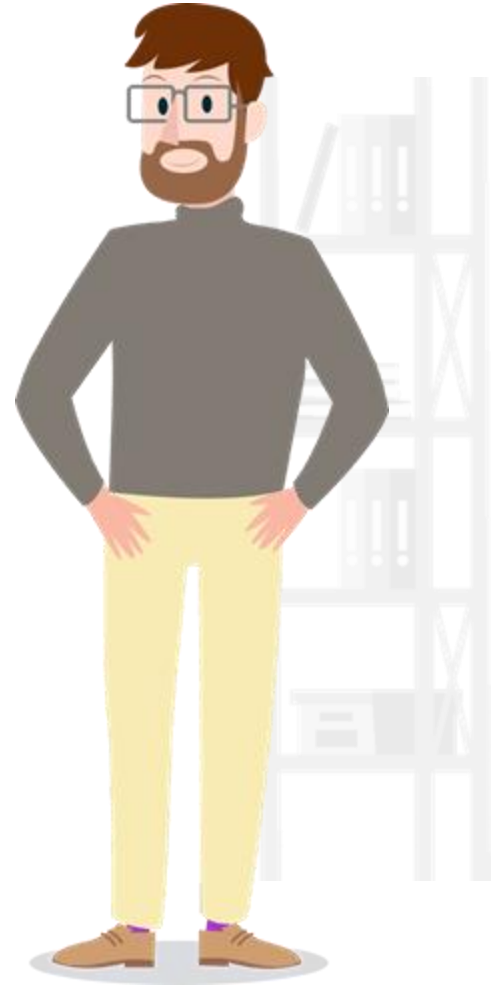


# How does INTERNET work?

[www.lacnic.net](http://www.lacnic.net)



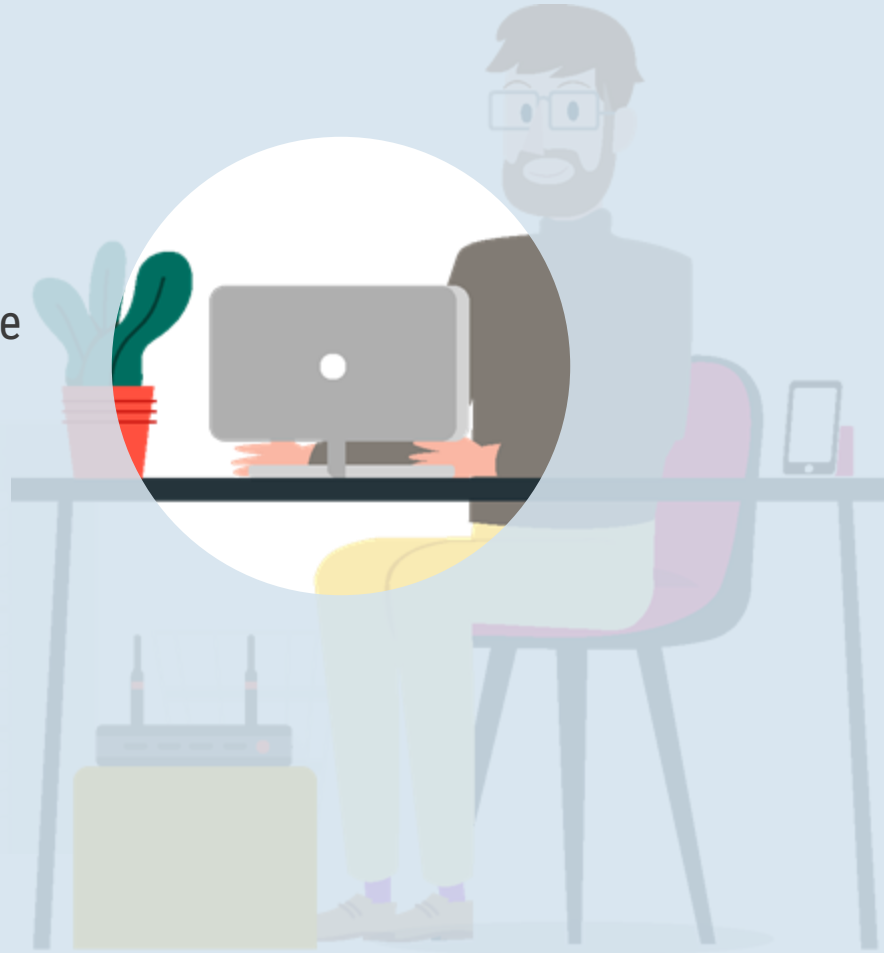
**John**, an academic professional, is about to connect to the Internet from home to conduct research.



To access the Internet, John needs **a device**, such as a computer, that can connect to it.



Through an Internet connection, his device can **send and receive data**, allowing him to surf the web.





John has a device called a “**router**” that allows him to connect all his home devices, either through Ethernet cables or wirelessly.



These “routers” allow John to connect to the Internet through a **one-time connection or Internet subscription** from an Internet service provider (ISP).



To access the Internet, the “**router**” must have a unique ID called an IP address. This ensures that the information John sends and receives can travel to and from him without confusing where it came from, or where it’s going.



John's **ISP** has provided him with this **IP address** (Internet Protocol).



Similarly, John's computer and devices, like his **cellphone**, use his "router" to connect to the Internet via the Wifi signal at his home.



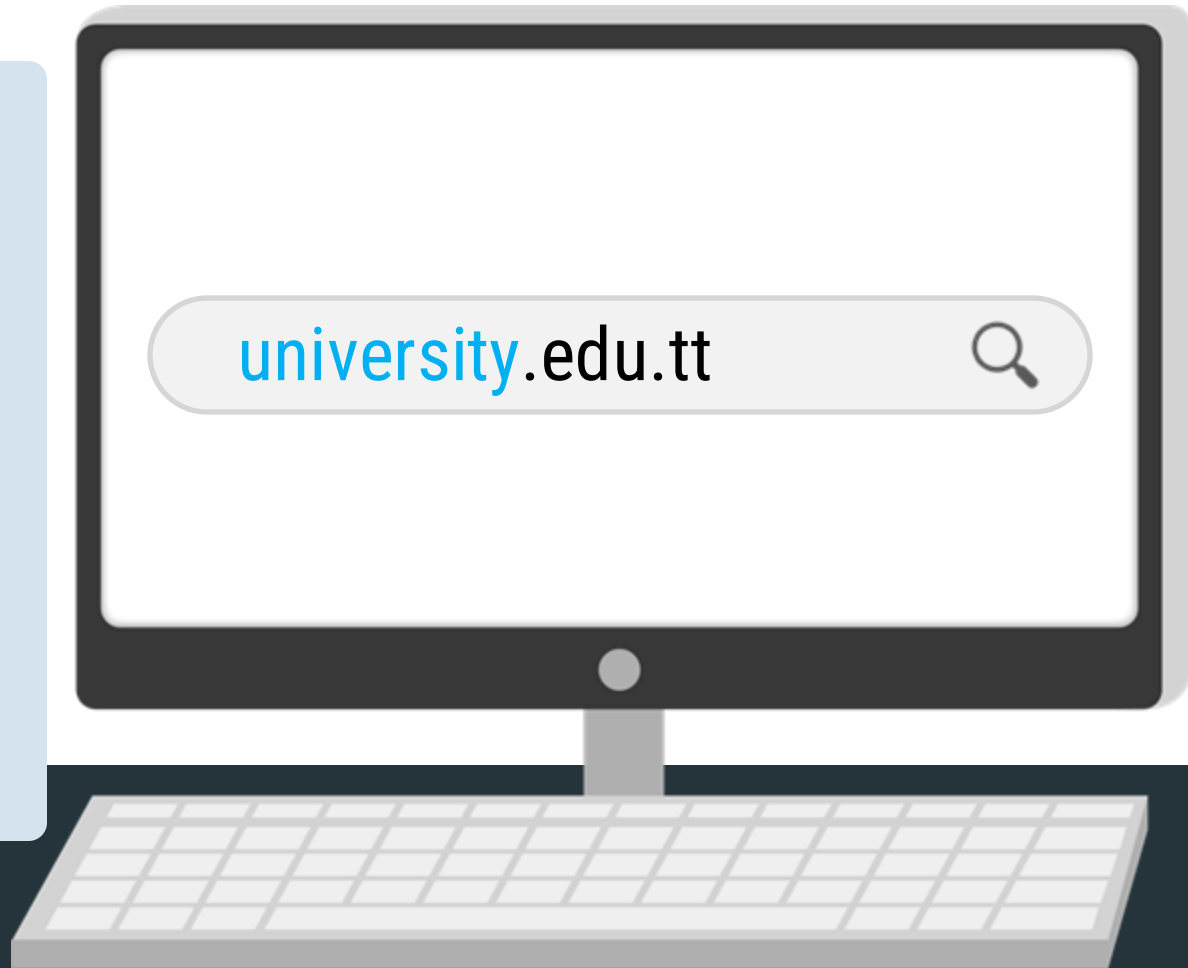
When John is outside or at home without WiFi, his cellphone connects to the Internet through his **mobile provider's network**. This provider assigns him a unique IP address to access to the Internet.



