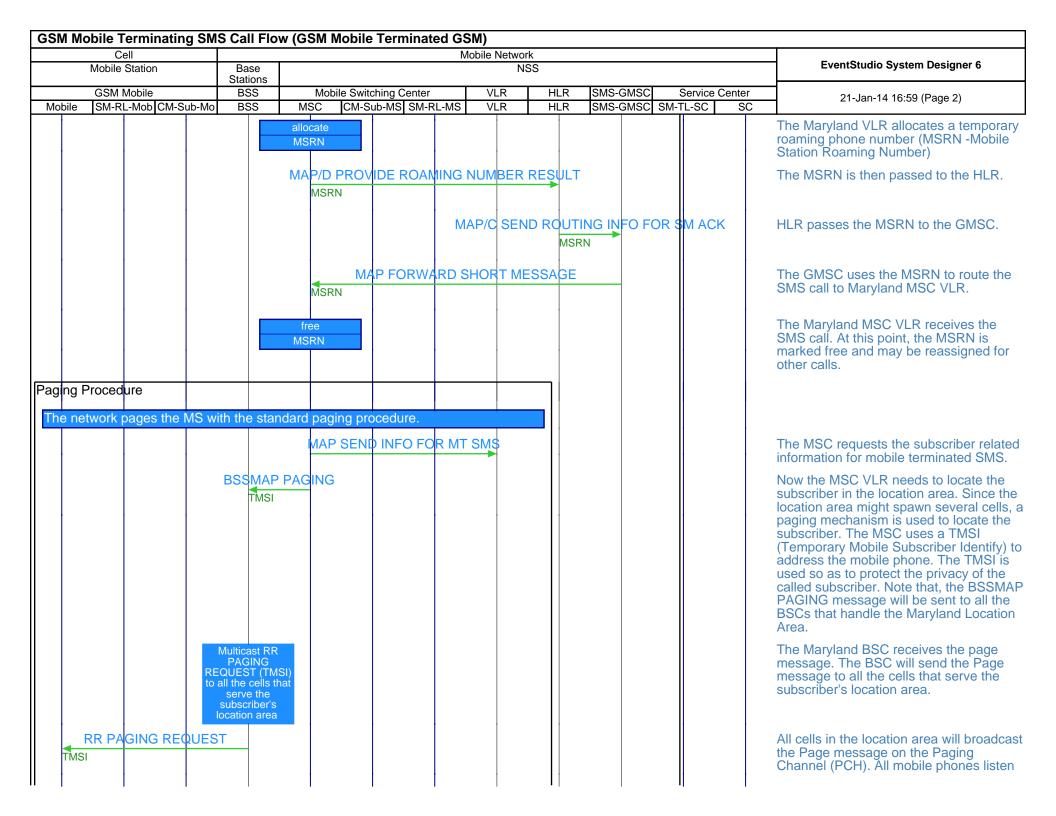
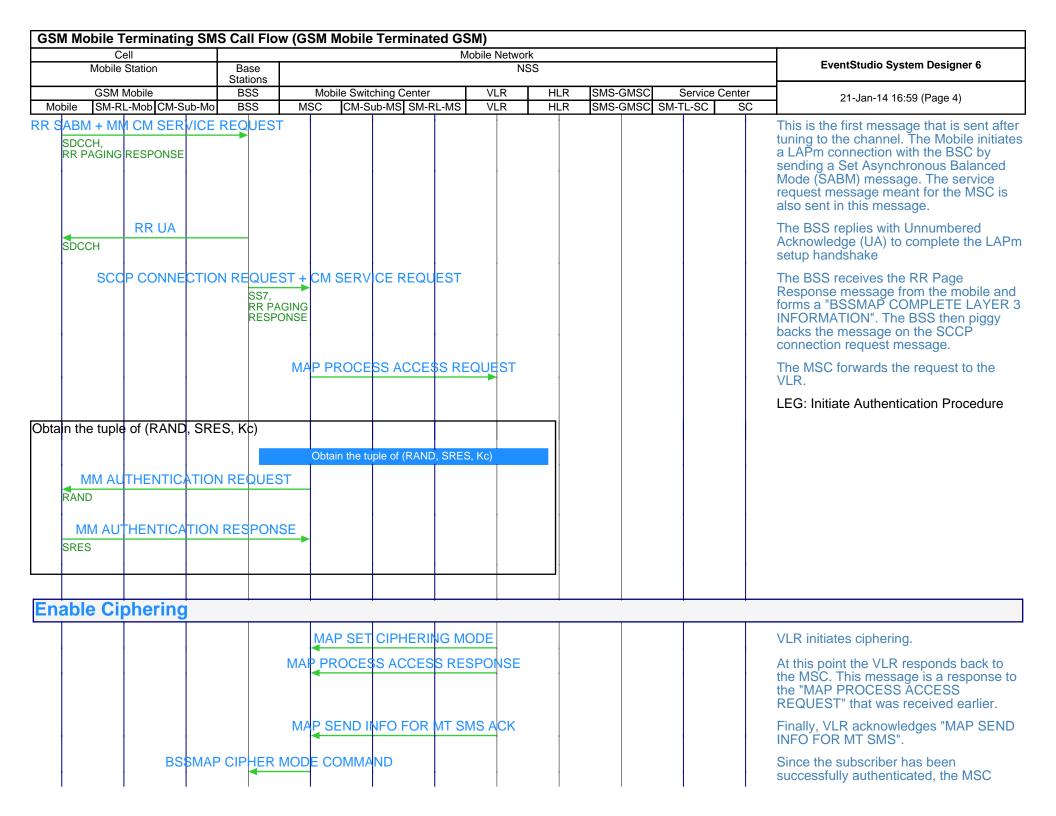
GSM Mobile Terminating SM	S Call Flo	w (GSM Mobile Terminated GS	SM)				
Cell		N	lobile Netwo	rk			
Mobile Station	Base		N	SS			EventStudio System Designer 6
	Stations						
GSM Mobile	BSS	Mobile Switching Center	VLR	HLR	SMS-GMSC	Service Center	21-Jan-14 16:59 (Page 1)
