



NEW WORLD NETWORKS AND TECHNOLOGY TRENDS

Max Tremp

Systems Engineer Manager – Service Providers Mexico

Cisco Systems

mtremp@cisco.com

Agenda

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- **2 different “Internets”**
- **Advances in technology**
- **Future developments**
- **Final thoughts**

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- **2 different “Internets”**
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The Internet

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- **Not only it's not lost, it's exactly the other way around**
- **Number of Internet users will increase from 400 million this year to 900 million by 2004**
- **Bandwidth at the core of the Internet is doubling every 6 months**
- **Broadband penetration in the World is ~ 3%**
- **Investment in e-business is increasing by 25% annually**
- **It's just that companies need to take the Internet seriously!**

Sources: IDC, TeleChoice and Strategis Group, 2000

The Internet has Changed Networking...



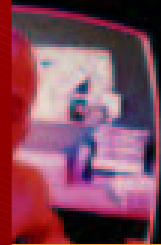
To Intelligent & Distributed Network Architecture

- User Awareness
- Content & Application Routing
- Operational Automation
- Network Services

Qos, Multicast, Routing
Content mgmt, security
Addressability, tunneling
traffic engineering, etc

Bridging,
Switching,

A trustee v
ASS
trustee users



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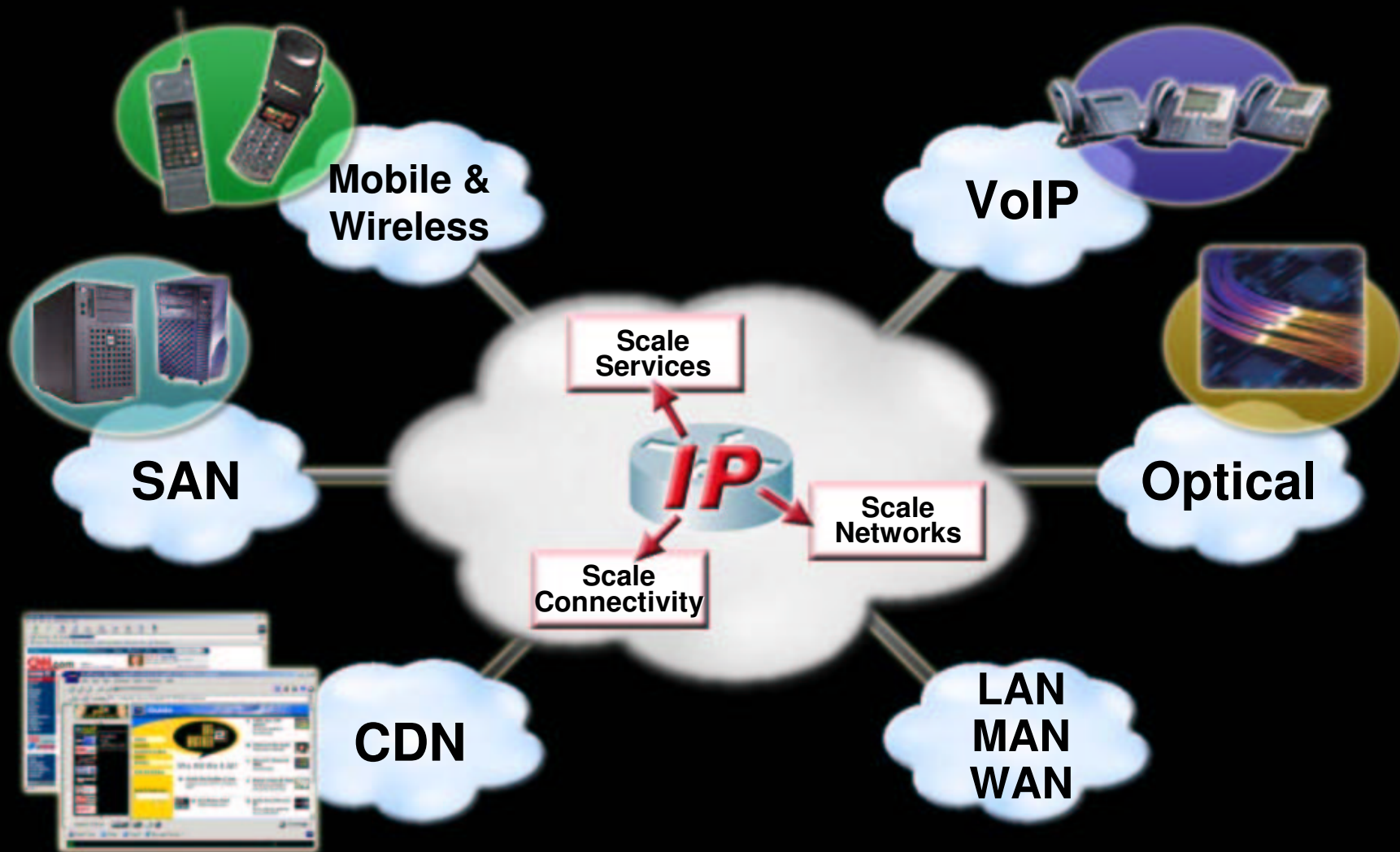
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IP, The Invisible Glue – Disruptive Technology

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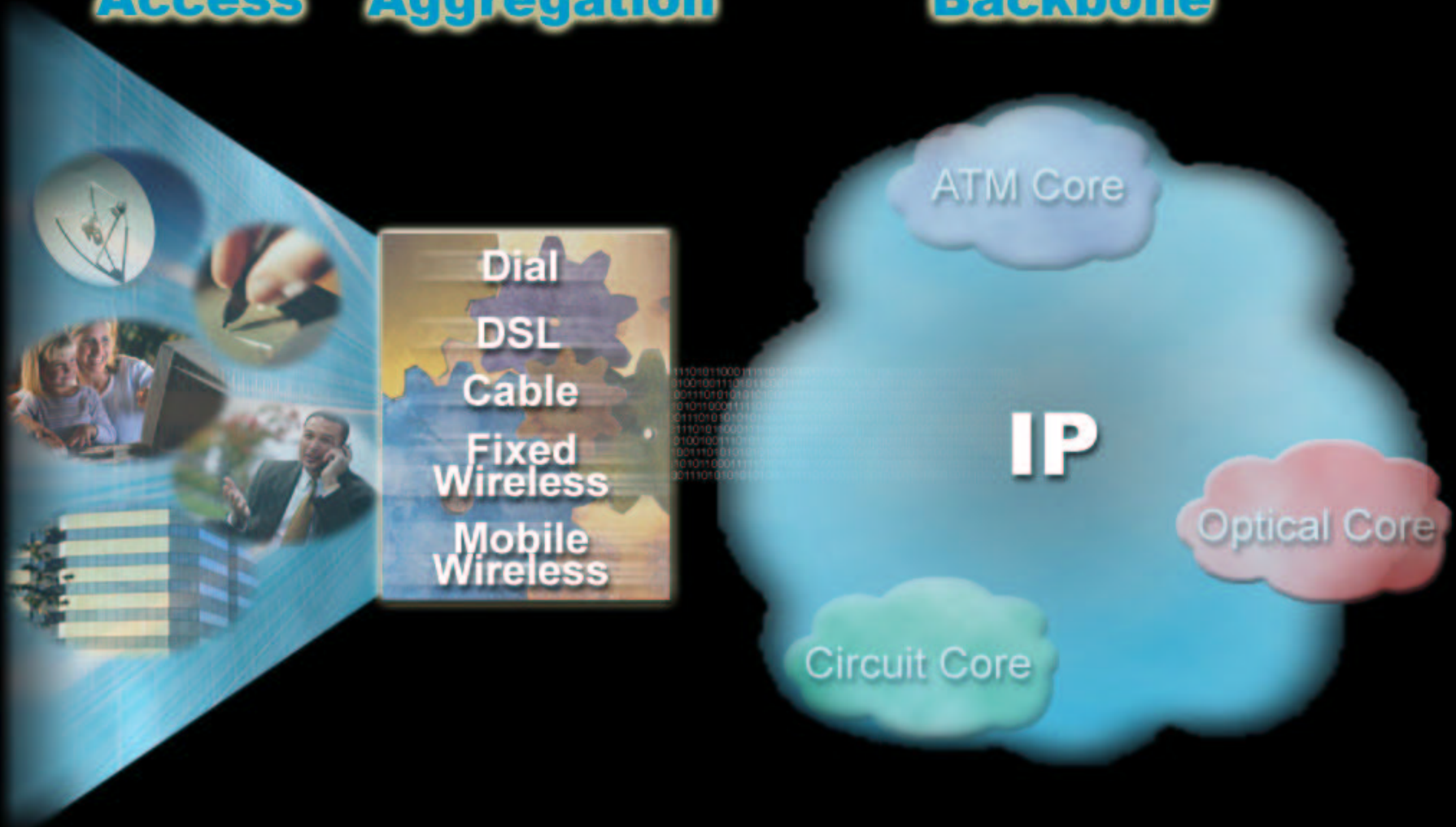
Aggregation

