

Decentralized Internet Archive

using the Cothority framework

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EPFL, Master Thesis oral presentation February 2018

Outline

- ◆ Motivation
- ◆ Description
- ◆ Evaluation And Discussion
- ◆ Demo
- ◆ Conclusion

MOTIVATION



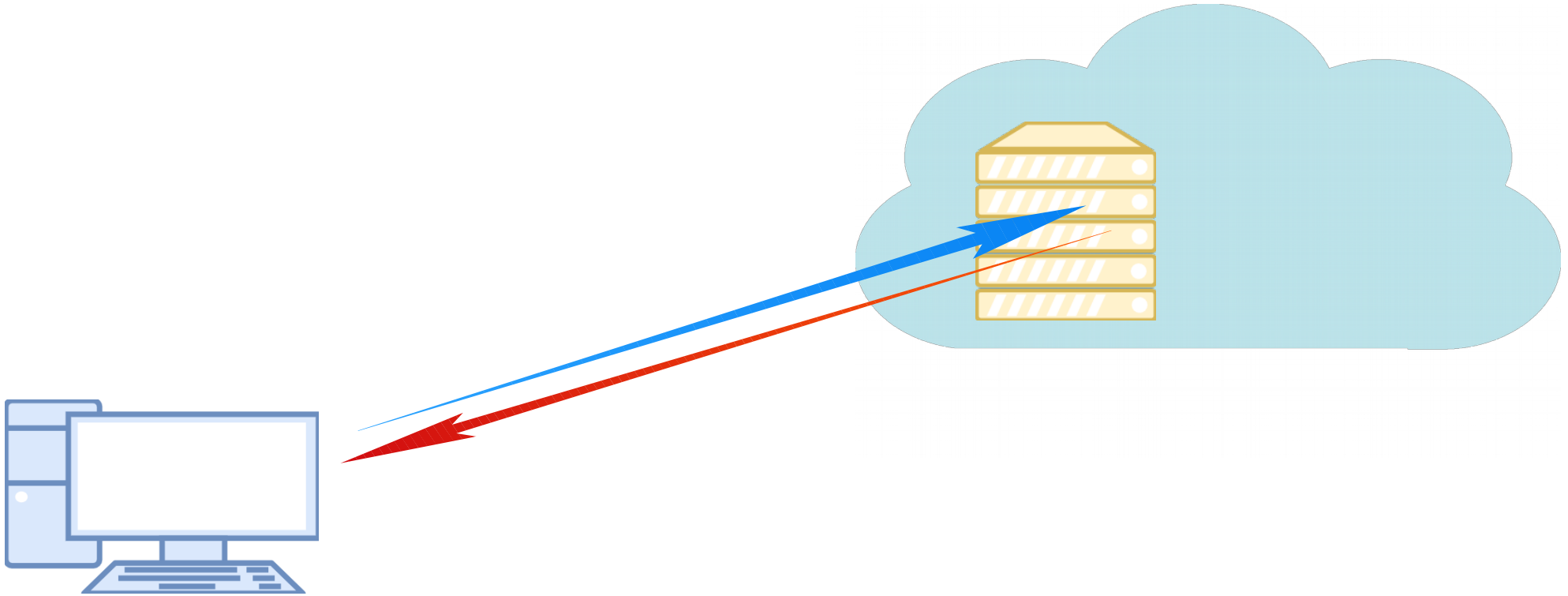
Motivation

Objectives

- ◆ Create a censorship resistant internet archive
 - Archiving avoiding tampering or deletion (by one or a small collusion of entity)
 - Store only relevant content
 - Possiblity to check integrity once archived
 - Consider that the censor can try to add, modify or delete data

