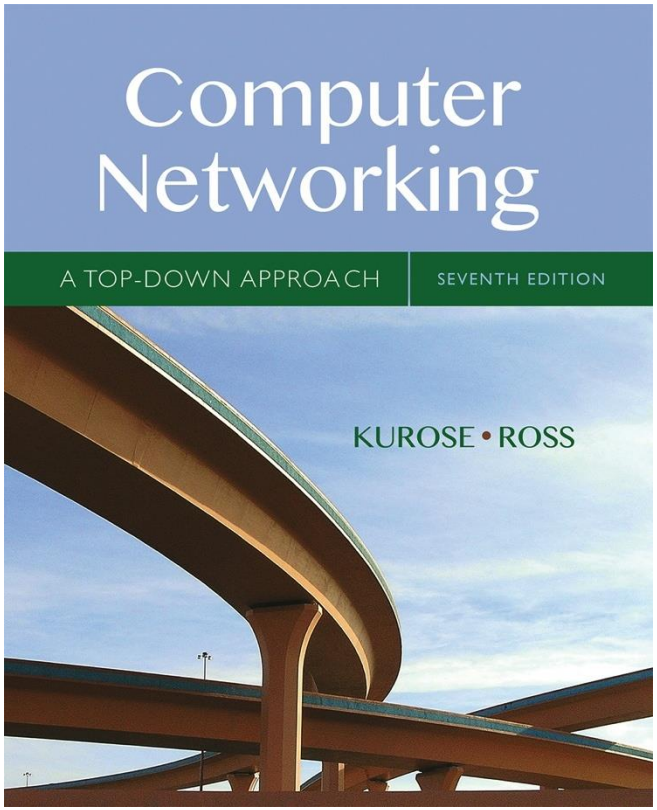
Chapter 7
Wireless and Mobile Networks



Computer Networking: A Top Down Approach

7th edition
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Ch. 6: Wireless and Mobile Networks

Background:

- # wireless (mobile) phone subscribers now exceeds # wired phone subscribers (5-to-1)!
- # wireless Internet-connected devices equals # wireline Internet-connected devices
  - laptops, Internet-enabled phones 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 7 outline

7.1 Introduction

Wireless

7.2 Wireless links, characteristics
- CDMA

7.3 IEEE 802.11 wireless LANs ("Wi-Fi")

~~7.4 Cellular Internet Access~~
- ~~architecture~~
- ~~standards (e.g., 3G, LTE)~~

Mobility

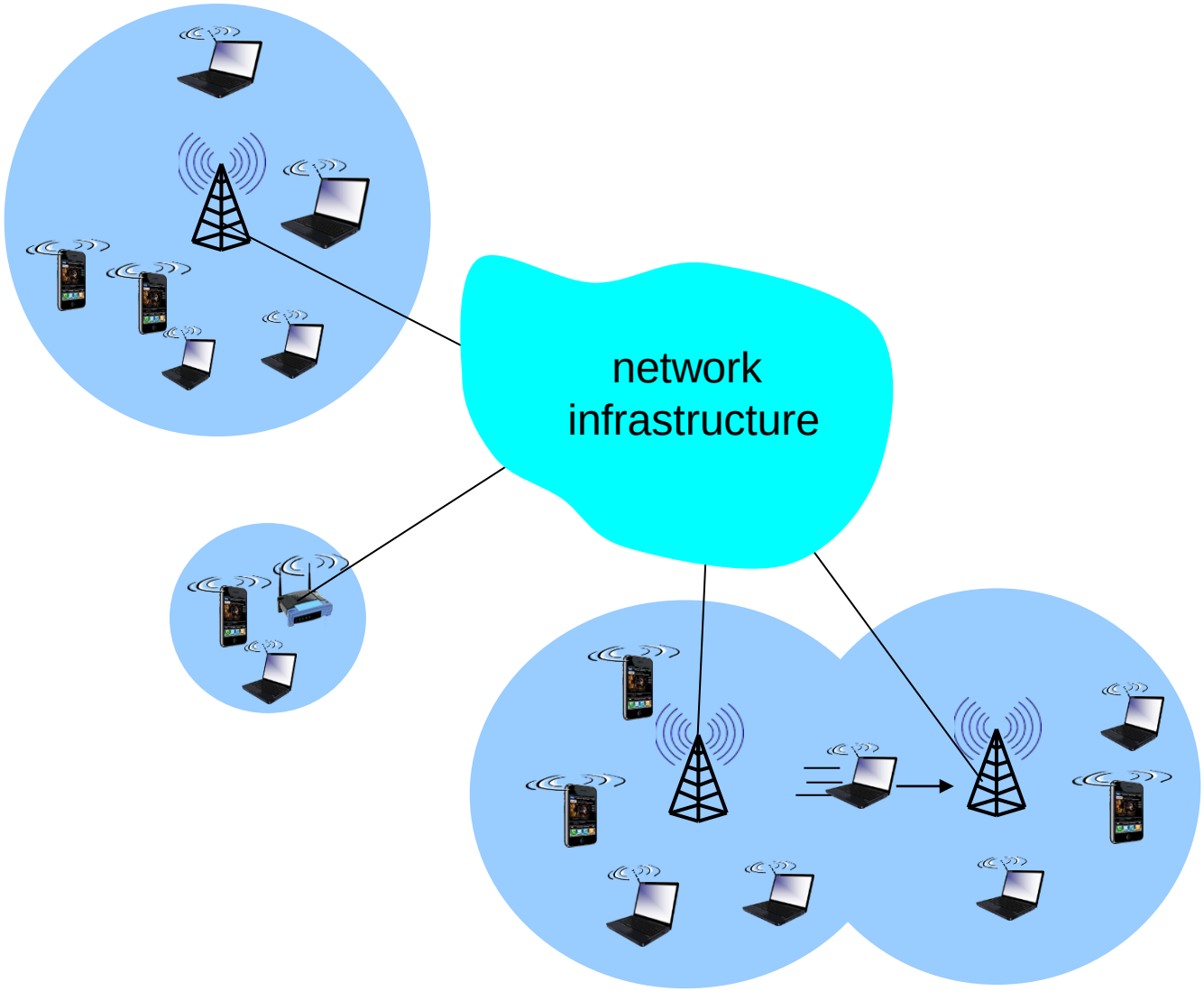
7.5 Principles: addressing and routing to mobile users

7.6 Mobile IP

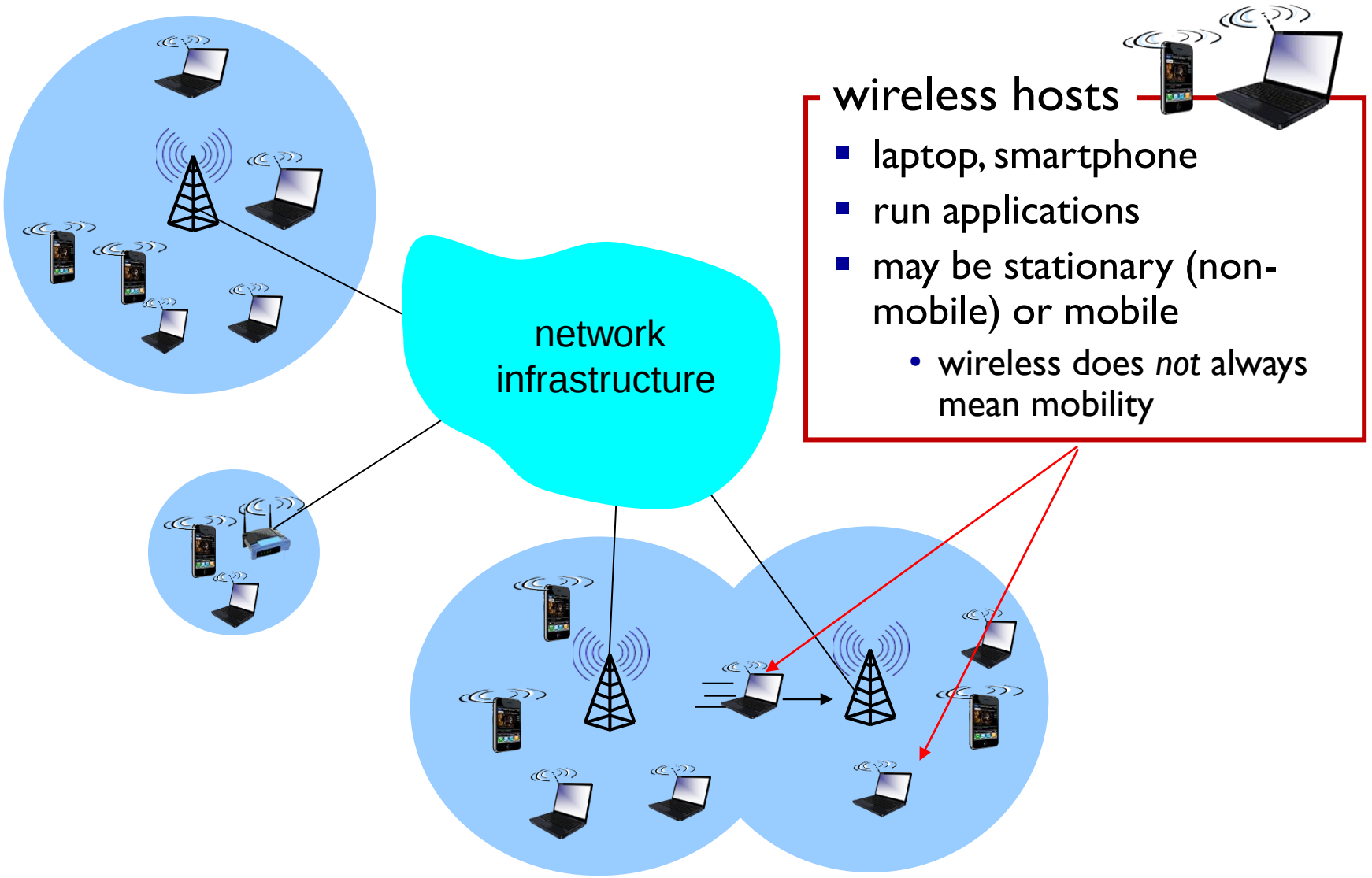
~~7.7 Handling mobility in cellular networks~~

7.8 Mobility and higher-layer protocols

Elements of a wireless network



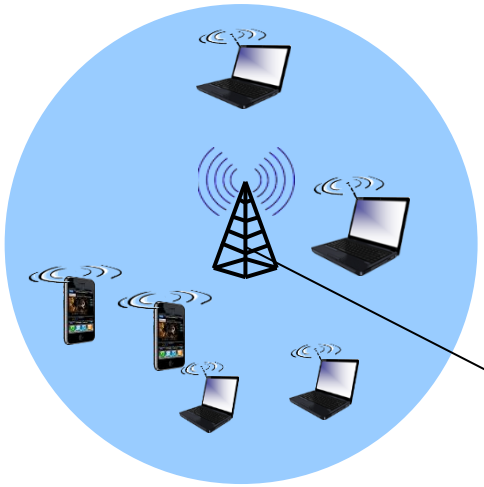
Elements of a wireless network



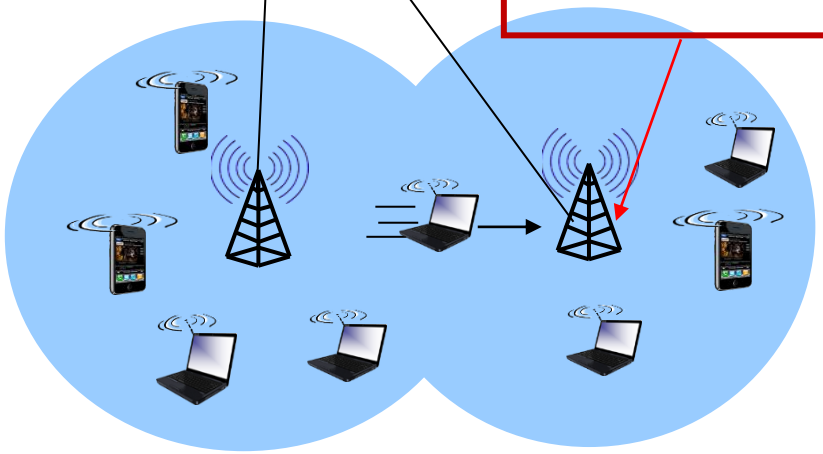
wireless hosts

- laptop, smartphone
- run applications
- may be stationary (non-mobile) or mobile
  - wireless does *not* always mean mobility

Elements of a wireless network



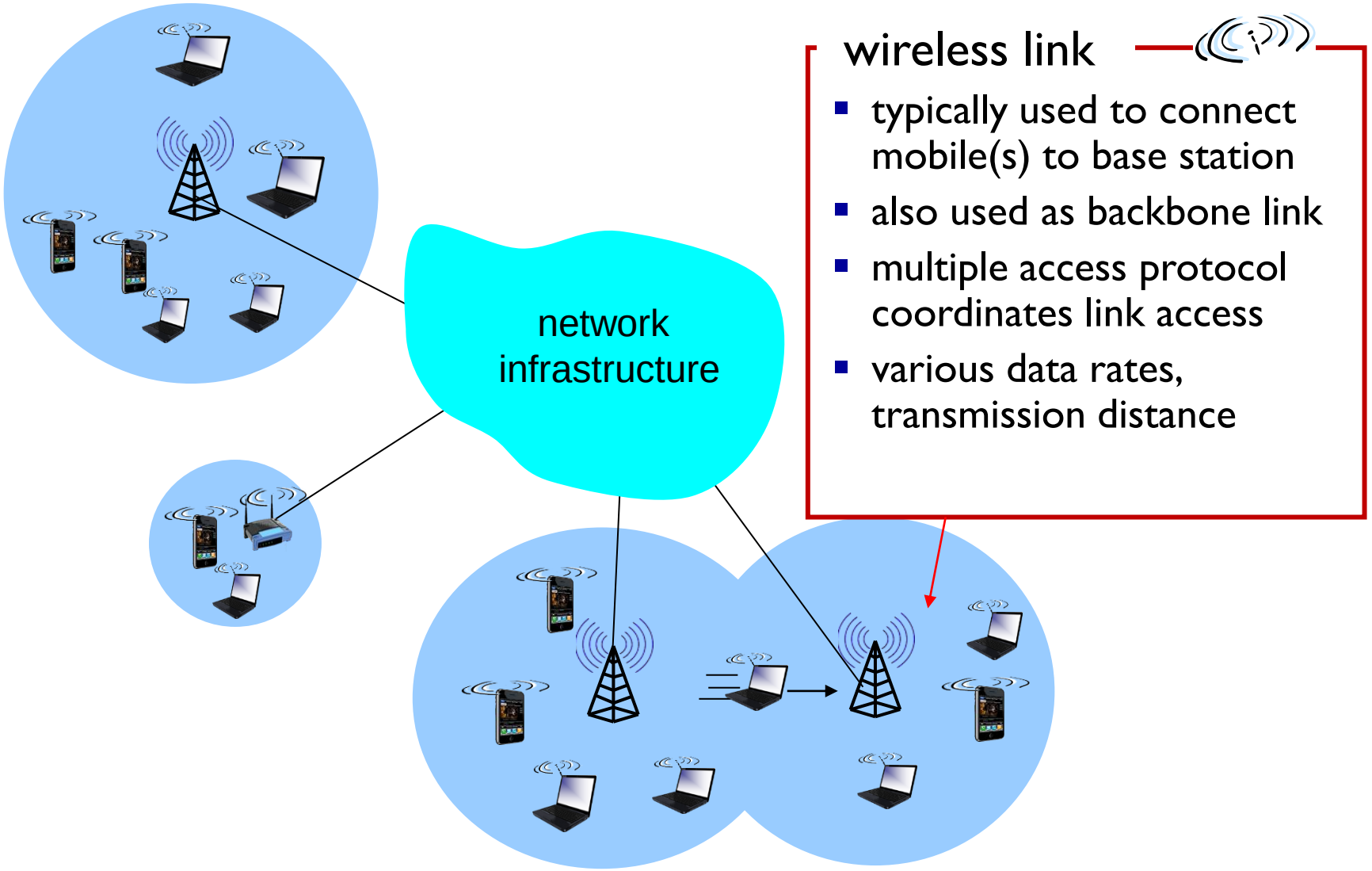
network infrastructure



base station

- typically connected to wired network
- relay - responsible for sending packets between wired network and wireless host(s) in its "area"
  - e.g., cell towers, 802.11 access points

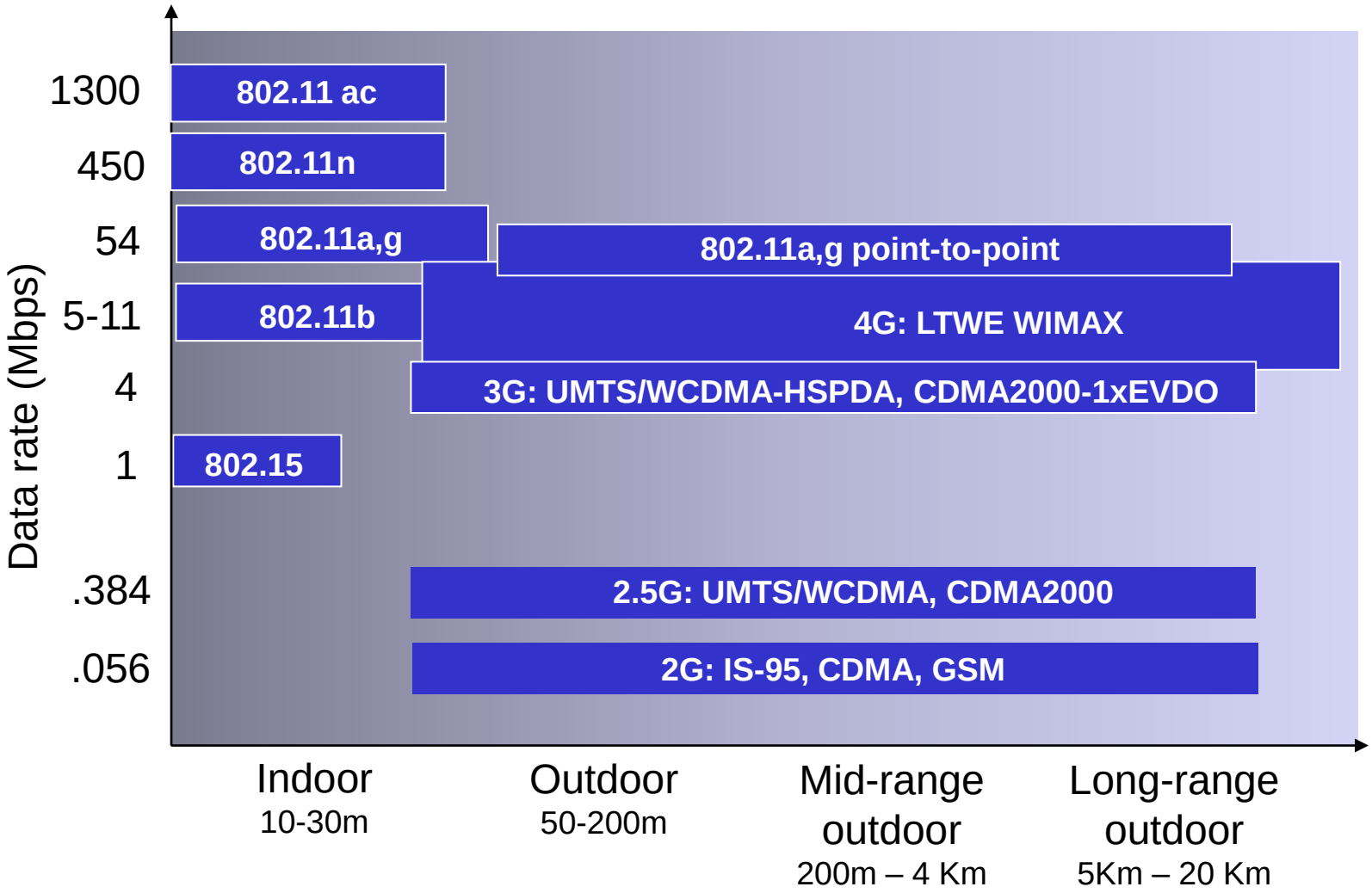
Elements of a wireless network



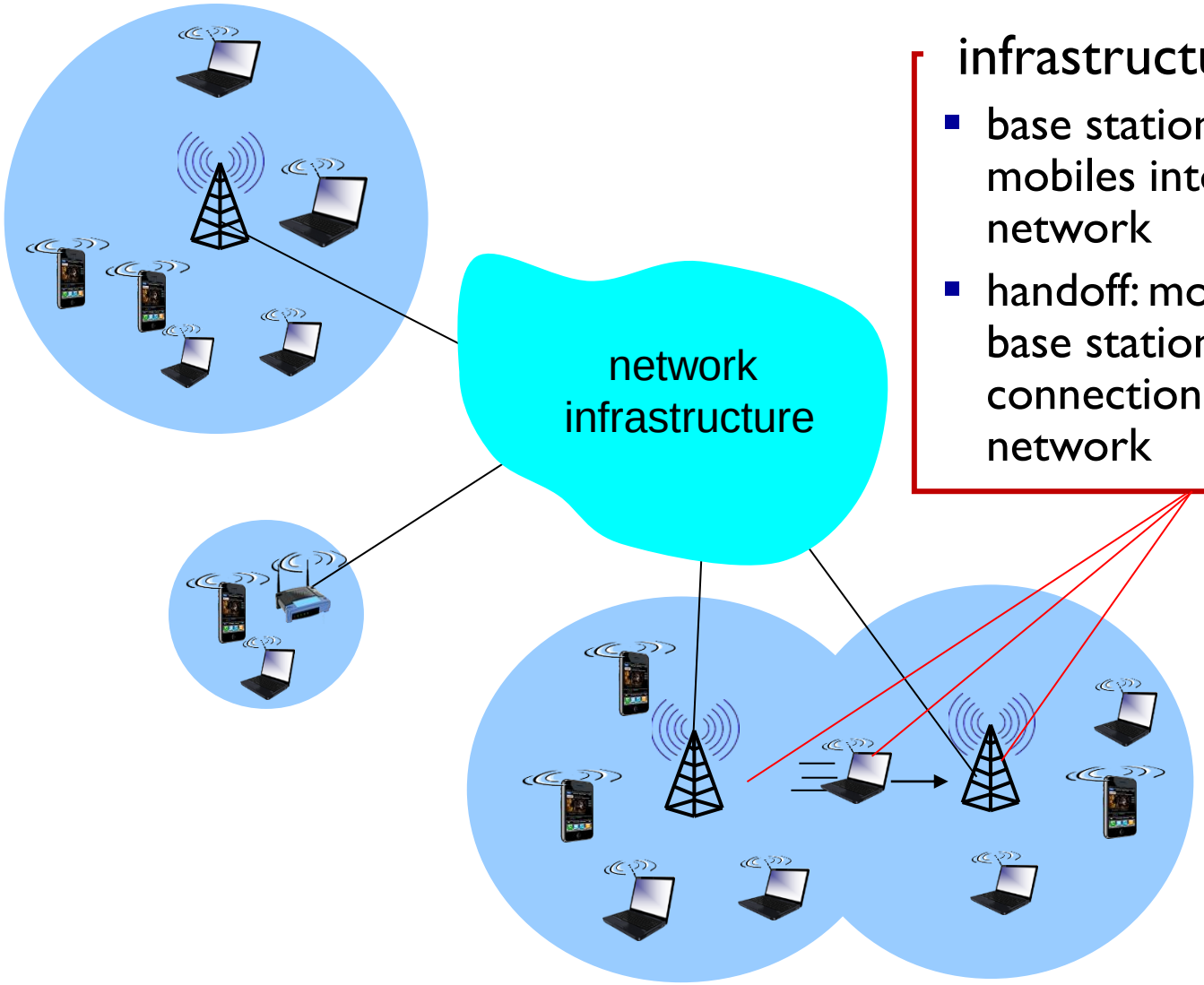
wireless link

- typically used to connect mobile(s) to base station
- also used as backbone link
- multiple access protocol coordinates link access
- various data rates, transmission distance

