

SURF  
NET

## NetherLight as a Dynamic GOLE... and Policies

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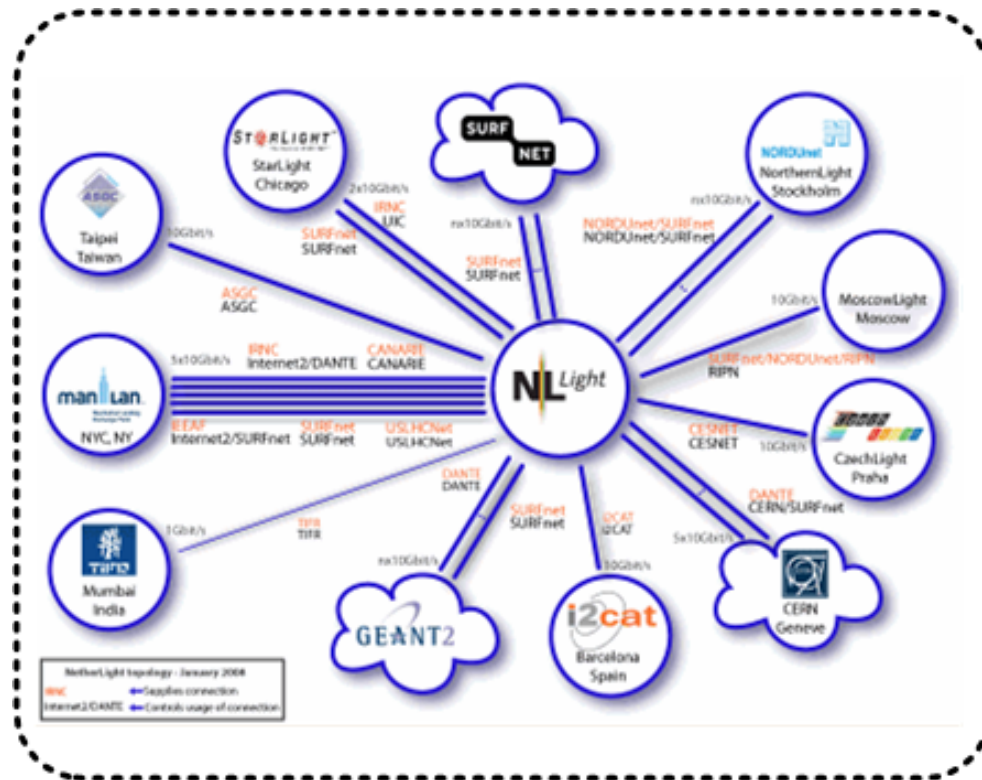






