Wireless and Mobile Networks

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- 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.

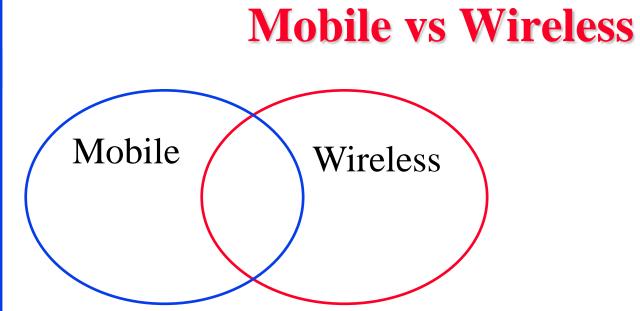
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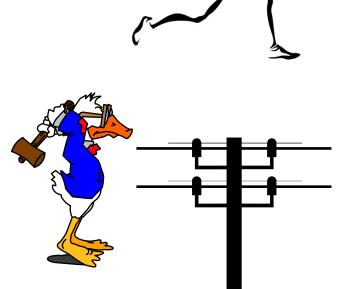
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- □ Mobile vs. Wireless
- Wireless Networking Challenges
- Peer-to-Peer or Base Stations?
- Code Division Multiple Access (CDMA)
 - > Direct-Sequence Spread Spectrum
 - > Frequency Hopping Spread Spectrum

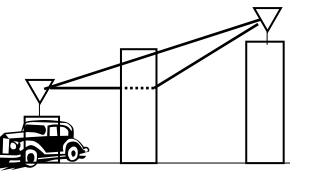


- □ Mobile vs Stationary
- Wireless vs Wired
- $\Box Wireless \Rightarrow media sharing issues$
- $\square Mobile \Rightarrow routing, addressing issues$



Wireless Networking Challenges

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



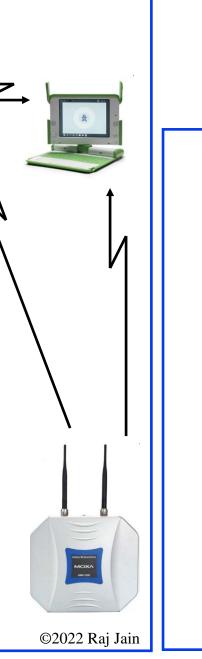
Student Questions

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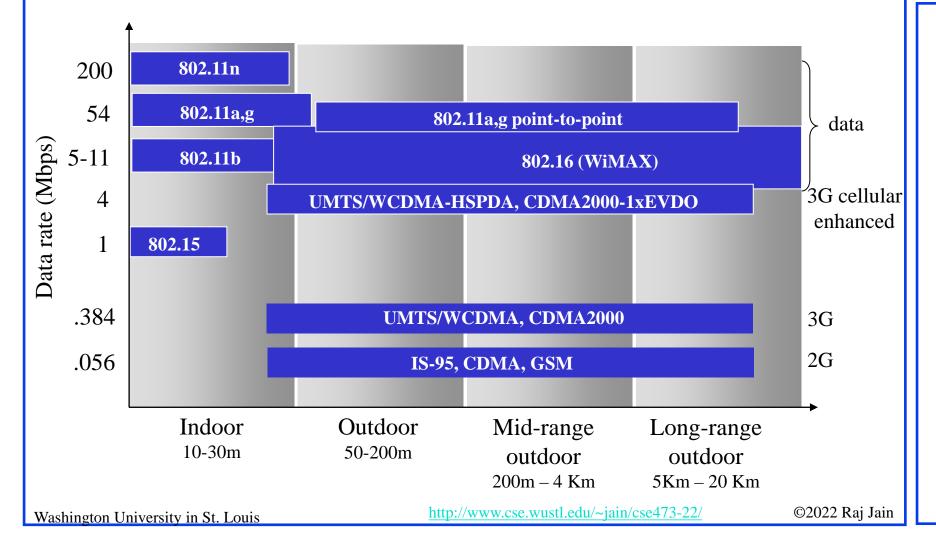
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Peer-to-Peer or Base Stations?

- 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.
 - > Base provide connection for off-network traffic
 - > Base provides location tracking, directory, authentication \Rightarrow Scalable to large networks
- □ IEEE 802.11 provides both.



Characteristics of Selected Wireless Link Standards



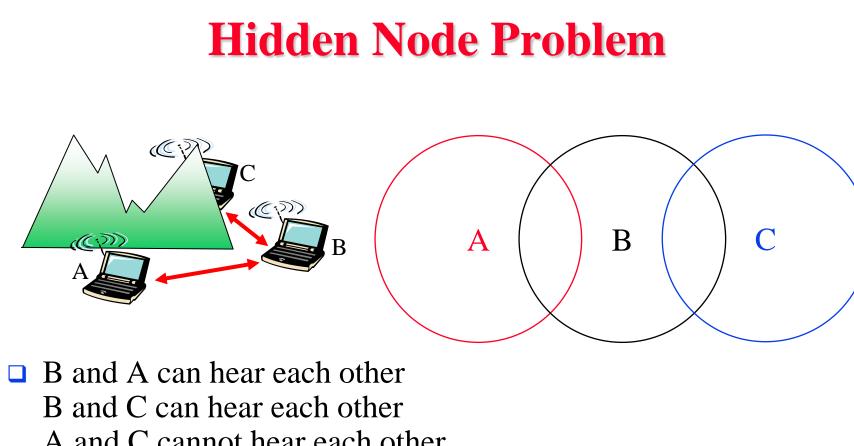
Wireless Network Taxonomy

	Single hop	Multiple hops			
Infrastructure (Access Points, Towers)	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: <i>Mesh net</i> (((\bullet)))			
No Infrastructure	No base station (Bluetooth, ad hoc nets)	Relay to reach other a given wireless node. Mobile Ad- hoc Network (MANET), Vehicular Ad-hoc Network (VANET)			

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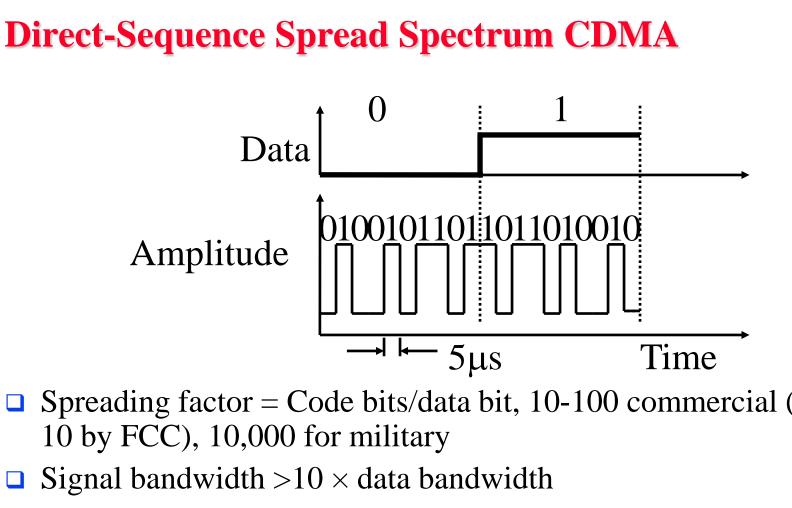


