

400% growth in 10 months





400% growth in 10 months





400% growth in 10 months



200K+ QPS





400% growth in 10 months



200K+ QPS



60+% of most popular apps



Surf Server

GCM

Surf



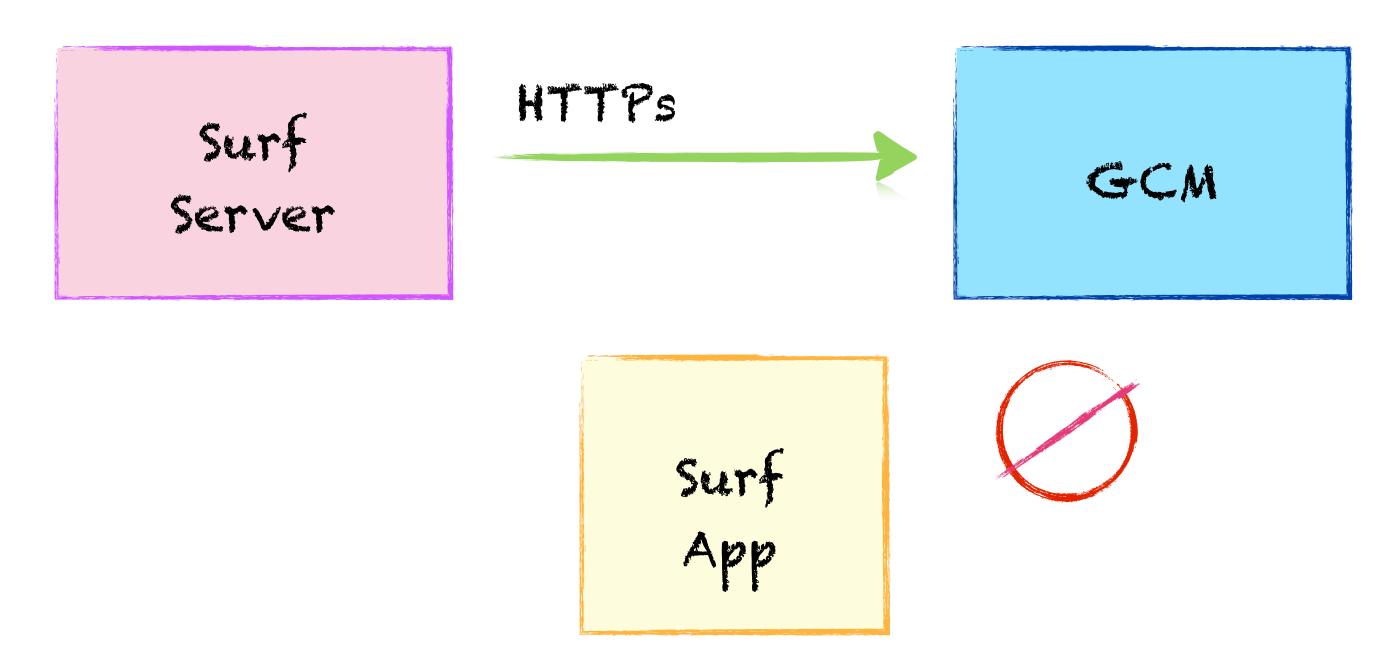
Surf Server

GCM

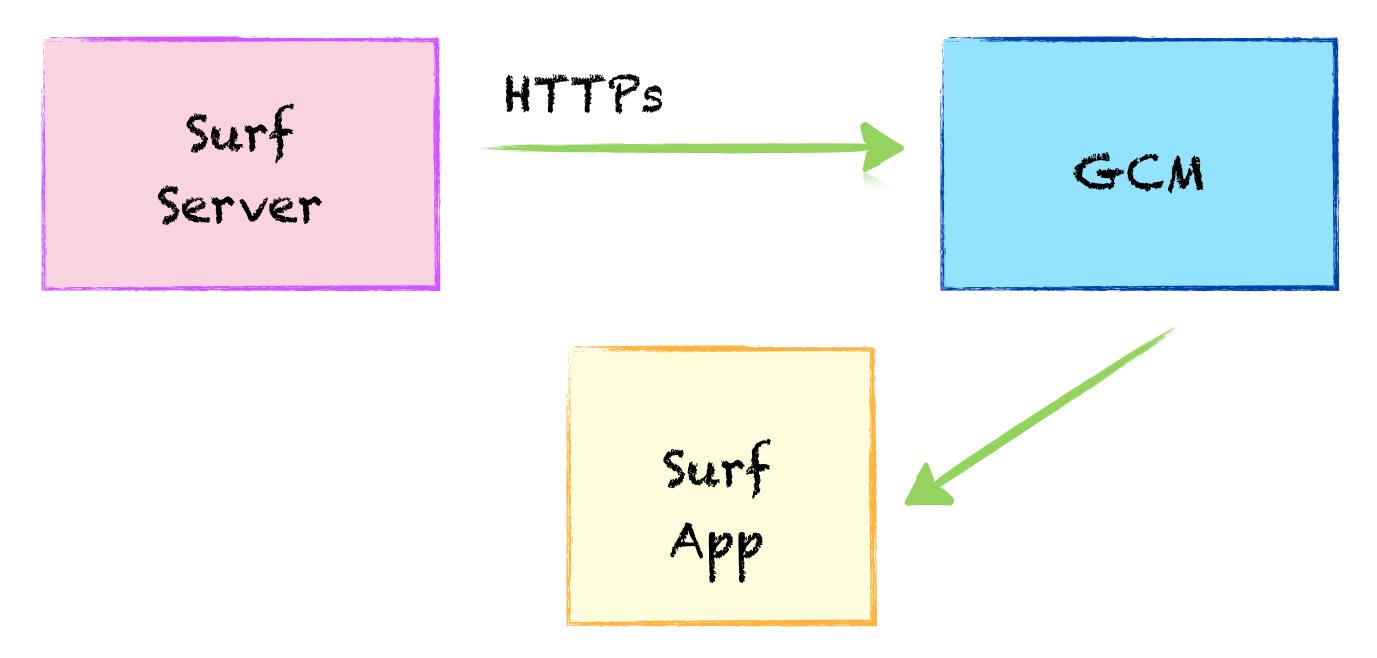
Surf















Surf Server

GCN

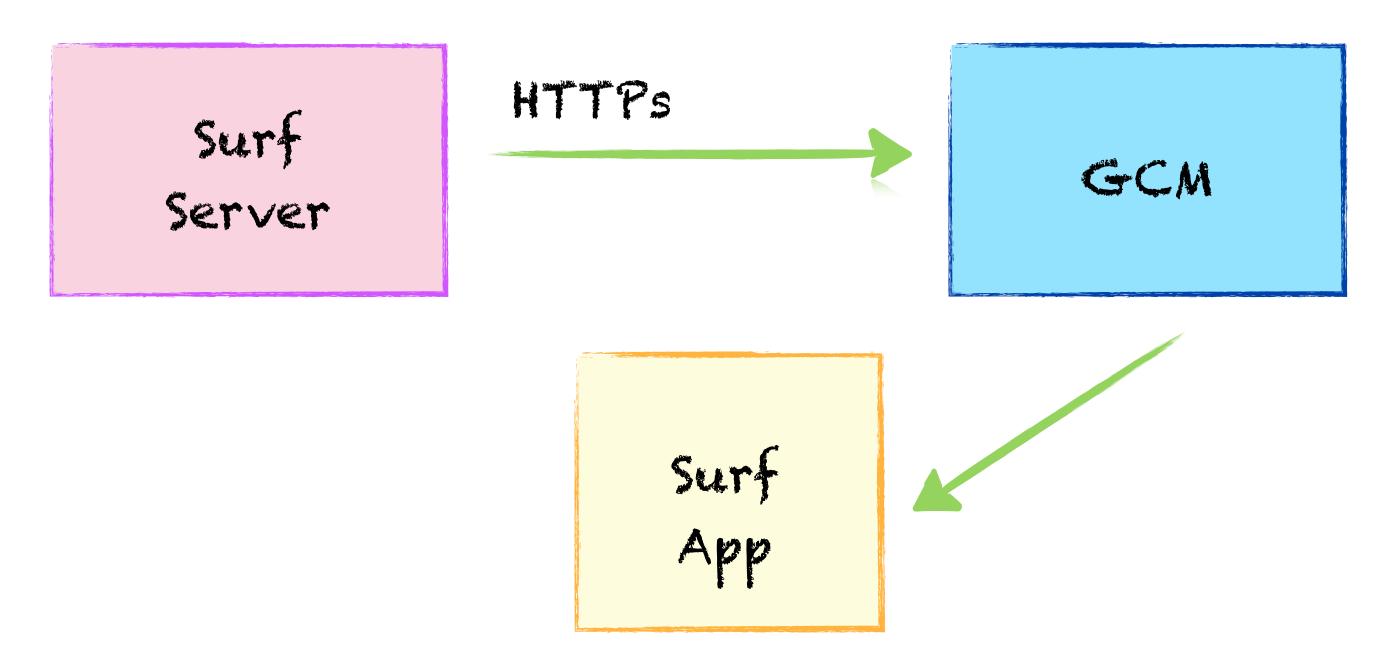
Surf



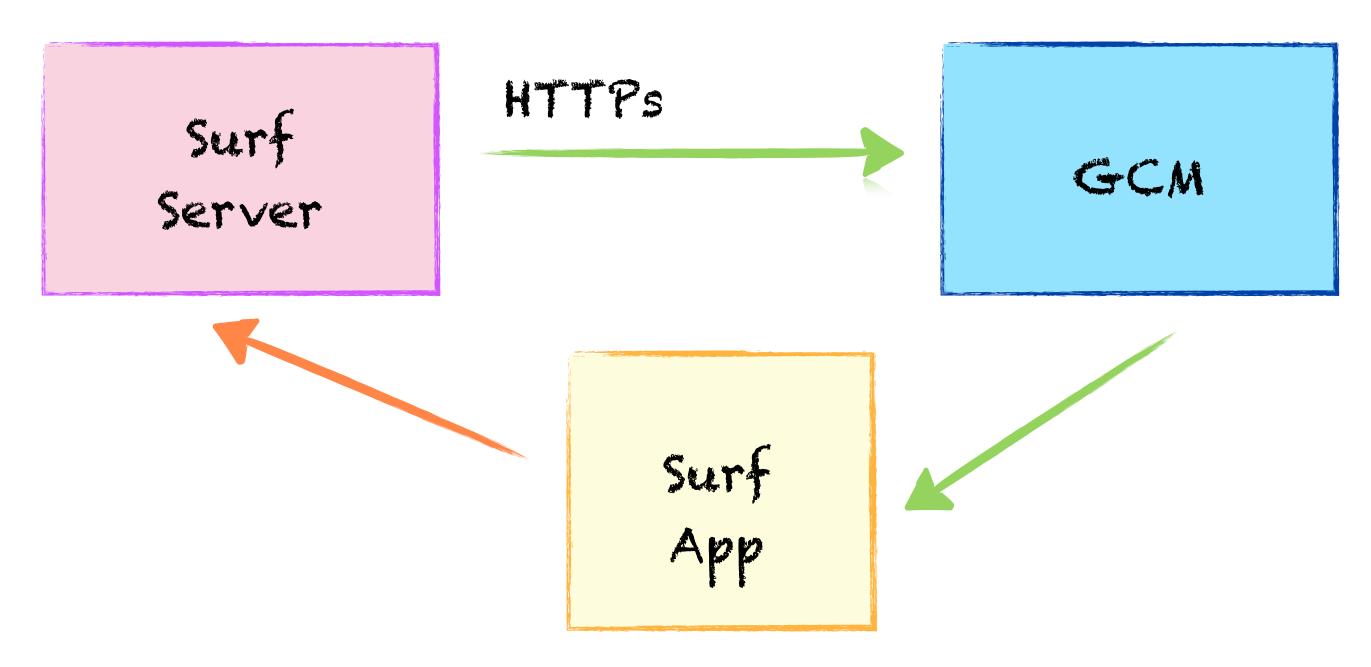
Surf Server GCM

Surf

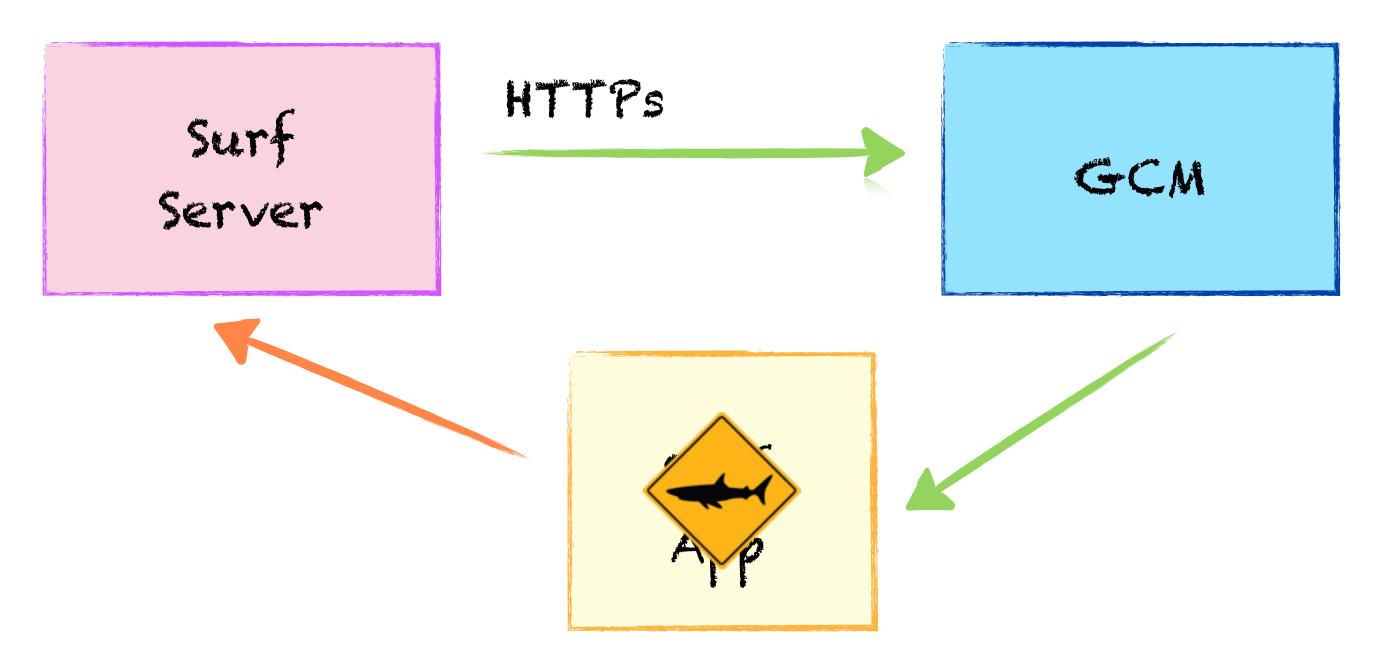














## Google Cloud Messaging Send Data

Surf

GCM

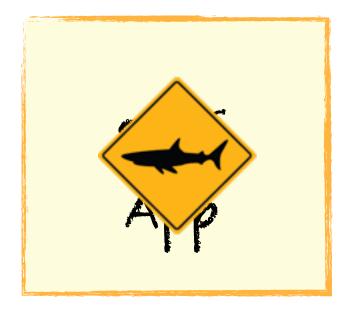
Surf



# Google Cloud Messaging Send Data

Surf







Time To Live and Delay While Idle





