



International Telecommunication Union

Summary - Digital Identity for Next Generation Networks

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General Observations

- Several companies, projects and standardization bodies are addressing similar questions
 - (Road-) Map of what and projects and in particular standardization bodies address would be useful
- The network level and in general lower layers have not been addressed sufficiently
 - This is a weak point in standardization and research
 - NGN standardization needs to take this up
- Some similar approaches are being developed
 - Harmonization and exchange of information needed
 - ... sometimes even at the level of terminology
- Privacy is an overriding concern, but this depend on international consensus and agreements

Framework Harmonization

- A new framework vs. seamless interoperability (bridging)
 - No support for new, overarching framework
 - In conclusion, mechanisms are needed to allow frameworks to interoperate
 - Although many points seem to be similar, industry deployment/acceptance may lead to future needlessly inconsistent scenario



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Questions

- To what entities do we want to tie digital identity?
 - Users (persons)
 - Networks, Services, Applications, Content,
 - Things
- How do we support roles or partial identities?
 - Roles that represent real persons
 - Construction of virtual persons with fictionary roles
- How do we deal with real vs. virtual persons?
- Is X.800 attacker model sufficient?
- Do we need an overarching namespace that connects specific name spaces? Or rather delimit name spaces?
- How do we protect youth without "imposing"?
 - Make youth sensitive to predators
- UCI (TISPAN) as the identifier standard? NUI (ITU-T)? For what?
- SAML 2.0 for all layers or limited?
- Do we need identifiers for software?



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Data used with Identities

- Definition of one or more data models
 - Which data do we need to model?
 - Who owns or can modify data?
 - Where is that data stored?
 - Who owns and has to keep that data?
 - Who is liable by the content?
 - Most data may remain in heads and may not be modelled at all?
- Types of data elements
 - Forever, assigned, acquired
 - Related to identification, not related to identification
- Data structures are needed
- Handling data exchange between domains
- How do we model and define digital identity related to persons?
 - Unified (standardized) personal identity data model including its parts (context, profile, preferences,)
- Context including schemes to blur context or information in general to improve privacy

Gaps

- Define a usable “metaphor” for identity that people understand (and accept)
 - What does it contain?
- Defining what groups are?
- Defining how to process privacy policies
- Network Identities in general
 - More specifically support of dynamically changing networks (composition)



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Assertions on Digital Identity

- Dissemination of user information needs to generally be under user control
 - But some user data cannot be modified by user
- Simple real-time use must be supported
- Support for social networking
- Digital Identities must be usable across layers and support multi-layer privacy
- Well-defined requirements for digital identities are needed
- The role of directory must be included in future discussions
- The legal framework is lagging
 - Users are becoming victims, Example: malicious Personal ID reading
 - Still too easy for law breakers to exploit → it must be made difficult to fake identities



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Next Steps

- More detailed report (than this presentation)
 - Put on the ITU-T Web Site
- Follow-up meeting
 - Need to answer the questions raised
 - Possible meeting alongside SG17 WP2 in April
 - Same time as the SG13/SG19 meeting
 - Still later meetings could be linked to the ISO/IEC JTC1 SC27 proposal?
- What other follow-up steps
 - Some co-ordination mechanism needed
 - Pierre-Andre Probst suggests using the JCA NID
 - Other proposals: Additional JCA, Focus Group
- Concrete next steps to be decided in Closing Plenary



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