

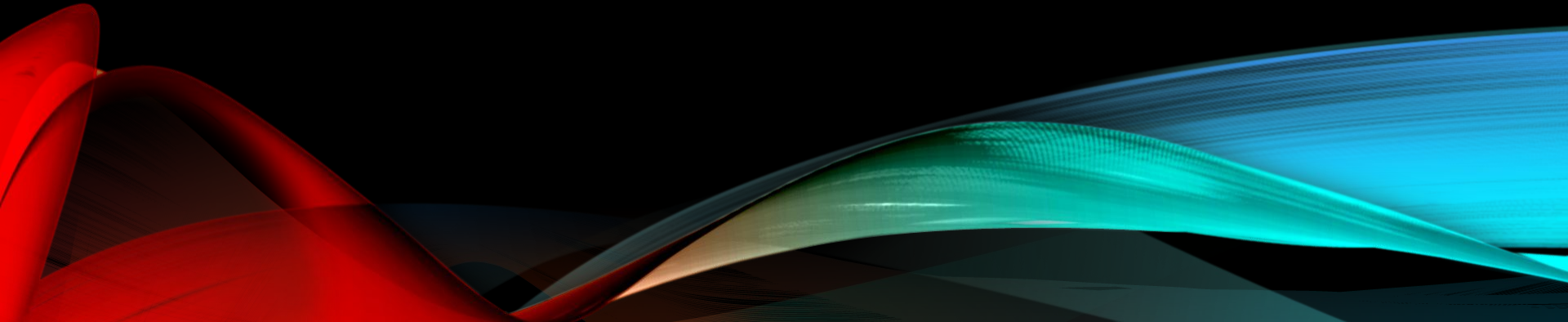


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CSC 411: Project Implementation

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Project Overview



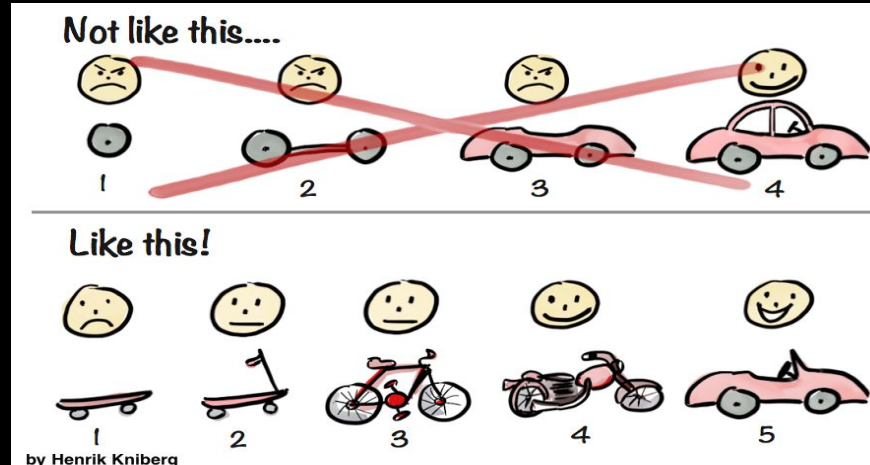
Motivation

- Knowledge is easily accessible and available via the Internet...
- ... But not ALL knowledge exists online
- Local knowledge can differ from region to region
- How can we share local knowledge?



Goals

- Share local knowledge with an Android app, Q&A!
 - Allow users to post questions and receive answers from users in the same location in real time
- Go from idea -> design -> implementation -> Minimum Viable Product!

