Mobile Communications Introduction

- A case for mobility
- History of mobile communication
- Market
- Areas of research

Computers for the next century?

Computers are integrated

- small, cheap, portable, replaceable - no more separate devices

Technology in the background

- computer are aware of their environment and adapt (“location awareness”)
- computer recognize the location of the user and react appropriately (e.g., call forwarding, fax forwarding)

Advances in technology

- more computing power in smaller devices
- flat, lightweight displays with low power consumption
- new user interfaces due to small dimensions
- more bandwidth per cubic meter
- multiple wireless interfaces: wireless LANs, wireless WANs, regional wireless telecommunication networks etc. („overlay networks“)

Mobile communication

Aspects of mobility:

- *user mobility*: users communicate (wireless) “anytime, anywhere, with anyone”
- *device portability*: devices can be connected anytime, anywhere to the network

Wireless	mobile	Examples
✗	✗	stationary computer
✗	✓	notebook in a hotel
✓	✗	wireless LANs in historic buildings
✓	✓	Personal Digital Assistant (PDA)

The demand for mobile communication creates the need for integration of wireless networks into existing fixed networks:

- local area networks: standardization of IEEE 802.11, ETSI (HIPERLAN)
- Internet: Mobile IP extension of the internet protocol IP
- wide area networks: e.g., internetworking of GSM and ISDN