Motivation

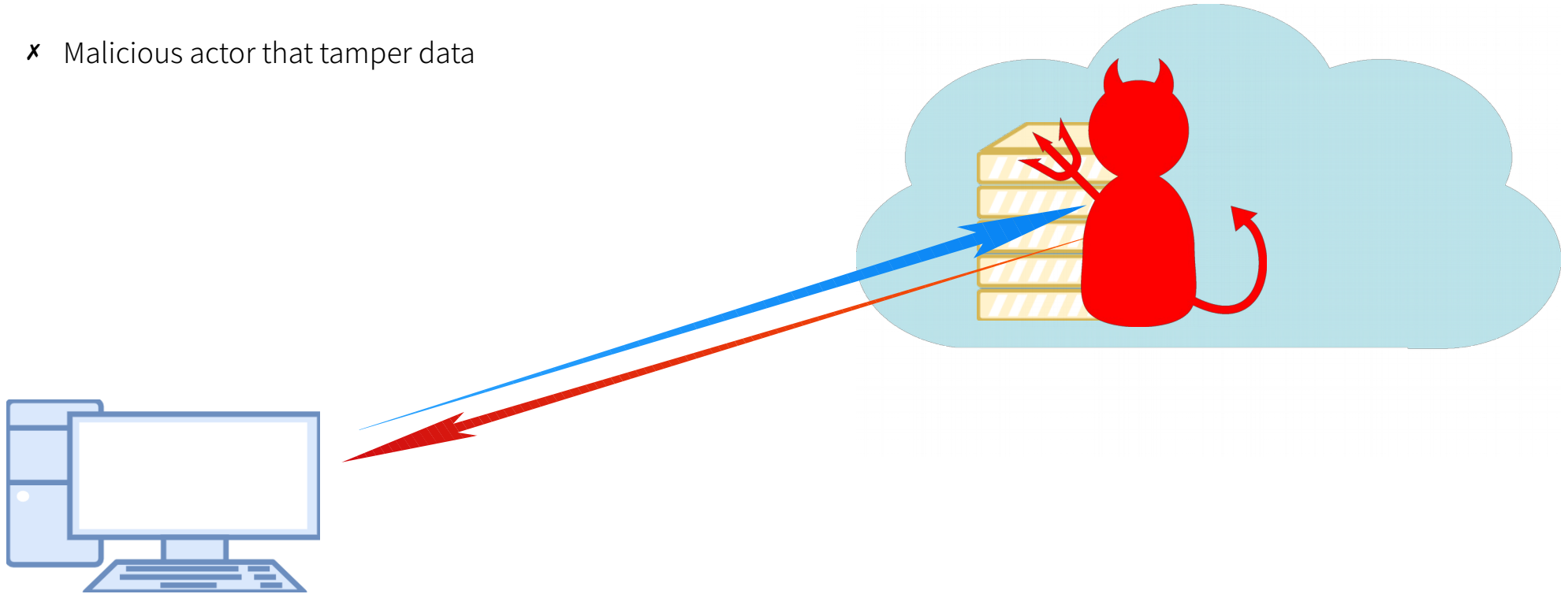
Context - Centralized Internet



Motivation

Context - Centralized Internet

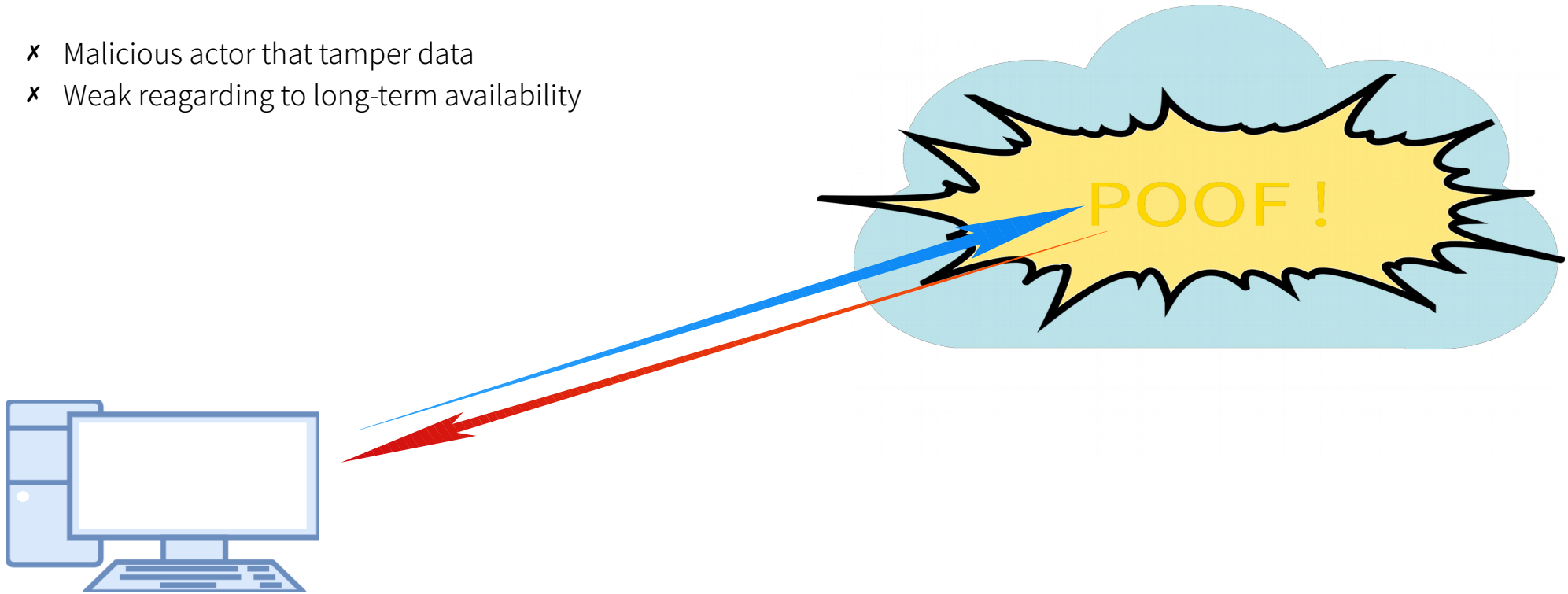
- ✗ Malicious actor that tamper data



Motivation

Context - Centralized Internet

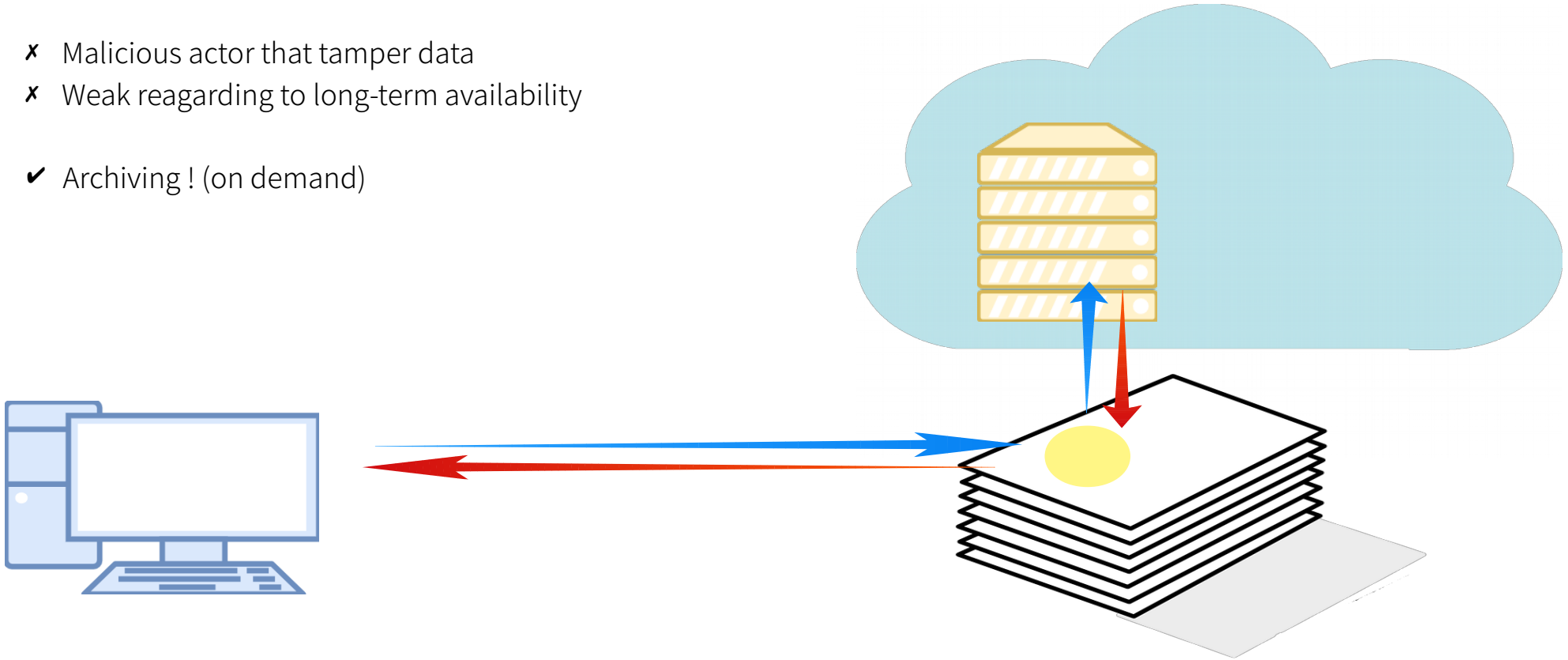
- ✗ Malicious actor that tamper data
- ✗ Weak regarding to long-term availability



Motivation

Context – Centralized Internet - Archive.org

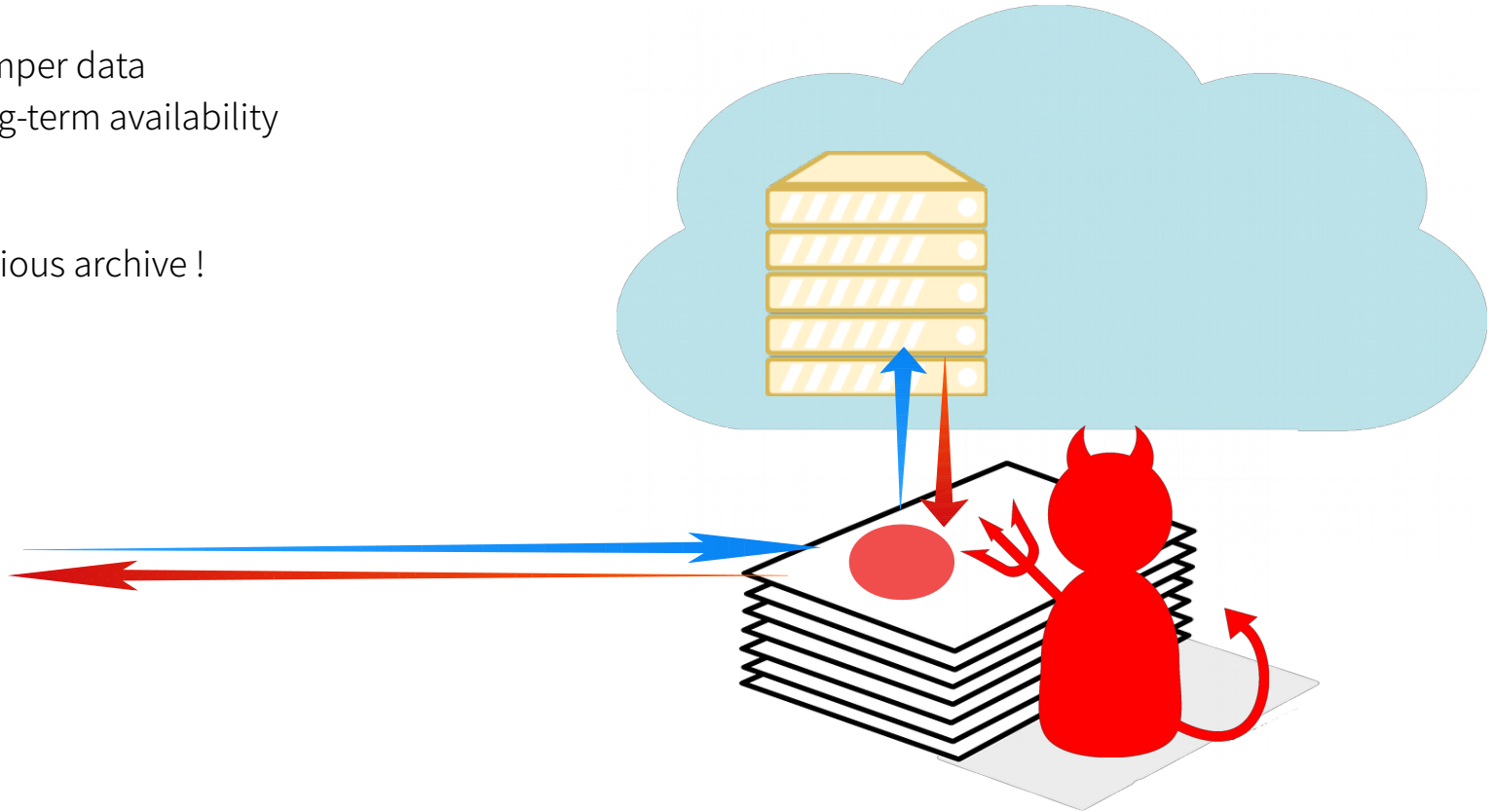
- ✗ Malicious actor that tamper data
- ✗ Weak regarding to long-term availability
- ✓ Archiving ! (on demand)



