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Foreword

This Technical Committee Reference Technical Report (TCR-TR) has been produced by the Network Aspects (NA) Technical Committee of the European Telecommunications Standards Institute (ETSI). It was given the classification of TCR-TR by the 19th TC Chairmens' Co-ordination (TCC) meeting and approval by the 21st Technical Assembly (TA).

A TCR-TR is a deliverable for use inside ETSI which records output results of ETSI Technical Committee (TC) or Sub-Technical Committee (STC) studies which are not appropriate for European Telecommunication Standard (ETS), Interim European Telecommunication Standard (I-ETS) or ETSI Technical Report (ETR) status. They can be used for guidelines, status reports, co-ordination documents, etc. They are to be used to manage studies inside ETSI and are to be mandatorially applied among the concerned TCs. They can also be utilised by the TC with overall responsibility for a study area for co-ordination documents (e.g. models, reference diagrams, principles, structures of standards, framework and guideline documents) which constitute the agreed basis for several, if not all, TCs and STCs to pursue detailed standards.

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1 Scope

This Technical Committee Reference Technical Report (TCR-TR) should be taken as the normative reference for all Intelligent Network (IN) terminology, definitions and abbreviations used in documentation produced by ETSI STC NA 6, as well as by all other STC's in all their deliberations and documentation on IN matters. This TCR-TR has been compiled using information from other publications and/or temporary documents submitted and discussed at various meetings of STC NA 6.

Notes are provided where appropriate, to clarify the status of definitions and the relationships with definitions in other reference documents.

2 References

This TCR-TR incorporates by dated and undated reference, provisions from other publications. These normative references are cited at the appropriate places in the text and the publications are listed hereafter.

[1] ITU-T Recommendation Q.1290: "Glossary of terms used in the definition of intelligent networks".

[2] ITU-T Recommendation M.60: "Maintenance terminology and definitions".

[3] ITU-T Recommendation X.700: "Management framework for Open Systems Interconnection (OSI) for CCITT applications".

[4] CCITT Recommendation X.701: "Information technology - Open Systems Interconnection - Systems management overview".

[5] CCITT Recommendation Q.9: "Vocabulary of switching and signalling terms".

[6] CCITT Recommendation Q.65: "Stage 2 of the method for the characterization of services supported by an ISDN".

[7] ITU-T Recommendation I.112 [7]: "Vocabulary of terms for ISDNs".

[8] ITU-T Recommendation I.570: "Public/private ISDN interworking".

[9] prETS 300 415: "Private Telecommunication Network (PTN); Terms and definitions".

[10] TCR-TR 007: "Network Aspects (NA); Universal Personal Telecommunications (UPT); UPT Vocabulary".

3 Abbreviations and acronyms

NOTE: Not all of the abbreviations and acronyms listed below are defined in Clause 4.

AD	ADjunct
AE	Application Entity
API	Application Programming Interface
ASE	Application Service Element
BCP	Basic Call Process
BCSM	Basic Call State Model
BR	Billing Report
CCAF	Call Control Agent Function
CCF	Call Control Function
CID	Call Instance Data
CM	Call Model
CS	Capability Set
CSM	Call Segment Model
CSTA	Computer Supported Telecommunications Applications
DFP	Distributed Functional Plane
DP	Detection Point
DSL	Distributed Service Logic
DSS1	Digital Subscriber Signalling No.1 protocol
DTMF	Dual Tone Multi-Frequency
EDP	Event Detection Point
FE	Functional Entity
FEA	Functional Entity Action
GFP	Global Functional Plane
GSL	Global Service Logic
IN	Intelligent Network
INAP	Intelligent Network Application Protocol
INCM	Intelligent Network Conceptual Model
INDB	Intelligent Network Data Base
INDBMS	IN Data Base Management System
INFA	Intelligent Network Functional Architecture
IP	Intelligent Peripheral
ISCTX	Integrated Services CenTreX
ISDN	Integrated Services Digital Network
ISPBX	Integrated Services Private Branch eXchange
ISUP	ISDN User Part
LE	Local Exchange
NAP	Network Access Point
NFA	Network Functional Architecture
NO	Network Operator
PIC	Point In Call
PM	Personal Mobility
POI	Point Of Initiation
POR	Point Of Return
POTS	Plain Old Telephony Service
PTNX	Private Telecommunication Network eXchange
RPOA	Regulated Private Operating Agency
SCC	Service Control Customization
SCE	Service Creation Environment
SCEAF	Service Creation Environment-Access Function
SCEF	Service Creation Environment Function
SCEP	Service Creation Environment Point
SCF	Service Control Function
SCP	Service Control Point
SDF	Service Data Function
SDP	Service Data Point
SDT	Service Data Template
SF	Service Feature
SIB	Service Independent building Block
SL	Service Logic

