OCORA System Architecture

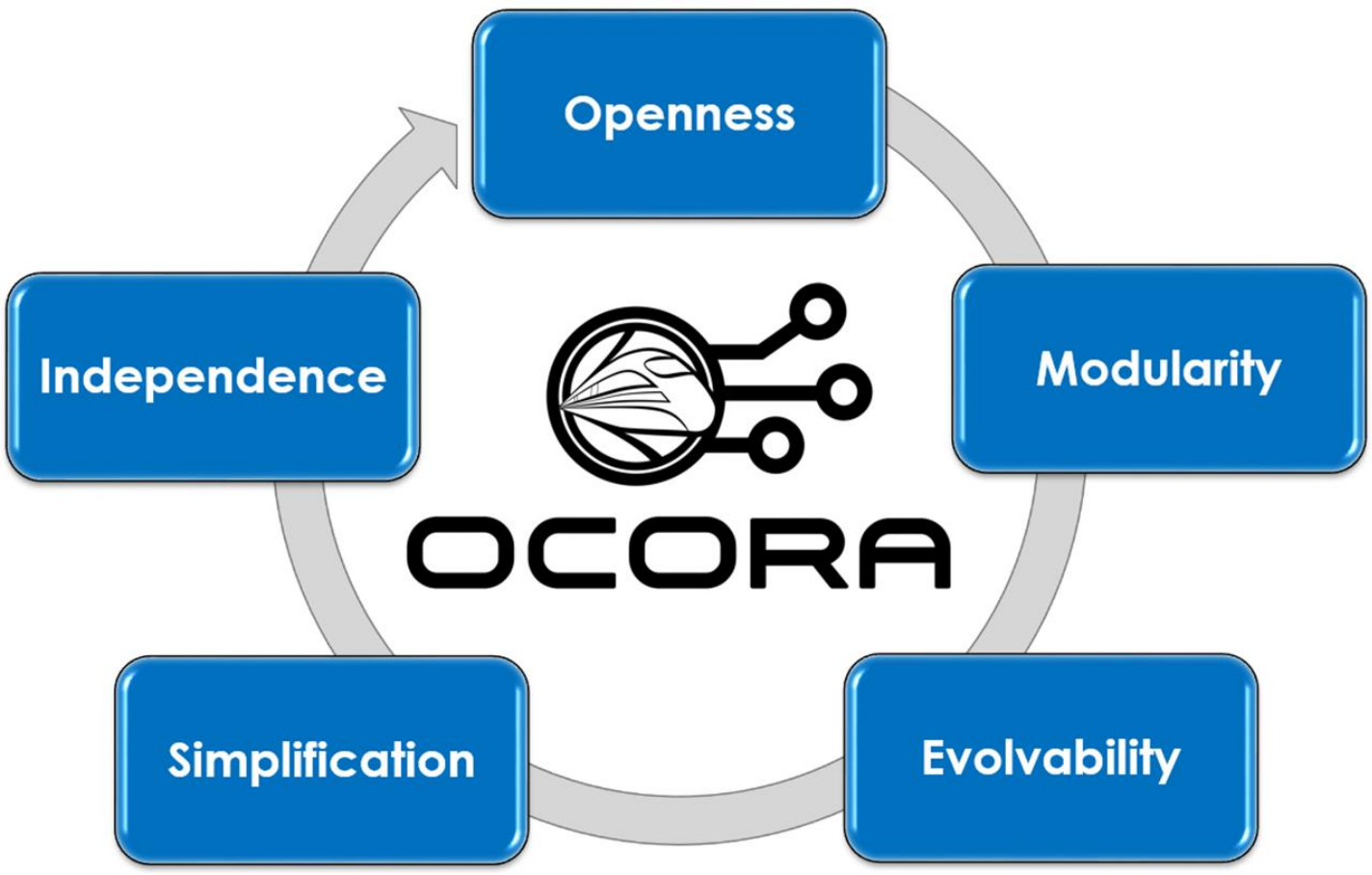
INTRODUCTION

Open CCS On-Board Reference Architecture

European Initiative

Open Standardized Architecture for CCS On-Board

KEY PRINCIPLES