Applications I

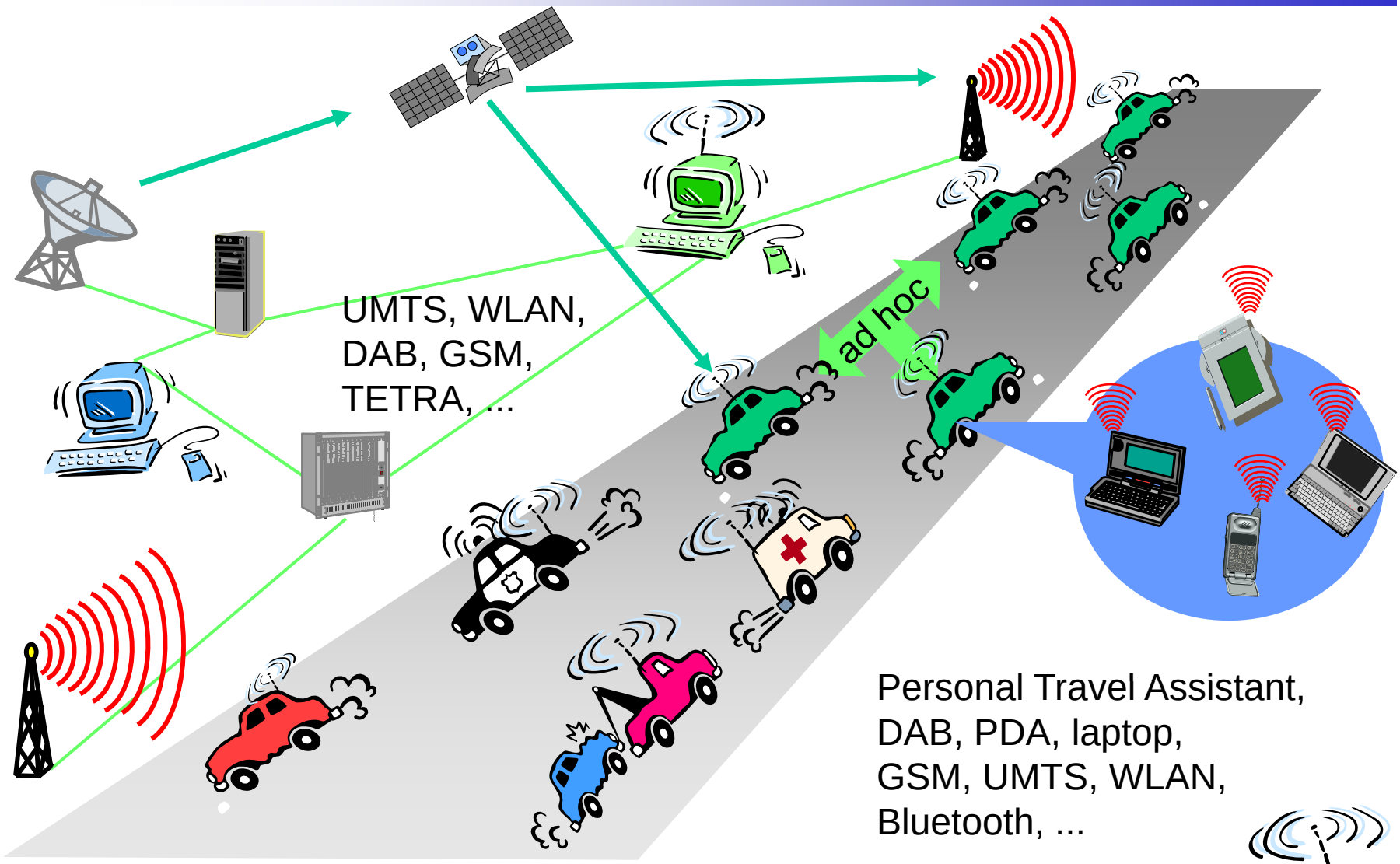
Vehicles

- transmission of news, road condition, weather, music via DAB
- personal communication using GSM
- position via GPS
- local ad-hoc network with vehicles close-by to prevent accidents, guidance system, redundancy
- vehicle data (e.g., from busses, high-speed trains) can be transmitted in advance for maintenance

Emergencies

- early transmission of patient data to the hospital, current status, first diagnosis
- replacement of a fixed infrastructure in case of earthquakes, hurricanes, fire etc.
- crisis, war, ...

Typical application: road traffic

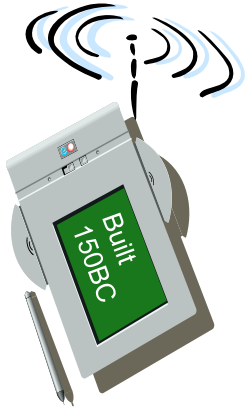


Applications II

Travelling salesmen
- direct access to customer files stored in a central location
- consistent databases for all agents
- mobile office

Replacement of fixed networks
- remote sensors, e.g., weather, earth activities
- flexibility for trade shows
- LANs in historic buildings

Entertainment, education, ...
- outdoor Internet access
- intelligent travel guide with up-to-date location dependent information
- ad-hoc networks for multi user games



Location dependent services

Location aware services

- what services, e.g., printer, fax, phone, server etc. exist in the local environment

Follow-on services

- automatic call-forwarding, transmission of the actual workspace to the current location

Information services

- „push“: e.g., current special offers in the supermarket
- „pull“: e.g., where is the Black Forrest Cherry Cake?

Support services

- caches, intermediate results, state information etc. „follow“ the mobile device through the fixed network

Privacy

- who should gain knowledge about the location

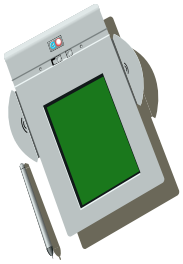
Mobile devices

Pager
- receive only
- tiny displays
- simple text messages

PDA
- simple graphical displays
- character recognition
- simplified WWW

Laptop
- fully functional
- standard applications

Sensors, embedded controllers



Mobile phones
- voice, data
- simple text displays

Palmtop
- tiny keyboard
- simple versions of standard applications

Effects of device portability

Power consumption

- limited computing power, low quality displays, small disks due to limited battery capacity
- CPU: power consumption ~ CV^2f
  - C: internal capacity, reduced by integration
  - V: supply voltage, can be reduced to a certain limit
  - f: clock frequency, can be reduced temporally

Loss of data

- higher probability, has to be included in advance into the design (e.g., defects, theft)

Limited user interfaces

- compromise between size of fingers and portability
- integration of character/voice recognition, abstract symbols

Limited memory

- limited value of mass memories with moving parts
- flash-memory or ? as alternative

Wireless networks in comparison to fixed networks

Higher loss-rates due to interference
- emissions of, e.g., engines, lightning

Restrictive regulations of frequencies
- frequencies have to be coordinated, useful frequencies are almost all occupied

Low transmission rates
- local some Mbit/s, regional currently, e.g., 9.6kbit/s with GSM