Time To Live and Delay While Idle





# Time To Live and Delay While Idle



# Multiple Senders





# Time To Live and Delay While Idle

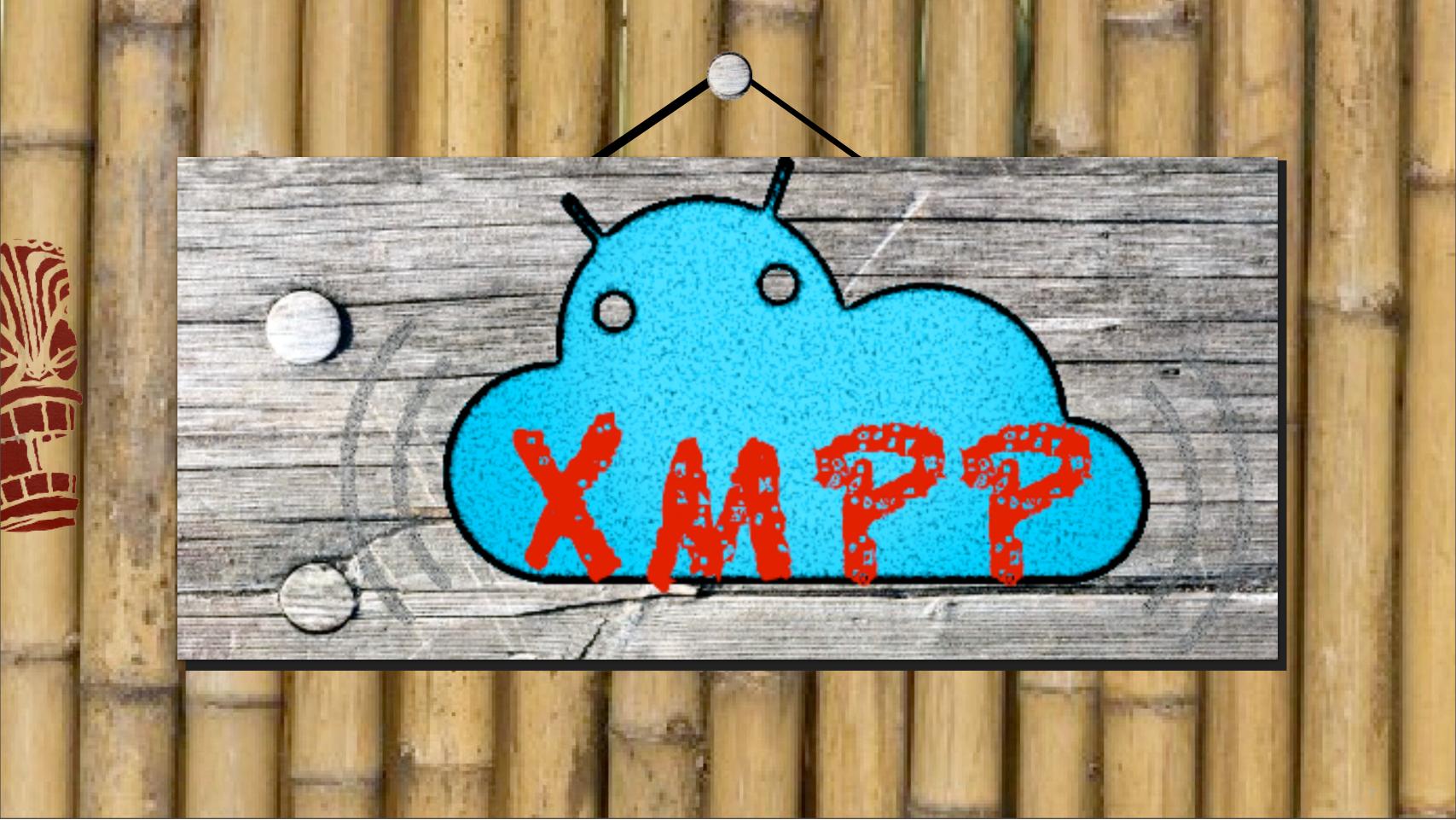


# Multiple Senders



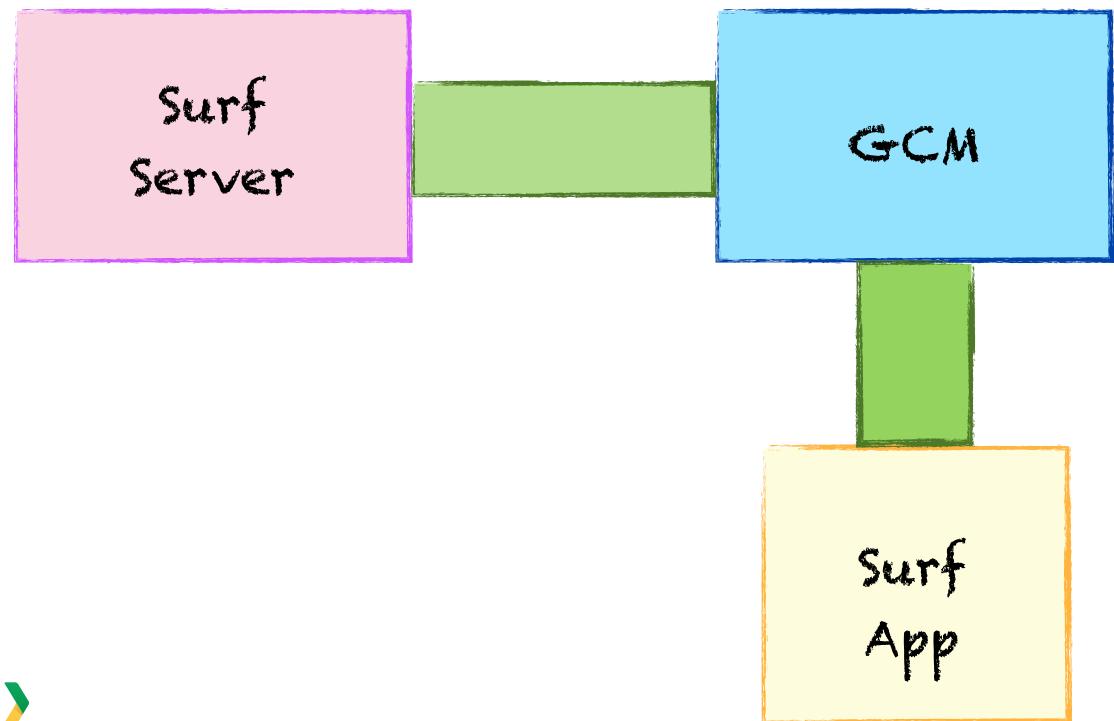
### Message Multicasting





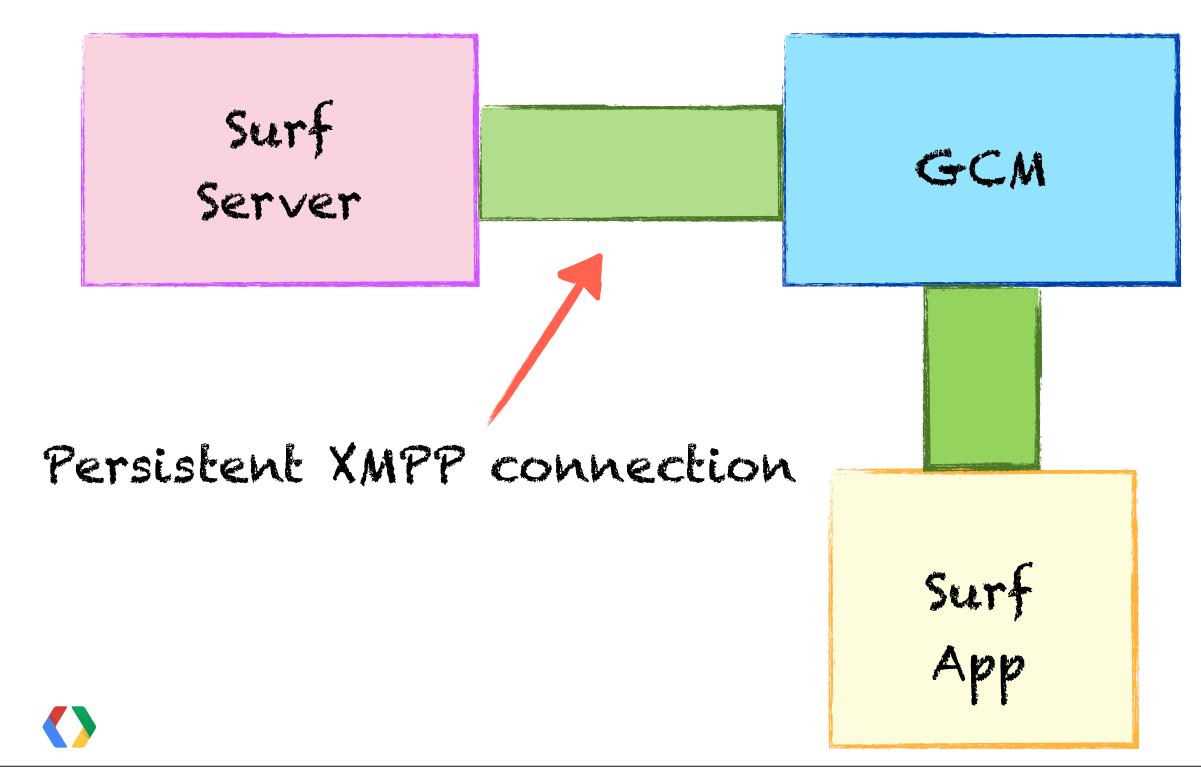
Friday, May 31, 13

# Google Cloud Messaging XMPP Endpoint

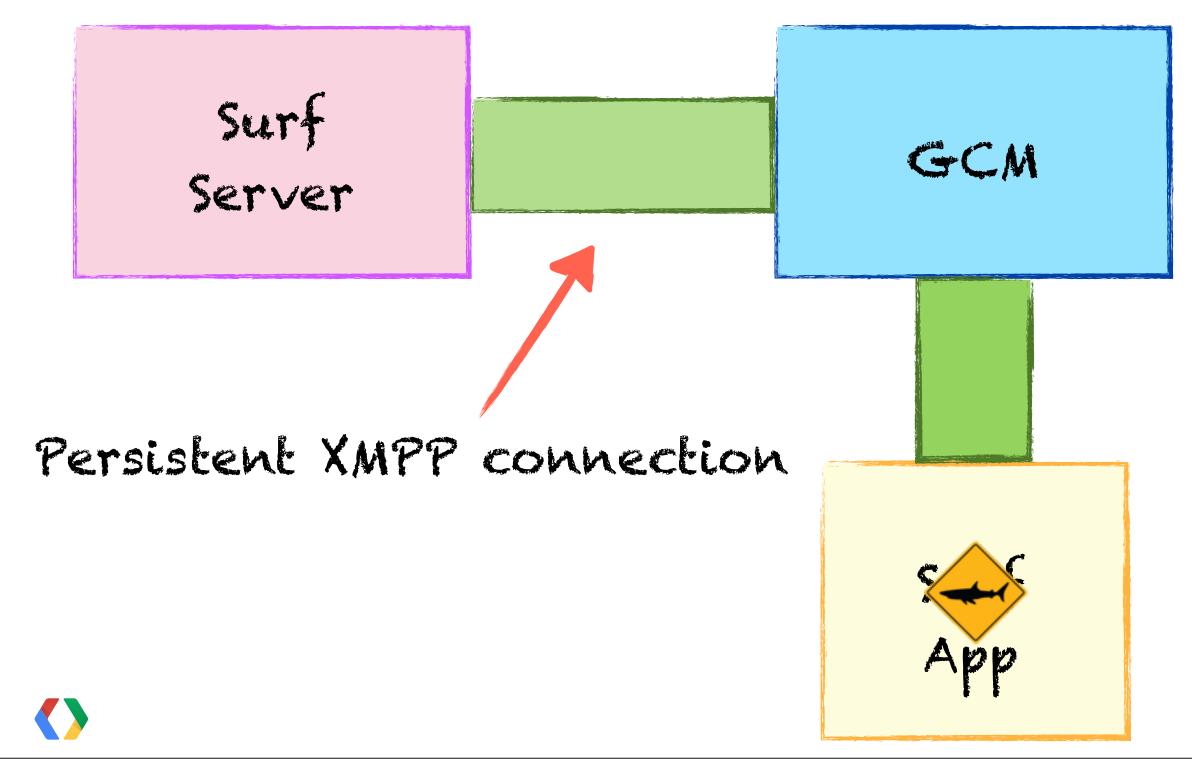




# Google Cloud Messaging XMPP Endpoint



# Google Cloud Messaging XMPP Endpoint



# Python

SERVER = ('gcm.googleapis.com', 5235)

client = xmpp.Client('gcm.googleapis.com', 5235)

client.connect(server=SERVER,secure=1,use\_srv=False)

client.auth(PROJECT ID, API KEY)





