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Connecting disconnected networks



**1990's: Connecting disconnected  
data networks into the internet**

2020's: Connecting disconnected  
social networks into the Fediverse

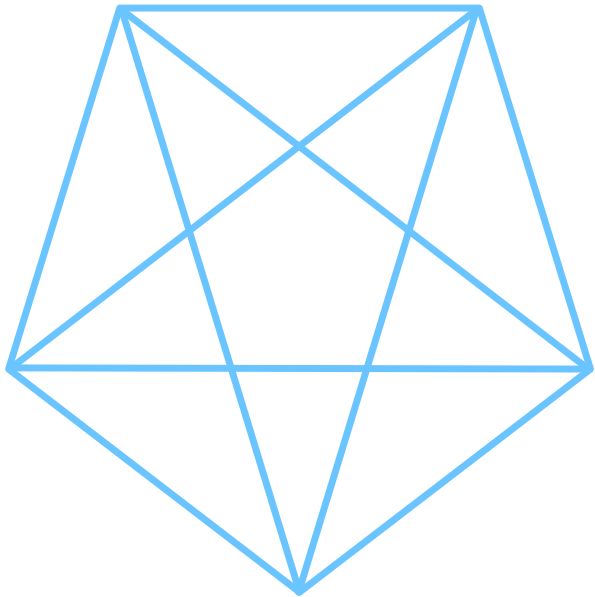












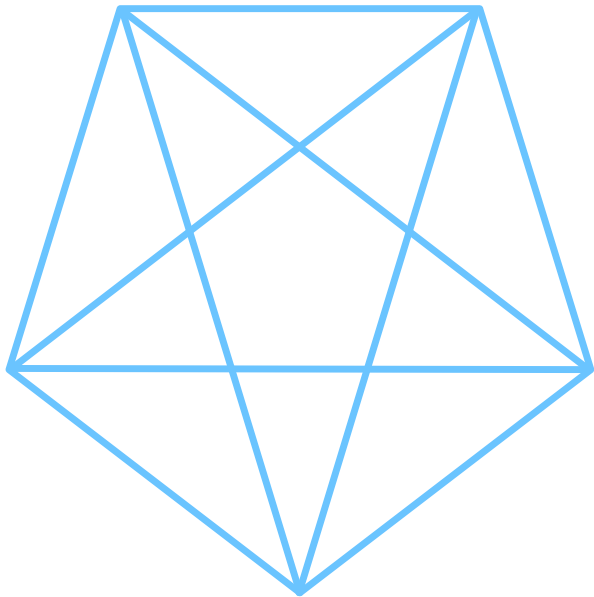






