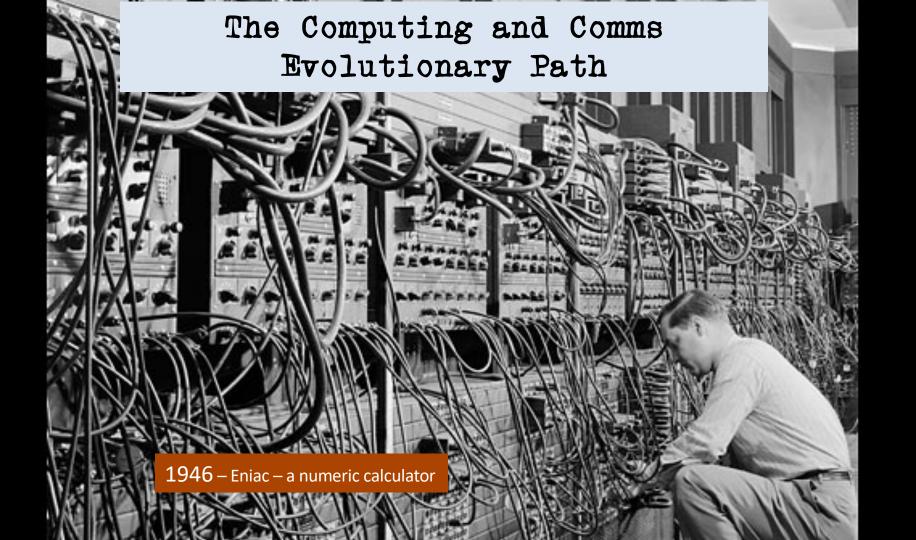
## The Future Internet

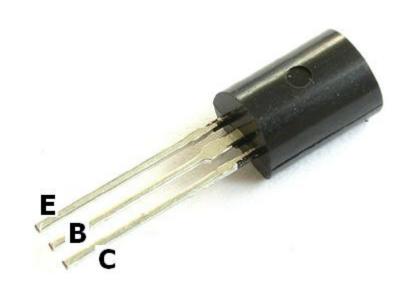
A highly personal view by Geoff Huston

November 2019

# The past is a foreign land - we did things differently then

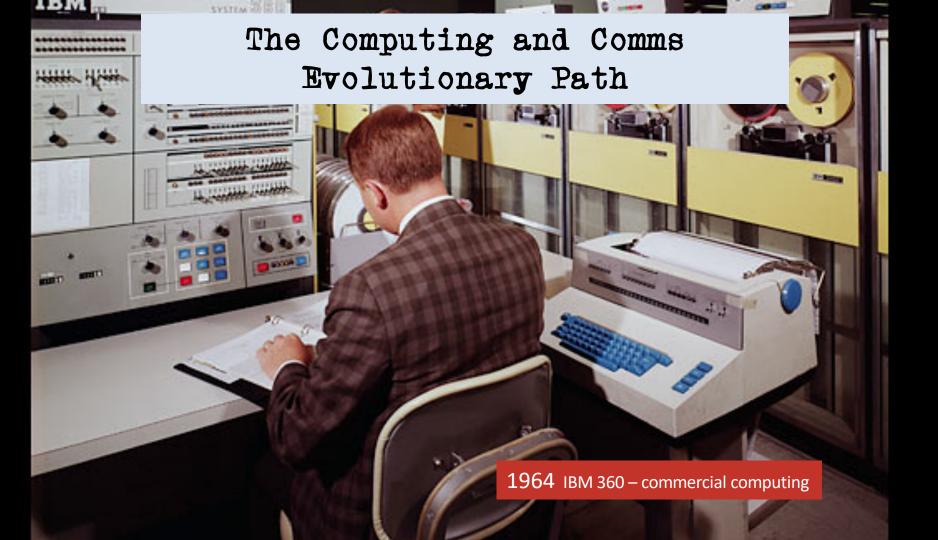






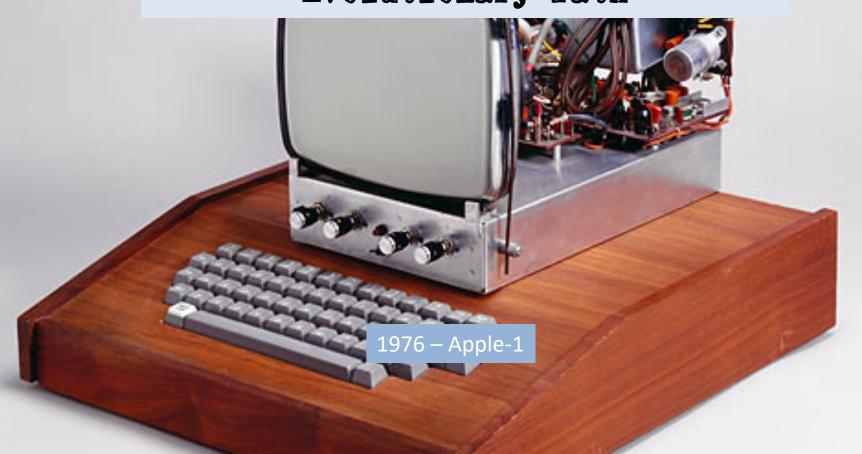
1947 – The Transistor

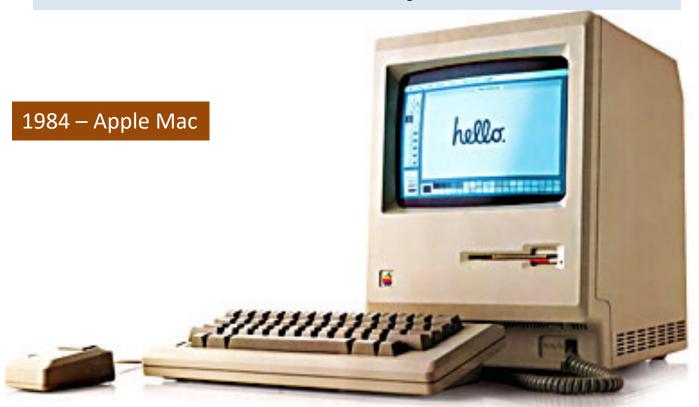














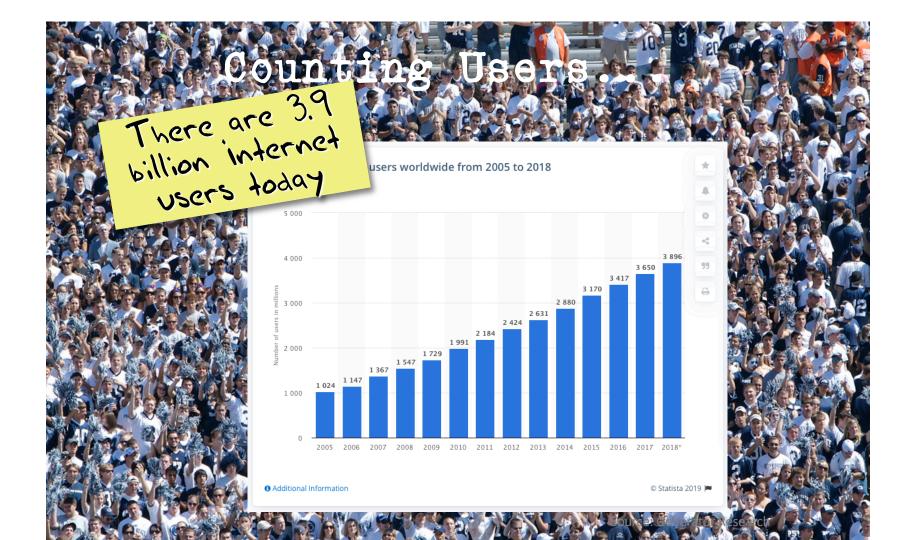


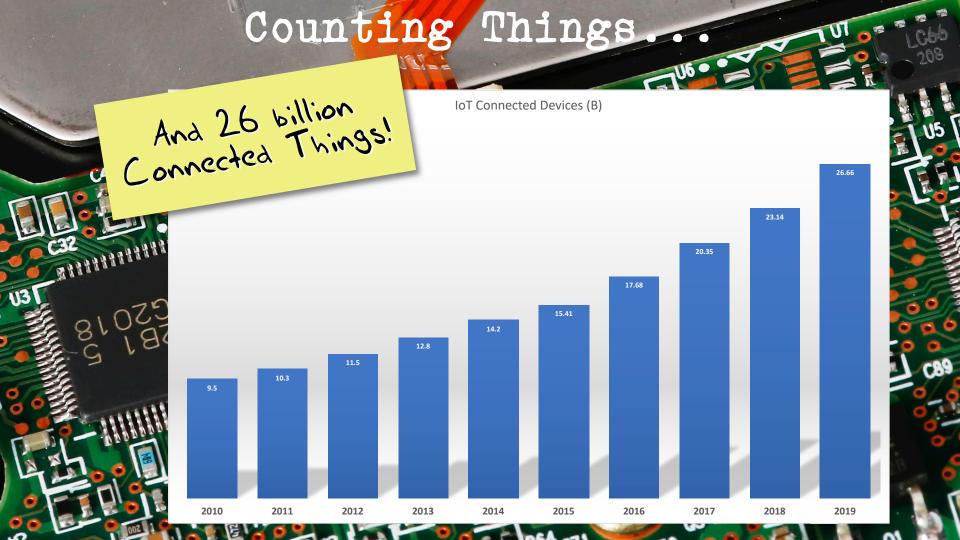
2007 – Apple's iPhone

# Today!



## The metrics of success





Why has iP been so effective?

Why has iP been so effective?

Because it's cheap!

Why has iP been so effective?

B ecause it's cheap! Why is iP chea

Why has iP been so effective?

Because it's cheap! Why is iP cheap?

Because its minimal in what it does!

Hop-by-Hop stateless forwarding Datagram transmission End-To-End data integrity Decoupled resource management, topology management

Į							
	Version	IHL	Type of Service	Total Length			
		Identification Flags Fragr		ent Offset			
