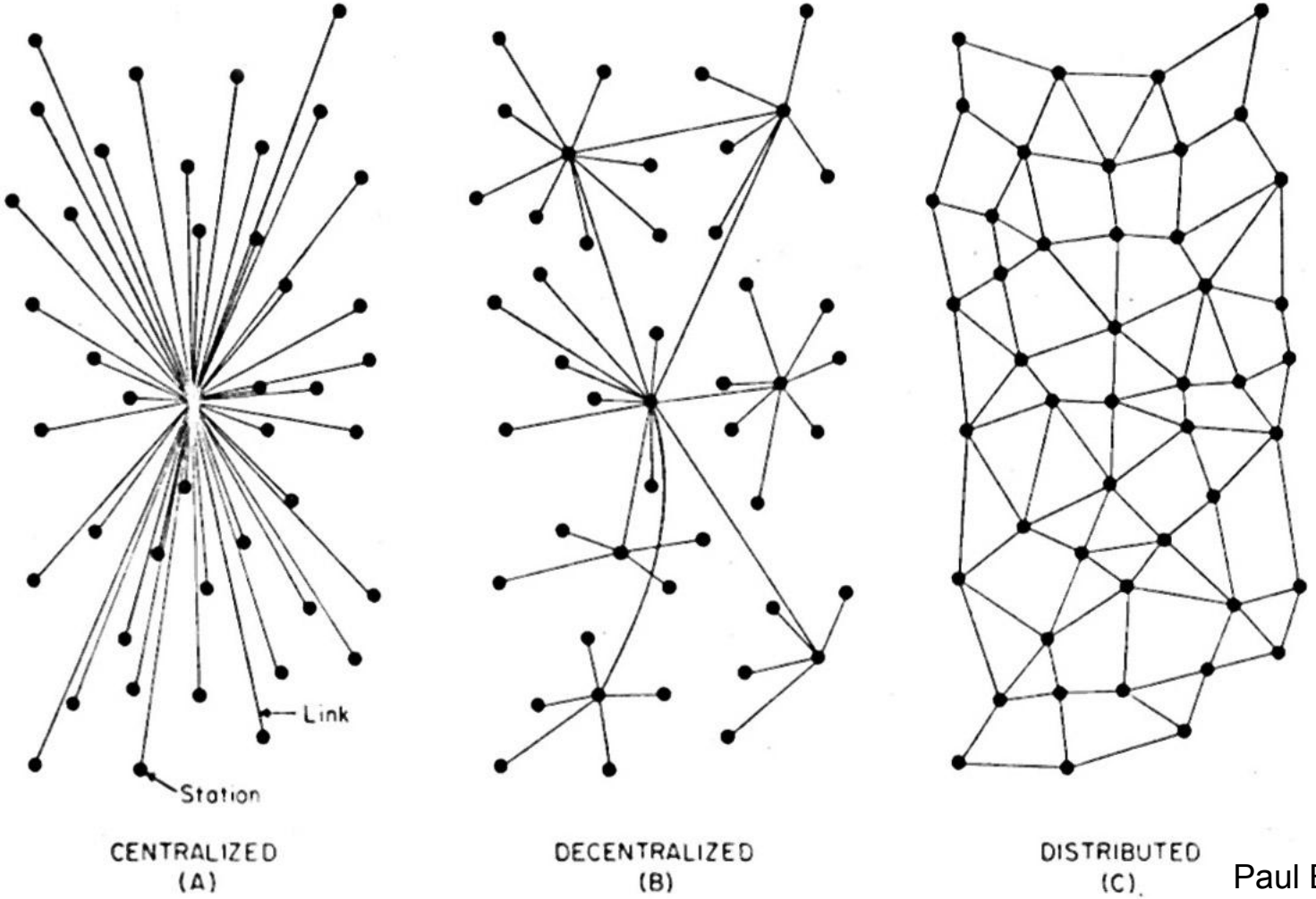
Wind Update

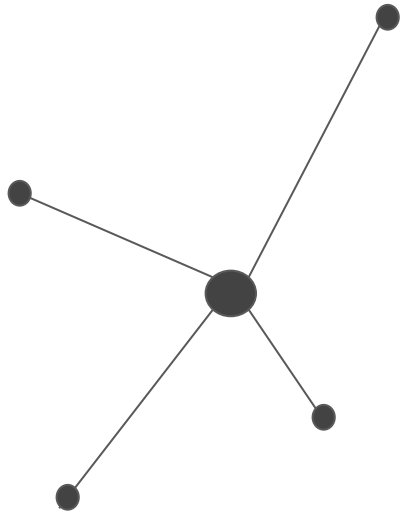
Beyond Static Networks
To Consider Time and Space
or
Putting People Central in Network Design and Keeping Them In Control

