Deployment Patterns Draft Update

http://tools.ietf.org/id/draft-levine-vwrap-deploy-01.txt

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Overview

• Topics not currently in the intro / foundation
• Probably ready to roll in portions during next editing cycle – Need to get serious about incorporating new material
• Focus on making sure we capture the ways the underlying stuff is being deployed
• Related to Client Side Caps
• Asset Content Distribution material is new
Adding an Agent Domain

- Effectively adds a second facade for agent oriented services
- Breaks apart the monolithic trust cloud into multiple (but very statically defined) groupings
- Second asynchronous event pipe
- Routing is still very implicit
- "Addressing by region handle" fails to fully work
- The Region / Asset server line represents a fault line
Fault Line?

• Exposing Assets to regions across Trust / Admin boundaries
• When we allow regions and asset servers to interact across “domains” things change
• We are creating new public interfaces
• This is fundamental to meaningful interoperation
• More in Client Side Caps
Asset

• We may need a better name
• Used in several roles:
  – Placed into a virtual space (rezzed)
  – Attached to an avatar
  – In a server waiting to be used
• Has multiple parts
  – Simulation Component
  – Representation Component
  – Meta-Data
• Each part may have multiple representations
  – Levels of Detail
  – Licensed vs Freeware copies
  – Primset vs. Sculpty vs. Mesh
• Always get either the content or a URI to fetch the content at each level in description
Content Creation/Consumption flow

Content Creator

Asset Store

Created Item Is Uploaded

Rez

Item is rezzed on region

Virtual Region

Item Is Viewed

Item Is viewed

Content Creator

Created Item Is Uploaded
Alternate content flows

- Trust, Client support of content type, license.
Indirect Content Access

Content Uploaded

Asset Store

Collision Mesh Version rezzed

Virtual Region

URI to content Delivered to user

Low Trust Version

User Fetches Content with Own Credentials

Rez

Pep/Art/Tool

Content Creator

User Fetches Content with Own Credentials

User Fetches Content with Own Credentials
Getting Assets Right

• Creates a cleaner model
• Inserts leverage points for key new features
  – Meta-data about use terms for assets
  – Meta-data for accessibility
• Multiple representations
  – Opens the door for flexibility in deploying new content types
  – Allows a range of policy choices for deployers when adding new features
  – Follows the web pattern
• Data vs URI
  – Follows web pattern
  – Allows a range of security / control points
  – Permits very light weight simulated spaces for some use cases
Blob / URI

• The protocols should allow us to include either the “data” that is being conveyed or a URI at every plausible slot in the messages

• Some URIs/URLs actually are service points
  – Can’t inline a “cap” or “service endpoint”
  – Is there any reason why everything else can’t be indirected (Within bounds of good performance)