

The problem I chose to research is if the switch from hardware defined to software defined networks is viable. This summary is based on an the A network in a Laptop: Rapid Prototyping for Software-Defined Networks by Bob Lantz in 2010. I chose to research this problem because it is a common topic of conversation amongst my co-workers. With the increasing need of large scale. High-traffic networks it is important to be able to provide a cheaper and more efficient answer for our customers. This problem could greatly increase the versatility and efficiency of the networks that our society is becoming increasingly dependent on. If done right the improvements are limitless, but done wrong this could cripple the current system, for this reason I think that that is a exceptional problem. The above mentioned article explained the benefits and risks around this problem which I had previously not understood in detail.