**NET NEUTRALITY**

Net neutrality is the principle that people should be free to access all applications equally and all content , regardless of the source, without Internet service providers discriminating against specific online websites or services.

In other words, it is the principle that the company that connects you to the internet does not get to control what you do on the internet.

The term “Net neutrality” was coined by Columbia University media law professor Tim Wu, as an extension of the concept of common carrier ,in 2003.

Net neutrality is the principle that governments and ISP should treat all data on the Internet the same, not discriminating or charging differently by user, site, content, platform, application, mode of communication or type of attached equipment.

It is also called as net equality, Internet neutrality or network neutrality.

Without Net Neutrality, cable and phone companies could carve the Internet into fast, slow lanes. An ISP could slow down its competitors' content or block political opinions it disagreed with. ISPs could charge extra fees to the few content companies that could afford to pay for preferential treatment — relegating everyone else to a slower tier of service. This would destroy the open Internet.

**WHY IS NET NEUTRALITY IMPORTANT FOR BUSINESS?**

Net Neutrality is crucial for startups, small business owners and entrepreneurs, who rely on the open Internet to launch their businesses, create a market, advertise their services and products and distribute products to customers. We want the open Internet to foster job growth, innovation and competition.

Net Neutrality lowers the barriers of entry for startups, small business owners and entrepreneurs, by ensuring the Web is a fair and level playing field. It’s because of Net Neutrality that small businesses, entrepreneurs have been able to thrive on the Internet. They use the Internet to reach new customers and showcase their goods, applications and services.

No company should be able to interfere with this open marketplace. ISPs are by definition the gatekeepers to the Internet, and without Net Neutrality, they would seize every possible opportunity to profit from that gatekeeper control.

Without Net Neutrality, the next Google would never get off the ground.

**NET NEUTRALITY ATTACK:**

Net Neutrality opponents are working everywhere from Congress to the courts to dismantle or undermine the FCC’s Title II classification. In the wake of the February ruling, 10 lawsuits designed to gut Net Neutrality have been filed (Free Press has jumped in to defend the rules) and legislators have introduced numerous deceptive bills that would demolish these protections. Most recently, the attack in Congress has come from the appropriations committees. Both the House and Senate committees have passed bills containing riders that would sabotage the Net Neutrality rules.

**ORGANISATION THAT SUPPORTED NET NEUTRALITY:**

* ACLU
* Google, Amazon, Yahoo!
* ALA
* American Electronics Association
* Christian Coalition
* Consumers Union
* Gun Owners of America.

**ADVANTAGES**

1. No restrictions on content access on the internet  
2. Consistent internet access speed on all contents on the internet.  
3. Privacy not invaded  
4. Do not have to pay premium price for content deemed “premium” by ISPs

**DISADVANTAGES**

1.Users will have to pay more for internet services as ISP will pass on the cost of more bandwidth purchased to ensure they are not stretched.  
2. Slower internet access speed if the ISPs are unable to have more bandwidth to handle the increased load.  
3. Increase in high latency and high jitter rate due to insufficient bandwidth which would make Voice Over IP perform poorly.

**OPEN WEB**

The **Open Web** movement asserts a very special role for cooperative, public and standard WWW (World Wide Web) communications.

It opposes exclusive, private, proprietary Web solutions.

[Tantek Çelik](https://en.wikipedia.org/wiki/Tantek_%C3%87elik), a computer scientist gives 3 aspects of the Open Web:

1. open content and application *publishing*
2. open ability to *code and implement* the standards that such content depends on
3. open *access* to content, web standards implementations (browsers), web-applications, and the internet.

**IMPORTANT POINTS**

* It is the [Open Web Platform](https://en.wikipedia.org/wiki/Open_Web_Platform).
* [Open Source](https://en.wikipedia.org/wiki/Open_Source) facilitates the Open Web and get benefits from it.
* The [Mozilla Foundation](https://en.wikipedia.org/wiki/Mozilla_Foundation) is a prominent advocate of the Open Web.
* [Open access (publishing)](https://en.wikipedia.org/wiki/Open_access_%28publishing%29) shares a similar philosophy to the Open Web, focused on the scholar articles.
* [Creative Commons](https://en.wikipedia.org/wiki/Creative_Commons) develops legal concepts that is related to the Open Web.

