

## EXHIBIT 128

UNREDACTED VERSION OF DOCUMENT SOUGHT TO BE LODGED UNDER SEAL

---

**From:** TR Vishwanath </O=THEFACEBOOK/OU=EXTERNAL (FYDIBOHF25SPDLT)/CN=RECIPIENTS/CN=3B7968ED4055433DAA8C67F062C5FFDE>  
**Sent:** Tuesday, March 11, 2014 12:04 PM  
**To:** Jeffrey Spehar; Simon Cross; Eddie O'Neil; George Lee  
**Cc:** Constantin Koumouzelis; Harshdeep Singh  
**Subject:** RE: PS12N, OG, SN, LV4

Eddie can talk more about this but I think the main motivation is to shut this off immediately (as opposed to the login review cliff which is 1 yr out)

---

**From:** Jeffrey Spehar  
**Sent:** Tuesday, March 11, 2014 12:01 PM  
**To:** TR Vishwanath; Simon Cross; Eddie O'Neil; George Lee  
**Cc:** Constantin Koumouzelis; Harshdeep Singh  
**Subject:** Re: PS12N, OG, SN, LV4

Curious to get some more context around the thinking here. This to me sounds like something that will become a "permanent" migration because granting some friends\_\* info feels exactly like the type of thing that we'll want to give a small set of whitelisted partners so I'm wondering if we've thought about enforcing this entirely via perms review.

---

**From:** TR Vishwanath <trvish@fb.com>  
**Date:** Tuesday, March 11, 2014 at 10:51 AM  
**To:** Jeffrey Spehar <jeffreyspehar@fb.com>, Simon Cross <si@fb.com>, Eddie O'Neil <ekoneil@fb.com>, George Lee <george@fb.com>  
**Cc:** Constantin Koumouzelis <constantin@fb.com>, Harshdeep Singh <harshdeeps@fb.com>  
**Subject:** RE: PS12N, OG, SN, LV4

The current proposal

([https://www.facebook.com/groups/555208077861145/permalink/642043572510928/?stream\\_ref=2](https://www.facebook.com/groups/555208077861145/permalink/642043572510928/?stream_ref=2)) is to prevent friend\_\* from showing up in the perms dialog in v1 mode.

In addition at runtime, if the API call is made in v1 mode we will ignore any friend\_\* perm even if the user did not TOS using login v4. If the user TOSed via login v4, they will never have friend\_\* perms because we would have filtered them out at TOS time (we need to have a task for the TOS time filtering)

---

**From:** Jeffrey Spehar  
**Sent:** Tuesday, March 11, 2014 11:45 AM  
**To:** Simon Cross; Eddie O'Neil; George Lee  
**Cc:** TR Vishwanath; Constantin Koumouzelis; Harshdeep Singh  
**Subject:** Re: PS12N, OG, SN, LV4

Don't think we have a master task for all of app ids, app friends, review, friend perms, gdp v4.

One question – are we going to enforce the inability to request friends\_\* perms via permissions review, or do we also want a migration that's tied to v1.0 to remove all friends\_\* perms?

---

**From:** Simon Cross <[si@fb.com](mailto:si@fb.com)>  
**Date:** Tuesday, March 11, 2014 at 9:19 AM  
**To:** Eddie O'Neil <[ekoneil@fb.com](mailto:ekoneil@fb.com)>, Jeffrey Spehar <[jeffreyspehar@fb.com](mailto:jeffreyspehar@fb.com)>, George Lee <[george@fb.com](mailto:george@fb.com)>  
**Cc:** TR Vishwanath <[trvish@fb.com](mailto:trvish@fb.com)>, Constantin Koumouzelis <[constantin@fb.com](mailto:constantin@fb.com)>, Harshdeep Singh <[harshdeeps@fb.com](mailto:harshdeeps@fb.com)>  
**Subject:** Re: PS12N, OG, SN, LV4

Hey guys – do we have a task where we're tracking adding the Login v4 model (app-scoped ids, app-friends, login review, no friend\_\* perms) to the login v2 pixels? I couldn't find one  
here: <https://our.intern.facebook.com/intern/projects/milestones/?id=512827885501631>

With the adoption model we're shooting for (no migration switch) – developers opt into the new model by coding against the v1.0 API and including v1.0 in the OAuth Dialog URL. We'll need to give Canvas developers the same opt-in model, but display v2 pixels to them.

Jeffrey/Sean/Vish are doing the work this week to ensure users who TOS via v1.0 get app-scoped ids, can't read non-app-friends etc. (see <https://our.intern.facebook.com/intern/tasks/?t=3896304>).

Looking forward to being able to properly test this stack for the first time later this week.

