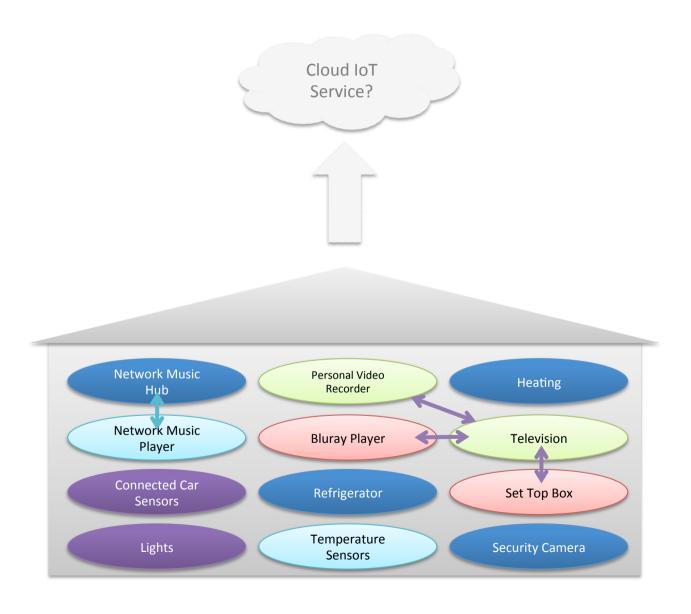
# **IoT** through Matrix

matthew@matrix.org

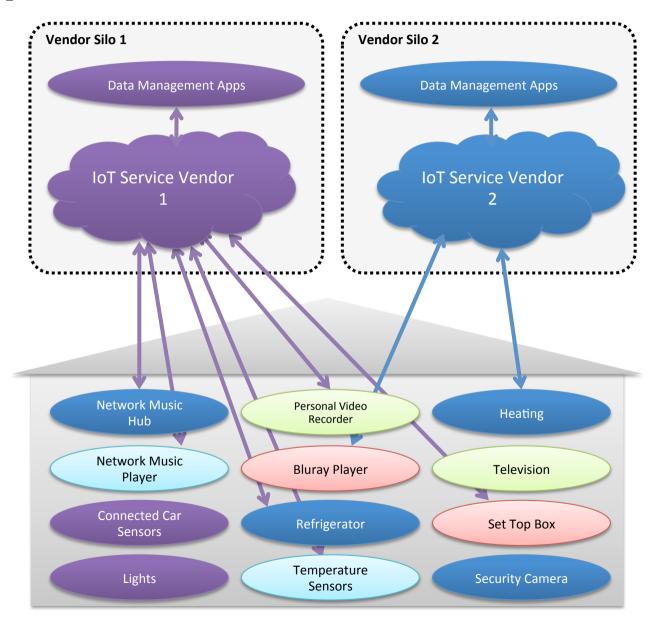
# What's the problem with IoT?

# The past:

#### [matrix]



## The present:



#### The Problem:

- Data stored in vendor silos (even for open protocols like XMPP, MQTT, COAP...)
- Device/data management apps locked to vendor silos...
- Devices locked to specific vendor services...
- => Vendor Lock In and Fragmentation.

[matrix]

# **Introducing Matrix**

# **Introducing Matrix**

- New Open Source project (launched Sept 2014)
- Setting up as not-for-profit org (matrix.org)
- Publishing pragmatic simple HTTP API standard for persistent decentralised messaging.
- Defines client-server, server-server and application-service APIs
- Provides Apache-Licensed reference implementations of the server (Python/Twisted) and clients (web, iOS, Android, Python, Perl...)

**Open Decentralised** Persistent **Eventually Consistent Cryptographically Secure Messaging Database** with JSON-over-HTTP API.

