



# I P R O 3 0 5

Impact of Emerging Internet Trends on the Media Space  
INTERPROFESSIONAL PROJECTS PROGRAM

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## Group Statement

**“Conduct a plausible and honest study while maintaining integrity with all groups at all times.”**

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# **I P R O 3 0 5**

Impact of Emerging Internet Trends on the Media Space  
**INTERPROFESSIONAL PROJECTS PROGRAM**

## **Advisors:**

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## **Team Members:**

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**Yevgen Solodkyy, Electrical Engineering**

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**Management**

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## Purpose

- Understand the current and emerging internet applications and trends over next 3-5 years.
- Internet has exploded in usage due to many factors.
- We have moved well beyond basic tasks for as a primary use for the internet.

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## **Objectives**

- **To conduct a study to predict the trend in internet traffic**
- **To conduct a survey to IIT students**
- **Research into new internet applications**
- **To analyze the data of the survey**

## About our Sponsor

Comcast was founded in 1963 as a single system cable operation.

Today, it is the largest cable providing company delivering entertainment and communications products and services, with 24.6 million cable customers, 14.4 million high-speed Internet customers and 5.6 million voice customers (Comcast 2008).

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## Organization

- Divided the group into three separate teams
  - Primary Research
  - Secondary Research
  - Collection/Interpretation
- Assigned group leaders
  - Nick Cantoni
  - Michael Lagioia
  - Grant Shindo

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# The Process

## •Primary Research

Survey current internet users

Contact relevant IT specialists and conduct interviews

Identify new technologies

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## The Process

### •Secondary Research

Determine the most high profile and relevant applications and their progressing use.

Gather actual technical data

Keep track of future technology advancements.

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## **The Process**

### **•Collection/Interpretation**

**Different attempts at modeling the data were made**

**Collection and Interpretation team generated the resulting report**



# Secondary Research

- Collected data pertaining to current state of the Internet
- Identified bandwidth intensive programs
- Collected third party documents with projections of bandwidth use in the next 3-5 years



## What are we looking at?

- VOIP
- Online Gaming
- Social Networking
- Streaming Video
- P2P



## VOIP

**VONAGE**<sup>®</sup>  
THE BROADBAND PHONE COMPANY<sup>®</sup>

- Voice Over IP
- Applications like Skype and Vonage
- Internet telephone with features like call waiting, caller ID, video conferencing, chat.



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# Online Gaming



- Everything from Counter Strike and Halo to World of Warcraft
- Small bandwidth use in comparison to other applications- mostly packet and positional data (small)
- Many users, small transfer of data

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# Social Networking

- Applications such as Facebook and Myspace
- Text, photos, video, instant messaging
- Many users, variable bandwidth consumption



The Facebook logo consists of the word "facebook" in a white, lowercase, sans-serif font, centered within a solid blue rectangular background.

The Comcast logo features the word "Comcast" in a white, lowercase, sans-serif font, with a stylized white "C" that has a circular shape cut out of its top.

# Streaming Video



- Ranging from watching House M.D. on Fox.com (in HD) to watching the Rolling Stones Live in Concert on YouTube.
- Largest growth rate of all applications
- Implications of increased size and quality of streaming media

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# Peer-to-Peer (P2P)

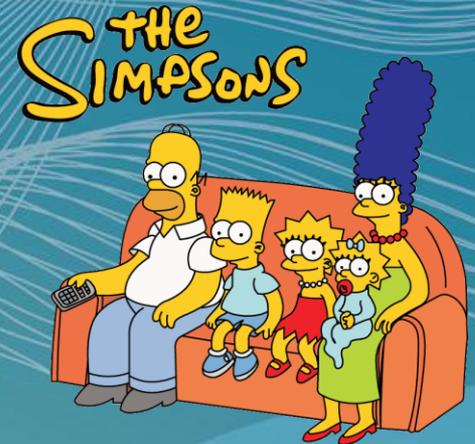


- Azureus, BitTorrent, LimeWire all use P2P
- Often used for large file transfers (Music, games, software, movies)
- Use of swarms accommodate timely transfers of information
- Copyright issues, piracy



