

Networks: Tutorial 13

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What is mobility?

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

no mobility

high mobility



Device moves between access networks of same provider, but powers down while moving

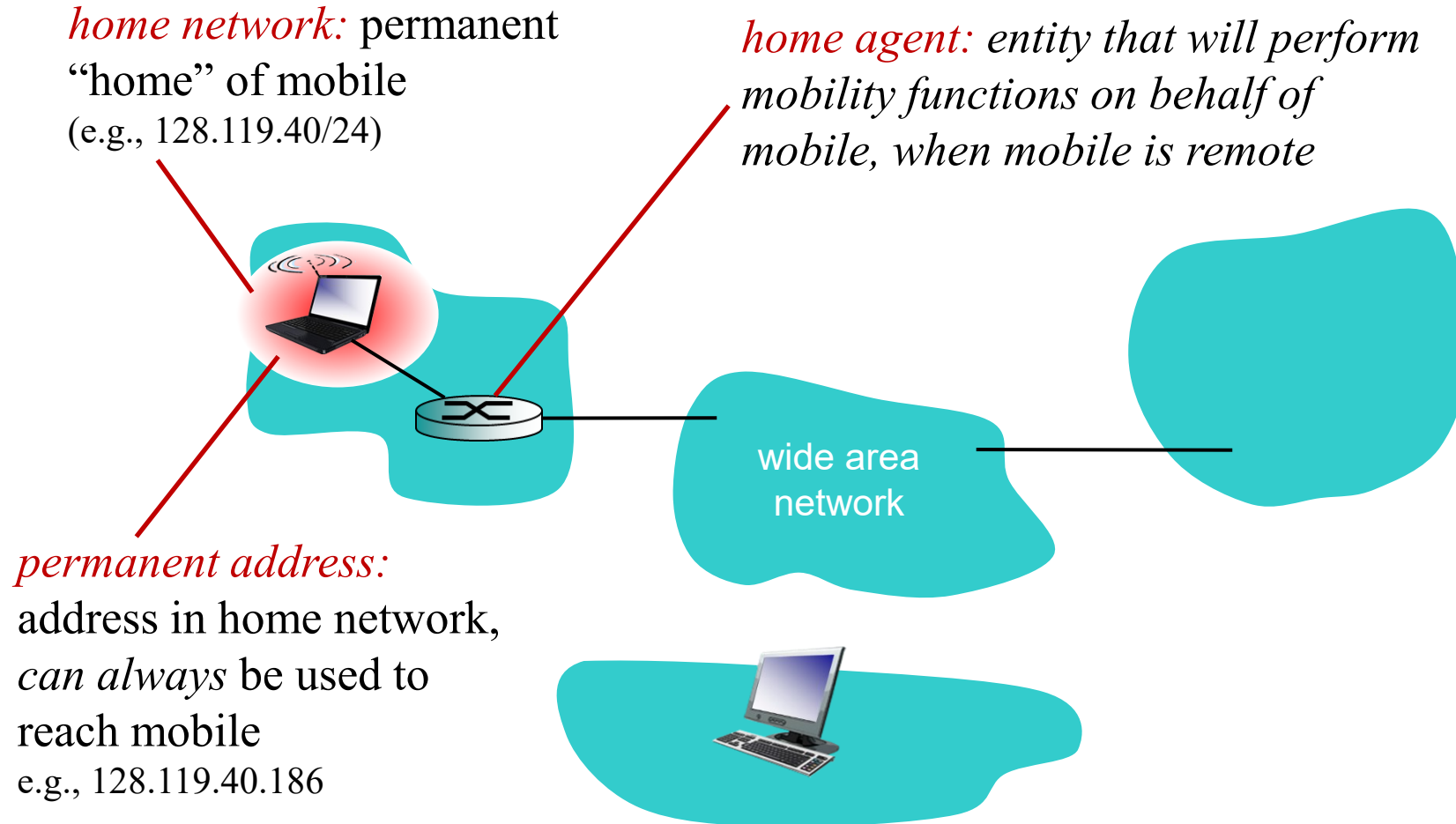
Device moves within same access network

Device moves between access networks of single provider network, maintaining ongoing connections

