Secure Scuttlebutt: An Information-Centric Protocol for Subjective and Decentralized Community Applications

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ABSTRACT

Secure Scuttlebutt (SSB) is a novel peer-to-peer information-centric event-sharing protocol and architecture for social apps. In this paper we describe SSB's features, its operations as well as the rationale behind the design. We also provide a comparison with traditional information-centric networking protocols and discuss SSB's limitations and evolution opportunities.

At the transport level, SSB is a replication protocol for append-only logs. applications communicate indirectly by writing to the local node's log and by reading from the locally available replicated logs. From these, each app instance constructs its own intepretation of the shared app state (an approach called "subjective reader"). Scaling is achieved through in-network caching of the immutable log updates and by routing the content along the social graph.

SSB's current set of applications include classical social media apps (chat, with end-to-end encryption and meta-data privacy), game and lifestyle apps (chess, book reviews) as well as technical applications like a p2p git, a shared file system, or a social backup app for crypto keys using a secret sharing protocol.

1 INTRODUCTION

A simple conceptual architecture for community applications consists of a global data pool to which every person can contribute and where every person can tap into the shared data – data sharing being the purpose of such applications. This model still is valid if one adds access control to the picture, either tied to the data (encryption giving access to content only to entitled holders of the decryption keys) or encrypting data in transit (login and TLS). Facebook and other centrally organized social app service providers fit well under this global data pool model but have been strongly criticized for

abusing their central provisioning position. The "decentralized web movement" [3] is the most visible technical response to this critique, pointing out implementation alternatives.

One of these alternatives is a project called Secure Scuttlebutt (SSB) that started in 2012. After several iterations of protocol design and implementation, SSB has become a stable service for over 10,000 users offering them rich media community applications with strong cryptographic protection (end-to-end encryption and metadata privacy) and running in pure peer-to-peer mode.

Selective Complete Log Replication

SSB's spin on the above conceptual model is that all participants *replicate the global data pool*, which enables off-line operations, avoids redundant data transfers and has become feasible – at least in principle – because storage nowadays is a cheap resource, just that the sheer volume of social app data prohibits a full replication. However, because a participant is mostly interested in content from its peers, which is a very small number compared to all participants, only portions of the global data pool need be replicated. This observation is leveraged in SSB's transport layer which is tasked to *selectively replicate* the global data pool *along the edges of the social graph*, as we will explain in Section **??**.
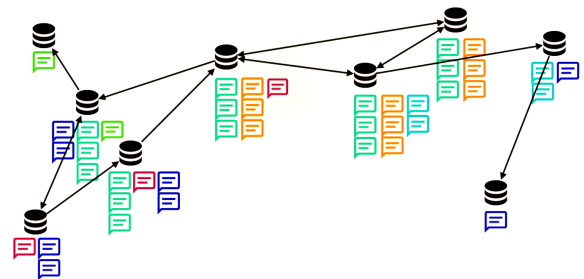

Figure 1: Staltz' "Internet of People" figure, needs to be redrawn such that it can be read in B/W, too.

A second spin of SSB is that replication is done *pro-actively* and at the granularity of the *complete input by a single peer* to the global data pool. This novel way of implementing the global data pool model is in stark contrast to current solutions where central server repositories hosting this pool are accessed by client software in an on-demand fashion, assuming a storage-less end-device. Today's data dissemination mode is reactive (client-server

protocol to fetch data) and piece meal (only the instantly needed data items are requested, possibly multiple times, and bundled with fresh ads, as the client does not necessarily cache all requested data). In SSB however, the central objects are the *complete* collection of a specific peer's input to the pool, organized as an append-only log. In Sections **??** and **??** we will explain the advantages of this approach (trust, off-line operations and efficient real-time notifications), and discuss its drawbacks (index building, lack of delete operation, storage bloat, re-keying).

Subjective Reader

Because replication in SSB is selective and is driven by a peer's social graph, different end devices will have access to different sets of log replicas, leading to different views of the world which is also called a "subjective reader" approach. SSB's viewpoint is that this is not a deficit but a desirable property: Each peer is free to consider data sources of its own choosing instead of having to feed from a centrally provisioned or otherwise converged view. While it is possible to implement consensus protocols over SSB, or to designate central data aggregators from which many peers consume the consolidated outputs, the SSB network itself deliberately doesn't offer consensus services nor central content (directories etc). In Section **??** we will show the implication of this technological choice on the structure of distributed applications that can only read from and write to local logs.

Novelty

Putting complete replication of individual append-only logs at the core of SSB's protocol avoids several hard problems in distributed systems. **First**, it is a radically decentralized approach requiring only minimal specification-level coordination among the participants but no run-time checks or configuration management. Typically, active/active multi-master replication in databases, which comes closest to SSB's approach, requires tight configuration control while in SSB, existing peers can go offline and new peers can come and go at any time, at the price of weak consistency guarantees, though. **Second**, although append-only data structures are well known for their benefits and are at the core of crypto currencies' consensus finding, SSB uses logs without any consensus properties. Quite on the contrary, SSB completely sidesteps consensus but provides the hooks for implementing service abstractions like tangles for implementing CRDTs on top of SSB i.e., eventual consistency. **Third**, crafting a cryptographic ID system and maintaining a social graph that informs routing creates a very narrow filter: it implements a receiver-driven approach (similar to e.g. Named Data Network, but at a higher object granularity) where data only flows where it is needed and without imposing any fine-grained request/reply protocol. Instead, any dissemination technology is adequate, including broadcast and push mode, because network elements can verify data validity (due to the logs' signed entries) and monotonicity of the updates without additional key and certificate material, guaranteeing that only conformant traffic is propagated at any forwarding step. **Fourth**, it makes every peer a publisher by design. This property goes beyond the decentralized approach like DAT [] or IPFS [] which assume that there exist replication servers but keep the separation between a data transport network and a

server layer. In SSB, bidirectional communications is only possible if both parties *are* repositories. **Last but not least**, log replication leads to a distributed system with inherent high resilience as any communicating element MUST replicate the others' logs. In traditional distributed systems, coordinating the data persistence as a basis for resilience is often an add-on task, or requires at least a special recovery service.