Higher delays, higher jitter
- connection setup time with GSM in the second range, several hundred milliseconds for other wireless systems

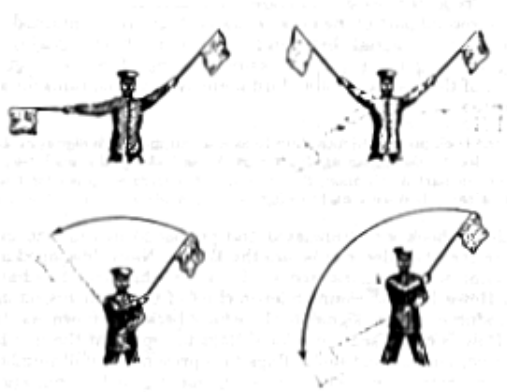
Lower security, simpler active attacking
- radio interface accessible for everyone, base station can be simulated, thus attracting calls from mobile phones

Always shared medium
- secure access mechanisms important

Early history of wireless communication

Many people in history used light for communication

- heliographs, flags („semaphore“), ...
- 150 BC smoke signals for communication; (Polybius, Greece)
- 1794, optical telegraph, Claude Chappe



Here electromagnetic waves are of special importance:

- 1831 Faraday demonstrates electromagnetic induction
- J. Maxwell (1831-79): theory of electromagnetic Fields, wave equations (1864)
- H. Hertz (1857-94): demonstrates with an experiment the wave character of electrical transmission through space (1886, in Karlsruhe, Germany, at the location of today’s University of Karlsruhe)

History of wireless communication I

1895 Guglielmo Marconi
- first demonstration of wireless telegraphy (digital!)
- long wave transmission, high transmission power necessary (> 200kw)

1907 Commercial transatlantic connections
- huge base stations (30 100m high antennas)

1915 Wireless voice transmission New York - San Francisco

1920 Discovery of short waves by Marconi
- reflection at the ionosphere
- smaller sender and receiver, possible due to the invention of the vacuum tube (1906, Lee DeForest and Robert von Lieben)

1926 Train-phone on the line Hamburg - Berlin
- wires parallel to the railroad track

History of wireless communication II

1928 many TV broadcast trials (across Atlantic, color TV, TV news)

1933 Frequency modulation (E. H. Armstrong)

1958 A-Netz in Germany

- analog, 160MHz, connection setup only from the mobile station, no handover, 80% coverage, 1971 11000 customers

1972 B-Netz in Germany

- analog, 160MHz, connection setup from the fixed network too (but location of the mobile station has to be known)
- available also in A, NL and LUX, 1979 13000 customer in D

1979 NMT at 450MHz (Scandinavian countries)

1982 Start of GSM-specification

- goal: pan-European digital mobile phone system with roaming

1983 Start of the American AMPS (Advanced Mobile Phone System, analog)

1984 CT-1 standard (Europe) for cordless telephones

History of wireless communication III

1986 C-Netz in Germany

- analog voice transmission, 450MHz, hand-over possible, digital signaling, automatic location of mobile device
- still in use today (as T-C-Tel), services: FAX, modem, X.25, e-mail, 98% coverage

1991 Specification of DECT

- Digital European Cordless Telephone (today: Digital Enhanced Cordless Telecommunications)
- 1880-1900MHz, ~100-500m range, 120 duplex channels, 1.2Mbit/s data transmission, voice encryption, authentication, up to several 10000 user/km^2, used in more than 40 countries

1992 Start of GSM

- in D as D1 and D2, fully digital, 900MHz, 124 channels
- automatic location, hand-over, cellular
- roaming in Europe - now worldwide in more than 100 countries
- services: data with 9.6kbit/s, FAX, voice, ...

