

# Networking Research, Education, Mentoring and Service: Ten Insights and a Look into the Future

Jim Kurose

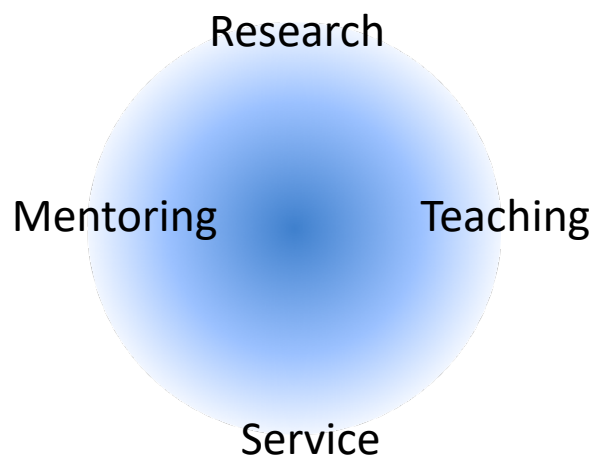
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*2018 IEEE Infocom*

## Overview



## Top 10 lists: I love them

- “10 pieces of advice I wish my PhD advisor had given me”, *CoNEXT, INFOCOM, N2Women student/workshops*
- “10 tips for writing a paper”
- “10 tips for writing a proposal,” *CRA Career Mentoring workshop*
- “Networking Education and the hands-on experience: 10 observations, insights, and advice that I wish someone had told me”
- “10 Networking Papers: Recommended Reading,” *ACM CCR 2006*

[www.cs.umass.edu/~kurose](http://www.cs.umass.edu/~kurose)

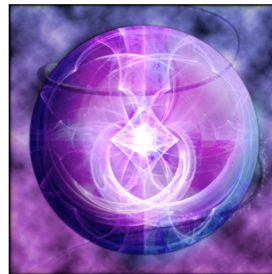
## Observations about past, future: tough!

Past



rose colored glasses

Future

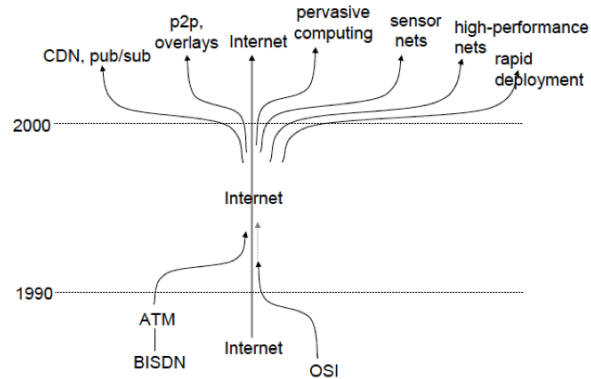


crystal ball

## Observations about past, future: tough!

IEEE Infocom Keynote (Hong Kong 2004):

### Networking: expanding visions



## Observations about past, future: tough!

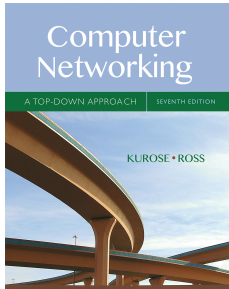
From 2006 Multimedia workshop (Paris)  
(two days after Google acquired YouTube)



Don't blink, because when you open your eyes, YouTube won't be around

## Observations about past, future: tough!

1995: Jim and Keith approach a publisher, with book idea



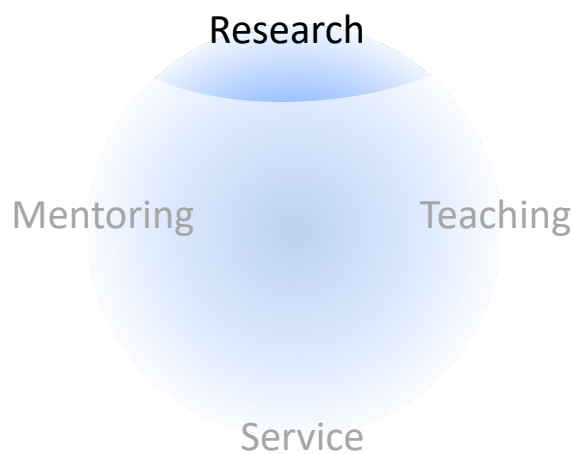
7<sup>th</sup> edition, 2016



We want to write a book, but there will be no printed books by 2000, so ....