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Access

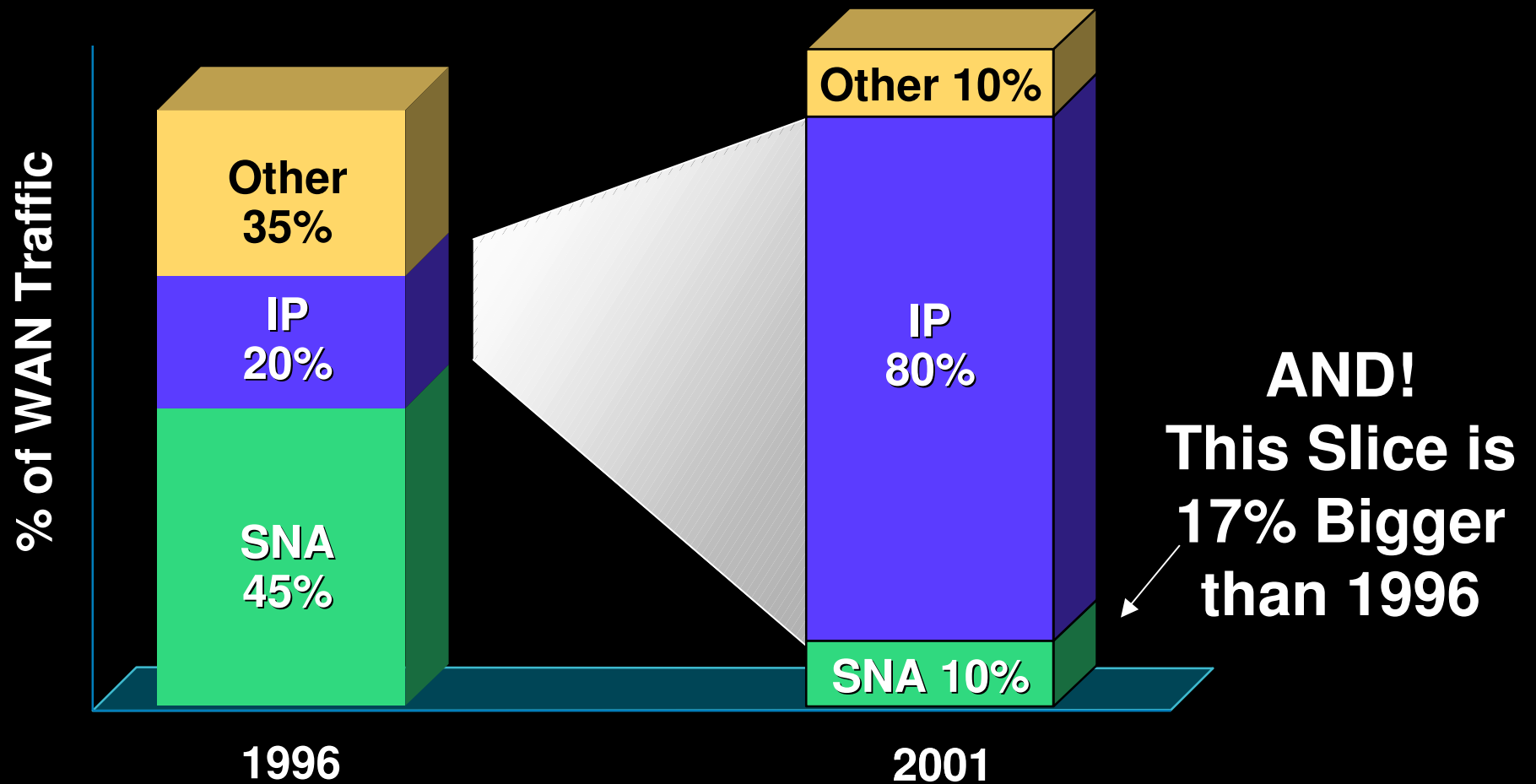
Aggregation

Backbone



The IP Wave

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Source: Gartner Group

Some Examples of Disruption

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Old World

Telephone, PCs
and TVs

Voice dominates the network

Proprietary &
specialized networking

Internet & Public network
separate

High tariffs for long-
distance services

Dial and Leased
Internet Access

Owned
Applications

Internet World

Multifunctional devices
with network interfaces

Now Data, later
multimedia dominates

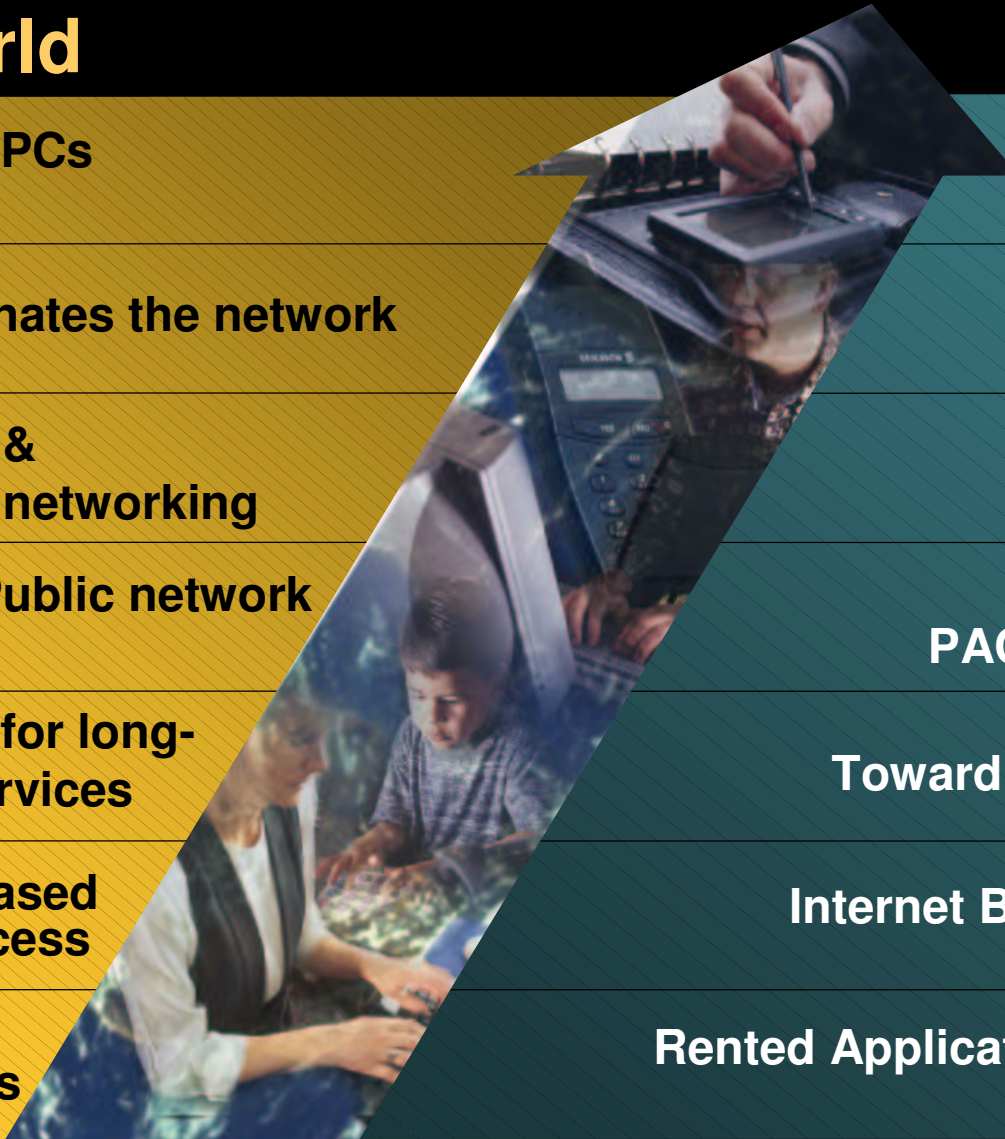
Totally open and
interoperable networks

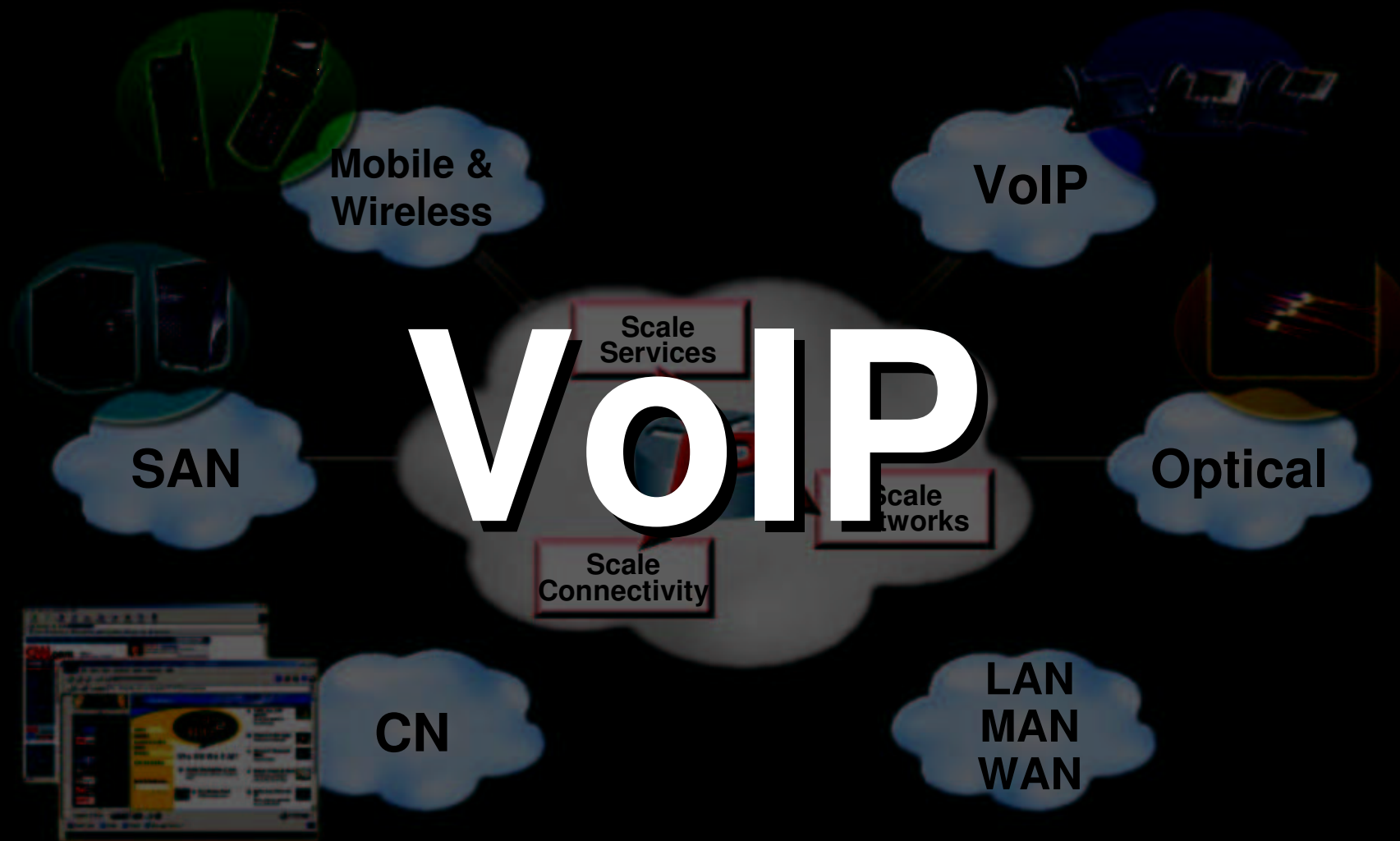
A global network of
PACKET-based NETWORKS

Toward Bundled/Services model

Internet Broadband Access & VPN

Rented Applications & Services to ASPs





Data/Voice/Video *Conversion*

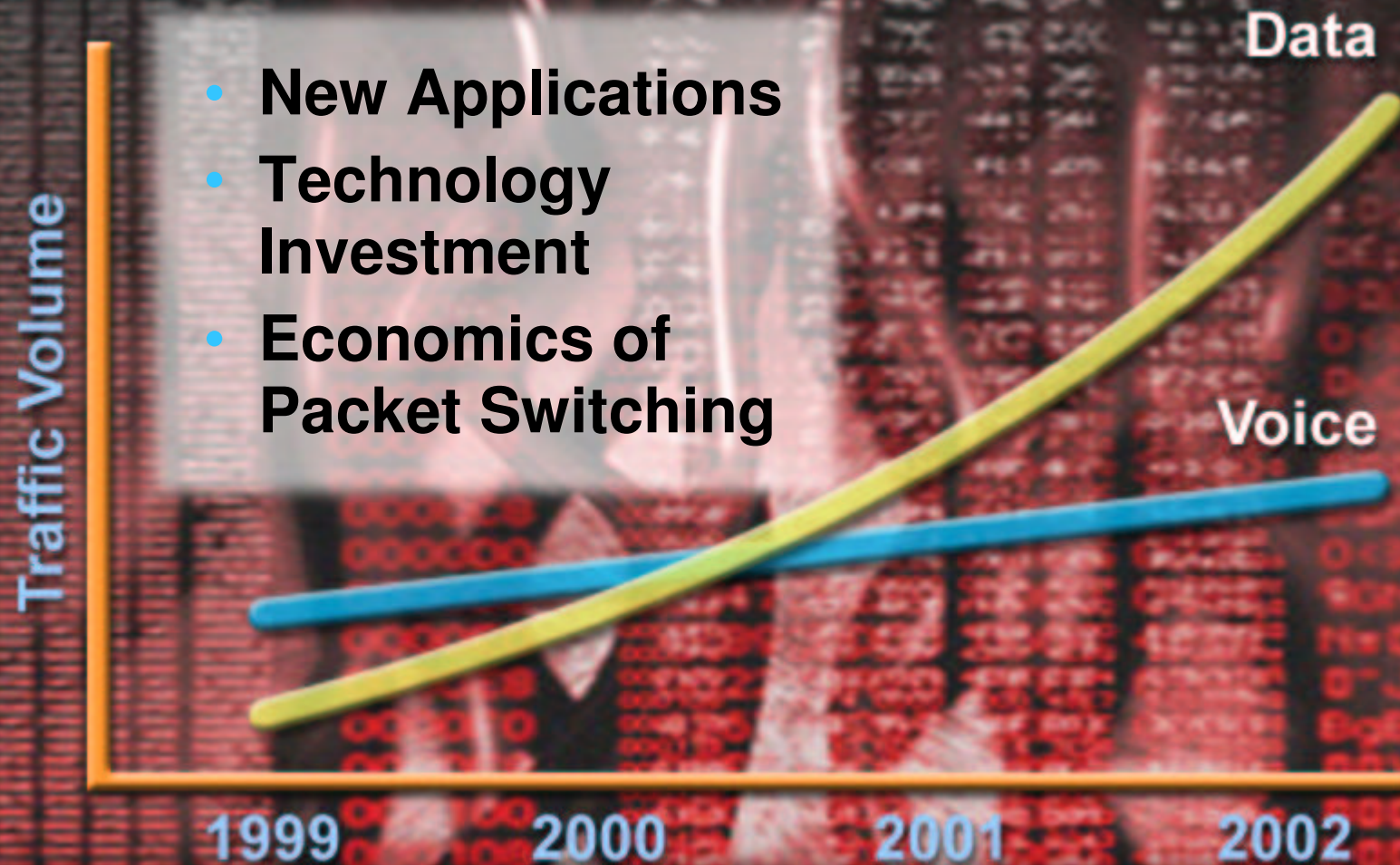
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- Voice and Video *converting* to packet
- Enables new applications
- Telecom and Datacom
Enterprise WAN, Networked PBX
Service Providers
- Entertainment, information
and educational video

