



The next wave of IT:

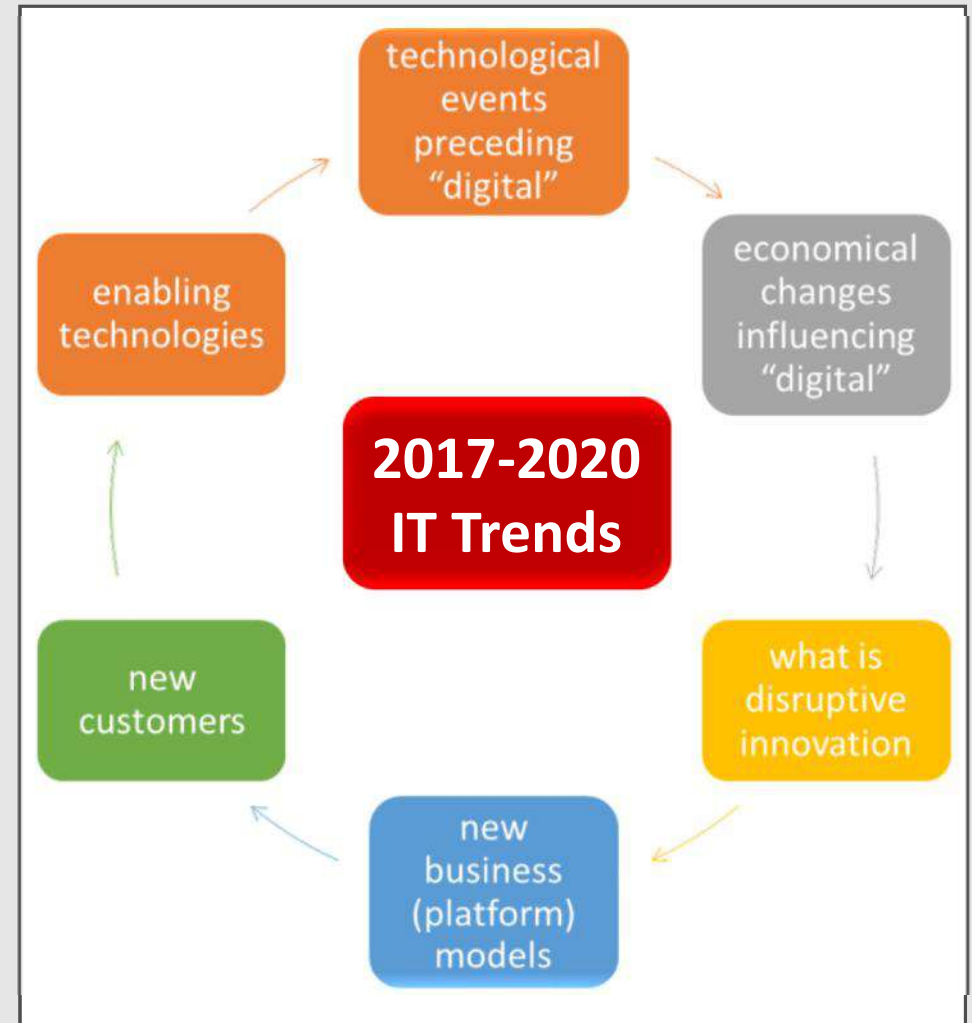
Where do we go from here?

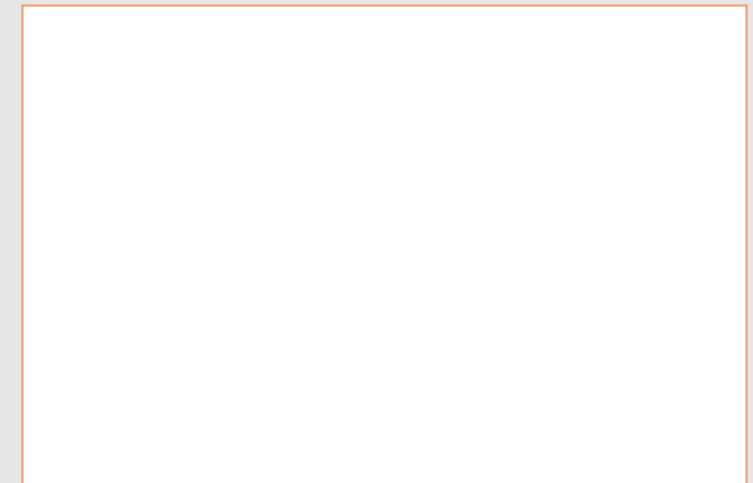
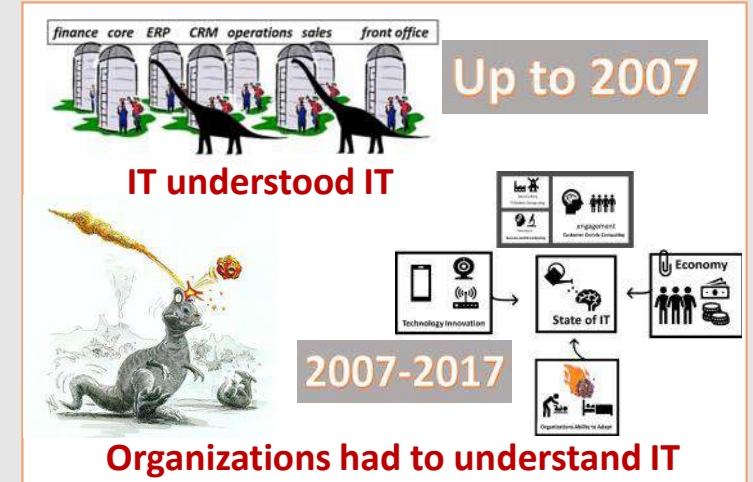
Everyone's talking about
DIGITAL TRANSFORMATION
but what do they really mean?

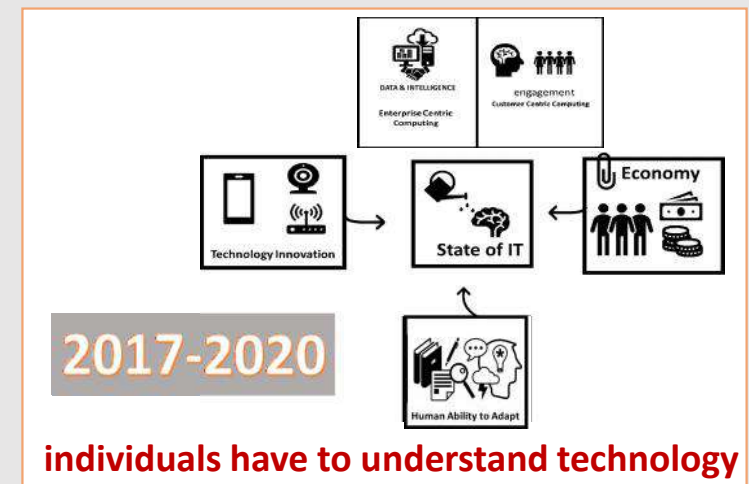
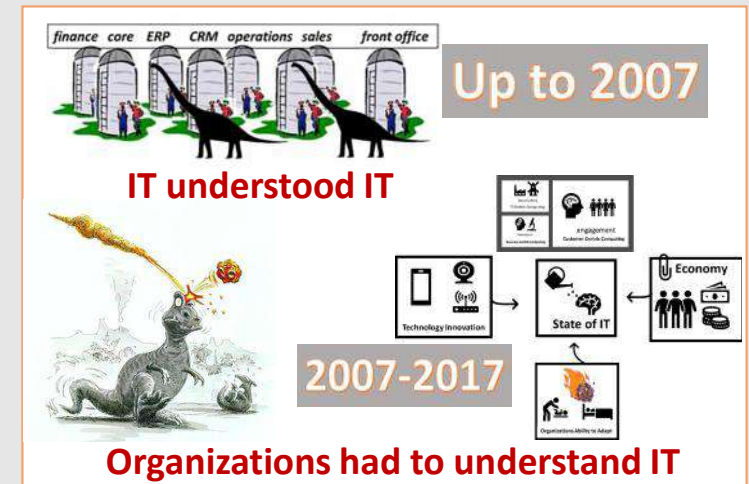
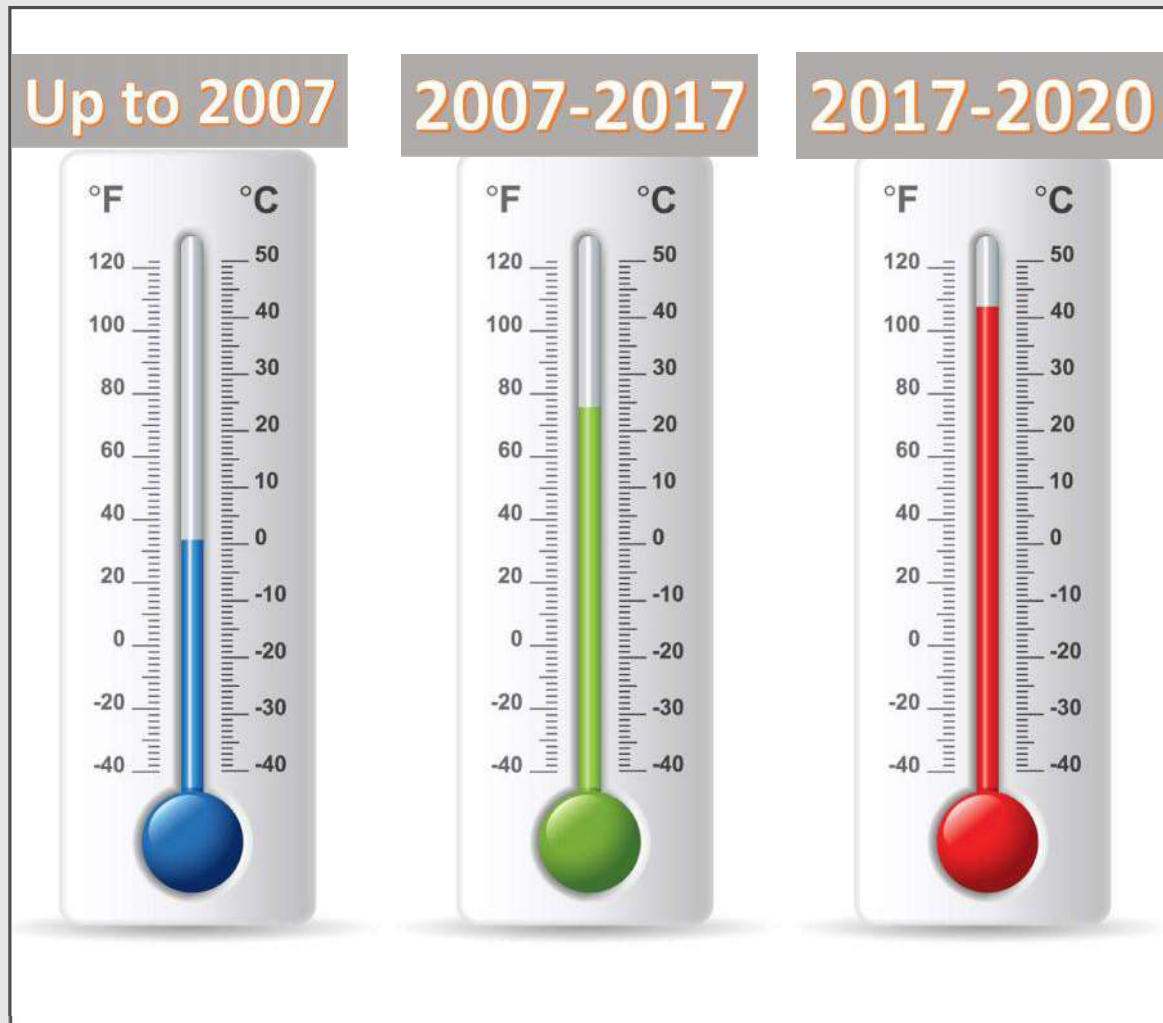
Dr. Jimmy Schwarzkopf
jimmy@stki.info
097907000 0547000020

***The next wave of IT:
Where do we go from here?***

**Everyone's talking about
DIGITAL TRANSFORMATION
but what do they really mean?**







Digital technologies (enablers) and IT

Resource becomes
so **cheap** and
abundant that
wasting it to **create**
something
completely different
makes sense



Up to 2007 Computing

Integrated circuits and eventually the computer on a chip (Moore's law) at lower and lower prices. More and more sophisticated software was written and the **software/VAS industries were born**

Mini computers and PCs disrupted the mainframe industry

2007-2017 Communication

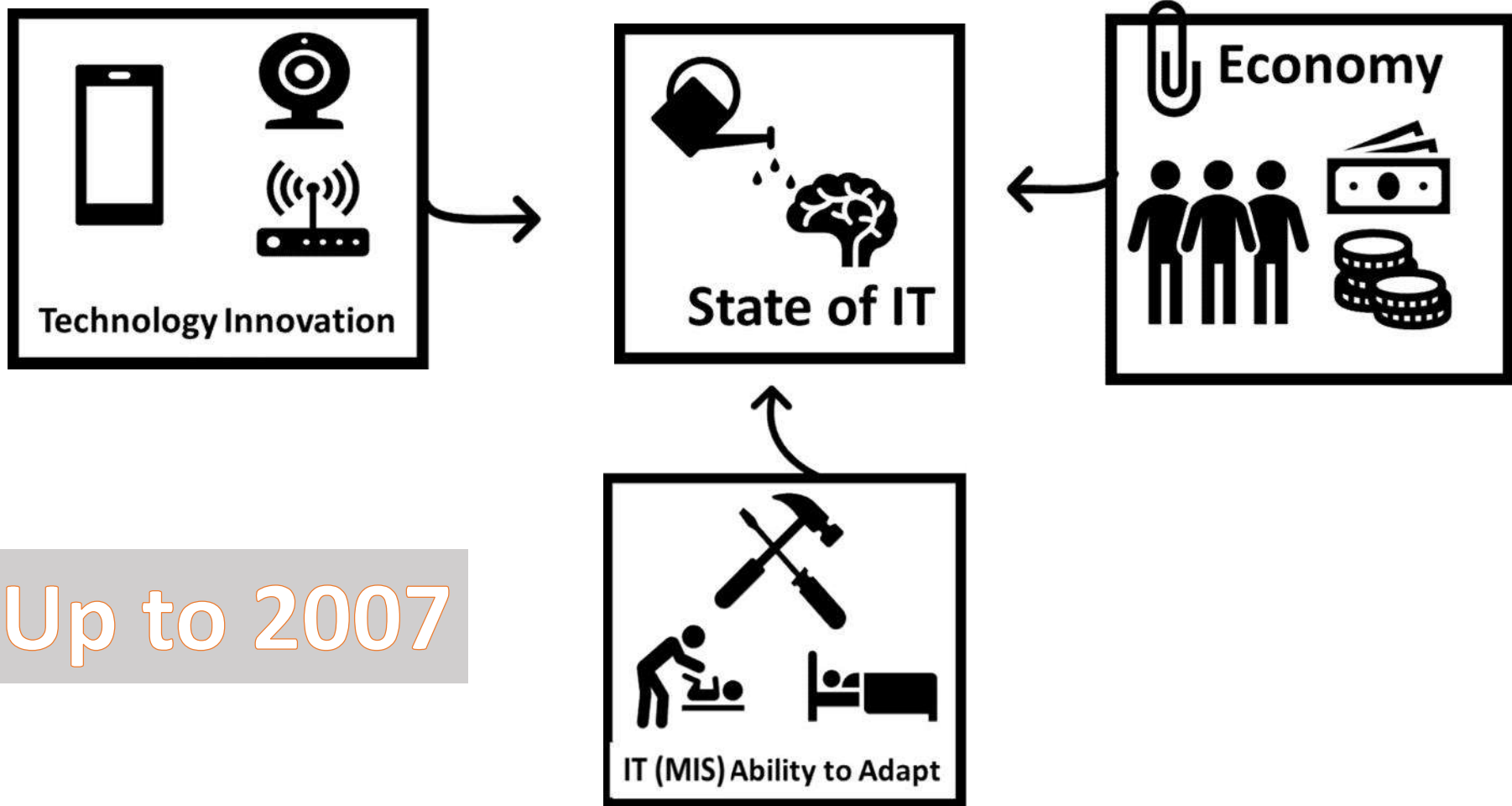
The telecoms bust had unintended consequences: the "low price" of usage of long distance cables, mobile tech, data usage and the internet.

The internet and mobile disrupted everything.

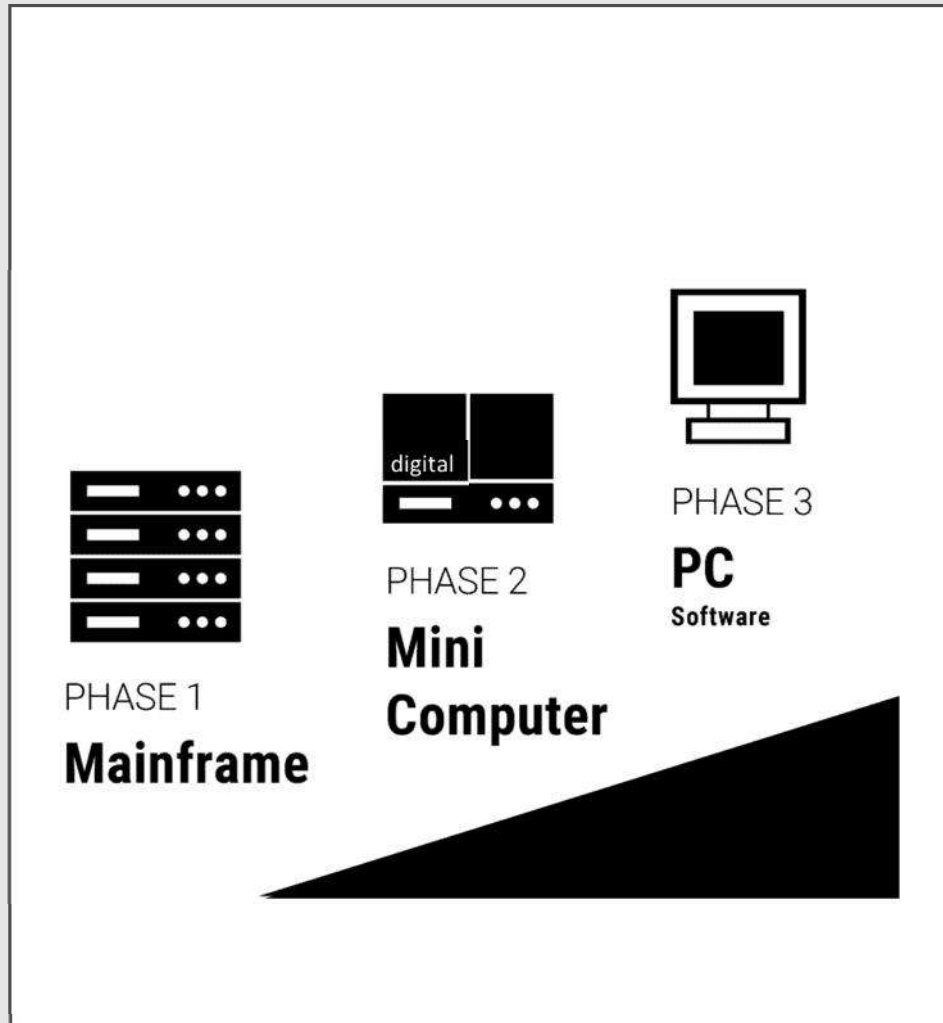
From 2017 Memory & storage

With cost per terabyte in free fall, the response is to accumulate more data. Using also the internet and cheap power we have now:

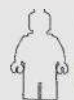
Big Data, cloud, Blockchain, AI, VR

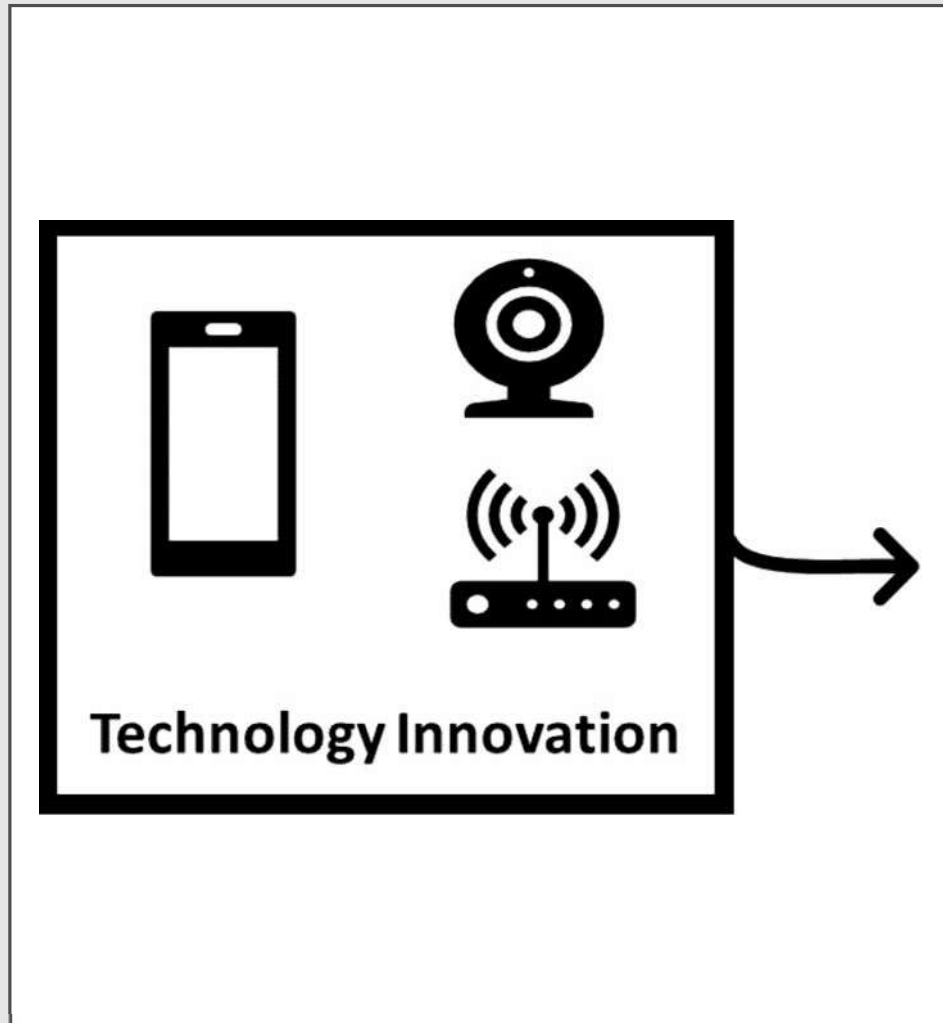


Up to 2007



Up to 2007





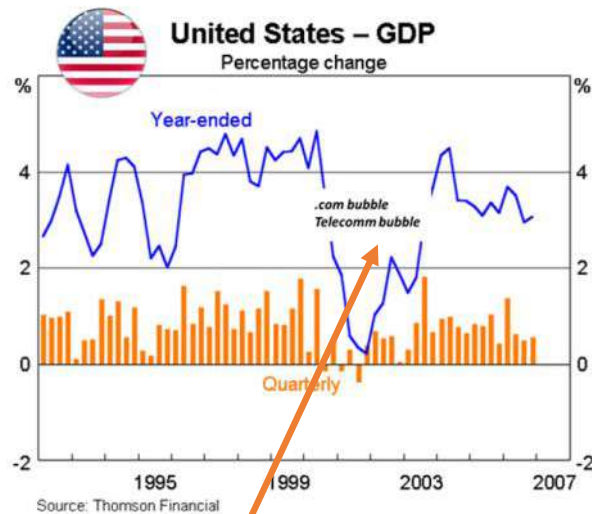
Up to 2007

From CPU to software, the 8080 Microcom puter is here.

