

The COIN Project

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The COIN Project



- Building a Collaboration Infrastructure
- Architecture, Components and Interfaces
- Activities and planning

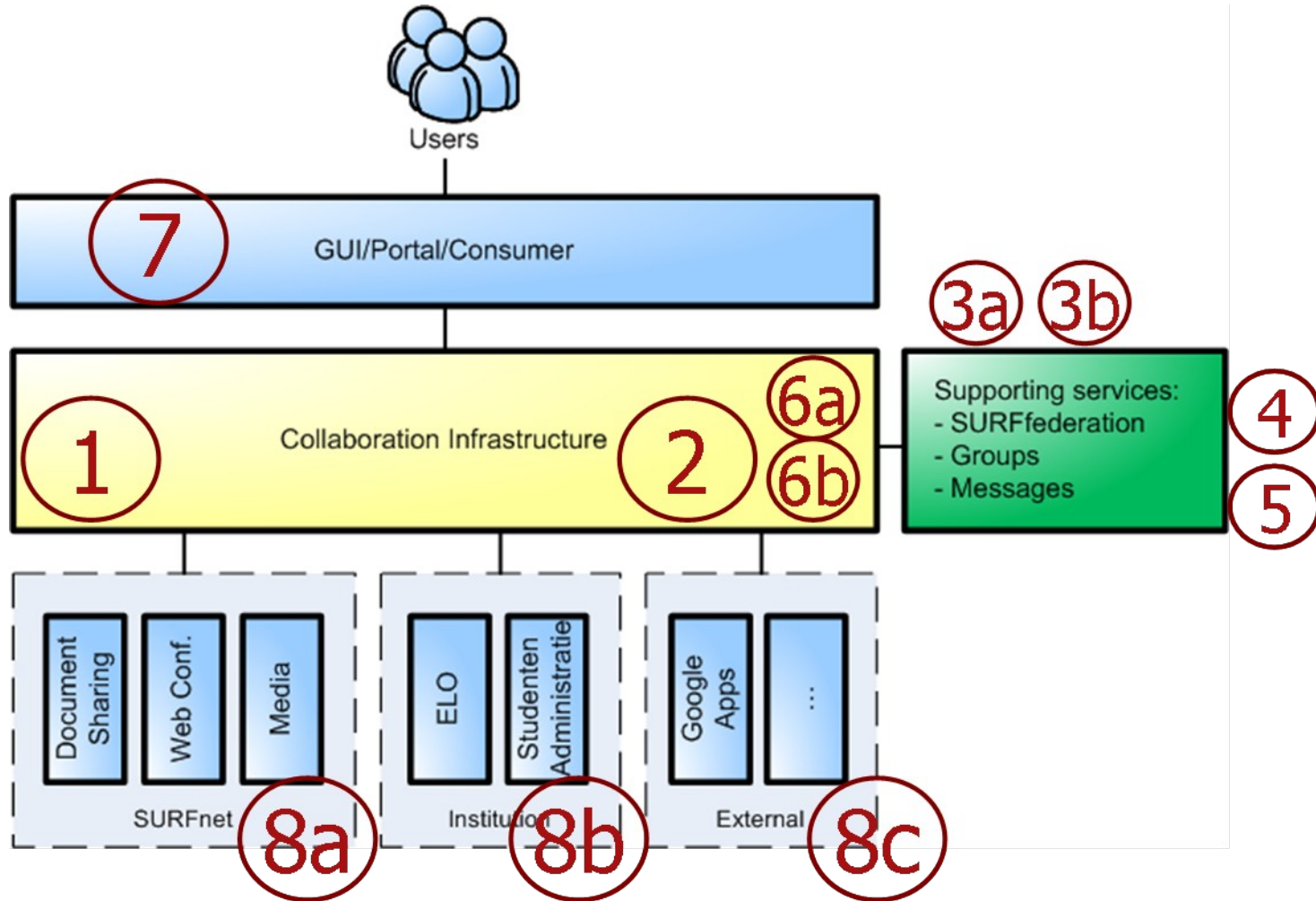


Collaboration Infrastructure



- The COIN platform is a synergy between Federated IdM & Group middleware, Social Networking and Collaboration Tools
- Create a middleware platform to support:
 - Small team collaboration (CAAS)
 - Virtual Organizations (CAAS or 'run your own')
 - Campus use case: Combine local and 'remote' services

High level overview





Features



- IdP and SP (SAML 2.0)
- Group relation providers
- Attribute aggregation (Corto++)
- OpenSocial 'Gadgets' for GUI (Apache Shindig)
- IdP and SP Registry (Janus)
- VO Registry → VO IdP
- User Consent, in both worlds

