

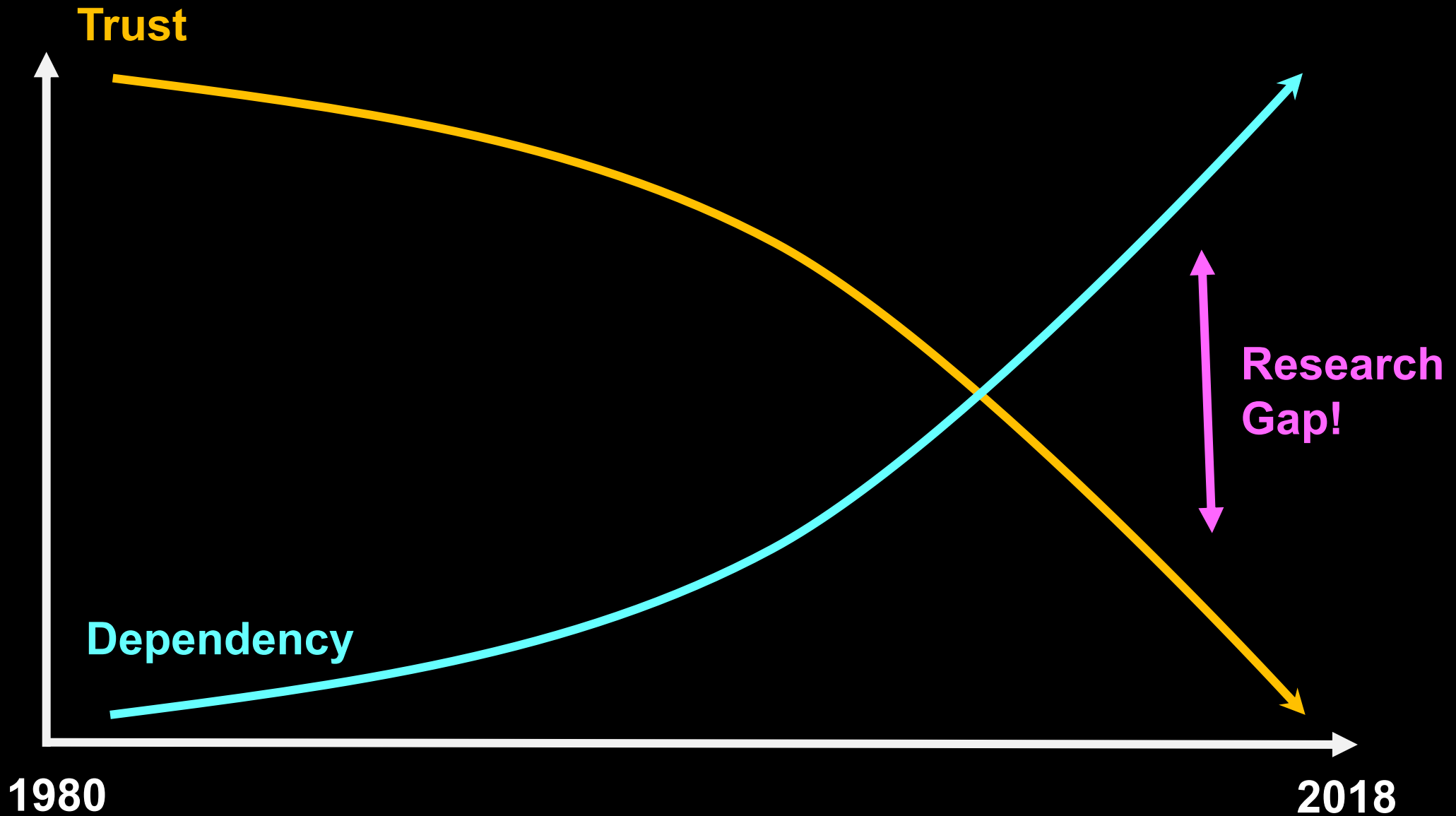
Digital Data Markets:
Trusted Data Processing in
Untrusted Environments

Cees de Laat

Systems and Networking Laboratory

University of Amsterdam

Fading Trust in Internet



Harvard Business Review



Harvard Business Review

ECONOMY

Managing Our Hub Economy


by Marco Iansiti and Karim R. Lakhani

FROM THE SEPTEMBER–OCTOBER 2017 ISSUE

WHAT TO READ NEXT

The IT Transformation Health Care Needs

SUMMARY SAVE SHARE COMMENT 3 TEXT SIZE PRINT \$8.95 BUY COPIES



THOMAS M. SCHEER/EYEEM/GETTY IMAGES

I. The Problem

The global economy is coalescing around a few digital superpowers. We see unmistakable evidence that a winner-take-all world is emerging in which a small number of “hub firms”—including Alibaba, Alphabet/Google, Amazon, Apple, Baidu, Facebook, Microsoft, and Tencent—occupy central positions. While creating real value for users, these companies are also capturing a disproportionate and expanding share of the value, and that’s shaping our collective economic future. The very same technologies that promised to democratize business are now threatening to make it more monopolistic.

Data value creation
monopolies



Create an equal
playing field



Sound Market
principles

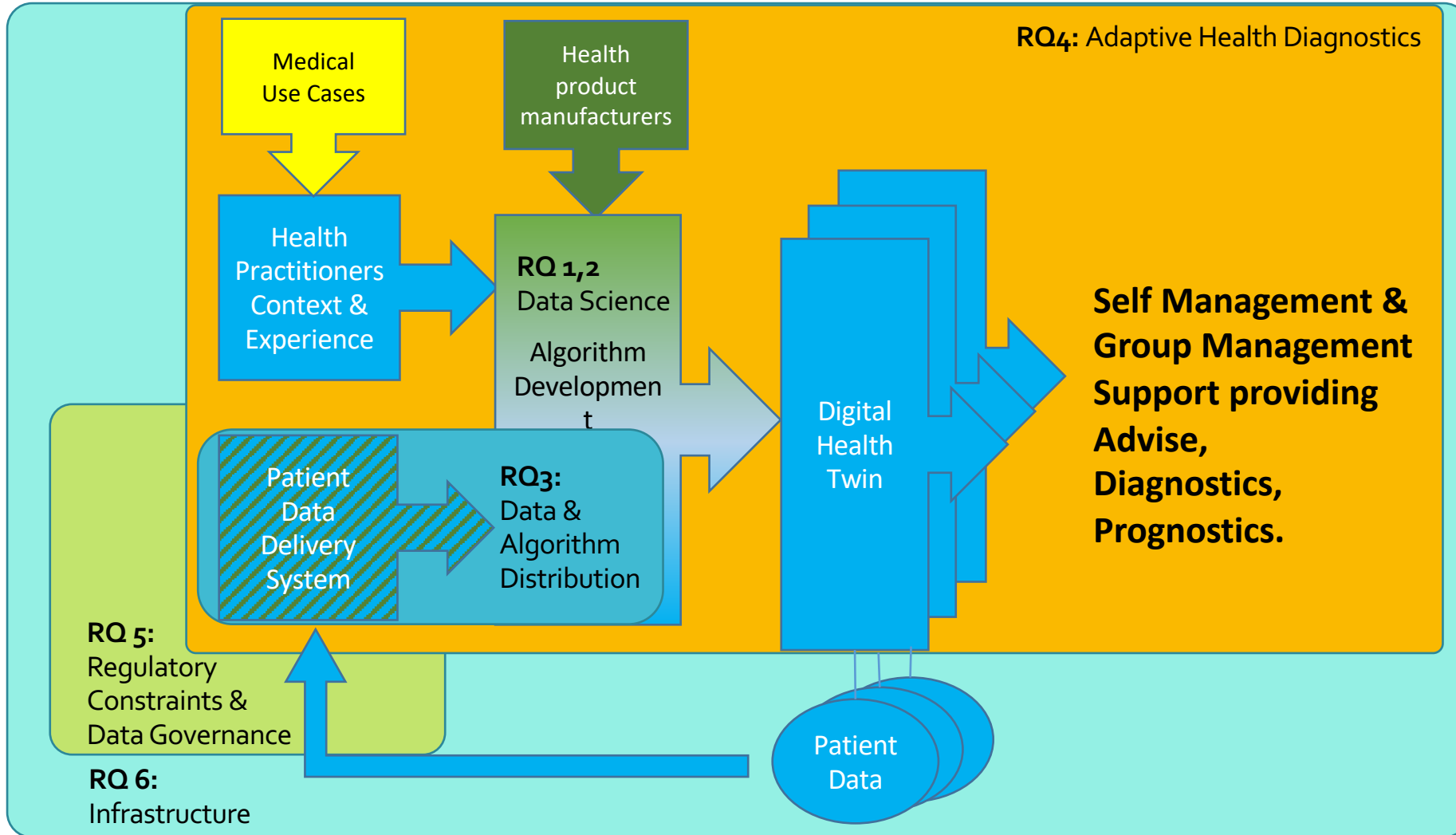
<https://hbr.org/2017/09/managing-our-hub-economy>

