

Future Internet: Evolution vs. Revolution

Jianping WU

Tsinghua University/CERENT

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Contents

- Internet statistics and growth in China
- Internet DNA and its innovation history
- Challenges from current Internet
- Innovation and evolution in Internet
- NGI and Future Internet
- Some experiences of NGI/IPv6 and its development in China
- Conclusions

INTERNET USAGE STATISTICS

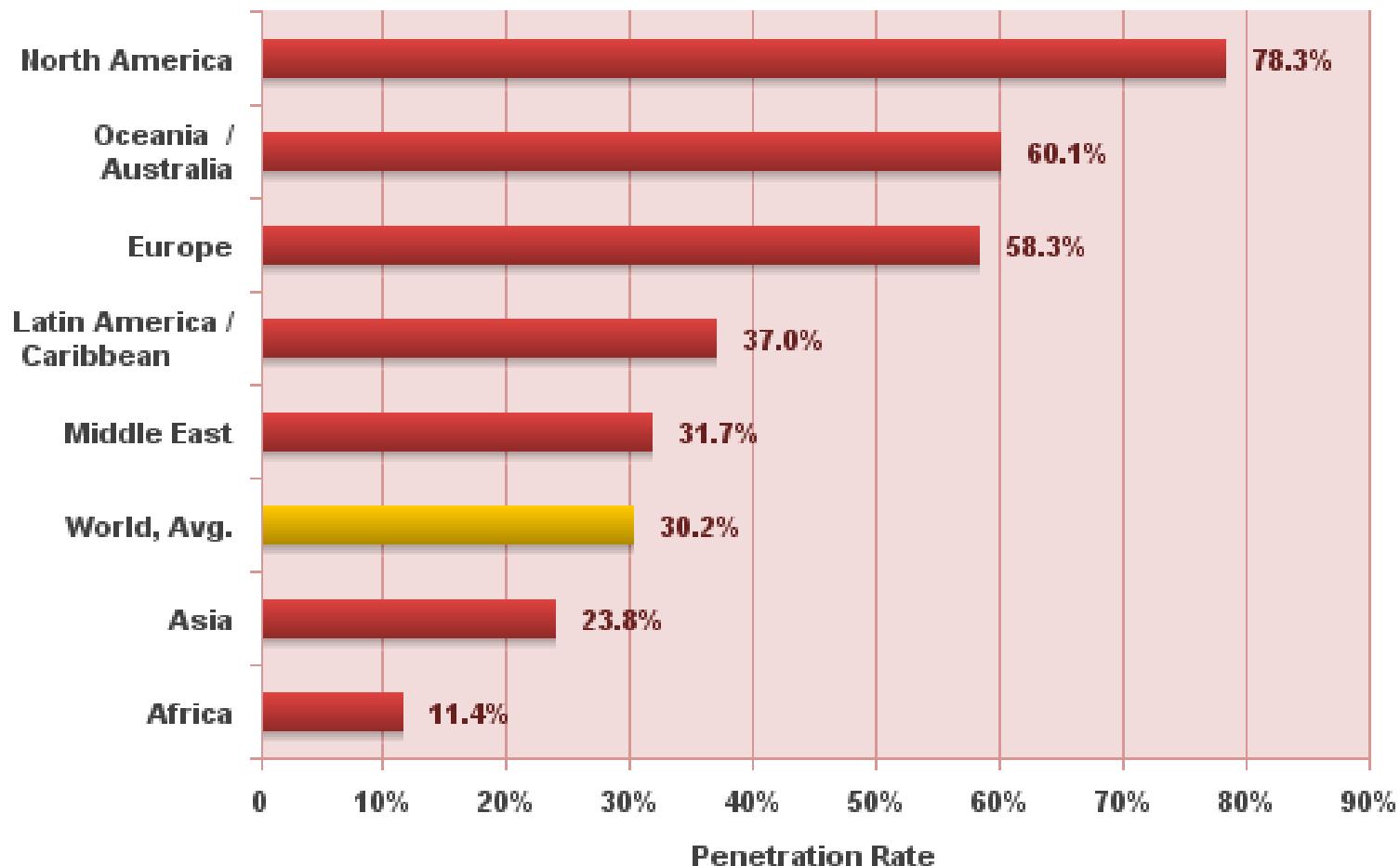
The Internet Big Picture

World Internet Users and Population Stats

WORLD INTERNET USAGE AND POPULATION STATISTICS						
March 31, 2011						
World Regions	Population (2011 Est.)	Internet Users Dec. 31, 2000	Internet Users Latest Data	Penetration (% Population)	Growth 2000-2011	Users % of Table
Africa	1,037,524,058	4,514,400	118,609,620	11.4 %	2,527.4 %	5.7 %
Asia	3,879,740,877	114,304,000	922,329,554	23.8 %	706.9 %	44.0 %
Europe	816,426,346	105,096,093	476,213,935	58.3 %	353.1 %	22.7 %
Middle East	216,258,843	3,284,800	68,553,666	31.7 %	1,987.0 %	3.3 %
North America	347,394,870	108,096,800	272,066,000	78.3 %	151.7 %	13.0 %
Latin America / Carib.	597,283,165	18,068,919	215,939,400	36.2 %	1,037.4 %	10.3 %
Oceania / Australia	35,426,995	7,620,480	21,293,830	60.1 %	179.4 %	1.0 %
WORLD TOTAL	6,930,055,154	360,985,492	2,095,006,005	30.2 %	480.4 %	100.0 %

NOTES: (1) Internet Usage and World Population Statistics are for March 31, 2011. (2) CLICK on each world region name for detailed regional usage information. (3) Demographic (Population) numbers are based on data from the [US Census Bureau](#). (4) Internet usage information comes from data published by [Nielsen Online](#), by the [International Telecommunications Union](#), by [GfK](#), local Regulators and other reliable sources. (5) For definitions, disclaimer, and navigation help, please refer to the [Site Surfing Guide](#). (6) Information in this site may be cited, giving the due credit to www.internetworldstats.com. Copyright © 2001 - 2011, Miniwatts Marketing Group. All rights reserved worldwide.

World Internet Penetration Rates by Geographic Regions - 2011



Source: Internet World Stats - www.internetworldstats.com/stats.htm
Penetration Rates are based on a world population of 6,930,055,154
and 2,095,006,005 estimated Internet users on March 31, 2011.
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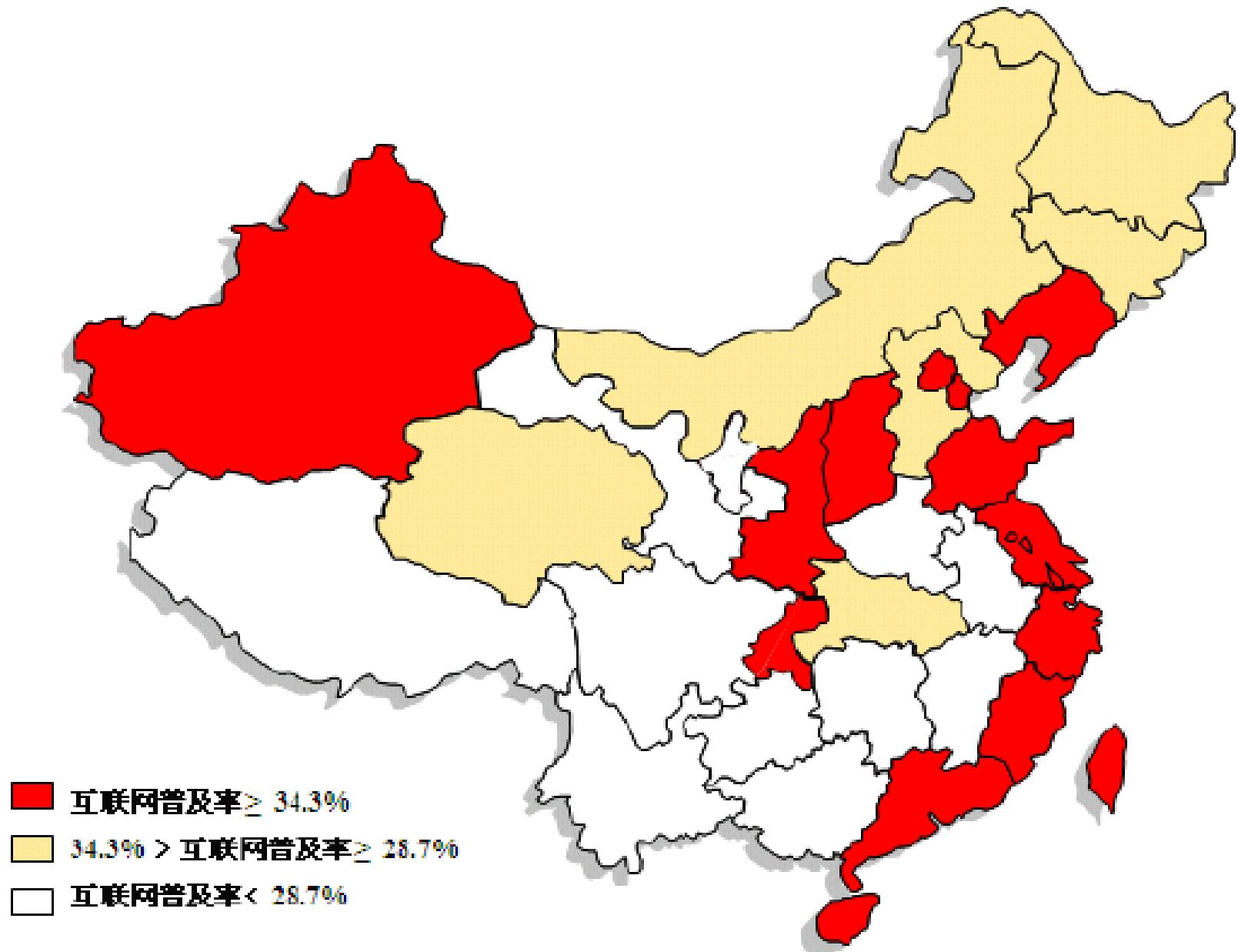


