

MIMI Transport Protocol (MTP)

Jonathan Rosenberg

Cullen Jennings

Suhas Nandakumar

Strawman Decisions in this Draft

- Single provider owns the group chat
- Server-to-Server only
- Messages pulled from guest provider
- Sync on a per group chat basis
- Sync uses long poll (no one loves this)
- Properties vs. Messages
- OOB Connection Authorization for anti-spam

Properties vs. Messages

Property

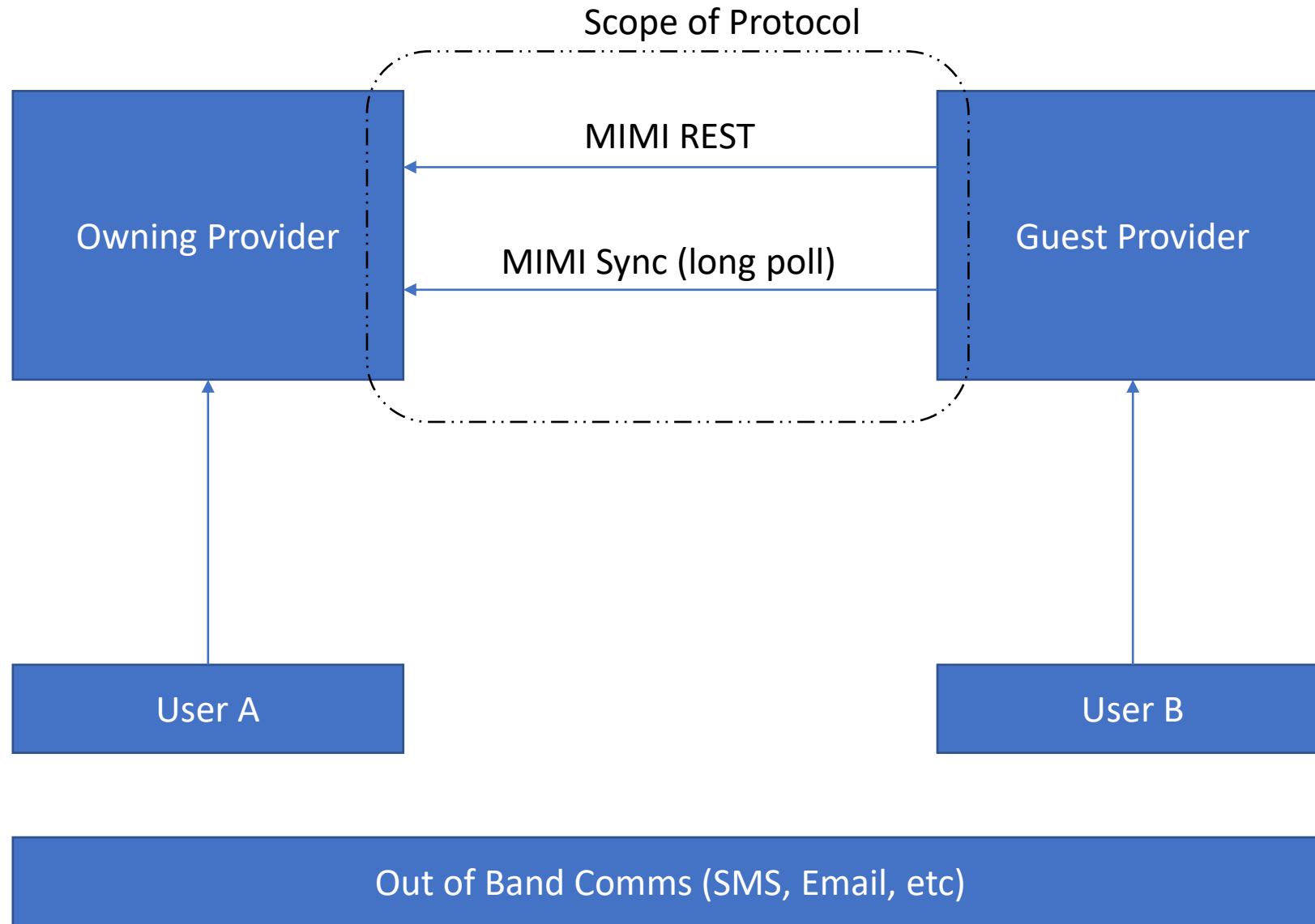
Something for which the only thing that matters, is its current value.

