

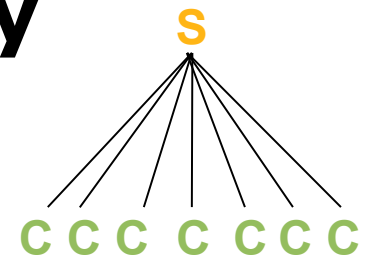
FF103: Decentralizing WWW with F2F

v1.1

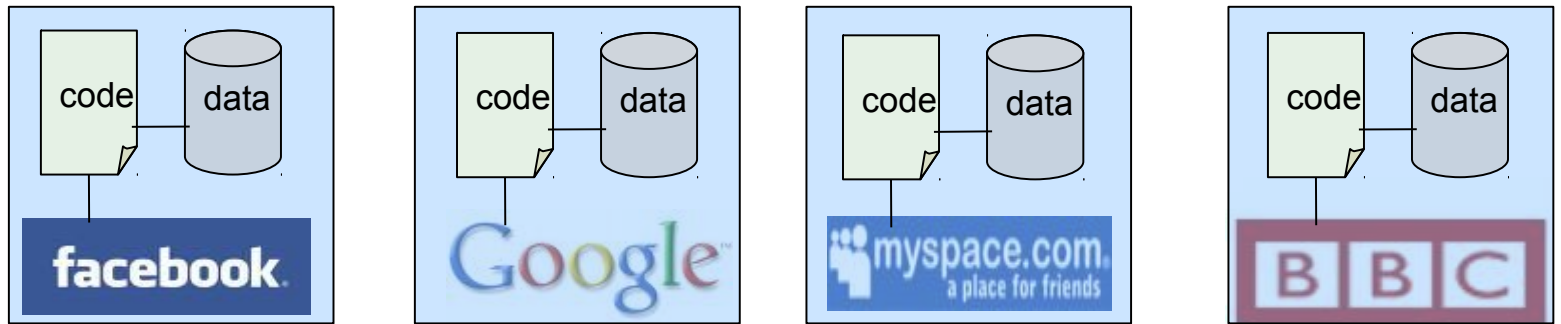


WWW: Client-Server Topology

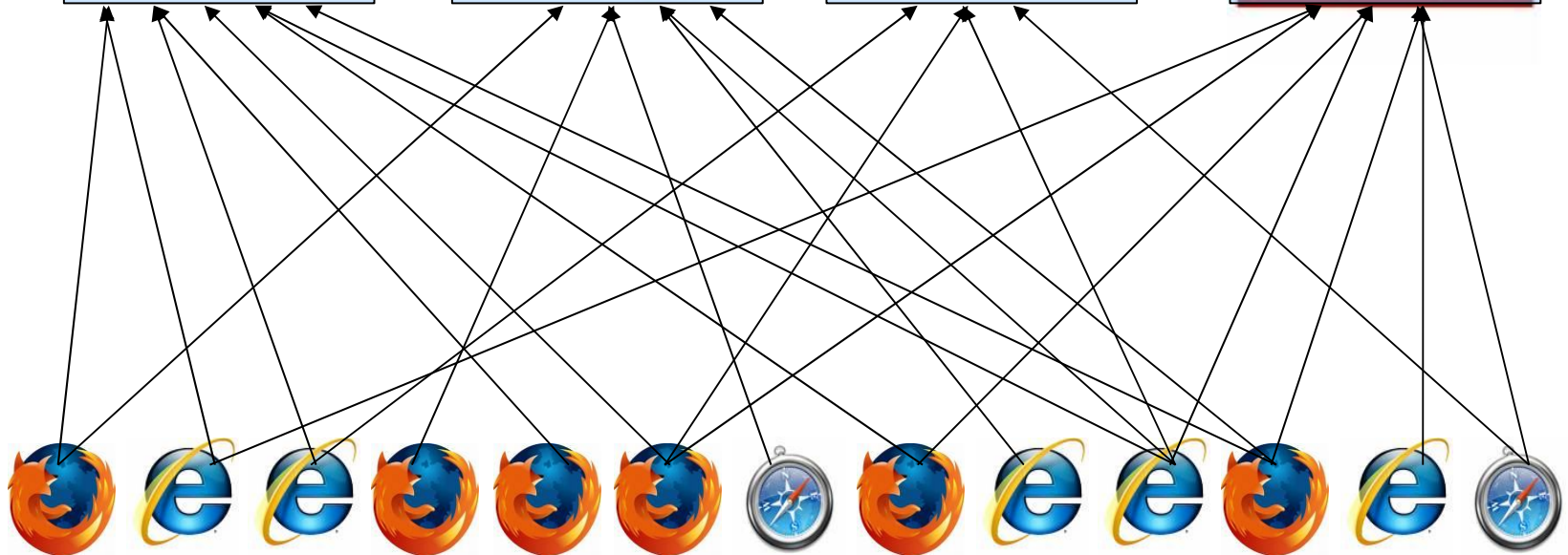
Clients request data from Servers