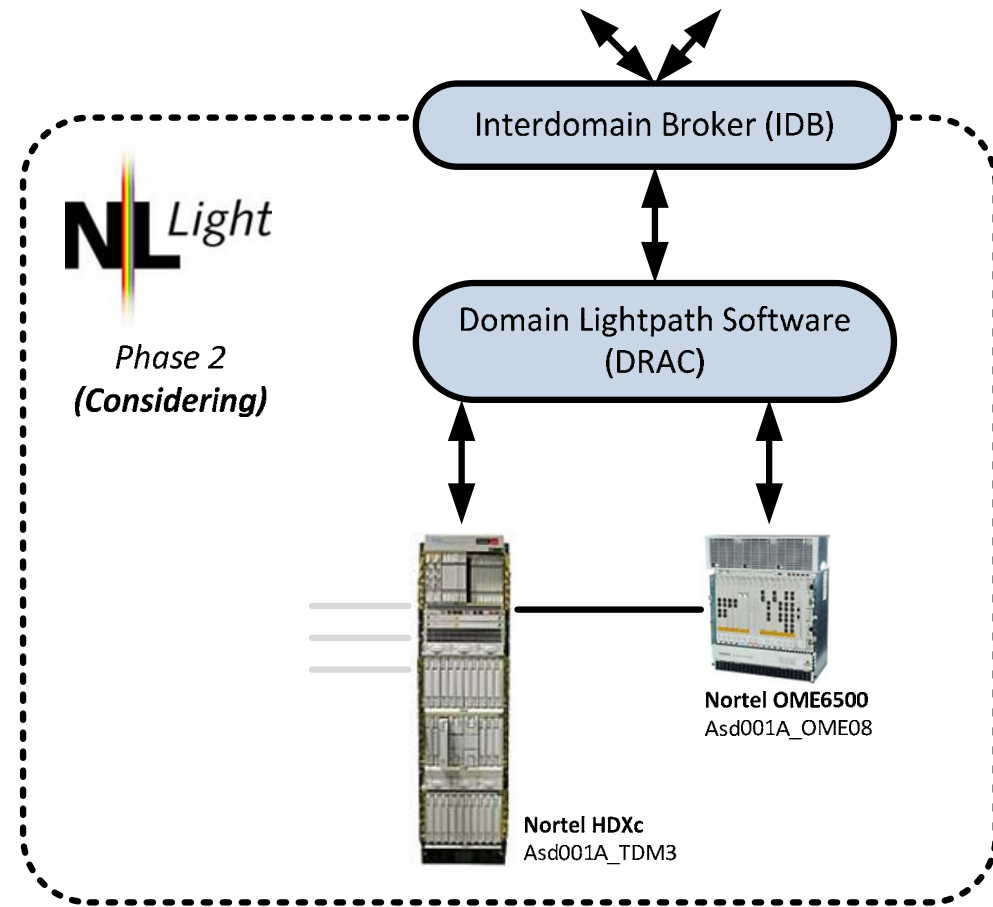
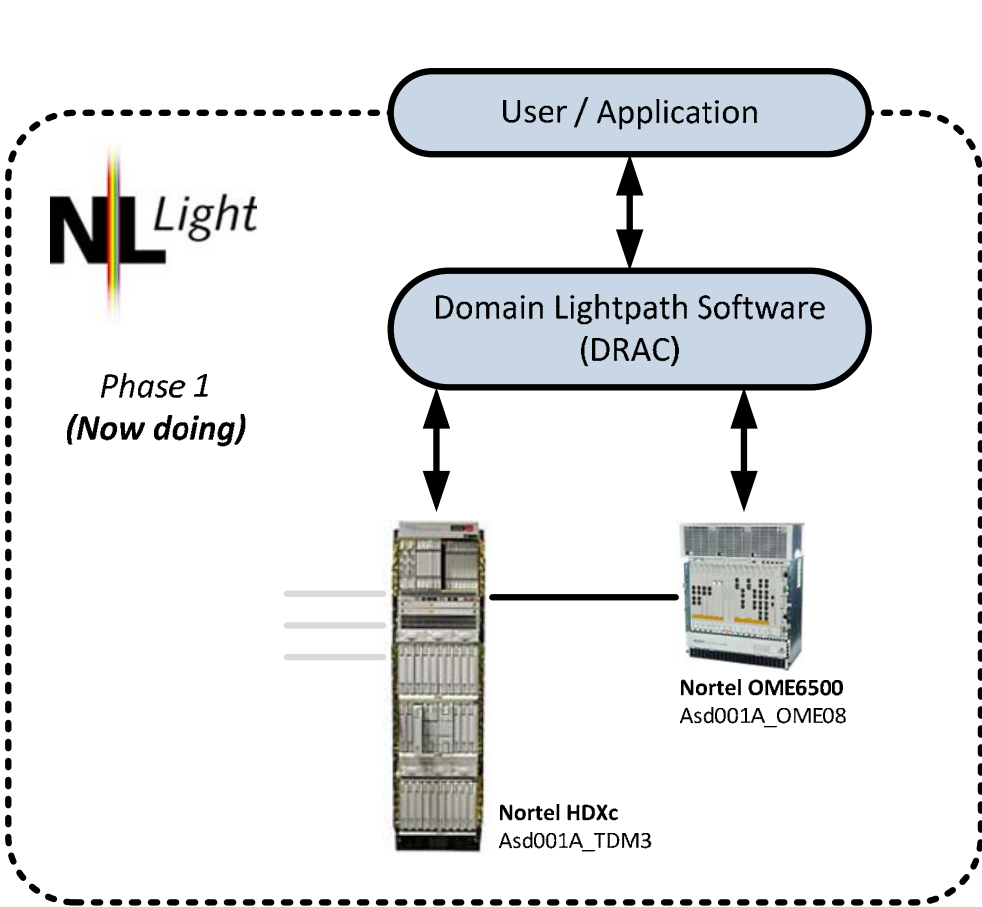
# NetherLight - GOLE