Scuttlebutt = Information-Centric Gossip

… why this name … it applies to the app-level, and can apply to the network layer, but doesn't have to: any dissemination method works for gossip. … some words about the SSB community, available documentation, past evolution, subjective roadmap [1, 2, 4–6]

Structure of this paper

…

2   SSB ARCHITECTURE AND PROTOCOL

Introduce and explain figure 2 here, the role of SSB as the protocol stack's waist (like IP is for the Internet).
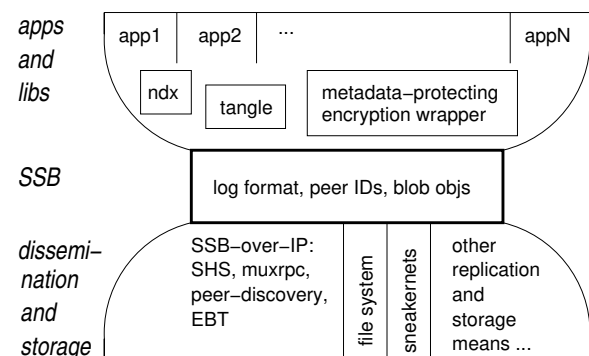
Figure 2: Secure Scuttlebutt's protocol stack.

Note: the dissemination/replication layer is able to (and must) read the logs in order to extract the social graph, responsible for reachability/forwarding decisions.

2.1   Identities and their append-only log

2.2   Social graph and log replication

follow, follow-back, block

2.3   Blobs

separate content category, own name (independent of logs) and dissemination protocol

2.4   Log entry format

envelope and payload, hashchain entry, JSON

2.5 E2E encryption and metadata privacy

2.6 SSB as an IP overlay, EBT

2.7 Secure Handshake (SHS)

2.8 SSB Pubs (aka super nodes?)

…

3 DISTRIBUTED APPS AND DATA STRUCTURES OVER SSB

3.1 Example SSB app: about

"about" = a simple directory app / each peer is represented as a set of key-value bindings / the log entries capture the updates to these bindings

simple fig here

the latest directory state consists in executing all update events found in all (available) logs / this directory state is relevant to users as well as the forwarding fabric (set of IDs to support). Note well the "subjective reader" property: the content/view of a peer's user directory is dependent on its position in the social graph. Note also that "about log entries" for *other* peers can be added to one's log e.g. for defining (subjective) display names for other users.

3.2 Profiles of selected SSB apps

follow, chat, chess, git, …

3.3 Kappa architecture

(Heavy) indexing effort, necessary for slicing logs on a per-app basis and computing the state of data structures by "summing up" updates through all logs (see for example the above "about" app).

3.4 Tangles, consensus, synchronization

…

4 "SSB SUCCESS STORIES"

Already mentioned and the main reason for SSB to exist: complete offline operation (delay tolerant), end-to-end encryption, abides by the decent tenets (no central service or trust dependency).

The "subjective reader" service level is adequate for social media, banking apps may be another story. Technical advantage: permits fully concurrent operations i.e. no bottleneck in the content processing, see also CRDT entry below. For scaling limits of pubs, see the next section.

- Extensible protocol: apps run on the end devices, no dependency on operating a central or cloud-based service instance.
- Your peer is your backup, explain how that works. RAFT-like resilience?
- Can also have backup without relying on friends: simply create a device as a private peer that only follows you.
- Monotonically growing logs are ideal for CRDT, modulo log availability ("subjective reader"). Hence: scaling

- Off-loading of indexing work: service could be offered by pub (in the cloud) which has a copy of the logs anyway. Would only work when online, though. Except where content is encrypted. Or even fully client-server model (ssb-lite) exposing only the UI without need to store locally.
- Realtime notification (log updates) via long-lasting SHS sessions (the special JS pipes). Can/could also be used for realtime audio (but the logs would become quite large).
- …

5 "SSB PAIN POINTS", LIMITATIONS (ANALYSIS / CRITICAL REVIEW)

5.1 Onboarding

5.2 Crypto

re-keying peers, forward secrecy

5.3 Trusting Pubs

Pubs will see your complete social graph, you have to trust them. If pub is operated in the cloud, then its private key is difficult to protect (= potentially accessible to the cloud provider),

5.4 Routing and Scalability

5.5 Protocol Agility

binary msg format, crypto

5.6 Resource attacks

e.g. easy to follow a clique of peers that has been setup for DoS reasons (with humongous logs), victims will include them in the 2-hop neighborhood, difficult to automatically block (detecting the shape of the clique, clique members added faster than victims can remove them).

