



# IRTF PRESENTATION

SPAN-AI ARCHITECTURE ROLLOUT

V 1.0

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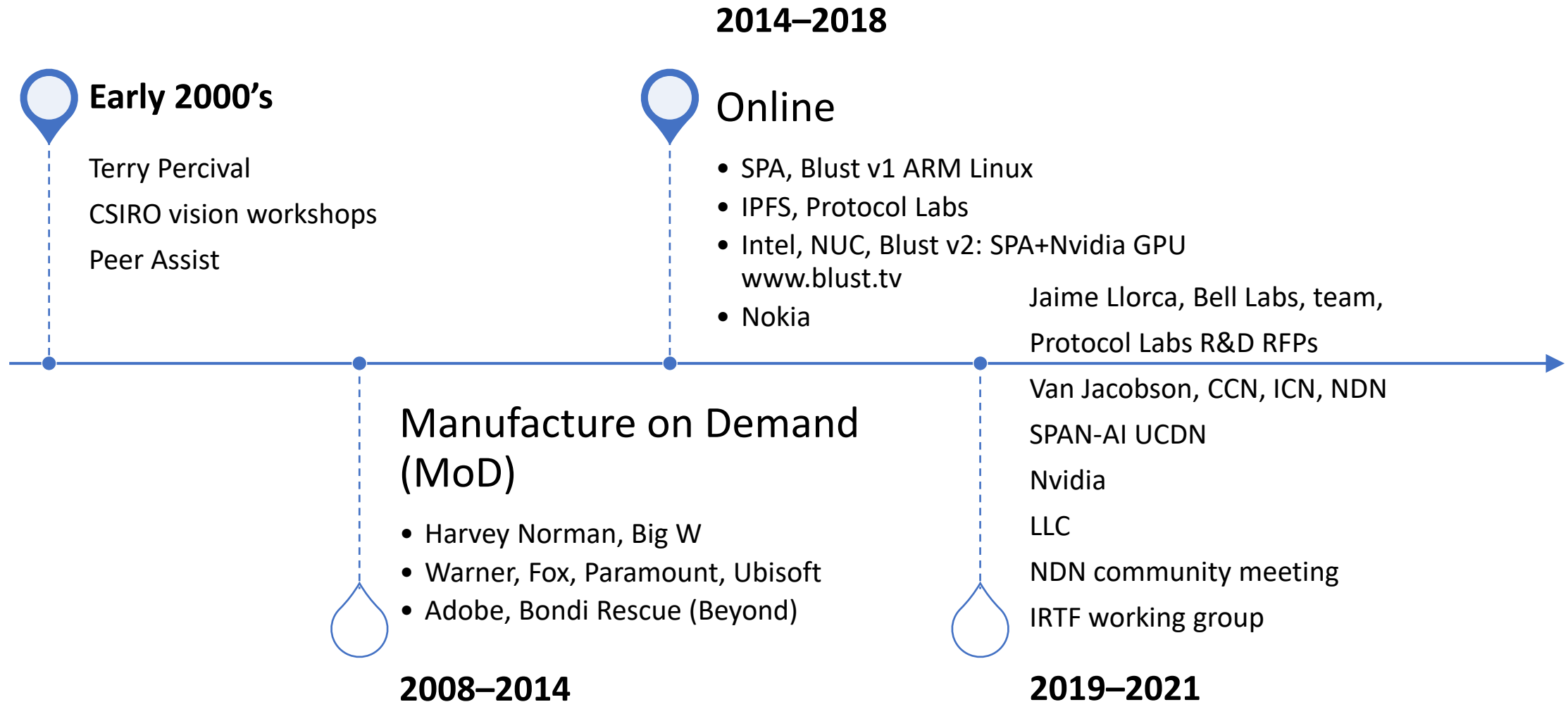
Jaime Llorca – head of R&D, modelling and optimisation

<https://gtsystems.io/>

# GT Systems Mission

- To research, design and build next generation network technology that ensures the continued optimal operation of the Internet on earth and in space
- To ensure that all those who do that receive a fair return for their efforts, contribution and intellectual property
- To ensure that the Internet remains fair, open and available to all, at fair cost
- To partner with whoever enables us to do that most effectively without compromising our mission
- To fund Internet research and long term “search” that no-one else will fund

# HISTORY – 15 years of privately funded collaborative research



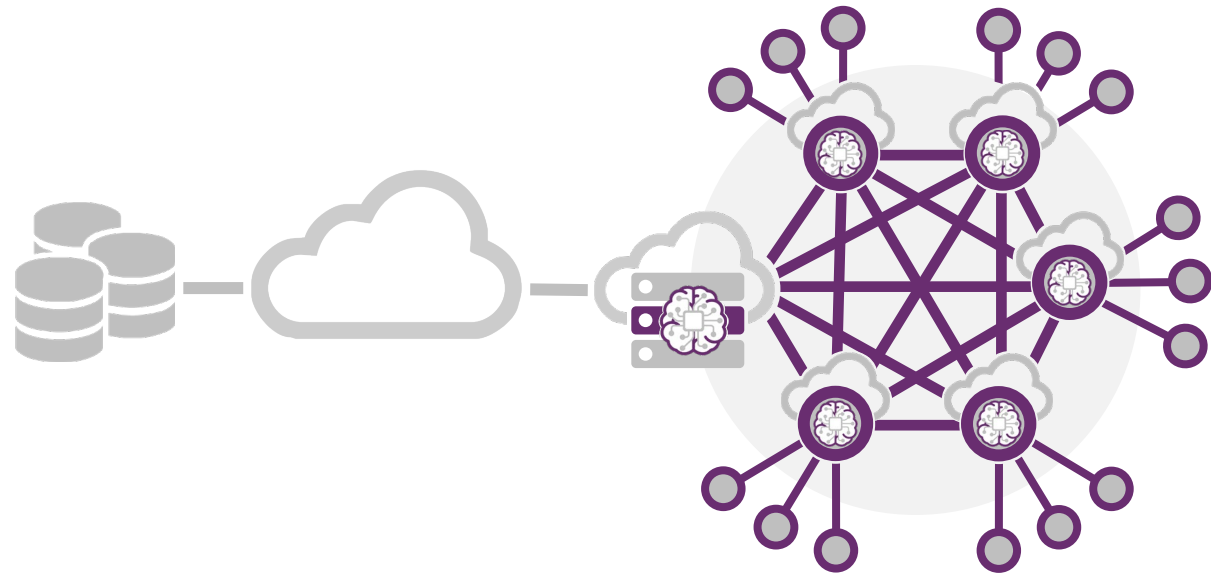
# Evolution of the SPAN-AI UCDN

- We set out to fix ABR buffering and SWoD
- CSIRO Peer Assist (BitTorrent patent application)
- OTT distribution systems
- Secure Peer Assist
  - Ingest, “slice”, tag with hash or other efficient DBM
  - Route (content based)
  - Intelligent, optimised
  - Peer to peer with “super-pops”
- IPFS is the implementation of our distributed file system BUT
  - Doesn't scale for distribution; name resolution only; location agnostic
- ICN/CCN/NDN is the implementation of our distributed content delivery system
  - Name based routing but no distributed storage
- SPAN-AI combines all and adds
  - HARD – hybrid adaptive routing design
  - Unified naming and addressing – open to discussion!
  - Location (virtual, physical)
  - Multi-cast
  - Fully distributed
  - Elastic
  - Local and global optimisation
  - Sovereign identity and data
- The network is becoming the cloud