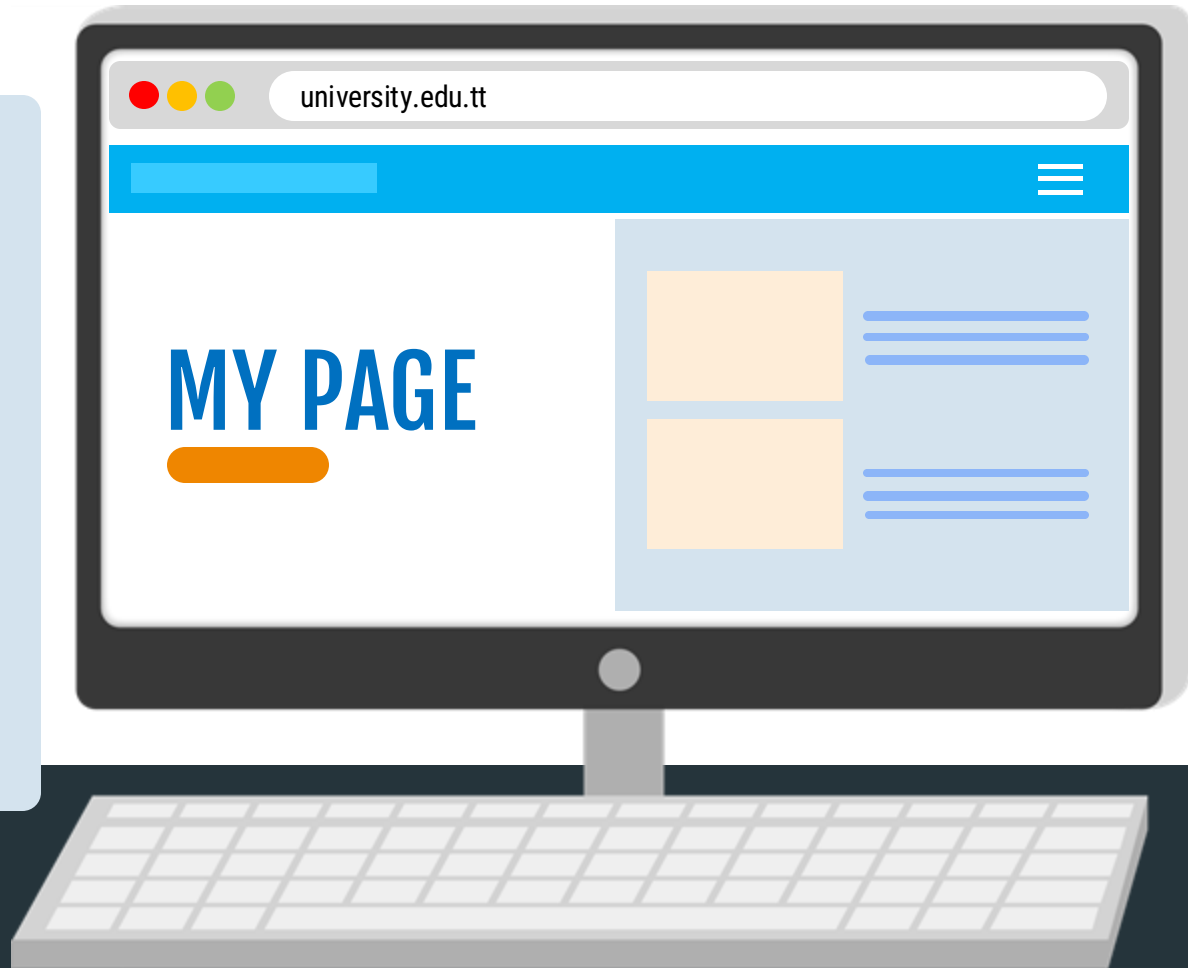
When John needs to find information, he opens his browser and types in the website's address, i.e. **its domain name**.



Domain names work like a phone book, **using easily rememberable words**, to help John find the IP address and location of the server hosting the webpage he is looking for.



Once the server hosting the page is found via the domain, (which could be anywhere in the world), **the content is downloaded to John's computer and viewed through his browser.**

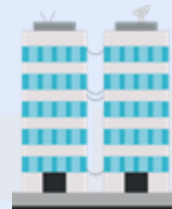




Mobile Network Operator (MNO)



Internet





John's  
House



Internet Service  
Provider (ISP)



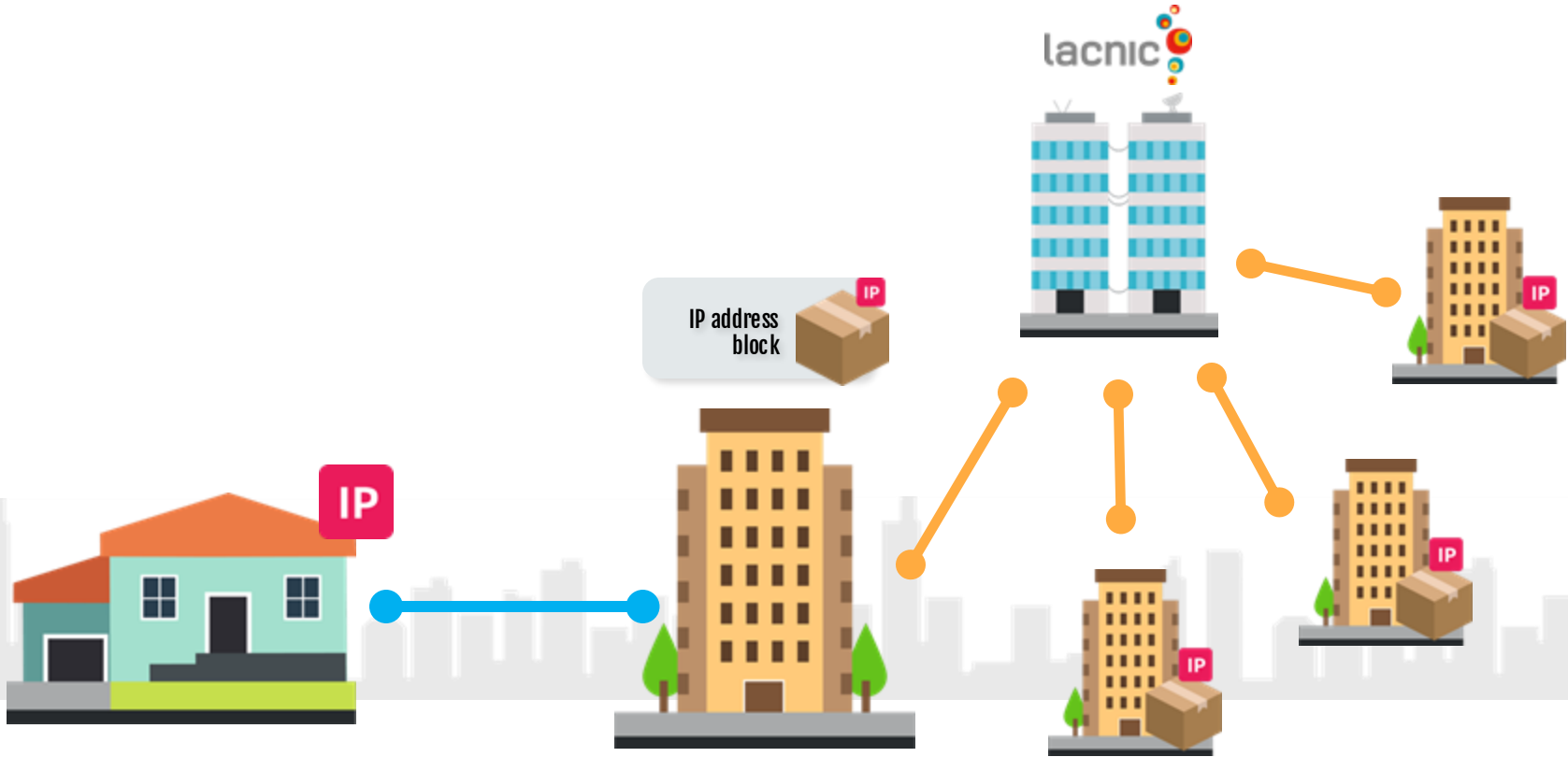
John's  
House



Internet Service  
Provider (ISP)

