2019-07-29 Indy Maintainers Call

Summary

- · Work and release updates
- Improvements to Indy Node including PBFT view change
- Schedule for future calls

Timezone: Europe afternoon and US morning

We intend to record this call.

Remember the Hyperledger Code of Conduct

Anti-Trust Policy

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Attendees

- · Name (organization) <email>
- Richard Esplin (Evernym)
- Daniel Bluhm (SF) <daniel.bluhm@sovrin.org>

Announcements

Summary of Prior Call

Release Status

- Indy Node o Late July: 1.9.1 ■ Bug fix release Authors vs Endorsers (INDY-1999) Public write access (INDY-2171) o August: 1.9.2 Bug fix release O September: 1.10.0 ■ PBFT view change Indy SDK Late July: 1.11.0 Usability improvements to Indy CLI and Payments (Sovrin Foundation and Evernym) Requires concurrent release with libsovtoken ■ LibVCX without agency (Evernym) Proof of possession of payment address – UNLIKELY August: Finish Authors vs Endorsers Finish proof of possession of payment address GitLab migration alongside Jenkins (Foundation)? Platform Updates (Evernym?) o Future Aries / Indy split Anoncreds 2.0 (Sovrin Foundation, BC.gov?) Ursa o July: 0.2.0 Refactor internal plumbing for anoncreds 2.0, shouldn't impact external interfaces ■ Multi-signature BLS instead of aggregated signature
- o Agent from Indy Catalyst migrated to aries-cloudagent-python (BC.gov)
- Initial code migration from Indy SDK repositories Indy Catalyst
 - Not migrated yet

Work Updates

- Documentation improvements: Michael B and Stephen C
 - Need to review and prune out-of-date documentation (Alice / Faber treatment of pairwise DIDs is a key pain point)
- Michael is working on Indy Agent walkthrough using C#
- SDK 2.0 architecture / Indy-Aries split (Sergey)
 - O Aries Working Group 2019-07-31-A
 - http://jira.hyperledger.org/browse/IS-1285
- GitLab migration (Mike and Steve G)
 - Demo in the Identity Implementers call?
 - o Issues with Jenkins machines because Rust builds run out of memory—workaround increased build time but is a temporary solution
- Advanced Schemas and W3C creds (Ken)
 - Can successfully write and retrieve the Context object from the node code. Will track through all layers up to Aries.
 - https://github.com/ken-ebert/indy-node/commits/master
 - Once unit tests work, will commit back either to Master or in a Branch.
 - o 5 additional objects need to be added.
- Warnings from rust cargo clippy (Mike)
 - o IS-1270 through IS-1274
- New design for revocation / Anoncreds 2.0 (Mike)
 - Would be useful to have a comparison in performance between Anoncreds 1.0 and Anoncreds 2.0
 - o First draft is latex document in Ursa repo. Will be published as PDF and HTML.
 - https://github.com/hyperledger/ursa-docs/tree/master/specs/anoncreds2
 - Need a plan for changes to Indy Node
 - HIPE for overall changes, then a design PR for the changes specific to the different repos. https://github.com/hyperledger/indy-node/tree/master/design

Other Business

- Proposed improvements to Indy Node architecture and PBFT view change
 - o https://github.com/hyperledger/indy-plenum/blob/master/design/plenum_2_0_architecture_class.png
 - https://github.com/hyperledger/indy-plenum/blob/master/design/plenum_2_0_architecture_object.png
 - $^{\circ}\ \ https://github.com/hyperledger/indy-plenum/blob/master/design/plenum_2_0_communication.png$
 - Relationship to long term "Ledger 2.0"
 - multi-process
 - ZMQ client communication vs DIDComm over HTTP
- Modular architecture: "Micro-services" / actors
- · 4 levels of tests in Indy Node
 - Unit
 - o Integration
 - System
 - Simulation
- Schedule for future calls
 Meeting every two weeks in this timezone

Next Week

- · Maintainership requirements for Indy Node and Indy SDK
- Ursa and AMCL
- · New pack / unpack requires disclosure of recipient

Action items

- ✓ Nathan (Richard)
 - Fix Hyperledger calendar invitation
- Nathan (Daniel)
 - $^{\circ}\,$ Set up alternate meeting hosts to record
- Mike (Ken)
 - Address memory issues with current CI / CD pipelines
- Axel (Artem)
 - O Dependency update of Backtrace slowed down build pipelines for Windows

Call Recording