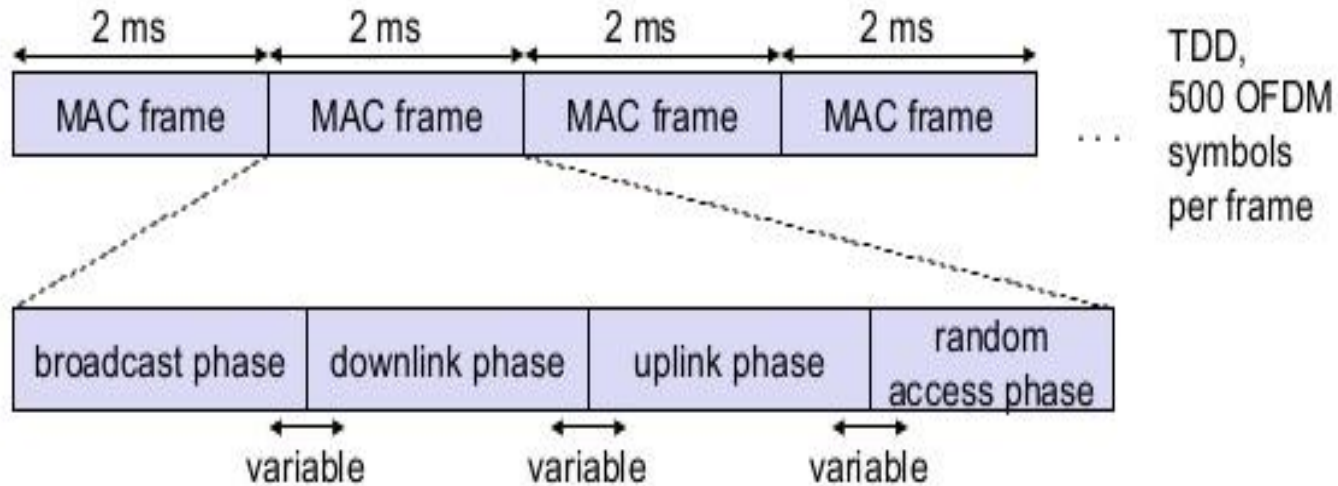


# DATA LINK CONTROL LAYER

- MEDIUM ACCESS CONTROL LAYER.(MAC) (6)
- LOGICAL LINK CONTROL(LLC) LAYER.(10)
- RADIO LINK CONTROL(RLC) LAYER.(3)

# MAC FRAME

## Basic structure of HiperLAN2 MAC frames



# TRANSPORT CHANNELS(6)

- Broadcast channels.(BCH)
- FRAME CHANNEL.(FCH)
- ACCESS FEEDBACK CHANNEL(ACH)
- LONG TRANSPORT CHANNEL(LCH)
- SHORT TRANSPORT CHANNEL.(SCH)
- RANDOM CHANNEL(RCH).

# LOGICAL CHANNELS IN LLC LAYER(10)

- BROADCAST CONTROL CHANNEL. (BCCH)
- FRAME CONTROL CHANNEL.(FCCH)
- RANDOM ACCESS FEEDBACK CHANNEL.(RFCH)
- RLC BROADCAST CHANNEL(RBCH)
- DEDICATED CONTROL CHANNEL(DCCH)
- USER BROADCAST CHANNEL.(UBCH)
- USER MULTI-CAST CHANNEL(UMCH)
- USER DATA CHANNEL(UDCH)
- LINK CONTROL CHANNEL(LCCH)
- ASSOCIATION CONTROL CHANNEL(ASCH)

# RADIO LINK CONTROL LAYER

- ASSOCIATION CONTROL FUNCTION (ACF)
- RADIO RESOURCE CONTROL (RRC)
- DL USER CONNECTION CONTROL

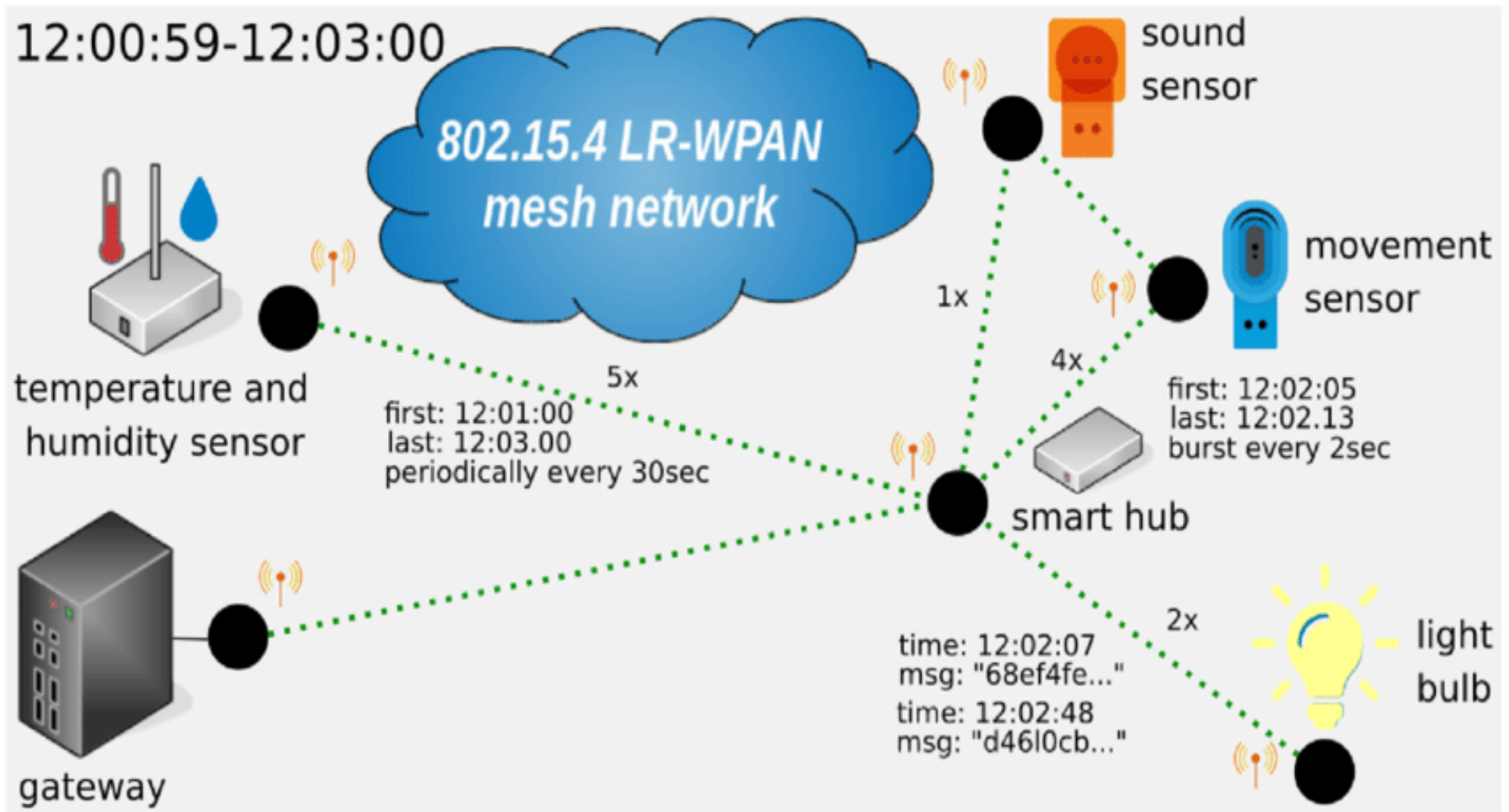
# CONVERGENCE LAYER

- SEGMENTATION & REASSEMBLY.

# WPAN-WIRELESS PERSONAL AREA NETWORK

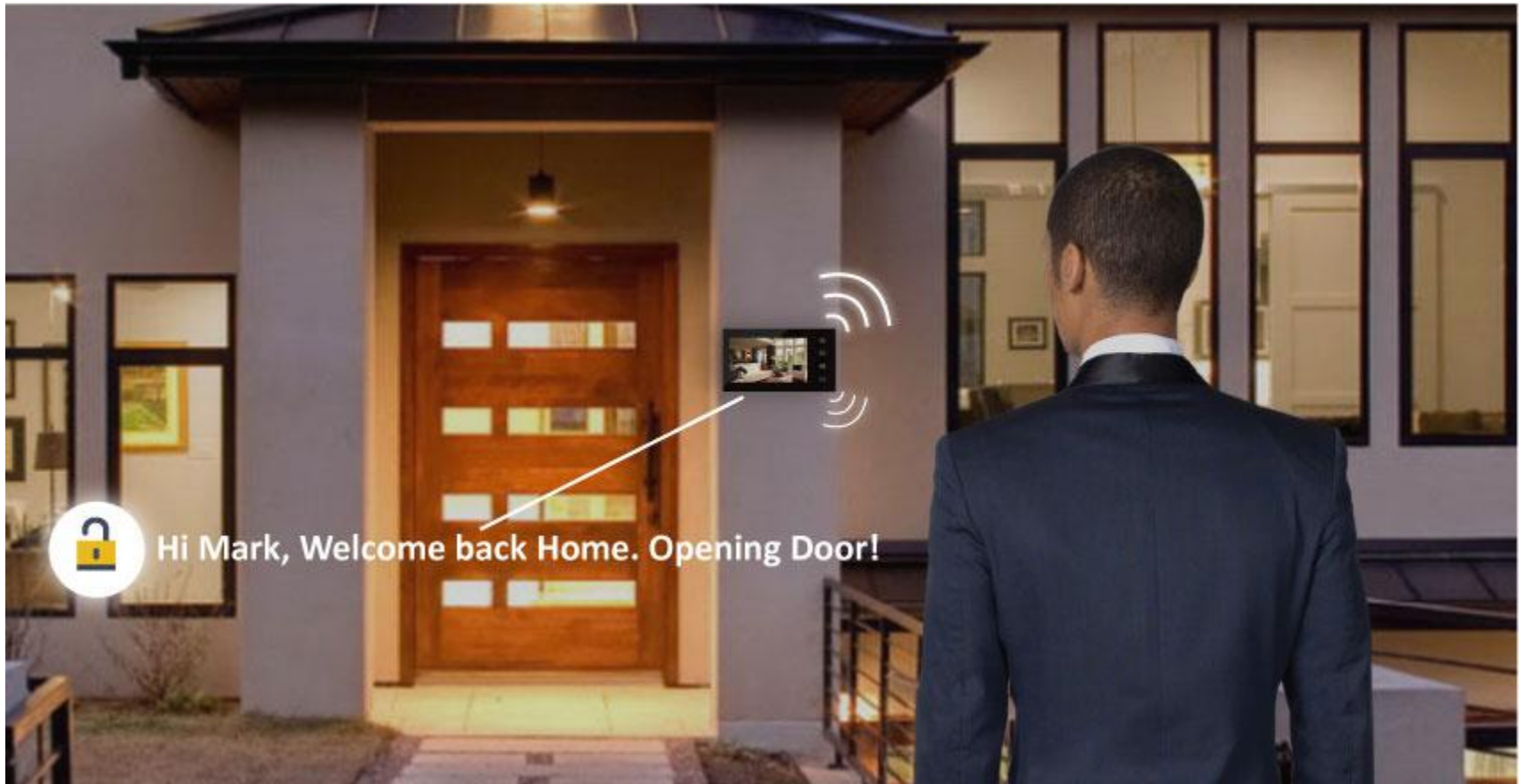


# WPAN-HOME ACCESS & HOME DISTRIBUTION





# HOME APPLIANCE CONNECTS THEM INTERNET THROUGH A HOME GATEWAY.



# IEEE 802.15.4 TASK GROUPS

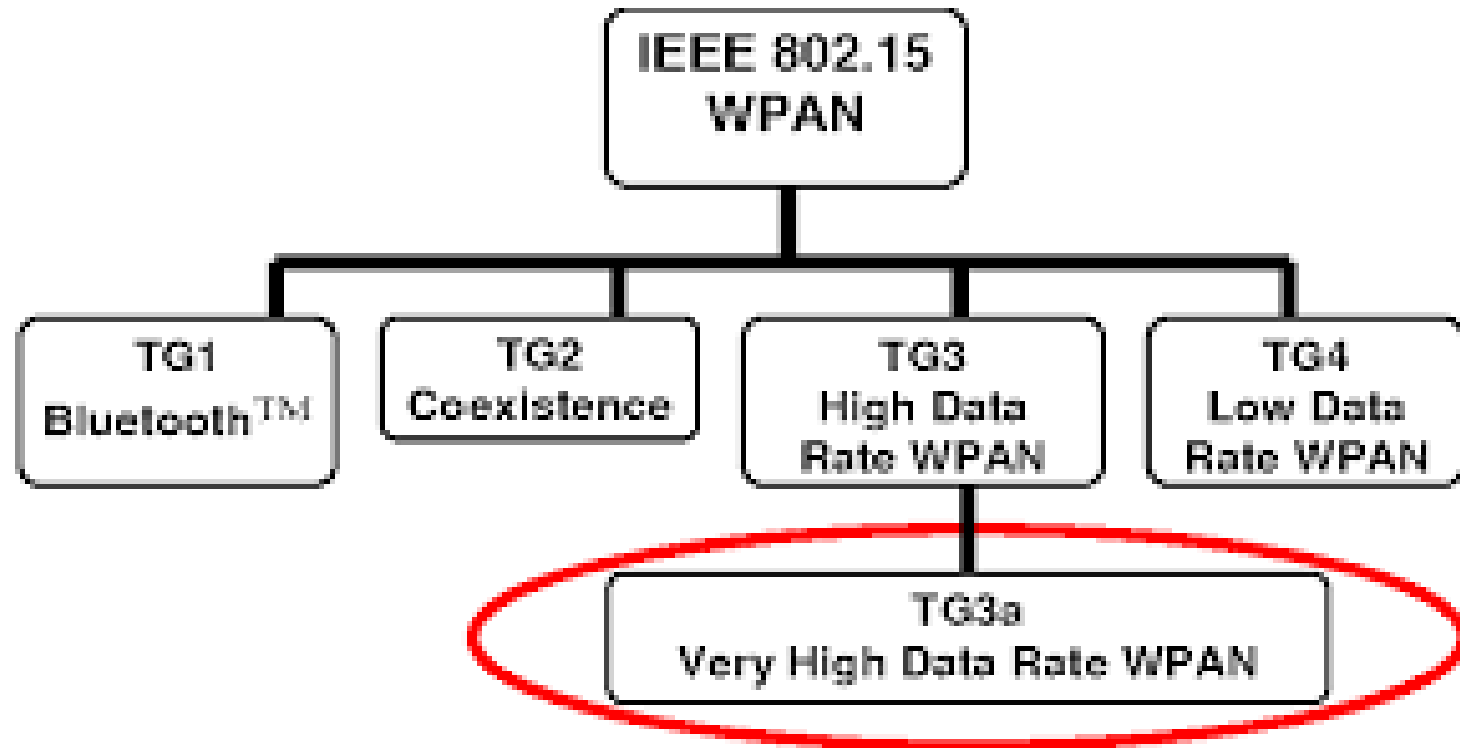
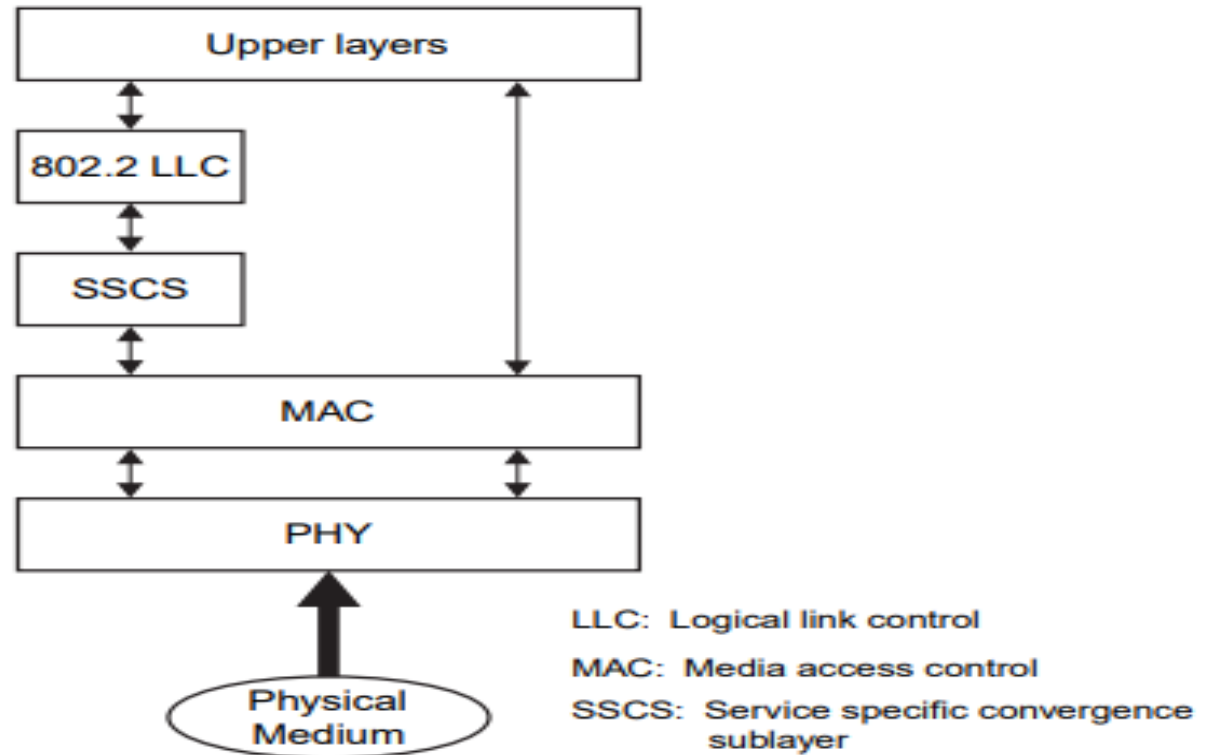


Figure 2: IEEE 802.15, standards group responsible for WPAN standards

# IEEE 802.15.4 LR-WPAN

- Low Rate Wireless Personal Area Network

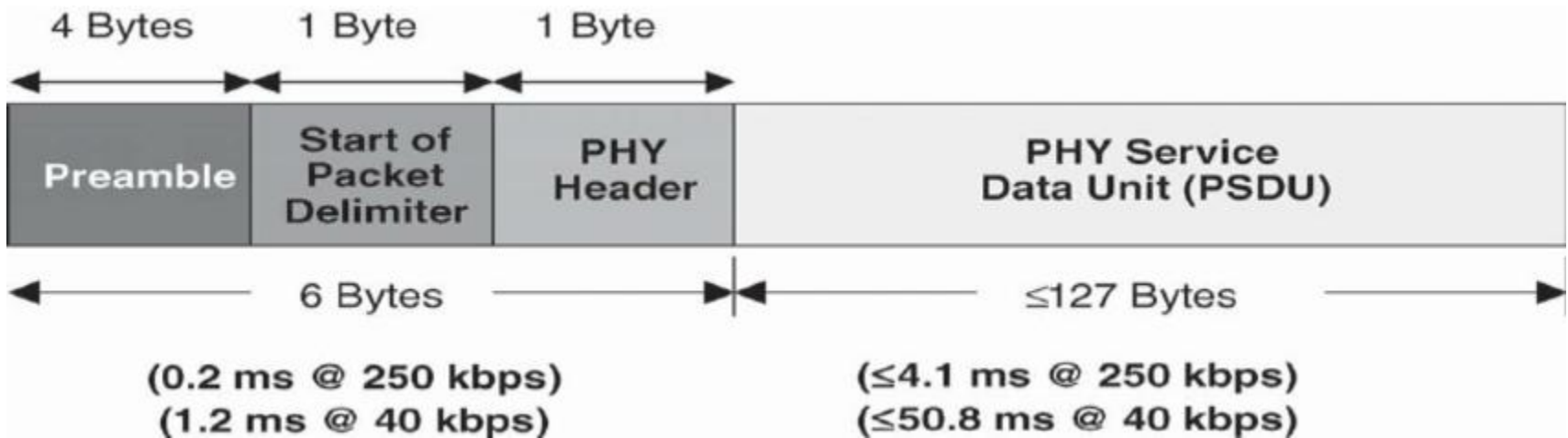
# LR-WPAN DEVICE ARCHITECTURE



**LR-WPAN device architecture.**

# PHYSICAL LAYER:

PHY DATA SERVICE; PHY MANAGEMENT SERVICE.

