

mmO₂ End to End Architecture

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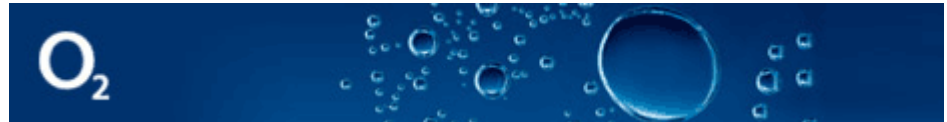
Vice President

Chief Wireless Architect

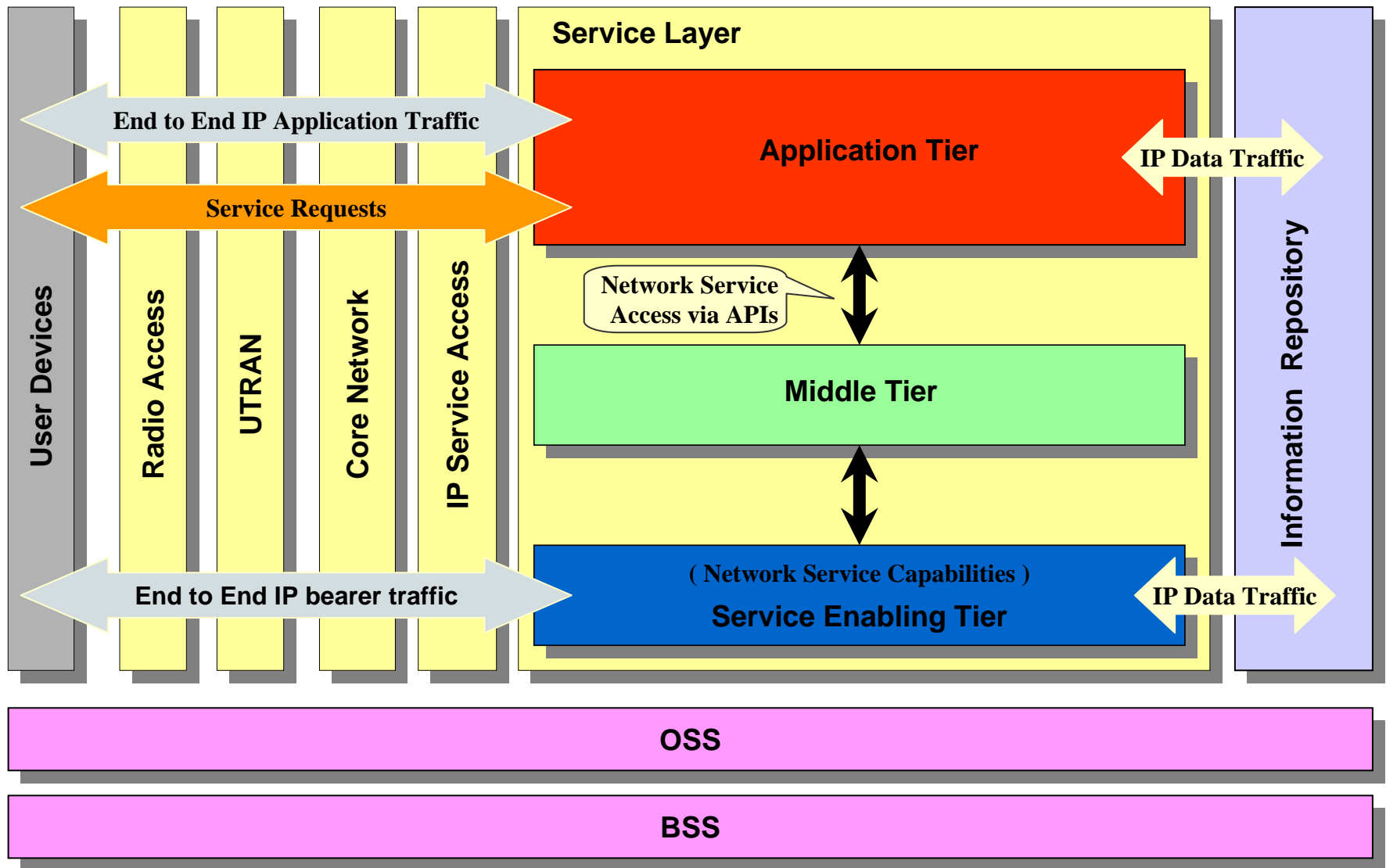
mmO₂

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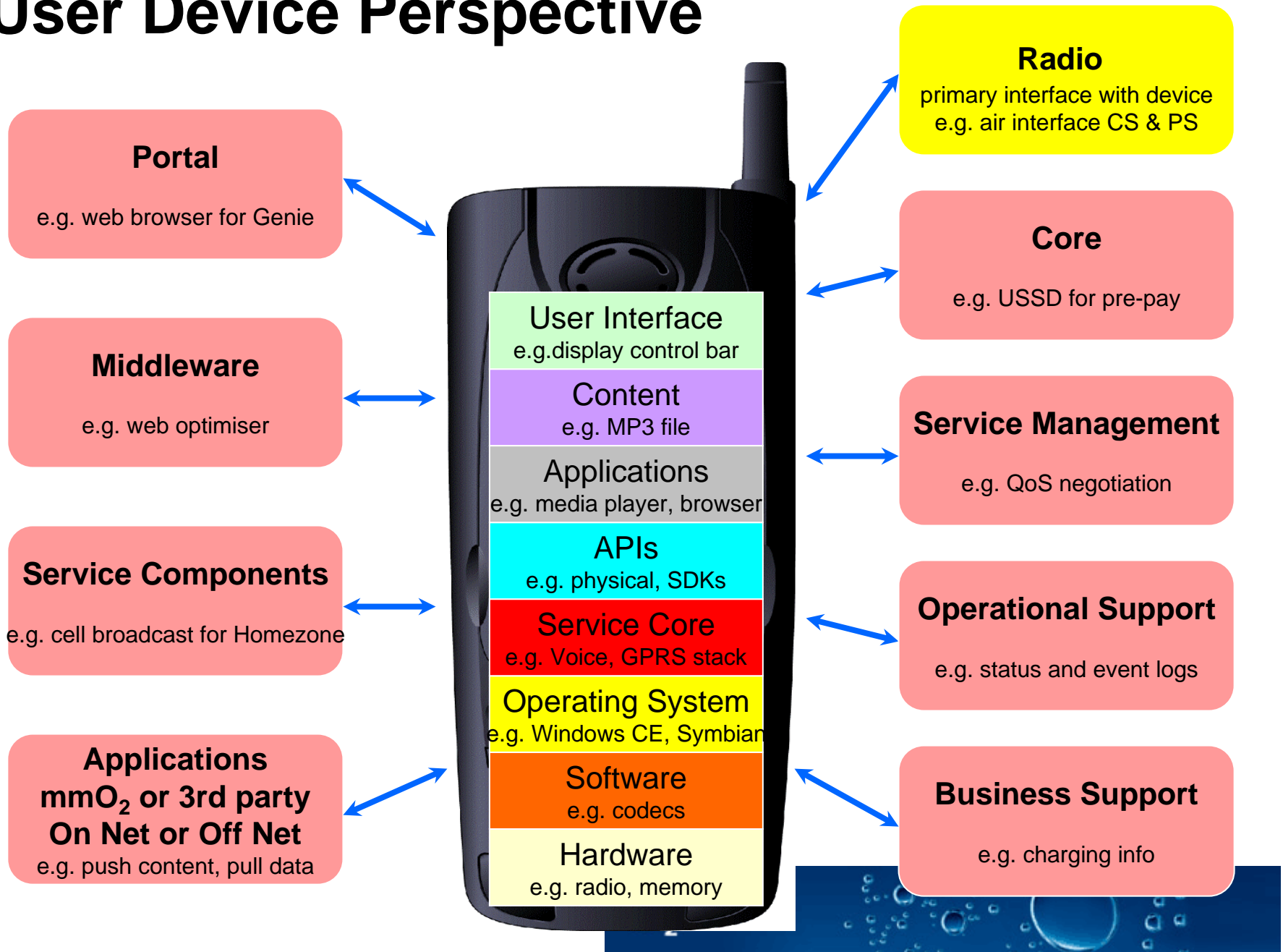
September 2001



