

Trends in Systems Architectures

Central & Eastern European OSS/BSS Seminar

Logan Orviss International

Krakow, 3rd - 6th November, 2005

- Logan-Orviss International
- Review of the Telecommunications world
 - Operator Challenges
- Where is the problem?
 - Approach to new clients
 - New Services Architecture
 - Feasibility of major solutions and Schools
- Ideas and Open discussion
 - What should be there?



Facts and Figures:

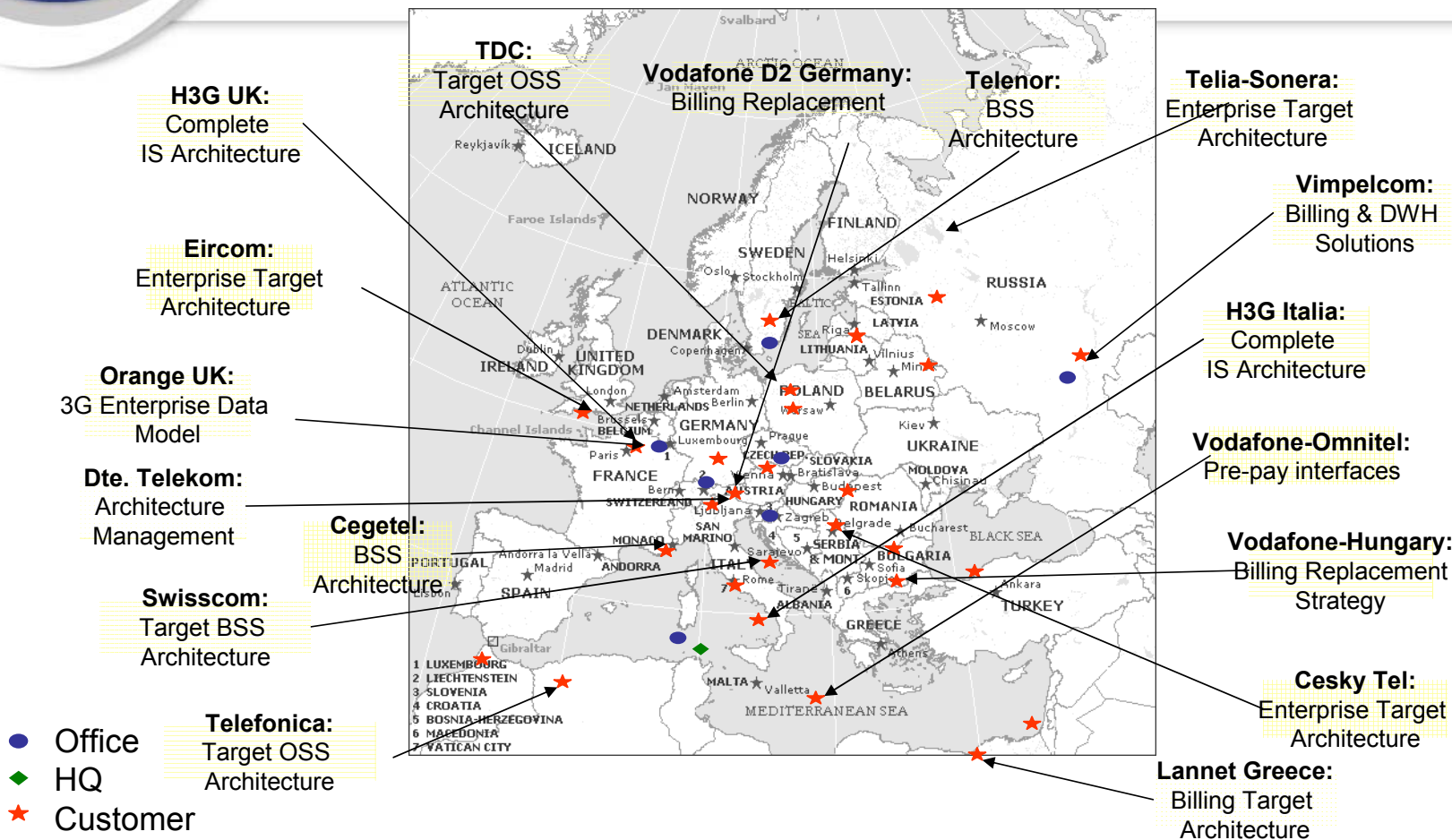
- **Founded:** 1995 in Sophia Antipolis, France
- **Founders:** Brendan Logan
Colin Orviss
- **Employee strength:** 120+ Consultants
- **Offices:** Australia, France, Germany, Israel, Ireland,
Norway, Russia, UK and US

LOI addresses multiple business area challenges that the communications industry is frequently facing such as:

- Customer care and CRM
- Order management
- Service provisioning and fulfilment
- Service quality management and customer expectation management
- IT and network architecture
- Network management and mediation
- Billing
- Wholesale billing / Interconnection
- Content Management and charging
- Technology and data storage
- Business intelligence
- Training

Deliverables vary depending on the nature of the consulting engagements and the type of customer.

