



Parlay Emergency Telecommunications Service (ETS) Working Group

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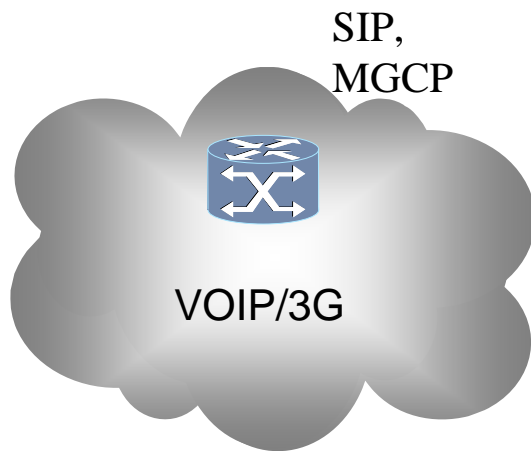
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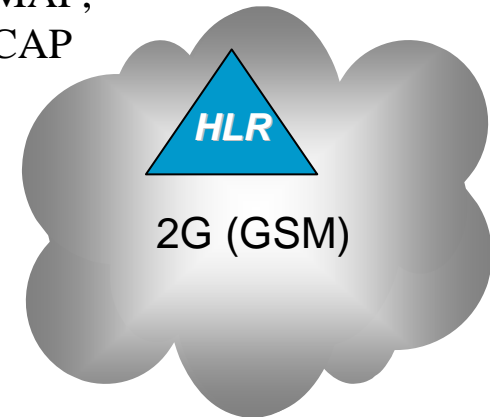
Outline

- What is NGN?
- What are NGN APIs?
- ETS enabled APIs
 - Objective of working group
 - ETS overview
 - Parlay/3GPP OSA/ETSI SPAN 12 Architecture
- Parlay ETS Near term activities
- Standardization activities

