

## The evolution of the Web to Web 2.0

Prof Michael Wilson

Manager, W3C Office in UK & Ireland,

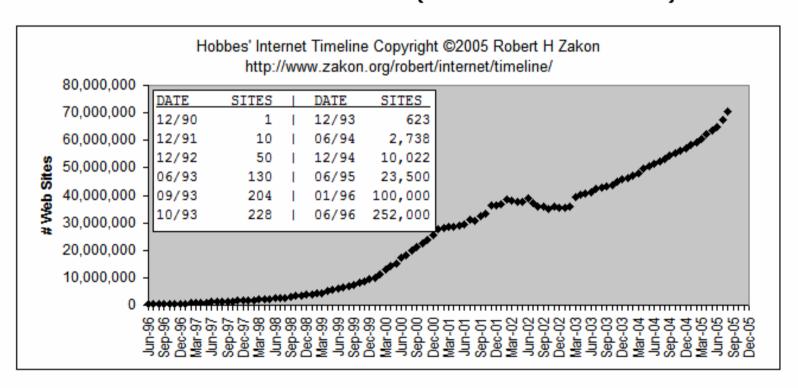
CCLRC Rutherford Appleton Laboratory

#### What makes the Web work?

- Technology standardised
- Business models
- User demand
- Legal Issues

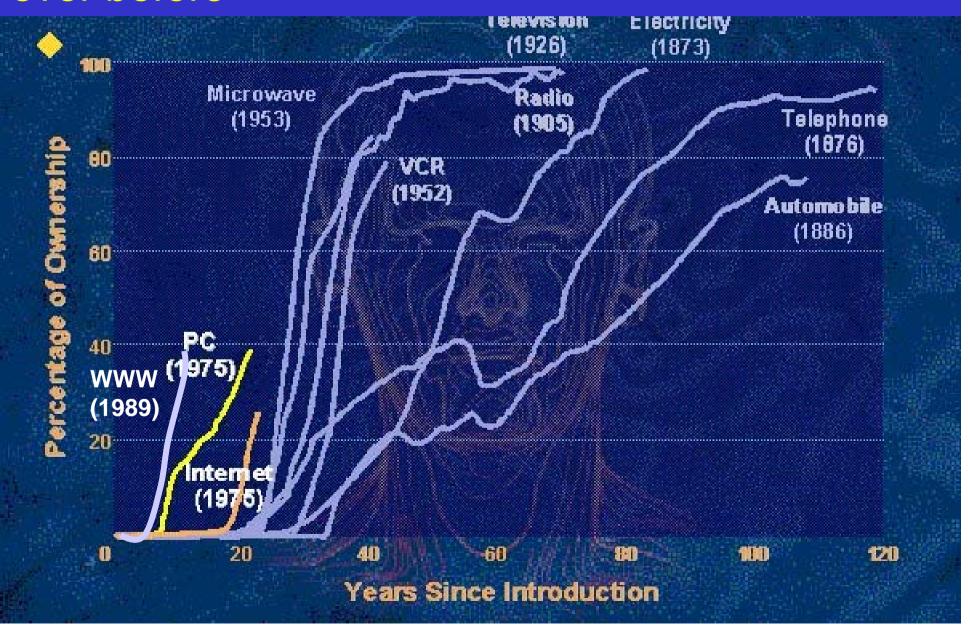
# User Demand: Adoption of Web technology was very quick, and keeps growing

Number of Web Servers (Dec 1990 - Dec 2005)



Source: http://www.zakon.org/robert/internet/timeline/

### Business models had to evolve more quickly than ever before



#### What lead to the Web's success?

- Simple architecture HTML, URI, HTTP
- Networked value grows with data, services, users
- Extensible from Web of documents to ...
- Tolerant works with imperfect mark-up, data, links, SW
- Universal independent of HW, OS, SW, language, ability
- Free / cheap browsers, information, services
- Simple (and fun) for users text, graphics, links
- Powerful for people (and machines)
- Open standards ...

## Web Usage & Technologies are evolving

From a Web of **Documents** ...