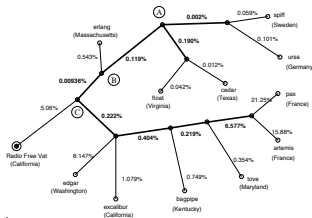
## Overview



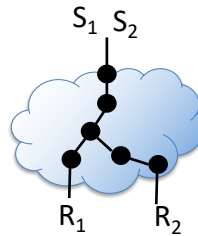


## Research: what makes a problem interesting?

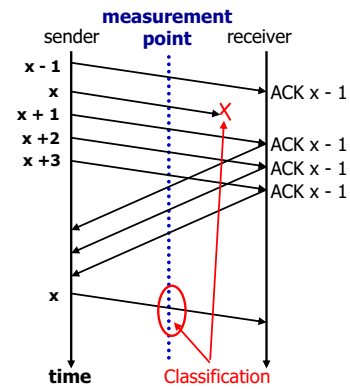
*network measurement, inference*: hands-on, rigorous



*Packet Loss Correlation in the MBone Multicast Network*



*Detecting Shared Congestion of Flows Via End-to-end Measurement*

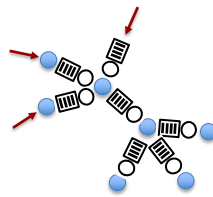


*measurement in the middle*

## Research: what makes a problem interesting?

*modeling*: models provide and reflect insight

*content-caching networks*: bounding calculus, approximation algorithms

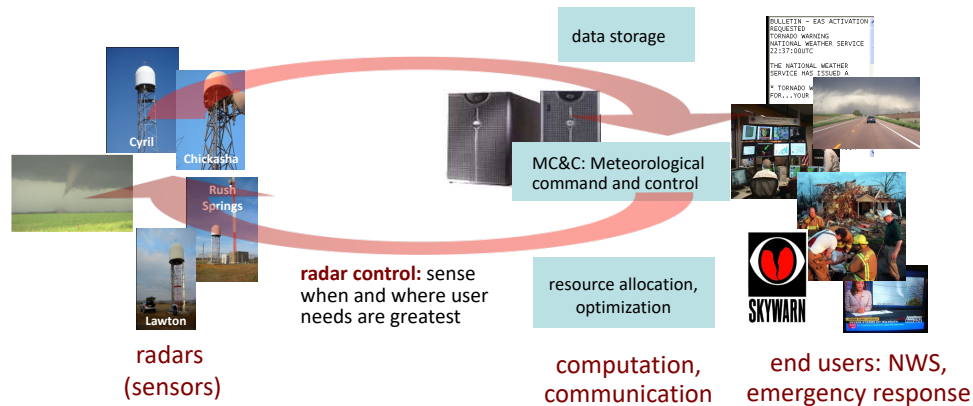


Packet-switching:  
*queuing networks*  
(Kleinrock, 1963)

*more*: multicast, video, network calculus, ...

## Research: what makes a problem interesting?

*sensor networks*: deployment, architecture, impact, interdisciplinary



**CASA:** Collaborative Adaptive Sensing of the Atmosphere

## Research: what makes a problem interesting?

*network architecture*: “big picture” challenges for large scale systems

- Signaling: hard state versus soft state
  - “robustness” (non-fragility)
  - complexity of control
  - maintainability
  - evolvability
  - adaptability
  - reconfigurability
  - security
  - manageability
- MobilityFirst: logically-centralized control plane element for generalized mappings (e.g., name, location)
  - context-sensitive (attribute specific) services