Next Generation Networks



ANSI-41,
MAP,
CAP

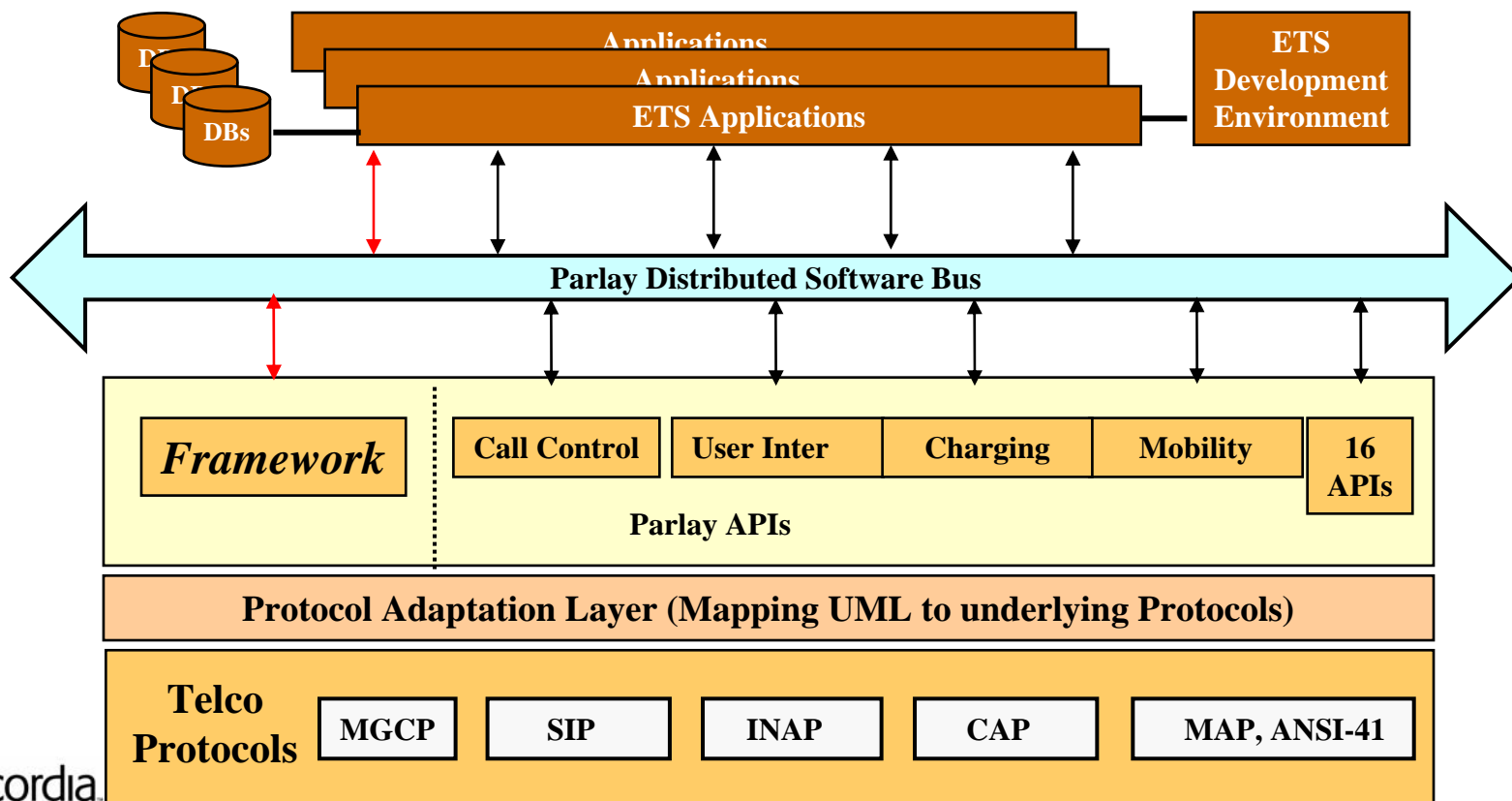


SS7,
TCAP,
INAP

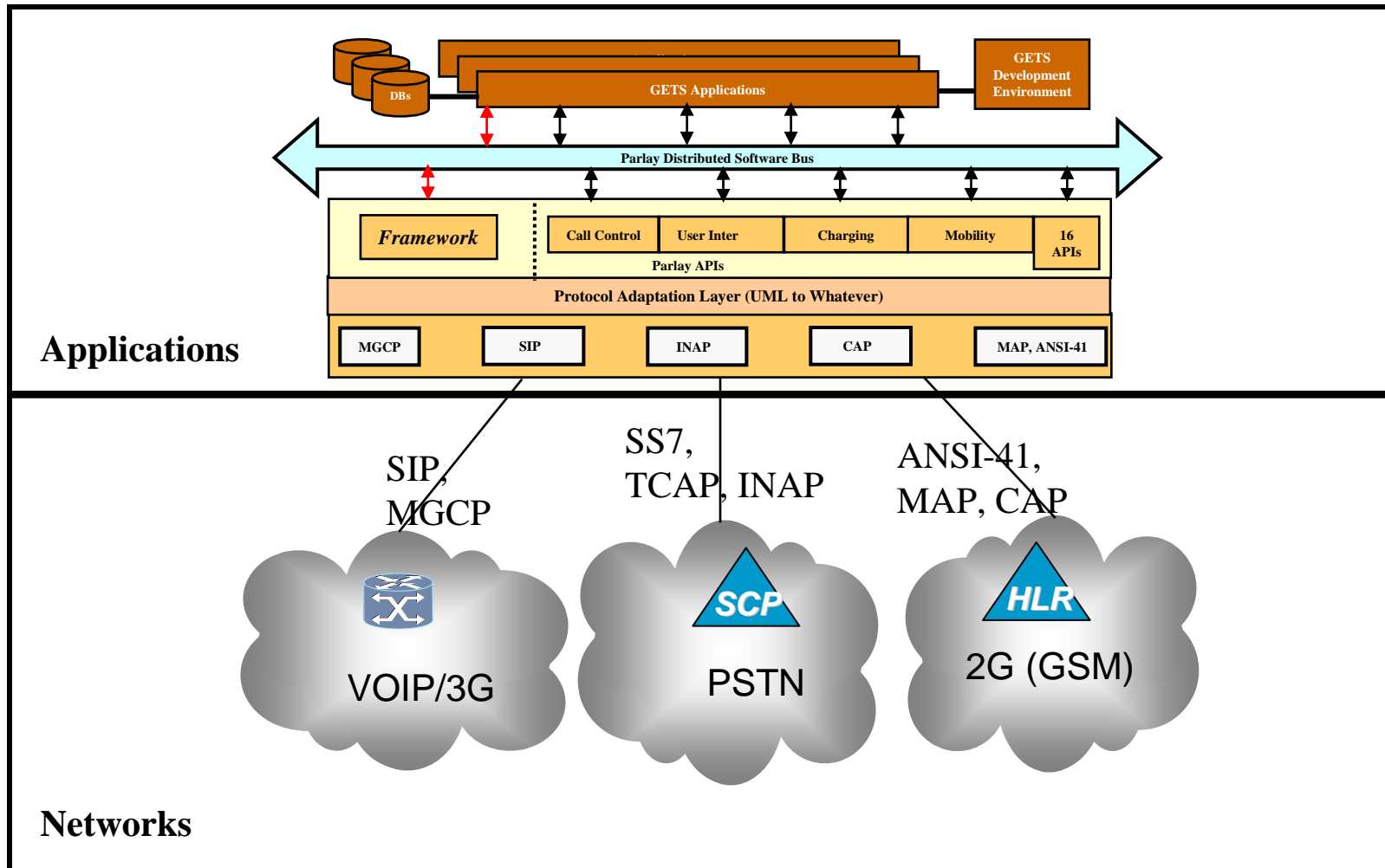


NGN Parlay/OSA Gateway

- 10+ companies doing prototypes, demo's and actual products that enable third party application development based on APIs



Next Generation Network Architecture



APIs for Emergency Telecom Services (ETS)

- The goal is to enable advanced and flexible ETS by allowing services to be developed using open, standard APIs rather than monolithic, stovepiped applications
- Since the Parlay API is applicable to IP, wireless and PSTN any hooks introduced into the API apply to all networks
- The Parlay API actually consists of a set of APIs for call control, mobility, user interaction, etc
- Our first contribution is to put a hook into the call control API so that NGN calls or sessions can get High Probability of Completion
 - This extends the current capabilities possible in the PSTN to IP as well as wireless networks

Objective

- Identify requirements and introduce contributions for Parlay APIs that enable equipment manufacturers, network operators, and service providers to develop and offer a wide range of priority services to authorized users that aid in a high probability of completion for emergency traffic during a crisis situation when networks may be restricted due to damage, congestion or faults