SLCP	Service Logic Control Program
SLMP	Service Logic Management Program
SLP	Service Logic Processing program
SLPI	Service Logic Processing program Instance
SMAF	Service Management Agent Function
SMC	Service Monitoring Customization
SMF	Service Management Function
SMP	Service Management Point
SMS	Service Management System
SN	Service Node
SRF	Specialized Resource Function
SSCP	Service Switching and Control Point
SSD	Service Support Data
SSF	Service Switching Function
SSP	Service Switching Point
STI	Service Trigger Information
TDP	Trigger Detection Point
TMA	Terminal MoveAbility
TMN	Telecommunication Management Network
TM	Terminal Mobility

4 Definitions of terms

Access (ITU-T Recommendation Q.1290 [1]): a means of interaction between a user and a network.

Access channel (CCITT Recommendation Q.9 [5], definition 0008; ITU-T Recommendation I.112 [7], definition 414): a designated part of the information transfer capability having specified characteristics, provided at the user-network interface.

Access function (ITU-T Recommendation Q.1290 [1]): a set of processes in a network that provide for interaction between the user and a network.

Actor: person or entity who plays a visible role in the IN environment.

ADjunct (AD) (ITU-T Recommendation Q.1290 [1]): an entity in the Intelligent Network that is functionally equivalent to a service control point but is directly connected to a service switching point.

Agent (CCITT Recommendation X.701 [4]): a management information system user which, for a particular exchange of systems management information, has taken an agent role.

Application entity (CCITT Recommendation Q.9 [5], definition 2156 modified): a set of Application Service Elements which together perform all or part of the communications aspects of an application process.

Application program (ITU-T Recommendation Q.1290 [1]): logic residing in the Service Control and Service Management realms that directs and/or controls the performance of actions in the network to provide and/or manage the provision of IN service features.

Application Programming Interfaces (APIs) (ITU-T Recommendation Q.1290 [1]): interfaces that support the process of creating, installing, testing, modifying, etc. IN application programs.

Application Service Element (ASE) (CCITT Recommendation Q.9 [5], definition 2158 modified): a coherent set of integrated functions within an application entity.

Architecture (ITU-T Recommendation Q.1290 [1]): any ordered arrangement of the parts of a system.

Association (ITU-T Recommendation Q.1290 [1]): a logical relationship between entities exercised in performing a function.

Attribute (of managed object) (ITU-T Recommendation X.700 [3]): information concerning a managed object used to describe (either in part or in whole) that managed object. This information consists of an attribute type and its corresponding attribute value (for "single-valued" attributes) or values (for "multi-valued" attributes).

Basic call (ITU-T Recommendation Q.1290 [1]): a call between two users that does not include additional features (e.g. a plain telephone call).

Basic Call Process (BCP) (ITU-T Recommendation Q.1290 [1]): the sequence of activities used in processing a basic call attempt.

Basic Call State Model (BCSM) (ITU-T Recommendation Q.1290 [1]): a high-level finite state machine model of call processing for basic call control (i.e. a two party non-IN call). The model might only cover a portion of a call attempt, e.g. an originating BCSM or terminating BCSM, or the whole attempted call connection, originating user to terminating user.

Call (CCITT Recommendation Q.9 [5], definition 0009-2 revised by omitting the note): the use, or possible use, of one or more connections set up between two or more users and/or service(s).

Call control (ITU-T Recommendation Q.1290 [1]): the set of functions used to process a call (e.g. provide service features and establish, supervise, maintain and release connections).

