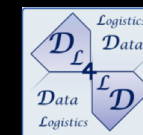


# Digital Marketplaces Using Novel Infrastructure Models.!

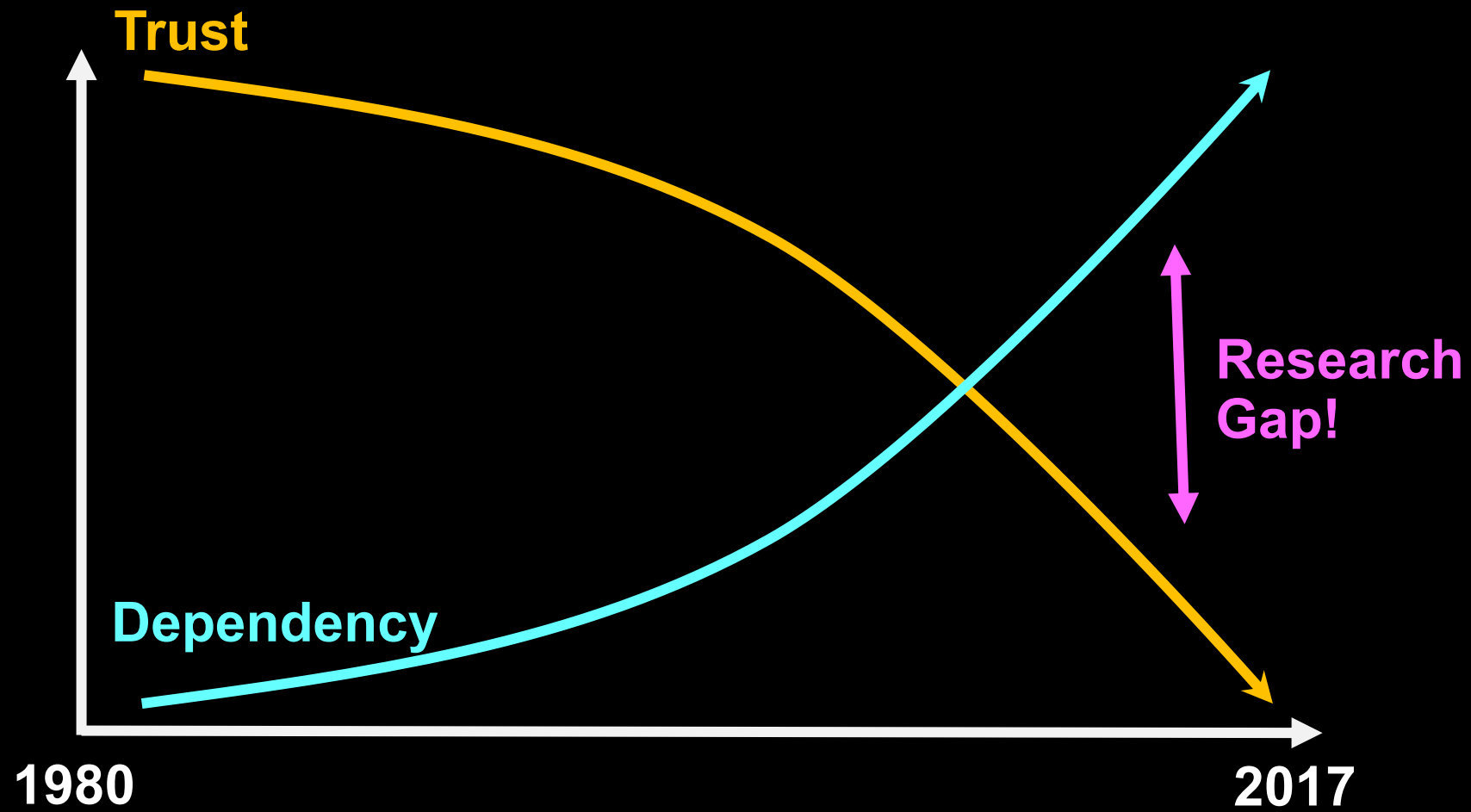
The Global Big Data Hub infrastructure inspired by PRP

Cees de Laat

**Systems & Network Laboratory**  
**University of Amsterdam**



# Fading Trust in Internet



# 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?

# 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) DaL4LoD  
(C2) **Secure scalable  
policy-enforced  
distributed data  
Processing**  
(using blockchain)



