Mobile Communications

ECS 455

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ECS 455 Chapter 1

Introduction & Review

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Introduction & Review

1.1 Mobile Communications

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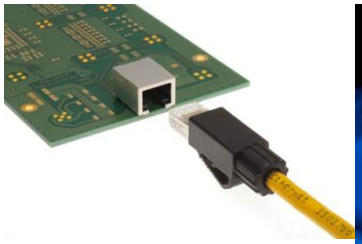
Wired Communication

- Cup-and-string communication



- POTS, Ethernet

Wireless communication

- Duncan Wilson's Cup Communicator

- Cellular Systems: 1G, 2G, 2.5G, 3G, **4G**
- Wireless LAN Systems: WiFi (802.11a/b/g/n/**ac**)

Overview of Mobile Communications

- Wireless/mobile communications is the **fastest growing** segment of the communications industry.
- Cellular systems have experienced **exponential growth** over the last decade.
- Cellular phones have become a critical business tool and part of everyday life in most developed countries, and are rapidly replacing wireline systems in many developing countries.

Mobile?

- The term "mobile" has historically been used to classify all radio terminal that could be moved during operation.
- More recently,
  - use "**mobile**" to describe a radio terminal that is attached to a high speed mobile platform
    - e.g., a cellular telephone in a fast moving vehicle
  - use "**portable**" to describes a radio terminal that can be hand-held and used by someone at **walking speed**
    - e.g., a walkie-talkie or cordless telephone inside a home.
    - 802.11?

[Rappaport, 2002, p 9]

[Goldsmith, 2005, Section 1.1]

History (1)

- The first wireless networks were developed in the pre-industrial age.
- These systems transmitted information over **line-of-sight** distances (later extended by telescopes) using **smoke** signals, torch signaling, flashing mirrors, signal flares, or semaphore **flags**.

Semaphore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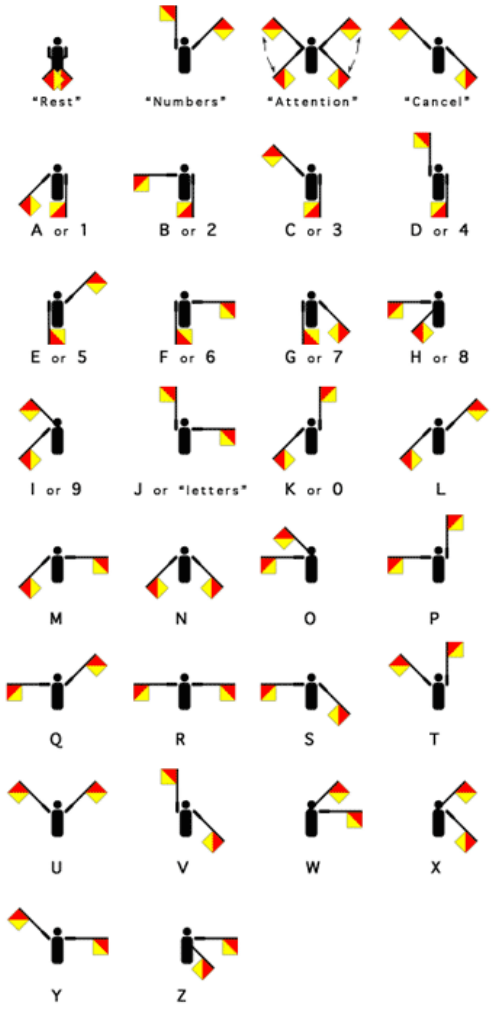
'I think Lassie is trying to tell us something, ma.'


"Rest"
"Numbers"
"Attention"
"Cancel"
A or 1
B or 2
C or 3
D or 4
E or 5
F or 6
G or 7
H or 8
I or 9
J or "letters"
K or 0
L
M
N
O
P
Q
R
S
T
U
V
W
X
Y
Z

History: Radio

- Early communication networks were replaced first by the **telegraph network** (invented by Samuel **Morse** in 1838) and later by the telephone.
- In 1895, **Marconi** demonstrated the first radio transmission.
- Early radio systems transmitted **analog** signals.
- Today most radio systems transmit **digital** signals composed of binary bits.
- A digital radio can transmit a continuous bit stream or it can group the bits into packets.