Call Control Agent Functional entity (CCAF) (ITU-T Recommendation Q.1290 [1]): a functional entity that provides network access functions for users, interacting with Call Control Functional entities in providing services.

Call Control Functional entity (CCF) (ITU-T Recommendation Q.1290 [1]): functional entities which cooperate with each other to provide network call processing functions.

Call Instance Data (CID): an identifier that defines call specific details (i.e. value will change with each call instance) for service independent building blocks in the global functional plane.

Call Model (CM) (ITU-T Recommendation Q.1290 [1]): a representation of functions involved in processing a call.

Call/service processing (ITU-T Recommendation Q.1290 [1]): the execution of logic by a switching or control function to advance a call attempt or a service request.

Call segment (ITU-T Recommendation Q.1290 [1]): a specific portion of the processing of a call.

Call Segment Model (CSM) (ITU-T Recommendation Q.1290 [1]): a representation of the processing of a call in terms of call segments.

Capability Set (CS) (ITU-T Recommendation Q.1290 [1]): a set of Intelligent Network capabilities that are to be the subjects of standardization activities and for which the availability of standards Recommendations will be targeted for a particular time frame.

Connection (CCITT Recommendation Q.9 [5], definition 0011): an association of transmission channels or circuits, switching and other functional units set up to provide a means for a transfer of information between two or more points in a telecommunications network.

Connection control (ITU-T Recommendation Q.1290 [1]): the set of functions used for setting up, maintaining and releasing a communication path between two or more users or a user and a network entity, e.g. a dual tone multi-frequency receiver.

Control window (ITU-T Recommendation Q.1290 [1]): an interval during which an entity involved in call/service processing is subject to the control of the Service Control Function.

Core service feature: particular service feature fundamental to the telecommunication service, i.e., in the absence of this service feature, the telecommunication service does not make sense as a commercial offering to the service subscriber.

Data (ITU-T Recommendation Q.1290 [1]): user and/or network information stored in the network used in connection with call/service processing. An instance of a data object.

Data base (ITU-T Recommendation Q.1290 [1]): an entity that stores information.

Data management (ITU-T Recommendation Q.1290 [1]): establishing, updating and administering data bases in the network.

Data object (ITU-T Recommendation Q.1290 [1]): an individually addressable unit of information specified in a data template.

Data template (ITU-T Recommendation Q.1290 [1]): a specified logical structure for a collection of data objects, including allowable ranges for their values and other data consistency specifications.

Detection Point (DP) (ITU-T Recommendation Q.1290 [1]): a point in basic call processing at which a processing event may be reported to the Service Control Function and transfer of processing control can occur.

Dialog(ue) (ITU-T Recommendation Q.1290 [1]): a conversation or an exchange of information.

Distributed Functional Plane (DFP) (ITU-T Recommendation Q.1290 [1]): the plane in the Intelligent Network conceptual model containing functional entities and their relationships.

Distributed Service Logic (DSL) (ITU-T Recommendation Q.1290 [1]): logic in the distributed functional plane that is used to realise Service Independent Building blocks.

Domain (ITU-T Recommendation M.60 [2]) (in management environment): the organizations requirements for managing a collection of managed objects.

Dynamic arming/disarming (ITU-T Recommendation Q.1290 [1]): enabling/disabling of a detection point by a Service Control Function in the course of service control execution for a particular call/service attempt.

Dynamic data (ITU-T Recommendation Q.1290 [1]): information subject to change as a result of call/service processing.

Elementary function (ITU-T Recommendation Q.1290 [1]): a primary or basic function that cannot be further decomposed.

Entity: a part, device, subsystem, functional unit, equipment or system that can be individually considered. This corresponds to the concept of Resource in TMN.

Event (ITU-T Recommendation Q.1290 [1]): a specific input to and/or output from a given state in a finite state machine model that causes a transition from one state to another.

Event detection point (ITU-T Recommendation Q.1290 [1]): a detection point that is dynamically armed.

Executive process (ITU-T Recommendation Q.1290 [1]): a process that controls the execution of other processes.

Feature: see "**service feature**" definition.

