Wireless and Mobile Networks

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Audio/Video recordings of this lecture are available online at:

http://www.cse.wustl.edu/~jain/cse4703-26/

Student Questions

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Overview

1. Wireless Link Characteristics
2. Wireless LANs and PANs
3. Cellular Networks
4. Mobility Management
5. Impact on Higher Layers

Note: This class lecture is based on Chapter 7 of the textbook (Kurose and Ross) and the figures provided by the authors.

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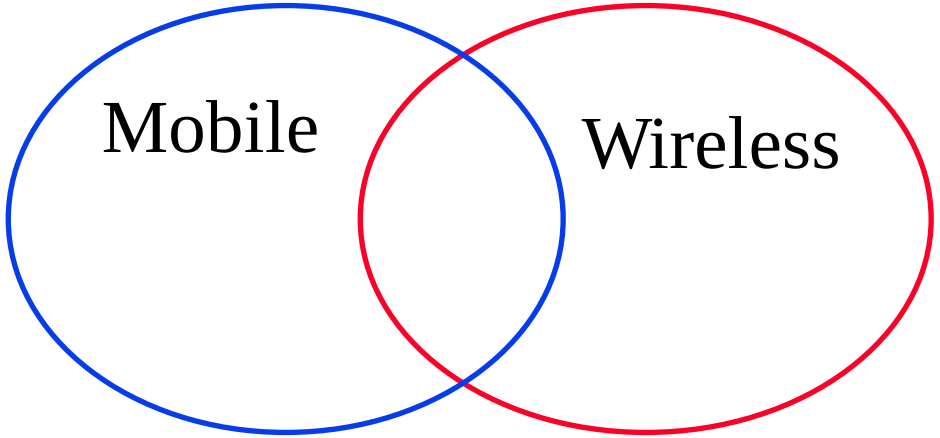
Wireless Link Characteristics

- Mobile vs. Wireless
- Wireless Networking Challenges
- Peer-to-Peer or Base Stations?
- Code Division Multiple Access (CDMA)
  - Direct-Sequence Spread Spectrum
  - Frequency Hopping Spread Spectrum

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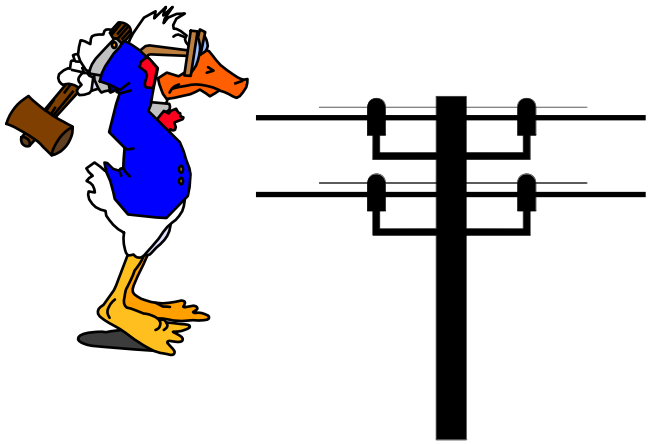
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Mobile vs Wireless





- Mobile vs. Stationary
- Wireless vs. Wired
- Wireless ⇒ media sharing issues
- Mobile ⇒ routing, addressing issues

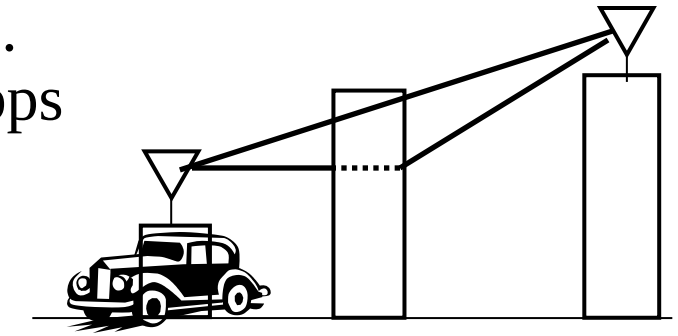


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Wireless Networking Challenges

1. Propagation Issues: Shadows, Multipath
2. Interference ⇒ High loss rate, Variable Channel
   ⇒ Retransmissions and Cross-layer optimizations
3. Transmitters and receivers moving at high speed
   ⇒ Doppler Shift
4. Low power transmission ⇒ Limited reach
   100mW in Wi-Fi base station vs. 100 kW TV tower
5. License-Exempt spectrum ⇒ Media Access Control
6. Limited spectrum ⇒ Limited data rate
   Original Wi-Fi (1997) was 2 Mbps.
   New standards allow up to 200 Mbps
7. No physical boundary ⇒ Security
8. Mobility ⇒ Seamless handover

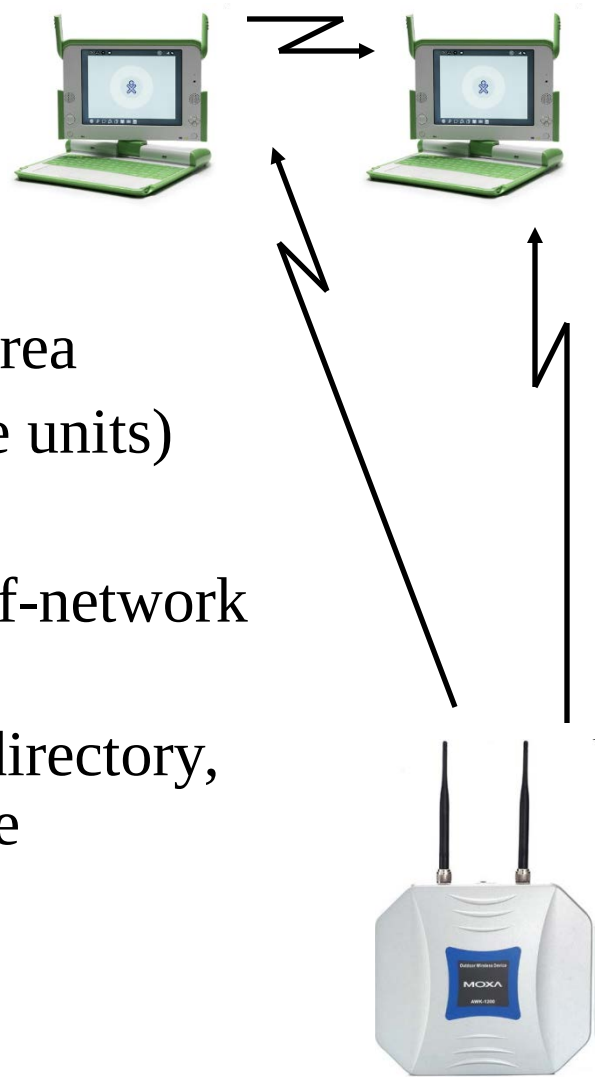


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Peer-to-Peer or Base Stations?

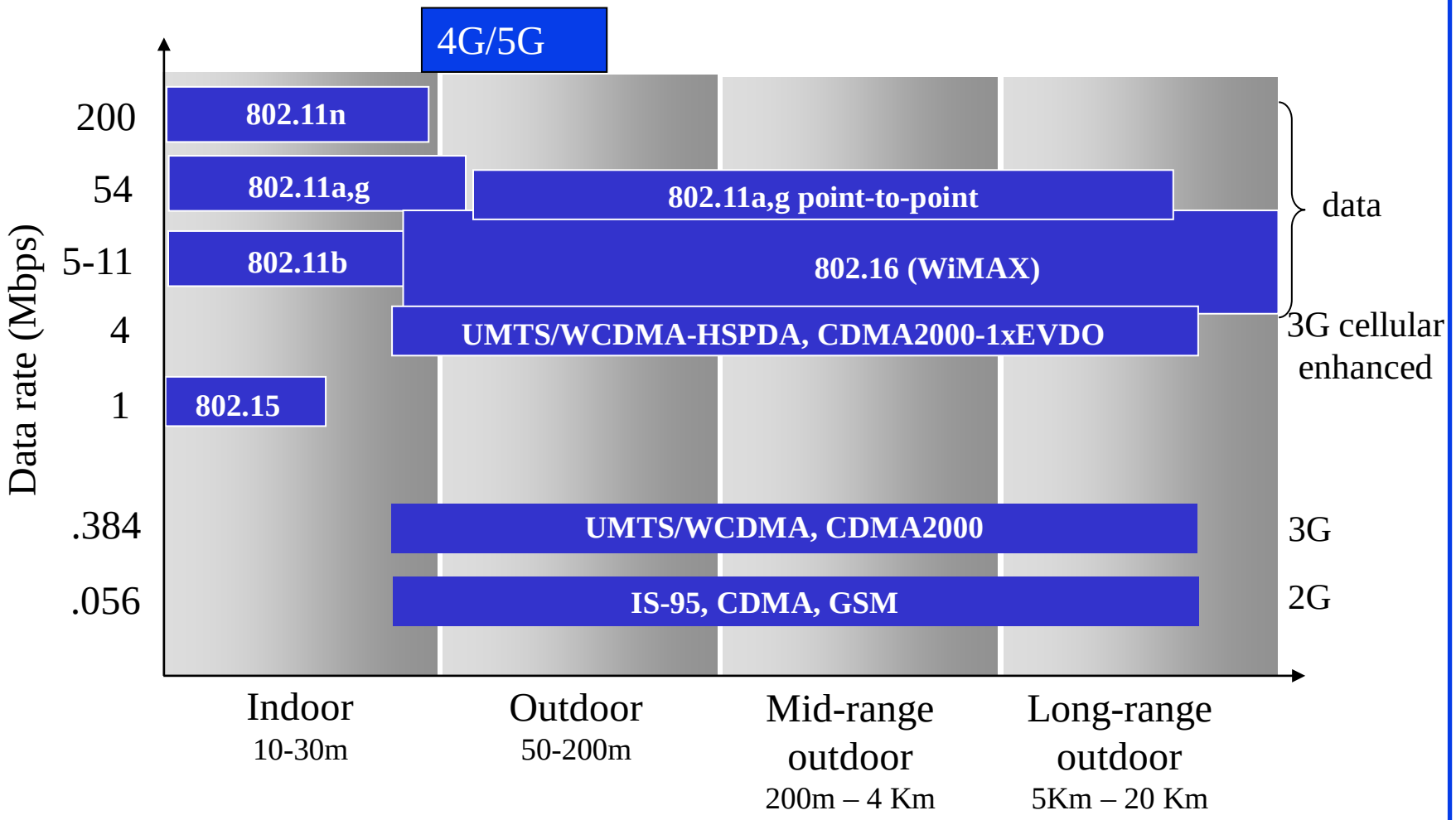
- Ad-hoc (Autonomous) Group:
  - Two stations can communicate
  - All stations have the same logic
  - No infrastructure, Suitable for small area
- Infrastructure-Based: Access points (base units)
  - Stations can be simpler than bases.
  - The base provides a connection for off-network traffic
  - The base provides location tracking, directory, and authentication ⇒ Scalable to large networks
- IEEE 802.11 provides both.



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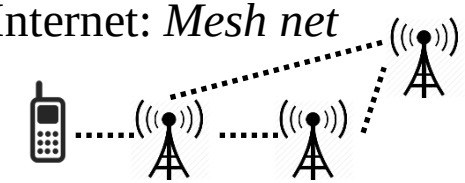
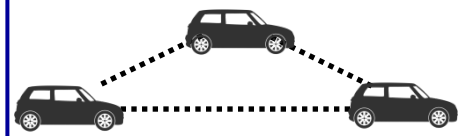
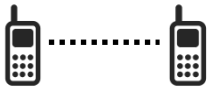
Characteristics of Selected Wireless Link Standards



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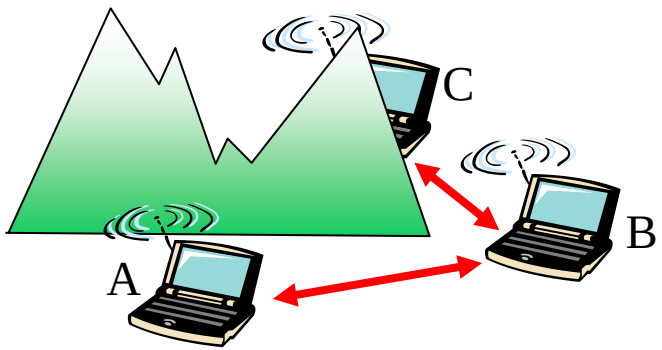
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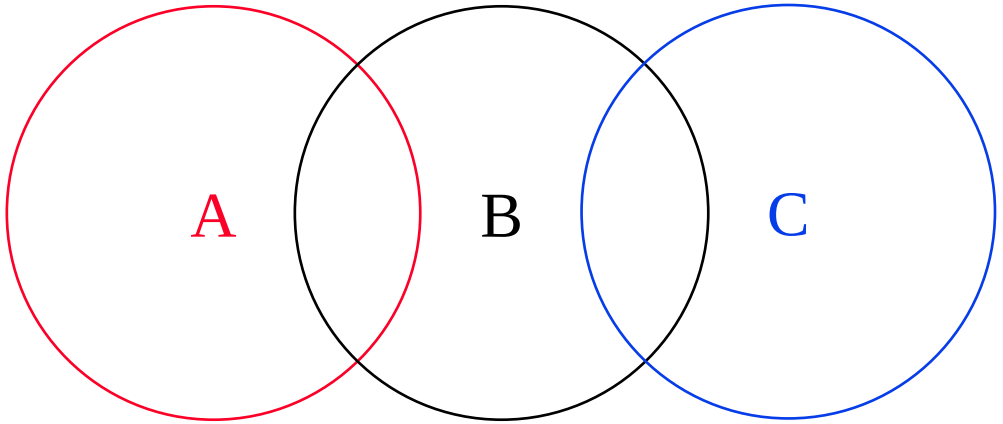
Wireless Network Taxonomy

	Single hop	Multiple hops
Infrastructure (Access Points, Towers)	Host connects to base station (Wi-Fi, WiMAX, cellular) which connects to larger Internet 	Host may have to relay through several wireless nodes to connect to larger Internet: *Mesh net*  Relay to reach others. Mobile Ad-hoc Network (MANET), Vehicular Ad-hoc Network (VANET) 
No Infrastructure	No base station (Bluetooth, ad hoc nets) 	

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Hidden Node Problem



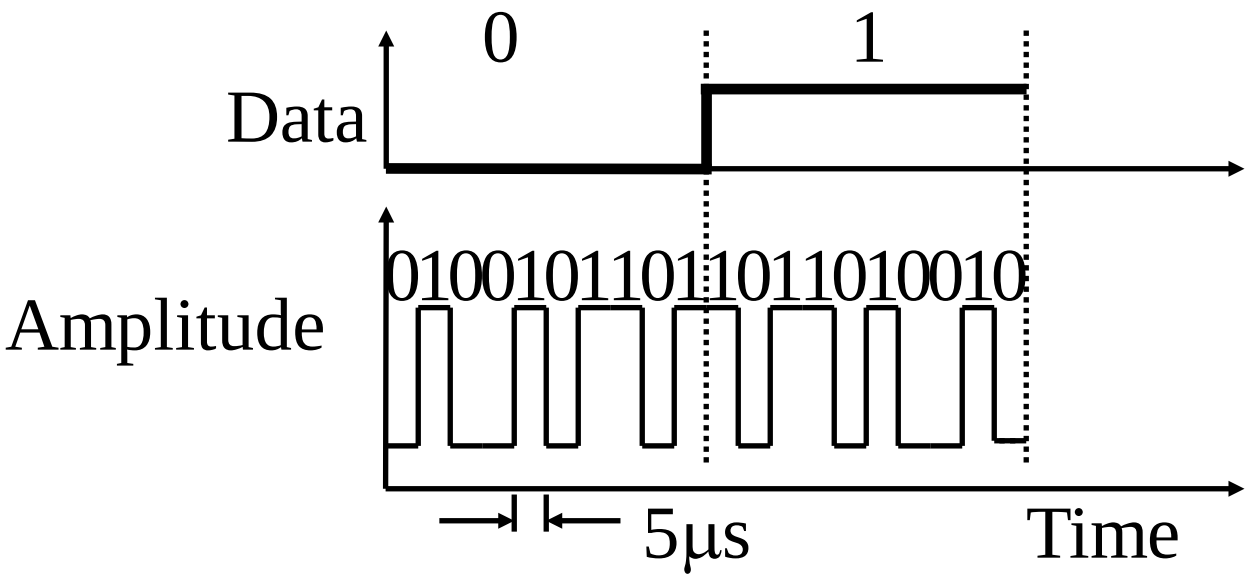


- B and A can hear each other.
  B and C can hear each other.
  A and C cannot hear each other.
  ⇒ C is hidden for A and vice versa.
- C may start transmitting while A is also transmitting.
  A and C can't detect collisions.
- Only the receiver can help avoid collisions.