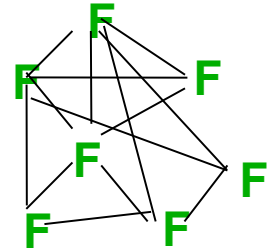
Servers:
hold data



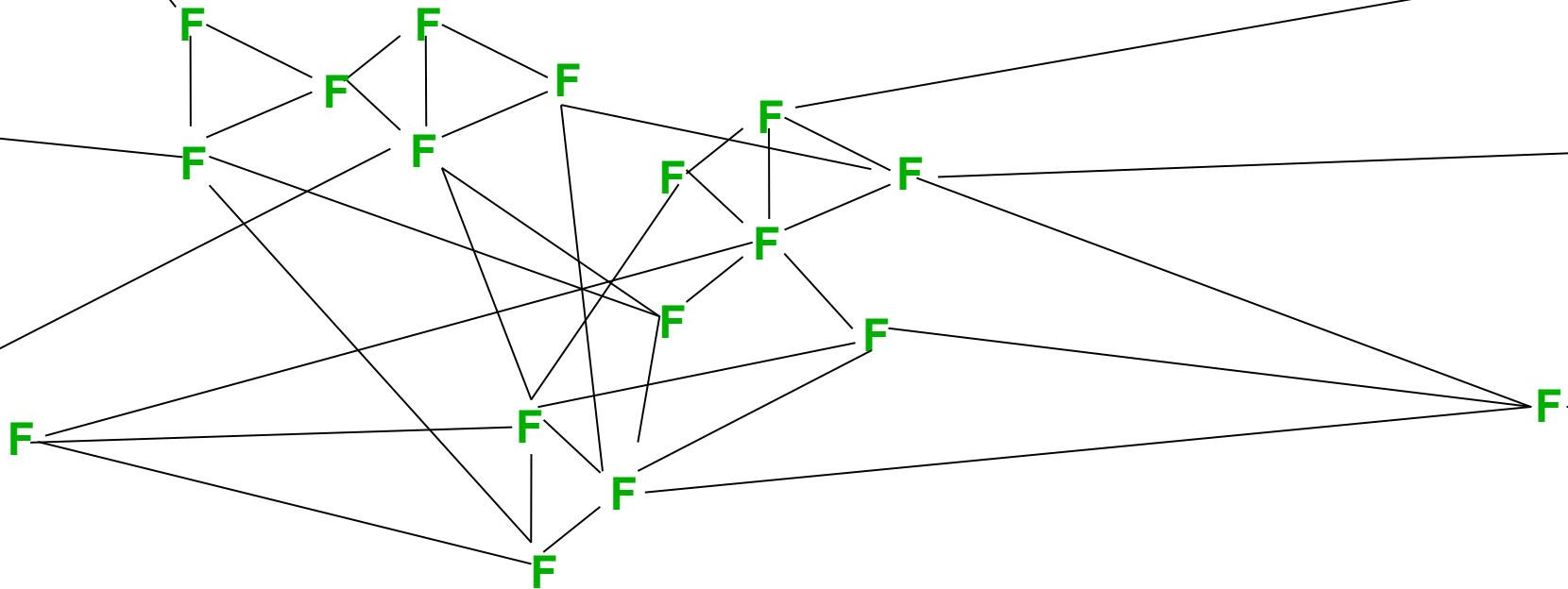
Clients:
display data



F2F: Friend2Friend Topology

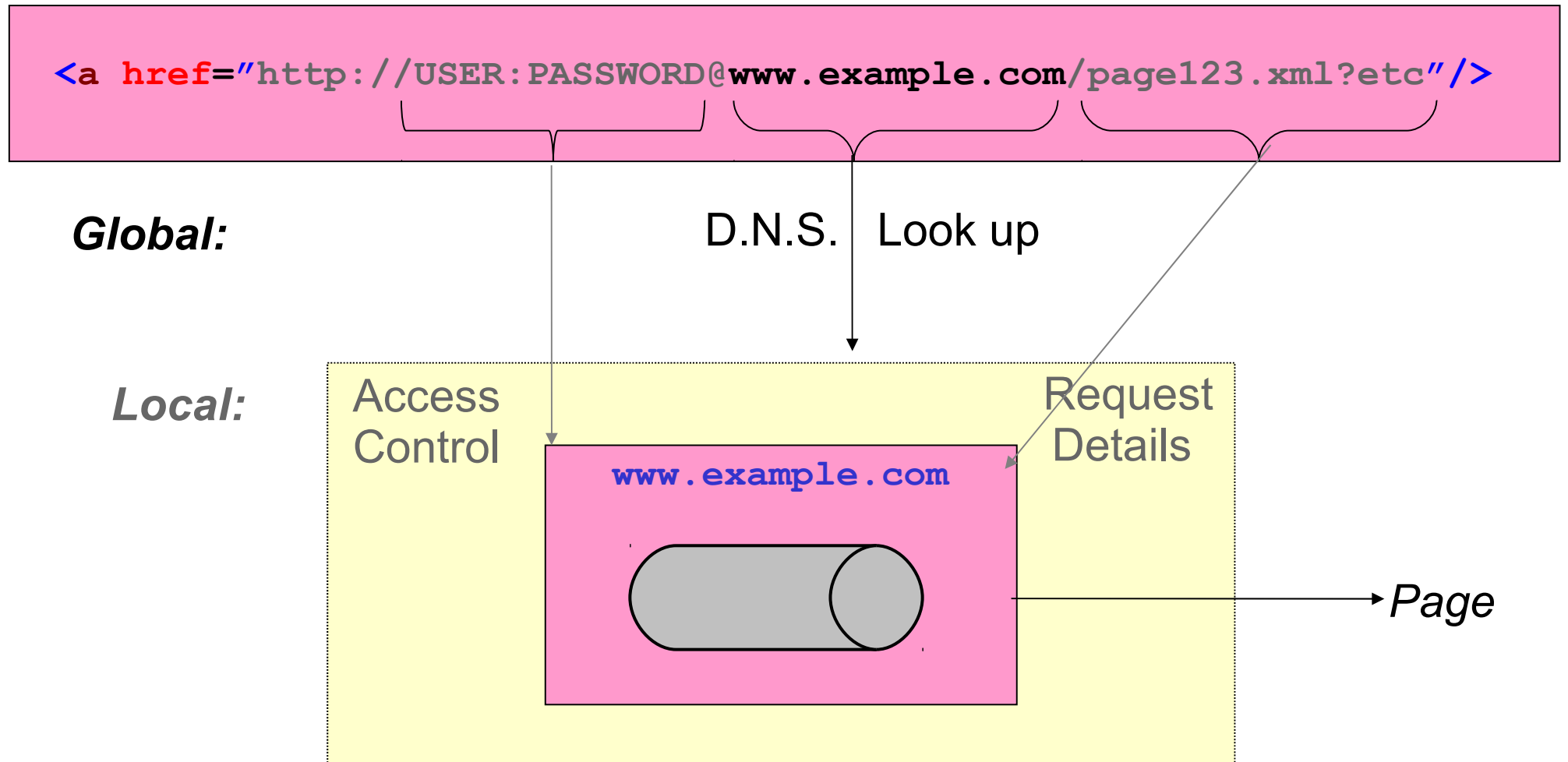


The Friend2Friend network has only one type of node.



