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General Packet Radio Service OPNET Model Renju Narayanan and Ljiljana Trajković {rsn, ljilja}@cs.sfu.ca Simon Fraser University Vancouver, BC, Canada

Session 1541 2G/2.5G/3G Networks II



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- Introduction
- GPRS air interface
- Radio Link Control/Medium Access Control (RLC/MAC) protocol
- Base Station Subsystem GPRS Protocol (BSSGP)
- GPRS OPNET model:
 - existing model
 - RLC/MAC implementation
 - BSSGP implementation
- Simulation scenarios and results
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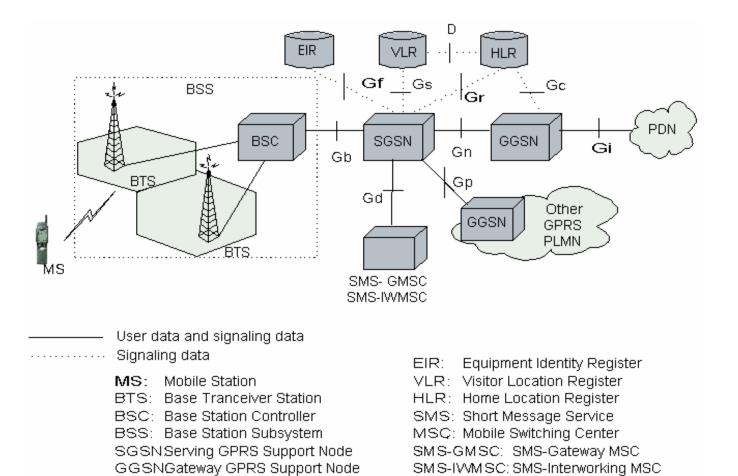
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- General Packet Radio Service (GPRS) was introduced by European Telecommunication Standards Institute
 - Global System for Mobile communications (GSM):
 - Europe: 900 MHz and 1,800 MHz
 - North America: 850 MHz and 1,900 MHz
- Radio channels may be concurrently shared among several users
- Radio resources are allocated when users send or receive data
- Users may always be connected to the network
- Average transmission speeds: 28.8 kbps to 40 kbps
- Billing may be based on traffic volume

TDMA: Time Division Multiple Access

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Introduction: GPRS architecture



PLMN: Public Land Mobile Network

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PDN: Packet Data Network

Cell update

- Cell update is performed based on the received signal level (RXLEV) measurements performed by MSs
- Three cell update modes:
 - NC0: MS performs autonomous cell reselection and does not send RXLEV measurement reports to the network
 - NC1: MS performs autonomous cell reselection and periodically sends RXLEV measurement reports to the network
 - NC2: network controls cell reselection and the MS sends the RXLEV measurement reports to the network

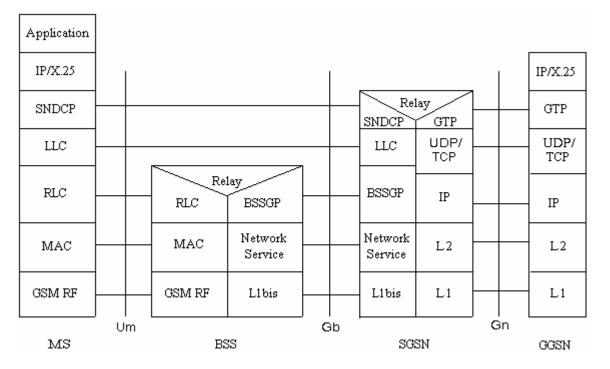
NC: Network Control

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Introduction: GPRS transmission plane



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SNDCP: Sub Network Dependent Convergence Protocol LLC: Logical Link Control layer RLC: Radio Link Control MAC: Medium Access Control BSSGP: Base Station Subsystem GPRS Protocol GTP: GPRS Tunneling Protocol

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GPRS air interface: unlimited mobilityOPNETWORK

- Radio channel connection between an MS and a BTS
- Distinct frequencies in uplink (MS to BTS) and downlink (BTS to MS) directions
- Combination of TDMA and FDMA schemes
- Physical channel defined as a radio frequency channel and a time slot pair
- Logical channels mapped onto physical channels
 - Packet Data Channels (PDCHs)
- Four coding schemes: CS-1 to CS-4
 - 9.05 kbps, 13.4 kbps, 15.6 kbps, 21.04 kbps

