NGN

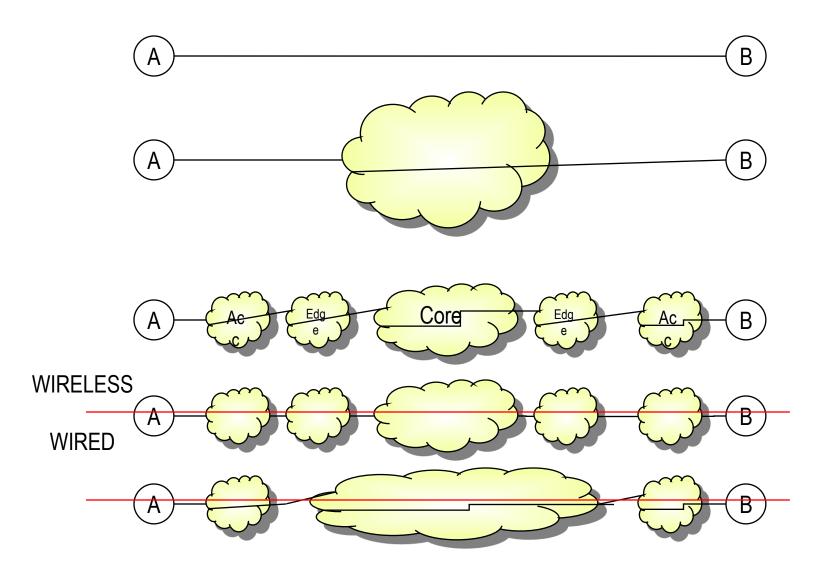
ARCHITECTURES AND PROTOCOLS FOR CONVERGENCE

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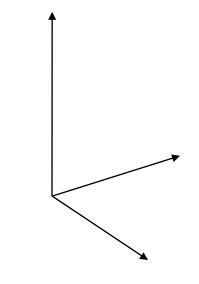
NCC 2012

Networks 101

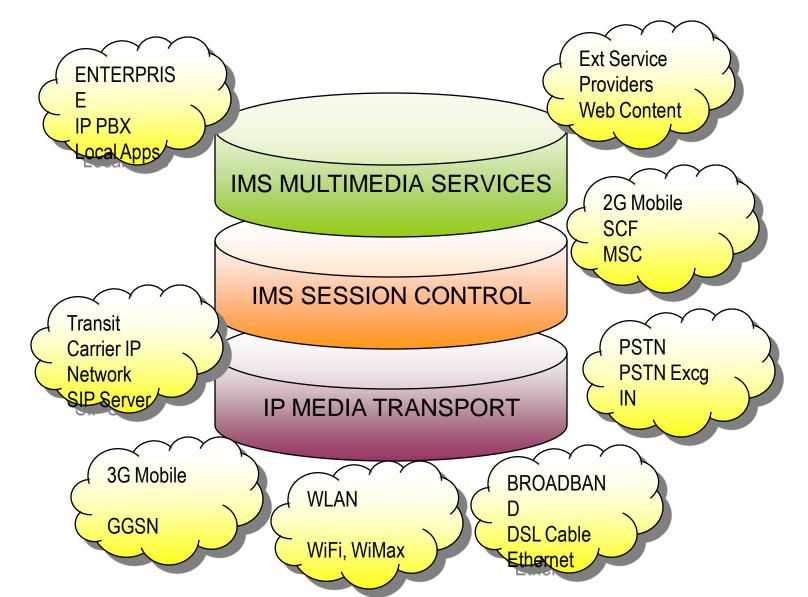


What do we really need from a network ?