- The latter type of radio is called a **packet radio** and is characterized by **bursty** transmissions

History: ALOHANET

- The first network based on packet radio, **ALOHANET**, was developed at the University of Hawaii in 1971.
- ALOHANET incorporated the first set of protocols for channel access and routing in packet radio systems, and many of the underlying principles in these protocols are still in use today.
- Lead to **Ethernet** and eventually wireless local area networks (**WLAN**).

History: Pre-Cellular (1)

- The **most successful** application of wireless networking has been the **cellular telephone system**.
- The roots of this system began in 1915, when wireless voice transmission between New York and San Francisco was first established.
- 1946: First public **mobile telephone** service was introduced in 25 cities across the United States.
- The equipment was expensive at $2,000
  - At that time was more than the price of a typical new car.

[Rappaport, 2002, p 4]

History: Pre-Cellular (2)

- These initial systems used a single **central transmitter** to cover an **entire** metropolitan **area**.
  - High-powered transmitter & Large tower
  - Inefficient!
  - FM push-to-talk
- 1976: (30 yrs after the introduction of the service in 1946),
  - the New York system (10M people) could only support 543 paying customers.
  - 3,700 on the waiting list
- The mobile units weighed about 10 kilograms and put out a steady 20-25 watts.
- The central transmitters that communicate with the mobile units broadcast 200 to 250 watts.

[Klemens, 2010, Chapter 3]

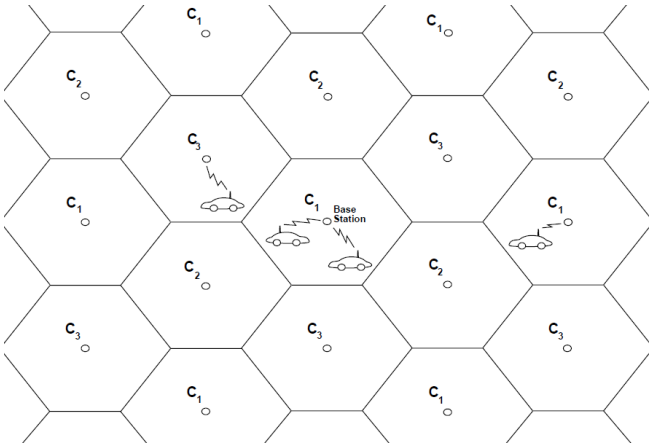
History: Pre-Cellular (3)

- The central station could reliably communicate with the mobile units up to a radius of approximately 25 miles (50 km).
- Beyond that, up to a radius of 60 to 100 miles, the signal was too weak for consistent service, but strong enough to interfere with any other mobile radio system.
- As a result, the central transmitters had to be at least 100 miles apart, leaving a 50 mile **blank space** between them.
- So a customer could use the sporadic and unreliable service only within the confines of one area.

[Klemens, 2010, p 46]

History: 1G Cellular (1)

- A solution to this capacity problem emerged during the 50's and 60's when researchers at AT&T **Bell Lab**oratories developed the **cellular concept**.
- 1968: AT&T proposed the concept to the FCC
- Cellular systems exploit the fact that the power of a transmitted signal falls off with distance.
- Thus, two users can operate on the same frequency at spatially-separate locations with minimal interference between them.
  - Frequency reuse



History: 1G Cellular (2)

- **Japan** had the **world's first commercially available** cellular phone system.
  - Nippon Telegraph and Telephone (NTT) created a cellular test system for Tokyo in 1975, with the result coming to market in 1979.
- The first trial in America of a complete, working cellular system was held in **Chicago** in the late 1970's.
- 1983: Advanced Mobile Phone System (**AMPS**)
  - First US cellular telephone system
  - Deployed in 1983 by Ameritech in Chacago, IL.
  - Worked well. (FM, FDMA)
  - May even have worked too well.
    - Its satisfactory performance lowered the demand for a better system, allowing Europe to take the lead by creating a digital cellular system first.

