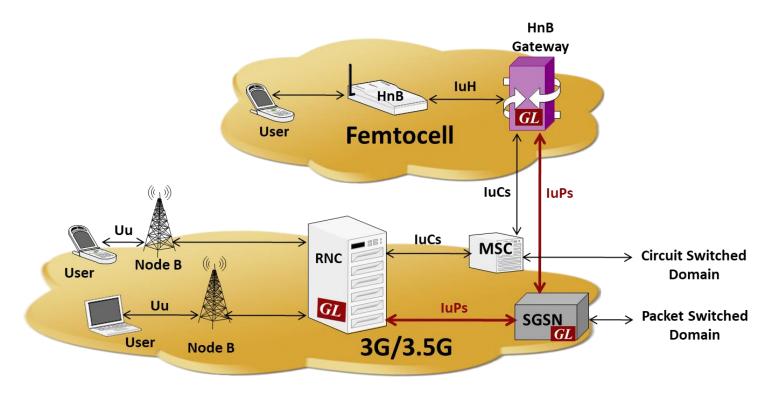
MAPSTM UMTS for luPS Interfaces Emulator

(UMTS luPS Emulation over IP)



818 West Diamond Avenue - Third Floor, Gaithersburg, MD 20878 Phone: (301) 670-4784 Fax: (301) 670-9187 Email: info@gl.com Website: http://www.gl.com

MAPS™ UMTS for IuPS Interfaces





MAPS™ UMTS-luPS Emulator

Generate up to 20,000 Subscribers Up to 2000 Simultaneous Calls



MAPS™ UMTS-IuPS Emulator PacketLoad™ Hardware

Generates up to 40 Gbits/sec Stateful TCP/HTTP Traffic

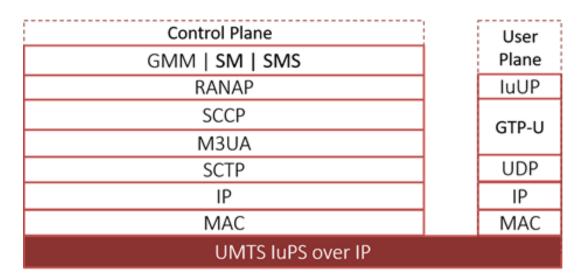


Highlights

- Emulate RNC, and SGSN entities
- Generates and supports all Mobility Management, Session Management, RANAP and DTAP messages
- User controlled access to SCTP, M3UA, and SCMG (SCCP Management), RANAP, and DTAP messages
- Ready scripts for Routing Area Updating, GPRS Attach, Paging, and Handover (Relocation) procedures for quick testing
- Supports Authentication, TMSI Reallocation, Encryption, and other optional procedures
- Supports mobile traffic emulation with additional licenses
- Provides fault insertion, and erroneous call flows testing capability
- Impairments can be applied to messages to emulate error conditions
- Setup a virtual real-time network emulating 3G-UMTS network element using MAPS™ 3G Wireless Lab Suite
- Supports PS network web browsing data traffic emulation along with generation of real-world traffic in the lab
- Supports M3UA termination type as a signaling gateway process (SGP), an application server process (ASP), or an IP server process (IPSP)
- Supports Packet Traffic, Mobile Traffic, Gateway Traffic, External Gateway emulation with additional licenses



