

ubiquity and identity: the new network paradigm

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network evolution... industry evolution...

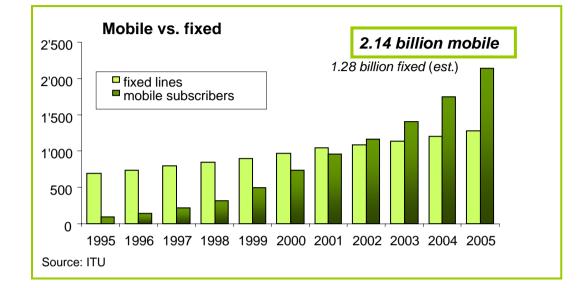
- from physical <u>distances</u> to virtual <u>proximity</u>
- from <u>network</u>-centric to <u>edge</u>-centric
- from tech-push to demand-pull
- from content to context
- from <u>low</u>-speed to <u>high</u>-speed
- from <u>frequent</u> access to <u>perpetual</u> access
- from <u>fixed</u> to <u>mobile</u>



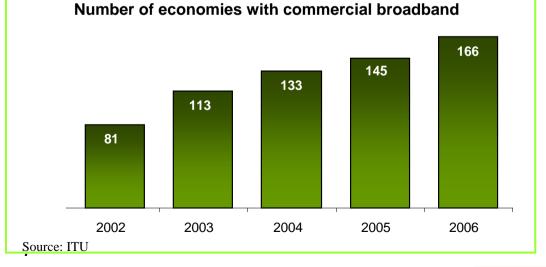
NASA

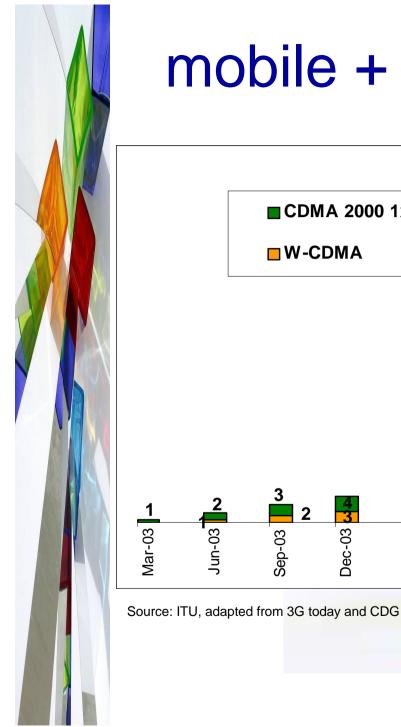
user explosion: mobile & broadband



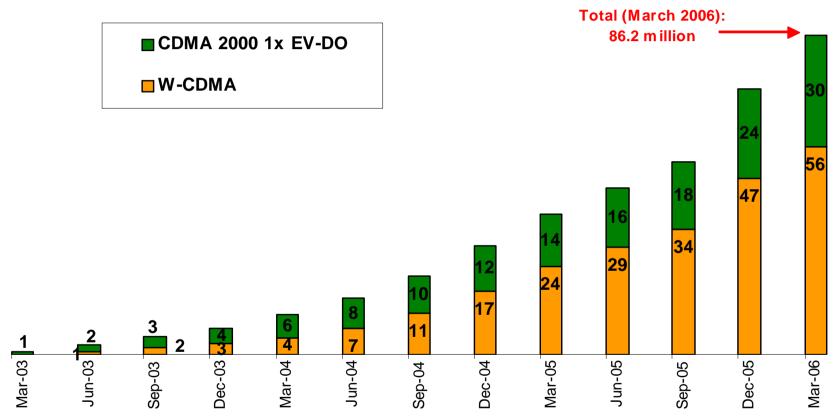


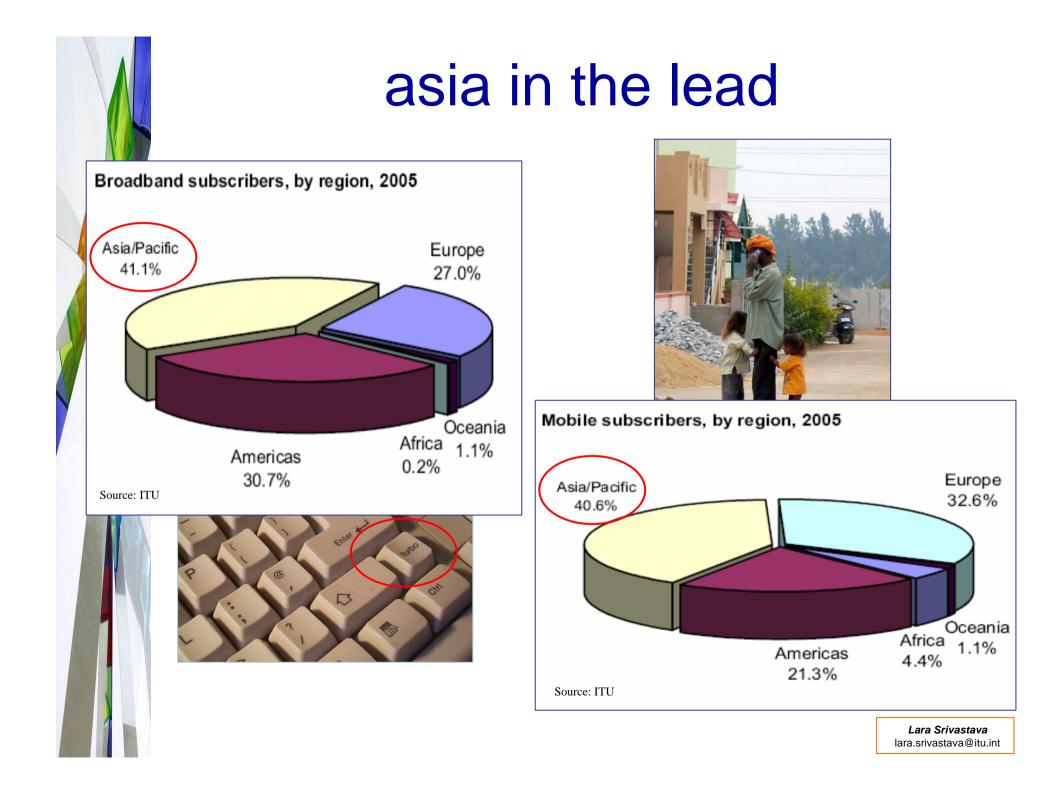






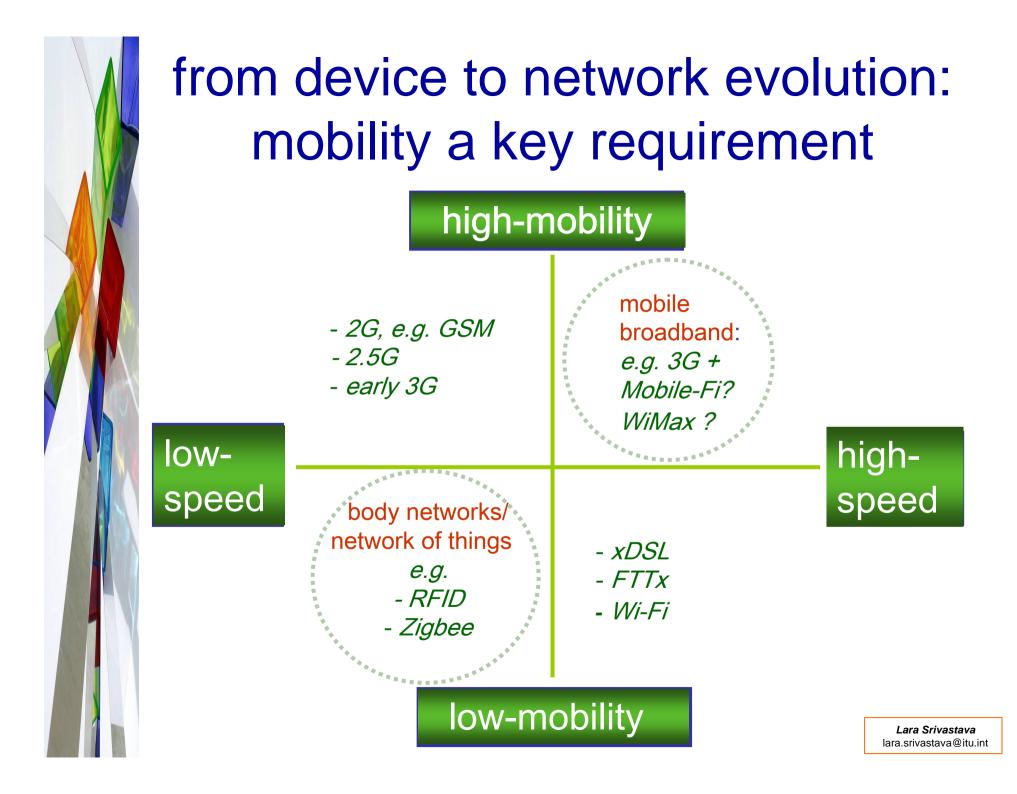
mobile + internet: in 3G form





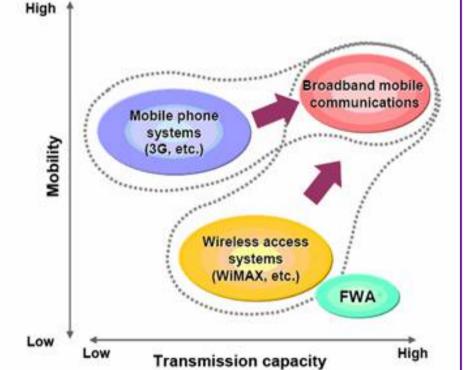
the mobile device: more than the new personal computer?

