GENI
Substrate Working Group
-
Agenda and Deliverables

Joseph B. Evans, University of Kansas
Kristin Rauschenbach, BBN
Patrick Crowley, Washington University
Co-Chairs

4 March 2008

Session Agenda

- WG Introductions - Joe, Kristin, Patrick, John
- Agenda Bashing - Joe
- Substrate WG Deliverables - Joe
- Substrate Technologies Presentations
  - Peter Steenkiste, CMU - Wireless Emulator
  - Ali Abedi, Univ. of Maine - Wireless Sensor Networking
  - Keren Bergman, Columbia - Control Plane Architecture & Optical Packet Switching
  - Ivan Seskar, Rutgers - High-performance/expandable Wireless Node
  - Dipankar Raychaudhuri, Rutgers - Open/virtualizable BTS for Cellular
  - Deniz Gurkan, Univ. of Houston - Measurement Resources
  - Greg Monaco, GPN - GpENI
  - Chunming Qiao, SUNY-Buffalo - Optical Access Integrated with Wireless Access
  - Patrick Crowley, Washington U. - A Platform for High Performance Overlay Hosting Services
  - Hongwei Zhang, Wayne State - Federation of Wireless Sensor Network Testbeds
- WG Wiki - Kristin and John
- Cross-WG Issues - Patrick

Deliverables from Charter

- One brief overview document
  - List of component types
  - List of common attributes to be "managed": hardware, resources, etc.
  - List of risks: high-risk items called out here, with details relegated to specific substrate areas
  - Research drivers for component/capability (table derived from science plan)
  - Substrate enabling capabilities table (superset of above for the to be determined research)
  - Working group dependencies
  - Description of what can/should be implemented by October 2008

Deliverables from Charter

- One brief document for each substrate and/or component type
  - For example network; DWDM terminal; optical switch; digital switch; storage cluster; processor cluster; wireless sensor node; sensor network site (aggregate); wireless network
  - High level functional architecture
  - Initial capabilities definitions
  - Projected development schedules with dependencies and identified risks
  - Technology Readiness Levels, and best effort cost estimates