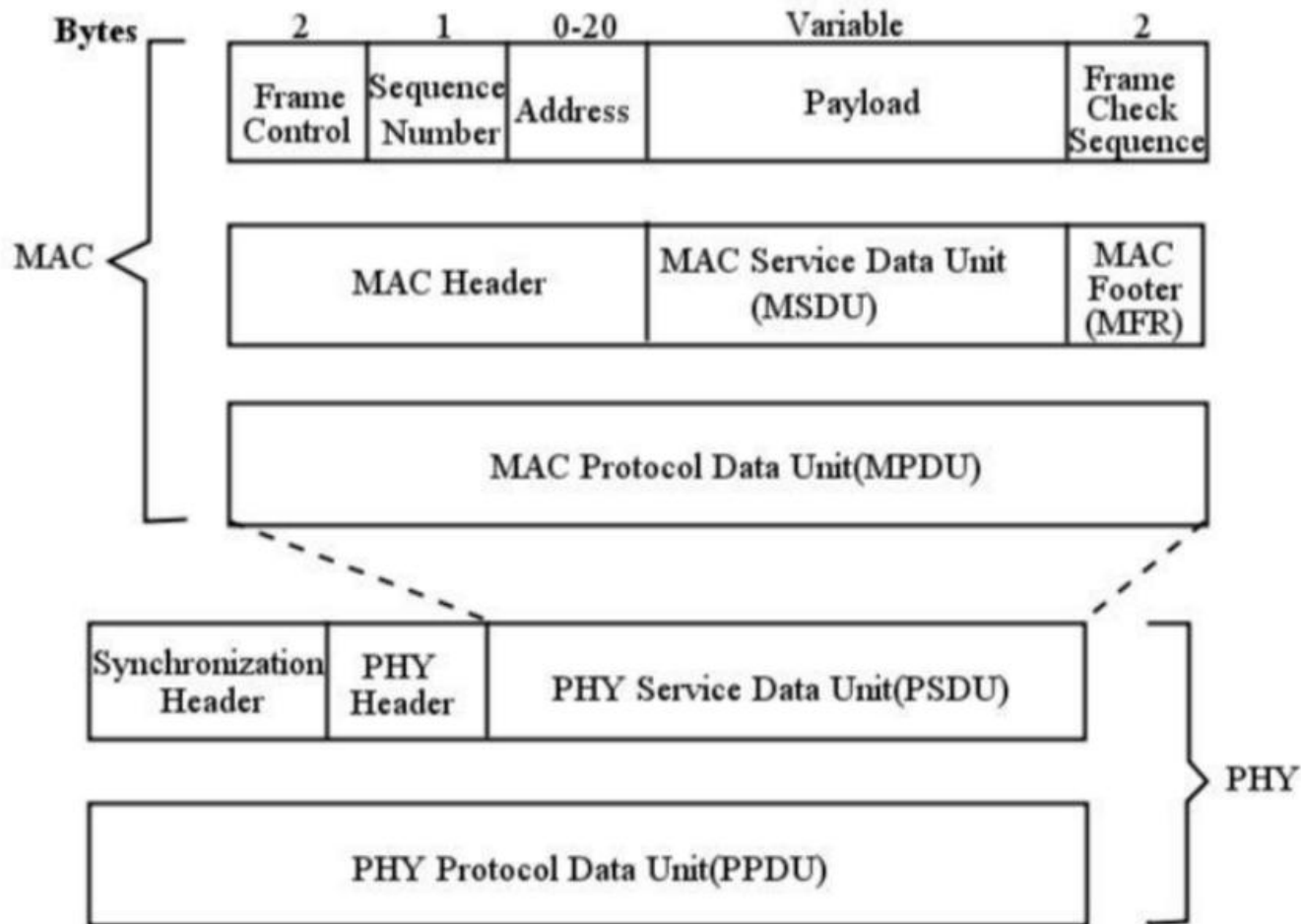


# DATA LINK LAYER

## MAC; LLC SUB LAYERS

- FEATURES OF IEEE 802.15.4 MAC ARE:-
  - ASSOCIATION AND DISASSOCIATION.
  - ACKNOWLEDGED FRAME DELIVERY.
  - CHANNEL ACCESS MECHANISM.
  - FRAME VALIDATION.
  - GUARANTEED TIME SLOT MANAGEMENT.
  - BECON MANAGEMENT.

# GENERAL MAC FRAME FORMAT.

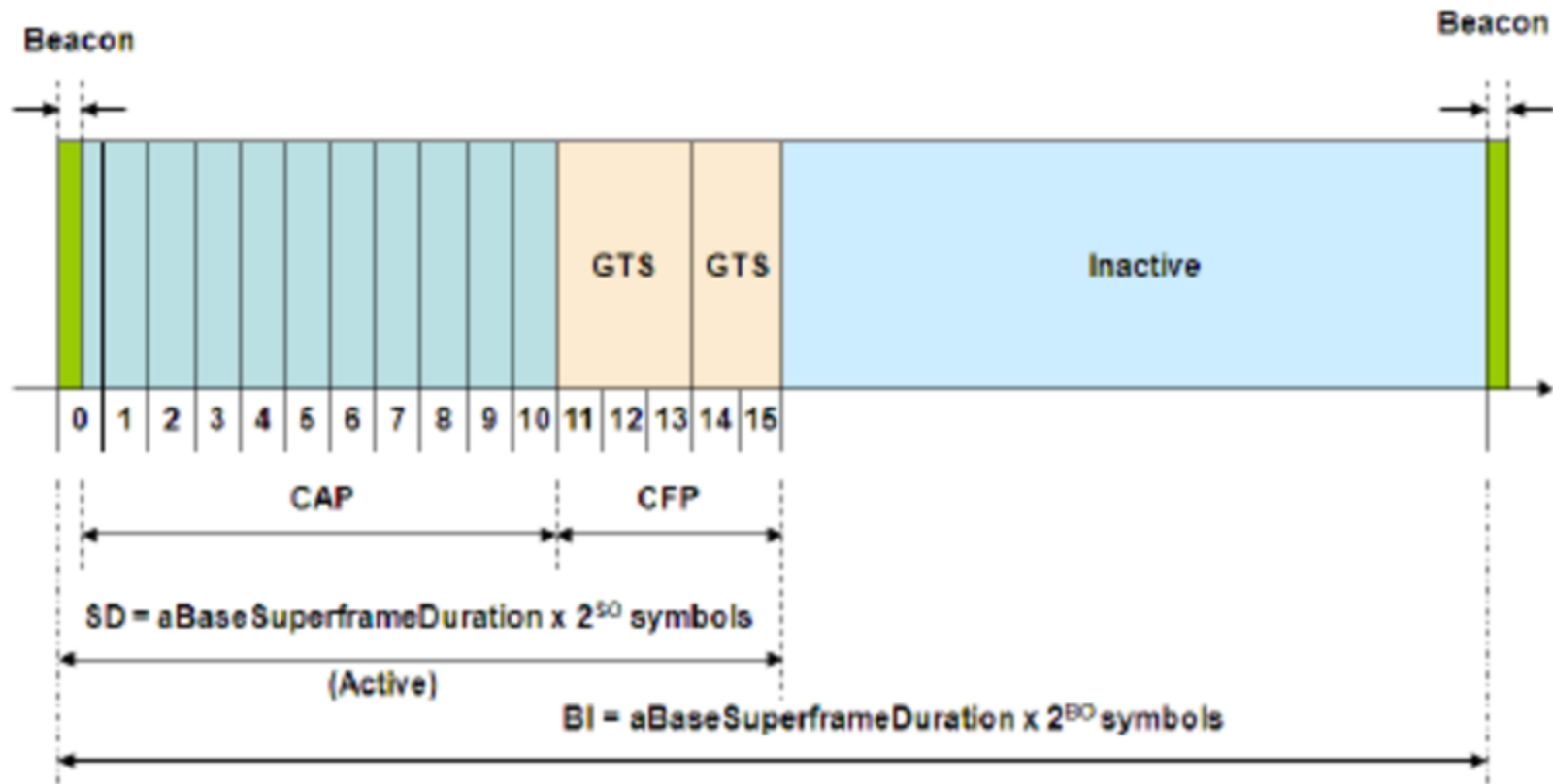


# MAC FRAMES

- BECON FRAME.
- DATA FRAME.
- ACKNOWLEDGMENT FRAME.
- MAC COMMAND FRAME.



# SUPER FRAME STRUCTURE



# NETWORK LAYER

- ROUTING PROTOCOL
- TABLE DRIVEN (PROACTIVE).
- SOURCE-INITIATED ON-DEMAND –  
DRIVEN.(REACTIVE)

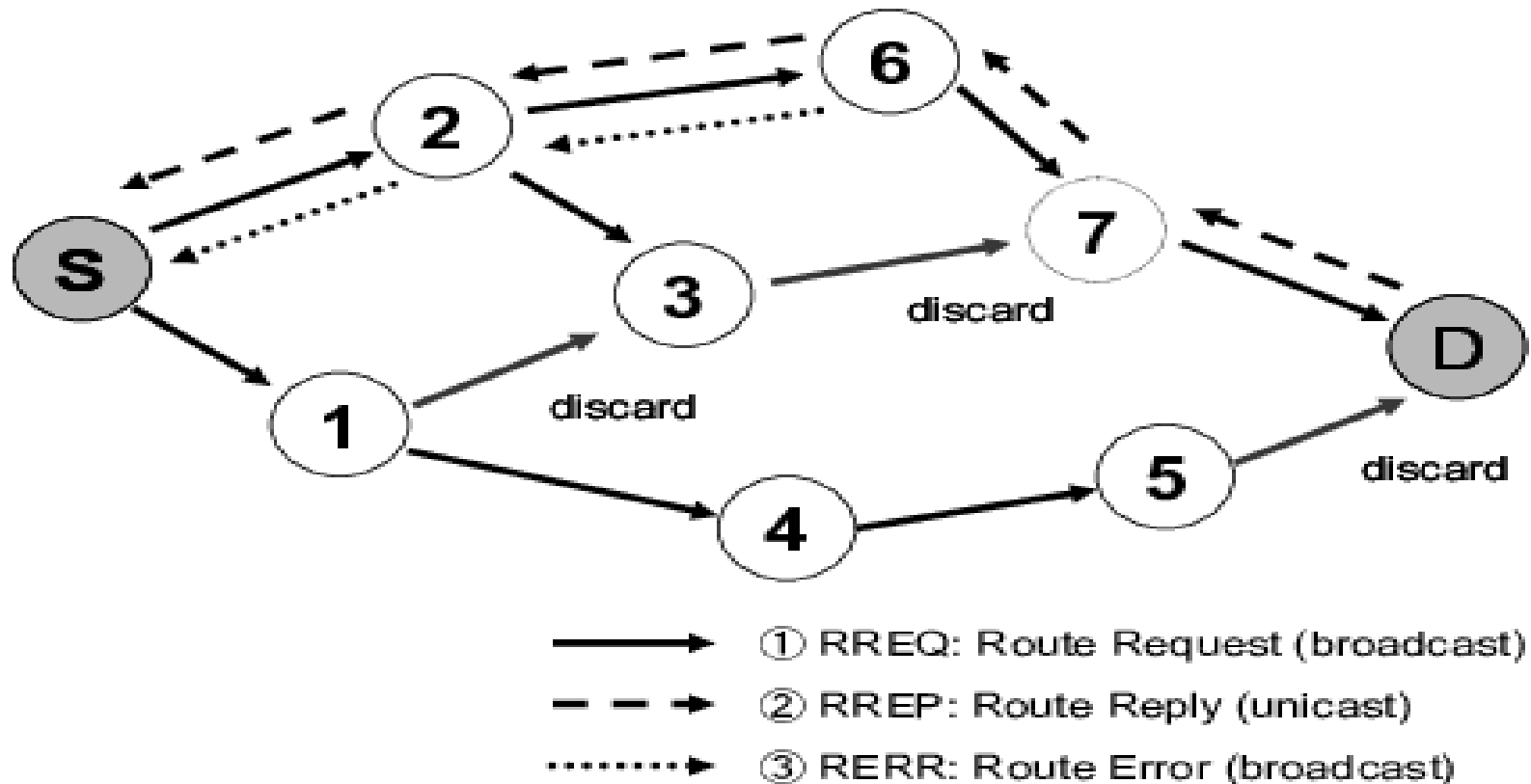
# PROACTIVE

- DESTINATION SEQUENCED DISTANCE VECTOR(DSDV)
- WIRELESS ROUTING PROTOCOL(WRP)
- CLUSTER SWITCH GATEWAY ROUTING(CSGR)

# REACTIVE ROUTING

- Adhoc On-demand Distance Vector(AODV).
- Dynamic Source Routing.(DSR)
- Temporally Ordered Routing Algorithm(TORA)

# Adhoc On-demand Distance Vector(AODV).



# Cluster tree protocol

## DD-DESIGNATED DEVICE; CH- CHANNEL HEAD

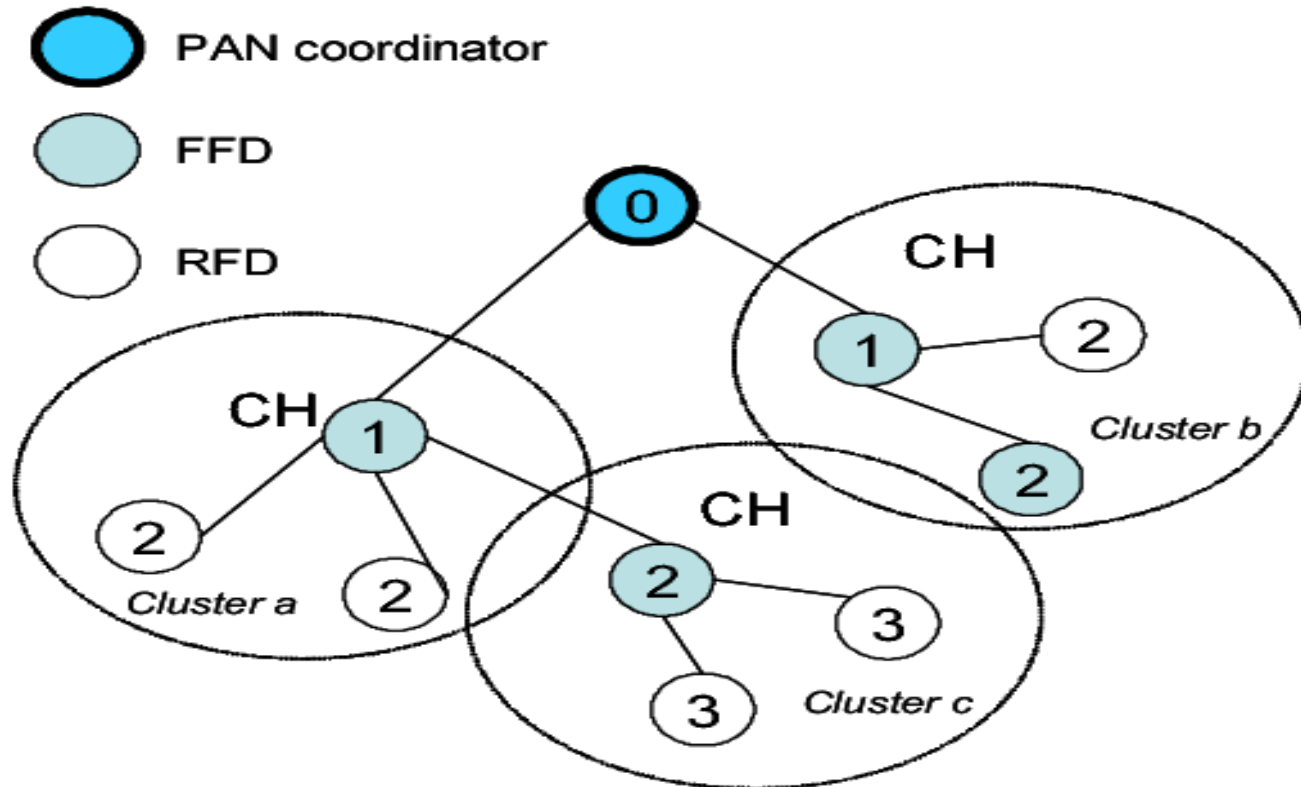
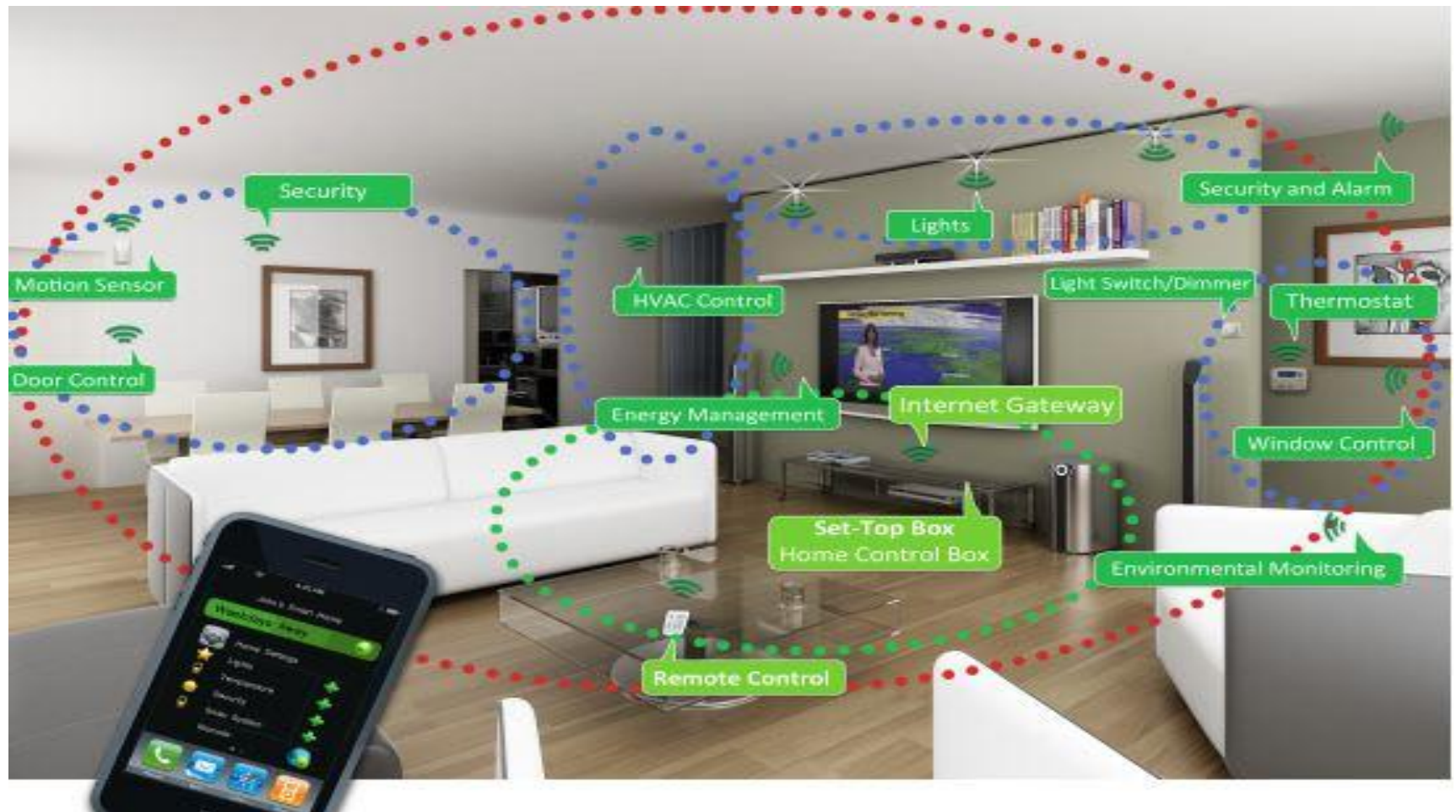


Figure 1 - A generic structure of WPAN organized in a cluster tree topology; the level of each node is indicated by the number in the circle.

