	ATS6	TSP	Point6	L2TPv2	L2TPv3
			400	400	
Is the solution based upon any existing technology (reuse)?	98	90	100	100	98
Is the solution documented (published)?	100	90	90	100	90
Are there any known issues in the solution (completeness)?	98	95	100	100	90
Has the solution been fully implemented (status idea)?	30	100	100	100	80
Do two independent, commercially supported, demonstratetively inter-					
operable implementations of all the components of the underlying					
technolog exist (interop)?	0	40	0	100	0
Have ISPs experimented with all the components of the solution					
successfully all together (deployment)?	0	100	100	100	0
Score:	54.33333	85.83333	81.66667	100	59.66667

## **HUB & SPOKE case**

- 0) Support Hub & Spoke cases
  - a. NAT traversial
  - b. Nomadicity (outer address may change)
- 1) Address allocation
  - a. End point
  - b. Prefix delegation
- 2) Scalability
  - a. To the millions
  - b. Set-up time
- 3) Multicast support
- 4) Authentication/Security
  - c. PDU
- 5) OAM

dhcpv6 or internal

to the limit cload balancing

- a. Keep alive for NAT traversial
- b. Logging / accounting
- c. End point failure detection (inside the softwire)
- d. Path failure detection (outside the softwire)
- 6) Available encapsulations
  - a. IPv6/IPv4
  - b. IPv6/UDP/IPv4
  - c. IPv4/IPv6
- 7) L2 and L3 connectivity L3 L3 Inbound/out-of-band out out

## MESH CASE

- 0) Support Mesh cases
  - a. Announce reachability of prefixes of one AF across a network of another AF
  - b. AFBRs perform dual-stack functionality
- 1) Scalability
  - a. Number of AFBRs
  - b. Routing table size
  - c. Number of network peers
- 2) Available Encapsulations
  - a. IPv6/IPv4
  - b. IPv4/IPv6
  - c. VPNs
- 3) Security
  - a. Integration with deployed solutions
  - b. Control session
  - c. Encrypted data
- 4) Multicast Support
- 5) OAM
  - a. Usage accounting
  - b. End point failure detection

- c. Path failure detection
- 6) Multihoming support a. Path Selection b. Preference/Policy
- 7) Does solution enable L2 and L3 connectivity

Mesh1 Mesh2

0 0

