

Internet2 Industry Strategy Council Meeting Minutes October 4, 2004

Agenda

Agenda Review and Roll Call Dick Liebhaber

Summary review of the Application Strategy:
Key issues and the plans to address them - David Lassner [20 minutes]

Discussion All

Next Steps Dick Liebhaber

Participation

ISC Members Participating: Dick Liebhaber, Gary Augustson, Vint Cerf, John Evans, Steve Hall, Mike Nelson, Rick Rashid

Special Guest: David Lassner, Internet2 Applications Strategy Council Chair

ISC Members Unable to Participate: Marv Adams, Dan Atkins, Judith Estrin, Stu Kippelman, Brian McFadden, Jack Waters

Internet2 Participants: Jill Arnold, Gary Bachula, Steve Corbato, John Kennedy, Ken Klingenstein, Barb Nanzig, Doug Van Houweling, Ellen Vaughan, Karen Doemer (scribe)

Minutes

Agenda Review and Roll Call

Chair Dick Liebhaber opened the meeting at 1:00 p.m. and welcomed participants and special guest David Lassner, Chair of the Internet2 Applications Strategy Council, and Chief Information Officer at the University of Hawaii. Dick shared that the Internet2 council chairs had met and discussed shared concerns about issues regarding application development and value. They felt a clear need to evaluate the applications being developed and to determine whether they addressed the broader needs of society, industry and education. David Lassner was invited to join the ISC to share the thoughts of the Applications Strategy Council regarding application propagation and utilization of Internet2.

Applications Strategy

David Lassner provided an overview of the work of the the Internet2 Applications Strategy Council (ASC). The ASC worked over the past year to develop an Applications Strategy for Internet2. <http://apps.internet2.edu/talks/200401-ASCplan-Lassner.ppt>. This plan was endorsed by the Internet2 Board of Trustees in March 2004. While there are significant high bandwidth applications in use there is the perception that Internet2 is

primarily used for sharing movies and music. One ASC goal is to increase the number of high bandwidth applications available in production. An Internet2 application is defined as something that is actually touched by faculty, students and staff and transforms the way they work, learn, and do research. The Applications Strategy includes 5 themes:

- Increase emphasis on getting more narrow and broad I2 apps into production
- Create shared understanding and commitment of support for applications.
- Accelerate broad-based Internet2 initiatives: real time collaboration, teaching and learning applications.
- Enhance Internet2 organizational support for applications.
- Strategic I2 applications outreach initiatives, especially university Vice Presidents of Research.

David Lassner indicated that the ASC identified 7 specific initiatives; with the greatest interest focused on real-time communications to support collaboration. The ASC wants Internet2 to provide a community collaboration environment while advancing the state of the art. The challenge is to create commonality for the community, to overcome many variations and to provide support. An advisory group will support the development of a guide that accommodates a full range of modalities in a controllable common framework. The guide will be a road map to understanding standards and a unified architecture and will help people select products. This is not a development initiative.

Discussion

The greatest value that Internet2 may have is in a leadership role for developing technology that will transfer to the commercial Internet. There is the perception that Internet2 applications do not run on the commercial Internet. H.323, however, is an example of an Internet2 application that does.

It was suggested that a directed implementation of a product that solves real high-profile problems could be beneficial. There is a good architecture but developers are not responding. Perhaps if the architecture was endorsed, the developers would pay attention early on. Applications integration is a key concern.

The cable industry is pushing VoIP. Video-on-demand continues to be an industry driver. Disney might be excited about an Internet2 version of their “mini-beam service” utilizing IPv6. C-SPAN is digitizing its archives back to 1984 with captioning; this is another possibility. Increasingly organizations are starting to put together large archives of material. Internet2 is potentially a great backbone to federate and replicate these large archives. Digital rights management is a key focus. General Dynamics has acquired a digital rights package through their purchase of Veridian and may be able to license this to Internet2.

Doug Van Houweling commented that the availability of viable technology is not the issue, what is lacking is consensus to standardize on a technology, taking that technology and socializing it to the community. He asked the ISC how Internet2 should best engage the corporate community in help converging standards that support this. The Internet2 infrastructure could provide the opportunity for a large-scale test of industry-introduced

applications. This would attract attention and achieve visibility. There would be a lot of interest in being able to do this.

Concern was expressed that without a suite of collaborative tools that allow people to “plug in” with the various media, this type of activity might not be effective. The challenge is to figure out how to move together. The marketplace failure is in fragmentation.

Doug suggested that the ISC organize a group from industry interested in real time communications to create a collaborative effort to implement something on the Internet2 infrastructure; an exemplary application that would start with a few modalities. The principle value would be that industry and higher education agreed to build the shared environment.

There are challenges inherent in any project and the key challenge may be in limiting participation. The project would need to be targeted and would invite participation with the awareness of the potential need to limit participation to a manageable number. Clearly there would be different focus for strategy and for deployment. This effort would need to be aligned with the objectives of the Internet2 application strategy.

Doug summarized by indicating that Internet2 would prepare a pre-proposal for an effort with higher education and industry to include objectives, time frame, and target participants.

Next Steps

- Vint Cerf to follow up regarding the interests of the Disney Corporation.
- Digital Streaming will be included on the agenda for the next meeting.
- Internet2 will prepare a pre-proposal on a real time communications collaborative effort project.
- The next meeting of the ISC will be on October 26, 2004.