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Title	Enhancement of BS Initiated Handoff Algorithm for 802.16e			
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Re:	Response for Call for Comments of IEEE802.16e-03/07r4			
	Call for Comments of IEEE802.16e-03/07r4 is announced at 80216e-03_23.			
Abstract	Contains the enhanced element about BS initiated Handoff of 802.16e			
Purpose	Discussion and adaptation in a proper position for enhancement of 802.16e handoff algorithm			
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## Enhancement of BS Initiated Handoff Algorithm for 802.16e

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## Introduction

IEEE802.16e-03-07/r4 defines both MSS Initiated Handoff procedures with MOB\_MSSHO-REQ message and BS Initiated Handoff procedures with MOB\_BSHO-REQ message. The main characteristic of handoff scheme is to negotiate QoS service capability and service level between serving BS and neighbor BS to continue current services between MSS and serving BS over the air.

Since this service negotiation result is attained from serving BS not MSS, it can help efficient processing of handoff in case of BS initiated through adding some information to request message by BS. When serving BS informs recommended neighbor BS according to its QoS capabilities negotiation results, MSS can determine and skip without scanning some neighbor BSs that cannot support proper QoS service level requested by the MSS. At this case, MSS can get better performance such as reduced time of scanning its neighbor BS and more chance to receive data from serving BS during handoff. And at last it result in reduced total handoff time from initialization to completion. Since the service capabilities negotiation result is already used in other messages in terms of service level prediction and for MSS, the only requested information about its neighbor BS is whether it can support QoS service as same level as current BS support, we can easily modify MOB\_BSHO-REQ message and satisfy expected result with adding one parameter. In addition, current BS initiated handoff algorithm is not efficient since it just use an additive message used in MS initiated handoff message flow. And also after receiving MOB\_MSHO\_RSP from MSS, BS should process negotiation among neighbor BSs for QoS service support.

In our proposal, we efficiently modify the BS initiated handoff procedures with only changing the position of the QoS negotiation process and modifying MOB\_BSHO-REQ and MOB\_MSSHO-RSP message.

# Proposed Remedy (Text changes)

Include "Service Level Prediction" in MOB\_BSHO-RSP Message depicted in page 22 as following :

Table 84g-MOB_BSHO-REQ Message Format					
Syntax	Size	Notes			
MOB_BSHO-REQ_Message_Format(){					
Management Message Type = 51	8 bits				
N_Recommended	8 bits				
<pre>For(j=0;j<n_neighbors; j++){<="" pre=""></n_neighbors;></pre>					
Neighbor BS-ID	48 bits				
Service Level Prediction	8 bits				
}					
}					

Table 84g-MOB\_BSHO-REQ Message Format

Correct in page 25, line 12, as followings :

An MSS shall transmit an MOB\_MSSHO-RSP Message upon reception of MOB\_MSSBSHO-REQ message.

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## Add Following Paragraph after page 25 line 38 :

When MSS receives a MOB\_BSHO-REQ message from serving BS, it may decide target BS according to the result of SINR scanning for each neighbor BS appropriately recommended from MOB\_BSHO-REQ message with service level prediction. And MSS can notify the target BS using MOB\_MSSHO-RSP message with "N Recommended = 1". And at this case, BS may skip sending MOB\_BSHO-RSP message.

Add BS SINR on MOB\_MSSHO-RSP Message depicted in Table 84j of page 25 as following:

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Syntax	Size	Notes
MOB_MSSHO-RSP_Message_Format(){		
Management Message Type = 54	8 bits	
N_Recommended	8 bits	
Estimated HO time	8 bits	
For(j=0;j <n_neighbors;j++){< td=""><td></td><td></td></n_neighbors;j++){<>		
Neighbor BS-ID	48 bits	
BS S/(N+1)	<u>8 bits</u>	
}		
}		

 Table 84j-MOB
 MSSHO-RSP
 Message
 Format

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## In page 60, replace Figure D.9 with:

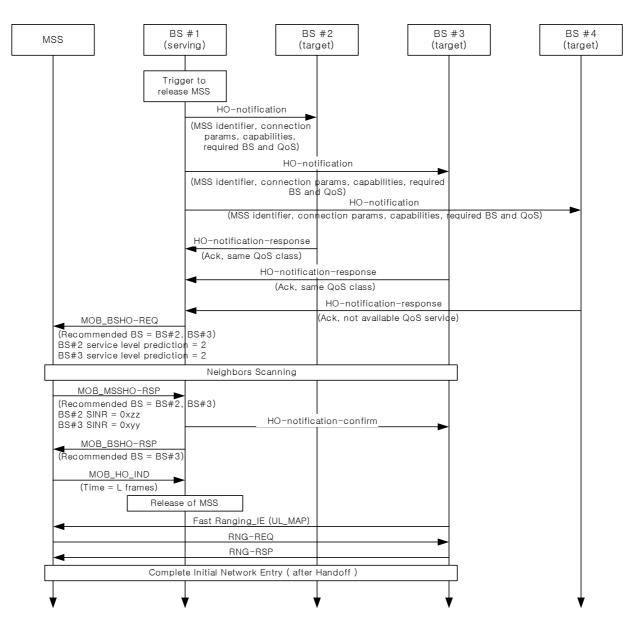
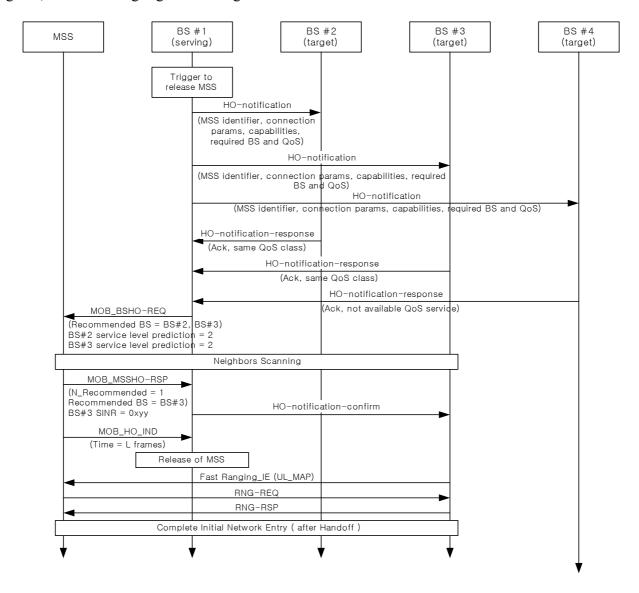


Figure D.9 – HO process by BSS request

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#### In page 60, Add following Figure after Figure D.9 at section D.1 with:

Figure D.10—HO process by BSS request and MSS decision of target BS