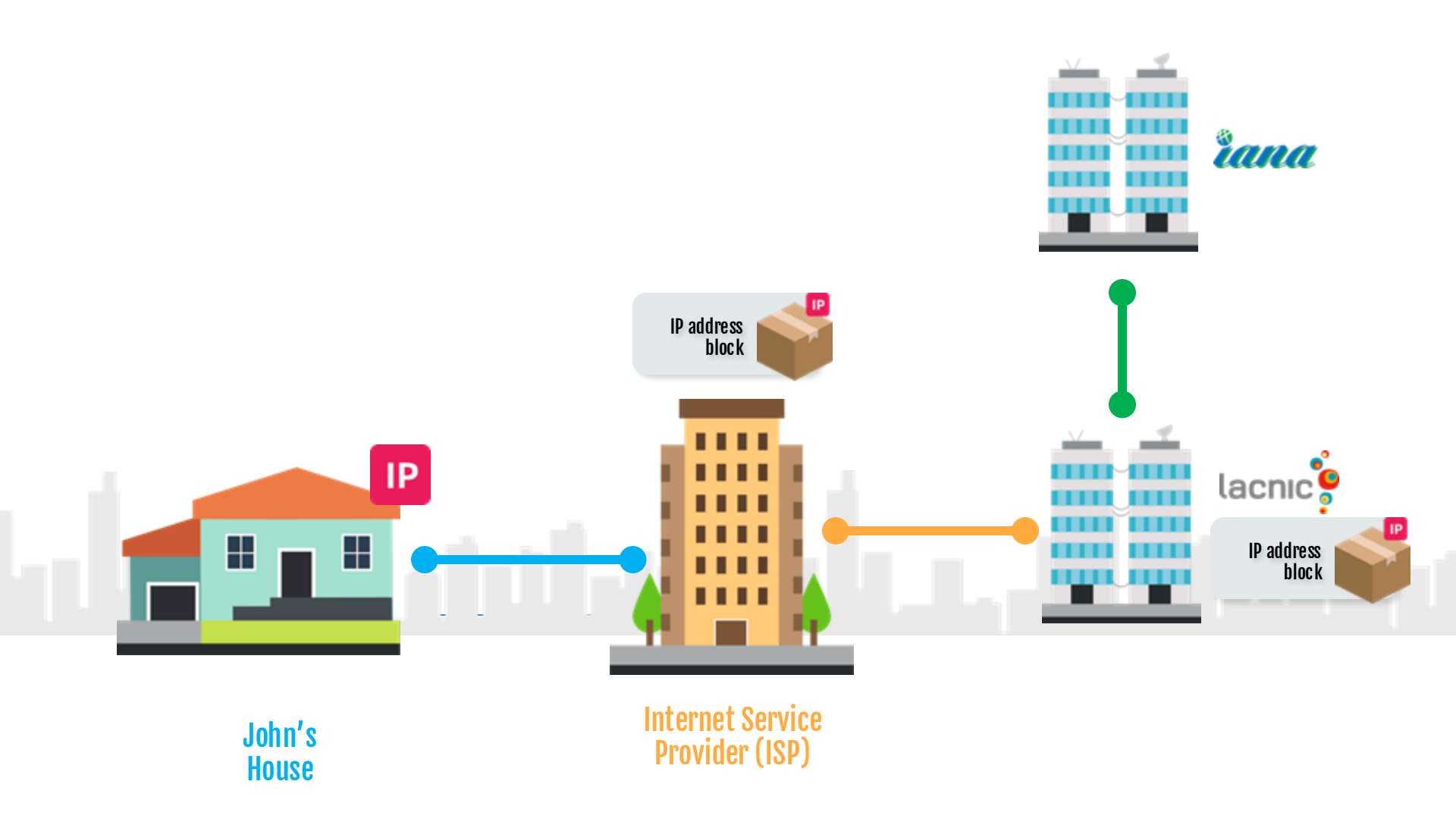


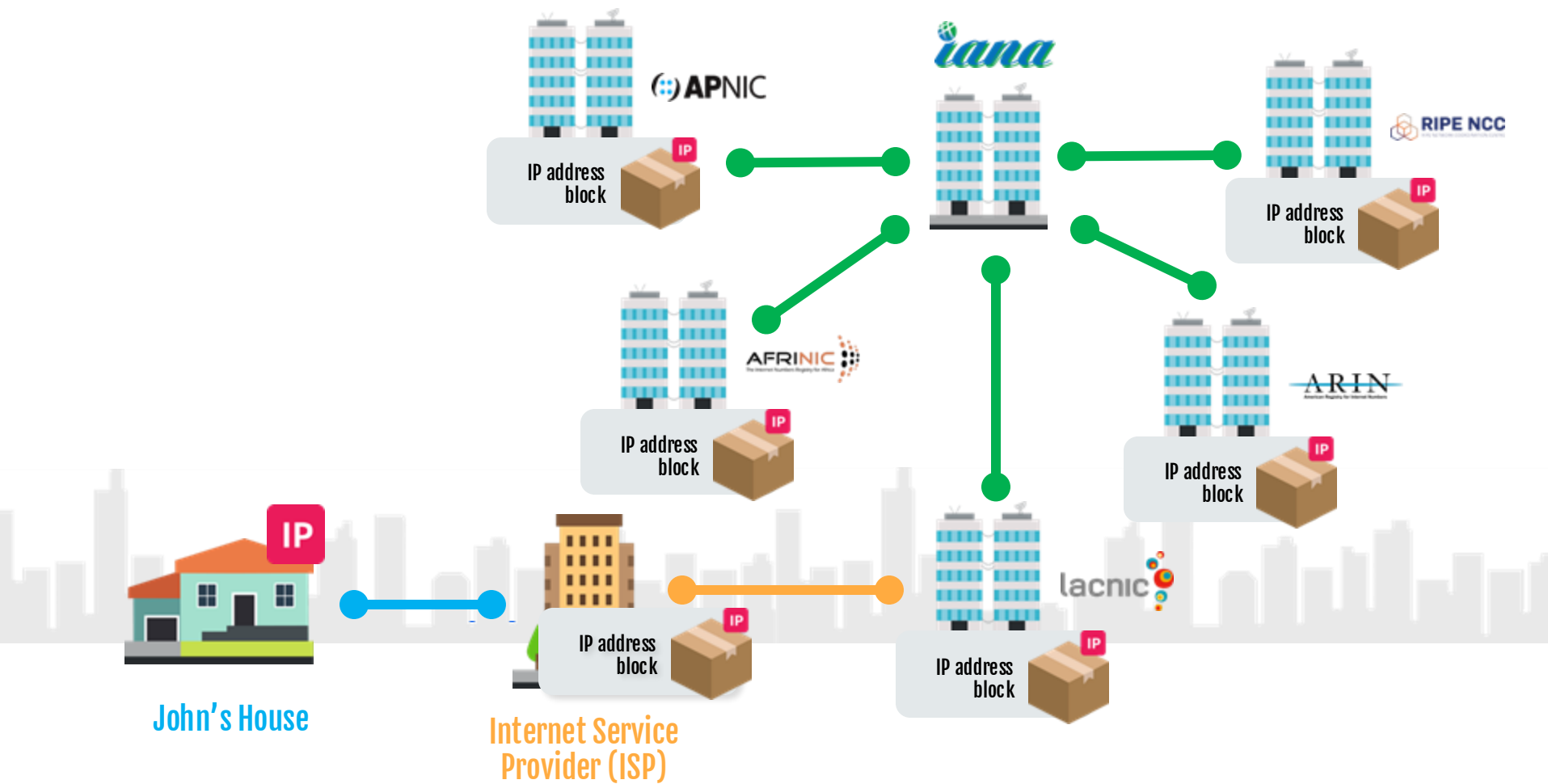


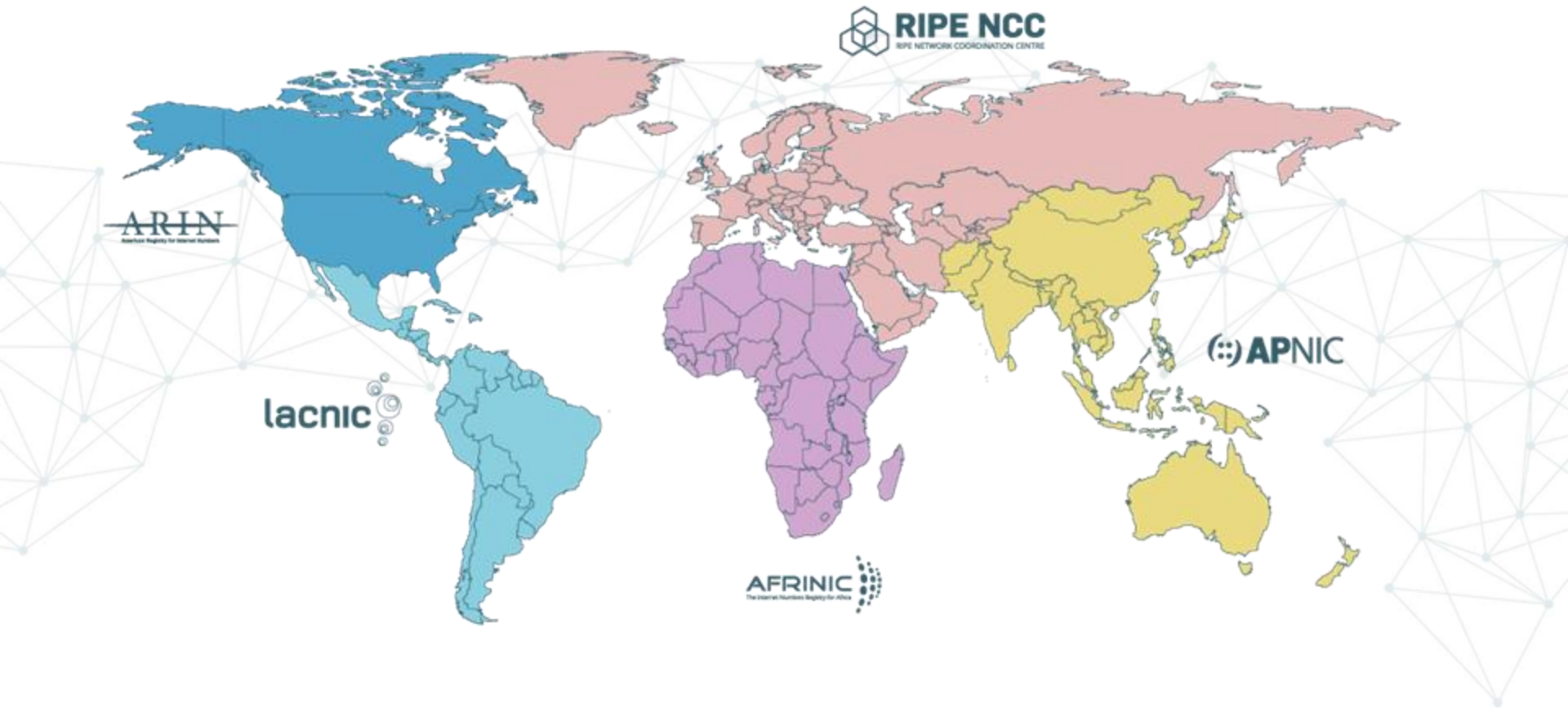


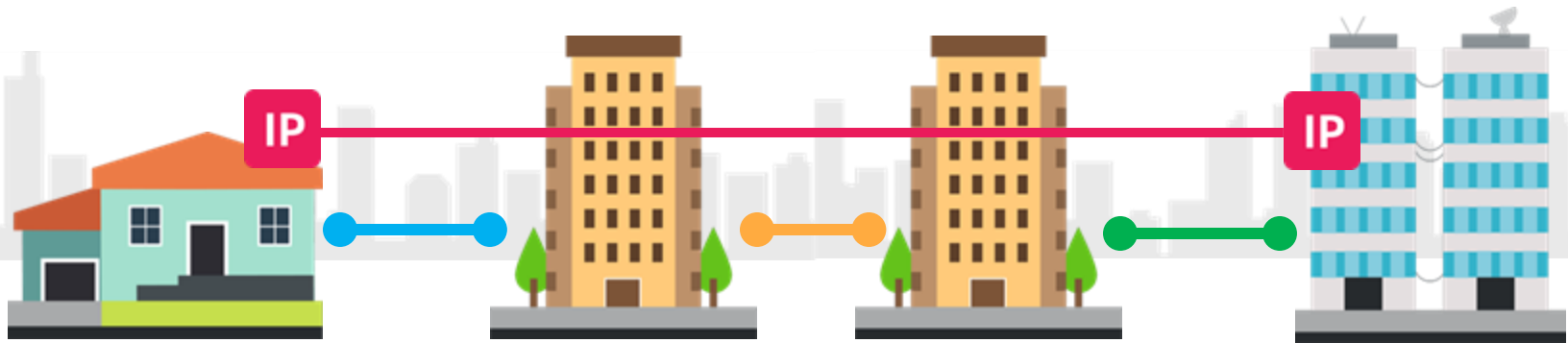
John's  
House

Internet Service  
Provider (ISP)







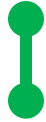


John's House

Internet Service  
Provider (ISP)

Corporate Internet  
Service Provider (ISP)