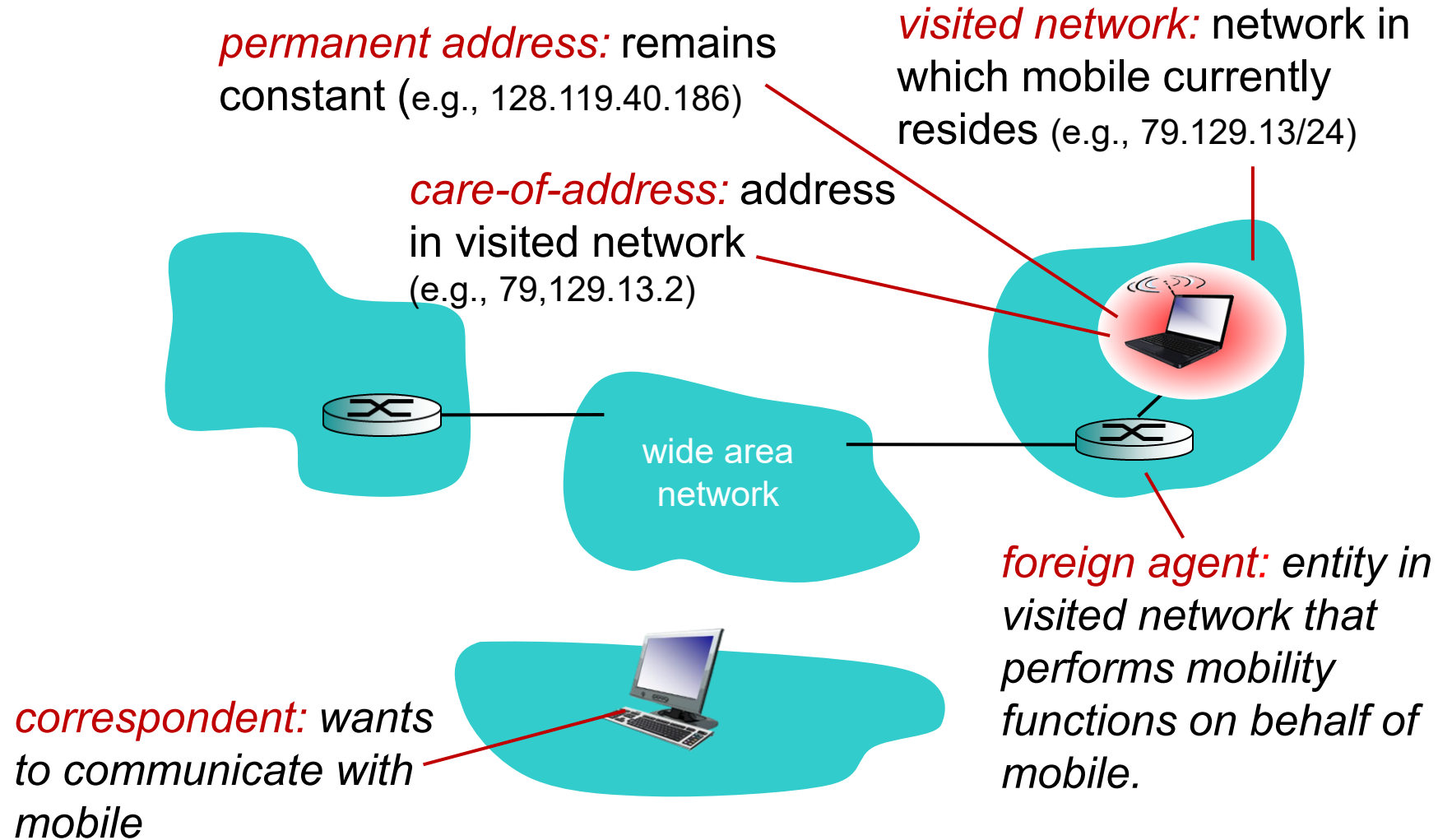
Device moves between multiple provider networks, while maintaining ongoing connections

We're interested in these!

Mobility: Vocabulary



Mobility: Vocabulary



Mobility approaches

- **let network (routers) handle it:**
 - routers advertise well-known name, address (e.g., permanent 32-bit IP address), or number (e.g., cell #) of visiting mobile node via usual routing table exchange
 - Internet routing could do this already *with no* changes! Routing tables indicate where each mobile located via longest prefix match!

Mobility approaches

- let network (routers) handle it:
 - routers advertise well-known address (e.g., permanent 32-bit IP address), or number of visiting mobile node via usual routing table exchange
 - Internet routing could do it *very easily with no changes!* Routing tables indicate where each mobile located via longest prefix match!
- **let end-systems handle it: functionality at the “edge”**
 - *indirect routing*: communication from correspondent to mobile goes through home network, then forwarded to remote mobile
 - *direct routing*: correspondent gets foreign address of mobile, send directly to mobile

not
scalable
to billions of
mobiles

Contacting a mobile friend:

Consider friend frequently changing locations, how do you find him/her?