Wind is to Mesh
as the
Web is to WAN

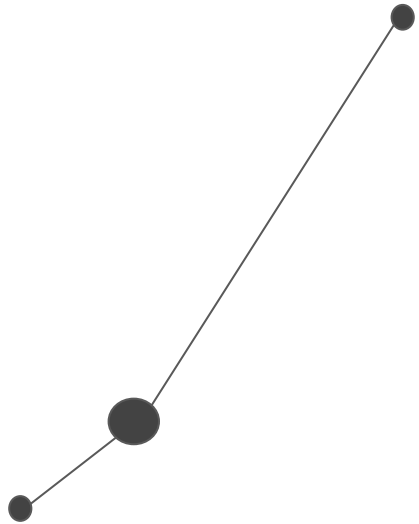


Paul Baran 1962

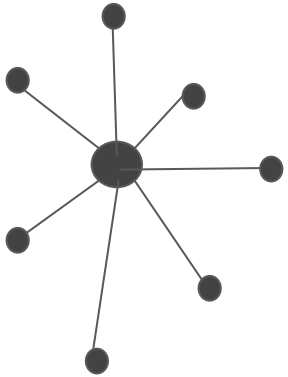
CENTRALIZED OVER TIME



Time X_0

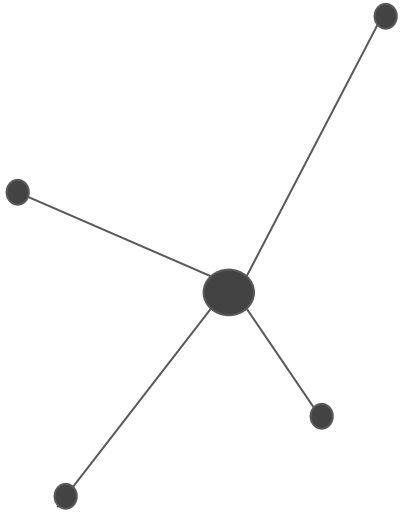


Time X_1



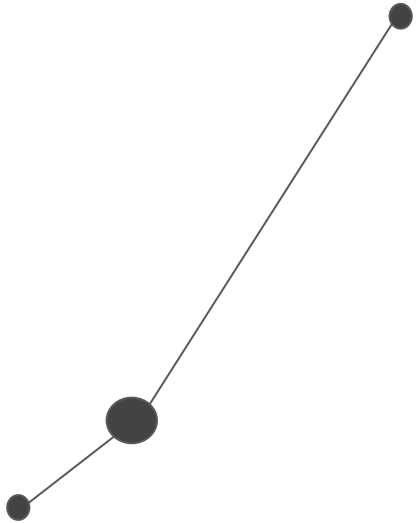
Time X_N

