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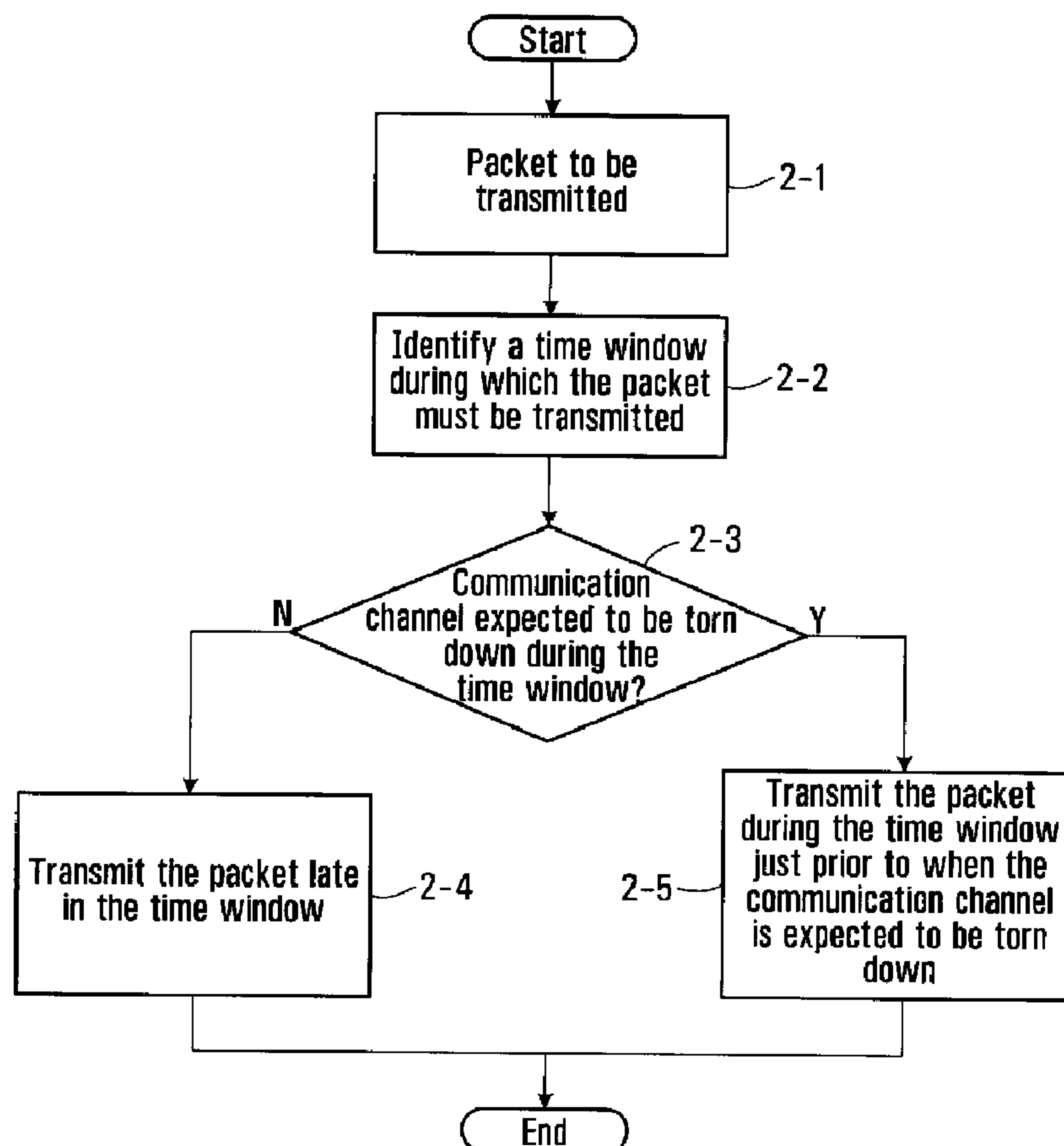
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(54) Titre : METHODE ET SYSTEME DE TRANSMISSION PAR PAQUETS

(54) Title: METHOD AND SYSTEM FOR TRANSMITTING PACKETS



(57) Abrégé/Abstract:

A system and method of transmitting packets from a wireless device is provided. According to a broad aspect, the wireless device is to transmit a packet on a communication channel during a time window based on whether or not the communication channel is

(57) **Abrégé(suite)/Abstract(continued):**

expected to be torn down during the time window. If the communication channel is not expected to be torn down during the time window, then the wireless device transmits the packet late in the time window. However, if the communication channel is expected to be torn down during the time window, then the wireless device transmits the packet during the time window just prior to when the communication channel is expected to be torn down. This prevents having to re-establish the communication channel merely to transmit the packet if the communication channel is torn down.

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Abstract

A system and method of transmitting packets from a wireless device is provided. According to a broad aspect, the wireless device is to transmit a packet on a communication
5 channel during a time window based on whether or not the communication channel is expected to be torn down during the time window. If the communication channel is not expected to be torn down during the time window, then the wireless device transmits the packet late in the time window. However, if the
10 communication channel is expected to be torn down during the time window, then the wireless device transmits the packet during the time window just prior to when the communication channel is expected to be torn down. This prevents having to re-establish the communication channel merely to transmit the
15 packet if the communication channel is torn down.

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Method and System for Transmitting Packets

Field of the Application

The application relates to wireless communication, and more particularly to transmitting packets.

5 Background

In some instances, a wireless device may be required to send a message that has been scheduled for transmission. Such messages may be scheduled synchronisation messages, which are transmitted on a scheduled basis for synchronising
10 information between the wireless device and another node. Such messages are ideally transmitted according to a scheduled time, but may be transmitted earlier.

In other instances, a wireless device may be required to acknowledge receipt of a packet. Such acknowledgement takes
15 form of an acknowledgement message sent from the wireless device to the network. When the network receives the acknowledgement message, the network is provided with a confirmation that the wireless device has received the packet. In absence of such confirmation by a predetermined time after
20 sending the data packet, the network assumes that the wireless device did not receive the packet and will re-send the packet. An acknowledgement message may acknowledge receipt of more than one received packet. Waiting before sending an acknowledgement message may allow additional received packets to be
25 acknowledged by a single acknowledgement message.

Packet communication to and from the wireless device is done so over a communication channel. If a wireless device is to transmit a packet, and its communication channel has been torn down, then the wireless device re-establishes the
30 communication channel to transmit the packet. Re-establishing

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the communication channel consumes resources. First, establishing the communication channel consumes network resources. Second, establishing the communication channel consumes battery power of the wireless device. Third, 5 establishing the communication channel requires time.

Summary of the Application

According to a broad aspect, there is provided a method in a wireless device comprising: identifying a time window during which a packet must be transmitted; determining 10 whether a communication channel is expected to be torn down during the time window based on packet traffic over the communication channel; and transmitting the packet on the communication channel at a time during the time window based on whether the communication channel is expected to be torn down 15 during the time window.

According to a broad aspect, there is provided a computer readable medium having computer readable instructions stored thereon for execution on a processor so as to implement the method summarised above.

20 According to a broad aspect, there is provided a wireless device adapted to implement the method summarised above.

According to a broad aspect, there is provided a communication system comprising a plurality of wireless devices 25 as summarised above.

According to a broad aspect, there is provided a method comprising: identifying a time window during which a packet must be transmitted; establishing a communication channel late in the time window but no later than a 30 predetermined time period before expiry of the time window; and

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transmitting the packet on the communication channel late in the time window.

According to a broad aspect, there is provided a computer readable medium having computer readable instructions stored thereon for execution on a processor so as to implement the method summarised above.

According to a broad aspect, there is provided a wireless device adapted to implement the method summarised above.

10 According to a broad aspect, there is provided a communication system comprising at least one wireless device as summarised above.

Brief Description of the Drawings

Preferred embodiments will now be described with reference to the attached drawings in which:

Figure 1 is a block diagram of a wireless device coupled to a network;

Figure 2 is a flow chart of an example method of transmitting a packet;

20 Figures 3 and 4 are timelines of example sequences of events;

Figure 5 is a signalling diagram of another example sequence of events;

Figures 6 through 8 are flow charts of an example method in an application of acknowledging receipt of packets;

Figures 9 through 13 are flow charts of an example method in a radio manager for acknowledging receipt of packets;

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Figures 14 through 18 are flow charts of example methods in a radio manager of analyzing an acknowledgement queue for sending acknowledgements;

Figure 19 is a flowchart of another example method of transmitting a packet; and

Figure 20 is a flowchart of yet another example method of transmitting a packet.

Detailed Description of the Preferred Embodiments

Wireless Device

Referring now to Figure 1, shown is a wireless device coupled to a network through a wireless connection. The wireless device has a plurality of applications coupled to a radio manager. Although only three applications are shown, more generally, there may be any number of applications. The radio manager is coupled to a wireless access radio. The wireless device also has a processor. The wireless device may have other components, but they are not shown for sake of simplicity.

In operation, the wireless device is adapted to communicate with the network via the wireless access radio and the wireless connection. Such communication includes packet communication, and may include other forms of communication such as circuit switched communication for voice calls. Packet communication over the wireless connection is by means of a communication channel, for example a physical layer traffic channel. The packet communication is in respect of the applications, which send and receive packets during operation. The radio manager manages all packet communication for the applications.

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In some instances, the packet communication includes transmitting packets that have been scheduled for transmission. There are many possibilities for such packets. As a first example, the wireless device transmits scheduled

5 synchronisation packets, which are transmitted according to a schedule for synchronising information between the wireless device and another node. Such packets are ideally transmitted according to the schedule, but may be transmitted earlier if an earlier transmission is more favourable. As a second example,

10 the wireless device transmits response packets. In some instances, when the wireless device receives a packet from the network, the wireless device is to respond to the packet by transmitting a response packet. A response packet is to be transmitted within a time window from receipt of the packet.

15 An acknowledgement packet is an example of a response packet.

According to an embodiment of the application, when the wireless device is to transmit a packet during some time window, the wireless device transmits the packet at some time during the time window based on whether or not the

20 communication channel is expected to be torn down during the time window. In some implementations, the radio manager operates in combination with the applications to accomplish this. Examples of how this may be implemented are detailed below with reference to the drawings.

25 There are many possibilities for the applications. The applications may for example include an email application, an internet browser application, or a messenger application. There may be additional applications (not shown) that do not participate in packet communication. The applications may be

30 independently receiving packets and generating packets for transmission via the radio manager. In some implementations, the radio manager and the applications are each implemented as software and are executed on the processor. More generally,

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the radio manager and the applications may each be implemented as hardware, software, firmware, or any appropriate combination thereof. Although the radio manager is drawn separately from the applications, in the illustrated example, it is to be understood that the radio manager may be integrated with the applications.

There are many possibilities for the network. The network may include any appropriate wireless network capable of packet transmission, for example a UMTS (Universal Mobile Telecommunications System) network, a GPRS (General Packet Radio Service) network, a CDMA (Code Division Multiple Access) network, or an EVDO (Evolution Data Only) network.

Method for Transmitting Packets

Referring now to Figure 2, shown is a flow chart of an example method of transmitting a packet. This method may be implemented in a wireless device, for example the wireless device shown in Figure 1.

If at step 2-1 there is a packet to be transmitted, then at step 2-2 the wireless device identifies a time window during which the packet must be transmitted. The packet is to be transmitted late in the time window, but may be transmitted earlier if an earlier transmission is more favourable. At step 2-3, the wireless device determines whether or not the communication channel is expected to be torn down during the time window. If the communication channel is not expected to be torn down during the time window, then the wireless device transmits the packet late in the time window at step 2-4. However, if the communication channel is expected to be torn down during the time window, then at step 2-5 the wireless device transmits the packet during the time window just prior to when the communication channel is expected to be torn down. This prevents the wireless device from having to re-establish

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the communication channel to send the packet in the event that the communication channel is torn down.

In the illustrated example, the packet is assumed to be of a packet type that is to be transmitted late in the time window, but may be transmitted earlier if an earlier transmission is more favourable. However, in some implementations, the wireless device determines the type of the packet. If the packet is determined to be a packet type that is to be transmitted late in the time window, but may be transmitted earlier if an earlier transmission is more favourable, then the steps described above in the illustrated example are executed. However, if the packet is determined to be another packet type, then the wireless device may execute a different set of steps. Accordingly, the wireless device discriminates between other types of packets, for example packets that are to be transmitted as soon as possible. In some implementations, the application that is involved in transmitting the packet determines the type of the packet, and the time window if applicable.

There are many implementation specific ways that the wireless device may determine whether or not the communication channel is expected to be torn down. In some implementations, the radio manager determines when and if the communication channel is to be torn down based on packet traffic over the communication channel. For example, the communication channel may be torn down after a period of inactivity. Since there may be multiple applications that may be sending and receiving packets, the activity or inactivity of a single application is not determinative of channel status. For example, when the channel would nominally be torn down after a period of inactivity from a single application, the communication channel would not be torn down in a multiple application context where traffic is experienced from another application in the interim.

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In some implementations, if a packet is transmitted on the communication channel soon before the communication channel is to be torn down, then the tearing down of the communication channel is delayed due to the activity on the communication channel. Accordingly, in some implementations, the radio manager takes this into consideration when determining when and if the communication channel is to be torn down. In some implementations, the radio manager waits during the time window to see if the communication channel is to be torn down and becomes aware that the communication channel is to be torn down soon enough before it happens so as to transmit the packet before the communication channel is torn down. Other implementations are possible.

It is to be understood that when the communication channel is expected to be torn down during the time window that this does not necessarily mean that the communication channel will be torn down during the time window. For example, if the communication channel is expected to be torn down due to a period of inactivity and a packet is suddenly transmitted, then in some implementations the communication channel is not torn down as expected since there has been new activity.

It is also to be understood that when a packet is transmitted "late in the window" that the precise time of transmission is variable and implementation specific. In some implementations, the packet is transmitted at the last possible moment before expiry of the time window. In other implementations, the packet is transmitted when at least a predefined proportion of the time window, for example 80% of the time window, has expired. Other implementations are possible.

There are many possibilities for transmitting the packet upon determining that the communication channel is

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expected to be torn down during the time window. In the illustrated example, the packet is transmitted just before the communication channel is expected to be torn down. However, in other implementations, the packet is transmitted as soon as possible. In other implementations, the packet is transmitted as late as possible before the communication channel is expected to be torn down. Other implementations are possible.

