

CONTENTS

CHAPTER 1: INTRODUCTION	1
1.1. NETWORK AND SYSTEMS MANAGEMENT: THE PATHWAY TO DISTRIBUTED MANAGEMENT.....	1
1.2. MOBILE AGENTS FOR NETWORK MANAGEMENT: PROSPECTS & HURDLES	3
1.3. THESIS WORK	5
1.4. OVERVIEW AND STYLE OF THE THESIS	6
CHAPTER 2: NETWORK & SYSTEMS MANAGEMENT: STANDARDS, EMERGING TECHNOLOGIES AND THE SHIFT FROM CENTRALISED TO DISTRIBUTED PARADIGM	9
2.1. INTRODUCTION	9
2.2. MANAGEMENT FUNCTIONAL AREAS	11
2.3. THE OSI SYSTEMS MANAGEMENT	12
2.4. INTERNET MANAGEMENT	13
2.4.1. <i>SNMP Protocol Data Units</i>	15
2.4.2. <i>SNMP versioning history</i>	16
2.4.3. <i>Strengths/Limitations of SNMP</i>	16
2.5. DISTRIBUTED OBJECTS-BASED MANAGEMENT	21
2.5.1. <i>CORBA</i>	21
2.5.2. <i>Java RMI</i>	22
2.5.3. <i>Limitations</i>	22
2.6. DIRECTORY ENABLED NETWORKS	23
2.7. JAVA-BASED MANAGEMENT	23
2.7.1. <i>Overview of Java</i>	24
2.7.1.1. <i>Generic Benefits & Deficiencies of Java</i>	24
2.7.2. <i>Java Technologies for Network & Systems Management</i>	26
2.7.3. <i>Research approaches to Java-based management</i>	27
2.8. WEB-BASED MANAGEMENT	27
2.9. THE NEED FOR DISTRIBUTED MANAGEMENT	28
2.10. DECENTRALISATION INITIATIVES WITHIN THE INTERNET COMMUNITY	30
2.10.1. <i>Management Distribution within the SNMP Frameworks</i>	30
2.10.2. <i>Remote Monitoring</i>	31
2.10.3. <i>Script MIB</i>	32
2.11. RESEARCH APPROACHES ON MANAGEMENT DISTRIBUTION	34

2.11.1. Management by Delegation	34
2.11.2. Flexible Agents.....	34
2.11.3. The Spreadsheet approach	35
2.11.4. Hierarchical Management	35
2.12. SYNTHESIS & EVALUATION OF EXISTING APPROACHES ON MANAGEMENT DISTRIBUTION	36
2.13. SUMMARY	39
CHAPTER 3: MOBILE AGENTS AND THEIR APPLICATIONS ON NETWORK MANAGEMENT .	40
3.1. INTRODUCTION	40
3.2. CODE MOBILITY PARADIGMS	42
3.2.1. Remote Evaluation	42
3.2.2. Code On Demand	43
3.2.3. Mobile Agents	43
3.3. MOBILE CODE – ADVANTAGES	43
3.4. MAS Vs. REV AND COD	44
3.5. AGENT MOBILITY	48
3.5.1. Elements of a Mobile Agent Platform	48
3.5.2. Mobile Agent Languages	49
3.5.3. Security in Mobile Agent Systems	51
3.5.4. Standardisation Approaches	52
3.5.5. Taxonomies of Mobility Patterns	52
3.5.5.1. Weak vs. Strong Mobility	53
3.5.5.2. Single-hop vs. Multi-Hop Mobile Agents	53
3.5.5.3. Itinerary Control	54
3.5.6. Commercial Mobile Agent Platforms	55
3.5.7. Applications of Mobile Agents	57
3.5.8. Performance Evaluation of Mobile Agents	57
3.5.9. Discussion	58
3.6. MOBILE AGENT-BASED NETWORK MANAGEMENT	58
3.6.1. Mobile Agent Frameworks for Network Management	59
3.6.1.1. IMA	59
3.6.1.2. MCT	60
3.6.1.3. INCA	60
3.6.1.4. MAGENTA	61
3.6.1.5. AMETAS	61
3.6.1.6. SOMA	61
3.6.1.7. JAMES	62
3.6.1.8. MAP	62
3.6.1.9. CodeShell	62
3.6.1.10. Discussion	63
3.6.2. Mobile Agent Applications in Network Management	64
3.6.2.1. Single-hop Agents in Network Management	64
3.6.2.2. Multi-hop Agents in Network Management	65
3.6.3. Performance of Mobile Agents in Network Management	68

