



Enabling the 3rd generation Internet

Broadband Networks: Applications and Services

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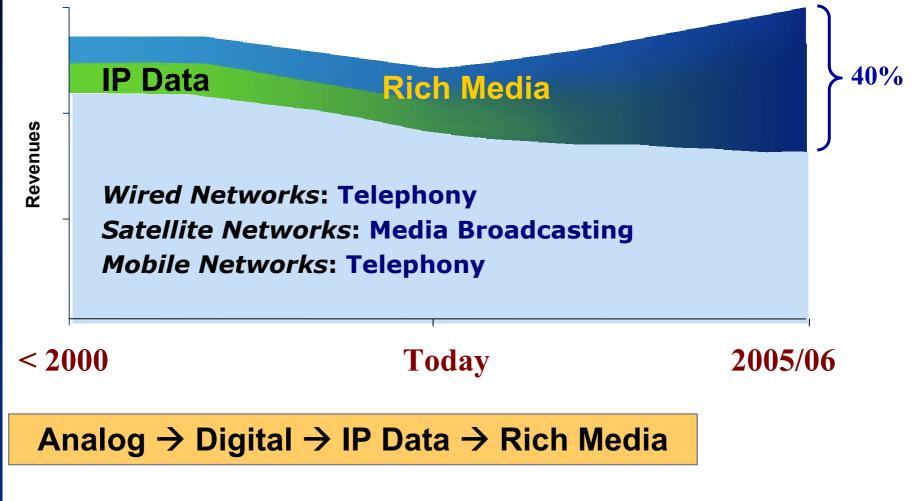
September 17, 2003

Presentation Overview

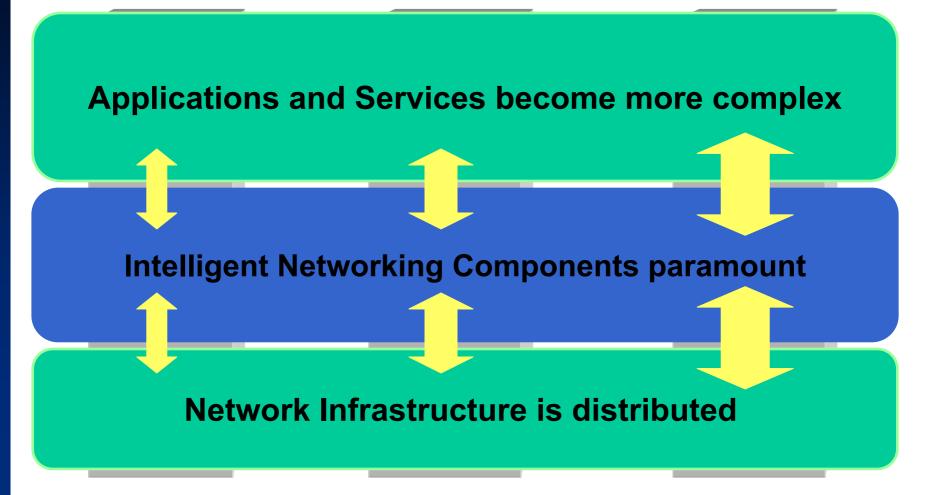
- Evolution of Networks and Services
- Broadband Networks: Respective Applications and Services
 - Terrestrial networks
 - Mobile Networks
 - □ Satellite Networks
 - Enterprise Networks

Castify's Solutions

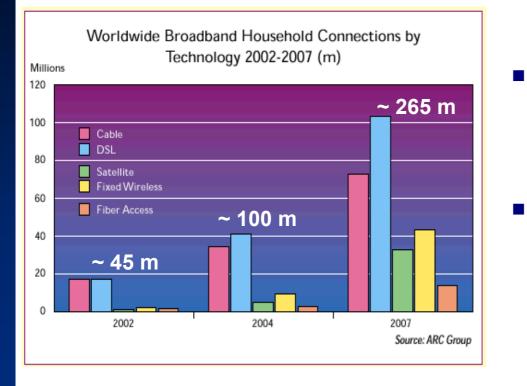




Evolution of Networks and Services (2)

