

Call to Arms: CMG curriculum (www.CMG101.org)

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Chairman NLCMG

Our CMG conferences and publications discuss some pretty advanced stuff, but for newcomers it does not appear to be easy to get up to speed with the basic knowledge. I have noticed that vendors are also struggling with this, they sometimes need to spend quite a bit of time on educating their customers. Worse, every vendor does it differently. And we see new practitioners coming into the field who are severely handicapped by their fragmented knowledge, or who are reinventing the wheel.

I think we can do better.

The idea is to **define a list of facts, terms and concepts** that every practitioner should understand and be able to work with to some extent. I have made a draft that you can see at www.cmg101.org.

It is the express purpose to NOT standardize on course material. There may be different delivery models for this material (i.e. language, public cloud / private cloud, classroom/eLearning, tied to vendors, emphasis on specific technologies, etc), some of which could be commercial ventures.

We at CMG should take the lead in standardizing this. I solicit your contribution. Please provide me with your feedback, course indexes, course notes, and other pointers. I welcome volunteers to help me update the site, but even a simple comment on the website, or a mention in a tweet would be great.

Advantages of CMG 101

for CMG members, practitioners, vendors etc.

- Get team members up to speed.
- Better rating of conference papers.
- Make sure your customers understand their own question
- Understand what you need to know when you get to a CMG conference or the like.

The Learning Objectives

Here is a brief list. They are expanded a bit more on the website. Learning objectives are expressed in so-called Bloom taxonomy (i.e. level 1 is knowledge, level 2 is understanding, level 3 is application etc.).

Facts and Concepts: Definitions of availability and response time, Transactions and their structure, Waterfall diagrams for transactions and web page downloads, Resources (CPU, memory, disk, network, software), Elementary queuing theory, Performance measures (seconds, bytes, bits per seconds, IOPS, etc) , Reporting measures / metrics, visualization of quantitative data, how to, Psychological and business effect of delay/response time. User interfaces, cost of downtime, phases

in development and how to incorporate performance and capacity (analysis, design, etc.), performance engineering, typical free and commercial tools, or at least their functionality, monitoring, reporting, alerting, analysis, modeling.

And here is a screenshot of the (draft) website.

101.nicmg.nl

Performance is Good, Understanding Performance is Better

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CMG and NLCMG
www.cmg.org www.nicmg.nl

- 01. CMG101
- ▼ 02. What you need to know
 - 03. Availability and Response Time
 - 04. Graphs of availability and response time
 - 05. Psychological and business cost of downtime
 - 06. Sudden surges
 - 10. Where is the capacity problem?
 - 11. Which resource is the problem?
 - 12. Queuing theory
 - 13. Example bottlenecks
 - 14. Developing for performance
 - 15. Tools
 - 7. Not an ordinary day!
 - 8. Transactions
 - 9. From visits to bandwidth
- 16. CMG and CMG101 BoK
- 17. Call for Action
Nur watchen das Cloud!
- ▼ Reactions and

Performance is good,
Understanding performance is better
both for public clouds and private clouds

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