Real-Time QoS Application Requirements

A Vendor Challenge

Sally Long, Director QoS Dock Allen, Chair Joint Real-Time/QoS WG

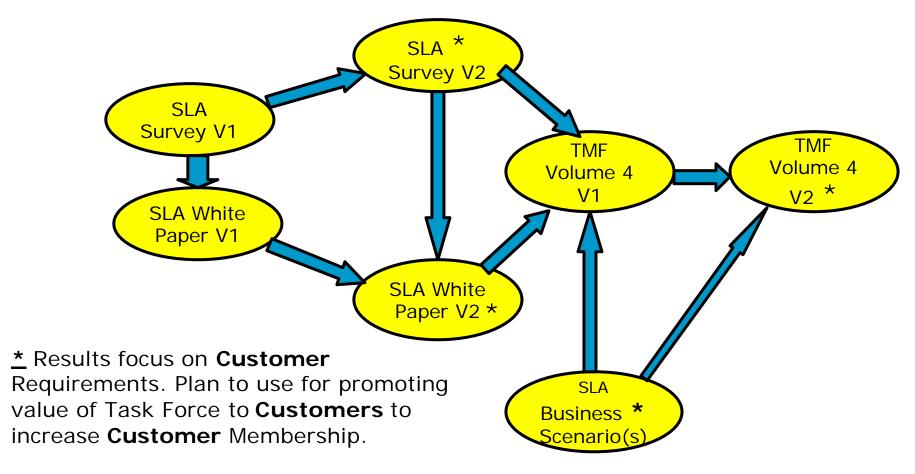


Structure of QoS Work Package

- QoS Work Package consists of these four separate Work Areas:
 - QoS Enterprise SLAs
 - QoS Real-Time
 - QoS Application Manageability
 - QoS Standardization Strategy