Components

COIN 2010

Components

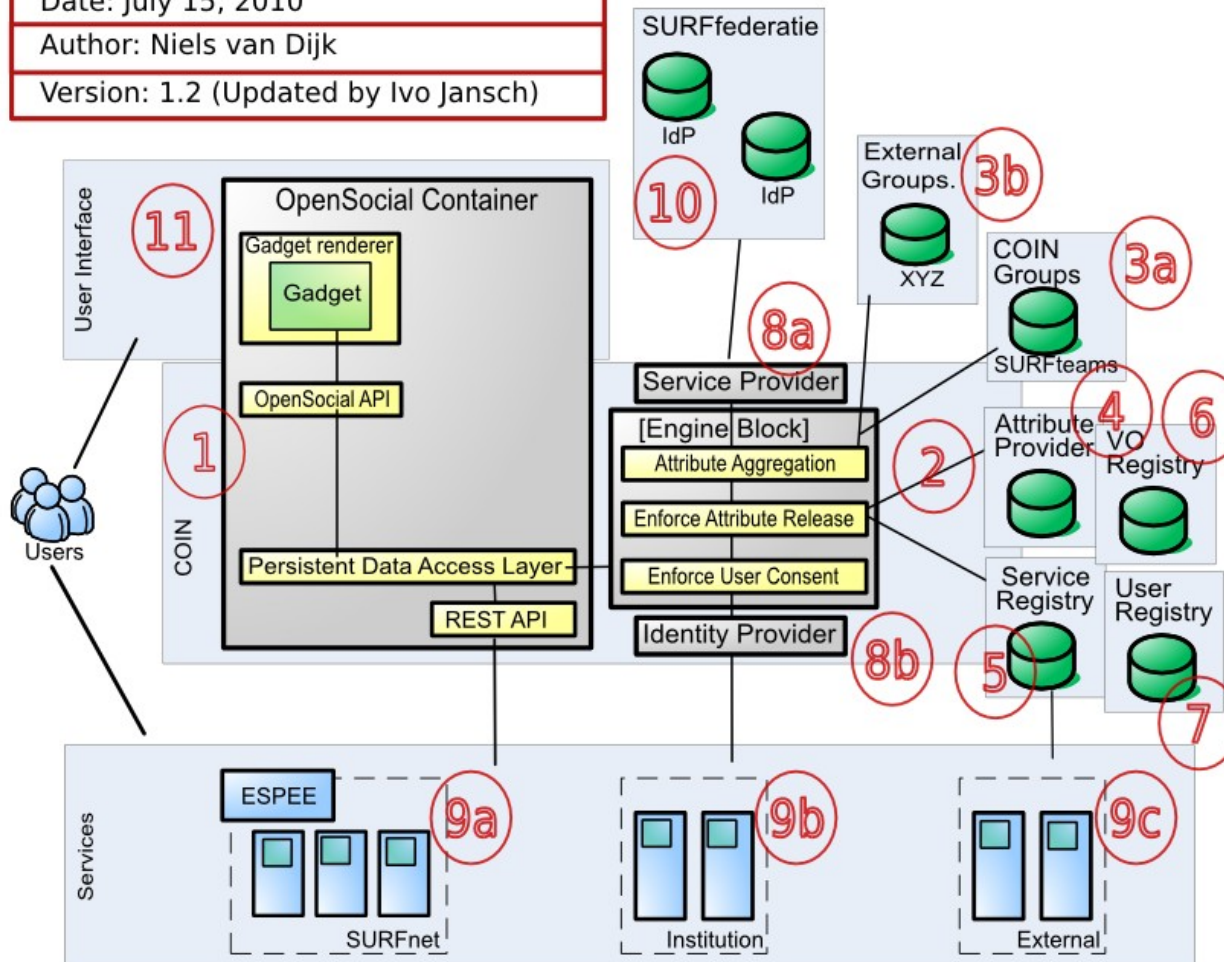
Date: July 15, 2010

Author: Niels van Dijk

Version: 1.2 (Updated by Ivo Jansch)

Components

- (1) OpenSocial Container
- (2) [Engine Block]
- (3) Groupmanagers
 - (a) SURFteams
 - (b) External
- (4) Attribute Provider
- (5) Service Registry
- (6) Virtual Org Registry
- (7) User Registry
- (8) Federated Interaction
 - (a) SP Interface
 - (b) IdP Interface
- (9) Services
 - (a) Surfnet
 - (b) Institution
 - (c) Third Party
- (10) IdPs
- (11) OpenSocial GUI



