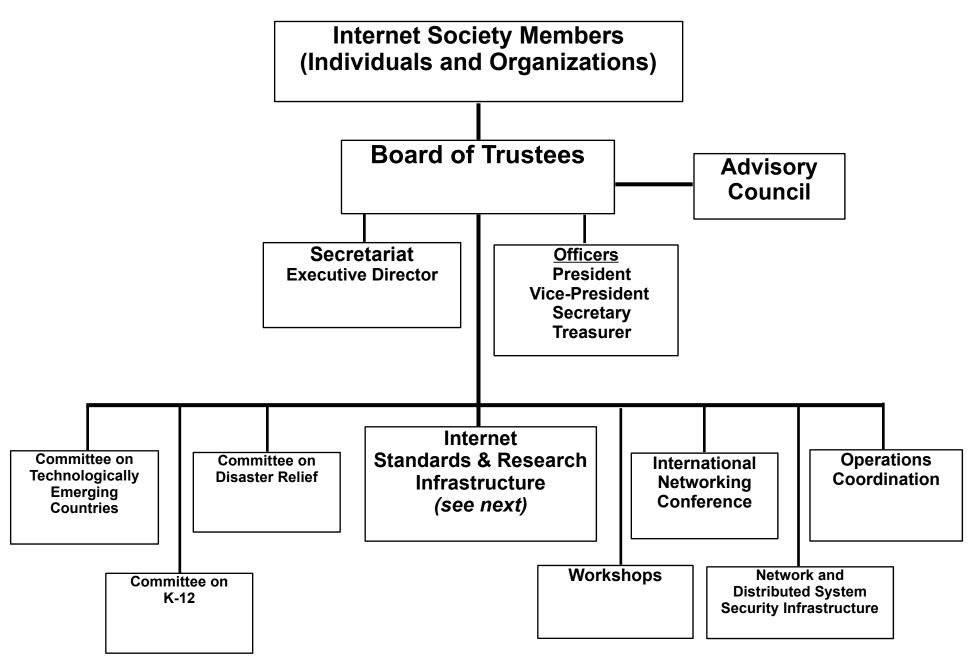
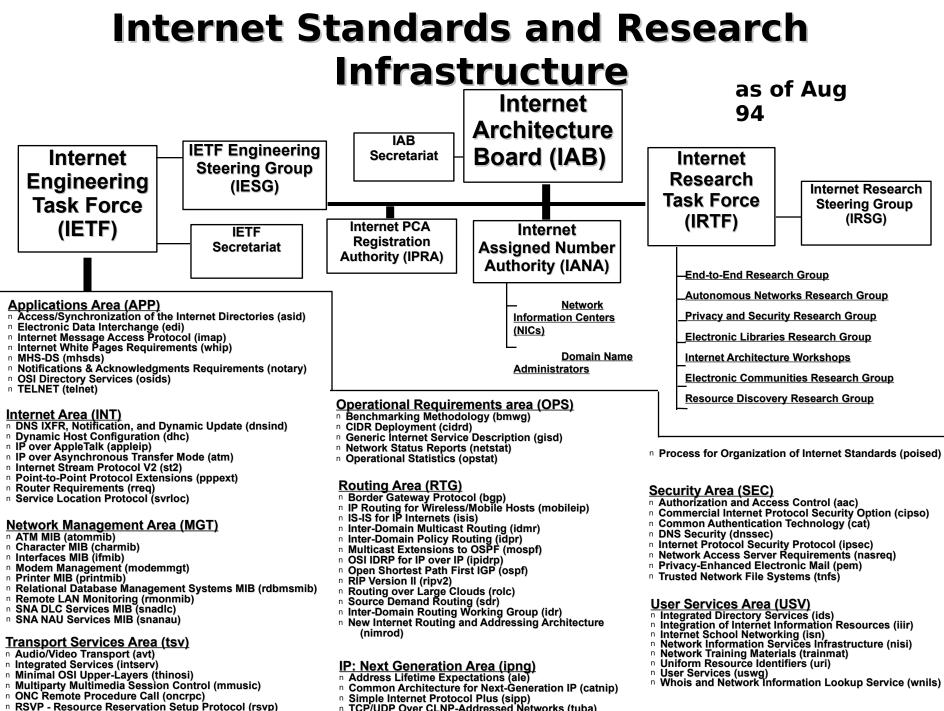