Data/Voice/Video Drivers

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- Internet Broadcasting



Paradigm of the Past

- Network Architecture - VHF/PSTN
- Programming Environment - Proprietary
- Device - TV+ Phone
- User Environment - Separated
- Interactivity - Low / Slow
- Market approach - Broadband

Paradigm of the Future

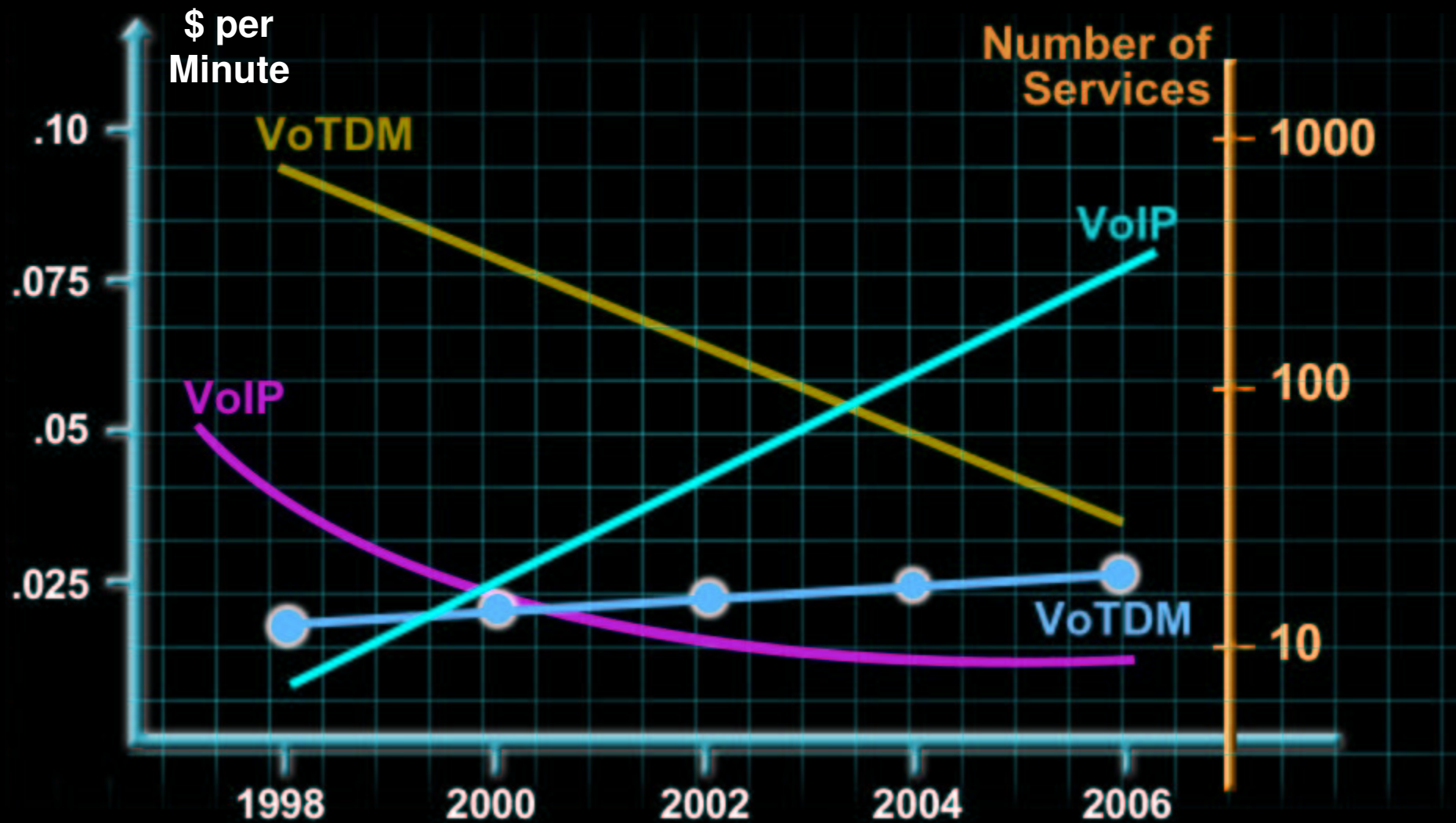
- Network Architecture - Head-End distribution Managed Services
- Programming Environment - IP/Standards
- Device - all IP ready
- User Environment - Adaptive
- Interactivity - Online/Rtime
- Market approach - Broadband Individual & Community

Central Office
or Head End



Implications of Internet Telephony

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Doug Ahn, CEO of dialpad.com, demonstrates the use of the free long-distance service on the Internet.
PHOTOS BY PENNY DELOS SANTOS — MERCURY NEWS

'I don't think this is going to affect us immediately. It's a niche product and you have to have a computer.'

— *Ritch Blas, AT&T spokesman*



Making a call from a PC to a phone

Using Internet technologies, dialpad.com has begun offering free long distance calls in the U.S. through its Web site. To use the service, you need a Windows 95 or newer computer with a microphone, a speaker or headphones, and an Internet connection. Here's how it works:



- 1 The call starts from your PC and travels to your Internet service provider.
- 2 The ISP sends it to a server owned by dialpad.com.
- 3 The dialpad.com server contacts the GTE network.
- 4 The call enters GTE's IP network, which carries it across the country.

- 5 The call leaves the GTE network and is passed on to a local telephone network.
- 6 The local phone network delivers the call to its final destination.

Source: GTE Internetworking

REID BROWN AND CHRIS O'BRIEN — MERCURY NEWS

0¢ PER MINUTE

Long-distance calls can be made for free with PC, new service

BY CHRIS O'BRIEN
Mercury News Staff Writer

If you've been wondering just how cheap long-distance calls can get, here's your answer: free.

San Jose-based dialpad.com has launched a service that allows anyone with a PC to make free long-distance calls through its Web site. Just sign up, plug in your headphones and microphone, and call any phone in the United States.

Don't throw out your old telephone just yet, though. The reliability and quality of dialpad.com doesn't match the traditional telephone system. A typical call on dialpad.com sounds like an analog cellular phone call and heavy traffic can sometimes make it tough to place a call. Still, the service is so cheap and easy to use, it



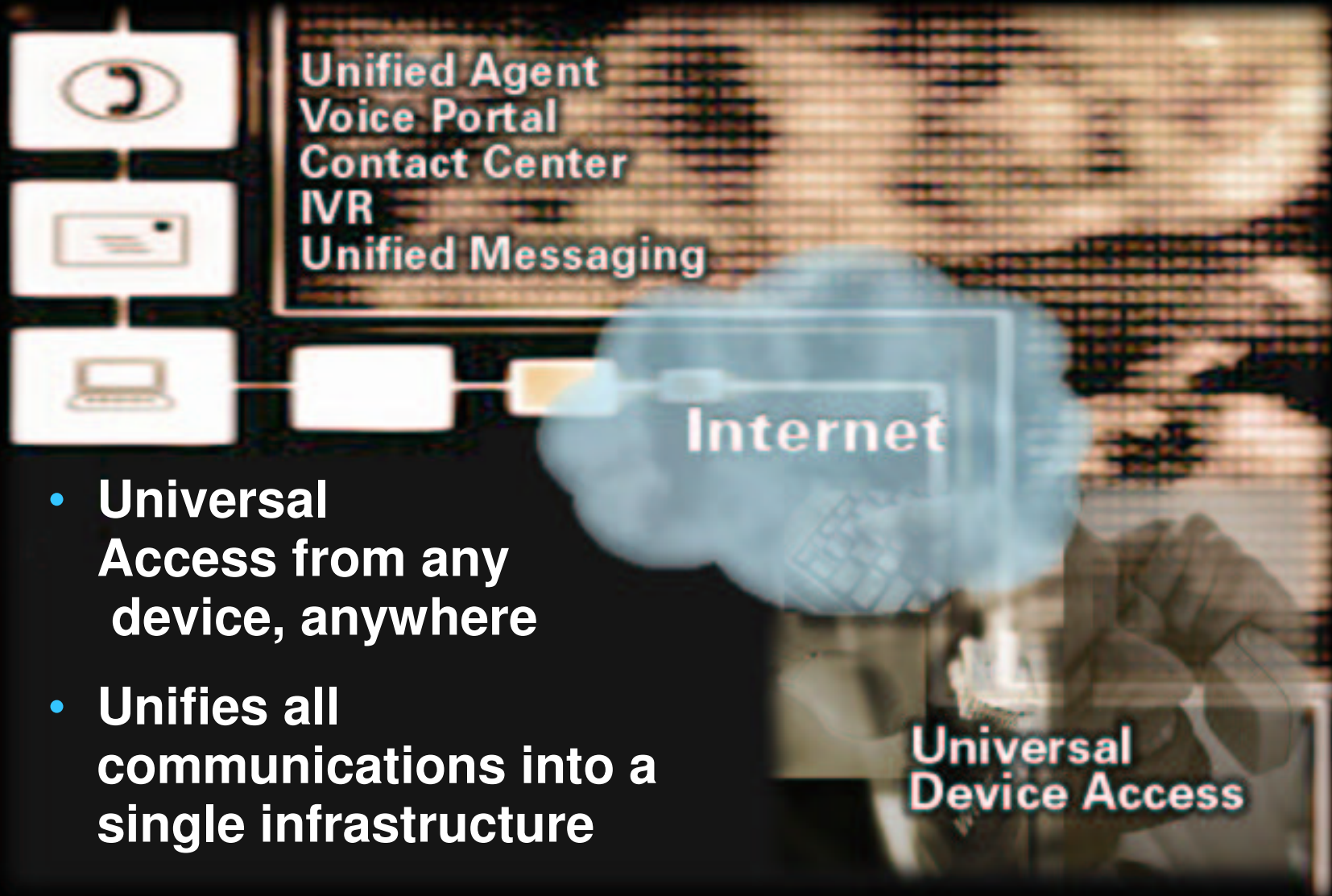
Dialpad.com allows calls to be placed from a computer directly to a regular telephone.

The big long-distance carriers aren't exactly quaking in their boots, and analysts say dialpad.com won't trigger any immediate drops in long-distance prices, which have already plunged to as little as five cents per minute for high-volume callers. But they do agree that dialpad.com provides a glimpse into the not-too-distant future where Internet technologies will make phone calls so cheap they'll be given away for free as part of packages of other communications services.

"We used to go to payphonebooths in Dancin' neighborhoods,

Unified Communications

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Personal Network Assistant

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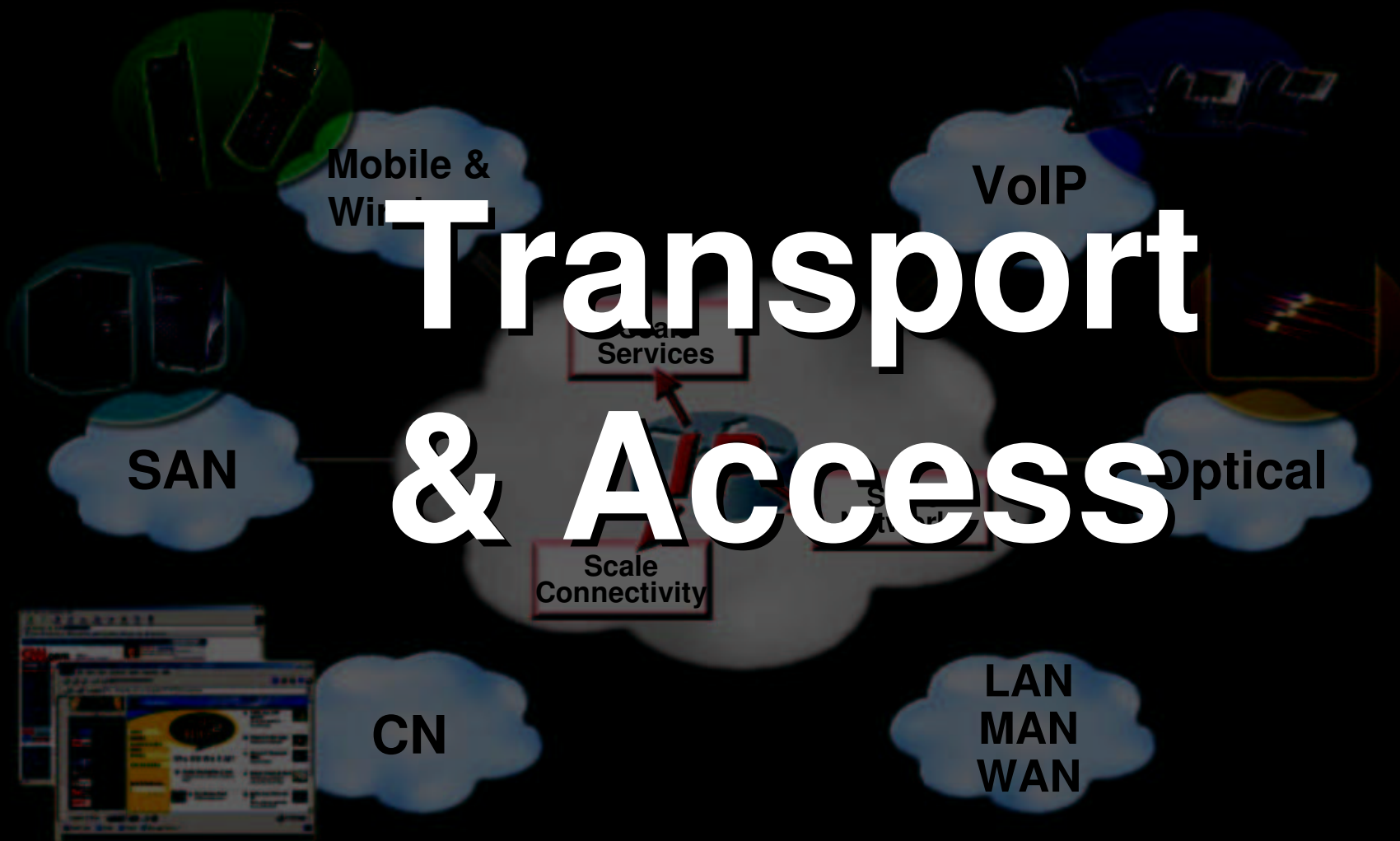
If it's my wife, call me everywhere! Otherwise
I'll sleep with the dog !!

