

25 years of OpenID

~ at the 10th Anniversary of the OpenID Connect Final

崎村夏彦 | Nat Sakimura
Chairman of the board, OpenID Foundation



_nat



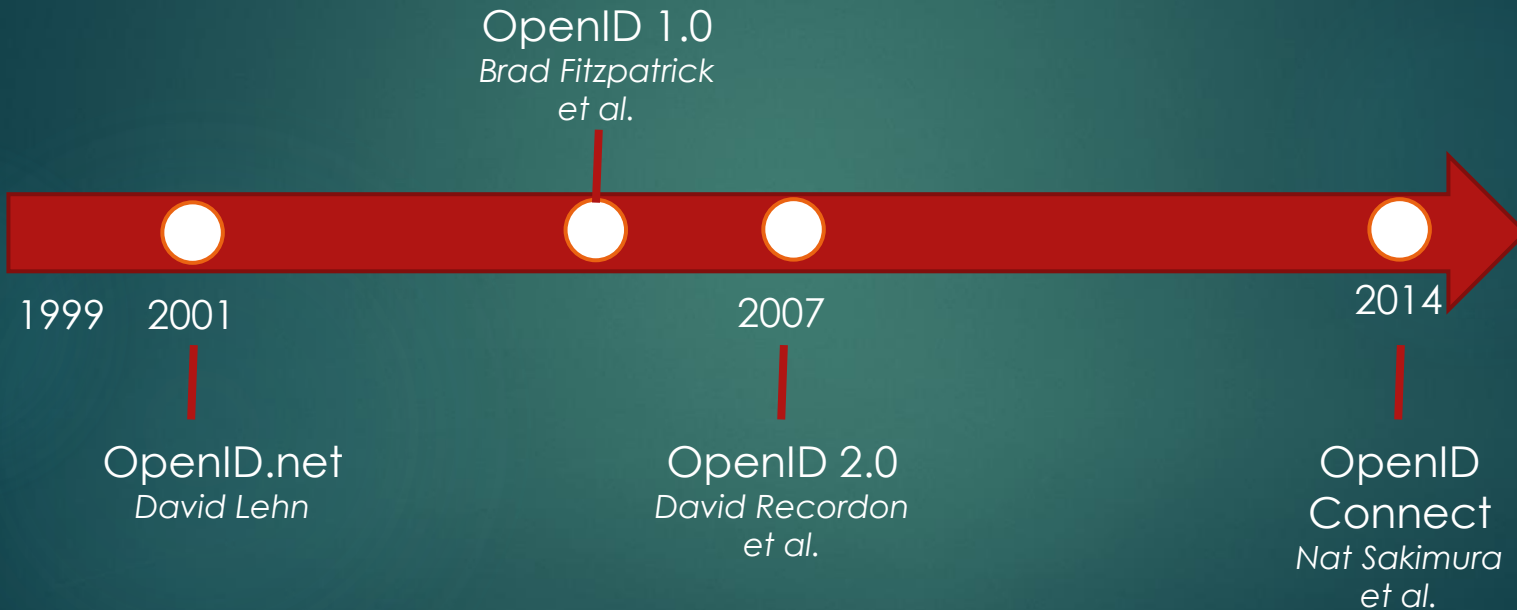
<https://www.sakimura.org>

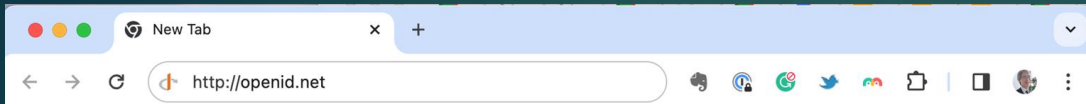


<https://youtube.com/@55id>



<https://www.linkedin.com/in/natsakimura>





OpenID Homepage


Info

Send me some [email](#) for more

Links

- [SourceForge Project Site](#)
- [DotGNU](#)
- [XNSORG](#)





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Project: OpenID
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Project: OpenID

Summary

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OpenID is a project to research and develop a system to share information associated with a particular user/group/account/etc between sites on the Internet.

This project has not yet categorized itself in the [Trove Software Map](#).

