

ECE 435 – Network Engineering

Lecture 34

Vince Weaver

`https://web.eece.maine.edu/~vweaver`

`vincent.weaver@maine.edu`

22 April 2026

Announcements

- HW#11 due Friday
- Don't forget course reviews
- Sent out project schedule
- Will review for Final on Friday
- Reminder: Final is Monday, May 4th, *8am*



Cellphone – 0G

- 1946 first car phones
 - Only a few per city, more similar to a 2-way radio that an operator used to connect you to the phone network
 - Single channel for send/receive, push to talk
- 1960s Improved Mobile Telephone System (IMTS)
 - High-power (200W) base station on hill
 - Two frequencies for send/receive
 - 23 channels spread from 150MHz to 450MHz
 - Had to wait a while for dial tone if busy



- Due to large transmitter, systems had to be far apart avoid interference



Cellphone 1G – History

- Analog – decommissioned in 2008
- 1982 AMPS – Advanced Mobile Phone System
 - Bell Labs, deployed in US in 1983
 - Also England (TACS) and Japan (MCS-L1)



1G – AMPS

- Cells 10-20km across (larger than modern digital)
- FDM (Frequency Division Multiplexing)
- 832 full duplex channels, each a pair of simplex channels
824MHz to 849MHz mobile to base
869MHz to 894MHz base to mobile
- Each channel 30kHz wide
- 40cm, straight lines but blocked by trees and plants and bounce
- Since adjacent cells cannot use same freq, only maybe 40



or so freq available at each tower (lose some for control channels too)



1G – AMPS – Protocol

- Phone had 32-bit serial number and 10-digit phone number.
- On power it scans the list of 21 control channels and picks strongest . The tower gets this, logs it.
- Phone re-registers every 15 mins.
- Press send, tries to send. If collision wait. Tower finds idle channel for call, then notifies phone which one.
- Incoming, constantly monitors to paging channel to see if one is incoming.



Phone network keeps track of which MSC the phone is in range of. Sends a broadcast on paging channel to see if it there, phone responds saying yes, then MSC sends message saying something like “call on channel 4”



1G – Handoff

- TODO: make sure this is 1G and not 2G
- Phone communicates with tower when in cell
- When signal gets weak, asks surrounding towers about signal strength
- The one with strongest signal takes over control
- Has to switch frequencies
- This handoff takes about 300ms



1G – AMPS – Security

- none. Plain analog, could listen on scanner (government made it illegal to sell scanners that could listen on those frequencies)
- Cloning – could listen and capture phone ID when it sends to tower. Then reprogram your own phone to steal the phone's account, make calls for free, etc.



Cellphone 2G – Digital

- Roughly 1991
- Sometimes term PCS (Personal Communications Services) used, originally meant in 1900MHz band
- Digital, Encrypted, Data+SMS, Voice
- Benefits
 - Can be digitized and compressed, less bandwidth
 - Can be encrypted, better security
- Being decommissioned, starting 2017 with T-mobile last in the US not until December 2022(?)



Cellphone 2G – D-AMPS

- TODO: check popularity (mostly in Japan?)
- Co-exist with AMPS, 1G and 2G could operate in same cell.
- Same freq, can change on fly which channels digital, which analog.
- Freq in 1800-1900 waves are 16cm, 0.25 wave antenna 4cm so can have smaller phones.
- Compression of signal, so much that typically 3 can use same channel via TDMA (time-division multiplex)



- Control is complicated



Cellphone 2G – GSM

- Original European, Groupe Spécialé Mobile, but when popular Global System for Mobile
- everywhere but US and Japan.
- Standard 5000 pages long.
- FDM used
- GSM channels wider, higher data rate.
- In theory up to 900 channels available
- Simplex, cannot send and receive at same time.
- 33kbps, but after overhead only 13kbps



Cellphone 2G – GSM infrastructure

- SIM card (Subscriber Identity Module)
- Network ID follows the SIM, not the phone
- Has encryption
- Cell base stations have BSC (Base Station Controller)