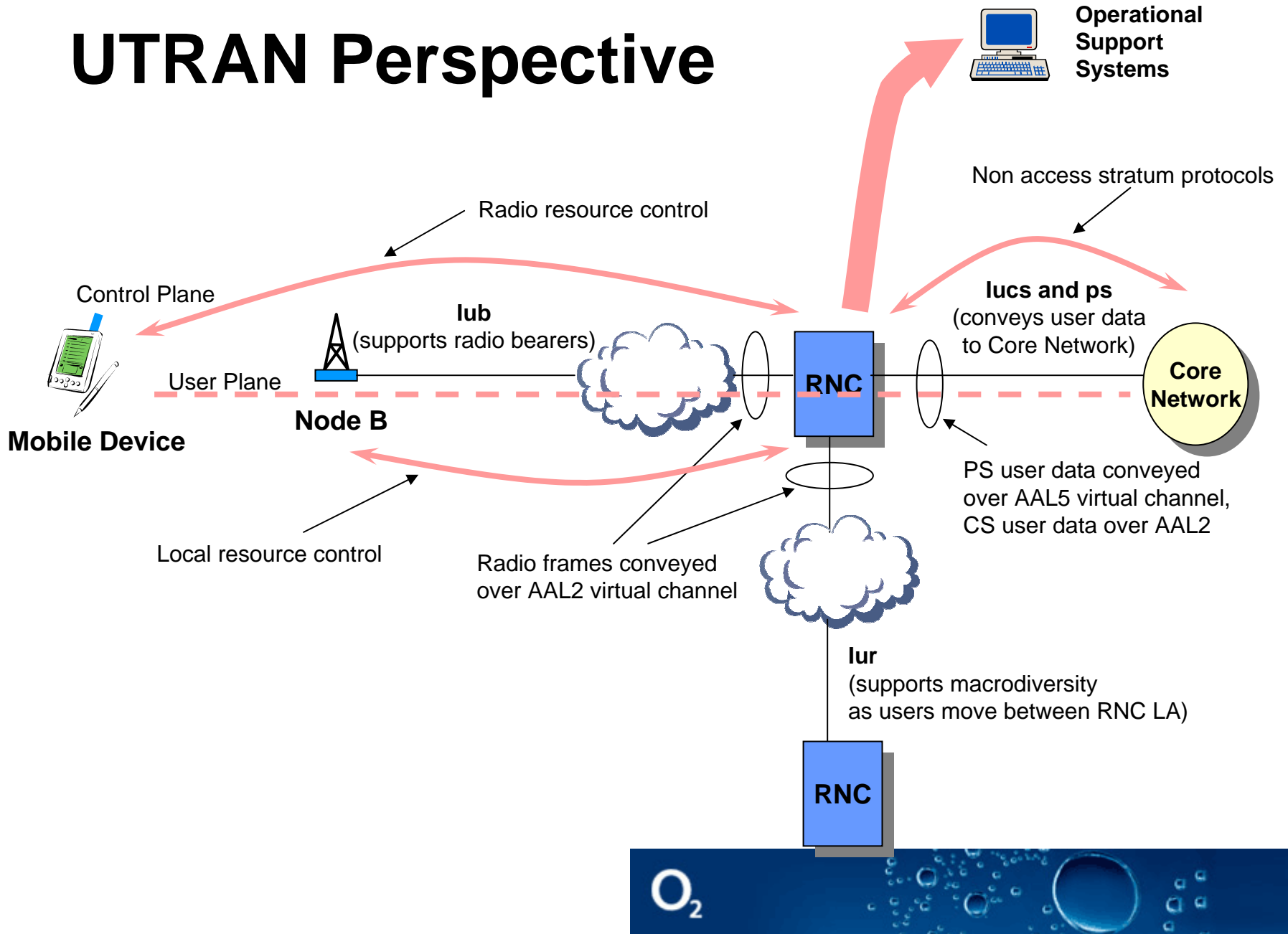
mmO₂ E2E Architecture



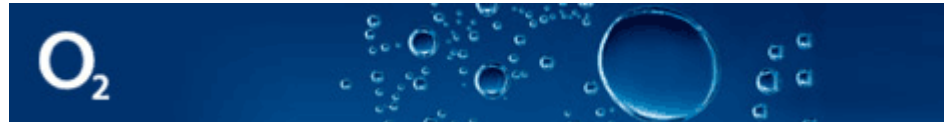