Registered: 2001-06-28 15:09
 Activity Percentile (last week): 0%
[View project activity statistics](#)

Developer Info

Project Admins:
[dlehn](#)

Developers:
1 [[View Members](#)]

Latest File Releases

XNS.org
Drummond Reed
et al.

OpenID 1.0
Brad Fitzpatrick
et al.



1999

2001

2007

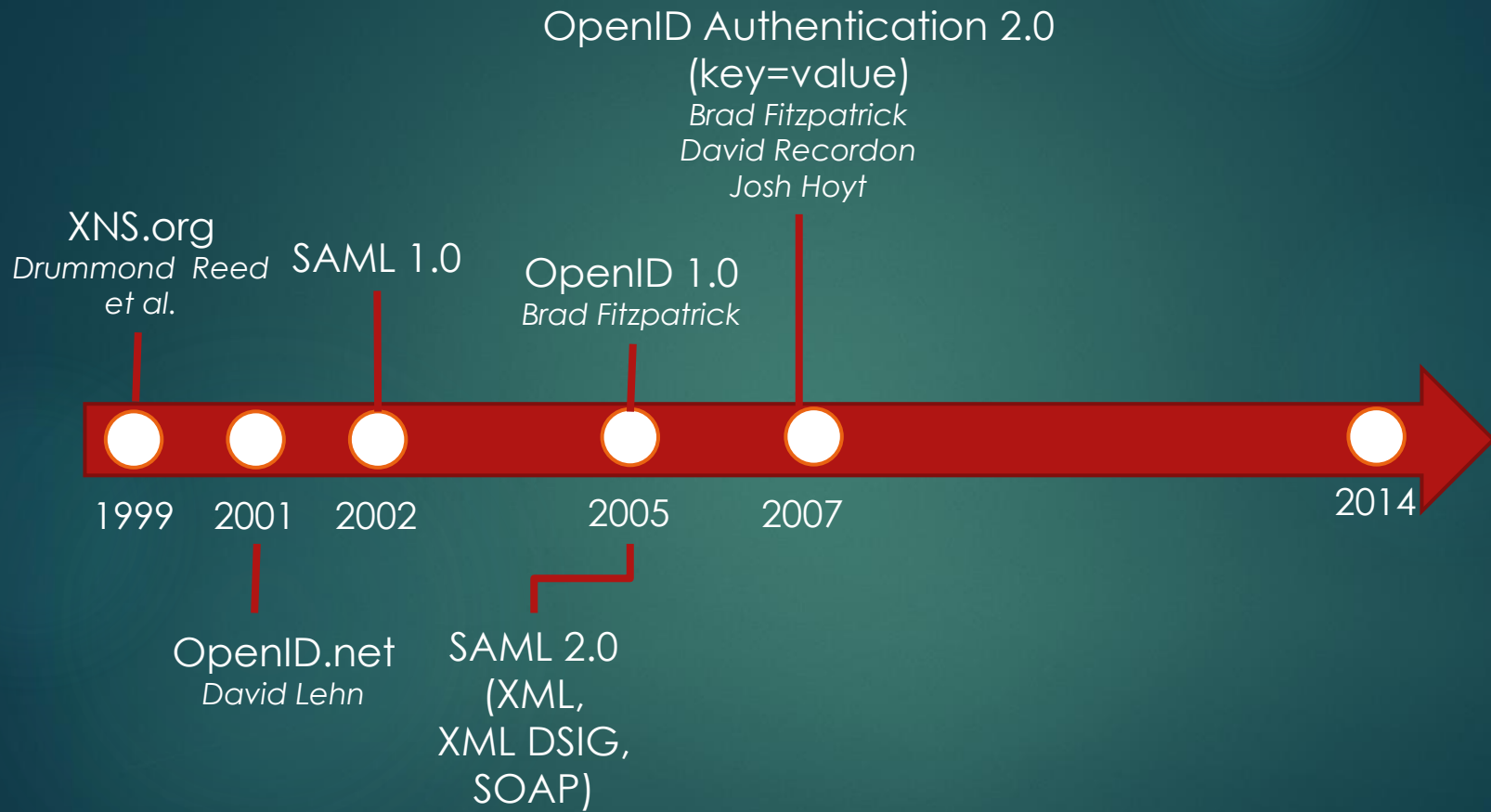
2014

OpenID.net
David Lehn

OpenID 2.0
David Recordon
et al.