Main problem statement

- Organizations that normally compete have to bring data together to achieve a common goal!
- The shared data may be used for that goal but not for any other!
- Data may have to be processed in untrusted data centers.
 - How to enforce that using modern Cyber Infrastructure?
 - How to organize such alliances?
 - How to translate from strategic via tactical to operational level?
 - What are the different fundamental data infrastructure models to consider?

Health use case

Enabling Personal Interventions



Big Data Sharing use cases placed in airline context



Global Scale



Aircraft Component Health Monitoring (Big) Data
NWO **CIMPLO** project
4.5 FTE

National Scale



Cargo Logistics Data
(C1) DL4LD
(C2) **Secure scalable policy-enforced distributed data Processing**
(using blockchain)



City / regional Scale

Campus / Enterprise Scale

NLIP iShare project

Cybersecurity Big Data
NWO COMMIT/
SARNET project
3.5 FTE

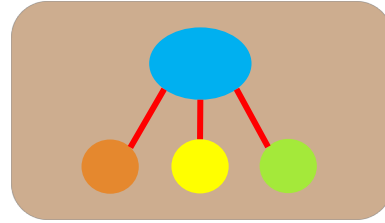
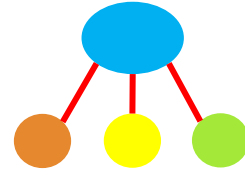


RESEARCH WORKING ALONGSIDE IT INDUSTRY

NETWORK RESEARCH INFRASTRUCTURES

COMMERCIAL DATACENTER INFRASTRUCTURE AS NEUTRAL GROUND

Data Sharing Infrastructure Model
Research using Future Internet capabilities

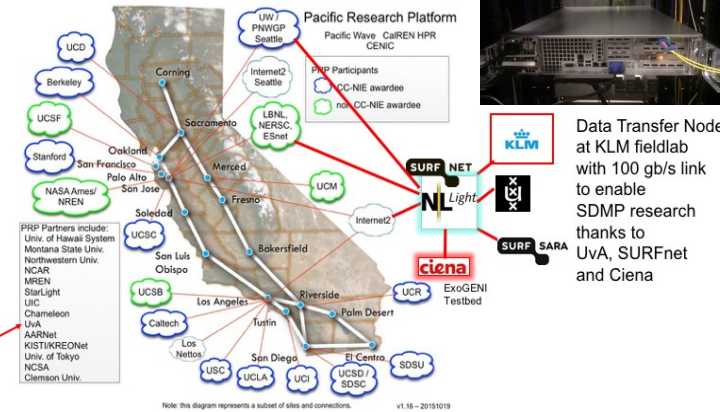


Goal: How to create a Digital Marketplace Ecosystem



prp.ucsd.edu

As foundation of the National Research Platform



Data Transfer Node at KLM fieldlab with 100 gb/s link to enable SDMP research thanks to UvA, SURFnet and Ciena

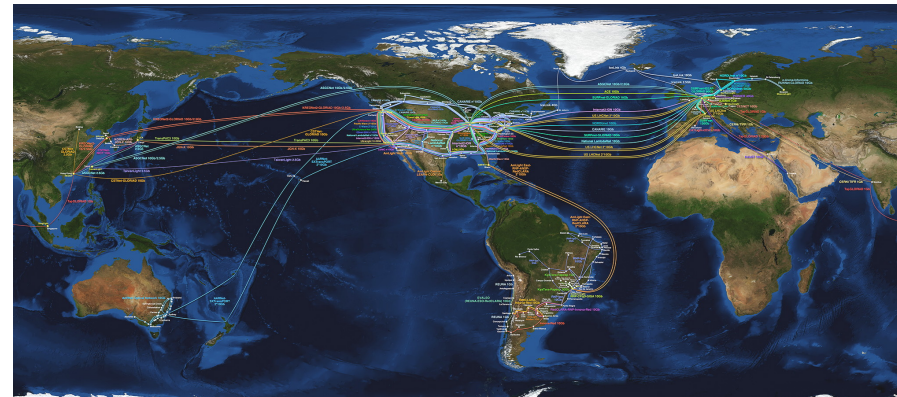


AM3 and AM4 Datacenters Science Park Amsterdam

SV10 Datacenter Silicon Valley



Global Lambda Integrated Facility →



Approach

- Strategic:
 - Translate legislation into machine readable policy
 - Define data use policy
 - Trust evaluation models & metrics
- Tactical:
 - Map app given rules & policy & data and resources
 - Bring computing and data to (un)trusted third party
 - Resilience
- Operational:
 - TPM & Encryption schemes to protect & sign
 - Policy evaluation & docker implementations
 - Use VM and SDI/SDN technology to enforce
 - Block chain to record what happened (after the fact!)