PCs & Minis
Ethernet
Magnetic tape/disks
DNS management
Cobol, Fortran, Java
World Wide Web (WWW)
HTML
SOFTWARE INDUSTRY
VAS INDUSTRY

Netscape
Google Search
Skype
Amazon
Paypal
Hotmail
X-box
YAHOO
Industries based on the INTERNET

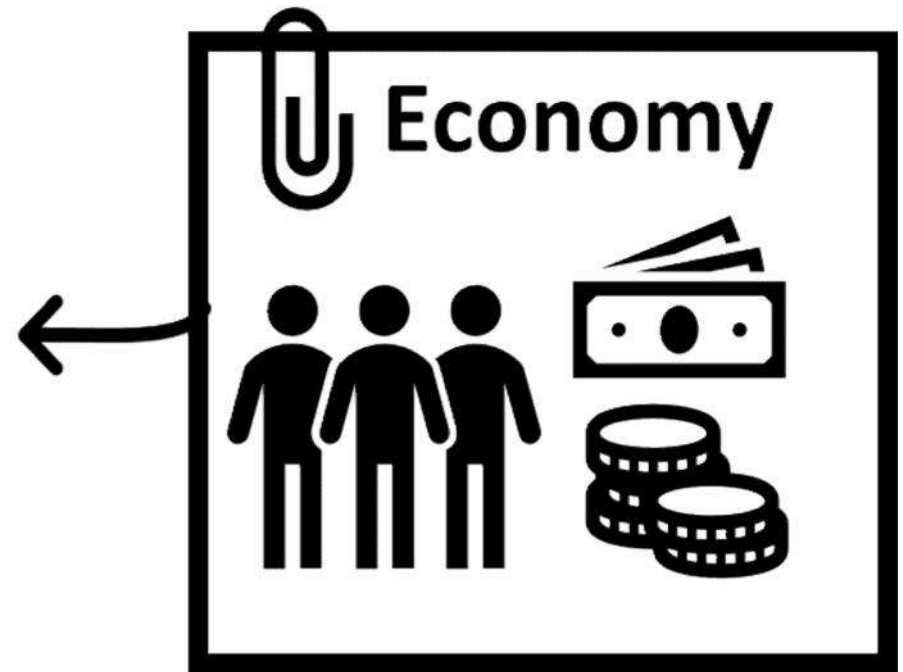


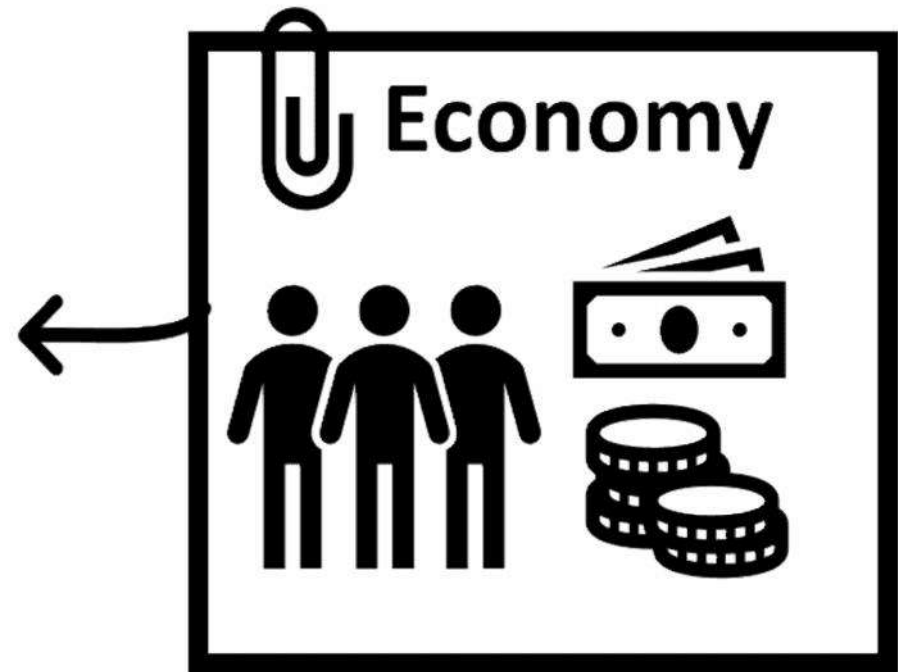
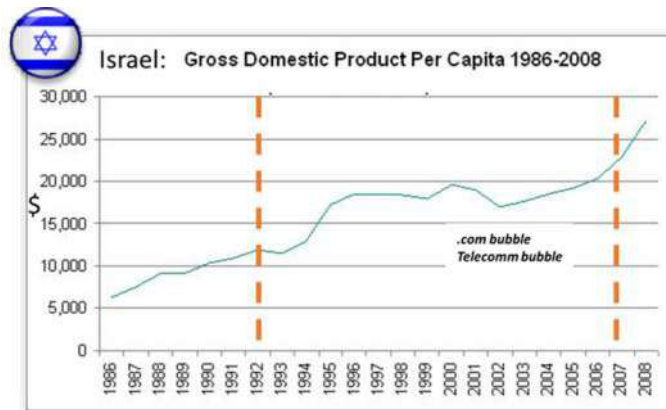
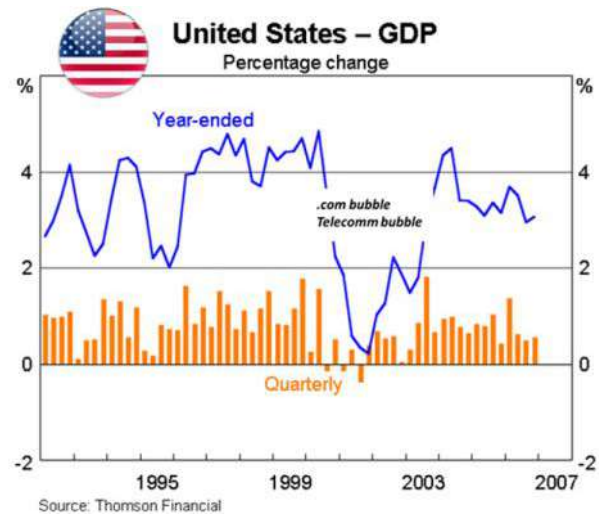


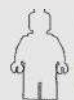
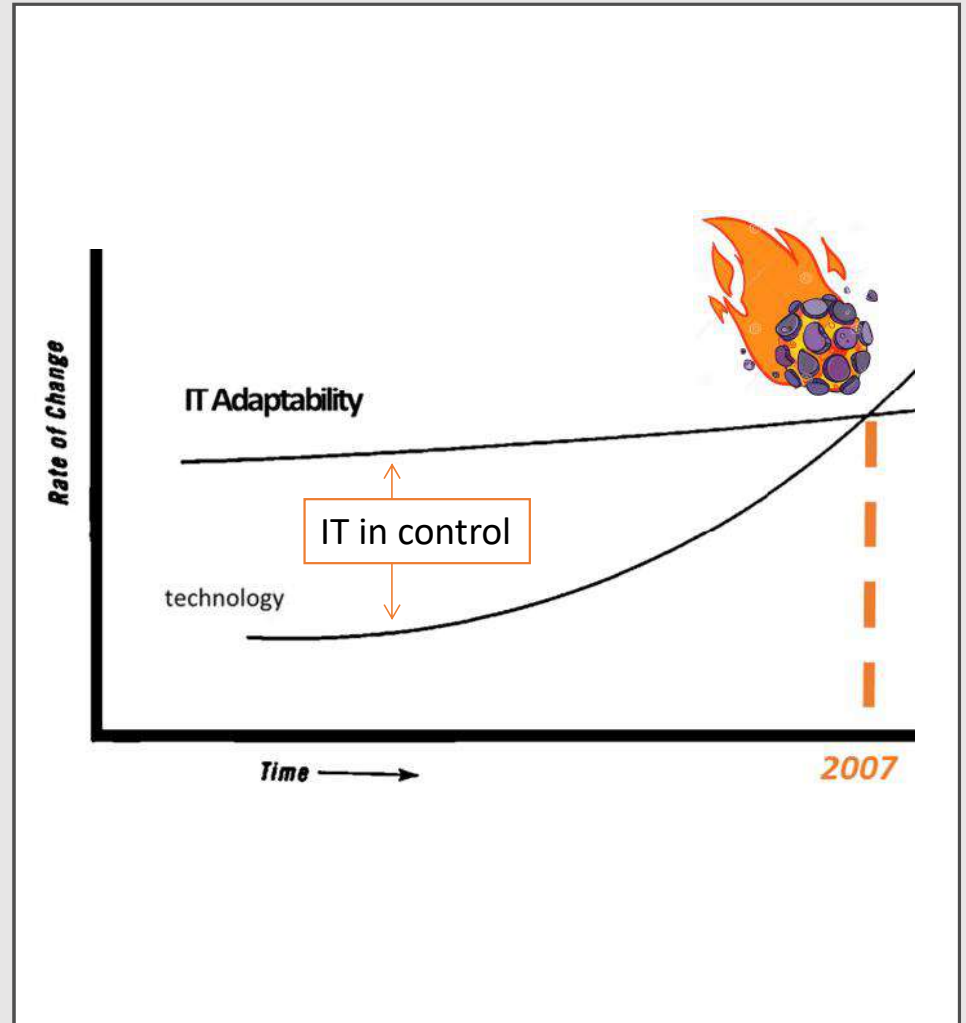
"TELECOMS BUST"

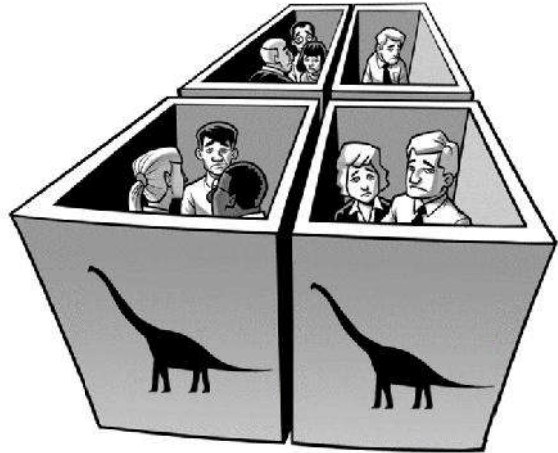
- 10X bigger than the dotcom crash.
- Qualifies as the **largest bubble** in history.
- Firms defaulted on **debts of over \$1 trillion**.
- **23 companies** went bankrupt (**WorldCom** largest bankruptcy in USA history).
- **600,000** people lost their jobs.

After 2007 we had winners > we got nearly "free" internet









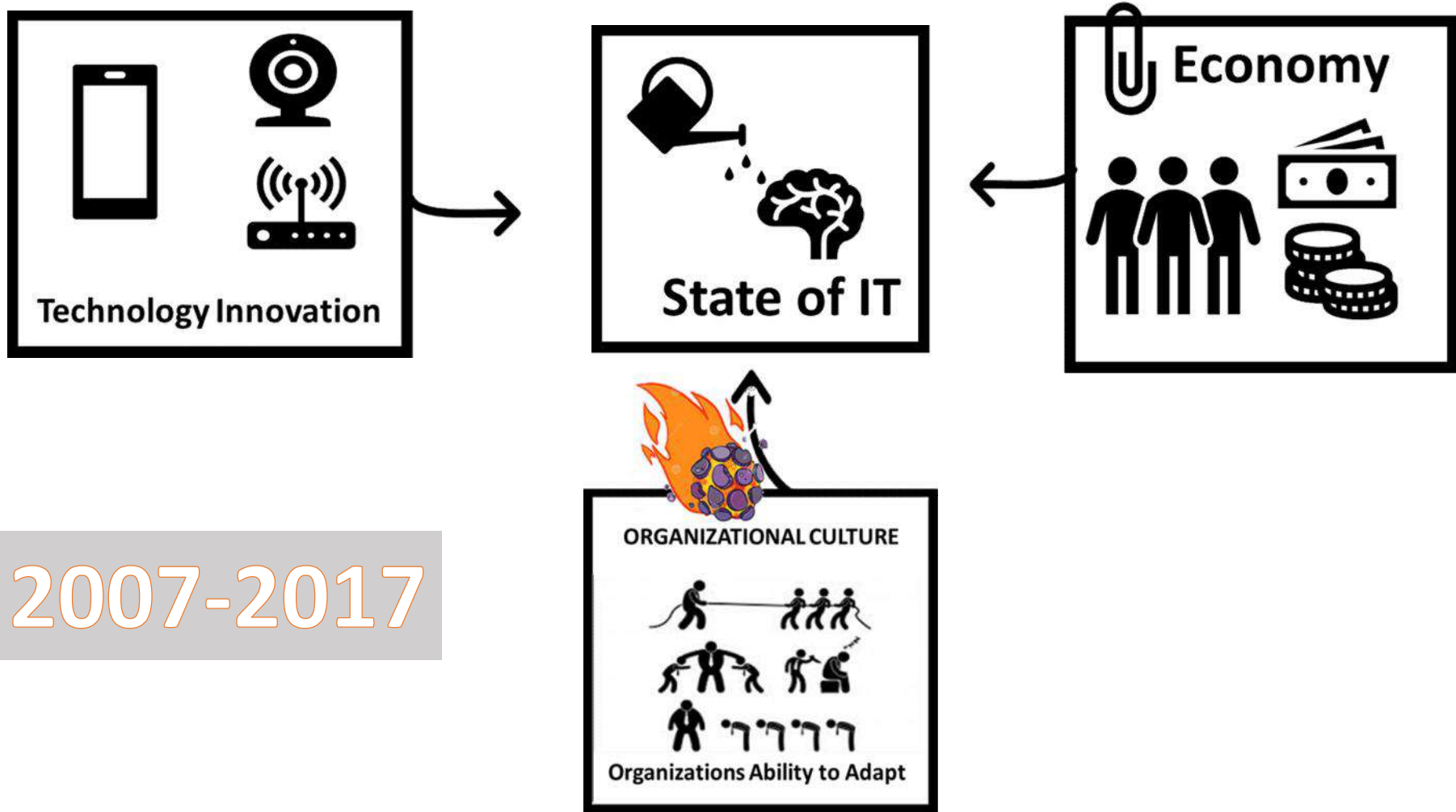
IT before 2007



finance core ERP CRM operations sales front office



State of IT

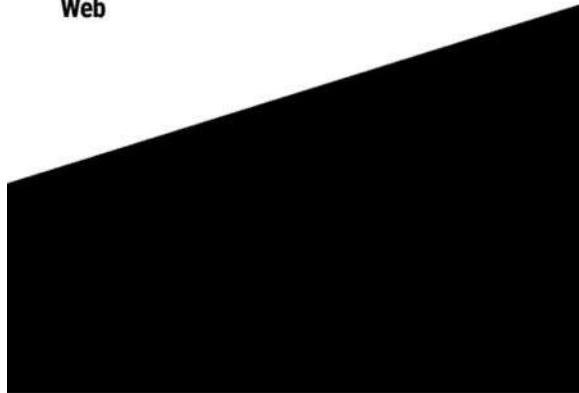




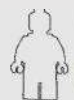
PHASE 4
Internet
Web

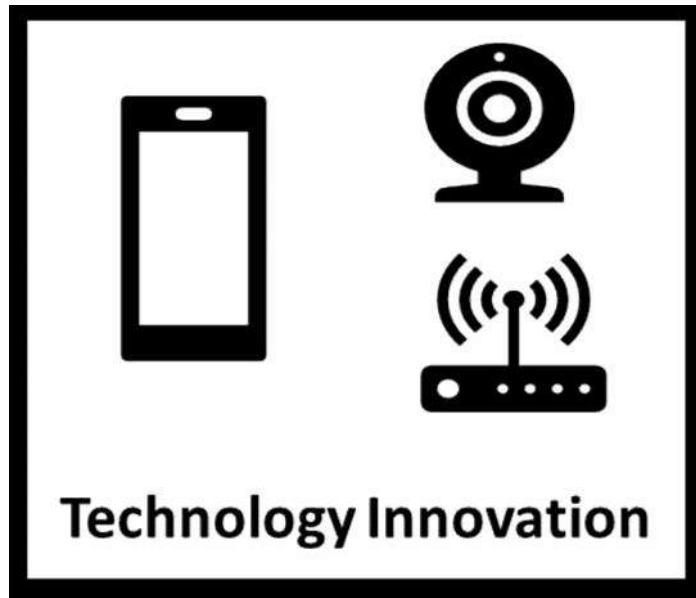


PHASE 5
Mobile
Apps

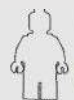


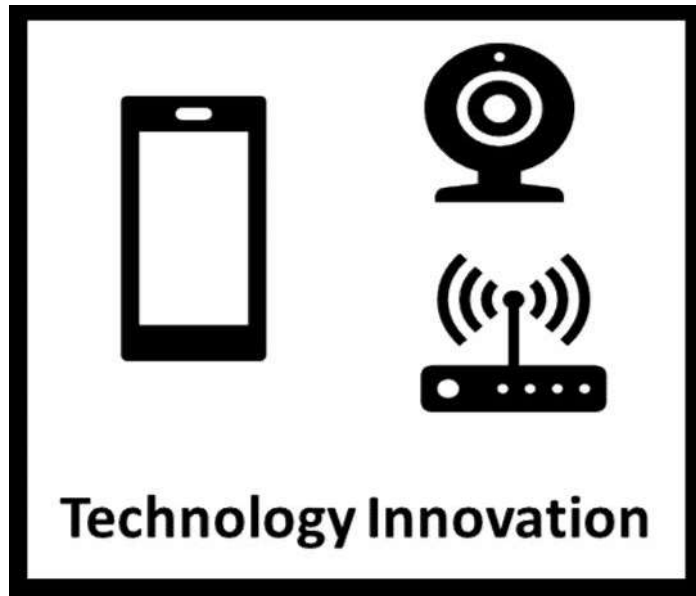
2007-2017





2007





2007

iPhone iOS

iTunes Ecosystem

Facebook

Twitter

Google's Android OS

Amazon's Kindle

Airbnb

Uber

Waze (FreeMap Israel)

Nintendo's Wii

Hadoop

GitHub

IBM starts work WATSON

Google buys YouTube

Microsoft Office 2007

AT&T's Software Defined Networks

Intel's high-k/metal based chips

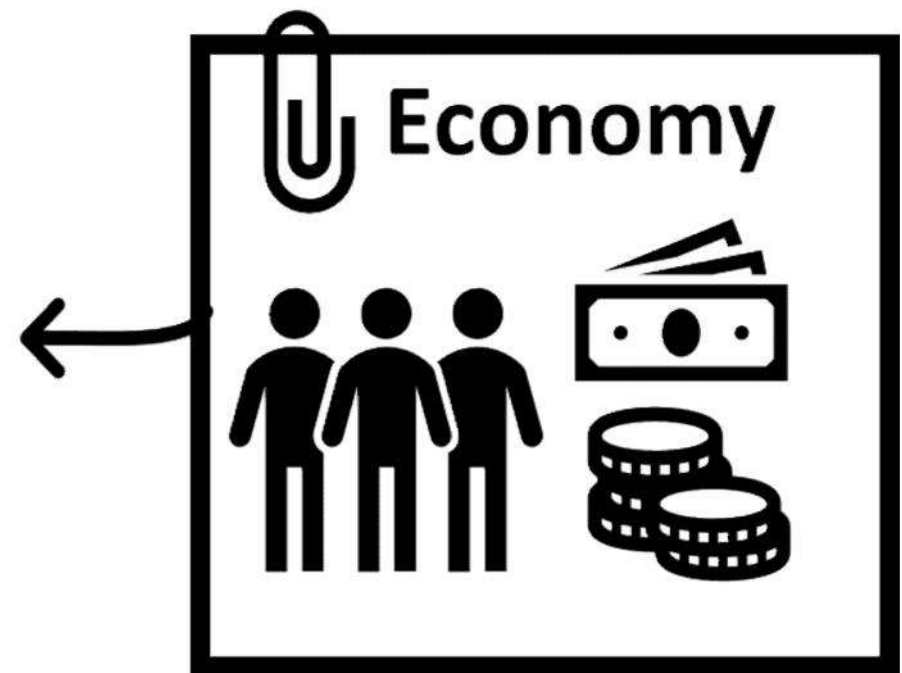
(give Moore's law another shot)

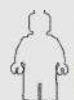
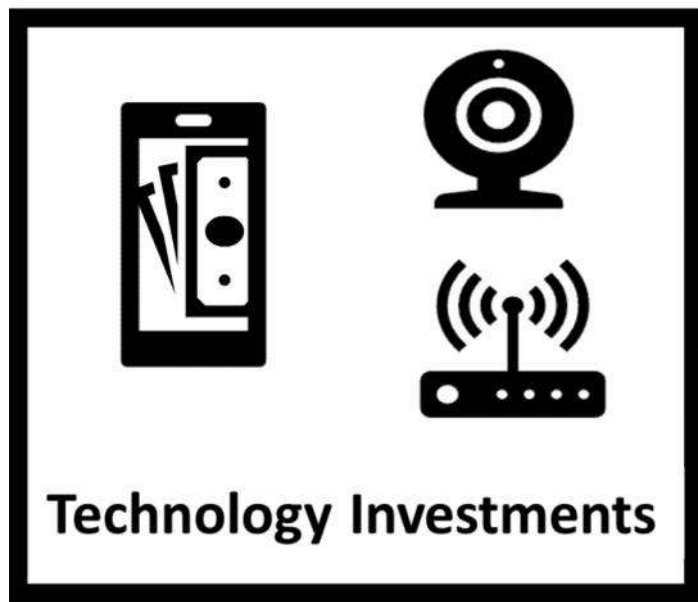
Internet has over 1 Billion users

DNA sequencing costs under \$1K

SaaS Industry
(free and paid by loss of privacy)









RECOVERY STARTS IN 2012-2013

IT rate of change

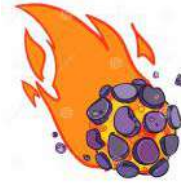


2010

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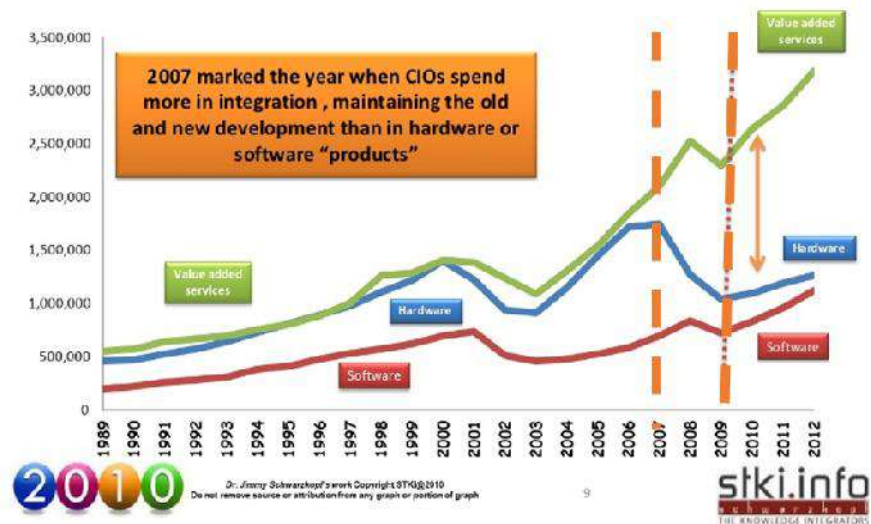
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THE KNOWLEDGE INTEGRATORS



HURTING ORGANIZATIONS ABILITY TO ADAPT

IT Markets in Israel (\$K USD)