图 4 2010 年中国各省互联网发展状况



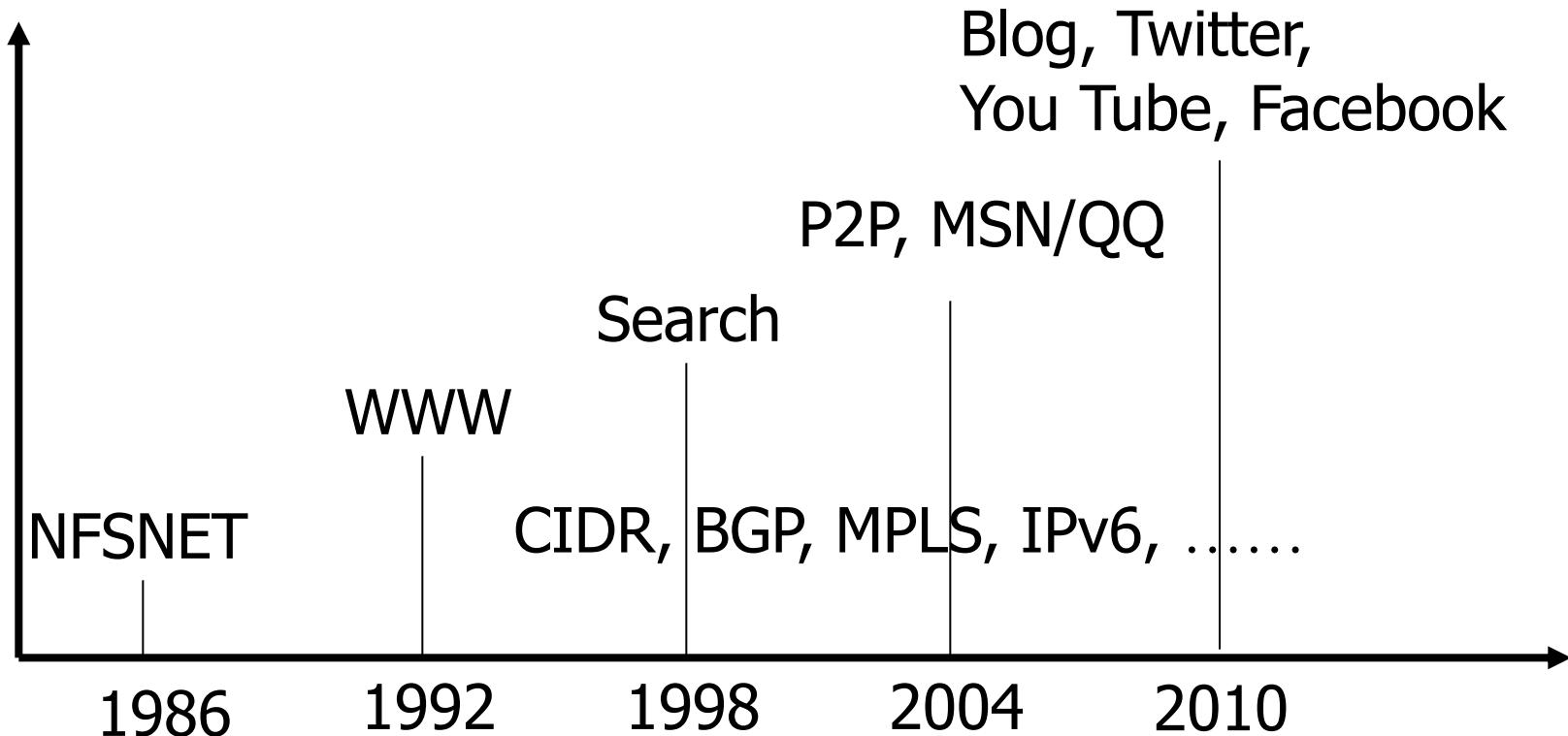
Internet DNA





Internet: Innovation History

- Innovation is the spirit of Internet
- TCP/IP is not changed





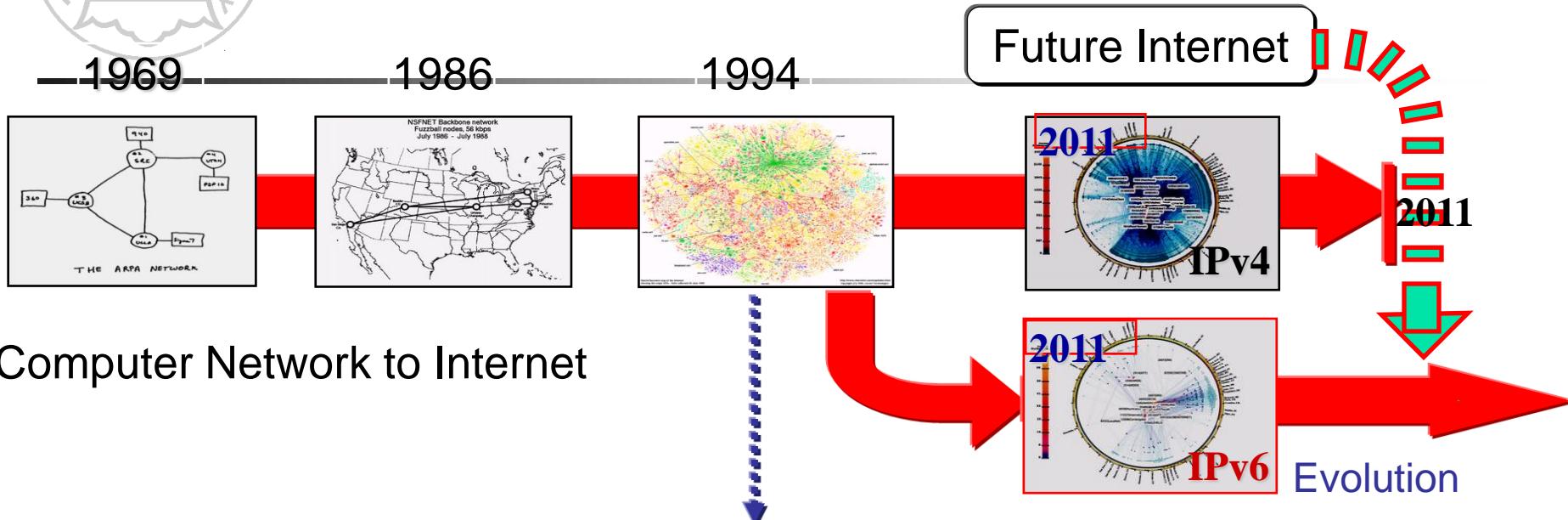
Challenges from current Internet

- **Scalability**: from connecting computers to connecting all of electronic devices
 - 3G, Internet of things,
- **Security**: more trustiness
- **High performance**: end-end performance
- **Real time**: more timely
- **Mobility**: mobile communications over Internet
 - Not 3G only
 - WiFi/WiMax based mobile communication
- **Management**



