



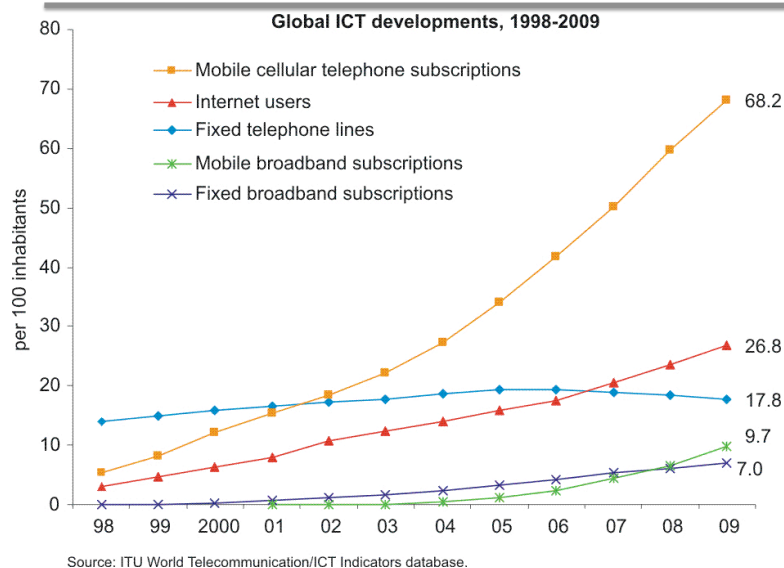
Mobile and Sensor Systems

Lecture 3: Telecommunication Systems

Dr. Cecilia Mascolo



Mobile Phone Subscribers



Telecomms Stats & GSM



- July 2010 (gsmworld.com): The GSMA announced that the number of global mobile connections has surpassed the 5 billion mark, according to new data from mobile industry analysis firm Wireless Intelligence. The achievement comes just 18 months after the 4 billion connection milestone was reached at the end of 2008, and Wireless Intelligence is predicting that the mobile industry will reach 6 billion global connections in the first half of 2012.
- GSM
 - formerly: Groupe Spéciale Mobile (founded 1982)
 - now: Global System for Mobile Communication
- Today many providers all over the world use GSM (219 countries in Asia, Africa, Europe, Australia, America)
 - more than 75% of all digital mobile phones use GSM



How does it work?



- How can the system locate a user?
- Why don't all phones ring at the same time?
- What happens if two users talk simultaneously?
- Why don't I get the bill from my neighbor?
- Why can an Australian use her phone in Berlin?



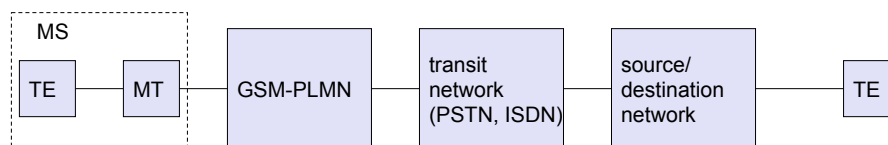
- Why can't I simply overhear the neighbor's communication?
- How secure is the mobile phone system?
- What are the key components of the mobile phone network?



GSM: Mobile Services



- GSM offers
 - several types of connections
 - voice connections, data connections, short message service
 - multi-service options (combination of basic services)
- Three service domains
 - Bearer Services
 - Telematic Services
 - Supplementary Services (not discussed)



Bearer Services



- Telecommunication services to transfer **data**
 - This service is the one which needed to change most given the importance that data transfer is acquiring
- Specification of services up to the terminal interface (OSI layers 1-3)
- Original standard:
 - data service (circuit switched or packet switched)
 - synchronous: 2.4, 4.8 or 9.6 kbit/s
 - asynchronous: 300 - 9600 bit/s
 - Low rates assuming data is a small proportion of the traffic!!
- Today: data rates of approx. 50 kbit/s possible, given the importance of data transmission

Tele Services I



- Telecommunication services enable **voice** communication on mobile phones
- All these basic services have to obey cellular functions, security measurements etc.
- Offered services
 - mobile telephony
 - primary goal of GSM was to enable mobile telephony offering the traditional analog bandwidth of 3.1 kHz
 - Emergency number
 - common number throughout Europe; mandatory for all service providers; free of charge; connection with the highest priority (preemption of other connections possible)