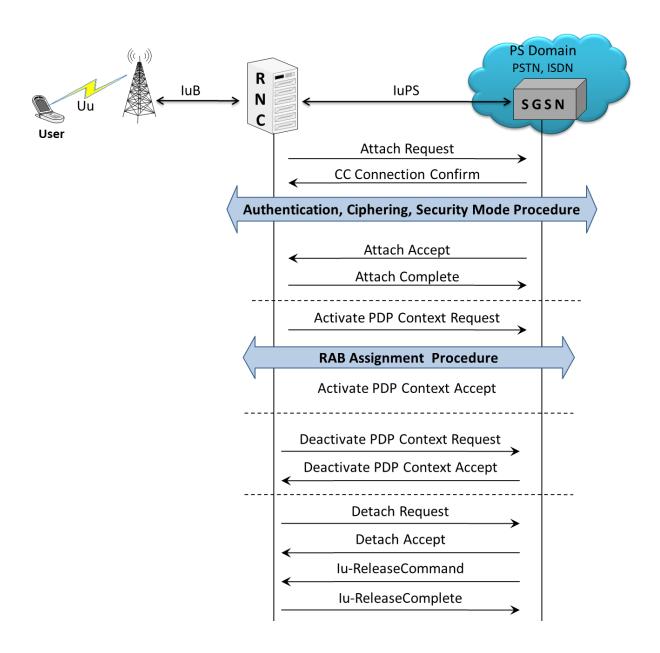
UMTS luPS Protocol Stack



Supported Protocols	Specification Used
luPS Interface	
SCTP	RFC 4960
SCCP	Q.713, CCITT (ITU-T) Blue Book
M3UA	RFC 3332
RANAP	3GPP TS 25.413 V9.1.0
GMM / SM	GPP TS 24.008 V5.16.0 (2006-06)
SMS	3GPP TS 03.40 V7.5.0 & 3GPP TS 04.11 V7.1.0 GSM 03.38 version 7.2.0 Release 1998