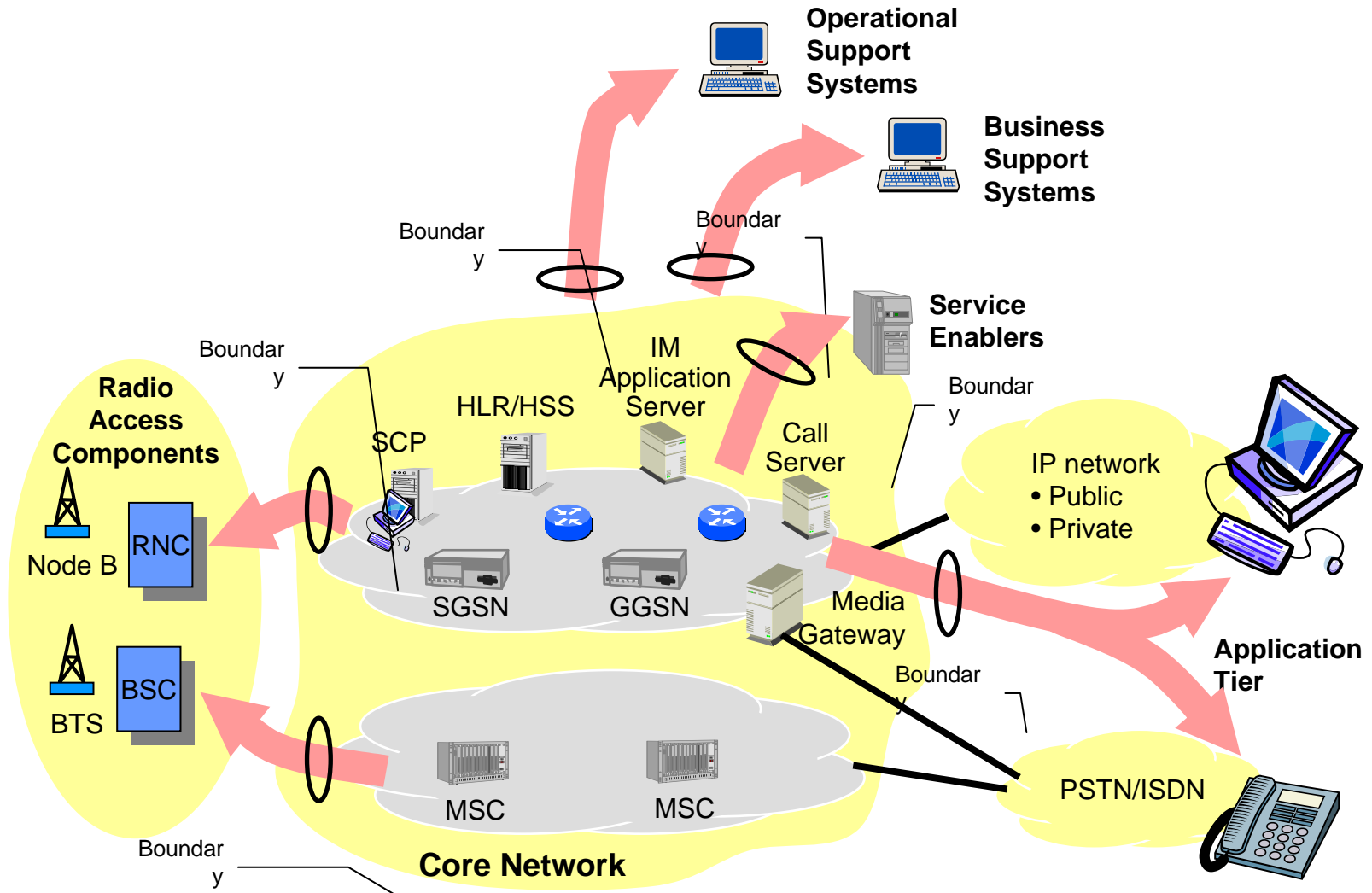
User Device Perspective