# GT Systems build next gen, unified, global CDNs as a service (ngCDNaaS) aka “Distributed Cloud”



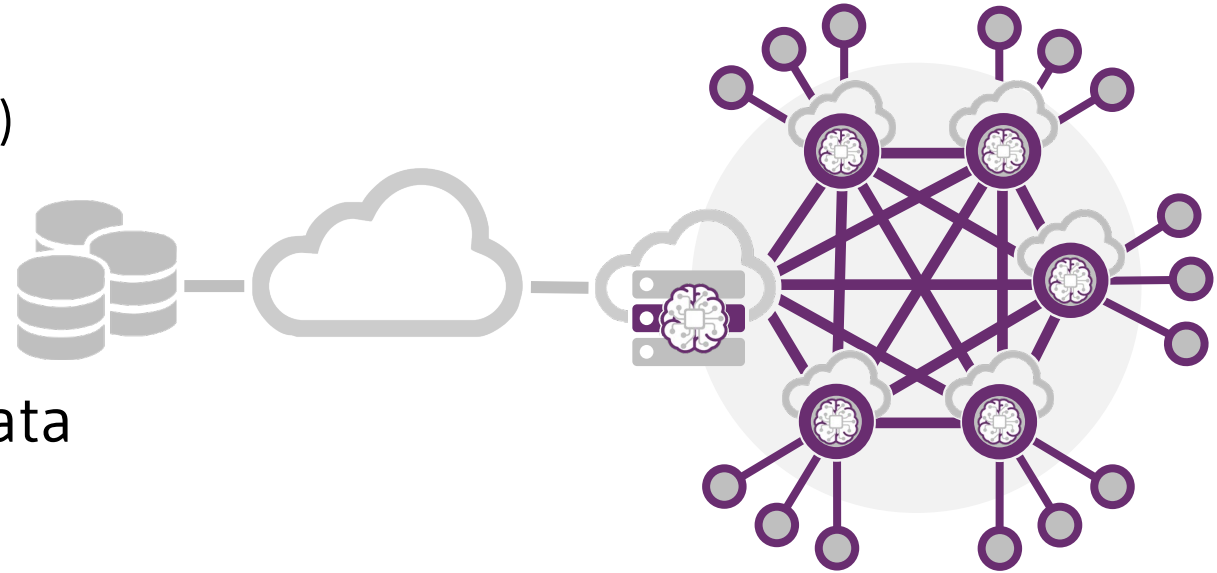
- Fully distributed (beyond peer to peer)
- Elastic (virtual)
- Content based
- Intelligent (local and global AI/ML)
- Autonomous
- Self-optimising
- Cheaper
- Faster
- Closer to the edge/consumer
- Open and interoperable
- Compatible with TCP/IP
- Virtual services provisioned *anywhere*
- Publish *once* to the network with QoS parameters. The *network* takes care of storage and distribution.
- The network *is* the cloud™ (which *is* the computer)



# Security – we built the world’s first open, Wintel, P2P appliance approved by Hollywood – [www.blust.tv](http://www.blust.tv)

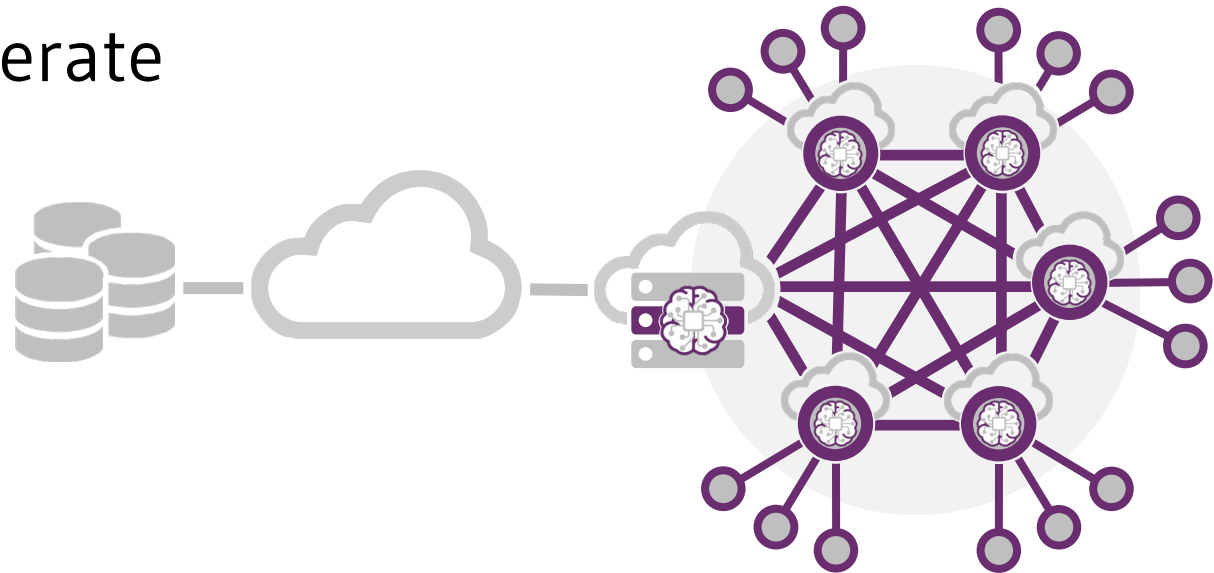


- Content encrypted at source/rest
- DRM
- Hardware root of trust
- Trustless distribution
- Proofs
  - SpaceTime (storage – done Plabs)
  - Routing
  - Green power
- Data centric security
- Sovereign identity, sovereign data
- Content signed by publisher
- Hashed node and content IDs
- SPAN agents report capability and status in real time
- Global AI prunes rogue nodes



# How do we work?

- Modelling and optimisation
- Design/build/handover/operate
- Licensing
- R&D
- We're looking for partners
  - Equipment vendors
  - Telcos
  - CDNs
  - Investors
  - Research organisations, distributed-network foundations