#### **XMPP Client:**

```
<auth mechanism="PLAIN"
xmlns="urn:ietf:params:xml:ns:xmpp-sasl">
MTI2MjAwMzQ3OTMzQHBy [...]
</auth>
```

#### **GCM Server**:

<success xmlns="urn:ietf:params:xml:ns:xmpp-sasl"/>







client.send(xmpp.protocol.Message(node))





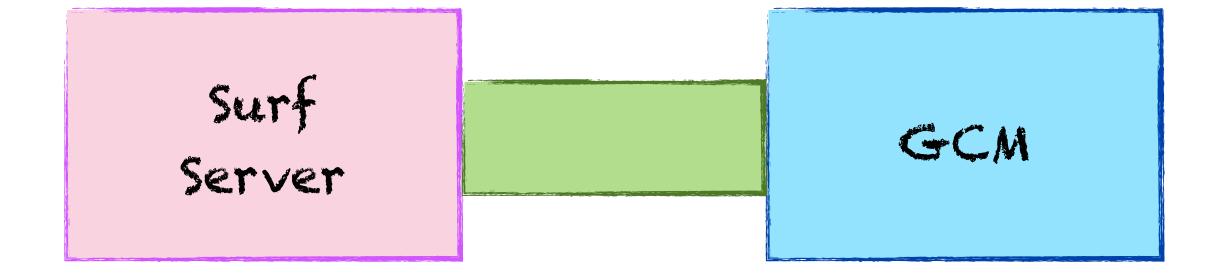
#### JSON

```
"to":"REGISTRATION_ID",
"data": {"hello":"world", }
"collapse_key":"collapse"
"time_to_live":"600",
"message_id":"m-1366082849205"
"delay_while_idle": true/false
```



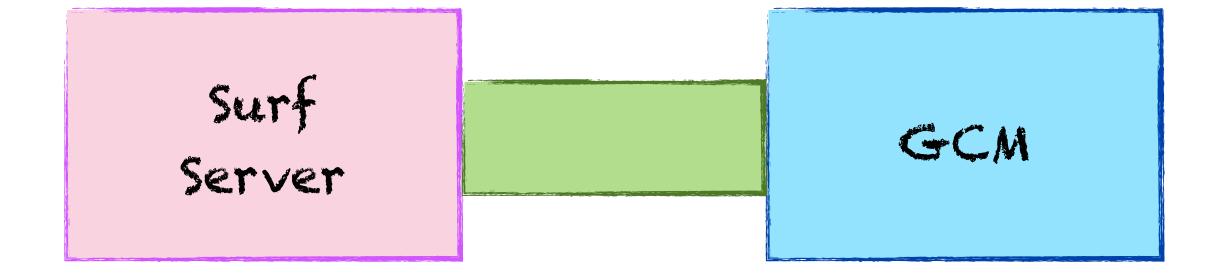


### Message stream





### Message stream





#### ACK





#### NACK





### XMPP Endpoint

# Up to 10 connections



### XMPP Endpoint



## Up to 10 connections



### XIVIPP Endpoint



### Up to 10 connections



Message streaming with ACKs/NACKs



### XMPP Endpoint



### Up to 10 connections



Message streaming with ACKs/NACKs



Same GCM APIs, no Multicasting





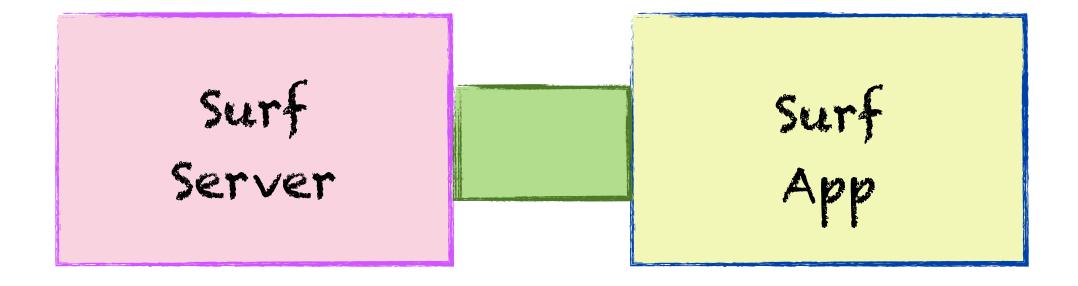
Friday, May 31, 13







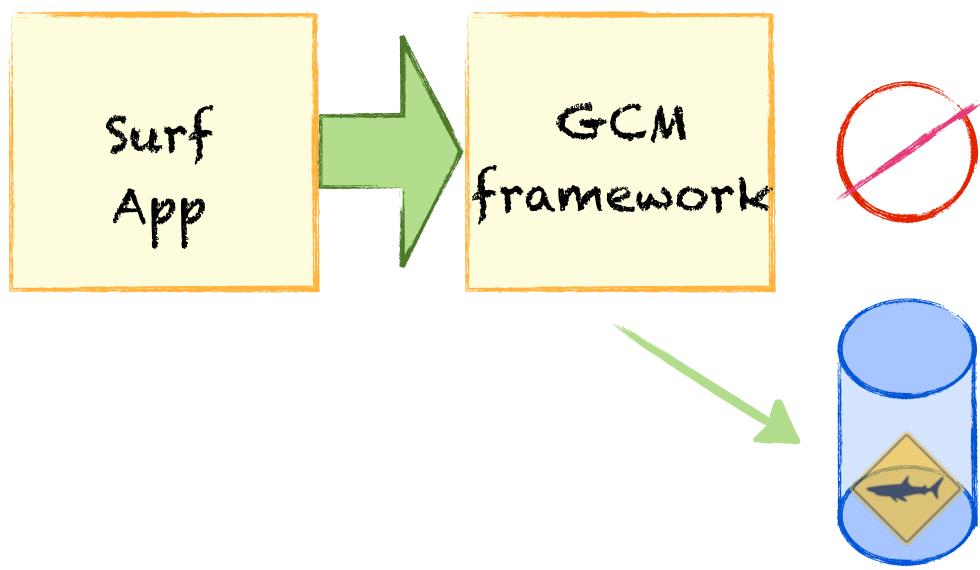




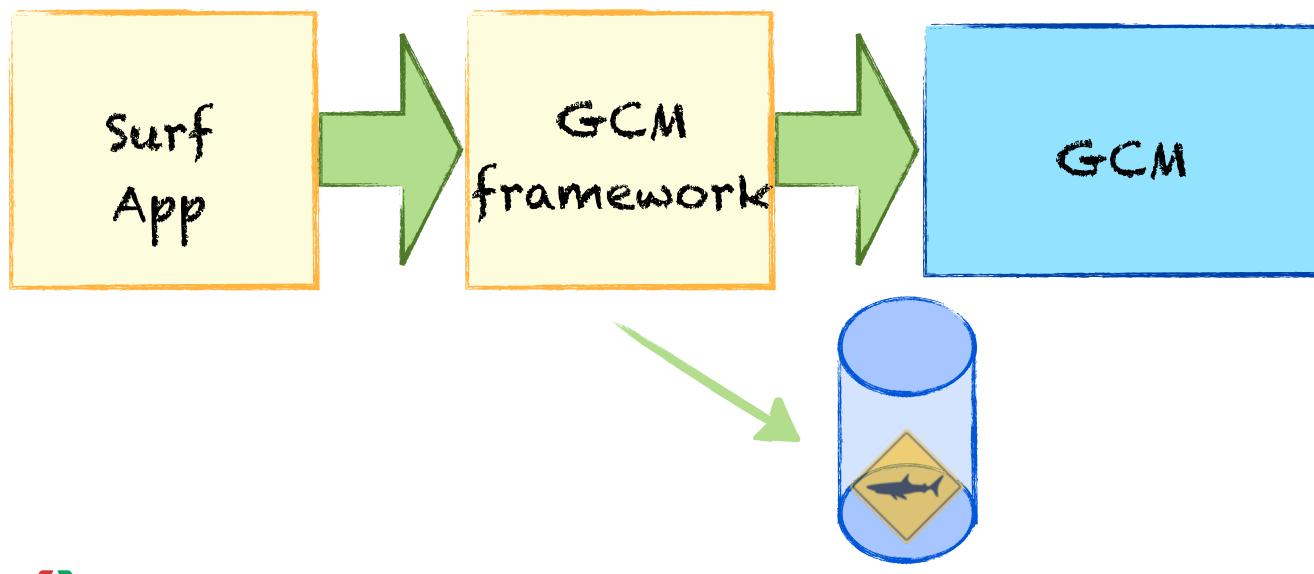


Surf





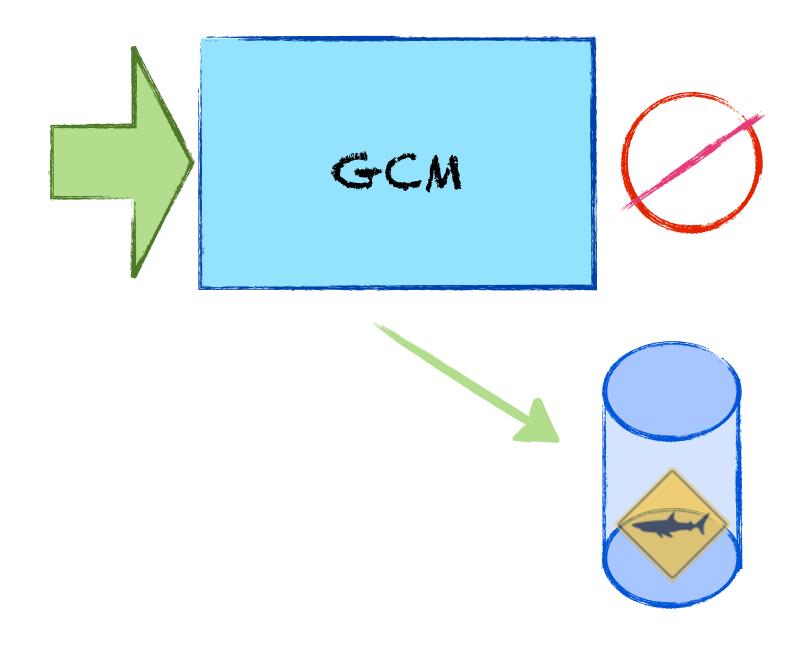




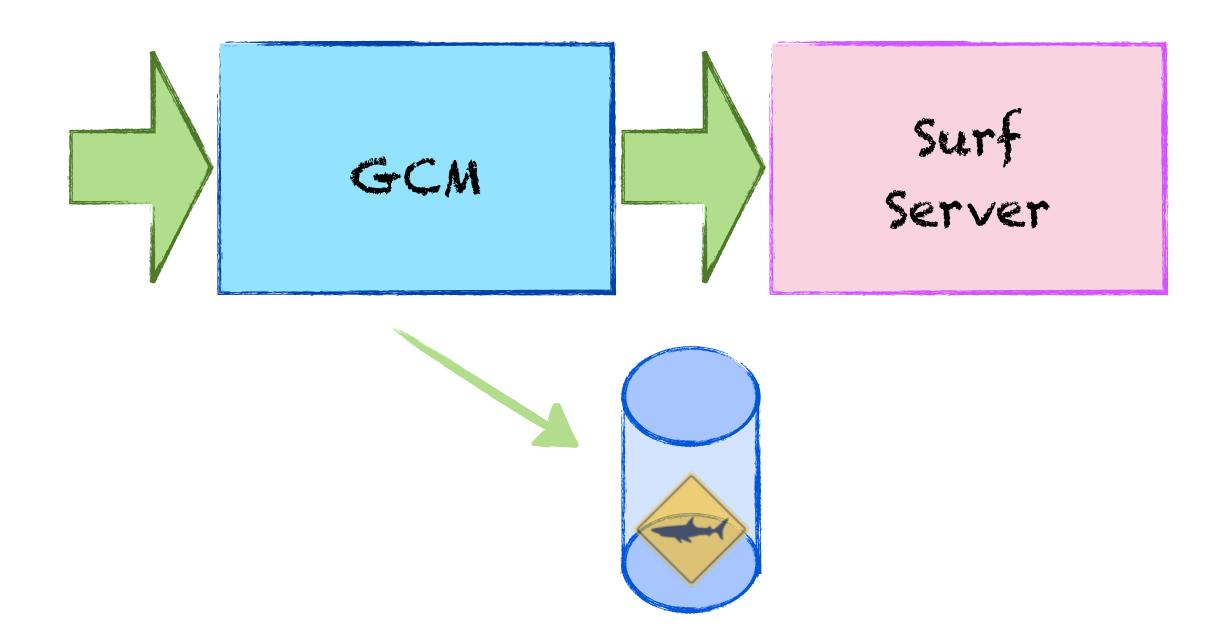














### Android

```
GoogleCloudMessaging gcm = GoogleCloudMessaging.get(context);
```

String to = PROJECT\_ID

gcm.send(to, msgld, data);





















### Android

GoogleCloudMessaging gcm = GoogleCloudMessaging.get(context);

int timeToLive = [0 seconds, 4 weeks]

gcm.send(to, msgld, timeToLive, data);