Student Questions

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

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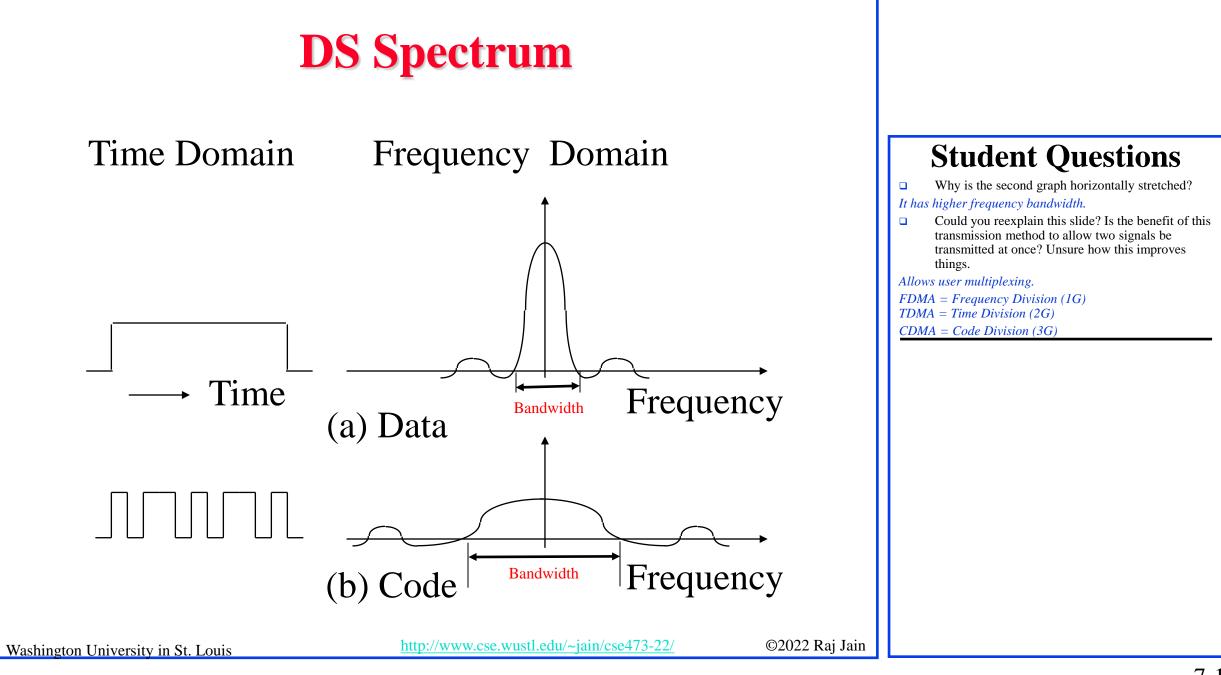


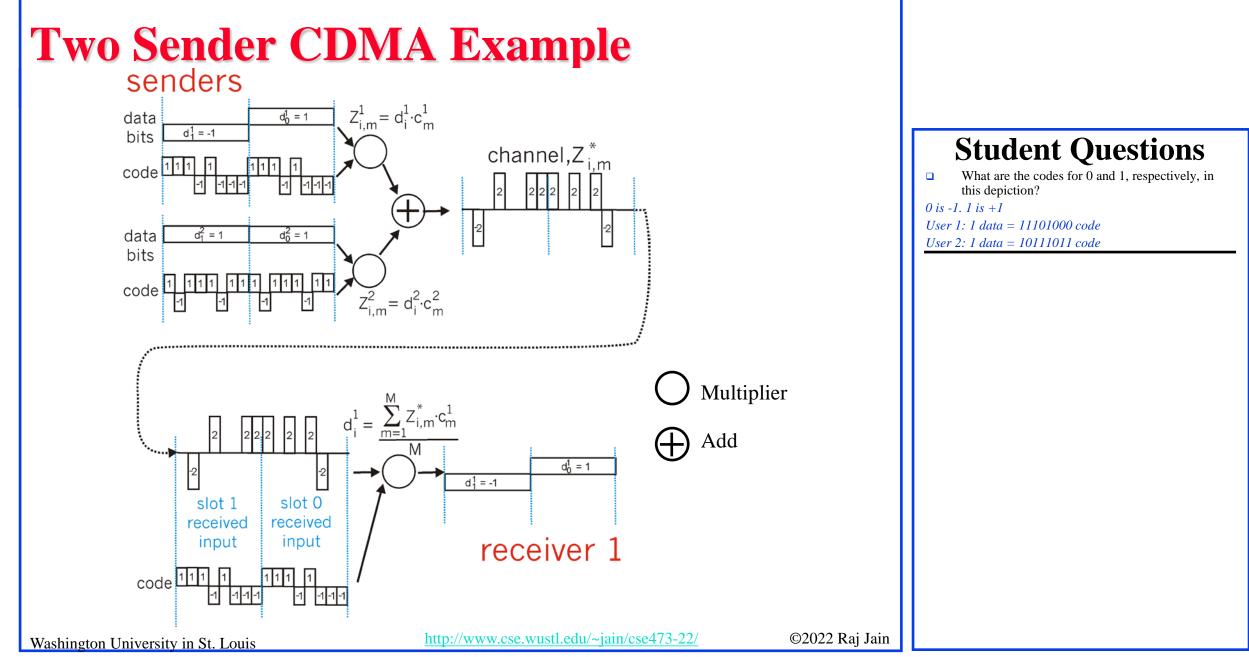
Student Questions Would you clarify the meanings of "bandwidth"

here? Band = Frequency Band Bandwidth=Width of the Frequency Band (See next slide) What's an example of orthogonal code? See example on slide 7-12

- □ Spreading factor = Code bits/data bit, 10-100 commercial (Min
- Code sequence synchronization
- Correlation between codes \Rightarrow Interference \Rightarrow Orthogonal

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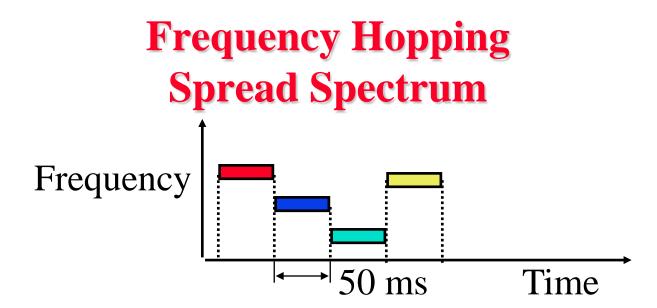


