



Chapter 0 Personal Communication Systems

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COMPUTERS/Computer Engineering

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Here's your all-IP network handbook for 3G and beyond

Experts forecast a future in which all telephone services will be delivered over the economical, efficient IP network, in this follow-up to Wireless and Mobile Network Architecture, the bestselling guide to wireless network engineering, YI-Bing Lin and Al-Chun Pang delve into third and beyond generation networks to give you a solid foundation for the 3G/B3G environment. They provide an in-depth examination of how the all-IP core network can be developed and how applications are created, with review questions at the end of every chapter to help you hone your skills.

- . Understand mobile core network protocols and applications based on the 3G/B3G all-P core network architecture
- Handle SGSN/GGSN session management functions for IP connection
- Use signaling protocols in non-alHP networks to offer
- · Engineer real-time SRNC (Serving Radio Network Controller) switching without packet duplication
- . Support user mobility, call setup, and call release using SIP (Session Initiation Protocol)
- · Set up against schemes with fault tolerance to speed up the incoming call setup process with the I-CSCF (Interrogating Call Session Control Function) cache
- Write device drivers, information access methods, and application logic independently using iMobile, a mobile service creation platform

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Wireless and Mobile All-IP Networks

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Content

Chapter 1: Short Message Service and IP Network Integration

Mobility Management for GPRS and UMTS Chapter 2:

Chapter 3: Session Management for Serving GPRS Support Node Session Management for Gateway GPRS Support Node Serving Radio Network Controller Relocation for UMTS Chapter 4:

Chapter 5:

Chapter 6: UMTS and cdma2000 Mobile Core Networks

Chapter 7: UMTS Charging Protocol

Chapter 8: Mobile All-IP Network Signaling
Chapter 9: UMTS Security and Availability Issues
Chapter 10: VoIP for the Non-All-IP Mobile Networks

Chapter 11: Multicast for Mobile Multimedia Messaging Service

Chapter 12: Session Initiation Protocol

Chapter 13: Mobile Number Portability

Chapter 14: Integration and WLAN and Cellular Networks

Chapter 15: UMTS All-IP Network

Chapter 16: Issues on IP Multimedia Core Network Subsystem

Chapter 17: A Proxy-based Mobile Service Platform







- Homeworks and one oral presentation
 - **40%**
- Midterm and Final examinations
 - 30% and 30%