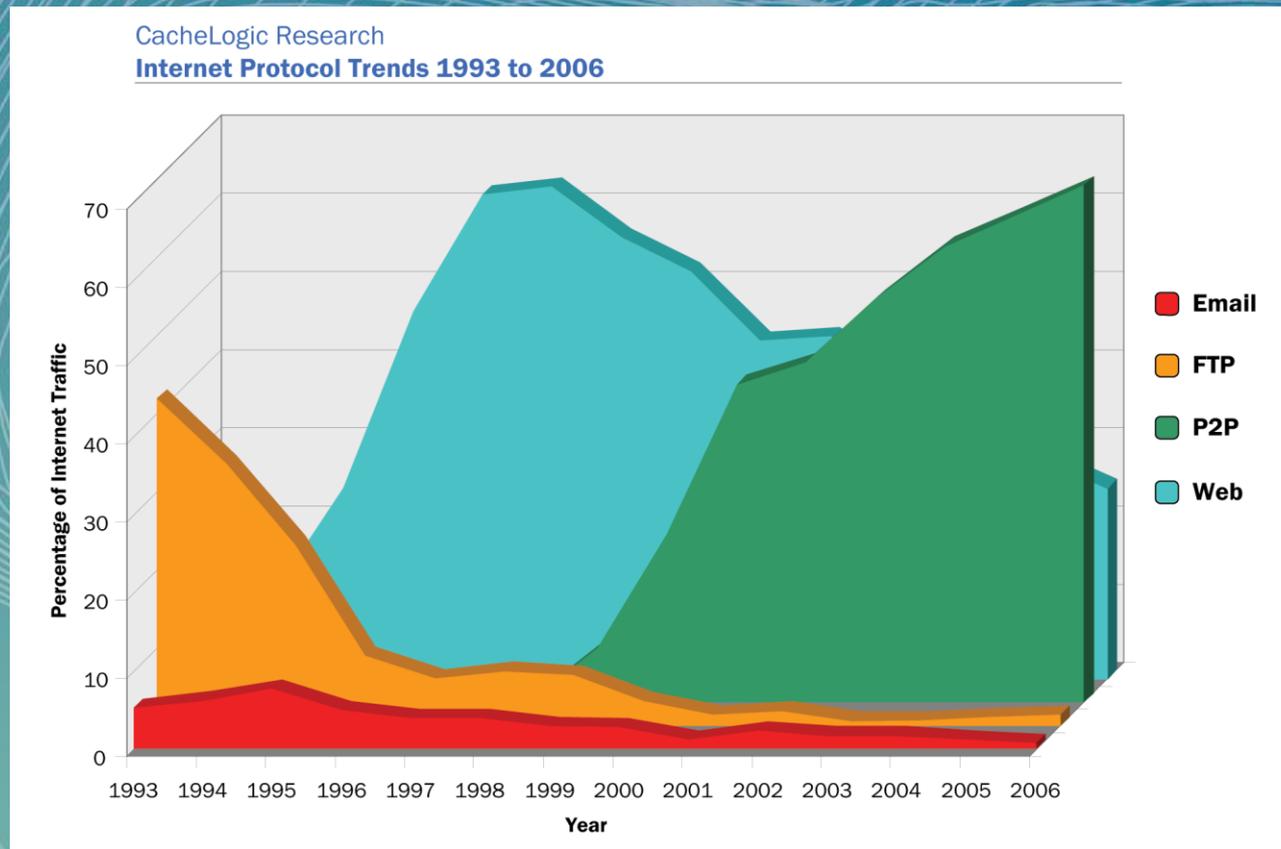
# What is a petabyte (PB)?

- 1,000,000,000,000,000 bytes
- 1 Hour TV show = 350Mb = 3 million TV shows
- 1 Typical Movie = 700Mb
- 1PB = 5.7 million episodes of the Simpsons
- Monthly Internet traffic approaching 4,000 PB in 2008