Mobile SM-RL-Mob CM-Sub-Mo	BSS	MSC CM-Sub-MS SM-RL-MS	VLR	HLR	SMS-GMSC	SM-TL-SC SC	21 oan 14 10.00 (1 age 1)

In this call flow we will look at how a terminating SMS is handled in GSM. Setting up a terminating SMS session is a multi-step process.

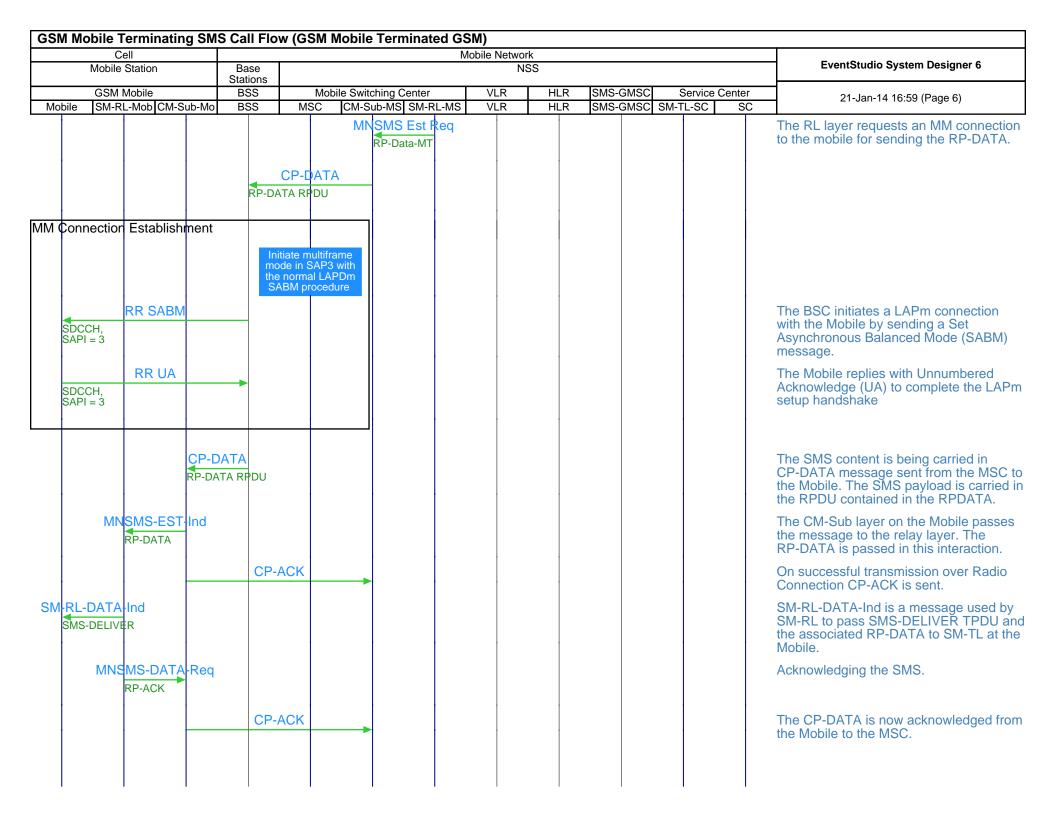
(1) II	nterrogate t	ne MSC to	locate the	subscribe	er 							
(2)S	etting SMS	session s	etup and a	cquiring ra	dio resour	ces						
(3) S	Sending the	SMS.										