Cybersecurity Big Data  
NWO COMMIT/  
**SARNET** project  
3.5 FTE

**City /  
regional Scale**

**Campus /  
Enterprise Scale**

**NLIP iShare project**



**iSHARE**  
powered by NLIP

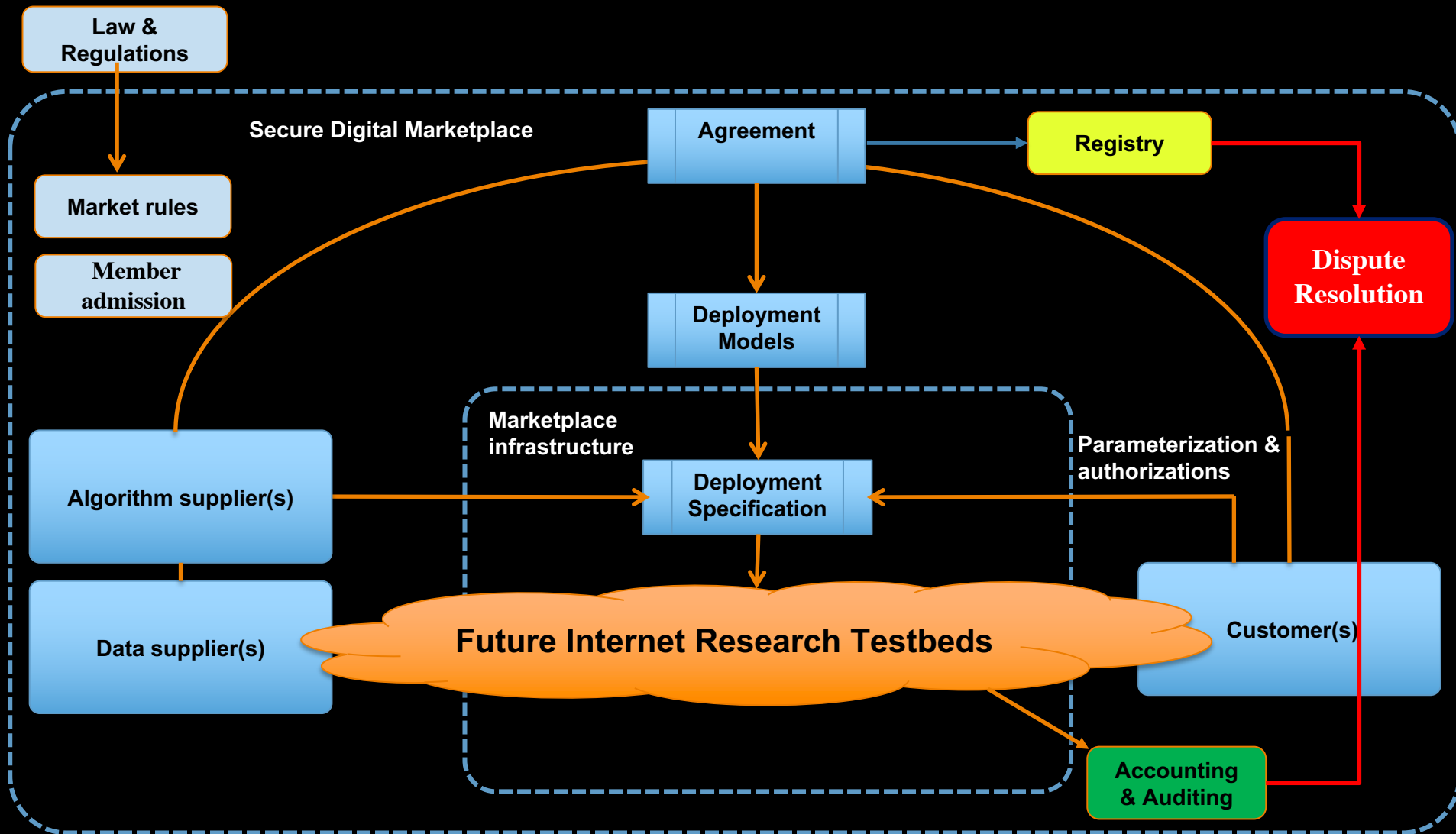


# Approach

- 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!)



# Secure Digital Market Place Research



# SC16 Demo

## DockerMon

### Sending docker containers with search

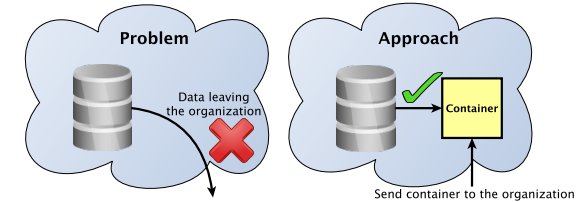
### algorithms to databases all over the world.

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

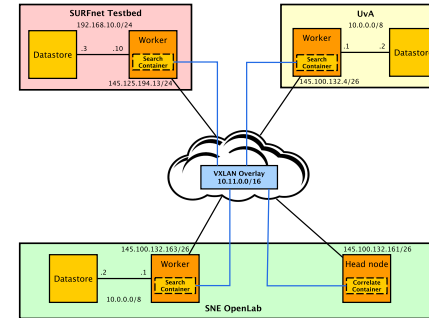
## Container-based remote data processing

### 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

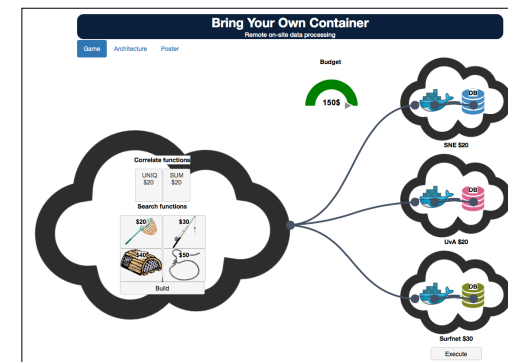
Our SC16 demo is a gamification of the remote dataset processing architecture.