Sample European Projects



- ❑ **LOI is an active member of the TMF and works jointly with TMF according to NGOSS principles (eTOM + SID + TNA)**
- ❑ **Keith Willetts, Chairman of TMF is an LOI Associate**
- ❑ **LOI is member of several user groups within the Telco Industry**
- ❑ **LOI is a frequent speaker at Telco Conferences such as TMF-World, IIR Billing Conference, etc.**

Fixed line operators

- Cesky Telecom
- COLT
- Deutsche Telekom
- Eircom
- Embratel
- Golden Telecom
- Optus
- PCCW
- Portugal Telecom
- TeleDenmark
- Telekom Austria
- Telenor
- Telecom Lithuania
- Telia
- Telefonica
- Tellas
- Telkom South Africa
- UTA

Mobile operators

- Cable and Wireless
- Cegetel
- Cegetel, Paris
- China Mobile
- Digicell
- E Plus
- Hutchinson 3G
- Mobilkom
- Orange, various countries
- Oniway
- O2
- Swisscom Mobile
- T-Mobile, various countries
- Turkcell
- VIAG (now O2)
- Vimpelcom
- Vodafone, various countries

Vendors

- Amdocs
- Comsoft
- Convergys
- Dimension Data
- EDS
- EDB Telesciences
- ESI Expert Systems Int.
- EMC2
- Formula Telecom
- HP
- Kabira
- Oracle
- Portal
- Sentori
- SGI
- Staffware
- Telcordia

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Some Fundamentals impacting Fixed or Mobile business ...

- ❑ Concurrent Deregulation and Technological “Quantum Leap”
- ❑ Cost per bit
 - ❑ Ratio of 1 to 7-10 between IP and Circuit-switched
- ❑ End-User Terminals
 - ❑ “Moore’s Law” drives enhanced power and functionality
- ❑ Demand for Communication Services
 - ❑ How much are YOU willing to spend?
- ❑ Mobile substitution and vice versa
 - ❑ More mobile subscriptions than fixed line subscriptions in many developed countries
 - ❑ Developing countries are better off providing “dial tone” through cellular
 - ❑ IP Services in combination with Mobile for customer retention
- ❑ High Existing Margins
 - ❑ Gross Margin on Transmission Services (Leased Lines, Long-Distance Voice) rapidly decreasing

Some Market Dynamics for Operators

- ⌘ Overcapacity on Trunk Networks
- ⌘ Traffic volumes are rising (data), but margins are dropping
- ⌘ Interconnect a new source of Revenue
- ⌘ Top 20% customers represent 80% of the profit
- ⌘ SME'S are becoming more important - price sensitive
- ⌘ No frills MVNO put pressure on the margins
- ⌘ Costs and Financial Systems are top priority
- ⌘ Asset identification and recovery
- ⌘ In 1984, BT had 100% market share and 240,000 people – in 2000 75% Residential and 50% Business with 70,000 people – now 60% of Residential and 45% Business with 55, 000 people

- ❑ Competition everywhere
 - ❑ Access: WLL, LL Unbundling, Cable, Mobile as Fixed Line substitution
 - ❑ Transport/Core: ATM/FR/IP, Satellite
 - ❑ MVNO
- ❑ Competitors
 - ❑ Target for ROI < 5-7 years
 - ❑ Interconnect can represent up to 50% of Cost
 - ❑ Interconnect cost is forcing Infrastructure build
 - ❑ Focus on Time-to-Market: No architectural focus
 - ❑ Incumbents responding quickly
 - ❑ Same chaos after 3 years as a PTT after 100 years



**Anyone, anywhere, any media
communication with the:**

Reliability and scale of the telephone network

Content capability of the cable network

Flexibility and pace of the Internet

- ❖ Wholesale/Retail logical separation
 - ❖ Does one “own” or “manage” a Network?
 - ❖ How far does one’s Network extend?
- ❖ Increasing Interdependencies
 - ❖ Interconnect, Roaming, Unbundling, Number Portability, etc
 - ❖ Co-opetition
- ❖ “Historical” segmentation
 - ❖ Incumbents (ex PTTs)
 - ❖ “First generation” competitive network operators
 - ❖ “Second generation” competitive network operators
 - ❖ New Service Providers (ISPs, ASPs, CSPs, etc)

- ❑ Content Providers
- ❑ Media/Advertising Companies
- ❑ Financial Institutions
 - ❑ Banks
 - ❑ Credit Card Companies
- ❑ Resellers/Retailers/Distribution Outlets
- ❑ Suppliers
 - ❑ Network Equipment Manufacturers
 - ❑ Computer Manufacturers
 - ❑ Integrators
 - ❑ Software Vendors
- ❑ The Value Chain is getting more and more complex!