Tele Services II



- Additional services
 - Non-Voice-Teleservices
 - group 3 fax
 - voice mailbox (implemented in the fixed network supporting the mobile terminals)
 - electronic mail (MHS, Message Handling System, implemented in the fixed network)
 - ...
 - **Short Message Service (SMS)**
 - alphanumeric data transmission to/from the mobile terminal (160 characters) using the signaling channel, thus allowing simultaneous use of basic services and SMS
 - (almost ignored in the beginning now the most successful add-on!)** *note that it does not use the data service but the voice channels*



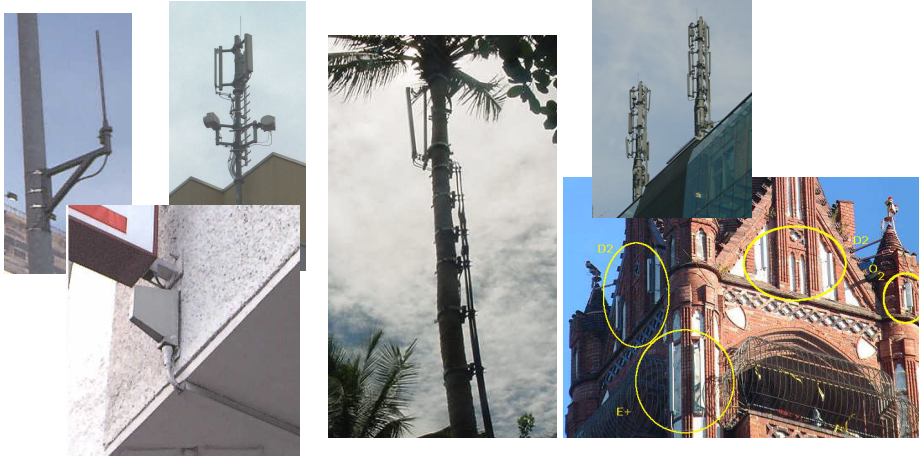
Ingredients 1: Mobile Phone



The visible but **smallest part** of the network!



Ingredients 2: Antennas



Still visible – cause many discussions...

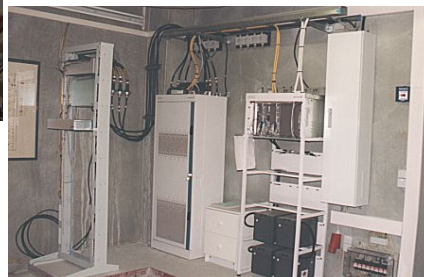


Ingredients 3: Infrastructure 1



Base Stations

Cabling



Microwave links



Ingredients 3: Infrastructure 2



Switching units



Management
Data bases

Not „visible“, but comprise
the **major part** of the network
(also from an investment
point of view...)