## Picking Research Problems: carefully

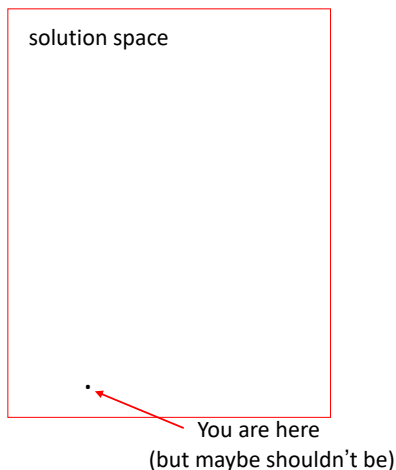


A fool can ask more questions in a minute than a wise man/woman (or a Yoda) can answer in a lifetime

- what's the fundamental issue you're solving?
- will the problem be of interest five, ten years from now?
- how "crowded" is the field?
  - lots of smart people!
  - what's your advantage?
- focus on fundamentals, solutions that cut across a solution space

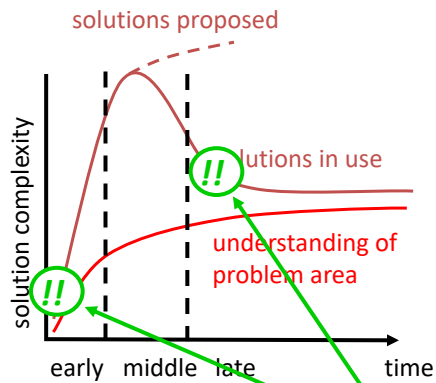
#1

## Picking Research Problems: carefully



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## Choosing, defining a research problem



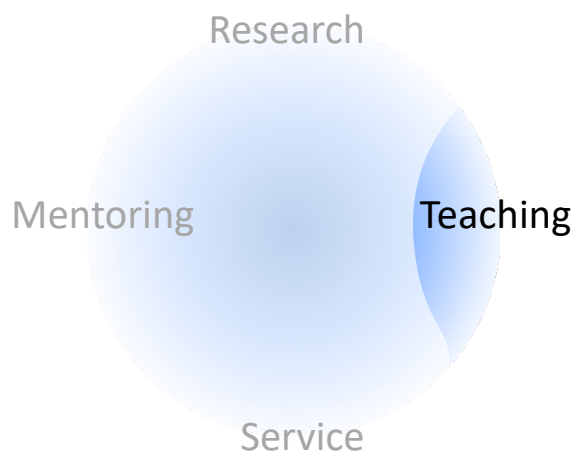
[adapted from Hluchyj 2001]

*maximum impact / mindshare*

- complexity, sophistication are themselves not of interest
- simple is sometimes harder!

#2

## Overview



## Teaching

- 50% an acquired art: *can be studied, and learned*
- 50% connecting with students, caring
- Question: what is the value of of “being there”
  - *active learning*: research shows: better learning outcomes
  - you can learn, try it!



#3

## Teaching: a prediction

- tomorrow “textbooks”: high quality, highly interactive, high production value
- interactive, with video, interactive animations, problems, reviews, question/answering
- *teaching challenge*: what will be the “value added” by in-class participation?

*As teachers, we will need to become increasingly aware of the value we add over technology-based education*

Computer Networking: A Top-Down Approach, 6th edition  
J.F. Kurose, K.W. Ross  
Sample on-line chapter © 2012, Pearson Education Inc., J.F. Kurose, K.W. Ross. All Rights Reserved

section media ToC A.A.A text size search discussion feedback

Chapter 1

Computer Networks and the Internet

Today's Internet is arguably the largest engineered system ever created by mankind, with hundreds of millions of connected computers, communication links, and switches; with billions of users who connect via laptops, tablets, and smartphones; and with an array of new Internet-connected devices such as sensors, Web cams, game consoles, picture frames, and even washing machines. Given that the Internet is so large and has so many diverse components and uses, is there any hope of understanding how it works? Are there guiding principles and structure that can provide a foundation for understanding such an amazingly large and complex system? And if so, is it possible that it actually could be both

