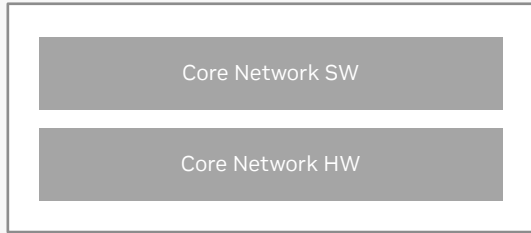
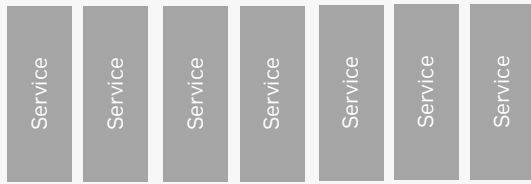
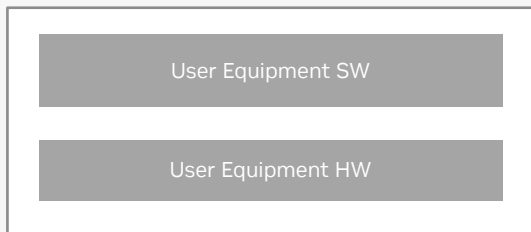
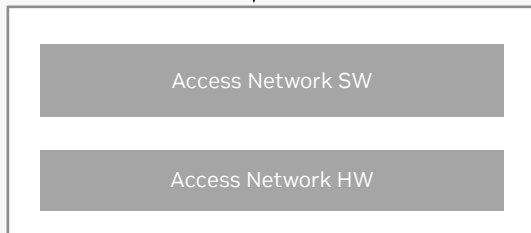


DISAGGREGATED MOBILE NETWORK ARCHITECTURE



Transport Network



ARC-OTA

ARC-OTA Blueprint

Disaggregated Mobile Network As a Research Sandbox

- ARC-OTA is a 3GPP compliant - reference disaggregated radio network
- ARC-OTA is comprised of hardware and software components
- ARC-OTA hardware leverages COTS (Common Off The Shelf) vendors
- ARC-OTA software stack is fully programmable in C/C++
- ARC-OTA network uses CUDA Accelerated RAN Layer 1 and OAI software
- ARC-OTA is extensible through network services.
- ARC-OTA developer community is encouraged to extend the stack by contributions across all layers of the stack. Early examples include service management, OSC RIC.
- NVIDIA SDK Manager offers automation to easily deploy this NVIDIA qualified blueprint.