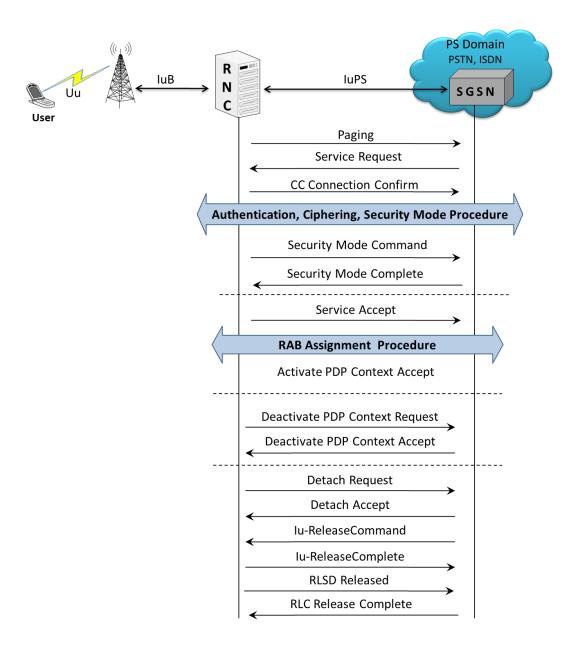


UMTS IuPS Call Flow



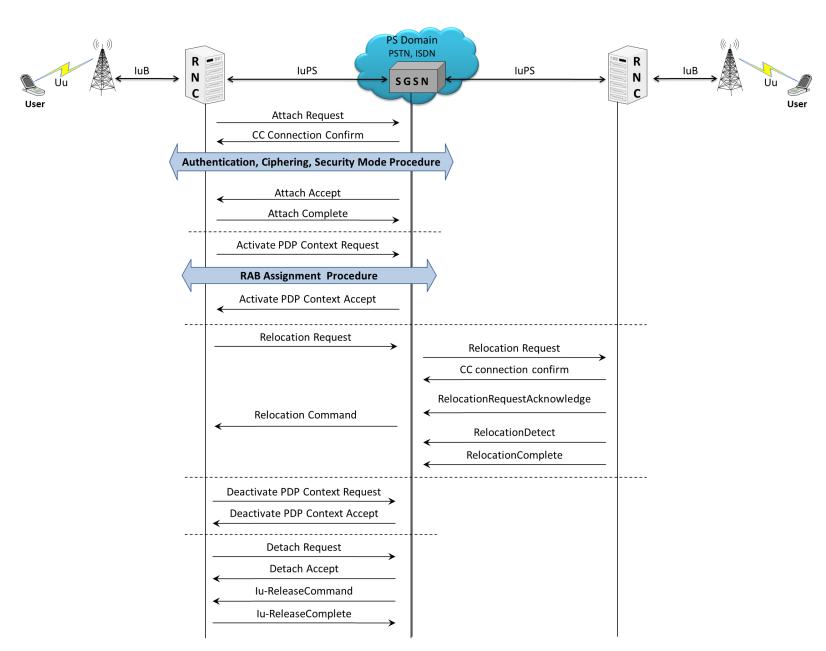


UMTS luPS Paging Call Procedure



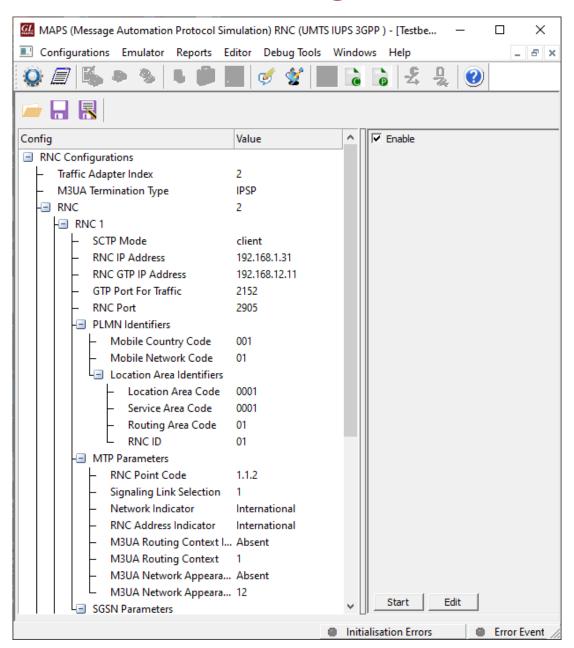


UMTS luPS Relocation Call Flow



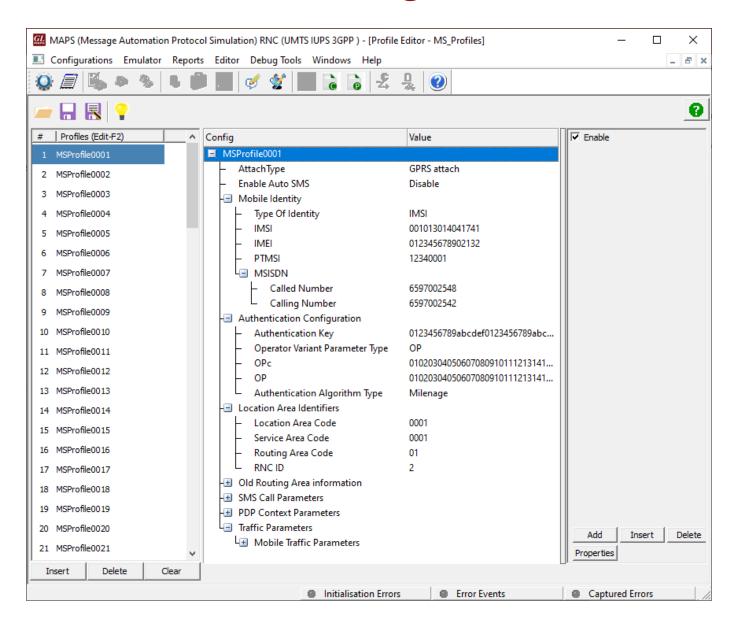


Testbed Configuration



