

License Management (Moved to Clean)

See: [License Management - Clean](#)

Updates in this version are minor updates per recent contribution comments.

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1 Introduction

This document contains the Word presentation of the model generated from the ONAP Eclipse Papyrus UML Information model using gendoc. This format is provided to assist the reader that does not use UML or has no access to UML tools.

2 Diagrams

2.1 Overview

Qualified Name: License::Diagrams

Description:

2.1.1 Diagrams

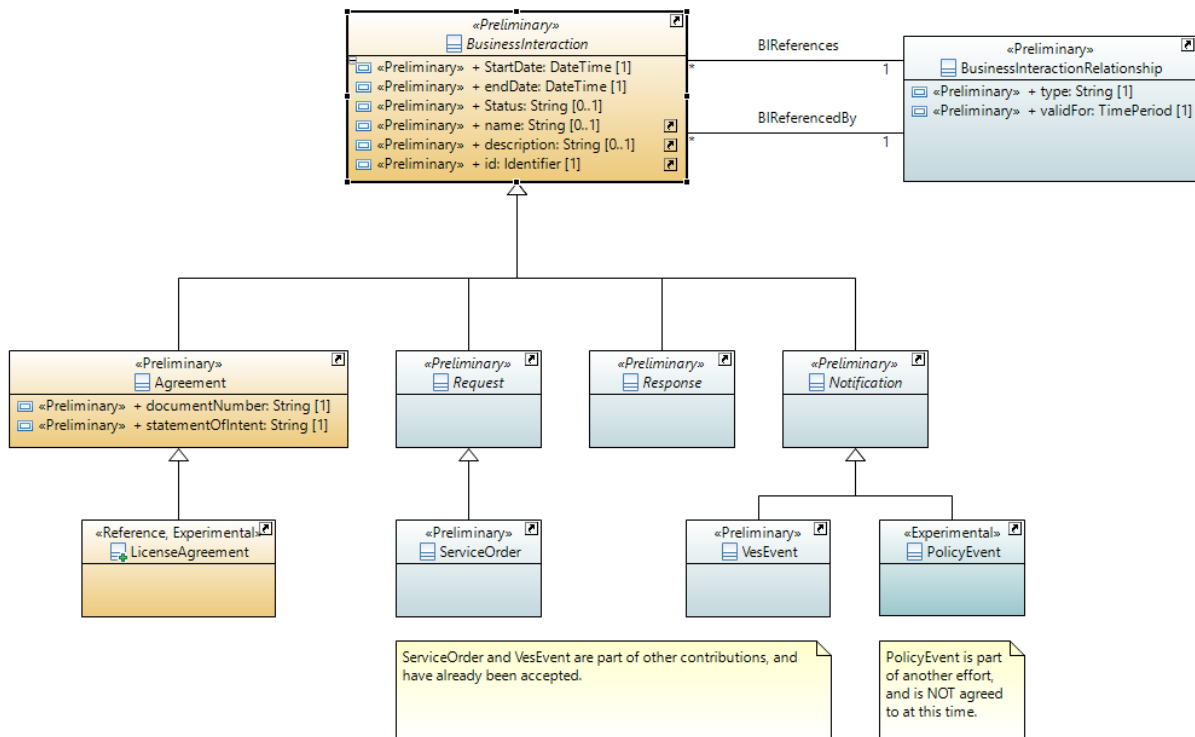


Figure 21: Business Interaction Hierarchy (License Agreement Inheritance)

