Trilogy

Re-Architecting the Internet

A Commentary on the Software & Services Issues Paper, April 1\textsuperscript{th} 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
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