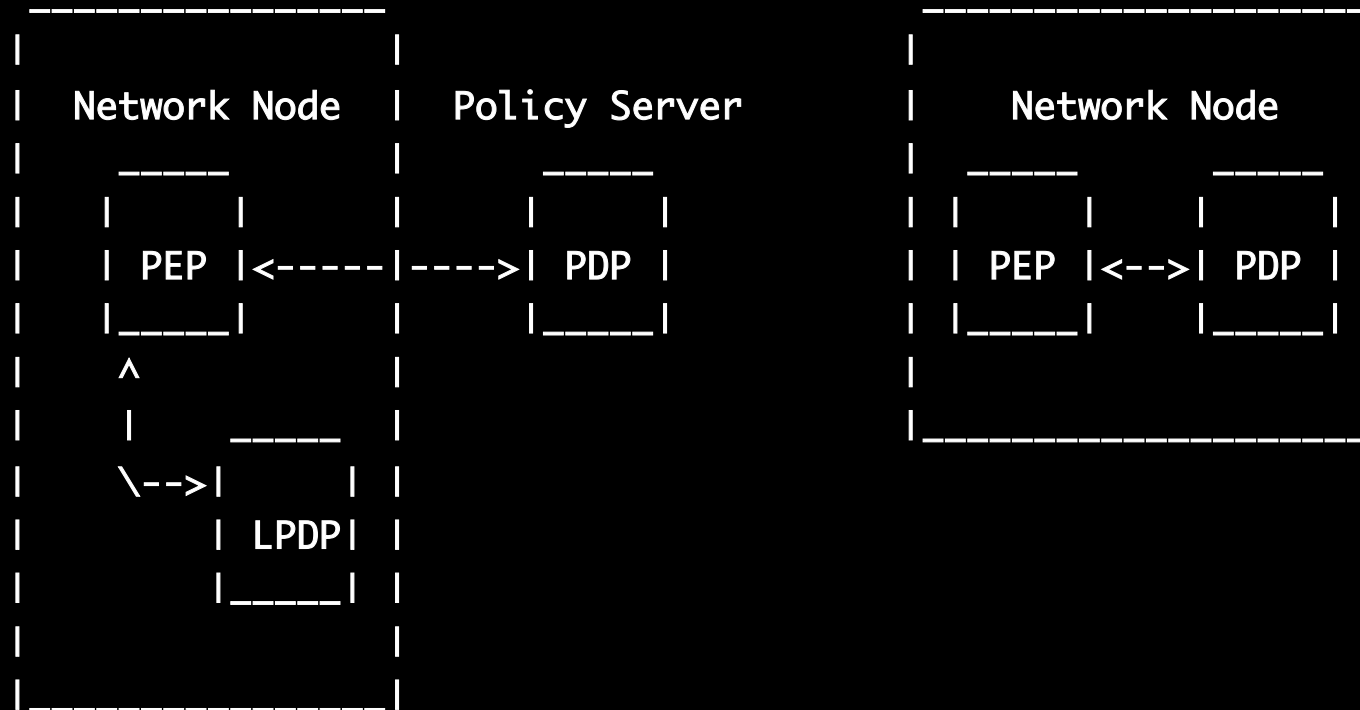


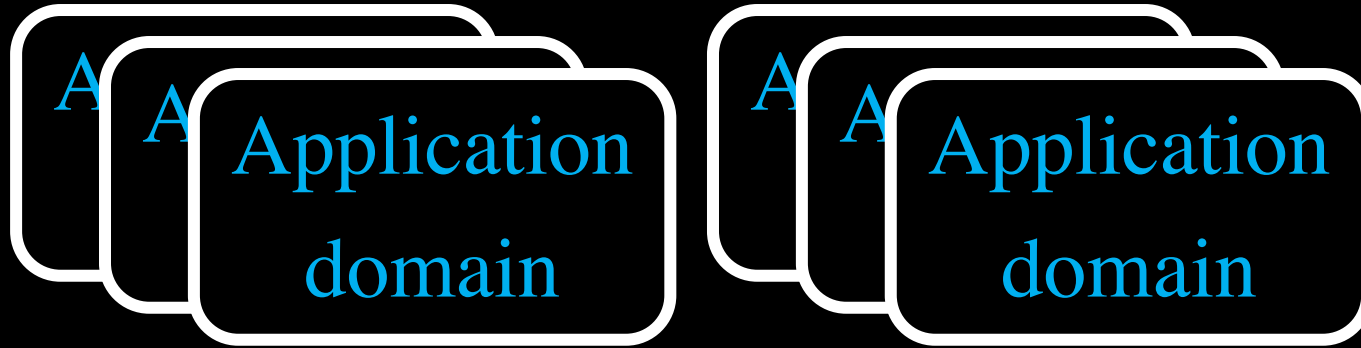
Data Processing models

- Bring data to computing
- Bring computing to data
- Bring computing and data to (un)trusted third party
- A mix of all of the above
- Block chain to record what happened
- Block chain for data integrity
- Bring the owner of Data in control!
- Data owner policy + enforcement technology

IETF: Common Open Policy Service (COPS)

- Rfc 2748, 2753, 4261





AmDex

Data objects & methods
Data & Algorithms service

FAIR / USE

AmsIX

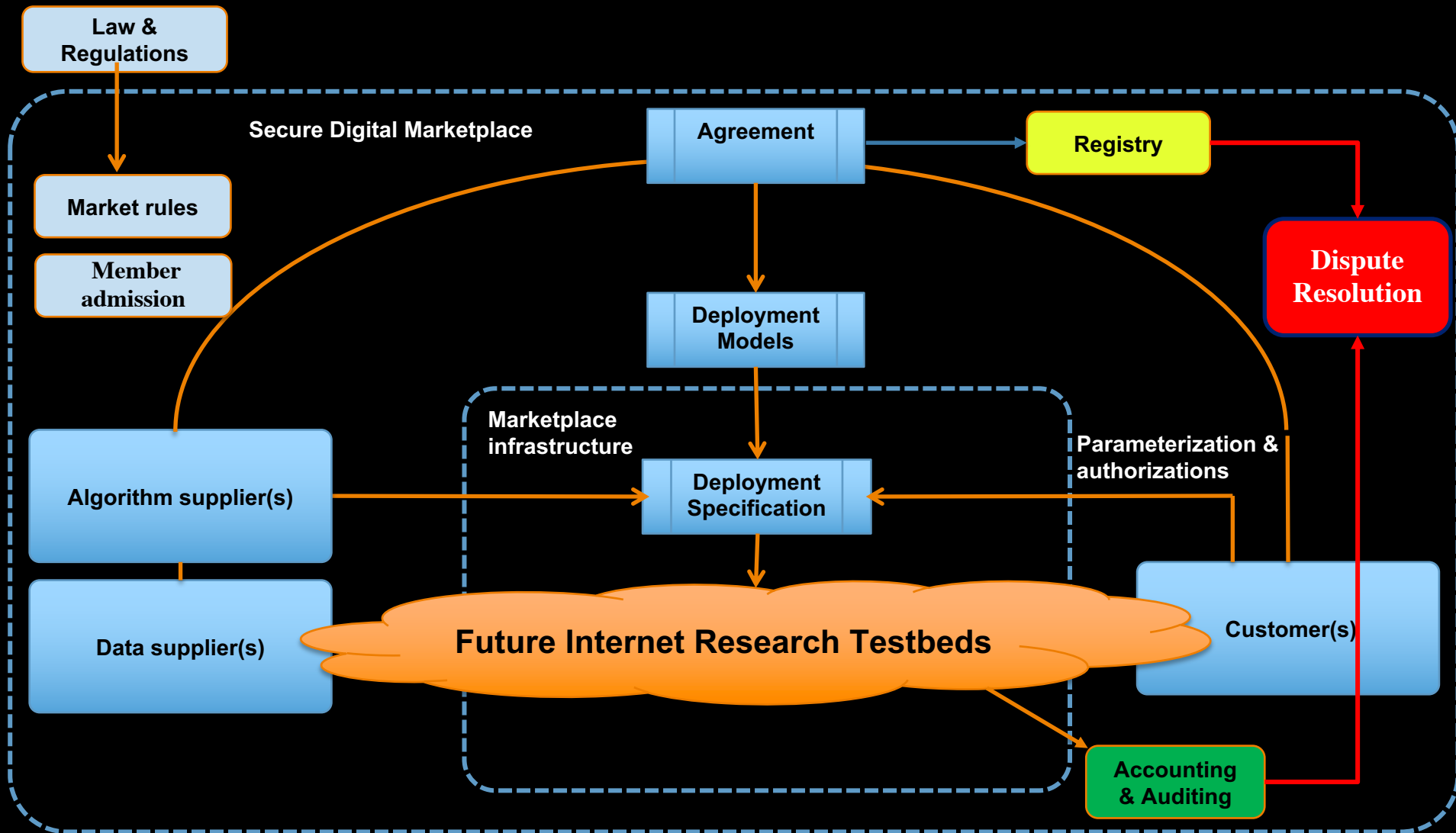
Routers - Internet – ISP's - Cloud
IP packet service