2010

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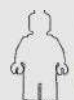
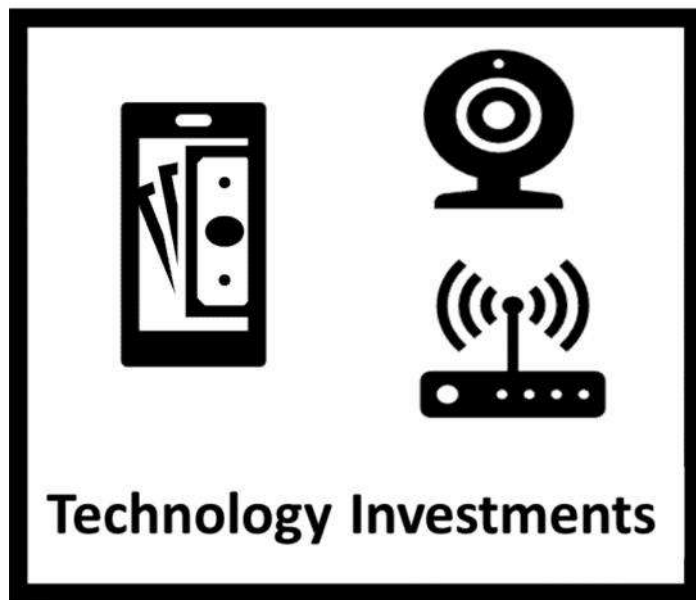
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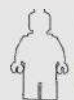
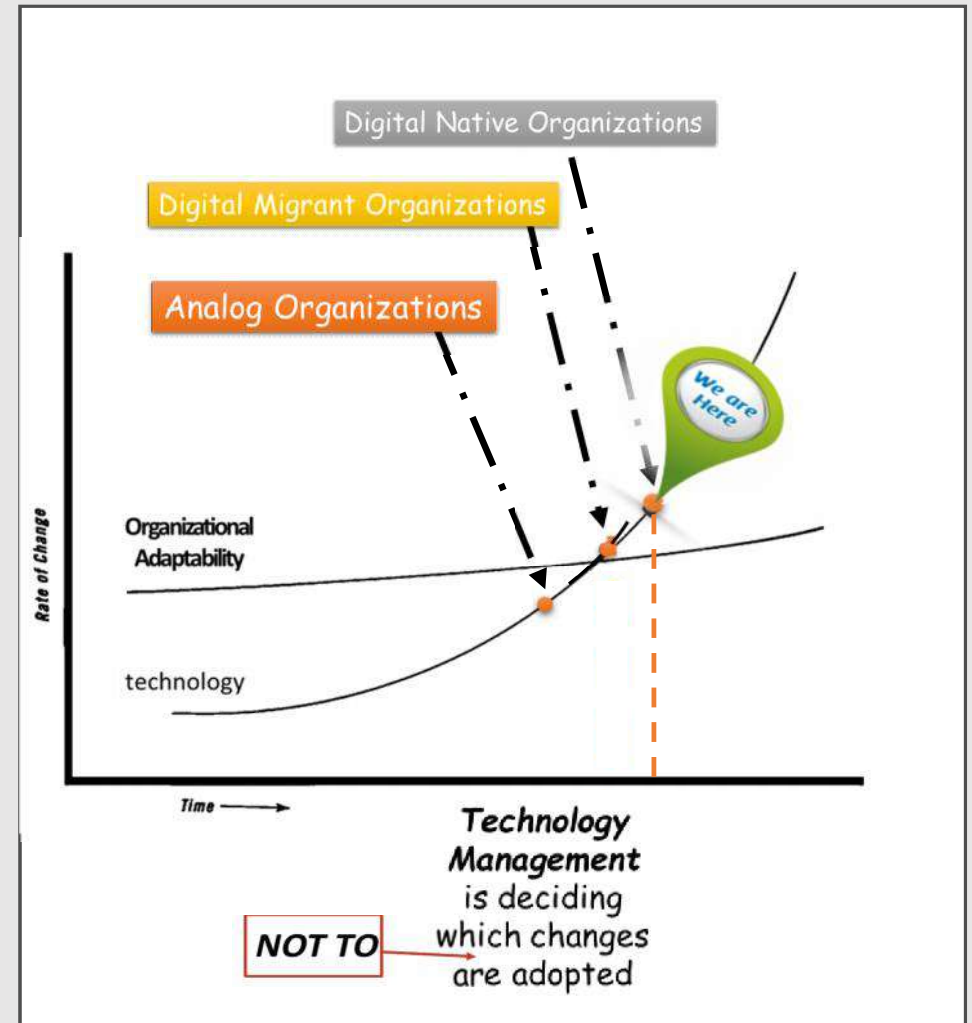
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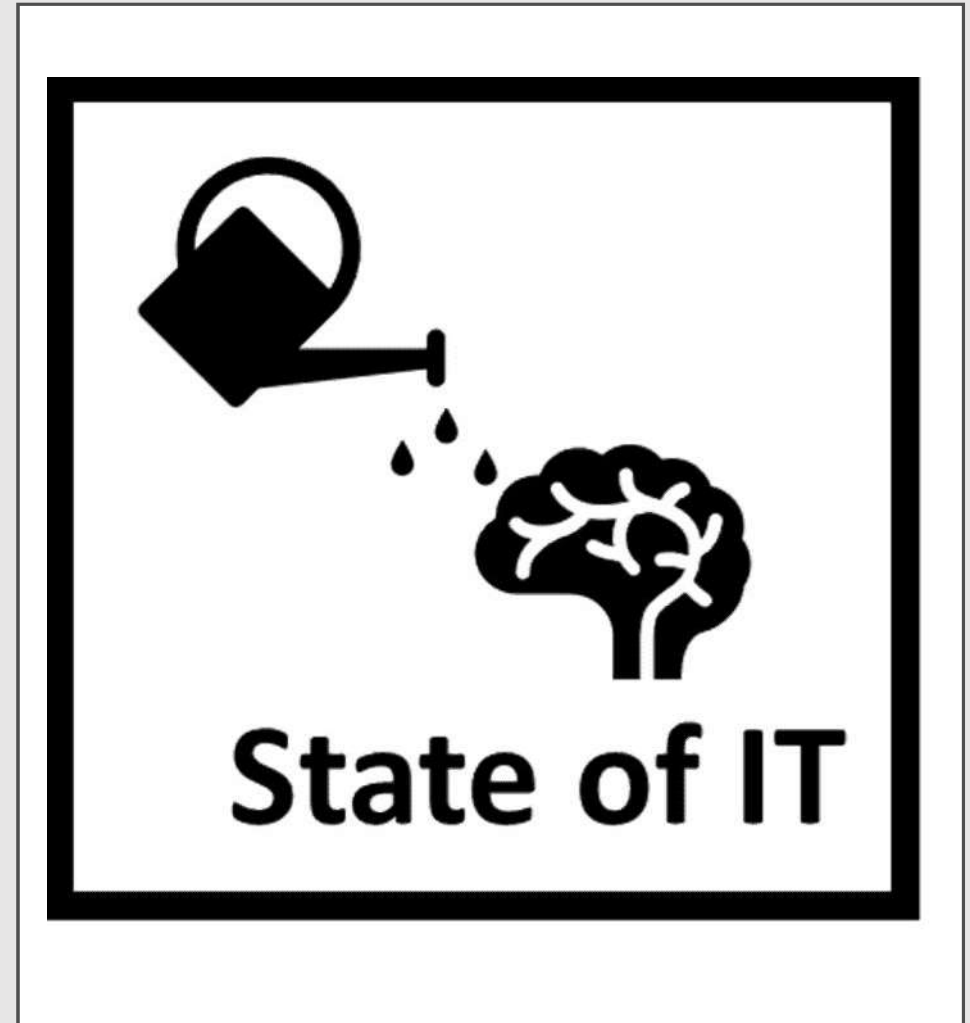


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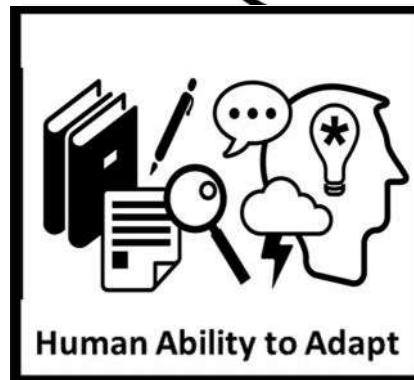
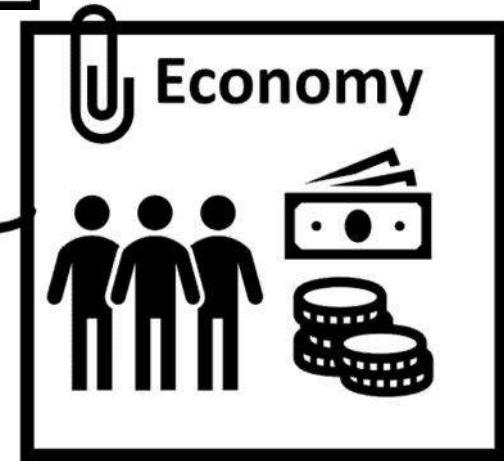
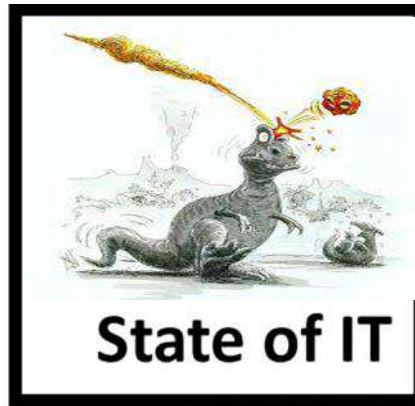
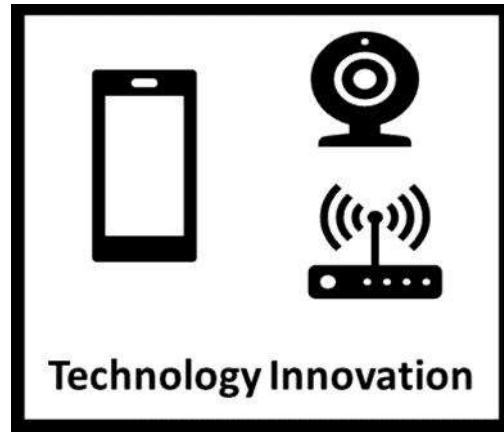






"The modern rule of competition is:
whoever ***learns fastest, wins.***"


Eric Ries



2017-2020

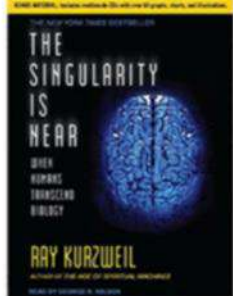


Barriers between
MAN and MACHINE
dissolve



THE SECOND MACHINE AGE
WORK, PROGRESS, AND PROSPERITY IN A TIME OF BRILLIANT TECHNOLOGICAL CHANGE
 ERIK BRYNJOLFSSON
 ANDREW MCAFEE

Technology is doing for
mental power
 what the steam engine
 did for **muscle power**.



THE SINGULARITY IS NEAR
ONENESS, HUMANITY, TRANSCENDING BIOLOGY
 RAY KURZWEIL
AUTHOR OF THE AGE OF SPIRITUAL INTELLIGENCE

The **Fourth Industrial Revolution** starts with three very important points:

1. Loss of **PRIVACY**
2. **TRUST** agents
3. Mix of **TECHNOLOGIES**



The Fourth Industrial Revolution
 Klaus Schwab

**Barriers between
MAN and MACHINE**

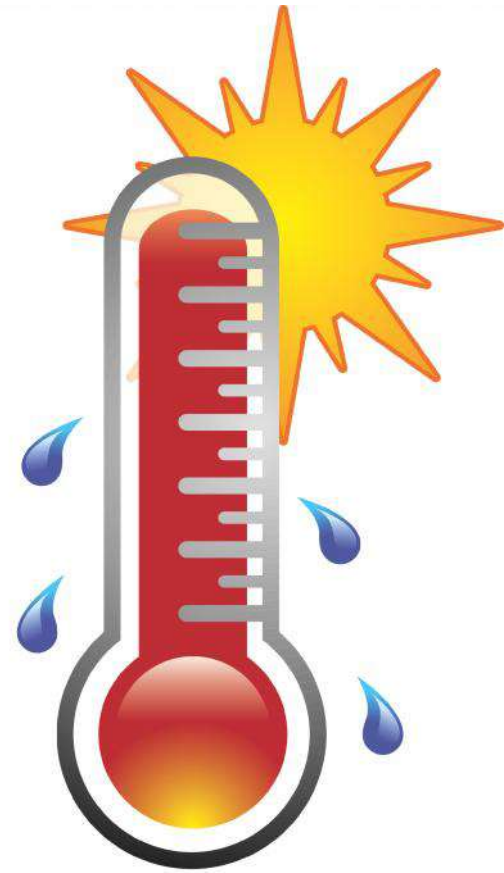
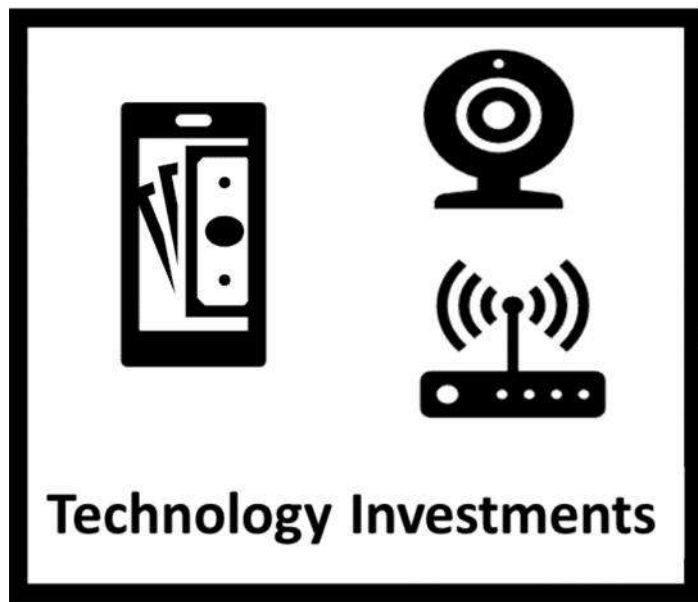
$f(x) = 2^x$

The greatest shortcoming of
the human race is our
**inability to understand the
exponential function**

starts with three very important
points:

1. Loss of **PRIVACY**
2. **TRUST** agents
3. Mix of **TECHNOLOGIES**



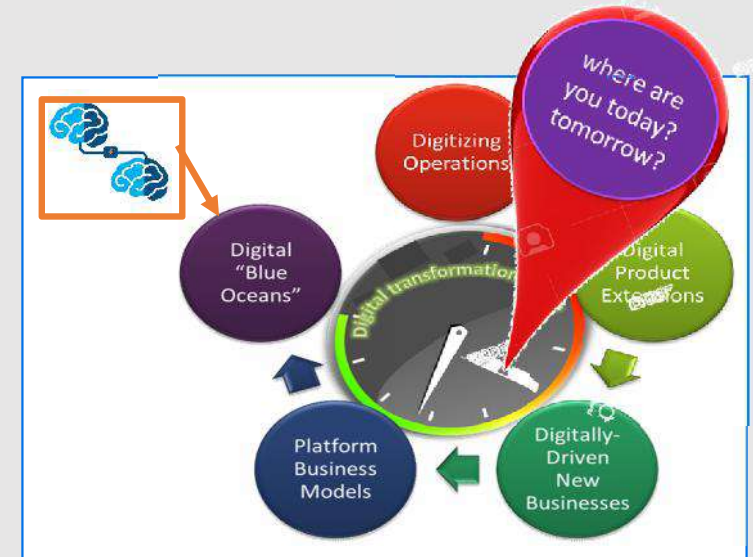
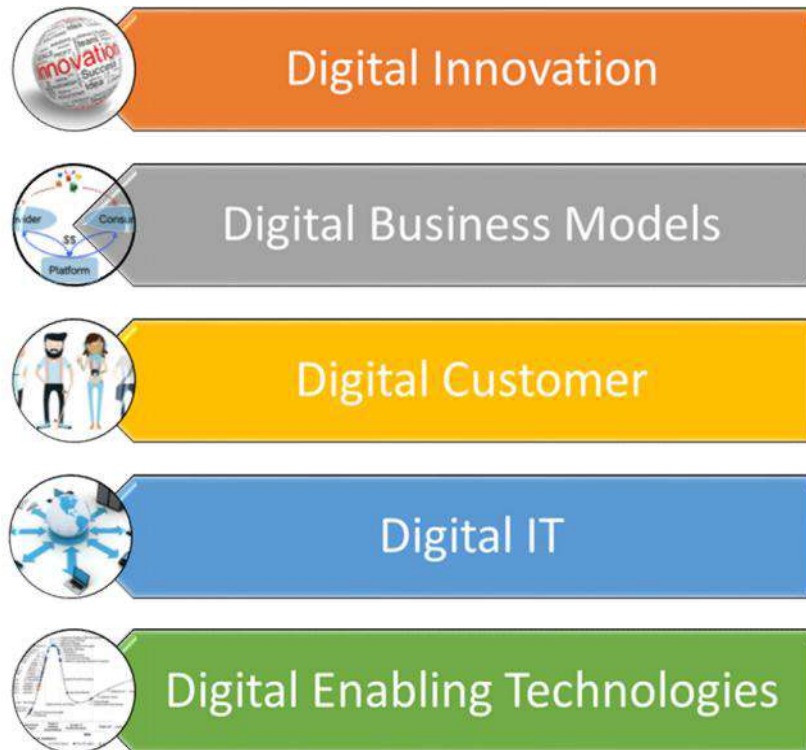


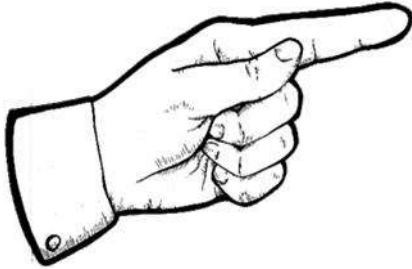


*everybody is “digital”
everybody is “disrupting”
and everybody has a
“CDO-innovation manager”
Chief Digital Officer*

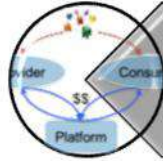
**But are they
doing digital
“DISRUPTIVE”
innovation ?**

Five Pillars of Digital Disruptive Innovation





Digital Innovation



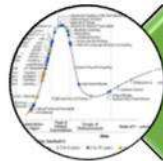
Digital Business Models



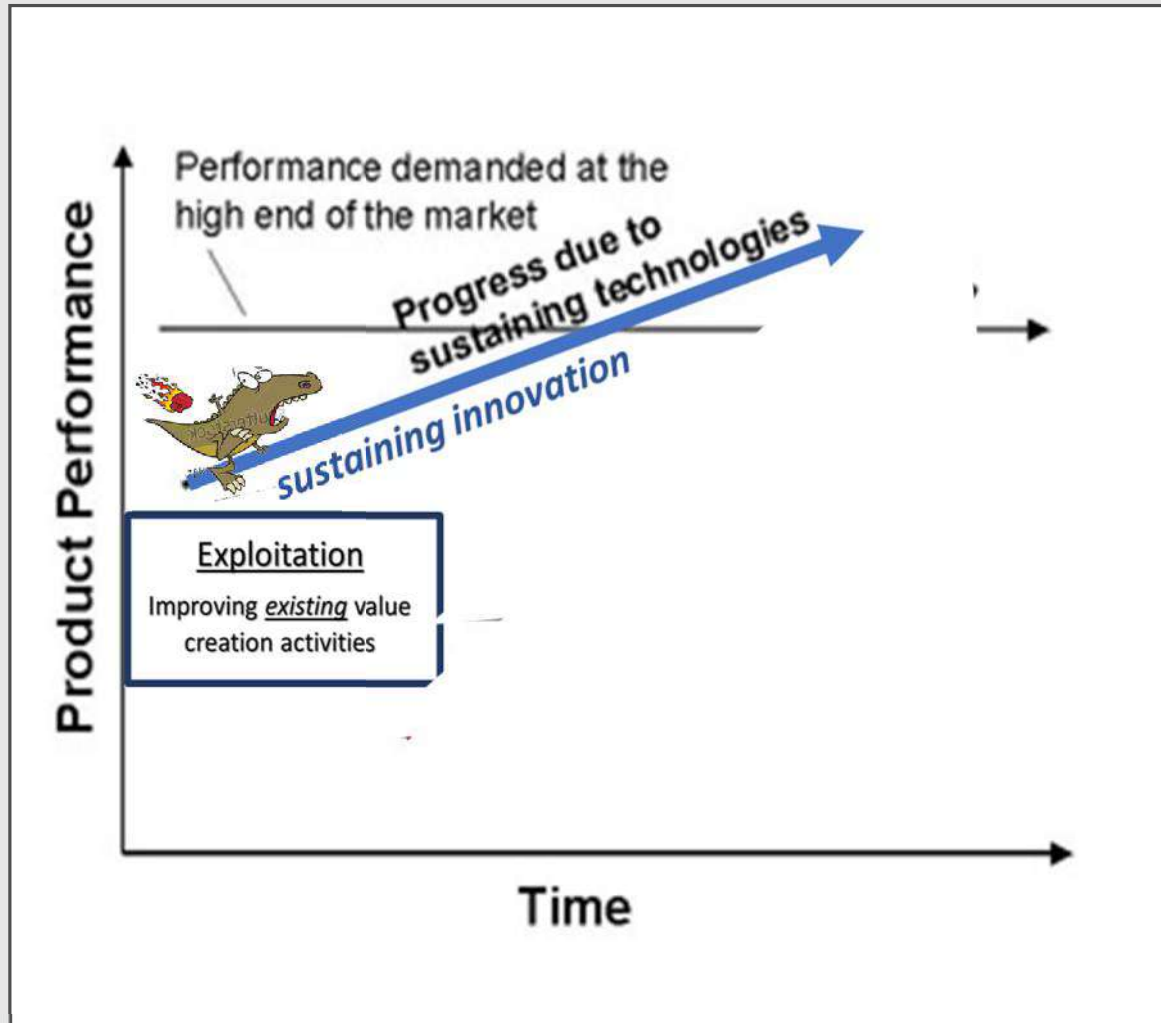
Digital Customer



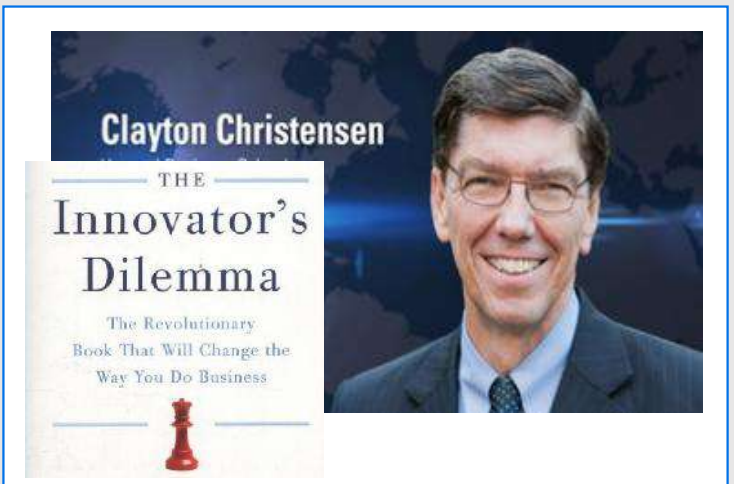
Digital IT

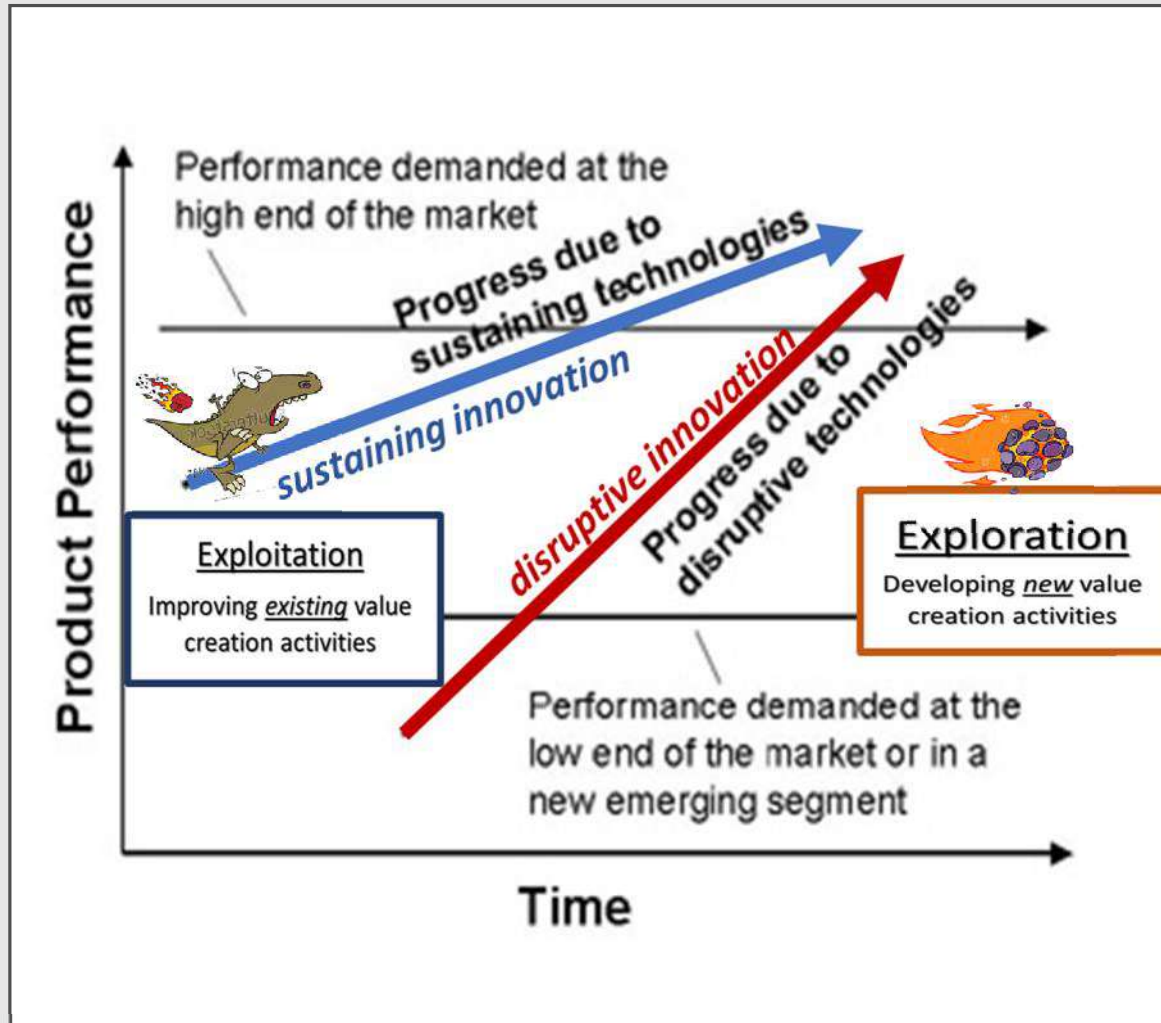


Digital Enabling Technologies

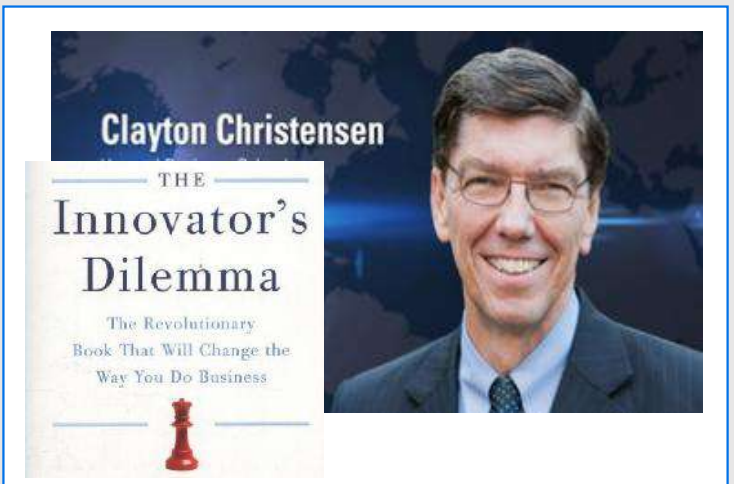


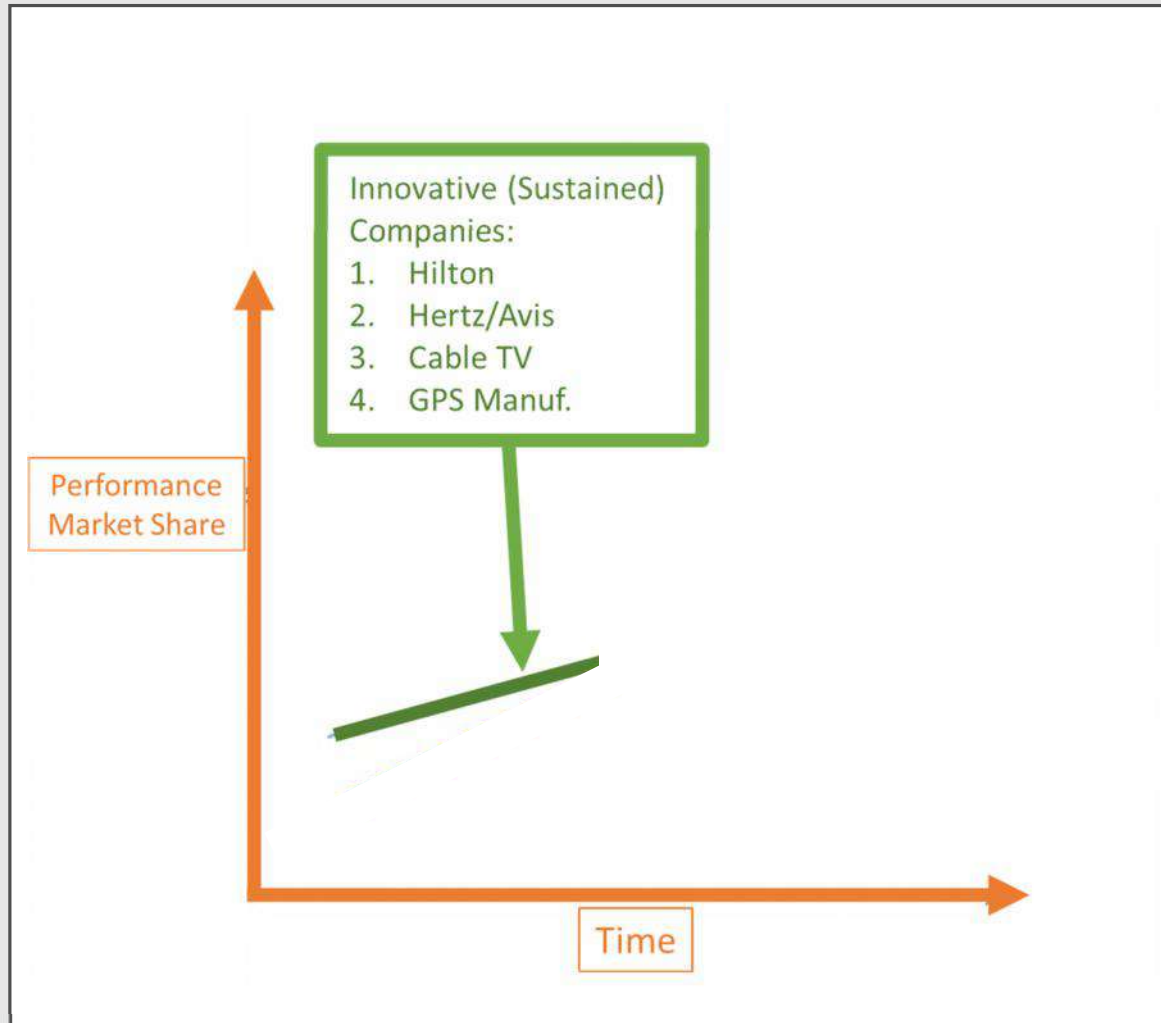
How do I know when it is
“simply”
“sustaining innovation”
or it is
“disruptive innovation”



