

Contents

Preface	xi
1 Evolution from 2G over 3G to 4G	1
1.1 First Half of the 1990s — Voice-Centric Communication	1
1.2 Between 1995 and 2000: The Rise of Mobility and the Internet	1
1.3 Between 2000 and 2005: Dot Com Burst, Web 2.0, Mobile Internet	2
1.4 Between 2005 and 2010: Global Coverage, Fixed Line VoIP, and Mobile Broadband	4
1.5 2010 and Beyond	5
1.6 All over IP in Mobile — The Biggest Challenge	6
1.7 Summary	6
2 Beyond 3G Network Architectures	9
2.1 Overview	9
2.2 UMTS, HSPA, and HSPA+	10
2.2.1 <i>Introduction</i>	10
2.2.2 <i>Network Architecture</i>	10
2.2.3 <i>Air Interface and Radio Network</i>	19
2.2.4 <i>HSPA (HSDPA and HSUPA)</i>	28
2.2.5 <i>HSPA+ and other Improvements: Competition for LTE</i>	34
2.2.6 <i>Competition for LTE in 5 MHz</i>	43
2.3 LTE	43
2.3.1 <i>Introduction</i>	43
2.3.2 <i>Network Architecture</i>	44
2.3.3 <i>Air Interface and Radio Network</i>	49
2.3.4 <i>Basic Procedures</i>	64
2.3.5 <i>Summary and Comparison with HSPA</i>	67
2.3.6 <i>LTE-Advanced</i>	68
2.4 802.11 Wi-Fi	74
2.4.1 <i>Introduction</i>	74
2.4.2 <i>Network Architecture</i>	76
2.4.3 <i>The Air Interface — From 802.11b to 802.11n</i>	78
2.4.4 <i>Air Interface and Resource Management</i>	83

2.4.5	<i>Basic Procedures</i>	86
2.4.6	<i>Wi-Fi Security</i>	87
2.4.7	<i>Quality of Service: 802.11e</i>	89
2.4.8	<i>Gigabit Speeds with 802.11ac and 802.11ad</i>	90
2.4.9	<i>Summary</i>	91
3	Network Capacity and Usage Scenarios	95
3.1	Usage in Developed Markets and Emerging Economies	95
3.2	How to Control Mobile Usage	96
3.2.1	<i>Per Minute Charging</i>	97
3.2.2	<i>Volume Charging</i>	97
3.2.3	<i>Split Charging</i>	97
3.2.4	<i>Small Screen Flat Rates</i>	97
3.2.5	<i>Strategies to Inform Users when their Subscribed Data Volume is Used Up</i>	98
3.2.6	<i>Mobile Internet Access and Prepaid</i>	98
3.3	Measuring Mobile Usage from a Financial Point of View	99
3.4	Cell Capacity in Downlink	100
3.5	Current and Future Frequency Bands for Cellular Wireless	105
3.6	Cell Capacity in Uplink	106
3.7	Per-User Throughput in Downlink	109
3.8	Per-User Throughput in Uplink	114
3.9	Traffic Estimation Per User	116
3.10	Overall Wireless Network Capacity	117
3.11	Network Capacity for Train Routes, Highways, and Remote Areas	124
3.12	When will GSM be Switched Off?	125
3.13	Cellular Network VoIP Capacity	127
3.14	Wi-Fi VoIP Capacity	130
3.15	Wi-Fi and Interference	132
3.16	Wi-Fi Capacity in Combination with DSL, Cable, and Fiber	134
3.17	Backhaul for Wireless Networks	138
3.18	A Hybrid Cellular/Wi-Fi Network Today and in the Future	143
4	Voice over Wireless	149
4.1	Circuit-Switched Mobile Voice Telephony	150
4.1.1	<i>Circuit Switching</i>	150
4.1.2	<i>A Voice-Optimized Radio Network</i>	151
4.1.3	<i>The Pros of Circuit Switching</i>	151
4.1.4	<i>The Bearer Independent Core Network Architecture</i>	151
4.2	Packet-Switched Voice Telephony	153
4.2.1	<i>Network and Applications are Separate in Packet-Switched Networks</i>	153
4.2.2	<i>Wireless Network Architecture for Transporting IP Packets</i>	154
4.2.3	<i>Benefits of Migrating Voice Telephony to IP</i>	155
4.2.4	<i>Voice Telephony Evolution and Service Integration</i>	155
4.2.5	<i>Voice Telephony over IP: The End of the Operator Monopoly</i>	156