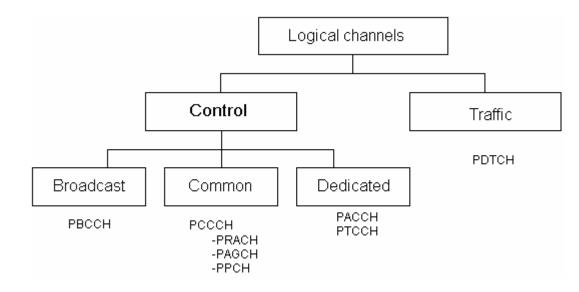
TDMA: Time Division Multiple Access FDMA: Frequency Division Multiple Access

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Logical channels in GPRS





PBCCH: Packet Broadcast Control Channel PCCCH: Packet Common Control Channel PRACH: Packet Random Access Channel PAGCH: Packet Access Grant Channel PPCH: Packet Paging Channel PACCH: Packet Associated Control Channel PTCCH: Packet Timing Advance Control Channel PDTCH: Packet Data Traffic Channel

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RLC/MAC protocol

- Manages radio resources
- Provides reliable radio link for data transfer between MSs and BTSs
- Multiplexes signaling and data messages from GPRS users
- Provides contention resolution for MS originated data transfers
- Protocol data units (PDUs): RLC/MAC blocks
- Unacknowledged or acknowledged transfer of PDUs
- Temporary Block Flow (TBF) established between two RLC/MAC entities:
 - established for the period of data transfer
 - released immediately after the data transfer
 - Temporary Flow Identity (TFI) assigned to each TBF

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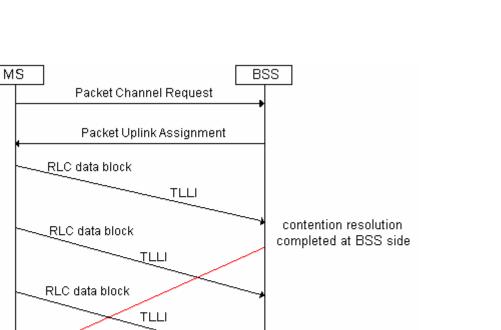
RLC/MAC protocol

Medium allocation modes:

- fixed: fixed allocation of radio blocks and PDCHs to the MS
- dynamic: dynamic allocation of radio blocks using uplink state flag (USF)
- extended dynamic: dynamic allocation of a range of radio blocks using USF
- GPRS network may support fixed or dynamic allocation mode
- Procedures for uplink TBF establishment:
 - one-phase access procedure: number of resources required is indicated in a channel request message
 - two-phase access procedure: number of resources required is indicated in a packet resource request message

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One-phase access procedure



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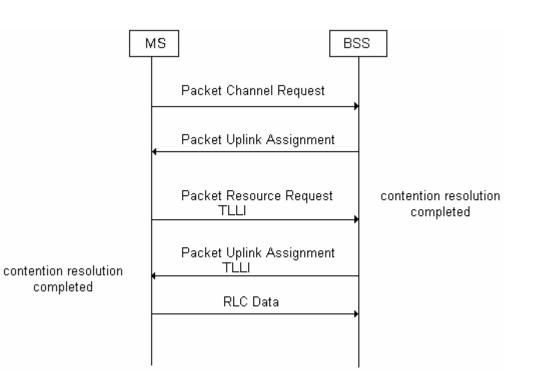
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contention resolution completed at MS side