#4

## Computer Science for All (CS for All)

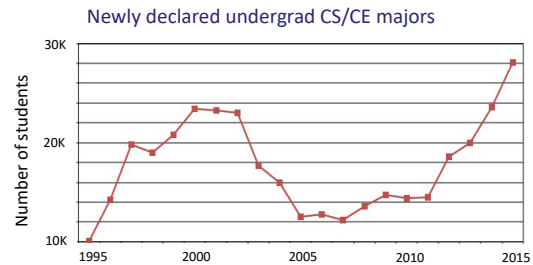
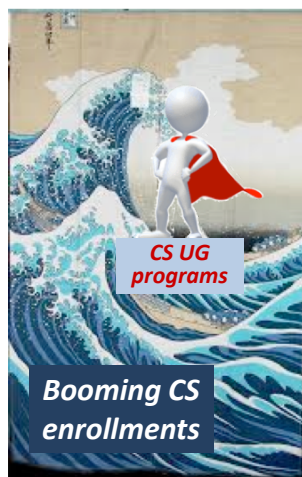
- Enable *all* students to have access to high-quality CS education in K-12:
  - knowledge base, capacity for rigorous, engaging CS education
  - foundation in NSF CS10K investments
  - professional development for educators
  - new Computer Science Principles AP exam
- Collaboration: NSF, Dept. Ed., industry, non-profits
- CISE, EHR: \$120 million over five years



*"In the new economy, computer science isn't an optional skill – it's a basic skill..."*

*President's Weekly Address 1/30/2016*

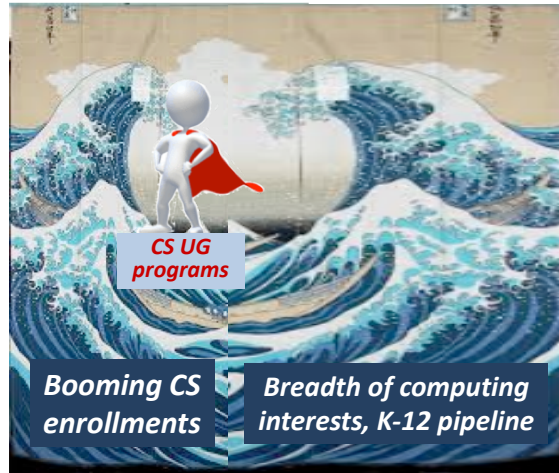
## CS Education



Explosion of interest seems different this time around

- broader interests
- minors, other disciplines

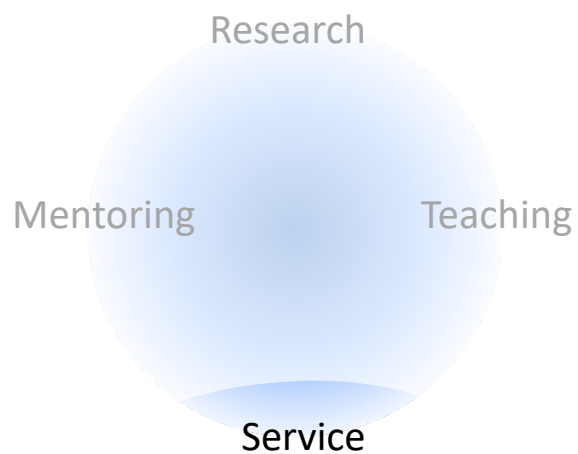
## CS Education



- *second sea change (tsunami)*: broadening interest in computing among incoming students
- success of CS10K, CS4All
- CS+X

#6

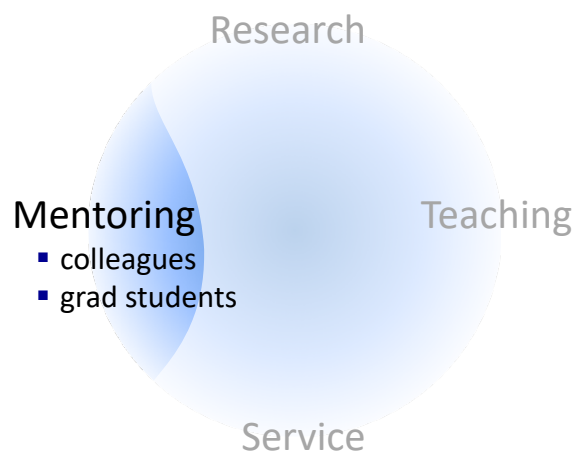
## Overview



## Service

- do it because you love it, and you think it needs to be done
  - 1<sup>st</sup> Infocom student workshop (2005) (with Edmundo de Sousa e Silva)
  - Sigcomm education workshops (2002,2003,20011)
  - journal EIC positions, PC positions
- service to larger community: your institution, CS community, government (NSF!):
  - good leaders are needed from (and for) our community
- if you do it, do a *jrex* (a.k.a. amazing) job

