Chapter 6
Wireless and Mobile Networks

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Chapter 6: Wireless and Mobile Networks

**Background:**

- # wireless (mobile) phone subscribers now exceed # wired phone subscribers!
- computer nets: laptops, palmtops, PDAs, Internet-enabled phone promise anytime untethered Internet access
- two important (but different) challenges
  - communication over wireless link
  - handling mobile user who changes point of attachment to network
Chapter 6 outline

6.1 Introduction

Wireless
- 6.2 Wireless links, characteristics
  - CDMA
- 6.3 IEEE 802.11 wireless LANs (“wi-fi”)
- 6.4 Cellular Internet Access
  - architecture
  - standards (e.g., GSM)

Mobility
- 6.5 Principles: addressing and routing to mobile users
- 6.6 Mobile IP
- 6.7 Handling mobility in cellular networks
- 6.8 Mobility and higher-layer protocols

6.9 Summary
Elements of a wireless network

- **network infrastructure**

- **wireless hosts**
  - laptop, PDA, IP phone
  - run applications
  - may be stationary (non-mobile) or mobile
  - wireless does *not* always mean mobility
Elements of a wireless network

- **Network infrastructure**
  - Typically connected to a wired network
  - Relay - responsible for sending packets between a 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
- **network infrastructure**
  - multiple access protocol coordinates link access
  - various data rates, transmission distance
Characteristics of selected wireless link standards

- **384 Kbps**: IS-95 CDMA, GSM
- **56 Kbps**: 802.15
- **5-11 Mbps**: 802.11b
- **54 Mbps**: 802.11{a,g}

**Indoor**
- 10 – 30m

**Outdoor**
- 50 – 200m

**Mid range outdoor**
- 200m – 4Km

**Long range outdoor**
- 5Km – 20Km

- **2G**
- **3G**
Elements of a wireless network

- **infrastructure mode**
  - base station connects mobiles into wired network
  - handoff: mobile changes base station providing connection into wired network

- network infrastructure

- 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 Link Characteristics

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 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

Signal fading:
- 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)

- used in several wireless broadcast channels (cellular, satellite, etc) standards
- 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., code) to encode data
- encoded signal = (original data) X (chipping sequence)
- decoding: inner-product of encoded signal and chipping sequence
- allows multiple users to “coexist” and transmit simultaneously with minimal interference (if codes are “orthogonal”)
CDMA Encode/Decode

sender

\[ d_i = -1 \]
\[ d_0 = 1 \]

code

\[ Z_{i,m} = d_i \cdot c_m \]

channel output \[ Z_{i,m} \]

slot 1 channel output

slot 0 channel output

receiver

\[ d_i = -1 \]
\[ d_0 = 1 \]

code

\[ D_i = \sum_{m=1}^{M} Z_{i,m} \cdot c_m \]

M

received input

\[ d_i = -1 \]
\[ d_0 = 1 \]

slot 1 channel output

slot 0 channel output
CDMA: two-sender interference

senders

channel, \( Z_{i,m}^* \)

receiver 1

\[
Z_{i,m}^1 = d_i^1 c_m^1
\]

\[
Z_{i,m}^2 = d_i^2 c_m^2
\]

\[
d_i^1 = \sum_{m=1}^{M} Z_{i,m}^* c_m^1
\]
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6.9 Summary
IEEE 802.11 Wireless LAN

- **802.11b**
  - 2.4-5 GHz unlicensed radio spectrum
  - up to 11 Mbps
  - direct sequence spread spectrum (DSSS) in physical layer
    - all hosts use same chipping code
  - widely deployed, using base stations

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

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

- 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
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 time
   timer counts down while channel idle
   transmit when timer expires
   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)
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
- RTS 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

- **RTS(A)**
- **CTS(A)**
- **DATA (A)**
- **ACK(A)**

RTS(A) and RTS(B) collide, resulting in a reservation collision. B defers to avoid collision.
### 802.11 frame: addressing