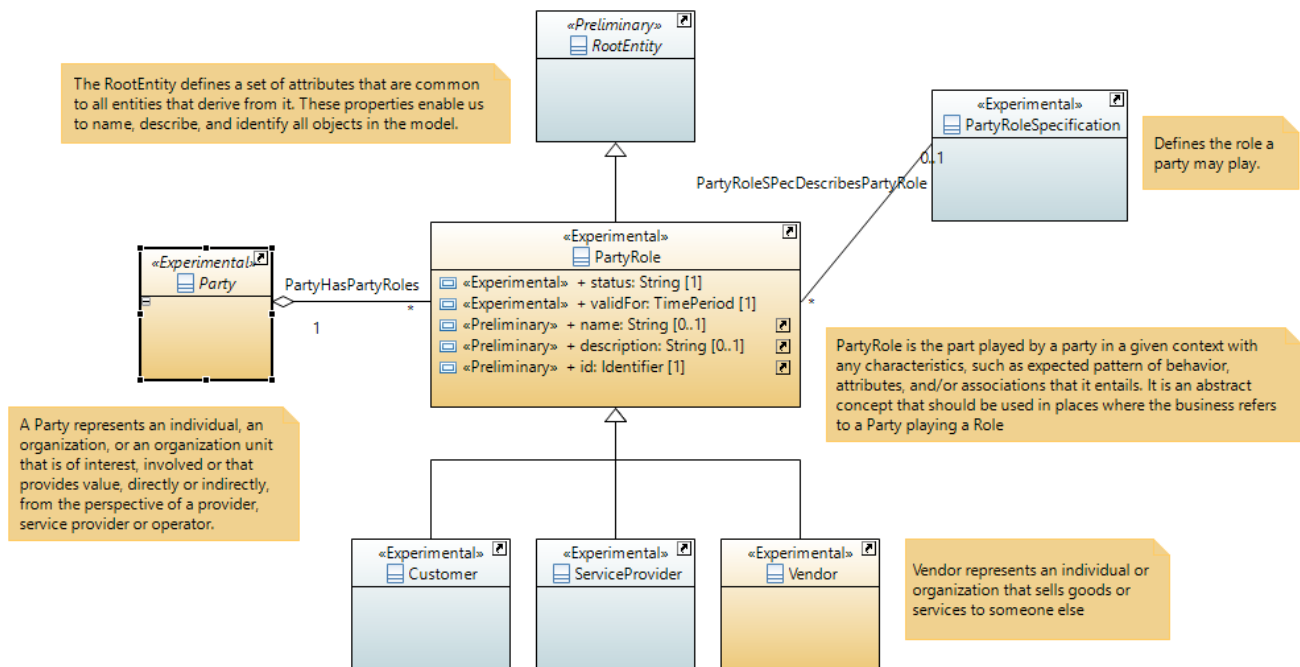
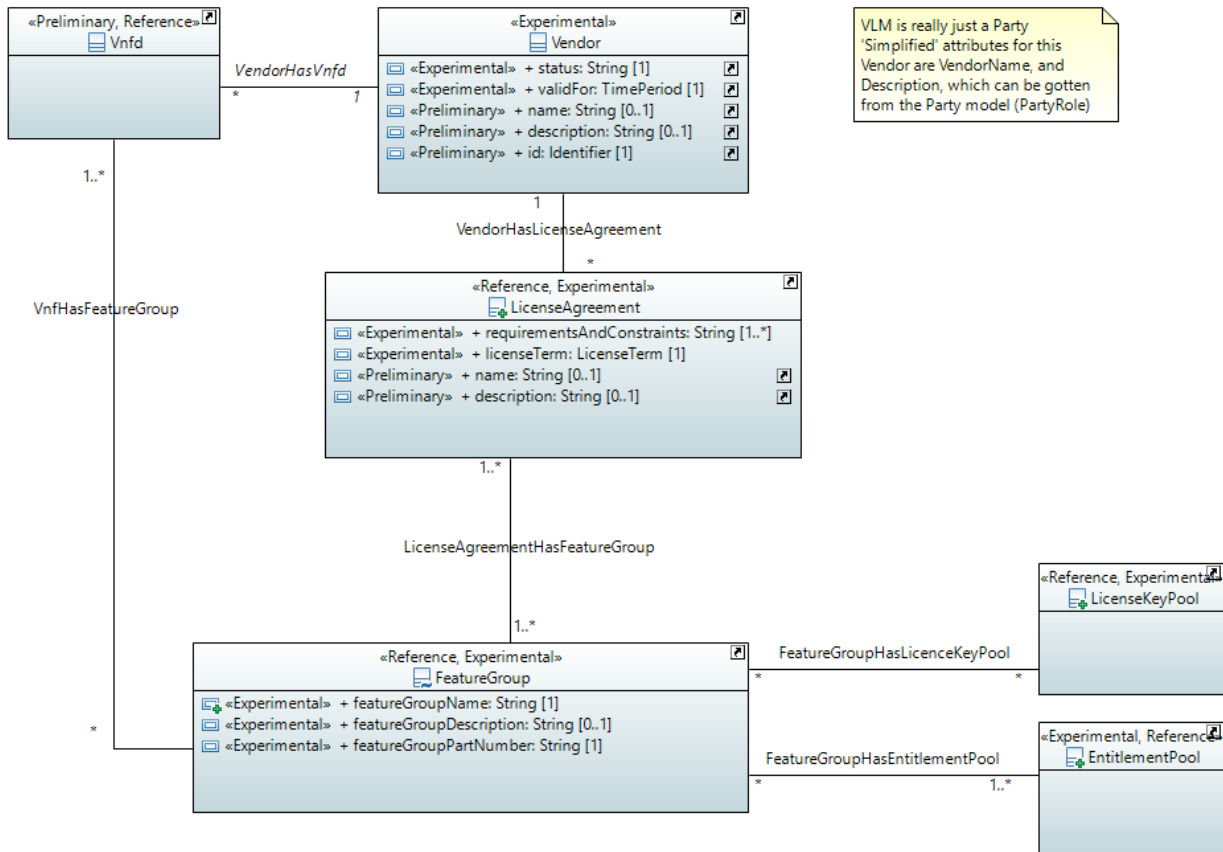


Figure 22: Root Entity Hierarchy (Vendor Inheritance)



VLM is really just a Party 'Simplified' attributes for this Vendor are VendorName, and Description, which can be gotten from the Party model (PartyRole)

