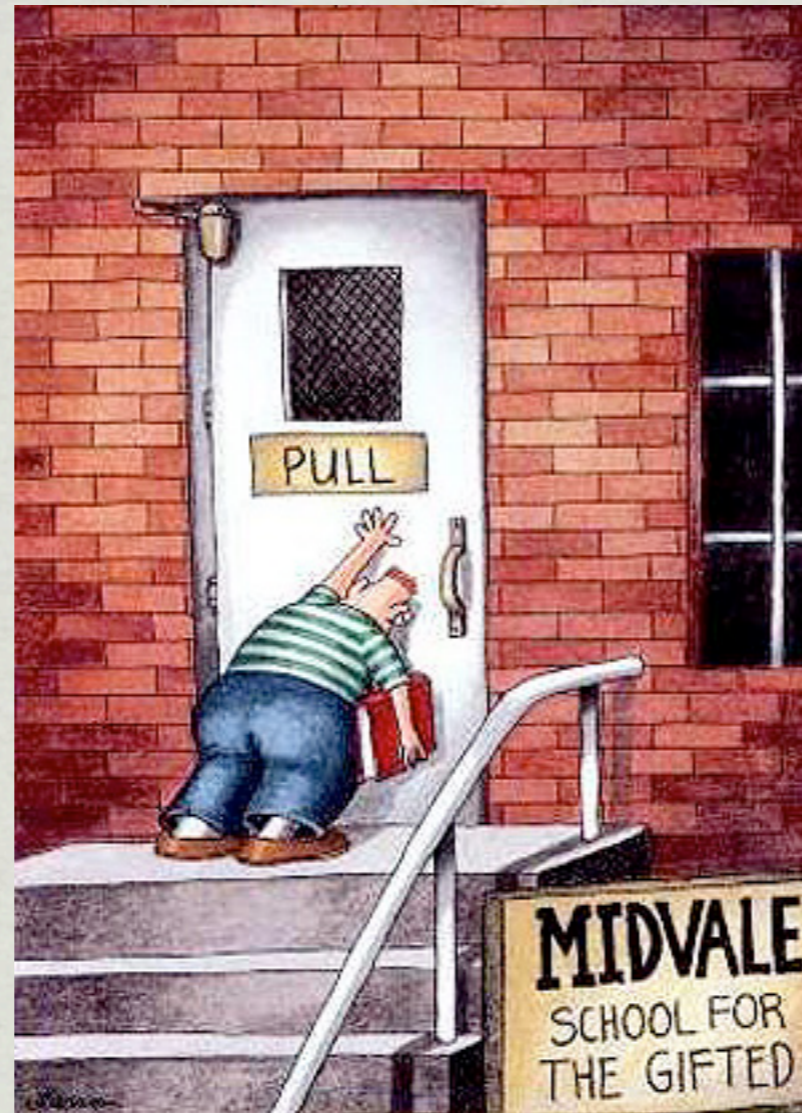


Network

Panic in the Age of Reason

Networks for Clusters



Networks Getting it Wrong

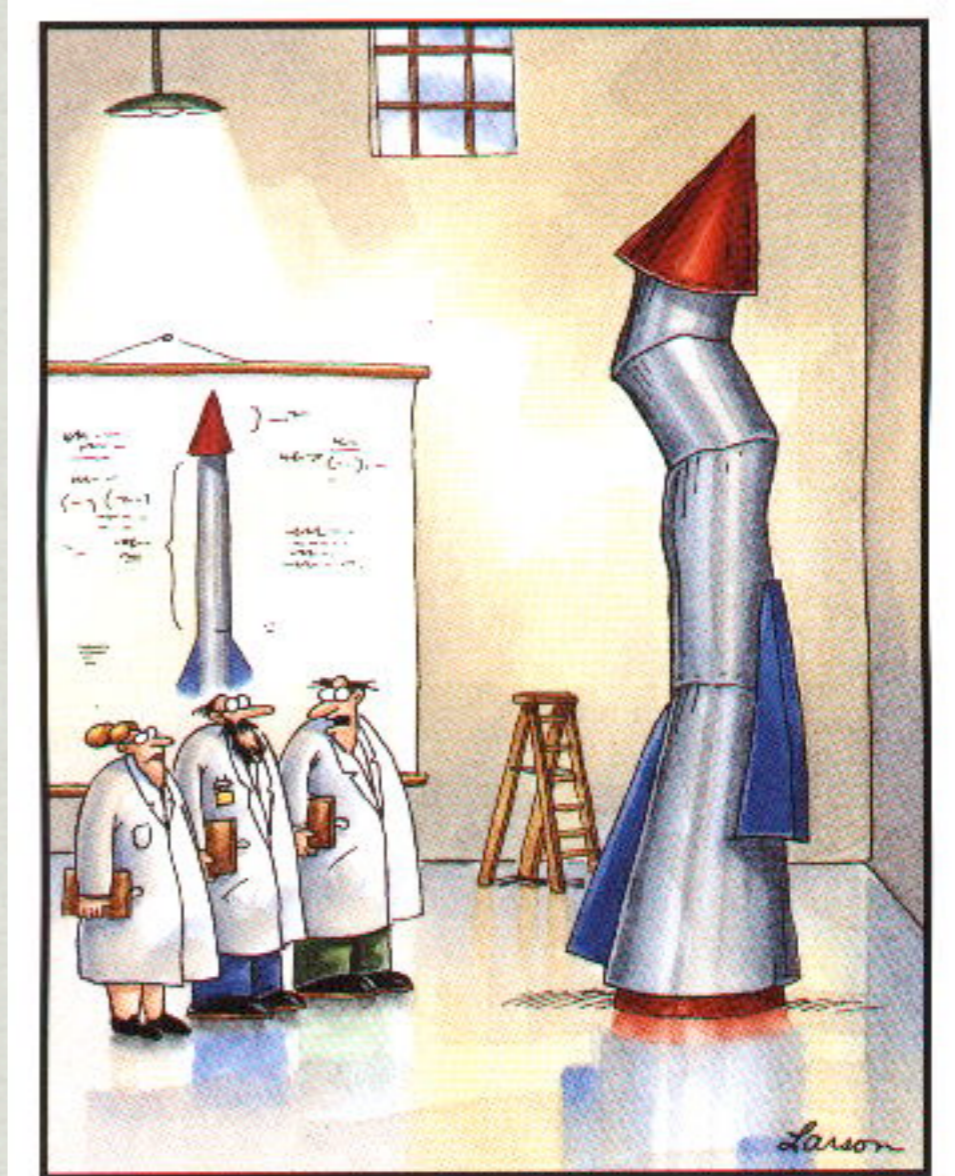
- * Support
- * “neat” features