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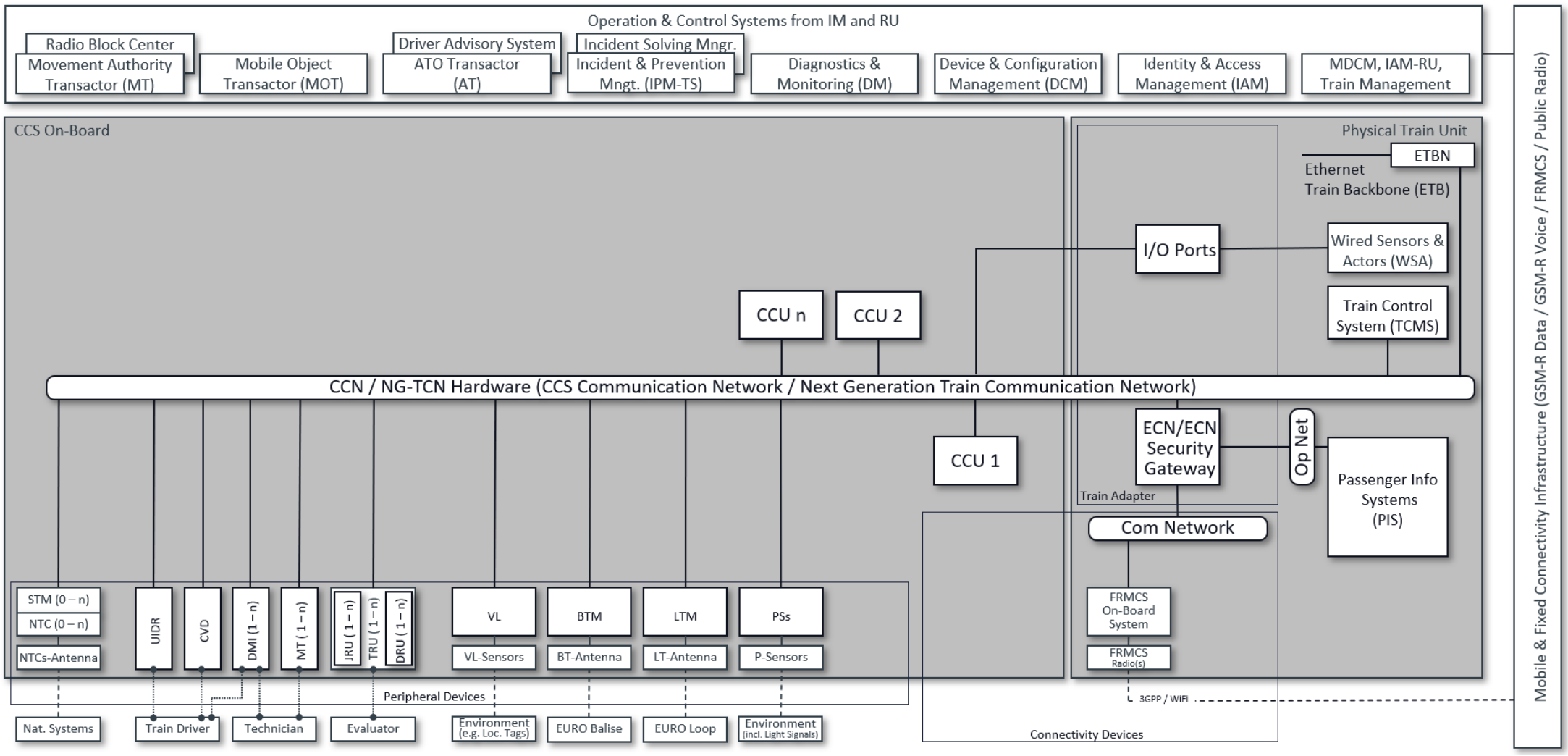
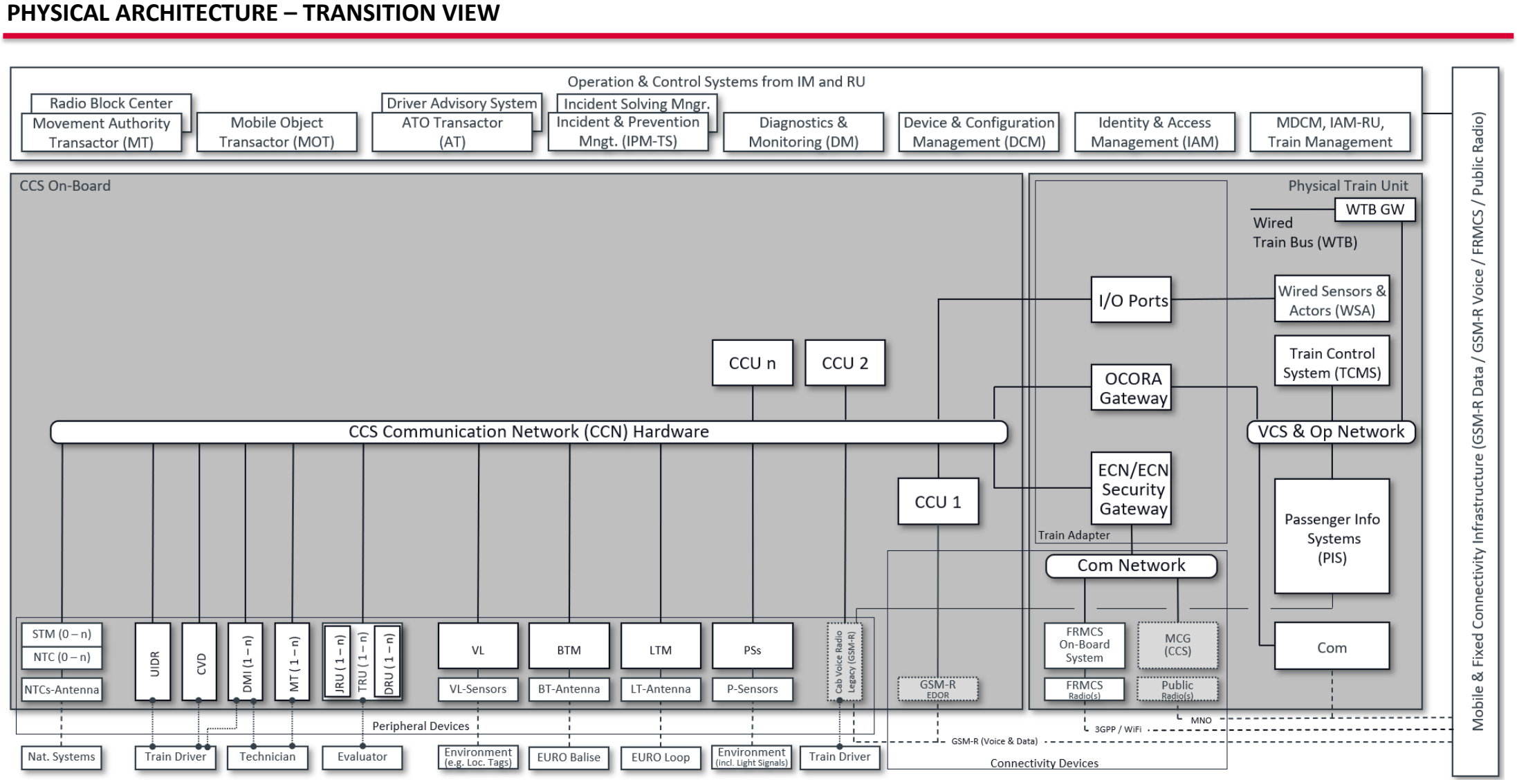
PHYSICAL ARCHITECTURE - FINAL VIEW



The OCORA architecture assumes for its final view that no legacy constituents (e.g. GSM-R) are present and a single train network is available. For the transition phase and especially for deploying updated CCS On-Board systems on legacy trains a transition view is developed.