Feature interaction: generally, interference of an entity with the intended and expected behaviour of either of another entity, or of another instance of itself. In the case of service features, interaction occurs either:

- when a service feature inhibits or subverts the expected behaviour of another service feature considered separately (or of another instance of the same service feature); or

- when the joint accurate execution of two service features provokes a supplementary phenomenon which cannot happen during the processing of each of the service features considered separately.

Function (ITU-T Recommendation I.112 [7], definition 403): a set of processes defined for the purpose of achieving a specified objective.

Functional entity (CCITT Recommendation Q.9 [5], definition 7113) (in telecommunications service provision applications): a grouping of service providing functions in a single location and a subset of the total set of functions required to provide the service.

Functional Entity Action (FEA) (ITU-T Recommendation Q.1290 [1]): an action performed by a functional entity as a result of a specific stimulus while the functional entity is in a specific state.

Global control (ITU-T Recommendation Q.1290 [1]): control of a process whose functions are distributed among several entities.

Global Functional Plane (GFP) (ITU-T Recommendation Q.1290 [1]): the plane in the Intelligent Network conceptual model which defines Service Independent building Blocks (SIBs) used in providing service features.

Global Service Logic (GSL) (ITU-T Recommendation Q.1290 [1]): logic in the Global Functional Plane that is used to realise features.

Home network: the network domain, different from the originating network, containing the (subscriber specific) service data needed during call processing. This domain is called home network because in many cases (but not necessarily) it is the same domain as where the service subscriber resides.

Hybrid network: an overall IN which consists of any concatenation of public and private networks. The user perspective of the services offered by a hybrid network is common and consistent across the public and private network components of the hybrid network.

Information flow (CCITT Recommendation Q.9 [5], definition 7120): an interaction between a communicating pair of functional entities.

Integrated Services CenTreX (ISCTX) (prETS 300 415 [9]): the implementation of a private telecommunications network exchange not located on the premises of a private network administrator.

Integrated Services Private Branch Exchange (ISPBX) (prETS 300 415 [9]): an implementation of a private telecommunications network exchange located on the premises of a private network administration.

Intelligent Network (IN) (ITU-T Recommendation Q.1290 [1]): a telecommunications network architecture that provides flexibility for facilitating the introduction of new capabilities and services, including those under customer control.

Intelligent Network Application Protocol (INAP) (ITU-T Recommendation Q.1290 [1]): a protocol for Intelligent Network applications contained in layer 7 (application of the OSI model).

IN Conceptual Model (INCM) (ITU-T Recommendation Q.1290 [1]): a planning model used for defining the Intelligent Network architecture.

IN Data Base (INDB) (ITU-T Recommendation Q.1290 [1]): a physical entity used for information storage in the Intelligent Network.

IN Data Base Management System (INDBMS) (ITU-T Recommendation Q.1290 [1]): a system used for establishing and/or administering information storage in the Intelligent Network.

NOTE 1: This definition is subject to change.

IN supported service (ITU-T Recommendation Q.1290 [1]): a service provided using the capabilities of the Intelligent Network.

Intelligent Peripheral (IP) (ITU-T Recommendation Q.1290 [1]): a physical entity that implements the Intelligent Network specialized resource function.

Interaction detection: the moment when an interaction germination is detected before any interaction manifestation occurs.

Interaction germination: data modification or initialization which prepares an interaction manifestation either later on in the same call or in a further call. It may take place either at service initialization, or at service activation, or at service subscription, or else during management (data modification).

Interaction manifestation: moment when an interworking between two services causes a situation viewed as unsatisfactory from any of the actors.

Interaction resolution: processing of mechanisms designed to solve an unsatisfactory interworking situation, which has germinated either in the same call or in a previous call. This processing is often a consequence of interaction detection. However, it may take place either before (if it is preventative), during or after (if it is curative) interaction germination.

Interaction spotting: the analysis of the new service, in conjunction with already existing service, in order to find as many interaction cases as possible.

Interface (CCITT Recommendation Q.9 [5], definition 4001): a shared boundary, for example, the boundary between two sub-systems or two devices.