Characteristics of selected wireless links



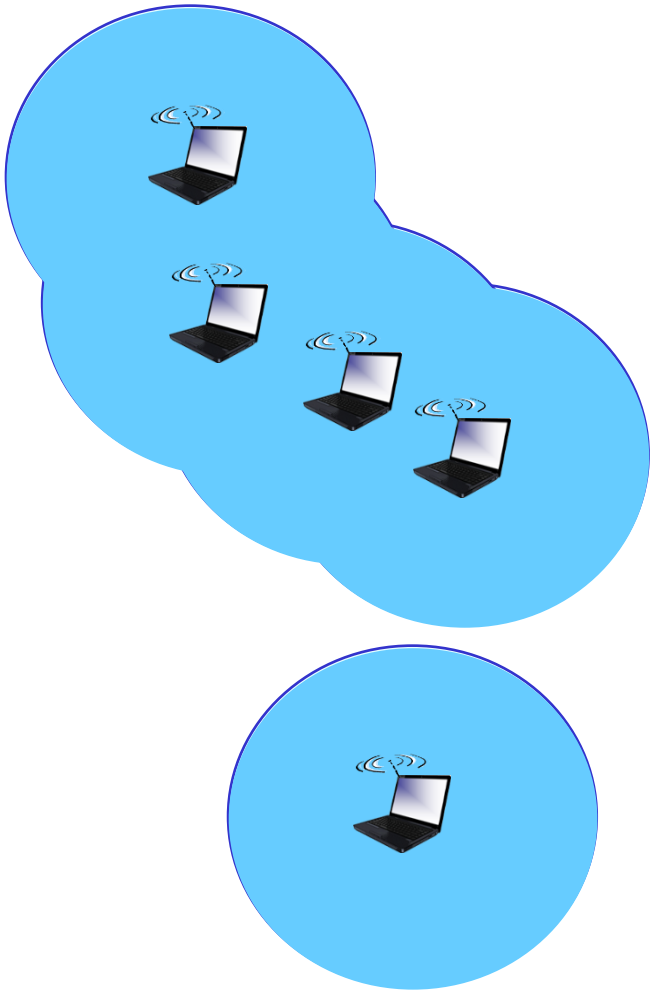
Elements of a wireless network



infrastructure mode

- base station connects mobiles into wired network
- handoff: mobile changes base station providing connection into wired 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: *mesh net*
no infrastructure	no base station, no connection to larger Internet (Bluetooth, ad hoc nets)	no base station, no connection to larger Internet. May have to relay to reach other a given wireless node MANET, VANET

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- ~~standards (e.g., 3G, LTE)~~

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Wireless Link Characteristics (1)

important 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., phone); devices (motors) interfere as well
- *multipath propagation:* radio signal reflects off objects ground, arriving ad destination at slightly different times

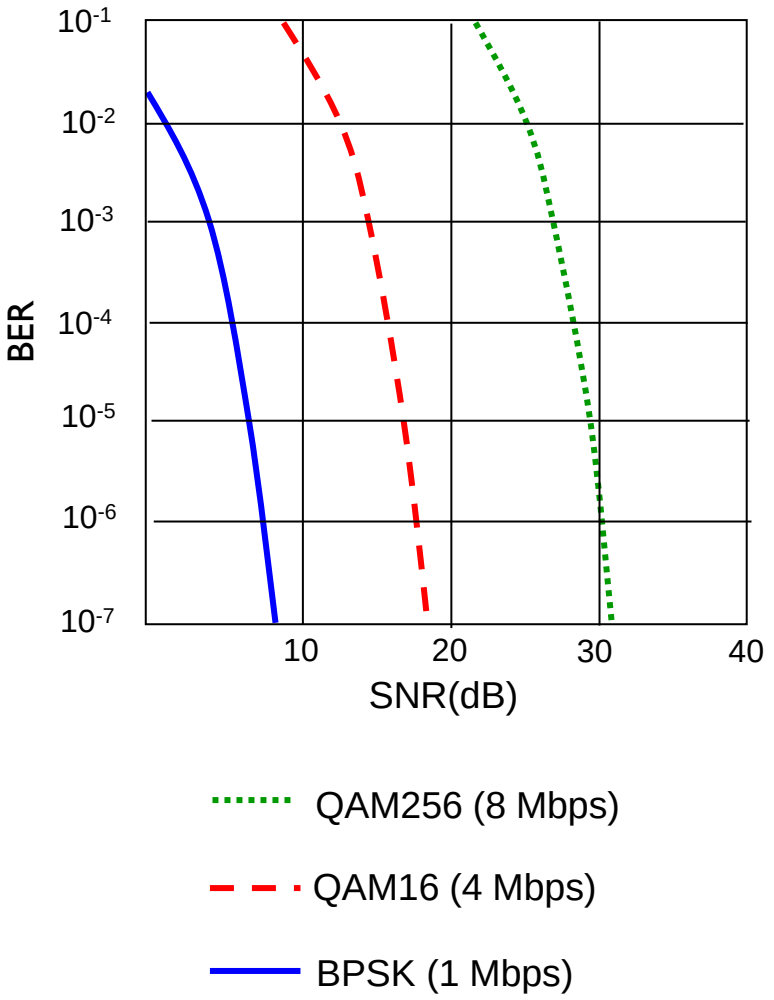
…. make communication across (even a point to point) wireless link much more "difficult"

Wireless Link Characteristics (2)

- SNR: signal-to-noise ratio
  - larger SNR – easier to extract signal from noise (a "good thing")

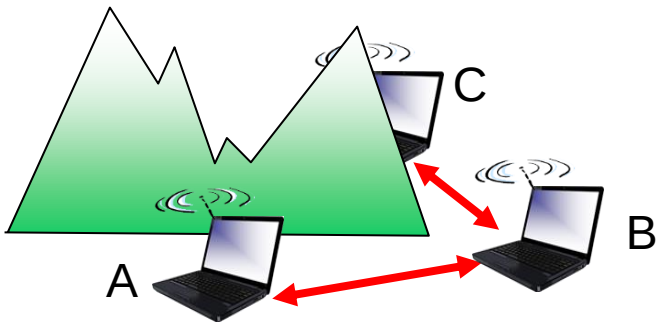
$$\text{SNR(dB)} = 10 \log_{10} \left(\frac{P_{\text{signal}}}{P_{\text{noise}}} \right)$$

- *SNR versus BER tradeoffs*
  - *given physical layer:* increase power -> increase SNR->decrease BER
  - *given SNR:* choose physical layer that meets BER requirement, giving highest thruput
    - SNR may change with mobility: dynamically adapt physical layer (modulation technique, rate)



Wireless network characteristics

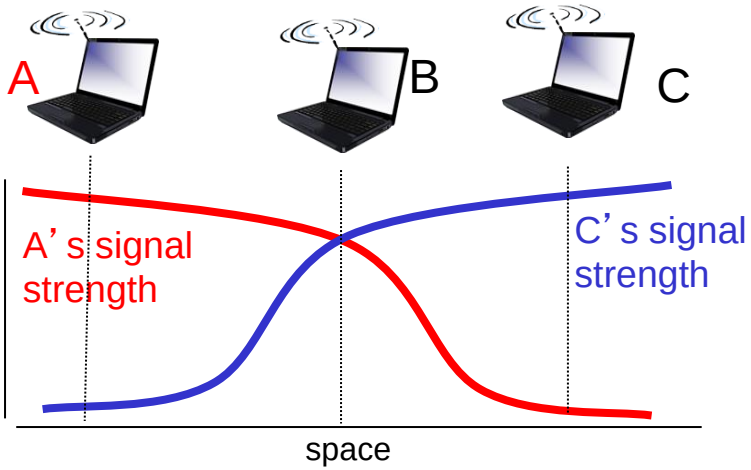
Multiple wireless senders and receivers create additional problems (beyond multiple access):



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

CSMA/CD not work!



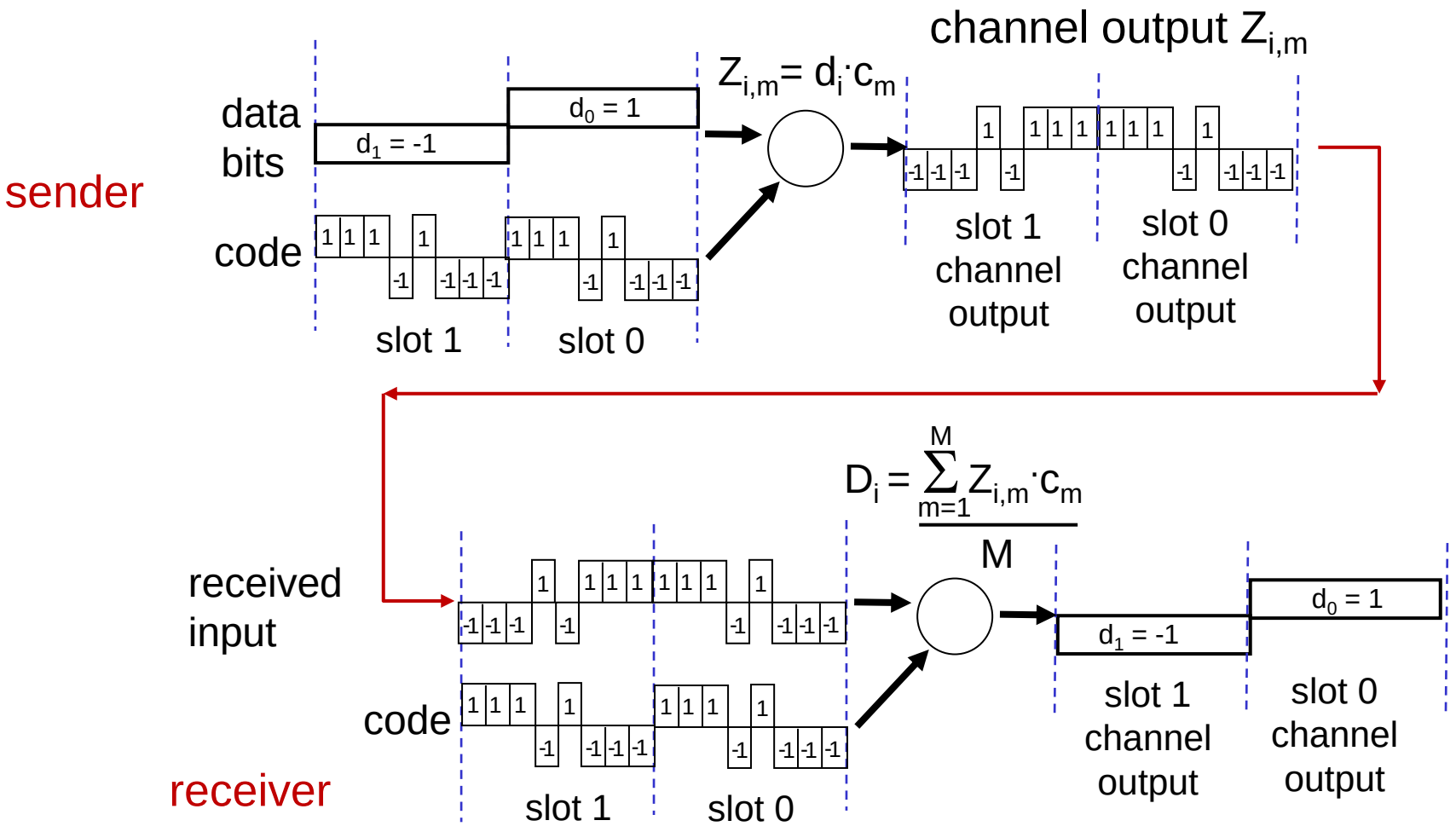
Signal attenuation:

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

Code Division Multiple Access (CDMA)

- 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., CDMA code) to encode data
  - allows multiple users to "coexist" and transmit simultaneously with minimal interference (if codes are "orthogonal")
- *encoded signal* = (original data) X (CDMA code)
- *decoding:* inner-product of encoded signal and CDMA code

CDMA encode/decode



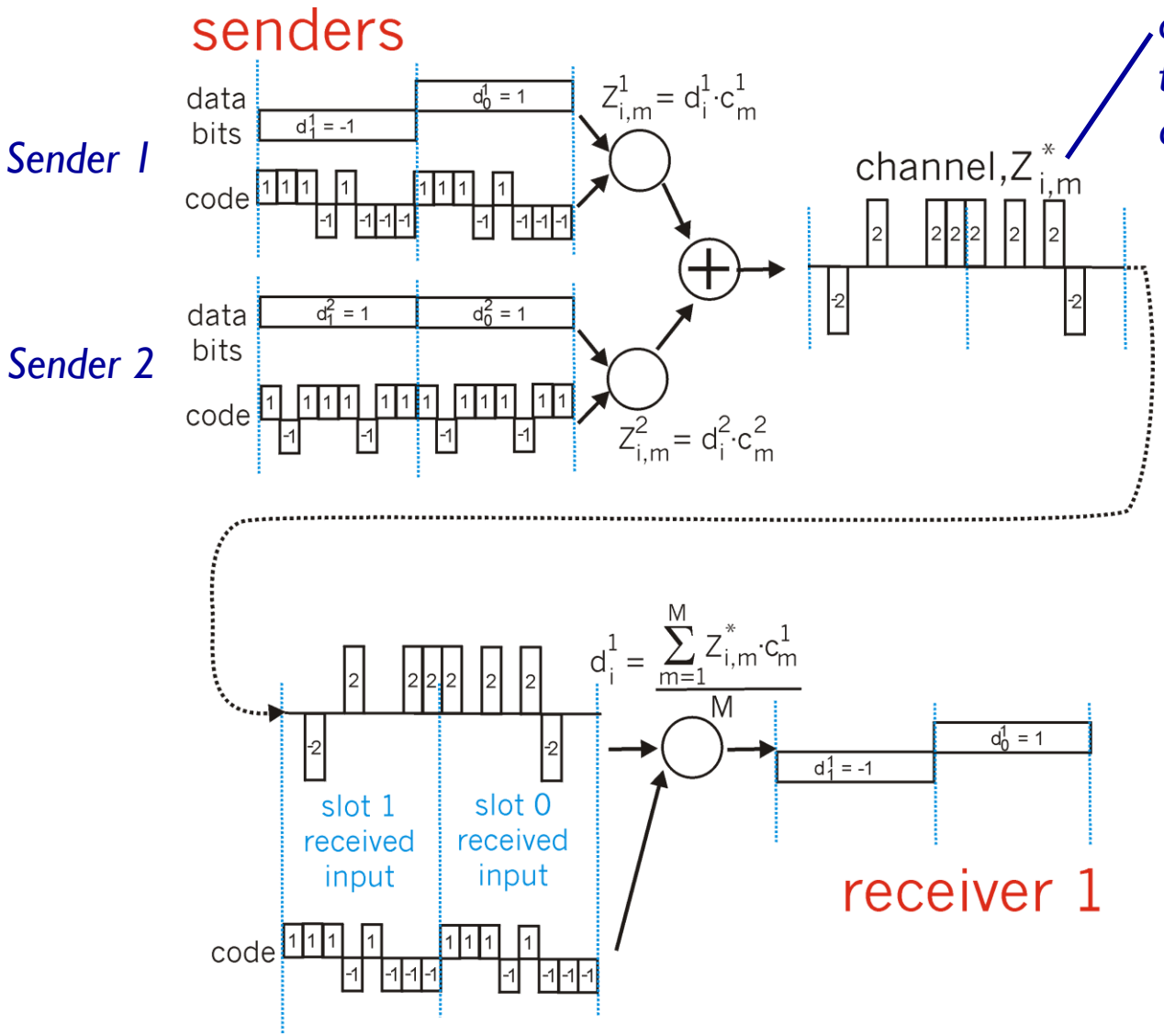
CDMA encode/decode

- Formally, sender's CDMA code consists of a sequence of *M* values $c_m, m = 1, \ldots, M$
  - (1,1,1,-1,1,-1,-1,-1)
- Encode $Z_{i,m} = d_i \cdot c_m$
  - 1,1,1,-1,1,-1,-1,-1,-1,-1,1,-1,1,1,1
- Decode

$$d_i = \frac{1}{M} \sum_{m=1}^{M} Z_{i,m} \cdot c_m$$

  - (1,1,1,-1,1,-1,-1,-1)·(1,1,1,-1,1,-1,-1,-1)/8=1
  - (-1,-1,-1,1,-1,1,1,1) ·(1,1,1,-1,1,-1,-1,-1)/8=-1

CDMA: two-sender interference



using same code as sender 1, receiver recovers sender 1's original data from summed channel data!

CDMA: two-sender interference

- Sender 1:
  - CDMA code: (1,1,1,-1,1,-1,-1,-1)
  - Encode (1,-1) as (1,1,1,-1,1,-1,-1,-1,-1,-1,-1,1,-1,1,1,1)
- Sender 2:
  - CDMA code: (1,-1,1,1,1,-1,1,1)
  - Encode (1,1) as (1,-1,1,1,1,-1,1,1,1,-1,1,1,1,-1,1,1)
- Sum up
  - (2,0,2,0,2,-2,0,0,0,-2,0,2,0,0,2,2)
- Receiver 1:
  - (2,0,2,0,2,-2,0,0)·(1,1,1,-1,1,-1,-1,-1)/8=1
  - (0,-2,0,2,0,0,2,2)·(1,1,1,-1,1,-1,-1,-1)/8=-1
- Receiver 2:
  - (2,0,2,0,2,-2,0,0)·(1,-1,1,1,1,-1,1,1)/8=1
  - (0,-2,0,2,0,0,2,2)·(1,-1,1,1,1,-1,1,1)/8=1

Receiver 1 and 2's codes are orthogonal

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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 connecting to a same base station use same CDMA code

802.11a
- 5-6 GHz range
- up to 54 Mbps

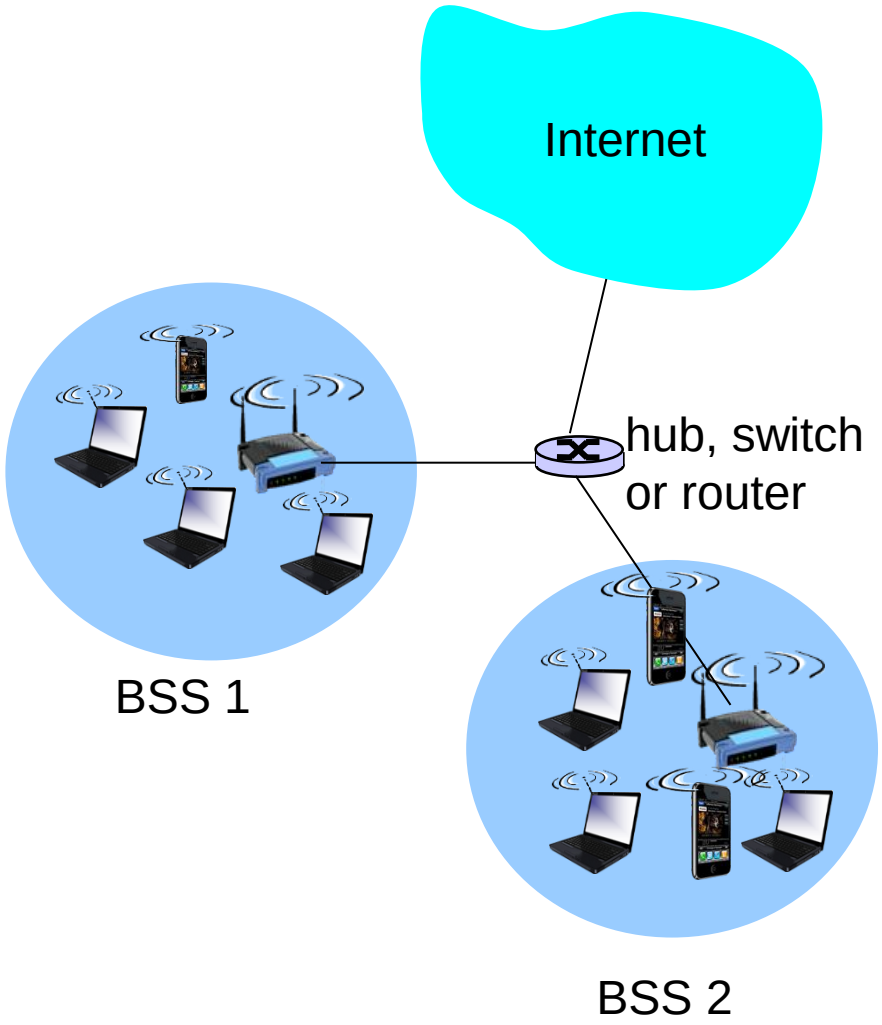
802.11g
- 2.4-5 GHz range
- up to 54 Mbps

