

Sharing Experiences on International Academic Services and Research 國際學術服務與研究經驗分享

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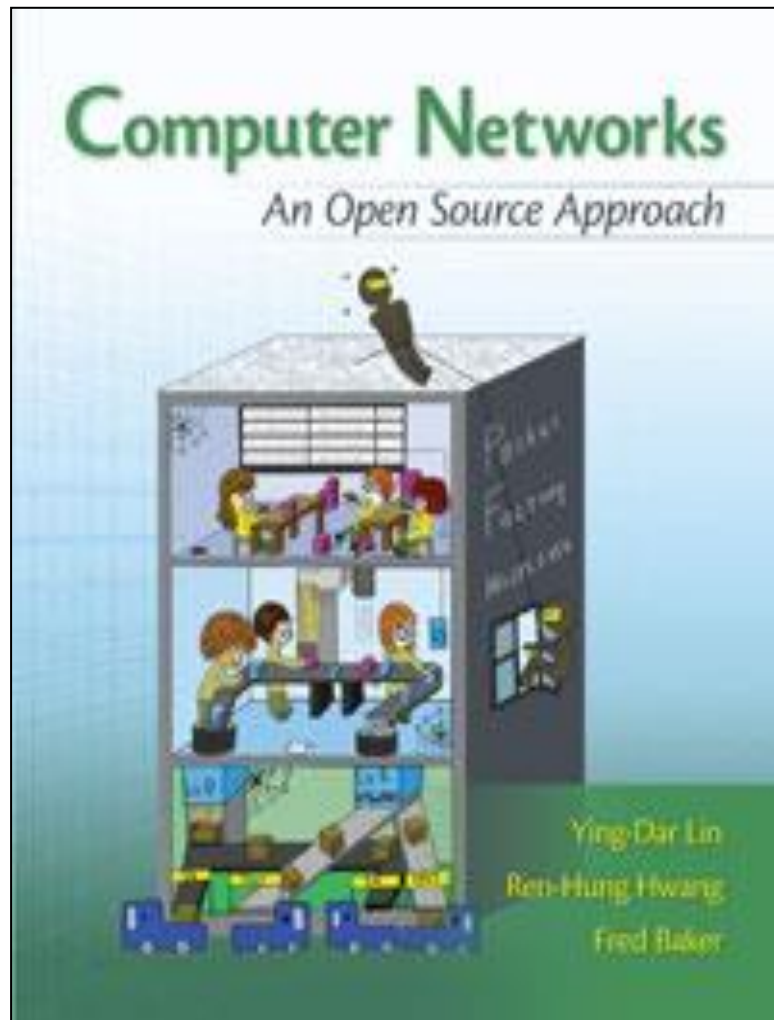
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- B.S., NTU-CSIE, 1988; Ph.D., UCLA-CS, 1993
- Distinguished Professor (2014~)/Professor (1999~2013)/Associate Professor (1993~1999), NCTU-CS; IEEE Fellow (2013~); IEEE ComSoC Distinguished Lecturer (2014&2015); ONF Research Associate (6/2014~)
- Founder and Director, III-NCTU *Embedded Benchmarking Lab (EBL; www.ebl.org.tw)*, 2011~
- Founder and Director, NCTU *Network Benchmarking Lab (NBL; www.nbl.org.tw)*, 2002~
- Editorial Boards: IEEE Computer (2012~, Associate EiC from 2015), IEEE Wireless Comm. (2013~), IEEE Transactions on Computers (2011~), IEEE Network (2011~), IEEE Communications Magazine – Network Testing Series (2010~), IEEE Communications Letters (2010~), Computer Communications (2010~), Computer Networks (2010~), IEEE Communications Surveys and Tutorials (2008~), IEICE Transactions on Information and Systems (11/2011~)
- Guest Editors of Special Issues: Open Source for Networking, IEEE Network, Mar & Sept 2014; Mobile Application Security, IEEE Computer, Mar 2014; Multi-Hop Cellular, IEEE Wireless Communications, Oct 2014; Deep Packet Inspection, IEEE JSAC, Q1 2015; Traffic Forensics, IEEE Systems Journal, Q2 2015; Software Defined Networking, IEEE Computer, Nov 2014.
- Co-Chair, IEEE Globecom'13 NGN Symposium; IEEE ICC'15 NGN Symposium.
- Chair, *ACM-ICPC Taiwan Council*, 2009~
- CEO, *Telecom Technology Center (www.ttc.org.tw)*, 7/2010~5/2011
- Director, *Computer and Network Center*, NCTU, 2007~2010
- Consultant, *ICL/ITRI*, 2002~2010
- Visiting Scholar, *Cisco*, San Jose, 7/2007-7/2008
- Director, *Institute of Network Engineering*, NCTU, 2005~2007
- Co-Founder, *L7 Networks Inc. (www.L7.com.tw)*, 2002
- Areas of research interests
 - Software defined networking
 - Deep Packet Inspection
 - Attack, virus, spam, porno, P2P
 - Software, algorithm, hardware, SoC
 - Real traffic, beta site, botnet
 - Internet security and QoS
 - Wireless communications
 - Test technologies of switch, router, WLAN, security, VoIP, 4G/LTE, SDN, and smartphones
- Publications
 - International journal: 112
 - International conference: 54
 - IETF Internet Draft: 1
 - Industrial articles: 170
 - Textbooks: 3 (Ying-Dar Lin, Ren-Hung Hwang, Fred Baker, *Computer Networks: An Open Source Approach, McGraw-Hill, Feb 2011*)
 - Patents: 32
 - Tech transfers: 8
 - Well-cited paper: Multihop Cellular: A New Architecture for Wireless Communications, INFOCOM 2000, YD Lin and YC Hsu; #citations: 800; standardized into IEEE 802.11s, Bluetooth, WiMAX, and 3GPP