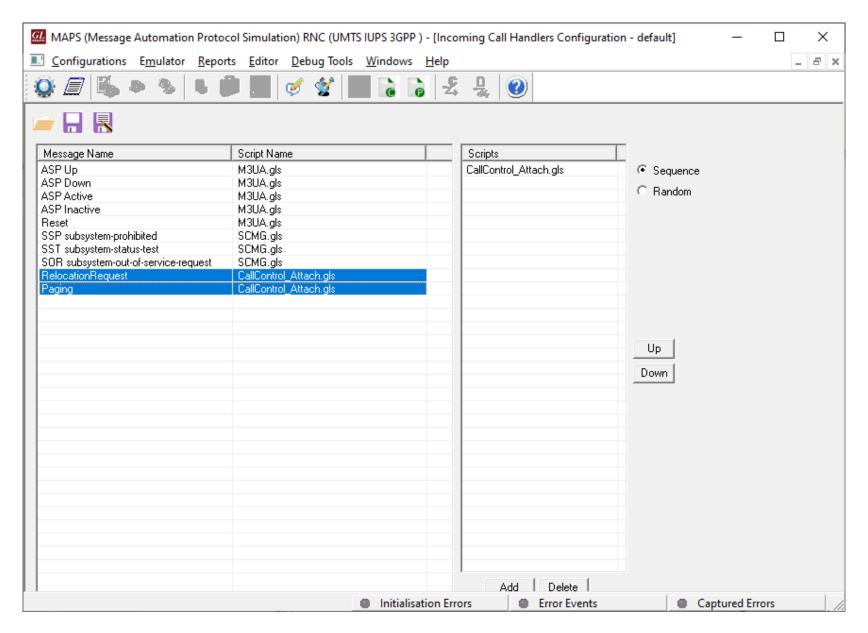


Profile Configuration



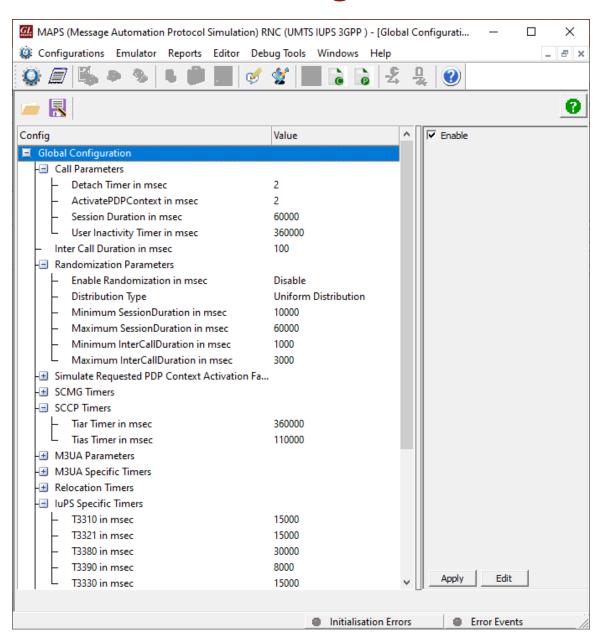


Incoming Call Handler Configuration



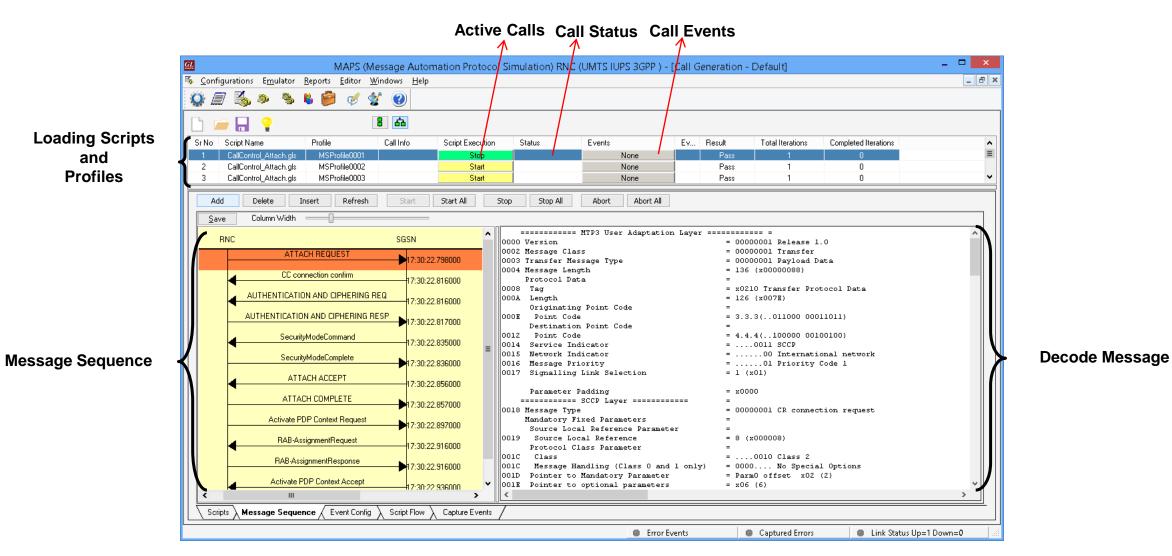


Global Configuration





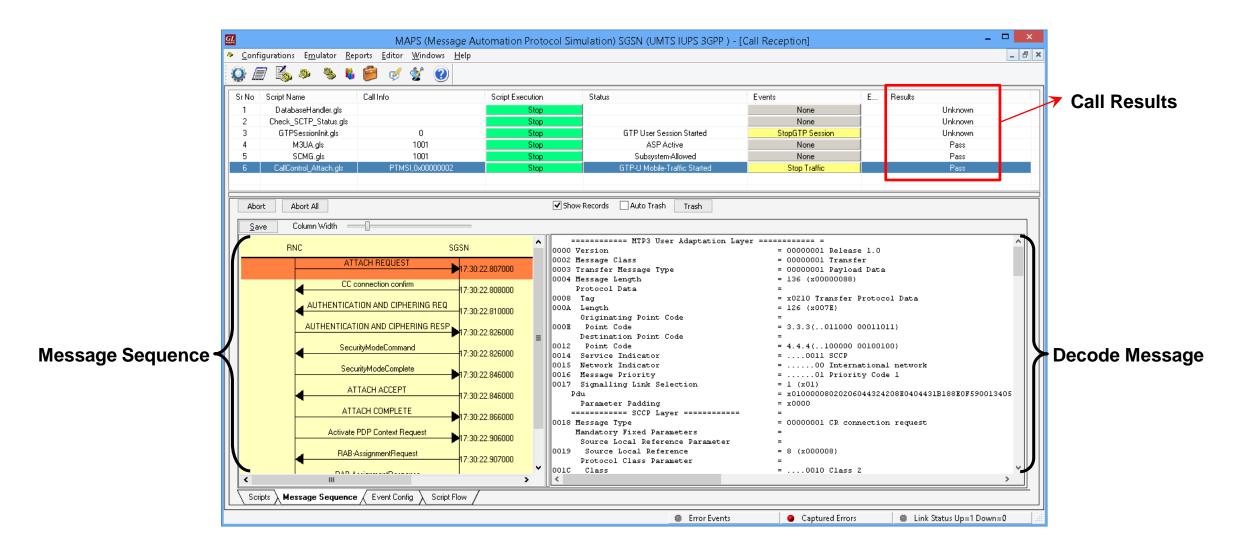
IuPS over **IP** Call Generation





and