Monitoring



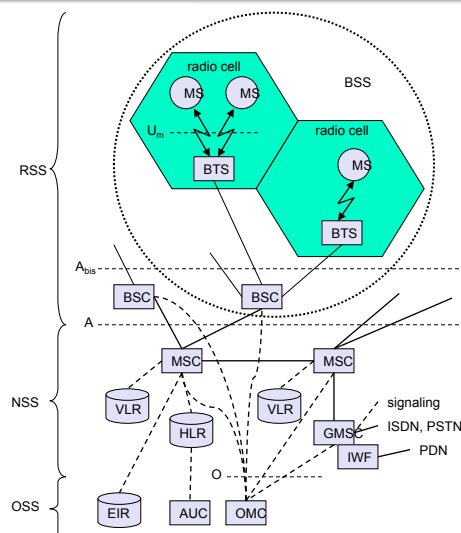
Architecture of the GSM system



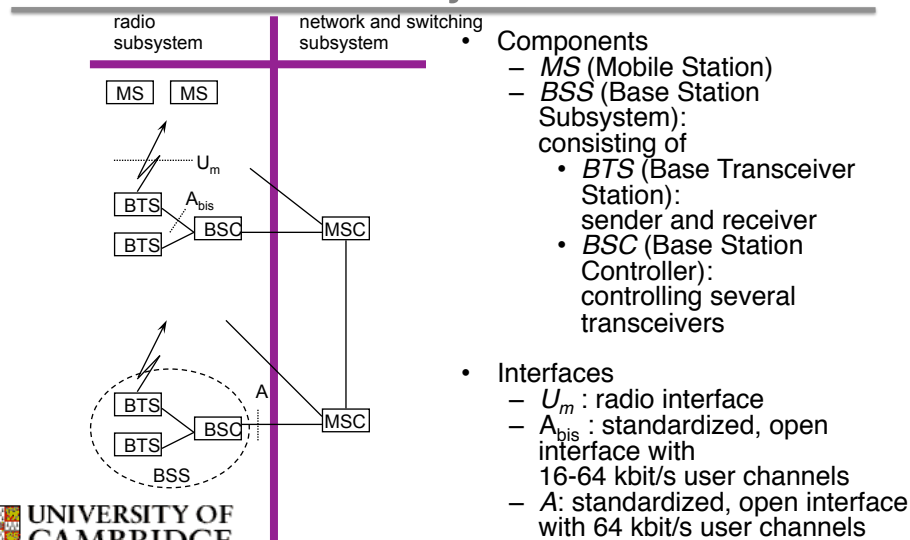
- GSM is a PLMN (Public Land Mobile Network)
 - several providers setup mobile networks following the GSM standard within each country
 - components
 - MS (mobile station)
 - BS (base station)
 - MSC (mobile switching center)
 - LR (location register)
 - subsystems
 - RSS (radio subsystem): covers all radio aspects
 - NSS (network and switching subsystem): call forwarding, handover, switching
 - OSS (operation subsystem): management of the network



GSM: elements and interfaces



System architecture: radio subsystem

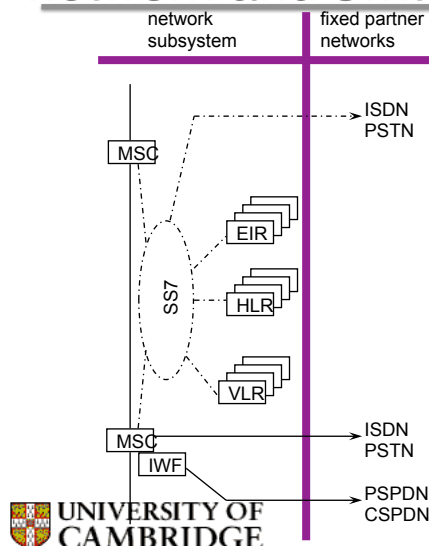


Radio subsystem



- The Radio Subsystem (RSS) comprises the cellular mobile network up to the switching centers
- Components
 - Base Station Subsystem (BSS):
 - Base Transceiver Station (BTS): radio components including sender, receiver, antenna - if directed antennas are used one BTS can cover several cells
 - Base Station Controller (BSC): switching between BTSs, controlling BTSs, managing of network resources, mapping of radio channels (U_m) onto terrestrial channels (A interface)
 - Mobile Stations (MS)

System architecture: network and switching subsystem



- Components
 - MSC (Mobile Services Switching Center):
 - IWF (Interworking Functions)
 - ISDN (Integrated Services Digital Network)
 - PSTN (Public Switched Telephone Network)
 - PSPDN (Packet Switched Public Data Net.)
 - CSPDN (Circuit Switched Public Data Net.)
- Databases
 - HLR (Home Location Register)
 - VLR (Visitor Location Register)
 - EIR (Equipment Identity Register)
- SS7: covers routing within the network and connectivity

Network and switching subsystem



- NSS is the main component of the public mobile network GSM
 - switching, mobility management, interconnection to other networks, system control
- Components
 - Mobile Services Switching Center (MSC)
 - controls all connections via a separated network to/from a mobile terminal within the domain of the MSC - several BSC can belong to a MSC
 - Databases (important: scalability, high capacity, low delay)
 - Home Location Register (HLR)
 - central master database containing user data, permanent and semi-permanent data of all subscribers assigned to the HLR (one provider can have several HLRs)
 - Visitor Location Register (VLR)
 - dynamic and local database for a subset of user data, including data about all user currently in the domain of the VLR. VLRs avoid continuous access to HLR