Figure 23: Diagram License

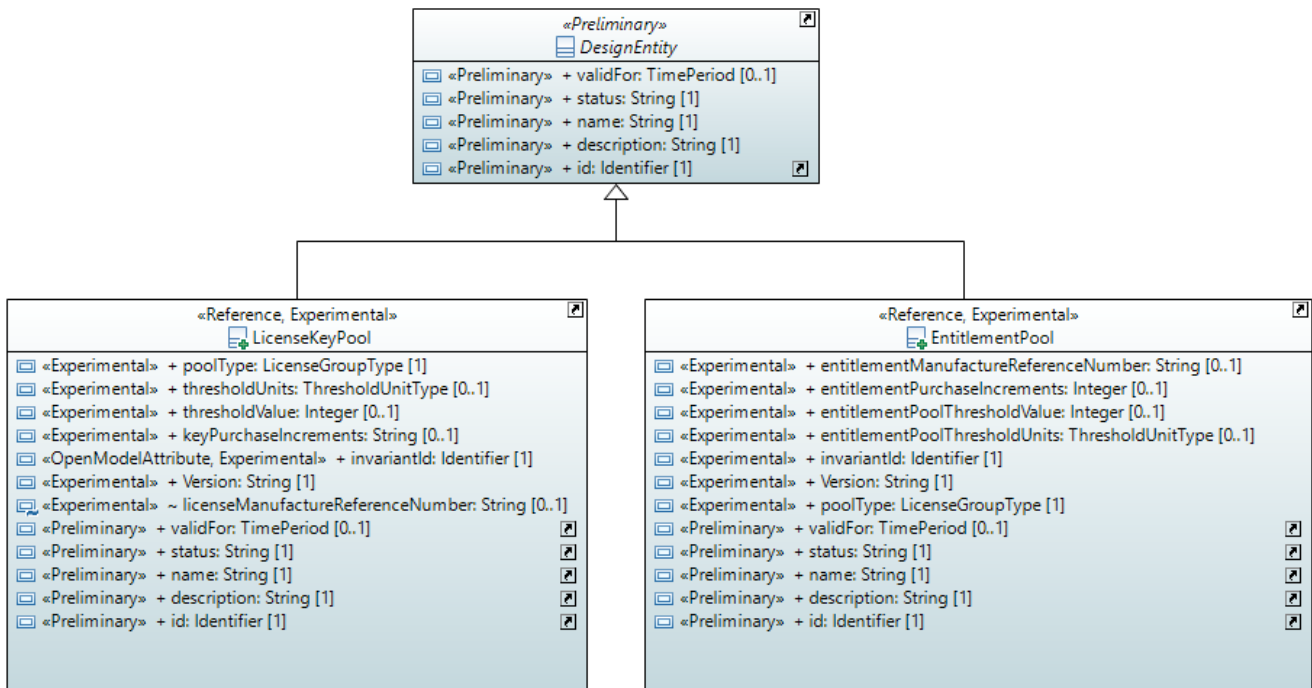


Figure 24: Diagram Rooting License

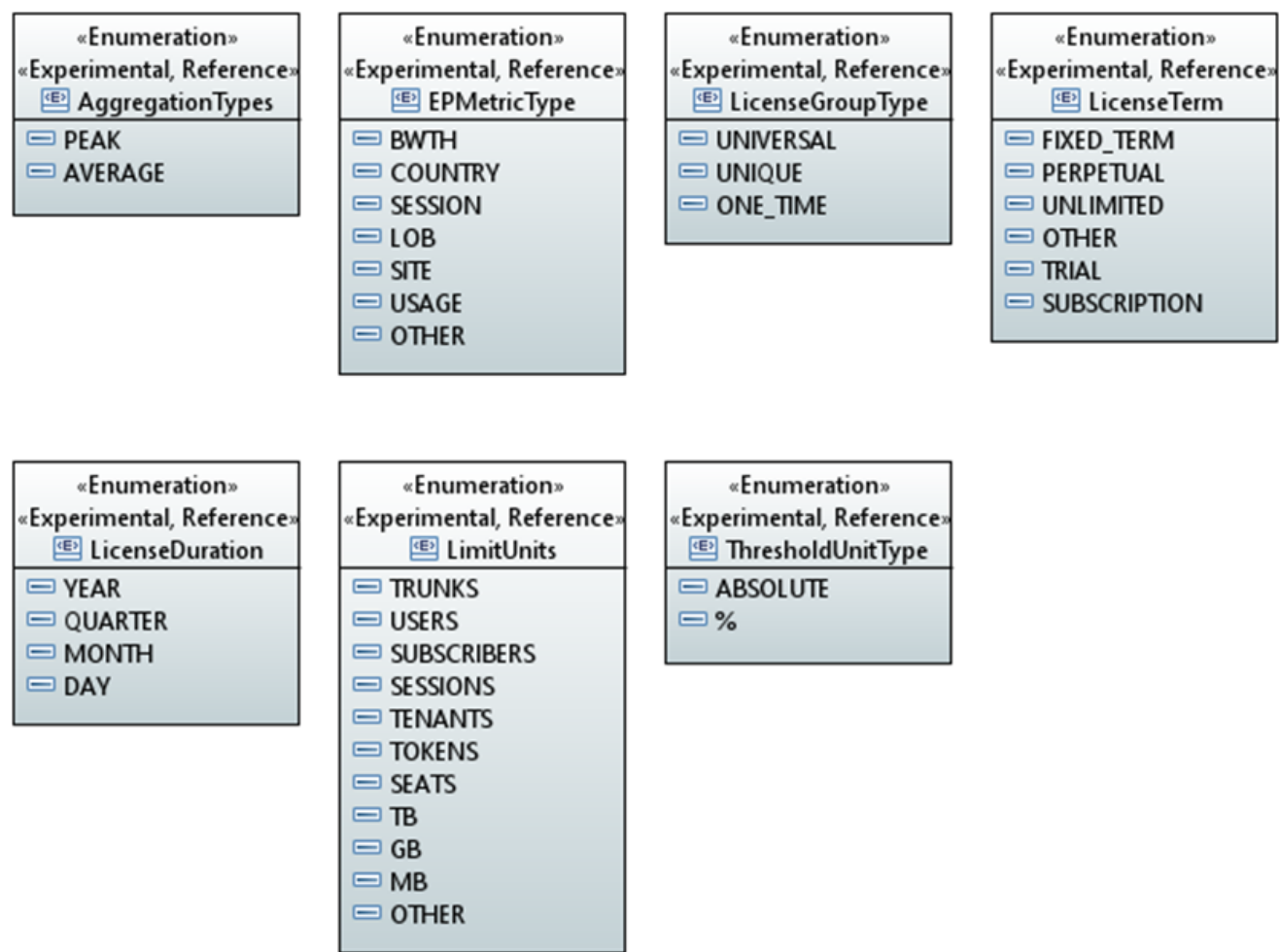


Figure 25: Diagram License Datatypes

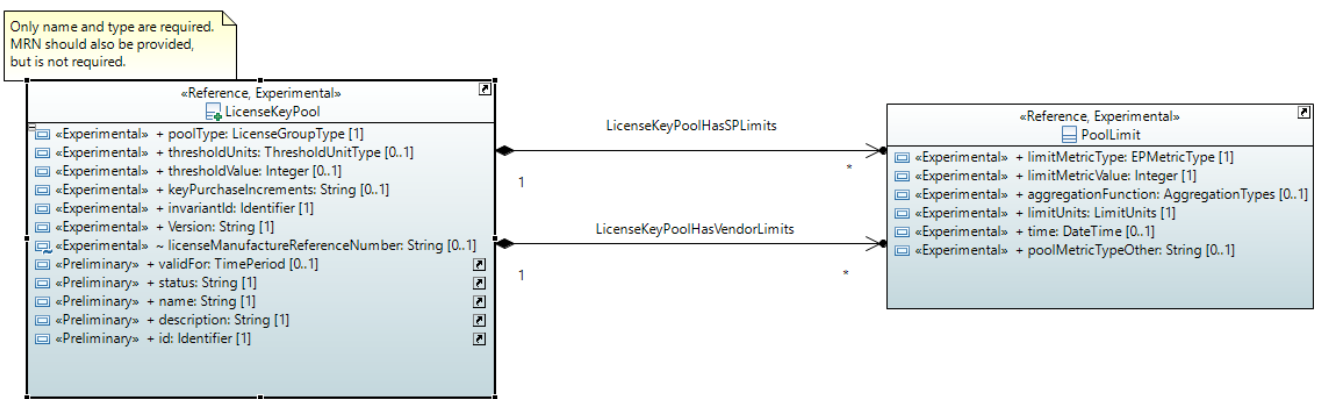


Figure 26: Diagram License Keys

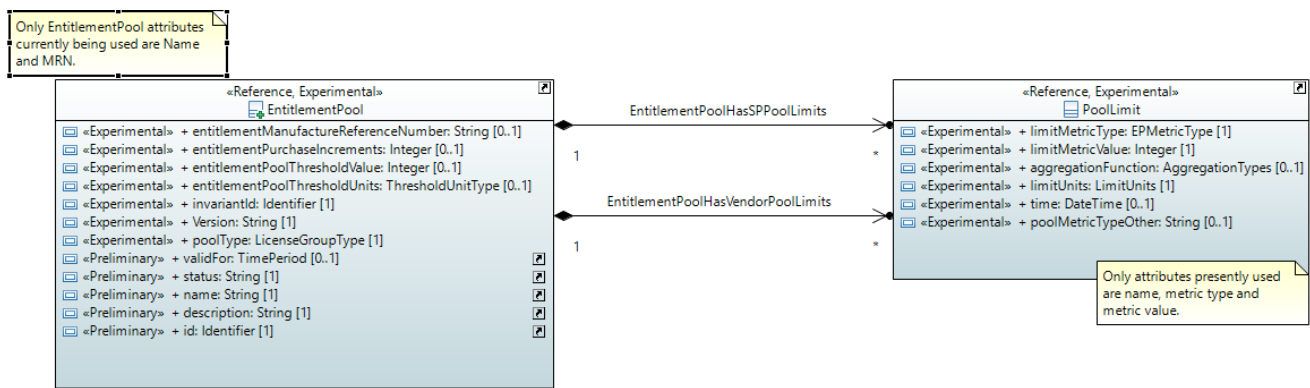


Figure 27: Diagram Entitlements

3 ObjectClasses

3.1 Overview

Qualified Name: License::ObjectClasses

3.1.1 Classes

3.1.1.1 EntitlementPool class

Qualified Name: License::ObjectClasses::EntitlementPool

Description:

An EntitlementPool is created for each type of Entitlement that is required for the VNFs. Each Entitlement Pool is assigned a Name and Description for modeling purposes and is uniquely identified by a UUID. In addition, a list of characteristics of the Entitlement Pool are defined.

