

Trilogy

Re-Architecting the Internet

***A Commentary on the Software & Services Issues
Paper, April 1th 2008***

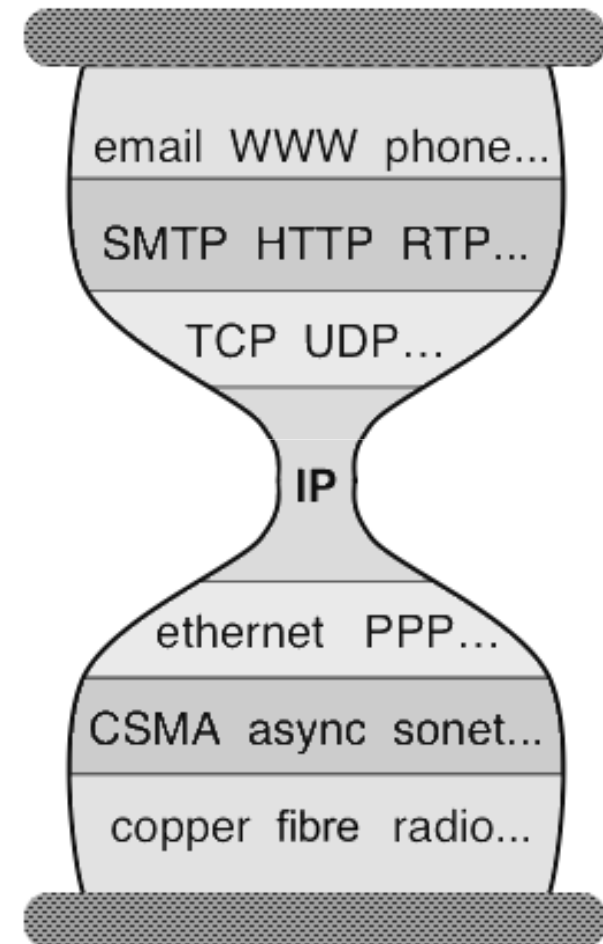
Rolf.winter@nw.neclab.eu



- “We can regard this continuum as a complex interaction of billions of different devices, billions of actions, and billions of stakeholders communicating and operating in a *highly unconstrained environment*.”

The Internet only just works

- Internet out-growing its original design
- All stakeholders affected
 - End-users
 - Spam, security concerns
 - Operators
 - Address space depletion
 - Inter-domain routing limitations
 - Enterprises
 - Multi-homing
 - DDoS
 - Developers
 - Middleboxes



- What will be in the network and what in the service layer?
How will content and media impact be addressed?
- How do we address the likely architectural differences between Telecoms, Media and IT service platforms?
 - Trilogy: Design for tussle

Trilogy – An Architecture for Change

Main Objectives

- Develop a **unified control architecture for the Future Internet** that can adapt in a scalable, dynamic and robust manner to local operational and business requirements
- Develop and evaluate **new technical solutions for key Internet control elements**: reachability & resource control
- Assess **commercial and social control aspects** of our architecture & technical solutions, including internal & external strategic evaluation

Trilogy Concept

