

Sécurité des Réseaux, Master CSI 2
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Communications sans fil

Bandes de fréquences

Source:

Andy Dornan

**The Essential Guide to Wireless
Communications Applications**

Prentice Hall

Panorama

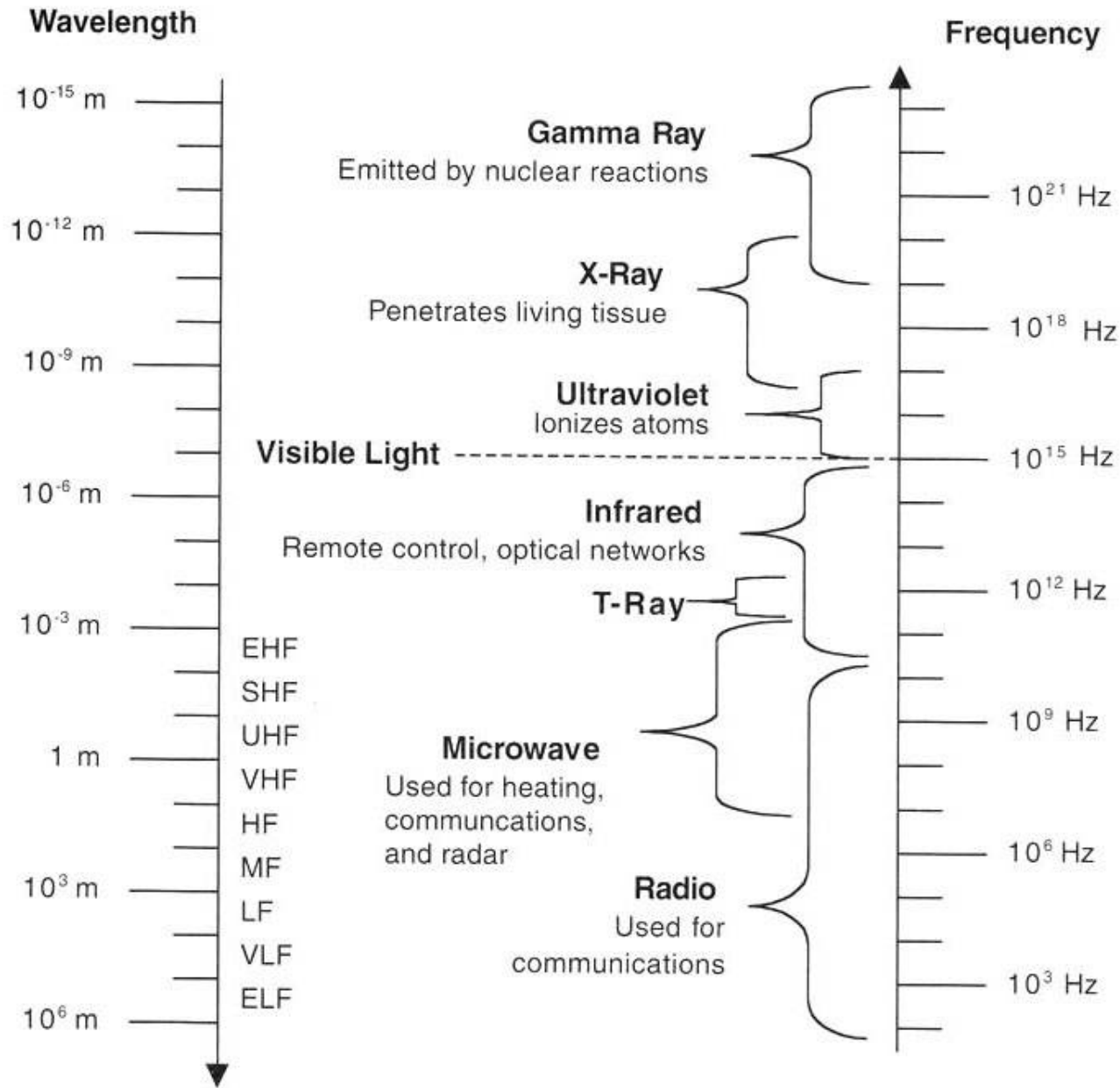


Figure 2.2
The electromagnetic spectrum.

