UMTS AND MOBILE COMPUTING pdf

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These speeds are significantly faster than the 9. The first national consumer UMTS networks launched in with a heavy emphasis on telco-provided mobile applications such as mobile TV and video calling. While they suggest covering just a channel access method namely a variant of CDMA , they are actually the common names for the whole air interface standards. It supports conventional cellular voice, text and MMS services, but can also carry data at high speeds, allowing mobile operators to deliver higher bandwidth applications including streaming and broadband Internet access. In contrast, the competing CDMA system uses one or more available 1. W-CDMA systems are widely criticized for their large spectrum usage, which delayed deployment in countries that acted relatively slowly in allocating new frequencies specifically for 3G services such as the United States. Compatibility with CDMA would have beneficially enabled roaming on existing networks beyond Japan, since Qualcomm CDMA networks are widely deployed, especially in the Americas, with coverage in 58 countries as of [update]. However, divergent requirements resulted in the W-CDMA standard being retained and deployed globally. W-CDMA has then become the dominant technology with commercial networks in countries as of April Despite incompatibility with existing air-interface standards, late introduction and the high upgrade cost of deploying an all-new transmitter technology, W-CDMA has become the dominant standard. From an engineering point of view, W-CDMA provides a different balance of trade-offs between cost, capacity, performance, and density[citation needed]; it also promises to achieve a benefit of reduced cost for video phone handsets. Mobile User Objective System using geosynchronous satellites in place of cell towers. Most countries have, since the ITU approved of the 3G mobile service, either "auctioned" the radio frequencies to the company willing to pay the most, or conducted a "beauty contest"â€”asking the various companies to present what they intend to commit to if awarded the licences. This strategy has been criticised for aiming to drain the cash of operators to the brink of bankruptcy in order to honour their bids or proposals. Most of them have a time constraint for the rollout of the serviceâ€”where a certain "coverage" must be achieved within a given date or the licence will be revoked. New Zealand in August and Australia in October Though advancements in its network deployment have been delayed due to the merger with Cingular, Cingular began offering HSDPA service in December Availability only in main cities. These air interfaces are classified as TDD, because time slots can be allocated to either uplink or downlink traffic. Unlike W-CDMA, it does not need separate frequency bands for up- and downstream, allowing deployment in tight frequency bands. However, the main incentive for development of this Chinese-developed standard was avoiding or reducing the license fees that have to be paid to non-Chinese patent owners. While it suggests covering only a channel access method, it is actually the common name for the whole air interface specification. This is likely primarily for practical reasons, since other 3G formats require the payment of patent fees to a large number of Western patent holders. The launch of a national TD-SCDMA network was initially projected by [17] but only reached large scale commercial trials with 60, users across eight cities in While TD is primarily a China-only system, it may well be exported to developing countries. By dynamically adjusting the number of timeslots used for downlink and uplink , the system can more easily accommodate asymmetric traffic with different data rate requirements on downlink and uplink than FDD schemes. Since it does not require paired spectrum for downlink and uplink, spectrum allocation flexibility is also increased. Using the same carrier frequency for uplink and downlink also means that the channel condition is the same on both directions, and the base station can deduce the downlink channel information from uplink channel estimates, which is helpful to the application of beamforming techniques. This reduces the number of users in each timeslot, which reduces the implementation complexity of multiuser detection and beamforming schemes, but the non-continuous transmission also reduces coverage because of the higher peak power needed , mobility because of lower power control frequency and complicates radio

resource management algorithms. The "S" in TD-SCDMA stands for "synchronous", which means that uplink signals are synchronized at the base station receiver, achieved by continuous timing adjustments. This reduces the interference between users of the same timeslot using different codes by improving the orthogonality between the codes, therefore increasing system capacity, at the cost of some hardware complexity in achieving uplink synchronization. On February 15, , a timeline for deployment of the network in China was announced, stating pre-commercial trials would take place starting after completion of a number of test networks in select cities. These trials ran from March to October, , but the results were apparently unsatisfactory. In early , the Chinese government instructed the dominant cellular carrier, China Mobile , to build commercial trial networks in eight cities, and the two fixed-line carriers, China Telecom and China Netcom , to build one each in two other cities. Construction of these trial networks was scheduled to finish during the fourth quarter of , but delays meant that construction was not complete until early That appeared to be an effort to make sure the new system has the financial and technical backing to succeed. Third-generation, or 3G, technology supports Web surfing, wireless video and other services and the start of service is expected to spur new revenue growth.