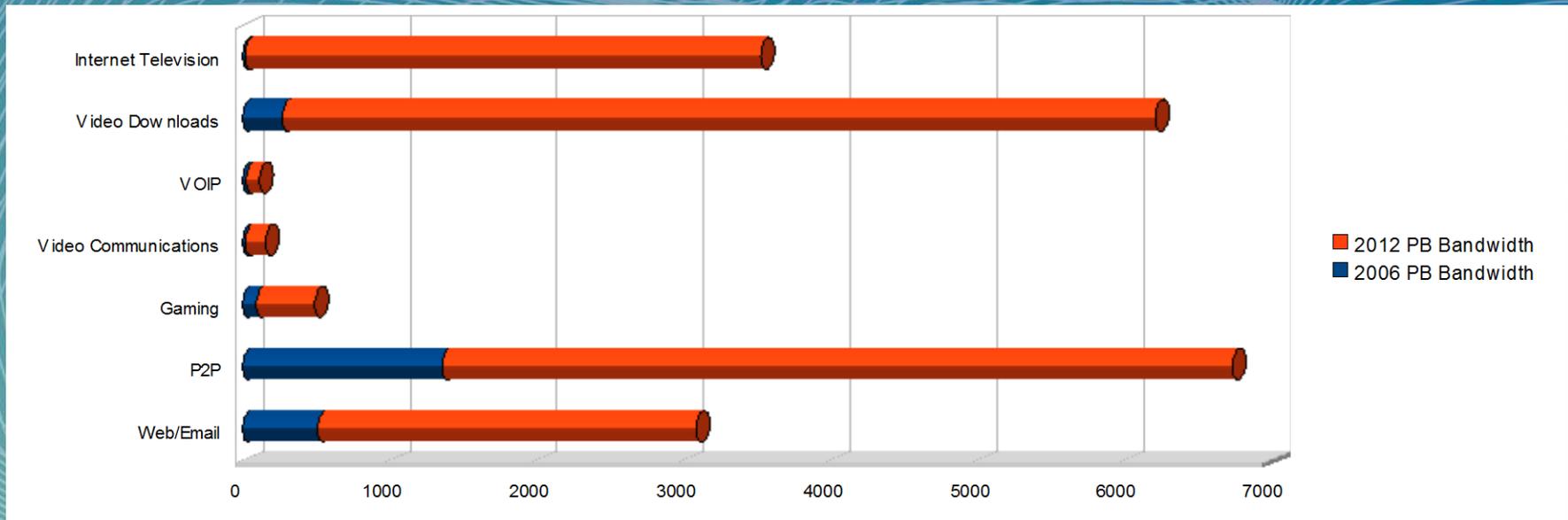


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# Prevalence of Applications(Current)



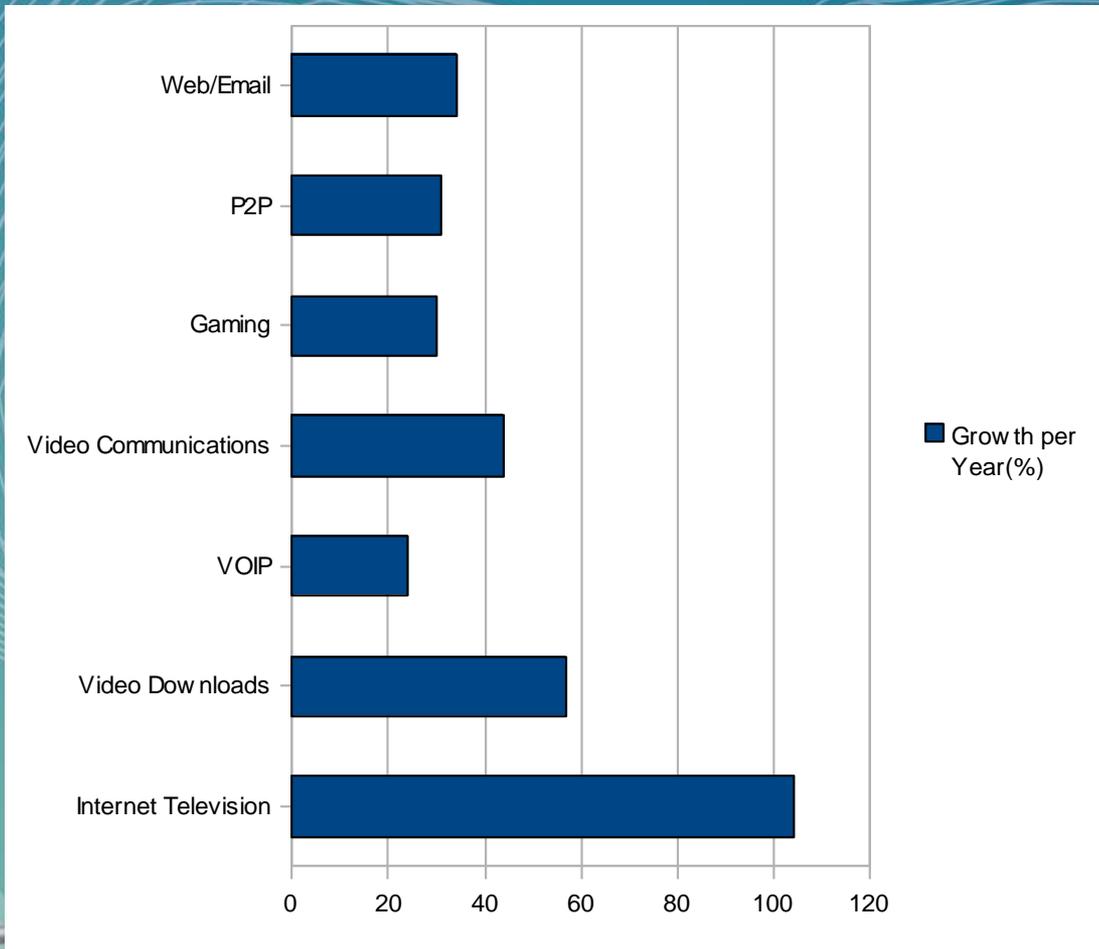
### Bandwidth of Applications, Current and Projected