Evolution and Revolution

Revolution



Computer Network to Internet

Internet DNA:

- IP: Use all of network and communication technology
- TCP: All applications developed by users

Challenging

- Scalability
- Security
- High Performance
- Mobility
- Real Time
- Management

Next Generation Internet

- Keep Internet DNA
- Overcome the challenges from basic components, operational principle and implement mechanism based on IPv6 platform



NGI and Future Internet

- Revolution: Future Internet
 - GENI and FIND: Clean Slate
 - May or may not be Internet DNA
- Evolution: NGI or Future Internet
 - IPv4
 - NAT
 - IPv4/IPv6: Internet2, Geant2, TEIN3
 - Less use IPv6
 - IPv6
 - Native IPv6: a new platform for Internet evolution



Some Words related Future Internet

- Next Generation Internet (NGI) : 1996
 - 1996, Internet2
- Next Generation Network (NGN) : 2000
 - ITU
- Future Internet: 2005
 - Future Internet
 - Internet for the Future
 - Future of the Internet
- Future Network



Special Challenges from China

- Same with all challenges from current Internet
- Penetration Rates: from 30% to 70% in the future 10 years (900+ Millions users)
 - IP addresses: only IPv6
 - New challenges from design, management and operation of the largest infrastructure in the world
 - Innovation capability in Internet development
 - Governance, administration and management
 - Money?



NGI and FI Development in China

- NSFC
 - Basic Research Plan on Future Internet
- MOST-973
 - Research Plan on Future Internet Architecture
- MOST-863: Next Generation Internet
 - 3Tnet, Broadband Network
 - NGI, NGN and NGB
- CNGI Project:
 - First phase: 5B+ RMB



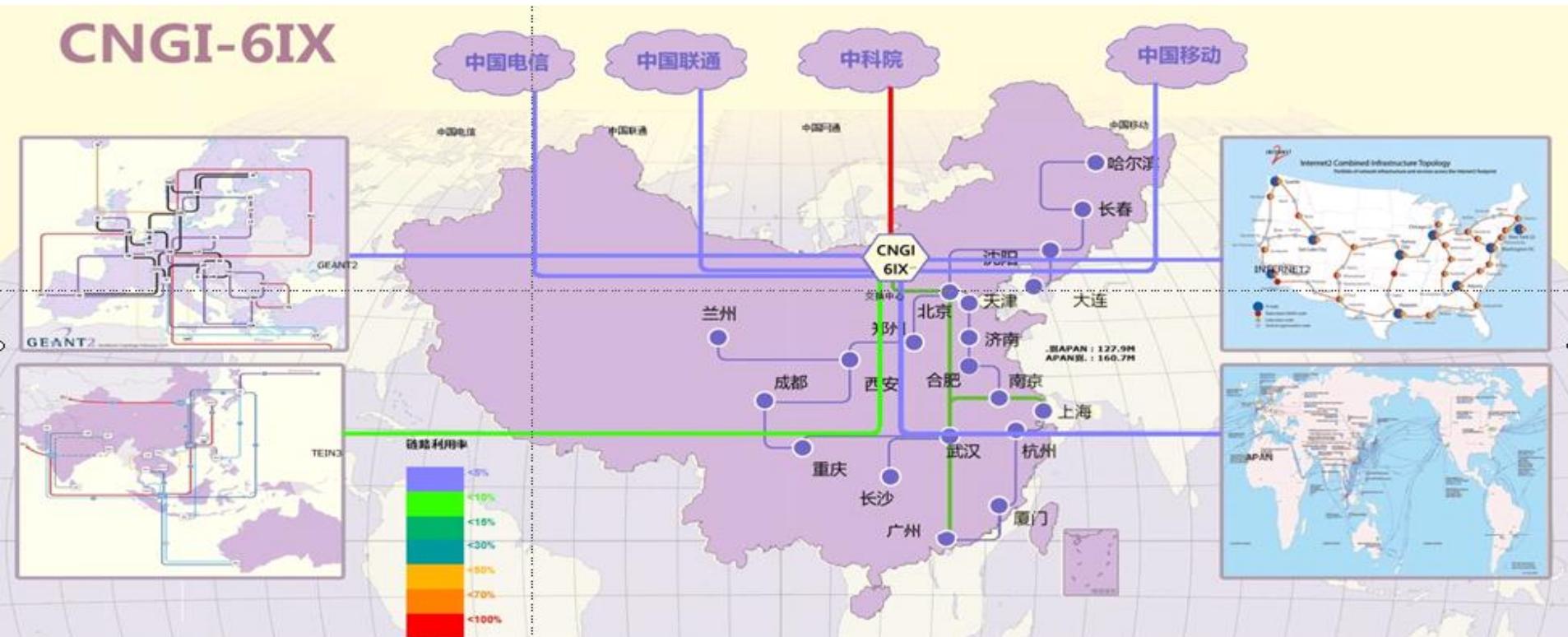
CNGI Project

- Leaded by National Reform and Development Committee
- Joint with MST, MOE, CAS, MII, NSFC, CAE, ...
- First phase: 2003-2008
- Main contents
 - CNGI Backbone: nation wide, 30-40 Giga POPs and 300 campus networks, international links
 - Network technology and applications
 - Delivery to information industry
- All NSPs have jointed this project
 - CERNET, China Telcom, UniCom and China Mobile