3.6.4. Active Networks	70
3.6.5. Synthesis and Discussion on Mobile Agents-Based Management Applications	71
3.6.5.1. Organisation Models	71
3.6.5.2. Mobility Schemes	72
3.7. SUMMARY	74
CHAPTER 4: THE MOBILE AGENT FRAMEWORK	75
4.1. INTRODUCTION	75
4.2. MAIN GOALS OF THE MOBILE AGENT FRAMEWORK DESIGN	76
4.3. OVERVIEW OF THE INTRODUCED MOBILE AGENT PLATFORM	78
4.3.1. Implementation Language	78
4.3.2. Framework's Overview	79
4.4. INFRASTRUCTURE OVERVIEW - IMPLEMENTATION DETAILS	80
4.4.1. The infrastructure's main building blocks	80
4.4.1.1. Manager application	81
4.4.1.2. Mobile Agent Implementation	84
4.4.1.3. The Mobile Agent Server: Interface to Managed Resources	87
4.4.1.3.1. Mobile Agent Listener (MAL)	88
4.4.1.3.2. Security Component (SC)	89
4.4.1.3.3. Mobile Agent Register (MAR)	92
4.4.1.3.4. Service Facilitator (SF)	93
4.4.1.3.5. Migration Facility Component (MFC)	93
4.4.1.3.6. Mobile Agent Server RMI Server	96
4.4.1.3.7. Resource Inspection Application (RIA)	96
4.4.1.3.8. Network Discovery Daemon (NDD)	96
4.4.1.3.9. Class Loader Daemon (CLD)	97
4.4.1.4. Mobile Agent Generator (MAG)	97
4.4.1.4.1. MAG tool operation	97
4.4.1.4.2. Advantages of using the MAG tool	99
4.4.2. Fault Tolerance: Tolerating Node Failures	100
4.4.3. Class Loading Mechanism	102
4.5. QUANTITATIVE EVALUATION & ASSESSMENT	104
4.5.1. Response Time Evaluation	105
4.5.2. Network Overhead Evaluation	106
4.6. EXPERIMENTAL WORK	109
4.6.1. Response Time Experiments	110
4.6.1.1. MAs vs. RMI	110
4.6.1.2. Multi-hop MAs	112
4.6.2. Network Overhead Measurements	114
4.7. SUMMARY - CONCLUDING REMARKS	118
CHAPTER 5: TWO COMPLEMENTARY POLLING SCHEMES FOR IMPROVING MANAGEMENT SCALABILITY	121
5.1. INTRODUCTION	121