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

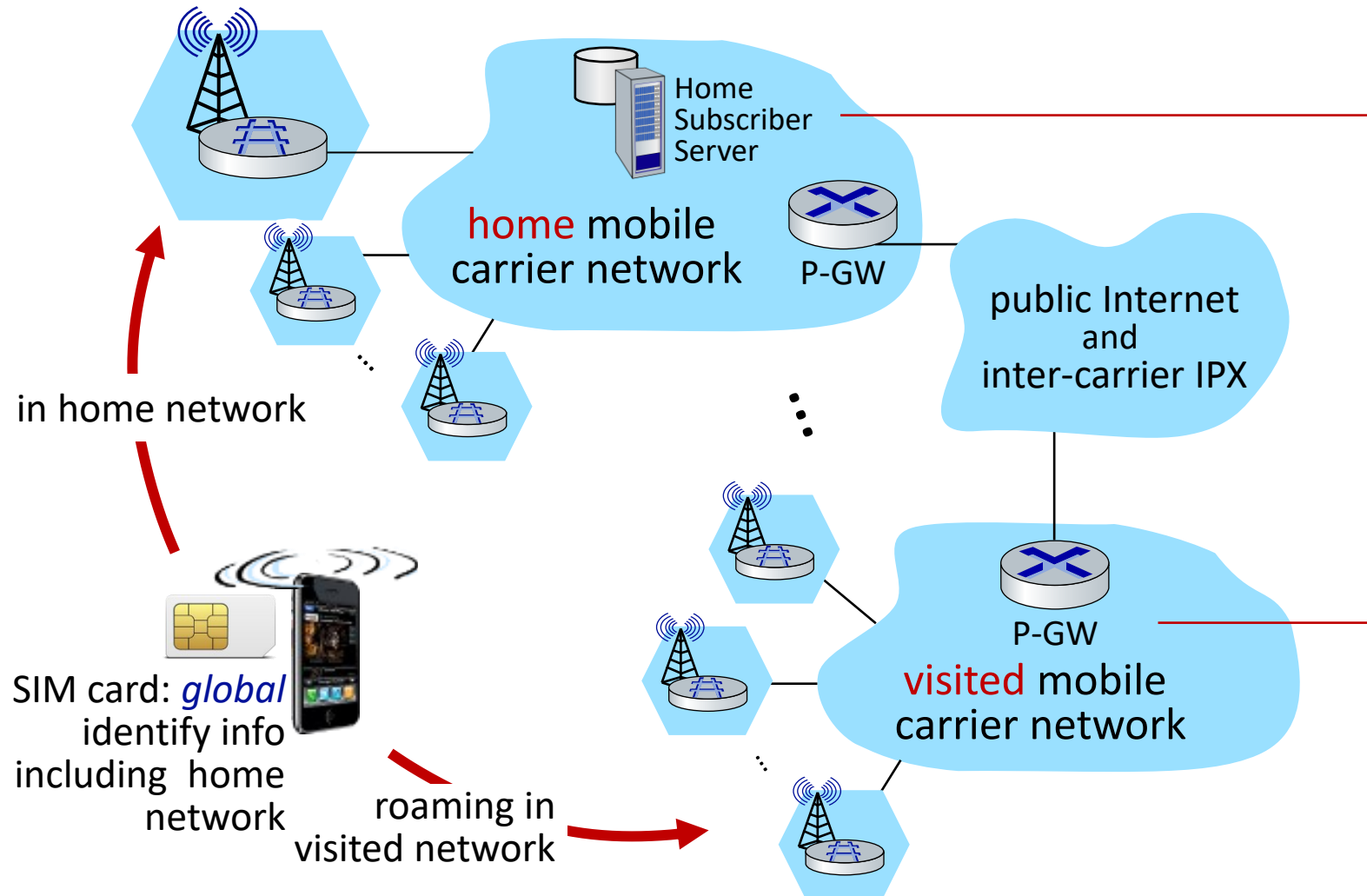
- call his/her parents?
- Facebook!

The importance of having a “home”:

- a definitive source of information about you
- a place where people can find out where you are



Home network, visited network: 4G/5G



home network:

- (paid) service plan with cellular provider, e.g., Verizon, Orange
- home network HSS stores identity & services info

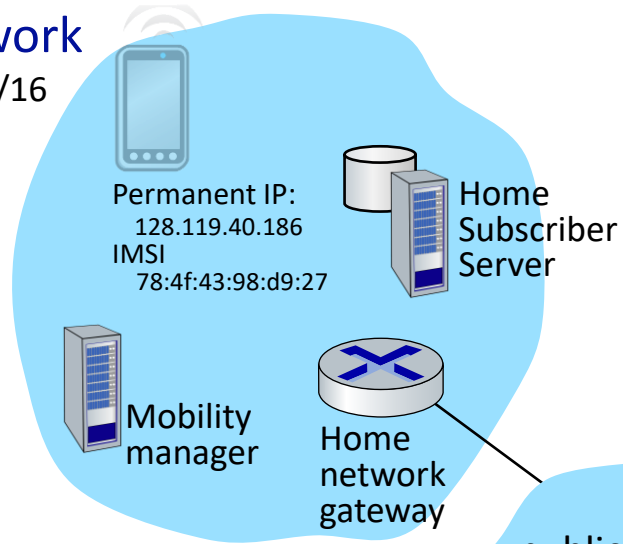
visited network:

- any network other than your home network
- service agreement with other networks: to provide access to visiting mobile

