

Telepathy

Breaking the Silence: Making Applications Talk with Telepathy



Collabora %

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About Me

- Debian developer (ish)
- Former Pidgin "crazy patch writer"
- One of the directors of Collabora Ltd
- Lead architect/developer/herder of the Telepathy project



Telepathy: Overview

- D-Bus API for abstracting real-time communications protocols
- Backend "connection managers" connect to the server and speak the protocol
- Clients use the standard API to access presence, messaging, and more...



Telepathy: Overview





Telepathy: Benefits

- Do one thing and do it well
- Re-usable components
- Protocol-independent user interfaces
- Share connections between client programs
- Language (and license) independence
- Enables desktop integration







Telepathy: Concepts

- Contacts on a connection are identified by integer "handles", as well as rooms, contact lists, etc
- Channels are usually associated with a certain handle
- Latest specification is always available at http://telepathy.freedesktop.org/spec.html



Telepathy: Backends

- Gabble (XMPP)
- Salut (Link-Local XMPP, aka Bonjour)
- Sofia-Sip (SIP)
- Butterfly (MSN)
- Idle (IRC)
- Haze (libpurple-based, so AIM, ICQ, Yahoo, Bonghits, Misc, Other...)



Users: GUI (Empathy)

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Users: CLI (Fama)

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Users: Nokia N810



- Uses Telepathy for XMPP and SIP out of the box
- Nokia's own UI for chat and audio/video calls
- You can install IRC, link-local XMPP, MSN, AIM, etc...



Users: OLPC

- Uses Telepathy backends to support both XMPP and linklocal XMPP (Bonjour)
- Uses Tubes for Activity sharing
- More on that story later...





Tubes: Overview

- Telepathy channel type for applications to exchange arbitrary data
- Support for exporting existing stream services through stream tubes
- Export D-Bus objects to your contacts with D-Tubes
- Implemented on XMPP and link-local XMPP (with multicast)



Tubes: Benefits

- Connection manager takes care of networking details – NAT traversal, multicast, server relaying...
- Interact with your existing contacts
- Do multi-user collaboration without a special server (particularly with D-Tubes)
- Avoid doing your own marshalling by using D-Tubes



Tubes: API

- Request a org.freedesktop.Telepathy.Channel.Type. Tubes channel with a contact or a room, or get notified by a NewChannel signal
- Use ListTubes to see what tubes are available
- New tubes emit the NewTube signal
- Request and accept tubes with methods depending on the type...

Telepathy

Tubes: API

- TubeStateChanged signal, states are: pending local approval, pending remote approval, open
- Socket socket address types: IPv4, IPv6, Unix, D-Bus
- Socket access controls: localhost, same user, certain host or network



Stream Tubes

- Export your service's socket with OfferStreamTube
- Accept an incoming offer with AcceptStreamTube
- Once it's open, get the local address with GetStreamTubeSocketAddress



D-Tubes

- Connection manager simulates the bus daemon
- Every client is a bus endpoint
- Unique names are allocated





D-Tubes

- Open the tube with OfferDbusTube
- Accept an offer with AcceptDbusTube
- Get the D-Bus socket with GetDBusTubeAddress
- Connect to the socket with your D-Bus bindings
- Export objects, emit signals, call methods as usual



Implementation: Gabble

- XMPP backend
- Opens peer to peer tubes with XMPP Stream Initiation
- Multi-user tubes are layered on top of XMPP Multi-User Chat rooms
- Currently everything goes through the server as base64, but direct connections are coming soon



Implementation: Salut

- Link-local XMPP (Bonjour) backend
- Opens peer to peer tubes with direct TCP connections, which is how messages are usually exchanged
- Multi-user tubes are layered on top of the Clique reliable multicast protocol, which is how multi-user chat is implemented



Clique (Reliable Multicast)

- Invites to multicast address:port are sent through the direct connections
- Participants send heartbeats to manage membership
- Missed messages are re-transmitted with negative acknowledgements
- Causal ordering is guaranteed using persender message counters



Python API

- Telepathy-python provides constants and some thin wrappers
- The interfaces belonging to Connections and Channels are automatically discovered for you
- Most methods and signals are just accessed through the D-Bus bindings



Python Example

- Derived from the examples in telepathypython
- Exports a VNC service on localhost to the given contact
- Lets see if it works...



Glib API

- Telepathy-glib 0.7.1 (any day now :D) has an auto-generated client API to hide much of the pain of using dbus-glib directly
- Methods can be called asyncronously, or enter the mainloop waiting for a reply
- Will probably push this kind of API down into dbus-glib



Gtetrinet Demo

- From Guillaume's blog (see http://cass.no-ip.com/~cassidy/blog/)
- Thanks also to Alban Crequy
- Patch to Gtetrinet adds a contact chooser and offer the server via stream tubes
- Patch to Empathy adds a "channel handler" for incoming Tubes channels



Gtetrinet Telepathy model with server





One Laptop Per Child





OLPC Demo

• And then there will be cake..



The Chicken and The Egg

- There's little incentive to integrate applications to Telepathy unless developers use Telepathy for their IM/presence/etc
- Unless applications use it to offer extra features, there's little incentive to use Telepathy instead of another IM client
- Help us by make Empathy better so people can switch, or hook up your app...



Future Work

- Datagram tubes, for real-time and existing UDP apps (OpenVPN over Tubes...? :D)
- Use libnice to do NAT traversal
- Better Telepathy spec coverage (capabilities, Mission Control for account management)
- Your awesome applications!



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- Thanks to Sjoerd Simons for his awesome work on Salut and Clique
- Thanks to Guillaume Desmottes for implementing tubes everywhere
- Thanks to Simon McVittie for the code review and spec wrangling



Big up the Telepathy massive!

- Wiki: http://telepathy.freedesktop.org/
- IRC channel: irc.freenode.net #telepathy
- Mailing list: telepathy@lists.freedesktop.org

