

IP Technology in 3rd Generation Mobile Networks

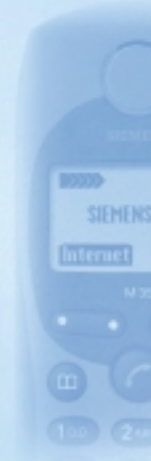
mobile

Tutorial, WPMC 01, Aalborg

September 9, 2001

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Siemens AG, Mobile Internet



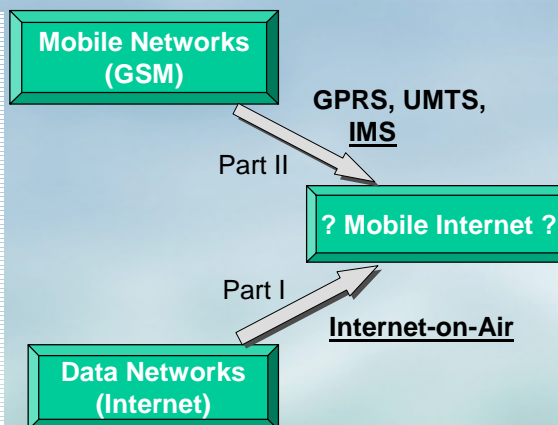
Trends in Networks: Convergence of Data-Networks and Mobile Networks

Trends in Mobile Networks:

- IP transport in the backbone
- Transport voice & data over IP
- Push IP into the RAN
- Terminate IP in the mobile host
- Separation: Transport ↔ Control

Trends in the Internet:

- Enable wireless access
- Support mobility
- QoS beyond "Best Effort"
- Security and AAA



Acknowledgements

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- ... and many others

Agenda

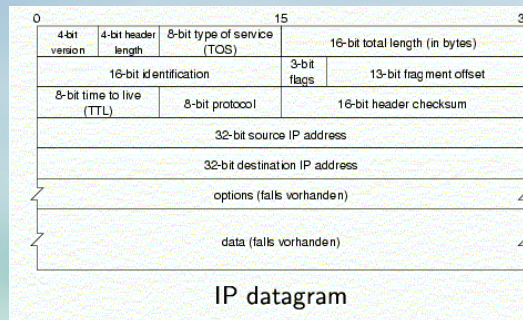
- **Intro: IP Protocol Family & IETF Standardisation**
- **Part I: Internet Evolution, Internet-on-Air**
 - Principles & Architecture
 - Mobility Support by Mobile IP
 - Quality of Service concepts
- **Part II: Mobile Network Evolution, IP Based Multimedia Subsystems (IMS)**
 - Evolution/Motivation; Session Initiation Protocol
 - IMS Architecture, Registration, Session Control
 - Interworking, Conferencing, QoS
 - IMS Demonstrator
- **Protocol Enhancements: Robust Header Compression, Wireless TCP**
- **Summary, Questions & Answers**

IP Protocol family & IETF Standardisation

Internet Protocol IP:

- Layer 3 Protocol (Network Layer)
- Packet (IP datagram) transmission between hosts (packet size up to 65535 bytes, often restricted by Layer 2 protocols)
- Routing using 32 bit addresses (v4)
- Most frequent transport protocols
Transmission Control Protocol **TCP**
User Datagram Protocol **UDP**
- Popular application layer protocols:
HyperText Transfer Protocol **HTTP**
File Transmission Protocol **FTP**
Simple Mail Transfer Protocol **SMTP**

Application	L5-7
TCP/UDP	L4
IP	L3
Link-Layer	L2



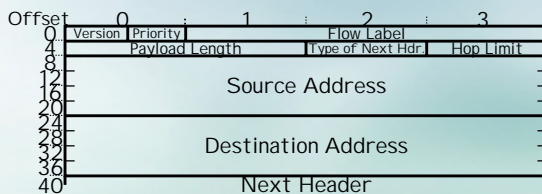
IP Version 6 (IPv6)

IPv6

- Basic Header 40 Bytes
- 128-bit Network Addresses
- Flow label (QoS)
- No fragmentation in the network
- Built-in Security
- Neighbor Discovery
- Extension Headers:
Routing, Fragmentation, Authentication, Encryption

IPv4

- Basic Header 20 Bytes
- 32-bit Network Addresses
- Type of Service field
- Router may fragment packets
- IPsec as an enhancement
- ARP (Address Resolution Protocol)
- Options



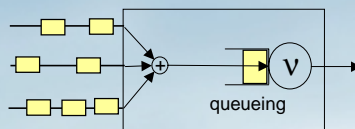
IP Protocol: Quality of Service Basics

Advantages of Packet-Based Transport (as opposed to circuit switched)

- Flexibility
- Optimal Use of Link Capacities, Multiplex-Gain for bursty traffic

Drawbacks

- Buffering/Queueing at routers can be necessary
- Delay / Jitter / Packet Loss can occur
- Overhead from Headers (20 Byte IPv4, 20 Byte TCP)



Protocol Improvements for Real-Time Applications necessary

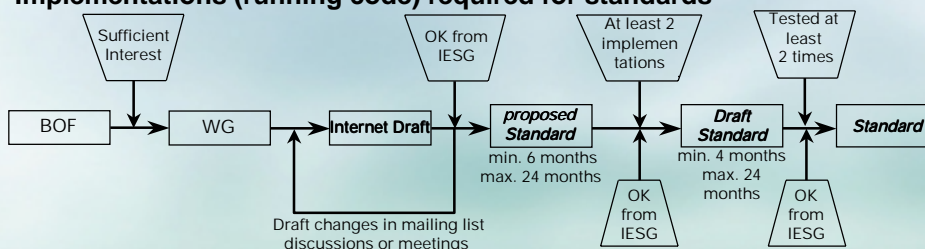
- Packet Prioritization (DiffServ, TypeOfService field in IPv4)
- Resource Reservation (IntServ)
- Connection Admission / Traffic Policing / Shaping
- Header Compression

... More about those later

IETF Standardization Process

Internet Engineering Task Force, IETF (see <http://www.ietf.org>)

- No formal membership; very informal process
- Protocols are developed in Working Groups (e.g. IPNG, mobileip, mpls, tewg, diffserv, rohc, seamoby, sip)
- Each WG belongs to one of 8 Areas: Applications, General, Internet, Operations and Management, Routing, Security, Sub-IP, Transport, User Services
- Area Directors form Internet Engineering Steering Group IESG
- Implementations (running code) required for standards



Trends in Networks:

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Mobile Networks
(GSM)

GPRS, UMTS,
IMS

Part II

? Mobile Internet ?

Trends in the Internet:

- Enable wireless access
- Support mobility
- QoS beyond "Best Effort"
- Security and AAA

Data Networks
(Internet)

Part I

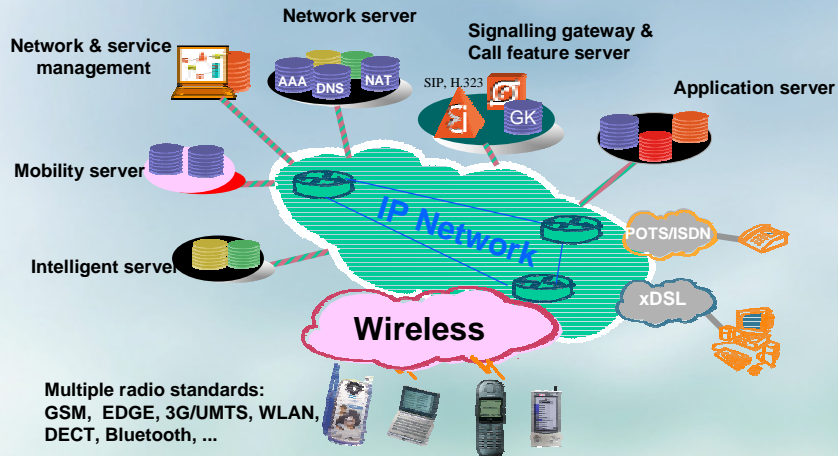
Internet-on-Air

Evolution of traditional Internet: Internet-on-Air (IoA)

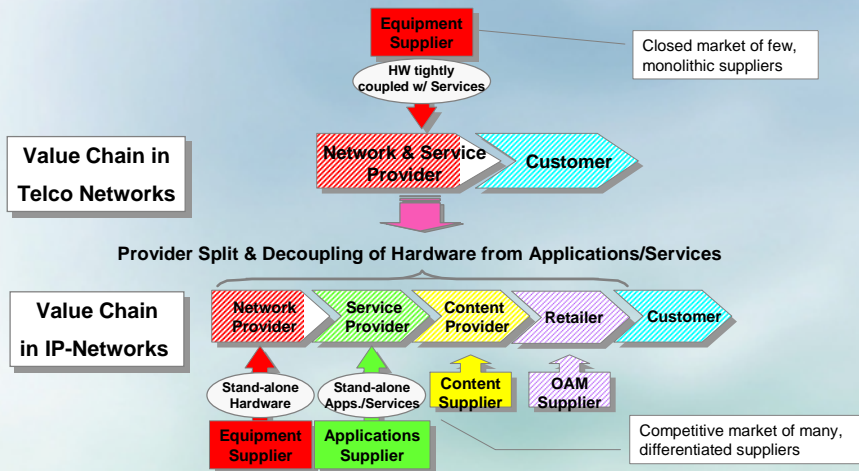
Extension of principles and architecture of traditional Internet to mobile scenarios:

- Separation of transport, control, and services
(transport in core, intelligence at edges)
- Flexible 3rd-party applications (Voice over IP is one of them)
- End-to-end IP routing
- Enhanced network services
 - Mobility (of terminals and users), Location information
 - Quality of Service (QoS)
 - Authentication, Authorisation, and Accounting (AAA)
Security
Charging
- Independent of wireless access technology (e.g. WLAN, UTRAN, GERAN)

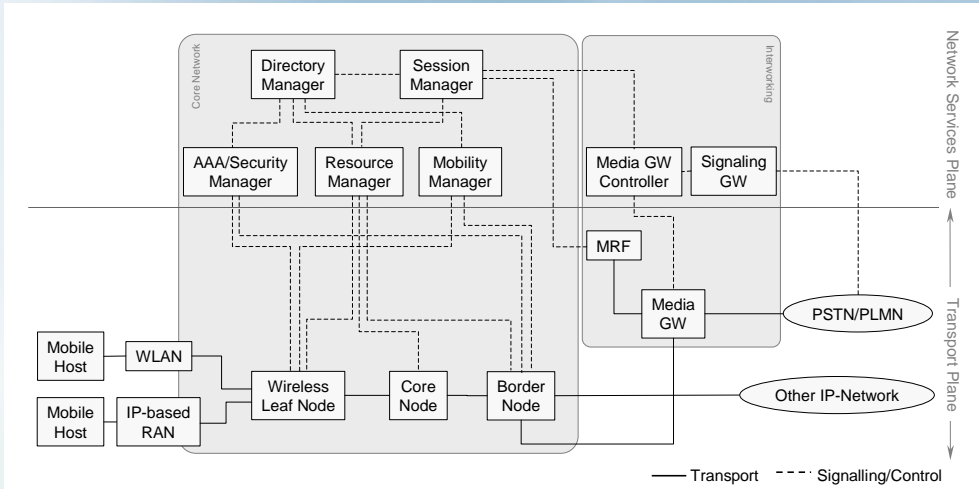
Internet-on-Air: Separation of Transport, Control, and Services



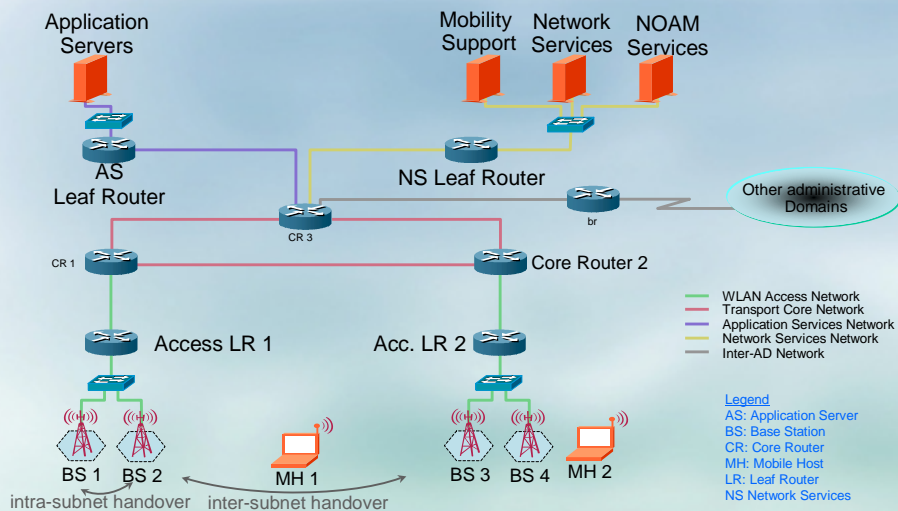
Economic Consequence of Separation: Opening of the Value Chain



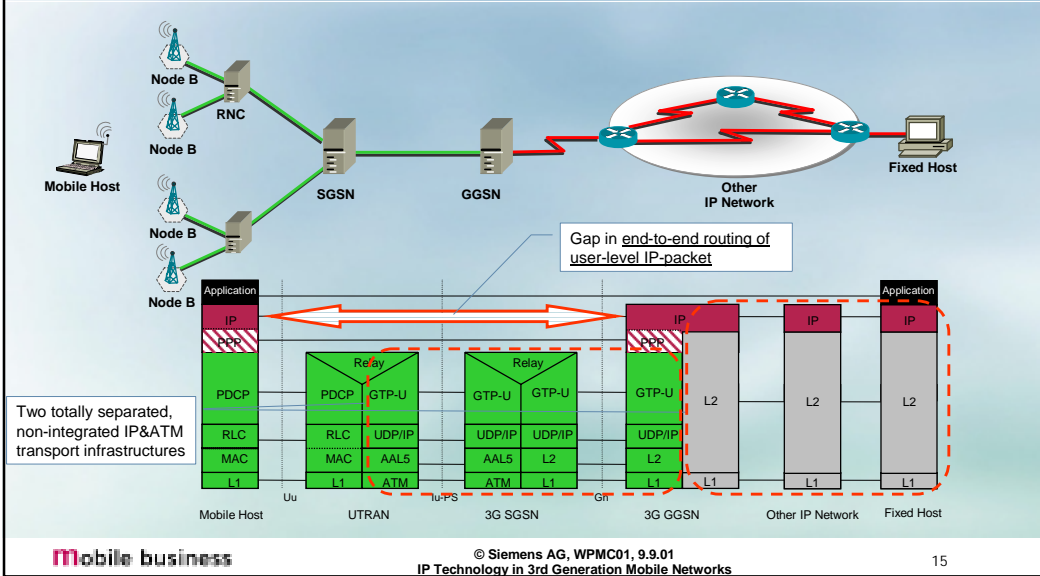
Simplified IoA Architecture (without application level)



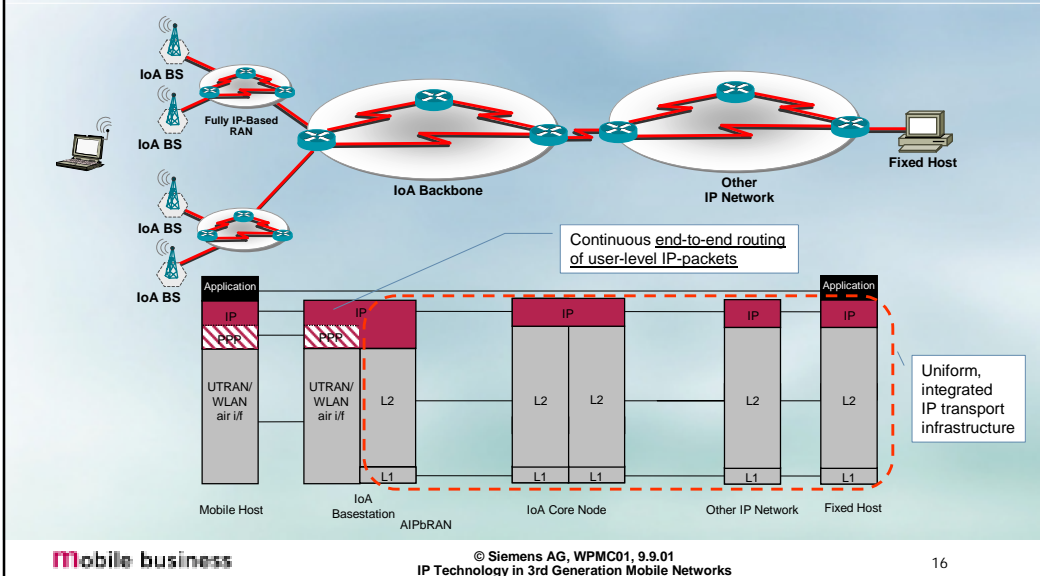
Simple Example of IoA Network



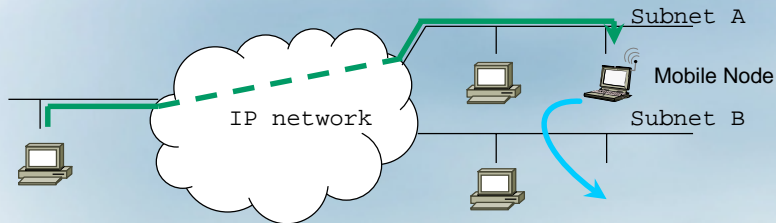
Transport: no End-to-End IP Routing in UMTS



IoA Transport: IP Routing to the Base Station



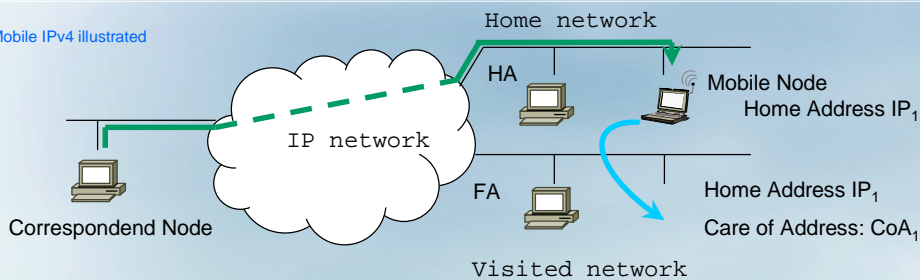
IP Mobility Support: Mobile IP



- Problem: Hierarchical structure of IP addresses (subnetmask)
→ at transition to other subnet (L3 handover), `normal` IP routing not sufficient
- Solution: Extension of IP routing mechanism, `Mobile IP` (RFC 2002)