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2: UMTS World Books page

This considerably reduced the cost of implementing the UMTS network as many elements were in place or needed upgrading. The User Equipment or UE is the name given to what was previous termed the mobile, or cellphone. The new name was chosen because the considerably greater functionality that the UE could have. It could also be anything between a mobile phone used for talking to a data terminal attached to a computer with no voice capability. It provides and manages the air interface fort he overall network. The core network provides all the central processing and management for the system. The core network is then the overall entity that interfaces to external networks including the public phone network and other cellular telecommunications networks. It forms the final interface with the user. In view of the far greater number of applications and facilities that it can perform, the decision was made to call it a user equipment rather than a mobile. However it is essentially the handset in the broadest terminology , although having access to much higher speed data communications, it can be much more versatile, containing many more applications. It consists of a variety of different elements including RF circuitry, processing, antenna, battery, etc. There are a number of elements within the UE that can be described separately: The RF areas handle all elements of the signal, both for the receiver and for the transmitter. One of the major challenges for the RF power amplifier was to reduce the power consumption. These inherently take more current than non linear amplifiers which can be used for the form of modulation used on GSM. Accordingly to maintain battery life, measures were introduced into many of the designs to ensure the optimum efficiency. The base-band signal processing consists mainly of digital circuitry. This is considerably more complicated than that used in phones for previous generations. Again this has been optimised to reduce the current consumption as far as possible. While current consumption has been minimised as far as possible within the circuitry of the phone, there has been an increase in current drain on the battery. With users expecting the same lifetime between charging batteries as experienced on the previous generation phones, this has necessitated the use of new and improved battery technology. Now Lithium Ion Li-ion batteries are used. These phones to remain small and relatively light while still retaining or even improving the overall life between charges. This is a more advanced version of the SIM card used in GSM and other systems, but embodies the same types of information. Other information that the USIM holds includes the preferred language to enable the correct language information to be displayed, especially when roaming, and a list of preferred and prohibited Public Land Mobile Networks PLMN. The USIM also contains a short message storage area that allows messages to stay with the user even when the phone is changed. Similarly "phone book" numbers and call information of the numbers of incoming and outgoing calls are stored. The UE can take a variety of forms, although the most common format is still a version of a "mobile phone" although having many data capabilities. Other broadband dongles are also being widely used. The overall radio access network, i. In view of the different ways in which data may be carried, the UMTS core network may be split into two different areas: These elements are primarily based on the GSM network entities and carry data in a circuit switched manner, i. These network entities are designed to carry packet data. This enables much higher network usage as the capacity can be shared and data is carried as packets which are routed according to their destination. Some network elements, particularly those that are associated with registration are shared by both domains and operate in the same way that they did with GSM. Mobile switching centre MSC: This is essentially the same as that within GSM, and it manages the circuit switched calls under way. This is effectively the interface to the external networks. Packet switched elements The packet switched elements of the 3G UMTS core network architecture include the following network entities: Interaction with other areas of the network: The SGSN is able to manage its elements within the network only by communicating with other areas of the network, e. MSC and other circuit switched areas. The SGSN is also responsible billing. It achieves this by monitoring the flow of user data across the GPRS network. It handles inter-working between

the UMTS packet switched network and external packet switched networks, and can be considered as a very sophisticated router. Home location register HLR: This database contains all the administrative information about each subscriber along with their last known location. When a user switches on their UE, it registers with the network and from this it is possible to determine which Node B it communicates with so that incoming calls can be routed appropriately. Even when the UE is not active but switched on it re-registers periodically to ensure that the network HLR is aware of its latest position with their current or last known location on the network. Equipment identity register EIR: This number, as mentioned above, is installed in the equipment and is checked by the network during registration.

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3: PPT FREE DOWNLOAD: ppt on mobile computing

Get this from a library! UMTS and mobile computing. [Alexander Joseph Huber; Josef Franz Huber] -- Annotation This unique book bridges the gap between ubiquitous computing (UBICOMP) and third generation mobile communication.

