

Introducing OpenPush

A Free, Decentralized Push Messaging Framework for Android

About Me

Hi, I'm Marcus!

Free software developer from Berlin.

Working on a free Android ecosystem.

F-Droid core contributor and maintainer.

Push Notifications

- One of the key missing pieces for apps on **F-Droid**
- Server sending **unsolicited** content to an app on your phone
- Used for ~~SPAM~~ marketing purposes
- But also essential for any kind of **instant messaging** or **VoIP** client

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Keeping an open connection for every app is not a great idea.

Status Quo

- Currently there's **Firestore Cloud Messaging** (FCM), formerly **Google Cloud Messaging** (GCM)
- Firestore is a **proprietary platform** owned by Google
- Requires **Google Play Services** being present on the device
- AND requires each app to include a **proprietary library** to receive push notifications.

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- Requires **Google Play Services** being present on the device
- AND requires each app to include a **proprietary library** to receive push notifications.
 - All your messages are sent to to google
 - Your FOSS apps **aren't FOSS** anymore
 - Riot, Conversations, Firefox, Jami, RocketChat, Nextcloud, ...
 - No **decentralization** possible

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Or you need to distribute your own APKs as a platform host.

Alternatives?

- Everyone builds their more or less reliable custom solution
- Some protocols can do it reasonably well in-band (like XMPP)
- But Android makes it increasingly hard to run background tasks
- Battery life is still horrible

OpenPush Goals

1. **Free Software:** Including server, client and client library parts
2. **Decentralized:** You can run your own instance.
3. **User is in Control**
 - Smartphone user chooses pusherver instance.
 - User decides which apps are allowed to subscribe to push notifications.
4. **No developer key required**
 - Used by Google for **accounting** and possibly abuse mitigation.
 - Provide a service to users not app developers, so we don't need accounting there
 - Find other methods for abuse mitigation

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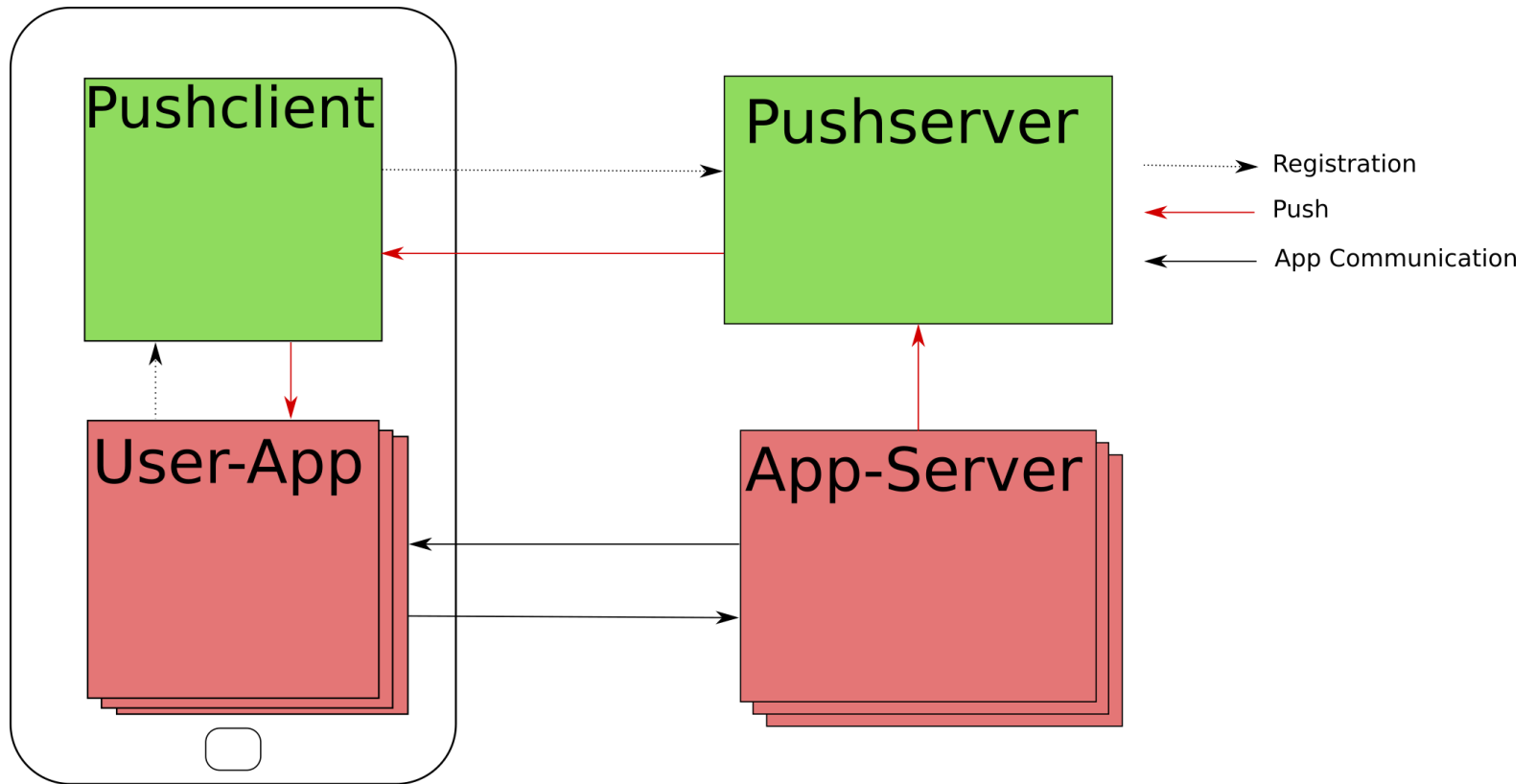
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 - Hands out a **pushtoken** for every **app** registration
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- **Pushclient:**
 - Handles **app** registration
 - Keeps an open connection to a **pushserver**. Distributes push messages to **apps**.

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- Integration into other Systems ===> ToDo!

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Currently using **Server-Sent Events**.

Deliberately **transparent** to users of OpenPush, so we can experiment with different protocols.

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Pushclient

Currently a **standalone Android app**.

Possible integration with **MicroG** in the future.

Connection kept alive by using a **foreground service** (or being a system app).

Client library communicates via **Android IPC** mechanisms (bound service and broadcast intents).

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- Adding **E2EE**
 - From Webservice to a users phone.
 - Essential if you want to to host public pushervers
- Experimenting with **different transports**
- Having existing systems provide the **OpenPush APIs**
 - I.e. Pusherver API provided by an **XMPP/Matrix** server
 - Apps register for push notifications with your existing **XMPP/Matrix** app

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Prototype
Fund



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Find more info at <https://bubu1.eu/openpush>