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Direct-Sequence Spread Spectrum CDMA

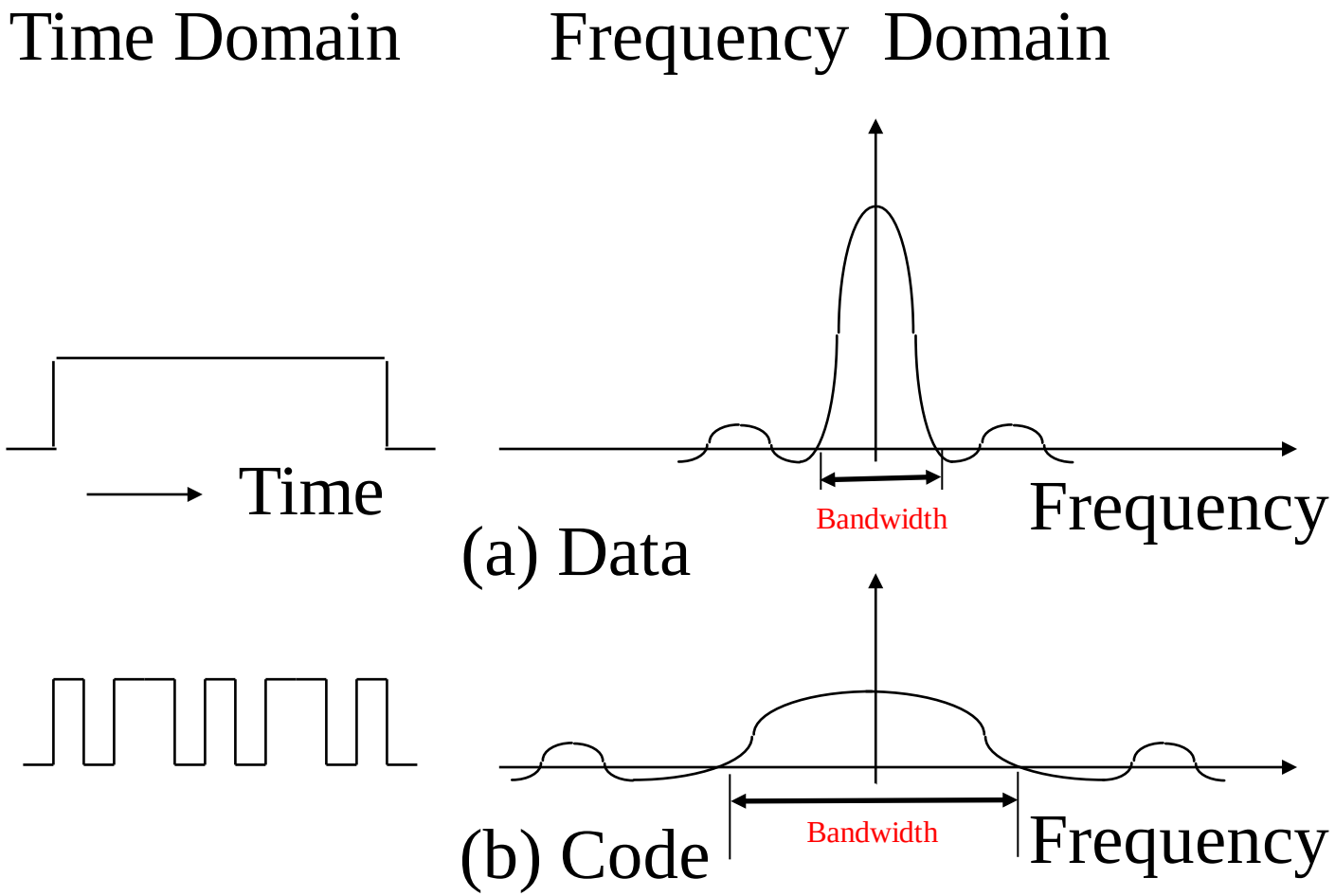


- Spreading factor = Code bits/data bit, 10-100 commercial (Min 10 by FCC), 10,000 for military
- Signal bandwidth >10 × data bandwidth
- Code sequence synchronization
- Correlation between codes ⇒ Interference ⇒ Orthogonal

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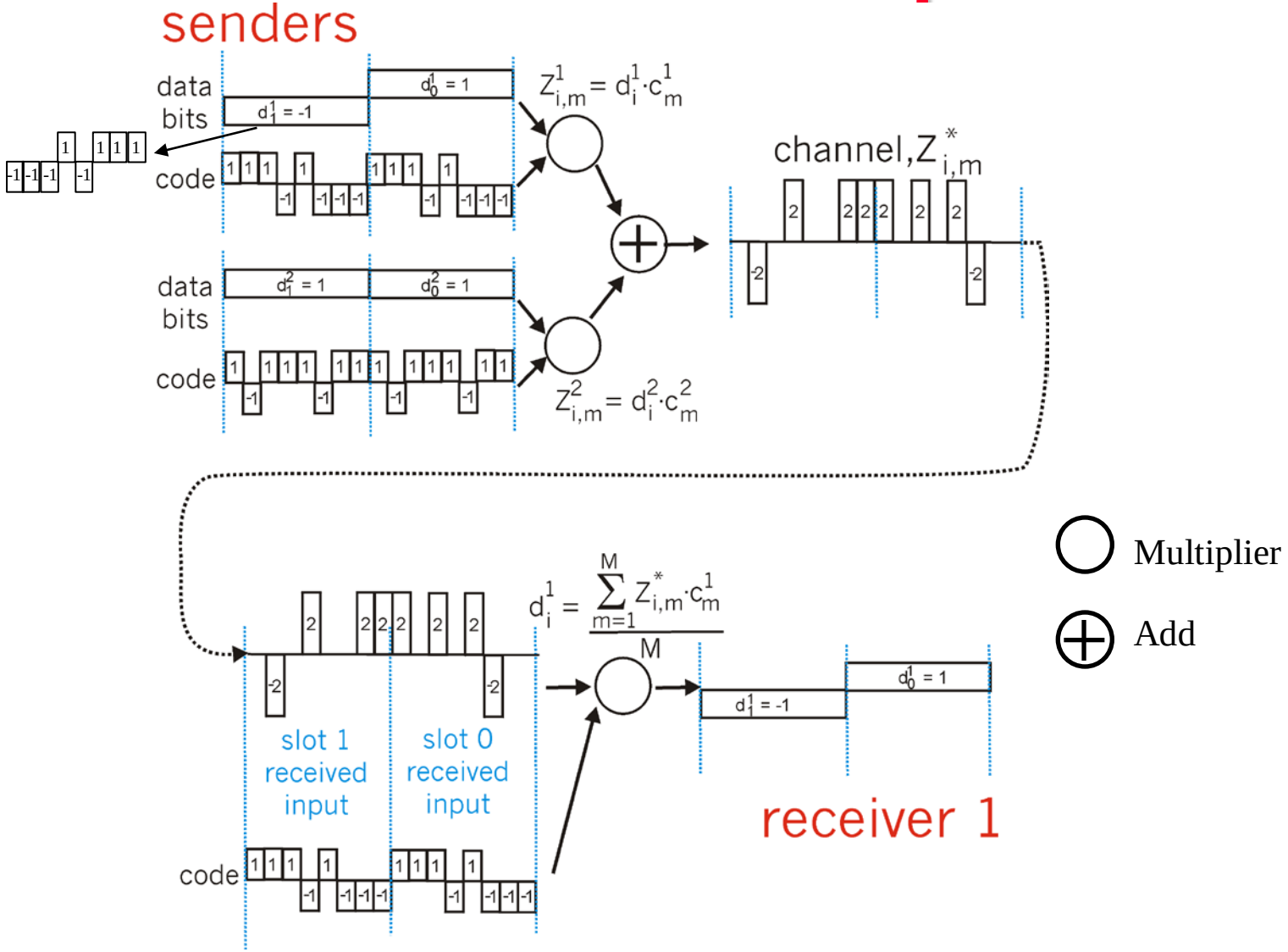
DS Spectrum



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Two Sender CDMA Example



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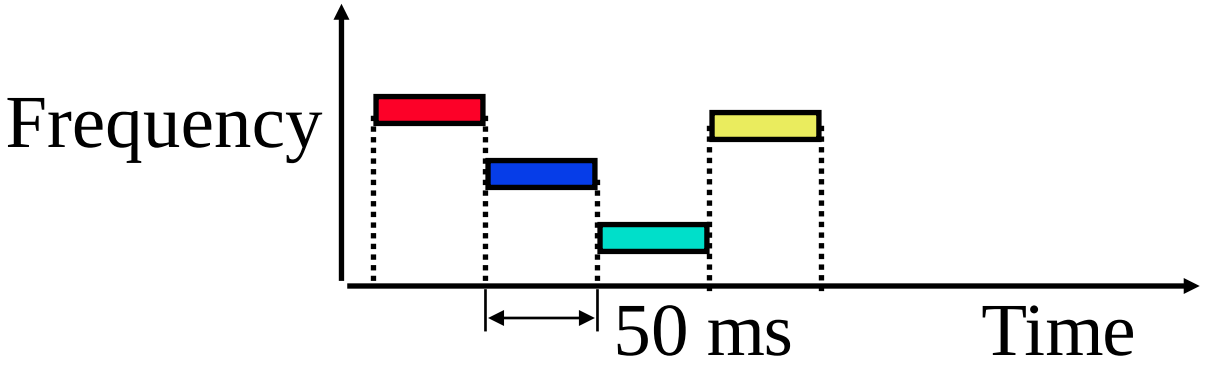
Homework 7A: CDMA Coding

- [6 points] Two CDMA senders use the codes (1, -1, 1, -1) and (1, -1, -1, 1). The first sender transmits data bit 1 while the 2nd transmits –1 simultaneously. What is the combined signal waveform seen by a receiver? Draw the waveform.

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Frequency Hopping Spread Spectrum

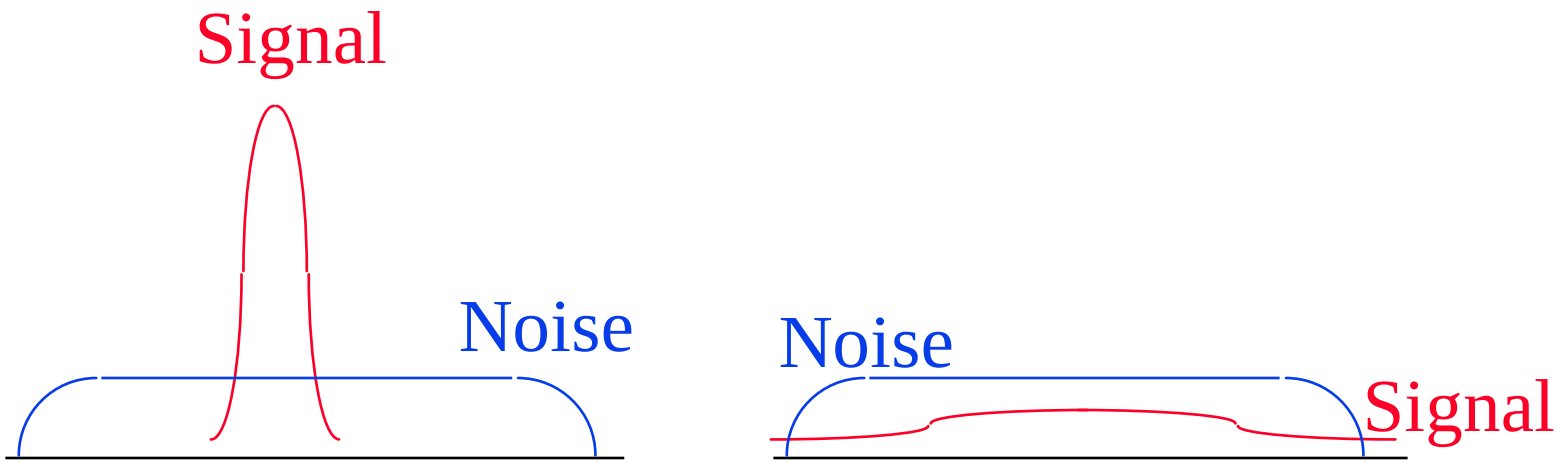


- Pseudo-random frequency hopping
- Spreads the power over a broad spectrum
  ⇒ Spread Spectrum
- Developed initially for military
- Patented by actress Hedy Lamarr (1942)
- Narrowband interference can't jam

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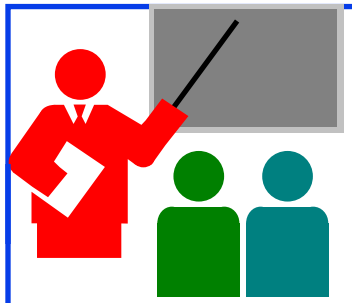
Spectrum



(a) Normal (b) Frequency Hopping

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Review: Wireless Link Characteristics

1. Wireless is different from mobile.
   However, most mobile nodes are wireless.
2. A wireless signal is affected by shadows, multipath, interference, and Doppler shift.
3. A wireless network can be ad-hoc or infrastructure-based.
4. Multi-hop ad-hoc networks are called MANET.
5. It is not possible to do collision detection in wireless
6. Code division multiple access is commonly used in wireless

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Ref: Section 7.2, Review Exercises R3-R4

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End of Part 1



Wireless LANs and PANs

- IEEE 802.11 Wireless LAN PHYs
- 4-Way Handshake
- IEEE 802.11 MAC
- 802.11 Frame Format
- 802.11 Frame Addressing
- 802.11 Rate Adaptation
- Power Management
- IEEE 802.15.4
- IEEE 802.15.4 MAC
- ZigBee Overview

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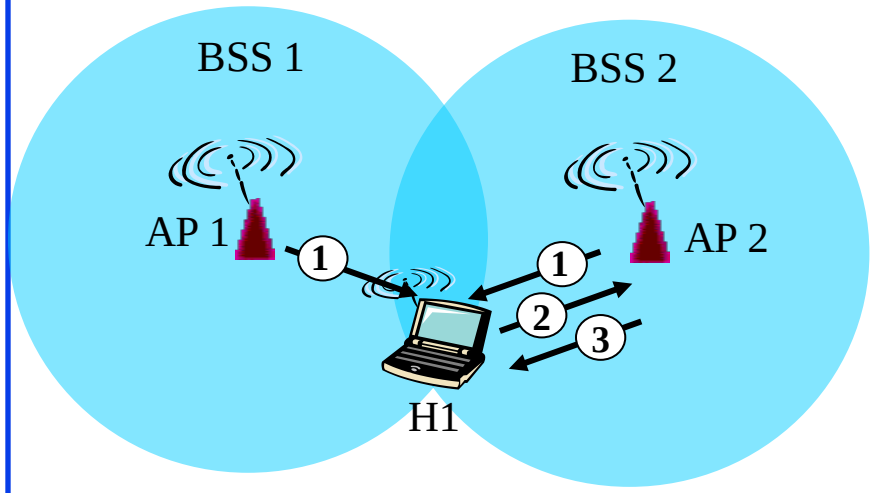
IEEE 802.11 Wireless LAN PHYs

