

## MOBILE COMMUNICATIONS (Common to CSE & IT)

**Course Code :13CT1128**

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**Pre requisites:** Computer Networks.

**Course Outcomes:**

At the end of the course, a student must be able to

**CO 1** Explain system architecture of GSM.

**CO 2** Explain concepts of mobile transport layer.

**CO 3** Differentiate routing algorithms used in MANET's.

**CO 4** Discuss wireless application protocol architecture.

**CO 5** Discuss database issues.

### **UNIT-I (12 Lectures)**

#### **INTRODUCTION TO MOBILE COMMUNICATIONS AND COMPUTING :**

Introduction to MC, Novel applications, Limitations, and Architecture.  
(Wireless) Medium Access Control :

Motivation for a specialized MAC (Hidden and exposed terminals, Near and far terminals), SDMA, FDMA, TDMA, CDMA. Wireless LAN(IEEE802.11):

System architecture, Protocol architecture, Basic DFW MAC-DCF using CSMA/CA, DFWMAC with RTS/CTS extensions, DFWMAC-PCF with polling.

GSM :

Mobile services, System architecture, Radio interface, Protocols, Localization and calling, Handover security

**UNIT-II****(12 Lectures)****MOBILE NETWORK LAYER :**

Mobile IP (Goals, assumptions, Entities and Terminology, IP packet delivery, Agent advertisement and Discovery, Registration, Tunneling and Encapsulation, Optimizations), Dynamic Host Configuration Protocol (DHCP).

**MOBILE TRANSPORT LAYER :**

Traditional TCP, Indirect TCP Snooping TCP, Mobile TCP, Fast retransmit/fast recovery, Transmission /time-out freezing, Selective retransmission, Transaction oriented TCP.

**UNIT-III****(12 Lectures)****MOBILE AD HOC NETWORKS (MANETS):**

Overview, Properties of a MANET, Spectrum of MANET applications, Routing and various routing algorithms (DSR, DV/DSDV, AODV, LSR/OLSR, FSR, CGSR, ZRP), Security issues in MANETs.

**UNIT-IV****(12 Lectures)****WIRELESS APPLICATION PROTOCOL-WAP:**

Introduction, Protocol Architecture, Treatment of protocols of all layers.

Bluetooth:

User scenarios, Physical layer, MAC layer, Networking, Security, Link Management. J2ME: Configurations, Profiles, Packages, Midlet life cycle, Display and Displayable Classes, Command Listener and ItemState Listener interfaces.

**UNIT-V****(12 Lectures)****DATABASE ISSUES :**

Hoarding techniques, Caching invalidation mechanisms. Client server computing with adaptation, Location-aware and Context-aware computing. Transactional models in Mobile Communication Systems.

**DATA DISSEMINATION:**

Communications Asymmetry, Classification of new data delivery

mechanisms, Push-based mechanisms, Pull-based mechanisms, Hybrid mechanisms, Selective tuning (indexing) techniques.

### TEXT BOOKS :

1. Jochen Schiller, “*Mobile Communications*”, 2<sup>nd</sup> Edition, Addison-Wesley, 2004. (Chapters 1-4,7-11)
2. Stojmenovic and Cacate, “*Handbook of Wireless Networks and Mobile Computing*”, 1<sup>st</sup> Edition Wiley, 2002. (Chapters 11, 15,17, 26 and 27)

### REFERENCES:

1. Reza Behravanfar, “*Mobile Computing Principles: Designing and Developing Mobile Applications with UML and XML*”, 1<sup>st</sup> Edition, Cambridge University Press, October 2004,
2. Adelstein, Frank, Gupta, Sandeep KS, Richard III, Golden , Schwiebert, Loren, “*Fundamentals of Mobile and Pervasive Computing*”, 1<sup>st</sup> Edition, McGraw-Hill Professional, 2005.
3. Hansmann, Merk, Nicklous, Stober, “*Principles of Mobile Computing*”, 2<sup>nd</sup> Edition Springer, 2003.
4. Martyn Mallick, “*Mobile and Wireless Design Essentials*”, 1<sup>st</sup> Edition, Wiley DreamTech, 2003.

### WEB REFERENCES:

1. IETF RFC's. [www.ietf.org/](http://www.ietf.org/)
2. NPTEL Course Material. <http://textofvideo.nptel.iitm.ac.in/1036/>

