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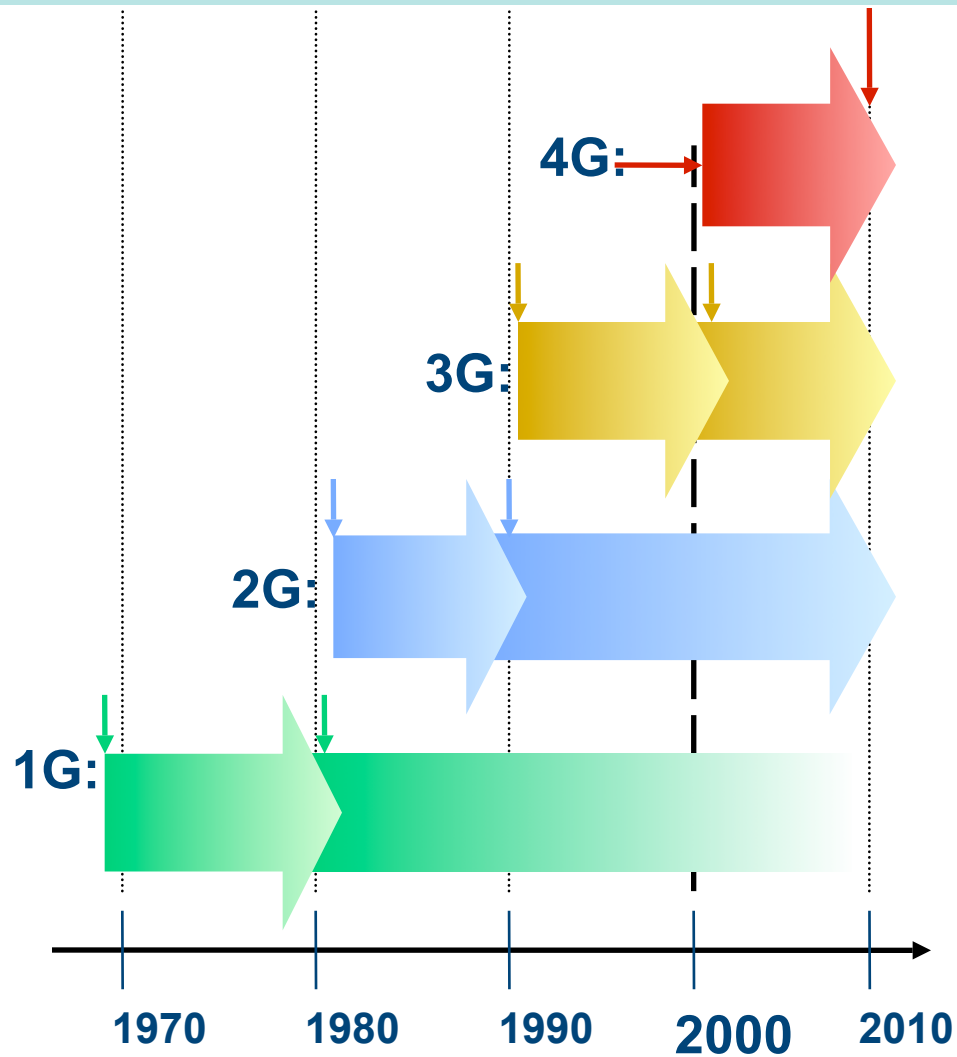
Wireless Mobility – Trends and Challenges

