Key Question

- How can we as researchers/engineers influence the evolution of the Internet again?

How to Answer this Question

- Understand the new realities and try to predict where the Internet is heading to
- The two papers
  - The days when all players had a common goal are gone, and that the new environment where different players have often conflicting goals is here to stay
  - Internet should provide only one basic service: connectivity for which there is no business model, hence treat the Internet as a publicly supported & controlled utility

Tussles

- The process by which players with different interests act to achieve those interests
- Accept the reality that the players have often conflict interests and try to leverage or at least accommodate it

Design Principles

- Design for variation in outcome not for a particular outcome
  - Modularize the design along tussle boundaries
  - Design for choice

Modularize along Tussle Boundaries

- Functions that are within a tussle space should be logically separated from functions outside of that space
- Examples
  - DNS, QoS
Design for Choice

• Design protocols such that to allow parties to express preferences about the parties they interact with
• Examples
  - Mail server

Design Implications

• Design open interfaces – allow different parties to compete providing the same interface
• Desirable properties of open interfaces
  - Visible exchange of value → allow parties with compatible interests (e.g., provider/customer) to achieve equilibrium
  - Exposure of cost of choice → allow parties to make “intelligent” choices
  - Visible (or not) of choices made → realize that choices made public can be different from choices made in secret
  - Tools to isolate and resolve faults/failures

Economics

• Goal: create premises for investment
• Drivers of investment: greedy and fear
  - Greedy: invest in the hope to maximize revenues
  - Fear driven by the competition, which in turn is driven by the ability of customers to have choices

Examples

• Lock-in from IP addressing
  - Solution: made it easy for a host to change addresses and use multiple addresses
• Value pricing
  - Solution: aid consumers to bypass the controls of the producers
• Residential broadband access
  - Solution: design residential access facility that supports competition. Who is going to deploy this facility?
• Competitive wide area access
  - Solution: allow consumers to control the path of their packets at the level of providers. Need payment mechanisms?

Trust

• Users should be able to choose with whom to interact, and the level of transparency they offer to other users
• Question: who is controlling the policy? Users or network administrators?
  - We cannot fully address this question but we should
    - Provide maximum flexibility to users in setting policies
    - Allow users to select third party entities to mediate the interaction (e.g., PKI)
• Recognize that technical solutions are note enough!
  - E.g., how to avoid eavesdropping?

Openness

• We need to strive for open interfaces → lead to competition, innovation
• In Internet this means simple service, i.e., transparent packet carriage → allow to deploy new protocols without having to modify the network
Important Side Discussions

- Mechanisms vs. policies
- The role of identity
- The future of end-to-end arguments

Internet as Public Utility

- Assumption: Internet should provide basic connectivity $\Rightarrow$ no business model for this
- Conclusions/Solutions:
  - Evolve internet into a publicly supported & controlled utility (e.g., postal system, power grid distribution, public roads)
  - Grant monopoly subject to regulatory contracts
    - Universal service $\Rightarrow$ reach everyone
    - Common carriage $\Rightarrow$ common interface
    - No bundled services

Discussion...