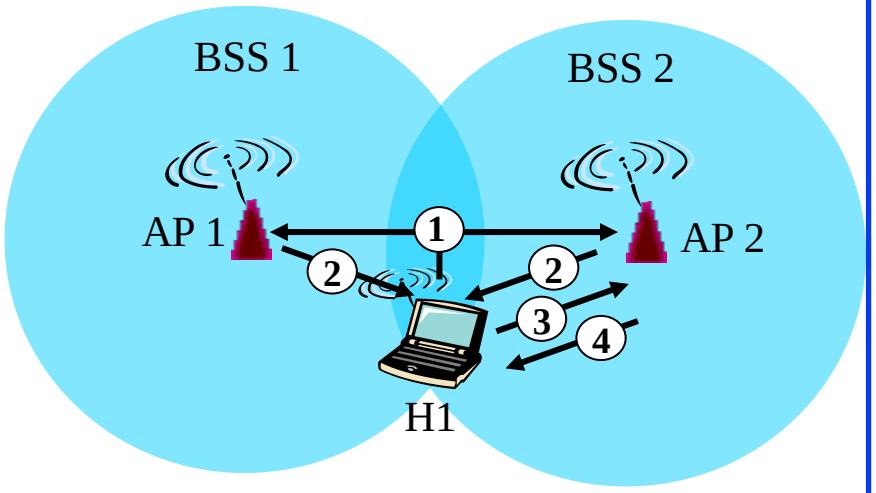
- **802.11**: 2.4 GHz, 1-2 Mbps
- **802.11b**: 2.4 GHz, 11 Mbps nominal
  - Direct sequence spread spectrum (DSSS) in the physical layer
  - All hosts use the same chipping code
- **802.11a**: 5.8 GHz band, 54 Mbps nominal
- **802.11g**: 2.4 GHz band, 54 Mbps nominal
- **802.11n**: 2.4 or 5.8 GHz, Multiple antennae, up to 200 Mbps
- These are different PHY layers. All have the same MAC layer.
- All use CSMA/CA for multiple access
- All have base station and ad-hoc network versions
- Supports multiple priorities
- Supports time-critical and data traffic
- Power management allows a node to doze off

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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: selected AP to H1

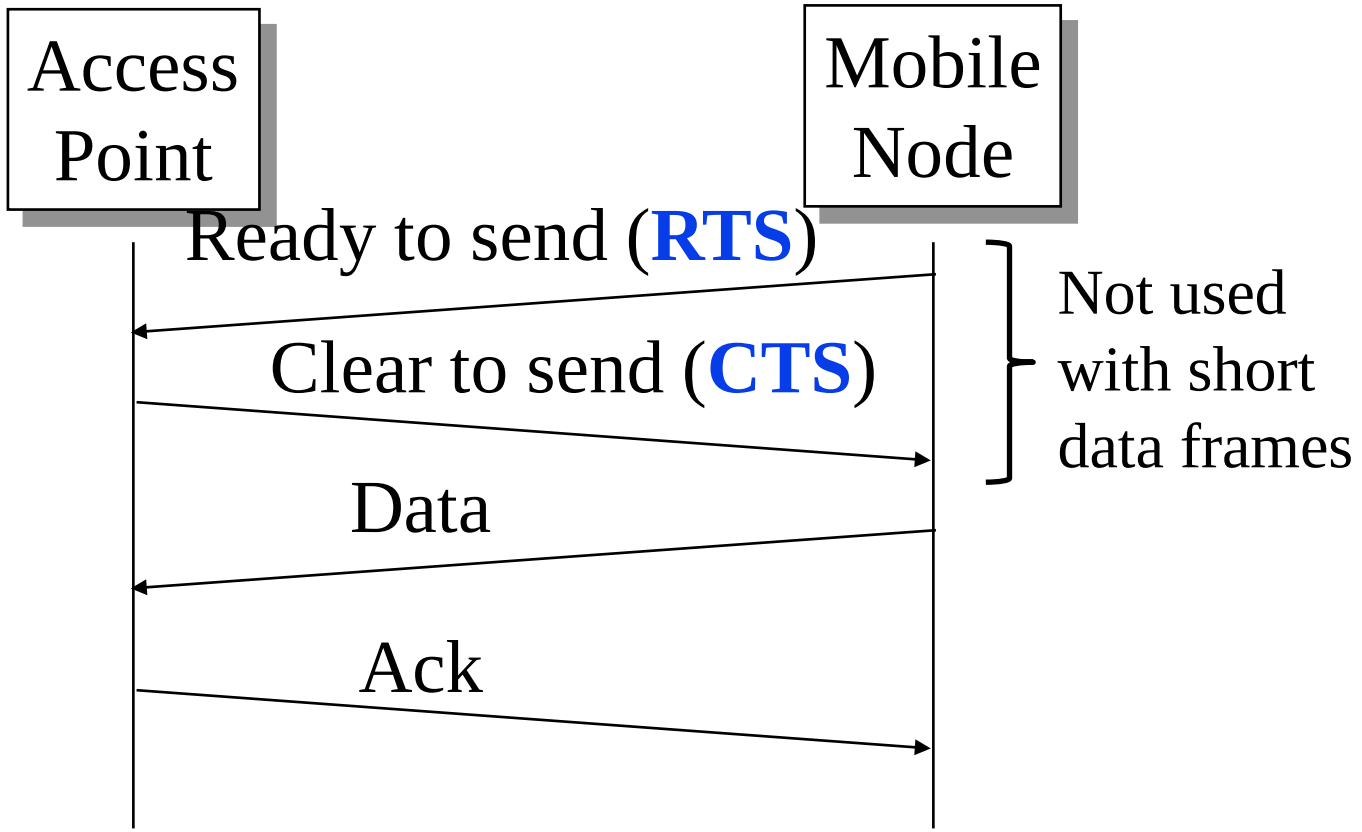
Active Scanning:

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

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4-Way Handshake



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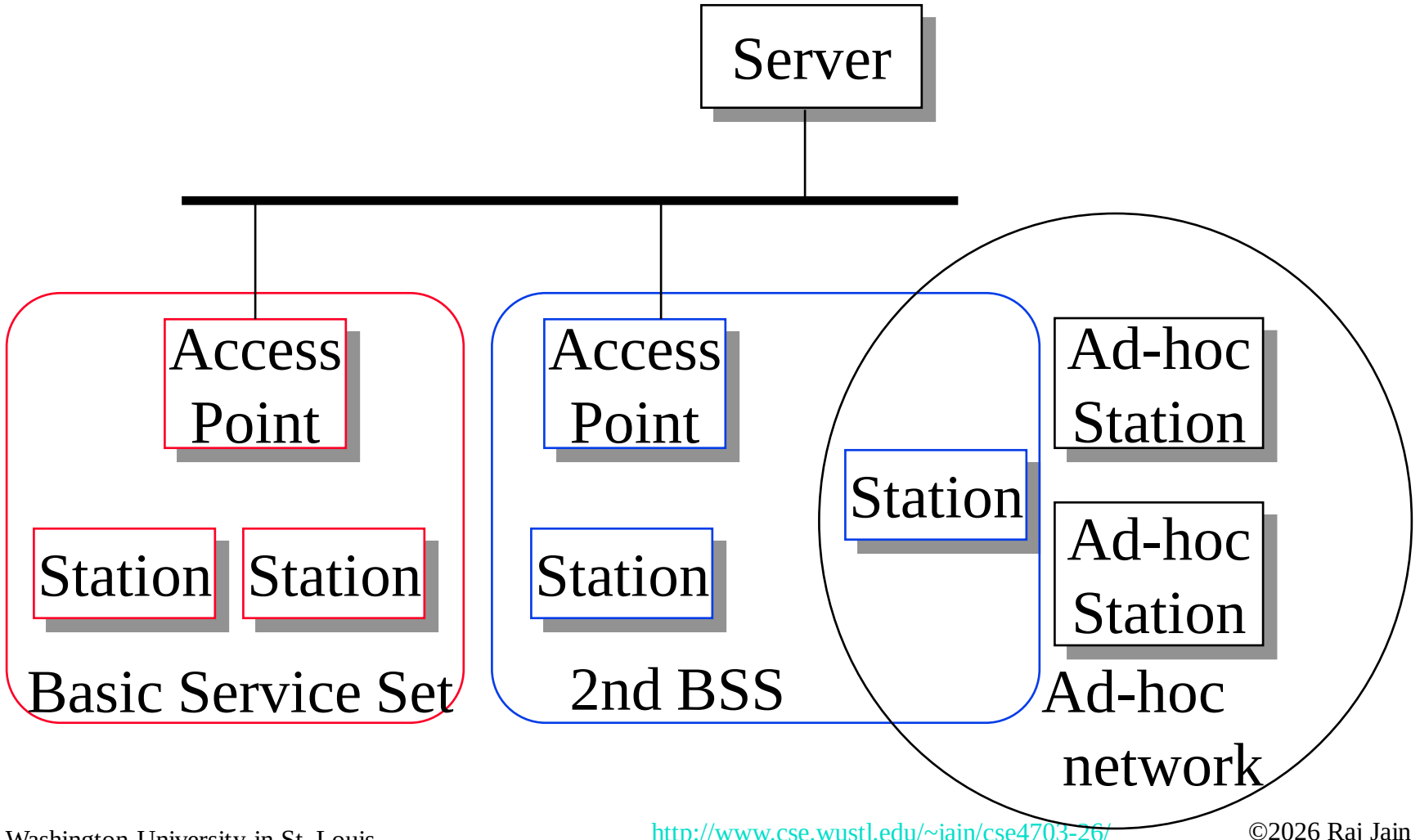
IEEE 802.11 MAC

- Carrier Sense Multiple Access with Collision Avoidance (CSMA/CA)
- Listen before you talk. If the medium is busy, the transmitter backs off for a random period.
- Avoids collision by sending a short message:
  Ready to send (RTS)
  RTS contains the destination address and duration of the message. It tells everyone to back off for the duration.
- The destination sends: Clear to send (CTS)
- Can not detect collision ⇒ Each packet is acked.
- MAC level retransmission if not acked.

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IEEE 802.11 Architecture



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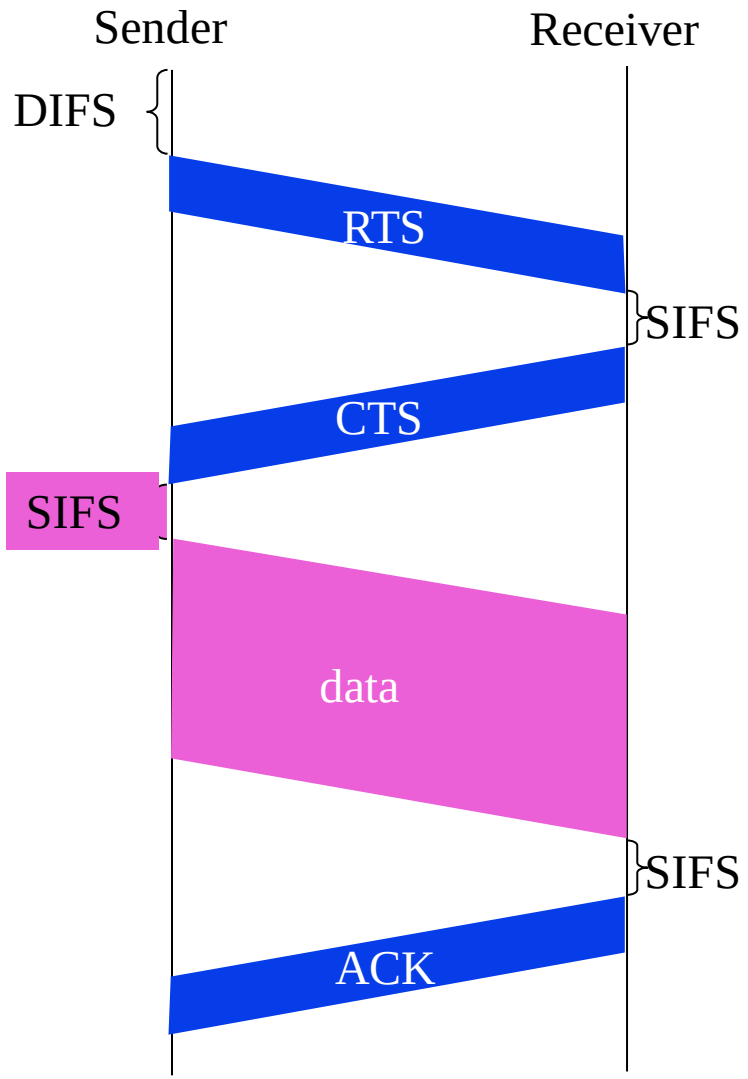
Architecture (Cont.)

- Basic Service Area (**BSA**) = Cell
  Area: Geographical area = a room or a building
- Each BSA may have several wireless LANs
- Basic Service Set (**BSS**)
  = Set of stations associated with an AP ={MAC_1,…,MAC_n}.
  Each BSS has a Service Set ID (**SSID**), e.g., WUSTL-Guest
- Extended Service Area (**ESA**) = Multiple BSAs interconnected via Access Points (**AP**) = multiple rooms in your home with different extenders advertising the identical SSID
- Extended Service Set (**ESS**)
  = Set of stations in an ESA
- Ad-hoc networks coexist and interoperate with infrastructure-based networks.

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Transmission Example



Short Interframe Spacing (**SIFS**) and Distributed Interframe Spacing (**DIFS**) are intervals set by the standards. 11b and 11ac have different values.

RTS, CST, and ACK are each one slot time long.

Each frame has a duration field. Everyone hears every frame.

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Homework 7B: Wi-Fi Transmission

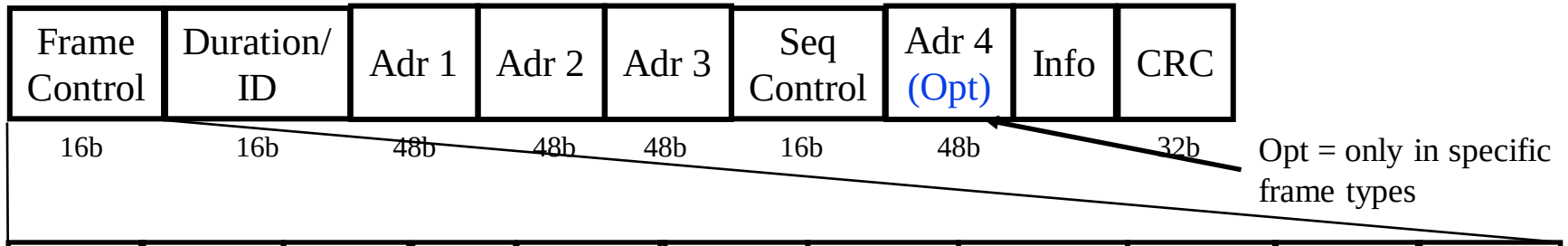
- [6 points] Suppose an 802.11b station is configured permanently to reserve the channel with the RTS/CTS sequence. Suppose this station suddenly wants to transmit 2,000 bytes of data, and all other stations are idle at this time. Assume a frame without data is 32 bytes long and has a transmission rate of **10** Mbps. Using SIFS of 30μs and DIFS of 60μs, ignoring propagation delay and assuming no bit errors, calculate the time required to transmit the frame and receive the acknowledgment.