**Publishing content and applications**

The web has brought with it the biggest revolutionary advance in access to publishing since the printing press. It's quite easy and cheap to buy a domain (a few dollars per year), cheap to buy web hosting service (a few dollars per month), easy to open up a built-in or free text editor on any popular computer to write some CSS and HTML, and use a built-in or free FTP (File-Transfer Program, e.g. scp) to publish your content to the web, at a permalink instantly viewable by millions world-wide.

This ability to openly publish depends on the things below:

* Open formats for freely publishing what to write, photograph, video and otherwise create, author, or code (e.g. HTML, CSS, Javascript, JPEG, PNG, Ogg, WebM etc.).
* Domain name registrars and web hosting services like mobile companies, do not judge the content.
* Cheap internet access that doesn't discriminate based on domains.

A few examples for non-open-web:

* **FORMATS**: many media formats controlled by patent pools. E.g., even publishing H.264 video is [at the mercy of "MPEG LA"](http://en.wikipedia.org/wiki/H.264/MPEG-4_AVC#Patent_licensing). Supposedly it's free to publish free video, but if you want to publish video and charge for it, you have to pay them royalties. Not open.
* **DOMAIN NAME REGISTRARS**: just this week, [NIC.ly, the registrar](http://en.wikipedia.org/wiki/.ly) for .ly domains, [shut down vb.ly](http://tantek.com/2010/279/t1/ly-fail-libya-censors-vbly-predicted) due to [text referring to adult content and offensive imagery [according to conservative Libyan Islamic Law]](http://benmetcalfe.com/blog/2010/10/the-ly-domain-space-to-be-considered-unsafe/). Not open.
* **CENSORED INTERNET ACCESS**: [numerous countries censor access to the internet](http://en.wikipedia.org/wiki/Internet_censorship).

**Coding and implementing web standards**

The open web is fully dependent on search engines, browsers and other applications and services being able to code and implement all the web standards (formats, protocols) that authors use to publish their creative works. The search engines, browsers and other "user agents" in turn depend on web standards that are:

* Openly documented, now a days and age on the web itself.
* Unencumbered by patents, either patent-free, or available under unconditional royalty free licenses.
* Freely accessible. There should be no charge to view a web standards specification.

Most [W3C](http://w3.org/TR) and [IETF](http://ietf.org) standards. For example, meet these criteria. So do open public-domain based efforts like [microformats.org](http://microformats.org) and other modern "social web" standards .

A few examples for non-open-web:

* Many ISO standards. E.g. ISO-8601 it is the standard that web standards have subsetted to represent dates and times on the web. You have to [pay to download ISO-8601](http://www.iso.org/iso/catalogue_detail?csnumber=40874) and other ISO standards can’t be open.
* Flash. Not anyone can freely implement support for the constantly evolving Flash format. It's Adobe's proprietary code, with who knows how many patents that apply to it.

The process of how one develop web standards themselves evolves, and get better and better at both providing very openly accessible and implementable standards, as well have become more sensitive to attempts to thwart the openness of web standards.

**Access to content and applications on the web**

The web, and the internet as a whole, depends on the independence of content and addressing (i.e. domain names) and devices. You must be able to serve and access any kind of content across any domain name on any web device. Obviously not all devices will be capable enough to support all formats, but that should have nothing to do with the nature of the content itself.

This open access depends on the open ability to browse and user application (i.e. URL) or any web page on:

* Web browsing device
* Internet service

This must be without censorship per domain or content-type or URL, or nature of the content.

A few examples for non-open-web:

* ISP that do [traffic shaping](http://en.wikipedia.org/wiki/Traffic_shaping) or block some types of internet traffic. For example, [cable company consolidation threatens](http://tantek.com/2010/275/t1/ovc10-keynote-cableco-consolidation-threat) this open access.
* The aforementioned countries that censor access to specific sites.

In general, "Open Access" requirement for the open web is also called as “Net Neutrality”.