

Broadband
Wireless Access



The Essential Guide for Wireless ISPs



Legal Rights

© Copyright 2003 Alvarion Ltd. All rights reserved.

The material contained herein is proprietary, privileged, and confidential. No disclosure thereof shall be made to third parties without the express written permission of Alvarion Ltd.

Alvarion Ltd. reserves the right to alter the equipment specifications and descriptions in this publication without prior notice. No part of this publication shall be deemed to be part of any contract or warranty unless specifically incorporated by reference into such contract or warrant.

Alvarion, BreezeCOM, WALKair, WALKnet, BreezeNET, BreezeMANAGE, BreezeACCESS, BreezeLINK, BreezePHONE, MGW, eMGW and/or other products and/or services referenced here in are either registered trademarks, trademarks or service marks of Alvarion Ltd.

All other names are or may be the trademarks of their respective owners.

Statement of Conditions

The information contained in this guide is subject to change without notice. Alvarion Ltd. shall not be liable for errors contained herein or for incidental or consequential damages in connection with the furnishing, performance, or use of this guide.

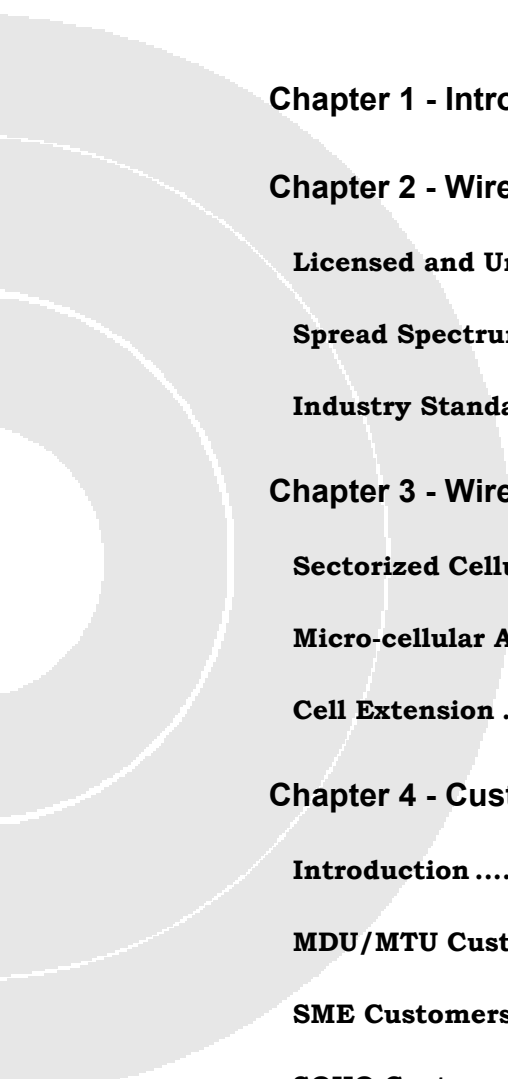


This page left intentionally blank.





Contents



Chapter 1 - Introduction	1-1
Chapter 2 - Wireless Access Systems Basics	2-1
Licensed and Unlicensed Frequencies	2-2
Spread Spectrum Radio Technologies	2-3
Industry Standards and Organizations	2-4
Chapter 3 - Wireless Access System Architectures	3-1
Sectorized Cellular Architecture	3-2
Micro-cellular Architecture	3-5
Cell Extension	3-5
Chapter 4 - Customer Types	4-1
Introduction	4-2
MDU/MTU Customers	4-2
SME Customers	4-4
SOHO Customers	4-4
Residential Customers	4-5
Law Enforcement and Public Safety Agencies	4-6
Chapter 5 - Services	5-1
VLANs	5-7

IP Services at the CPE.....	5-8
PPPoE.....	5-12
Chapter 6 - Business Case Analysis	6-1
The Market Model: Segments, Services and Revenues	6-4
The Costs.....	6-5
The Financial Plan	6-7
What You Need to Know Before You Start.....	6-7
Example Scenarios.....	6-11
Chapter 7 - Alvarion's BWA Solutions Summary.....	7-1
BreezeACCESS Product Line.....	7-2
WALKair 1000.....	7-7
WALKair 3000.....	7-12
BreezeNET DS.11 and DS.5800.....	7-14
BreezeNET B.....	7-15
BreezeACCESS LB.....	7-16
Supplementary Equipment Available from Alvarion	7-17
Chapter 8 - Connectivity to Backbone Networks	8-1
Backbone Networks.....	8-2
Frame-Relay Backbone.....	8-7
Chapter 9 - Connectivity to PSTN Network.....	9-1
Connection to Local Exchange Using V5.2.....	9-2
Signaling Based on Independent VoIP Switching.....	9-4
Chapter 10 - The IP Access Network.....	10-1
Routing Protocols	10-2



Routing Design Considerations	10-3
Chapter 11 - Network Operating Center (NOC)	11-1
Email Services	11-2
Web Caching	11-3
RADIUS	11-4
IP Address Assignments	11-4
NAT	11-6
Firewalls.....	11-8
Chapter 12 - RF Network Planning	12-1
Creating the Data Base - Business Intelligence	12-2
RF Network Planning	12-4
Design Acceptance and Approval.....	12-12
Chapter 13 - Deployment Guidelines	13-1
Pre-Deployment Checklist.....	13-2
PoP Installation Guidelines	13-3
Base Station Installation Guidelines.....	13-4
CPE Selection Guidelines	13-4
CPE Installation Guidelines.....	13-5
Chapter 14 - MDU/MTU Solutions.....	14-1
The MDU/MTU Market	14-2
The Architecture of an MDU/MTU Solution	14-2
Using CAT5 Cabling	14-4
Using Existing Twisted Pairs-ADSL Based Solution	14-6
Chapter 15 - Traffic Management with BreezeACCESS TM	15-1



Solution Architecture.....	15-2
Services Differentiation	15-3
Configuration Guidelines.....	15-4





Figures

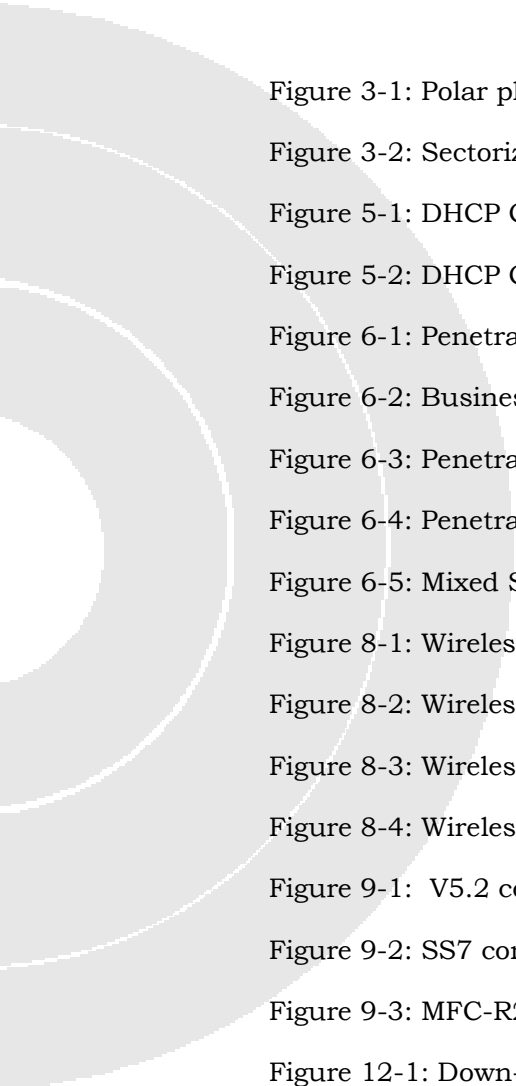


Figure 3-1: Polar plot of the radiation pattern of a directional antenna.....	3-3
Figure 3-2: Sectorized Cellular Architecture	3-3
Figure 5-1: DHCP Client-Server Handshake	5-9
Figure 5-2: DHCP Client-Relay-Server Handshake Process.....	5-10
Figure 6-1: Penetration for Business services	6-13
Figure 6-2: Business Services - Cell Capacity vs. Cell Demand.....	6-13
Figure 6-3: Penetration for Business Services-Mixed Scenario.....	6-16
Figure 6-4: Penetration for Residential Services-Mixed Scenario.....	6-16
Figure 6-5: Mixed Scenario - Capacity Demand and Capability	6-17
Figure 8-1: Wireless base station connection using ATM access switch	8-3
Figure 8-2: Wireless base station connection using Router & LAN Switch	8-4
Figure 8-3: Wireless base station connection using Optical Backbone.....	8-6
Figure 8-4: Wireless base station connection using Wireless Ethernet Backbone	8-7
Figure 9-1: V5.2 connection between PSTN and VoIP network	9-3
Figure 9-2: SS7 connection between PSTN and VoIP network	9-5
Figure 9-3: MFC-R2 connection between PSTN and VoIP network	9-7
Figure 12-1: Down-Link C/I.....	12-8
Figure 12-2: Up-Link C/I	12-9
Figure 12-3: Customers' Connectivity Dilemma	12-10
Figure 12-4: Best RSS - customers' connectivity	12-11
Figure 12-5: BS Antenna Tilt	12-12
Figure 14-1: MDU Solution architecture	14-3
Figure 14-2: MDU Wiring Deployment of Voice and Data End-user	14-5

Figures

Figure 14-3: MDU Solution's Voice and Data Services in	14-6
Figure 14-4: ADSL Based Solution.....	14-7
Figure 15-1: Centralized Traffic Management Architecture	15-2
Figure 15-2: Distributed Traffic Management Architecture	15-3





Tables

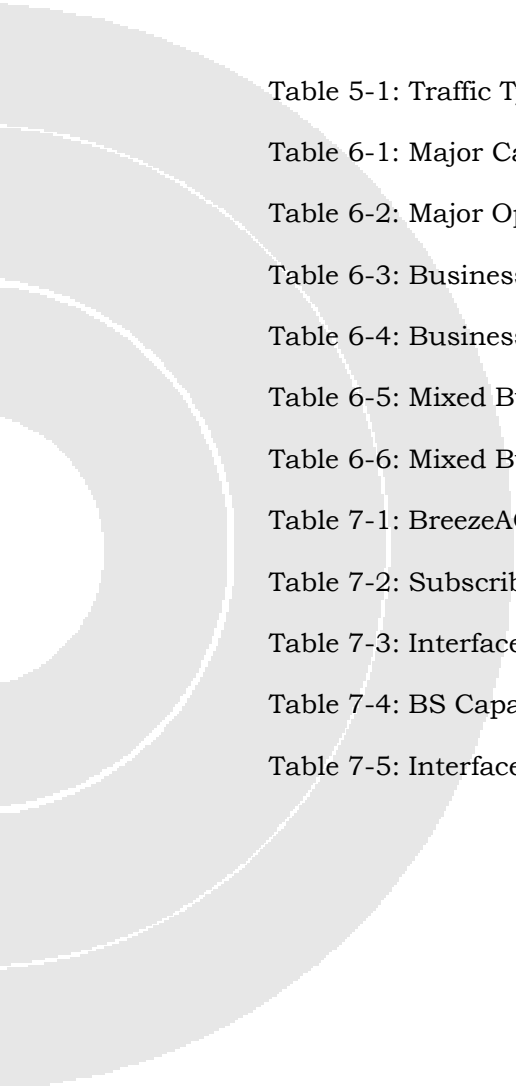
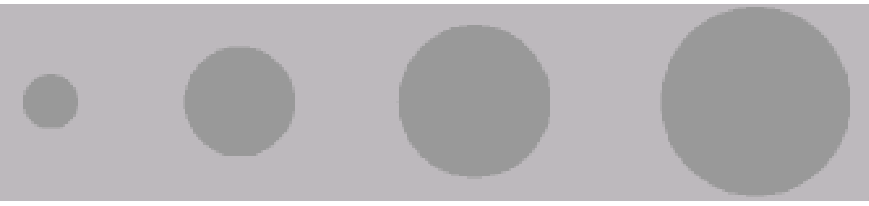


Table 5-1: Traffic Types and Classes	5-6
Table 6-1: Major Capital Expenditure Components of Wireless Broadband.....	6-5
Table 6-2: Major Operational Expenses of Wireless Broadband	6-6
Table 6-3: Business Only-Year 1 (in \$)	6-14
Table 6-4: Business Only-Year 2 (in \$)	6-15
Table 6-5: Mixed Business and Residential -Year 1 (in \$)	6-18
Table 6-6: Mixed Business and Residential -Year 2 (in \$)	6-19
Table 7-1: BreezeACCESS Product Lines.....	7-3
Table 7-2: Subscriber Units	7-6
Table 7-3: Interfaces Supported by the BS-BU	7-9
Table 7-4: BS Capacity.....	7-10
Table 7-5: Interfaces Supported by the TS-BU.....	7-11

This page left intentionally blank.





1

Chapter 1 - Introduction



This document is aimed to satisfy the needs of the Internet Service Providers industry for comprehensive information on Broadband Wireless Access (BWA). It is intended for ISPs who are looking at BWA as an alternative to traditional wire- or cable-based services, including:

- a. An established ISP that considers adding BWA to its infrastructure for one or more of the following reasons:
 - Expand coverage to new customers-either in an already served area or in new areas.
 - Provide services in rural and other areas where wireless access is the only viable option.
 - Enhance its services portfolio to improve competitive position and increase revenues and profits.
 - Eliminate expenses, delays and long-term commitments associated with getting access services from a third party.
- b. A new entrant to the rapidly evolving ISP market place wishing to benefit from the advantages of a business based on BWA.

Regardless of the reasons for becoming interested in BWA, there are numerous questions that must be answered, related to various crucial issues that must be considered prior to taking the decision to invest in a BWA based network, while launching a new BWA network and throughout the life time of the network.

We at Alvarion have been working closely with global telecom and Internet operators over a long period of time. A wide range of professionals in Alvarion – senior management, sales force, customer service and technical staff – have met a long list of Operators’ management, operations and technical teams. They have discussed challenges together, made errors together, fixed problems together and succeeded together.

Alvarion professionals have gathered years of experience and know-how, witnessing Operators’ experiences, preferences, challenges and difficulties concerning many facets of their overall network.

Our staff has accumulated a large set of testimonials regarding our partners’ network build-out. What they saw related to various aspects of the network and to various types of networks. Over time, we witnessed a wide range of situations experienced by our partners: from the management decision-making process to technical and logistic activities by different types of operators: cellular, data access, ISPs and local independent telcos.

Until now, this valuable information has not been shared in any integrated, comprehensive format. Moreover, we began to notice that different operators often faced identical challenges. Unaware of their predecessors' experience, they often repeated the same mistakes.

In the meantime, a number of Alvarion employees have, over time, witnessed a recurrence of questions and problems among our many customers. The questions may be directly related to the Alvarion solution, or may be directed to overall network challenges.

We have assembled all the information gathered from the field into a comprehensive format that shows the big picture while recalling the small details.

This overview refers to all the aspects concerning a BWA project, from backbone interfaces, to integrated network solutions at the customer site; from the NAT location debate to management system considerations; from VoIP to billing; it discusses technology pros and cons as well as business models.

This document offers you a comprehensive overview of our accumulated knowledge in order to help you understand all the important aspects of BWA and assess the project you are taking or about to take. The document has been divided by subject matter, so that you can skip to read only the areas that are relevant to you, or read its entirety - whichever fits you best.

We urge you to look for more information on specific issues in other sources available through your Alvarion representative. We also invite you to browse our material-wealthy website at www.alvarion.com.

It must be emphasized that many applicable issues vary significantly among countries and even regions. These includes issues such as local regulations that affect technical considerations and issues that affect the business model such as the competitive landscape, labor costs, customers' profile etc. You are invited to consult with our experts in order to reach the right conclusions and build the business plan that takes into account all the unique aspects of becoming a Wireless ISP in your target area.

This page left intentionally blank.



2

Chapter 2 - Wireless Access Systems Basics



Licensed and Unlicensed Frequencies

When discussing wireless solutions, it is important to distinguish between frequencies that are licensed by the local radio regulatory agency and those that are not. By unlicensed services, we refer to those transmitting devices that must meet certain defined equipment tolerances, but that are otherwise unrestricted in their deployment. Actual systems that employ such equipment are considered unlicensed because prior regulatory authorization and licensing requirements of these systems are unnecessary.

Local applicable regulations, such as Part 15 of the FCC Rules, establish equipment tolerances for transmitting devices that are considered unlicensed. The applicable regulations, such as FCC Part 18, cover frequency bands of certain industrial, scientific and medical (ISM) equipment that can also be used in an unlicensed manner. Certain of the ISM frequency bands (including 2.4 and 5.8 GHz) are available for use by commercial entities.

Such unlicensed facilities have relatively low power and small coverage footprints. In addition, because these systems are unlicensed, they are not protected from interference. Such interference can become extreme in areas where multiple unlicensed systems that use the same frequency spectrum are installed. Typically, smaller and medium-size service providers use unlicensed frequencies. While an unlicensed frequency can meet the needs of many people, it is not always appropriate as a broad solution. A primary concern is that there is no control over the number of devices that share an unlicensed environment. Devices that share these frequencies can be installed anywhere by anyone with no regulation and no recourse for interference. Thus, it may be very difficult for people to truly depend on this service for business or other important applications.

Licensed frequencies provide the probability of more stability than unlicensed frequencies; A licensed frequency ensures the service provider that within a certain area he is the only one that is allowed to use the allocated frequencies. However, this stability comes at a high price. The government radio agencies auctions the limited number of licensed frequencies, and the price is far from being low.

Spread Spectrum Radio Technologies

A popular solution to the licensing problem is provided by the emergence of Spread Spectrum (SS) technology. This digital technology provides most of the capabilities and performance of a licensed radio system with a license-free approach. The term Spread Spectrum (SS) describes a communications technique whereby a radio frequency signal is modulated (spread) a second time so as to generate an expanded bandwidth wideband signal. Spread Spectrum is usually used for data transmission. The two most popular types of Spread Spectrum modes are Frequency Hopping and Direct Sequence. DSSS radios occupy a consistent piece of allocated spectrum constantly. FHSS radios don't always sit on the same exact frequency—it seamlessly skips from band-to-band over a fixed portion of spectrum.

FHSS is a transmission technology used in LAWN transmissions where the data signal is modulated with a narrowband carrier signal that "hops" in a random but predictable sequence from frequency to frequency as a function of time over a wide band of frequencies. The signal energy is spread in time domain rather than chopping each bit into small pieces in the frequency domain. This technique reduces interference because a signal from a narrowband system will only affect the spread spectrum signal if both are transmitting at the same frequency at the same time. If synchronized properly, a single logical channel is maintained.

Direct Sequence SS also involves the application of pseudorandom codes known to both ends of the link, but the code is used to cause a fixed frequency transmitter to spread its power more or less evenly across a wide band of RF spectrum, usually many Megahertz. Pseudorandom codes are selected to give the spread signal a noise-like character, which when detected by a conventional receiving device, looks very much like random noise. The receiver must be wide enough to recover all of this bandwidth in order to recover the transmitted signal, and then, using the same pseudorandom code as the transmitter, de-spread the signal to its original data component. Direct Sequence systems also have good immunity to noise and interference when used with highly directional antennas in relatively short-range applications.

There is an ongoing debate about which spread spectrum technology is better. Both direct sequence and frequency hopping systems have advantages and disadvantages inherent to the equipment used.

FHSS systems are capable of leaping past interference, but at the price of delayed data flow. DSSS technology allows you to program past sources of interference, so the user does not experience delays. However, interference can change and you have to re-program around it again in order to maintain speed.

A newer technology, made available through advance in DSP technologies, is OFDM (Orthogonal Frequency Division Multiplexing), an FDM modulation technique for transmitting large amounts of digital data over a radio wave. OFDM works by splitting the radio signal into multiple smaller sub-signals that are then transmitted simultaneously at different frequencies to the receiver. OFDM reduces the amount of cross-talk in signal transmissions. OFDM is robust in adverse channel conditions and allows non line of sight operation while maintaining a high level of spectral efficiency. It effectively mitigates performance degradations due to multipath and is capable of combating deep fades in part of the spectrum.

The use of Orthogonal Frequency Division Multiple Access (OFDMA) allows simultaneous transmission from several users, with only a fraction of the sub-carriers assigned to each user. In this way the benefits of large FFT size are combined with the granularity advantage of small FFT size. An additional advantage of OFDMA is an improved upstream link budget, due to smaller effective bandwidth of each user.

Industry Standards and Organizations

IEEE 802.11

Many of the BWA solutions are based on the IEEE 802.11 Wireless LAN standard. Usually, Wireless LAN gear provides an indoor coverage radius of about 200 meter. However, both manufacturers and service providers have learned how to get more out of IEEE 802.11 based equipment, in order to make it do things it was not originally designed to do. With proper thought, research, and RF engineering principles applied to these simple Wireless LAN devices, customers as far as 30 km away from your antenna have a chance to connect to get broadband access services.

IEEE 802.11, the first internationally sanctioned standard for wireless LAN, was completed and published in 1997. The original 802.11 standard defined data rates of 1Mbps and 2Mbps via radio waves using frequency hopping spread spectrum (FHSS) or direct sequence spread spectrum (DSSS). Specification 802.11a is a supplement to the standard, which defines a high-speed physical layer in the 5GHz band based on Orthogonal Frequency Division Multiplexing (OFDM) modulation, providing data communication capabilities of 6, 9, 12, 18, 24, 36, 48, and 54 Mbps. (6, 12, and 24 Mbps mandatory). In 1999, the 802.11b amendment to the standard was ratified, adding higher speed of 5.5 and 11Mbps with DSSS.

The Media Access Control (MAC) as defined by the standard is very similar in concept to the wired Ethernet MAC (802.3 standard), supporting multiple users on a shared medium. However, the protocol was modified for sharing access over the air taking into account the different characteristics of the wireless media, handling interference and other radio related problems and ensuring robustness and data integrity.

IEEE 802.16

IEEE 802.16 WirelessMAN standard was designed specifically to solve the unique problem of the wireless metropolitan area network (MAN) environment and to deliver broadband access services to a wide range of customers. The IEEE 802.16 Media Access Control (MAC) protocol was designed for point-to-multipoint broadband wireless access applications. It provides a very efficient use of the wireless spectrum and supports difficult user environments. The access and bandwidth allocation mechanisms accommodate hundreds of subscriber units per channel, with subscriber units that may support different services to multiple end users. To efficiently deliver a variety of services, the protocol supports both continuous and burst traffic.

Through the WirelessMAN MAC, each base station allocates uplink and downlink bandwidth to satisfy, almost instantaneously, the prioritized bandwidth requirements of the subscribers. The MAC protocol controls the media so that Subscriber Units transmit only in allocated transmitting opportunities. The MAC protocol is designed to carry any data or multimedia traffic with highly flexible Quality of Service (QoS) support. The connection-oriented protocol allows flexible QoS attributes definition for each connection.

IEEE 802.16a amendment to the standard supports the 2–11 GHz band including licensed and license-exempt spectrum, offering the opportunity to reach many more customers (at lower data rates) less expensively, thus to provide cost-effective services to individual homes and SMEs.

The 10–66 GHz physical layer assumes line-of-sight propagation and uses single-carrier modulation. Downlink access is TDM-based, with individual stations allocated time slots serially. Uplink access is TDMA-based (Time Division Multiple Access). Both time-division duplex (TDD), in which the uplink and downlink share a channel but do not transmit simultaneously, and frequency-division duplex (FDD), in which the uplink and downlink operate on separate channels, are supported. Adaptive burst profiles are supported, where modulation and coding options may be dynamically assigned on a burst-by-burst basis.

The 2–11 GHz physical layer design is driven by the need for non-line-of-sight (NLOS) operation, with significant multipath propagation, as expected in residential applications. Air interfaces supported are single-carrier, orthogonal frequency-division multiplexing (OFDM) with TDMA access and orthogonal frequency-division multiple access (OFDMA) where multiple access is provided by addressing a subset of the multiple carriers to individual receivers.

WiMAX

WiMAX is a non-profit industry trade organization formed by leading communications component and equipment companies to promote and certify compatibility and interoperability of broadband wireless access equipment that conforms to the IEEE* 802.16 and ETSI* HIPERMAN standards.

WiMAX promotes a new standard for last-mile wireless technologies designed to provide broadband connectivity to homes, businesses and Wi-Fi “HotSpots”, competing with today’s wireline DSL, cable, and T1 broadband access systems. Until now, the uptake of BWA technologies has been restrained by the lack of interoperability between the equipment of the industry’s many manufacturers and the availability of standards-based, volume components. Led by the initiative of leading Wi-Fi and BWA component suppliers like Intel and Alvarion, interoperable WiMAX-Certified systems built upon standards-based silicon will help broadband wireless access to achieve its full mass-market potential as a price-competitive and flexible alternative to wired broadband solutions.

WiMAX will accelerate and increase the success of future interoperability by providing tools for conformance testing now. Tools can be used during the equipment maker's system development process today to ensure conformance with the current standards-based product roadmap as it evolves.

Alvarion has signed a strategic agreement with Intel to work together to incorporate Intel's pioneering 802.16a chips into the company's coming line of next generation, interoperable Broadband Wireless Access (BWA) systems. Working in close cooperation, Alvarion is now developing next generation products based on Intel's chips with the intention of being one of the first to launch a WiMAX-Certified system.

This page left intentionally blank.



3

Chapter 3 - Wireless Access System Architectures



Sectorized Cellular Architecture

The primary architecture for deploying wireless broadband access is a sectorized cellular model. The basic geographic unit of a cellular system is the cell. Cells are base stations transmitting over small geographic areas that are represented as hexagons. The term cellular comes from the honeycomb shape of the areas into which a coverage region is divided. Each cell size varies depending on the landscape. Because of constraints imposed by natural terrain and man-made structures, the true shape of cells is not a perfect hexagon.

To increase capacity and enable a better utilization of the available frequencies, directional antennas are used to provide several sectors within each cell. Unlike in an omni-directional antenna, where power radiates equally in all directions in the horizontal (azimuth) plane, a directional antenna concentrates the power within a desired geographical area in certain directions. The radiative properties of these antennas are described by a radiation pattern, which is a plot of the radiated energy from an antenna measured at various angles at a constant distance from the antenna in a particular plane. Typically, the plot is presented in the pictorial form of a polar plot for a 360-degree angular pattern as illustrated Figure 3-1. The position of maximum radiated power, known as the bore-sight, is at the 0°. The radiation power is plotted against the angle with respect to the bore-sight direction. The plot consists of a main lobe (also referred to as front lobe), which contains the bore-sight, and several minor lobes including side and rear lobes. Between these lobes are directions in which little or no radiation occurs. These are termed nulls. Nulls may represent a 30 or more dB reduction from the power at bore-sight (less than one-thousandth the energy of the main beam) in transmitted signal level in that direction. The dotted circles in Figure 3-1 are used to indicate the magnitude of the radiation. The angle between the two points where the power is one-half the main lobe's peak value is known as the beam width of the antenna.

