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Open Service Access (OSA); Application Programming Interface (API); Part 12: Charging SCF

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Foreword

This ETSI Standard (ES) has been produced by ETSI Technical Committee Services and Protocols for Advanced Networks (SPAN).

The present document is part 12 of a multi-part deliverable covering Open Service Access (OSA); Application Programming Interface (API), as identified below. The API specification (ES 201 915) is structured in the following parts:

Part 1: "Overview";

Part 2: "Common Data Definitions";

Part 3: "Framework";

Part 4: "Call Control SCF";

Part 5: "User Interaction SCF";

Part 6: "Mobility SCF";

Part 7: "Terminal Capabilities SCF";

Part 8: "Data Session Control SCF";

Part 9: "Generic Messaging SCF";

Part 10: "Connectivity Manager SCF";

Part 11: "Account Management SCF";

Part 12: "Charging SCF".

The present document has been defined jointly between ETSI, The Parlay Group (http://www.parlay.org) and the 3GPP, in co-operation with a number of JAIN™ Community (http://www.java.sun.com/products/jain) member companies.

The present document forms part of the Parlay 3.3 set of specifications.

The present document is equivalent to 3GPP TS 29.198-12 V4.4.0 (Release 4).

1 Scope

The present document is part 12 of the Stage 3 specification for an Application Programming Interface (API) for Open Service Access (OSA).

The OSA specifications define an architecture that enables application developers to make use of network functionality through an open standardised interface, i.e. the OSA APIs.

The present document specifies the Charging Service Capability Feature (SCF) aspects of the interface. All aspects of the Charging SCF are defined here, these being:

- Sequence Diagrams
- Class Diagrams
- Interface specification plus detailed method descriptions
- State Transition diagrams
- Data Definitions
- IDL Description of the interfaces

The process by which this task is accomplished is through the use of object modelling techniques described by the Unified Modelling Language (UML).

2 References

The references listed in clause 2 of ES 201 915-1 contain provisions which, through reference in this text, constitute provisions of the present document.

ETSI ES 201 915-1: "Open Service Access (OSA); Application Programming Interface (API); Part 1: Overview (Parlay 3)".

3 Definitions and abbreviations

3.1 Definitions

For the purposes of the present document, the terms and definitions given in ES 201 915-1 apply.

3.2 Abbreviations

For the purposes of the present document, the abbreviations defined in ES 201 915-1 apply.

4 Charging SCF

The following clauses describe each aspect of the Charging Service Capability Feature (SCF).

The order is as follows:

- The Sequence diagrams give the reader a practical idea of how each of the SCF is implemented.
- The Class relationships clause show how each of the interfaces applicable to the SCF, relate to one another.
- The Interface specification clause describes in detail each of the interfaces shown within the Class diagram part.
- The State Transition Diagrams (STD) show the transition between states in the SCF. The states and transitions are well-defined; either methods specified in the Interface specification or events occurring in the underlying networks cause state transitions.
- The Data Definitions clause show a detailed expansion of each of the data types associated with the methods within the classes. Note that some data types are used in other methods and classes and are therefore defined within the Common Data types part of the present document.

4.1 General requirements on support of methods

An implementation of this API which supports or implements a method described in the present document, shall support or implement the functionality described for that method, for at least one valid set of values for the parameters of that method.

Where a method is not supported by an implementation of a Service interface, the exception P_METHOD_NOT_SUPPORTED shall be returned to any call of that method.

Where a method is not supported by an implementation of an Application interface, a call to that method shall be possible, and no exception shall be returned.