Toward *One Web* ...

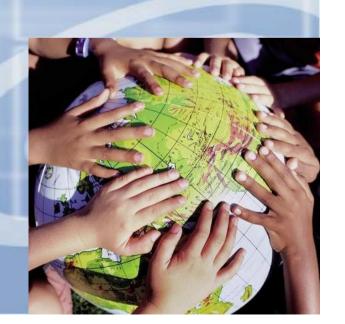
... of Data and Services

... on Everything

... for Everyone

'06 - Mobile devices outnumber desktop computers by a factor of two





## User Demand: The Web for everyone is growing throughout the world

One billion people around the globe now have access to the Internet

WORLD INTERNET USAGE AND POPULATION STATISTICS										
World Regions	Population ( 2006 Est.)	Population % of World	Internet Usage, Latest Data	% Population ( Penetration )	Usage % of World	Usage Growth 2000-2005				
<u>Africa</u>	915,210,928	14.1 %	23,649,000	2.6 %	2.3 %	423.9 %				
<u>Asia</u>	3,667,774,066	56.4 %	380,400,713	10.4 %	36.5 %	232.8 %				
<u>Europe</u>	807,289,020	12.4 %	294,101,844	36.4 %	28.2 %	179.8 %				
Middle East	190,084,161	2.9 %	18,203,500	9.6 %	1.7 %	454.2 %				
North America	331,473,276	5.1 %	227,470,713	68.6 %	21.8 %	110.4 %				
Latin America/Caribbean	553,908,632	8.5 %	79,962,809	14.7 %	7.8 %	350.5 %				
Oceania / Australia	33,956,977	0.5 %	17,872,707	52.6 %	1.7 %	134.6 %				
WORLD TOTAL	6,499,697,060	100.0 %	1,043,104,886	16.0 %	100.0 %	189.0 %				

NOTES: (1) Internet Usage and World Population Statistics were updated for June 30, 2008. (2) CLICK on each world region for detailed regional information.

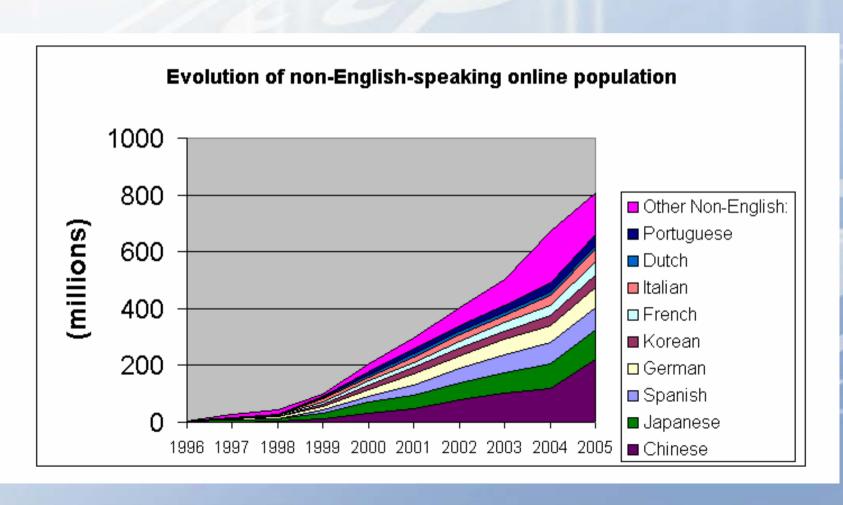
navigation help, see the Site Surfing Guide. (6) Information from this site may be cited, giving due credit and establishing an active link back to <a href="https://www.internetworldstats.com">www.internetworldstats.com</a>. ©Copyright 2008, Miniwatts Marketing Group. All rights reserved.