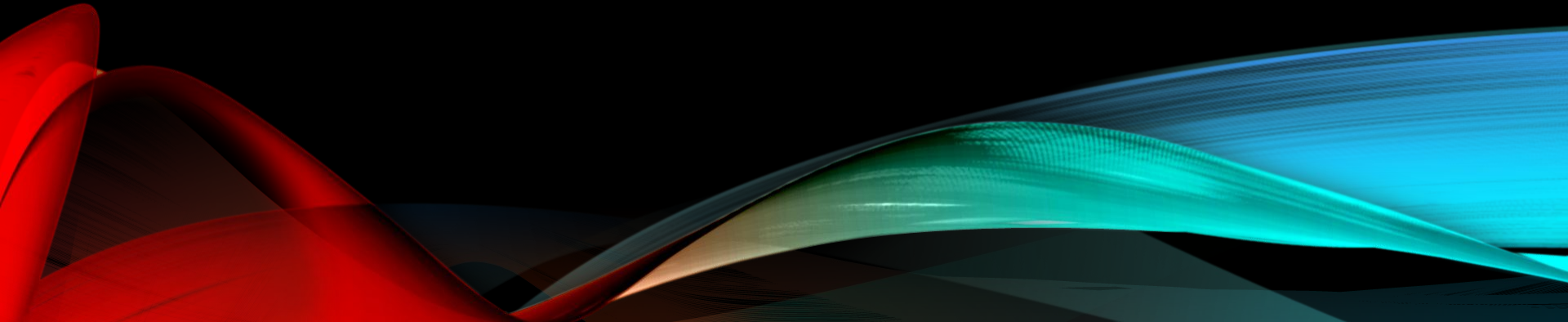


Technologies

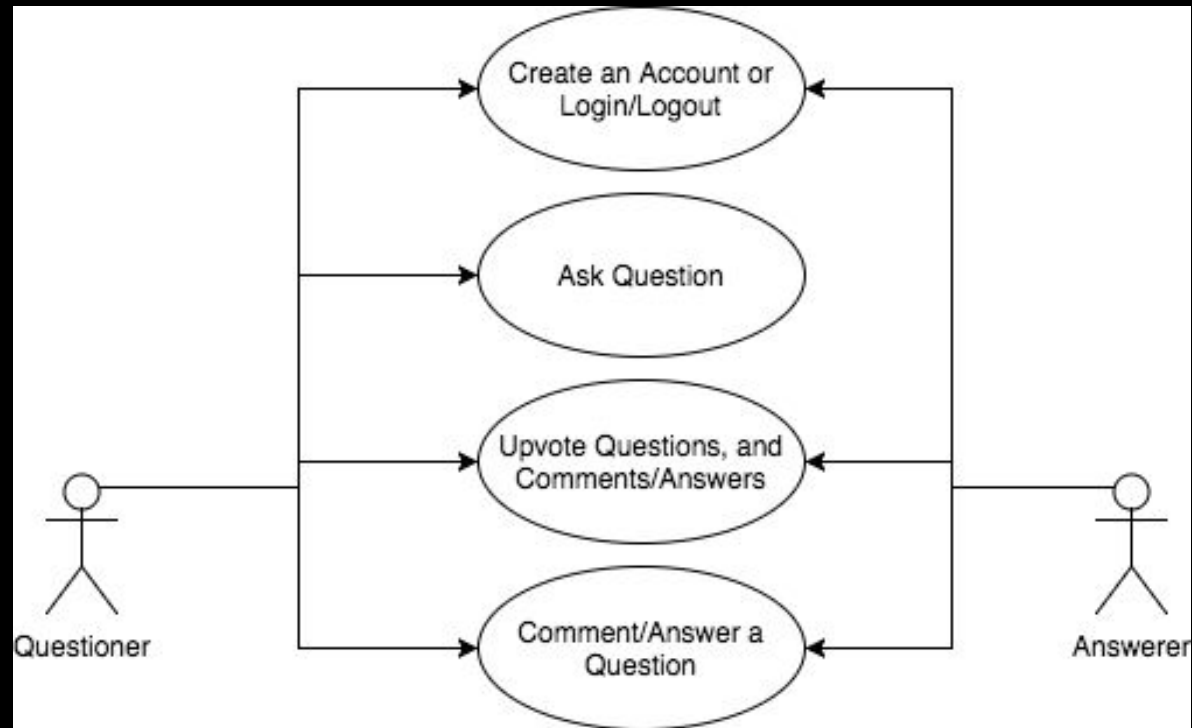
- Android libraries
- Java for app logic
- XML for UI
- Firebase for Mobile Backend as a Service (MBaaS)
- GeoFire for Realtime Location queries (no logo :()
- Node.js for push notifications