Josef Noll

University of Oslo/University
Graduate Center

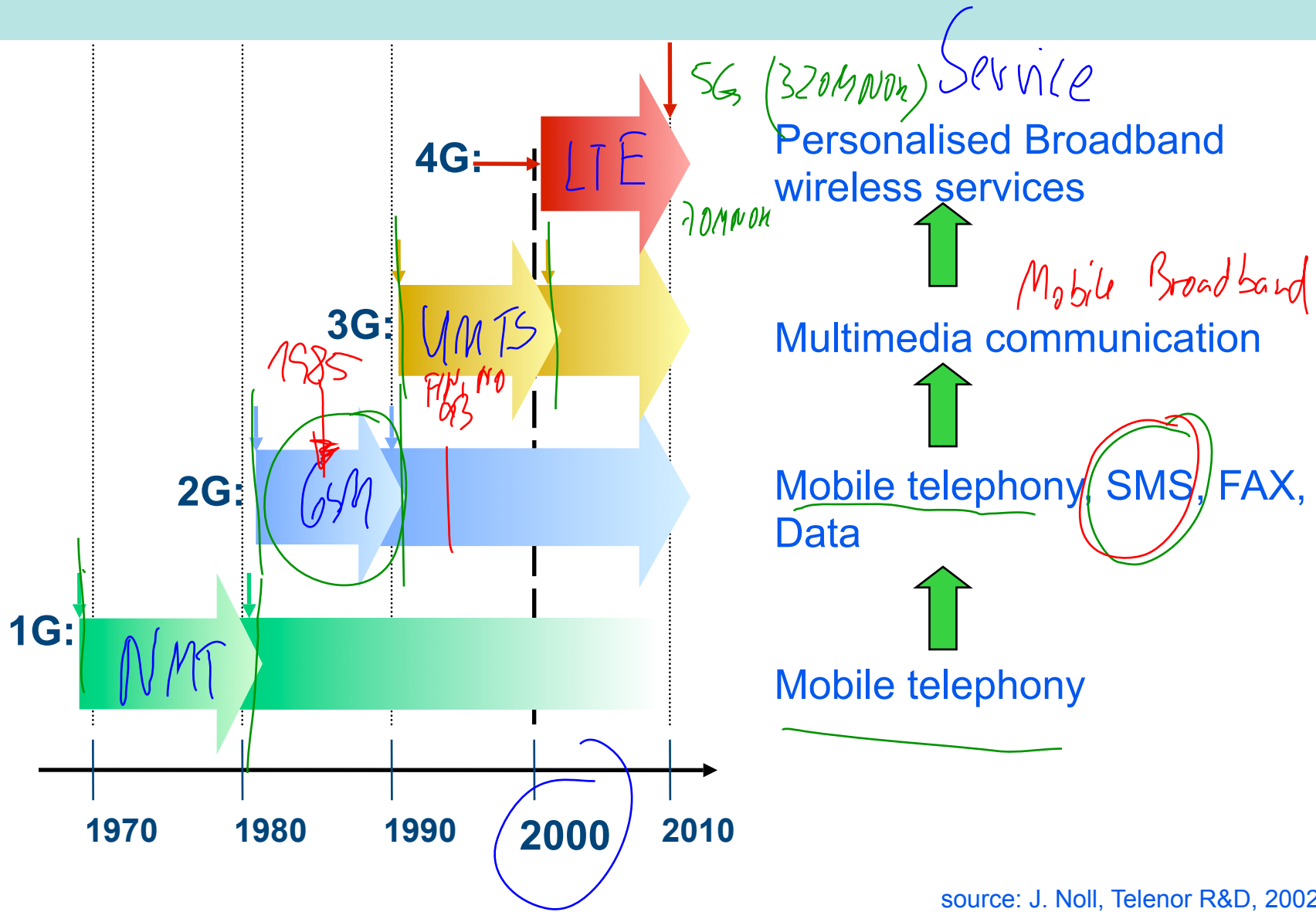
josef.noll@unik.no

Service development



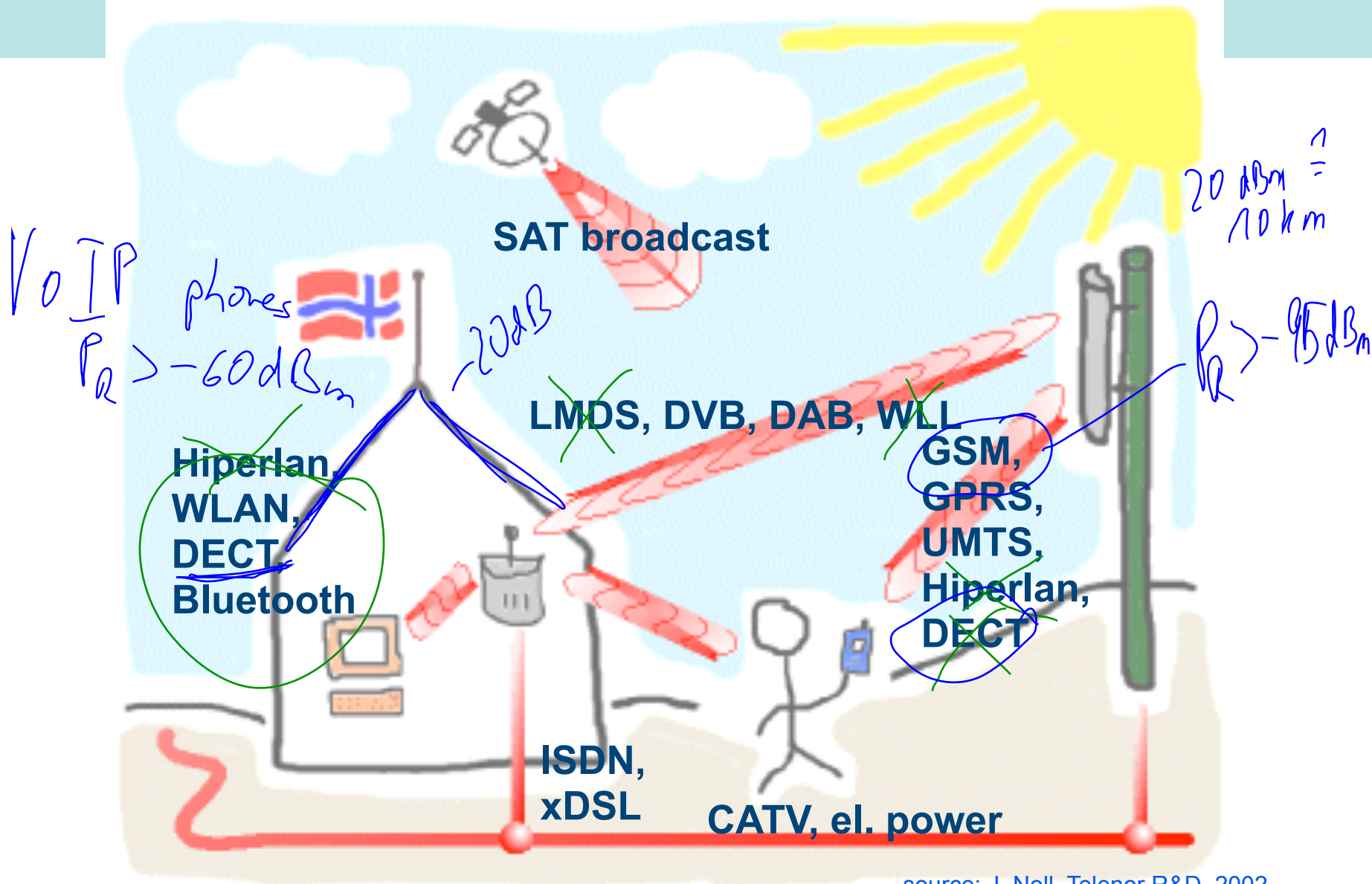
source: J. Noll, Telenor R&D, 2002

Service development



source: J. Noll, Telenor R&D, 2002

The wireless access



source: J. Noll, Telenor R&D, 2002

Conclusion for network development

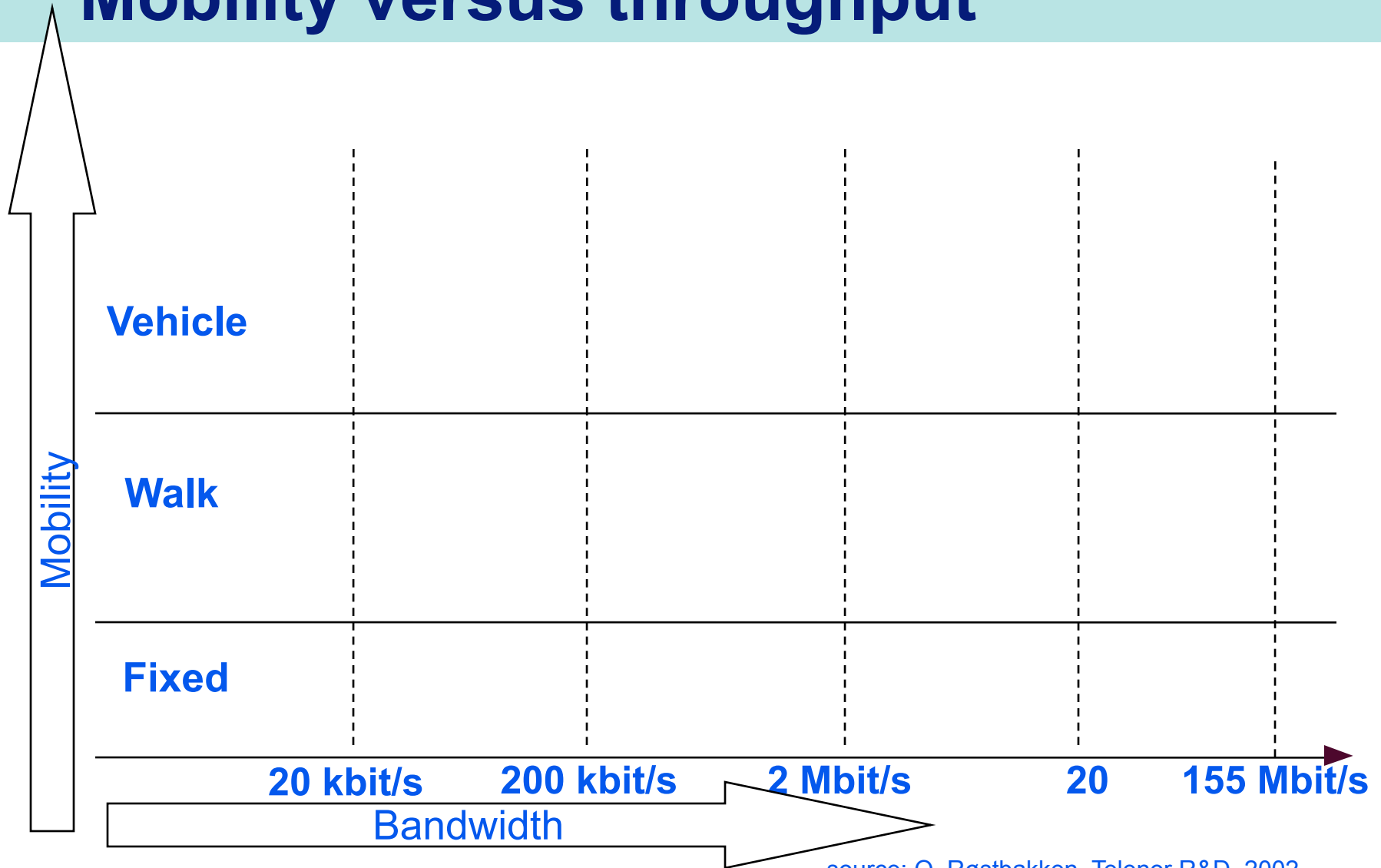
LTE > 20 Mbit/s

- Applications and hardware requirements grow faster than modem capabilities
- UMTS is developed for "mobility" ($v \leq 250$ km/h), thus sub-optimal for high-bandwidth applications
- Limitations: max network capacity 1 Mbit/s in an UMTS network
- Trends visible today: Data access (HSCD) mainly from fixed positions (limited/no mobility)