Hosting of the page  
university.edu.tt



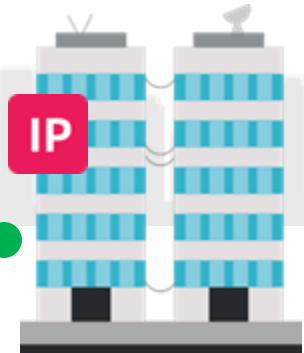
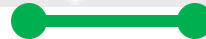
John's House



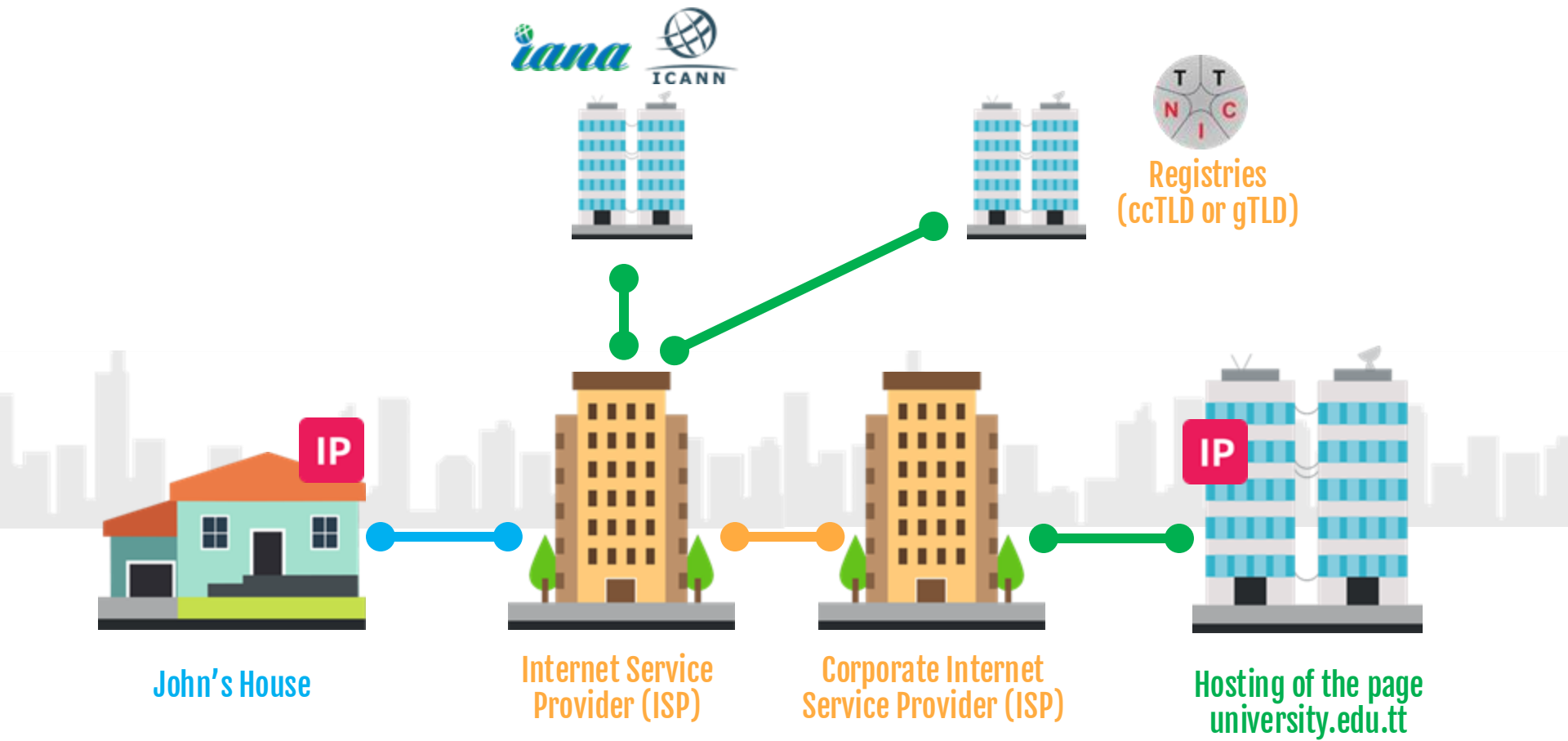
Internet Service  
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Corporate Internet  
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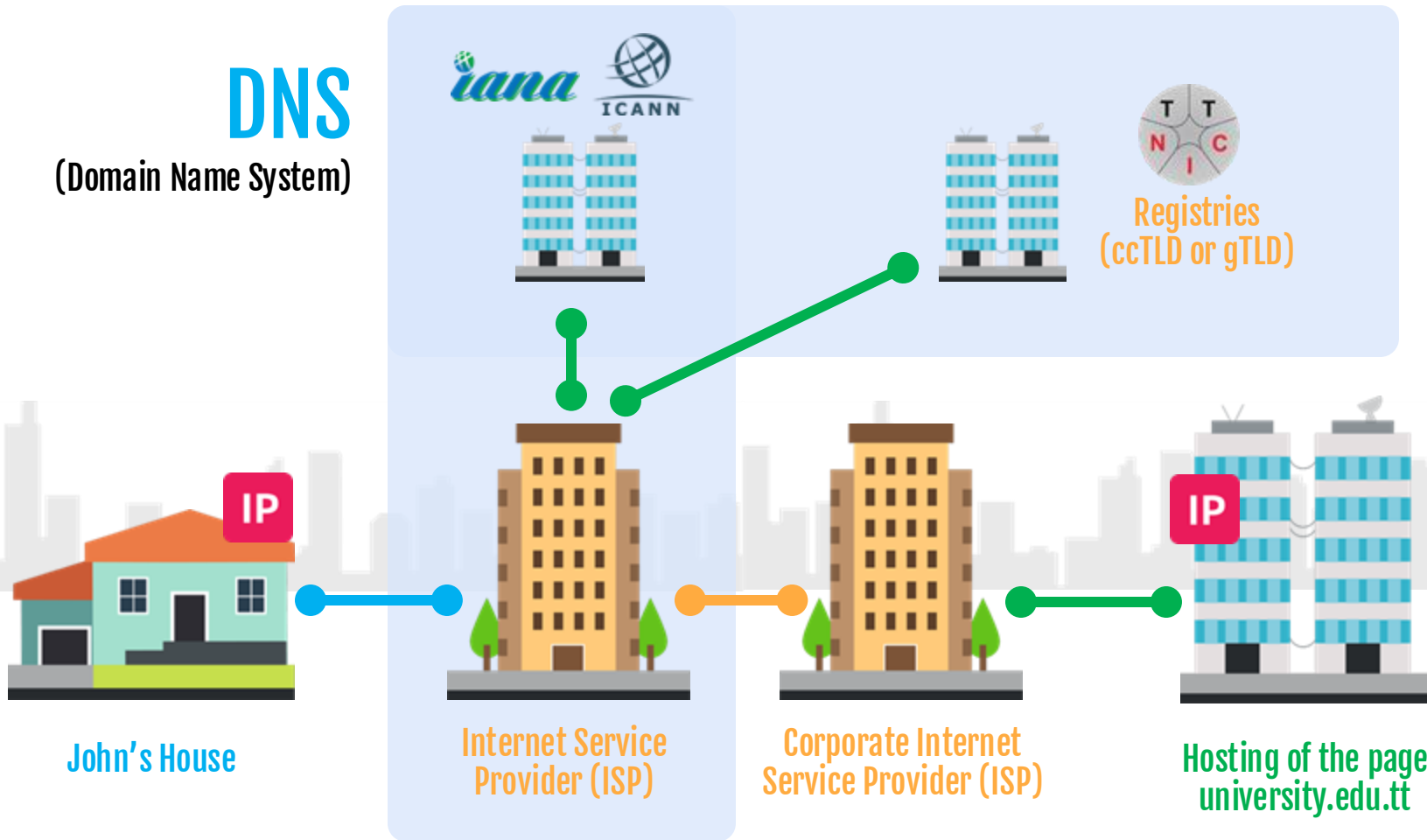


Hosting of the page  
[university.edu.tt](http://university.edu.tt)



# DNS

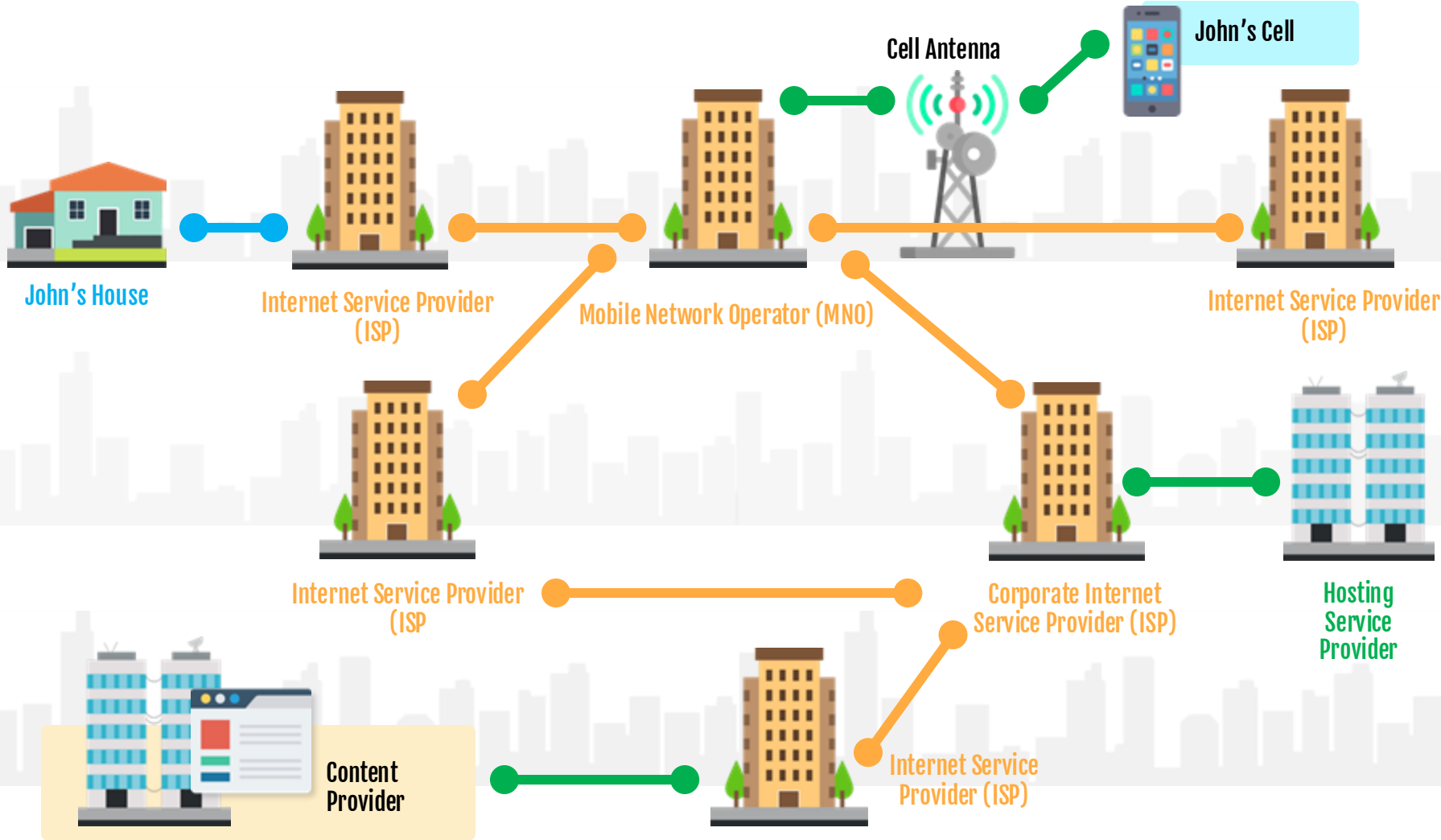
(Domain Name System)

