Domestication of Applications
Use carrots or sticks?

Harold Teunissen et al. – SURFnet
I2FMM10 – 3 November 2010
Introduction to SURFnet

Who?

Introduction
In the beginning of 2009 SURFnet started a program called 'Collaboration Infrastructure' (COIN). The goal of this multi-year program is to develop an open middleware infrastructure for (e)science and educational collaboration services. In the initial phase of the project an architecture was proposed and standards ...

What?

Header video
02 : 31
Description of the video can put here. Description of the video can put here. Description of the video can put here.

How?

How does SURFnet work?
Urbanism on Track

Team COIN

### Notifications

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<th>Added</th>
<th>From (Update)</th>
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<td>22-07-2010 13:32</td>
<td>Johan</td>
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<tr>
<td>○● Gadget Characteristics</td>
<td>22-07-2010 08:57</td>
<td>Paul</td>
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<td>described in Confluence Wiki</td>
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### SURFteams

Team COIN

- Paul van Dijk
- Okke Harsta
- Niels van Dijk
- Christaan Hees
- Johan Huijkman

### Another Gadget

- De Bilt
  - 12:30
  - 18.7°C

Morgen veel regen
Domestication

- Domestication fits nicely in the Service Oriented Architecture paradigm where a platform is created for reusable services and service components.

- Domestication can be described as the process of externalizing authentication, authorization and group management from services.

- It becomes easier to share (generic) information among services and to replace similar services.

- It is only useful in multi-domain collaboration or enterprise environments → hence (delegation of) trust is a point of concern.
Domestication (2)

- Domesticated applications enable single sign-on features for users, as well as the ability to share group context between multiple applications.

- Main Candidates
  - Identity and access control
  - Group management
  - Events like presence and activities
  - Perhaps Monitoring and Reporting and messaging?
Strategies

- Create economy of scale to create a valid business case for Service Providers
- Do it yourself
- Need for standardized interfaces, APIs and availability of libraries
- Need to deal with trust
End User Perspective

- **Pro**
  - Single Sign On
  - One password (and identity) for multiple services

- **Cons**
  - WAYF – where are you from
  - Service might ask again and again your profile information etc.
Service Provider Perspective

- **Pros**
  - Validated and up-to-date (user) information
  - Focus on core business
  - Reduction of administrative overhead – no more “I lost my password”
  - Economy of scale (after initial investment – adding new organisations is easy)

- **Cons**
  - Most services already provide a solution for the generic functionality (needs to combined with legacy generic functionality)
  - Invest in APIs in an unknown technology territory
Organsational Perspective

- **Pros**
  - In control – one set of credentials for all services
  - Happy and secure users

- **Cons**
  - None?

- **Prerequisites**
  - Get your Identity Management on track
  - Get organized – convince service providers to become domesticated
Get more here

- Outline: surfnet.nl/coin
- Wiki: wiki.surfnetlabs.nl
- Blog: projectcoin.surfnet.nl

- Twitter: #projectcoin

- OpenSocial enterprise whitepaper: opensocial.org