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Ref: Problem P7

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Wi-Fi Frame Format



Prot. Ver.	Type	Sub type	To DS	From DS	More Frag.	Retry	Power mgmt	More Data	WEP	Order
2b	2b	4b	1b	1b	1b	1b	1b	1b	1b	1b

- Type: Control, management, or data
- Sub-Type: Association, disassociation, re-association, probe, authentication, de-authentication, CTS, RTS, Ack, …
- Retry/retransmission
- Going to Power Save mode
- More buffered data at AP for a station in power save mode
- Wired Equivalent Privacy (Security) info in this frame
- Strict ordering

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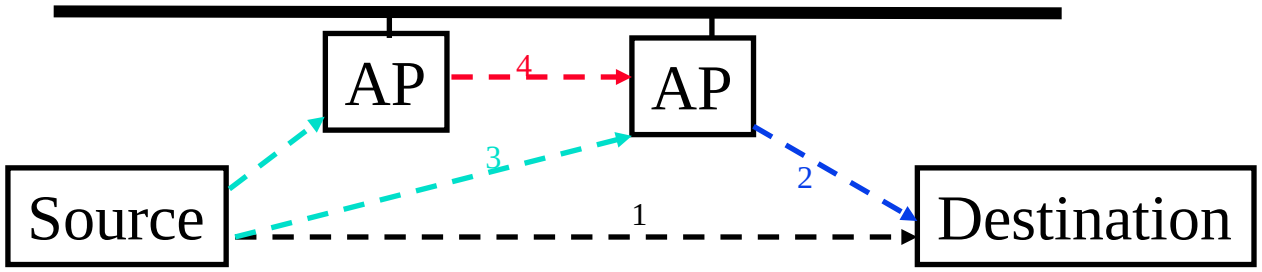
MAC Frame Fields

- **Duration/Connection ID**:
  - If used as a duration field, it indicates the time (in μs) channel will be allocated for successfully transmitting the MAC frame. Includes time until the end of Ack
  - In some control frames, it contains an association or connection identifier
- **Sequence Control**:
  - 4-bit fragment number subfield
    - For fragmentation and reassembly
  - 12-bit sequence number
  - Number frames between given transmitter and receiver

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802.11 Frame Address Fields

- All stations filter on "Address 1"



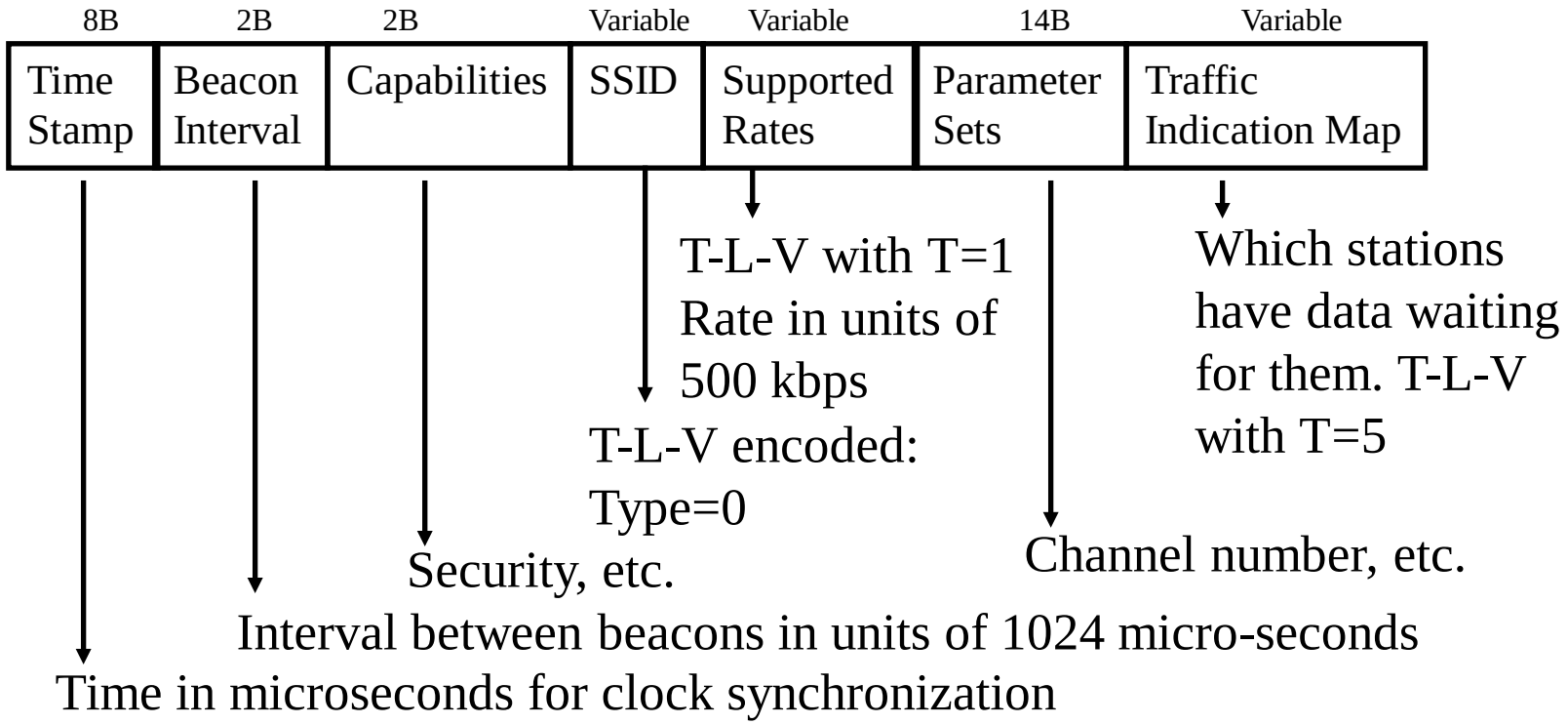
	To Distribution System	From Distribution System	Address 1	Address 2	Address 3	Address 4
1	0	0	Destination Address	Source Address	BSS ID	-
2	0	1	Destination Address	BSS ID	Source Address	-
3	1	0	BSS ID	Source Address	Destination Address	-
4	1	1	Receiver AP Address	Transmitter AP Address	Destination Address	Source Address

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Beacon Frame Format

- Info field in the 802.11 frame (after Address 4)



Ref: Nayarasi, "802.11 Mgmt: Beacon Frame," https://mrncciew.com/2014/10/08/802-11-mgmt-beacon-frame/

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Lab 7:Wi-Fi

[14 Points] Download the Wireshark traces from
http://gaia.cs.umass.edu/wireshark-labs/wireshark-traces.zip

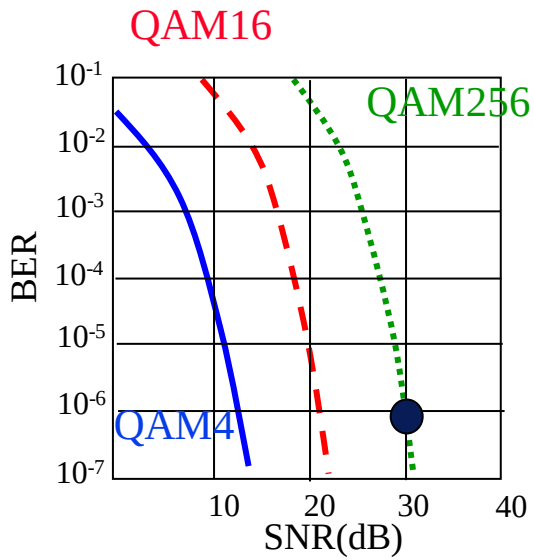
Open *Wireshark_802_11.pcap* in Wireshark. Select **View → Expand All**. Answer the following questions. There is no need to attach screen captures.

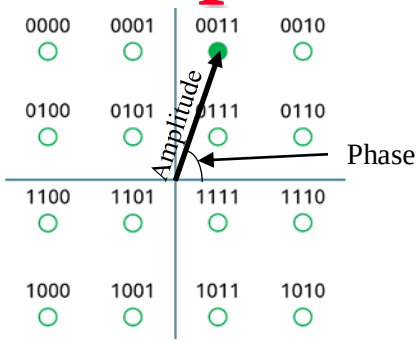
1. Frame 1 is a beacon frame. Ignore the first 24 bytes. (The frame control field is 80:00.) What is the SSID of the access point issuing this beacon frame?
2. What (in hexadecimal notation) is the source MAC address on Frame 1?
3. What (in hexadecimal notation) is the destination MAC address on Frame 1?
4. What (in hexadecimal notation) is the MAC BSS ID in Frame 1?
5. Frame 50 is a Probe Request, and Frame 51 is a Probe response. What are the sender, receiver, and BSS ID MAC addresses in these frames? What is the purpose of these two types of frames?

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802.11 Rate Adaptation





QAM16

QAM=Quadrature Amplitude Modulation

QAM2^n = n bits/Hz

dB = Deci-Bel

$$= 10 \log_{10} \frac{\text{Power Out}}{\text{Power In}}$$

- The base station and mobile dynamically change transmission rate (physical layer modulation technique) as mobile moves, and SNR varies.
- SNR decreases ⇒BER increases as the node moves away from the base station
- When BER becomes too high, switch to a lower transmission rate but with lower BER

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Power Management

- A station can be in one of three states:
  - Transmitter on
  - Receiver only on
  - Dozing: Both transmitter and receivers are off.
- Access point (AP) buffers traffic for dozing stations.
- AP announces which stations have frames buffered.
  A traffic indication map is included in each beacon.
  All multicasts/broadcasts are buffered.
- Dozing stations wake up to listen to the beacon.
  If data is waiting for it, the station sends a poll frame to get the data.

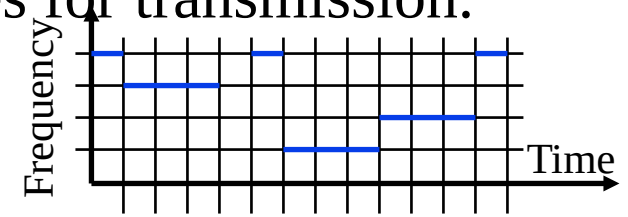
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Bluetooth

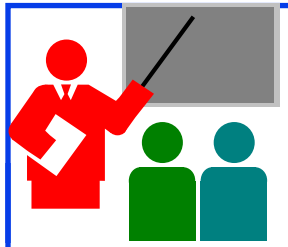


- Started with Ericsson's Bluetooth Project in 1994
- Named after Danish king Herald Blatand (AD 940-981) who was fond of blueberries
- Radio-frequency communication between cell phones over short distances
- IEEE 802.15.1, approved in early 2002, is based on Bluetooth
- Key Features:
  - Lower Power: 10 μA on standby, 50 μA while transmitting
  - Cheap: $5 per device
- A piconet consists of a master and several slaves. Master determines the timing and polls slaves for transmission.
- Frequency hopping spread spectrum



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Review: Wireless LANs and PANs

1. IEEE 802.11 PHYs: 11, 11b, 11g, 11a, 11n, …
2. IEEE 802.11 MAC uses CSMA/CA with a 4-way handshake: RTS, CTS, data, and ack
3. IEEE 802.11 network consists of ESS consisting of multiple BSSs, each with an AP.
4. 802.11 Frame Format may have up to 4 addresses and includes the final destination's MAC, which may not be wireless
5. Power management allows stations to sleep.
6. Bluetooth uses frequency hopping spread spectrum.

Student Questions

Ref: Section 7.3, Review Exercises R5-R12

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End of Part 2



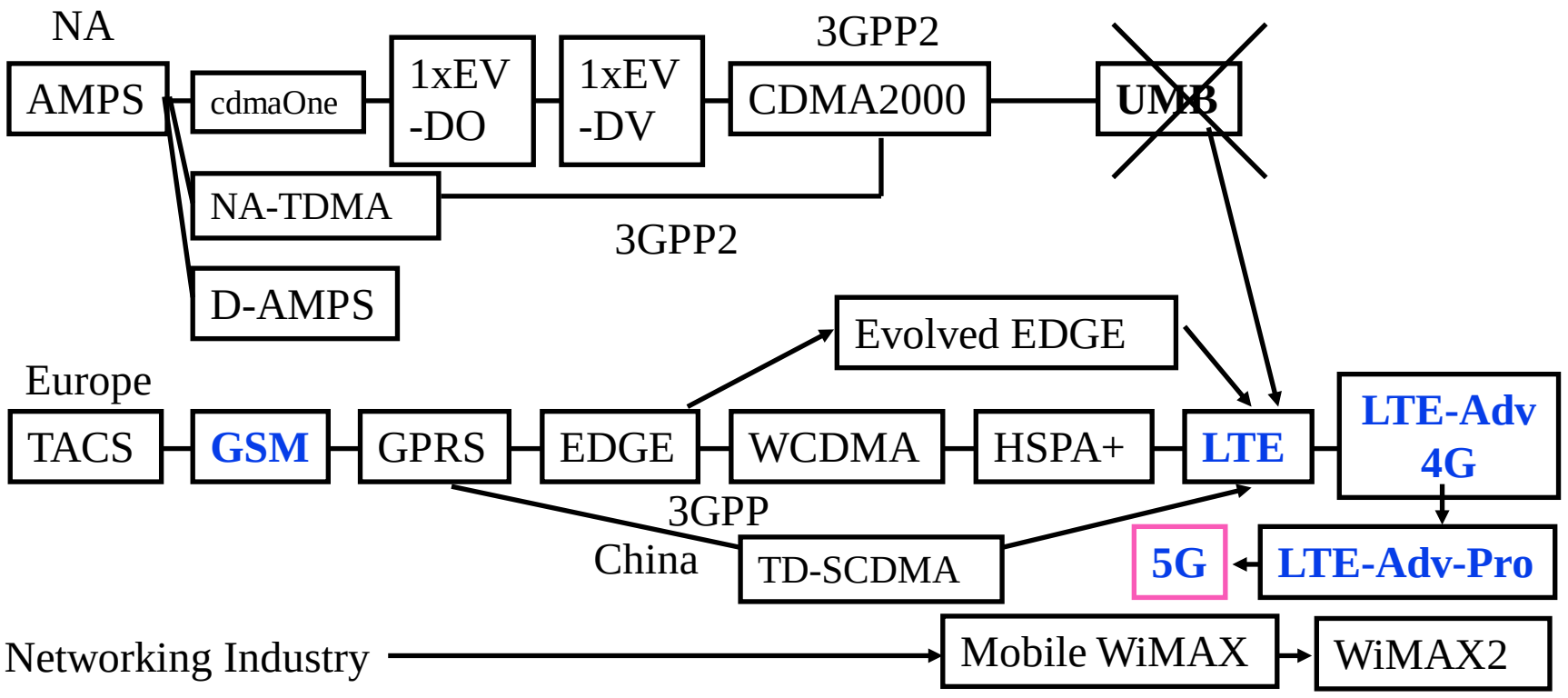
Cellular Networks

- Evolution of Cellular Technologies
- GSM Cellular Architecture
- Evolved Packet System (EPS)

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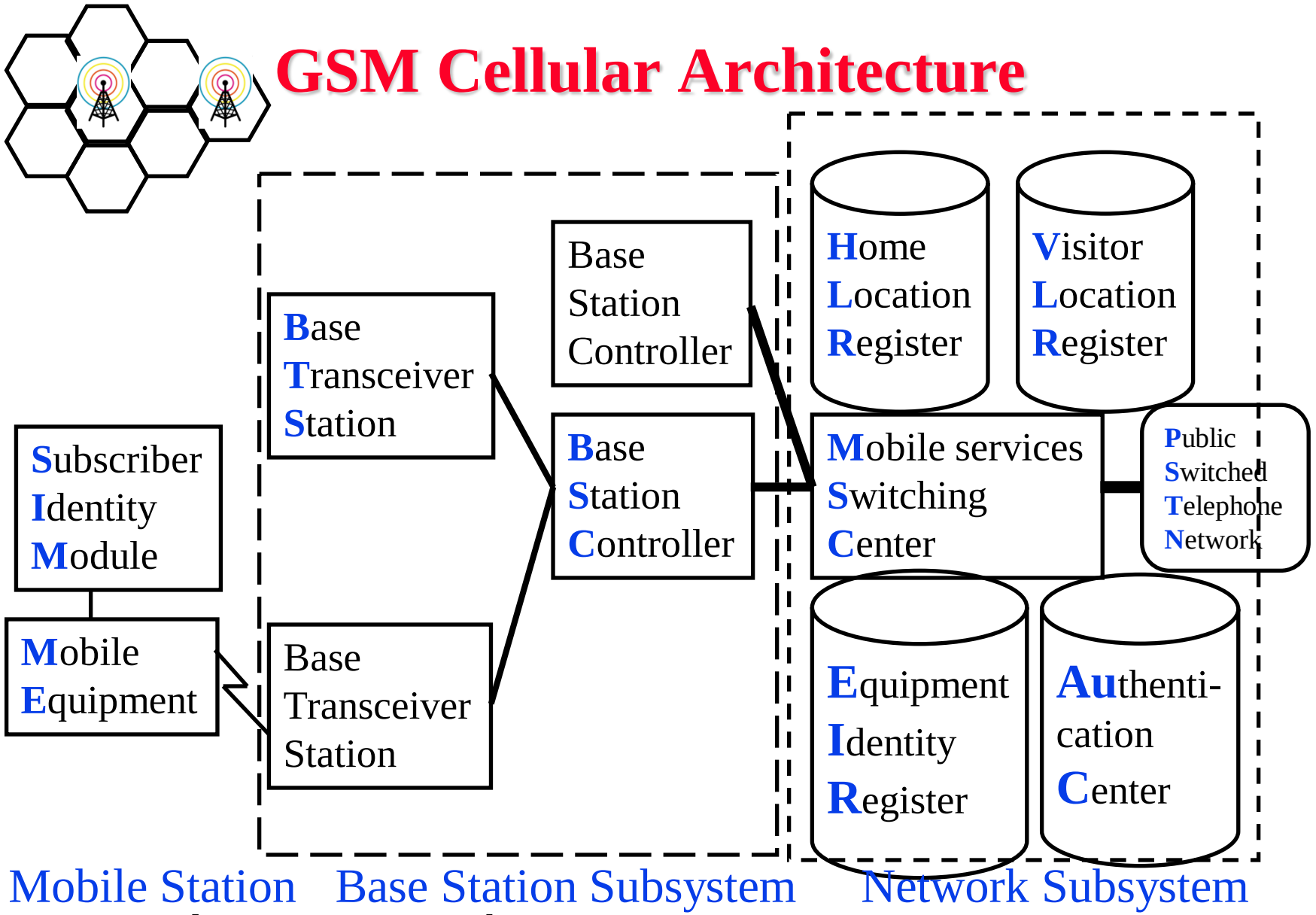
Cellular Telephony Generations



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GSM Cellular Architecture



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Cellular Architecture (Cont.)