Cellphone 2G – GSM protocol

- MSC maintains list of nearby phones, VLR (Visitor Location Register)
- Also database last known location of each phone HLR (Home Location Register)
- Runs at 900, 1800, 1900MHz. More spectrum than AMPS to allow more phones
- Frequency Division Duplex like AMPS (transmits on one freq, receive on 55MHz higher)
- Freq pair split up with time-division multiplexing in time



lots and shared

- GSM channels much wider than AMPS (200kHz vs 30kHz)
- Up to 992 channels, but many not available due to neighbor cells
- Transmit/Receive not at same time as GSM transmitters cannot and takes time to switch from send to receive
- Assigned a time slot to transmit in
- Each channel in theory 270kbps, split 8 ways 24.7kps but error correction takes down to 13kbps



2G GSM – Channels

- Broadcast Control Channel – continuous stream from tower give ID and status, is how you determine signal strength
- Dedicated Control Channel – location update, registration, call setup
- Common Control Channel
 - Paging channel – announce incoming calls
 - Random Access Channel – request a slot on dedicated control



- Access Grant Channel – if negotiate slot successfully



2G GSM – Handoff

- Handoff in AMPS was done entirely in base station
- In GSM most of time idle between slots
- It can notice if signal needs handoff and setup itself
- MAHO (Mobile Assisted HandOff)



Cellphone 2G – CDMA (IS-95)

- code division multiple access
- Qualcomm
- At first people thought it was crazy
- Instead of having channels, tower broadcast throughout the spectrum. Coding theory.
- Noisy room analogy:
 - TDM is people taking turns talking.
 - FDM, people in clumps talking to each other.
 - CDMA everyone talking at once, but different language



- Chips. Complicated. Sequence of -1, 1. Send sequence for 1, inverse 0. Each device assigned own chip sequence, can mathematically separate

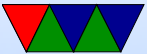


Cellphone 2.5/2.75G

- Newer phones started needing more bandwidth for data
- 2.5G (original iPhone)
 - GPRS
 - General Packet Radio Service
 - Packet vs Switched
 - Speed 50kbps (40kbps achievable)
- 2.75G
 - EDGE (Enhanced Data Rate for GSM Evolution) in 2003



- 8PSK encoding
- 500kbps



Cellphone 3G

- 1998 - 2001
- Digital Voice and Data
- IMT-2000 standard (International Mobile Telecommunication)
 - started planning 1992
 - 2000 was year to come out, frequency, and bandwidth
 - did not make any of those
- Wanted 2GHz worldwide but only China reserved
- 2Mbps stationary, 384kbps walking speed, 144kbps cars
- Security, more secure than 2G, better ciphers (KASUMI)



- Mix of connection and packet based
- Decommissioned, supposed to be early 2022 but Sprint held on to December 2022
- Why decommission? Using valuable frequencies wanted for 4G/5G, also cell companies not want to maintain all the equipment for fewer legacy users



3G – W-DCMA vs CDMA2000

- differences mostly politics
- both based on CDMA
- EU wanted GSM compatibility
- US wanted IS-95 compat
- UMTS include both



3G – More on advanced CDMA

- Chips
 - Chip is a $+1$ or $-1V$ signal that has been modified by the carrier and actual bit
 - Called chip to distinguish from raw bits
 - 3.84Mchips/sec, sending code 4-256 chips
 - 256 chip code, 12kpbs (enough for voice)
 - 4 chip code, 1Mbps
- Chip sequences, but hard when not all arrive at same time, need some orthogonal with any start time



Instead use pseudo-random values, low cross-correlation

- For this to work handset power signals have to be regulated so roughly same reaching receiver (1500 times/sec)
- In order to be faster use more than one channel



3G – CDMA Benefits

- Can take advantage of time when silent (60% of time)
- TDM and FDM can't do this, CDMA more channels can be used if there's quiet time
- CDMA only one frequency, don't have to hand out separate
- Can use directional (sectorized) rather than omnidirectional antenna
- Soft-handoff, on same frequency so can associate with new antenna before disconnecting from old



3G – Wideband CDMA (W-CDMA)

- Ericsson / EU UMTS (Universal Mobile Telecommunications System)
- 5MHz channels
- Different users can send data at different rates



3G – CDMA2000

- Qualcomm
- 1.25MHz channels



Cellphone 4G

- Developed late 2000/early 2010s
- Digital Voice and Data, packet switched, often IPv6
- The “G” has become a marketing term
- The final spec was to be 4G needed 1Gbps (1Gbps stationary, 100Mbps mobile)
- Some companies jumped the gun and called things 4G that technically weren't



