



CS3 Mesh Project

Jakub T. Mościcki, CERN IT Storage

SOLID Brainstorming meeting, 07.02.2020, CERN

Some *inrrupters* we know



cs3.deic.dk

Integrated Service for Data Science

Users **collaborate on data** using an increasing number of applications.

Concurrent editing

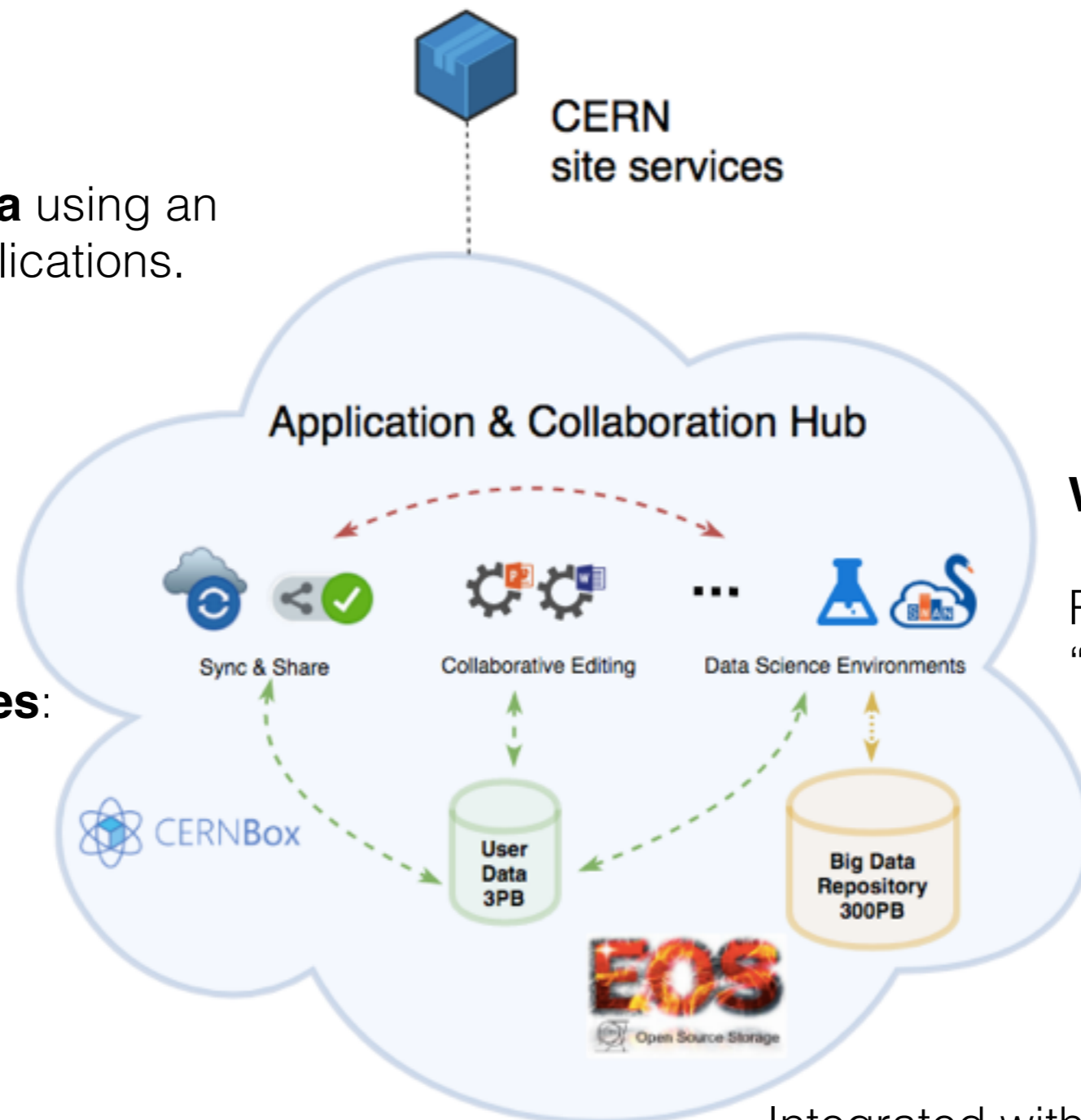
Web-based Analysis

Ready-to-go environment
“one click away”