An EntitlementPool is not specific to a Feature Group. An Entitlement Pool may be related to multiple Feature Groups containing a VNF or even to multiple VNFs.

Purchased entitlements are inventoried in the Entitlement Pools.

Multiple pools for the same type of entitlement may be created based on the constraints.

Parent class: DesignEntity

Applied Stereotypes:

- Experimental
- OpenModelClass
- support: MANDATORY
- Reference
- reference: As Built in SDC; Not related to any release usecase.

Table 31 Attributes for Package ObjectClasses

Attribute Name	Type	Mult.	Description	Stereotypes
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entitlementManufactureReferenceNumber	String	0. .1	Reference number for the entitlement as described by the vendor in their price list / catalog /contract.	Experimental OpenModelAttribute · partOfObjectKey: 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY
entitlementPurchaseIncrements	Integer	0. .1	This field contains information to tell a Designer how the entitlement must be purchased. For example, if the entitlement must be purchased in blocks of 1000, the increment would be 1000.	Experimental OpenModelAttribute · partOfObjectKey: 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY

entitlementPoolThresholdValue	Integer	0. .1	A description of a threshold that will be assessed for some business purpose (e.g. 20% of entitlement pool remains available). (The threshold of interest to DCAE or Capacity Planning, etc.) This may be an absolute value or a percentage. For example: when 90% of the pool is in-use, trigger an additional purchase of inventory. A description of a threshold that will be assessed for some business purpose (e.g. 20% of entitlement pool remains available). (The threshold of interest to DCAE or Capacity Planning, etc.) This may be an absolute value or a percentage. For example: when 90% of the pool is in-use, trigger an additional purchase of inventory.	Experimental OpenModelAttribute · partOfObjectKey: 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY
entitlementPoolThresholdUnits	ThresholdUnitType	0. .1	Specifies the Units for the ThresholdValue.	Experimental OpenModelAttribute · partOfObjectKey: 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY

invariantId	Identifier	1	Identifier that stays the same irrespective of version. Identifier that stays the same irrespective of version.	Experimental OpenModelAttribute · partOfObjectKey: 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY
Version	String	1	The version of this entity.	Experimental OpenModelAttribute · partOfObjectKey: 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY

poolType	LicenceGroupType	1	The license key may be 'universal' or 'unique' or 'one-time'. - A 'universal' value indicates that the same exact license key (string) may be associated with all instances of the VNF. - A 'unique' value indicates that each instance of the VNF must be related to a unique license key (string). When no longer needed, the key may be returned to the license key pool for reuse. - A 'one-time' value indicates that each instance of the VNF must be related to a unique license key (string). When no longer needed, the key may not be reused.	Experimental OpenModelAttribute · partOfObjectKey: 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY
validFor	Time Period	0.1	The period during which the design entity is valid.	OpenModelAttribute · partOfObjectKey: 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY Preliminary

status	String	1	The condition of the specification, such s active, inactive, or planned.	OpenModelAttribute partOfObjectKey: 0 uniqueSet: isInvariant: false unsigned: false counter: NA support: MANDATORY Preliminary
name	String	1	Represents a user-friendly identifier of an object. It is a (possibly ambiguous) name by which the object is commonly known in some limited scope (such as an organization) and conforms to the naming conventions of the country or culture with which it is associated. It is NOT used as a naming attribute (i.e., to uniquely identify an instance of the object).	OpenModelAttribute partOfObjectKey: 0 uniqueSet: isInvariant: false unsigned: false counter: NA support: MANDATORY Preliminary

description	String	1	Defines a textual free-form description of the object.	OpenModelAttribute · partOfObjectKey: 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY Preliminary
id	Identifier	1	Identifier of this information element. This attribute shall be globally unique. Unambiguously distinguishes different object instances. It is the naming attribute of the object.	OpenModelAttribute · partOfObjectKey: 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY Preliminary

3.1.1.2 FeatureGroup class

Qualified Name: License::ObjectClasses::FeatureGroup

Description:

Feature groups represent a set of the VNFs. Feature groups may be defined by the vendor and/or by the service provider. VNFs may be related to multiple feature groups. At least one feature group will be related to a VNF. If no sub-sets are needed, a single feature group will be defined that represents the base or core capabilities of the VNF.

If an Entitlement Pool or License Key Group is associated with a particular Feature Group, the Feature Group becomes a "constraint" for the pool/group.

Applied Stereotypes:

- Experimental
- OpenModelClass
- support: MANDATORY
- Reference
- reference: As Built in SDC; Not related to any release usecase.