Checking Call Calendar

IP

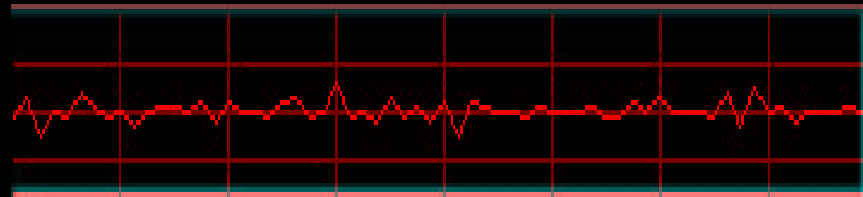


Transport & Access



Analog.com

Cisco.com

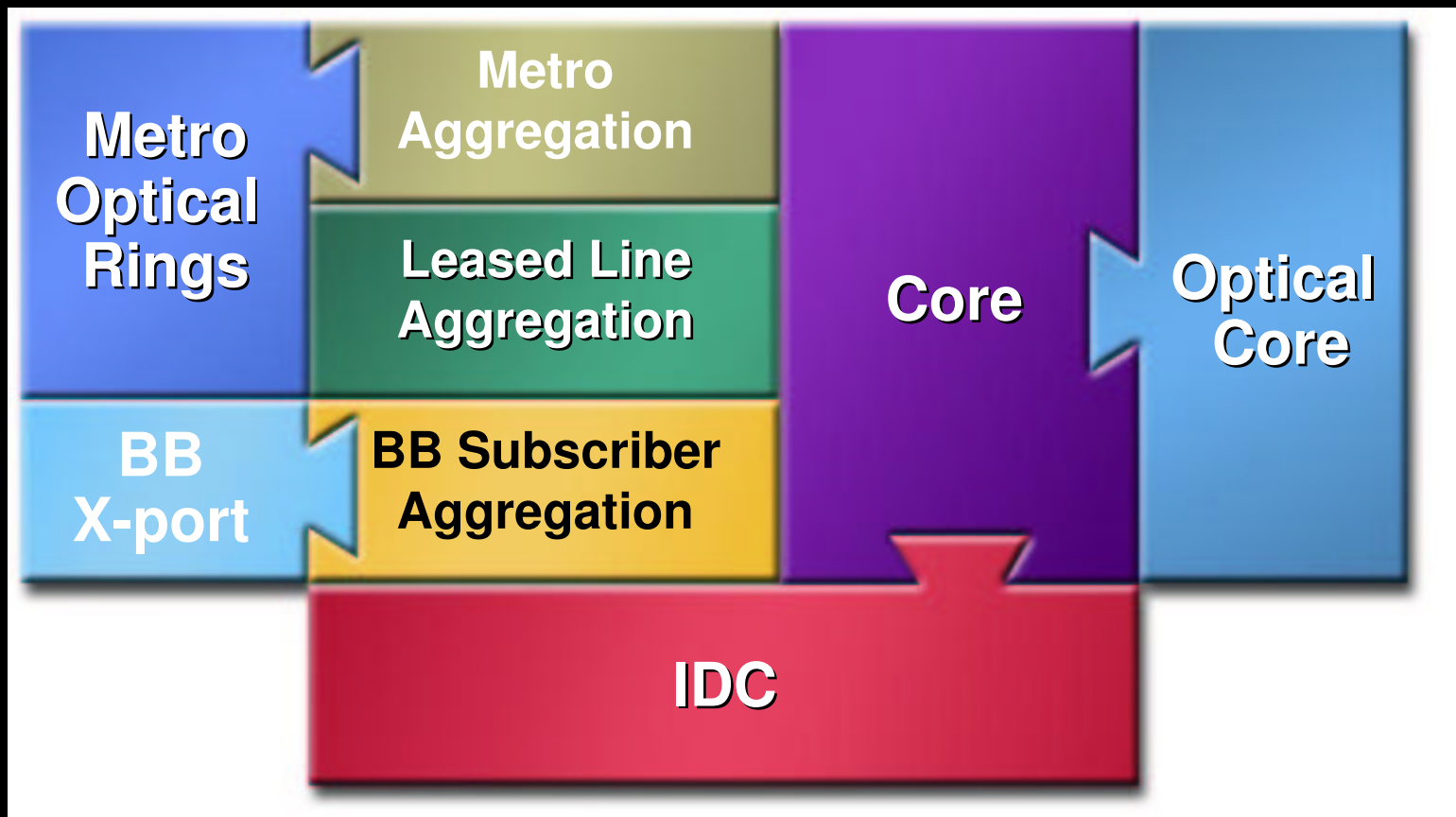


28Kbps-56Kbs...!%\$@#!^

**80% of the Internet Access is still
Analog/leased transmission.
like 20 years ago...**

Scaling the Internet – The Bandwidth Tsunami

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Last Miles

Wireless



Cable

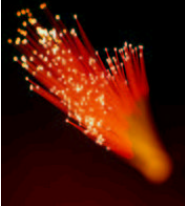


Dial

Leased



Fiber/
POS



Satellite
/fixed



- **Managed Services**
(VPN, hosting, video, webcaching, etc)
- **Service Reach**
- **Mass market provisioning & services level automation/mgmt**
- **Consumer services**
- **Business Services**
- **Interoperability**
- **Standards**

Optical Networking



**Revolutionize
Transmission Infrastructure**

Bandwidth

- Wavelength proliferation
- From 2.5G to 10G to 40G
- Dramatic improvements

IP Optimized

- Controlling optics with IP
- Eliminating multiplexing layers

Segmentation

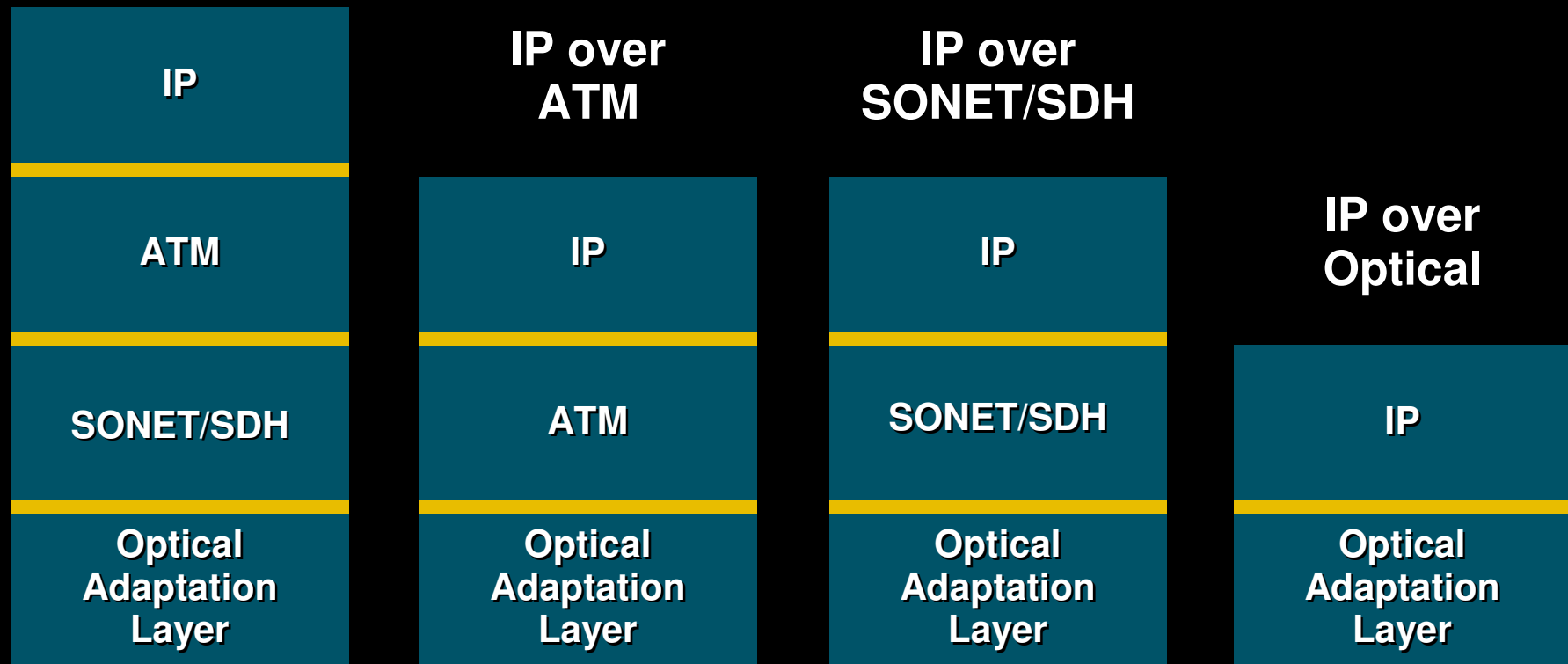
- Storage
- Metro/Ethernet
- Long and ultra long haul
- Legacy traffic

Architectural Layering

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B-ISDN

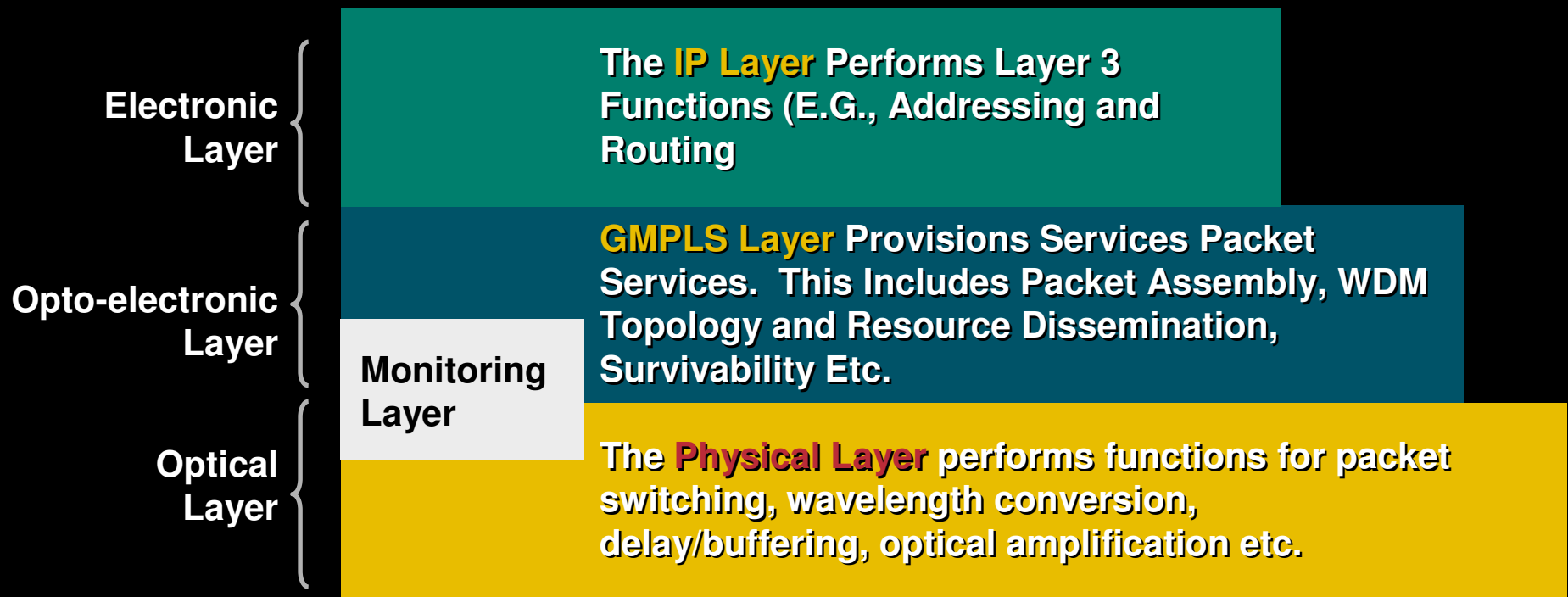
Multiplexing, Protection, and Management at Every Layer