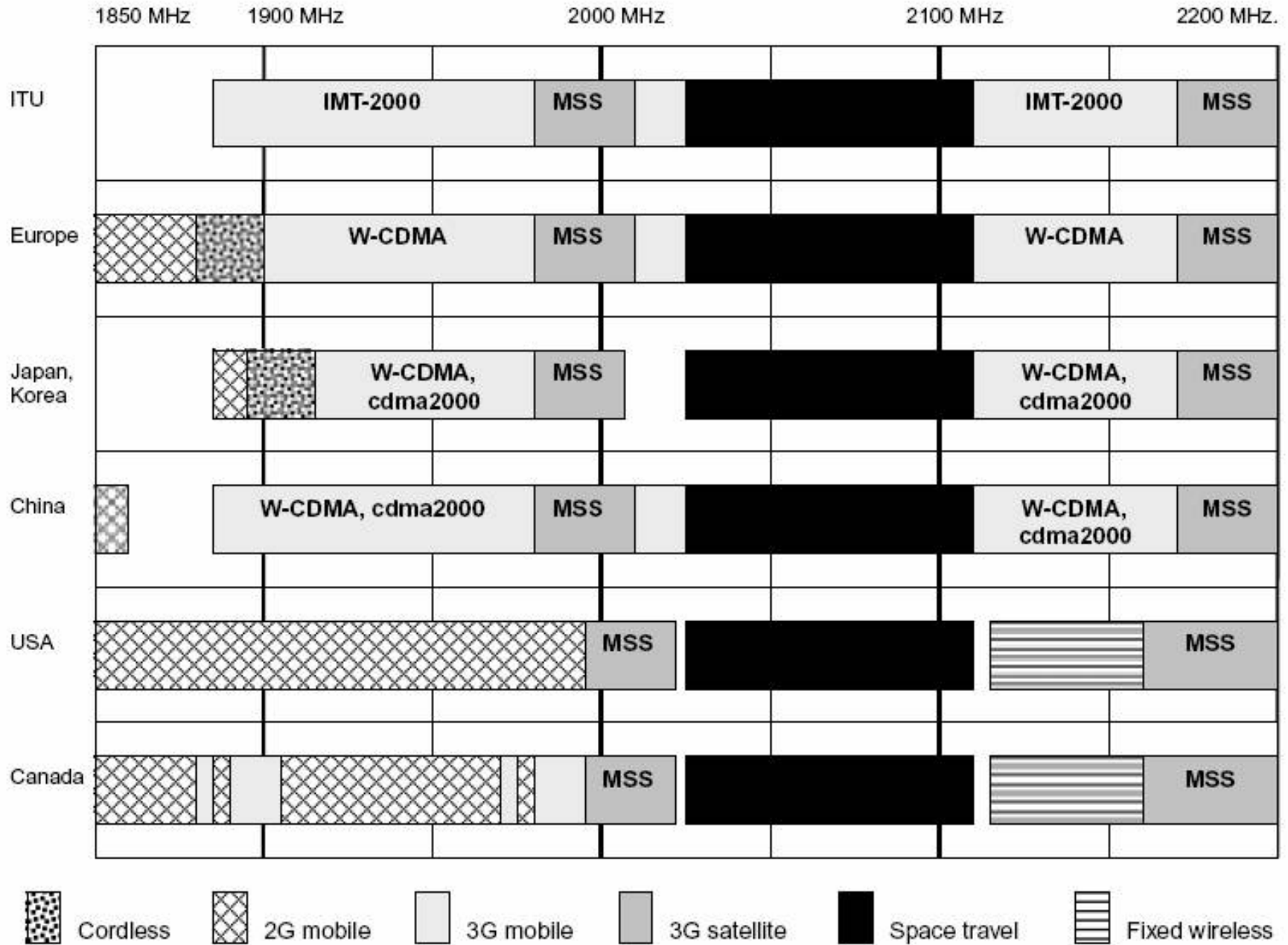
Ondes radios

Longueur d'onde	Fréquence	Nom	Usage
1-10 mètres	30-300 MHz	VHF : Very High Frequency	Radio FM Télévision
0.1-1 mètre	300 MHz-3 GHz	UHF : Ultra High Frequency	Télévision Téléphonie mobile Réseaux sans fil
10-100 mm	3-30 GHz	SHF : Super High Frequency	Satellites
1-10 mm	30-300 GHz	EHF : Extra High Frequency	Satellites Radars

Spectre alloué à la téléphonie 3G

- ITU: International Telecommunications Union
- IMT-2000: International Mobile Telecommunications
- UMTS: Universal Mobile Telecommunications System
(standard W-CDMA européen)