Home network, visited network: generic

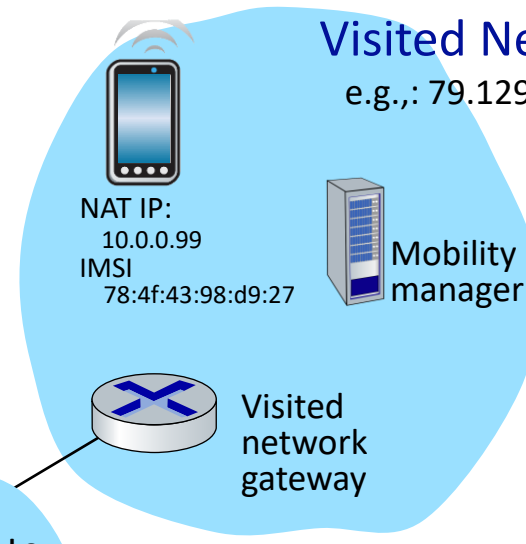
Home Network

e.g.,: 128.119/16



Visited Network

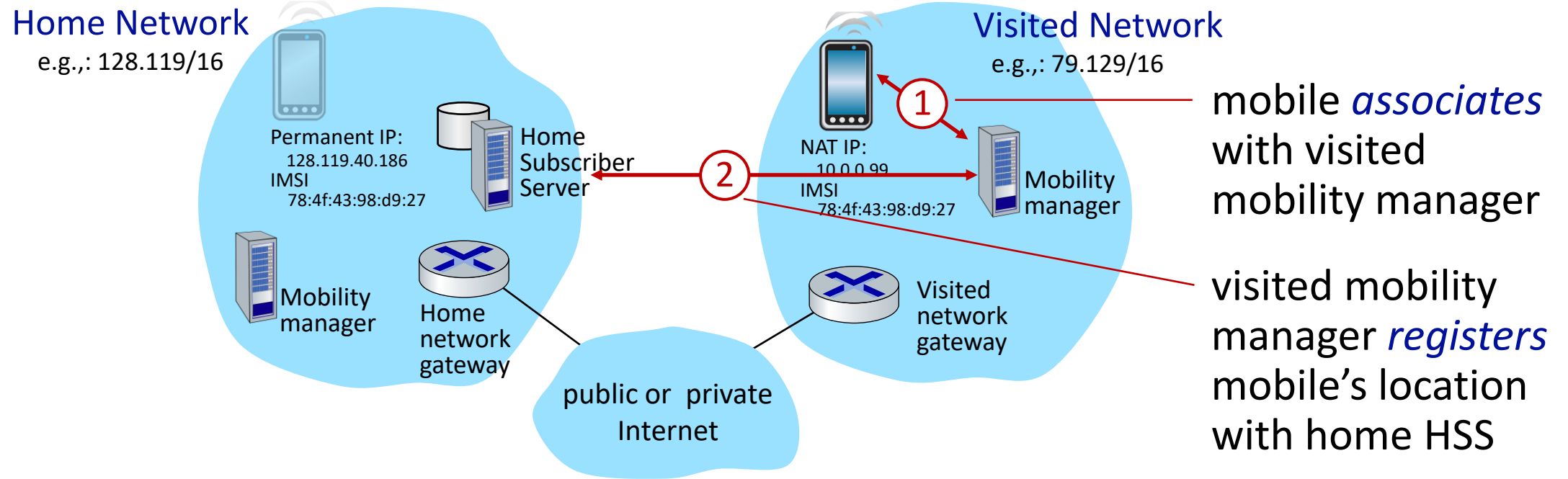
e.g.,: 79.129/16



public or private
Internet

Correspondent

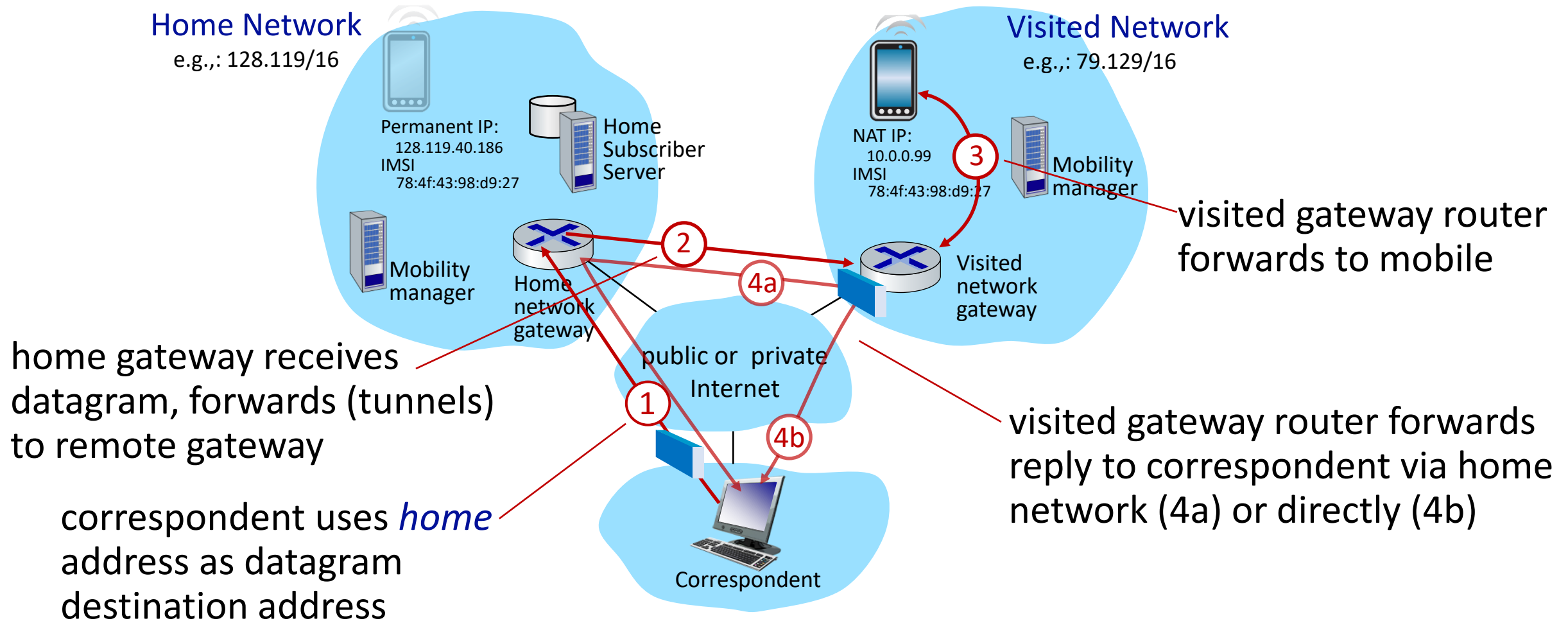
Registration: home needs to know where you are!