Leg (ITU-T Recommendation Q.1290 [1]): a representation within a call processing state model representing a telecommunication path towards some addressable entity (e.g. a path toward a user, intelligent peripheral unit etc.).

Library (ITU-T Recommendation Q.1290 [1]): an assembly of objects, routines, programs, etc. that may be drawn upon for use in the performance of functions.

Managed object (ITU-T Recommendation M.60 [2]): see "**object**" definition.

Managed resource/target: anything that may be subject to (target of) a management activity. These may be physical or logical. These may be related to each others (functionally, hierarchically, by containment etc..) or independent.

Management application: an application process participating in systems management. The applications actually implement the management services.

Management function: the smallest part of a management service as perceived by the user of the service.

Management service: an area of management activity which provides for the support of operations, administration, and maintenance of the system being managed either by network operator, service provider or service customer.

Manager: a role that a management system takes when it is monitoring or controlling managed resources.

Monitor window (ITU-T Recommendation Q.1290 [1]): an interval during which an entity performs the monitoring function at the direction of a Service Control Function.

Network: see "**Telecommunications network**" definition.

Network Access Point (NAP) (ITU-T Recommendation Q.1290 [1]): a physical entity that provides network access for users. It contains the Call Control Agent Function and may include the Call Control Function.

Network interworking: the co-operation of networks to process, manage and create services, which span multiple networks.

Network operator: the network operator is responsible for the development, provisioning and maintenance of real-time networking services and for operating the corresponding networks.

Object (ITU-T Recommendation M.60 [2]): a view of one or more resources. The abstract view of such a resource that represents its properties as seen by (and for the purpose of) management.

Operations Systems (OS) (ITU-T Recommendation M.60 [2]): the OS is the stand-alone system which performs operation system functions (OSF). For operational purposes the management functionality may be considered to be partitioned into layers, such as Network Element Management Layer, Network Layer, Service and Business layer.

Operations Systems Function block (OSF) (ITU-T Recommendation M.60 [2]): the OSF processes information related to telecommunication management for the purpose of monitoring/co-ordinating and/or controlling telecommunications functions and support functions including management functions (i. e. the TMN itself).

Optional service feature: a service feature added to core features to optionally enhance a service offering.

Originating network: the network domain from where the call is set-up.

Persistent data (ITU-T Recommendation Q.1290 [1]): information that endures beyond a single instance of use, e.g. longer than one call attempt.

Personal Mobility (PM) (TCR-TR 007 [10]): personal mobility is the ability of a user to access telecommunication services at any network and terminal on the basis of a unique personal identifier, and the capability of the network to provide those services according to the user's service profile.

NOTE 2: This definition is idealistic, clearly personal mobility will be limited by terminal and network capabilities. This is an alignment with the concept in CCITT Study Group XVIII, vocabulary of terms for UPT (CCITT I.114).

Physical plane (ITU-T Recommendation Q.1290 [1]): the plane in the Intelligent Network conceptual model containing elements and their interfaces that implement functional entities.

Plane (ITU-T Recommendation Q.1290 [1]): a part of the Intelligent Network conceptual model.

Point In Call (PIC) (ITU-T Recommendation Q.1290 [1]): a state in a basic call state model.

Point Of Initiation (POI) (ITU-T Recommendation Q.1290 [1]): a functional interface between basic call processing and service logic over which service control is initiated.

Point Of Return (POR) (ITU-T Recommendation Q.1290 [1]): a functional interface between service logic and basic call processing over which call processing control is returned to basic call processing.

Private (prETS 300 415 [9]): an attribute indicating that the application of the so qualified item, e.g. a network, a unit of equipment, a service, is offered to a pre-determined set of users. This attribute does not indicate any aspects of ownership.

NOTE 3: This definition does not include legal or regulatory aspects.

Private network (ITU-T Recommendation I.570 [8]): a network which provides services to a specific set of users only.

Protocol layer (based on CCITT Recommendation Q.9 [5], definition 2160 - definition of "layer"): a group of one or more functions within an upper and lower logical boundary within a protocol reference model [layer (N) has boundaries to layer (N + 1) and to layer (N - 1)].