Source: http://www.internetworldstats.com/stats.htm

<sup>(3)</sup> Demographic (Population) numbers are based on data contained in the world-gazetteer website. (4) Internet usage information comes from data published

by Nielsen//NetRatings, by the International Telecommunications Union, by local NICs, and other other reliable sources. (5) For definitions, disclaimer, and

# User Demand: So Web technologies must support many languages, in many legal systems



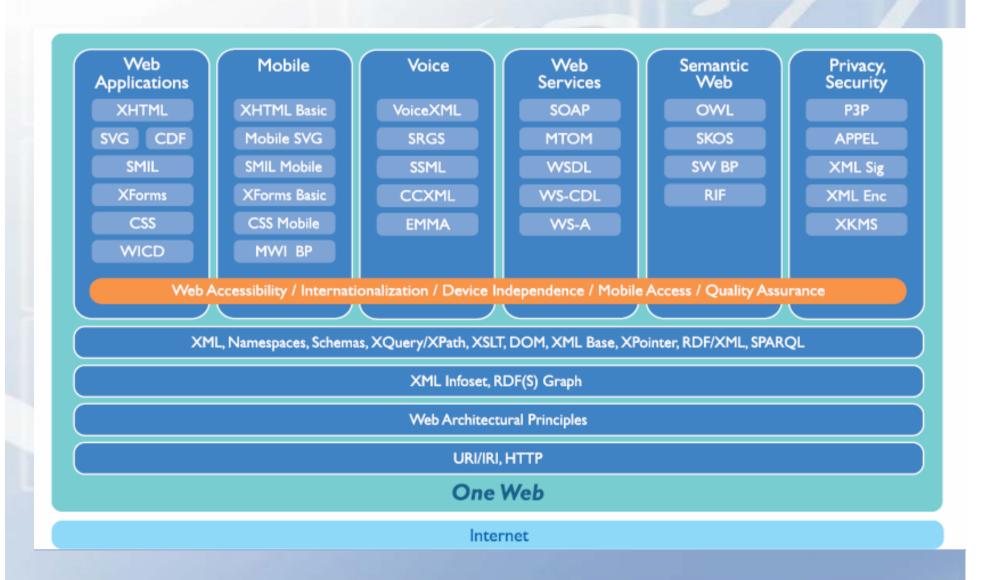
#### W3C & open Web Standards

- W3C is a consortium which recommends technologies
- Founded 1994 to unify the Web
- Director, web founder, Sir Tim Berners-Lee
- 60 staff worldwide
- 400+ members worldwide
- Members: User companies (e.g. BBC, Boeing), software developers, telcos, large & SME
- UK government bodies were members but have dropped out once national regulations were established
- Standards are developed in working groups of member experts – 5 to 50 people
- 3 years to pass through a strict process model
- Mechanisms in place to:
  - Ensure consistency
  - Avoid duplication
  - Avoid manipulation by large organisations

#### W3C recommendations

	1996	1997	1998	1999	2000	2001	2002	2003	2004	2005	2006
	PNG	HTML 3.2	XML 10	CES 1	XHTML 1.0	MathML 2.0	XML Signature	DOM ≥HTML	OC/PP	SMIL 2.0 (and ed.)	XForms Lo (2nd)
	PICS Labels	HTML 4.0	MathML 1.0	Namespaces	ATAG 10	Canonical XML	P3P 1.0	SVG 1.1	DOM3 Validation	RRSHB	WS Addressing Core
	PICS Rating	PICSRules	HTML 4.0	WebCGM	XML 1.0	XHTML Muan	XML Canonicalization	SVG Mobile	Infost (2nd)	SOAP MTOM	Addressing SOAP Bind
	CSS t		CSS a	RDF (Old Version)	DOM 2 Care	Schema Primer	XHTML 10	XPTR Element	Namespaces 1.1	XOP	Namespaces (and.)
			PICS DSig	WCAGLo	DOM a Events	Schema Struct.	XPathFilter	XPTR Framewk.	XML 1.0 (3rd)	Char Model	Namespaces 1.1 (2nd.)
			SME 10	Style Sheets PI	DOM 2 Style	Schema Types	Decrypt Transform	XPTR Xmins	XML 1.1	XEMS	XML 1.0 (4th)
			DOM 1	MathML 1.01	DOM 2 Traversal	Ruby	XML Encryption	SOAP Adjuncts	OWZ Guide	XKMS Bindings	XML 1.1 (2nd.)
				XPath 1.0	DOM 2 Views	XHTML 1.1	UAAGLO	SOAP Frameuk.	OWL Overview	QAFramework	XHTML-Print
				XSLT LO	XHTML Basic	XLink 1.0		SOAP Primer	OWE Reference	ambid	XInclude (2nd)
				HTML 4.01		XML Base		SOAP Tests	OWE Semantics	SMIL 2.1	
						SMIL 2.0		XForms 1.0	OWL Tests		
						SML Animation		XML Events	OWL Use Cases		
						SVG 1.0		MathML 2.0	RDF Concepts		
						XSL 1.0		PMG (and)	RDF Primer		
						Infoset			RDF Schema		
						Webcaw			RDF Semantics		
									RDF Test Cases		
									RDF/XML		
									Speech Recognition		
									VoiceXML 2.0		
									DOM 3 Core		
									DOM 3L&S		
									Speech Synthesis		
									Schema Primer (2nd)		
									Schema Struct. (2nd)		
									Schema Types (2nd)		
									WebArch		
-	Date: 16-Nov-2006								XInclude		

