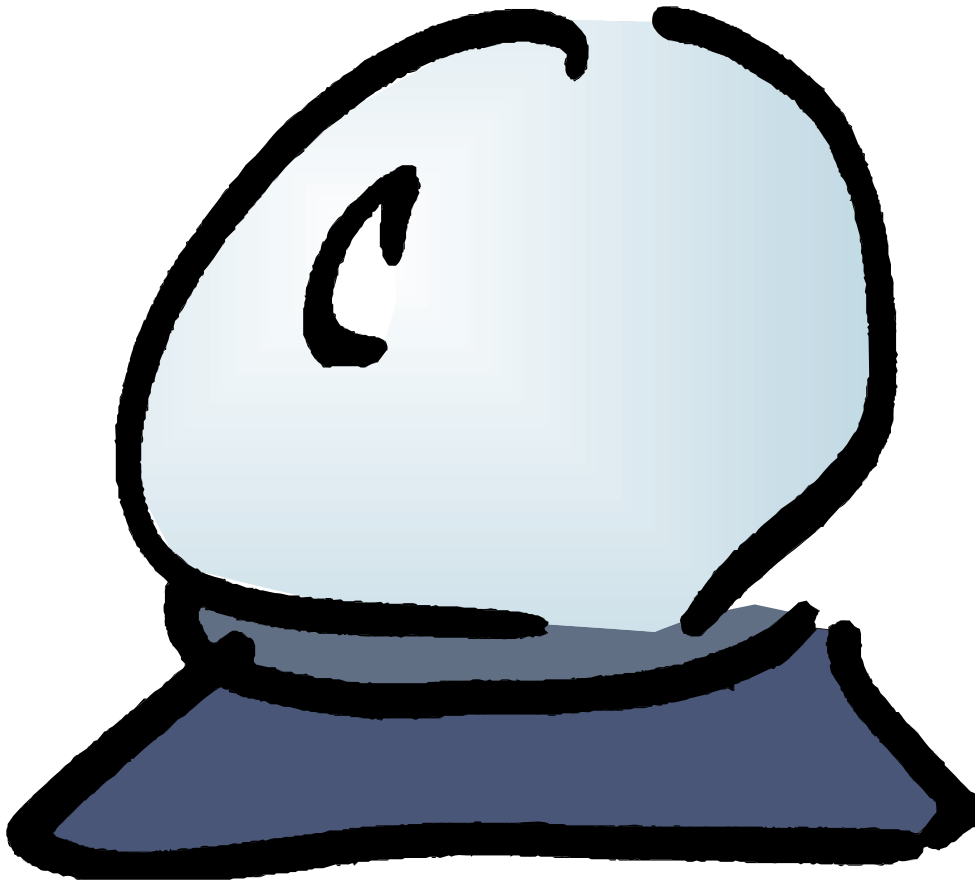


# Internet Futures



# Internet Futures



purpose:



share some musings  
about this industry  
and its future

think about some  
of the major  
factors that will  
shape our future

# why

This industry has a  
rich history

# why

This industry has a  
rich history  
...of making poor  
guesses



# why

This industry has a  
rich history

...of making poor  
guesses

and being taken by  
surprise!



# why

This industry has a  
rich history

...of making poor  
guesses

and being taken by  
surprise!



could we do a **better job?**

# One approach:

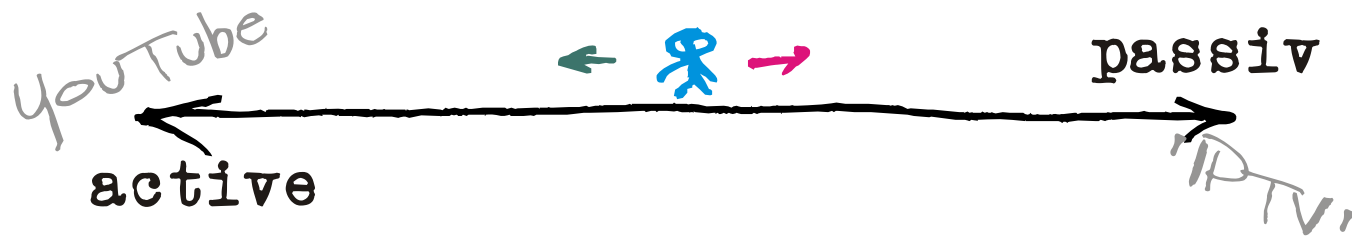
1. Observe the situation and what's happening
2. Believe what we see *(the most difficult one!)*
3. Understand where this may lead us and what options may be presented on the way



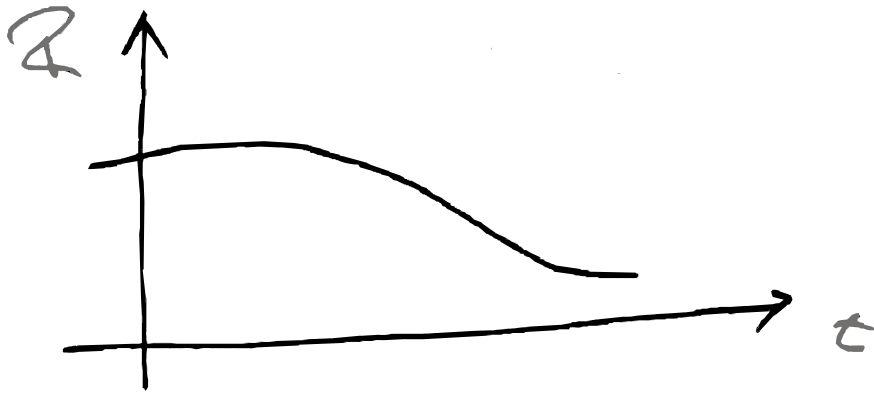
# User forces on the Market

From telephony to chat  
to mashups to p2p to ?