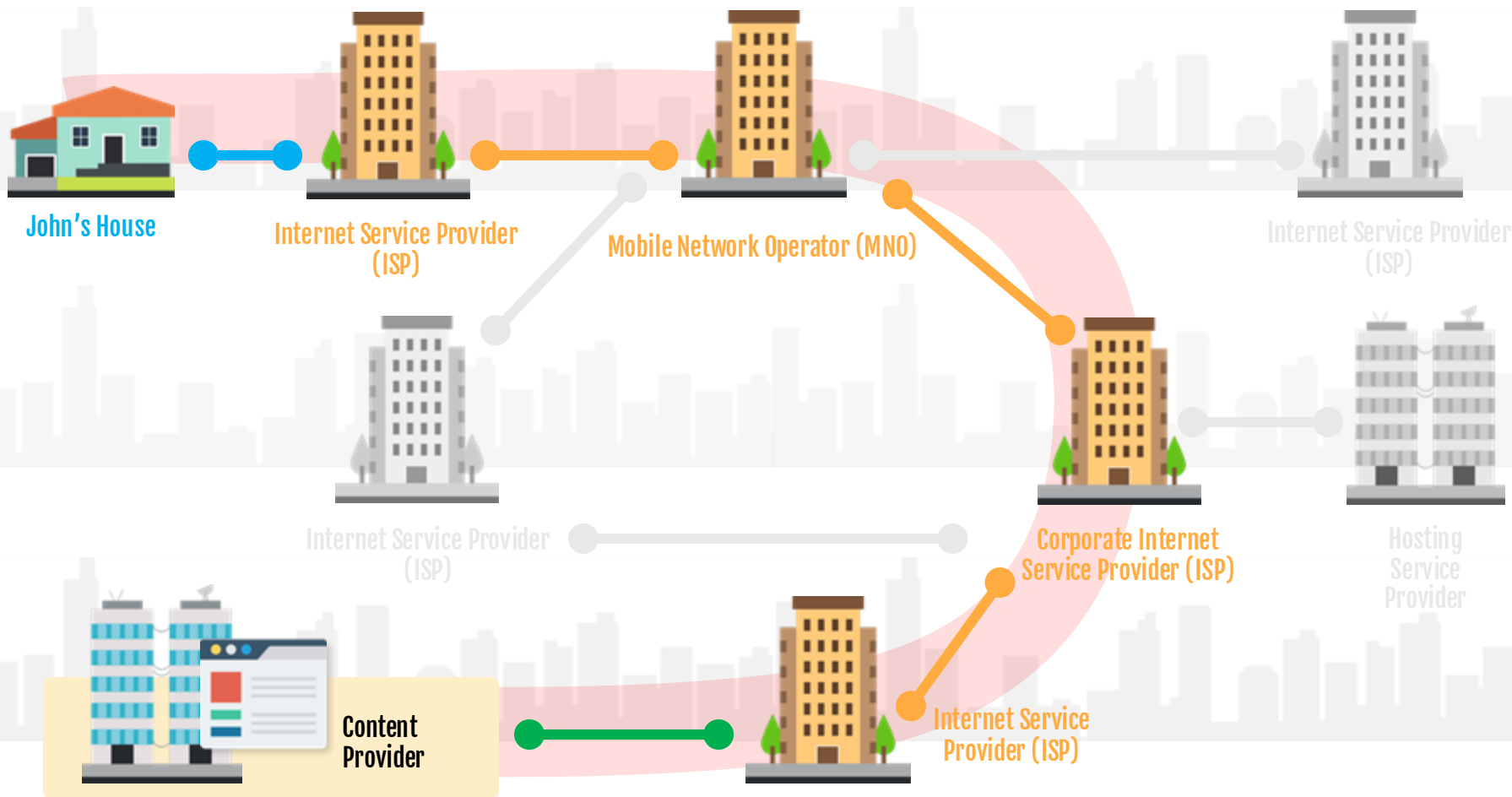


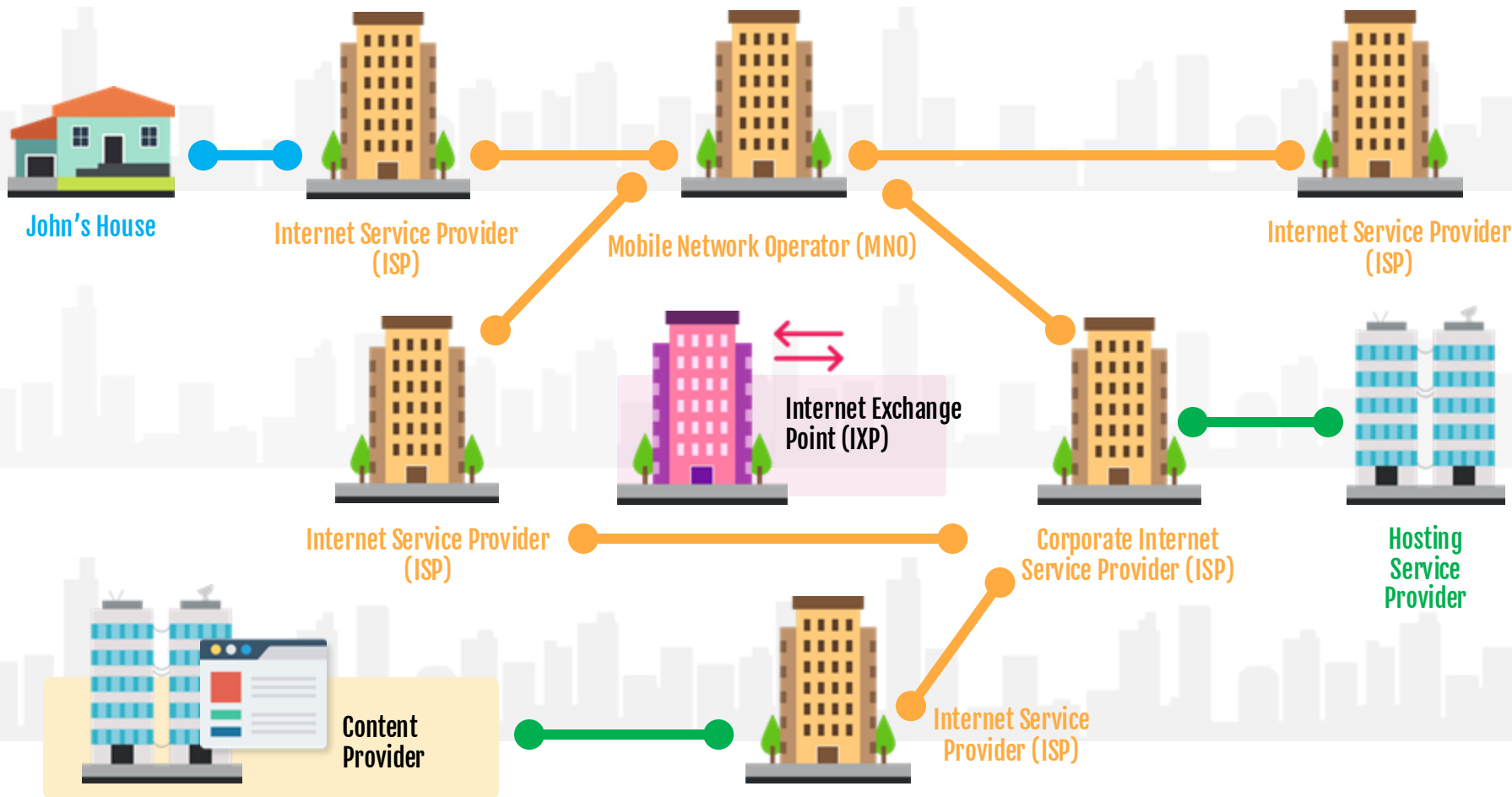


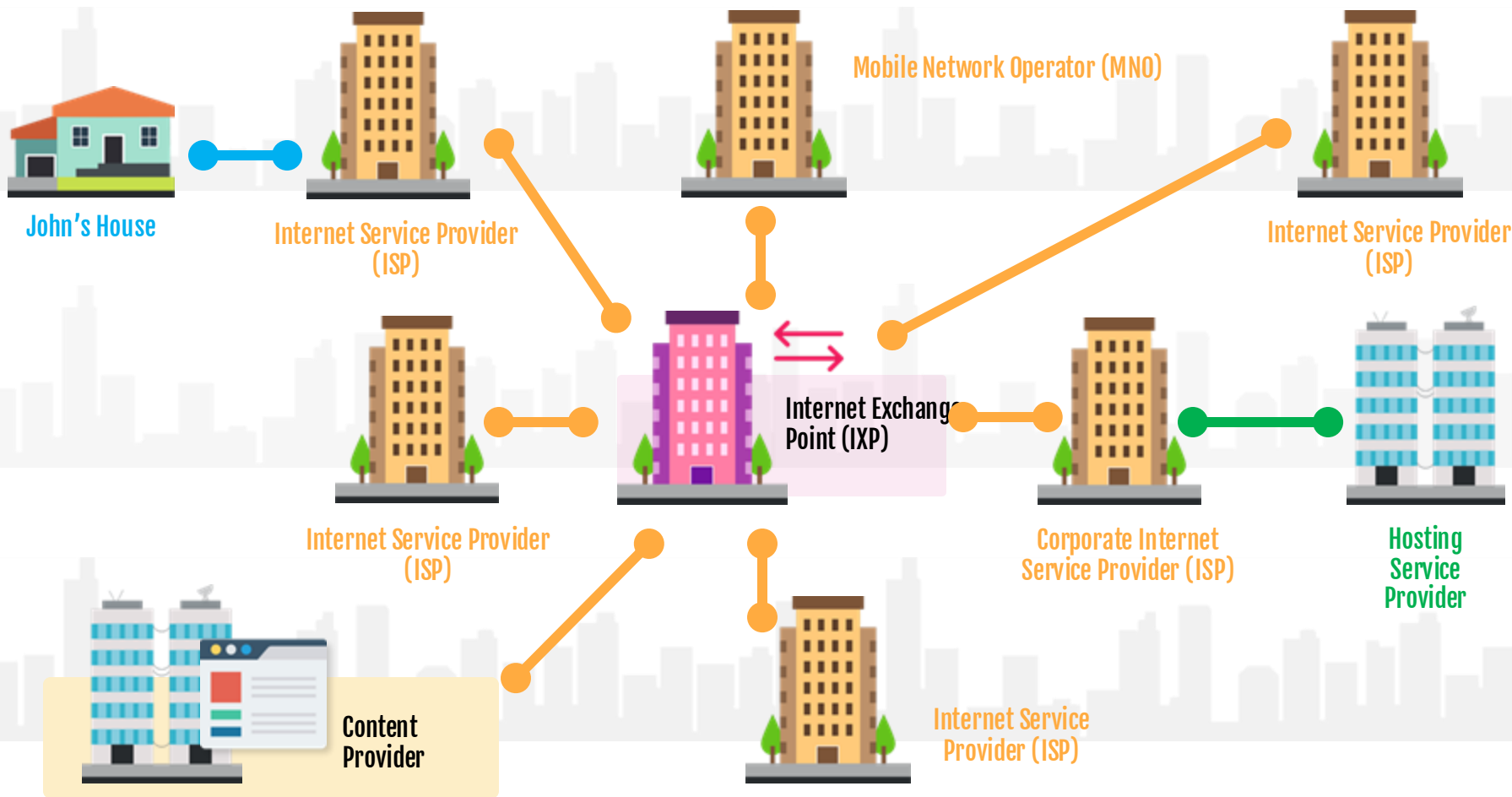
If John needs **listen to sound clips or watch videos** for his research, we will certainly find other players and services that ensure he can hear and see high-quality media.

