



eSpace UC
V100R002C01SPC100
Glossary

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A Glossary

Numerics

3GPP 3rd Generation Partnership Project

A

AA authentication authorization

AAA See [Authentication, Authorization and Accounting](#).

AC alternating current

ACD See [automatic call distributor](#).

ACK A SIP message which confirms that the final response to the INVITE request is received. It is used together with the INVITE message only.

ACL See [access control list](#).

ACS See [Application Control Server](#).

ARP See [Address Resolution Protocol](#).

ASCII American Standard Code for Information Interchange

Address Resolution Protocol (ARP) An Internet Protocol used to map IP addresses to MAC addresses. It allows hosts and routers to determine the link layer addresses through ARP requests and ARP responses.

Allow A header field, which gives a list of request types that can all be supported by the proxy server.

Application Control Server (ACS) A subsystem of the Media Entertainment Middleware (MEM), used for providing a service control interface for the Electronic Program Guide (EPG) server.

Authentication, Authorization and Accounting (AAA) A mechanism for configuring authentication, authorization, and accounting security services. Authentication refers to the verification of user identities and the related network services; authorization refers to the granting of network services to users according to authentication results; and accounting refers to the tracking of the consumption of network services by users.

access A link between the customer and the telecommunication network. Many

	technologies, such as the copper wire, optical fiber, mobile, microwave and satellite, are used for access.
access control list (ACL)	A list of entities, together with their access rights, which are authorized to have access to a resource.
access layer	A layer that connects the end users (or last mile) to the ISP network. The access layer devices are cost-effective and have high-density interfaces. In an actual network, the access layer includes the devices and cables between the access points and the UPEs.
access security	The security of the measures taken to authenticate a user's access to the system.
account	An entity by using which a customer can pay for the telecommunications services provided by a carrier.
acknowledgement (ACK)	A response sent by a receiver to indicate successful reception of information. Acknowledgements may be implemented at any level including the physical level (using voltage on one or more wires to coordinate transfer), at the link level (to indicate successful transmission across a single hardware link), or at higher levels.
activation	An operation that enables a registered subscriber to enter the active state and use services provided by a carrier.
active	A state in the life cycle of a subscriber. After being first activated, a subscriber enters the active state. A subscriber in the active state can use all basic telecom services provided by the system, such as making or answering calls, and sending or receiving short messages.
active mode	A working mode of EFM OAM. The discovery and remote loopback can only be initiated by the interface in the active mode.
active/standby switchover	A troubleshooting technology. When an active device becomes faulty, services and control functions are automatically switched over to the standby device to ensure the normal running of the services and functions.
actual user	An individual who actually uses the products of a carrier. A customer can have more than one actual users. For example, a father is defined as a subscriber, but the phone number of the father is actually used by his son. In this case, his son is an actual user.
address	A number that identifies the location of a device in a network or the location on the hard disk or the memory, such as the IPv4 address or IPv6 address of a network entity.
administrator	A user who has authority to access all the Management Domains of the product. He or she has access to the whole network and to all the management functionalities.
agent	A process that resides in all managed devices. It receives request packets from the element management system, performs the Read or Write operation on managed variables based on the packet types, generates response packets, and returns the response packets to the element management system.
alarm	A message reported when a fault is detected by a device or by the network management system during the process of polling devices. Each alarm corresponds to a recovery alarm. After a recovery alarm is received, the status of the corresponding alarm changes to cleared.
alarm notification	When an error occurs, the performance measurement system sends performance alarms to the destination (for example, a file and/or fault management system)

	designated by users.
archive	A state in which a trouble ticket goes through a process and enters the ending node of the process.
assignment	A process in which radio resources are requested, modified, released and re-established during a call setup.
attack	An attempt to bypass security controls in a system with the mission of using that system or compromising it. An attack is usually accomplished by exploiting a current vulnerability.
attendant	A person who provides service enquiry and assistance for group members. In the VPN service, an attendant may be a group member or someone from the carrier's party.
audience	The total number of people who may receive an advertising message delivered by a medium or a combination of media in the ad industry.
audit	Comparing the instance or service between the NMS and device. If they are all the same, the audit result is consistent. Otherwise, the audit is inconsistent.
automatic answer	A mode of answering a call. In this mode, if a call is routed to an agent, the agent answers the call automatically.
automatic backup	A periodic operation of storing data by the system.
automatic call distributor (ACD)	A device distributing calls to corresponding agents or the IVR system according to the set rules, providing the functions of managing inbound and outbound calls and distributing calls.
automatic switchboard	A service that allows all the incoming calls to be forwarded to the preset automatic switchboard. By default, the switchboard plays an announcement asking the user to dial the extension.
availability	A capability of providing services at any time. The probability of this capability is called availability.
B	
BASE	A kind of bus or plane used to load software, transmit alarms and maintain information exchange.
BBS	See bulletin board system .
BHCC	See busy hour completed calls .
BIOS	See basic input/output system .
BMU	See Broadcast Multicast Unit .
BRAS	See broadband remote access server .
BYE	A SIP request that indicates session ending.
Broadcast Multicast Unit (BMU)	A server that encrypts multimedia stream and provides encrypted MTK for mobile users.
backup	A periodic operation performed on the data stored in the database for the purposes of database recovery in case that the database is faulty. The backup also refers to

	data synchronization between active and standby boards.
bandwidth	A range of transmission frequencies that a transmission line or channel can carry in a network. In fact, it is the difference between the highest and lowest frequencies the transmission line or channel. The greater the bandwidth, the faster the data transfer rate.
barring	A specific state in the life cycle of a subscriber. A subscriber in this state can only receive calls.
basic input/output system (BIOS)	A firmware stored in the computer mainboard. It contains basic input/output control programs, power-on self test (POST) programs, bootstraps, and system setting information. The BIOS provides hardware setting and control functions for the computer.
bearer	An information transmission path with defined capacity, delay and bit error rate.
bearer network	A network used to carry the messages of a transport-layer protocol between physical devices.
bill	A list by using which a carrier provides the service fee information periodically for a subscriber. A bill records the information such as the final balance and the fees for using the services and products. Bills are classified into detail bills and summary bills. A carrier charges a subscriber based on the information on the bill.
billing	A function of the telecommunications network and associative NE. The information related to a chargeable event is collected, formatted, converted, and evaluated to determine which party should be charged (online charging).
bit	The smallest unit of information handled by a hardware component. One bit expresses a 1 or a 0 in a binary numeral, or a true or a false logical condition, and is represented physically by an element such as a high or low voltage at one point in a circuit or a small spot on a disk magnetized one way or the other. A single bit conveys little information a human would consider meaningful. A group of eight bits, however, makes up a byte, which can be used to represent many types of information, such as a letter of the alphabet, a decimal digit, or other character.
blacklist	A method of filtering packets based on their source IP addresses. Compared with ACL, the match condition for the black list is much simpler. Therefore, the black list can filter packets at a higher speed and can effectively screen the packet sent from the specific IP address.
broadband remote access server (BRAS)	A new type of access gateway for broadband networks. As a bridge between backbone networks and broadband access networks, BRAS provides methods for fundamental access and manages the broadband access network. It is deployed at the edge of network to provide broadband access services, convergence, and forwarding of multiple services, meeting the demands for transmission capacity and bandwidth utilization of different users. BRAS is a core device for the broadband users' access to a broadband network.
broadcast	A means of delivering information to all members in a network. The broadcast range is determined by the broadcast address.
bulletin board system (BBS)	A computer system equipped with one or more modems or other means of network access that serves as an information and message-passing center for remote users.
busy hour completed calls (BHCC)	Number of calls completed on the current exchange in the busiest hour on a day, containing incoming and outgoing calls.
busy/idle status area	The area on the console client where the information about the current attendant is

displayed. The information consists of the phone number, group ID, and status of the attendant.

C

CA	Certificate Authority
CAS	See channel associated signaling .
CBB	call back when busy
CC through host convening	A conference method in which the host adds or deletes attendees on the phone during a conference.
CC through system convening	A conference mode in which the phones of the pre-configured attendees ring at the preset time simultaneously and the attendees join the conference after they pick up the phone.
CCITT	Consultative Committee of International Telegraph and Telephone
CD	compact disk
CD-ROM	compact disc read-only memory
CDR	See call detail record .
CFB	See call forwarding on mobile subscriber busy .
CFNR	See call forwarding no reply .
CFU	See Call Forwarding - Unconditional .
CIC	See circuit identification code .
CLI	command-line interface
CLIP	See calling line identification presentation .
CLIR	See calling line identification restriction .
CNG	See comfort noise generation .
CNo.1	A channel-associated signaling defined by China. CNO.1 is a subset of the R2 signaling and is used on the interoffice trunk of the public switched telephone network (PSTN) in China.
COM	See common object model .
COS	chip operating system
CPLD	complex programmable logical device
CPU	See central processing unit .
CRBT	See Color Ring Back Tone .
CTVMB	call transfer to voice message on busy
CTVMNR	See call transfer to voice mailbox on no reply .
CTVMU	See call transfer to voice mailbox unconditional .