History of wireless communication IV

1994 E-Netz in Germany

- GSM with 1800MHz, smaller cells, supported by 11 countries
- as Eplus in D (1997 98% coverage of the *population*)

1996 HiperLAN (High Performance Radio Local Area Network)

- ETSI, standardization of type 1: 5.15 - 5.30GHz, 23.5Mbit/s
- recommendations for type 2 and 3 (both 5GHz) and 4 (17GHz) as wireless ATM-networks (up to 155Mbit/s)

1997 Wireless LAN - IEEE802.11

- IEEE-Standard, 2.4 - 2.5GHz and infrared, 2Mbit/s
- already many products (with proprietary extensions)

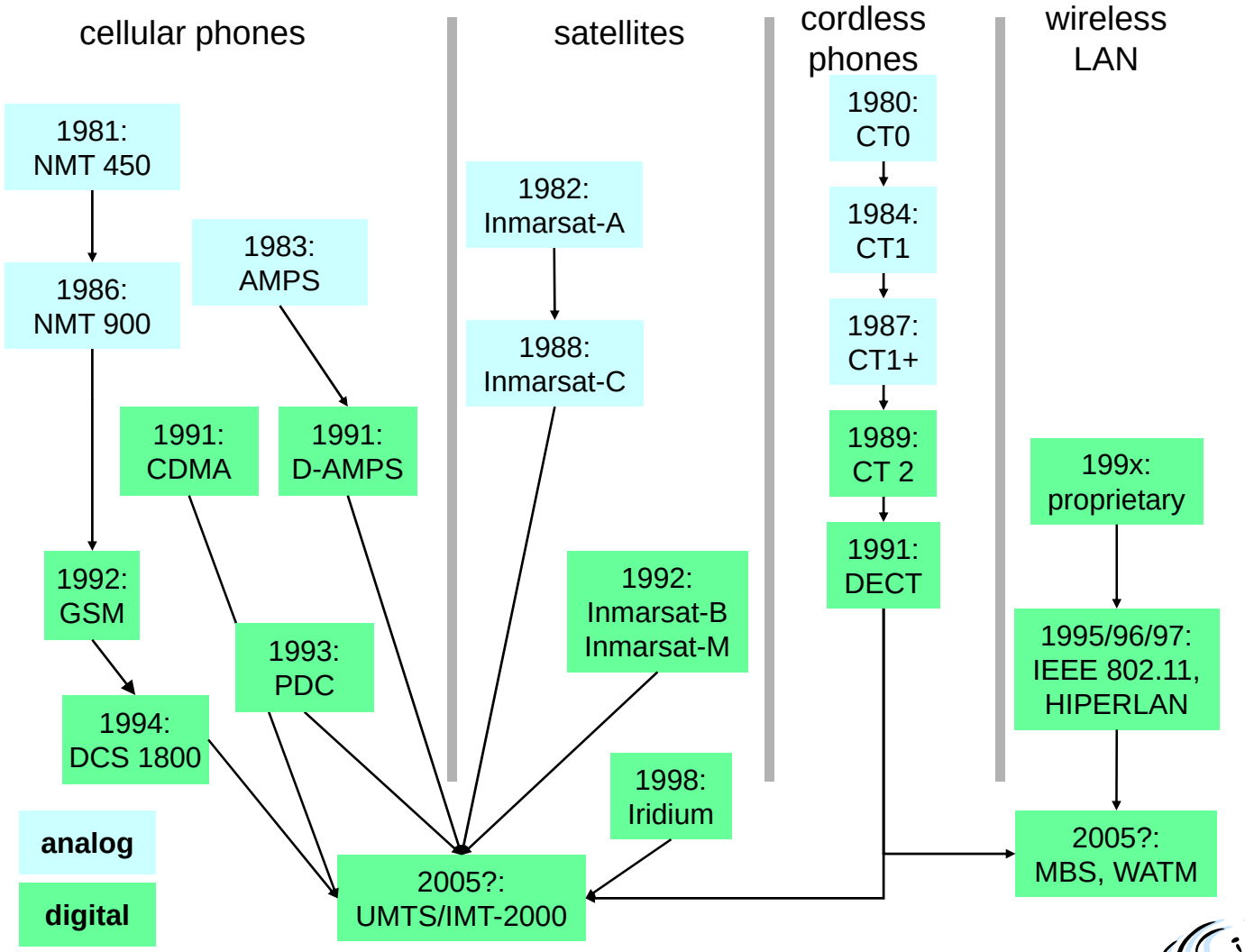
1998 Specification of GSM successors

- for UMTS (Universal Mobile Telecommunication System) as European proposals for IMT-2000

