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and Associated Street Furniture;
Sub-part 1: General requirements

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## **Foreword**

This Technical Specification (TS) has been produced by ETSI Technical Committee Access, Terminals, Transmission and Multiplexing (ATTM).

The present document is part 2, sub-part 1 of a multi-part deliverable covering Sustainable Digital Multiservice Cities (SDMC). Full details of the entire series can be found in part I [i,1].

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## **Executive summary**

The main objectives of cities are to improve citizens' lives, local economy dynamics and to attract new residents and enterprises to establish locally. Strong evolutions in the fixed and mobile Internet connectivity have impacted the expectations and behaviours of the people and the enterprises they are working in.

Digital services have become an important part of the daily life, crossing many activities within the day. From personalized morning news, through latest updates on the transportation schedule (bus, train, road traffic), the operations at work or schools even up to shopping at the supermarket; the way people behave has greatly evolved. This digital revolution has also entered the area of services and operations delivered by public services such as the city. To adopt this evolution, the Information Communication Technology (ICT) platforms of the city services should be rethought and changed from the silo strategy to an integrated approach. To achieve this goal, the ICT of the city should rely on a unified digital multi services infrastructure that combines cable-based and wireless networks.

This digital multi services infrastructure is expected to be economic, safe, multi purposes and future proof to enable the sustainability of the city with regard to its digital services strategy and roadmap.

Until now silo and vertical ICT have been mainly taken into consideration to deploy services. For a few years now, various smart city efforts and initiatives suggest to strongly adopt a transversal approach in which services share a common Internet Protocol (IP) network, co-operate between each other and furthermore enable third parties to leverage the value offered by the power of data mining and big data processing.

A common and shared multi services architecture for the city's digital services is therefore needed to achieve the city's goals and ambitions at a reasonable cost of ownership and of operation, in shorter time, while strongly taking into consideration the eco efficiency of the different elements of the ICT deployments.

## Introduction

Today digital life is leading major evolutions in the expectations that peoples and enterprises have towards the public administrations. As the local representative and interface, the municipality is in front line. The boom of the mobile Internet economy has created many new types of services which requires the city to evolve and adapt to such new behaviours from their target audiences.

City parking or tourism attractiveness are two simple examples of such digital revolution. In both cases, one expects to have access to digital services which respectively facilitate the discovery of an available parking place or to the accessibility of local public transportation facility such as bus, tram and even city bikes.

These digital services have increased the requirements of the ICT infrastructures of the city and amplified the need for a more sustainable Information Technology (IT) design. Smart digital city parking service requires sensors to be deployed within the field, that their real-time status (busy of available parking place) are transmitted through a data network and that a digital service leverage this information to be made available to the driver but also to the financial department in case of the parking usage has to be charged.

Today many city applications are to be seen as island or silo application and have their own network, own software platform and as a result different operations and maintenances. A common architecture will reduce this multiplication of networks and software solutions while improving the economical and energy efficiently costs.

The present document contains information which covers topics such as physical network installation, network transmission implementation, digital services deployments through efficient Next Generation Network (NGN).

The generic IP metropolitan network which is introduced suggests a multi layers design gathering the engineering best practices that telecom service providers regularly follow when deploying a tier 2 telecommunication infrastructure.

Furthermore, the present document presents how urban asset and related street furniture can play a role in the enhancement of the sustainability of the city. Through digital engineering, these urban assets can be promoted to a role which provides additional services beyond their native one.

## 1 Scope

The present document details measures which may be taken to ease the deployment of smart new services and their multiservice street furniture of digital multiservice city within the IP network of a single city or an association of cities administratively clustered. Furthermore, the suggested measures will enable to engineer a reliable common networking infrastructure which can improve the Total Cost of Ownership (TCO) for the public administration while improving the energy efficiency of the overall deployment.

The present document also lists the requirements which have led to this common architecture.

Clause 4 presents a suggestion of an engineered digital multiservice city.

Clause 5 introduces the active role categorized urban assets can play in the delivery of digital services across the territory of the city.

Clause 6 reviews the spread efforts within the standardization organizations for the digital multiservice city.

Clause 7 suggests both the common engineering required to transform an urban asset into an active network nodes of the digital multiservice city while presenting a concrete illustration of network design for one of the categories.

This will enable the proper introduction and implementation of a new service, application or content within the city digital portfolio on a unified energy efficient network, though it is not the goal of the present document to provide detailed standardized solutions for network architecture.

## 2 References

## 2.1 Normative references

References are either specific (identified by date of publication and/or edition number or version number) or non-specific. For specific references, only the cited version applies. For non-specific references, the latest version of the referenced document (including any amendments) applies.

