From the Editor-in-Chief . . .

THE END OF THE SUPPLY CHAIN?

Munindar P. Singh • singh@ncsu.edu

In my last column I explained why I think full-fledged business-to-consumer e-commerce (B2C) is technically more challenging than full-fledged business-to-business e-commerce (B2B), even though B2B is currently the more difficult of the two.

The reasons are twofold. One, B2C e-commerce product specifications are generally no less subtle than those for B2B, and the ad hoc nature of con-

sumer demands can impose complex computations for managing the manufacturing and logistics necessary to efficiently satisfy B2C requirements. Two, the GPO (gross product originating) generated by B2C will compare with and may even overtake the GPO generated by B2B. (Last time, I used "revenue" where I should have used "GPO"—the main difference being that the latter eliminates double counting.)

The second of these two reasons is, I believe, the more controversial, so I want to look a bit more closely at it here. One explanation for why B2B rev-

In today's networked economy, middlemen may be losing the advantages that form the very basis of their existence.

enue projections so greatly exceed those of B2C is the expectation that consumers will continue to buy more offline than online. Another is that as materiel flows from raw inputs to finished goods, it can change hands many times in B2B transactions but only once in a B2C transaction (in the final stage). Thus, B2B revenues can in effect be counted multiple times, roughly proportional to the length of the supply chain, and present-day supply chains are quite long.



Reducing the Friction

Current supply chains are an artifact of present-day manufacturing and information technologies, wherein manufacturing techniques are mechanistic, specialized according to simple repetitive actions. Thus, creating products—and often packaging and repackaging them—entails many stages before they are ready for consumer use. Each link in a supply chain

owes its existence as much to the value it adds as to the information it hides. I believe many businesses today exist because they have found economic niches based solely on package size, volume of product transactions, acquisition of information about customer needs, and so on.

In the networked economy, transactions that are small or large, few or many are equally easy, and information about consumer needs flows easily and directly to manufacturers. Thus, middlemen may be losing the advantages that form the very basis of their existence. At the same time, we are seeing radical changes in the packaging and delivery industries. Packages are being developed that can go directly to the consumer without going through the hierarchy of distributor, wholesaler, and retailer. For point-to-point, on-demand delivery firms, represented by the likes of Federal Express and United Parcel Service in the United States, business is booming. I imagine their gains are coming at the expense of the traditional, hierarchical logistics network. Overall economic growth may hide this network's downturn for some time, but there is no question of a relative decline.

More and more today we're seeing an easy flow of information upstream to producers and of products downstream to consumers. To facilitate a downstream flow of information so that consumers can make informed decisions, there will undoubtedly be a continuing need for information aggregators—portals and vertical marketplaces.

Clearly, even with all the advances in network computing, a single manufacturer won't perform all the manufacturing steps for a consumer good. However, there will be a diminishing need for long, narrow supply chains in which intermediaries take a cut simply for changing the package or order size. These intermediaries are part of the friction in the economy and will be ripe for elimination.

Value Chains

Future chains will be based on value and aggregation. Intermediaries along the chains will have to add substantial value so as not to be easily subsumed by businesses upstream or downstream. Usually, this means they will aggregate products from more than one path; otherwise, they'll risk having their sole supplier choose to bypass them altogether.

Even today, supply chains resemble trees, because some aggregation takes place. However, the value chains I envision will be trees with much thicker foliage due to a greater average branching factor. This means that the double counting of B2B e-commerce revenues will diminish. And not only will the GPO attributed to B2C begin to exceed that attributed to B2B, but also the revenue ratio favoring B2B will greatly shrink.

you@computer.org FRFFI

All IEEE Computer Society members can obtain a free, portable e-mail alias@computer.org. Select your own user name and initiate your account. The address you choose is yours for as long as you are a member. If you change jobs or Internet service providers, just update your information with us, and the Society automatically forwards all your mail.

Sign up today at http://computer.org



IEEE INTERNET COMPUTING

IEEE Computer Society Publications Office 10662 Los Vaqueros Circle, PO Box 3014 Los Alamitos, CA 90720-1314

EDITOR-IN-CHIEF

Munindar P. Singh • singh@ncsu.edu

ASSOCIATE EDITOR-IN-CHIEF

Robert Filman • rfilman@arc.nasa.gov

EDITORIAL BOARD

Miroslav Benda • miro@oasa.com

Scott Bradner • sob@harvard.edu

K. Mani Chandy • mani@cs.caltech.edu

Fred Douglis • douglis@research.att.com (Liaison to CS Technical Committee on the Internet)

Stuart I. Feldman • sif@us.ibm.com

Li Gong • gong@games.eng.sun.com

Seif Haridi • seif@us.ibm.com

Michael N. Huhns • huhns@sc.edu

Ray W. Johnson • rayj@best.com

Gail E. Kaiser • kaiser@cs.columbia.edu

Leonard Kleinrock • lk@cs.ucla.edu

Doug Lea • dl@altair.cs.oswego.edu

Frank Maurer • maurer@cpsc.ucalgary.ca

Charles E. Perkins • charliep@iprg.nokia.com

Charles J. Petrie • petrie@cdr.stanford.edu (EIC emeritus)