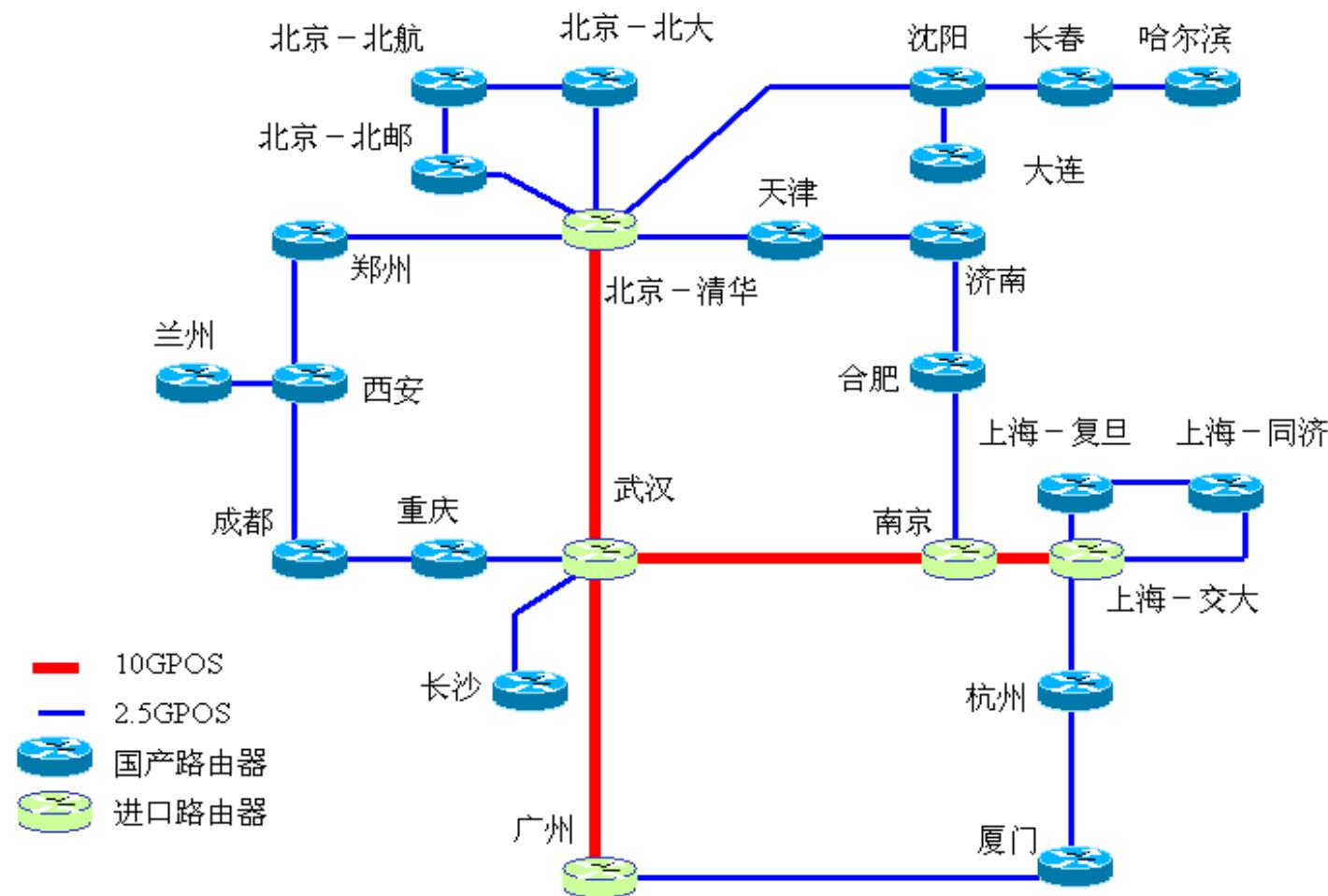
CNGI Network and Connectivity

CNGI-6IX



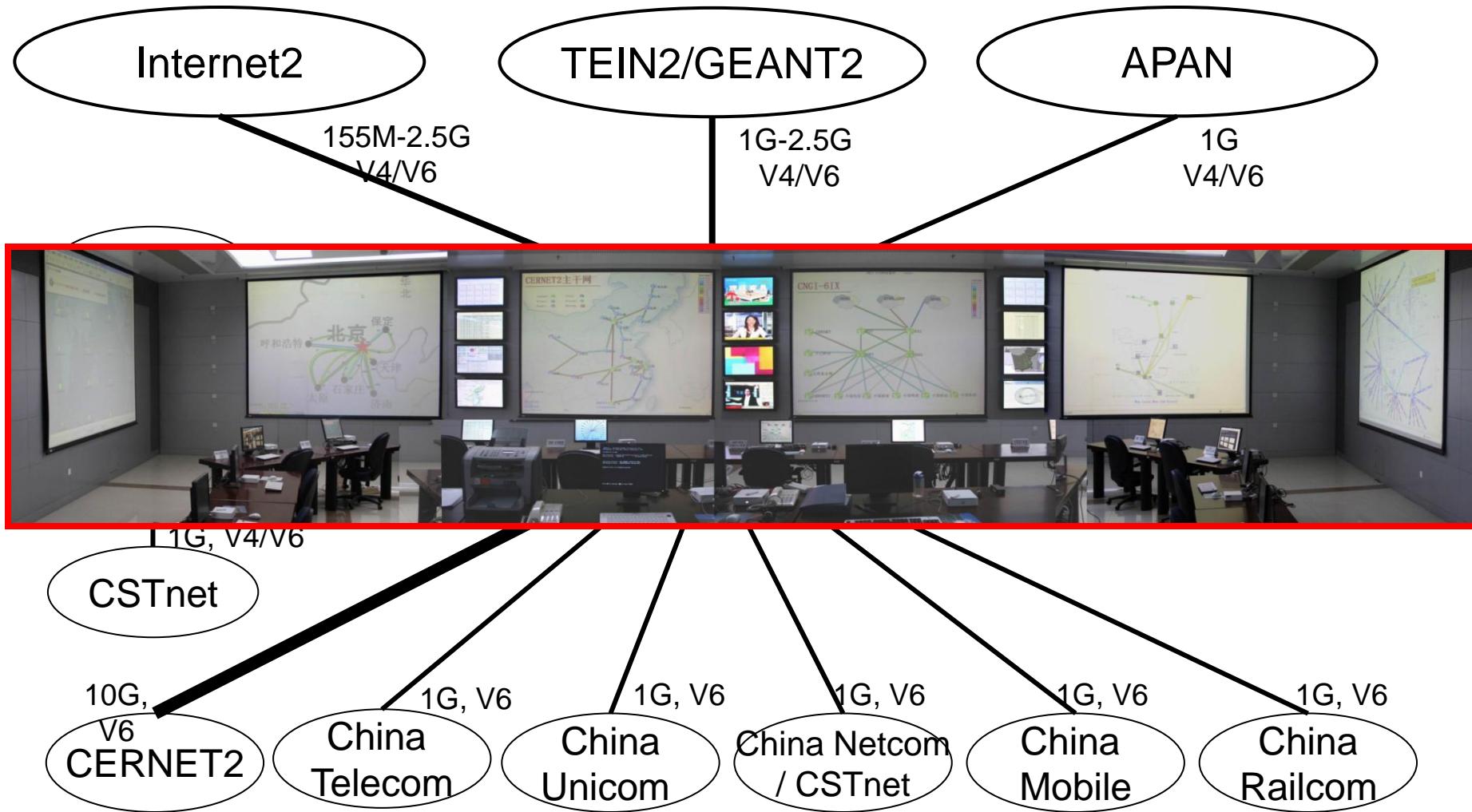


CNGI – CERNET2 Backbone





CNGI – 6IX in Tsinghua University



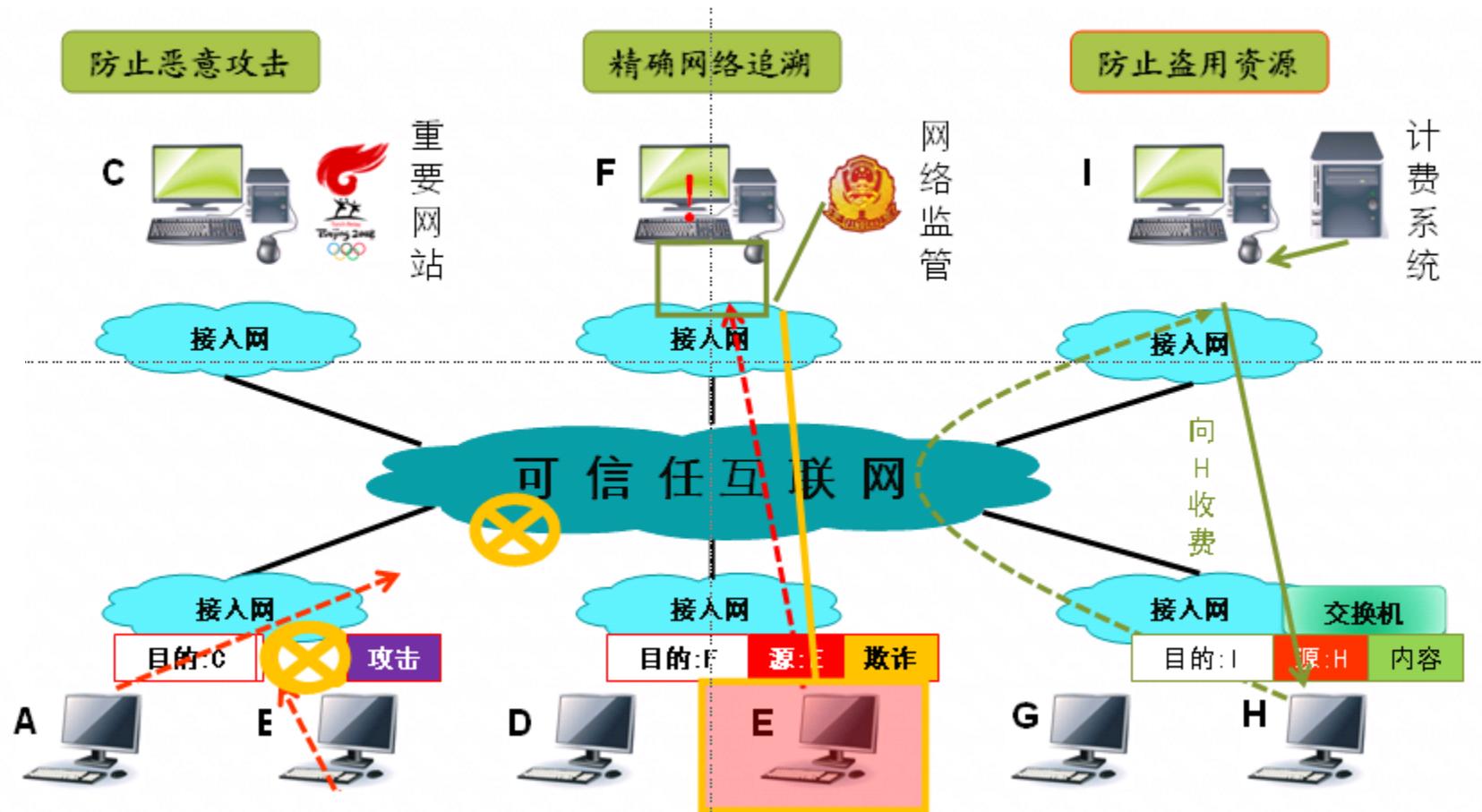


Some Experiences

- Native IPv6 Network: the largest one in the world
 - Large scale IPv6 addressing and routing
- Authentic IPv6 Addressing Architecture
 - SAVA: Source Address Validation Architecture
 - SAVI: a new IETF working group in 2008
 - RFC 5210
- Transition from IPv4 to IPv6: 4over6, IVI
 - IPv4 over IPv6: Softwire-a new IETF working group in 2006, RFC 4925, RFC 5565, RFC 5747
 - IVI: RFC6052, RFC6144, RFC6145, RFC6219
- Many Technology Examinations and Applications