Design



Use Cases



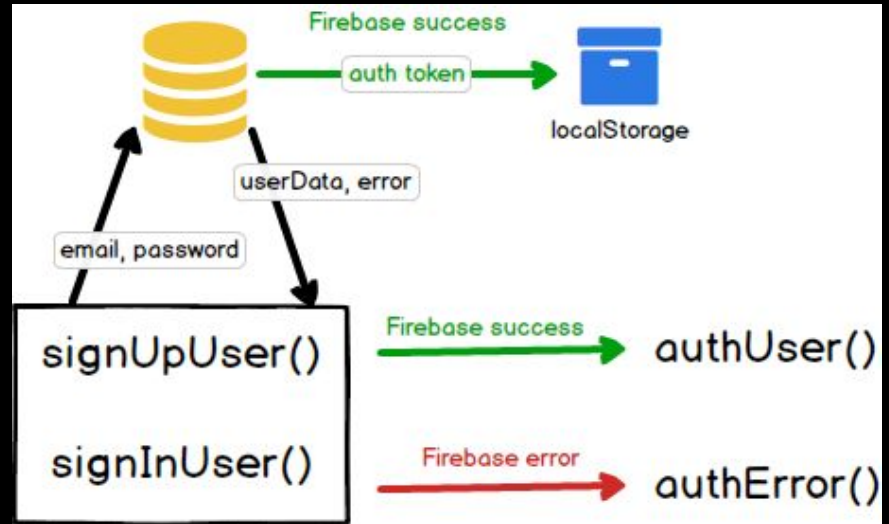
Authentication

- Firebase Authentication provides the backend services and UI libraries (Firebase UI)
 - OAuth 2.0 which uses transport layer security for added confidentiality
 - OpenID Connect which is an identity layer on top of the OAuth 2.0 protocol
 - Auth with Email-Password or Google single sign on



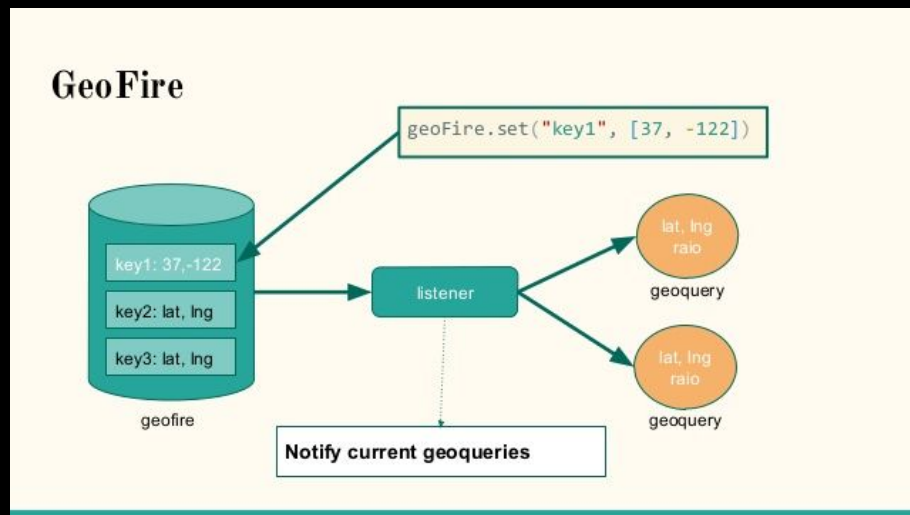
Authentication

- Sign in
 - Email-Password or OAuth token sent to Firebase Auth SDK
 - If the user does not have an account, Firebase UI prompts to create one
 - If login is successful, Q&A can access basic user info
 - If login is unsuccessful, Firebase UI redirects back to the login screen



