



Connect your Android Things with Firebase

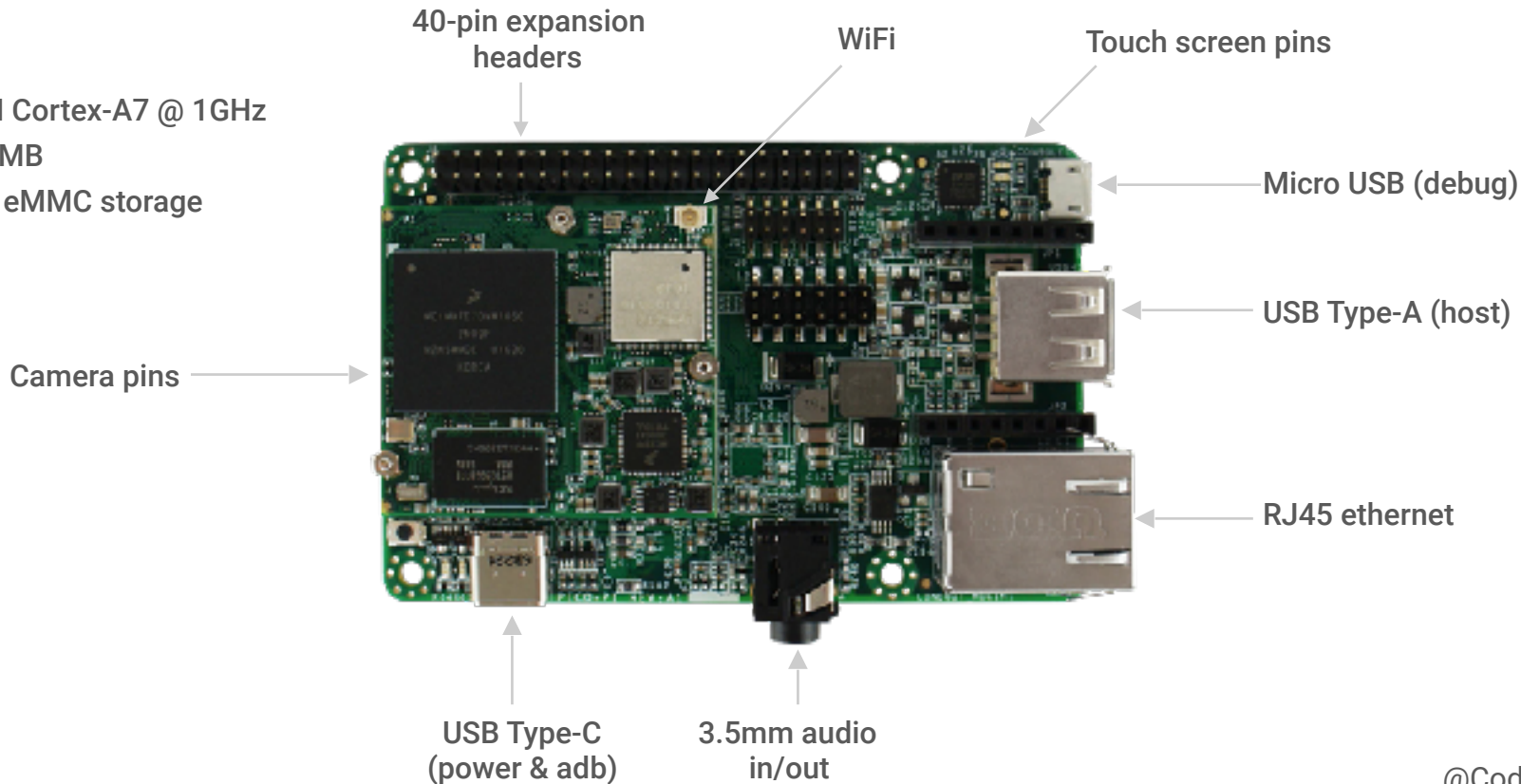


Doug Stevenson
@CodingDoug

android
things

PICO-PI-IMX7 — System on Module (SoM)

- ARM Cortex-A7 @ 1GHz
- 512 MB
- 4GB eMMC storage



Rainbow Hat peripheral



Types of peripheral I/O

General Purpose Input/Output (GPIO)

- Digital inputs and outputs with an on/off state.
- Buttons, relays, and proximity sensors.

Pulse Width Modulation (PWM)

- Variable control of a peripheral level.
- Servo motors, speakers, LEDs

Types of peripheral I/O

Inter-Integrated Circuit (I2C)

- Synchronous master serial bus allowing multiple slave devices addressed in software.
- Sensors, displays, advanced peripherals

Inter-IC Sound (I2S)

- Synchronous serial bus connecting digital sound peripherals that support PCM audio data.
- Digital microphones and digital-analog converters (DAC)

Types of peripheral I/O

Serial Peripheral Interface (SPI)

- Synchronous master serial bus allowing multiple slave devices addressed in hardware.
- Sensors, displays, higher speed peripherals

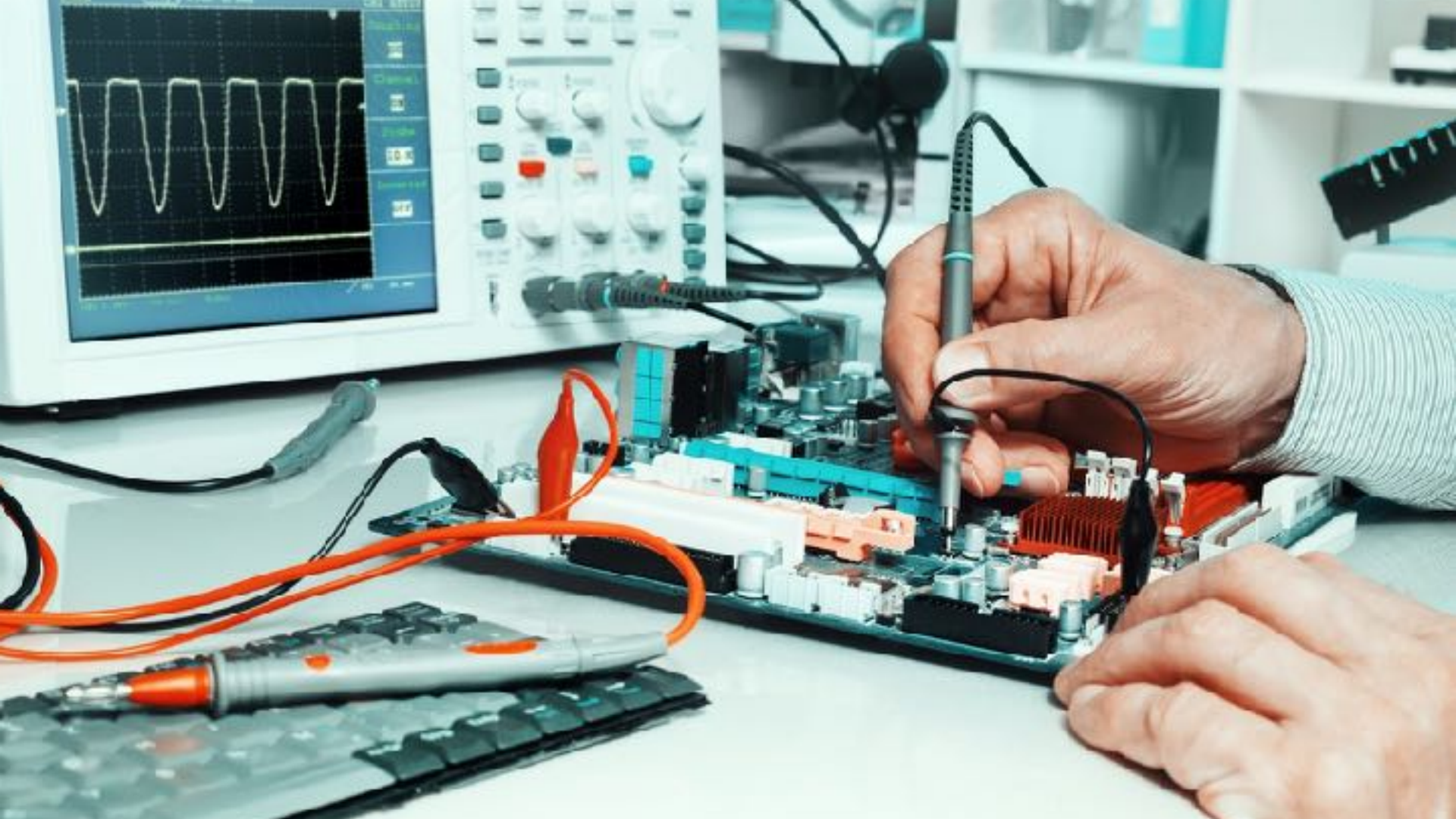
Universal Asynchronous Receiver Transmitter (UART)

- Asynchronous serial port used commonly in interrupt-driven applications.
- GPS, printers, RFID readers, barcode scanners

Android Things Drivers

```
dependencies {  
    compileOnly 'com.google.android.things:androidthings:0.7-devpreview'  
  
    implementation 'com.google.android.things.contrib:driver-rainbowhat:0.10'  
    implementation 'com.google.android.things.contrib:driver-button:0.6'  
    implementation 'com.google.android.things.contrib:driver-bmx280:0.5'  
    implementation 'com.google.android.things.contrib:driver-ht16k33:0.5'  
    implementation 'com.google.android.things.contrib:driver-apa102:0.6'  
    implementation 'com.google.android.things.contrib:driver-pwmspeaker:0.4'  
}
```



