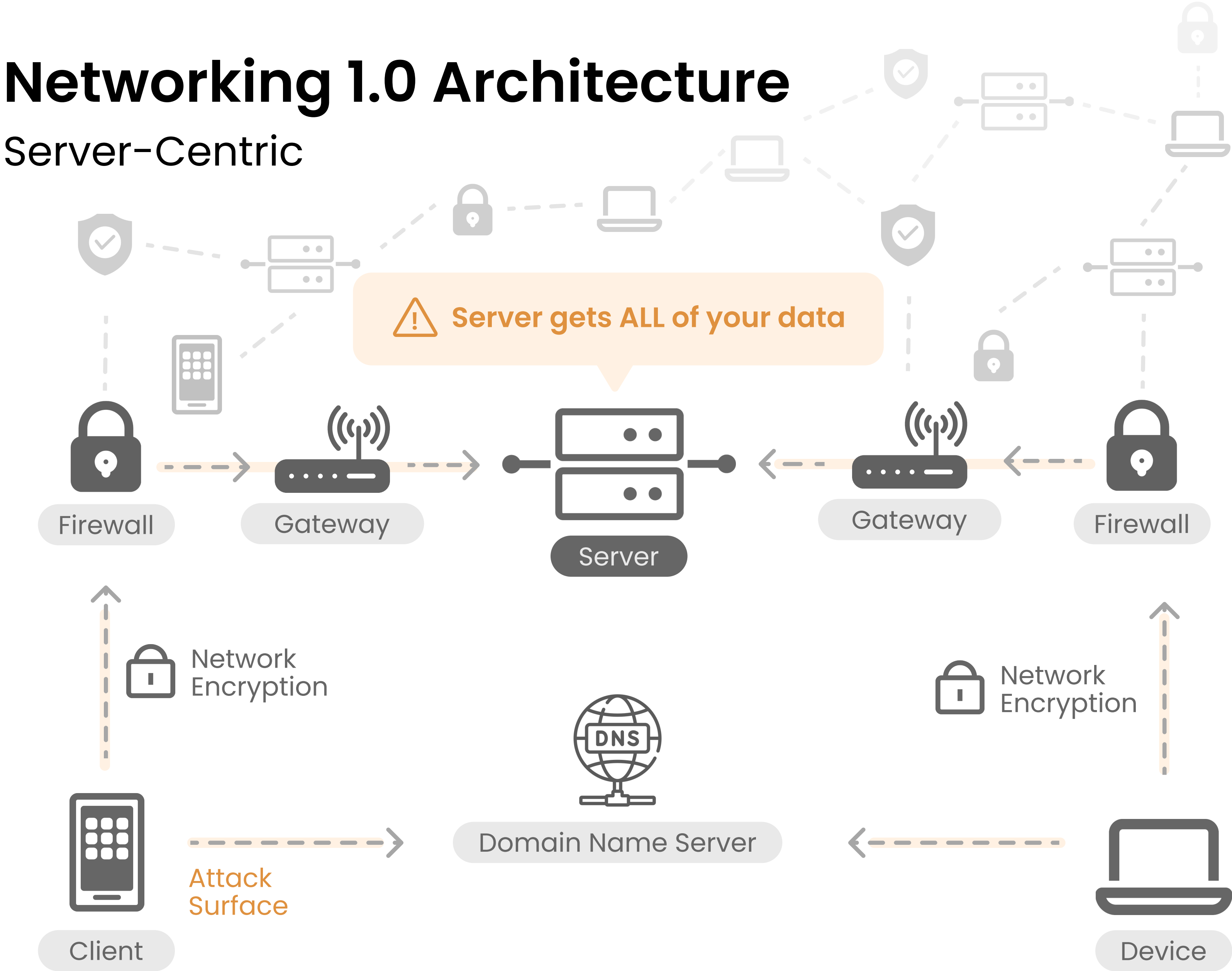


Networking 1.0 Architecture

Server-Centric



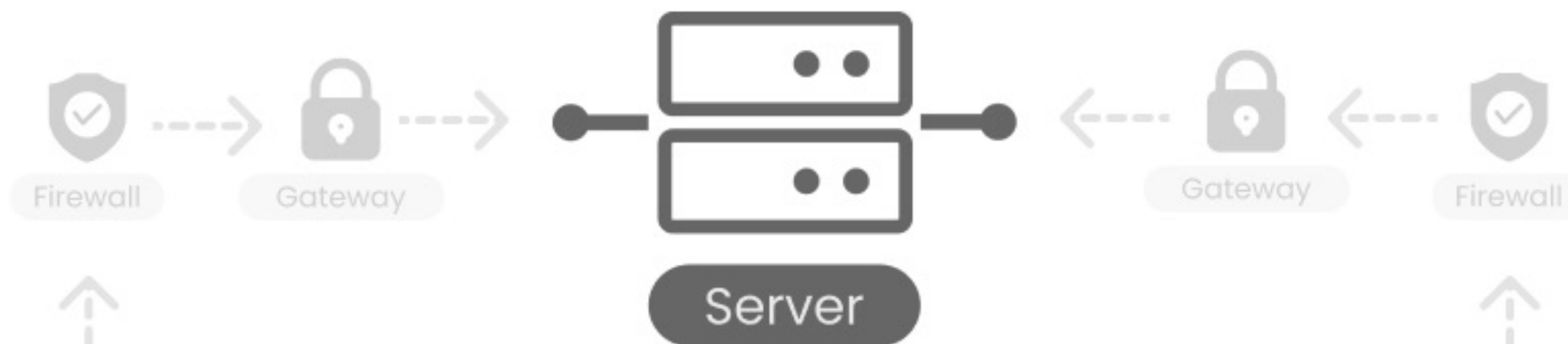
What are
Networking 1.0's
biggest weakness?