Packet uplink ACK/NACk

RLC data block

Two-phase access procedure



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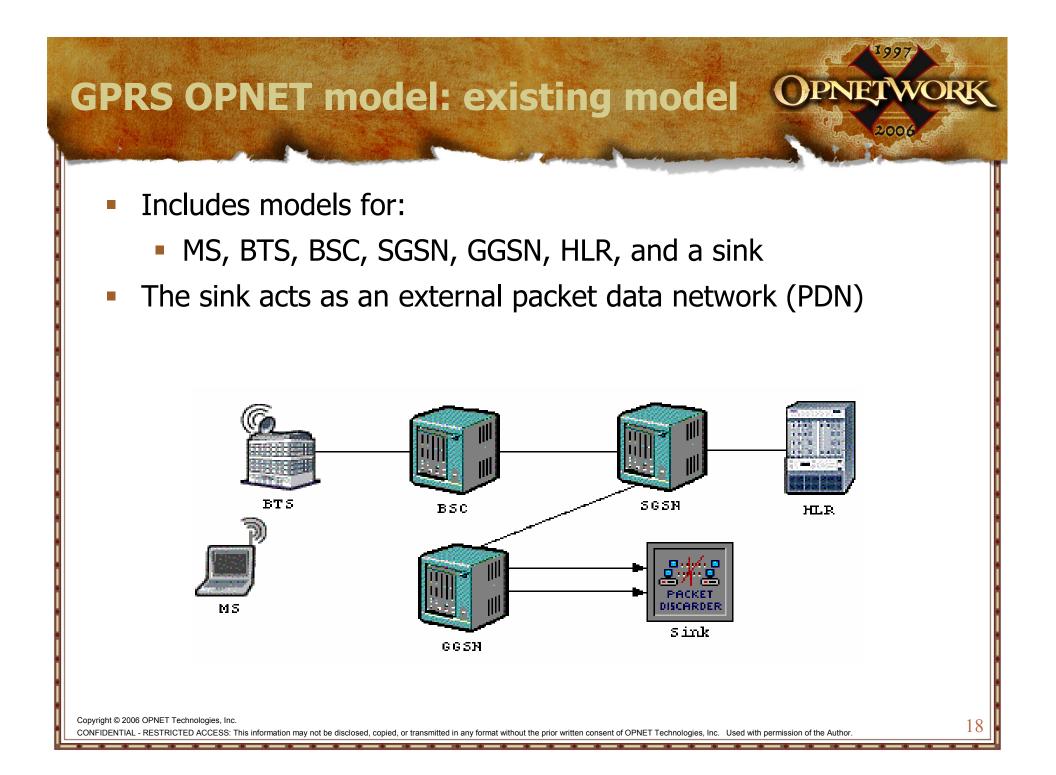
Base Station Subsystem GPRS Protocol (BSSGP)

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Base Station Subsystem GPRS Protocol (BSSGP)

- Controls the transfer of upper layer PDUs between an MS and an SGSN
- Service primitives provided at the BSS to control the transfer of PDUs between RLC/MAC and BSSGP:
 - RL–DL–UNITDATA
 - RL–UL–UNITDATA
 - RL–PTM–UNITDATA
- Service primitives provided at an SGSN to control the transfer of PDUs between the SGSN and BSC:
 - BSSGP–DL–UNITDATA
 - BSSGP-UL-UNITDATA
 - BSSGP-PTM-UNITDATA

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GPRS OPNET model: existing model

- Existing GPRS model supports:
 - unidirectional data flow
 - bi-directional signal flow
 - six BTSs
 - raw traffic generation
 - autonomous cell update: NCO
 - GPRS mobility management procedures: attach, activate, deactivate, and detach
- MSs in the existing model support only GPRS services
- One packet data protocol context per MS

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GPRS OPNET model: existing model

- GGSN transmits packets to the external PDN based on two Quality of Service (QoS) mean throughput classes:
 - slow link: mean throughput = 10,000 octets/hour
 - fast link: mean throughput = 20,000 octets/hour
- SGSN employs a first-in-first-out (FIFO) scheme to handle messages

GGSN: Gateway GPRS Support Node SGSN: Serving GPRS Support Node

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Mean throughput class specifies the expected average data transfer rate across the network during the remaining lifetime of a data transfer session

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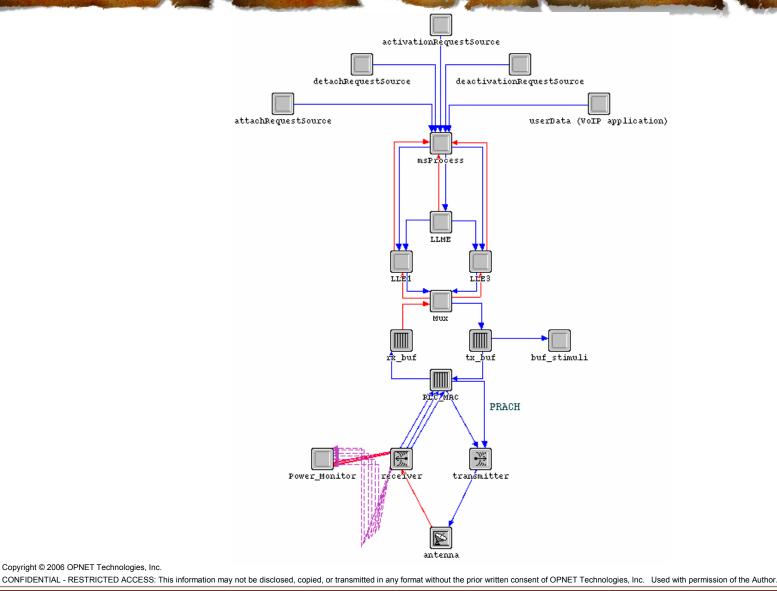
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RLC/MAC implementation