802.11n: multiple antennae
- 2.4-5 GHz range
- up to 200 Mbps

802.11 ax (WiFi 6)
- up to 9.6 Gbps

- all use CSMA/CA for multiple access
- all have base-station and ad-hoc network versions

802.11 LAN architecture

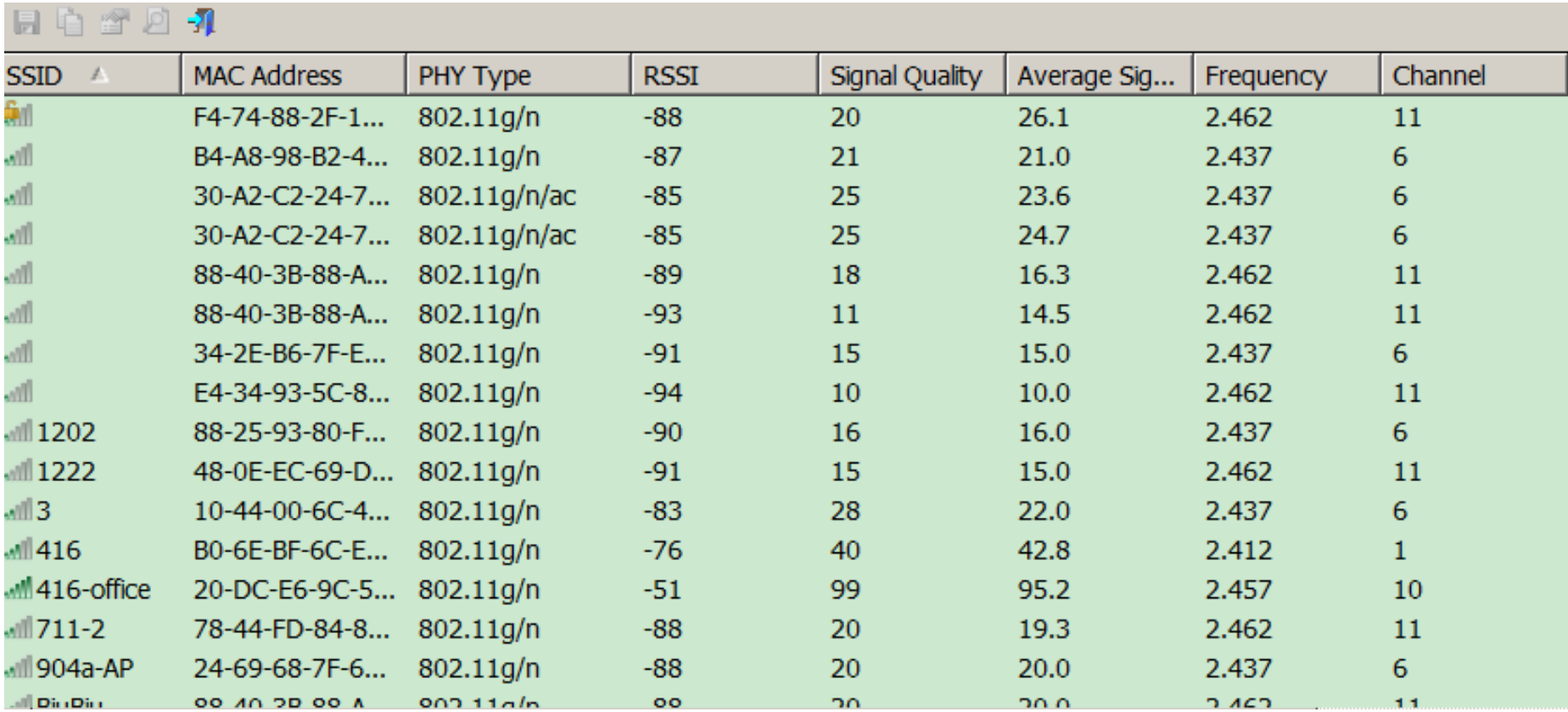


- wireless host communicates with base station
  - base station = access point (AP)
- Basic Service Set (BSS) (aka "cell") in infrastructure mode contains:
  - wireless hosts
  - access point (AP): base station
  - ad hoc mode: hosts only

802.11: Channels, association

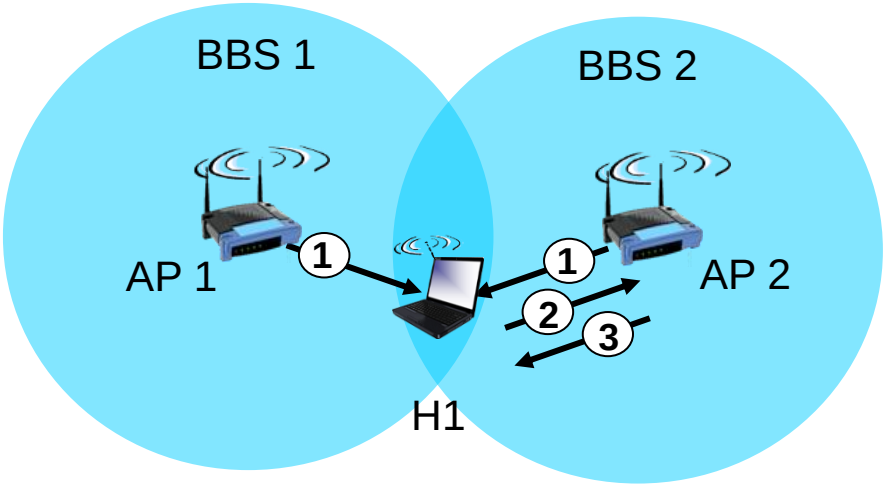
- 802.11b: 2.4GHz-2.485GHz spectrum divided into 11 channels at different frequencies
  - AP admin chooses frequency for AP
  - interference possible: channel can be same as that chosen by neighboring AP!
- host: must *associate* with an AP
  - scans channels, listening for *beacon frames* containing AP's name (SSID) and MAC address
  - selects AP to associate with
  - may perform authentication [Chapter 8]
  - will typically run DHCP to get IP address in AP's subnet

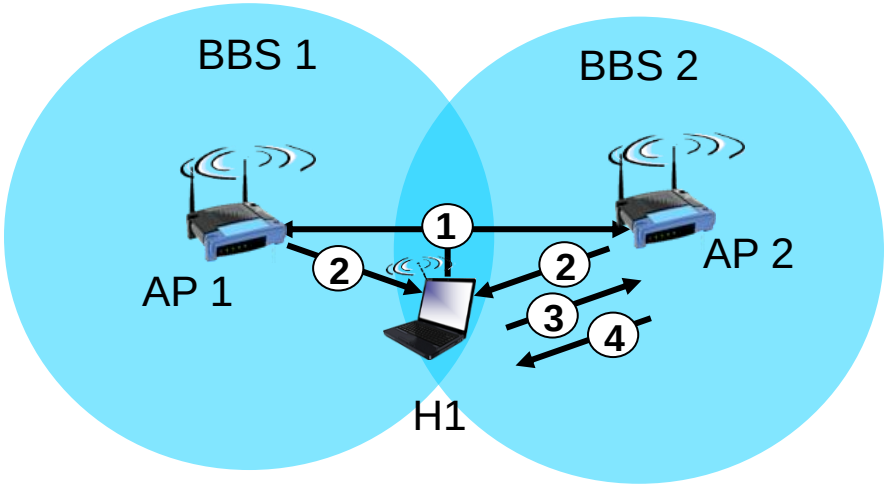
WifiInfoView



SSID	MAC Address	PHY Type	RSSI	Signal Quality	Average Sig...	Frequency	Channel
	F4-74-88-2F-1...	802.11g/n	-88	20	26.1	2.462	11
	B4-A8-98-B2-4...	802.11g/n	-87	21	21.0	2.437	6
	30-A2-C2-24-7...	802.11g/n/ac	-85	25	23.6	2.437	6
	30-A2-C2-24-7...	802.11g/n/ac	-85	25	24.7	2.437	6
	88-40-3B-88-A...	802.11g/n	-89	18	16.3	2.462	11
	88-40-3B-88-A...	802.11g/n	-93	11	14.5	2.462	11
	34-2E-B6-7F-E...	802.11g/n	-91	15	15.0	2.437	6
	E4-34-93-5C-8...	802.11g/n	-94	10	10.0	2.462	11
1202	88-25-93-80-F...	802.11g/n	-90	16	16.0	2.437	6
1222	48-0E-EC-69-D...	802.11g/n	-91	15	15.0	2.462	11
3	10-44-00-6C-4...	802.11g/n	-83	28	22.0	2.437	6
416	B0-6E-BF-6C-E...	802.11g/n	-76	40	42.8	2.412	1
416-office	20-DC-E6-9C-5...	802.11g/n	-51	99	95.2	2.457	10
711-2	78-44-FD-84-8...	802.11g/n	-88	20	19.3	2.462	11
904a-AP	24-69-68-7F-6...	802.11g/n	-88	20	20.0	2.437	6
BiuBiu	88-40-3B-88-A...	802.11g/n	-88	20	20.0	2.462	11

802.11: passive/active scanning





passive scanning:

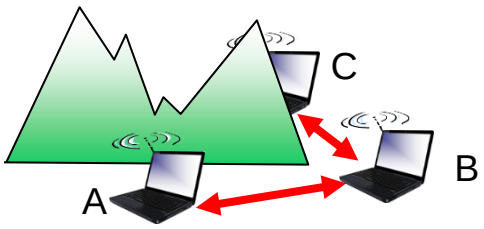
(1) beacon frames sent from APs
(2) association Request frame sent: H1 to selected AP
(3) association Response frame sent from selected AP to H1

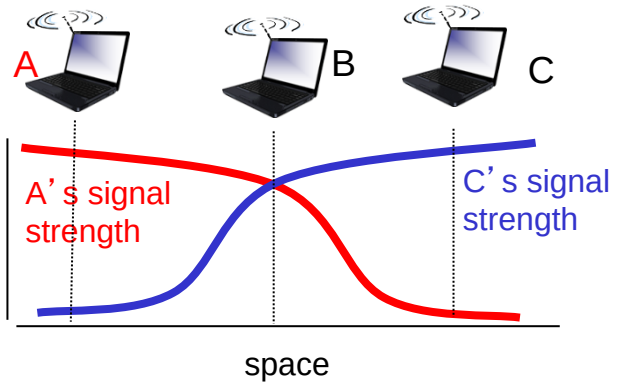
active scanning:

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

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 timer value using binary exponential backoff (as in 802.3)

timer counts down while channel idle / freeze while channel busy

3 if timer reach zero

transmit and wait for ACK

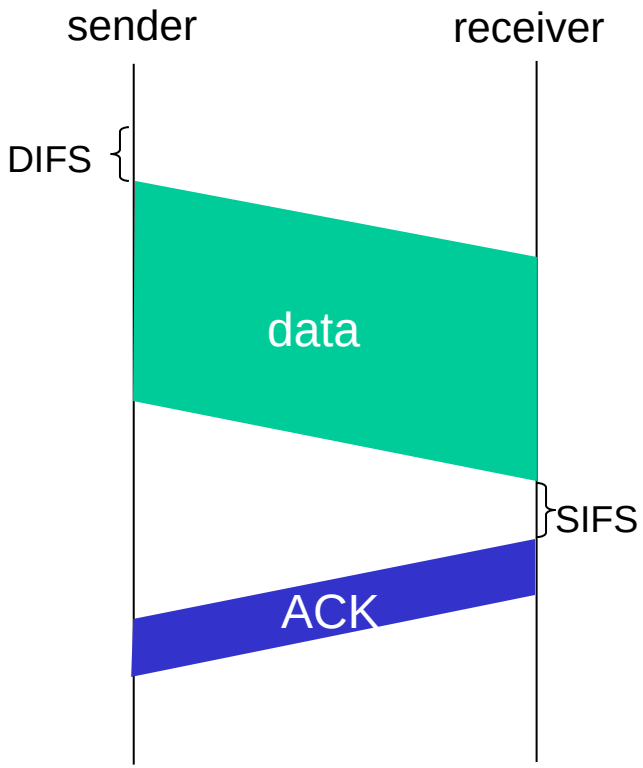
4 if no ACK

increase random backoff interval, repeat 2

802.11 receiver

- if frame received OK

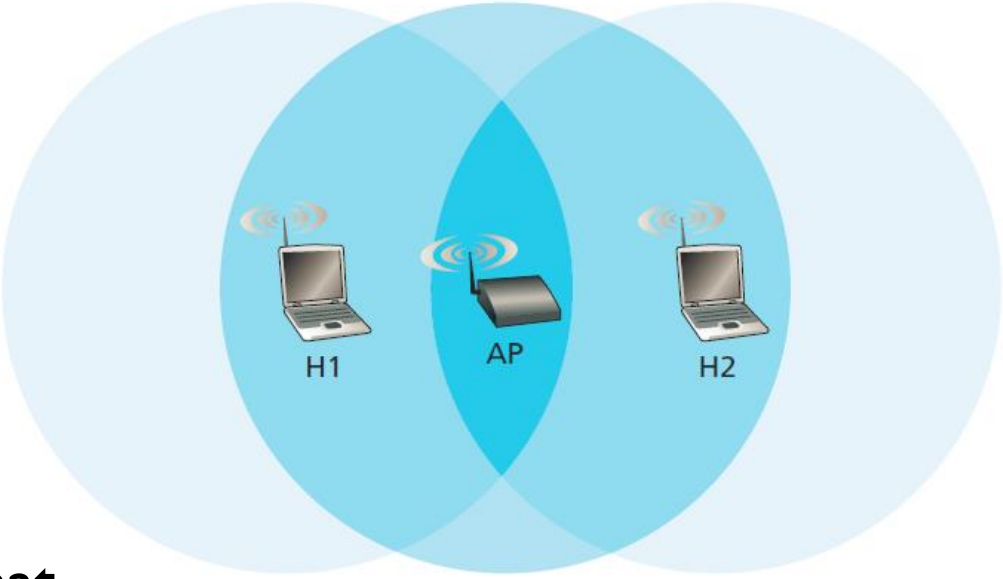
return ACK after **SIFS** (ACK needed due to hidden terminal problem)



IEEE 802.11 MAC Protocol: CSMA/CA

- Why link-layer ACK?
  - Hard to detect collision. The station can not abort.
  - The receiver acknowledges the frame in case of no collision.

- Can link-layer ACK avoids collision? *NO*
  - Two stations are hidden station to each other
  - Two stations choose random backoff values that are close to each other



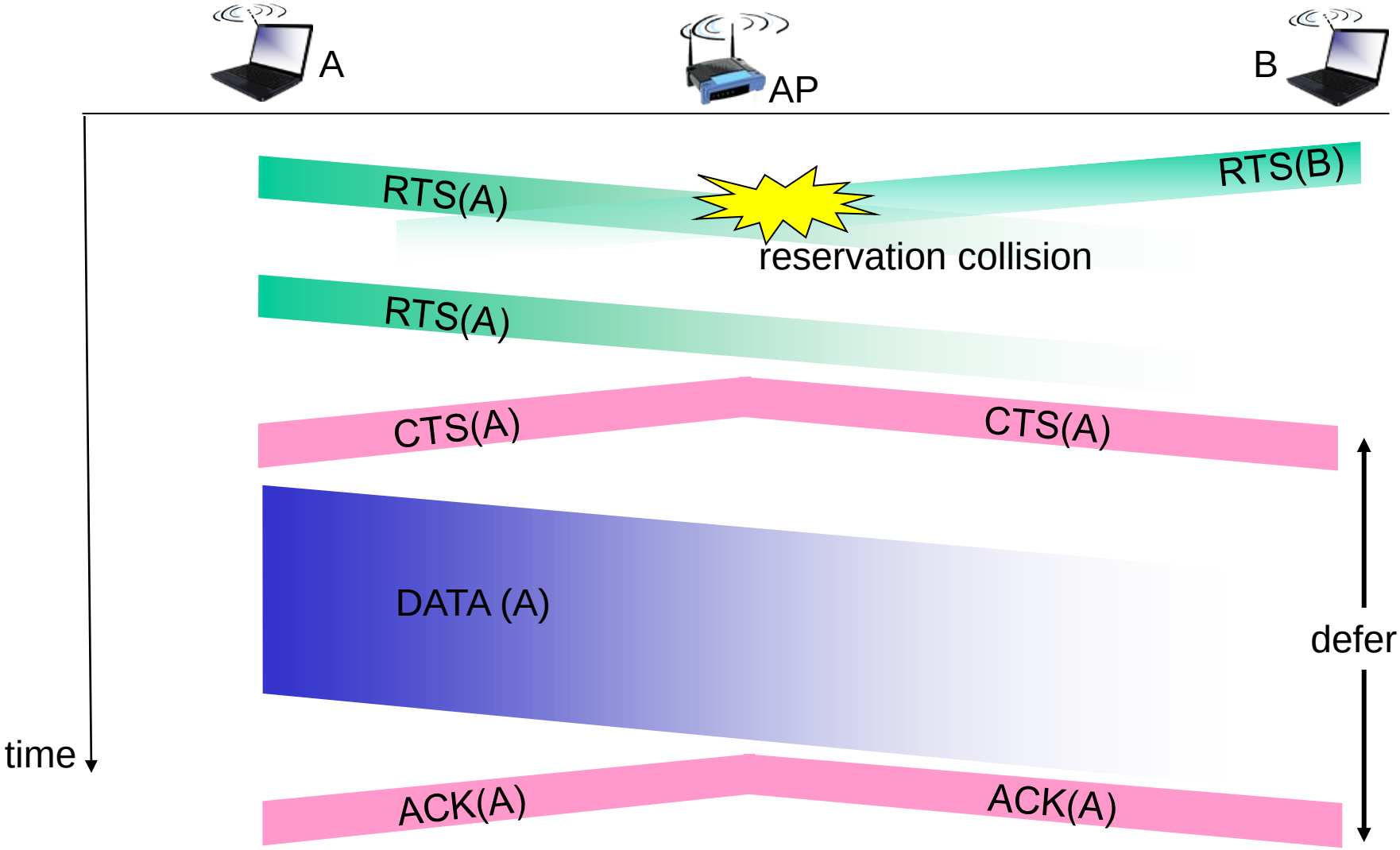
Avoiding collisions (more)

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!

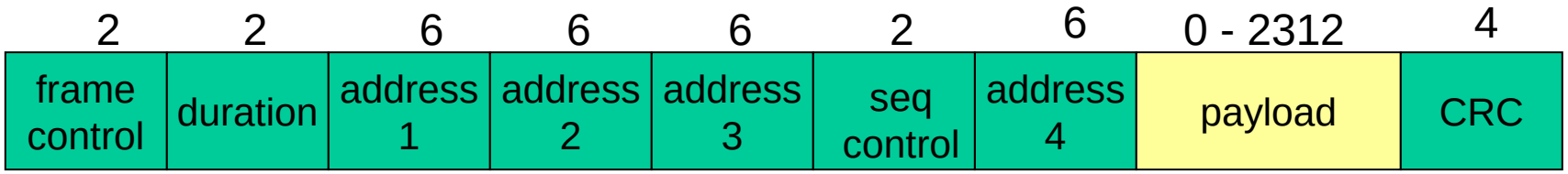
Collision Avoidance: RTS-CTS exchange



Collision Avoidance: RTS-CTS

- Avoid data frame collisions completely
  - The hidden station problem is mitigated, since a long DATA frame is transmitted only after the channel has been reserved.
  - A collision involving an RTS or CTS frame will last only for the duration of the short RTS or CTS frame. Once the RTS and CTS frames are correctly transmitted, the following DATA and ACK frames should be transmitted without collisions.
- RTS/CTS is only used when transmitting long DATA frame

802.11 frame: addressing



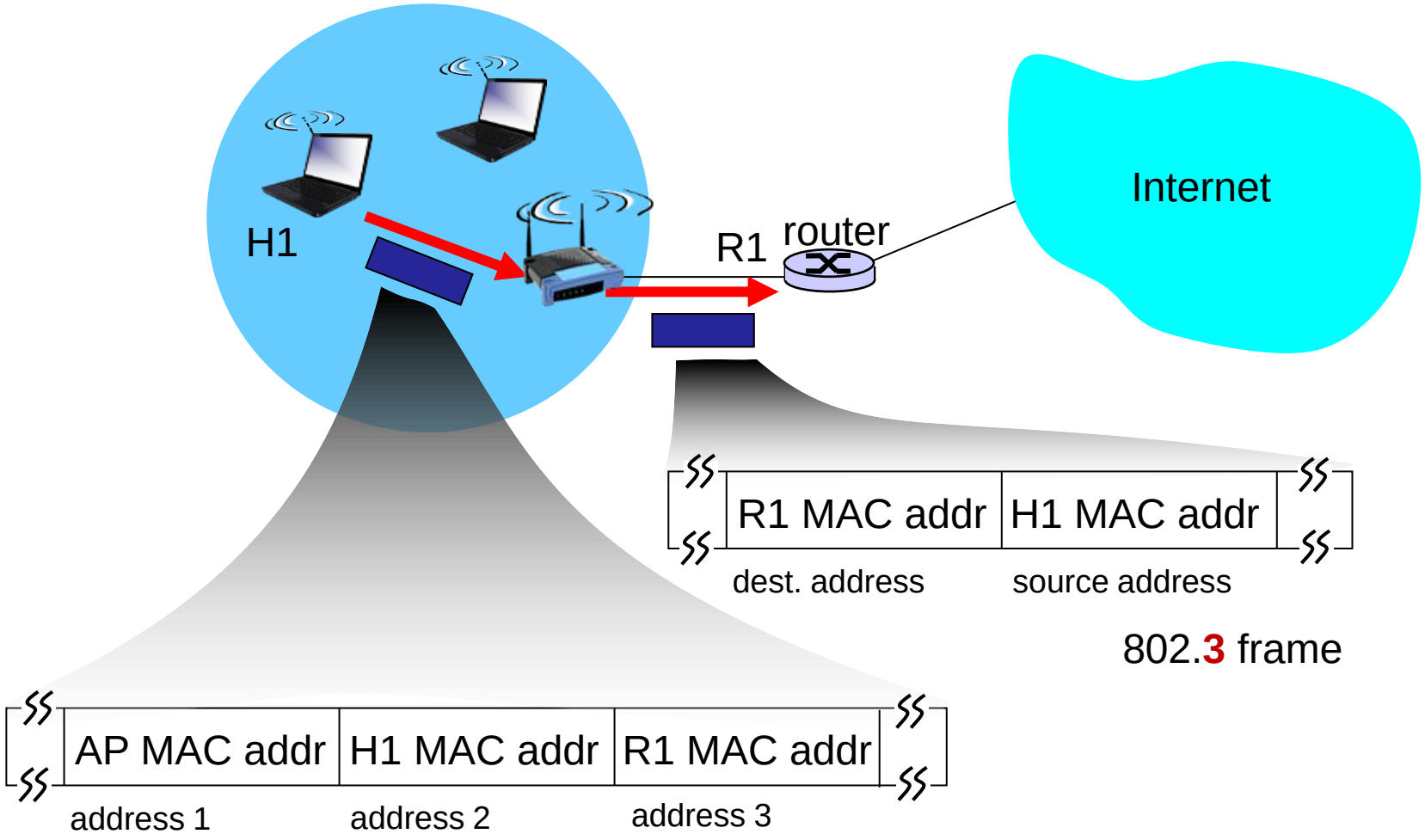
Address 1: MAC address of wireless host or AP to receive this frame