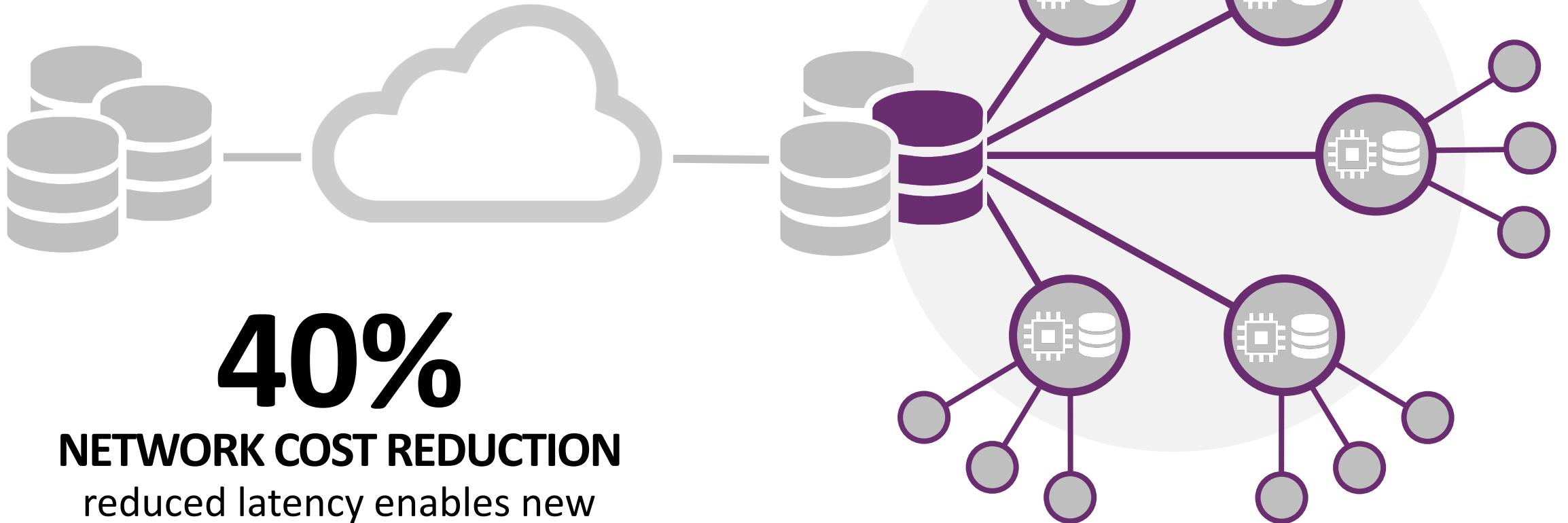


# Four stages of SPAN-AI & UC DN



# SPAN

Optimised distributed network  
(core-edge-peer)



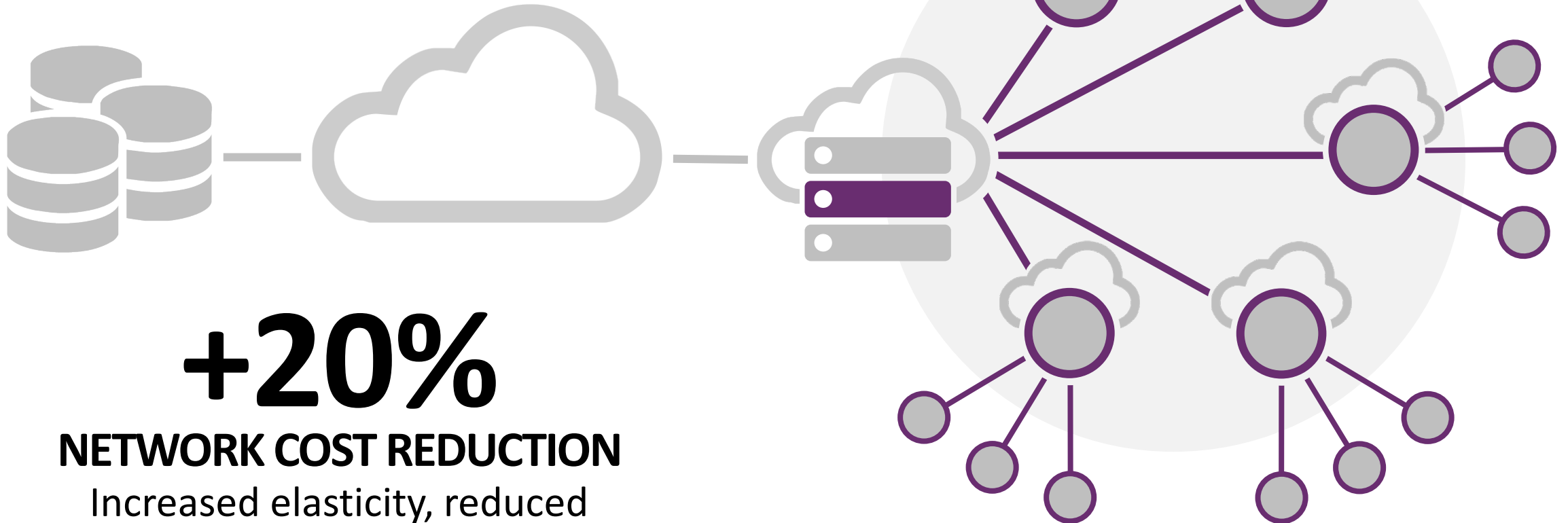
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**NETWORK COST REDUCTION**