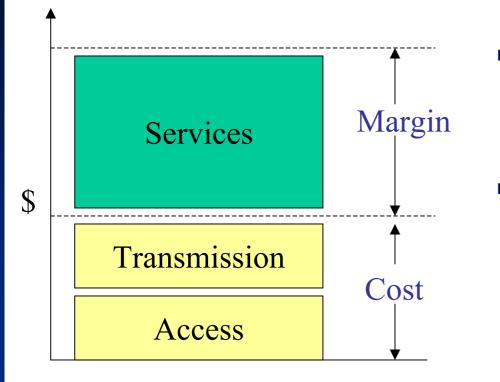


Broadband Consumer Market



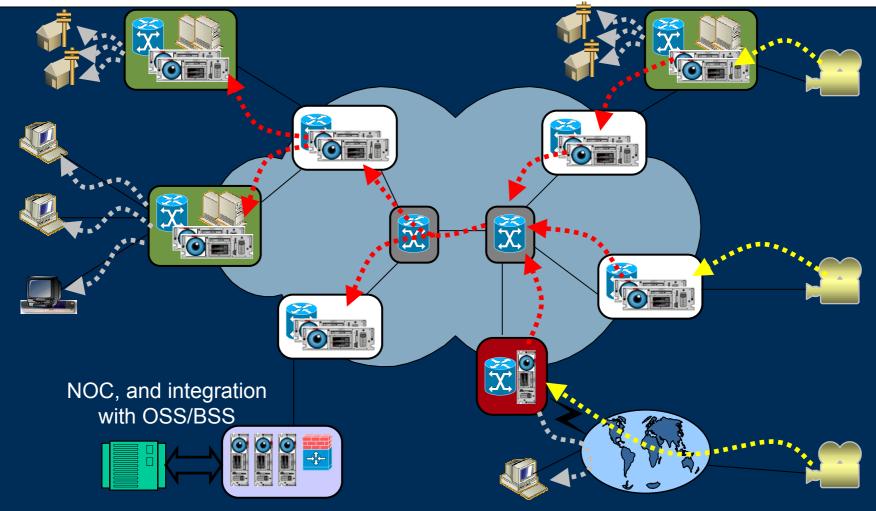
- Total # Of DSL subscribers has reached 36 million at the beginning of 2003
 - In 2003, the growth rate in the # of DSL subscribers exceeds 200% in many countries in eastern Europe and Asia

From Broadband Access to Broadband Services



- Value-added Services will increase Broadband Operators' margins
- From Connectivity to value:
 - □ Video-on-Demand
 - □ Pay and Interactive TV
 - □ Live Events and Concerts
 - Music on Demand

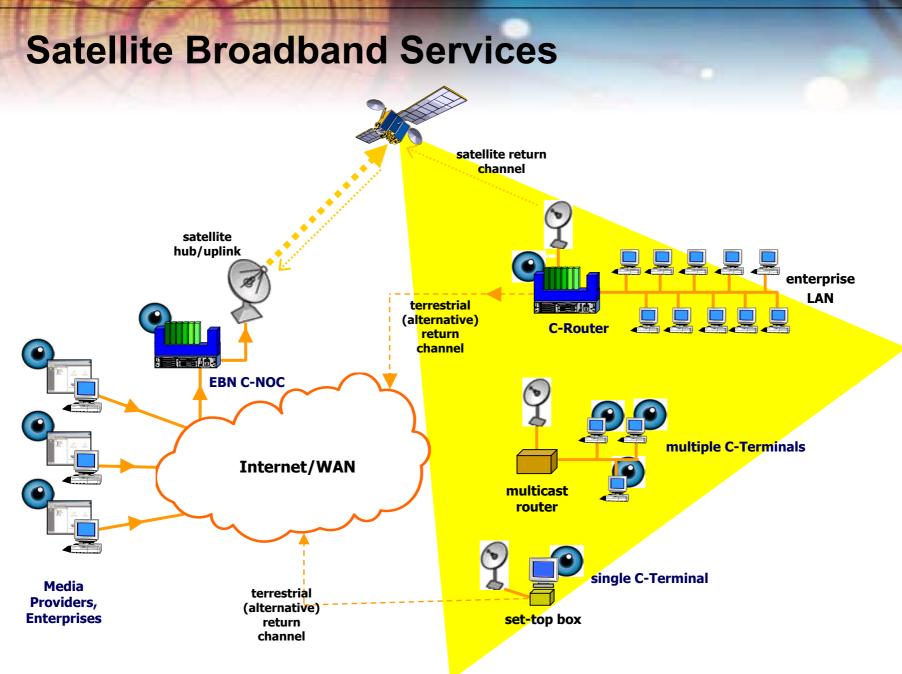
DSL/Cable Broadband Services: VoD, PayTV, etc..



