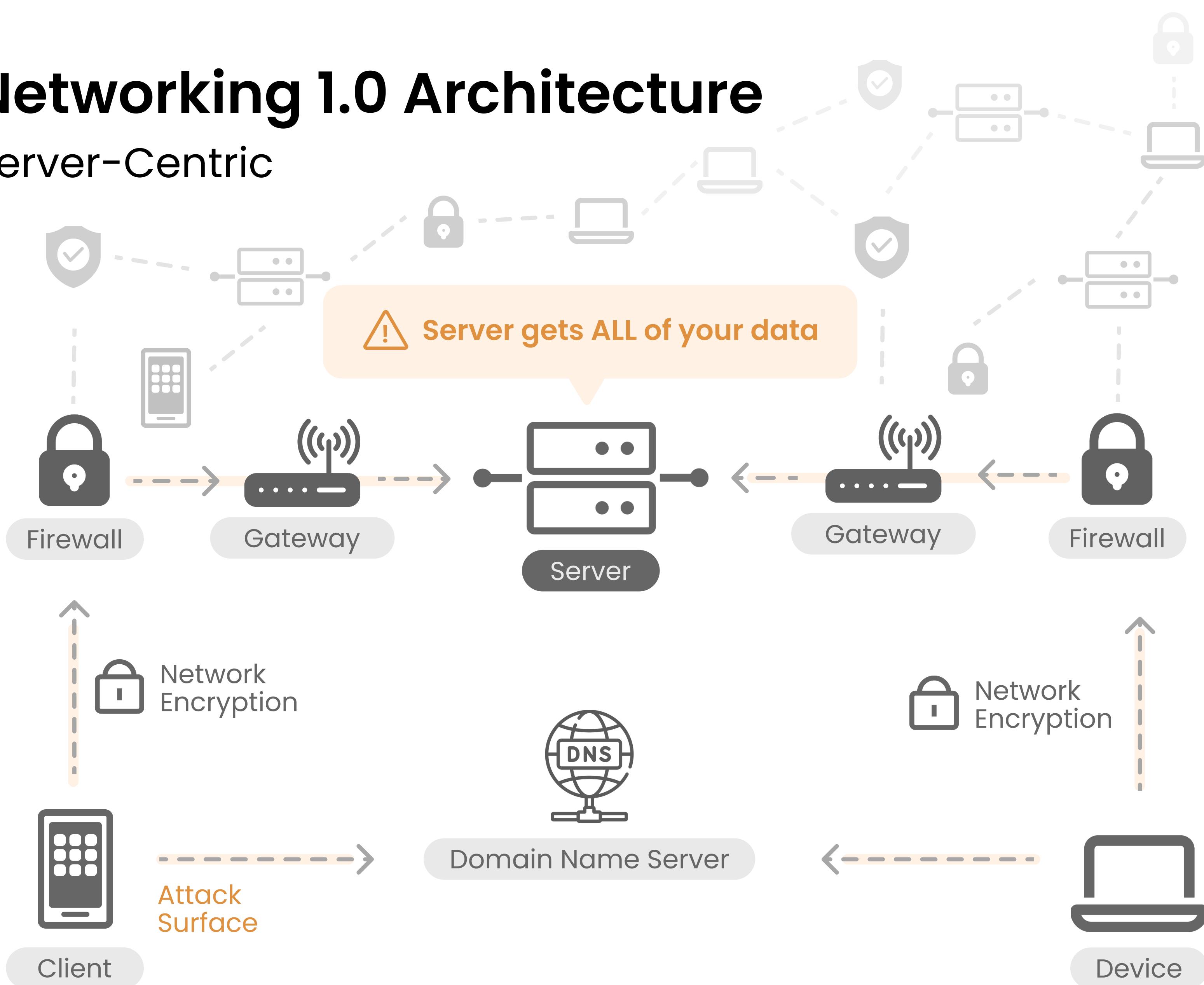


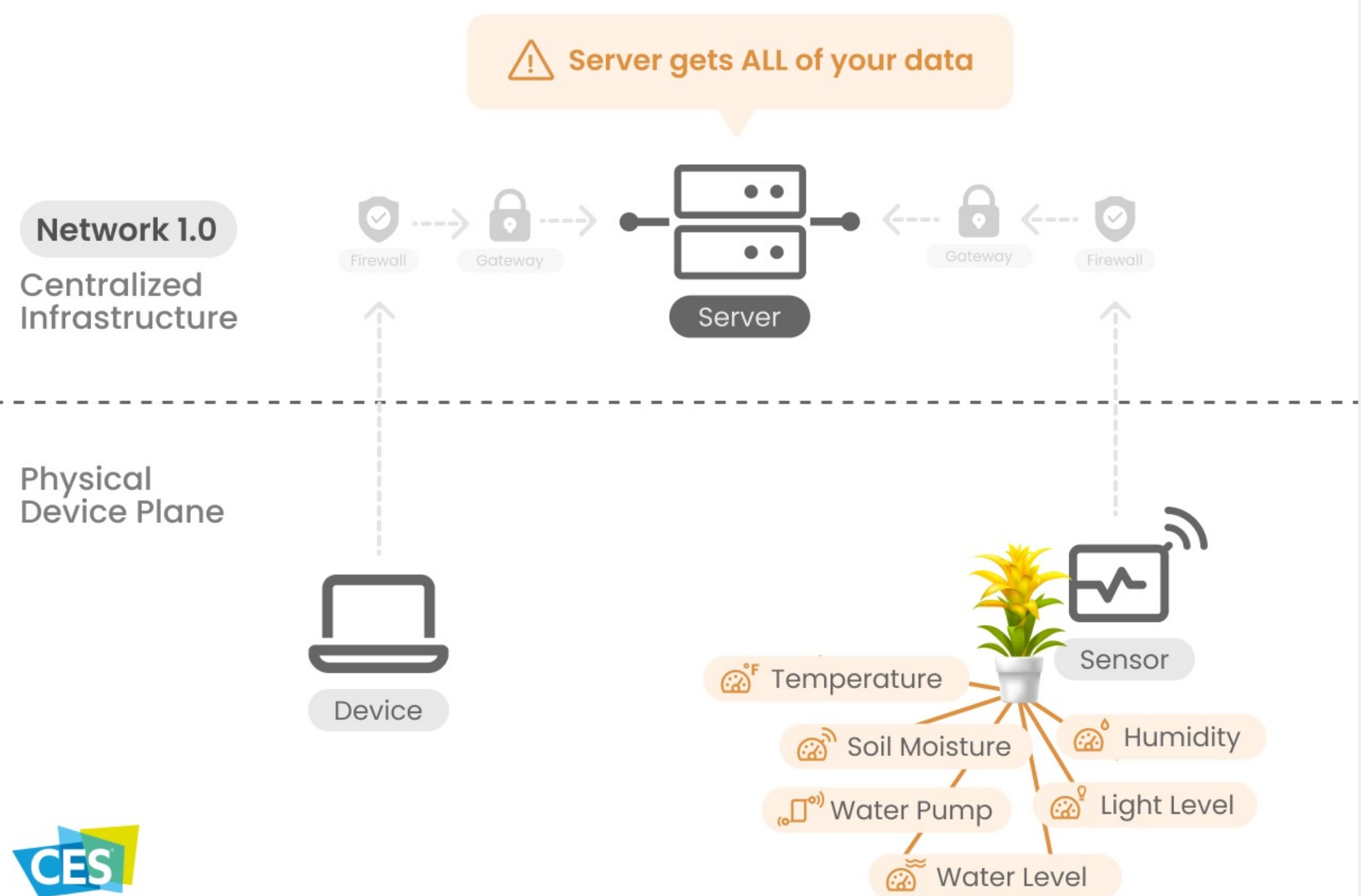
Networking 1.0 Architecture

Server-Centric



What are
Networking 1.0's
biggest weakness?

