



AWISSENET



*Trust & Identity in the Future
Internet*

Future Content Networks

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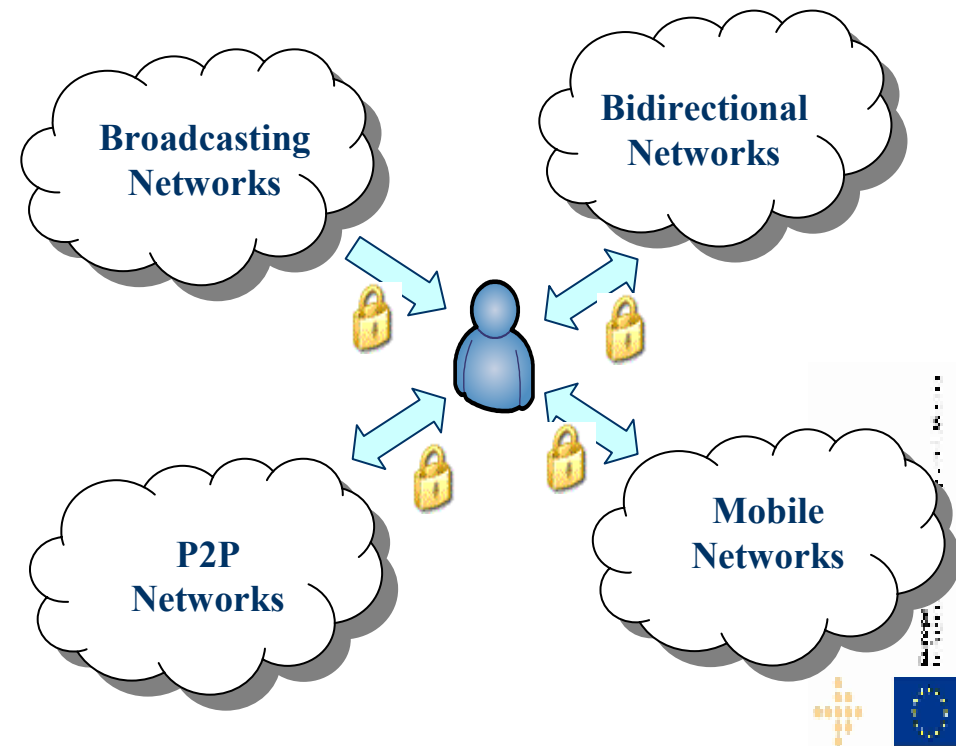
Prosumer's Internet

Future Internet will enable seamless, personalised, trusted and PQoS-optimised multimedia content delivery, across heterogeneous broadband networks