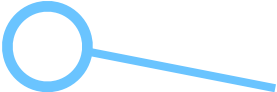






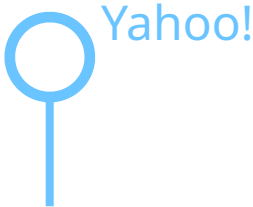


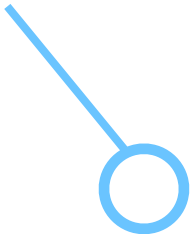




# Amazon

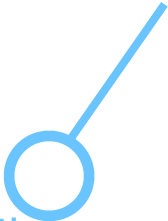






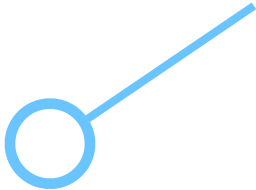
Ebay



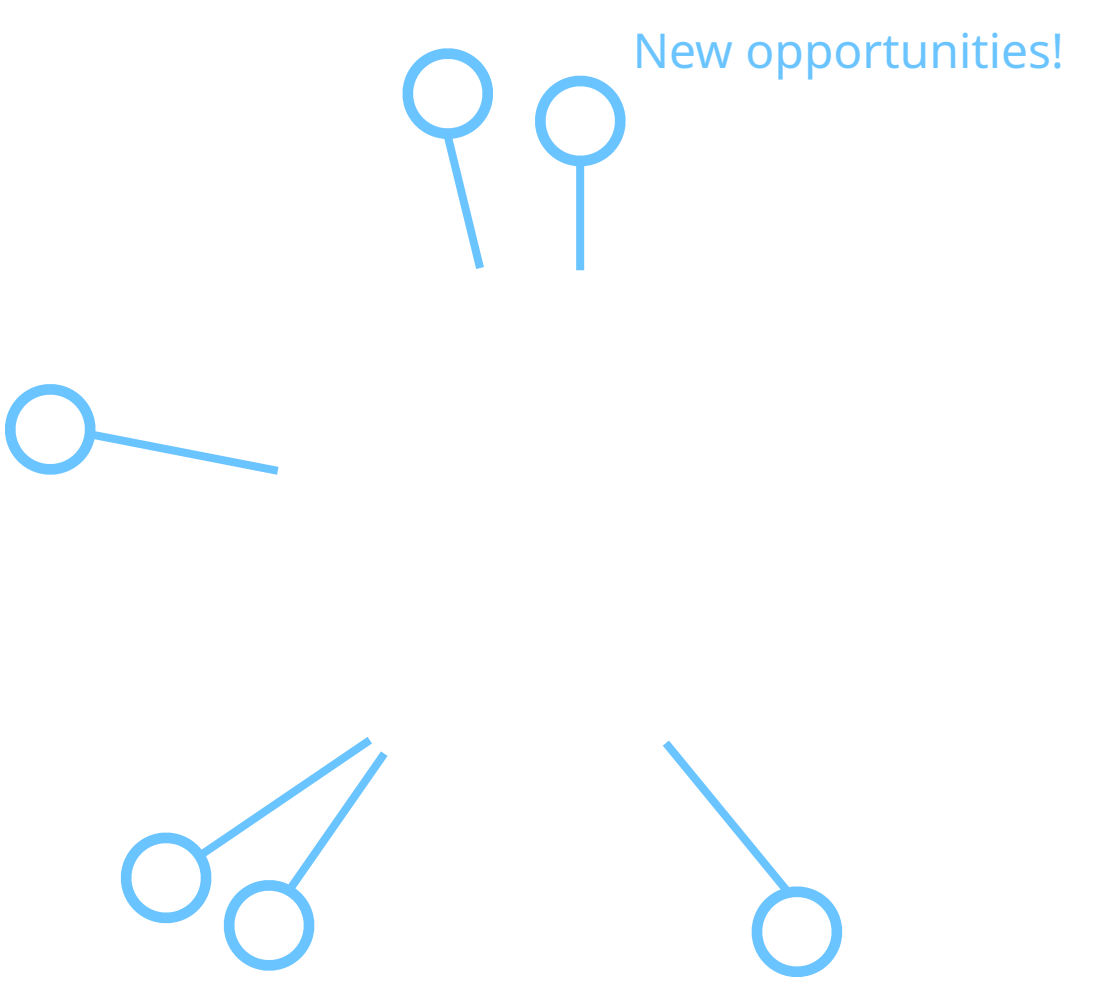


Hotmail

Google



New opportunities!