Source: Cisco, 2008.



# Growth Percent from 2006-2012



Source: Cisco, 2008.



## Secondary Research - Conclusions

- Steady growth in use of mature applications like Web Browsing, Email and Social Networking, with increased average bandwidth by imbedding of video
- Emerging use of VOIP, Online Gaming, Video Conferencing, but still relatively small in adoption or small in bandwidth.
- Large growth in users, and in average bandwidth for Streaming Video caused by the shift from a few media providers, to a market where everyone is a media provider, and an increase in quality (HD).
- P2P has the largest growth potential in users; currently a small percentage of users, but the largest average bandwidth. Copyright issues may delay.
- Need to confirm ideas with primary research survey.

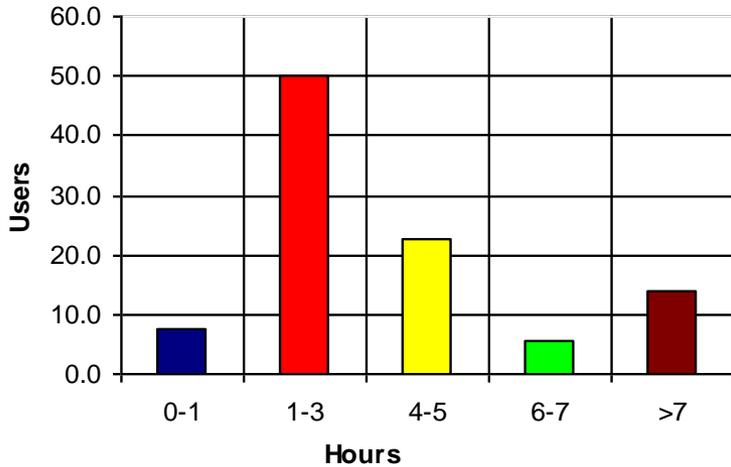
The Comcast logo, featuring the word "comcast" in a lowercase, sans-serif font with a circular arrow-like graphic element to the left.

## Primary Research - Survey Methodology

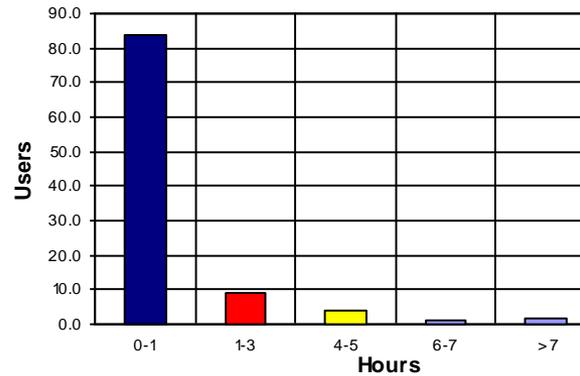
- Incentive
- Administration Methods
  - Offline
    - Bridge
    - RHA
  - Online
    - Facebook
    - Mailing Lists
- Demographic Focus
  - 15-25