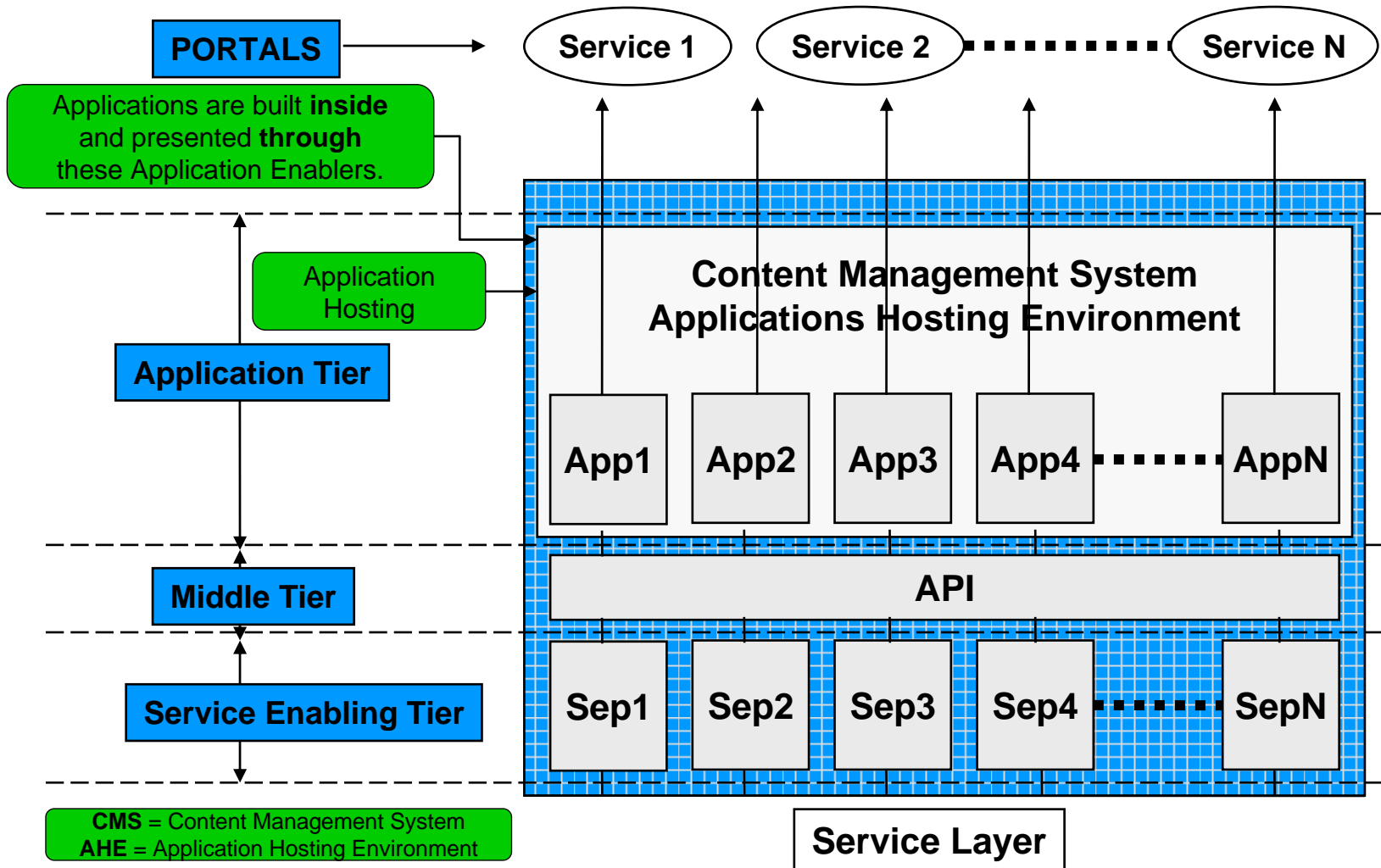
UTRAN Perspective



Core Network Perspective



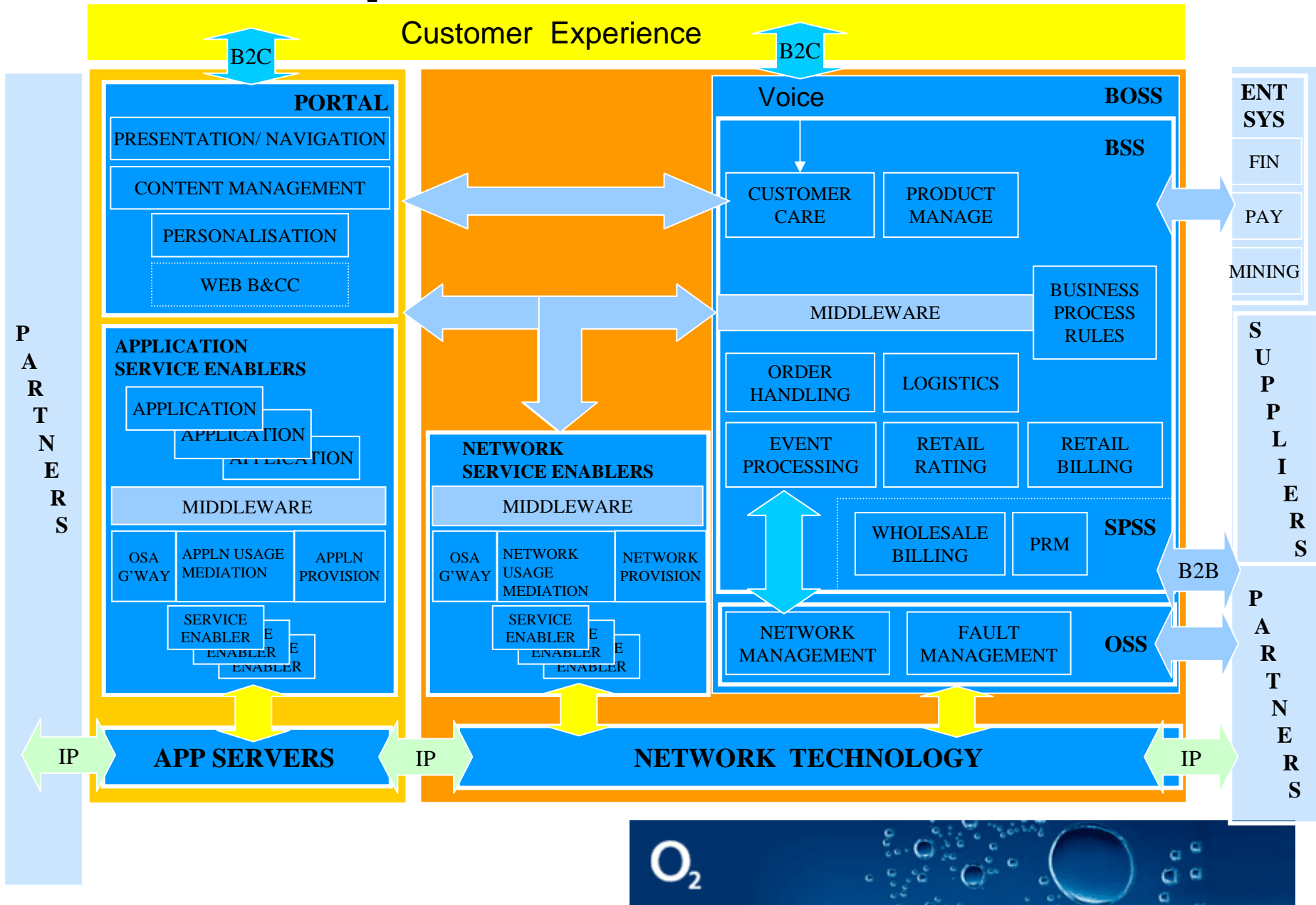
Service Layer/Application Tier Perspective



PORTAL DEFINITION

Pre-defined sets of **Applications** created in the CMS/AHE will exploit the **Service Enablers** through the use of the common set of published **APIs** in order to offer multiple User **Portal** Experiences.