- * Upgrades
- * Vendor Survivability



Networks

Getting it Wrong Part 2

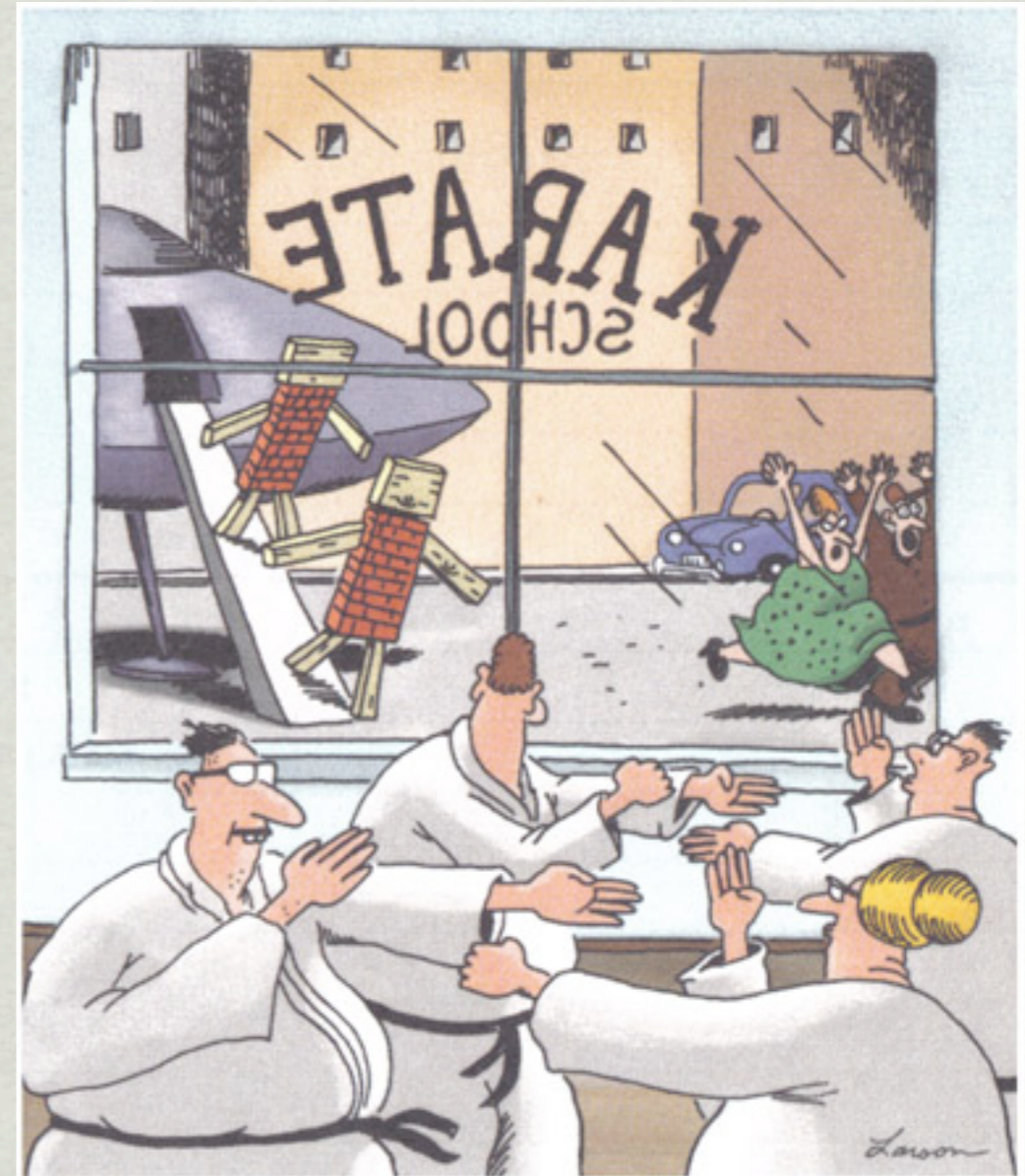
- * Dynamic environment
- * Limited design guidelines
- * Upgrades
- * Vendor Survivability