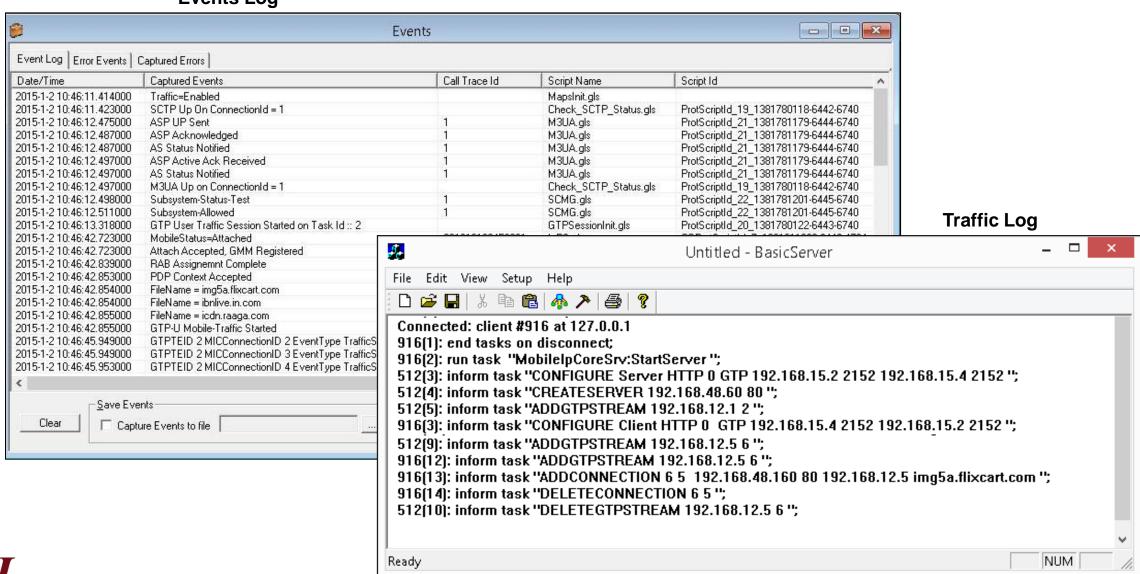
luPS over **IP** Call Reception





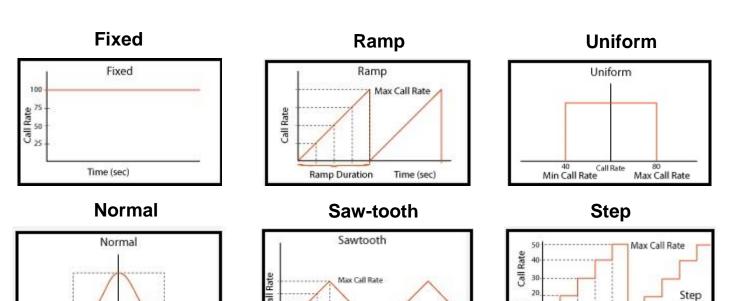
Events and Traffic Log

Events Log



Load Generation

- Stability/Stress and Performance testing using Load Generation
- Different types of Load patterns to distribute load.