→ **Optimum access mode required for each user scenario**

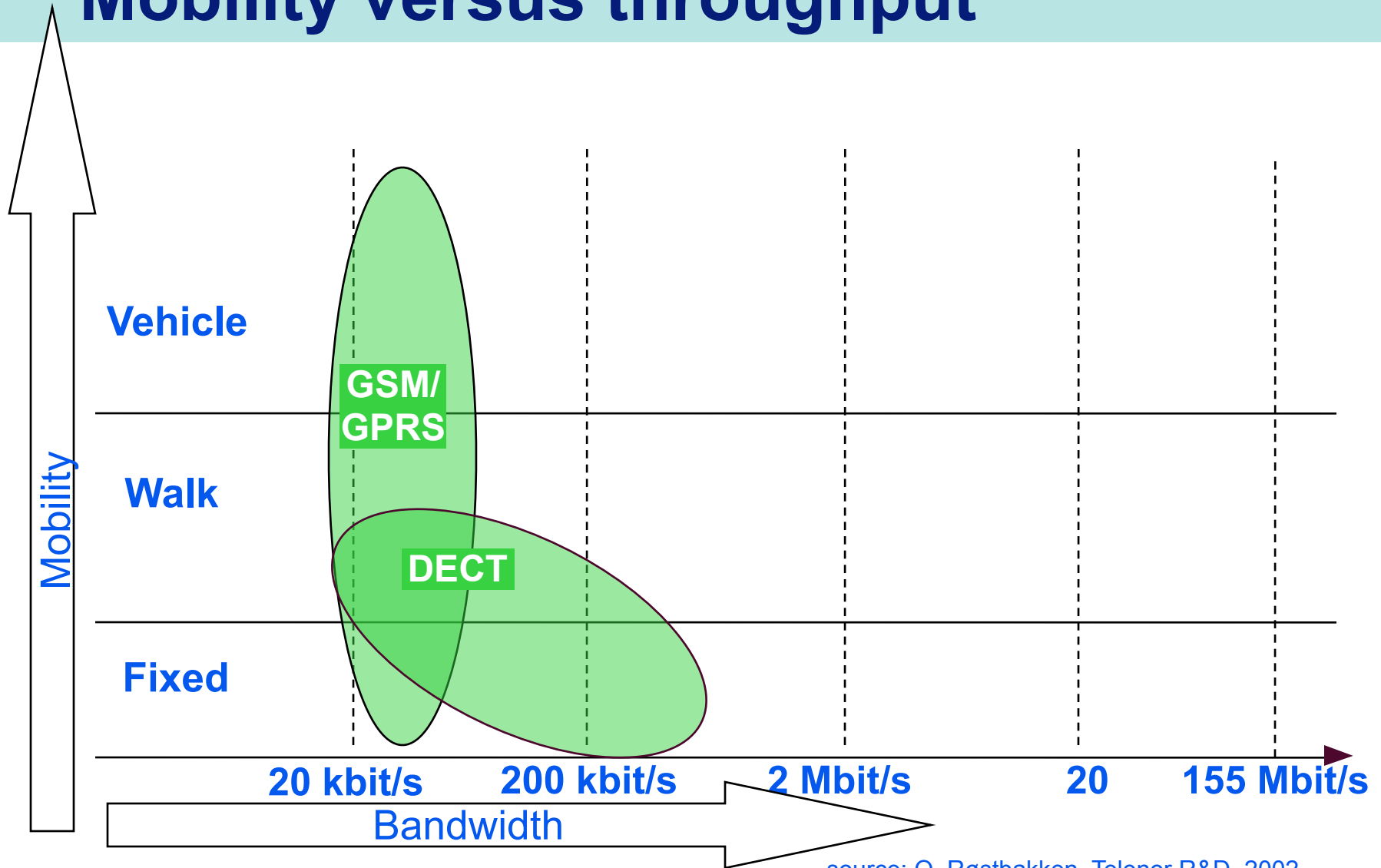
source: J. Noll, Telenor R&D, 2002

Convergence: Mobility versus throughput



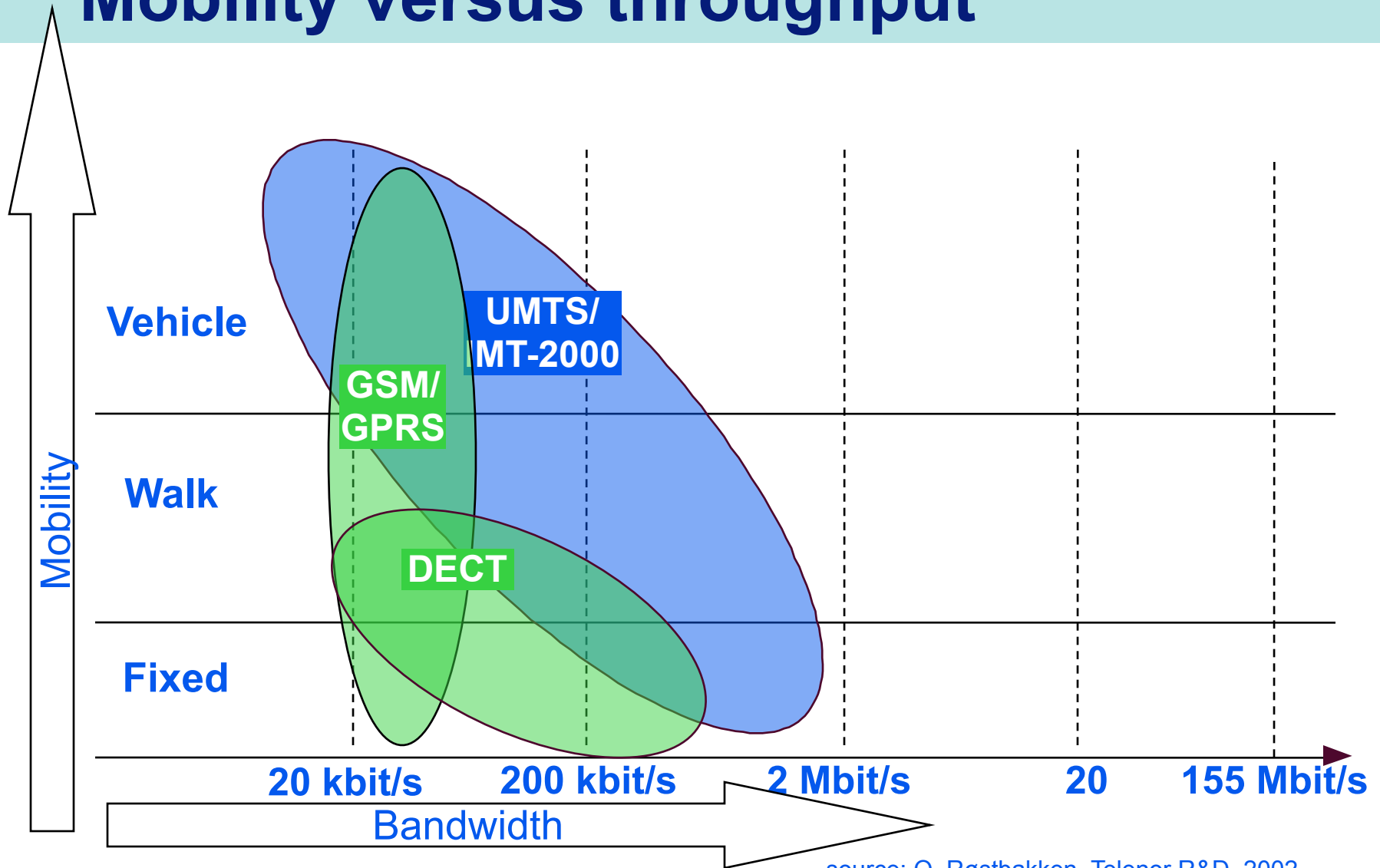
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Convergence: Mobility versus throughput



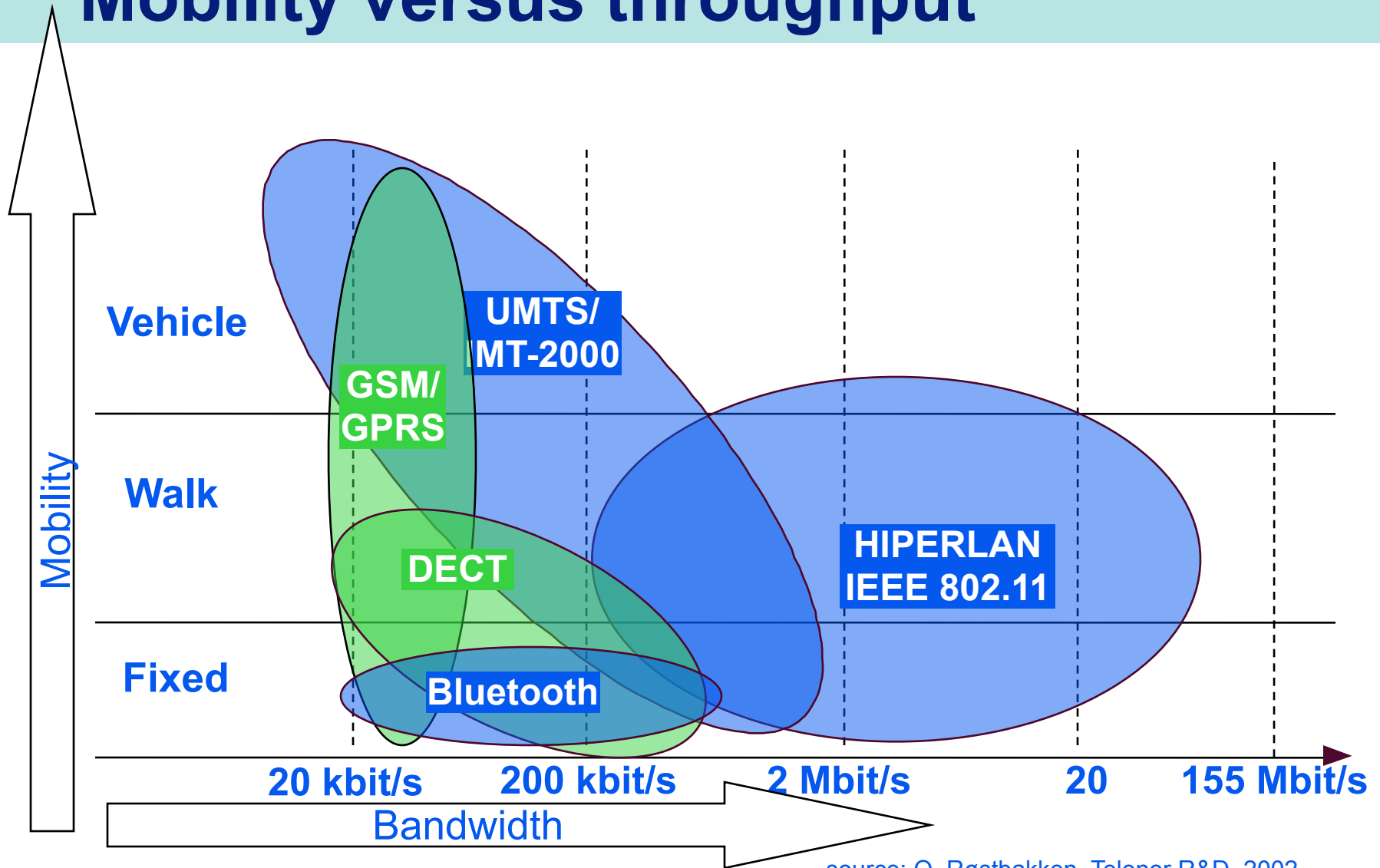
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Convergence: Mobility versus throughput