Operation subsystem



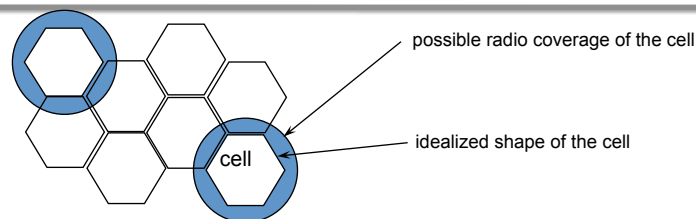
- The OSS (Operation Subsystem) enables centralized operation, management, and maintenance of all GSM subsystems
- Components
 - Authentication Center (AUC)
 - generates user specific authentication parameters on request of a VLR
 - authentication parameters used for authentication of mobile terminals and encryption of user data on the air interface within the GSM system
 - Equipment Identity Register (EIR)
 - registers GSM mobile stations and user rights
 - stolen or malfunctioning mobile stations can be locked and sometimes even localized
 - Operation and Maintenance Center (OMC)
 - different control capabilities for the radio subsystem and the network subsystem



GSM: cellular network



segmentation of the area into cells



- use of several carrier frequencies
- not the same frequency in adjoining cells
- cell sizes vary from some 100 m up to 35 km depending on user density, geography, transceiver power etc.
- hexagonal shape of cells is idealized (cells overlap, shapes depend on geography)
- if a mobile user changes cells handover of the connection to the neighbor cell



Base Transceiver Station and Base Station Controller



- Tasks of a BSS are distributed over BSC and BTS
- BTS comprises radio specific functions
- BSC is the switching center for radio channels

Functions	BTS	BSC
Management of radio channels		X
Frequency hopping (FH)	X	X
Management of terrestrial channels		X
Mapping of terrestrial onto radio channels		X
Channel coding and decoding	X	
Rate adaptation	X	
Encryption and decryption	X	X
Paging	X	X
Uplink signal measurements	X	
Traffic measurement		X
Authentication		X
Location registry, location update		X
Handover management		X

Storing Information of Users

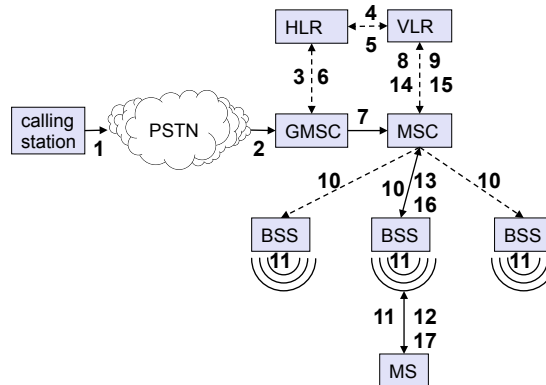


- The Home location register (HLR) stores the mobile ISDN number, international subscriber identity but also location area (LA) and the mobile subscriber roaming number (MSRN), the current VLR and MSC.
- Information is updated when user leaves the LA
- The Visitor location register (VLR) is associated to each MSC and is dynamic: stores same info as HLR copying it from HLR as soon as a users comes into the LA. It avoids frequent access to HLR.

Mobile Terminated Call



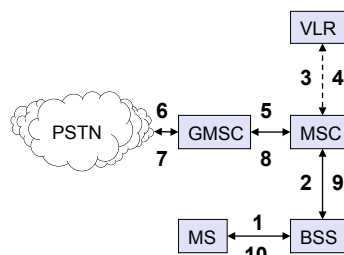
- 1: calling a GSM subscriber
- 2: forwarding call to Gateway MSC
- 3: signal call setup to HLR
- 4, 5: request MSRN (mobile station roaming number) from VLR
- 6: forward response MSC to GMSC
- 7: forward call to current MSC
- 8, 9: get current status of MS
- 10, 11: paging of MS
- 12, 13: MS answers
- 14, 15: security checks
- 16, 17: set up connection