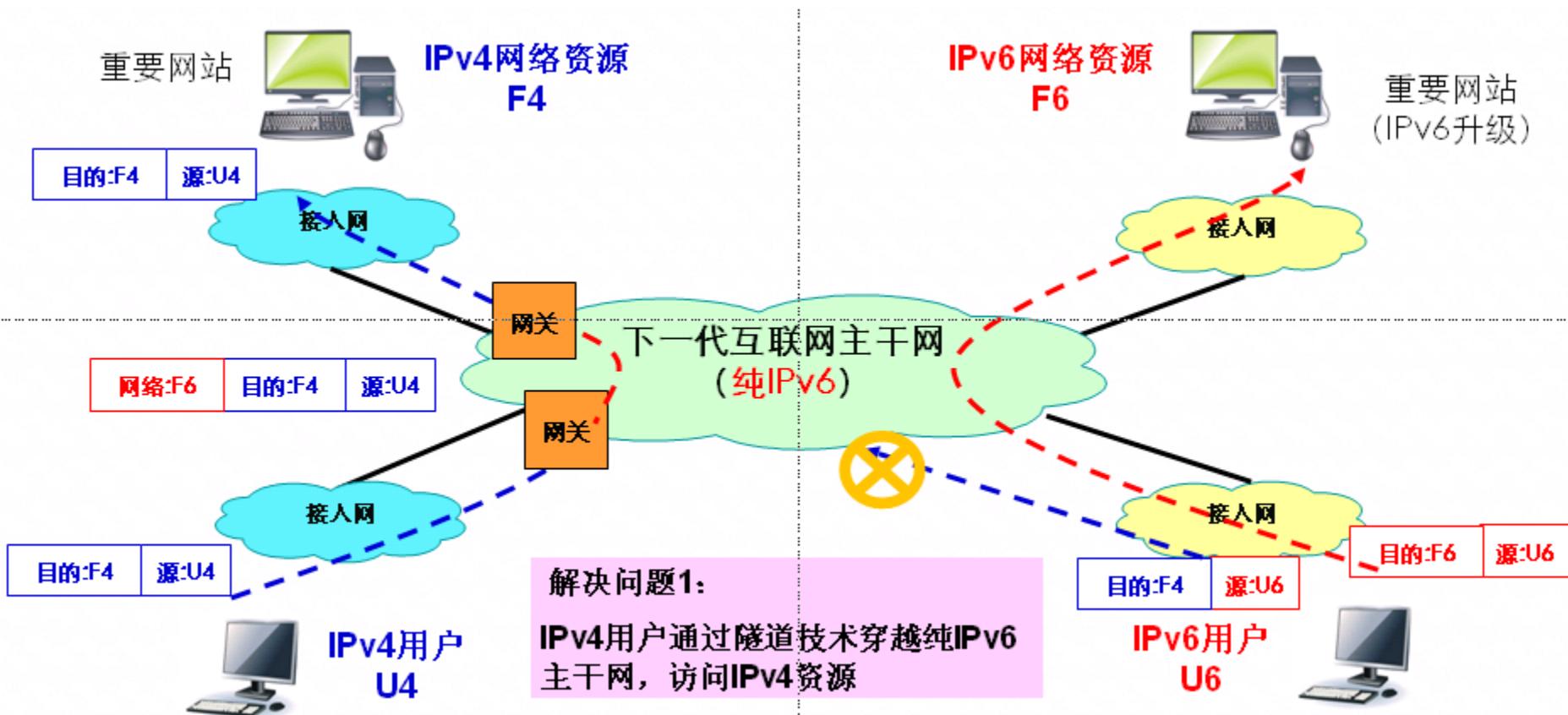


SAVA: Source Address Validation Architecture



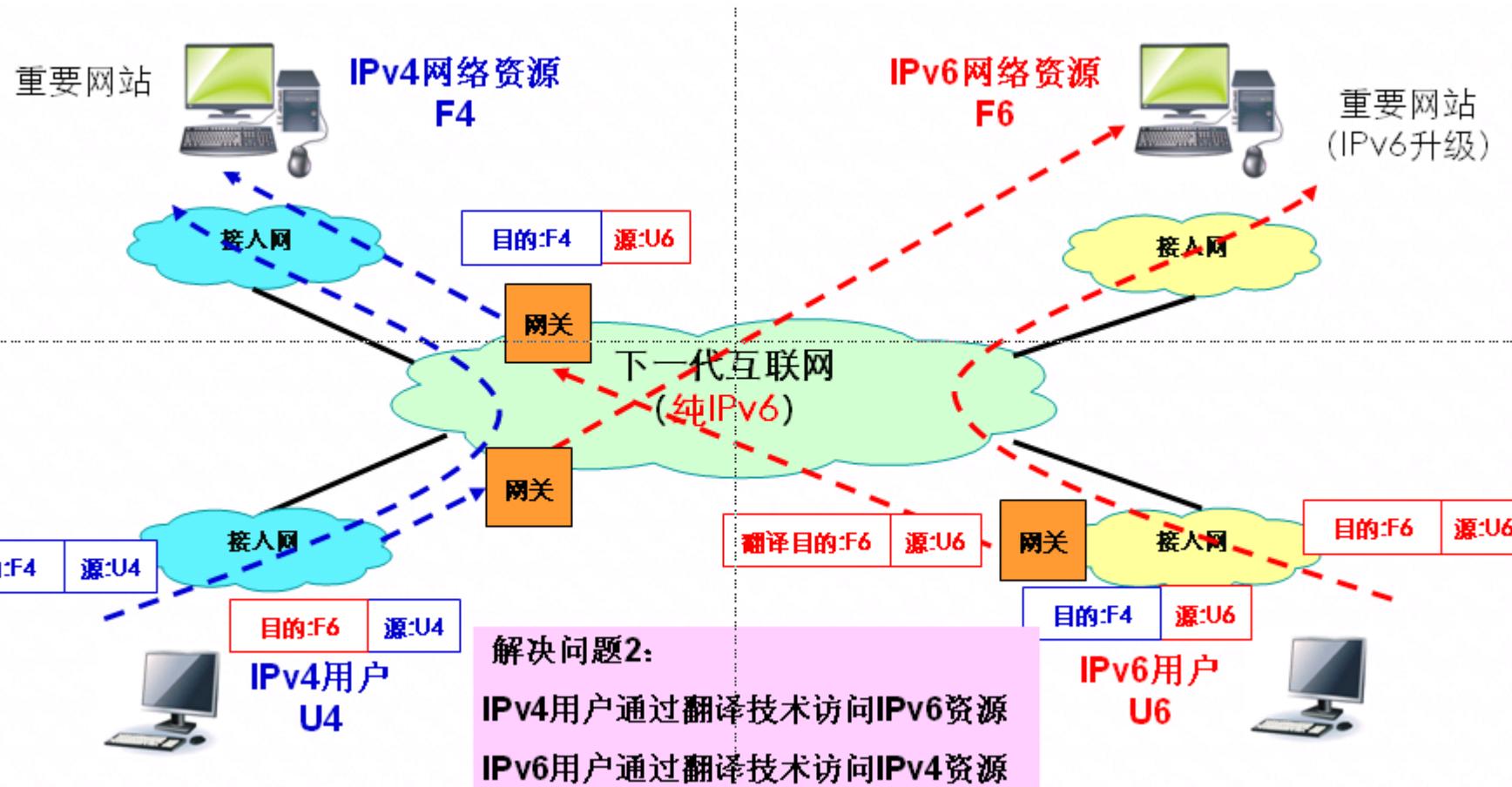


Transition: IPv4 Over IPv6



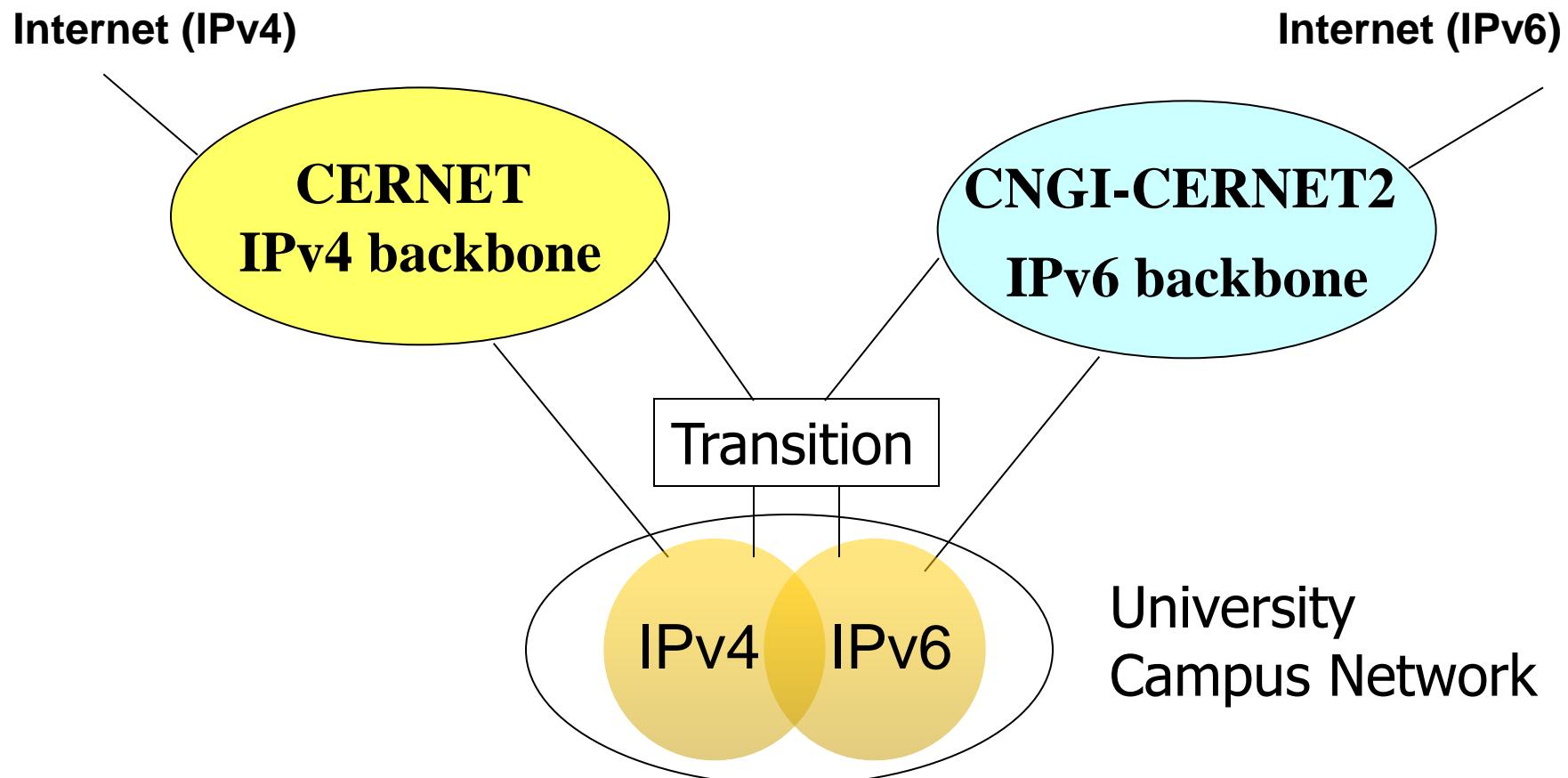