Networking 1.0 Architecture

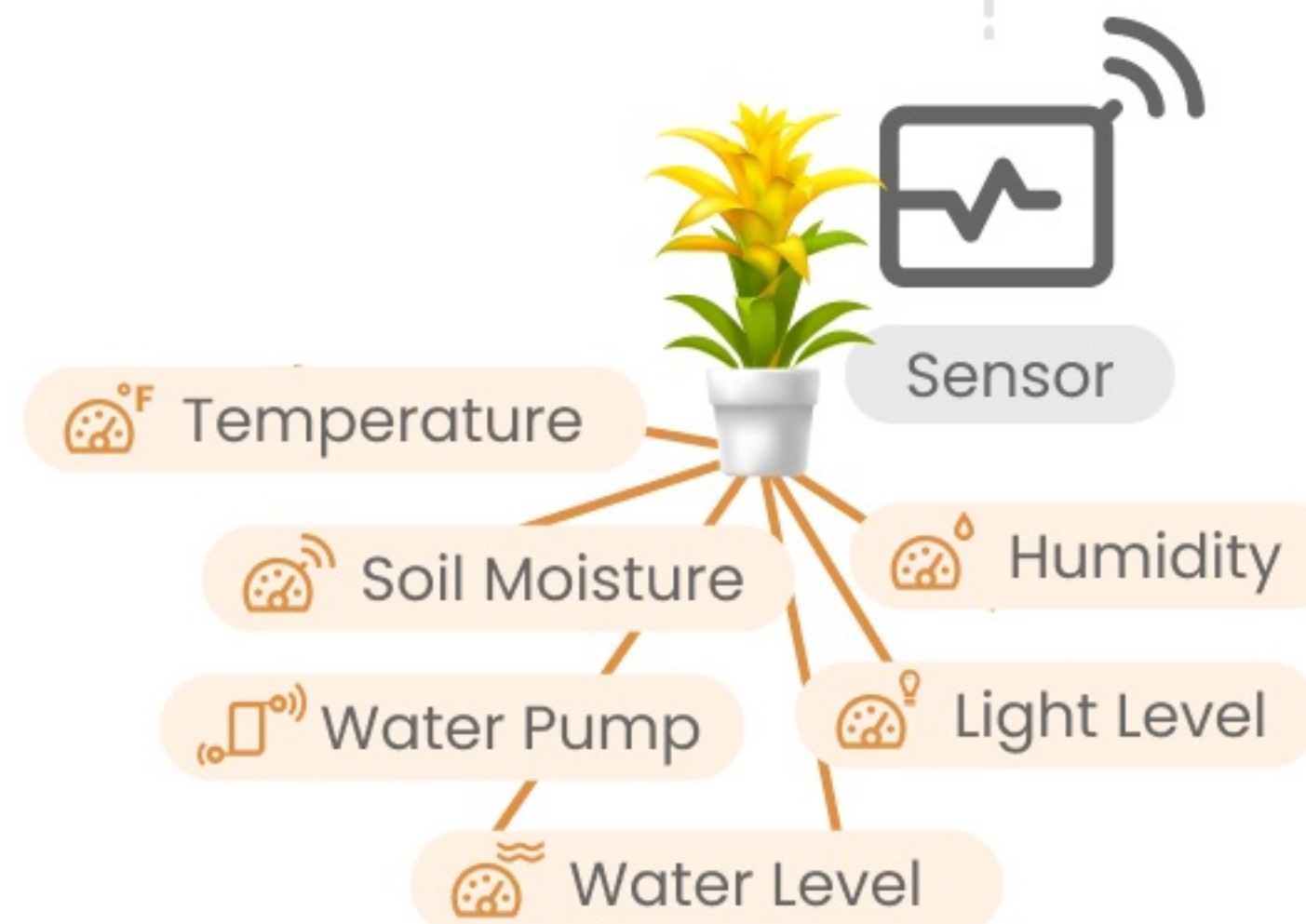
⚠️ Server gets ALL of your data

Network 1.0

Centralized Infrastructure



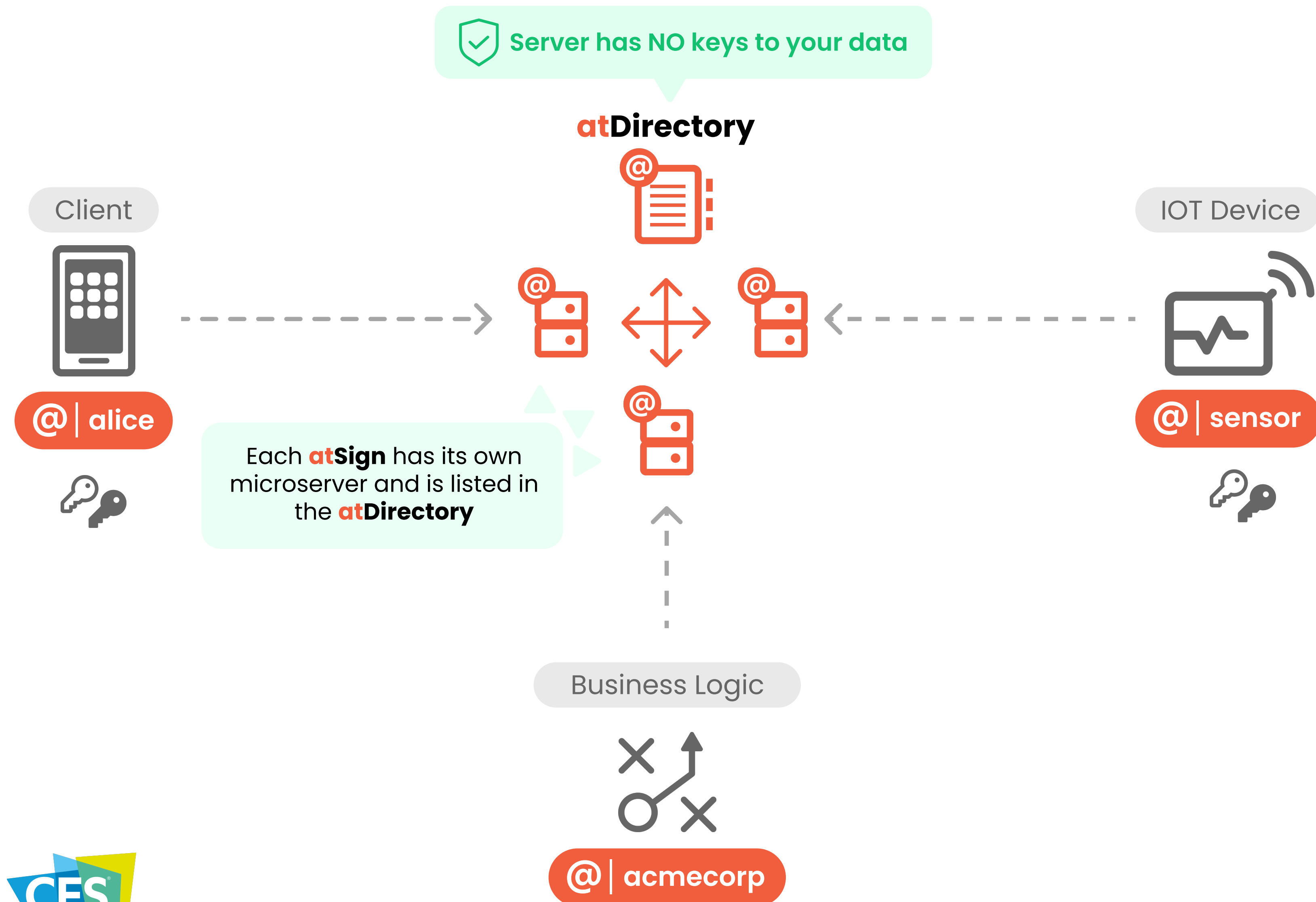
Physical Device Plane



