OGPX Draft Charter Issues

"i'd like to teach the world to hum"

history

- MMOX is a previous effort in this problem domain

- there was no clear consensus of the problem space

- OGPX reduces the scope of the proposed working group

OGPX constrains the problem domain

- the state of a virtual world and its contents persist independently of client sessions and applications.

- hosts implementing a virtual world may be operated by multiple organizations.

- virtual worlds are partitioned into regions for the purpose of position dependent service resolution.

- Users have a single, unique presence represented by an agent which may projected into in a virtual world as an avatar.

what is needed

- a security model describing trust relationships between hosts,

- guidelines for the use of existing authentication & confidentiality mechanisms,

- mechanisms for:
  - establishing the user's presence in the virtual world
  - moving a user's presence from one authoritative host to another,
  - for identifying agents, and requesting information about them.

- format descriptions for objects and avatars in a virtual world,

we define a protocol

- the working group should define a protocol that carries information about the virtual environment, its contents and its inhabitants.

- we define server to server interactions as well as client/server interactions

- leverage existing protocols where possible / practical

- is this a single protocol or a protocol suite?

how do we move bits?

- the work of the proposed working group is an application layer protocol

- the protocol should be transport-agnostic

- previous work used HTTP as a transport
  - request/response semantics
  - it's clear where meta-data goes
  - content negotiation
  - mature, widely-deployed tool chain (NAT traversal, caching, etc.)

- should the working group require HTTP support?

backup slides

ymmv

group / protocol name

existing OGP implementations are deployed on grids
but...

"grid" is overloaded; semantics in region-based VWs play off of
this overload:
* 2D "grid" of square regions
* computing grid (like cloud)

Suggestions:
* Region Access Protocol (RAP Suite)
* Agent/Region Interaction Protocol (ARIP Suite)

consensus on protocol suite name?

- Keep Open Grid Protocol (OGP) ?

- Social Space Access Protocol
  - Region Access Protocol and Agent Access Protocol are sub-protocols in the suite.

- Agent / Region Interaction Protocol

consensus on group name?

- Keep OGPX?
- Something Agent Region Something (BIRDFLU)
- LOVE (layering over virtual environments)?