HW 2 handed out (#29, Max: 10, Avg: 8.7, Min: 6)

FIND - find.isi.edu Future Internet Network Design

Form Team to summarize idea:

Team presentation: Isaac, Ben, Daniel, Jeremy

- Wireless connections on edge
- Fiber optic backbone
- Address Protocols → to be able to handle more traffic (large # of)
- Appliances run through the web
- Virtual community - real-time, continuous, interactive

Wendy, Ivan, Robert

Interoperability of Applications
Improved SAAM control
Built in security
Complete wireless coverage
Pete, Tom, Adam, Mike
- Expansion to developing nations - failure control
- Cheaper computers, devices
- Diverse communication type
- Regulation, Watchdogs.

Key, Vivek, Jose, Rod
- more devices
- ubiquitous wireless
- network storage
- multiple internet connections
- best effort vs streaming always on
- end to end innovation

Indexing - Better Access to Services Faster
Search - Pete - Hired by Google :}


Internet Architecture

Hourglass Model

Apps

TCP/IP

Physical Technology
Application Layer (Protocol)

A protocol defines the format and the order of messages exchanged between two or more communication entities, as well as the actions taken on the transmission and/or receipt of a message or other events.

Distributed Protocols

- Send Message 1
- Message 1
- Receive Message 1
- Send Message 2
- Message 2
- Receive Message 2

Peer A
Client

Peer B
Server
Addressing at Application Layer.

E.g. HTTP

URL: protocol server port

http: www.asu.edu DNS
IP address

Web Server

Client

Web Server

M/C
Mail Server  SMTP
File Transfer  FTP
File Sharing

To Do
- Watch Dave Clark's Video
- Read Architecture Paper
- Read Ch 2 to determine "tricky" issues

Next class: DNS