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This Week's Stories

John Malone Says Disney-Fox Deal Makes Sense And Benefits Both Sides

November 16, 2017

Liberty Media Chairman John Malone thinks a Walt Disney purchase of some 21st Century Fox assets makes sense and would benefit both sides.

"To me, it's a logical thing for them to be studying," Malone said in an exclusive interview with CNBC's David Faber Thursday at the Liberty Media annual investor meeting.

"Of all the guys in the studio business, Disney is the most unique in the sense that it owns its IP on its most important entertainment product," Malone said.

"So if you think that whole structure is going to be under stress, why wouldn't the Murdochs want to put their stuff in and ride along in something that they'd help make bigger scale and that has this protective element of intellectual property ownership?"

"My guess is that Fox shareholders would end up being Disney shareholders in some tax efficient structure," Malone said.

On the side of Bob Iger's Disney, Malone said the company would get global reach and be able to accelerate its plans to launch a direct-to-consumer streaming product.

"If I was Bob I would be looking at [buying 21st Century Fox] because the crown jewel for the moment at the U.S. would be Hulu. If he can get approved control of Hulu, it gives him a jumpstart on a direct consumer entertainment product," Malone said.

Disney and 21st Century Fox are already investors in Hulu, an on-demand subscription video platform primarily for television shows.

Disney said in August it plans to remove all its movies from Netflix and launch a branded direct-to-consumer streaming service in 2019.

A deal with Fox would also give Disney access to the European market through Fox's Sky brand, and the Asian market through Star, Malone pointed out.

21st Century Fox has been holding talks to sell most of the company to Disney, leaving only an entity focused on news and sports, CNBC reported last week, citing sources familiar with the situation.

Malone is widely respected as one of the most astute deal makers in the media and cable industries. He built and ran his cable empire TCI from the 1970s and sold it to AT&T in 1999 for roughly \$50 billion. The investor has a net worth of nearly \$8 billion, according to Forbes.

cnbc.com

About 15 Percent Of U.S. Agencies Found Kaspersky Lab Software: Official

November 14, 2017

About 15 percent of U.S. government agencies have detected some trace of Russian company Kaspersky Lab's software on their systems in a review prompted by concerns the antivirus firm is vulnerable to Kremlin influence, a security official told Congress on Tuesday.

Jeanette Manfra, assistant secretary for cyber security at the Department of Homeland Security (DHS), said that 94 percent of agencies had responded to an order to survey their networks to identify any use of Kaspersky Lab products and to remove them.

Manfra told a U.S. House of Representatives panel the DHS did "not currently have conclusive evidence" that any networks had been breached because of their use of Kaspersky software.

The administration of President Donald Trump ordered civilian U.S. agencies in September to remove Kaspersky Lab from their networks. U.S. officials are concerned that the company's anti-virus software could be used by Russian intelligence agencies to spy on the U.S. government.

The decision represented a sharp response to what U.S. intelligence agencies have described as a national security threat posed by Russia in cyberspace, following an election year marred by allegations that Moscow weaponized the internet in an attempt to influence its outcome.

Kaspersky Lab has repeatedly denied that it has ties to any government and said it would not help a government with cyber espionage. Moscow has denied that it sought to interfere in the 2016 U.S. presidential election.

The September DHS order required civilian agencies to identify any use of Kaspersky Lab products within 30 days and to discontinue their use within 90 days.

Ninety-six of 102 federal agencies have reported to DHS on whether they have found Kaspersky Lab software on their networks, Manfra told the oversight subcommittee of the House Science, Space and Technology Committee.

DHS is working with the remaining six "very small" agencies to assess their networks, Manfra said. She did not name the agencies that detected Kaspersky Lab products or those that were still auditing their systems. The government was generally complying with the directive to remove the software, Manfra said.

She told lawmakers it was possible the action against Kaspersky Lab could prompt litigation, but she did not elaborate. Asked if the company is considering suing the U.S. government, a spokeswoman for Kaspersky Lab said in a statement that the company "continues to consider all possible options."

Some lawmakers expressed agitation at why the U.S. government, having had suspicions about Kaspersky Lab for years, did not move more quickly to purge its software from networks.

Manfra said she became personally aware of concerns about the firm in 2014, and that while DHS promptly took steps to remove software, other agencies may have lagged in part because they did not have access to classified information.