Homework 7A: CDMA Coding

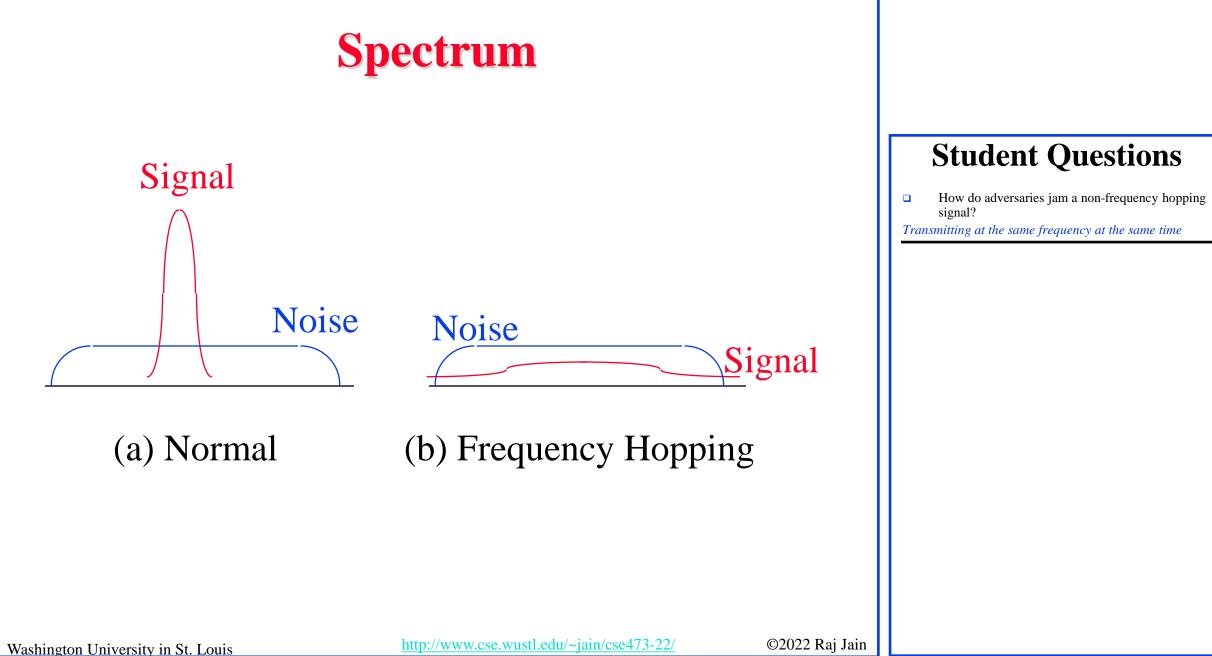
[6 points] Two CDMA sender use the codes of (1, -1, 1, -1) and (1, -1, -1, 1). First sender transmits data bit 1 while the 2nd transmits -1 at the same time. What is the combined signal waveform seen by a receiver? Draw the waveform.

Student Questions

Which of those codes corresponds to 0 and 1?
1 data = code seq
0 data = -code seq
User 1:
1 = {1, -1, 1, -1}
0 = {-1, 1, -1, 1}



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





- 1. Wireless is not the same as mobile. However, most mobile nodes are wireless.
- 2. Wireless signal is affected by shadows, multipath, interference, 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

Student Questions

• What is the difference between a MANET and a VANET?

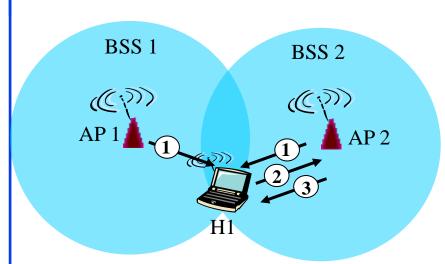
MANET = Mobile Ad-Hoc Network VANET = Vehicular Area Network Overview Wireless LANs and PANs

- □ IEEE 802.11 Wireless LAN PHYs
- 4-Way Handshake
- □ IEEE 802.11 MAC
- **3** 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

IEEE 802.11 Wireless LAN PHYs

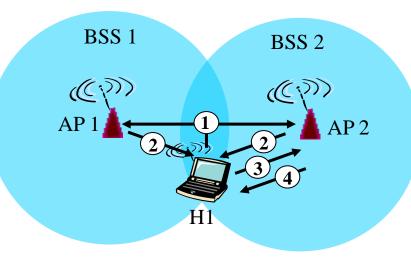
- □ 802.11: 2.4 GHz, 1-2 Mbps
- **802.11b**: 2.4 GHz, 11 Mbps nominal
 - Direct sequence spread spectrum (DSSS) in physical layer
 - > All hosts use the same chipping code
- □ 802.11a: 5.8 GHz band, 54 Mbps nominal
- □ 802.11g: 2.4 GHz band, 54 Mbps nominal
- □ 802.11n: 2.4 or 5.8 GHz, Multiple antennae, 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

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



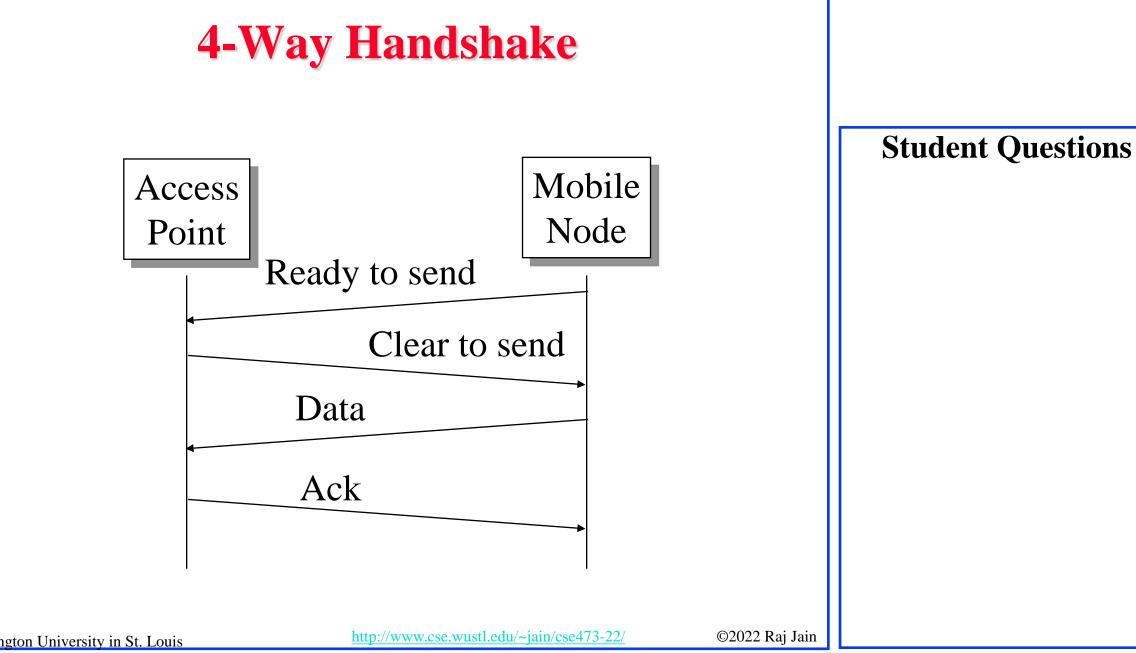
Active Scanning:

- (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

Student Questions

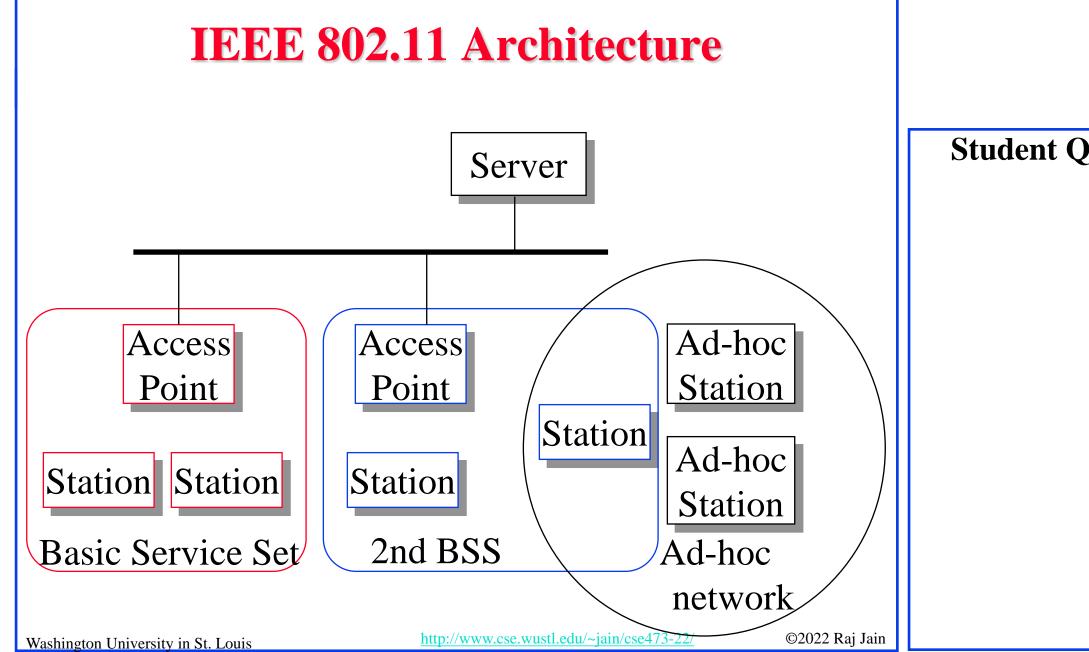
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IEEE 802.11 MAC

- 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 dest. address and duration of message. Tells everyone to backoff for the duration.
- Destination sends: Clear to send (CTS)
- \Box Can not detect collision \Rightarrow Each packet is acked.
- MAC level retransmission if not acked.



Architecture (Cont.)

- Basic Service Area (BSA) = Cell Area: Geographical area = a room, or a building
- Each BSA may have several wireless LANs
- Extended Service Area (ESA) = Multiple BSAs interconnected via Access Points (AP) = Multiple rooms in your home with different extenders advertising the same SSID
- □ 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

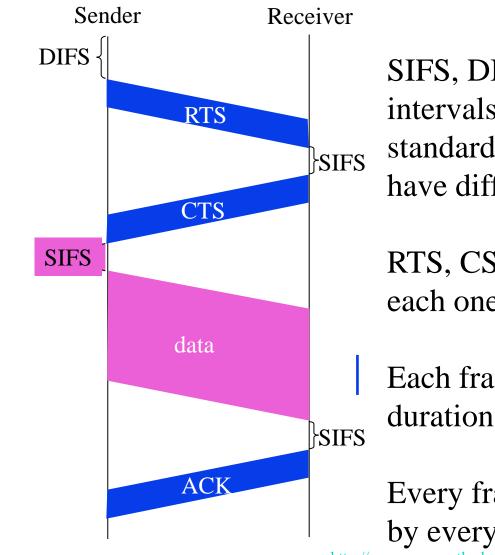
- Extended Service Set (ESS)
 = Set of stations in an ESA
- Ad-hoc networks coexist and interoperate with infrastructurebased networks.

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Transmission Example



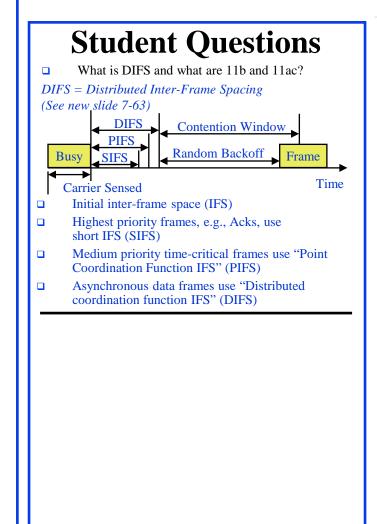
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SIFS, DIFS are intervals set by the standards. 11b and 11ac have different values.

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

Each frame has a duration field.

Every frame is heard by every one. http://www.cse.wustl.edu/~jain/cse473-22/



Homework 7B: WiFi Transmission

[6 points] Suppose an 802.11b station is configured to always reserve the channel with the RTS/CTS sequence. Suppose this station suddenly wants to transmit 1,200 bytes of data, and all other stations are idle at this time. Using SIFS of 13us and DIFS of 60us, and ignoring propagation delay and assuming no bit errors, calculate the time required to transmit the frame and receive the acknowledgment. Assume a frame without data (RTS/CTS/Ack) is 64 bytes long and the transmission rate is 14 Mbps.

Student Questions

Ref: Problem P7

Wi-Fi Frame Format

Frame Control	Durati ID	on/	Adr 1	Adr 2	Adr 3	Seq Control	Adr 4 (Opt)	Info	CRC			
16b	16b16b48b16b48b32bOpt = only in specific frame types											
Prot.	Туре	Sub	То	Fro	m M	ore Ret	Retry Pov		More	WEP	Order	
Ver.		type	DS	DS DS	Fr	ag.	m	gmt	Data			
2b	2b	4b	1b	1b	1	b 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
- □ Wireless Equivalent Privacy (Security) info in this frame
- Strict ordering

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MAC Frame Fields

Duration/Connection ID:

- If used as duration field, indicates time (in µs) channel will be allocated for successful transmission of MAC frame. Includes time until the end of Ack
- In some control frames, contains 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

8	02.11 F All station	rame A s filter on "A		Fields			
	Source	AP - 4 -	 Student Questions Why doesn't the last row need a BSS ID? BSS ID is basically a multicast to all base stations on this SSID. Any AP can receive and forward. In the last row, the packet is addressed to a specific AP identified by the receiver address. 				
	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 Address	Transmitter Address	Destination Address	Source Address	
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Beacon Frame Format

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

8B	2B	2B	Variable		Variable	14B		Variable	-	
Time Stamp	Beacon Interval	Capabilities	SSID		Supported Rates	Parameter Sets		Traffic Indication Map		
Time		Security rval between oseconds fo	Typ 7, etc n bea	R 5 \ ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;	ons in unit	ts of C s of 10	24 1	↓ Which static have data we for them. The with T=5 nel number, et micro-seconds	vaiting -L-V	

Student Questions

• Why do SNR ratios use decibels over another unit of measurement?

Ratios are divisions. It is easy to deal with ratios in log scale. dB is a log scale unit.