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

✓ Server has NO keys to your data

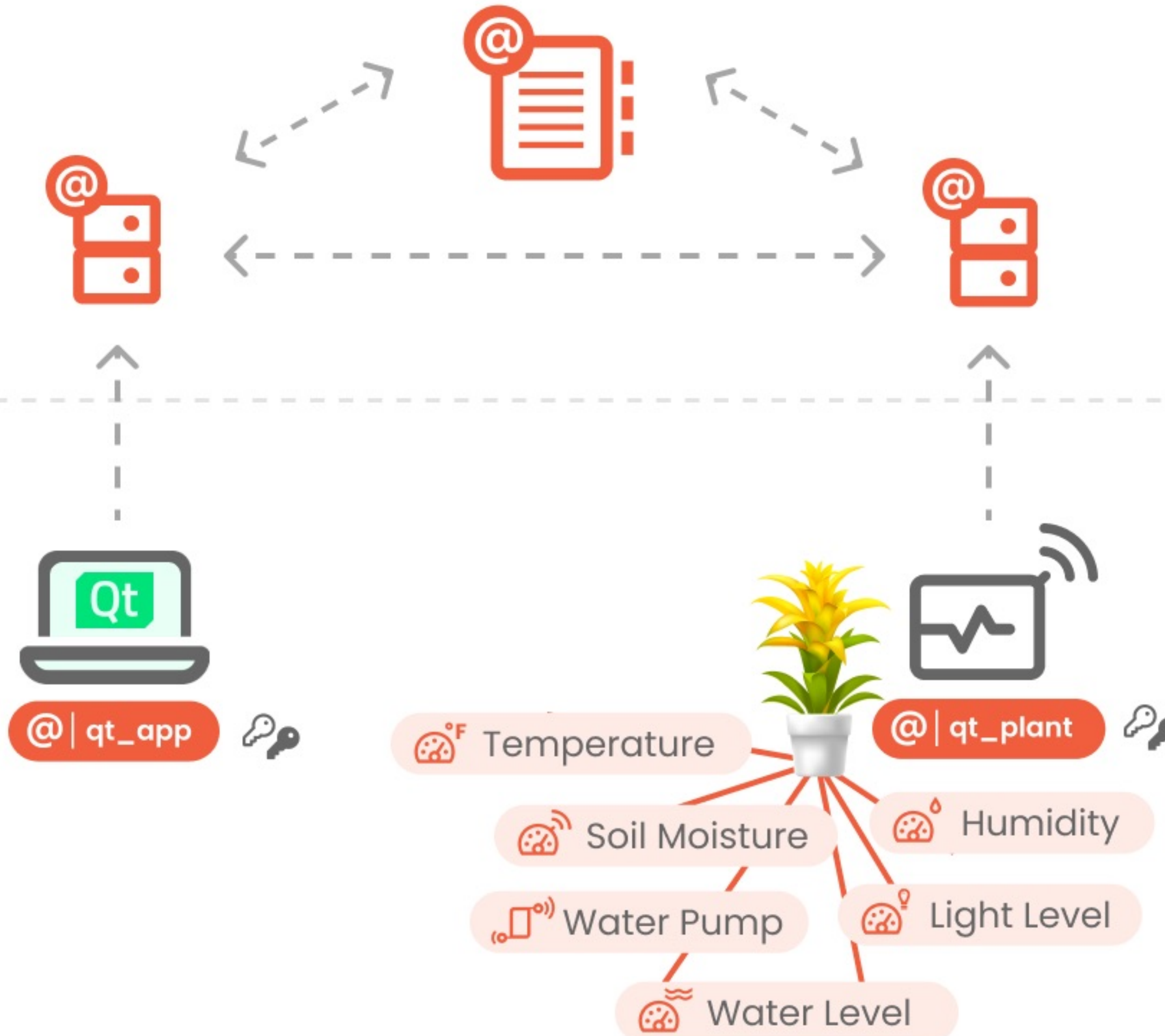
atDirectory

atProtocol® + AES, RSA

Atsign's Encrypted
Control Plane

Qt

Physical
Device Plane



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		
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



Interested in learning more?

Visit atsign.com