Data available on **all devices**:
mobile, laptops, desktops

Data easily **sharable** with
individuals and groups



Integrated with **entire data repository**

Future Federated Analysis Platform

Advancing state of the art

One-click to create user groups, share projects and data



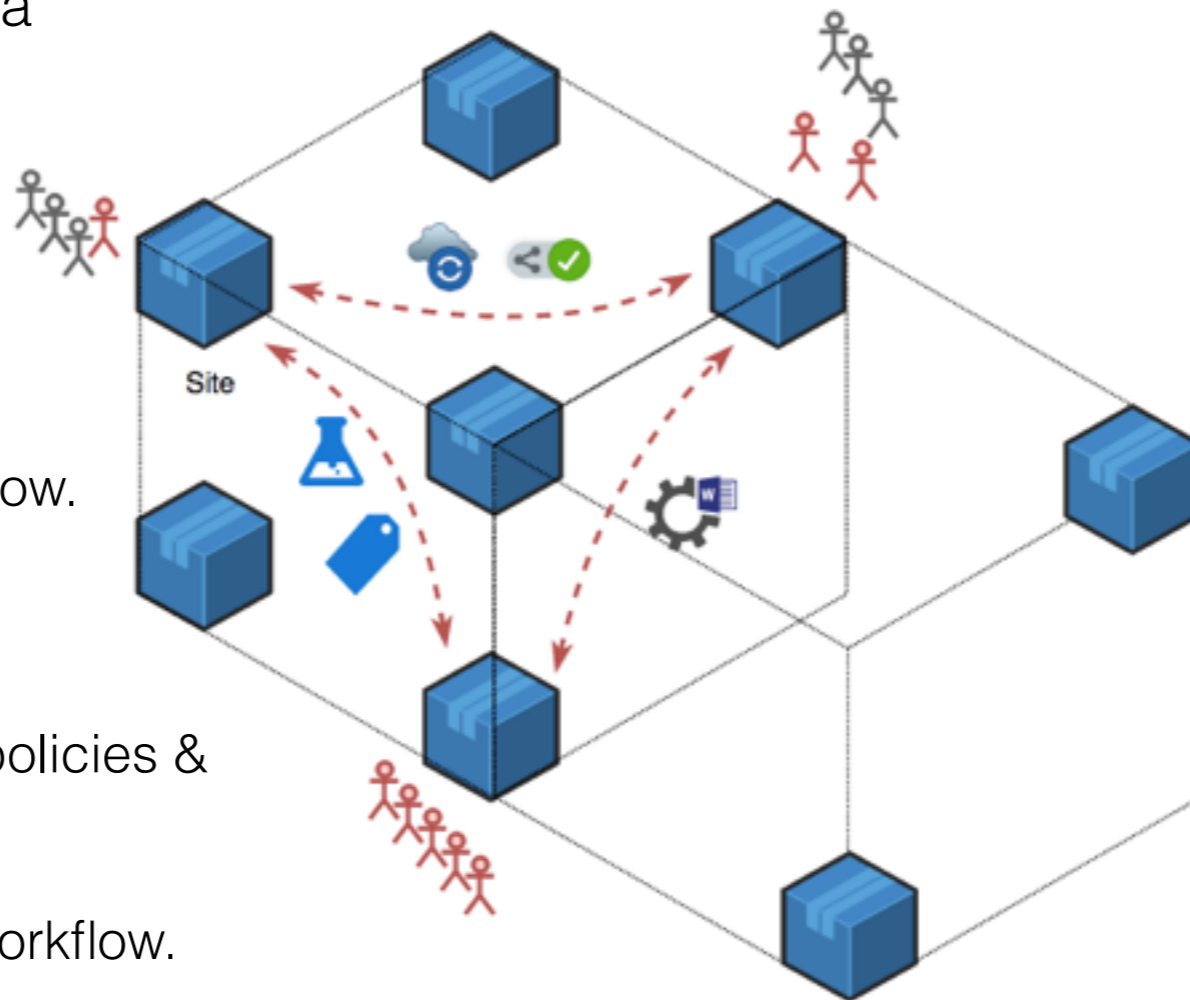
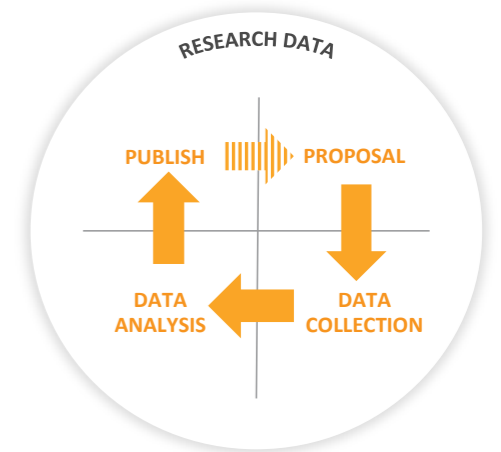
Domestic and remote users in the same collaborative workflow.

