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| Nota di contenuto | Parlay/OSA; Trademarks and Permissions; Contents; About the Authors; A Note to the Reader; Acknowledgments; End-user Scenarios; Scenario 1: The Operator's Perspective; Scenario 2: The Application Developer's Perspective; Scenario 3: End-user Perspective; Scenario 4: Yet more perspectives; News Flash (Sometime During 2005-2006); Scenario 5: The Future; Part I Background and Introduction; 1 The Internet is Calling - Today's Network Ecosystems and Their Evolution; 1.1 Introduction; 1.2 Traditional Telephony and Intelligent Networks; 1.3 Signaling; 1.3.1 Signaling and Standards Bodies 1.3.2 Some Examples of Signaling Protocols1.4 A Foray into Other Network and Service Architectures; 1.4.1 Voice over the Internet Protocol (VoIP); 1.4.2 Converged Networks; 1.4.3 Internet Access via the PSTN; 1.5 Wireless Networks and Generations of Technology; 1.5.1 Cellular Communication; 1.5.2 Wireless Networks and their Elements; 1.5.3 Evolution of 2nd Generation Wireless Systems; 1.5.4 Third Generation Wireless Systems; 1.5.5 CDMA Network Evolution; 1.6 The IP Multimedia Subsystem (IMS); 1.6.1 A Standards View; 1.6.2 Simplified View of the IMS Architecture; 1.6.3 Service Control in IMS |

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| Sommario/riassunto | Parlay will enable rapid and cost-effective delivery of services based on telecommunications networks, and will be an essential part of the 3G future. We live in an exciting time. 3G networks are taking off, and as greater bandwidth and communication speeds become available, people are seeking new means by which to increase their interaction potential. Newer and more exciting services are being developed to drive more revenues and to enhance end-user experiences. New technologies are being designed and implemented to supplement and leverage the new capabilities being built into core n |