5.2. POLLING SCHEMES : DESIGN & IMPLEMENTATION	123
5.2.1. <i>Get 'n' Go Polling Scheme</i>	123
5.2.1.1. Implementation of GnG Polling Scheme	126
5.2.1.2. Optimal MAs Itinerary Planning	127
5.2.2. <i>Go 'n' Stay Polling Scheme</i>	129
5.2.2.1. Implementation of GnS Polling Scheme	130
5.3. PERFORMANCE ANALYSIS	133
5.4. EXPERIMENTAL RESULTS	136
5.4.1. <i>Response Time Measurements</i>	136
5.4.2. <i>Network Overhead Measurements</i>	138
5.5. DISCUSSION	140
5.5.1. <i>GnG polling scheme</i>	140
5.5.2. <i>GnS polling scheme</i>	141
5.6. SUMMARY	142
CHAPTER 6: ADAPTIVE HIERARCHICAL MANAGEMENT	144
6.1. INTRODUCTION	144
6.2. HIERARCHICAL, MOBILE AGENT-BASED NETWORK MANAGEMENT	147
6.3. IMPLEMENTATION DETAILS	149
6.3.1. <i>Topology Tree and Topology Map of Active Devices</i>	149
6.3.2. <i>MDMs implementation</i>	151
6.3.3. <i>MDMs Deployment Policies</i>	153
6.3.4. <i>MDMs Deployment Implementation</i>	155
6.3.5. <i>MA Code Distribution Scheme</i>	157
6.3.6. <i>Processing Load Balancing</i>	158
6.3.7. <i>Resources Monitoring Tool Implementation</i>	160
6.3.8. <i>Manager-MDMs Communication</i>	164
6.3.9. <i>Fault Tolerance</i>	166
6.4. QUANTITATIVE EVALUATION	166
6.5. EXPERIMENTAL RESULTS	169
6.6. SUMMARY	172
CHAPTER 7: NETWORK MONITORING AND PERFORMANCE MANAGEMENT	
APPLICATIONS	174
7.1. INTRODUCTION	174
7.2. BULK MANAGEMENT DATA RETRIEVAL	176
7.3. HEALTH FUNCTIONS EVALUATION	179
7.4. SNMP TABLE POLLING	182
7.5. SNMP TABLE INTELLIGENT FILTERING	186
7.5.1. <i>Textual Operators</i>	187
7.5.2. <i>Arithmetic Operators</i>	189
7.5.3. <i>Domain or Global Level Filtering</i>	192
7.5.4. <i>Boolean Filtering Operations</i>	194

7.5.5. <i>Relevant Work</i>	196
7.6. EXPERIMENTAL RESULTS	197
7.6.1. <i>Response Time</i>	197
7.6.1.1. Health Functions Evaluation	197
7.6.1.2. SNMP Table polling	203
7.6.1.3. SNMP Table filtering	205
7.6.2. <i>Network Overhead</i>	206
7.6.2.1. LAN Environment Case Study	207
7.6.2.2. LAN-WAN Environment Case Study	209
7.7. CONCLUSIONS	213
CHAPTER 8: SUMMARY, CONCLUSIONS & DIRECTIONS FOR FUTURE WORK	216
8.1. SUMMARY OF MAIN CONTRIBUTIONS	216
8.2. APPLICABILITY OF AGENT MOBILITY IN MONITORING APPLICATIONS	220
8.3. DIRECTIONS FOR FUTURE WORK	222
BIBLIOGRAPHY	227
APPENDIX A: LIST OF PUBLICATIONS	246
APPENDIX B: PLATFORM DESIGN OPTIMISATIONS	248
B.1. INTRODUCTION	248
B.2. MINIMISING MOBILE AGENT STATE SIZE	248
B.3. MINIMISING THE LATENCY OF MOBILE AGENT TRANSFERS	252
APPENDIX C: MOBILE AGENT MIGRATIONS TIMING EXPERIMENTS	254
A.1. INTRODUCTION	254
A.2. MOBILE AGENT MIGRATION TIMING MEASUREMENTS	254