Agostino Poggi • poggi@ce.eng.unipr.it

William Regli • wregli@mcs.drexel.edu

Helmuth Ritzer • ritzer@str.daimler-benz.com

Anthony Michael Rutkowski • amr@chaos.com

Ravi Sandhu • sandhu@isse.gmu.edu

Henning Schulzrinne • schulzrinne@cs.columbia.edu (IEEE Communications Society Liaison)

Brian Thomas • brian@spie.org

STAFF

Managing Editor: **Linda World** lworld@computer.org

Staff Editor: **Joan Taylor** jtaylor@computer.org

Editorial Asst./IC Online Design: **Steve Woods** swoods@computer.org

Magazine Assistant: **Hazel Kosky** hkosky@computer.org

Art Director: Joseph Daigle

Cover Design: Dirk Hagner

Graphic Artist: Ken Duckworth

Contributing Editors: David Clark,

Keri Schreiner, Martin Zacks

Publisher: Angela Burgess

Membership/Circulation Marketing Manager: Georgann Carter

Advertising Manager: **Patricia Garvey**Advertising Supervisor: **Marian Anderson**

CS MAGAZINE OPERATIONS COMMITTEE

Gul Agha (chair), William Everett (vice chair), James H. Aylor, Jean Bacon, Wushow Chou, George Cybenko, William I. Grosky, Steve McConnell, Daniel E. O'Leary, Ken Sakamura, Munindar P. Singh, James J. Thomas, Yervant Zorian

CS PUBLICATIONS BOARD

Ben Wah (chair), Jon Butler, Carl Chang, Alan Clements, Dante Del Corso, Richard Eckhouse, William Everett, Francis Lau, Dave Pessel, Sorel Reisman

IEEE Internet Computing Welcomes New Editorial Board Members



Scott Bradner is senior technical consultant at the Harvard University Office of the Assistant Provost for Information Systems. He serves as a liaison to university groups dealing with technology issues and serves as the University Information Systems' liaison to external network-based organizations, such as Internet II. He also works as a consultant on network design, management,

and security to educational institutions, federal agencies, international telecommunications enterprises, and commercial organizations ranging from Fortune 500 companies to small businesses. Bradner is a columnist for *Network World* and has authored several articles and books. He is a member of the IETF Internet Engineering Steering Group, trustee and secretary of the Board for the American Registry for Internet Numbers, vice president for standards for the Internet Society, and a member of IEEE and ACM.



Stuart Feldman is director of the IBM Institute for Advanced Commerce, and manages a research staff of more than 90 researchers in network-related technologies including e-commerce, Internet media, and antivirus systems. Feldman was a member of the original Unix research team and is best known as the creator of the Make configuration management sys-

tem, as well as the author of the first Fortran-77 compiler. He has published numerous research papers in software engineering, programming languages, and scientific computing. He received an AB in astrophysical sciences from Princeton University and a PhD in applied mathematics from the Massachusetts Institute of Technology. Feldman is the founding chair of ACM's SIGecom. He is an IEEE Fellow, an ACM Fellow, and a member of Phi Beta Kappa and Sigma Xi.



Doug Lea is a professor of computer science at the State University of New York at Oswego. He is author of the book Concurrent Programming in Java and co-author of Object-Oriented System Development. He is the author of several widely used software utility packages in C, C++, and Java. He has written articles and reports on object-oriented software

development addressing issues such as specification, design and implementation techniques, concurrency, parallelism, distributed object systems, design patterns, and software reusability. He received BA, MA, and PhD degrees from the University of New Hampshire.



Seif Haridi is director of research at the Swedish Institute of Computer Science and professor of computer systems at the Royal Institute of Technology, Department of Teleinformatics, Stockholm, Sweden. He received a PhD in computer systems from the Royal Institute of Technology. His current interests are in distributed computing and intelligent software agents.

Haridi has published numerous papers and is codesigner of the Mozart programming system. He was awarded the Chester Carlsons Research Prize in Information Sciences in 1991 by the Swedish Academy of Engineering Sciences.

IEEE Internet Computing
CALL FOR PAPERS

Knowledge Networking

September/October 2000

Submission Deadline: 1 March 2000

Guest Editors:

Frank Maurer • University of Calgary and William C. Regli • Drexel University

This special issue will address how the Internet is used to integrate knowledge generated in diverse disciplines and across different locations. We seek articles on the creation, use, and evaluation of knowledge networks. Original manuscripts are solicited on topics that include Applications, Tools, Techniques, and Deployed Systems.

Prospective authors are invited to send abstracts to the quest editors to get early feedback.

maurer@cpsc.ucalgary.ca

regli@drexel.edu