

Identity Discovery

1. The Why

eduGAIN and the GNX projects have traditionally taken a “hands off” approach to the Identity Discovery problem for SAML implementations. It has typically recommended best practice advice (such as the REFEDS Discovery Guide: <https://discovery.refeds.org>) , embedded discovery practices in tools such as DiscoJuice and the Shibboleth embedded discovery module, and support for local management of metadata to provide better discovery via the MDQ specification and toolkits such as pyff.

During GN4-2, it has become increasingly obvious that a more hands on approach to discovery is needed by a large number of Service Providers. Encouragingly, groups (such as scholarly publishers via the RA21 project: <https://ra21.org/>) are recognising that discovery has become a big stumbling block for their users and are actively investing in projects to improve this experience. In GN4-2, a range of approaches are being followed, including developing a discovery interface as part of eduTEAMS (based on the eduid.cz discovery service) and a watching brief and ongoing participation in the RA21 P3 WAYF project.

A role for central discovery support is expected in GN4-3, based on recommendations and guidance from RA21 and REFEDS. This should include the ability to tailor and filter metadata based on Service Provider and community requirements. It will be important to note that discovery requirements will be different across different communities so flexible models that can be configured for research engagements vs institutionally-focused discovery will be required.

2. The What

In GN4-3, the following work should be supported for Identity Discovery:

- Ongoing support for discovery tool developed as part of eduTEAMS.
- Recommendations and guidance for discovery building on best practice developed in RA21 and REFEDS.
- A central discovery tool positioned either as part of eduGAIN or the Federation as a Service offer that meets all best practice requirements.

Suggested KPIs & Targets:

- User platform tested with 6 NRENS by end of year two.
- User platform tested with 3 different user communities by end of year two.

3. The How and When

Budget

Project periods	Start and finish periods	FTE per period of active development	CAP EX	OPEX	Direct costs for the duration, sum	Comments
Yr 1	January - December 2019	1 FTE @ 100,000 using standard costings		6 VMS for pilot work @ 12,000 10,000 travel	122,000	
Yr 2	January - December 2020	1 FTE @ 100,000 using standard costings		4 VMs @ 8,000 10,000 travel	118,000	
Yr 3	January - December 2021	0.5 FTE @ 50,000 using standard costings		4 VMs @ 8,000 10,000 travel	68,000	
Yr 4	January - December 2022	0.5 FTE using standard costings		4 VMs @ 8,000 10,000 travel	68,000	

Risks

Risk	Probability	Impact	Mitigation
Impact of other initiatives on the strategic positioning of	M	H	Taking a more active role in Discovery will ensure the position of

eduGAIN			eduGAIN in the community where developments are already underway (e.g. RA21)
Better user experience via other software implementations	L	M	Engage more with deployment communities to embed best practice
Balancing demands for branded experience vs institutional brand	M	M	Work with groups to define best experience for each local community