From radio to tv to ?

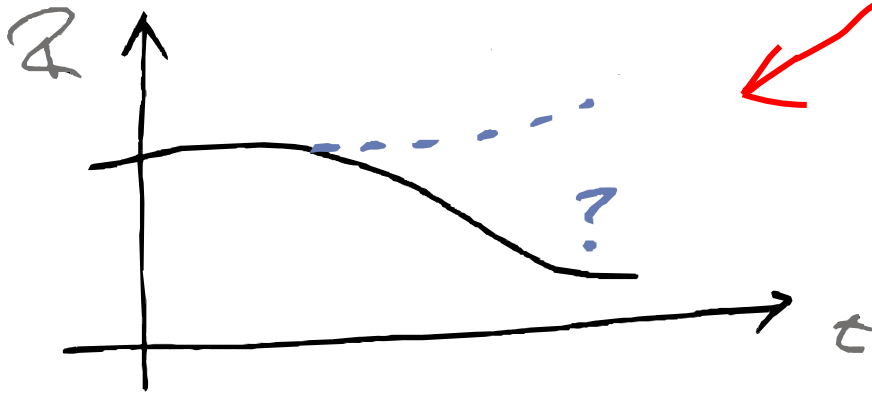


# Revenue Profile



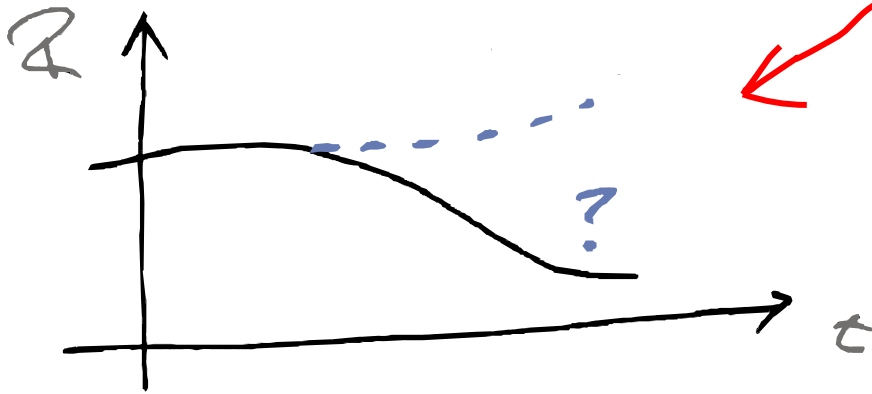
# Revenue Profile

How to fill the gap of the Internet's revenue leak



# Service Profile

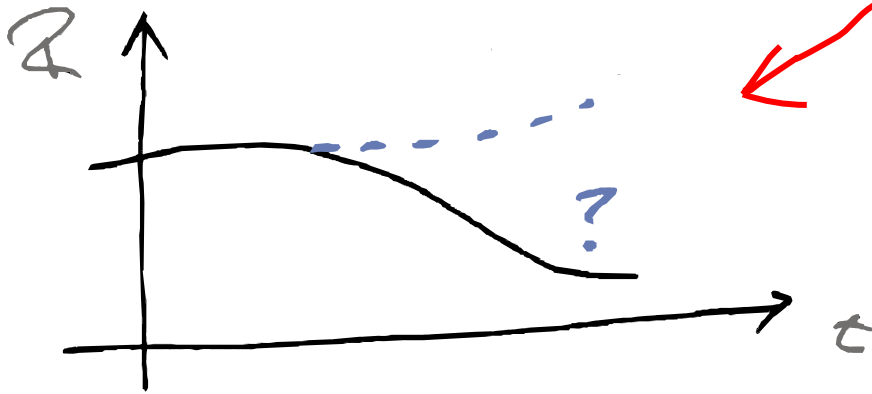
How to fill the gap of the Internet's revenue leak



open vs walled garden

# Service Profile

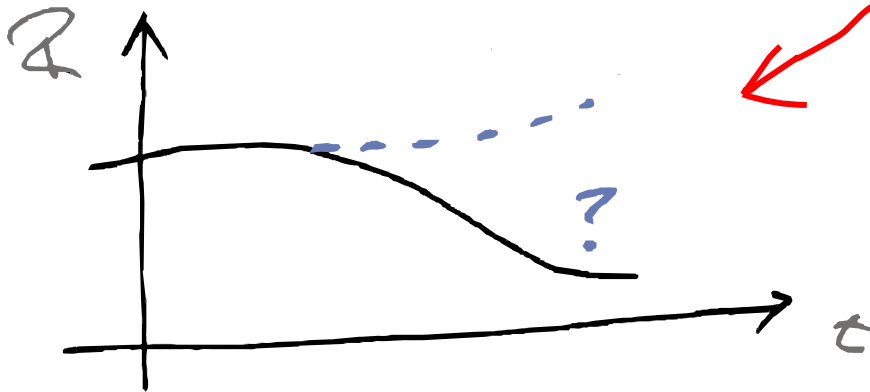
How to fill the gap of the Internet's revenue leak



