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Sommario/riassunto

Software Networks describe new concepts for the Internet's next generation. This architecture is based on virtual networking using Cloud and datacenter facilities. The main problems to be dealt with are the placement of virtual resources for opening a new network on the fly, and the urbanization of virtual resources implemented on physical network equipment. The digital architecture also deals with mechanisms capable of automatically controlling the placement of all virtual resources within the physical network. This book describes how to create and delete virtual networks on the fly. Indeed, the system is able to create any new network with any kind of virtual resource (e.g. switches, routers, LSRs, optical paths, firewalls, SIP-based servers, devices, servers, access points, etc.). Software Networks shows how this architecture is compatible with new advances in SDN (Software Defined Networking), new high-speed transport protocols such as TRILL (Transparent Interconnection of Lots of Links) and LISP (Locator/Identifier Separation Protocol), NGN, IMS, new generation Wi-Fi, and 4G/5G networks. Finally, the author introduces Clouds of security and the virtualization of secure elements (smartcards) that could certainly transform how to secure the Internet. For this second edition, the author addresses in five new chapters the importance of open source software for networks, mobile edge computing, fog networking, tactile internet o a network environment allowing remote access, and security o the use of Cloud of security, secure elements and the emergence of the blockchain.