Public (prETS 300 415 [9]): an attribute indicating that the application of the so qualified item, e.g. a network, a unit of equipment, a service, is offered to the general public. This attribute does not indicate any aspects of ownership.

NOTE 4: This definition does not include legal or regulatory aspects.

Public network (ITU-T Recommendation I.570 [8]): a network which provides services to the general public.

Reference point (ITU-T Recommendation M.60 [2]): a conceptual point at the conjunction of two non-overlapping functions that can be used to identify the type of information passing between these functions.

Relationship (CCITT Recommendation Q.65 [6]): the complete set of information flows, where they exist, between two functional entities.

Remote network: the remote network denotes every domain different from the originating network domain. That is, it denotes the same as home and terminating network. This term is used in cases that it makes no difference whether the network is in the terminating or home domain.

Resource (ITU-T Recommendation M.60 [2]): manageable functional parts of telecommunication and support equipment which can be unambiguously defined.

Service (CCITT Recommendation Q.9 [5], definition 7011 modified): that which is offered by an administration or RPOA (i.e. a public or private service provider) to its customers in order to satisfy a telecommunication requirement.

Service control (ITU-T Recommendation Q.1290 [1]): direction of the functions or processes used to provide a specific telecommunications service.

Service Control Function (SCF) (ITU-T Recommendation Q.1290 [1]): the application of service logic to control functional entities in providing Intelligent Network services.

Service control parameters: they are what a subscriber can control regarding a subscription to a telecommunication service. The service control parameters are specified by the service customization parameters.

Service Control Point (SCP) (ITU-T Recommendation Q.1290 [1]): an entity in the Intelligent Network that implements a service control function.

Service control service: this service enables a subscriber to change the behaviour of his/her subscription to a telecommunication service after the service provisioning.

Service creation (ITU-T Recommendation Q.1290 [1]): an activity whereby the capability to provide a supplementary service is brought into being from specification to development and verification.

Service creation deployment: the step which provides for the distribution of service creation components amongst physically disparate service creation environments. This step will also co-ordinate the distribution of completed service to multiple Service Management Functions (SMFs).

NOTE 5: This definition is subject to change.

Service Creation Environment Function (SCEF)(ITU-T Recommendation Q.1290 [1]): the set of functions that support the service creation process, the output of which includes both service logic programs and service data.

NOTE 6: This definition is subject to change.

Service Creation Environment Point (SCEP) (ITU-T Recommendation Q.1290 [1]): a physical entity that implements the service creation environment function.

Service creation management: the activity which provides for the management and integrity of the service creation environment itself. This includes the maintenance and recovery of the service creation environments; the interaction of multiple service creation environments.

Service creation platform (ITU-T Recommendation Q.1290 [1]): a set of service independent objects or functions which allow the creation of services in an Intelligent Network.

Service creation process (ITU-T Recommendation Q.1290 [1]): the conception, design and implementation of a capability to provide a service.

Service customization parameters: these are what a subscriber can specify regarding subscription to a telecommunication service, service control service and service monitoring service through negotiation with a service manager.

NOTE 7: This definition is subject to change.

Service customization service: this provides customization of the telecommunication service, the service control service and the service monitoring service, which are going to be provided to the subscriber after provisioning. The service customization is based on subscriber's requirements during the service provisioning phase.

NOTE 8: The wording "service provisioning phase" depends on the outcome of service life cycle model work.

Service data (ITU-T Recommendation Q.1290 [1]): customer and/or network information required for the proper functioning of a service.

Service Data Function (SDF) (ITU-T Recommendation Q.1290 [1]): the set of functions that provides for the management of service data in accordance with a service data template.

Service Data Point (SDP) (ITU-T Recommendation Q.1290 [1]): a physical entity that implements a service data function.

Service Data Template (SDT): a specific logical structure for a collection of data objects, including allowable ranges for their values and other data consistency specifications, related to a specific service logic processing program.

Service deployment: the introduction of a service into the IN-structured network in a subscriber independent way.

Service development: the activity which transform a high level structured design into a detailed structured software design and subsequently develops the necessary software components, data definitions, etc. required to realise that design. The major output of this activity is the developed service software and documentation which is ready for more rigorous service verification testing.