LIST OF FIGURES

Figure 2.1. Basic OSI-SM architecture [SLO94]	12
Figure 2.2. The SNMP layering [SLO94]	14
Figure 2.3: SNMP PDU formats: (a) Get request, Get-Next request, Set request, Trap, Inform, (b) Response, (c) GetBulk request, (d) varbind list	15
Figure 2.4. Management centralisation or distribution metrics (adapted from [MEY95])	30
Figure 2.5. (a) Centralised management, (b) Hierarchical management	31
Figure 2.6. The RMON approach	32
Figure 2.7. The Script MIB approach	33
Figure 3.1. CS vs. Mobile Code-based approaches	40
Figure 3.2. Classification of code mobility and agent mobility paradigms	53
Figure 4.1. The Mobile Agents-based Infrastructure	81
Figure 4.2. Break-down of the components that compose the manager application	82
Figure 4.3. The manager application Graphical User Interface	83
Figure 4.4. Polling of a MIB variable	84
Figure 4.5. On-line acquisition of a MIB object description	84
Figure 4.6. Manual setting of a Mobile Agent's itinerary	85
Figure 4.7. The methods of the MA super-class	86
Figure 4.8. The Mobile Agent Server	87
Figure 4.9. TcpListener's run() and receive() methods	89
Figure 4.10. The method definitions of the Security class	90
Figure 4.11. On-line visual profiling of Mobile Agent objects executing on a network device	92
Figure 4.12. The method definitions of the MigrationFacilityComponent class	94
Figure 4.13: Flow diagram of a Mobile Agent's life cycle	95
Figure 4.14. The methods of the MAS's RMI server class	96
Figure 4.15: Mobile Agents Generator functional diagram	98
Figure 4.16. Specifying the devices to be monitored.	99
Figure 4.17. MA reaction to the detection of a failed MAL thread	101
Figure 4.18. The specific case of MAL thread failure on the manager host	101
Figure 4.19. Class Loading mechanism block diagram	103
Figure 4.20: Centralised (SNMP-based) vs. MA-based polling	105

Figure 4.21. Management cost of MA-based polling as a function of the network size for various selectivity values	108
Figure 4.22. Management cost of MA-based polling as a function of the selectivity for various network sizes	109
Figure 4.23. Strategies for obtaining information from remote devices: (a) ‘ping-pong’ MA, (b) MA cloning (‘Master-Slave’ scheme), and (c) RMI call	111
Figure 4.24. Graphical representation of the MAs vs. RMI-based approaches comparison in terms of response time	112
Figure 4.25. Response time for multi-hop MAs as a function of (a) amount of encapsulated information and (b) network size (TCP protocol used for MA transfers)	114
Figure 4.26. Response time for multi-hop MAs as a function of (a) amount of encapsulated information and (b) network size (UDP protocol used for MA transfers)	114
Figure 4.27. Graphical representation of Mobile Agents vs. RMI comparison in terms of network overhead	117
Figure 5.1. ‘Flat’ MA-based polling	122
Figure 5.2. The GnG polling scheme	123
Figure 5.3. GnG polling: Selecting the partitioning criterion	124
Figure 5.4. Non-optimised partitioning scenarios	127
Figure 5.5. Applying an OIP heuristic to propose (a) two, or (b) three near-optimal itineraries	128
Figure 5.6. Graphical representation of statistics returned by MAs employing GnS polling	130
Figure 5.7. Approaches in GnS polling: data delivery through (a) the multicasted MA objects, (b) clones of the multicasted MAs, (c) RMI calls	131
Figure 5.8. Configuring the properties of GnS polling scheme	132
Figure 5.9. Management cost for GnG polling scheme, as a function of the network size and the number of management domains (i.e. number of MAs used per PI), for selectivity equal to (a) 0.1, or (b) 0.9	134
Figure 5.10. Polling response time of GnG polling in the case that 50 bytes are collected from each host, as a function of (a) the network size, (b) the number MAs launched per PI	137
Figure 5.11. Polling response time of GnG polling in the case that 2000 bytes are collected from each host, as a function of (a) the network size, (b) the number MAs launched per PI	137
Figure 5.12. Network traffic incurred by GnG, GnS and RMI approaches as a function of the polling intervals for data samples equal to (a) 50 bytes, and (b) 2000 bytes	139
Figure 5.13. Number of MA transfers over the interconnecting link required for the management of a remote subnet including (a) 5, or (b) 50 devices	141
Figure 6.1. Approaches to hierarchical MA-based management	145
Figure 6.2. Hierarchical MA-based management	147
Figure 6.3. The topology tree structure	150
Figure 6.4. Topology map GUI	151
Figure 6.5. GUI for customising the hierarchical NMS policies	154
Figure 6.6. MDMs deployment algorithm (an MDM is deployed to each subnet including at least N active MAS servers)	155
Figure 6.7. Adjusting PTs delivery frequency	156
Figure 6.8. MA bytecode through “tree multicasting”	158
Figure 6.9. Obtaining host load profiles by a Resources Inspector MA object	159
Figure 6.10. Illustration of an MDM location change on the manager’s topology map	160