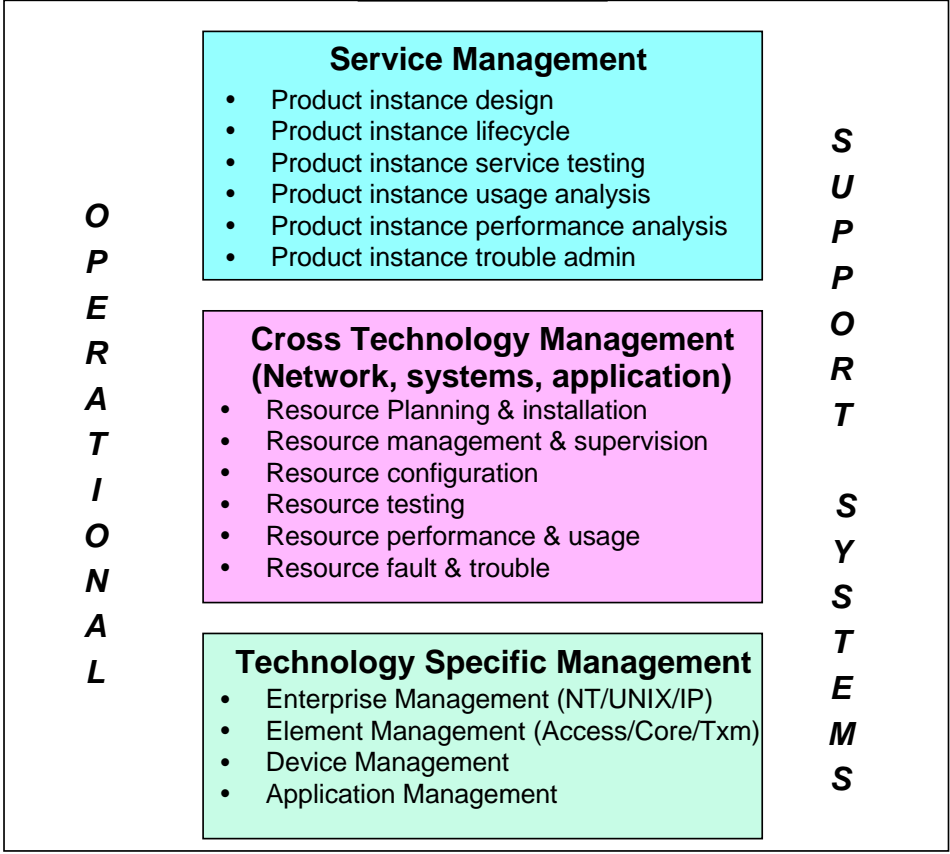
BSS Perspective



OSS Perspective

BSS

OSS provides service information to BSS to support customer relationship management



OSS has boundaries with all domains to support management functions

Devices

Applications

Genie

Network (2G/GPRS/3G) (Radio, UTRAN & Core)

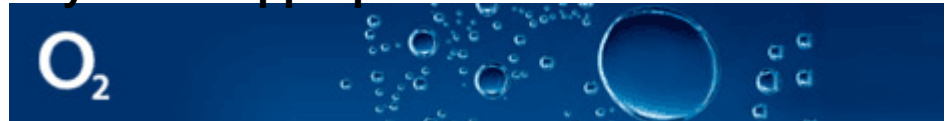
Service Enabling Platforms

Customer Premises Equipment



E2E Architecture Policies & Principles

- **There will be one end-to-end architecture stack and one architecture framework for mmO₂**
- **Architecture will be layered, with clear & non-overlapping boundaries**
- **The layers of the architecture should be re-usable and enable alignment across mmO₂ end-to-end architecture There should be interchangeable components within the layers (plug and play)**
- **The interfaces between the layers will adopt open standard interfaces**
- **3rd party API access will be available at all layers above service enablers to support varying 3rd party needs. 3rd party APIs will be open standard interfaces.**
- **There will be a single portal architecture across mmO₂**
- **There will be a common core IT stack for mmO₂**
- **Service management will deliver end-to-end service management with focus on customer experience**
- **“Buy”, not “Build”; It should be possible to allow localisation by configuration of standard options**
- **Design and proof of concept should be carried out centrally. Delivery and deployment should be carried out locally where appropriate**



Architecture - Existing & Vision