There are many possibilities for the packet transmitted in the above example. For example, the packet transmitted may be a scheduled synchronisation packet, a response packet such as an acknowledgement packet, or any other packet to be transmitted during a time window. Further details and embodiments of the method are described below with reference to Figure 3 through 18 assuming that the packet to be transmitted is a response packet. However, it is to be understood that there are many possibilities for the packet and that embodiments of the application are not limited to response packets.

Example Sequences of Events

Referring now to Figure 3, shown as a timeline of an example sequence of events. The events in this timeline are in respect of a wireless device, for example the wireless device shown in Figure 1.

At step 3-1, the wireless device receives a first packet to which acknowledgement of its receipt is expected. Receipt of the first packet is acknowledged by transmitting a response packet during a time window starting from receipt of the first packet and expiring at time= t_0 . If the network does not receive an acknowledgment by the deadline at time= t_0 , then the network will re-send the first packet. Therefore, missing the deadline is to be avoided as this wastes system resources. In the illustrated example, the wireless device does not send a

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response packet immediately after receipt of the first packet. Instead, the wireless device waits to see if additional packets are received before the deadline at time= t_0 . During this waiting time, a second packet is received at step 3-2. At step 5 3-3, a single response packet is transmitted just before time= t_0 to acknowledge receipt of both the first packet and the second packet. Transmitting a single response packet typically utilises fewer recourses than transmitting a plurality of response packets. Therefore, waiting during the time window to 10 see if additional packets are received may reduce resource utilization when more than one packet is received and acknowledged by a single response packet.

In the above example, the wireless device waits until late in the time window to transmit the response packet. 15 However, in other situations, the wireless does not do this. An example is provided with reference to Figure 4, which shows a timeline of another example sequence of events. The events in this timeline are in respect of a wireless device, for example the wireless device shown in Figure 1.

20 At step 4-1, the wireless device receives one or more packets to which acknowledgement of their receipt is expected. Receipt of the one or more packets is acknowledged by transmitting a response packet during a time window starting from an earliest receipt of the one or more packets and 25 expiring at time= t_0 . Some time after receipt of the one or more packets, the wireless device determines that a communication channel used for transmitting packets is expected to be torn down at time= t_1 . Examples of how the wireless device may determine that the communication channel is expected to be torn 30 down have been provided above with reference to Figure 2. In view of the communication channel expected to be torn down, the wireless device does not wait until late in the time window to acknowledge receipt of the one or more packets. Instead, at

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step 4-2 the wireless device transmits a response packet just prior to when the communication channel is expected to be torn down. At time= t_1 the communication channel is torn down as expected. Accordingly, if the wireless device were to wait
5 until time= t_0 to send the response packet, then the wireless device may need to re-establish the communication channel to transmit the response packet. Therefore, by sending the response packet earlier, the communication channel does not
10 have to be re-established to merely to send the response packet.

In some implementations, as shown in Figure 1, the wireless device has a plurality of applications coupled to a radio manager. In such implementations, there would be signalling between the applications and the radio manager
15 during packet exchanges with the network. Referring now to Figure 5, shown is a signalling diagram of example signalling between the application of the wireless device, the radio manager of the wireless device, and the network.

At step 5-1, the network sends a first packet P_1 to
20 the wireless device. The radio manager receives the first packet P_1 , identifies that the first packet P_1 is intended for the application, and forwards the first packet P_1 to the application. At step 5-2, the application generates a first acknowledgement $Ack_1(t_0)$ for acknowledging receipt of the first
25 packet P_1 , and sends the first acknowledgement to the radio manager. The first acknowledgement $Ack_1(t_0)$ is provided with an indication of a deadline for acknowledging receipt of the first packet P_1 , namely t_0 . The indication of the deadline is provided to the radio manager so that the radio manager is
30 aware of when the time window for transmitting the acknowledgement expires. The radio manager determines when the acknowledgement is to be sent during the time window based on whether or not the communication channel used for transmitting

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acknowledgements is expected to be torn down during the time window.

In the illustrated example, the communication channel is not expected to be torn down during the time window.

5 Therefore, the radio manager waits during the time window to transmit the acknowledgement late in the time window. During this waiting time, the network sends a second packet P_2 to the wireless device at step 5-3. The radio manager receives the second packet P_2 , identifies that the second packet P_2 is
10 intended for the application, and forwards it to the application. It is assumed that this takes place prior to time= t_0 . At step 5-4 the application generates a second acknowledgement $Ack_2(t_0)$ for acknowledging receipt of the first packet P_1 and the second packet P_2 , and provides the second
15 acknowledgement to the radio manager. The second acknowledgement $Ack_2(t_0)$ is provided with an indication of the deadline for acknowledging receipt of the first packet P_1 , namely t_0 . The second acknowledgement $Ack_2(t_0)$ is provided with an indication, for example a bit set, to cancel the first
20 acknowledgement $Ack_1(t_0)$. At step 5-5 the radio manager sends the second acknowledgement $Ack_2(t_0)$ late in the time window.

In some implementations, the acknowledgements are provided to the radio manager as soon as possible so that the radio manager is aware of the acknowledgements. This allows
25 the radio manager to send an acknowledgement earlier if the communication channel is expected to be torn down before expiry of the time window.

In the illustrated example, the second acknowledgement $Ack_2(t_0)$ is provided with an indication to
30 cancel the first acknowledgement $Ack_1(t_0)$. However, more generally, any appropriate indication to cancel the first acknowledgement $Ack_1(t_0)$ may be provided by the application. In

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some implementations, receipt of the second acknowledgement $Ack_2(t_0)$ by the radio manager serves as an implicit cancelling of the first acknowledgement $Ack_1(t_0)$. In other implementations, the application provides a separate cancelling message. In some implementations, the first acknowledgement $Ack_1(t_0)$ is cancelled at the same time as the application provides the second acknowledgement $Ack_2(t_0)$ to the radio manager. In other implementations, the first acknowledgement $Ack_1(t_0)$ is cancelled just prior to the application providing the second acknowledgement $Ack_2(t_0)$ to the radio manager. Other implementations are possible.

Although only two packets are received in the illustrated example, it is to be understood that more or less packets may be received and acknowledged by a single acknowledgement. For example, if a third packet is received during the time window, then receipt of all three packets may be acknowledged by a single acknowledgement message.

Method in an Application

Referring now to Figures 6 through 8, shown are flow charts of an example method in an application of acknowledging receipt of packets. This method may be implemented in an application of a wireless device, for example by any one of the applications of the wireless device shown in Figure 1. It is to be understood that the method described below with reference to Figures 6 through 8 is a very specific method and is provided merely as an example.

The steps of Figure 6 are executed upon receipt of a first packet. If at step 6-1 the application receives a first packet P_1 , then at step 6-2 the application sets a deadline of $t_0 = \text{current time} + x$, where x denotes an amount of time that the wireless device has to acknowledge receipt of the first packet P_1 . The value for x is implementation specific and may

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be dependent upon the packet received. At step 6-3, the application provides an acknowledgement $Ack_1(t_0)$ to the radio manager. An indication of the deadline at $time=t_0$ is provided with the acknowledgement so that the radio manager is informed of the deadline for transmitting the acknowledgement. At step 6-4 the application receives from the radio manager a handle for the acknowledgement $Ack_1(t_0)$. The handle allows the application to reference the acknowledgement $Ack_1(t_0)$ at a later time. This allows the application to cancel the acknowledgement $Ack_1(t_0)$ at a later time should the application replace the acknowledgement $Ack_1(t_0)$ with a subsequent acknowledgement $Ack_2(t_0)$.

The steps of Figure 7 are executed upon receipt of each subsequent packet prior to the acknowledgment of the first packet. If at step 7-1 the application receives an n^{th} packet P_n , where n is any integer greater than 1, then at step 7-2 the application cancels the previous acknowledgement $Ack_{n-1}(t_0)$ using the handle received at step 6-4. At step 7-3, the application sends a new acknowledgement $Ack_n(t_0)$ to the radio manager. The new acknowledgement $Ack_n(t_0)$ is provided with an indication of the same deadline at $time=t_0$ for acknowledging receipt of the first packet P_1 and all subsequent packets received of the n -packets. At step 7-4 the application receives from the radio manager a handle for the acknowledgement $Ack_n(t_0)$. This step is similar to step 6-4 described above.

It is possible that the wireless device will not receive every packet that has been sent to the wireless device. In the event that a packet is not received by the wireless device, the steps of Figure 7 are not executed. At some later time, when there has been no acknowledgment of the packet, the packet will be sent again to the wireless device.

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The steps of Figure 8 are executed when an indication is received from the radio manager that the acknowledgement has been sent. If at step 8-1 an indication is received from the radio manager that the acknowledgment has been sent, then at
5 step 8-2 the application assumes that the radio manager has sent the acknowledgement to the network for acknowledging receipt of all packets received and waits until another first packet is received at step 6-1.

The deadline for acknowledging receipt of the first
10 packet has been calculated as the sum of the current time and the time given to the wireless device to acknowledge receipt of the first packet. In other implementations, t_0 may be equal to the time remaining for acknowledging receipt of the first packet P_1 . In this implementation, t_0 would be equal to x for
15 the first acknowledgement $Ack_1(t_0)$, and de-incremented for subsequent acknowledgements $Ack_n(t_0)$ according to how much time has passed since receipt of the first packet P_1 . Accounting of times may be implemented by means of counters or timers. Other implementations are possible.

20 Method in a Radio Manager

Referring now to Figures 9 through 12, shown are flow charts of an example method in a radio manager of acknowledging receipt of packets. This method may be implemented in a radio manager, for example by the radio manager of the wireless
25 device shown in Figure 1. It is to be understood that the method described below with reference to Figures 9 through 12 is a very specific method and is provided merely as an example.

The steps of Figure 9 are executed upon receiving a packet from the network. If at step 9-1 the radio manager
30 receives an n^{th} packet P_n from the network, where n is any positive integer, then at step 9-2 the radio manager forwards the n^{th} packet P_n to the application. As previously described,

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when the application receives a packet, it generates an acknowledgement and provides the acknowledgement to the radio manager together with an indication of a deadline at time= t_0 for transmitting the acknowledgement.

5 The steps of Figure 10 are executed upon receipt of an acknowledgment from the application. If at step 10-1 the radio manager receives an n^{th} acknowledgement $\text{Ack}_n(t_0)$ from the application, then at step 10-2 the radio manager places the n^{th} acknowledgement $\text{Ack}_n(t_0)$ into a queue together with the
10 indication of the deadline. At step 10-3 the radio manager returns a handle to the application so that the application may refer to the acknowledgement at a later time.

 The steps of Figure 11 are executed upon receiving an instruction to cancel a previous acknowledgement. If at step
15 11-1 the radio manager is instructed by the application to cancel a previous acknowledgement $\text{Ack}_{n-1}(t_0)$ using the handle provided to the application at step 10-3, then at step 11-2 the radio manager removes the previous acknowledgement $\text{Ack}_{n-1}(t_0)$ from the queue together with the indication of the deadline.

20 Since there may be a plurality of applications, each of which may be providing acknowledgements to the radio manager, the queue may have a plurality of acknowledgements to be transmitted. The queue may be implemented in any appropriate manner, for example as a data record. The queue
25 contains an identification of each acknowledgement to be transmitted, and their respective deadlines (e.g. t_0) for transmitting the acknowledgement.

 The steps of Figure 12 are implemented upon arrival of time= t_0 . If at step 12-1 the radio manager determines that
30 the current time is equal to the deadline for transmitting one of the packets in the queue, for example at time= t_0 , then at step 12-2 the radio manager sends the acknowledgement $\text{Ack}_n(t_0)$.

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In this case, the acknowledgement $Ack_n(t_0)$ is transmitted late in the window. At step 12-3 the acknowledgement $Ack_n(t_0)$ is removed from the queue together with the indication of the deadline. At step 12-4, the radio manager informs the
5 application that the acknowledgement $Ack_n(t_0)$ has been sent.

The steps of Figure 13 are implemented upon determining that the communication channel is to be torn down. If at step 13-1 the radio manager determines that the communication channel is expected to be torn down, then at step
10 12-2 the radio manager analyzes the queue for sending acknowledgements. In this case, the acknowledgement may be transmitted earlier in the time window. For each acknowledgement sent, the radio manager informs the respective applications at step 13-3 that the acknowledgement has been
15 sent. Upon receipt of such indication, the respective application exits at step 8-2 as described above with reference to Figure 8.

There are many ways that the radio manager can analyze the queue for sending acknowledgements. Referring now
20 to Figures 14 through 18, shown are flow charts of example methods of analyzing the queue for sending acknowledgements. One or more of these methods may be implemented by a radio manager, for example by the radio manager of the wireless device shown in Figure 1.

25 Referring first to Figure 14, in one example, if the radio manager determines at step 14-1 that the communication channel is expected to be torn down, then at step 14-2 the radio manager sends all acknowledgements contained in the queue.

30 Referring now to Figure 15, in another embodiment, if the radio manager determines at step 15-1 that the communication channel is expected to be torn down, then at step

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15-2 the radio manager sends only the acknowledgement in the queue having the earliest deadline.

Referring now to Figure 16, in another embodiment, if the radio manager determines at step 16-1 that the communication channel is expected to be torn down, then at step 16-2 the radio manager sends a particular acknowledgement from the queue such that the radio manager expects a response from the network upon receipt of the particular acknowledgement.

In some implementations, the radio manager is provided with logic to determine which acknowledgements in the queue, when transmitted, will likely result in the network responding to the acknowledgement. The logic may be part of the radio manager, or separate. In other implementations, the application corresponding to the particular acknowledgement indicates whether or not a response from the network is expected. Responses from the network may be dependent upon the particular application. For example, a web browser application may expect a response from the network in response to transmission of an acknowledgement packet, while other applications would not.

In some implementations, receipt of a response from the network has the effect of delaying the tearing down of the communication channel. This allows the transmission of other packets in the queue to be delayed, provided that their respective time windows permit so. Delaying the tearing down of the traffic channel may be done so many times in a row. For example, the method of Figure 16 may be repeated many times in sequence so as to keep the communication channel active.

