



## Bringing peer-to-peer networks to ALL the peers

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## Context

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A peer-to-peer model for end user  
devices too:

- Desktop app
- Mobile app
- Web app

Libp2p gossipsub based networks



## Status Quo

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- REST API and other Web gateways
- Anyone can run such API
  - If they have resources
- But, app developers or users select **one**



## Problems (generalized)

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1. Trust data access and propagation
2. Privacy
3. Censorship



## New Problems

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## Gossipsub w/ unstable connections:

- Is my message sent?  
No ACK
- Am I online?  
TCP timeout (10-30s)
- What did I miss?  
Messages missed when offline
- Can I trust this peer?  
Randos
- Scaling: 1 user = 1 node
- High bandwidth usage on data plans



## Solution

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libp2p-gossipsub + discv5 on desktop application

- Smart Contract + Zero-knowledge (RLN) based rate limiting to cap gossipsub bandwidth usage

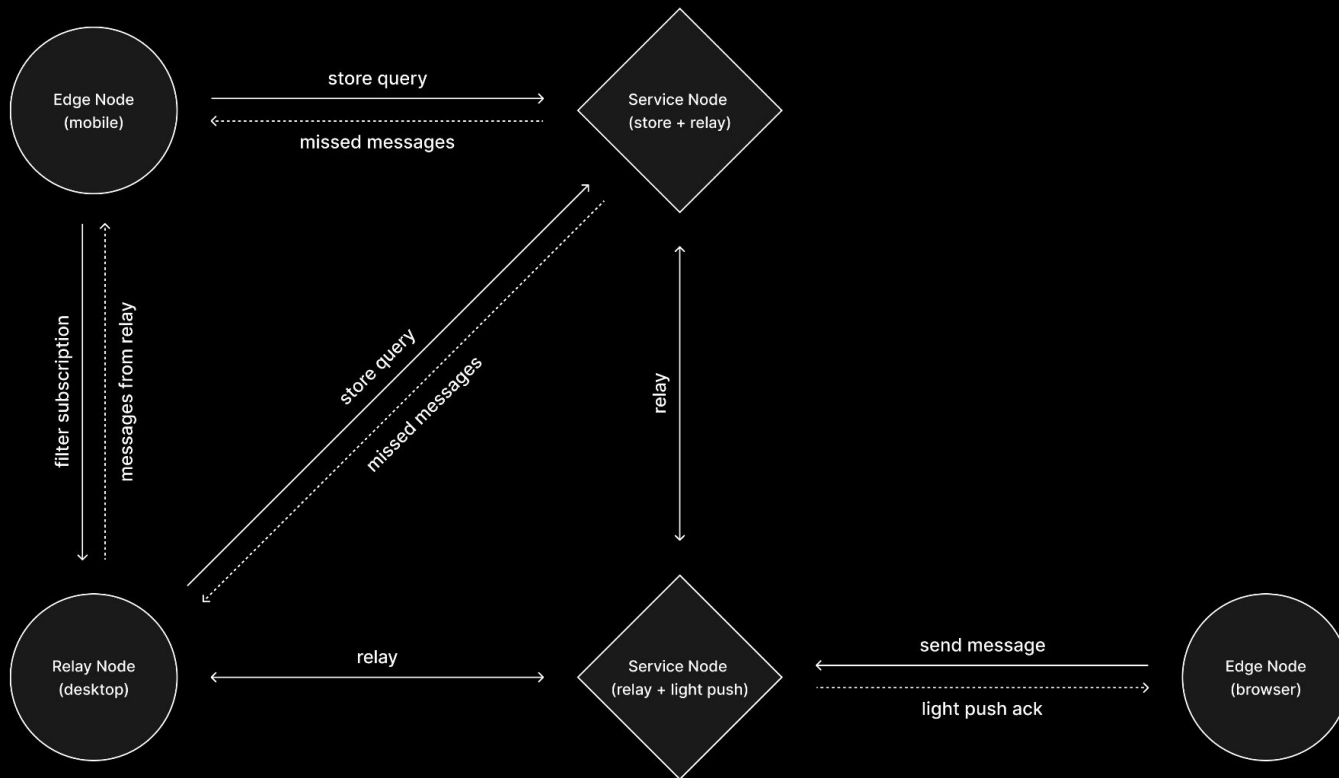
Custom **libp2p request-response** protocols on all platforms (TCP/WS)

- Query for peers (discovery)
- Push messages to the gossipsub network
- Filter messages from the gossipsub network
- Retrieve historical messages

Sharding - separate gossipsub networks



## Solution



## Solution

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### Redundancy

- Push messages to several nodes
- Check message presence
- subscribe to several nodes, but less than

gossipsub

### End-to-end reliability protocols

- Acknowledgements from recipient (not scalable)
- Distributed log: Bloom filter + causal history

(scalable)

Historical messages synchronisation via  
Ranged Based Set Reconciliation protocol 1 and 2





## Result

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1. Trust data access and propagation
  - Redundancy
  - Message presence check
2. Privacy
  - Reduced view of third party
3. Censorship
  - Multiple access points



Hi!

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Franck - Waku - Decentralized  
messaging

<https://fryorcraken.xyz/>

<https://github.com/waku-org/specs/>