- What exactly is the NetherLight GOLE?





# Making it a Dynamic Gole: DRAC as an enabler





## DRAC as an enabler

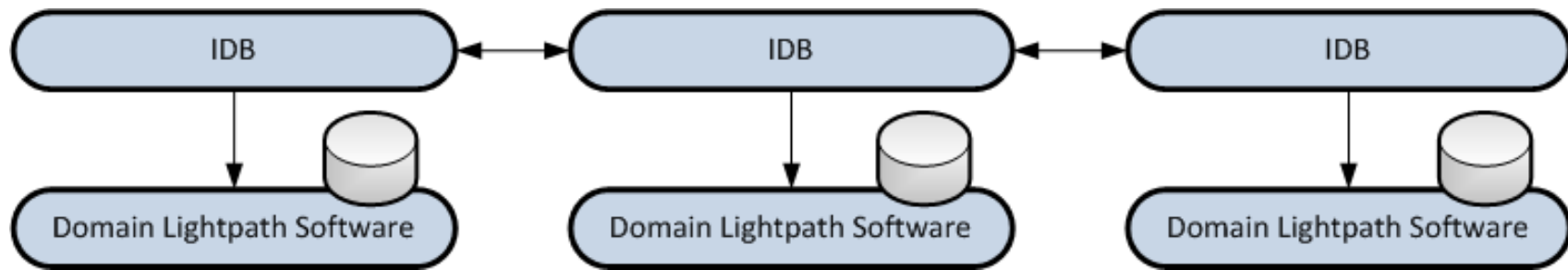
DRAC provides:

- The network as a service
- An interface for interdomain brokering
  - Query questions
  - Pre-reservations
  - Reservations
- **An interface for ANY interdomain brokering**
  - IDC, Phosphorus, ... are clients