(4) F	Releasing th	ne session	and assoc	iated radio	resources	S.						
										Short M	Mobile Numbe Sh ort messa data, Send s report	er, ge status
											Locate GM for the SM	Service Center (SC) gets the GSM Mobi number in the the Short message which uses to locate the gateway Mobile Switching Center.
									S		age Transfo lobile Numbe ge data, leport	
nteri	ogate the	MSC to loc	ate the sul	oscriber								
							MAF		POUTING Destination Number	INFO FOR Tobile	R SM	The SMS-GMSC requests routing information for the GSM subscriber from HLR.
								address o	irrently specified			The HLR uses the dialed number to locate the HLR entry for the subscriber. The SS7 address for the MSC VLR serving the subscriber is obtained from this record.
								Locate the the Sub				Find the International Mobile Subscriber Identity (IMSI) from the subscriber recor
					MAP/D P	ROVIDE F	OAMING I	NUMBER				The HLR has identified that the subscriber is currently being served by the Maryland MSC. The HLR then asks the Maryland MSC to assign a temporar roaming phone number to the subscribe

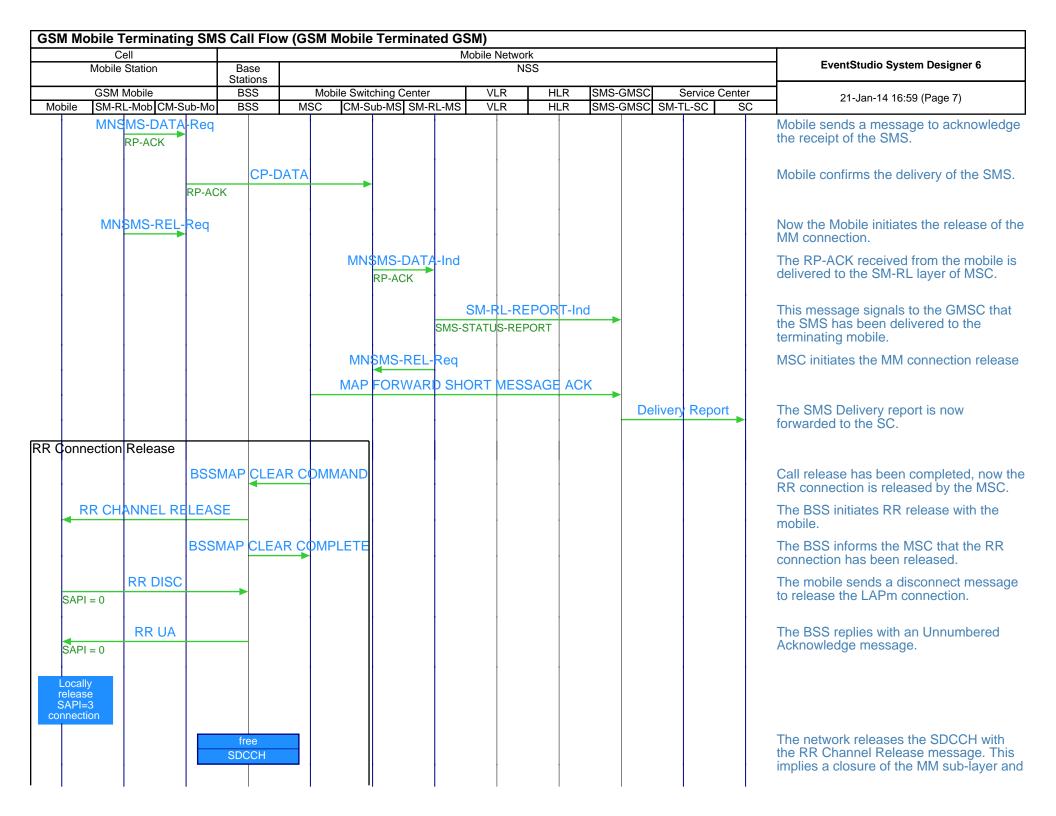


Cell Mobile Network  Mobile Station Base NSS									EventStudio System Designer 6				
Mobile Station  GSM Mobile  Mobile SM-RL-Mob CM-Sub-Mo		Base Stations					NS	SS			EventStudio System Designer 6		
			ub-Mo	BSS BSS	MSC	Mobile Switching Center  MSC CM-Sub-MS SM-RL-MS			VLR VLR	HLR SMS-GMSC Service Ce		Service Center SM-TL-SC SC	21-Jan-14 16:59 (Page 3)
													to this channel every few seconds. The mobile is located in the Bethesda cell. receives this page message.
