**Article focus: A brainstorming exercise**

In one or two sentences, answer each of the following questions. Please be sure that your answers are appropriate for a general audience.

1) Why is your field important?

The Tactile Internet presently constitutes a vision of an Internet over which, in addition to current communications modalities, a sense of touch can be transported. In that case, people would no longer need to be physically near the systems they operate. But, in order to make it a reality the response time of the system needs to be bellow 1ms.

2) What has already been studied in your field?

Recently, different QoS (Quality of service) frameworks have emerged, offering a lot of possibilities for advanced network reconfiguration and resource management. These frameworks mostly take bandwidth and not the latency as the primary metric.

3) What has not been studied? Why is this gap significant?

The main problem currently limiting the Tactile Internet from becoming a reality stems from its most ambitious requirement, the requirement of extremely low latency. In order to achieve this correct differentiation and traffic isolation of this type of traffic in all the network nodes is needed.

4) How does your research relate to this gap, and what is the goal of the current article?

The goal of this article is to propose new forwarding and queuing mechanisms that can reduce the latency of the packet on a single network node.

5) What have you done, or what are you doing, to achieve this goal?

I first did a comparison of different exiting forwarding schems in order to determine their advantages and flaws. After I concluded what the main contributors of latency were, I implemented some new forwarding tehniques and tested them.

6) What is the working title of your article?

Implementing network slicing using P4 for the tactile internet