CENTRALIZED OVER TIME AND MOTION



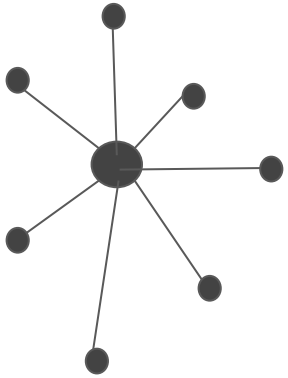
Time X_0

Place Y_0



Time X_1

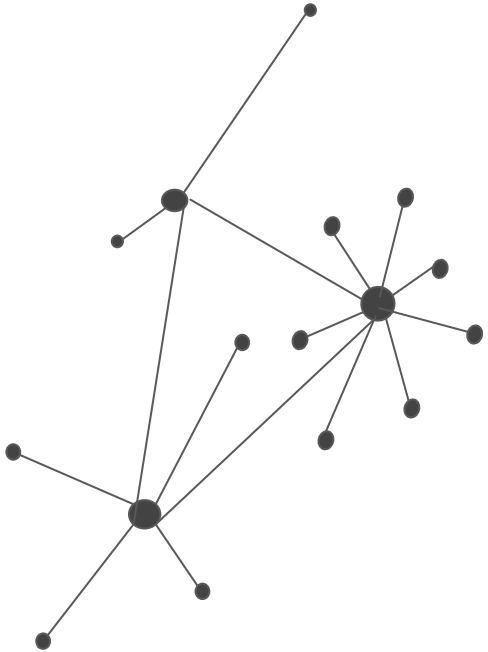
Place Y_1



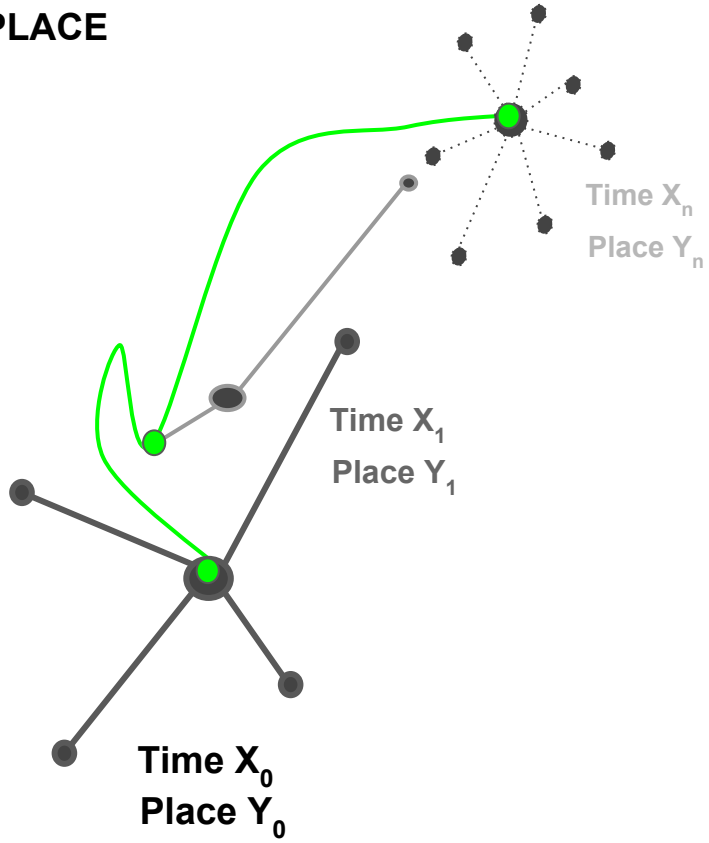
Time X_N

Place Y_N

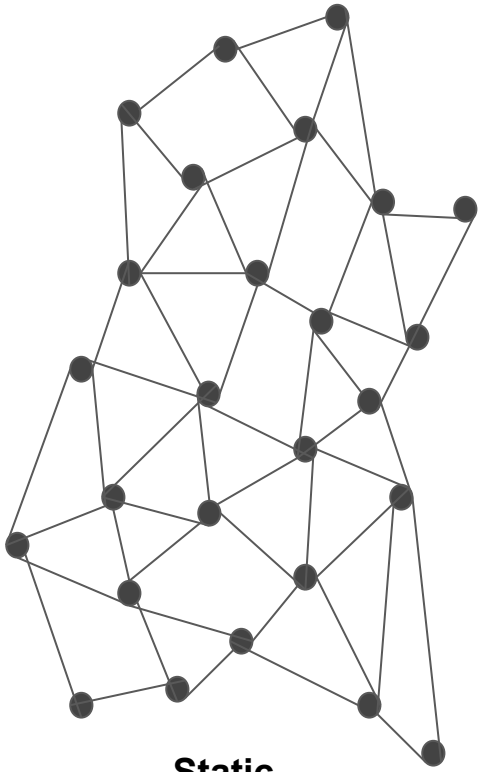