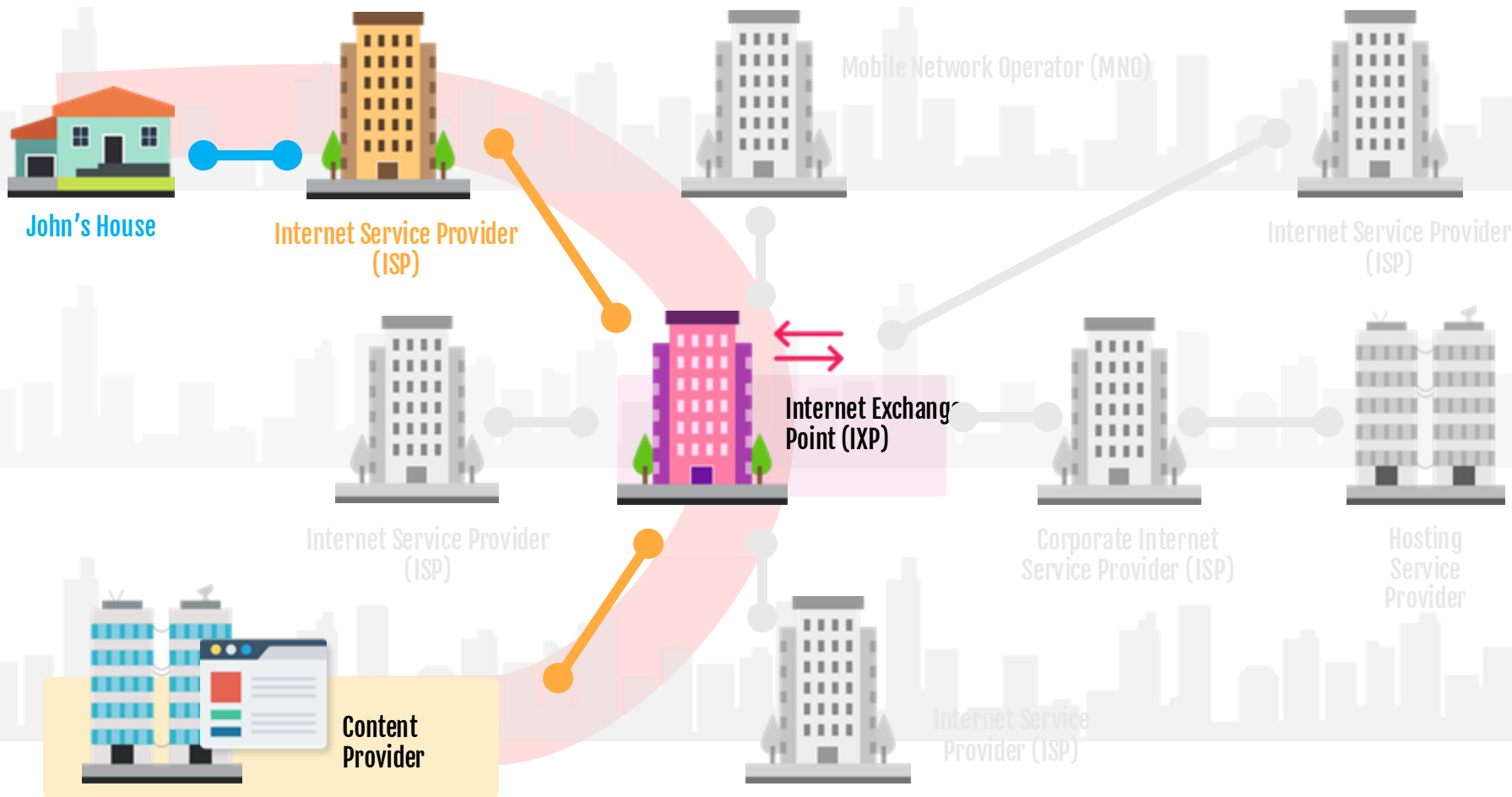


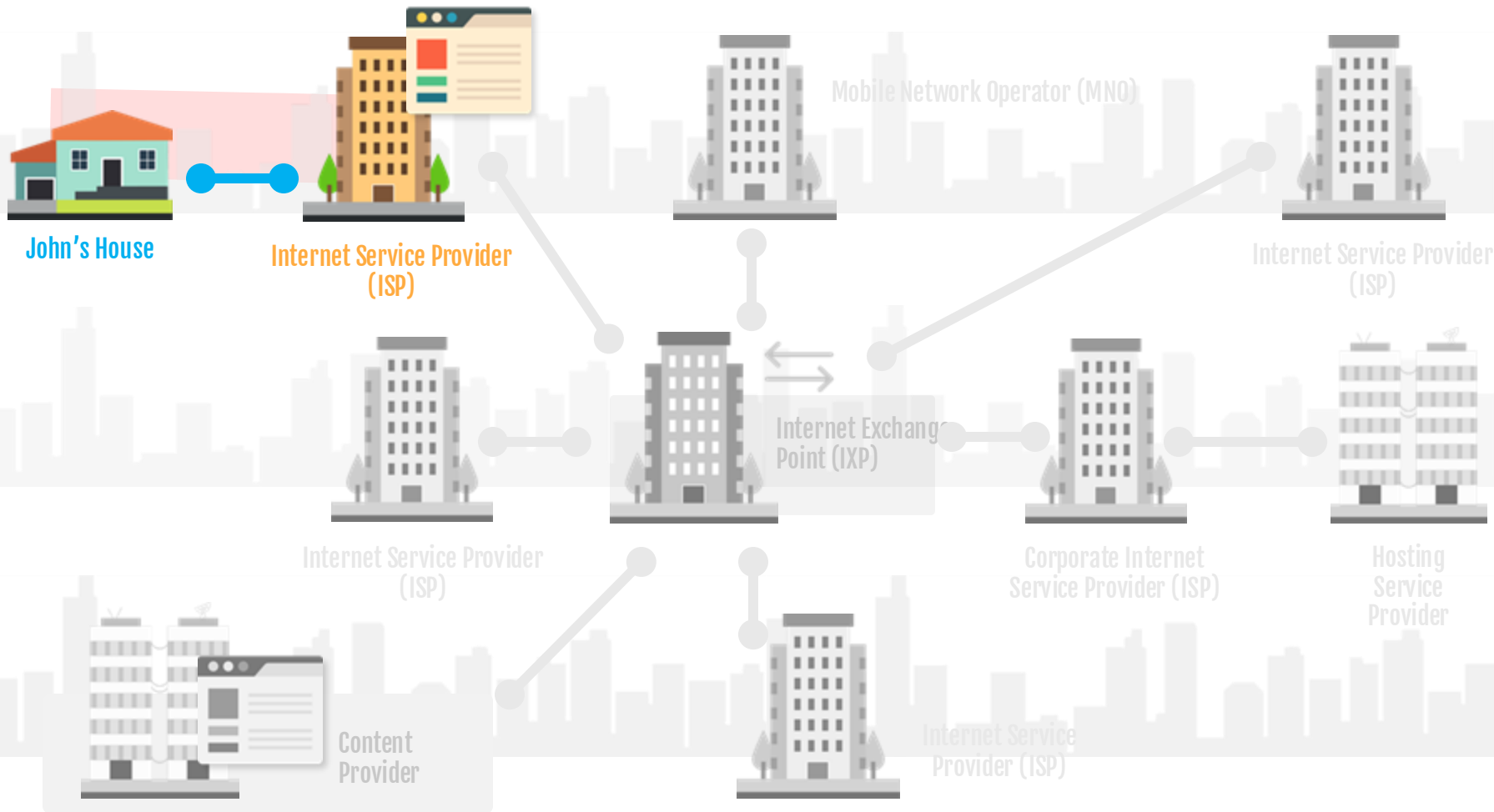


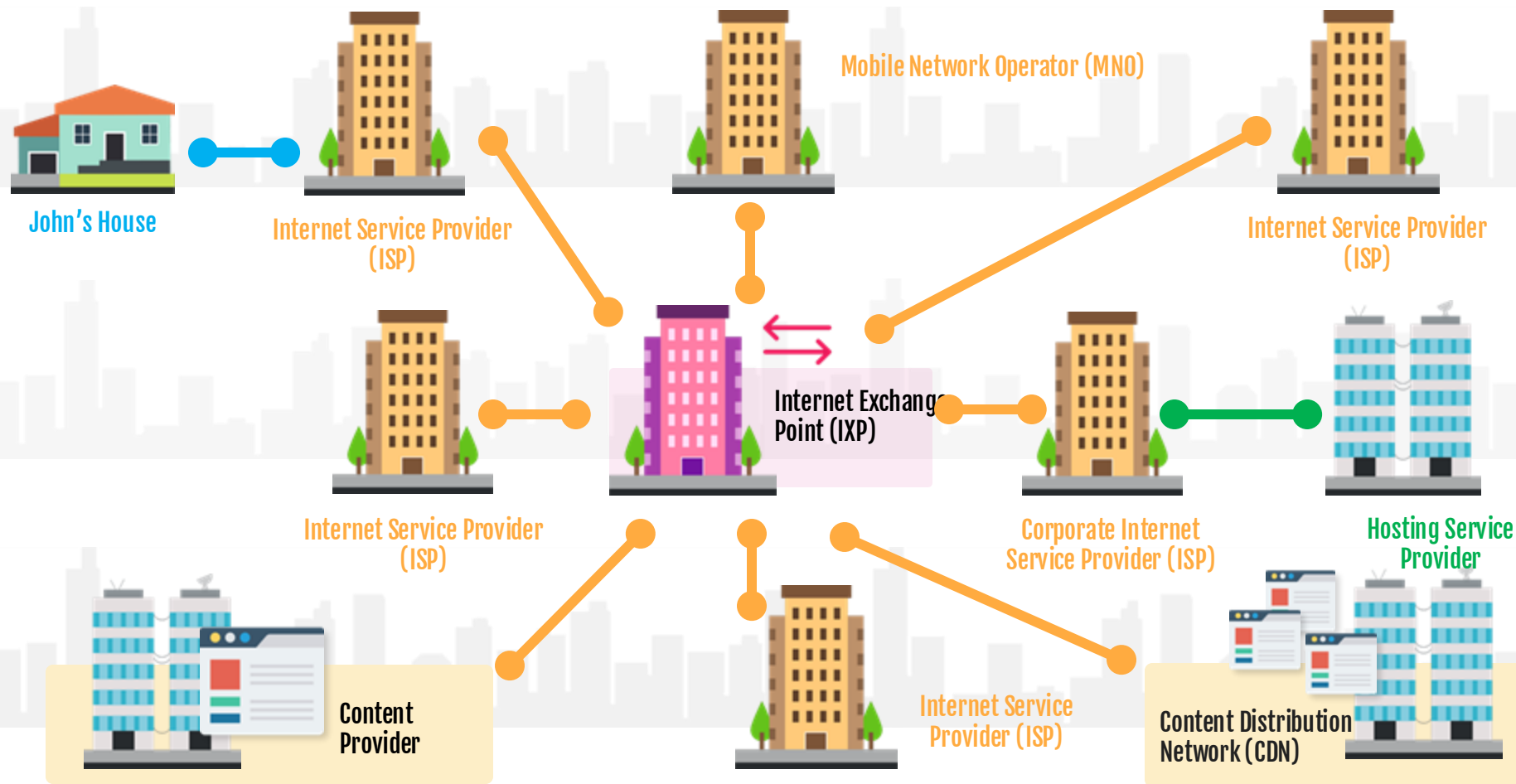






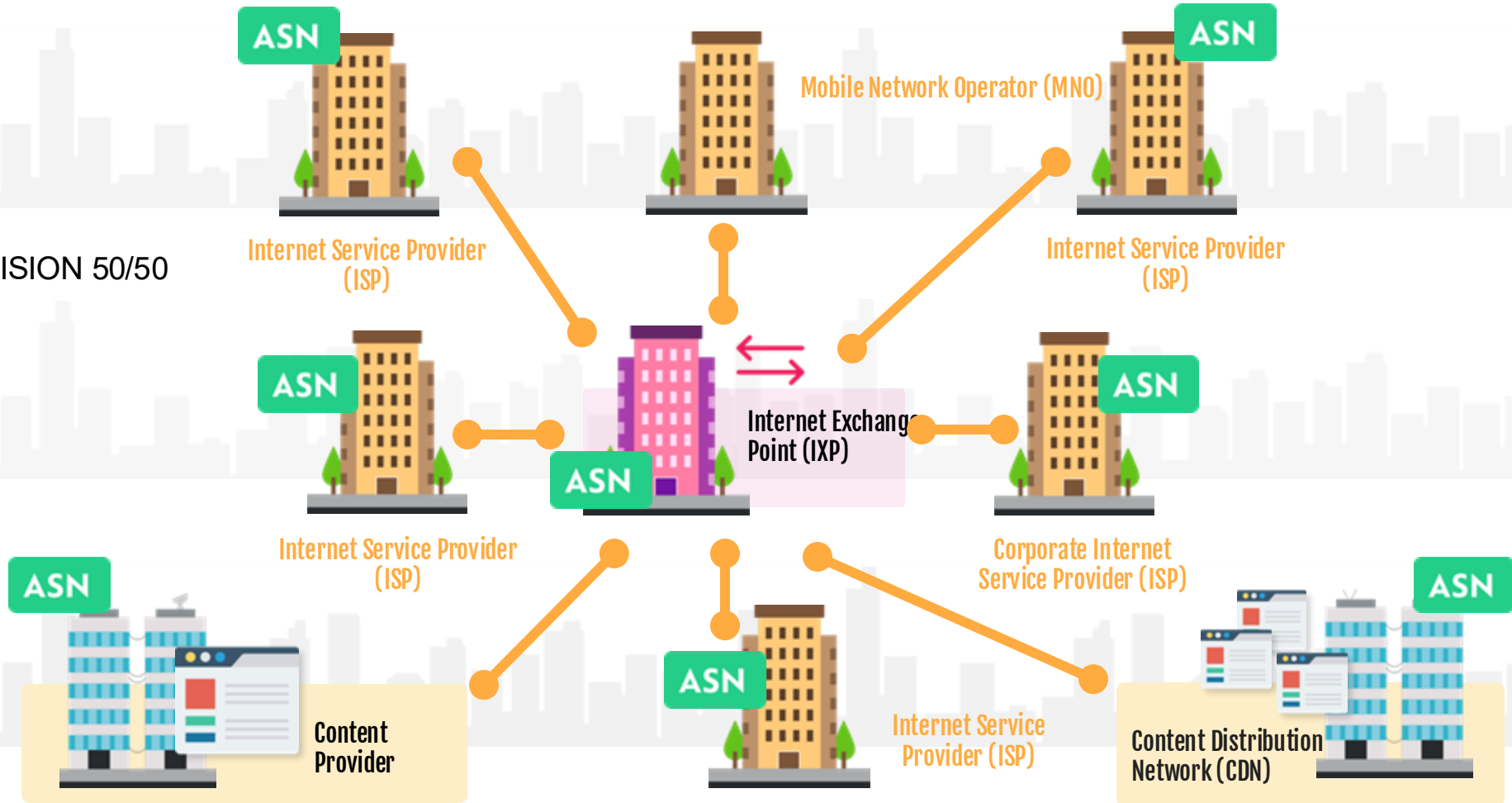








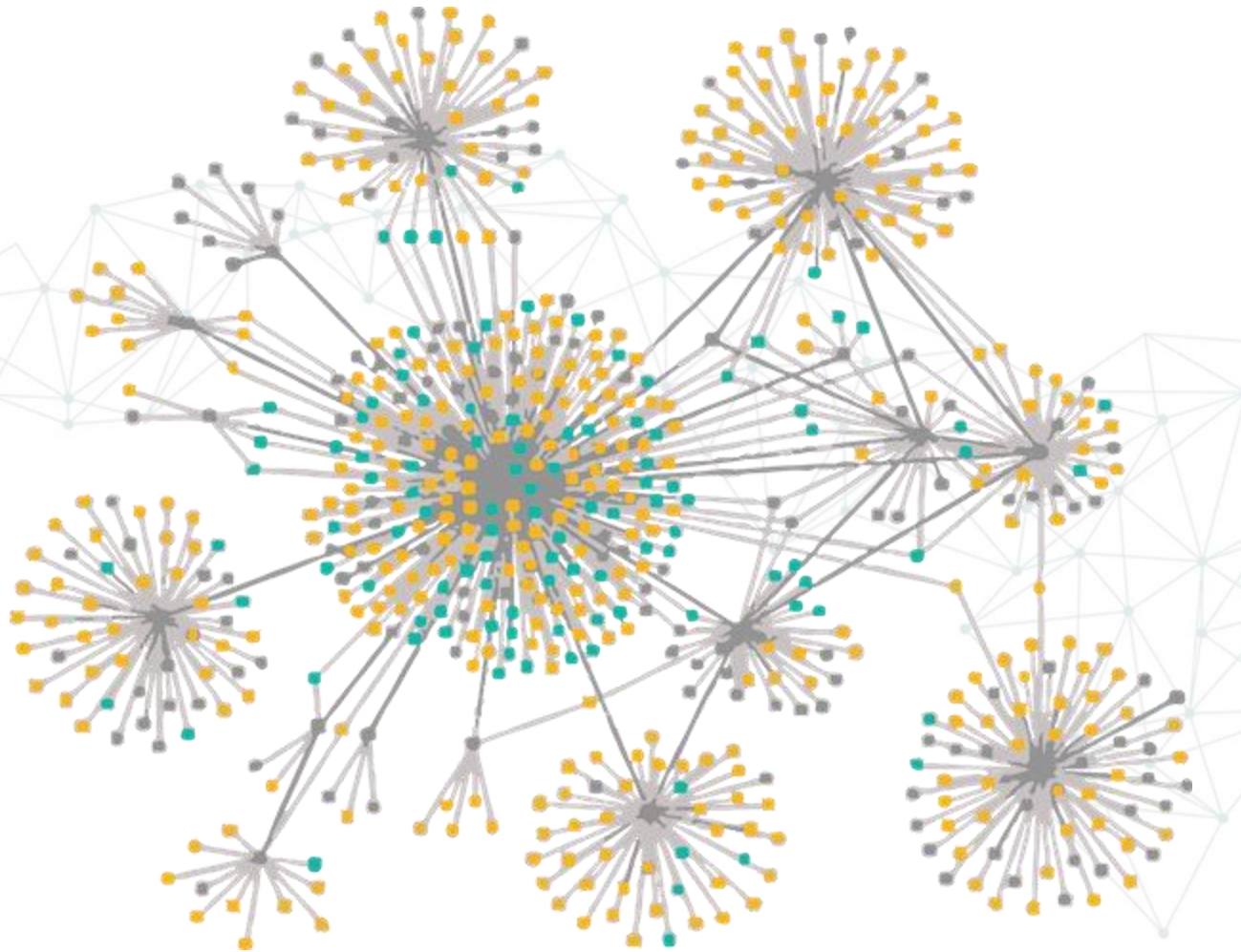
VISION 50/50



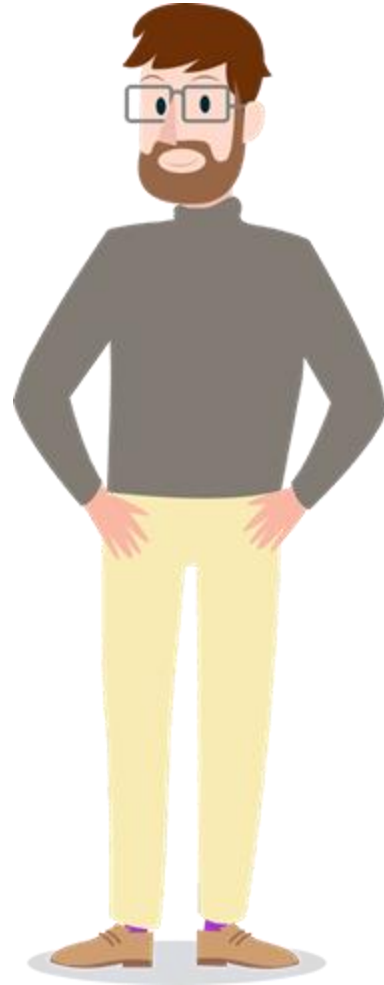
More than

**90,000**

Networks or ASes



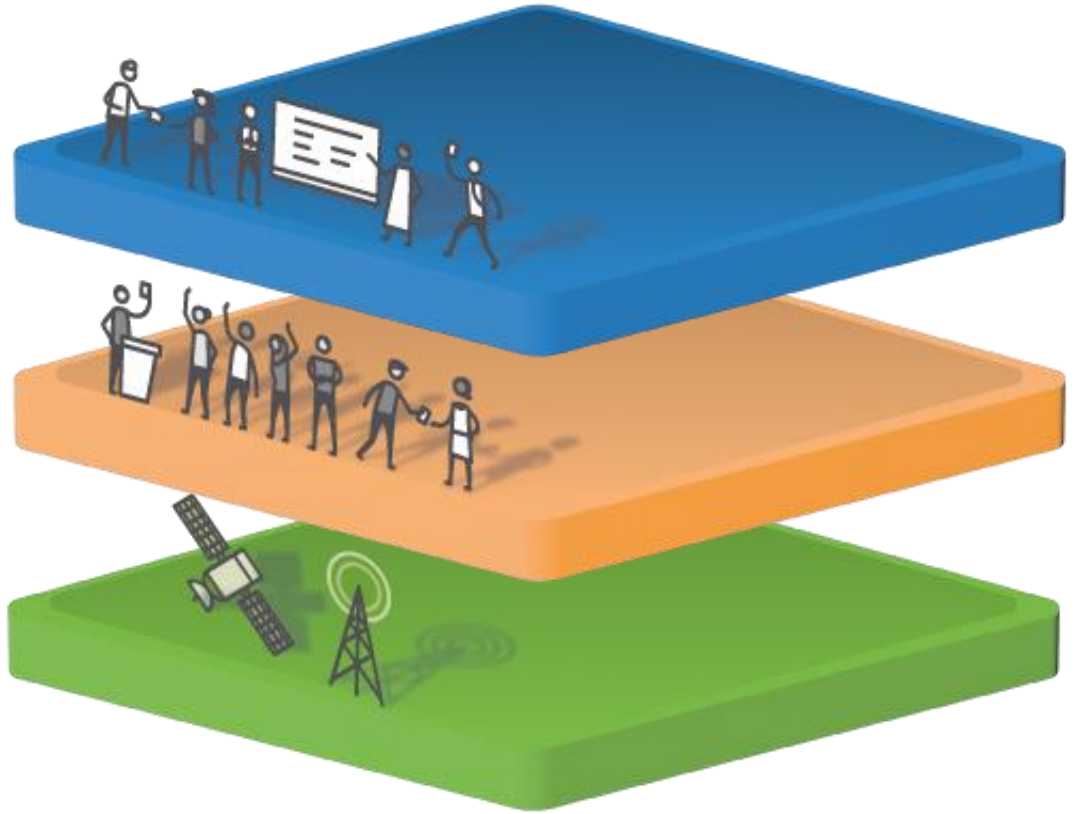
# 3 Digital Governance Layers



Economic &  
Societal Layer

Logical  
Layer

Infrastructure  
Layer



## LAWS, POLICIES, AND REGULATIONS

Governing bodies in local, national, regional, and international spheres are engaged with their citizens and with other bodies to develop and apply laws, policies, and/or regulations. The transnational nature of the Internet must be synchronized with the established international system of governance and laws.

## INDUSTRY AND TRADE

Manufacturing, retail, supply chain/logistics, healthcare, finance, etc.  
Such as Amazon, eBay, Alibaba, Rakuten, Sony, Toyota, Coca-Cola, Boeing, Alcatel-Lucent

## NEWS AND INFORMATION

Newspapers, broadcast, personal & professional blogs, social media.

## USERS

There are over 3 billion users worldwide. Most users connect to the Internet through their mobile phone.



## EDUCATION

Online universities, research, tutorials, classroom engagement.

## APPLICATIONS

World wide web, email, cloud, VoIP, mobile apps.

## ENTERTAINMENT

Music, movies, television, games.  
Such as iTunes, Spotify, YouTube, Amazon, Netflix

## CIVIC AND HUMAN RIGHTS

Privacy, identity, access to content, freedom of expression, cybercrime, consumer protection, cultural diversity, and many more.