Call Forwarding - Unconditional (CFU)	A service that allows all the calls to a registered user to be forwarded to a preset phone number irrespective of the status of this user.
Call-ID	A Session Initiation Protocol (SIP) header field that functions as a unique identifier to group together a series of messages.
Color Ring Back Tone (CRBT)	A personalized mobile music service where the caller hears songs and other sound clips instead of the traditional switchboard ring tone when he or she dials the number of a CRBT subscriber.
Contact	A header field used in the INVITE request, ACK request, REGISTRER request, successful response, call progress response and redirection response. Its value shows the address that is used to communicate with users through subsequent messages.
Coordinated Universal Time (UTC)	The world-wide scientific standard of timekeeping. It is based upon carefully maintained atomic clocks and is kept accurate to within microseconds worldwide.
cabinet	Free-standing and self-supporting enclosure for housing electrical and/or electronic equipment. It is usually fitted with doors and/or side panels which may or may not be removable.
call control	A set of functions used to process a call, including establishing, supervising, maintaining, connecting, and releasing calls, and provide service features.
call detail record (CDR)	A database record unit used to create billing records. A CDR contains details such as the called and calling parties, originating switch, terminating switch, call length, and time of day.
call forwarding no reply (CFNR)	A service that allows an incoming call to be forwarded to a third party when a mobile subscriber does not answer the call before the timer times out.
call forwarding on mobile subscriber busy (CFB)	A service that permits a called mobile subscriber to have the network send all incoming calls addressed to the called mobile subscriber's directory number to the registered number when the called mobile subscriber is busy. Based on the time of call forwarding, the service is classified into Network Determined User Busy (NDUB) or User Determined User Busy (UDUB).
call out	To make a call to objects outside a customer service center in a way such as voice, short message, email, fax, or chat.
call reservation	A call processing mode. If the user cannot answer the call during the conversation with an attendant for certain reasons, the attendant reserves another callback time with the user and calls the user at that time.
call source	A subscriber or an incoming trunk that initiates a call. In normal cases, subscribers or incoming trunks with the same caller attributes belong to the same call source. Call sources are classified according to the following caller attributes: pre-received digit, dialed number (DN) set, route selection source code, failure source code, national area code, and local MSC number.
call transfer service	A service that allows any party in a call to transfer the call to a third-party and then exit from the call.
call transfer to voice mailbox on no reply (CTVMNR)	A service that allows a call to a registered user to be forwarded automatically to the Unified Message System (UMS) if this user does not answer the call within 20 seconds. Then, the calling party can leave messages as prompted.
call transfer to voice mailbox unconditional	A service that allows all the calls to a registered user to be forwarded to the Unified Message System (UMS) unconditionally. Then, the calling party can leave

(CTVMU)	messages as prompted.
call waiting service	When there is a call to a user that is already in conversation, the user hears a prompt. In this case, the user can answer this call or neglect it. If the user answers this call, the user can switch between the two conversations.
called number	The number dialed by the subscriber to originate a call.
calling line identification presentation (CLIP)	A supplementary service that allows the number of the calling party to be presented to the called party.
calling line identification restriction (CLIR)	A supplementary service that prevents the number of the calling party from being presented to the called party.
carrier	An organization that has telecom network resources and can provide communications service.
cell	A cell is a radio coverage area identified by either base station identity code or cell global identification (CGI). A cell with an omni-directional antenna is a BTS area.
central processing unit (CPU)	The computational and control unit of a computer. The CPU is the device that interprets and executes instructions. The CPU has the ability to fetch, decode, and execute instructions and to transfer information to and from other resources over the computer's main data-transfer path, the bus.
channel	A telecommunication path of a specific capacity and/or at a specific speed between two or more locations in a network. Channels can be established through wire, radio (microwave), fiber or a combination of the three. The amount of information transmitted per second in a channel is the information transmission speed, expressed in bits per second. For example, b/s, kb/s, Mb/s, Gb/s, and Tb/s.
channel associated signaling (CAS)	A signaling system in which signaling information is transmitted within a dedicated voice channel. China Signaling System No. 1 is a type of CAS signaling.
checksum	A small, integer value computed from a sequence of octets by processing them as integers and computing the sum. A checksum is used to detect errors that result when the sequence of octets is transmitted from one machine to another. Generally, protocol software computes a checksum and appends it to a packet during transmission.
circuit identification code (CIC)	An identity for a circuit between two signaling points (SPs). CIC is valid only for circuit switch applications, such as TUP or ISUP. The CIC is used for assigning a signal to an ISDN or GSM payload channel. The CIC is a 12 bit field in the SS7 protocol. The CICs of the local office and the same trunk circuit of the peer office must be consistent. If this is not the case, one-way audio problems may occur on the SS7 trunk circuits.
clock source	A device that provides standard time for the NTP configuration.
cluster	A mechanism adopted to improve the system performance. Several devices of the same type form a cluster. The exterior of a cluster is some like a kind of equipment. In the interior of a cluster, the nodes share the load.
collection	A process of prompting a customer to pay outstanding bills.
comfort noise generation (CNG)	The algorithm used to generate comfort noise. The CNG expands the lower rate noise modeling data into a standard frame of G.729 data by filling in some of the less significant parameters. It then performs G.729 synthesis to generate the comfort noise.
common object model	A set of database operations. The query, add, modify, and delete operations are

(COM)	encapsulated in the COM for other modules to invoke.
conference	An IP multimedia session that have two or more participants. Each conference has a focus and can be identified uniquely.
config mode	A CLI command operation mode under which the user can run all the commands that can be executed in View mode and the device configuration and maintenance commands.
configuration data	A command file defining hardware configurations of an NE. With this file, an NE can collaborate with other NEs in an entire network. Configuration data is the key factor for normal running of an entire network.
configuration file	A file that contains machine-readable operating specifications for a piece of hardware or software or that contains information on another file or on a specific user, such as the user's login ID.
configuration script	A collection of the command lines in a data file according to which the variable values of a template are assigned. The configuration script can be either a complete script or a script snippet.
configure	To set the basic parameters of an operation object.
congestion	An extra intra-network or inter-network traffic that results in a decrease in network service efficiency.
connection	An association of transmission channels or telecommunication circuits, switching and other functional units set up to provide for the transfer of signals between two or more network points, to support a single communication.
contacts	Users can save the information about the IP address, number, type, and bandwidth of a remote site to a contact.
content	A media entity provided for users to use, such as a piece of music, an image, a movie, or a game. The contents can be extended to a subclass that specifically describes a certain media entity, such as Movie.
convergence layer	A "bridge" between the access layer and the core layer. The convergence layer provides the convergence and forwarding functions for the access layer. It processes all the traffic from the access layer devices, and provides the uplinks to the core layer. Compared with the access layer, the convergence layer devices should have higher performance, fewer interfaces and higher switching rate. In the real network, the convergence layer refers to the network between UPEs and PE-AGGs.
core layer	A layer that functions as the backbone of high speed switching for networks and provides high speed forwarding communications. It has a backbone transmission structure that provides high reliability, high throughput, and low delay. The core layer devices must have a good redundancy, error tolerance, manageability, adaptability, and they support dual-system hot backup or load balancing technologies. In a real network, the core layer includes the IP/MPLS backbone network consisting of NPEs and backbone routers.
crossover cable	A twisted pair patch cable wired in such a way as to route the transmit signals from one piece of equipment to the receive signals of another piece of equipment, and vice versa.
customer service	A service provided for customers before, during, and after a purchase. Customer services include customer registration, consultation, SMS notifications, and bill printing and delivery.

D

D channel	A signaling channel used to carry messages on the initialization and termination of a session, caller identification, call forwarding, and call negotiation in ISDN. D is short for data.
DB	database
DBA	database administrator
DBCA	database configuration assistant
DC	direct current
DG	disk group
DHCP	See Dynamic Host Configuration Protocol .
DID	direct inward dialing
DMZ	See demilitarized zone .
DN	directory number
DND	See do not disturb .
DNS	See domain name server .
DNS server	A device that can provide domain name resolution for the client on the network
DSP	See digital signal processor .
DST	daylight saving time
DTMF	See dual tone multiple frequency .
Diameter	A protocol that is developed by the Internet Engineering Task Force (IETF) and provides authentication, authorization, and accounting (AAA) services for access technologies.
Dynamic Host Configuration Protocol (DHCP)	A client-server networking protocol. A DHCP server provides configuration parameters specific to the DHCP client host requesting, generally, information required by the host to participate on the Internet network. DHCP also provides a mechanism for allocation of IP addresses to hosts.
data backup	A method that is used to copy key data to the standby storage area, to prevent data loss in the case of damage or failure in the original storage area.
data file	In bulk copy operations, the file that transfers data from the bulk copy out operation to the bulk copy in operation. In databases, data files hold the data stored in the database. Every database has at least one primary data file, and can optionally have multiple secondary data files to hold data that does not fit on the primary data file.
database server	The database management software running on one or more servers in a LAN. The database server provides services for users' applications. These services include query, update, event management, index, cache, query optimization, security, and multiuser access control.
default settings	Parameter settings of a device when the device is delivered from a factory.