Table 32 Attributes for Package ObjectClasses

Attribute Name	Type	Mu lt.	Description	Stereotypes
featureGroupName	String	1	Name of the feature group	OpenModelAttribute · partOfObjectKey : 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY
featureGroupDescription	String	0..1	Description of the feature group.	OpenModelAttribute · partOfObjectKey : 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY
featureGroupPartNumber	String	1	The featureGroupPartNumber specifies the Vnf that this FeatureGroup is related to. The featureGroupPartNumber specifies the SKU or reference number that the Vendor has for the Vnf that this FeatureGroup is related to.	OpenModelAttribute · partOfObjectKey : 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY

3.1.1.3 LicenseKeyPool class

Qualified Name: License::ObjectClasses::LicenseKeyPool

Description:

A License Key Pool is created for each type of License Key that is required for the VNF. Each License Key Pool is assigned a Name and Description for modeling purposes and is uniquely identified by a UUID. In addition, a list of characteristics of the License Key Pool are defined.

The license key Pool model provides a description to interested systems for the license keys that are provided by a vendor. A license key Pool is not specific to a feature group. A license key Pool may be related to multiple feature groups that a VNF belongs to or even to multiple VNFs.

Parent class: DesignEntity

Applied Stereotypes:

- Experimental
- OpenModelClass
- support: MANDATORY
- Reference
- reference: As Built in SDC; Not related to any release usecase.

Table 33 Attributes for Package ObjectClasses

Attribute Name	Type	Mult.	Description	Stereotypes
poolType	LicenseGroupType	1	The license key may be 'universal' or 'unique' or 'one-time'. - A 'universal' value indicates that the same exact license key (string) may be associated with all instances of the VNFs. - A 'unique' value indicates that each instance of the VNF must be related to a unique license key (string). When no longer needed, the key may be returned to the license key pool for reuse. - A 'one-time' value indicates that each instance of the VNF must be related to a unique license key (string). When no longer needed, the key may not be reused.	Experimental OpenModelAttribute · partOfObjectKey: 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY

thresholdUnits	Threshold UnitType	0.1	Units can be either absolute or a percentage (%).	Experimental OpenModelAttribute · partOfObjectKey: 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY
thresholdValue	Integer	0.1	Specified threshold value for the license key pool.	Experimental OpenModelAttribute · partOfObjectKey: 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY

keyPurchaseIncrements	String	0.1	Specifies how the key must be purchased. If in blocks of 1000, the increment would be 1000.	Experimental OpenModelAttribute · partOfObjectKey: 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY
invariantId	Identifier	1	Identifier that stays the same irrespective of version.	Experimental OpenModelAttribute · partOfObjectKey: 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY

Version	String	1	The version of this entity.	Experimental OpenModelAttribute · partOfObjectKey: 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY
licenseManufactureReferenceNumber	String	0.1	Identifier for the entitlement as described by the vendor in their price list / catalog /contract.	Experimental OpenModelAttribute · partOfObjectKey: 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY

validFor	Time Period	0.1	The period during which the design entity is valid.	OpenModelAttribute partOfObjectKey: 0 uniqueSet: isInvariant: false unsigned: false counter: NA support: MANDATORY Preliminary
status	String	1	The condition of the specification, such s active, inactive, or planned.	OpenModelAttribute partOfObjectKey: 0 uniqueSet: isInvariant: false unsigned: false counter: NA support: MANDATORY Preliminary

name	String	1	Represents a user-friendly identifier of an object. It is a (possibly ambiguous) name by which the object is commonly known in some limited scope (such as an organization) and conforms to the naming conventions of the country or culture with which it is associated. It is NOT used as a naming attribute (i.e., to uniquely identify an instance of the object).	OpenModelAttribute · partOfObjectKey: 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY Preliminary
description	String	1	Defines a textual free-form description of the object.	OpenModelAttribute · partOfObjectKey: 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY Preliminary

id	Identifier	1	Identifier of this information element. This attribute shall be globally unique. Unambiguously distinguishes different object instances. It is the naming attribute of the object.	OpenModelAttribute · partOfObjectKey: 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY Preliminary
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3.1.1.4 LicenseAgreement class

Qualified Name: License::ObjectClasses::LicenseAgreement

Description:

An agreement between the service provider and a given vendor granting the service provider to use the vendor's products. Generally the license agreement is specific to a family of vendor products and/or to some service provider's project/product or product family.

Parent class: Agreement

Applied Stereotypes:

- Experimental
- OpenModelClass
- support: MANDATORY
- Reference
- reference: As Built in SDC; Not related to any release usecase.

