



BLG 632E
NEXT GENERATION
WIRELESS NETWORKS

CRN: 23552

INSTRUCTOR: IRFAN ALI

ASSIGNMENT #4

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1.

1.1.

Tracking area updates has a control communication overhead on the network. Cell ping-pong effect is the major weakness of location area schemes. If a user moves repeatedly between the boundaries of two or more location areas, inducing a high location update rate with comparatively low physical mobility.

1.2.

With tracking area non-overlapping scheme, every time when UE moves between tracking area boundaries, a tracking area update is needed. So comparatively low physical mobility leads to a tracking area update.

With tracking area overlap scheme, when UE enters another tracking area boundary, it is still connected to its original tracking area. Tracking area update is only needed when UE moves beyond its original tracking area boundary. So comparatively high physical mobility is needed to a tracking area update. This leads to reduction on cell ping-pong effect.

2.

Variables:

$T_{ue} = 128$ frames

$T_c = 128$ frames

$N_s = 0.25$ (1/4), i.e every 4th radio frame contains 1 paging subframe

IMSI = 286 01 0123456789

Answer:

$T = \min(T_c, T_{ue})$

$T = \min(128, 128)$

$T = 128$

$N_s = \max(1, \text{number of paging subframes per frame}(N_f))$

$4 = \max(1, N_f)$

$N_f = 4$

$N = \min(T, \text{number of paging subframes per frame} \times T)$

$N = \min(128, 4 \times 128)$

$N = 128$

$$UE_ID = IMSI \bmod 1000$$

$$UE_ID = 286\ 01\ 0123456789 \bmod 1000$$

$$\mathbf{UE_ID = 789}$$

$$i_s = \text{floor}(UE_ID/N) \bmod N_s$$

$$i_s = \text{floor}(789/128) \bmod 4$$

$$i_s = 6 \bmod 4$$

$$\mathbf{i_s = 2}$$

$$SFN \bmod T = (T/N) \times (UE_ID \bmod N)$$

$$SFN \bmod 128 = (128/128) \times (789 \bmod 128)$$

$$SFN \bmod 128 = 1 \times 21$$

$$\mathbf{SFN = 21}$$

3.a. From CN -> HA

src=IP_CN dst=IP_HoA	IP Payload
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3.b. From HA -> MN

src=IP_NA dst=IP_CoA	src=IP_CN dst=IP_HoA	IP Payload
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3.c. From MN -> HA

src=IP_CoA dst=IP_NA	src=IP_HoA dst=IP_CN	IP Payload
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3.d. From HA -> CN

src=IP_HoA dst=IP_CN	IP Payload
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