First came 3.5G / 3.75G / 3.9G

- First implementations declared not really 4G
- Mobile WiMAX (Worldwide interop for microwave access) (IEEE 802.16e)
- LTE (Long Term Evolution)
- HPSA+ – evolved high speed packet access (3.75G)

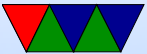


Actual 4G

- IMT announced requirements for 4G
- All IP packet switch networks (calls via VOIP)
- Peak 100 Mbits (high mobility) 1Gbits (low mobility)
- More frequencies, 700MHz, 800MHz, 850MHz (some of these old analog TV)
- Channels 5-20MHz, optionally 40MHz
- Smooth handovers with heterogeneous networks
- Need for “good spectral efficiency” of 15bit/s/Hz down, 6.75 up



1GBit/s in less than 67MHz



4G Other

- IPv6
- MIMO antennas
- SDR (software defined radio) because so many frequency ranges
- OFDMA – OFDM combined with TDMA replaced CDMA

Why no CDMA anymore? Reduced need for it when packet-switched?

Note wifi-6 also moved to OFDMA



3.9G: Long-term Evolution Advanced (LTE)

- First release on 3.9G (need peak of 1Gbps to be 4G)
- Finalized 2008
- 300Mbps down, 75Mbps up
- Low latency (sub 5ms)
- Can handle mobile at up to 220mph to 310mph (depends on frequency)
- Flexible spectrum widths, 1.4, 3, 5, 10, 15, 20 MHz wide bands
- 20 active devices per cell



4G: Long-term Evolution Advanced (LTE-A)

- 2011
- Carrier aggregation (multiple channels for more speed in connection)
- 4x4 MIMO, 256 QAM
- 1Gbps
- Also an LTE Advanced Pro (4.5G), 3Gbps, 32-carrier aggregation



Fixed WiMax

- IEEE 802.16
- Worldwide Interoperability for Microwave Access
- Fixed or mobile. Originally designed for “last mile” setup, (metropolitan area network) but used as 4G phone (mobile wi-max)
- Distance of miles
- Base station allocates time slot, good for VOIP and QoS
- Licenses spectrum from 2-11GHz and 10GHz-66GHz



- can run in mesh mode where nodes can act as relays
- OFDM and OFDMA



WiMax mobile (pre-4G)

- 802.16e-2005
- handoffs and roaming
- Lower freq, 2.3 - 2.5GHz
- up to 75Mbps, can cover 30 mile radius
- soft and hard handoff



WiMax Scheduling

- Unsolicited Grant Service (UGS) – voip w/o silence suppression
- Real-time Polling Service (rtPS) – video, voip w silence suppression
- Non-real-time Polling (nrtPS) – web browsing
- Best Effort (BE) – e-mail, message based
- Extended Real-Time Polling (ertPS) – video, voip w silence suppression



4G: WiMax2 (802.16m)

- 4G
- There's also a WiMax2+



Cellphone 4G – Radio Access Network (RAN)

- access node eNodeB – performs actions in physical layer
- Medium Access Control (MAC), Radio Link Control (RLC) Packet Data Control Protocol (PDCP)



VoLTE (Voice over LTE)

- Standard for Voice and SMS over LTE
- Smaller headers/packets than plain VoIP?
- Sometimes called “HD Voice” but that’s something different
- More complicated than you’d think



Cellphone 4G – LTE, EPC

- Serving Gateway (S-GW) forwards packets when moving between eNodeBs
- Mobility Management Entity (MME) – tracks/pages the device and chooses SGW
- Packet Data Network Gateway (P-GW) – interfaces between user and pack data network (provide IP address, etc)
- Home Subscriber Server (HSS) – determines if user a valid subscriber



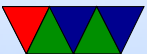
Cellphone 5G

- 4G finally mature around 2014, working on next
- Whatever is used for faster access, 5G
- Goal is increase area capacity of network by 1000 times that of 4G
 - Ultra-densification. More cells per area. picocells (less than 100m diameter) or femtocells (Wi-fi like range).
More complicated handoff
 - Increased bandwidth, millimeter waves. Current in MHz to GHz, so wavelength centimeters to a meter.



Crowded. Lots of unused in mm wave 20-300GHz. Do not penetrate well. Better antennas?