- Base station controller (BSC) and Base transceiver station (BTS)
- One BTS per cell.
- One BSC can control multiple BTS.
  - Allocates radio channels among BTSs.
  - Manages call handoffs between BTSs.
  - Controls handset power levels
- Mobile Switching Center (MSC) connects to PSTN and switches calls between BSCs. Provides mobile registration, location, and authentication. Contains Equipment Identity Register.

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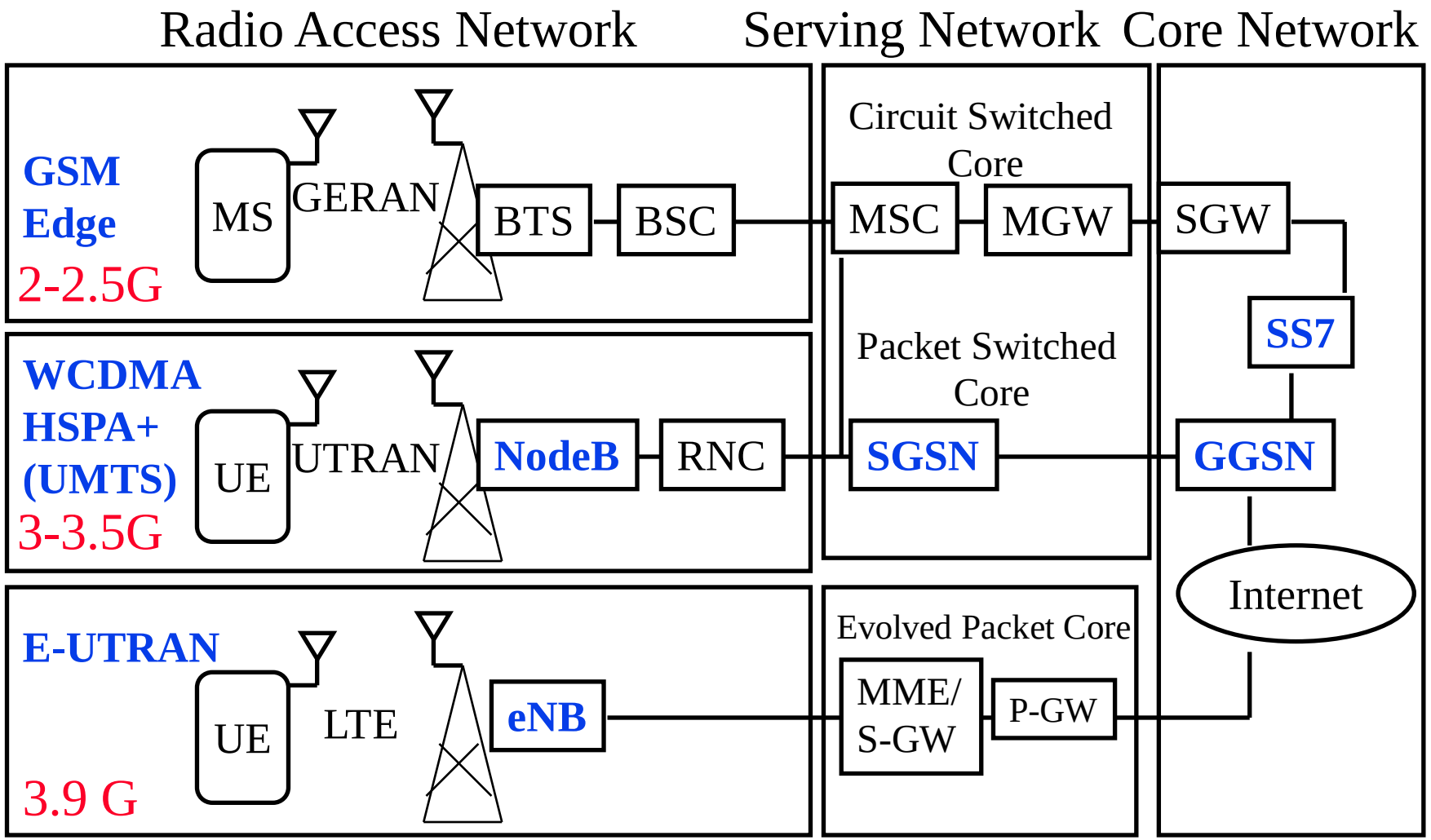
Cellular Architecture (Cont.)

- Home Location Register (HLR) and Visitor Location Register (VLR) provide call routing and roaming
- VLR+HLR+MSC functions are generally in one equipment
- Equipment Identity Register (EIR) lists all valid mobiles.
- Authentication Center (AuC) stores the secret keys of all SIM cards.
- Each handset has an International Mobile Equipment Identity (IMEI) number.

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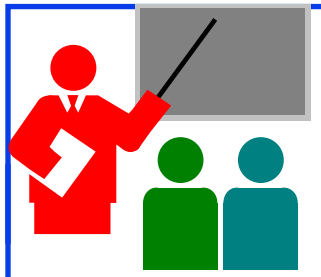
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Evolved Packet System (EPS)



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Review: Cellular Networks

1. 1G was Analog voice, 2G was Digital voice, 3G was CDMA with voice and high-speed data, 4G is high-speed data
2. A cellular system has a RAN with BTS, BSC, and a network subsystem with HLR, VLR, MSC, EIR, and AuC
3. ThreeG replaced RAN with UTRAN and BTS with NodeB. 4G uses eNB.

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4G/5G

1. LTE architecture and protocol stack
2. Media Access Method used in 4G/5G
3. Mobile-Base station communications and handover
4. 5G performance requirements

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LTE vs. 4G

Long-**T**erm **E**volution. 3GPP Release 8, 2009.

1. **LTE is 3.9G** (Pre-4G) cellular technology
   Sold as 4G by some providers (and by our textbook authors)

- **4G** = International Mobile Telecommunication (IMT) Advanced. Requirements in ITU M.2134-2008
- IP-based packet switch network
- 1.0 Gbps peak rate for fixed services with 100 MHz
- 100 Mbps for mobile services. High mobility to 500 km/hr

Feature	Cell	Cell Edge	Peak
DL Spectral Efficiency (bps/Hz)	2.2	0.06	15
UL Spectral Efficiency (bps/Hz)	1.4	0.03	6.75

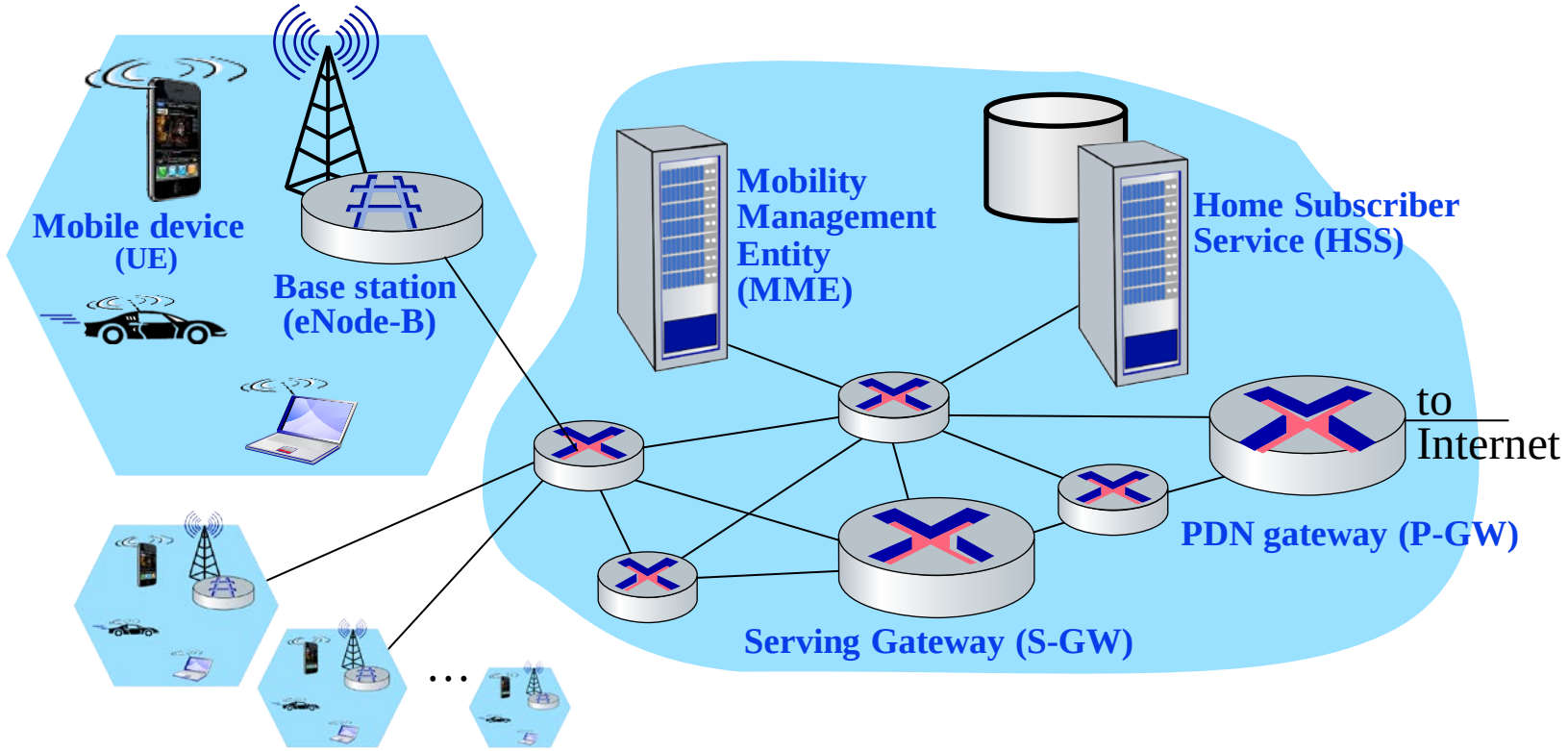
- Seamless connectivity and global roaming with smooth handovers
- ITU has approved **LTE-Advanced** as 4G (Oct 2010)

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LTE Architecture

- Evolved Packet Systems (EPS)



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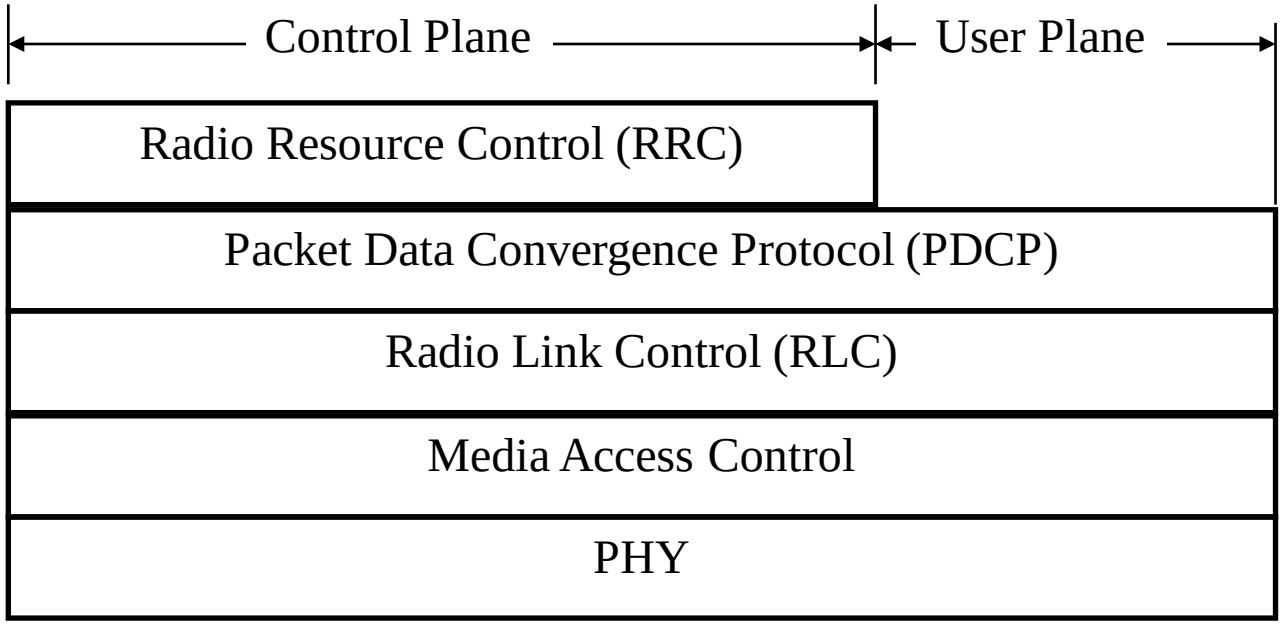
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Evolved Packet System

- **User Equipment (UE):** Mobile device, phone, sensors, …
- **Enhanced Node B (eNodeB):** Base Station. Similar to Wi-Fi AP. Coordinates with nearby base stations to optimize radio
- **Serving Gateway**: Demarcation point between RAN and Core. Serves as mobility anchor when terminals move
- **Packet Data Network Gateway (PGW)**: Termination of EPC towards Internet or IMS network. IP services, address allocation, deep packet inspection, policy enforcement
- **Mobility Management Entity (MME)**: Location tracking, paging, roaming, and handovers. All control plane functions related to subscriber and session management.
- **Policy and Charging Rules Function (PCRF)**: Manages QoS (not shown)

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LTE Protocol Stack



- **Radio Resource Control (RRC):** Control plane functions of Paging, Connection, Disconnection, Mobility Management, QoS Management

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Packet Data Convergence Protocol (PDCP)

1. **Header compression** using IETF Robust Header Compression (ROHC)
2. **Integrity** Protection of control plane data using Message Authentication Code (MAC)
3. **Ciphering** (Encryption)
4. **In-sequence delivery** and duplicated elimination