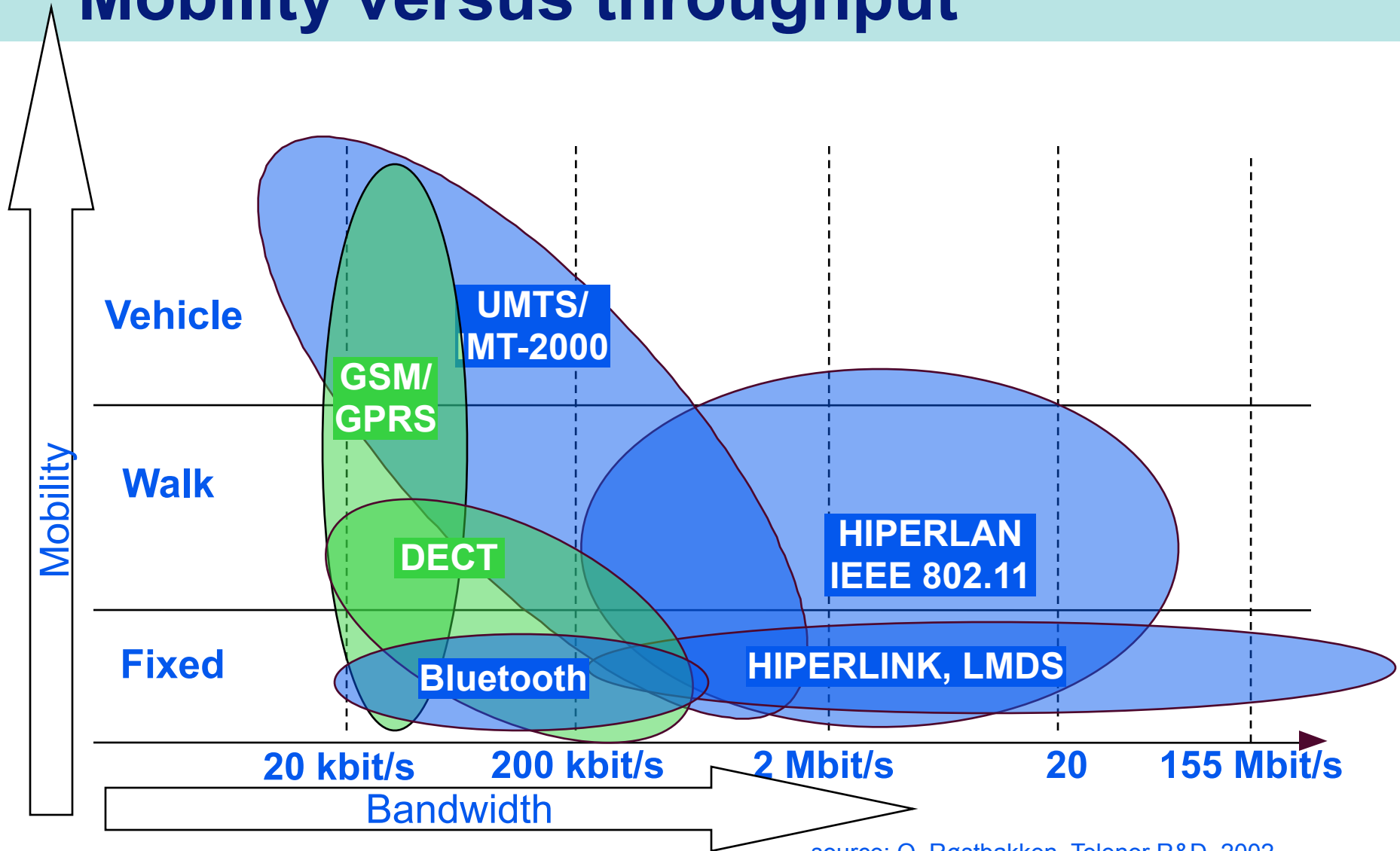
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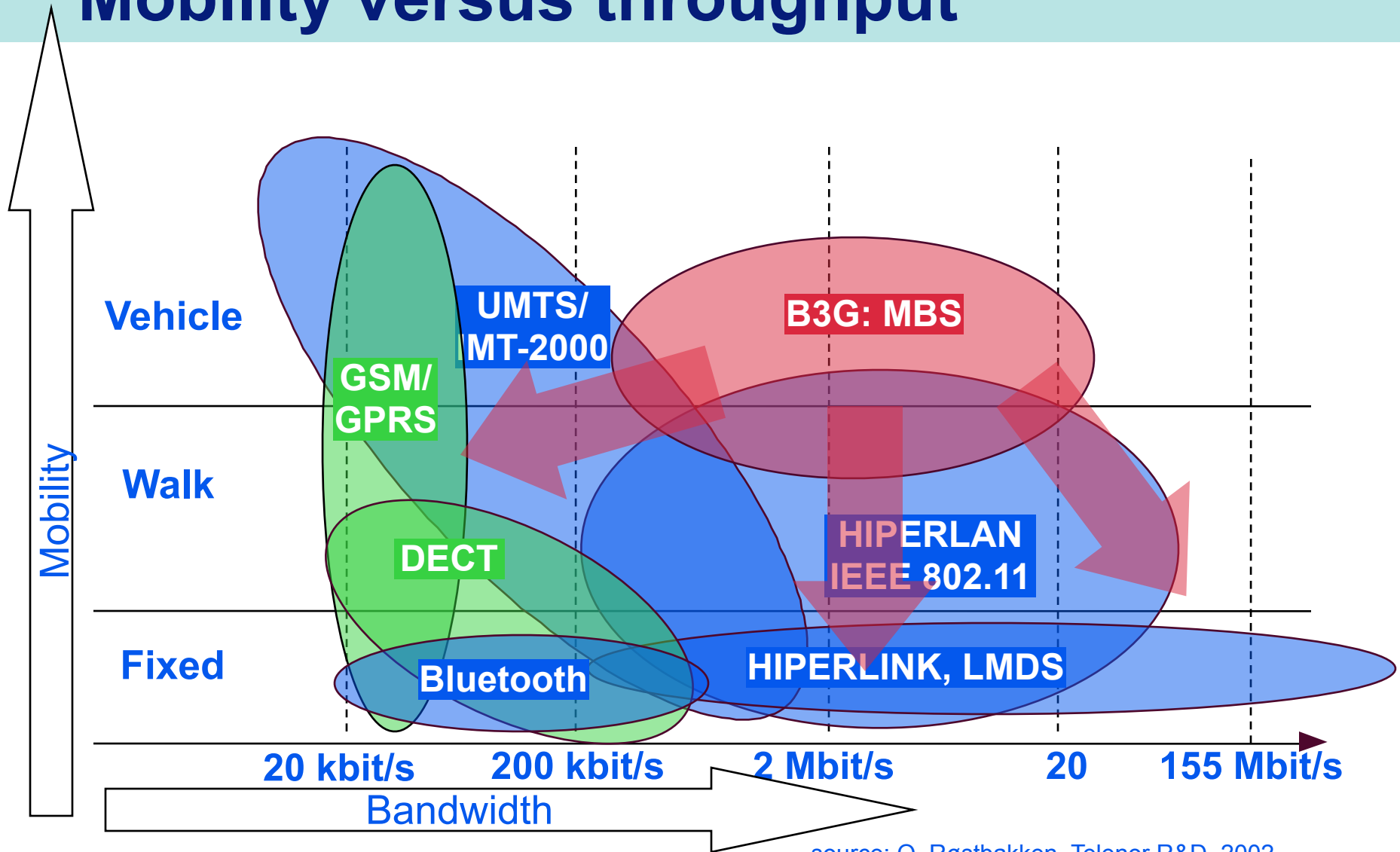
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System comparison - radio

System	freq. [MHz]	typical range [m]	user capacity [Mbit/s]	Comment
GSM/GPRS	0.9/1.8	900	0.032	GSM1800, urban
UMTS	2.1	650	0.4	urban \leadsto HSPA
MBS	40	300	32	Line-of-sight
DECT	2	300	0.5	
Bluetooth	2	10	0.5	
WLAN	2.4	50	5	
Hiperlan/2	5.1	25	25	

all values estimated based on rule-of-thumb!

source: J. Noll, Telenor R&D, Jan 2001

System comparison

GSM / GPRS

- + "complete" coverage
- + guaranteed security
- limited capacity
- No 'private network'

UMTS

- + City coverage
- + Guaranteed security
- Capacity for mobile applications

DECT / HomeRF

- + Established system
- DECT data too late (?)
- No interworking

Bluetooth

- + Local connectivity
- + Unlicensed operation
- ISM band

WLAN (802.11)

- + Hot spot serving
- + Unlicensed operation
- No radio resource management
- No QoS mechanisms

Hiperlan/2

- + High data rates
- + Interworking with UMTS (?)
- Too late (?)
- 5.1 GHz frequency requires multiple RF front-ends

source: J. Noll, Telenor R&D, Jan 2001

Outline

Global and Seamless Mobility
Mobility handling: Mobile IP, GSM/UMTS
Seamless Mobility: Personalised access

The Nomadic User



...et voilà !