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

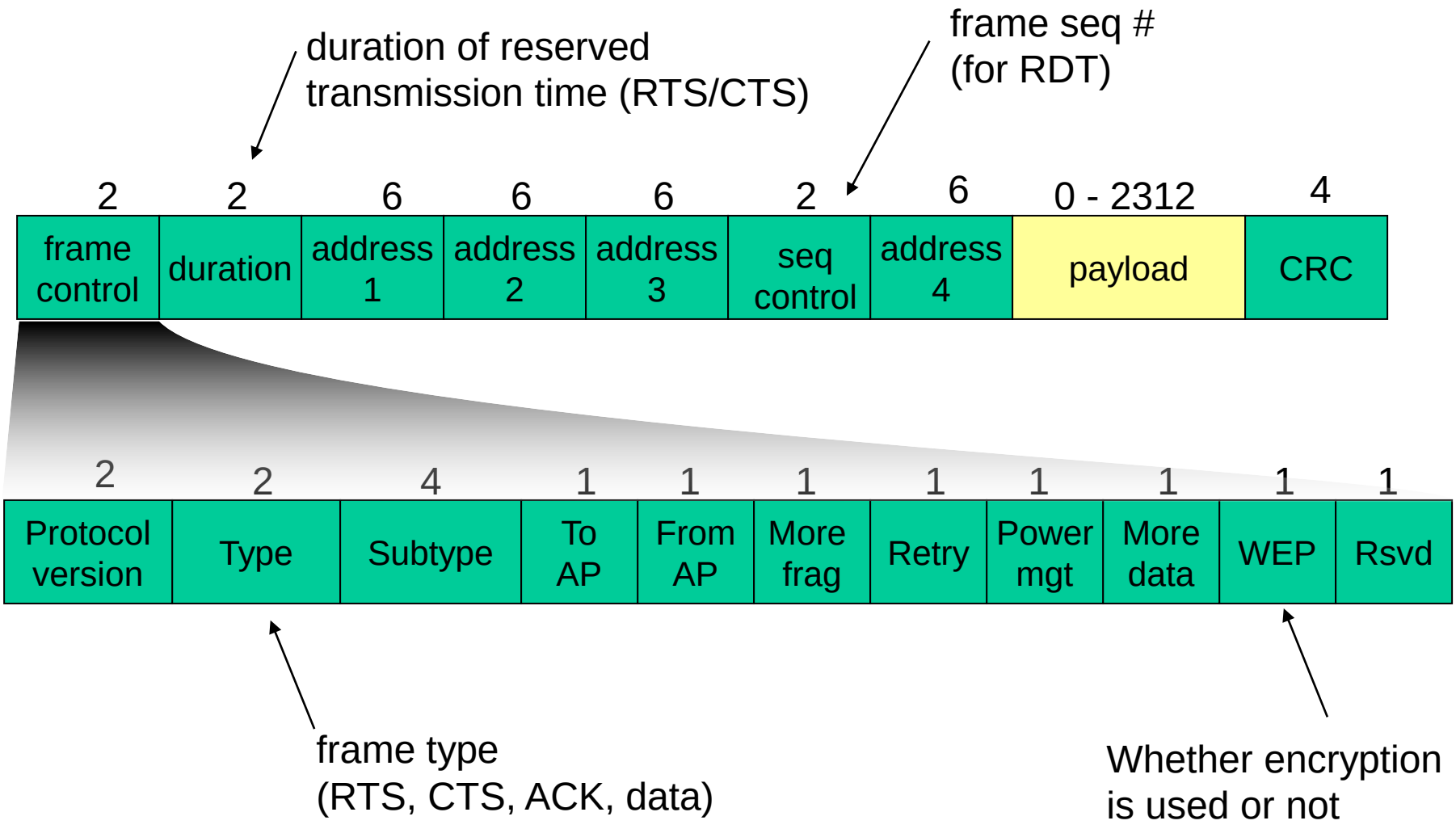
802.11 frame: addressing



802.11 frame: addressing

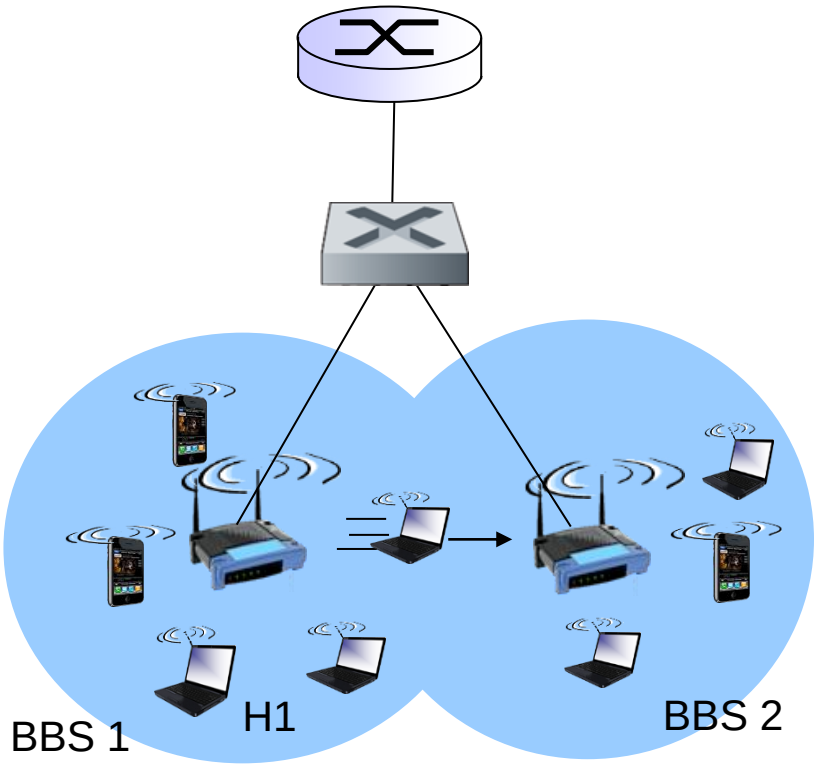
- R1 knows IP address of H1, use ARP to determine H1's MAC address, encapsulate 802.3 frame with H1 as dst_addr, R1 as src_addr.
- Frame reaches to AP, AP converts it to 802.11 frame, with H1 as address 1, AP as address 2, R1 as address 3.
- H1 responds, encapsulate 802.11 frame with AP and H1 as address 1 and address 2, R1 as address 3.
- Frame reaches to AP, AP converts it to 802.3 frame, with H1 as src_addr, R1 as dst_addr.

802.11 frame: more



802.11: mobility within same subnet

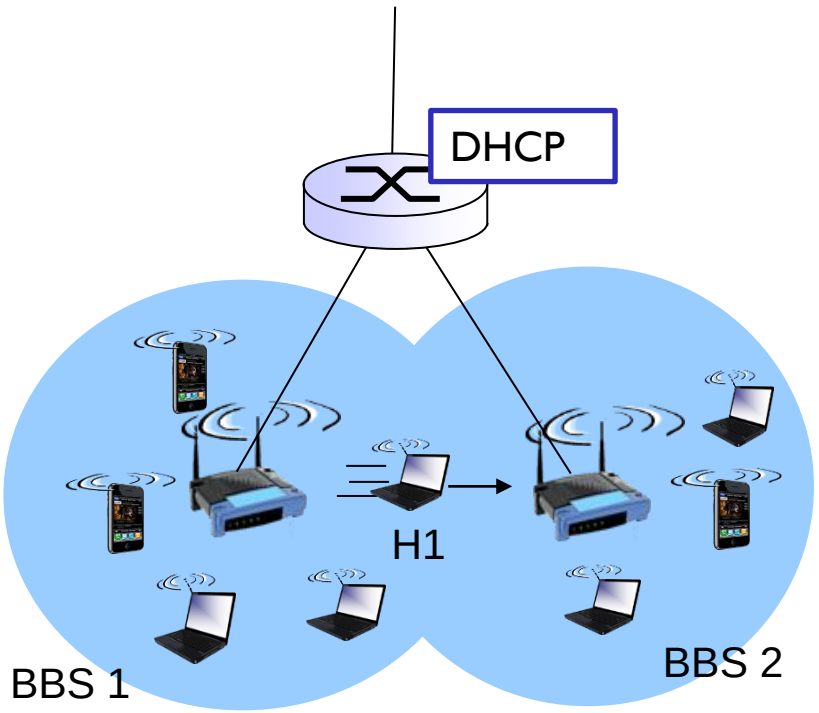
- H1 remains in same IP subnet: IP address can remain same
- switch: which AP is associated with H1?
  - self-learning (Ch. 5): switch will see frame from H1 and "remember" which switch port can be used to reach H1



H1 may keep its IP address and all of its ongoing TCP connections.

802.11: mobility within same subnet

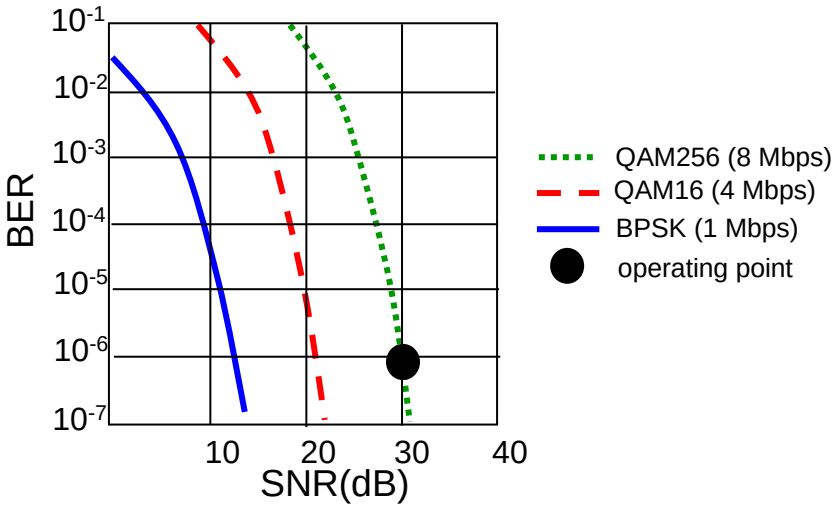
- H1 in different IP subnet: IP address will change (if no mobile IP)



802.11: advanced capabilities

Rate adaptation

- base station, mobile dynamically change transmission rate (physical layer modulation technique) as mobile moves, SNR varies
  - Two frames without ack, fall back to next lower rate
  - 10 frames acked, or timeout since last fallback, promote to next higher level



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

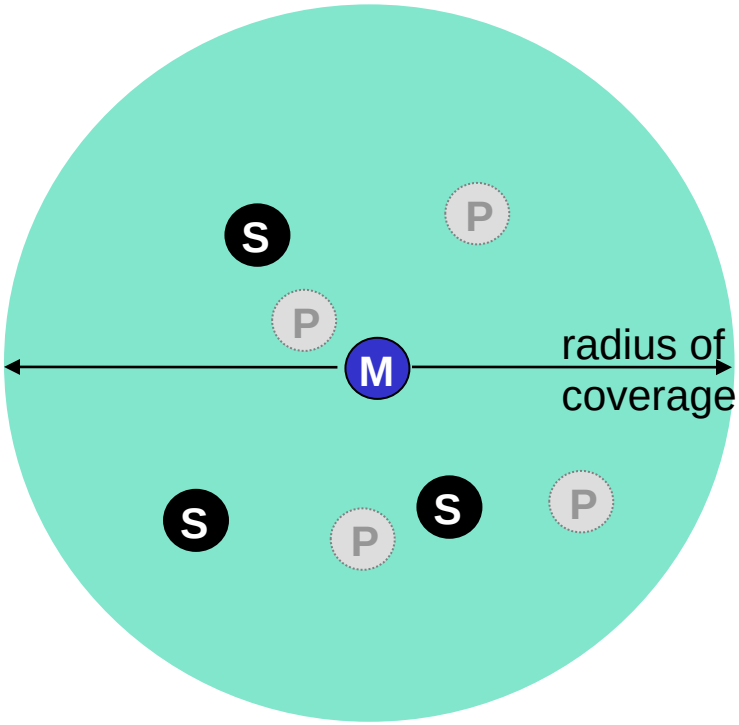
802.11: advanced capabilities

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

802.15: 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



Chapter 7 outline

7.1 Introduction

Wireless

7.2 Wireless links, characteristics
- CDMA

7.3 IEEE 802.11 wireless LANs ("Wi-Fi")

7.4 Cellular Internet access
- architecture
- standards (e.g., 3G, LTE)

Mobility

7.5 Principles: addressing and routing to mobile users

7.6 Mobile IP

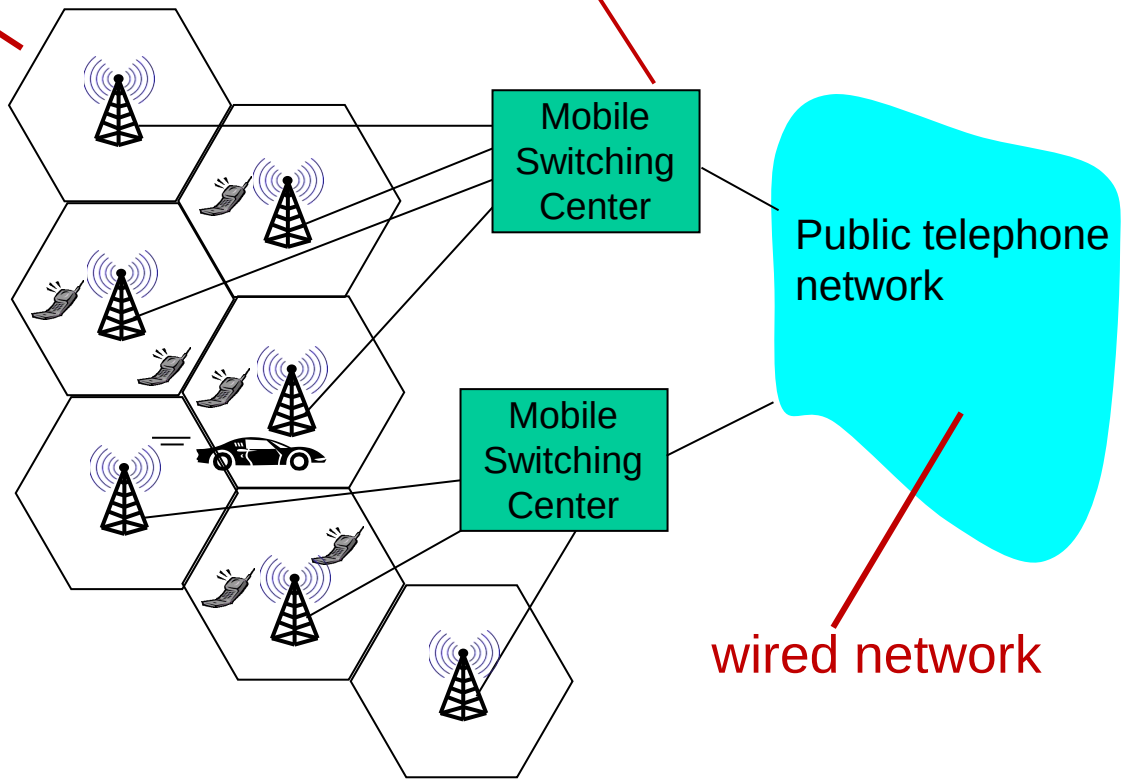
7.7 Handling mobility in cellular networks

7.8 Mobility and higher-layer protocols

Components of cellular network architecture

MSC
- connects cells to wired tel. net.
- manages call setup (more later!)
- handles mobility (more later!)

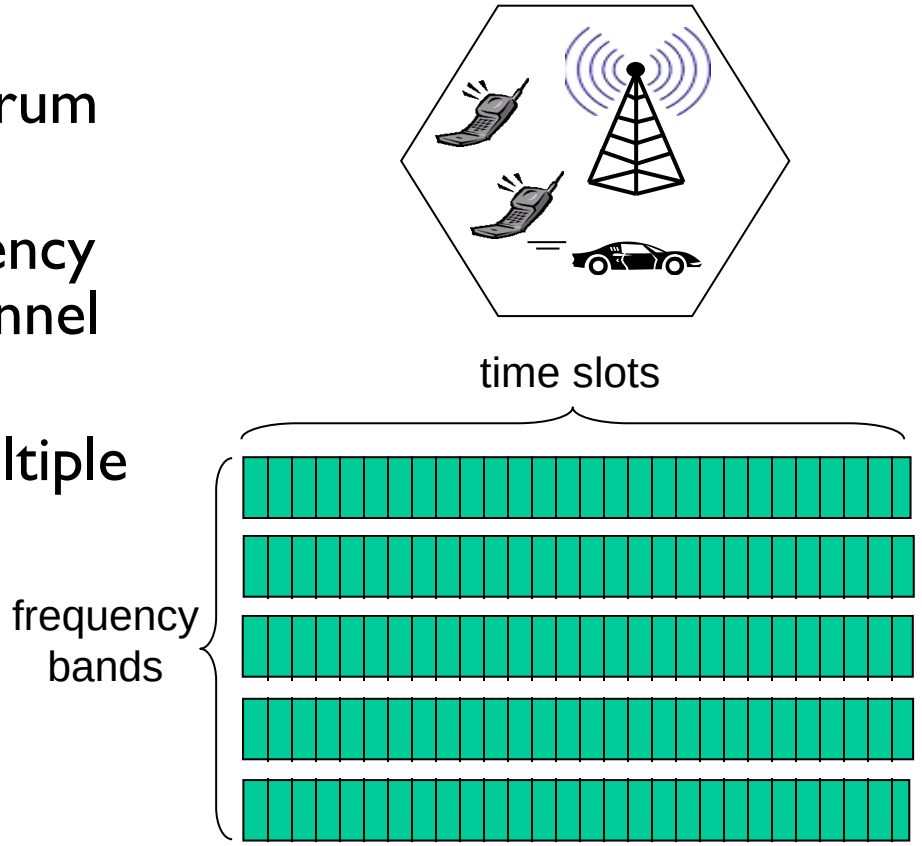
cell
- covers geographical region
- *base station* (BS) analogous to 802.11 AP
- *mobile users* attach to network through BS
- *air-interface:* physical and link layer protocol between mobile and BS