Figure 6.11. RMT and RIA operation	161
Figure 6.12. The Windows NT Task Manager	163
Figure 6.13. Obtaining on-line resource usage reports from remote devices	164
Figure 6.14. The methods of the RMI.MdmRmiServer class	165
Figure 6.15. The experimental testbed	169
Figure 6.16. Network overhead measurements for data samples of 50 bytes: (a) Overall management traffic, (b) Network traffic through the WAN link, Overall management cost in the case that the cost coefficient for the WAN link is (c) 10, or (d) 200 times higher than for the high-speed LAN	170
Figure 6.17. Network overhead measurements for data samples of 2000 bytes: (a) Overall management traffic, (b) Network traffic through the WAN link, Overall management cost in the case that the cost coefficient for the WAN link is (c) 10, or (d) 200 times higher than for the high-speed LAN	171
Figure 7.1. Setting the properties of two HF evaluators through the MAG GUI	181
Figure 7.2. Acquiring an SNMP table snapshot through: (a) successive get-next requests, (b) multiple get-bulk requests, (c) a single get-bulk request, (d) MA migration and locally issued get-next requests	183
Figure 7.3. Configuring SNMP table polling operations through the MAG GUI	184
Figure 7.4. Graphical display of SNMP table contents	185
Figure 7.5. Arithmetic and textual filtering operators method definitions included into the MCode.TF class	187
Figure 7.6. Displaying information returned by a TF agent applying the (a) Match, or (b) Exclude operator	188
Figure 7.7. Configuring SNMP table filtering operations through the MAG GUI for (a) Textual and (b) Arithmetic operators	189
Figure 7.8. Results of ifTable filtering	190
Figure 7.9. Customising the SNMP table filtering operation parameters	191
Figure 7.10. Global filtering applied on the network interfaces of a set of routers	192
Figure 7.11. Results returned by an MA performing global filtering operations over a set of managed devices	193
Figure 7.12. SNMP table filtering operation flow diagram	195
Figure 7.13. Runtime configuration of MA-based management applications	196
Figure 7.14. Response time as a function of the network size and the collected MIB objects per host for synchronous (a, b) and asynchronous (c, d) SNMP polling operations	198
Figure 7.15. Multi-hop MAs response time measurements as a function of the network size and collected MIB objects per host, when the transport protocol is TCP (a, b) or UDP (c, d)	200
Figure 7.16. Response time measurements for various GnG scheme configurations, as a function of (a) the network size, and (b) the number of launched MAs (management domains)	202
Figure 7.17. SNMP vs. MA-based table polling time measurements	204
Figure 7.18. Response time performance comparison of SNMP vs. MA-based approach for table filtering applications	205
Figure 7.19. Bandwidth consumption of SNMP-based polling against the proposed MA-based applications: (a) HF computation, (b) SNMP table polling, and (c) SNMP table filtering ...	208
Figure 7.20. LAN-WAN environment test network	210
Figure 7.21. Management cost of hierarchical framework against SNMP and flat MA-based polling	211