Si

---

**From:** Ilya Sukhar <[is@fb.com](mailto:is@fb.com)>  
**Date:** Thursday, February 27, 2014 at 12:42 PM  
**To:** George Lee <[george@fb.com](mailto:george@fb.com)>, Gareth Morris <[gjm@fb.com](mailto:gjm@fb.com)>, Amir Naor <[amirn@fb.com](mailto:amirn@fb.com)>  
**Cc:** Vishu Gupta <[v@fb.com](mailto:v@fb.com)>, Sean Ryan <[seandryan@fb.com](mailto:seandryan@fb.com)>, Eddie O'Neil <[ekoneil@fb.com](mailto:ekoneil@fb.com)>, TR Vishwanath <[trvish@fb.com](mailto:trvish@fb.com)>, Constantin Koumouzelis <[constantin@fb.com](mailto:constantin@fb.com)>, Simon Cross <[si@fb.com](mailto:si@fb.com)>, Harshdeep Singh <[harshdeeps@fb.com](mailto:harshdeeps@fb.com)>  
**Subject:** Re: PS12N, OG, SN, LV4

Sounds good to me.

---

**From:** George Lee <[george@fb.com](mailto:george@fb.com)>  
**Date:** Wednesday, February 26, 2014 at 4:18 PM  
**To:** Gareth Morris <[gjm@fb.com](mailto:gjm@fb.com)>, Amir Naor <[amirn@fb.com](mailto:amirn@fb.com)>  
**Cc:** Vishu Gupta <[v@fb.com](mailto:v@fb.com)>, Sean Ryan <[seandryan@fb.com](mailto:seandryan@fb.com)>, Eddie O'Neil <[ekoneil@fb.com](mailto:ekoneil@fb.com)>, TR Vishwanath <[trvish@fb.com](mailto:trvish@fb.com)>, Constantin Koumouzelis <[constantin@fb.com](mailto:constantin@fb.com)>, Simon Cross <[si@fb.com](mailto:si@fb.com)>, Harshdeep Singh <[harshdeeps@fb.com](mailto:harshdeeps@fb.com)>, Facebook <[is@fb.com](mailto:is@fb.com)>  
**Subject:** Re: PS12N, OG, SN, LV4

Good point Gareth...to be clear, the PS12N changes still are honored but through the GDP V2 interface (where reads, writes and a la carte permissioning are not supported).

---

**From:** Gareth Morris <[gjm@fb.com](mailto:gjm@fb.com)>  
**Date:** Wednesday, February 26, 2014 at 3:31 PM  
**To:** Amir Naor <[amirn@fb.com](mailto:amirn@fb.com)>  
**Cc:** Vishu Gupta <[v@fb.com](mailto:v@fb.com)>, Sean Ryan <[seandryan@fb.com](mailto:seandryan@fb.com)>, George Lee <[george@fb.com](mailto:george@fb.com)>, Eddie O'Neil <[ekoneil@fb.com](mailto:ekoneil@fb.com)>, TR Vishwanath <[trvish@fb.com](mailto:trvish@fb.com)>, Constantin Koumouzelis <[constantin@fb.com](mailto:constantin@fb.com)>, Simon Cross

<si@fb.com>, Harshdeep Singh <harshdeeps@fb.com>, Ilya Sukhar <is@fb.com>

**Subject:** Re: PS12N, OG, SN, LV4

This sounds good. One clarification on the login model changes being proposed for Canvas:

1/ app-scoped IDs + \*app friends changes\* - this isn't referring to opt-out of friends permission, right?

I'm assuming the above means we will roll out with the API changes that result in only friends who authed the app being returned in /me/friends, plus the invites API for non-app friends.

If that's correct, all sounds good to me.

Thanks all!

On 26 Feb 2014, at 20:34, "Amir Naor" <amirn@fb.com> wrote:

+1

Sent from my iPhone

On Feb 26, 2014, at 12:15 PM, "Vishu Gupta" <v@fb.com> wrote:

Lgtm

Sent from my iPhone

On Feb 26, 2014, at 12:08 PM, "Sean Ryan" <seandryan@fb.com> wrote:

That works for me as well - thanks!

---

**From:** George Lee

**Sent:** Wednesday, February 26, 2014 12:05 PM

**To:** Eddie O'Neil; Amir Naor; Sean Ryan; TR Vishwanath; Constantin Koumouzelis; Gareth Morris; Vishu Gupta

**Cc:** Simon Cross; Harshdeep Singh; Ilya Sukhar

**Subject:** Re: PS12N, OG, SN, LV4

This makes sense to me.

@sean/gareth – ok with you?

