

## MOBILE COMMUNICATIONS

(Professional Elective-IV) / (Common to CSE & IT)

**Course Code : 15CT1130**

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### Pre-requisites:

Computer Networks

### Course Outcomes:

At the end of the Course, the Student will be able to:

**CO 1** Explain system architecture of GSM

**CO 2** Explain concepts of mobile IP

**CO 3** Explain concepts of transport layer

**CO 4** Differentiate routing algorithms used in MANETs

**CO 5** Discuss wireless application protocol architecture

### UNIT-I (14 Lectures)

#### INTRODUCTION TO MOBILE COMMUNICATIONS AND COMPUTING:

Introduction to Mobile Communications, Novel Applications, Limitations, Architecture and Simplified Reference model.

#### MEDIUM ACCESS CONTROL (WIRELESS):

Motivation For a specialized MAC (Hidden and Exposed; near and far terminals), SDMA, FDMA, TDMA, CDMA.

#### WIRELESS LAN (IEEE 802.11):

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

#### GLOBAL SYSTEM FOR MOBILE COMMUNICATION:

Mobile Services, System Architecture, Radio Interface, Protocols, Localization and Calling, Handover Security.

**UNIT-II****(10 Lectures)****MOBILE NETWORK LAYER:**

Mobile IP: Goals, Assumptions, Entities and Terminology, IP Packet Delivery, Agent Advertisement and Discovery, Registration, Tunneling and Encapsulation, Optimization, Dynamic Host Configuration Protocol (DHCP).

**UNIT-III****(8 Lectures)****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-IV****(8 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-V****(10 Lectures)****WIRELESS APPLICATION PROTOCOL (WAP):**

Introduction, Protocol architecture, Treatment of Protocol of all layers;

**BLUETOOTH (IEEE 802.15.1):**

User Scenarios, Bluetooth Protocol Architecture: Physical and MAC layer, Networking, Link Management, Security.

**J2ME:**

Configurations, Profiles, Packages, Midlet life cycle, Display and Displayable Classes, Command Listener and ItemState Listener interfaces.

**TEXT BOOKS:**

1. Jochen H Schiller, "Mobile Communications", 2<sup>nd</sup> Edition, Addison-Wesley, 2004.

2. Stojmenovic and Cacute, : “Handbook of Wireless Networks and Mobile Computing”, 1<sup>st</sup> Edition Wiley, 2002.

### 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. Hansmann, Merk, Nicklous, Stober, “Principles of Mobile Computing”, 2<sup>nd</sup> Edition Springer, 2003.
3. MartynMallick, “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>.