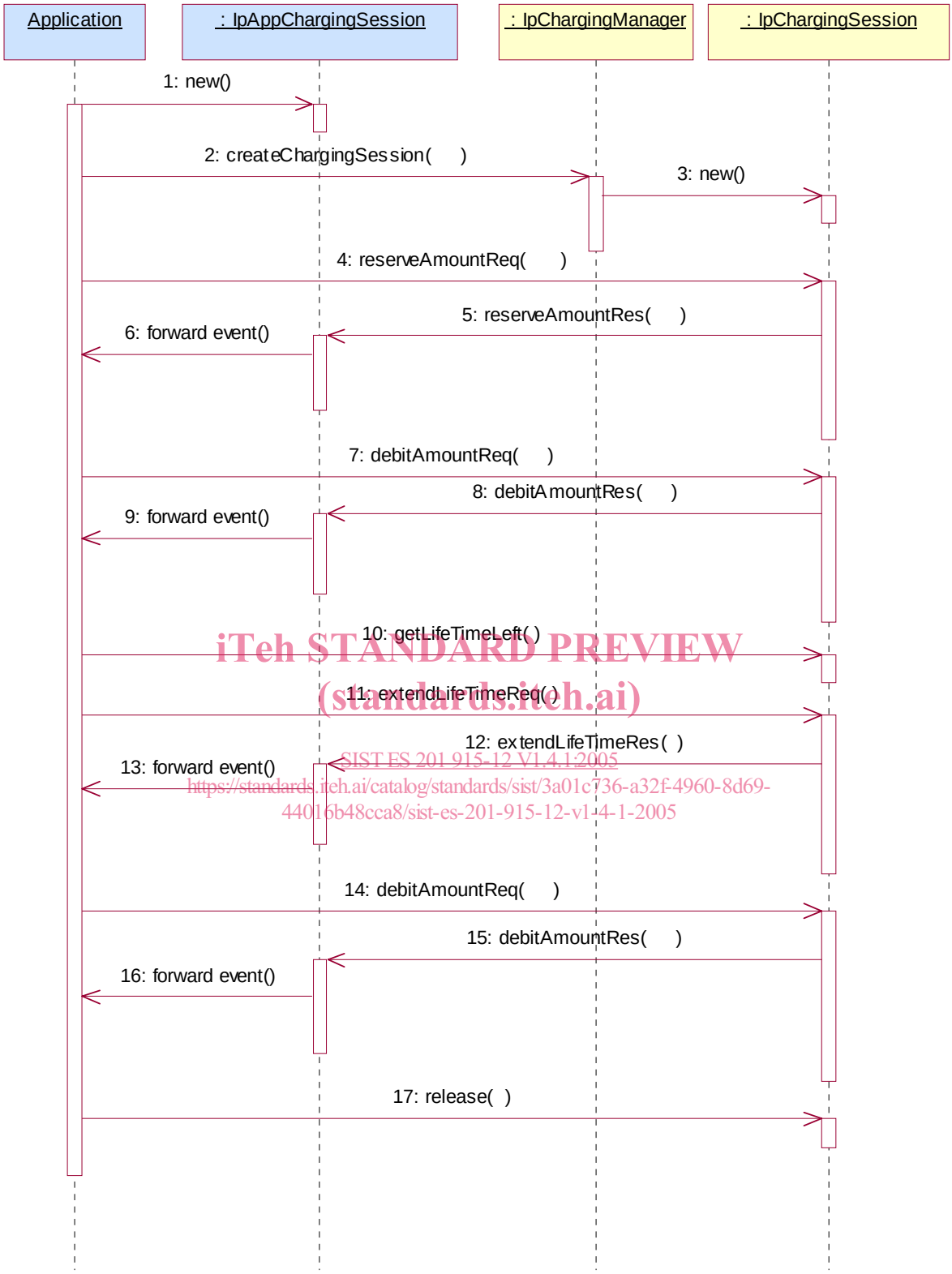
5 Sequence Diagrams

5.1 Reservation / payment in parts

The sequence diagram illustrates how to request a reservation and how to charge a user from the reserved amount, for instance to charge a user for a streamed video which lasts 10 minutes and costs a total of $2.00. The operations and interfaces that do not provide rating are employed throughout this sequence diagram.

We assume the application has already discovered the Charging SCF. As a result, the application received an object reference pointing to an object that implements the IpChargingManager interface.

The operations which handle units are used exactly the same, except that the amount of application usage is indicated instead of a price.



1: The application creates a local object implementing the IpAppChargingSession interface. This object will receive response messages from the IpChargingSession object.

2: The application opens a charging session, a reference to a new or existing object implementing IpChargingSession is returned together with a unique session ID.

3: In this case a new object is used.

4: The application requests the reservation of $2.00.