In other embodiments, at least some acknowledgements in the queue are provided with a respective priority level. The priority levels may be provided to the radio manager by the respective application. Alternatively, the priority levels may

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be computed based on some logic. The logic may be part of the radio manager, or separate. Referring now to Figure 17, if the radio manager determines at step 17-1 that the communication channel is expected to be torn down, then at step 17-2 the
5 radio manager sends a particular acknowledgement from the queue, the particular acknowledgement having a highest priority of all of the acknowledgements in the queue.

As previously described, in some implementations, sending a packet to which a response is expected soon before
10 the communication channel is to be torn down delays the tearing down of the communication channel. Referring now to Figure 18, if the radio manager determines at step 18-1 that the communication channel is expected to be torn down, then at step 18-2 the radio manager sends a packet from the queue, wherein
15 transmission of the packet has the effect of delaying the tearing down of the communication channel. Much like the method described with reference to Figure 16, the transmission of other packets in the queue to be delayed, provided that their respective time windows permit so, and the method of
20 Figure 18 may be repeated in sequence so as to keep the communication channel active.

Resource Utilization Estimation

In the examples presented above, if the communication channel is expected to be torn down in the time window during
25 which a packet must be transmitted, then the packet is transmitted before the communication channel is torn down. However, in other embodiments, the wireless device may allow the communication channel to be torn down and instead transmit the packet at some later time. The decision to allow the
30 communication channel to be torn down can be based on estimated resource utilisation for transmitting the packet before and after the time that the communication channel is expected to be

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torn down. Referring now to Figure 19, shown is a flowchart of another example method of transmitting a packet. This method may be implemented in a wireless device, for example the wireless device shown in Figure 1.

5 If at step 19-1 there is a packet to be transmitted, then at step 19-2 the wireless device identifies a time window during which the packet must be transmitted. The packet is to be transmitted late in the time window, but may be transmitted earlier if an earlier transmission is more favourable. At step
10 19-3, the wireless device determines whether or not the communication channel is expected to be torn down during the time window. If the communication channel is not expected to be torn down during the time window, then the wireless device transmits the packet late in the time window at step 19-4.
15 However, if the communication channel is expected to be torn down during the time window, then at step 19-5 the wireless device estimates resource utilisation for transmitting the packet before and after the time that the communication channel is expected to be torn down. Based on the estimation, the
20 wireless device determines at step 19-6 whether or not the packet should be transmitted before the time that the communication channel is expected to be torn down.

 If the wireless device determines that the packet should be transmitted before the time that the communication
25 channel is expected to be torn down, then at step 19-7 the wireless device transmits the packet during the time window just prior to the time that the communication channel is expected to be torn down. This prevents the wireless device from having to re-establish the communication channel to send
30 the packet in the event that the communication channel is torn down. However, if the wireless device determines that the packet should be transmitted after the time that the communication channel is expected to be torn down, then at step

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19-8 the wireless device allows the communication channel to be torn down without sending the packet. In the illustrated example, it is assumed that the communication channel is torn down as expected.

5 At step 19-9, the communication channel is brought up late in the time window, but no later than a predetermined time period before expiry of the time window. The predetermined time period allows time for the communication channel to be established and allows for the packet to be transmitted at step
10 19-10 before the time window expires.

 In some implementations, the wireless device incorporates many considerations when estimating resource utilisation for transmitting the packet before and after the time that the communication channel is expected to be torn
15 down. For example, the wireless device may consider the time window and when the communication channel is expected to be torn down. Transmitting a packet late in the time window may utilise fewer resources than transmitting the packet earlier. An example of this is the case of acknowledging received
20 packets. As previously described, waiting until late in the time window to transmit a single acknowledgment packet to acknowledge receipt of more than one packet generally utilises fewer resources than transmitting a plurality of individual acknowledgment packets. However, there are instances when
25 transmitting a packet late in the communication window may utilise more resources, for example if the communication channel is torn down and needs to be re-established. As another example, the wireless device may consider the state of the wireless device. Establishing the traffic channel while in
30 a first state may utilise fewer resources than when in a second state. Other considerations are possible.

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In some implementations, if the time window expires at a time that is much later than when the communication channel is expected to be torn down, then the wireless device determines that packet should be transmitted after the time
5 that the communication channel is expected to be torn down. Likewise, if the time window expires at a time that is not much later than when the communication channel is expected to be torn down, then the wireless device determines that packet should be transmitted before the time that the communication
10 channel is expected to be torn down. The quantity defining "much later" is implementation specific. In some implementations, a threshold value is defined for the quantity, for example 10 minutes. In other implementations, the threshold value is 2 minutes. Other implementations are
15 possible.

It is to be understood that when estimating resources utilisation there may be several different types of resources that are considered. For example, any one or more of network resources, battery power of the wireless device, and time
20 involved in establishing the communication channel may be considered.

Bringing up the Communication Channel

In the examples presented above, it is assumed that the communication channel is established when it is determined
25 that there is a packet to be transmitted during a time window. However, in some instances, the communication channel is not established at such time. Referring now to Figure 20, shown is a flowchart of yet another example method of transmitting a packet. This method may be implemented in a wireless device,
30 for example the wireless device shown in Figure 1.

At step 20-1 the wireless device determines that there is a packet to be transmitted during a time window while

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the communication channel is down. At step 20-2 the communication channel is brought up late in the time window, but no later than a predetermined time period before expiry of the time window. The predetermined time period allows time for
5 the communication channel to be established and allows for the packet to be transmitted at step 20-3 before the time window expires.

The time required to establish the traffic channel may be dependent on one or more factors. For example,
10 establishing the traffic channel while the wireless device is in a first state may take longer than if the wireless device were in a second state. Accordingly, in some implementations, the predetermined time period is chosen appropriately to accommodate for such one or more factors. The predetermined
15 time period may be fixed, or variable depending on the one or more factors.

Many example methods of transmitting a packet have been provided above with reference to the drawings. It is to be understood that these methods may be implemented
20 individually, or in any appropriate combination. For example, the method described with reference to Figure 20 may be implemented in combination with the method described with reference to Figure 2. Other appropriate combinations are may be contemplated.

25 Numerous modifications and variations of the present application are possible in light of the above teachings. It is therefore to be understood that within the scope of the appended claims, the application may be practised otherwise than as specifically described herein.

We Claim:

1. A method in a wireless device comprising:

5 identifying a time window during which a packet must
be transmitted;

determining whether a communication channel is
expected to be torn down during the time window based on
packet traffic over the communication channel; and

10 transmitting the packet on the communication channel
at a time during the time window based on whether the
communication channel is expected to be torn down during
the time window.

2. The method of claim 1 wherein the packet

15 comprises at least one of:

an acknowledgement packet for acknowledging receipt
of at least one previously received packet; and

a synchronization packet for providing
synchronization information to a recipient of the packet.

20

3. The method of claim 1 or claim 2 wherein transmitting
the packet comprises:

25 transmitting the packet late in the time window if
the communication channel is not expected to be torn down
during the time window.

4. The method of claim 1 or claim 2 wherein transmitting
the packet comprises:

30 if the communication channel is expected to be
torn down during the time window, transmitting the packet
during the time window just prior to when the
communication channel is expected to be torn down.

5. The method of anyone of claims 1 to 4 further comprising:

5 determining whether the packet is of a packet type that is to be transmitted late in the time window, but may be transmitted earlier.

6. The method of anyone of claims 1 to 5 further comprising:

10 receiving a first packet or a plurality of packets; wherein the packet transmitted on the communication channel is generated in response to receipt of the first packet or the plurality of packets.

15 7. The method of claim 6 wherein the time window starts from receipt of the first packet and has a duration based on a deadline for responding to receipt of the first packet.

20

8. The method of claim 7 further comprising:
starting a timer upon receipt of the first packet;
wherein the timer is indicative of the duration of the time window.

25

9. The method of claim 6 wherein the plurality of packets received comprise a last packet, the method further comprising:

30 for each of the plurality of packets received, generating a respective response packet in response to the packet received, the response packets comprising a last

response packet generated in response to the last packet received and at least one other response packet;

wherein the packet transmitted is the last response packet, the last response packet being transmitted in lieu
5 of the at least one other response packet.

10. The method of claim 6 or claim 9 wherein the plurality of packets received comprise a first packet, wherein the time window starts from receipt of the first
10 packet received.

11. The method of anyone of claims 1 to 5 wherein the packet transmitted is one packet of a plurality of packets to be transmitted in respect of a plurality of
15 communications, each of the plurality of packets having a respective time window during which the packet must be transmitted, the method further comprising:

maintaining a queue for each of the plurality of packets and its respective time window.

20

12. The method of claim 11 further comprising:

adding packets that are to be transmitted to the queue together with their respective time windows; and

removing packets that have been transmitted from the
25 queue together with their respective time windows.

13. The method of claim 12 further comprising:

determining that one of the plurality of packets is to be transmitted in lieu of another one of the plurality
30 of packets; and

removing the another one of the plurality of packets from the queue together with its respective time window.

14. The method of anyone of claims 11 to 13 further comprising:

5 if the communication channel is expected to be torn down, analyzing the queue for transmitting at least one of the plurality of packets.

15. The method of claim 14 wherein analyzing the queue for transmitting at least one of the plurality of packets
10 comprises at least one of:

transmitting all of the plurality of packets stored in the queue before the communication channel is torn down;

15 transmitting an oldest packet of the plurality of packets stored in the queue, the respective time window of the oldest packet expiring before any other respective time window;

20 transmitting a particular packet of the plurality of packets stored in the queue, wherein a response packet is expected to be received in response to transmission of the particular packet;

25 transmitting a highest priority packet of the plurality of packets stored in the queue, the highest priority packet having a priority level greater than or equal to those of other packets in the queue; and

transmitting a delaying packet of the plurality of packets stored in the queue, wherein transmission of the delaying packet causes tearing down of the communication channel to be delayed.

30

16. The method of anyone of claims 1 to 15 further comprising:

if the communication channel is expected to be torn down during the time window, estimating resource utilization for transmitting the packet before and after when the communication channel is expected to be torn

5 down; and

transmitting the packet on the communication channel at some time during the time window based on the estimated resource utilization.

10 17. The method of claim 16 further comprising:

if the estimated resource utilization indicates favourability in transmitting the packet after when the communication channel is expected to be torn down:

15 a) allowing the communication channel to be torn down;

b) re-establishing the communication channel late in the time window but no later than a predetermined time period before expiry of the time window; and

20 c) transmitting the packet on the communication channel late in the time window.

18. The method of claim 17 wherein estimating resource utilisation comprises at least one of:

25 consideration of battery utilisation;

consideration of network resources; and

consideration of time required to establish the communication channel.

30 19. The method of anyone of claims 1 to 18 wherein the communication channel is a physical layer traffic channel.

20. The method of anyone of claims 1 to 19 implemented

co-operatively by a radio manager and at least one application, the method further comprising:

the at least one application providing the radio manager with the packet to be transmitted together with an indication of the time window during which the packet must be transmitted; and

the radio manager managing transmission of the packet.

21. A computer readable medium having computer readable instructions stored thereon for execution on a processor so as to implement the method of anyone of claims 1 to 20.

22. A wireless device adapted to implement the method of any one of claims 1 to 20.

23. The wireless device of claim 22 comprising:

a wireless access radio adapted to communicate wirelessly with a wireless access network;

a radio manager for managing packet transmission on the wireless access radio; and

at least one application coupled to the radio manager;

wherein:

the at least one application provides the packet to be transmitted to the radio manager together with an indication of the time window; and

the radio manager manages transmission of the packet.

