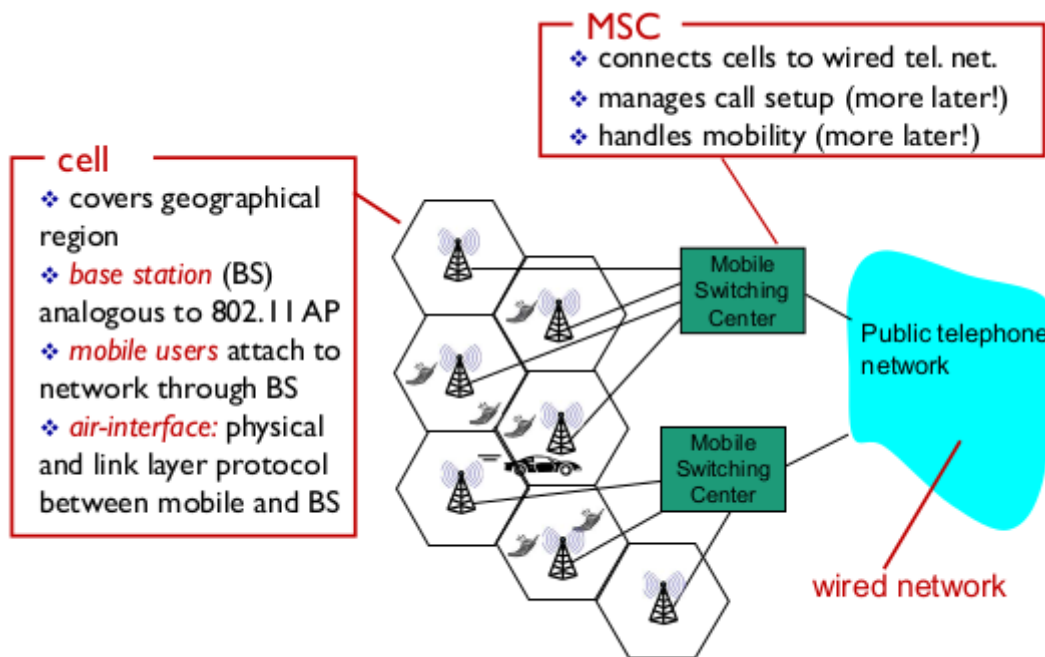


B O2 - Mobile Networks

- **Wireless**: communication over wireless link (hops, user devices, BS)
- **Mobility**: handling the mobile user who changes point of attachment to network, mobile phone operators provide connection service allowing you to move, identity, authentication (if id user € their registry), of course billing

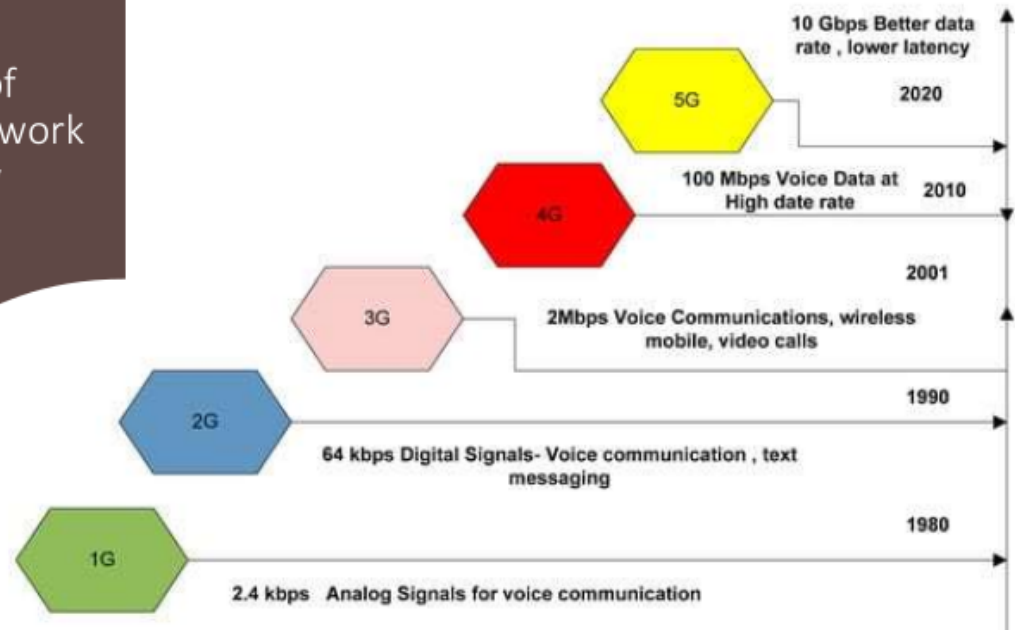
Cellular Network Architecture Components:



-
- MSC other features:
 - can handle multiple cell
 - hidden frame
 - manage the handoff
 - some as gateway to public telephone network
 - identity, auth, trace devices, billing, trace time user connection

Evolution of mobile network technologies

Evolution of mobile network technology



-
- 1G:
 - 1st gen
 - communication over analog signals
 - frequency
 - multiplexing:
 - method by which multiple (analog or digital) signals are combined into one signal over a shared medium
 - no digital signal
- 2G:
 - GSM
 - voice communication
 - digital signals
 - text messaging (SMS success wasn't expected)
- 3G:
 - 1st revolution
 - data communication and internet connection
 - high data rate
- 4G:
 - extension of 3G architecture
- 5G:

- 5G have (also in 4G really) software engineering principles (microservices, virtualisation, impact of data centers)
- low latency

Cellular networks: the first hop

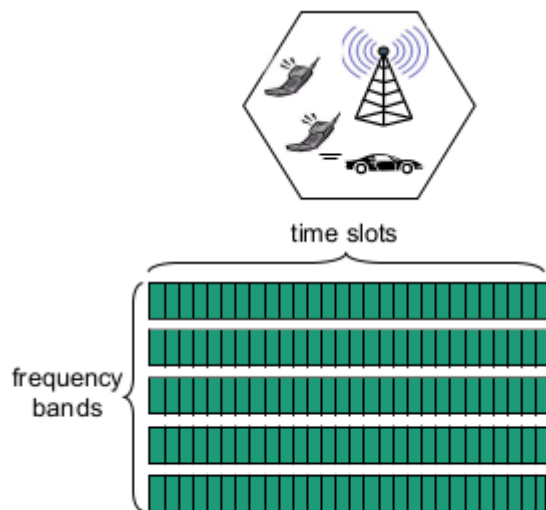
- two techniques for sharing mobile to BS radio spectrum

•

Frequency/Time Division Multiple Access

1. combined FDMA/TDMA:

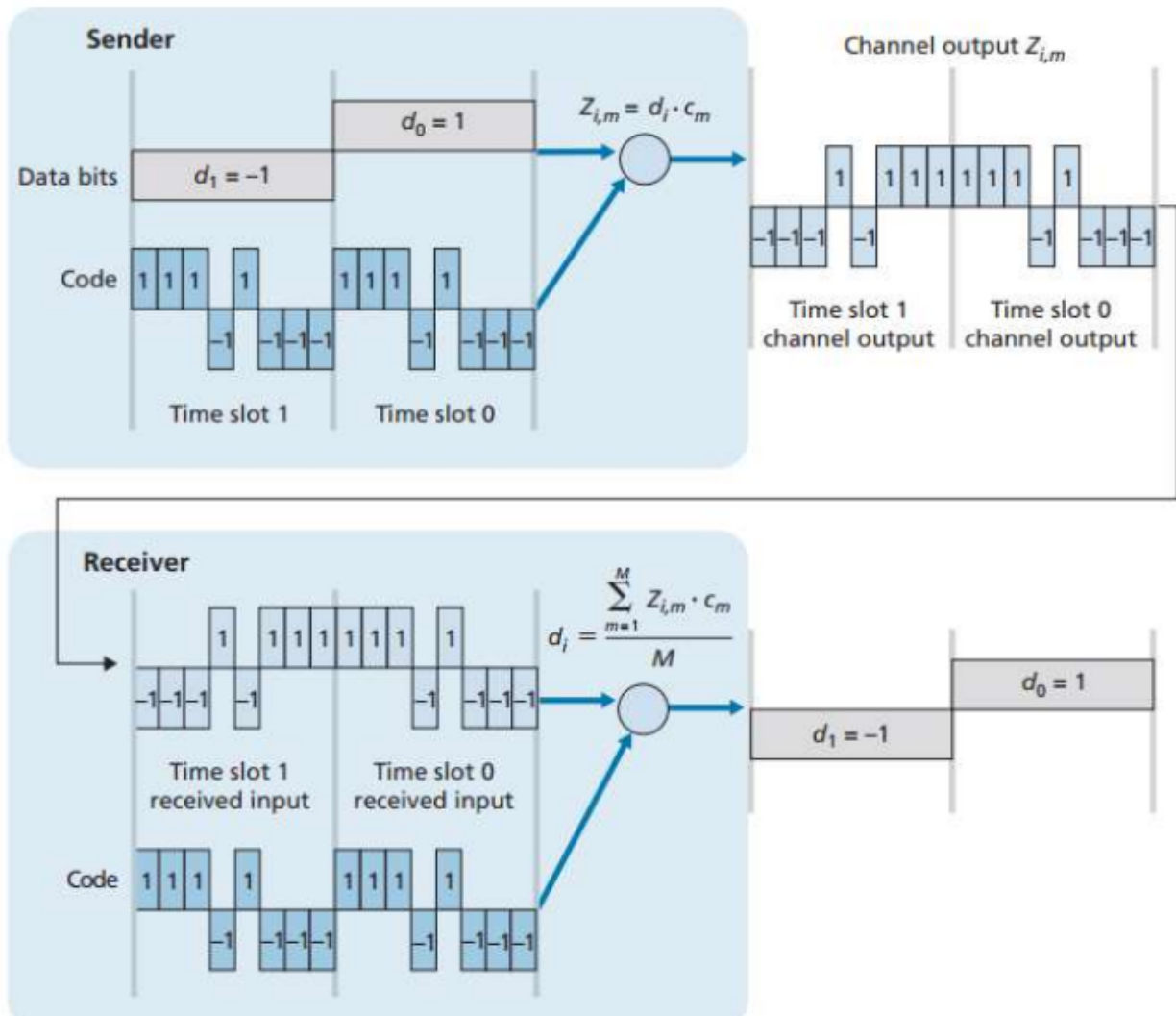
- divide spectrum in frequency channels, divide each channel into time slots
- informal:
 - each frequency band is divided in time slots
 - assign each intersection to a device