Table 34 Attributes for Package ObjectClasses

Attribute Name	Type	Mult.	Description	Stereotypes
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requirementsAndConstraints	String	1.*	Free form text. Includes information such as operating system or hypervisor required for the VNF instance. This may also contain factors to be considered in deployment/placement of the VNF instances. These requirements and constraints may need to be abstracted as policies or other business rules.	Experimental OpenModelAttribute · partOfObjectKey: 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY
licenseTerm	LicenseTerm	1	Term of the license: -fixed term -perpetual -unlimited -subscription	Experimental OpenModelAttribute · partOfObjectKey: 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY

documentNumber	String	1	A reference number assigned to an Agreement that follows a prescribed numbering system.	OpenModelAttribute ·partOfObjectKey: 0 ·uniqueSet: ·isInvariant: false ·unsigned: false ·counter: NA ·support: MANDATORY Preliminary
statementOfIntent	String	1	An overview and goals of the Agreement.	OpenModelAttribute ·partOfObjectKey: 0 ·uniqueSet: ·isInvariant: false ·unsigned: false ·counter: NA ·support: MANDATORY Preliminary

StartDate	DateTime	1	Date interaction initiated	OpenModelAttribute ·partOfObjectKey: 0 ·uniqueSet: ·isInvariant: false ·unsigned: false ·counter: NA ·support: MANDATORY Preliminary
endDate	DateTime	1	The date on which an interaction is closed or completed.	OpenModelAttribute ·partOfObjectKey: 0 ·uniqueSet: ·isInvariant: false ·unsigned: false ·counter: NA ·support: MANDATORY Preliminary

Status	String	0..1	The current condition of an interaction, such as open, in research, closed, and so forth	OpenModelAttribute ·partOfObjectKey: 0 ·uniqueSet: ·isInvariant: false ·unsigned: false ·counter: NA ·support: MANDATORY Preliminary
name	String	0..1	Represents a user-friendly identifier of an object. It is a (possibly ambiguous) name by which the object is commonly known in some limited scope (such as an organization) and conforms to the naming conventions of the country or culture with which it is associated. It is NOT used as a naming attribute (i.e., to uniquely identify an instance of the object).	OpenModelAttribute ·partOfObjectKey: 0 ·uniqueSet: ·isInvariant: false ·unsigned: false ·counter: NA ·support: MANDATORY Preliminary

description	String	0..1	Defines a textual free-form description of the object.	OpenModelAttribute · partOfObjectKey: 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY Preliminary
id	Identifier	1	Identifier of this information element. This attribute shall be globally unique. Unambiguously distinguishes different object instances. It is the naming attribute of the object.	OpenModelAttribute · partOfObjectKey: 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY Preliminary

3.1.1.5 PoolLimit class

Qualified Name: License::ObjectClasses::PoolLimit

Description:

A variable set of values that identify the limits that may be imposed by an entitlement instance in the pool. Multiple constraints may be applicable for an instance of entitlement in the pool. For example, an entitlement based on GB and number of sessions. Increments, aggregation function, time scope, threshold value may repeat for each metric in the list.

Limits can be applied by the vendor or the service provider.

Applied Stereotypes:

- Experimental
- OpenModelClass
- support: MANDATORY
- Reference
- reference: As Built in SDC; Not related to any release usecase.

Table 35 Attributes for Package ObjectClasses

Attribute Name	Type	Mu It.	Description	Stereotypes
limitMetricType	EPMetricType	1	Specifies if this pool holds entitlements based on usage of the VNF instance (number of users), number of sessions, country, line of business, etc.	Experimental OpenModelAttribute · partOfObjectKey: 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY
limitMetricValue	Integer	1	The value of some limit being applied.	Experimental OpenModelAttribute · partOfObjectKey: 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY

aggregationFunction	Aggregation Types	0..1	Type of aggregation being performed (Peak or Average)	Experimental OpenModelAttribute · partOfObjectKey: 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY
limitUnits	LimitUnits	1	The units of the limit (Trunks, Users, Subscribers, Sessions, tenants, Tokens, Seats, TB, GB, MB, ...)	Experimental OpenModelAttribute · partOfObjectKey: 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY
time	DateTime	0..1	Units time is specified in (day, month, hour, minute, second, millisecond.	Experimental OpenModelAttribute · partOfObjectKey: 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY

poolMetricTypeOther	String	0..1	LimitMetricType if Other enumeration is selected.	Experimental OpenModelAttribute · partOfObjectKey: 0 · uniqueSet: · isInvariant: false · unsigned: false · counter: NA · support: MANDATORY
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3.1.1.6 Party

A Party represents an individual, an organization or an organization unit that is of interest, involved, or that provide value, directly or indirectly. from an enterprise perspective (Enterprise is to be understood here as provider, service provider or operator).

Parent class: RootEntity

Applied stereotypes:

- Experimental
- Reference
 - reference: From TMF SID
- OpenModelClass
 - support: MANDATORY

Attribute Name	Type	Mult.	Stereotypes	Description
validFor	TimePeriod	1	OpenModelAttribute · isInvariant: false · valueRange: no range constraint · support: MANDATORY Experimental	The time period that the Party is valid for
name	String	0..1	OpenModelAttribute · isInvariant: false · valueRange: no range constraint · support: MANDATORY Preliminary	Represents a user-friendly identifier of an object. It is a (possibly ambiguous) name by which the object is commonly known in some limited scope (such as an organization) and conforms to the naming conventions of the country or culture with which it is associated. It is NOT used as a naming attribute (i.e., to uniquely identify an instance of the object).

description	String	0..1	OpenModel Attribute · isInvariant: false · valueRange: no range constraint · support: MANDATORY Preliminary	Defines a textual free-form description of the object.
id	Identifier	1	OpenModel Attribute · isInvariant: false · valueRange: no range constraint · support: MANDATORY Preliminary	Unambiguously distinguishes different object instances. It is the naming attribute of the object. Identifier of this information element. This attribute shall be globally unique.