24. A communication system comprising a plurality of wireless devices according to claim 22 or claim 23.

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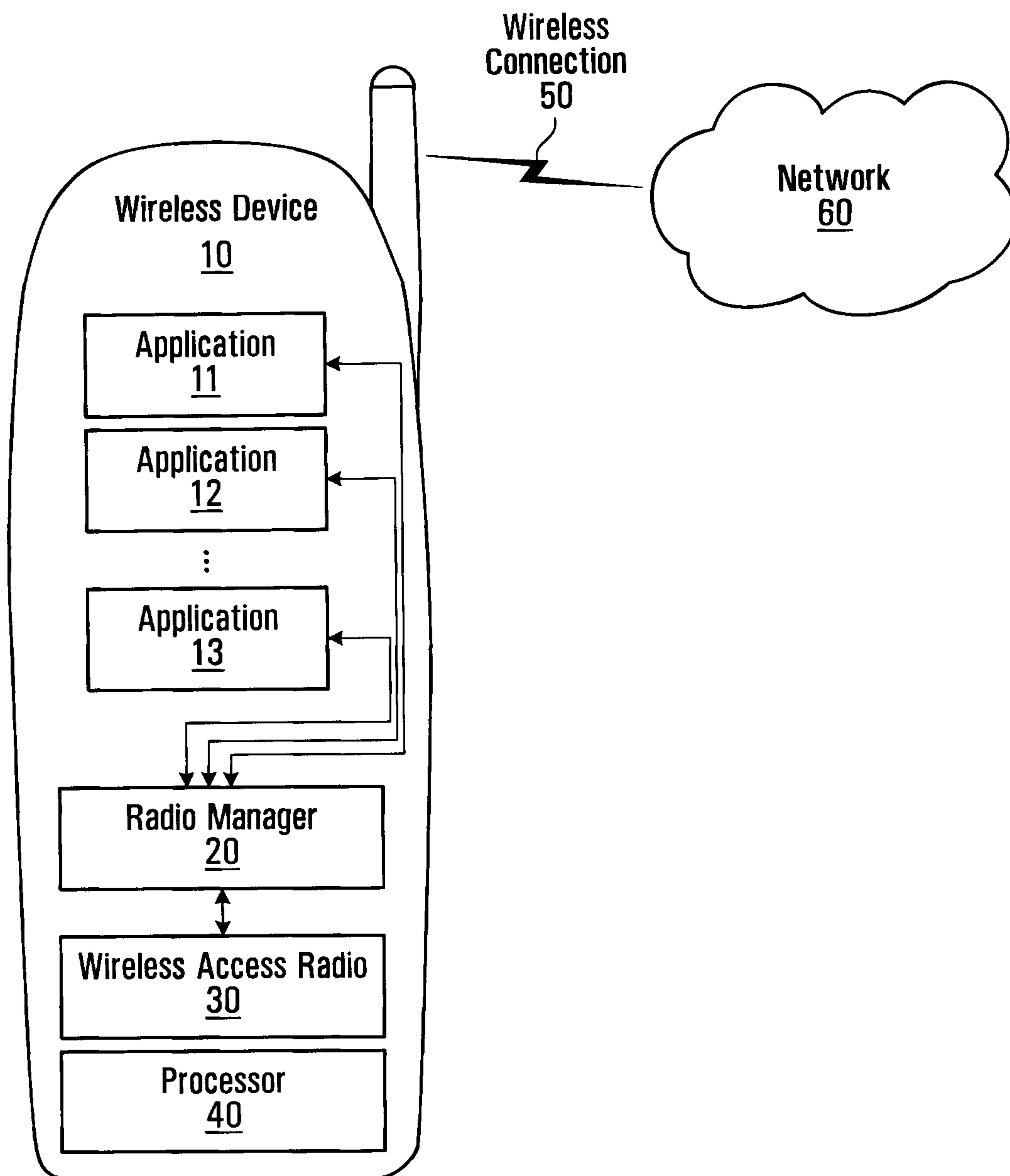
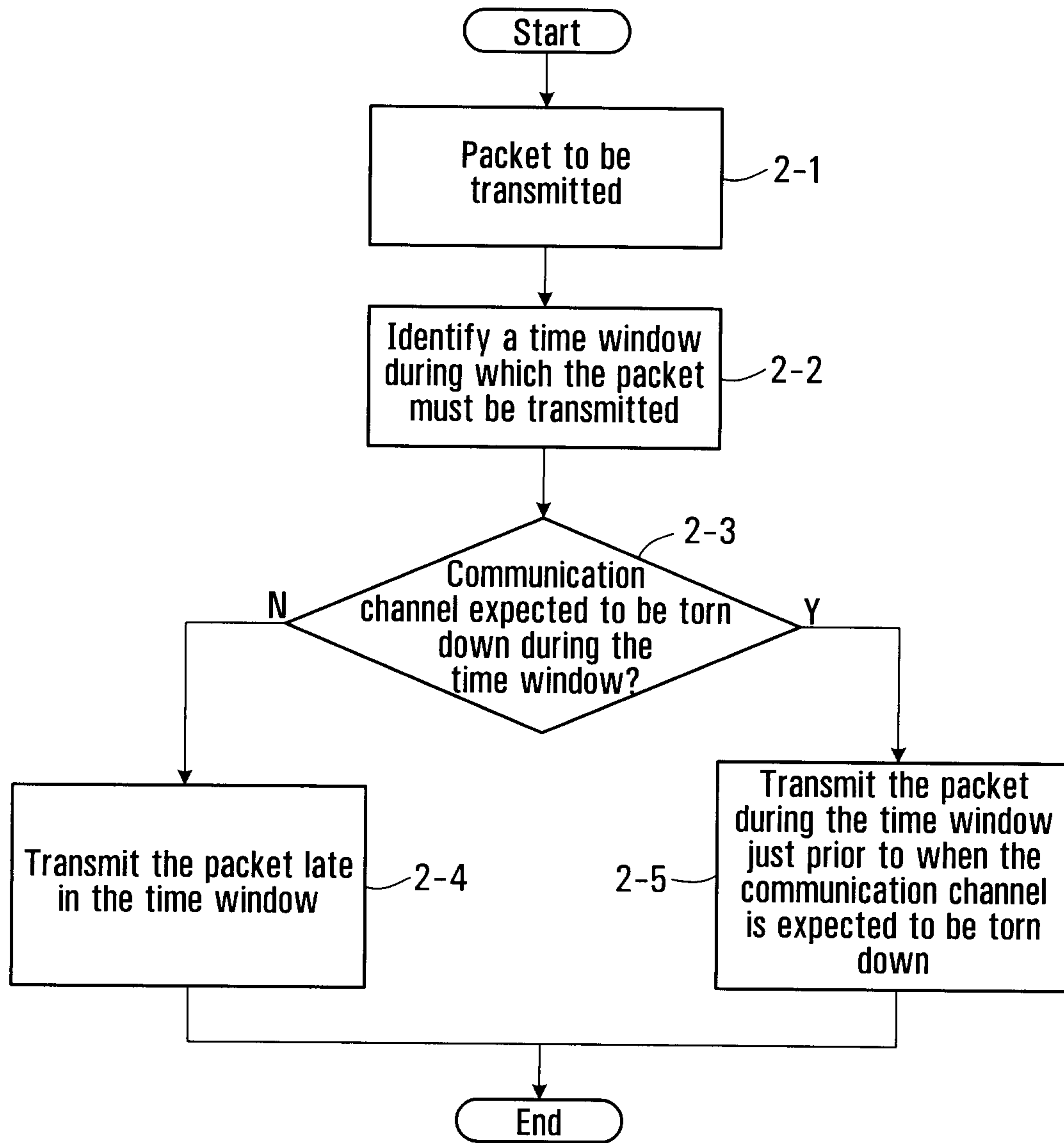


FIG. 1

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**FIG. 2**

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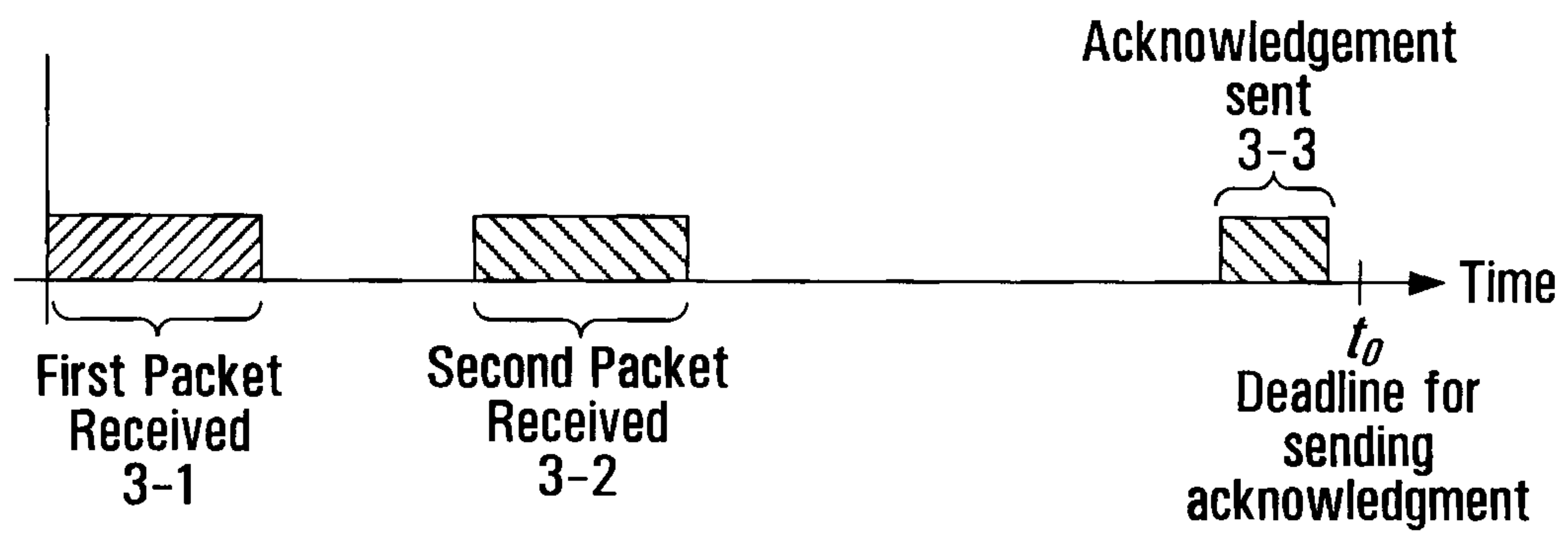