IP / BGP

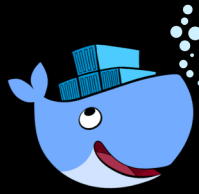
Layer 2 exchange service
Ethernet frames

ETH / ST

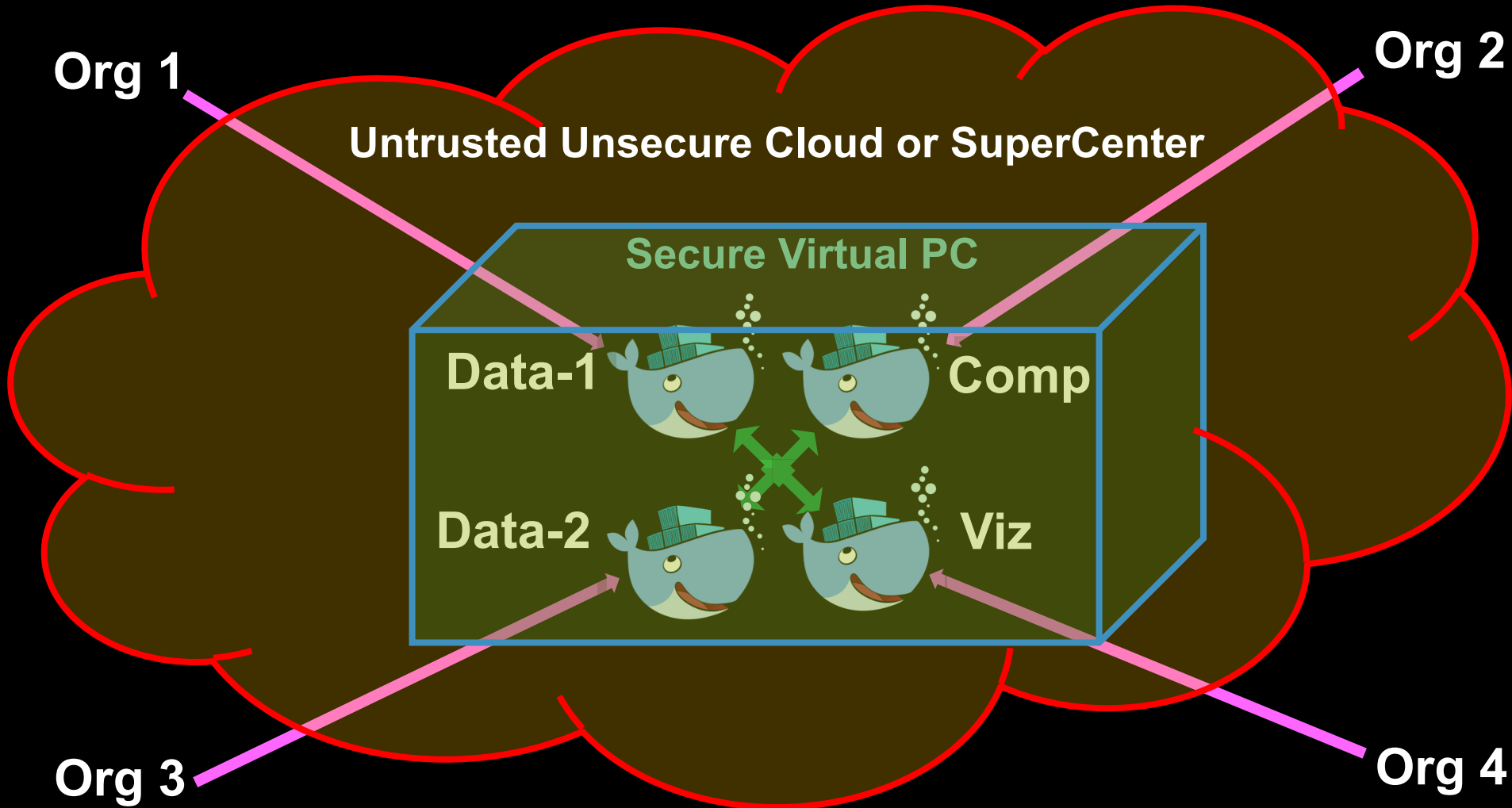
Secure Digital Market Place Research



Secure Policy Enforced Data Processing



- Bringing data and processing software from competing organisations together for common goal
- Docker with encryption, policy engine, certs/keys, blockchain and secure networking
- Data Docker (virtual encrypted hard drive)
- Compute Docker (protected application, signed algorithms)
- Visualization Docker (to visualize output)



What have we been doing?

- Studying and defining draft Policy
- Working out model & defining Archetypes
- Implementing a proof of concept using several distributed DTN's and dockers on kubernetes.
- Working on a demo for SC18 in Dallas TX, 11-16 Nov.
- Tactical operation of Digital Data Markets
- Optimization of degrees of freedom == value

SC16 Demo

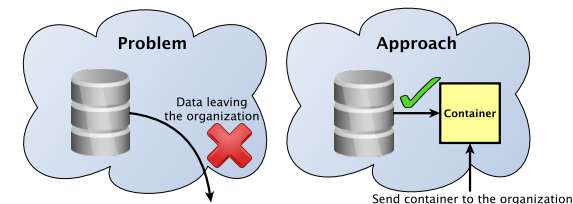
DockerMon Sending docker containers with search algorithms to databases all over the world.

<http://sc.delaat.net/sc16/index.html#5>

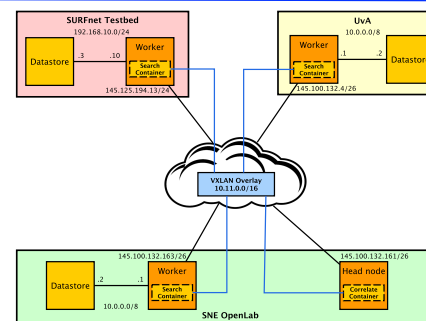
Container-based remote data processing

Problem Description

- Scientific datasets are usually made publicly available
...but data cannot always leave the organization premises
- On-site data processing can be challenging because of incompatibility of systems or lack of manpower
- Can a container-based system perform remote on-site data processing efficiently?
- What are the networking issues to solve?



Underlay and Overlay



Main features:

- Networked containers
- VXLAN overlay
- Containers that perform data retrieval and computation
- Containers built on-demand
- On-site data processing
- Distributed data source
- Multiple sites with datasets

The Game

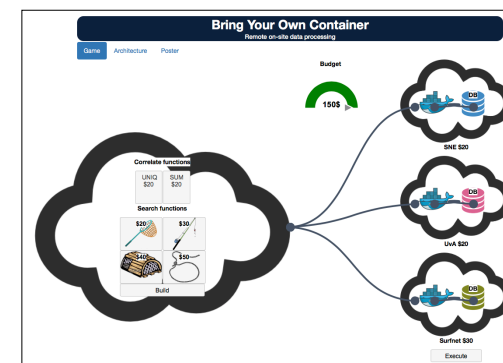
Our SC16 demo is a gamification of the remote dataset processing architecture.