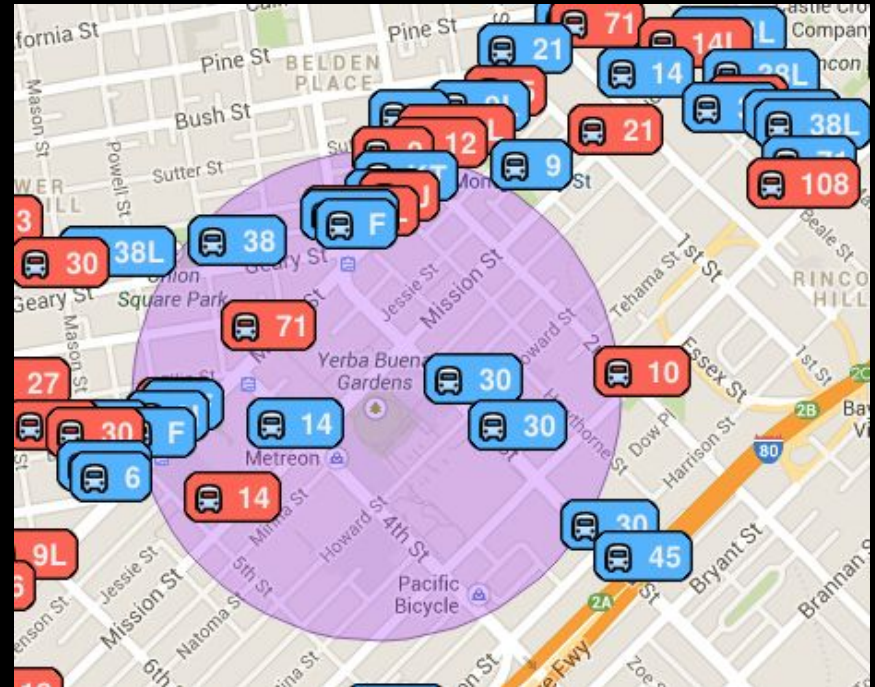
GeoFire: Recording Locations

- GeoFire stores string keys with locations and a GeoHash
- Keys = IDs of question threads
- Locations = Lat-Long pairs
- GeoHash = Hash of Lat-Long pair used to quickly check if one key is near another



GeoFire: Querying Locations

- GeoFire can give all keys near center, c , within a radius, r .
- GeoFire creates a GeoQuery which listens asynchronously and returns all keys within the radius and when a key enters or exits the radius



Data Model and Storage

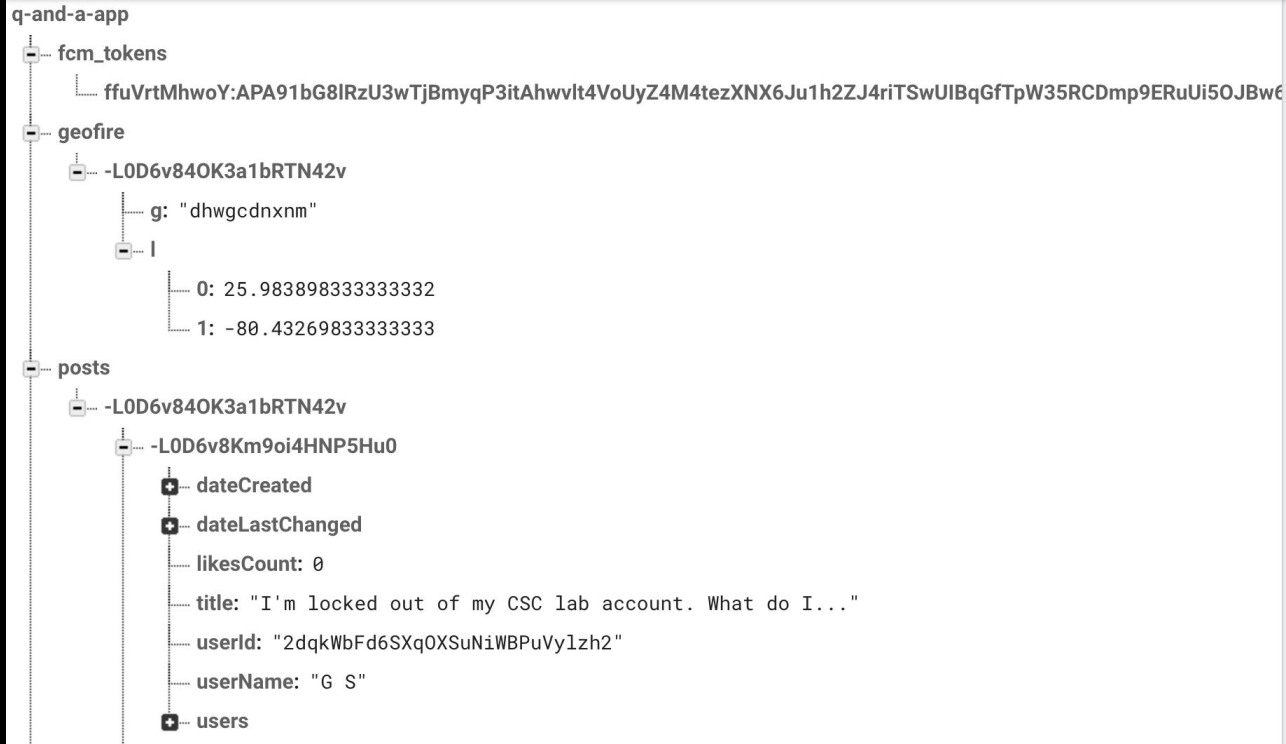
- All data stored in Firebase Realtime NoSQL Cloud Database
 - Realtime synchronization, no networking code :)
 - Data is also persisted locally, so previously loaded data will display if the app is offline
- NoSQL vs Relational Model
 - NoSQL Pros: speed, performance, scalability
 - Relational Pros: no redundancies, cheap storage, consistency (not eventual)