# APPLICATIONS

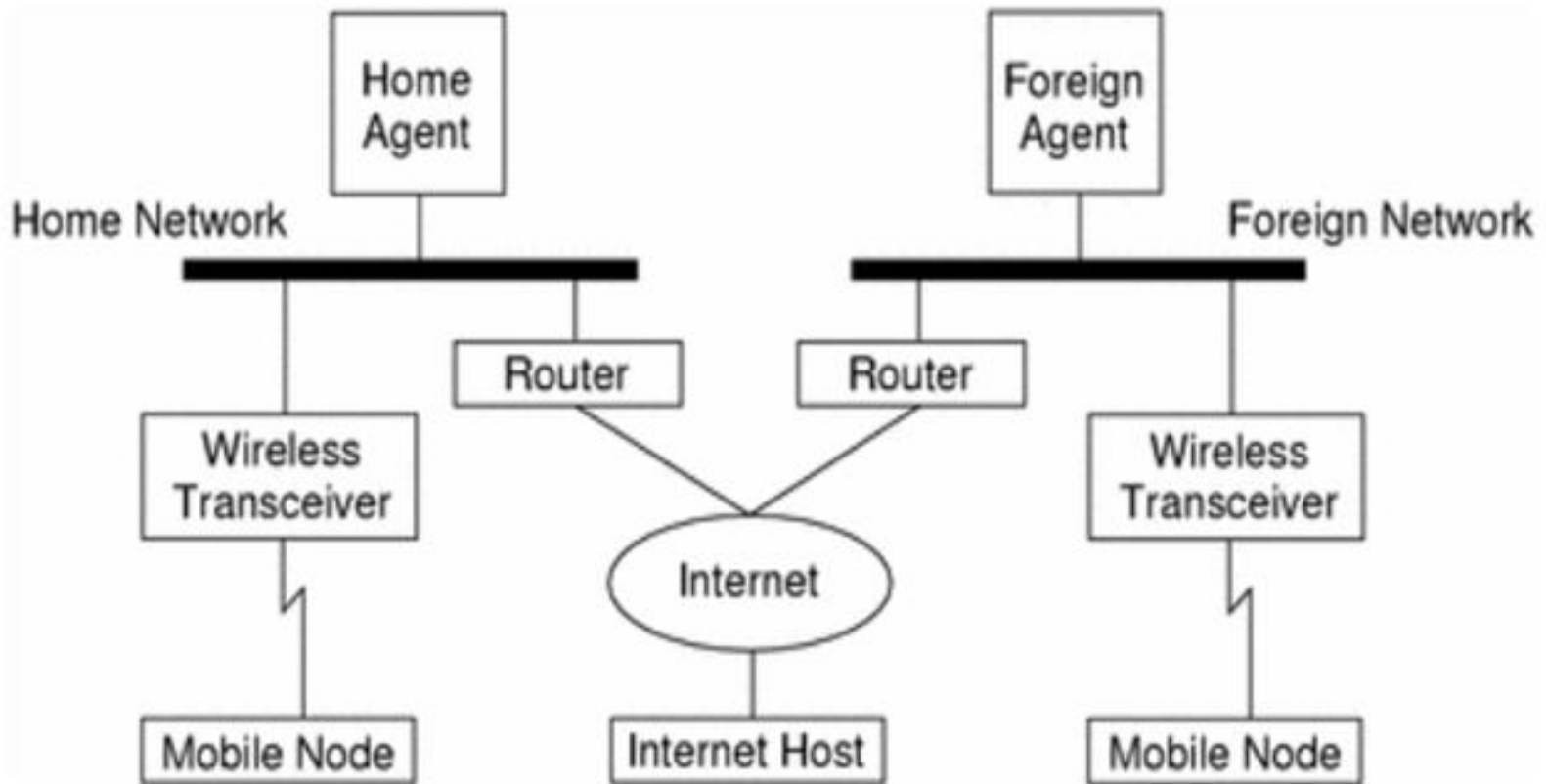
- HOME AUTOMATION.
- HEATING, VENTILATION,
- AIR CONDITIONING
- SECURITY.
- LIGHTINING.
- CONTROL OF OBJECTS SUCH AS CUTAINS, WINDOWS ,DOORS, & LOCKS.
- HEALTH MONITORING.
- SENSORS & MONITORS.

# Application





# MOBILE NETWORK LAYER



**Fig: Mobile IP topology**

# MOBILE NETWORK LAYER

REGISTRATION

TUNNELING & ENCAPSULATION

# REGISTRATION



# REGISTRATION

- HLR-HOME LOCATION REGISTER.  
VLR-VISITOR LOCATION REGISTER.

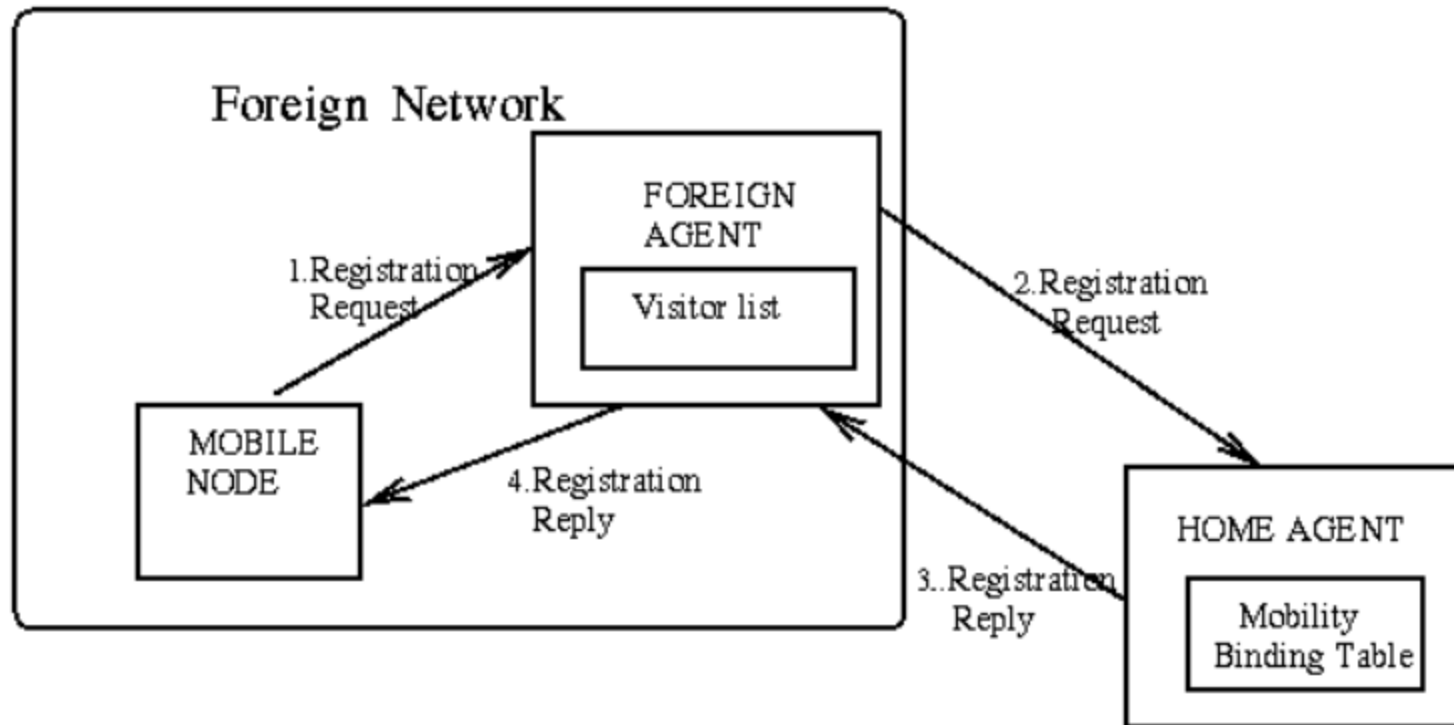
# REGISTRATION-HLR,VLR



# REGISTRATION

- The main **purpose** of the **registration** is to **inform the HA** of the **current location** for correct forwarding packets.
- **REGISTRATION CAN BE DONE IN TWO DIFFERENT WAYS.**

# REGISTRATION PROCESS

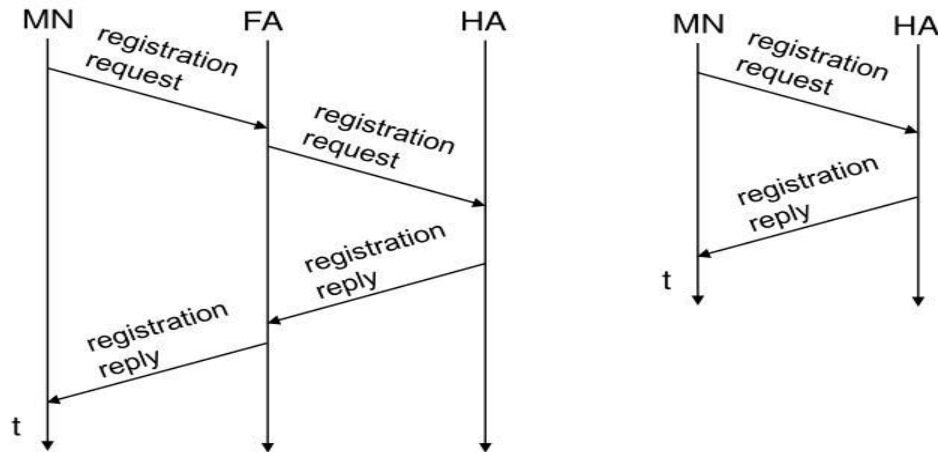


# REGISTRATION:

## REGISTRATION CAN BE DONE IN TWO DIFFERENT WAYS

### Registration

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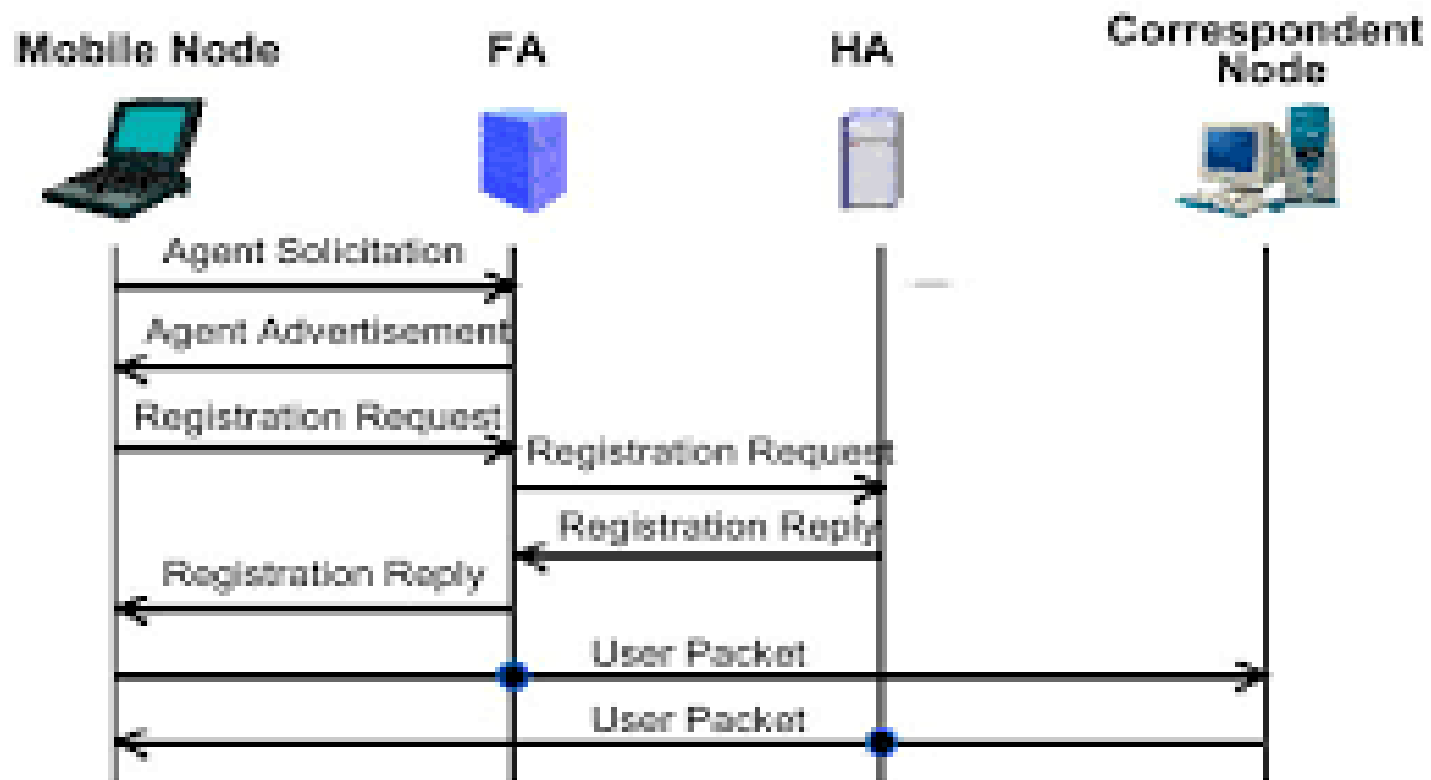




# REGISTRATION PROCESS

- The MN sends its registration request containing the COA to the FA which forwards the request to the HA.
- The HA now sets up mobility binding.
- **MOBILITY BINDING:** CONTAINING THE MOBILE NODE'S HOME IP ADDRESS AND THE CURRENT COA.
- REGISTRATION REQUEST, REGISTRATION REPLY.

# SUMMARY

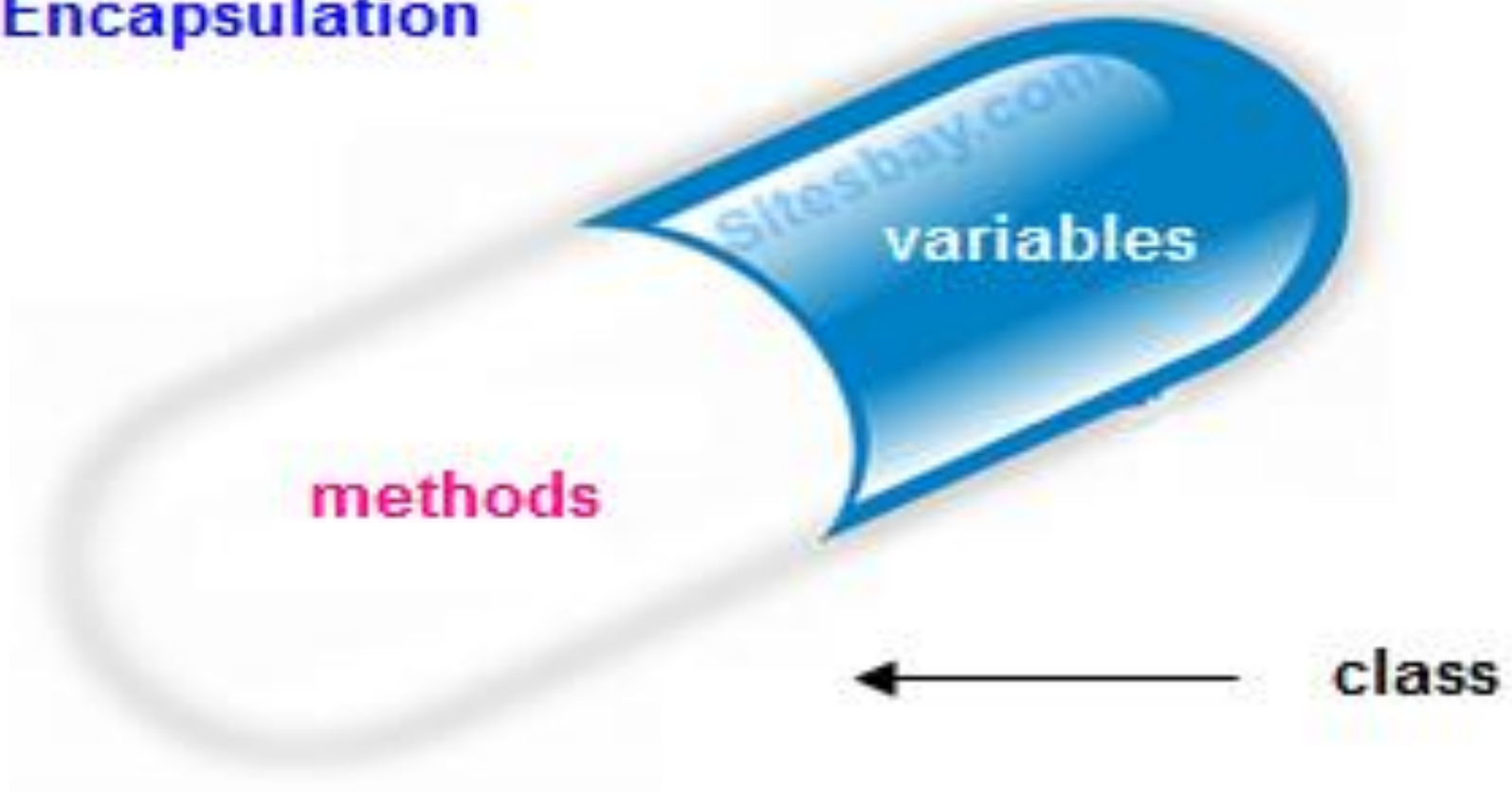


# TUNNELING



# ENCAPSULATION

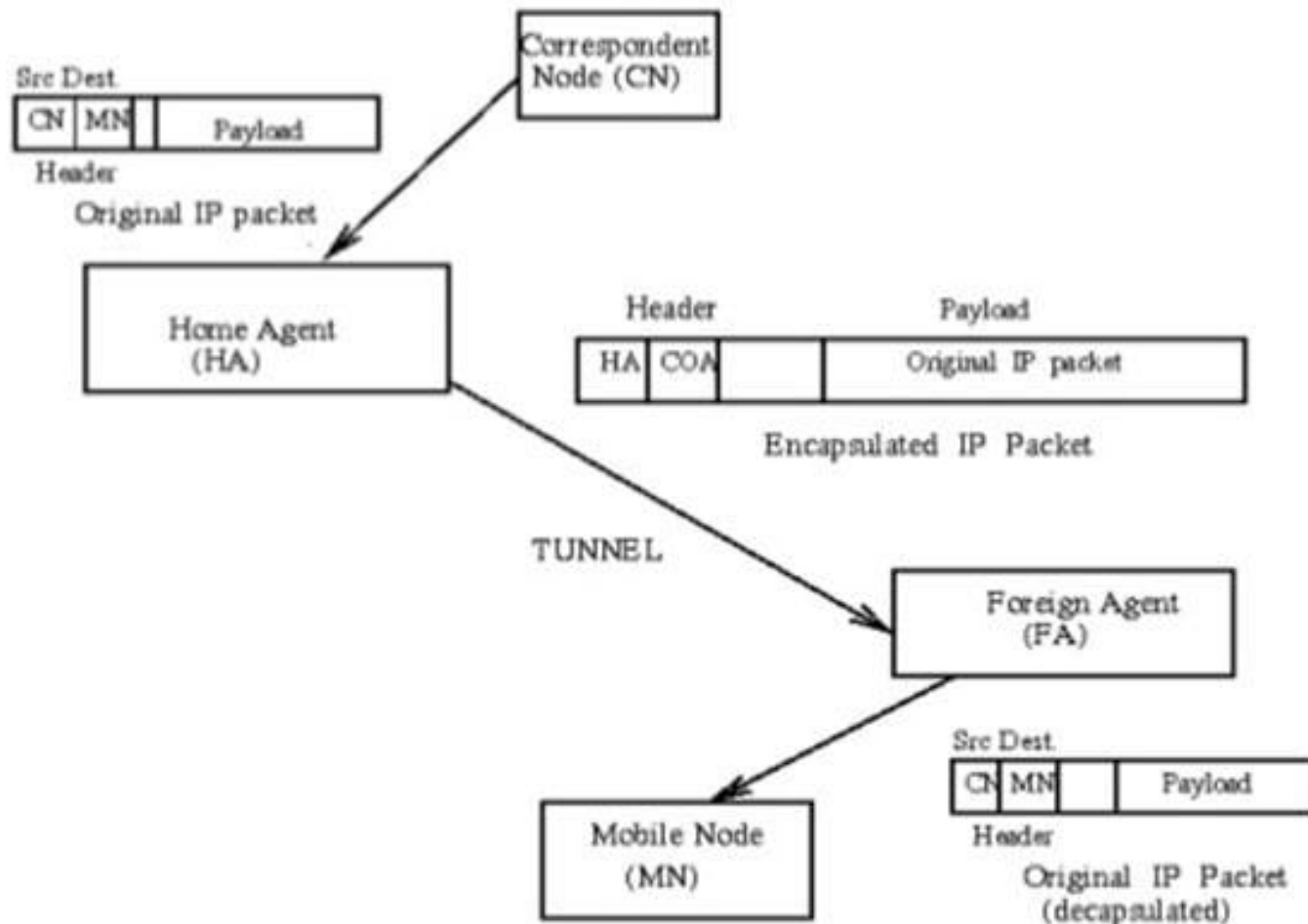
Encapsulation



# TUNNELING:

- Tunnel establishes a **virtual pipe** for data packets between a tunnel entry and a tunnel endpoint.
- Packets entering a tunnel are forwarded inside the tunnel and leave the tunnel unchanged.
- Tunneling: sending a packet through a tunnel is achieved by using encapsulation.