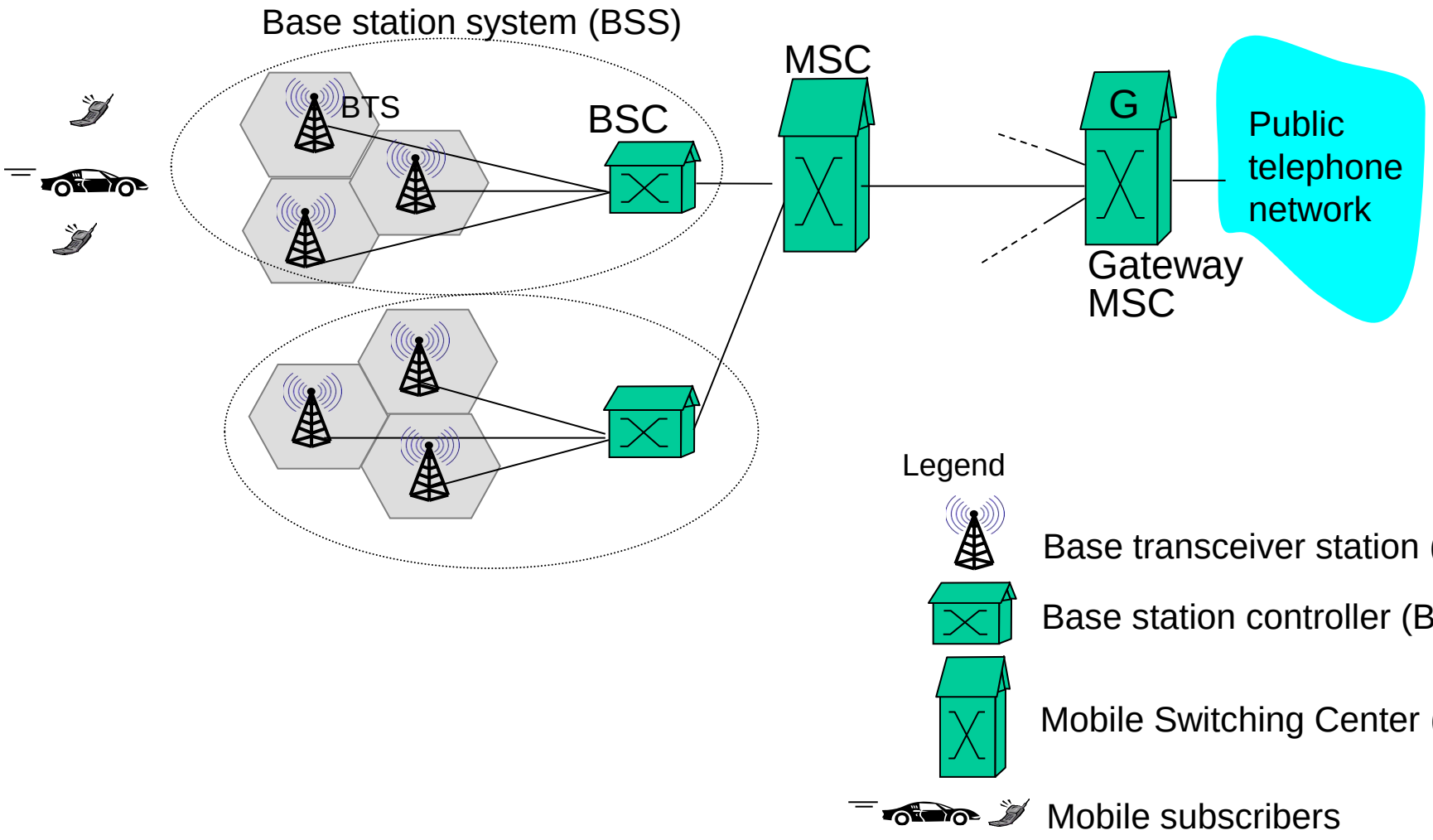
Cellular networks: the first hop

Two techniques for sharing mobile-to-BS radio spectrum

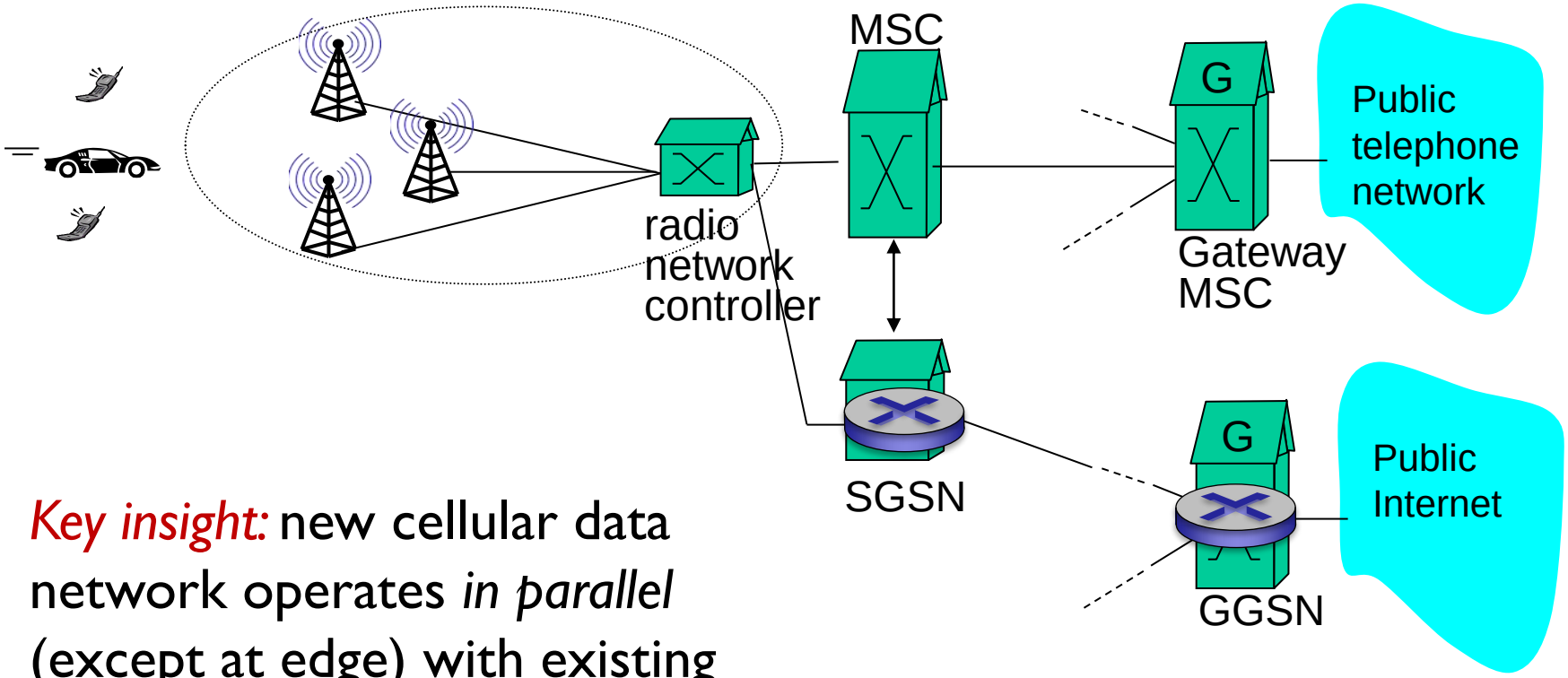
- combined FDMA/TDMA: divide spectrum in frequency channels, divide each channel into time slots
- CDMA: code division multiple access



2G (voice) network architecture



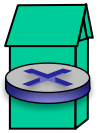
3G (voice+data) network architecture



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

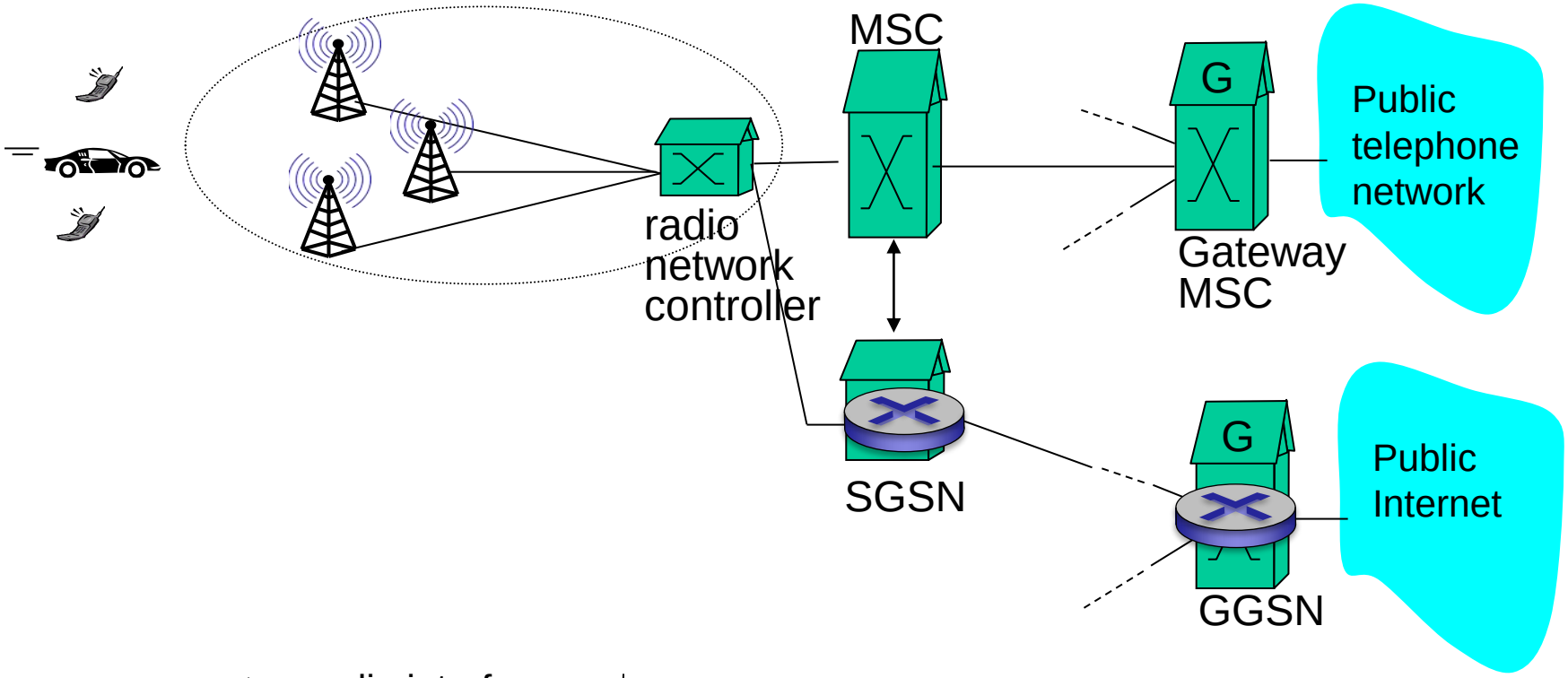
- voice network *unchanged* in core
- data network operates in parallel

Serving GPRS Support Node (SGSN)

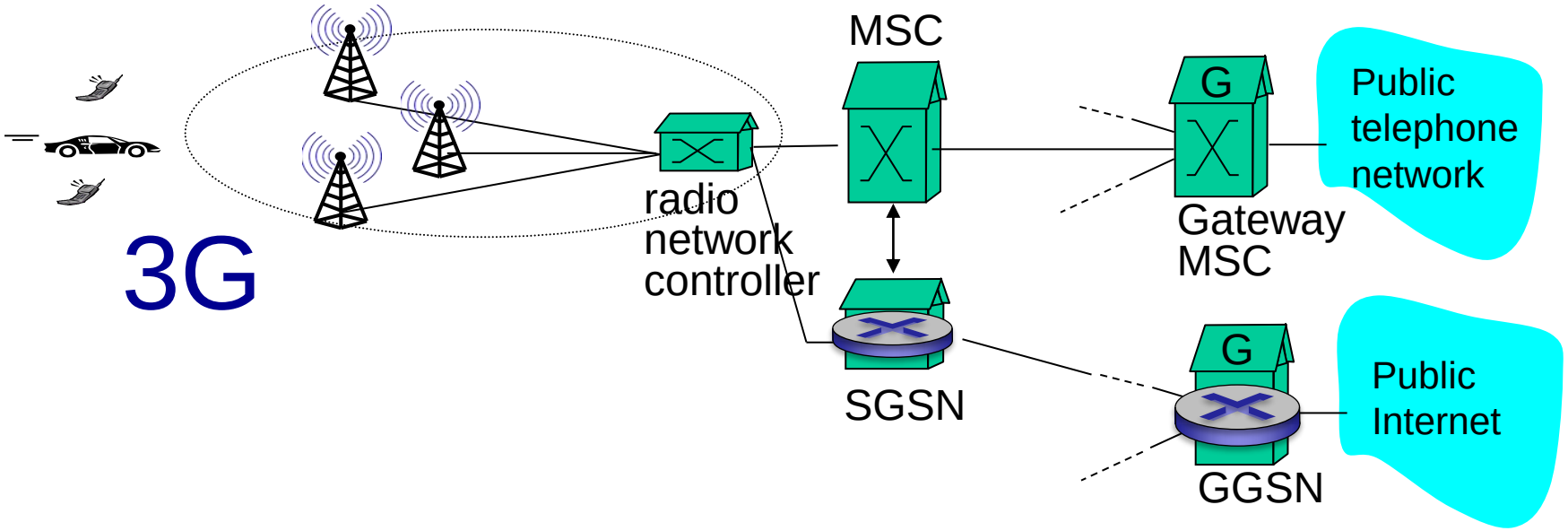


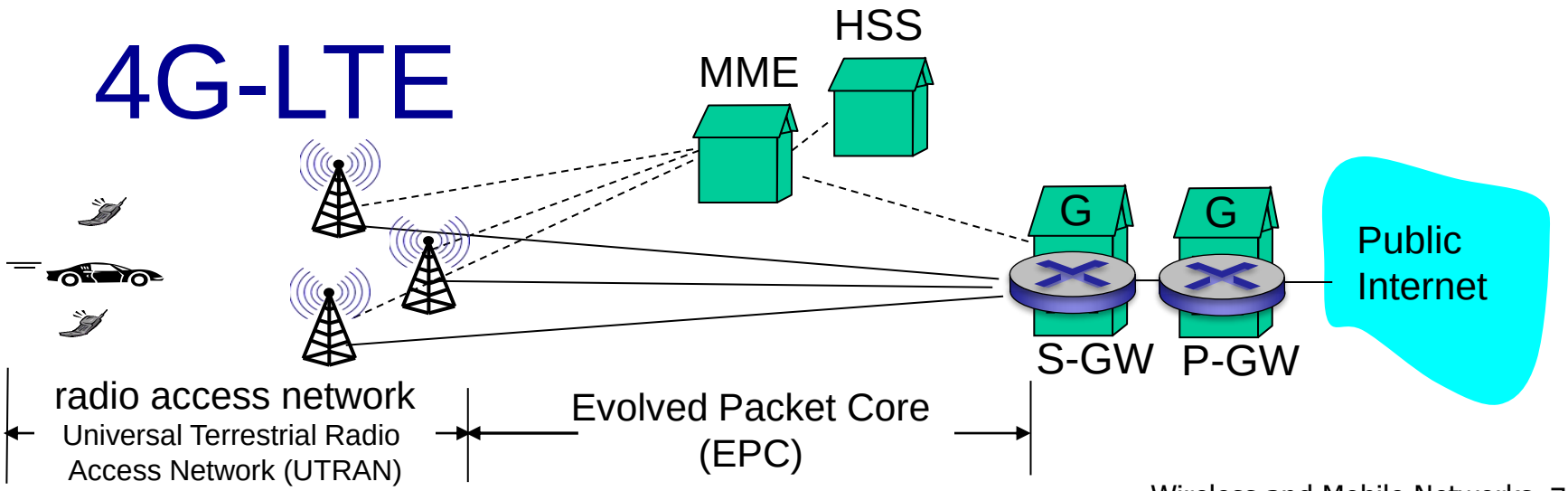
Gateway GPRS Support Node (GGSN)

3G (voice+data) network architecture



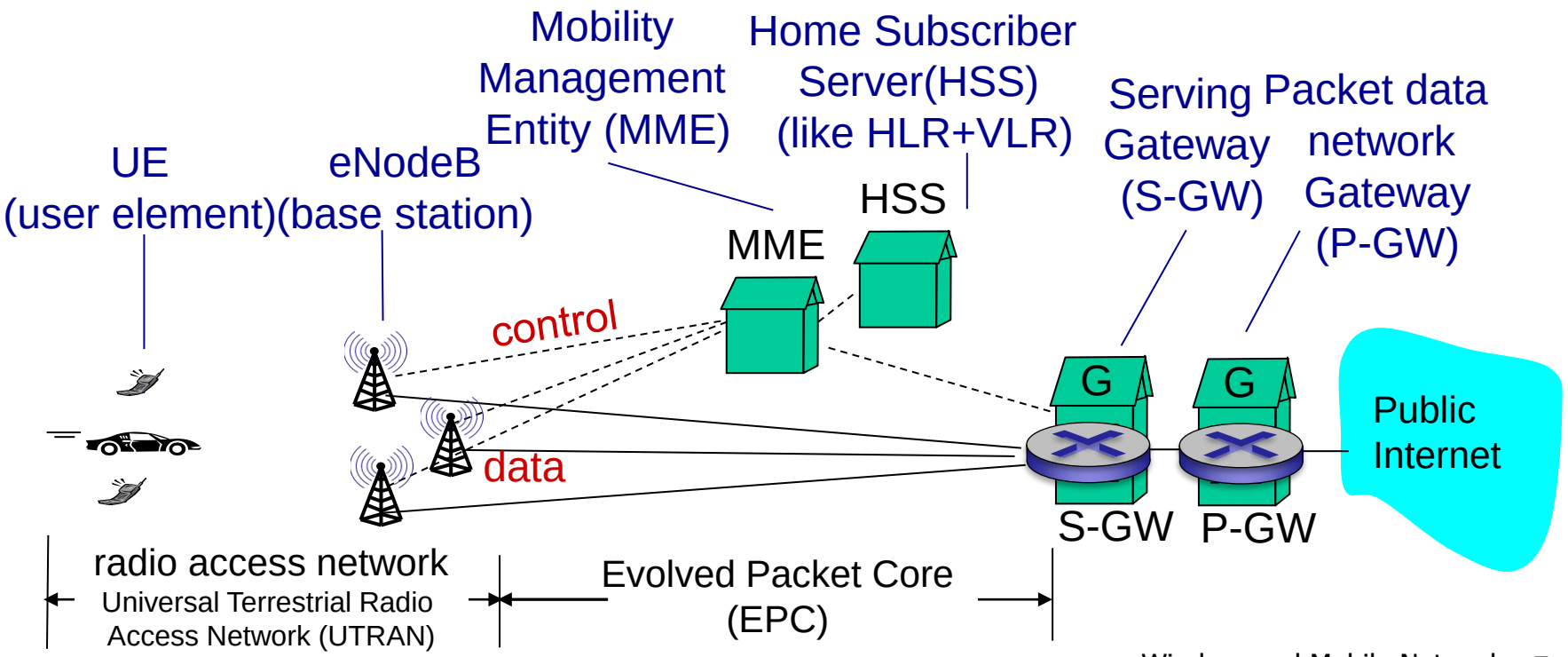
3G versus 4G LTE network architecture



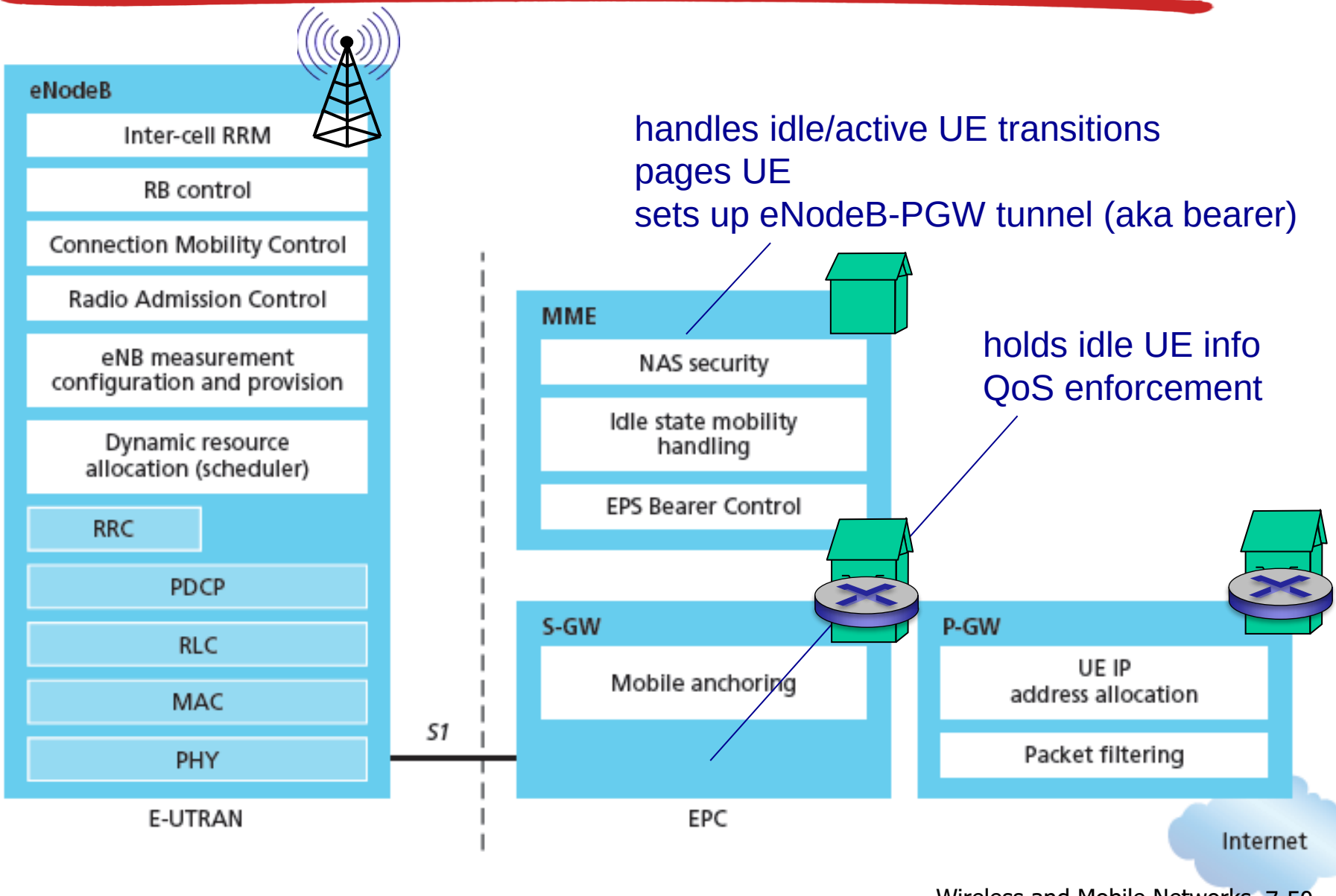


4G: differences from 3G

- all IP core: IP packets tunneled (through core IP network) from base station to gateway
- no separation between voice and data – all traffic carried over IP core to gateway



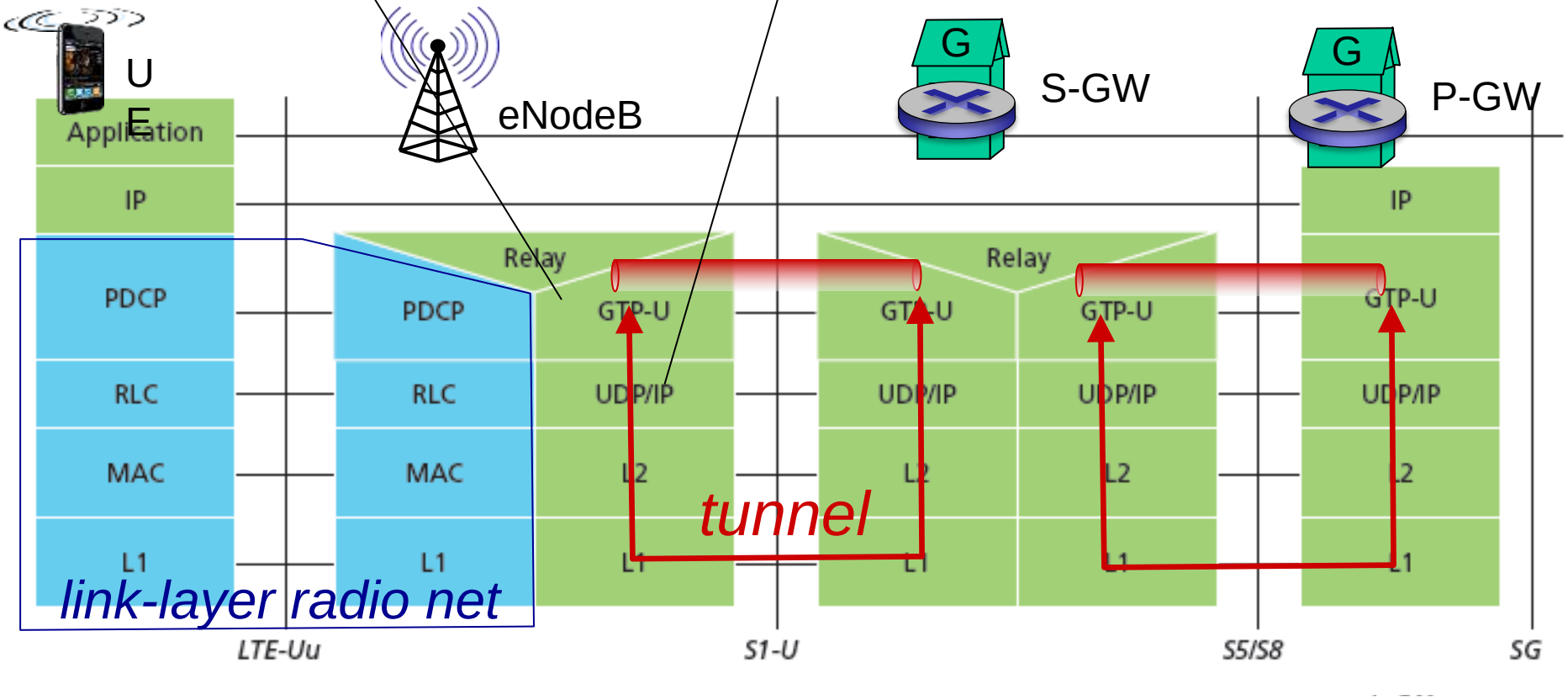
Functional split of major LTE components



