





Introduction

- ✓ XMPP Extensible Messaging and Presence Protocol.
- ✓ A communication protocol for message-oriented middleware based on XML (Extensible Markup Language).
- ✓ Real-time exchange of structured data.
- ✓ It is an open standard protocol.

Source: "XMPP", Wikipedia (Online)





- ✓ XMPP uses a client-server architecture.
- ✓ As the model is **decentralized**, no central server is required.
- ✓ XMPP provides for the discovery of services residing locally or across a network, and the availability information of these services.
- ✓ Well-suited for cloud computing where virtual machines, networks, and firewalls would otherwise present obstacles to alternative service discovery and presence-based solutions.
- ✓ Open means to support machine-to-machine or peer-to-peer communications across a diverse set of networks.

Source: "XMPP", Wikipedia (Online)





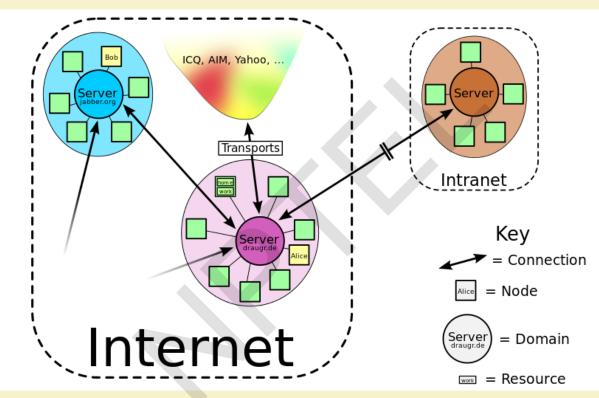
Highlights

- ✓ Decentralization No central server; anyone can run their own XMPP server.
- ✓ Open standards No royalties or granted permissions are required to implement these specifications
- ✓ Security Authentication, encryption, etc.
- ✓ Flexibility Supports interoperability

Source: "XMPP", Wikipedia (Online)







Source: "JabberNetwork.svg", Wikimedia Commons (Online)





Core XMPP Technologies

• information about the core XMPP technologies for XML streaming

• multimedia signalling for voice, video, file transfer

Multi-user Chat

• flexible, multi-party communication

PubSub

• alerts and notifications for data syndication

HTTP binding for XMPP

Source: "XMPP: Technology Overview", XMPP.org (Online)





Weaknesses

- ✓ Does not support QoS.
- ✓ Text based communications induces higher network overheads.
- ✓ Binary data must be first encoded to base64 before transmission.





Applications

- ✓ Publish-subscribe systems
- ✓ Signaling for VoIP
- ✓ Video
- √ File transfer
- ✓ Gaming
- ✓ Internet of Things applications
 - Smart grid
 - Social networking services





Thank You!!