Ying-Dar Lin, Ren-Hung Hwang, Fred Baker, **Computer Networks: An Open Source Approach**, McGraw-Hill, Feb 2011.

www.mhhe.com/lin; available now at amazon.com

Facebook Q&A Communit: www.facebook.com/CNFBs

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Computer Networks: An Open Source Approach considers *why* a protocol, designed a specific way, is more important than *how* a protocol works. Key concepts and underlying principles are conveyed while explaining protocol behaviors. To further bridge the long-existing gap between design and implementation, it illustrates *where* and *how* protocol designs are implemented in Linux-based systems. A comprehensive set of fifty-six *live* open source implementations spanning across hardware (8B/10B, OFDM, CRC32, CSMA/CD, and crypto), driver (Ethernet and PPP), kernel (longest prefix matching, checksum, NAT, TCP traffic control, socket, shaper, scheduler, firewall, and VPN), and daemon (RIP/OSPF/BGP, DNS, FTP, SMTP/POP3/IMAP4, HTTP, SNMP, SIP, streaming, and P2P) are *interleaved* with the text.

Agenda

- Part I: Experiences on international academic services
 - Why: from visibility to partnership
 - What: from editorial board, special issue, program committee, technical committee, to distinguished lecturer
 - When: too junior vs. too senior
 - How: invited vs. voluntary
- Part II: Experiences on academic research
 - Why: academia vs. industry
 - What: criteria vs. impacts
 - When: independent vs. co-work
 - How: from proposal to publication
 - How to graduate your students on time
 - How to campaign for IEEE Fellow
- Lessons learned
- Skills learned and more to learn

Disclaimer

- The following slides contain claims that might be too specific or strong, viewer's discretion is advised in generalizing them.
- Real experiences based on 7 years of international academic services and 21.5 years of research.
- Giving this talk does not imply the speaker's authoritativeness on international academic services or research. It merely implies that the speaker is willing to share to colleagues. In fact, the speaker still needs to improve himself and keep learning.
- The speaker hopes that the audience are willing to share their experiences too. A progressive society is the one willing to share.
- Know-how is often less important than willingness to try.

Part I:
Experiences on International
Academic Services

Why

From Visibility to Partnership

- It all started with one question in 2008:
 - IEEE Fellow vs. IEEE Journal Editor: Which is more difficult?
- Better visibility
 - Titles as “decorations”
 - For yourself, NCTU, and Taiwan
 - Exception?: top US universities
- Better tracking of research trends
 - Emerging topics, life cycle of an area
- Skillful to engage
 - Familiar with logistics
 - Sense of the eco-system
 - Easier to partner with others
 - Services or research

What

From Editorial Board, Special Issue, Program Committee, Technical Committee, to Distinguished Lecturer and Beyond (BoG, Society Director/VP/P, etc.)

Position	Where to Work	Type of Work	Issues
Editorial Board	<ul style="list-style-type: none"> On Manuscript Central or EES (Elsevier Editorial System) mostly Side meetings of conferences (optional) 	<ul style="list-style-type: none"> Review invitation Late review reminding Review assessment Acceptance recommendation or decision 	<ul style="list-style-type: none"> Too many declines (2/3) Low review quality Long turn-around time Star connectivity to EiC
Special Issue Guest Editor	<ul style="list-style-type: none"> Under some journals or magazines On Manuscript Central, EES, or EDAS mostly 	<ul style="list-style-type: none"> SI proposal CFP circulation Batched review process (similar to a workshop) Guest editorial 	<ul style="list-style-type: none"> Rejected proposal due to topic, survey, or team Not enough submissions to keep acceptance ratio under 25%
Program Committee	<ul style="list-style-type: none"> On EDAS mostly Side meetings of conferences (optional) 	<ul style="list-style-type: none"> Review many submissions in a period Dispatch to students, colleagues, or yourself 	<ul style="list-style-type: none"> Burst of workload Student review quality Irresponsive TPC members, for TPC chairs
Technical Committee	<ul style="list-style-type: none"> On mailing lists Open side meetings of conferences Under a society Run by chair, vice chair, secretary 	<ul style="list-style-type: none"> Conference organization and approval/sponsorship SI organization Nomination for awards or positions 	<ul style="list-style-type: none"> Inactive TCs Difficult to engage initially Often dominated by a few Need to campaign positions in voting
Distinguished Lecturer	<ul style="list-style-type: none"> On a tour in a region Two tours per year 	<ul style="list-style-type: none"> Give speeches on hot topics Roadshow with 3+ talks in one tour 	<ul style="list-style-type: none"> Self arrangement (know the hosts) Arranged/invited by local chapters Developed or developing countries