demilitarized zone (DMZ)	A buffer area between an insecure system and the secure system and is used to solve the problem that the external network equipped with a firewall cannot access the internal network server. The DMZ is located between the internal network and the external network. In the DMZ, some public server facilities, such as the enterprise Web server and FTP server, can be located. The DMZ effectively protects the internal network.
deregistration	An operation of deregistering a subscriber. After being deregistered, a subscriber cannot use the products and services that are provided by the carrier.
device file	A file that records information about physical components, such as bar codes.
digital signal processor (DSP)	A microprocessor designed specifically for digital signal processing, generally in real time.
disable	A state in the life cycle of a subscriber. If a subscriber in the suspended state does not recharge before the end of the validity period, the subscriber enters the disabled state. A subscriber in the disabled state cannot use certain services, for example, making or answering calls, or sending and receiving short messages or multimedia messages.
disk mirroring	A technique in which all or part of a hard disk is duplicated onto one or more other hard disks, each of which ideally is attached to its own controller. With disk mirroring, any change made to the original disk is simultaneously made to the other disks so that if the original disk becomes damaged or corrupted, the mirror disks will contain a current, undamaged collection of the data from the original disk.
do not disturb (DND)	A service that allows the calling party to hear the busy tone or an announcement indicating that the called party has registered with the do not disturb service. A user that does not want to answer calls can use this service. After subscribing to this service, the user can still make calls.
domain	A logical subscriber group based on which the subscriber rights are controlled.
domain name server (DNS)	A functional entity in the TCP/IP network. With deployment of the DNS, subscribers can access related servers using corresponding domain names. In the TCP/IP network, a domain name maps an IP address. Domain names are easier to remember but serves in the network communicate with each other using IP addresses. Therefore the DNS is used to convert domain names to corresponding IP addresses.
download	To obtain data from an upper-layer device or the server.
dual tone multiple frequency (DTMF)	In telephone systems, multifrequency signaling in which standard set combinations of two specific voice band frequencies, one from a group of four low frequencies and the other from a group of four higher frequencies, are used.
dump	To export alarm data from the database to the customized file. Meanwhile the exported data is cleared in the database.
dynamic data	The data that changes in real time during the running of a program.
E	
E1	An European standard for high-speed data transmission at 2.048 Mbit/s. It provides thirty-two 64 kbit/s channels. A time division multiplexing frame is divided in to 32 timeslots numbered from 0 to 31. Timeslot 0 is reserved for frame synchronization,

and timeslot 16 is reserved for signaling transmission. The rest 30 timeslots are used as speech channels. Each timeslot sends or receives an 8-bit data per second. Each frame sends or receives 256-bit data per second. 8000 frames will be sent or received per second. Therefore the line data rate is 2.048 Mbit/s.

EC	echo cancellation
EMS	element management system
ERP	effective radiated power
ESD	electrostatic discharge
ESN	See electronic serial number .
Ethernet	A LAN technology that uses Carrier Sense Multiple Access/Collision Detection. The speed of an Ethernet interface can be 10 Mbit/s, 100 Mbit/s, 1000 Mbit/s or 10000 Mbit/s. An Ethernet network features high reliability and is easy to maintain.
Extensible Markup Language (XML)	A specification developed by the W3C. XML is a pared-down version of SGML, designed especially for Web documents. It allows designers to create their own customized tags, enabling the definition, transmission, validation, and interpretation of data between applications and between organizations.
electronic serial number (ESN)	A 32-bit number assigned by the mobile station manufacturer, uniquely identifying the mobile station equipment.
emergency fault	Emergent faults refer to those that occur suddenly and affect a wide range of services or devices. Emergency faults, such as host breakdown and service congestion, seriously affect network operations and the quality of service (QoS).
emergency maintenance	A type of measure taken to quickly rectify an emergency fault to recover the proper running of the related system or device and to reduce losses.
emergency standalone	If the communication between the MG and the MGC is lost, the emergency standalone capability enables the MG to operate as a standalone switch to handle the switching between the internal customers on the MG.
encapsulation	A technology for layered protocols, in which a lower-level protocol accepts a message from a higher-level protocol and places it in the data portion of the lower-level frame. Protocol A's packets have complete header information, and are carried by protocol B as data. Packets that encapsulate protocol A have a B header, an A header, followed by the information that protocol A is carrying. Note that A could equal to B, as in IP inside IP.
encryption	A function used to transform data so as to hide its information content to prevent its unauthorized use.
entity	A part, device, subsystem, functional unit, equipment, or system that can be considered individually.
evaluate	To ascertain the numerical value of a function or a relation and so on.
F	
FE port	See fast Ethernet port .
FPGA	See field programmable gate array .

FTP	File Transfer Protocol
FXO	foreign exchange office
Fax over IP (FoIP)	A technique for facsimile (fax) transmission over the Internet or other IP-based packet network, rather than over the traditional public switched telephone network (PSTN). FoIP typically involves a fax gateway, which not only serves as a physical gate bet
FoIP	See Fax over IP .
From	A header field in the SIP message. It indicates the initiator of a request. It must be included in all requests and responses.
fast Ethernet port (FE port)	The port that provides a rate of 100 Mbit/s.
fault	A failure to implement the function while the specified operations are performed. A fault does not involve the failure caused by preventive maintenance, insufficiency of external resources or intentional settings.
fault notification	A process wherein a fault is notified. For example, when a fault occurs on the local interface, the local interface notifies the peer of the fault through OAMPDUs. The local interface then records the fault in the log, and reports it to the NMS.
fax extension	A number that must be dialed when a user sends a fax to a UMS user.
fax mailbox	A virtual mailbox used to store faxes. The user can obtain faxes from the mailbox by fax machine or email.
field programmable gate array (FPGA)	A type of semi-customized circuit used in the application specific integrated circuit (ASIC) field. It is developed on the basis of the programmable components, such as the PAL, GAL, and EPLD. It not only remedies the defects of customized circuits but also overcomes the disadvantage of the original programmable components in terms of the limited number of gate arrays.
firewall	A combination of a series of components set between different networks or network security domains. By monitoring, limiting, and changing the data traffic across the firewall, it masks the interior information, structure and running state of the network as much as possible to protect the network security.
firmware	The programmable software part in a hardware component. A firmware is a part of hardware, but is scalable as software.
flash memory	A type of special electrically erasable programmable read-only memory (EEPROM) and can be erased and rewritten in blocks at a time instead of only one byte. The data stored in flash memory will not be lost if the flash memory is powered off.
floating IP address	An IP address that a high availability (HA) system uses to communicate with the external system. The primary server and secondary server have separate IP addresses. For example, the IP address of the primary server is IP1 and the IP address of the secondary server is IP2. When communicating with the external client, the primary or secondary server uses IP3, and IP3 is bound to the network adapter of the primary server. At this time, the primary server has two IP addresses, namely IP1 and IP3. The secondary server has only IP2, therefore, it does not provide services to the external client. When an active/standby switchover occurs, the primary server releases IP3, and IP3 is bound to the network adapter of the secondary server. This is called floating.
floor	The authority assigned by the PTT system to speak in a PTT call.

G

- G.711** Audio codec standard (A-law or U-law) that uses pulse code modulation (PCM). Its data rate is 64 kbit/s.
- G.722** Audio codec standard that uses adaptive differential pulse-code modulation (ADPCM). Its data rate is 48 kbit/s, 56 kbit/s, or 64 kbit/s.
- GGSN** See [gateway GPRS support node](#).
- GMT** Greenwich Mean Time
- GPRS** See [general packet radio service](#).
- GPRS tunneling protocol (GTP)** GPRS Tunneling Protocol (GTP), an IP-based protocol, is used for general packet radio service (GPRS) communication in Global System for Mobile Communications (GSM) and Universal Mobile Telecommunications System (UMTS) networks. The GTP includes GTP-C and GTP-U. GTP-C is used to transmit signaling for path management, tunnel management, mobility management, and location management. GTP-C performs controls on tunnels in which subscriber data is transferred. GTP-U is used to encapsulate subscriber data and transport subscriber data in tunnels. For details about GTP, see 3GPP TS 29.060.
- GRE** See [Generic Routing Encapsulation](#).
- GSM** See [Global System for Mobile Communications](#).
- GTP** See [GPRS tunneling protocol](#).
- GUI** graphical user interface
- Generic Routing Encapsulation (GRE)** A mechanism for encapsulating any network layer protocol over any other network. GRE is used for encapsulating IP datagrams tunneled through the Internet. GRE serves as a Layer 3 tunneling protocol and provides a tunnel for transparently transmitting data packets.
- Global System for Mobile Communications (GSM)** The second-generation mobile networking standard defined by European Telecommunications Standards Institute (ETSI). It is aimed at designing a standard for global mobile phone networks. The standard allows a subscriber to use a phone globally. GSM consists of three main parts: mobile switching subsystem (MSS), base station subsystem (BSS), and mobile station (MS).
- gain** The difference between the optical power from the input optical interface of the optical amplifier and the optical power from the output optical interface of the jumper fiber, which expressed in dB.
- gateway** A device that connects two network segments using different protocols. It is used to translate the data in the two network segments.
- gateway GPRS support node (GGSN)** A functional entity that provides packet data services. It is in charge of the routing and encapsulation of the packet data between the General Packet Radio Service (GPRS) or Universal Mobile Telecommunications System (UMTS) network and the external PDN.
- general packet radio service (GPRS)** A packet oriented mobile data service defined by Third Generation Partnership Project (3GPP) and employed to connect mobile cellular users to the Public Data Network (PDN). Within the GSM network, it shares the network databases and radio access network and employs functions known as the Packet Control Unit

(PCU), Serving GPRS Support Node (SGSN), and Gateway GPRS Support Node (GGSN) to provide packet switching data services across the fixed and radio network.

global configuration

A configuration performed in the system view.

group address

An address used by sources and the receivers to send and receive multicast messages.