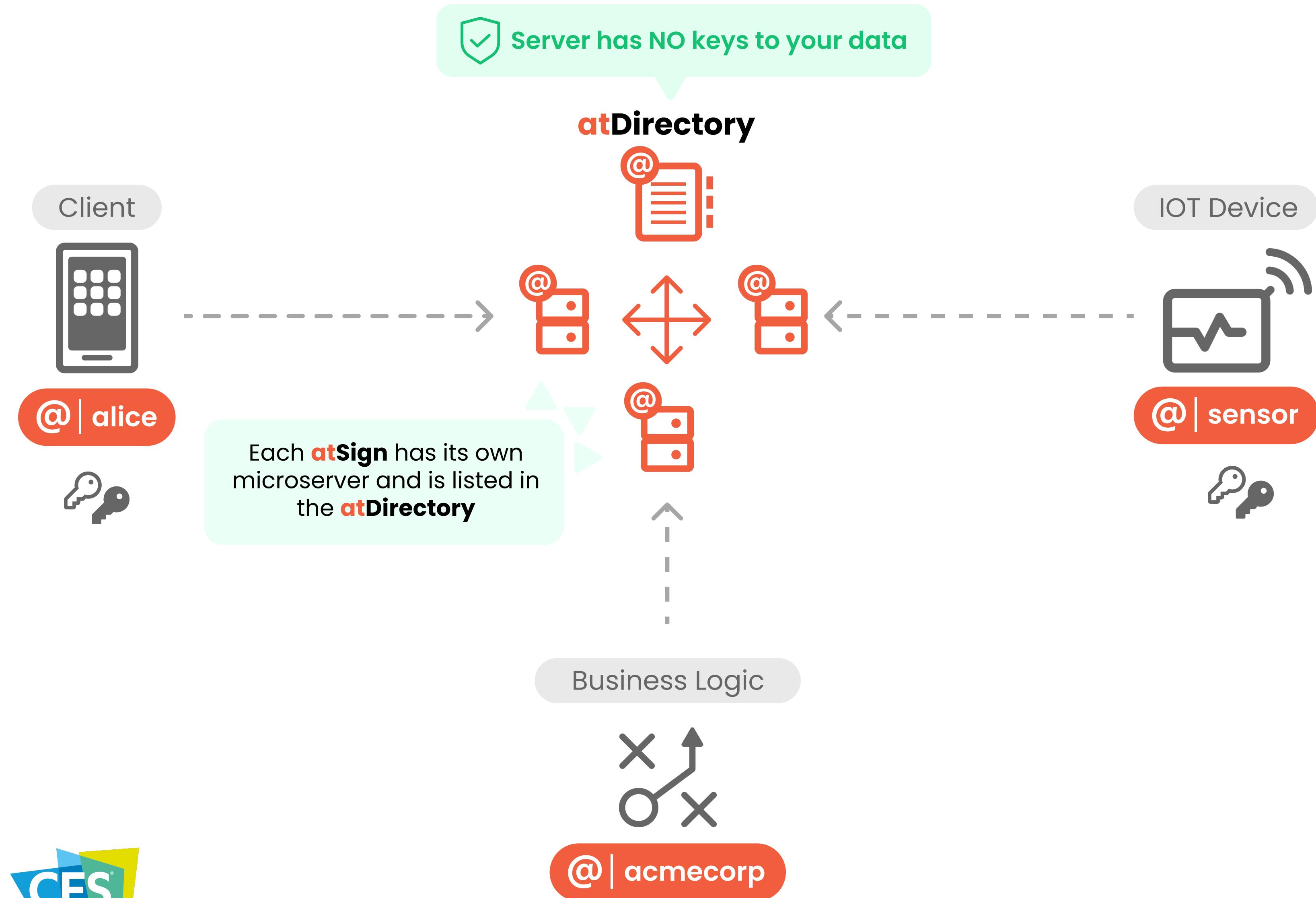
Networking 1.0 Architecture



What else do we need to make this solution work?