Data Model and Storage

- The data is stored as JSON with 5 objects:
 - Threads: contain the metadata about each question thread including a unique ID, question title, number of likes, and timestamp
 - Posts: contain the posts of the question thread including the main question and all of the comments and answers in the thread
 - Geofire: contains the location data of a question thread based on where the user was located when he or she posted the question
 - Users: basic user data
 - FcmTokens: contain a list of Firebase Cloud Messaging tokens which are generated to send notifications to devices

Data Model and Storage



Data Model and Storage



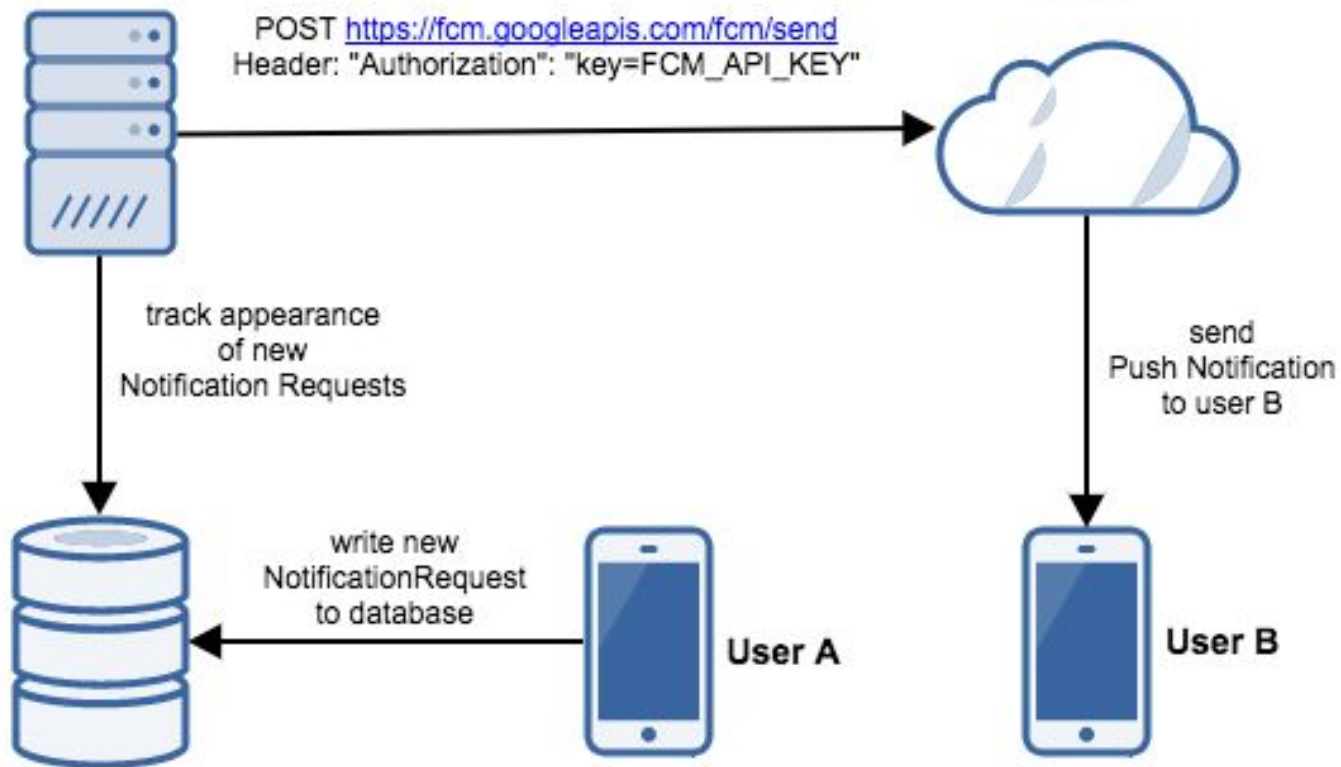


Notifications

- Notifications are sent when a user participates in a question thread and there is some new activity in the thread.
- A Firebase Cloud Function will trigger on a write to the DB
- The function will use the Firebase Admin Node.js SDK to send a message request to the Firebase Cloud Messaging (FCM) servers
- The FCM servers send messages/notifications to the users' devices using a pre-generated FCM token