5.7 Deleting content, GDPR, ephemeral content

5.8 SLA for Blobs, privacy of blob transfer

5.9 Scaling

Pubs may experience scaling problems: unlike routers, an SSB pub can not rely on queues (and taildrop) to postpone work: has to store all logs of all 2hop neighbors. Social graph of a pub may grow too big (X times 100 new nodes per new user, on average?). Currently no policy to randomly drop logs? If too many pubs drop the log of a specific peer, this peer may "loose SSB-connectivity", fall out of the social graph, technically?

5.10 KawaiiPunk's critique

5.11 Problem of multi-device peers

5.12 Global (thus central) coordination needed of 'type' field name space, applies also to other fields at the SSB waist (e.g. new crypto algos)

5.13 Unfriending pubs

…

6 COMPARING SSB WITH NAMED DATA NETWORKING (NDN)

6.1 Naming (restriction)

6.2 Publisher by default

6.3 Social graph induced routing

6.4 Push vs Pull, subscription granularity

6.5 Architectural Incompatibility with NDN

– NDN cannot mimic the social-graph-informed routing?
– emulate SSB as an inter-repo protocol?
– flow-balance approach too narrow: replication would need notification, or polling?
– can we use NDN's CA trust model on a by-peer basis, mimic SSB's IDs?

7 RELATED WORK

- Linda tuple space (global data pool): apps working with wr() and rd() only.
- Haggle (pocket-switched networks), opportunistic networking, DTN
- ICN in general
- …
- WAL is anchor of persistence in distributed systems. Discuss scenarios with node crashing before/after contacting a peer. Rare chance of forking a log in case of network partition.
- RAFT, resilient log-based consensus. Log compaction is what SSB is lacking, but could add (on a per-app basis).
- GIT and DAT
- Kappa and CoucheDB

8 SSB ROADMAP AND FUTURE WORK

Obvious things to fix, priorities, and the more challenging problems …

9 CONCLUSIONS

…

REFERENCES

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```
This appendix copied for convenience from
    https://github.com/dominictarr/scalable-secure-
    scuttlebutt/blob/master/paper.md
Will not be part of the final paper.
```

A DOMINIC TARR: SCALABLE SECURE SCUTTLEBUTT

This is notes on a paper for ssb.

A.1 assumptions about social networks

TODO: find refrences to justify this assumption.

- *power law assumption*: we expect activity to follow a power law. (a small proportion of users are update very frequently, a large number, only infrequently)
- *tendency for local connections*: if you are "friends" with a peer it's likely that another friend is also a friend.
- *hub connections assumption*: short paths to hubs: some users are "hubs", being connected with a large number of other peers. Paths to even distant users are short due connections via hubs. It's highly likely that someone you know follows any given celebrity.

For simplicity, we model the following replication protocol designs in the context of connected random swarms. In practice, we do not want a design that replicates all messages in the entire network (especially because we intend it to scale to millions of users). For social media applications, users view the feeds of they have explicitly followed/friended. However, due to the strongly connected nature of the social graph (the primary way people meet is being introduced to friends of friends) the chance of having a considerable overlap in your follow graph with any friend is quite high. Thus, the simpler to model random network is a reasonable approximation to friend replication in a real social network - how good this approximation is is discussed in
TODO: write this section.

A.2 data models

We use a simple data model that well describes any social media application. The main resource is a *feed*, which is an append-only log of *messages*. Each feed has strictly a single author. Each peer is the publisher of their own feed, and the subscriber to zero or more other feeds.

Each feed is an append-only log of messages, and each message contains the id of the feed, an always incrementing sequence number, and some content. (Also, the hash of the previous message and a signature, but this paper focuses on the performance of our design, not the security, so we can leave that out for now.)

```
Feed f = [{ id: f.id, sequence, content }, ...]
```

A peer is usually the author of at least one feed, but may be a "lurker" who does not post. In this paper we can assume that each peer is the author of one feed and that the peer's id is also the id of that feed.

Each peer is also a subscriber to their own, and zero or more other feeds.

```
Peer p = { id: p.id, feeds: { <id>: [msg,...] } }
```

A.3 comparison of replication algorithms.

Starting with the simplest, develop models of data replication.

I basically just made up the O() notations... maybe this should be based on simulations instead? especially since some of my arguments depend on a certain factor being limited somewhat (by the nature of networks).

A.3.1 polled scan: (RSS) Really Simple Syndication.

A publisher ('pub', of type 'Peer') hosts content, and a subscriber ('sub', also of type 'Peer') connect and the publisher sends their content.

At each request, the publisher sends the entire feed.

(footnote: In practice, RSS truncates the feed and may not send older messages, so isn't provably eventually consistent, we've analyzed a simplified version, which has provable eventual consistency.)

This is extremely simple to implement at the server end (RSS provides an XML file over HTTP) and slightly more complex at the client end, as clients append only the new values. It's assumed that messages are fairly small, text only, and large files are referenced as some sort of link.

When a subscriber connects, the publisher replies `received = pub.feeds[pub.id]` (which means sending 'pub.feeds[pub.id].length' messages) the subscriber then appends any new messages to their copy of that feed. 'sub.feeds[pub.id].append(received[sub.feeds[pub.id].length...])' such that both copies of the feed are the same, that is, contain copies of the same messages. 'sub.feed[pub.id] == pub.feed[pub.id]'.

New messages are published over time, and so the subscriber periodically makes a request to each publisher.