Mobile IP: Principles & Terminology

Mobile IPv4 illustrated

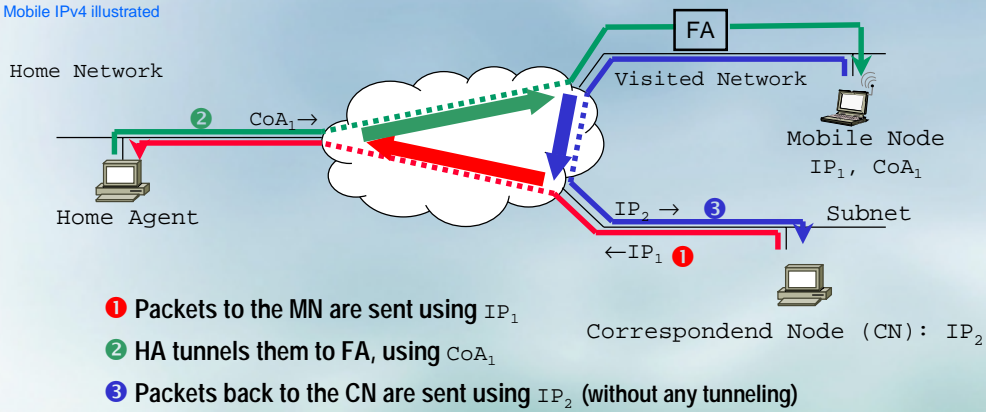


Mobile Node (MN) with fixed IP address IP_1

- Home Network: subnet that contains IP_1
- Home Agent (HA): node in home network, responsible for packet forwarding to MN
- Visited Network: new subnet after roaming / handover
- Care-of Address (CoA): temporary IP address within visited network
- Foreign Agent (FA): node in visited network, responsible for packet forwarding to CoA

Mobile IP: Triangle Routing

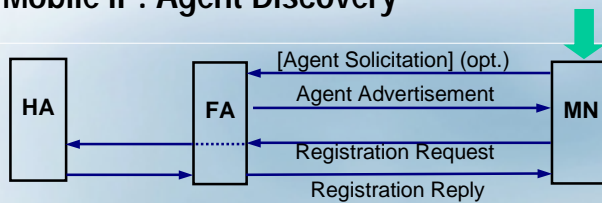
Mobile IPv4 illustrated



- ❶ Packets to the MN are sent using IP₁
 - ❷ HA tunnels them to FA, using CoA₁
 - ❸ Packets back to the CN are sent using IP₂ (without any tunneling)
- Correspondent Node (CN): IP₂

Mobile IP: Agent Discovery

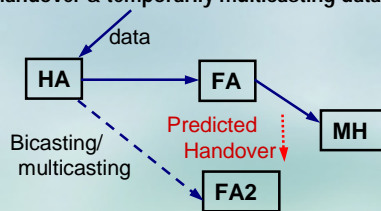
Mobile IPv4 illustrated



- Mobile Node finds out about FA through Agent Advertisements (can be triggered by an Agent Solicitation from the MN)
- Care of Address of the MN is determined, either
 - Dynamically, e.g. using Dynamic Host Configuration Protocol (DHCP)
 - Or: use IP address of FA as CoA
- MN registers at FA and HA
- Registration with previous FA simply expires

Mobile IP: Additional Issues

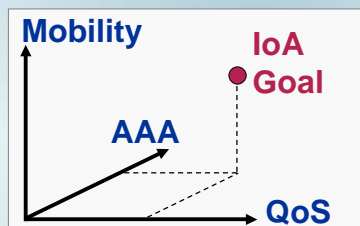
- Authentication, in particular for registration requests
- Route Optimization: avoid triangular routing
- MIPv6
 - Large (128 bit) address space → unique c/o addresses
 - Stateless autoconfiguration & neighbor discovery
 - No Foreign Agents
 - Route optimization through IPv6 routing header
- Handover Optimization (seamless handover)
 - e.g. by predicting handover & temporarily multicasting data



- Context transfer (QoS, Header Compression, see later)

Enhanced Network Services in IoA

- Terminal *mobility* can be supported by Mobile IP
 - User *mobility* can be supported, e.g. by Session Initiation Protocol (SIP), see IMS section
 - New applications require concepts for
 - Quality of Service (real-time applications, e.g. voice, video) [chosen for this tutorial]
 - Security (e.g. Internet banking, electronic cash)
 - Accounting & Charging (content based)
- } Part of AAA
- Combination of concepts & carrier-grade implementation required



Quality of Service in IoA: Scope

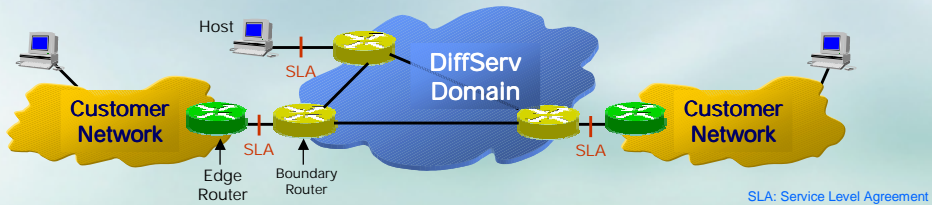
- **User Plane QoS**
 - End-2-End Packet Delay (in particular interactive applications)
 - Delay Jitter
 - Packet Loss
 - Throughput/Goodput
 - **Application Level QoS**
 - e.g. Video/Voice Quality (depending on codecs)
 - **Signalling Plane**
 - Call Setup Delays
 - Fraction of blocked Calls
 - **Behavior at Handover**
 - Dropped Calls
 - Delayed / Lost packets
 - **Reliability Aspects**
 - Failure probabilities of entities
 - Downtime distribution
- } [Considered in the following]

QoS Solution I: Over-Provisioning

- Design network to be able to deal with worst-case traffic scenario
- Advantage:
 - no impact on architecture, protocols and user equipment
 - simplicity
- Problems:
 - Traffic depends on number of active users, user mobility, type of application, daily utilization profile → difficult forecasting
 - Data traffic tends to be very bursty (even self-similar)
 - waste of resources if planned for worst-case scenario
 - can be very expensive
 - Unforeseeable events can occur (new applications; changes in user behavior, e.g. always-on)

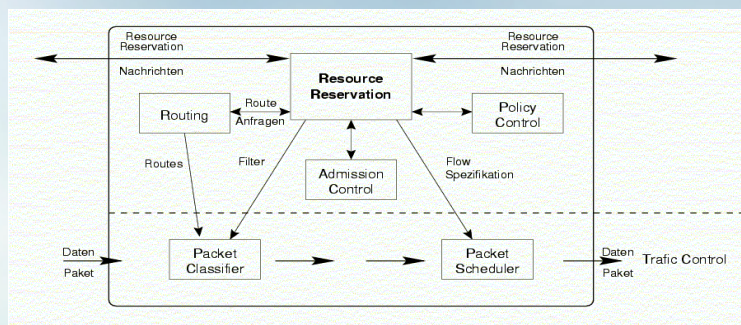
QoS Solutions II: DiffServ

- Basic Idea: reduce queuing delay/loss for critical traffic by preferential treatment at routers
→ improve per-hop transmission behavior
- Packets marked by DiffServ Code Points (DSCPs, 6bit)
- Various scheduling disciplines at routers possible (e.g. static priority, weighted fair queueing)
- Advantage: Simple and scalable
- Problem: No performance guarantees unless used in conjunction with connection admission and traffic shaping/policing at ingress routers



QoS Solutions III: IntServ/RSVP

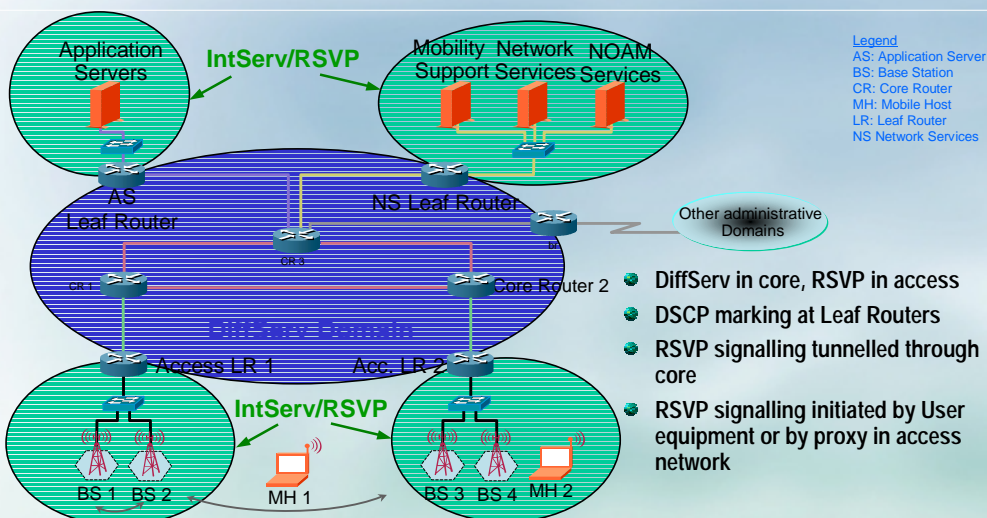
- Fundamental Idea: Reserve necessary resources for each traffic flow along its transmission path, which requires:
 - Connection Admission Control (CAC): traffic specification + info about available resources at router → admission decision (if no, then re-routing)
 - Packet Classification: which flow does it belong to?
 - Packet Scheduling: make sure, flow obtains resources as specified



QoS Solutions III: IntServ/RSVP (cont d)

- Signalling by Resource Reservation Protocol (RSVP)
 - Path Message: sender initiated, description of traffic parameters and path
 - Resv Message: receiver initiated, causes connection admission/reservation along path; specifies QoS parameters
 - Other messages for reservation teardown and error treatment
 - Soft-State concept: periodic refresh of reservation required
- Advantages:
 - Fine Granularity: per flow treatment, flexible set of QoS parameters
 - Able to provide QoS guarantees (if admission, classification, scheduling is performed correctly)
- Disadvantages
 - Scalability problem: management of state for each single flow
 - Complexity (already connection admission can be complex, e.g. effective bandwidths, etc.)

