**Towards a Federated Global-Scale Storage System**

Daniel Ellard presented a summary of the motivation and general requirements for building large-scale, federated storage systems using a standard, cross-platform protocol. Federations are different from clusters, in that different federation members may be administered differently; cluster members make their own decisions about how their resources are used. A common protocol ensures that users aren’t locked into one implementation and that implementors aren’t locked out; anyone can get the spec and do an implementation, and it will be compatible with all the others. There are many open issues—for instance, what client protocols to support and how to share authority and admin tasks. Ellard and his colleagues are actively seeking collaborators to further develop the requirements and protocols.