Transition: 4/6





Coexistence and Transition



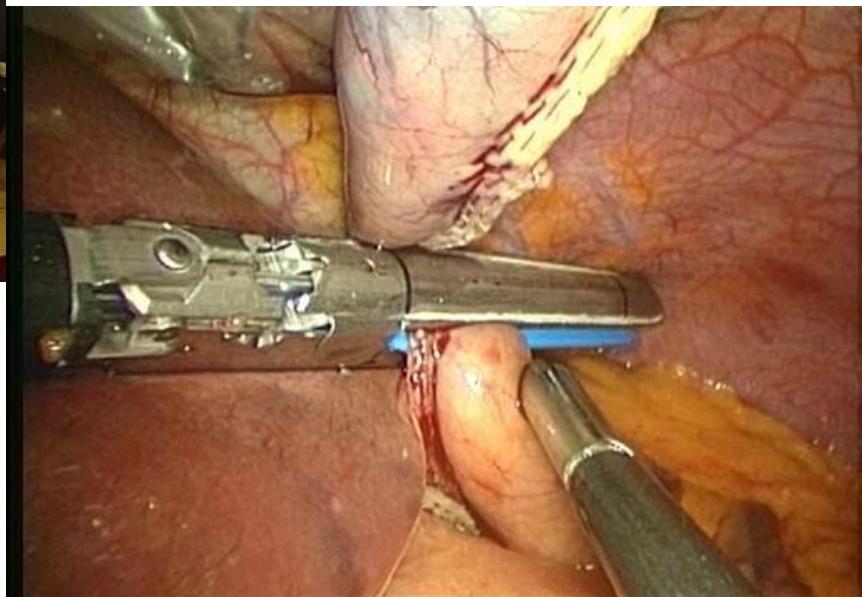


IPv6 Cooperation Working



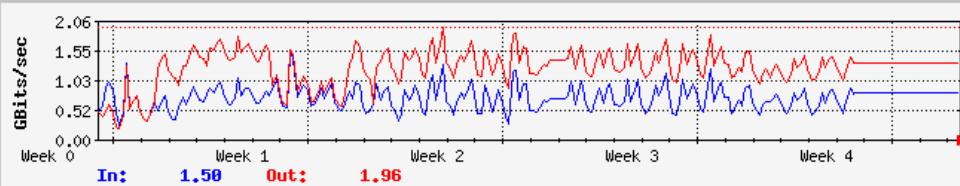
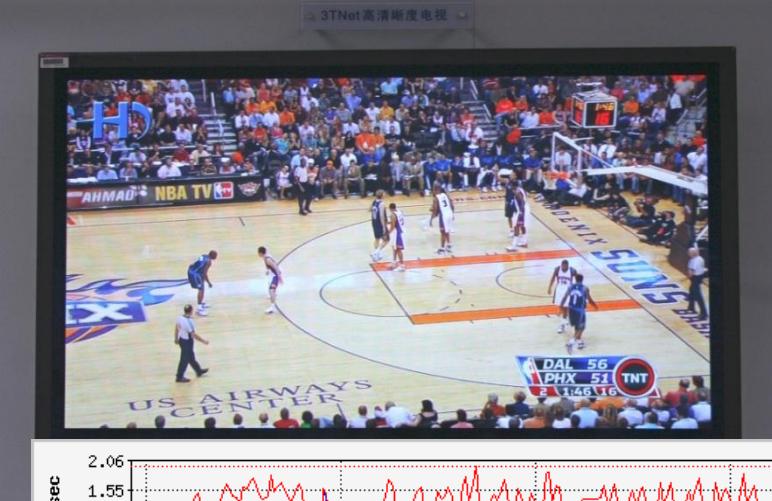
跨国界的艺术表演