Motivation

Context – Centralized Internet - Archive.org

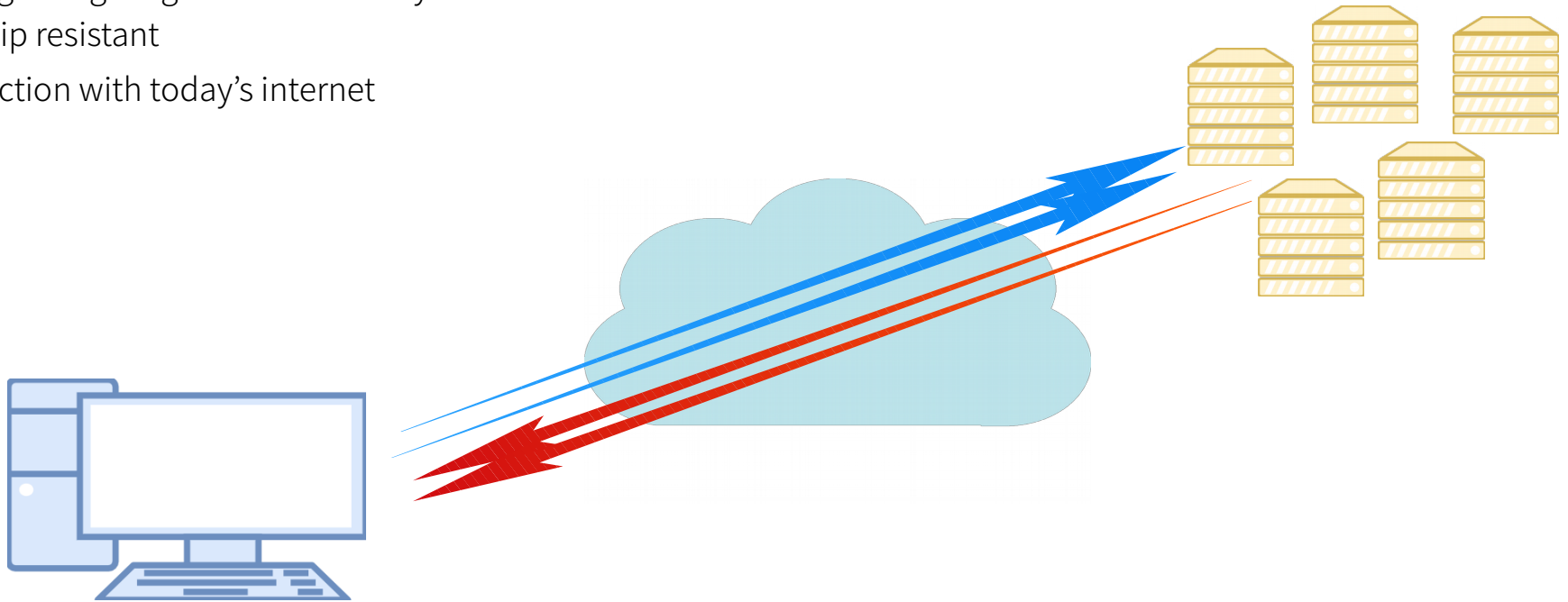
- ✗ Malicious actor that tamper data
- ✗ Weak regarding to long-term availability
- ✓ Archiving !
- ✗ Still vulnerable to malicious archive !



Motivation

Context - Decentralized Internet – ZeroNet

- ✓ Distributed By Design !
- ✓ Strong regarding long-term availability
- ✓ Censorship resistant
- ✗ No interaction with today's internet



Motivation

Overview

- ◆ Centralized Internet is vulnerable to censorship
 - Malicious actor
 - Deletion and Tampering
- ◆ Solutions exists but still have weaknesses
 - Centralized : Archive.org
 - Decentralized : ZeroNet
- ◆ So we developed a Decentralized Internet Archive

DESCRIPTION



Description

Objectives

- ◆ Create a censorship resistant internet archive
 - Avoid Tampering using decentralized storage system : Skipchain
 - Filter content by reaching a consensus on the content of the webpage
 - Using the CoSi Service of the Cothorithy framework (collective signature)
 - Avoid adding malicious data using a trusted reference to make a consensus on

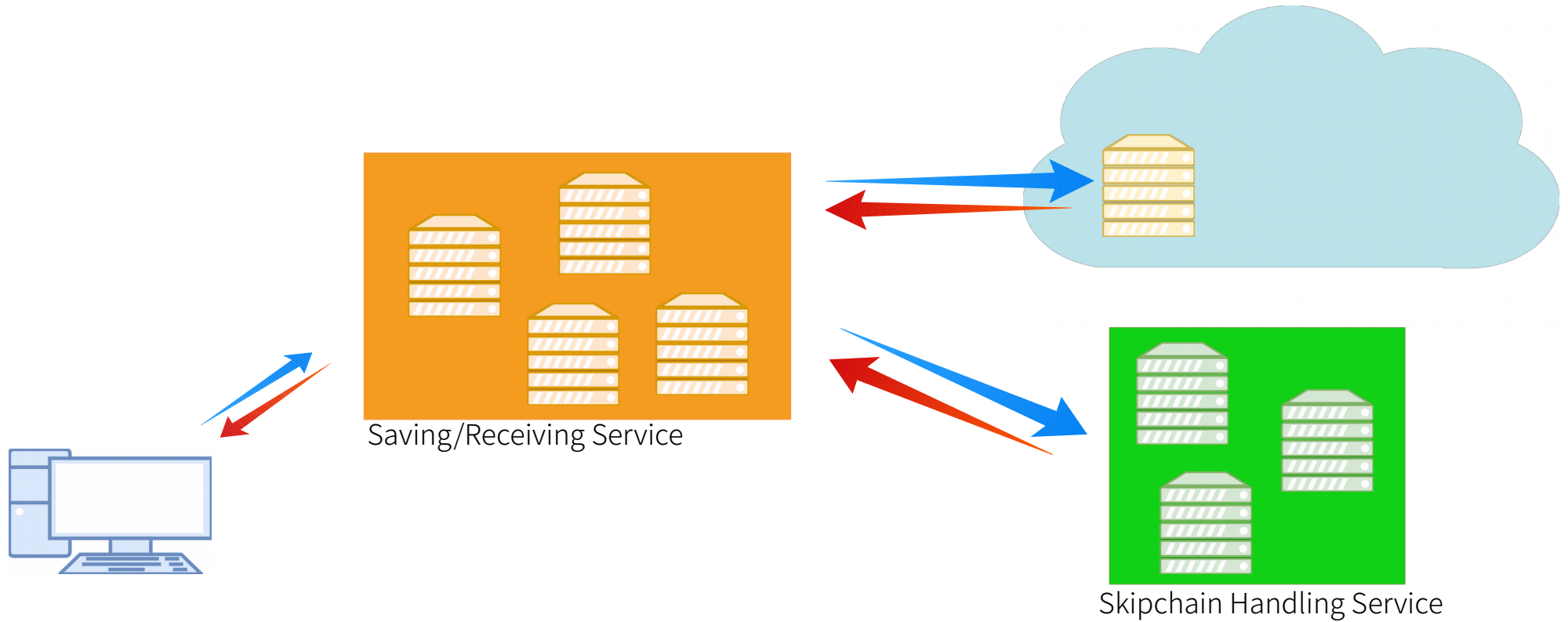
Description

Objectives

- ◆ Operations
 - Save
 - Consensus on the content of the webpage
 - Collectively Sign the common subset of the page
 - Store the signed page on the skipchain
 - Retrieve
 - Get the correct signed page
 - Verify the signature