3.1.1.7 PartyRole

The part played by a party in a given context with any characteristics, such as expected pattern of behavior, attributes, and/or associations that it entails. PartyRole is an abstract concept that should be used in places where the business refers to a Party playing a Role

Parent class: RootEntity

Applied stereotypes:

- Experimental
- Reference
 - reference: From TMF SID
- OpenModelClass
 - support: MANDATORY

Table 36 Attributes for Package PartyRole

Attribute Name	Type	Mult.	Stereotypes	Description
status	String	1	OpenModel Attribute · isInvariant: false · valueRange: no range constraint · support: MANDATORY	Used to track the lifecycle status, e.g. existing, prospective or former customers.
valid For	Time Period	1	OpenModel Attribute · isInvariant: false · valueRange: no range constraint · support: MANDATORY	The time period that the PartyRole is valid for

name	String	0..1	OpenModel Attribute · isInvariant: false · valueRange: no range constraint · support: MANDATORY Preliminary	Represents a user-friendly identifier of an object. It is a (possibly ambiguous) name by which the object is commonly known in some limited scope (such as an organization) and conforms to the naming conventions of the country or culture with which it is associated. It is NOT used as a naming attribute (i.e., to uniquely identify an instance of the object).
description	String	0..1	OpenModel Attribute · isInvariant: false · valueRange: no range constraint · support: MANDATORY Preliminary	Defines a textual free-form description of the object.
id	Identifier	1	OpenModel Attribute · isInvariant: false · valueRange: no range constraint · support: MANDATORY Preliminary	Unambiguously distinguishes different object instances. It is the naming attribute of the object. Identifier of this information element. This attribute shall be globally unique.

3.1.1.8 Vendor

An individual or organization that sells goods or services to someone else in the value fabric.

Parent class: PartyRole

Applied stereotypes:

- Experimental
- Reference
 - reference: From TMF SID
- OpenModelClass
 - support: MANDATORY

4 TypeDefinitions

4.1 Overview

Qualified Name: License::TypeDefinitions

4.1.1 Datatypes

4.1.2 Enumerations

4.1.2.1 AggregationTypes enumeration

Qualified Name: License::TypeDefinitions::AggregationTypes

Applied Stereotypes:

- Experimental
- Reference
- reference: As Built in SDC; Not related to any release usecase.

Contains Enumeration Literals:

- PEAK
- AVERAGE

4.1.2.2 EPMetricType enumeration

Qualified Name: License::TypeDefinitions::EPMetricType

Applied Stereotypes:

- Experimental
- Reference
- reference: As Built in SDC; Not related to any release usecase.

Contains Enumeration Literals:

- BWTH
- COUNTRY
- SESSION
- LOB
- SITE
- USAGE
- OTHER

4.1.2.3 LicenseDuration enumeration

Qualified Name: License::TypeDefinitions::LicenseDuration

Description:

Units of the entitlement/license term. Valid values: year, quarter, month, day.

Applied Stereotypes:

- Experimental
- Reference
- reference: As Built in SDC; Not related to any release usecase.

Contains Enumeration Literals:

- YEAR
- QUARTER
- MONTH
- DAY

4.1.2.4 LicenseGroupType enumeration

Qualified Name: License::TypeDefinitions::LicenseGroupType

Applied Stereotypes:

- Experimental
- Reference
- reference: As Built in SDC; Not related to any release usecase.

Contains Enumeration Literals:

- UNIVERSAL
- UNIQUE
- ONE_TIME

4.1.2.5 LicenseTerm enumeration

Qualified Name: License::TypeDefinitions::LicenseTerm

Description:

Valid values:

year, quarter, month, day.

Not applicable when license type is Perpetual.

Applied Stereotypes:

- Experimental
- Reference
- reference: As Built in SDC; Not related to any release usecase.

Contains Enumeration Literals:

- FIXED_TERM
- PERPETUAL
- UNLIMITED
- OTHER
- TRIAL
- SUBSCRIPTION

4.1.2.6 LimitUnits enumeration

Qualified Name: License::TypeDefinitions::LimitUnits

Applied Stereotypes:

- Experimental
- Reference
- reference: As Built in SDC; Not related to any release usecase.

Contains Enumeration Literals:

- TRUNKS
- USERS
- SUBSCRIBERS
- SESSIONS
- TENANTS
- TOKENS
- SEATS
- TB
- GB
- MB
- OTHER

4.1.2.7 ThresholdUnitType enumeration

Qualified Name: License::TypeDefinitions::ThresholdUnitType

Applied Stereotypes:

- Experimental
- Reference
- reference: As Built in SDC; Not related to any release usecase.

Contains Enumeration Literals:

- ABSOLUTE
- %