

Future of Federations

(Technical)

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Prediction is very difficult,
especially about the future.

– Niels Bohr
(attributed)

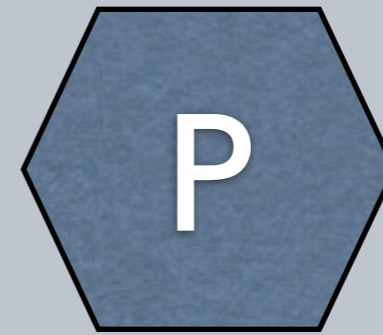
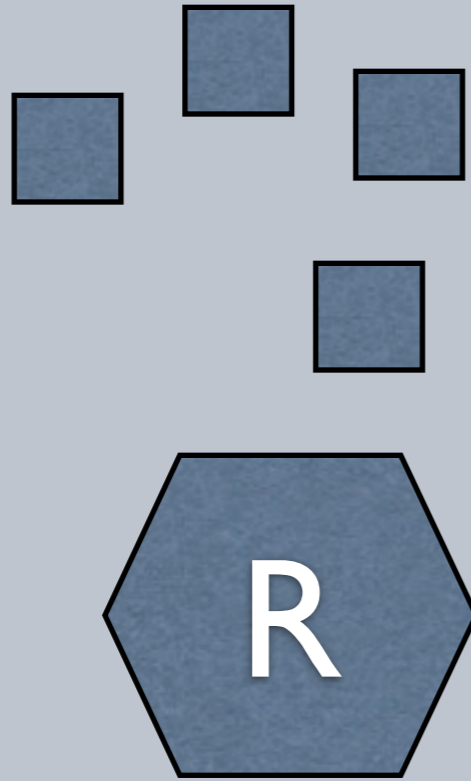
The software doesn't
know about federations

– Scott Cantor
(repeatedly)

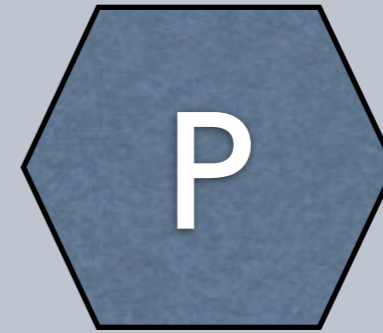
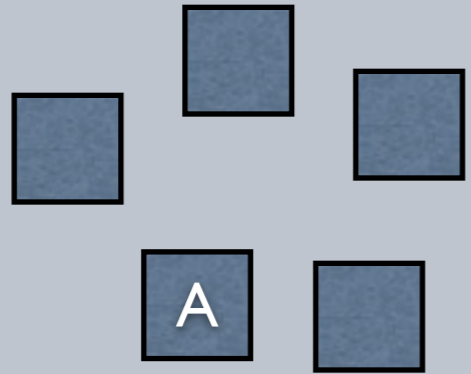
Technical Services

- Federations are *not* primarily technical constructs
 - *but* current federations provide a bundle of technical *services* to their members
 - Registration
 - Aggregation
 - Publication
- } Inter-federation
by
metadata exchange