### No Connection





### No Connection





#### No Connection



Message is too big





#### No Connection



# Message is too big



Too many outstanding messages



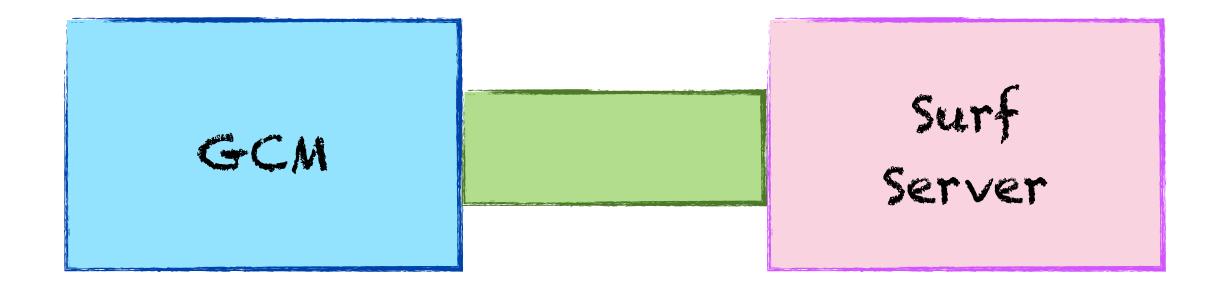
#### Errors

```
@Override
public void onReceive(Context context, final Intent intent) {
  if (MESSAGE_TYPE_SEND_ERROR.equals(messageType)) {
    [...]
  }
}
```



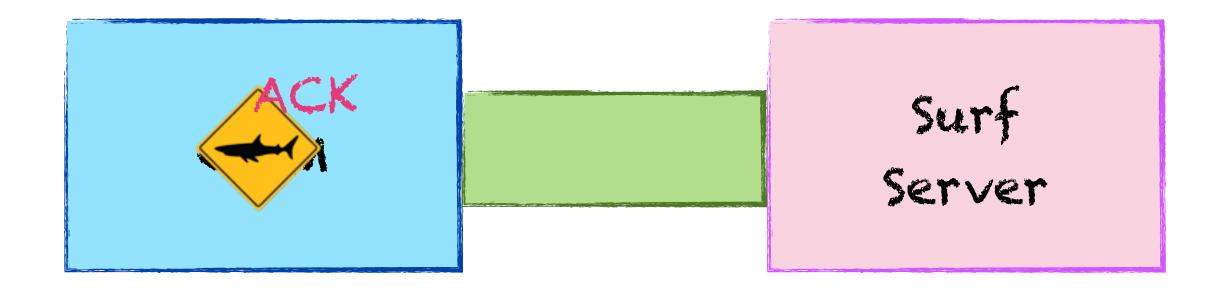


### Message stream





### Message stream





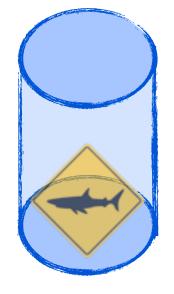
#### ACK

```
<gcm xmlns="google:mobile:data">
     { "to":"REGID",
        "message_id":"m-1366082849205"
        "message_type":"ack" }
</gcm>
```

