

## **Presentation of Specification/Report to TSG-T**

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**Presentation to:** TSG-T Meeting #10  
**Document for presentation:** TS vObjects and Other Constructs for Use in Data Synchronisation, Version 0.1.0  
**Presented for:** Information and comments

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### **Abstract of document:**

This specification currently being drafted is a shell specification aimed at managing the process of introduction of new data store types for data synchronisation across 3GPP

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### **Changes since last presentation:**

New Draft

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### **Outstanding Issues:**

T2 is looking for comments on the 'shell document' approach and on how best to manage the process of screening new data store types for introduction. Specifically what sort of approval processes should be considered in screening new data store type requests so as to minimise the proliferation of data store types. T2 also needs information from other groups on their current and future needs for data store types for data synchronisation and therefore requests TSG T to advise TSG SA of this need.

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### **Contentious Issues:**

New Draft – no contentious issues

# 3GPP TS XX.XXX V0.1.0 (2000-11)

*Technical Specification*

## **3rd Generation Partnership Project; Technical Specification Group Terminals; vObjects and Other Constructs for Use in Data Synchronisation (Release 4)**



Reference

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3TS/TSGT-02xxxxx

Keywords

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R4 Specification 3G

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# Foreword

This Technical Specification has been produced by the 3GPP.

The contents of the present document are subject to continuing work within the TSG and may change following formal TSG approval. Should the TSG modify the contents of this TS, it will be re-released by the TSG with an identifying change of release date and an increase in version number as follows:

Version x.y.z

where:

- x the first digit:
  - 1 presented to TSG for information;
  - 2 presented to TSG for approval;
  - 3 Indicates TSG approved document under change control.
- y the second digit is incremented for all changes of substance, i.e. technical enhancements, corrections, updates, etc.
- z the third digit is incremented when editorial only changes have been incorporated in the specification;

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# 1 Scope

This specification serves as a vessel to manage the process of adding new vObjects and other constructs as data store types for use in data synchronisation activities within the 27.103 Wide Area Synchronisation specification.

While this first release is identified as a Release 4 specification, this is a living document and, as such, it encompasses the addition of new vObjects and other constructs for inclusion in data synchronisation activities as they become readily available, an evolving task that will continue beyond a single release.

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# 2 References

The following documents contain provisions which, through reference in this text, constitute provisions of the present document.

- References are either specific (identified by date of publication, edition number, version number, etc.) or non-specific.
- For a specific reference, subsequent revisions do not apply.
- For a non-specific reference, the latest version applies.
- A non-specific reference to an ETS shall also be taken to refer to later versions published as an EN with the same number.

[1] 3GPP TS 27.103 V3.1.0 (2000-10), 3rd Generation Partnership Project; Technical Specification Group Terminals; Wide Area Network Synchronisation Standard (Release 1999)

Note: Each identified vObject or other construct in Section 6 will contain its own References section. These individual References sections will be considered a part of this section and will not need to be repeated here as part of the CR used to add a vObject or other construct.

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# 3 Definitions and abbreviations

## 3.1 Definitions

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

**vObject:** ....

**data store ..**

Note: Each identified vObject or other construct in Section 6 will contain its own Definitions section. These individual Definitions sections will be considered a part of this section and will not need to be repeated here as part of the CR used to add a vObject or other construct.

## 3.2 Abbreviations

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

**SDO:** Standards Development Organization

Note: Each identified vObject or other construct in Section 6 will contain its own Abbreviations section. These individual Abbreviations sections will be considered a part of this section and will not need to be repeated here as part of the CR used to add a vObject or other construct.

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## 4 Background

The request for data synchronisation support for the VHE MExE User Profile extensions brought up the long term need to define standards for and manage the process of adding new vObjects and other constructs as data store types for use in data synchronisation activities. Managing this process targets the following areas:

- Definition of new vObject and Other Constructs standardised formats for use in data synchronisation as required by other groups within 3GPP.
- Management of the process of publishing these new standardised formats for use within and external to 3GPP.
- Support of terminal and network interoperability through the use of a standardised approach to the definition of these new formats.
- Extension of the usefulness of the TSG-T2-defined data synchronisation architecture and mechanisms to new data store semantic content.
- Identification of required protocols and development, if needed

The vObjects and other constructs listed in Section 6 should enhance interoperability and be implemented in a way that ensures backwards compatibility, where possible.

Standardised vObject and Other Construct formats must allow users and operators to keep local copies up to date with remotely stored copies of the user's and the operator's mission-critical data stores in a manner that will allow data synchronisation to a wide variety of potentially disparate data stores. These standardised formats must allow rapid expansion of the nature and type of future data store enhancements.

Data synchronisation of vObjects and Other Constructs should standardise charging mechanisms, especially in roaming situations and between different operators. Other charging mechanisms (e.g. air time) may be needed when data synchronization of vObjects and Other Constructs is attempted outside of the operator's domain.

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## 5 Process for Addition of vObjects and Other Constructs

### 5.1 New vObjects or Other Constructs

New vObjects or other constructs shall be defined in a stand-alone 3GPP specification. This specification may be a wholly self-contained definition or it may simply be a reference to an independent SDO's specification, where such exists.

### 5.2 Formal Recognition

Formal recognition of the new vObject or other construct shall be through the use of a CR to this specification requesting the addition to Section 6 of the specification of the vObject or other construct to be recognized.

### 5.3 Approval Process

[tbd]

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## 6 Recognised vObjects and Other Constructs

Specification	Title	Comment(s)
(T2-000676)	Bookmark	Bookmark URL standard



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# Annex A: Change history

Change history							
Date	TSG #	TSG Doc.	CR	Rev	Subject/Comment	Old	New