end result:

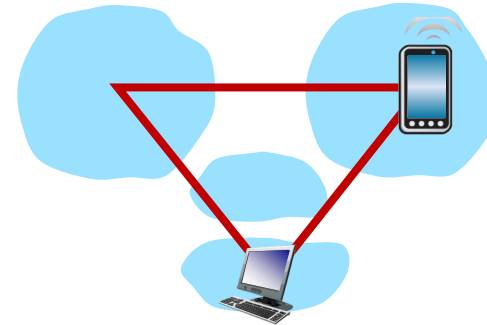
- visited mobility manager knows about mobile
- home HSS knows location of mobile

Mobility with indirect routing

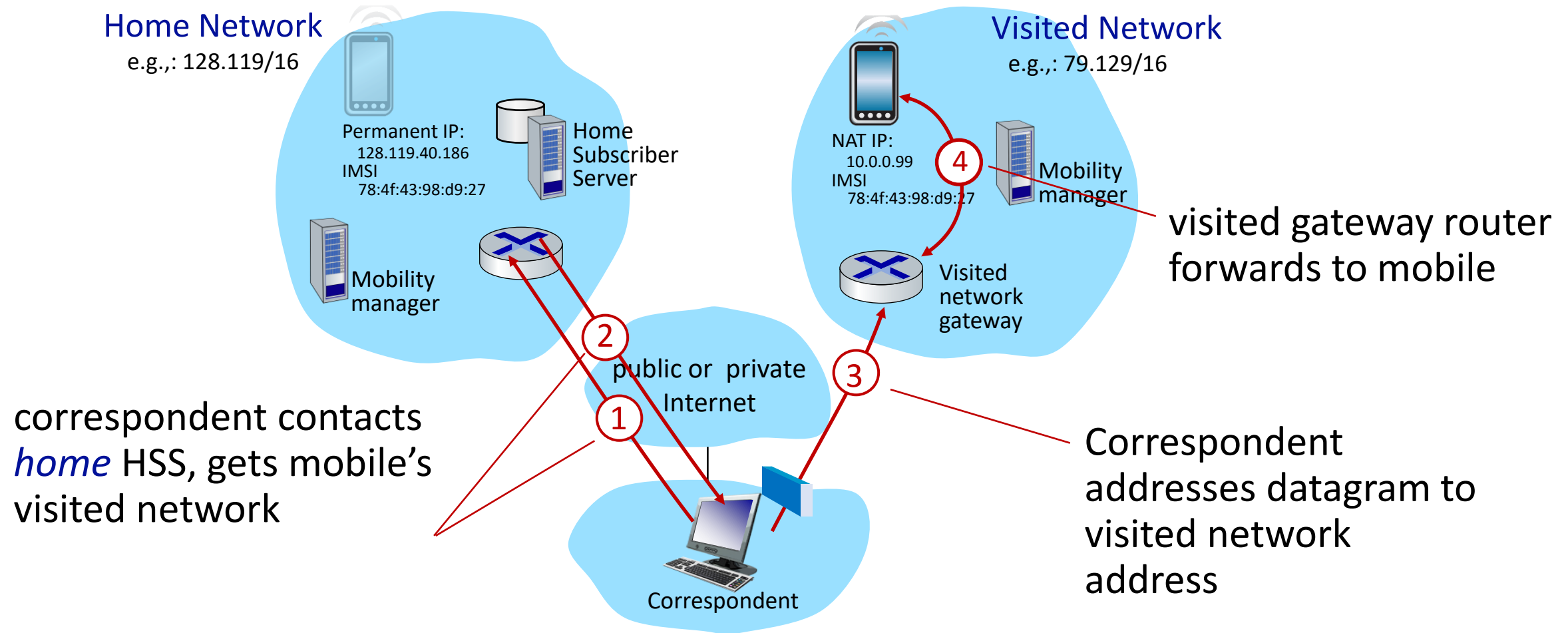


Mobility with indirect routing: comments

- triangle routing:
 - inefficient when correspondent and mobile are in same network
- mobile moves among visited networks: transparent to correspondent!
 - registers in new visited network
 - new visited network registers with home HSS
 - datagrams continue to be forwarded from home network to mobile in new network
 - *on-going (e.g., TCP) connections between correspondent and mobile can be maintained!*