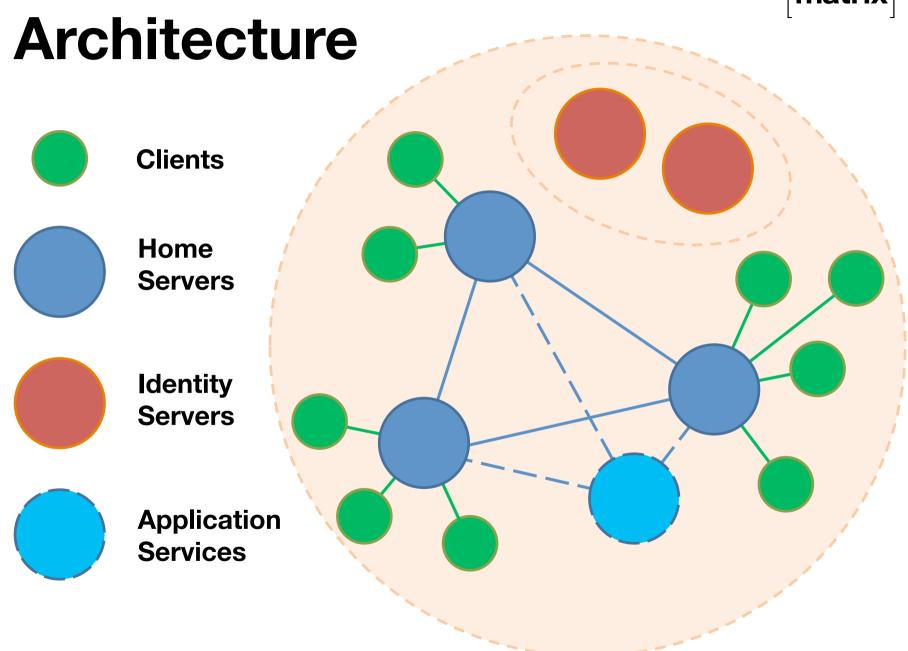
# **Key Characteristics**

- Entirely open:
  - open standard; open source;
     open project; open federation.
- Message History as first-class citizen
- Group communication as first-class citizen
  - Fully distributed room state (cryptographically signed)
    - no SPOFs or SPOCs.
- Strong cryptographic identity to prevent spoofing
- Identity agnostic
- End-to-end encryption (RSN)

## **Demo time!**

http://matrix.org/beta

 $ig[ {\sf matrix} ig]$ 



# **Functional Responsibility**

- Clients: Talks simple HTTP APIs to homeservers to push and pull messages and metadata. May be as thin or thick a client as desired.
- **Homeservers**: Stores all the data for a user the history of the rooms in which they participate; their public profile data.
- Identity Servers: Trusted clique of servers (think DNS root servers): maps 3<sup>rd</sup> party IDs to matrix IDs.
- Application Services: Optional; delivers application layer logic on top of Matrix (Gateways, Conferencing, Archiving, Search etc). Can actively intercept messages if required.

#### **Federation Demo**

http://matrix.org/matrixgraph.html

# **Federation Design #1**

- No single point of control for chat rooms.
- Any homeserver can publish a reference to a chat room (although typically the address is the homeserver of the user who created the room).
- Room addresses look like:

#### #matrix:matrix.org

(pronounced hash-matrix-on-matrix-dot-org)

 The IP of the matrix.org homeserver is discovered through DNS (SRV \_matrix record if available, otherwise looks for port 8448 of the A record).

# Federation Design #2

- When a user joins a room, his HS queries the HS specified in the room name to find a list of participating homeservers via a simple GET
- Messages form a directed acyclic graph (DAG) of chronologicity, each crypto-signed by the origin HS
- The user's HS pulls in messages via GETs from participating HSs by attempting to walk the DAG
- Each HS caches as much history as its users (or admin) desires
- When sending a message, the HS PUTs to participating homeservers (currently full mesh, but fan-out semantics using cyclical hashing in development)

# **Identity Design**

- We don't want to be yet another identity system (e.g. JIDs)
- So we aggregate existing 3<sup>rd</sup> party IDs (3PID) and map them to **matrix** IDs (MXIDs) by **Identity Servers**, whose use in public is strictly optional.
- And so login and user discovery is typically done entirely with 3<sup>rd</sup> party IDs.
- ID servers validate 3<sup>rd</sup> party IDs (e.g. email, MSISDN, Facebook, G+) and map them to MXIDs. MXIDs look like:

@matthew:matrix.org

# **Security Design #1**

- Server-server traffic is mandatorily TLS from the outset
- Can use official CA certs, but automagically self-sign and submit certs to matrix ID servers as a free but secure alternative
- Server-client traffic mandates transport layer encryption other than for tinkering
- Clients that support PKI publish their public keys, and may encrypt and sign their messages for E2E security.
- "Well behaved" clients should participate in key escrow servers to allow private key submission for law enforcement.
- End-to-end encryption for group chat is supported through a perroom encryption key which is shared 1:1 between participating members

# **Security Design #2**

- SPAM is contained by mandating invite handshake before communication
- Invite handshakes are throttled per user
- Homeservers and users may be blacklisted on identity servers
- ID servers authenticating 3PIDs are obligated to mitigate bulk registration of users via CAPTCHAs or domain-specific techniques (e.g. 2FA SMS for MSISDNs)

# **Application Services (AS)**

- ...are Bots on steroids (with a hint of IRC services)
- They have privileged access to the server (granted by the admin).
- They can subscribe to wide ranges of server traffic (e.g. events which match a range of rooms, or a range of users)
- They can masquerade as 'virtual users'.
- They can lazy-create 'virtual rooms'
- They can receive traffic by push.