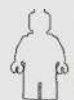


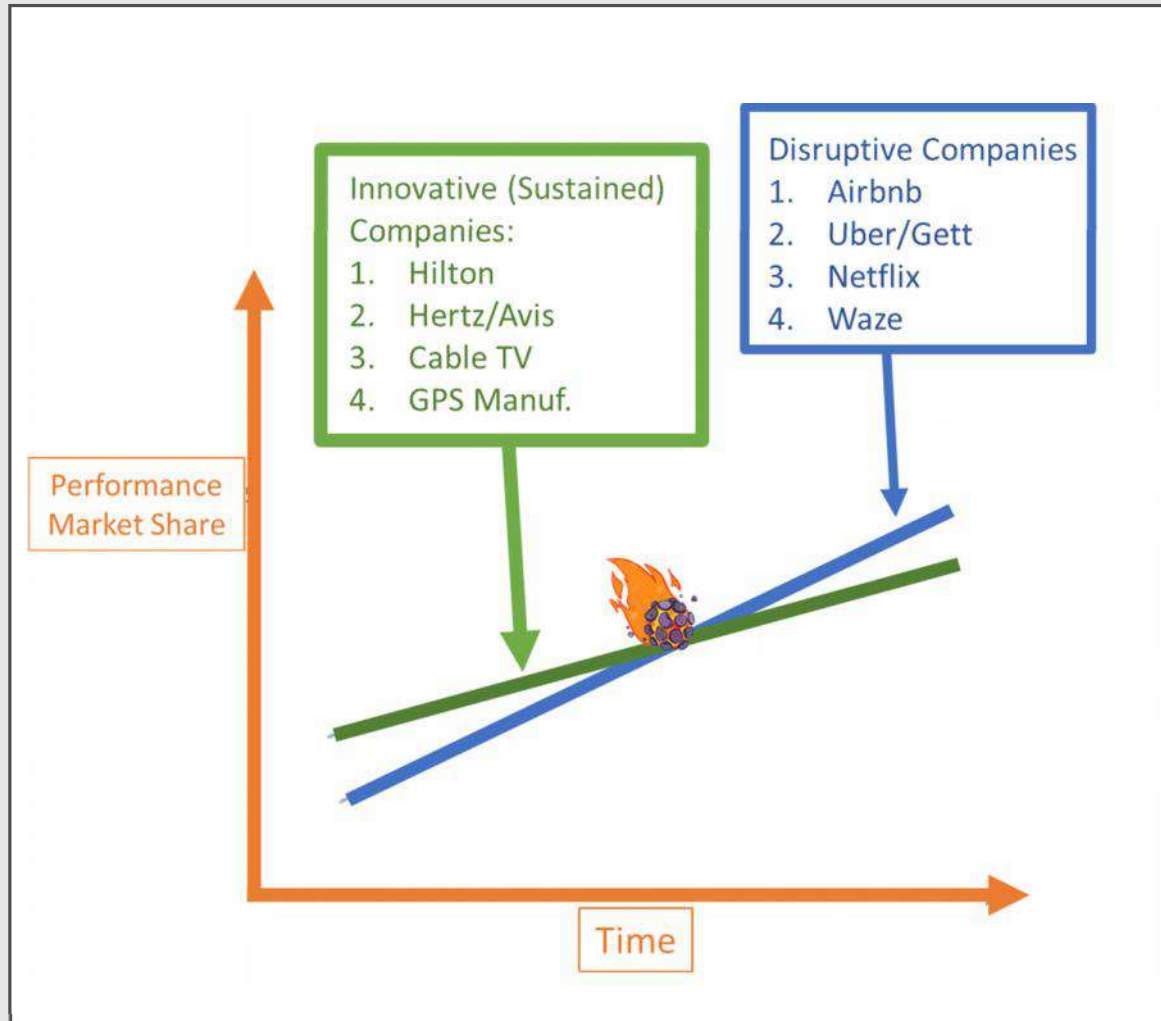
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 or it is
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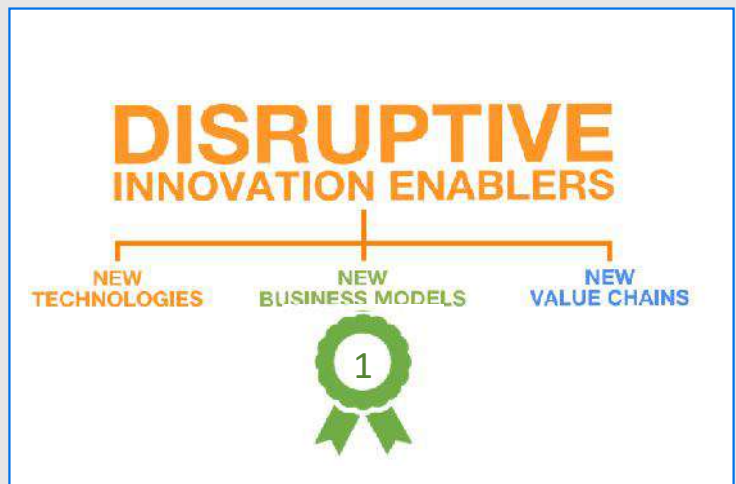


COMPETITIVE ADVANTAGE
requires
DISRUPTIVE INNOVATION
*not only on the
product but also in the way a
company **serves its**
customers and its employees*

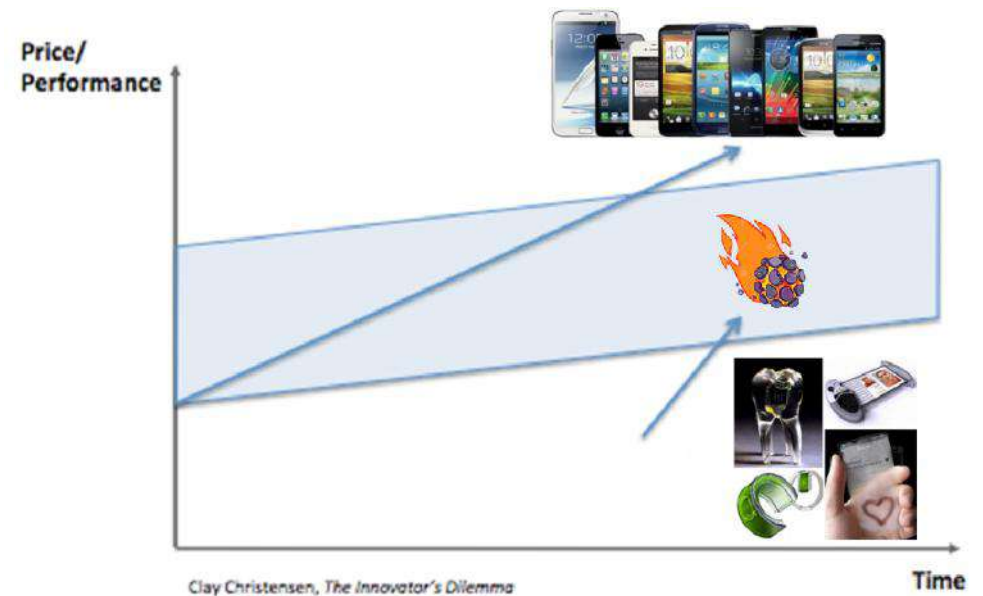
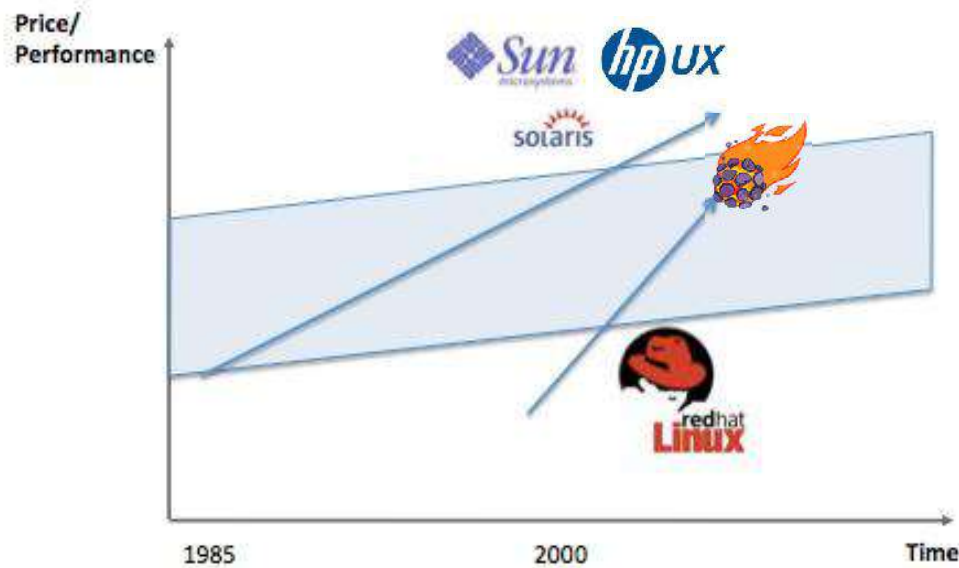




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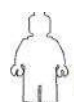
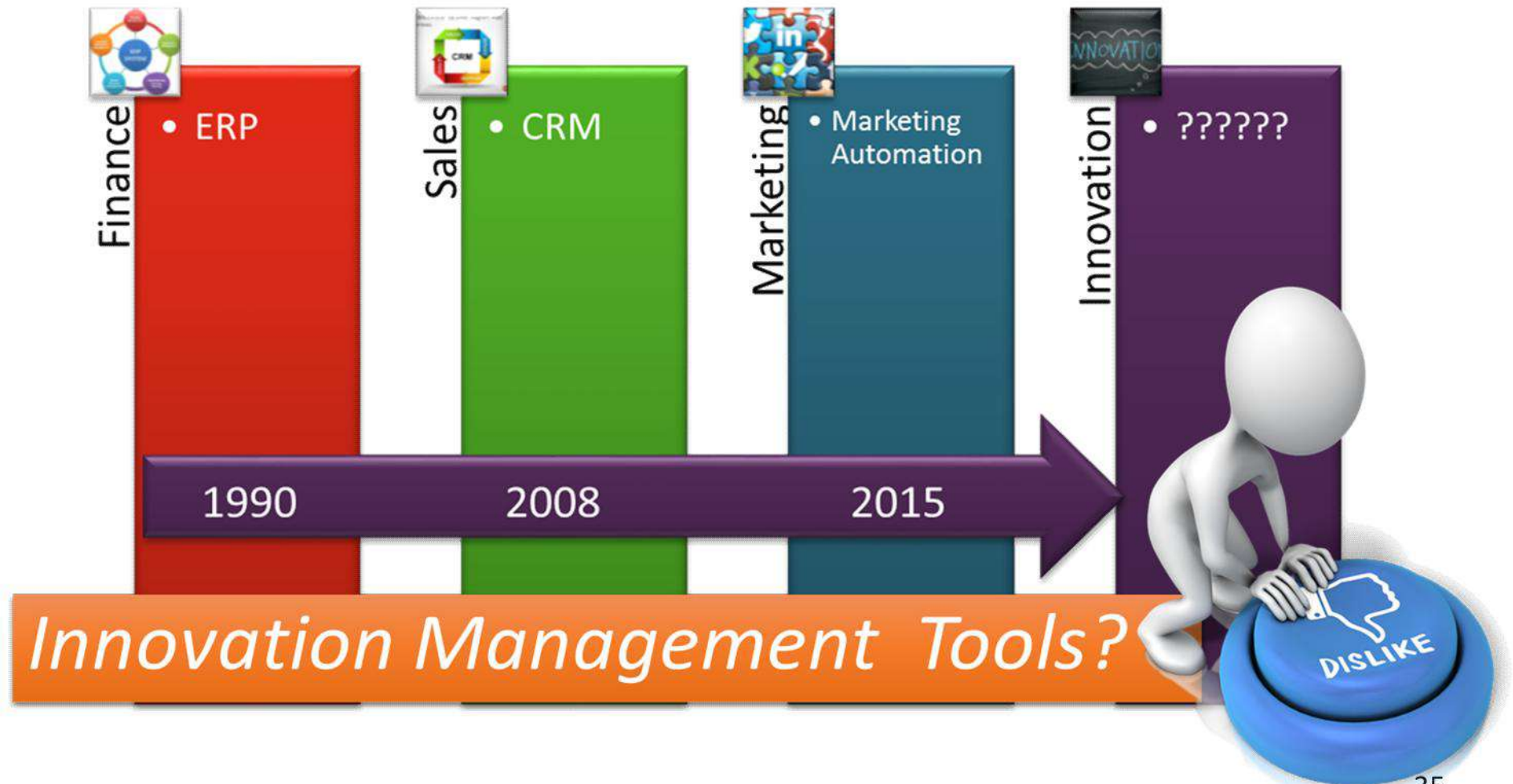


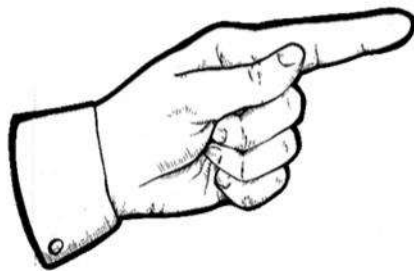
Examples of “software” disruptive innovation



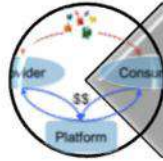
Clay Christensen, *The Innovator's Dilemma*

We have to learn to manage INNOVATION





Digital Innovation



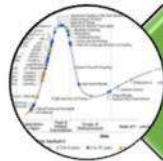
Digital Business Models



Digital Customer

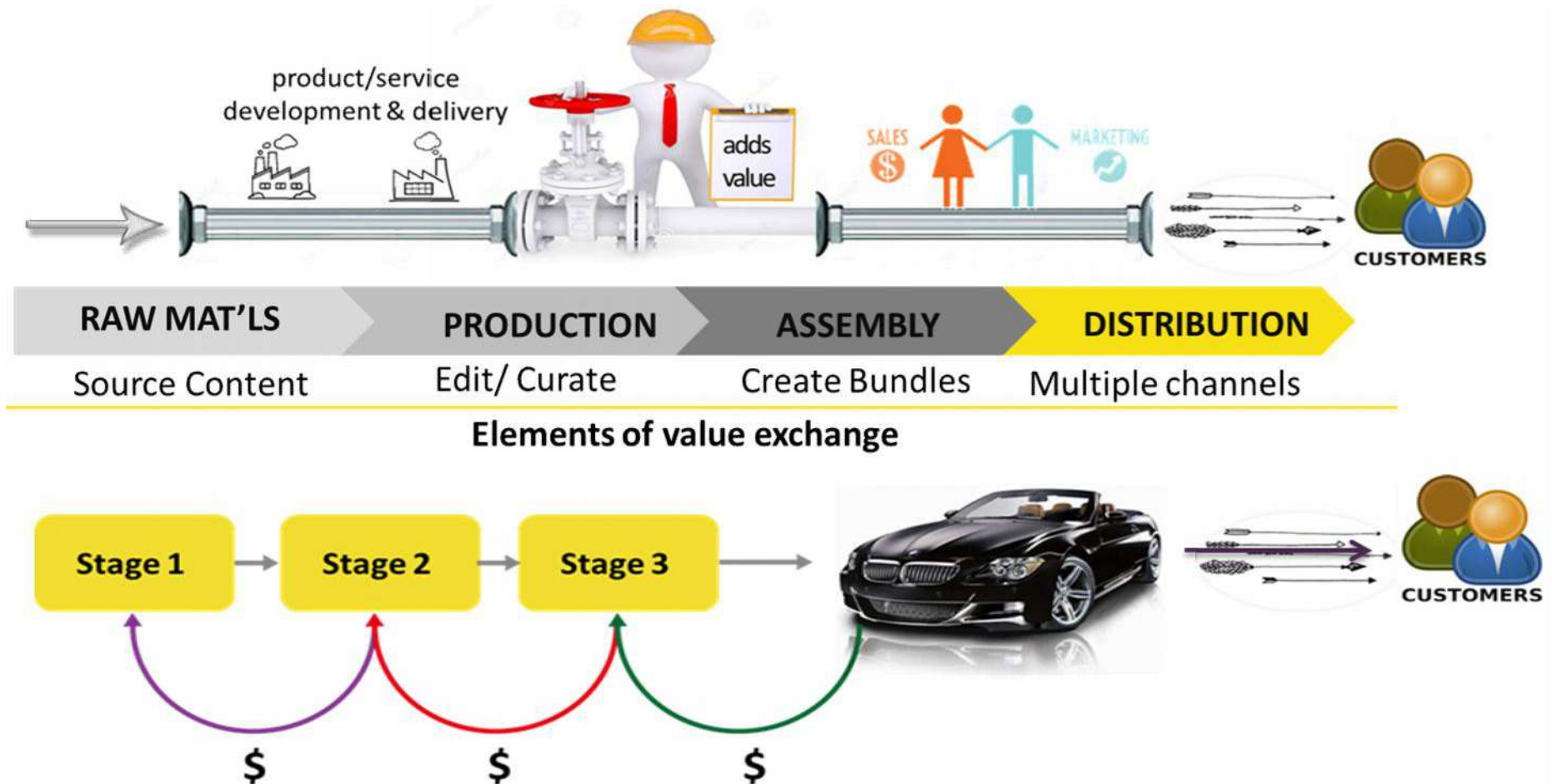


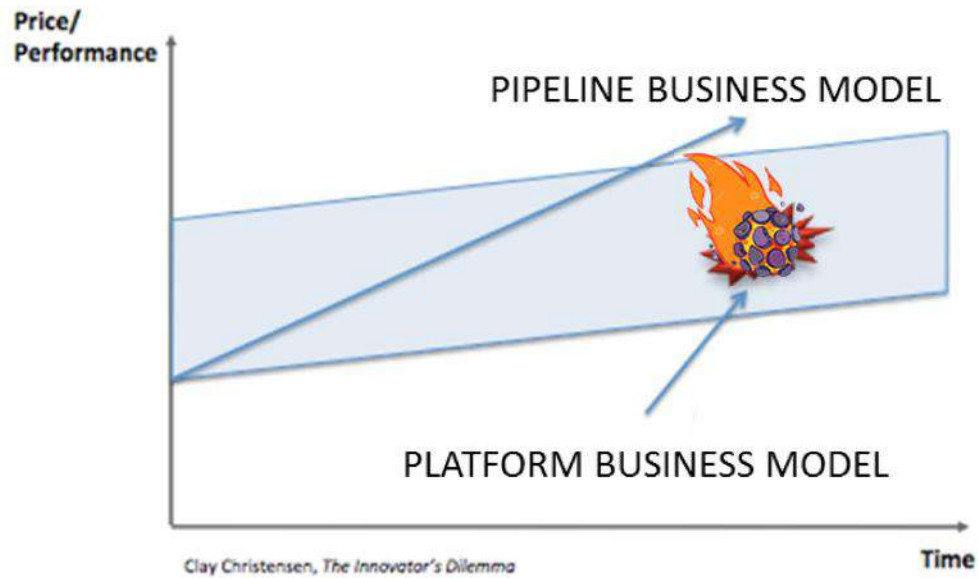
Digital IT



Digital Enabling Technologies

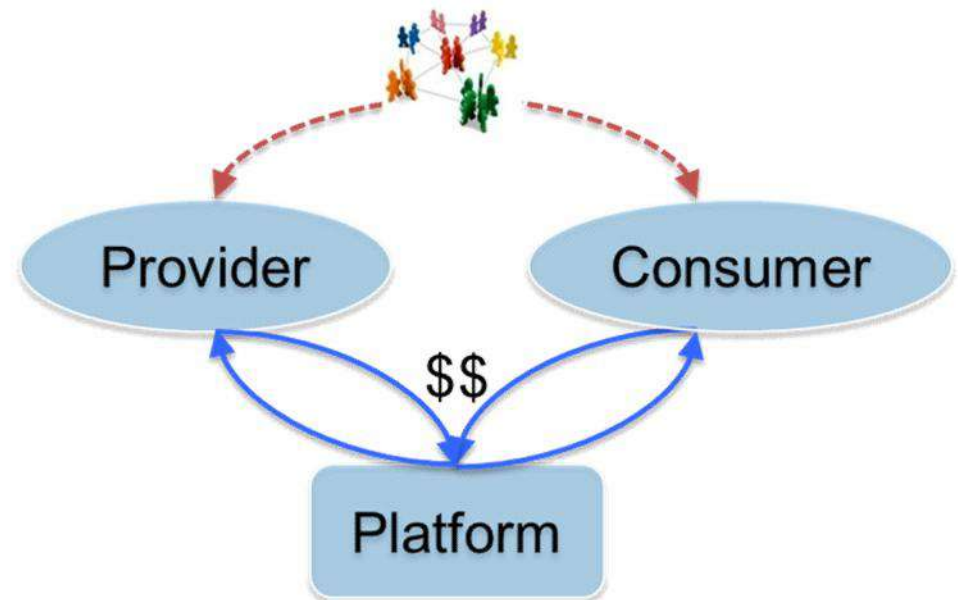
Traditional Pipeline Business Model





Platform business is an *ecosystem*, which brings together the *producers and consumers* in *high value interactions and informative exchanges*