The company's products generally appeared to land on U.S. government networks through larger technology purchases that included Kaspersky Lab products as pre-bundled software, making it more difficult to track, according to Manfra and other officials who were testifying on Tuesday.

Kaspersky Lab has said previously that its footprint in the U.S. federal government market was minimal.

To address suspicions, Kaspersky Lab said last month it would submit the source code of its software and future updates for inspection by independent parties.

Manfra said such a step, while welcomed, would “not be sufficient” to address concerns the U.S. government has about Kaspersky Lab.

[reuters.com](#)

Qualcomm Spurns Broadcom's \$103 Billion Takeover Proposal

November 13, 2017

Qualcomm is rejecting Broadcom's unsolicited \$103 billion takeover proposal, saying the bid "significantly undervalues" the San Diego wireless telecommunications company.

Last week, Broadcom proposed the merger — totaling \$130 billion including debt it would assume — amounting to the largest-ever technology acquisition, according to Dealogic. The combined company would create a global communications tech giant with about \$51 billion in annual revenue and major customers such as Apple.

At the time, some Wall Street analysts said Qualcomm might turn down the deal. In a statement released Monday, Qualcomm executive chairman Paul Jacobs said, “It is the Board’s unanimous belief that Broadcom’s proposal significantly undervalues Qualcomm relative to the Company’s leadership position in mobile technology and our future growth prospects.”

Qualcomm's board concluded that "Broadcom’s proposal dramatically undervalues Qualcomm and comes with significant regulatory uncertainty," said Tom Horton, Qualcomm's presiding director, said in the company's statement.

Prior to making its bid for Qualcomm, Broadcom announced it would move its legal headquarters from Singapore to Delaware. Broadcom currently has two corporate headquarters, one in San Jose, Calif., and another in Singapore, the home of chipmaker Avago Technologies, which acquired Broadcom last year but kept the Broadcom name.

Both companies are in the midst of other acquisitions, too. Broadcom bid \$5.5 billion last year for data center-connectivity company Brocade.

In October 2016, Qualcomm offered \$38 billion for Dutch-based NXP, a major provider of global automotive semiconductors.

In making its offer for Qualcomm, Broadcom CEO Hock Tan said the transaction "will position the combined company as a global communications leader with an impressive portfolio of technologies and products."

However, Qualcomm seems prepared to move forward on its own -- or await what it considers a more suitable offer.

[usatoday.com](#)

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“Qualcomm seems prepared to move forward on its own -- or await what it considers a more suitable offer.”

Products & Services

New Venzee Tool Brings Data Transformation And Validation To Your Blockchain Project

November 16, 2017

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“Venzee acts as a data transformation layer, taking your spreadsheet information in its current form and helping to convert that data into a format that the big retailers like Amazon and Walmart can use.”

If the blockchain is going to be an immutable record, you need to start with clean data. The question is, how do you get clean data into a blockchain database to begin with.

It's kind of a quandary for use cases not starting with a green field, but Venzee, a startup that has been helping customers clean up their retail supply chain data to share with large vendors, thinks it has an answer.

Venzee CEO Kate Hiscox sees this as a data transformation problem, something her company has been working to solve for the past three years in the retail space. That sector is awash in spreadsheets that have to be manually prepared to share with big retailers and their database requirements, she says.

Venzee acts as a data transformation layer, taking your spreadsheet information in its current form and helping to convert that data into a format that the big retailers like Amazon and Walmart can use. It's bringing a level of automation, she says has been missing from this industry, one she has worked in for 18 years.

If you think about the blockchain, it's really just a fancy new database, one where you have to ensure that the data going in is correct or you face having bad data in a system that is supposedly immutable and irrefutable. That would be a real problem.

Hiscox's company has created a product called Mesh to deal with this.

It's essentially a data transformation tool for the blockchain that can work for a retail supply chain kind of scenario or other blockchain data transformation requirement and prepare the data to be moved in the appropriate format while providing a data review phase to ensure that it's accurate, she says.

This involves a three-phase process. In the first, the data is validated, and this is a key phase for blockchain data. In the second it's transformed to work in the new format and finally it's transferred. Say for example, you were moving data from a land registry to the blockchain. It would require moving the data from its current format, then validating the ownership records before putting it on the blockchain. This tool offers a path to doing that, but it also raises questions about the validation process.