"It's time we face reality, my friends. ...
We're not exactly rocket scientists."

Networks, Getting it Right?

- * Support
- * Upgrades
- * Vendor Survivability



The class abruptly stopped practicing. Here was a chance to not only employ their skills, but also to save the entire town.

Networks, Getting it Right Part 2?

- * Out guessing the market
- * 10 - 100 Gigabit
- * Tech Trends



Panic in the Age of Reason



"The picture's pretty bleak, gentlemen. ... The world's climates are changing, the mammals are taking over, and we all have a brain about the size of a walnut."



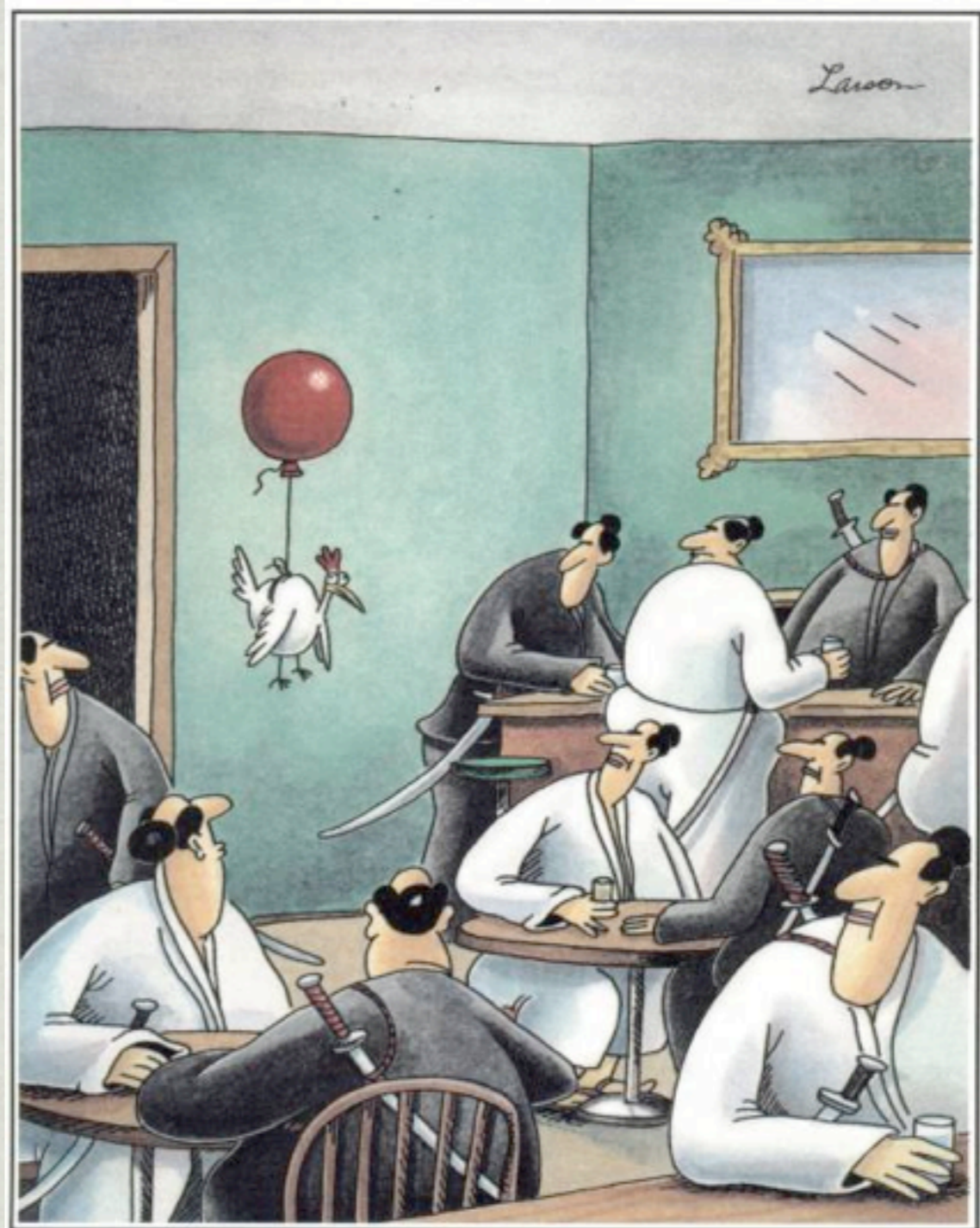
Technology Changes

- * LHCONE
- * 10 - 100 Gigabit
- * Caching
- * Streaming



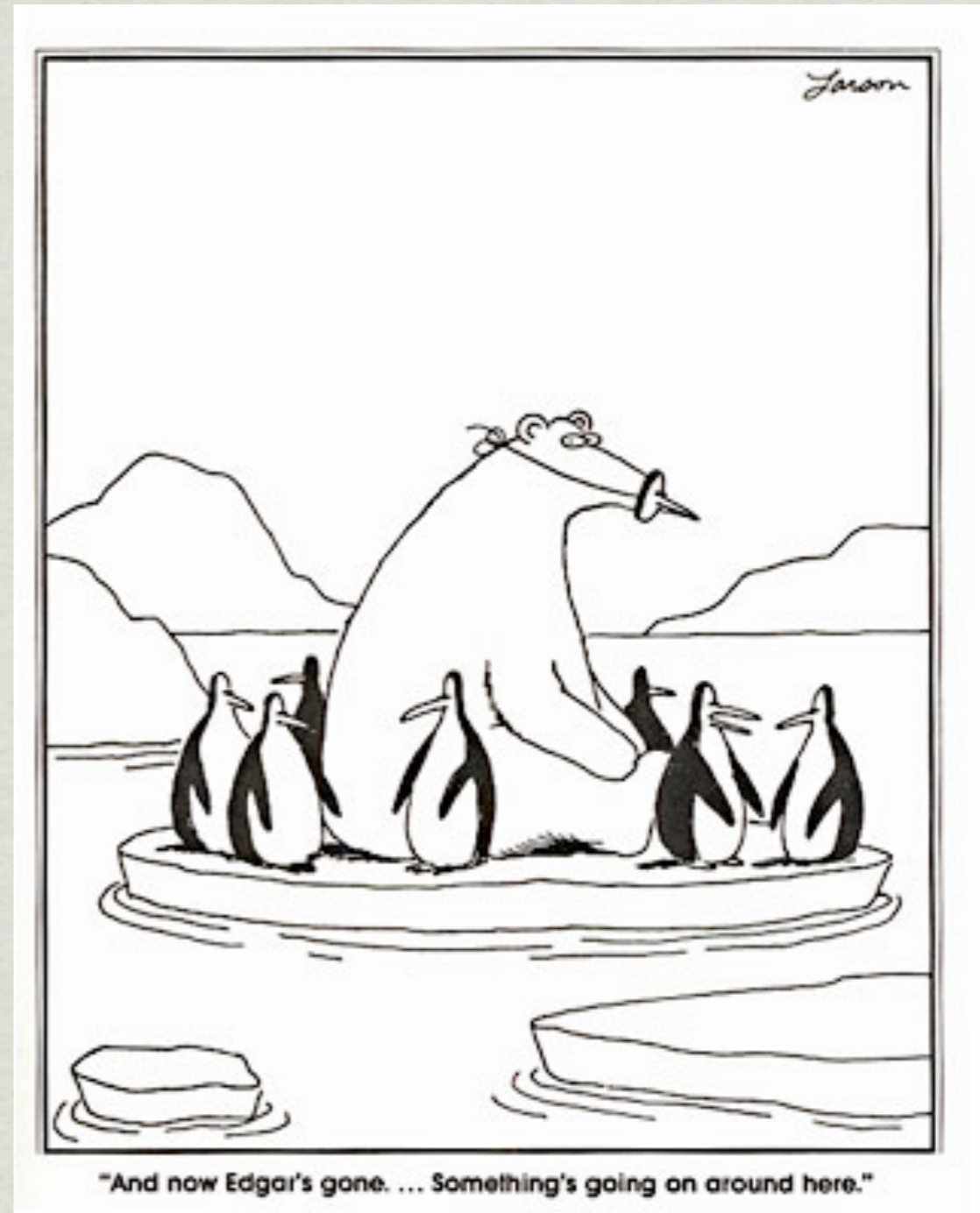
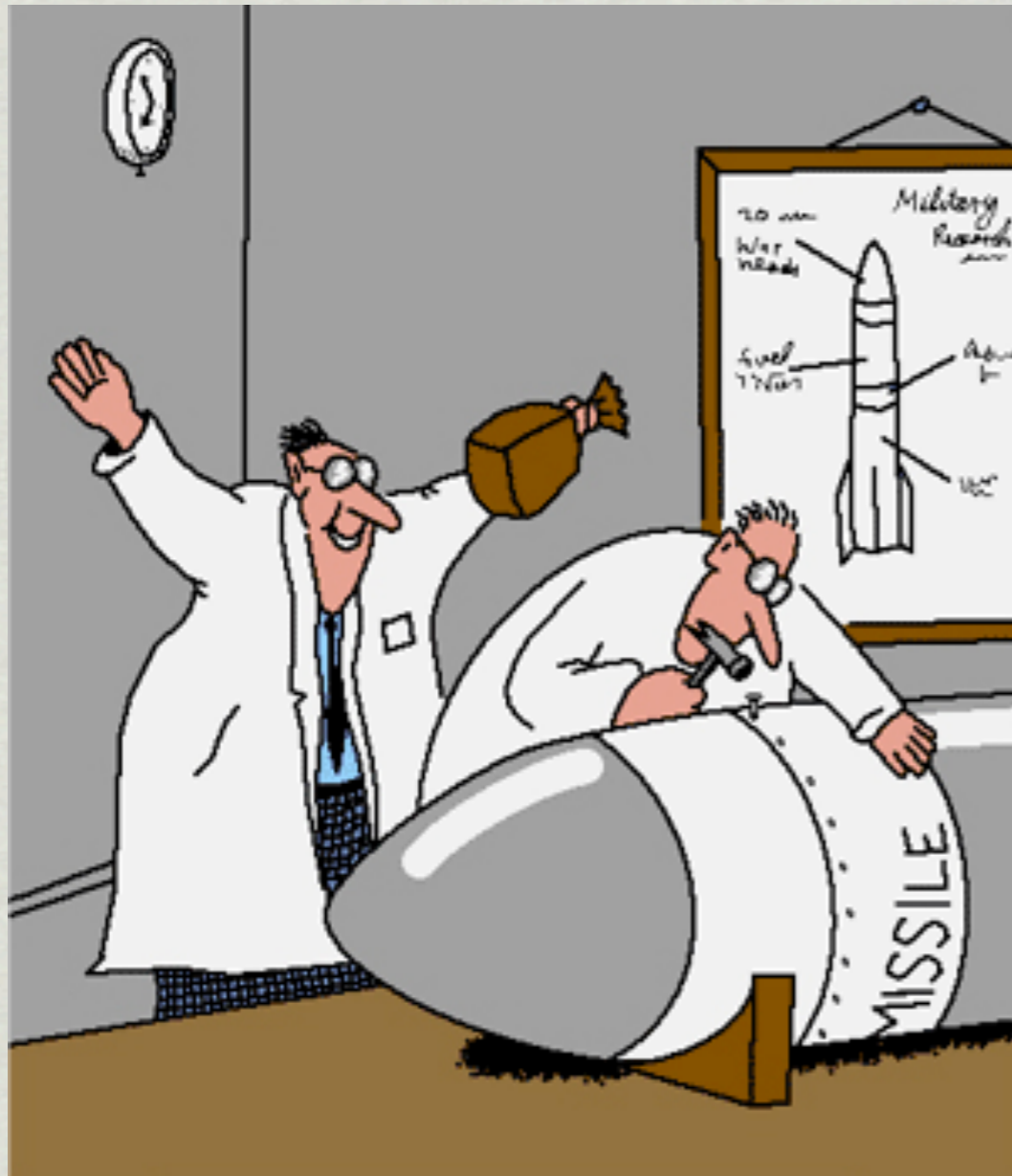
Technology Crazes

