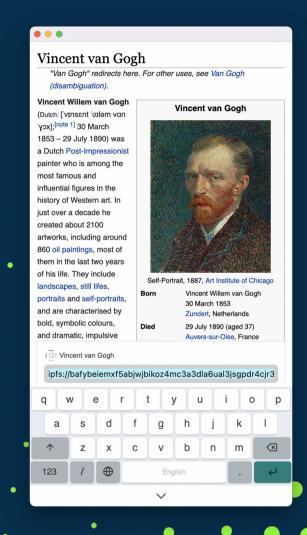


IPFS and Content Discovery

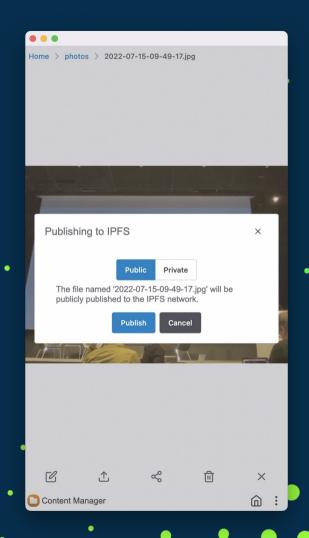




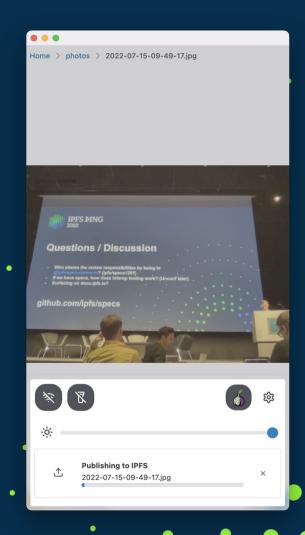




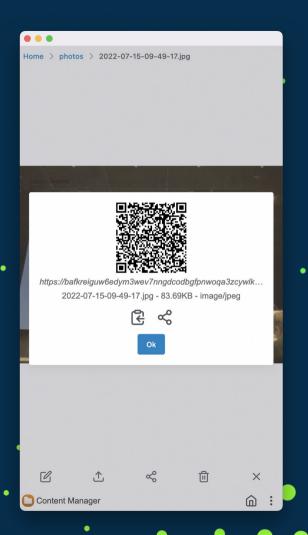




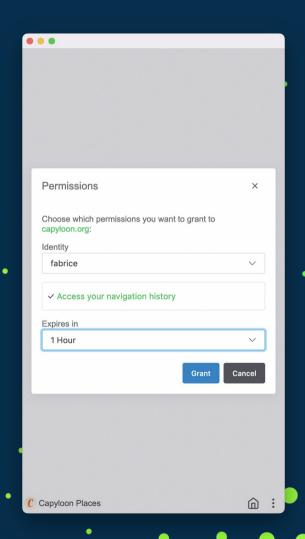














So you're building an App Store for Capyloon?



So you're building an App Store for Capyloon?

no.



1. Gatekeeping what can run on "your" device.



- 1. Gatekeeping what can run on "your" device.
- 2. Application Discovery.



- 1. Gatekeeping what can run on "your" device.
- 2. Application Discovery.
- 3. Application Distribution.



- 1. Gatekeeping what can run on "your" device.
- 2. Application Discovery.
- 3. Application Distribution.
- 4. Revenue Channel.



- 1. Gatekeeping what can run on "your" device.
- 2. Application Discovery.
- 3. Application Distribution.
- 4. Revenue Channel.

All these functions are implemented in a way that benefit more the OS vendor than the end user!



Native Stores: Gatekeeping Apps

- Single points of failures for devs → business risk, limited.
 innovation.
- More or less arbitrary enforcement of official policies.
- Not a silver bullet to ensure quality / security.
- Perfect tool for censorship eg. at the country level.

The real justification is that these platforms have not been designed to run untrusted code (forking Android won't help you there!).



HTTP Web: Browsers happily render any web site

- Permission-less, instant updates.
- Didn't prevent "winner takes all" network effects where users have to give away control to big silos.



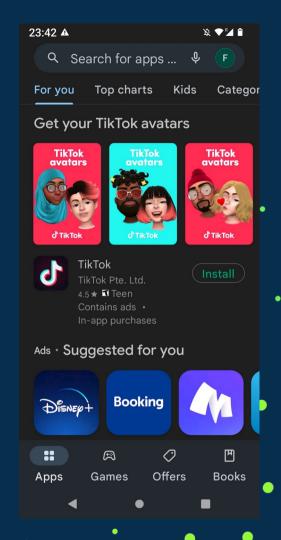
dWeb: Browsers still happily render any web site

- Keep the link-ability of the web.
- Brings back capability to decouple data from computation.



Native Stores: App Discovery

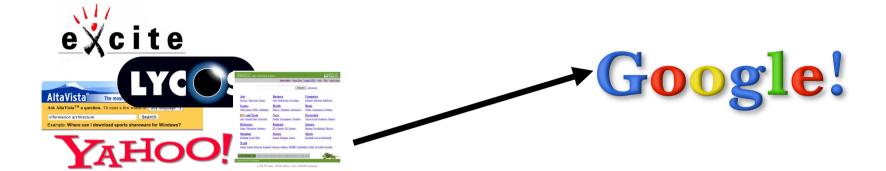
- Less and less organic.
- King makers.
- Relevance?