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

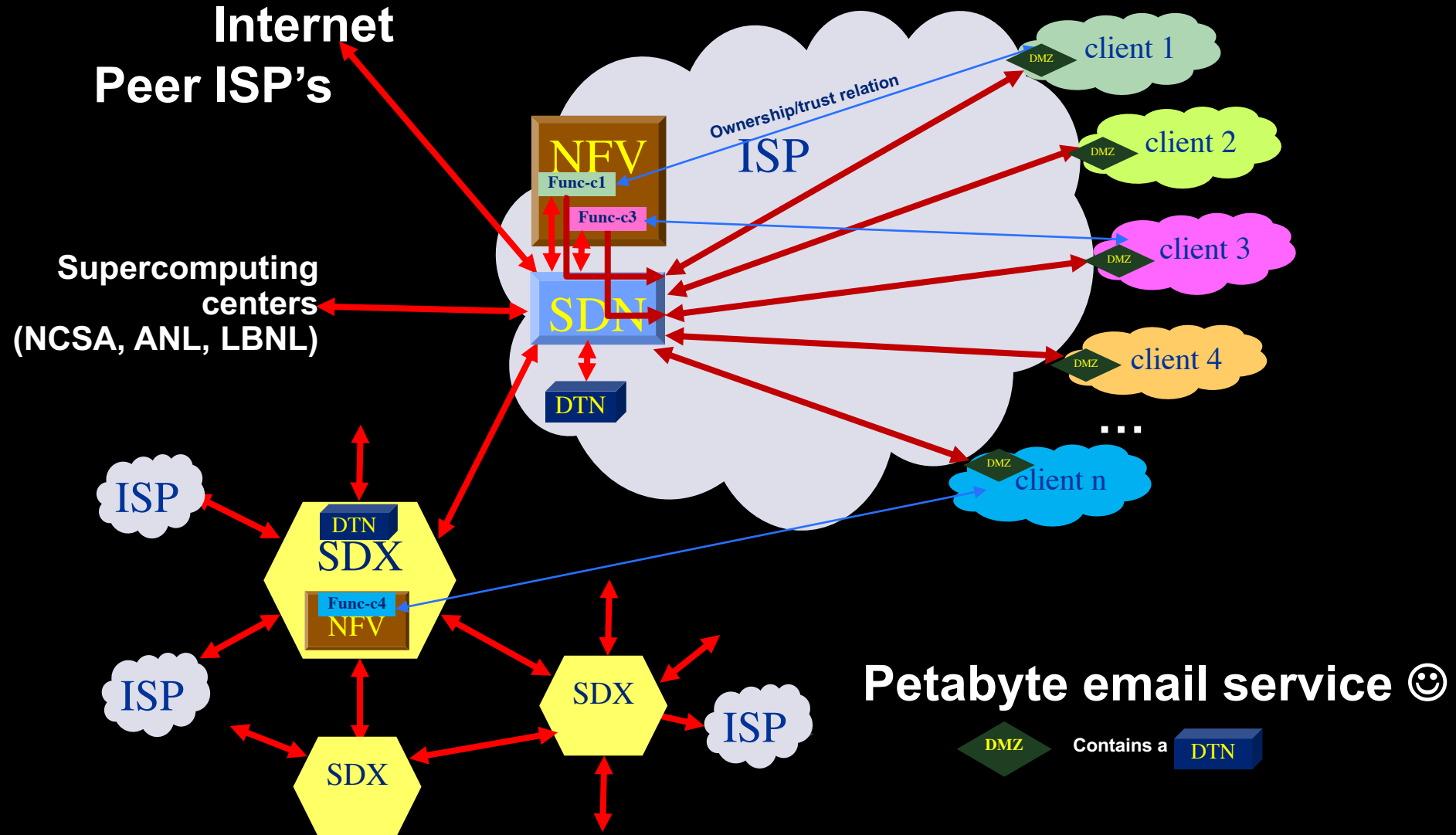
In our game you will:

- 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?



# Networks of ScienceDMZ's & SDX's





# Program

- 10h45 Cees de Laat, UvA
  - Intro
- 10h55 Leon Gommans, Air France KLM & UvA
  - Exploring Digital Marketplaces.
- 11h15 Panel of stakeholders Flash talks (~3 min each):
- David Groep (NIKHEF):
  - Trust & Science, the need for Data control.
- Craig Waldrop (EQUINIX):
  - Enabling the Data Economy & Avoiding the Pitfalls.
- Rodney Wilson (CIENA):
  - Data Markets in the Fog, IOT & 5G
- Leon Gommans (KLM).
- 11h25 Panel discussion moderated by Cees de Laat
- 11h45 End of session.
- More information:
  - <http://delaat.net/dl4ld>