If the blockchain is supposed to a trust-based system, how do you ensure that you aren't creating a means to alter data instead of validating it? These are questions that need to be answered, but this tool is about getting the data ready and moving it. The system will require checks and balances beyond that.

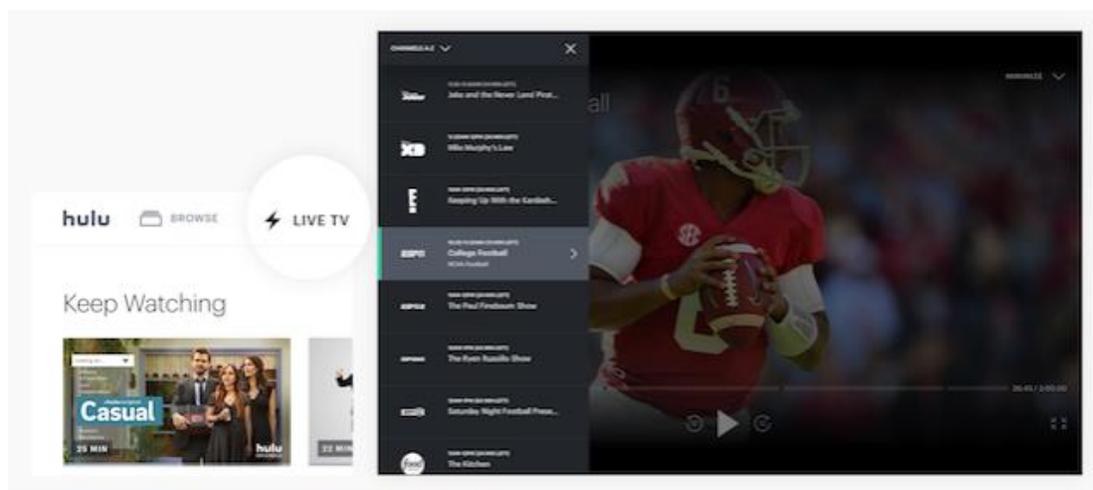
This tool is currently available in private Beta and will be released in the first half of 2018.

techcrunch.com

Hulu's Live TV Service Is Now Much Easier To Browse On The Web

November 14, 2017

Hulu has been working on some new features for its Live TV service. The changes are specifically geared towards improving navigation and browsing in the web version of Hulu Live TV. First, the new version has a Live TV button right at the top of the home page and there are also more curated collections of shows and movies. Web users will now see collections like Keep Watching, Lineup and Fall TV. Hulu has also changed how to access title details by making them easier to get to and having them show up as an overlay so you can easily return to browsing. And there's also now a dedicated Browse menu.



Hulu revamped its user interface when Live TV launched earlier this year and it has been rolling out both to additional devices over the last few months. It also announced it was bringing a channel guide for the web last month.

If you're a Hulu Live TV subscriber, you can see the new features by going to beta.hulu.com and the company is encouraging users to give them feedback on the changes here.

[engadget.com](https://www.engadget.com)

Mozilla's Newest Browser, Firefox Quantum, Is A Google Chrome-Killer

November 14, 2017

Mozilla's latest browser — Firefox Quantum — is lightning fast, sleek, and ready to handle all six zillion of your tabs after almost two months in beta.

Nick Nguyen, Firefox's vice president of product, told Mashable his biggest fear: Will the Internet full of Google Chrome-enthusiasts give it a chance?

"My biggest fear is that people won't try it," he said. "It's like any release — you do this to make people's lives better. If people aren't using your product, you don't have an opportunity to do that." And the folks at Firefox have big plans. Nguyen won't rest until Quantum overtakes Google Chrome to become the average internet user's primary browser. "Today, people use Firefox as their secondary browser," he told Mashable. "We think it's good enough to be your first browser."

"In a test conducted with the open-source project WebPageTest, Firefox Quantum loaded a number of top websites before Chrome did, including Yelp, Shutterstock, Ask.com and even Google Search itself."

There's only one way to find out. So come on, close Chrome for two seconds and give it a try. This browser is really, really fast. In a test conducted with the open-source project WebPageTest, Firefox Quantum loaded a number of top websites before Chrome did, including Yelp, Shutterstock, Ask.com and even Google Search itself. (Chrome was still, of course, faster to load most Google and Youtube pages).

