1994 MIT Student Workshop on Scalable Computing Affirmative: Round 2

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Fortune 500 Needs

- Desktop business applications
  - Word processors
  - Spreadsheets
  - Email
- Distributed applications
  - Document sharing
  - Databases (personnel, accounting, inventory, customer records,...)

Key Criteria for Companies

- Cost
- Scalability
- System availability
- Software availability

Cost

- Price/performance
- Old hardware can be used
- Development time

Scalability

- The importance of prototyping
- Successful systems get used even more
  - More users
  - More features
- Can expand for needs of future applications

Availability

- Reliability
- Heterogeneity

Software

- Applications
- Tools
  - Debuggers
  - CASE

Factors Inhibiting ISV Support for MPPs

- Low market volumes (1992)
  - shipped: 463
  - installed base: 2219
- Niche-oriented markets
- Cost of software development
- Cost of maintenance
- Immature system software and limited development tools

The World Cup

- Hardware
  - 1000 Sun workstations (scalable)
  - 10 cities (physically distributed)
- Feature: News service
  - World Cup history
  - Up-to-the-minute statistics
  - Full-motion video