- ❑ Fixed Line market particularly regulated
- ❑ Termination Costs dilemma
- ❑ Roaming still an open issue
- ❑ Spreading gradually throughout the world:
 - ❑ US and Asia always at the forefront
 - ❑ Western Europe next
 - ❑ Easter Europe and Latin America next
 - ❑ Middle-East, Africa following
- ❑ Australian model often used
 - ❑ Initially a limited (2-3) number of competitors
 - ❑ Full deregulation after a period
- ❑ Major regulatory mandates:
 - ❑ Indirect access (e.g. selecting long-distance carrier)
 - ❑ Pre-selection (e.g. no access for access codes)
 - ❑ Number portability
 - ❑ Local Loop unbundling (various facets)
- ❑ Infrastructure investment must be protected
- ❑ Positive price discrimination to new Competition
- ❑ Major dilemma with FMC and VoIP
- ❑ Interconnect still a headache

Summarizing the Operator imperatives / trends

- ❑ **Operators are assessing their “to be” business model and the implications of their various options.**
- ❑ **Operators are beginning to become more business value rather than technology focussed and recognising the importance of Brand**
- ❑ **Operators tend to view Customers as a revenue source BUT, they can ALSO be partners or suppliers – we need to see them holistically as a PARTY**
- ❑ **ARPU, OPEX and CAPEX are the main metrics for measuring performance but AMPU is becoming the critical measure**
- ❑ **What planning is being made to address IP and the probability that “traditional” Telco competitors will be augmented (or even replaced) by non-telco “branded” entities and content parties**

Summarizing Market imperatives / trends

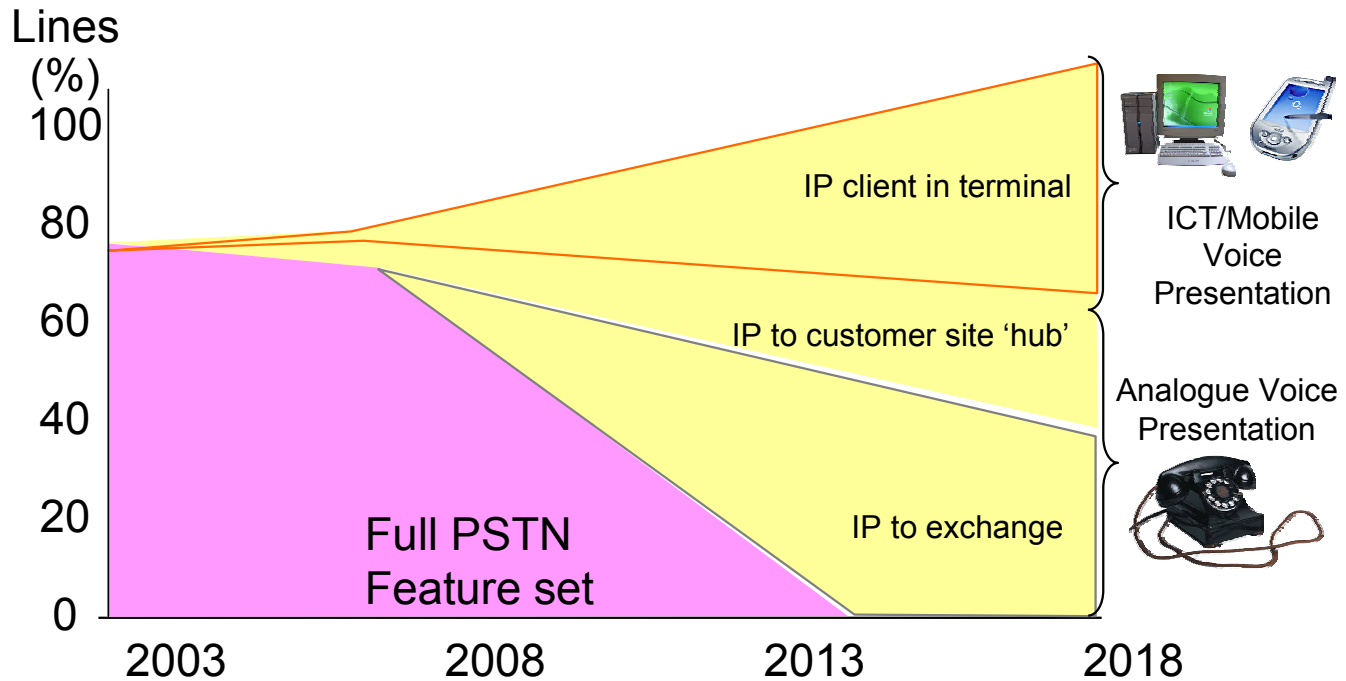
- ❏ **Customers want services when, where and how they want but we force them to select or use a fixed line connection, mobile connection, BB connection, ISP connection, etc. from different “suppliers” – WHY?**

- ❏ **For consumers, there’s a finite amount of funds that are available to be spent on communications oriented services – we need to understand this “COMMUNITY” and provide a manageable balance capability. Corporates are also looking for something similar.**

- ❏ **What allegiance should a Customer have to an Operator and what are the offerings that would drive this? – competition drives churn!**

- ❏ **With IP networks and VOIP increasingly becoming available, where does the revenue come from – working on the assumption that voice minutes will become flat rated or even “effectively free”**

Expected evolution from PSTN to IP



- **Improving operational business processes**
- **Enhancing information systems flexibility - Pre/post/pay-now payments**
- **Managing content and Content Providers**
- **Supporting a multi-tier business model**
 - Services provider
 - Content aggregator
 - Lean wholesale operator
- **Bandwidth and content settlement**
- **What will be the impact of IP on I.S.& OSS/BSS?**
- **Determining which are the appropriate offerings**

What are the main Operator initiatives?