5: Assuming the criteria for requesting a reservation are met (the application provider has permission to charge the requested amount, the charged user has agreed to pay the requested amount), the amount is reserved in the session. At this point, the application provider knows that the network operator will accept later debit requests up to the reserved amount. So, the application may start serving the user, for instance by sending the video stream.

6: The successful reservation is reported back to the application.

After half of the video has been sent to the user, the application may choose to capture half of the price already:

7: The application requests to debit $1.00 from the reservation.

8: The successful debit is reported back to the application.

9: The acknowledge is forwarded to the application.

10: The application checks if the remaining lifetime of the reservation will cover the remaining 5 minutes of video. Let us assume, it does not.

11: The application asks the IpChargingSession object to extend the lifetime of the reservation.

12: Assuming that the application provider is allowed to keep reservations open for longer than 10 minutes, the extendLifeTimeReq() will be honoured and confirmed properly.

13: The confirmation is forwarded to the application.

14: When the complete video has been transmitted to the user without errors, the application charges another $1.00.

15: The IpChargingSession object acknowledges the successful debit at the IpAppChargingSession callback object.

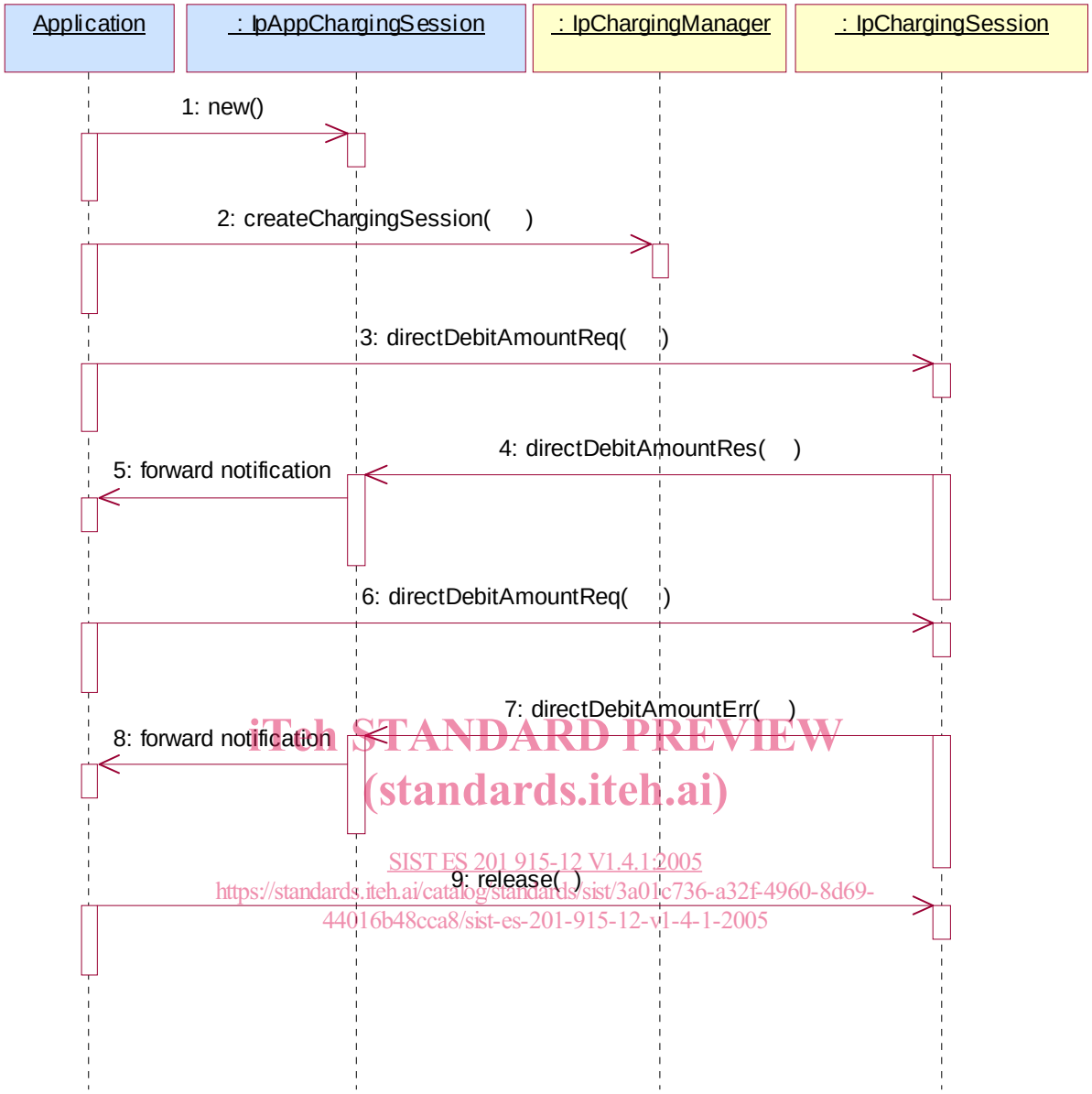
16: The IpAppChargingSession object forwards the acknowledge to the application.