PHYSICAL ARCHITECTURE – TRANSITION VIEW



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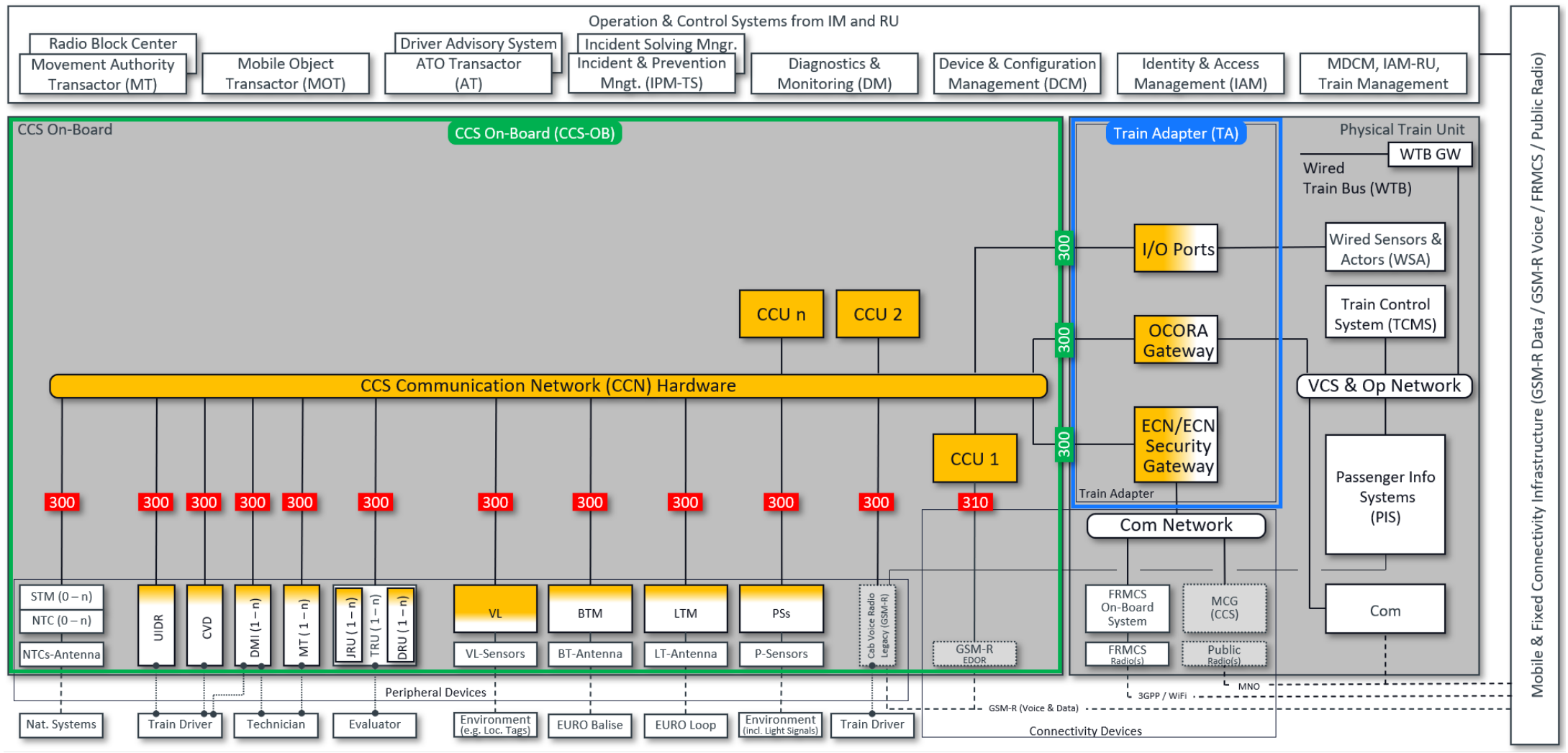
PHYSICAL ARCHITECTURE – SCOPE & INTERFACE IDENTIFCATION