Immediate:

- Support Customer growth
- Increase AMPU
- Enhance Brand
- Segmentation

Short term :

- Reduce opex through highly automated processes
- Reduce churn through improved customer service
- Improve 'wallet share' through better targeting
- Drive more new services, with reduced time to revenue

Medium term .

- Support enhanced Data and content
- Enhance "communities" model to reduce churn
- Service Provider
- Delivery technology diagnostic offerings
- IP / VOIP impact services
- Enhance Customer Management through Portals

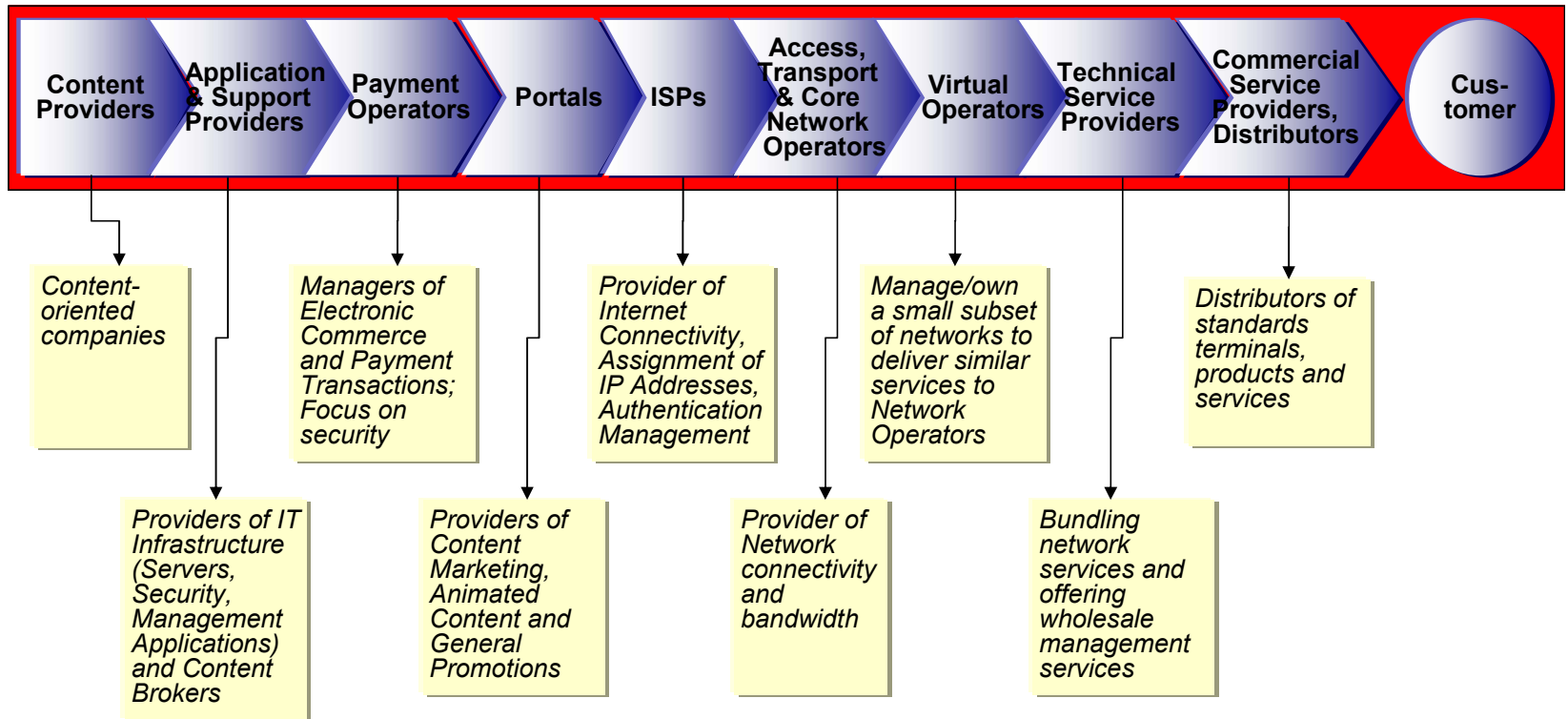
Tactical

Strategic

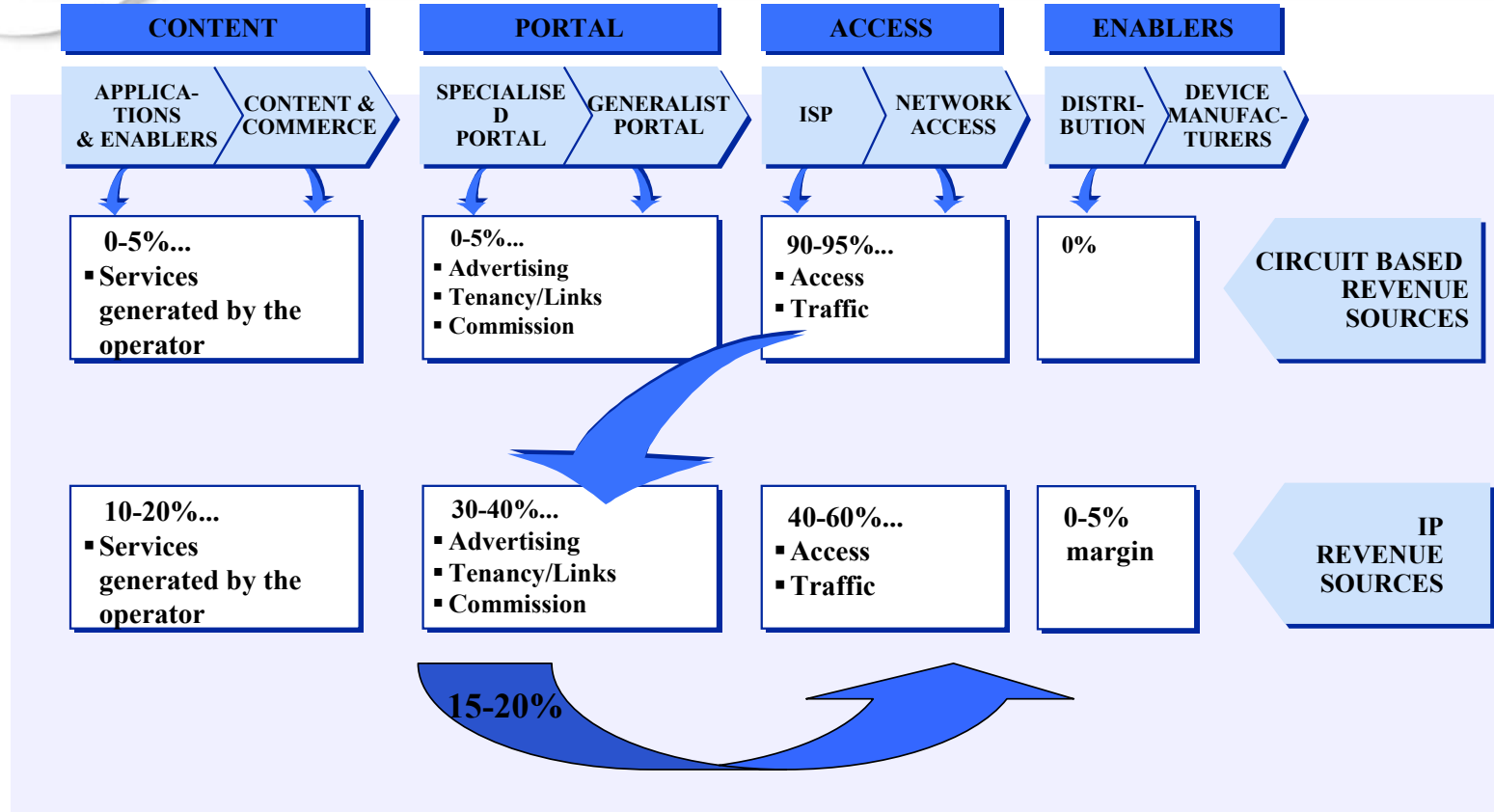
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The content value chain – we sell and deliver content!!



Revenue Sources are changing ...

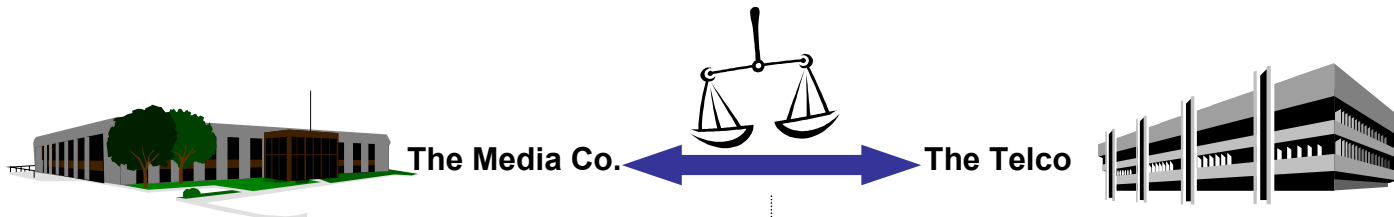


Problem statement – why is charging so critical ?