Mobile Originated Call



- 1, 2: connection request
- 3, 4: security check
- 5-8: check resources (free circuit)
- 9-10: set up call

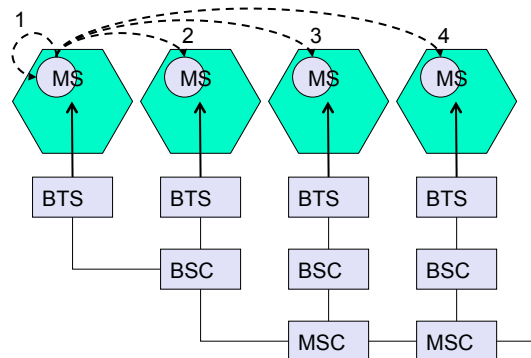


4 types of handover

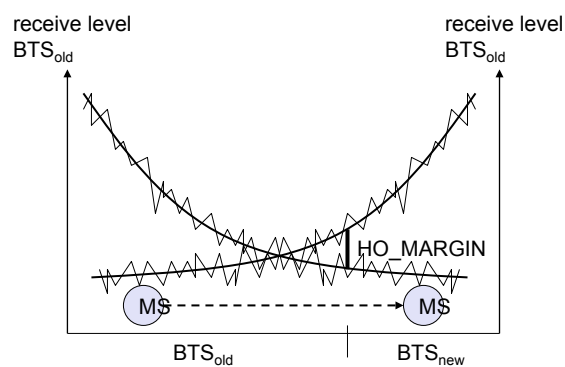


There are 4 types of handover:

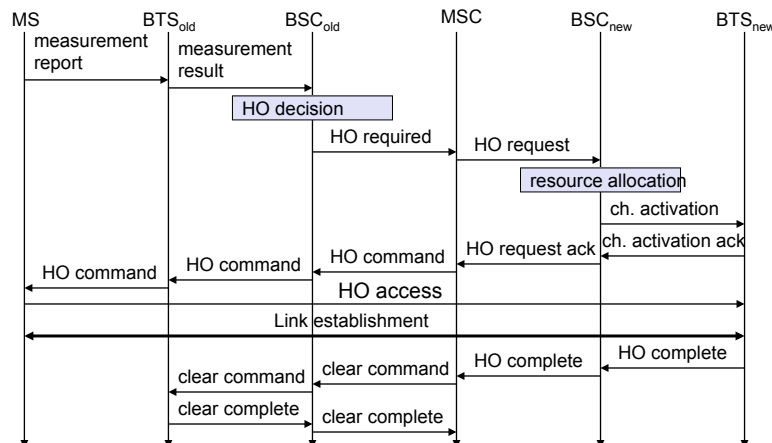
- Change of frequency due to interference inside a cell
- Handover between BTSs
- Handover between BSCs (described later)
- Handover between MSCs