H**H.248**

A media gateway control protocol used for communications between the media gateway controller (MGC) and the media gateway (MGW) in the detached gateway architecture so that the MGC can control the MGW. In Universal Mobile Telecommunications System (UMTS) networks, the interface between the MGC and the MGW is the Mc interface and the 3GPP defines specific usage of H.248 over the Mc interface.

HA

See [high availability](#).

HD

high definition

HTML

Hypertext Markup Language

HTTP

See [Hypertext Transfer Protocol](#).

HTTPS

See [Hypertext Transfer Protocol Secure](#).

HyperTerminal

A program which can be connected to other computers, Telnet sites, bulletin boards system (BBSs), online services, and hosts by using the Modem, zero Modem cable, or TCP/IP (Winsock).

Hypertext Transfer Protocol (HTTP)

An application-layer protocol used for communications between web servers and browsers or other programs. HTTP adopts the request-response mode. A client sends a request to the server. The request consists of two parts: request header and MIME-like message. The request header contains request method, uniform resource locator (URL), and protocol version. The MIME-like message contains request modifiers, client information, and possible body content. Upon receiving the request, the server responds with a status line. The status line includes the message's protocol version, a success or error code, and a MIME-like message, which contains server information, entity meta-information, and possible entity-body content. For details about HTTP, see RFC2616.

Hypertext Transfer Protocol Secure (HTTPS)

An HTTP protocol that runs on top of transport layer security (TLS) and Secure Sockets Layer (SSL). It is used to establish a reliable channel for encrypted communication and secure identification of a network web server. For details, see RFC2818.

handle

A component of the panel. It is used to insert or remove boards in and out of slots.

hang up

A call processing mode used by an attendant to end the conversation with a user.

heartbeat network adapter

A network adapter dedicated for the heartbeat in a cluster. Two heartbeat adapters are connected by a crossover cable.

high availability (HA)

A scheme in which two modules operate in active/standby mode to achieve high availability. When the active module fails, the standby module automatically takes over the system functions of the active module.

hold	To stop dunning a subscriber temporarily.
host name	A fully qualified domain name (FQDN) of a functional entity, which is used for routing. It is planned by carriers uniformly.
hotline	A direct phone line between two offices.
I	
I/O	input/output
IAD	See integrated access device .
ID	See identity .
IDE	See integrated development environment .
IEEE	See Institute of Electrical and Electronics Engineers .
IETF	See Internet Engineering Task Force .
IIS	See Internet Information Services .
IM	See instant messaging .
IME	installation & maintenance engineer
IMS	IP multimedia subsystem
IN	intelligent network
INVITE	A SIP request that is used to initiate a session or invite a user to join a session. The session contains the caller ID, callee ID, routing information, security information, and SDP information.
IP	Internet Protocol
IP Security (IPSec)	A protocol family defined by the Internet Engineering Task Force (IETF). By authenticating and encrypting each IP packet of a data stream, this protocol family provides high quality, interoperable, and cryptology-based security for IP packets.
IP address	A 32-bit (4-byte) binary digit that uniquely identifies a host (computer) connected to the Internet for communication with other hosts in the Internet by transferring packets. An IP address is expressed in dotted decimal notation, consisting of decimal values of its 4 bytes, separated by periods (.), for example, 127.0.0.1. The first three bytes of an IP address identify the network to which the host is connected, and the last byte identifies the host itself.
IPSec	See IP Security .
IPv4	See Internet Protocol version 4 .
IPv6	See Internet Protocol version 6 .
ISDN	integrated services digital network
ISO	International Organization for Standardization
IT	information technology
ITU	See International Telecommunication Union .

IVR	See interactive voice response .
Institute of Electrical and Electronics Engineers (IEEE)	A society of engineering and electronics professionals based in the United States but boasting membership from numerous other countries. The IEEE focuses on electrical, electronics, computer engineering, and science-related matters.
International Telecommunication Union (ITU)	A United Nations agency, one of the most important and influential recommendation bodies, responsible for recommending standards for telecommunication (ITU-T) and radio networks (ITU-R).
Internet Engineering Task Force (IETF)	A worldwide organization of individuals interested in networking and the Internet. Managed by the Internet Engineering Steering Group (IESG), the IETF is charged with studying technical problems facing the Internet and proposing solutions to the Internet Architecture Board (IAB). The work of the IETF is carried out by various working groups that concentrate on specific topics such as routing and security. The IETF is the publisher of the specifications that led to the TCP/IP protocol standard.
Internet Information Services (IIS)	Microsoft's brand of a Web server software, utilizing the Hypertext Transfer Protocol (HTTP) to deliver World Wide Web documents. It incorporates various functions for security, allows for CGI programs, and also provides Gopher and FTP services.
Internet Protocol version 4 (IPv4)	The current version of the Internet Protocol (IP). IPv4 utilizes a 32bit address which is assigned to hosts. An address belongs to one of five classes (A, B, C, D, or E) and is written as 4 octets separated by periods and may range from 0.0.0.0 through to 255.255.255.255. Each IPv4 address consists of a network number, an optional subnetwork number, and a host number. The network and subnetwork numbers together are used for routing, and the host number is used to address an individual host within the network or subnetwork.
Internet Protocol version 6 (IPv6)	An update version of IPv4, which is designed by the Internet Engineering Task Force (IETF) and is also called IP Next Generation (IPng). It is a new version of the Internet Protocol. The difference between IPv6 and IPv4 is that an IPv4 address has 32 bits while an IPv6 address has 128 bits.
identifier	A point where tags are in contact. The identifier is used for a public user with a commercial card. An identifier can be a telephone number, email address, or typical local URL.
identity (ID)	The collective aspect of the set of characteristics by which a thing is definitively recognizable or known.
idle	A state in the life cycle of a subscriber. After a subscriber is created, the subscriber is in the idle state before the corresponding SIM card is activated for the first time. A subscriber in the idle state cannot answer calls, receive short messages, or use other products.
incoming call queuing	The queuing for incoming calls by time when all the attendants in the attendant group are busy. When an attendant in the group becomes free, this attendant answers the earliest call in the queue.
index	A special dimension. An index is also called a measure. The member type of an index is numerical, and an index is used to describe the measure attributes of a dimension member. For example, profit and sales cost can be regarded as indexes.
indicator	Description of a performance feature collected from the managed devices by the performance collector.
instant conference	A service enables the host to hold an instant conference by calling other subscribers

	when no conference is reserved.
instant messaging (IM)	A form of real-time communication between two or more people based on typed text. The text is conveyed via devices connected over a network such as the Internet.
integrated access device (IAD)	An access node that can simultaneously deliver Class 5 switch voice services, packet voice services, and data services (through LAN ports) over a single WAN link. IADs provide a common platform that enables service providers to deliver voice and data over a single access network, reducing the cost of co-located equipment in the Telco central office and allowing service providers to minimize transport spans.
integrated development environment (IDE)	A model driven development (MDD) tool, which is based on the Eclipse framework. It is also an integration tool for service life cycle management, which integrates the service design, development, debug, and deployment.
integrity	The function of verifying the received data to check whether the packet is tampered.
interactive voice response (IVR)	A telephone-based value-added voice service. Telephone users can dial a number specified by an operator, and then follow the instructions to listen to, demand, and send voice information as required, or participate in interactive services, such as chats and making friends.
interface server	A VMS component, which is used as an interface to communicate with Provision system, charging system and so on.
intra-office prefix	The identical preceding one or multiple digits of the extensions in an office.
J	
JRE	Java runtime environment
jitter	Short waveform variations caused by vibration, voltage fluctuations, and control system instability.
L	
LAN	See local area network .
LCD	liquid crystal display
LDAP	See Lightweight Directory Access Protocol .
LLT	low latency transport
LMT	local maintenance terminal
LUN	logical unit number
LV	See logical volume .
LVM	See logical volume manager .
Lightweight Directory Access Protocol (LDAP)	A TCP/IP based network protocol that enables access to a DSA. It involves some reduced functionality from X.500 DAP specification.