Possible QoS Concept for IoA



Integration of QoS & Mobility: Context transfer

- At inter-subnet (L3) handover: necessary to transfer QoS context to new access network
- Possible solutions
 - Perform MIP handover first, transfer QoS context later
→ possibly temporarily reduced QoS
 - Anticipate handover, set up QoS context in advance in new access networks
→ full QoS as soon as Layer 3 connectivity established
But: simultaneous reservation in several access networks, waste of resources
- Analogous problem for AAA or other context (e.g. for Robust Header Compression)

IoA QoS: Open Issues [also for IMS QoS]

- Who provides traffic parameters and QoS requirements?
 - User itself?
 - Application layer in mobile station?
 - Automatic mapping of application type and user class?
- QoS Interworking
 - How to map IntServ microflows to DiffServ codepoints?
 - Interworking with QoS mechanisms of external IP networks?
- End-to-end delay
 - What delay budgets assigned to different domains?
- Granularity
 - Complex per-flow signalling and connection admission necessary?
 - Or: Will users accept 'soft' QoS (as provided by simple service classes without connection admission)?
 - Should we concentrate on the bottleneck 'Radio Link' and use over-provisioning everywhere else?
- Relevance/Benefit of Multi Protocol Label Switching (MPLS) and QoS Routing?

Summary: Internet-on-Air

- Extension of principles and architecture of traditional Internet to mobile scenarios
- Separation of transport, network services, and applications
→ Flexible 3rd-party application provisioning
- Independent of wireless access technology
- Continuous end-to-end IP routing
- Mobility Support using Mobile IP
- Enhanced network services
 - Quality of Service (support of DiffServ, IntServ, MPLS)
 - Security, AAA, and Charging
 and combinations of those concepts

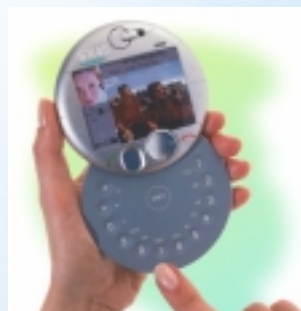
Several aspects still in research

- Seamless handover
- Various QoS questions [also true for IMS QoS]
- Scalability and carrier grade implementation

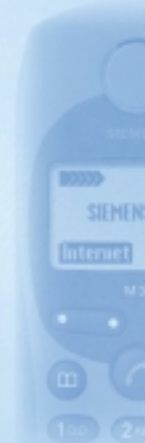
IP multimedia subsystem tutorial



mobile



Smith, Product Management Mobile Internet
Siemens, Information and Communication Mobile

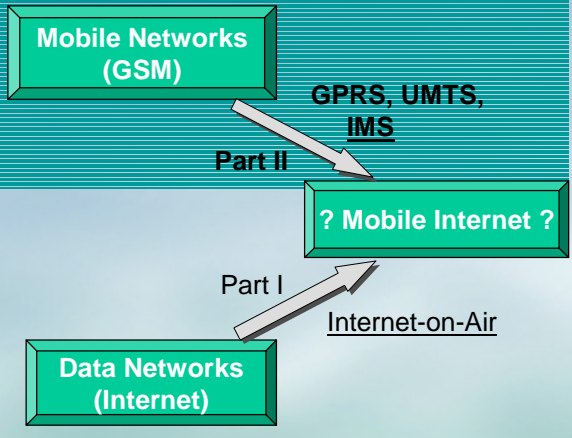


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Trends in the Internet:

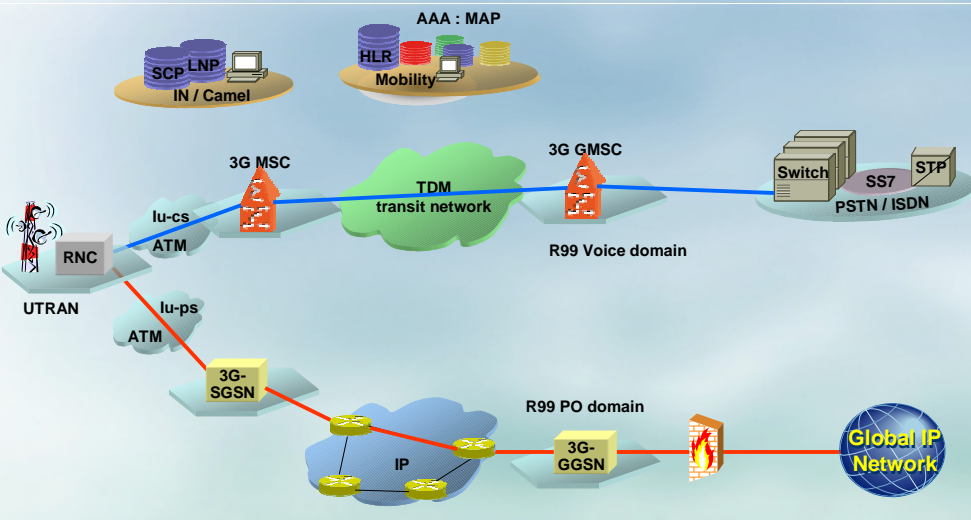
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Agenda (IMS)

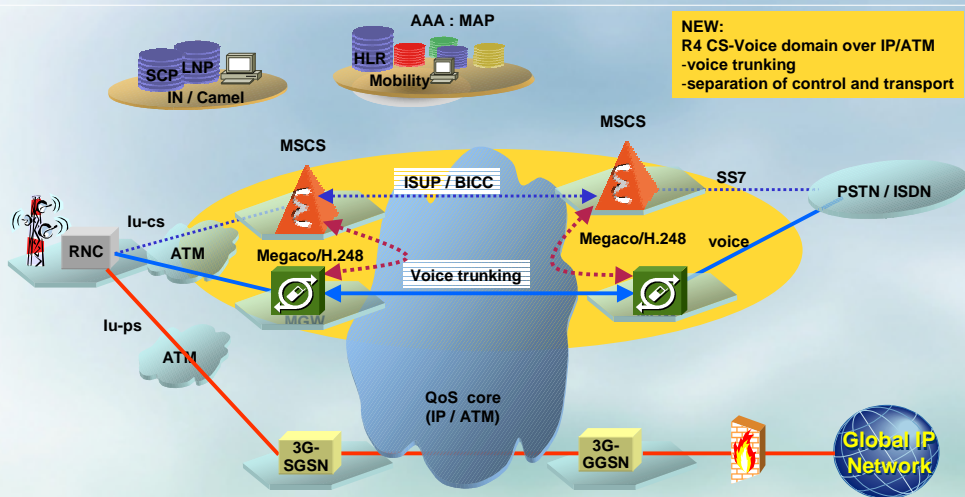
Introduction to IP Multimedia Subsystem (IMS)

- Evolution of mobile networks
- Motivations for the IMS
- Session Initiation Protocol (SIP)
- IMS Architecture overview
 - Registration
 - Session control
 - Interworking with PSTN
 - Conferencing
 - Services
 - QoS concept
- Summary

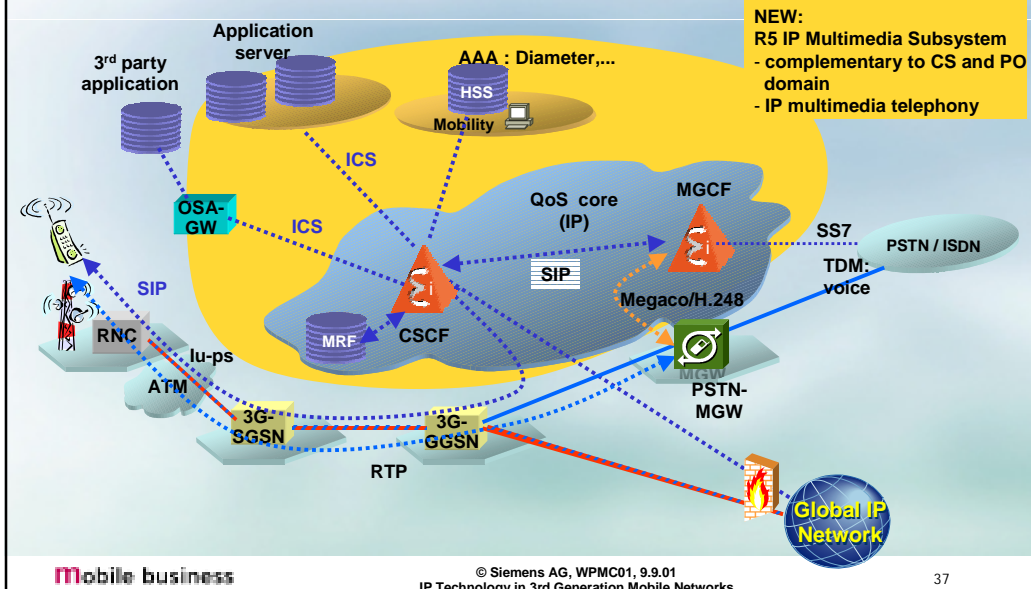
3GPP R99 architecture



3GPP R4 architecture

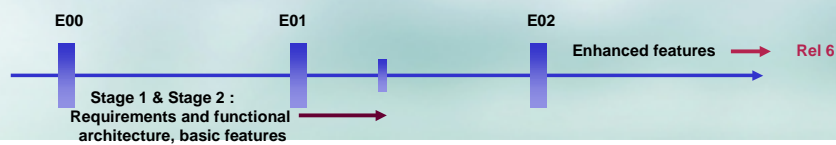


3GPP R5 architecture



Status of IMS in 3GPP

- Originally: planned to finish IMS specs in 3GPP by end 2001
- Estimation today:
 - 2Q 2002: stage 1 & 2 standards: requirements and functional architecture, basic features
 - Enhanced features -> Rel'6
- Some functional areas stabilize (e.g. basic call flows)
- Several areas rather open (e.g. security, charging)
- Additional functions are identified as necessary over time (e.g. BGCF)