open vs walled garden  
infrastruc. services vs services/content

# Service Profile

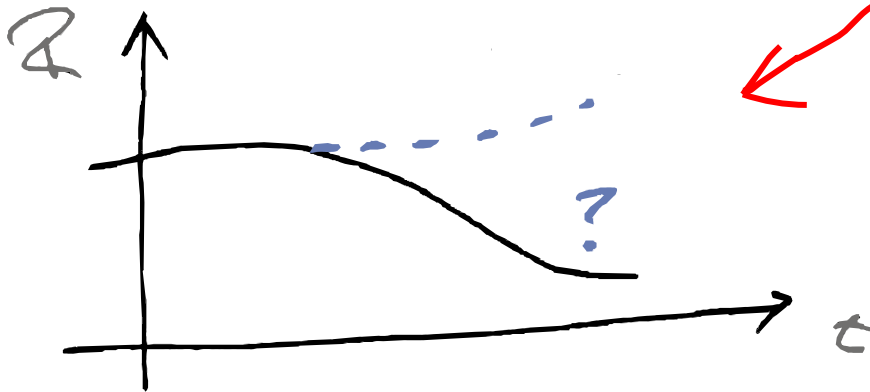
How to fill the gap of the Internet's revenue leak



open vs walled garden  
infrastruc. services vs services/content  
user produced vs coach potatoe

# Service Profile

How to fill the gap of the Internet's revenue leak



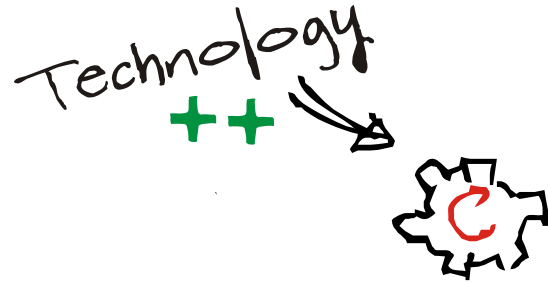
open vs walled garden  
infrastruc. services vs services/content  
user produced vs coach potatoe  
e.t.c