reduced latency enables new  
applications

# vSPAN

Virtualised, elastic,  
software-defined distributed  
cloud network



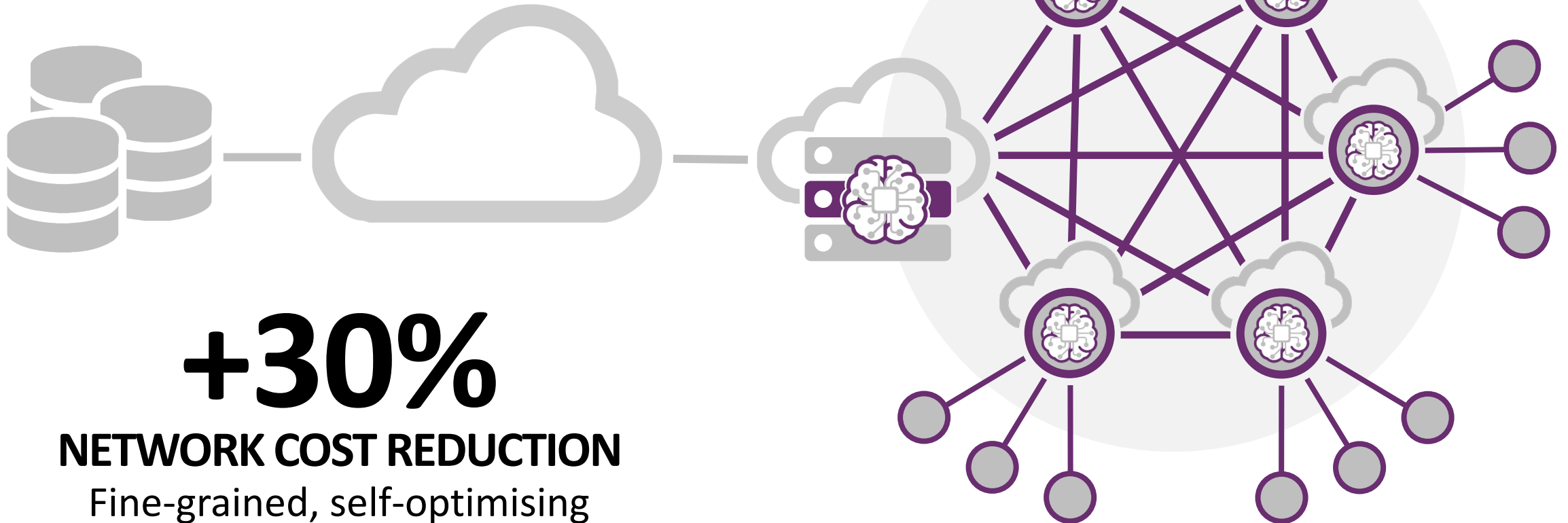
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## NETWORK COST REDUCTION

Increased elasticity, reduced  
overprovisioning

# SPAN-AI

Fully distributed cloud network mesh  
AI-driven self-organization  
Named Data Networking



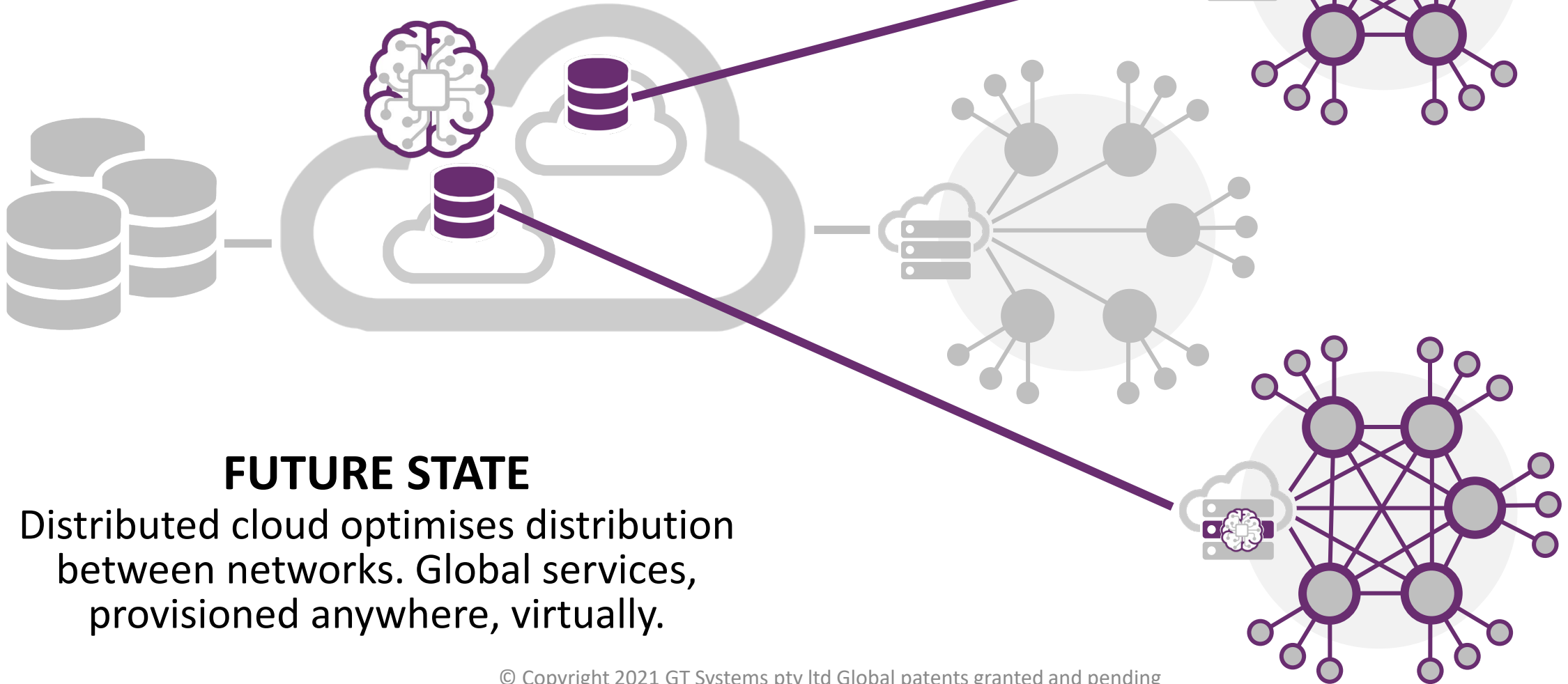
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## NETWORK COST REDUCTION