Motivations for IMS

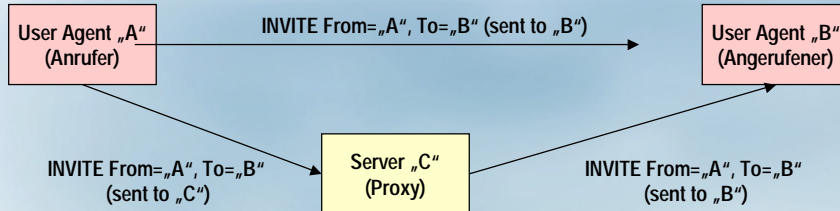
UMTS IP based Multimedia

- Applications provide new revenue streams for MNOs
- IMS provides infrastructure for integrated real-time/data services.
- IMS benefits:
 - IMS provides standardized infrastructure for integrated applications:
 - Standardized interfaces to applications
 - Standardized and secure authentication, authorization,
 - Standardized charging for services
 - QoS control on the bearer plane for services
 - Global roaming and access to home services
- Without IMS:
 - proprietary application islands
 - often non-compatible protocols used
 - higher OAM
 - difficulties for charging, security, QoS

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SIP: End-To-End and Proxies



- **User agent:** An application program which initiates SIP requests and also acts upon (accepts, rejects or re-directs) incoming SIP requests.
- **Location server:** Location servers provide SIP redirect or proxy servers information about a callee's possible location(s).
- **Proxy server:** A server which takes requests on behalf other user agents or servers and forwards them to the next hop.
- **Redirect server:** A server which accepts a SIP request, maps the address into zero or more new addresses and returns these addresses to the client. Unlike a proxy server, it does not initiate its own SIP request.
- **Registrar:** A registrar is a server that accepts REGISTER requests. A registrar is typically co-located with a proxy or redirect server and may offer location services.

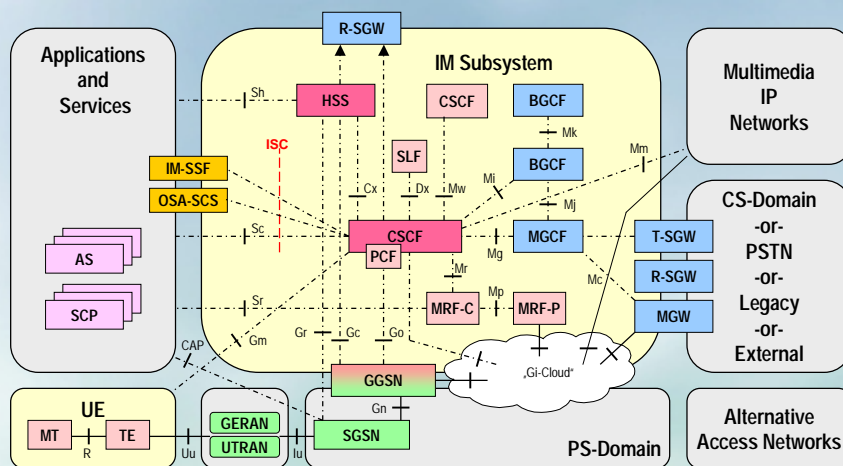
SIP – Basic messages

- Requests
 - INVITE initiate call
 - ACK confirm final response
 - BYE terminate (and transfer) call
 - CANCEL cancel searches and "ringing"
 - OPTIONS queries features supported by other side
 - REGISTER register with location service
- Responses
 - 1xx Intermediate results (180 Ringing)
 - 2xx Positive confirmations (200 OK)
 - 3xx Redirections (302 Moved Temporarily)
 - 4xx Request-Errors
 - 5xx Server-Errors
 - 6xx Global Errors

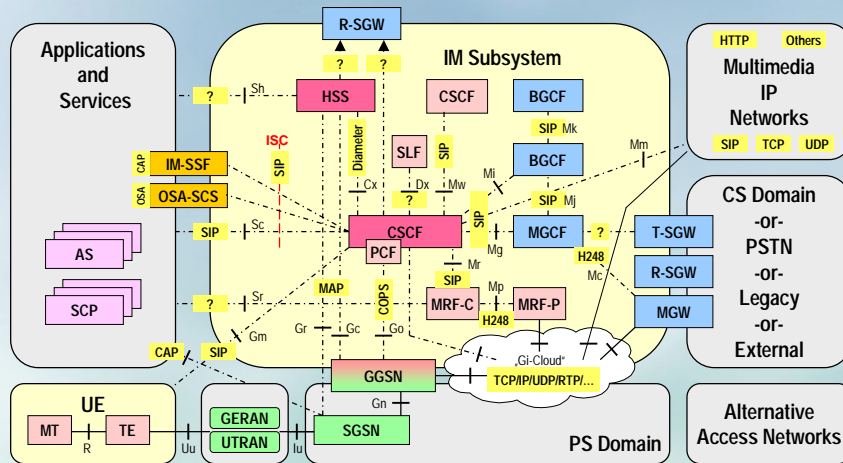
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Network Entities and Reference Points



Network Entities and Protocols



Network Entities

- CSCF (Call State/Service Control Function)
- PCF (Policy Control Function)
- HSS (Home Subscriber Service)
- SLF (Subscription Locator Function)
- MRF (Multimedia Resource Function)
- BGCF (Breakout Gateway Control Function)
- MGC (Media Gateway Control Function)
- MGW (Media Gateway)
- T-SGW (Transport Signaling Gateway)
- R-SGW (Roaming Signaling Gateway)
- AS (Application Server)
- SCP (Service Content Provider)
- IM-SSF (Service Switching Function)
- OSA-SCS (Service Capability Server)

Additionally:

- Charging Entities
- Security Entities
- Lawful Interception
- Firewalls
- DNS, DHCP, TRIP, ...
- QoS Entities
- OAM and NM
- ...

HSS

Database for subscriber related information

- Identification (SIP, Mail, E.164, Label, IMSI, ...)
- Location management (P-CSCF, S-CSCF, IP address)
- List of authorized services
- List of subscribed services
- Quintuplets for Security

P-CSCF (Proxy CSCF)

First contact point of an operator's network (for the mobile terminal)

- Forwarding of SIP messages between terminal and core network
- Generation of charging records
- Translation of IDs other than SIP URIs into SIP URIs (e.g. E.164 numbers)
- Termination of confidentiality and integrity
- Authorisation of bearer resources and QoS management
- Detection of emergency calls and selection of a emergency S-CSCF
- Translation of SIP URIs for local services
- Lawful interception
- SIP header compression

I-CSCF (Interrogating CSCF)

First contact point of an operator's network (for other operators)

- Forwarding of SIP messages (proxy functionality)
- Assignment of a S-CSCF
 - during registration
 - during invite (for services for not registered subscribers)
- Generation of charging records
- Hiding of internal network configuration/capacity/topology

S-CSCF (Serving CSCF)

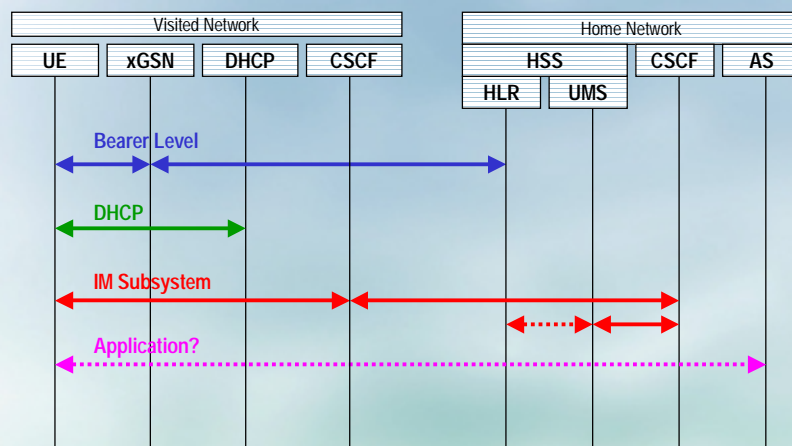
Performs session control and service triggering