Figure 7.22. Comparison of the management costs for hierarchical, SNMP-based, GnG and GnS polling	211
Figure 7.23. Comparison of the management costs when the cost coefficients are proportional to the inverse of link bandwidth	211
Figure 7.24. Bandwidth usage of the WAN link imposed by hierarchical, SNMP-based and flat MA-based management	211
Figure B.1. The content of a MobileAgentPackage.MobileAgentExample class instance (object's state) as shown when printed on the standard output	250
Figure B.2. Example source code of an MA with (a) 'non-optimised' vs. (b) 'optimised' state size	251
Figure C.1. Comparison of the delays experienced within the individual migration phases of an MA with (a) moderate or (b) large state size, depending on the transport protocol and on whether the serialised state is compressed prior to its transfer	256
Figure C.2. Distribution (percentage of the overall response time) of the delays incurred within the individual migration phases for MAs with either (a) moderate or (b) fairly large state size (the serialised state is compressed)	257
Figure C.3. Comparison of the individual migration phases delays for MAs with moderate vs. large state size (the serialised state is compressed prior to its transmission)	258

LIST OF TABLES

Table 3.1. Design paradigms for mobility (the boldfaced typesetting indicates where interaction takes place)	42
Table 4.1. Structuring of the prototype in packages	80
Table 4.2. Comparison of MAs vs. RMI-based approaches in terms of response time as a function of the transferred data	111
Table 4.3. Average response time and standard deviation for multi-hop MAs for various network sizes and volumes of collected data (TCP protocol used for MA transfers)	113
Table 4.4. Average response time and standard deviation for multi-hop MAs for various network sizes and volumes of collected data (UDP protocol used for MA transfers)	113
Table 4.5. Comparison of MAs vs. RMI-based approaches in terms of network overhead: The total number of captured frames and the volume of the transferred data on the transport and MAC layers	115
Table 5.1. Average polling time and standard deviation for GnG polling, for multi-hop MAs for various network sizes and numbers of management domains (50 bytes are collected from each host)	138
Table 5.2. Average polling time and standard deviation for GnG polling, for multi-hop MAs for various network sizes and numbers of management domains (2000 bytes are collected from each host)	138
Table 5.3. Comparison of GnG, GnS and RMI-based approaches in terms of network overhead: The volume of the transferred data on the MAC layer	139
Table 6.1. Comparison of network traffic generated by GnG and GnS polling schemes against hierarchical management approaches	172
Table 7.1. Synchronous SNMP time measurements	199
Table 7.2. Asynchronous SNMP time measurements	199
Table 7.3. Response time measurements for multi-hop MAs, when using TCP for MA transfers	201
Table 7.4. Response time measurements for multi-hop MAs, when using UDP for MA transfers	201
Table 7.5. Response time measurements for several GnG polling scheme configurations	202
Table 7.6. Latency gain of MA-based against SNMP table polling	204
Table 7.7. MAs vs. SNMP table filtering times	206
Table 7.8. Attributes of the MA classes corresponding to the three proposed applications	207
Table 7.9. Network overhead estimation for SNMP-based polling, against the proposed MA-based applications: (a) HF computation, (b) SNMP table polling, and (c) SNMP table filtering	209
Table 7.10. (a) Management cost of SNMP against MA-based flat management, GnG, GnS and hierarchical MA-based management for fixed link cost coefficients, (b) Management cost comparison when cost coefficients are equal to the inverse of link bandwidth, (c) Network traffic over the WAN link for SNMP, flat and hierarchical MA-based management	213

Table B.1. The effect of applying various source code modifications on the MA's state size	250
Table C.1: Time measurements (in msec) depicting the distribution of delays for a "ping-pong" MA with a 'small' state size (476 bytes compressed / 678 bytes uncompressed) during its lifetime (each table value represents 100 individual time measurements)	255
Table C.2: Time measurements (in msec) depicting the distribution of delays for a "ping-pong" MA with a 'large' state size (1152 bytes compressed / 3970 bytes uncompressed) during its lifetime (each table value represents 100 individual time measurements)	255