gi	n RR	Connec	ction	n Estab	lishn	nent							
_	RR CHA	ANNEL RE	QUES	ST									RR connection establishment is trigger by sending the Channel Request message. This message requests the Base Station System (BSS) for allocati for radio resources for the RR connect setup. The mobile now waits for an assignment on the Access Grant Chan (AGCH). At this point the mobile is listening to the AGCH for a reply.
				allocate SDCCH									The BSS allocates a Stand-alone Dedicated Control Channel (SDCCH) the mobile. The SDCCH allocation assigns a specific frequency and a timeslot on that frequency. After the mobile receives this message, the mobile only use the specified resources communication with the mobile network.
AG Ra Tin Tin	SCH,	DIATE ASS urce = (SDCC ion, prrection											The BSS transmits the radio resource assignment to the Mobile via the AGCI channel. The message also contains the time and frequency corrections. The time corrections allow the mobile to time it's transmissions so that they reach the Bonly in the specified slot. The frequence corrections correct for the Doppler shift caused by the mobile's motion.
d fre	he time quency ctions												Adjust the frequency and timing based the advice from the BSS. This step is required so that transmissions from the mobile reach the base station at the precise time and with the correct frequency.
	to the ncy and eslot												The mobile detunes from the AGCH at tunes to the specified radio channel.



Cell		D .		Mo	EventStudio System Designer 6					
Mobile Stati	on	Base Stations			Eventotadio oystem besigner o					
GSM Mobil Mobile SM-RL-Mo	e b CM-Sub-Mo	BSS BSS	Mobile MSC	e Switching Center CM-Sub-MS SM-RL-MS	VLR VLR	HLR HLR	SMS-GMSC SM	Service (	Center SC	21-Jan-14 16:59 (Page 5)
							1			initiates ciphering of the data being sent on the channel. The channel is ciphered so as so protect the call from eavesdropping.
	Exp	ect ciphered o	lata							Ciphering on the radio link is enabled in three steps. As a first step, the BSS star expecting ciphered data from the mobile but continues to send data in clear. Since the mobile has not been informed about the ciphering, all data received from the mobile will be in error.
mode = CLEAR	MODE CON	MAND								The BSS sends the CIPHERING MODE COMMAND to the mobile. The mobile we be able to receive this message as the transmission from the BSS is still in clean
able ciphering r received and nsmitted data										As a second step, the Mobile receives the message and enables ciphering in transmit and receive directions. This action will result in all BSS data being received in error. (The BSS is still transmitting data in clear.)
RR CIPHERING mode = CIPHERE		<u>IPLE</u> TE								Ciphering has already been enabled, so this message is transmitted with ciphering. The BSS will receive this message as it is already expecting ciphered data in the receive direction.
		able ciphering transmitted to mobile								The third and final step in the ciphering handshake. The BSS enables the ciphering in transmit direction. From this point on ciphering is enabled in both directions.
	BS\$MAP	CIPHER	NODE CO	MPLETE						BSS replies back to the MSC, indicating that ciphering has been successfully enabled.
MS sent fro	m SC to	Mobile	,			<u> </u>	-		!	
							SM RL DATA			The Service Center (SC) now sends the SMS to the GMSC.
				SMS De		DATA Red	1			The GMSC now sends the SMS to the MSC.





Cell Mobile Network  Mobile Station Base NSS											EventStudio System Designer 6			
Mobile Station Base Stations								L	EventStudio System Designer 6					
GSM Mobile			BSS			ching Center			HLR SMS-GMSC Service				21-Jan-14 16:59 (Page 8)	
Mobile S	SM-R	L-Mob CM-Su	ub-Mo	BSS	MSC	CM-S	ub-MS SM-RI	MS \	/LR	HLR	SMS-GMSC SM	M-TL-SC S	C	
													tr	riggers the release of L2 and L1.
							1							