label	A short identifier that is of fixed length and local significance. It is used to uniquely identify the FEC to which a packet belongs. It does not contain topology information. It is carried in the header of a packet and does not contain topology information.
layer	A concept used to allow the transport network functionality to be described hierarchically as successive levels; each layer being solely concerned with the generation and transfer of its characteristic information.
leave	A state in which a foreground service agent has a rest.
level	An element in the dimension hierarchy structure. Levels describe the hierarchy of data from the top layer to the bottom layer. Each dimension contains levels according to the attributes of the data. For example, a time dimension contains four levels: year, quarter, month, and date.
license	A permission that the vendor provides for the user with a specific function, capacity, and duration of a product. A license can be a file or a serial number. Usually the license consists of encrypted codes. The operation authority granted varies with the level of the license.
link status	The running status of a link, which can be Up, Down, backup, or unknown.
listening	An operation performed by an inspector to audit the conversation of a service agent in real time.
load balancing	The distribution of activity across two or more servers or components in order to avoid overloading any one with too many requests or too much traffic.
load sharing	A device running mode. Two or more hardware units can averagely share the system load based on their processing capabilities when they are operating normally. When a hardware unit fails, the other units fulfill the tasks of the faulty unit on the precondition for guaranteeing system performance, for example, few call loss.
loading	A process of importing information from the storage device to the memory to facilitate processing (when the information is data) or execution (when the information is program).
local area network (LAN)	A network formed by the computers and workstations within the coverage of a few square kilometers or within a single building. It features high speed and low error rate. Ethernet, FDDI, and Token Ring are three technologies used to implement a LAN. Current LANs are generally based on switched Ethernet or Wi-Fi technology and running at 1,000 Mbit/s (that is, 1 Gbit/s).
local signaling point	A local signaling point assigned to the BSC, also known as local originating signaling point.
logical volume (LV)	A standard block that is created based on volume groups. Multiple logical volumes can be created in a volume group. Logical volumes can be added into or deleted from a volume group. A logical volume can belong to one volume group or different volume groups.
logical volume manager (LVM)	Volume management software. It provides the high level disk storage that helps the system administrator allocate storage space for applications and users. Storage volumes under the LVM can be easily changed in size and removed as required. User groups are allowed to manage storage volumes. The administrator is allowed to customize the names of storage volumes.

login mode	A user mode that defines how users can log in to the client of the NMS. A login mode can be a single user mode or a multiuser mode. In a single user mode, only the administrator is allowed to log in. In a multiuser mode, all users are allowed to log in.
M	
MAA	multimedia authentication answer
MAC	See message authentication code .
MAC address	A link layer address or physical address. It is six bytes long.
MAS	See mobile agent server .
MCU	See multipoint control unit .
MDT	See multicast distribution tree .
MFC	metalized film capacitor
MGCP	See Media Gateway Control Protocol .
MPU	main processing unit
MTBF	See mean time between failures .
MTP	See Message Transfer Part .
MTU	See maximum transmission unit .
MWI	See message waiting indicator .
Media Gateway Control Protocol (MGCP)	A protocol that defines a type of call control structure. It is a standard protocol for handling the signaling and session management needed during a multimedia conference. In the structure defined by MGC, call control is separated from service bearer. Being independent of the Media Gateway (MG), the call control function is processed by the external call control unit, known as Media Gateway Controller (MGC) or Call Agent (CA). The MG needs to execute the command issued by the MGC. By nature, MGCP is a master/slave protocol.
Message Transfer Part (MTP)	A part of the SS7 protocol stack that provides reliable routing usually within a network.
main number	A switchboard number that is uniquely assigned to a Corp. The main number can either be a Mobile Station ISDN (MSISDN) allocated by mobile carriers or a fixed-line number allocated by fixed-line carriers. After dialing the main number, a user can use the services provided by the switchboard.
management rights	The rights enabling a user to manage the specified devices and boards or the group of a user to manage specified domains.
maximum transmission unit (MTU)	The largest packet of data that can be transmitted on a network. MTU size varies, depending on the network—576 bytes on X.25 networks, for example, 1500 bytes on Ethernet, and 17,914 bytes on 16 Mbit/s token ring. Responsibility for determining the size of the MTU lies with the link layer of the network. When packets are transmitted across networks, the path MTU, or PMTU, represents the smallest packet size (the one that all networks can transmit without breaking up the packet) among the networks involved.

mean time between failures (MTBF)	The average time between consecutive failures of a piece of equipment. It is a measure of the reliability of the system.
measure	A special dimension. A measure is also called an index. The member type of an index is numerical, and an index is used to describe the measure attributes of a dimension member. For example, profit and sales cost can be regarded as measures.
media stream	Data stream (such as audio, video and fax) between different bearer networks.
medium	A physical medium for storing computer information. A medium is used for data duplication and keeping the data for some time. Original data can be obtained from a medium.
member	A basic element for forming a dimension according to the hierarchy of each level. Each member represents a data element in a dimension. For example, January 1997 is a typical member of the time dimension.
message authentication code (MAC)	In cryptography, a calculated value attached to a message. After receiving the message, the receiver performs the same calculation and then compares the result with the received MAC. If they are the same, the receiver considers that the message has not been modified during transmission.
message waiting indicator (MWI)	A common feature of telephone networks. It typically involves an audible or visible indication that voicemail messages are waiting, such as playing a special dial tone.
mirror	An action to store a copy of a file to another archive site to release the load of the original site, or to provide an archive site closer to the users geographically.
mirroring	The duplication of data for backup or to distribute network traffic among several computers with identical data.
mobile agent server (MAS)	The MAS is connected to the IAGW to send SMs to mobile phones. The MAS is used in enterprise-constructing mode. It is deployed by an enterprise for private use.
moderator	The moderator of a conference is the chairman who has the right to manage the conference. In an instant conference, the conference creator serves as the moderator. In a scheduled conference, the conference creator can appoint a moderator or set the moderator password. The first user who participates in the conference by using the moderator password acts as the moderator. In a conference, only one moderator can participate in the conference through the mobile phone or through the CCC.
module	A set of program statements (the combination of functional codes and data structure) that are executed on hardware and separately named to implement certain functions independently.
monitoring	A method that an inspector uses to inspect a service agent. By monitoring a service agent, an inspector can check each detailed operation performed by the service agent during the conversation and operate the GUI used by the service agent. The inspector helps the service agent to provide better service.
multicast distribution tree (MDT)	In the PIM multicast domain, a point to multi-points multicast forwarding path is set up. As the shape of the multicast forwarding path likes a tree, it is also called multicast distribution tree. The characteristic of the multicast distribution is: each link has only one copy of multicast data, regardless of the number of members in the network. The multicast data is copied and distributed at as far branch as possible.
multipoint control unit (MCU)	A unit consisting of two parts, namely, Multipoint Controller (MC) and Multipoint Processor (MP). The MC is responsible for internal control and call management,

and the MP is responsible for handling media streams.

N

NAT See [Network Address Translation](#).

NE network element

NGN See [next generation network](#).

NIC network interface card

NT See [node table](#).

NTFS See [New Technology File System](#).

NTP Network Time Protocol

Network Address Translation (NAT) An IETF standard that allows an organization to present itself to the Internet with far fewer IP addresses than there are nodes on its internal network. The NAT technology, which is implemented in a router, firewall or PC, converts private IP addresses (such as in the 192.168.0.0 range) of the machine on the internal private network to one or more public IP addresses for the Internet. It changes the packet headers to the new address and keeps track of them via internal tables that it builds. When packets come back from the Internet, NAT uses the tables to perform the reverse conversion to the IP address of the client machine.

New Technology File System (NTFS) An advanced file system designed for use specifically with the Windows NT operating system. It supports long filenames, full security access control, file system recovery, extremely large storage media, and various features for the Windows NT POSIX subsystem. It also supports object-oriented applications by treating all files as objects with user-defined and system-defined attributes.

narrowband Communication services that transmit over TDM timeslot. The PSTN is normally a narrowband network. A communication channel whose transmission rate is lower than 2 Mbit/s is usually considered to be narrowband.

network layer Layer 3 of the seven-layer OSI model of computer networking. The network layer provides routing and addressing so that two terminal systems are interconnected. In addition, the network layer provides congestion control and traffic control. In the TCP/IP protocol suite, the functions of the network layer are specified and implemented by IP protocols. Therefore, the network layer is also called IP layer.

network segment A part of an Ethernet or other network, on which all message traffic is common to all nodes, that is, it is broadcast from one node on the segment and received by all others.

network service A service that needs to be enabled at the network layer and maintained as a basic service.

next generation network (NGN) A packet-based network aimed to address requirement of various services. It adopts an integrated and open network framework. In NGN, services are separated from call control; call control is separated from bearer. In this way, services are independent of network. NGN can provide various services, such as voice services, data services, multimedia services or the integration of several services.