#### W3C Web Architecture



## Business Models – from documents to data & services

- Software Technology Web 1.0
  - Browser/ ISP
  - Editor
  - Server, content management
- Media/Content Ownership/Sales
  - Sell books, CD's, electrical goods
  - Sell news, images, video, porn
  - Sell genealogical data
- Access Management Web 2.0
  - Control the search mechanisms
  - Users provide the valuable data

#### Web1.0 to Web 2.0

Web 1.0 Web 2.0 DoubleClick --> Google AdSense Flickr Ofoto Akamai --> **BitTorrent** mp3.com Napster **Britannica Online** -->Wikipedia -->blogging personal websites upcoming.org and EVDB Evite -->search engine optimization domain name speculation cost per click page views --> --> web services screen scraping **Publishing** participation content management systems-->wikis directories (taxonomy) -->tagging ("folksonomy") Stickiness syndication

What Is Web 2.0 Design Patterns and Business Models for the Next Generation of Software by Tim O'Reilly 09/30/2005

#### Web 2.0 Example: Mass Judgement

- Amazon
  - Sell books
  - List what others like you have done

Buyer <u>rosie1771</u> (34 🥎 )

eBay

From Buyers From Sellers 1106 feedback received by vintage-home-and-garden (O ratings mutually withdrawn)

handled everything perfectly , they are the best

Feedback Received

Comment

- auction anything
- list reputation



#### Meet the seller

vintage-home-and-garden (928 🏠 ) 🥸 Power Seller:

Feedback: 99.6% Positive

Member: since Jul-25-98 in United States

- Read feedback comments
- Ask seller a question
- Add to Favorite Sellers
- View seller's other items: Store | List
- Visit seller's Store:
  - 🗐 vintage home and garden boutique

#### Buy safely

- Check the seller's reputation Score: 928 | 99.6% Positive Read feedback comments
- Check how you're protected

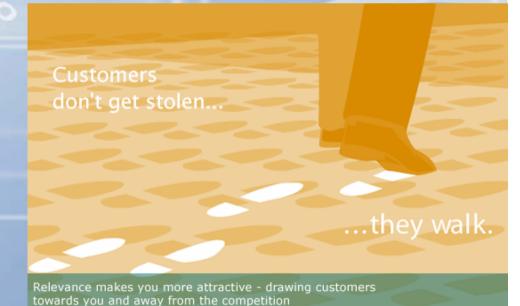


## Mass judgement is more than relevance marketing

 Dunnhumby makes £30 million pa selling Tesco Clubcard data to more than 200 consumer goods companies.