□ Is there a tradeoff between SNR and BER? Is there an extent that an SNR that is too high starts to cause problems (like in machine learning with bias variance tradeoff)?

SNR = Cause

BER = Effect

Coding and retransmission decide acceptable BER \Rightarrow SNR

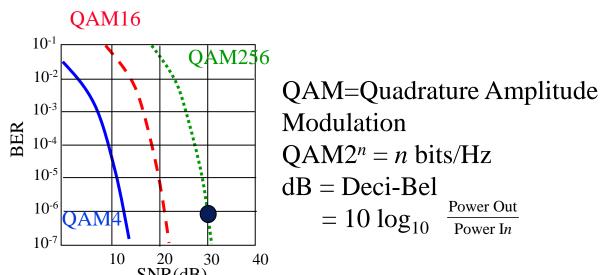
Lab 7:WiFi

[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 $View \rightarrow Expand$ 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 that is 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 the 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?

802.11 Rate Adaptation



Student Questions

- Base station and mobile dynamically change transmission rate (physical layer modulation technique) as mobile moves, SNR varies
- SNR decreases ⇒BER increase as node moves away from base station
- When BER becomes too high, switch to 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 off.
- Access point (AP) buffers traffic for dozing stations.
- AP announces which stations have frames buffered. Traffic indication map included in each beacon. All multicasts/broadcasts are buffered.
- Dozing stations wake up to listen to the beacon.
 If there is data waiting for it, the station sends a poll frame to get the data.

Bluetooth

- **Started with Ericsson's Bluetooth Project in 1994**
- Named after Danish king Herald Blatand (AD 940-981) who was fond of blueberries



Time

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Student Questions

- 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 μ A in standby, 50 mA while transmitting

Frequenc

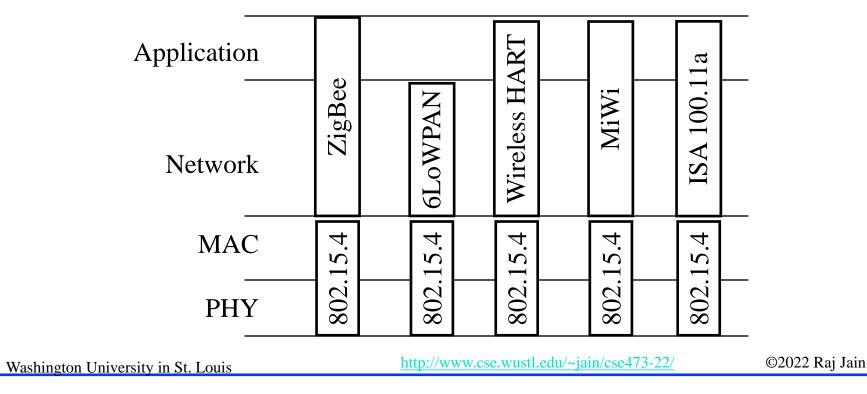
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- > Cheap: \$5 per device
- A piconet consists of a master and several slaves. Master determines the timing and polls slaves for transmission.
- □ Frequency hopping spread spectrum

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IEEE 802.15.4

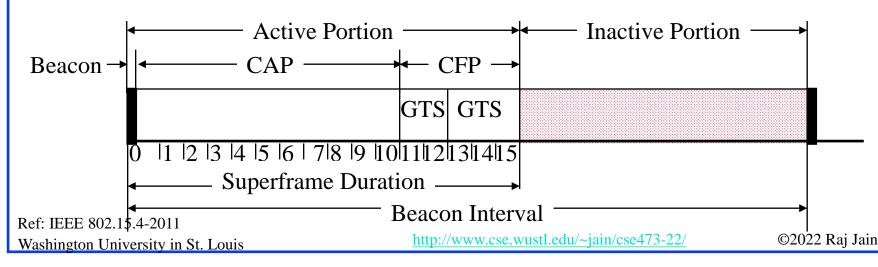
- Low Rate Wireless Personal Area Network (LR-WPAN)
- Used by several "Internet of Things" protocols: ZigBee, 6LowPAN, Wireless HART, MiWi, and ISA 100.11a
- □ Lower rate, short distance \Rightarrow Lower power \Rightarrow Low energy



IEEE 802.15.4 MAC

Beacon-Enabled CSMA/CA

- Coordinator sends out beacons periodically
- \Box Part of the beacon interval is inactive \Rightarrow Everyone sleeps
- □ Active interval consists of 16 slots
- Contention Access Period (CAP). Slotted CSMA.
- □ Contention Free Period (CFP)
 - Guaranteed Transmission Services (GTS): For real-time services. Periodic reserved slots.



ZigBee Overview

- Industrial monitoring and control applications requiring small amounts of data, turned off most of the time (<1% duty cycle), e.g., wireless light switches, meter reading
- Ultra-low power, low-data rate, multi-year battery life
- **Range**: 1 to 100 m, up to 65000 nodes.
- IEEE 802.15.4 MAC and PHY. Higher layer, interoperability by ZigBee Alliance
- Named after zigzag dance of the honeybees
 Optimized after zigzag dance of the honeybees
 Optimized after zigzag dance of the honeybees
 Optimized after zigzag dance of the honeybees
- Multi-hop ad-hoc mesh network
 Multi-Hop Routing: message to non-adjacent nodes
 Ad-hoc Topology: No fixed topology. Nodes discover each other
 Mesh Routing: End-nodes help route messages for others
 Mesh Topology: Loops possible

Ref: ZigBee Alliance, <u>http://www.ZigBee.org</u> Washington University in St. Louis

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 Can you explain more on the difference between Mesh Routing and Mesh Topology?
 Routing = Method.

Routing = Method.End nodes route other end node's packets

Topology: The nodes are connected not in a star or bus but as a mesh.

It is possible to have all 4 combination of routing and topologies.