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Radio Link Control Layer

1. Segmentation and Reassembly
2. Aggregation (Concatenation)
3. Re-order out-of-order PDUs, ARQ.

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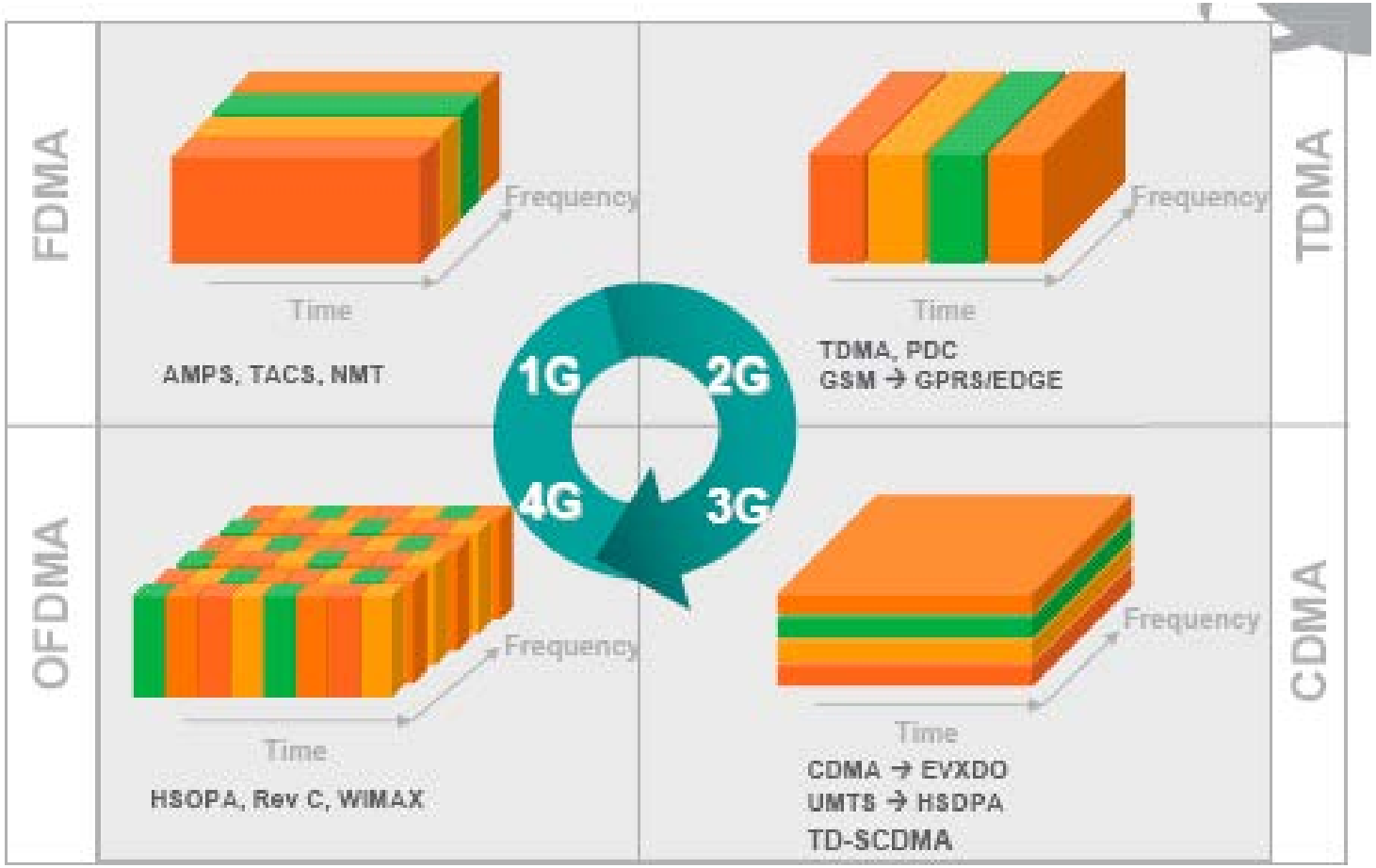
Media Access Control (MAC)

1. Multiplexing of various control and transport channels
2. Transmission scheduling
3. Error control (retransmissions)

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Multiple Access Methods



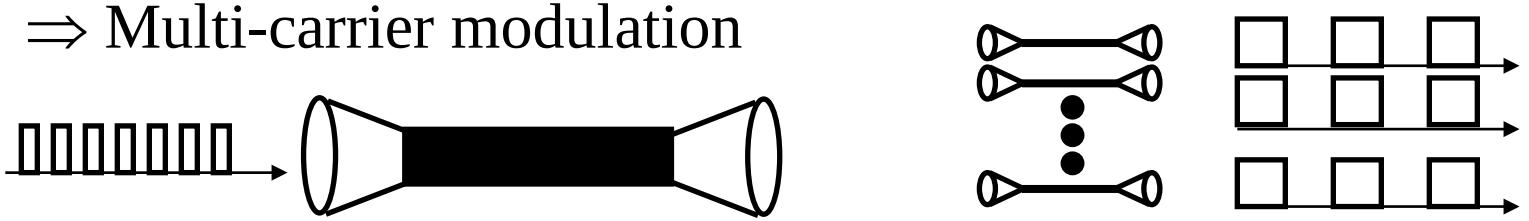
Source: Nortel

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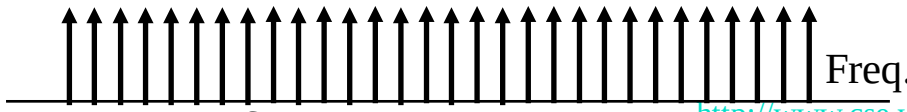
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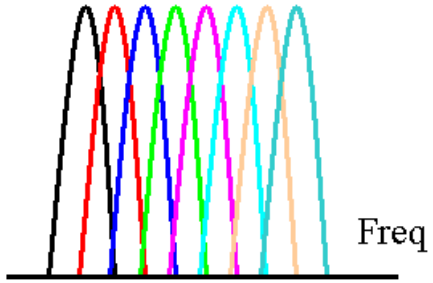
OFDM

- Orthogonal Frequency Division Multiplexing
- Ten 100 kHz channels are better than one 1 MHz Channel
  ⇒ Multi-carrier modulation



- Frequency band is divided into 256 or more sub-bands.
  Orthogonal ⇒ Peak of one at the null of others
- Each carrier is modulated with a BPSK, QPSK, 16-QAM, 64-QAM, etc., depending on the noise (Frequency selective fading)
- Used in 802.11a/g, 802.16,
  Digital Video Broadcast handheld (DVB-H)
- Easy to implement using FFT/IFFT





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Advantages of OFDM

- Easy to implement using FFT/IFFT.
  FFT/IFFT are implemented only as powers of 2 (256, 1024, …)
- Graceful degradation if an excess delay
- Robustness against frequency selective burst errors
- Allows adaptive modulation and coding of subcarriers
- Robust against narrowband interference (affecting only some subcarriers)
- Allows pilot subcarriers for channel estimation

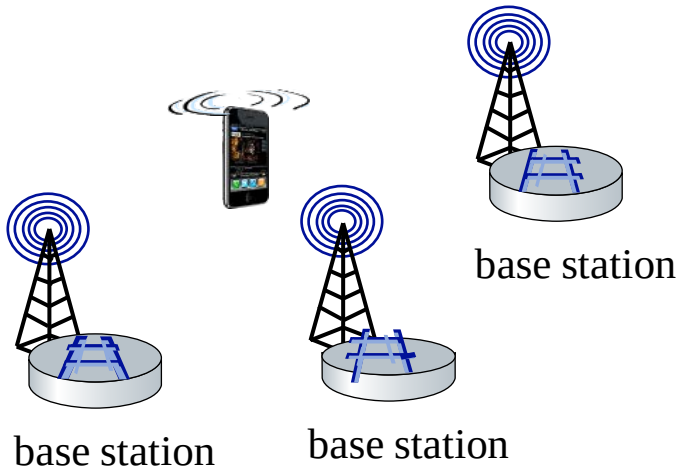


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End of Part 3

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UE Association with a BS

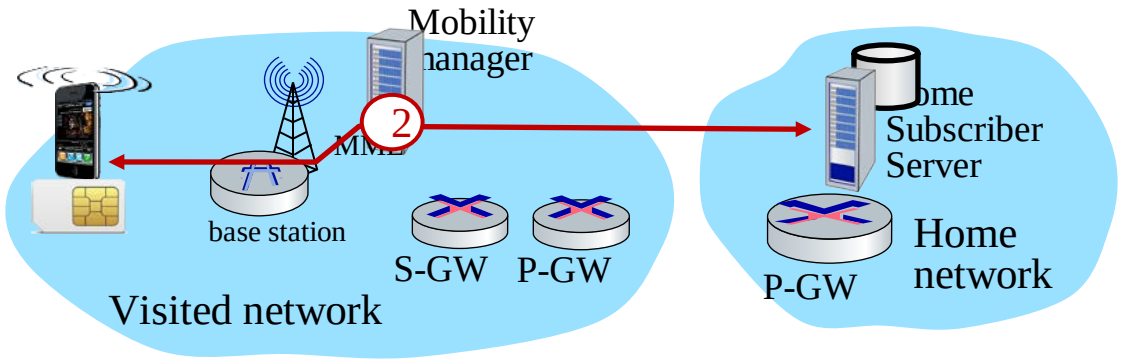


- Each BS broadcasts a primary synch signal every 5ms
- Mobile listens to multiple such broadcasts
  Finds channel bandwidth, configuration, carrier info
- Mobile finds a BS from its compatible carrier and associates with it
- BS authenticates the mobile, sets up all components of the control plane and data plane

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Configuring LTE Control-Plane Elements



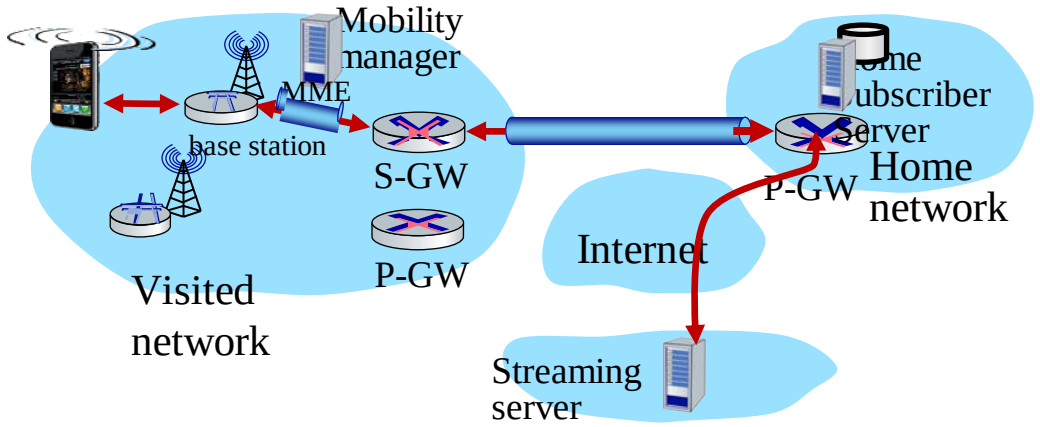
- Mobile communicates with local MME via BS control-plane channel
- MME uses mobile's IMSI info to contact mobile's home HSS
  - Retrieve authentication, encryption, network service information
  - Home HSS knows mobile now resident in the visited network
- BS, mobile select parameters for BS-mobile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

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Configuring Data-Plane Tunnels for Mobile

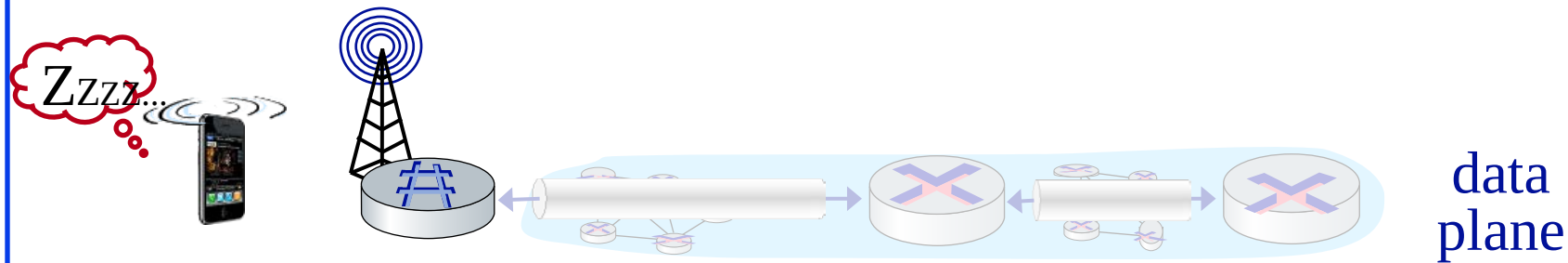
- S-GW to BS Tunnel: when mobile changes base stations, change the endpoint IP address of the tunnel
- S-GW to Home P-GW Tunnel: implementation of indirect routing
- Tunneling via GTP (GPRS tunneling protocol): mobile's datagram to streaming server encapsulated using GTP inside UDP, inside a datagram



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LTE Mobile Sleep Modes

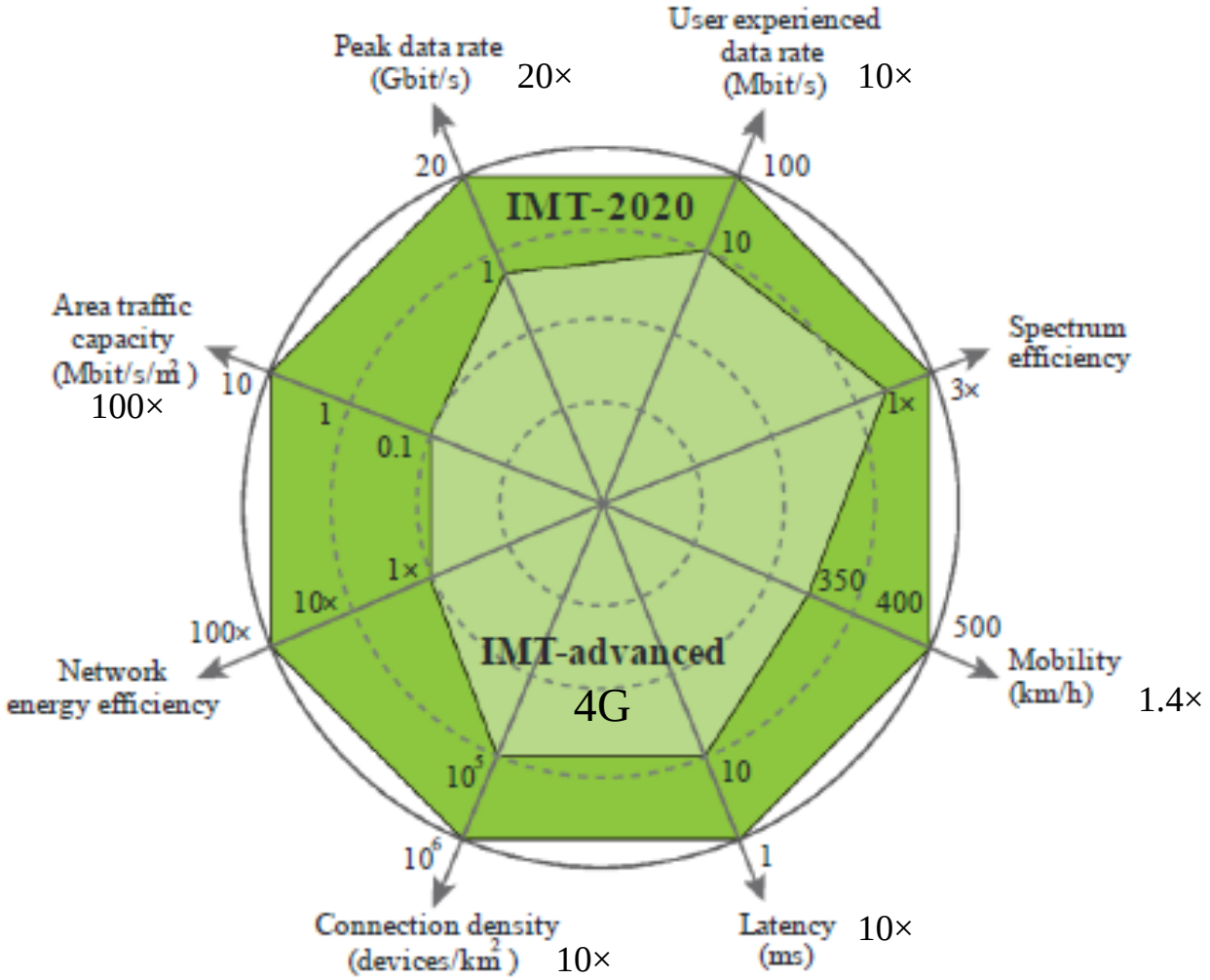


- LTE mobiles put the radio to sleep to conserve battery
- Light Sleep: Wake up periodically (100 ms). Check downstream transmissions to see if there are any calls.
- Deep Sleep: 5-10s of inactivity. It may be found that the BS has changed. Will re-establish association with a new BS.