- ❖ The charging environment turns the potential value of network capabilities and business models into real revenues

- ❖ To extract this value, it must evolve from a passive ‘collect and rate’ workflow to an active and intelligent environment, able to
 - ❖ Increase profitability, penetration and usage by **charging on value** rather than cost
 - ❖ Enhance customer experience and operator control through an increased **realtime design** of processes
 - ❖ Place the end-user at the centre of the design in a **convergent approach**
 - ❖ Interface with a multitude of in-house and external applications simultaneously in an **open,secure and controlled manner**

Operators must find the right balance between pricing sophistication and implementation constraints in a given competitive market



Charge for Value

- e.g.
- You can charge more for the latest track by Britney Spears rather than one that is 6 months old
 - You can charge more to watch a replay of a goal in the first 30 mins after it was scored

- Pros:**
- Increased profits
 - Matches with perceived value
- Cons:**
- Higher risk of not covering costs
 - More complex charging model

Cover Costs

- e.g.
- Data traffic across the Network can be charged by the byte
 - Storage can be charged by the byte

- Pros:**
- Revenue based on costs, low risk
 - Simple charging model
- Cons:**
- Lower profits (becomes a commodity)
 - Customer does not understand value

From an architectural point of view, value based charging requires

- ❖ Flexible rating engine(s), able to :
 - ▣ Handle the wide range of potential charging units and parameters
 - ▣ Provide advanced rating features, such as cross products promotions, usage based discounts, high segmentation,...
 - ▣ Be flexible enough to allow on-the-fly subscriptions and rapid configuration changes

- ❖ Smart network mediation(s), able to
 - ▣ Interface with multiple networks of different types
 - ▣ Manage usage consolidation and correlation so as to expose the relevant (from the end-user viewpoint) charging unit to rating
 - ▣ Monitor more than simply the number of Kbytes

Operators must find the right balance between the advantages and hurdles of realtime



“delayed”

“near real-time”

“real-time”

e.g.

-calls and sessions are simply switched; no control is carried out

- usage records are “pulled” on a regular basis (e.g. a few hours) and processed through traditional mediation, rating and invoicing processes and systems

Pros:

- Low cost
- Handles large volumes
- User experience is simplified (no/limited delays and dialogue)

Cons:

- Higher credit risk
- Not a competitive differentiator

e.g.

-calls and sessions are allowed to proceed; limited control is possible

-usage records are “pushed” and processed as quickly as protocols and systems would allow

Pros:

- Satisfactory levels of credit risk
- Return on Investment
- Technically proven

Cons:

- Complex integration
- dependent on equipment capabilities

e.g.

- all calls and sessions are controlled through “signalling” messages

-actions (advice of charge, recharge, barring, etc) can occur during the call/session

Pros:

- Maximum risk control for operator
- Customer can choose interaction and method of payment

Cons:

- Costly
- Technically complex for new services

- ❑ Authentication and Authorisation
 - ❑ Which ID to use and in which context?
- ❑ Location of content services catalogue
 - ❑ Separated or integrated with main product catalogue
- ❑ Balance Management
 - ❑ Centralised or distributed
 - ❑ Multiple counters
 - ❑ Multiple units (monetary and non-monetary)
- ❑ Partner content kit for “untrusted” traffic
 - ❑ “buffer” dialogue management function to funnel traffic from third-party platforms outside of the “trusted” operator domain

