



W3C and Cloud Standardisation

w3.org

html5apps-project.eu

March 2014

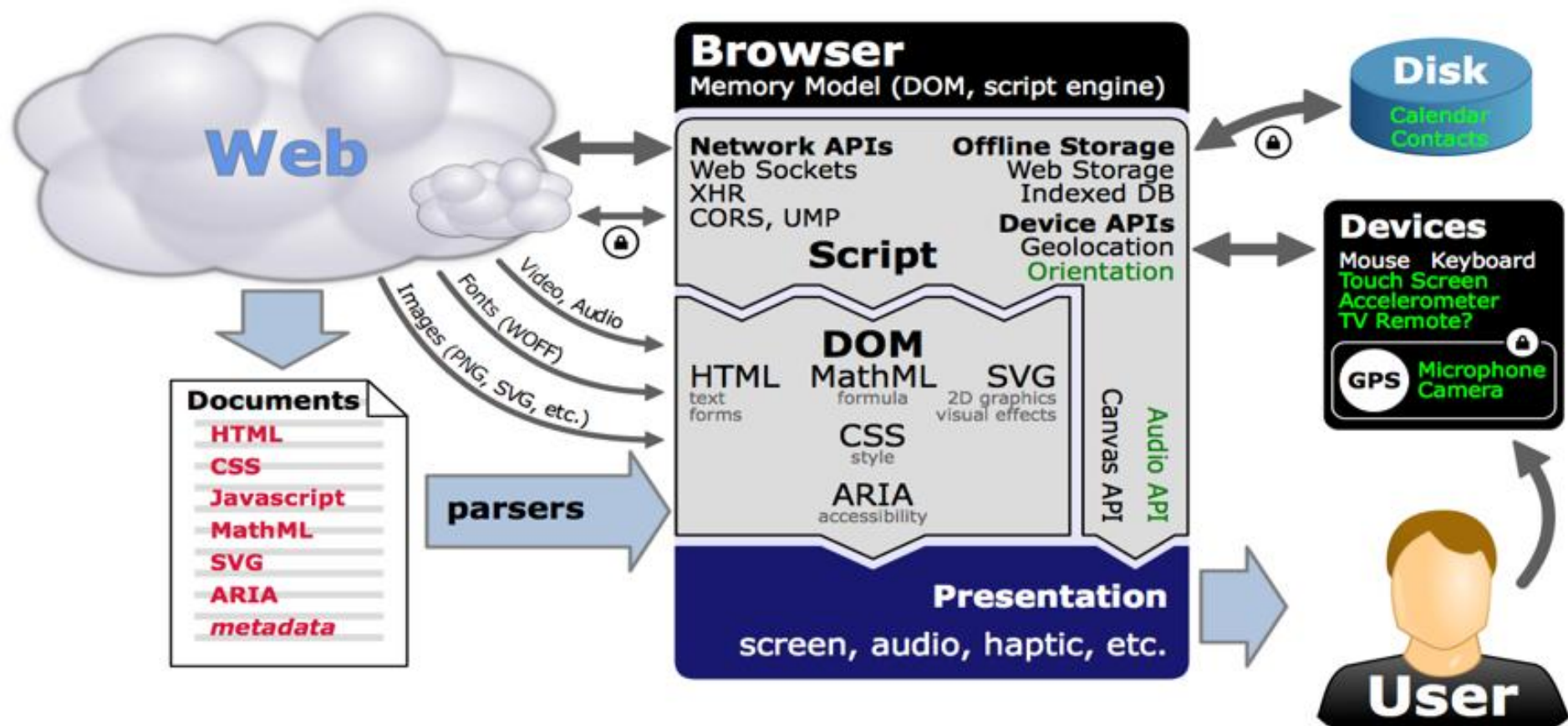
Dr. Daniel Dardailler - W3C

World Wide Web Consortium

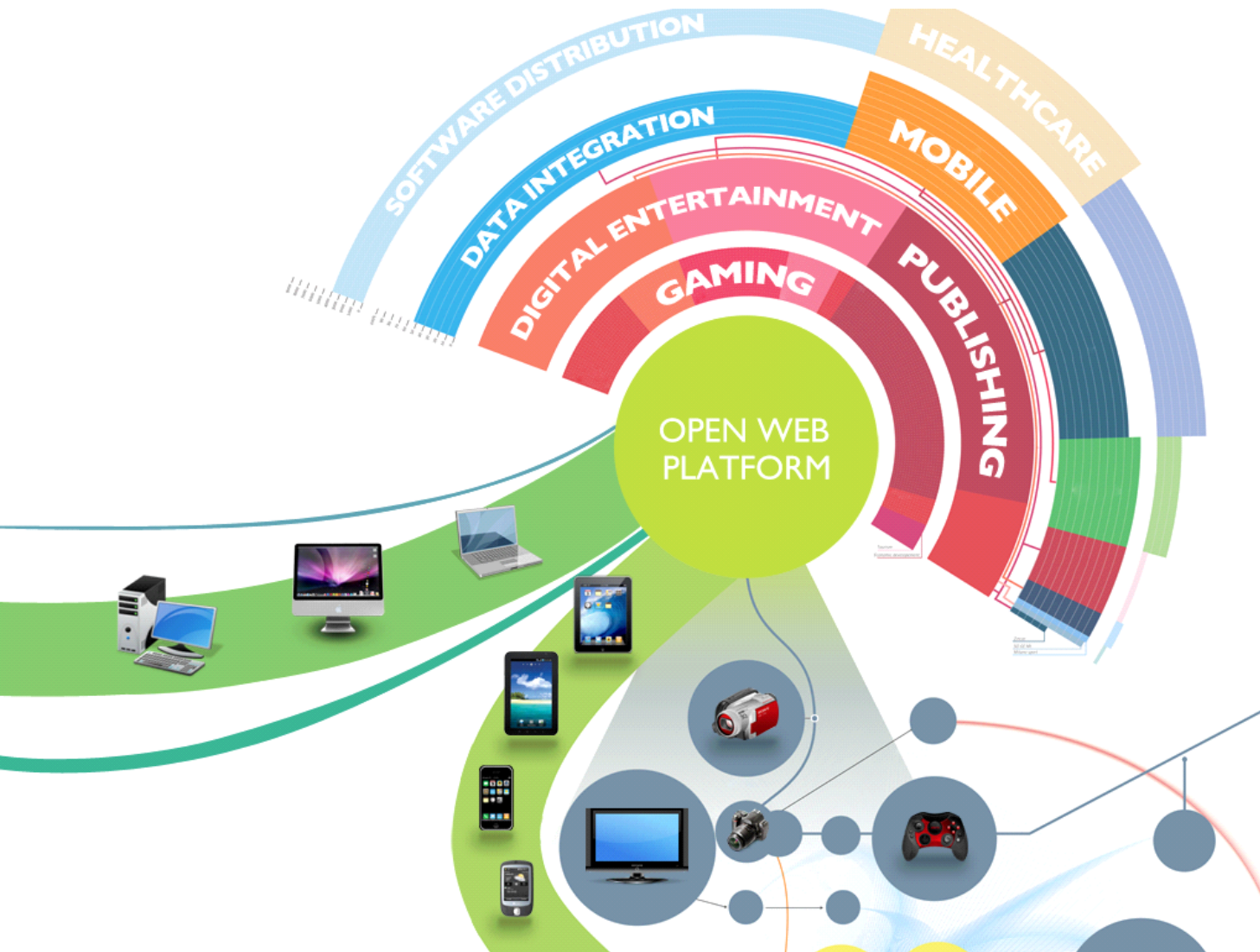


- Universality
- Founded by Tim Berners-Lee in 1994
- W3C Standards: HTML, CSS, XML, WAI, RDF, ...
- About 80 staff, 4 hosts, 40% Europe

The Open Web Platform



The Open Web Platform





Web and Cloud

- ❑ Cloud as a specialized application of the Web
 - use URIs, HTTP, Linked Data, XML, Web Services, etc. *No need for new Web Standards*

- ❑ Web apps as generic consumer of Cloud services
 - MobileApps with limited storage, Data-intensive geomap apps, etc.