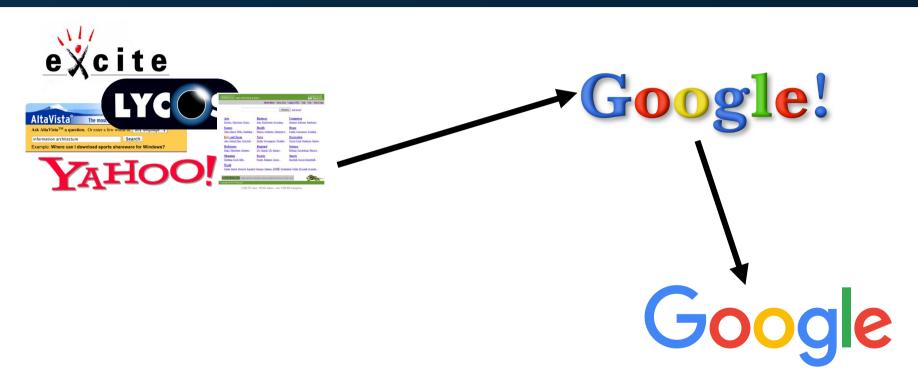




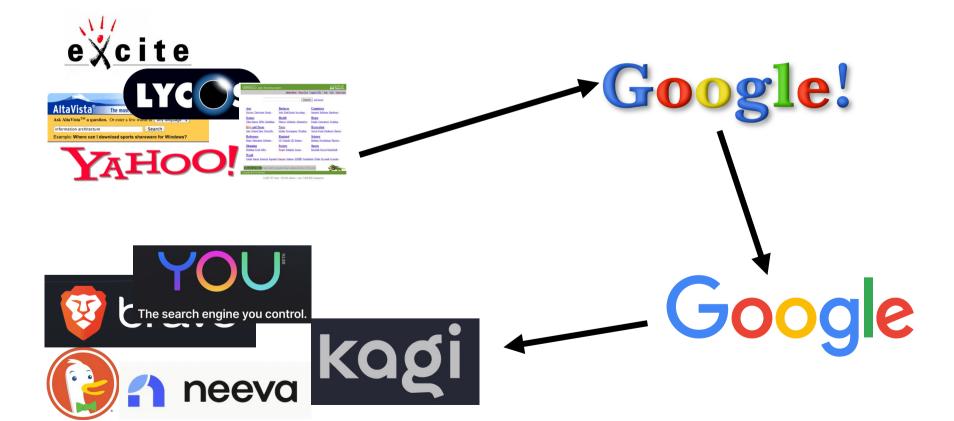














- The dWeb has links → it is crawlable.
- It's immutable → No need to re-index visited content.
- Innovation in search engines can help build a IPFS/IPNS one.



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```
A Brave Search Goggle for the Distributed Web

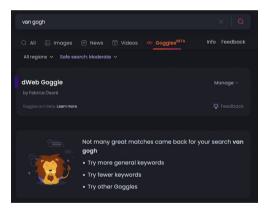
dweb.goggles

1 ! name: dWeb Goggle
2 ! description: Only return results served from ipfs or ipns
3 ! public: true
4 ! author: Fabrice Desré
5
6 ! Remove results not matching any other rule
7 $discard
8
9 https://*.ipfs.*$boost=1
10 https://*.ipns.*$boost=1
```



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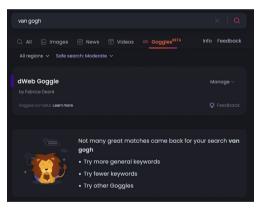






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https://bafybeiemxf5abjwjbikoz4mc3a3dla6ual3jsgpdr4cjr3oz3evfyavhwq.ipfs.dweb.link/wiki/Vincent_van_Gogh.html

504 Gateway Time-out



Application Distribution

Native app stores: upload and forget.



Application Distribution

- Native app stores: upload and forget.
- HTTP Web: get a domain/subdomain, host or pay for http server, etc.
 •
 •
 •



Application Distribution

- Native app stores: upload and forget.
- HTTP Web: get a domain/subdomain, host or pay for http server, etc.
 •
 •
 •
- Dweb: publish & pin to IPFS.



Native App Stores: Revenue Channel

- Cash cow for the OS vendor.
- Very high % cut for app developers → likely prevents some apps from being built at all.
- Prevent usage of 3rd party payment systems for in-app purchases (https://en.wikipedia.org/wiki/Epic_Games_v._Apple)

Policy makers are waking up (EU DMA & DSA)!

Holding

While Apple is not considered a monopoly and did not engage in antitrust behavior on nine of ten counts, Apple's conduct in enforcing antisteering restrictions is anticompetitive.



Current Web: Payments

- Very open landscape (many payment providers to choose from)
- Web Payment DOM APIs have mostly failed.
- Prevent usage of 3rd party payment systems for in-app purchases (https://en.wikipedia.org/wiki/Epic_Games_v._Apple)

 Policy makers are waking up (EU DMA & DSA).

Holding

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dWeb Payments

Wallets?





Subscriptions?



New apis exposed to pages?



In a nutshell: Decentralized Web Status

- No gatekeeping
- Discovery
- Distribution
- Payments



Thank you!