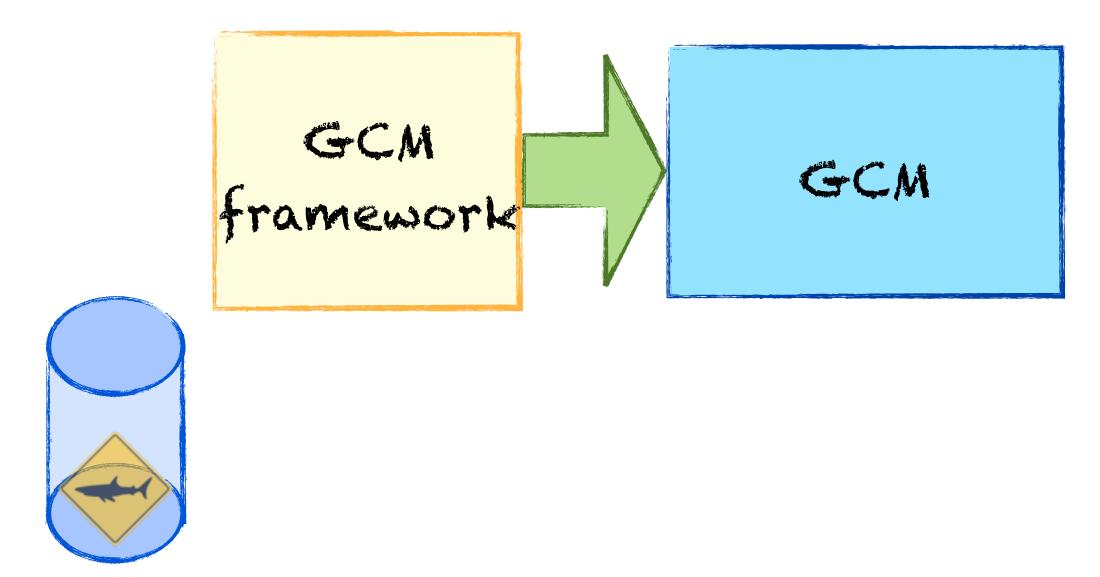








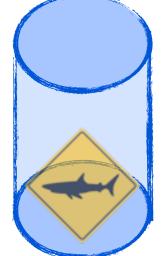


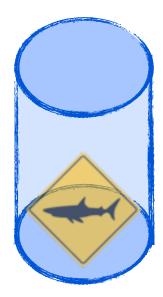




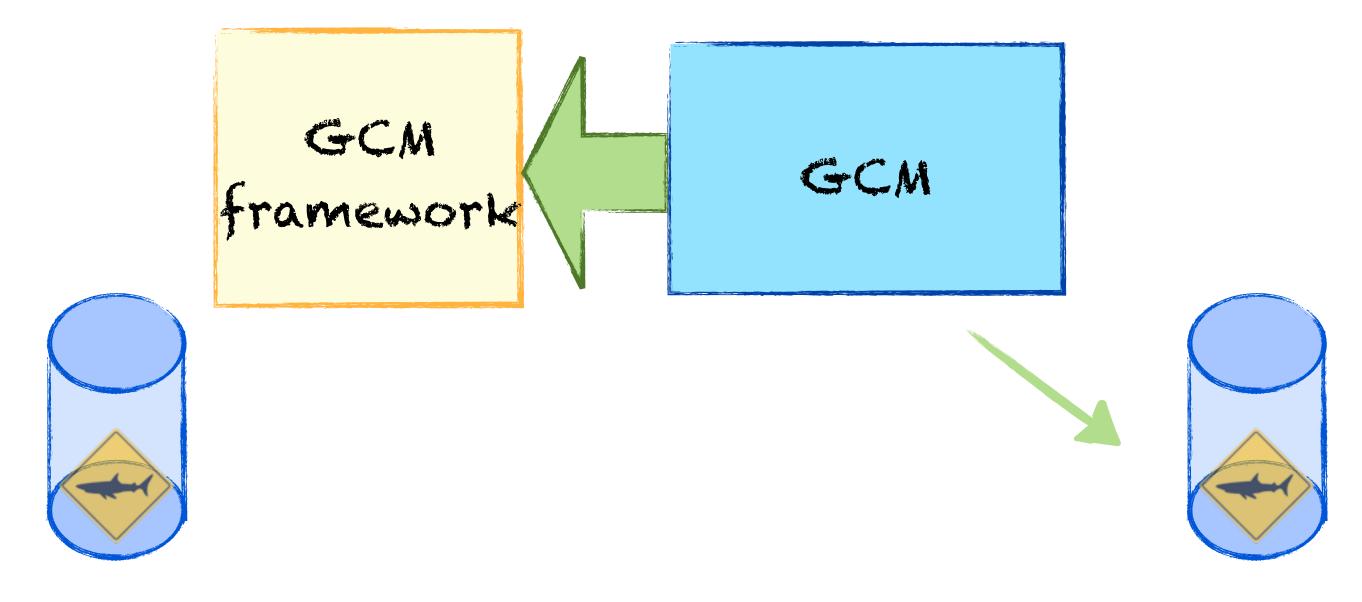




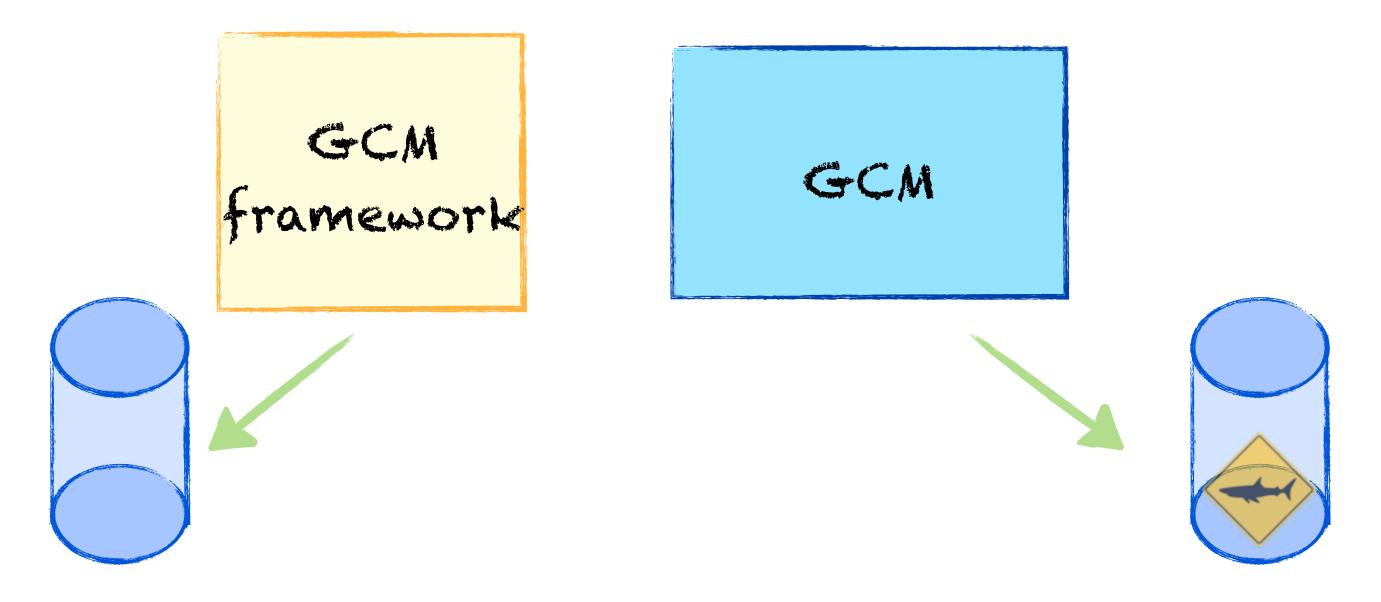






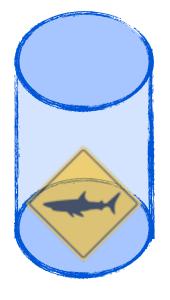








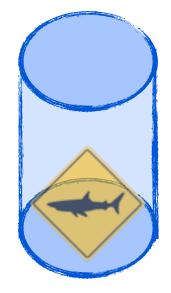




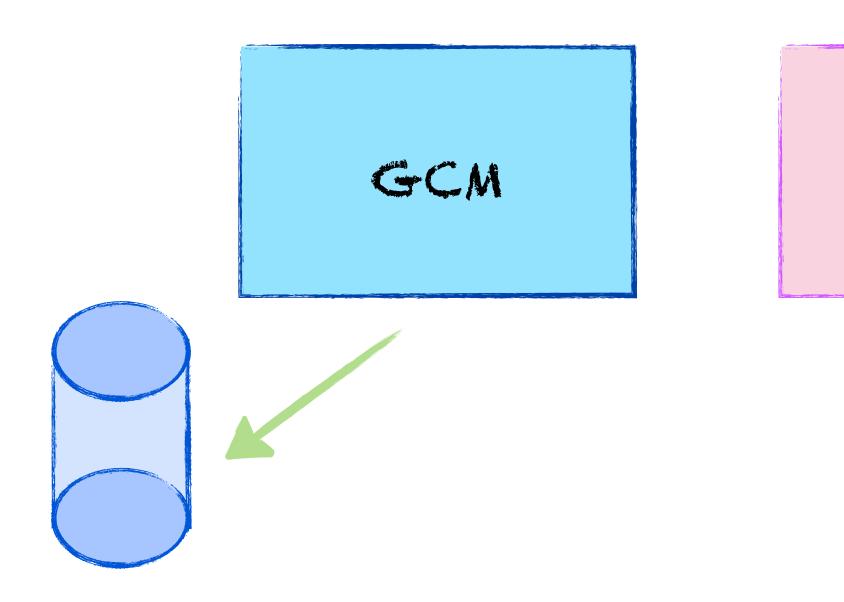




Surf Server







Surf

# ACKing is required





# ACKing is required





# ACKing is required



Maximum 100 outstanding msgs



#### Google Cloud Messaging Upstream



## ACKing is required



Maximum 100 outstanding msgs



Maximum 1 day disconnect time

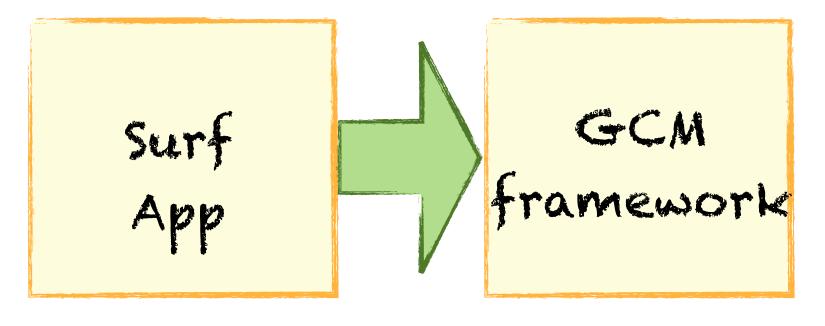


Surf

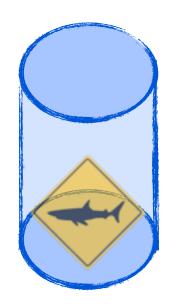
GCM framework

Other

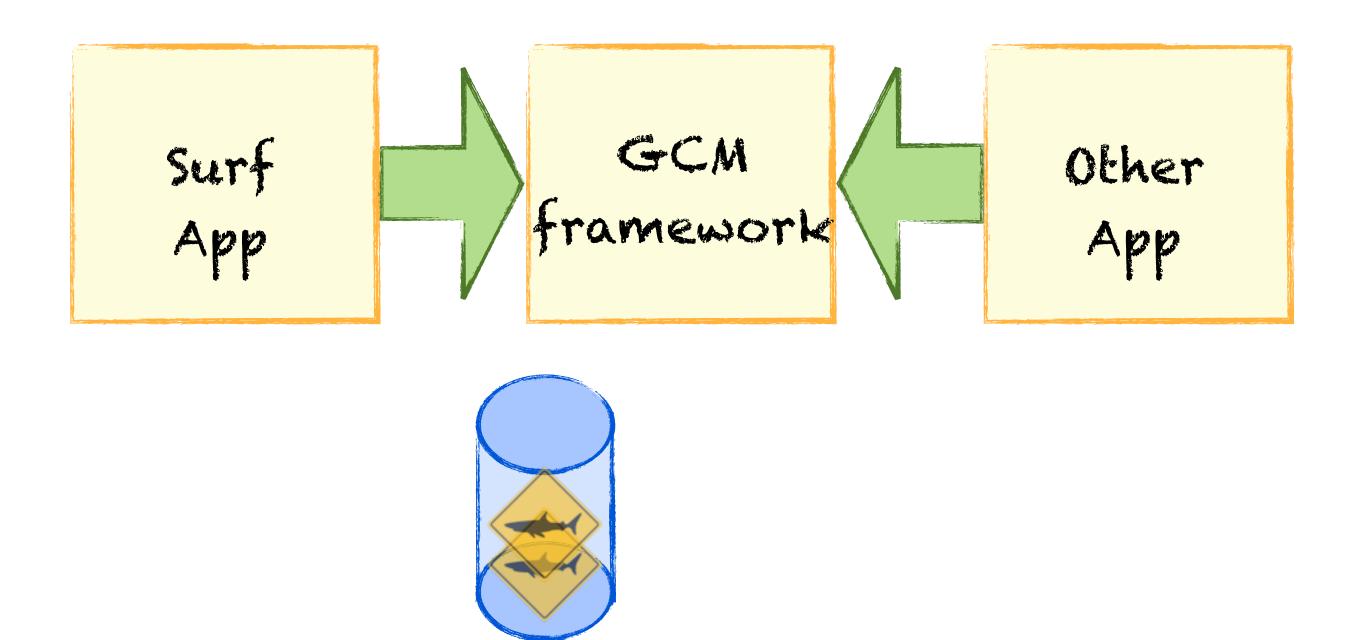




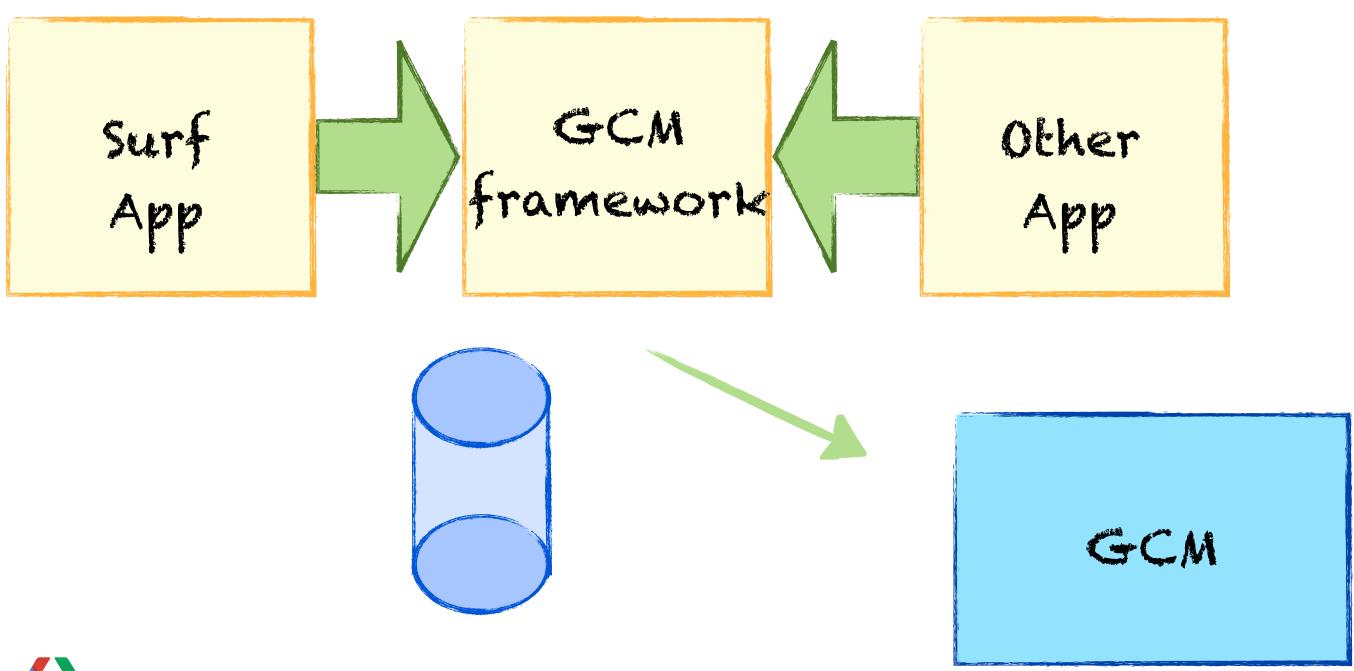


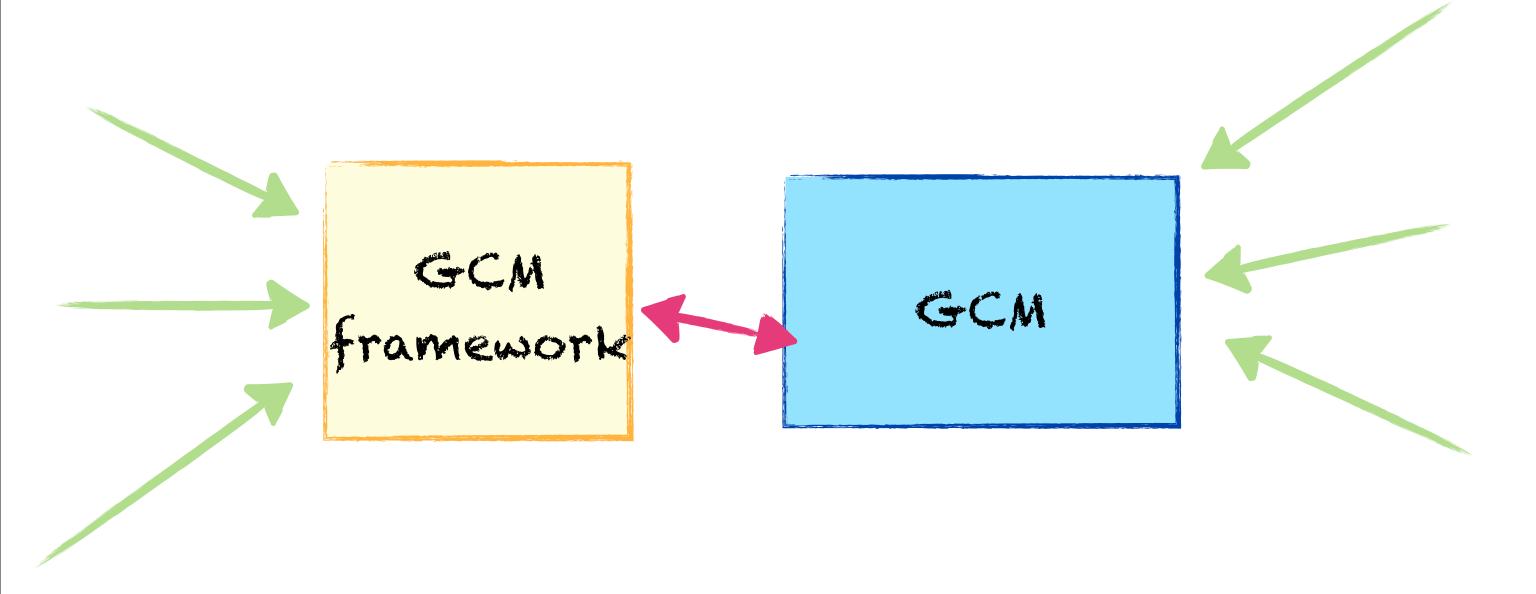












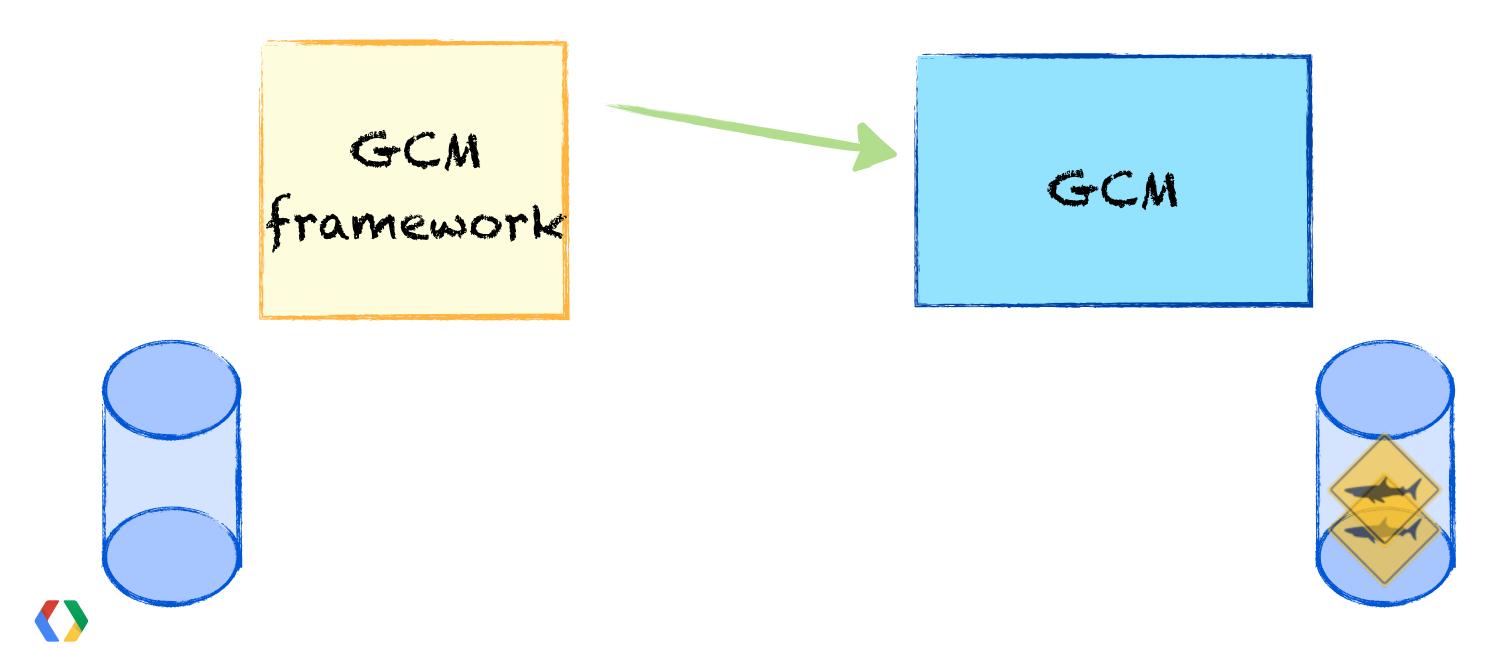


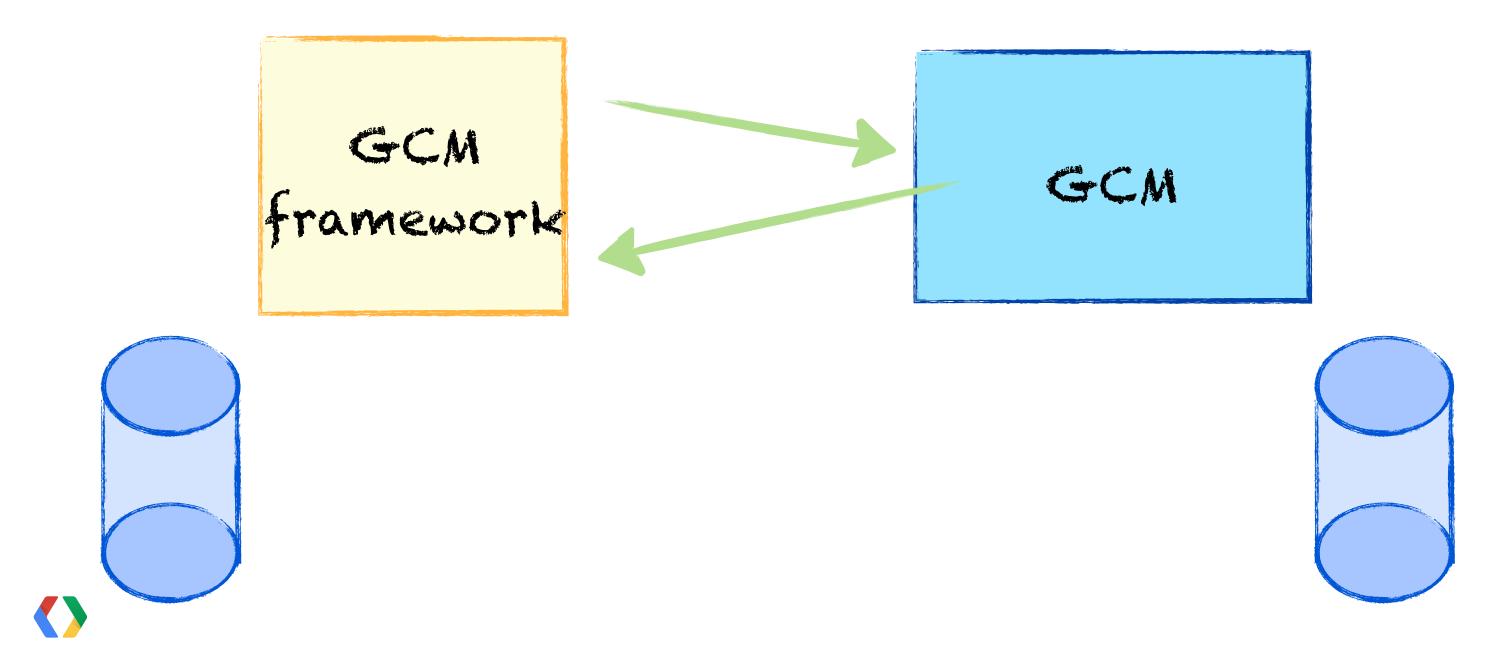
GCM framework











## GCIVI Upstream

## Send messages reliably



## GCIM Upstream



## Send messages reliably



## GCIVI Opstream



## Send messages reliably



Send messages with low latency