New business model: platform



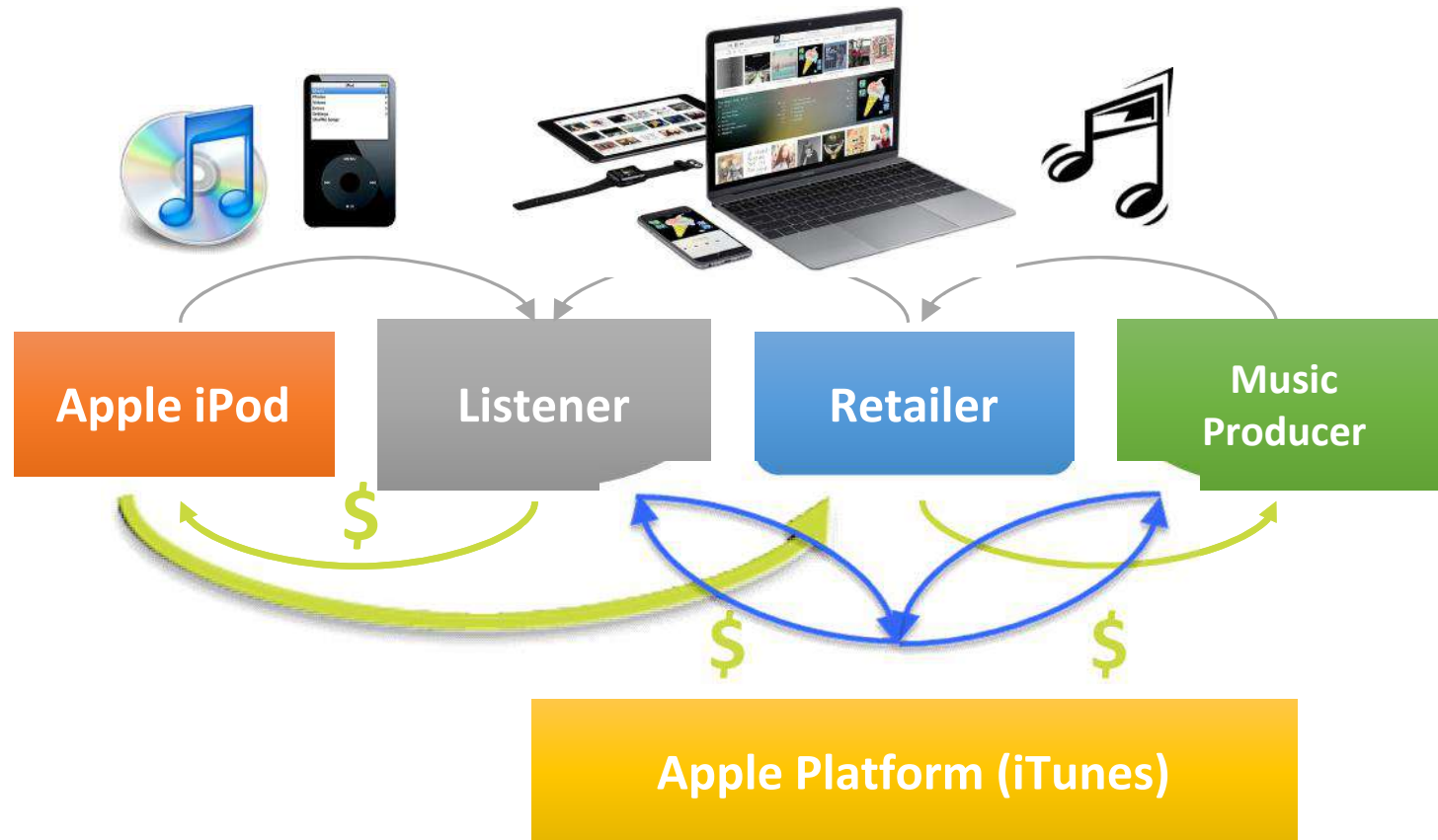


“Products have features.
Platforms have
communities”

**Why platforms beat pipelines
every time ?**



Apple iPod (**product**) transformed into iTunes (**platform**)

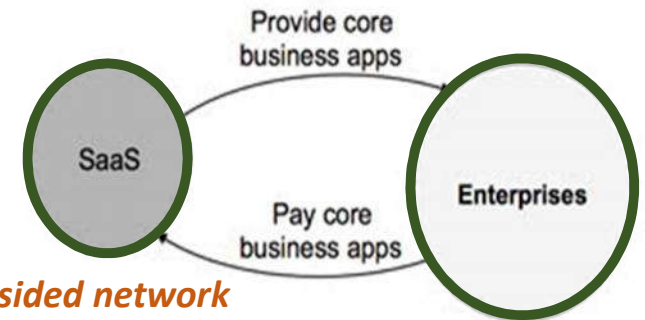




Mark Andreessen
Venture Capitalist,
Netscape Founder,
Board HP, eBay

A platform is a system that can be...
adapted to countless needs and
niches that the platform's original
developers could not possibly have
contemplated..."

*Still a
Product
(Pipeline Business Model)*



Product: one sided network

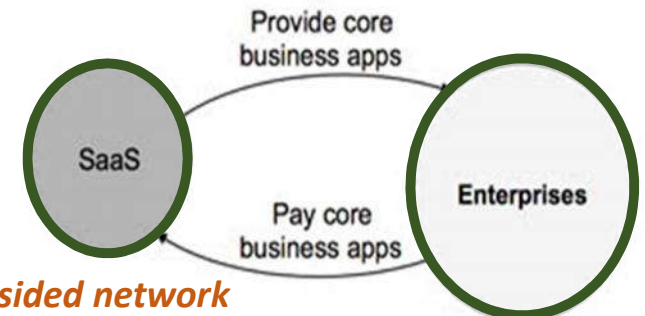




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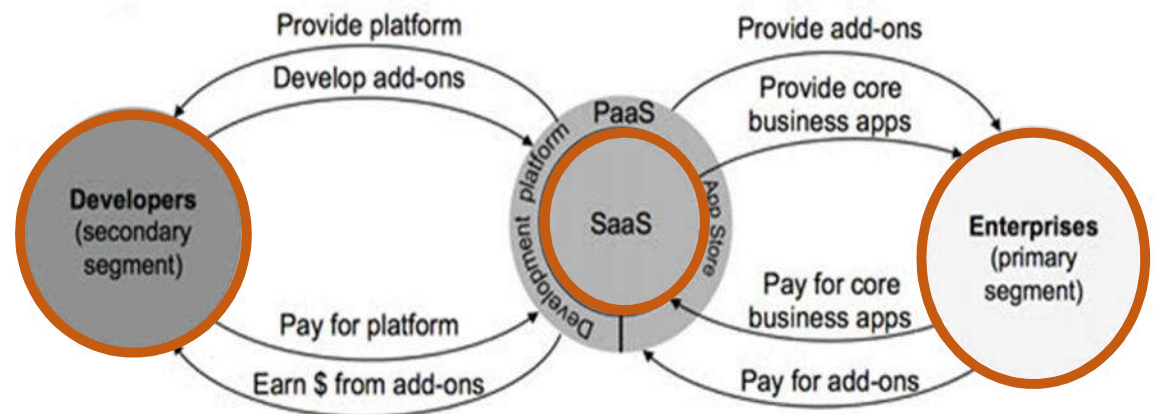
*Still a
Product
(Pipeline Business Model)*



Product: one sided network



Platform: two (2) sided network



*Platform
Business model*



Bank as a platform. Transparency as an asset.

The Open Bank Project is an **open source API and App store** for banks that empowers financial institutions to securely and rapidly enhance their digital offerings **using an ecosystem of 3rd party apps and services.**



**100s of applications use the
Open Bank Project API**

<https://openbankproject.com/apps/>



should

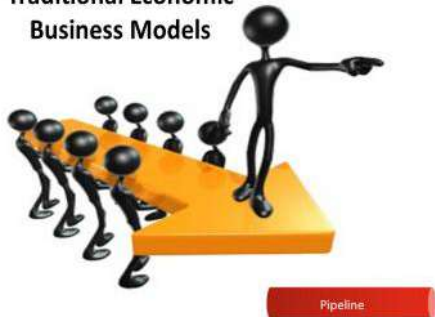
"digital disruptive companies" have a BAR MITZVAH MOMENT:



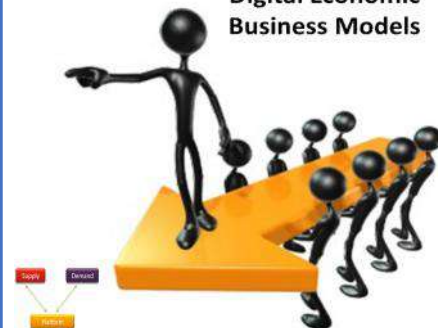
attention **shifts away** from **measures of growth** (number of users, etc)

to more operating substance (how users are being monetized).

Traditional Economic Business Models



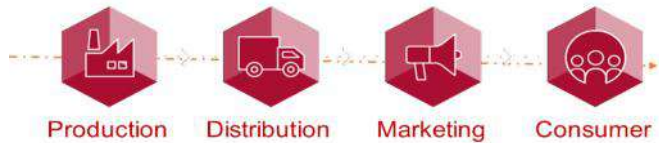
Digital Economic Business Models



Hybrid Economic Business Models



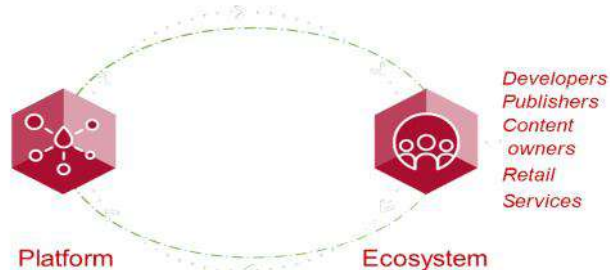
Traditional Value-- Chain Business Models



“old economy theories” work because

*Value creation is
linear and one-way*

Platform-- Driven Business Models



“new economy theories” work because

*Value creation is two-
way and continuous*



The Sveriges Riksbank Prize in
Economic sciences in Memory
of Alfred Nobel 2014



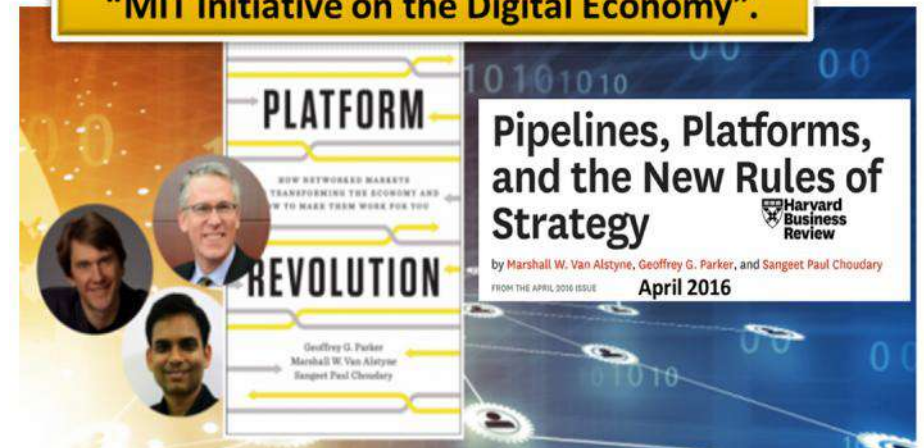
Jean Tirole

“for his work on antitrust
regulation, market power &
two-sided platforms”

[while teaching at MIT]

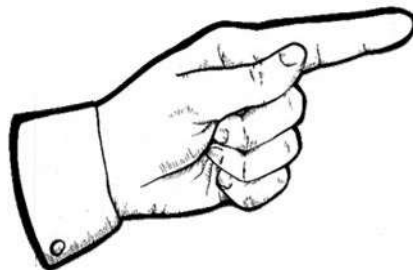


Platform Manifesto by the “MIT Initiative on the Digital Economy”.

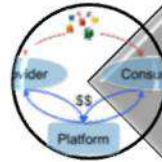


Pipelines, Platforms, and the New Rules of Strategy

by Marshall W. Van Alstyne, Geoffrey G. Parker, and Sangeet Paul Choudhary
FROM THE APRIL 2016 ISSUE April 2016



Digital Innovation



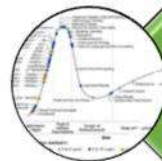
Digital Business Models



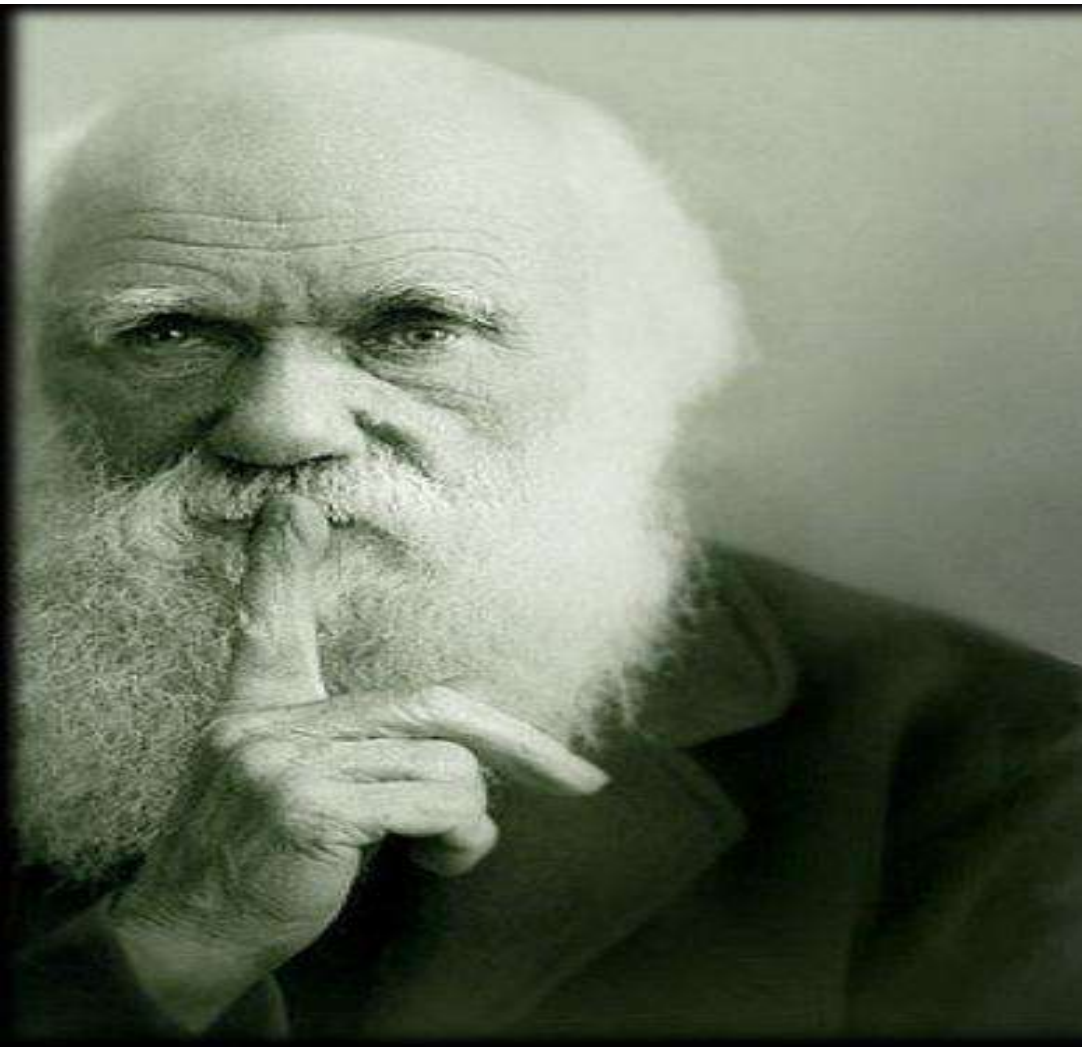
Digital Customer



Digital IT



Digital Enabling Technologies



DIGITAL
DARWINISM IS THE
EVOLUTION OF
CONSUMER
BEHAVIOR WHEN

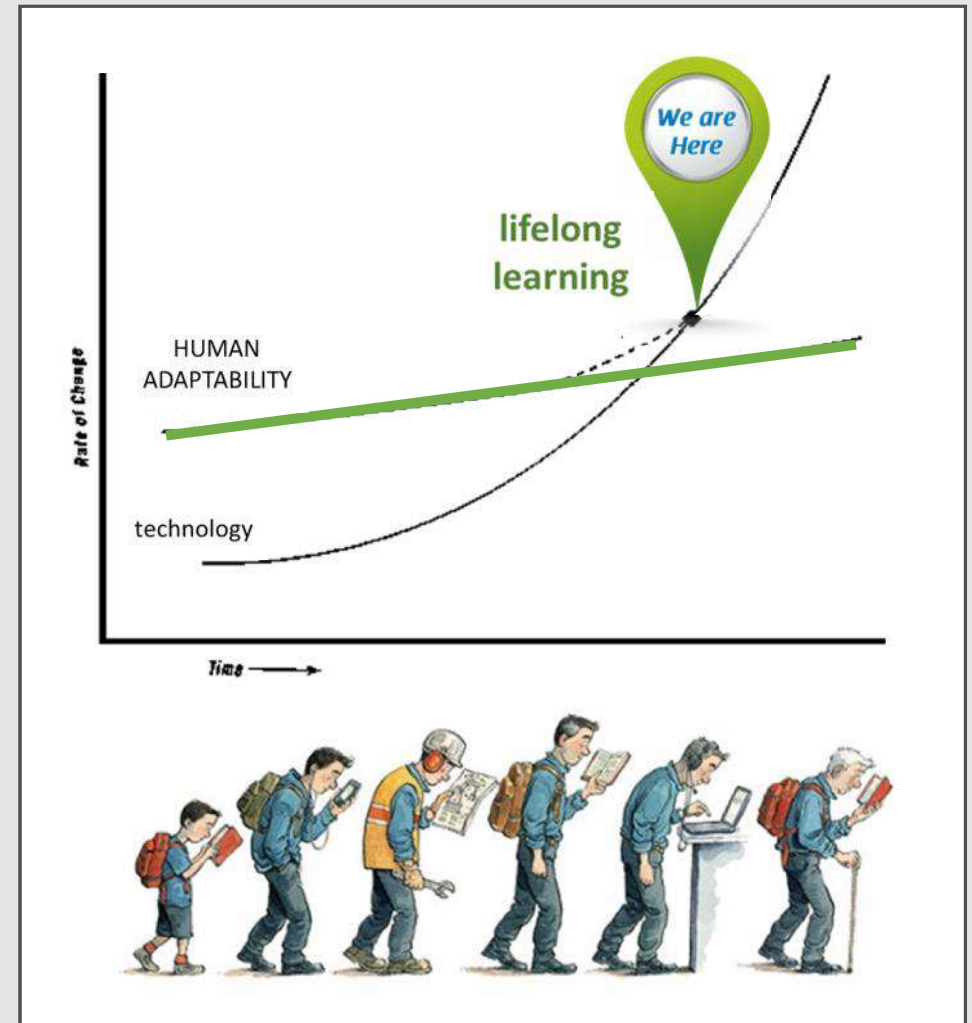
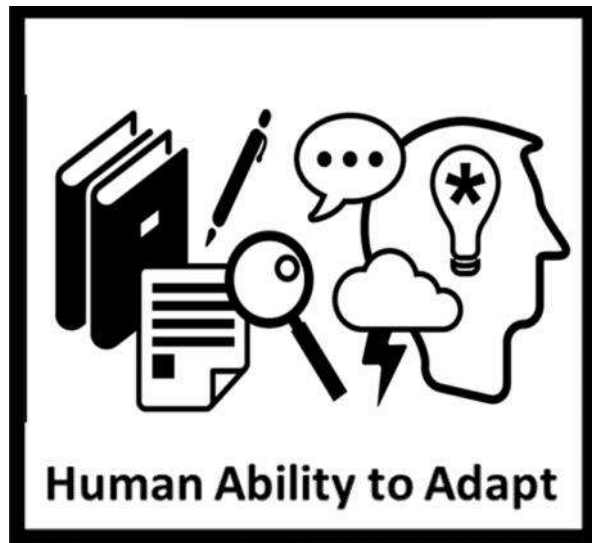


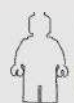
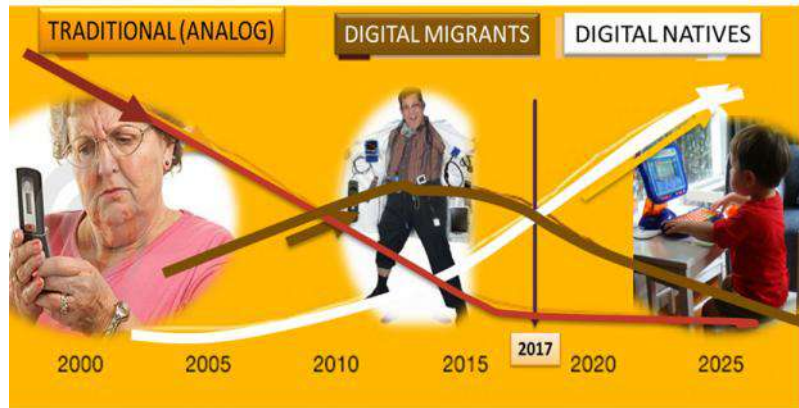
gap between expertise for the jobs of yesterday
and tomorrow is widening.

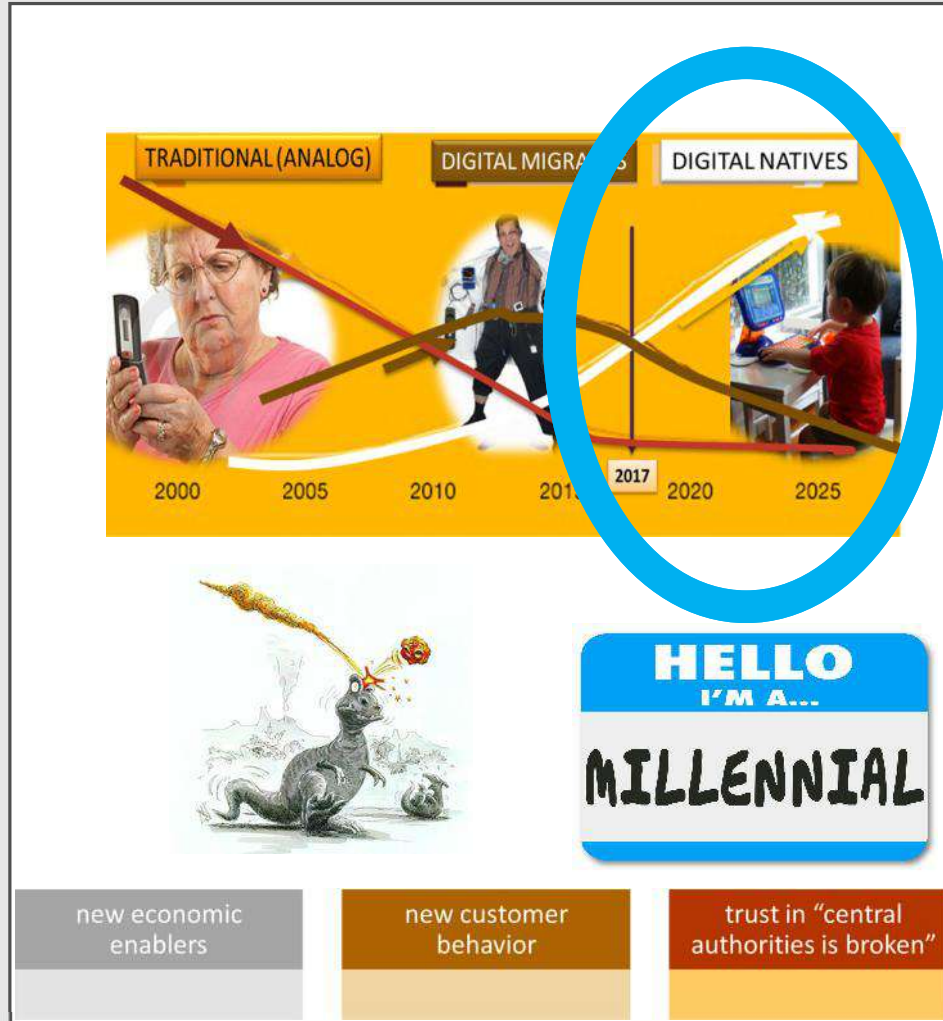
**People will specialize in tasks that
computers need humans to complete.**

Workplace education becomes a constant.

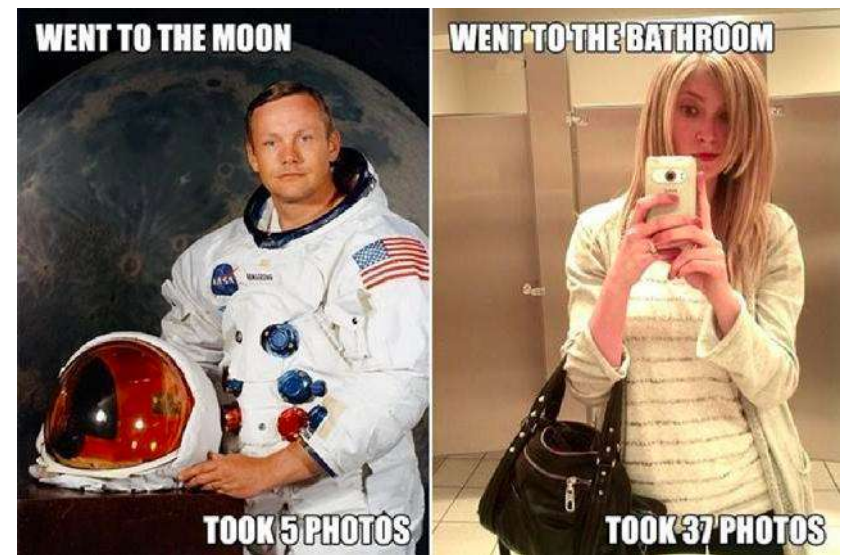
Everyone becomes students again.