- Group Name
- Topic
- isModerated
- isReadOnly

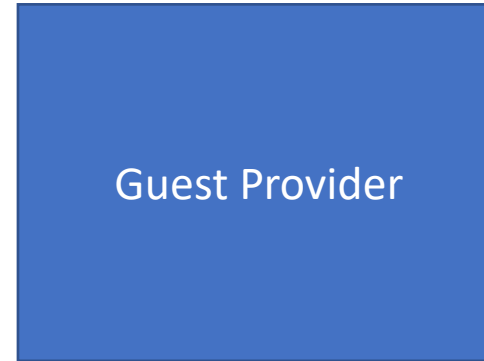
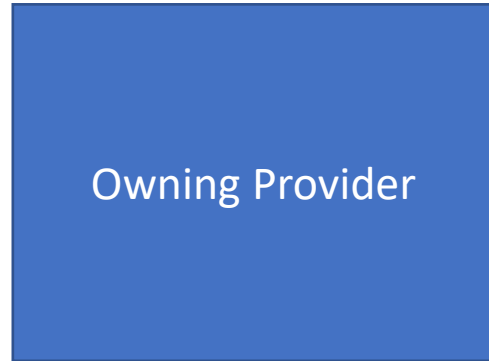
Messages

Content shared in the group, where I will want to see them in time order.
This is the “stuff” in the content draft

