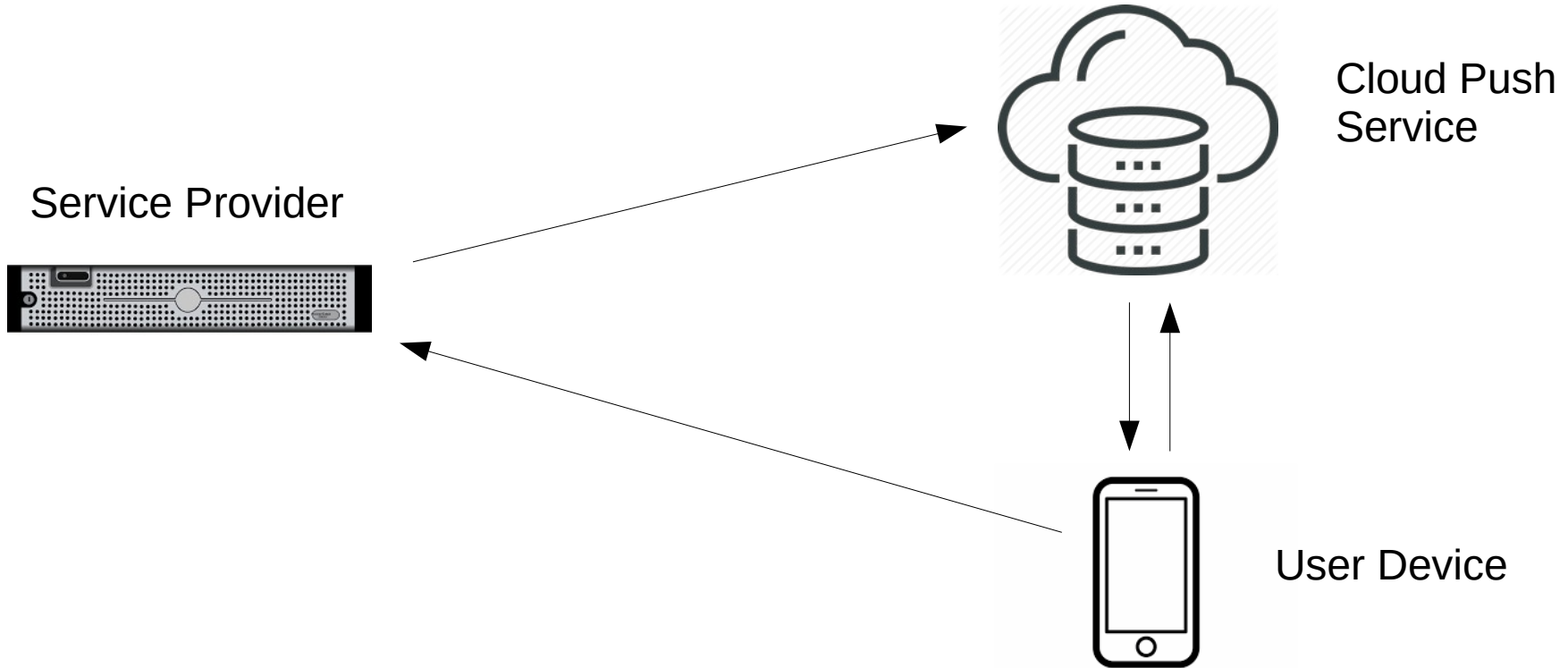


PUSH DRAFTS

DISPATCH @IETF106
Singapore – 18 Nov 2019
Bron Gondwana

The problem space

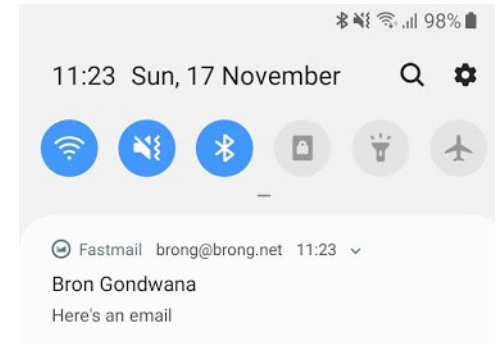


Why cloud push?

- Battery and network efficient
 - Fast push without holding TCP connection open between device and provider
- Platform notifications
 - Badge count updates, etc

The landscape today

- Apple have XAPPLEPUSH for IMAP/CalDav/Carddav
- First Party clients for most service providers have support for their own push
- Third party clients poll or use IMAP IDLE which only gets one folder per connection and requires holding the connection open



Areas for consideration

- Rate of update (if the server is getting 100 changes/sec, how often do you push)
- Filtering of updates (if the server pushes to the client and it doesn't care about this change, that's a waste)
- Content of pushes (edge trigger vs rich content)
- Expiry and refresh (spamming devices after the app is removed)

Current work in the area

- <https://datatracker.ietf.org/doc/draft-gajda-dav-push/>
- <https://github.com/coi-dev/coi-specs/blob/master/webpush-spec.md>
- A common framework would help with the NxM problem.