## Survey Results

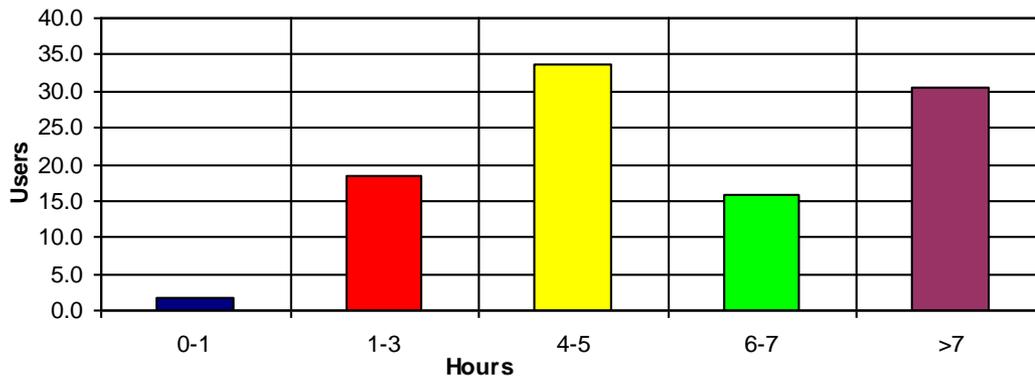
Email and Web Browsing



HD Video



Total Usage



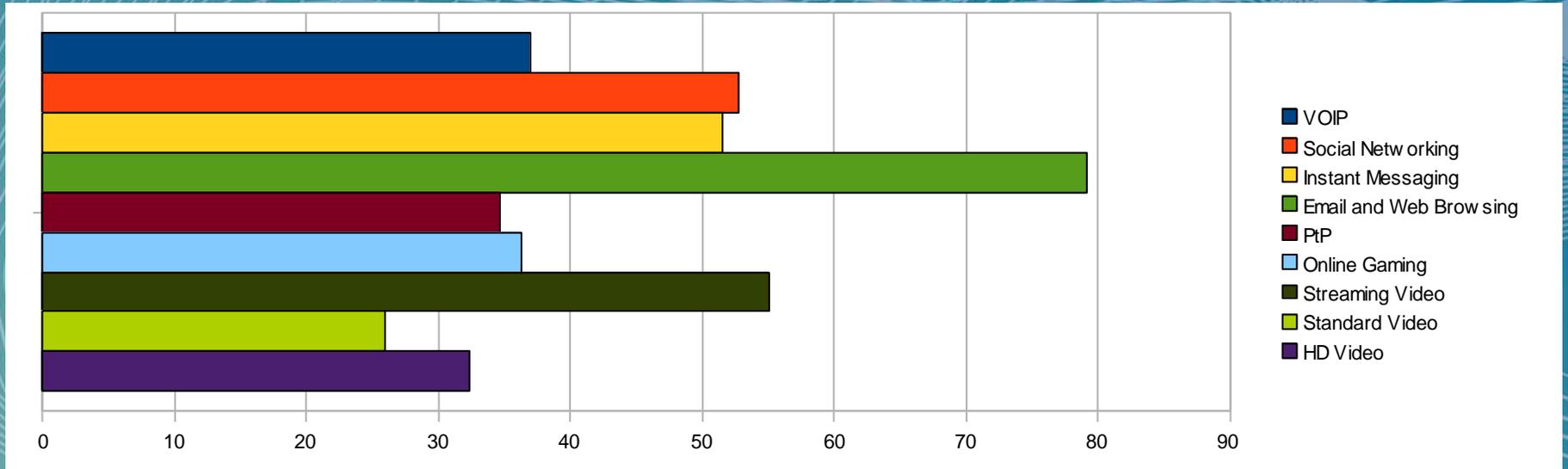
## Patterns

- Truncated Bell Curve
  - Maturity
- Truncated Exponential Decay
  - Immaturity



# Expected Increased Usage

(based on surveys)



# Survey-based Conclusions

- Email/Web Browsing is the only mature application
  - Other areas expected to grow greatly
- Most usage occurs during a brief period each day
  - Not ideal from provider's perspective

# Survey vs IIT OTS Inquiry

- Network Administrator data indicates that:
  - 50-55% of peak bandwidth volume is P2P
  - 20-25% is Streaming Video (Source: IIT OTS Dept. 2008)
- So, if our survey data is accurate, then either:
  - a very small number of users consumes the majority of capacity (only 32% use P2P at all!)
  - most consumption occurs during a brief time period
  - both.

# Default Solution

- Increase bandwidth capacity to meet projected peak by 2012
  - Guaranteed legality
  - All users get desired bandwidth
  - Requires most capital investment



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# Alternative Solutions

- Scheduling Programs/Utilities
  - Download Scheduling
  - Macros
  - Aid user is making the most of non-peak times
  - May be programmed to further motivate non-peak usage
  - Guaranteed legality; optional, helpful use

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# Alternative Solutions

## Smart Pricing Program

- Quasi-real time price
- Automatic Disconnect when price exceeds user bid
  - Short, guaranteed access period
- Capped Bandwidth Percentage
  - High (~10% of line)

# Ethical Issues

- Communication with Comcast
- Business Contacts
- Survey Participants



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**Comcast.**

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