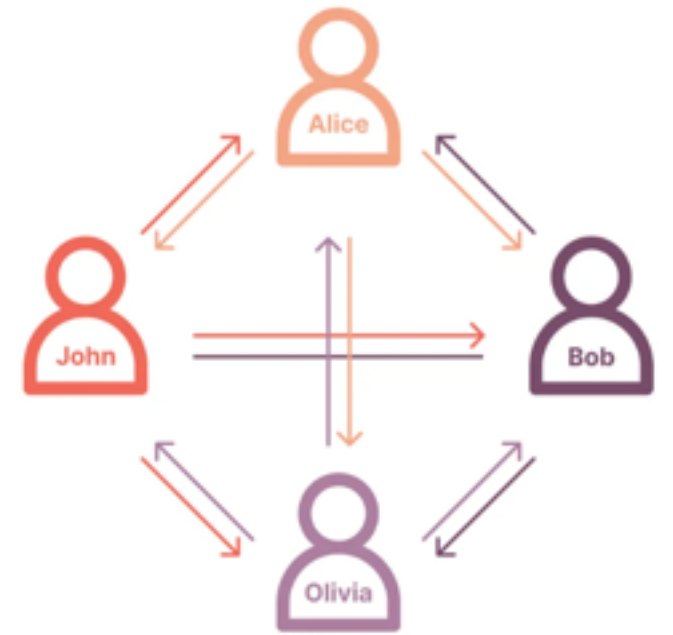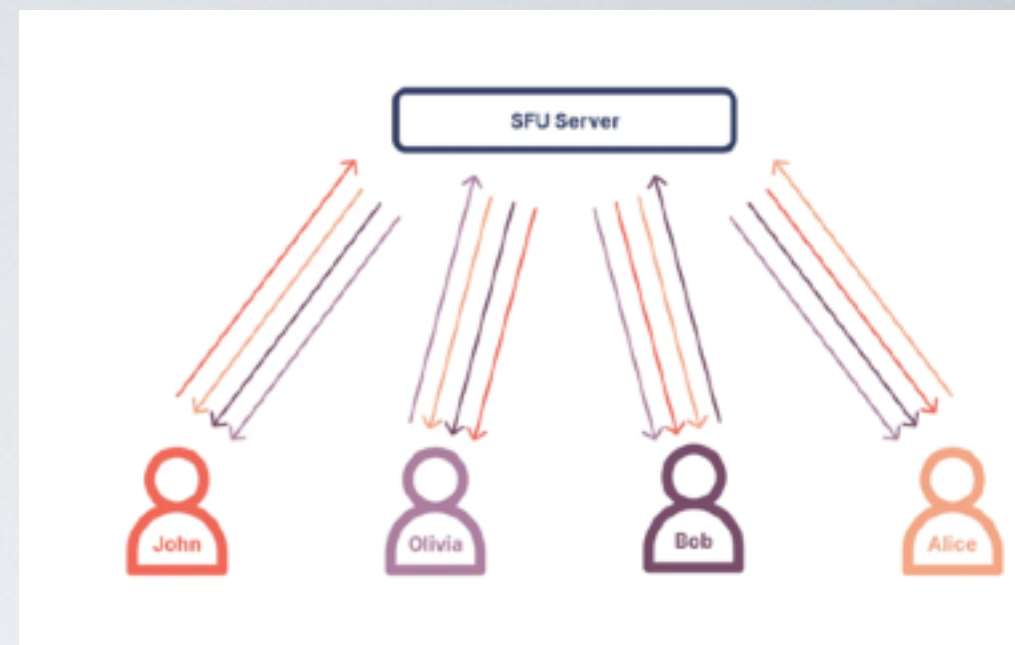# P2P Mesh

➡ Each peer broadcast messages to all other peers

✓ No server required and better privacy

◉ Worst scalability : requires additional client's bandwidth as the number of peers grows

SFU (Selective Forwarding Unit)

➡ Central server in charge of broadcasting messages to all peers

✓ Better scalability on client's side: 1 upload but n downloads (but the server can choose what to broadcast)

◉ Complexity on the server side:

- Server's bandwidth increases with participants

- Might need to ensure privacy (End-to-End Encryption required)

★ Popular Architecture for video conferencing applications