How many different animal species can you find? You have a fixed budget and each function and processing will cost you money!

In our game you will:

- Select a correlate function to combine the results of the different sites.
- Pick different search functions, represented as tools, to find animals in the remote datasets.
- Build containers with the search and correlate functions.
- Execute the containers on the sites of your choice.

Will you have the best score?



More information:

- <http://byoc.lab.uvalight.net/info>
- <http://sne.science.uva.nl/sne/gigaport3>
- <http://delaat.net/sc>

SC17 Posters and proof of concepts & demo's

<http://sc.delaat.net/sc17>

Unlocking the Data Economy via Digital Marketplaces

Researching governance and infrastructure patterns in airline context

Use Case: Sharing Aircraft Data to develop a Maintenance Credit System



- A **Digital Twin** estimates time before maintenance is needed after data is received from a corresponding aircraft system.
- Algorithm quality increases when data, owned by different airline operators, can be shared during its development.
- **Sharing data assets carries risk** (e.g. non-compliance).
- **Research Question:** "Can Digital Marketplace concepts organize trust amongst its stakeholders to enable common benefits no single organization can achieve, whilst observing economic principles?"

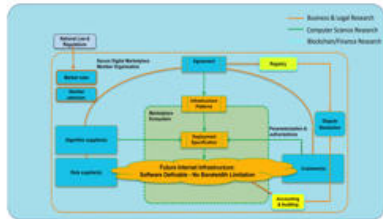
Digital Marketplace as a means to organize trusted data asset sharing

A Digital Marketplace is a membership organization identified by a common goal: *Share data to enable development of a Maintenance Credit System.*

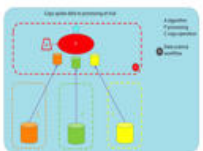
Membership organization is institutionalized to create, implement and enforce membership rules.

Market members create **digital agreements**.

Agreements are translated into different software defined infrastructures using **infrastructure patterns** offered by a **Digital Marketplace Ecosystem**.



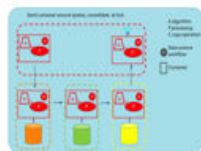
Examples of infrastructure patterns offered by a Digital Marketplace



Public cloud model



Container model



Turntable model

DEMONSTRATION: LIGHT PATHS AND DATA TRANSFER NODES FOR AIRCRAFT MAINTENANCE

Air France-KLM uses a 100 Gbit/s link, connected to Netherlight, to research an aircraft maintenance industry use case. Via this open exchange, Data Transfer Nodes (DTNs) of Air France-KLM in the Netherlands and iCAIR - present in Chicago at StarLight - connect to each other using light paths over their links. In this demonstration, users at SC17 in Denver will experience the difference in file transfer rates with and without using DTNs.

USE CASE: AIRCRAFT MAINTENANCE

Besides people and luggage, aircrafts transport data they generate, like flight information, technical statistics and sensor readings. These data tell pilots and engineers if the aircraft's critical systems are doing their job safely. When data are transferred and analyzed rapidly, defects can be solved more quickly, possibly even while the aircraft is waiting at the gate. When receiving the data within minutes, expert engineers in a remote airport can readily verify with the home base engineers if an engine vibration warning was caused by the engine or by a falling sensor.

INTERNET VS LIGHT PATH

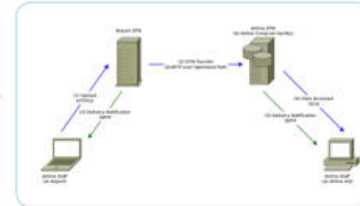
Air France-KLM uses a 100 Gbit/s light path and researches its benefits. Using light paths, you can transport huge amounts of data at high speed and with a guaranteed bandwidth between 2 points. When using high volumes of data, the current Air France-KLM's internet connections are not private or fast enough to transfer the data within the requested time frame. Transferring a terabyte of engine data via the current internet connections would take around 30 hours, with a 100 Gbit/s light path this could take less than 2 minutes.

AIR FRANCE-KLM CONNECTED TO NETHERLIGHT

Ciena and SURF facilitate the connection from Air France-KLM at Schiphol to NetherLight. SURF's European hub for international light paths in Amsterdam, SURF provides the 100 Gbit/s light path from Air France-KLM via NetherLight to the aircraft's destination. For this demonstration, the location is Starlight in Chicago, a hub similar to NetherLight.

DATA TRANSFER NODES

Data Transfer Nodes are high-performance systems that are optimized to transfer huge amounts of data. The interconnects between these systems exist of high-capacity dedicated bandwidth, removing network bottlenecks within the mesh of global DTNs. To date, DTNs are present on a small scale, e.g. a couple per continent. By copying a file from an end user system directly into the nearest DTN, the global DTN system sends the file to the DTN nearest to the final file destination, optimizing the process of high-latency international transfers.



LIVE DEMONSTRATION

In this demonstration, there are two end user systems, one in Amsterdam and one in Chicago. Neither system will be optimized for long range transfers, however each will have access to a nearby Data Transfer Node. Visitors are allowed to transfer pre-prepared datasets between the systems via the DTNs with graphs showing various performance metrics. As a comparison, the performance of a direct connection between the two systems - without using DTNs - will also be shown. The intention is to show that systems not optimized for long distance transfers can benefit from using nearby DTNs to facilitate the transfer and decreasing file transfer time.

RESEARCH IN OTHER INDUSTRIES

In addition to the aircraft research, high bandwidth, low latency light paths offer possibilities for research in other industries as well. For example, fundamental research on data transfer protocols suitable for these bandwidths can also help excel diagnosis by doctors when they can have access to terabytes of patient and other related research data within minutes, instead of days or weeks. Imagine what this would enable other research disciplines to do too. Possibilities are almost infinite!

More information: www.surf.nl/en/100-G-Air-France-KLM



Data Transfer Node (DTN) Workflows

Joseph Hill, Gerben van Malenstein, Cees de Laat, Paola Grosso, Leon Gommans

Why Data Transfer Nodes (DTNs)

- DTNs can act as an interface to a high performance link
- Configured to maximize performance for a given workflow
- Simplifies configuration of client systems
- Multiple clients may share a DTN
- DTNs strategically placed to best benefit clients
- DTNs can be compared to specialized high speed transport systems of the past

Pneumatic Tube Messaging System, 1943



United States Library of Congress's Press and Photograph Division (Digital ID 55a-82108-1)

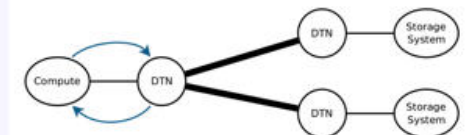
Example: Entry Point for High Speed Transport

A typical use case for DTNs is as a high speed file transfer service. A computer system's configuration may allow for the utilization of all available bandwidth in a LAN environment. However, it is often the case that in a WAN environment with high latency or packet loss the same system performs poorly. A DTN could be tuned to maximize performance on a high latency path. It could also use specialized transfer protocols to mitigate high packet loss. The DTN may also have access to an optimized path such as a light path. Files destined for a distant receiver would be first sent to a DTN located on the same LAN as the sender. That DTN would then forward it to a DTN at high speed to a DTN near the receiver. That DTN would then forward it to the final destination.