## Overview





## Mentoring: the *process* of doing research



apprenticeship

- research is still a guild
  - grad student = apprentice
  - early career faculty need mentoring also!
- what my former students tell me 1-25 years later:
  - learn *research process*, how to *define/frame problems*
  - communication: writing, speaking
- early career faculty, researchers: learning the “ropes”

#7

## Learn how to write *really* well



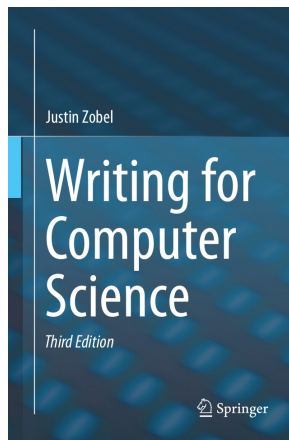
*“No tale is so good that it can't be spoiled in the telling” Proverb*

- can *not* overstress importance of good writing
  - the most important course?
- “unfair advantage” in paper selection, proposal
- best investment of your time
- study role models

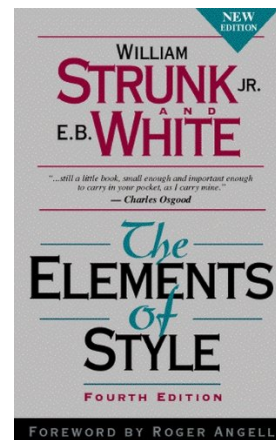
<http://www-net.cs.umass.edu/kurose/writing/>

#8

## Recommended reading:



**Writing for Computer Science**  
by Justin Zobel



**The Elements of Style**  
by William Strunk E. B. White  
(50 years old – and still a classic!)

## Learn how to speak *really* well



- Can't overstress importance of good speaking
  - important course to teach/take?
- “unfair advantage” in mindshare
- convey exciting story/message
  - thoughtful
  - engaging
  - clear, concise
- practice, practice practice
  - videotape, critique yourself
  - study role models

#9

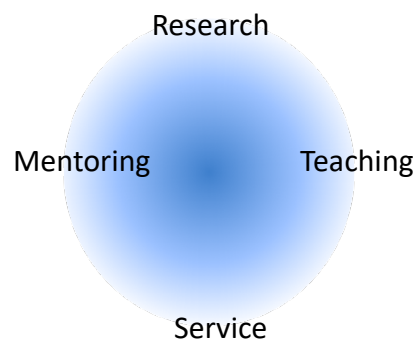
## Identify role models



- who does something you care about *really* well?
  - how do they do it?
- many role models:
  - no one does everything
  - find your balance
- get a mentor
- be a mentor

#10

## Overview



... a few final observations....

## Final observations

*Networking research community:* vibrant!

- SDN, NFV: solving management and control plane challenges; bringing computation to the edge
- Mobility, wireless
- cybersecurity
- data
- cyberphysical systems, IoT
- ....

*More generally:* evolving human-technology frontier

- networking's key role when computing is embedded on, around, and in us

## Final observations

- constant need to “prove” yourself
  - being out of your comfort zone can be hard but ...
  - the need to keep learning
- privileged to be doing what we do
  - working in a discipline that has, and will continue to, profoundly change the world
  - meaningful work, well paid
  - our roles as teachers and mentors are *impactful*
- work we do is great; people matter

# THANKS!

... to the *amazing* PhD students and postdocs I've worked with at UMass:

Supratik Bhattacharyya	Sharad Jaiswal	Sambit Sahu
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Yang Guo	Ram Ramjee	Chun Zhang
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Simon Heimlicher	Elisha Rosensweig	Mike Zink
Ren Hung Hwang	Dan Rubenstein	

# THANKS!

... to all of my research collaborators over the years

**THANKS!**