Directional antennas have been deployed in the cellular networks to enhance the radio capacity. There are several different sectorization schemes, varying on the number of sectors or antennae, the beam width of the antenna, and the orientation of the bore-sight directions.

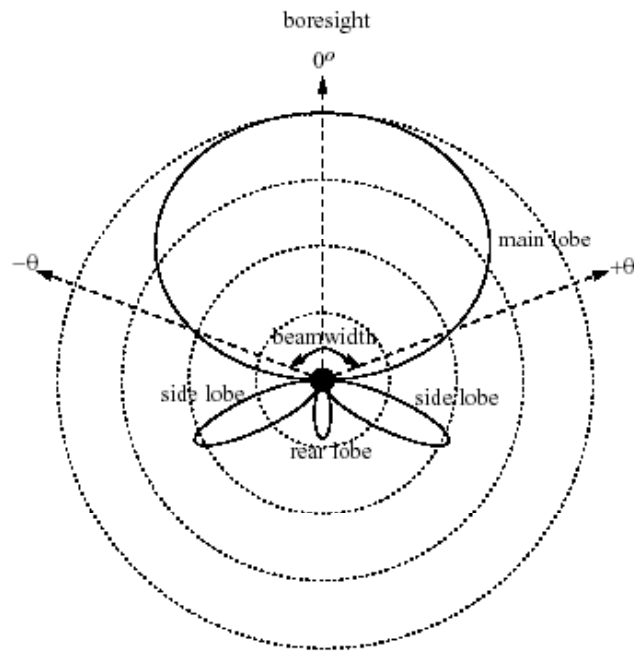


Figure 3-1: Polar plot of the radiation pattern of a directional antenna

Figure 3-2 details a sectorized cell architecture with overlapping, contiguous cells.

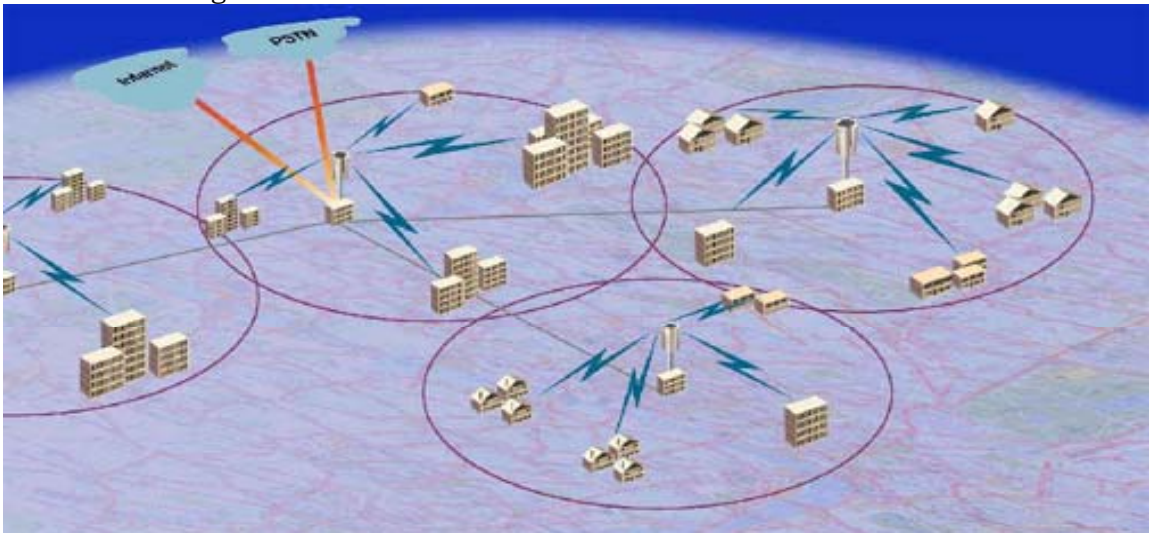


Figure 3-2: Sectorized Cellular Architecture

Sectorizing cells enables an operator to customize coverage with respect to capacity, redundancy and range.

In sectorized cellular architecture, each Base Station is comprised of several Access Units connected to directional antennas. Each Access Unit serves customer in a specific sector, defined by the beam-width of the antenna. Sectorization also helps preventing unnecessary interference from other systems as well as from neighboring sectors, because they only transmit and receive radio signals in the specific direction defined by the characteristics of the antenna.

Desired cell's structure depends on various factors, including topography of the area that should be served and distribution of customers in the area. In wireless broadband, RF is a critical asset and it should never be "wasted" or over deployed. Flexibility in selecting the number of Access Units in the base station and the antennas to be used is important for various reasons:

- a. Not all cells originate in the middle of the area needing coverage. For example, a tower may be on a ridgeline at the edge of town. In this case, no coverage may be needed for the side of the tower opposite the town.
- b. For areas with low customers density, a smaller number of Access Units using relatively wide sectors may be sufficient. In very dense areas narrower sectors will be needed, and in some cases two or three Access Units per sector may be needed to support the bandwidth demand.

Alvarion's data shows that the average cell in U.S. markets is configured with three (3) 120° sectors with an 8 (eight) kilometers radius providing approximately 200 square kilometers of coverage (cell area = πR^2). However, we have some customers with as many as eighteen (18) 60° antennas on a single tower where each sector is served by three (3) Access Units for increased capacity, and as little as one (1). Many cells in very flat areas achieve coverage of more than 700 square kilometers. Your configuration will depend on a variety of factors from customer density and availability, topography, and antenna height. The subsequent chapter on design will discuss in detail these important issues.

Micro-cellular Architecture

Occasionally, dense customer availability, limited access to highly placed antennas or other factors may lead to a decision to deploy a micro-cell. A micro-cell is generally regarded as a cell approximately 1.5 kilometers or less in radius. Such cells are usually deployed using omni antennas mounted at heights of 15 meter or lower. The environment may be dense enough such that even this small a cell can achieve full capacity. Often such cells are installed in a contiguous manner, such as linearly following city streets, installing the equipment on utility polls or roofs. This can dramatically alter the economics of wireless broadband deployments.

Another excellent choice for micro-cellular deployment is for MDU (multi-dwelling unit) campus environments, such as sprawling garden style apartments, dormitory areas, and light industrial complex parks. Such a model seeks to take advantage of the high user density in these areas.

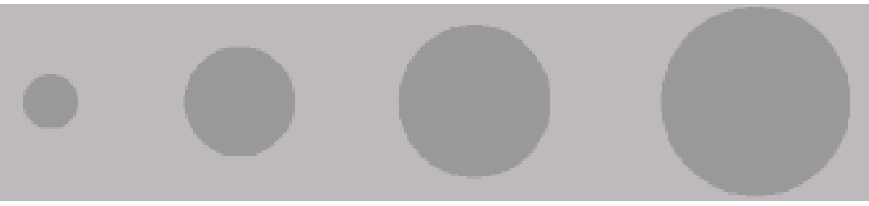
Installation of the micro-cell base station equipment is generally far less expensive in terms of labor deployment and monthly lease costs compared to a typical tower.

Users are typically so close to the base station that they may not need any exterior antenna. This permits a 100% RF model; no use of new or legacy wiring is required. This also greatly reduces truck roll costs and eliminates hassles over unsightly multiple antenna attachments.

Cell Extension

In many cases certain areas may not be reached due to obstacles or range limitations that inhibit deployment of a base station that can cover the area. The reach of a cell can be extended using a cell extender (also called a repeater) to provide coverage to areas that could not otherwise be served. In addition, cell extension can be used to serve small remote clusters of subscribers where subscriber density or other economic factors do not warrant a completely dedicated cell.

This page left intentionally blank.



4

Chapter 4 - Customer Types



Introduction

Within the served area, the service provider is likely to gain access to all customer types, from large commercial multi-tenant units (MTUs), multi-dwelling units (MDUs) and small/medium enterprises (SME), to small office/home office (SOHO) and single-family residences. MTUs and SMEs can be particularly attractive since businesses need larger bandwidth allowances to support many employees needing Internet access to run the business. How such locations are connected can differ.

Each of these customer types can likely be found within the footprint of your cell. You must decide which customers will be your priority focus that best enables you to achieve your business goals. You will likely have a blend of customer types, as you seek to leverage your capacity both day and night. However, you must be aware of the revenue impact of each customer type on your operations.

MDU/MTU Customers

The telecom market for Multi-Dwelling Unit/Multi-Tenant Unit applications is expected to experience rapid growth in the coming years. One factor contributing to this expected growth is the deployment of high-speed Internet connections to the MDU/MTU market, which will enable the delivery of value-added services such as e-commerce, telephony and video. The demand for broadband equipment will grow correspondingly in order to build the infrastructure needed to deploy these services.

The MDU/MTU market is divided into three major segments:

Residential MDUs

Residential MDUs make up the largest segment in the MDU/MTU market. This segment includes multi-dwelling buildings from the size of skyscrapers to garden-style complexes.

Typical service requirements of customers belonging to this segment are:

- “Always-on“ or service-on-demand
- 256-768Kbps downstream, 64-128Kbps upstream

- Simultaneous telephone and Internet access
- 1-2 Standard RJ-11 interface for analog phones
- One bridged Ethernet RJ45 or USB port enabling the formation of a home network

Commercial MTUs

The second-largest segment in the MDU/MTU market, Commercial MTUs, includes business buildings, commercial/industrial campuses, office complexes and malls. Broadband service providers have bypassed this segment of the market in favor of more densely populated office properties, which has left many businesses in industrial parks with limited technology options.

Typical service requirements:

- “Always-on” or service on demand
- 256-1500 Kbps downstream, 128-256 Kbps upstream
- Secure VPNs

Hospitality segment

The Hospitality segment consists mainly of hotels serving business travelers. These travelers rely heavily on access to the Internet and demand fast Internet access and secure VPNs. Hotels with old-fashioned access systems based only on phone lines and dialup service may lose these business travelers who often find it hard to communicate with their Service Providers on the road. Therefore, alliances between service providers and hotels give better service to business travelers while the profit and cost of equipment can be shared between the Service Providers and the hotel. In addition, the billing module is simplified for both Service Providers and hotels.

Typical Service requirements:

- “Always-on“ or service-on-demand Internet access
- 128-768Kbps downstream, 64-128Kbps upstream
- Standard RJ-45 or USB interface
- Encrypted VPNs
- Connection to a service provider
- Plug & Play application

When connecting to MTUs and MDUs, it is typical to provide a high capacity bridge connection to the building itself. The connection then enters a switch and router whereby dedicated category 5 cables then connect the individual businesses or residents within the building. In this sense, all the customers having access share the same bridged connection, but each pays a monthly fee corresponding to their usage. Most operators tier their pricing with business based not only on the bandwidth provided, but also the number of users utilizing the connection at each business. It is not uncommon that such a single link to a MTU can generate many hundreds of dollars per month in revenue.

SMEs can be similarly connected but such links generally refer to connection of freestanding businesses.

SME Customers

SME customers has from 10 to a few hundred employees, and in many cases need VPN to support telecommuters. In SME applications the BWA CPE is connected to a router/switch for data services (typically up to 40 workstations). In many cases there are requirements to support Leased Line E1/T1 and Fractional E1/T1 voice and data services, as well as PRI or full PBX telephony services.

Typical service requirements:

- “Always-on”
- 512-2000 Kbps downstream, 128-512 Kbps upstream, or E1/T1 Leased Line
- Secure VPNs
- Other security and protection features

SOHO Customers

A SOHO customer runs a small business from their home or telecommutes from home. In the case of the SOHO telecommuters, the monthly connection fee becomes part of their business expense so the cost burden is not borne by the user, but by their employer or business. Like SMEs, the SOHO user needs the bandwidth to achieve productivity gains.

Typical service requirements:

- “Always-on” or service on demand
- 256-1500 Kbps downstream, 128-256 Kbps upstream
- Secure VPNs
- Simultaneous telephone and Internet access
- 1-2 Standard RJ-11 interface for analog phones
- One bridged Ethernet RJ45 or USB port enabling the formation of a small network

Residential Customers

The single-family residence may also want a high-speed connection, but such is more generally regarded as a luxury and opposed to a necessity. The monthly fee for access comes directly from the household budget. For this reason, price pressure may be strongest at this level. Contrary to business customers, the residential user is most active between the hours of 3PM and 9PM. The users within a residence can include children using the Internet after school.

Typical service requirements:

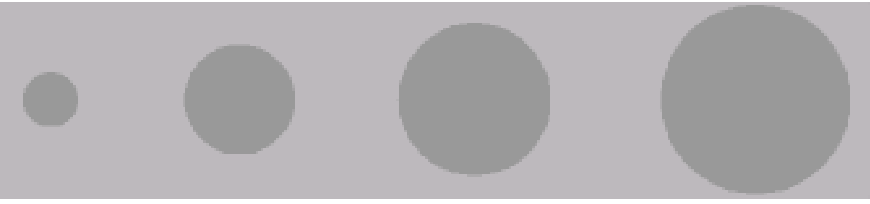
- “Always-on” or service on demand
- 256-768 Kbps downstream, 64-128 Kbps upstream
- Simultaneous telephone and Internet access
- 1-2 Standard RJ-11 interface for analog phones

Interestingly, Alvarion’s experience shows that residential customers often are the most intensive bandwidth users as they use their high-speed connections to download large content such a movies and music. Business users by contrast seem to use their bandwidth more judiciously and only as necessary to conduct business. Businesses are also most likely to monitor employee usage.

As well, the residential customer may require more support since they have no IT staff and the home usually includes novice users. It is likely they are not prepared to pay for the additional support. Businesses, especially those without dedicated IT staff, may be inclined to purchase additional services.

Law Enforcement and Public Safety Agencies

Another unique opportunity for wireless broadband operators is in the area of law enforcement and public safety. Law enforcement and public safety agents need access to critical data, such as mug shots or video surveillance or simple server access, in order to be effective. A unique requirement of this sector is the need to access information remotely from vehicles, either from stationary positions (regarded as nomadic) or while moving. This poses unique requirements on the network and the product. As well, these are mission critical applications; reliability and data security are far more important than very high bandwidth. The implications for this application for the service provider are significant. The revenue generating services would be under contract from a very stable source – government. As well, these services can exist in tandem with your fixed wireless operations as separate VLANs, providing important supplemental revenue to shorten the return on investment (ROI) or fund expansion. In addition, mobile services may require less overall capacity since usage tends not to be as constant as fixed users.



5

Chapter 5 - Services



Quality of Service

General

Best Effort Service

Having a best-effort service, an application sends data whenever it feels like, as much as it feels like. The network elements try their best to deliver the packets to their destination without any bounds on delay, latency, jitter etc. This service is delivered by most current IP networks.

What is Quality of Service?

Quality of Service (QoS) is the set of service requirements to be met by the network while transporting a flow. A flow, in this context, is a packet stream from source to a destination with an associated QoS. From the network's point of view, QoS is the capability to differentiate between the flows and provide better service to selected ones.

Major QoS metrics include **Throughput** (the amount of available bandwidth, i.e. how much traffic can get across the network), **Delay** (time for a packet to travel from end to end through the network), **Jitter** (variation in the delay encountered by similar packets following the same route), **Service Availability** and **Packet Loss Rate** (rate at which packets are dropped, lost or corrupted). Any network design should try to maximize the service availability and the throughput, reduce the delay, and try to eliminate the jitter & packet loss.

Service Level Agreement (SLA)

A Service Level Agreement (SLA) is a contract between a service provider and a customer that specifies in measurable terms the service to be provided by the network service provider. Many Internet service providers (ISPs) provide their customers with an SLA.

The SLAs will typically specify service availability (what percentage of the time services will be available?), QoS parameters (such as Committed Information Rate (CIR), Maximum Information Rate (MIR), average round-trip delay, etc.), Help-Desk response times (for various classes of problems) etc.

SLA guarantees may require the service providers to provide some type of economic relief should they fail to meet their obligations. Therefore engineering the network to meet (or exceed) all SLAs offered to customers, and measuring service-level actually provided to costumers is very important.

In many cases the service provider does not have control of the complete network, particularly the core network. In these cases he should reach a “back-to-back” SLA with the primary service provider.

Why is QoS required?

Different applications require different services from the network. Interactive real time applications (e.g., voice communication) are sensitive to end-to-end delay and jitter (long delays reduce the interactivity of the communication) but typically are less sensitive to error rate. Non-interactive real time applications (e.g., one way broadcast) are not sensitive to end-to-end delay but are affected by jitter. Non real time applications (also called elastic applications) are not delay/jitter sensitive but typically are more sensitive to error rate.

Customers are ready to pay for preferential treatment of their traffic. Since we can't have separate network connections for each of our customers/applications, the network need to support multiple kinds of traffic over the same network links.

There is a growing and urgent need for Internet Service Providers (ISPs) to be able to guarantee certain levels of service quality according to the users needs and the size of their wallets. Such guarantees are typically done in terms of a Service Level Agreement (SLA) between network users and the provider.

QoS can't be achieved simply by increasing capacity:

- No matter how high the capacity, congestion will always occur for short periods since data is inherently bursty. Even with faster WANs the speed mismatch at the LAN/WAN border will remain and traffic from LAN is likely to congest the WAN link.
- Bandwidth alone doesn't ensure low and predictable delay (real-time applications might get stuck behind large file transfers, for example).

Therefore, QOS mechanisms are important because they enable networks to deliver defined levels of service with the existing network infrastructure.

Methods for providing QOS

There are two basic models for providing QOS:

Reservation-based model

In the Reservation-based model resources are reserved explicitly. The network classifies incoming packets and uses the reserved resources to provide a differentiated service. Typically, a dynamic resource reservation protocol is used, in conjunction with admission control, to make reservations.

Reservation-less model

In the Reservation-less model no resources are explicitly reserved. Instead, traffic is differentiated into a set of classes, and the network provides services to these classes based on their priority. However, it is necessary to control the amount of traffic in a given class that is allowed into the network, to preserve the quality of service being provided to other packets of the same class.

QoS Network Architectures

QoS assurances are only as good as their weakest link. The QoS "chain" is end-to-end between sender and receiver, which means every switch/router along the route, must have support for QoS (in a consistent manner, from end to end).

In typical IP networks, end users are attached to an Ethernet LAN. LANs are connected into Wide Area Networks (WANs) via IP access network (typically routers) connected to a core network (typically built with ATM switches / MPLS switches). Assuring QoS requires implementing QoS mechanisms throughout the network (i.e. in the LAN, Access and Core).

In the LAN, switches may use 802.1p prioritization (described in [IEEE 802.1p Prioritization](#) on page 5-5) and support different classes of traffic (using multiple queues). In addition they may support Subnet Bandwidth Manager to control LAN resources (note though that network's bottleneck is typically the WAN and not the LAN).

Coming to the Access and the Core networks, QoS architecture must remove as much of computation intensive functions as possible from the core (backbone) routers, and push these functions towards the edge routers. That way, the core routers would be free to do high-speed forwarding of the packets and remain simple to manage.

Edge routers will typically perform all policy related processing such as classification, metering, marking etc. Resource provisioning at the edge would be done with IntServ (reservation-based) model and RSVP. IntServ doesn't scale well to the core.

At the core DiffServ (reservation-less) model might be used to keep the number of traffic aggregates at a manageable level. Either MPLS and/or ATM with its built-in QoS mechanisms can be used in the core.

IEEE 802.1p Prioritization

Local Area Network (LAN) must enable QoS so high-priority frames receive high-priority treatment as they traverse the network.

Common LAN technologies such as Ethernet (802.3) and wireless LAN (802.11) were not originally designed by IEEE (in 802.1D, the specification for MAC bridges and switches) to be QoS-capable. As a shared broadcast medium or even in its switched form, Ethernet provided a service analogous to standard "best effort" IP Service, in which variable delays can affect real-time applications.

IEEE 802.1p, originally a supplement to the earlier version of 802.1D, introduced a new concept, namely "traffic class".

Note that with the publication of the 1998 version, the traffic-class supplement was incorporated into 802.1D, and the designation 802.1p is no longer used.

The goal of the traffic-class addition to 802.1D is to enable switches and bridges to support time-critical traffic, such as voice and video.

The 1998 version of IEEE 802.1D distinguishes three concepts:

- User Priority is a label carried with the frame that communicates the requested priority to downstream nodes. Typically it has end-to-end significance across bridged LANs.
- Access Priority is used to compete for access to the shared LAN. The switch/bridge assigns an access priority based on incoming user priority.
- Traffic Class is used to determine the relative priority of the queues holding frames for transmission via a given port. Higher traffic class frames are transmitted before lower traffic class frames. Traffic class is assigned on the basis of incoming user priority.

A bridge may support up to eight different traffic classes on any outbound port by implementing up to eight distinct queues for that port. Once user traffic was mapped into traffic classes a proper scheduling scheme should be applied to support traffic prioritization.

The most common scheduling scheme in the LAN is strict-priority (SP), where a frame may be transmitted from a queue only if all higher-priority queues are empty. Within each queue frames are typically transmitted in First-In-First-Out (FIFO) manner. Note that using SP scheme, lower-priority frames may be stuck indefinitely during congestion since all resources are allocated to higher-priority frames.

Since 802.3/802.11 doesn't support priority, their frame formats do not include a priority field. Therefore, mapping traffic into traffic classes is based on the 3-bit priority field contained in the 802.1q header.

The standard defines seven traffic types/classes that can benefit from segregation from each other. Depending of the number of queues available in the switch/bridge, user priority will be mapped to traffic classes:

Traffic Type	Characteristics	Traffic class
Network control (NC)	Time critical or safety critical traffic needed to maintain and support the network infrastructure, such as routing protocol frames.	7
Voice (VO)	Time-critical traffic characterized by less than 10ms delay, such as interactive voice.	6
Video (VI)	Time-critical traffic characterized by less than 100ms delay, such as interactive video.	5
Controlled load (CL)	Non-time-critical but loss sensitive traffic, typically used for business applications subject to resource reservation and admission control.	4
Excellent effort (EE)	Non-time-critical, loss sensitive with lower priority than controlled load ("best-effort for important customers").	3
Best effort (BE)	Non-time-critical, loss insensitive (traditional LAN traffic).	2
Background (BG)	Non-time-critical, loss insensitive, with lower priority than best effort (traffic permitted on the network, that should not impact other users).	0

VLANs

As networks have grown in size and complexity, many companies have turned to Virtual Local Area Networks (VLANs) to provide some way of structuring this growth logically. Basically, a VLAN is a collection of nodes that are grouped together in a single broadcast domain that is based on something other than physical location.

Here are some common reasons why a company might have VLANs:

- Security - Separating systems that have sensitive data from the rest of the network decreases the chances that people will gain access to information they are not authorized to see.
- Projects/Special applications - Managing a project or working with a specialized application can be simplified by the use of a VLAN that brings all of the required nodes together.
- Performance/Bandwidth - Careful monitoring of network use allows the network administrator to create VLANs that reduce the number of router hops and increase the apparent bandwidth for network users.
- Broadcasts/Traffic flow - Since a principle element of a VLAN is the fact that it does not pass broadcast traffic to nodes that are not part of the VLAN, it automatically reduces broadcasts. Access lists provide the network administrator with a way to control who sees what network traffic. An access list is a table the network administrator creates that lists which addresses have access to that network.
- Departments/Specific job types - Companies may want VLANs set up for departments that are heavy network users (such as multimedia or engineering), or a VLAN across departments that is dedicated to specific types of employees (such as managers or sales people).

While you can have more than one VLAN on a switch, they cannot communicate directly with one another on that switch. If they could, it would defeat the purpose of having a VLAN, which is to isolate a part of the network. Communication between VLANs requires the use of a router.

IP Services at the CPE

NAT

NAT (Network Address Translation) is the translation of an IP address used within one network to a different IP address known within another network. NAT services is usually achieved by installing a router at the customer premises, which maps the customer's private network addresses to a single global IP address, which complies with the IP addresses range of service provider. For incoming packets, the NAT router un-maps the global IP addresses back into local IP addresses. This feature enables the subscriber to use a single IP address in its communication with the Internet while maintaining a private addressing space for the local network. The NAT feature also helps to ensure subscriber's security and privacy, since the private IP address of a PC within the local network is not published on the Internet and therefore cannot be remotely accessed.

DHCP

Dynamic Host Configuration Protocol (DHCP) is a communications protocol that allows network administrators to manage centrally and automate the assignment of IP addresses in an organization's network. Using the Internet Protocol, each machine that can connect to the Internet needs a unique IP address. When an organization sets up its computer users with a connection to the Internet, an IP address must be assigned to each machine. Without DHCP, the IP address must be entered manually at each computer and, if computers move to another location in another part of the network, a new IP address must be entered. DHCP lets a network administrator supervise and distribute IP addresses from a central point and automatically sends a new IP address when a computer is plugged into a different place in the network.

DHCP uses the concept of a "lease" or amount of time that a given IP address will be valid for a computer. The lease time can vary depending on how long a user is likely to require the Internet connection at a particular location. It's especially useful in education and other environments where users change frequently. Using very short leases, DHCP can dynamically reconfigure networks in which there are more computers than there are available IP addresses.

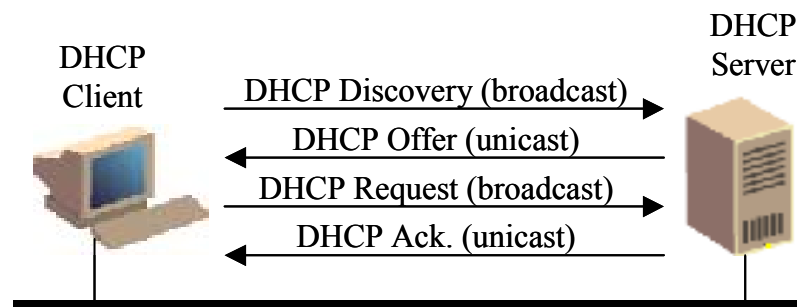


Figure 5-1: DHCP Client-Server Handshake

DHCP Server

A dedicated server on the customer's LAN, which is responsible for automatic assignment of IP addresses to users connected to the same LAN.

After connecting to the network, each PC on the LAN obtains a dynamic IP address from the DHCP server, saving the efforts of configuring each PC with a unique static IP addresses.

DHCP Client

The DHCP Client software is usually embedded in the operation system on the user's workstation.

DHCP Relay Agent

A DHCP relay agent is any host that forwards DHCP packets between clients and servers. Relay agents are used to forward requests and replies between clients and servers when they are not on the same physical subnet. Relay agent forwarding is distinct from the normal forwarding of an IP router, where IP datagrams are switched between networks somewhat transparently. Relay agents receive DHCP messages and then generate a new DHCP message to send out on another interface.