#### **Uses for AS API**

- Gateways to other worlds
- Data manipulation
  - Filtering
  - Translation
  - Indexing
  - Mining
- Application Logic (e.g. bots, IVR services)

•

#### The client-server API

#### To send a message:

```
curl -XPOST -d '{"msgtype":"m.text", "body":"hello"}'
"https://alice.com:8448/_matrix/client/api/v1/rooms/
ROOM_ID/send/m.room.message?access_token=ACCESS_TOKEN"

{
     "event_id": "YUwRidLecu"
}
```

#### The client-server API

#### To set up a WebRTC call:

```
curl -XPOST -d '{\
  "version": 0, \
  "call id": "12345", \
  "offer": {
   "type" : "offer",
   "sdp": "v=0\r\no=- 658458 2 IN IP4 127.0.0.1..."
}' "https://alice.com:8448/ matrix/client/api/v1/rooms/
ROOM_ID/send/m.call.invite?access_token=ACCESS_TOKEN"
{ "event_id": "ZruiCZBu" }
```

#### The client-server API

#### To persist some MIDI:

```
curl -XPOST -d '{\
    "note": "71",\
    "velocity": 68,\
    "state": "on",\
    "channel": 1,\
    "midi_ts": 374023441\
}' "https://alice.com:8448/_matrix/client/api/v1/rooms/
ROOM_ID/send/org.matrix.midi?access_token=ACCESS_TOKEN"
{ "event_id": "ORzcZn2" }
```

#### The client-server API

...or to persist some tap gestures for animating an Avatar...

```
curl -XPOST -d '{
    "thumbnail": "http://matrix.org:8080/ matrix/content/
QGtlZ2FuOm1hdHJpeC5vcmcvNupjfhmFhjxDPquSZGaGlYj.aW1hZ2UvcG5n.png",
    "actions": [
        {"x": "0.5521607", "y": "6.224353", "t": "0.9479785"},
       {"x": "0.5511537", "y": "6.220354", "t": "0.9701037"},
       {"x": "0.5510949", "y": "6.214756", "t": "0.9804187"},
       {"x": "0.5499267", "y": "6.213634", "t": "0.9972034"},
        {"x": "0.5492241", "y": "6.210211", "t": "1.013744"},
       {"x": "0.5486694", "y": "6.206304", "t": "1.030284"},
       {"x": "0.5482137", "y": "6.201648", "t": "1.046764"},
       {"x": "0.9997056", "y": "4.022976", "t": "8.970592"},
       {"x": "0.9995697", "v": "4.043199", "t": "8.987072"}
}' "https://alice.com:8448/ matrix/client/api/v1/rooms/ROOM ID/send/
org.matrix.demos.unity.stickmen?access token=ACCESS TOKEN"
{ "event id": "ORzcZn2" }
```

#### The server-server API

```
curl -XPOST -H 'Authorization: X-Matrix origin=matrix.org,key="898be4...",sig="j7JXfIcPFDWl1pdJz..." -d '{
    "ts": 1413414391521,
    "origin": "matrix.org",
    "destination": "alice.com",
    "prev ids": ["e1da392e61898be4d2009b9fecce5325"],
    "pdus": [{
        "age": 314,
        "content": {
            "body": "hello world",
            "msgtype": "m.text"
        "context": "!fkILCTRBTHhftNYgkP:matrix.org",
        "depth": 26,
        "hashes": {
            "sha256": "MqVORjmjauxBDBzSyN2+Yu+KJxw0oxrrJyuPW8NpELs"
        "is state": false,
        "origin": "matrix.org",
        "pdu id": "rKQFuZQawa",
        "pdu_type": "m.room.message",
        "prev pdus": [
            ["PaBNREEuZj", "matrix.org"]
        "signatures": {
            "matrix.org": {
                "ed25519:auto": "jZXTwAH/7EZbjHFhIFg8Xj6HGoSI+j7JXfIcPFDWl1pdJz+JJPMHTDIZRha75oJ7lg7UM+CnhNAayHWZsUY3Ag"
        "origin server ts": 1413414391521,
        "user id": "@matthew:matrix.org"
}' https://alice.com:8448/ matrix/federation/v1/send/916d630ea616342b42e98a3be0b74113
```

# Federating IoT Data

#### CoAP:

- REST over UDP (sort of)
- Everything's a server! (and a client)
- Maps onto HTTP APIs.