# Mobile IP Tunneling



# ENCAPSULATION, DECAPSULATION

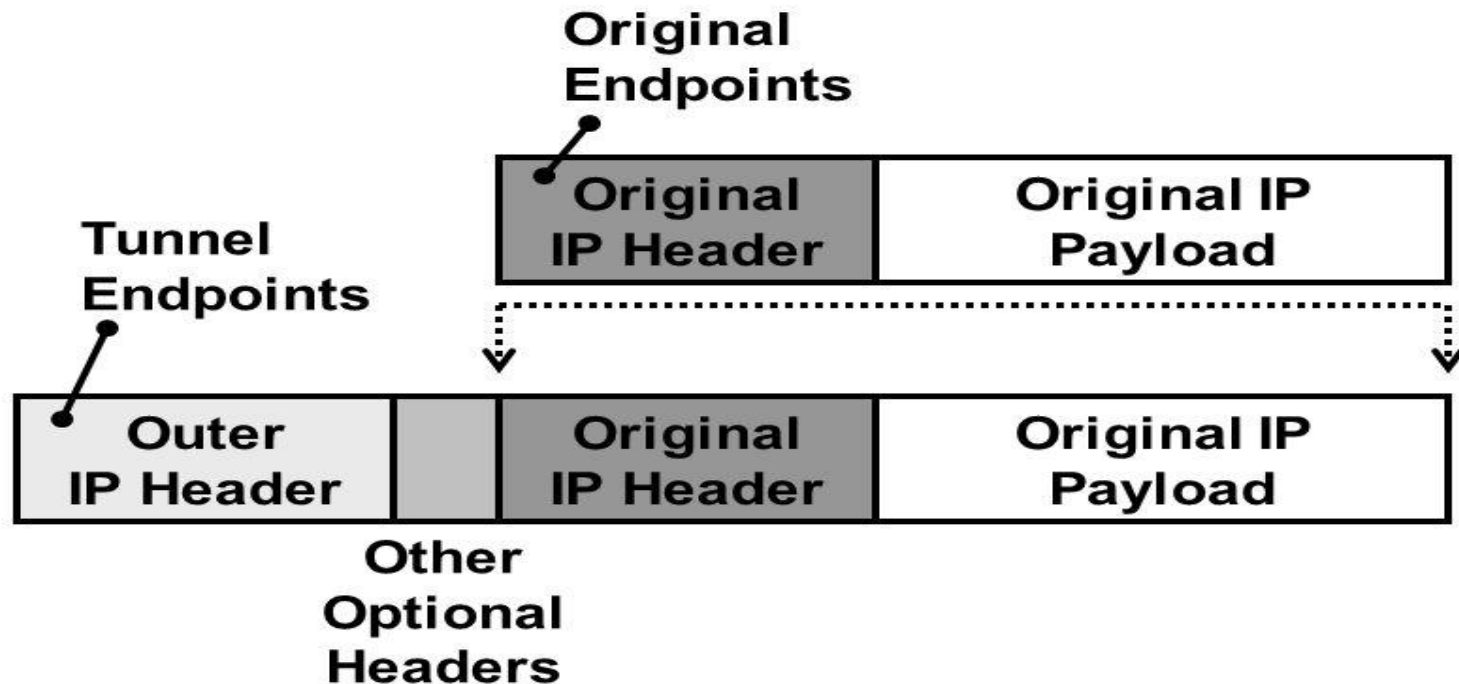
- ENCAPSULATION:- is the mechanism of taking a packet consisting of packet header and data and putting it into the data part of a new packet.
- DECAPSULATION:- The reverse operation taking a packet out of the data part of another packet is called decapsulation.

# IP-ENCAPSULATION

3

## IP-in-IP Encapsulation (1)

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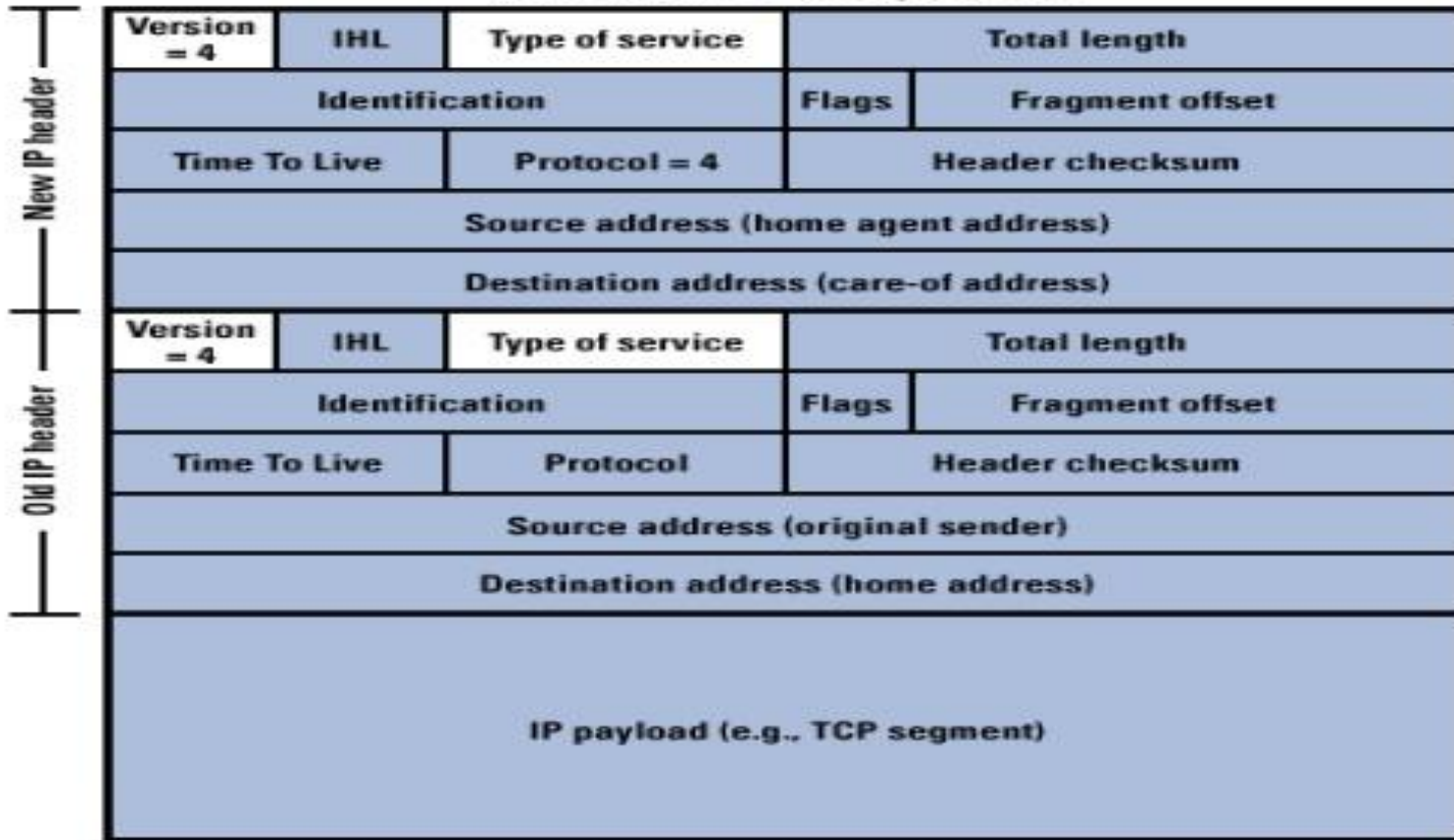




# IP-IN-IP ENCAPSULATION

## IP in IP Encapsulation

(a) IP-within-IP encapsulation



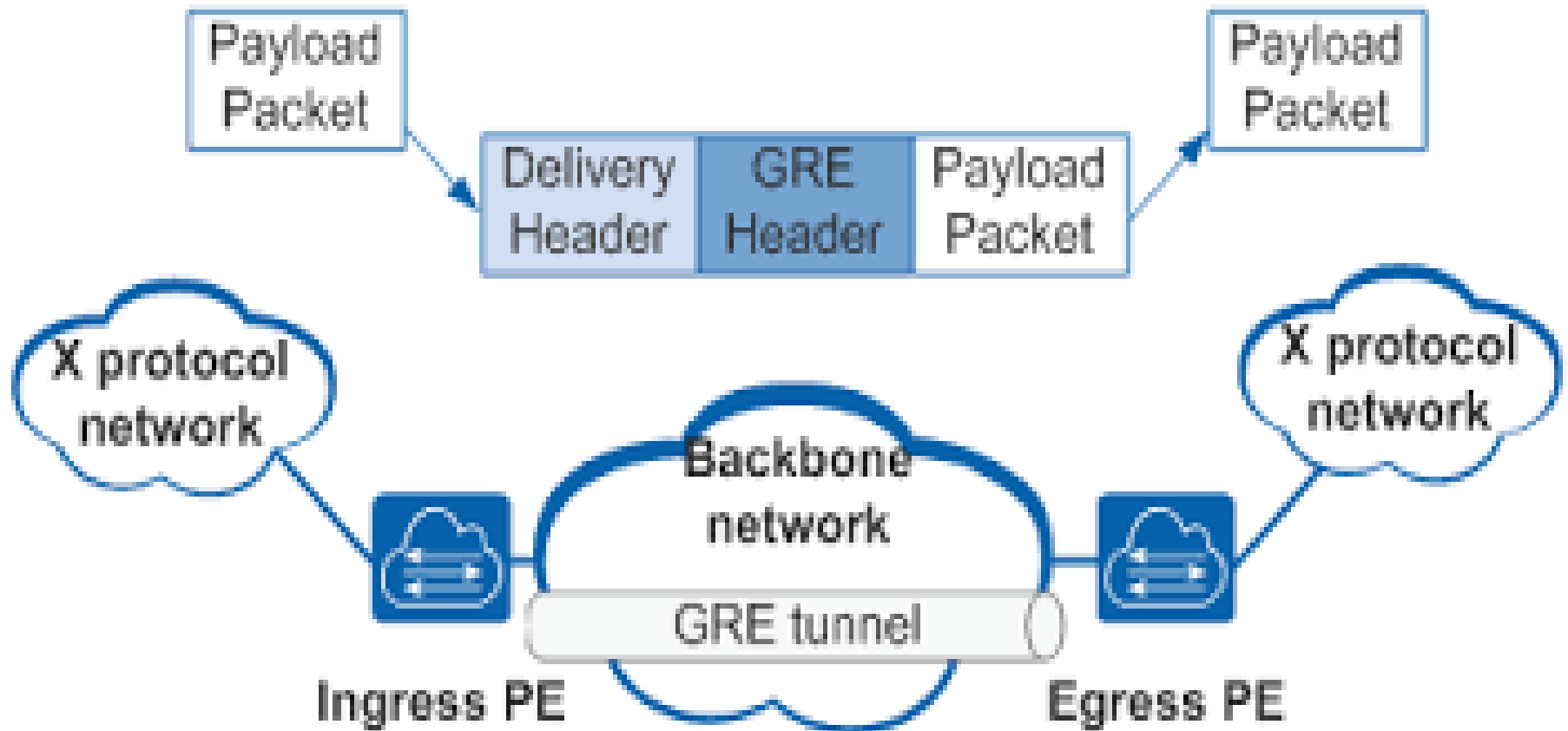
Unshaded fields are copied from the inner IP header to the outer IP header.

# MINIMAL ENCAPSULATION

ver.	IHL	DS (TOS)	length	
IP identification			flags	fragment offset
TTL	<i>min. encap</i>		IP checksum	
IP address of HA				
care-of address of COA				
lay. 4 protoc.	S	reserved	IP checksum	
IP address of MN				
original sender IP address (if S=1)				
TCP/UDP/ ... payload				

**Fig : Minimal encapsulation**

# GENERIC ROUTING ENCAPSULATION



# GENERIC ROUTING ENCAPSULATION

ver.		IHL		DS (TOS)		length			
IP identification						flags		fragment offset	
TTL			GRE			IP checksum			
IP address of HA									
care-of address of COA									
C	R	K	S	s	rec.	rsv.	ver.		protocol
checksum (optional)							offset (optional)		
key (optional)									
sequence number (optional)									
routing (optional)									
ver.		IHL		DS (TOS)		length			
IP identification						flags		fragment offset	
TTL			lay. 4 prot.			IP checksum			
IP address of CN									
IP address of MN									
TCP/UDP/... payload									

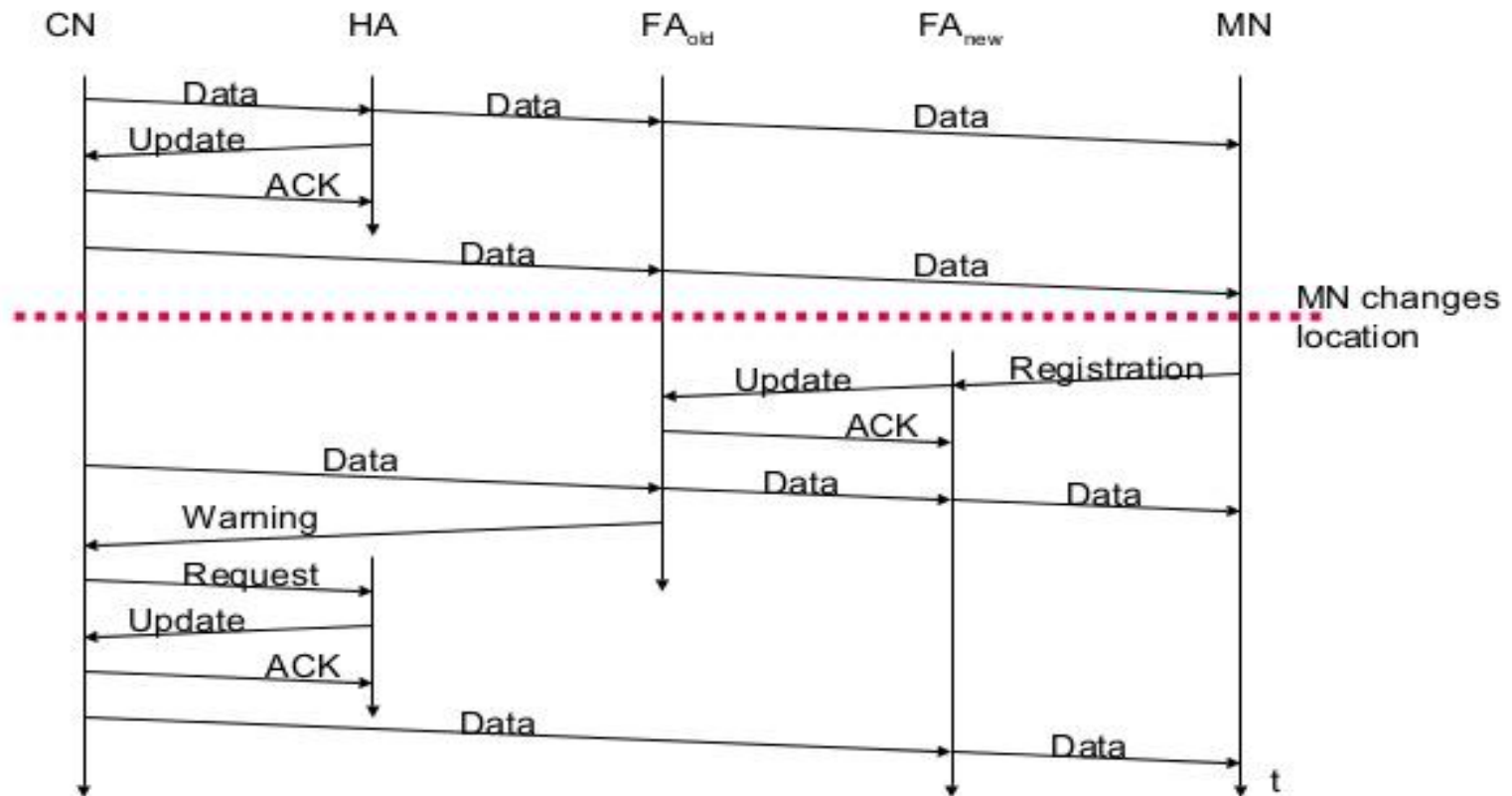
**Fig 2 : Protocol fields for GRE according to RFC 1701**

# OPTIMIZATION

- TRIANGULAR ROUTING.
- ITS NEED ADDITIONAL FOUR MESSAGES:
  - BINDING REQUEST.
  - BINDING UPDATE.
  - BINDING ACKNOWLEDGEMENT.
  - BINDING WARNING.