Radio+Tunneling: UE – eNodeB – PGW

IP packet from UE encapsulated in GPRS Tunneling Protocol (GTP) message at ENodeB

GTP message encapsulated in UDP, then encapsulated in IP. large IP packet addressed to SGW



Quality of Service in LTE

- QoS from eNodeB to SGW: min and max guaranteed bit rate
- QoS in radio access network: one of 12 QCI values

QCI	RESOURCE TYPE	PRIORITY	PACKET DELAY BUDGET (MS)	PACKET ERROR LOSS RATE	EXAMPLE SERVICES
1	GBR	2	100	10^{-2}	Conversational voice
2	GBR	4	150	10^{-3}	Conversational video (live streaming)
3	GBR	5	300	10^{-6}	Non-conversational video (buffered streaming)
4	GBR	3	50	10^{-3}	Real-time gaming
5	Non-GBR	1	100	10^{-6}	IMS signaling
6	Non-GBR	7	100	10^{-3}	Voice, video (live streaming), interactive gaming
7	Non-GBR	6	300	10^{-6}	Video (buffered streaming)
8	Non-GBR	8	300	10^{-6}	TCP-based (for example, WWW, e-mail), chat, FTP, p2p file sharing, progressive video and others
9	Non-GBR	9	300	10^{-6}	

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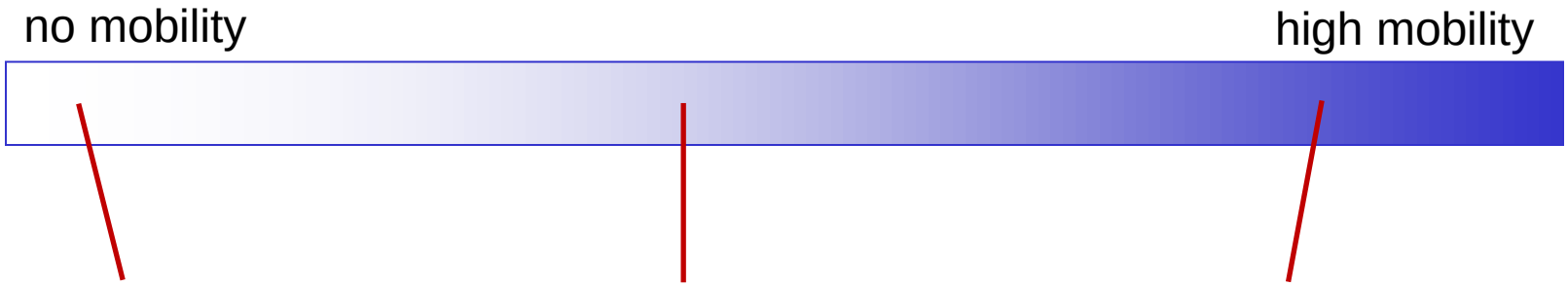
7.8 Mobility and higher-layer protocols

What is mobility?

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



mobile wireless user, using same access point

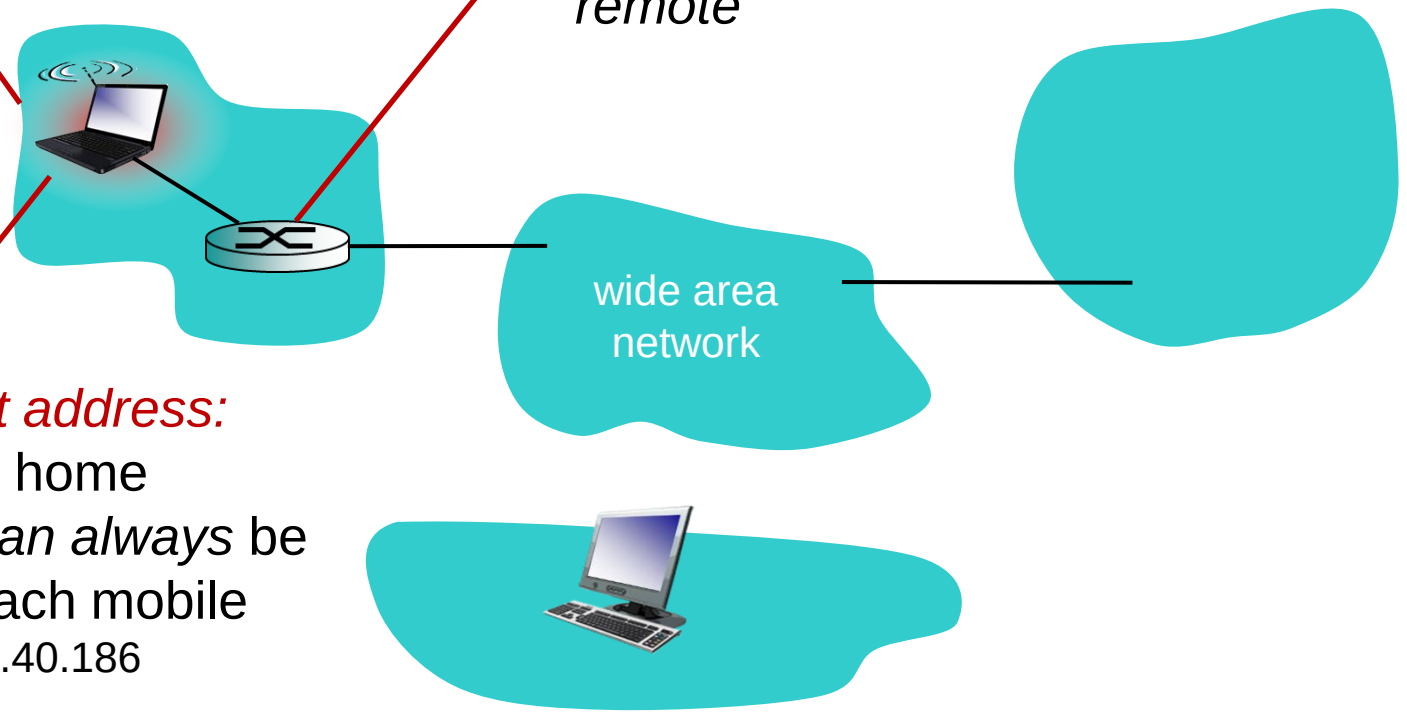
mobile user, connecting/ disconnecting from network using DHCP.

mobile user, passing through multiple access point while maintaining ongoing connections (like cell phone)

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



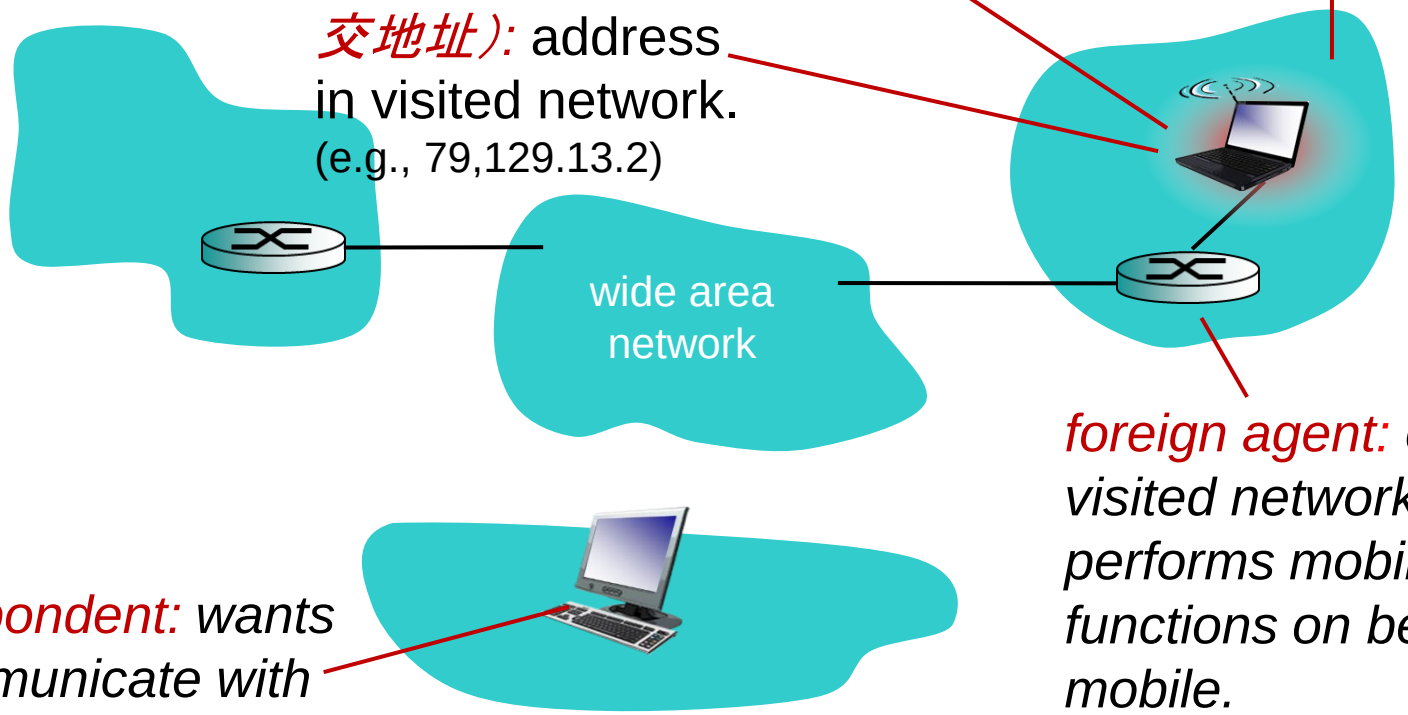
permanent address: address in home network, *can always* be used to reach mobile
e.g., 128.119.40.186

Mobility: more vocabulary

permanent address: remains constant (e.g., 128.119.40.186)

visited network: network in which mobile currently resides (e.g., 79.129.13/24)

care-of-address (转交地址): address in visited network. (e.g., 79,129.13.2)



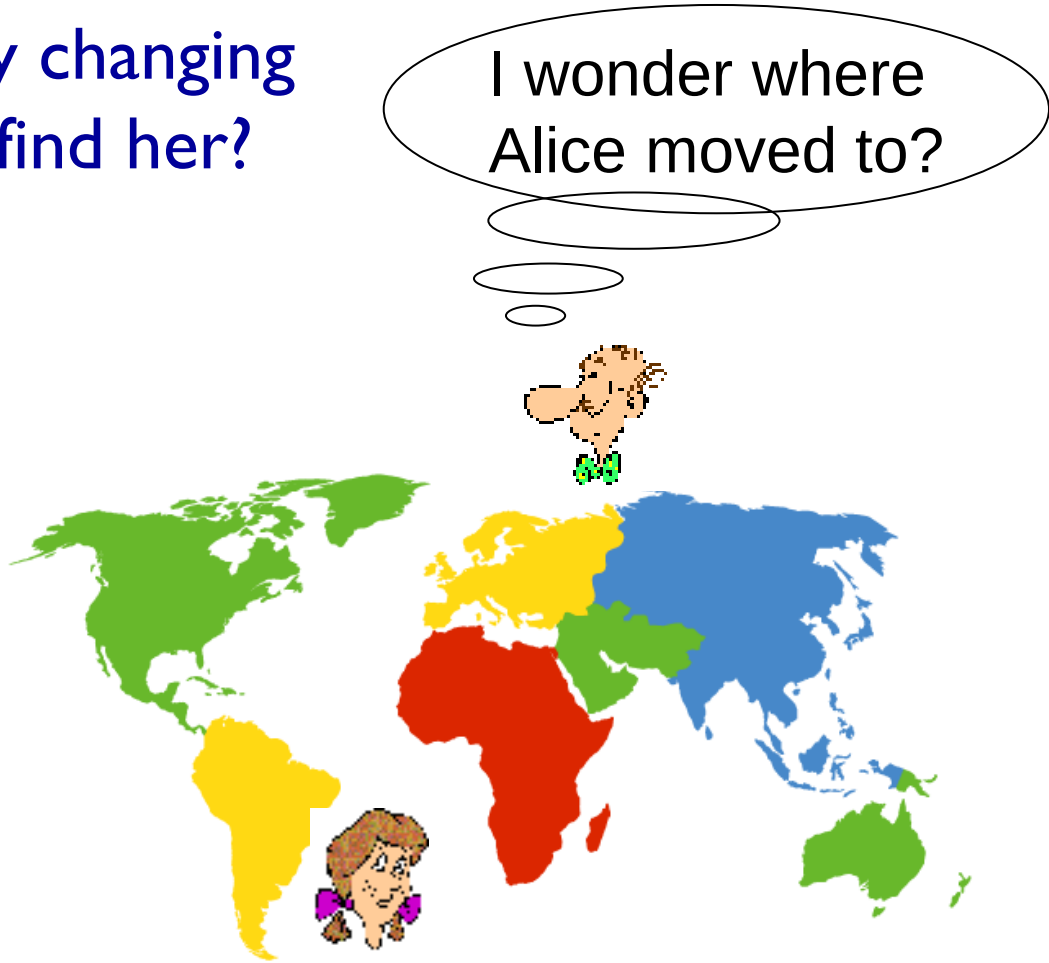
foreign agent: *entity in visited network that performs mobility functions on behalf of mobile.*

correspondent: *wants to communicate with mobile*

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?
- Facebook!



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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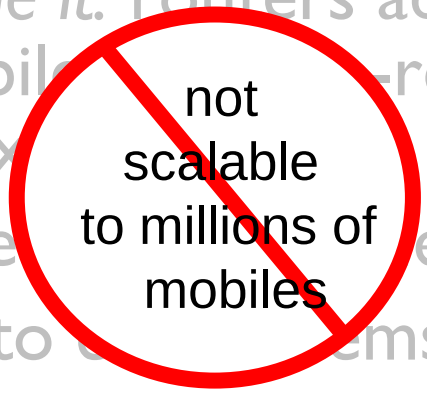
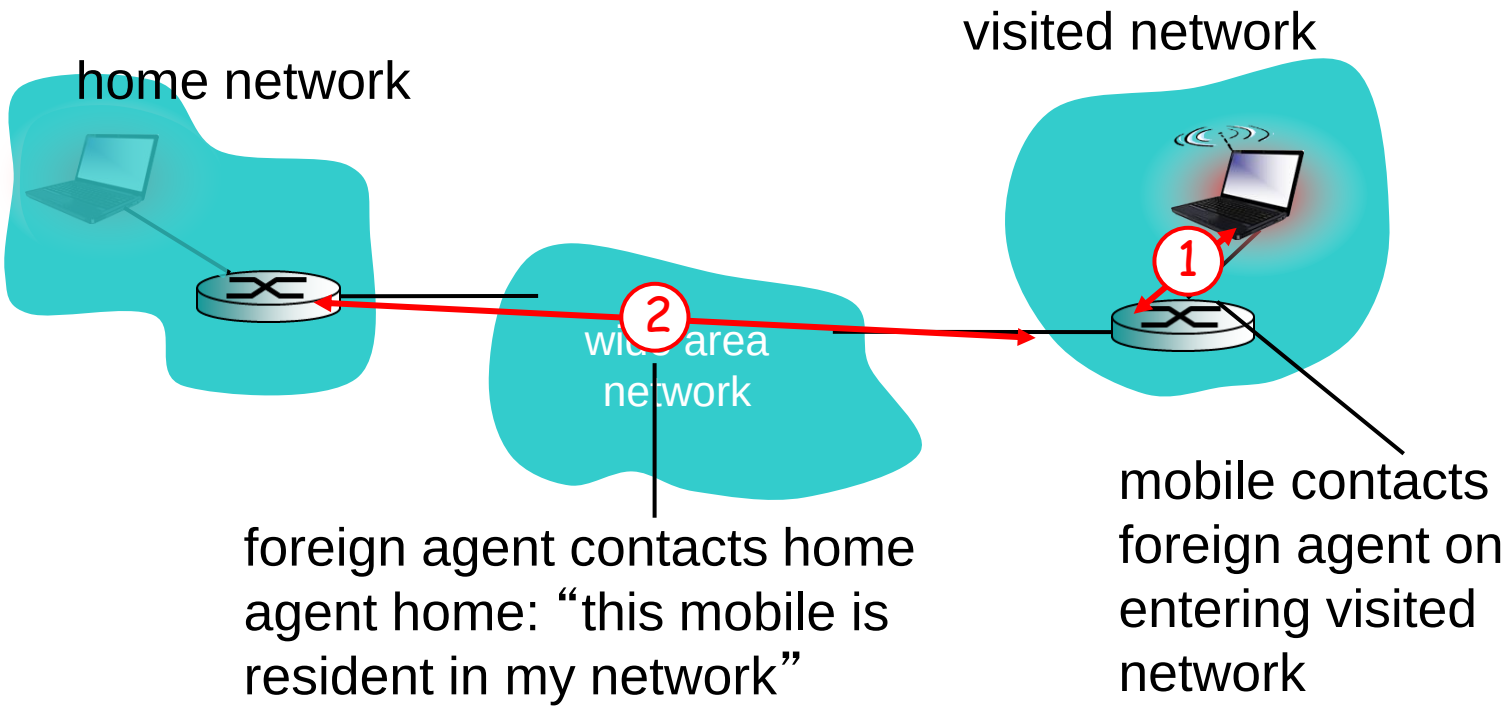