4.3	SIP Telephony over Fixed and Wireless Networks	157
4.3.1	<i>SIP Registration</i>	157
4.3.2	<i>Establishing a SIP Call between Two SIP Subscribers</i>	160
4.3.3	<i>Session Description</i>	162
4.3.4	<i>The Real-Time Transfer Protocol</i>	164
4.3.5	<i>Establishing a SIP Call between a SIP and a PSTN Subscriber</i>	165
4.3.6	<i>Proprietary Components of a SIP System</i>	167
4.3.7	<i>Network Address Translation and SIP</i>	168
4.4	Voice and Related Applications over IMS	169
4.4.1	<i>IMS Basic Architecture</i>	173
4.4.2	<i>The P-CSCF</i>	173
4.4.3	<i>The S-CSCF and Application Servers</i>	175
4.4.4	<i>The I-CSCF and the HSS</i>	177
4.4.5	<i>Media Resource Functions</i>	180
4.4.6	<i>User Identities, Subscription Profiles, and Filter Criteria</i>	181
4.4.7	<i>IMS Registration Process</i>	183
4.4.8	<i>IMS Session Establishment</i>	187
4.4.9	<i>Voice Telephony Interworking with Circuit-Switched Networks</i>	192
4.4.10	<i>Push-to-Talk, Presence, and Instant Messaging</i>	197
4.4.11	<i>Voice Call Continuity, Dual Radio, and Single Radio Approaches</i>	200
4.4.12	<i>IMS with Wireless LAN Hotspots and Private Wi-Fi Networks</i>	203
4.4.13	<i>IMS and TISPAN</i>	207
4.4.14	<i>IMS on the Mobile Device</i>	211
4.4.15	<i>Rich Communication Service (RCS-e)</i>	213
4.4.16	<i>Voice over LTE (VoLTE)</i>	215
4.4.17	<i>Challenges for IMS Rollouts</i>	217
4.4.18	<i>Opportunities for IMS Rollouts</i>	221
4.5	Voice over DSL and Cable with Femtocells	223
4.5.1	<i>Femtocells from the Network Operator's Point of View</i>	225
4.5.2	<i>Femtocells from the User's Point of View</i>	226
4.5.3	<i>Conclusion</i>	227
4.6	Unlicensed Mobile Access and Generic Access Network	228
4.6.1	<i>Technical Background</i>	228
4.6.2	<i>Advantages, Disadvantages, and Pricing Strategies</i>	230
4.7	Network Operator Deployed Voice over IP Alternatives	231
4.7.1	<i>CS Fallback</i>	232
4.7.2	<i>Voice over LTE via GAN</i>	235
4.7.3	<i>Dual-Radio Devices</i>	236
4.8	Over-the-Top (OTT) Voice over IP Alternatives	236
4.9	Which Voice Technology will Reign in the Future?	237
5	Evolution of Mobile Devices and Operating Systems	241
5.1	Introduction	241
5.1.1	<i>The ARM Architecture</i>	243
5.1.2	<i>The x86 Architecture for Mobile Devices</i>	244

5.1.3	<i>Changing Worlds: Android on x86, Windows on ARM</i>	245
5.1.4	<i>From Hardware to Software</i>	246
5.2	The System Architecture for Voice-Optimized Devices	246
5.3	The System Architecture for Multimedia Devices	248
5.4	Mobile Graphics Acceleration	253
5.4.1	<i>2D Graphics</i>	253
5.4.2	<i>3D Graphics</i>	254
5.5	Hardware Evolution	256
5.5.1	<i>Chipset</i>	257
5.5.2	<i>Process Shrinking</i>	259
5.5.3	<i>Displays</i>	260
5.5.4	<i>Batteries</i>	261
5.5.5	<i>Camera and Optics</i>	261
5.5.6	<i>Global Positioning, Compass, 3D Orientation</i>	263
5.5.7	<i>Wi-Fi</i>	265
5.5.8	<i>Bluetooth</i>	267
5.5.9	<i>NFC, RFID, and Mobile Payment</i>	268
5.5.10	<i>Physical Keyboards</i>	271
5.5.11	<i>TV Receivers</i>	272
5.5.12	<i>TV-Out, Mobile Projectors, and DLNA</i>	272
5.6	Multimode, Multifrequency Terminals	273
5.7	Wireless Notebook Connectivity	276
5.8	Impact of Hardware Evolution on Future Data Traffic	277
5.9	Power Consumption and User Interface as the Dividing Line in Mobile Device Evolution	279
5.10	Feature Phone Operating Systems	280
5.10.1	<i>Java Platform Micro Edition</i>	281
5.10.2	<i>BREW</i>	281
5.11	Smartphone Operating Systems	282
5.11.1	<i>Apple iOS</i>	282
5.11.2	<i>Google Android</i>	283
5.11.3	<i>Android, Open Source, and its Positive Influence on Innovation</i>	285
5.11.4	<i>Other Smartphone Operating Systems</i>	285
5.11.5	<i>Fracturization</i>	287
5.12	Operating System Tasks	288
5.12.1	<i>Multitasking</i>	288
5.12.2	<i>Memory Management</i>	288
5.12.3	<i>File Systems and Storage</i>	290
5.12.4	<i>Input and Output</i>	290
5.12.5	<i>Network Support</i>	291
5.12.6	<i>Security</i>	291
6	Mobile Web 2.0, Apps, and Owners	297
6.1	Overview	297
6.2	(Mobile) Web 1.0—How Everything Started	298