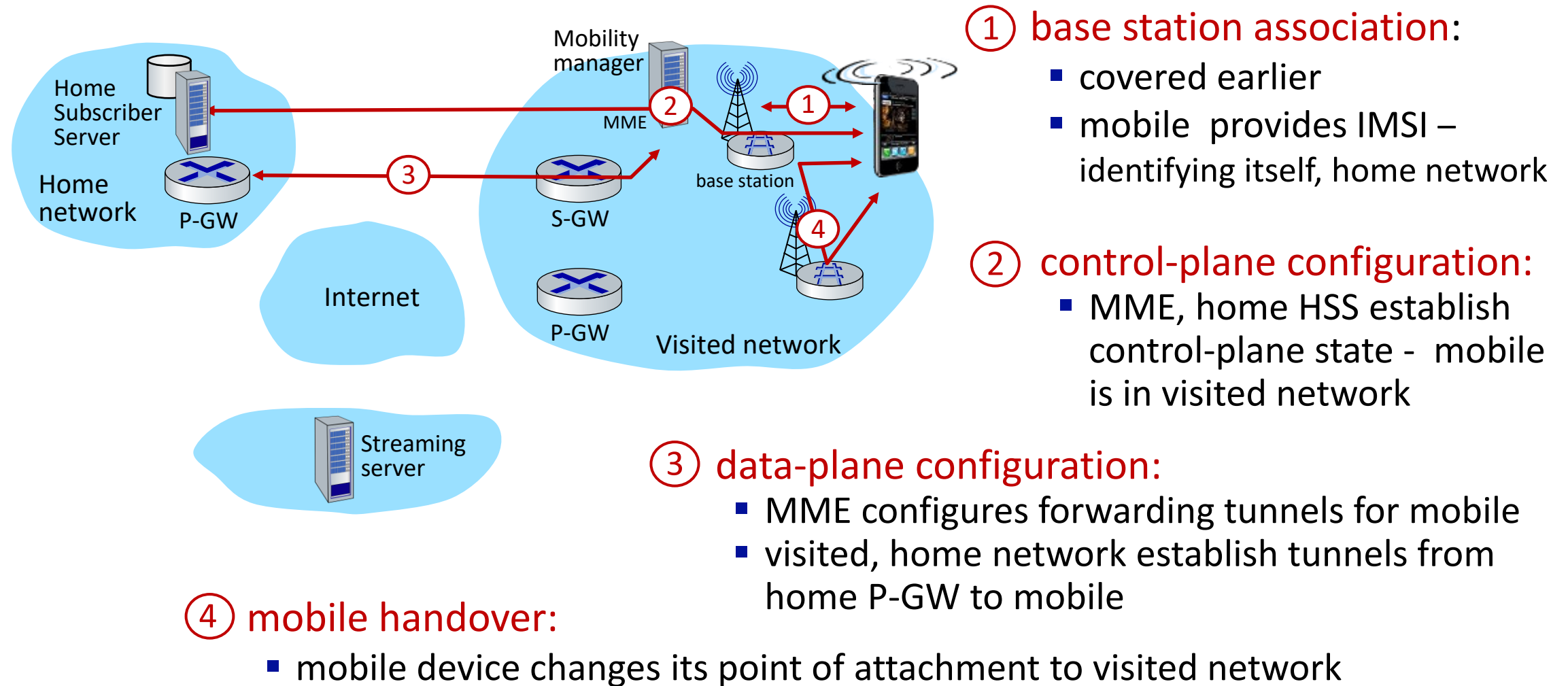
Mobility with direct routing



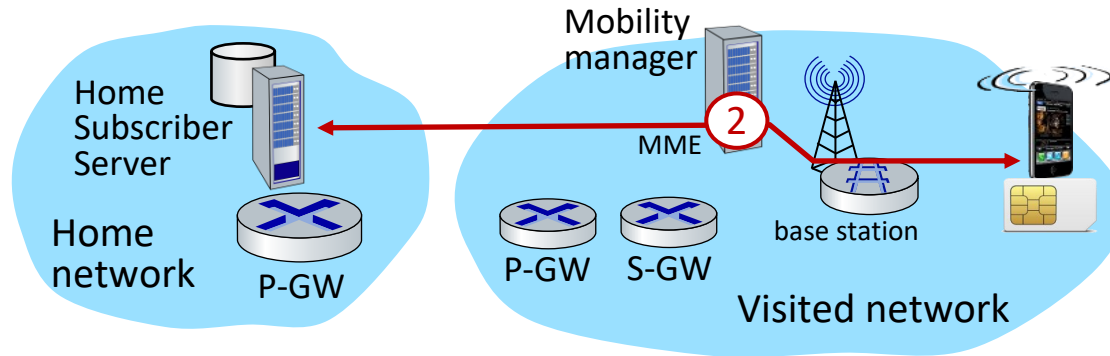
Mobility with direct routing: comments

- overcomes triangle routing inefficiencies
- *non-transparent to correspondent*: correspondent must get care-of-address from home agent
- what if mobile changes visited network?
 - can be handled, but with additional complexity