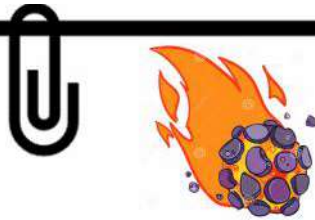






Definition of paralysis (2017)





“DIGITAL-CUSTOMER” ECONOMIC ENABLERS



GLOBALIZATION

Hyperconnected Economics

- people and devices

On-demand Economics

- Share excess by individuals

Crowd Sourcing Economy

- Crowds do rankings, filtering, etc.

Experience Economy

- Experiences & magic moments influence client services

GIG Economics

- Independent contractors; freelancers

Transaction costs outside are lower than inside the firm

- Prof Coase economics



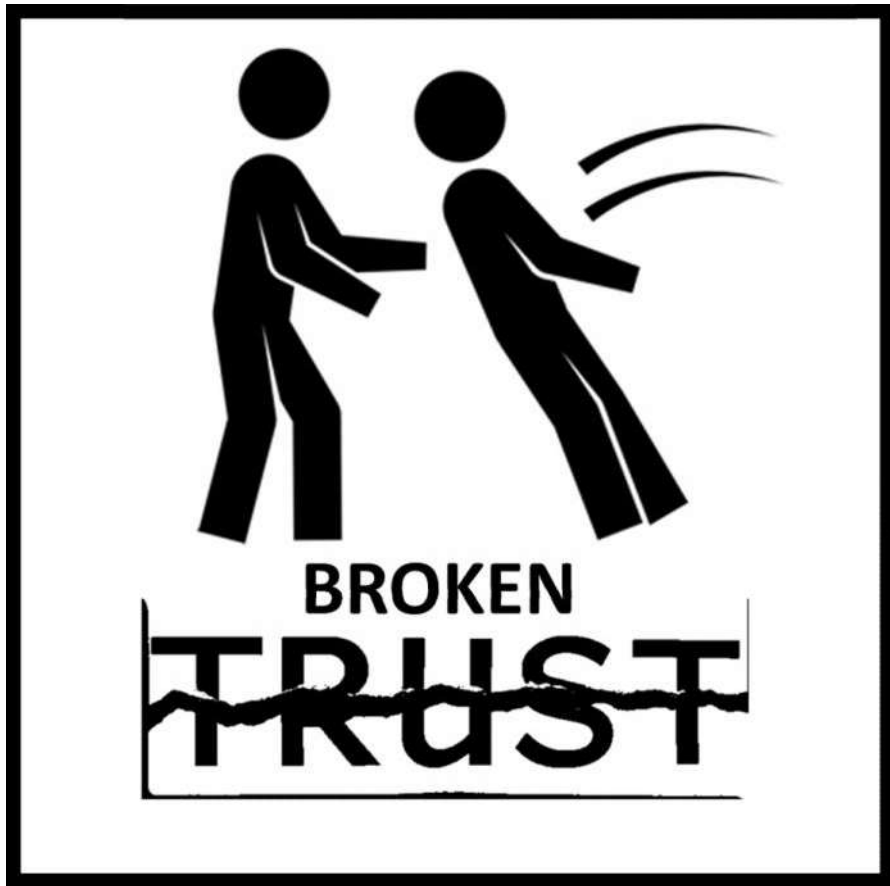
UPGRADING	life is a series of endless UPGRADES
COGNIFYING	useful IQ (AI) embedded in dumb/inert things
COPYING	digital runs on freely copied content
SCREEN PUZZLES	audiences assemble real-time their version of truth
ACCESSING	content rental store (borrow what we need)
SHARING	communally produced / share friendly copyright
FILTERING	infinite way to filter(gatekeepers, friends, etc.)
REMIXING	most new technologies derive from combining existing ones
IMMERSING	virtual, augmented and mixed realities
TRACKING	building a quantified self by self measurement
TRUSTING	higher level of communities that allow for reputation status

Customer behavior

11 Digital METEORS

Tipping POINTS

- Extended Battery Life
- Mobile Computing
- App Ecosystem
- Decrease Latency
- Price Point



“MILLENNIAL” movements “don’t trust” existing *centralized trust architectures* where a centralized authority (for example a central bank) act as trusted party

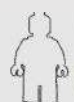


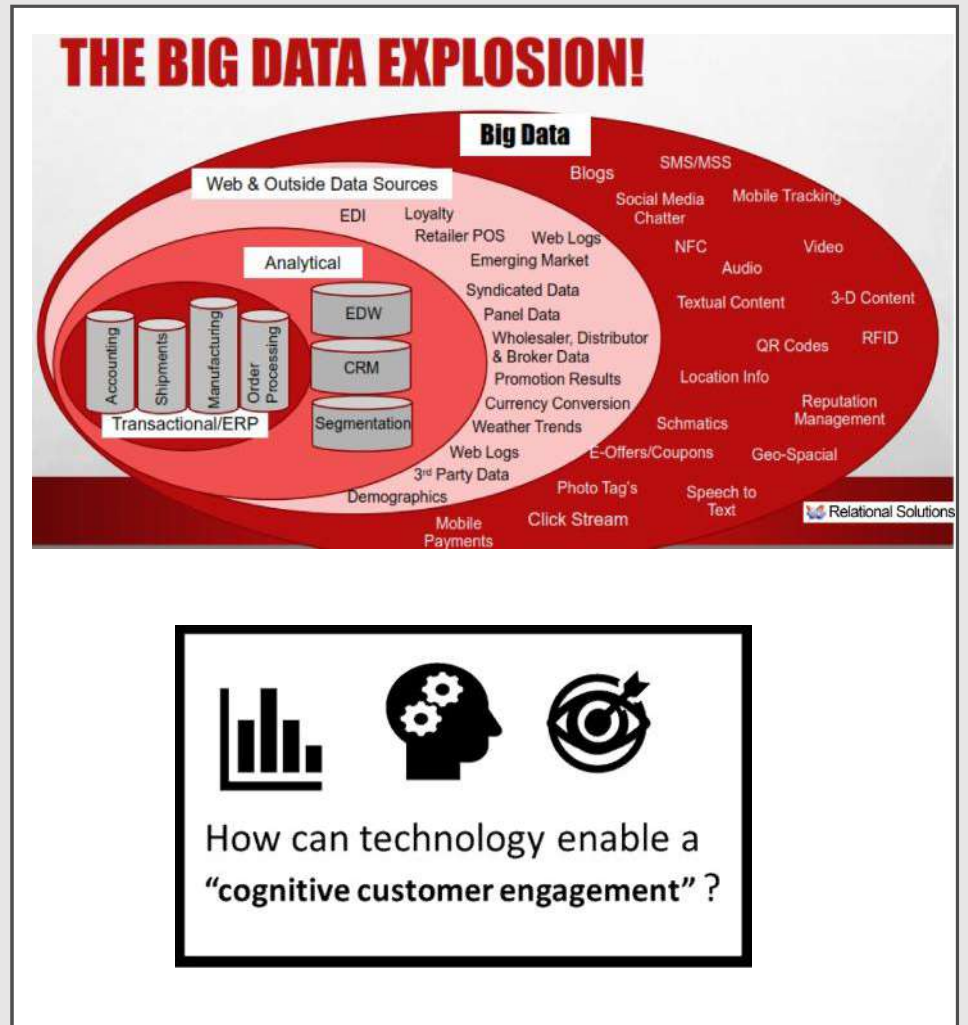
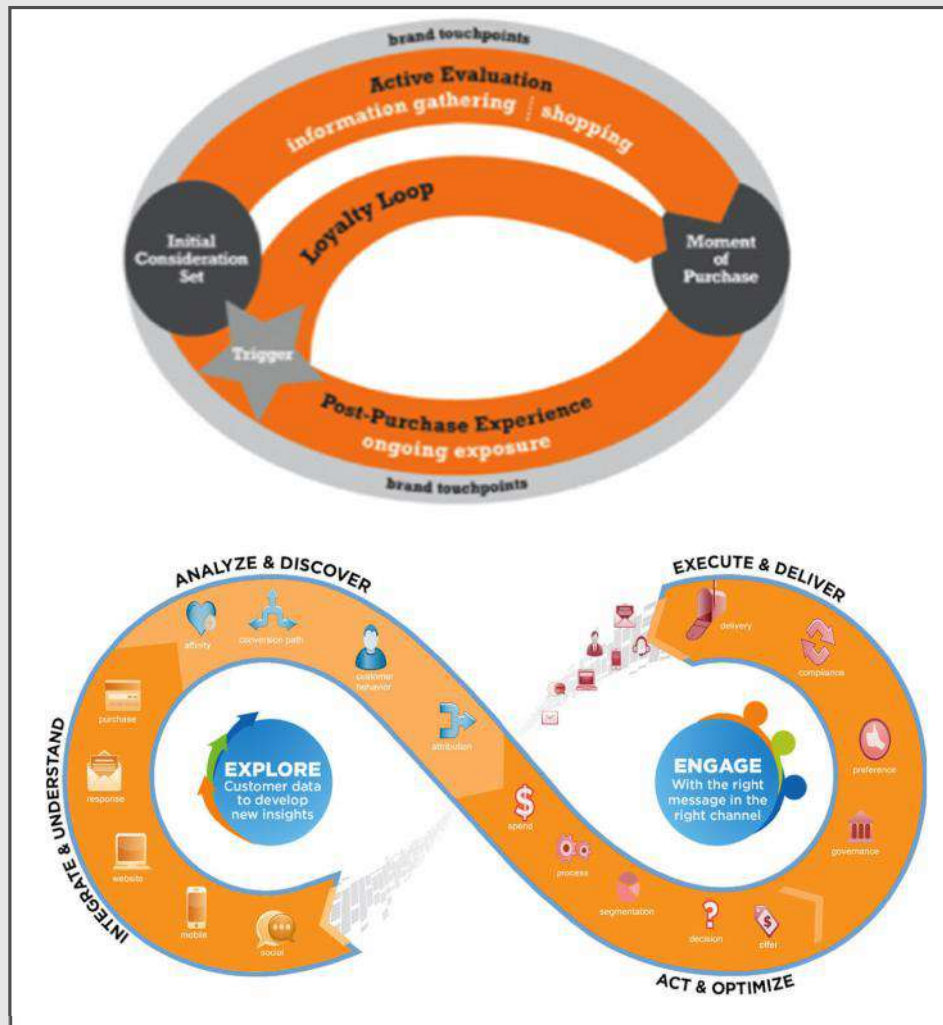


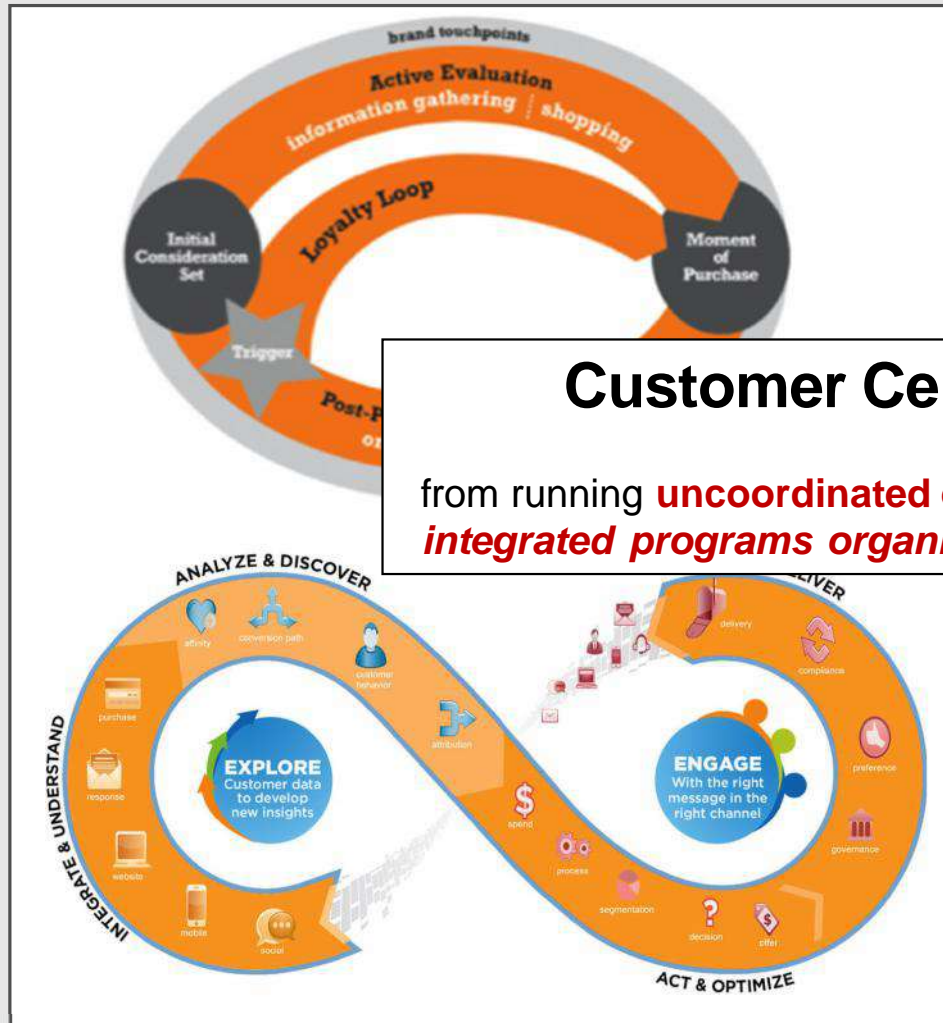
“MILLENNIAL” movements **“don’t trust”** existing *centralized trust architectures* where a **centralized authority** (for example a central bank) act as trusted party



New technologies like **blockchain** will create a new kind of **trust architecture**

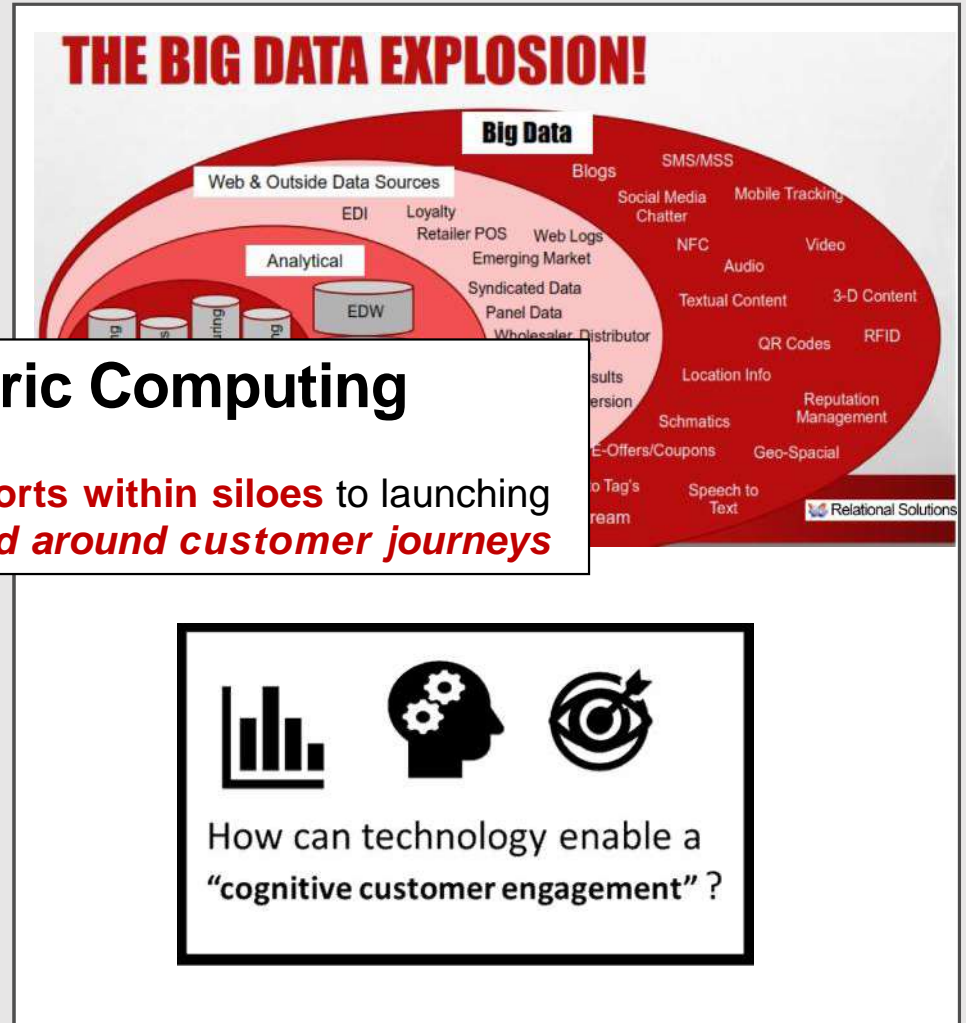


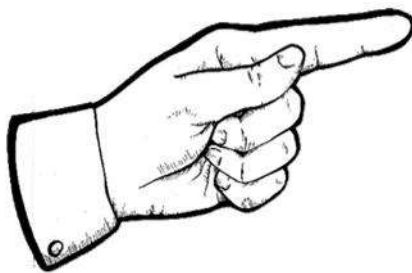




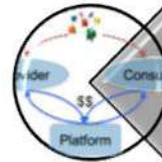
Customer Centric Computing

from running **uncoordinated efforts within siloes** to launching **integrated programs organized around customer journeys**





Digital Innovation



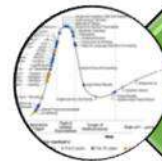
Digital Business Models



Digital Customer



Digital IT



Digital Enabling Technologies

Examples of the “great” disruption (unbundling)



Examples 2 of the “great” disruption (unbundling)



Welcome to the “great” disruption
the “unbundling” of everything

Examples 3 of the “great” disruption (unbundling)



Examples 4 of the “great” disruption (unbundling)



Examples of the “great” disruption (unbundling)



Welcome to the “great” disruption
the “unbundling” of everything

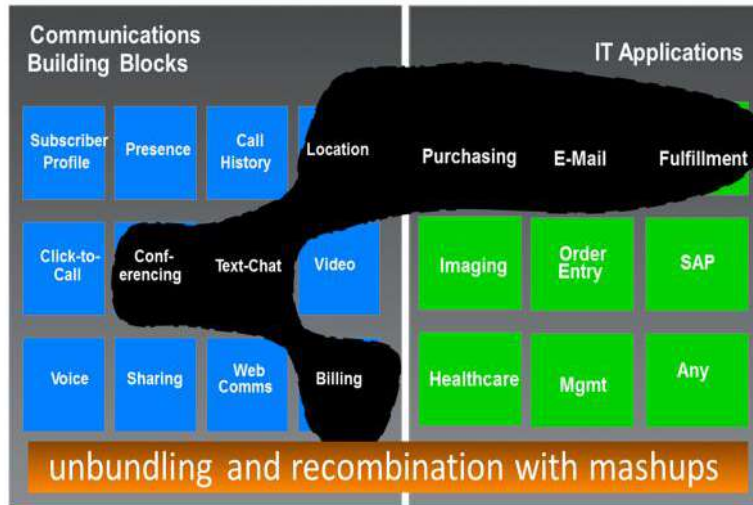
Examples 2 of the “great” disruption (unbundling)



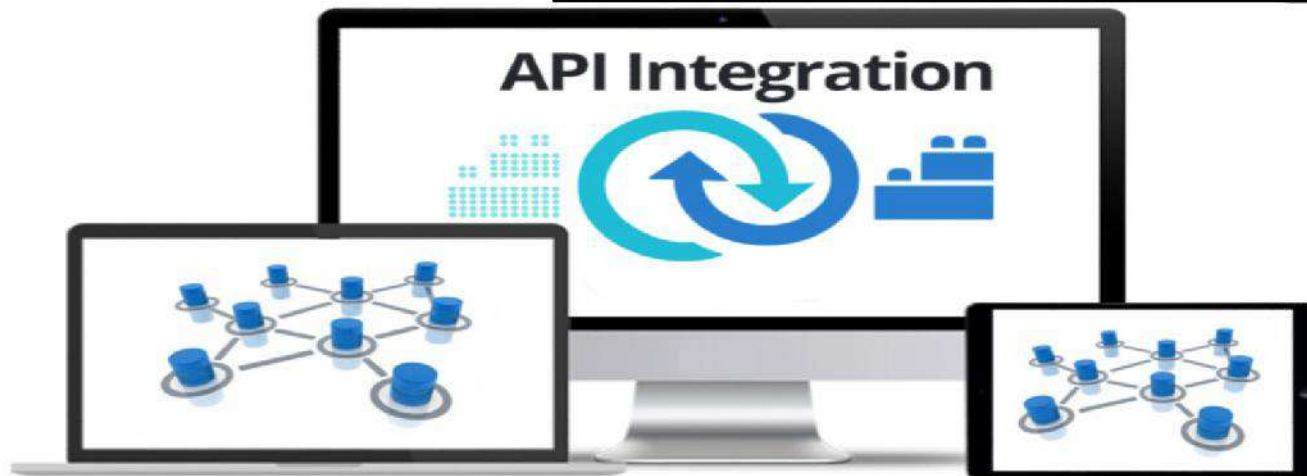
Examples 4 of the “great” disruption (unbundling)



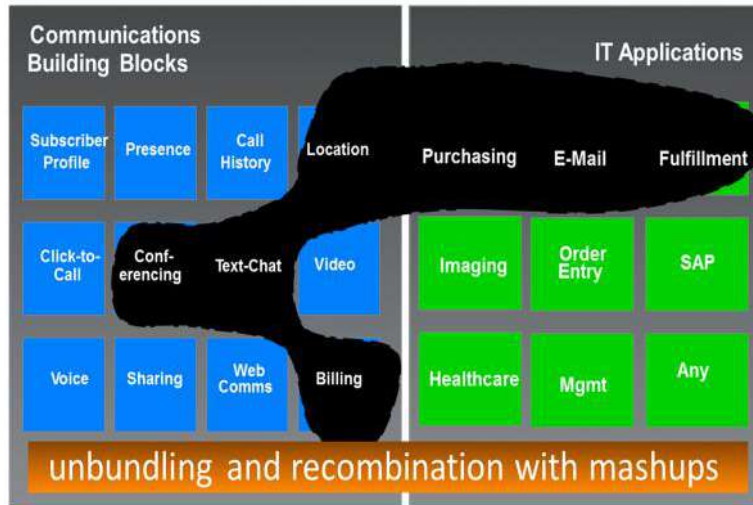
Welcome to the “great” disruption
the “mashup” of everything



A ***“mashup”*** is a technique used by ***“modern”*** IT that includes teams, data, applications, and technologies from two or more sources to create new services.

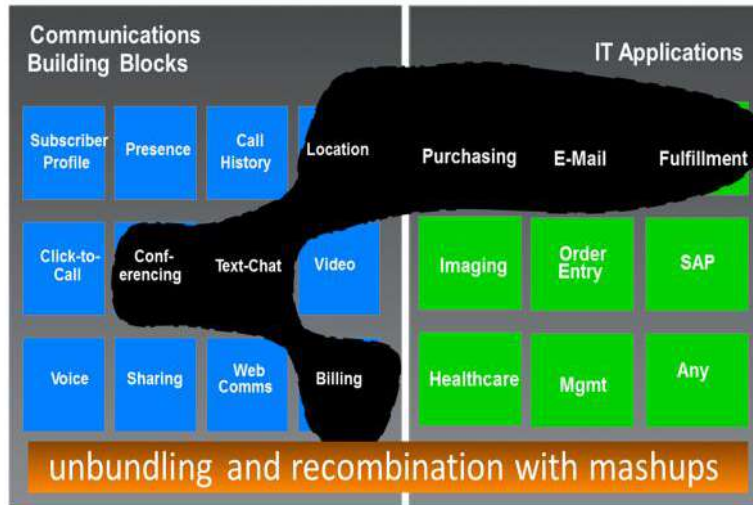


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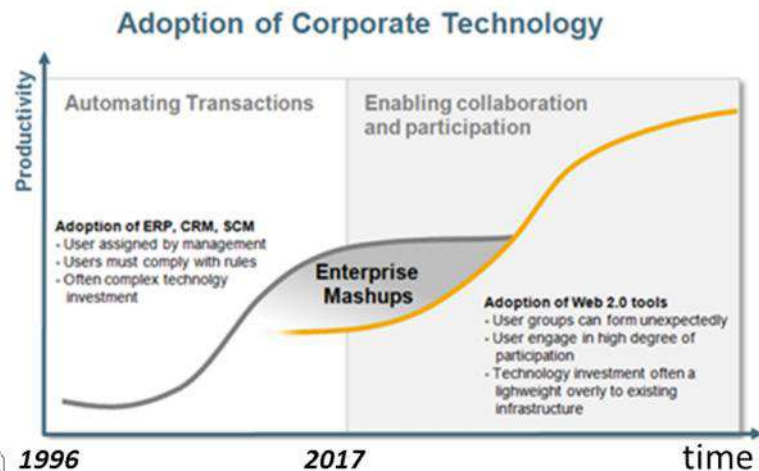


A ***"mashup"*** is a technique used by ***"modern"*** IT that includes teams, data, applications, and technologies from two or more sources to create new services.

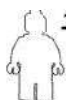




A **“mashup”** is a technique used by “modern” IT that includes teams, data, applications, and technologies from two or more sources to create new services.