- W-CDMA: Wideband Code Division Multiple Access
- MSS: Mobile Satellite System
- Cordless: téléphone sans fil (• mobile, cellulaire)

Spectre 3G (2)



ISM

Industrial, Scientific and Medical: 2.4-2.5 GHz

- Wi-Fi (802.11) et Bluetooth
- Fours à micro-ondes, etc.

Pas de licences. ⇒ compétition

GSM

Combine:

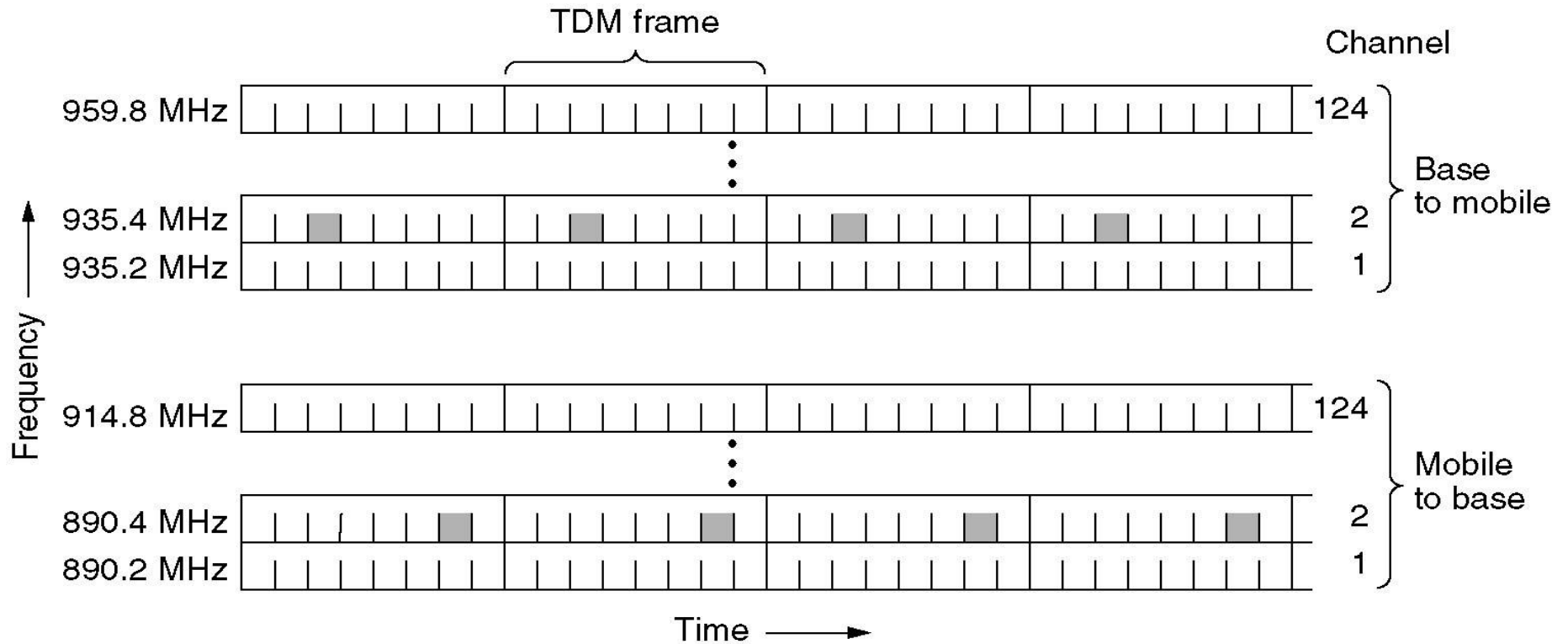
- FDMA : multiplexage fréquentiel (Frequency Division Multiple Access) ; chaque canal (unidirectionnel) occupe une bande passante de 200 kHz
- TDMA : multiplexage temporel (Time Division Multiple Access) ; chaque canal est divisé en 8 *slots* (*slot = tranche, créneau*)