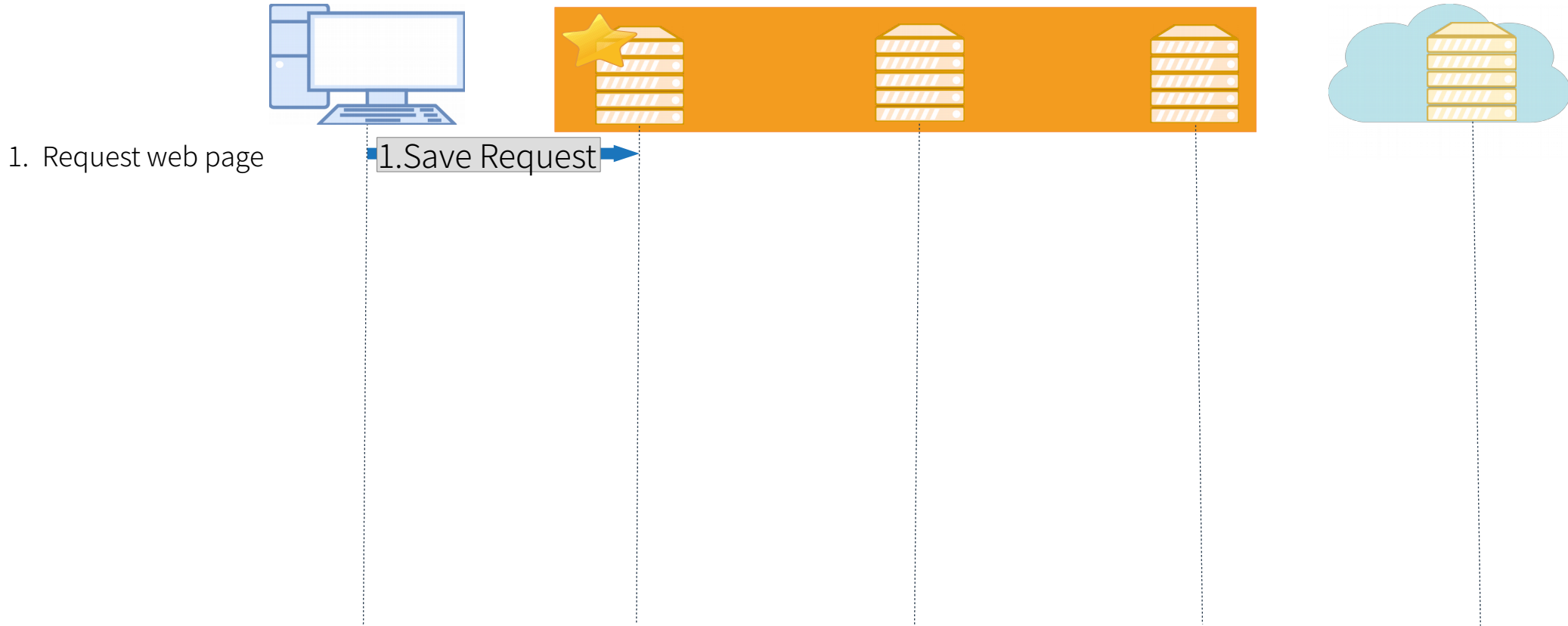
Description

High-Level



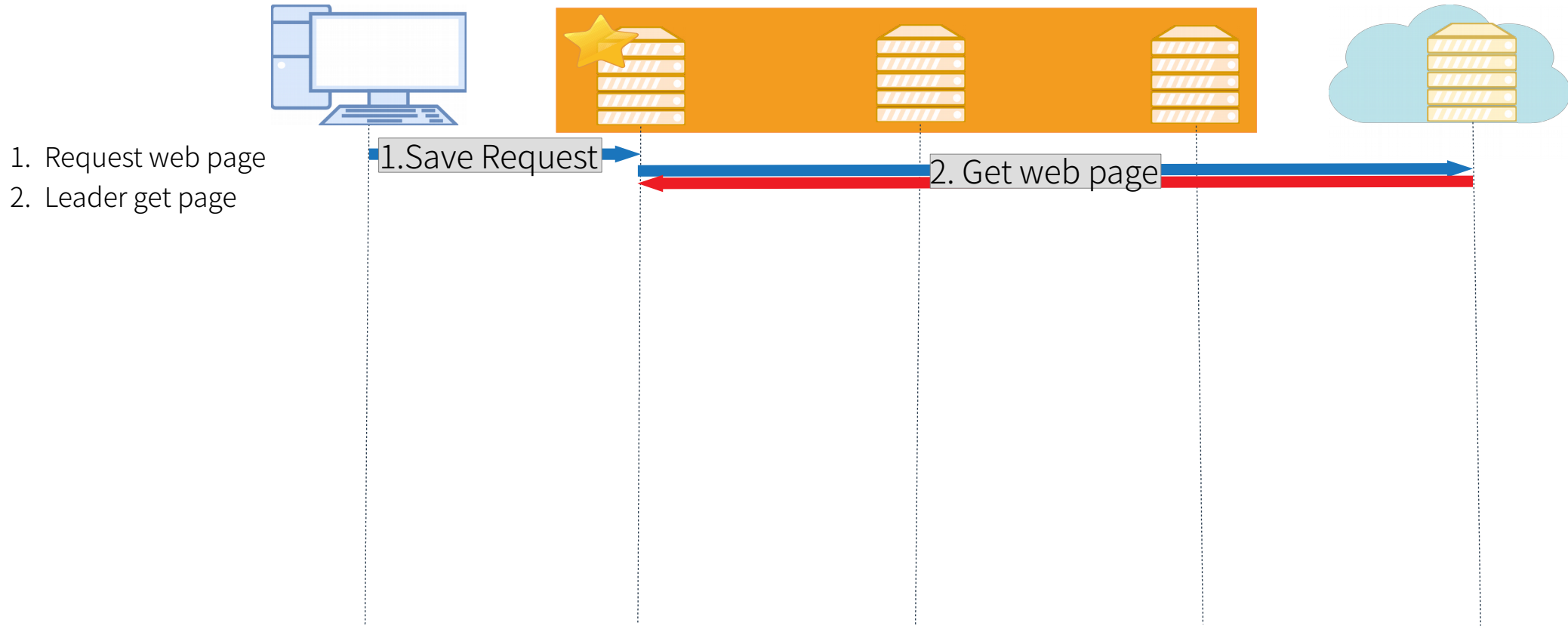
Description

Saving (with a tree-based consensus protocol)