To the users , mashups should provide the right solutions at the right speed in this “digital transformation” world



Era of Postmodern ERP (called the MASHUP)

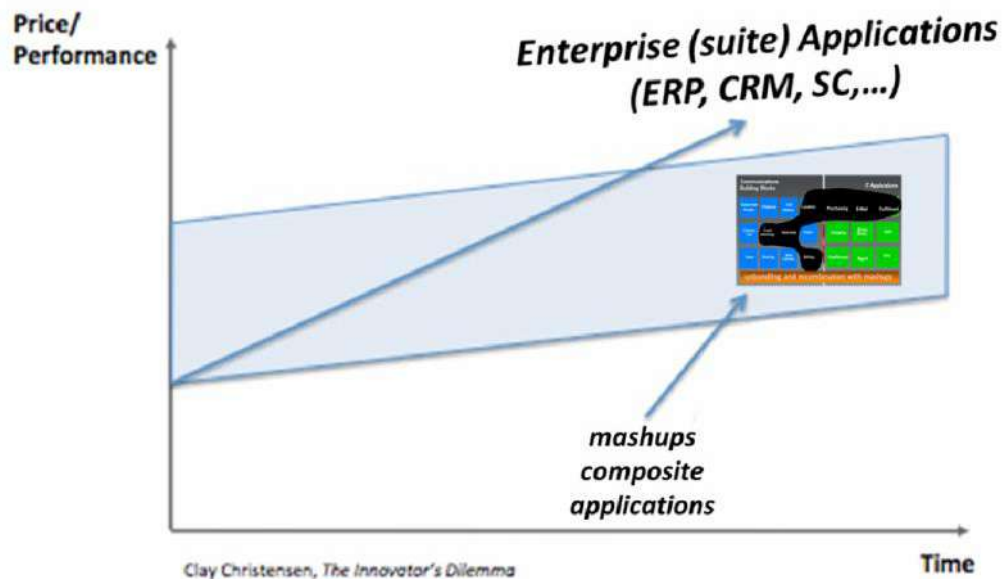
and what it means for your business ?

It's ***difficult to create an innovative workplace*** if a company's employees are using ***tools designed in the 1980s.***

Era of Postmodern ERP (called the MASHUP)

and what it means for your business ?

It's ***difficult to create an innovative workplace*** if a company's employees are using ***tools designed in the 1980s***.



Composite (mashups) Applications include



Using a cloud deployment of best-of-breed application instead of one of the existing applications

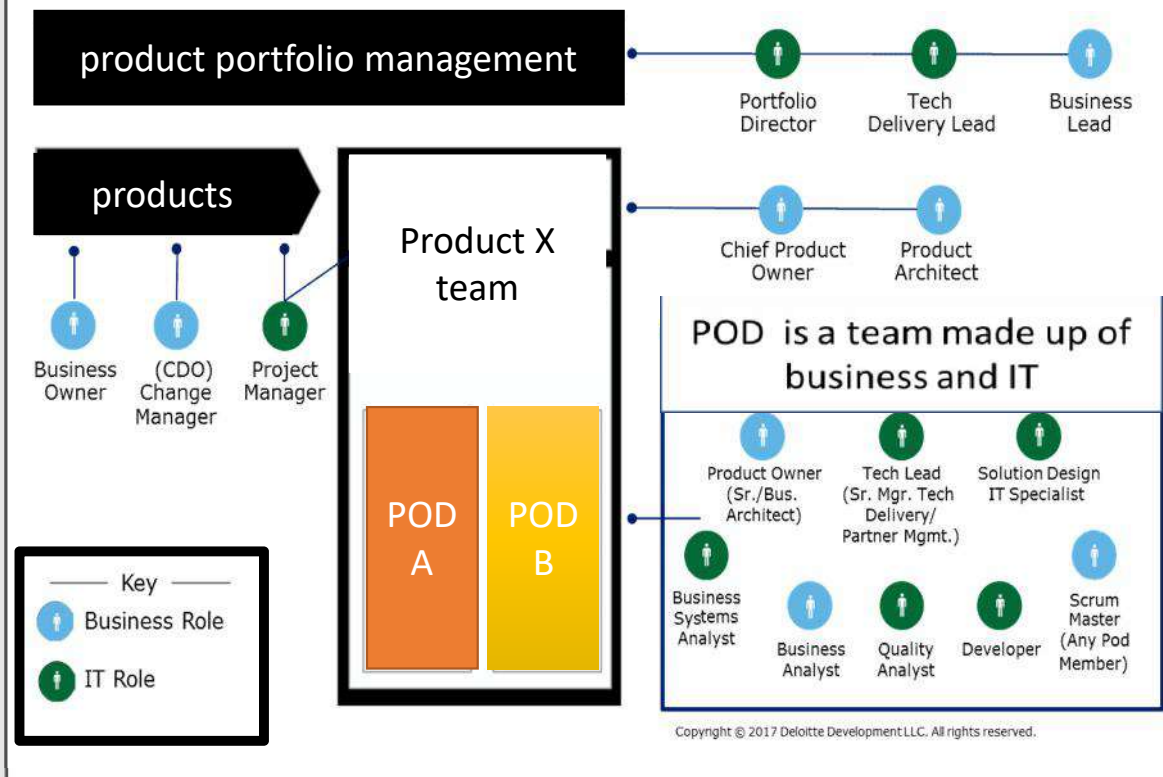


Using multiple ERP suites from different vendors,

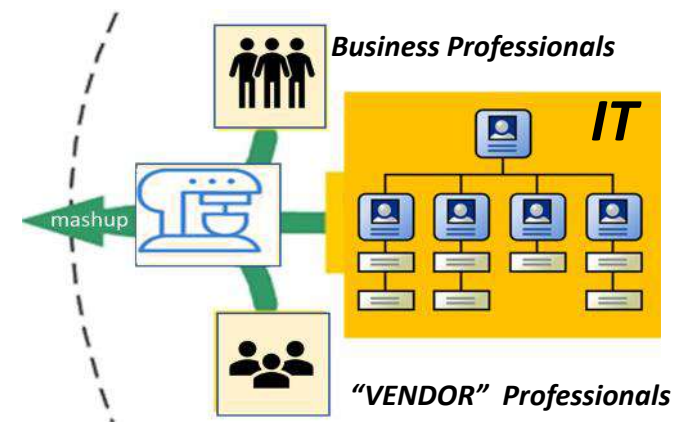


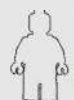
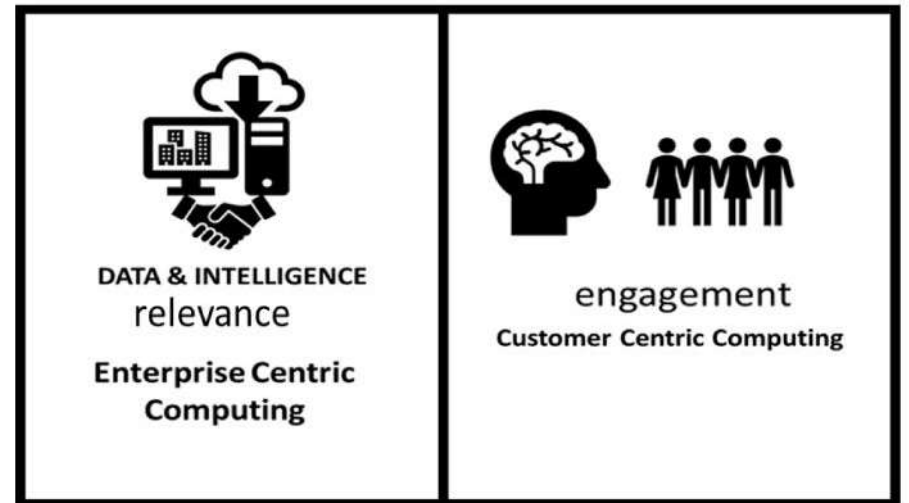
Foregoing an ERP suite altogether and ***using only best-of-breed applications***.

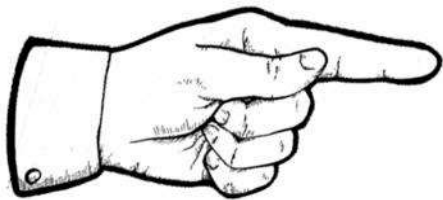
IT moving from “projects” to “products” and “pods”



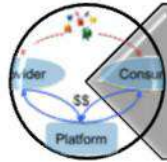
Walls Come Tumbling Down







Digital Innovation



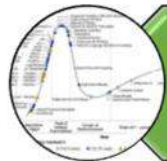
Digital Business Models



Digital Customer

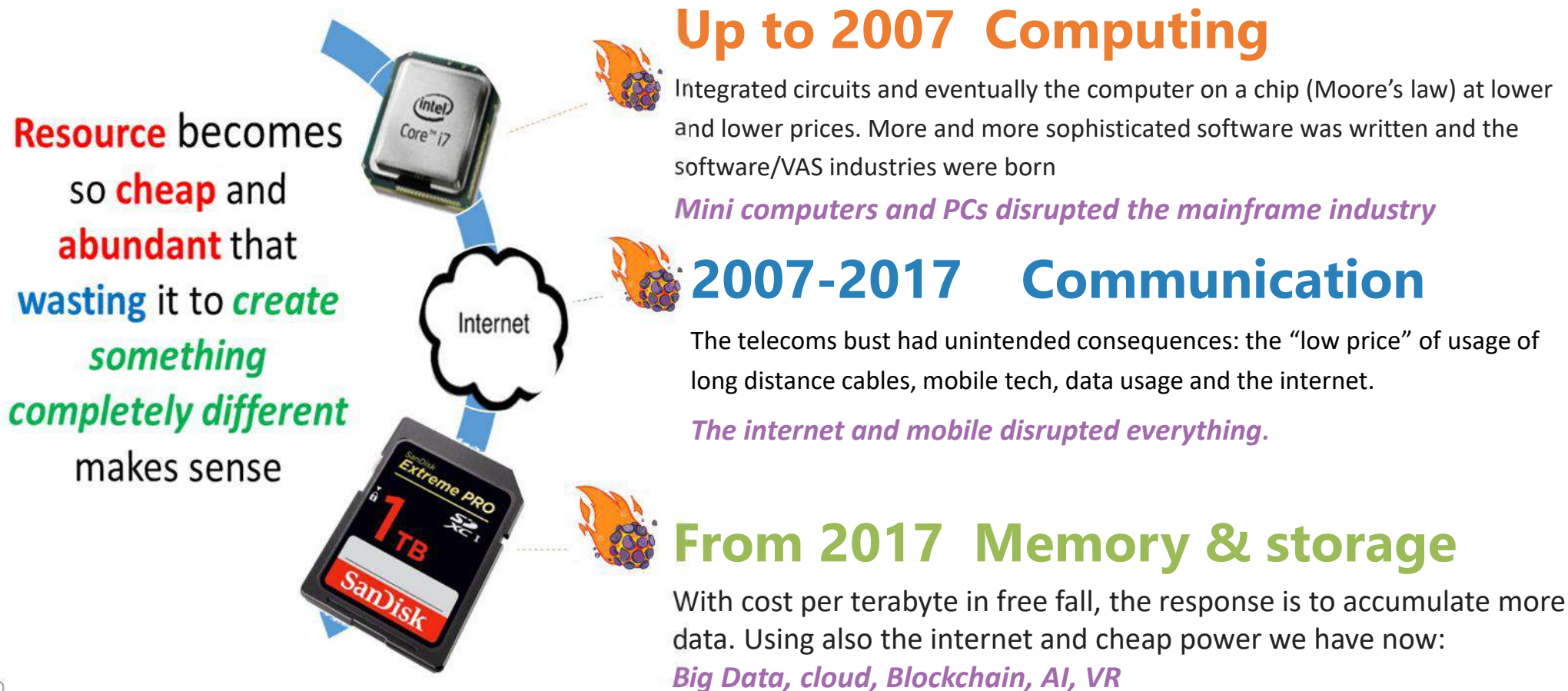


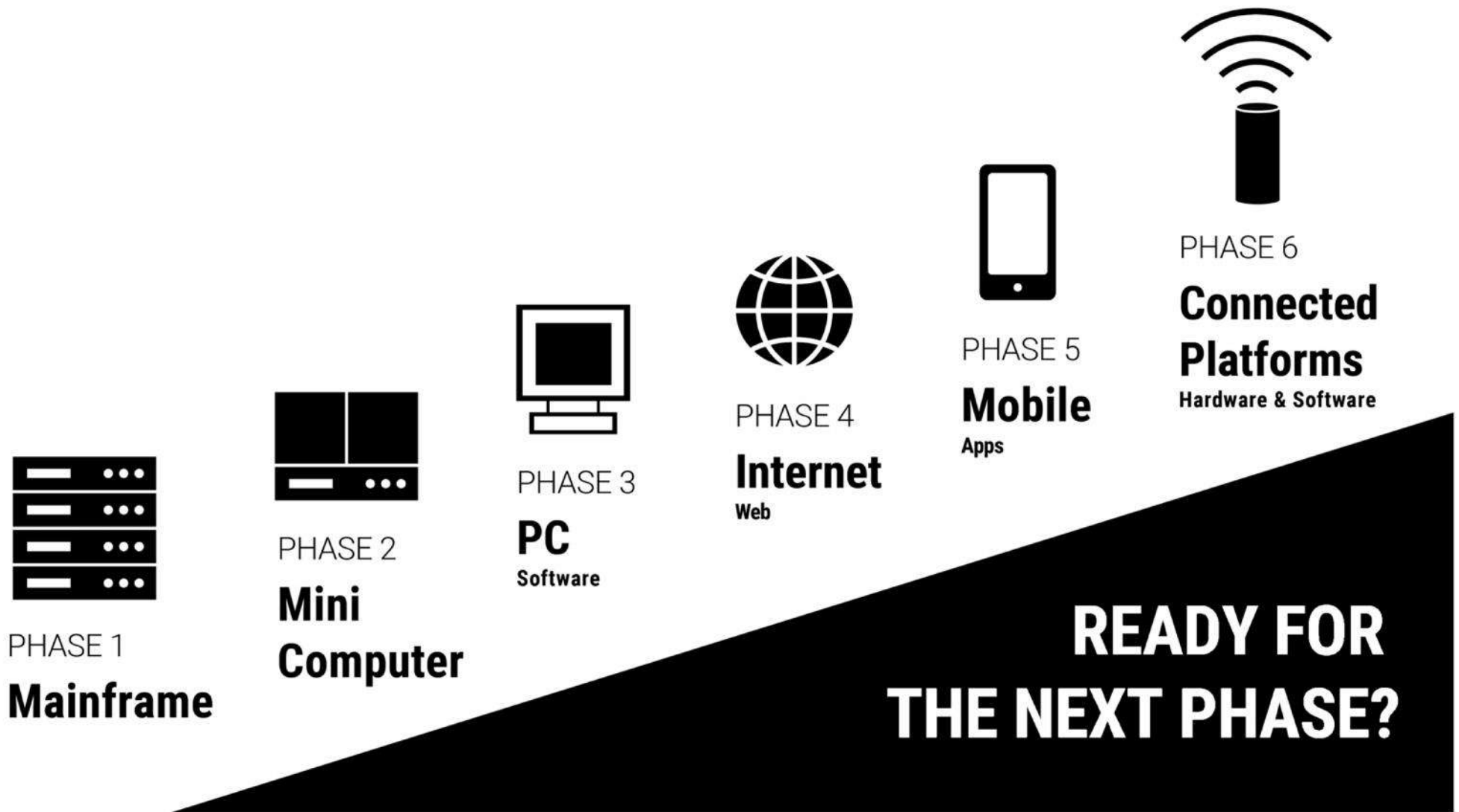
Digital IT

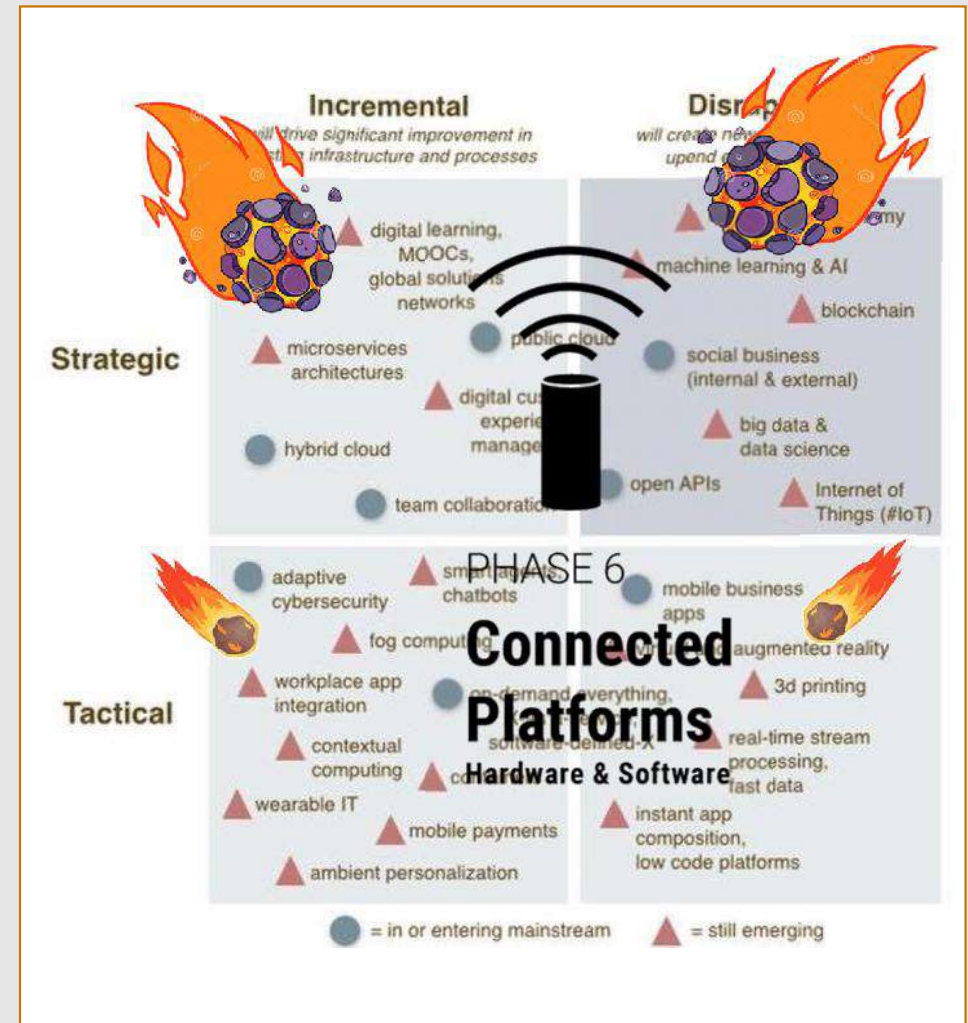
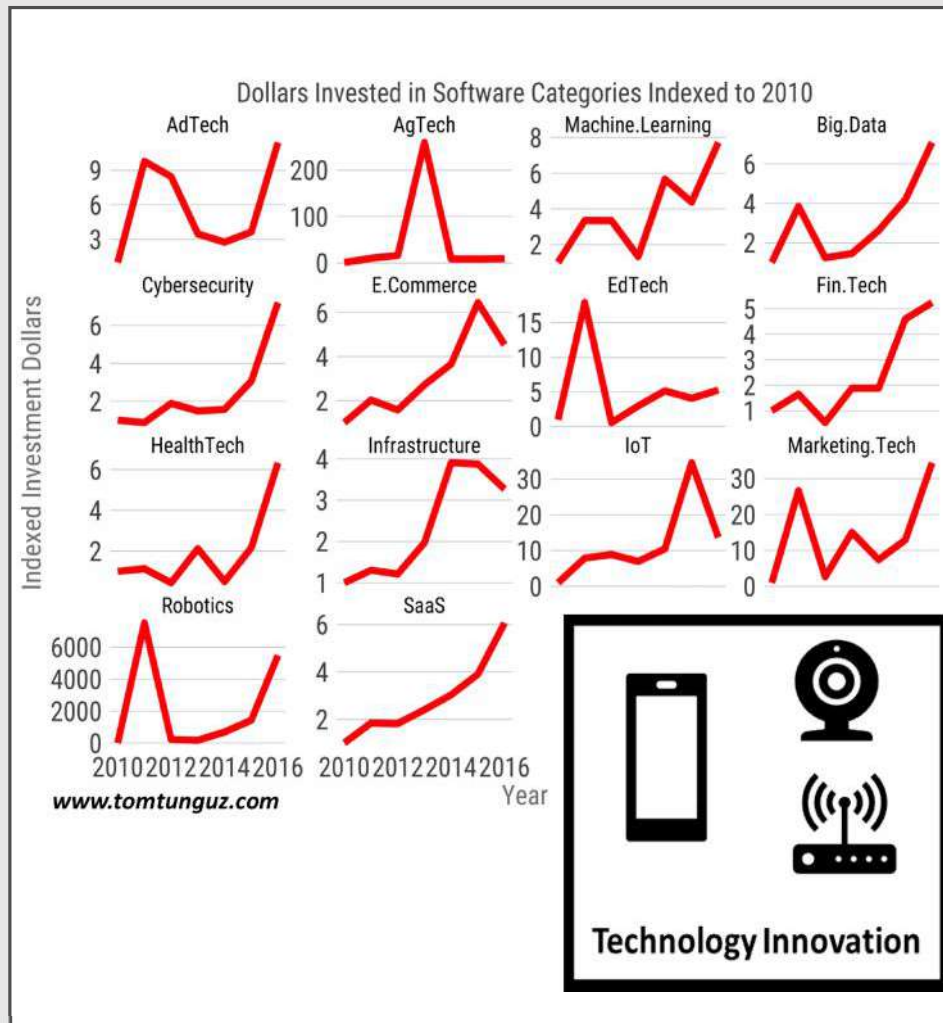


Digital Enabling Technologies

Digital technologies (enablers) and IT







THREE DIMENSIONS OF IT CHANGE: PROCESSES, DATA, ORGANIZATION

Process and Decision Automation

DIGITAL GLUE (enables mashups)

- API
- Strategy
- Management
- Architectures

Customer Service

- Voice Interface
- Messaging
- Artificial Intelligence
- ChatBots

Automate development & delivery

- Demand Management
- Build Automation
- Test Automation
- Continuous Integration
- Continuous Delivery

Data, Analytics and IT Architecture

BRAIN (everything gets smarter)

- Applied Machine Learning
- Cognitive Computing
- Algorithms & Simulation

Foundation Services

- Cloud Services
- BPaaS, IaaS, PaaS, SaaS

Real Time Knowledge (no more guessing)

- Sensors
- IoT software
- Wearables
- E-payments

Immersive Technologies

- Virtual Reality
- Augmented Reality
- Mixed Reality

Organization and Operating Model

Community Code Accelerators and use of the "commons"

- Open Source
- GitHub

Trust Engine & Smart Contracts

- Trust Ecosystems
- Blockchain-based Systems

Portability of Software (fast development + run time ops)

- Microframeworks
- Containers



An **IMPENDING EVENT** is something that elevates the technology solution from a 'nice-to-have' into a 'need-to-have'.

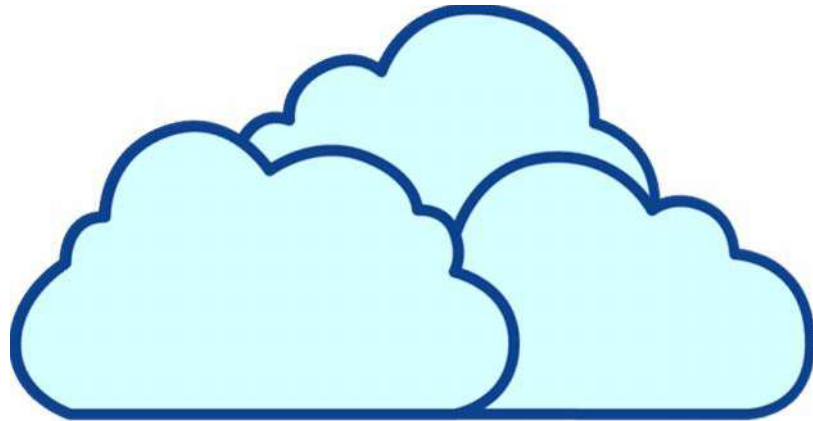


WHY PRIORITIZE ? why adopt (a technology) as a very important project in 2017-18 (projects or goals)



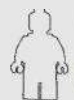
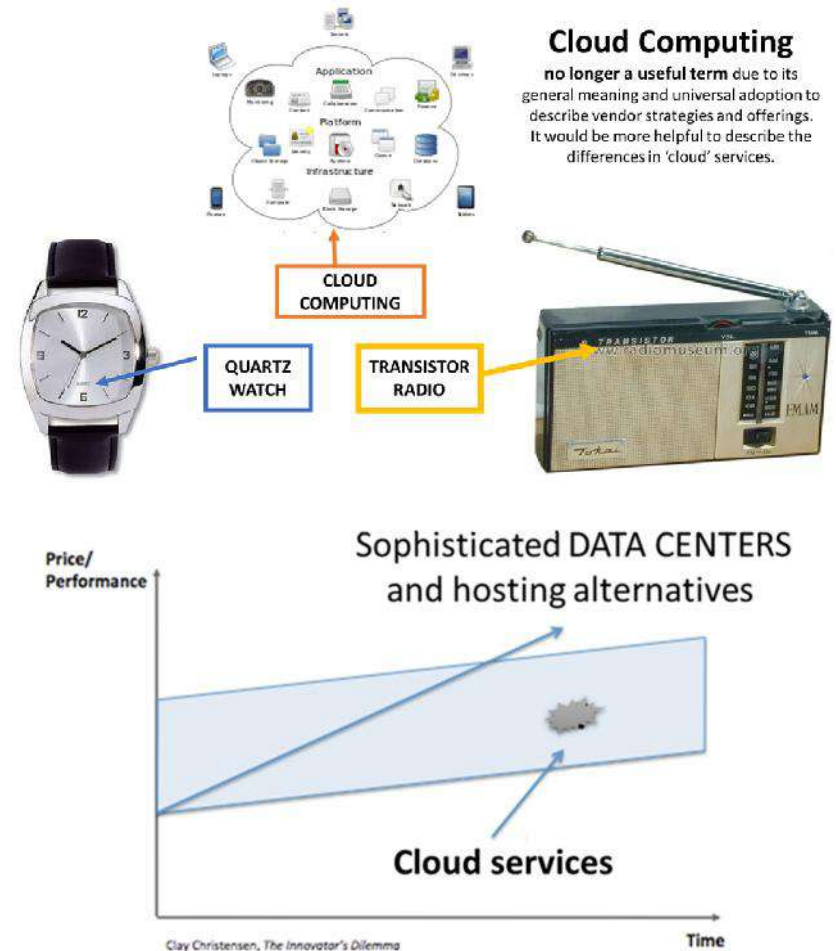
Availability (today) of flexible, scalable delivery services ***without incurring large startup costs or technical legacy*** associated with IT architecture and code maintenance.