Defining the “Red Interfaces” is the focus of OCORA.

This is to allow each Building Block to be “Plug & Play”-Like exchangeable.

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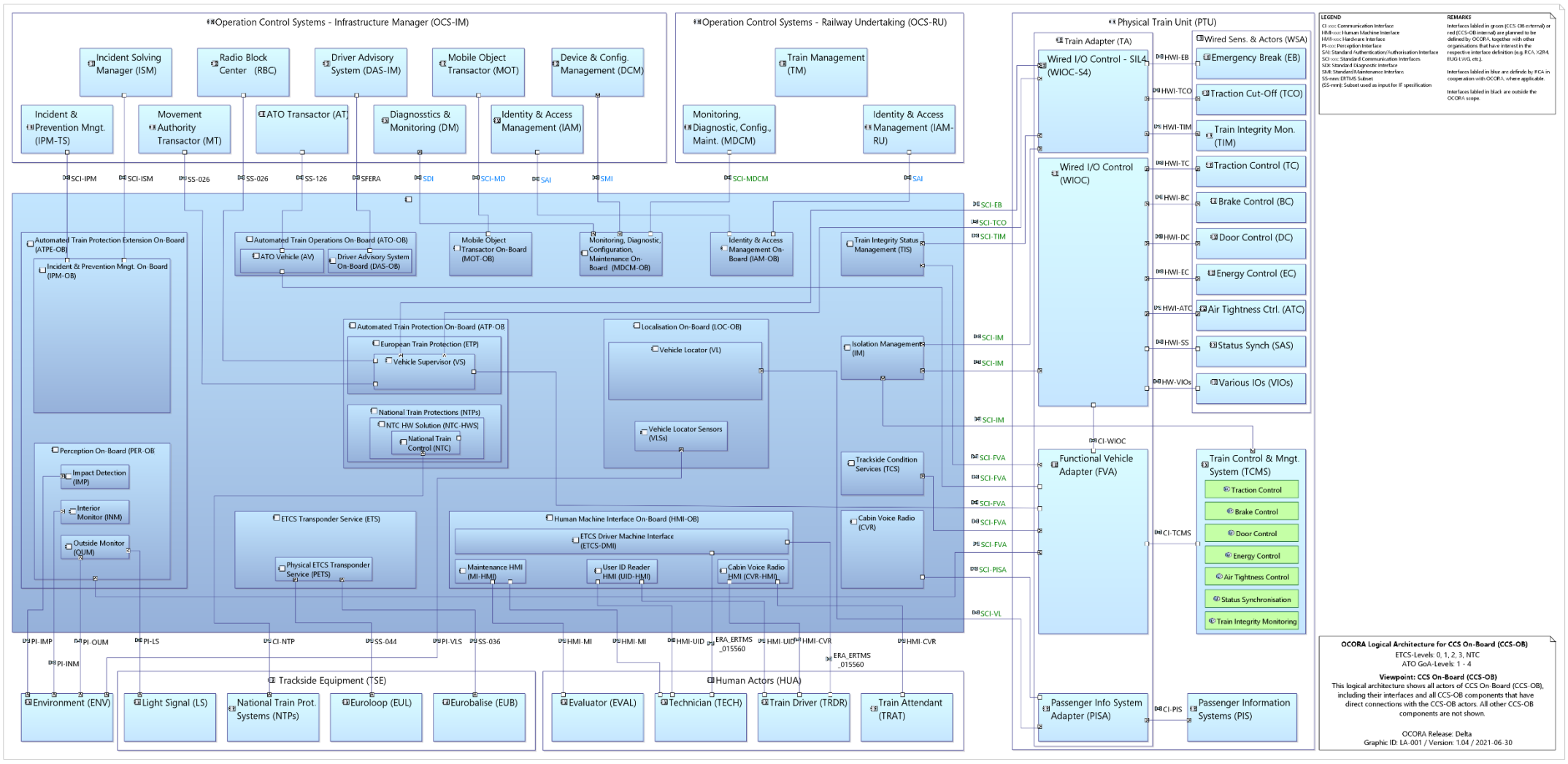