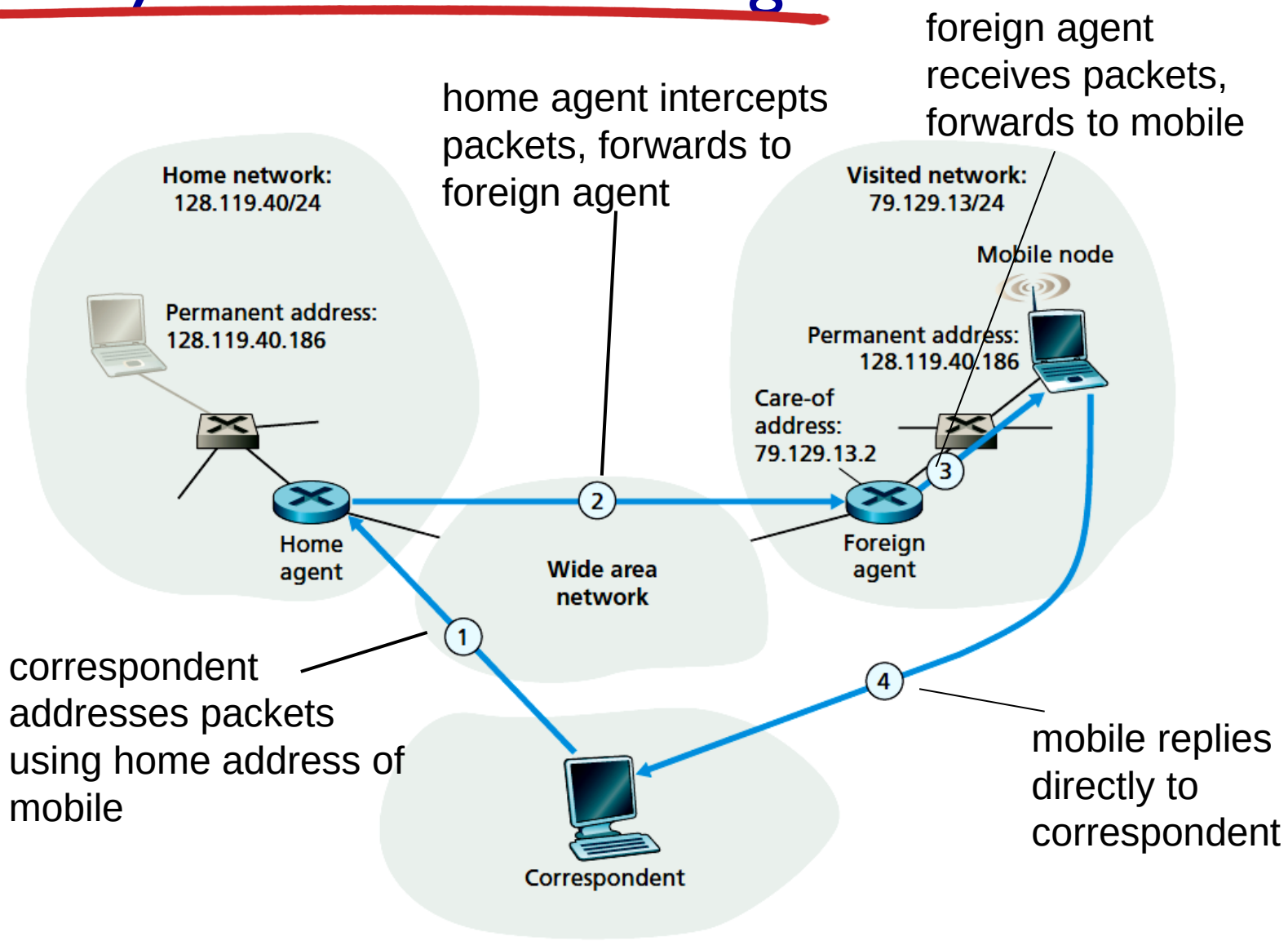
Mobility: registration



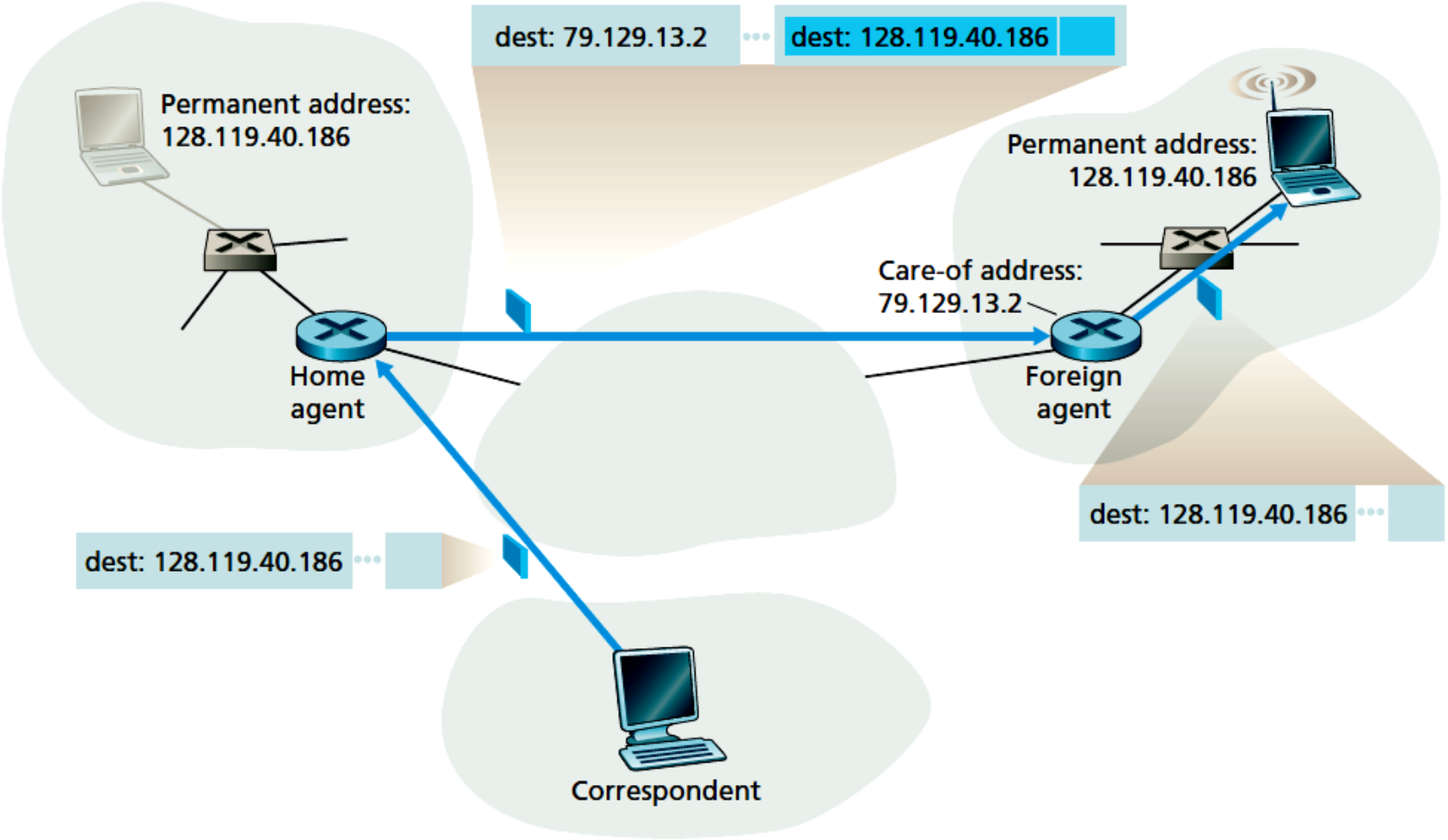
end result:

- foreign agent knows about mobile
- home agent knows location of mobile

Mobility via indirect routing



Datagram forwarding

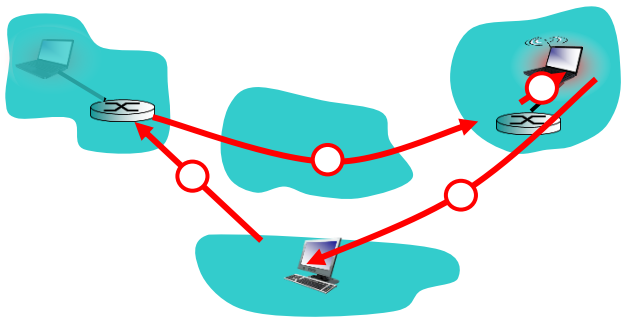


Datagram forwarding

- Home agent encapsulate the correspondent's original complete datagram within a new (larger) datagram, delivered to the mobile node's COA
  - Route the datagram to foreign network
  - Keep the correspondent's datagram intact
- Foreign agent receives and decapsulates the datagram and forward the original datagram to the mobile node.

Indirect Routing: comments

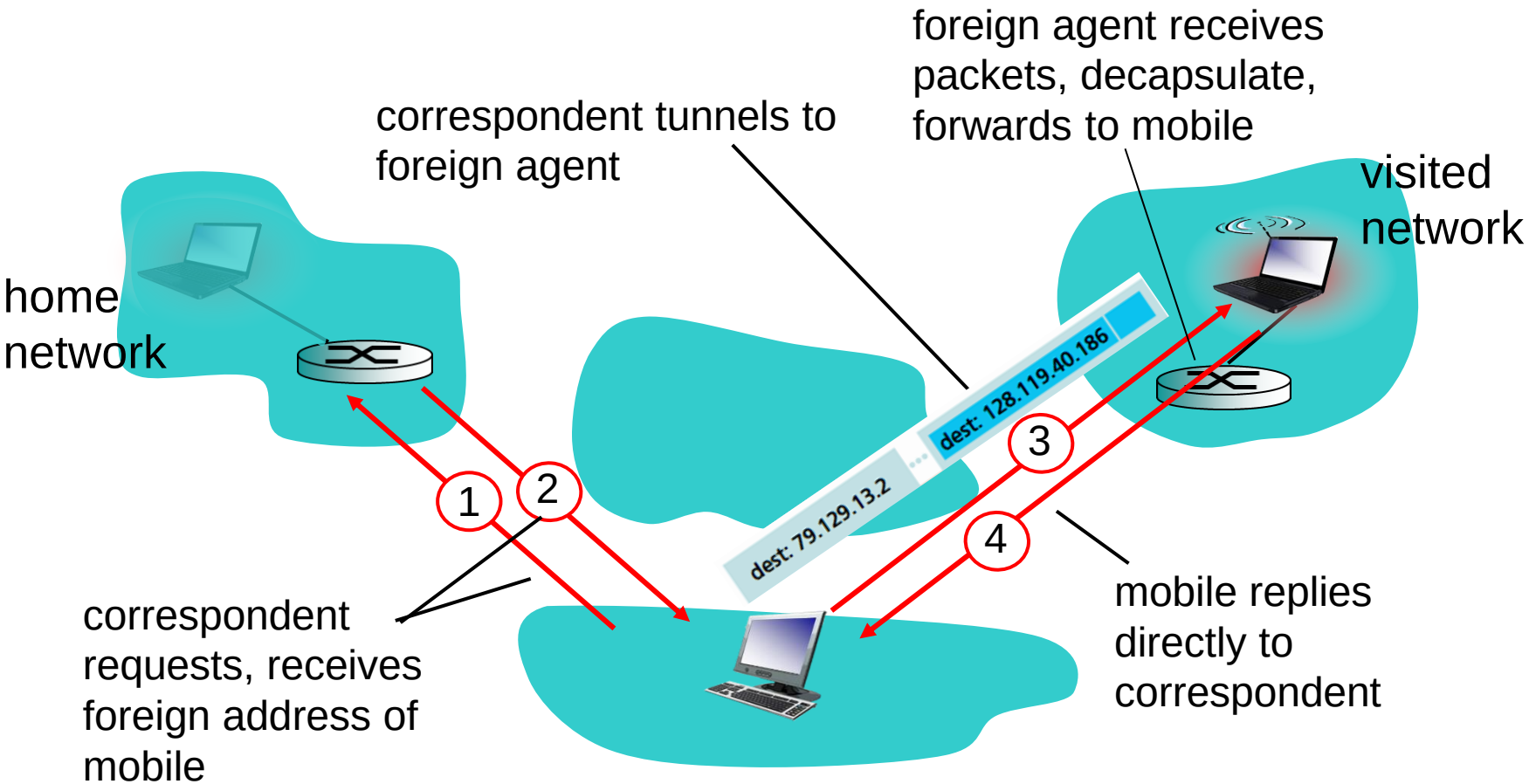
- mobile uses two addresses:
  - permanent address: used by correspondent (hence mobile location is *transparent* to correspondent)
  - care-of-address: used by home agent to forward datagrams to mobile
- foreign agent functions may be done by mobile itself
- triangle routing: correspondent-home-network-mobile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



Indirect routing: moving between networks

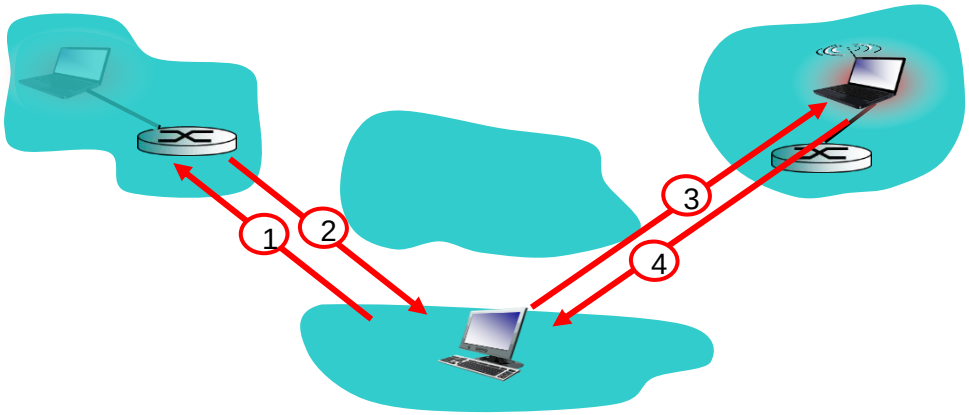
- suppose mobile user moves to another network
  - registers with new foreign agent
  - new foreign agent registers with home agent
  - home agent update care-of-address for mobile
  - packets continue to be forwarded to mobile (but with new care-of-address)
- mobility, changing foreign networks transparent: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

Mobility via direct routing



Mobility via direct routing: comments

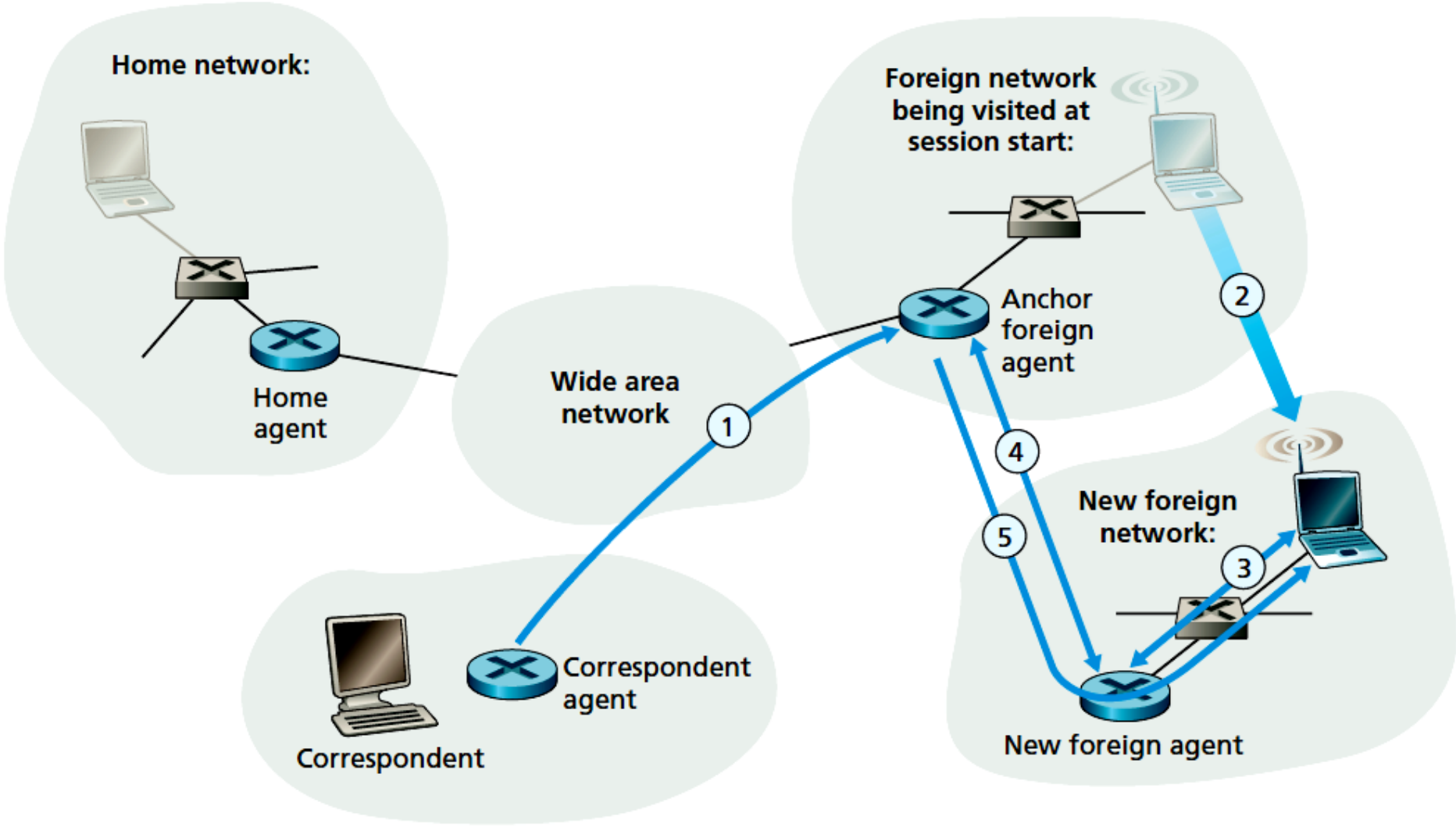
- Correspondent learns mobile node's COA
- Correspondent tunnels to mobile node's COA
- overcome triangle routing problem
- *non-transparent to correspondent:* correspondent must get care-of-address from home agent
  - what if mobile changes visited network?



Accommodating mobility with direct routing

- Identify the foreign agent in that foreign network where the mobile node was first found as the anchor foreign agent.
- Session starts before node moves (step 1)
- When the mobile node moves to a new foreign network (step 2), the mobile node registers with the new foreign agent (step 3), and the new foreign agent provides the anchor foreign agent with the mobile node's new COA (step 4).
- When the anchor foreign agent receives an encapsulated datagram for a departed mobile node, it can then re-encapsulate the datagram and forward it to the mobile node using the new COA (step 5).

Accommodating mobility with direct routing



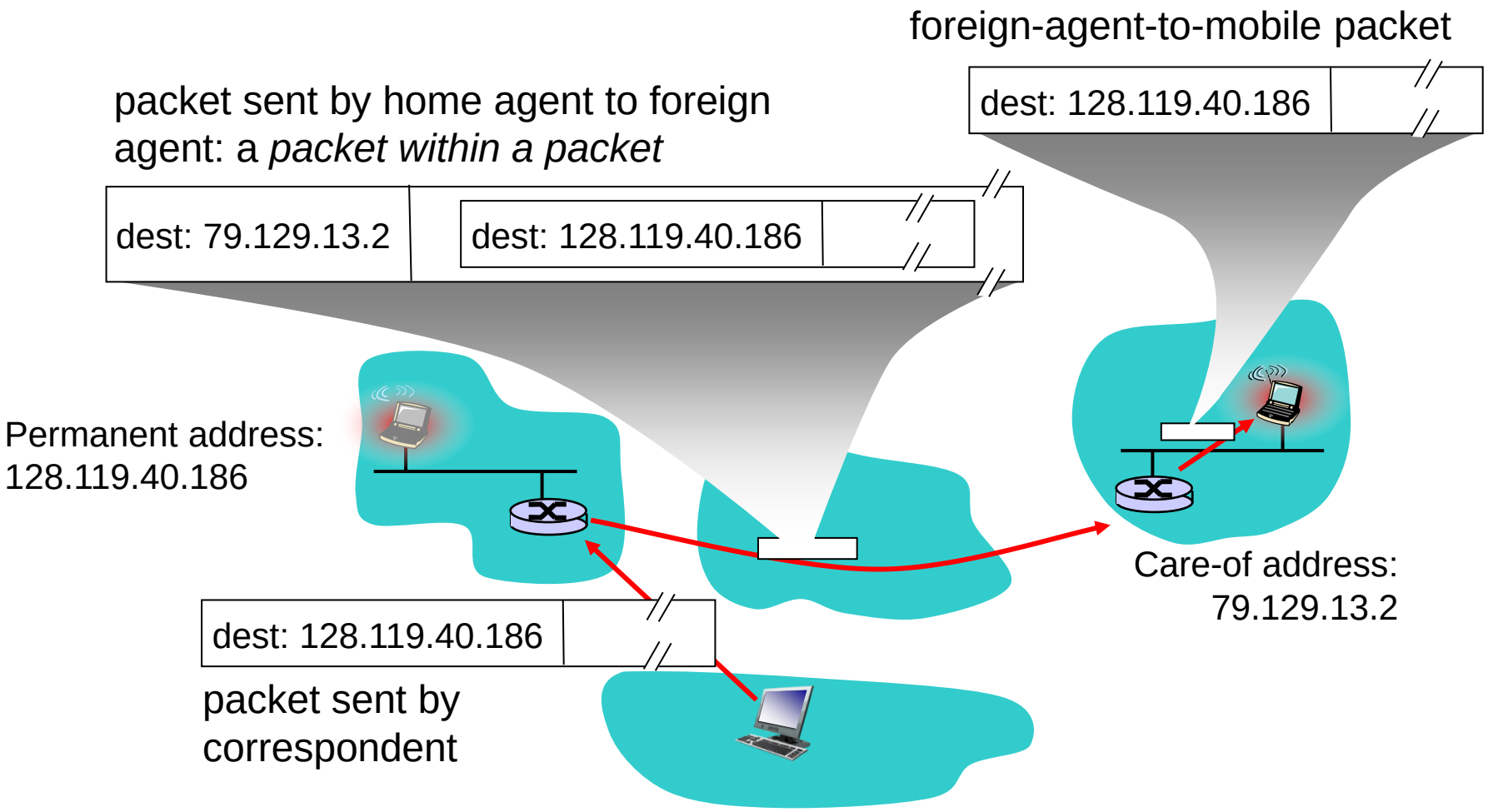
Indirect routing vs. direct routing

- Transparent to correspondent
  - Indirect: yes, only need to know permanent address
  - Direct: no, need to tunnel.
- Efficiency:
  - Indirect: low, triangle routing
  - Direct: high
- Mobility within session:
  - Indirect : Simple, just update home agent with new COA
  - Direct: Complicated

Mobile IP

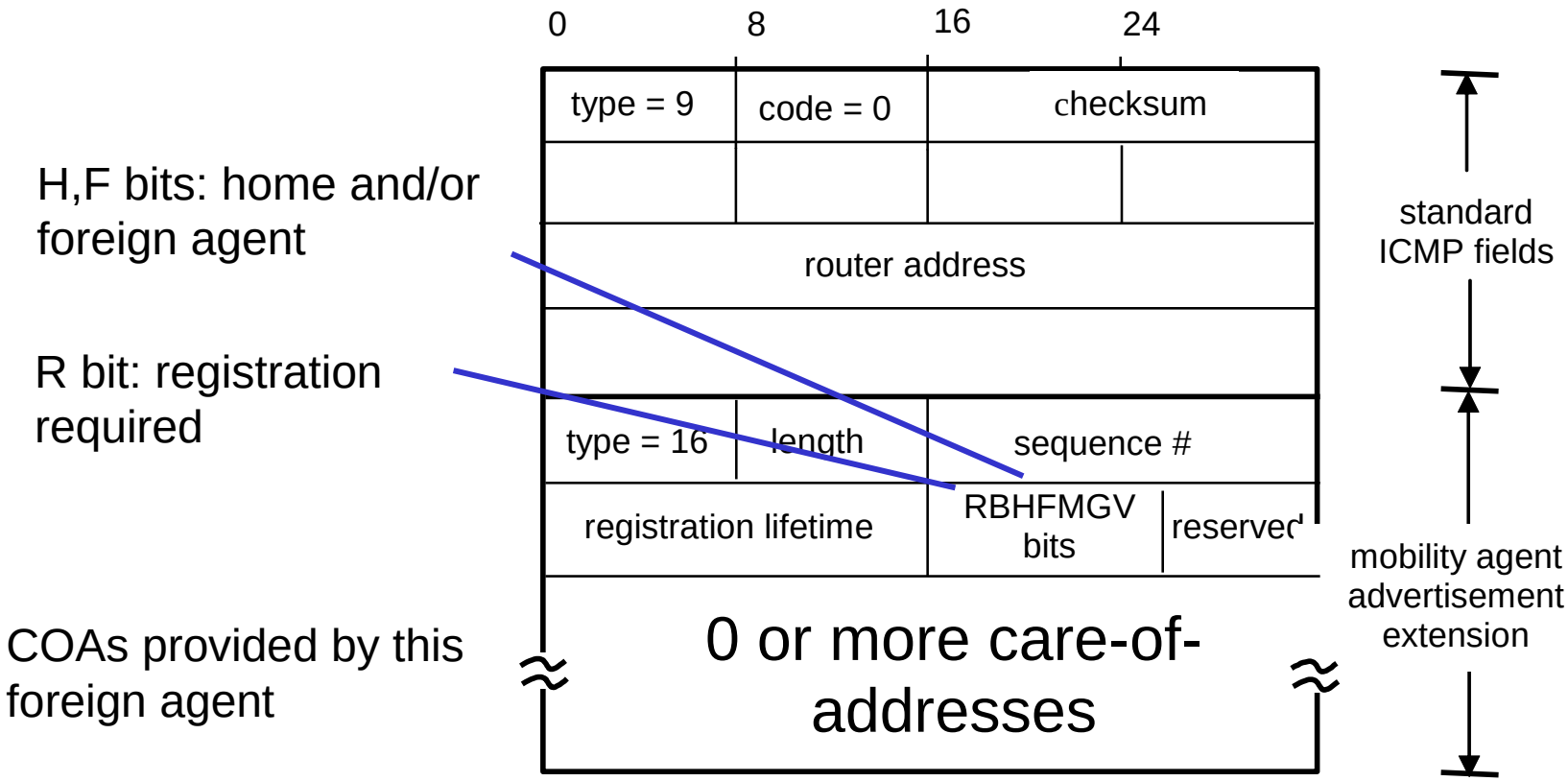
- RFC 3344
- has many features we've seen:
  - home agents, foreign agents, foreign-agent registration, care-of-addresses, encapsulation (packet-within-a-packet)
- three components to standard:
  - indirect routing of datagrams
  - agent discovery
  - registration with home agent