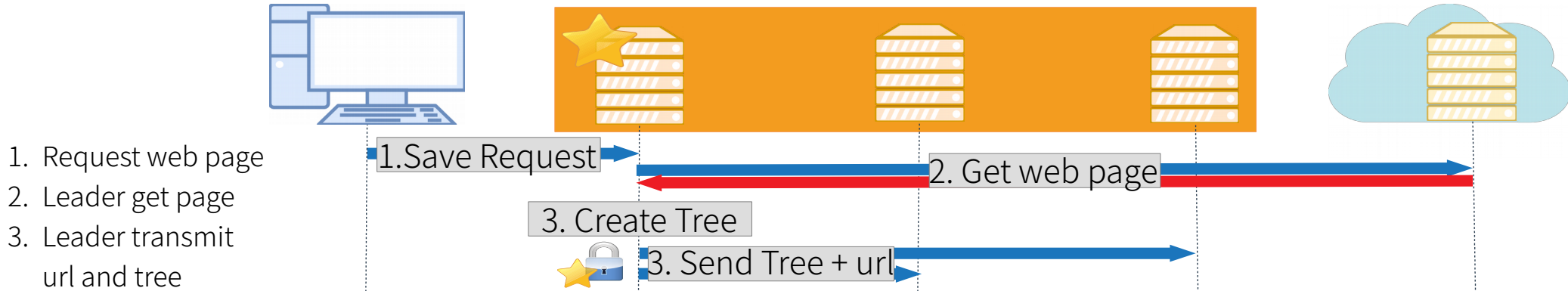
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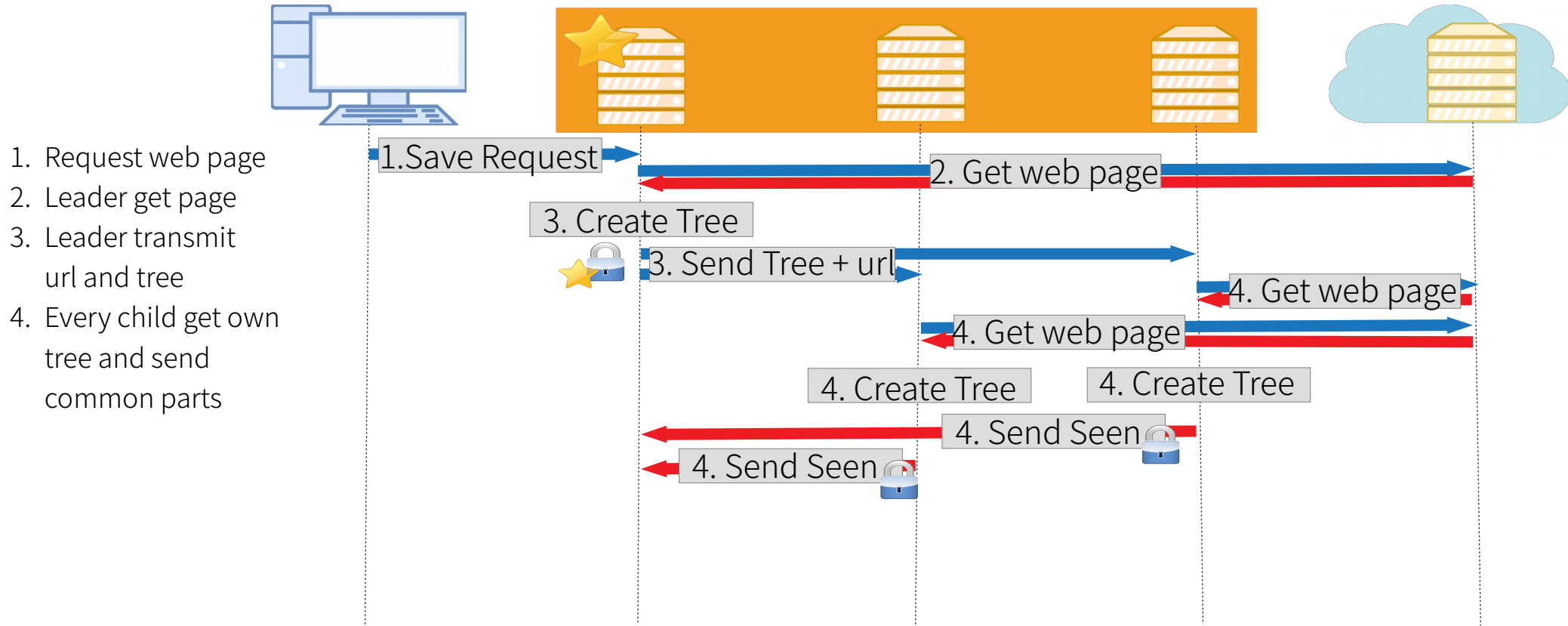
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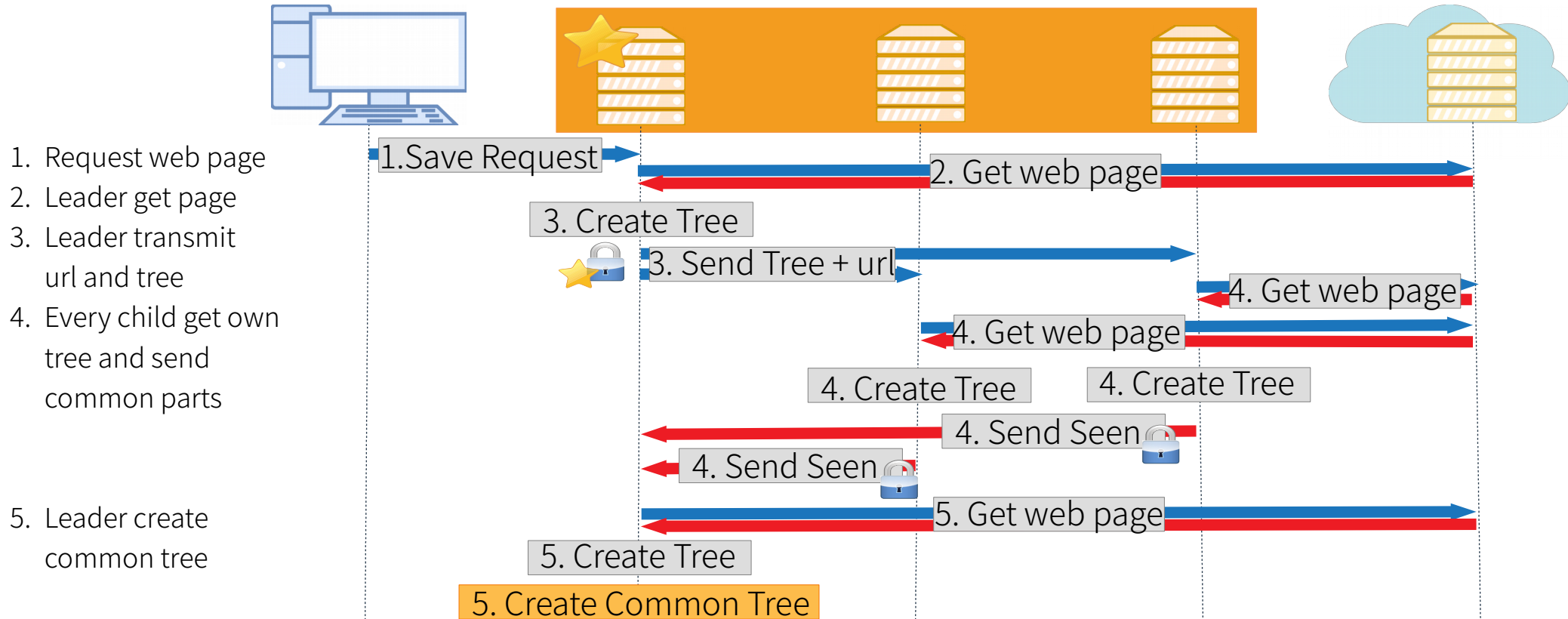
Description

Saving (with a tree-based consensus protocol)



Description

Saving (with a tree-based consensus protocol)



Description

Saving – Creating the HTML tree

```
<!doctype html>
<html lang="en">
  <head>
    <meta charset="UTF-8">
    <link rel="stylesheet" href="css/style.css">
  </head>
  <body>
    <h1>DECENARCH</h1>
  </body>
</html>
```

◆ Get Html Code

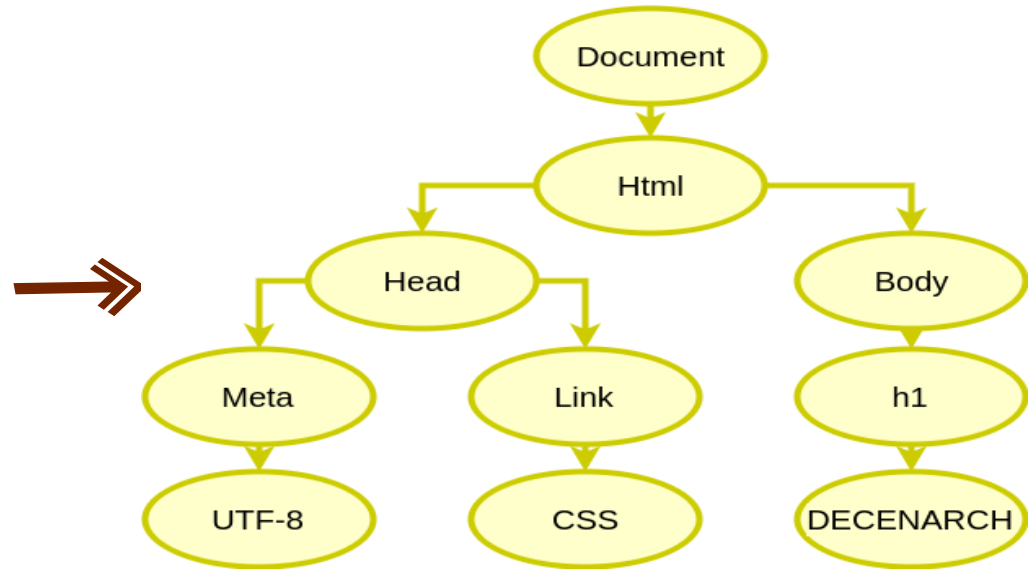
- ◆ A web page consists of
 - An html code text
 - Additional Data
 - Images
 - CSS file(s)