OpenID
Connect
Nat Sakimura
et al.





OpenID Authentication 2.0

(key=value)

Brad Fitzpatrick
David Recordon
Josh Hoyt

XNS.org
Drummond
Reed

SAML 1.0

OpenID 1.0
Brad Fitzpatrick

OpenID AX
Dick Hardt

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2001

2002

2005

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2008

2012

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OpenID.net
David Lehn

SAML 2.0
(XML,
XML DSIG,
SOAP)

OAuth 1.0
(Key=value)
E. Hammer-Lahav

OpenID TX/CX
Proposal
Nishitani/Sakimura

Contract Exchange

last edited by  Nat Sakimura 14 years ago

Contract Exchange WG Charter (formally TX).

(i) WG name

Contract Exchange Extension Working Group

(ii) Purpose

The purpose of this WG is to produce a standard OpenID extension to the OpenID Authentication protocol that enables arbitrary parties to create and exchange a mutually-digitally-signed "contract". This contract can be both broadband and mobile friendly through appropriate bindings that will be defined for each use case.

(iii) Scope

Scope of the work

Development of a specification that allows parties to exchange a mutually-digitally-signed contract leveraging on OpenID Authentication 2.0 and OpenID Attribute Exchange 2.0 via the appropriate bindings defined in the specification.



2008



Untrusted Apps

Give
passwords
(full right) to
all of them?





Bad idea

Audience identity & Minimum access authorization

ID Token & Access Token

Problems of SAML, OpenID Authentication 2.0, OAuth 1.0

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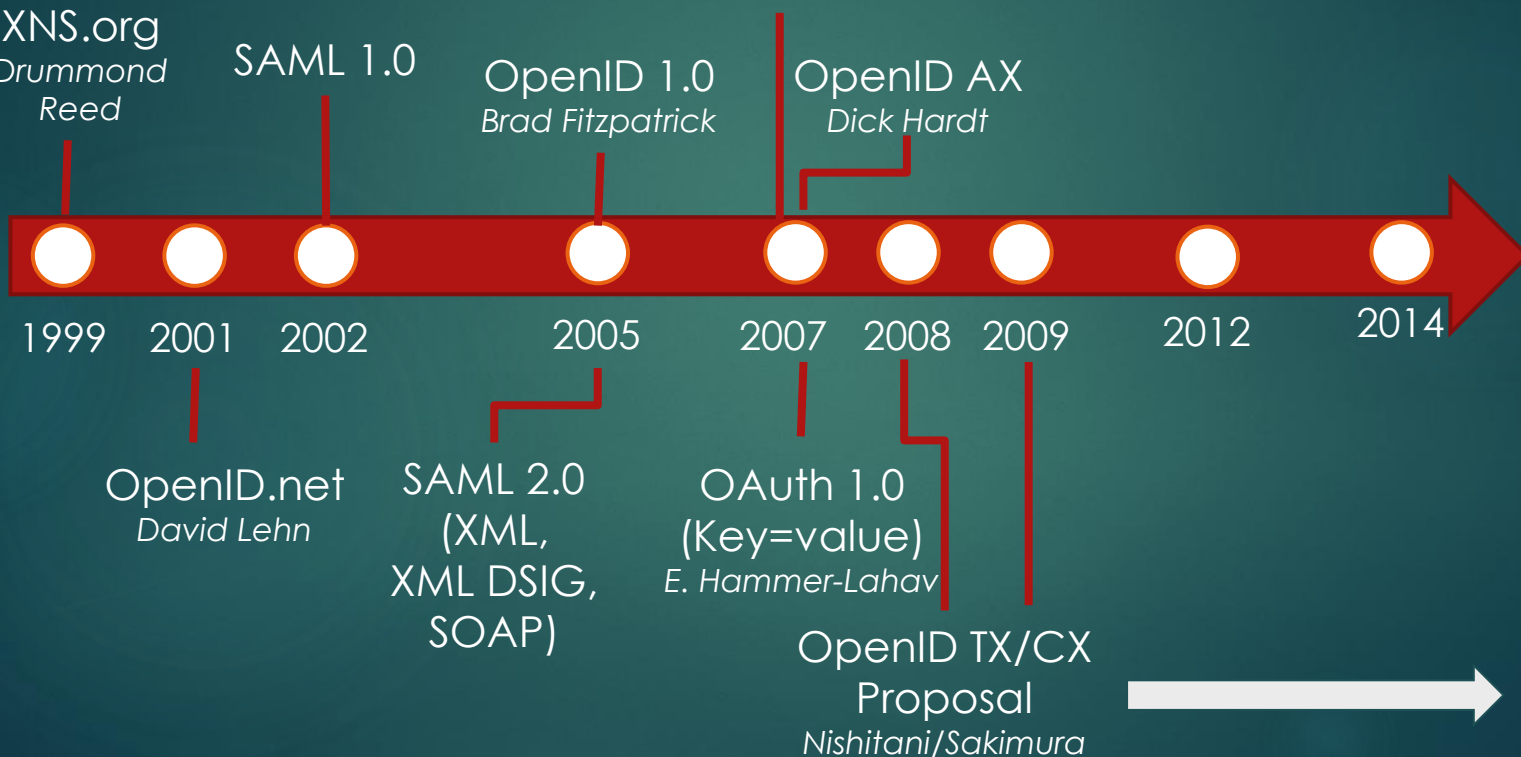
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OpenID AB WG