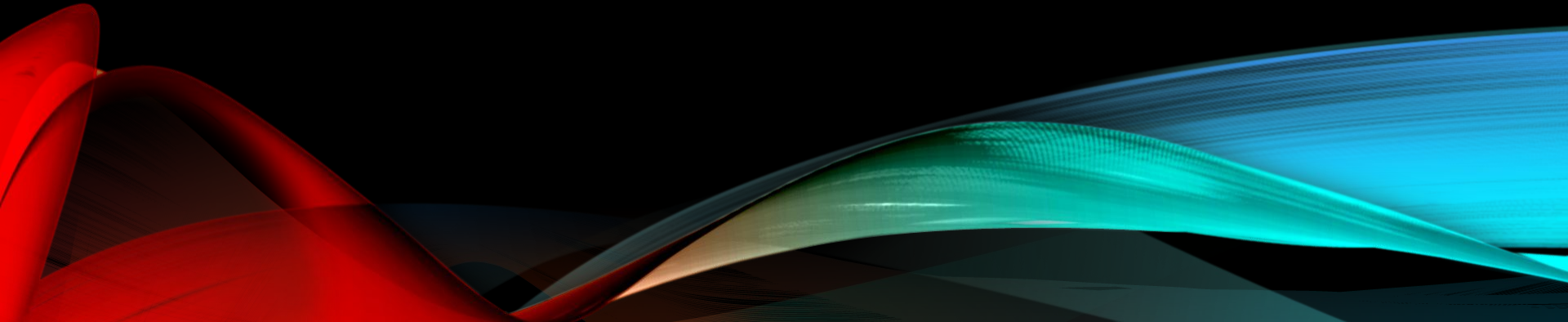
Firestore App Server

Firestore Connections Server



Firestore Database

Demo and Retrospective



Demo





Retrospective

- The Good
 - Designed and built an app from scratch that works!
 - With tweaking, could be put on play store :D
- The Bad
 - Because of time complexity, several features were not implemented
 - Infrastructure for some features were created but the implementation was not done in time

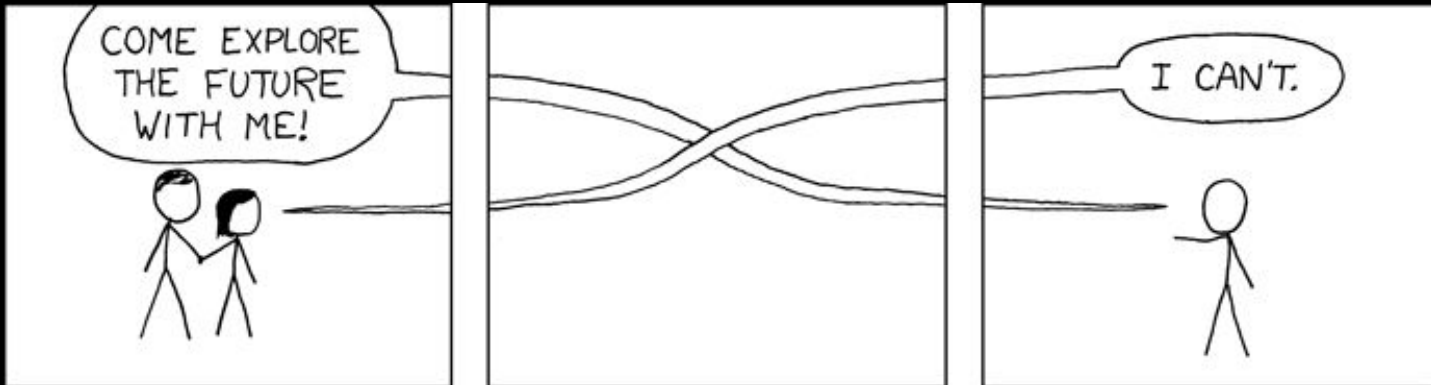


Future Ideas

- UI Redesign
- Customization options
 - Search radius flexibility
 - Favorite posts and created posts
 - Sort by popularity
 - Add pictures/media to threads
- More cloud functions for optimizations
- Detect whether a question can be answerable in a search query
- User analytics and studies
- So much more!

Challenges

- Asynchronous problems
- Event handling
- Some lack of support/examples for certain libraries



References

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- [3] Udacity.: Firebase in a Weekend: Android by Google. www.udacity.com/course/firebase-in-a-weekend-by-google-android--ud0352/. (2016)
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- [5] Ihor Vitruk.: Firebase Cloud Messaging for Push Notifications. TechMagic, <http://blog.techmagic.co/firebase-cloud-messaging-for-push-notifications/>. (2016)

