CS 294-7: Wide-Area Mobile Data Systems

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Wide Area Mobile Data Services

- Messaging Systems
 - EMBARC
 - MobileComm
 - SkyTel
- Data Overlays
 - Nextel
 - CDPD
- Wide-Area Data Systems & Services
 - ARDIS
 - RAM Mobile Data
 - RadioMail
 - Metricom Ricochet



Wide Area Mobile Data Services

- Messaging Systems
- Data Overlays
- Wide-Area Data Systems & Services



EMBARC

- Motorola
- 931 MHz paging frequency
- Email broadcasting, one-way
- Used for news feeds
- Satellite transmission to groundstations for local/regional retransmission
- 300 bps
- Different priority levels: standby (as available), express (1 hour), priority (15 minutes)



MobileComm

- BellSouth Enterprises
- Text messaging, one-way paging
- Up to 500 characters in length
- Single large regional transmitter
- Nationwide coverage
- ASAP, standard, overnight priorities
- PCMCIA cards for popular PDAs



SkyTel

- SkyTel Corp., Washington, DC
- First satellite-based paging service
- Alphanumeric paging
- 4.8 Kbps, 240 character messages max
- 2-way paging systems being deployed



Wide Area Mobile Data Services

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- Wide-Area Data Systems & Services



Nextel

- Special Mode Radio (SMR)
- Based on Motorola MIRS technology
- Integrated voice, dispatch, data services
- Store and forward messaging: hold and deliver when terminal is in range
- TDMA, 6 conversations per channel
- Many basestations per region/cellular system
- 800 MHz band



CDPD

- McCaw, IBM
- Cellular Digital Packet Data overlay on existing analog cellular system
- Signaling rates at 19.2 kbps
- Widely available in metropolitan areas
- Full IP connectivity



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ARDIS

- IBM, Motorola
- Originally designed for service dispatch
- 400 Metro Areas, 90% business coverage
- High transmit power for building penetration
- Multiple transmitters per region
- 4.8 Kbps, upgrading to 9.6 Kbps (12.5 KHz) and 19.2 Kbps (25 KHz channel)
- Two-way capability
- Nationwide roaming recently introduced



ARDIS

Access Protocol

- Slotted digital sense multiple access (DSMA)
- BS sending an outbound message, MS must wait a random amount of time between 0-50 ms
- BS not sending, MS must wait to gain frame sync
- MS detects frame sync, must check for channel status symbol at end of outbound message: indicates whether the next inbound slot is IDLE or BUSY; if BUSY, must wait 0-700 ms before trying again

Base TX	Data 1	Data 2	Data 3		Idle Si	gnals
Busy/ Idle][
Base RX	Da	ata Pack	et	Ack 3	Ack 2	Ack 1



Acks have priority
Come in reverse sequence

ARDIS

RD-LAP

- Radio Data Link Access Procedure
- 4 Level FSK, 4.8 kbaud symbol rate
- Block coding, interleaving, CRC, ARQ all used:
 - » Header block: 10 bytes + 16 bit CRC
 - » Intermediate blocks: 12 bytes + 32 bit CRC
 - » CRC2: second level 32 bit CRC calculated over all of the data
 - » FEC applied to each 12 byte block
 - » 96 bit blocks become 66 symbols after coding (32 three bit symbols) + one all zeros three bit symbol
 - » Resulting 33 symbol string transformed into 66 four-level symbols, which are then interleaved to a depth of 8 levels for transmission

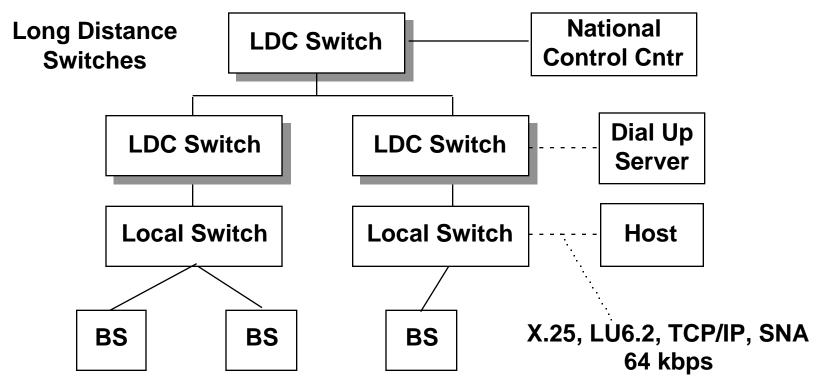


RAM Mobile Data

- RAM Broadcasting Corp., New York
- 2-way data communications services
- 90% urban business area coverage
- Based on Ericsson Mobitex technology
- Packet-switched data, 8 kbps
- Hierarchical architecture of intelligent base stations and switches (840 BS, 40 switches in mainland US and Hawaii)
- Supports roaming, store-and-forward messaging, TCP/IP interfaces