实时远程医疗手术观摩





IPv6 based IPTV



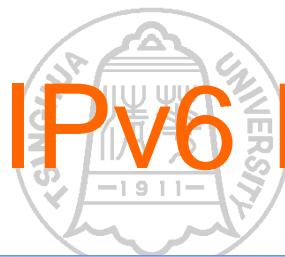
上海交通大学 IPv6 IPTV

文件 (F) 编辑 (E) 查看 (V)
地址 (A) <http://video6.sjtu.edu.cn/hdtv.asp>

以下为 IPTV 片段列表：

720p 的分辨率率为 1280×720 带宽使用 6.4Mbps
1080i 的分辨率率为 1440×1080 带宽使用 8.4Mbps

节目名称	分辨率	带宽
DOLPHINS	720p	6.4Mbps
CORAL REEF ADVENTURE	1080i	8.4Mbps
亚马逊	1080i	8.4Mbps
The Discoverers (CMAZ)	720p	Play 720p Play 1080i
Journey Into Amazing Caves (CMAZ)	720p	Play 720p Play 1080i
The Living Sea (CMAZ)	720p	Play 720p Play 1080i
The Magic of Flight (CMAZ)	720p	Play 720p Play 1080i



IPv6 P2P Sharing Content Deliver

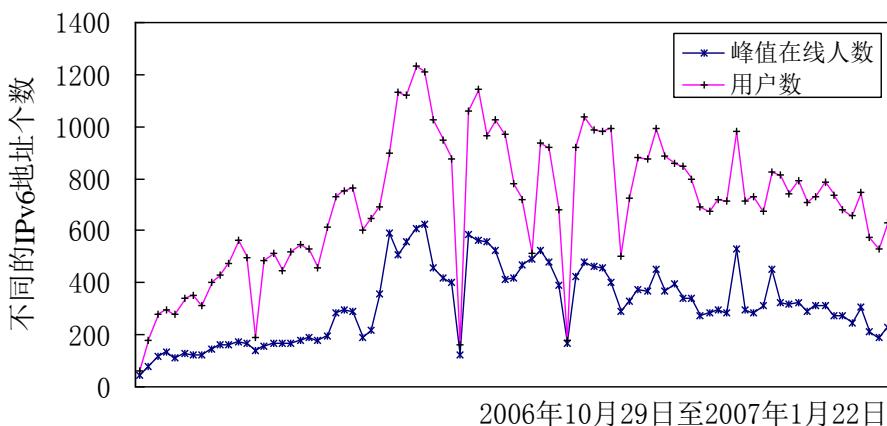
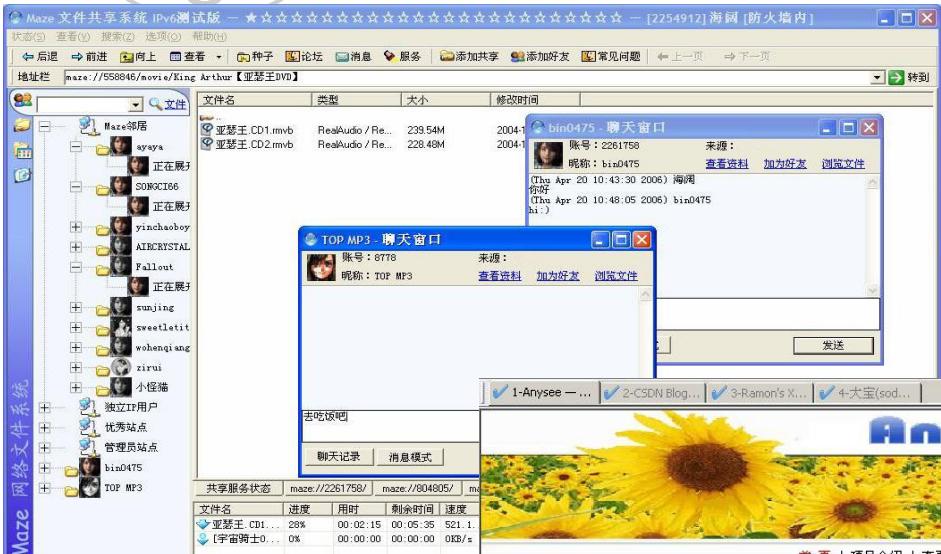


图1: CNGI04-12-2A项目IPv6用户发展情况

P2P文件共享系统
ngMaze

P2P直播流媒体系统
AnySee



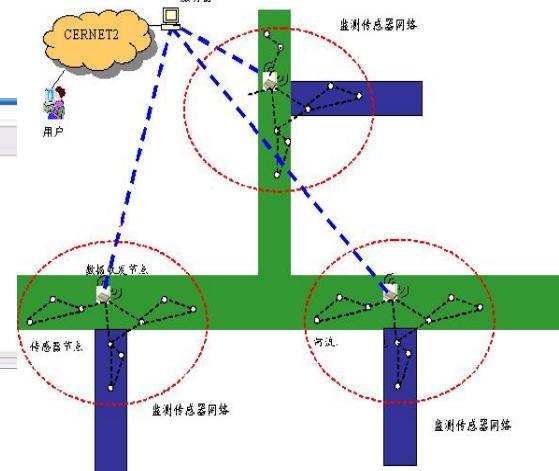
清华大学	836
北京大学	7695
华南理工大学	3552
华中科技大学	1799
浙江大学	8790
上海交通大学	20
北京邮电大学	582
西安交通大学	26
兰州大学	176
重庆大学	18
中南大学	2
东南大学	39
中国科技大学	3419
山东大学	2372
复旦大学	13
同济大学	7
厦门大学	3
东北大学	102
吉林大学	5