node A managed device in the network. For a device with a single frame, one node stands for one device. For a device with multiple frames, one node stands for one frame of

	the device.
node table (NT)	A table that stores information such as the block record size, reference accounts of block data, and index locations of block data links in the file allocation table.
number change	An operation performed on the called number or caller number to insert, delete, or change the digits of this number.
number segment	A number of consecutive IMSIs or MSISDNs.
O	
OCS	optical core switching
OMU	operation and maintenance unit
ONLY	See One Number Link You .
OceanStor ISM	OceanStor Integrated Storage Management
One Number Link You (ONLY)	The function provided for enterprises by the mCentrex service that allows one extension number to map multiple terminal numbers. The terminals can ring in sequence or simultaneously.
office direction	Office direction refers to the number of the peer office equipment. The structure of a telephone number is: office number (composed of three numbers) + internal number (composed of four numbers). The switching system searches the office number, connects to the office where the office number is located, searches the internal number, and then connect to the subscriber to which the internal number belongs. An office may have more than one office number, which can be referred to as the office direction. Most of the office numbers are adjacent, for example, 733, 734, and 735.
offline	Pertaining to the disconnection between a device or a service unit and the system or the network, or no running of a device and service unit.
offline charging	A charging mechanism where the charging information does not affect the service provisioning in real time. The offline charging is based on bills, that is, the system performs rating and fee deduction according to the collected original call records of subscribers.
one-terminal-one-number fax mailbox service	A service in which when another user dials the fax extension of a registered user on a fax machine, the call is forwarded to the Unified Message System (UMS), and then the calling party sends faxes as prompted.
online	A state indicating that a computer device or program is activated and is ready for operations, and can communicate with a computer or can be controlled by the computer.
online state	The state of a modem when it is communicating with another modem.
operation log	A list of information about operation events.
operation set	A collection of operations. Classifying operations into operation sets helps to manage user operation rights. Operations performed by different users have different impacts on system security. Operations with similar impacts are classified into an operation set. Users or user groups entitled to an operation set can perform all the operations in the operation set. The NMS provides some default operation sets. If the default operation sets cannot meet the requirements for right allocation,

	users can create operation sets as required.
order	Information about customers' subscription to carrier products or services, for example, the processing of a customer request for subscribing to a service, changing or unsubscribing from a product, or changing information about a customer, an account, or a product.
ordinary call	A voice or video call that a local user makes by dialing a specified phone number. After the call is connected to the call center platform, the user can talk with an agent.
original CDR	An unprocessed accounting request (ACR) generated initially by the system and saved in the memory of the host. Generally, the host automatically sends original CDRs to the charging NEs in real time through the internal Ethernet after the original CDRs are generated.
P	
PBX	private branch exchange
PBX group line selection service	A service that allows the system to select a called party from the group based on the preset selection mode when an outer-group user calls the primary number of the private branch exchange (PBX) group.
PC	personal computer
PID	process identification
PLC	See packet loss compensation .
POTS	See plain old telephone service .
PPPoE	Point-to-Point Protocol over Ethernet
PRA	primary rate access
PRA link	A type of common channel signaling link that usually occupy the 16th timeslot of an E1 link. The PRA link uses the digital subscriber signaling No.1 (DSS1) signaling. The DSS1 signaling is a type of non-peer-to-peer user signaling. Before a PRA link is set up, the two ends of the link detect the network identifications (NIDs) of each other. The PRA link can be set up only when the NID of one end indicates the network side and the NID of the other end indicates the user side.
PSTN	See public switched telephone network .
PV	See physical volume .
PVC	polyvinyl chloride
PWR	power cable
PoE	power over Ethernet
package	A set of services that a carrier uses to promote and launch a brand to attract subscribers.
packet loss	The discarding of data packets in a network when a device is overloaded and cannot accept any incoming data at a given moment.
packet loss compensation	A technology of compensating packets according to an appropriate algorithm if

(PLC)	packets are lost in the transmission.
panel	A part used to ensure proper airflow within a shelf and to ensure electromagnetic compatibility (EMC) by sealing up the slots on the shelf. It is an external part of a board and is vertically placed with the printed circuit board (PCB). It includes the ejector lever, indicator, and port.
password	A sequence of characters used to prove one's identity. It is used during a login process and should be highly protected.
password-based call restriction	By using the service, a subscriber can prevent other subscribers from making outgoing calls on the phone of the subscriber. The subscriber can make outgoing calls by dialing a preset password.
patch	An independent software unit used for fixing the bugs in software.
payment	An operation of using cash or a recharge card to pay the routine consumption fees.
peer	BGP speakers that exchange information with each other.
performance alarm	An alarm generated when the actual result of a measurement entity equals the predefined logical expression for threshold or exceeds the predefined threshold.
personal address book	A component that manages the address books of service subscribers, including the information about contacts, groups, and lists.
phase	The relative position in time within a single period of a signal.
physical extent	The smallest storage unit that can be allocated in a physical volume. The physical extent size can be specified according to the actual situation when a physical volume is created. The size cannot be changed once it is specified. The sizes of all physical extents in the same physical volume must be the same.
physical layer	Layer 1 in the Open System Interconnection (OSI) architecture; the layer that provides services to transmit bits or groups of bits over a transmission link between open systems and which entails electrical, mechanical and handshaking.
physical volume (PV)	Partition of the physical disk. It can be an entire disk or an extent of a disk.
ping	A method used to test whether a device in the IP network is reachable according to the sent ICMP Echo messages and received response messages.
plain old telephone service (POTS)	The basic telephone service provided through the traditional cabling such as twisted pair cables.
pointer	An indicator whose value defines the frame offset of a virtual container with respect to the frame reference of the transport entity on which this pointer is supported.
policy	A set of rules that are applied when the conditions for triggering an event are met.
polling	A mechanism for the NMS to query the agent status and other data on a regular basis.
pool	A state in the life cycle of a subscriber. If a subscriber in the disabled state does not recharge before the end of the validity period, the subscriber enters the pool state. A subscriber in the pool state cannot perform any operations. The system deletes all information of the subscriber and reclaims the number after the pool period.
postpaid	A mode in which a subscriber is allocated a certain credit and the subscriber does not need to pay fees in advance when using a telecommunications service.
power module	A module that provides power supply to other boards or modules.

power on	To start up a computer; to begin a cold boot procedure; to turn on the power
ppm	parts per million
prefix	A string of numbers, which determine the service attribute of a call. Call prefixes are subsets of called numbers, starting from the first digit of a called number. It can be a part of the called number or the entire called number.
prepaid	The mode in which a subscriber pays for the telecommunication services provided by a carrier in advance.
presentation	During a conference, the local site shares the content input from a computer with remote sites, such as an excel file, a diagram, or slides.
private line	A line, such as a subscriber cable and trunk cable, which are leased by the telecommunication carrier and are used to meet the special user requirements.
product	An entity, resource, or service rented or sold by a carrier to customers for revenue.
protocol type	A multiplexing field that defines the type of packet in which only a single field appears. In contrast, a SAP type of multiplexing field has a source SAP and a destination SAP. The two SAP values are numerically unrelated.
public switched telephone network (PSTN)	A telecommunications network established to perform telephone services for the public subscribers. Sometimes it is called POTS.
pulse	A variation above or below a normal level and a given duration in electrical energy.
Q	
QoS	See quality of service .
quality of service (QoS)	A commonly-used performance indicator of a telecommunication system or channel. Depending on the specific system and service, it may relate to jitter, delay, packet loss ratio, bit error ratio, and signal-to-noise ratio. It functions to measure the quality of the transmission system and the effectiveness of the services, as well as the capability of a service provider to meet the demands of users.
R	
RADIUS	See Remote Authentication Dial-In User Service .
RADIUS authentication	An authentication mode in which the BRAS sends the user name and the password to the RADIUS server by using the RADIUS protocol. The RADIUS server authenticates the user, and then returns the result to the BRAS.
RAID	redundant array of independent disks
RAID 1	A RAID technique, also named mirroring, that allows the data, which is written to active hard disks, to be replicated onto other hard disks in real time.
RAM	See random access memory .
RBT	See ringback tone .
RBT service	See Ring Back Tone service .

RCB	See registered call on busy .
RCP	Remote Copy Protocol
RFC	remote feature control
RIP	See Routing Information Protocol .
RTN	radio transmission node
RTP	See Real-Time Transport Protocol .
Real-Time Transport Protocol (RTP)	A type of host-to-host protocol used in real-time multimedia services such as Voice over IP (VoIP) and video.
Remote Authentication Dial-In User Service (RADIUS)	A security service that authenticates and authorizes dial-up users and is a centralized access control mechanism. RADIUS uses the User Datagram Protocol (UDP) as its transmission protocol to ensure real-time quality. RADIUS also supports the retransmission and multi-server mechanisms to ensure good reliability.
Ring Back Tone service (RBT service)	An intelligent network-based service customized by the subscriber. It changes the traditional tone to colorful RBTs. RBT service subscribers can set the ring back tone to music, natural sounds, or speech.
Routing Information Protocol (RIP)	A simple routing protocol that is part of the TCP/IP protocol suite. It determines a route based on the smallest hop count between source and destination. RIP is a distance vector protocol that routinely broadcasts routing information to its neighboring routers and is known to waste bandwidth.
random access memory (RAM)	Semiconductor-based memory that can be read and written by the central processing unit (CPU) or other hardware devices. The storage locations can be accessed in any order. Note that the various types of ROM memory are capable of random access but cannot be written to. The term RAM, however, is generally understood to refer to volatile memory that can be written to as well as read.
ranging	The process of obtaining the correct time offset and power adjustment. Through this process, the terminal and the BS can maintain the quality of the RF communication between them. This process is performed to manage the uplink and downlink channels.
real-time charging	An accounting way that the charging information can be generated, processed, and transmitted in a customized period (such as one second).
reboot	To start the system again. Programs or data will be reloaded to all boards.
recharge	To add an amount or a service volume to an account of the service system through a valued card or by cash.
record file	A text file used to exchange and save data. A record file expresses the data content in text format. Each record serves as a line in the text. A record can contain multiple fields. Fields are separated by delimiters or defined in fixed length mode. A file can contain only records of the same type.
recording	A function for recording the speech of a user into a voice file and saving the file to a specific folder on the file server.
regeneration	The process of receiving and reconstructing a digital signal so that the amplitudes, waveforms and timing of its signal elements are constrained within specified limits.
register	To buy an offering provided by a carrier, including obtaining account information and subscribing to the offering. A registered customer can use network services