```
interval(sub.pollFrequency, () => sub.feeds.each(id => sub.connect(id)))
```

So, every 'sub.pollFrequency' all publishers are connected to and all messages from them are downloaded, old messages end up being sent many times unnecessarily, so the amount of bandwidth needed scales very badly.

Bandwith needed for a subscriber can be calculated as the following:

(footnote: Assume that 'pollFrequency' is number of polls within the given timeframe that we are calculating resource usage for. The important thing is how many polls are made. If we were to calculate usage per day, and there was one poll per day, pollFrequency is 1. In any case, we are more interested in exploring the relationship between the various design factors and resources used, so the important thing to observe here is that the total resource used is multiplied by 'pollFrequency', doubling 'pollFrequency' doubles the number of messages sent)

```
total\_messages = sum(map(sub.feeds, id => sub.feeds[id].length))
sub.pollFrequency * total\_messages
```

Each interval, the subscriber polls every publisher, and receives all messages. Hence the total set of messages is redownloaded every interval.

Bandwith needed for the publisher can be calculated as the following:

```
subscribers = sum(peers, peer => peer.feeds[pub.id] ? 1 : 0 ))
avg\_poll\_frequency = sum(peers, peer => peer.feeds[pub.id] ? peer.pollFrequency)
subscribers * avg\_poll\_frequency * pub.feed[pub.id].length
```

Clients have a tradeoff between bandwidth and latency. Either they use lots of bandwidth or wait a long time for new messages. So this design is not suitable for real-time communication.

For publishers, this design also suffers from uncontrollable expenses. If there are suddenly many subscribers, or they set their 'pollFrequency' very high, this increases costs for the publisher, which in practice will lead to outages. Thus the most popular content is the most likely to be unavailable, which is the opposite of what is needed.

Also, this model uses a network connection per poll, is likely to be a limiting factor for publishers with large numbers of subscriptions.

The total number of network connections over some time period is for the subscriber:

'avg_poll_frequency * sub.feeds.length'
and the publisher:
'poll_frequency * subscriptions'

A.3.2 append-only poll.

Messages in a feed have a total order defined by an always increasing value such as a sequence, such that any message's sequence is strictly greater than any preceding message. If the sequence number of the first message is 1, then the number of messages in the feed ('feed.length') is also the sequence number of the last item.

(footnote: By sending messages in order, if a transmission fails part-way, the requester's copy of the feed is still a valid append-only log with no gaps - but their latest message is just not the true latest message. Next time they connect they will receive the missing messages.)

Instead of sending all messages per poll, the subscriber requests all messages greater than the sequence number of the latest message they currently have. This requires sending on a tiny header (the sequence number) and the publisher only sends each message to each subscriber once.

The publisher expects a sequence number, and returns any messages greater than that.

```
pub.serve(n => pub.feeds[pub.id][n...])
```

The subscriber connects to a pub, and appends the messages the pub returns to their copy,

```
received = sub.connect(pub.id, sub.feeds[pub.id].length)
sub.feeds[pub.id].append(received)
```

now the subscriber is consistent with the publisher.

(footnote: The publisher sends the messages in order, so if a connection fails part-way through, the subscriber's copy still has sequential messages)

The cost for the subscriber is as follows

```
sub.pollFrequency * sub.feeds.length + total\_messages
```

This is a significant improvement over polled scan because each message is only downloaded once. However, the subscriber must still send their current sequence number to each publisher, on each poll. Although we can resonably assume that the sequence number is significantly smaller than a message, if the 'pollFrequency' or 'sub.feeds.length' is high this can become significant.

The number of connections needed are the same as polled scan. For a suddenly popular publisher, many incoming requests can still lead to availability problems, as the simple number of requests

becomes overwhelming, although because the entire feed of messages does not need to be sent the practical limit is much higher.

A.3.3 append-only gossip (scuttlebutt).

In a gossip protocol, instead of subscribers polling publishers, "peers" which can be both publisher and subscriber, connect to each other randomly. On each connection, instead of requesting a single feed, peers send a "vector clock". Instead of representing a global sequence, a vector clock just includes the sequence on each peer that contributed to the state. A peer's current vector clock is just a map of the lastest sequence of each feed:

```
vector\_clock = map(peer.feeds, id => peer.feeds[id].length)
```

When a peer receives the remote vector clock, they can simply calculate whether there are any messages they need to send and send them.

```
peer.serve(clock => mapValues(clock, (id, sequence) => peer.feeds[id][sequence..]))
```

A client just connects to a random peer, sends their clock, and appends messages they receive

```
each(
  peer.connect(random\_peer.id, vector\_clock),
  msg => peer.feeds[msg.id].append(msg)
)
```

Since a connection now sends the list of subscriptions, but only needs to connect to a single peer each poll interval, more bandwidth is used per connection, but less connections are used. The overall bandwidth used by a peer is the same as with append-only poll, but the number of connections is now only 'O(poll_frequency)'.

Because messages are no longer passed directly from the publisher to each subscriber, describing the time needed to disseminate a new message is more complicated. In the first poll interval, the publisher will be connected to at least 1 other peer. (The publisher makes 1 outgoing connection, but may receive any number of incoming connections.) If it gets passed to only a single peer, but in the second poll interval, there are now two peers able to disseminate the message. If they do not connect again, in the 3rd interval there will be 4 peers, and so on in powers of 2. However, as the number of peers with a given message increases the chance that any two connecting peers already both have the message increases too, and the rate of dissemination decreases. Thus overall rate of dissemination resembles an S curve. Since calculating the actual rate of dissemination is more complicated, and is affected by practical matters such as the probability that multiple peers connect a particular peer at once, instead of calculating the time, we take measurements from a simple simulation.

The pattern of dissemination of a single message is the same as flooding gossip. For a random network with 10,000 peers and each peer creating a connection to one other peer randomly each interval (so a given peer may receive zero or more incoming connections, but makes only one outgoing connection), the total number of intervals needed to diseminate a single message is very small compared to the number of peers.