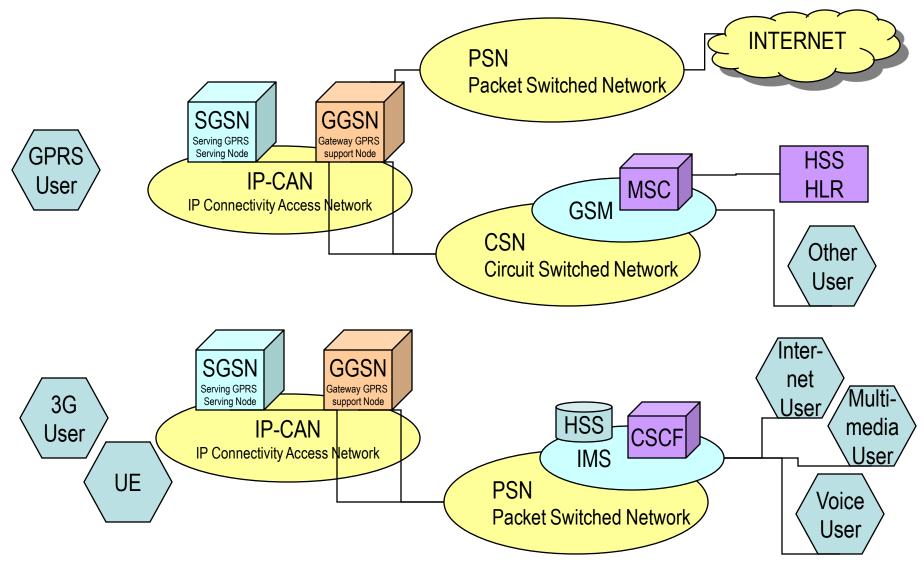
- Always available Services
- Pervasive Control
- Efficient Media Transport