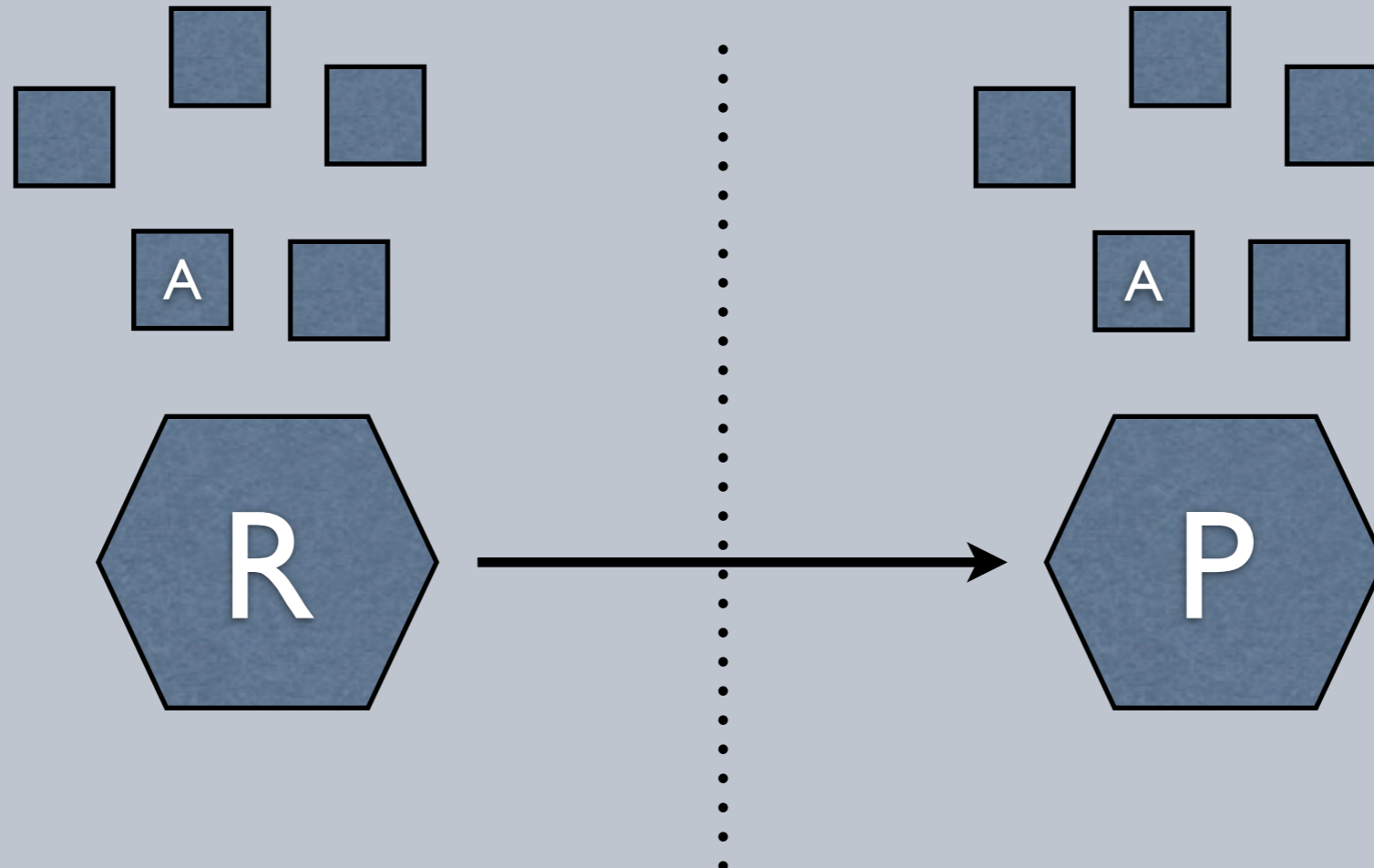
Federation Services

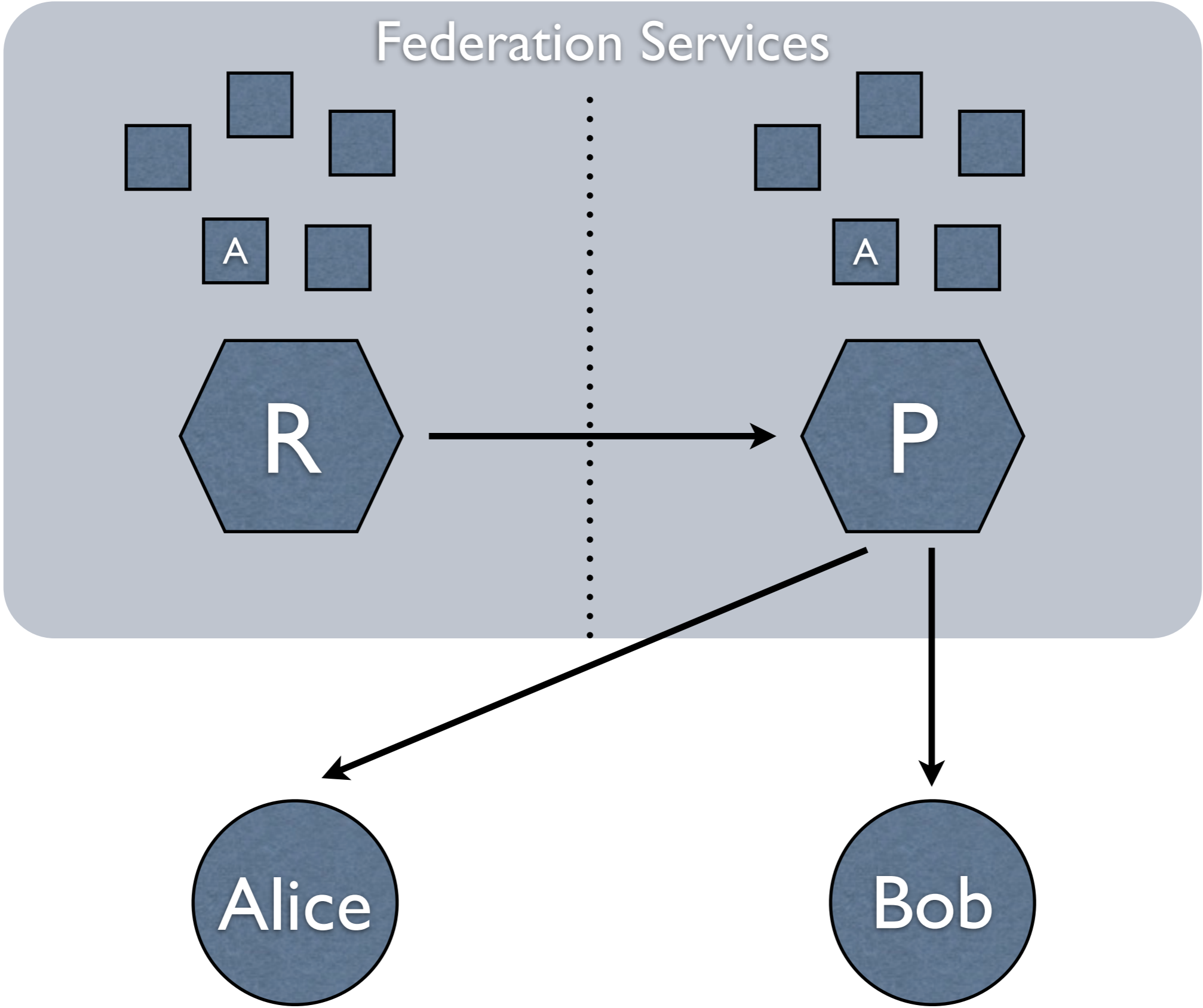


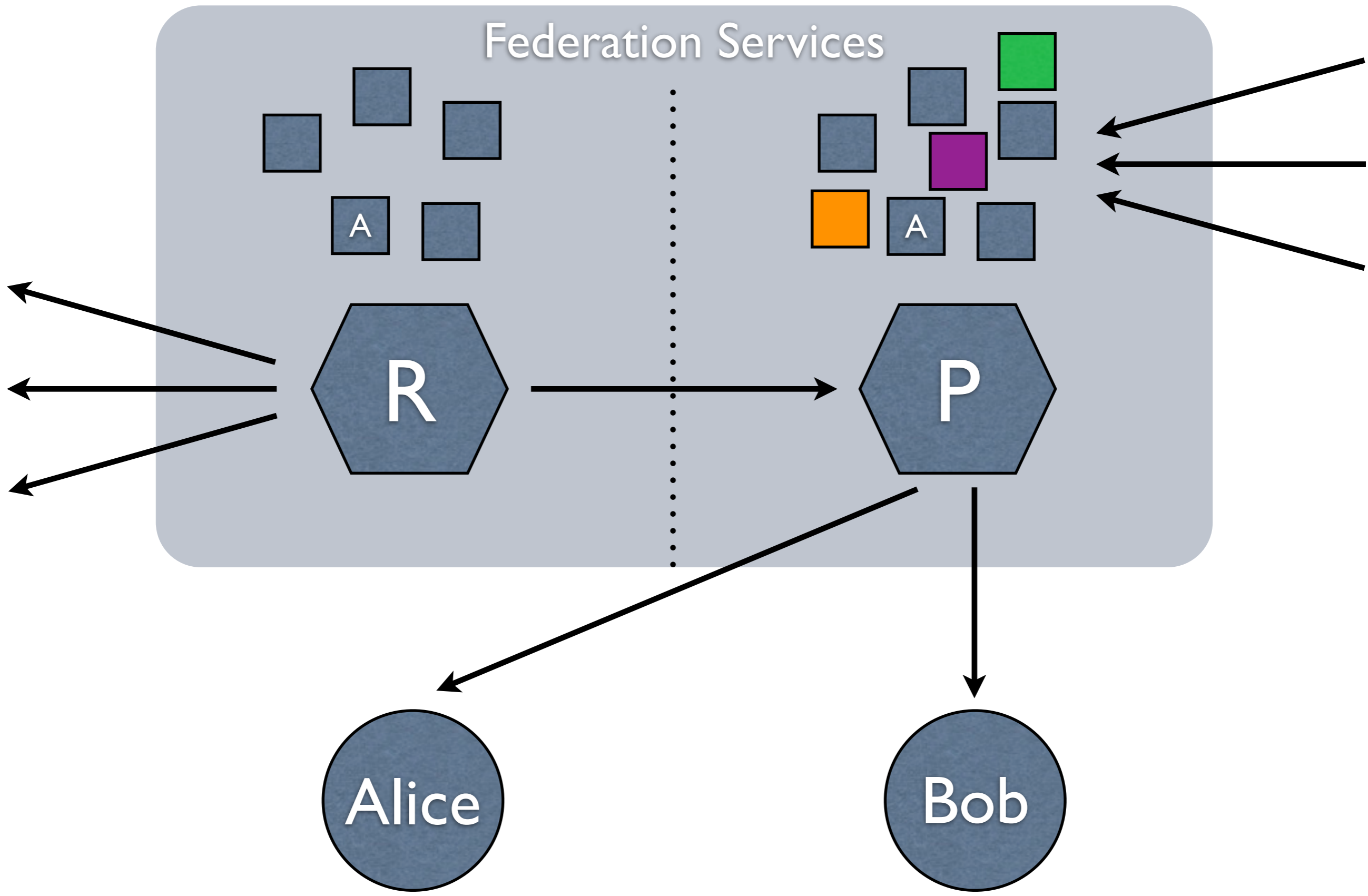
Federation Services



Federation Services







Registration

How we register

- Today, with few exceptions, national federations:
 - perform their own registration
 - use and maintain custom, integrated tools
- This can be seen as redundant and inflexible
- PEER and REEP might change things

PEER

- PEER is a software component designed to do registration and only registration
- Common, modular, implementation means more likely to keep up with latest standards
- Application: registration front end for a federation's registrar service
 - could be internal or public facing
- See <https://github.com/Yaco-Sistemas/peer/>

REEP

- REEP will be a public deployment of PEER with a very simple publication back end
- A new thing: an independent registrar
- Register or update in one place, not many
- Still likely to require multiple membership
- See https://refeds.terena.org/index.php/PEER_FAQ

What we register

- Trend towards much richer metadata:
 - MDUI (discovery UI)
 - MDRPI (registration information)
 - Attribute requirements
 - Algorithm agility metadata
 - Entity attributes: labels, tags, categories

Algorithm Agility

- Academic cryptographers are clever chaps
- Our cryptography is not as strong as we thought; we need to move forward
- Add metadata to say what entities support
- `<alg:DigestMethod
Algorithm="http://www.w3.org/2001/04/xmlenc#sha256"/>`
- Auto-generation of this metadata is critical
- We have time, but no-one knows how much.