Old Cell Phone

Motorola's DynaTAC

First **commercially available** cell phone in 1983

- Weighed about 2 lbs (1 Kg)
- 10 inches high, making it larger than some Chihuahuas
- Battery life: 30 minutes of talk time
- $4,000

History: 2G Cellular

- The **first-generation (1G)** systems introduced in the 1980s were characterized by **analog speech transmission**.
- The second generation (**2G**) of cellular systems, first deployed in the early 1990's, were based on **digital** communications.
- The shift from analog to digital was driven by its higher capacity and the improved cost, speed, and power efficiency of digital hardware.
- 1991: US Digital Cellular (**USDC** – **IS-54** > IS-136)
  - Three times capacity of AMPS because digital modulation, speech coding, and TDMA
- While second generation cellular systems initially provided mainly **voice** services, these systems gradually evolved to support **data** services such as email, Internet access, and short messaging.

Two important 2G systems

- **GSM** supports SMSs and user data at rates only up to **9.6 kb/s**.
  - Security features including (for example) the encryption of data and signaling messages on the path between the mobile phone and the BS.
  - Subscriber identity module (SIM)
    - A smart card
    - Contain the subscriber's personal details
    - Can be moved from one handset to another.

- **IS-95B** (**cdmaOne**) provides data rates in the range of **64 to 115 kb/s** in increments of 8 kb/s over a 1.25 MHz channel.
  - Each cell uses a carrier with a bandwidth of 1.25MHz, which is divided into 64 data and signalling channels by the use of orthogonal CDMA codes.

History: 2G Standard Proliferation

- Unfortunately, the **great market potential** for cellular phones led to a proliferation of (incompatible) second generation cellular standards.
- As a result of the **standard proliferation**, many cellular phones today are **multi-mode**.

Major Mobile Radio Standards in North America

Standard	Type	Year of Introduction	Multiple Access	Frequency Band	Modulation	Channel Bandwidth
AMPS	Cellular	1983	FDMA	824-894 MHz	FM	30 kHz
NAMPS	Cellular	1992	FDMA	824-894 MHz	FM	10 kHz
USDC	Cellular	1991	TDMA	824-894 MHz	π/4-DQPSK	30 kHz
CDPD	Cellular	1993	FH/ Packet	824-894 MHz	GMSK	30 kHz
IS-95	Cellular/ PCS	1993	CDMA	824-894 MHz 1.8-2.0 GHz	QPSK/ BPSK	1.25 MHz
GSC	Paging	1970s	Simplex	Several	FSK	12.5 kHz
POCSAG	Paging	1970s	Simplex	Several	FSK	12.5 kHz
FLEX	Paging	1993	Simplex	Several	4-FSK	15 kHz
DCS-1900 (GSM)	PCS	1994	TDMA	1.85-1.99 GHz	GMSK	200 kHz
PACS	Cordless/ PCS	1994	TDMA/ FDMA	1.85-1.99 GHz	π/4-DQPSK	300 kHz
MIRS	SMR/PCS	1994	TDMA	Several	16-QAM	25 kHz
iDen	SMR/PCS	1995	TDMA	Several	16-QAM	25 kHz

[Rappaport, 2002, Table 1.1]

Major Mobile Radio Standards in Europe

Standard	Type	Year of Introduction	Multiple Access	Frequency Band	Modula-tion	Channel Bandwidth
JTACS	Cellular	1988	FDMA	860-925 MHz	FM	25 kHz
PDC	Cellular	1993	TDMA	810-1501 MHz	π/4-DQPSK	25 kHz
NTT	Cellular	1979	FDMA	400/800 MHz	FM	25 kHz
NTACS	Cellular	1993	FDMA	843-925 MHz	FM	12.5 kHz
NTT	Paging	1979	FDMA	280 MHz	FSK	12.5 kHz
NEC	Paging	1979	FDMA	Several	FSK	10 kHz
PHS	Cordless	1993	TDMA	1895-1907 MHz	π/4-DQPSK	300 kHz

[Rappaport, 2002, Table 1.2]