Service Feature (SF): specific aspect of a telecommunication service that can also be used in conjunction with other telecommunication services/service features as part of a commercial offering. It is either a core part of a telecommunication service or an optional part offered as an enhancement to a telecommunication service.

Service independence (ITU-T Recommendation Q.1290 [1]): not necessarily specific to one service.

Service independent (ITU-T Recommendation Q.1290 [1]):

a) not dependent on the availability of other services; or

b) having freedom to create any service desired.

Service Independent building Block (SIB): a reusable set of functional entity actions and (information flows) used to provide a service feature or a part of a service feature in an Intelligent Network.

Service interaction: generally, interference of an entity with the intended and expected behaviour either of another entity, or of another instance of itself. In the case of services, interaction occurs either:

- when a service inhibits or subverts the expected behaviour of another service considered separately (or of another instance of the same service); or

- when the joint accurate execution of two services provokes a supplementary phenomenon which cannot happen during the processing of each of the services considered separately.

Service internetworking: a situation where an individual service is used in a connection which exists partly inside one network and partly inside one or more other networks, or which, for certain operational aspects, routes through more than one network.

Service interworking: joint execution of two or several services.

Service life cycle: the service life cycle is the description of both stages and steps involved during the complete life of any service, in a service independent manner. It is considered the basis defining the possible behaviour of a service at all times, the stages identified covering all aspects of the service life, including its "death".

Service Logic (SL) (ITU-T Recommendation Q.1290 [1]): a sequence of processes/functions used to provide a specific service.

Service Logic Processing program (SLP) (ITU-T Recommendation Q.1290 [1]): a software program containing service logic.

Service Logic Processing program (use) Instance (SLPI) (ITU-T Recommendation Q.1290 [1]): the invocation and application of a particular service logic program in providing a service or a service feature for a specific call/service attempt.

Service management (NA 6): service management is concerned with, and responsible for:

- subscriber facing;

- management of information relating to the contractual aspects of services that are being provided to subscribers or available to potential new subscribers, within the bounds specified by policies produced by the business management (layer);

- the proper operation of services;

- provisioning of information to the network management required for the proper planning, deployment, provisioning and operation of network resources necessary to support services;

- interaction with the business management (layer) for guidelines and policies; and

- interaction with service providers.

NOTE 9: Business management (layer) functionality is not yet fully defined.

Service Management Agent Function (SMAF) (ITU-T Recommendation Q.1290 [1]): a functional interface between network operators and/or subscribers and network service management functional entities.

NOTE 10: This definition applies only to Capability Set 1.

Service Management Function (SMF) (ITU-T Recommendation Q.1290 [1]): the set of processes that support the management of user and/or network information, including service data and service logic programs that are required for the proper operation of a service.

NOTE 11: This definition applies only to Capability Set 1, replaced for future work by OSF.

Service Management Point (SMP) (ITU-T Recommendation Q.1290 [1]): a physical entity that implements a service management function.

NOTE 12: This definition applies only to Capability Set 1, replaced for future work by OS.

Service management service: a commercial offering to subscribers to satisfy their requirements to customize, to control and to monitor the telecommunication service for which it is provided.

NOTE 13: Definition subject to change.

Service monitoring data: the data a subscriber can monitor regarding his subscription to a telecommunication service. The service monitoring data are specified by service customization parameters.

NOTE 14: Definition subject to change.

Service monitoring service: the service which enables a subscriber to get information about the usage of a subscription to telecommunication service after the service provisioning.

NOTE 15: Definition subject to change.

Service Node (SN) (ITU-T Recommendation Q.1290 [1]): a physical entity that contains the Service Control Function, Service Data Function, Specialized Resource Function and Service Switching/Call Control Functions. The SSF/CCF is closely coupled to the SCF within the SN and is not accessible by other SCFs.

Service plane (ITU-T Recommendation Q.1290 [1]): the plane in the Intelligent Network conceptual model that contains services, service entities and their relationships.

Service processing (ITU-T Recommendation Q.1290 [1]): the execution of service control and basic call processing functions to provide a service.