Optical Layer—WDM/OXC

IP-over-WDM Architecture

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Monitoring and Detection: This May or May Not Use Data Framing (E.G., For Control Channel)

Direct Lambda (λ) Labeling, MPLS-Based Approach

The Role of DWDM

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- Uses Wavelengths as virtual fiber
- Point-to-point connectivity
- Increased bits/fiber, reduced cost/bit
- No optical *networking*



DWDM

Putting the network in optical networking

- DWDM transmission
- Mesh topology
- End-to-end provisioning



- Wavelength switching granularity
 - Open protocols

Content Networking

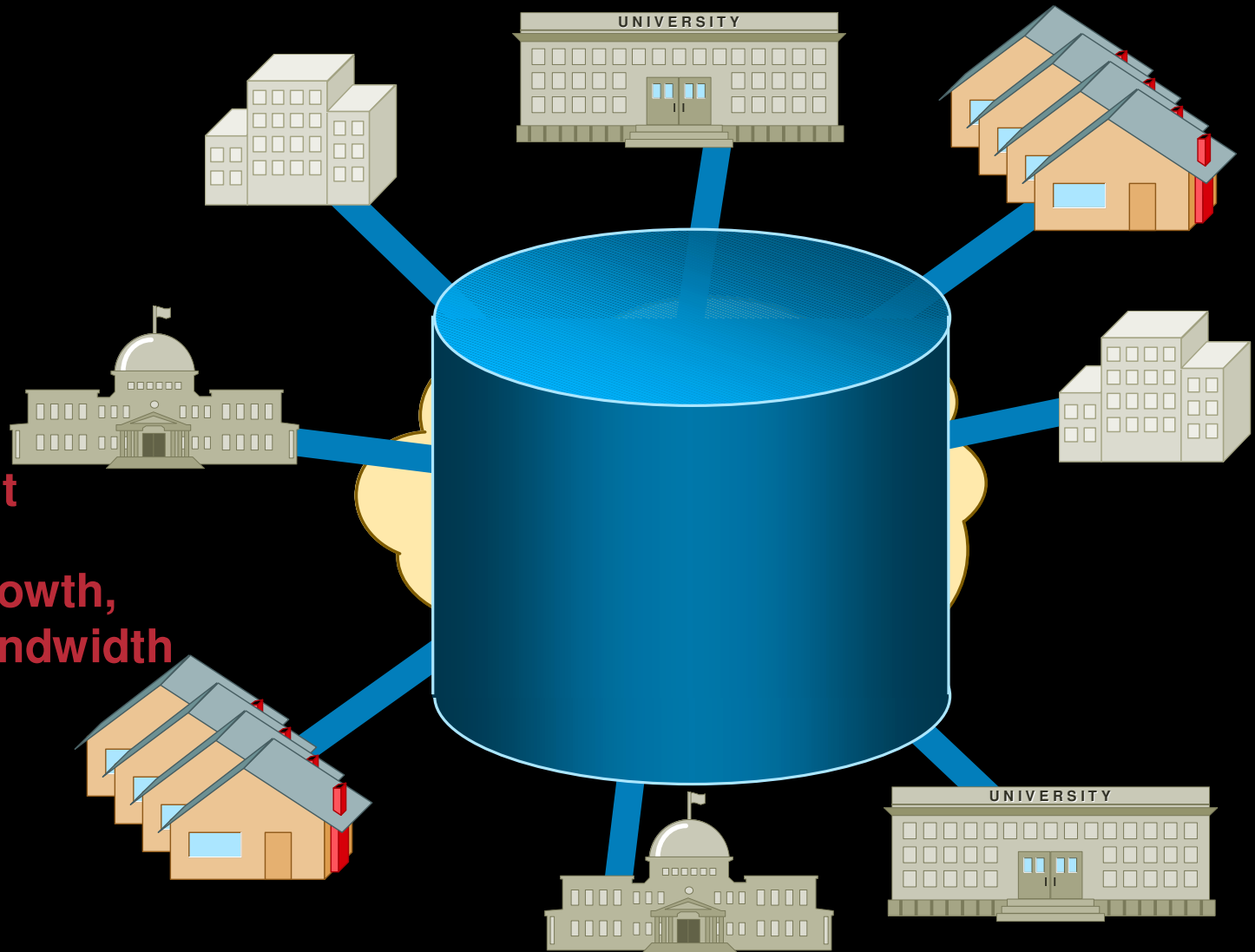
Traditional Web Growth

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**Web Sites
Are Centralized**

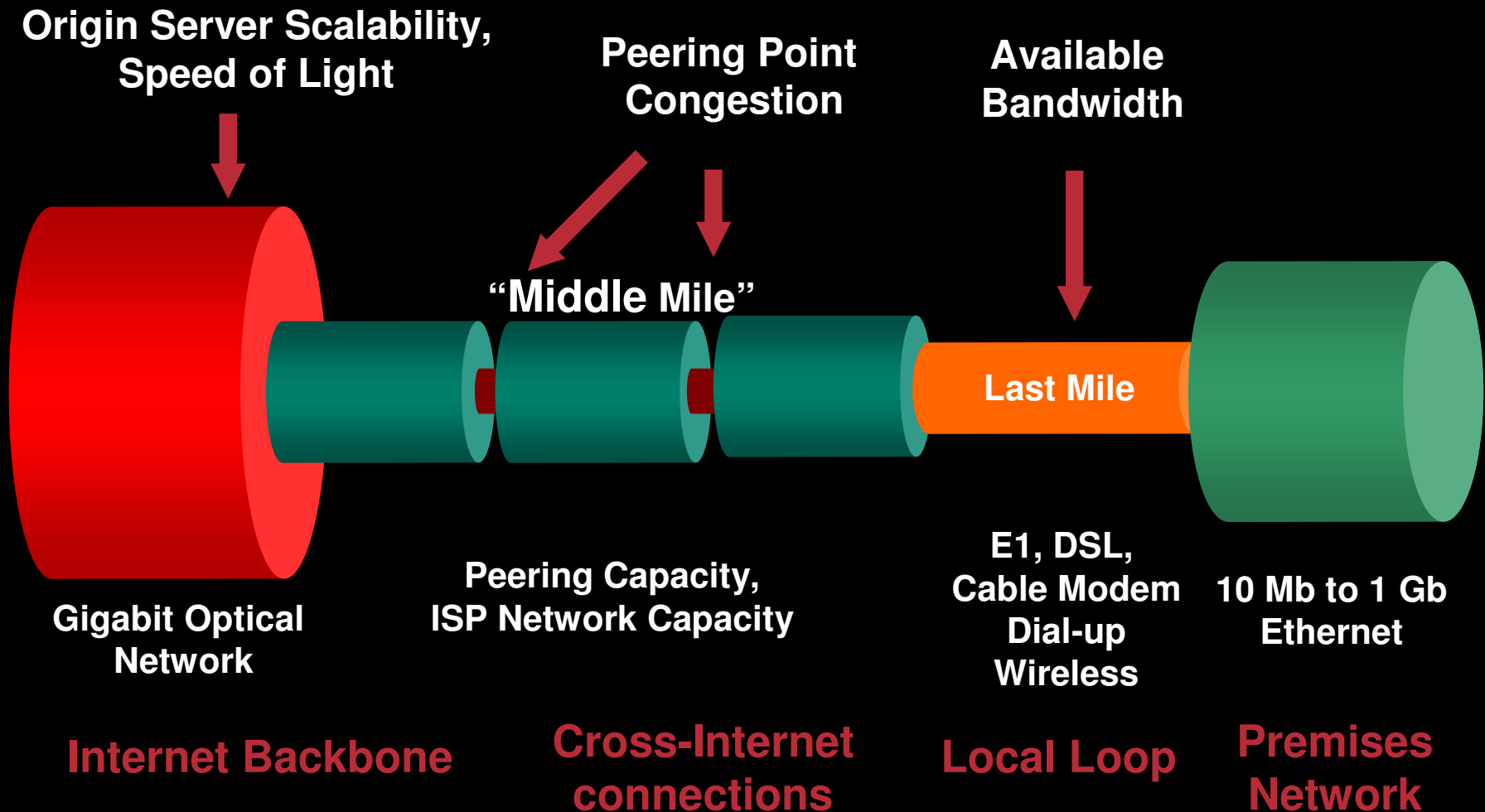
**Web Grows:
More Users
Richer Content**

**To Manage Growth,
Server and Bandwidth
Are Added**



Anatomy of a Network

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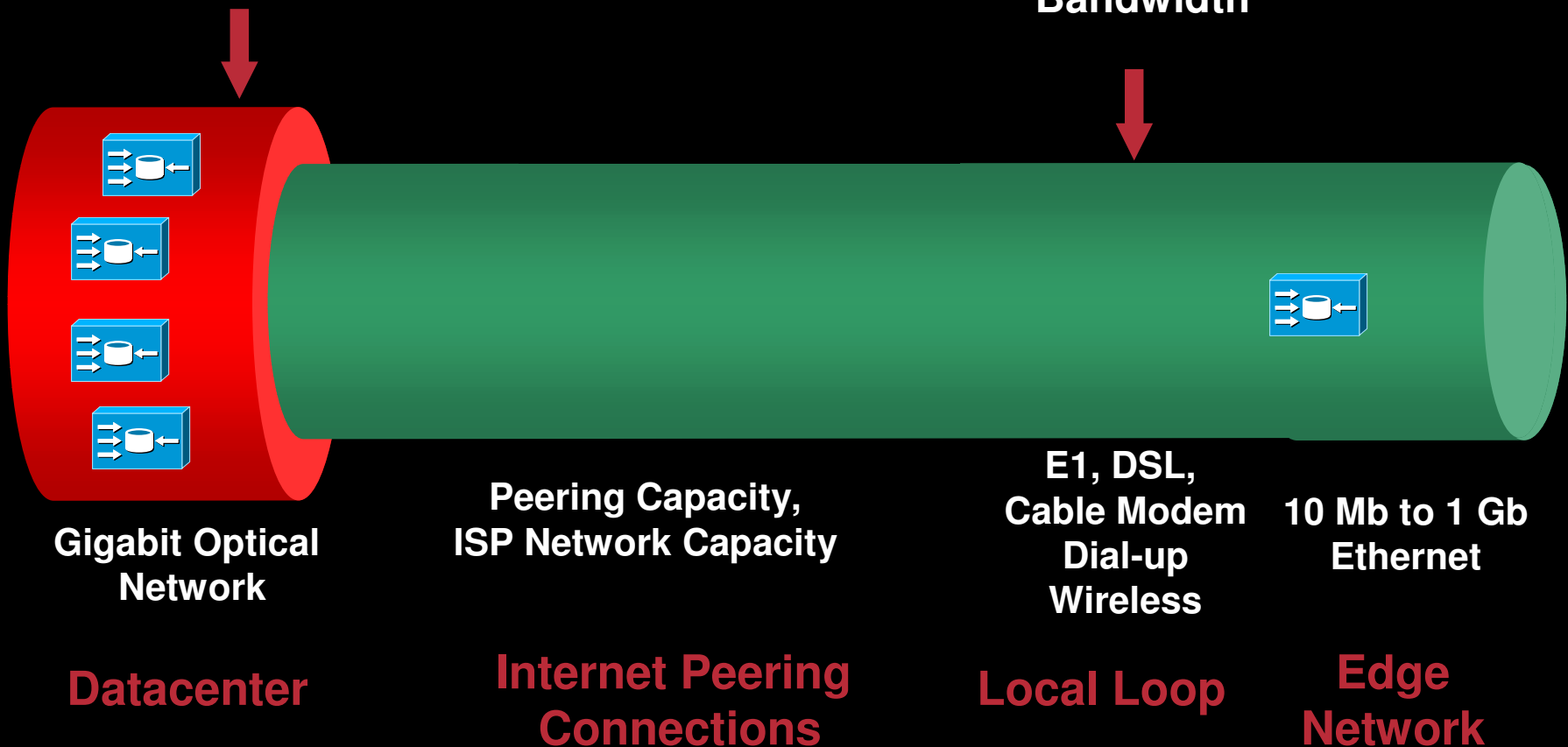