•

1. CDMA: Code Division Multiple Access:

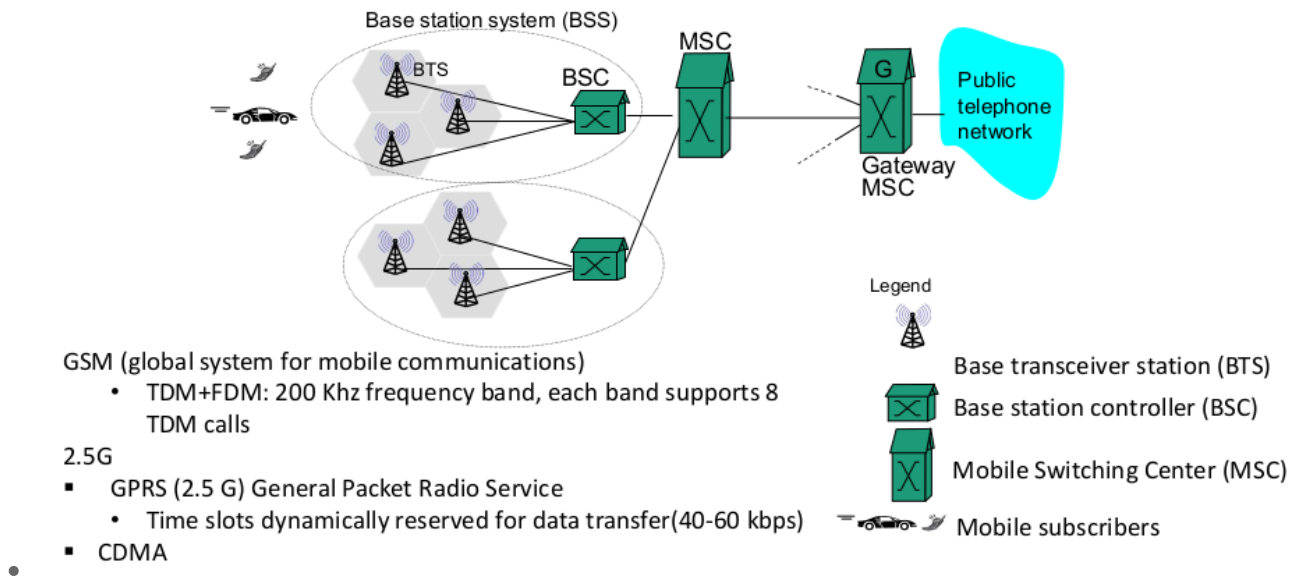
- division by codes: sequences of bits
- partitioning the code space
- code is negotiated before by BS according to decision provided by functions of the architecture (multiple codes)
- specific code for each node transmitting