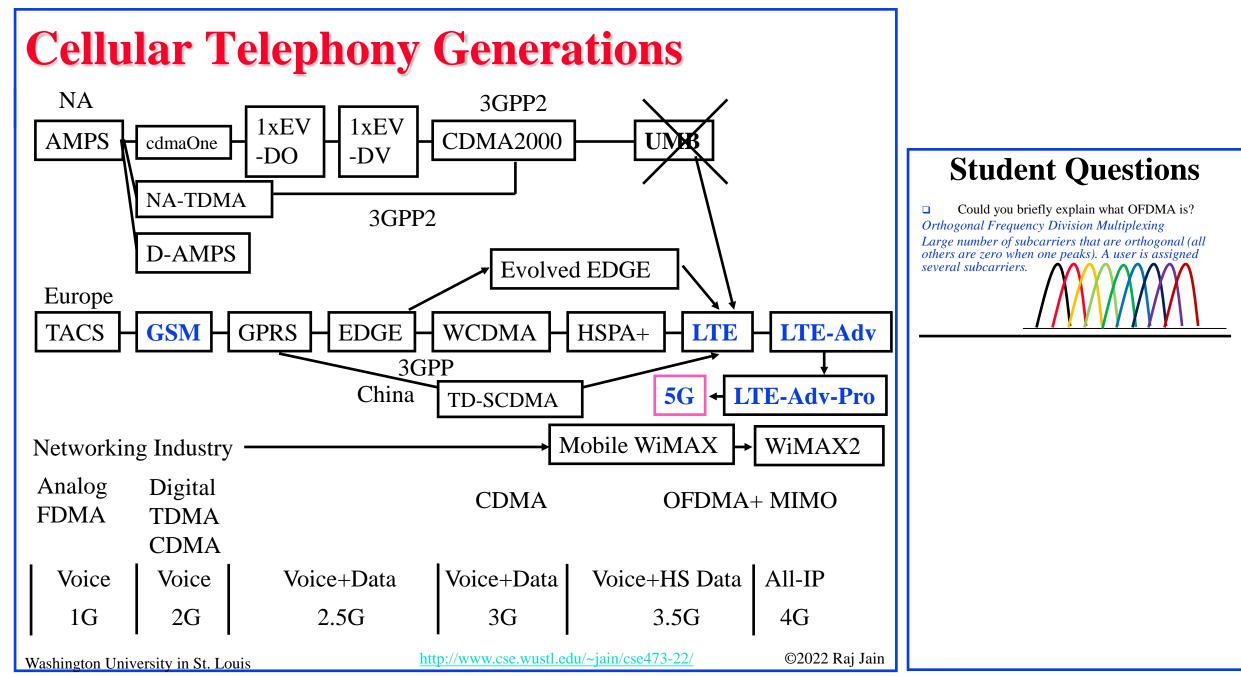
- 1. IEEE 802.11 PHYs: 11, 11b, 11g, 11a, 11n, ...
- 2. IEEE 802.11 MAC uses CSMA/CA with a 4-way handshake: RTS, CTS, data, and ack
- 3. IEEE 802.11 network consists of ESS consisting of multiple BSSs each with an AP.
- 4. 802.11 Frame Format may have up to 4 addresses and includes final destination's MAC which may not be wireless
- 5. Power management allows stations to sleep.
- 6. Bluetooth uses frequency hopping spread spectrum
- 7. IEEE 802.15.4 PHY layer allows coordinators to schedule transmissions of other nodes
- 8. ZigBee uses IEEE 802.15.4

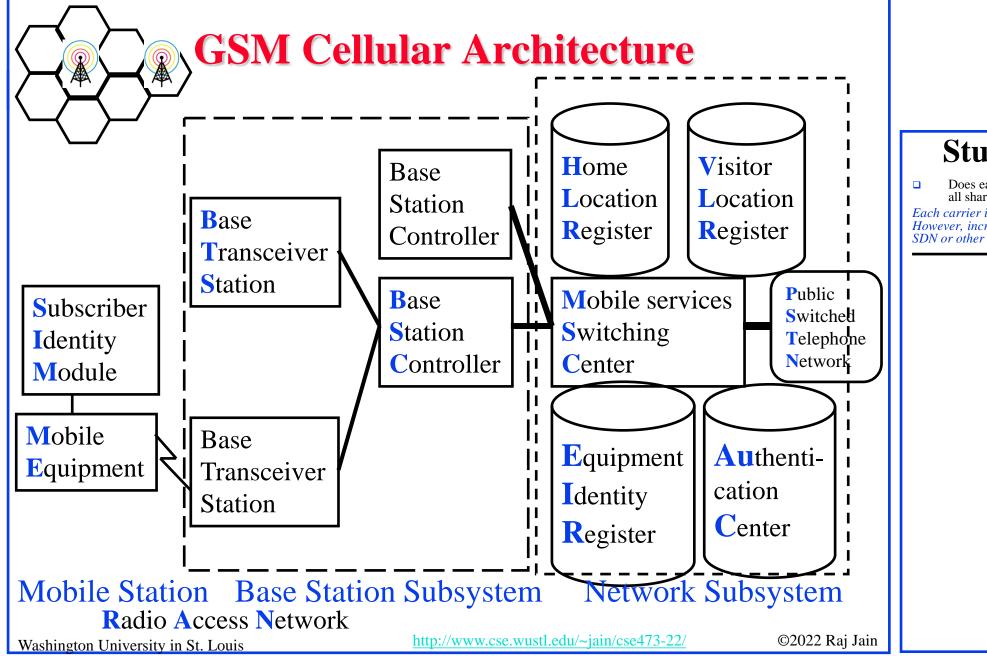
□ If APs buffer traffic for dozing stations, do the APs also send TCP acks on behalf of the dozing stations? If not, then it seems like there will be a lot of timeouts and redundant TCP segments.

No APs are MAC-layer devices. They do not understand L3 or L4 and do not send any TCP acks. They may send L2 MAC Acks. Stations should wake up frequently enough to avoid TCP timeouts, if they have a TCP connection.



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





Does each carrier have its own PSTN or do they all share a common PSTN?

Each carrier is supposed to have its own PSTN. However, increasingly they have started sharing using SDN or other virtualization techniques.

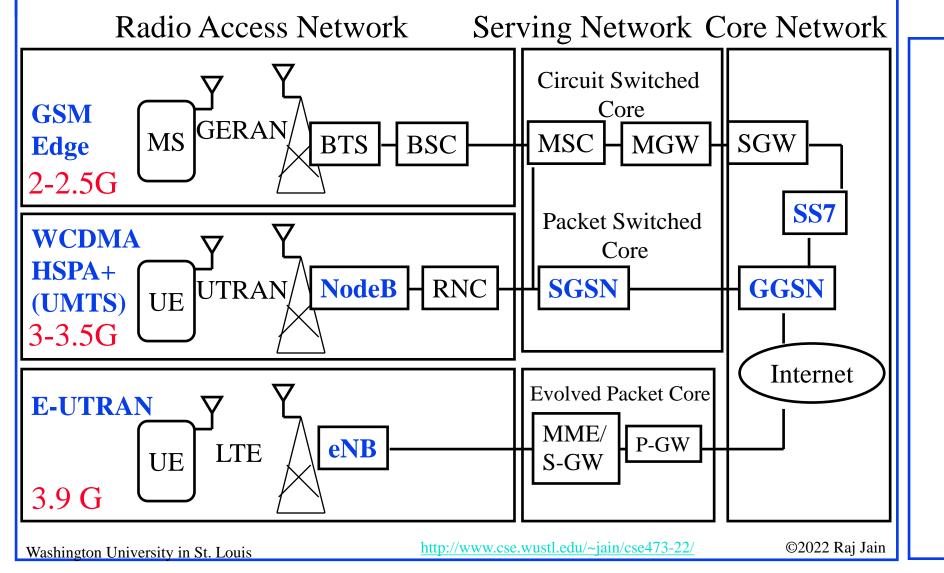
Cellular Architecture (Cont.)

- 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, authentication. Contains Equipment Identity Register.

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) contains a list of all valid mobiles.
- Authentication Center (AuC) stores the secret keys of all SIM cards.
- Each handset has a International Mobile Equipment Identity (IMEI) number.

