1.

Record Nr.	UNISA996384310803316
Autore	Hexham Henry <1585?-1650?>
Titolo	A trve and briefe relation of the bloody battel of Nievport in Flanders found betwixt Prince Mavrice of happy memory and Albert arch-duke of Avstria vpon the second of Iuly 1600 [[electronic resource]]
Pubbl/distr/stampa	[Delft, : s.n., 1641]
Descrizione fisica	12 p
Soggetti	Nieuport, Battle of, 1600
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Caption title. "Stilo novo." Attributed to Hexham by Wing and NUC pre-1956 imprints. Place and date of publication suggested by Wing and NUC pre-1956 imprints. Reproduction of original in the Harvard University Library.
Sommario/riassunto	eebo-0062

2. Record Nr. UNINA9910831053803321

Autore	Gomez G (Gerardo)
Titolo	End-to-end quality of service over cellular networks [[electronic resource]] : data services performance and optimization in 2G/3G / / edited by G. Gomez and R. Sanchez
Pubbl/distr/stampa	Chichester ; ; Hoboken, NJ, : John Wiley, 2005
ISBN	1-280-24172-1 9786610241729 0-470-01587-X 0-470-01586-1
Descrizione fisica	1 online resource (318 p.)
Altri autori (Persone)	SanchezR (Rafael)
Disciplina	621.3845 621.38456
Soggetti	Network performance (Telecommunication) Wireless communication systems
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	End-to-End Quality of Service over Cellular Networks; Contents; List of Contributors; Foreword; Preface; Acknowledgements; 1 Introduction; 1.1 Mobile Services in Perspective; 1.2 Mobile Technology Evolution; 1.2.1 Reasons for Mobile Technology Evolution; 1.2.2 Mobile Technology Evolution Paths; 1.2.3 Harmonization/Evolution Challenges; 1.2.4 Future Outlook; 1.3 Motivation for QoS; 1.3.1 Service Experience; 1.3.2 Radio Network Performance; 1.3.3 Network Capacity; 1.3.4 Network Design; 1.3.5 Application Design; 1.3.6 Service-Enhancing Technology; 1.3.7 Conclusion; References 2 Cellular Wireless Technologies2.1 Introduction; 2.2 GSM/GPRS/EDGE; 2.2.1 Description of the GSM System; 2.2.2 The GSM Transition to Packet-Switched Systems (GPRS); 2.2.3 EDGE: The GSM Evolution; 2.2.4 (E)GPRS Performance; 2.3 WCDMA/HSDPA; 2.3.1 System Architecture and RRM; 2.3.2 Transport Channels and their Mapping to the Physical Layer; 2.3.3 Physical Layer and Air Interface; 2.3.4 The HSDPA Concept; 2.4 IS-95/CDMA2000-1x, EV-DV, EV-DO; 2.4.1 CDMA2000-1x vs 3GPP UMTS; 2.4.2 CDMA2000-1x Reference Architecture and QoS;

2.4.3 Basic Voice Service with CDMA2000

2.4.4 Packet Data Operation with CDMA2000-1x2.4.5 CDMA2000-1x Performance; 2.4.6 Mobility; 2.5 WLAN; 2.5.1 Complementary WLAN Access Technology for Cellular Networks; 2.5.2 WLAN-3GPP and WLAN-3GPP2 Architecture; 2.6 Future Outlook; 2.6.1 Heterogeneous Networks; 2.6.2 Physical and MAC Layers Trends; References; 3 Data Services Architecture and Standardization; 3.1 Introduction; 3.1.1 Circuit-Switched and Packet-Switched Services; 3.1.2 Services Architectures and Protocols; 3.1.3 Services Selection; 3.2 Services Architecture; 3.2.1 Services and Service Enablers
3.2.2 IP Multimedia Subsystem (IMS)3.3 Data Protocols Characteristics; 3.3.1 TCP/IP Networks; 3.3.2 Impact of Radio Interface on Transport Protocols; 3.4 SMS/MMS; 3.4.1 Introduction to SMS; 3.4.2 SMS Architecture and Signaling; 3.4.3 SMS Protocol Stack; 3.4.4 Introduction to Multimedia Messaging Service (MMS); 3.4.5 MMS Architecture and Signaling; 3.4.6 MMS Protocol Stack; 3.5 WAP; 3.5.1 Introduction; 3.5.2 WAP Architecture; 3.5.3 Protocol Stack; 3.5.4 Signaling; 3.6 Web; 3.6.1 Introduction; 3.6.2 Architecture; 3.6.3 Protocol Stack; 3.6.4 Signaling; 3.7 Push-to-Talk over Cellular (PoC)
3.7.1 Introduction3.7.2 PoC Architecture; 3.7.3 PoC Protocol Stack; 3.7.4 PoC Signaling; 3.7.5 PoC Performance Requirements; 3.8 Network Gaming Services; 3.8.1 Introduction; 3.8.2 Network Requirements; References; 4 Quality of Service Mechanisms; 4.1 What is Quality of Service?; 4.1.1 QoS Definition; 4.1.2 Need for QoS Differentiation; 4.1.3 QoS Standardization; 4.1.4 Data Services Classification; 4.2 IP-Based QoS; 4.2.1 Motivation of IP QoS Mechanisms; 4.2.2 QoS Paradigms; 4.2.3 IP-QoS Management in UMTS Networks; 4.2.4 Traffic Handling Mechanisms; 4.3 QoS Architecture in 3GPP and 3GPP2
4.3.1 End-to-End QoS Introduction

Sommario/riassunto

This comprehensive resource contains a detailed methodology for assessing, analyzing and optimizing End-to-End Service Performance under different cellular technologies (GPRS, EDGE, WCDMA and CDMA2000). It includes guidelines for analyzing numerous different services, including FTP, WEB streaming and POC, including examples of analysis and troubleshooting from a user point-of-view. Focuses on the end-user perspective, with a detailed analysis of the main sources of service performance degradation and a comprehensive description of mobile data servicesIncludes a detailed presentatio