DECENTRALIZED WITH CHANGE FROM HUB TO SPOKE TO HUB OVER TIME AND PLACE



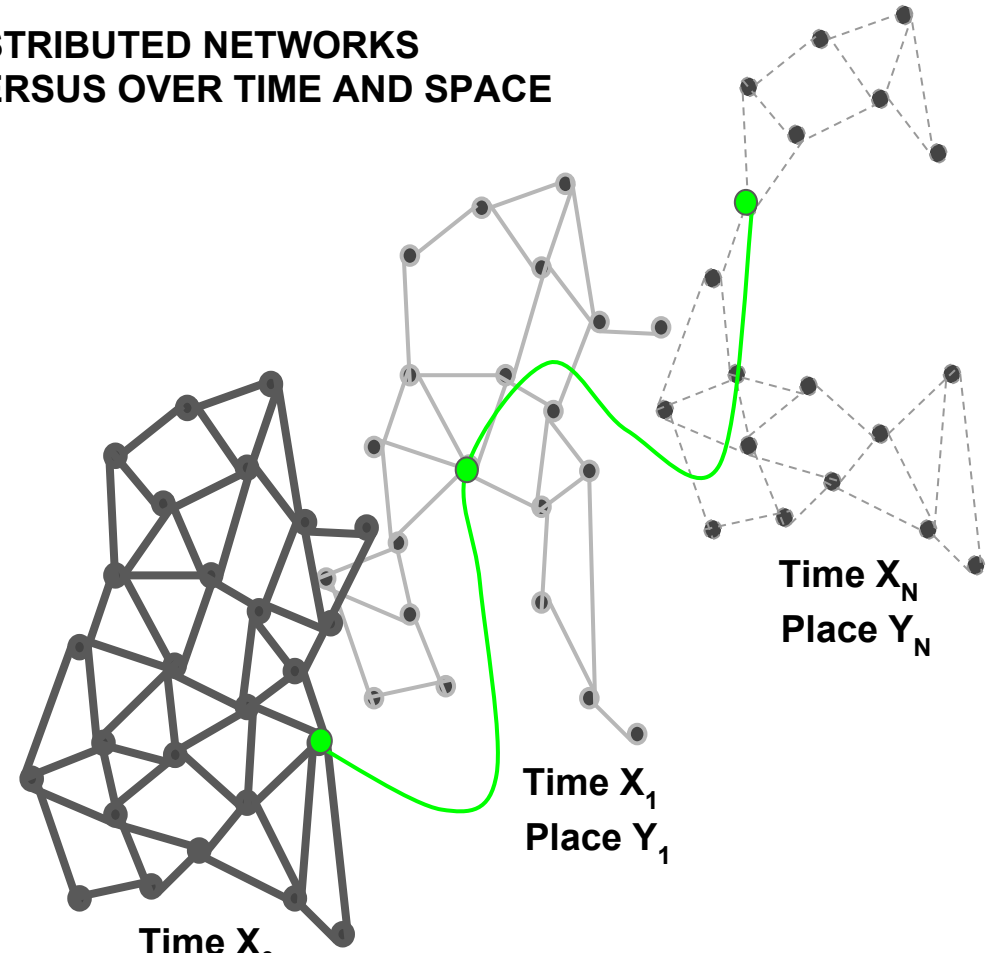
Static



DISTRIBUTED NETWORKS
STATIC VERSUS OVER TIME AND SPACE



Static



Wind is a kind of network that is shaped by the movements and interaction of people through time and space