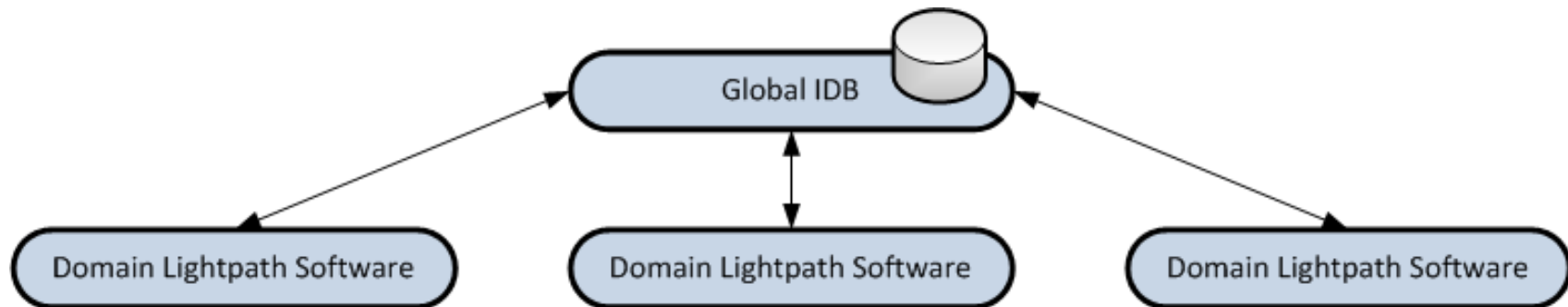


# Brokering models

## Distributed brokering



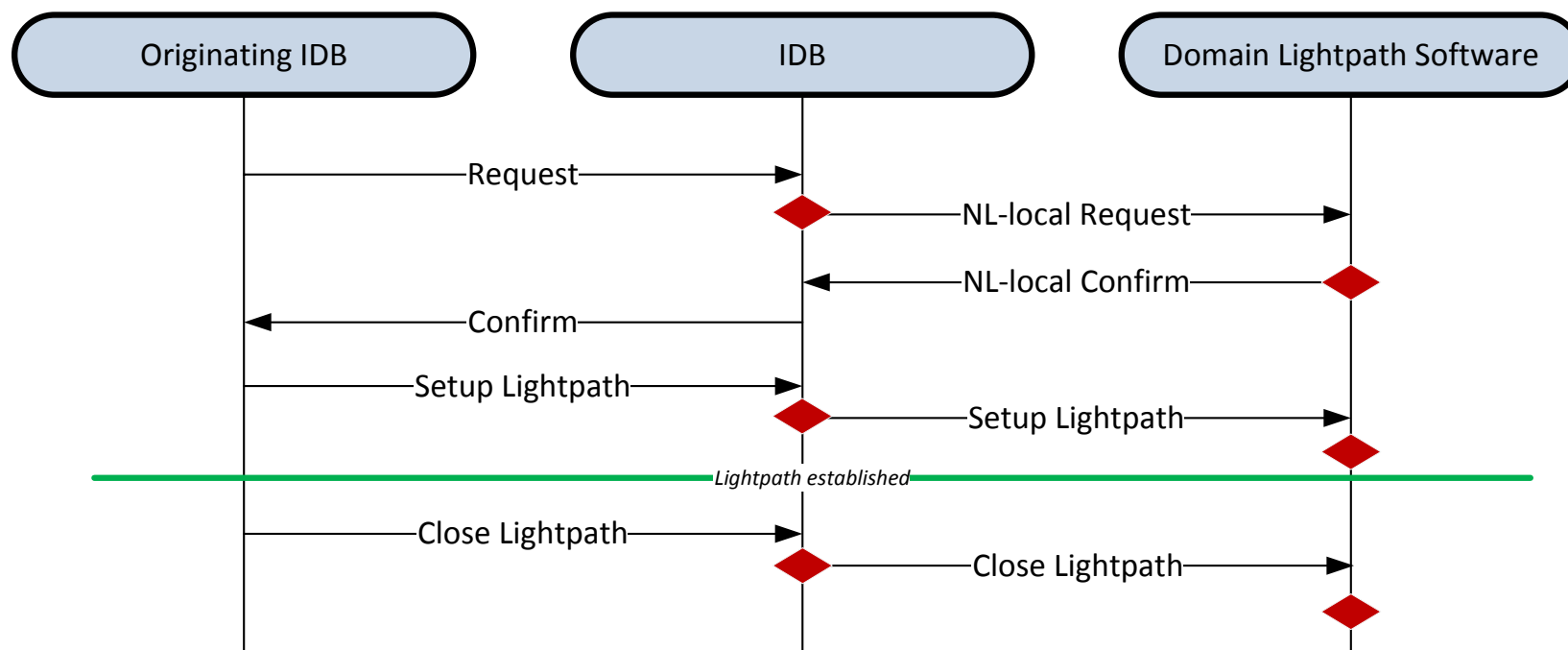
## Centralized brokering



# Policies

- What is decided?
- Where is the policy?