- MIMO (multiple input/output) – multiple antennas
- Network slicing



Cellphone 5G – more

- Up to 20Gbps
- Bands
 - Frequency Range (FR)
 - FR1 Low band – similar to 4G, 600-900MHz
 - FR1 Mid band – 1.7GHz - 4.7GHz, towers several km (most common)
 - FR2 High-band – Gb/s bandwidth, 24.25-47GHz but reduced range
- Latency, ideal 8-12ms. HARQ retransmissions (FWD



error correction, automatic repeat request), 50-500ms during handover

- Error rate, adaptive modulation and coding (MCS) to keep bit error rate low, reduce speed to reduce errors
- Frequency – interference with weather radar? Also some bands 3.7-3.98GHz interfere with poorly made airplane altimeters at 4.2GHz
- Coding change from polar to turbo
- FCC freeing up bands?



5G Applications

- emBB – enhanced mobile broadband – replacing 4G LTE
- URLLC – ultra-reliable low-latency communication
- mmTC – massive machine-type communication – IoT

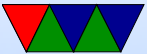


Other 5G

- In theory up to 10Gbps or 20Gbps (10x faster than 4G)
- More realistically mid-bands 400Mbps - 1Gbps
- Latency 10-30ms? Longer when handover
- Auto drop speed if errors to reduce errors
- Higher density areas
- Higher bandwidth, used for FWA (fixed wireless access)
- 5G can come from satellite too, NTN (non-terrestrial network)
- Edge computing – opposite cloud computing, computing



on devices



5G New Radio (NR) Standard

- 5G NR, OFDM, replace LTE (4G)
FR1 Frequency Range 1 410MHz - 7.125GHz
FR2 24.250 GHz - 71 GHz
- Dynamic Spectrum Sharing: 5G and 4G in same band
- Non-standalone: use 4G LTE for control, 5G for data
- Standalone, uses 5G both control and data
- NR-Light / RedCap (Reduced Capacity) – for simpler low-power devices, sensors, etc
- Wireless power transmission for IoT



5G New Radio (NR) Standard

- Femtocell – 10 people, 10 meters
- Pico Cell – 100 people, 10 meters
- Micro Cell – 200 people, 100 meters
- Macro Cell – 200+people, hundreds meters



VoNR (Vo5G)

- Voice over New Radio
- Similar to VoLTE
- All packet switched these days



Fronthaul

- Between Remote Radio Head and Base Band Unit. IEEE 1914.3 standard, new Ethernet frame with special (IQ?) headers?



Other 5.25G / 5.5G

- 5G-Advanced – 5.5. Machine Learning/AI?



5G Security

- Worry about Chinese 5G gear



5G Interference

- 26GHz near bands used in weather radar
- Near 4GHz bands interfere with airplane altimeters
- 3.4GHz interfere with satellite C-band
- Some could use unlicensed 6GHz band, interfere with Wifi



Cellphone 6G?

- Every 10 years new version, so they are thinking about it
- Will be faster
- Nothing concrete yet
- Terrahertz bands?



Cellphones in Space

- 4G on moon?
- Nokia put LTE on moon on Athena probe, but it crashed and landed on side
- rovers and astronauts could use off-the-shelf phones?
- Why do this? Imagine astronauts on moon, want to send pics to each other, easy to give them off-the-shelf phones and have a local 4G network rather than something bespoke



Cellphones to Space

- Can your cellphone be used as a satellite phone?
- Some of the low-in constellations like starlink in theory work for emergency calls
- Some vendors launching satellites with massive phased arrays so your phone can work to space. The recent rocket mishap was trying to launch one of these satellites



Cellphone Security

- SIM chip cloning
- False base stations
 - Also rogue base stations, or Stingray
 - Laptop + transmitter impersonates base station
 - Small enough to carry around
 - Broadcast stronger signal than actual base station
 - Often used by law enforcement
 - In older days could force downgrade to 2G to break encryption



- App processor runs regular OSes (Android is Linux for example) so vulnerable to all the regular types of exploits
- Chinese / Huawei gear banned by the US
- Location tracking by tower triangulation



Other topics

- Emergency calling. Phones in theory should do this even if no SIM/plan installed
- Apps like whatsapp / etc for messaging
End-to-end encryption in messaging? Is that true?