Iridium

- 66 satellites (+6 spare), 1.6GHz to the mobile phone

Wireless systems: overview of the development



The future: ITU-R - Recommendations for IMT-2000

M.687-2
- IMT-2000 concepts and goals

M.816-1
- framework for services

M.817
- IMT-2000 network architectures

M.818-1
- satellites in IMT-2000

M.819-2
- IMT-2000 for developing countries

M.1034-1
- requirements for the radio interface(s)

M.1035
- framework for radio interface(s) and radio sub-system functions

M.1036
- spectrum considerations

M.1078
- security in IMT-2000

M.1079
- speech/voiceband data performance

M.1167
- framework for satellites

M.1168
- framework for management

M.1223
- evaluation of security mechanisms

M.1224
- vocabulary for IMT-2000

M.1225
- evaluation of transmission technologies

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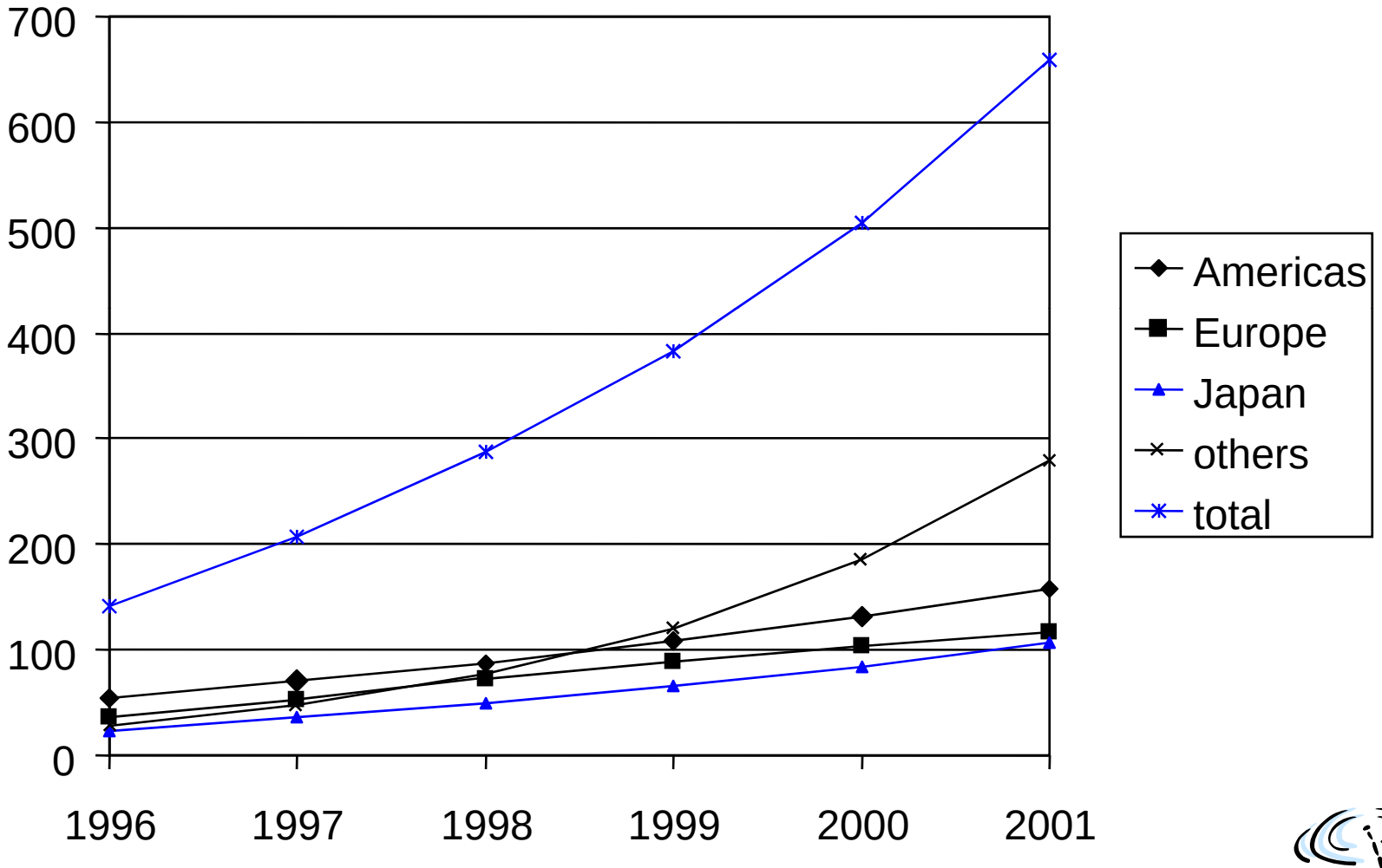
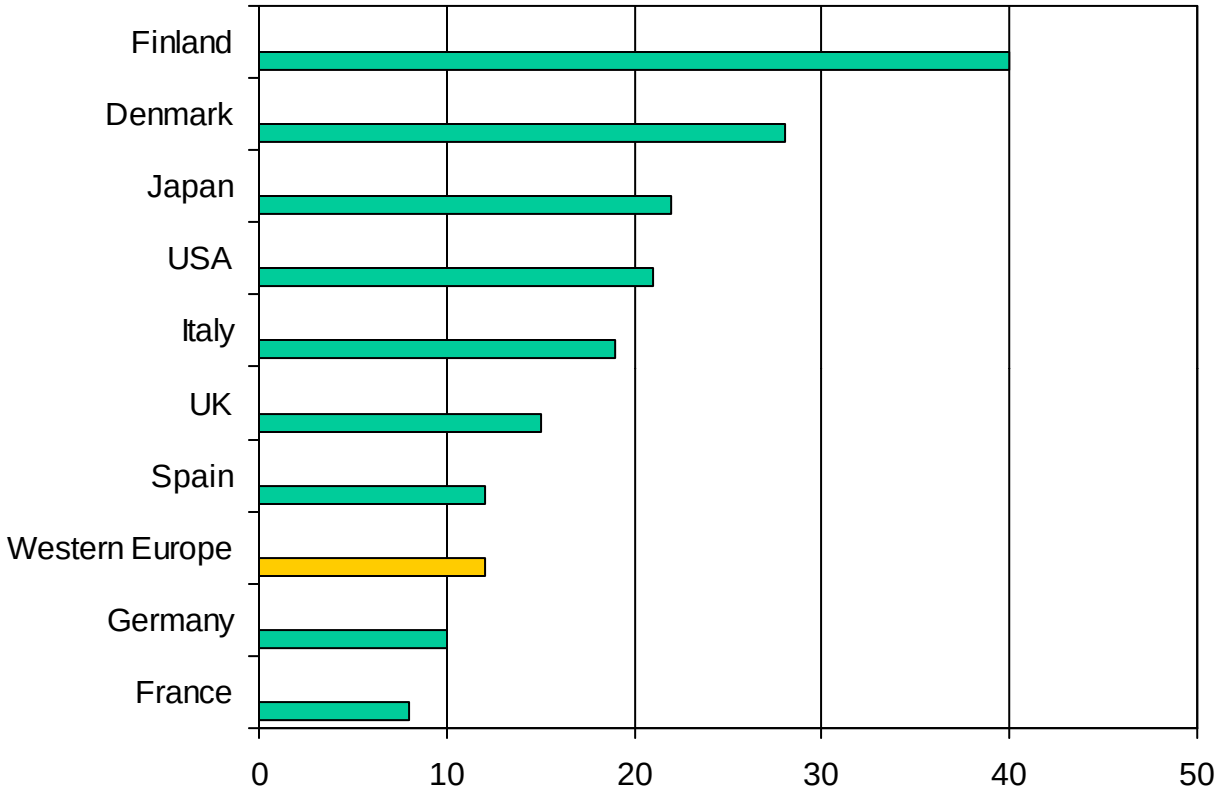
Worldwide wireless subscribers (prediction)



Mobile phones per 100 people 1997



1998: 40% growth rate in Germany

Areas of research in mobile communication

Wireless Communication

- transmission quality (bandwidth, error rate, delay)
- modulation, coding, interference
- media access, regulations
- ...