Realtime means more than simply boosting CPU to speed up existing processes

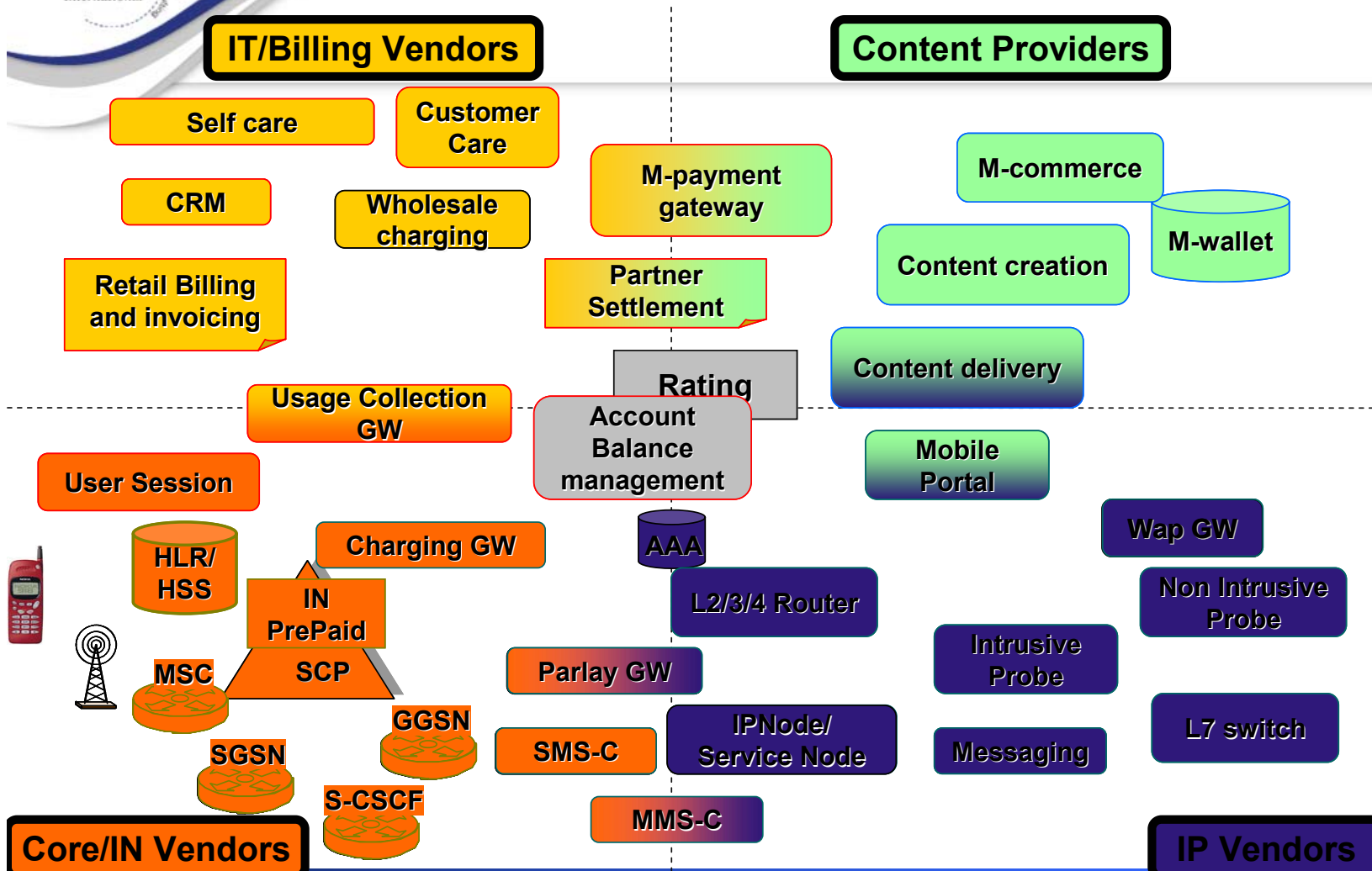
- ❑ Realtime requires a reengineering of information flows
 - ❑ 'take control before and during' rather than 'collect after' the call/communication
 - ❑ specific realtime mechanisms such as state/session handling, pre-call authorization, post-call refund, mid-call notifications, bucket allocation, triggers, simultaneous calls handling,...
- ❑ Realtime requires an adapted middleware
 - ❑ realtime requires a 100% availability through the whole chain => redundancy, no single point of failure, error monitoring, recovery process, on-line provisioning, specific software release management procedures,...
 - ❑ Realtime requires a high level of performance => hardware/software mix, identification of bottlenecks (CPU, memory,...), dynamic data handling, cache procedures, careful use of distribution and APIs,...



The different schools

**Who should you listen to ...and
believe?**

- ❑ “Core Network approach”
 - ❑ Led by Core (Circuit and Packet) Network professionals
- ❑ “IP approach”
 - ❑ Led by Services Network professionals
- ❑ “IT approach”
 - ❑ Led by Information Systems professionals
- ❑ “Content service approach”
 - ❑ Led by Content and Commerce professionals



Where are the main bottlenecks to meeting the challenge ...?

- ❑ **Management**
 - ❑ Real definition of business goals and objectives
 - ❑ Commitment to make the changes necessary
- ❑ **Information Systems**
 - ❑ Customer model / Product Catalogue poorly defined / implemented
 - ❑ Billing – inflexible and not really “real-time”
 - ❑ Service Assurance not Customer focussed (e.g. SLA)
 - ❑ Legacy stove-piped applications and processes
 - ❑ Poor data quality
 - ❑ Poor business intelligence (we don’t know our Customers well!!!)
- ❑ **People**
 - ❑ Working in the “old” ways although our business is changing
 - ❑ Changing new systems to work the way the people work as opposed to getting people to work the way the new system works!

• Customer Interface

Customer Care/Self Care

Product Commercial Catalogue

• Management

Business Rules

Recharge & Voucher Mngt

Billing

Provisioning

Product Configuration

Customer Profile (commercial view)

• Charging Control

Rating

Balance(s)

Accumulated Usage (Bundles)

Product Tarriff Data

• Service Control / Usage Mediation

Usage Mediation

Call Session Handling

• Network

Customer Profile (technical view)

Voice (e.g. MSC)

Interpersonal Messaging (e.g. SMS-C, MMS-C, Chat, IM, UM, etc)

Data Access (e.g. SGSN, GGSN, Charging G/W, SSG, etc)

Content Delivery (e.g. SDP, WAP, Streaming, LBS, Java Dwnld, etc)

Real Time

Near Real Time

Billing for IP services is very different from billing for traditional PSTN based services