Collaborate on data across institutions, respecting local policies & GDPR

Application&data workflow.

Data available on **all devices**: mobile, laptops, desktops

Full metadata awareness in the research workflow.



Global Computing Data Fabric & Digital Repositories

Integrated with data sharing capabilities

Collaborative Workflows

Integrate existing experience and technology



Share, access, synchronize



Metadata&tagging, Open Data (OpenAIRE, Zenodo,...)



Data Science: Jupyter Notebooks (SWAN,...)



Collaborative editing, Latex, Markdown, Indico, ...



On-demand data transfers (Rucio, FTS, FileSender,...)



Dropbox is building the smart workspace

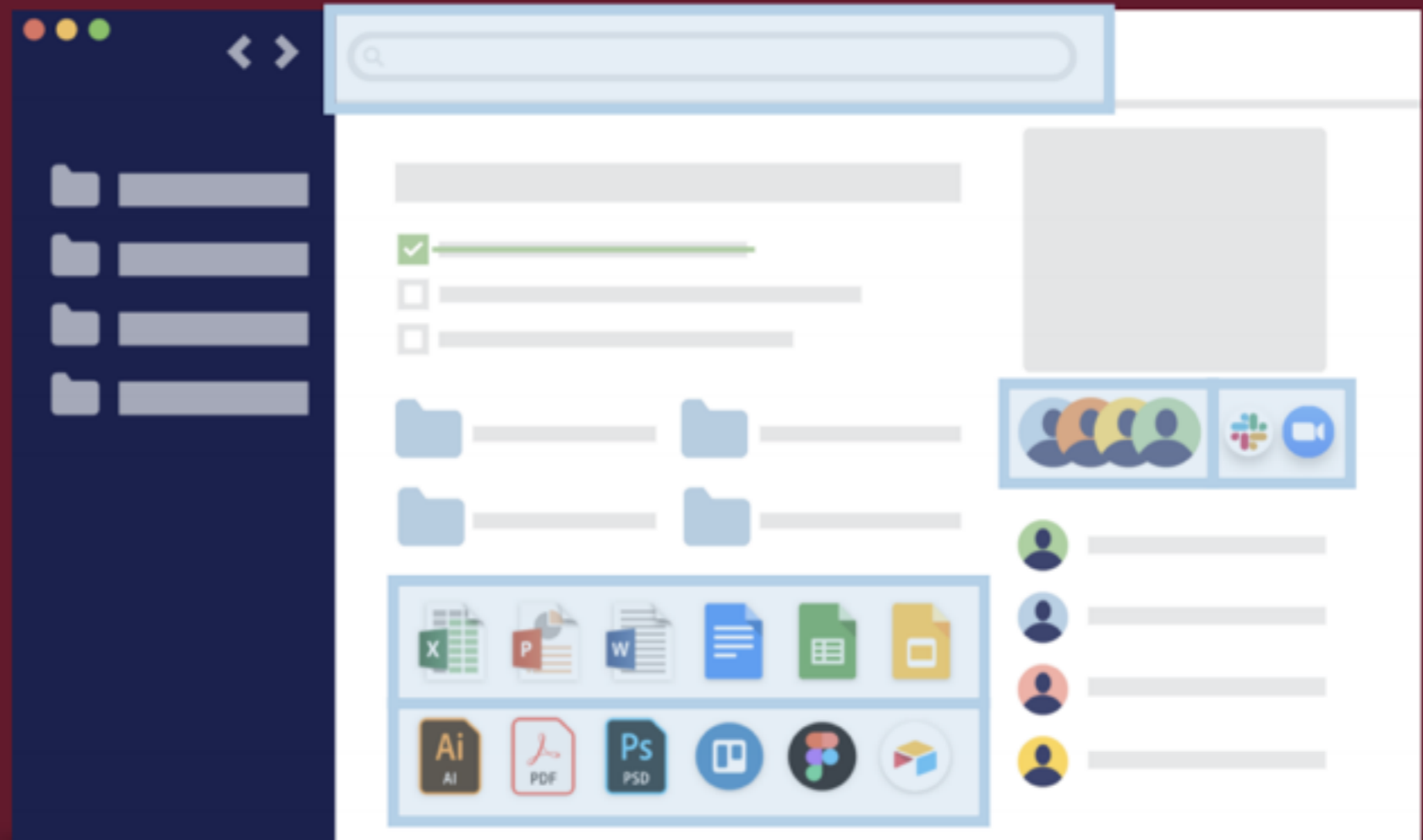
Traditional files

Cloud files

Search across all files

Teams

Collaboration tools



Interoperability

- Add thin layer on top of existing services

- Use existing fabric

- Use existing standards

- Introduce new APIs only if needed

- ScienceBox

- Close collaboration with industry

- Integrate into upstream products



Specs on gRPC + Protobuf
Last mile distributed computing
Neutral-vendor APIS
Regain user freedom
Driven by you