Some pre-standardization work started

Web and Cloud go together

- ❑ Open Web Platform impacts cloud requirements
 - ❑ *PaaS and SaaS live in the Web*
 - ❑ *Web is the entry points for consumers*
 - ❑ *Web is the Business platform for industry*
 - ❑ *Similar horizontal issues: Security, Privacy, Scalability, etc*
- ❑ Lessons from Web standardization
 - ❑ *Royalty-free standards and cohesive architectures are the keys to interoperability and a thriving ecosystem*
 - ❑ *The cloud can expand more rapidly than its current pace*

Built on open standards

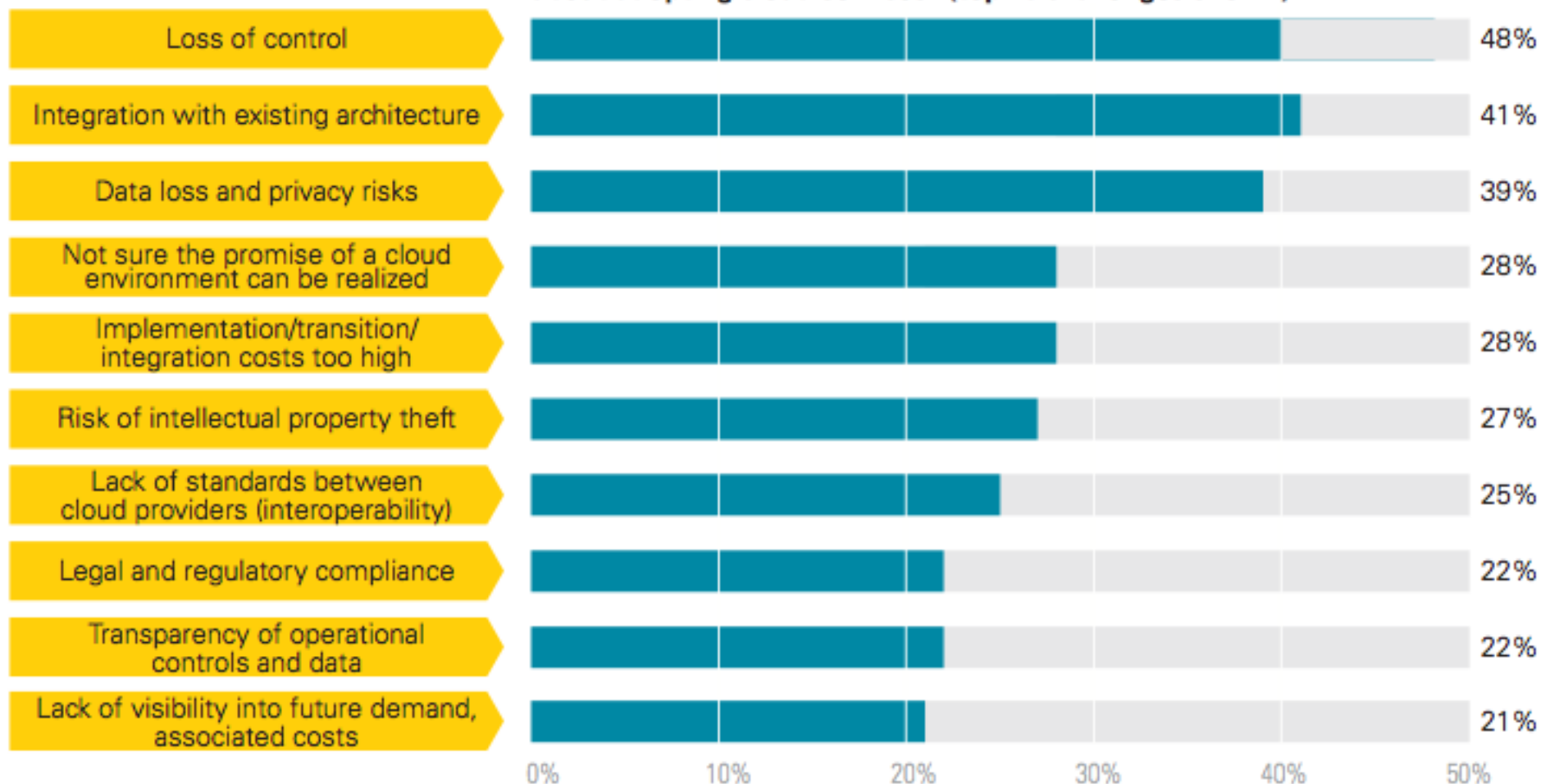
- ❑ Due process, cooperation, broad consensus, transparency
- ❑ Multi-stakeholder participation
 - ❑ *Address use cases and diversity*
 - ❑ *Need all players*
 - ❑ *Global participation*
- ❑ Longevity
 - ❑ *Ensure humanity's knowledge remains*
 - ❑ *Specifications are freely available*