# driver dimensions

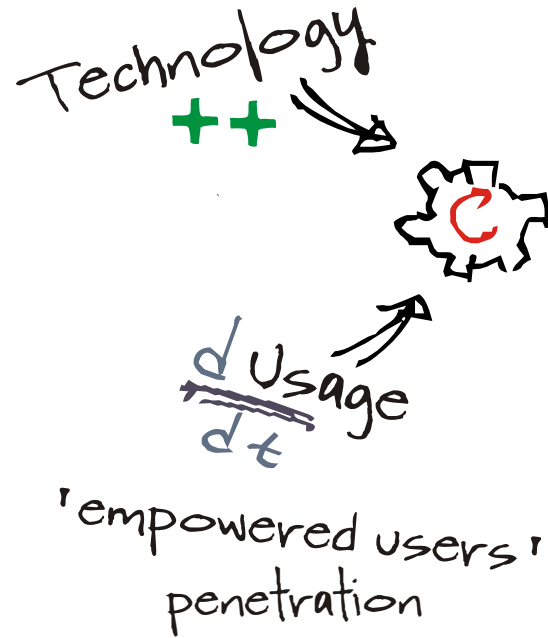




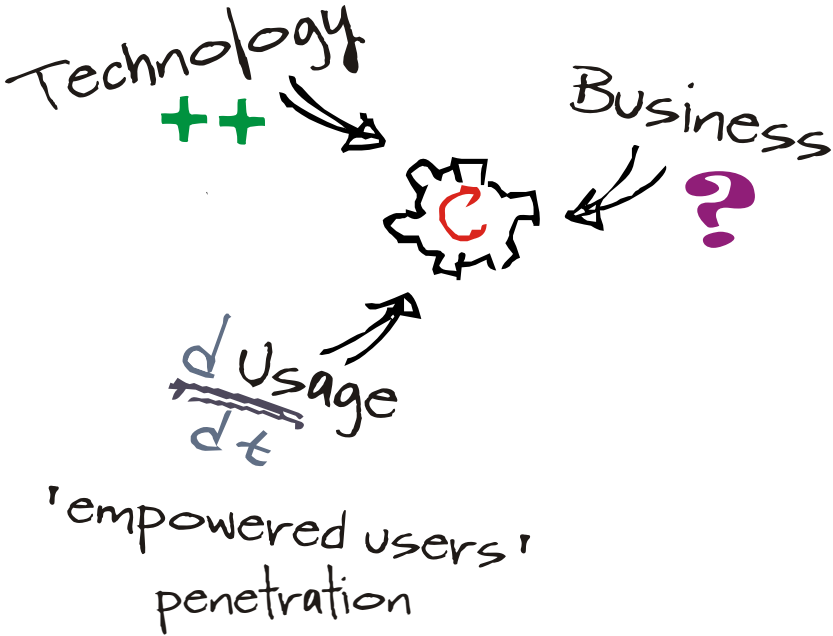
# driver dimensions



# driver dimensions



# driver dimensions



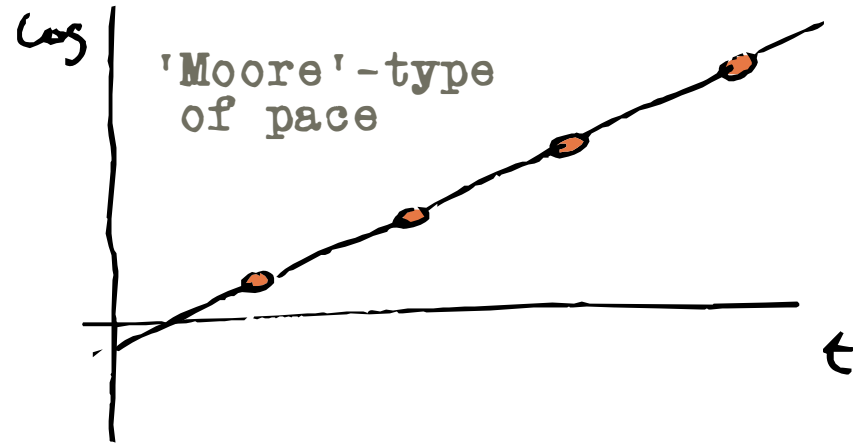
# technology

++

surplus

fast refill

enabling windows



# technology

++

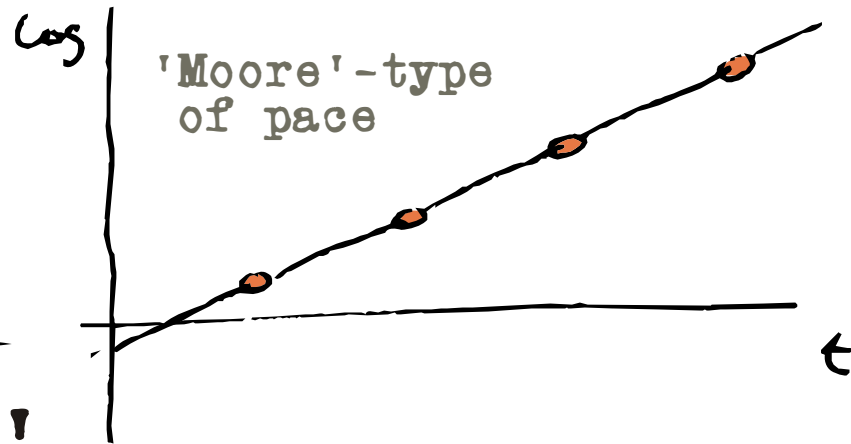
surplus

fast refill

enabling windows

---

? see it ...  
... seize it !



# technology

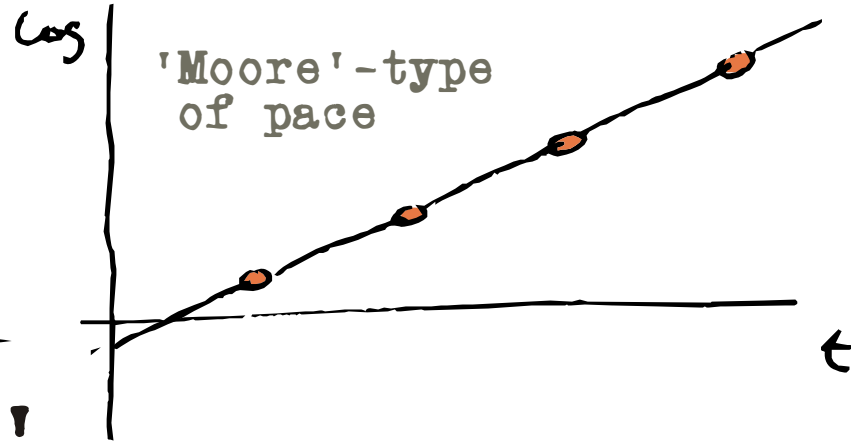
++

surplus

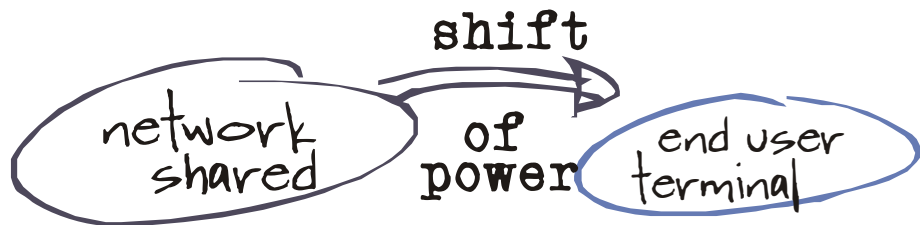
fast refill

enabling windows

? see it ...  
... seize it !



general trend



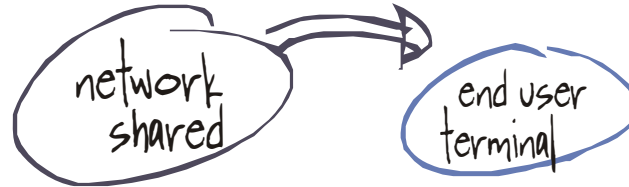
technology

new production  
paradigms

# technology

## new production paradigms

Over the top  
apps



e.g Skype



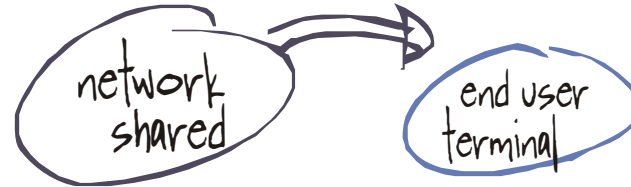
a 'network-service'  
produced outside  
of the 'network'



# technology

## new production paradigms

Over the top  
apps



e.g Skype



a 'network-service'  
produced outside  
of the 'network'

mobility

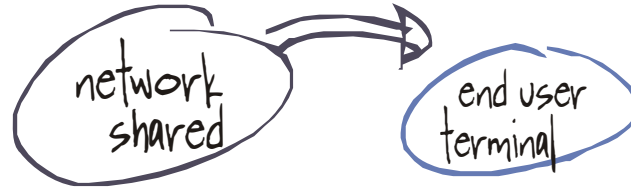
multi/broad-cast

...