Nodes connect only to nodes whose public keys they have (a.k.a. their *friends*).

WWW: URL = Universal Resource Locator



All URL resolutions need DNS to find the single location in which they are valid, in this case `www.example.com`

F2F: URI = Universal Resource Identifier

```
<a rdf:resource="f2f://*:HIS-PUBKEY@f2f.name/robin/etc"/>
```

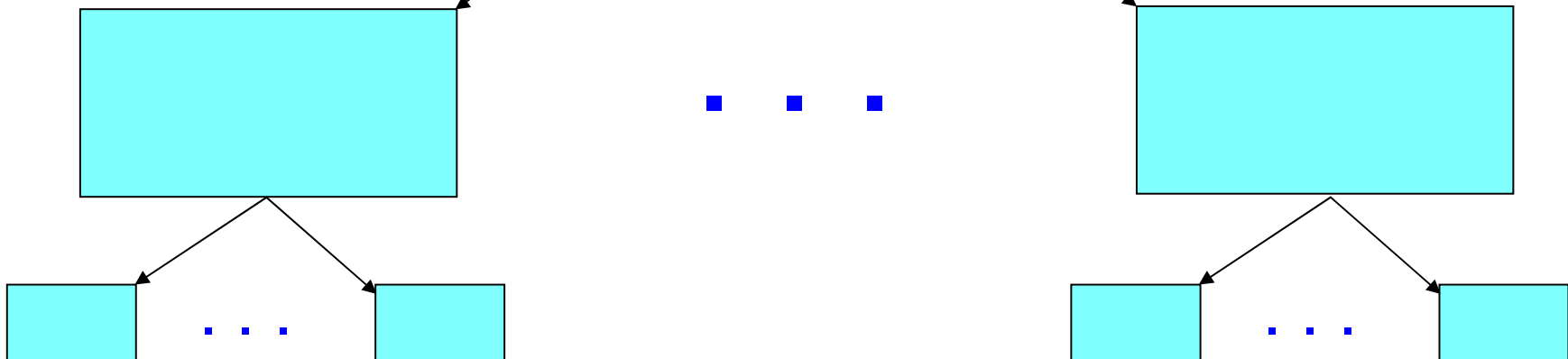
Resource requests
may be signed
and/or encrypted

Sign this
request.