Major Mobile Radio Standards in Japan

Standard	Type	Year of Introduction	Multiple Access	Frequency Band	Modulation	Channel Bandwidth
ETACS	Cellular	1985	FDMA	900 MHz	FM	25 kHz
NMT-450	Cellular	1981	FDMA	450-470 MHz	FM	25 kHz
NMT-900	Cellular	1986	FDMA	890-960 MHz	FM	12.5 kHz
GSM	Cellular /PCS	1990	TDMA	890-960 MHz	GMSK	200 kHz
C-450	Cellular	1985	FDMA	450-465 MHz	FM	20 kHz/ 10 kHz
ERMES	Paging	1993	FDMA	Several	4-FSK	25 kHz
CT2	Cordless	1989	FDMA	864-868 MHz	GFSK	100 kHz
DECT	Cordless	1993	TDMA	1880-1900 MHz	GFSK	1.728 MHz
DCS-1800	Cordless /PCS	1993	TDMA	1710-1880 MHz	GMSK	200 kHz

[Rappaport, 2002, Table 1.3]

History (Thailand)

- 1G
  - 1986 (2529): NMT470 (TOT)
    - Nordic Mobile Telephone System @ 470MHz
  - AMPS (Advanced Mobile Phone System)
    - 1990 (2533): Cellular 900 (AIS)
    - Worldphone 800 (TAC)
- 2G: GSM (Global System for Mobile Communication)
  - 2537: GSM Advance @ 900 Mhz (AIS)
  - Worldphone 1800 (TAC)

CELLULAR 900 | DIGITAL GSM 1800 | 1-2-CALL | GSM advance

[http://3g.siamphone.com/articles/2009/3g/page.htm]

2.5G: GSM Enhancement

- Want to deliver ***data*** as well as voice.
- **General Packet Radio Service (GPRS)**
- **Enhanced Data Rates for GSM Evolution (EDGE)**

2.5G: GPRS

- **General Packet Radio Service**
- The first commercial launches for GPRS took place in 2001.
- Provide connectivity to IP networks (Internet).
- Construction of a **packet switched** core network, to run alongside the **circuit switched** network that was originally built for GSM.
  - "always on" connection that remains active as long as the phone is within range of the service.
- A single time slot may be shared by multiple users for transferring packet mode data
- Each slot can handle up to **20 kb/s**. Each user may be allocated up to 8 slots
  - Data rates up to about **160 kb/s** per user are possible.
  - A good approximation for throughput in "average" conditions is 10 Kbps per time slot. [Korhonen, 2003]

2.75?G: EDGE

- **Enhanced Data Rates for GSM Evolution**
  - Originally this acronym stood for Enhanced Data rates for GSM Evolution, but now it translates into **Enhanced Data rates for Global Evolution**, as the EDGE idea can also be used in systems other than GSM [Korhonen, 2003]
- Support IP-based services in GSM at rates up to **384 kb/s**
- Only requires a **software upgrade** to base stations
  - if the RF amplifiers can handle the non-constant envelope modulation with EDGE's relatively high peak-to-average power ratio (PAPR).
- EDGE is popular in North America, where the allocation of carrier frequencies has made it hard for GSM operators to upgrade to UMTS.