ETS Overview

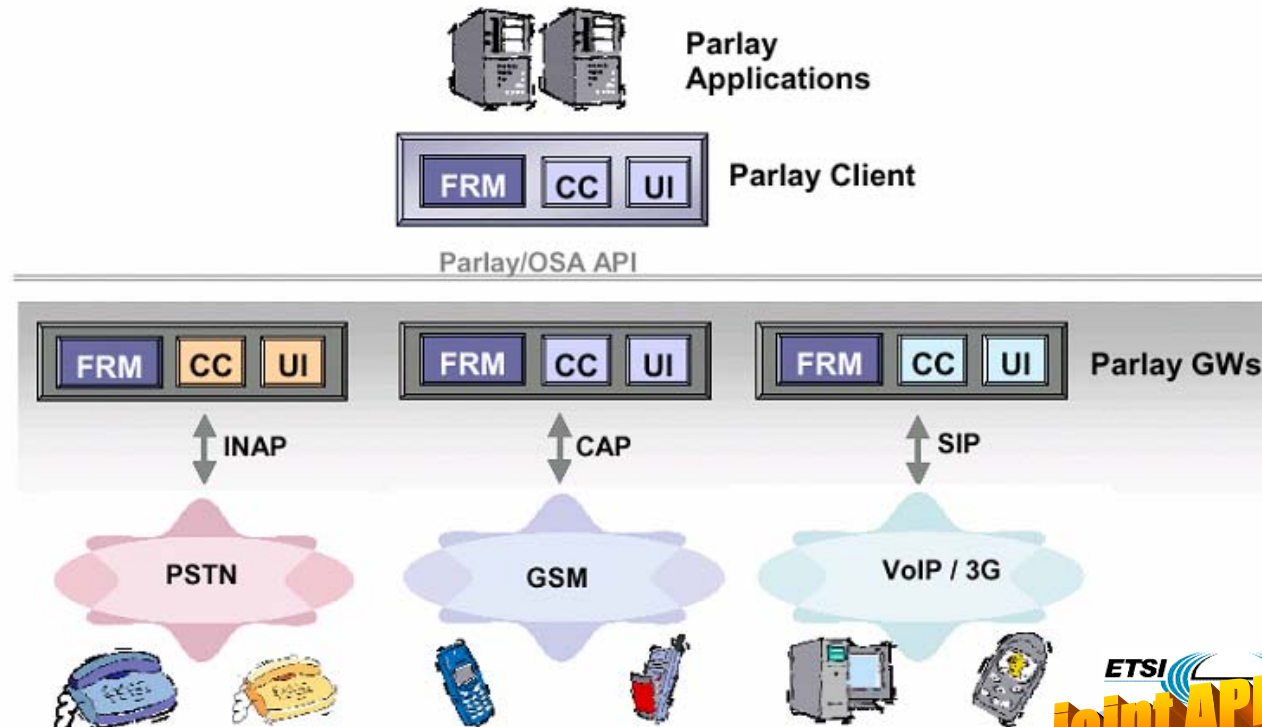
- ETS enables effective communication for emergency operations during times of severe network congestion due to man-made or natural disasters
 - Basic service includes priority access, user authentication, and enhanced routing, exemption from Network Management Controls
 - Several countries already offer some emergency telecommunications services:
 - Canada: Line Load Control to deliver priority dialtone
 - USA: GETS
 - Japan: “I Am Alive” via web site registration

ETS Overview (continued)

- Need to extend A/IN, 3G based and switch-based priority services defined for ETS calls to Next Generation networks and open APIs such as Parlay
- Background white papers etc: <http://www.iepscheme.net>
 - Vernon Mosley's presentation to the Parlay group at San Diego, 5/23/01
 - See <http://www.parlay.org>
 - See also IETF Drafts and Recommendations E106, F706
- 3 Parlay ETS proposal presentations have been made at San Diego and in Munich
- Simple example in Parlay: Enhancing Calling_Party_Category parameter for call control by new value

Parlay/3GPP OSA/ETSI SPAN 12 Architecture

- The APIs encapsulate underlying protocols such as SIP or ISUP
- Applications are agnostic of underlying technology and thus highly portable or/and can serve multiple networks (both IP, Mobile, and PSTN)
- There are Call Control APIs, Mobility, Presence, Policy, User Interaction, ...



Essential network features for the successful operation of IEPS

Inspired by ITU-T Recommendation E.106

- priority call origination
- priority call setup, including priority queuing schemes
- exemption from restrictive management controls, such as call gapping