- Text
- Reaction
- Link
- Image



MTP Sync Model

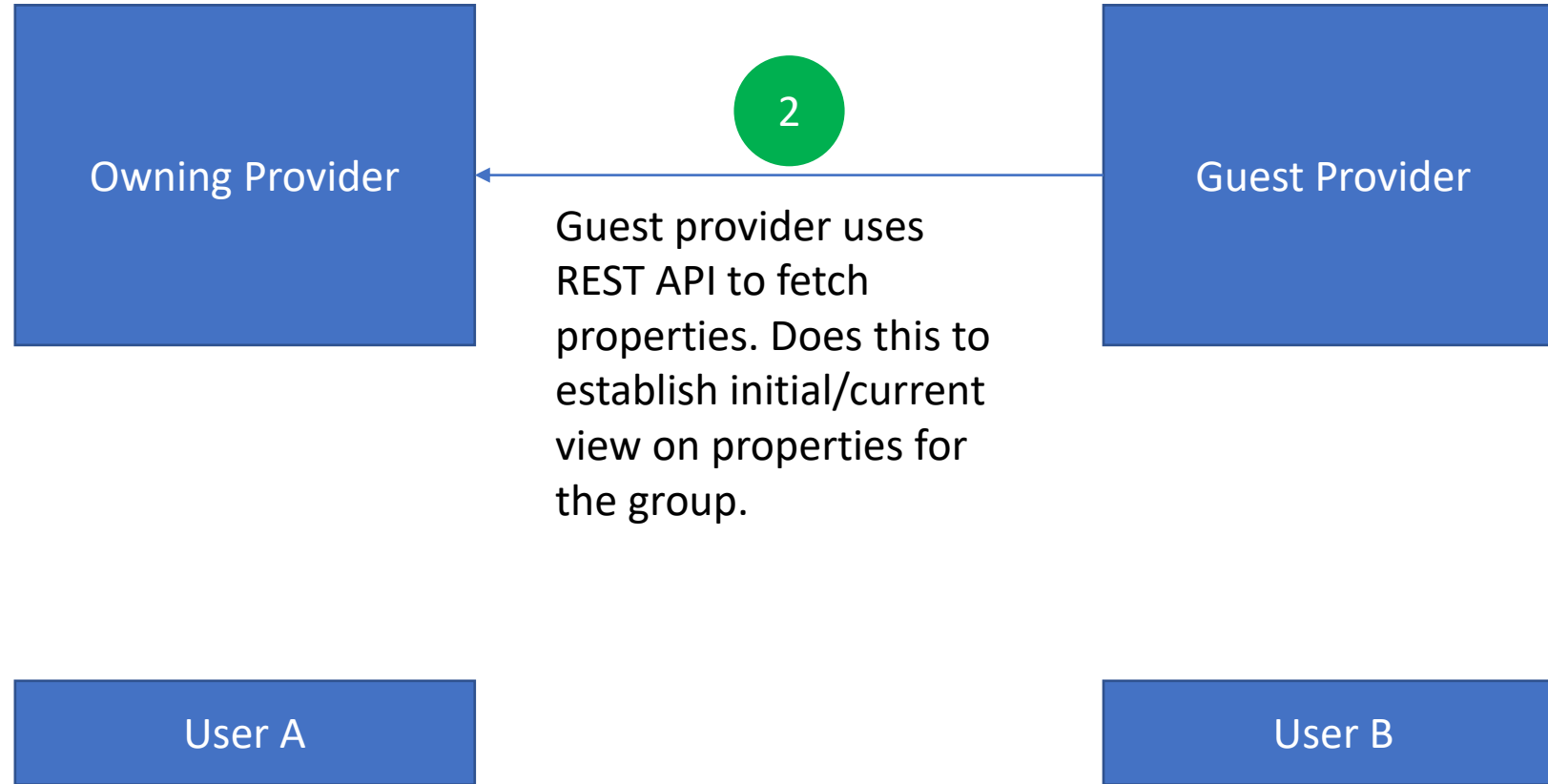


1

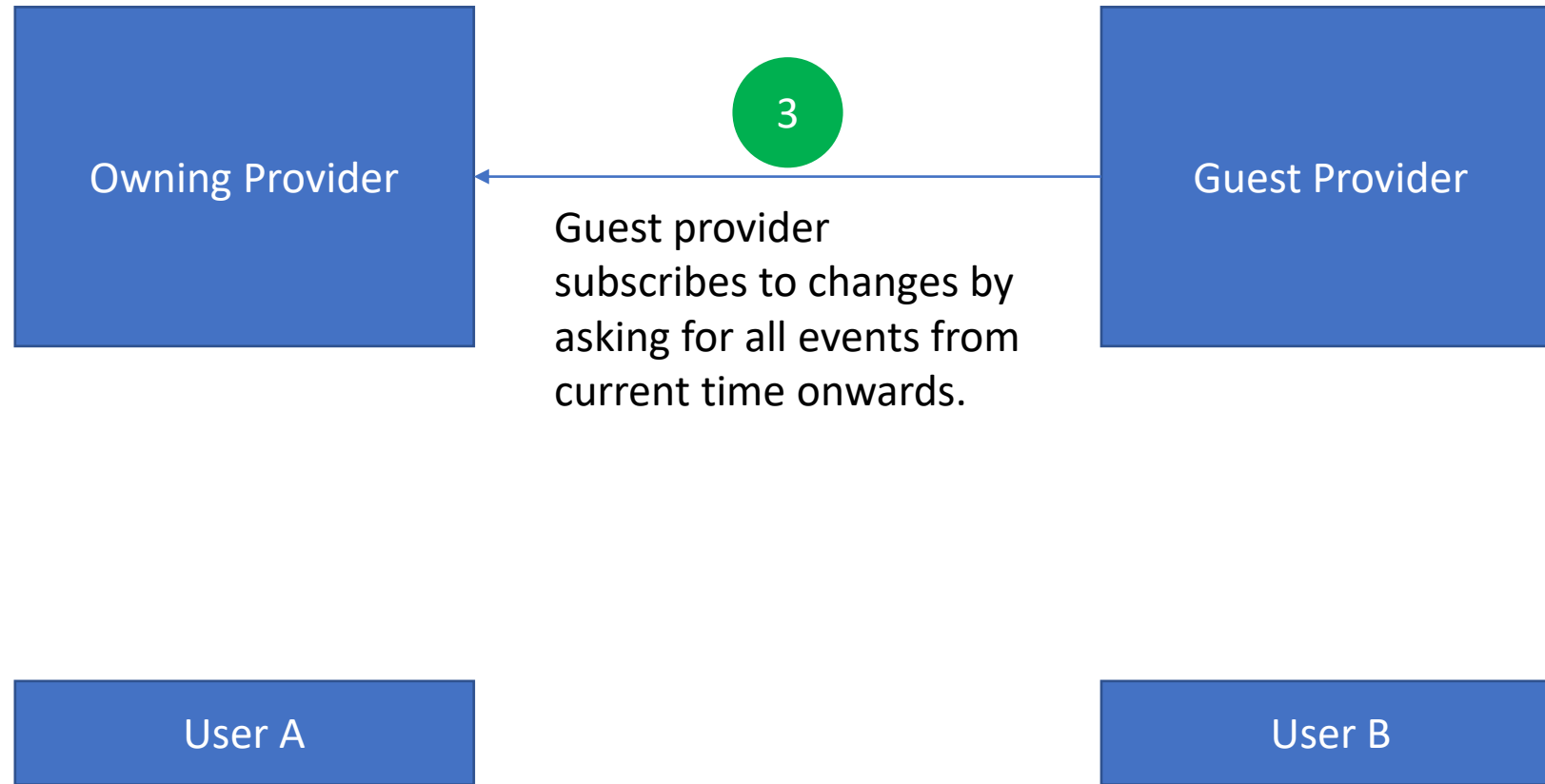
Guest provider learns of new group chat that its user is in. In current I-D is via OOB technique, others can be added.