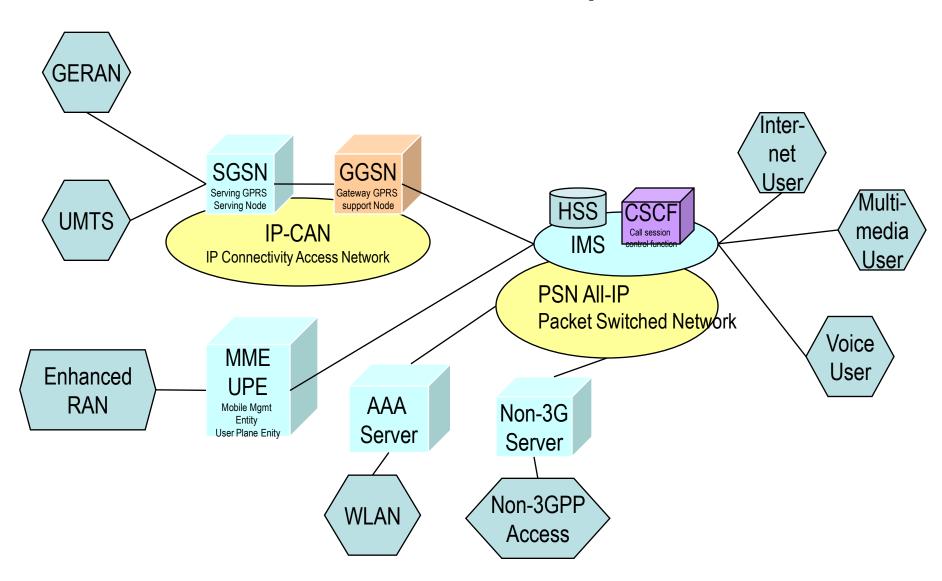
IMS and its relation to other networks



How the IMS and 3G came about



The road-map



Principles of IMS

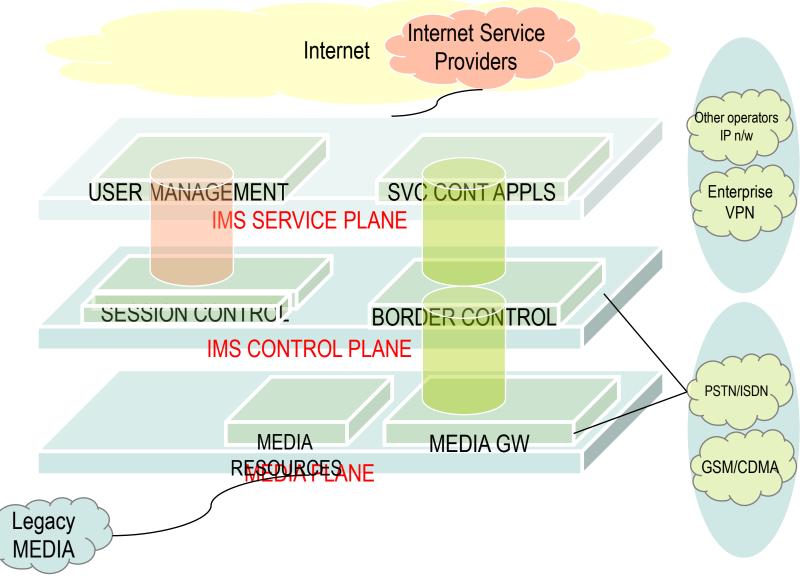
- Unifying layered architecture
 - Separation of responsibilities with THREE main planes
 - Access/transport (carry the media)
 - Session Control and service Enablers
 - Applications, Features and Services Logic

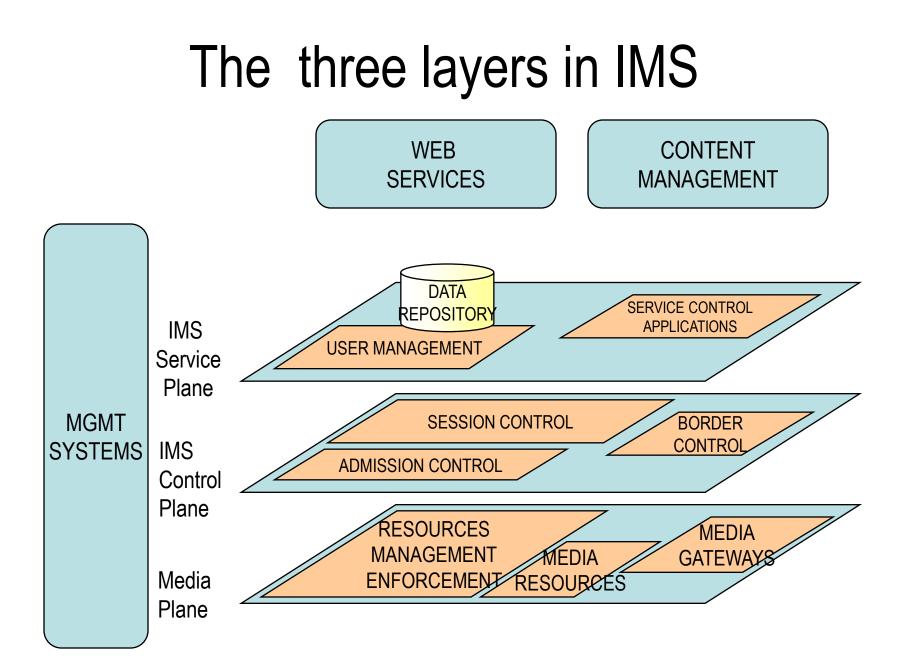
- Multifacet convergence
 - Combine wireless and wireless breakout infrastructure (Media Gateways)
 - Combine wireless and wireless in single session control
 - Combining user identity and information (location, identities, single sign-in)
 - Same applications on different clients with the same UI
 - Sharing resources (HSS, Presence, Media servers)