---

**From:** Eddie O'Neil <ekoneil@fb.com>

**Date:** Wednesday, February 26, 2014 at 10:13 AM

**To:** Amir Naor <amirn@fb.com>, Sean Ryan <seandryan@fb.com>, TR Vishwanath <trvish@fb.com>, George Lee <george@fb.com>, Constantin Koumouzelis <constantin@fb.com>, Gareth Morris <gim@fb.com>, Vishu Gupta <v@fb.com>

**Cc:** Simon Cross <si@fb.com>, Harshdeep Singh <harshdeeps@fb.com>, Ilya Sukhar <is@fb.com>

**Subject:** Re: PS12N, OG, SN, LV4

+Simon / Harsh / Ilya as FYI

The plan for Login Dialog pixels is:

- 1/ leave Canvas on v2 for the time being
- 2/ find some partners to test v4
- 3/ make a decision about v4 based on #2 and organizational to push v4 into Canvas [e.g. Mark, Mike, etc]

Would suggest planning for #3 to be rolled out on Canvas in early 2015 at the latest.

The plan for Login v4 model is to apply the following to Canvas:

- 1/ app-scoped IDs + app friends changes
- 2/ friends\_\* permission deprecation
- 3/ Login Review

HTH,  
Eddie

For reference, per-version features of Login Dialog:

- 1/ GDP v2 / 2.5 lets apps ask for read + publish permission on a single screen and does not let people x-out permissions
- 2/ GDP v3 forces apps to separate read + publish
- 3/ GDP v4 forces apps to separate read + publish, lets people x-out permissions, and makes user\_friends optional

---

**From:** Amir Naor <[amirn@fb.com](mailto:amirn@fb.com)>  
**Date:** Tuesday, February 25, 2014 at 9:55 PM  
**To:** Sean Ryan <[seandryan@fb.com](mailto:seandryan@fb.com)>, TR Vishwanath <[trvish@fb.com](mailto:trvish@fb.com)>, George Lee <[george@fb.com](mailto:george@fb.com)>, Constantin Koumouzelis <[constantin@fb.com](mailto:constantin@fb.com)>, Gareth Morris <[gjm@fb.com](mailto:gjm@fb.com)>, Eddie O'Neil <[ekoneil@fb.com](mailto:ekoneil@fb.com)>, Vishu Gupta <[v@fb.com](mailto:v@fb.com)>  
**Subject:** Re: PS12N, OG, SN, LV4

In my point of view, launching v4 on canvas holds a great deal of risk and it's better to punt, at least until we have more data. We haven't tested v4 with partners on canvas yet and AFAIK don't have clear understanding on the impact it will have - launching such a drastic change will be very hard to rollback if the results are too painful, so I think it's better to exclude canvas from v4 until we are more confident with the tradeoffs we are making.

As for x-platform games, devs will need to deal with x-out permissions coming from mobile to canvas but I think it's more manageable comparing to the alternative.

---

**From:** Sean Ryan <[seandryan@fb.com](mailto:seandryan@fb.com)>  
**Date:** Tuesday, February 25, 2014 at 5:04 PM  
**To:** TR Vishwanath <[trvish@fb.com](mailto:trvish@fb.com)>, George Lee <[george@fb.com](mailto:george@fb.com)>, Constantin Koumouzelis <[constantin@fb.com](mailto:constantin@fb.com)>, Amir Naor <[amirn@fb.com](mailto:amirn@fb.com)>, Gareth Morris <[gjm@fb.com](mailto:gjm@fb.com)>, Eddie O'Neil <[ekoneil@fb.com](mailto:ekoneil@fb.com)>, Vishu Gupta <[v@fb.com](mailto:v@fb.com)>  
**Subject:** RE: PS12N, OG, SN, LV4

Yes – keeping the current experience on canvas, and if possible, improving it for games – in both cases, the dev doesn't have to change anything

---

**From:** TR Vishwanath  
**Sent:** Tuesday, February 25, 2014 11:21 AM  
**To:** George Lee; Constantin Koumouzelis; Amir Naor; Gareth Morris; Eddie O'Neil; Vishu Gupta  
**Cc:** Sean Ryan  
**Subject:** RE: PS12N, OG, SN, LV4

Want to make sure we're all on the same page wrt what "login v4" means, since it has also been overloaded as an uber term for all ps12n work.

By keeping gdpv2 on canvas are you referring to:  
1/ Allowing read and write perms to be asked in a single GDP screen  
2/ Not allowing perms to be x-outable in GDP

Thanks  
Vish

---

**From:** George Lee  
**Sent:** Tuesday, February 25, 2014 11:14 AM  
**To:** Constantin Koumouzelis; Amir Naor; Gareth Morris; Eddie O'Neil; Vishu Gupta; TR Vishwanath  
**Cc:** Sean Ryan  
**Subject:** Re: PS12N, OG, SN, LV4

re: login V4  
My personal view here (and something you should all chime in on) is that we keep canvas on GDP V2 and consider doing some work to improve the experience specific to canvas games. I understand that this actually does not solve the problem given our push on cross-platform and the fact that people who start on mobile and then hit canvas may be in a permission state that developers will need to deal with. But the case we're more concerned with in the shorter term is just canvas conversions and the "perception" that we're not changing anything here.