http://www.dunnhumby.com/

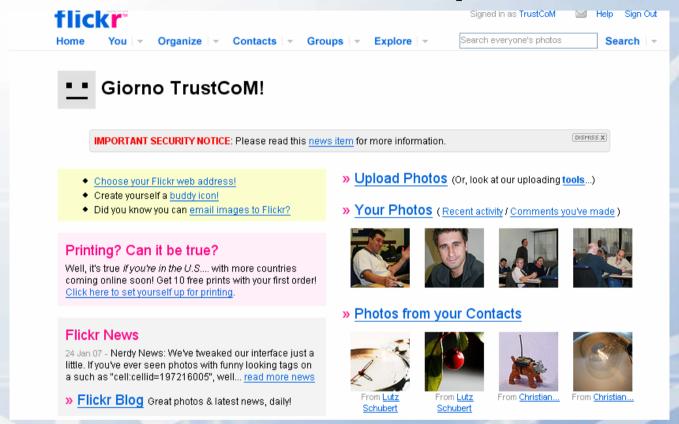




#### Is reputation like credit rating?

- eBay and similar systems publish reputation judgements about companies and individuals.
- Credit rating agencies publish judgements about companies and individual credit ratings.
- Reputation management systems are like credit rating systems.
- Should reputation rating be regulated as credit rating is?
- Are the users liable for their judgements?

#### A Web 2.0 example: Flickr



- Flickr is a way to store, sort, search and share your photos online. Labelled by users.
- Free, 100 MB monthly upload limit (5MB per photo), views limited to the 200 most recent images
- \$24.95, 1 year, unlimited storage etc...

#### Flickr – Terms of Service 1/2

- the Service is provided "AS-IS" and that Yahoo! assumes no responsibility for the timeliness, deletion, mis-delivery or failure to store any user communications or personalization settings.
- If you provide any information that is ... inaccurate, ... Yahoo! has the right to suspend or terminate your account
- You acknowledge, consent and agree that Yahoo! may access, preserve and disclose your account information and Content if required to do so
- you, and not Yahoo!, are entirely responsible for all Content that you upload
- Under no circumstances will Yahoo! be liable in any way for any Content
- with respect to Content ... you grant Yahoo! the following worldwide, royalty-free and non-exclusive license ...to use, distribute, reproduce, modify, adapt, publicly perform and publicly display such Content on the Service solely for the purpose for which such Content was submitted or made available.

http://info.yahoo.com/legal/us/yahoo/utos/utos-173.html.

#### Flickr – Terms of Service 2/2

- You agree to indemnify and hold Yahoo! .. harmless from any claim .. made by any third party due to or arising out of Content you submit
- You agree to not use the Service to: ... intentionally or unintentionally violate any applicable local, state, national or international law
- jurisdiction of the courts located within the county of Santa Clara, California.
- Flickr is for personal use only. If you sell products, services or yourself through your photostream, we will terminate your account.
- Any other commercial use of Flickr, Flickr technologies (including APIs, Flickrmail, etc), or Flickr accounts must be approved by Flickr.

#### Web 2.0 example: Wikipedia



- Wikipedia, the free encyclopaedia that anyone can edit.
- 1,608,189 articles in English
- 182 "active" language editions (those with more than 100 articles)

#### Wikipedia copyright



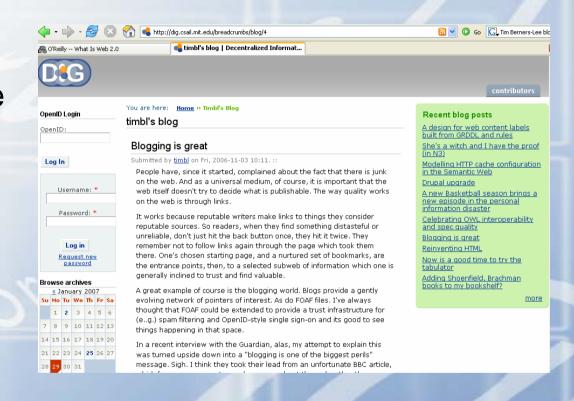
- Wikipedia's articles are released under a license that permits anyone to build upon them.
- GNU Free Documentation License (GNU FDL or simply GFDL) is a copyleft license for free documentation, designed by the Free Software Foundation (FSF).
- "You may not use technical measures to obstruct or control the reading or further copying of the copies you make or distribute."