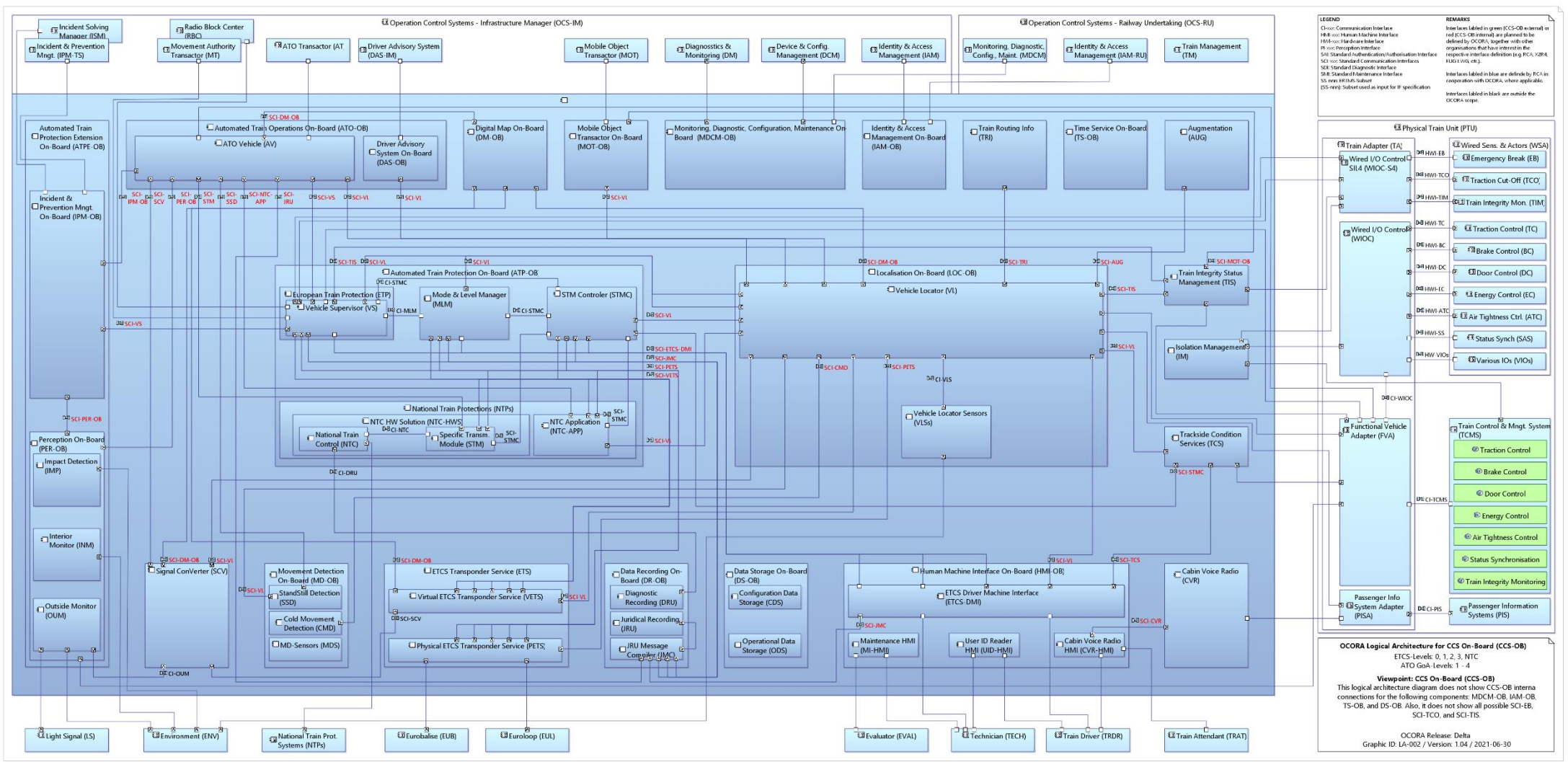
LOGICAL ARCHITECTURE – ACTORS AND EXTERNAL INTERFACE IDENTIFICATION (ONLY CCS-OB COMPONENTS WITH EXTERNAL INTERFACES ARE SHOWN)