<table>
<thead>
<tr>
<th>Field</th>
<th>Length</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Frame control</td>
<td>2</td>
<td>duration</td>
</tr>
<tr>
<td>Address 1</td>
<td>6</td>
<td>MAC address of wireless host or AP to receive</td>
</tr>
<tr>
<td>Address 2</td>
<td>6</td>
<td>MAC address of wireless host or AP transmitting</td>
</tr>
<tr>
<td>Address 3</td>
<td>6</td>
<td>MAC address of router interface to which AP is</td>
</tr>
<tr>
<td>Address 4</td>
<td>6</td>
<td>MAC address used only in ad hoc mode</td>
</tr>
<tr>
<td>Sequence</td>
<td>2</td>
<td>control</td>
</tr>
<tr>
<td>Address 4</td>
<td>6</td>
<td>payload</td>
</tr>
<tr>
<td>CRC</td>
<td>4</td>
<td></td>
</tr>
</tbody>
</table>

**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 3:** used only in ad hoc mode
802.11 frame: addressing

802.11 frame:
- AP MAC addr
- H1 MAC addr
- R1 MAC addr

802.3 frame:
- R1 MAC addr
- AP MAC addr

Internet

Addressing:
- dest. address
- source address
802.11 frame: more

- **frame control**
- **duration**
- **address 1**
- **address 2**
- **address 3**
- **seq control**
- **address 4**
- **payload**
- **CRC**

**frame seq #** (for reliable ARQ)

**duration of reserved transmission time (RTS/CTS)**

**Protocol version**
**Type**
**Subtype**
**To AP**
**From AP**
**More frag**
**Retry**
**Power mgmt**
**More data**
**WEP**
**Rsvd**

**frame type** (RTS, CTS, ACK, data)
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
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

Master device
Slave device
Parked device (inactive)
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6.9 Summary
Components of cellular network architecture

- **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

- **MSC**
  - connects cells to wide area net
  - manages call setup (more later!)
  - handles mobility (more later!)

- **Public telephone network, and Internet**

- **Wired network**
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
Cellular standards: brief survey

**2G systems: voice channels**

- **IS-136 TDMA**: combined FDMA/TDMA (north america)
- **GSM (global system for mobile communications)**: combined FDMA/TDMA
  - most widely deployed
- **IS-95 CDMA**: code division multiple access

Don’t drown in a bowl of alphabet soup: use this oor reference only
Cellular standards: brief survey

2.5 G systems: voice and data channels
- for those who can’t wait for 3G service: 2G extensions
- general packet radio service (GPRS)
  - evolved from GSM
  - data sent on multiple channels (if available)
- enhanced data rates for global evolution (EDGE)
  - also evolved from GSM, using enhanced modulation
  - Date rates up to 384K
- CDMA-2000 (phase 1)
  - data rates up to 144K
  - evolved from IS-95
Cellular standards: brief survey

3G systems: voice/data

- Universal Mobile Telecommunications Service (UMTS)
  - GSM next step, but using CDMA
- CDMA-2000

..... more (and more interesting) cellular topics due to mobility (stay tuned for details)
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6.9 Summary
What is mobility?

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

  - no mobility
    - mobile wireless user, using same access point
  - high mobility
    - mobile user, passing through multiple access point while maintaining ongoing connections (like cell phone)
    - mobile user, connecting/disconnecting from network using DHCP.
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)

**Care-of-address**: address in visited network. (e.g., 79.129.13.2)

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

**Wide area network**

**Home 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?

I wonder where Alice moved to?
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

- 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.

*Not scalable to millions of mobiles.*
Mobility: registration

End result:
- Foreign agent knows about mobile
- Home agent knows location of mobile

Foreign agent contacts home agent home: “this mobile is resident in my network”
Mobility via Indirect Routing

1. Correspondent addresses packets using home address of mobile.
2. Home agent intercepts packets, forwards to foreign agent.
3. Foreign agent receives packets, forwards to mobile.
4. Mobile replies directly to correspondent.