There is no expectation of any centralized, static infrastructure

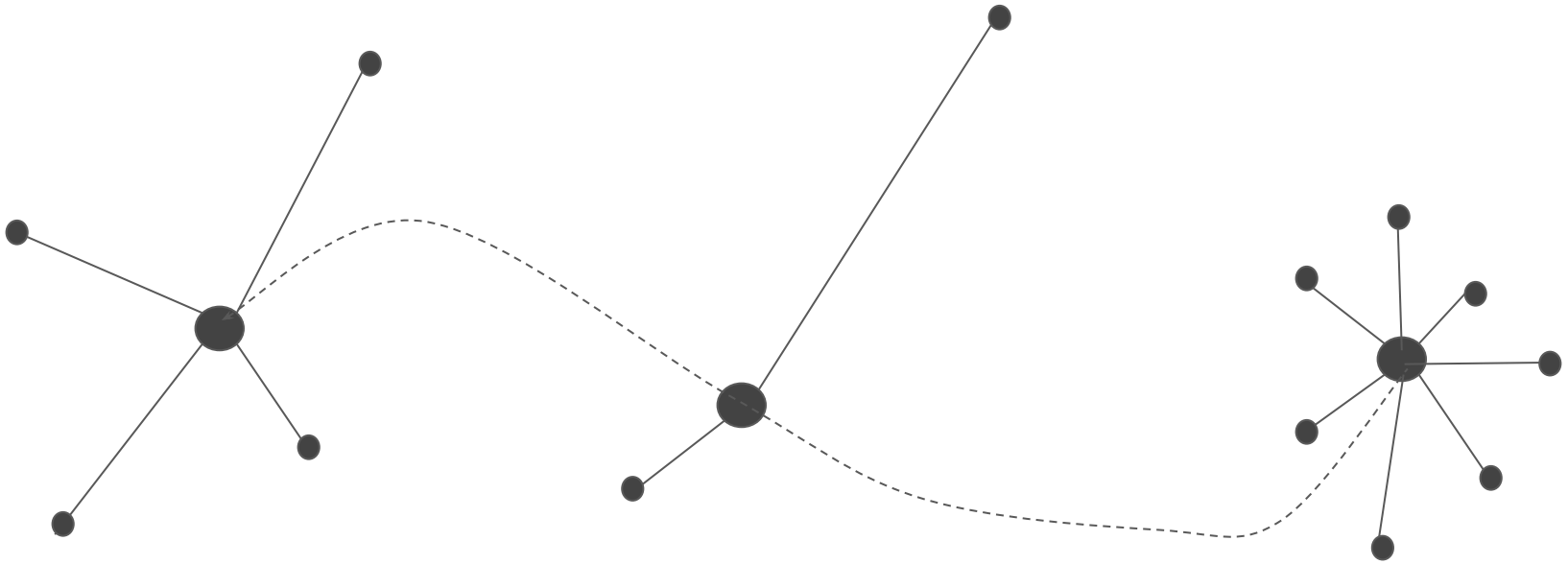
Wind requires no permissions by authorities or roll out of infrastructure

So, how could Wind work in real life?

http://www.theatlantic.com/photo/2014/02/the-murmurations-of-starlings/100690/

Cuba's El **Paquete** Semanal "The Weekly Package"