open-stang.org

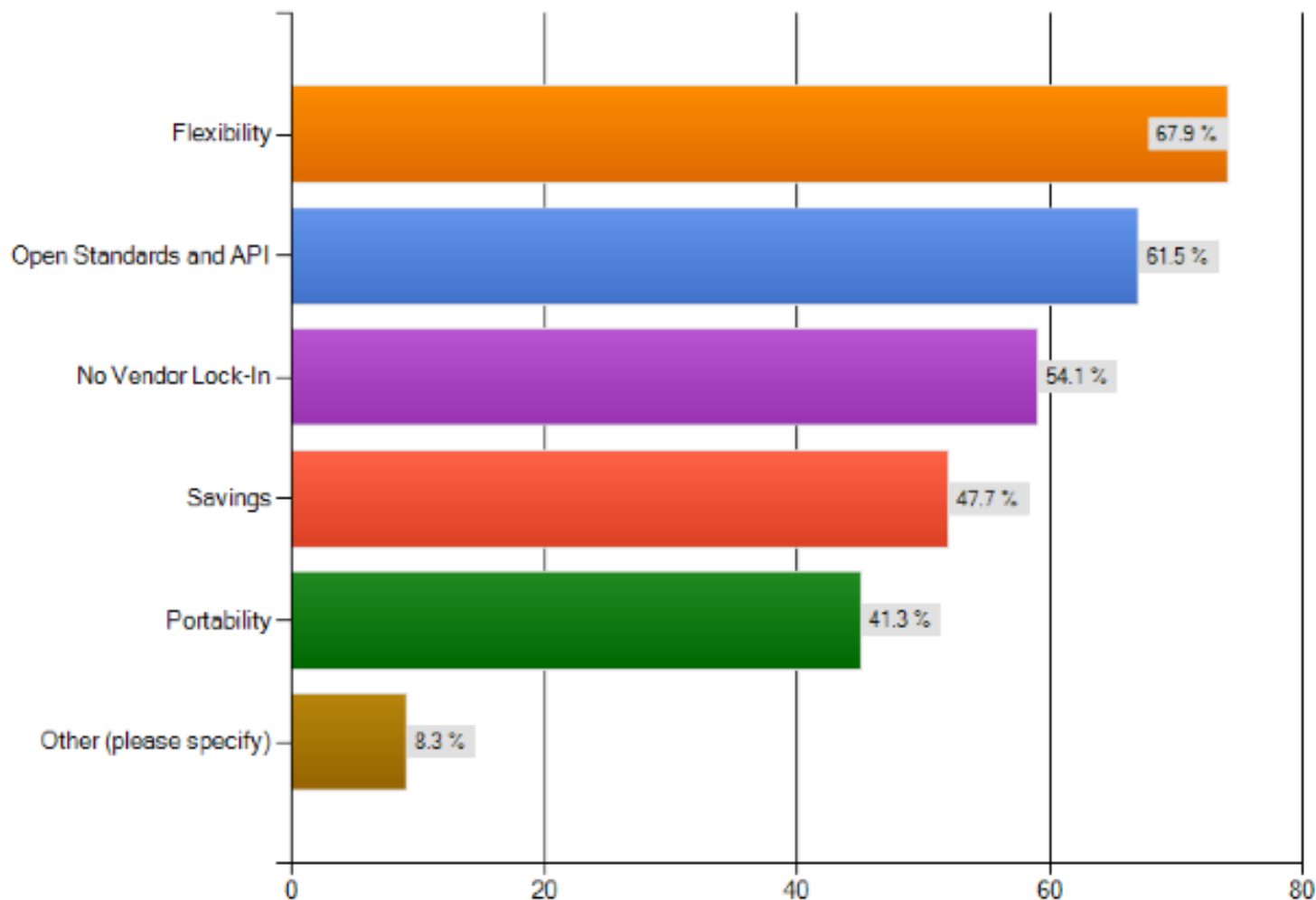


Slowing down factors

What are your customers' biggest challenges/concerns about adopting cloud services? (top 10 challenges shown)



Driving factors for Open Source Clouds



In Summary

- ❑ We need urgently a set of

Royalty-Free Standards
For
Cohesive Cloud Architecture