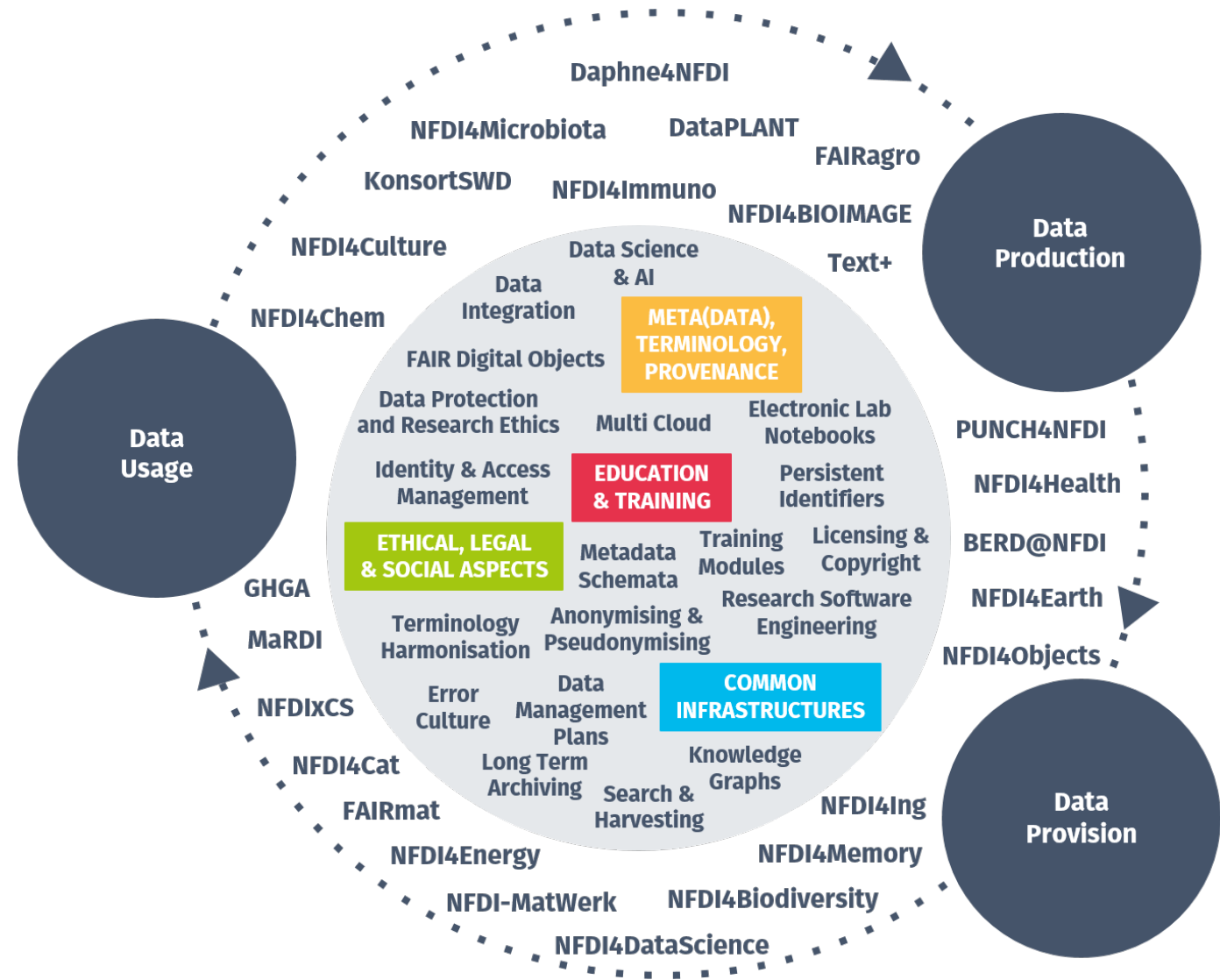


Unity as Community AAI

Workshop IAM Basics,
04.06.2024



Unity basics



- First release was already 2015
- Was developed in context of UNICORE and became a spin-of company Bixbit
- Fully open-source
- Is based on Java
- Already used on several places around EOSC:

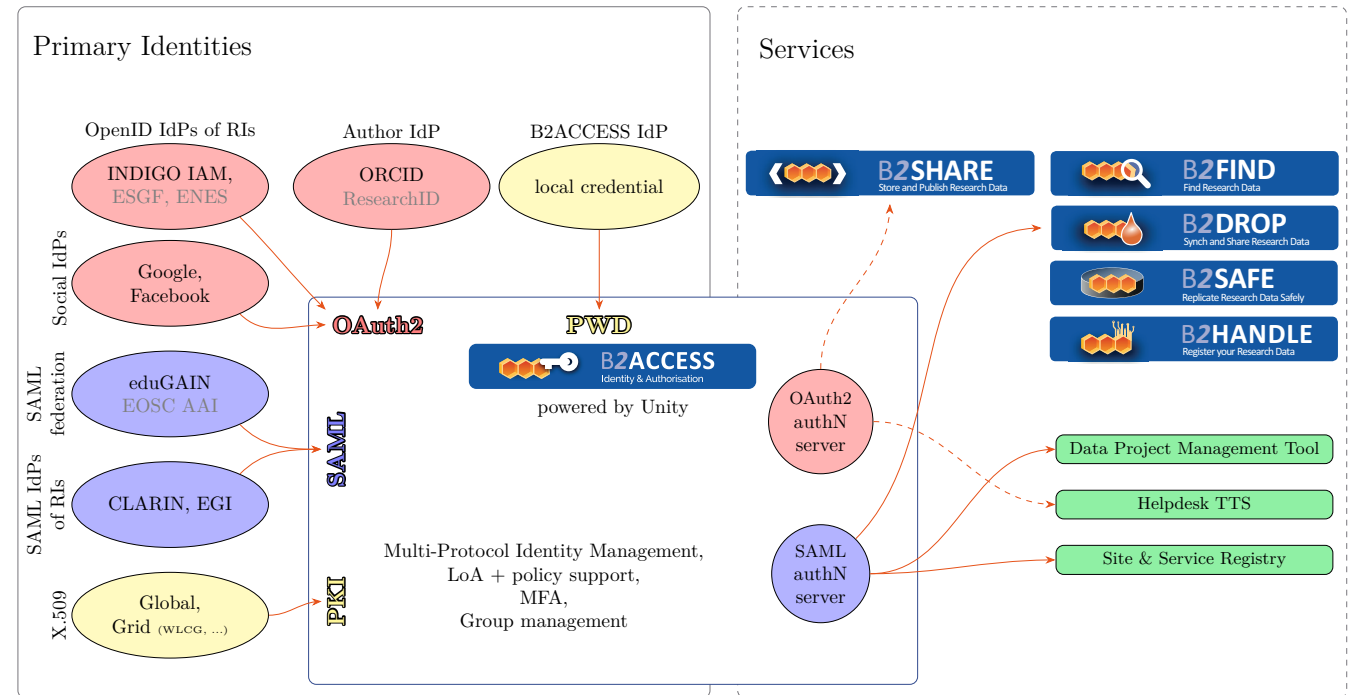


Unity instances at Forschungszentrum Jülich

- EUDAT B2ACCESS
 - AAI with following SP-IdP Proxy concept
 - Started 2015
- Helmholtz AAI
 - Started in Helmholtz Data Federation (HDF) Projekt and continued in Helmholtz Federated IT Services (HIFIS)
 - AAI following SP-IdP Proxy concept without local user accounts
- FURMS
 - User and Resource provisioning tool in FENIX
- JSC login Service
 - Started as translation from LDAP to OIDC
 - Becoming a full SP-IdP-Proxy in JSC
 - Streamline access to local services, independent to the user origin

Unity Features

- Fulfilling AARC BPA
- Offers upstream authentication based on SAML, OAuth2/OIDC, LDAP
- Supporting SAML federations out of the box
- Pre-configured “social” IdPs
- Offers accounts to “homeless” user based on X.509 or username/password
- SCIM API for updating user information
- Build-in extensions for account linking, policy management, group management, MFA using TOTP or FIDO
- Powerful configuration makes it easy to follow multiple standards and guidelines like SAML2, OAuth2/OIDC, AARC, ...



Upcoming enhancements

- Bringing deprovisioning agent (external tool) in production
 - Successfully tested on development instance
 - Notifying services needs to be implemented
- Improving MFA
 - Signaling MFA usage to services based on protocol standards (after next update)
 - Honoring MFA from upstream IdPs
- Continuous enhancements based on user feedback
 - Gathering feedback from users and recurring problems in tickets and provide this to Bixbit
 - Next release contains improvements in sending bulk group invitations