Evolved Packet System (EPS)



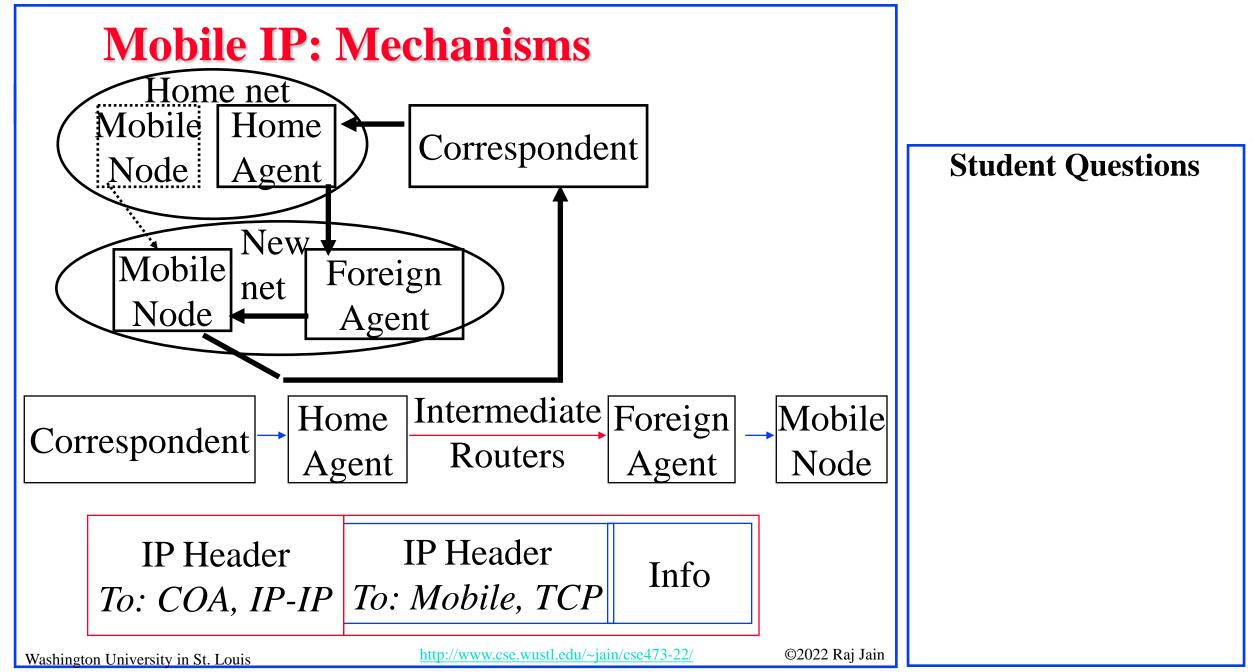
Review: Cellular Networks

- 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. 3G replaced RAN with UTRAN and BTS with NodeB. 4G uses eNB.



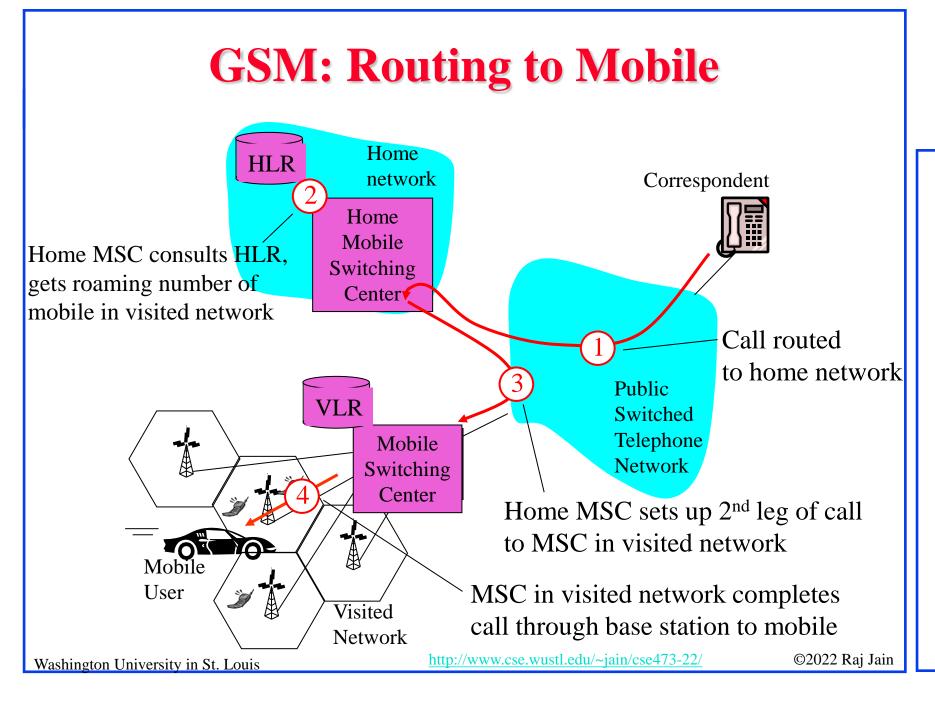
- Mobile IP
- **GSM:** Routing to Mobile
- GSM Handoff
- □ Mobility: GSM versus Mobile IP



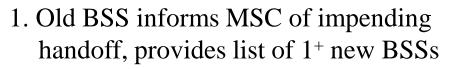


Mechanism (Cont.)

- Mobile node finds foreign agents via solicitation or advertising
- Mobile registers with the foreign agents and informs the home agent
- Home agent intercepts 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. May or may not be foreign agent
- □ At COA, datagram is extracted and sent to mobile



GSM: Handoff with Common MSC



- 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
- ^{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

Student Questions

Old BSS

VLR

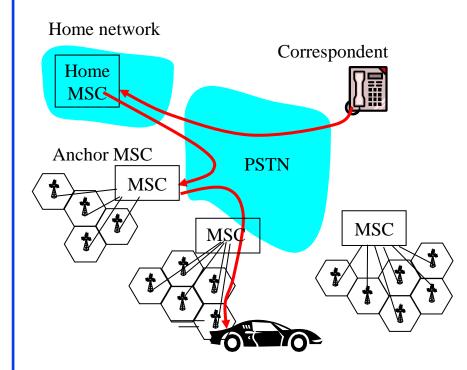
| Mobile Switching

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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



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

Impact on Higher Layer Protocols

- \Box Layered Architecture \Rightarrow Upper layers are independent of lower layers
- Wireless ⇒ High error rate ⇒ Frequent packet losses ⇒ Triggers TCP congestion control even if 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



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 and ZigBee are PANs that use 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 MSCs to manage mobility.
- 7. Frequent packet losses due to errors may confuse TCP as network congestion.

CSE 574S: 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 **WiFi** work? How 10 Mbps to 10 Gbps?
- 5. How is **Bluetooth** different from WiFi?
- 6. How is **ZigBee** different from WiFi?
- 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?