◆ Policy





# What are policies?

## Content

- Who gets access
- To what
- What does he get

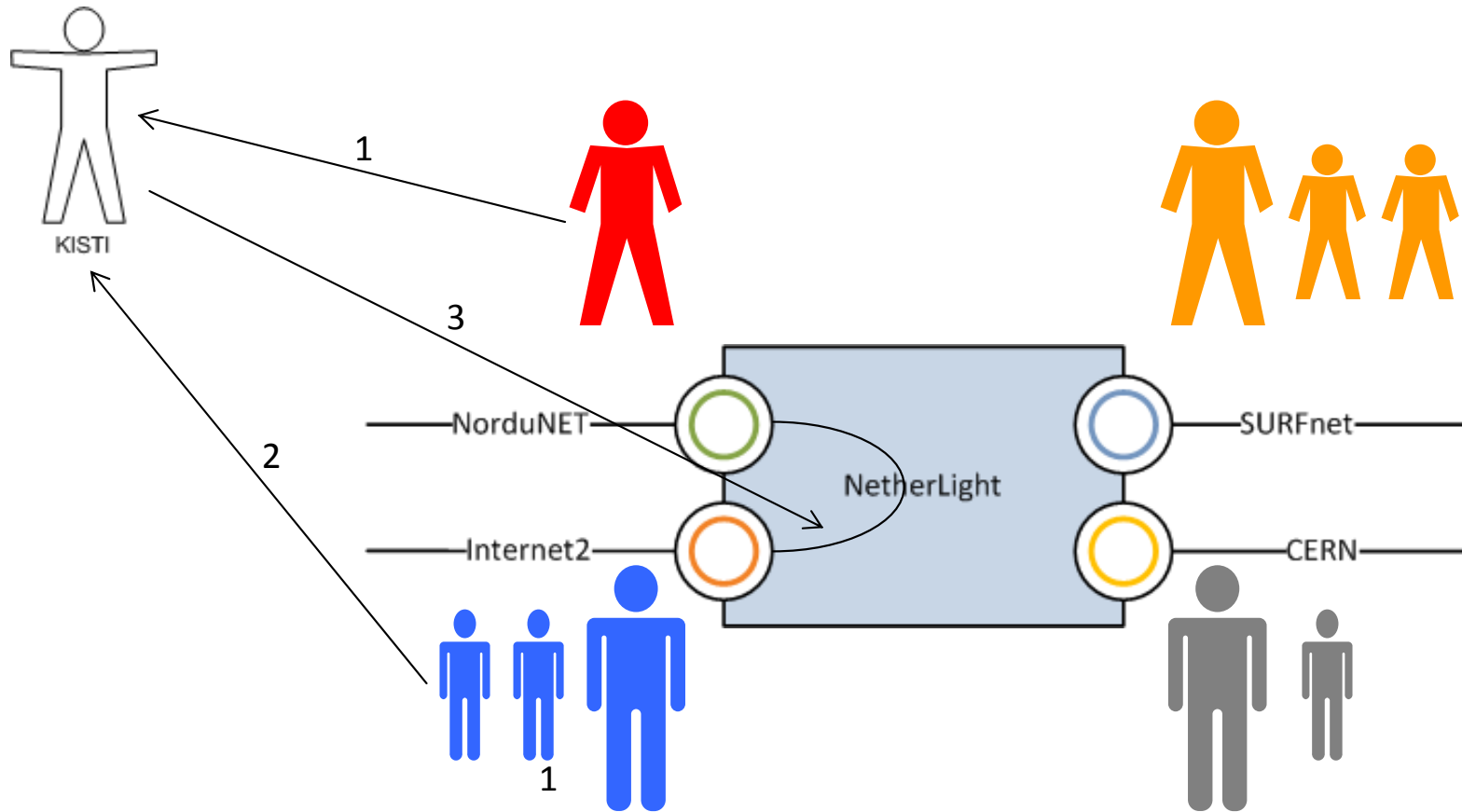
## Ownership

- Who sets the policy?
- Who enforces the policy?
  - Delegating trust





# NetherLight DGOLE Policy Concept of User Groups



**Current Approach**







# What is missing?



- Policy approach
  - From internal to external policy management?
- Agreed technology approach
  - Scope and stitching
  - Edge ports: VLANs, SDH/SONET, MPLS, PBT, PBB
- Agreed brokering approach
  - Topology, Service,
  - Heterogeneous brokers?
- Many other "details"

Thank you!  
Any questions?

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