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Nat Sakimura
(NRI [当時])



John Bradley
(Mercenary working
for NRI [当時])



Breno de Madeiros
(Google)



Nat Sakimura
(NRI [当時])



John Bradley
(Mercenary working
for NRI [当時])



Breno de Madeiros
(Google)



Ryo Ito
(Yahoo! Japan [当時])



Hideki Nara
(Tact [当時])

Early design decisions:

1. No canonicalization
2. ASCII Armoring
3. JSON
4. REST



JSON Simple
Signature (JSS)
& Encryption (JSE)

Then, there was a
parallel work

Magic Signature
& JSON Token



Dirk Balfanz



John Panzer

And there came Mike Jones

- ▶ “You guys should come together and standardize it at IETF. Don’t worry. I can take care of the editing!”

JSON Simple
Signature (JSS)
& Encryption (JSE)

Magic Signature &
JSON Tokens



JWx

- ▶ JWS: JSON Web Signature
- ▶ JWE: JSON Web Encryption
- ▶ JWT: JSON Web Token etc.

Early design decisions:

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Early design decisions:

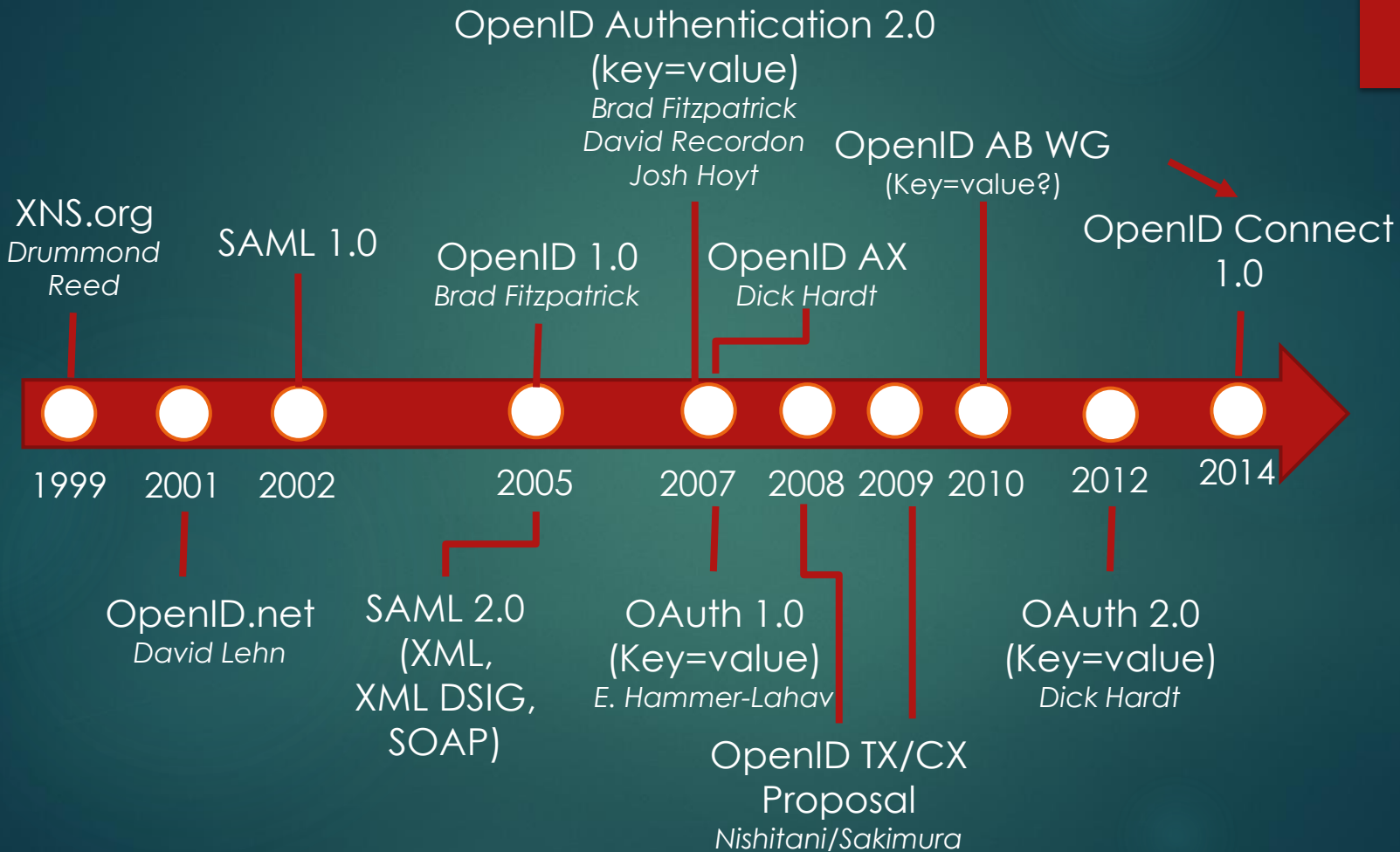
1. No canonicalization
2. ASCII Armoring
3. JSON
4. REST
5. JWx
6. Base on OAuth ~~WRAP~~ 2.0