-
- Sending station send d_1 and d_0 , so $Z = d_i \cdot C_m$ is the output of the station
- Receiving station decode signal and reconstruct applying d_i
- simple situation, real scenario has multiple transmitters and 1 receiver
- since receiver knows code used from transmitting, is able to reconstruct original signal
 - even if the sum of many signals send

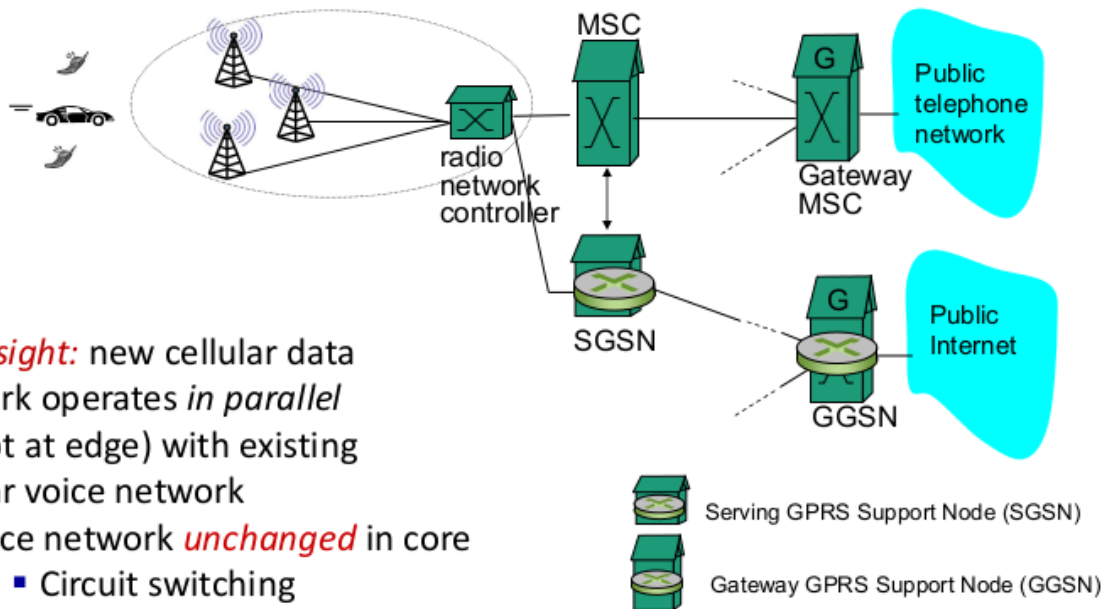
2G(voice) network architecture

2G (voice) network architecture



- X : circuit switching implementation
- Gateway MSC (Mobile Switching Center):
 - mediate communication mobile ↔ public telephone network
- MSC (Mobile Switching Center):
 - infos of authenticated user, subscribe
- BSC (Base Station Controller):
 - decides on how resources of physical medium are used/managed
 - control/manage different BS
 - infos about medium devices
- BSS (Base Station System):
 - set of BS
 - aware of which code is used
 - infos about medium device

3G (voice + data) Network architecture



Key insight: new cellular data network operates *in parallel* (except at edge) with existing cellular voice network

- voice network **unchanged** in core
 - Circuit switching
 - data network operates in parallel
 - Packet switching
- - Not only voice, also implement connection to core network
 - **infrastructure extension, change anything**
 - GGSN (Gateway GPRS Support Node) and SGSN (Serving GPRS Support Node) are two core network nodes in 2G GSM and 3G UMTS networks that **enable packet-switched mobile internet**. GGSN and SGSN were **added to GSM** networks as **part of the GPRS enhancement**, and they are used by both GSM and 3G UMTS networks.**
 - **Radio Network Controller:**
 - this shit is **introduced**:
 - **circuit switching to handle datagram and voice**
 - Gateway **SGSN**:
 - **router, cuz deling with packets**
 - Gateway **GGSN**:
 - **gateway, last router near public internet**
 - Gateway MSC:
 - **parallel branches**