Lecture in Buenos Aires, Argentina



Lecture in Auckland, New Zealand



Lecture in Louvain, Belgium



Lecture in Austin, USA

When

Too Junior vs. Too Senior

- Too junior?
 - Turned down more frequently
 - Distraction when you already have too many to establish
 - Maybe TPC and SI could be a good start
- Too senior?
 - Rich in experiences and connections
 - Definitely a plus
 - Embarrassed to get turned down?
 - Challenging to keep the pace for certain jobs?

How Invited vs. Voluntary

- Unless you are in a top US university....
- Unless you are a highly cited scholar....
- Unless you are already in the circle of trust or known....

→ Don't expect invitations from decent journals and conferences!

- Identify publications that you've published often
 - Volunteer yourself
 - Or find an insider to nominate you
 - Attend side meetings (technical committees)
 - To know people (talk much)
 - To contribute ideas (think hard)
 - To serve the society (do follow up)

- Aggressiveness
 - It could be a campaign!
 - But don't over-do it.
 - It's not a full-time job. (Avoid 跑龍套.)
 - It's not a gang. (Avoid 拉幫結派.)
- Willingness to communicate, learn, partner, and explore
 - English might or might not be an issue.
 - Lecturing your courses in English tells a big difference after 5-10 years!
- Quality and efficiency
 - Don't ruin the reputation of yourself, NCTU, and Taiwan
 - You will be "retired" by others!
 - Cost: e.g., 4-8 hours scattered over a week
 - 10-20% (c.f. 30-60% as a domestic academic administrator)
 - A good researcher might not be a good editor!

Part II: Experiences on Academic Research

Why

Academia vs. Industry

- Researcher vs. developer
 - Unknown exploration vs. problem solving vs. system building
 - Balance between R and D
 - Academia: R&d: $d \rightarrow R \rightarrow D > R \rightarrow d$ or $D | R$
 - Industry: D&r: D/r or $D-r > D \leftarrow R$
- Degree of fun
 - Academia > industry
- Degree of risk/penalty if you screw up a piece of work
 - Academia << industry
- Long-term impacts
 - Academia > industry

What

Criteria vs. Impacts

- Criteria

- Books, especially textbooks
 - By global publishers
- Top journals
 - IF (impact factor) > 1.5
- Top conferences
 - Acceptance < 20%
- Patents
 - US patents
- HW/SW IP
 - Packages
- Startups
 - > 2M USD