Dick Hardt



Allen Tom





What we have achieved

ID Token

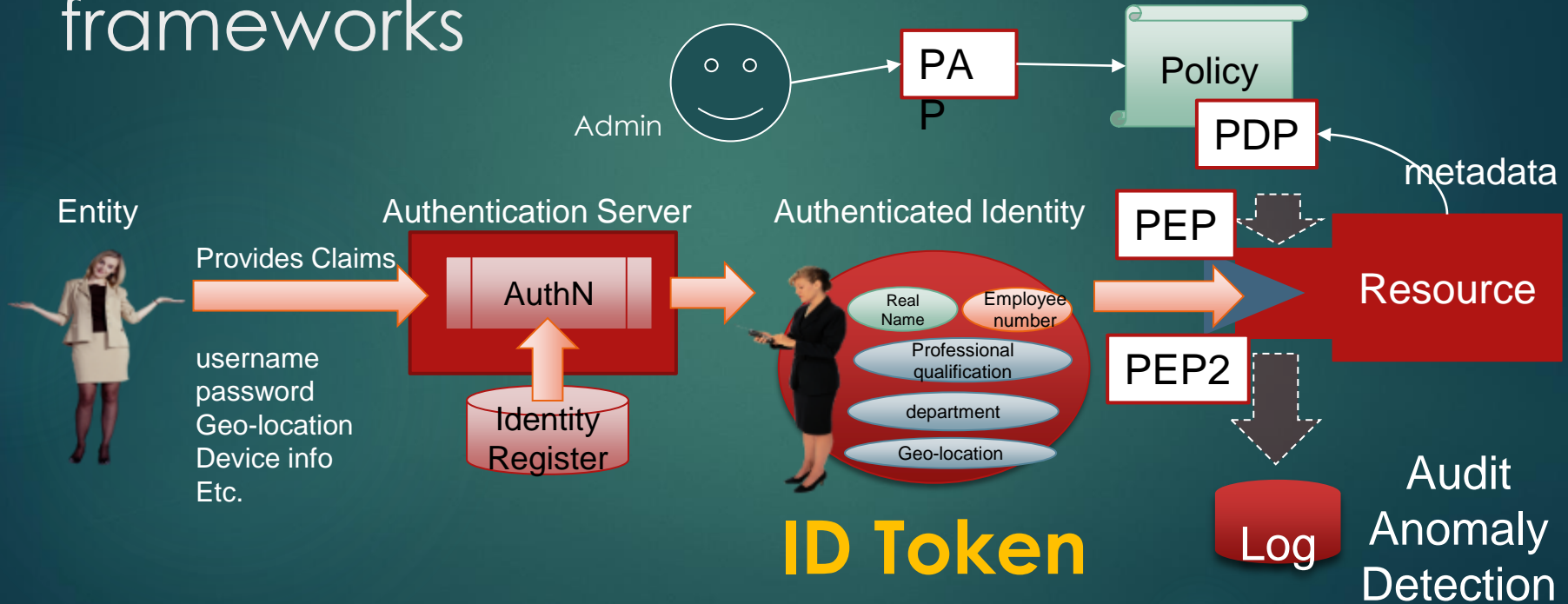
JWS/JWE/JWKS

OAuth 2.0

HTTPS