- A firewall solution
- VPN solution / static Ip management

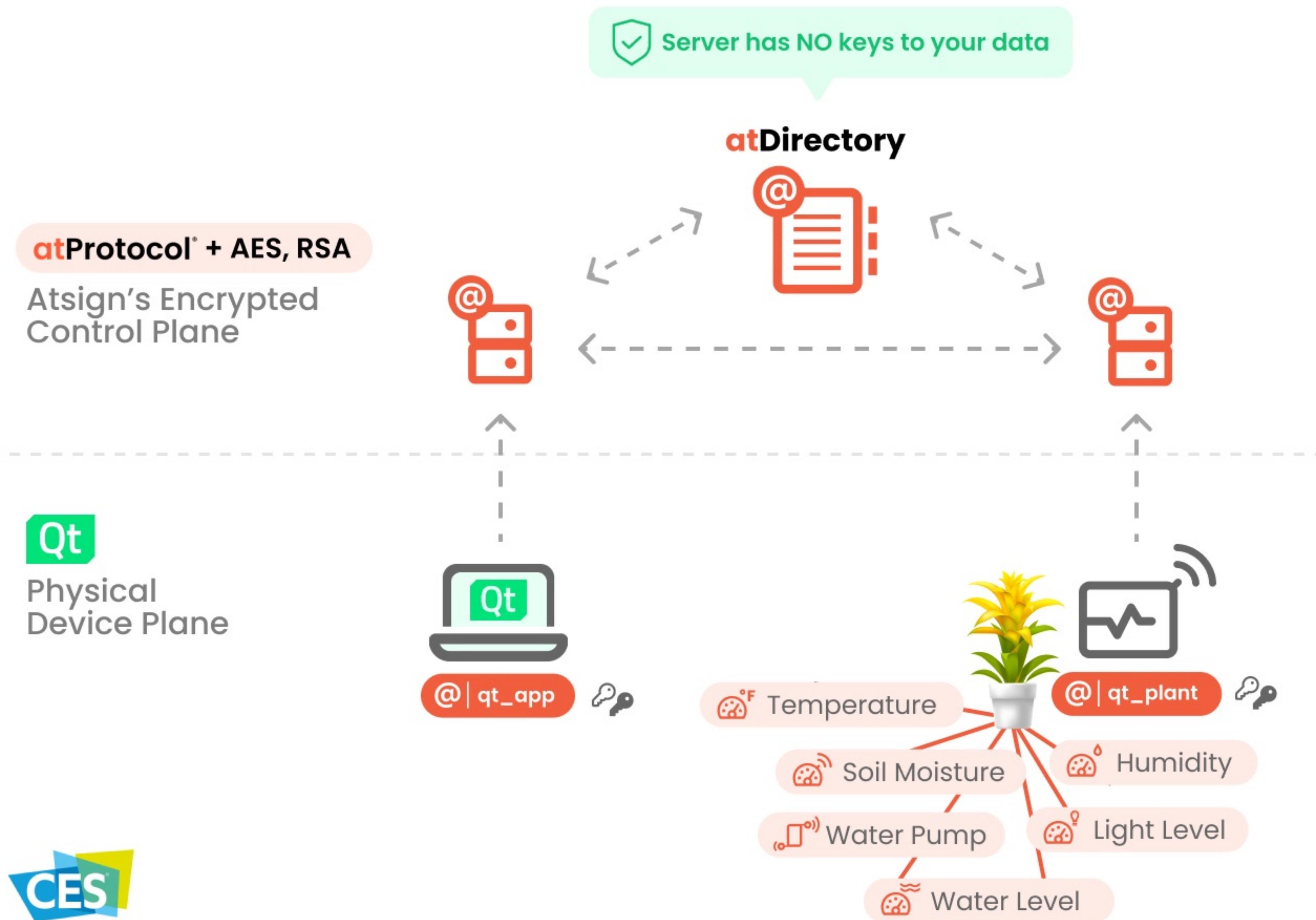
Networking 2.0 Architecture



What makes Networking 2.0 revolutionary?