	Time T	Time To Live Protocol			Header Checksum		
		Source Address					
		Destination Address					
<	>		Padding				

Why has iP been so effective? B ecause it's cheap! Why is iP cheap? Because its minimal in what it does! IHL Version Type of Service **Total Length** Hop-by-Hop stateless forwarding Identification Fragment Offset Flags Datagram transmission Time To Live Header Checksum Protocol End-To-End data integrity Source Address **Destination Address** 

**Options** 

**Padding** 

What about all the other "network" functions?

Decoupled resource management, topology

management

# We added stuff to the network

### We added:

Identity and location overloading Multicast Packet quantization and fragmentation (in) security Delay IPV6
Titter control IPV6 Transition
Buffering and Queues Tunnels Ultra High Speed

High Speed

Consistent Speed

Consistent Speed

Congestion Control

Consistent Speed

Load Management

## What's not working...

Multicast

Identity and location overloading

(in) security

Packet quantization and fragmentation

Delay IPv6
Titter control IPv6 Transition
Buffering and Queues Tunnels

Ultra High Speed

High Speed

Consistent Speed

Consistent Speed

Congestion Control

Consistent Speed

Load Management

## What really needs to work...



What might happen?

We can keep on scaling happen?

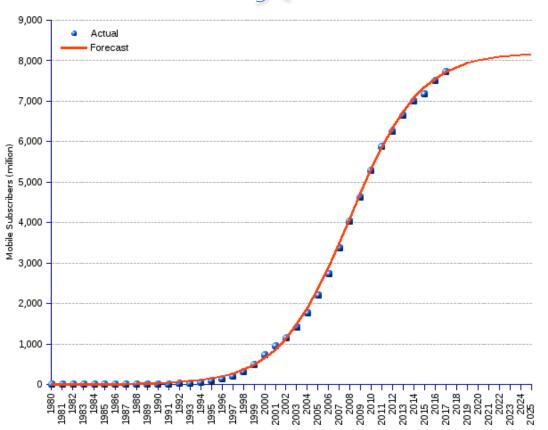
## People: it's a mobile world!

#### 2017: 1.5 billion mobile units shipped

#### **Factors:**

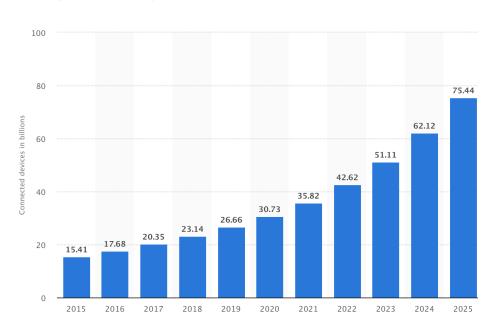
- Production volumes bring down component unit cost
- Common platform (Android) is bringing down software unit cost
- No need for new content leverage off the the existing web universe of content
- Assumes an abundant minimal common network substrate

# People: it's a mobile world!





## Internet of Things (IoT) connected devices installed 2025 (in billions)



## Cheap, Plentiful, Toxic, Demented Things

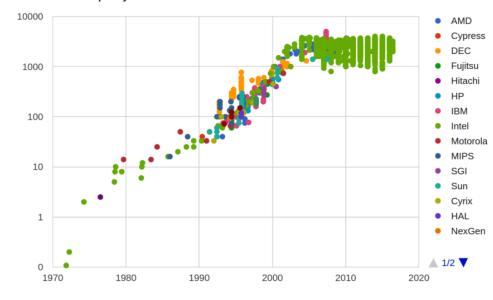
The S in IoT is for Security.