## SOCIAL MEDIA

Sharing photos, videos, ideas and information.  
Such as Facebook, Twitter, Instagram, Tencent QQ, WhatsApp

## SECURITY

Cybersecurity, cyber warfare, cyber espionage, cyber terrorism, and many more.

## MOBILE

Smart phones, tablets, cars. There are now more mobile devices on the planet than people.

## KEY GOVERNANCE ACTORS

- IGF
- Technical Organizations (ISOC, W3C,...)
- NETmundial
- World Economic Forum
- National Governments
- Civil Society
- Intergovernmental Organizations (OECD, UNESCO,...)
- Law Enforcement Agencies

## ROOT SERVICES

12 organizations from 4 countries administering 13 different root servers that provide top-level DNS services via hundreds of machines in dozens of countries.

~500 Anycast copies worldwide.

## THE ROOT ZONE



## NAMES



## NUMBERS



## INTERNET PROTOCOLS



## IDENTIFIERS' PUBLIC REGISTRIES



## DOMAIN NAMES

- ~300 Country Code Top-Level Domains (ccTLDs) such as .fr, .br, .uk, ...
- ~600+ Generic Top-Level Domains (gTLDs) such as .com, .biz, .realtor, ...
- ~1500+ Domain Name Registrars such as GoDaddy, Network Solutions, Register, ...

## IP ADDRESSES

- IPv4: More than 4 billion addresses.
- IPv6: 340 undecillion (trillion, trillion, trillion) addresses.
- 5 Regional Internet Registries (RIRs) who coordinate policy related to Internet address resources.

## PROTOCOL PARAMETERS

Protocol parameters are the commands and identifiers that are used inside protocols, the structured communications used for the web, email, etc., to transfer the information.

These parameters are used in standards defined by the IETF in coordination with other standard organizations such as the W3C. e.g. TCP/IP, VoIP, HTTP, HTTPS.