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5G Definition



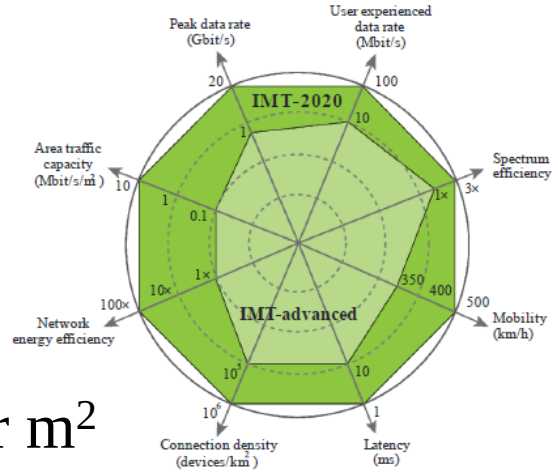
Ref: ITU-R Recommendation M.2083-0, "IMT Vision – Framework and overall objectives of the future development of IMT for 2020 and beyond," Sep. 2015, 21 pp., https://www.itu.int/dms_pubrec/itu-r/rec/m/R-REC-M.2083-0-201509-I!!PDF-E.pdf

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5G Definition (Cont)

1. **Peak Data Rate**: The max rate per user under ideal conditions is 10 Gbps for mobiles and 20 Gbps under certain conditions.
2. **User experienced Data Rate**: 95% Rate across the coverage area per user. 100 Mbps in urban/suburban areas. 1 Gbps hotspot.
3. **Latency**: Radio contribution to latency between send and receive
4. **Mobility**: Max speed at which seamless handover and QoS is guaranteed
5. **Connection Density**: Devices per km^2
6. **Energy Efficiency**: Network bits/Joule, User bits/Joule
7. **Spectrum Efficiency**: Throughput per Hz per cell
8. **Area Traffic Capacity**: Throughput per m^2



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5G Applications

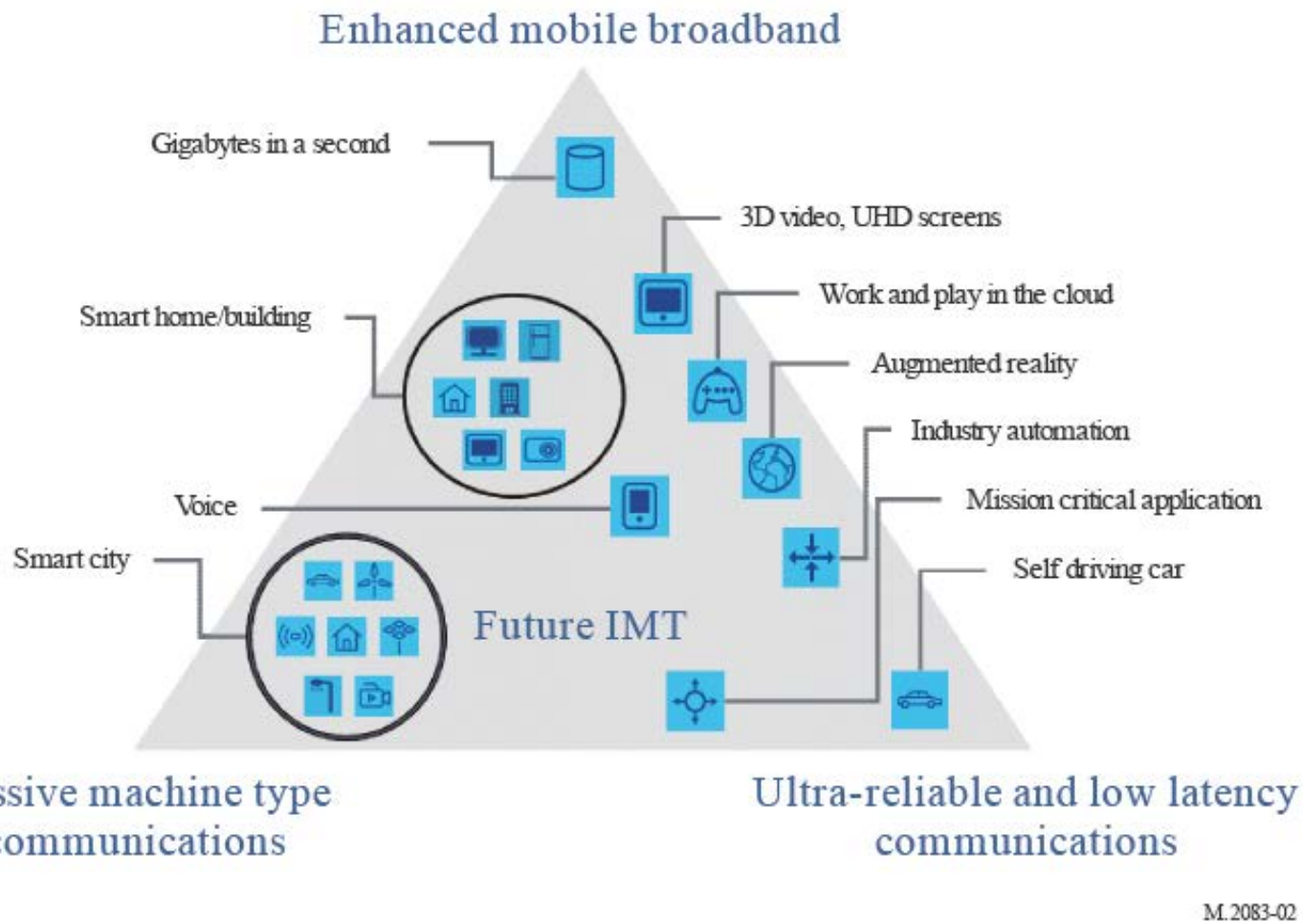
Three Key Application Areas:

1. **Enhanced Mobile Broadband (eMBB)**: Better mobile phones and hot spots. High data rates and high user density. Human-centric communications
2. **Ultra-Reliable and Low-Latency Communications (URLLC)**: Vehicle-to-Vehicle communication, Industrial IoT, 3D Gaming. Human and Machine centric communication
3. **Massive Machine Type Communications (mMTC)**: Many devices, low data rate, and low power. IoT with a long battery lifetime. Addition to GSM, LoRa, Zigbee, etc. Machine-centric communication.

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5G Applications (Cont)



Ref: ITU-R M.2083-0, "IMT Vision – Framework and overall objectives of the future development of IMT for 2020 and beyond," Sep. 2015. https://www.itu.int/dms_pubrec/itu-r/rec/m/R-REC-M.2083-0-201509-I!!PDF-E.pdf

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Spectrum for 5G

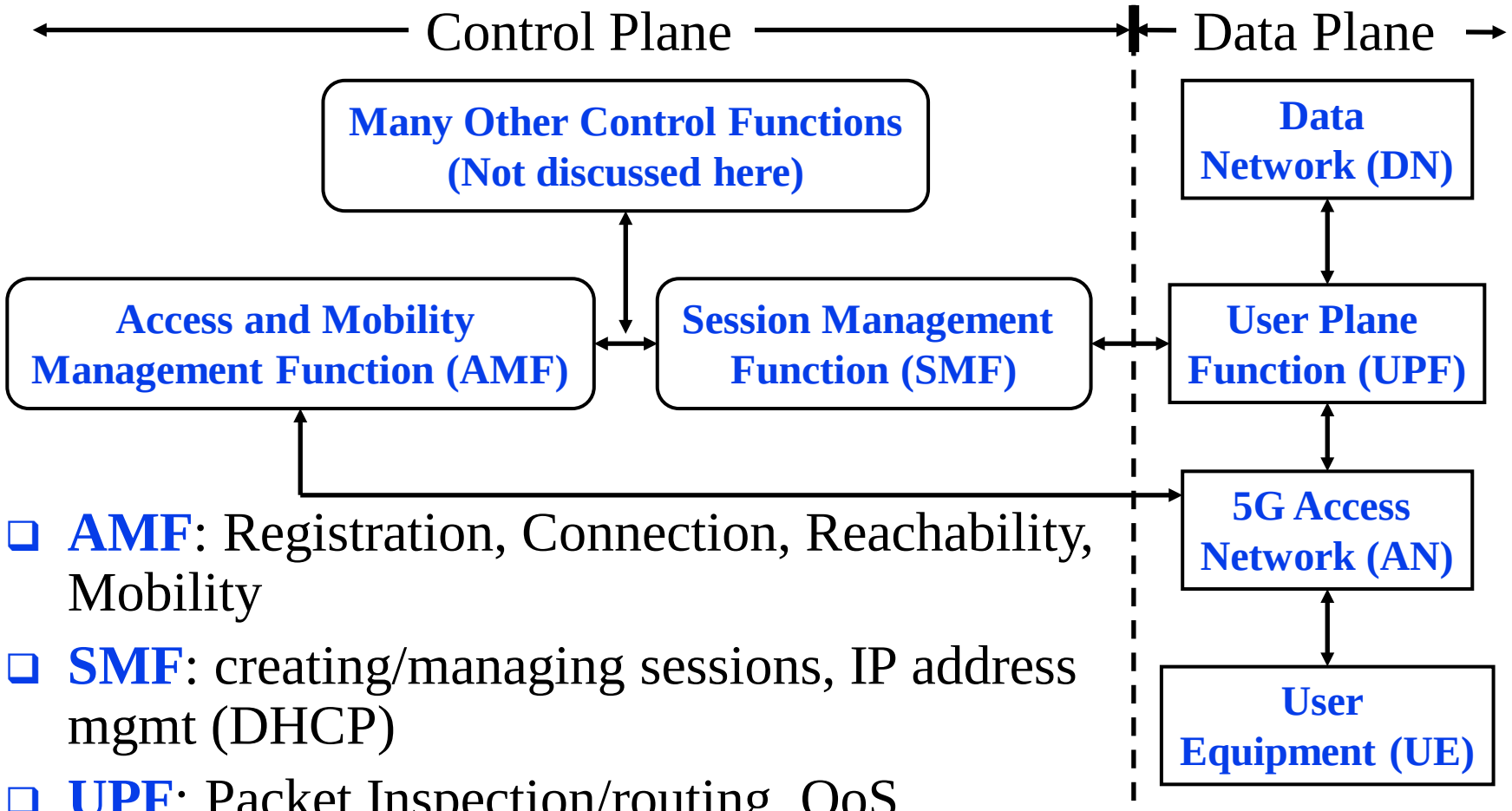
- The World Radio-communications Conference (WRC) determines the spectrum requirements
- Two Frequency Ranges (FRs)
  - **FR1**: Sub 6-GHz. There are several new bands in this range.
  - **FR2**: 24.25-52.6 GHz (mm-Waves)
    $\Rightarrow$ Good for high throughput in small cells
  - NR can use both paired and unpaired spectrum
    NR specs list 26 operating bands for FR1 and 3 for FR2.

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5G Core Architecture

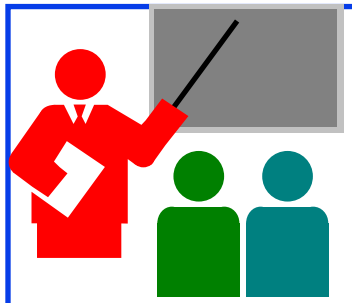
- Clear separation of control plane and data plane



- **AMF**: Registration, Connection, Reachability, Mobility
- **SMF**: creating/managing sessions, IP address mgmt (DHCP)
- **UPF**: Packet Inspection/routing, QoS,

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Review: 4G/5G

1. ITU-T sets requirements for the next generation of telecommunication networks every ten years.
2. 4G requirements are specified in the IMT-Advanced document. LTE is pre-4G technology. LTE-Advanced was approved as 4G.
3. Orthogonal Frequency Division Multiplexing Access (OFDMA) is used for media access control
4. All generations of telecommunications allow mobiles to sleep to improve battery life.
5. 5G extends improves performance over 4G by a factor of 10

Read Sections 7.4 and do R12-R31.

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End of Part 3

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Mobility Management

- Mobile IP: Mechanisms
- Mobility in 4G/5G Networks
- Handover between BSs in the Same Cell

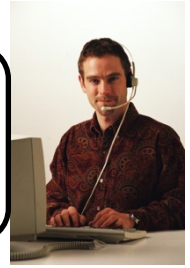
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Mobility: Mr. Smith Goes to Washington







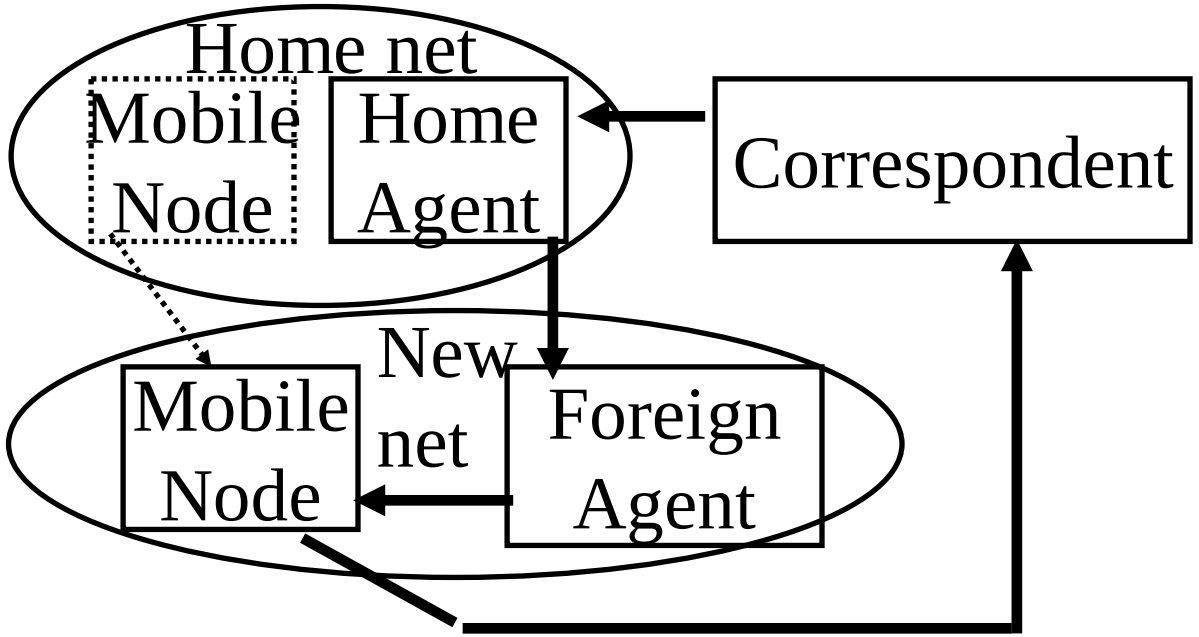


- We need:
  - An agent at a home office: Home Agent
  - An agent at a foreign office: Foreign Agent

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Mobile IP: Mechanisms







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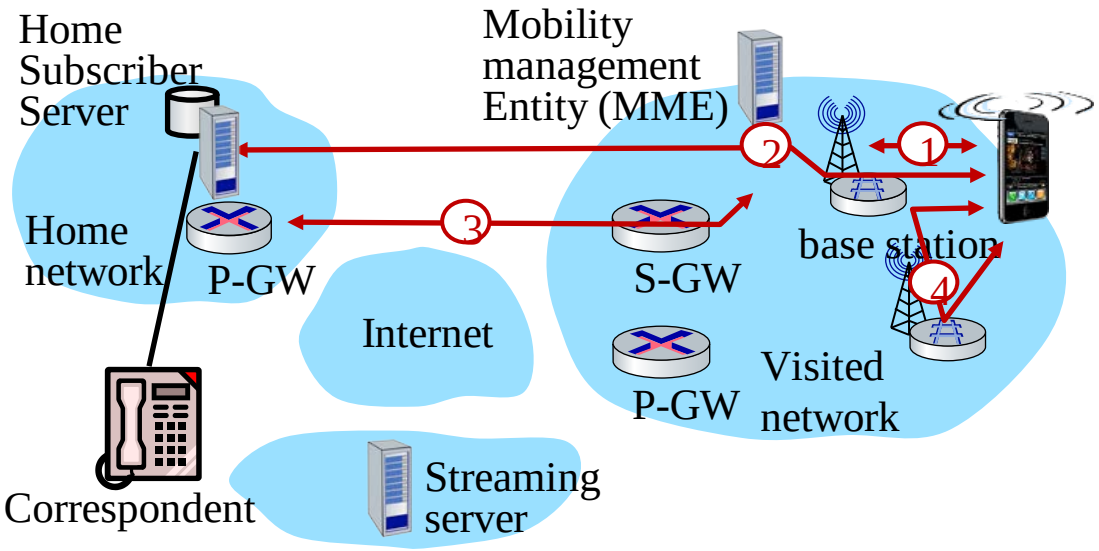
Mechanism (Cont.)