Guest provider maintains list of foreign groups a user is in.

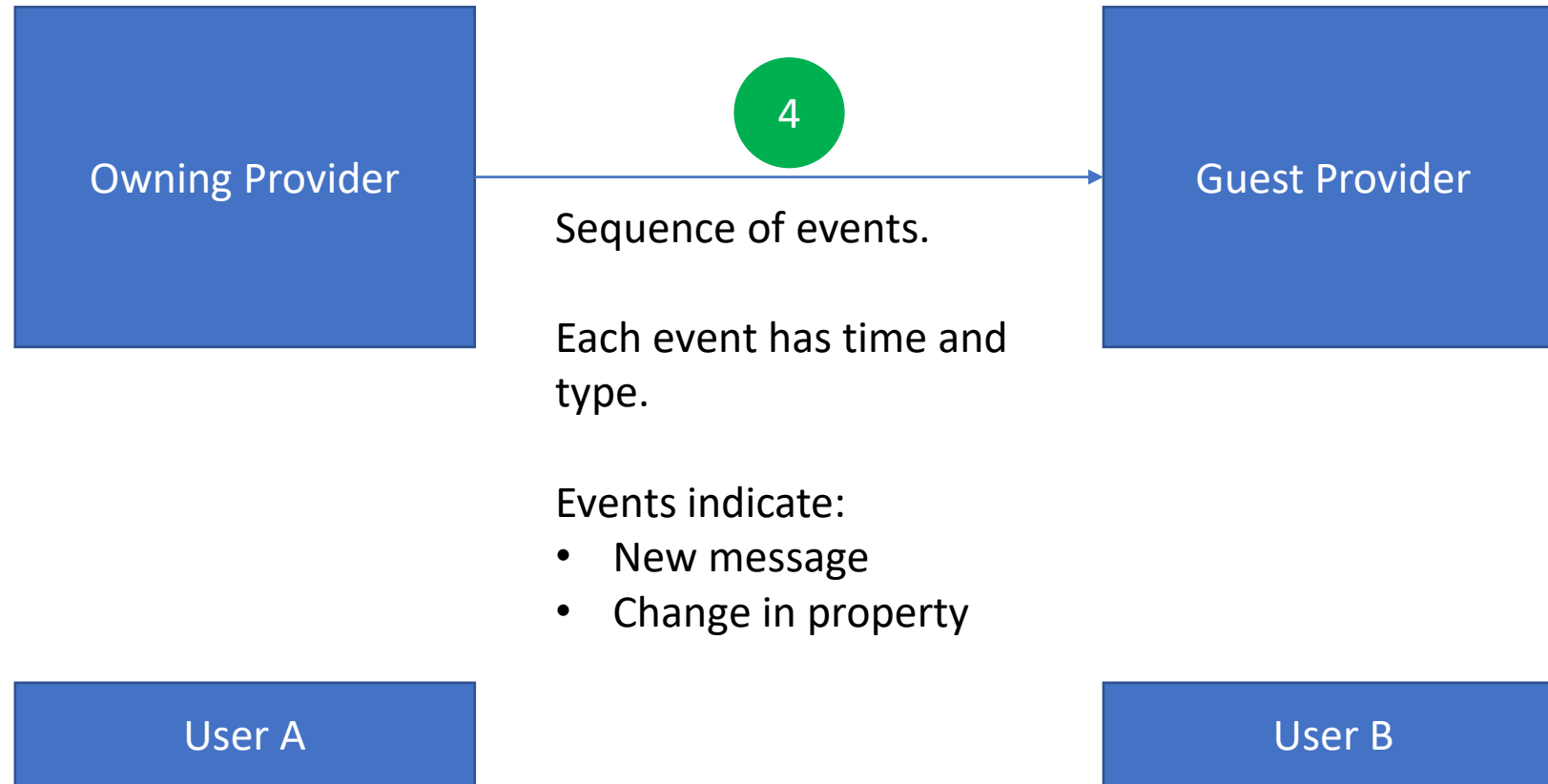
MTP Sync Model



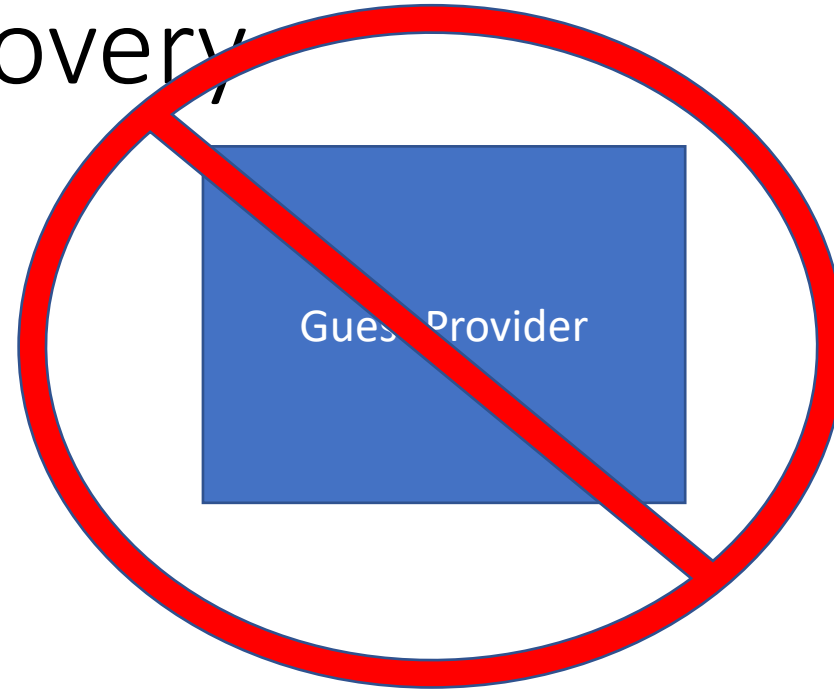
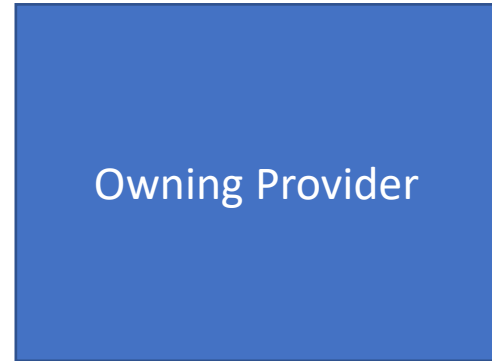
MTP Sync Model



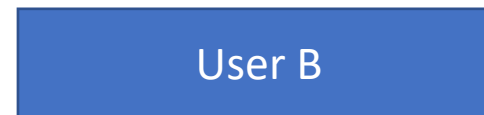
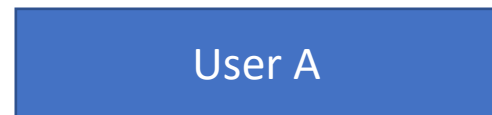
MTP Sync Model