The #1 Barrier for e-Business Applications: Bandwidth Bottlenecks

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Origin Server Scalability,
Speed of Light

Available
Bandwidth

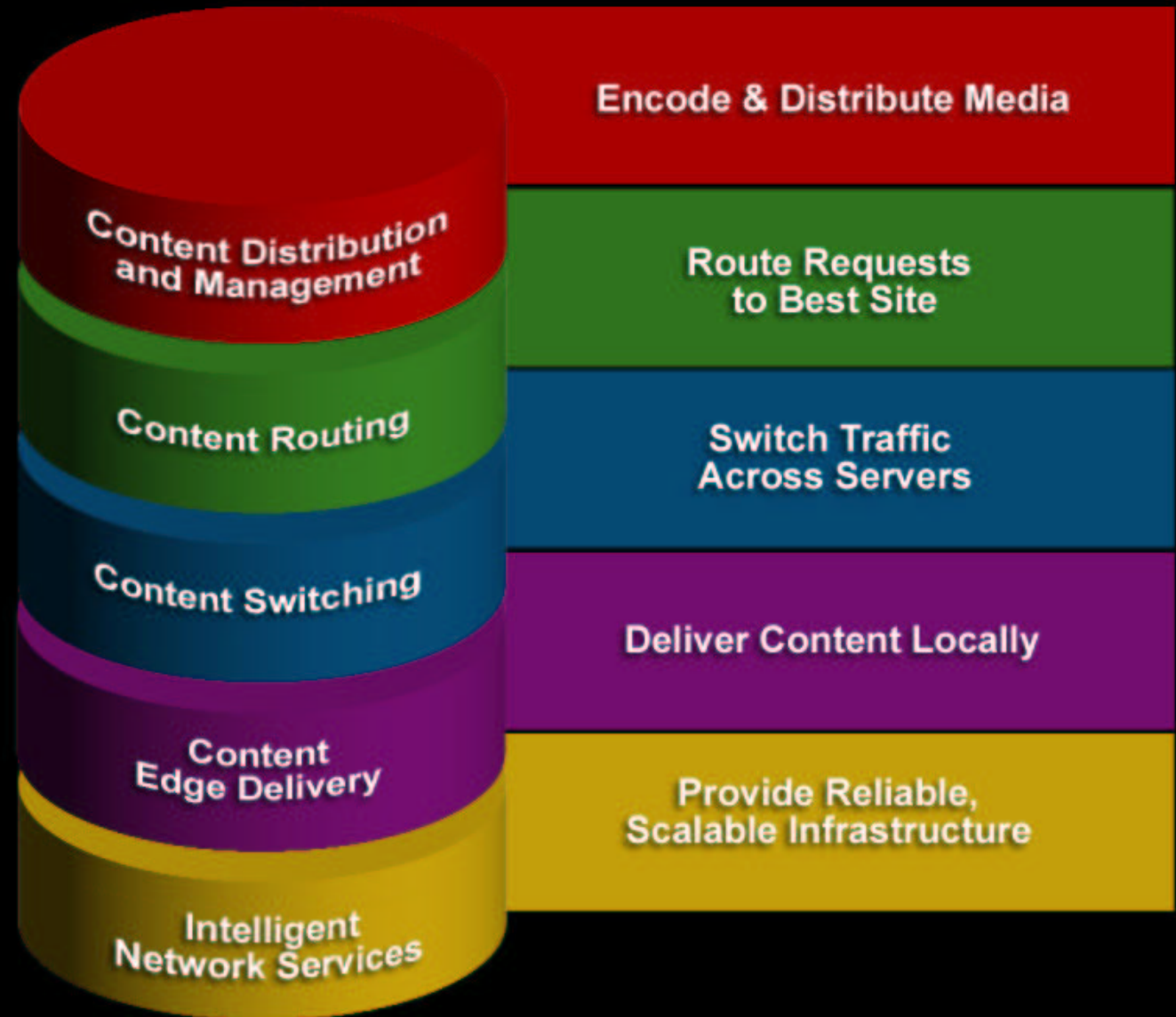


Content Delivery Networks

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Five key Elements

Bypass
Bottlenecks

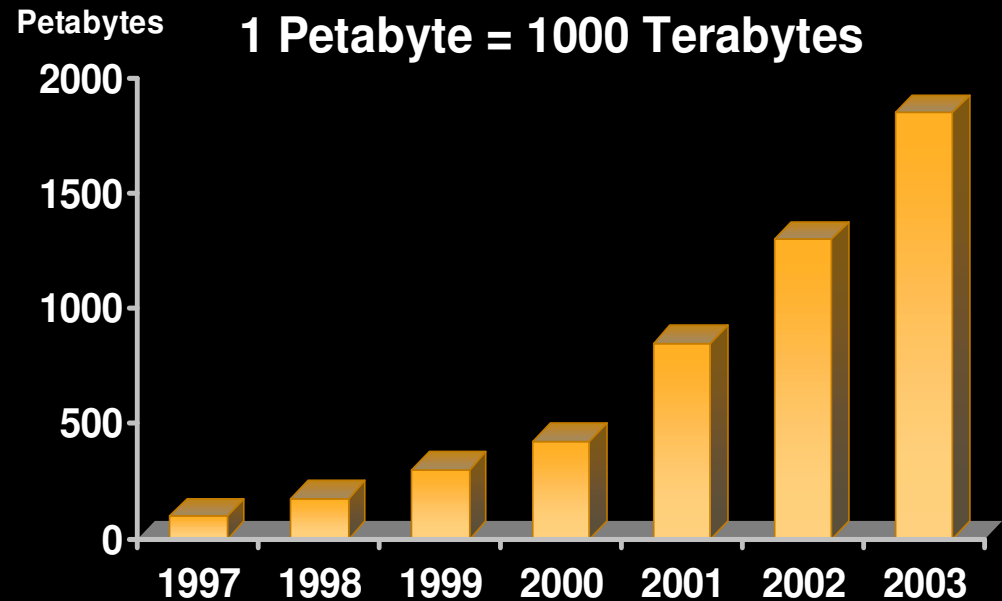


Storage Networking

Key Drivers

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- **Exponential growth in storage**
- **Velocity of information accumulation**
- **Acceleration of higher bandwidth networking technologies**
- **Externalization of storage network**
- **Shortage of IT staff, ever increasing management costs**

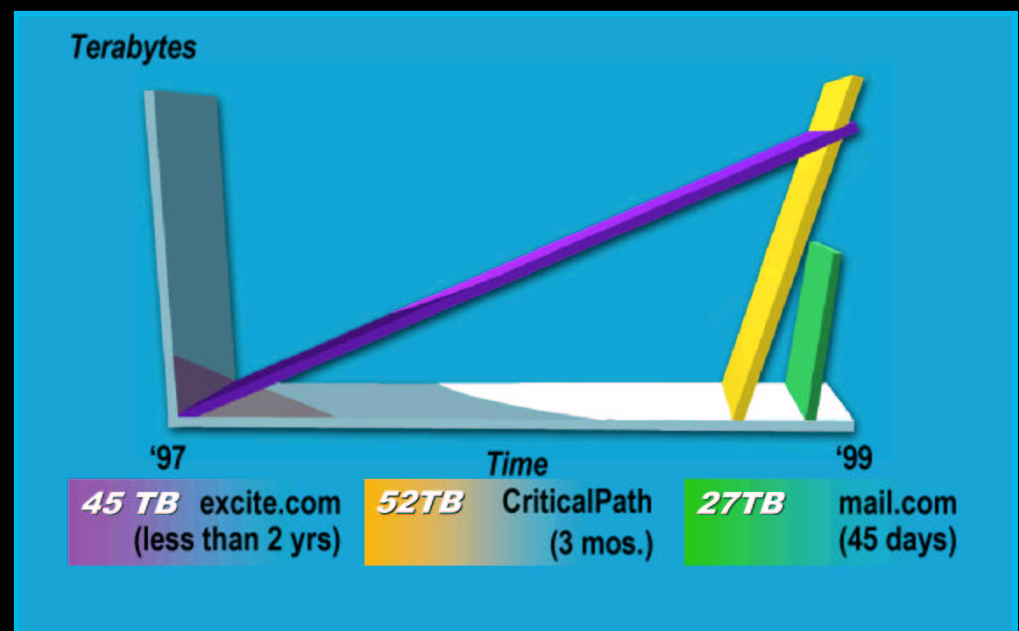


Source: International Data Corporation

Key Drivers

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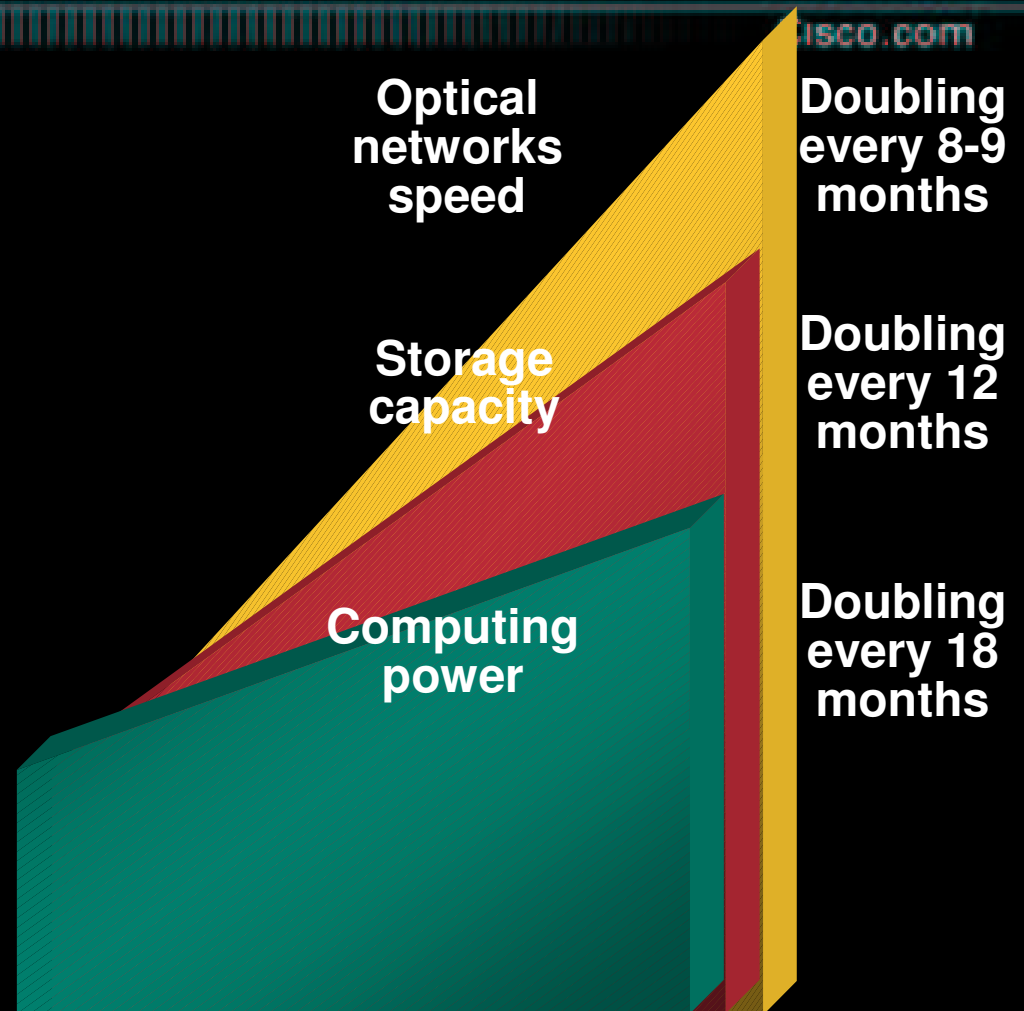
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- Shortage of IT staff, ever increasing management costs