- Acts as a registrar according to RFC2543
- May behave as a Proxy Server as defined in RFC2543, i.e. it accepts requests and services them internally or forwards them on, possibly after translation.
 - May behave as a User Agent as defined in RFC2543, i.e. it may terminate and independently generate SIP transactions.
- Interaction with service platform(s)
- Provides endpoints with service event related information
- Generation of charging records
- Authentication (based on quintuplets from HSS)

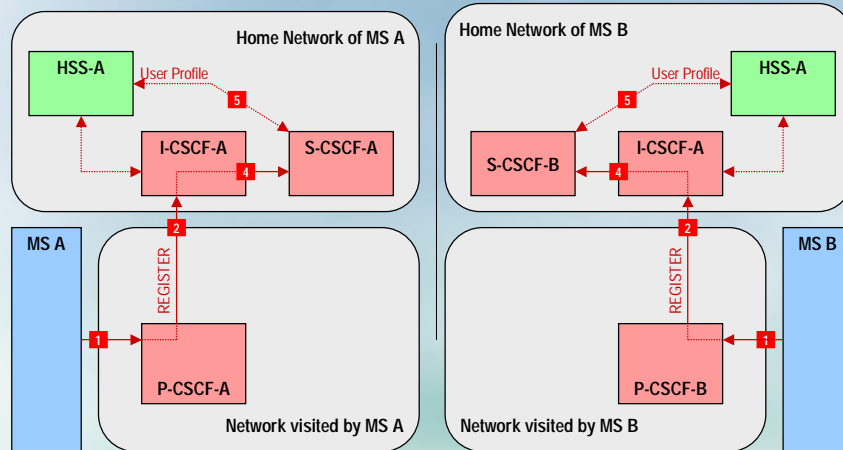
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Levels of Registration



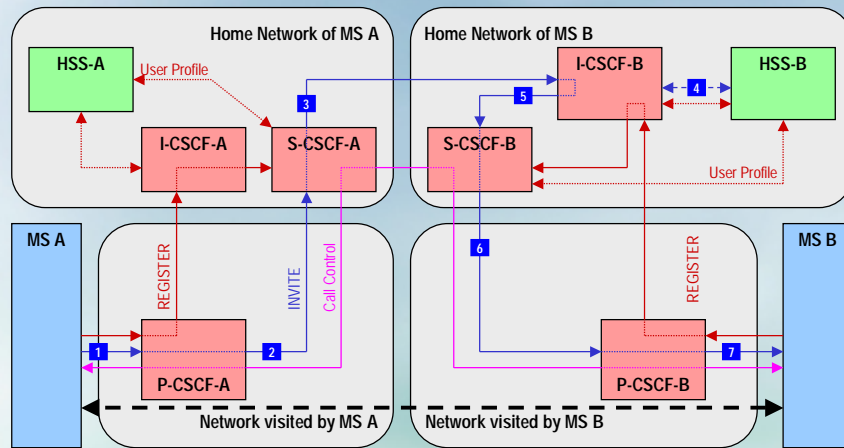
Registration in a Roaming Scenario



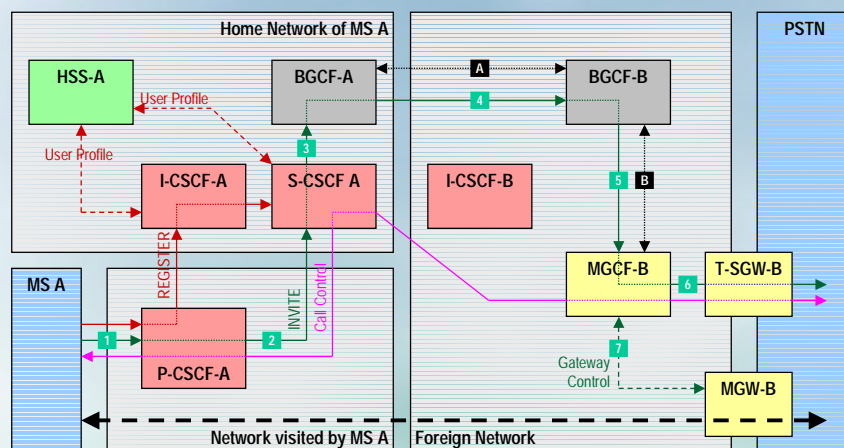
Agenda (IMS)

- Introduction to IP Multimedia Subsystem (IMS)
 - Evolution of mobile networks
 - Motivations for the IMS
- Session Initiation Protocol (SIP)
- IMS Architecture overview
 - Registration
 - **Session control**
 - Interworking with PSTN
 - Conferencing
 - Services
 - QoS concept
- Summary

Routing of Mobile-To-Mobile Calls



Routing of Mobile Calls to CS or PSTN (3GPP)



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MRF Functions

The MRF is responsible for all functions of the core network which interact with the user plane

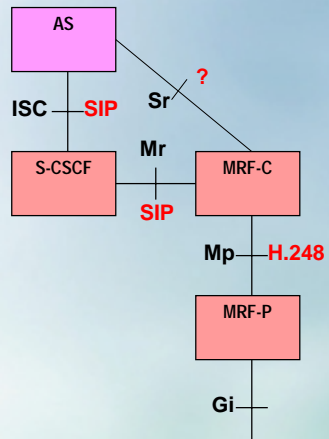
Agreed

- Conferencing
- Announcements
- Transcoding

Additional

- Interactive voice recognition
- Text to speech processing
- Generations of Tones
- DTMF

MRF Architecture



MRF-C (Controller)

- Controls the media stream resources in the MRFP.
- Interprets information coming from an AS and S-CSCF (e.g session identifier) and control MRFP accordingly.
- Generates Call Detail Records (CDRs)

MRF-P (Processor)

- Controls bearers on the Gi interface.
- Provides resources to be controlled by the MRFC.
- Mixes incoming media streams (e.g. for multiple parties).
- Sources media streams (for multimedia announcements).
- Processes media streams (e.g. audio transcoding, media analysis).

Application Server

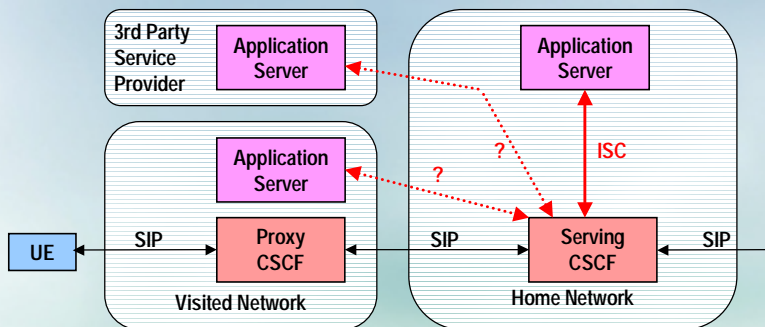
- Conference booking
- Floor control mechanism
- Session Control. Conference IDs

Agenda (IMS)

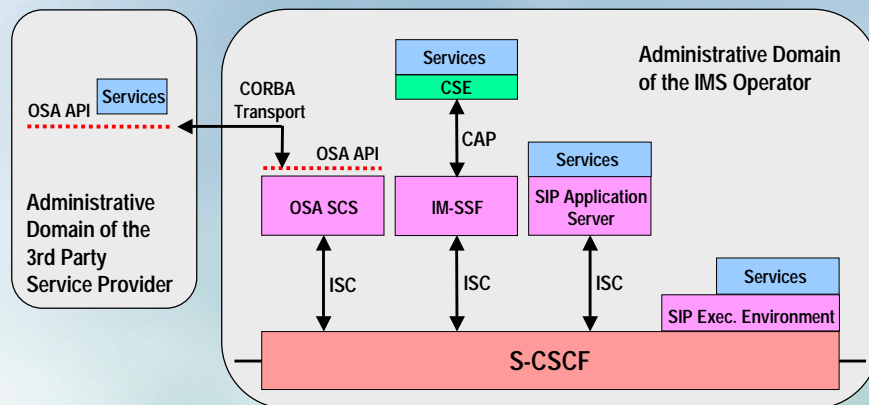
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Services are Home Controlled

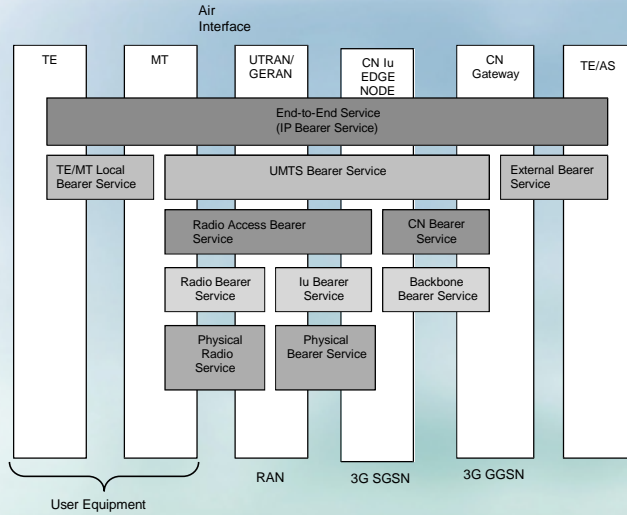
- The Serving CSCF (S-CSCF) is located in the Home Network
- The Visited Network only provides a proxy (P-CSCF): all calls are always first routed to the Home Network.