17: Since the service is complete, the application frees all resources associated with the reservation and session.

5.2 Immediate Charge

This sequence diagram illustrates how immediate charging is used. Assume a WAP gateway that charges the user $0.01 per requested URL. Since it is acceptable to loose one tick worth $0.01, no prior reservations are made. The WAP gateway sends an immediate debit for each requested URL, and should a payment have as result failure, the user is disconnected.

The operations which handle units are used exactly the same, except that the amount of application usage is indicated instead of a price.



1: The application creates a local object implementing the IpAppChargingSession interface. This object will receive response messages from the IpChargingSession object.

2: The application orders the creation of a session. No new object is created for the charging session handling in this example implementation.

3: The application requests to charge the user $0.01.

4: The payment is acknowledged.

5: The acknowledgement is forwarded in the application.

6: The application requests to charge the user $0.01.

7: The payment is reported to fail.

8: The failure report is forwarded in the application.

(repeat steps 3 - 5 and 6 - 8 as long as you want to in any order you want to)

9: The application releases the session.

6 Class Diagrams

This class diagram shows the application interfaces for charging and their relations to the service interfaces.

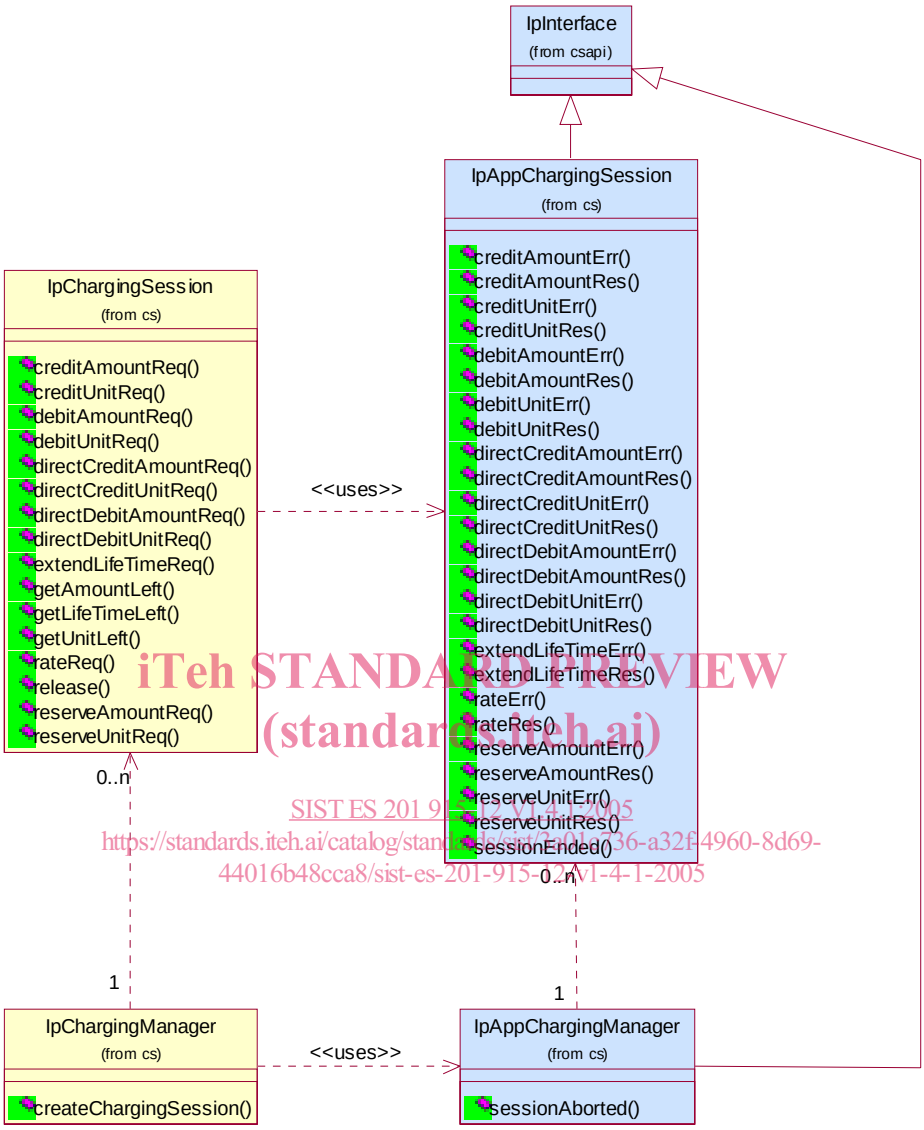


Figure 1: Application Interfaces

This class diagram shows the interfaces of the charging SCF.