#### **MQTT:**

- PubSub over TCP (sort of)
- Everything can pub & sub! (via a broker).
- Maps onto message passing.

# Exposing Matrix via CoAP is trivial:

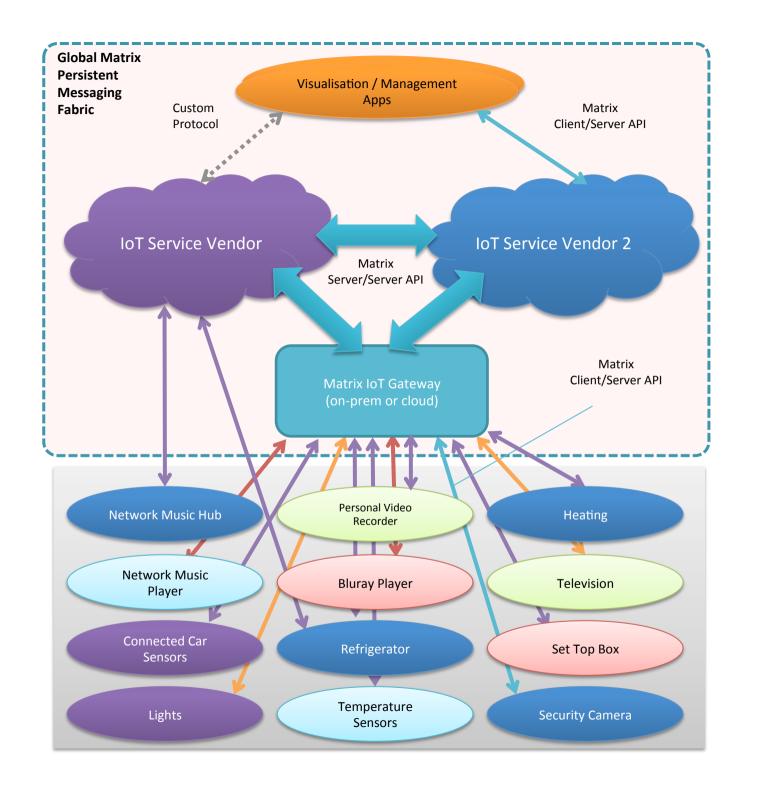
```
echo '{"msgtype":"m.text", "body":"hello"}' |
perl -MCBOR::XS -MJSON -pe '$_=encode_cbor decode_json' |
coap-client -m post \
coaps://alice.com/_m/c/a/v1/r/ROOM_ID/s/m.room.message?
a=ACCESS_TOKEN
```

#### is the same as...

```
curl -XPOST -d '{"msgtype":"m.text", "body":"hello"}'
"https://alice.com:8448/_matrix/client/api/v1/rooms/
ROOM_ID/send/m.room.message?access_token=ACCESS_TOKEN"
```

Any CoAP device can persist data into Matrix, and act on data pushed from Matrix.

A Matrix-aware MQTT Broker could similarly store history to Matrix, and expose Matrix history and pubsub to MQTT clients.



# **Current Progress**

- Funded May 2014
- First public release in Sept 2014
- Crypto and iOS/Android landed Oct 2014
- Exited alpha Nov 2014
- Jan 2014: 60 federated homeservers; 700 end users.
- Next up:
  - Release v2 Client-Server APIs
  - Release Application Server APIs
  - Build gateways!
  - End-to-End Encryption
  - Sort out Federated ID & Key Distribution

# We need help!!

- We need people to try running their own servers and join the federation.
- We need feedback on the APIs.
- We need more people to actually use it!
  - Come talk on #matrix:matrix.org(http://matrix.org/beta)
  - Follow us @matrixdotorg

http://matrix.org

## **THANK YOU!**

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twitter: @matrixdotorg