









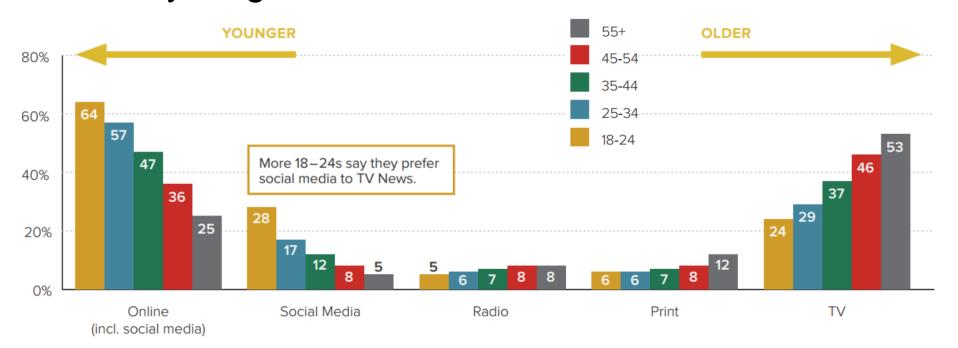






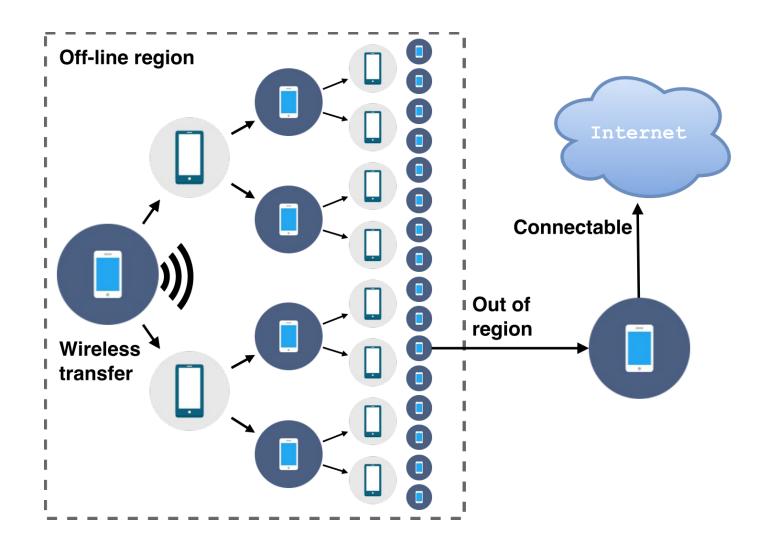
Context

 Everyone has a smartphone and uses it for everything





Viral spreading





Adversary model

- Kill-switches
 - Egypt, Syria, Turkey
- Natural disasters
- Not solved yet



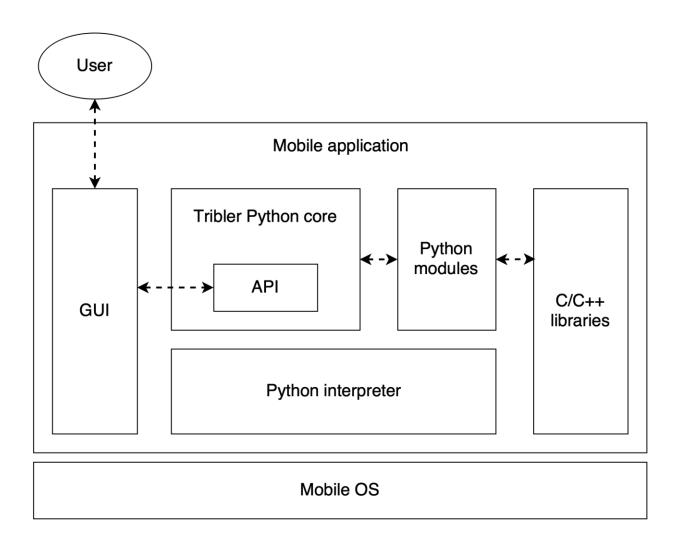
Tribler



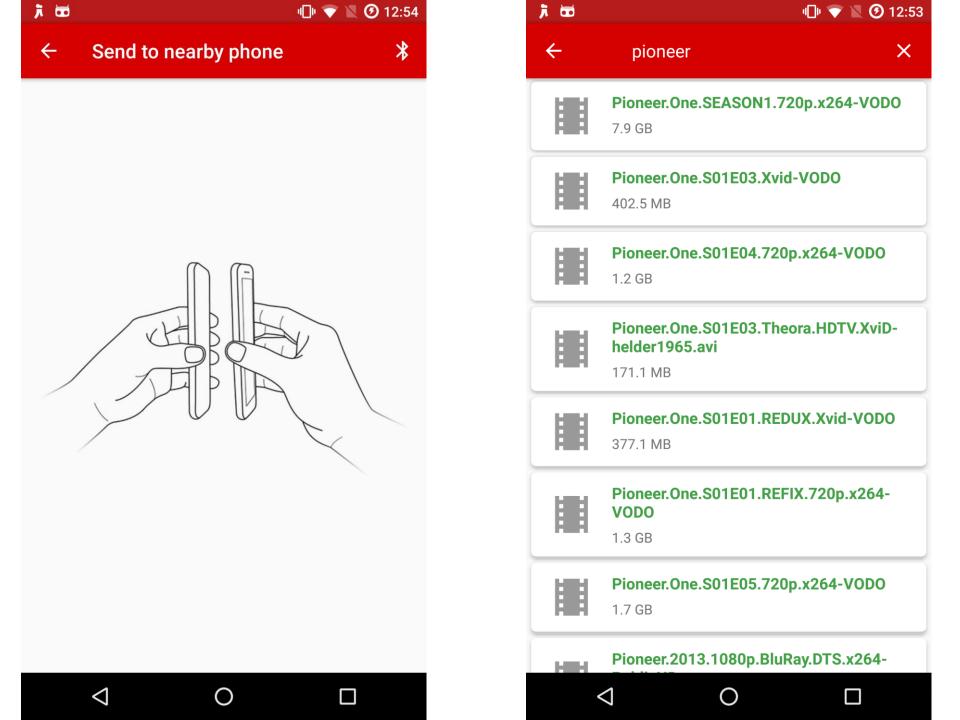
- Information sharing platform