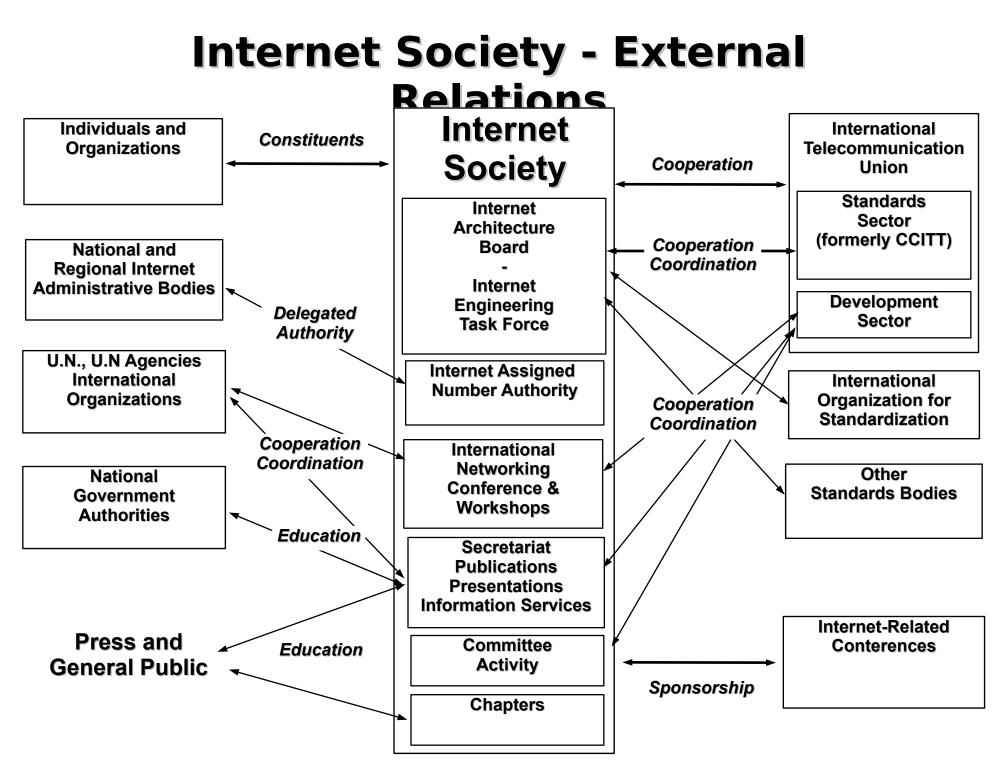
# **Internet Society - Structure**