Trames GSM

- Débit brut: 270.8 kbps (kilobits par seconde), par modulation GMSK (Gaussian Minimum Shift keying)
- Une multitrame comporte 26 trames, soit 32 500 bits transmis en 120 ms.
- 24 trames pour la voix ou les données, 1 trame pour la signalisation, 1 trame pour les SMS et autres trafics spéciaux (numéro appelant, etc.)
- Une *trame* comporte 1250 bits, émis en $120 / 26 \cong 4.6$ ms
- Un *slot* comporte $1250 / 8 = 156.25$ bits (sic !), émis en $15 / 26 \cong 0.577$ ms , soit $577 \cdot s$

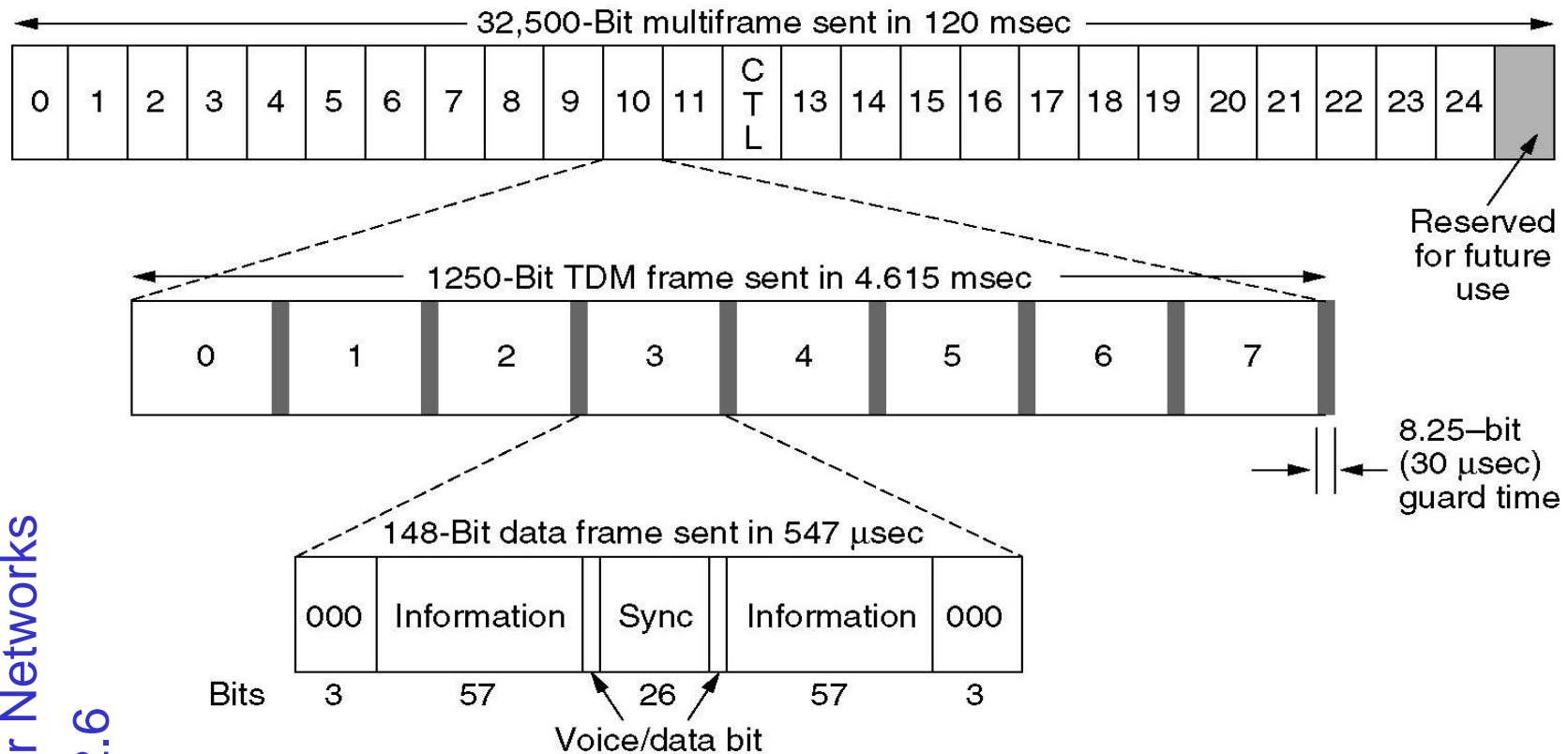
FDMA + TDMA

Tanenbaum, Computer Networks, section 2.6



GSM uses 124 frequency channels, each of which uses an eight-slot TDM system

GSM Framing Structure



Tanenbaum
Computer Networks
Section 2.6

A portion of the GSM framing structure.

R. Levine

Digital Switching

Lectures April 17 & 24, 2001

Cellular & PCS

Two suggested reference books by L.Harte and R. Levine :

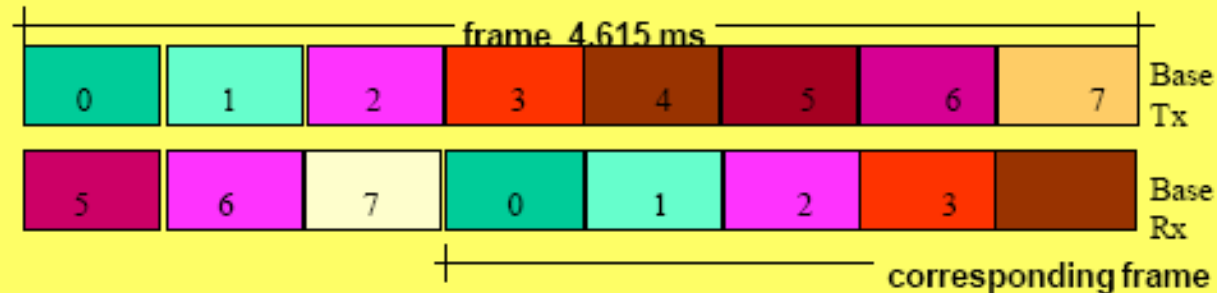
Cellular and PCS: The Big Picture (1997)

GSM SuperPhones (1999)