- Attack-resilience
 - Fully decentralized
 - Self-organizing
- Anonymity: onion routing
- Trust: blockchain
- TU Delft research project



System architecture design







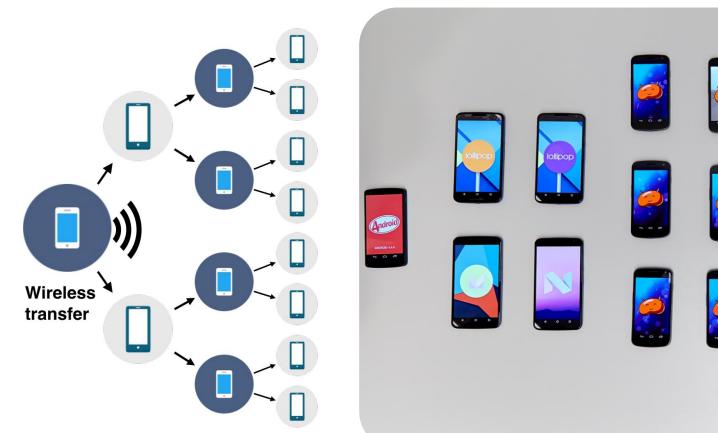
Experiments

- 1. Content discovery: quick? Scalable?
- 2. Multichain: scalable?
- 3. Startup time: quick? Consistent?
- 4. API responsiveness: quick? Consistent?
- 5. CPU utilization: multi-core processing?