THE GRIFFEY-NET aka http://librarybox.us/



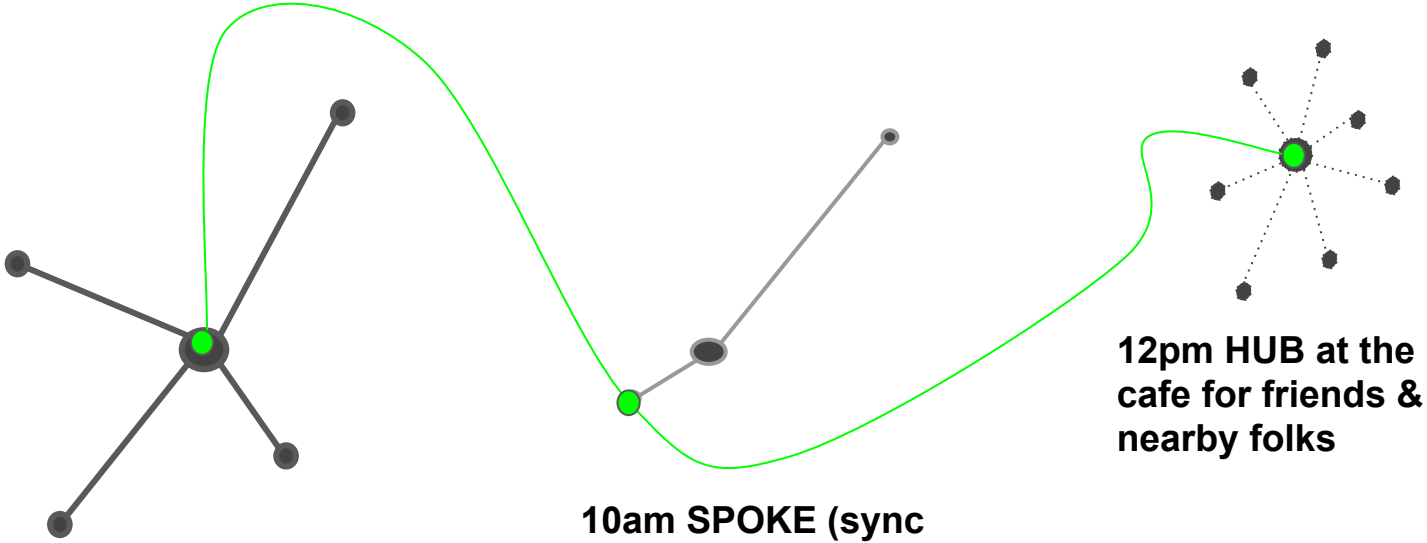
8am at home

10am on the train

2pm at Fellows Hour

Jason Griffey's "Library Box in the Backpack" Network
Centralized but Dynamic Over Place and Times

LIBRARY BOXEN CONTENT SYNCHRONIZATION

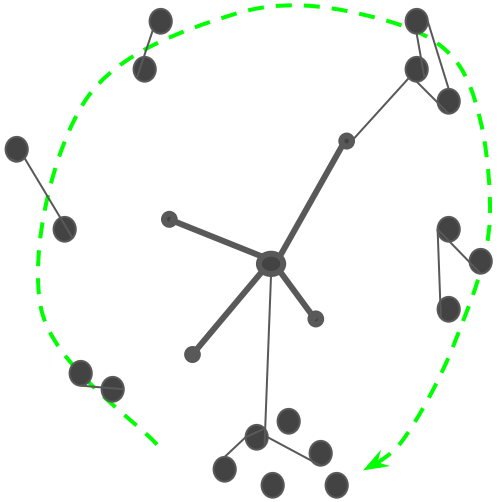


8am HUB at home for family

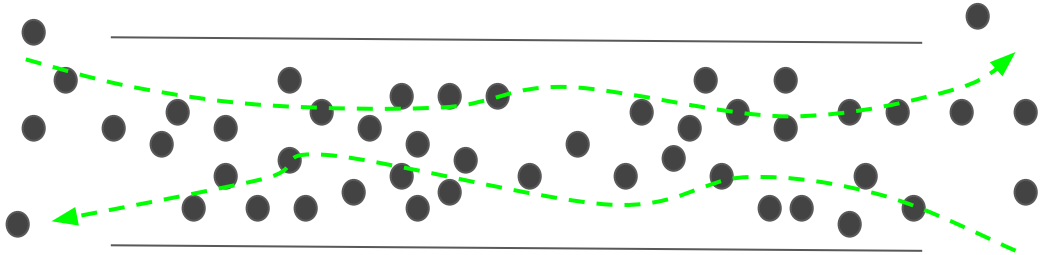
10am SPOKE (sync with public library hub as you walk by)

