Trilogy – Architecting the Future Internet

am Breakout Feedback

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Group 1 (Alan Ford)

- 1. Ownership and control of data
- 2. Multipath & Commercial/Legal implications
- 3. Quantity of Service vs Quality of Service
Group 2 (Barbara van Schewick)

1. mTCP - Does this work technically?

2. mTCP - End Users and Network Providers have diverging views of the usefulness
Group 3 (Ken Richardson)

1. mTCP - primary benefit seen as robustness, esp. for wireless end users
2. mTCP - implications for network provider business models uncertain
3. Observation: most value sits above the network, network investment is long-term - how to match the two?
1. Vision: identity and trust are important, crucial for new services
2. App developers don’t care about the details of the network (cheaper is better), interested about useful information
3. Infrastructure is critical to the world, value chain is broken, needs to be built in to the new technologies
1. Multipath might increase complexity

2. Is TCP really the right vehicle to solve these problems

3. Concern: if you plan your network properly you may have disadvantages cf competitors
1. the disappearing infrastructure brand
   - young demographic identifies with their device and the services over it
   - selling services & selling infrastructure require two fundamentally different business cultures
     - trying to make users pay for what makes you money vs do what users want to pay for

2. selling infrastructure is a race to the bottom
   - is there any QoS facility in mTCP?
   - only acceptable pricing seems to be flat with rationing
   - infra provider cannot stop users accessing others

3. infra providers need to find a way to be able to embrace intense mTCP-like competition
   - trying to block will cut off their life-blood – open service innovation
   - but they will not relinquish their brand identity lightly