The browser also uses around 30% less memory than its competitors Chrome, Edge, and Safari on Windows operating systems, and only uses a tiny bit more than Chrome on macOS. This means you can run 30% more tabs without your browser crashing or slowing to a crawl.

But where the company hopes its browser will stand out the most is in the interface. The company extensively researched the way users navigate browsers, and Firefox Quantum has a number of small, but significant features to accommodate those patterns.

For example, according to Nguyen, users are a lot more impatient when waiting for the content of a page to load than they are for graphics or sidebars. Consequently, Firefox Quantum loads the content of a website before loading any logos or graphics. It also loads your active tab before any other tabs — people overwhelmingly focus on one tab at a time.

Above all else, according to Nguyen, users want a browser that is fast and easy. "They want a browser that stays out of the way," he said. "They don't want to housekeep."

Speed and ease have long been the categories where Google Chrome has taken the lead. But Firefox Quantum may soon be hot on its tail. Seriously, just try it.

mashable.com

Emerging Technology

Apple Watch Will Soon Connect With Your Gym Equipment To More Accurately Track How You Work Out

November 15, 2017

Most of us don't bother to check our heart rate using the sensors built into gym equipment, or share any information about our weight and age. When we hit the "quick start" button, we start a workout quickly but don't get very accurate feedback from these machines about heart rate or calories burned.

Apple has figured out a way around that with a new software offering called GymKit. The company showed off demos at a gym called FitnessFirst in Australia, where it launched GymKit this week. It essentially integrates the Apple Watch with popular equipment like treadmills and rowing machines, all via NFC. At that point, data will begin transferring between the two devices.

The idea is to get a far more realistic picture of calories burned based on factors like a user's weight and the intensity of the workout, versus relying on the average measurement.

At the end of the demonstration, the gym equipment is wiped of any personal data, according to a report.

GymKit compatible equipment is currently being developed by TechnoGym, Life Fitness, StairMaster, Schwinn and others. It is currently only available at that one gym in Australia, but will expand to more countries in the coming months.

cnbc.com

Samsung Pre-Announces 16 Gbps GDDR6 Chips For Next-Gen Graphics Cards

November 14, 2017

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“Notably this is twice the capacity of their current GDDR5 chips, but also twice the capacity of Micron and SK Hynix’s previously announced GDDR6 memory.”

In a surprisingly early revelation, Samsung has confirmed their plans to produce GDDR6 memory. The announcement was made as a part of Samsung’s pre-CES marketing campaign and does not disclose any dates or timeframes. Though it is worth noting that with speeds up to 16Gbps, Samsung’s chips are the fastest GDDR6 chips announced to date.

Last week Samsung issued a press release covering its products that had been recognized as CES 2018 Innovation Awards winners. Among other things, Samsung mentioned a number of unreleased products, including the Exynos 9 Series 9810 SoC for the next Galaxy smartphone, GDDR6 memory, as well as the Gear IconX (2018) headphones. Though with a focus on the awards themselves, Samsung has released little in the way of information on the products receiving awards. And while it is clear why Samsung would decide to withhold details about upcoming products (competition, the company does not want to spoil the actual launch, etc.), it is noteworthy that CEA does not require participating products to be mass-produced, or at least have a clear commercial availability timeframe.

GDDR6 is a memory standard that is set to be supported by all three leading DRAM manufacturers, so Samsung’s participation has been expected. Less expected was any kind of announcement or reveal before the memory is shipping, as Samsung is notoriously tight-lipped about forthcoming memory products. Consequently and unfortunately, the announcement itself contains little details about the ICs themselves as well as the whole stack of GDDR6 products that Samsung is going to offer. What we do know is that they will feature data transfer rates of up to 16 Gbps at 1.35 V.

Formally Announced GDDR6 Plans by DRAM Makers			
	Micron	Samsung	SK Hynix
Capacity	8 Gb	16 Gb?	8 Gb
Data Rate	Over 12 Gbps	16 Gbps	12 Gbps, 14 Gbps
Voltage	unknown	1.35 V	1.35 V
Process Technology	16 nm	18 nm (?)	unknown
Availability Timeframe	Early 2018	unknown	Early 2018

Ahead of full scale production, one of the big questions on our end is which process and fab(s) Samsung will be using for this cutting-edge memory, especially with the ongoing DRAM shortage. A natural suspect would be Samsung’s 18 nm fabrication process for DRAMs, but the South Korean giant has not confirmed it.