The DHCP relay agent is usually implemented in the CPE router, avoiding transmission broadcasts of DHCP requests to the operator's networks.

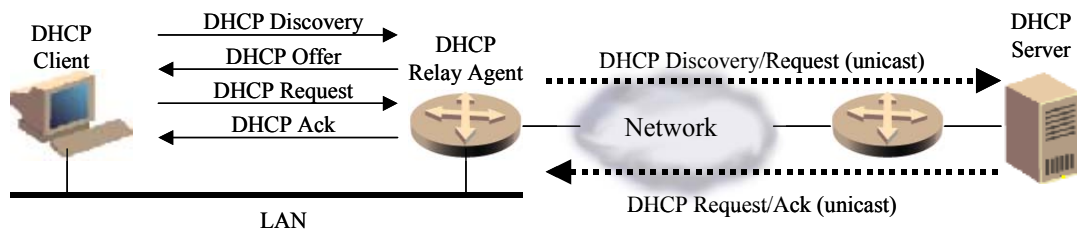


Figure 5-2: DHCP Client-Relay-Server Handshake Process

Firewall

A firewall is a set of related programs, located at a network gateway server that protects the resources of a private network from users from other networks. An enterprise with an intranet that allows its workers access to the wider Internet installs a firewall to prevent outsiders from accessing its own private data resources and for controlling what outside resources its own users have access to.

Basically, a firewall, working closely with a router program, examines each network packet to determine whether to forward it toward its destination. A firewall also includes or works with a proxy server that makes network requests on behalf of workstation users. A firewall is often installed in a specially designated computer separate from the rest of the network so that no incoming request can get directly at private network resources.

Following are some common firewall features:

DMZ (Demilitarized Zone)

The DMZ feature allows one PC on the local network to be exposed to the Internet for using special-purpose services that requires access of outside users, e.g., Web sites, video-conferencing or Internet gaming.

Port Filtering

This feature enables the user to block outgoing or incoming data packets according to certain TCP/UDP ports.

SPI (Stateful Packet Inspection)

This feature checks the state of a packet to verify that the destination IP address matches the source IP of the original request.

WAN Filtering

By enabling this feature the subscriber can prevent the local network from being accessed by outside users.

Routing services at the CPE

Dynamic Routing

With dynamic routing the CPE router is able to automatically adjust to the physical changes in the external network's layout. The router, usually using RIP (Routing Information Protocol), determines the network packets' route based on the lowest number of hops between the source and destination. The RIP protocol regularly broadcast routing information to other router on the network every 30 seconds providing a current and reliable information concerning the network status.

Static Routing

In cases where the CPE router is connected to more than one network, it might be necessary to set up a static route between the networks. A static route is a pre-determined pathway that data packets must travel in order to reach a certain host or network.

VPN (IPsec)

Virtual Private Networking (VPN) is a security feature, which basically creates a secure connection between two local area networks over unsecured public networks. The IPsec (Internet Protocol Security) standard is an ideal solution for providing enhanced security features by creating a VPN tunnel between any pair of sites connected to the network in the network. Confidentiality is achieved through encryption using the Data Encryption Standard (DES), which uses a 56-bit key for encryption, or through its variant, the 3DES, which encrypts the data three times using three different keys. Though IPsec was designed primarily for data confidentiality, this standard allows mechanisms of authentication and authorization to be as a part of the IPsec process. The IPsec protocol has become recently the de facto industry standard for achieving secured cooperate communication.

The VPN feature enables the service provider to offer security services for residential or SOHO and SME users in two most common configurations:

- Secured Internet access - For residential or SOHO users who are concerned about their data security while transmitted over the Internet, an IPsec tunnel can be created between the BreezeSECURE at the customer premises and a central VPN concentrator which resides at the PoP or NOC.
- Site-to-Site Secured Connectivity – A secured VPN connectivity among a few small-sized branch offices can be simply achieved by creating a VPN tunnel between each office and a central VPN concentrator preventing exposure of sensitive data to unauthorized parties.

PPPoE

PPPoE Introduction

The Point-to-Point Protocol (PPP) provides a standard method for transporting multi-protocol datagrams over point-to-point links. PPP is a well-known and proven way to assure a reliable and secure session-based service.

Modern access technologies are faced with conflicting goals. It is desirable to connect multiple hosts at a remote site through the same CPE access device while providing access control and billing in a similar manner to dial-up services using PPP.

One of the most cost effective methods for attaching multiple hosts to the CPE access device is via Ethernet. The cost of the CPE access device must be kept as low as possible while requiring as little configuration.

PPPoE allows PPP to be transmitted over Ethernet. This enables the provider both the advantages of the well-known Ethernet media and the advantages of a dial-up connection, in an always-on access network.

PPPoE provides the ability to connect a network of hosts over a simple bridging access device to a remote Access Concentrator (AC). With this model, each host utilizes it's own PPP stack and the user is presented with a familiar user interface. PPPoE is easy to use - users accustomed to traditional dial-up will already be familiar with the PPPoE connection model.

Many large ISPs require customers to connect through PPPoE to their broadband service. Using PPPoE, the provider can easily perform the following on a per-user, rather than a per-site, basis:

- Support security and access-control - username and password are required in order to enter the network. The provider can track IP address to a specific username and password.
- Allocating IP address to home computers (similar to DHCP). IP addresses provisioning can be done per user groups.
- Support different QoS and Service Level Agreements (SLA).
- Distinguish between different subscribers (or groups of subscribers) and bill them accordingly.
- Offer services from different ISPs via the same access network - when a user opens the session a web page with different available providers can be presented, and give the user service (including all the above – authentication, IP allocation etc.) according to chosen service provider.

How does PPPoE work?

To provide a point-to-point connection over Ethernet, each PPP session must learn the Ethernet address of the remote peer, as well as establish a unique session identifier. PPPoE includes a discovery protocol enabling a Host (client) to discover all available ACs (servers) and select one.

When Discovery completes successfully, both the Host and the selected AC have the information they will use to build their point-to-point connection over Ethernet. Once a PPP session is established, both the Host and the AC allocate resources for a PPP virtual interface.

In the discovery stage, the Host broadcasts an Initiation (PPPoE Active Discovery Initiation - PADI) packet, one or more ACs send Offer (PPPoE Active Discovery Offer - PADO) packets, the Host sends a unicast Session Request (PPPoE Active Discovery Request - PADR) packet to the selected AC which in turn sends a Confirmation (PPPoE Active Discovery Session-confirmation - PADS) packet. When the Host receives the Confirmation packet, it may proceed to the PPP Session Stage. When the AC sends the Confirmation packet, it may proceed to the PPP Session Stage.

PPPoE Active Discovery Terminate (PADT) packet may be sent by either the Host or the AC to indicate that a PPPoE session has been terminated. Once received, no further PPP traffic can be sent using that session.

Once a session has been established, PPPoE utilizes tunnels PPP messages within Ethernet packets.

Some deployment considerations

PPPoE AC typically connects to a Radius server to authenticate requests and get information regarding the user in order to connect him with the correct attributes.

PPPoE ACs are often integrated in other networking equipment (such as routers).

In the user end point a PPPoE client is needed. This software is commercially available low-cost product (3-4\$ per user).

Due to encapsulation used by PPPoE, it supports a maximum MTU of 1492 bytes (vs. 1500 bytes in Ethernet). The MTU used by the operating system should be adjusted to be less than 1492-bytes or else packets sent over the PPPoE connection will be lost (customer applications won't work and often their connection to the Internet will get dropped).



6

Chapter 6 - Business Case Analysis



It must be emphasized that many applicable issues, especially costs, vary significantly amongst countries and even regions. Issues such as the competitive landscape, labor costs, charges, customers' profile etc. affect the business model. All figures in this chapter are used solely for illustrative purposes.

Like any other healthy business, the WISP business should be based on a robust, flexible business models that balance investment with revenues. Operators must ask the following key questions before starting a new venture:

- Which end user segments generate the most attractive revenues in relation to the initial investment?
- What revenues can be expected and what services will generate these revenues?
- How can we leverage existing infrastructure and experience?
- What level of investment is realistic?
- How can we create stable and increasing revenues?
- How soon can we be profitable (and not merely EBITDA positive)?
- How quickly can we generate positive cash flows?

This section examines how operators can deploy Wireless Broadband in to make money. It looks at the business case for Wireless Broadband, particularly for operators in suburban to rural environments, and examines which end user segments can be most profitable. It identifies the capital costs involved in building a Wireless Broadband network and assesses the operational expenditures required to run the network and make it cost effective.

Why is the business case for Wireless Broadband so positive?

The answer here lies in three main areas:

- The revenues that can be expected compared to the costs -both CAPEX and OPEX - that are necessary to deliver new services
- The attractiveness of Wireless Broadband generated services to a range of customer segments
- The fact that Wireless Broadband is rapidly transitioning from a luxury to an absolute requirement and the limited availability of DSL and Cable.

Let us look first at why Wireless Broadband is attractive in broad terms.

In the mid-to-late 1990s as deregulation opened up the last mile, speed to market was seen as the key success factor. Speed to profit was largely ignored. As weaker service providers consolidated, operators were forced to look in forensic detail at the business case before investing in new last mile technologies.

For smaller operators in the Tier 2-4 markets, Wireless Broadband allows operators to profitably offer cutting edge broadband services in less dense environments. Often, in cooperation with local governments (municipal and county), these operators encourage businesses and individuals with a need for global data reach, to stay in the smaller communities. Usually these operators are already serving the community with telco, cellular, cable, or utility services and are experienced in deploying and operating networks and have established relationships with the customer base.

For larger operators the case for Wireless Broadband is similarly strong. There are clear benefits in an xDSL/Wireless Broadband or Cable/Wireless Broadband complementary strategy. Wireless Broadband allows the delivery of broadband services in remote areas where it is either impossible to deliver xDSL/Cable services cost effectively. In addition, because they already have an amortized infrastructure, Wireless Broadband can deliver these benefits at low cost.

Wireless Broadband offers the means to:

- Create a stable, predictable and increasing revenue stream in multiple customer segments
- Focus the investment on specific geographies according the business plan
- Link infrastructure investment to customer profiles as defined in the business plan
- Add profitable services quickly, (not only EBITDA positive) over a few months
- Become cash flow positive comparatively quickly
- Build a network that can be expanded easily and cost effectively in line with market penetration
- Re-deploy infrastructure assets as needed

The Market Model: Segments, Services and Revenues

Operator revenues are the direct results of what the customer is willing to pay for that service, the alternative offered by the competition and the ability of the service provider to create positive business models from this revenue (assuming a certain penetration rate). The flavor of last mile technology chosen is not in itself the main determinant of revenues. In markets where there is a high degree of competition, the goal must be to deploy Wireless Broadband technology and solutions to create competitive business models. In less competitive areas, Wireless Broadband provides a solution in environments where no other technology is viable. In both areas, what the customer is prepared to pay for specific services also has an effect on deployment choices.

The main issues that should be addressed when building the market model are:

- Total accessible market (TAM)
- Market Segmentation -> TAM per market segment
- Service Definition
- Service bundles (voice, data, video) per market segment
- Market share per segment
- Service Adoption -> Market Penetration rate (rollout speed)
- Traffic per user
- Tariffs & Price Trends
- Churn rate

The market information will enable you to decide on your marketing & sales strategy, to estimate Average Revenues Per Customer (ARPU) and to build the revenues model.

The Costs

CAPEX

Looking at CAPEX first, for those established operators; Wireless Broadband represents a powerfully attractive last mile option. Some operators will have no need to spend the time and resources acquiring rooftop rights or tower space: Wireless Broadband base stations can sit beside their existing equipment. Nor will they require supplementary investment in switching or routing equipment or technology to connect the Wireless Broadband network nodes to the backbone network since these already exist as part of their systems. Moreover, billing and management systems are also present in the existing network. The savings here are considerable: in a typical green-field Wireless Broadband network built from scratch these investments can make up a substantial percentage share of overall CAPEX.

Table 6-1: Major Capital Expenditure Components of Wireless Broadband		
Types Of CAPEX Investment	Existing Operator – Investment Required?	Greenfield Network – Investment Required?
CPE Investments*	Yes	Yes
Installation & Commissioning CPE*	Yes	Yes
Radio / Network Planning	Yes – Partial	Yes
Base Station Investment	Yes	Yes
Roof / Tower site acquisition cost	Yes – Partial	Yes
IP Switching/routing network	Partial	Yes
Backhaul	Yes – Partial	Yes
Network management & NOC	Partial	Yes
Customer care & billing	Partial	Yes

The policy of who and how is bearing the cost of CPE and its installation have a major impact on the business model. There are different CPE pricing policies, including:

- CPE For Free: Subscriber gets CPE from Operator free of charge.
- CPE Purchase: Subscriber buys CPE from Carrier (one-time revenue)
- CPE Rental: Subscriber rents CPE from Carrier (recurring revenue).
- CPE installation costs are either included in CPE price, or paid separately even if the selected CPE policy is either CPE for Free or CPE Rental.

OPEX

When we look at operational expenditures, a similar picture emerges. Existing Operators will already be amortizing the running costs of their existing owned backbone connectivity, routing/switching assets and network operations and management systems. Introducing a new Wireless Broadband network can be incorporated easily by these systems with minimal upgrade requirement.

Types Of OPEX	Existing Operator – Expenses Required?	Greenfield Network – Expenses Required?
Roof / Tower Lease	Yes – Partial	Yes
Base station O&M	Yes – Partial	Yes
CPE O&M	Yes	Yes
Network O&M	Yes – Partial	Yes
NOC O&M	Partial	Yes
Leased Line Rental	Yes – Partial	Yes
Office Expenses	Partial	Yes
Advertising / Subscriber acquisition	Partial	Yes
Facilities	Partial	Yes

The Financial Plan

With the previous data as background, this section will expand into a financial plan that covers all equipment related aspects. Since the costs associated with possible existing network elements are so variable and particular to a given operation, this section will focus instead on those elements common to all Wireless Broadband deployments. Specifically, it will take into account:

Revenue

- Monthly Fees
- Install Fees

CAPEX

- Base station
- RF Equipment
- Simple Router
- Power Supply & Chassis as required
- Installation
- Wireless backhaul equipment
- CPE (Subscriber) equipment and installation

OPEX

- Maintenance for the above equipment

What You Need to Know Before You Start

There are several items that you need to know or have a starting place for before you start developing the business case financial plan. The minimum listed below:

1. What are the financial go/no-go criteria? Financially, how is an acceptable business case determined?

2. What is the basic approach to rolling out coverage? There are two basic approaches, big-bang and gradual. In the big-bang approach, a large number of cells are rolled out at once. For Gradual, a few cells are deployed at a time. This also applies the number of sectors as well. In both cases, a sufficient number of trial cells should be deployed to understand the technology and the business. The most common approach seems to have shifted from the Big Bang to the Gradual method. Most successful operators have used a combination of both, rolled out gradually until they had developed a rapidly repeatable approach that they then applied to different models.
3. What services are planned? This includes target customers as well as data rates and over subscription. There are a wide variety of services offered in the market today.

Typical residential service would offer best effort service.

Historically, this service requires about 12-15 Kbps per subscriber (averaged across all time). For Example, if a given base station were to have 100 paying subscribers, it would need 120 – 150 Kbps capacity. Residential service is mainly used at night and only requires about 10% of this capacity during the day.

Typical small business service would include 256 Kbps and, often, a 512 kbps service. These services are usually oversubscribed 4 to 1. So, if a base station were to serve 10 businesses with 256 Kbps service, a capacity of 640 Kbps ($256\text{Kbps} \times 10 / 4$).

Large business service would typically offer T1 rates and higher (1.5 ~ 10 Mbps). These may be dedicated (no over subscription) or not, depending on service details. When oversubscribed, a typical ratio is again 4:1.

Businesses are used primarily during the day and only requires about 10% of this capacity during the night. This Residential – Night, Business- Day cycle means that the same infrastructure can be used to serve both customer bases at alternating times.

4. What is the price structure for these services that will be competitive? This includes monthly fee and installation charge.
5. What is the potential customer density of the target area and what penetration rates are achievable? Suburban environments in the US range from 400 ~ 700 households/sq mi. Small businesses are roughly 1/10 as dense (40 ~ 70 small businesses / sq mi). There is approximately 1 large business for every 100 small businesses (1/1000 as dense as residences).

More rural environments can have a significantly lower figure for household density. This is due to both larger areas per household as well as large open spaces. Since the open spaces are not served, primary interest is in the occupied portions of the area. These occupied areas can range from 5 ~ 400 households / sq mi. The ratios of small and large business to household density are the same as for suburban (1/10 & 1/1000).

Microsoft MapPoint Software or Census data can be used to determine densities on a zip code basis. This, by itself, is not accurate enough for business case analysis because the area covered by a zip code is typically much larger than a cell. However, using this data as a starting point and modifying it based on local knowledge will usually result in figures accurate enough for planning. More detailed and accurate data bases may be obtained (MapInfo, ERSI, and other GIS software) for detailed system design or highly accurate business case development.

6. From a technical system design perspective, what is the target environment, coverage and availability? What is the driving service that will be used to define these? These items must be defined in order to determine typical RF propagation and cell site coverage.

The target RF environment could be:

- Line of Site – This is used when a relatively small number of subscribers are within site of the proposed base station. Typical applications could include targeting a known set of specific businesses in an underserved area.
- Suburban – This would be applicable to environments with 400 ~ 700 households / sq mi. This would have mostly single story buildings but some two story and multi-story buildings. Subsets to this class would include light, medium, and heavy amounts of trees and hills.
- Rural – This is applicable to mostly flat areas with few trees and buildings

Coverage is a statistical value that quantifies the amount of area within a given radius that can be served by a given base station. This is a statistical quantity since huge penalties would be paid in order to cover all locations. Imagine those locations that are directly behind a massive building or at the bottom of a deep ravine, trying to reach these types of areas would cause a huge increase in the number of base stations required to cover a region with minimal practical gain. A typical figure of 80 ~ 90 % coverage is typically used.

Availability is also a statistical quantity that describes the amount of time the service is available. RF propagation is not a constant property, once communication is established; it does not mean that it will always be available. RF blockage, fading, and equipment failure are all potential factors that could disrupt service. In the RF environment, fades in signal levels occur because of signal scattering, humidity, and many other factors. These factors tend to random and of short duration. Equipment can be designed to overcome some of these factors. For example, Alvarion equipment uses a scheme that retransmits packets that were lost to one of these temporary fades. Therefore, fades appear impact the system as a very slight degradation in capacity. Other technologies must use pure RF power to overcome these fades, which is very expensive and leads to a significant increase in the number of base stations required to serve a give area. Alvarion typically designs its networks for a 90 ~ 99% worst case link availability. This implies that the worst case users will experience 1~10% retransmissions (appears as a slight increase in latency to the user) while the majority of the users experience significantly less retransmissions.

7. What Alvarion equipment will be used (including BWA, backhaul, network management/configuration utilities and supplementary equipment)?
8. What other, non-Alvarion equipment will be required at the cell site? Typically, a simple switch or router is used at each base station. These may range from a simple unit costing a few hundred dollars to quite sophisticated and expensive units, depending on the services and needs of the operator. Typically, just a simple router costing less than \$500 is used.
9. What is the backhaul cost? Leased line costs can drive the operational expenses for a base station out of site. If, for example, two T1's were needed at \$1000/month, it means that for 40 residential subscribers \$50/month for each subscribers would be required just to pay for the backhaul! This same situation could be solved by a using the Alvarion BreezeNET DS.11 or BreezeNET B units and would be completely paid for in a little over 3 months. Needless to say, most successful business cases make extensive use of wireless backhaul where they do not own the wireline infrastructure.
10. What is the maintenance cost? For infrastructure equipment, 15% of the overall cost yearly is a reasonable sum for maintaining. For subscriber equipment, 5% of the cost represents a reasonable figure.

11. What is the installation costs for the base stations and CPE equipment? Site preparation can be highly variable from a relatively clean install to one requiring new racks, cooling, power, cable ducts, rearranging existing equipment, etc. It is important to have a fairly good understanding of the condition of the available or sites under consideration.

Example Scenarios

In this section, we will present two example business cases. These are:

- Business Only – Suburban Environment
- Mixed Business and Residential – Suburban Environment

In these scenarios, we will explore the impact on the financial results that result from targeting different end users and services. In all of these scenarios we assume:

1. For simplicity, a single cell site is considered
2. we only take into account the elements associated with deployment of the BWA equipment.
3. For Business service, we will assume:
 - 256 Kbps with 4:1 over subscription. 100% used during day, 10% used at night
 - Service ramps to full daytime capacity of base station within 18 months
 - \$300 monthly revenue, \$600 install fee, \$300 install labor cost
 - SU-A subscriber unit
4. For Residential service, we will assume:
 - 15 Kbps (averaged across time), best effort service. 100% used at night, 10% used during daytime
 - Service ramps to full nighttime capacity of base station within 18 months
 - \$49 monthly revenue, \$149 install fee
 - Three different subscriber units:
 - SU-A (SU Type 1): \$300 installation cost

- SU-R or SU-I with outdoor antenna (SU-Type 2): \$200 installation cost
 - SU-R or SU-I with indoor antenna (SU-Type 3): \$100 installation cost
5. For suburban environment we assume:
 - 400 Households / sq mi
 - 40 Small Businesses / Sq mi
 - Minimal trees and hills
 6. We assume 80% coverage across the cell and 90% availability at the edge of the cell (worst case users)
 7. We assume that the cell site will be a single sector omni system for the first quarter (to prove business viability) and then the cell will be upgraded to 6 sector chassis based design. Both configurations use a \$5000 wireless backhaul system and the 6 sector design also uses a \$1000 router.
 8. We assume that the maintenance costs for the infrastructure is 15% of the equipment cost yearly and the subscriber units are 5% of the equipment cost yearly
 9. We will assume that the single sector base station cost \$500 to install and the 6 sector base station costs \$5000 to install.

Business Only - Suburban

In this scenario, businesses only targeted in a suburban environment.

Using Alvarion’s radio planning tools, it was decided to use a cell range of 1.9 miles. With a radius of 1.9 miles, a cell will cover 11.3 sq mi. At a density of 40 businesses per sq. mi., a Total Addressable Market (TAM) of 454 businesses is achieved.

As shown in Figure 6-1, a penetration that ramps up to 26% is assumed. While this may be high for locations with competing technologies, it is low for those areas with fewer options and may represent an average for a mixed coverage area.

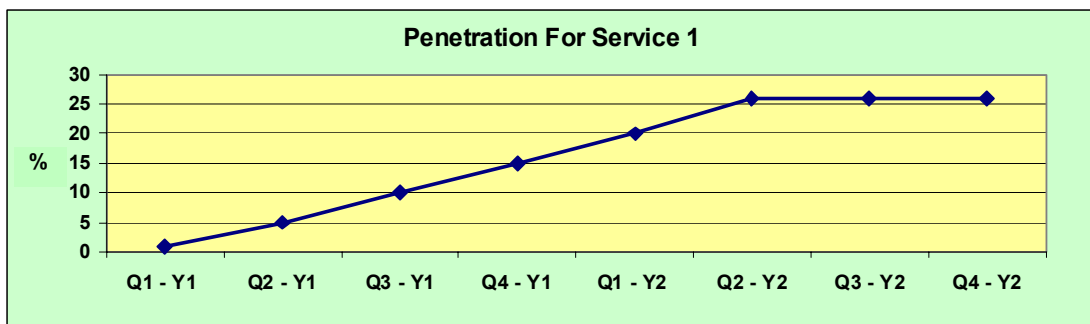


Figure 6-1: Penetration for Business services

Figure 6-2 shows the cells ability to deliver capacity vs. the subscriber capacity demand. As can be seen, the ability to deliver capacity jumps in the second quarter of year 1 due to the upgrade in the base station from a single sector to 6 sectors. The diagram also shows the resulting demand on the system to deliver capacity. This curve follows the shape of the penetration curve and matches the ability to deliver capacity in the 6th quarter.

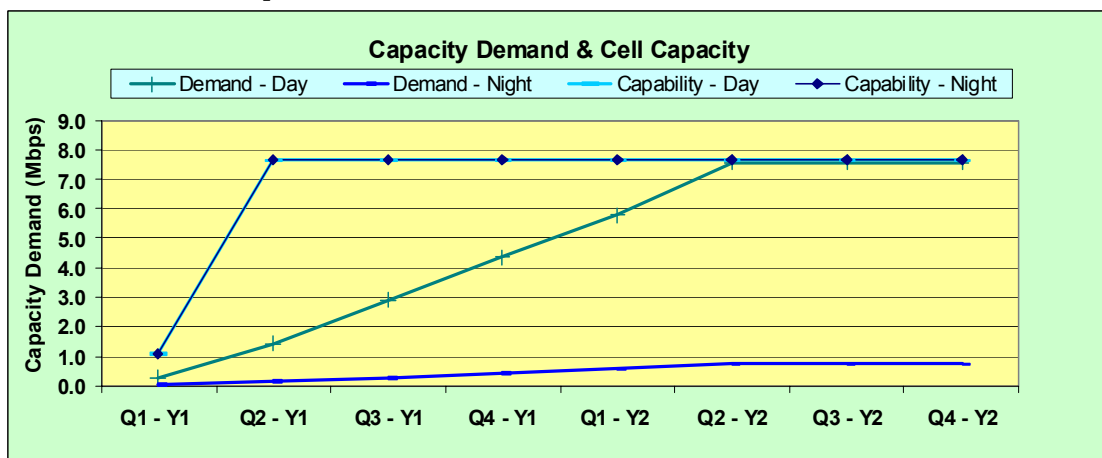


Figure 6-2: Business Services - Cell Capacity vs. Cell Demand

Combining all of the financial elements into a single summary spreadsheet results in Table 6-3 and Table 6-4. These results indicate a cumulative cash flow that turns positive in the 4th quarter. When this is combined with the other operating expenses and equipment, it is anticipated that most business cases will turn a positive cumulative cash flow in 18 ~ 24 months.

While the cumulative cash flow positive within a year is attractive, the revenue potential is limited to \$100K per quarter. As we will see, higher revenues are possible. As we can see from Figure 6-2, the system goes largely unused at night. This unused capacity represents unsold goods and a potential for greater revenue.