- User can load multiple patterns for selected script.
- User configurable Test Duration, CPS, Maximum and Minimum Call Rate etc.



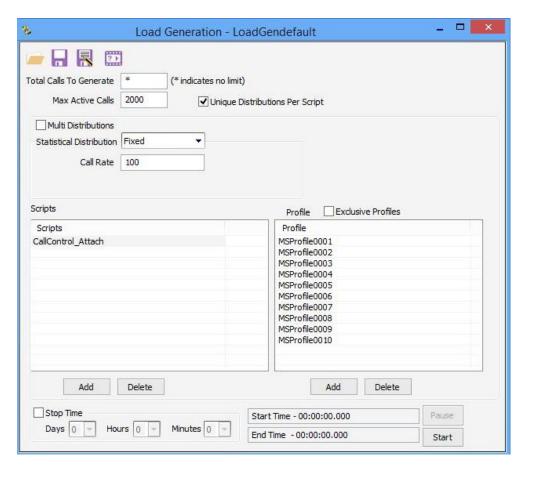
Time (sec)

Ramp Duration

Start Call Rate 16 Call Rate

Time Step

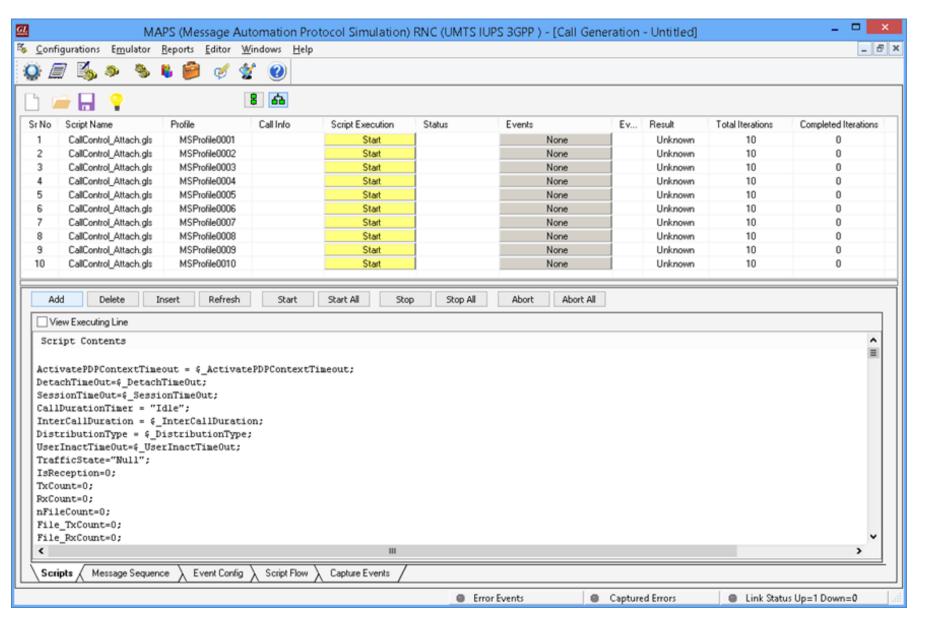
Time (sec)