Description

Saving – Creating the HTML tree

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◆ Get Html Code



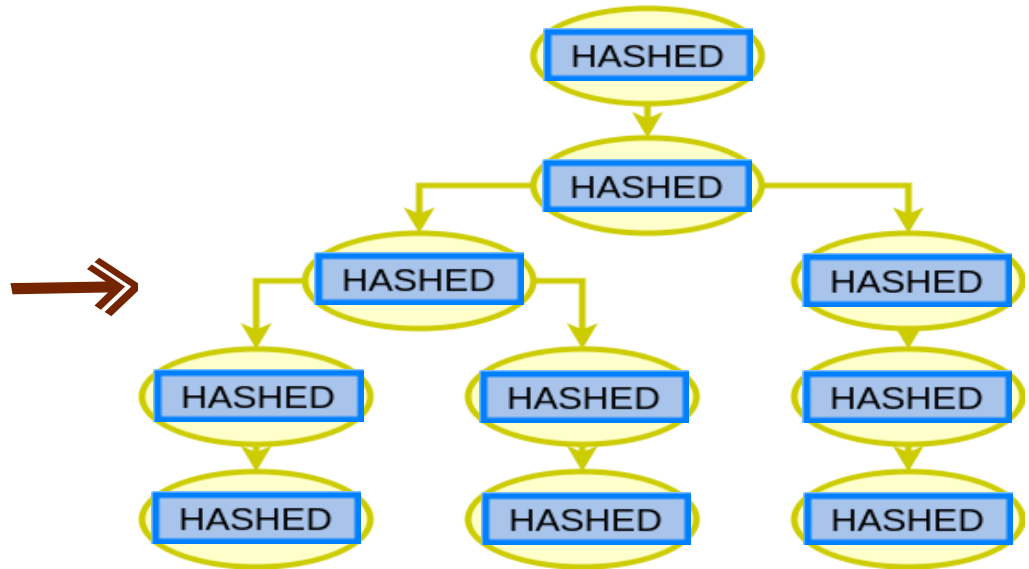
◆ Infer Html Tree from code

Description

Saving – Creating the HTML tree

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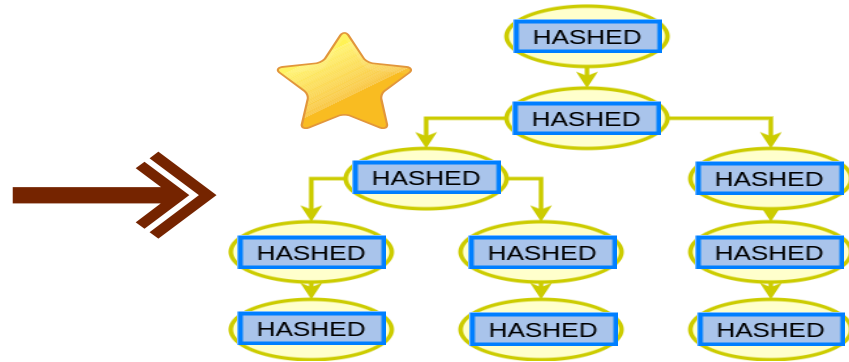
- ◆ Get Html Code