Mobility in 4G networks: major mobility tasks



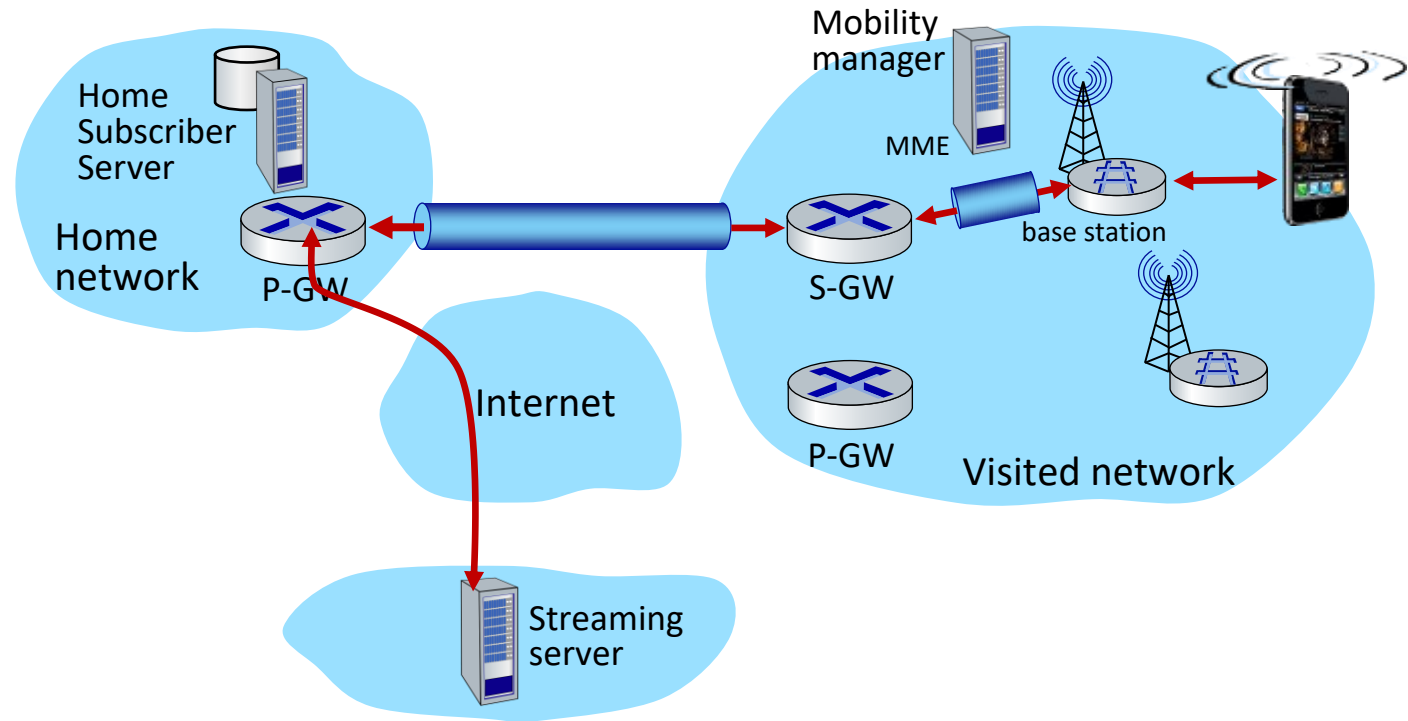
Configuring LTE control-plane elements



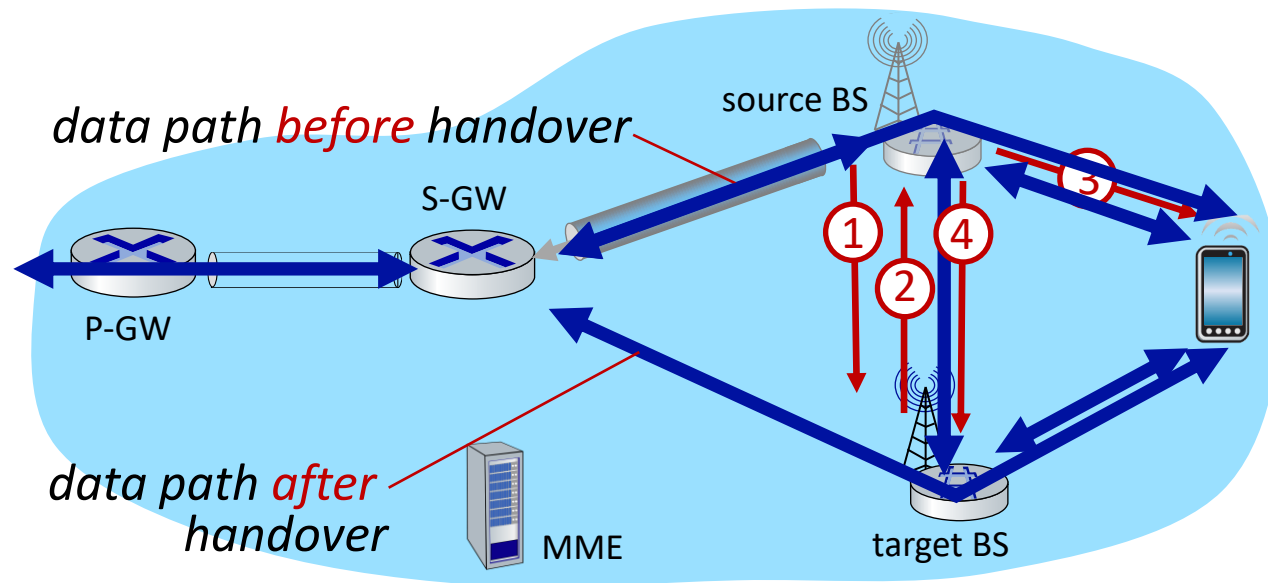
- Mobile communicates with local MME via BS control-plane channel
- MME uses mobile's IMSI info to contact mobile's home HSS
 - retrieve authentication, encryption, network service information
 - home HSS knows mobile now resident in visited network
- BS, mobile select parameters for BS-mobile data-plane radio channel

Configuring data-plane tunnels for mobile

- **S-GW to BS tunnel:** when mobile changes base stations, simply change endpoint IP address of tunnel
- **S-GW to home P-GW tunnel:** implementation of indirect routing
- **tunneling via GTP** (GPRS tunneling protocol): mobile's datagram to streaming server encapsulated using GTP inside UDP, inside datagram



Handover between BSs in same cellular network



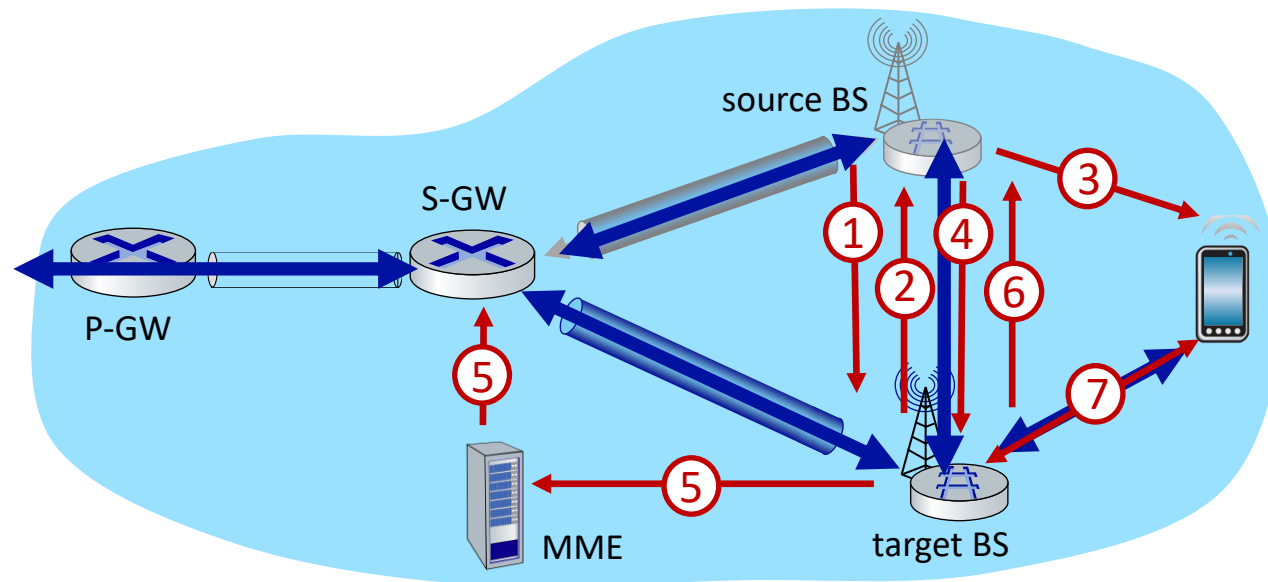
① current (source) BS selects target BS, sends *Handover Request* message to target BS

② target BS pre-allocates radio time slots, responds with HR ACK with info for mobile

③ source BS informs mobile of new BS
■ mobile can now send via new BS - handover *looks* complete to mobile

④ source BS stops sending datagrams to mobile, instead forwards to new BS (who forwards to mobile over radio channel)

Handover between BSs in same cellular network



- ⑤ target BS informs MME that it is new BS for mobile
- MME instructs S-GW to change tunnel endpoint to be (new) target BS

- ⑥ target BS ACKs back to source BS: handover complete, source BS can release resources

- ⑦ mobile's datagrams now flow through new tunnel from target BS to S-GW

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 handover loss
 - TCP interprets loss as congestion, will decrease congestion window unnecessarily
 - delay impairments for real-time traffic
 - bandwidth a scarce resource for wireless links