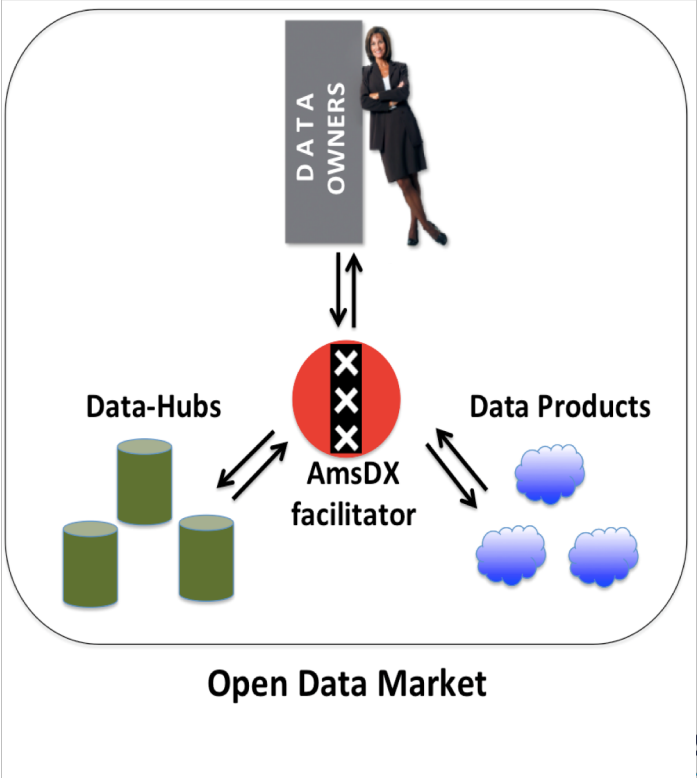
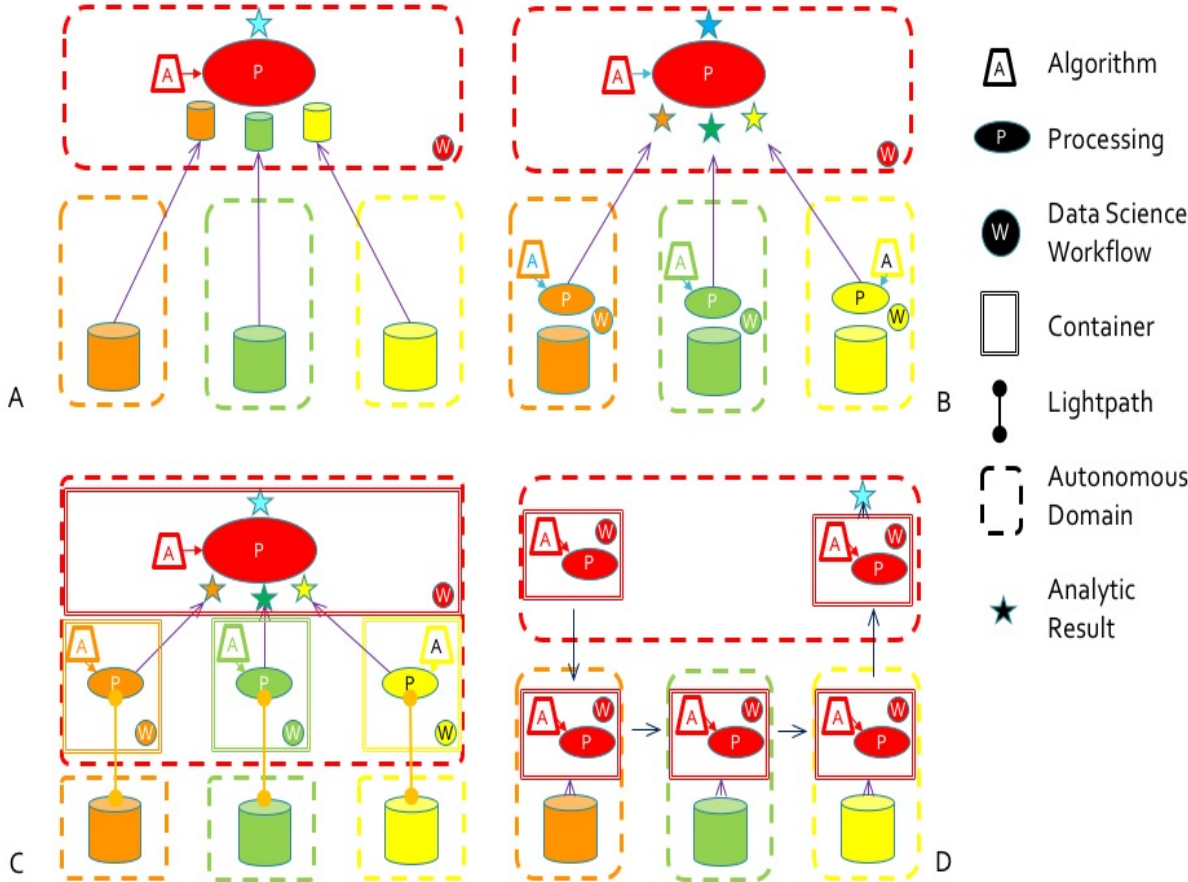
Example: Storage Access Point

Another possible use case for DTNs is to be used to access distributed data from remote locations. In this scenario a system located at a compute facility requests the data from the local DTN as it is required. That DTN would then transparently retrieve the data from multiple remote sites as needed. In contrast to the first example here block level access is provided by the DTNs. To the system performing the computations the nearby DTN appears to be the actual and only storage system. This hides both the remote and distributed nature of the data. While the compute side DTN may perform some caching, there need not be permanent storage of data at the compute facility.