```
round, dR, dT
1, 9, 10
2, 51, 61
3, 293, 354
4, 1195, 1549
5, 3903, 5452
6, 3875, 9327
7, 666, 9993
8, 7, 10000
```

In Amazon Dynamo, this protocol design is used to replicate membership information within a cluster of Dynamo nodes. The peers run inside a trusted enviroment, and all peers replicate all other peers. To add a peer to the network, that peer just needs to know any other peer. It's not necessary to inform any master node, and the cluster is highly resilient.

This design has a significant advantage with availability. If a peer that originated a message goes offline, if they have disseminated a message to at least one other peer that message will continue to flood the network. If a publisher suddenly becomes very popular, it will not cost them extra resources, because it's the other peers which will provide the dissemination.

A.4 update frequency, overlap, and peer selection

In Amazon Dynamo, scuttlebutt replication is used as a subcomponent of the whole system - to keep track of the membership in the database cluster, and what range of the database each node is responsible for. When database requests come to a node, that information is used to route the request to nodes which can handle it. Each node therefore needs to replicate *all information* about membership in the cluster, and also, that information must be kept continually up to date. Each node emits a regular heartbeat and this is gossiped across the cluster, and the other nodes use this information to calculate the probability that a given node is still active - thus wether requests should be routed to it.

Other applications using are likely to differ in terms of whether peers need to replicate the entire dataset, or the regularity with which they broadcast updates, or both. For example, a chat application combines messages from everyone one in the "room", so each peer replicates the entire dataset, but each peer only writes messages to the chat as frequently or infrequently as they choose to. It's quite likely that a few peers write very frequently and others read but do not write, or write very little.

Indeed, in most real world applications, not all updates are created on a regular basis. There may be a small number of people you communicate with frequently - the closest family and friends, but then a broad range of aquaintances that you speak with occasionally. This pattern, known as a power-law distribution, is frequently found in both natural and artificial phenomena. Books and Movies are dominated by a small amount of best sellers, but also a large number of cult classics, flops, or break-evens. Most companies fail in the first few years, but a small number become so successful that it offsets venture investments in all the companies that fail. Likewise, it's reasonable to expect that most applications, if they do not have an explicitly regular update pattern, such as a enviromental sensor, will probably have activity following a power law, in the distribution of updates. However, if many peers have only infrequent update, it's likely that any two peers will exchange vector clocks with mostly the same values, and this is wasted bandwidth.

The other question, what portion of the dataset should be replicated to each node? Another question, is what data should be distributed to each node. In Dynamo, or the chat room, the replicated data is replicated to all nodes, but in most other applications, it's not really diserable for all peers to have all data. For example, in email, the only peers that really need a particular message are the sender and the receiver (mail forwarding agents are a necessary evil)

Email is probably not suited to a replication pattern, as only the recipient and sender are intended to have a use for a given message, and email has enough problems with spam that replicating 3rd party messages seems strange. On the other hand, social media, seems extremely well-suited to a replication design: firstly, content is already log-oriented. typically, users explicitly "follow" or "friend" each other, and the main user interface element is viewing a combined feed of all follow's messages. "shares" are broadcast, usually intended to be read by all followers/friends. Each peer may want to only replicate their friend's data, but since the main way of meeting new friends is by meeting your friend's friends, there is a good chance that any friend also holds messages you wish to replicate.

If less than the entire dataset is to be replicated to each peer, this also raises the question of *which peers to connect to?* in email, this is not an easy question to answer, as any one knowing your email address can send you messages. On the other hand, social media applications present an elegant answer to this question: The peers you follow are the peers you should connect to, you are likely to share mutual friends with them, and thus they are likely to have the feeds you are looking for, and want the feeds you have.

A social media application provides good an simple ways to both choose a partial dataset to replicate and choose who to replicate it with, and because of the high degree of connectivity of the social graph, it seems extremely likely that such an application built on top of an efficient gossip replication protocol could easily scale to an unlimited number of users. Provided the implementation can scale to the needs of most individual users, each user's data overlaps with their friends, and thus the network could easily cover the entire globe.

The design we come up with here could be used in any application that needs to replicate data with a few thousand peers, wether the dataset be shared fully, or having a well defined overlap. We present a social media application only as a relatively flexible base-architecture.

A.5 append-only gossip with request-skipping

In practice, activity in most datasets follows a power law: some authors are highly prolific, but most only publish rarely. Thus, it is likely that when two peers exchange a vector clock in append-only gossip, the majority of feeds mentioned have not changed.

(footnote: Indeed, this became a practical problem in secure-scuttlebutt, on each connection, each peer sending over half a megabyte of requests, yet not actually needing to send any messages.)

The chance that no new messages are sent during a connection increases with 'poll_frequency'.

request-skipping is an optimization to avoid making feed requests if it seems unlikely that a feed has changed, it requires storing the

received clock from remote peers, but saves sending many headers after the first connection.

On the first connection between two peers, the entire clock is sent, but on subsequent connections, the current clock is compared with the stored copy of the remote clock, and only the feeds that differ are sent.