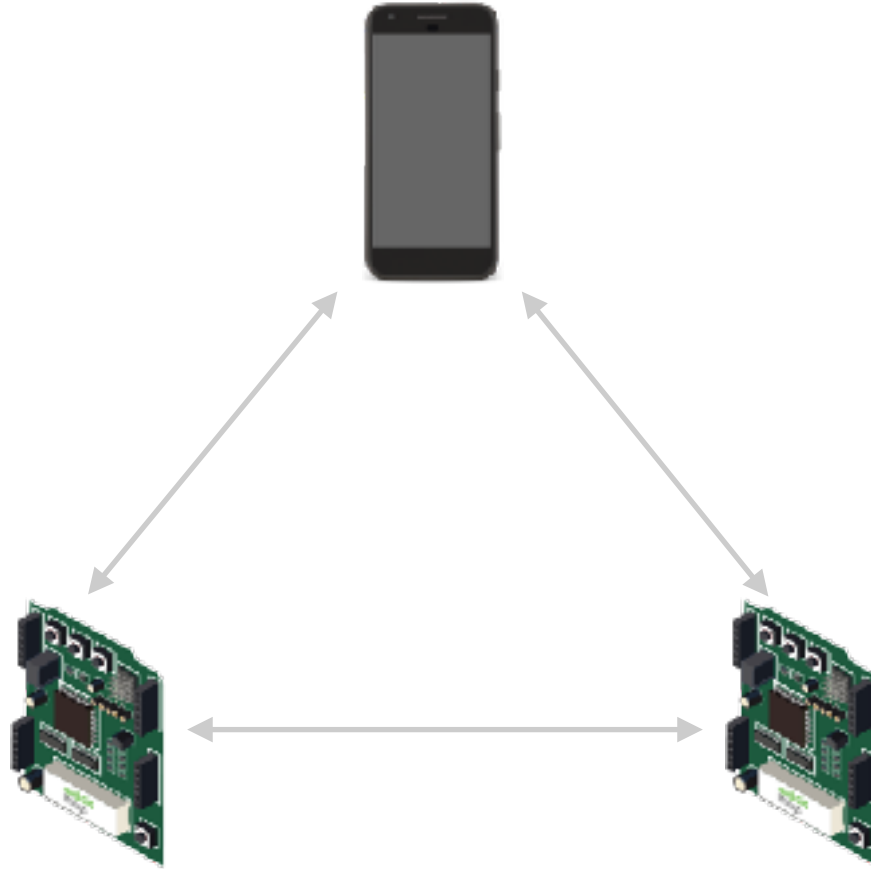
android
things

android things

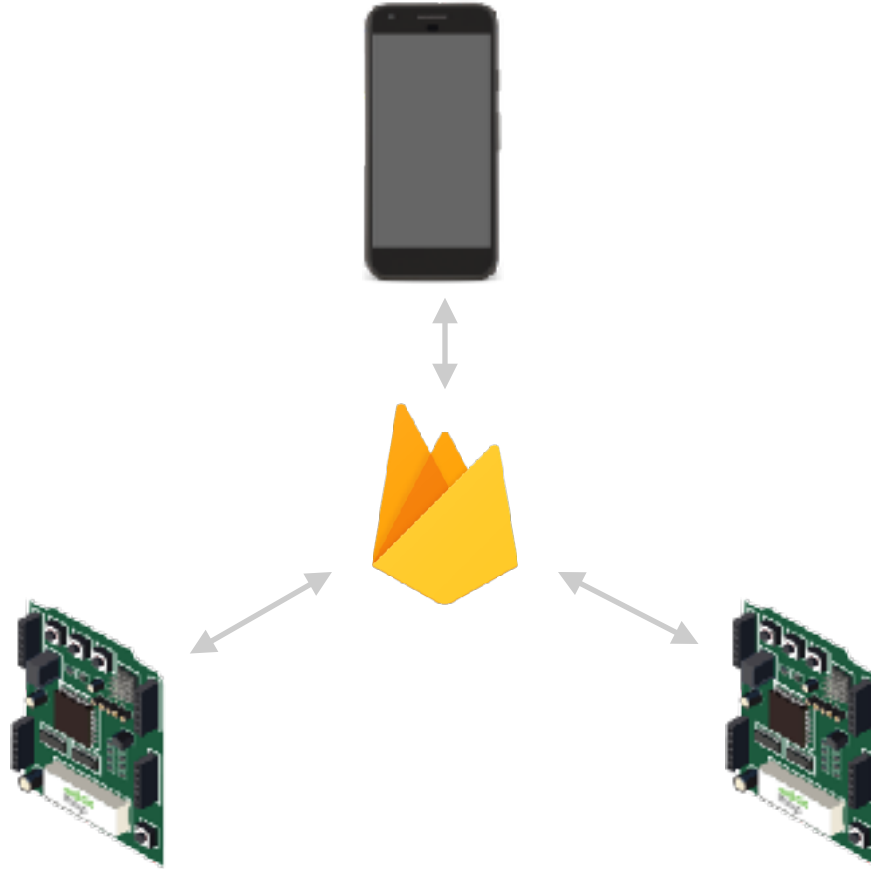




android
things



android
things





Firebase



Firebase



Realtime Database



Cloud Firestore



Analytics



Cloud Messaging



Authentication



Cloud Functions



Dynamic Links



Remote Config



Cloud Storage



Hosting



Invites



App Indexing



Test Lab



Performance



AdMob



AdWords



Crashlytics



Crash Reporting



A/B Testing



Predictions



Cloud Functions

for Firebase

JavaScript/TypeScript - node.js - express.js



Cloud Firestore



Firebase Auth



Cloud Storage
for Firebase



Firebase Cloud Messaging



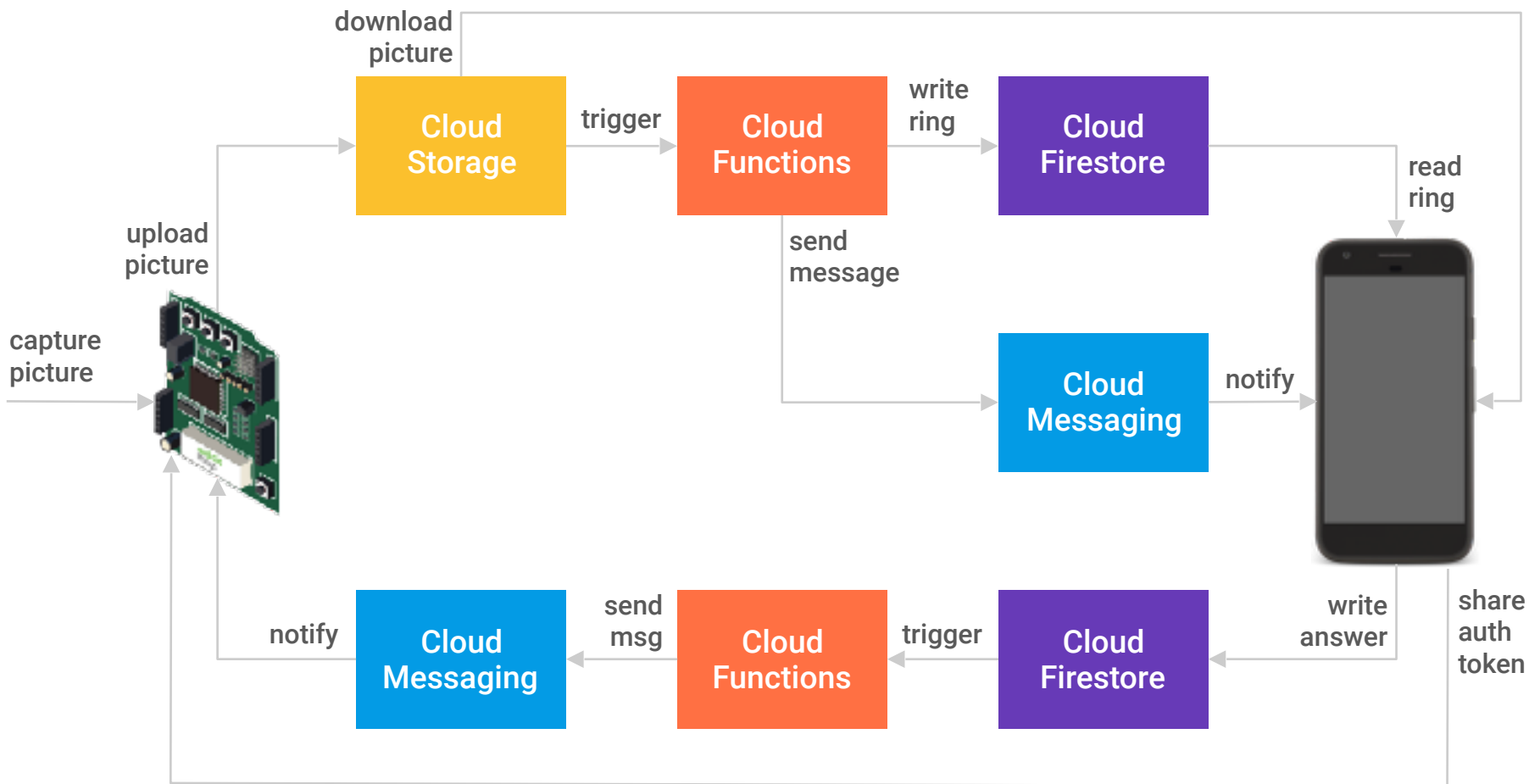
Firebase Crashlytics



Cloud Functions
for Firebase





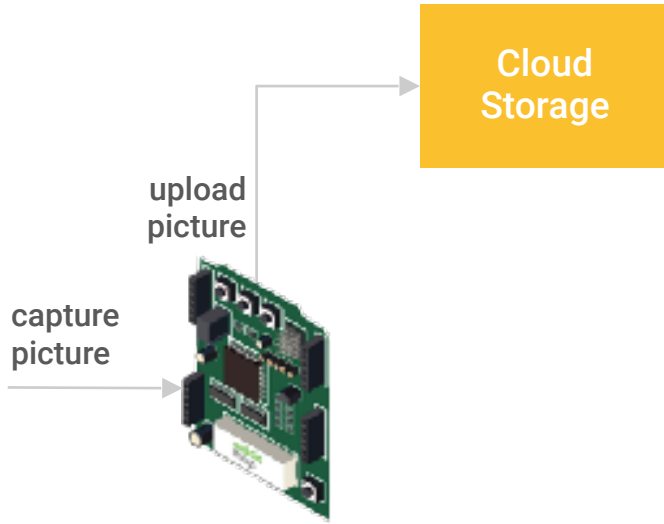


Capturing the picture

You can use the Android Camera2 API! goo.gl/mSDPm3

Issues I discovered:

- In Developer Preview 0.5: TextureView not supported
- Ported to use SurfaceView instead
- Removed code that depends on autofocus
- In Developer Preview 0.6: TextureView now supported! <https://goo.gl/XqTdXM>
 - But it's slow without a GPU



Uploading to Cloud Storage

```
private fun uploadFile(file: File) {  
    val sdf = SimpleDateFormat("yyyyMMddHHmmss", Locale.US)  
    val storagePath = "/pictures/${sdf.format(Date())}.jpg"  
    val ref = FirebaseStorage.getInstance().getReference(storagePath)  
    ref.putFile(Uri.fromFile(file))  
        .addOnSuccessListener(this) {  
            Log.i(TAG, "Picture uploaded")  
        }  
        .addOnFailureListener(this) { e ->  
            Log.i(TAG, "Upload failed", e)  
        }  
        .addOnCompleteListener(this) {  
            file.delete()  
        }  
}
```



gs://

appspot.com > pictures



UPLOAD FILE



Name

Size

Type

Last
modified

20180202190525.jpg

268....

image/jpeg

Feb 2, 2018



20180202192759.jpg

268....

image/jpeg

Feb 2, 2018



20180202194537.jpg

267....

image/jpeg

Feb 2, 2018



20180203052857.jpg

287....

image/jpeg

Feb 2, 2018



20180203053420.jpg

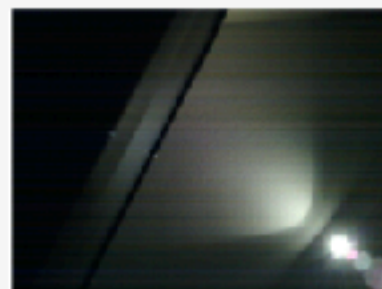
287....

image/jpeg

Feb 2, 2018



20180202190525.jpg X



Name

20180202190525.jpg

Size

268.16 KB

Type

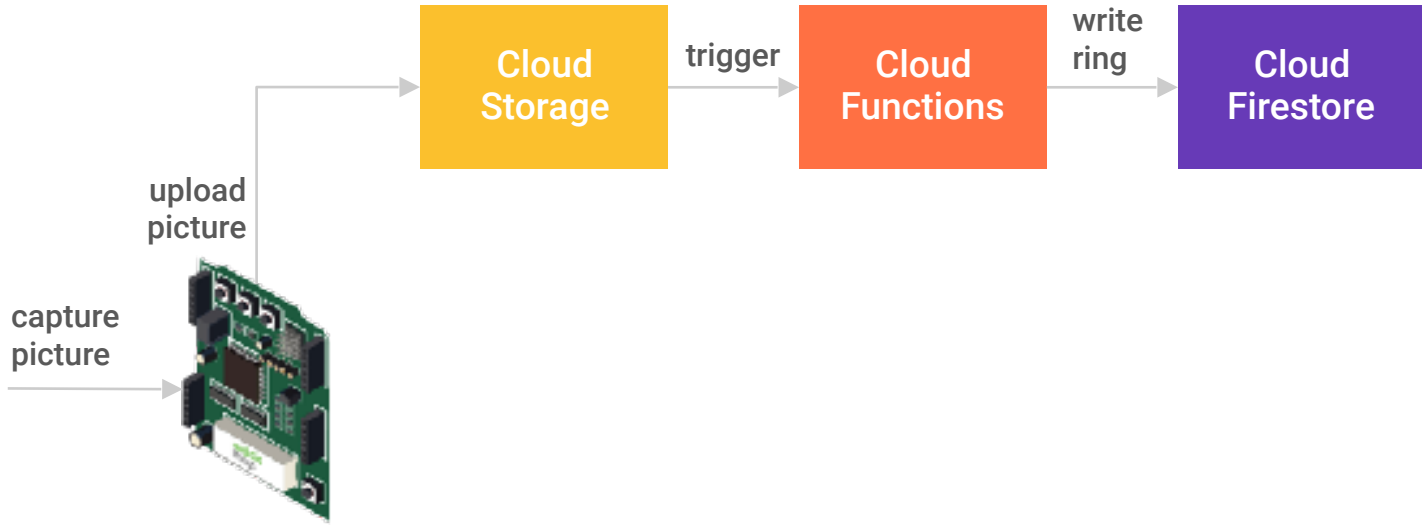
image/jpeg

Created

Feb 2, 2018, 11:05:28 AM

Updated

Feb 2, 2018, 11:05:28 AM



Storage upload trigger pt. 1 - add document to Firestore

```
export const onRing = functions.storage.object().onChange(_onRing)
async function _onRing(event: functions.Event<ObjectMetadata>): Promise<any> {
  const path = event.data.name          // e.g. /pictures/20180327123000.jpg
  const id = basename(path, '.jpg')     // e.g. 20180327123000

  try {
    // Add a document to Firestore with the details of this ring
    //
    const ring: Ring = {
      id: id,
      date: new Date(),
      imagePath: path,
    }

    await firestore.collection('rings').doc(id).set(ring)
  }
}
```



rings



20180202190525



+ ADD COLLECTION

+ ADD DOCUMENT

+ ADD COLLECTION

rings



20180202190525



+ ADD FIELD

date: February 2, 2018 at 11:05:38 AM UTC-8

id: "20180202190525"

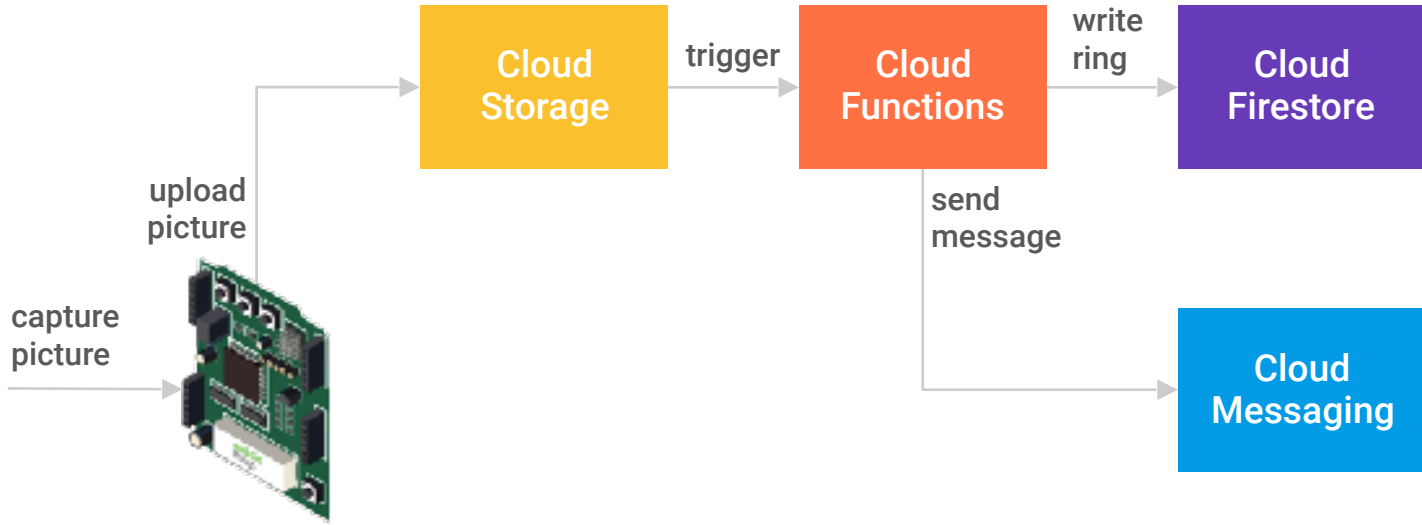
imagePath: "pictures/20180202190525.jpg"