40 Call Rate Min Call Rate 80 Max Call Rate

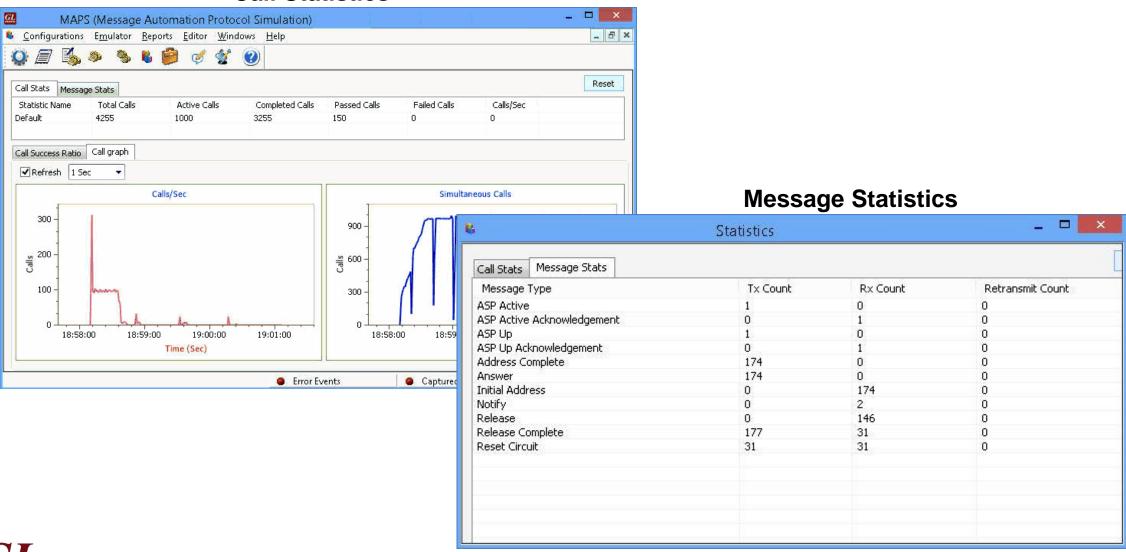
Bulk Call Generation





Call and Message Statistics

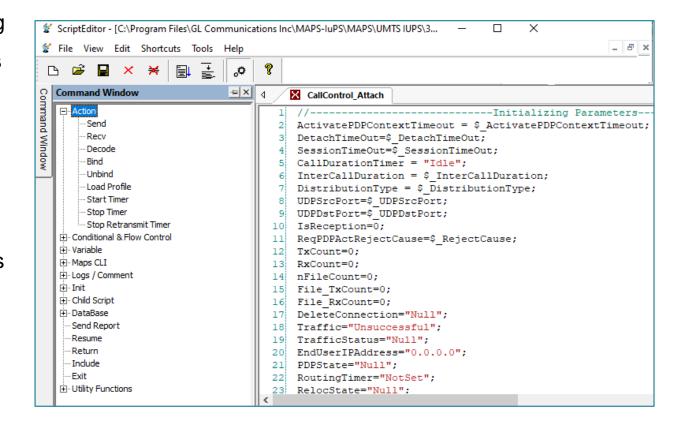
Call Statistics





Customizations - Call Flow (Scripts)