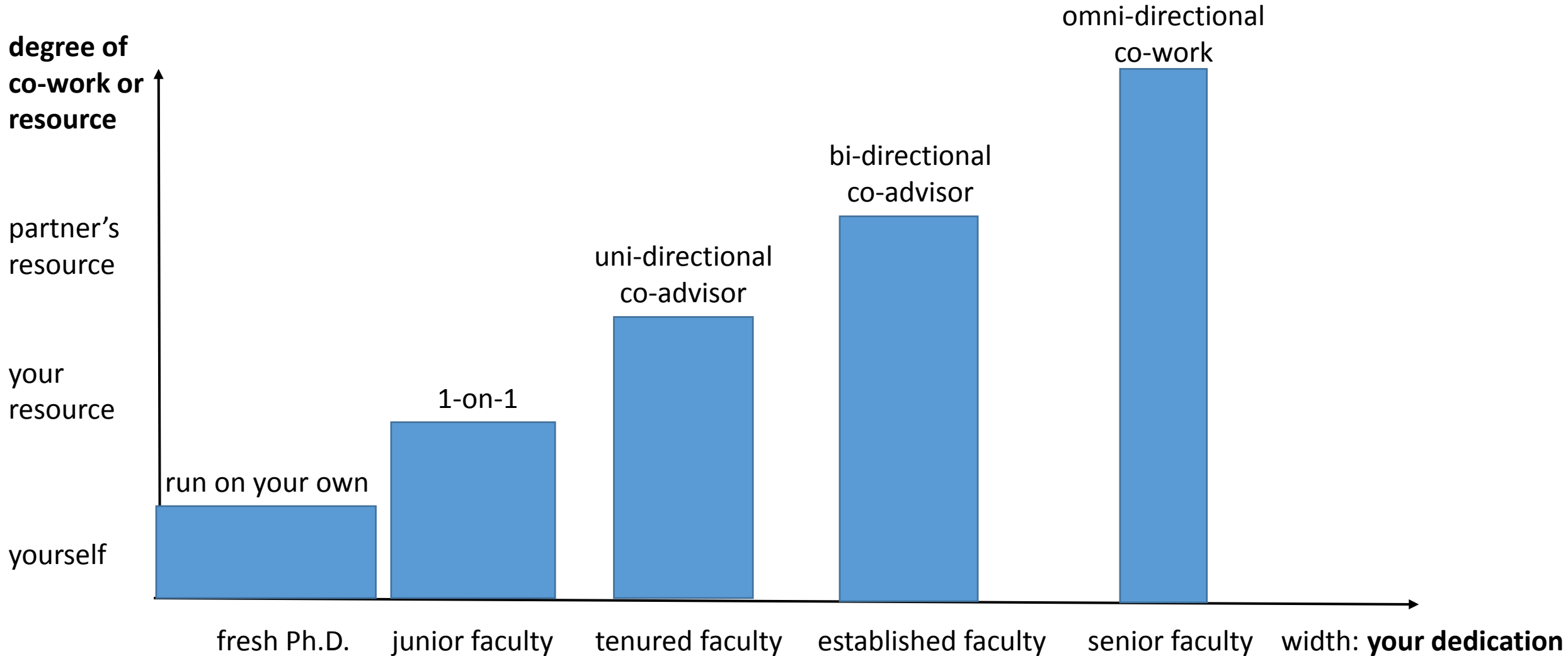
→ Basketball game

- Impacts

- Written into a textbook
 - Undergraduate > graduate
 - Your grand son in college would say:
hey, this is my grandpa!
- Textbook world-wide market share
 - > 10%
- Citations
 - > 100
- Licensing
 - > 300K USD
- Downloads
 - > 3000
- Acquisition or IPO
 - > 50M USD