Motivation

Voice/SMS

~9.6Kbps

Mobile Narrow Band Internet

14.4~64Kbps

Low-QoS Mobile Multimedia Services

64~144Kbps

High-quality, Smooth and Low-delay Video, Voice, and Music Services

20~300Kbps

Mobile Broadband Internet Surfing

64~300Kbps

Abundant and High-quality New Mobile Services

300K~5Mbps

3G

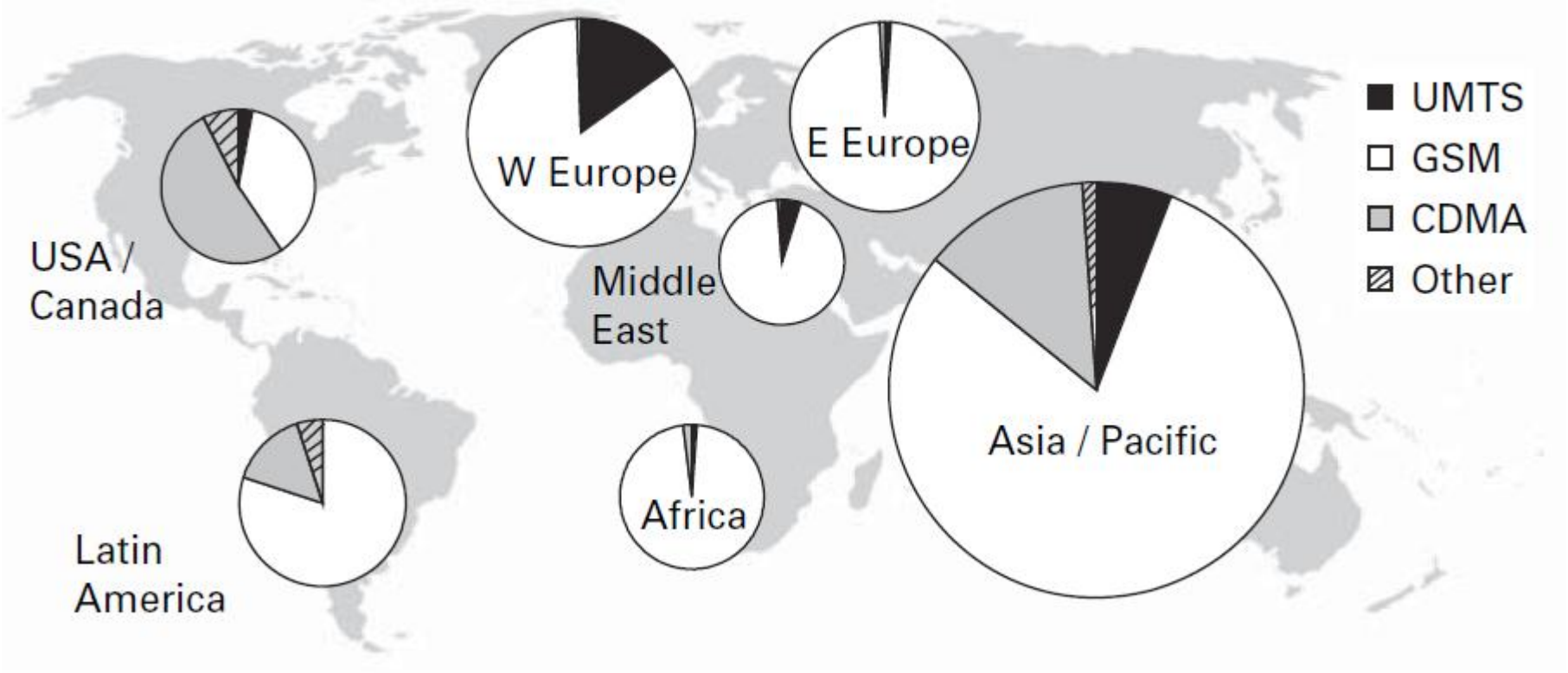
- International Mobile Telecommunications-2000 (**IMT-2000**)
  - A subgroup of the International Telecommunication Union (**ITU**)
  - Published a set of performance requirements of 3G (for both packet-switched and circuit-switched data):
    - A minimum data rate of 144 Kbps in the vehicular environment
    - A minimum data rate of 384 Kbps in the pedestrian environment
    - A minimum data rate of 2 Mbps in the fixed indoor and picocell environment
- There are several wireless standards and systems that qualify as third generation (3G) systems
  - UMTS
  - CDMA2000

UMTS

- **Universal Mobile Telecommunications System (UMTS)**
- The research activity on UMTS started in **Europe** at the beginning of the 1990s.
  - Even before the earliest 2G systems arrived on the market
- Designed to support wideband services with data rates up to **2Mbit/s**.
- Developed **from GSM**
  - Keep the core network more-or-less intact
  - Change the air interface to use **CDMA**
- Compatibility between UMTS and GSM:
  - Most UMTS mobiles also implement GSM, and the network can hand them over from a UMTS base station to a GSM one if they reach the edge of the UMTS coverage area.
  - However, network operators cannot implement the two systems in the same frequency band, so they are not fully compatible with each other.