FIG. 3

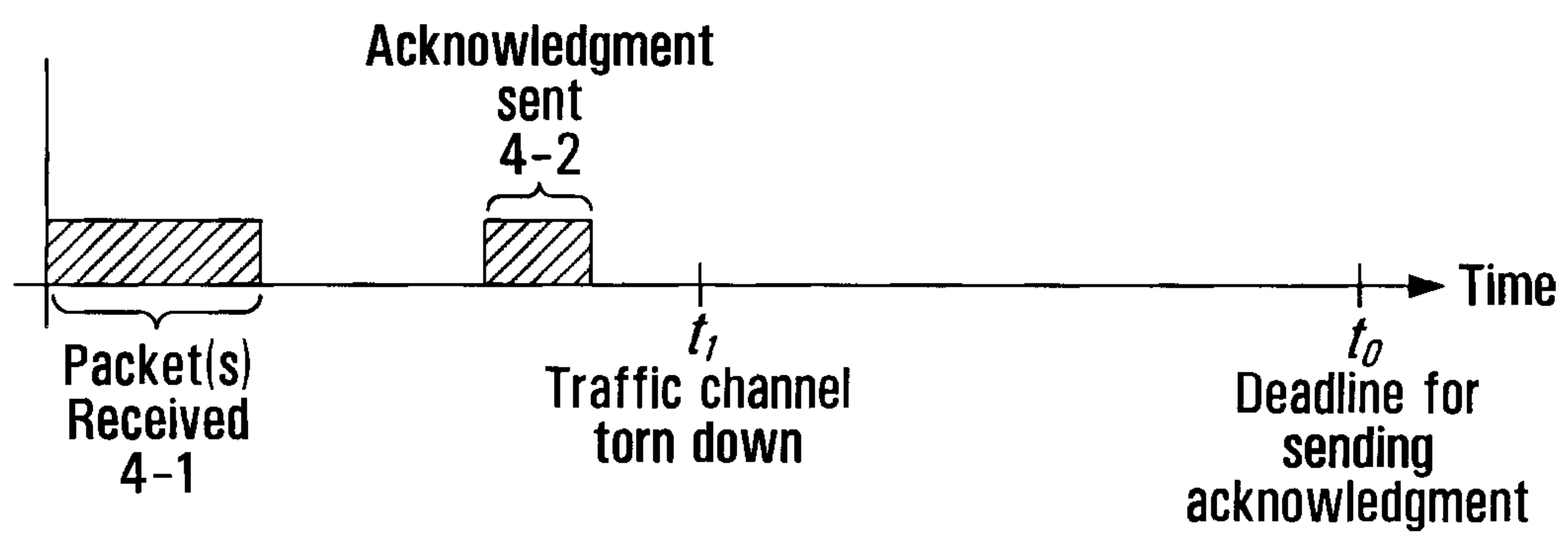


FIG. 4

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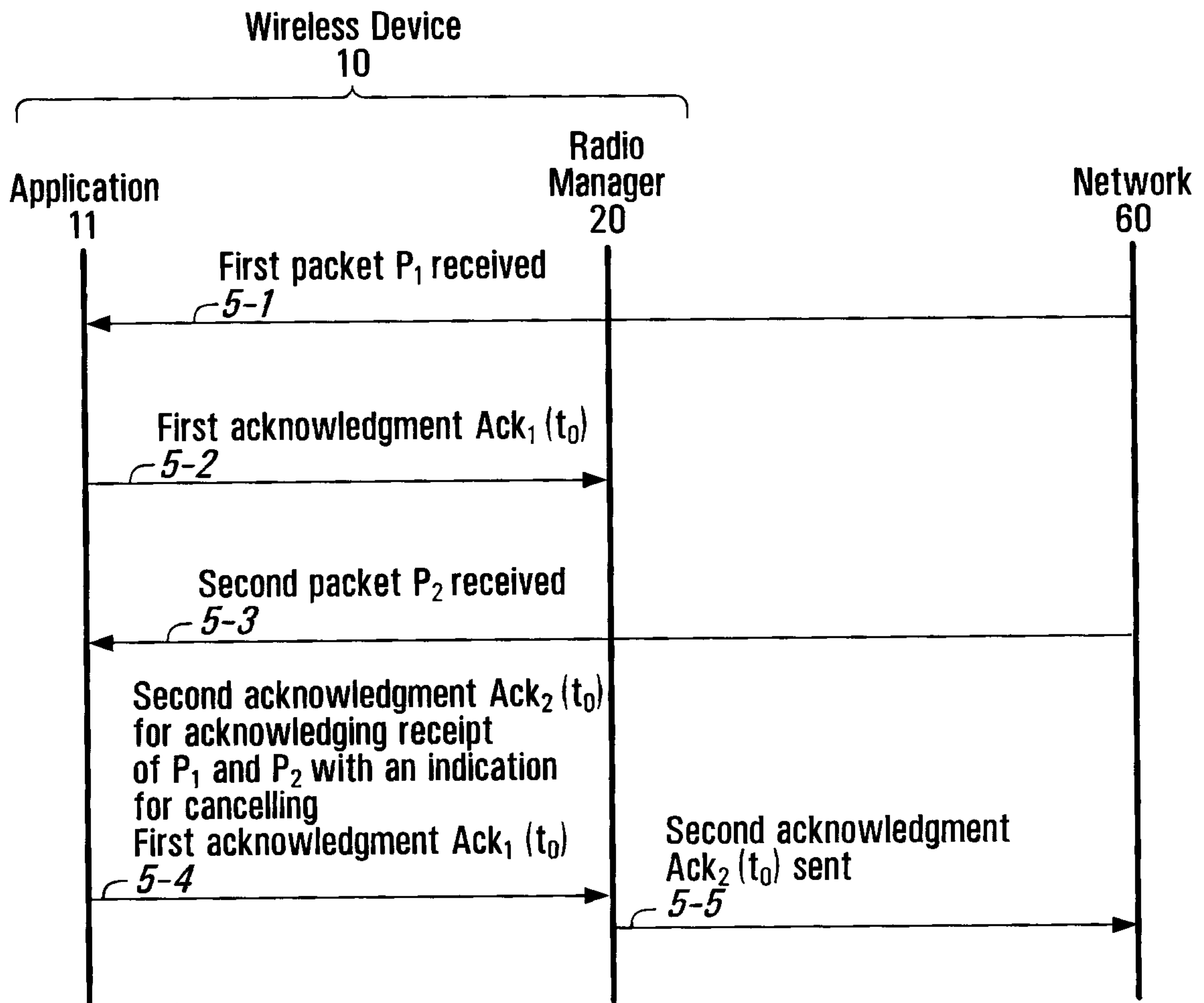
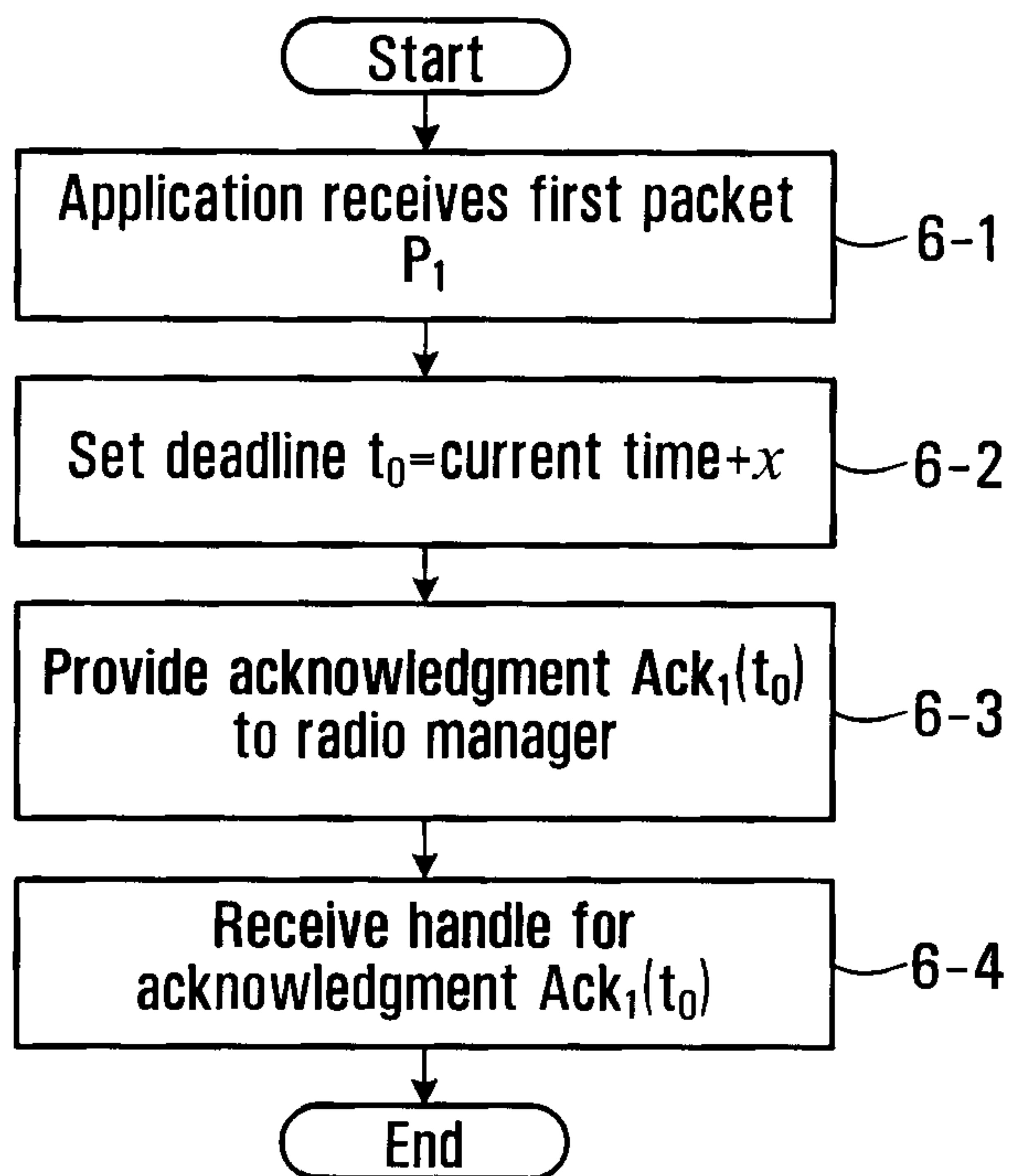
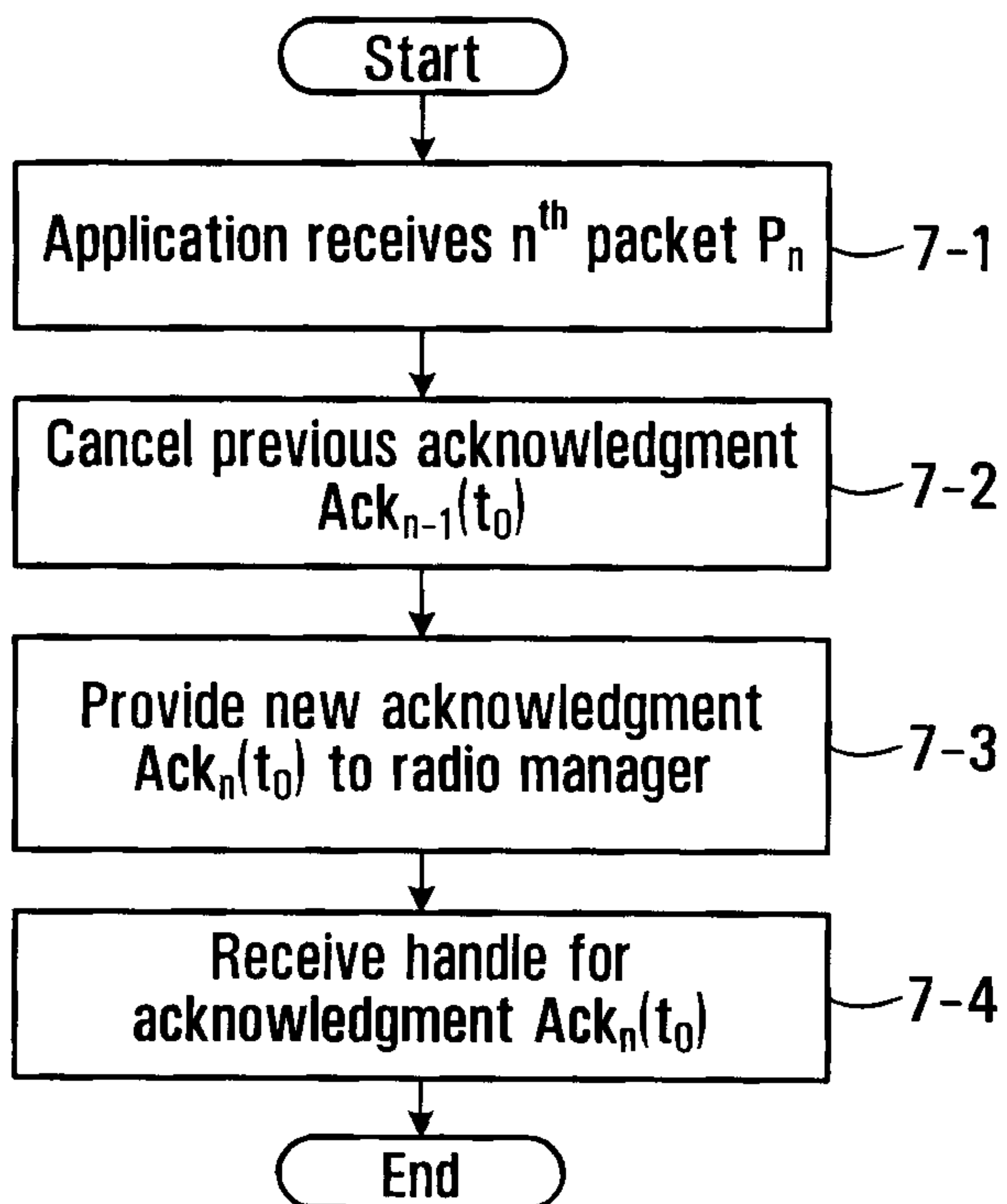
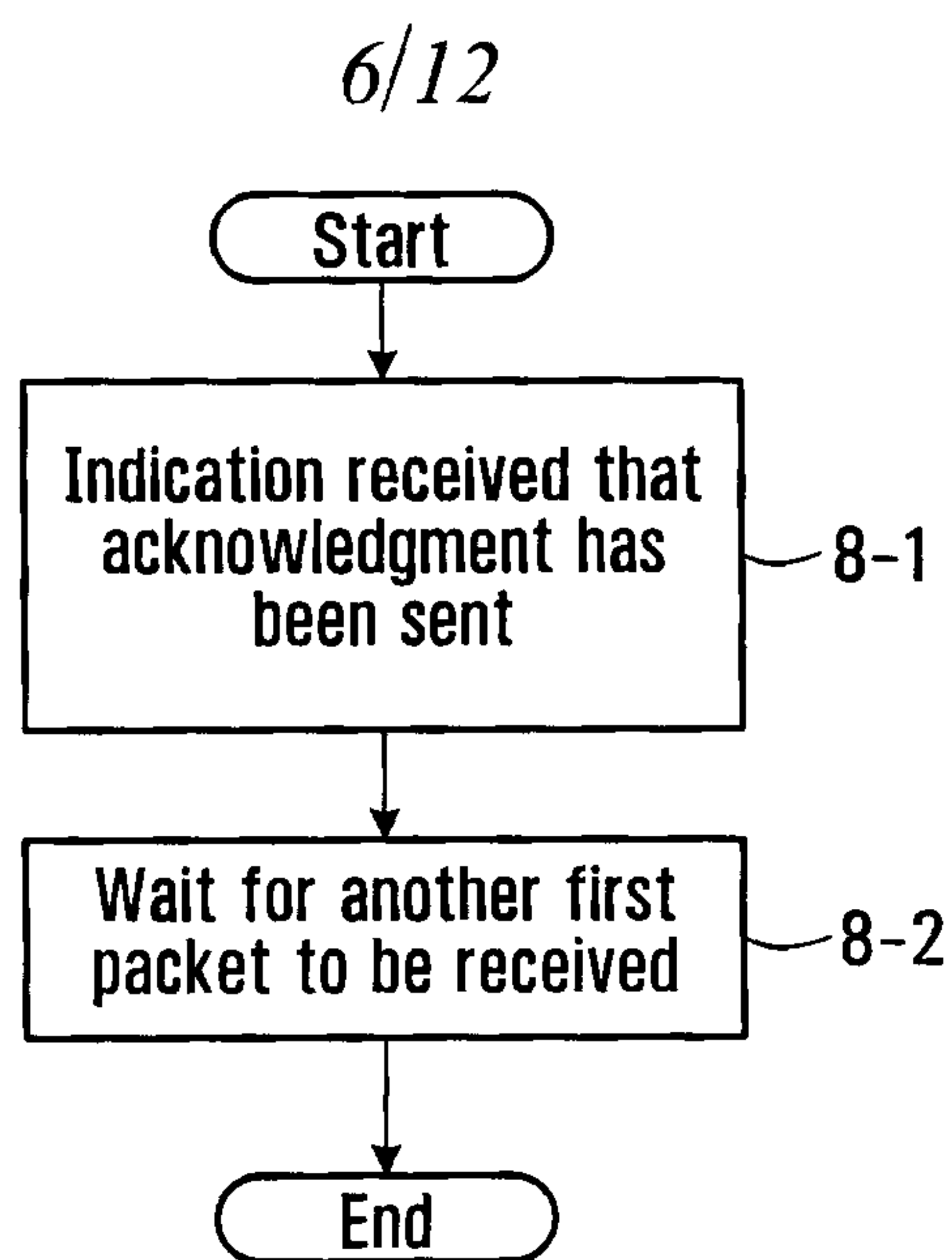
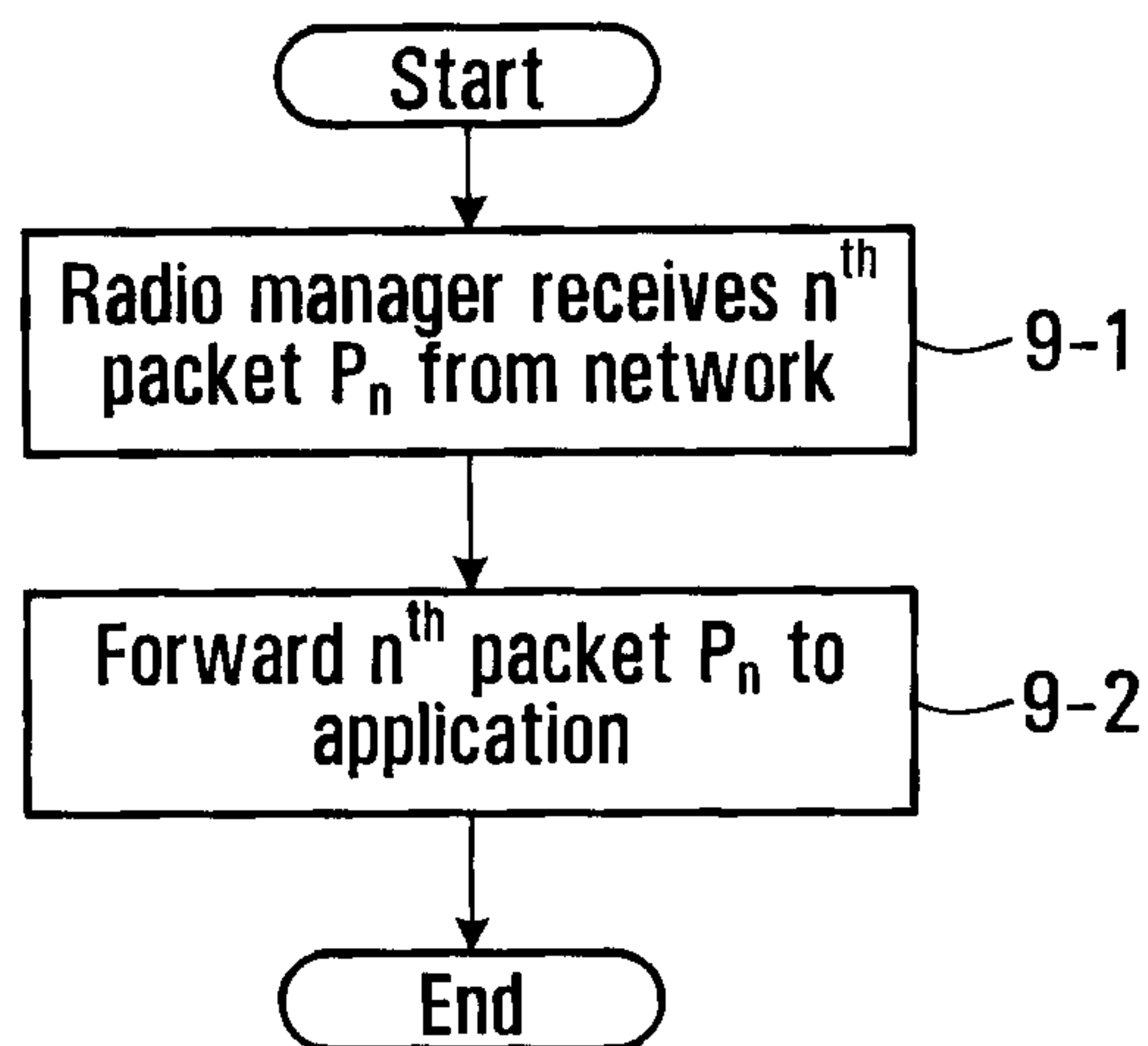