## KEY GOVERNANCE ACTORS

- ETSI
- ICANN / IANA
- IETF
- ISO
- ITU
- NRO
- TLD Operators
- W3C

THE INTERNET BACKBONE (IP NETWORKS) 90% is privately owned by global companies like: Level 3 Communications, TeliaSonera International Carrier, CenturyLink, Vodafone, Verizon, Sprint, AT&T



INTERNET EXCHANGE POINTS (IXP)  
~550 points worldwide.



TERRESTRIAL CABLES



UNDERSEA CABLES  
~300 cables that transmit 90% of all international Internet data.



SATELLITES  
~3000 communications satellites in use, many used now for Internet data.



WIRELESS SYSTEMS  
~824,000 wireless towers worldwide.

## KEY GOVERNANCE ACTORS

- GSMA
- IEEE
- IETF
- ITU
- National ICT Ministries
- Network Operator Groups



# Economic & Societal Layer

## Applications

(WWW, E-mail, VoIP, etc)

## Online Education

## Entertainment

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# Logical Layer

Protocols

IP Addresses

Domain Names

Root Servers

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## IDENTIFIERS' PUBLIC REGISTRIES



# Infrastructure Layer

Networks

Routers

Means of  
transmission



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EXCHANGE  
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~300 cables that  
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**SATELLITES**  
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satellites in use,  
many used now for  
Internet data.



**WIRELESS SYSTEMS**  
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# Thank You

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