OPENCLOUDMESH

A vendor neutral standard under the GÉANT umbrella

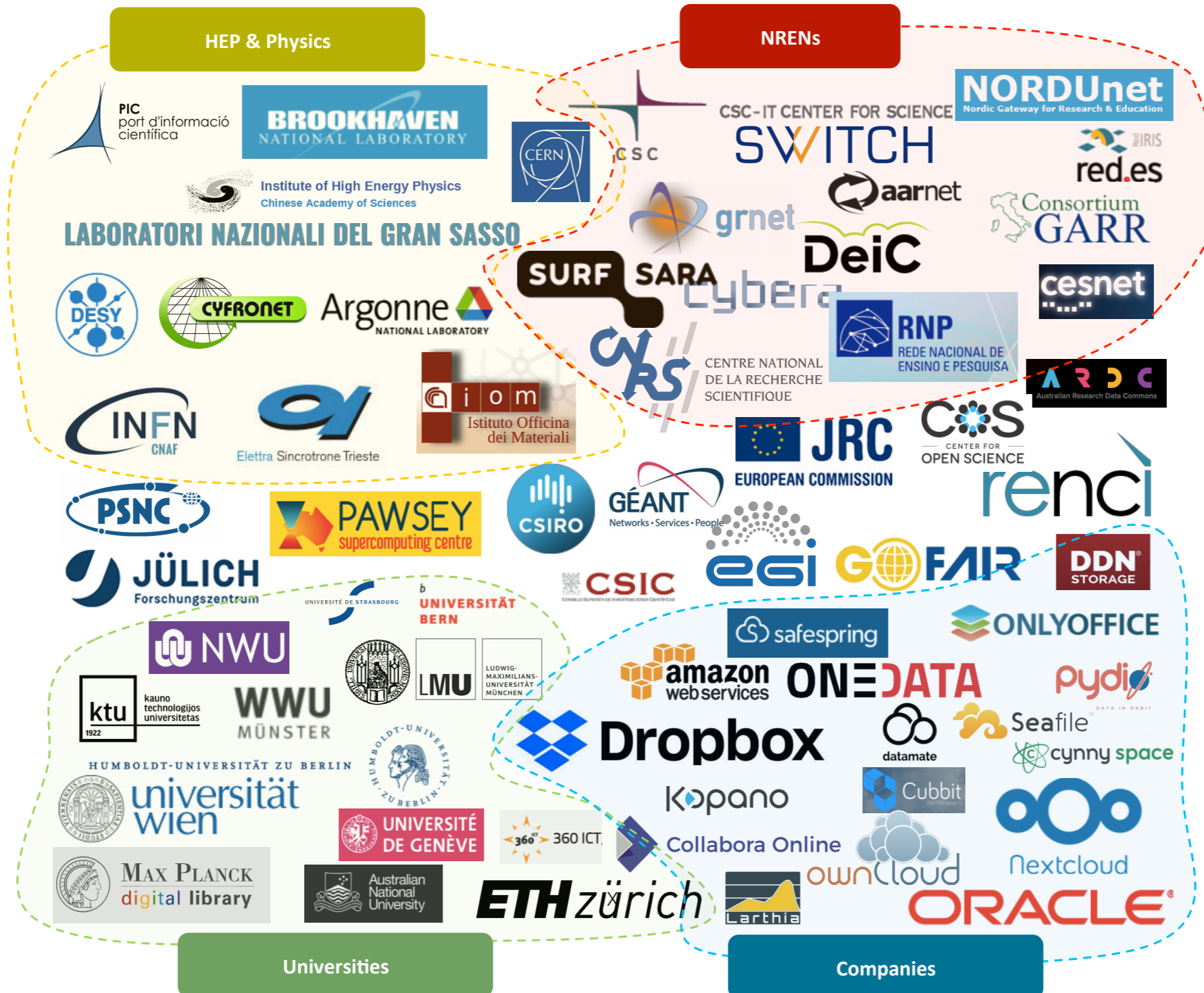




CS³

Community Service

cs3community.org



Questions

- Can CS3Mesh leverage upcoming standard protocols and APIs from SOLID?
- Sounds like many commonalities between the project — is it really?
- ...