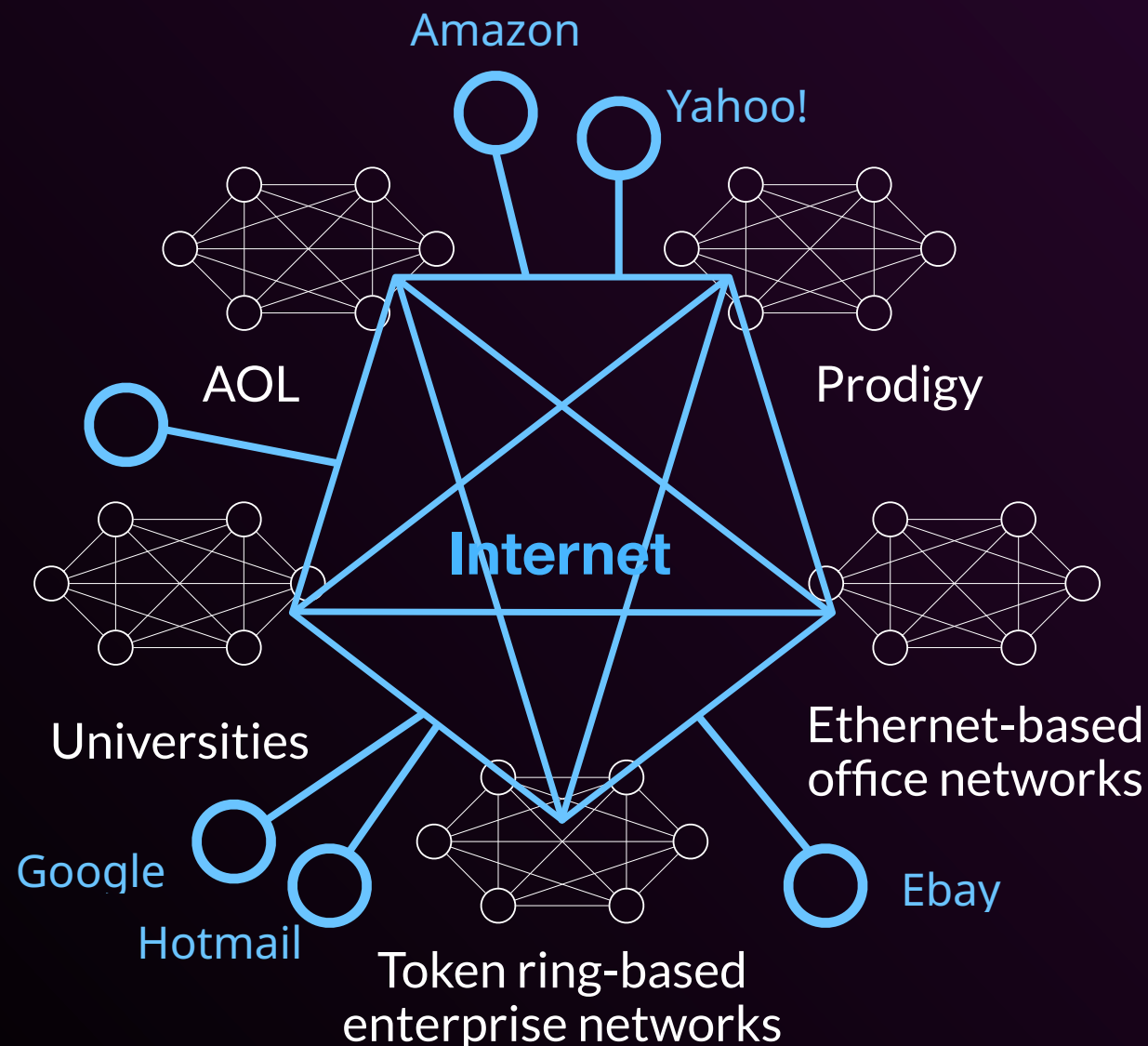


Internet

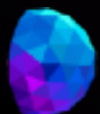