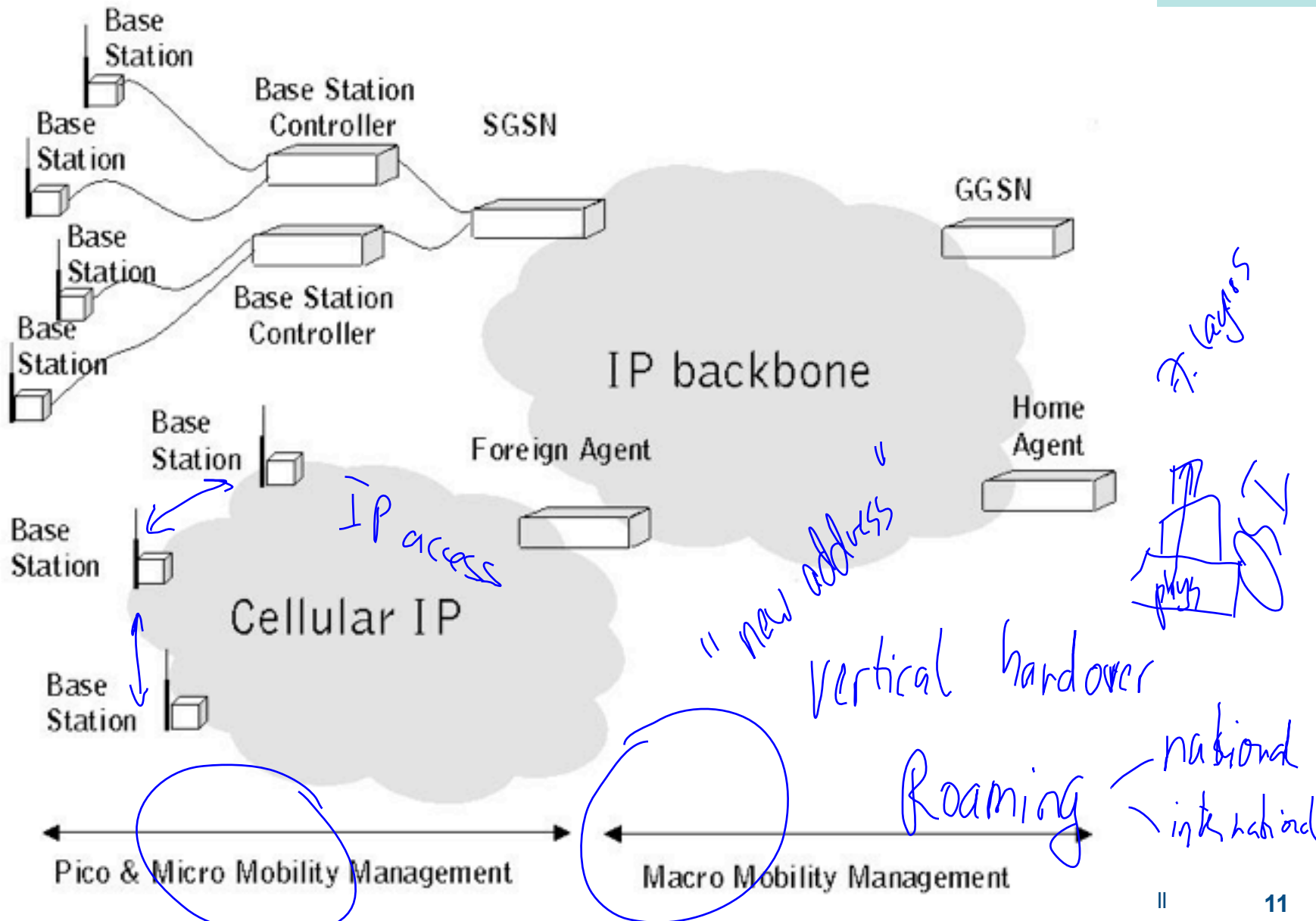


From mobile Personality
to personal Mobility

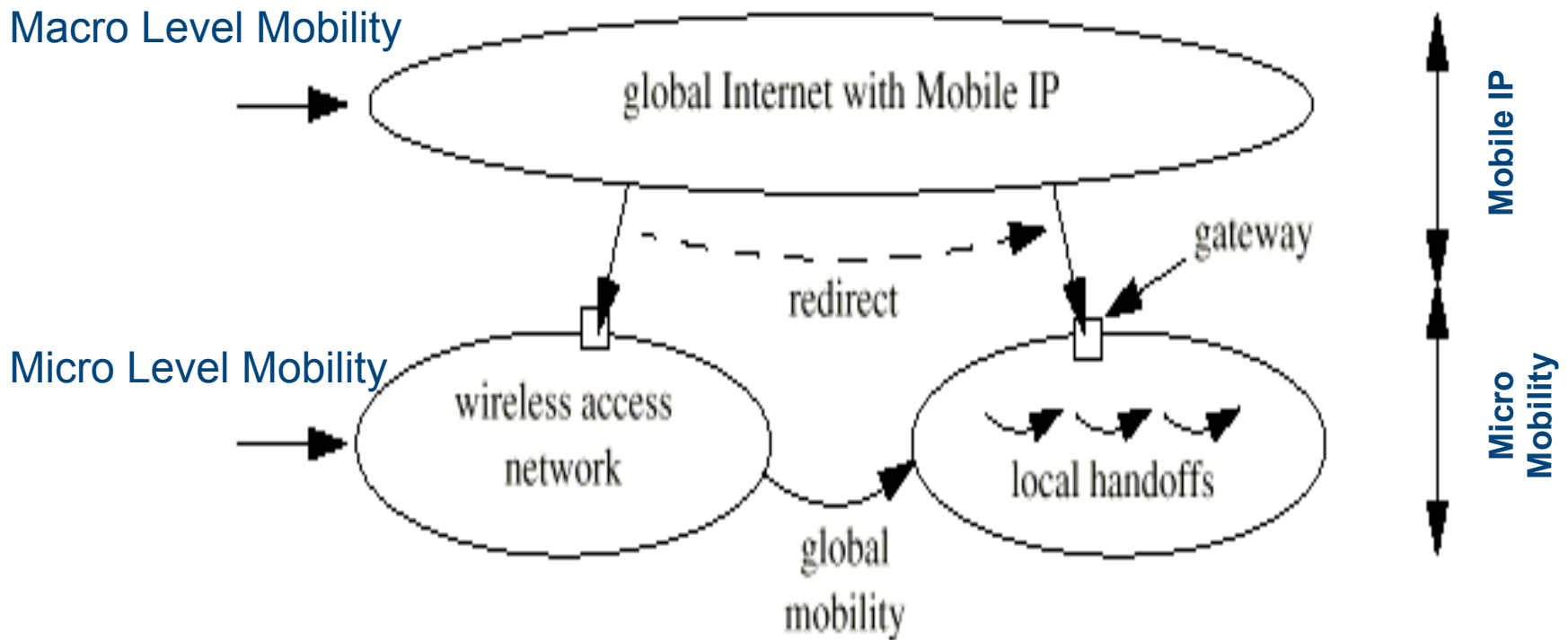
Mobility: Classification according to the availability

- Continuous mobility enables continuous availability of services while the user moves.
 - portable
 - pedestrian
 - car
 - fast train
- Discrete mobility enables the availability of services within certain areas and for certain access points, e.g. home and office, but not while moving from one area to another.
 - MAP - mesh access points
- Portability is an example of discrete terminal mobility, where it is only allowed to move a terminal from one plug to another.
 - Service level

Mobility schemes [Ala2000]

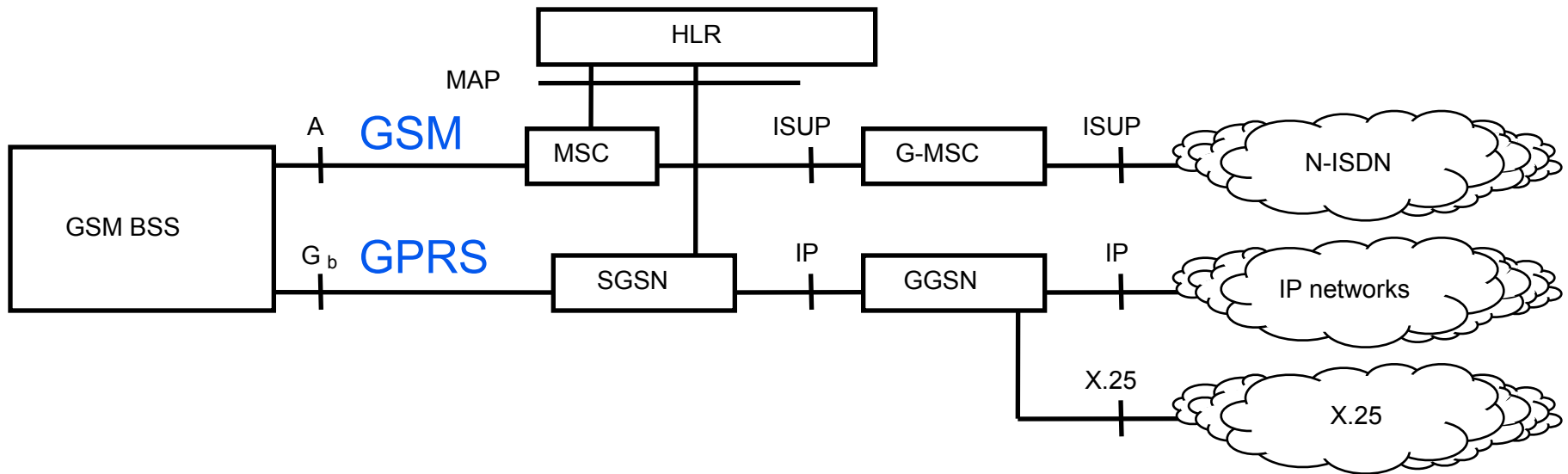


Mobility Management – Micro Mobility and Mobile IP



GSM evolution

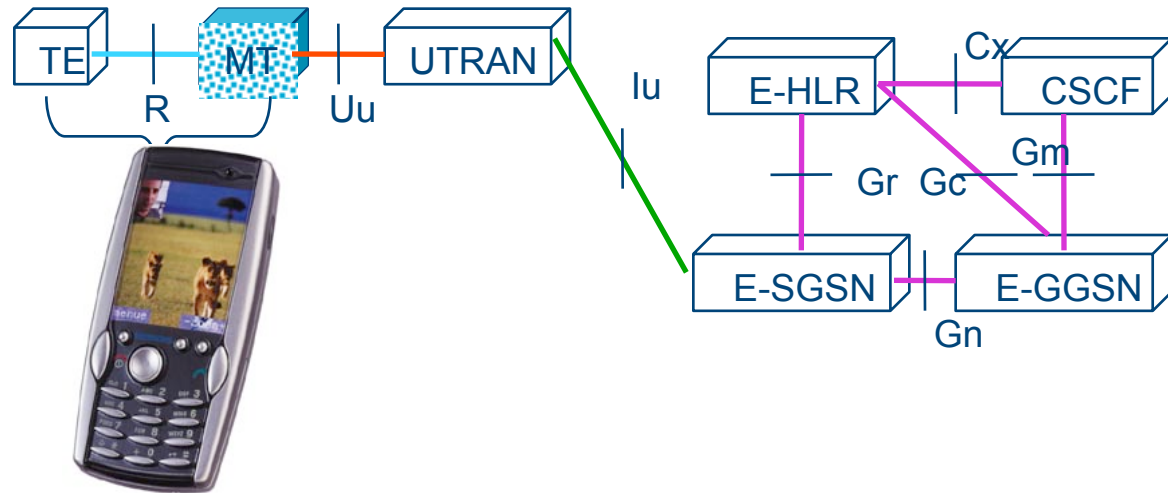
- Today: GSM (9.6 kbit/s)
- Q3.99: HSCSD (14.4-64 kbit/s)
- Q1.2001: GPRS (24 - 115 kbit/s)
- Q4.2001: EDGE (115 - 384 kbit/s)
- Q4.2001/Q1.2002: UMTS (< 2 Mbit/s)