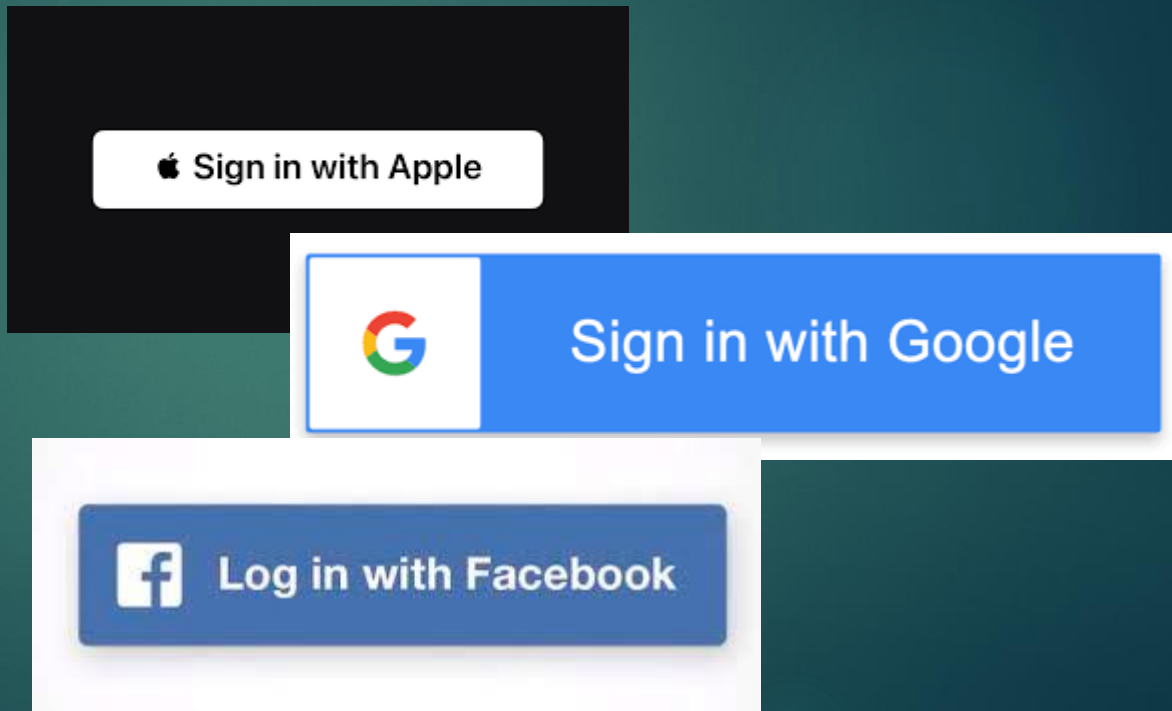
A protocol that defines for a client how to request and for the server to provide the ID Token