This diagram illustrates the process of mobile networking through indirect routing.
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!
Mobility via Direct Routing

1. Correspondent requests, receives foreign address of mobile.
2. Correspondent forwards to foreign agent.
3. Foreign agent receives packets, forwards to mobile.
4. Mobile replies directly to correspondent.
Mobility via Direct Routing: comments

- 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

- anchor foreign agent: FA in first visited network
- data always routed first to anchor FA
- when mobile moves: new FA arranges to have data forwarded from old FA (chaining)
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6.9 Summary
Mobile IP

- RFC 3220
  - 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

Permanent address: 128.119.40.186

Care-of address: 79.129.13.2

dest: 128.119.40.186

packet sent by home agent to foreign agent: a packet within a packet

dest: 79.129.13.2

dest: 128.119.40.186

foreign-agent-to-mobile packet:

dest: 128.119.40.186

packet sent by correspondent
Mobile IP: agent discovery

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

```
<table>
<thead>
<tr>
<th>0</th>
<th>8</th>
<th>16</th>
<th>24</th>
</tr>
</thead>
<tbody>
<tr>
<td>type = 9</td>
<td>code = 0</td>
<td>checksum</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>router address</td>
<td></td>
</tr>
<tr>
<td>type = 16</td>
<td>length</td>
<td>sequence #</td>
<td></td>
</tr>
<tr>
<td>registration lifetime</td>
<td>RBHFMGV bits</td>
<td>reserved</td>
<td></td>
</tr>
</tbody>
</table>
```

- **H,F bits**: home and/or foreign agent
- **R bit**: registration required
- **0 or more care-of-addresses**
Mobile IP: registration example

visited network: 79.129.13/24

Mobile agent
MA: 128.119.40.186

HA: 128.119.40.7
MA: 128.119.40.186
Lifetime: 9999
Identification: 714
Encapsulation format É.

registration reply

registration req.

COA: 79.129.13.2
HA: 128.119.40.7
MA: 128.119.40.186
Lifetime: 9999
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Encapsulation format É.

time

COA: 79.129.13.2
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Lifetime: 4999
Identification: 714
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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**

1. Call routed to home network
2. Home MSC consults HLR, gets roaming number of mobile in visited network
3. Home MSC sets up 2nd leg of call to MSC in visited network
4. MSC in visited network completes call through base station to mobile

**Steps:**
- Home MSC consults HLR, gets roaming number of mobile in visited network.
- Home MSC sets up 2nd leg of call to MSC in visited network.
- MSC in visited network completes call through base station 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**

- **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
- IS-41 allows optional path minimization step to shorten multi-MSC chain

(a) before handoff
**GSM: handoff between MSCs**

- **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
- IS-41 allows optional path minimization step to shorten multi-MSC chain

---

(b) after handoff
# Mobility: GSM versus Mobile IP

<table>
<thead>
<tr>
<th>GSM element</th>
<th>Comment on GSM element</th>
<th>Mobile IP element</th>
</tr>
</thead>
<tbody>
<tr>
<td>Home system</td>
<td>Network to which the mobile user’s permanent phone number belongs</td>
<td>Home network</td>
</tr>
<tr>
<td>Gateway Mobile Switching Center, or “home MSC”. Home Location Register (HLR)</td>
<td>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</td>
<td>Home agent</td>
</tr>
<tr>
<td>Visited System</td>
<td>Network other than home system where mobile user is currently residing</td>
<td>Visited network</td>
</tr>
<tr>
<td>Visited Mobile services Switching Center. Visitor Location Record (VLR)</td>
<td>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</td>
<td>Foreign agent</td>
</tr>
<tr>
<td>Mobile Station Roaming Number (MSRN), or “roaming number”</td>
<td>Routable address for telephone call segment between home MSC and visited MSC, visible to neither the mobile nor the correspondent.</td>
<td>Care-of-address</td>
</tr>
</tbody>
</table>
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 6 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., GSM, CDMA-2000, UMTS)

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