# technology

## new production paradigms

Over the top  
apps



e.g Skype



a 'network-service'  
produced outside  
of the 'network'

Content is a commodity  
application that users  
do rather than a  
valuable service that  
is delivered by service  
providers

mobility

multi/broad-cast

...

technology

surplus enables  
divergence

for  
simplicity  
performance

# technology

surplus enables  
divergence

for  
simplicity  
performance

~~QoS~~    ~~IMS~~  
~~Network VPNs~~

# technology

surplus enables  
divergence

for  
simplicity  
performance

~~QoS~~    ~~IMS~~  
~~Network VPNs~~

no need for  
IP-convergence

# technology

surplus enables  
divergence

for  
simplicity  
performance

~~QoS~~    ~~IMS~~  
~~Network VPNs~~

no need for  
IP-convergence

Web enabled user generated  
content

facebook  
doppler            youtube  
wikipedia

# technology

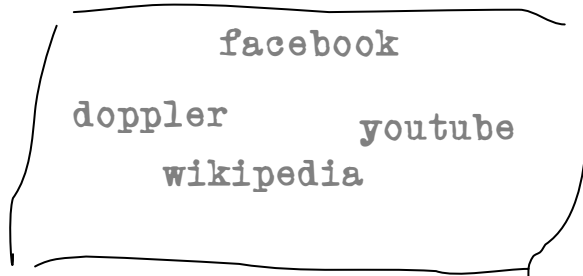
surplus enables  
divergence

for  
simplicity  
performance

~~QoS~~    ~~IMS~~  
~~Network VPNs~~

no need for  