No wholly accurate prediction can be made, but as a general feature, most computers will certainly be portable. How will users access networks with the help of computers or other communication devices? An ever-increasing number without any wires, i. How will people spend much of their time at work, during vacation? Think, for example, of an aircraft with seats. Modern aircraft already offer limited network access to passengers, and aircraft of the next generation will offer easy Internet access. In this scenario, a mobile network moving at high sped above ground with a wireless link will be the only means of transporting data to an from passengers. Furthermore, think of cars with Internet access and billions of embedded processors that have to communicate with for instance cameras, mobile phones, CD-players, headsets, keyboards, intelligent traffic signs and sensors. There are two different kinds of mobility: User mobility refers to a user who has access to the same or similar telecommunication services at different places, i. Examples for mechanisms supporting user mobility are simple call-forwarding solutions known from the telephone or computer desktops supporting roaming i. Many mechanisms in the network and inside the device have to make sure that communication is still possible while it is moving. A typical example for systems supporting device portability is the mobile phone system, where the system itself hands the device from one radio transmitter also called a base station to the next if the signal becomes too weak. Most of the scenarios described in this book contain both user mobility and device portability at the same time. With regard to devices, the term wireless is used. This only describes the way of accessing a network or other communication partners, i. The wire is replaced by the transmission of electromagnetic waves through the air although wireless transmission does not need any medium. What is Mobile Computing? Mobile Computing and Communications is a major part of wireless communication technology. Mobile communication today is a defector standard by itself. It commands the single largest share of the Global wireless technologies in the market. Mobile communications popularity grew many folds over the past few years and is still growing to a greater extent. It has also become a foundation for many wireless LAN applications. Some of them are given as follows. Music, news, road conditions, weather reports, and other broadcast information are received via digital audio broadcasting DAB with 1. For remote areas satellite communication can be used, while the current position of the car is determined via global positioning system GPS. In case of an accident, not only will the airbag be triggered, but also an emergency call to a service provider informing ambulance and police. Cars with this technology are already available. Future cars will also inform other cars about accidents via the ad hoc network to help them slow down in time, even before a driver can recognize the accident. Buses, trucks, and train are already transmitting maintenance and logistic information to their home base, which helps o improve organization fleet management , and thus save time and money. Additionally, satellite communication links can be used. The networks between cars and also inside a car will more likely work in an ad hoc works between cars ad also inside a car will more likely work in an ad hoc fashion. Wireless pico networks inside a car can comprise PDAs, laptops, or mobile phones, e. Just imagine the possibilities of an ambulance with a high quality wireless connection to a hospital. After an accident, vital information about injured persons can be sent to the hospital immediately. There, all necessary steps for this particular type of accident can be prepared or further specialists can be consulted for an early diagnosis. A very simple wireless device is represented by a sensor transmitting state information. An example for such a sensor could be a switch sensing the office door. If the door is closed, the switch transmits this state to the mobile phone inside the office and the mobile phone will not accept incoming calls. Thus, without user interaction the semantics of a closed door is applied to phone calls. A very simple receiver, a pager can only display short text messages, has a tiny display, and cannot send any messages. Pagers can even be integrated into watches. Today, however, mobile phones migrate more and more toward PDAs. Mobile phones with full color graphic display, on the internet browser are available. PDAs typically accompany a user and officer very simple versions of office software calendar, notepad, mail.