Access centers & DSL/Cable users

transit network / backbone

media sources

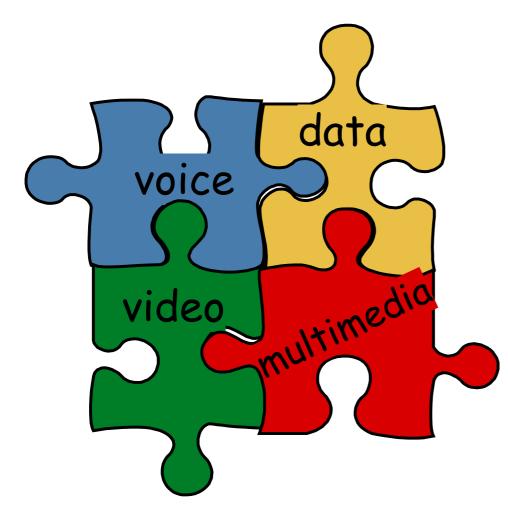


Mobile Networks: From Voice to Data Services

- Mobile operators and service providers MUST develop mobile data and multimedia services to sustain their revenues:
 - By 2010, average monthly revenues from voice services per user (ARPU) will drop from \$28 to \$16 "*Telecompetition, August 2003*"
 - Mobile Data services ARPU must grow from \$2 today to over \$12 by 2010, \$10 of which coming from Advanced Mobile Data Services, i.e. video, audio, and photo downloads and delivery "Telecompetition, August 2003"
 - Advanced Mobile Data Services (delivered on 3G and 2.5 G networks) will generate \$47.5 Billion revenues worldwide in 2005 "Telecompetition, August 2003"



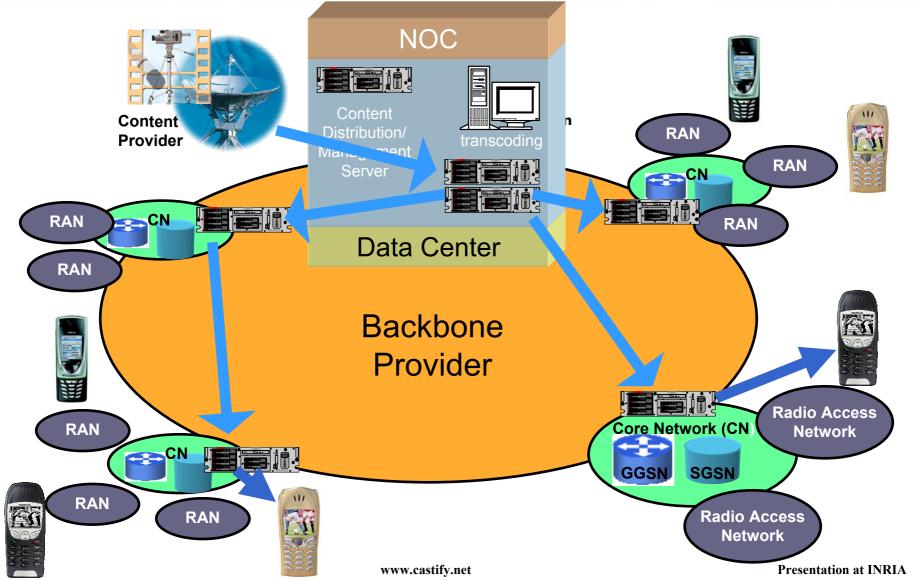
Mobile Services Landscape



Challenges

- Enable delivery of multimedia content
- integration of new services
- distribution of many types of content across network with limited bandwidth

Advanced Mobile Services: A/V Clip Download



Large Enterprises: The Challenge

- Heterogeneous Network Capacity
 - Gigabit capacity within the Intranet and the LAN
 - Bandwidth is available behind the Firewall
 - Bandwidth demanding applications can be supported only locally
 - Only few Megabit capacity between offices and to the outside
 - Bandwidth bottleneck between the enterprise's offices, remote locations, and sales outlets
 - Large companies permanently need to
 - □ Adapt their IT infrastructure to support their evolving businesses
 - □ Run their business processes more cost efficiently (reduce cost)
 - Distribution of large volume manuals, software updates, training material, sales updates, strategy speeches, etc..
 - □ Reduce cost of sales / increase net margin
 - Protect their IT investment