IP-convergence

Web enabled user generated  
content



heterogeneity

convergence complemented  
with divergence

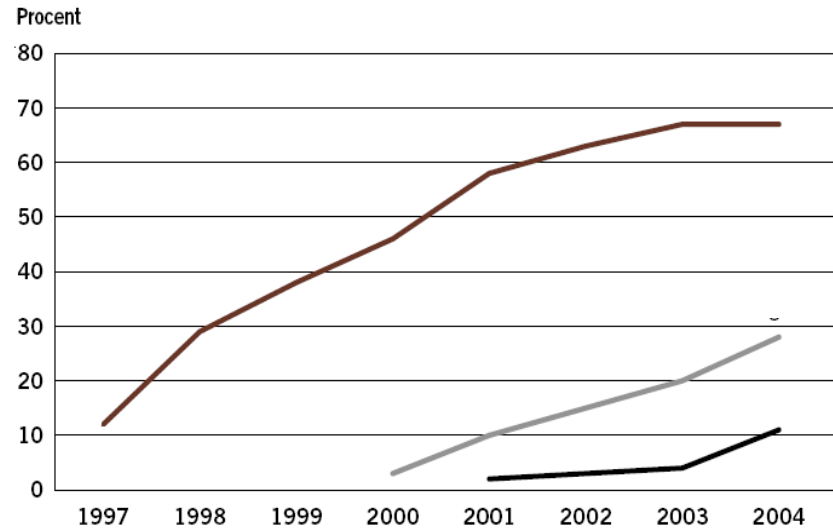
interoperability

when there is a  
use for it

# d usage

$\frac{d}{dt}$

penetration  
who and how





# d usage

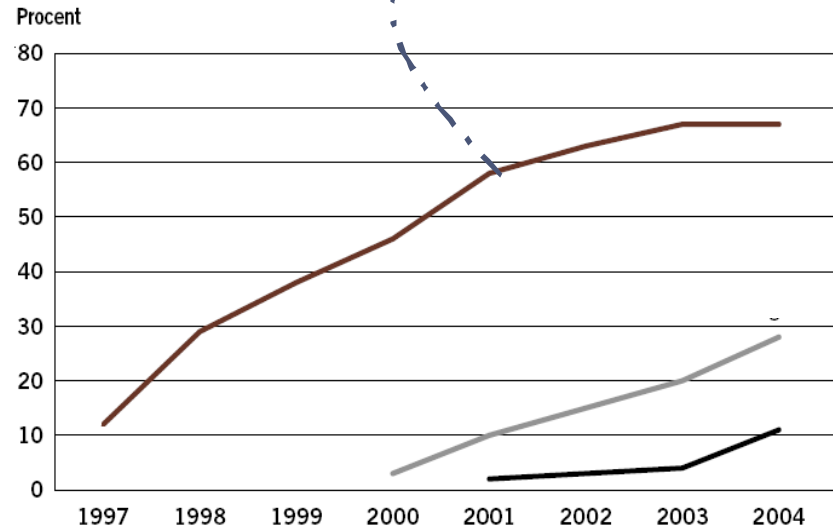
$\frac{d}{dt}$

penetration  
who and how

passive

1:st generation

c/s on demand  
peep-hole



# d usage

$\frac{d}{dt}$

penetration  
who and how

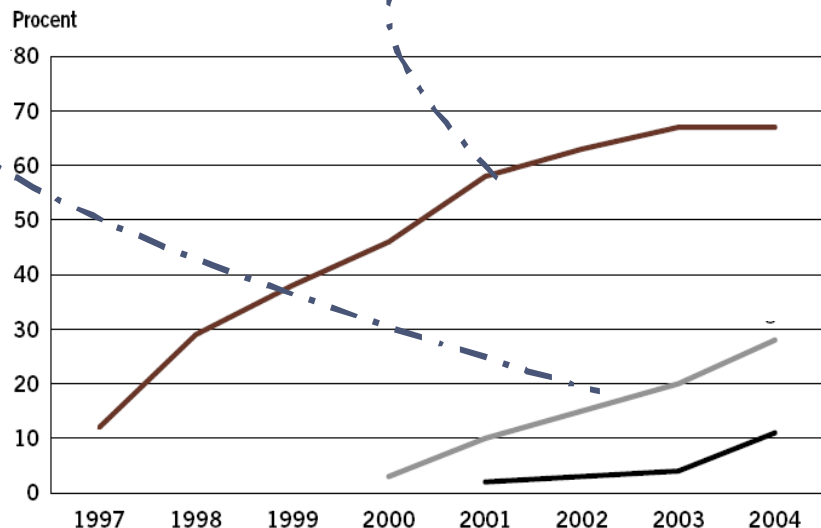
passive

1:st generation

c/s on demand  
peep-hole

2:nd generation

always on  
p/p services



# d usage

$\frac{d}{dt}$

penetration  
who and how

passive

1:st generation

c/s on demand  
peep-hole

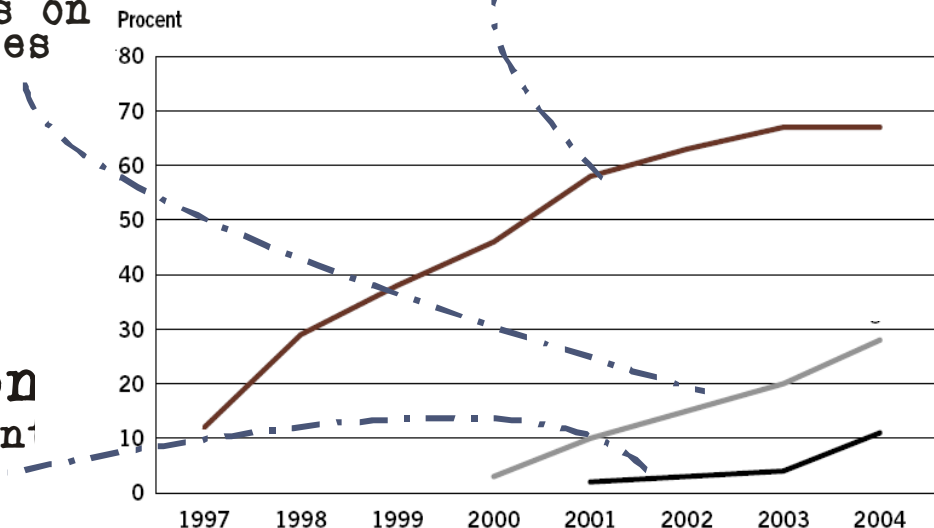
2:nd generation

always on  
p/p services

3:d generation

network resident

active



# d usage

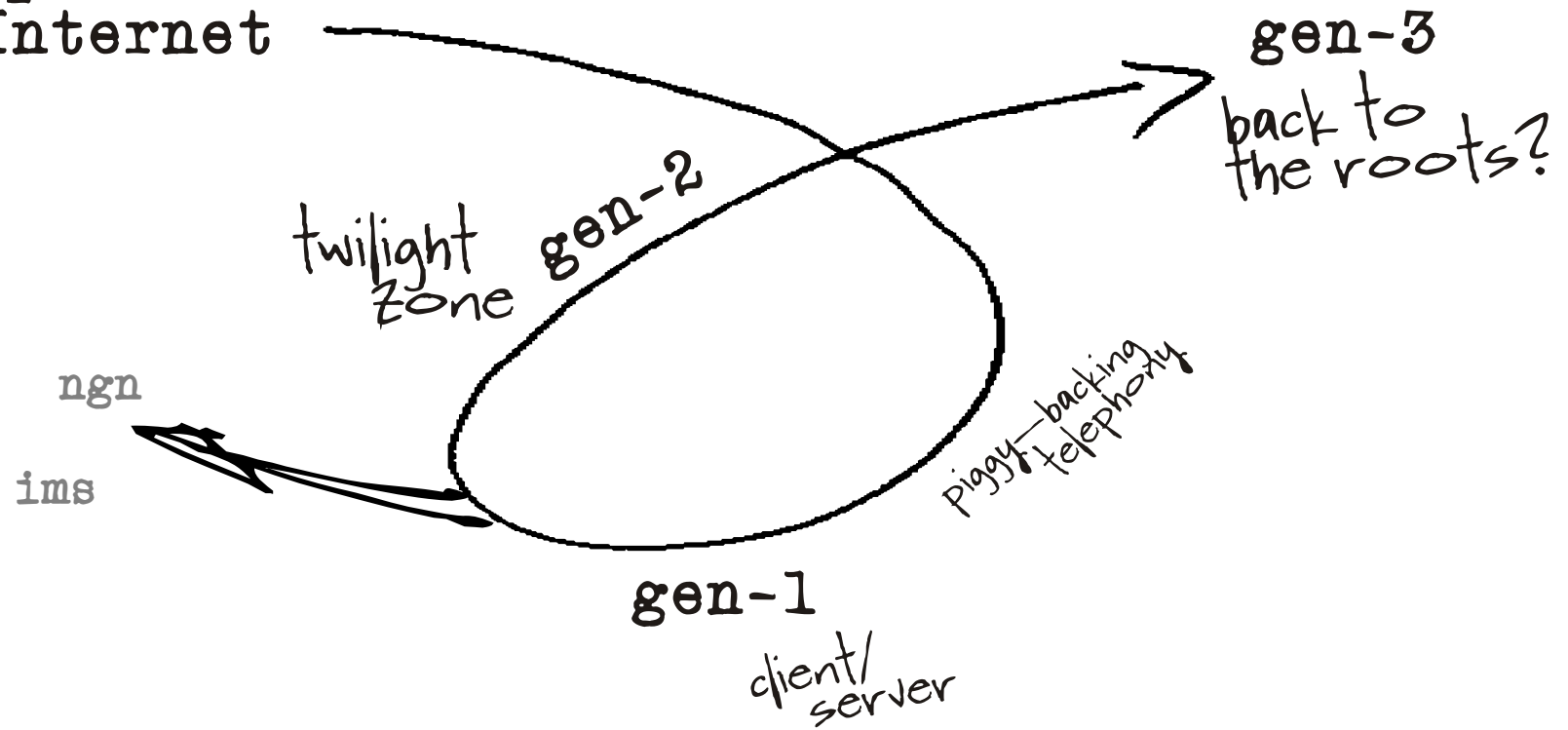
dt

penetration

Internet\_paradigm(t)

a penetration detour?

"pure"  
Internet

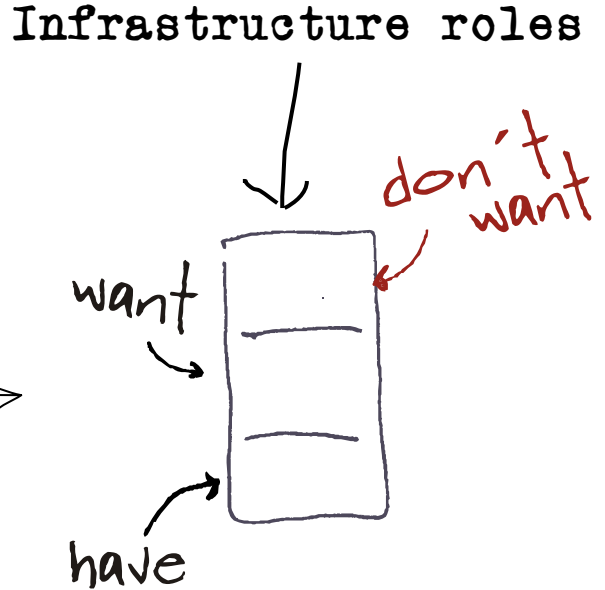


# usage dt

critical infrastructure  