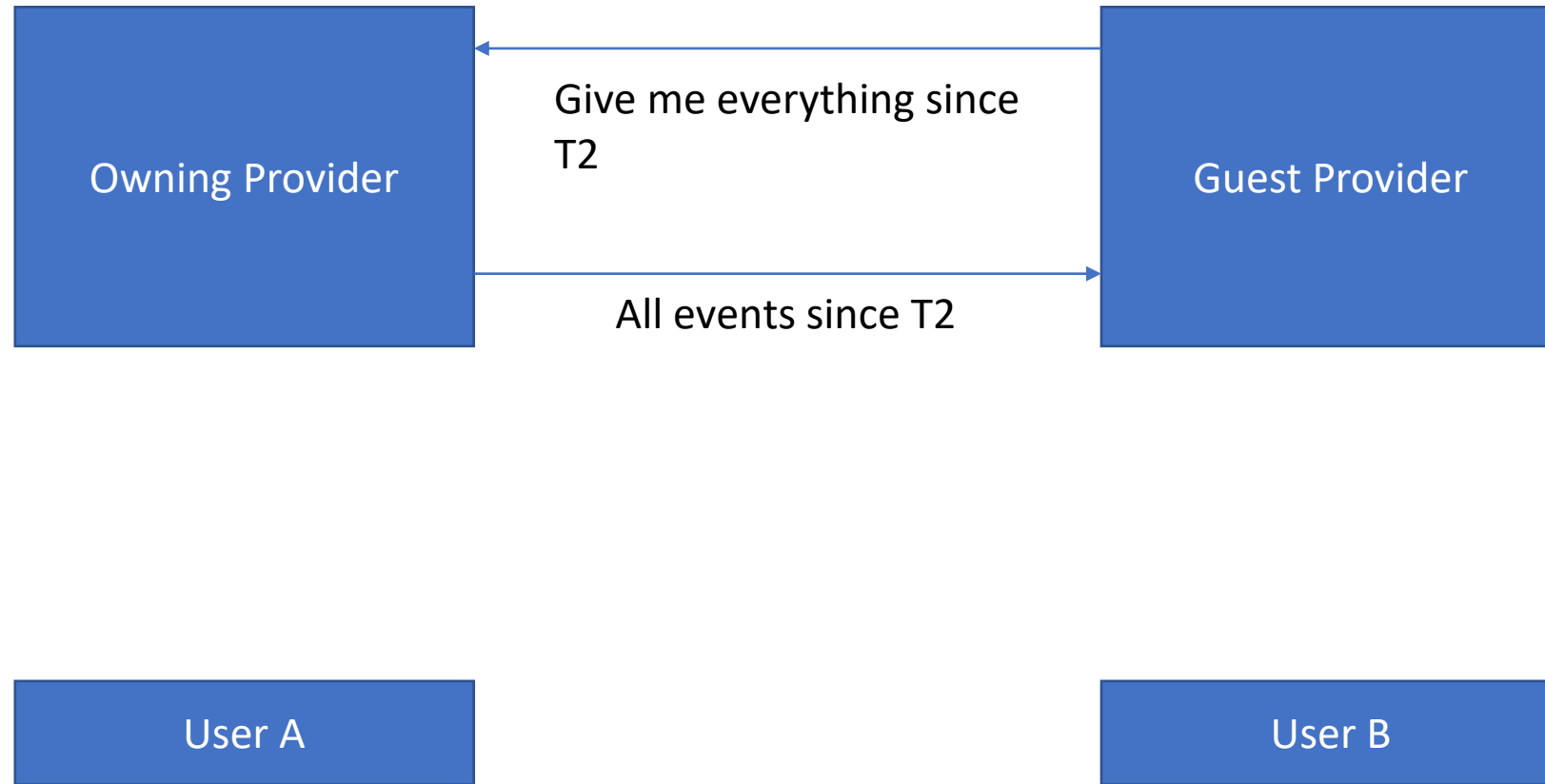
MTP Sync Model: Recovery



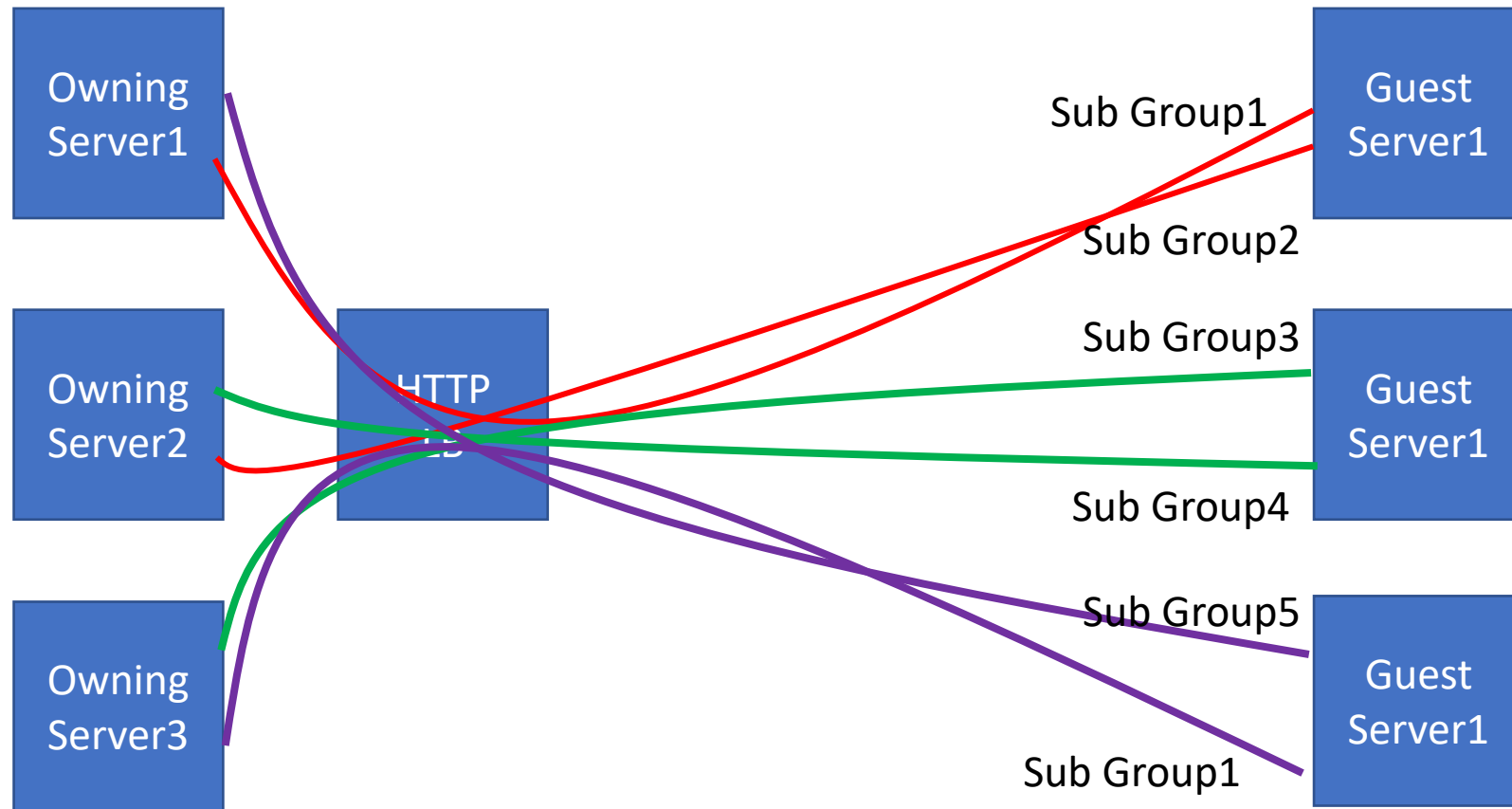
Last event: T2



MTP Sync Model: Recovery



MTP Cloud Scale Model



Subscriber side sharded across servers by subscription ID

No problem if multiple subscriptions for same group – de-duped via message ID uniqueness

Subscribed side load balanced using existing HTTP LB

Fine grained subscriptions enable easy distribution of work

Subscription state bound to connection state – eliminates need for subscription DB