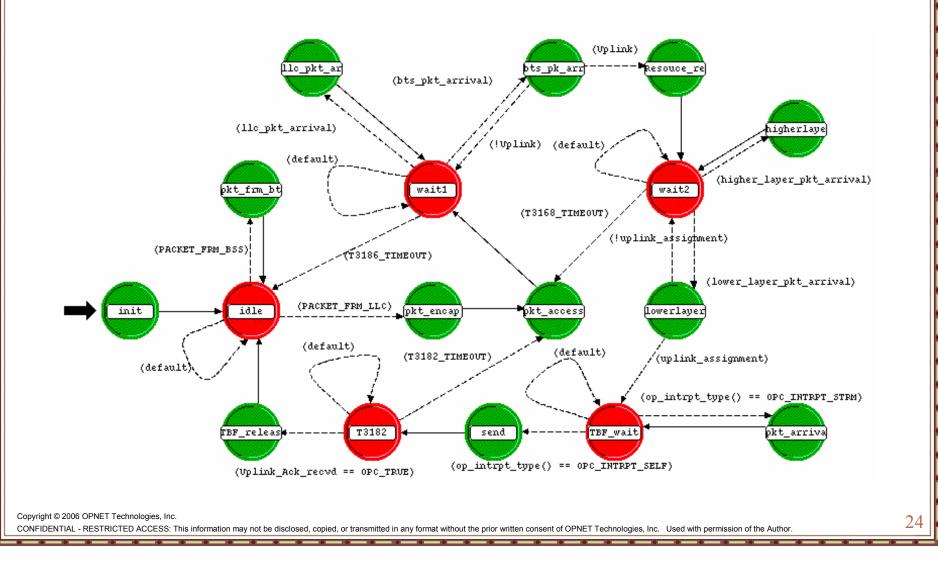
- Unacknowledged RLC mode
- Fixed allocation medium access mode
- Two-phase access procedure
- CS-1 coding scheme: 9.05 kbps
- Dedicated channel for channel requests
- Base station employs a first-in-first-out (FIFO) mechanism to allocate resources

RLC/MAC implementation: MS node model

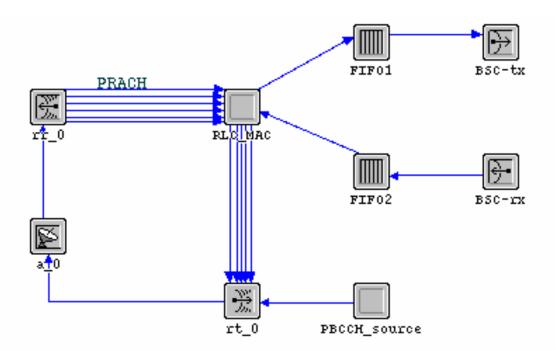
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RLC/MAC implementation: MS process model