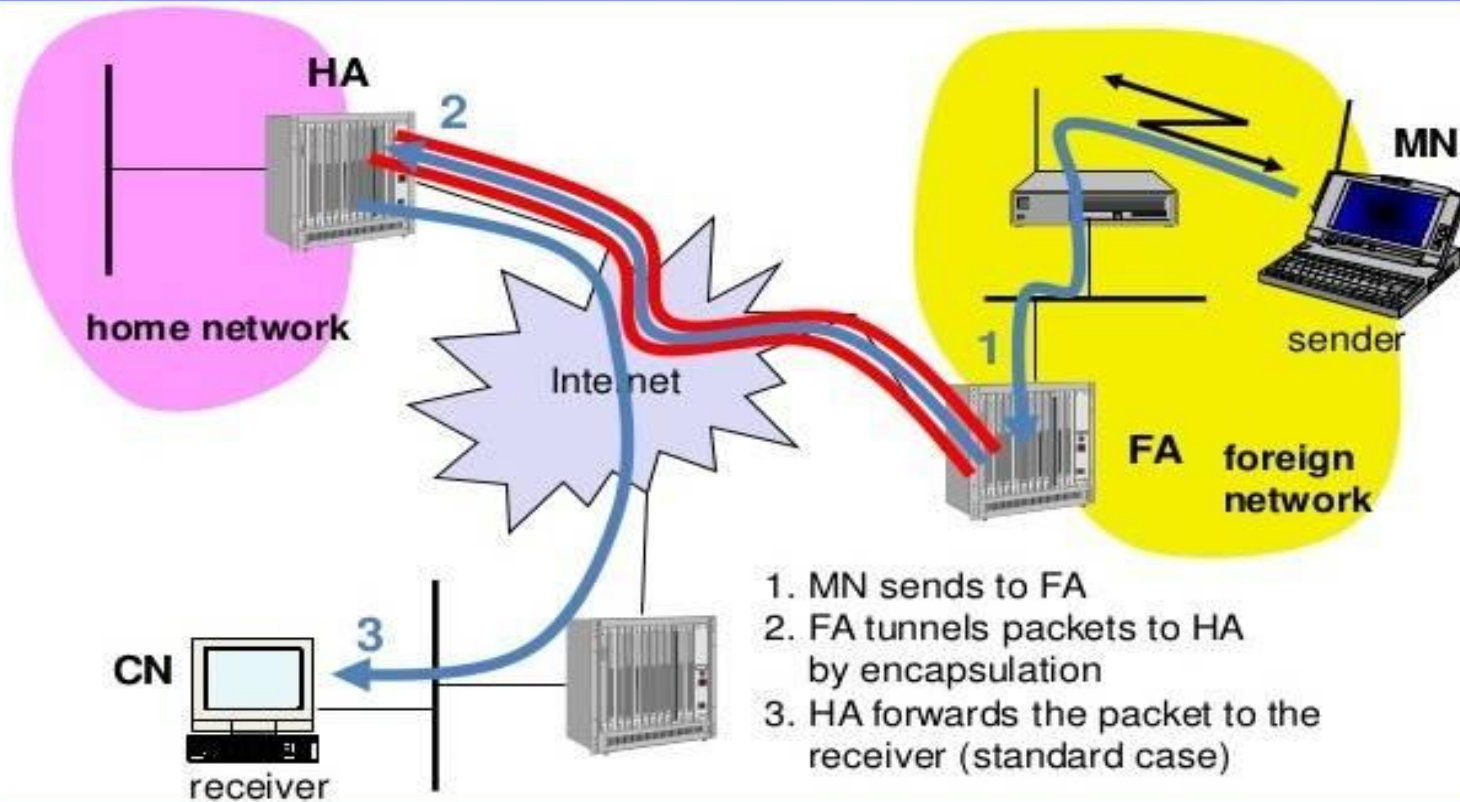
# OPTIMIZATION

## Change of foreign agent



# REVERSE TUNNELING

## Reverse tunneling (RFC 2344)



# REVERSE TUNNELING

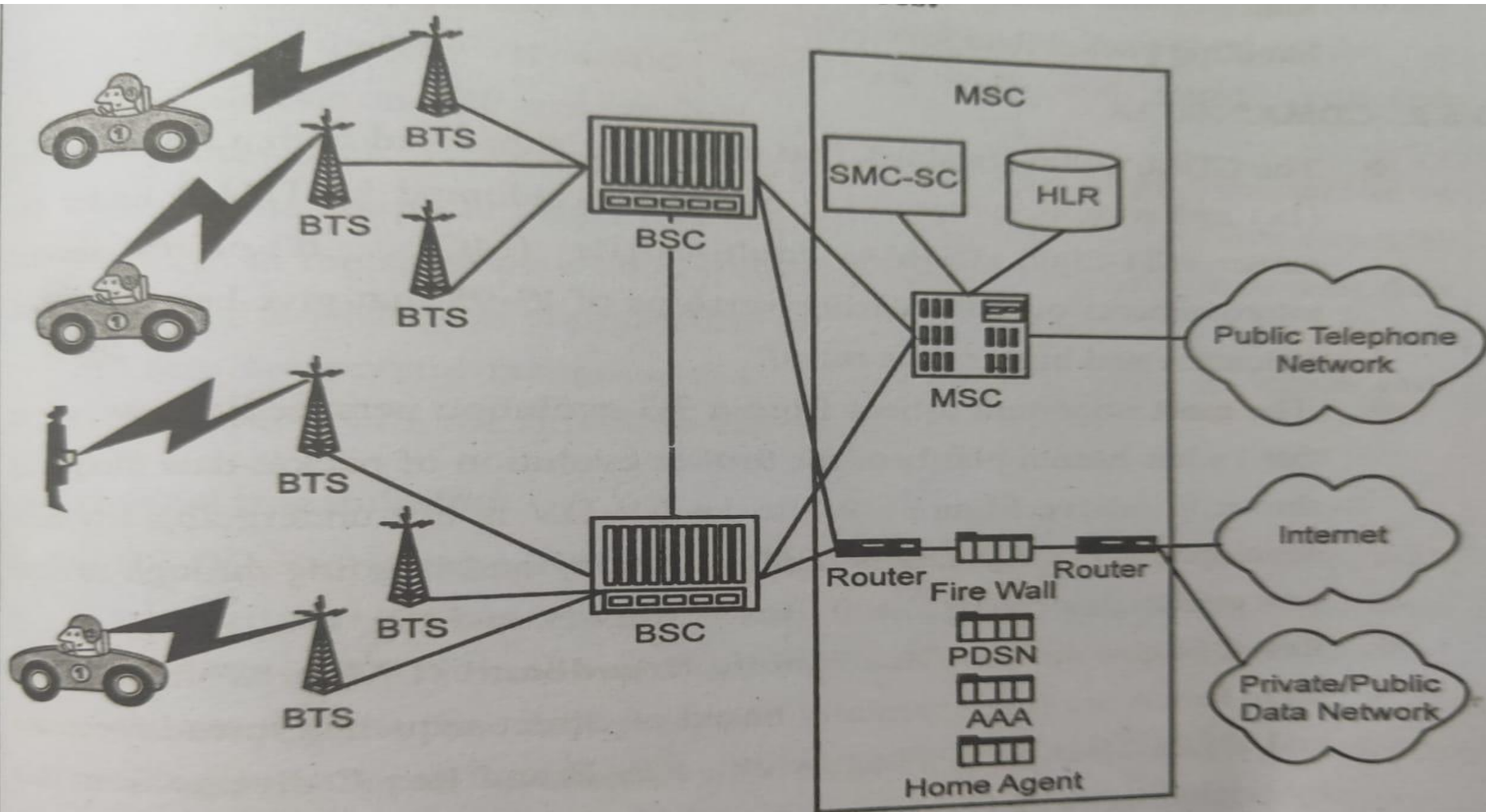
- The reverse path from MS to the CN.
- MN can directly send its packets to the CN.
- Problem Identification.
  - Firewalls.
  - Multicast problems.
  - TTL has to be adjusted
  - Tunnel hijacking
  - Optimization of data paths.(Double triangular routing)



# CDMA 2000

- CDMA 2000- CODE DIVISION MULTIPLE ACCESS 2000(3G) DEVELOPED BY INTERNATIONAL TELECOMMUNICATION UNION. (ITU).
- THIS PROTOCOL USES TO SEND VOICE & DATA SIGNALS BETWEEN MOBILE & CELL SITES.
- SPPED 114Kbps-2Mbps.

# SYSTEM ARCHITECTURE



*Fig. 3.15. Generic CDMA2000 system architecture*

# SYSTEM ARCHITECTURE

- SUPPORT PACKET DATA SERVICES.
- PACKET DATA SERVICE CAN EITHER CENTRALIZED OR DISTRIBUTED.

# CDMA 2000 1X

- SUPPORTS BOTH SINGLE CARRIER & MULTI CARRIER MODE.
- SUPPORTS BETTER SPECTRAL EFFICIENCY AND HIGHER DATA RATES.

# 1X EV-DO REV 0

- DEFINES A NEW UPLINK AND DOWNLINK STRUCTURE FOR CDMA 2000 1X.
- DO-DATA ONLY.
- EV-DO: CARRIER HAS A STRUCTURE OPTIMIZED FOR DATA.
- EV-DO: DOES NOT SUPPORT VOICE & CIRCUIT SWITCHED SERVICES.
- PEAK DATA RATE OF 2.4 Mbps.
- DOWNLINK CARRIER IS 1.25MHz.

# 1X EV-DO REV 0-COMPONENTS

- SHARED CHANNEL TRANSMISSION.(TDM)
- CHANNEL- DEPENDENT SCHEDULING.
- SHORT TRANSMISSION TIME INTERVAL(TTI)  
TTI=1.6ms.
- RATE CONTROL.
- HIGHER ORDER MODULATION.( 16 QAM).
- RECEIVE DIVERSITY IN THE MOBILE.
- DOES NOT USE SOFT HANDOVER.
- HYBRID ARQ SCHEME.

# 1X EV-DO REV A

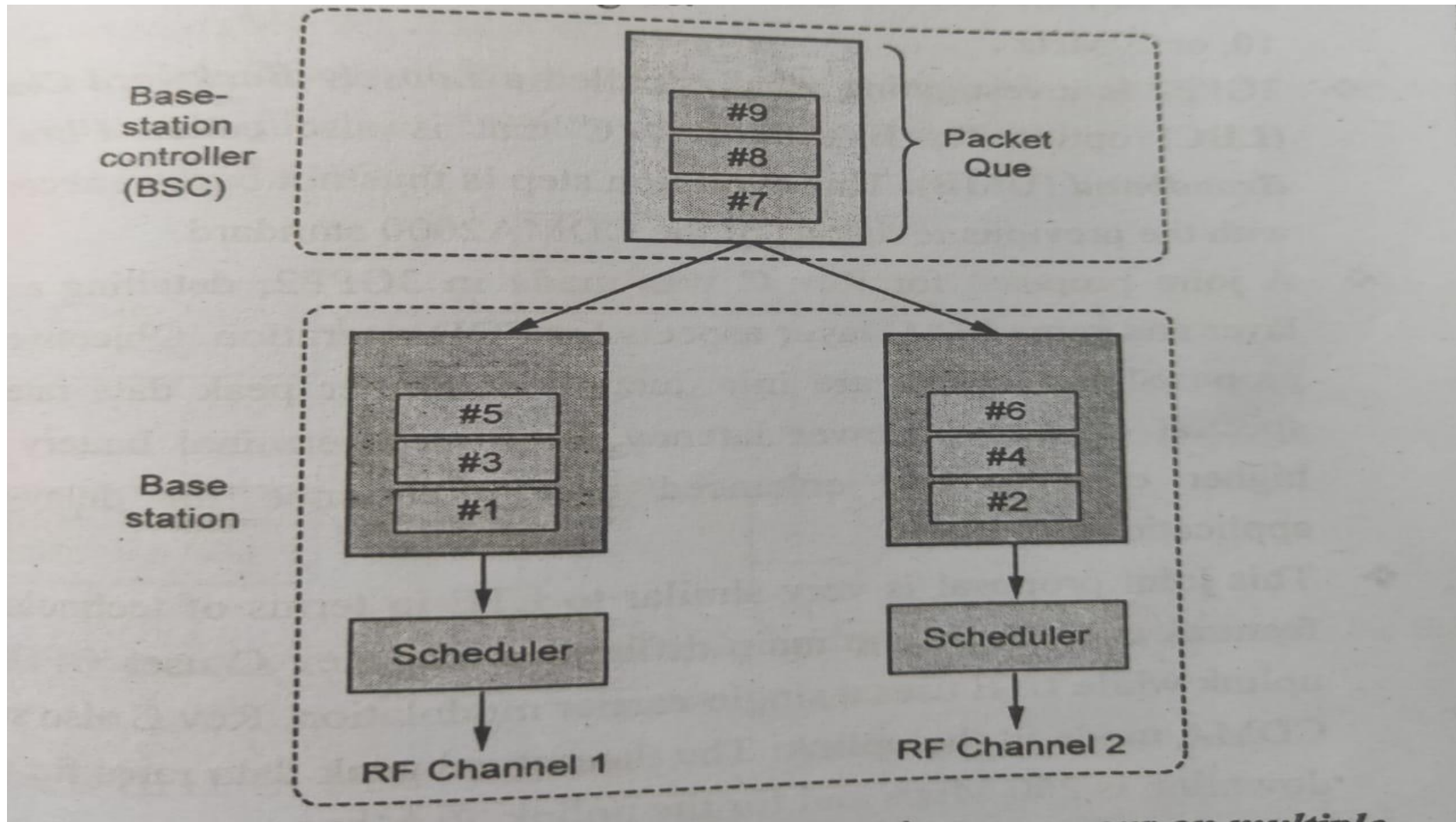
- FOCUS ON UPLINK IMPROVEMENT.(AND ALSO INCLUDES UPDATED DOWNLINK.
- MULTICAST MODE. ADVANCE QoS.
- COMPONENTS:-
  - HIGHER PEAK RATES.(DOWNLINK=3.1Mbps.)
  - SHORTER PACKETS.(128,256,512 bit packet)
  - HIGHER ORDER MODULATION (QPSK, 8PSK)
  - HYBRID-ARQ.
  - REDUCED LATENCY.

# 1X EV-DO REV B

- ENABLES HIGH DATA RATES BY AGGREGATION OF MULTIPLE CARRIERS.
- PERMITS UP TO **SIXTEEN 1.25MHZ** CARRIER TO BE AGGREGATED.
- PEAK DOWNLINK DATA RATE UP TO 9.3Mbps.
- MULTILINK RADIO LINK PROTOCOL (ML-RLP) ENABLES MULTIPLE CARRIERS.



# MULTI CARRIER OPERATION



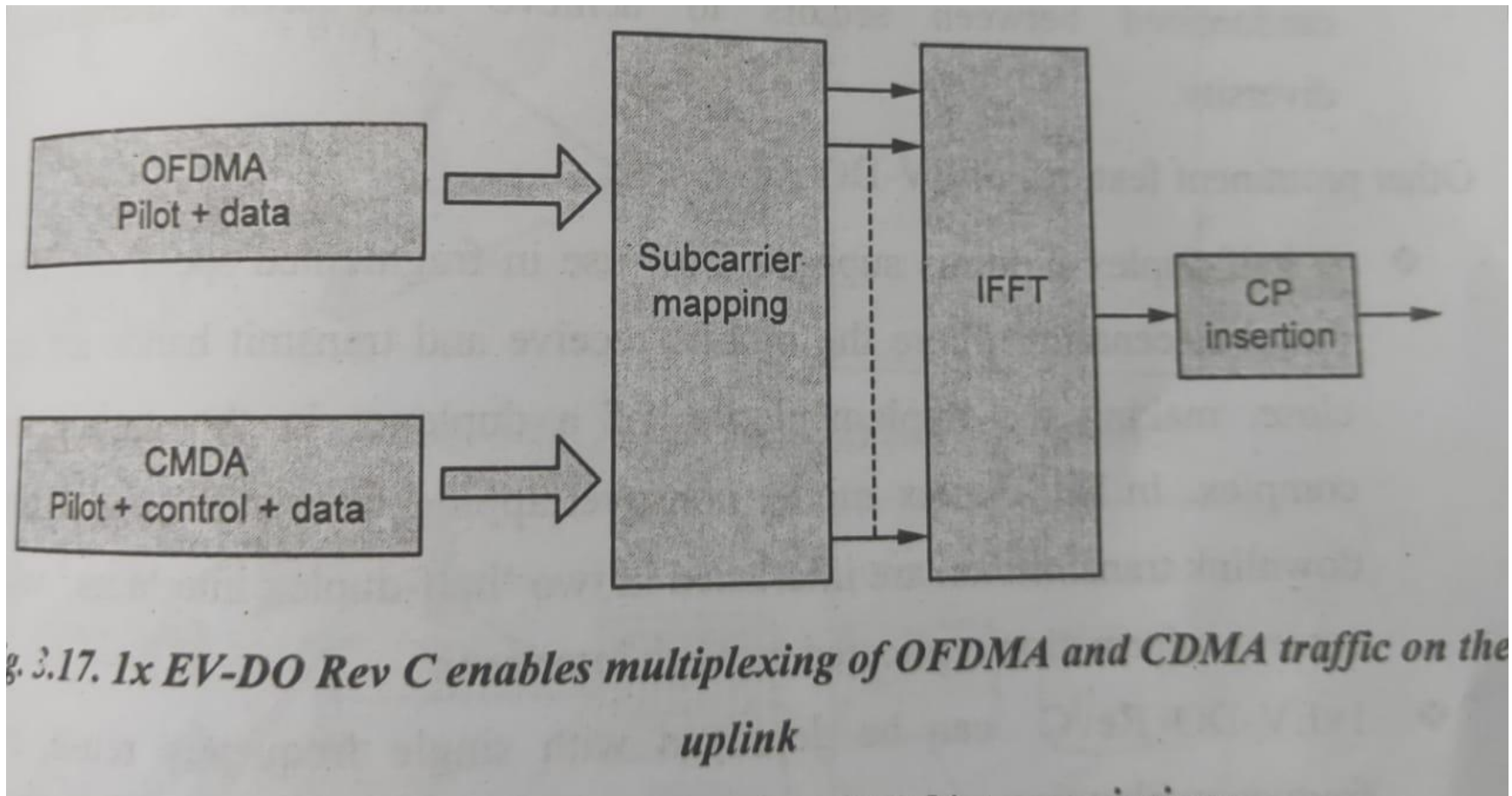
# 1X EV-DO REV C(UMB)

- UMB-ULTRA MOBILE BROADBAND.
- OBJECTIVES:
  - HIGHER PEAK DATA RATE.
  - BETTER SPECTRAL EFFICIENCY.
  - LOWER LATENCY.
  - IMPROVED TERMINAL BATTERY LIFE.
  - HIGHER CAPACITY.
  - DELAY-SENSITIVE APPLICATION.

# 1X EV-DO REV C(UMB)

- UPLINK-OFDM,CDMA IS USED.
- PEAK DATA RATES FOR 20MHz is:  
downlink =260 Mbps. Uplink= 70Mbps.
- SUPPORTS MULTI ANTENNA TECHNIQUES.
- DOWNLINK DEDICATED CHANNEL SUPPORTS QPSK, 8PSK,16QAM,64QAM.
- MULTIPLEXING DIVERSITY.
- SUPPORTS FRAGMENTAED SPECTRUM.

# MULTIPLEXING OF OFDM & CDMA TRAFFIC ON THE UPLINK



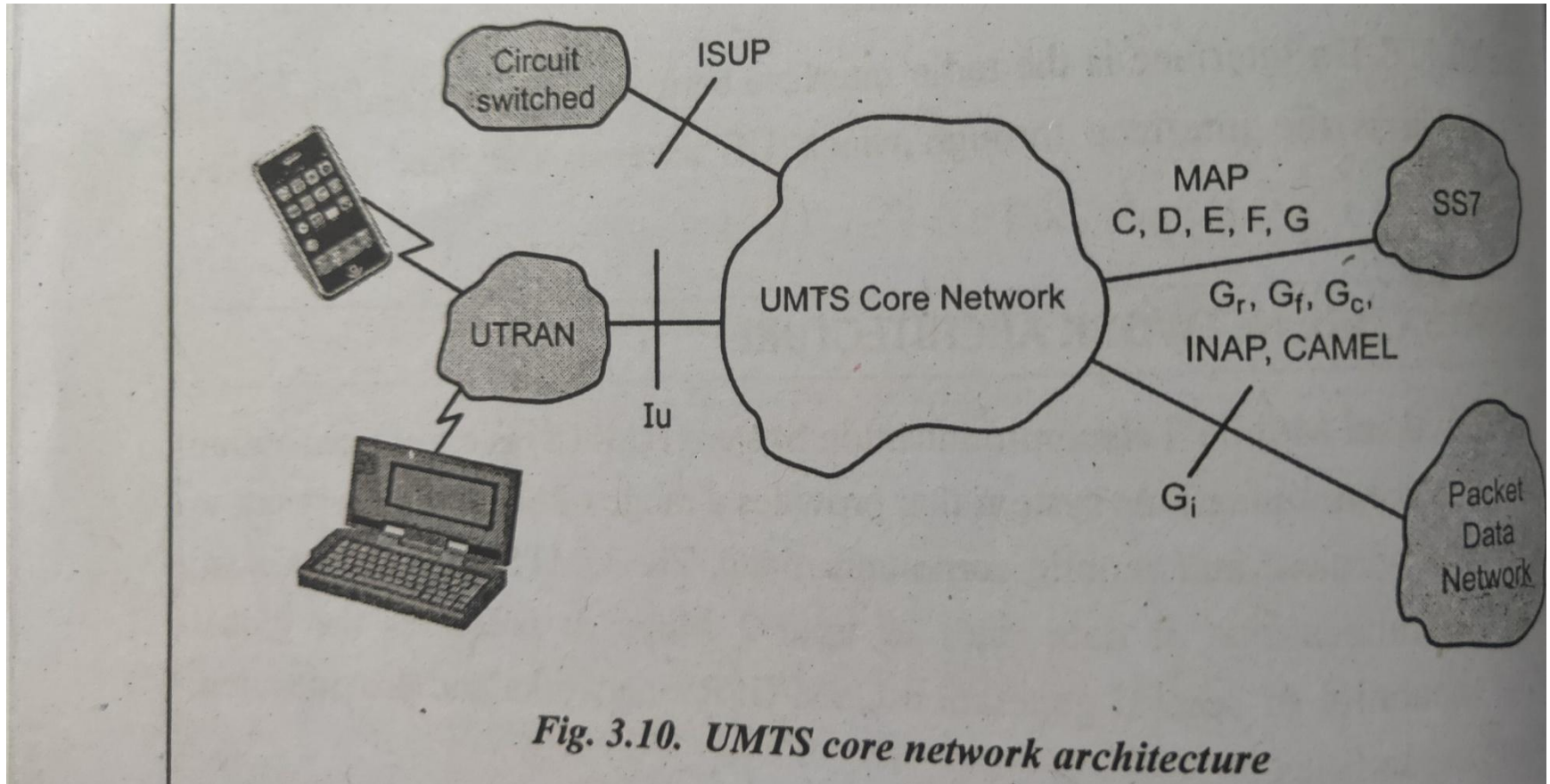
# UMTS CORE NETWORK ARCHITECTURE

- UMTS- 3G MOBILE COMMUNICATION SYSTEM PROVIDES **BROADBAND SERVICES TO THE WORLD OF WIRELESS & MOBILE COMMUNICATION.**
- DATA RATE 2 Mbps.
- UMTS is designed deliver:  
**pictures, graphics, video communication, multimedia information,**  
as well as voice & data to mobile wireless subscribers.

# UMTS CORE NETWORK ARCHITECTURE

- UMTS network is divided into:-
  - CORE NETWORK.
  - RAN.
- CORE NETWORK:-
  - CIRCUIT SWITCHED (CS) DOMAIN.
  - PACKET SWITCHED (PS) DOMAIN.