- Decentralized
- Owner cuts their own keys
- End-to-end encryption (keys at the edge)
- No firewalls/VPNs necessary
- No static IPs

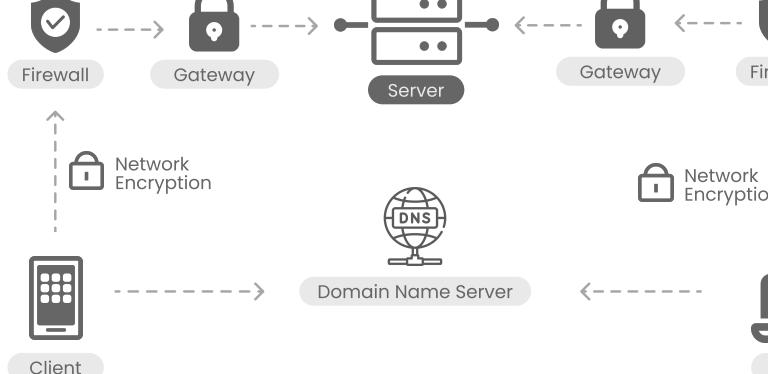
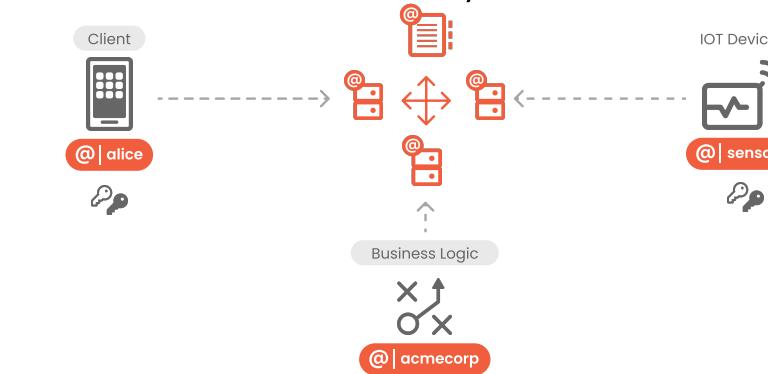
Networking 2.0 Architecture



| Benefits

- No network attack surfaces
- Sustainable
- Full data control & ownership
- 60% Cost savings
- 10x faster deployments

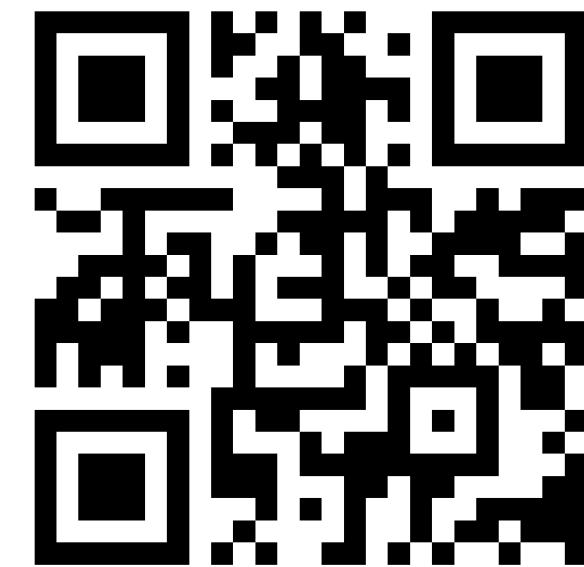
Networking 1.0 vs. 2.0

Core Principles	1.0	2.0
Diagram	 <pre> graph LR Firewall1[Firewall] <--> Network Encryption Gateway1[Gateway] Firewall1 <--> Network Encryption Server[Server] Gateway1 <--> Network Encryption DNS[Domain Name Server] Client[Client] <--> Network Encryption DNS DNS <--> Network Encryption Device[Device] </pre>	 <pre> graph LR ClientAlice[Client @ alice] <--> Business Logic Directory[Directory] ClientAlice <--> Business Logic BusinessLogic[Business Logic] ClientAlice <--> Business Logic IoT[IoT Device] ClientAlice <--> Business Logic Sensor[Sensor @ sensor] </pre>
Data Storage	Centralized	Decentralized
Identifier	IP Address	Simple string
Encryption	Network encryption + Optional data encryption	Edge-to-edge encryption
Encryption Keys	Centrally managed	Cut at the edge with the data/device owner
Network Attack Surface	Managed & monitored	Nothing to attack
Firewalls & VPNs	Must have	Not necessary
Data Ownership	Very little control	Owner has full control



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