Mobile IP: indirect routing

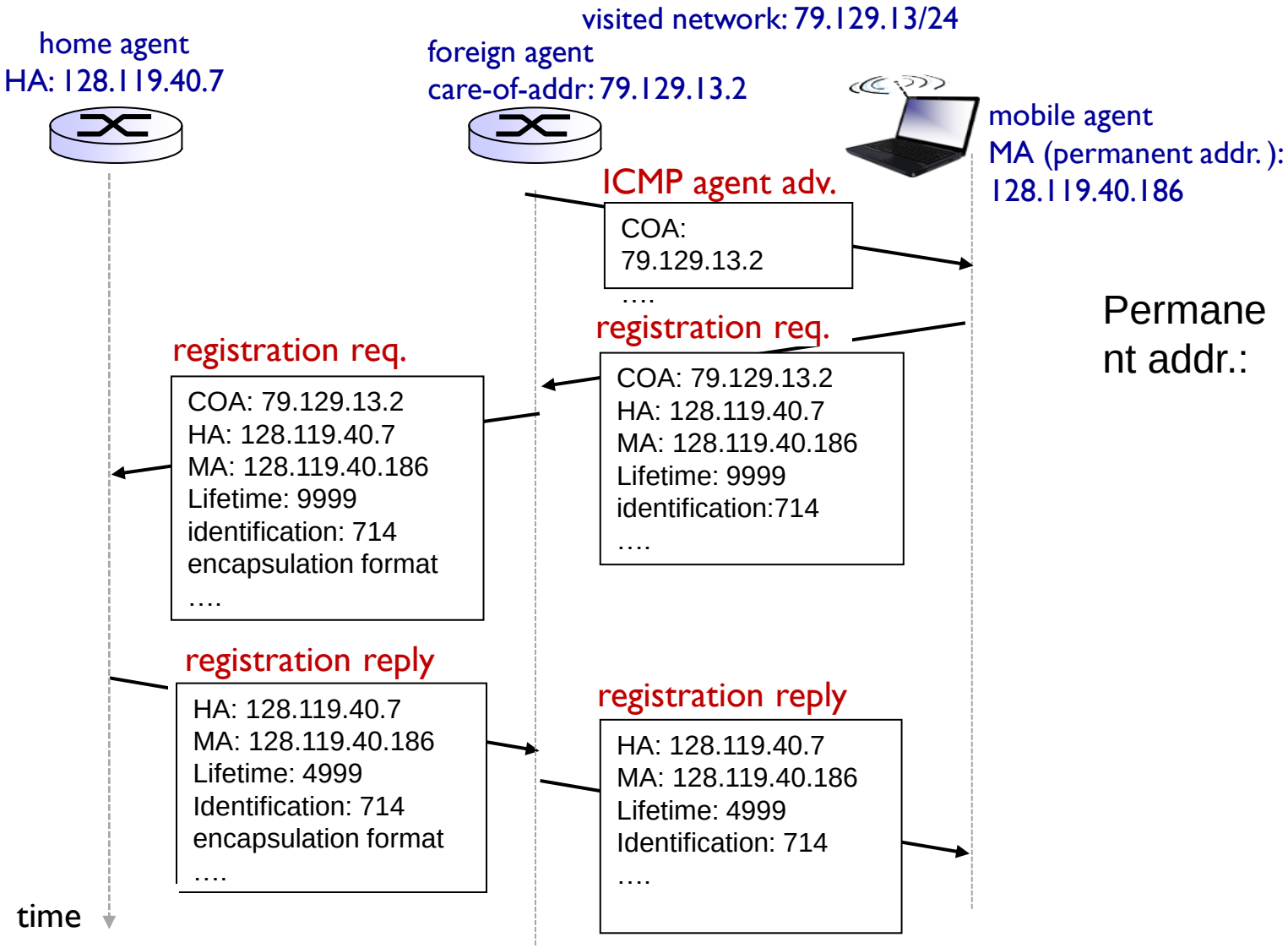


Mobile IP: agent discovery

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



Mobile IP: registration example



Registration messages are in UPD, sent to port 434

Permane nt addr.:

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- ~~architecture~~
- ~~standards (e.g., 3G, LTE)~~

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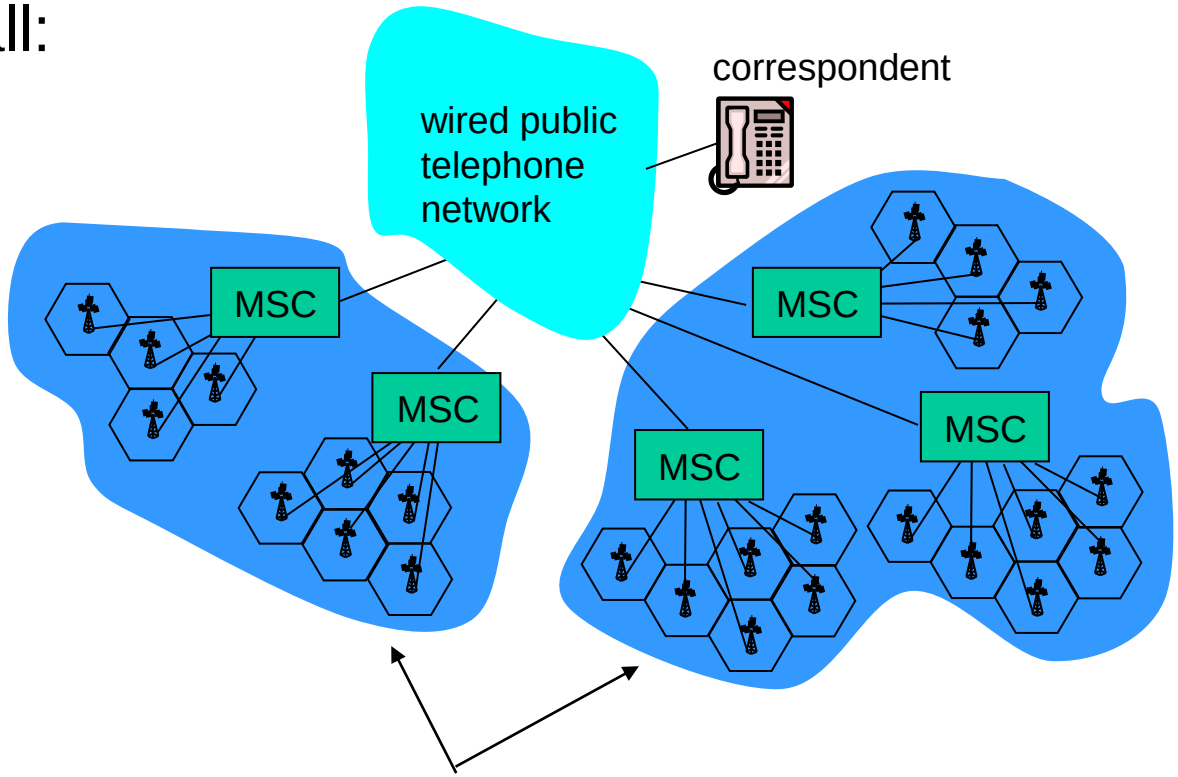
~~7.7 Handling mobility in cellular networks~~

7.8 Mobility and higher-layer protocols

Components of cellular network architecture

recall:

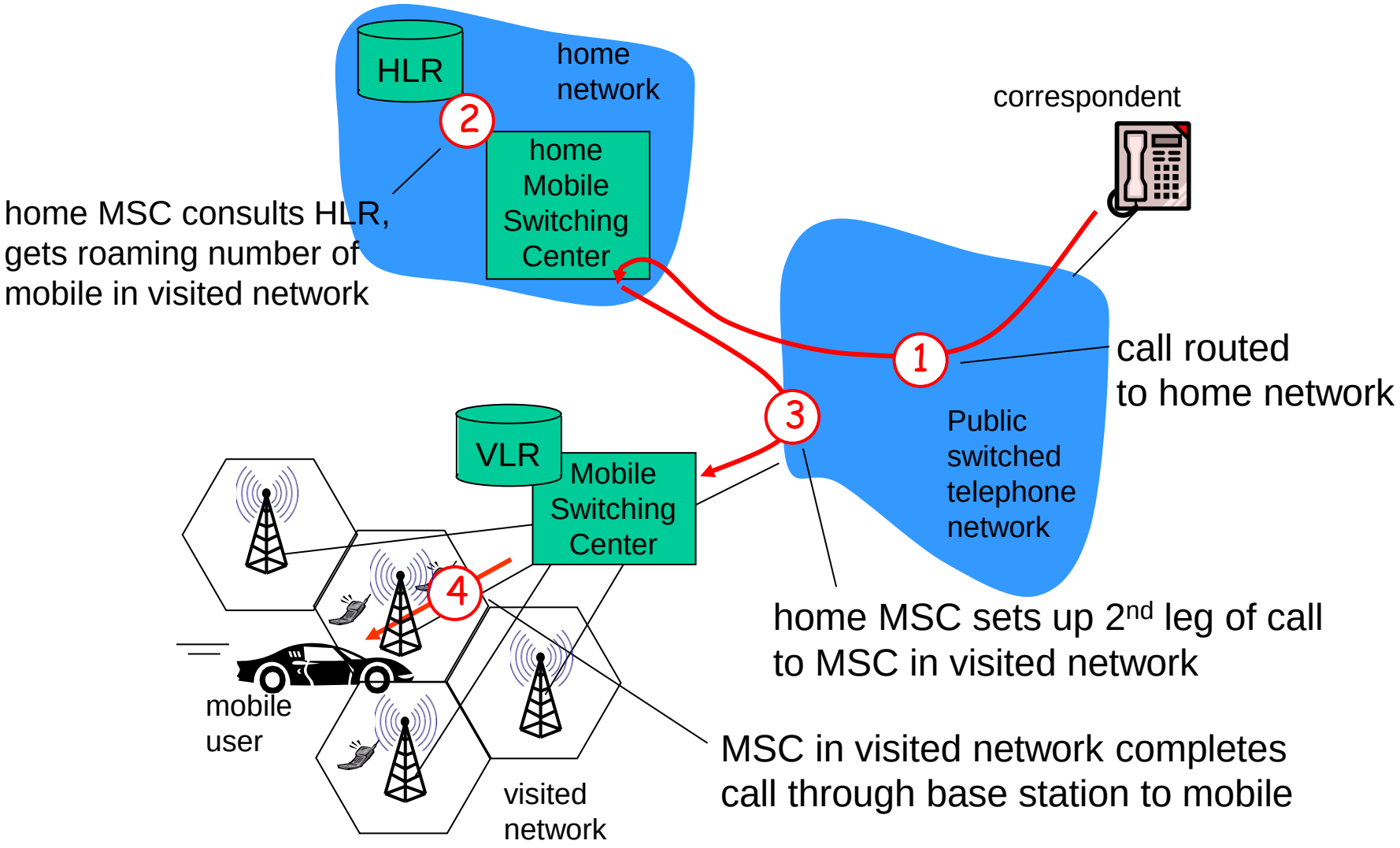


different cellular networks,
operated by different providers

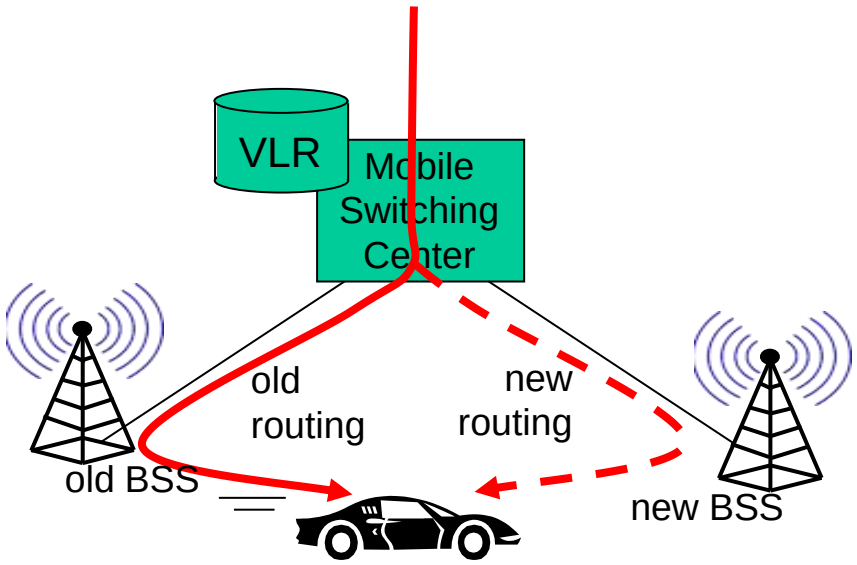
Handling mobility in cellular networks

- *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

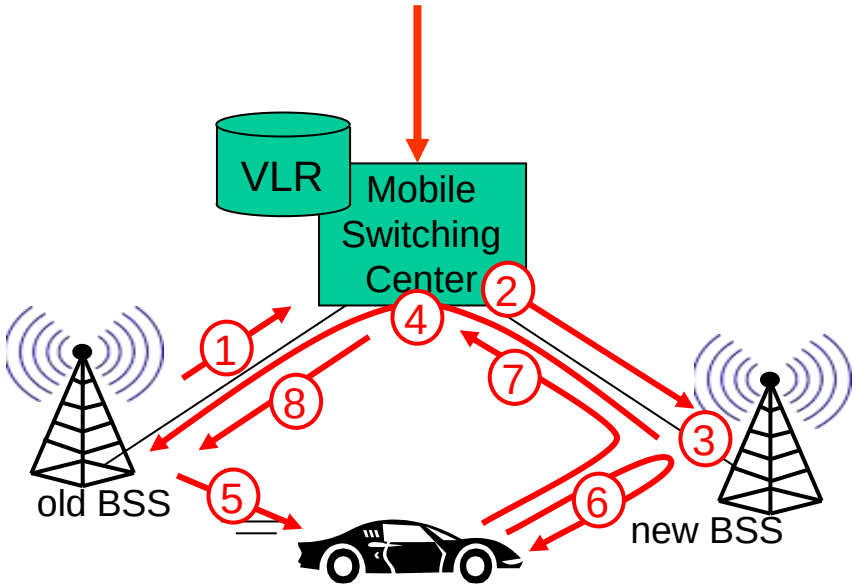


GSM: handoff with common MSC



- *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

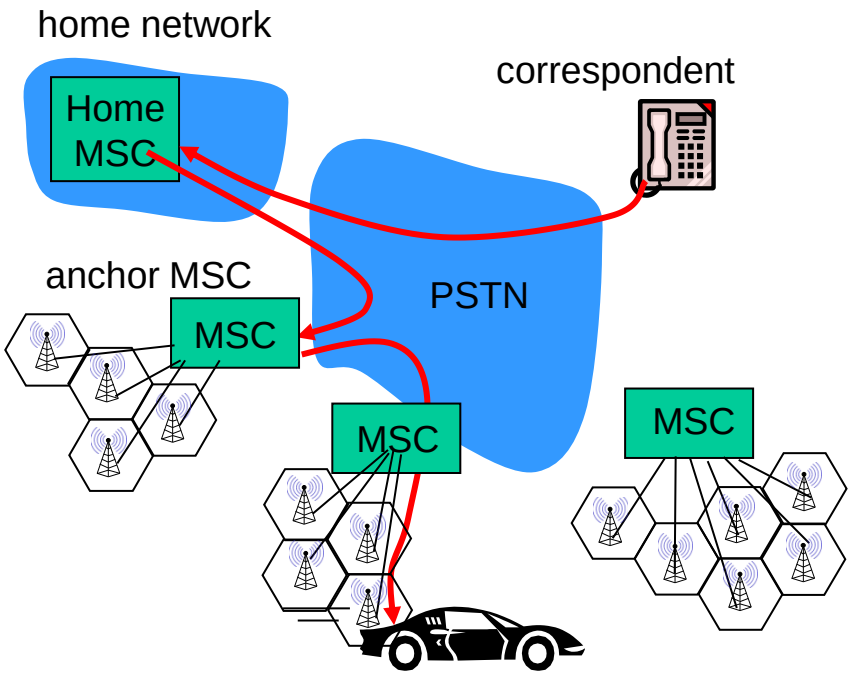
GSM: handoff with common MSC



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

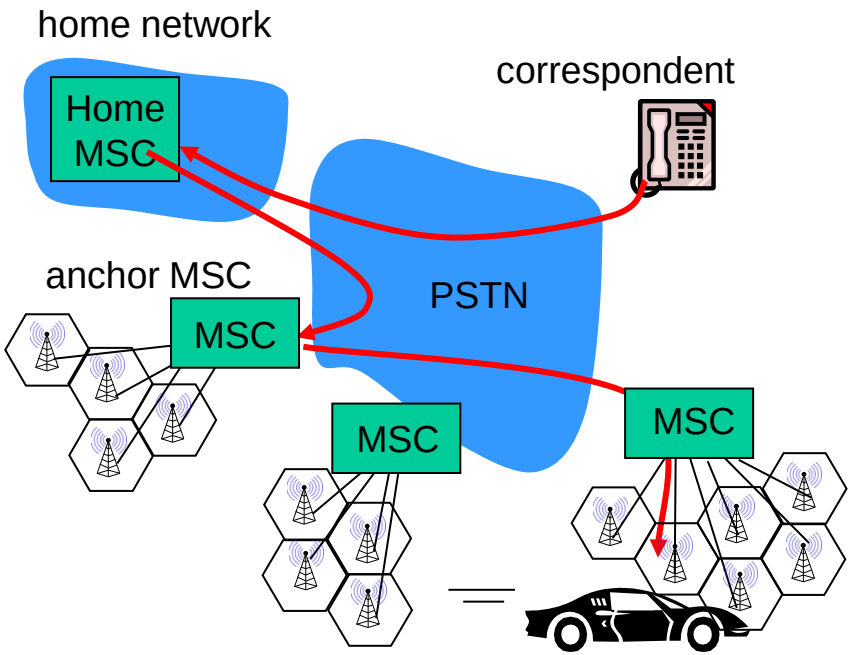
GSM: handoff between MSCs



(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
- optional path minimization step to shorten multi-MSC chain

GSM: handoff between MSCs

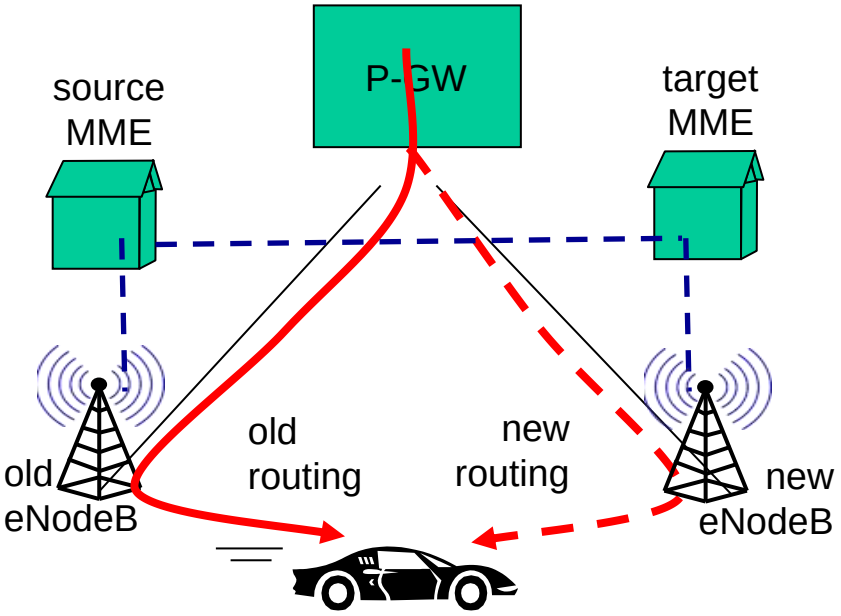


(b) after handoff

- *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
- optional path minimization step to shorten multi-MSC chain

Handling Mobility in LTE

- Paging: idle UE may move from cell to cell: network does not know where the idle UE is resident
  - paging message from MME broadcast by all eNodeB to locate UE
- handoff: similar to 3G:
  - preparation phase
  - execution phase
  - completion phase



Mobility: cellular versus Mobile IP

cellular element	Comment on cellular element	Mobile IP element
Home system	Network to which mobile user's permanent phone number belongs	**Home network**
Gateway Mobile Switching Center, or "home MSC". Home Location Register (HLR)	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	**Home agent**
Visited System	Network other than home system where mobile user is currently residing	**Visited network**
Visited Mobile services Switching Center. Visitor Location Record (VLR)	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	**Foreign agent**
Mobile Station Roaming Number (MSRN), or "roaming number"	Routable address for telephone call segment between home MSC and visited MSC, visible to neither the mobile nor the correspondent.	**Care-of-address**

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- ~~architecture~~
- ~~standards (e.g., 3G, LTE)~~

Mobility

7.5 Principles: addressing and routing to mobile users

7.6 Mobile IP

~~7.7 Handling mobility in cellular networks~~

7.8 Mobility and higher-layer protocols

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

Chapter 7 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., 3G, 4G LTE)

Mobility

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