RLC/MAC implementation: BTS node model

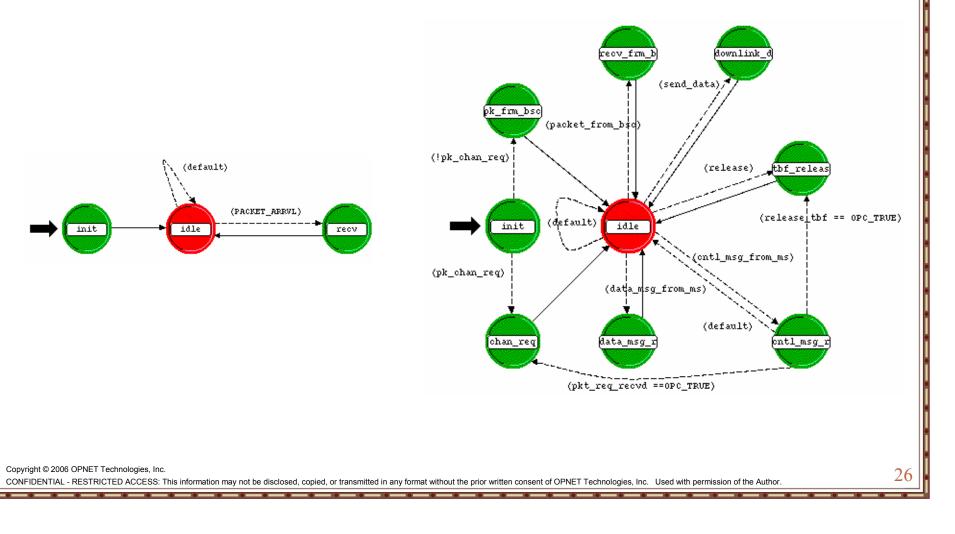


RLC/MAC implementation: BTS process model

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Parent BTS process model

Child BTS process model



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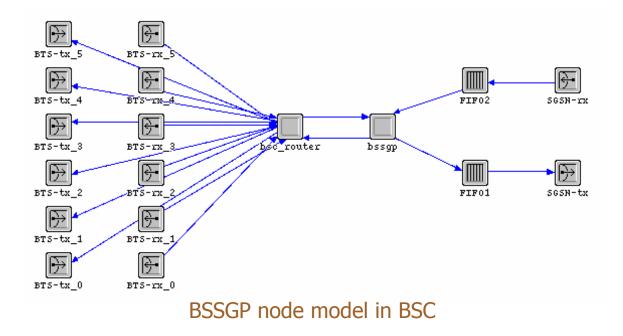
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BSSGP implementation

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- Service primitives implemented:
 - RL-DL-UNITDATA
 - RL–UL–UNITDATA
 - BSSGP–DL–UNITDATA
 - BSSGP-UL-UNITDATA



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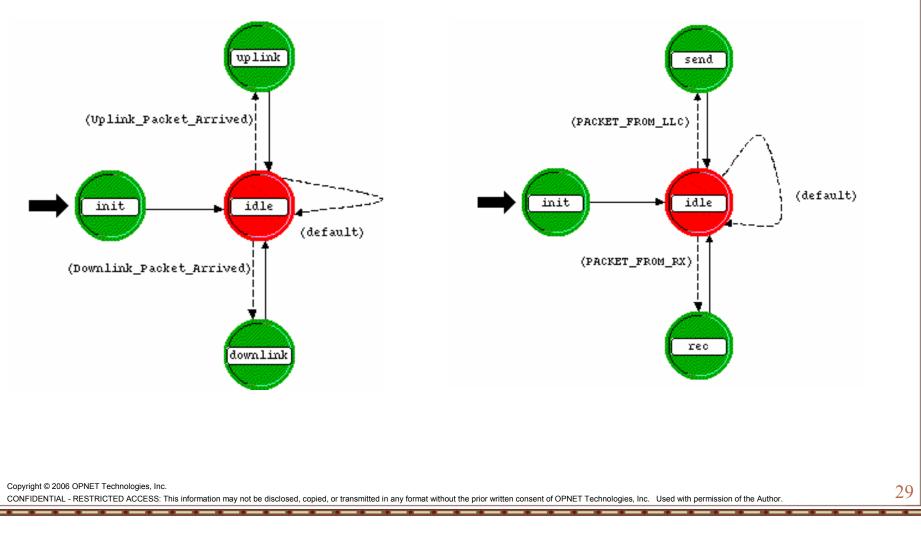
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BSSGP process models

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Base Station Controller

Serving GPRS Support Node



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Simulation scenarios and results

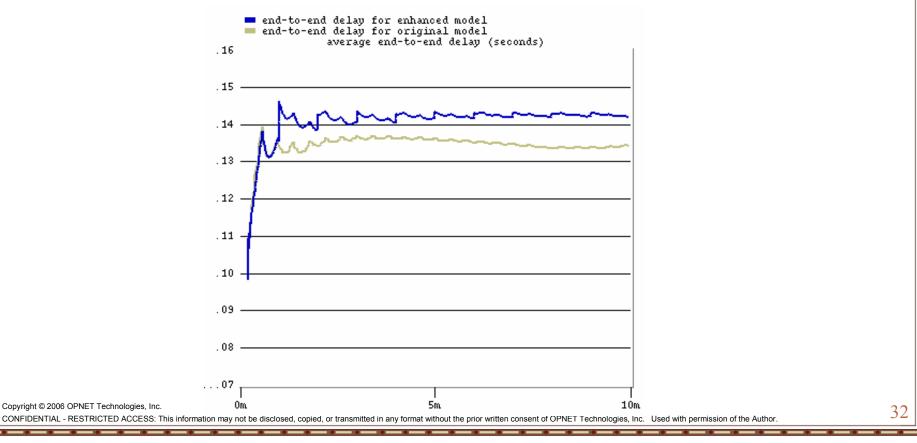
- Three simulation scenarios:
 - compare the end-to-end delay experienced with and without the implementation of RLC/MAC and BSSGP protocols
 - verify the cell update procedure
 - verify the scalability of the developed model