20180202192759

20180202194537

20180203052857

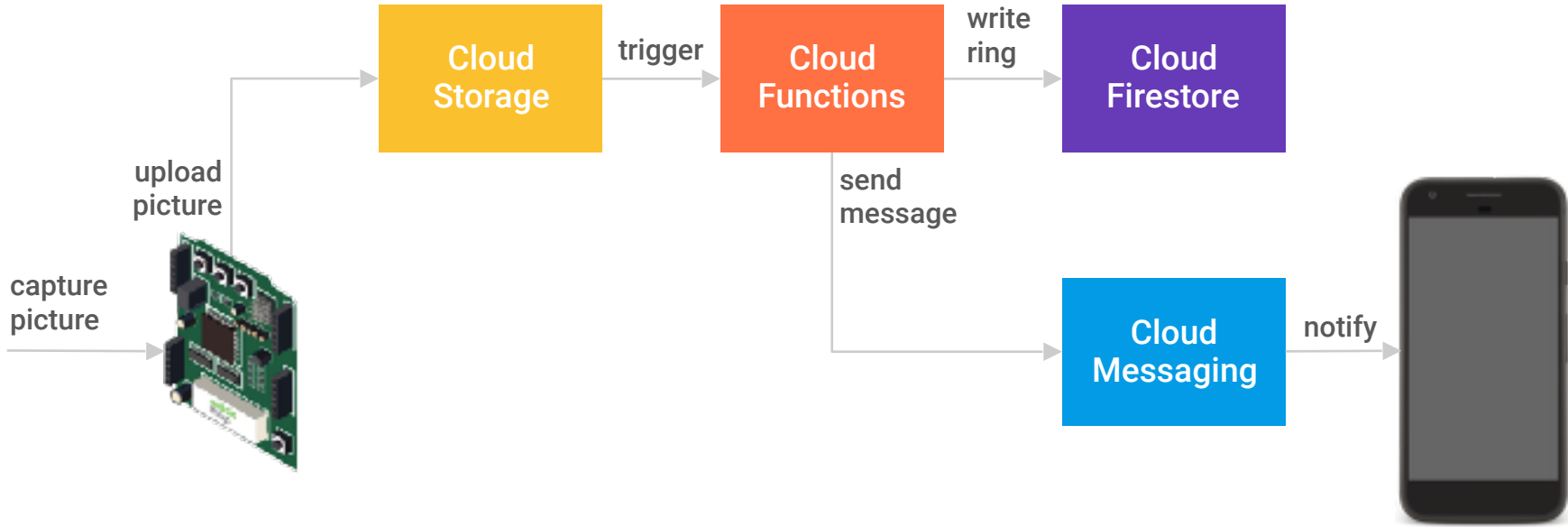
20180203053420



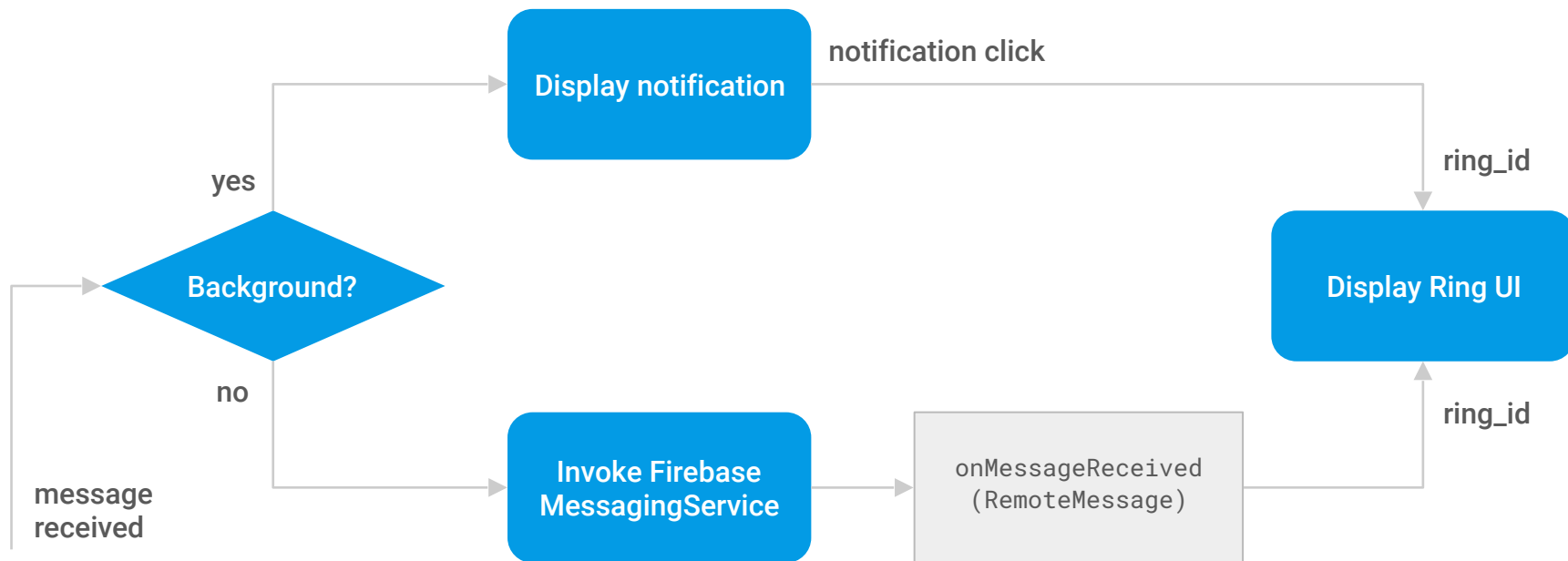
Storage upload trigger pt. 2 - send notification to app

```
// Send a notification to the app
//
const payload = {
  notification: {
    title: 'Ring Ring!',
    body: 'There is someone at the door!',
    click_action: 'com.hyperaware.doorbell.ANSWER_RING'
  },
  data: {
    ring_id: id
  }
}

const response = await fcm.sendToTopic('rings', payload)
```



Receiving the notification



Earlier: Subscribe to “rings” topic

```
class MyInstanceIdService : FirebaseInstanceIdService() {  
  
    companion object {  
        private const val TAG = "MyInstanceIdService"  
    }  
  
    override fun onTokenRefresh() {  
        super.onTokenRefresh()  
        Log.d(TAG, "FCM token refresh: ${FirebaseInstanceId.getInstance().token!!}")  
        FirebaseMessaging.getInstance().subscribeToTopic("rings")  
    }  
  
}
```

Handle incoming ring data message

```
class OnRingMessagingService : FirebaseMessagingService() {  
  
    override fun onMessageReceived(remoteMessage: RemoteMessage) {  
        super.onMessageReceived(remoteMessage)  
        if (remoteMessage.data.containsKey("ring_id")) {  
            val ringId = remoteMessage.data["ring_id"]  
            val intent = Intent(this, AnswerRingActivity::class.java)  
            intent.putExtra("ring_id", ringId)  
            startActivity(intent)  
        }  
        else {  
            Log.w(TAG, "Data message received without ring_id")  
        }  
    }  
}
```

Handle incoming ring (Activity)

```
override fun onCreate(savedInstanceState: Bundle?) {  
    super.onCreate(savedInstanceState)  
    val extras = intent.extras  
    if (extras == null) {  
        Log.e(TAG, "ring_id was not provided")  
        finish()  
        return  
    }  
  
    val ringId = extras.getString("ring_id")  
    if (ringId.isEmpty()) {  
        Log.e(TAG, "ring_id was empty")  
        finish()  
        return  
    }  
  
    // display it...
```



📁 rings



☰ 20180202190525



+ ADD COLLECTION

+ ADD DOCUMENT

+ ADD COLLECTION

rings



20180202190525



+ ADD FIELD

date: February 2, 2018 at 11:05:38 AM UTC-8

id: "20180202190525"

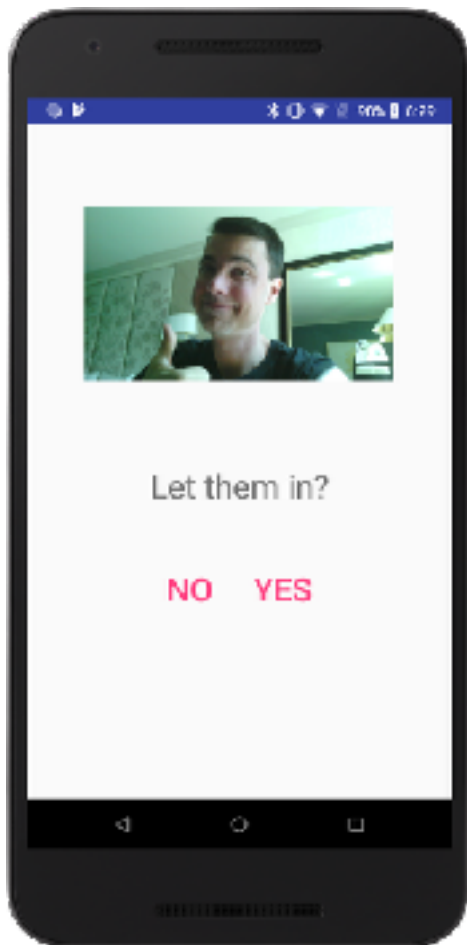
imagePath: "pictures/20180202190525.jpg"

