

# Trilogy

# Re-Architecting the Internet

*A Commentary on the Software & Services Issues  
Paper, April 1<sup>th</sup> 2008*

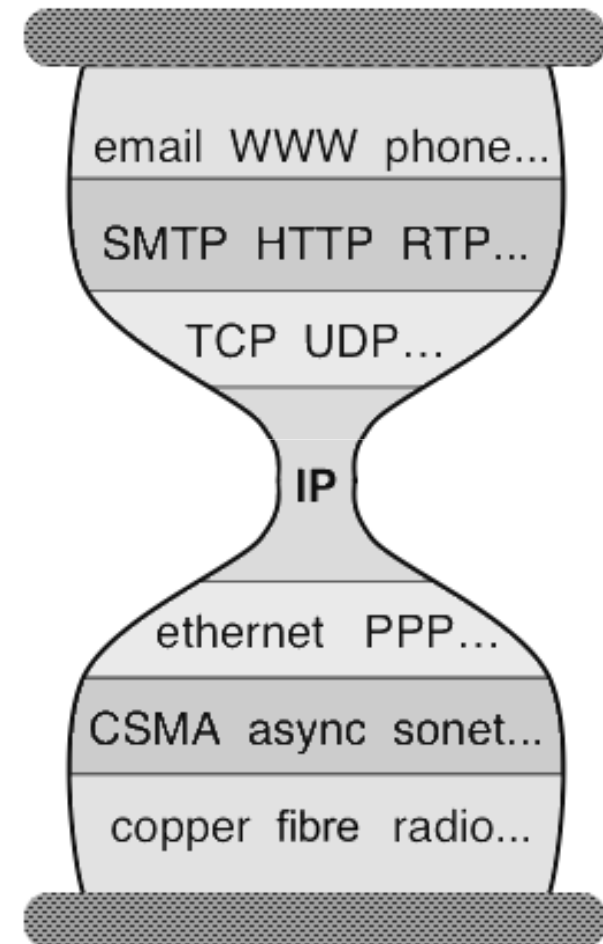
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- “We can regard this continuum as a complex interaction of billions of different devices, billions of actions, and billions of stakeholders communicating and operating in a *highly unconstrained environment*.”

# 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