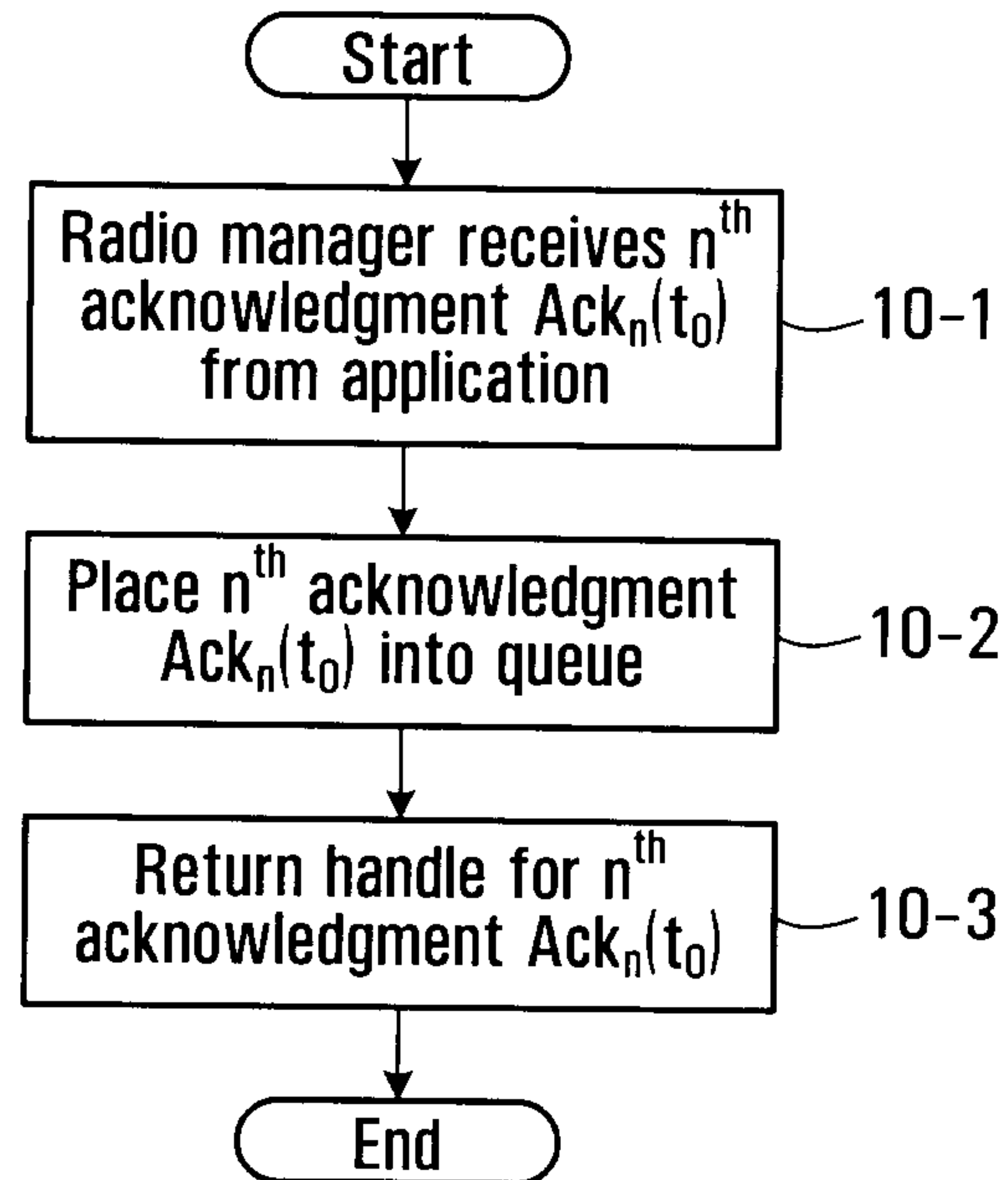
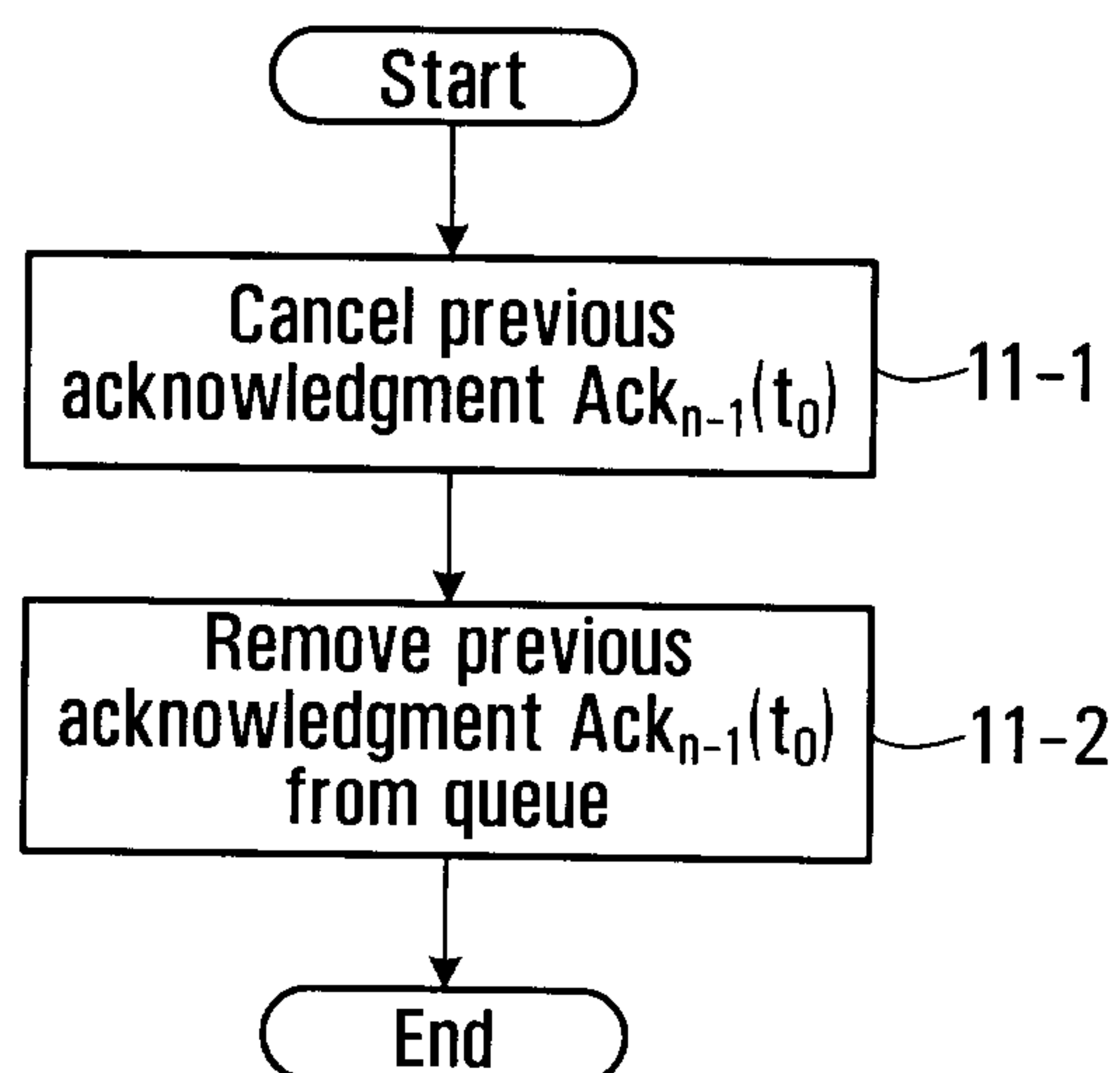
FIG. 5

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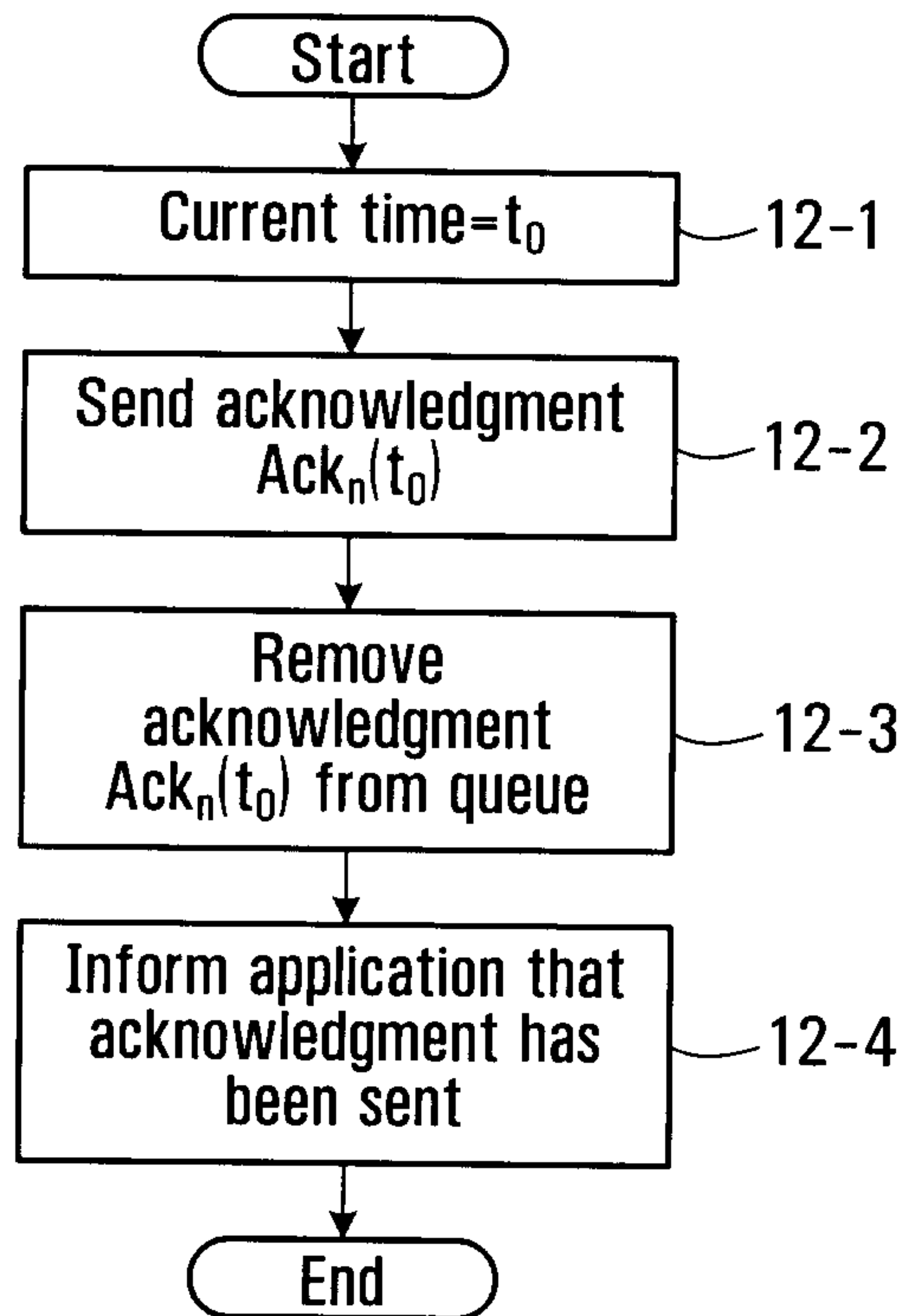
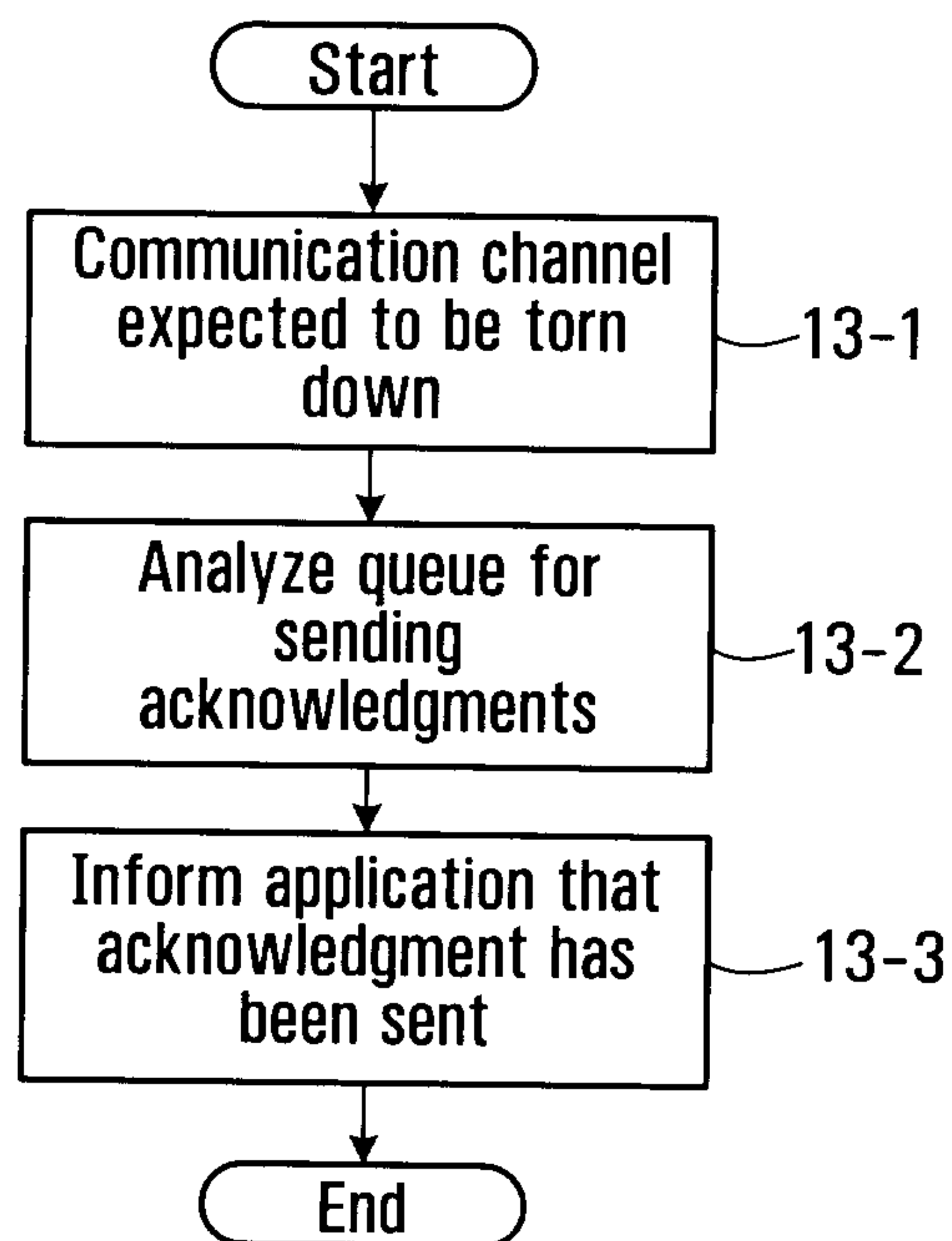
**FIG. 6****FIG. 7**