- Mobile node finds foreign agents via solicitation or advertising
- Mobile registers with the foreign agents and informs the home agent
- The home agent intercepts the mobile node's datagrams and forwards them to the care-of-address
- Care-of-address (COA): Address of the end-of-tunnel towards the mobile node. It may or may not be a foreign agent.
- At COA, the datagram is extracted and sent to mobile.

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Mobility in 4G/5G Networks



1. Mobile associates with the nearest *compatible* base station. Provides IMSI and home network

2. MME contacts home HSS. It makes an entry in its register and authorizes the visited network MME.

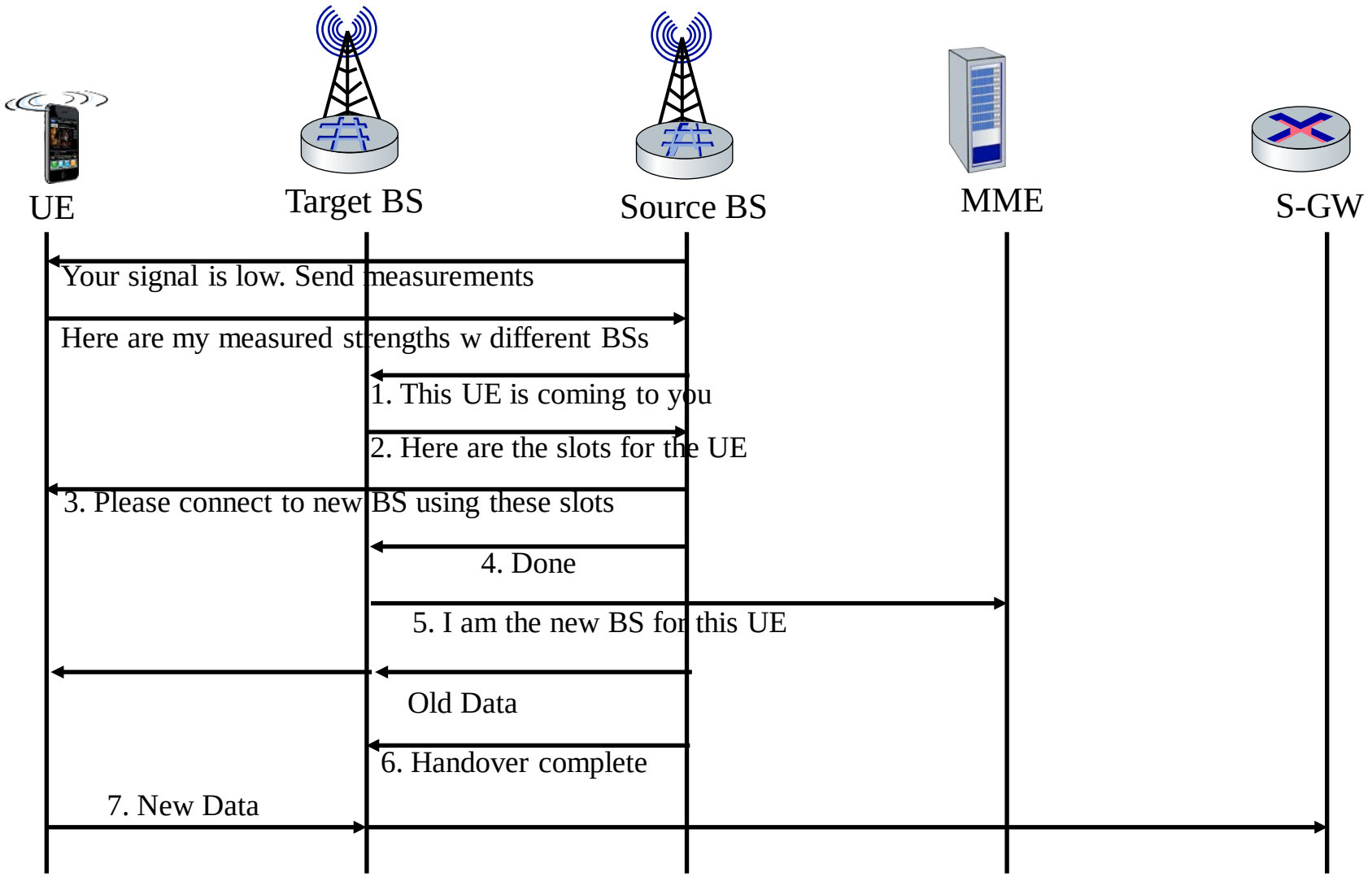
3. When someone calls the mobile, PDN-Gateway in-home tunnels the packets to the serving gateway in the visited network. This is indirect routing because all packets have to first go to the home network.

4. If the mobile changes base stations, the Serving Gateway simply changes the endpoint address of its tunnel to the new base station

5. GPRS tunneling protocol (GTP) is used to connect to streaming servers.

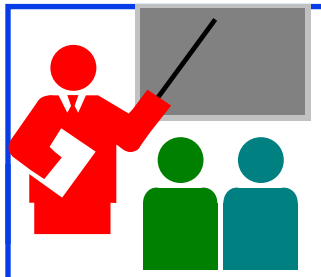
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Handover between BSs in the Same Cell



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Review: Mobility Management

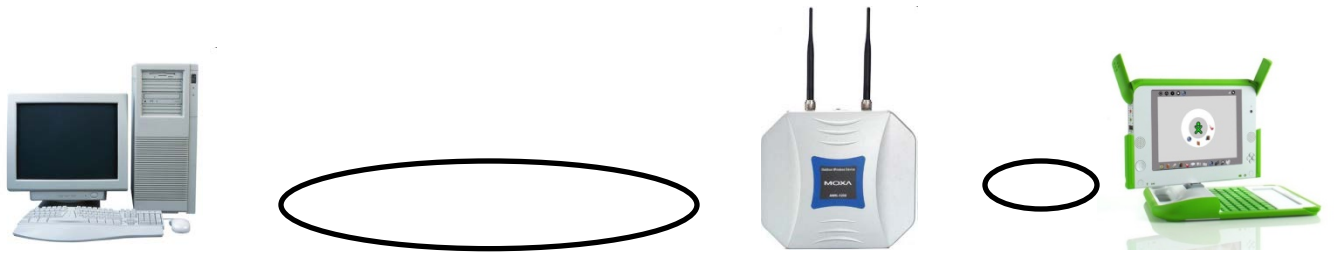
- Mobile IP uses the Home Agent as an Anchor. Packets are tunneled from the Home Agent to the Care-of-Address
- LTE uses MME for mobility. All packets are routed through the home network.
- Handoff between towers in a single network is done through MME.

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Impact on Higher Layer Protocols

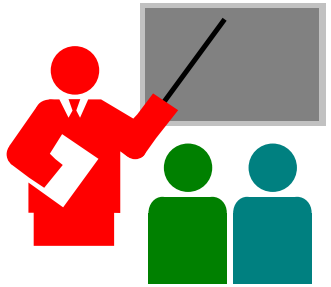
- Layered Architecture ⇒ Upper layers are independent of lower layers
- Wireless ⇒ High error rate ⇒ Frequent packet losses
  ⇒ Triggers TCP congestion control even if there is no overload
- TCP modifications:
  - Local Recovery: Link-level retransmissions and error correction
  - Wireless-aware TCP Sender:
    Distinguish overload (sustained) and random errors
  - Split-Connection: Host1-to-AP + AP-to-Host2



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Summary



1. Code division multiple access “was” commonly used in wireless networks
2. IEEE 802.11 uses CSMA/CA with RTS, CTS, data, and ack. A frame may have up to 4 addresses.
3. Bluetooth is a PAN that uses very little energy
4. Cellular networks have evolved from analog voice to digital voice and finally to high-speed data.
5. Mobile IP uses home agents as anchors.
6. Cellular networks use MMEs to manage mobility.
7. Frequent packet losses due to errors may confuse TCP as network congestion.

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Acronyms

1xEV-DO	1 times Evolution to Data Optimized
1xEV	1 times Evolution
3GPP	Third Generation Partnership Project
6LowPAN	IPv6 on Low Power Personal Area Network
ACK	Acknowledgement
AD	Anno Domini (Latin for "in the year for the Lord"). After Crist.
AMF	Access and Mobility Management Function
AMPS	Advanced Mobile Phone System
AP	Access point
ARQ	Automatic Repeat Request (Retransmission)
AuC	Authentication Center
BER	Bit Error Rate
BPSK	Binary Phase Shift Keying
BS	Base Station
BSA	Basic Service Area
BSC	Base Station Controller
BSS	Basic Service Set

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Acronyms (Cont)

- BSSID Basic Service Set ID
- BTS Base transceiver station
- CA Collision Avoidance
- CAP Contention Access Period
- CDMA Code Division Multiple Access
- CEPT Committee of European Posts and Telegraph
- CFP Contention Free Period
- COA Care-of-address
- CRC Cyclic Redundancy Check
- CSE Computer Science and Engineering
- CSMA Collision Sense Multiple Access
- CTS Clear to Send
- dB deciBel
- DCN Data Communication Network
- DHCP Dynamic Host Control Protocol
- DIFS Distributed Inter-Frame Spacing

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Acronyms (Cont)

DO	Data Only
DSSS	Direct Sequence Spread Spectrum
DV	Data and Voice
DVB	Digital Video Broadcast
EDGE	Enhanced Data rate for GSM evolution
EGPRS	Enhanced GPRS
EIA	Electronic Industry Association
EIR	Equipment Identity Register
eMBB	Enhanced Mobile Broadband
eNB	Enhanced Node B
eNodeB	Enhanced Node B
EPC	Evolved Packet Core
EPS	Evolved Packet System
ESA	Extended Service Area
ESS	Extended Service Set
FCC	Federal Communications Commission

Student Questions

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Acronyms (Cont)

- FDMA Frequency Division Multiple Access
- FFT Fast Fourier Transform
- FR Frequency Range
- FR1 Freuqency Range 1: Sub 6-GHz
- FR2 Frequency Range 2:24.25-52.6 GHz (mm-Waves)
- GERAN GSM Enhanced Radio Access Network
- GGSN Gateway GPRS Support Node
- GHz Giga Hertz
- GPRS General Packet Radio Service
- GSM Global System for Mobile Communications
- GTP GPRS tunneling protocol
- GTS Guaranteed Transmission Service
- GW Gateway
- HART Highway Addressable Remote Tra
- HLR Home Location Register

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Acronyms (Cont)

- HSPA High-Speed Packet Access
- HSPDA High-Speed Packet Download Access
- HSS Home Subscriber Service
- ID Identifier
- IEEE Institution of Electrical and Electronics Engineers
- IETF Internet Engineering Task Force
- IFFT Inverse Fast Fourier Transform
- IFS Inter-frame space
- IMEI International Mobile Equipment Identifier
- IMS IP Multimedia Subsystem
- IMSI International Mobile Subscriber Identity
- IMT International Mobile Telecommunication
- IoT Internet of Things
- IP Internet Protocol
- IPv6 IP version 6
- IS International Standard

Student Questions

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Acronyms (Cont)

ISA	International Society of Automation
ISDN	Integrated Switched Digital Network
ITU-R	International Telecommunications Union (Radiocommunications Sector)
ITU-T	International Telecommunications Union (Telecommunication Sector)
ITU	International Telecommunications Union
kHz	kilo Hertz
kW	kilo Watts
LAN	Local Area Network
LoRa	Long Range (Wireless)
LoRaWAN	Long Range (Wireless) Wide Area Network
LR	Long-Range
LTE	Long-Term Evolution
mA	milli-Ampere
MAC	Media-Access Control
MANET	Mobile Ad-hoc Network

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Acronyms (Cont)

MGW	Media Gateway
MHz	Mega Hertz
MIMO	Multiple Input Multiple Output
MiWi	Microchip Technology (company) Wireless
MME	Mobility Management Entity
mMTC	Massive Machine Type Communications
MO	Missouri
MSC	Mobile Switching Center
mW	milli-Watt
NA	North America
NAT	Network Address Translator
NodeB	Node B (Base Station)
NR	New Radio
OFDM	Orthogonal Frequency Division Multiplexing
OFDMA	Orthogonal Frequency Division Multiple Access
P-GW	PDN Gateway

Student Questions

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Acronyms (Cont)

PAN	Personal Area Network
PAPR	Peak-to-Average Power Ratio
PC	Personal Computer
PCRF	Polic and Charging Rules Function
PDCP	Packet Data Convergence Protocol
PDN	Public Data Network
PDU	Protocol Data Unit
PGW	Packet Data Network Gateway
PHY	Physical Layer
PIFS	Point-Coordination Inter-Frame space
PSTN	Public Switched Telephone Network
QAM	Quadrature Amplitude Modulation
QoS	Quality of Service
QPSK	Quadrature Phase Shift Keying
RAN	Radio Access Network
RNC	Radio Network Controller
ROHC	Robust Header Compression

Student Questions

Acronyms (Cont)

- RRC Radio Resource Control
- RTS Ready to send
- S-GW Service Gateway
- SC Single Carrier
- SCDMA Synchronous CDMA
- SGSN Service GPRS Support Node
- SGW Serving Gateway
- SIFS Short Inter-Frame Spacing
- SIM Subscriber Identification Mod
- SMF Session Management Function
- SNR Signal to Noise Ratio
- SS7 Signaling System 7
- SSID Service Set Identifier
- SYN Synchronizing Frame
- SYNACK SYN Acknowledgement
- TACS Total Access Communications System
- TCP Transmission Control Protocol

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Acronyms (Cont)

- TD-SCDMA Time Duplexed Synchronous CDMA
- TD Time Duplexed
- TDMA Time Division Multiple Access
- TIA Telecom Industry Association
- TV Television
- UDP User Datagram Protocol
- UE User Element
- UK United Kingdom
- UMB Ultra Mobile Broadband
- UMTS Universal Mobile Telecommunication
- UPF User Plane Function
- URLLC Ultra-Reliable Low-Latency Communication
- USA United States of America
- UTRAN Evolved UTRAN
- UTRAN UMTS Terrestrial Radio Access
- VANET Vehicular Ad-hoc Network
- VLR Visitor Location Register

Student Questions

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Acronyms (Cont)

- WCDMA Wide-band CDMA
- WEP Wired Equivalent Privacy
- WPAN Wireless Personal Area Network
- WUSTL Washington University in St. Louis

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http://www.cse.wustl.edu/~jain/cse4703-26/i_7wmn.htm

Student Questions

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Related Modules



CSE 567: The Art of Computer Systems Performance Analysis
https://www.youtube.com/playlist?list=PLjGG94etKypJEKjNAa1n_1X0bWWNyZcof

cse4703S: Introduction to Computer Networks (Fall 2011),
https://www.youtube.com/playlist?list=PLjGG94etKypJWOSPMh8Azcgy5e_10TiDw





CSE 570: Recent Advances in Networking (Spring 2013)
https://www.youtube.com/playlist?list=PLjGG94etKypLHyBN8mOgwJLHD2FFIMGq5

CSE571S: Network Security (Spring 2011),
https://www.youtube.com/playlist?list=PLjGG94etKypKvzfVtutHcPFJXumyyg93u





Video Podcasts of Prof. Raj Jain's Lectures,
https://www.youtube.com/channel/UCN4-5wzNP9-ruOzQMs-8NUw

Student Questions

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CSE 5704S: Wireless and Mobile Networking

1. How is wireless different from wired communication?
2. What are the protocols that are used in **IoT**?
3. Why do we need new protocols for IoT?
4. How does **Wi-Fi** work? How 10 Mbps to 10 Gbps?
5. How is **Bluetooth** different from Wi-Fi?
6. How is **ZigBee** different from Wi-Fi?
7. What are other newer wireless protocols for IoT? LORAWAN
8. What is the basic difference between 1G/2G/3G/4G/5G
9. What new features came in with **4G**?
10. What new techniques enabled **5G**?
11. What about 6G? When and how?

Student Questions

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