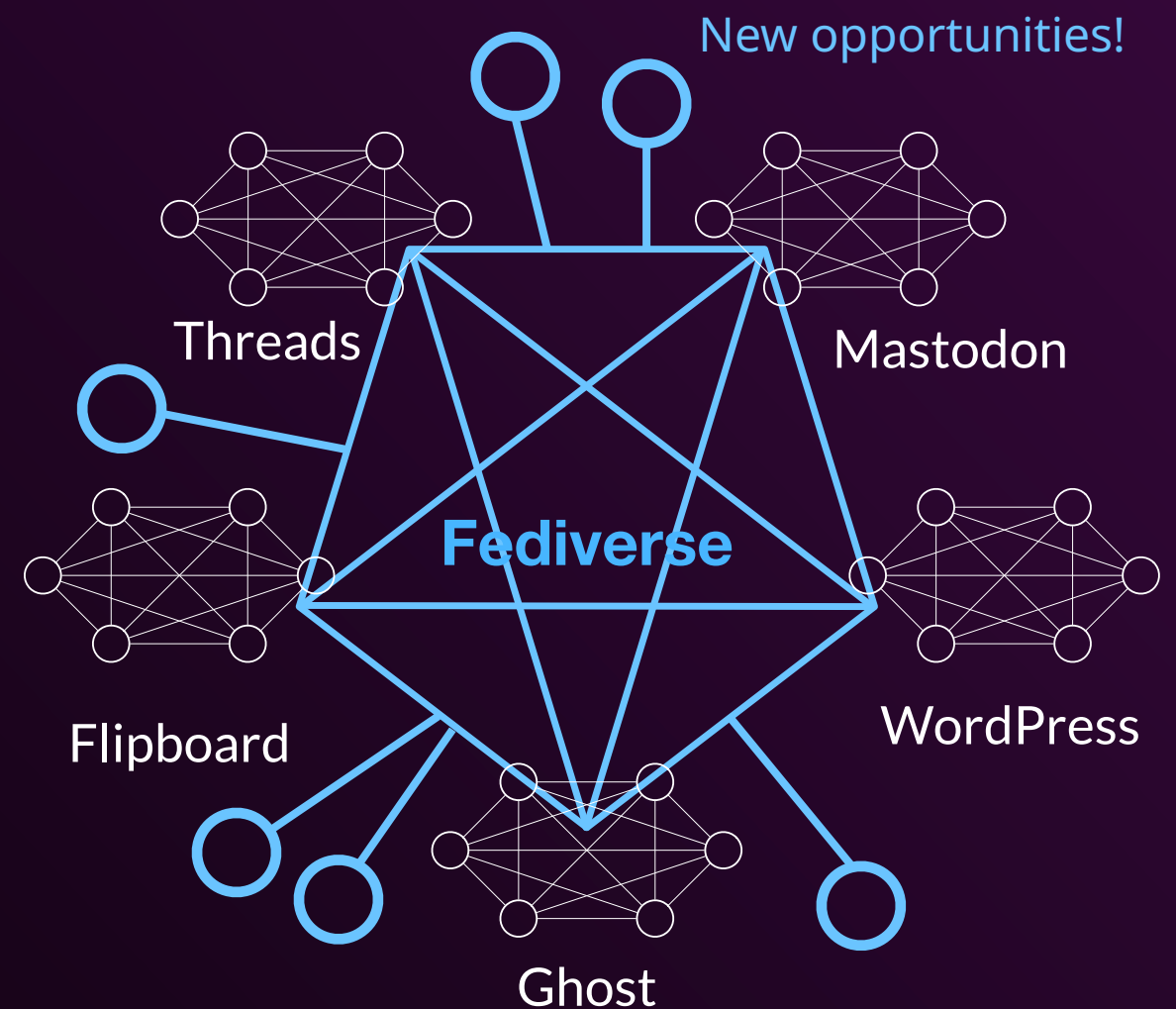
Feedivores