→ Football game

When Independent vs. Co-Work



How

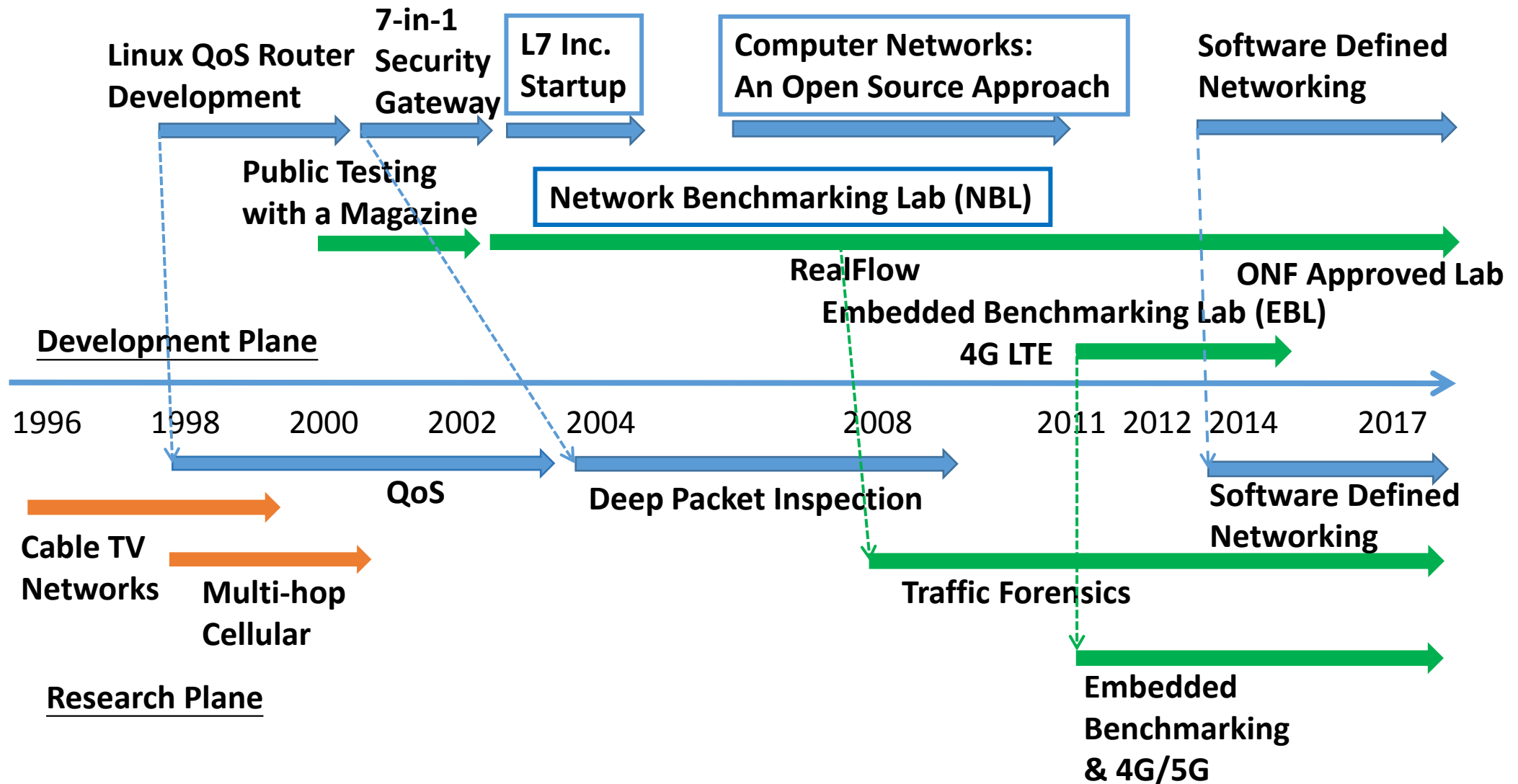
From Proposal to Publication

Stage	Objective	1 st -tier Behavior	2 nd -tier Behavior
Survey and/or Development	Problem identification	New problem identified	Similar problem copied
Proposal	Problem statement with inputs, constraints, objectives, and assumptions	Formally defined	Loosely defined
Solution & Evaluation	Significant effect	New result or major improvement	Minor improvement
Writing & Revision	Critical writing	Tight logic reasoning and clean grammar	Loose logic (how without why) and messy grammar
Submission & Resubmission	Acceptance	Major/minor revision → acceptance	Rejected → resubmission to 2 nd -tier target
Getting Cited	Well cited	> 100	< 10

Sources of Research Topics

- Three sources
 1. Literature repository: minor improvement on existing or pseudo problems
 2. Development projects: feasible solutions on real problems
 3. Industrial discussions: real problems but not necessarily feasible solutions
- A problem well defined is a problem half solved.
 - A problem well defined has its impact half or almost determined.
- Mine: $d \rightarrow R \rightarrow D$
 - Enabling resource: Linux
 - *Research is the non-trivial part identified within the development process.*
 - *If I don't know how to develop it, I would not research on it.*
- My roadmap and footprints: cable TV networks (1996-1999) \rightarrow multi-hop cellular (1998-2000) \rightarrow QoS (1998~2003) \rightarrow deep packet inspection (2004~2009) \rightarrow traffic forensics (2008~) \rightarrow embedded benchmarking (2011~) \rightarrow software defined networking (2013~)

My D&R Roadmap with Three Side Products



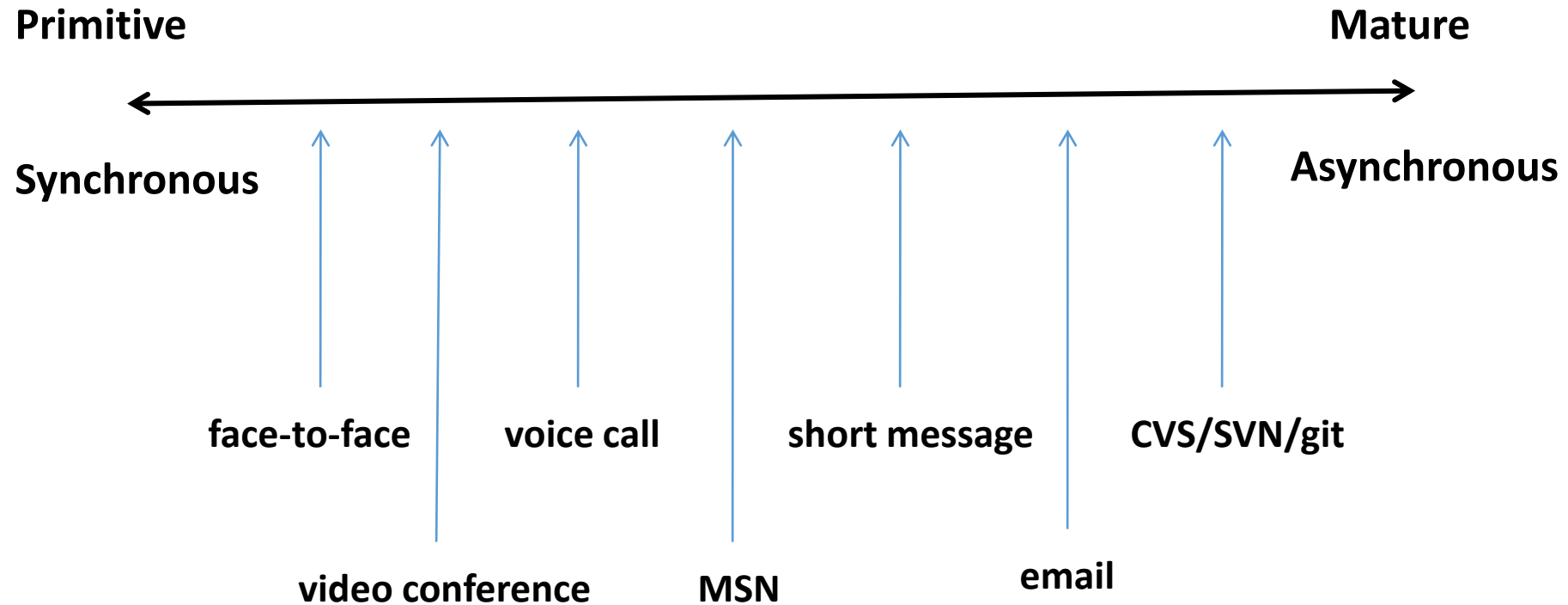
NBL Staff

- Director + Executive Director + full-time engineers + students
- Operation model: 3-line