Meanwhile, it’s interesting to note that while the planned capacity of Samsung’s new chips wasn’t mentioned in the body of their announcement itself, it was in the title. Assuming this isn’t a typo on Samsung’s part, it looks like the company intends to produce 16 Gb chips. Notably this is twice the capacity of their current GDDR5 chips, but also twice the capacity of Micron and SK Hynix’s previously announced GDDR6 memory. Which doesn’t mean that Samsung will be offering 16 Gb chips right off the bat, but for gamers looking for cards with more than 8GB of VRAM, this could prove an interesting development.

Otherwise, it's worth noting that while Samsung's data rate goals here are welcomingly aggressive, AMD and NVIDIA don't always run new-generation memory at its maximum rated speed, often due to needing to nail down their memory controllers and firmwares. So the availability of 16Gbps chips does not necessarily mean that next year's graphics cards will use Samsung's memory at its full speed.

anandtech.com

Mergers and Acquisitions

Microsoft And GitHub Team Up To Take Git Virtual File System To macOS, Linux

November 16, 2017

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“GitHub's interest and involvement is motivated by the company's desire to address the needs of enterprise customers.”

One of the more surprising stories of the past year was Microsoft's announcement that it was going to use the Git version control system for Windows development. Microsoft had to modify Git to handle the demands of Windows development but said that it wanted to get these modifications accepted upstream and integrated into the standard Git client.

That plan appears to be going well. Yesterday, the company announced that GitHub was adopting its modifications and that the two would be working together to bring suitable clients to macOS and Linux.

Microsoft wanted to move to Git because of Git's features, like its easy branching and its popularity among developers. But the transition faced three problems. Git wasn't designed for such vast numbers of developers—more than 20,000 actively working on the codebase. Also, Git wasn't designed for a codebase that was so large, either in terms of the number of files and version history for each file, or in terms of sheer size, coming in at more than 300GB. When using standard Git, working with the source repository was unacceptably slow. Common operations (such as checking which files have been modified) would take multiple minutes.

The company's solution was to develop Git Virtual File System (GVFS). With GVFS, a local replica of a Git repository is virtualized such that it contains metadata and only the source code files that have been explicitly retrieved. By eliminating the need to replicate every file (and, hence, check every file for modifications), both the disk footprint of the repository and the speed of working with it were greatly improved. Microsoft modified Git to handle this virtual file system. The client was altered so that it didn't needlessly try to access files that weren't available locally and a new transfer protocol was added for selectively retrieving individual files from a remote repository.

Internally, this proved successful, with Windows development being substantially migrated to Git in May of this year. But what of the broader Git community?

Microsoft says that, so far, about half of its modifications have been accepted upstream, with upstream Git developers broadly approving of the approach the company has taken to improve the software's scaling. Redmond also says that it has been willing to make changes to its approach to satisfy the demands of upstream Git. The biggest complexity is that Git has a very conservative approach to compatibility, requiring that repositories remain compatible across versions.

GitHub's interest and involvement is motivated by the company's desire to address the needs of enterprise customers. The open source, free GitHub hosting doesn't need the scaling work Microsoft has done—obviously, if someone is using standard Git, today then standard Git must be good enough for their development process. But on the paid, enterprise side, the situation can be a little different.

Certain industries have large repositories that pose problems with Git; for example, game repositories are often physically large not because they have millions of files and decades of history, but because of their large number of graphics and other assets. The scaling improvements that Microsoft has made to Git are useful for this kind of large repository, too. As such, having the same family of improvements available in GitHub will enable the company to better serve these communities.

Microsoft itself has had similar demands from enterprise; the company told us that Siemens wanted to move away from the Team Foundation Server version control to using Git instead. But it'll only be able to do this once the scaling improvements had been made; right now, TFS version control scales better.

As the name would imply, GVFS requires a file system driver to work. The Windows division worked with the engineering team to add features to Windows to make this efficient. The intent is to eventually make this capability into a supported, extensible API and, at some point, move systems such as the new OneDrive placeholders to use the same API.

