

# Trilogy – Architecting the Future Internet

## am Breakout Feedback

March 2, 2009



# 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?



# Group 4 (Peter Hovell)

- 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



# Group 5 (Rolf Winter)

- 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 of competitors



# Group 6 (Bob Briscoe)

- 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