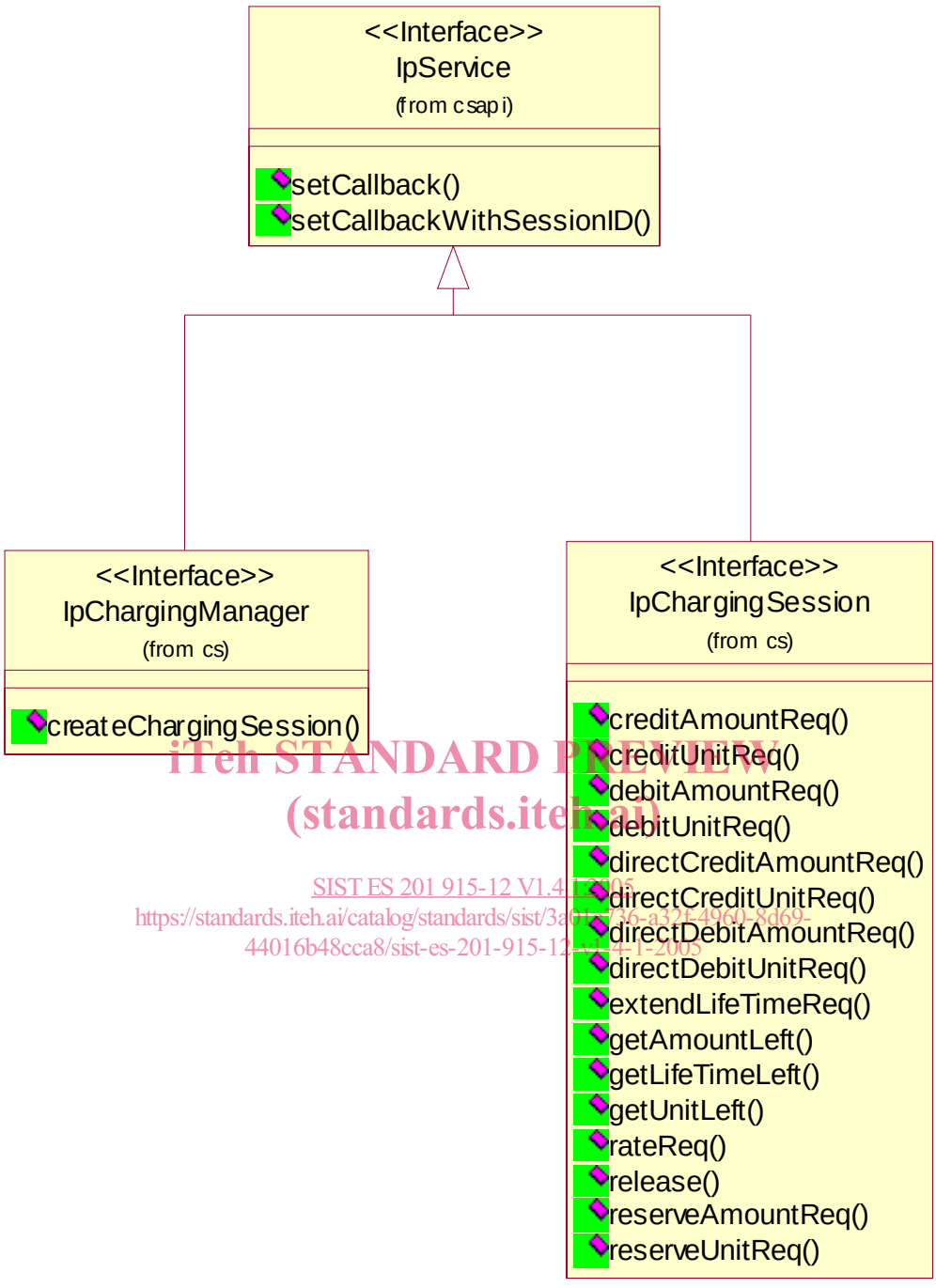


Figure 2: Service Interfaces

7 The Service Interface Specifications

7.1 Interface Specification Format

This clause defines the interfaces, methods and parameters that form a part of the API specification. The Unified Modelling Language (UML) is used to specify the interface classes. The general format of an interface specification is described below.

7.1.1 Interface Class

This shows a UML interface class description of the methods supported by that interface, and the relevant parameters and types. The Service and Framework interfaces for enterprise-based client applications are denoted by classes with name `Ip<name>`. The callback interfaces to the applications are denoted by classes with name `IpApp<name>`. For the interfaces between a Service and the Framework, the Service interfaces are typically denoted by classes with name IpSvc<name>, while the Framework interfaces are denoted by classes with name IpFw<name>

7.1.2 Method descriptions

Each method (API method "call") is described. Both synchronous and asynchronous methods are used in the API. Asynchronous methods are identified by a '`Req`' suffix for a method request, and, if applicable, are served by asynchronous methods identified by either a '`Res`' or '`Err`' suffix for method results and errors, respectively. To handle responses and reports, the application or service developer must implement the relevant `IpApp<name> or IpSvc<name>` interfaces to provide the callback mechanism.