And more



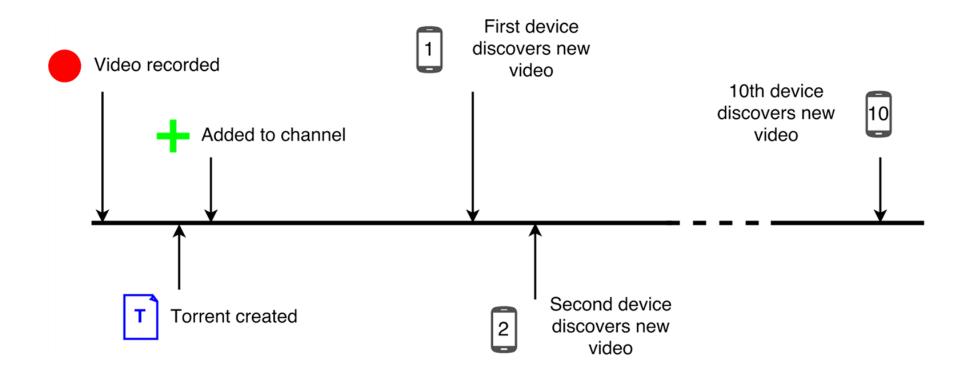
1. Content discovery - Setup





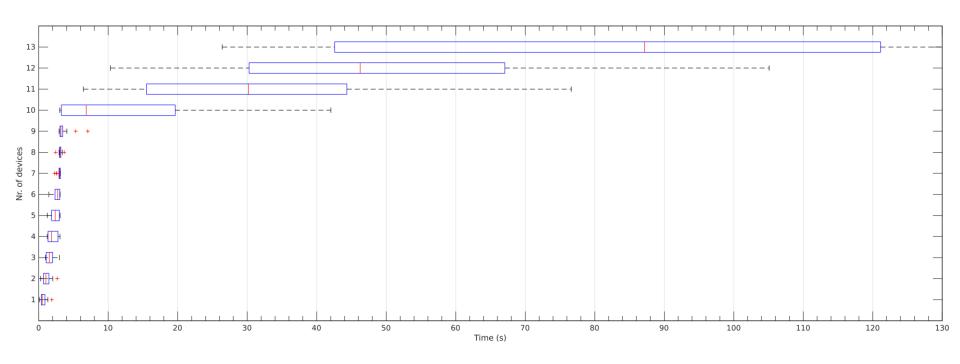


1. Content discovery – Sequence



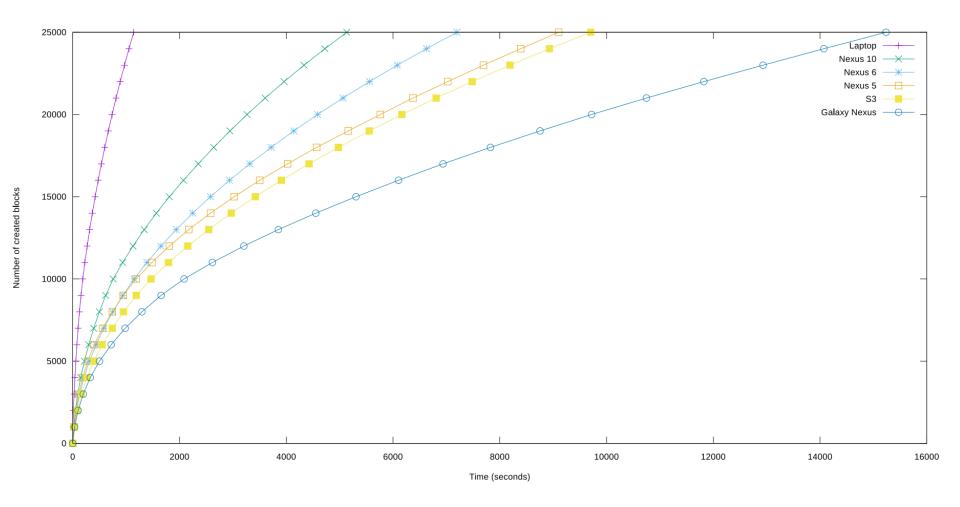


1. Content discovery – Results



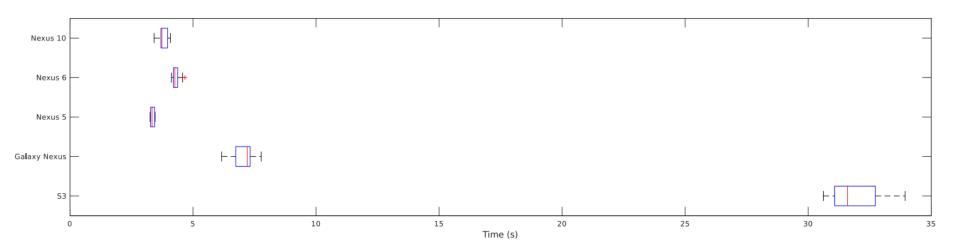


2. Multichain





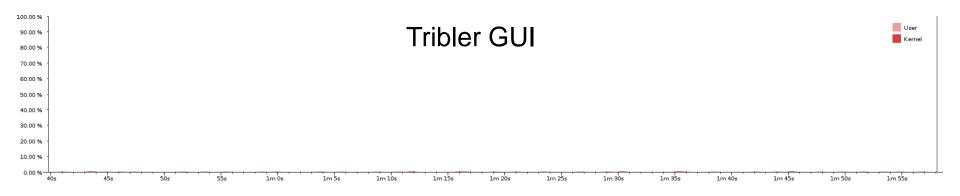
3. Startup time

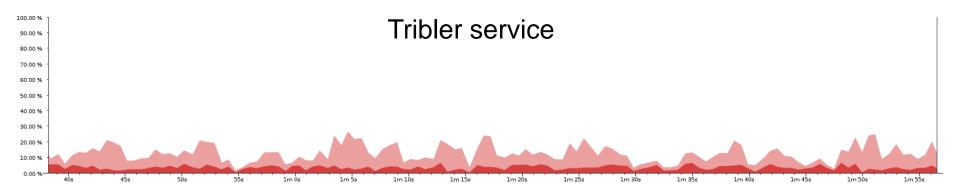


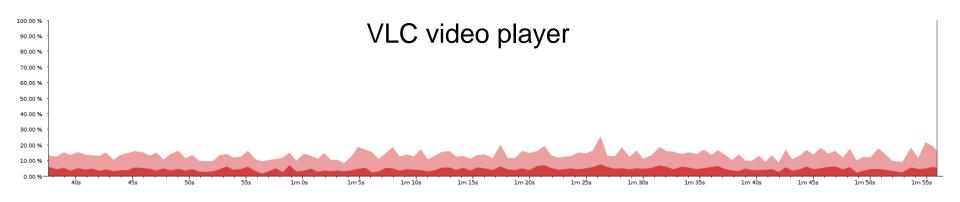


responsiveness 1000 -750 -- 150 15000 --300 Response size (KB) Response time (ms) Response time (ms) Response size (KB) 500 -10000 -250 -5000 -400 -- 1600 2250 -Response size (KB) Response time (ms) Response time (ms) Response size (KB) 2000 -200 -- 800 1500 -100 -500 Request 1000 250 500 Request 750 750 1000

5. CPU utilization







Conclusions and future work (1)

- Implementation
 - Self-compilation and morphing stealth capabilities
 - Multi-core optimization
 - Streaming API
 - Towards other platforms
 - Bootstrap peers with NFC + Bluetooth
 - Automated ad hoc Wi-Fi



Conclusions and future work (2)

- Tribler research with mobile devices
 - Large-scale experiment with various degrees of powerful censors
 - How viral spreading of eyewitness content behaves in the real world
 - Effects of local crowds on anonymity with onion routing
 - Credit mining using shared private keychain



Questions?