Alternatives to Deploy Services in IMS



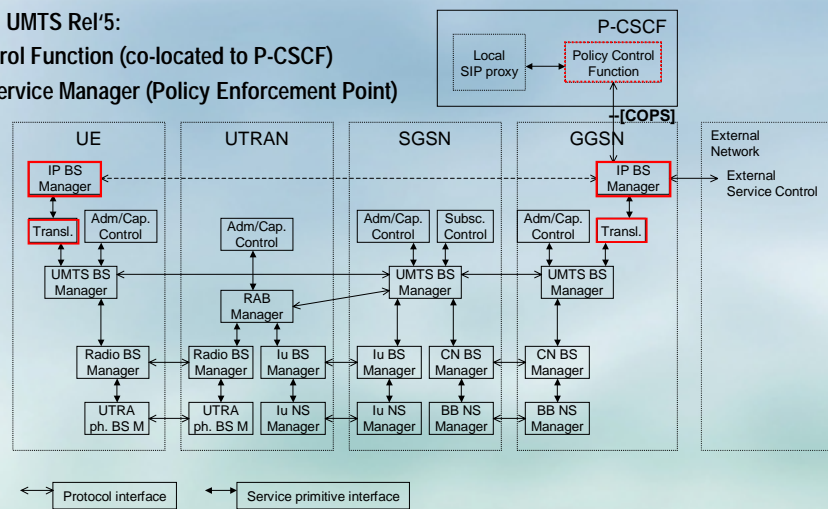
IMS QoS: Bearer Hierarchy



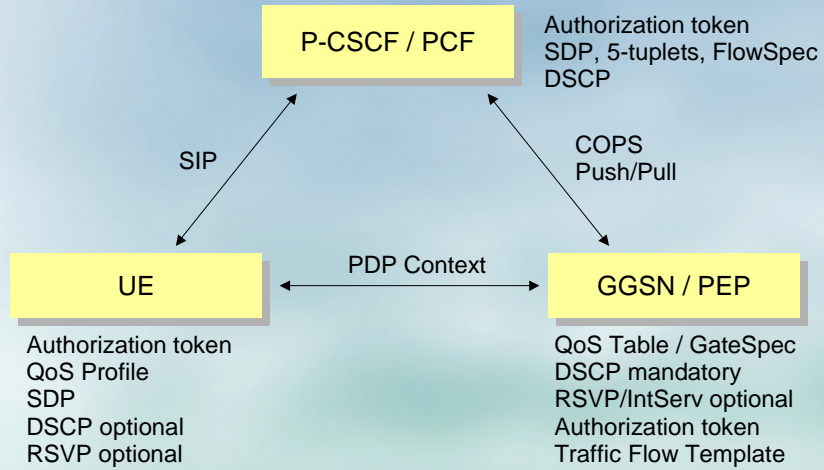
IMS QoS: 3GPP Architecture

New Entities in UMTS Rel'5:

- Policy Control Function (co-located to P-CSCF)
- IP Bearer Service Manager (Policy Enforcement Point)



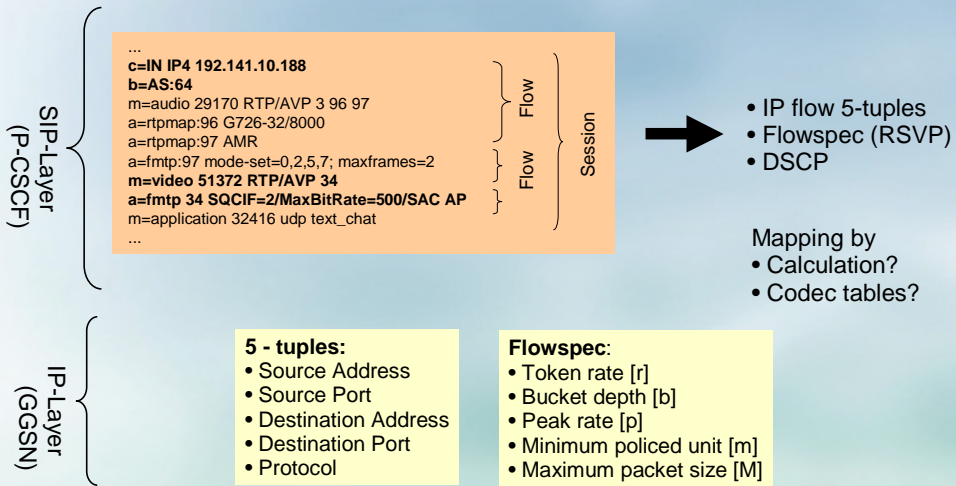
IMS QoS: Functional Elements



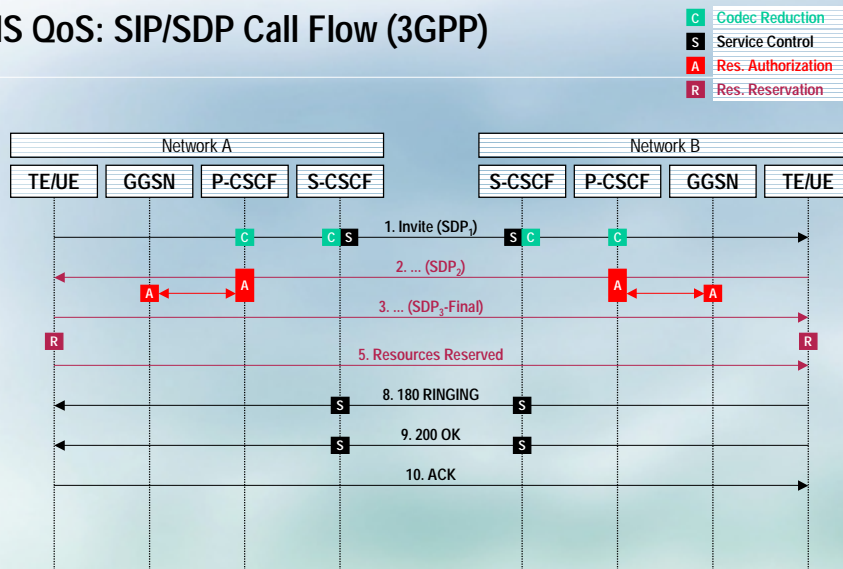
IMS QoS: Functional Elements (cont d)

- **UE**
 - Pre-conditions for SIP QoS Assured Sessions
 - IETF specification of Integration of Resource Management and SIP
- **GGSN / PEP**
 - DiffServ Edge Function (compliant to IETF), RSVP/IntServ Function (FFS) [optional]
 - RSVP Sender/Receiver Proxy [optional]
 - Service-based Local Policy Enforcement Point
 - Binding Mechanism Handling (PDP Configuration Options)
- **P-CSCF / PCF**
 - Authorize QoS resources (SDP)
 - PCF => Policy Decision Point for service-based local policy control
 - PCF exchange authorization information with GGSN via Go interface
 - P-CSCF (PCF) final decision on enabling and disabling the allocated QoS
 - Session release, P-CSCF (PCF) shall revoke the resource authorization
 - Binding Mechanism Handling (generate an Authorization Token)

IMS QoS: SDP Descriptions



IMS QoS: SIP/SDP Call Flow (3GPP)



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Summary (IMS)

- IP Multimedia subsystem is standardized by the 3GPP as part of UMTS Rel 5
- IMS is a control infrastructure and provides
 - Secure authentication and service authorization
 - Session control for packet-based connections
 - Interworking with PSTN/2G networks
 - Conferencing
 - Standardized and secure interfaces to applications
- Key benefit
 - Secure infrastructure and control for 3G data, real-time and integrated real-time/voice services.

Agenda

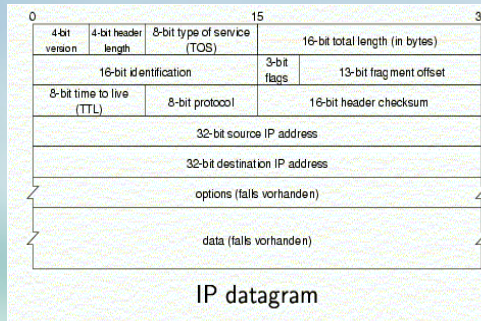
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- **Protocol Enhancements: Robust Header Compression, Wireless TCP**
- Summary, Questions & Answers

Protocol Enhancements: Motivation

- **Wireless links tend to show poor performance**
 - Large delays
 - Low throughput
 - Bit errors / packet losses due to radio transmission
- **Protocols in IP family not originally designed for such links**
 - Increased volume due to headers
 - Deficiencies of TCP flow control
 - ... many more (e.g. applications HTTP→WAP)
- **Protocol Enhancements are required, two examples discussed here**
 - Robust Header Compression (RoHC)
 - Enhancements for Wireless TCP

Robust Header Compression (RoHC)

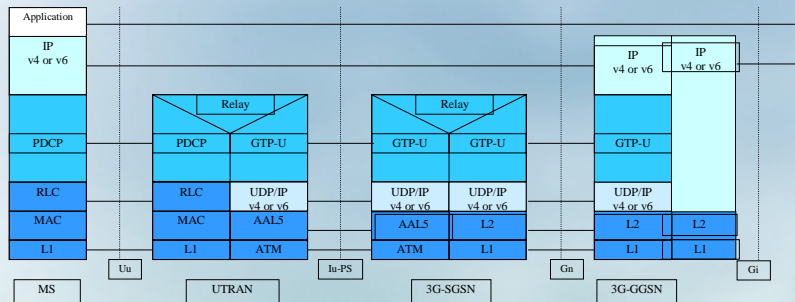
- Motivation
 - IP voice packets: header 40/60Bytes, average payload 25Bytes
 - TCP ACK packets: header 40/60 Bytes, payload often 0Bytes
- Data in many header fields ...
 - ... hardly ever changes e.g. source/destination address within same IP flow
 - ... or changes in a regular pattern
- Idea: reduce header length by compression, e.g.
 - differential encoding of fields
 - and/or variations of Huffman compression
- Compression can be applied to several protocol headers, e.g. RTP/UDP/IP