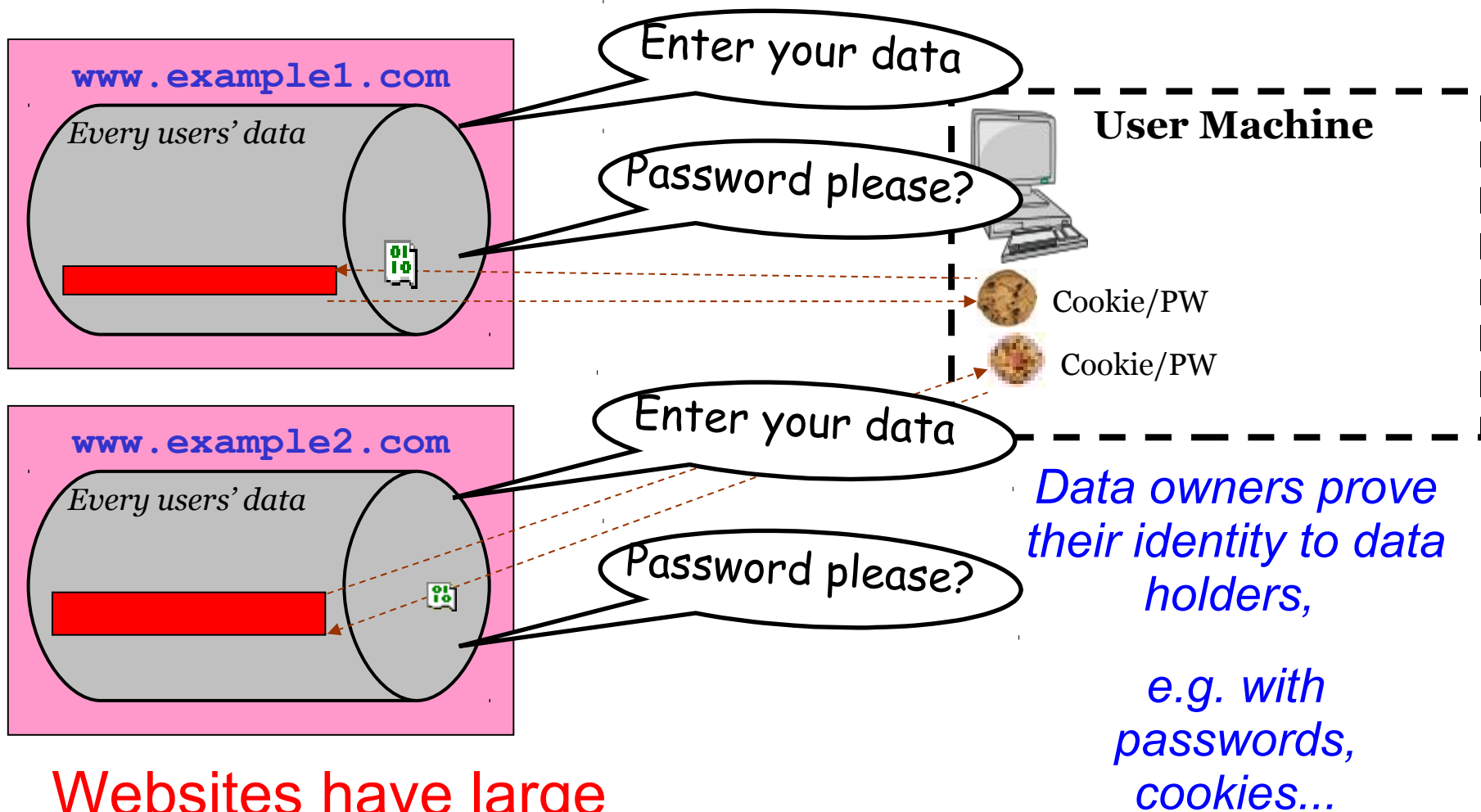
Request
encryption

UUID

If the UUID is unresolvable using DNS...
requests fan outwards from friend to friend.