RAM Mobile Data Architecture





Note: ARDIS uses a flat network architecture

RAM Mobile Data

Supports transparent roaming

- Reregisters as mobile moves among base stations
- Mobile *initiated* handoff: measures RSS, BER and chooses to reregister with a new, closer BS
- Store-and-forward capability in modems and switches aka "mailbox facility": keeps messages queued for some maximum time (e.g., 24 hrs)

Multiple channels per service area

- 10-30 channels typical (12.5 Khz channel bandwidth)
- Frequency reuse/cell splitting supported



- Modified form of CSMA, with busy/idle bit (aka Inhibit Sense Multiple Access)
 - BS generates "sweep" message periodically, to broadcast network id and other parameter info
 - BS also sends Free Signal (FRI) messages: certain number of following slots available for random access
 - MS generates random number, determines which slot it will compete for; lowest number goes first
 - BS generates ACK to inhibit other MS from attempting access
 - If MSs collide, no ACK generated, and a higher number MS will compete for a later slot
- Not Reservation Aloha!
 - Does not require BS to tell MS when it can send
 - Messages up to 512 octets can be sent
 - Special SILENCE messages to inhibit other senders during long msgs
 - Max message size, # of random access slots, size of random access slots can be varied with traffic patterns



Mobitex Radio Framing



Frame Head 56 bits	Primary Block (240 bits)	Following Block (240 bits)	Following Block (240 bits)
	6 octet addr + cntl + 12 octets data +16 bit CRC	18 octets data +16 bit CRC	18 octets data +16 bit CRC

\					
	Bit Sync	Frame Sync	Base ID	Cntl Flags	Check Sum
	16 bits	16 bits	12 bits	14 bits	8 bits

- 160 bits become 240 with (12,8) Hamming coding
- Single bit error correction, interleave depth 20 yields burst errors up to 20 bits long can be corrected
- Selective ARQ to retransmit block in error

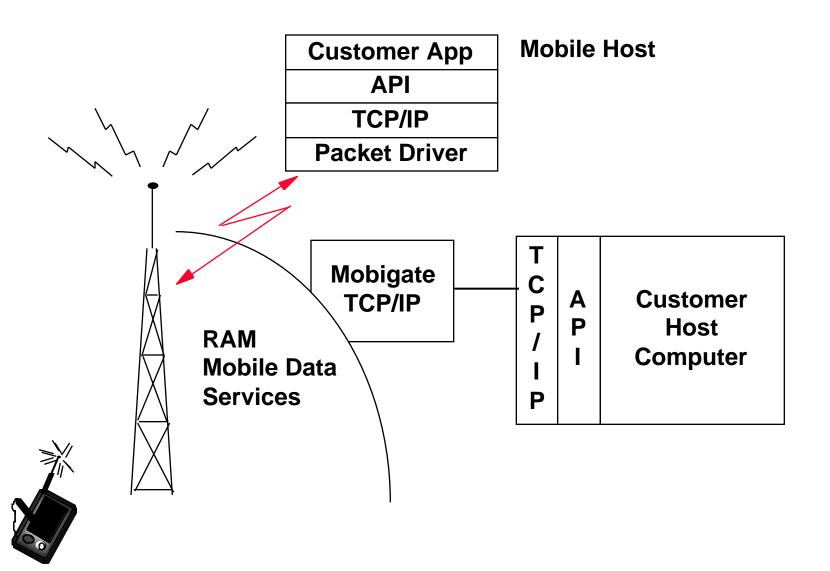


Packet format (545 bytes)

Sender	Sender Addressee		Packet Type		
(3 Bytes)	(3 Bytes)	(1 Byte) (1 Byte)			
Optional Addressee List		Network Time Stamp			
(22 E	Bytes)	(3 Bytes)			
User Data					
(1 to 512 Bytes)					

- Sender: Identifies sender (3 bytes)
- Addressee: Identifies receiver (3 bytes)
- Flag: Type of packet structure (1 byte)
- Packet Type: single address or address group
- Addressee List: identifies members of the address group
- Network Time Stamp: Date/timestamp
- User Data: 1 to 512 Bytes





Effective data rate calculation:

- 512 data octets = 30 data blocks (MPAKs)
- Minimum message takes 37 ms @ 8 kbps
- Maximum message takes 907 ms
 - » Total # of MPAKs = 30
 - » # of Octets = 512
 - » Time taken = 907 ms
 - Effective data rate = 512 x 8/0.907 bps= 4.6 kbps

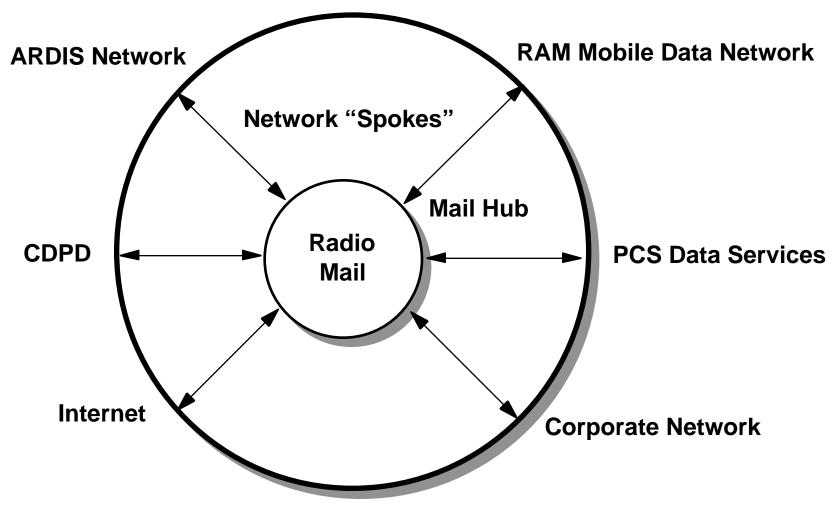


RadioMail

- RadioMail Corp., San Mateo, CA
- 2-way wireless electronic messaging
- EMail gateway services: performs integration and format conversion across heterogeneous networks
- Operates on top of ARDIS or RAM Mobile Data RF networks
- Mid-1994: 1500 subscribers



RadioMail Hub Architecture





- 1. Translates addressing schemes and message formats
- 2. Routes messages to correct network address
- 3. Confirms delivery

RadioMail Software Components

Transport

- Links to transport layer of underlying network
- Organizes messages into proper format
- Uses compaction to conserve scarce bandwidth

Gateway

- Interconnects incompatible networks
- Real-time format conversion
- Automated billing, subscriber account management
- Positive ACK to insure that messages are delivered

Interface & Applications

- Remote client message software
- Composition, transmission, reading, disposal of messages
- Filtering service
- Mail-to-fax service



RadioMail API

- RadioMail API for Developers (RAPID)
 - "Mail enabled applications": email, forms/database access, calendar scheduling, etc.
 - Message store & forward, guaranteed delivery, nationwide coverage, instant notification
 - Hides vagrancies of network connectivity from applications developers



Metricom

- Microcellular "packet relay" network
- 1-5 mile cell diameter
- Poletap radios: 100 kbps, geographic routing
- Wired access points: every 2-3 hops to keep latencies low (approx. 100 ms)
- User modems: 20-30 kbps effective data rate
- Uses 902-928 MHz ISM band and 1W transmitters
- Available in SF Bay Area and Redmond, WA



Wide Area Mobile Data Summary

Metric	ARDIS	Mobitex	CDPD	IS-95	TETRA
Frequency Band					
Base TX (Mhz):	(800 Band,	935-940	869-894	869-894	(400 and 900
Mobile TX (Mhz):	45 kHz sep.)	896-901	824-849	824-849	Bands)
RF Ch. Spacing	25 kHz (U.S.)	12.5 kHz	30 kHz	1.25 Mhz	25 kHz
Channel Access	FDMA/	FDMA/	FDMA/	FDMA/	FDMA/
Multiuser Access	DSMA	Dynamic S-Aloha	DSMA	CDMA-SS	DSMA&SAPR
Modulation Method	FSK, 4-FSK	GMSK	GMSK	4-PSK/DSSS	PI/4-QDPSK
Channel Rate	19.2	8.0	19.2	9.6	36
(kbits/s)					
Packet Length	up to 256	up to 512	24 to 928	(packet	192 bits (short)
	bytes (HDLC)	bytes	bits	service TBD)	384 bits (long)
Open Architecture	No	Yes	Yes	Yes	Yes
Private or Public	Private	Private	Public	Public	Public
Carrier					
Service Coverage	Major Metro.	Major	All AMPS	All CDMA	European
	Areas in US	Metro.	areas	cellular areas	Trunked Radio
		Areas in			
		US			
Type of Coverage	In-building and Mobile	In-building and Mobile	Mobile	Mobile	Mobile

