

What about real-time communication?



WHAT ABOUT REAL-TIME?

- REST works!
- Not enough for many use cases
- Necessity for an event-driven communication
- Servers need to send information to clients



POLLING





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WEBHOOKS





WEBHOOKS – HTTP CALLBACKS

- Does not break the REST model
- Clients implement a REST API
- Callback URL is provided to the server
- Server calls all the provided URLs when the state changes
- Browsers have a hacky way to have a javascript server running



COMET – LONG POLLING



- Umbrella for all solutions
- Response is hold by the server
- Polling isn't restarted until response is received
- Browsers have a hacky way to support it



WEBSOCKETS¹

- Part of the HTML5 specification
- Available for all web apps
- Supports Pub / Sub protocol
- Follows a specific Handshake protocol

1. www.websocket.org



WEBSOCKETS - HANDSHAKE



GET – UPGRADE

- 101 Switching protocols
- TCP socket for bidirectional messages
 - WebSocket Data Frames protocols² in the Sec-WebSocket-Protocol header
- Less bandwidth-consuming

2. http://www.iana.org/assignments/websocket/websocket.xml



WEBSOCKETS - IOT

- Are not blocked by firewalls and traverse proxies
- All RESTfull API can be reused as-is for WebSockets
- Supported by browsers and other technologies like MQTT³
- It allows simple implementation of Publisher / Subscriber technologies
- Still hard to scale on the server side and battery management in client side



MQTT - MOSQUITTO

- mosquitto_pub -h <host> -t <topic> -m "<message>"
- mosquitto_sub -h <host> -t <topic>
- If on windows add .exe
- Paho-mqtt in Python
- etc



REFERENCES

- Building the Web of Things With examples in Node.js and Raspberry Pi by Dominique D. Guinard and Vlad M. Trifa
- HiveMQ hivemq.com