both published by McGraw-Hill

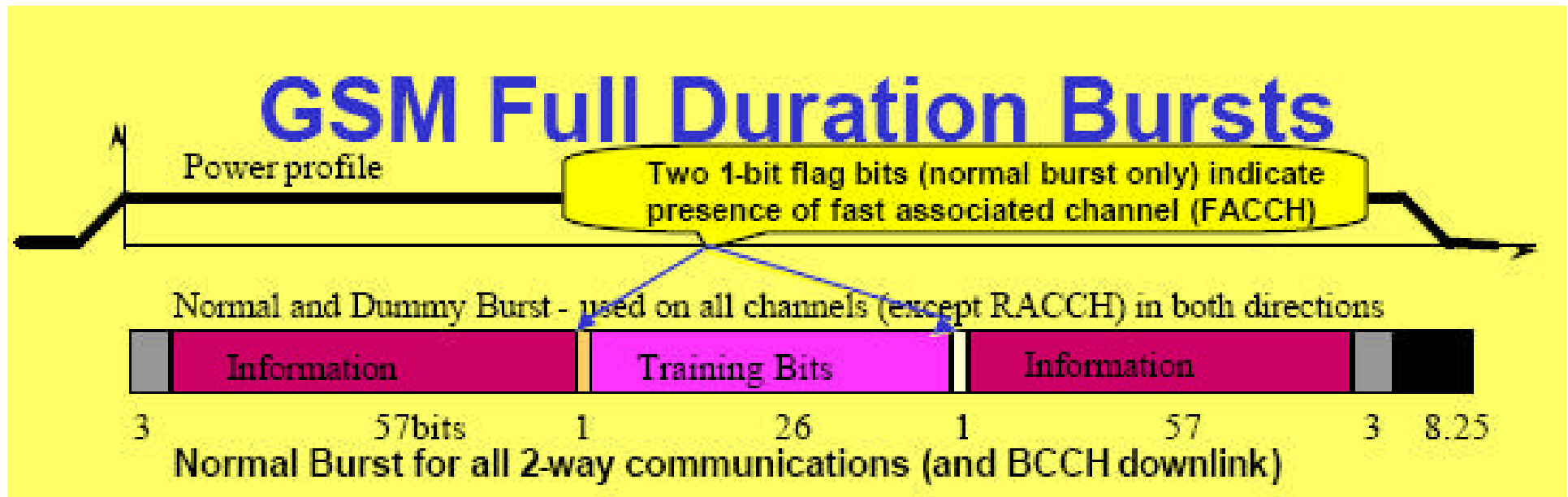
Frame GSM

GSM TDMA Frame and Slot

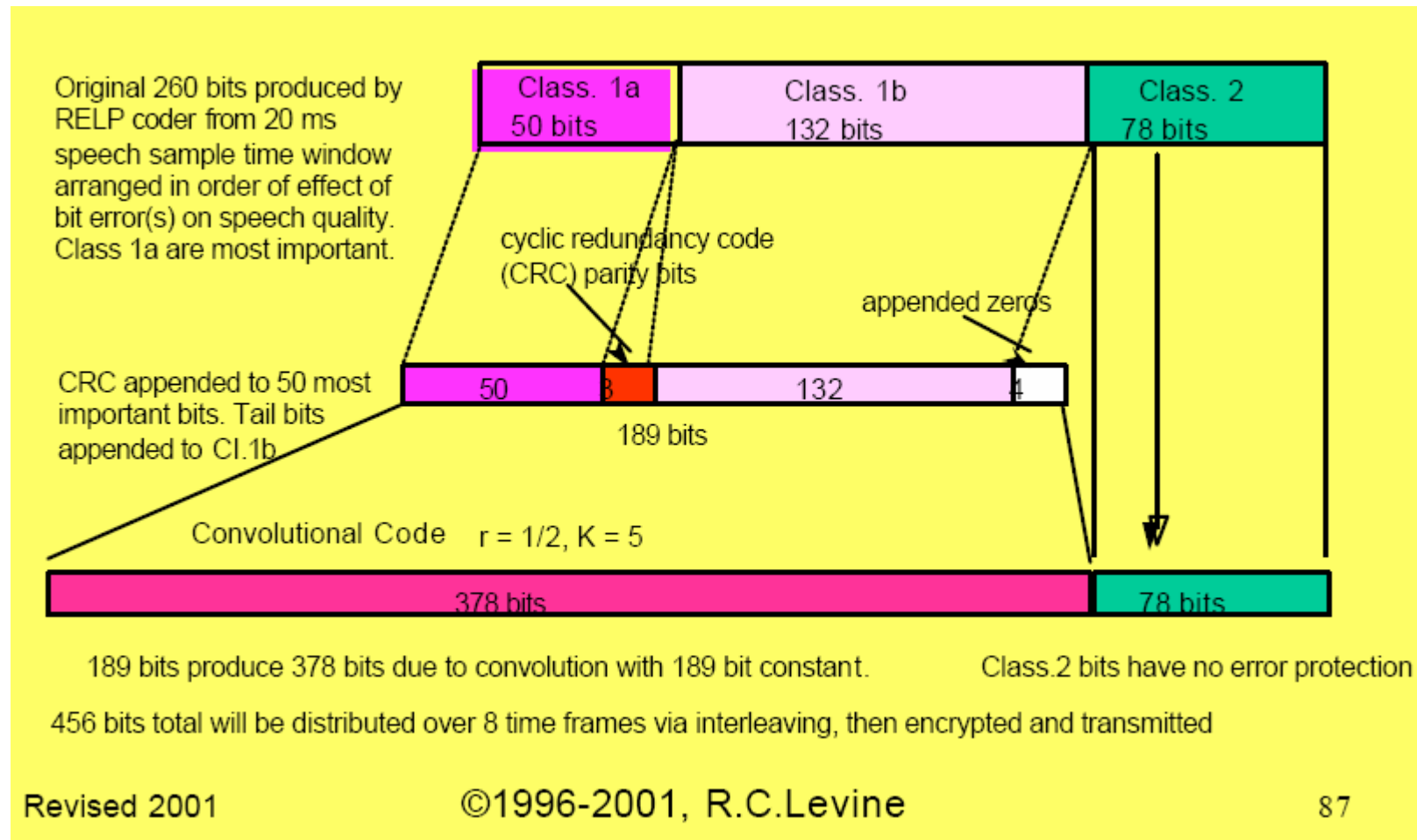


- Base Tx frame start is advanced 3 slots from logically corresponding Base Rx frame start with corresponding slot number
 - Mobile set using a designated slot first receives, then waits 2 slots, then transmits, then waits for 4 “idle” time slots, then repeats
 - Mobile can do other things in 6 “idle” slots (like MAHO)