Table 6-3: Business Only-Year 1 (in \$)				
	Q1	Q2	Q3	Q4
Revenues				
Service 1	2,041	12,248	30,621	51,035
Installation Fee Service 1	2,722	10,888	13,609	13,609
Total Revenues	4,763	23,136	44,230	64,645
CAPEX				
Base Station equipment	14,150	18,830	0	0
SUs Type 1	5,013	20,051	25,064	25,064
Total CAPEX	19,163	38,882	25,064	25,064
OPEX				
Base Station Maintenance	299	931	931	931
SUs Maintenance	46	228	456	685
Total OPEX	345	1,159	1,388	1,616
Total Expenses	19,508	40,041	26,452	26,680
Cash Flow	-14,744	-16,905	17,778	37,964
Cumulative Cash Flow	-14,744	-31,650	-13,871	24,093

Table 6-4: Business Only-Year 2 (in \$)				
	Q1	Q2	Q3	Q4
Revenues				
Service 1	71,449	93,905	106,153	106,153
Installation Fee Service 1	13,609	16,331	0	0
Total Revenues	85,059	110,236	106,153	106,153
CAPEX				
Base Station equipment	0	0	0	0
SUs Type 1	25,064	30,077	0	0
Total CAPEX	25,064	30,077	0	0
OPEX				
Base Station Maintenance	931	931	931	931
SUs Maintenance	913	1,187	1,187	1,187
Total OPEX	1,844	2,118	2,118	2,118
Total Expenses	26,908	32,195	2,118	2,118
Cash Flow	58,150	78,041	104,035	104,035
Cumulative Cash Flow	82,243	160,284	264,319	368,354

Mixed Residential & Business - Suburban

In this scenario, a mixture of both residential and business is targeted in a suburban environment.

The Total Addressable Market for both the residential and business is the same as presented in earlier sections. Performing the same type of analysis as in the previous section but for the mixed case results in the penetrations shown below. Note that these penetrations are slightly lower than those given in the previous scenarios because of the day-night overlap of the services.

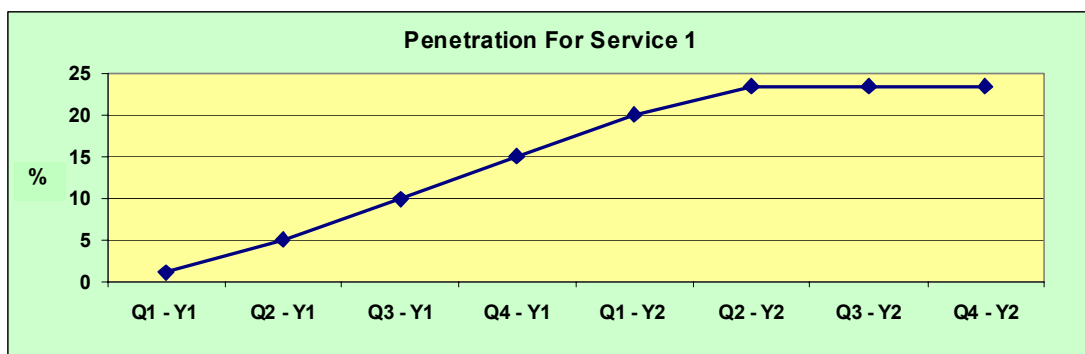


Figure 6-3: Penetration for Business Services-Mixed Scenario

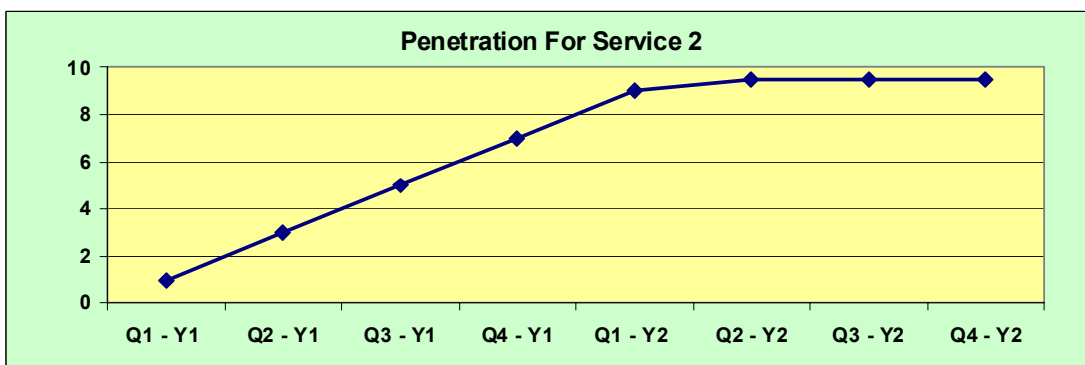


Figure 6-4: Penetration for Residential Services-Mixed Scenario

This penetration results in a capacity demand and the capacity delivery capability shown in Figure 6-5.

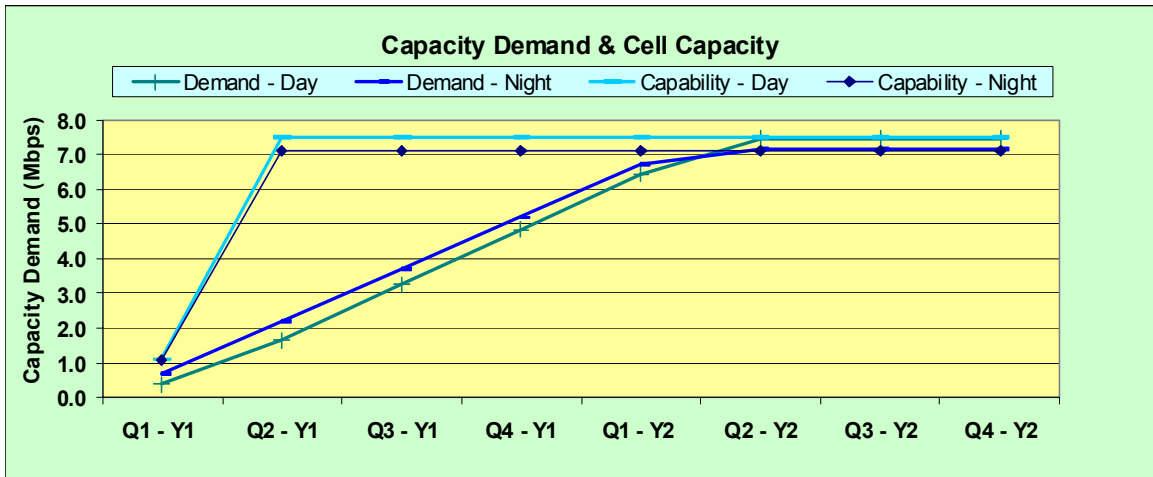


Figure 6-5: Mixed Scenario - Capacity Demand and Capability

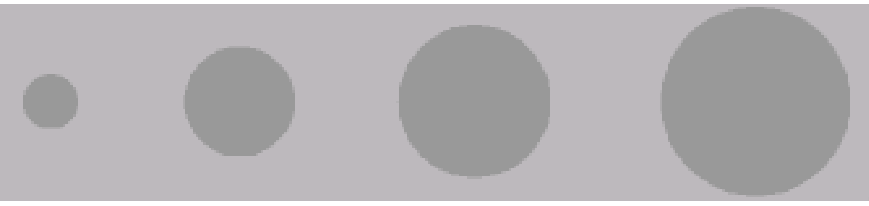
Combining all of the financial elements into a single summary spreadsheet, results in Table 6-5 and Table 6-6.

Table 6-5: Mixed Business and Residential -Year 1 (in \$)				
	Q1	Q2	Q3	Q4
Revenues				
Service 1	2,041	12,248	30,621	51,035
Service 2	3,334	13,337	26,674	40,012
Installation Fee Service 1	2,722	10,888	13,609	13,609
Installation Fee Service 2	6,805	13,609	13,609	13,609
Total Revenues	14,902	50,083	84,514	118,266
CAPEX				
Base Station equipment	14,150	18,830	0	0
SUs Type 1	42,609	78,701	89,228	89,228
SUs Type 2	6,315	17,366	15,787	15,787
SUs Type 3	3,413	14,791	12,136	12,136
Total CAPEX	66,487	129,687	117,151	117,151
OPEX				
Base Station Maintenance	299	931	931	931
SUs Maintenance	467	1,445	2,484	3,523
Total OPEX	766	2,376	3,415	4,454
Total Expenses	67,253	132,063	120,566	121,605
Cash Flow	-52,351	-81,981	-36,051	-3,339
Cumulative Cash Flow	-52,351	-134,331	-170,383	-173,722

Table 6-6: Mixed Business and Residential -Year 2 (in \$)				
	Q1	Q2	Q3	Q4
Revenues				
Service 1	71,449	88,801	95,946	95,946
Service 2	53,349	61,685	63,352	63,352
Installation Fee Service 1	13,609	9,527	0	0
Installation Fee Service 2	13,609	3,402	0	0
Total Revenues	152,017	163,415	159,298	159,298
CAPEX				
Base Station equipment	0	0	0	0
SUs Type 1	89,228	33,586	0	0
SUs Type 2	15,787	3,947	0	0
SUs Type 3	12,136	3,034	0	0
Total CAPEX	117,151	40,567	0	0
OPEX				
Base Station Maintenance	931	931	931	931
SUs Maintenance	4,562	4,924	4,924	4,924
Total OPEX	5,493	5,855	5,855	5,855
Total Expenses	122,644	46,422	5,855	5,855
Cash Flow	29,373	116,992	153,442	153,442
Cumulative Cash Flow	-144,349	-27,357	126,085	279,527

This shows a positive cumulative cash flow being achieved in about 2nd quarter of year 2 (about 18 months). The revenue is maximized at about \$150K per quarter. This scenario is a good balance between the business-only and residential-only approach. It clearly shows how the mix of business and residential customers can balance the financial condition between maximizing revenue and quickest payback.

This page left intentionally blank.



7

Chapter 7 - Alvarion's BWA Solutions Summary



Alvarion offers a very broad line of wireless systems and supplementary equipment to address the diverse needs of a variety of customers. These solutions use different radio technologies, operate in licensed or unlicensed frequencies, and support different services, features and system architectures.

Following is a short summary of the various solutions. For more details, refer to the relevant product's description.

BreezeACCESS Product Line

BreezeACCESS family includes several high capacity, IP services oriented Broadband Wireless Access solutions. The BreezeACCESS system employs wireless packet switched data technology to support high-speed IP services including fast Internet and Virtual Private Networks. BreezeACCESS users are provided with a network connection that is always on, supporting immediate access to the Internet and other IP services at high data rates. The system is designed for cellular-like deployment, enabling the system architecture to vary in size and structure. A system can include any number of cells, each containing several Access Units for better coverage of densely populated areas.

The systems support Virtual LANs based on IEEE 802.1Q, enabling secure operation and Virtual Private Network (VPN) services and enabling tele-workers or remote offices to conveniently access their enterprise network. The systems also support layer-2 traffic prioritization based on IEEE 802.1p and layer-3 traffic prioritization based on IP ToS (RFC791).

BreezeACCESS systems are available in several frequency bands using a variety of radio technologies.

Newer members of the BreezeACCESS family, BreezeACCESS OFDM in the licensed 3.5 GHz band and BreezeACCESS VL in the unlicensed 5 GHz band, take advantage of the enhanced multi-path resistance capabilities of OFDM modem technology, enabling high throughput and operation in near and non-line-of-sight (NLOS) environments. These qualities enable service providers to reach a previously inaccessible and broader segment of the subscriber population.

Table 7-1: BreezeACCESS Product Lines			
System	Radio Technology	Gross Rate	Frequency Band
BreezeACCESS II	GFSK	3Mbps	2.4 GHz ISM
BreezeACCESS XL	GFSK	3Mbps	2.6 GHz, 3.3 GHz, 3.5 GHz, 3.6 GHz, 3.8 GHz
BreezeACCESS MMDS	GFSK	3Mbps	2.5-2.7 GHz MMDS
BreezeACCESS V	GFSK	3Mbps	5.2 GHz, 5.8 GHz ISM
BreezeACCESS 900	GFSK	3Mbps	900 MHz (US-ISM)
BreezeACCESS OFDM	OFDM	12Mbps	3.5GHz
BreezeACCESS VL	OFDM	54Mbps	5.8 GHz

BreezeACCESS systems include Base Station equipment and Subscriber Units (Customer Premise Equipment).

Base Station Equipment

The wireless base station includes all the wireless equipment required to connect the costumers' Subscriber Units to the network and networking equipments used for connecting the wireless base-stations to the ISP's PoPs / NOC.

Wireless equipment is typically divided into outdoor equipment (Antennas, Radio Units, etc.) and indoor equipment (wireless access units, networking equipment etc.).

The outdoor equipment is installed on the rooftop or on a tower / pole and is designed to operate in harsh out-door conditions (rain, temperatures etc.). Outdoor equipment should be installed where it provides coverage of all wireless CPEs it intends to serve. Typically, multiple outdoor units are installed in each wireless base-station to provide coverage (and enough capacity) to the intended service area. Basically, the higher the antenna is installed the better coverage it can provide.

The indoor equipment is designed to operate in a controlled environment and is typically installed in an air-conditioned communication room (or communication cabinet).

Modular Base Station Equipment

The Modular Base Station Equipment is designed to support typical cellular architecture with several sectors per cell, where a dedicated Access Unit serves each sector. The Base Station equipment is based on a chassis that is suitable for installation in 19" racks. The chassis contains one or two power supply modules and up to six active Access Unit modules connected to externally mounted radio units. In BreezeACCESS II, MMDS, XL and V an optional GPS and Alarms module connected to a GPS antenna is available, allowing accurate synchronization of systems located in different locations and management of in/out alarms. The equipment can be powered from either -48 VDC power source, or 110/230 VAC mains, depending on the type selected for the Power Supply module(s). Two power supply modules may be used for fail-safe operation.

Stand Alone Access Unit

The stand alone Access Unit includes an indoor unit that is powered from the mains and connected to an externally mounted radio unit. The Stand Alone Access Unit is designed for applications where a single Access Unit is sufficient to provide services to a limited number of subscribers in a relatively small area.

Miniature Access Unit

Miniature indoor Access Units with integral or detached antenna, powered from the mains, are available in the 2.4 GHz band to support micro-cell applications.

Cell Extender

The Cell Extender extends the reach of the cell providing cover to areas that could not previously be reached due to obstacles or range limitations. In addition, the Cell Extender can be used to serve small remote clusters of subscribers where subscriber density or other economic factors do not warrant a completely separate cell.

The Cell Extender operates as an Access and Subscriber Unit that are connected back-to-back. The Subscriber Unit component provides connectivity to the primary base station. The Access Unit component serves the Subscriber Units located in the area covered by the Cell Extender.

Cell Extenders are currently available in the 2.4 GHz and 3.5 GHz bands.

A 2.4 GHz to 900 MHz Cell Extender is also available, allowing operators that provide IP services using BreezeACCESS II systems to extend the reach of their system and provide services to clusters of customers that cannot otherwise be reached due to being obstructed by heavy foliage or other obstacles. Operators can benefit from the advantage of operating locally in the 900 MHz band, being able to provide services to customers within a radius of half a mile in non line of sight environments with heavy foliage.

Customer Premise Equipment (Subscriber Units)

Indoor-Outdoor SU-A/E Subscriber Units

The regular Subscriber Unit is designed using an indoor-outdoor architecture and includes an indoor unit that is powered from the mains and is connected to an externally mounted radio unit. Subscriber units are available with either an antenna that is integrated with the outdoor unit (SU-A), or with a connection to a detached antenna (SU-E).

Miniature SU-I Subscriber Units

Easy to install miniature indoor Subscriber Units with integral or detached antenna, powered from the mains, are available in the 2.4 GHz band to support micro-sell applications and other installations where the customer is located near the base station.

Small Foot-Print SU-R Subscriber Units

Small Foot-Print, High-Power indoor Subscriber Units with detached antenna, powered from the mains, are available in the 2.4 GHz and the 3.5 GHz bands to support installations where the customer is located near the base station.

Subscriber Unit's Capabilities

The capabilities and services that are currently supported by available Subscriber Units vary between product lines, as summarized in Table 7-2.

Table 7-2: Subscriber Units			
System	Unit Types	Data Services*	Voice/Fax Services**
BreezeACCESS II	SU-A/E, SU-I, SU-R	1D and BD	Integral in 1D1V and BD1V
BreezeACCESS XL	SU-A/E, SU-R	1D and BD	Integral in 1D1V and BD1V
BreezeACCESS MMDS	SU-A/E	1D and BD	Integral in 1D1V and BD1V
BreezeACCESS V	SU-A/E	1D and BD	Integral in 1D1V and BD1V
BreezeACCESS 900	SU-I	1D	No
BreezeACCESS OFDM	SU-A/E	4D and BD	External
BreezeACCESS VL	SU-A	BD-24Mbps, 1D-6Mbps, BD-6Mbps	External

* 1D models support a single Ethernet device. BD models provide bridging capabilities and support a full LAN.

** Support of multiple voice/fax lines is available in all units through connecting to BreezeACCESS RG gateways.

WALKair 1000

WALKair 1000 Point-to-Multipoint Broadband Wireless Access system efficiently delivers both voice and data for business customers, as well as feeding trunks for other fixed and mobile wireless access systems. WALKair 1000 enables service providers to offer voice and data services in urban and suburban areas via Point-to-Multipoint wireless communications.

WALKair 1000 uses a service-oriented air transport protocol to provide remote communications between a Base Station (BS) and several Terminal Stations (TS). The BS, installed in the central office, provides up to a 10-kilometer radius (depending on the frequency band), for a 360-degree cell coverage area.

WALKair 1000 provides modular architecture that can be rapidly and easily deployed. WALKair 1000's modularity, ease of installation and commissioning ensure that WALKair 1000 is cost effective, flexible and scalable to accommodate increased service demands.

WALKair 1000 delivers high radio efficiency and reliability, in order to maintain the highest levels of service and fault tolerance. Enhanced network management, reporting and testing further improve the optimization and service reliability of WALKair 1000.

The system supports IP services using an Ethernet interface (10/100BaseT) with full Dynamic Bandwidth Allocation over the air, allowing the user a peak rate of 4 Mbps. Operators can utilize WALKair 1000's data service with various types of CPE interfaces that cover the entire spectrum, including Ethernet (10/100BaseT), V35/X21 and E1. The Ethernet interface employs unique IP spoofing capabilities enabling network transparency, including IP forwarding, ARP and DHCP "relay". The Ethernet interface also supports VLAN capability using the 802.1Q standard to better support MTU/MDU applications.

All WALKair 1000 data interfaces, including V35/X21-FR, E1-FR and Ethernet, use Dynamic Bandwidth Allocation (DBA), which allows customers to share unused bandwidth according to the actual need.

WALKair 1000 utilizes Frame Relay QoS attributes, such as CIR/MIR and congestion management, in order to prevent network traffic congestion.

WALKair 1000 provides comprehensive support for both voice and data services that use a variety of interfaces, such as Leased Line services via E1/FE1, V35/X21 and V5.1/V5.2 interfaces that support ISDN and PSTN.

Base Station

The BS component of the WALKair 1000 system is located at the center of the cell. The BS interfaces between the telecom backbone and multiple WALKair 1000 Terminal Stations located in cell service areas.

The 360° coverage area, defined as a cell, can be divided into four, six, or eight sectors, depending on the frequency band. The BS connects the access network to the backbone using E1 or V35/X21 interfaces.

The Base Station includes the following components:

- Base Station Base Units (BS-BUs)
- IF Mux, per sector
- RFU, per sector
- Antenna, per sector

The BS-BU interfaces between the backbone and the IF Mux of the BS. Each BS-BU utilizes FDD duplexing for different Tx and Rx frequencies, while employing TDMA to service traffic from a maximum of 16 TSs. Multiple BS-BUs utilize a multiple carrier scheme. Each carrier uses a 1.75 MHz slice of the spectrum. This provides a modular pay-as-you-grow cost structure.

Toward the backbone, the BS-BU supports a wide range of standard interfaces and services.

Support for multiple services is made possible through the installation of up to three interface cards. The WALKair 1000 BS-BU supports combination configurations of telecom interfaces (see Table 7-3)

Table 7-3: Interfaces Supported by the BS-BU	
Interface	Rate
Full E1	2.048 Mbps
Fractional E1	n x 64 Kbps
ISDN Primary Rate (PRI)	2.048 Mbps (30B), Unframed
V.35/X.21	n x 64 Kbps

The IF Mux multiplexes the Tx signals from the BS-BUs and combines the output signal with a 48V DC power supply. The IF signal is sent to the RFU, located near the Antenna, via a coaxial cable. The reverse process applies for Rx signals.

The RFU interfaces between the IF Mux and the Antenna. Due to the requirements of different radio frequency bands, the RFU type may differ between installations. WALKair 1000 currently supports the 3.5 GHz, 10.5 GHz and 26 GHz frequency bands. Suitable RFUs are supplied accordingly. The RFU converts the IF signal, received from the IF Mux, to an RF signal. The signal is then amplified for transmission via the Antenna. The RFU is connected to a dedicated BS Antenna with a single coaxial cable.

The number of sectors per cell and BS-BUs per sector depends on the frequency band, as detailed in Table 7-4.

Table 7-4: BS Capacity	
Parameter	Value
General	
Maximum TS-BUs per BS-BU	16
Telecom Interfaces per BU	3
Customer Premises Equipment Interfaces per TS-BU	3
3.5 GHz	
Sectors per cell	4, 6, or 8
Maximum # of BS-BU per sector	8
Maximum # of TSs per sector	128
10.5 GHz	
Sectors per cell	4, 6, or 8
Maximum # of BS-BU per sector	16
Maximum # of TSs per sector	256
26 GHz	
Sectors per cell	4 or 8
Maximum # of BS-BU per sector	16
Maximum # of TSs per sector	256

Terminal Station

The TS component of the WALKair 1000 system is typically installed at the customer site. Power is supplied to the TS from an external 220V AC or 48V DC source.

The TS interfaces between the Customer Premises Equipment (CPE) and the designated BS. TSs provide a wide range of interfaces to the customer. The TS is comprised of an indoor unit (TS-BU) and an outdoor unit (integrated RFU and Antenna).

The TS BU utilizes the TDMA protocol to service traffic with its designated BS.

The installation of up to three interface cards enables support for multiple telecom services. The TS-BU CPE interfaces are summarized in Table 7-5.

Interface	Rate
Full E1	2.048 Mbps
Fractional E1	n x 64 Kbps
ISDN Primary Rate (PRI)	2.048 Mbps (30B), Unframed
V.35/X.21	n x 64 Kbps
QBRI	4 x (2B+D) (each port: 2 x 64 Kbps + signaling 16 Kbps)
Ethernet	10BaseT (802.3). Also used for WALKnet NMS.

WALKair 3000

WALKair 3000 is an advanced point-to-multipoint broadband wireless access solution, delivering Carrier Class services at upstream and downstream rates of up to 36Mbps. WALKair 3000 is designed for new and established service providers requiring proven last mile solutions for small, medium and large businesses and multi-dwelling / multi-tenant units (MDU/MTU) applications. In addition, WALKair 3000 is the optimal solution for backhauling applications.

WALKair is based on Alvarion's industry-leading cluster of high spectral efficiency, frequency reuse and dynamic bandwidth allocation technologies. The solution delivers the highest coverage capacity available from any broadband wireless access vendor.

The system's innovative technology features fiber-optic quality voice and data services for high-speed IP data and Internet applications. The WALKair 3000 system is designed to meet the current and future services and capacity requirements service providers in Europe and other regulated markets. As a broadband wireless access solution, WALKair 3000 is ideally suited for developing countries where a lack of infrastructure poses an additional challenge.

WALKair 3000 provides a Carrier Class IP solution over the air, including full IP and ATM QoS. Operating in the 26GHz and 28 GHz bands, WALKair 3000 offers up to 36Mbps net payload per customer premise equipment (CPE). WALKair 3000 is fully integrated and can be collocated with the WALKair 1000 system, using several identical outdoor unit components and the identical infrastructure, network management and planning tools.

The WALKair 3000 is an enhancement of the WALKair 1000 system. WALKair 3000 provides higher capacity links to SME customers, thus guaranteeing continued support for the growing demands of current WALKair 1000 customers while answering the growing market requirement for higher bandwidth.

WALKair 3000 not only operates in the same environment as WALKair 1000, but can also reside on the same cell, efficiently providing varying bit ranges to a variety of user profiles. Service providers operating in the licensed spectrum can deploy on their own or in tandem both systems. The integration of WALKair 1000 and WALKair 3000 enables new service providers to deliver the most efficient overall solution to SME and large enterprise markets, providing high flexibility in service provision and enabling the ideal business model for the given market.

The WALKair 3000 system is specifically designed for delivering next-generation broadband IP services, providing true multi-service end-to-end QoS capability. Small and Medium business (SME) applications as well as Multi-dwelling applications such as Radio To The Building (RTTB) and Radio To The Office (RTTO) can benefit from the high quality voice, high speed Internet access and other IP data services provided by the Alvarion WALKair 3000 system.

The WALKair 3000 system features the following product highlights and functionality:

- Supports RF bands - 26 GHz and 28 GHz ETSI, and 26 GHz Chinese (MII)
- New 12 x E1 interface card, and 2 x E3 interface card.
- Up to 36Mbps per customer - (upstream and downstream) symmetrical and asymmetrical over 14MHz channels
- High-density port configuration - two on-board Ethernet interfaces, and up to eight E1 interfaces on the same Terminal Station.
- Multi-carrier FDD and TDMA system - up to six carriers per sector with single outdoor unit per sector
- Dual modulation, 16QAM and QPSK with automatic switchover
- Full end-to-end QoS supporting IP and ATM
- Flexible service provisioning - combining committed and maximum information rates (CIR/MIR) and support for different classes of service levels
- CPE services - IP (n x 10/100 BaseT), TDM and Leased Lines (N x E1)
- ATM, N x E1, and IP backbone connectivity
- BS-BU N+1 redundancy, where N = 1 to 4 per sector (26 GHz systems)
- ODU (Outdoor Unit) redundancy
- SNMP-based management system and powerful network planning tool
- In-Band management over ATM as well as Out-of-band management over Ethernet
- Alvarix solution providing full integration of WALKair 3000 with WALKair 1000
- Full system redundancy options

BreezeNET DS.11 and DS.5800

The BreezeNET DS.11/DS.5800 wireless Base Unit (BU) and Remote Bridge (RB) are designed to provide long-range point-to-multipoint links for outdoor applications. The IEEE 802.11b compliant products use direct sequence spread spectrum (DSSS) radio technology operating at the unlicensed 2.4MHz and 5.8 ISM bands. Data is transmitted at rates of up to 11 Mbps, providing network users with full 10BaseT Ethernet speeds.

The BreezeNET BU-DS.11/DS.5800 and RB-DS.11/DS.5800 can be used as high-speed connections between two or more remote networks.

The Base Unit

The BU is an IEEE 802.11b compliant base station that connects one or more remote sites to a central server or Internet connection. In a point-to-multi-point configuration the BU is the central unit while in point-to-point configurations it should be installed at one end of the link.

The Remote Bridge

The RB Wireless Bridge connects a remote Ethernet network to a central network server or Internet site via a BU Multipoint Base Unit.

The maximum number of MAC addresses that the unit can handle at any specific time is 1024 and the Aging algorithm is applied at all times.