sustainability



Users →



$\frac{d}{dt}$  usage

fuelling the usage growth fire

$\frac{d}{dt}$  usage

fuelling the usage growth fire

usage = scaling

# d usage dt

fuelling the usage growth fire

Please send heaps more...

bandwidth storage  
switching fibre routes  
routing  
addressing delivering  
silicon density  
memory speed power heat dissipation  
storage efficiency

usage = scaling



# d usage

fuelling the usage growth fire

Please send heaps more...

bandwidth  
switching fibre routes storage  
routing  
addressing delivering  
silicon density  
memory speed power heat dissipation  
storage efficiency

usage = scaling

But is bigger always cheaper?

# $\frac{d}{dt}$ usage

fuelling the usage growth fire

Please send heaps more...

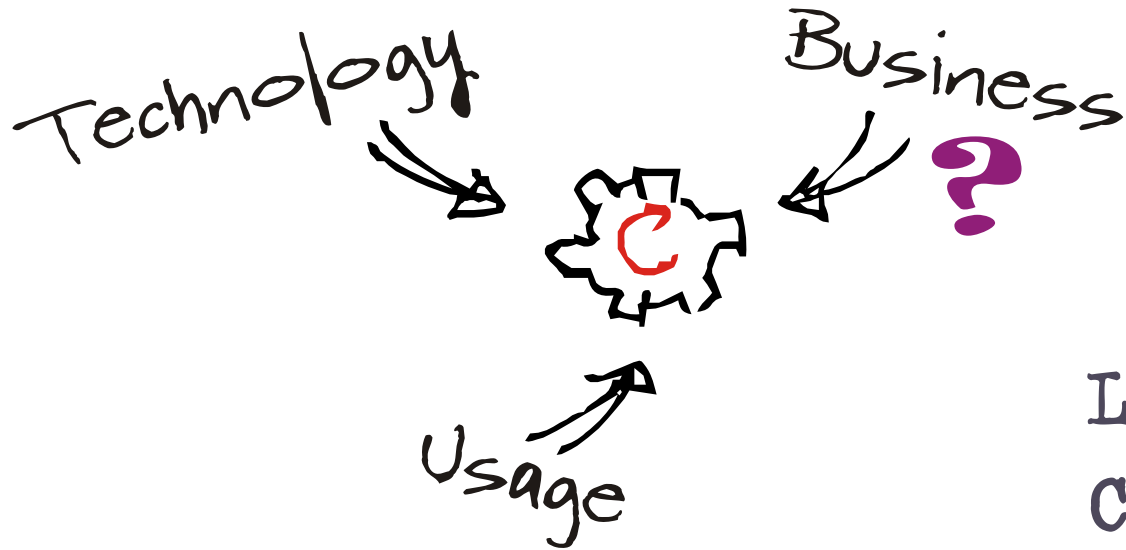
bandwidth  
switching fibre routes storage  
routing  
addressing delivering  
silicon density  
memory speed power heat dissipation  
storage efficiency

usage = scaling

But is bigger always cheaper?

and what happens when its not?