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NOTE: While any hyperlinks included in this clause were valid at the time of publication, ETSI cannot guarantee their long term validity.

The following referenced documents are not necessary for the application of the present document but they assist the user with regard to a particular subject area.

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[i.37] 3GPP specifications.

NOTE: Available at <a href="http://www.3gpp.org/specifications/specifications">http://www.3gpp.org/specifications/specifications</a>.

## 3 Definition of terms and abbreviations

## 3.1 Terms

For the purposes of the present document, the following terms apply:

**digital multiservice cities:** cities using digital infrastructure which consists of a single unified high-speed networking infrastructure that allows the ICT systems of the complete city services departments to interconnect seamlessly and securely to each other

**street furniture:** collective term for objects and pieces of equipment (subcategory of the urban assets), installed on city streets, city roads, and public areas under responsibility of the city for various purposes

NOTE: These objects and equipment belong to the wider terminology of the urban assets as named by cities.

**urban asset:** collective term to qualify the physical assets which belong to a city and which are located across its territory, in streets, roads, public parks and associated urban constructions

## 3.2 Abbreviations

For the purposes of the present document, the following abbreviations apply:

ACPI Advance Configuration and Power Interface

AIOTI Alliance for the Internet of Things Innovation

NOTE: In particular AIOTI WG3 on IoT Standardization.

AP Access Point

ATTM Access, Terminals, Transmission and Multiplexing

BTS Base Transceiver Station
CCTV Closed-Circuit TeleVision
DNS Domain Name Service
Gbit/s Giga bits per second
HMI Human Machine Interface

ICT Information and Communication Technology
IEC International Electrotechnical Commission
IEEE Institute for Electrical and Electronics Engineers

IETF Internet Engineering Task Force IIC Industrial Internet Consortium

IMT International Mobile Telecommunications

IoT Internet of Things
IP Internet Protocol

ISM Industrial, Scientific, and Medical

ISO International Organization for Standardization

ISP Internet Service Provider IT Information Technology

ITU International Telecommunication Union

JTC Joint Technical Committee
Kbit/s Kilo bits per second
LAN Local Area Network

LP-LAN Low-Power Local-Area Network LP-WAN Low-Power Wide-Area Network

LR-WPAN Low-Rate Wireless Personal Area Networks

LSP Label Switch Path M2M Machine to Machine

MAC Media Access Control MAN Metropolitan Area Network **MPLS** Multiprotocol Label Switching NFC Near Field Communication **NGN** Next Generation Network NT **Network Termination** 

**OASIS** Organization for the Advancement of Structured Information Standards

**OCF** Open Connectivity Foundation

oneM2M Partnership Project oneM2M launched by a number of SSOs including ETSI

**ONVIF** Open Network Video Interface Forum

OS Operating System PoE Power over Ethernet Plastic Optical Fiber **POF** 

Physical Security Interoperability Alliance **PSIA** 

OoS Quality of Services RF Radio Frequency **RFC Request For Comments** SLA Service Level Agreement SP Service Provider **SSID** Service Set IDentifiers STF Special Task Force TR Technical Report

TxRx

Transceiver equipment UEFI Unified Extensible Firmware Interface

UHD Ultra High Definition UTP Universal Twister Pair **VLAN** Virtual Local Area Network Visible Light Communications **VLC** Virtual Private LAN Service World Wide Web Consortium **VPLS** W3C WAN Wide Area Network Wi-Fi Wireless Fidelity Wireless Gigabit WiGig WMM Wi-Fi Multimedia **WSN** Wireless Sensor Network

# Multiservice digital infrastructure 4

#### 4.1 A shared digital infrastructure as core foundation

The core foundation for a digital multiservice city is strongly tightened to the ability that the components of its ICT systems have to interoperate. To achieve this goal, a city should install a shared communications infrastructure that will allow the ICT systems of the complete services departments to interconnect seamlessly and securely to each other.

## Management of the various network cabling infrastructures 4.2 of the city

Performant ICT requires the access to a high-speed network. To achieve the goal of an ubiquitous digital access the city network backbone should span across the entire territory. When seen through the silos approach, the deployment of such a broadband network architecture, mainly composed of optical fibre and most probably high-speed wireless point to point links, on a large geographical scale is a complex and expensive civil engineering challenge. However, when seen through the cross-domain approach, evidence demonstrates the benefit of sharing passive infrastructure amongst different city departments of city partners such as utilities.

Numerous city network infrastructures can be leveraged to achieve this strategy:

Access to electrical power distribution infrastructure.