High level issues

» *Longevity and evolution*

» *Common substrate or infrastructure architecture*

- Information/data model
- Computational/communications model
- Common services (abstractions) to support models

Information/data model

- Should there be a single naming paradigm for all objects within the infrastructure?
- What should be included in the term "objects"? Should we even be deciding this?
  - static objects, eg files, "papers", data sets
  - links
  - types in some typing model
  - services
  - agents
- Should "objects" be typed in some way and, if so, what should it be?

Computation/communication model

- Should we be defining such a thing in the infrastructure?
- If not, are there architectural components that we should be defining that would support such models, e.g. scopes?
- If yes, in the light of the comments on caching and multicast, how similar or different should it be from your favorite programming language? What are important features?

Common Services

- If we believe in longevity and evolvability, can we define the interfaces for common services, or must these be able to evolve as well?
- If these services are the embodiment of functionality or abstraction,what tools do we need to provide common services? (such as composition and tunnelling of functionality)