 - Mobile set does *not* transmit and receive simultaneously when using only 1 time slot for digitally coded voice communication
 - Mobile can make small Tx timing adjustments, in response to base commands, to adjust for $3.3\mu\text{s}/\text{km}$ one-way ($6.6\mu\text{s}/\text{km}$ 2-way) radio signal delay

Slot GSM



Codes détecteurs/correcteurs d'erreurs



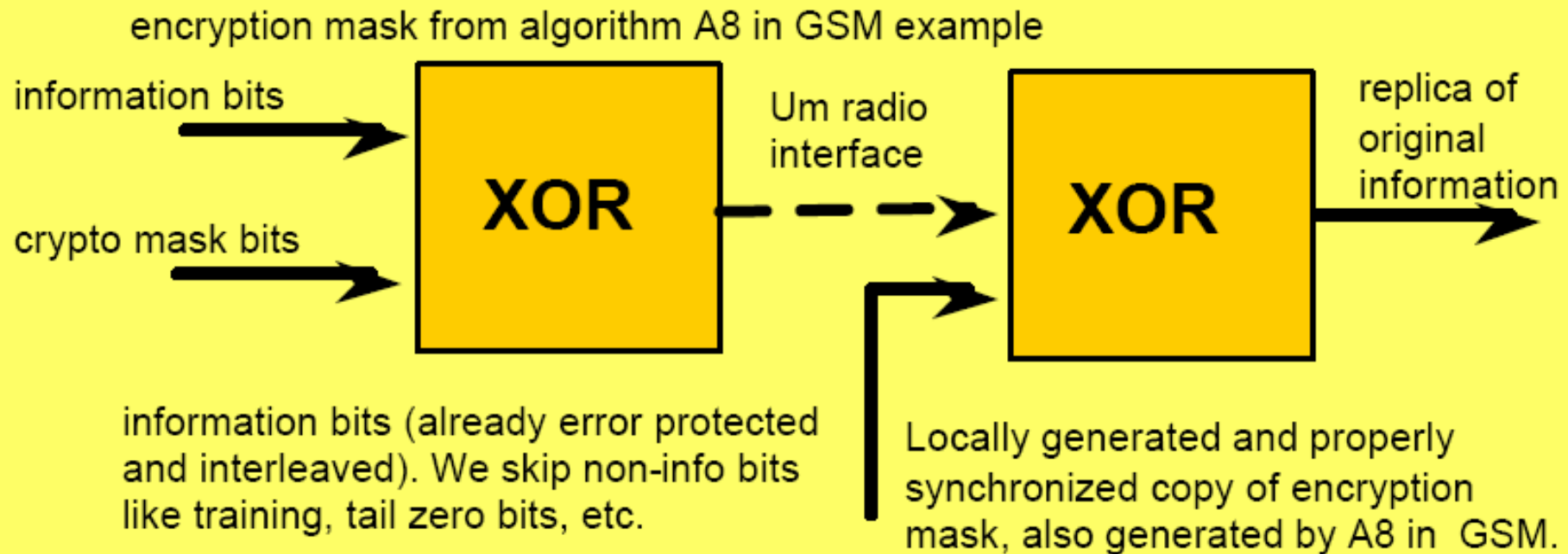
Codes (2)