7.1.3 Parameter descriptions

Each method parameter and its possible values are described. Parameters described as 'in' represent those that must have a value when the method is called. Those described as 'out' are those that contain the return result of the method when the method returns.

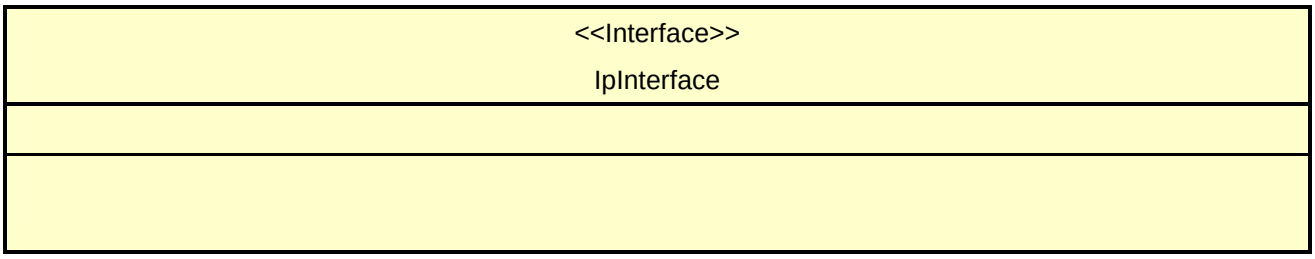
7.1.4 State Model

If relevant, a state model is shown to illustrate the states of the objects that implement the described interface.

7.2 Base Interface

7.2.1 Interface Class IpInterface

All application, framework and service interfaces inherit from the following interface. This API Base Interface does not provide any additional methods.



7.3 Service Interfaces

7.3.1 Overview

The Service Interfaces provide the interfaces into the capabilities of the underlying network - such as call control, user interaction, messaging, mobility and connectivity management.

The interfaces that are implemented by the services are denoted as 'Service Interface'. The corresponding interfaces that must be implemented by the application (e.g. for API callbacks) are denoted as 'Application Interface'.