**FIG. 8****FIG. 9**

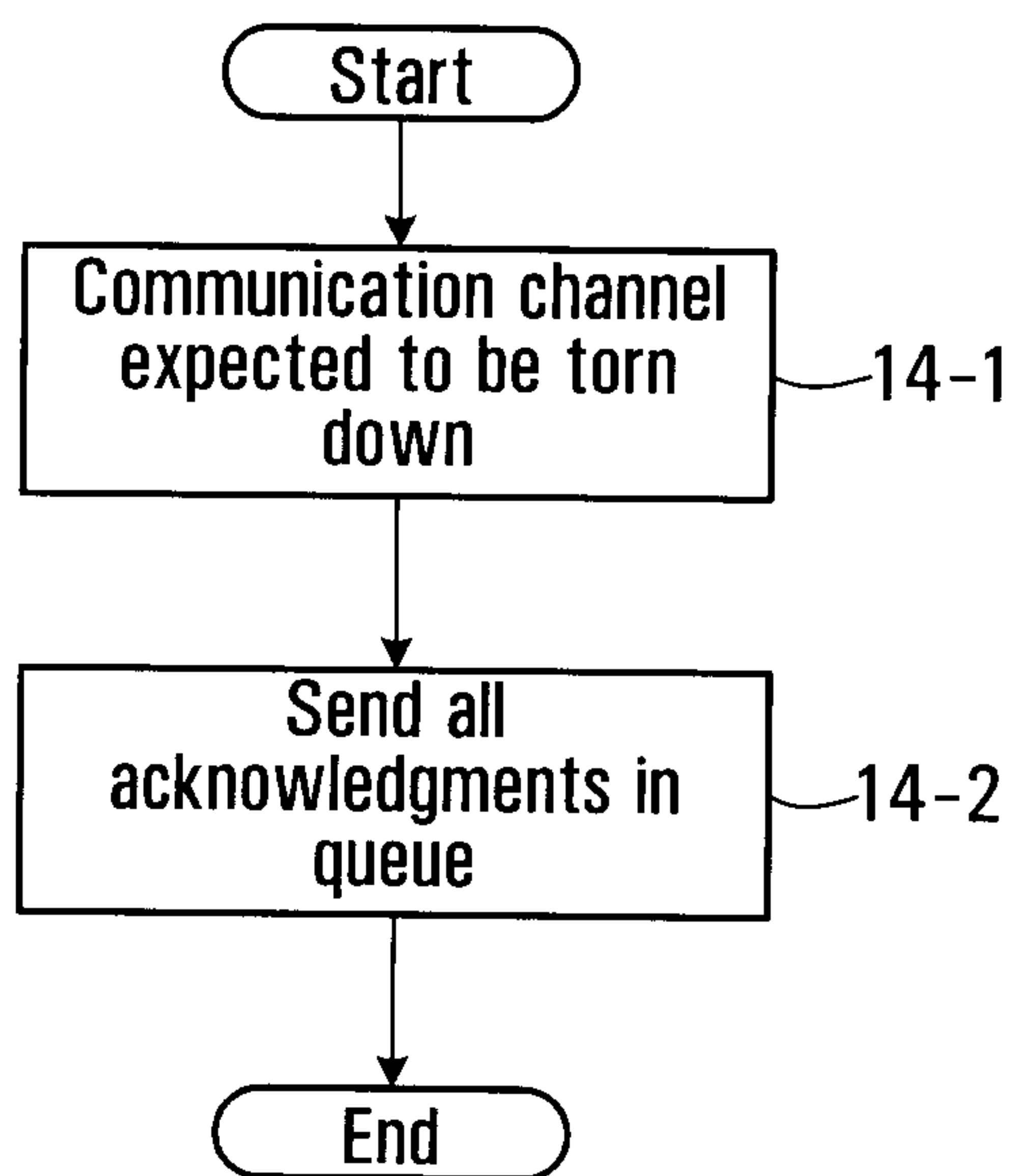
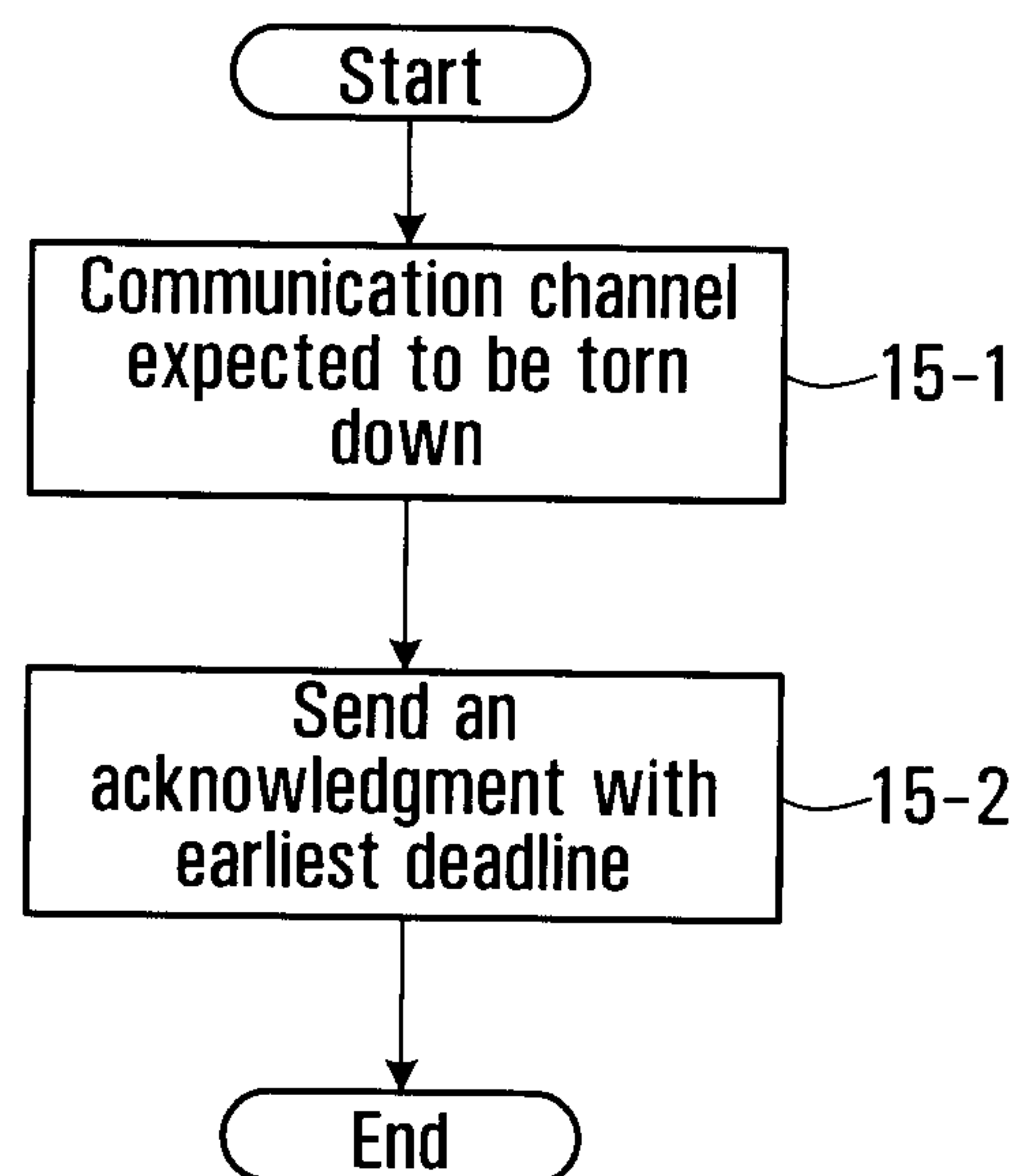
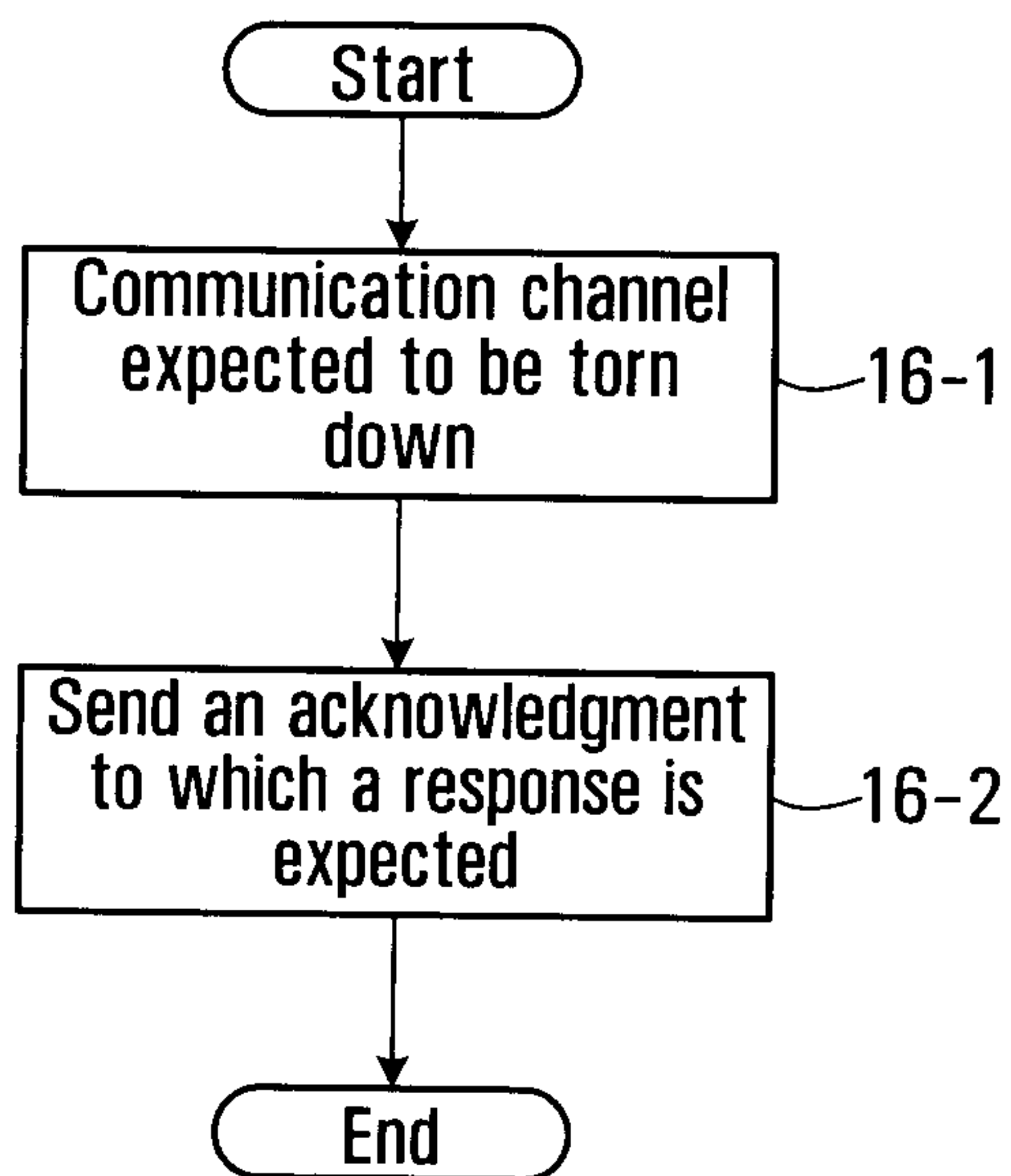
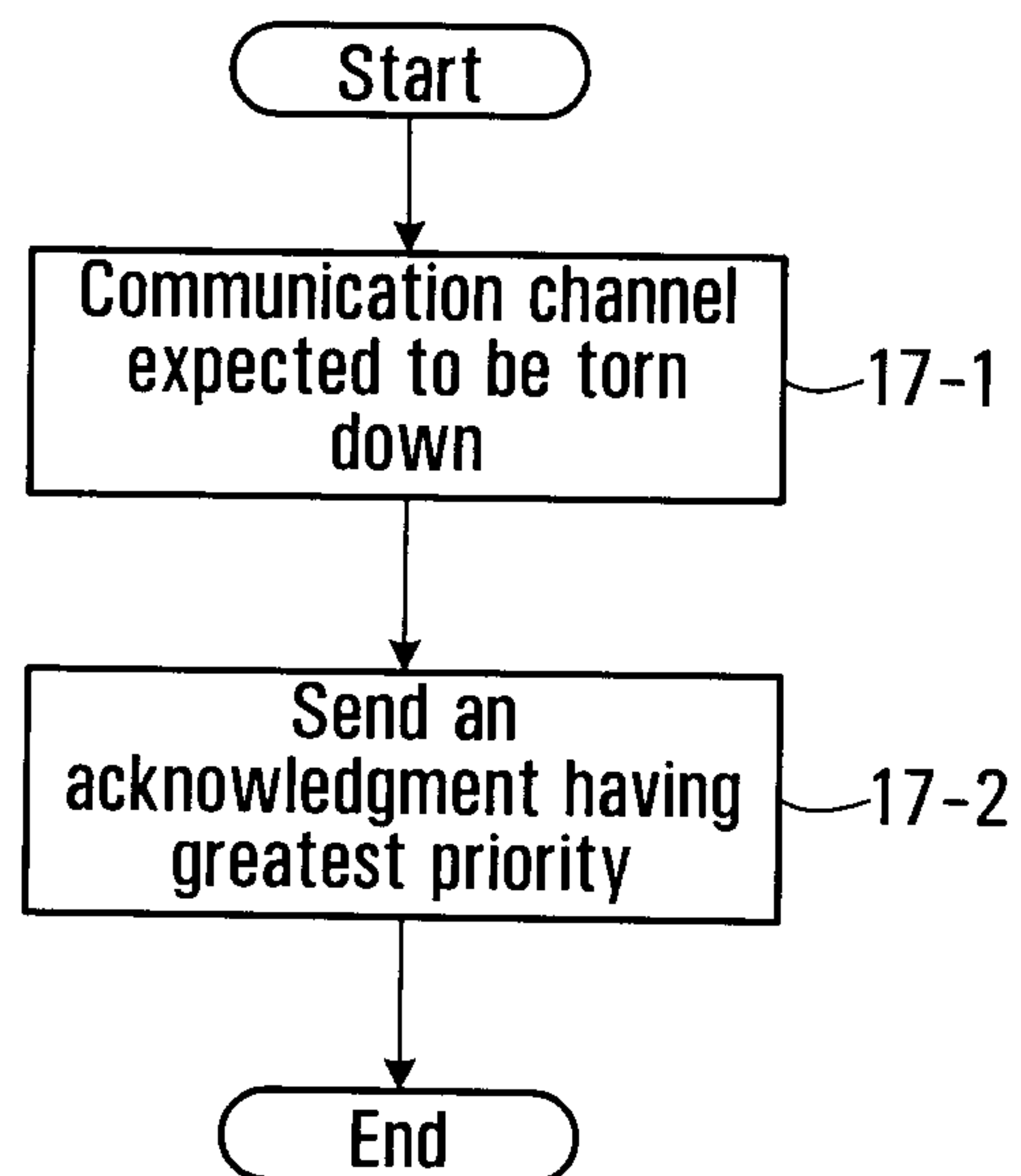
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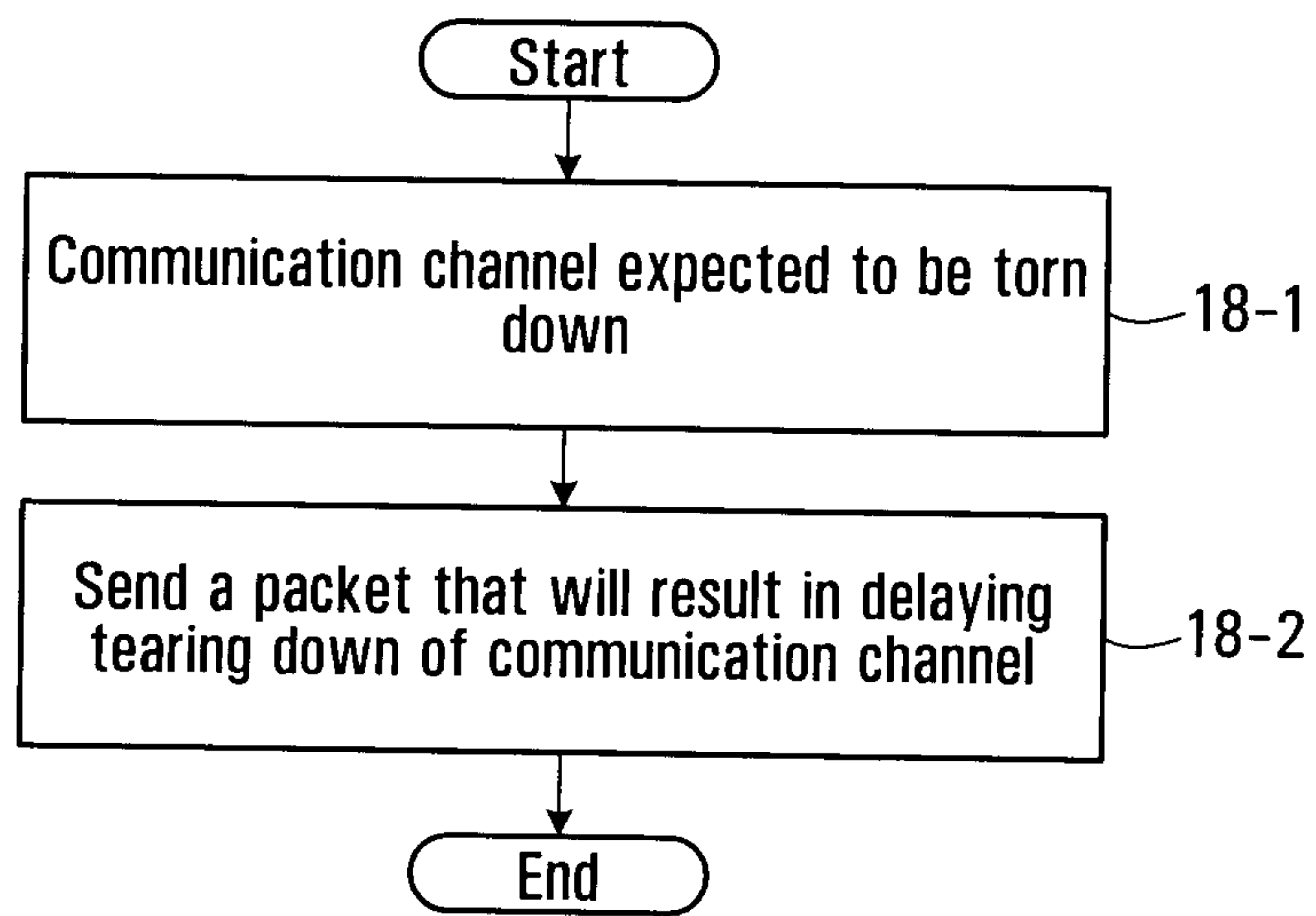
**FIG. 10****FIG. 11**