6.3	Web 2.0—Empowering the User	299
6.4	Web 2.0 from the User's Point of View	299
6.4.1	<i>Blogs</i>	300
6.4.2	<i>Media Sharing</i>	300
6.4.3	<i>Podcasting</i>	300
6.4.4	<i>Advanced Search</i>	301
6.4.5	<i>User Recommendation</i>	302
6.4.6	<i>Wikis—Collective Writing</i>	302
6.4.7	<i>Social Networking Sites</i>	303
6.4.8	<i>Web Applications</i>	304
6.4.9	<i>Mashups</i>	304
6.4.10	<i>Virtual Worlds</i>	305
6.4.11	<i>Long-Tail Economics</i>	305
6.5	The Ideas behind Web 2.0	306
6.5.1	<i>The Web as a Platform</i>	306
6.5.2	<i>Harnessing Collective Intelligence</i>	306
6.5.3	<i>Data is the next Intel Inside</i>	307
6.5.4	<i>End of the Software Release Cycle</i>	308
6.5.5	<i>Lightweight Programing Models</i>	308
6.5.6	<i>Software above the Level of a Single Device</i>	309
6.5.7	<i>Rich User Experience</i>	309
6.6	Discovering the Fabrics of Web 2.0	310
6.6.1	<i>HTML</i>	310
6.6.2	<i>AJAX</i>	311
6.6.3	<i>Aggregation</i>	314
6.6.4	<i>Tagging and Folksonomy</i>	316
6.6.5	<i>Open Application Programing Interfaces</i>	318
6.6.6	<i>Open Source</i>	320
6.7	Mobile Web 2.0—Evolution and Revolution of Web 2.0	321
6.7.1	<i>The Seven Principles of Web 2.0 in the Mobile World</i>	322
6.7.2	<i>Advantages of Connected Mobile Devices</i>	325
6.7.3	<i>Access to Local Resources for Web Apps</i>	328
6.7.4	<i>2D Barcodes and Near Field Communication (NFC)</i>	329
6.7.5	<i>Web Page Adaptation for Mobile Devices</i>	330
6.8	(Mobile) Web 2.0 and Privacy and Security Considerations	334
6.8.1	<i>On-Page Cookies</i>	334
6.8.2	<i>Inter-Site Cookies</i>	336
6.8.3	<i>Flash Shared Objects</i>	336
6.8.4	<i>Session Tracking</i>	337
6.8.5	<i>HTML5 Security and Privacy Considerations</i>	338
6.8.6	<i>Private Information and Personal Data in the Cloud</i>	338
6.9	Mobile Apps	340
6.9.1	<i>App Stores and Ecosystem Approaches</i>	341
6.10	Android App Programing Introduction	342
6.10.1	<i>The Eclipse Programing Environment</i>	342
6.10.2	<i>Android and Object Oriented Programing</i>	342

6.10.3	<i>A Basic Android Program</i>	344
6.11	Impact of Mobile Apps on Networks and Power Consumption	349
6.12	Mobile Apps Security and Privacy Considerations	351
6.12.1	<i>Wi-Fi Eavesdropping</i>	352
6.12.2	<i>Access to Private Data by Apps</i>	352
6.12.3	<i>User Tracking by Apps and the Operating System</i>	353
6.12.4	<i>Third-Party Information Leakage</i>	354
6.13	Summary	354
7	Conclusion	357
	Index	361