Fine-grained, self-optimising  
content distribution

# SPAN-UCDN

Universal Content Distribution Network

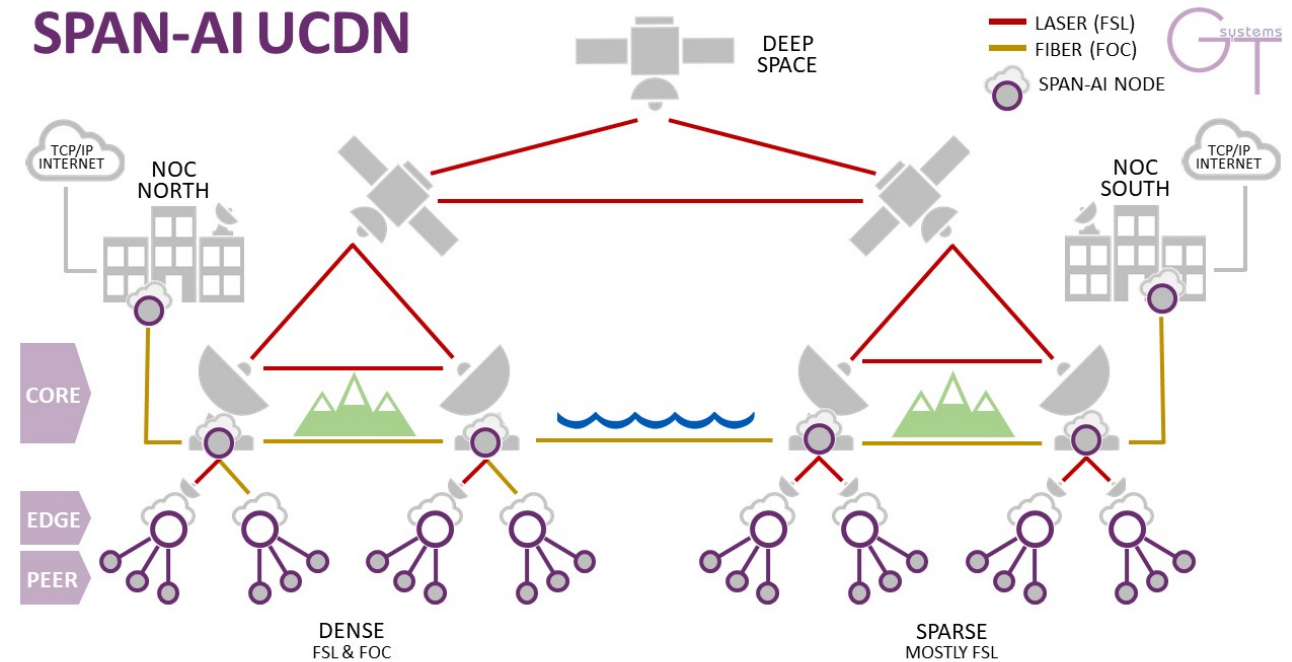


## FUTURE STATE

Distributed cloud optimises distribution between networks. Global services, provisioned anywhere, virtually.

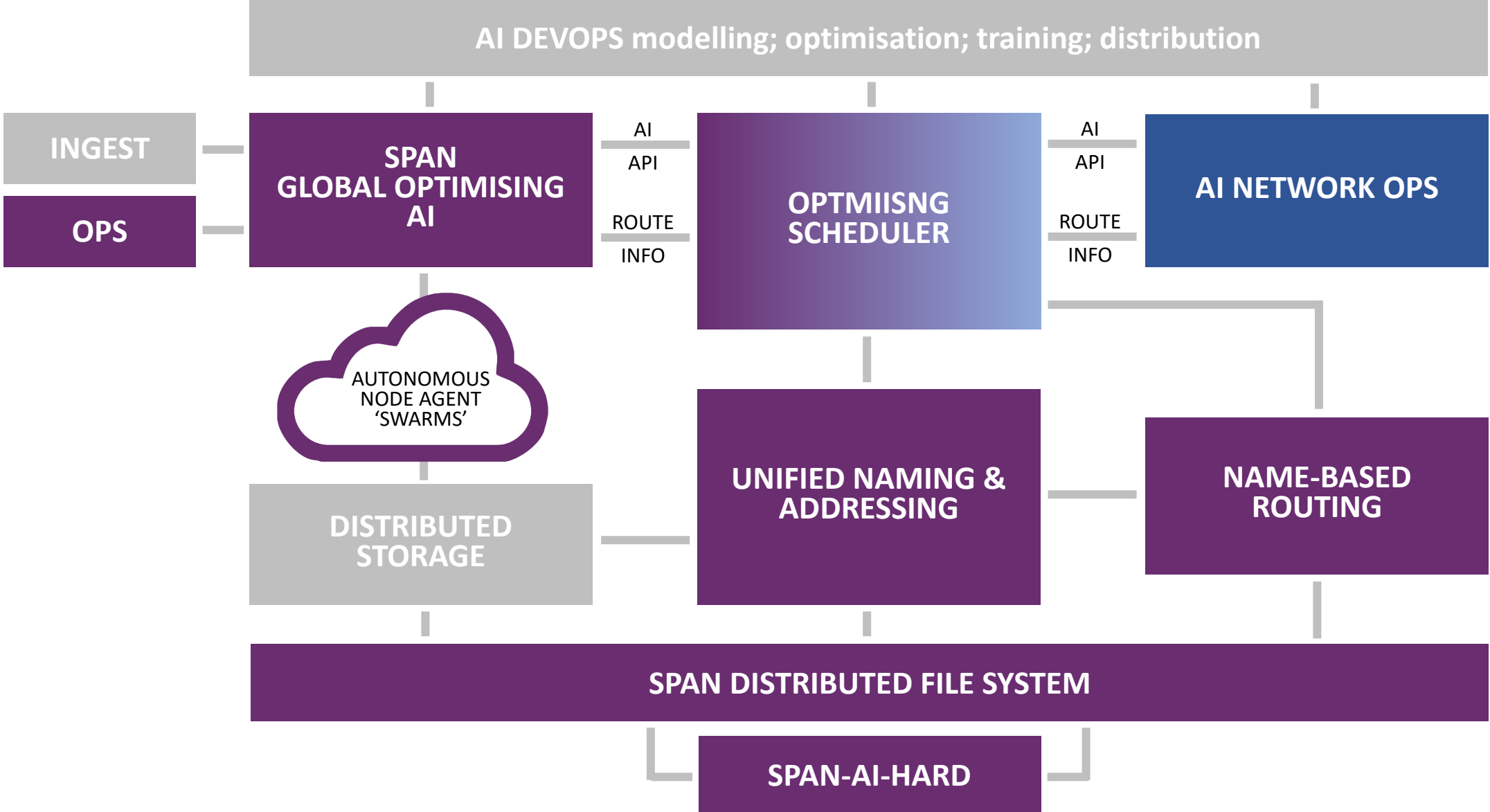
# SPAN-AI has been chosen for a global, next generation network on earth and in space

- HALO global data network
- converged, equivalent terrestrial and satellite optical (laser) technology
- advanced, scalable and cost-effective global data distribution platform
- SPAN-AI next-generation Universal Content Distribution Network (UCDN)
- intelligent, fully distributed, elastic (virtual) network
- autonomous and self-optimising
- content based
- works alongside and is interoperable with existing networks



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# SPAN-AI UCDN SYSTEM



# Rollout

- MVP build
  - The I/O library we need is *already supported* by Ubuntu Linux (the most popular server o/s in the world 400m+ servers)
  - Distributed storage (publishing) is already 'done' by Protocol Labs
    - Filecoin and IPFS/IPLD
  - We will add SPAN-AI smarts for "CDN level retrieval (distribution)"
  - Based on our existing optimisation algorithms
  - Job done!
- Africa
  - 54 countries
  - 1.3B people
  - 200M households, 75M TV households, 25M subscription TV
  - 22% Internet penetration
- Australia – national ngCDN
  - 121 NBN POIs; L2.5 MPLS
  - 80% of population connected
  - NFT gaming PoC;
  - Stan, Paramount, Disney or similar movie distribution
- Next gen IoT – 13 node fibre ngCDN; salmon farms
- Asiapac – fibre backbone; 1.5B gamers; NFT gaming
- Global – global fibre and laser satellite backbone ngCDN