- ◆ Infer Html Tree from code
- ◆ Hash the data of every node individually

Description

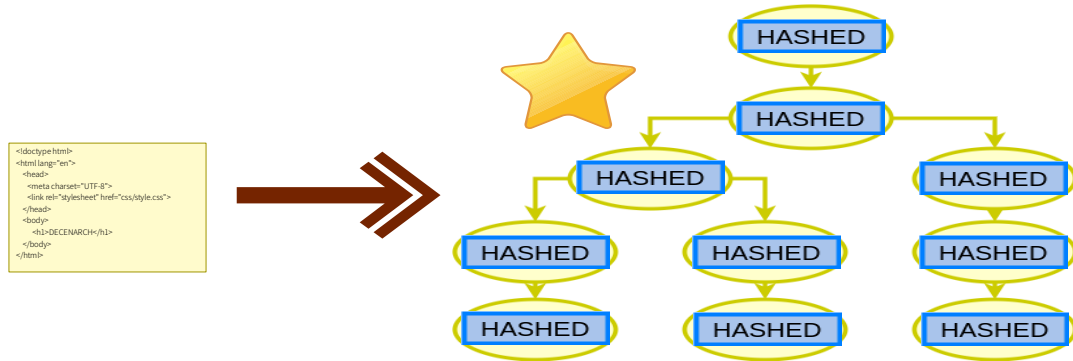
Saving – Signing the HTML tree



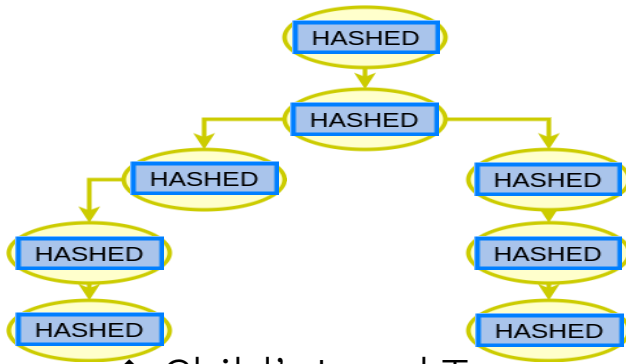
◆ Leader's MasterTree

Description

Saving – Signing the HTML tree



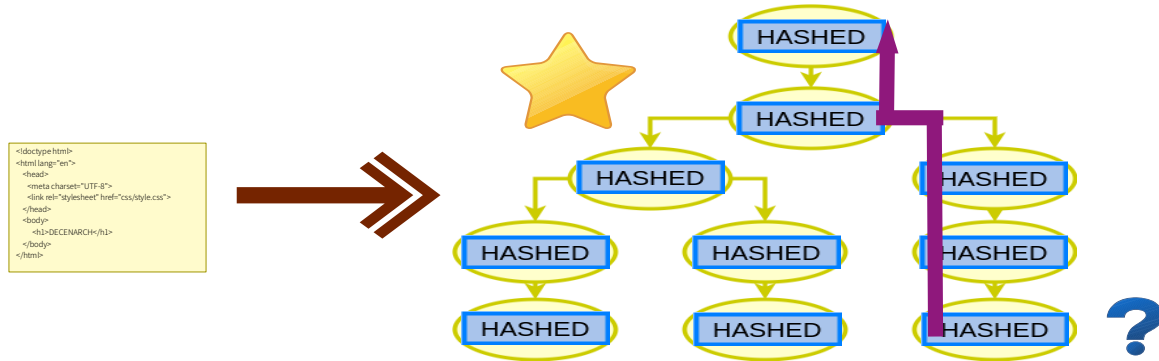
◆ Leader's Master Tree



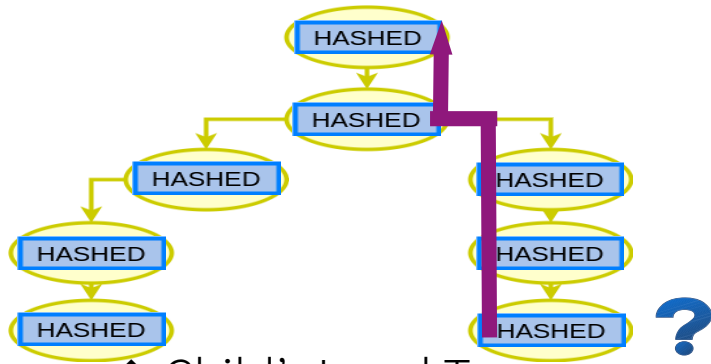
◆ Child's Local Tree

Description

Saving – Signing the HTML tree



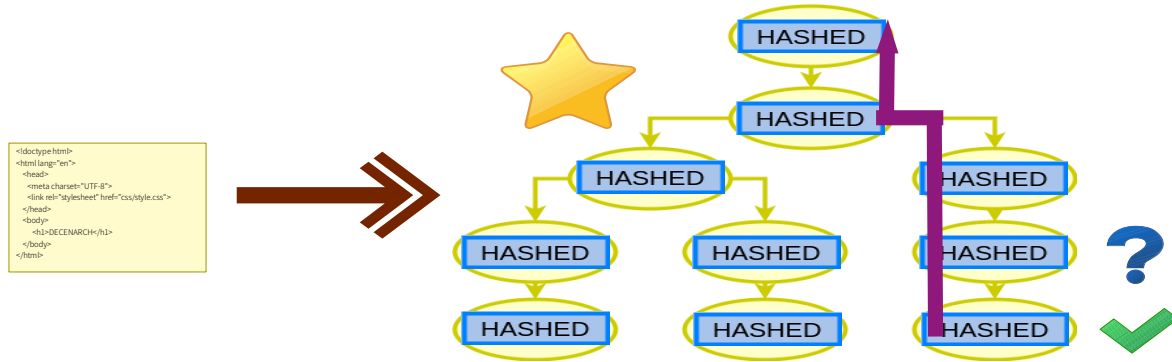
◆ Leader's MasterTree



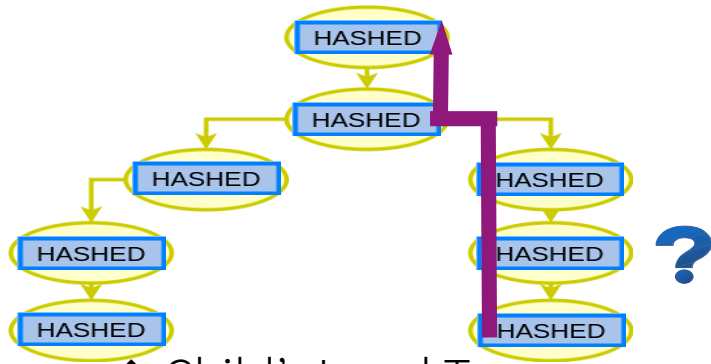
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Description

Saving – Signing the HTML tree



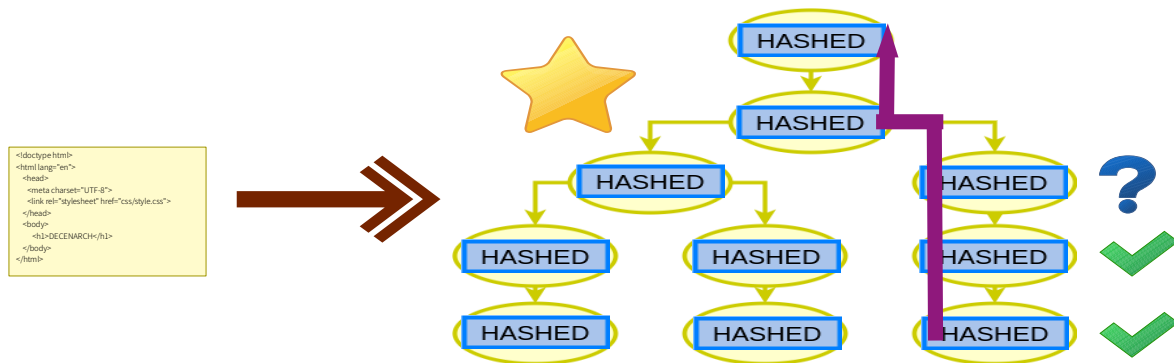
◆ Leader's MasterTree



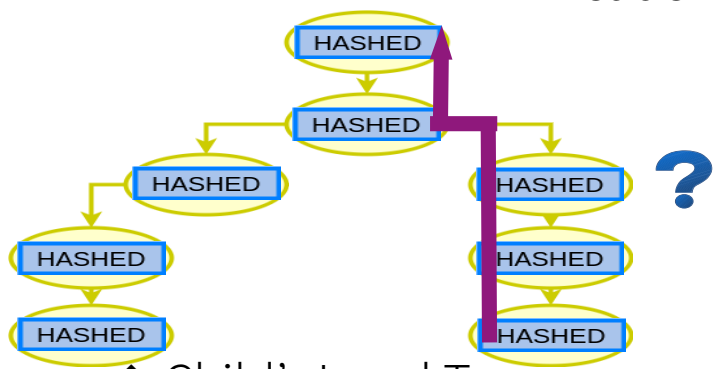
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Saving – Signing the HTML tree



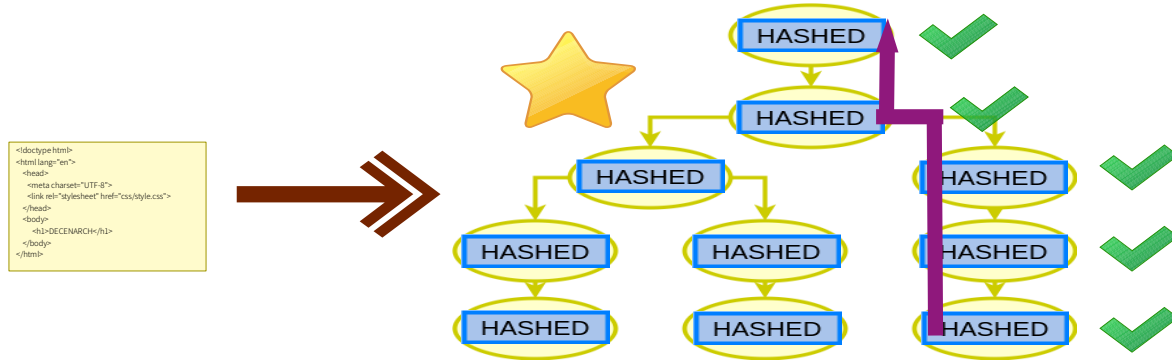
◆ Leader's MasterTree



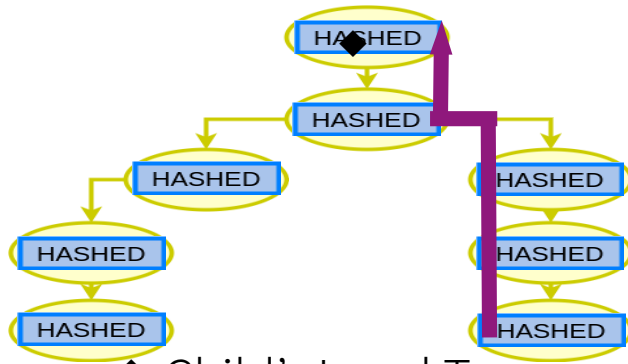
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Saving – Signing the HTML tree