The typical input device is a pen, with built in character recognition translating hand writing into characters. Web browsers and many other software packages are already available for these devices. The next step toward full computer are pocket computers offering tiny keyboards, color displays, and simple versions of programs found on desktop computers Text processing, Spread Sheets etc. Finally, laptops offer more or less the same performance as standard desktop computers; use the same software, the only technical difference being size, Weight, and ability to run on a battery. This PDA communicates with a base station in the middle of the p9ictue. The base station consists of a radio transceiver sender and receiver and an interworking unit connecting the wireless link with the fixed link. Finally, on the right-hand side, the communication partner of the PDA, a conventional computer, is shown. Underneath each network element such as PDA, interworking unit, computer , the figure shows the protocol stack implemented in the system according to the reference model. End-systems, such as the PDA and computer in the example, need a full protocol stack co0mprising the application layer, transport layer, network layer, data link layer, and physical layer. Applications on the end-systems communicate with each other using the lower layer services. Intermediate systems, such as the interworking unit, do not necessarily need all of the layers. The figure shown only shows the network, data link, and physical layers. As according to the basic reference model only entities at the same level communicate with each other i. The following explain the functions, of each layer in more detail in a wireless and mobile environment. This lowest layer in a communication system is responsible for the conversion of a stream of bits into signals that can be transmitted on the sender side. The physical layer of the receiver then transforms the signals back into a bit stream. For wireless communication, the physical quency, signal detection although heavy interference may disturb the signal , modulation of data onto a carrier frequency and depending on the transmission scheme encryption. The main tasks of this layer include accessing the medium, multiplexing of different data streams, correction of transmission errors, and synchronization i. It is responsible for a reliable point-to-point connection between two devices or a point-to-multipoint connection between one sender and several receivers. This third layer is responsible for routing packets through a network or establishing a connection between two entities over many other intermediate systems. Important topics are addressing, routing, device location, and handover between different networks. This layer is used in the reference model to establish an end-to-end connection. Topics like quality of service, flow and congestion control are relevant, especially if the transport protocols known from the Internet, TCP and UDP, are to be used over a wireless link. Finally, the applications are situated on top of all transmission oriented layers. Topics of interest in this context are service loation, support for multimedia applications, adaptive applications that can handle the large variations in transmission characteristics, and also wireless access to the World Wide Web using a portable device. Mobile world meets cyberspace Mobile Internet is all about Internet access from mobile devices. No doubt Internet has grown fast, well really fast! The fundamental difference lies in the fact that whereas academics and scientists started the Internet, the force behind mobile Internet access is the cash-rich mobile phone industry. Mobile industry has always been looking for more avenues to make more money and in this attempt; the mobile industry besides carefully finding about the needs and requirements for a mobile data user is also creating new demand patterns also. What makes things even more favorable for the mobile Internet is that it already has a lot of Internet-based content from which to draw. This can be adapted for display on mobiles in a number of ways. A website can be viewed using a phone that is WAP-enabled. A mobile is something that we take along with us where ever we go unlike our computers and that is one of the reasons many analysts believe that within three years more people will be accessing the Internet from mobile phones than from office or home computers. Well, a variety of mobile wireless standards exist today, each have different levels of data capabilities. Thanks to the developments taking place in all the 2nd generation mobile wireless data technologies, and the high data speeds being promised by the 3rd generation systems, the distinction between the wireless, wireline and the Internet service providers is beginning to blur. Mobile Internet access surely is poised to be a major commercial success. While the underlying network technologies keep on evolving, what is going to differentiate on network from the other is finally the services that it provides to the end user. Data services provided by the mobile networks are fast becoming popular and in some countries in Europe people are spending more on mobile data access compared to voice services. This

presents a huge opportunity for the mobile data service developers. The issue is that with a range of mobile devices and underlying mobile wireless technologies, developing services specific to each type of equipment and specific to a particular technology is troublesome. This calls for a standardization, which provides a generic model where applications can be written without keeping in mind the equipment and the technology. On the equipment side, the wireless devices represent the ultimate constrained computing device with: Therefore, even as wireless networks improve their ability to deliver higher bandwidth, the power availability at the handset will still limit the effective throughput of data to and from the device. A wireless data solution must be able to overcome these network limitations and still deliver a satisfactory user experience. The Wireless Application Protocol WAP is the de-facto world standard for the presentation and delivery of wireless information and telephony services on mobile phones and other wireless terminals. The WAP specification is developed and supported by the wireless telecommunication community so that the entire industry and most importantly, its subscribers, can benefit from a single, open specification. WAP forum was thus born with a desire to establish a common format for Internet transfers to mobile telephones, without having to customize the Internet pages for the particular display on every different mobile telephone or personal organizer. The Wireless Application Protocol WAP addresses the issues mentioned above by introducing the concept of the Internet as a wireless service platform. By addressing the constraints of a wireless environment, and adapt existing Internet technology to meet these constraints, the WAP Forum has succeeded in developing a standard that scales across a wide range of wireless devices and networks. The WAP specifications complement existing wireless standards. For example, the WAP specification does not specify how data should be transmitted over the air interface. Instead, the WAP specification is intended to sit on top of existing bearer channel standards so that any bearer standard can be used with the WAP protocols to implement complete product solutions. In addition to being air interface independent, the WAP specification is also independent of any particular device. Instead, it specifies the bare minimum functionality a device must have, and has been designed to accommodate any functionality above that minimum.