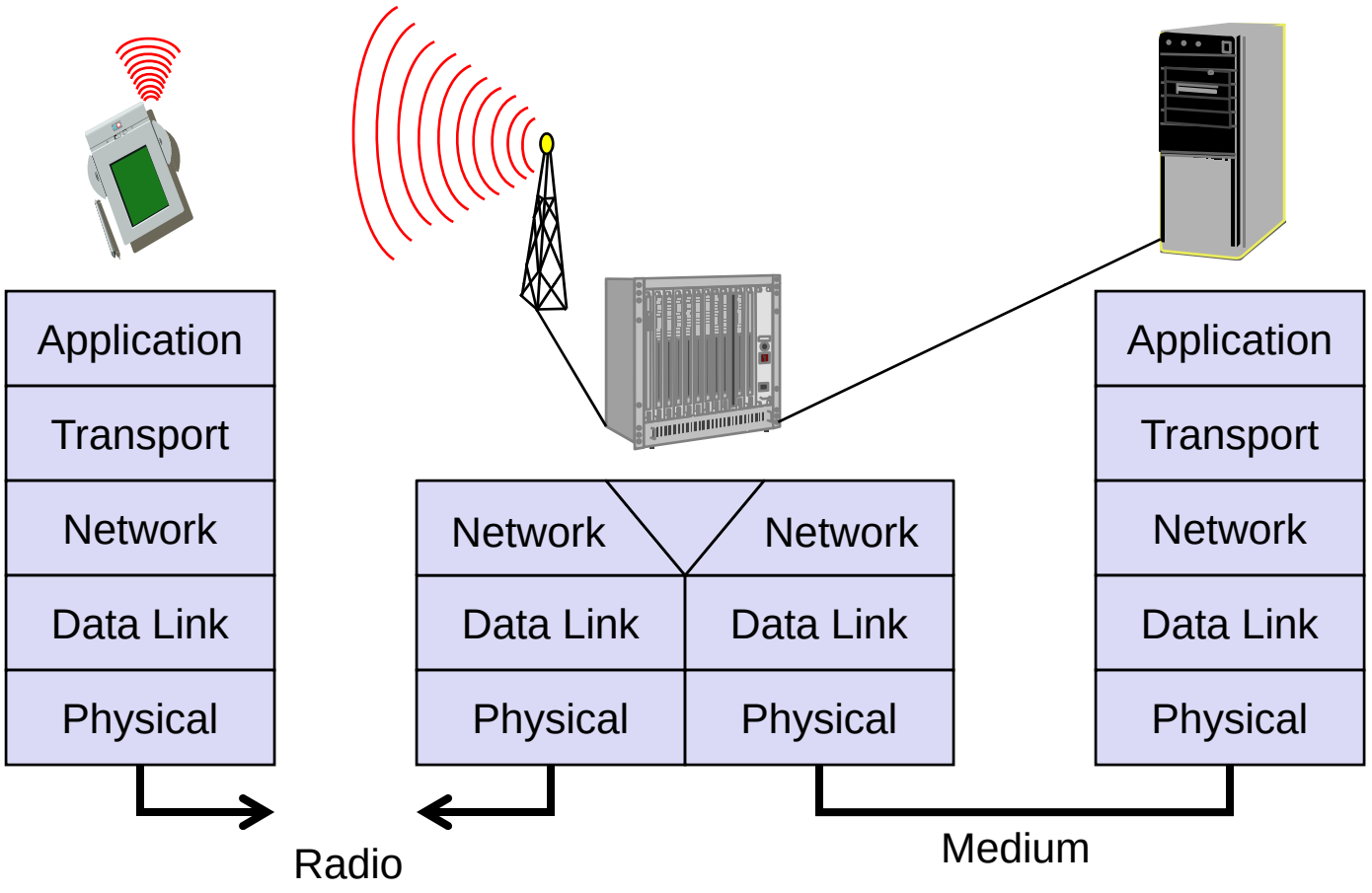
Mobility

- location dependent services
- location transparency
- quality of service support (delay, jitter, security)
- ...

Portability

- power consumption
- limited computing power, sizes of display, ...
- usability
- ...