That is perfectly fit for modern identity and access control frameworks



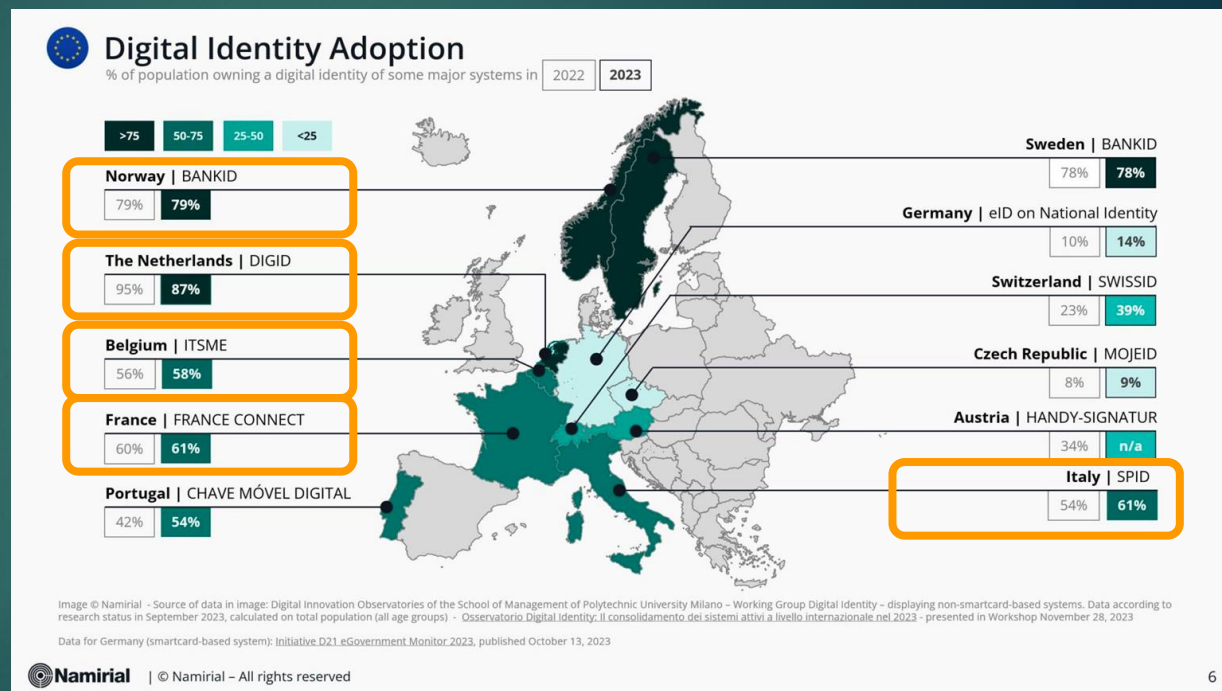
The mainstream federated identity system