Type	Analog	Who	Mission
Test Service (1 st line)	Infantry	Mostly full-time Some students	1. Conducting tests 2. Writing test plans
Test Tool (2 nd line)	Artillery	Some full-time Mostly students	1. Developing test tools 2. Licensing tools to vendors
Test Research (3 rd line)	Supply	Professors and students	1. Researching test methodologies on test beds 2. Researching product bottlenecks

Spectrum of Co-Work Models

Synchronous vs. Asynchronous



- The most primitive co-work model: on-site face-to-face
- The 2nd most mature co-work model: email deep discussion
- The most mature co-work model: co-editing a program/document concurrently

My Housekeeping: From Proposal to Publication

	Title	Target for Publication	In-Charge	Coach, if any	Due/Submission	Patent/Conference
A.	in revision					
1	beta site design for IPv6/IPv4 co-existence	Journal of Internet Technology	Raghu	Prof. Hwang (黃仁竑)	accepted on 4/2/2013	
2	behavior botnet detection in parallel	Security and Communication Networks	蔡禮陽	Prof. Huang (黃俊穎)	accepted on 9/5/2013	
3	PCAP Lib: extraction, classification, anonymization	IEEE Systems Journal	王聲浩	Prof. PC Lin (林柏青)	accepted on 1/5/2014	
4	proxy replay	Security and Communication Networks	廖鵬宇	Prof. Huang (黃俊穎)	accepted on 5/9/2014	
5	live capture/replay on multi-port devices	IEEE Tx Network and Service Management	林昱安	Prof. PC Lin (林柏青)	accepted on 2/4/2014	P: NCTU
6	SPAG-C: GUI test oracle /w accuracy, effi., reusabil	IEEE Tx Software Engineering.	Francisco	Prof. Chu (朱宗賢)	accepted on 6/11/2014	P: NCTU
7	power consumption calibration	Journal of Network and Computer Applications	尤云千/Ekarat	Prof. Chang 張立平	accepted on 5/7/2014	
8	research roadmap	Intl Journal of Networking and Computing	ydlin		accepted on 5/18/2014	
9	three-phase behavior-based detection/classification	Security and Communication Networks	徐鵬凱 / 呂俊男	Prof. Lai (賴源正)	accepted on 9/25/2014	P1: NCTU
10	in-lab replay testing (ILRT), with SOHO routers	Journal of Internet Technology	呂俊男	Prof. Hwang (黃仁竑)	revised on 6/16/2014	
11	traffic diversity vs. test coverage	Intl. Journal of Communication Systems	邵俊賓	Chun-Nan (呂俊男)	accepted on 8/4/2014	
12	LTE data scheduling/eval under DRX, CQI, QoS	Computer Networks	郭昱賢	Dr Tung (董莉萍)	accepted on 10/6/2014	c:ICNC 7/5; P
13	spacial reuse for LTE/WiMAX relay	IEEE Tx Vehicular Technology	林政賢	Prof. Hwang (黃仁竑)	accepted on 11/6/2014	
14	malware behavior: fuzzy analysis	Security and Communication Networks	蔡薰儀	Prof. Huang (黃俊穎)	to revise on 1/16/2015	
B	submitted					
1	aligning comp. net. curriculum /w live running imp.	Communications of the ACM	Prof. Wang (王志強)	Prof. Hwang (黃仁竑)	to re-submit on 8/31/2014	
2	WLAN replay: traffic & environment	IEEE Tx Vehicular Technology	古佳育	Dr Kate Lin (林靖茹)	to re-submit on 1/5/2015	c:WCNC12; P
3	three-phase behavior-based for Android malware	Computers & Security	張育妮	Prof. Huang (黃俊穎)	re-submitted on 11/6/2014	P: NCTU
4	2-tier project/job scheduling in clouds	Journal of Network and Computer Applications	Tuan	Prof. Wang (王志強)	to revise on 12/6/2014	P: NCTU
5	Dynamic DRX	Wireless Networks; IFIP WD'14	Syama	Krishna Sivalingam	to re-submit on 10/31/2014	ICC'14
6	energy /w non-linearity, asynchrony, hetrogenity	ACM Tx Embedded Computing Systems	Ekarat	Prof. Chu (朱宗賢)	re-submitted on 10/15/2014	P: NCTU