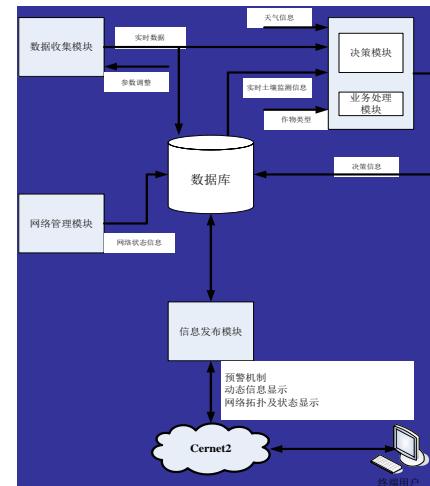
IPv6 Sensor Networks



入河水质监测



精准农业灌溉监测



传感器部署



WiFi/WiMax and SIP based IPv6 Mobile Communication System



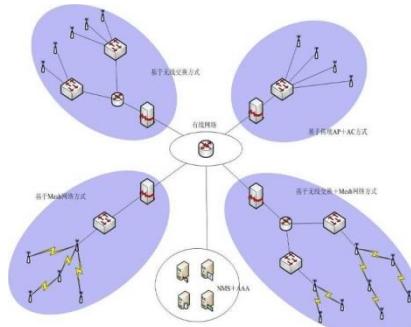
WLAN 单模手机/PDA



WLAN手机移动通信



无线接入的IPTV/VOD



无线接入校园网方式

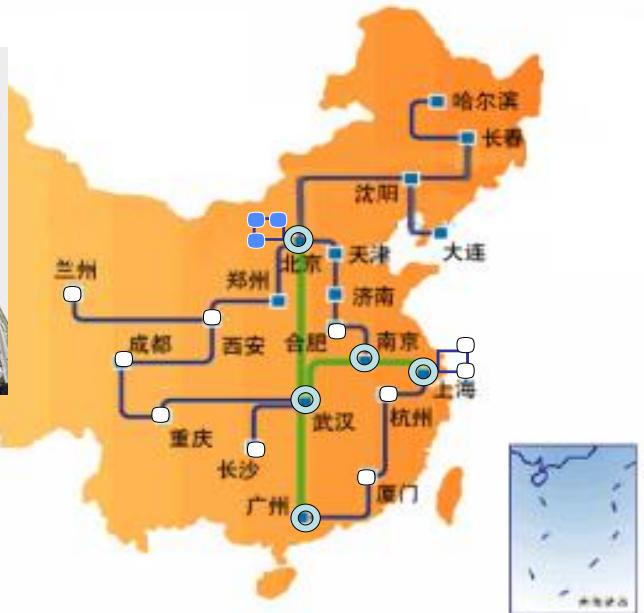


校园无线AP的部署



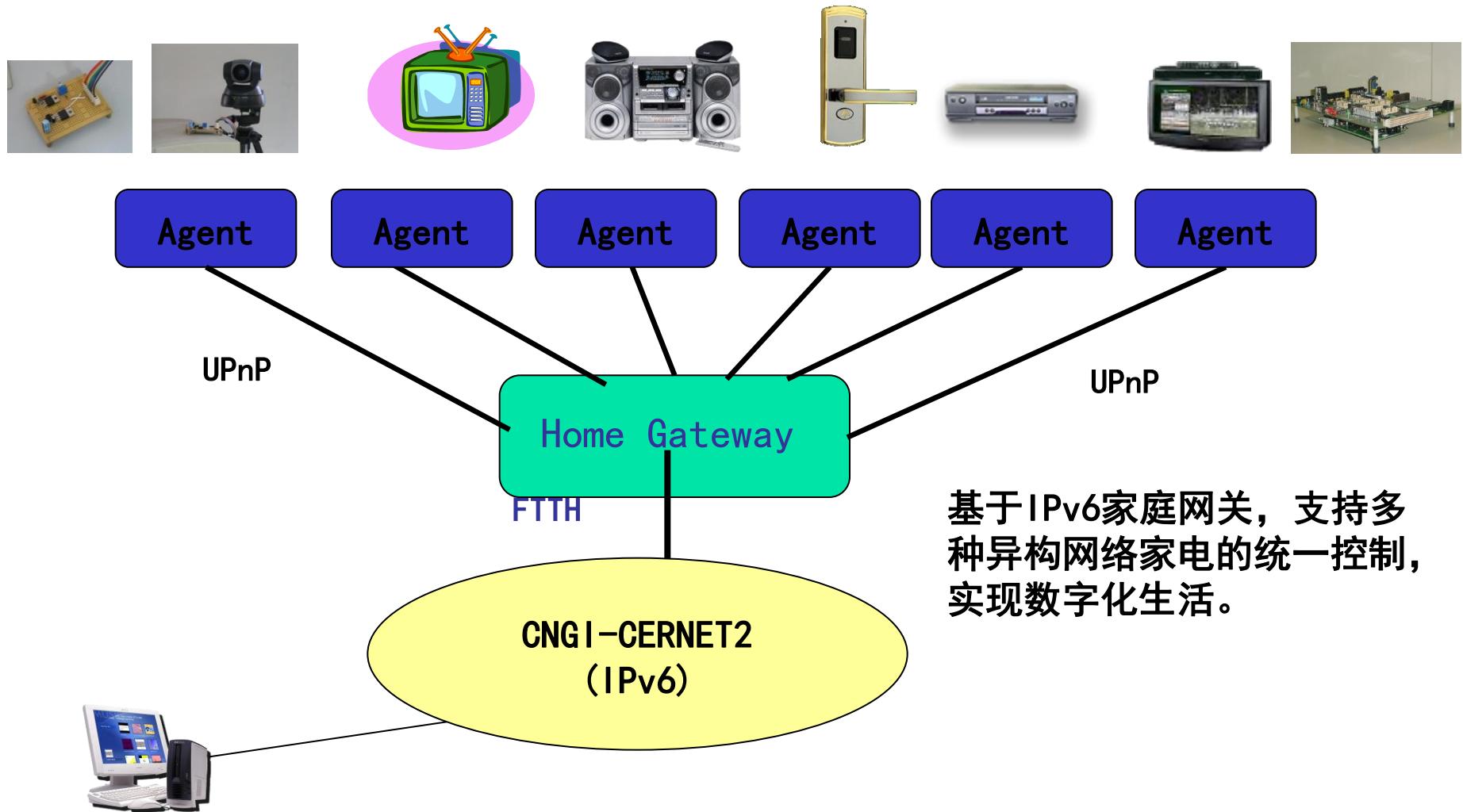
校园无线网络覆盖

- Ra
- Rb
- Rc
- 10Gbps
- 2.5Gbps





IPv6 Digital Home Network



基于IPv6家庭网关，支持多种异构网络家电的统一控制，实现数字化生活。

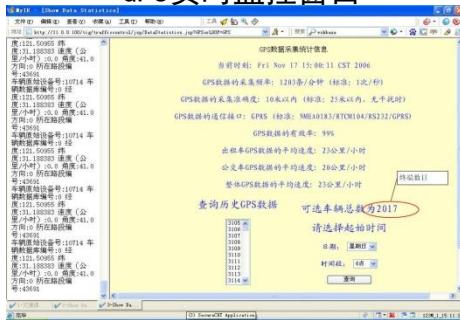


IPv6 Transportation Monitoring

- 感应线圈车流量采集
- 流动车辆GPS数据采集
- 视频采集



GPS实时监控窗口



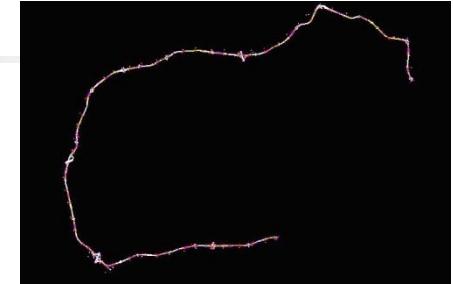
流动车辆 采集数据

视频采集

线圈采集监控窗口



内环线高架

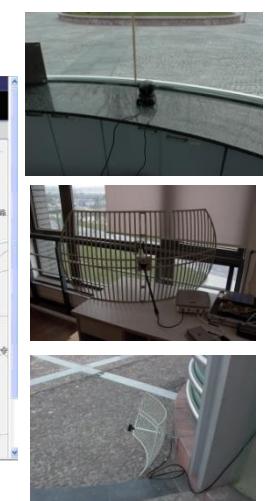


南北高架



传感器 采集数据

交叉口线圈位置





Beijing 2008 Olympic Games

- Many kinds of IPv6 based applications
 - Lighting, Transportation monitoring, IPTV
- First IPv6 Olympic Games Website

The image is a collage of screenshots from several news websites and publications. On the left, there's a screenshot of the official website for the Beijing 2008 Olympic Games, showing a banner for 'One World One Dream' and a photo of a launching ceremony. In the center, there's a screenshot from TEIN2's website with a headline about IPv6. To the right, there are two more news articles: one from GCN about IPv6 at the Olympics, and another from PCWorld by Jeff Doyle about IPv6 routing. The GCN article includes a quote from Dan Campbell: 'IPv6 is making its international debut at the 2008 Beijing Olympics. An IPv6-based video surveillance system is operating at the OLYMPIC COUNTDOWN CENTER in Beijing, China. This system will monitor all areas of the Olympic facilities.' The PCWorld article discusses IPv6's role in the games.



Some Killer Applications of the Future Internet

- Internet of Things
- Cloud Computing
 - From Grid computing to Cloud computing
- Smart Planets
- Three Networks Integration
 - Telecom, Broadcast, Internet
- Mobile Internet



Conclusions

- Internet still growth very quickly and will be the largest infrastructure in world
- Internet history is a innovation and evolution history. Innovation is the spirit of Internet
- NGI and FI will be solving the challenges from current Internet
- NGI and FI will provide a new platform for new generation Internet application
- Both evolution and revolution of Internet are needed in the future

Thanks!