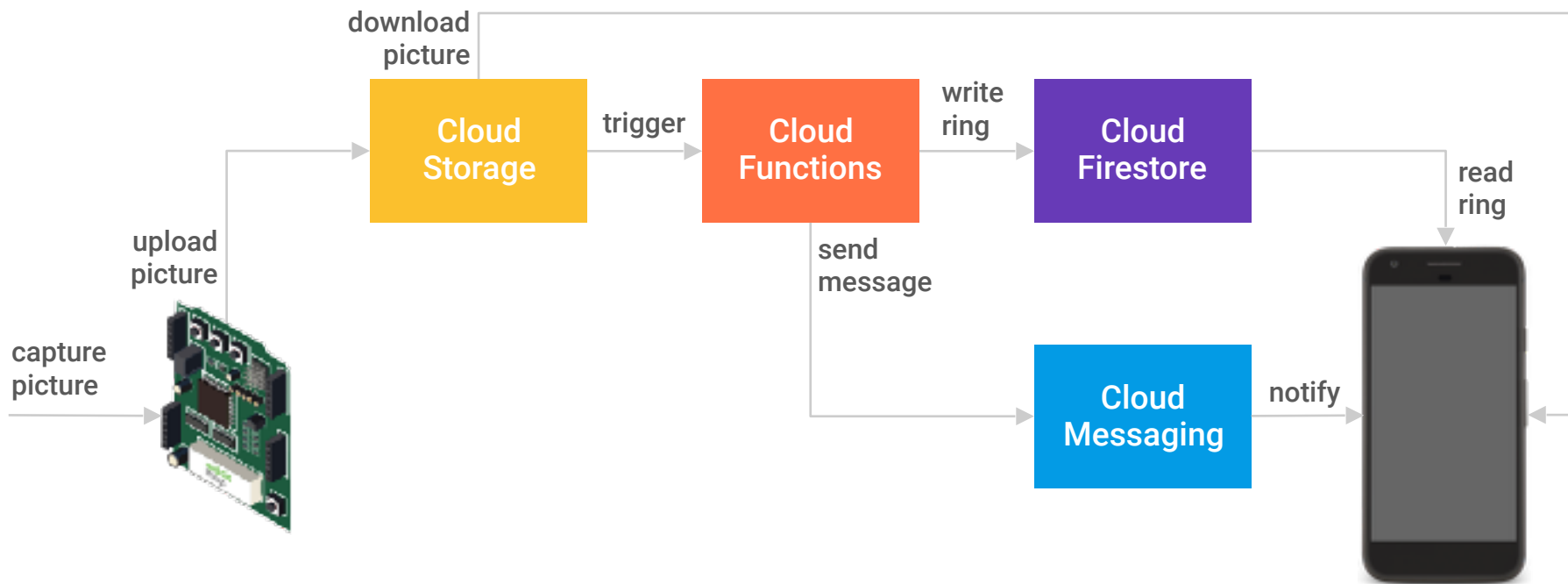
20180202192759

20180202194537

20180203052857

20180203053420





Fetch ring data from Firestore

```
private fun populateViews(ringId: String) {  
    ringReference = FirebaseFirestore.getInstance().collection("rings").document(ringId)  
    ringReference.get()  
        .addOnSuccessListener(this) { snap ->  
            if (snap.exists()) {  
                val ring = snap.toObject(Ring::class.java)  
                val ref = FirebaseStorage.getInstance().getReference(ring.imagePath!!)  
                Glide.with(this@AnswerRingActivity).load(ref).into(ivGuest)  
            }  
        }  
        .addOnFailureListener(this) { error ->  
            Log.e(TAG, "Can't fetch ring $ringId", error)  
        }  
}
```


Glide Module — Cloud Storage for Firebase plugin

```
@GlideModule
```

```
class MyAppGlideModule : AppGlideModule() {
```

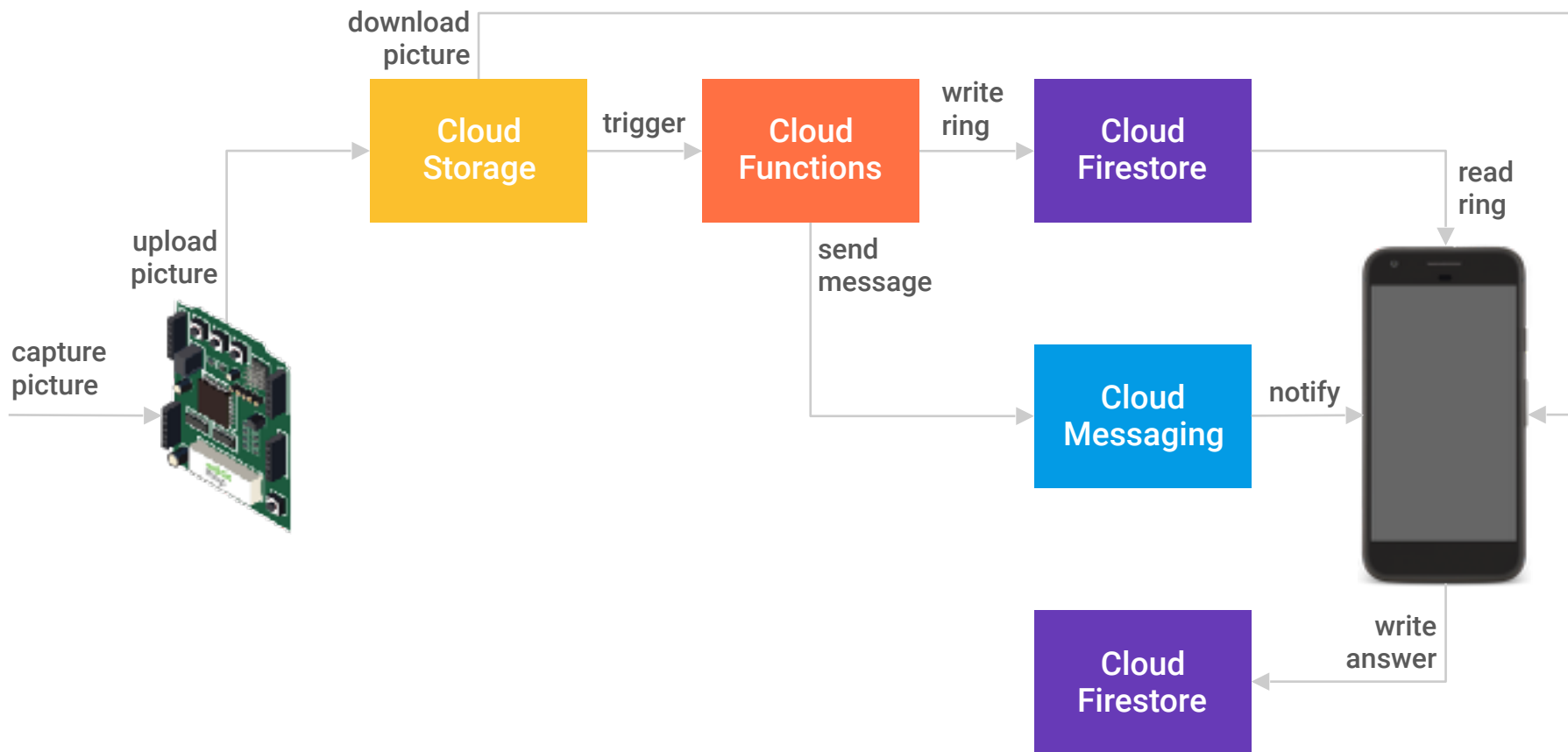
```
    override fun registerComponents(context: Context, glide: Glide, registry: Registry) {
```

```
        // Register FirebaseImageLoader to handle StorageReference
```

```
        registry.append(StorageReference::class.java, InputStream::class.java,  
            FirebaseImageLoader.Factory())
```

```
    }
```

```
}
```



Update ring disposition in Firestore

```
val disposition = button_click_true_or_false
ringReference.update(
    "answer.uid", uid,
    "answer.disposition", disposition)
    .addOnCompleteListener(this) {
        Log.d(TAG, "Answer written to database")
        finish()
    }
    .addOnFailureListener(this, { e ->
        Log.d(TAG, "Answer not written to database", e)
        finish()
    })
```



+ ADD COLLECTION

rings >



rings

+ ADD DOCUMENT

20180202190525

20180202192759

20180202194537

20180203052857

20180203053420 >



20180203053420

+ ADD COLLECTION

+ ADD FIELD

▼ answer

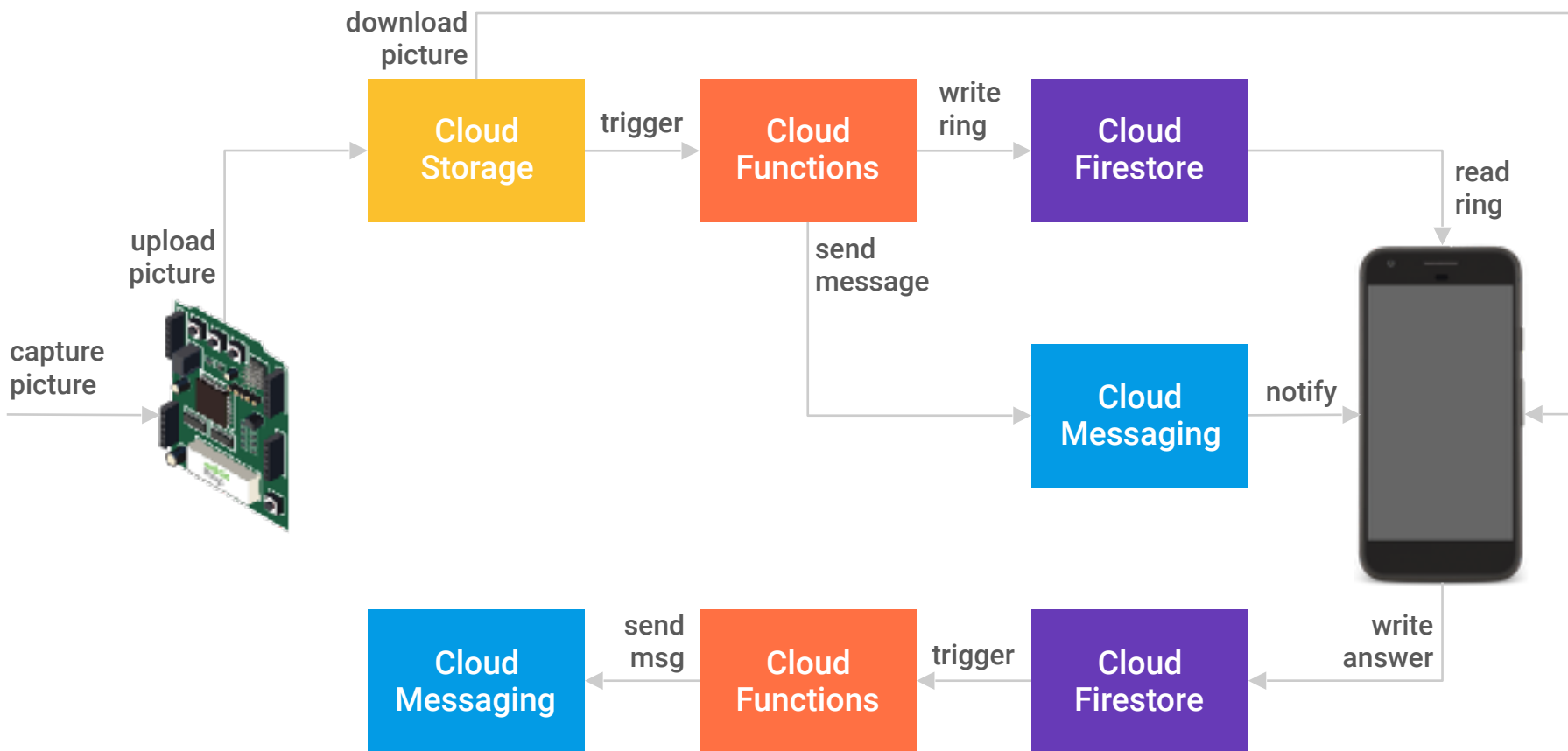
disposition: false

uid: "RF11JyedeNXoRsSeO4L4JBkI72R2"

date: February 2, 2018 at 9:34:24 PM UTC-8

id: "20180203053420"

imagePath: "pictures/20180203053420.jpg"