7	DRX modeling	IEEE Comm. Letters	Syama	Krishna Sivalingam	to re-submit on 10/31/2014	
8	PCT and IOT in LTE	JCOMSS, APWCS'14	梁雲豪	Dr Tung (董莉萍)	re-submitted on 6/1/2014	
9	smoothness QoE for touchscreen GUI	Human-Computer Interaction	溫倩苓	Prof. Chu (朱宗賢)	to re-submit on 10/31/2014	
10	intercepting bytecode in Dalvik VM	Journal of Systems and Software	張尚揚	Prof. Chang (張貴忠)	to re-submit on 12/31/2014	
11	classification: packet size sequence vs. distribution	IEEE Tx Network and Service Management	呂俊男	Prof. Huang (黃俊穎)	to revise on 11/30/2014	
12	modeling n-ary binary/ternary/continuous filters	IEEE Tx Dependable and Secure Computing	Sakib	Prof. Huang (黃金澤)	submitted on 10/1/2014	
13	extended SDN /w SC and NFV	IEEE Network (SI on NFV)	葉治宏	Prof. PC Lin (林柏青)	submitted on 10/15/2014	
C.	revising for submission					
1	fast failover and switchover in multipath SDN	Journal of Network and Computer Applications	許珈榮	Dr Deng (鄧鴻毅)	11/19/2014	P: NCTU
2	LTE Wi-Fi offloading	Wireless Networks (Springer)	梁雲豪	古佳育	12/22/2014	
3	GUI smoothness /w motion prediction	IEEE Tx Human-Machine Systems	張翊帆	Prof. Chu (朱宗賢)	10/10/2014	
4	smartphone evaluation	IEEE Pervasive Computing	張尚揚	ydlin	10/31/2014	
D.	writing up					
1	MIMO OTA testbed	IEEE Wireless Communications	古佳育	ydlin	12/29/2014	
2	multi-channel mesh	IEEE Tx WC or Wireless Networks (Springer)	古佳育	ydlin	1/19/2014	
3	zoom-in power estimation on multi-core CPU	IEEE Embedded Systems Letters	Ekarat/林金宏	Prof. Chu (朱宗賢)	10/31/2014	
4	SDN: a tutorial on std., dev., testing	IEEE Comm. Surveys & Tutorials	汪建廷	Dr Deng (鄧鴻毅)	12/15/2014	
5	app classification HW with pkt size seq.& dist.	IEEE Comm. Letters	呂俊男	ydlin	1/31/2015	
E.	on-going works					
1	semi-online power estimation for smartphone subs.	VTC, ACM Tx Embedded Computing Systems	Ekarat	Prof. Chu (朱宗賢)	11/15/2014	
2	hybrid SDN: modeling and optimization	IEEE Tx Network and Service Management	Binayak	Prof. Wu (吳曉光)	1/31/2015	
3	a campus SDN solution for Wi-Fi/switch	IEEE Computer	Dr Deng/許郡泓	ydlin	11/15-31/2014	
4	modeling/comparing femto/relay small cells	IEEE Tx Wireless Communications	Dr Deng (鄧鴻毅)	陳震宇, 黃仁竑	9/15/2014	
5	browser fuzzing for APT vulnerabilities		廖鋒澤	Prof. Huang (黃世昆)	1/7/2015	
6	SDN multicast by controllers across domains		廖俊傑	Dr Deng (鄧鴻毅)	1/7/2015	
7	SDN service chaining and traffic steering /w NFV		吳政穎	Dr PC Lin (林柏青)	1/7/2015	
8	SDN inter-domain controller architecture		陳斯杰	Dr Deng (鄧鴻毅)	1/7/2015	
9	Wi-Fi load balancing in SDN		Jessie Lu	楊錫昌	1/7/2015	
F.	proposals					
1	cross-layer user behavior analysis for Android		張尚揚	Prof. Chang (張貴忠)	proposal: 11/30, written: 1/31/15	
2	power saving configuration for Android		張尚揚	Prof. Chang (張貴忠)	proposal: 3/1, written: 7/31/15	
3	femto/relay sleep control for power saving		Patrick 東華	鄧鴻毅, 陳震宇	10/31/2014	
4	SDN App Store: service initiation		汪建廷	???	proposal: 11/30	
5	SDN security as a service: legacy service mapping		周業捷	???	proposal: 11/30	
6	SDN NFV QoS: allocation and scheduling		Tuan	???	proposal: 11/30	
7	SDN network QoS: multi-path load balancing		王耀駿	朱煜煌 or 張貴雲	proposal: 11/30	
8	SDN-enabled Wi-Fi: seamless roaming		楊錫昌	Prof. Hwang (黃仁竑)	proposal: 11/30	