Large Enterprises: Applications and Services

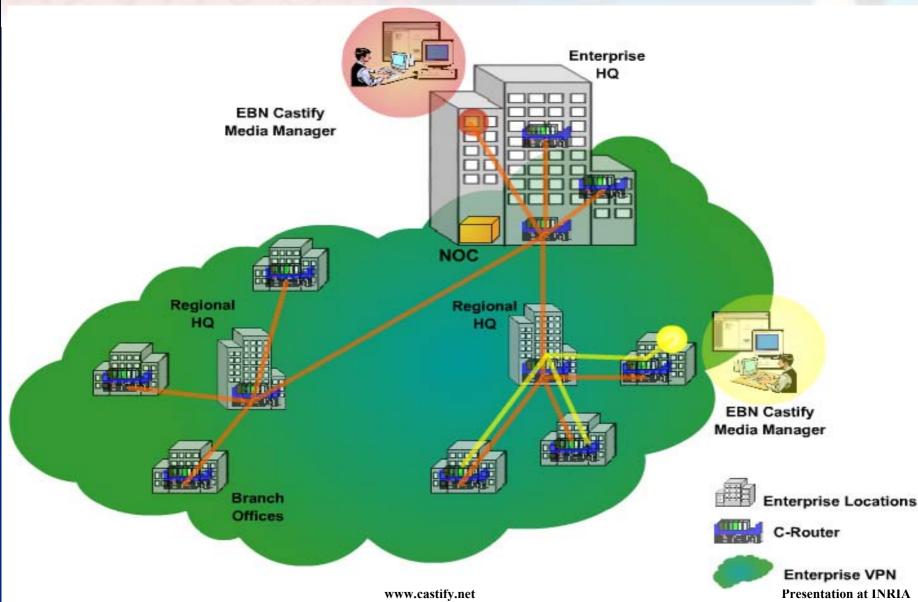
A huge and vast market in several industries
 Automotive, Financial, IT, Retail, Governments, etc.

A broad range of Applications

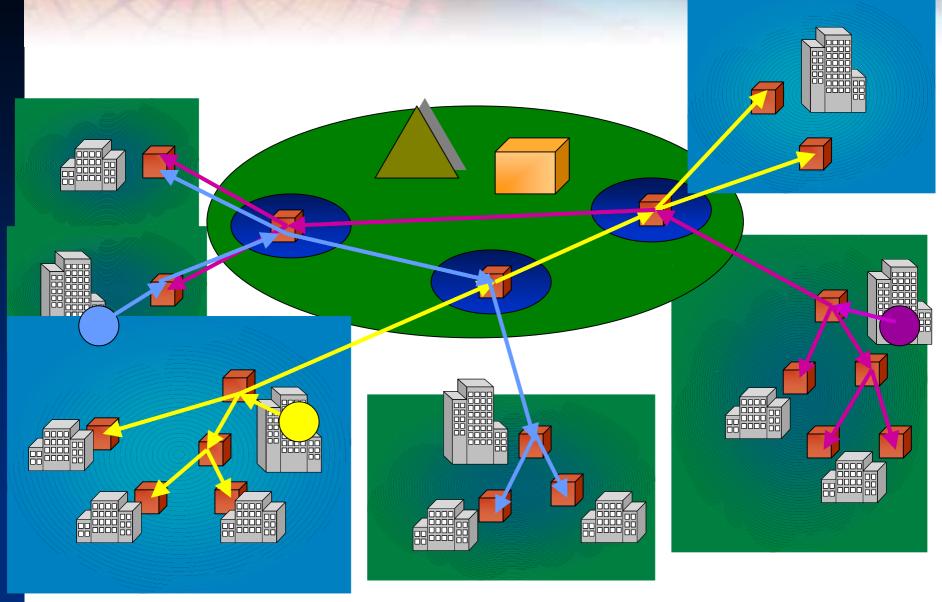
- Digital mass data distribution and delivery,
- e-Training and e-Learning,
- □ software distribution and update
- □ Corporate communication, Business TV, Earning announcements
- Point of Sales, Point of Information, Kiosk Systems
- □ Distributed File & Storage Management
- Aberdeen report (March 2003) shows that managed content delivery can cut as much as 50% of communication cost of production and transmission.

Enterprise Broadband Platform

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Broadband Enterprise Networks





Castify's Mission

Castify's Mission

- Be the leading provider of Managed Content Delivery
 Software for
 - Network and Service Providers to run, manage, and scale their broadband media services (video on demand, PayTV, download and play services, etc.)
 - □ **Large enterprises** to support their Broadband Applications (platforms for mass data transfer, staff and sales training, employee communication, sales support, software updates, etc.)
 - Mobile Operators to run, manage, and scale their Advanced Mobile Data Services (video and music clip download and display, infotainment, etc.)



Castify's Mission

- Build a fully <u>secure</u> and <u>scalable</u> software platform for <u>controlled</u> content distribution and delivery
- Build a software platform that runs on <u>hybrid networking</u> environments and supports many:
 - <u>Applications</u> (ranging from VoD through PoS to distributed storage management)
 - □ <u>Media formats</u> (WMF, Real, MPEG4, MPEG2, Packet Video, etc.)
 - Business models (subscription, pay per view, pay per download, bandwidth-based, storage-based, etc.)
 - □ <u>Receiving devices</u> (server, PC, SetTopBox, TV, etc.)





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Thank you

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Presentation at INRIA