Service provider: the service provider is an actor who provides services to its service subscribers on a contractual basis and who is responsible for the services offered. The same organization may act as a network operator and a service provider.

Service provisioning: the installing and deploying of necessary functionality in appropriate network elements to provide a service subscription to a specific subscriber along with service customization parameters and the initial activation.

NOTE 16: Definition depends on outcome of service life cycle model work.

Service specification: the first step in the service creation process. As such, this step includes such activities as refinement of detailed service description requirements, functional analysis, generation and verification of the specification and definition of a high level structured design.

Service subscriber (ITU-T Recommendation Q.1290 [1]): an entity that contracts for services offered by service providers.

Service Support Data (SSD) (ITU-T Recommendation Q.1290 [1]): a set of service specific data parameters for Service Independent Building Blocks.

Service Switching and Control Point (SSCP) (ITU-T Recommendation Q.1290 [1]): a physical entity that contains the Service Control Function, Service Data Function and the Service Switching/Call Control Functions.

Service Switching Function (SSF) (ITU-T Recommendation Q.1290 [1]): the set of processes that provide for interaction between a call control function and a service control function.

Service Switching Point (SSP) (ITU-T Recommendation Q.1290 [1]): a physical entity that implements a service switching function.

Service Trigger Information (STI): a stimulus information for initiating an action. It may be distinguished between Trigger Detection Point (TDP) initiating the Service Logic (SL) and Event Detection Point (EDP) reporting an event to the running SL.

Service user
: an entity external to the network that uses its service(s).

Service verification: the step in the service creation process where the developed service software (including supporting documentation) is rigorously tested to validate that the resulting service application completely satisfies the specification. The principal output of this step is thus the verified service software and supporting documentation required for deployment.

Single-ended service feature (ITU-T Recommendation Q.1290 [1]): a feature, e.g. call/service attempt manipulation, that applies to only one of the parties that may be involved on a call/service attempt.

Single point of control (ITU-T Recommendation Q.1290 [1]): a control relationship where the same phase or aspect of a call/service attempt is influenced by one and only one Service Control Function.

Specialized resource function (SRF) (ITU-T Recommendation Q.1290 [1]): the set of functions that provide for the control and access to resources used in providing services in the Intelligent Network.

Static arming/disarming (ITU-T Recommendation Q.1290 [1]): enabling/disabling of a detection point, as directed by a Service Management Function, to cause a specified action by call/service processing whenever a specific point in call/service processing is encountered.

NOTE 17: This definition applies only to Capability Set 1.

Static data (ITU-T Recommendation Q.1290 [1]): information that remains unchanged for the duration of a call or incident of use of a service. (Usually controlled by a source external to the network.)

Subscriber: see "**service subscriber**" definition.

Supplemented call (ITU-T Recommendation Q.1290 [1]): a basic call with added service features or capabilities.

Telecommunications network: a set of nodes and links that provides connections between two or more defined points to facilitate telecommunications between them.

Terminal Mobility (TM) (TCR-TR 007 [10]): this feature enables the terminal to be tracked during a call and to register to the network at each new location which may not be a fixed point but can be an area. The terminal is allowed access to the network while being moved. This may be achieved by techniques such as handover and roaming.

Terminal MoveAbility (TMA): this feature enables the terminal to retain its subscriber's unique identity when moved between access points. Access is not permitted while the terminal is being moved. The terminal registers with the network at each new location.

Terminating network: the network domain to where the call is connected.

Trigger (ITU-T Recommendation Q.1290 [1]): a stimulus for initiating an action.

Trigger Detection Point (TDP) (ITU-T Recommendation Q.1290 [1]): a detection point in basic call processing that is statically armed.

User: see "**service user**" definition.

Vendor or implementation independent (ITU-T Recommendation Q.1290 [1]): the characteristic that products from different vendors are able to work together in the same environment, and/or, physical units serving as the same functional entity(ies) produced by different vendors can be used interchangeably.

Work station: a physical entity that implements the work station function block.

Work Station Function block (WSF) (ITU-T Recommendation M.60 [2]): the WSF provides the means to interpret TMN information for the management information user. The WSF includes support for interfacing to a human user.

History

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