

Long distance bringing you down?



Feel close to your data...even when you're not.

Don't let distance come between you and the close relationship you desire with your data applications. NETCONN's Proximity Sensitive Support Services (PS4) was designed to help users keep in close contact with their data resources, even from a distance. The PS4 IT managed services toolkit improves performance, reliability, and security of systems and applications by removing dependence on geographical location.

What is PS4?

PS4 is an IT solution that has been uniquely integrated to solve problems users face when operating remotely from their applications. The toolkit is offered as a managed service comprised of a base unit and available add-on services.

PS4 was developed to address issues associated with imperfect network conditions and the complexities of fielding enterprise solutions. The lifecycle of these solutions is typically short and the integration of products is critical because of point-products. Our experience has taught us that problems above in the enterprise are complex and come in groups and a best-of-breed solution with multiple integrated products enables you to solve many problems at one time.

The customer accesses their applications through nodes that have been packaged into half a rack of equipment and are geographically dispersed to be located near the users.

PS4 is placed in a headquarters or data center location and at remote offices so the distributed user base can acquire service in all local areas. It optimizes data flows between servers and users to enhance specific aspects of applications that need the service and does not require changes to existing application architectures.

How does a managed service work?

Under the managed services model you buy an IT capability or solution, not a box. Our service includes hardware, software, support, and maintenance. The customer pays an up-front initial-ization fee to establish the service and then only pays for the IT

capability used. The customer's fees are a set monthly payment based usage, just like many services people often purchase in their homes.

How do I use PS4 to solve my problems?

NETCONN personnel will consult with potential customers at no charge to determine their needs. We will recommend the combination of PS4 services that best meets your needs and provide a quote. You may demo the product to determine if it indeed delivers the solution you are looking for. You contract directly with NETCONN for the delivery of the service.

PS4 Benefits

- Provides required level of performance for users that are physically separated from their applications.
- Quickly and easily scalable--up and back.
- Global load balancing can be used to provide a distributed user experience based on the user's location.
- Can be used as a framework to standardize and simplify a large concurrent migration program.
- Optimizes bandwidth.
- All data within the PS4 infrastructure exists in at least two physically separated PS4s.
- The small profile (half rack) nodes are pre-staged and deployed as a unit that requires minimal environmental and electrical requirements.
- Improves continuity of operations (COOP) and disaster recovery (DR) capabilities.
- Increases information assurance posture.



PS4 is a Patent Pending Toolkit

Base Unit & Service Offerings

PS4 Base Unit

The PS4 Base Unit provides a physical and logical infrastructure to house individually selected PS4 services (listed below). Nodes are remotely managed by NETCONN at customer locations and are designed to be collocated with service delivery nodes. The Base Unit provides an intranet network between Nodes via Dynamic Multipoint Virtual Private Networks (DMVPNs). Each PS4 node contains a base set of the following network components: router, firewall, switch, global load balance server, local load balance server, domain name service server, keyboard video mouse appliance, serial console appliance, and power over IP appliance.

Multi-Protocol Reverse Proxy Service

The PS4 Multi-Protocol Reverse Proxy Service brings information closer to users by proxying it with multi-protocol caching. The reverse proxy service enables better response times and uses less bandwidth than traditional proxy services, allowing customers to use valuable bandwidth for needs other than the Web. This service allows WAN separation at LAN speeds by moving traditional applications out of the LAN and into the WAN closer to users.

Forward Proxy Service

The PS4 Forward Proxy Service locally caches Internet content from Web sites. The service is designed to optimally support users that are in the vicinity of the PS4 node.

The PS4 Forward Proxy Service greatly reduces response times for commonly accessed Web sites and can also provide significant bandwidth reduction for wide area links that are otherwise congested and in need of costly upgrades. While the service does not limit what Web sites can be cached, its most efficient use is with commonly used informational Web sites.

Multi-Protocol Network Attached Storage (NAS) Service

The PS4 Multi-Protocol NAS Service is a standard centrally managed storage solution that solves distance problems by moving certain file structures closer to the user. This service enables the customer to consolidate servers or data centers and to retire point edge storage solutions without disrupting support to the user base. It allows the customer to place highly available, local storage at the edge of the network without having to place servers or data center resources there as well. The PS4 Multi-Protocol NAS Service provides a local data backup solution for remote users and a means of disaster recovery for all users.

TCP Optimization Service

The PS4 TCP Optimization Service dramatically increases performance for remote users who are experiencing poor network performance such as repeated transmissions, inaccessible data during file transfers, slow patch distribution, server connections, search query results, and file downloads.

The PS4 TCP Optimization Service paves the way for migration to server-less remote offices by demonstrating the robustness of optimized applications residing in data centers. The service improves response times of time sensitive applications over the WAN and negates the need for bandwidth upgrades. TCP Optimization can optimize any TCP application flow.

On-Demand Ad-Hoc Networks Service

The PS4 On-Demand Ad-Hoc Networks Service enables the customer to quickly erect secure geographically independent intranet networks for collaboration. Using the PS4 On-Demand Ad-Hoc Networks Service, customers can add users to a network dynamically and provide them with secure access to internal applications and NAS without needing to distribute software to them. The distributed nature of this service also ensures built-in redundancy.

High-Availability Firewall Service

The PS4 High-Availability Firewall Service is a virtual firewall service located at the intranet boundary, allowing customer network administrators to build rule sets that are executed on PS4 firewalls.

Each instance of the service is isolated from other customers. The customer does not need to purchase firewall hardware and software. The firewall service is most effectively used in pairs to provide a high availability solution.

Global Load Balancing Service

The PS4 Global Load Balancing Service can be used as a distributed server and high availability solution and offers many distribution algorithms to choose from. It uses common DNS names to allow multiple instances of any service to appear to the networked user as if they were one instance. The service picks up content from multiple origin services and presents it as one. This is a free service when used with other PS4 services but is priced separately when purchased as a standalone service.

Who would benefit from PS4?

- Large corporations with a central headquarters and many field offices.
- Multinational corporations with global operations.
- Corporations with consolidated IT processing in one or two data centers.
- Corporations with critical applications, such as long distance medicine or financial institutions.