12pm HUB at the cafe for friends & nearby folks

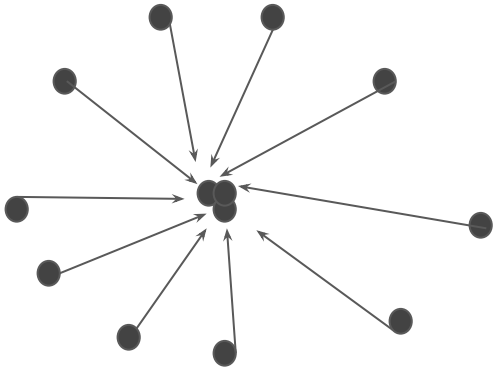
The Temple, the Causeway and the Meetup



Temple



Causeway



Meetup

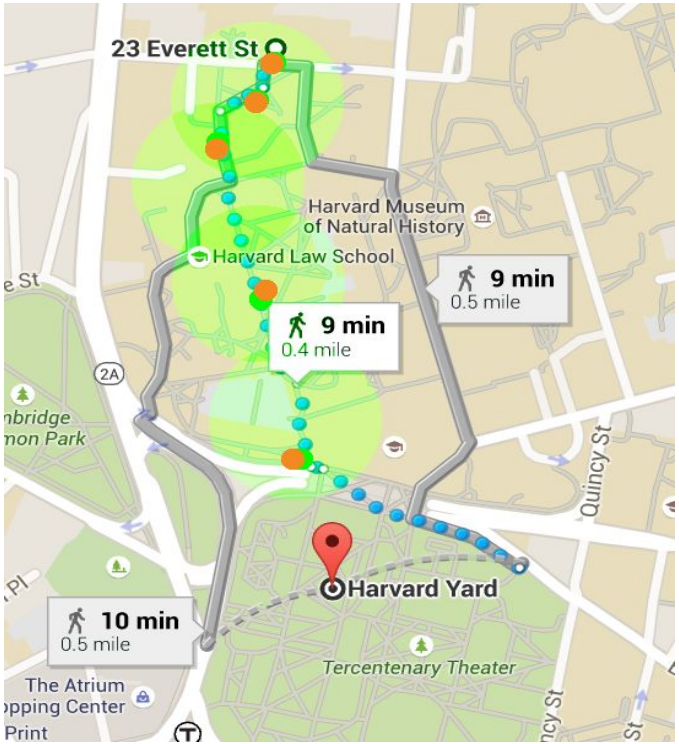
Cotton Tree Drive
紅棉路
Central, Sheung Wan, Kowloon (W)
中區,上環,九龍(西)

http://news.harvard.edu/gazette/story/2012/04/renewing-a-hub-of-harvard/

MIT Study of Airports and Infectious Disease 2012

https://scientificearthconscientious6.wordpress.com/2012/07/24/1894new-model-of-disease-contagion-ranks-u-s-airports-in-terms-of-their-spreading-influence-airports-in-new-york-los-angeles-and-honolulu-are-judged-likeliest-to-play-a-significant-role-in-the-grow/

The quality of a Wind network is dependent on the number of nodes connected over time and space, the density of nodes, and how their velocity and bearing is changing



Where to from here?

- Hold many, many more workshops and simulation events
- Considering the cultural, economic, gender aspects on network quality, equality, sustainability, hostility
- Begin to implement basic protocols for discovery & publishing
- Publish design documents and patterns to help tool developers consider all the things they should be considering

https://github.com/n8fr8/windfarm https://github.com/n8fr8/gilgamesh
https://talk.developersquare.net/c/developers-corner/people-powered-nearby-networks