	provided by the carrier.
registered call on busy (RCB)	A service that if a user calls another user who is busy, this call is registered, and if the calling party does not dial a number within five seconds after picking up the phone next time, a call is automatically initiated to this called party.
remote alarm notification	A function with which the remote maintenance personnel are informed of alarms through Emails or short messages.
report	A tool that displays data in a format to visually present service information.
reservation	An action that the charging module performs to freeze a subscriber's balance amount, free resources, credits, or quotas before the subscriber uses services. This action ensures that the subscriber has sufficient balance to pay for services.
resistance	The ability to impede (resist) the flow of electric current. With the exception of superconductors, all substances have a greater or lesser degree of resistance. Substances with very low resistance, such as metals, conduct electricity well and are called conductors. Substances with very high resistance, such as glass and rubber, conduct electricity poorly and are called nonconductors or insulators.
resource	A physical or logical object provided by a carrier for a customer in marketing, sales, and customer service. For example, a device, an IP address, a port, or an object that a carrier sells or grants to a customer.
response	A message that is returned to the requester to notify the requester of the status of the request packet.
resume	To restore a subscriber's service. Resumption is the reverse operation of suspension.
ringback tone (RBT)	A customized service that provides a calling party with a pleasant melody, a greeting or a video record instead of an ordinary ring back tone.
risk	The loss potential or probability that a threat will exploit vulnerability.
rollback	A return to a previous condition through cancellation of a certain operation.
root certificate	In cryptography and computer security, a root certificate is either an unsigned public key certificate or a self-signed certificate. A root certificate is assigned by the Root Certificate Authority (CA) and establishes a chain of trust.
route	The path that network traffic takes from its source to its destination. In a TCP/IP network, each IP packet is routed independently. Routes can change dynamically.
route selection code	A code used to add outgoing call prefix. It distinguishes the outgoing route selection policies of different call prefixes.
router	A device on the network layer that selects routes in the network. The router selects the optimal route according to the destination address of the received packet through a network and forwards the packet to the next router. The last router is responsible for sending the packet to the destination host. Can be used to connect a LAN to a LAN, a WAN to a WAN, or a LAN to the Internet.
routing	The determination of a path that a data unit (frame, packet, message) traverses from source to destination.
routing protocol	A formula used by routers to determine the appropriate path onto which data should be forwarded.

S

SAS	serial attached SCSI
SBC	session border controller
SCSI	small computer system interface
SFTP	See Secure File Transfer Protocol .
SGSN	See serving GPRS support node .
SID	security identifier
SIM card	subscriber identity module card
SIP	Session Initiation Protocol
SIP phone	A multimedia terminal device that supports the SIP protocol.
SIP trunk	A packet trunk. Different from a physical channel defined by a circuit relay, a SIP trunk defines a logical channel, which solves the issues about interoperability authentication and call addressing between the local office and the peer office.
SMP	service management point
SMS	Service Management System
SMTP	See Simple Mail Transfer Protocol .
SN	service node
SNMP	See Simple Network Management Protocol .
SNTP	See Simple Network Time Protocol .
SOAP	Simple Object Access Protocol
SP	See service provider .
SPAN	switched port analyzer
SQL	structured query language
SRTP	See Security Real Time Protocol .
SS7	See Signaling System No. 7 .
SSH	See Secure Shell .
SSL	See Secure Sockets Layer .
STP	signaling transfer point
SUBSCRIBE	A SIP request. Users or resources use it to start subscription to other resources.
Secure File Transfer Protocol (SFTP)	A network protocol designed to provide secure file transfer over SSH.
Secure Shell (SSH)	A set of standards and an associated network protocol that allows establishing a secure channel between a local and a remote computer. A feature to protect information and provide powerful authentication function for a network when a user logs in to the network through an insecure network. It prevents IP addresses from being deceived and plain text passwords from being captured.

Secure Sockets Layer (SSL)	A security protocol that works at a socket level. This layer exists between the TCP layer and the application layer to encrypt/decode data and authenticate concerned entities.
Security Real Time Protocol (SRTP)	A real time transport protocol with enhanced security and encryption mechanism-based RTP.
Signaling System No. 7 (SS7)	A protocol used in telecommunication for delivering calls and services. SS7 typically employs a dedicated 64 kbit/s data circuit to carry packetized machine language messages about each call connected between and among machines of a network to achieve connection control.
Simple Mail Transfer Protocol (SMTP)	The TCP/IP protocol which facilitates the transfer of electronic-mail messages, specifies how two systems are to interact, and the format of messages used to control the transfer of electronic mail.
Simple Network Management Protocol (SNMP)	A network management protocol of TCP/IP. It enables remote users to view and modify the management information of a network element. This protocol ensures the transmission of management information between any two points. The polling mechanism is adopted to provide basic function sets. According to SNMP, agents, which can be hardware as well as software, can monitor the activities of various devices on the network and report these activities to the network console workstation. Control information about each device is maintained by a management information block.
Simple Network Time Protocol (SNTP)	A protocol that is adapted from the Network Time Protocol (NTP) and synchronizes the clocks of computers over the Internet.
Supported	A header field of a SIP message. It lists the extension of UAC or UAS support.
schedule	A list of events. A TV schedule will show every television commercial occurrence with detailed information for each TV spot. A magazine schedule will show every ad placed within magazines.
schema	The standard for data classification in a data warehouse. Each schema corresponds to a sphere of objective analysis, such as the customer and store. A schema integrates a large amount of data of different systems and various departments for auxiliary decision-making.
script	From the Web interface of the telepresence system, a participant can create and edit the script to be used in a conference. Then, the participant can operate from the touch panel to display the script on the HD displays. In this case, when giving a presentation, the participant can see the script conveniently on the HD displays, thus removing the trouble of reading the relevant paper.
secretary service	A service that allows an authorized user (manager) to register any user in the office as a secretary. All the calls to the manager are forwarded to the secretary and only the secretary has the permission to connect the manager.
security	Protection of a computer system and its data from harm or loss. A major focus of computer security, especially on systems accessed by many people or through communication lines, is preventing system access by unauthorized individuals.
security hardening	The process of identifying and fixing vulnerabilities on a system.
security zone	An important logical concept introduced to the firewall. By adding interfaces to different security zones and configuring interzone security policies, you can enable the firewall to filter data flows among security zones.

sensitive words	Data information that is forbidden by the system. The system automatically filters out sensitive information and does not record it. The sensitive words in any language will be filtered out. Sensitive words in English are case insensitive.
serial port	An input/output location (channel) that sends and receives data to and from a computer's CPU or a communications device one bit at a time. Serial ports are used for serial data communication and as interfaces with some peripheral devices, such as mice and printers.
service	A group of functions, material objects, or procedures that a service provider develops for sale with products. A service does not have any price and cannot be sold directly to subscribers.
service data	The user and/or network information required for the normal functioning of services.
service handling	A handling flow for processing user service applications through the OSS in the business hall.
service number	Unique ID of a network function and its related features provided by a carrier.
service provider (SP)	An entity that offers service subscriptions to individual subscribers and contracts with carriers to implement services for a specific DN. A service provider may contract with more than one carrier.
serving GPRS support node (SGSN)	A functional entity used for providing packet data services. It is responsible for forwarding incoming/outgoing Internet Protocol (IP) packets to mobile stations (MSs) within the service area of the SGSN. It traces the location of an individual MS and performs security functions and access control. In Universal Mobile Telecommunications System (UMTS) networks, the SGSN is connected to the radio network controller (RNC) over the Iu-PS interface. It requests policy decision point (PDP) contexts from the Gateway GPRS Support Node (GGSN).
session	A logical connection between two nodes on a network for the exchange of data. It generally can apply to any link between any two data devices. A session is also used simply to describe the connection time.
shelf	A physical entity that consists of the subrack, slot, backplane, cooling device, and power supply device. Components are placed and interconnected in the shelf. The shelf protects the components against dust and damage.
short number	A number that an enterprise assigns to its member. Members from the same or different enterprises can call each other by dialing this number to enjoy the call fee discount.
shortcut menu	A menu that is displayed when right-clicking an object's name or icon. This is also referred to as a context menu.
signaling	The information exchange concerning the establishment and control of a telecommunication circuit and the management of the network.
signaling channel	A channel used for transmission of signaling or data synchronization, including: broadcast channel (BCCH), common control channel (CCCH), and dedicated control channel (DCCH)
signaling link	No.7 signaling link, used to connect the signaling points in the SS7 network and to transfer signaling information.
signaling point	A node that sends or receives signaling messages in a signaling network. It can be an OPC or a DPC.