# Initial UCDN partners and customers

## VENDORS

- Nokia
- Nvidia
- others

## NETWORK

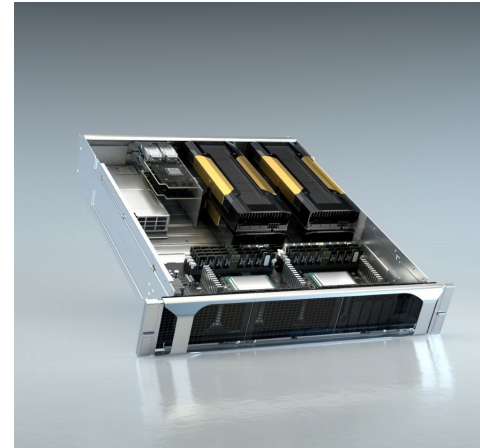
- Global optical laser backbone

## CUSTOMERS

- Video publishers
  - live and on demand
- gaming
- IoT
- AR
- Virtual network services

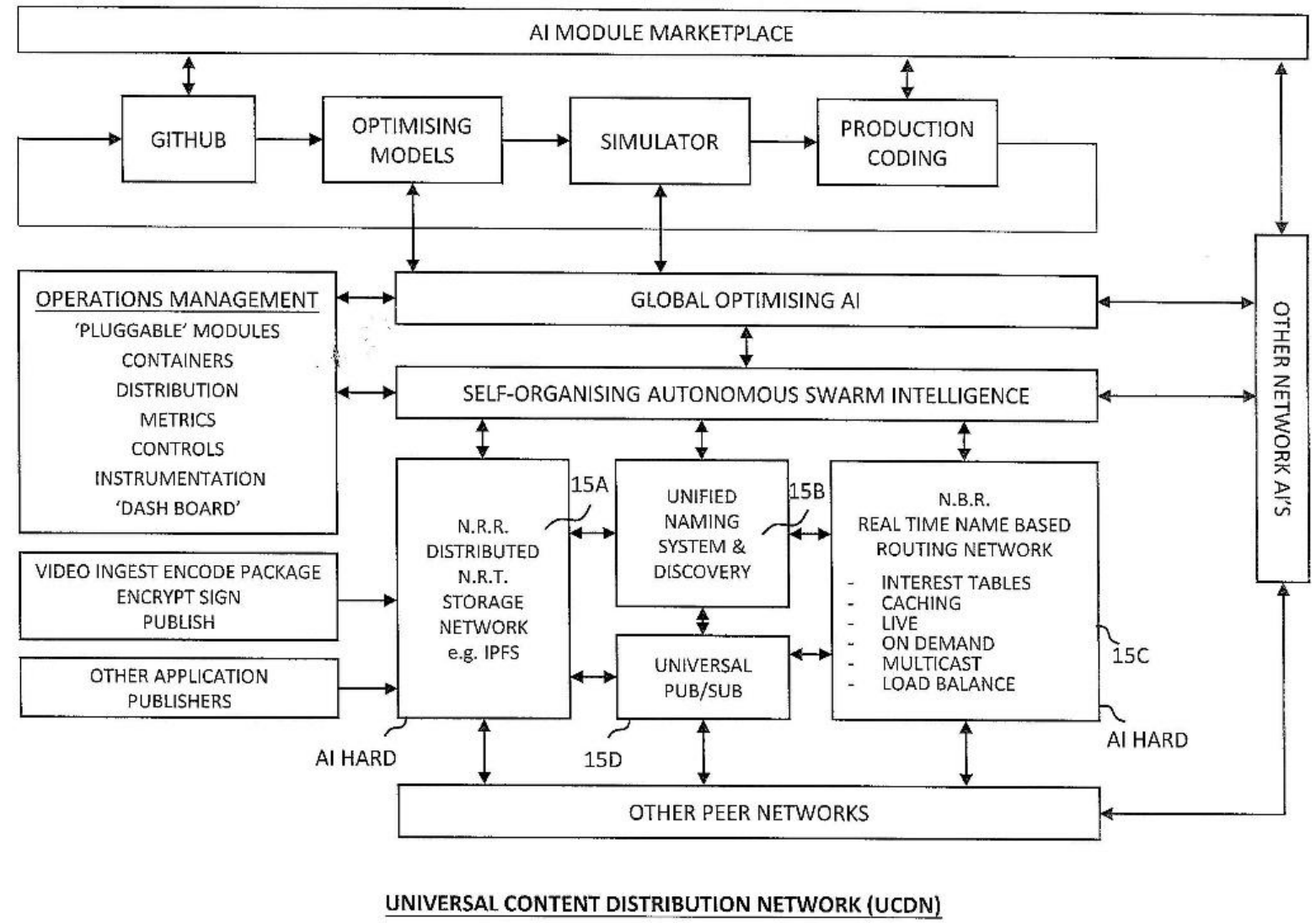


**NOKIA**





# SPAN-AI UCDN system block diagram

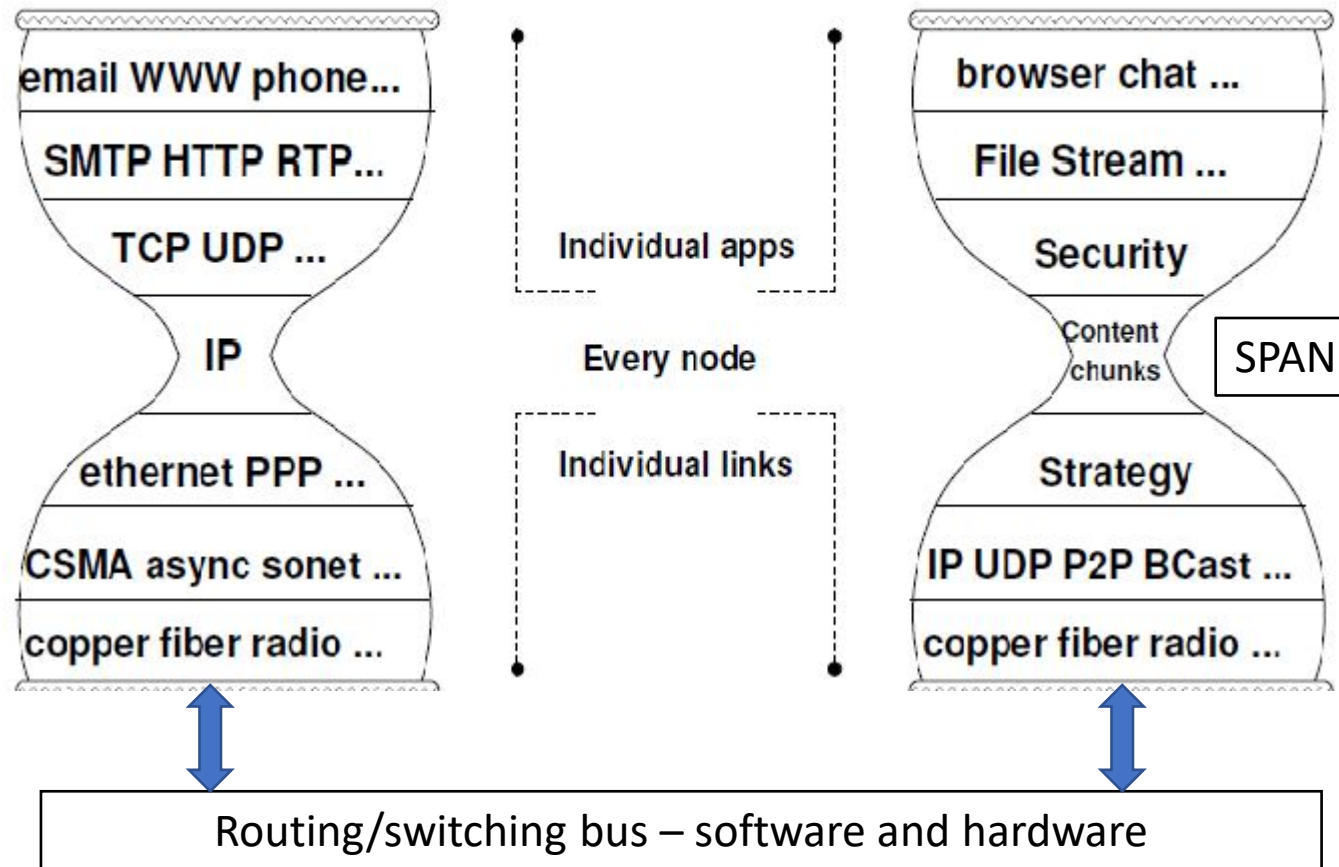


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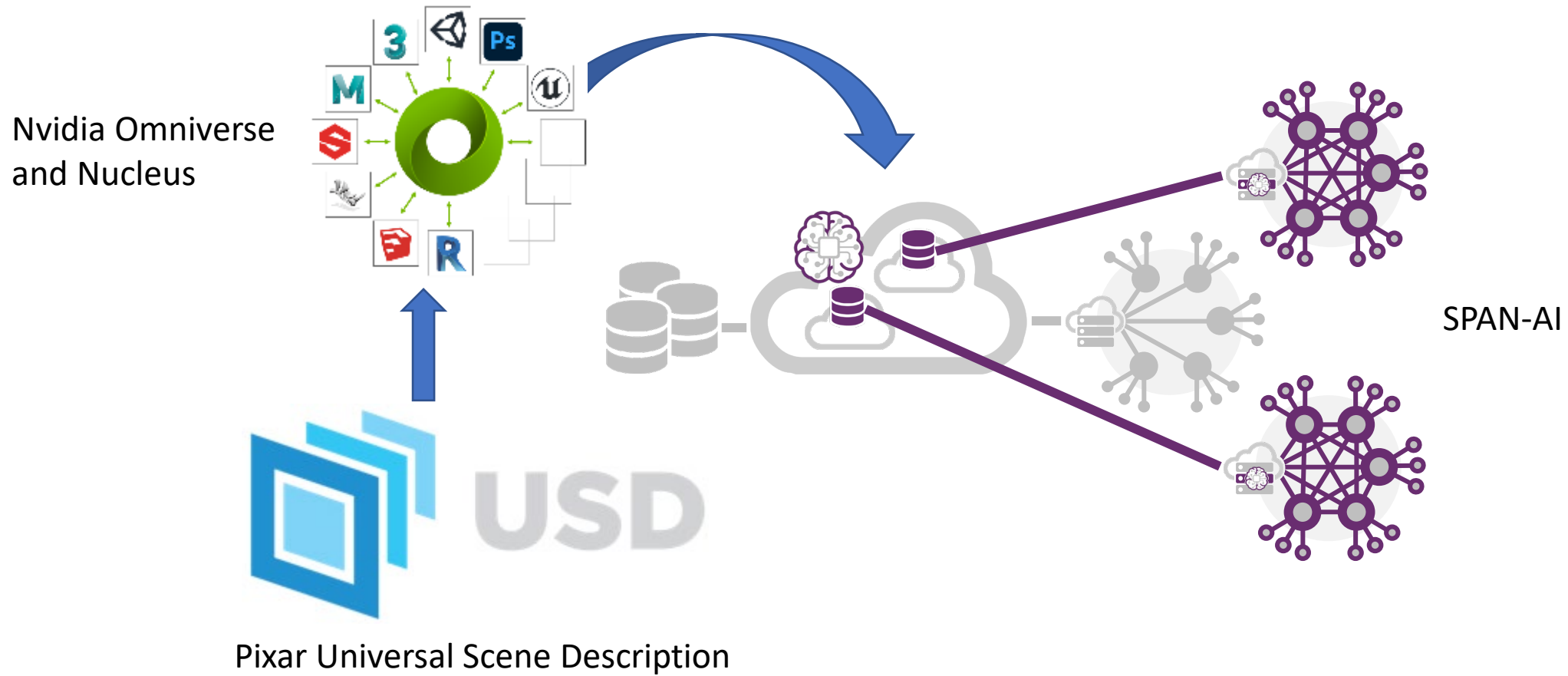
**UNIVERSAL CONTENT DISTRIBUTION NETWORK (UCDN)**

**Fig. 1**

# Dual stacks IP and SPAN on every device



# One possible Metaverse architecture (almost) implementable NOW



# The Essence of the Metaverse

- Production and publishing of assets (compute, network and storage intensive)
- Optimal distribution of assets (network and storage intensive)
- Composition of assets, streams and services to produce and deliver experiences (compute AND network intensive)
  - At the edge
- The network **NEEDS TO BE** the cloud!

The network IS the cloud/computer™  
and it needs an instruction set  
SPAN-AI speaks metaverse!



1. PUBLISH <publisher> <content name; type; version>  
<master file; format; security> <QoS: encode; bitrate;  
reach;> <persistence> <permissions> <signature>

2. SUBSCRIBE <publisher if known> <content name; type;  
version> <QoS> <subscribe location> <signature/key>

3. etc etc etc. These are **NETWORK** instructions!!!!

