

Distinguished Expert Panel

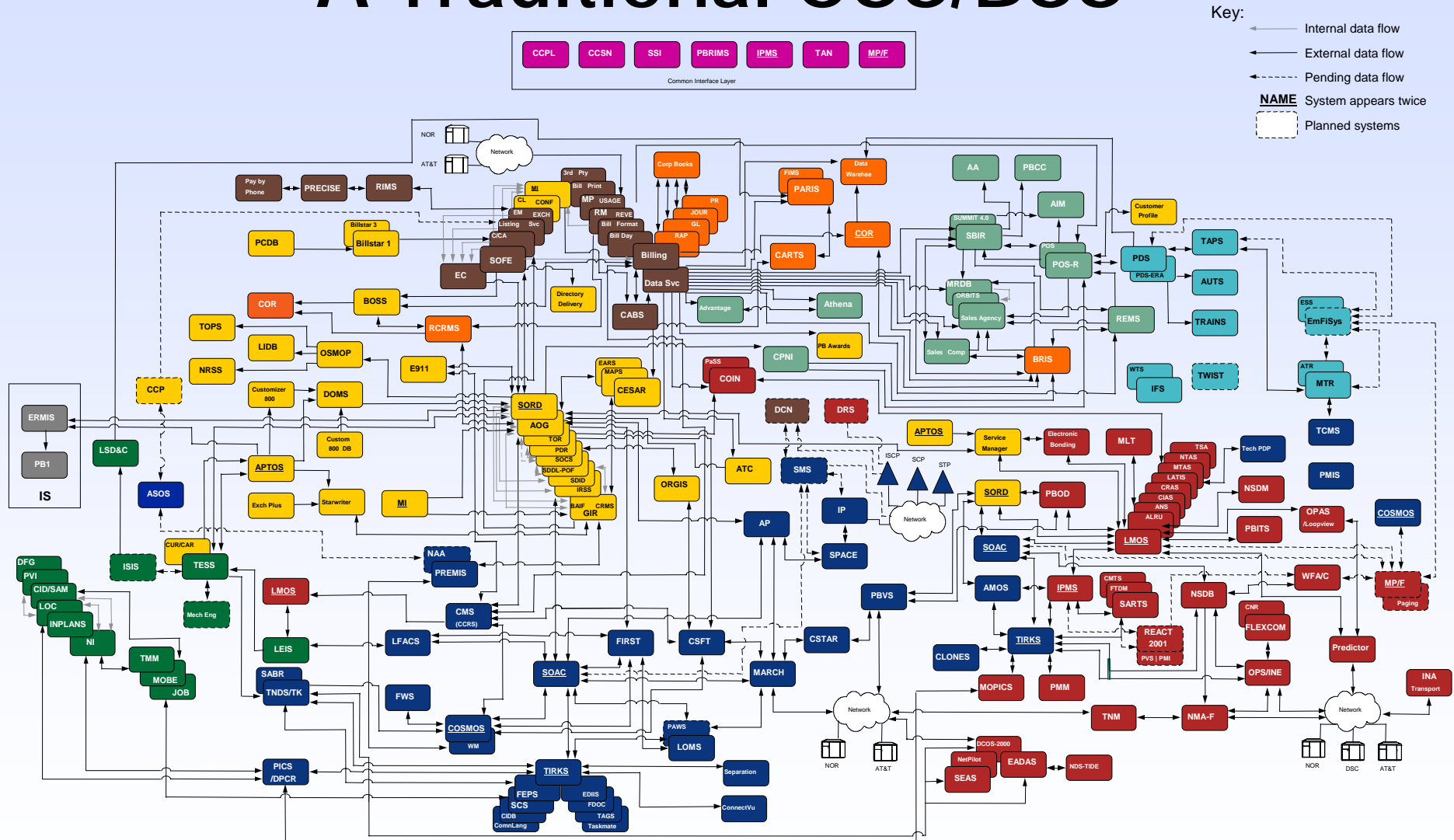
Management Challenges for New Networked Worlds

Meet Our Panelists

- John Strassner, Chair
 - Motorola Labs, Fellow and Director, Autonomic Computing
 - Associate Professor, Waterford Institute of Technology, Ireland
- Prof. Morris Sloman, Professor, Imperial College
 - Director of Research, Deputy Head of Computing Department
- Prof. Juergen Schoenwaelder, International Univ. Bremen
 - Professor of Computer Science
- Dr. Alexander Clemm, Cisco Systems
 - Senior Architect, Device Instrumentation Group
- Mr. David Raymer
 - Distinguished Member of the Technical Staff, Motorola

Complexity

A Traditional OSS/BSS



Complexity

- Business, system and operational complexity are all increasing, rapidly!
 - Developers make more complex systems, and the end-users and administrators pay the price
 - Systems are becoming too complex to have all of their interactions orchestrated at compile time
- Stovepipe OSSs and BSSs exacerbates this
 - Different devices have different programming models and interaction paradigms
 - Different management tasks require different skill levels
 - Different types of integration (e.g., a B2B transaction versus a service over heterogeneous devices) are proliferating
- Don't forget - users want SIMPLE systems!

Allow the Computer to Take Control, Should We?

- How can we build a self-governing system if it is too complex to comprehend?
- Can a computer system REALLY manage itself?
- What is to prevent a computer system from learning bad habits?
- Can a network EVER be self-governing? Self-configuring? Self-healing? Self-protecting?
- What is the role of Policy Management in such a system?
- What are the roles of standards in such a system? In particular, can network management standards evolve to help us?
 - TMF NGOSS, ITU, IETF, ...
- How do we build new network components that can collaborate with each other more intelligently, to
 - enable the network to deal with failures
 - to adjust to changing user needs or environmental conditions