Market Share

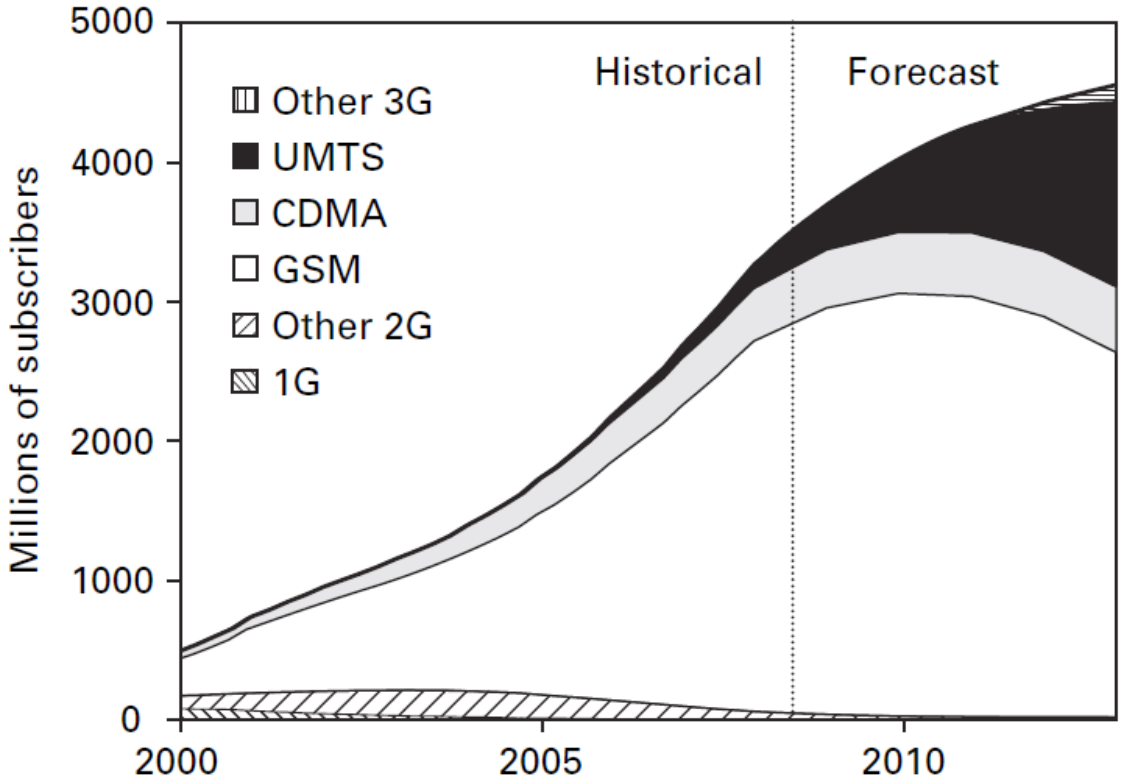
- Numbers of subscribers to different mobile communication technologies in 2008.



[Cox, 2008, Fig 1.15]

Growth

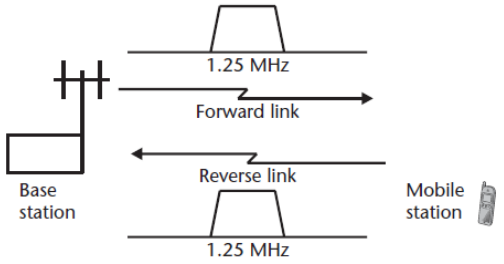
- Growth in the use of different mobile telecommunication technologies, with historical data from 2000 to 2008, and forecasts from 2008 to 2013.



[Cox, 2008, Fig 1.16]

cdma2000

- Another 3G mobile technology standard
- Multicarrier, direct-sequence CDMA FDD system.
- Backward-compatible with its previous 2G iteration IS-95 (cdmaOne).
- **CDMA2000 1X (IS-2000)**
  - also known as 1x and 1xRTT
  - 1x = Spreading Rate 1 = use the same chip rate of IS-95 (i.e., 1.2288 Mcps).
    - Same RF bandwidth as IS-95: a duplex pair of 1.25 MHz radio channels.
  - Core CDMA2000 wireless air interface standard.
  - Almost doubles the capacity of IS-95 by adding 64 more traffic channels to the forward link, orthogonal to (in quadrature with) the original set of 64.