#### Wikipedia Reliability

- Can users trust the accuracy of information on the web?
- "You tend to find that articles are taken over by moonbats."
  - Eric Raymond, FT Magazine, Nov 11 2006
- The first Wikipedia editor Larry Sanger has set up Citizendium for scholars to filter Wikipedia

### Blogs

- •A blog is a usergenerated website where entries are made in journal style and displayed in a reverse chronological order.
- •Nov 2006 nearly 60 million blogs



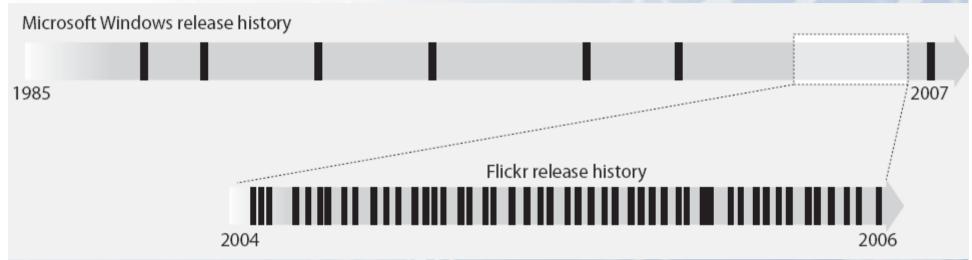
#### Blog search engines, e.g. Technorati

- http://www.technorati.com/

#### Web 2.0 Technologies

- content management systems
- Focus on content and editing rather than layout
- A return to the simplicity of the first web technology.
- There are about:
  - 50 wiki software
  - 20 blog software
  - 15 commercial blog sites

## Web 2.0 Changing Software Management



- In the Web 2.0 era, users think in terms of services not packaged software
- They expect these services to just be there and to improve over time.
- No versions, no installations, no upgrades needed.
- The traditional design-develop-test-ship-install cycle of packaged software is ending.
- Software has become a service—a service that is always on, always improving
- Users become co-developers software is designed to gather user feedback
- It is Web Development 2.0.

### W3C position on Web 2.0

 Web 2.0 makes use of many W3C Recommendations and the AB feels it is important for current work to support both that community and the innovations that will likely follow.

W3C Advisory Board, Nov 2006

#### UK Regulation and Legislation



 The government support the work undertaken by the W3C on making the Web accessible to people with disabilities.

Tony Blair, 2002









#### W3Cs role in International Regulation

- Developing the Internet today is about developing consensus, not radical engineering
- ICANN "an overabundance of interests concerned with commercial use of the Internet"
  - The ACM Internet Governance Committee, 2002
- "internationalizing Internet domain names without endangering the stability and security of the Internet remained one of the biggest challenges."
- "increasing access remains one of the great challenges facing the Internet community. The nature of digital divide was seen as being multifaceted and a focal point for public policy responses."
  - Internet Governance Forum Secretariat Nov 2006
- http://www.intgovforum.org/

#### Tim Berners-Lee on Net Neutrality

- Net neutrality is this:
  - If I pay to connect to the Net with a certain quality of service, and you pay to connect with that or greater quality of service, then we can communicate at that level.
- Its up to the ISPs to make sure they interoperate so that that happens.
- Net Neutrality is NOT asking for the internet for free.
- Net Neutrality is NOT saying that one shouldn't pay more money for high quality of service. We always have, and we always will.
- It is of the utmost importance that, if I connect to the Internet, and you connect to the Internet, that we can then run any Internet application we want, without discrimination as to who we are or what we are doing.

## After Web 2.0 – Semantic Web, Web 3.0 & the Grid

"The Semantic Web is an

- ... extension of the current web in which
- ... information is given well-defined meaning,
- ... better enabling computers and people to work in cooperation."

The Semantic Web Tim Berners-Lee, James Hendler and Ora Lassila Scientific American, May 2001 Questions?

Michael Wilson
W3C Office in the UK & Ireland
M.D.Wilson@w3.org
http://www.w3c.rl.ac.uk/