GLOSSARY

Agile (System development)
A coverall term for software development methods that enable quick and flexible responses to changes in the environment. Many of the approaches use short processes repeated multiple times to construct the entire system.

All IP
The use of Internet protocol (IP) technology alone to replace a conventional telephone exchange or time division multiplexing (TDM) system, or a network constructed only with IP.

AR
Augmented Reality. Also called "extended reality" or "enhanced reality," AR refers to the delivery of ICT-based information to users interacting with the real world, to enhance their experience. Unlike "virtual reality," which delivers information in a simulated world, AR involves the use of touch panels or wearable interfaces to provide the necessary additional information in the real world.

Backbone (network)
The basic trunk line at the core of a network.

Big data
A large volume of wide-ranging data. Big data is drawing attention as a potential source for creating new value.

Cloud/Cloud computing
A platform enabling on-demand access via a network to IT resources (i.e., resources required to create an adequate computer operating environment such as servers, storage, networks, operating systems, and software) across a network.

CPU
Central Processing Unit—a device that processes or controls information in a computer. The CPU reads instructions from a memory device, performs calculations and delivers the results to an output or memory device.

Datacenter
A building or facility that has been designed and built specifically to house computer systems.

Data mining
Comprehensive application of statistical, pattern recognition, artificial intelligence and other methods to big data to derive knowledge.

Digital marketing
A promotion method offering new value to individual consumers through the use of an omni-channel that combines both the Internet (e-commerce sites, social media, etc.) and real-world channels (actual stores) in response to the diversifying trends in purchasing behavior.

Ecosystem
A system of coexistence and mutual benefit in which multiple companies form partnerships in product development or business activities and leverage one another's technologies or capital. The system may involve developers, sales agents, sales stores, and advertising media, as well as consumers and society, in wide ranging relationships that cross industry boundaries and national borders.

Fabless
A business model where development and design alone are conducted in-house, with all manufacturing outsourced.

Feature phone
A conventional mobile phone, as opposed to a smartphone.

Foundry
A type of semiconductor manufacturer that handles front-end processing of chips, using design data and processing condition specifications provided by a client. Foundries make aggressive up-front investments in order to expand business by demonstrating superior manufacturing technologies.

Hosting
A service allowing customers to make use of computing capability, which is transmitted over the Internet from servers installed at a company's facilities.

Human Centric Intelligent Society
Fujitsu's vision for a society realized by using ICT, where people live more fully, enjoying a life of greater safety, peace of mind, comfort, and convenience.

IaaS
Infrastructure as a Service—a cloud computing platform that provides access via networks to network lines, servers, and other infrastructure required for computer system building and operation.

ICT
Information and Communication Technology for information processing and information communication.

IoT/Internet of Things
IoE/Internet of Everything
A system for mutual control of objects by connection and information exchange via the Internet.

LTE/LTE-Advanced
Long Term Evolution—a mobile phone communication standard offering faster data communication speed than the 3G standard. LTE-Advanced is a fourth generation (4G) mobile telecommunications standard that will succeed LTE. LTE-Advanced will realize faster, more advanced data communication on a par with fiber-optic cable speeds while still maintaining compatibility with LTE.

Mainframe
A shorthand term used to refer to large-scale general purpose computers. In general, a mainframe computer allows multiple users to operate hundreds or even thousands of terminals. This type of computer is often used by banks, insurance companies, and other organizations as a mission-critical system where the users need to access and process centralized data.

Managed services
A mode of outsourcing where the provider performs maintenance and management of an ICT system on behalf of the customer. In the case of PCs, servers and other hardware, this can include obtaining and installing the equipment along with basic software such as an operating system, monitoring system operation, restarting the system and replacing parts in the event of faults, and support via telephone or email 24 hours a day, every day of the year.

Milbeaut®
An imaging processor manufactured by Fujitsu Semiconductor. Milbeaut® processors are LSIs with functions for processing signals from image sensors at high speed and with high image quality. They are used by various companies for digital SLRs and other digital cameras, as well as for mobile phones (Milbeaut Mobile).

Mobile backhaul
A network covering multiple mobile base stations in different locations, responsible for transferring data traffic from mobile devices to the mobile core network.

Modernization
The process of changing over to a long-lasting framework that makes efficient use of existing ICT assets.

NFC
Near Field Communication–close-range wireless communications.

Offshoring
The contracting of work to overseas subsidiaries or vendors, including operations such as systems or software development, maintenance, operation or other activities.

Omni-channel marketing
Integration of all forms of sales channels and distribution channels such as real and online stores. Also, the creation of an environment where an integrated sales channel structure enables customers to purchase products in the same manner through any sales channel.

Optical transmission system/optical transmission (equipment)
A cabled communication system using light as a medium to transmit communication signals via optical fibers. Optical transmission systems offer large capacity, high speed, and high quality, and can transmit over long distances.

Outsourcing
The practice of entrusting specific parts of a company's operations to specialists on a contract basis. In the IT sector, it generally refers to the use of an outside contractor to handle systems management and operation. "Outsourcing" is also used to refer to the services provided.