site	A group of IP systems with IP connectivity, which can be achieved independent of SP networks.
specifications	Documents requirements for a process service system or product.
stage	A phase in a data flow used for specific processing of data records.
station	A terminal, such as a laptop or a PC, with a wireless network interface card (NIC).
steady on	Pertaining to a state in which an indicator light is always illuminated and no flicker.
step	The difference between two adjacent numbers.
subnet	A type of smaller networks that form a larger network according to a rule, for example, according to different districts. This facilitates the management of the large network.
subnet mask	The technique used by the IP protocol to determine which network segment packets are destined for. The subnet mask is a binary pattern that is stored in the client machine, server or router matches with the IP address.
supplement	An additional mobile newspaper created for a day after the normal mobile newspaper for the day is sent.
support	A part used to support and fix a cabinet on the antistatic floor. It is made of welded steel plates and is used to block up the cabinets to facilitate floor layout and cabling. Before the whole set of equipment is grounded, insulation plates must be installed under the supports, and insulating coverings must be added to the expansion bolts to achieve good insulation performance.
swap space	Disk space set aside for programs and data that are not frequently accessed so that more programs can be run concurrently.
system parameter	A variable in the system that can be directly referred to.
T	
TCP	See Transmission Control Protocol .
TCP/IP	Transmission Control Protocol/Internet Protocol
TFTP	See Trivial File Transfer Protocol .
TLS	transport layer security
TR	token ring
TUP	See Telephone User Part .
Telephone User Part (TUP)	A protocol that provides the signaling backbone between switching elements for basic call establishment, supervision, and release of circuit switched network connections for telecommunications services. TUP supports analog and digital circuits, and limited call management signaling.
Telnet	A standard terminal emulation protocol in the TCP/IP protocol stack. Telnet allows users to log in to remote systems and use resources as if they were connected to a local system. Telnet is defined in RFC 854.
Telnet service	Service provided using Telnet. After a user makes a Telnet connection to the router

	through a terminal, a virtual terminal link is set up for bidirectional communication.
Transmission Control Protocol (TCP)	The protocol within TCP/IP that governs the breakup of data messages into packets to be sent using Internet Protocol (IP), and the reassembly and verification of the complete messages from packets received by IP. A connection-oriented, reliable protocol (reliable in the sense of ensuring error-free delivery), TCP corresponds to the transport layer in the ISO/OSI reference model.
Trivial File Transfer Protocol (TFTP)	A small and simple alternative to FTP for transferring files. TFTP is intended for applications that do not need complex interactions between the client and server. TFTP restricts operations to simple file transfers and does not provide authentication. TFTP is small enough to be contained in ROM to be used for bootstrapping diskless machines.
tariff	The designation of the pricing, discount policies, and applicable rules of a product.
task	A basic processing unit that can be scheduled. A task can be a stored procedure, an external program, or a data flow.
term	Duration of a subscription.
terminal	A device that converts voice, sound, text, image, table, data and video from physical display to electronic signals or from electronic signals to physical display. A terminal generates and sends signals (such as telecommunications circuit setup or release) that maintain the normal running state of the telecommunications network, and it receives the call signals of telecommunications switch and transmission.
third-party charging	A charging mode in which the third party, instead of the calling and called parties, pays all or part of call fees for the call.
threat	Any potential danger to information or systems.
threshold	An amount, limit or level on a scale. Changes will occur with a threshold reached.
time zone	A division of the earth's surface, usually extending across 15 ° of longitude devised such that the standard time is the time at a meridian at the center of the zone.
timeout interval	For process control, the time the server waits, when a command cannot be successfully completed, before canceling the command.
topology	The configuration or layout of a network formed by the connections between devices on a local area network (LAN) or between two or more LANs.
traceroute	A program that prints the path to a destination. Traceroute sends a sequence of datagrams with the time-to-live (TTL) set to 1,2, and so on, and uses ICMP time exceeded messages that return to determine routers along the path.
traffic	The product of the number of calls made and received and the average duration of each call in a measurement period.
transfer	A process of transferring the account balance of an account to another account.
transparent transmission	A process during which the signaling protocol or data is not processed in the content but encapsulated in the format for the processing of the next phase.
tray	A component that can be installed in the cabinet for holding chassis or other devices.
trunk	Physical communications line between two offices. It transports media signals such as speech, data and video signals.

trunk circuit	An element that constitutes a trunk group. A trunk circuit is a TDM circuit maps an E1/T1 timeslot.
trunk line	A transmission channel between two switching centers or nodes. It is used to connect the exchange to the network.
trunk link	A link used to transport VLAN communication between two switches.
trunking	The connection of switches and circuits within a telephone exchange. Trunking is closely related to the concept of Grading. Trunking allows a group of inlet switches at the same time. Thus the service provider can provide a lesser number of circuits than might otherwise be required, allowing many users to "share" a smaller number of connections and achieve capacity savings.
two-node cluster switchover	The switchover performed between the active node and standby node because the system is faulty, or when the two nodes must be switched over for a certain reason (for example, system upgrade).
two-stage dialing	An operation that is performed when an extension number must be dialed during the process of making a call, forwarding a call, and initiating external appeal.
U	
UA	user agent
UC	unified communication
UDP	See User Datagram Protocol .
UMS	See Unified Message System .
UPS	uninterruptible power supply
URL	uniform resource locator
USB	See Universal Serial Bus .
UTC	See Coordinated Universal Time .
Unified Message System (UMS)	A system that stores and manages messages from different sources, such as voice messages and fax messages, in a unified manner. The user can send and receive messages with any type of communications device, such as a telephone, a fax machine, a mobile phone, or a PC anytime at any place.
Universal Serial Bus (USB)	A serial bus standard to interface devices. It was designed for computers such as PCs and the Apple Macintosh, but its popularity has prompted it to also become commonplace on video game consoles and PDAs.
User Datagram Protocol (UDP)	A TCP/IP standard protocol that allows an application program on one device to send a datagram to an application program on another. User Datagram Protocol (UDP) uses IP to deliver datagram. UDP provides application programs with the unreliable connectionless packet delivery service. There is a possibility that UDP messages will be lost, duplicated, delayed, or delivered out of order. The destination device does not confirm whether a data packet is received.
User-Agent	A header field carrying the information of the UE that sends requests.
unicast	The process of sending data from a source to a single recipient.

unified communications	A service that is not limited by the device-and-network-centered communication method (for example, email, instant short message, telephone, and multimedia conference) and uses advanced technologies to enable users to communicate with their colleagues, customers, and cooperation partners conveniently and effectively by using most common communication tools and applications.
uplink	A transmission channel through which radio signals or other signals are transmitted to the central office.
upload	An operation to report some or all configuration data of an NE to the NMS. The configuration data then covers the configuration data stored at the NMS side.
user group	The group of users that share a specific service, for example, user groups of the virtual private network (VPN) and enterprise private branch exchange (PBX). The user group is set to enjoy the special tariff, service, and reward. A user can belong to none or multiple user groups.
V	
VAD	See voice activity detection .
VCS	Veritas Cluster Server
VG	See volume group .
VIP	very important person
VLAN	virtual local area network
VPN	virtual private network
VU	virtual user
VoIP	See voice over IP .
view	The topological view that is presented in some rules. Customize the view according to requirements of every product and organize the data in the view displayed by the topology module. By default, the platform provides the physical view. The topology view can be planned according to the domain, maintenance relationship and so on.
virtual IP address	The IP address that is used by the active node for the communication between the host and the LMT.
virus	A small application, or string of code, that infects applications. The main function of a virus is to replicate, and it requires a host application to do this. It can damage data directly or degrade system performance.
voice activity detection (VAD)	An algorithm used in speech processing wherein, the presence or absence of human speech is detected from the audio samples. The main uses of VAD are in speech coding and speech recognition. A VAD may not just indicate the presence or absence of speech, but also whether the speech is voiced or unvoiced, sustained or early, and so on.
voice mailbox	A new communications service that allows the voice data to be converted into digital data and stored on a server, and then the user can obtain the data stored on the server anytime at any place by using a phone or by other means.
voice over IP (VoIP)	An IP telephony term for a set of facilities used to manage the delivery of voice information over the Internet. VoIP involves sending voice information in a digital

form in discrete packets rather than by using the traditional circuit-committed protocols of the public switched telephone network (PSTN).

volume group (VG) A set of one or more physical volumes from which space can be allocated to one or more logical volumes.

W

WAN See [wide area network](#).

WIN wireless intelligent network

wide area network (WAN) A network composed of computers which are far away from each other which are physically connected through specific protocols. WAN covers a broad area, such as a province, a state or even a country.

window General method for speech preprocessing, like Haming window.

X

XML See [Extensible Markup Language](#).

Z

zone The collection of all terminals, gateways, and Multipoint Control Units (MCUs) managed by a single gatekeeper. A zone has only one gatekeeper. A zone is independent from the network topology and can consist of multiple network segments connected using routing equipment.