



Network softwarisation

Softwarisation will transform network elements by decoupling hardware from software. This will allow network flexibility to achieve a more dynamic, programmable, efficient, and autonomous infrastructure. Along with it, there is also a process to expose the capabilities of the network through open APIs (a set of methods and protocols used by developers to establish direct communication between applications), so that new services can be built with as little effort as possible.

As a result of common-use infrastructures, a process of network cloudification is generated, creating distributed data centres to bring applications closer to users, wherever they are and whenever they are needed. This boosts both the quantity and quality of the services, at the time it enables network flexibility and an excellent experience for users.

And what will it allow us to do?

For example, during a football match, we will dedicate more capacity to process video or messaging from the vicinity of the stadium; while during weekdays, the same processing capacity could be used for proximity cloud computing.

For online games where low latency is required, the computing capacity will be brought closer to the user. For other purposes that prioritise efficiency and overall performance, the computing load will be distributed more broadly.