End-to-end delay: average packet delay between an MS and the sink

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Scenario 1: end-to-end delay

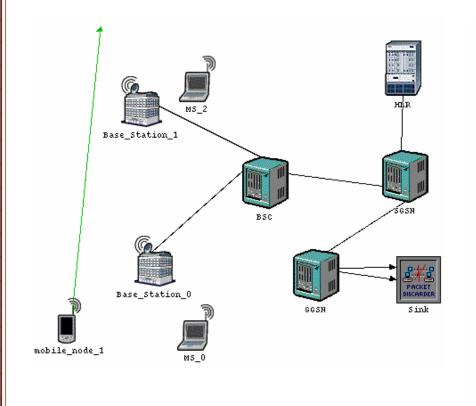
- Two MSs and a BTS
- Simulation time: 10 minutes
- Data transmission rate: constant throughout the simulation



Scenario 2: cell update

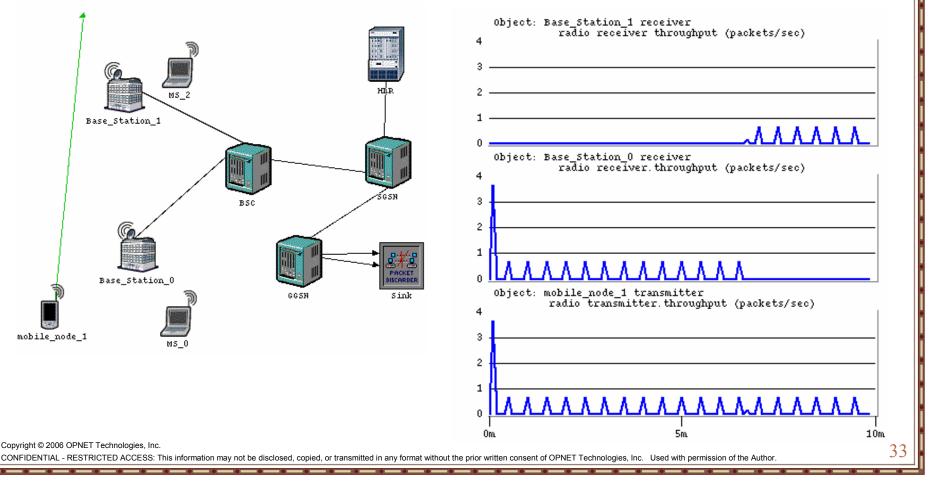
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Simulation scenario



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Throughput at the MS and BTSs transceivers

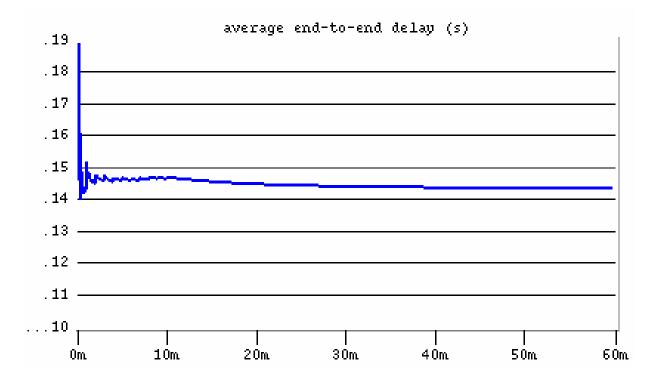


Scenario 3: scalability

17 MSs and 3 BTSs

- 11 MSs generate variable bit rate traffic
- 6 MSs generate constant bit rate traffic
- Generate traffic at the beginning of simulation (0 s)
- Simulated time: 1 hour
 - simulations lasted 40 minutes
- Measured average end-to-end packet delay

Scenario 3: average end-to-end delay OPNETWORK



End-to-end delay increases and reaches steady-state

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Conclusions and future work

- We developed an OPNET model for GPRS
- The model implemented various GPRS-specific protocols
- We presented implementation of two additional protocols in an existing GPRS model:
 - RLC/MAC
 - BSSGP
- Three simulated scenarios were used to verify the model implementation
- Additional simulations need to be performed in order to explore the model scalability

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