# Connecting disconnected networks

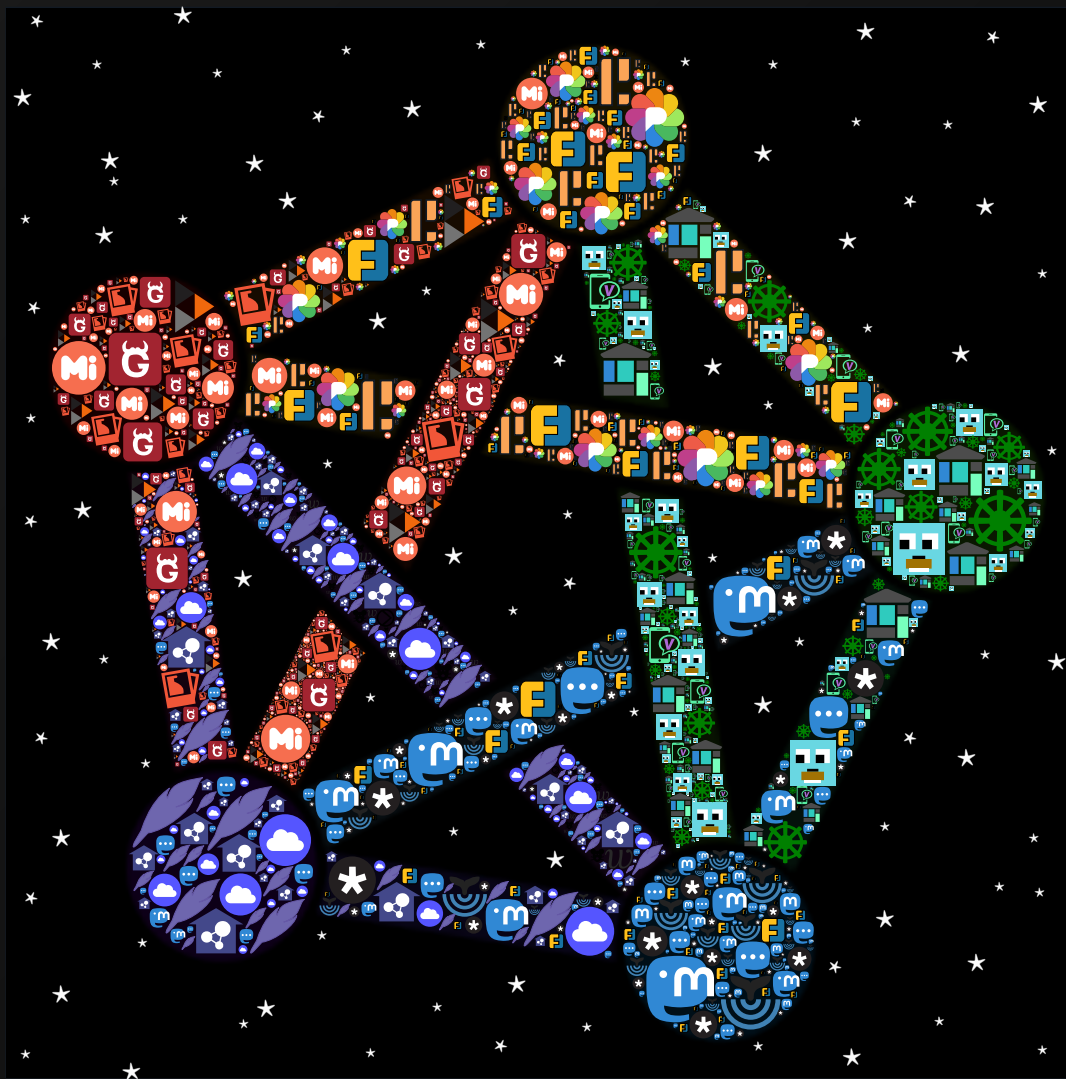
**1990's: Connecting disconnected data networks into the internet**



**2020's: Connecting disconnected social networks into the Fediverse**



# The ActivityPub Fediverse



## Some stats (from [fedidb.org](https://fedidb.org))

- > 29,000 servers, growing
- About 10m users, 1m active (+Threads coming)

## Software:

- At least 94 independent server-side applications, many client apps
- Implemented in every conceivable programming language and tech stack
- Many open source, some closed/SaaS
- From personal single-instance itch to 200m users on Meta's Threads
- Public, semi-public, private messages

## Protocols:

- WebFinger + ActivityPub + ActivityStreams + HTTP Signatures + lots of extensions & conventions, changing all the time
- Symmetric protocols over asymmetric HTTPS