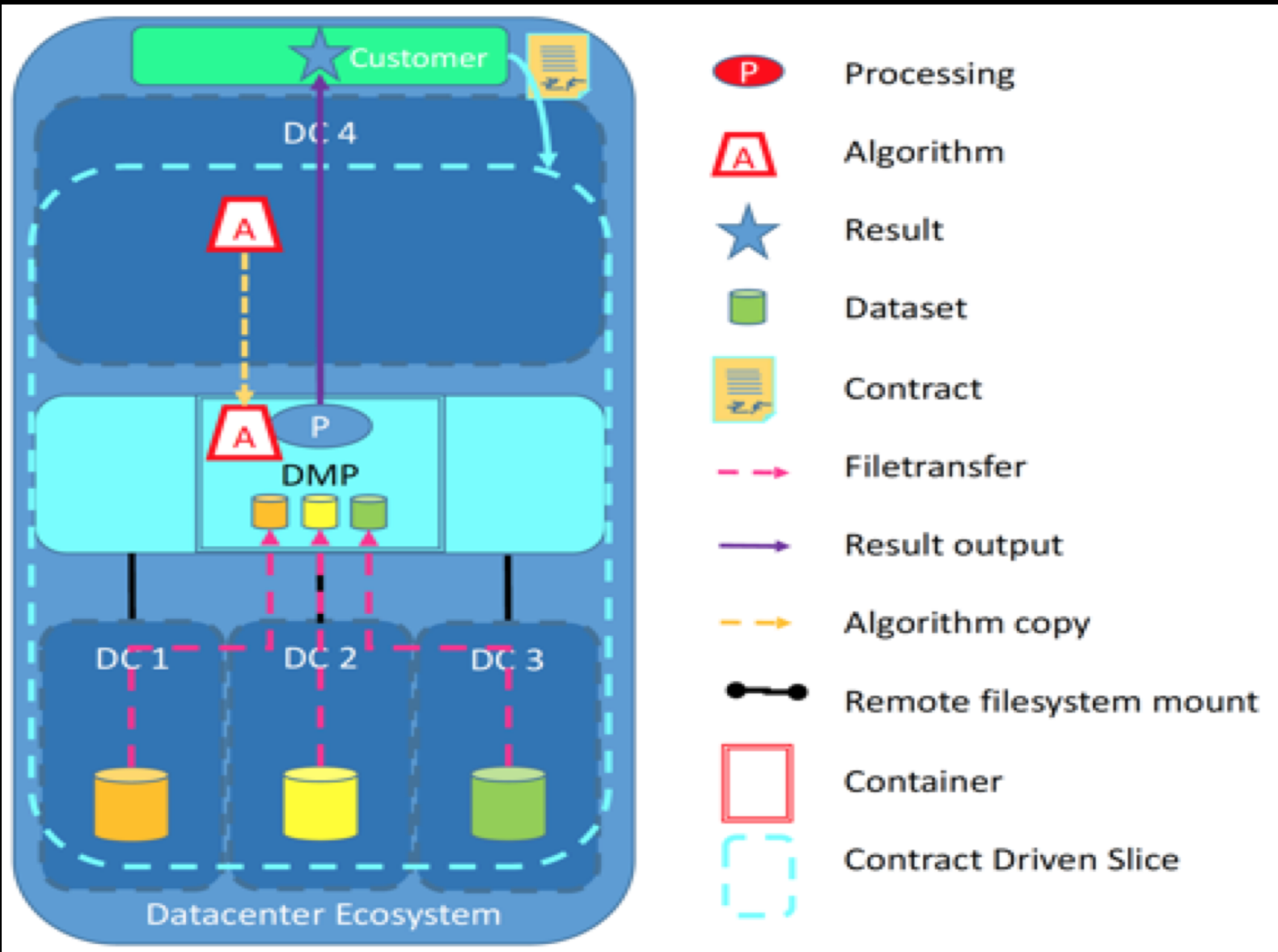


INFRASTRUCTURE PATTERN EXAMPLES

OFFERED BY A DATA EXCHANGE TO MARKETPLACES TO CHOOSE FROM



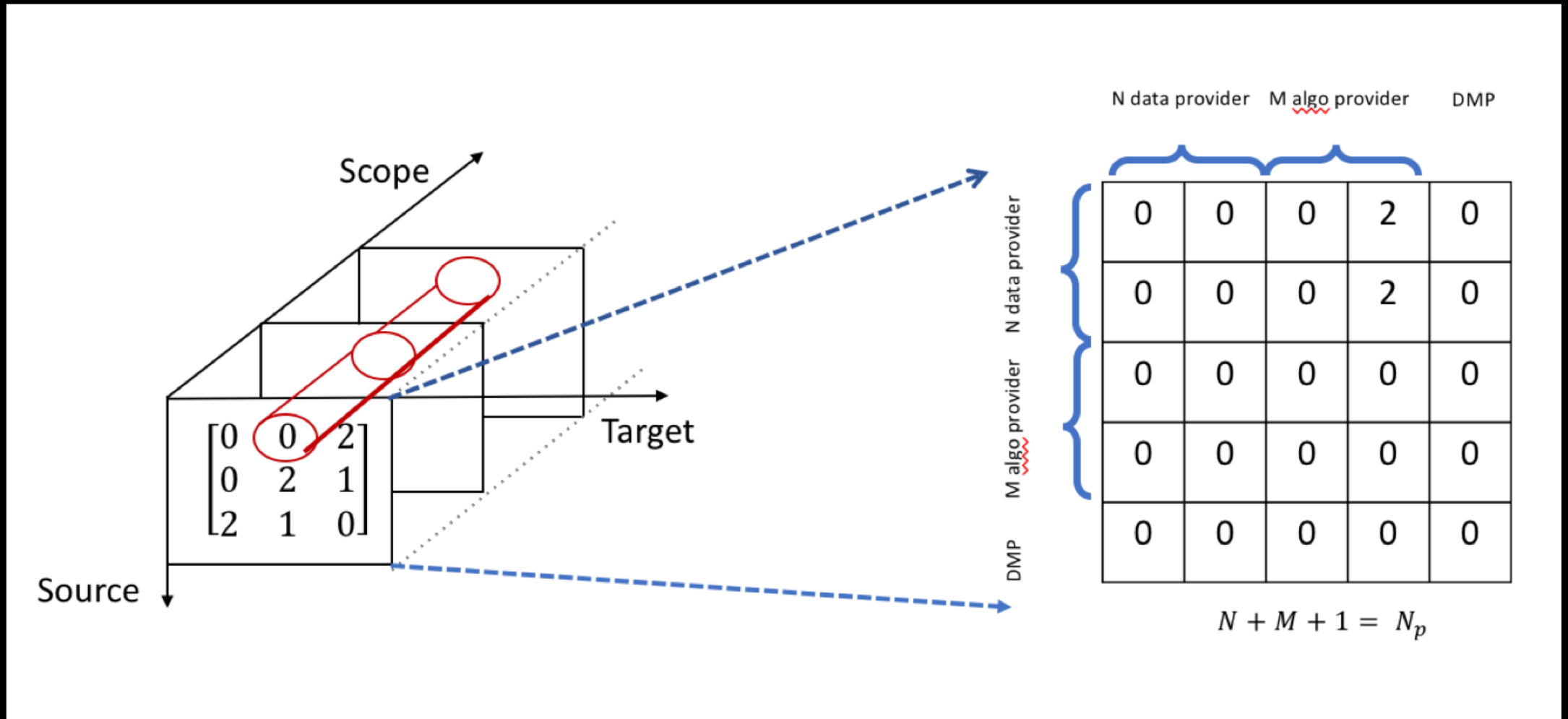
DMP archetypes and their representation



On the left one of the many collaboration models within a DMP. We call this archetype. One DMP can support multiple archetypes depending on the contracts between partners.