- connectivity is its very raison d'être
 - no such thing as an unconnected mobile, while there still exist "unconnected" PCs
- truly the most intimate ICT device on the market:
 - true portability
 - true individuality
 - true proximity
- widespread use
 - one for every three people on the planet
- cuts across demographic and socio-economic criteria
- fosters growth in social and human capital
- growing gateway to content



taking mobility to the next level: mobile ubiquity

- same objective, different starting points
- broadband mobile comms. for always-on access is increasingly favoured
 - Wireless access systems (WIMAX, etc.) Low -ow Transmission capacity Source: MIC, as cited in ITU New Initiatives, "The Regulatory Environment for Future Mobile Multimedia Services", 2006. See www.itu.int/ni
- e.g. wireless cities a good early example (e.g. Taipei)



ubiquity of networks, but also ubiquity of connections connection@anyTIME • On the move Outdoors and indoors On the move Night Outdoors Daytime Indoors (away from the PC) • At the PC connection@anyPLACE • Between PCs • Human to Human (H2H), not using a PC • Human to Thing (H2T), using generic equipment • Thing to Thing (T2T) connection@anyTHING Source: Adapted Lara Srivastava from NRI (Japan) lara.srivastava@itu.int

RFID as key enabler of ubiquity





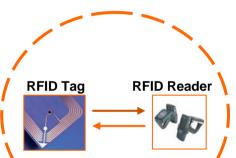
























the influence of ubiquity and mobility on the role of the user

- not only follower but also leader
- not only consumer but producer
- not only audience but player, entertainer
- not only reader but storyteller
- not only a passive listener but an active orator
- not only a tech user but also developer
- not only subject but participant