Source: EMC Corporation

Key Drivers

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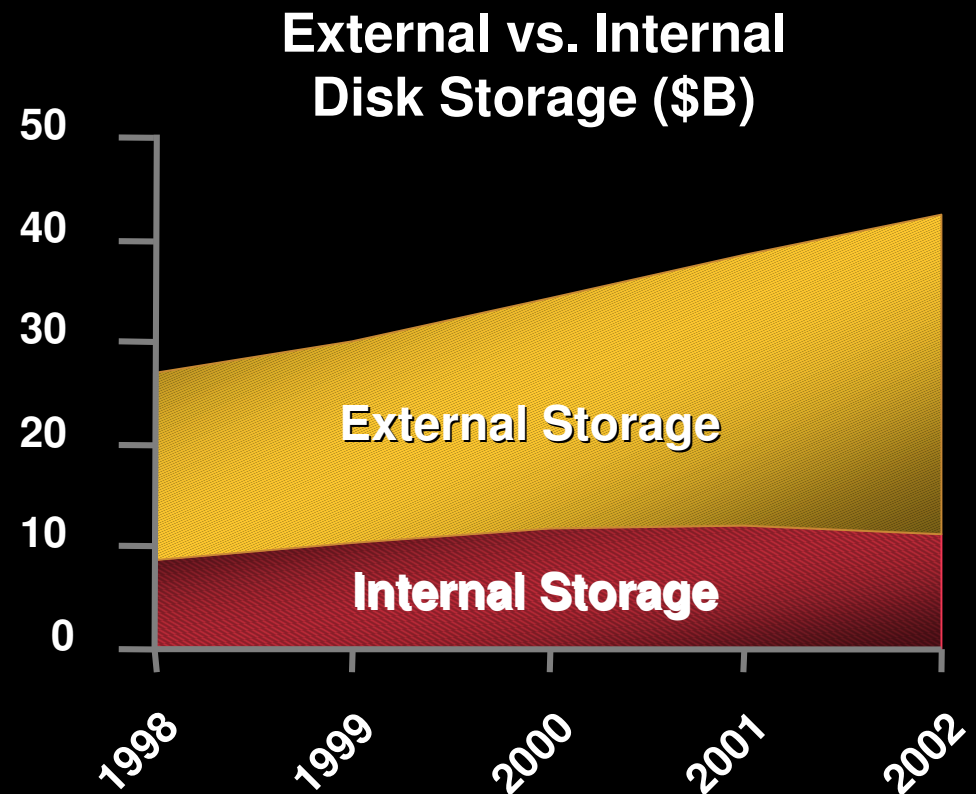
Source: Storage Networking Industry Association

Key Drivers

Most Storage Will Be Networked by 2005

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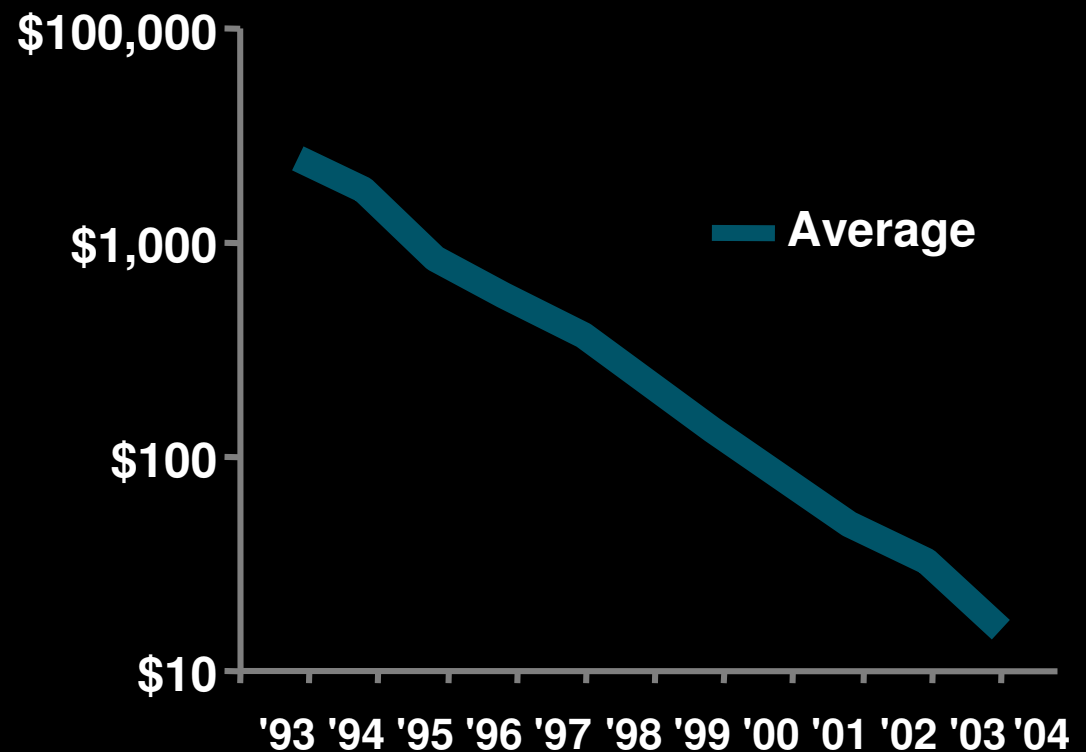
Source: International Data Corporation

Key Drivers

Price-per-Gigabyte Decreasing 40% per Year But...

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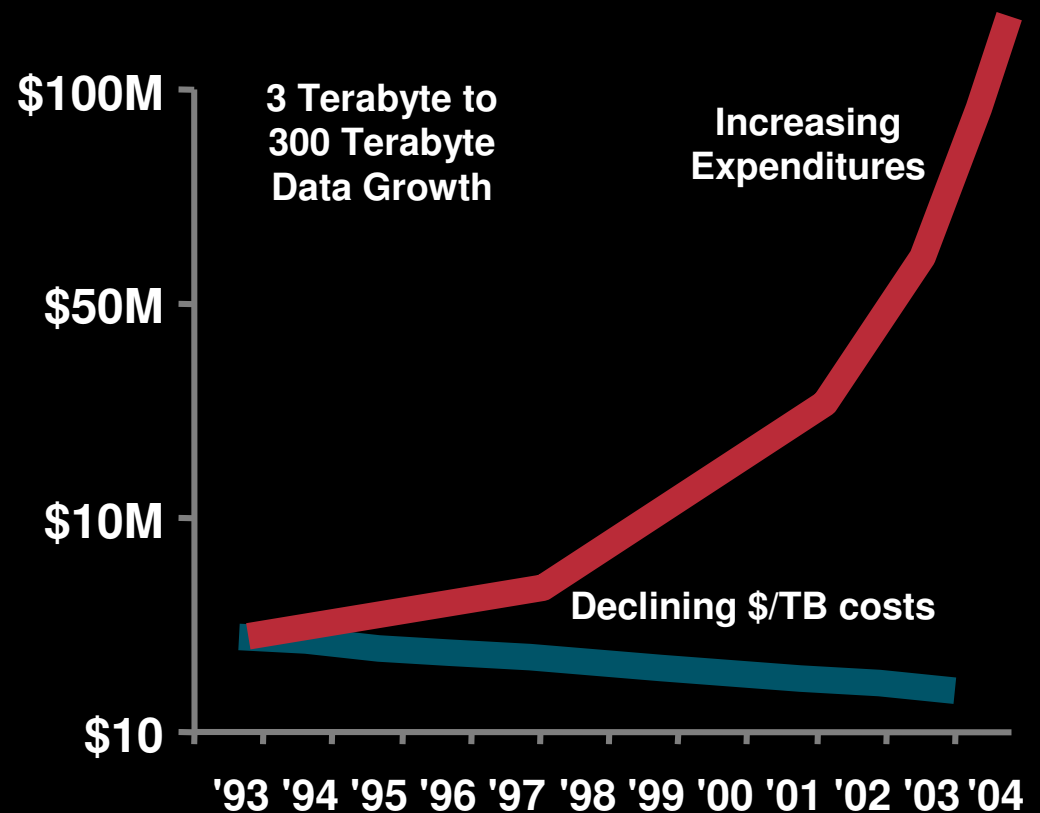
Source: International Data Corporation

Key Drivers

Nearly 1 Million Open IT Jobs

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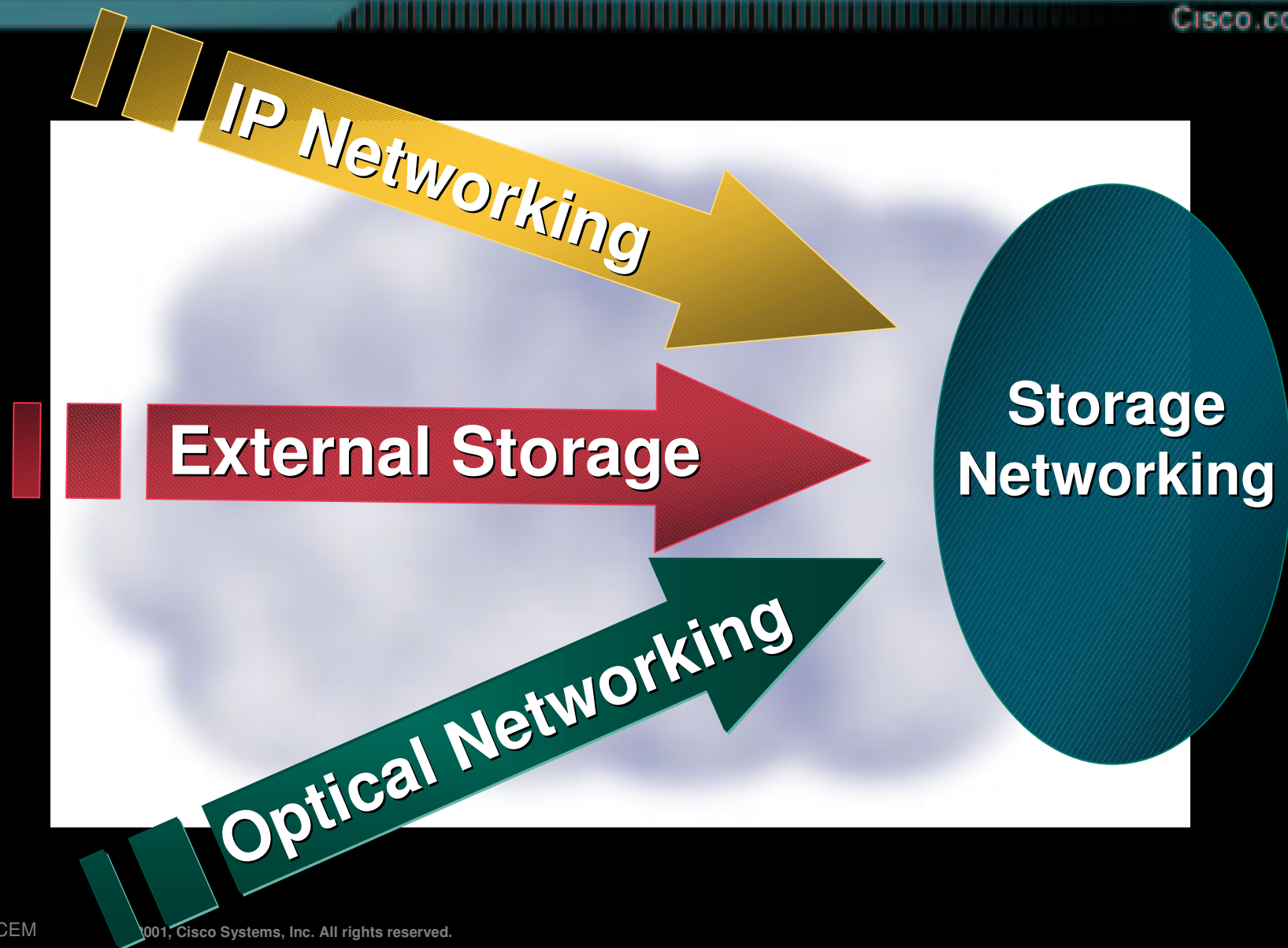
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Source: IDC, Meta Group, Gartner Research, ITAA