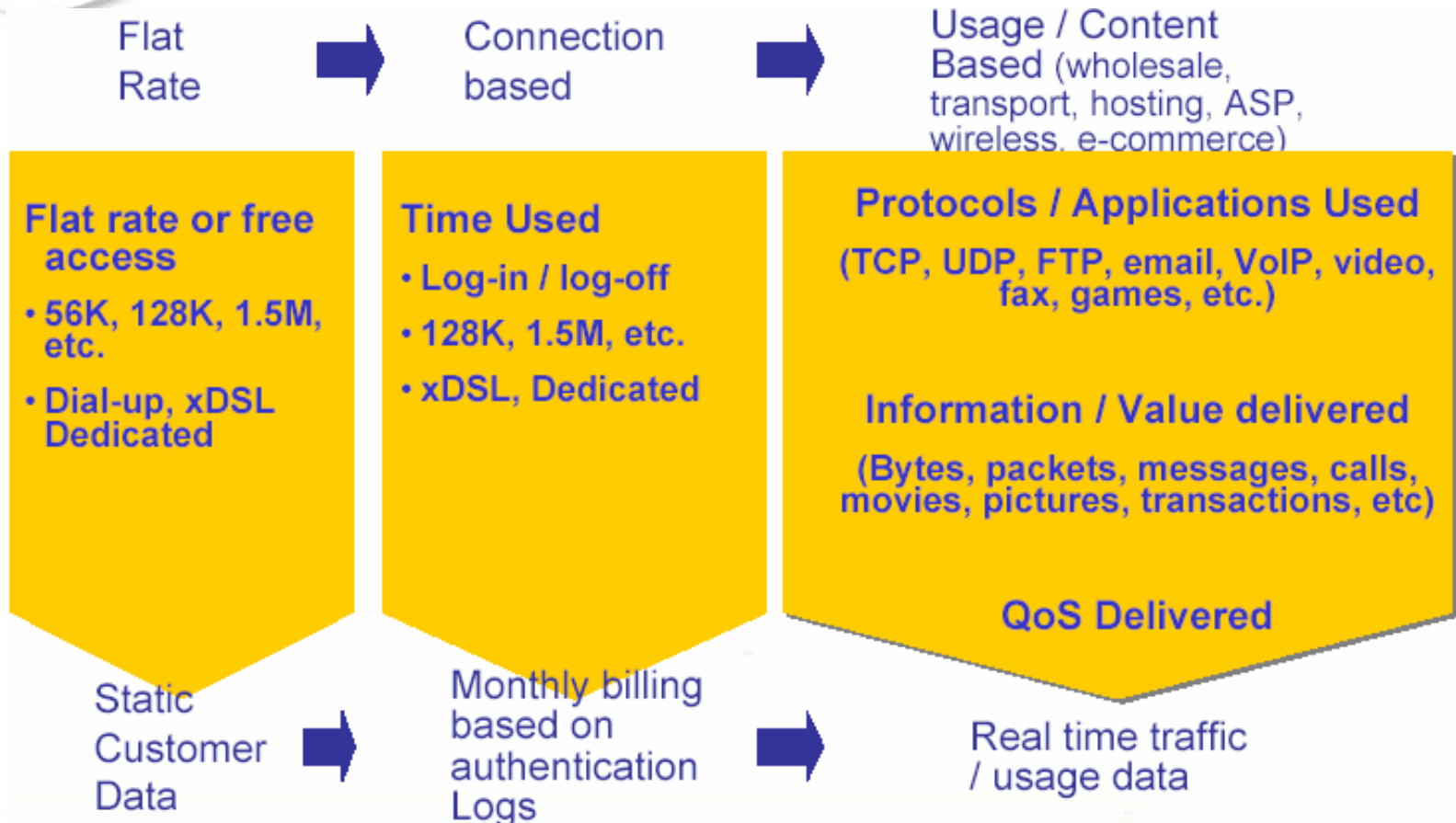
■ PSTN Networks

- Call usage data**
- Easy user identification**
- Out-of-band signaling**
- One service quality**
- One traffic type**
- Established pricing models**
- Periodic (batch) billing**

• IP Networks

- Huge volume of data**
- Dynamic IP addresses**
- In-band signaling**
- Variable service quality**
- Variable traffic types**
- Emerging, varied pricing models**
- Real-time billing**

Evolution of usage based billing



- ❑ The Product architecture
 - ❑ Logically independent from supporting systems
 - ❑ Enabling the entire architecture, facilitating
 - Faster product development
 - Faster time to market
 - Support for increasingly complex products
- ❑ Virtual distributed datasets
 - ❑ Supported by EAI
 - ❑ Key entities
 - Product
 - Party (customer, subscriber, 3rd party, interconnection partner, etc.)
- ❑ Balance architecture
 - ❑ Getting more complex as content and service increases
 - ❑ Market drivers to offer products and services can not be constrained by credit classes and payment methods.
 - ❑ Convergence (e.g. Pre-paid Post-paid)
- ❑ The use of Enterprise Application Integration (EAI)
 - ❑ EAI is essential to realize the full benefits of the target architecture
 - ❑ Saving Cost, Time and People

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Cha(lle)nging Systems Architectures – some key Parameters

- ❑ Sourcing – In / Out
 - ❑ Keeping the control
 - ❑ Not only facing the immediate cost savings
- ❑ Convergence
 - ❑ Pre/ Post paid - Realtime
 - ❑ Markets Convergence: Data, Voice, Content
 - ❑ Products Convergence
 - ❑ Going Global: Convergence between Countries/Regions
- ❑ Keep it simple
 - ❑ Towards Flat, more Simple Tariffs
 - ❑ Value added Services to be charged on Top

Are you ready for the change?

Many thanks for listening.

Any questions?

**Dr. Georg Panagos –
georg.panagos@Logan-Orviss.de**