Defining the “Red Interfaces” is the focus of OCORA.

This is to allow each Building Block to be “Plug & Play”-Like exchangeable.

LOGICAL ARCHITECTURE – COMPONENTS & INTERNAL INTERFACE IDENTIFCATION



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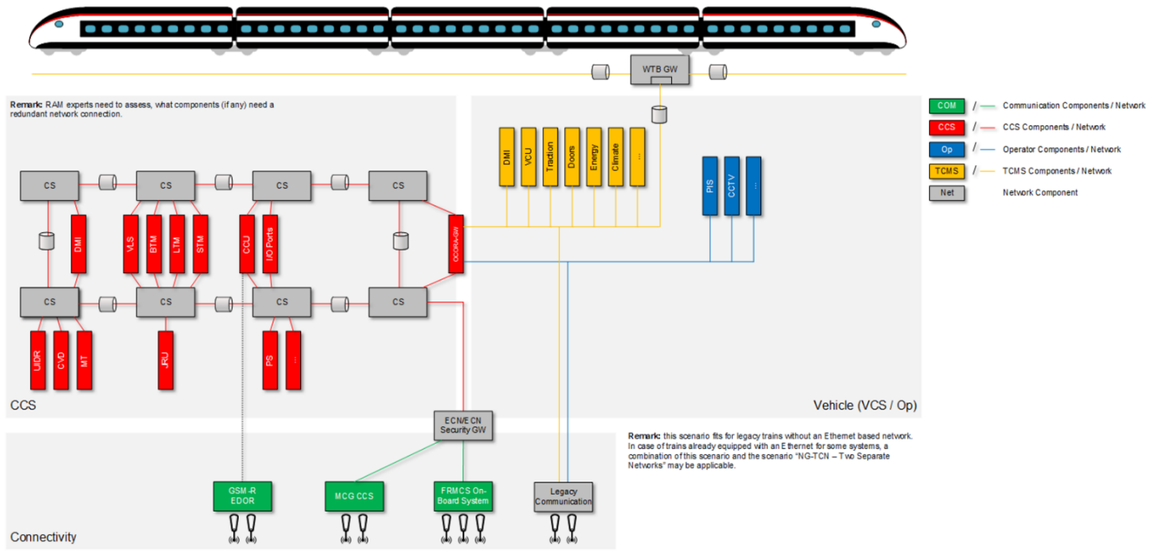