## GCIVI Upstream



## Send messages reliably

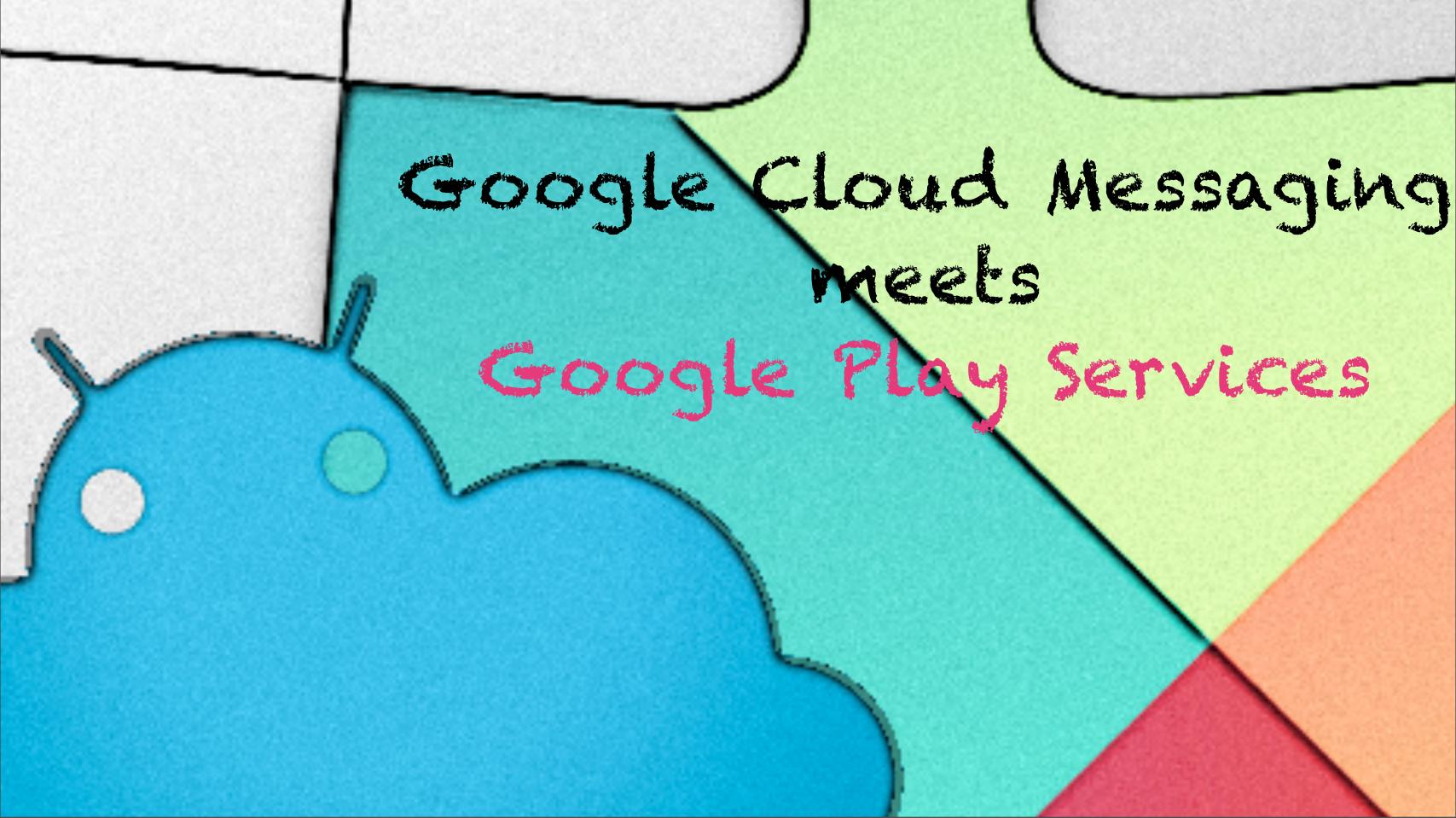


Send messages with low latency



Time To Live API





### GCIVI library meets Play Services

## Old Library Compatible



### GCIVI library meets Play Services



## Old Library Compatible



### GCM library meets Play Services



## Old Library Compatible



New APIs from Froyo+



### GCM library meets Play Services



## Old Library Compatible



New APIs from Froyot



Upstream only on Play Services



#### Android

GoogleCloudMessaging gcm = GoogleCloudMessaging.getInstance(context);

String registrationId = gcm.register(sender1, sender2);





#### Manifest

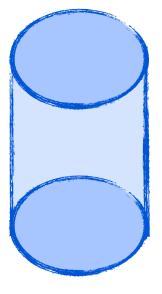
```
<uses-permission
  android:name="com.google.android.c2dm.permission.RECEIVE" />
<receiver android:name=".MyReceiver" android:exported="true"
  android:permission="com.google.android.c2dm.permission.SEND" >
 <intent-filter>
  <action android:name="com.google.android.c2dm.intent.RECEIVE" /
  <category android:name="YOUR PACKAGE NAME" />
 </intent-filter>
</receiver>
```