```
// first connection
local\_clock = map(peer.feeds, id => peer.feeds[id].length)
// take the stored remote clock, or an empty clock if this is the first
remote\_clock = peer.clocks[remote.id] || {}
conn = peer.connect(remote.id)

conn.send(filter(local\_clock, (id, seq) => remote\_clock[id] != IGN

remote\_clock2 = conn.recv()
remote\_clock = peer.clocks[remote.id] = merge(remote\_clock, remote

// if they have requested feeds we did not send, send our current seq
conn.send(map(
  filter(remote\_clock2, (id, seq) => local\_clock[id] != seq),
  id => local\_clock[id] || IGNORE
))

// finally, send any needed messages
conn.send(mapValues(remote\_clock, (id, seq) => if local\_clock[id]
each(conn.recv(), msg => peer.feeds[msg.author].append(msg))
```

'IGNORE' is a special value used to indicate that the remote has requested a feed that we choose not to replicate. It is necessary to make a definite response in this case, because this enables the remote to remember we are not interested in this feed, and so they will avoid requesting this feed next time they respond.

Once we receive the remote's clock and have compared it to the stored copy, we can calculate everything that needs to be send or received. In practice, long-lived connections are used, and we allow new clocks to be sent at any time, but for simplicity of describing the algorithm we represent it here as having 5 phases: *send initial clock, receive remote clock, send response clock, send messages, receive messages.*

(footnote: It is essential that we only update our record of the remote clock with data they have explicitly sent us, and **not** *based on the messages we have sent them. It is possible that a connection fails before our peer receives a message, but if they send us something we know they meant it.)*

If peers A and B are consistent with respect to feed X, neither will mention X the next time they connect. However, if either peer receives a new message in X, one of them will mention it and the other will respond, and the first will send the message. If both receive the new message before they next reconnect, they'll both mention it, but see they are at the same message and not send it.

If peer A requests a feed id X that B has not chosen to replicate, B receives 'X: <seq>' from A, and will reply with 'X: IG-NORE'. A will store 'A.clocks[B.id][X] = IGNORE', and B will store 'B.clocks[A.id][X] = <seq>'. 'IGNORE' is never sent in the initial clock, only in the response. If B later chooses to replicate X, the next time they connect to A, they'll check their current sequence (which will be 0 at the time they choose to replicate X), against the

stored clock for B. They'll see that it's different and send 'X: 0' in the initial clock. A will then see that B is no longer ignoring X, and will respond with their sequence for X. If B doesn't change their mind about X, A will never mention it again.

(footnote: In the case that B decides to replicate X, but somehow ends up with the same sequence that A has for X, then they won't mention it, however, sooner or later, they will receive a new message in X from someone else, and after this will mention it to A)

The worst case, for two given peers exchanging a single feed, is when the poll frequency is greater or equal to the frequency that new messages are added. This means that each peer sends a vector clock element for every message added to that feed, so the maximum number of vector clock elements is the same as the number of messages sent. If the poll frequency is lower than the message frequency, efficiency increases as each vector clock element will correspond to potentially many messages. Since this at worst a constant factor of the number of messages, it's within acceptable bounds and poll frequency can be selected for maximum availability without trading off bandwidth usage.

It is expected that in practice, message frequency differs greatly by feed. Request skipping saves sending vector clocks elements for infrequently updating feeds, so a great deal less vector clock elements need be sent than in append-only gossip, especially when using high poll frequencies.

```
messages + (peers\_connected\_to * peer.feeds.length) + (peer.poll\_frequency * messages)
```

There is now only one multiplicative factor in the bandwidth complexity. We must send the entire vector clock to each peer that we will connect to, the first time we connect to them. However, luckily, to get provable eventual consistency, we do not actually need to connect to every peer. As messages are relayed, we only need the eventual connections to form a connected graph, *not* for each peer to eventually connect. Consequently, a value for 'peers_connected_to' can be somewhat smaller than the whole swarm.

Simulating random networks with varying numbers of random connections, the measured probability that the graph is fully connected rapidly approaches 1 as the average number of connected peers passes 2. As the number of edges continues to rise, the distance across the graph (and thus dissemination rate) drops.