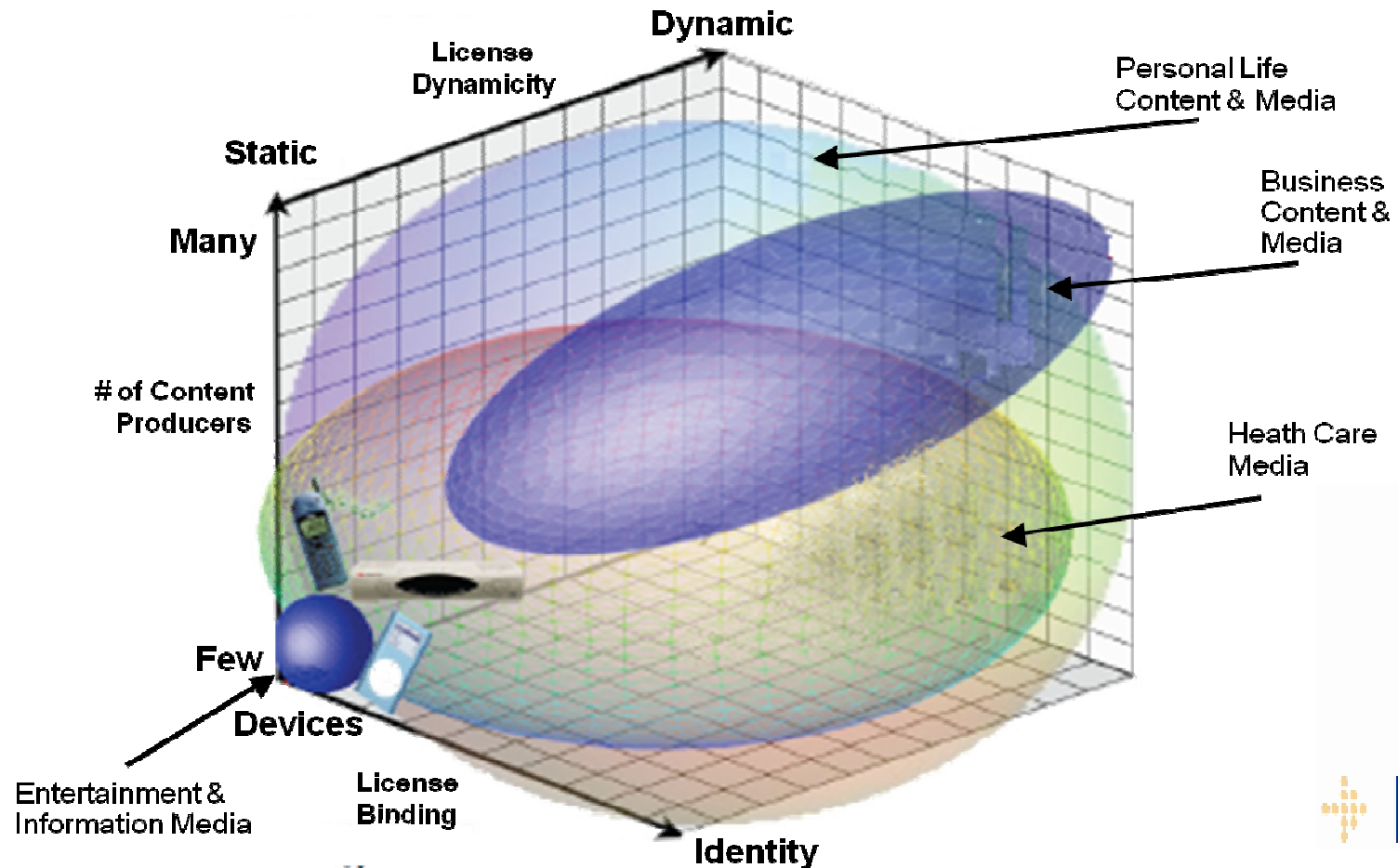
In Future Internet everyone may be:

- Content Producer/Provider
- Content Mediator
- Content Consumer

Move from **Client-Server**
to **P2P** and **subscribe/push** models



Identity vs Content Groups





Content Issues

- Who is asking for my content?
- Who is at the other side of the peer? Is he trusted?
- What is he allowed to do with my content? Watch? Edit? Forward?
- Will he pay for privileged access? What business can I make?
- Is buying content over the Internet safe?
- Is my privacy protected?
- Is my content protected in the network?
- Is my email/communications protected?
- Are my children protected from being exposed?
- Is my PC/network protected while allowing my edge device/RG to be exposed as a (streaming/service) peer?
- Is my access guaranteed /protected ? (network/service robustness)





(Ad-hoc/Sensor) Networks Issues

- Is the (sensor) node the one that it appears to be?
- Is the sink node the one that it appears to be?
- Which is the most trusted path between two nodes (or between two domains)?
vs.
- Which is the most energy efficient path between two nodes (or between two domains)?
- Are data protected in the network?
- Is my privacy protected in a sensor network?
- How can I achieve maximum security with minimal energy consumption?
- Is the service provision node trusted (and has it the energy to provide the service in a robust way)?
- How can I detect intrusion and isolate intruders? What traffic patterns should I identify?
- How can my network recover based on distributed trust?



Identity requirements

- a) Authorization
- b) Authentication
- c) Trust/trustworthiness
- d) Privacy
- e) Integrity
- f) Security/encryption/cryptography
- g) DRM
- h) Robustness
- i) Parental control
- j) Software Viruses
- k) Spam/Advertisements
- l) Denial of service

