Waku - P2P Messaging for resource restricted devices

oskarth

January 20, 2020

Abstract

such abstract, much abstraction

1 Introduction

Outline The problem domain is P2P messaging. This has some issues when it comes to scalability, spam reistance, and offline usage. Here we introduce our contribution to it.

The main "ping" or idea is making Whisper run on resource restricted device. That's the game.

2 Problem

Offline, BW, Spam.

3 Idea

4 Details

Scalability model, simulation.

Status app as a case study?

5   Related work

Whisper, PSS, Bitmessage, similar P2P routing.

6   Conclusion and future work

7   References