Some Common Difficulties and Possible Solutions

1. Never gave problems to students? Asked students to find from literature? (Students have no sense on the value of problems. They copy/revise problems.)
→ Spend much more time with students to discuss problem statements.
2. Confusion of students
 - Can't tell R from D (new MS)?
 - Can't differentiate solution from problem (1st-year MS)?
 - Can't separate implementation from design (2nd-year MS)?→ Provide more real examples.
3. Poor student disciplines in analysis (paper reading), organization (paper/program writing and presentation), and creativity (idea forming)?
→ If 70, train to 80. Give an indep study, SOPs, and examples. If 60, give up.
4. Low hit ratio (publication ratio) of MS thesis works?
→ Set a series of checkpoints (pre-proposal, proposal, algorithm, numerical results, outline, ch1, ch2, ..., complete draft, revised draft, dry run); find them good coaches.
5. Poor management and housekeeping by yourself?
→ Learn time/work management skills

How to Graduate Your Students On Time

- Draw a time line with them and create peer pressure
 - M.S.
 - Independent study (before enrollment) → development (1st year) → pre-proposal → proposal (problem statement & survey) → algorithm confirmed → result obtained → thesis outline → ch1 → ... → ch7 → revision → oral exam → graduation ceremony → thesis filed
 - Ph.D.
 - Ph.A. (admitted) → Ph.B. (qualifying exam) → Ph.C. (proposal) → Ph.D. (defense)
 - Target conference and journal SI
- Manage them if they cannot manage themselves
 - Let them manage themselves if they can
- Disciplines vs. innovations
 - Training vs. inspiring
 - Reading/writing/presenting/programming/specification/English/math/domain knowledge/methodologies vs. thinking/discussion/dreaming
 - Paper engineering: 1st half (innovations) vs. 2nd half (disciplines)
 - Find a coach

How to Campaign for IEEE Fellow?

- “Entry” criteria
 - IEEE Senior Member
 - Technical contribution track
 - Citations of top 5 papers > 500 (on google scholar), depends on society
 - Service contribution track
 - Led large renown organizations
- Team of a dozen
 - 1 nominator
 - 3 endorsers (they don’t score you; no need to be fellow themselves)
 - 8 referees (they score you; must be fellow themselves)
 - Geographically and racially distributed, but preferably in your Society
 - Invited partially by you and partially by your nominator
- Elevation ratio: 1/3 (300/1000 across all societies)
 - Upper bound on “quota” per year: 0.1% of all members
- Usually more difficult in larger societies (Computer > Communications >)
 - Often they don’t use up quota.
- Due on March 1 each year, on-line submissions by your team
 - Filtering by society Fellow Committee first, and then headquarter Fellow Committee
 - Announced in mid Nov. to early Dec., leaked in Oct.

Lessons Learned (1/3)

- Equip oneself with a full capability Set
 - Analysis: paper survey, program tracing, formula derivation
 - Organization: paper writing, presentation, program writing
 - Creativity: ideas, solutions, algorithms, models, etc.
 - Good analysis and creativity, but poor organization → difficult to get your paper accepted in a top conference/journal
 - What I've seen as an associate editor....
- Optimize one's work model
 - Priority queueing: foreground jobs vs. background jobs
 - Quality control: the 90-80-70 rule of thumb
 - Focused vs. de-focused: research >> teaching & service
 - Peer pressure: intra-group and inter-group
 - Co-work model: asynchronous vs. synchronous

Lessons Learned (2/3)

- Development vs. research
 - R only, $R \rightarrow D$, $D \rightarrow R$, or parallel R&D?
 - Front line (D) \rightarrow back line (R), D first then R
 - Industry: D&r, academia: R&d
 - \rightarrow grow r in industry & d in academia!
 - Good balance between D & R: but not in ComSoc
- NBL experiences
 - Duplicating others (e.g. UNH/IOL) has no value.
 - Real traffic testing is indeed unique.
 - 3rd-party lab only for 2nd-tier vendors?
 - Large/small projects with large/small vendors
- Research roadmap vs. random picks
 - A series of works with deeper understanding
 - But random picks have their chances (off-road)
- Publication strategy
 - Conference-driven vs. journal-driven: travel budget
 - Time-to-publish
 - Journals vs. magazines

Lessons Learned (3/3)

- Academic services vs. academic cooperation
 - Editorial boards, special issues, program committees, technical committees
 - Extra effort for new thoughts and resources
 - Research: collaboration > work alone
- Impacts
 - Evolution path: papers → top conference/journal → SCI → IEEE → citation (H-index), licensing, downloads, startups
 - (new problem, old solution) > (old problem, new solution)
 - A work with high impact on the industry might not have high impact on the academia, and vice versa.
 - A high-impact paper might be rejected in its early version.
 - Many papers in top journals or conferences have low impact eventually. The review process can screen regarding *quality* but usually not *impact*.
 - Keep a few of your favorite problems in your mind and review them with new inputs.

Skills Learned

1. How to campaign for IEEE Fellow?
2. How to run a special issue?
3. How to serve as an editor, TPC member, TPC co-chair, TC member?
4. How to serve as a distinguished lecturer?
5. How to host or visit a renown scholar?
6. How to train a new student?
7. How to co-work remotely and internationally?
8. How to coach students of others?
 - How to have your students coached by others?
9. How to find research partners?
 - People vs. subject
10. How to find your sabbatical “paid” job?

More to Learn

1. How to organize the logistics of a “big” conference?
2. How to cook and launch a “new” journal, magazine, or conference?
3. How to campaign in the “election” of TC chair, BoG, VP, and president?
 - How to campaign in the “appointment” of EiC and director?
4. How to apply and run an international research “project”?
5. How to run an edited book with chapter contributions?
6. How to select great-impact topics?
7. How to clock Ph.D. students faster?

Final Remarks

The objective of life is just like calculus. At first you differentiate once to maximize your chance of survival.

Then, if you are lucky enough, you differentiate twice to pursue fame or cash.

And then, if you are civilized enough, you differentiate three times to evolve your objective to impact or fun.