# Opportunities for Standards

- Standards are **CRITICAL**
- Need to standardise:
  - The unified naming and address system
  - The SPAN-AI-HARD routing/switching/caching criteria
  - The local and global SPAN-AI optimisation methods and interoperability
- Call to action: a Metaverse NETWORK standard
  - <https://medium.com/meta-verses/the-seven-rules-of-the-metaverse-7d4e06fa864c> Tony Parisi
  - There is ONE Metaverse; it is open; it is [enabled by] a network; [that network] is the Internet
- This is EXACTLY how WiFi rolled out

# Future

- New funding and operational models: Beyond IETF, IRTF, IPOs, ICOs and DAO
- Quantum compute and transport (laser)
- Distributed Artificial Intelligence and machine learning
- Play to earn (AI training)
- General Artificial Intelligence

# Referees/team

- Nick Lochrin – Head of Commercial Business Development, Nokia Enterprise (APJ)
  - <https://www.linkedin.com/in/nicklochrin/>
- Dr. Jaime Llorca – ex Bell Labs; global thought leader: edge, distributed cloud, SDvCDN, network modelling and optimisation
  - <https://scholar.google.com/citations?user=KSI2DE0AAAAJ&hl=en&oi=ao>
- Dr. Terry Percival (AO) – father of WiFi
  - <https://www.linkedin.com/in/terrypercival/>



# The future is distributed **everything**, and it needs SPAN-AI to work

- Power
- Transport
- Food production
- Manufacturing
- Information
- Communication
- Entertainment
- Education
- Work
- Smart cities



William Gibson

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*Revolution is impossible, until it's inevitable.*

THANK YOU

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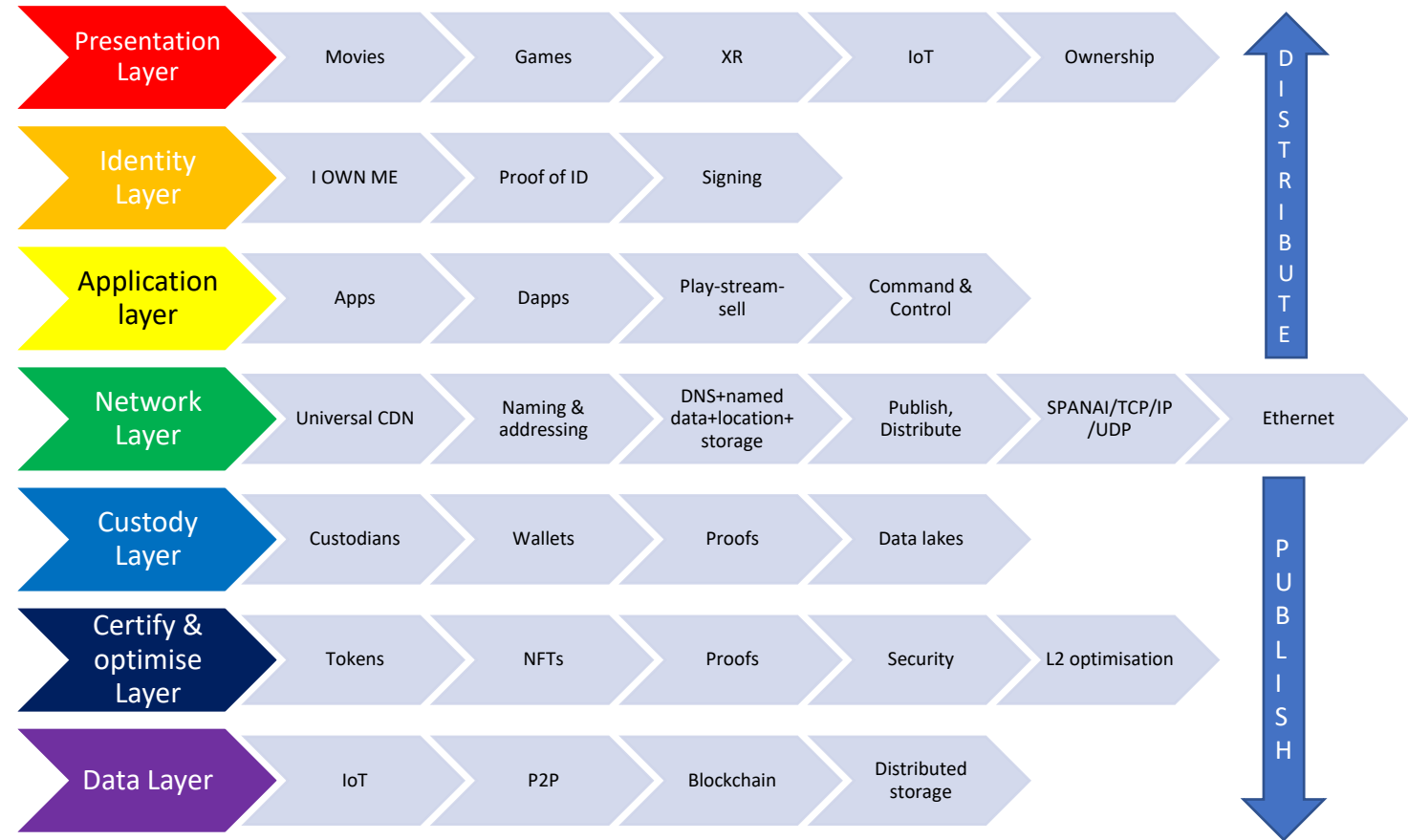
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# SPAN-AI unites the current and next gen Internet in a proposed new OSI systems model

- TCP/IP, UDP
- IPFS, IPLD
- Filecoin, Ethereum and other blockchain tokens
- P2P
- IoT management
- Content based storage and distribution



# 6 of the 9 major global network protocols and systems in history are Australian innovations.

- Packet switching (X.25) Paul Baran, Rand corp, 1960s
- Ethernet! (Dr. Peter Jones, Control Data/Network Systems)\*
- Internet TCP/IP (BBN/DARPA/IETF 1960s)
- Routers (Rhett Sampson/customer/Network Automation *and* Computer Protocol WA *but* commercialised by Cisco)\*
- DQDB MAN (ATM) Dean Economou WA post grad thesis
- MPLS Toshiba Cell switch router
- WiFi Dr. Terry Percival and team CSIRO
- Bitcoin Craig Wright (?) \*
- SPAN-AI GT Systems!

\*Long stories but Peter put Alohanet down coax long before Palo Alto and Metcalfe; and Computer Protocol in WA were selling routers long before Cisco. And is Craig Wright really Satoshi Nakamoto?

# Patent statement of intent

Our intent with patents is not to stifle innovation. It is simply to protect our IP and its implementation while receiving a reasonable ROI. We are very keen to find new models for R&D that draw on some of the community incentive models of distributed autonomous communities (DAO); recognising the shift from public to private R&D; and the role of voluntary R&D such as the IETF and IRTF.