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### **About**

Smoke is an Android communications research project. The software is composed of a single multi-threaded application. A companion application, SmokeStack, provides mobile server services.

Software sources are available at <a href="https://github.com/textbrowser/smoke">https://github.com/textbrowser/smoke</a> and <a href="https://github.com/textbrowser/smokestack">https://github.com/textbrowser/smoke</a> and <a href="https://github.com/textbrowser/smokestack">https://github.com/textbrowser/smoke</a> and <a href="https://github.com/textbrowser/smokestack">https://github.com/textbrowser/smoke</a> and <a href="https://github.com/textbrowser/smokestack">https://github.com/textbrowser/smokestack</a>.

## **Android**

Smoke has been successfully tested on Android 4.4, 5.0, 6.0, and 7.0. Android 4.4 and 5.0 are not officially supported.

According to <a href="https://developer.android.com/about/dashboards/index.html">https://developer.android.com/about/dashboards/index.html</a>, Smoke supports 89.1% of all Android versions.

# **Database Containers**

Most of the database fields contain authentically-encrypted values. Some fields contain keyed digests, including keyed digests of binary values.

### **Discovery via Cryptography**

Cryptographic discovery is a mechanism which allows servers to lighten the computational and data responsibilities of mobile devices.

Shortly after a Smoke instance connects to a SmokeStack service, the Smoke instance shares some non-private material. The material allows a SmokeStack server to transfer messages to their correct destinations. SmokeStack instances routinely distribute gathered non-expired material to other SmokeStack services, thus creating a network of cooperative SmokeStacks. Cryptographic Discovery assumes a trustworthy network.

To mitigate replay attacks, Smoke offers SmokeStack instances random identity streams during message-retrieval requests. The identity streams self-expire.

## Inflate

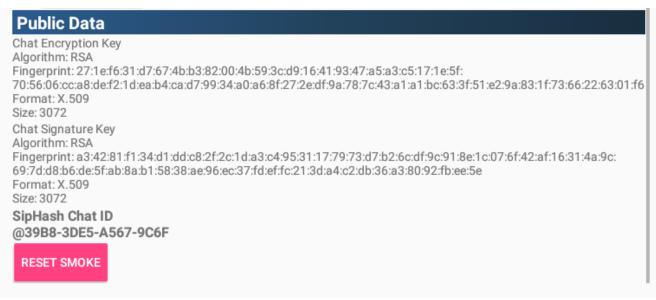
Smoke expands text-messaging data to 8192 bytes. If the provided data exceeds 8192 bytes, Smoke expands the provided data by 1024 + mod(data length, 2) bytes.

### **Ozone Address**

An Ozone address is a pseudo-private string which identifies a virtual entity. Smoke and SmokeStack utilize Ozones as a means of retrieving and storing offline messages. Smoke supports one Ozone while SmokeStack supports infinitely many. Ozone addresses must be shared manually.

### **SipHash Identities**

Exchanging public key pairs is often an involved process. Smoke implements the pseudo-random function SipHash so as to simplify the process. The SipHash function generates outputs of 8 bytes (16 characters hexadecimal). These short strings are easily memorized and/or distributed via other communications applications.



The transport keys which are generated from SipHash identities may be used for exchanging public-key data via the Echo Public Key Share (EPKS) protocol.

It is impossible to avoid collisions as there are infinitely-many inputs and a limited number of outputs.

#### TCP, UDP Protocols

Smoke supports both the TCP and UDP network protocols. Multicast and unicast UDP varieties are provided. Multiple clients may be defined via Settings. A limit on the number of clients is not imposed. When defining neighbors, one may define SmokeStack and/or Spot-On neighbors. SmokeStack, the companion application of Smoke, offers mobile server services as well as message storage.