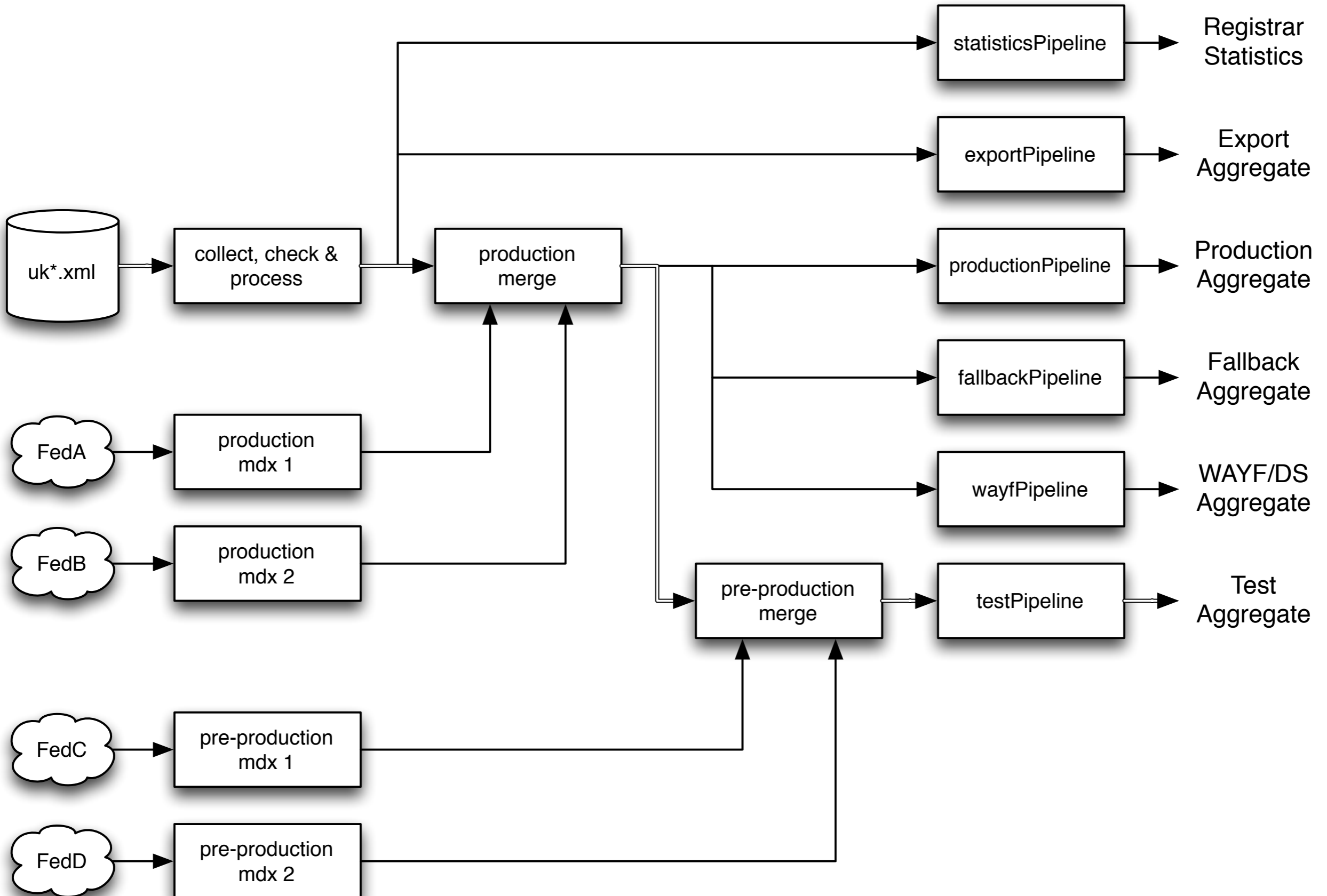
Categories

- Specification at <http://macedir.org/>
- Built on top of entity attributes specification
- Defines entity category attribute and entity category support attribute
- Anyone can define categories (URI named)
- Initial deployment used for R&S in InCommon, see <https://spaces.internet2.edu/x/-oKVAQ>

Aggregation

Aggregation Engines

- Is aggregation just smashing entities together?
- Aggregation engines are a more flexible idea:
 - Process *items* through *pipelines* of *stages*
 - Stages can filter, transform, check for errors or of course aggregate
- Implementations: Shibboleth MDA, pyFF



Further Reading

- **Some Notes on Metadata Interchange:**
 - http://www.iaay.org.uk/blog/2008/10/metadata_interc.html
- **Concepts and Methods:**
 - http://www.iaay.org.uk/blog/2009/05/concepts_and_me.html
- **UK Federation Metadata Aggregation:**
 - <http://iaay.org.uk/blog/2012/08/uk-federation-metadata-aggregation>

Publication

Metadata Query

- Publishing bulk aggregates has long term problems: size, brittleness
- Solution: lightweight per-entity query model (MDQuery, sometimes called MDX)
- Currently an expired I-D (draft-lajoie-md-query-01); this is being revived
- Client software support thin at present
- InCommon and UK federation considering trials

Questions?