2.1.2 Domain View

return to Stakeholder Views

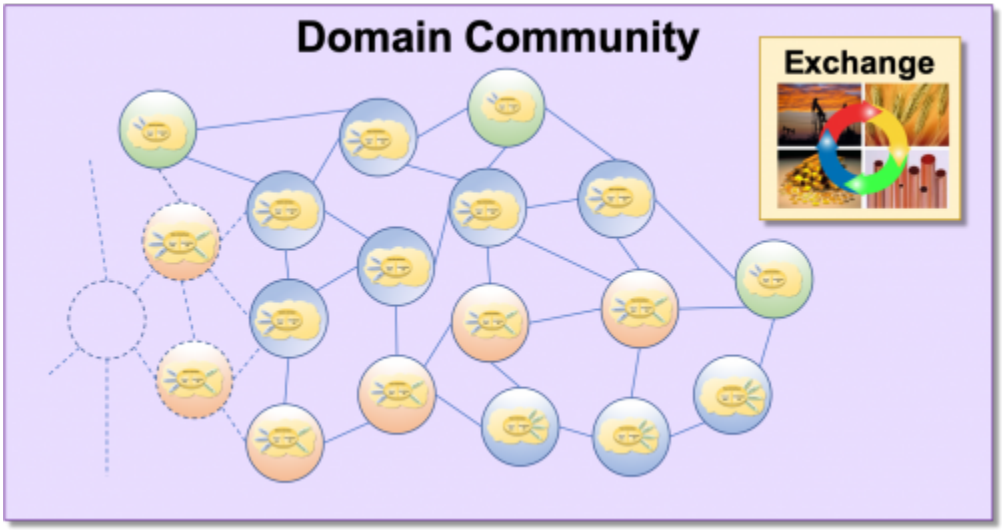

Figure 1: A Domain Community

The concepts of a **Domain View** are captured within the DIDO Domain Community.

A DIDO network consists of a system of nodes usually organized by a community of interest (CoI) connected together by a common, secure protocol – usually Transmission Control Protocol (TCP) and Internet Protocol (IP). Typically, each node executes its own copy of software that securely distributes data between the nodes. Data are generally contained within a transaction each node receives, interprets, and processes independently of the other nodes. Data can be as simple as base types such as integer, double, or string, or as complex as an entire document. All the data required to process the transaction may or may not be contained within the transaction or even the DIDO Network.

In most networks there is a one-to-one relationship between the system of nodes and fungible data managed by the network. For example, within the Bitcoin network, the *coin* is the Bitcoin. The system is solely dedicated to managing Bitcoin. In contrast, although Ether is the basic coin that drives the community and the system of nodes, Ethereum's software allows for multiple kinds of fungible data to be maintained within one network. For example, a single Ethereum network could manage Ether, customer loyalty reward points, and a registry of births and deaths.

Sometimes there is a need for multiple networks, each comprised of a different system of nodes. For example, there may be public networks or private (restricted) networks. Each network is centered on a particular kind of fungible data. Alternatively, the network might be aggregated into broader classifications such as those that have to do with currency (Ether, Bitcoin, etc.) and those that are based around customer loyalty reward programs (e.g., frequent flyer, guest, buyer programs). Still other networks might be based on public records (e.g., births, deaths, divorces), or commodities such as grains or metals. Governments or large corporations may decide to create private networks since the base of nodes they own and control is large enough for redundancy and security and can run on a private Intranet. See: 2.3.2 Network Access Control Taxonomy

NOTE: Refer to 2.1.7 Relevant Community Standards for this view.