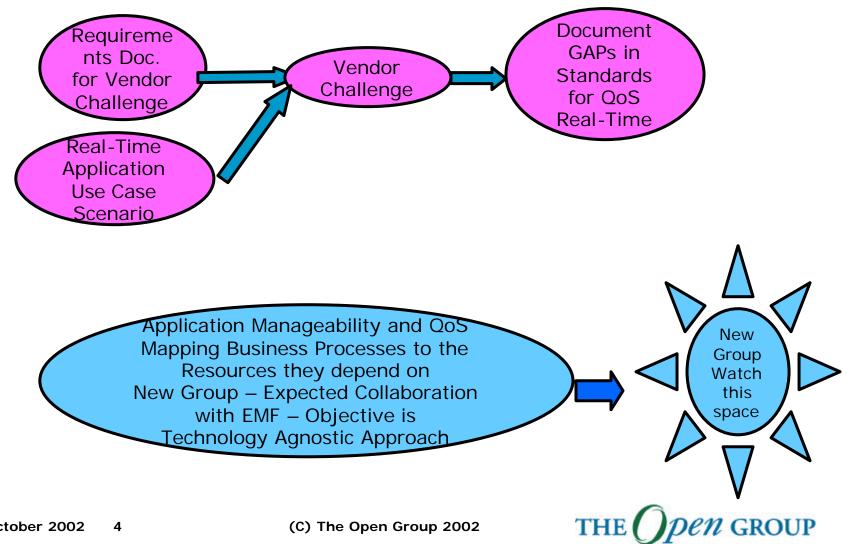


Roadmap QoS Enterprise SLA Work Area



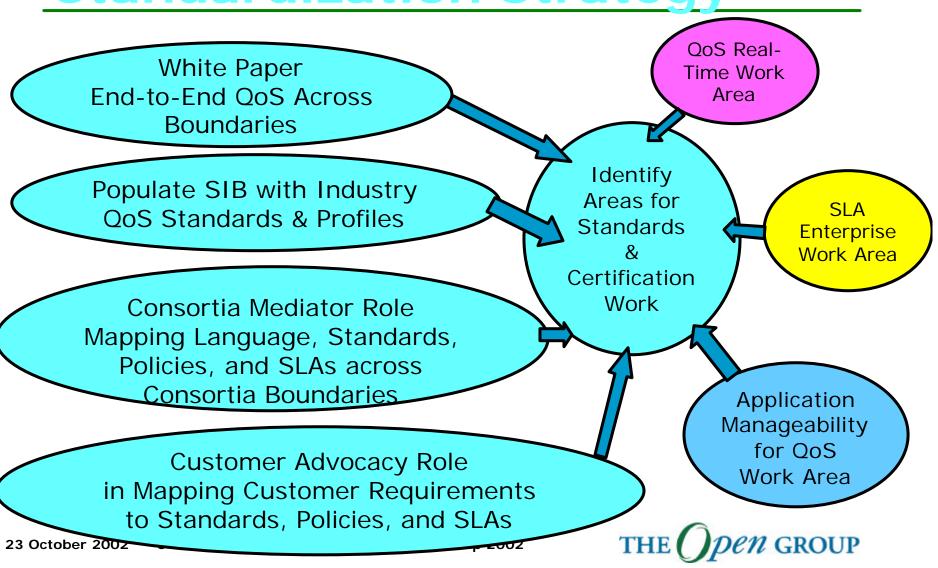


Roadmap for: QoS Real-Time, **QoS Application Manageability**

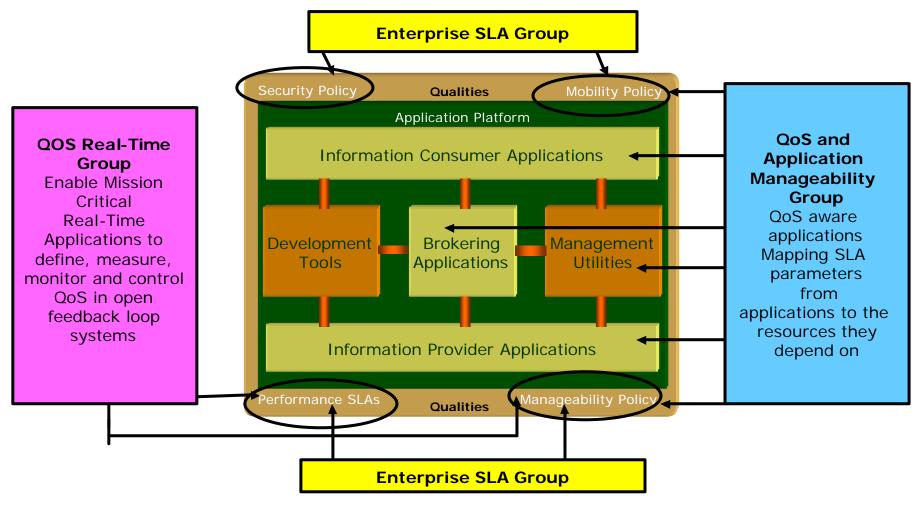


Roadmap: QoS

Standardization Strategy



Position with Target Architecture



Deliverables

- SLA Enterprise Work Area
 - V2 Survey and White Paper Q4,02
 - V1 Volume 4 of TMF SLA Handbook Q4,02
 - SLA Business Scenario(s) Q2,03
- Real-Time QoS Vendor Challenge
 - QoS in real-time apps in aggregate systems- Q2,03
- QoS and Application Manageability
 - Framework/White Paper for mapping applications to underlying resources Q3,03
- Standardization Strategy Work Area
 - Populate SIB with QoS Industry Standards Q4,02
 - Consortia liaisons mapping standards Ongoing
- White Paper on QoS Across Boundaries Q1,03
 CC) The Open Group 2002 Boundaries Q1,03
 CROUP

Objectives of This Session

- Introduce the Concept of the Vendor Challenge to the European Community
- Solicit Feedback on how to make an effective and engaging challenge.
- Present and Discuss Milestones:
- Focus on:
 - Requirements
 - Scope
 - Scenarios



What is a Vendor Challenge



Milestones for the Challenge

- Requirements Definition Phase
 - Define the requirements and scope.
 - Choose scenario.
 - Refine and Evolve Challenge Requirements
 - Secure buy-in for participation from vendors.
 - Create Testing Scenario and Case Reports
- Issue "The Real-Time QoS Challenge"
- Conduct the Challenge
 - Evaluate the results.
 - Award the participants and the winners.
- Identify gaps for further requirements, potential standards, and technology assessment.

Focus for This Session

- Presentation and Feedback on Requirements
- Presentation and Feedback on Scenarios
- Interactive Discussion on Challenge Issues and Resolutions