GSM/GPRS/UMTS Mobility (1)

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- GSM/GPRS/UMTS core network (here rel. 5)
 - MSC, HLR
 - Extend by "home" cells



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- Mobility enabled through
 - Radio sub-system (radio network controller RNC in UMTS and base station controller BSC in GSM)
 - RNC or BSC > 100 base stations

GSM handover mechanisms

- mechanisms for requesting hand-over
 - power level in handset is too low
 - signal/noise ratio is too low
 - bit-error-rate is too high
 -
- procedure
 - handset requires hand-over
 - base-station decides
- alternatives
 - hand-over to neighbour cell
 - hand-over to different RNC/BSC
 - first registration (roaming)

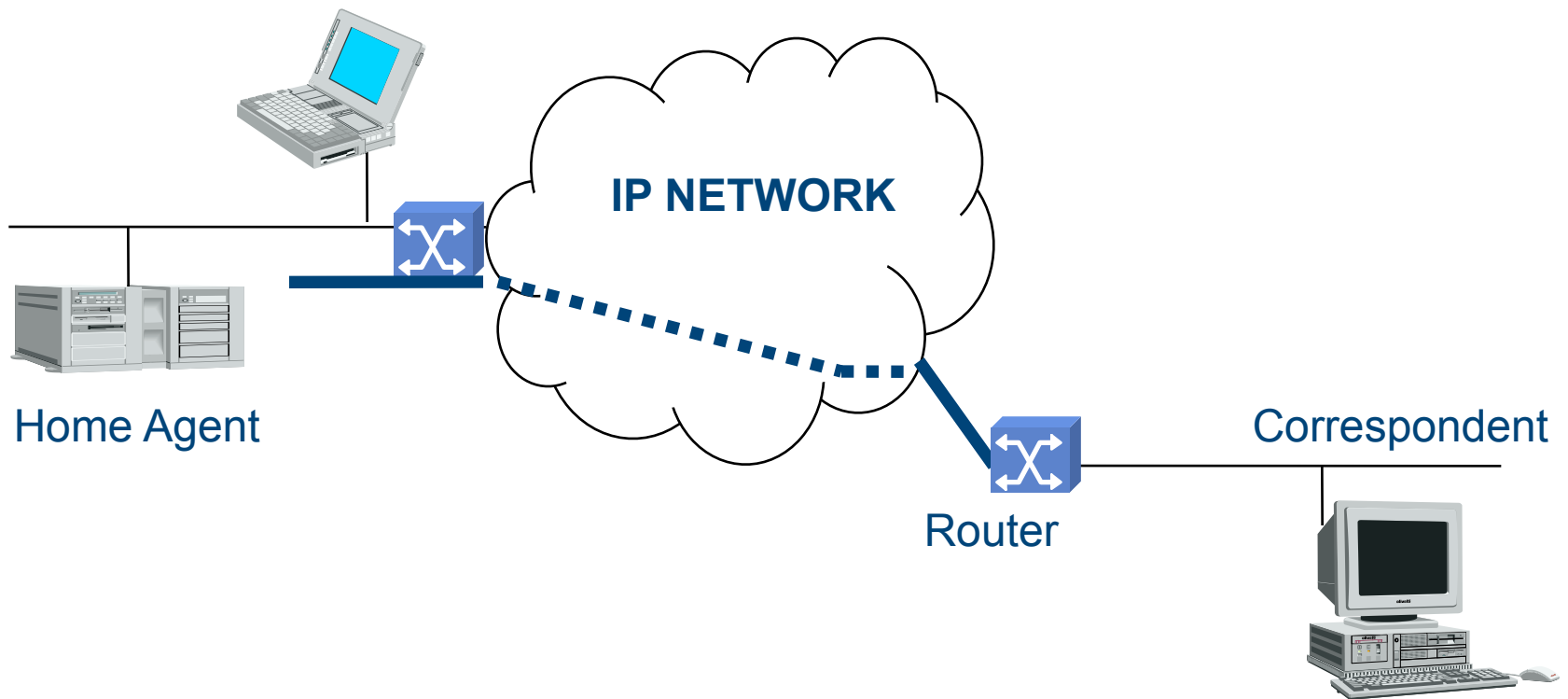
System level results: ETSI FDD

		Indoor		Pedestrian		Vehicular	
		UL	DL	UL	DL	UL	DL
Speech							
Bit-Rate	kBit/s	8	8	8	8	8	8
maximum Range	m	1030	900	1020	910	5900	7350
Spectrum efficiency	(kBit/s)/MHz/cell	135	74	123	125	90	71
Simultaneous Users	Erlang	169	92	154	157	112	89
Eb/No	dB	3,2	6,0	3,3	6,1	5,4	7,9
LCD-MM							
Bit-Rate	kBit/s	2048	2048	384	384	384	384
maximum Range	m	210	230	450	520	2800	3900
Spectrum efficiency	(kBit/s)/MHz/cell	176		269	461	192	177
Simultaneous Users	Erlang	0,43		3,5	6	2,5	2,3
Eb/No	dB	1,8	1,6	1,3	1,1	2,9	3,2
UDD-HM							
Bit-Rate	kBit/s	2048	2048	384	384	384	384
maximum Range	m	310	350	500	520	2600	3900
Spectrum efficiency	(kBit/s)/MHz/cell	273	453	449	668	216	
Simultaneous Users	Erlang	50	82	91	135	42	
Eb/No	dB	0,6	0,1	0,4	0,1	2,4	2,0

UMTS network simulation: less than 1 Mbit/s

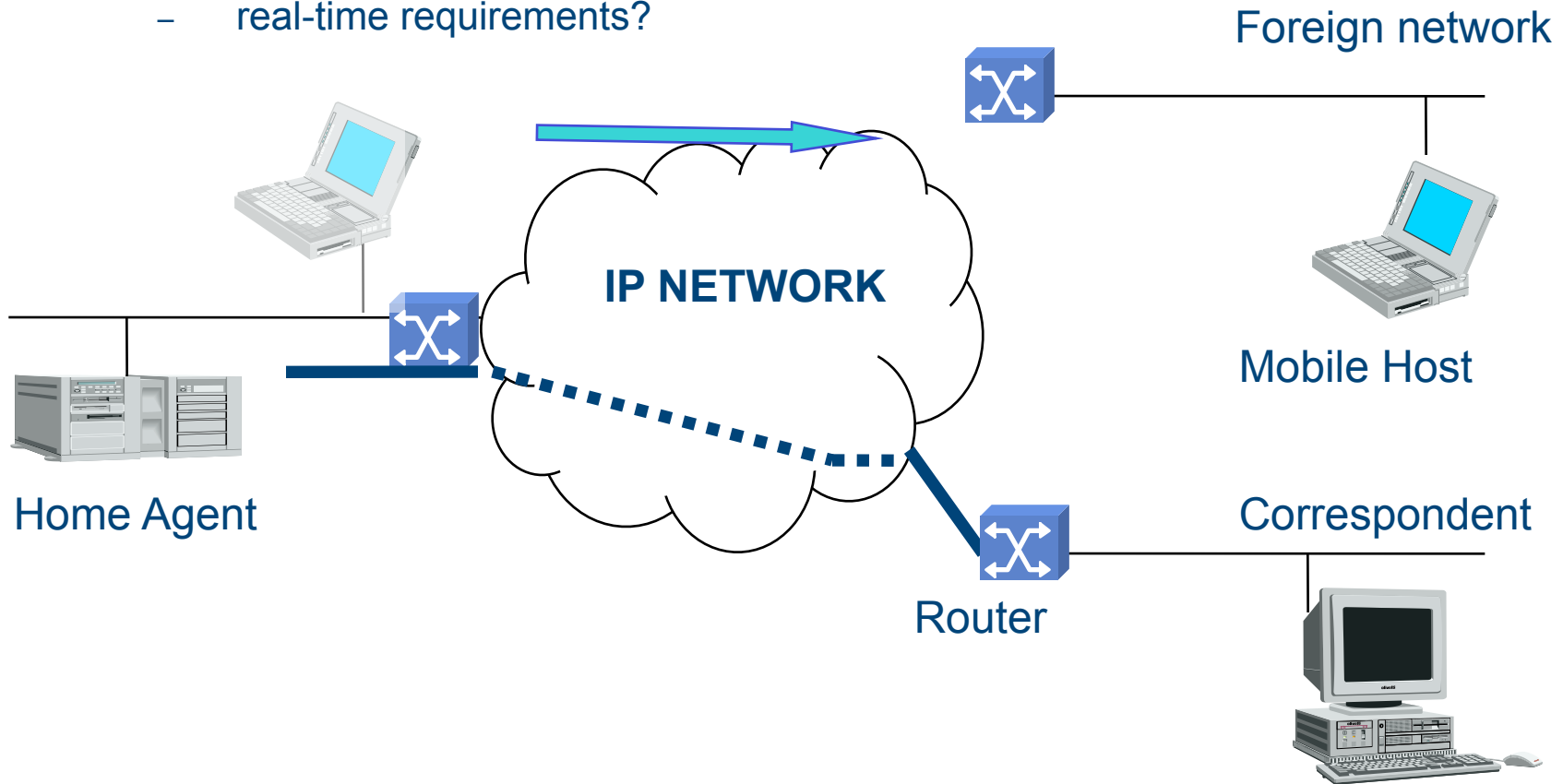
MobileIP Mobility

- Mobile IP – the long term vision (UMTS rel. 6)
 - HA, FA
 - IPv6
 - real-time requirements?