When a station on the Ethernet LAN sends a message that is not destined for a local station, the RB forwards the message to the BU. When the BU receives a message destined for a station on the RB's LAN, the BU forwards it to the RB. In this manner, the RB and the BU work together like a standard network bridge.

The first time each station on the RB's LAN sends a message, the station's address is registered by both the RB and the BU. It is possible for the RB and BU to store all the addresses necessary to support an entire LAN connected to a RB.

BreezeNET B

BreezeNET B is a high performance wireless bridge system that provides high-capacity, high-speed point-to-point links. The BreezeNET B system operates in the unlicensed UNII band of 5.8 GHz and utilizes advanced technologies to support optimal performance in spectrally polluted environments. BreezeNET B products operate in Time Division Duplex (TDD) mode, using Orthogonal Frequency Division Multiplexing (OFDM) modulation with Forward Error Correction (FEC) coding. Using the enhanced multi-path resistance capabilities of OFDM modem technology, BreezeNET B enables operation in near and non-line-of-sight (NLOS) environments. These qualities enable service providers to reach a previously inaccessible and broader segment of the subscriber population. The system also features adaptive modulation for automatic selection of modulation schemes to maximize data rate and improve spectral efficiency.

BreezeNET B supports sensitive applications through optional use of authentication and/or data encryption utilizing WEP or AES algorithm with 64- or 128-bit keys. The system supports Virtual LANs based on IEEE 802.1Q, enabling secure operation and Virtual Private Network (VPN) services and enabling tele-workers or remote offices to conveniently access their enterprise network.

BreezeNET B products are currently available in the 5.725-5.850 GHz frequency band.

System Components

The BreezeNET B system includes a Base Unit (BU), typically installed at the main site, and a Remote Bridge (RB).

Each unit is comprised of a desktop or wall-mountable Universal Indoor Unit (IDU) and an outdoor unit (ODU). The IDU provides the interface to the user's equipment and is powered from the 110/220 VAC mains. The ODU contains the processing and radio modules and are available either with an integral flat antenna or with a connection to a detached antenna (D models).

The BreezeNET B14 system is comprised of a BU-B14 Base Unit and an RB_B14 Remote Bridge, delivering a total link throughput up to 14 Mbps. The BreezeNET B28 system is comprised of a BU-B28 Base Unit and an RB_B28 Remote Bridge, delivering a total link throughput up to 28 Mbps.

BreezeACCESS LB

The BreezeACCESS LB is a high-performance, high-speed wireless Ethernet bridge system providing a scalable multi-service platform from a common equipment infrastructure and management system. The BreezeACCESS LB system operates in the unlicensed UNII band of 5.8 GHz and includes advanced technologies to address any potential inter-cell interference issues. The system also features adaptive modulation in both directions for automatic selection of modulation schemes, including BPSK, QPSK, 16 and 64 QAM to maximize data rate up to 72 Mbps (Over The Air) Maximum coded rate, and improve spectral efficiency. The BreezeACCESS LB system is a Class A digital device for use in a commercial, industrial or business environment.

System Components

The BreezeACCESS LB system is comprised of an Indoor Unit (LB NI-01) and an Outdoor Unit (LB RE-01). The LB RE-01 Outdoor Unit can be equipped with a narrow beam antenna to provide high directivity for long-range operations up to 30 miles (50 km) in line of sight (LOS) conditions, and up to 6 miles (10 km) in NLOS conditions.

The LB NI-01 Indoor unit provides the interface to the customer's equipment. The customer's data equipment is connected via a standard IEEE 802.3 Ethernet 10/100BaseT (RJ 45) interface. The LB NI-01 Indoor unit is connected to the Outdoor Unit via a 75-ohm coaxial Intermediate Frequency (IF) cable. This cable carries 820 MHz IF signals between the Indoor and the Outdoor Units, and also transmits management and control signals between the Indoor and Outdoor Units. In addition, this cable transmits power (24 VDC) from the Indoor Unit to the Outdoor Unit.

Supplementary Equipment Available from Alvarion

Alvarion offers a range of auxiliary equipment to help its customers to increase their revenues and improve their competitive propositions through enhancing the range of services they can offer to their subscribers.

BreezeACCESS RG 2-Ports Voice Gateway

BreezeACCESS RG enables service providers to create new revenues by bundling telephony (Voice over IP) and high speed Internet to efficiently serve subscribers that need more than one telephone line.

BreezeACCESS RG supports two standard telephone (POTS) interfaces and one 10/100 Mbps Ethernet port. Up to five telephones can be connected to each of the two telephone ports, and daisy chaining of BreezeACCESS RG units enables the operator to offer users more than two telephone numbers. Priority mechanisms, on both the Ethernet and IP level, enable BreezeACCESS RG to deliver high quality voice quality, using either narrow or wideband speech codecs and meeting H.323v2/4 standard.

BreezeACCESS RG Element Manager Software enables remote management, configuration and updates of BreezeACCESS RG units.

Other features and benefits of BreezeACCESS RG include:

- Flawless and consistent voice quality through special adaptation to wireless links conditions.
- Support for Class 5 telephony services, such as call waiting and 3-party conference call
- Plug & Play operation (with BreezeACCESS RG Element Manager)
- Authentication based provisioning of services
- Light firewall and VLAN filtering
- Standard G3 fax over T.38 protocol support
- QoS support for voice and data applications
- Remote management and upgrade of multiple units

- PipeLock™, featuring a built-in packet filter, for enhanced, simple user security

BreezeSECURE Broadband VPN Router

Using Internet Protocol Security (IPSec), the BreezeSECURE VPN Router provides enhanced security by enabling creation of Virtual Private Network (VPN) tunnels between any pair of sites. BreezeSECURE delivers data privacy using the Data Encryption Standard (DES) or its variant, the 3DES encryption, data authentication and key management with IKE key exchange.

Featuring an SNMP agent, Web-based User Interface and TFTP client, BreezeSECURE is easy to setup, monitor and maintain from either the LAN or over the wireless network.

- Multiple firewall features, including Port Filtering, Address Filtering, WAN Filtering, Demilitarized Zone (DMZ) and Stateful Packet Inspection (SPI)
- DES and 3DES Encryption
- MD5 and SHA1 Authentication Algorithms
- IKE Key Management
- Hardware-based Security Co-Processor
- Support for up to 70 VPN Tunnels
- Compatible with virtually all other IPSec VPN products, including Check Point VPN/Firewall, Cisco 1720, SonicWALL TELE2 and Win2000(or XP).
- NAT capabilities enable all network PCs to connect to the Internet with a single IP address.
- Support for PPPoE, enabling users to seamlessly connect with the easy-to-use “dial_up” connection interface.
- DHCP client enables both dynamic IP address acquisition and fixed IP address configuration.
- Built-in DHCP server automatically assigns and manages LAN IP addresses.

- Built-in Web-based user interface for easy configuration and management using standard Web browsers.
- Built-in NAT firewall protects PCs from outside intruders.
- Ability to block specific users from accessing specified applications or services.
- A Virtual Server enabling external users to access information from the internal host.

BreezeACCESS™ Traffic Manager

BreezeACCESS™ Traffic Manager provides SLA and QoS management capabilities that complement the features embedded in BreezeACCESS products. When placed at the base station or at the Network Operations Center (NOC), the BreezeACCESS™ can monitor, manage and shape the traffic coming in and out of the wireless network for every subscriber and type of application.

The Traffic Manager allows the service provider to define policies by users, by applications, by time and by VLAN tagging. It enables service providers to control the traffic (e.g. limit users to a predefined maximum level or guarantee a minimum service level) on broadband wireless access networks, and to assure a predictable user experience.

By using the BreezeACCESS™ the service provider can classify the network traffic according to different applications and services while enforcing QoS rules on each of these applications on a per user basis. Having such a comprehensive tool for QoS enforcement enables the service provider to filter and limit certain non-profitable traffic per user in the network, allowing revenue-generating traffic to get priority and QoS.

This in depth classification feature provides the service provider with an additional revenue-generating tool: the ability to shape the traffic for an enterprise customer. The BreezeACCESS™ solution can control the bandwidth of resource consuming applications, such as peer-to-peer applications, while prioritizing other applications or users, providing the enterprise customer with an efficient and cost-effective way to utilize its network connection.

- Two levels of traffic classifications: PIPE and VC
- Traffic classification by multiple criteria, including Source and destination IP/MAC address (with IP range/subnet option), network

Protocols and Applications, TCP/UDP port number (with port range option), HTTP content inspection, DiffServ/ToS byte or IP Precedence bits, VLAN 802.1q Tagging, Time of day/week/month

- SLA management based on retrieval of users records (including Class of Service) from LDAP server directory and building appropriate users policies
- Enhanced protocol support, including HTTP content, Citrix, Oracle, P2P, H.323 and RTSP
- Multiple QoS options including ten levels of priorities, minimum/maximum bandwidth, guaranteed bandwidth and CBR (Constant Bit Rate)
- QoS per connection or per traffic
- Fairness between traffic flows with equal priority levels
- Protection from DoS attacks
- Over subscription management allowing subscribers traffic by priority only.
- IP accounting facility – Count traffic usage by users and applications (optional software packages). Export statistics to external billing system via RADIUS or ODBC interfaces
- Complete fault tolerance

The BreezeACCESS™ can be installed in two topologies: centralized or distributed.

The centralized architecture uses one BreezeACCESS™ in a central location in the network. This approach usually is the most cost-effective solution for small and medium networks.

The distributed architecture uses one BreezeACCESS™ in each wireless base station. This approach is preferred for large networks with many base stations. It also allows the operator a “pay as you grow” policy.



8

Chapter 8 - Connectivity to Backbone Networks



Backbone Networks

This section describes the most common types of connectivity between the wireless base stations and operator's Backbone.

The common ways of connecting to the backbone differ on the technology implemented for the Wide/Metro Area Networking (WAN/MAN) and on whether routing is centralized or distributed.

The most common backbone networks used by operators throughout the world are ATM, Ethernet and Frame-Relay. Connection to each of the networks can be deployed in several topologies using different technologies or equipment.

ATM Backbone Networks

The connection of the wireless base station (BST) to the ATM backbone network can be achieved in two main scenarios: using an ATM Access Switch, or a router along with a LAN switch.

The physical link that carries the ATM traffic may be multiple E1s over PtP radio, E1s over optical fiber/copper using an additional modem or (optical) STM-1.

Scenario A: ATM - Ethernet internetworking at the wireless base-station using an ATM Access Switch

An ATM access switch is installed in the wireless base-station. This switch is connected to an ATM backbone using either optical interface or multiple E1s running ATM inverse multiplexing (IMA).

Wireless access units (such as BreezeACCESS AUs or WALKair BUs) are typically connected to the ATM access switch using Ethernet interfaces (either directly to ports of the ATM switch or via a LAN switch).

The ATM access switch transmits the IP traffic from the wireless base station to the ATM backbone, using AAL5 and RFC1483 encapsulation. RFC1483 supports encapsulation for bridged PDUs ("bridged mode", which may be used for bridging VLANs over ATM PVCs) and encapsulation for routed PDUs ("routed mode", used to route IP PDUs into ATM PVCs).

Some operators prefer that routing be performed in a single central point (or in a few points) in the network by core routers at the NOC or at the PoPs.

Routing in the access switch is recommended when numerous subnets are configured in the BST and a significant traffic generated by the AU is directed to other AUs in the same BST.

QoS can be achieved by binding a certain VLAN in the wireless access network to certain PVC on the ATM backbone. The PVC can be configured with the appropriate ATM QoS parameters to satisfy the QoS requirements.

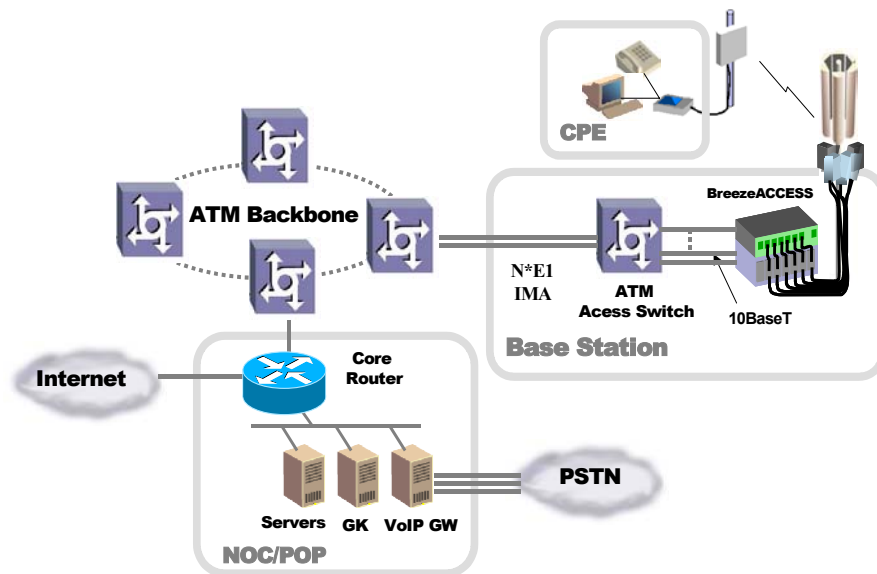


Figure 8-1: Wireless base station connection using ATM access switch

Scenario B: ATM-Ethernet internetworking at the wireless base-station Using an ATM Router

This scenario is similar to the scenario described above, but an IP router with an ATM backbone interface replaces the ATM access switch in the BST. Typically an LAN switch will be used for connecting multiple wireless access units to the same router.

IP Routing is used to route IP traffic over the ATM backbone and particularly needed at the BST for routing between Subnets and VLAN in the wireless access network. Typically OSPF and RIP routing protocols are used.

The router may also serve as a PPPoE server, enabling wireless subscribers to access the network using the point-to-point protocol.

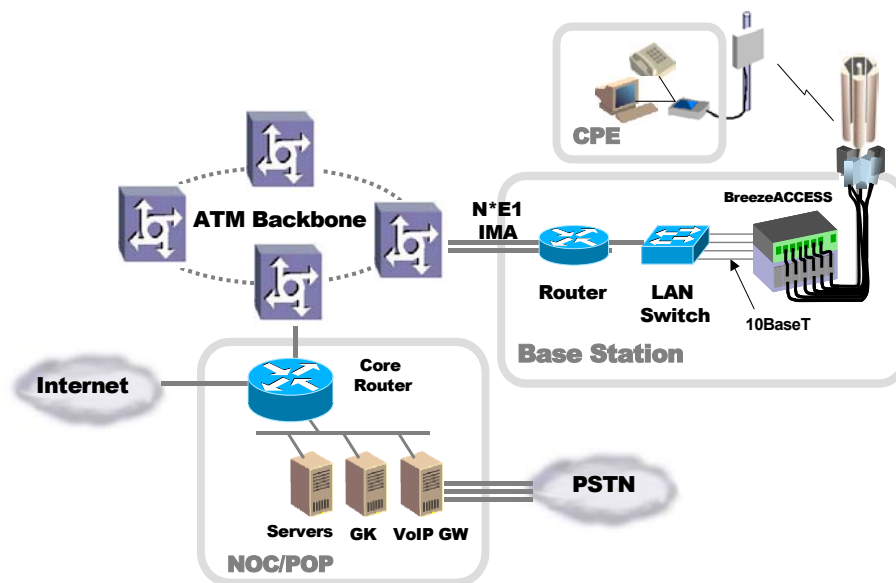


Figure 8-2: Wireless base station connection using Router & LAN Switch

In some cases the router may use MPLS (Multi Protocol Label Switching) to forward the traffic over the ATM network. The MPLS allows the routers to create tunnels amongst them in order to forward certain data in specific paths. For further details regarding MPLSE see section 13.7.

QoS in the Router and the Backbone can be performed through several methods:

- Binding of VLANs to ATM PVCs.
- ToS bits handling - the router can determine the priority of the IP traffic in its queues according to the value of the ToS bits. Furthermore, it can mark those bits while sending IP packets in the downstream direction, enabling the wireless system to handle the QoS in the wireless network.
- PPPoE - Enables the assignment of certain QoS parameters to each user in coordination with the RADIUS server data. The classification of the users will be according to IP ranges, and will be used for internal processing priority, and for priority in the ACCESS network.
- MPLS - Mapping FEC (Forwarding Equivalent Class) into specific LSPs (Label Switching Paths) according to different rules, e.g. VLAN tag, subnet or ToS bits values.

Scenario C: ATM - Frame Relay internetworking at the wireless base-station using ATM access switch

This scenario may be used when using a wireless system that supports Frame Relay, such as WALKair1000 wireless access system.

An ATM access switch is installed in the wireless base-station and connected to the backbone (same as in scenario A above).

Wireless access units (such as WALKair BUs) are connected to the ATM access switch using Frame-Relay interfaces (typically over E1/V.35).

In this scenario IP traffic is transported over Frame-Relay in the wireless access system. If using WALKair1000 there is no need for a FRAD or a router at the CPE side.

The ATM access switch may either terminate the frame-relay DLCIs and route IP traffic using RFC1483 or use FRF5/FRF8 for network/service internetworking between the ATM and the Frame-Relay networks.

QoS can be achieved by binding a certain DLCI in the wireless access network to certain PVC on the ATM backbone. The PVC can be configured with the appropriate ATM QoS parameters to satisfy the QoS requirements. From the other hand, the DLCI can be configured with appropriate QoS (such as CIR & MIR over the wireless system) to achieve end to end QoS.

Scenario D: ATM - Frame Relay internetworking at the wireless base-station using Router

This scenario is similar to the scenario described above, but an IP router with an ATM backbone interface replaces the ATM access switch in the BST. The router is connected via multiple Frame-Relay interfaces (typically over E1 links) to all wireless access systems.

The router will typically terminate the frame-relay DLCIs and route IP traffic using RFC1483 over the ATM network.

QoS can be achieved as by binding DLCI to PVC or by IP ToS bits handling.

Ethernet Backbone

The Ethernet backbone can be deployed either over optical fibers or over radio.

Scenario A: Optical Backbone

Each wireless access unit connects to a single port of the Ethernet switch installed in the BST. The switch connects to a larger Ethernet switch in the backbone over optical infrastructure (typically Fast Ethernet or Gigabit Ethernet over fibers).

The Ethernet switch performs LAN bridging over the optical link, while preserving the VLANs separation and traffic priority.

The backbone architecture has two main topologies:

- Star Topology - a hierarchical architecture, in which the switches in the BSTs connect to higher level switches, (e.g. in a regional PoP), that connect to the highest switching level (usually a 3rd layer switch) in the NOC
- Ring Topology - Each switch in the backbone is connected to two adjacent switches, forming a ring or several rings.

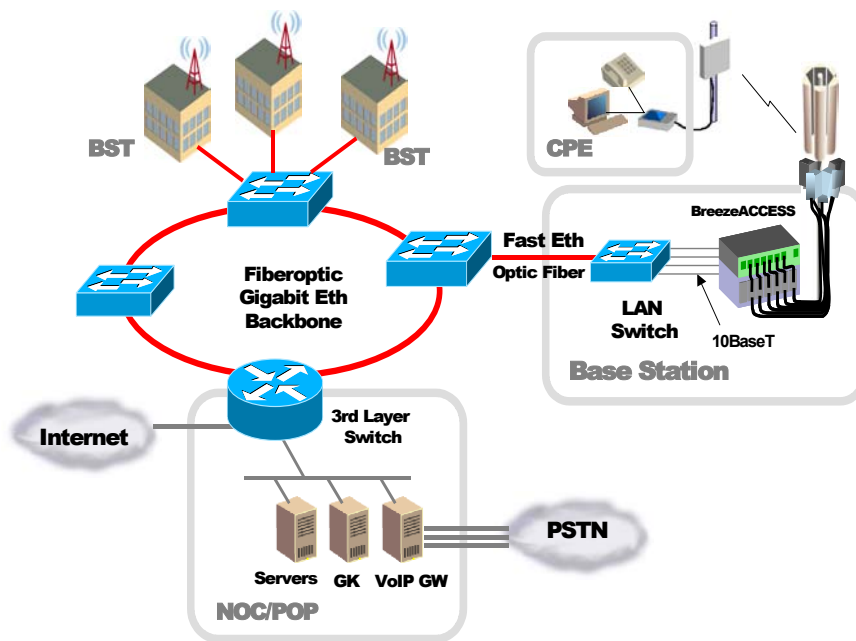


Figure 8-3: Wireless base station connection using Optical Backbone

QoS can be handled over the backbone by using the VLAN priority tag (802.1p).

Scenario B: Wireless Ethernet Backbone

This scenario is similar to the scenario described above, only that the Ethernet switches installed in the BSTs are interconnected using wireless Ethernet bridges (Such as BreezeACCESS LB).

Wireless bridges in this scenario will typically be implemented using another frequency band than the one used in the wireless access system (e.g. access @ 2.4 GHz and backhaul @ 5.7 GHz).

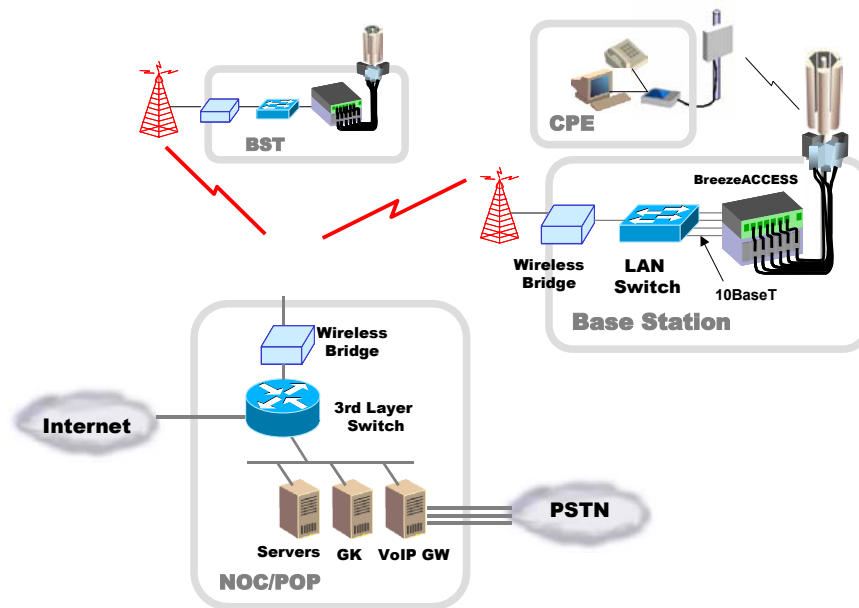


Figure 8-4: Wireless base station connection using Wireless Ethernet Backbone

Frame-Relay Backbone

Using Frame relay backbone is similar to using ATM backbone as described above.

Scenario A: Using Frame-Relay Access switch

In this scenario a Frame-Relay access switch is installed in the wireless base-station. This switch is connected to a Frame-Relay backbone using (typically) multiple E1s.

Wireless access units (such as BreezeACCESS AUs or WALKair BUs) may be connected to the Frame-Relay access switch using Ethernet interfaces (similar to the ATM backbone scenario).

The Frame-Relay switch transmits the IP traffic from the wireless base station to the backbone, using RFC1490 encapsulation (similar to RFC1483 for ATM). Again both bridged and routed operation modes are supported.

When using WALKair wireless system, base stations may also be connected to the backbone using Frame relay interface in the BS-BU, thus the frame relay switch simply switches frames received from the backbone frame-relay interface to the appropriate wireless frame-relay interface (and vice versa).

Scenario B: Using Router with Frame-Relay Interface

This Scenario is essentially the same as using a router with an ATM interface, just that the backbone is Frame Relay. QoS is implemented in a similar manner by mapping traffic streams (based on VLAN, or IP ToS etc.) into appropriate Frame-Relay DLCIs to support the required QoS.



9

Chapter 9 - Connectivity to PSTN Network



When connecting a VoIP network to the PSTN there are a few major integration issues:

- Media connection – moving the actual voice from one network to the other. This is done using a media gateway function.
- Signaling connection – converting the signaling from the VoIP network to the PSTN. This is done using a signaling gateway function, which could be implemented in the same unit as the media gateway or in a different unit.
- Class V service in the networks – the issue of advance service in the network (class V services) should be looked at from three angles:
 - PSTN users – they will receive the features the PSTN operator supplies. These features depend on the local exchange switch and the operator’s service.
 - VoIP users – they will receive the services the VoIP operator supplies. These depend on the Softswitch/Gatekeeper/Call agent ‘s capabilities.
 - Services involving VoIP and PSTN users – in these cases the services are depended on the services available in each network and the ability of the signaling gateway to convert the signaling of these services from one network to the other.

Connection to Local Exchange Using V5.2

Using a V5.2 voice Gateway allows us to connect a VoIP network to a V5.2 interface in a local exchange. The V5.2 Gateway uses Ethernet connections to the VoIP network and E1 connections with a V5.2 protocol to connect to the local exchange. All signaling information is passed using the V5.2 protocol and the end user is a subscriber in the local exchange. The user has a registered number in the exchange and the Gatekeeper tasks are lowered to IP address to phone number translations.

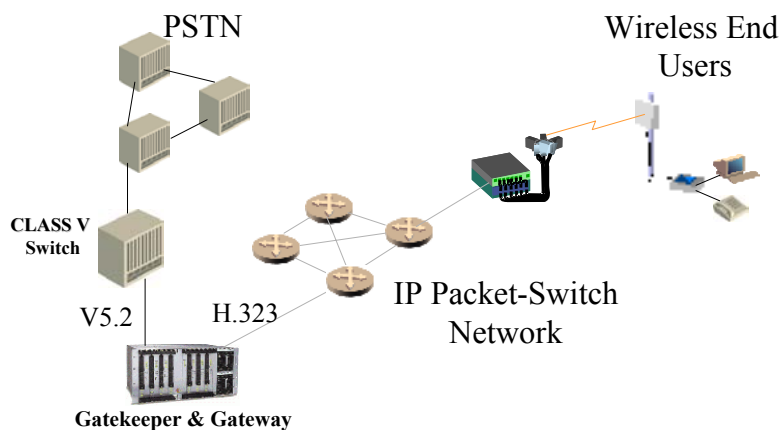


Figure 9-1: V5.2 connection between PSTN and VoIP network

The V5.2 interface is a standard add-on card to a local exchange.

The V5.2 solution can scale up by using more than one combined Gatekeeper/Gateway system. This means each region will have a different V5.2 connection to a different exchange and the users in each region will be connected to that exchange.

Advantages of Using V5.2 Connection

- The user is an exchange subscriber, so he receives all the Exchange services: Class V services, Billing, Dial plans, User management, etc.
- This is a working solution that can be implemented today. Alvarion tested and certified a solution using Commatch Duet 6000 product.