# UMTS CORE NETWORK ARCHITECTURE



# UMTS CORE NETWORK ARCHITECTURE

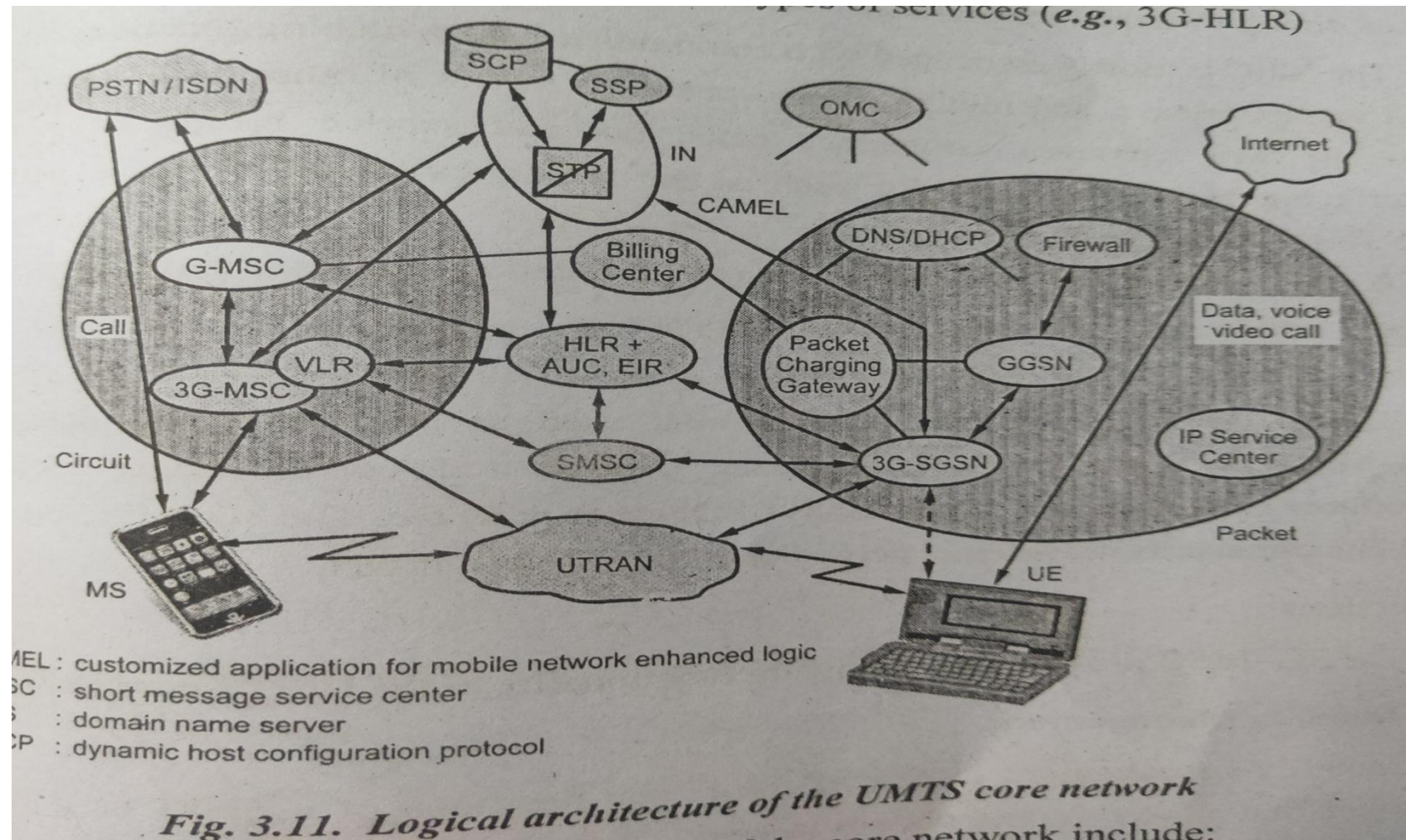
- CIRCUIT SWITCHED DOMAIN- PROVIDING VOICE, CS DATA SERVICE.
- CIRCUIT SWITCHED DOMAIN ENTITIES:
  - 1. MOBILE SWITCHING CENTRE.(MSC)
  - 2. GATEWAY MSC.



# PACKET SWITCHED DOMAIN

- PS DOMAIN ENTITIES:-
- SGSN-SERVING GPRS SUPPORT NODE.
- GGSN- GATEWAY GPRS SUPPORT NODE.
- DNS- DOMAIN NAME SERVER.
- DHCP- DYNAMIC HOST CONFIGURATION PROTOCOL.

# LOGICAL ARCHITECTURE OF THE UMTS CORE NETWORKS



# UMTS

- 3G-MSC
- 3G-SGSN
- 3G-GGSN
- SMS-GMSC/SMS-IWMSC
- FIREWALL
- DNS/DHCP.

# 3G-MSC

- INTERFACE BETWEEN CELLULAR NETWORK AND EXTERNAL FIXED CIRCUIT SWITCHED TELEPHONE NETWORKS (PSTN).
- MSC ASSOCIATED WITH COMMUNICATION SWITCHING FUNCTION SUCH AS:-  
CALL SET-UP, RELEASE, & ROUTING.

# 3G-MSC

- INCLUDING,
  - ROUTING SMS MESSAGE.
  - CONFERENCE CALLS.
  - FAX.
  - SERVICE BILLINGS.
  - INTERFACING WITH PSTN.

# 3G-MSC FUNCTIONS:-

- MOBILITY MANAGEMENT.(CALL,SMS)
- CALL MANGEMENT.(CALL SET-UP etc)
- SUPPLEMENTARY SERVICES.(CALL WAITING)
- CS DATA SERVICE.(FAX)
- SHORT MESSAGE SERVICE(SMS)
- VLR FUNCTIONALITY.
- ATM/AAL2 CONNECTION TO UTRAN.(  
Transportation of user plane)

# 3G-SGSN

## SGSN-SERVING GPRS SUPPORT NODE.

- HANDLES MOBILITY MANAGEMENT, AUTHENTICATION OF USERS.
- SGSN CONTROLS ACCESS NETWORK RESOURCES - PREVENTING UNAUTHORIZED ACCESS TO NETWORK, SPECIFIC SERVICES, APPLICATIONS.

# 3G-SGSN FUNCTIONS

- SESSION MANAGEMENT.(QoS MECHANISM)
- Iu INTERFACE.
- SMS.
- MOBILITY MANAGEMENT.
- SUBSCRIBER DATA BASE FUNCTIONALITY.
- CHARGING.
- ATM/AAL5- TRANSPORTATION OF USER DATA PLANE TRAFFIC ACROSS THE Iu.



# 3G-GGSN

## GGSN-GATEWAY GPRS SUPPORT NODE.

- CONNECTS GSM-BASED 3G NETWORKS TO THE INTERNET.
- FUNCTION:-
  - MAINTAIN INFORMATION LOCATION.
  - GATEWAY BETWEEN UMTS & EXTERNAL DATA NETWORK.
  - USER LEVEL ADDRESS LOCATION.
  - CHARGING.(CHARGING INFORMATION RELATED TO OTHER NETWORKS)

# 4.SMS-GMSC/SMS-IWMSC

- SMS-GMSC;- SMS GATEWAY MSC.

## ➤ SHORT MESSAGE SERVICES.

- FUNCTION:-

➤ RECEPTION OF SHORT MESSAGE PACKET DATA UNIT.

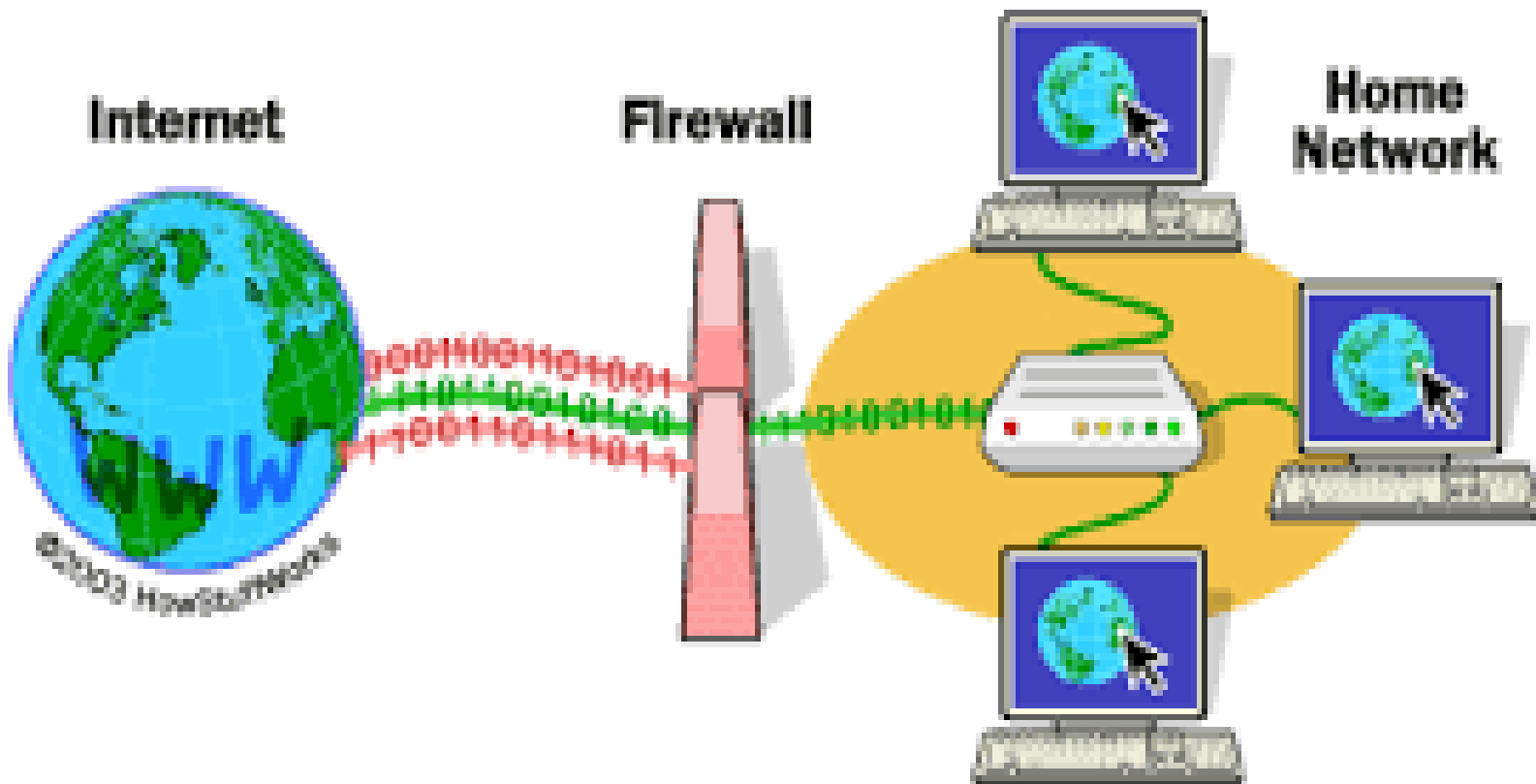
➤ HLR ROUTING INFORMATION.

# SMS-IWMSC

## SMS INTER WORKING MSC

- RECEIVING A SHORT MESSAGE FROM THE MOBILE NETWORK AND SUBMITTING IT TO MSC.

# FIREWALL



# FIREWALL

- FIREWALL IS A NETWORK SECURITY DESIGNED TO PREVENT UNAUTHORIZED ACCESS TO OR FROM PRIVATE NETWORK.
- FIREWALL IS MAY NE A HARDWARE OR SOFTWARE OR COMINATION OF BOTH.
- UNAUTHORIZED INTERNET USERS.

# DNS/DHCP

- DOMAIN NAME SYSTEM IS AN INTERNET SERVICE **TRANSLATES** **DOMAIN NAMES** INTO **IP ADDRESS**.
- [WWW.GOOGLE.COM](http://WWW.GOOGLE.COM)
- 198.105.232.4
- 000110011000.000100000101.001100110010.0100

# DHCP

- IT MANAGE THE ALLOCATION OF IP CONFIGURATION INFORMATION BY AUTOMATICALLY ASSIGNING IP ADDRESS TO SYSTEM

# 3GPP(3<sup>rd</sup> GENERATION PARTNERSHIP PROJECT)

- 3GPP- STANDARD ORGANIZATION WHICH DEVELOPS PROTOCOLS FOR MOBILE TELEPHONY.

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# 3GPP-DEVELOP & MAINTANENCE

- GSM AND RELATED 2G AND 2.5G STANDARDS, INCLUDING GPRS AND EDGE.
- UMTS & RELATED 3G.
- LTE AND RELATED 4G.
- 5G AND RELATED STANDARDS.
- IP MULTIMEDIA SUBSYSTEM.

# 3GPP ORGANIZES ITS WORK INTO THREE DIFFERENT STREAMS:

- RADIO ACCESS NETWORKS.
- SERVICES AND SYSTEMS ASPECTS.
- CORE NETWORK & TERMINALS.

# HSDPA- HIGH SPEED DOWNLINK PACKET ACCESS

- HIGH DATA RATE PACKET SWITCHED SERVICE.
- OBJECTIVE:-  
HSDPA PROVIDE COST-EFFECTIVE, HIGH BANDWIDTH, LOW DELAY, PACKET ORIENTED SERVICES WITHIN UMTS
- HSDPA TARGETING 8 to 10 Mbps to support multimedia services.

# HSPDA THREE TECHNIQUES:

- 1. ADAPTIVE MODULATION AND CODING.
- 2. FAST HYBRID AUTOMATIC REPEAT REQUEST(HARQ)
- 3. FAST SCHEDULING.(MULTI USER DIVERSITY)

# HSDPA CHANNELS

- 1. HIGH SPEED DOWNLINK SHARED CHANNEL  
(HS-DSCH) (SHARED BY SEVERAL UE)
- 2. HIGH SPEED SHARED CONTROL CHANNEL  
(HS-SCCH)(BETWEEN NODE B & UE)
- 3. HIGH SPEED DEDICATED PHYSICAL  
CONTROL CHANNEL(HS-DPCCH)  
(ACK,NACK)
-

# RADIO & NETWORK COMPONENTS

- PSDN
- AAA
- HOME AGENT.
- ROUTER
- HOME LOCATION REGISTER.
- BASE TRANSCEIVER STATION.(BTS)
- BASE-STATION CONTROLLER(BSC)



# PSDN-PACKET DATA SERVING NODE

- SUPPORT PACKET DATA SERVICE.
- ESTABLISH, MAINTAINS, TERMINATES .
- SUPPORT BOTH SIMPLE AND MOBILE IP PACKET SERVICES.



# AAA- AUTHENTICATION,AUTHORIZATION, & ACCOUNTING

- AUTHENTICATION.(MOBILE IP,PPP)
- AUTHORIZATION.( SERVICE PROFILE, SECURITY KEY DISTRIBUTION)
- ACCOUNTING.

# OTHERS.....

- HA.
- ROUTER.
- HLR.
- VLR.
- BTS.
- BSC.

# RADIO NETWORK

## CDMA 2000

- FORWARD CHANNEL.
- REVERSE CHANNEL
- SPREADING RATE, POWER CONTROL.
- POWER CONTROL.

# DHCP

- DHCP- DYNAMIC HOST CONFIGURATION PROTOCOL
- DHCP- AUTOMATIC CONFIGURATION PROTOCOL USED ON IP networks.
- DHCP allows a computer to join an IP-based network without having a pre-configured IP address.

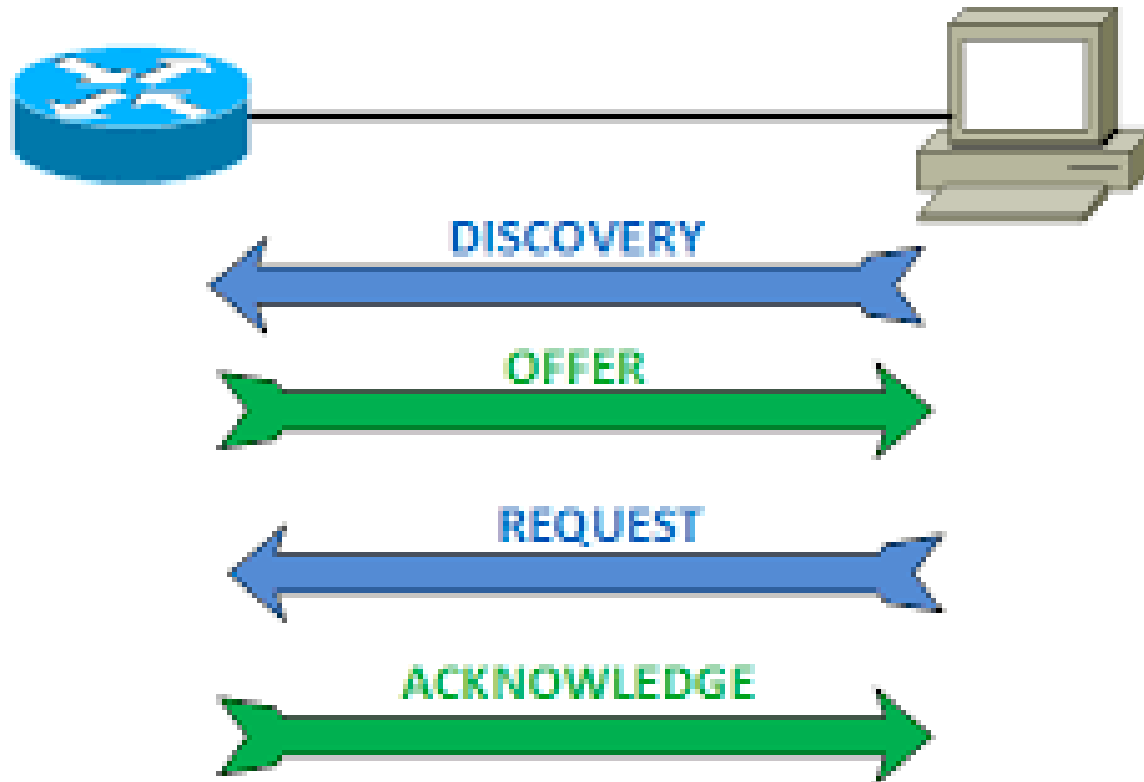
# DHCP

- DHCP is a protocol that assigns unique IP addresses to devices, then releases and renews these addresses as devices leave and re-join the network.
- DHCP provides address of a DNS server, default router, subnet mask, and the domain name, and an IP address.
- Providing an IP address makes DHCP very attractive for mobile IP as a source of Care-of-addresses.