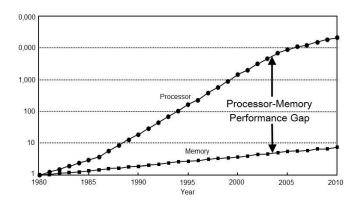
## Physics



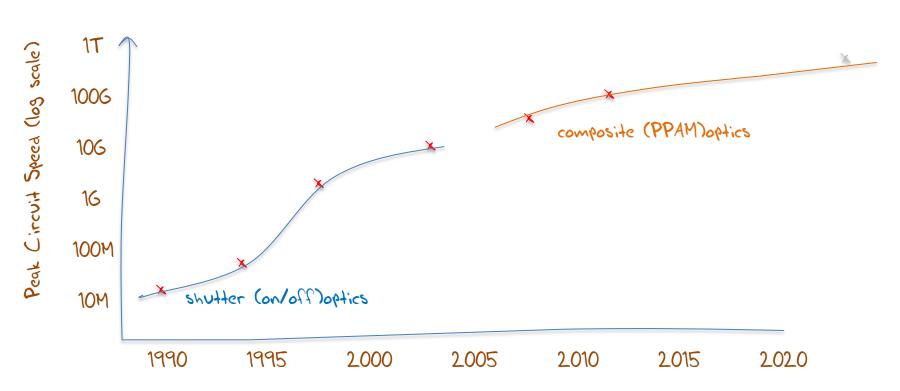
Clock Frequency (MHz)



Year



## Physics

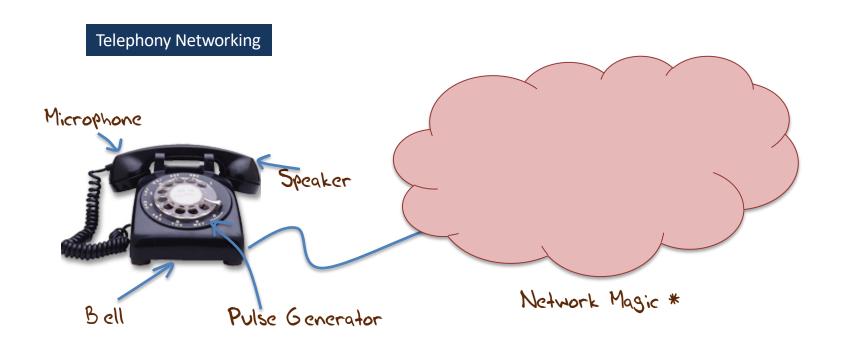


What keep on scaling right?
We can keep on JWrong!

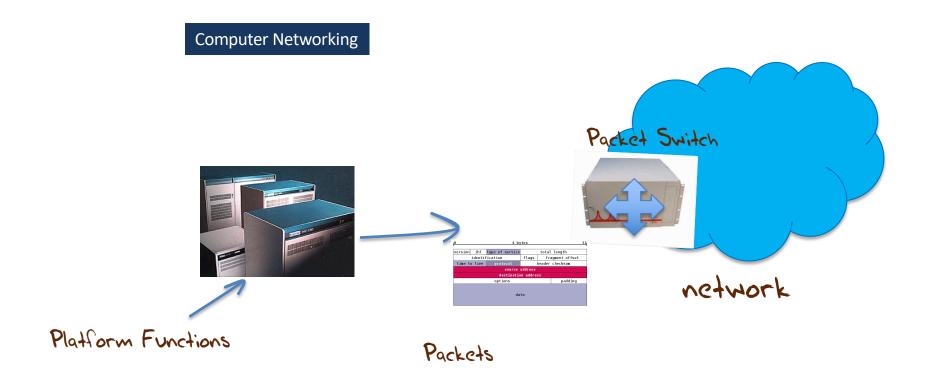
# If the Internet cant Keep scaling, then let's change it!

