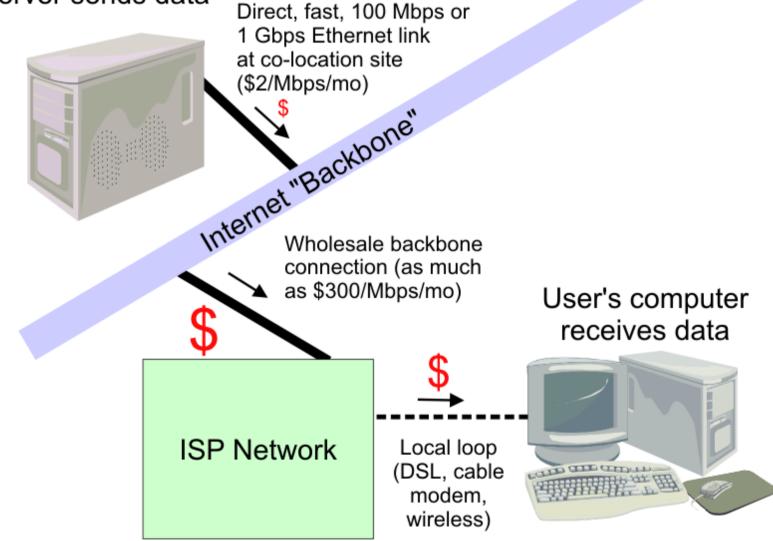
Client-Server Content Delivery

Content provider's server sends data



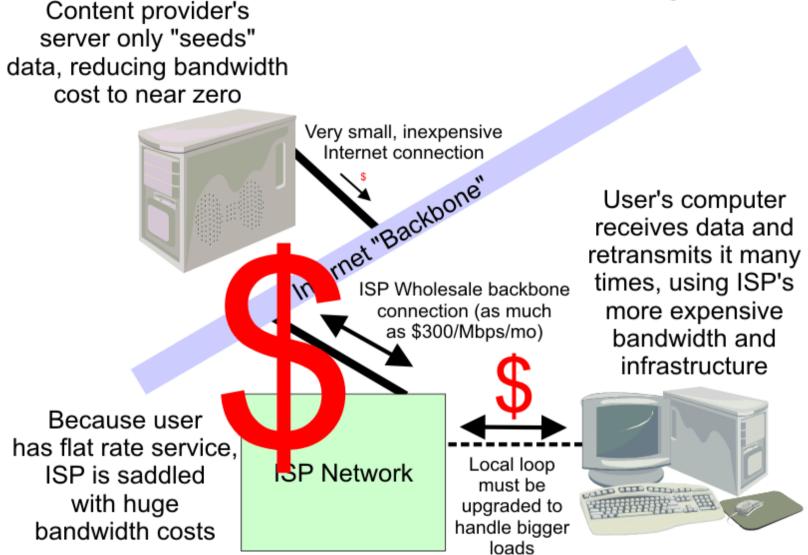
Does restricting P2P limit speech? Or access to lawful content and services?

- . Any content or service deliverable via P2P is also deliverable via other means
- Therefore, if content is inaccessible, it is not the fault of an ISP who blocks P2P simply to prevent cost-shifting or enforce its terms of service. The onus falls upon the content provider to offer non-P2P-based access as an alternative.
- Examples of P2P-based and non-P2P-based services:

Service	P2P vendor	Non-P2P vendor
Telephony	Skype	Vonage
Video	Vuze	YouTube
Gaming	Blizzard Entertainment*	Blizzard Entertainment*

* Blizzard Entertainment allows both P2P and non-P2P downloads of updates to its online games.

P2P Content Delivery



Seven Principles

"Seven Network Neutrality Principles and Guidelines for Appropriate Regulation" at <u>http://www.brettglass.com/</u> <u>principles.pdf</u>

Contains *original* principles of "network neutrality," including prohibition of anticompetitive conduct

Recognizes that content providers as well as ISPs have responsibilities -- in particular, to make content accessible via software that does not attempt to exploit ISPs' networks or set up servers there without permission or compensation

Disclosure of ISP terms of service required

. Right of network operators to halt abuse preserved

Document is a work in progress; input welcome