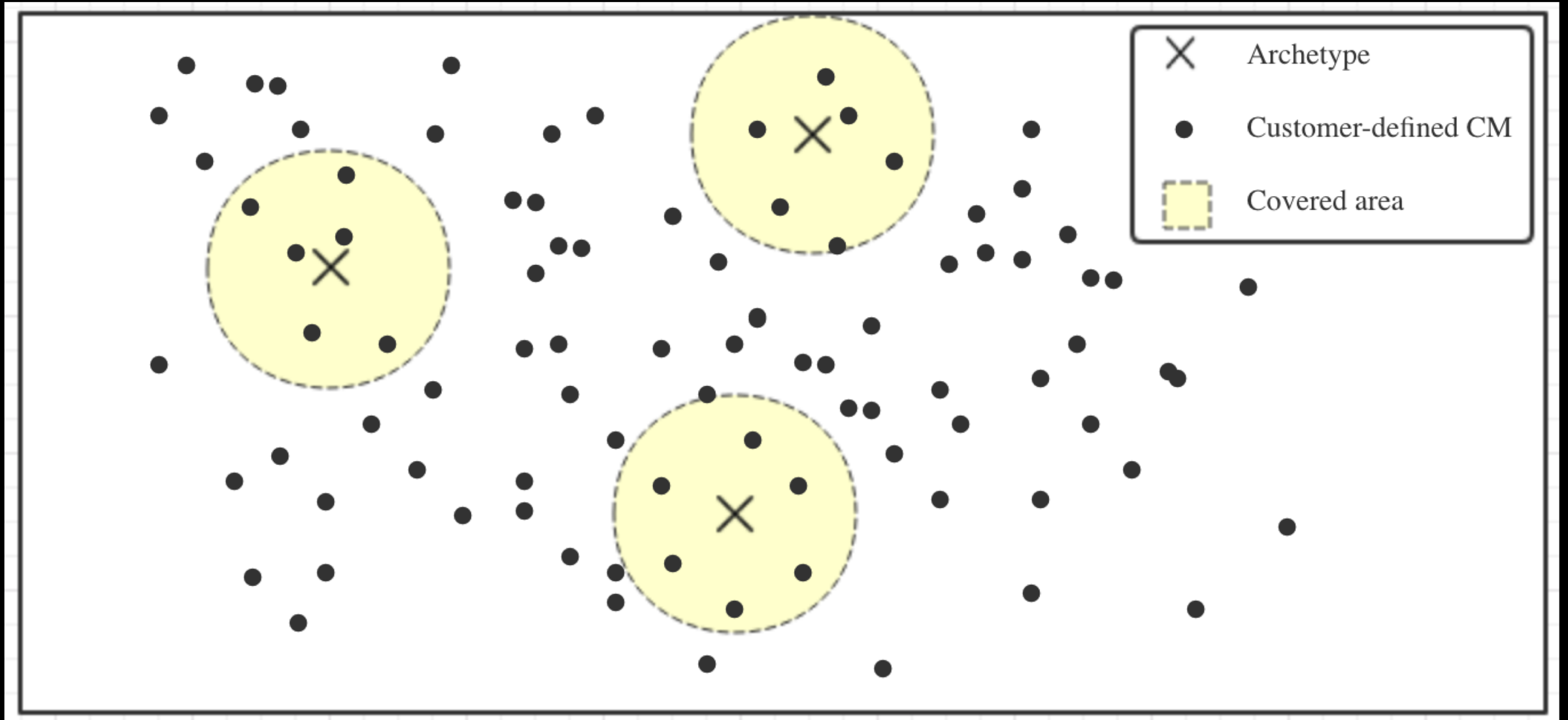
To match application/user requests to the archetype we need to model the archetype on the left in generic ways.

Models for archetypes



Parties in the DMP collaborate across a number of scopes: data, computing and output. They share data, they share algorithms and they can share results. The matrix on the left represent the level of collaboration between two parties in each of the scope. In the previous slide we had four parties plus the DMP exchange, so we have a 5x5 matrix.

Matching requests



Our work is to match a customer application to the ‘closest archetype’.

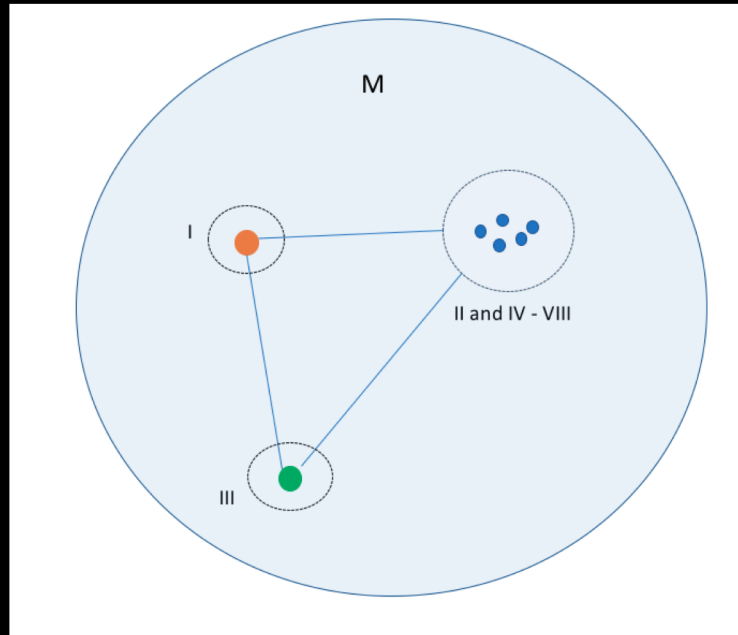
Dimensions of DMP

Coverage

How well can we satisfy users request with the available archetypes?

Extensibility

Can a DMP provide more archetypes to user?



Precision

How well the archetype database of a given DMP fits a request by customer?

Flexibility

How easily the requests from potential customers could be satisfied?

We defined four metrics to determine the ‘richness’ of a DMP.

Q&A

- More information:
 - <http://delaat.net/dl4ld> and <http://delaat.net/epi>
 - <https://towardsamdex.org>
- Contributions from:
 - Leon Gommans, Wouter Los, Paola Grosso, Yuri Demchenko, Lydia Meijer, Tom van Engers, Reggie Cushing, Ameneh Deljoo, Sara Shakeri, Lu Zhang, Joseph Hill, Lukasz Makowski, Ralph Koning, Gleb Polevoy, Tim van Zalingen, and many others!



Data Hub System Applicability

Industry

- Cross Cutting Field lab
- Innovation with SURF



Science

- European Open Science Cloud
- FAIR model
 - Findable – Accessible – Interpretable - Reusable



Society

- Smart Cities & Arena
- Streaming Data Decision Support



Experimental Setup

Data Transfer nodes at UvA, KLM and Equinix

Running Kubernetes with a number of dockers (pods) see below.

```
tim@uva-kube-04:~$ kubectl get pods -o wide
NAME                                READY   STATUS    RESTARTS   AGE   IP              NODE           NOMINATED NODE
be2-deployment-c87646848-wt815     1/1     Running   0          77m   192.168.5.39   eqx-kube-03   <none>
mq1                                  1/1     Running   0          13d   192.168.1.2    uva-kube-02   <none>
oex.airfrance                       1/1     Running   0          10d   192.168.4.16   eqx-kube-02   <none>
oex.klm                              1/1     Running   0          10d   192.168.3.5    eqx-kube-01   <none>
oex.trusted                          1/1     Running   0          13d   192.168.1.3    uva-kube-02   <none>
planner1                             1/1     Running   0          10d   192.168.4.15   eqx-kube-02   <none>
```

- be2 is the backend for the website.
 - It serves the static pages and passes new information and input to the planner.
- mq1 is the message queue that each oex writes logs to.
- oex.* each is one zone or 'object exchange server'.
 - It is responsible for handling requests from others and sending requests to other parties.
 - It should do so in accordance with a preselected contract/archetype.
- planner1 handles requests from be2 when selecting an archetype (and passes it on to the oex's) and when an application or pipeline is started (and passes it on to the oex).

DataHarbours: Computing archetypes for digital marketplaces

Reggie Cushing, Tim van Zalingen, Joseph Hill, Lu Zhang, Paola Grosso,
Cees de Laat, Leon Gommans, Vijaay Doraiswamy, Purvish Purohit,
Kaladhar Voruganti, Craig Waldrop, Rodney Wilson, Marc Lyonnais

SAE Use Case envisaged research collaboration



data Sharing approach: Combine 2&3

MANAGED BY AN INDEPENDENT INDUSTRY MEMBERSHIP ORGANIZATION