Cloud services come with legitimate/serious ***cyber/security concerns*** but for numerous applications it makes ***no sense to ignore*** its value (ie: marketing automation)



Users have been frightened by:

1. Regulation Issues
2. Security Issues
3. Integration Issues





DIGITAL GLUE (enables mashups)

- API
- Strategy
- Management
- Architectures

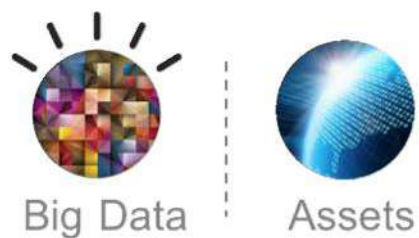


API management platforms finally:

1. They give organizations **control over their APIs**, how they are delivered, managed, and analyzed.
2. They enable capabilities such as **API rate limiting and access control**, to name a few.

APIs TODAY mean...

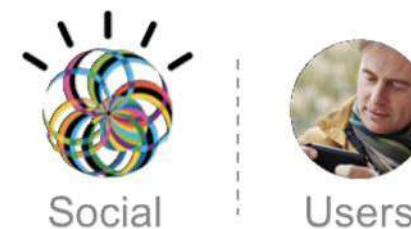
1. **New business models** and revenue streams.
2. **New distribution channels** and extended reach.
3. **Externalized R&D** and fostered innovation.
4. **Partnership** development.
5. **Security and control over who accesses** your resources.
6. **Organizational flexibility** with internal APIs.



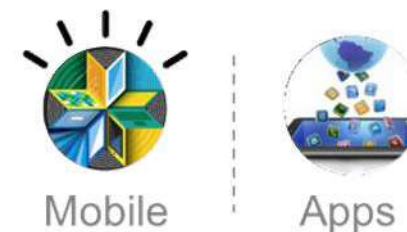
Big data sources provide insights that are shared and monetized through APIs



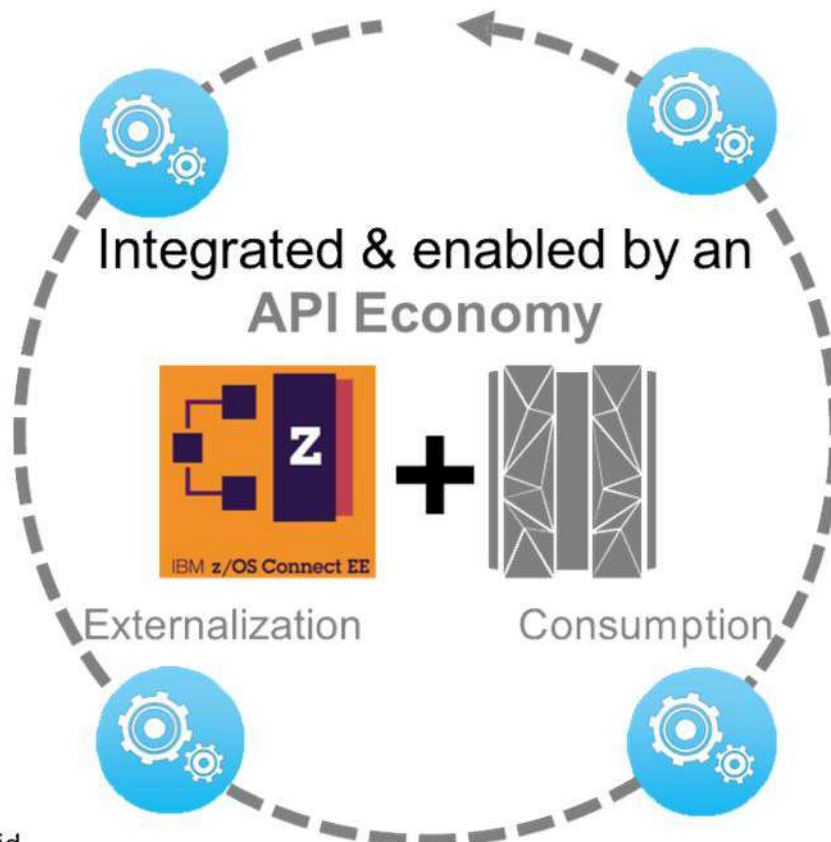
Cloud services are exposed through Web APIs enabling rapid composition environments



Social APIs fuel personalized experiences for users and new business models



Mobile applications make calls to back end services through Web APIs





Community Code Accelerators and use of the “commons”

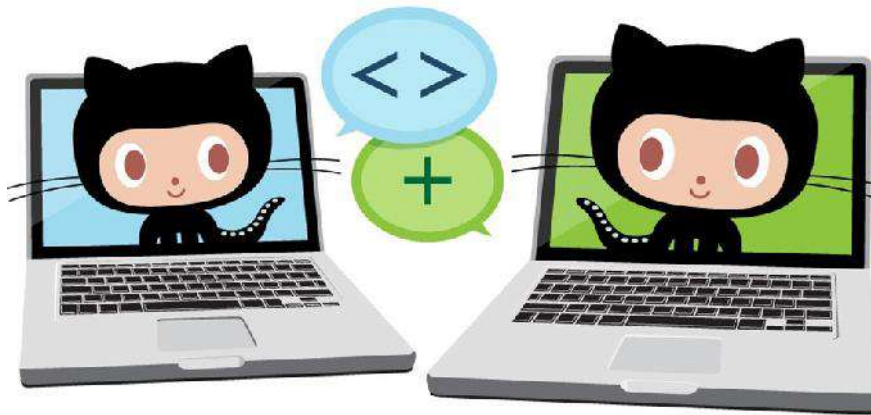
- Open Source
- GitHub



1. Open source is the **engine of innovation**; powering technology like operating systems, cloud, big data or IoT
2. GitHub is used by 11+ million coders, 100,000+ teams in 52+ million repositories



1. **GitHub is a centralized source control.** Enabling teams and organizations to keep their source code maintained and controlled with version and other facilities such as release version.
2. NO sectors of the software industry will be invulnerable to **disruption from OPEN SOURCE**
3. If software is eating the world, **OPEN SOURCE Is eating the software world**



GitHub
*is an open source development
platform that every developer
must care about*

GitHub tools for working in collaboration (teams):

1. ACCESS RIGHTS

It allows certain access privileges to code for certain users

2. GITHUB FORK

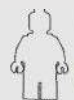
It allows a user to create a copy of a repository on their account and computer

3. PULL REQUEST

It allows the developer to make the code repository better with the help of another developer's code

4. GITHUB ISSUES REPOSITORY

It allows users to keep track of bugs in the code, also used in keeping track of advancement needed in the code.





Automate development & delivery

- Demand Management
- Build Automation
- Test Automation
- Continuous Integration
- Continuous Delivery



Possible today (without human intervention):

1. **Manage backlog** of business requirements
2. **Compile and build application**
3. **Execute** unit, integration, service **tests**
4. **Have a single source code repository**
5. **Check in code** into a shared repository which then **triggers** a build and **test execution**
6. **Continuous delivery** through release automation

IT Departments are :

1. As the number of high-tech/startups grows and multinationals enter Israel the **race is on for good workers**
2. Leveraging DevOps and autonomic platforms to **overcome the traditional limitations of manual work and disjointed teams**



BRAIN (everything gets smarts)

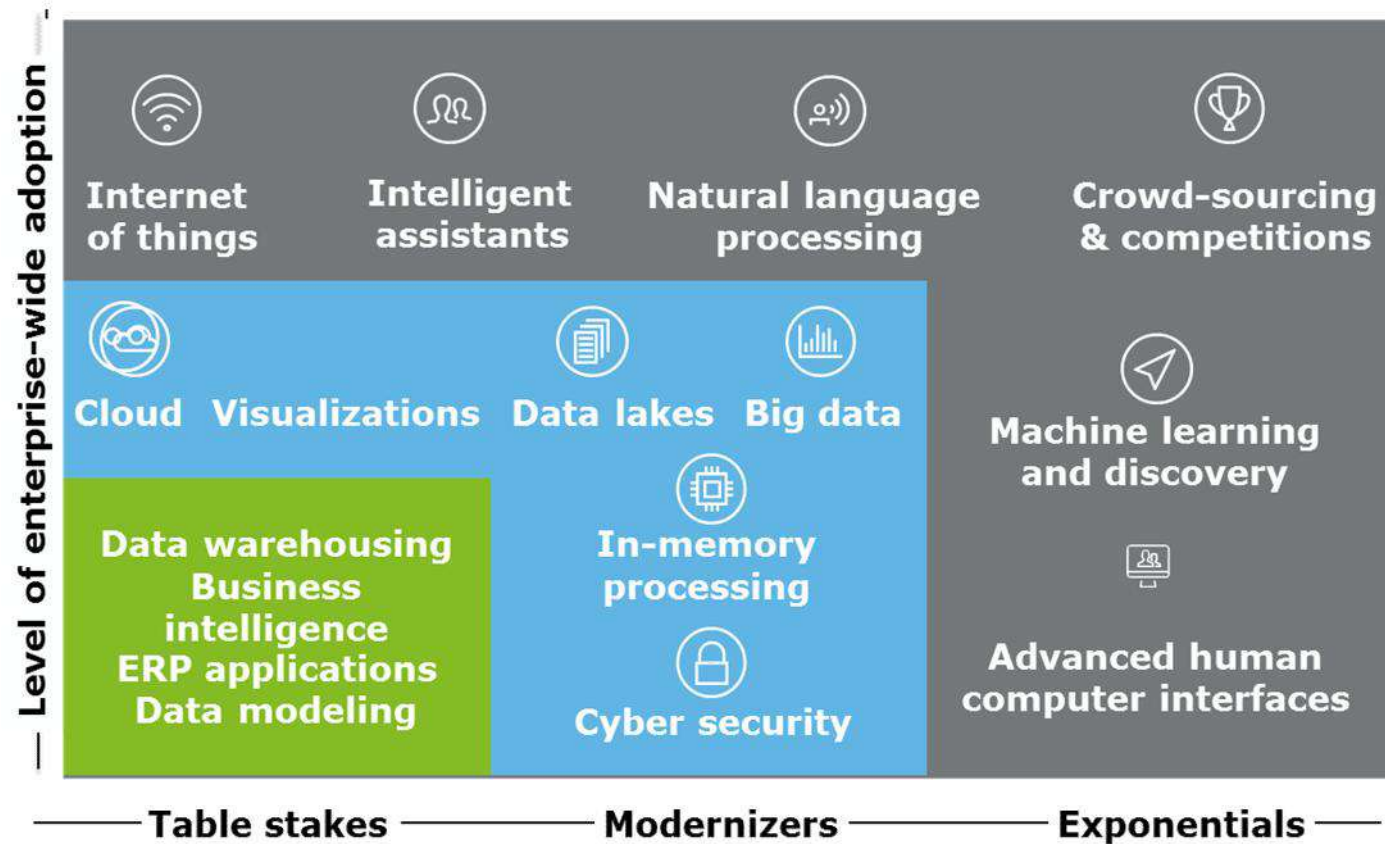
- Applied Machine Learning
- Cognitive Computing
- Algorithms & Simulation



Today **cognitive computing tools** (machine learning, natural language generation, speech recognition, computer vision, and artificial intelligence) : **simulate human cognitive skills**, (analyzing through mountains of data), to **automate insights and reporting in real time**.

Available today many tools: **advanced analytical environment** that enable enterprises to tap into the **large volume of data in order** to derive **insights in real-time and compete** in the digital world

Direction of the analytics market



Drivers & disruptors



Data proliferation



New data sources



Technology disruption

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Customer Service

- Voice Interface
- Messaging
- Artificial Intelligence
- ChatBots



Natural language (NLP) science enables companies to read/hear/talk things like product catalogs, service requests, contracts and purchase orders – and to ***tackle them at high volumes without human intervention.***

NLP, AI and reactions will impact business by ***reducing the amount of typing for users***. Typing is not only ***time consuming but lends itself to spelling errors and command errors***, which can add to a poor user experience.

Also the use of quick-reply buttons, persistent menus, reactions... improve the B2C and B2B chatbots interactions.

Human-Computer Interaction (1830s – 2015)

Touch 1.0 → Touch 2.0 → Touch 3.0 → Voice





Real Time Knowledge (no more guessing)

- Sensors
- IoT software
- Wearables
- E-payments



Implementing IoT with sensors that identify and track physical objects, crops, animals (even humans) has the potential to **generate predictive information that in combination with data from outside sources** (ie: satellite data on weather) can **change industries** like insurance, security, equipment maintenance, epayments, personal health, many many others .

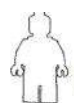
Creating the IOT is still in **early stages** as a strategic information resource but **NOT in the technologies available.**

**the internet of things is the nervous system
but the soul is artificial intelligence**

This means that the **only thing stopping its avalanche is the business model innovation.**



Entire **industries will be re-imagined** for a wearable/mobile-first, wearable/mobile-only, crowded with connected sensors in a **world that is screen, location, context, intention-aware and overflowing with predictive personalized information** from cloud-based big data (cognitive) data centers .



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Immersive Technologies

- Virtual Reality
- Augmented Reality
- Mixed Reality

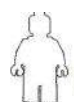


Virtual Reality (VR) a digital environment that replaces the user's real world.

Augmented Reality (AR) overlays digitally-created content into the user's real-world environment.

Mixed Reality (MR) is the convergence of virtual and real worlds used to create new environments where both digital and physical objects—and their data—can coexist and interact with one another.

Augmented and Virtual Reality are coming together to impact business and enterprise together.



Projections : use of VR/AR /MR

TELECOM

Telco client could **save \$1 million per day** with efficiencies gained from digital reality training



LIVE EVENTS

By 2020, **28 million people annually** are expected to use VR to supplement or entirely replace their live event experience



MANUFACTURING

Manufacturing engineers are expected to generate **\$1.5 billion in Digital Reality revenue** by 2020



VIDEO GAMES

70 million gamers are expected to **generate \$7 billion in Digital Reality revenue** by 2020



RETAIL

By 2020, nearly **10 million shoppers are expected to use Digital Reality** to inform their decisions and purchasing habits



FINANCIAL SERVICES

From 2014 to 2016, there have been 225 Digital Reality venture capital **investments amounting to \$3.5 billion**



EDUCATION

7 million US students will learn in school using VR by the year 2020



USA FEDERAL

The US Airforce expects to **save \$400 million annually** by using Digital Reality flight simulators



AUTOMOTIVE

In 2015, automaker released an **AR maintenance app compatible with over 40,000 US cars**





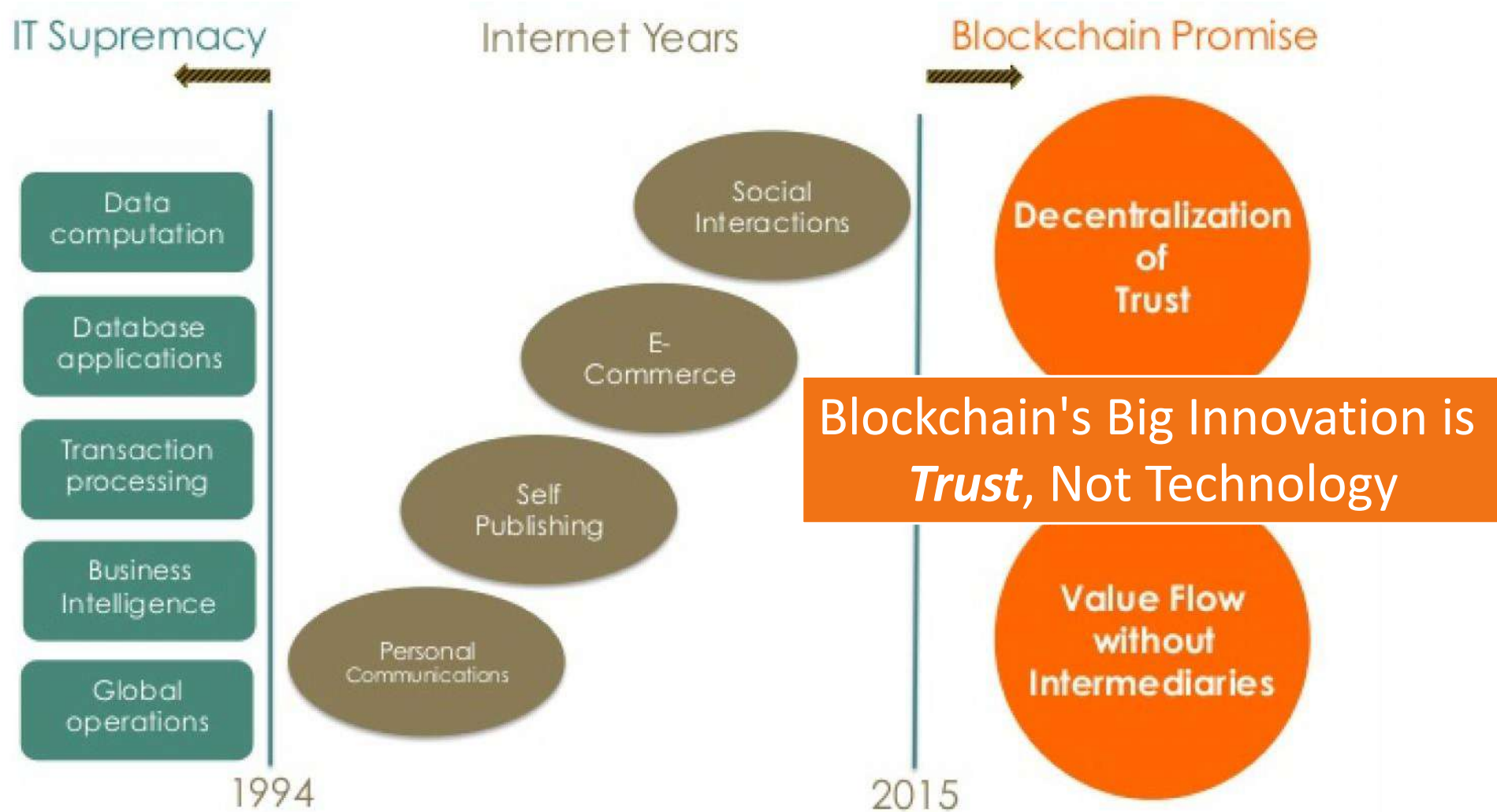
Trust Engine & Smart Contracts

- Trust Ecosystems
- Blockchain-based Systems



1. Blockchain offers the storage of immutable records of transaction data through distributed networks.
2. Blockchain retains the full history of transactions, which makes them verifiable and independently auditable.
3. Blockchain also enables peer-to-peer transfer of value, potentially eliminating the need for intermediaries.

1. Proof of effectiveness in Bitcoin
2. Reliable way to do financial transactions with no “central authority”
3. Experimentation and pilots in several projects in Israel:
 1. Financial services
 2. Government





Portability of Software (fast development +run time ops)

- Microframeworks
- Containers



1. **Containers enable:**

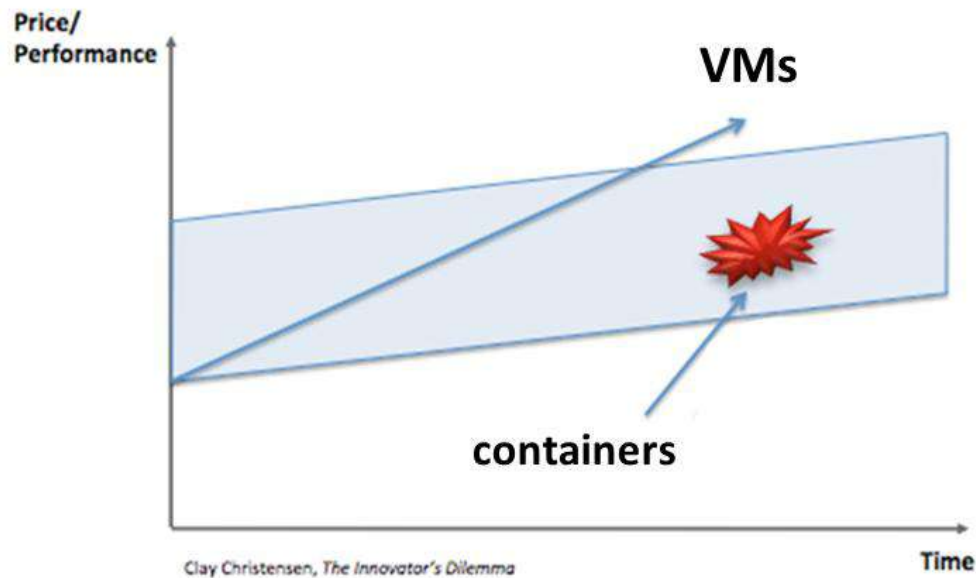
1. faster and independent development, frictionless operations and native scale
2. They are read-only components, developers can use container templates for faster results.

2. **Microframeworks (stacks)** used to write applications of any size in a consistent manner:

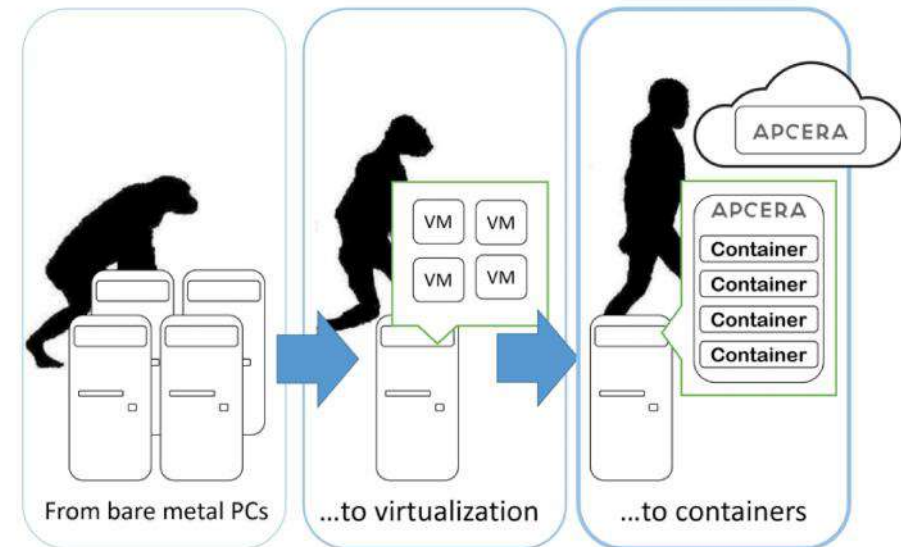
1. webservices and applications
2. REST APIs
3. reduce the footprint and slowness of JAVA

Java's tradeoff for being a safe, rigorously tested, backwards compatible language is making some sacrifices around agility and streamlining.
CONTAINERS and **MICROFRAMEWORKS** fix it.

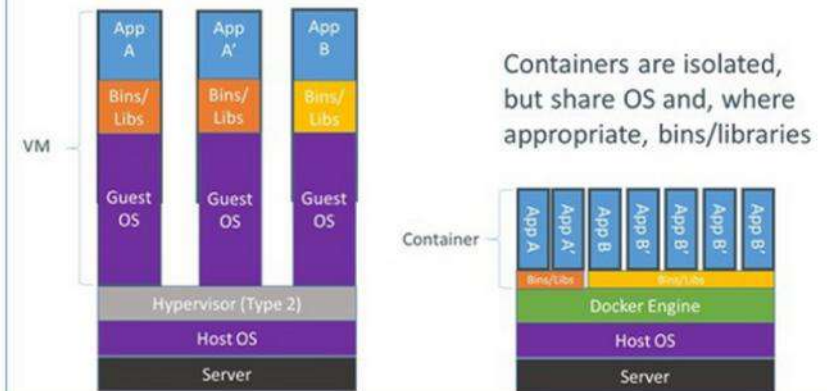
From VMs to CONTAINERS



IT will work with
datacenter-scale operating systems
 working with orchestrated collections of
containers alongside serverless compute instances.



Containers vs. VMs





DATA & INTELLIGENCE

**Enterprise Centric
Computing**



engagement
Customer Centric Computing