Firestore trigger pt. 1 — send answer to Android Thing

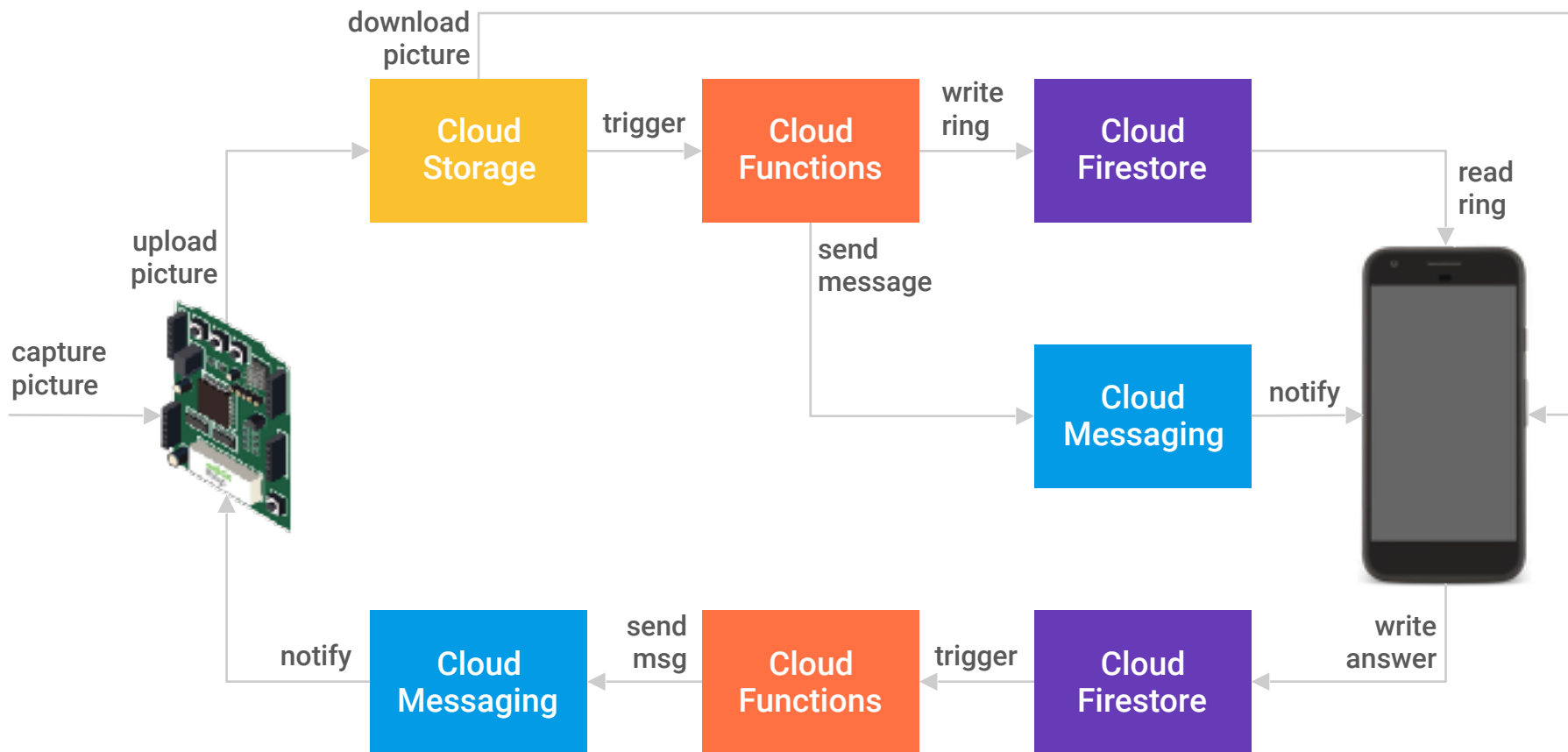
```
export const onAnswer = functions.firestore.document('/rings/{ringId}').onUpdate(_onAnswer)
async function _onAnswer(event: functions.Event<DeltaDocumentSnapshot>): Promise<any> {
  const ringId = event.params.ringId
  const previous = event.data.previous.data() as Ring
  const ring = event.data.data() as Ring

  // Only interested in rings that have a new answer
  if (previous.answer || !ring.answer) {
    console.log("This is not the update you're looking for.")
    return Promise.resolve()
  }

  // cont'd...
```

Firestore trigger pt. 2 — send answer to Android Thing

```
const payload = {
  data: {
    disposition: ring.answer.disposition.toString(),
    ring_id: ringId
  }
}
try {
  const response = await fcm.sendToTopic('answers', payload)
  console.log(`ring ${ringId} answer sent:`, response)
}
catch (err) {
  console.error(`ring ${ringId} answer error:`, err)
}
```

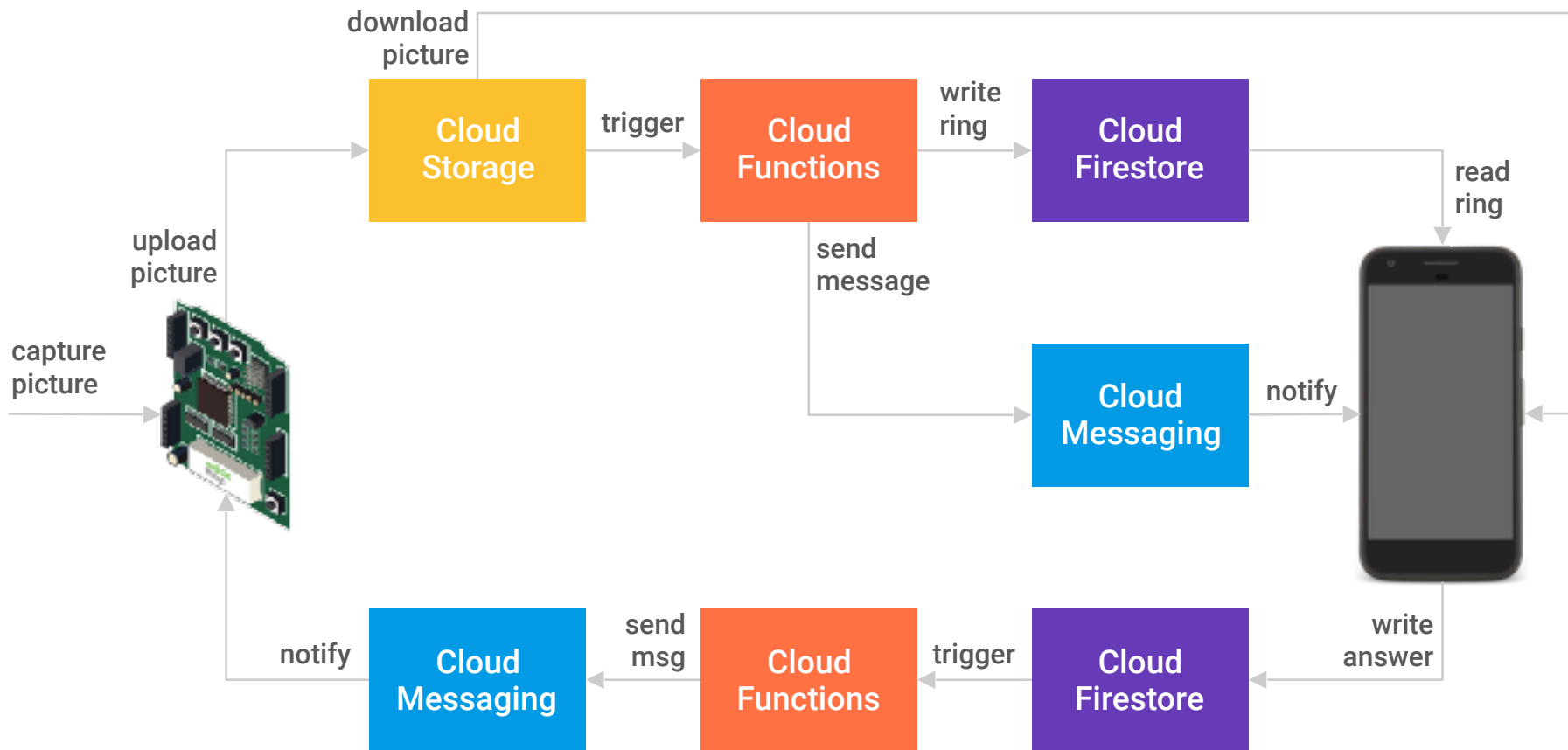


On Thing, earlier: Subscribe to “answers” topic

```
class MyInstanceIdService : FirebaseInstanceIdService() {  
  
    companion object {  
        private const val TAG = "MyInstanceIdService"  
    }  
  
    override fun onTokenRefresh() {  
        super.onTokenRefresh()  
        Log.d(TAG, "FCM token refresh: ${FirebaseInstanceId.getInstance().token!!}")  
        FirebaseMessaging.getInstance().subscribeToTopic("answers")  
    }  
  
}
```