ACRONYMS

ACL	Agent Communication Language
ADK	AgentBean Development Kit
AN	Active Network
API	Application Programming Interface
ASN.1	Abstract Syntax Notation 1
ATM	Asynchronous Transfer Mode
ATP	Agent Transfer Protocol
BDK	Bean Development Kit
BER	Basic Encoding Rules
CCITT	Comittee Consultif International Telegraphique et Telephonique
CL	Class Loader
CLD	Class Loader Daemon
CIM	Common Information Model
CMIP	Common Management Information Protocol
CMIS	Common Management Information Service
CMST	Constrained Minimum Spanning Tree
COD	Code On Demand
CORBA	Common Object Request Broker Architecture
CPU	Central Processing Unit
CS	Client/Server
DES	Data Encryption Standard
DLL	Dynamic Link Library
DISMAN	DIStributed MANagement
DMI	Desktop Management Interface
DMTF	Distributed Management Task Force
DNS	Domain Name Service
DOT	Distributed Objects Technology
DSA	Digital Signature Algorithm

E-W	Esau-Williams
FIPA	Foundation for Intelligent Physical Agents
FTP	File Transfer Protocol
GIOP	General Inter-ORB Protocol
GnG	Get 'n' Go
GnS	Go 'n' Stay
GUI	Graphical User Interface
HF	Health Function
HTML	HyperText Meta-Language
HTTP	HyperText Transfer Protocol
ID	Identification
IDL	Interface Definition Language
IETF	Internet Engineering Task Force
IIOP	Internet Inter-ORB Protocol
I/O	Input/Output
ISO	International Standards Organization
ITU-T	International Telecommunication Union—Telecommunications standardisation
JAR	Java Archive
JCA	Java Cryptography Architecture
JDBC	Java DataBase Connectivity
JDK	Java Development Kit
JDMK	Java Dynamic Management Kit
JIT	Just-In-Time
JMAPI	Java Management API
JMX	Java Management eXtensions
JNI	Java Native Interface
JRMP	Java Remote Method Protocol
JVM	Java Virtual Machine
LAN	Local Area Network
ICMP	Internet Control Message Protocol
IDL	Interface Definition Language
IETF	Internet Engineering Task Force
ILP	Integer Linear Programming
IP	Internet Protocol
LDAP	Lightweight Directory Access Protocol
M2M	Manager-to-Manager

MA	Mobile Agent
MAC	Medium Access Control
MACL	Mobile Agent Class Loader
MAG	Mobile Agent Generator
MAL	Mobile Agent Listener
MAP	Mobile Agent Platform
MAR	Mobile Agent Register
MAS	Mobile Agent Server
MbD	Management by Delagation
MCR	Mobile Code Repository
MD5	Message Digest
MDM	Mobile Distributed Manager
MFC	Migration Facility Component
MIB	Management Information Base
MLM	Mid-Level Manager
MO	Managed Object
MST	Minimum Spanning Tree
NDD	Network Discovery Daemon
NE	Network Element
NMS	Network Management System
NSM	Network & Systems Management
OIP	Optimal Itineraries Planning
OMG	Object Management Group
ORB	Object Request Broker
OSI	Open Systems Interconnection
PC	Personal Computer
PDU	Protocol Data Unit
PI	Polling Interval
PID	Process Identifier
PT	Polling Thread
PTC	Polling Thread Configuration
QoS	Quality of Service
RDP	Remote Delegation Protocol
REV	REmote Evaluation
RFC	Request For Comments
RI	Resources Inspector

RIA	Resource Inspection Application
RMI	Remote Method Invocation
RMON	Remote MONitoring
RMT	Resources Monitoring Tool
RPC	Remote Procedure Call
RSA	Rivest-Shamir-Adleman
SC	Security Component
SD	Standard Deviation
SFC	Service Facility Component
SHA-1	Secure Hash Algorithm
SLA	Service Level Agreement
SM	Security Manager
SMF	System Management Functions
SNMP	Simple Network Management Protocol
SQL	Standard Query Language
TCP	Transmission Control Protocol
TF	Table Filterer
TINA	Telecommunications Intelligent Network Architecture
TMN	Telecommunications Management Network
TP	Table Poller
UDP	User Datagram Protocol
URL	Universal Resource Locator
VDL	View Definition Language
WAN	Wide Area Network