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Title	Ping Pong Call Resuming Procedure during HO		
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Re:	This contribution is for call for contribution IEEE802.16e/D1-2004		
Abstract	This contribution proposes the fast call resuming procedures for ping pong experienced MSS during handover.		
Purpose	Propose the pingpong call resuming procedures for the IEEE802.16e Handoff Ad hoc group		
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Ping Pong Call Resuming Procedures during HO

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Introduction

MSS, in process of network re-entry procedures with the Target BS which the MSS have moved to, may return to its Serving BS by the pingpong effect and then try to resume the communication with the Serving BS. But because the Serving BS cannot know the fact that the MSS returns to the BS by pingpong effect and tries to do re-entry procedures with it, the BS will treat the MSS as a normal initial network entry call.

Therefore mechanisms for quick normal communication resuming of the pingpong-experienced MSS should be provided. The mechanisms should also avoid performing unnecessary re-entry procedures.

Proposed Mechanism

For the purpose, we propose two messages: one is MSS_PINGPONG_Report message for reporting MSS's pingpong experience to the Target BS and the other is MSS_PINGPONG_Notification message for also notifying the pingpong situation to the Serving BS. In the case of detecting MSS's pingpong by the pingpong notification message, the serving BS also allocates time offset to the MSS. And using the allocated time offset, the returning pingpong-experienced MSS performs the initial ranging for network re-entry with the Serving BS. For ensuring its returning by pingpong to the Serving BS, the MSS can also include the previous Basic CID allocated from the Serving BS in the initial ranging request message. Upon receiving the initial ranging request, the Serving BS sends initial ranging response message with setting a flag whether the Serving BS retains the connection information of the MSS. When the Serving BS retains the MSS's connection information, the MSS and the Serving BS can quickly resume normal communication using the retained connection information.

The example of fast call resuming procedures for the pingpong experienced MSS is depicted in Figure 1.

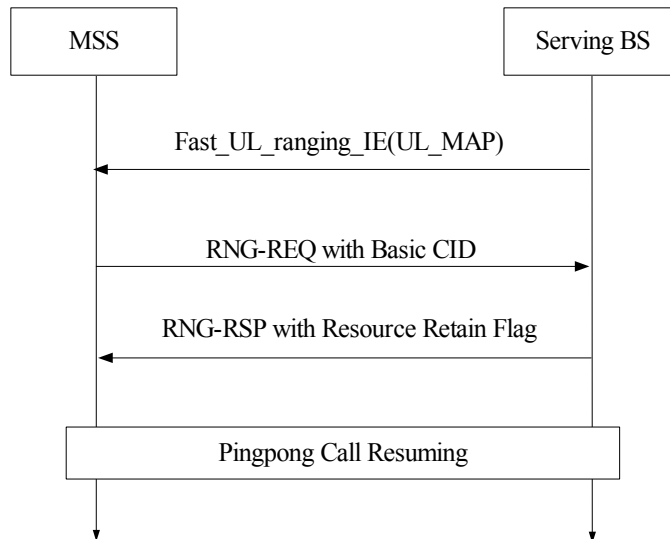


Figure 1 Call Resuming procedure for pingponged MSS

Proposed Text Changes

We propose the following remedies in IEEE P802.16e/D1 to provide the fast call recovery

[\[Insert the following after section 1.4.1.2.3 of IEEE P802.16e/D1\]](#)

1.4.2.3.4 Pingpong during HO

Pingpong is defined as the case that the MSS, while moving to a Target BS and performing network re-entry procedures with the Target BS, tries to return to its Serving BS and resume the communication with the BS. When the MSS has detected the pingpong, it shall transmit MSS_PINGPONG_Report message to the Target BS for reporting its pingpong situation and attempt a fast call resuming with its Serving BS. The Serving BS, notified MSS's pingpong situation, can allocate a non-contention ranging opportunity using Fast_UL_ranging_IE() based on the MSS's MAC address. For re-entry operation with the Serving BS, using the allocated ranging opportunity, the MSS can send initial ranging request with Basic CID previously assigned from the Serving BS. If the Serving BS retains the connection information of the MSS, the BS sends ranging response with Resource Retain Flag set to 1. In the case, without unnecessary network re-entry operations, the pingponged MSS and the Serving BS can resume the normal communication with the retained connection information.

[\[Insert the following after section 6.4.2.3.52 of IEEE P802.16e/D1\]](#)

6.4.2.3.53 Pingpong Report (MSS_PINGPONG_Report) Message

A MSS shall transmit a MSS_PINGPONG_Report message to the Target BS for the purpose of notifying that the MSS has detected pingpong and will return to its Serving BS.

Table AAA. MSS_PINGPONG_Report Message Format

<u>Syntax</u>	<u>Size</u>	<u>Notes</u>
<u>MSS_PINGPONG_Report_Message_Format()</u> {		
<u>Management Message Type = TBD</u>	<u>8bits</u>	<u>TBD</u>
<u>Serving BS-ID</u>	<u>48bits</u>	<u>The unique identifier of the Serving BS</u>
<u>Estimated PP time</u>	<u>8bits</u>	
}		

The MSS shall generate MSS_PINGPONG_Report message in the format shown in Table AAA. The following parameters shall be included in the MSS_PINGPONG_Report message,

Serving BS-ID

The identifier of the BS which the MSS has been registered with before handover to the Target BS

Estimated PP time

Estimated number of frames starting from the frame until the MSS may return to the Serving BS. A value of zero in this parameter signifies that this parameter should be ignored.

[Add the following rows to table 292]

Table BBB – RNG-REQ Message Encodings

<u>Name</u>	<u>Type</u>	<u>Length</u>	<u>Value</u> <u>(Variable-length)</u>
<u>Basic CID</u>	<u>6</u>	<u>2</u>	<u>Basic CID allocated from the former Serving BS</u>

[Add the following rows to table 293]

Table CCC – RNG-RSP Message Encodings

<u>Name</u>	<u>Type</u>	<u>Length</u>	<u>Value</u> <u>(Variable-length)</u>
<u>Resource Retain Flag</u>	<u>20</u>	<u>1</u>	<u>This value indicates whether the former Serving BS retains the connection information of the MSS.</u> <u>0 = the connection information for the MSS is deleted</u> <u>1 = the connection information for the MSS is retained</u>

[Insert the following after section C.2.7 of IEEE P802.16e/D1]
C.2.8 MSS Pingpong Notification message

This message is sent by a Target BS, upon receiving MSS_PINGPONG_Report message from the MSS, to the Serving BS included in MSS_PINGPONG_Report message. The message serves to notify to the Serving BS that the MSS has recognized pingpong and will return to the BS after Estimated PP time. The message contains the following information:

Table DDD. MSS_PINGPONG_Notification Message

<u>Field</u>	<u>Size</u>	<u>Notes</u>
<u>MSS_PINGPONG_Notification_Message_Format()</u>		
<u>Global Header</u>	<u>152bits</u>	
<u>MSS unique identifier</u>	<u>48bits</u>	<u>48-bit unique identifier of the MSS</u>
<u>Estimated PP time</u>	<u>8bits</u>	<u>Same value in MSS_PINGPONG_Report message</u>
<u>Security field</u>	<u>TBD</u>	<u>A means to authenticate this message</u>
<u>CRC field</u>	<u>32bits</u>	<u>IEEE CRC-32</u>
<u>}</u>		