Disadvantages

- The subscriber takes up resources in the local exchange (even with local VoIP calls).
- The interface to the PSTN system is always in the exchange that the user belongs to (as opposed to using the VoIP network to get to the closest exchange to the destination and save on cost).
- Requires upgrading the exchange to support V5.2 interfaces (Cellular operators usually do not have a V5.2 interface in their exchange).
- This solution keeps the VoIP network dependent on the local exchange and does not replace it.

Interface capacity calculation

How many E1s are needed in this type of a solution?

Since this solution involves a connection to the PSTN for every call (even IP to IP phone call), the capacity calculation should be the same as with a regular PSTN service. The exact calculations involve Erlang formulas and depend on the traffic pattern in the specific area. As a rule of thumb in western residential areas a ratio of 1 time slot for every 7 or 8 users can be used and in networks with less traffic a ratio of 1 to 10 or 11 might also be enough. As every E1 has 30 time slots it can service from 210 to 330 users depending on the ratio used.

Conclusions

This solution is a simple, off the shelf and good for operators who already have V5.2 interfaces in their exchange and plan on a small size VoIP network (if the plan is for a large size network, more than 10K subscribers, the need for many V5.2 interfaces could prove to be very costly). For a cellular operator, which usually will not have this interface in his switch, the upgrade of the exchange could prove to be not financially viable, making this solution not attractive.

Signaling Based on Independent VoIP Switching

These solutions are based on the VoIP network being independent of the local exchange. As such the connection to the PSTN network is the same as connecting another local exchange switch to the network. Connecting such a switch to the PSTN network requires a signaling and media connection. This is done using two functions - a signaling GW to transform the signaling from the VoIP network to the PSTN network (and vice versa) and a media GW that transforms the IP voice packets to voice in the PSTN network (and vice versa). Both these functions can be done in one physical unit or in two separate ones, depending on the signaling protocol used.

SS7 solution description

Connecting the VoIP network and the PSTN using SS7 is usually done by separating the media and signaling streams. Using this solution allows all advance class V and IN services signaling to move from one network to the other, leaving the actual services available to the user dependent on the VoIP network and PSTN capabilities.

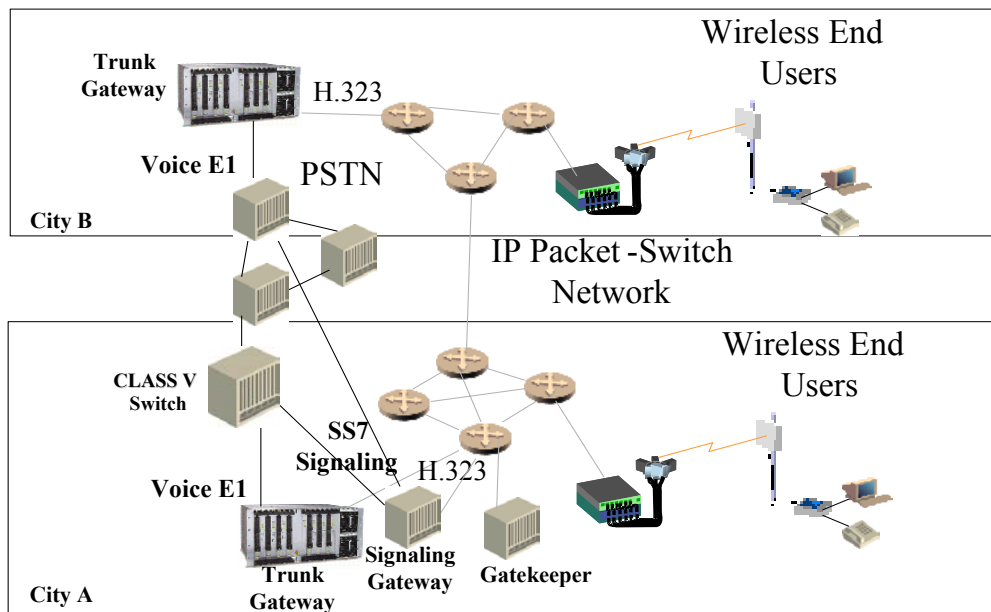


Figure 9-2: SS7 connection between PSTN and VoIP network

Using this solution one Gatekeeper can manage users and gateways in different regions, same as with the other independent VoIP solutions. The main architectural difference from the other solutions is that the SS7 solution uses different physical connections for the voice and the signaling channels. This means the VoIP network uses a signaling gateway (one or more depending on capacity and connectivity issues) and a trunk gateway (one in each region to allow entering the PSTN at the exchange closest to the destination or connecting to different operators). Using this architecture this solution can save costs in large networks.

Advantages

- Allows all advance services (dependent on GK/Softswitch implementation).
- A standard solution for connecting exchanges.
- Will continue to be supported in exchanges in the coming years.
- Saves costs on physical connections in large networks (allows using STM-1 for voice connections and E1 for signaling).
- Easily scalable for very large networks (100K users and more).

Disadvantages

- Requires a PSTN system that supports SS7.
- Requires a trunk and signaling GW that support SS7.
- The implementation of SS7 GW and class V features are in early stages.

Interface capacity calculation

As with the V5.2 connection, in the SS7 connection the number of E1s needed for the physical connection varies according to the traffic patterns in the area. The main difference with this solution is that the signaling and media connections are separated. This means that each media E1 can transmit 32 phone calls and the signaling channel is one more time slot in the signaling E1. Since the signaling and media traffic is separated it allows the operator to use a small number of E1s for the signaling while using larger capacity links for the media, such as E3 or STM-1.

MFC-R2 solution description

Another way of connecting the VoIP network to the PSTN network is using the old signaling MFC-R2 protocol. In this case the operator either rents E1 connections to the local exchange, or uses E1 connections to his own cellular exchange (a cellular operator would prefer to connect with his own exchange in order to save costs, but this could change because of different agreements and capacity issues). Either way, the E1's are transmitting and receiving the voice slots and signaling slots using MFC-R2 protocol (which allows only caller-ID services to be exchanged between the networks).

Using this solution one Gatekeeper can manage users and gateways in different regions making sure calls within the VoIP network do not go over the PSTN lines (this way saving costs) and calls to the PSTN go through the gateway closest to the destination user (saving on long distance costs). This requires an IP backbone connection between the regions for the VoIP network.

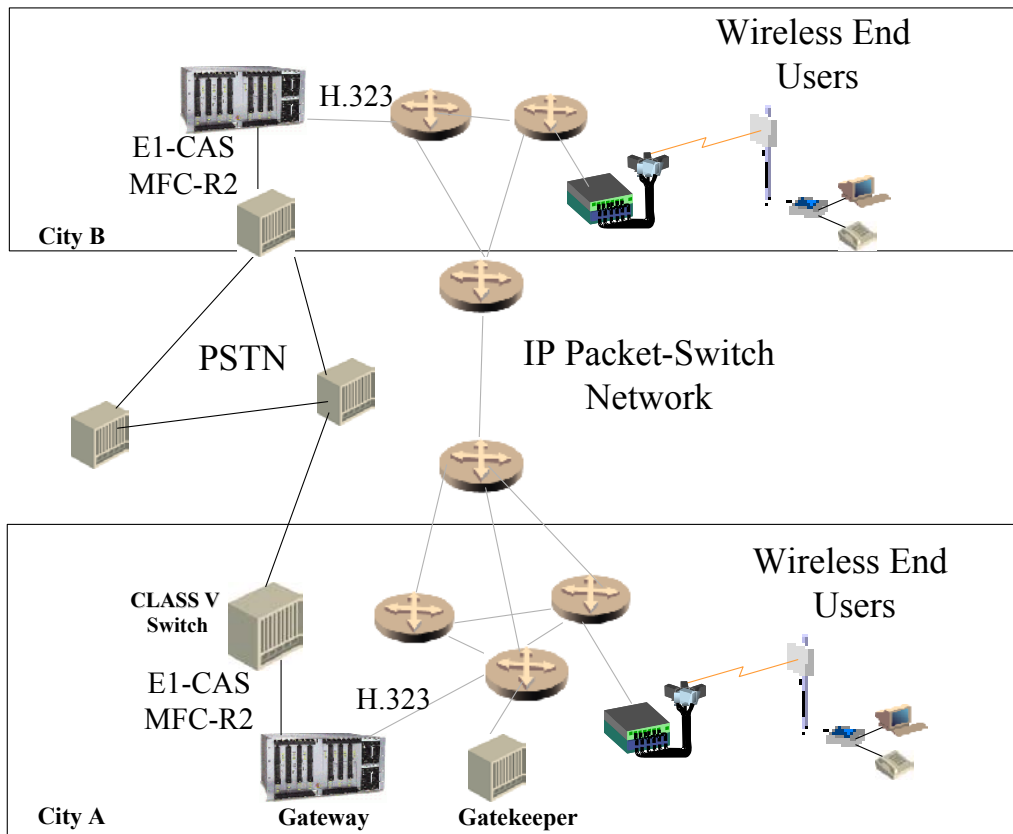


Figure 9-3: MFC-R2 connection between PSTN and VoIP network

Advantages

- Using a simple protocol to connect to the PSTN.
- Requires a simple E1 connection between the networks.
- This is a working solution using a signaling and trunk gateway in one physical unit. Alvarion has implementations working with Cisco gatekeeper and gateways.

Disadvantages

- No class V features between networks.
- MFC-R2 has different implementations in different countries and this requires adjustments in the GW configurations.
- MFC-R2 is an old protocol and new switches might not support it in the future.

Interface capacity calculation

How many E1s are needed in this type of a solution?

Exactly as with the V5.2 connection, in this case the number of E1s depends on the traffic patterns of the area. As a rule of thumb in western residential areas a ratio of 1 time slot for every 7 or 8 users can be used and in networks with less traffic a ratio of 1 to 10 or 11 might also be enough. As every E1 has 30 time slots it can service from 210 to 330 users depending on the ratio used.

ISDN-PRI solution description

This solution is similar to the MFC-R2 solution described above. Using it requires changing the signaling protocol to a PRI protocol, which allows the operator to have all class V services available in the VoIP network (depending on the VoIP network gatekeeper and gateway). This solution is very attractive for cellular operators as most of them today are already connected to the PSTN using PRI.

Advantages

- Allows all advance services (dependent on GK/Softswitch implementation).
- A standard solution for connecting exchanges (already used for connecting the cellular exchanges with the PSTN).

Disadvantages

- In large networks the physical E1 connections for voice and signaling together are expensive.

Interface capacity calculation

How many E1s need in this type of a solution?

Again, similarly to the other connections, the number of E1s depends on the traffic patterns of the area. As a rule of thumb in western residential areas a ratio of 1 time slot for every 7 or 8 users can be used and in networks with less traffic a ratio of 1 to 10 or 11 might also be enough. As every E1 has 30 time slots it can service from 210 to 330 users depending on the ratio used.

Conclusions

These solutions allow the VoIP network to be independent from the local exchange. Each of these solutions gives different scale and services to the operator from the low end using MFC-R2 to the high end using SS7. Note, an important decision to make with all of these solutions, is what GW and GK/Softswitch to use. As mentioned in the beginning of this chapter providing services over the network requires the capabilities in the VoIP network, the PSTN and the signaling between them.

This page left intentionally blank.



10

Chapter 10 - The IP Access Network



Routing Protocols

Static Routing

Static routing is not really a protocol, simply the manual entry of routes into the routing table via a configuration file that is loaded when the device starts up. Static routing is the simplest form of routing, but it is manual and does not work well when it has to be entered on a large number of devices. It also does not handle outages or down connections well, as the manual entries will have to be changed manually to recover from such a loss of connectivity.

RIP

RIP (Routing Information Protocol) is a widely-used protocol for managing router information within a self-contained network such as a corporate local area network (LAN) or an interconnected group of such LANs. RIP is classified by the Internet Engineering Task Force (IETF) as one of several internal gateway protocols (Interior Gateway Protocol).

Using RIP, a gateway host (with a router) sends its entire routing table (which lists all the other hosts it knows about) to its closest neighbor host every 30 seconds. The neighbor host in turn will pass the information on to its next neighbor and so on until all hosts within the network have the same knowledge of routing paths, a state known as network convergence. RIP uses a hop count as a way to determine network distance. (Other protocols use more sophisticated algorithms that include timing as well.) Each host with a router in the network uses the routing table information to determine the next host to route a packet to for a specified destination.

RIP is considered an effective solution for small homogeneous networks. For larger, more complicated networks, RIP's transmission of the entire routing table every 30 seconds may put a heavy amount of extra traffic in the network.

OSPF

OSPF (Open Shortest Path First) is a router protocol used within larger autonomous system networks in preference to the Routing Information Protocol (RIP), an older routing protocol that is installed in many of today's corporate networks. Like RIP, OSPF is designated by the Internet Engineering Task Force (IETF) as one of several Interior Gateway Protocols (IGPs).

Using OSPF, a host that obtains a change to a routing table or detects a change in the network immediately multicasts the information to all other hosts in the network so that all will have the same routing table information. Unlike the RIP in which the entire routing table is sent, the host using OSPF sends only the part that has changed. With RIP, the routing table is sent to a neighbor host every 30 seconds. OSPF multicasts the updated information only when a change has taken place.

Rather than simply counting the number of hops, OSPF bases its path descriptions on "link states" that take into account additional network information. OSPF also lets the user assign cost metrics to a given host router so that some paths are given preference. OSPF supports a variable network subnet mask so that a network can be subdivided. RIP is supported within OSPF for router-to-end station communication. Since many networks using RIP are already in use, router manufacturers tend to include RIP support within a router designed primarily for OSPF.

Routing Design Considerations

Static vs. Dynamic

Static routing is the simplest form of routing.

In large-scale networks static routing is not efficient since it requires a manual configuration of a large quantity of devices.

In networks with complex topology, using dynamic routing is more appropriate. Each router in the networks automatically learns the network topology and does not require predefining the routing tables with static routes.

Dynamic routing protocols are able to adapt to network “on the fly” while static routing protocols cannot overcome automatically connectivity loss.

RIP vs. OSPF

RIP has certain limitations that could cause problems in large networks.

- RIP has a limit of 15 hops.
- RIP cannot handle Variable Length Subnet Masks (VLSM). Given the shortage of IP addresses and the flexibility VLSM gives in the efficient assignment of IP addresses, this is considered a major flaw.
- Periodic broadcasts of the full routing table will consume a large amount of bandwidth.
- RIP converges slower than OSPF.
- RIP has no concept of network delays and link costs. Routing decisions are based on hop counts. The path with the lowest hop count to the destination is always preferred even if the longer path has a better aggregate link bandwidth and slower delays
- Some enhancements were introduced in a new version of RIP called RIP2 which addresses the issues of VLSM, authentication and multicast routing updates but still retains the limitations of hop counts and slow convergence which are essential in large networks.

OSPF, on the other hand, addresses most of the issues discussed above:

- With OSPF, there is no hop count.
- The intelligent use of VLSM is very useful in IP address allocation.
- OSPF uses IP multicast to send link-state updates. This ensures less processing on routers that are not listening to OSPF packets.
- OSPF has better convergence than RIP. This is because routing changes are propagated instantaneously and not periodically.
- OSPF allows for better load balancing based on the actual cost of the link. Link delays are a major factor in deciding where to send routing updates

This of course would lead to more complexity in configuring and troubleshooting OSPF networks. Administrators used to the simplicity of RIP will be challenged by the large amount of new information they will have to master in order to run OSPF networks. In addition, there will be increased CPU utilization and more overhead in memory allocation. Some routers running RIP may well have to be upgraded to handle the increased overhead generated by OSPF.

This page left intentionally blank.



11

Chapter 11 - Network Operating Center (NOC)



Email Services

Electronic mail (email) is the term given to an electronic message, usually a form of simple text message, which a user types at a computer system and is transmitted over some form of computer network to another user, who can read it.

Email has become one of the driving forces behind connecting businesses to the Internet. It offers fast, economical transfer of messages anywhere in the world. As local telephone calls are free in most parts of the US, messages destined to long-distance destinations become effectively free to send. Outside of the US, local calls tend to be chargeable, therefore the email system can reduce the telephone bill considerably.

Email client

An email client is an application that is used to read, write and send email. In simple terms it is the user interface to the email system.

The client usually consists of a combination of a simple text editor, address book, filing cabinet and communications module.

The ability to allow files or documents to be attached to the message is also available. For example a diagram or schematic could be attached to an email message, offering the recipient the chance to see a project's progress, and comment on it with a reply.

The address book allows the users to store commonly used email addresses in an easy to get at format, reducing the chance of addressing errors.

The filing cabinet allows for the storage of email messages, both sent and received, and usually gives some form of search function, allowing the easy retrieval of a desired message.

Mail server

A mail server is an application that receives email from email clients or other mail servers. It is the workhorse of the email system.

A mail server usually consists of a storage area, a set of user definable rules, a list of users and a series of communication modules.

The storage area is where mail is stored for local users, and where messages that are in transit to another destination are temporarily stored. It usually takes the form of a simple database of information.

The user defined rules determine how the mail server should react when determining the destination of a specific message, or possibly react to the sender of the message. For example: specific email addresses can be barred, or certain users can be restricted to only sending messages within the company.

The list of users is a database of user accounts that the mail server recognizes and will deal with locally.

Web Caching

A Web cache sits between Web servers (or origin servers) and a client or many clients, and watches requests for HTML pages, images and files (collectively known as objects) come by, saving a copy for itself. Then, if there is another request for the same object, it will use the copy that it has, instead of asking the origin server for it again.

There are two main reasons that Web caches are used:

- To reduce latency - Because the request is satisfied from the cache (which is closer to the client) instead of the origin server, it takes less time for the client to get the object and display it. This makes Web sites seem more responsive.
- To reduce traffic - Because each object is only gotten from the server once, it reduces the amount of bandwidth used by a client. This saves money if the client is paying by traffic, and keeps their bandwidth requirements lower and more manageable.

Browser Caches

If you examine the preferences dialog of any modern browser (like Internet Explorer or Netscape), you'll probably notice a 'cache' setting. This lets you set aside a section of your computer's hard disk to store objects that you've seen, just for you. The browser cache works according to fairly simple rules. It will check to make sure that the objects are fresh, usually once a session (that is, the once in the current invocation of the browser).

This cache is useful when a client hits the 'back' button to go to a page they've already seen. In addition, if you use the same navigation images throughout your site, they'll be served from the browser cache almost instantaneously.

Proxy Caches

Web proxy caches work on the same principle, but on a much larger scale. Proxies serve hundreds or thousands of users in the same way; large corporations and ISP's often set them up on their firewalls.

Because proxy caches usually have a large number of users behind them, they are very effective at reducing latency and traffic.

RADIUS

RADIUS Server is an industry-leading AAA server designed to meet the authentication, authorization, accounting (AAA) and service delivery requirements of carriers and Internet Service Providers. It enables Services Providers to centrally manage authentication, authorization, and accounting for all retail and wholesale customers. It frees up the Service Provider's resources from the task of custom developing their own RADIUS server solutions, and meets the performance and scalability requirements to handle large Service Providers, as well as providing the functionality required to support entry into outsourced / managed services, and enhanced retail services.

RADIUS Server is also fully RFC defined in RFCs 2865 and 2866.

IP Address Assignments

Several alternative architectures for IP address assignment are available:

Static IP addressing

Static IP addressing requires hard-wiring to each PC configuration, the architecture is expensive to install and nearly impossible to change. Nevertheless, for commercial customers who need, and can pay for, a fixed, fast pipe to the Internet such (e.g. - a web server), this may be an excellent choice. Service providers should be aware, however, that growth options, value-added services, and revenue opportunities with this architecture are limited.

DHCP

DHCP relies on DHCP servers that automatically assign IP addresses and configure PCs accessing the network transparently to end-users. DHCP enables network changes to be made centrally but, like static IP addresses, still suffers from an inability to authenticate end-users and therefore to support a fee-for-service business paradigm unless proprietary and complex software is added. DHCP also lacks the ability to support multiple network selections.

Since there are no standard interfaces between the DHCP server, the RADIUS authentication server, the broadband access server (BRAS), and the billing server, maintenance and administrative challenges arises.

PPP

PPP is the most proven architecture, having worked well in the dial-up arena for over a decade. a password/ID handshake before network access is granted, supports the authentication required to track usage and bill for service accordingly. The architecture incorporates the standard RADIUS protocols already at the heart of virtually all customers provisioning and billing systems. As a result, no changes are required to proven back-end systems when adding broadband services. In other words, PPP empowers ISPs to grow existing investments while creating the new broadband services required differentiating themselves and increasing revenues.

PPP can run over ATM (PPPoA) or Ethernet (PPPoE) infrastructure. The key benefit of PPPoA is its end-to-end Quality of Service guarantees.. However, this approach requires an ATM connection in the subscriber PC that adds cost and increases deployment complexity.

PPPoE also supports Quality of Service features and is much simpler to implement. The most significant issue voiced against PPPoE as the ideal architecture for broadband services is that it requires third-party client software.

Contrary to the negative perception of client access software, it is actually one of PPPoE's strengths because it allows service providers to brand and control their service (and thus efficiently deliver consistent services) in a way that otherwise would not be possible. Well-designed third-party PPPoE access software--as compared to the basic PPP drivers bundled with operating systems and used for PPPoA--can provide operational benefits to the subscriber and the service provider. Chiefs among these are network management and diagnostic capabilities that can identify problems and automatically offer resolutions, thus dramatically reduce the cost and time it takes to the help-desk resolve customers' problems.

L2TP

L2TP is an extension of the Point-to-Point Tunneling Protocol (PPTP) that has emerged as a key technology in the construction of Virtual Private Networks. Commonly used by service providers to enable VPNs,

L2TP extends the PPP business model by allowing the L2 and PPP endpoints to reside on different interconnected devices. Like PPPoE, L2TP enables a host of network management features such as automated IP configuration, user authentication and integration with widely used back-end systems. Unlike PPPoE, L2TP requires a base IP configuration. One benefit of L2TP over PPPoE is its ability to be deployed over routed networks. Such an arrangement enables providers to better manage their infrastructure and offer a greater degree of subscriber service customization.

NAT

IP address translation is a relatively new technology. The first papers on the subject were written in the early 90s. NAT was introduced as a short-term solution for the address space problem and a complementary technology to CIDR. To understand why the NAT idea was born we have to look back at the situation at the beginning of the decade and some technologies that have been introduced in order to solve the most pressing problems of those years, IP address depletion and scaling in routing. There are three approaches: CIDR, private IPs and NAT.

CIDR served as a short term solution for the routing table problem, and therefore also for the problem of address depletion, because now the many class C networks were available for use. To further ease the situation with IP addresses address space was reserved for pure internal use, simultaneously IPs were only given away for those who wanted to connect computers to the Internet.

As an additional measure some people proposed to reuse IP addresses. The idea was that only a small percentage of hosts communicated across network boundaries at a time, so only those hosts would need a globally unique IP. Of course you can't change the system's IP each time your computer wants to establish a connection with another computer outside your network, so it was proposed to let a special device, a so called NAT-router, assign a global IP to a connection dynamically. Since the process should be transparent for both end systems, assigning an IP meant to exchange the local IP numbers in the IP packets with the global IPs. That means you only need a relatively small number of global IPs and only that many hosts can communicate across the borders of your network simultaneously.

Disadvantages are that your hosts are not reachable from the outside (which may also be an advantage), that the number of simultaneous connections is limited or that the process might not be completely transparent due to the fact that there are protocols like FTP, that transmit their IP to the other host.

A special form of this approach to NAT is to have just one official address and to use just this address for all communication. To allow more than one host to communicate at a time not just the IP, but also the TCP port numbers are replaced, using a different port number for each connection. The number of simultaneous connections is limited only by the number of ports available for the outgoing connections..

All the above ideas have been developed as short-term solutions to overcome the most pressing problems caused by the growth of the Internet. They are all meant to be abandoned as soon as the new Internet transport protocol, IPv6, is available and the migration to it has been finished. However, some of the ideas should survive longer. CIDR can be found in IPv6 in a similar form, since it is obvious anyway. Private addresses may be useful under certain circumstances even in the future, e.g. it is not always possible or even desirable to ask a central organization for address space, even if there is enough, possibly because you need it now and for purely internal use. IP address translation can do much more than what its inventors intended it to do, as is illustrated below.

Firewalls

A firewall is a system or group of systems that enforces an access control policy between two networks. The actual means by which this is accomplished varies widely, but in principle, the firewall can be thought of as a pair of mechanisms: one that exists to block traffic, and the other that exists to permit traffic. Some firewalls place a greater emphasis on blocking traffic, while others emphasize permitting traffic. Probably the most important thing to recognize about a firewall is that it implements an access control policy. If you don't have a good idea of what kind of access you want to allow or to deny, a firewall really won't help you. It's also important to recognize that the firewall's configuration, because it is a mechanism for enforcing policy, imposes its policy on everything behind it. Administrators for firewalls managing the connectivity for a large number of hosts therefore have a heavy responsibility.

Generally, firewalls are configured to protect against unauthenticated interactive logins from the "outside" world. This, more than anything, helps prevent vandals from logging into machines on your network. More elaborate firewalls block traffic from the outside to the inside, but permit users on the inside to communicate freely with the outside. The firewall can protect you against any type of network-borne attack if you unplug it.

Conceptually, there are two types of firewalls:

Network layer Firewalls

These generally make their decisions based on the source, destination addresses and ports in individual IP packets. A simple router is the "traditional" network layer firewall, since it is not able to make particularly sophisticated decisions about what a packet is actually talking to or where it actually came from. Modern network layer firewalls have become increasingly sophisticated, and now maintain internal information about the state of connections passing through them, the contents of some of the data streams, and so on. One thing that's an important distinction about many network layer firewalls is that they route traffic directly through them, so to use one you either need to have a validly assigned IP address block or to use a "private internet" address block. Network layer firewalls tend to be very fast and tend to be very transparent to users.

Application layer Firewalls

These generally are hosts running proxy servers, which permit no traffic directly between networks, and which perform elaborate logging and auditing of traffic passing through them. Since the proxy applications are software components running on the firewall, it is a good place to do lots of logging and access control. Application layer firewalls can be used as network address translators, since traffic goes in one "side" and out the other, after having passed through an application that effectively masks the origin of the initiating connection. Having an application in the way in some cases may impact performance and may make the firewall less transparent. Early application layer firewalls such as those built using the TIS firewall toolkit, are not particularly transparent to end users and may require some training. Modern application layer firewalls are often fully transparent. Application layer firewalls tend to provide more detailed audit reports and tend to enforce more conservative security models than network layer firewalls.

This page left intentionally blank.



12

Chapter 12 - RF Network Planning



Creating the Data Base - Business Intelligence

The Data Base of the operator should be treated as a crucial asset throughout the life cycle of the project. It should include all the raw information that will allow the operator to create a business plan, to derive the technical requirements and characteristics of the products and to efficiently deploy the chosen system. In this chapter we will review the main parameters required before starting the RF Network Planning.