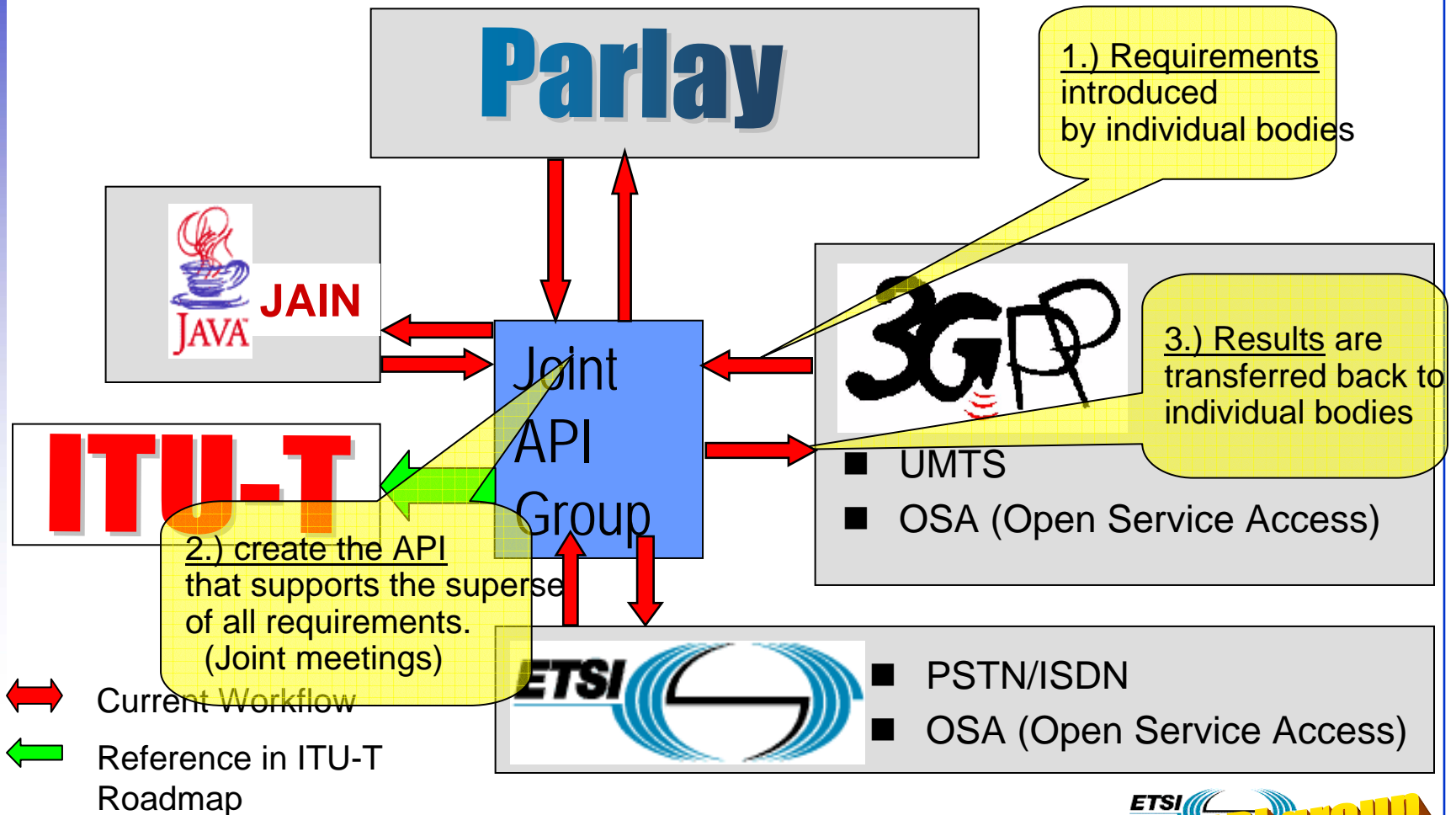
Inspired by ITU-T Draft F.706

- extension of other APIs such as Multimedia Call Control, Presence and Availability, Mobility (Location)

Standardization

- Mid December, the Parlay Group approved the charter for the Parlay ETS Working Group
- During the last Parlay meeting, February 5-7 in Hong Kong, the Parlay ETS Working Group held its first face-to-face
- A contribution was submitted to Joint Working Group such that its APIs would support call marking
 - The contribution was accepted
 - Further contributions ETS enabling the Parlay APIs are in the works!
- 3GPP SA1 does not have an ETS requirement yet (a study group is working in this)
- An IETF working group is proposed, a third BoF discussing its charter is on the agenda for IETF #53

API's for Open Service Access; ONE API for ONE developer community



Questions?