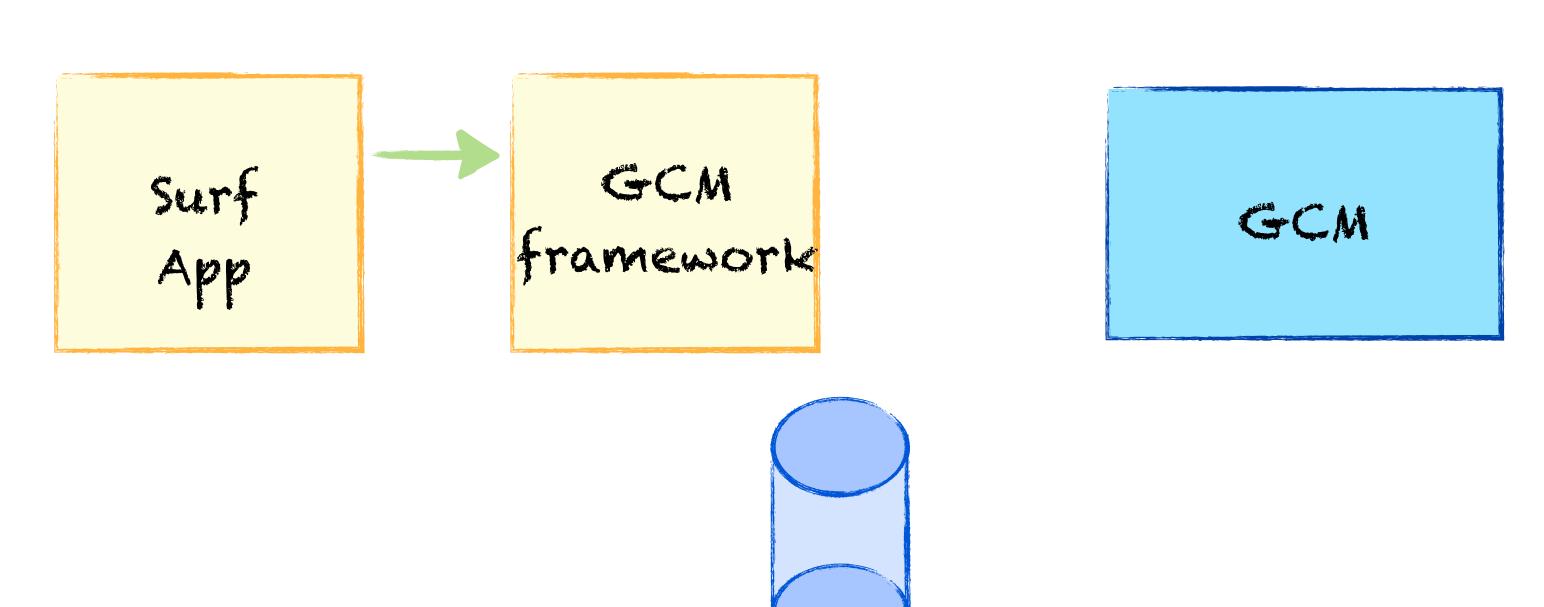
Surf

GCM framework

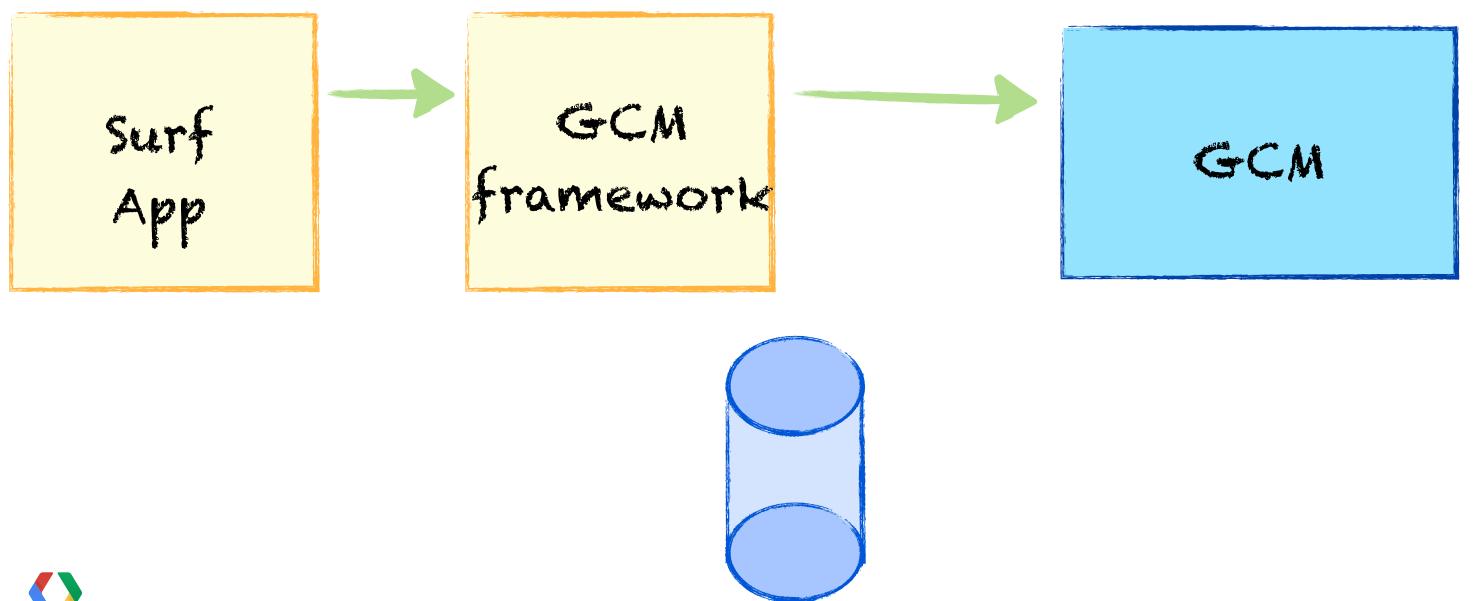


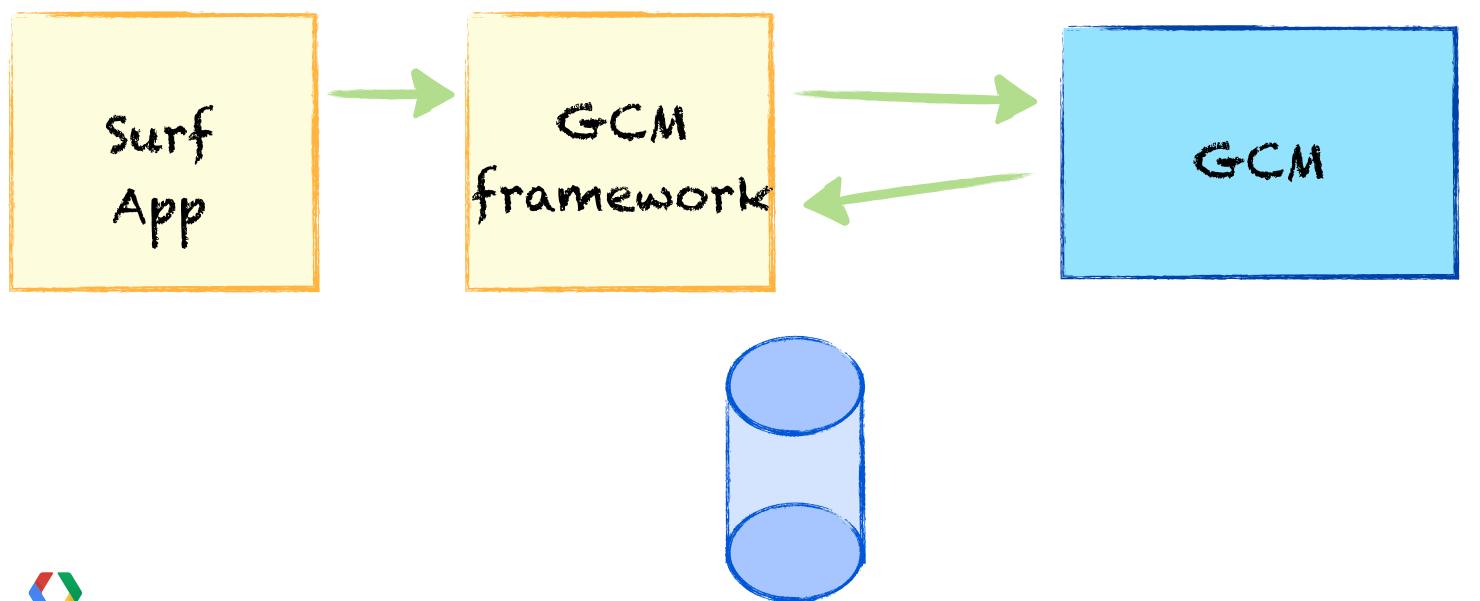


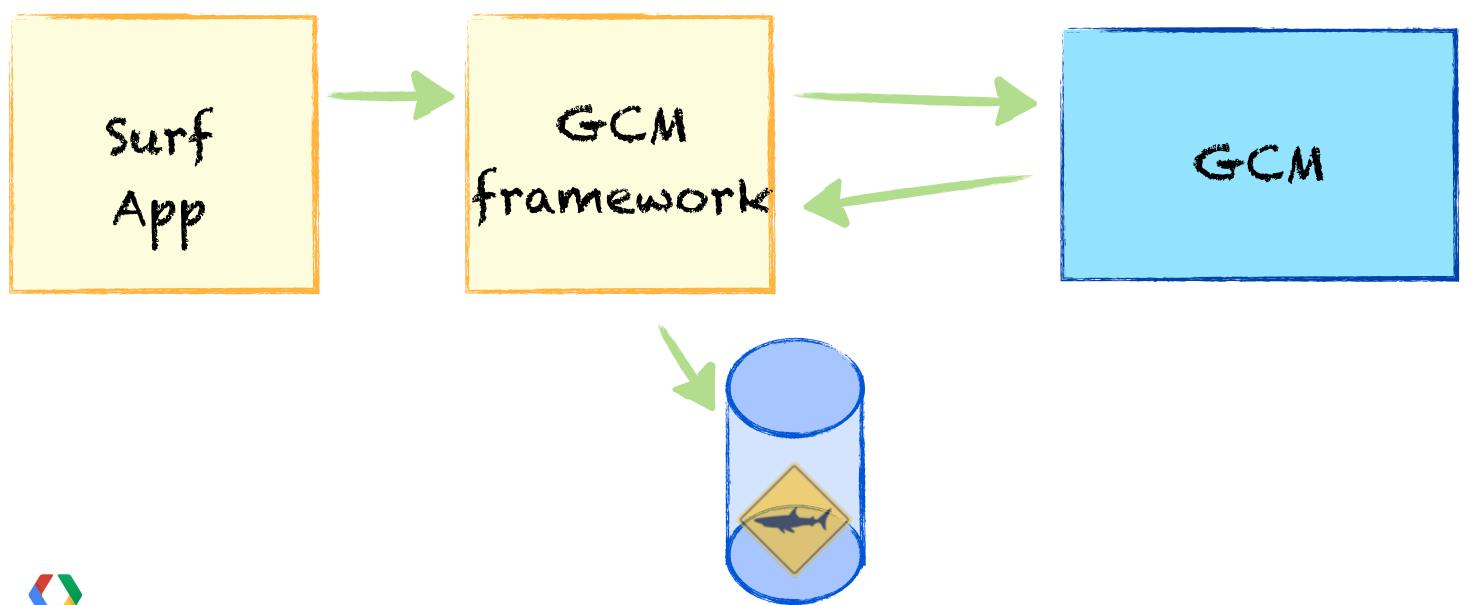


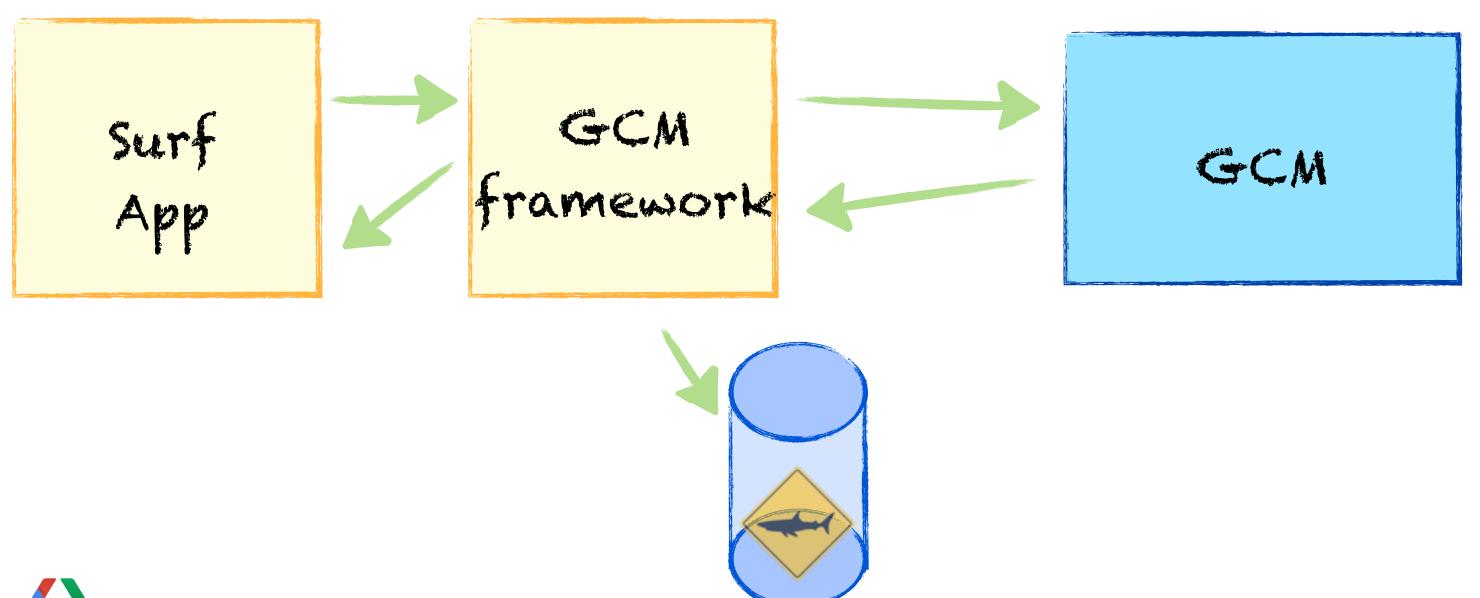










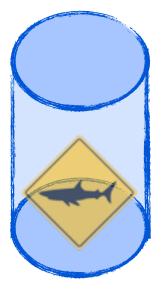




Surf

GCM framework

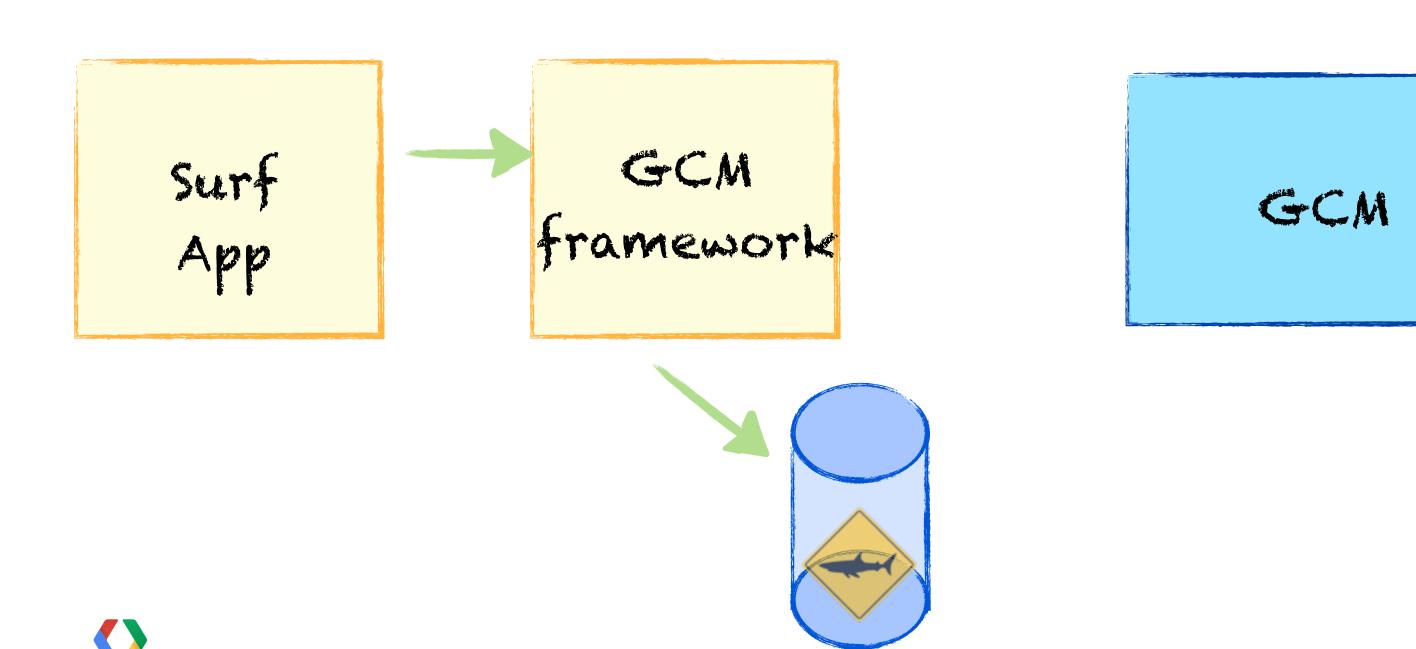




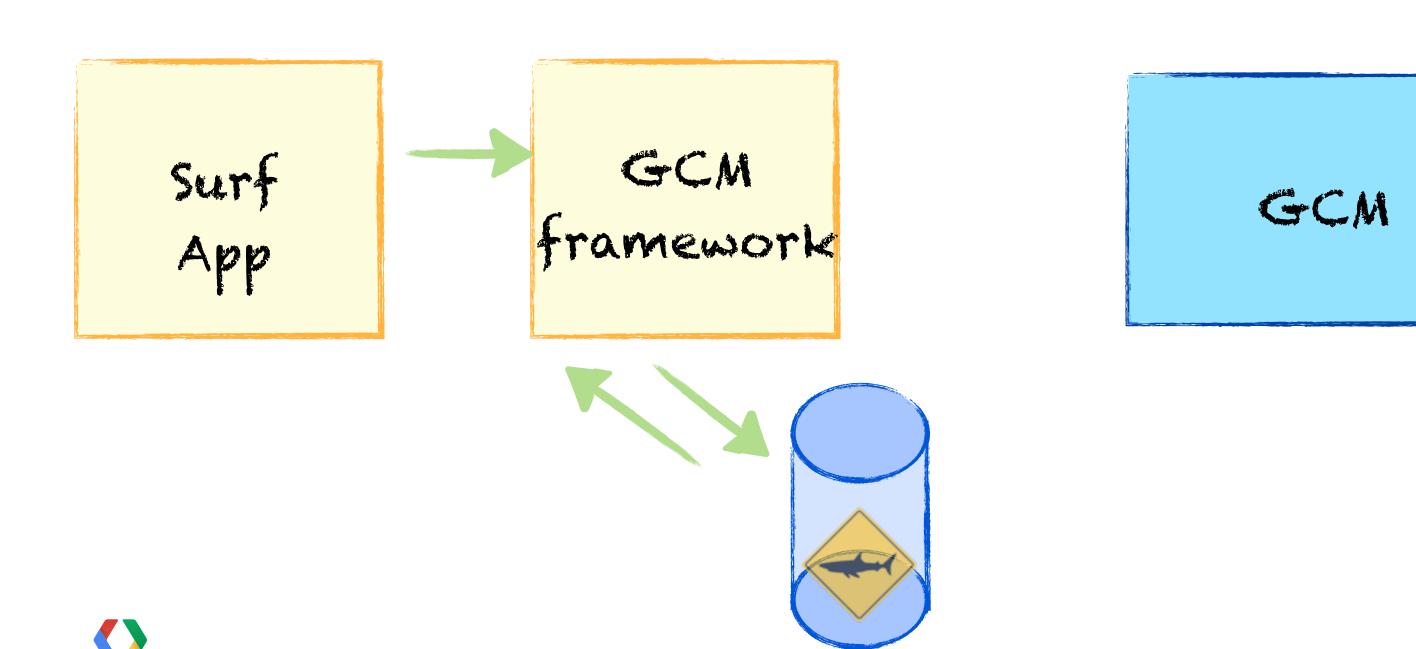


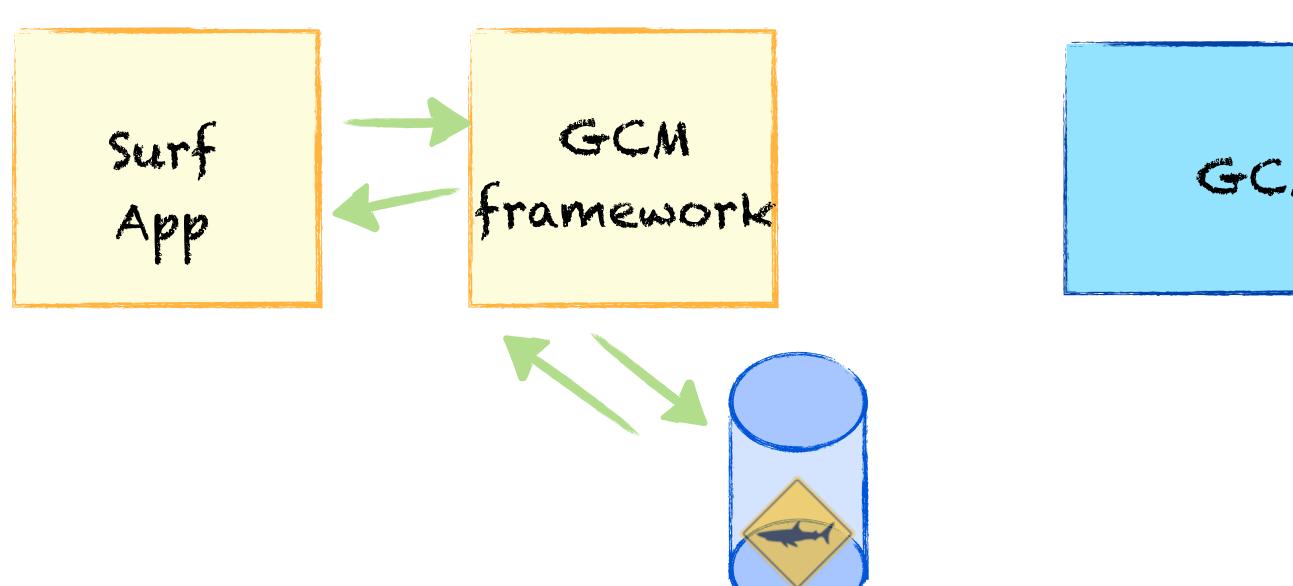








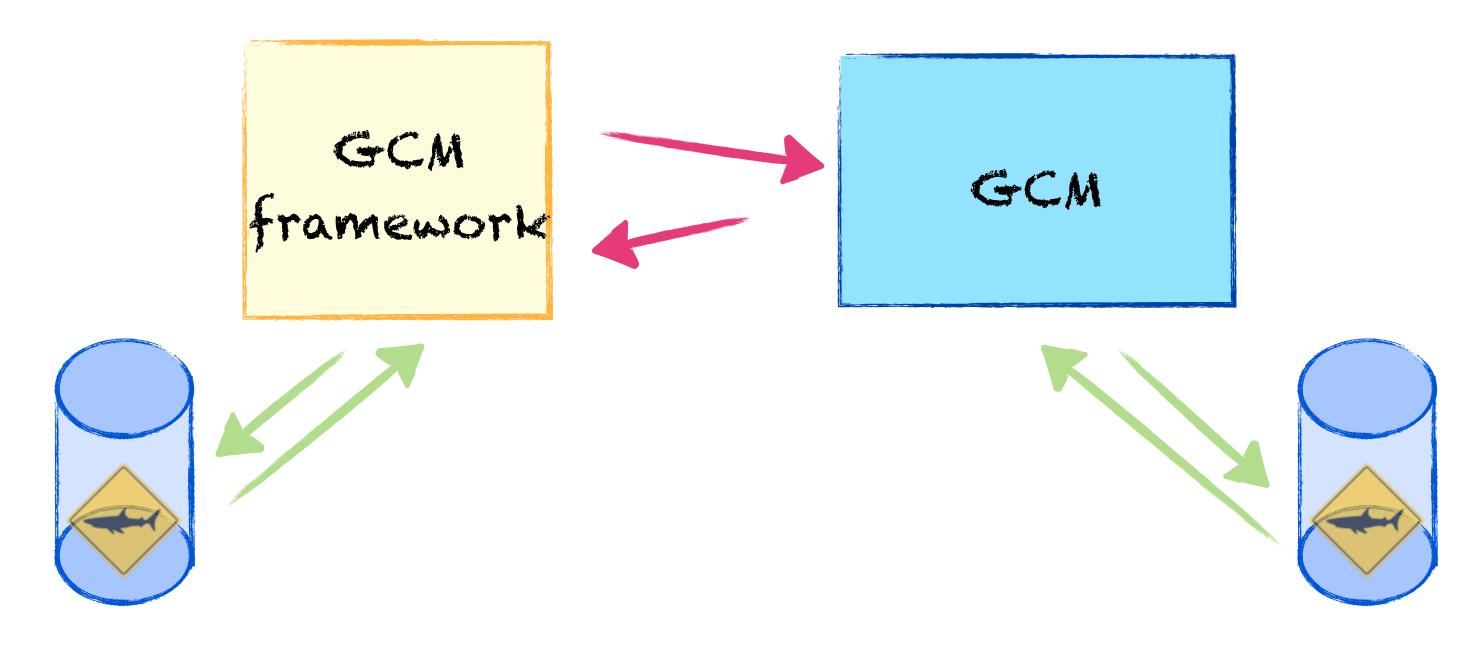








# Registrations are periodically syncid







Friday, May 31, 13

## Google Cloud Messaging User Notifications

Surf Server

GCM

User Device 1

User Device 2 User Device 3



## Google Cloud Messaging User Notifications

regID1, Surf Server regID2, GCM User User User Device 3 Device 1 Device 2

## Google Cloud Messaging User Notifications

Surf Server

GCM

User Device 1

User Device 2 User Device 3



user Surf notification GCM User User User Device 1 Device 3 Device 2

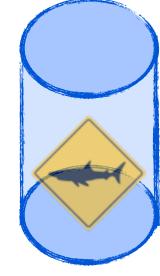


GCM

User Device 1 idle User Device 2



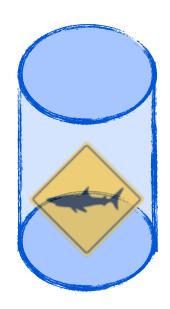




User Device 1 idle User Device 2



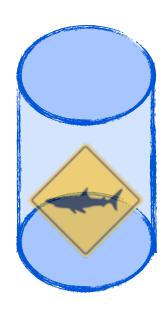
CM



User Device 1 idle User Device 2





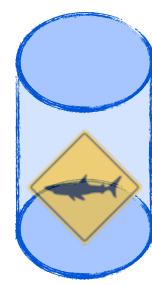


idle User Device 1





G-CM

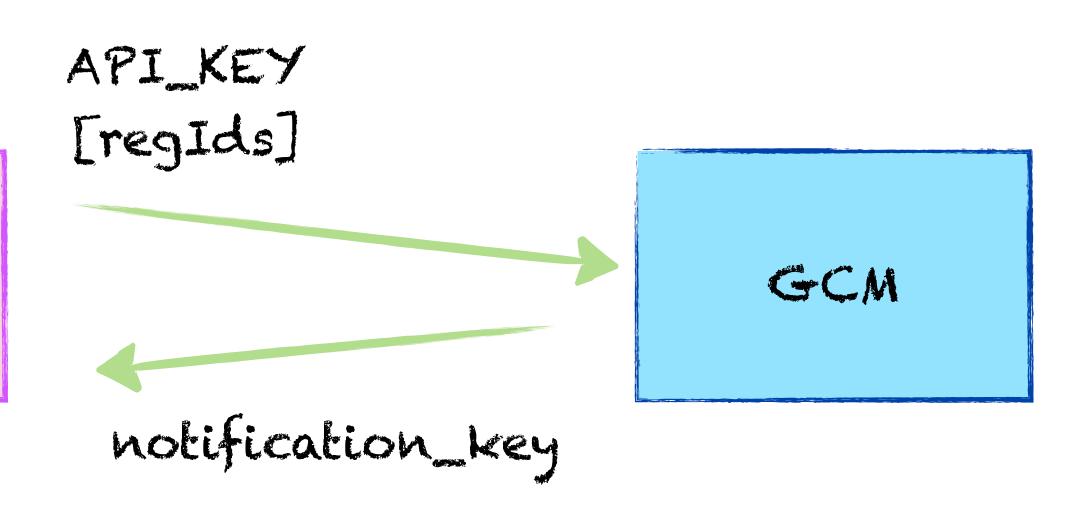


idle User Device 1

idle User Device 2



Surf







### https://android.googleapis.com/gcm/notifications

content-type: "application/json"

**Header:** "Authorization", "key=API\_KEY"





### JSON

```
"operation": ["create", "add", "remove"],