ubiquity and identity

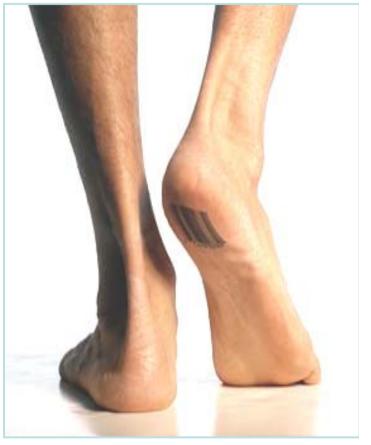
- multiple and mobile identities:
 - people, but also...
 - animals
 - machines
 - institutions
 - things
- multiple impacts:
 - on social interaction
 - on doing business
 - on network design





a question of concern, but also a key opportunity

- in a ubiquitous network environment, managing a large number of "identities" will become vital
- issue of concern not only for technology providers but also for service providers, governments, users etc...
- but also a great opportunity for service diversification
- however, today, no single system of identity management exists for the digital world



challenges and risks for identity on the network

- fragmentation
- permeability
- perpetuity
- blurred boundaries
- commoditization
- governance of resources
- globalization, cultural differentiation



- user reticence, mistrust
- leaks, breaches
- mistaken identity
- identity theft



building trust in the network: not just a technical issue

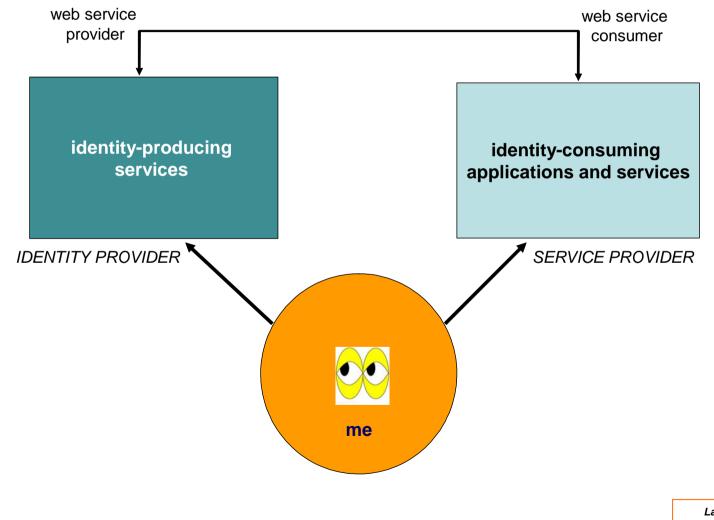
- trust as a complementary asset
- user-focused innovation
- quality of service at multiple levels
- clear and transparent information policies
- flexible billing models
- future-proofing



- cooperation and collaboration
- developing technology that takes into account socio-ethical and cultural values

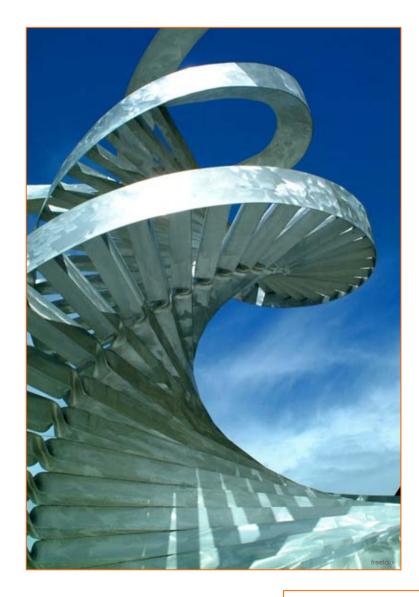


identity production and consumption: a "circle of trust"



key strategies

- ensuring interoperability
- fostering international standardization
- understanding the business case
- understanding and educating the user
- actively seeking global dialogue



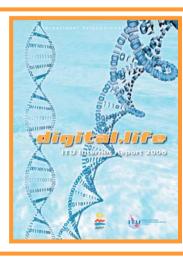
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"No sensible decision can be made any longer without taking into account not only the world as it is, but the world as it will be"

- Isaac Asimov

THANKS



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