Geographical Information and Coverage Area

The area to be covered by the Wireless Network should be meticulously defined, taking into account all the potential customers in the network during the first years of operation, The Network will be built according to the current area to be covered but understanding future expansion will help to optimize the planning.

Geographical data includes maps (2D or 3D), building contour/streets maps etc. The map quality (typically measured by the map's resolution) is selected according to the frequency band used, coverage area topology (hilly vs. flat areas, suburban vs. build-up areas) and map availability.

Although small scale analysis of the RF Network can be performed using simple techniques and tools, it is highly recommended to use computerized and professional RF Network Planning Simulators for medium to larger scale networks (more than a few cells).

Customers Density and Customers Type

The next step after understanding the Coverage area is to gather information on the types of customers to be served and their distribution in the area to be covered.

For example, if the operator decides to approach the residential market only, the average customers per square km should be investigated. It is also important to differentiate between the average density and the actual density, since these two numbers may vary. In cases where the difference between average and actual densities is more than 20 %, it is

recommended to perform different analysis for the different parts of the project.

Capacity Calculation

After classifying the customer types and density the capacity required per sector should be defined. This will be done using two different models and choosing the result that gives the higher number of cells. The models, described in [Basic Coverage Simulation](#) on page 12-5, are Coverage Model and Capacity Model.

The capacity should be calculated by multiplying the average capacity requirement per customer by the number of customers of the same type per square km. If there are more than one type of customer, we should sum the results for all customer types.

It is important to take into account over subscription rate when calculating the overall required capacity. If for example it was decided to provide services with an over subscription rate of 5, it means that the total number of subscribes per square km, multiplied by the capacity requirement per customer, should be divided by 5.

Frequency and Regulatory Limitations

The network engineers should get a definition of the frequency band available for planning from the regulative authority. This includes the band limitations such as maximum transmit power and, when applicable, frequencies used by neighboring or collocated networks and guard bands required to ensure that there are no interference to/from other networks.

Available products and capabilities

Due to the fact that the network planning process is highly dependent on the technology used and RF parameters (sensitivity, required C/I, adjacent channel attenuation, modulation schemes, frequency bands etc) the network planner should collect all the information referring to the equipment's capabilities and installation procedures.

RF Network Planning

Radio planning has a major impact on two of the most important network performance parameters: Cost and Quality. Efficient frequency planning allows the use of more frequencies per cell and therefore enables decreasing the total number of cells required. In addition, efficient frequency planning minimizes the uplink and downlink interference, thus improving the network quality of service.

Frequency planning is relatively simple when it is done considering a symmetrical flat area model. In this case, traditional frequency reuse patterns provide a straightforward approach to manual frequency allocation process. Real life scenarios are non symmetrical by nature, and to that one should add the impact of the propagation irregularities typical to built up areas.

The RF Network Planning is a method, which saves money and effort by decreasing significantly:

- Errors during network deployments ('Trial and Error').
- Installation cost, by calculating best sites location and adequate number of sites required for a given capacity demand.

On the other hand, proper RF Network Planning maximizes the network utilization by an efficient use of frequency bands, and derived from that, maximizes the network capacity.

There are 3 main stages that assure an efficient and quick RF Network Planning:

1. **Basic coverage simulation stage** - used to produce a basic coverage plan in order to assist the Network Planner in ranking the potential sites using either Capacity or Coverage methodology.
2. **Site acquisition and site survey** – after having a general idea of the preferred sites in this stage we acquire them and perform a thorough site survey.
3. **RF simulation stage** - is performed based on the data gathered, concerning the acquired sites, and the projected customers

Basic Coverage Simulation

This stage is used to produce a basic coverage plan, although it is highly recommended to use a Simulator adapted for Cellular Planning. In a small scale project a limited number of calculations can be performed in order to have an idea of the number of cells required using either the coverage model or the capacity model.

The basic formula for Number of Cells required for covering a specific area:

$$\text{No. of Cells} = [\text{Size of area (Km}^2) / \pi * r^2] * I * DF$$

Where r is the cell radius and I is the Inefficiency factor of tessellating cells.

DF is the Deployment Factor, meaning the percentage of the area that we want to cover at the beginning.

The basic formula for the Number of Cells required for providing the required capacity:

$$\text{No. of Cells} = (\text{Required Capacity}) / (\text{Capacity per Cell})$$

Capacity per Cell is calculated by multiplying the number of sectors per cell by the capacity per sector. The Required Capacity is calculated as explained in [Capacity Calculation](#) on page 12-3. Usually at the beginning the coverage model is preferred since we don't have a large number of customers. In later stages the capacity model will be more suitable.

Site Acquisition and Site Survey

Once the possible sites have been selected, they should be checked visually to assess the kind of line of sight existing, the possible mechanical construction required, the required power supply and air conditioning and even if some kind of security procedure will be required. After verifying the feasibility of all these issues it is time to begin negotiation with the site owner.

Site Acquisition is not a simple task. Usually, meeting the project milestones is highly dependent upon the performance of this "trivial" task. There is no clear way to start the negotiations and to finalize it in a short time and without too many expenses. One approach may be to identify organizations owning several adequate sites in order to avoid prolonged negotiations for each single site.

Once the sites were chosen, a thorough site survey should be performed in order to identify in details all possible interferers and constraints of the new positions. Of course a preliminary study should be done before acquiring them, but due to the large number of options at the beginning it will be more efficient to perform the thorough study after knowing for sure what are the chosen sites.

This Site survey should include the following steps:

1. Identify RF path obstacles to the coverage area.
2. Perform some tests in order to establish the most suitable location and height of the antennas.
3. Identify the best place on the rooftop and/or indoors for the Base Station equipment.

RF Simulation Stage

At this stage we perform all the technical simulations using solid information about the sites, the system and, the limitations imposed by local regulation and other existing networks.

This stage includes two main topics: Link Budget Analysis and Network Planning Analysis.

Link Budget and Received Signal Strength Simulation

The received signal strength simulation is using actually a simple link budget calculation. The link budget calculation allows us to evaluate the bit error rate probability generated by system receiver as a function of input power and thermal noise.

The link budget can be viewed as a balance sheet of gains and losses, some deterministic and other with a stochastic nature.

By examining the link budget, one can learn many things about the overall network design and expected performance. For fixed wireless systems, the link budget is the key for calculating the coverage provided by the system. In this case the calculation should take into account the power transmitted, the antennas gain, path loss, system losses and rain attenuation.

The basic link budget formula, presented below, calculates the excess power (Available Margin) over the minimal required input power level called receiver sensitivity:

$$S_P = P_T + G_B + G_T - P_L - R_A - L_S - FM - \text{Sensitivity}$$

Where

S_P - Spare (Available margin) over sensitivity

P_T - Transmitted power

G_B - Base station antenna gain

G_T - Subscriber unit antenna gain

P_L - Path loss – using a chosen propagation model

FM - Fade Margin (as required for QoS)

R_A - Rain attenuation

L_S - System losses – cables attenuation, Implementation losses, antenna Gain Reduction.

RF Network Planning Analysis

At this stage we mainly analyze the Carrier to Interference of the system in Uplink and Downlink directions and affiliate the customers of the project using different affiliation methods.

At the end of this paragraph we will review two techniques that may help to optimize the cell range and interferences to adjacent cells, the BS Antenna Tilt and the Sector Output Power.

Carrier to Interference simulation

C/I, - Carrier to Interference ratio simulation is a measure for evaluating signal quality before detection by modem. There are two evaluation methods: C/I simulation takes into consideration the total interferences caused by other interferer (sites / customer equipment, adjacent channels). C/I+N also takes into account thermal noise.

C/I simulation for Down- link

C/I Down-Link is the ratio between the signal that terminals receives from the selected Base Station radio and the accumulative signals from all other (interfering) sites radios. C/I is the key factor in planning for urban and suburban scenarios. It is defined by the following equation:

$$C/I = \frac{C_r}{\sum_{j \neq r} C_j}$$

Where C_r is the signal level from the reference transmitter and C_j is the signal level from all the others transmitter.

Figure 12-1 depicts a typical scenario. One reference terminal with RSS of -70 dBm and two interferers with RSS level of -90 dBm at the subscriber radio. The C/I level is the ratio between the C_r level and the sum of the two C_j .

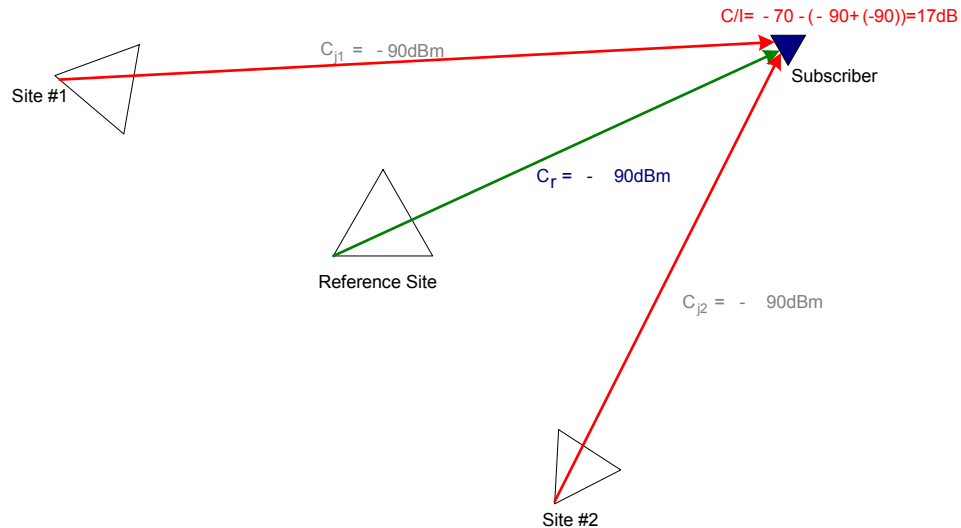


Figure 12-1: Down-Link C/I

Note that this is a conservative method since it assumes coherent addition of the two signals.

C/I simulation for Up-Link

C/I Up-link is the ratio between the Up link power of the reference terminal at its reference Base and the calculated level of interference caused by other terminals.

C/I uplink calculation is more complicated than the C/I downlink since from each sector at a given instance only one customer will create interference and therefore the level of interference will vary.

Figure 12-2 provides an example. The customer marked in 'R' is our reference customer. Its' level of C/I is the ratio, measured at its reference site, of its level and that of one of the customers belonging to the adjacent site (marked 1 to 4). Since at each sector only one customer is using the frequency at a given time.

The worst-case scenario is when interference is caused by customer 1. In this case the interference level is -90 dBm and the C/I level is $-70 - (-90) = 20$ dB.

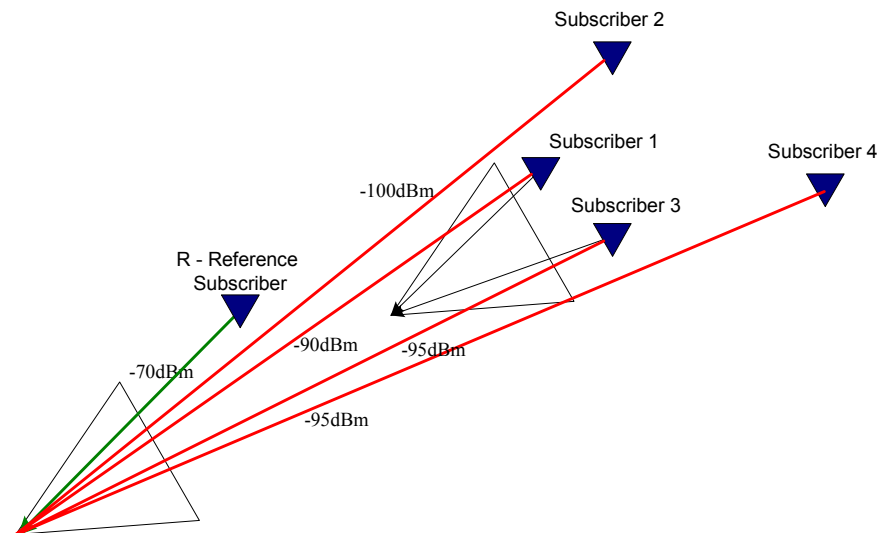


Figure 12-2: Up-Link C/I

The best-case scenario is when the interference is caused by the weakest interfering customer (customer 2). The C/I uplink will be $-70 - (-100) = 30\text{dB}$

Other levels of C/I level can be expected to be around 25dB caused by customer 3 or 4.

Note that the C/I uplink is dependent on the power control mechanism of the terminal. The power control mechanism of the Alvarion systems will reduce the transmit power of the reference cell to such level that the RSS will be -76dBm . In this case, if the level that the other customers are receiving at their site is below that level, a lower value of C/I uplink will be measured.

Customers Allocation to Sites

A basic definition for allocating all customers to a certain site and sector should be determined in the planning process. This is done according to one of the connection rules such as Nearest Site, Best RSS, Best C/I and Best C/(I+N).

Determining customers connectivity

A major difference between fixed and mobile wireless network is that in fixed wireless networks the customer unit is connected to one reference site via a fixed directional antenna. The main drawbacks are the loss of flexibility in the installation phase, the complexity of the update phase and the inability to build a capacity balance process.

The fixed connectivity and the directional antenna's main advantage are in the potential for enhancing the network capacity. Interference reduction through the use of narrow customer antenna and educated installation processes yields network capacity that is about ten-fold better than a mobile network with the same RF and interference rejection parameters. Consequently, the connectivity type selection is an important phase in the network planning process. This process, in addition to the DTM (Data Terrain Map), has the dominant impact on the cell topology.

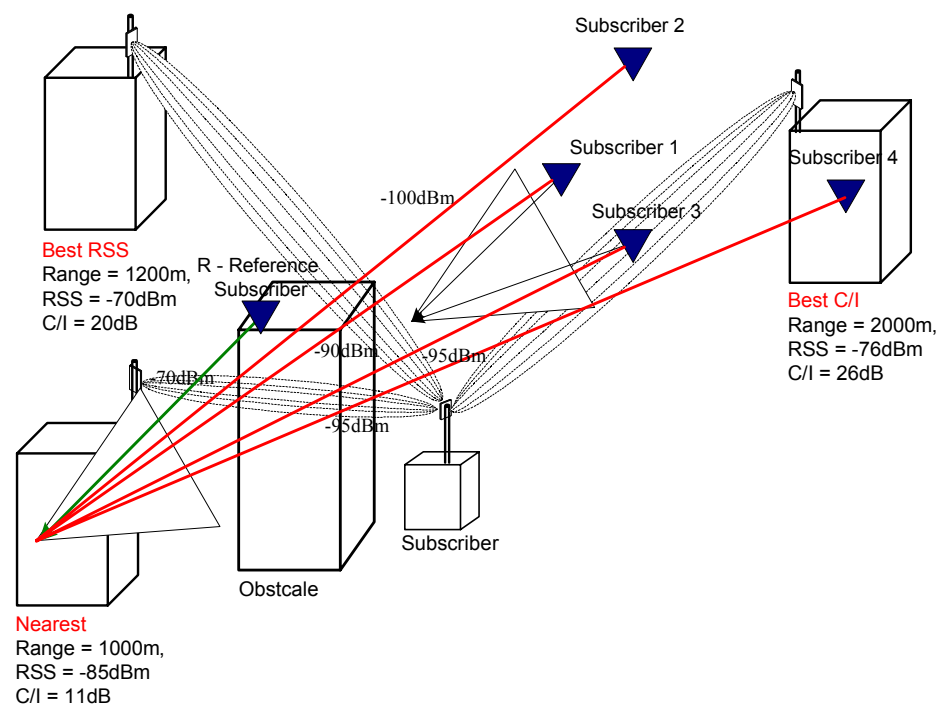


Figure 12-3: Customers' Connectivity Dilemma

The following list describes typical connectivity methods.

- Nearest site connectivity** - In this method the customer is affiliated to the nearest sector/transmitter. This connectivity method results in symmetrical cell structure. The main disadvantage is that it does not take into account the real propagation environment and interferences.

- Best RSS** - Best RSS is the most natural and recommended connectivity method for FDMA/TDMA/FH technologies. Each customer is affiliated to the site/sector that provides the highest signal level. The following figure depicts customer connectivity calculated in a European city using a high-resolution 3D city model. The best RSS is shown by the customer colors while the polygons describe nearest site connectivity.

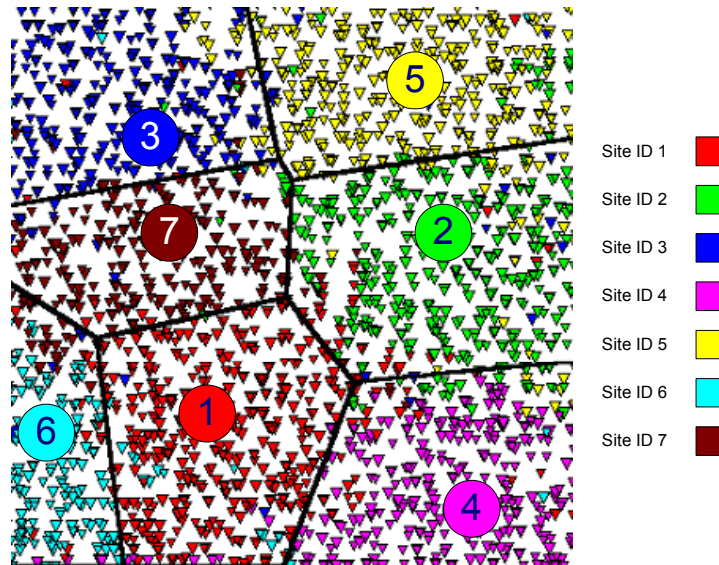


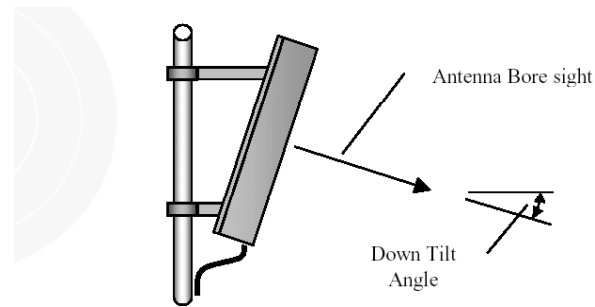
Figure 12-4: Best RSS - customers' connectivity

- Best C/I** - This method has the advantage of having directional antennas at the customer unit and affiliating the customer to the sector, which once connected to, will cause minimum interference. This affiliation process provides the best capacity performance compared to all other process especially in urban areas. However, it can create a highly non-regulated site structure.
- Best C/(I+N)** - In this affiliation method, we use the $C/(I+N)$ as the decision rule for customer connectivity. It is the recommended connectivity rule for DS-CDMA technology.

Base Station Antenna Tilt

An additional important method that may improve the link quality of the network is the BS Antenna tilt. This action can reduce the cell range and avoid interferences to adjacent cells, thus improving the quality of services to the subscribers inside the cell range.

The method of computing the BS Antenna tilt is shown in Figure 12-5.



$$\text{TiltDownAngle} = \text{Arctg}\left(\frac{\text{HieghtDifference}}{\text{Dis tance}}\right) + \frac{\text{AntVerBW}}{2}$$

Figure 12-5: BS Antenna Tilt

Base Station Transmitter Power

Reducing the Base Station transmitter power can be used to reduce interference. It can be efficient in a scenario where a single dominant site creates interference to many other cells or in highly populated areas. In this case reduction of the BS transmit power could decrease the level of interference to other sites. This option should be used when other options (like reducing the antenna's height or down tilting the antenna) are not feasible or are insufficient.

Similarly to C/I driven tilting, a good practice is to provide the planning without base power adjustments and use the down tilt as a source to performance slack left to the deployment phase.

Changes of single sector (or single radio) transmit power are not recommended. Small changes will have no affect on C/I and major changes will change the intra-site interference level, thus reducing the effective cell capacity and future flexibility.

Design Acceptance and Approval

It must be emphasized that the quality of planning is not determined by its coherence to a given set of design rules. The only methodology to check the quality of the planning is by straightforward calculation of the RF parameter for a given network structure: coverage and interference.

Results calibration process

It is important to note that simulation accuracy can be improved per deployment by a process called simulation calibration. In this process a certain number of RSSI values are taken in the actual deployment area, while simulating the future deployment configuration as closely as possible. Linear regression is used to calculate error-reducing coefficients in the future prediction of the RSSI in this specific (and similar) propagation environment.



13

Chapter 13 - Deployment Guidelines



Pre-Deployment Checklist

Prior to starting actual installation of equipment, verify that all prerequisites are met:

- Appropriate Base Station sites have been selected according to the RF Network Planning and the required contracts with the site's owner have been concluded.
- All required licenses and permits from the applicable government agencies, city authorities and other relevant bodies are in place. This include issues such radio frequencies (for unlicensed bands), radio equipment type approval, installation of radio equipment in designated areas, provisioning of services etc.
- Planning of the backbone interconnecting all base station sites and Point of Presence has been completed, including the connection to a higher-tier provider and conclusion of an appropriate contractual agreement with this provider. You may require enough bandwidth from your provider that a fiber optic connection to your provider's network is required, where the most effective PoP is normally close to your service provider.
- Employees and subcontractors (if applicable) have been properly trained:
 - Network Administrators and System Administrators must have a proper technical background in both wired and wireless networks. These individuals should be certified in working with TCP/IP, Network Management, Network Security, Network Infrastructure, and Billing Software. They should also be certified as Alvarion Wireless Network Engineers.
 - RF Technicians must have a thorough understanding of RF Propagation, Wireless Communications, Access, and Protocols.
 - Installers of wireless equipment (internal or contractors) must be certified by Alvarion as Certified Installers of Wireless Systems. This includes a thorough knowledge of the following topics: RF Propagation, Wireless Communications, Access Systems and Protocols, Installation of Alvarion Equipment; including radios, antennas, isolation, cabling.
 - Some local radio regulatory agencies such as the FCC require that professional installers of wireless systems, mainly antenna systems, be certified in the installation of these antennas. Being

certified as an Alvarion Certified Wireless Network Engineer meets this requirement.

- Sales personnel should have a basic understanding of Wireless Communications, and in-depth understanding of Alvarion Products and Features.
- Technical Support Staff personnel should be thoroughly knowledgeable in the following topics: Network Management, Network Configurations and Troubleshooting, relevant Products and Features, Installation, RF Propagation, Wireless Access Systems, Protocols, and Communications. In addition, they should be certified as Alvarion Wireless Network Engineers.
- Only experienced installation professionals should install outdoor equipment and antennas and the structures on which they are mounted. These installers must be familiar with local building and safety codes and, wherever applicable, are licensed by the appropriate government regulatory authorities.
- All applicable risks, including potential damages to customers and third parties, should be covered by appropriate insurances.

PoP Installation Guidelines

- Mount and configure all equipment properly.
- Use proper racks or cabinets to mount all equipment.
- Run all cabling in adequate cable ducts - maintain minimum bending radius where necessary for data and fiber optical cables.
- Provide adequate air-conditioning and ventilation.
- Provide adequate Un-interruptible Power Source (UPS) for the equipment.
- Provide adequate grounding as per equipment manufacturer recommendations – use the most stringent specification as your minimum standard.
- Provide adequate physical security against intrusion and other potential physical damages.

Base Station Installation Guidelines

- All pole-mountable equipment and antenna should be installed on appropriate poles/towers. The structure and installation of the pole/tower should take into account the weight/size of the equipment mounted on it, including the effect of expected wind loads.
- The minimum recommended separation distance between two antennas serving adjacent sectors is 2 m. The minimum recommended separation distance between two back-to-back antennas serving opposite sectors is 5 m.
- The higher the antenna, the better the achievable link quality.
- When selecting locations for equipment, take into account the need for easy access for installation, testing and servicing.
- Cables' length, particularly RF and IF cables, should be as short as possible. Higher RF and IF cables' length may necessitate the use higher quality coaxial cables, which are much more expensive and are more difficult to handle.
- Indoor equipment should be installed in proper racks or cabinets. An adequate power source must be available. Provide adequate air-conditioning and ventilation.
- Run all cabling in adequate cable ducts - maintain minimum bending radius where necessary for data and fiber optical cables.
- Provide adequate grounding and lightning protection as per equipment manufacturer recommendations – use the most stringent specification as your minimum standard.
- Provide adequate physical security against intrusion and other potential physical damages.

CPE Selection Guidelines

- Choose the correct CPE type for your capacity and functionality requirements.
- Choose the correct CPE type for your range requirements. The following rules of thumb are for situations with a clear line of sight between the CPE antenna and the Base Station:
 - Indoor units with indoor antennas can typically be used in sites up to 1km from the Base Station.

- Indoor unit with mid-gain wall-mounted antenna can typically be used sites up to 3 km from the Base Station.
- In most situations, a roof-mounted radio unit and antenna are required in sites located at a distance of more than 3 km from the Base Station.

CPE Installation Guidelines

- All pole-mountable equipment and antenna should be installed on appropriate poles. The structure and installation of the pole should take into account the weight/size of the equipment mounted on it, including the effect of expected wind loads.
- The higher the antenna, the better the achievable link quality.
- When selecting locations for equipment, take into account the need for easy access for installation, testing and servicing.
- Cables' length, particularly RF and IF cables, should be as short as possible. Higher RF and IF cables' length may necessitate the use higher quality coaxial cables, which are much more expensive and are more difficult to handle.
- The location of the indoor equipment should take into account availability of mains power outlet and the location of the subscriber's data equipment.
- Run all cabling in adequate cable ducts - maintain minimum bending radius where necessary for data and fiber optical cables.
- Provide adequate grounding and lightning protection as per equipment manufacturer recommendations – use the most stringent specification as your minimum standard.

This page left intentionally blank.



14

Chapter 14 - MDU/MTU Solutions



The MDU/MTU Market

The Multi-Dwelling Unit/Multi-Tenant Unit market is divided into three major segments, all of which are referred to by the general term MDUs for the purposes of this section:

Residential MDUs

Residential MDUs make up the largest segment in the MDU market. This segment includes multi-dwelling buildings from the size of skyscrapers to garden-style complexes.

Commercial MTUs

The second-largest segment in the MDU/MTU market, Commercial MTUs includes business buildings, commercial/industrial campuses, office complexes and malls. Broadband service providers have bypassed this segment of the market in favor of more densely populated office properties, which has left many businesses in industrial parks with limited technology options.

Hospitality segment

The Hospitality segment consists mainly of hotels serving business travelers. These travelers rely heavily on access to the Internet and demand fast Internet access and secure VPNs. Hotels with old-fashioned access systems based only on phone lines and dialup service may lose business travelers who often find it hard to communicate with their Service Providers on the road.