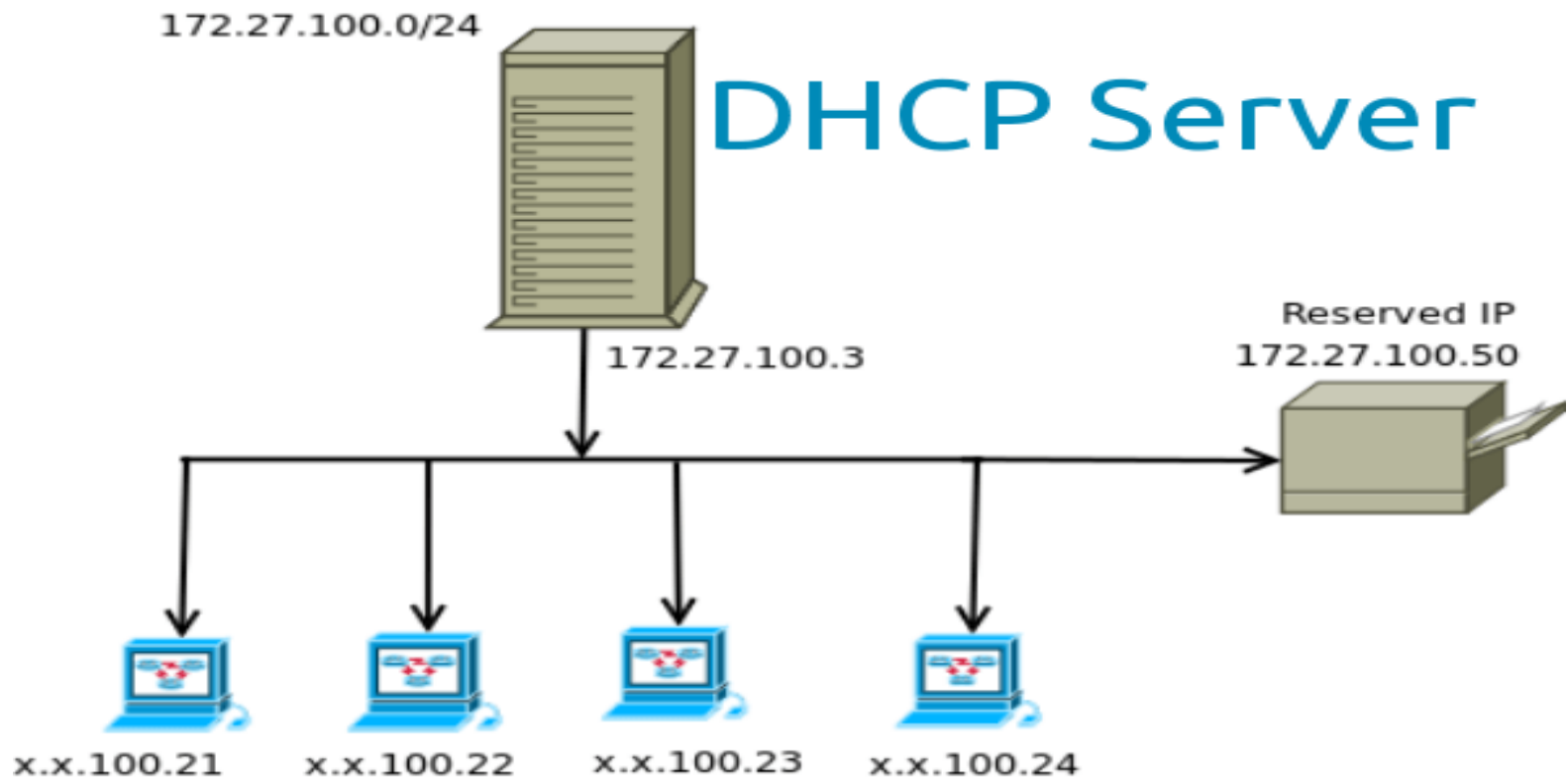
# DHCP

DHCP SERVER

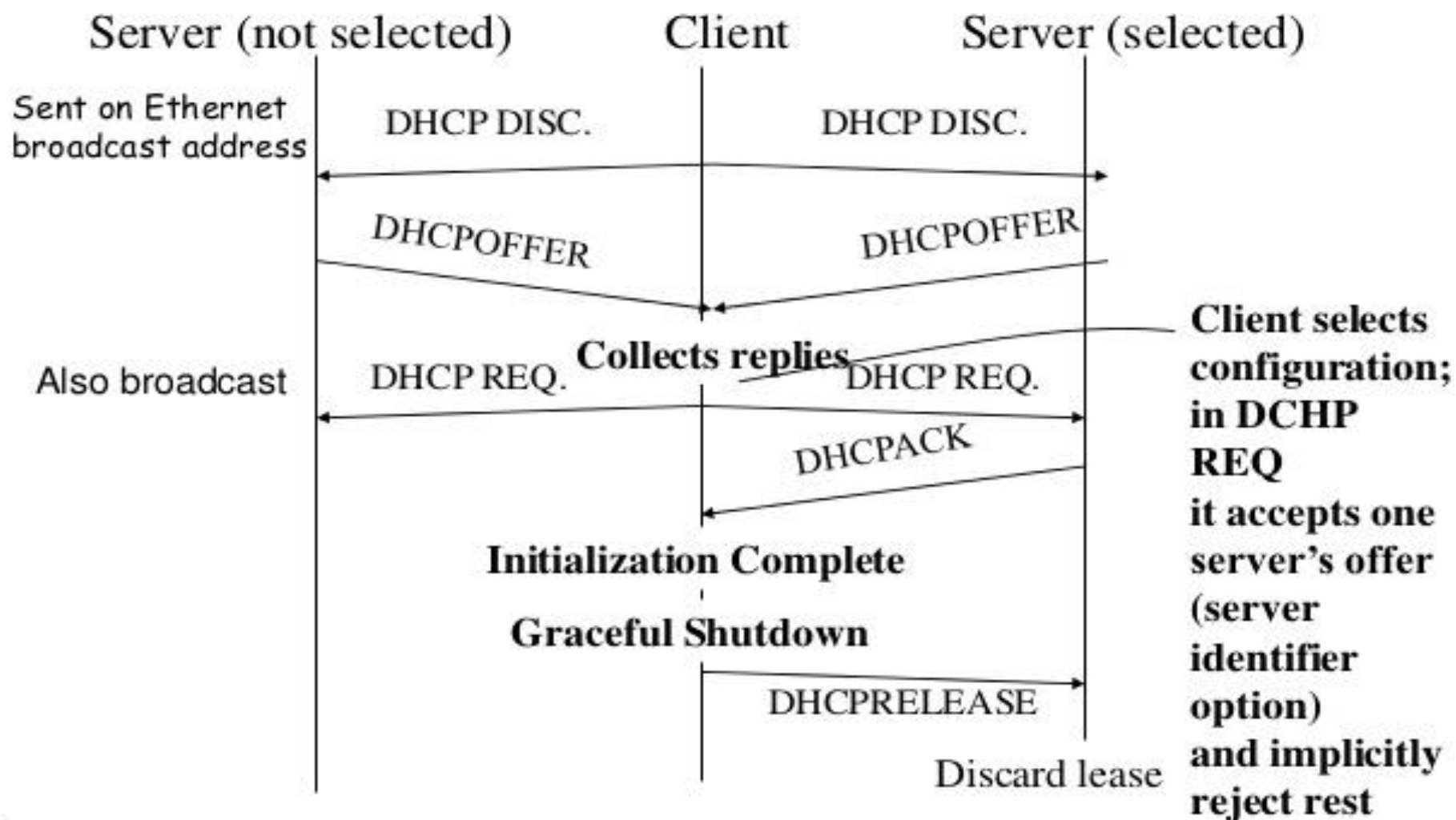
DHCP CLIENT



# DHCP



# Client Initialization via DHCP





# NETWORK LAYER IN THE INTERNET

## IP DATAGRAM

0	4	8	16	19	31
Version	IHL	Type of Service	Total Length		
Identification			Flags	Fragment Offset	
Time To Live		Protocol	Header Checksum		
Source IP Address					
Destination IP Address					
Options					Padding

# INTERNET ADDRESS

- CLASS A
- CLASS B
- CLASS C
- CLASS D
- CLASS E

# IP ADJUNCTION PROTOCOLS

- AP: APPLICATION PROTOCOL/PROCESS.
- ARP:ADDRESS RESOLUTION PROTOCOL.
- RARP:REVERSE ARP.
- ICMP:INTERNETCONTROL MESSAGE PROTOCOL.
- IGMP:INTERNET GROUP MESSAGE PROTOCOL
- OSPF: OPEN SHORTEST PATH FIRST.
- UDP: USER DATAGRAM PROTOCOLO
- TCP: TRANSMISSION CONTROL PROTOCOL.

# IP ADJUNCTION PROTOCOLS

- ARP/RARP- TO FIND THE LINK LAYER ADDRESS.
- OSPF-
- IGMP-
- ICMP-
  - Error reporting.
  - Reach ability testing.
  - Congestion control.
  - Route change notification.
  - Performance measuring.
  - Subnet addressing.

# Qos Support in the INTERNET.

- Qos requirments:-

- Packet throughput rate.

- Maximum end-to-end packet transfer delay.

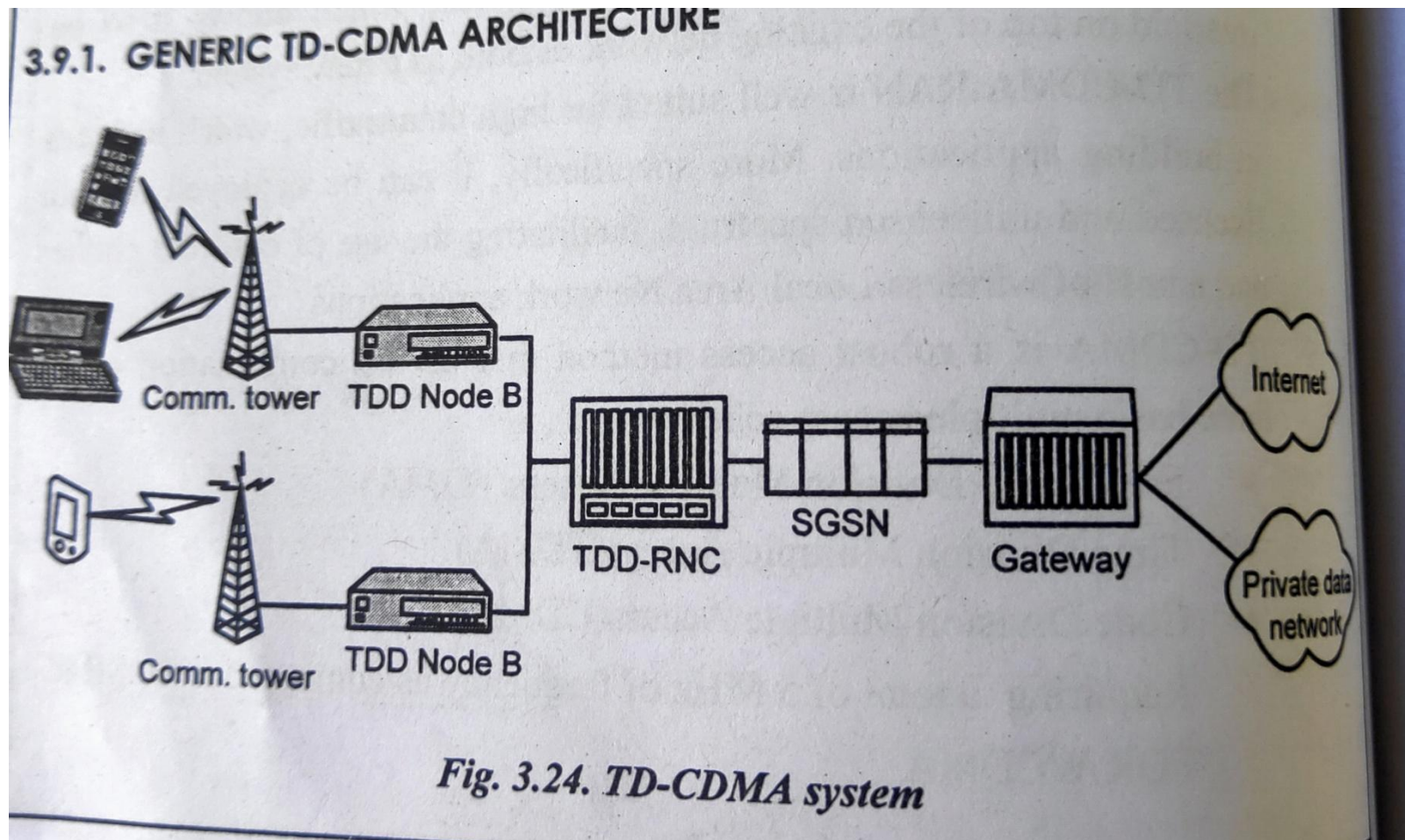
- Integrated services.

- Differentiated services.

# TD-CDMA

- TIME DIVISION CODE DIVISION MULTIPLE ACCESS.- 3G RAN.
- SUITED FOR HIGH DATA TRAFFIC.
- LICENCED SPECTRUM & UNLICENSED SPECTRUM.
- TD-CDMA USES A COMBINATION OF:-
  - FDMA
  - TDMA
  - CDMA.

# GENERIC TD-CDMA ARCHITECTURE



# CORE NETWORK

- VOICE AND DATA ARE HANDLED IN THE SAME MANNER.
- NO SEPARATE Iu-PS, Iu-CS interface.
- NO SEPARATE MEDIA GATEWAY FOR VOICE AND DATA.



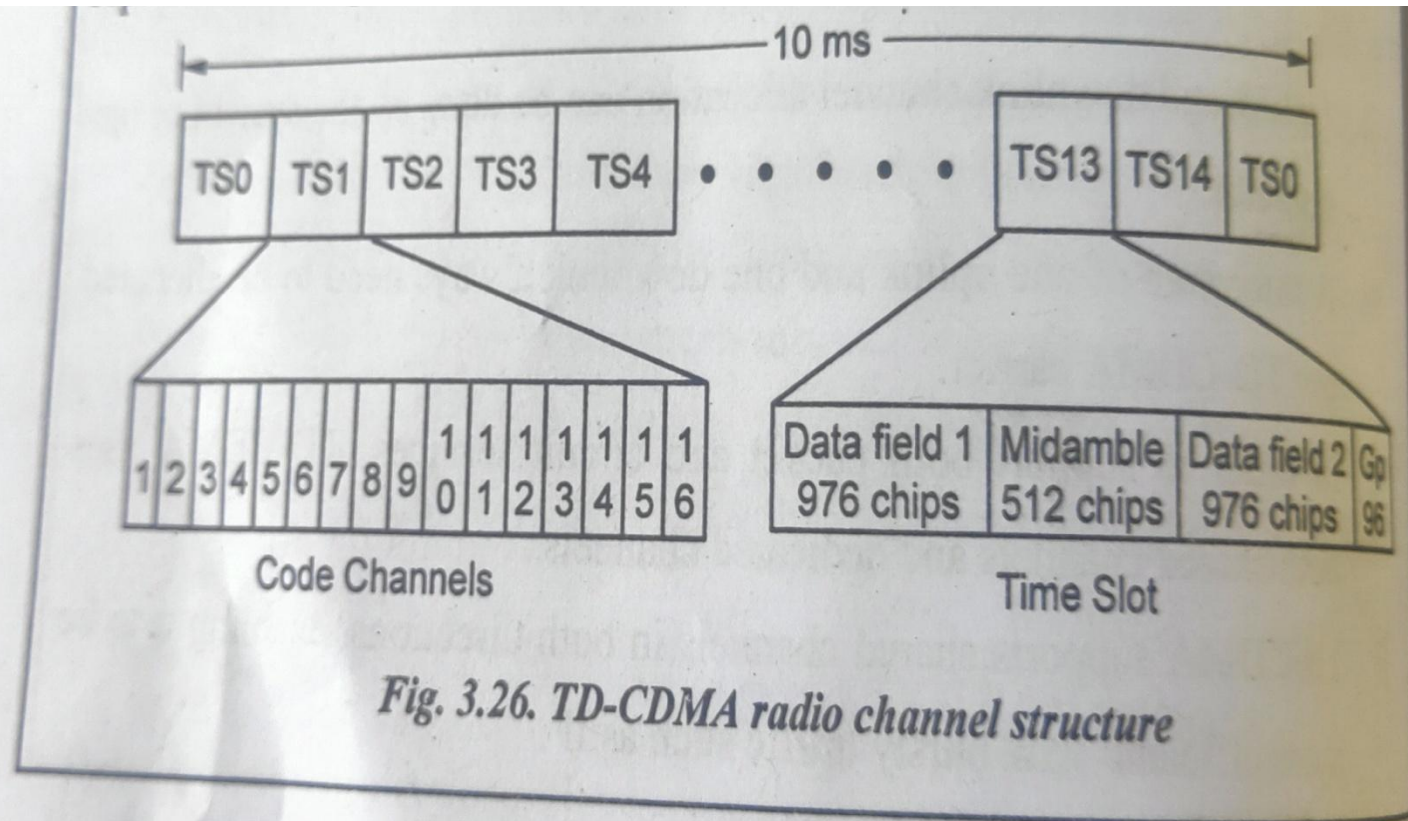
# CORE NETWORK:-ELEMENTS

- CALL STATE CONTROL FUNCTION.(CSCF)
- MEDIA GATEWAY CONTROL FUNCTION.(MGCF)
- INTERWORKING WITH EXTERNAL NETWORKS AT THE CONTROL PATH LEVEL.
- MULTIMEDIA RESOURCE FUNCTION.(MRF)
- INTERWORKING WITH EXTERNAL NETWORKS AT THE MEDIA PATH LEVEL.
- TRANSPORT SIGNALING GATEWAY.(T-SGW)  
PROVIDES INTERWORKING WITH EXTERNAL NETWORKS Eg:- PSTN
- ROAMING SIGNALING GATEWAY.(R-SGW)  
PROVIDES SIGNALLING INTERWORKING WITH LEGACY MOBILE NETWORKS.

# RADIO NETWORK- CHANNEL STRUCTURE

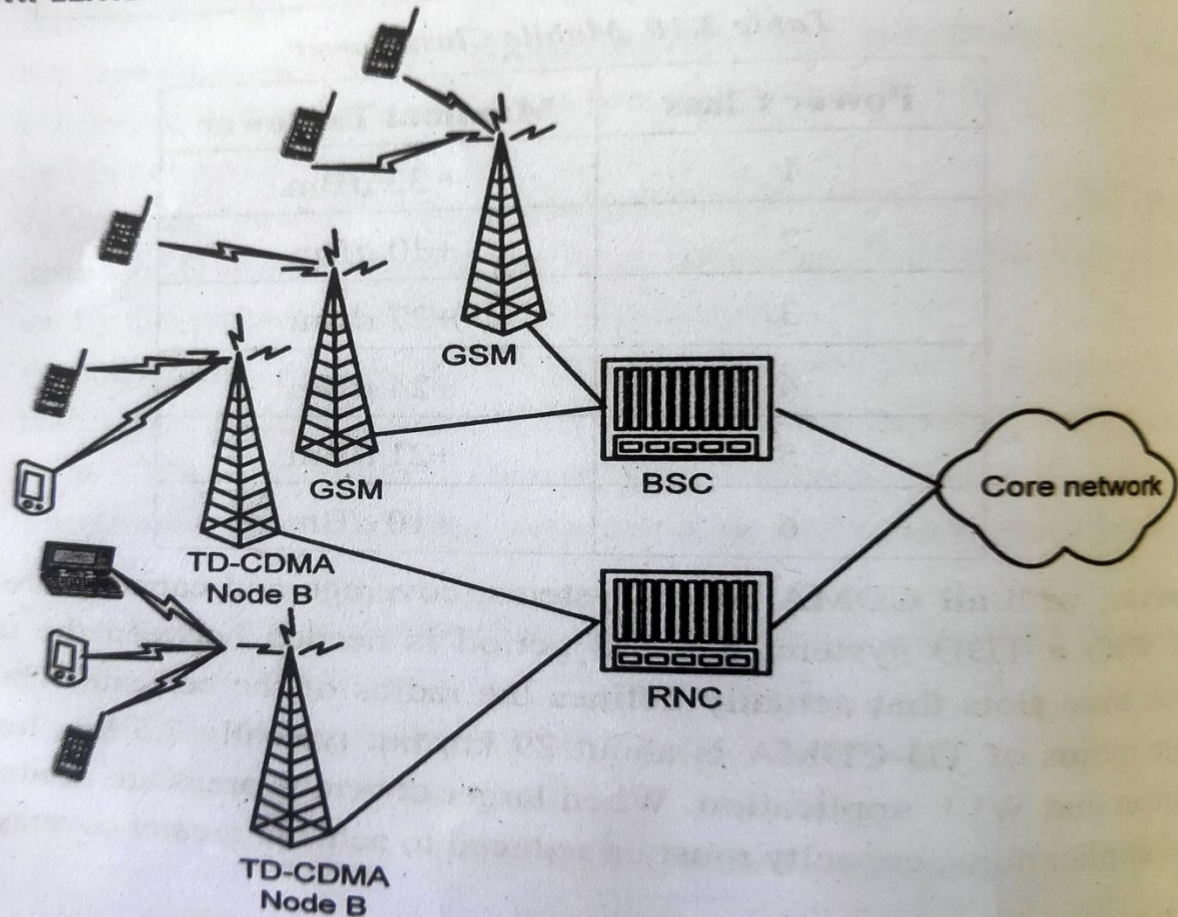
- In TD-CDMA AIR INTERFACE CONSISTS OF 15 TIME SLOTS, &
- EACH TIME SLOTS IS CONSISTS OF 12 SPREADING CODES.
- EACH TIME SLOTS 16 SEPARATE CODE ORTHOGONAL TO EACH OTHER.

# RADIO NETWORK- CHANNEL STRUCTURE



# HANDOVER

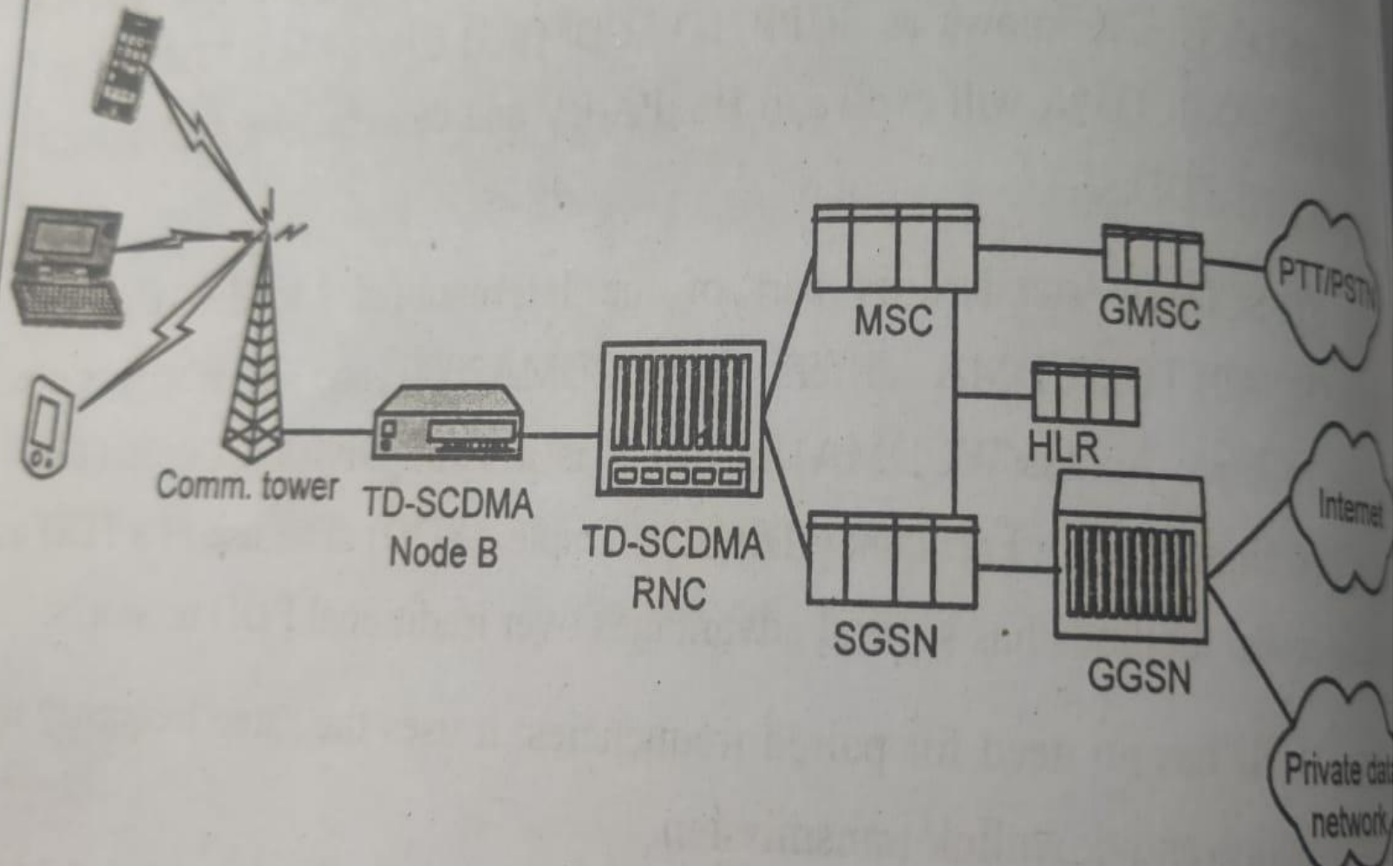
## 3.9.7. IMPLEMENTATION



# TD-SCDMA

- TIME DIVISION –SYNCHRONOUS CODE DIVISION MULTIPLE ACCESS-3G-CHINA.