Handover decision



Handover procedure



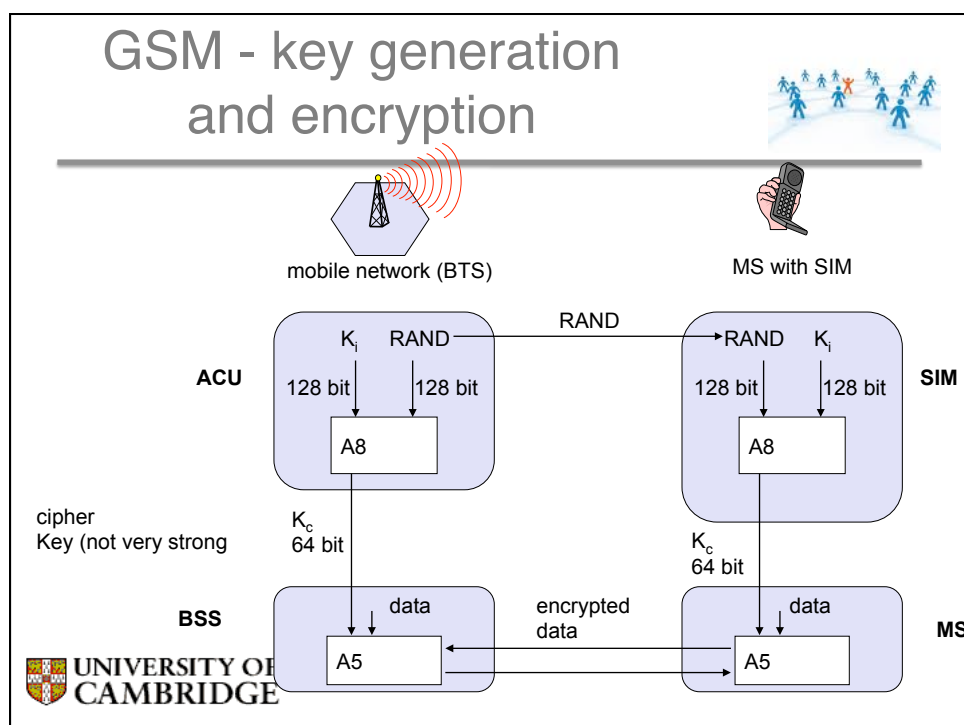
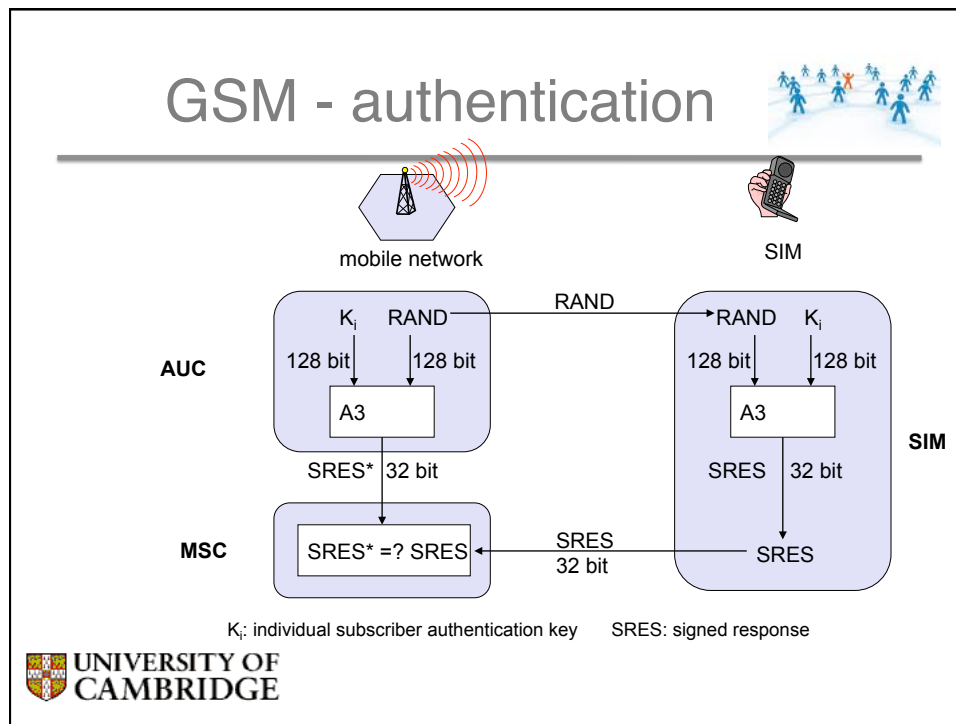
Security in GSM



- Security services
 - access control/authentication
 - user \Rightarrow SIM (Subscriber Identity Module): secret PIN (personal identification number)
 - SIM \Rightarrow network: challenge response method
 - confidentiality
 - voice and signaling encrypted on the wireless link (after successful authentication)
 - anonymity
 - Only VLR assigned user temporary identifiers TMSI (Temporary Mobile Subscriber Identity) are used
 - newly assigned at each new location update (LUP)
 - encrypted transmission
- 3 algorithms specified in GSM
 - A3 for authentication (“secret”, open interface)
 - A5 for encryption (standardized)
 - A8 for key generation (“secret”, open interface)



“secret”:
 • A3 and A8
 available via the Internet
 • network providers can use stronger mechanisms



Summary



- We have described the basic principles and architecture of a telecommunication system and given the concrete example of GSM