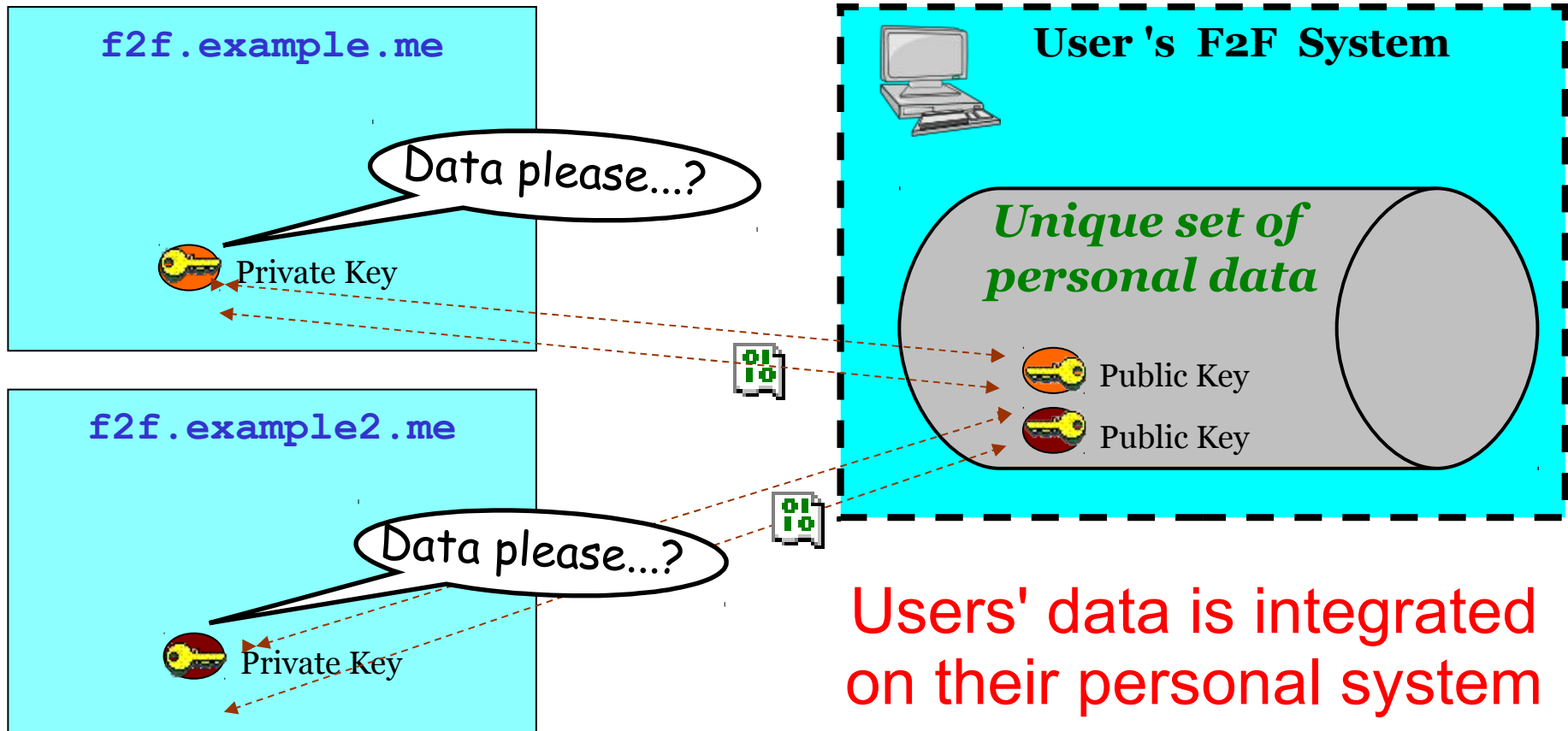
WWW: User Data in Large WWW Sites



Websites have large databases of all users' data

F2F:

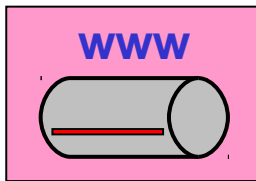
Users Control their *Own* Data



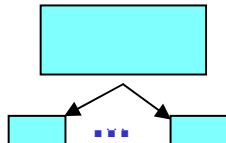
Users' data is integrated on their personal system

Data users prove their identity to the data owners

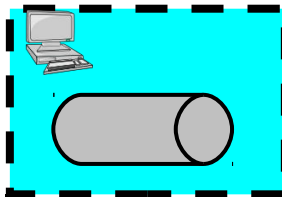
Summary



WWW has URLs, which need DNS and centralise traffic, data & control.



F2F URIs can be resolved *without* DNS or any single point.



F2F users' data remain on their own **F2F** system.