- The 3-bit CRC permits correction of single bit errors in the 50 most protected bits all by itself.
- The convolution code can correct several bit errors, and detect any bursts of errors which are within a consecutive group of 5 bits.
- Most of the bits in Classes 1a and 1b are most significant bits of filter coefficients and other numerical bit quantities which have an obvious significant effect on the sound output if they are wrong.
- Most Cl.2 bits are least significant bits of numeric quantities and some bits describing the excitation waveform.

Chiffrement

Encryption

The last binary process before modulation



CDMA – Code Division Multiple Access

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A: 0 0 0 1 1 0 1 1
B: 0 0 1 0 1 1 1 0
C: 0 1 0 1 1 1 0 0
D: 0 1 0 0 0 0 1 0

(a)

A: (-1 -1 -1 +1 +1 -1 +1 +1)
B: (-1 -1 +1 -1 +1 +1 +1 -1)
C: (-1 +1 -1 +1 +1 +1 -1 -1)
D: (-1 +1 -1 -1 -1 -1 +1 -1)

(b)

Six examples:

-- 1 --	C	$S_1 = (-1 +1 -1 +1 +1 +1 -1 -1)$
- 1 1 -	B + C	$S_2 = (-2 0 0 0 +2 +2 0 -2)$
1 0 --	A + B	$S_3 = (0 0 -2 +2 0 -2 0 +2)$
1 0 1 -	A + B + C	$S_4 = (-1 +1 -3 +3 +1 -1 -1 +1)$
1 1 1 1	A + B + C + D	$S_5 = (-4 0 -2 0 +2 0 +2 -2)$
1 1 0 1	A + B + C̄ + D	$S_6 = (-2 -2 0 -2 0 -2 +4 0)$

(c)

$S_1 \bullet C = (1 +1 +1 +1 +1 +1 +1 +1)/8 = 1$
 $S_2 \bullet C = (2 +0 +0 +0 +2 +2 +0 +2)/8 = 1$
 $S_3 \bullet C = (0 +0 +2 +2 +0 -2 +0 -2)/8 = 0$
 $S_4 \bullet C = (1 +1 +3 +3 +1 -1 +1 -1)/8 = 1$
 $S_5 \bullet C = (4 +0 +2 +0 +2 +0 -2 +2)/8 = 1$
 $S_6 \bullet C = (2 -2 +0 -2 +0 -2 -4 +0)/8 = -1$

(d)

- (a) Binary chip sequences for four stations
- (b) Bipolar chip sequences
- (c) Six examples of transmissions
- (d) Recovery of station C's signal