Thoughts?

---

**From:** George Lee <[george@fb.com](mailto:george@fb.com)>  
**Date:** Tuesday, February 25, 2014 at 1:58 AM  
**To:** Constantin Koumouzelis <[constantin@fb.com](mailto:constantin@fb.com)>, Amir Naor <[amirn@fb.com](mailto:amirn@fb.com)>, Gareth Morris <[gjm@fb.com](mailto:gjm@fb.com)>, Eddie O'Neil <[ekoneil@fb.com](mailto:ekoneil@fb.com)>, Vishu Gupta <[v@fb.com](mailto:v@fb.com)>, TR Vishwanath <[trvish@fb.com](mailto:trvish@fb.com)>  
**Cc:** Sean Ryan <[seandryan@fb.com](mailto:seandryan@fb.com)>  
**Subject:** Re: PS12N, OG, SN, LV4

Fyi Sean

@eddie do you have a single slide with timelines and descriptions of these changes that can be shared with the wider partnership team? I think that a cheat sheet will be really valuable for all teams that talk with partners.

---

**From:** Constantin Koumouzelis <[constantin@fb.com](mailto:constantin@fb.com)>

**Date:** Monday, February 24, 2014 at 5:58 PM

**To:** Amir Naor <[amirn@fb.com](mailto:amirn@fb.com)>, George Lee <[george@fb.com](mailto:george@fb.com)>, Gareth Morris <[gjm@fb.com](mailto:gjm@fb.com)>, Eddie O'Neil <[ekoneil@fb.com](mailto:ekoneil@fb.com)>, Vishu Gupta <[v@fb.com](mailto:v@fb.com)>, TR Vishwanath <[trvish@fb.com](mailto:trvish@fb.com)>

**Subject:** Re: PS12N, OG, SN, LV4

Re: invites API yes on track. The API was committed last week and adding support for crypto ids into request sends, etc should be going in this week. Next steps are testing and documentation.

---

**From:** Amir Naor <[amirn@fb.com](mailto:amirn@fb.com)>

**Date:** Monday, February 24, 2014 at 5:17 PM

**To:** George Lee <[george@fb.com](mailto:george@fb.com)>, Constantin Koumouzelis <[constantin@fb.com](mailto:constantin@fb.com)>, Gareth Morris <[gjm@fb.com](mailto:gjm@fb.com)>, Eddie O'Neil <[ekoneil@fb.com](mailto:ekoneil@fb.com)>, Vishu Gupta <[v@fb.com](mailto:v@fb.com)>, TR Vishwanath <[trvish@fb.com](mailto:trvish@fb.com)>

**Subject:** Re: PS12N, OG, SN, LV4

I think we are good to go. Lv4 is indeed the one remaining open question. We already started to work on testing & documenting the changes, in the next few weeks we'll also work on the comms/messaging with Jillian/Peter Y and others in the XFN to package it up in the best way possible.

---

**From:** George Lee <[george@fb.com](mailto:george@fb.com)>

**Date:** Monday, February 24, 2014 at 3:57 PM

**To:** Constantin Koumouzelis <[constantin@fb.com](mailto:constantin@fb.com)>, Amir Naor <[amirn@fb.com](mailto:amirn@fb.com)>, Gareth Morris <[gjm@fb.com](mailto:gjm@fb.com)>, Eddie O'Neil <[ekoneil@fb.com](mailto:ekoneil@fb.com)>, Vishu Gupta <[v@fb.com](mailto:v@fb.com)>, TR Vishwanath <[trvish@fb.com](mailto:trvish@fb.com)>

**Subject:** PS12N, OG, SN, LV4

Folks,

I think we've gone through this 100 times already so this email isn't intended to re-summarize the issues. My sense is that we have appropriate plans in place for all changes and deprecation. The only question I believe is outstanding is whether we choose to enforce Login V4 on canvas. We also have plans to reveal all of these at f8 except for the implicit take down which is going to happen over the coming weeks.

So, I think the key now is to work on packaging it up appropriately so it can be delivered in the best possible way to our developers. There will probably be some discussion after f8 on whether the reaction from developers warrants some fallback or other kind of response, but I don't think we can spend any more time speculating. We just need to get this stuff out there and figure out what the implied impact will be once we get developer feedback.

@amir/gareth are you guys feeling ok about everything at this point?

@constantin I assume we're on track with the invites api?

Any additional thoughts?

G