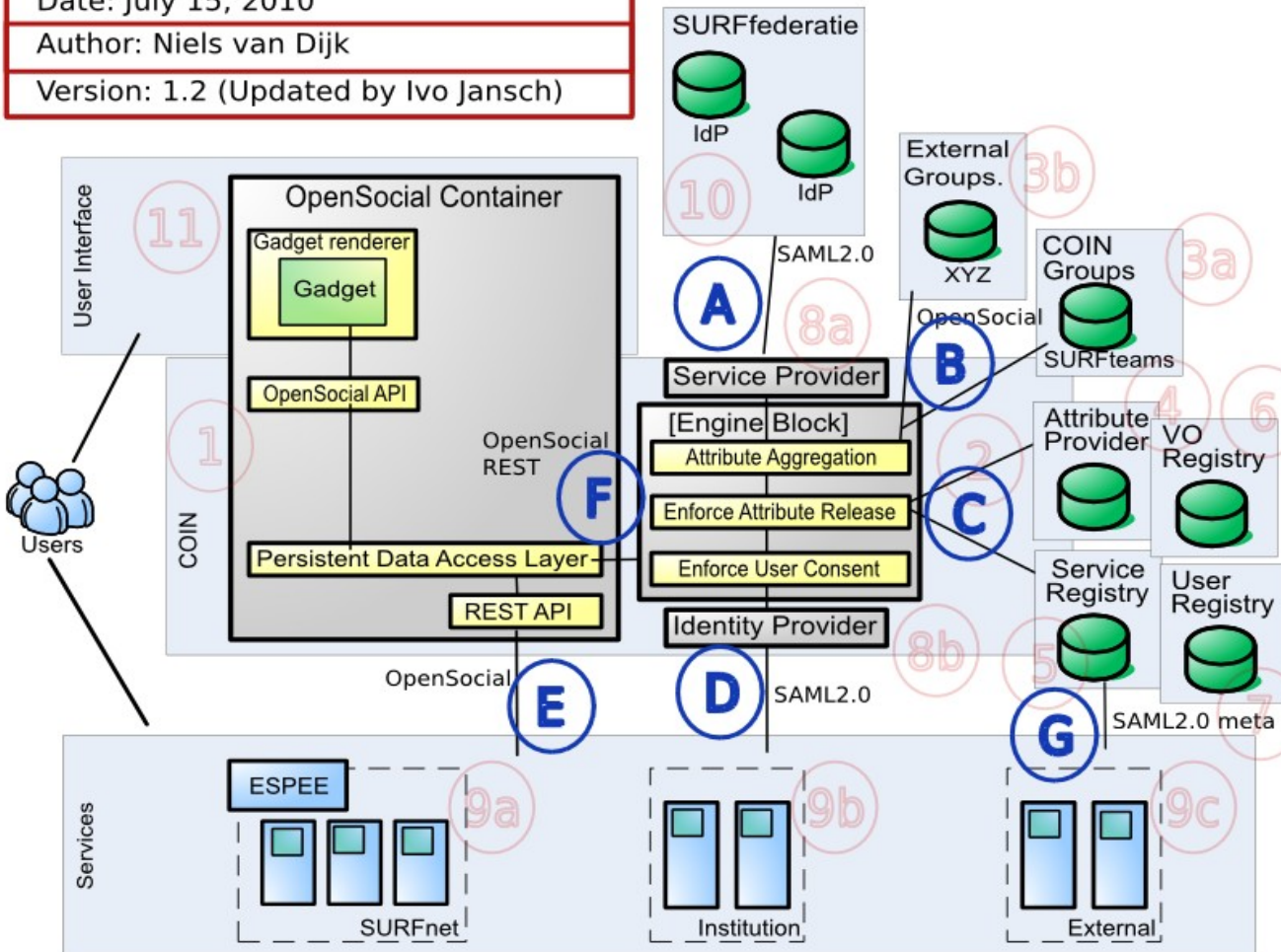
Interfaces



COIN 2010
 Interface Definitions
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- Components**
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- Interfaces**
- (A) SAML 2.0
 - (B) OpenSocial REST 0.9 and Internal Proprietary
 - (C) Proprietary* REST and Internal Proprietary
 - (D) SAML 2.0
 - (E) OpenSocial REST 0.9
 - (F) OpenSocial REST 0.9 (without auth) and Proprietary REST
 - (G) SAML2.0 metadata (via http)
- * There are currently no Open Standards available





Issues



- OpenSocial / Shindig: 'Formal' groups, privacy & consent → all implementation issues
- Identifiers: globally unique, multi protocol
Required for: person, group, service provider, application, devices (instruments), identity provider, attribute provider
-



Activities and Planning



- Currently working on creating the platform (3-4 dev team)
- Working on hooking up 'experimental' services (3-4), that are both domesticated as well as OpenSocial capable
- Work with vendors (2-3) to hook up to the platform (Fed & Groups, some OpenSocial)
- Work with institutions (2) to get their services linked. (Fed, Groups)
- Go Live expected dec 2010



Pointers



Project COIN pages:

- <http://www.surfnet.nl/en/Thema/coin>
- Blog: <https://projectcoin.surfnet.nl/>
- Wiki: <https://wiki.surfnetlabs.nl>

Announcement:

1ste European OpenSocial Meeting, dec 5 & 6, Utrecht, NL

Organized by SURFnet and The OpenSocial Foundation

Day 1: General OpenSocial, Announcing OpenSocial 1.1

Day 2: Industry Spotlight, OpenSocial in Education