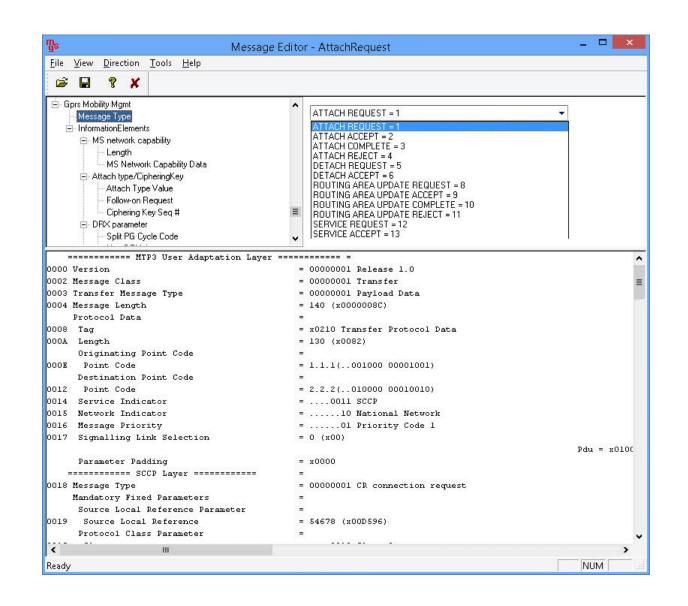
- Scripts are written in our proprietary *.gls scripting language. They represent generic state machines intended provide protocol/signaling logic for a call and establish bearer traffic
- Each instance of a script corresponds to a single transaction/call, i.e., if you place 500 calls in parallel you will actually have 500 script instances running at once. If you place 500 calls in series the same script will execute and terminate 500 times
- It is possible to create your own scripts, but almost never necessary! We attempt to provide all necessary scripts out of the box





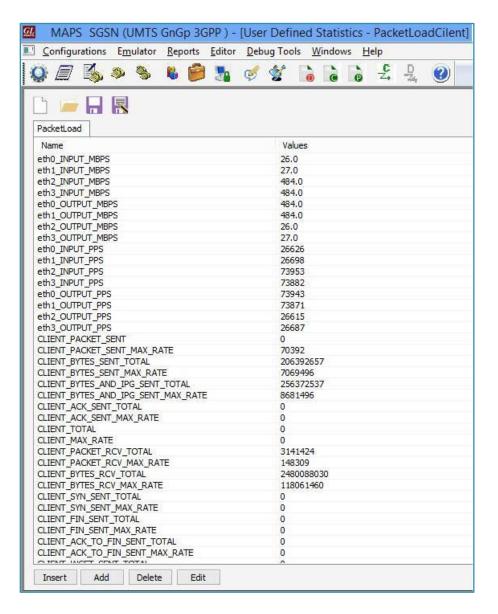
Customizations - Protocol Messages

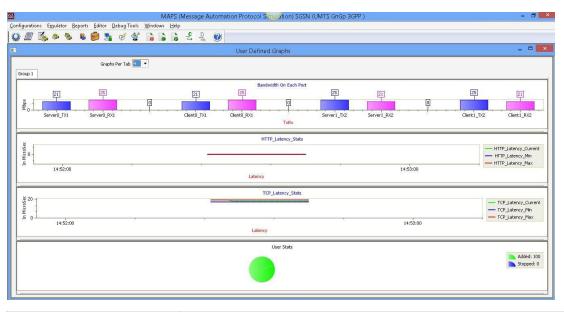
- When the script actually sends a message it does so by loading a hdl file template from disk ("AttachRequest.hdl" in the righthand screenshot)
- These message templates provide the actual structure of the message, the script simply populates it with values contained in its variables
- These messages are customizable by the user, header fields can be altered and removed. Binary-based messages are edited in our provided message editor





Packet Statistics and Reports





TCP/IP	 SYN , SYN_ACK ACK, FIN, RST HTTP POST / RESPONSE TCP/IP Checksum Errors
PCAP Replay	Packets Sent and Received
UDP	Packets Sent and Received
URL	Connections EstablishedFW Addresses Not BlockedURL HTTP Wrong Response RX



Thank you