# Business modelling



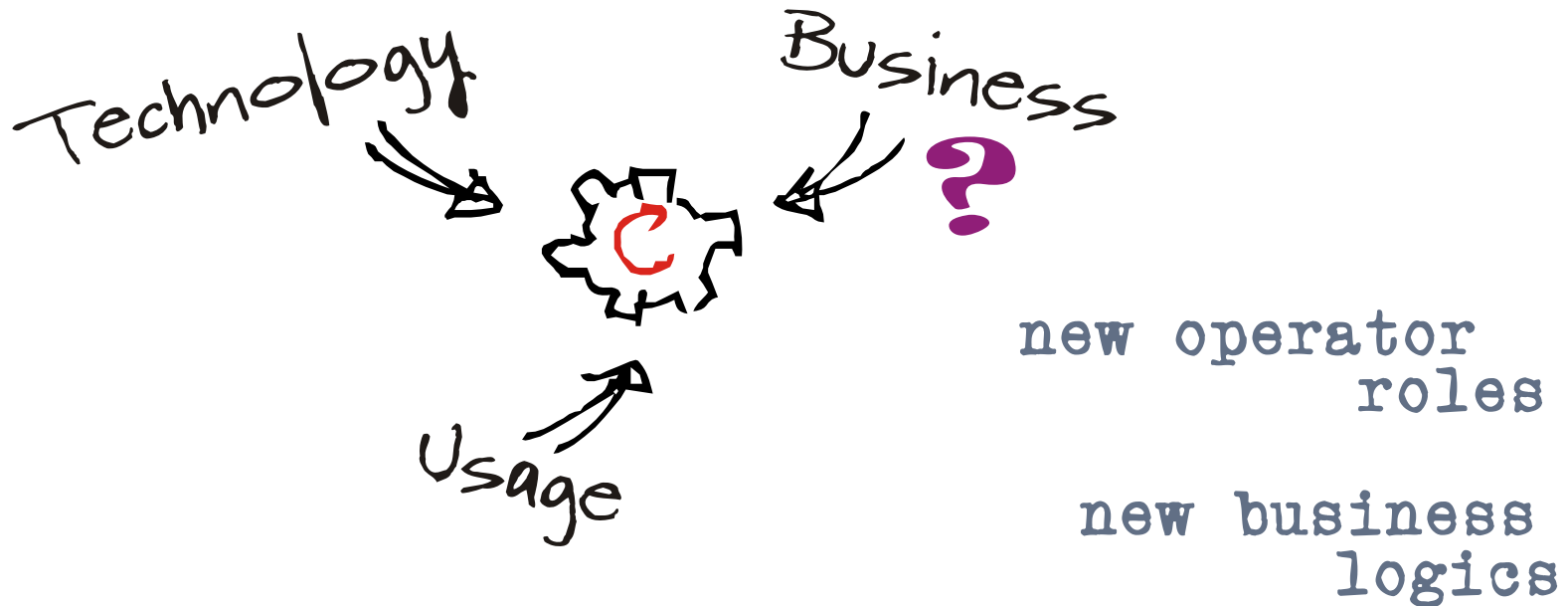
Legacy  
Culture  
Regulation

convergence  
seamlessnet  
NGN - . . .

..today operators  
tend to be very  
hype driven ..

- ✘ Everyone is talking about it
- ✘ Few have actual experience
- ✘ .. and the actual experiences are mostly failures

# Business modelling



.. involving users  
and other stake-holders

# Business modelling

□ Packet pushing is a commodity utility activity

Low margins      Low barriers to entry

No product differentiation

Valued services are overlays to the network  
Deregulation and competition

# Business modelling

- Packet pushing is a commodity utility activity

Low margins      Low barriers to entry

No product differentiation

Deregulation and competition  
Valued services are overlays to the network

- Traditional revenue streams are vaporizing

Wired telephony      Business data products

Local Access      Mobile telephony  
monopolies

# Business

## today's telco pressure points ...

### ❑ Packet pushing is a commodity utility activity

Low margins

Low barriers to entry

No product differentiation

Deregulation and competition

Valued services are overlays to the network

### ❑ Traditional revenue streams are vaporizing

Wired telephony

Business data products

Local Access

Mobile telephony

monopolies

### ❑ Investors are getting very nervous about telcos

Cost of capital is rising

Consumers are fleeing legacy telcos in the face of price gouging

Shareholder returns need to stay high

No residual expertise left in-house



# So where are we heading?

network

commodity utility  
network operation

high capacity  
packet pushing

# So where are we heading?

network

commodity utility  
network operation

high capacity  
packet pushing

**user** - drive, production  
p2p, content, ..

User-centric applications,  
not network-centric services

Value shift up  
the protocol stack

# So where are we heading?

network

commodity utility  
network operation

high capacity  
packet pushing

We are reinventing this industry  
on the fly

**user** - drive, production  
p2p, content, ..

User-centric applications,  
not network-centric services

Value shift up  
the protocol stack

**Reinvention:**

involving users  
new partners

and different business models

thank you