TCP Large Windows (tcplw)

- - n TCP/UDP Over CLNP-Addressed Networks (tuba)

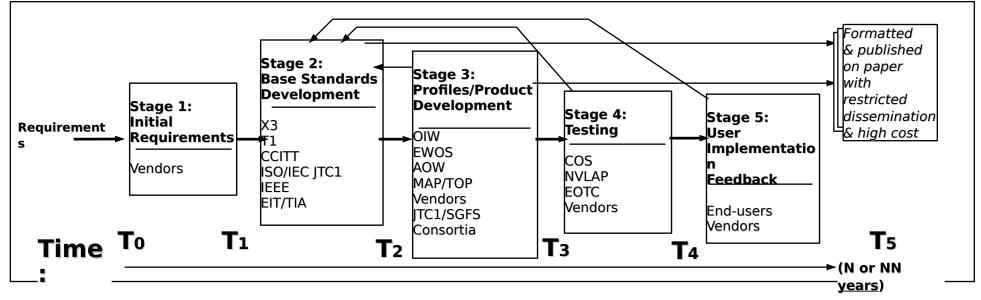


## **IETF Standards-Making Process**

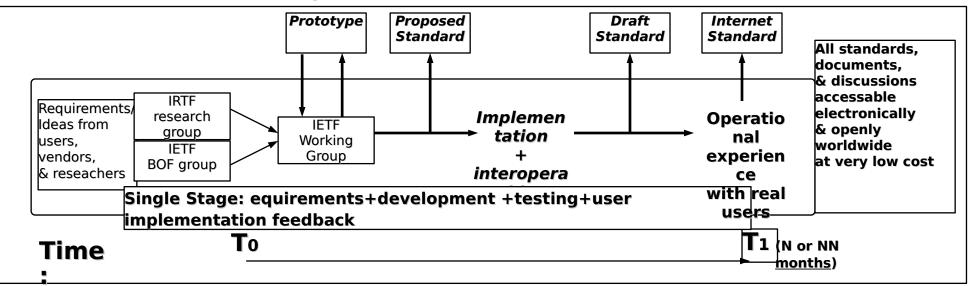
Unique in the telecommunications & computer field **Extremely successful - market share above 90 percent Emphasis on direct open participation by experts and innovators** Live multicasting of two audio and video channels worldwide to workstations, and a return audio channel **Anyone may access information, participate, or acquire standards via Internet in** any activity at no cost Anyone may participate in tri-annual meetings at nominal cost Emphasis on producing workable code and demonstrated interoperability to meet user needs Progress is closely followed and forced to proceed rapidly (or face termination) Working groups are created easily and terminated quickly Standards approved via robust expert review process

## **Standards-Making Processes**

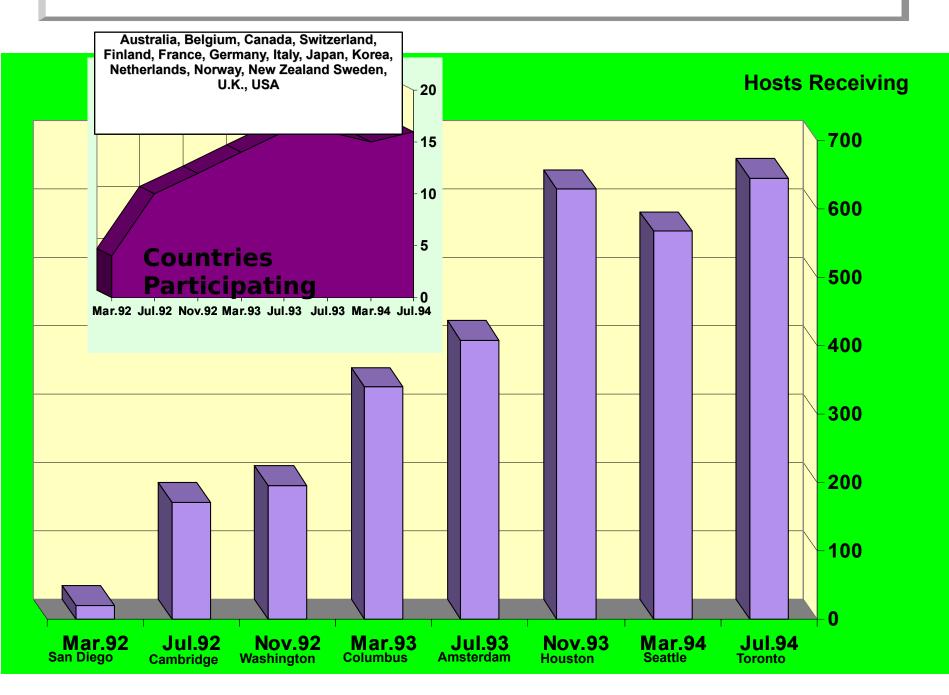
#### **Traditional Standards Making Process**



#### **IETF Standards Making Process**



### Live Multicasting of IETF Standards Meetings



### Secretariats and Administrative Locations

