

# **QoS AND MOBILE TECHNOLOGIES**

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# TABLE OF CONTENTS

	TITLE	No
<b>PART 1:QoS APPROACHES</b>		
<b>CHAPTER 1:</b>	Introduction to QoS Approaches	2
<b>CHAPTER 2:</b>	Internet Quality Of Service Architectures	11
<b>CHAPTER 3:</b>	Integrated Services	17
<b>CHAPTER 4:</b>	Differentiated Services	21
<b>CHAPTER 5:</b>	Quality Of Service (QoS) Ad-Hoc On-Demand Distance Vector (AODV)	27
<b>CHAPTER 6:</b>	QoS Routing In Ad-Hoc Wireless Networks	33
<b>CHAPTER 7:</b>	MPLS And Traffic Engineering	41
<b>PART 2: MOBILITY MANAGEMENT APPROACHES</b>		
<b>CHAPTER 8:</b>	Introduction to Mobility Management	47
<b>CHAPTER 9:</b>	Nested Mobile Networks	53
<b>CHAPTER 10:</b>	Evaluation of NEMO Extensions	59
<b>CHAPTER 11:</b>	Handoff Process In Micromobility Protocols	65
<b>CHAPTER 12:</b>	Comparison Between Network Simulators	71
<b>PART 3: WIRELESS TECHNOLOGY</b>		
<b>CHAPTER 13:</b>	Introduction to Local Area Network (LAN) Communication Protocols	77
<b>CHAPTER 14:</b>	MANET routing protocols	85
<b>CHAPTER 15:</b>	VANET Applications	95
<b>CHAPTER 16:</b>	Vehicle To Vehicle Routing Protocols	101
<b>CHAPTER 17:</b>	Wi-Fi Mesh Network	111
<b>CHAPTER 18:</b>	Overview Of Wimax Mesh	117
<b>CHAPTER 19:</b>	Current Trends On WIMAX Using MIMO Technology	129
<b>CHAPTER 20:</b>	Self-Organized Femtocell Networks	141
<b>CHAPTER 21:</b>	Self-Organized Synchronization For Femtocell Network	155
<b>CHAPTER 22:</b>	Spectrum Management In Femtocell	169
<b>CHAPTER 23:</b>	Smart Grid Communication	179
<b>CHAPTER 24:</b>	UWB Overview	189
<b>CHAPTER 25:</b>	ZIGBEE Applications	197

<b>CHAPTER 26:</b>	Improvement Of Vertical Handover In GPRS/WIFI Seamless Convergence	205
<b>CHAPTER 27:</b>	The Application Of Sensor Network And Routing Protocols In Wireless Communication	215
<b>CHAPTER 28:</b>	A Study Of Channel Assignment Approach To Reduce Frequent Reassignment	227
<b>CHAPTER 29:</b>	Association Management Schemes For Wireless Mesh Network	231
<b>CHAPTER 30:</b>	Challenges In Multi-Radio Multi-Channel Wireless Mesh Network	237
<b>CHAPTER 31:</b>	Mobility Support in Diffserv and MPLS network	243
<b>CHAPTER 32:</b>	Mobility Management And Context Transfer	247
<b>CHAPTER 33:</b>	LTE -Advanced Overview	251
<b>CHAPTER 34:</b>	Time Synchronization Protocols And Approaches	261
<b>CHAPTER 35:</b>	MPLS Architectures	265

## CHAPTER 34

# TIME SYNCHRONIZATION PROTOCOLS AND APPROACHES

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### 34.1 INTRODUCTION

Network time protocol (NTP) is a protocol for the purpose of synchronizing the clocks over packet-switched networks [1]. It is designed mainly in the direction of reducing the effects of variable latency through jitter buffer. Network Time Protocol (NTP) aims to synchronize timekeeping among several distributed time servers as well as clients. It is structured based on the Internet Protocol (IP) and User Datagram Protocol (UDP) that offers a connectionless transport technique. Nevertheless, it can be adjustable to other protocol suites. NTP has been developed from the time protocol and the Internet Control Message Protocol (ICMP) timestamp message which is predominantly designed in order to ensure accuracy and robustness, while used over usual internet pathways. The service model is founded on a returnable time design that is measured clock offsets depended and eliminates the need of reliable message delivery. A self-organized, hierarchical-master-slave arrangement is used by synchronization where a minimum-weight spanning tree determines the synchronization paths.

### 34.2 IEEE 1588 TIMING PROTOCOL

IEEE 1588 Version 1 (V1) specification points to the fact that the best Precision Time Protocol (PTP) performance can be obtained through reducing the number of nodes between the clock source and the slave devices. Synchronization (SYNC) message rates are relatively faster than IEEE 1588 Version 1 (IEEE Instrumentation and Measurement Society, 2002). IEEE 1588 Version 2 (V2) identifies an extensive range of mean SYNC message rates which allows much larger rates than 1000 messages per second. Conversely, the majority of the systems are likely to use mean SYNC message rates much less than IEEE 1588 Version 2 (V2) to minimize network traffic as well as optimize the time of network loading with improving the performance of synchronization. However, faster SYNC message rates are