Acronyms

- □ 1xEV-DO 1 times Evolution to Data Only
- 1xEV-DV 1 times Evolution to Data and Voice
- Generation3GPP13rd Generation Partnership Project
- □ 6LowPAN IPv6 over Low Power Personal Area Networks
- □ ACK Acknowledgement
- □ AMPS Advanced Mobile Phone System
- AP Access Point
- BERBit Error Rate
- **BSA** Basic Service Area
- **BSC** Base station controller
- BSS ID Basic Service Set Identifier
- **BTS** Base transceiver station
- CA Collision Avoidance
- CAPContention Access Period
- CDMACode Division Multiple Access
- CEPTCommittee of European Posts and Telecom

- **CFP** Contention Free Period
- □ COA Care-Of-Address
- □ CRC Cyclic Redundancy Check
- **CSMA** Carrier Sense Multiple Access
- **CTS** Clear to Transmit
- D-AMPS Digital Advanced Mobile Phone System
 dB Deci-Bel
- DCN Data Communication Network
- DHCP Dynamic Host Control Protocol
- DIFS Distributed Inter-Frame Spacing
- DSSS Direct Sequence Spread Spectrum
- □ E-UTRAN Evolved UTRAN
- □ EDGE Enhanced Data rate for GSM evolution
- EGPRSEnhanced GPRS
- EIA Electronic Industry Association
- EIREquipment Identity Register

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- □ eNB evolved Node B
- ESA Extended Service Area
- **ESS** Extended Service Set
- **FCC** Federal Communications Commission
- **G** FDMA Frequency Division Multiple Access
- GERAN GSM Enhanced Radio Access Network
- GGSN Gateway GPRS Support Node
 - GHz Giga-Hertz

- GPRS General Packet Radio Service
- **Global System for Mobile Communications**
- **GTS** Guaranteed Transmission Service
- □ GW Gateway
- □ HART Highway Addressable Remote Transducer Protocol
- □ HLR Home Location Register
- HSPAHigh Speed Packet Access
- HSPDAHigh Speed Packet Download Access

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- □ ID Identifier □ IEEE Institution
- IEEE Institution of Electrical and Electronics Engineers
 IFS Inter-frame space
- □ IFS Inter-frame space □ IMEI International Mob
- IMEIInternational Mobile Equipment Identity
- □ IP Internet Protocol
- **I** IS International Standard
- **ISA** International Society of Automation
- □ ISDN Integrated Switched Digital Network
- □ kW Kilo-Watt
- LAN Local Area Network
- □ LR Long-Range
- □ LTE Long-Term Evolution
- □ mA Milli-Ampere
- MAC Media Access Control
- MANET Mobile Ad-hoc Network
- MGW Media Gateway

- MHz
- Mega Hertz MIMO Multiple Input Multiple Output
- Mobility Management Entity MME
- Mobile Subscriber MS
- Mobile Switching Center MSC
- mW Milli-Watt
- NA North America
- NAT Network Address Translator
- NodeB Node B (Base Station)
- Personal Area Network PAN
- PC Personal Computer
- Physical Layer PHY
- Point-Coordination Inter-Frame Spacing PIFS
- Public Switched Telephone Network **PSTN**
- Quadrature Amplitude Modulation QAM

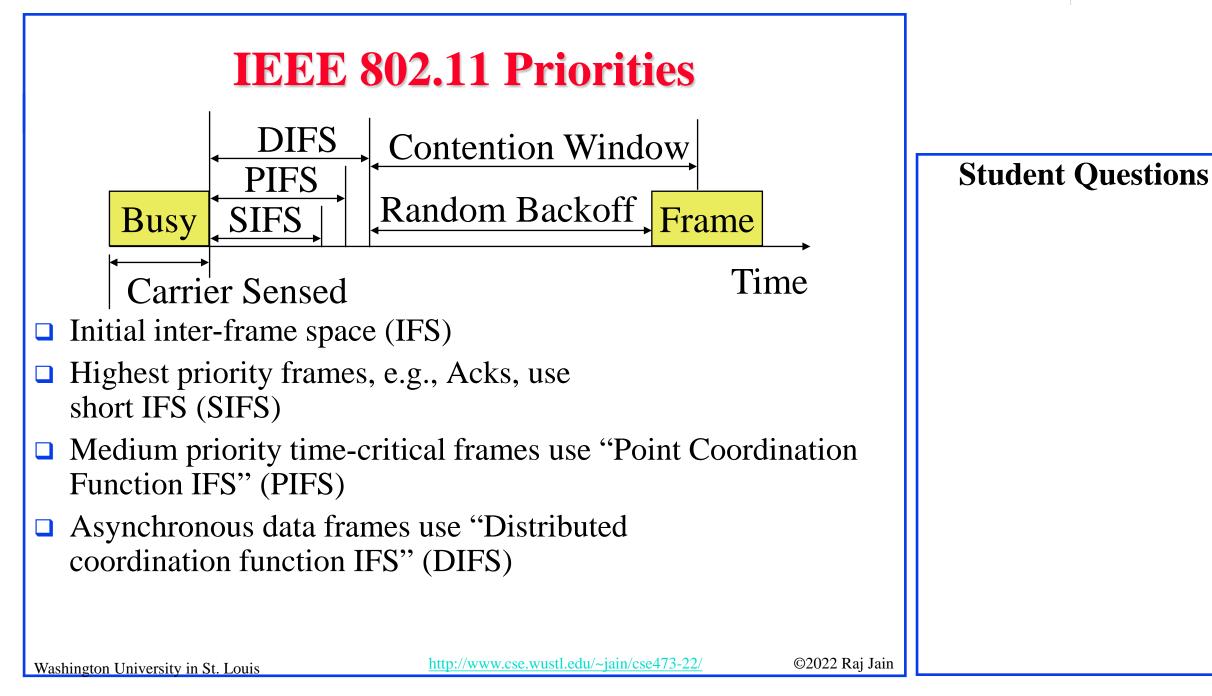
- RANRadio Access Network
- RNCRadio Network Controller
- **RTS** Ready to send
- **SCDMA** Synchronous CDMA
- □ SGSN Service GPRS Support Node
- □ SGW Serving Gateway
- □ SIFS Short Inter-Frame Spacing
- SIM Subscriber Identification Module
- □ SNR Signal to Noise Ratio
- □ SS7 Signaling System 7
- □ SSID Service Set Identifier
- **Given Synchronizing Frame**
- TACS Total Access Communications System
- **TCP** Transmission Control Protocol
- **D** TD-SCDMA Time Duplexed Synchronous Code Division Multiple Access
- **TDMA** Time Division Multiple Access

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- TIA Telecom Industry Association
- **TV** Television
- □ UE User Element
- □ UK United Kingdom
- **UMB** Ultra Mobile Broadband
- UMTS Universal Mobile Telecommunications System
- **UTRAN** UMTS Terrestrial Radio Access Network
- □ VANET Vehicular Ad-hoc Network
- □ VLR Visitor Location Register
- □ WCDMA Wide-band CDMA
- □ WEP Wired Equivalend Privacy
- □ WiFi Wireless Fidelity
- WPAN Wireless Personal Area Network





Related Modules



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

CSE473S: Introduction to Computer Networks (Fall 2011), https://www.youtube.com/playlist?list=PLjGG94etKypJWOSPMh8Azcgy5e_10TiDw





CSE 570: Recent Advances in Networking (Spring $\overline{2013}$)

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

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