Microsoft and GitHub are also working to bring similar capabilities to other platforms, with macOS coming first, and later Linux. The obvious way to do this on both systems is to use FUSE, an infrastructure for building file systems that run in user mode rather than kernel mode (desirable because user-mode development is easier and safer than kernel mode). However, the companies have discovered that FUSE isn't fast enough for this—a lesson Dropbox also learned when developing a similar capability, Project Infinite. Currently, the companies believe that tapping into a macOS extensibility mechanism called Kauth (or KAuth) will be the best way forward.

arstechnica.com

AT&T And Verizon Team Up To Build Hundreds Of New Cell Towers

November 13, 2017

Verizon and AT&T announced today that they will be jointly constructing hundreds of new cell towers across the US. Tillman Infrastructure will build the towers -- designed for both companies' use -- and together Verizon and AT&T will lease them. "It is imperative to reduce operating costs," Verizon's Chief Network Officer, Nicola Palmer, said in a statement. "We are reviewing all of our long-term contracts as they come up for renewal and we are excited to develop new vendor partners to diversify our infrastructure providers."

Tillman is a relative newcomer to the cell tower space. Its parent company, Tillman Global, was founded in 2013, while tower big shots like American Tower, Crown Castle and SBA Communications have been around since the 80s and 90s. "We need more alternatives to the traditional tower leasing model with the large incumbents. It's not cost-effective or sustainable," said Susan Johnson, AT&T's senior vice president of global supply chain. "We're creating a diverse community of suppliers and tower companies who will help increase market competition while reducing our overhead."

While it makes sense from a business standpoint to share cell towers, it will also benefit consumers as the new towers will help fill in areas that are currently lacking wireless coverage. Verizon recently came under fire for cutting off service to thousands of rural customers, many of whom didn't have access to other wireless providers.

Construction on the first round of towers will begin in early 2018.

engadget.com

Industry Reports

Your Smartphone Could Help Power Future Cancer Cures

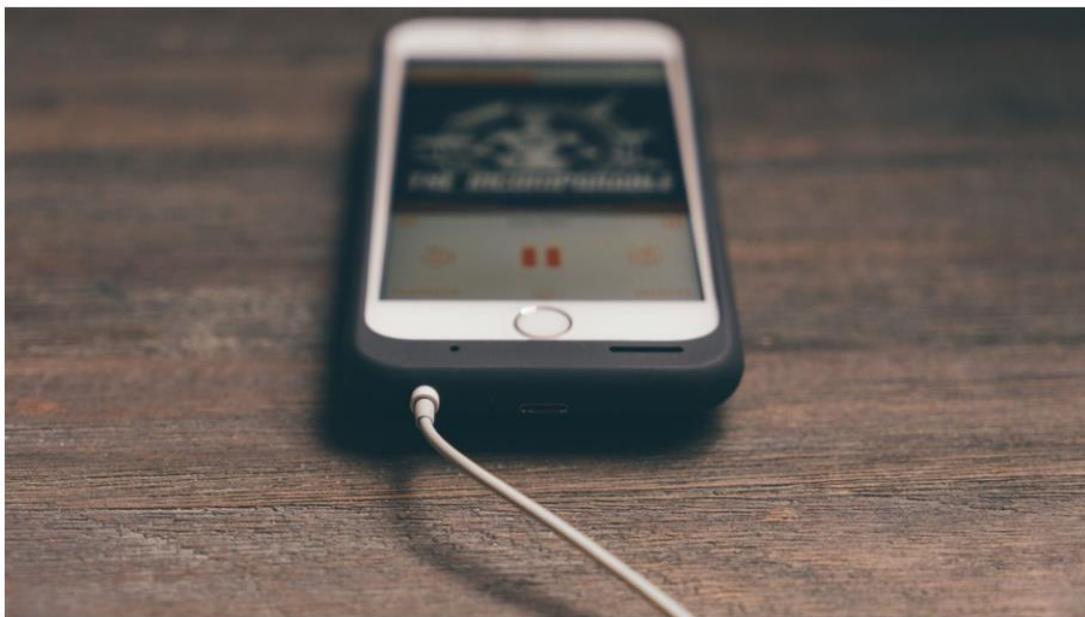
November 16, 2017

"You download it, choose a cancer research project you'd like to support and then select how much data to donate."

In the field of potentially life-saving cancer research, data is more than just a buzzy term deployed by marketers — it's a fundamental part of the search for answers.