 "notification_key_name": "user1_hash",
 "registration_ids": ["XYZ", "ABC"]
Response:
 "notification_key": "a8YTG63hHH",
```





Request:

#### JSON

```
"to":"NOTIFICATION_KEY",

"data": {"hello":"world", }

"collapse_key":"collapse"

"time_to_live":"600",

"message_id":"m-1366082849205"

"delay_while_idle": true/false
```





Surf Server

GCM

User Device 1 User Device 2



Surf Server

User

Device 1

GCM

notification\_key notification\_key

User Device 2 notification\_key



GCM

User Device 1

User Device 2

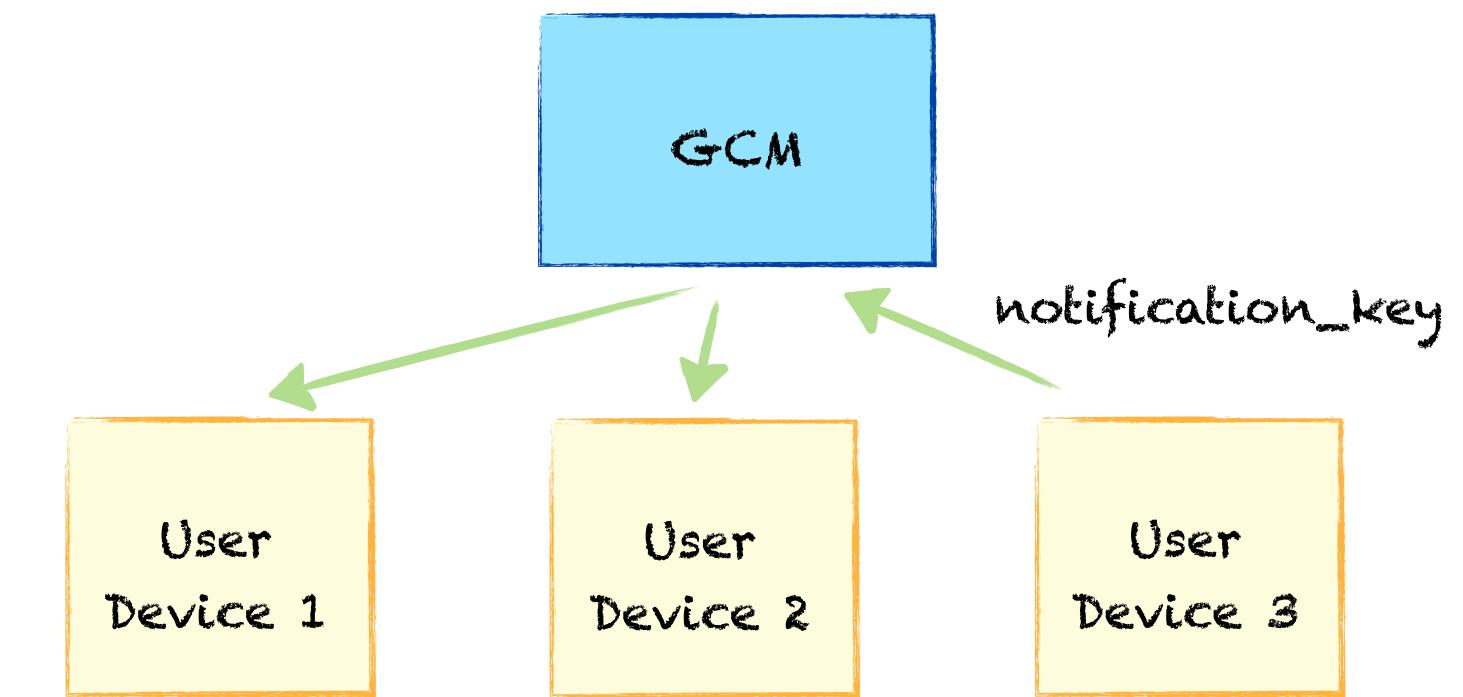


GCM

notification\_key

User Device 1 User Device 2





Surf Server GCM notification\_key User User User Device 3 Device 1 Device 2

### Android

GoogleCloudMessaging gcm = GoogleCloudMessaging.get(context);

**String to = NOTIFICATION\_KEY** 

gcm.send(to, msgld, data);





# Google Cloud Messaging Optimization

GCM

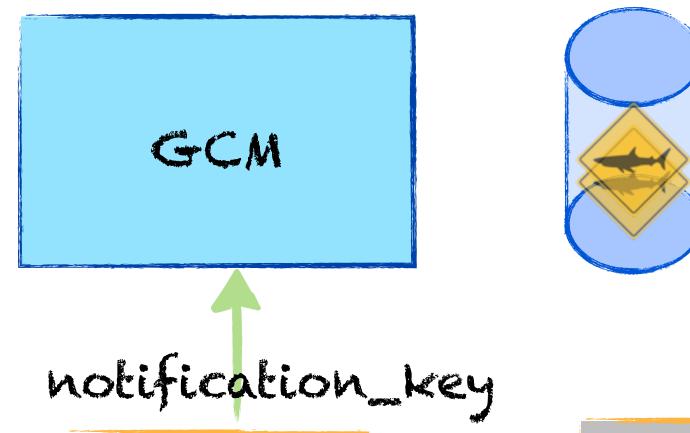


User Device 1

User Device 2



# Google Cloud Messaging Optimization



User Device 1

User Device 2



# Google Cloud Messaging Optimization

GCM

Notification key

User Device 1

User Device 2



Max 10 regIds per Notification Key





Max 10 regIds per Notification Key





# Max 10 regIds per Notification Key



Notification Key Name is unique





# Max 10 regIds per Notification Key



### Notification Key Name is unique



### Available for HTTP and XMPP





### https://developer.android.com/google/gcm



Check out the new docs!

### https://services.google.com/fb/forms/gcm



Sign Up to try out the new features!!!