#### Telephony Networking



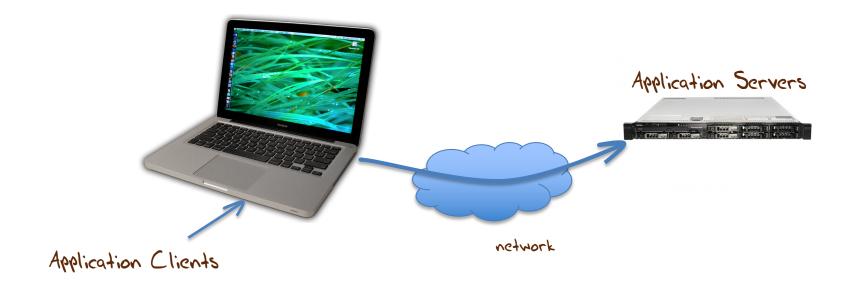


The Network defines the Service



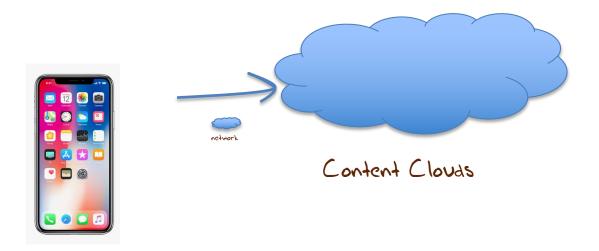
The Platform defines the Services

#### Computer Networking



The Applications define the Services

#### Computer Networking



The Cloud defines
the Services

The internet is no longer a last mile network—its just a last mile network—or content and saggregator for content and saggregator for content Clouds service distribution ment Clouds

The Cloud defines the Services

#### **IP: Occam's Razor applied to Networking**

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Datagram transmission

End-To-End data integrity

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)	Version	IHL	Type of Service	Total Length			
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		Source Address  Destination Address					
<	>	Options Padding					

What about all the other "network" functions?

They are now part of the upper levels in applications, not part of the network!

### Application-centric networking

Pushing functionality into user space within the application and bypassing common infrastructure

QUIC – a user level transport and security solution

DoH - a user level DNS name resolution approach

Where to from here?

# The internet is not planned, not organised, not orchestrated

The internet is and alartid, Users propel the internet! d, orchestrated

## What's shaping our future?

We need to think about world where computation, storage and communications are all abundant commodities. It's innovative services and applications that will shape much of the Internet's future. And the most effective innovative force in such an environment is open technologies, and open software in particular. This allows innovators to assume the entirety of the current state of the art and build from there. This is truly a powerful model

In thinking about a future Internet

There's no need to clean the slate

There's no need to clean the slate

about packet networks so far

Nor to forget everything we've learned

There's no need to clean the slate

Nor to forget everything we've learned about packet networks so far

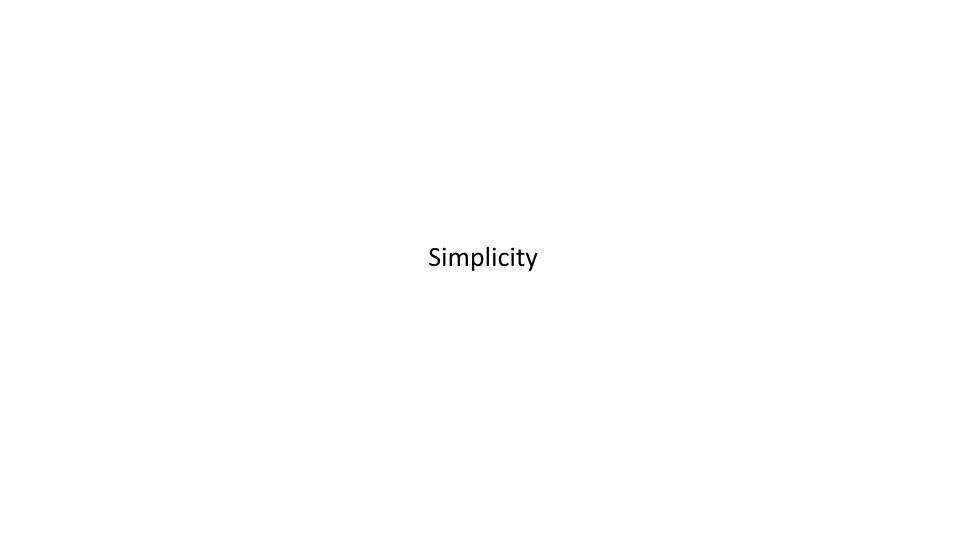
But we need to think about a future that is way beyond today's Internet

important design principles to bear in mind

And as we look at the evolution of this

digital platform there are probably two





Thank You!