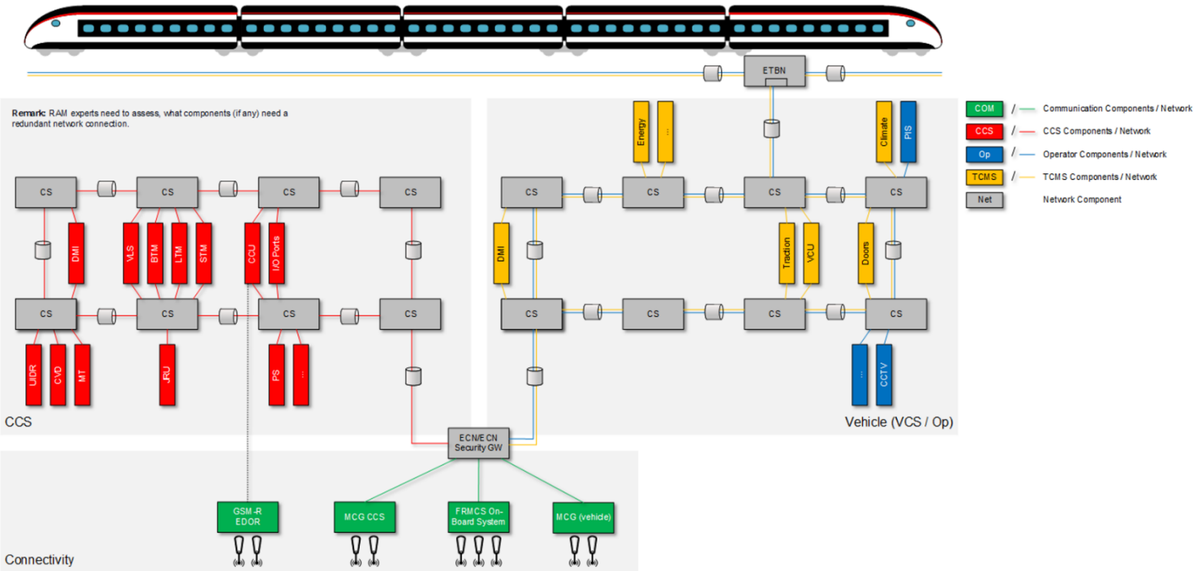
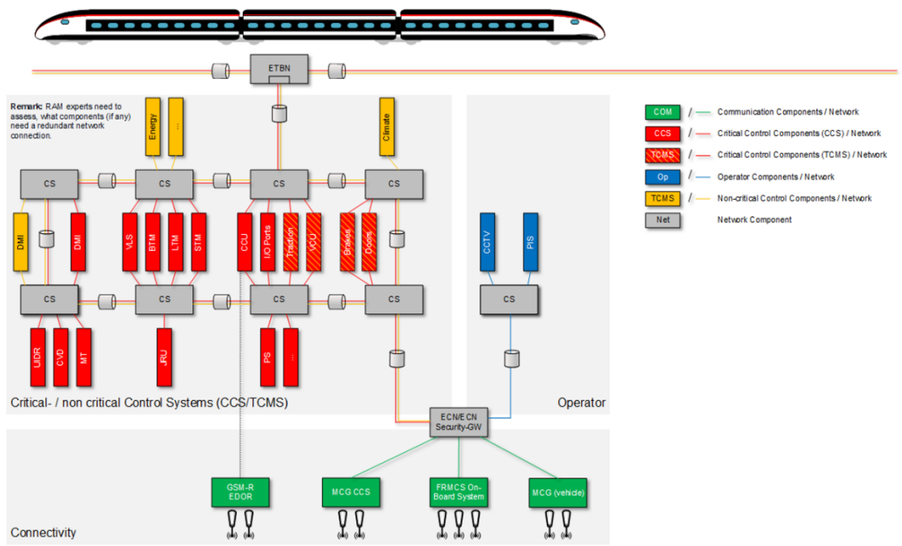
NETWORK INTEGRATION SCENARIOS

SCENARIO 1: LEGACY TRAIN – INTEGRATION WITH OCORA-GW





SCENARIO 3: NG-TCN TRAIN – COMMON NETWORK



MULTIPLE CONSISTS