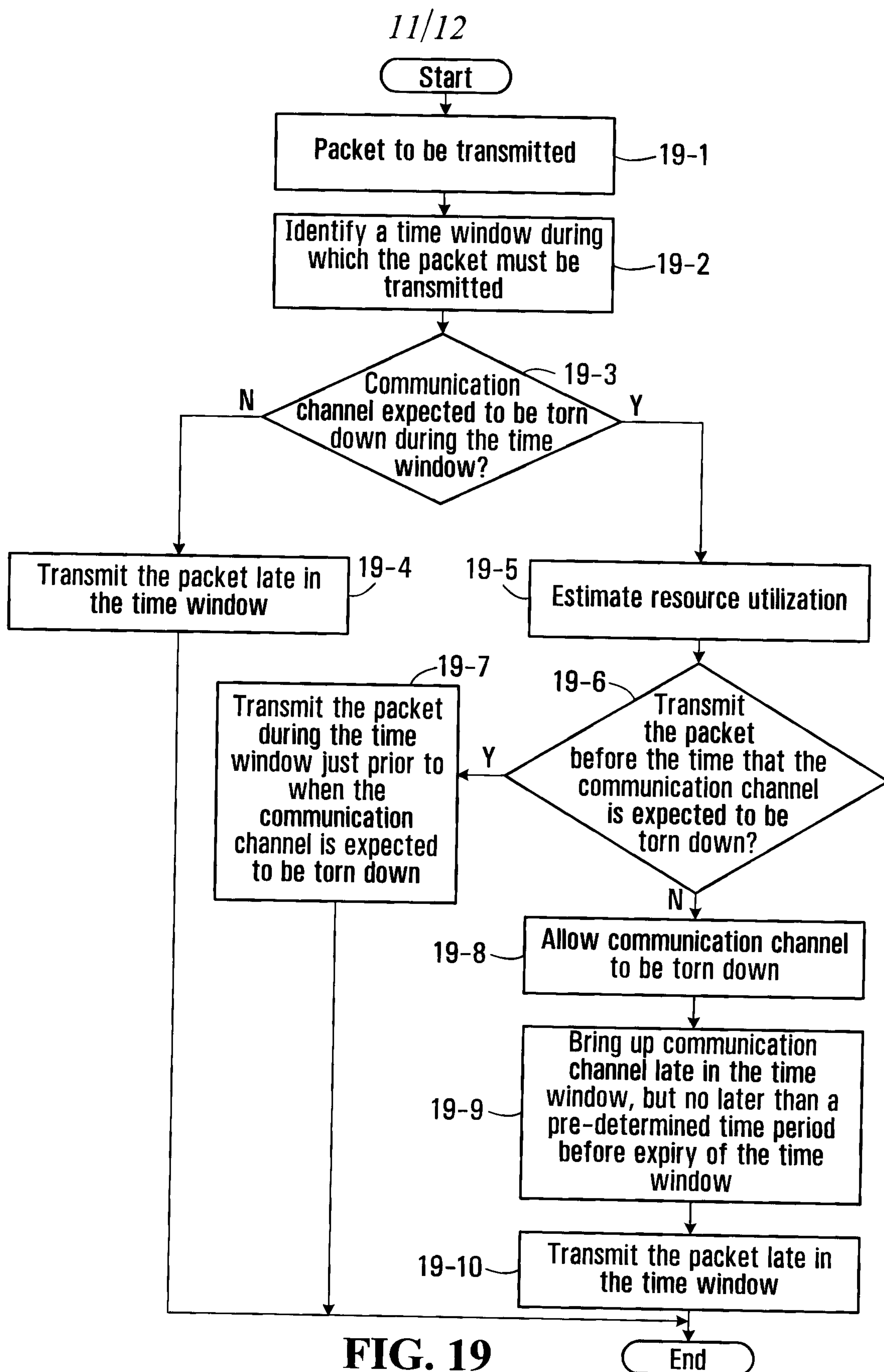
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**FIG. 12****FIG. 13**

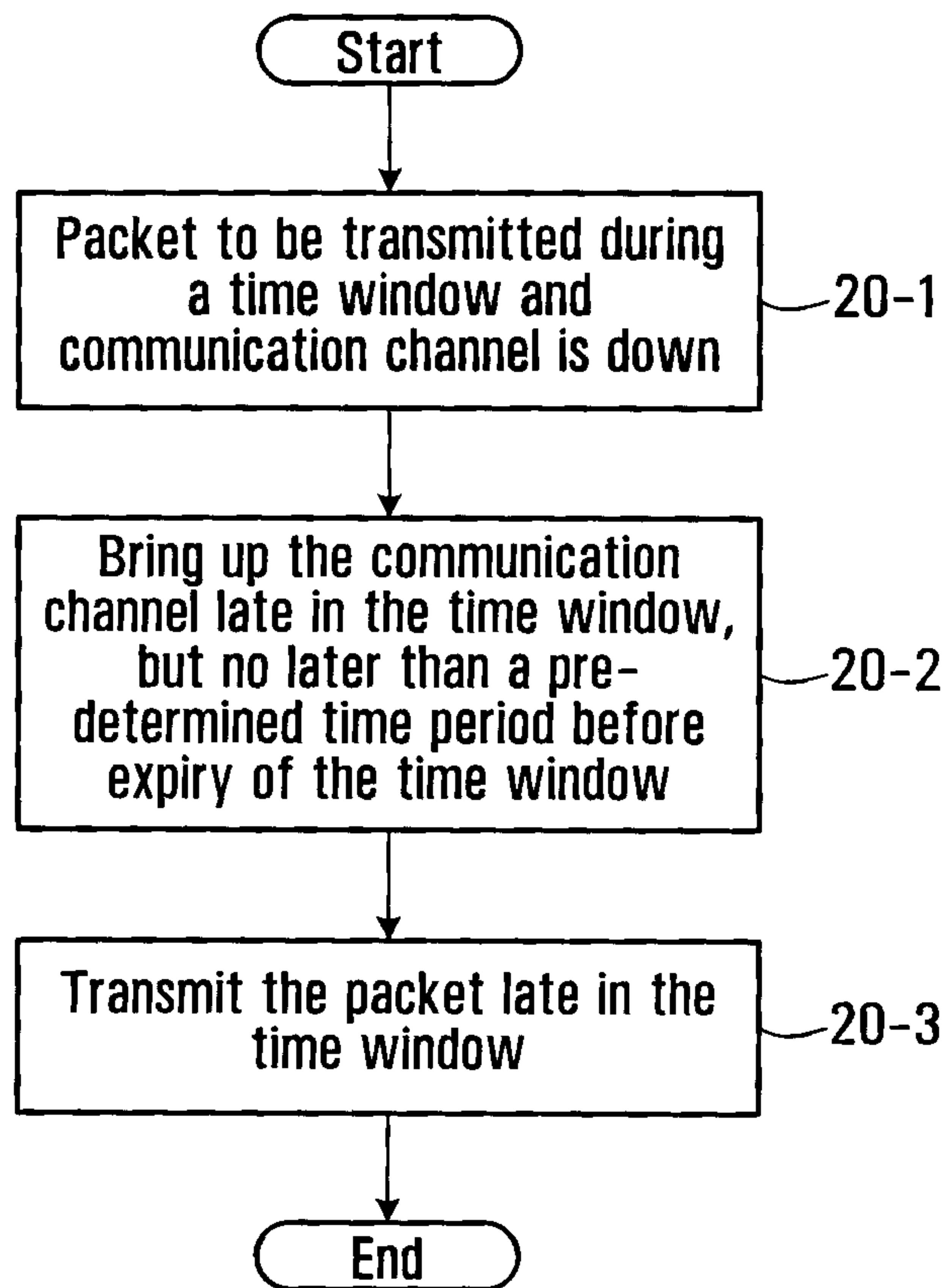
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**FIG. 14****FIG. 15****FIG. 16****FIG. 17**

10/12**FIG. 18**



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**FIG. 20**

