INTERNET- ON THE WAY OF 3D

DONE BY

P. Mohamed Ibrahim
Illrd Year IT
Priyadarshini Engineering college
Email ID: whizzy.ibrahim@gmail.com
Cell no: 9597063997

S. Deepan Chakravarthy
Illrd Year IT
Priyadarshini Engineering College
Email ID: pan.deepan@gmail.com
Cell no: 9944684611
Overview

- Introduction
- Disadvantage of 2D Internet
- 3D Internet
  - 3D Internet - Why
  - 3D Internet - What
  - 3D Internet - How
- Conclusion
Introduction

• The **Internet** is evolving to become the cyberspace.

• The **world wide web**, from document repository to fullfledged virtual environment.

• **Our goals:**
  - Analyze trends
  - Discuss a research agenda
  - Raise interest in networking, security, distributed computing, and machine learning communities
Disadvantage of 2D Internet

- Viruses
- Security Problems
- Immorality
- Filtration of Information
- Inaccuracy of Information
- Wastage of times
- English Language problem
3D Internet
Trends and Concepts

- **3D Internet** as an interactive virtual environment for services, interaction, and communication.
- **Virtual worlds:** Second Life, There, …
- **MMOGs:** Entropia Universe, The Sims Online, Kaneva, …
- **Social Networks:** Facebook, MySpace, Linked-In, …
- **Web 2.0:** Wiki’s, blogs, communities, …
- **Web as a distributed computing platform:** Facebook, *Ajax*-based Web applications, semantic Web, browser as client, Web OSs, …
3D Internet
Enabling Factors

- Availability of cheap hardware: GPUs, graphic cards
- Emerging Output devices: Video Eyeware
- Emerging 3D Input devices: 3Dconnexion's SpaceNavigator
3D Internet – Why
Evolution

Gopher, IRC ➔ WWW ➔ 3D Internet
3D Internet – Why Evolution

To 3D places with spatial relationships
3D Internet – Why Revolution

- 3D Internet is more suitable than a document repository for providing an interactive virtual environment for services, interaction, and communication.
- Web pages → Blogs → Facebook pages
  (Static Docs → Updated Docs → Application Platform)
- E-mail → SMS, IM → Twitter, VoIP, Whitelist messaging
- WWW → Web 2.0 → 3D Internet
- Online
  - Shopping, entertainment, services, communication, interaction
  - Advertisement, fashion, e-commerce, virtual meetings, …
3D Internet – What Architecture

A graphical depiction of the proposed 3D Internet architecture.
3D Internet – How
Research Question

- Networking and Distributed Computing
  - Data storage (avatars, objects), computing aspects (scripts)
  - Latency minimization
  - Security and trust (decentralized identity management)

A P2P communication scheme on a world in the 3D Internet.
3D Internet – How Research Question

Intelligent Environments
The 3D Internet as a virtual ubiquitous computing environment and testbed for novel machine learning algorithms

- **Intelligent Services**: Location-based services, personal (search) assistants, recommender systems
- **Intelligent Agents and Rendering**: virtual 3D bots for various tasks
Conclusion

Thank you!

• Provided an **overview** of the concept **3D Internet**

• Discussed the **motivation behind it** and specific **research directions** in the fields of networking, security, distributed computing, and machine learning.

• At this point in time we are facing a **unique opportunity** for the evolution of the Internet towards a much more versatile, interactive, and usable version: the 3D Internet.

• There are still many **research challenges** on the way

• We can use the existing **hype as a driver** of research and realization of 3D Internet
QUERIES ???