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4: UMTS and Mobile Computing - Ebook pdf and epub

This unique book bridges the gap between ubiquitous computing (UBICOMP) and third generation mobile communication. A first-of-its-kind, this resource helps you decide which are the most promising technologies to use for specific mobile communication applications.

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5: UMTS Network Architecture | 3G WCDMA | www.enganchecubano.com

The Universal Mobile Telecommunications System represents a complete system. That means, it includes cell phones (and other mobile equipment), the radio infrastructure needed to provide call and data session services, the core network equipment for transporting user calls and data, the billing systems, and the security systems, among others.

This textbook provides students with a sound foundation in the concepts and applications of mobile computing. It discusses all the relevant topics in mobile computing in a clear and straightforward style. The book begins with an introduction to the subject and then moves on to describe the fundamentals of wireless communication including a brief description of different modulation techniques. In addition, it presents a variety of data services available in the domain of mobile computing with other relevant issues. The fundamental tenets of mobile computing, such as mobility management, channel assignment, protocols at air interface, and system design are carefully covered for all categories of wireless networks described here. A perfect balance between theoretical aspects of mobile computing and its implementation standards has been maintained throughout the book. Many examples and exercises are included, which will help students prepare for examinations. The book is intended primarily for students of B. Yu-Kwong Ricky Kwok Language: This book describes the technologies involved in all aspects of a large networking system and how the various devices can interact and communicate with each other. The information bits, in travelling through this long path, are processed by numerous disparate communication technologies. The authors also describe the technologies involved in infrastructure less wireless networks. The full papers presented together with a keynote paper and invited papers were carefully reviewed and selected from submissions. The conference addresses all current issues associated with computing, communication and information. The proceedings consists of invited papers dealing with the review of performance models of computer and communication systems and contributed papers that feature topics such as networking, cloud computing, fuzzy logic, mobile communication, image processing, navigation systems, biometrics and Web services covering literally all the vital areas of the computing domains. This textbook addresses the main topics associated with mobile computing and wireless networking at a level that enables the students to develop a fundamental understanding of the technical issues involved in this new and fast emerging discipline. The book first examines the basics of wireless technologies and computer communications that form the essential infrastructure required for building knowledge in the area of mobile computations involving the study of invocation mechanisms at the client end, the underlying wireless communication, and the corresponding server-side technologies. The book includes coverage of development of mobile cellular systems, protocol design for mobile networks, special issues involved in the mobility management of cellular system users, realization and applications of mobile ad hoc networks MANETs , design and operation of sensor networks, special constraints and requirements of mobile operating systems, and development of mobile computing applications. Finally, an example application of the mobile computing infrastructure to M-commerce is described in the concluding chapter of the book. This book is suitable as an introductory text for a one-semester course in mobile computing for the undergraduate students of Computer Science and Engineering, Information Technology, Electronics and Communication Engineering, Master of Computer Applications MCA , and the undergraduate and postgraduate science courses in computer science and Information Technology. Provides unified coverage of mobile computing and communication aspects Discusses the mobile application development, mobile operating systems and mobile databases as part of the material devoted to mobile computing Incorporates a survey of mobile operating systems and the latest developments such as the Android operating system.

6: UMTS - Wikipedia

several "members" of a "family": UMTS, cdma, DECT, Start of WAP (Wireless Application Protocol) and i-mode first step towards a unified Internet/mobile communication system.

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7: Mobile Computing Current Trends

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UMTS is the third generation (3G) of mobile telecommunications technology. It is the latest commercially available technology that mobile phones, PDAs, and smart phones are using today.

8: GSM - Architecture

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9: Difference Between GSM and UMTS | Difference Between

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