Handle incoming answer data message

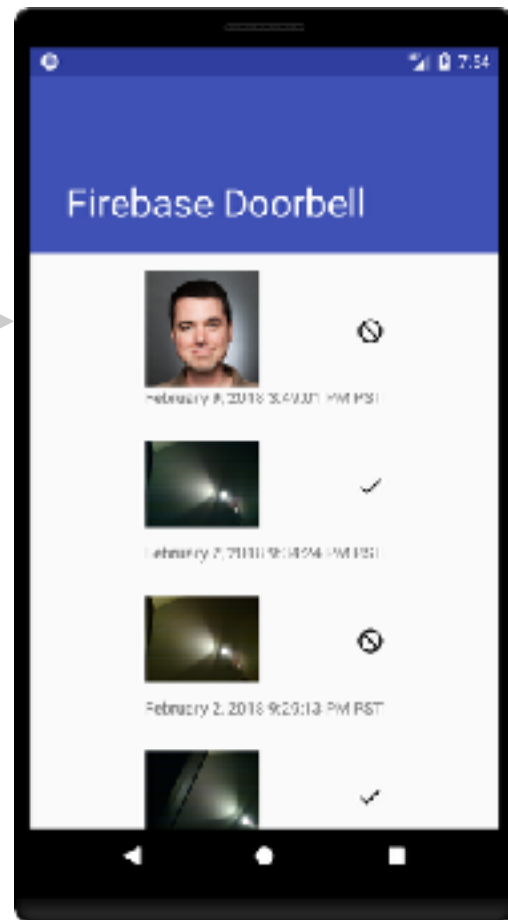
```
class OnAnswerMessagingService : FirebaseMessagingService() {  
  
    override fun onMessageReceived(remoteMessage: RemoteMessage) {  
        super.onMessageReceived(remoteMessage)  
        if (remoteMessage.data.containsKey("disposition")) {  
            val d = java.lang.Boolean.parseBoolean(remoteMessage.data["disposition"])  
            val intent = Intent(this, ResponseActivity::class.java)  
            intent.putExtra("disposition", d)  
            startActivity(intent)  
        }  
        else {  
            Log.w(TAG, "Data message received without disposition")  
        }  
    }  
}
```



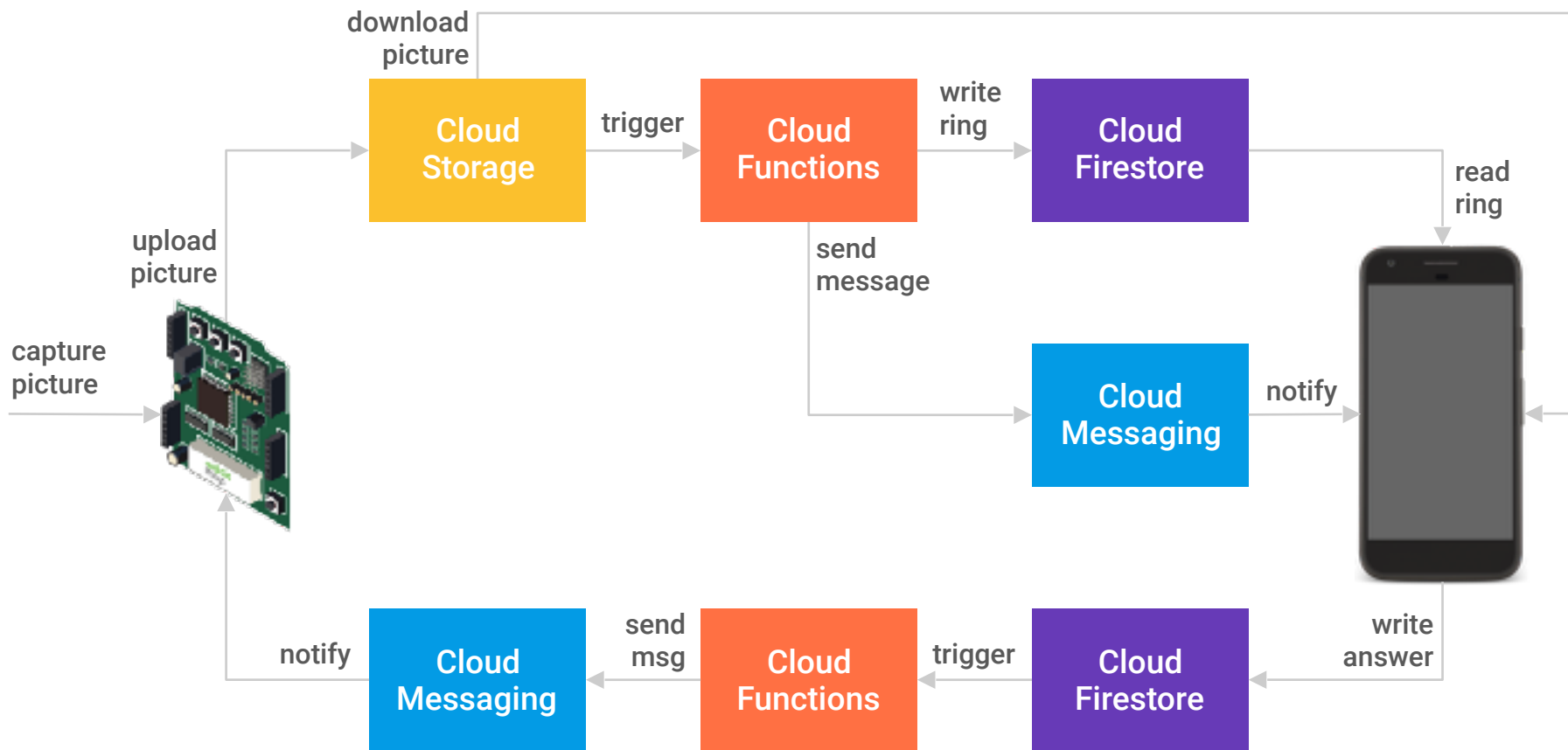
This is a
RecyclerView

FirestoreRecyclerAdapter
makes this super easy!
FirebaseUI FTW

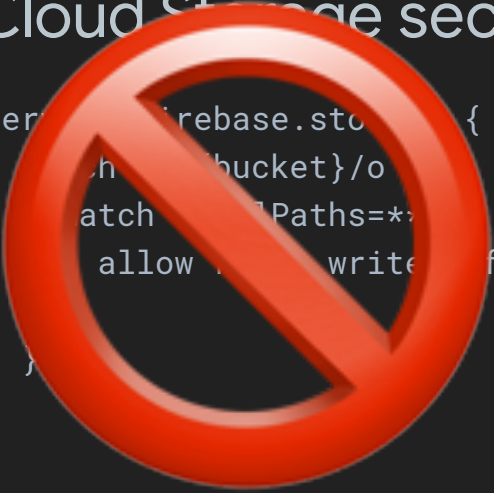
<https://goo.gl/oQsk4h>



What about security?



Cloud Storage security rules — universal read and write



```
service firebase.storage {
  match /bucketh{/o
  match /{Paths=**}
  allow read, write: true;
}
```

Firestore security rules — universal read and write

```
service firebase.storage {
  match databases/{database}/documents {
    match document=** {
      allow read, write: true;
    }
  }
}
```



What to do about security?

- Yeah, it's easy to get started without security
- All reads and writes should require user authentication (minimally)
- Also consider data validation rules
- See also for Storage: <https://firebase.google.com/docs/storage/security/>
- See also for Firestore: <https://firebase.google.com/docs/firestore/security/get-started>

Authentication login flows are hard (and boring)



Authentication is easy (with FirebaseUI)

```
implementation "com.firebaseui:firebase-ui-auth:$firebase_ui_version"
```

App login with FirebaseUI — launch UI flow

```
findViewById<Button>(R.id.btn_sign_in).setOnClickListener {  
    startActivityForResult(  
        AuthUI.getInstance()  
            .createSignInIntentBuilder()  
            .setAvailableProviders(listOf(AuthUI.IdpConfig.GoogleBuilder().build()))  
            .build(),  
        RC_SIGN_IN)  
    }  
}
```

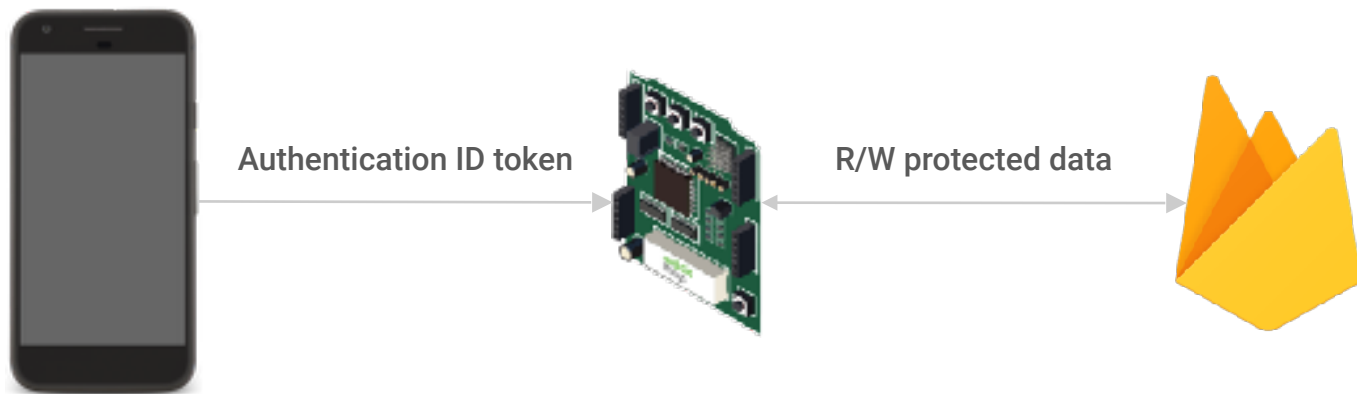
App login with FirebaseUI — handle login results

```
override fun onActivityResult(requestCode: Int, resultCode: Int, data: Intent) {  
    super.onActivityResult(requestCode, resultCode, data)  
    if (requestCode == RC_SIGN_IN) {  
        val response = IdpResponse.fromResultIntent(data)  
        if (resultCode == Activity.RESULT_OK) {  
            // handle login  
        }  
    }  
}
```

How does a Thing get logged in?