Computing power, says Dr Warren Kaplan, the Chief of Informatics at the Garvan Institute of Medical Research, is quickly emerging as a precious resource in the quest to solve cancer and other complex diseases.

DreamLab, a mobile app and initiative dreamed up by The Vodafone Foundation Australia, is just one example of how data can make a difference. Instead of fundraising in the most literal sense, the app collects a different type of donation: your data.



The Amount Of Data Associated With Cancer Research Is Staggering

To paint a picture of the sheer amount of data we're talking about, when it comes to cancer research such as the work being done at the Garvan Institute, it helps to think in terms with which we're familiar. For example, according to Kaplan, sequencing one person's genome — the three billion base pairs (or DNA letters) that act as the instruction manual for our body — requires roughly 500 gigabytes of data. This is equivalent to about half a million minutes of streaming music.

If you multiply this number by many thousands — the number of individuals whose genomes must be analysed to gain meaningful insights into cancer — that's the amount of data processing power it takes to begin making a dent.

"Increasingly, we researchers are depending on supercomputers to crunch immense amounts of data in order to learn more about cancer and other serious illnesses," says Kaplan. "A choke point in this research has been the sheer quantities of computing power required. The more computing power that's available, the faster genomes can be analysed and potential new treatments discovered."

Donate Data Simply By Charging Your Device

Millions of us today are walking around with tiny, powerful computers inside our pockets. Now, we can put those devices to use for the greater good.

Supporting the research being conducted by Kaplan and his colleagues is as simple as downloading DreamLab and performing an action you already do dozens of times every week — plugging in your device.

DreamLab is simple to use: You download it, choose a cancer research project you'd like to support and then select how much data to donate. (The mobile data to use the app itself is free if you're a customer of Vodafone Australia). Then, whenever you charge your phone, the app downloads small bits of information from the cloud about specific types of cancer.

Kaplan elaborates about the app's process: "Using your phone's computer processor, the app then compares these genetic profiles to identify their similarities and differences between different cancers and sends the answer back to our team at the Garvan Institute."

"DreamLab provides dedicated, free access to what is essentially a smartphone supercomputer," says Kaplan. "By harnessing this power, complex data can be crunched faster and research completed sooner — speeding up the chance of making discoveries to improve and save lives."

mashable.com

IBM, Google, Microsoft, And 33 More Partner To Ensure Kubernetes Workload Portability

November 13, 2017

The Kubernetes ecosystem is taking a big step today aimed at fulfilling the promise of fully portable application workloads. Thirty-six technology companies have announced their participation in Kubernetes Conformance, a certification program that's aimed at ensuring different pieces of software provide a consistent experience when using the open source container orchestration software.

One of the key promises of Kubernetes, which is software that helps companies manage containerized applications, is the ability to move workloads between different environments like cloud platforms. In theory, Kubernetes workloads should be able to run on any container orchestration platform built on top of the open source project. In practice, it's possible for companies to create forks of Kubernetes that are incompatible with one another.

All of the participants in the Conformance program, which include Alibaba, Microsoft, IBM, Google, Red Hat, SAP, and Tencent, have products certified to guarantee that the stock Kubernetes API (which lets developers programmatically set up orchestration tasks) will run consistently. That means it will be easier for developers to move workloads between different platforms and avoid lock-in, something companies look for in a cloud ecosystem.

"The new Kubernetes Software Conformance Certification gives enterprise organizations the confidence that workloads that run on any Certified Kubernetes Distribution or Platform will work correctly on any other version," Dan Kohn, the executive director of the Cloud Native Computing Foundation, said in a press release. "The interoperability that this program ensures is essential to Kubernetes meeting its promise of offering a single open source software stack supported by many vendors that can deploy on any public, private or hybrid cloud."

This news is particularly important at this point because it comes a couple of weeks before Amazon Web Services' Re:Invent conference. That's expected to include the announcement of a Kubernetes service, and it's possible that AWS would opt to create its own version of the container orchestrator that wouldn't necessarily guarantee the same performance or experience.

The Conformance program helps put pressure on AWS and other players to keep their products in compliance with the main Kubernetes open source project, rather than creating their own fork. All of this comes as a wave of tech vendors have pledged to support Kubernetes in their products. The project started life at Google but has gained massive momentum, even among competing tech vendors like Microsoft, Docker, and Mesosphere.

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