- ▶ Social Login
- ▶ National Identity



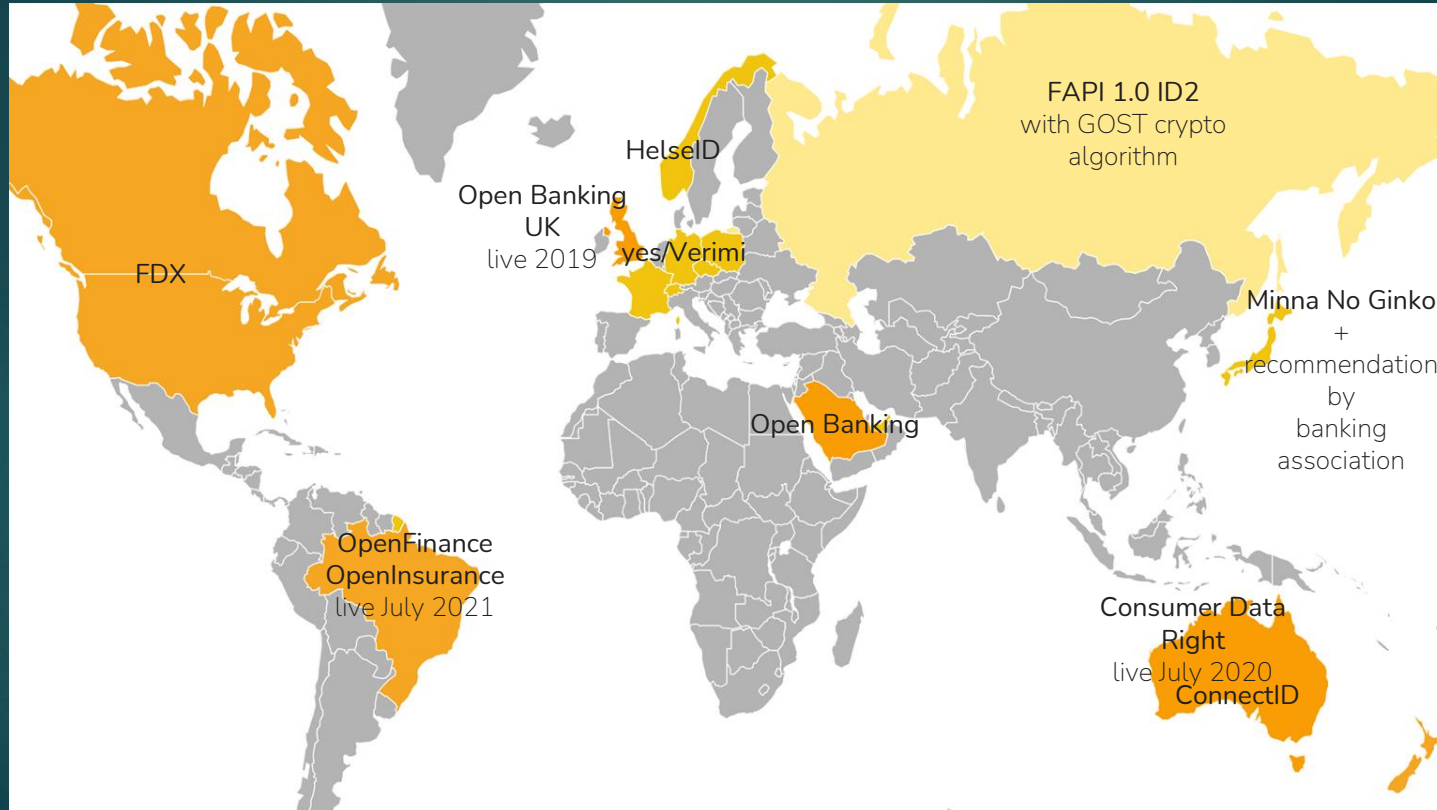
The mainstream federated identity system

- ▶ Social Login
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(Source) Based on <https://www.namirial.com/en/news/state-of-play-on-adoption-of-digital-identity-in-italy-2023-all-roads-lead-to-the-wallets/>

Formed the basis of Open Finance



How we achieved it

Listening to developer feedback

Solve what was not solved

No Canonicalisation

Dead Simple for simple use-cases

Security and Privacy Facilities

開発者のフィードバックに耳を傾ける

解決できなかったことを解決する

正規化しない

シンプルなユースケースのためのデッド・

シンプル

セキュリティとプライバシー機能

What lessons we learned that could apply to other initiatives

Learn from History

Make it simple to read, simple to implement for the minimum viable case

Find the developer pain and solve it

教訓

- 歴史に学べ
- 粘り強さは金～金は粘り強さの素
- シンプルなものはシンプルに
- 開発者の声を聞け
- 成功するまで何度でも繰り返せ
 - ただし、改善しながら
- 序盤では注目を浴びない方が良い
 - 注目は、基礎を固めてから
- テストスイート大事
 - なければ繋がらない
- Formal Analysis 大事 (今日は触れなかったが)
 - 思わぬ落とし穴がある



Youtubeでのフル版
<https://bit.ly/4bdWH>
OG