Storage and Network Convergence

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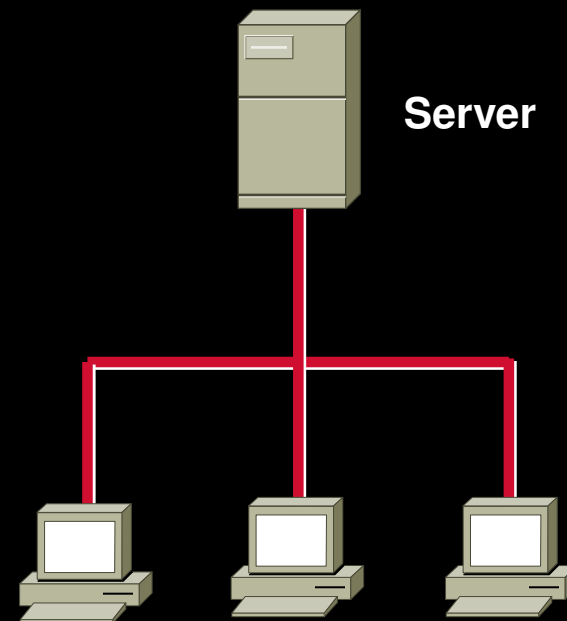


Network Storage: Generation I

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- All storage resides in servers
- Storage sharing creates CPU overhead
- Network burdened with disk I/O traffic
- Limited scalability and low performance

Internal Server-Based Storage

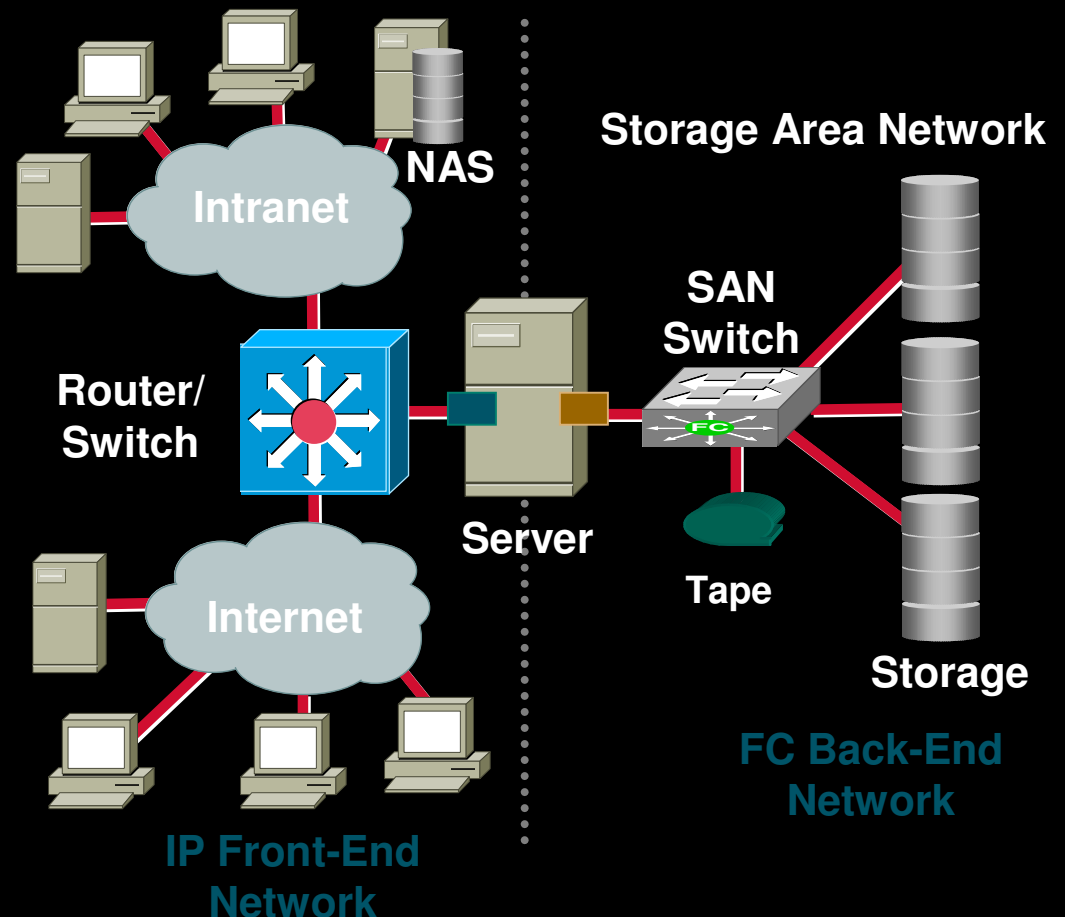


Generation II: SAN and NAS

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SANs Create Two Separate Networks

- Pre-Gigabit Ethernet bandwidth assumptions
- Two different networks
- Limited Interoperability
- Isolated “SAN Islands”
- Minimal storage security

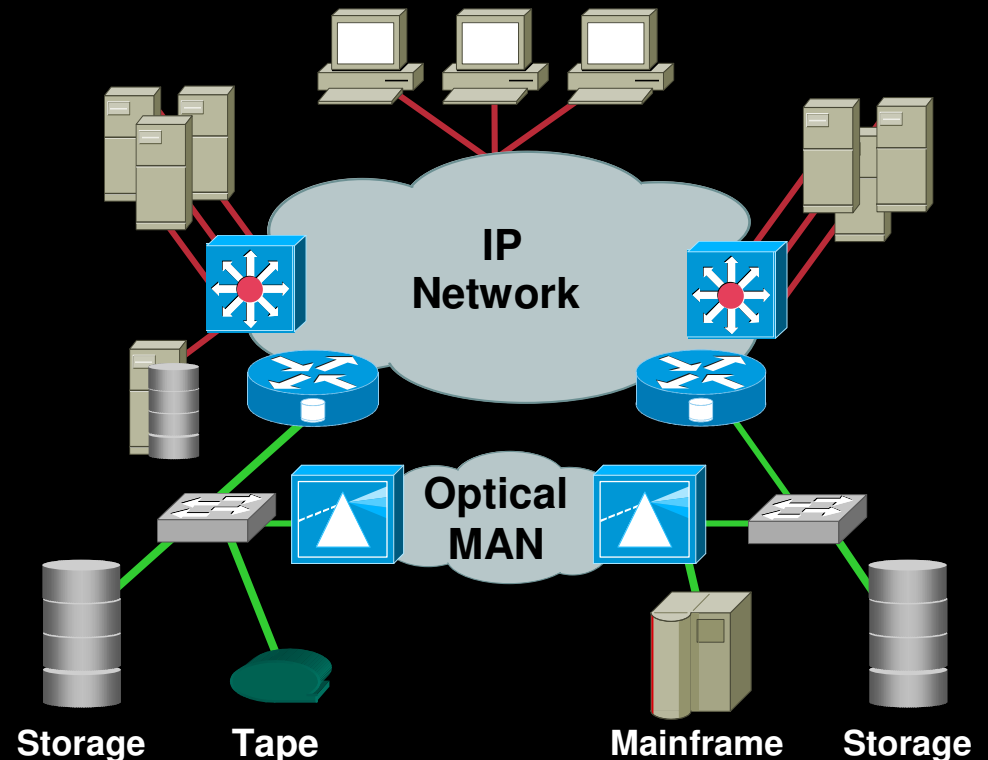


The Vision for Next Generation Storage Networking

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Universal Access to Data and Storage Network Storage Pool

- Utilizes best features of SAN and NAS
- Leverages capabilities of intelligent IP and optical network infrastructure
- Cost-effective scalability for e-business



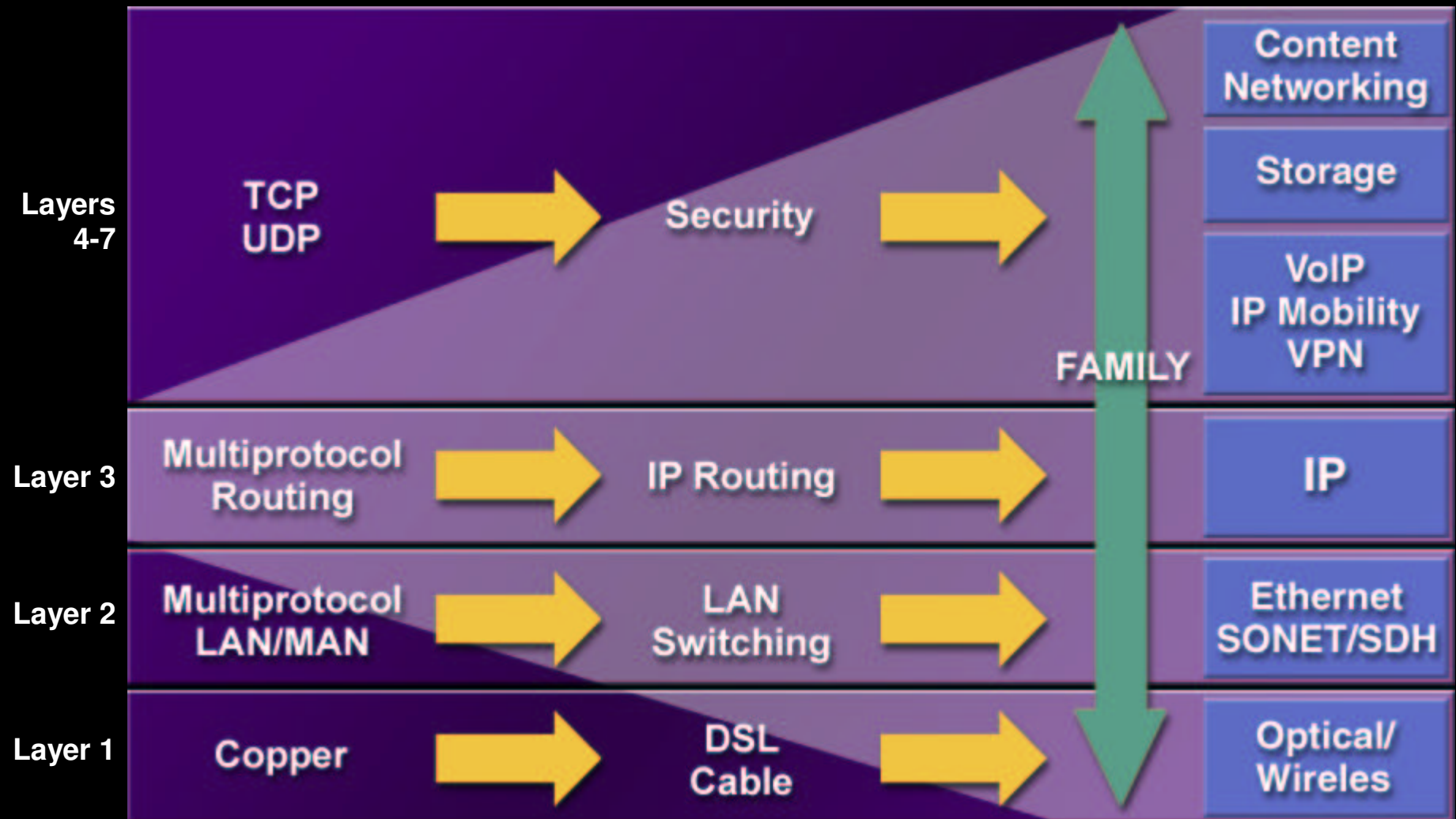
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Chasing the Tornado

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Research Programs

- Electronic Persistence
- Ubiquitous Computing
- Instant Messaging
- Mobile, wireless & nomadic access
- Personal Locator Service



- Optics, DWDM, Switched DWDM
- L3 restoration
- Lambda switching
- Metropolitan
- Mirrors & Lasers



- DIFFSERV, MPLS, QoS
- Web Caching, ORBs
- Routing/Congestion Control
- Active Routing
- Micronets



- (Directories, Policy Servers)
- Network Management (Agent-based, Smart Nets)
 - Security, Multicast
 - SOHO services



- Network Processor
- Optics manufacturing
- H/W Simulation tools
- ASICs and beyond

Agenda

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- **Reality Check : A look @ Today's market**
- **2 different "Internets"**
- **Advances in technology**
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PARTING
thought

**“ We cannot solve
problems by using the
same kind of thinking
we used when we
created them.**

”

Gracias

Max Tremp
mtremp@cisco.com

CISCO SYSTEMS