PaaS
Platform as a Service–a cloud computing platform for providing access via a network to hardware, operating systems, and other infrastructure required for application development and deployment.

POS
Point of Sales–a computer system for managing sales information at the time of sale.

Private cloud
Construction and use of an exclusive cloud environment that can only be accessed by certain individuals (as opposed to a publicly accessible "public cloud").

Public cloud
A platform for using servers and storage, operating systems, and other IT resources provided by service providers via a network to an unspecified number of corporations, individuals, and other users. There is no need to build an in-house system or to own or manage IT assets onsite.

RISC
Reduced Instruction Set Computing–a particular design for a processor chip which uses simplified code for instructions in order to handle pipeline processing (parallel processing of multiple instructions) more efficiently, thus enhancing performance.

Router
A device that relays the data flow from one network to another.

SaaS
Software as a Service–a cloud computing platform that provides access via a network to service providers' software (application) offerings.

School New Deal
A concept relating to the enhancement of school educational facilities organized in 2009 by the Ministry of Education, Culture, Sports, Science and Technology. The main policies include upgrading the schools' ICT environments.

Self check-out system
A self-service cash register where customers scan barcodes on their purchases and complete payment themselves.

Service Delivery
The process of providing and guaranteeing appropriate support services to customers.

SI
System Integration

Smartphone
A mobile phone offering voice calling and email that also enables users to customize functions by individually adding new software.

SNS
Social Networking Services–a community-type website or social network built on a communications network such as the Internet. SNS sites facilitate social interaction by encouraging people to connect and communicate.

SDN (Software Defined Network)/ NFV (Network Functions Virtualization)
A technology for virtualizing networks by means of a system that uses software to dynamically define and control a network configuration.

Standardization (in relation to system construction, SI and other service businesses)
Unification of the structure or format of physical and virtual products and systems supplied by different vendors. This allows greater efficiency to be achieved by using uniform procedures and processes.

Storage
A device for storing data indefinitely. Examples include magnetic disks (hard disks, etc.) and optical disks (CDs/DVDs/ Blu-ray Discs, etc.), flash memory (USB memory/memory cards/SSD, etc.) and magnetic tape.

Supercomputer
Large computers with extremely advanced processing and calculation capabilities, relative to the "standard" computers of the era. Supercomputers are mainly used by research organizations and companies to handle difficult, large-scale and intricate calculations at high speeds.

Switch
A device for relaying signals on a network (hub).

Tier
A standard for evaluating datacenters, created by The Uptime Institute, a private sector organization in the US. The standard evaluates datacenter quality, such as redundancy of peripheral facilities, etc., and assigns a rating. The evaluation levels range from Tier 1 (most basic) to Tier 4 (most advanced).

Thin client
A method of computing where processing is kept to a minimum on the user terminal and mainly concentrated on a server.

Ultrabook™

A term originated by Intel of the United States to describe an ultra-thin, lightweight mobile notebook PC. This class of notebook PCs is notable for having shorter waiting times from power up to operation.

UNIX Server

A type of server that uses the UNIX operating system developed by AT&T Bell Laboratories in the US in 1968. UNIX servers use RISC processors to enhance processing performance. Fujitsu provides various technologies for UNIX servers to minimize hardware-based system flaws or errors that might interrupt customers' operations.

Vehicle ICT

Connecting vehicles and society through the power of ICT. Using a tablet PC as the central console, internal and external vehicle information, mainly from an onboard server, is connected via a cloud system with the aim of realizing comfortable, safe "smart vehicles."

Virtualization

Refers to the flexible separation or integration of computer systems independently of actual physical components such as processors, memory units, disks, and communication circuits (and their combinations). One example of virtualization is "server virtualization," where a single server is logically partitioned to simulate many separate computers, each running its own operating system and software applications. Another example is "storage virtualization" where multiple disks are treated as a single disk, thus making it possible to store a large volume of data in a single location with greater fault tolerance.

Waterfall (System development)

A development method in which the project is divided into a time series of work processes (phases) including definition of requirements, outline design, detail design, programming, testing, and operation. In principle, the project does not move to a new phase until the current phase is complete and the quality of the result confirmed, thereby minimizing the need to return to (rework) earlier phases.

Wearable (-computer, -device)

A computer or device that can be worn on the body while moving.

x86 Server

A server with the same basic design as a PC. Specifically, the term is often used to refer to a server with an x86 processor, though not necessarily an entry server. Since x86 servers use many of the same components as mass-market PCs, they tend to be inexpensive relative to performance.

Zero client

A method of computing where a client computer has only functions for network connection, image rendering, display output, and keyboard and mouse input, but does not have an ordinary operating system (OS) for a PC. Instead, most of the information processing functions are executed on a server using a virtual desktop function.

100 Gbps packet-integrated optical system

A high-capacity, high-speed optical transmission system capable of handling 100 Gbps while reducing the number of units installed and maintenance costs by integrating the respective layers of switch devices (IP packet) and optical transmission devices (wavelength division multiplexers and time division multiplexers), which are conventionally provided separately.