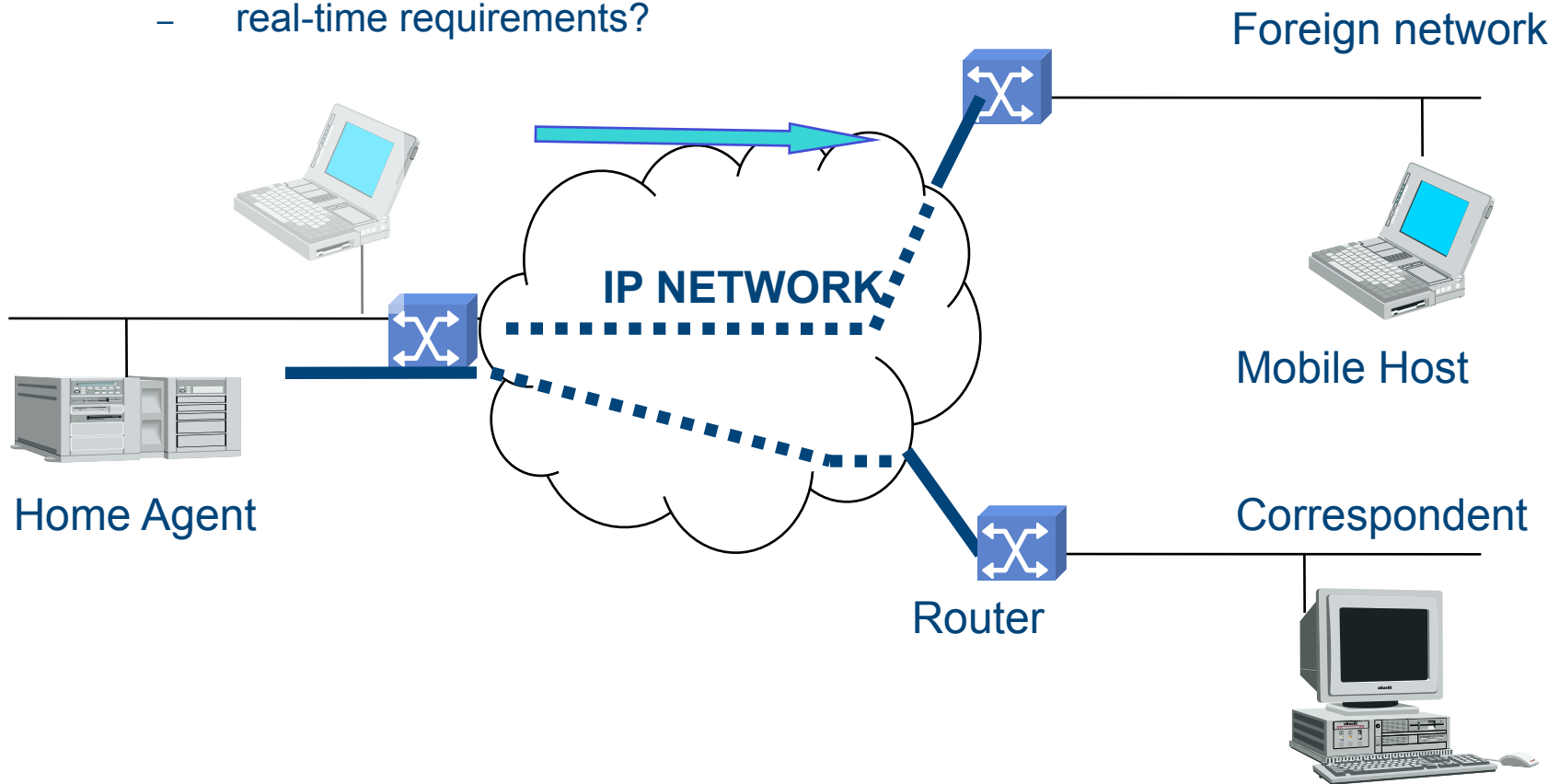
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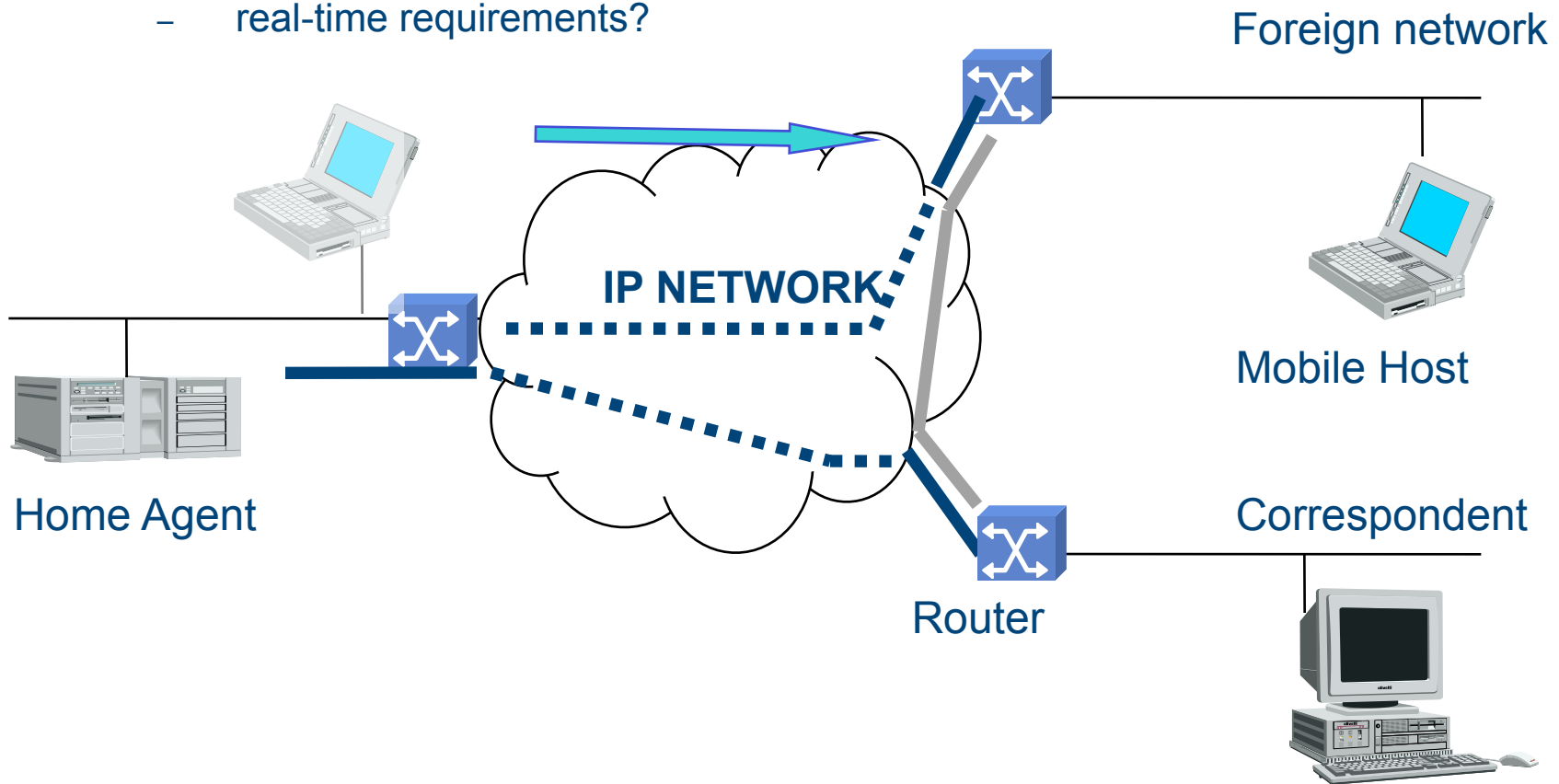
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Mobile IPv4 to Mobile IPv6

- replace triangular routing, keep address
- route optimisation
- defined for low-speed mobility