Evolution of UMTS Specifications

Release	Functional freeze	Main UMTS feature of release
Rel-99	March 2000	Basic 3.84 Mcps W-CDMA (FDD & TDD)
Rel-4	March 2001	1.28 Mcps TDD (aka TD-SCDMA)
Rel-5	June 2002	HSDPA
Rel-6	March 2005	HSUPA (E-DCH)
Rel-7	December 2007	HSPA+ (64QAM downlink, MIMO, 16QAM uplink) LTE and SAE feasibility study

Also dubbed 3.5G, 3G+ or turbo 3G

HSPA

3.5G?

- **High Speed Packet Access (HSPA)** is a collection of two mobile telephony protocols
  - High Speed **Downlink** Packet Access (HSDPA) and
  - High Speed **Uplink** Packet Access (HSUPA)
- Extend and improve the performance of existing WCDMA/UMTS protocols.
- Current HSDPA deployments support down-link speeds of 1.8, 3.6, **7.2** and 14.0 Megabit/s.
- Many HSPA rollouts can be achieved by a **software upgrade** to existing 3G networks, giving HSPA a head start over WiMAX, which requires dedicated network infrastructure.
- There is also a further standard, **Evolved HSPA (HSPA+)**. 3.9G?
  - HSPA+ provides speeds of up to **42 Mbit/s** downlink and 84 Mbit/s with Release 9 of the 3GPP standards.

3G in Thailand: HSPA, HSPA+

- TOT: 2.1 GHz
- Truemove: 850 MHz
- Dtac: 850 MHz
- AIS: 900 Mhz
- Be careful!

Iphone 4

- GSM model:
  - 2G: Quadband GSM/EDGE (850, 900, 1800, 1900 MHz)
  - 3G: UMTS/HSDPA (7.2 Mbps)/HSUPA (850, 900, 1900, 2100 MHz)
- CDMA model: CDMA EV-DO Rev. A (800, 1900 MHz)
- Wi-Fi 802.11b/g/n
  - WLAN (Wireless LAN)
  - 802.11n 2.4GHz only
- Bluetooth v2.1+ EDR
- A-GPS navigation

Samsung Galaxy SII

- The version released on Sprint will be called the Samsung Within, on AT&T, the Attain, and on Verizon, the Function.
- Two models for 3G (HSPA+)
  - 850/2100 MHz
  - 900/2100 MHz
- Wi-Fi 802.11b/g/n
- Bluetooth 3.0

“4G” in the US


Sprint
Mobile WiMax
Sprint
Seattle
Spokane
Portland
Billings
Omaha
Reno
Kansas City
Indianapolis
Wichita
St. Louis
Albuquerque
Oklahoma City
Little Rock
Nashville
Phoenix
Tucson
San Antonio


verizon wireless
LTE
verizon


T··Mobile·
HSPA+
T··Mobile·

Comparison

	Sprint	verizon	T-Mobile
"4G" Technology	WiMax	LTE	HSPA+
Speed	Downstream average speeds of 3-6 Mbps, 10 Mbps peak. "10x faster than 3G."	5-12 Mbps downstream and 2-5 Mbps upstream	Peak downstream of 21Mbps, peak upstream of 5.7Mbps. "Up to 3x faster than 3G."
Coverage	Nationwide coverage of many major cities and markets.	38 markets and 60 major airports on December 5th, 2010. Full nation-wide coverage by 2013.	Nationwide coverage of many major cities and markets.
OS Compatibility	All OS' (via Mobile HotSpot)	Windows-only (at launch, Mac OS X support to come)	Windows and Mac
Devices	USB Modems and Mobile Hotspot	USB Modems	USB Modems and Netbook
Monthly Cost	$60 for unlimited 4G data and 5GB of 3G data.	$50 for 5GB, $80 for 10GB, $10/GB overage fee.	$25 for 200MB, $40 for 5GB and no ovarage fees.

[lifehacker.com]

LTE: Around the World

[Wireless Week Magazine, February 2011]