# GENERIC –TD-SCDMA

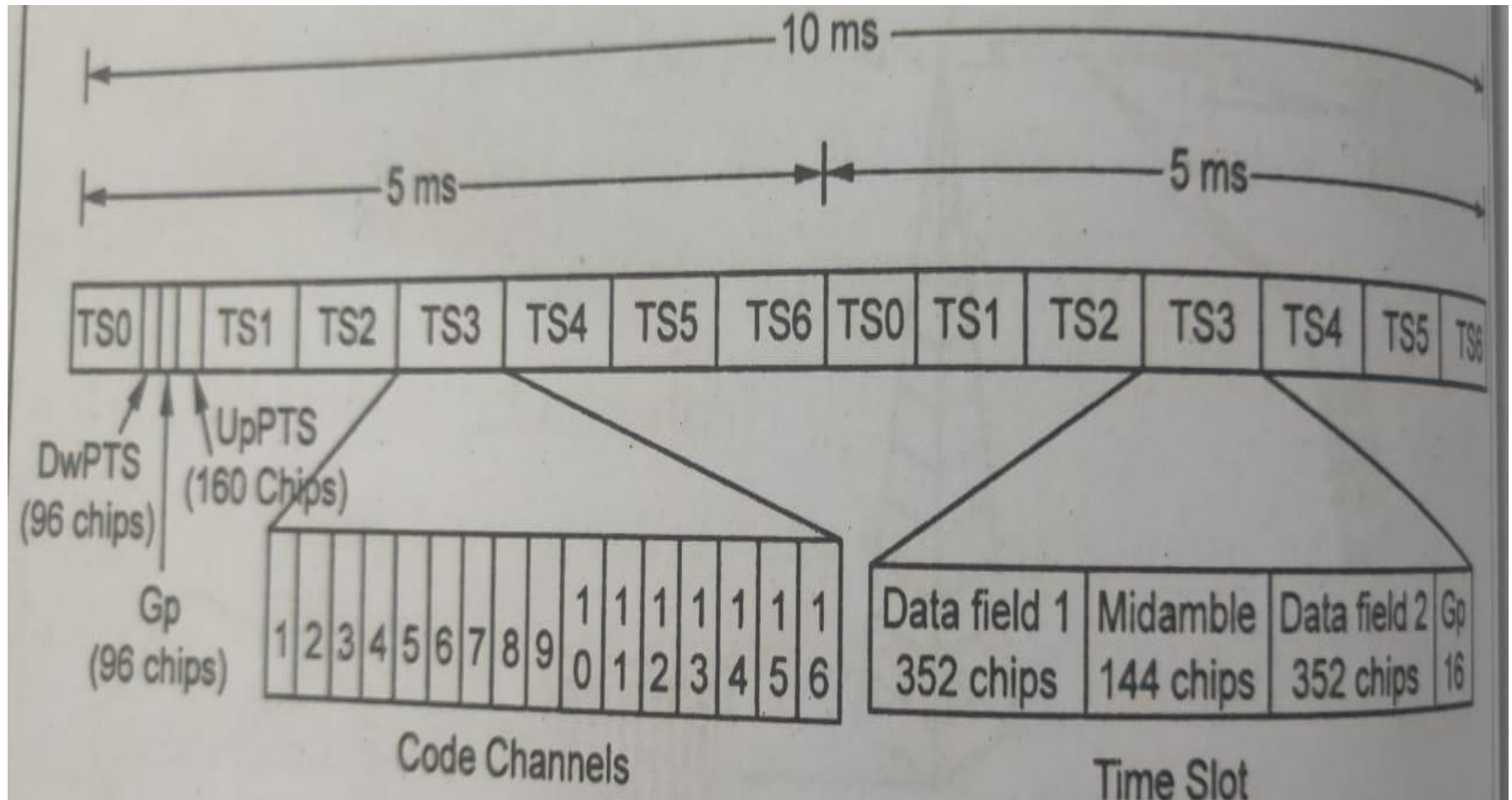


# RADIO NETWORK

- SUPPORTS BOTH CIRCUIT SWITCHING, PACKET SWITCHING.
- TOTAL OF SEVEN TIME SLOTS FOR EACH TD-SCDMA CARRIER.
- 16 SPREADING CODES.

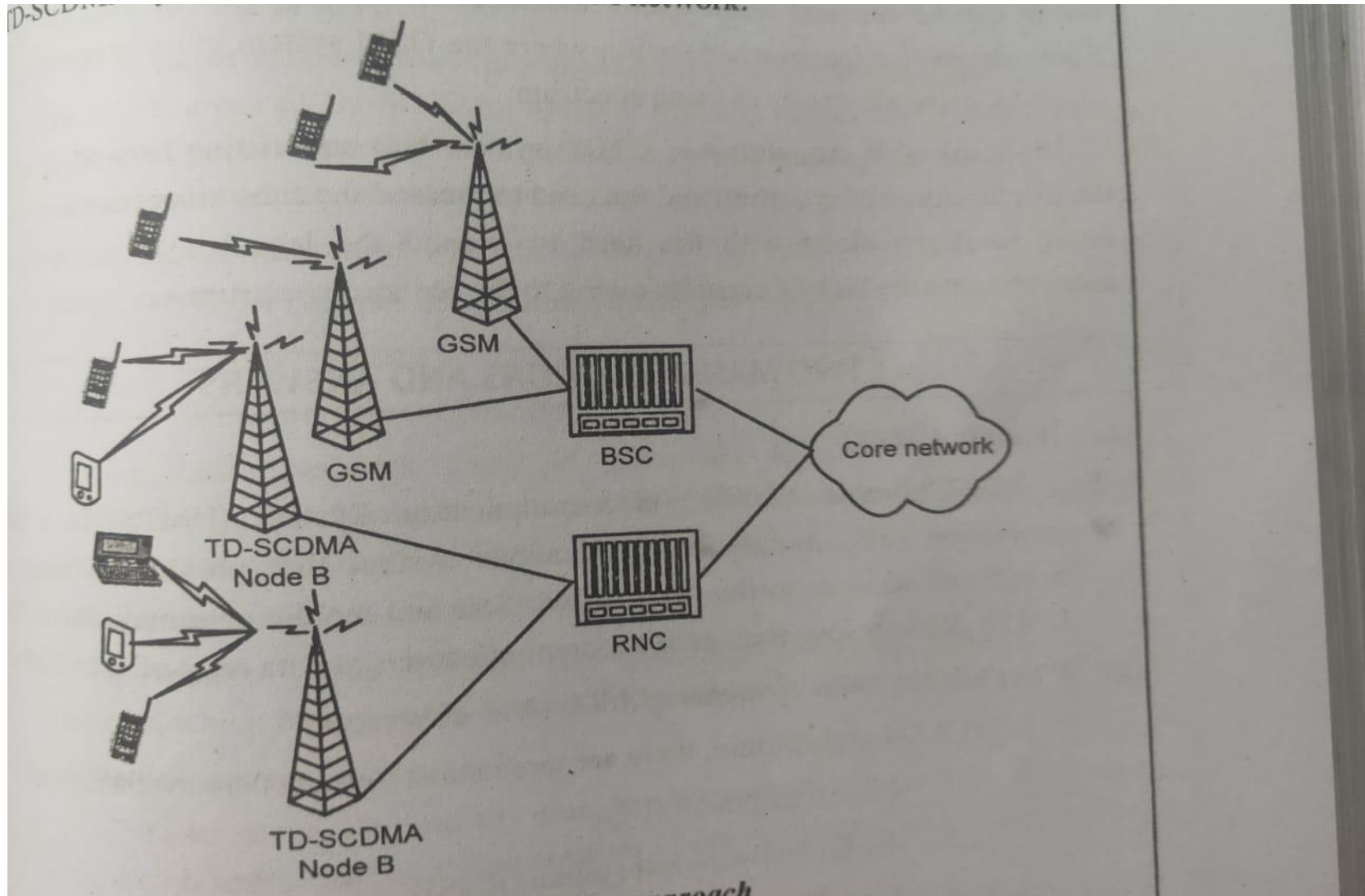


# RADIO NETWORK





# HANDOVER



# LONG TERM EVOLUTION

- LTE – PACKED SWITCHED SERVICES.
- IT AIMS TO PROVIDE SEAMLESS INTERNET PROTOCOL CONNECTIVITY BETWEEN USER EQUIPMENT AND PACKET DATA NETWORK.
- TOGETHER **LTE** AND (SYSTEM ARCHITECTURE EVOLUTION) **SAE** COMPRISE THE EVOLVED PACKET SYSTEM(EPS).

# Elements of the LTE System

LTE encompasses the evolution of

- Radio access through **E-UTRAN (eNodeB)**
- Non-radio aspects under the term System Architecture Evolution (**SAE**)

Entire system composed of LTE & SAE is called Evolved Packet System (**EPS**)

At a high level a LTE network is composed of

- Access network comprised of **E-UTRAN**
- Core Network called Evolved Packet Core (**EPC**)

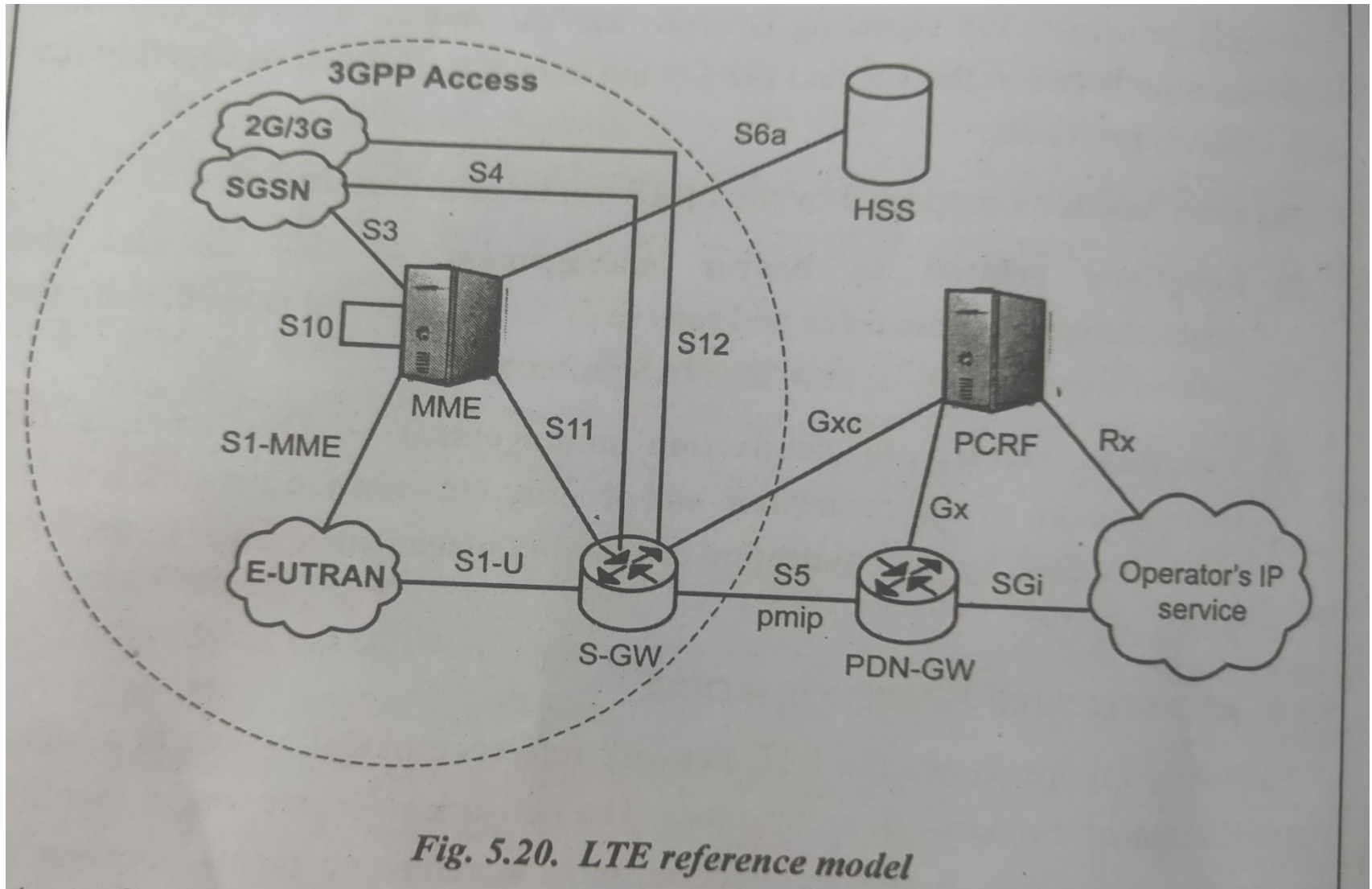
# OVERALL ARCHIYECTURAL OVERVIEW

- EPS PROVIDES THE USER WITH IP CONNECTIVITY TO A PDN FOR ACCESSING THE INTERNET & SUPPORTS VoIP.
- IN ORDER TO PROVIDE DIFFERENT QoS STREAMS OR CONNECTIVITY TO DIFFERENT PDNs.
- Eg:- SIMULTANEOUSLY **SUPPORT BOTH VoIP** CALL AT THE SAME TIME PERFORMING **WEB BROWSING OR FTP DOWNLOAD.**

# ARCHITECTURAL REFERENCE MODEL

- OVERALL ARCHITECTURE HAS TWO COMPONENTS:-
  - THE ACCESS NETWORK.
  - THE CORE NETWORK.

# ARCHITECTURAL REFERENCE MODEL



# ARCHITECTURAL REFERENCE MODEL

- The access network is the EVOLVED UNIVERSAL TERRESTRIAL RADIO ACCESS NETWORK(E-UTRAN)
- THE CORE NETWORK IS ALL-IP CORE NETWORK AND IS FULLY PACKET SWITCHED SERVICE.
- THE CORE NETWORK- EVOLVED PACKET CORE(EPC)
- EPC- DESIGNED TO SUPPORT NON 3GPP ACCESS SUPPORTS FOR MOBILE IP..

# ARCHITECTURAL REFERENCE MODEL

- EPC CONTAINS HOME SUBSCRIBER SERVER(HSS) – IN ORDER TO TRACK USER ACTIVITIES. (i.e AAA & POLICY AND CHARGING AND RULING FUNCTIONS- PCRF)



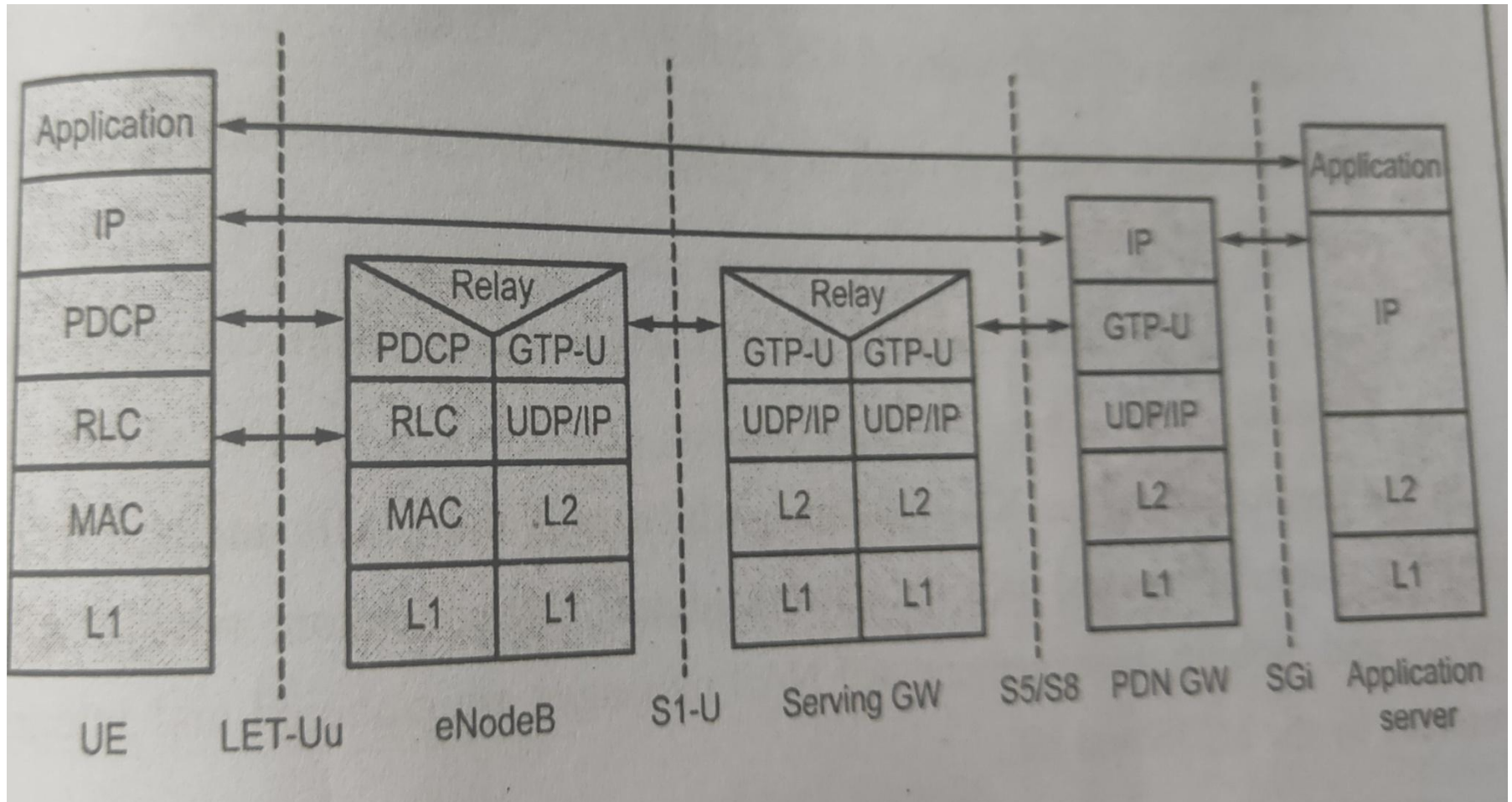
# RADIO ACCESS NETWORK AND CORE NETWORK – COMBINED FUNCTIONS:-

- NETWORK ACCESS CONTROL FUNCTIONS.
- PACKET ROUTING AND TRANSFER FUNCTIONS.
- MOBILITY MANAGEMENT FUNCTIONS.
- SECURITY FUNCTIONS.
- RADIO RESOURCES MANAGEMENT FUNCTIONS.
- NETWORK MANAGEMENT FUNCTIONS.

# PROTOCOL ARCHITECTURE

- EACH INTERFACE PROTOCOL STACK HAS TWO PLANES.
  - USER PLANE- HANDLE DATA GENERATED BY USER.
  - CONTROL PLANE TO HANDLE SIGNALING MESSAGE IN THE NETWORK & CONTROLLING THE CONNECTIONS BETWEEN THE UE AND THE NETWORK.

# USER PLANE



# CONTROL PLANE