```
edges, P(connected), average, stdev
1, 0.05, 57.26, 19.385365614297818
1.1, 0.46, 23.33, 2.549725475418886
1.2, 0.69, 18.1, 1.6763054614240047
1.3, 0.7, 15.08, 1.188949115816149
1.4, 0.8, 13.52, 1.2765578717786399
1.5, 0.91, 12.33, 0.8130805618141443
1.6, 0.9, 11.45, 0.82915619758885
1.7, 0.96, 10.59, 0.8011866199581761
1.8, 0.97, 9.83, 0.6333245613427602
1.9, 0.99, 9.29, 0.4958830507287036
2, 1, 8.72, 0.5306599664568481
3, 1, 6.91, 0.2861817604250792
5, 1, 5.39, 0.48774993593029137
10, 1, 4.59, 0.4918333050943186
20, 1, 4, 0
```

I would suggest using a fixed number of connections per peer in the range 5-10, would effectively gaurantee a fully connected network, and small dissemination rate, without scaling the number of full vector clocks to be sent by very much.

Also note, this design requires storage of vector clocks, so reducing the number of peers connected to also keeps that within acceptable bounds.

A.6 overlapping replication sets

So far, we have analyzed the problem space as if all peers under consideration are replicating the same set of publishers. In some application designs it may make sense for all peers to replicate the same set of feeds, for example, in a task tracking system within a medium sized company or other organization. On the other hand, the really interesting use-cases are ones that scale to millions of users, and so it might not feasible to replicate all their data on the average device, even if you did want to. In secure-scuttlebutt, the target application is a social network. This provides an interesting middle ground, with both a fair amount of overlap and a reasonable expectation of it, since one of primary ways that people meet new friends is by meeting friends of friends. These encounters might be more or less formal, but nevertheless, the chance that any two friends have a number of mutual friends in common is fairly high.

In the most conservative design, it might be desired to replicate only the direct friends ("followed") by the user. If the follow graph is known, a set of replication peers can be carefully selected to ensure coverage of all follows. For each feed a remote peer follows that the local peer does not, an feed id and 'IGNORE' will be sent, but after that, subsequent requests for that feed will be skipped.

In the current secure-scuttlebutt design, by default peers replicate their friends, and the friends of their friends. Sampling the actual ssb data, choosing 5 random peers to replicate, and replicating feeds two hops out on the follow graph (friends, and friends of friends), in all samples, all the direct friends of the user were within 2 hop range of the 5 random peers, also on average 75% (TODO: GRAPHS THESE) of friends of friends were replicated by at least one peer. In ssb, since this could be more carefully optimized by selecting peers carefully to maximize coverage, and since request-skipping means we'll only send headers for unreplicated feeds one time, we can just connect to more random feeds and still get acceptable efficiency.

A.7 real-time broadcast

It is obviously desirable that a communication network would carry messages quickly. For human to human text communication, latency within a few seconds is usually sufficient. However, most of the above replication strategies would be unviable with 'poll_frequency' of a few seconds, not to mention, establishing a TCP connection has overhead, and several extra messages must be passed to make that an encrypted TCP connection. So, instead of simple polling, we should have connections with a longer lifespan - when a new connection is formed we exchange clocks and receive any old messages we are mssing, via the above polling algorithms, but then we "stay on the line", and if our peer receives any additional messages they send those too. Thus, we our model becomes *sync then broadcast*.

In the non-gossip models, we must eventually connect to every peer we subscribe to. It would be unviable to hold long-lived connections to every peer, as they may number in the thousands, and the overhead of a each connection would be too much for most user devices. But with gossip, we can connect to just a small number of peers at a time and still receive messages from many peers.

A.8 random connected network

N peers are randomly connected with average K outgoing connections per peer. (outgoing, because each peer randomly chooses to connect to K other peers) as discussed in the previous section, the chance that the network is fully connected rapidly approaches 1 when as K approaches 2, and then the average shortest path between nodes shortens as redundant connections increase. For the network to broadcast a message, the originating peer sends it to all neighbouring peers, and when a peer receives a *new* message, they send it to all their connected peers except the peer they received the message from. Consider a network with 3 peers and 2 connections each. A creates a new message and transmits a message to B and C, and B and C then transmit the message to each other. Thus the message is sent twice by A and once each by B and C. The total bandwidth used by the network is 4. Since A creates the message and there are only two other peers, only the transmissions to B and C are necessary, but B and C don't know that the other already has the message.

Simulating a broadcast in a random network with up to 20 connections per peer, and measuring hops, average hops, messages transferred:

```
|K|peers|hops|avg|msgs|inefficiency|
|-|-----|----|---|----|------------|
|1|1000|14|6.657|999|1|
|2|1000|7|3.657|2981|2.984|
|3|1000|6|2.944|4947|4.952|
|4|1000|5|2.842|6913|6.92|
|5|1000|5|2.605|8861|8.87|
|6|1000|5|2.515|10803|10.814|
|7|1000|4|2.388|12731|12.744|
|8|1000|4|2.361|14671|14.686|
|9|1000|4|2.306|16605|16.622|
|10|1000|4|2.193|18487|18.506|
|11|1000|4|2.201|20357|20.377|
|12|1000|4|2.136|22237|22.259|
|13|1000|4|2.118|24163|24.187|
|14|1000|4|2.118|25993|26.019|
|15|1000|4|2.027|27877|27.905|
|16|1000|4|2.008|29709|29.739|
|17|1000|4|2.046|31567|31.599|
|18|1000|4|1.994|33393|33.426|
|19|1000|4|1.94|35281|35.316|
|20|1000|4|1.933|37135|37.172|
```

(footnote: With 1000 peers and one connection we only need to send 999 messages because the first peer is the author of the message and did not need to send it.)

Note, with more than one connection, number of hops (which is the time taken for the last message to arrive) decreases slowly, but the average c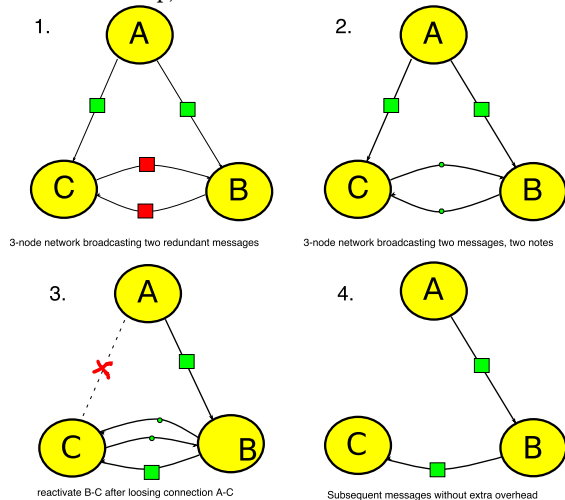ase, time for 50% of the network to receive the message, decreases much quicker and the (bandwidth) inefficiency increases fastest. With K=2, nearly 3 times as many messages as necessary are sent. and with K=5, nearly 9 times too many messages are sent!

So with a simple flooding design, we pay a lot in bandwidth for reducing latency.

If we were to prune the redundant connections, we could get low latency without bandwidth overhead. However, since a pure spanning tree has no redundancy it's also very fragile. If one connection close to the root of the tree (the originator of a message) fails, all downstream peers will be cut off.

A.9 spanning trees

Epidemic broadcast trees (EBT) is an algorithim to form a spanning tree from a random network, but instead of completely removing redundant connections, they are just moved into a *lazy* or *pull* state. When in the lazy state, only headers (equivalent to vector clock elements) are sent. Which connections are redundant can be detected by each peer observing the order in which they first receive a message, and thereafter observing latency. For example, in the 3 node network discussed in the previous section, A transmits a message to B and C, neither of them have received this message before, so they know that their connection to A is not redundant. Then, they each receive a second copy of the message from B,C so they both know that for messages from A, the connection between B-C is redundant. So, B and C exchange short messages each requesting the other to disable that connection (for messages from A). When A broadcasts another message, B and C receive it directly from A again, but since the redundant connections are disabled, they do not transmit it again. Instead, they only send a short message, equivalent to a vector clock element, to indicate they know this message exists. If later, the connection between A and C breaks, and A broadcasts another message. It will only be received by B. B then sends the short lazy check to C, who then realizes that this is the first they have heard about this message - therefore, B must now be closer to the source than they are. C then sends a message to re-request active transmission of messages from A, and B sends the message to C. (note, re-establishing an active connection takes just one round-trip)

1. 3-node network broadcasting two redundant messages

2. 3-node network broadcasting two messages, two notes

3. reactivate B-C after loosing connection A-C

4. Subsequent messages without extra overhead

EBT still sends redundant data, but the notes sent along the redundant connections are significantly smaller than the messages. Also, if a delay is introduced, it is not necessary to send a note for every message, but just the latest message. If several are received in quick succession, only one note needs to be sent. Also, if a random factor, somewhat greater than round trip time is added, then 50% of the time the same note is received before it is sent.

For example, B and C receive the message from A at approximately the same time, if B decides to wait one second, and C waits two seconds, and the note from B to C arrives in 0.1 seconds, C knows that B already knows about that message, and now does not need to send a note back.

A.10 singleton hub

(footnote: To make the strongest arguement for the performance of EBT + request-skipping, compare it to a fully centralized model.

To this point, most social networks have been implemented along a star shaped network. Essentially one peer that distributes all messages to all peers. If this was designed around a replication protocol, a client would use something like the append-only poll, except the server would remember each client's vector clock at each timestamp, all their subscriptions, and the client would only send the time they last synced. The server would then send all new messages on any of their subscriptions.

On each connection, the client needs to send their last connection time, and the server still has to send each message. If a client polls at low rate, the client sends one header and receives many messages. If the client polls at a high rate, maybe they make one request per message. (Long-lived connections would also help here.)

They would request the sequence number representing their own read feed, on each connection they'd request any messages that have occured since the last connection, but the central server still has to send the messages.

'O(poll_frequency + messages)'

the central server of course, must pay for a lot of resources, bandwidth:

'O(network_clients * poll_frequency + peers * messages)' and connections:

'O(network_peers * poll_frequency)'

If a network is successful, 'network_clients' can easily get very very large: millions or billions of clients.

A.11 conclusion

An idealized centralized network is presented as the best possible in efficiency, yet it only beats our design by a constant factor. Between EBT with a fixed number of peers and request-skipping, we can manage the bandwidth performance, but the main difference is only in vector clock elements, which are very small compared to messages.

In the current secure-scuttlebutt implementation, which uses base64 encoded strings to encode 256 bit public keys plus a base 10 integer, vector clock elements are about 60 bytes, and the average message is 660 bytes (although maximum message is 8kb) so the average message is 11 times bigger than a single vector clock element.

I would expect, that for a typical peer, most messages would be replicated after being offline for a while, so one vector clock element brings in many messages. For messages replicated in real-time, the extra bandwidth used is managed by limiting the number of connections.

The performance of our design is close enough to the optimal centralized system to realistically argue that it's viable at massive scale. In practice, we believe that small difference will easily be made up by all the other advantages by adopting a decentralized system. For example, the significant costs associated with running such a system are now spread around the network participants evenly. With a fully decentralized gossip protocol, peers can join in any topology. If two peers are offline, but nearby each other, it is possible for them to share data directly over bluetooth, wifi, or by directly exchanging physical media. This means secure-scuttlebutt is potentially able to service remote areas of the earth that have not yet received modern infrastructure, as well as areas where that infrastructure is disrupted by warfare or other disasters.