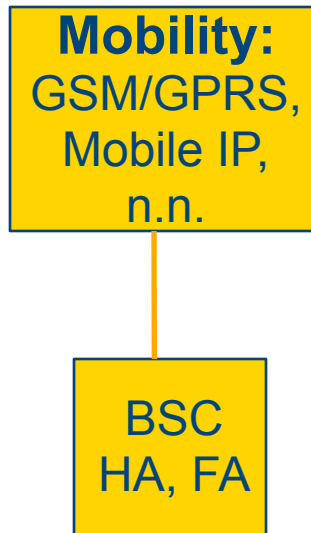
Intra-domain mobility

- Host based routing
- Data integrity protection,

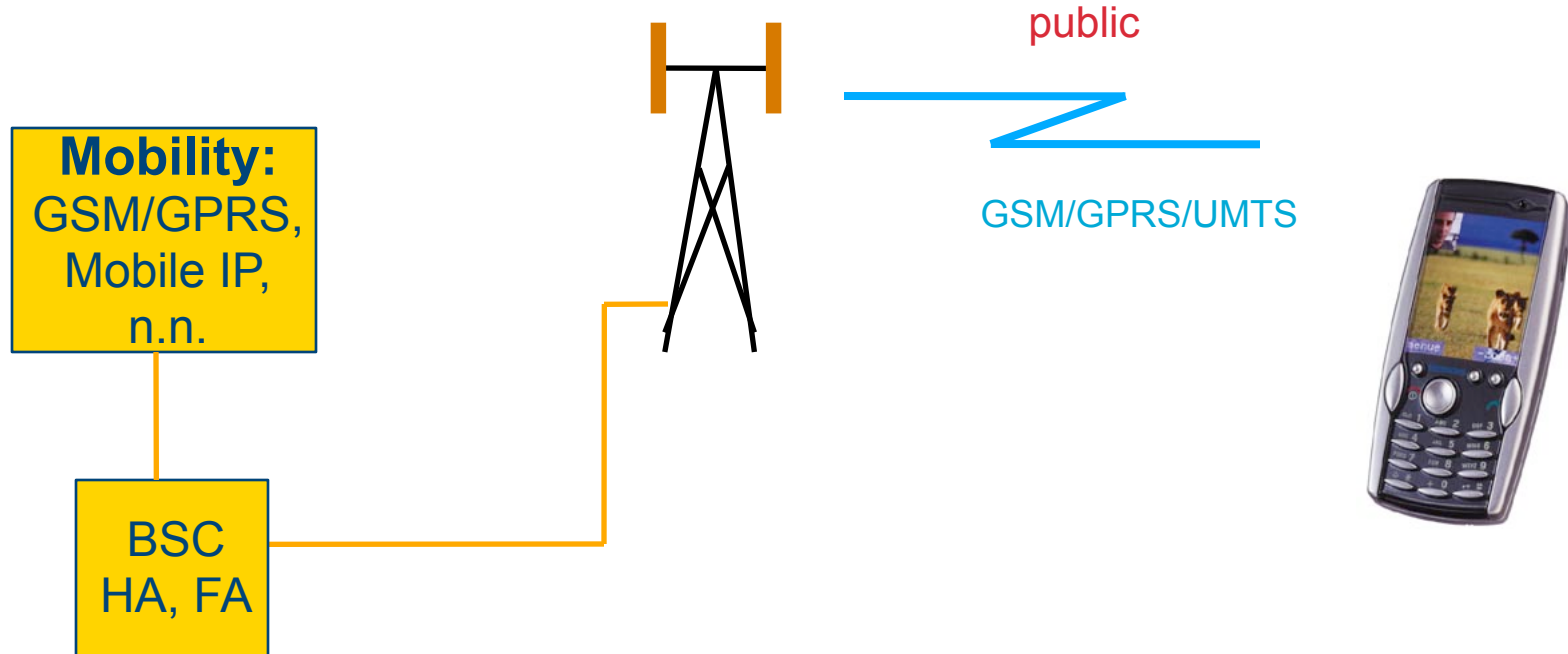
Security

- Sender authentication,
- Data integrity protection,
- Replay protection

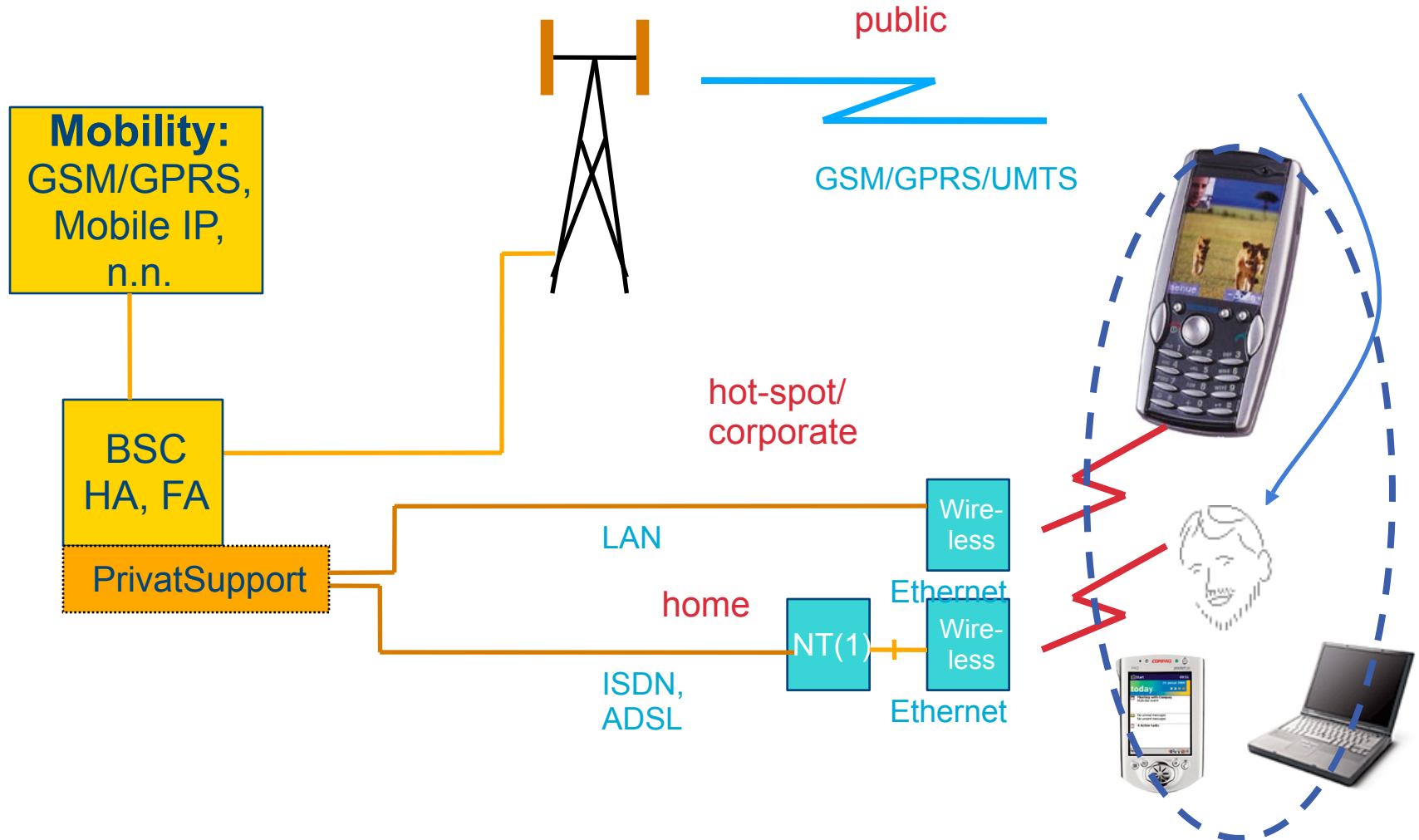
B3G concept: Seamless access



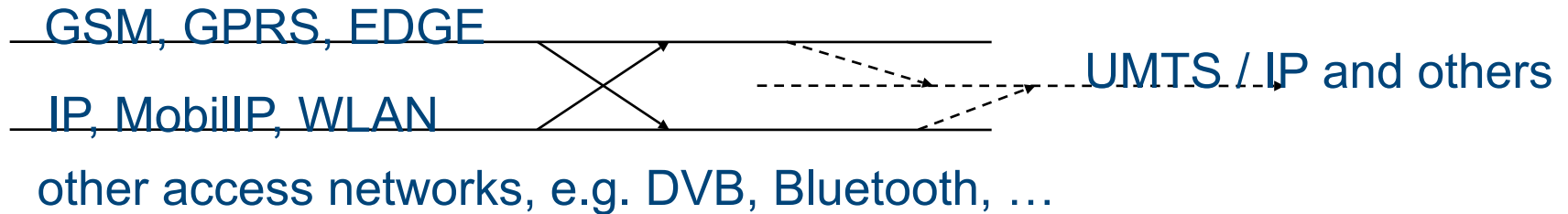
B3G concept: Seamless access



B3G concept: Seamless access



Summary and future work



- Mobile dominates MFI (Mobile Fixed Integration)
- MFI requires Mobility Management across heterogeneous access networks

Upcoming work

- overview GSM mobility (or UMTS)
- methods for seamless IP mobility

Mobile IP mechanisms

- Mobile-IP
- IDMP - intra-domain mobility protocol
- Hawaii
- Cellular IP, Cellular IPv6 (CIPv6)
- Hierarchical Mobile IPv6 (HMIPv6)
- Fast Mobile IPv6

- Tasks:
- explain approaches, discuss advantages and deficiencies

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