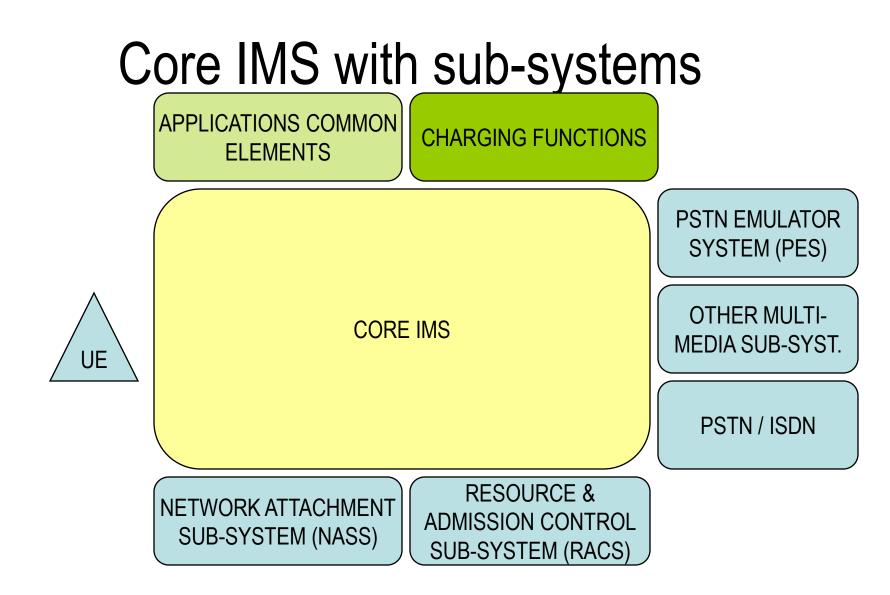
Multiple Access / Legacy Access in IMS

- Interfaces to 3G UMTS, WLAN, Broadband DSL, Cable, Metro Ethernet and WiMax
- The 3GPP (3G Partnership Project) defines the IMS as a sub-system just above the UMTS access n/w
- TISPAN (Telecom and Internet Services and Protocols for Advanced Networks) defines the more generic Core IMS shared by all access networks

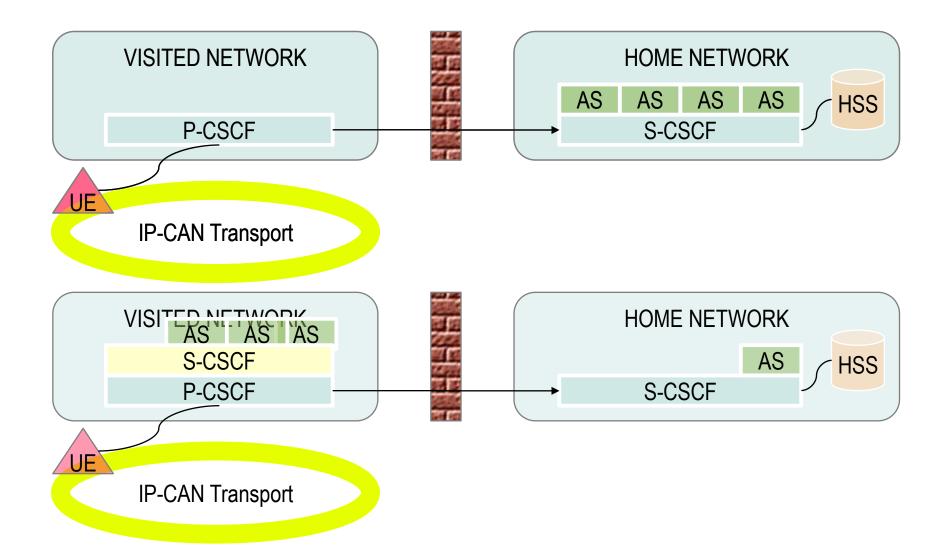
Multi-access IMS







Mobility and Service



Then ... the Byte

- Open Architecture and
 Interoperability
 - Service Environment
- Mobility
 - User Mobility
 - Service Mobility
 - Delivering Services to Nomadic Users
- Resourcing and QoS

 Resourcing and Policy

- Services Environment
 - Applications
 Environment
- Combining technogies
 - Wireless and IMS
 - Wireless and IMS
 - Internet and IMS
 - IT and ICT presence services
 - OSS Operational Support Systems