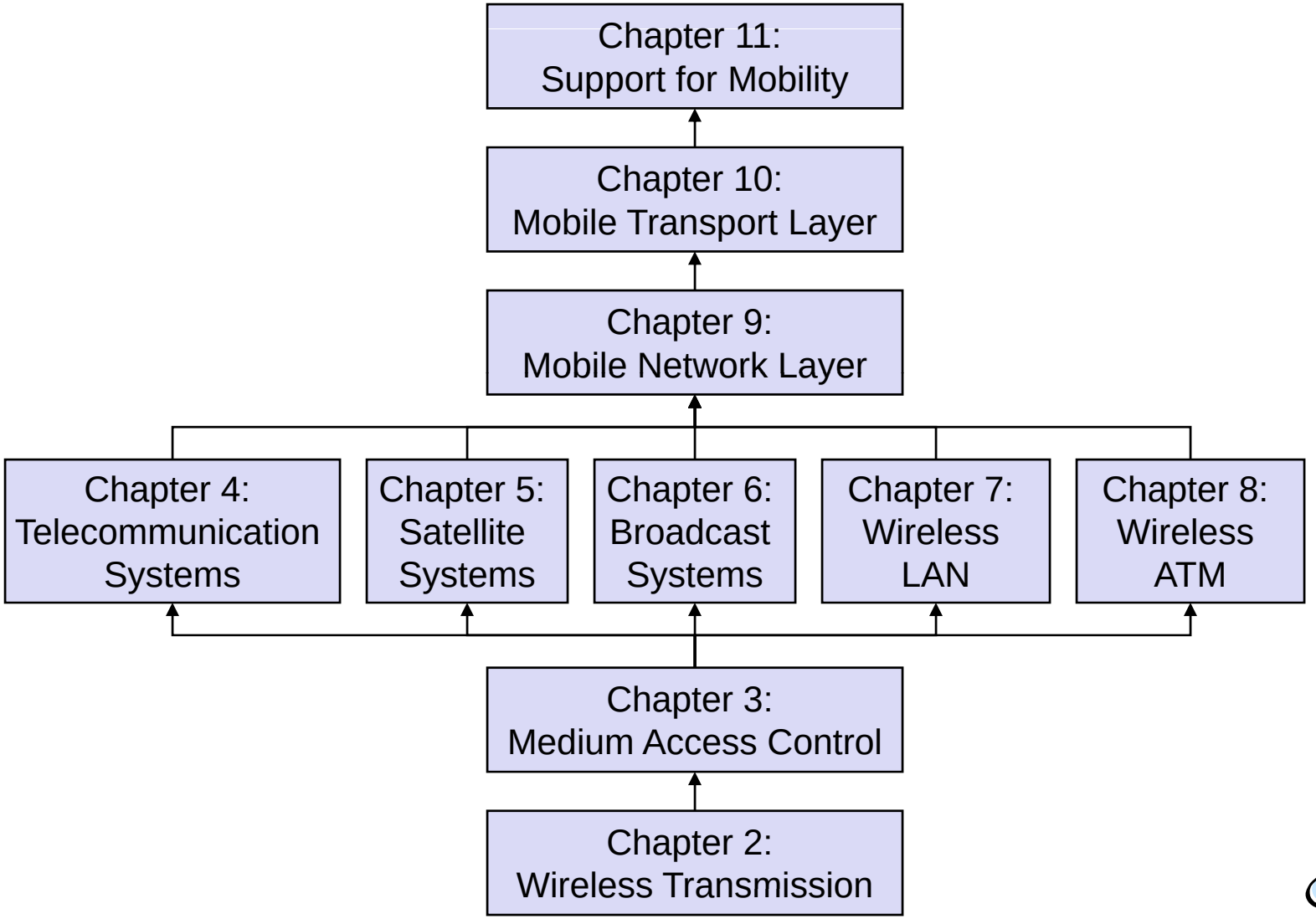
Simple reference model used here



Influence of mobile communication to the layer model

Application layer	❑ service location ❑ new applications, multimedia ❑ adaptive applications
Transport layer	❑ congestion and flow control ❑ quality of service
Network layer	❑ addressing, routing, device location ❑ hand-over
Data link layer	❑ authentication ❑ media access ❑ multiplexing ❑ media access control
Physical layer	❑ encryption ❑ modulation ❑ interference ❑ attenuation ❑ frequency

Overview of the chapters



Overlay Networks - the global goal

integration of heterogeneous fixed and mobile networks with varying transmission characteristics