The Architecture of an MDU/MTU Solution

The MDU solution may be divided into three subsystems as described in Figure 14-1:

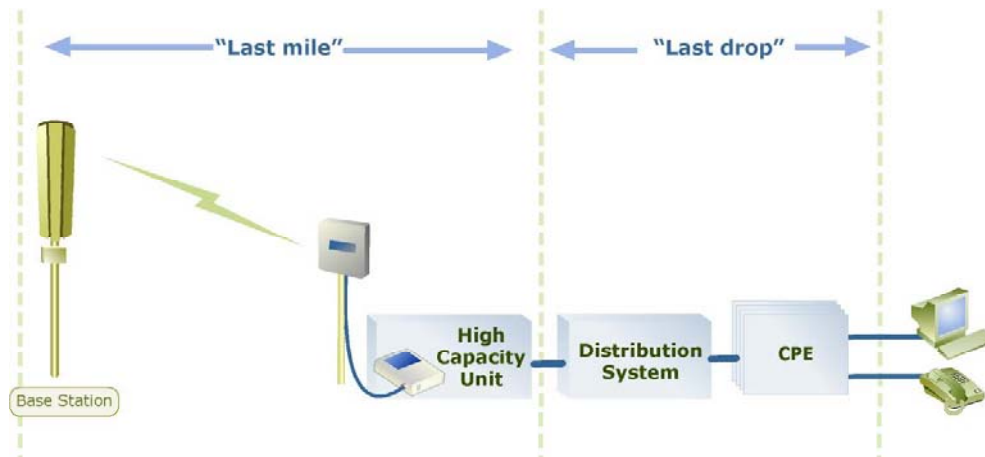


Figure 14-1: MDU Solution architecture

High Capacity Unit

The MDU solution requires a single connection to the service provider using a high capacity unit shared by all the tenants or businesses in the MDU. This subsystem is based on a wireless CPE such as BreezeACCESS SU, BreezeACCESS OFDM SU, WALKair1000 TS or WALKair3000 TS acting as the high capacity unit.

Distribution System

The distribution system is a LAN created within the MDU premises by the service provider. It serves as the infrastructure connecting the end users CPE (Customer Premises Equipment) to the high capacity unit.

This subsystem is based on wireless technology, Ethernet category 5 cabling or existing copper infrastructure upgraded using DSL. The Distribution System should be located within the premises of the MDU.

Customer Premises Equipment (CPE)

The final subsystem consists of CPEs (residential gateways, DSL modems) that allows users to connect POTS telephones and PCs to the network.

Using CAT5 Cabling

In this scenario a deployment of new wiring infrastructure to each residential unit or office is required, in case it doesn't already exist. The cables should be Cat 5 compatible and contain four shielded twisted wires pairs.

Distribution of Data Applications

A wireless CPE (BreezeACCESS SU, BreezeACCESS OFDM SU or WALKair1000 TS) is installed on the rooftop provides a high-speed voice and data connection to the building. An Ethernet switch (layer 2 switch) is connected to the SU and is responsible for distributing data services to each tenant or office via 10/100 BaseT ports using Cat5 cables.

Security and privacy

Since all users share common network resources, protecting the privacy of each subscriber's data becomes a highly crucial issue in the MDU/MTU application. The Ethernet switch can handle the security problem in two different ways:

VLAN separation – A different VLAN (Virtual LAN) is defined per each tenant using an Ethernet switch that supports the IEEE 802.1Q standard. Each VLAN act as a closed and secured network, which is protected from intrusions of users from other VLANs. Broadcasted messages always remain within the VLAN and cannot be seen by users in other VLANs.

This security feature is most common and implemented in numerous Ethernet switches, such as the Catalyst 2900 series of Cisco, the SuperStack 3300 family of 3COM, the Cajun P330 of Avaya and the BayStack350 of Nortel.

Port filtering – In case the operator is not willing to assign a VLAN to each subscriber an alternative feature exists in some switches, such as Cisco Catalyst 2900 series. This enhanced security feature enables transmitting traffic from the users in the upstream direction only, thus preventing a subscriber from accessing the database of another subscriber in the building, although no VLAN separation is used.

CAT5 Implementation for Voice and Data

The Cat5 wiring supports the distribution of voice and data services over a single cable (using different twisted pairs). Each Cat5 cable consists of 4 twisted wires pairs, out of which two are utilized for transmitting the Ethernet data to each tenant. The two remaining pairs can be used either for connecting a second PC in the same apartment/office or for providing VoIP services for up to 2 POTS (one pair per each phone line). In each apartment/office the PC and the POTS connect to the Cat5 cable via a simple connection box.

All the cables in the building are concentrated to a patch panel installed in the central wiring closet to which the voice and data equipments are connected.

Refer to Figure 14-2 for schematic description of a wiring deployment of voice and data end-user:

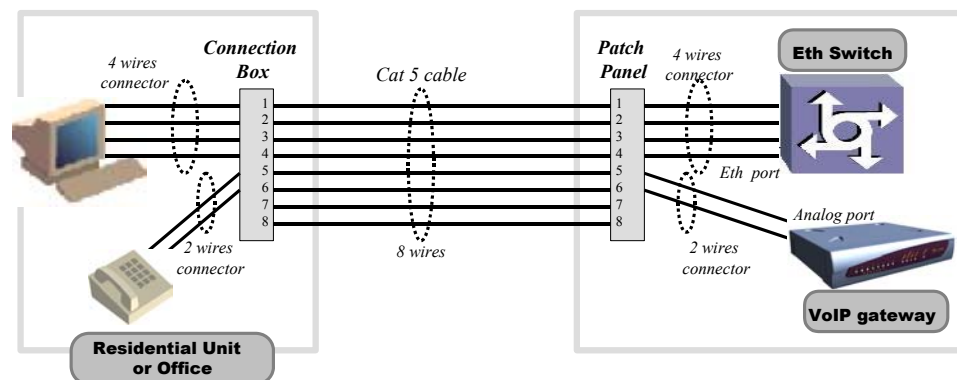


Figure 14-2: MDU Wiring Deployment of Voice and Data End-user

VoIP Services

The VoIP is distributed to the tenants by a VoIP residential gateway (RGW), which is connected to the Ethernet switch via 10/100 BaseT interface and to the subscriber's POTS via analog interfaces. The analog voice signals are converted by the RGW to VoIP signals and transmitted over the wireless network via the SU. A central VoIP gatekeeper, installed in the operator's NOC or PoP, provides call-control services for VoIP endpoints, such as address translation and bandwidth management. A connection to PSTN is provided by a central VoIP gateway, also installed in the NOC/PoP, enabling the VoIP subscribers in the MDU to communicate with external telephony network users.

Refer to Figure 14-3 for a schematic description of a solution combining voice and data.

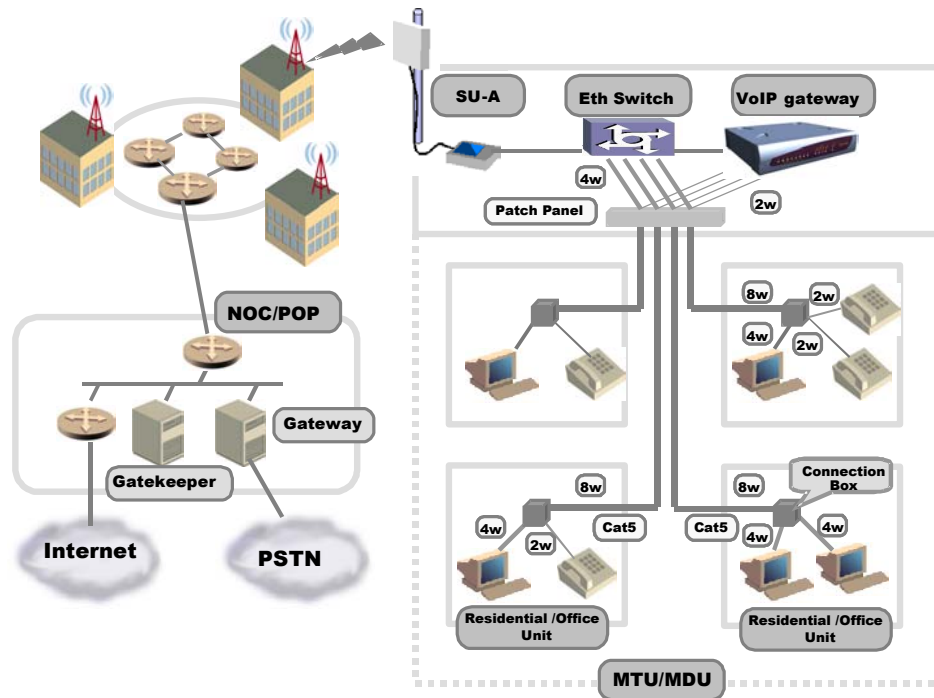


Figure 14-3: MDU Solution's Voice and Data Services in

An alternative way for delivering VoIP services to the tenants is by deploying an RGW in each residential or office unit providing up to two POTS interfaces and one Ethernet port per tenant.

The flexibility of the solution enables a subscriber to order a data-only connectivity at the beginning and later on to order a VoIP service, with no need for additional hardware cabling, nor the need for additional installation inside the apartment or office.

Using Existing Twisted Pairs-ADSL Based Solution

Asymmetric Digital Subscriber Line (ADSL) is a modem technology that converts existing copper telephone lines into access paths for multimedia and high-speed data communications, and maintains the regular telephone voice services. ADSL can deliver any data rates from 64Kbps to 8.192Mbps on the downstream channels to the subscribers and any data rates from 16Kbps to 768Kbps on the upstream channels back to the network, while simultaneously providing lifeline POTS, all over a single twisted copper wire pair.

In an ADSL scenario a single high-speed Internet connection is provided to the building a fixed wireless access CPE and distributed to each individual tenant or office via an in-building mini-DSLAM (Digital Subscriber Line Access Multiplexer). The mini-DSLAM connects to the SU via 10/100BaseT interface and delivers to each tenant ADSL broadband services using the existing wiring infrastructure, thus eliminating the need to implement new CAT5 cables in the building. Each residential or office unit can be connected to the mini-DSLAM using an ADSL CPE transmitting voice and data over a single copper wires pair.

The mini-DSLAM complies with the ADSL standards and is compatible with standard ADSL CPEs available in the market.

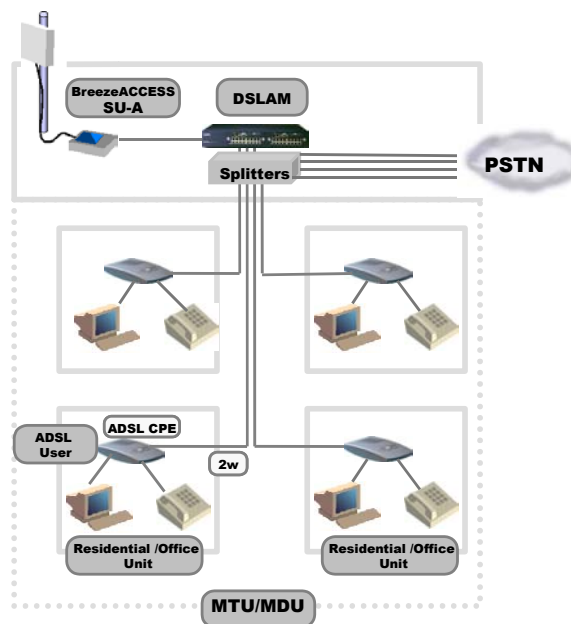


Figure 14-4: ADSL Based Solution

Voice Support

The ADSL technology uses a range of frequencies that are separated from the voice frequency band. Therefore voice and data signals can be transmitted safely over a single pair of copper wires without interference. The existing telephone (POTS) connects together with a PC to a single ADSL CPE via separate interfaces and passes an internal micro filter in the CPE, which ensures the co-existence of the voice and the data signals over the existing copper wires pair. After traveling together all the way to the rooftop the data and voice signals are separated again by a splitter that installed in the wiring closet. The voice signal is directed to the PSTN (or to a central PBX in the MTU), while the data signal continues its way to the mini-DSLAM and is forwarded to the wireless network.

Security

Several features can be implemented in this scenario for preventing intrusion to the operator's network and ensuring the privacy of each tenant:

- Port-based VLAN or 802.1q VLAN tagging – preventing a tenant from accessing the data of another tenant.
- MAC address filtering – restricting the access to the network for specific MAC addresses.
- RADIUS support and 802.1x – enabling users' authentication.



15

Chapter 15 - Traffic Management with BreezeACCESS™



Solution Architecture

The typical BreezeACCESS network is based on cells covering areas deployed in a cellular architecture. Each cell consists of a base station (which includes several Access Units) and surrounding Subscriber Units placed at the customer premises. The different cells are usually connected to a central NOC (Network Operation Center) using a backbone network. Each Subscriber Unit (SU) can provide service to one or more users.

Achieving traffic monitoring and control capabilities is possible by using either centralized or distributed architecture.

Centralized Architecture

One BreezeACCESS TM is placed at the NOC and controls all the network's traffic.

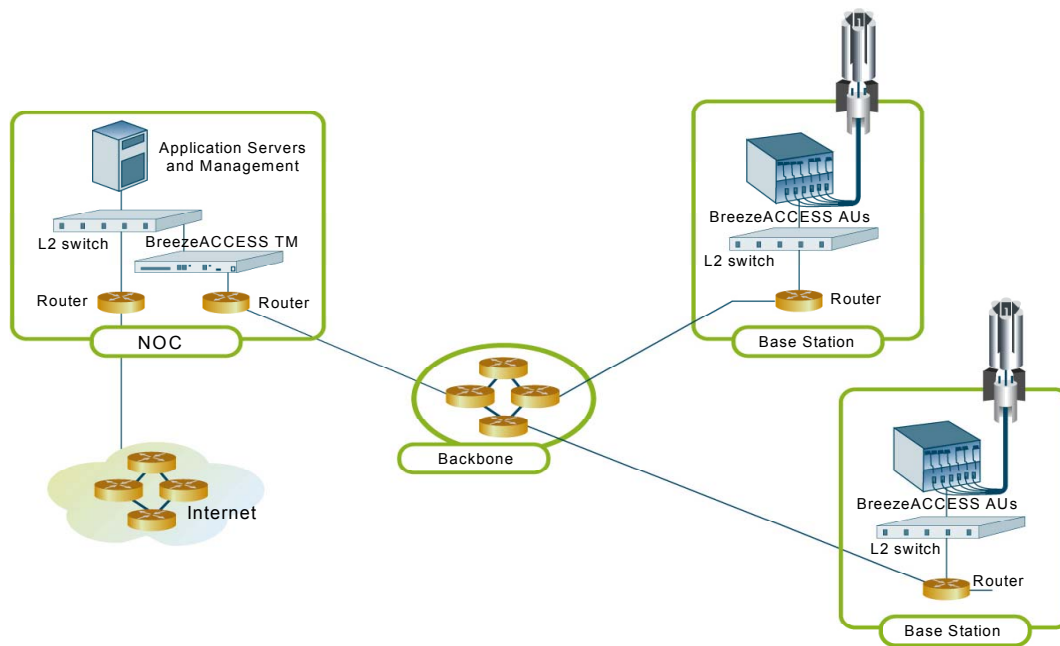


Figure 15-1: Centralized Traffic Management Architecture

Distributed Architecture

In a distributed traffic management architecture a BreezeACCESS TM is placed in each base station.

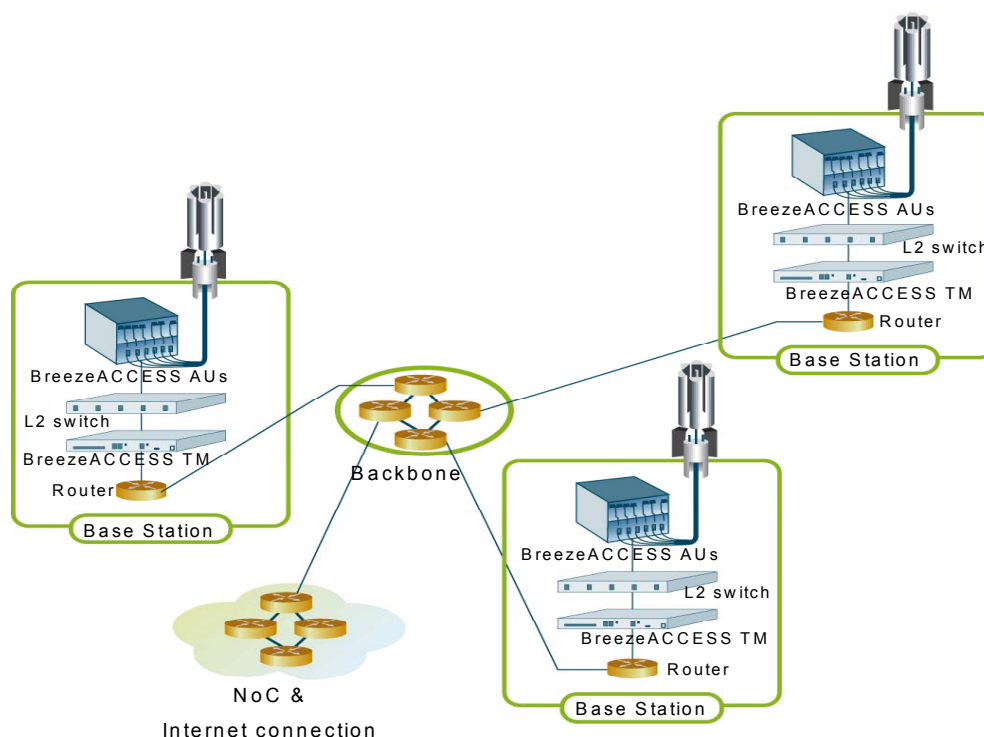


Figure 15-2: Distributed Traffic Management Architecture

Services Differentiation

In order to achieve good control and monitoring capabilities over the network it is important to classify the traffic into different pipes and virtual channels. The better the classification is, the better the control over the network is. For example, if you have the traffic from each AU classified to a different pipe you can get monitoring capabilities and QoS control over this traffic using the pipe mechanism at an AU level, whereas if you have all the traffic in one pipe you can still get monitoring and QoS capabilities, but not on the AU level. Therefore it is important to plan the network with the classification process in mind, for example:

- Have differentiating capabilities between the different AUs in the base station by using different VLANs, IP subnets, or IP ranges for the different AUs in each base station.

- Have differentiating capabilities between different groups of customers. Assuming that you have a few groups of customers with different needs, make sure you can distinguish between them easily, so it will be possible to monitor and control each customers group.

In existing networks, making these distinctions might require changes in the IP planning of the network. Usually it is easier to differentiate between the users and AUs closer to the end user. This favors the distributed architecture (having a unit in each base station), but having control and monitoring capabilities over the network is also possible when using the centralized approach. The next section provides a few sample configurations for the BreezeACCESS TM that allows for different levels of control to the operator, depending on the needs of the operator.

When setting QoS rules it is important not to make any drastic changes to the network traffic hastily. Therefore it is recommended that you monitor the network traffic for a few days, and understand it before setting up these rules. The BreezeACCESS TM has a built-in wizard to help in this monitoring phase – the NetWizard. This tool allows the administrator to monitor the different protocols in the network over a period of time and then automatically create virtual channels and QoS rules that will be enforced by the Traffic Manager. Refer to the BreezeACCESS TM User Guide for more information on how to use it. After the monitoring phase, it is recommended to classify the traffic according to your needs, and apply a single QoS rule at a time. After each rule is configured, allow yourself an additional monitoring period in order to evaluate the effect of this rule on the network, before applying the next rule.

Configuration Guidelines

The following section will present configuration guidelines for different networks. The configurations vary according to the different needs in each scenario:

Scenario 1 – Controlling Different Protocols in the Network

The Operator's Needs

One of the major problems that service providers face is how to control bandwidth-consuming applications and protocols (like Kazaa and others) in the network and make sure they do not cause congestion and block the entire network. Also the operators want to assure fairness between the users and make sure no one user will be able to congest the entire network.

The Traffic Manager Configuration

By using the BreezeACCESS™ this task is easily achievable. By following the steps below, operators can control the applications running on their networks.

1. Place a traffic manager in the NOC on a single connection that carries the traffic (usually between the router that concentrates all the users and the router that connects to the Internet).
2. Under the default fallback pipe configure different Virtual Channels (VC) for each application you want to control.
3. Use the specific protocol type for each application as the classifying rule for the VC (for example to control Kazaa traffic choose the Kazaa protocol under the service field in the VC configuration).
4. Limit the bandwidth for the VC by choosing a QoS rule (for example configure maximum 128 Kbps for the Kazaa VC) or block this service all together by using a QoS rule that has 0 (zero) maximum connections allowed.
5. Follow steps 1 to 4 to add more VCs to control other applications over the network.

Note: when controlling HTTP traffic, more advanced filtering is available by creating service classifications according to the web site IP address or name. In addition, if you want to control a protocol not available in the BreezeACCESS™ services list you can always add your own specific protocol configuration. For all these advance features please refer to the user guide.

Another way to assure fairness and avoid congestion in the network and still control the different protocols is by configuring a limit to each user group. Having a few different classes of service levels, allows the service provider to charge different fees for the different services. This is done following these steps:

1. Place a traffic manager in the NoC on a single connection that carries the traffic (usually between the router that concentrates all the users and the router that connects to the Internet).
2. Configure a host group for each group of users (all IP addresses of these users), for example a host group for the Gold users.
3. Configure template Pipes for the different user groups, using the host groups defined.
4. Configure a QoS rule for each of the pipes, for example limit one user group to maximum 128 Kbps, while limiting the other group to 256 Kbps.
5. Under each pipe template it is possible to configure different VCs that allow control over the protocol used in the network as described above.

When this configuration is used, every time a user connects to the network he will be classified in a pipe according to his group. The use of template pipes allows us to configure the information one time and it will be used for every user in the group. For more information on the template pipes and possible configurations please refer to the user guide.

Remember, it is important to monitor the traffic using the monitoring tools of the BreezeACCESS TM after classifying the traffic to the different pipes and virtual channels, but before enabling the QoS rules.

Scenario 2 – Advance SLAs for User Groups

The Operator's Needs

Some service providers want to go one step forward than the basic limitation of protocols or users in the network. These providers would like to provide different service levels including prioritization between users, guaranteed bandwidth to some users and limitations for others. Being able to provide sophisticated service levels allows the service provider to charge different fees for the different services and provide services that fit the exact needs of each customer group.

The Traffic Manager Configuration

Allowing for sophisticated service levels requires a tighter classification of the traffic and more control over the bandwidth available. In addition, since each AU in a base station has its own capacity and is not affected by users in neighboring AUs, the first step is to classify the traffic from the different AUs in to different pipes. This could be done in one of the following ways:

- Using VLANs – by tagging the traffic from each AU with a different VLAN ID it is possible to classify the different AUs into different pipes.
- Using IP addresses – by provisioning different subnets or IP ranges to the end-users in each AU, it is possible to classify the traffic in to different pipes.

Note that classifying the traffic from different AUs to different pipes might be simpler if it is done in each base station, hence it is recommended to use the distributed architecture for this scenario. Of course, deciding on the correct architecture should be based also on network planning, redundancy and cost issues. Therefore it is recommended to make this decision after evaluating the specific needs of each case.

After classification of the different AUs is complete, a rule that limits each AU pipe to the maximum bandwidth available should be applied using the maximum bandwidth feature in the QoS catalog. The exact number should be configured according to the type of AU installed and its configuration. It is recommended to monitor the AUs traffic for a few days, in order to determine the correct maximum bandwidth that is being used in each AU. Note that because the BreezeACCESS units are

half duplex over the air interface, the pipes configured should use the Half-Duplex pipe type.

The second step is to classify the different users groups (e.g. gold & silver) in each such pipe into different virtual channels. This can also be done using the VLANs or IP ranges, although in this case if the users use a PPPoE service the easier way is probably by defining two IP address pools in the PPPoE server - one for gold users and the other for silver users. Since gold users will get an address from the gold IP address pool, only this range can be used for the classification (the same applies to the silver users).

After defining the possible hosts for gold and silver users (this can also be done using an LDAP server, if available in the network), template virtual channels for all the gold and silver users can be defined according to the different hosts. Once these are defined the following QoS rules can be enforced:

- Differentiate between the gold and silver users by using only the priority mechanism – if this rule is chosen all that is needed is to give a high priority to the gold users (for example 8) and a low priority to the silver users (for example 3). Once congestion in the AU is detected (the traffic reaches the maximum defined for the AU pipe) the gold users will receive higher priority.
- Guarantee certain bandwidth to the gold users – by using this rule it is possible to guarantee a minimum amount of bandwidth to the gold users (for example 128 Kbps). This will guarantee the gold users at least 128 Kbps when congestion is detected, while the silver users will split the remaining bandwidth.
- Limit the Silver users – using this rule it is possible to set the maximum bandwidth allocated to any silver user (for example 128 Kbps) allowing for more unused bandwidth to be allocated to the gold users.

Of course, any of the above mentioned rules could be applied together, meaning we can limit the silver users and guarantee a certain amount of bandwidth to the gold users at the same time.

Remember, it is important to monitor the traffic using the monitoring tools of the BreezeACCESS™ after classifying the traffic to the different pipes and virtual channels, but before enabling the QoS rules.



Alvarion Worldwide Offices:

International Corporate Headquarters

Tel: +972 3 645 6262
Fax: +972 3 645 6222
Email: corporate-sales@alvarion.com

North America Headquarters

Tel: +1 760 517 3100
Fax: +1 760 517 3200
Email: n.america-sales@alvarion.com

Latin America & Caribbean

Tel: +1 954 746 7420
Fax: +1 954 746 9332
Email: lasales@alvarion.com

Brazil

Tel: +55 11 3815 6225
Fax: +55 11 3813 0467
Email: brazil-sales@alvarion.com

China

Tel: +86 10 8857 6770
Fax: +86 10 8857 6772
Email: china-sales@alvarion.com

Czech Republic

Tel: +420 222 191 233
Fax: +420 222 191 200
Email: czech-sales@alvarion.com

France

Tel: +33 1 34 38 54 30
Fax: +33 1 34 38 54 39
Email: france-sales@alvarion.com

Germany

Tel: +49 89 90405 923
Fax: +49 89 90405 922
Email: germany-sales@alvarion.com

Japan

Tel: +81 3 3556 7327
Fax: +81 3 3556 5370
Email: alvarion-japan@alvarion.com

Mexico

Tel: +52 555 340 1421
Fax: +52 555 340 1403
Email: mexico-sales@alvarion.com

Romania

Tel: +40 21 335 7631
Fax: +40 21 335 7634
Email: romania-sales@alvarion.com

Russia

Tel: +7 (095) 783 82 31
Fax: +7 (095) 287 98 99
Email: info@alvarion.ru

U.K. & Ireland

Tel: +44 845 450 1414
Fax: +44 845 450 1455
Email: uk-sales@alvarion.com

Uruguay

Tel: +598 2 606 2651
Fax: +598 2 606 2652
Email: lasales@alvarion.com