- * clouds
- * VMs
- * Auto Provisioning
- * Minimalist Ops



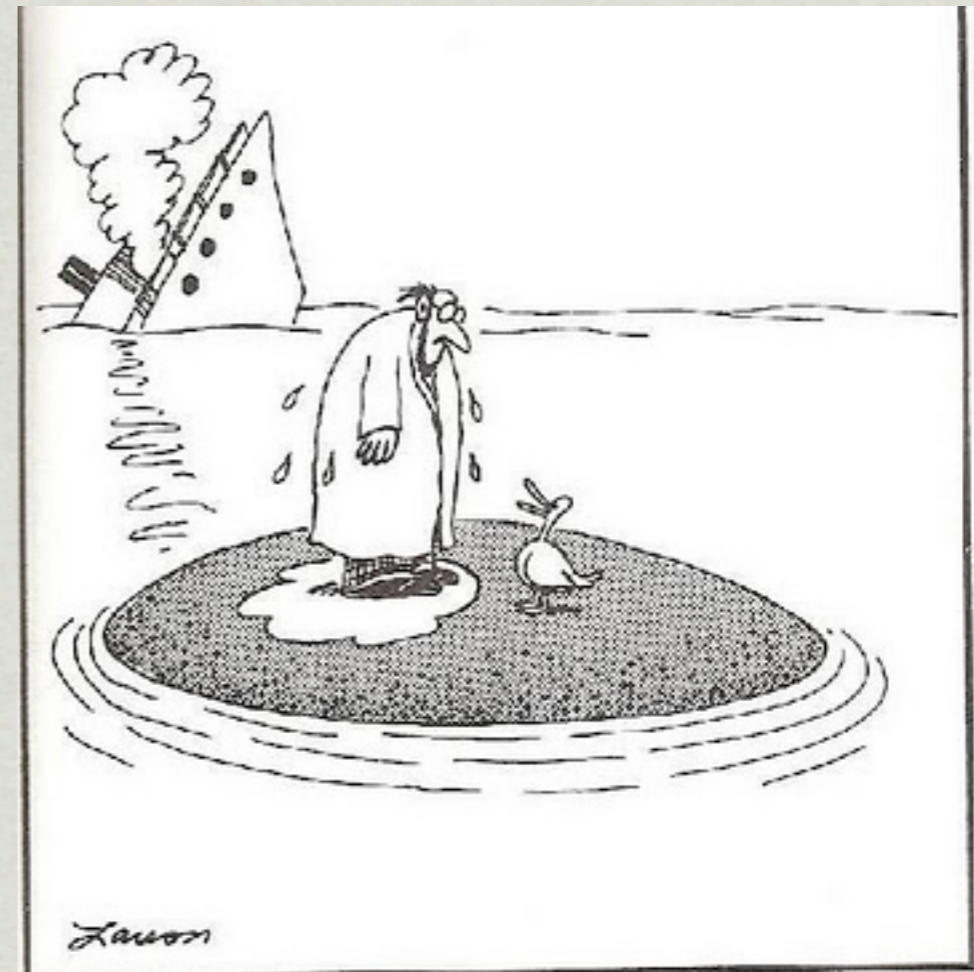
In what was destined to be a short-lived spectacle, a chicken, suspended by a balloon, floated through the Samurai bar's doorway.

Vendors



Carrier Grade Vs Enterprise Grade Kit

- * Expense
- * Features
- * Survivability
- * Bigger is better



“So, Professor Jenkins! ... My old nemesis! ... We meet again, but this time the advantage is mine! Ha! Ha! Ha!”

Good night and Good luck