Robust Header Compression (RoHC)

- Synchronized compression context required in compressor and decompressor
- Lost packets → Synchronization disturbed
 - Additional mechanisms for context synchronisation required: Robustness
 - Error detection by Cyclic Redundancy Codes (CRC)
 - Loss detection through sequence numbers
- Reduced compression efficiency price for error robustness
- Current RoHC methods: 40 Bytes RTP/UDP/IP header → on average 1 or 2 bytes

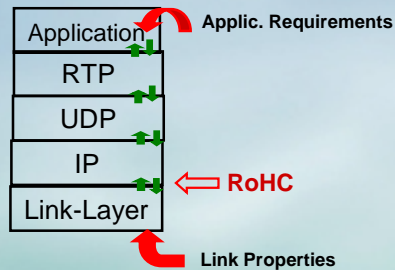
RoHC in UMTS



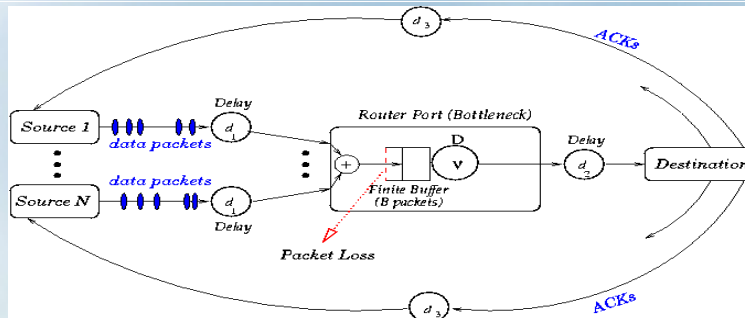
- RoHC optional part of Packet Data Convergence Protocol (PDCP)
 - headers compressed only over radio link
- In principle compression already in GGSN possible, but
 - Flow identification/separation necessary
 - Large number of flows (up to 10⁴ active flows)

RoHC: Ongoing Work

- Application of RoHC methods for SIP compression
 - Compression of whole SIP messages
 - Goal: Reduction of call-setup delay (SIP message up to several thousand Byte)
- Optimized use of Compression Trade-off: Data-Volume vs. Error Robustness on
 - Application Layer
 - RoHC Layer
 - Link-Layer
 → Optimization across whole protocol stack required



Protocol Enhancements: Wireless TCP



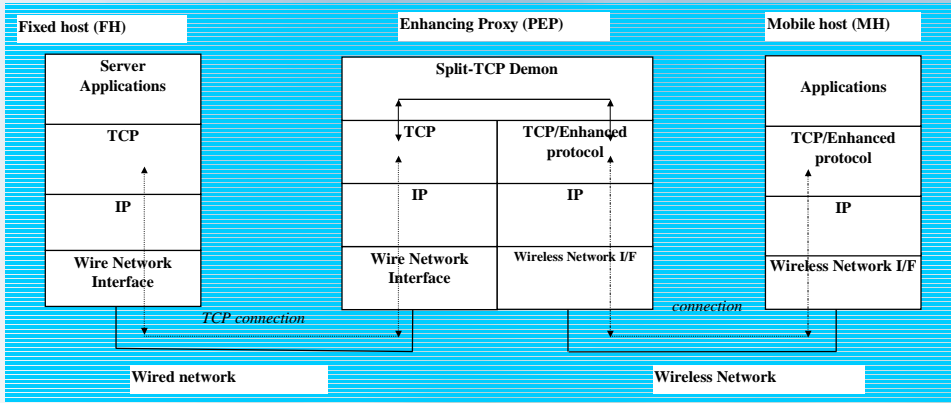
- End-to-end flow control using ACK packets
- Trigger events: duplicate ACKs and timeouts
- Problem: TCP flow-control designed for congestion avoidance in wired networks
→ can be counter productive for wireless links (long round-trip times, packet loss)

Wireless TCP: Common Approaches

- Split-Connection Approach
 - End-to-End flow control terminated before wireless link
- Link-Layer Approach
 - Local Retransmission of lost packets
 - Hide losses from sender
- Explicit Notification Approach
 - Explicitly notify TCP sender of the condition of the network / type of the loss
- End to End Approach
 - Enhance TCP Protocol Stack at Sender and Receiver to achieve better throughput

[Source: G. Reuss]

Wireless TCP: Split Connection



- Proxy is located between the 2 end-hosts (i.e. MH & FH) to split the TCP connection into 2 parts

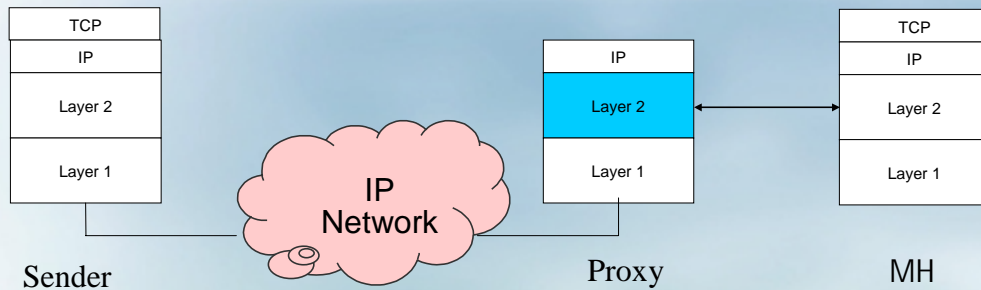
[Source: G. Reuss]

Wireless TCP: Split Connection (cont'd)

- Advantages**
 - Shields the end-host in the wired network from the wireless network characteristic
 - Wireless Local Recovery by Proxy
 - Conservation of bandwidth of the wireless link
 - Reduced header size for optimized transport protocol over wireless link
 - Smaller and simpler wireless protocol between MH and Proxy
- Disadvantages**
 - Modifications required at MH
 - No end-to-end TCP semantics
 - Not usable with IPSEC, since access to the TCP header needed
 - Requires buffer management at Proxy

[Source: G. Reuss]

Wireless TCP: Link-Layer Approach



- Proxy detects losses over the wireless link
- Proxy does local retransmission before the sender timeouts. Hides the wireless losses from the Sender

[Source: G. Reuss]

Wireless TCP: Link-Layer Approach (cont'd)

- Advantages
 - No modification to end hosts
- Disadvantages
 - TCP-aware link layer solutions cannot be used with IPSec
 - Sender may not be fully shielded from wireless losses
 - TCP End-to-End retransmission scheme and Link-Layer retransmissions
 - possibly duplicate retransmissions

[Source: G. Reuss]

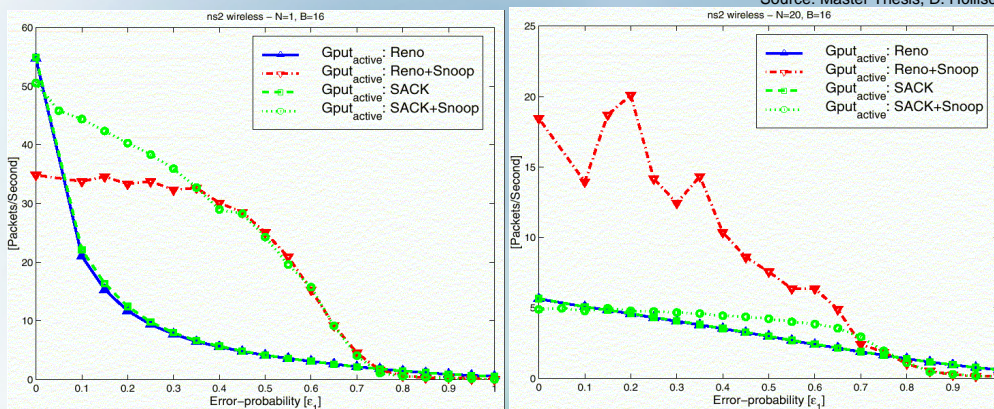
Wireless TCP: End-to-end approach

- TCP Protocol Stack at Sender and Receiver enhanced
e.g. SACK, FACK, D-SACK, Eifel
- Possible enhancements
 - Differentiate Losses
e.g. no slow-start for wireless losses
 - Efficient Utilisation of Bandwidth
e.g. no initial slow-start
 - Detection of Multiple Losses
- Advantages
 - End-to-End semantics and layered architecture of network protocols are preserved
 - IP packet encryption can be used
- Disadvantage
 - Modification at end host

[Source: G. Reuss]

Wireless TCP: Performance Comparison (ns simulation)

Source: Master Thesis, D. Höllisch



Single source scenario with burst errors on wireless link ($\epsilon_1=1 \cong$ ca 28% packet loss)
→ Snoop (Split-TCP together with SACK (end-2-end approach) provides best goodput

Congestion scenario (20 ON/OFF TCP sources) with same wireless link model:
→ Combination SACK with Snoop shows much lower goodput than Snoop by itself

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