- UI for various provider logins aren't supported on Android Things
- Android Thing may not even have a screen!
- Anonymous login works, not a great solution
- Best to get dedicated user credentials for a real login

Share an auth credential from app to Thing



But how?



Nearby API

<https://developers.google.com/nearby/>

Nearby Messages

- Peer-to-peer pub/sub messaging model
- Device pairing via combo of Wifi, BT, BLE, near-ultrasonic radio
- Data payload exchange via Google server & Cloud project
- Didn't work with Android Things 0.6.1
- Now works in 0.7.0!

Nearby Connections

- Peer-to-peer networking, high bandwidth, low latency
- Data exchange via Wifi, BT, BLE (no internet required)

Publish a Nearby Message pt. 1 — configuration

```
val strategy = Strategy.Builder()  
    .setDiscoveryMode(Strategy.DISCOVERY_MODE_BROADCAST)  
    .setTtlSeconds(Strategy.TTL_SECONDS_MAX)  
    .build()  
  
val publishOpts = PublishOptions.Builder()  
    .setStrategy(strategy)  
    .setCallback(object : PublishCallback() {  
        override fun onExpired() {  
            Log.d(TAG, "onExpired")  
        }  
    })  
    .build()
```

Publish a Nearby Message pt. 2 — publish

```
val client = Nearby.getMessagesClient(this)
val message = Message("Hello, Firebase Thing!")
```

```
client.publish(message, publishOpts)
    .addOnSuccessListener(this) {
        Log.e(TAG, "publish success")
    }
    .addOnFailureListener(this) { e ->
        Log.e(TAG, "publish failed", e)
    }
```

Subscribe to a Nearby Message pt. 1 — configuration

```
val strategy = Strategy.Builder()  
    .setDiscoveryMode(Strategy.DISCOVERY_MODE_SCAN)  
    .setTtlSeconds(Strategy.TTL_SECONDS_MAX)  
    .build()
```

```
val subscribeOpts = SubscribeOptions.Builder()  
    .setStrategy(strategy)  
    .setCallback(object : SubscribeCallback() {  
        override fun onExpired() {  
            Log.d(TAG, "onExpired")  
        }  
    })  
    .build()
```

Subscribe to a Nearby Message pt. 2 — subscribe

```
val client = Nearby.getMessagesClient(this)
```

```
private val messageListener = object : MessageListener() {  
    override fun onFound(message: Message) {  
        // message.content contains payload  
    }  
    override fun onLost(message: Message) {}  
}
```

```
client.subscribe(messageListener, subscribeOpts)  
    .addOnSuccessListener(this) {  
        Log.d(TAG, "subscribe success")  
    }  
    .addOnFailureListener(this) { e ->  
        Log.e(TAG, "subscribe failure", e)  
    }
```

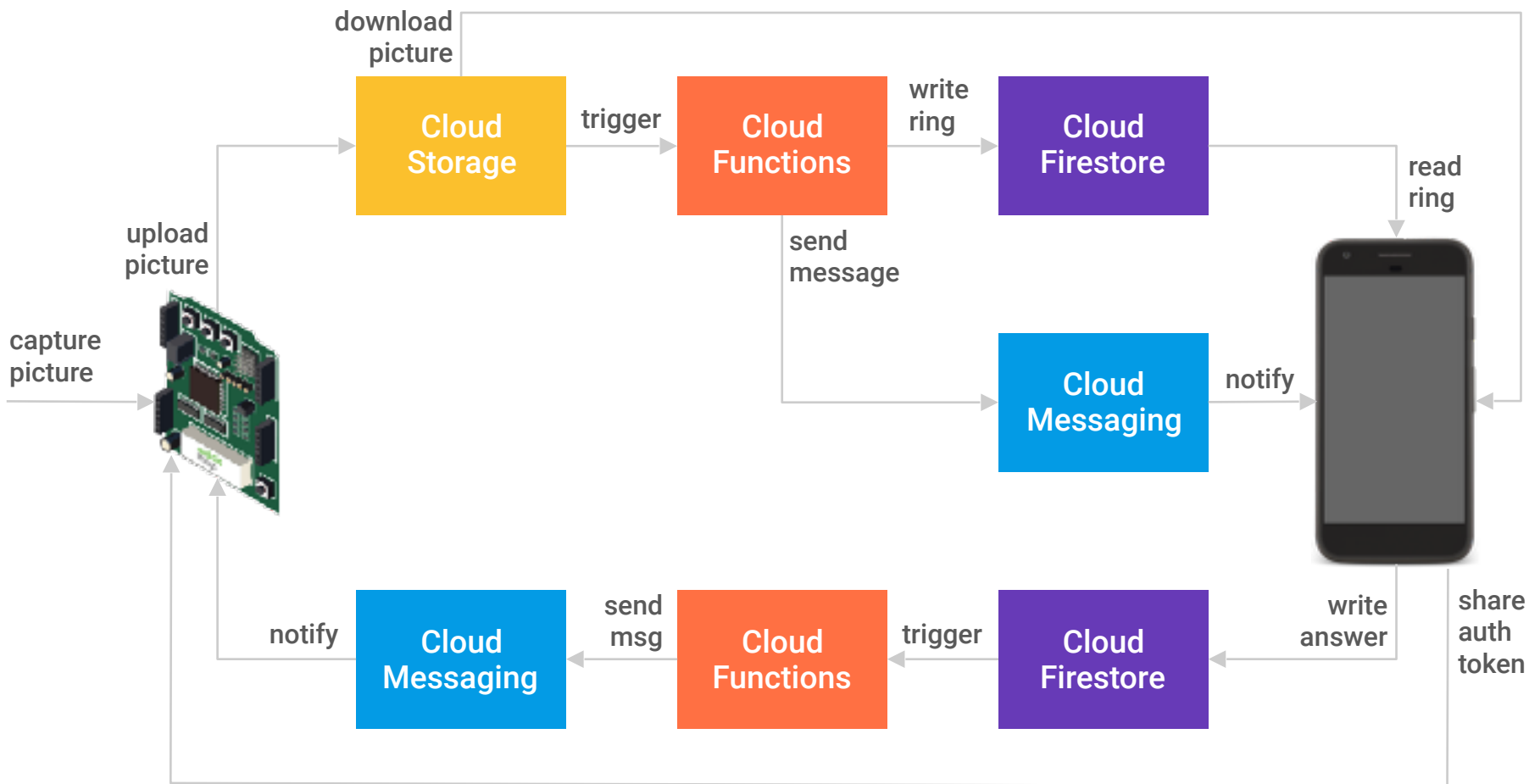
Log in Thing with Google and Firebase APIs

```
private fun trySignIn() {  
    Log.d(TAG, "Signing in with token " + token)  
    val credential = GoogleAuthProvider.getCredential(token, null)  
    FirebaseAuth.getInstance().signInWithCredential(credential)  
        .addOnSuccessListener(this, { result ->  
            val user = result.user  
            Log.d(TAG, "signInWithCredential ${user.displayName} ${user.email}")  
            finish()  
        })  
    .addOnFailureListener(this, { e ->  
        Log.e(TAG, "signInWithCredential onFailure", e)  
    })  
}
```

Use Nearby Connections to share a token (or anything)

Too much code to show here!

1. **Both:** Check for ACCESS_COARSE_LOCATION permission
2. **Thing:** Begin “advertising” with P2P_CLUSTER strategy
3. **App:** Begin “discovering” with P2P_CLUSTER strategy
4. **Both:** Connect to peer
5. **Both:** Send/receive Google Auth token
6. **Both:** Disconnect
7. **Thing:** Sign in with token using Google Auth and Firebase Auth APIs



What can be improved?

This project needs...

- Code cleanup
- Better UI
- Productization - currently only good for hobbyists
 - Can't expect a typical customer to manage a Firebase project
 - Currently no way to programmatically create a project
 - Restructure Firestore and Storage for multi-customer tenancy
 - Can't use FCM topics securely - need to use device tokens

This project needs...

- Better security
 - Allow users to confirm auth tokens received from Nearby (like BT pairing)
 - Tighter security rules for both Storage and Firestore

What features can be added?

Some ideas

- Facial sentiment detection via Cloud Functions
- Voice intercom (AudioTrack, AudioRecord)
 - Add speech to text with Google Cloud Speech API
- “Digital keys”
 - Guest app
 - QR codes



Thank you!