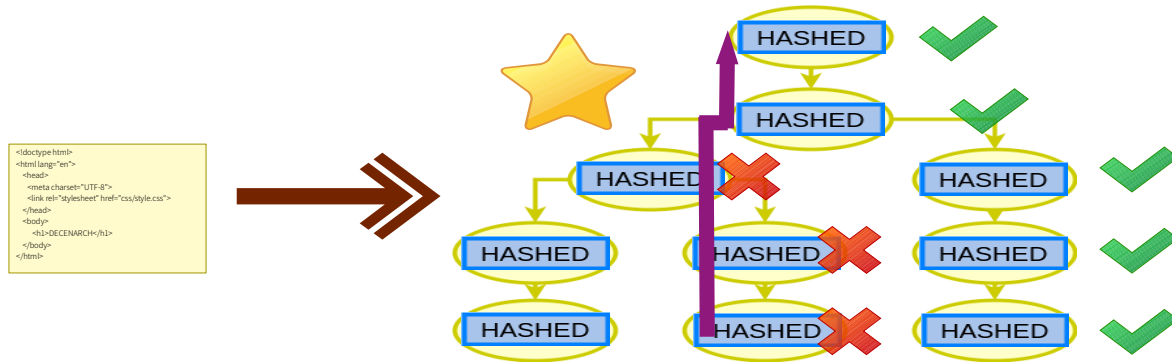
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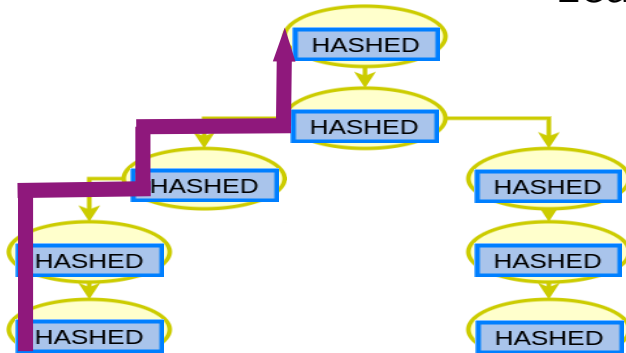
◆ Child's Local Tree

Description

Saving – Signing the HTML tree



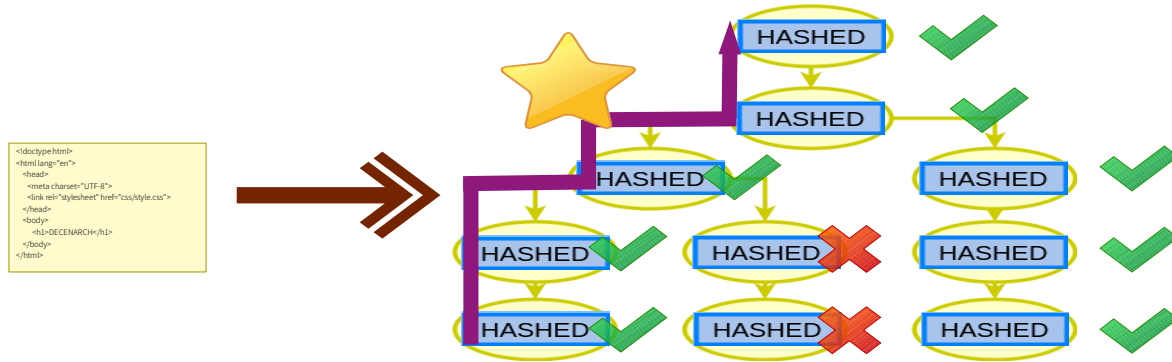
◆ Leader's MasterTree



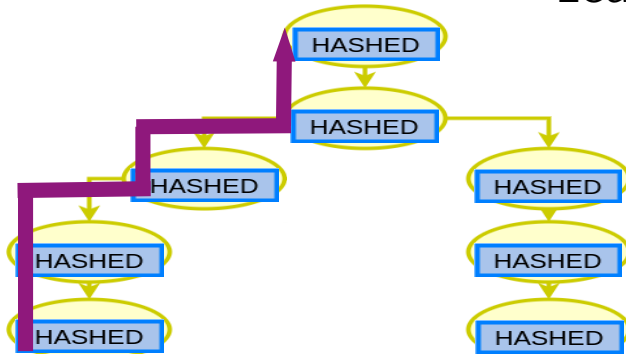
◆ Child's Local Tree

Description

Saving – Signing the HTML tree



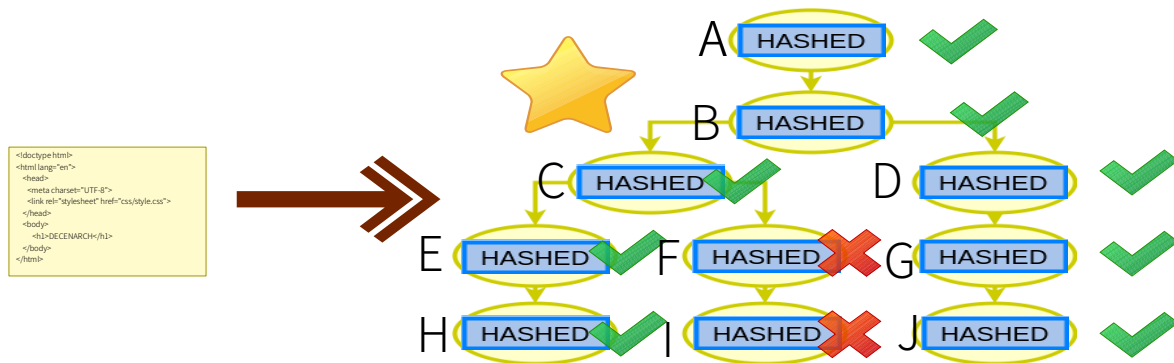
◆ Leader's MasterTree



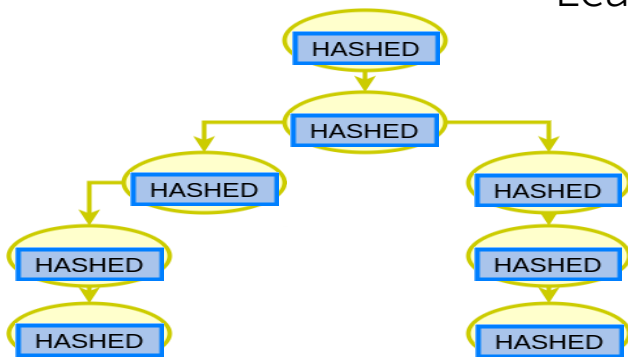
◆ Child's Local Tree

Description

Saving – Signing the HTML tree



◆ Leader's MasterTree



◆ Child's Local Tree

◆ Nodes in BFS order

◆ Seen array

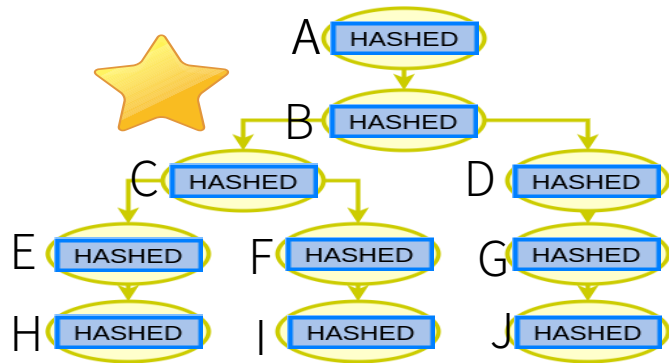
$1_A \ 1_B \ 1_C \ 1_D \ 1_E \ 0_F \ 1_G \ 1_H \ 0_I \ 1_J$

◆ Signature

$\text{sign}(h_A + h_B + h_C + h_D + h_E + 0 + h_G + h_H + 0 + h_J)$

Description

Saving - Aggregation



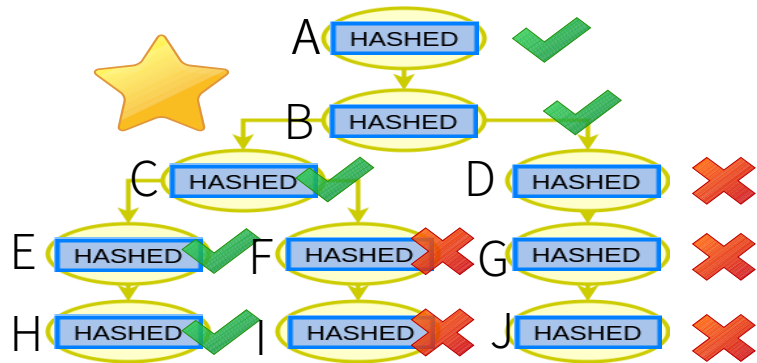
◆ Leader's MasterTree

◆ Seen arrays

| | | | | | | | | | |
|--------------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| 1_A | 1_B | 1_C | 1_D | 1_E | 1_F | 1_G | 1_H | 1_I | 1_J |
| 1_A | 1_B | 1_C | 1_D | 1_E | 0_F | 1_G | 1_H | 0_I | 1_J |
| 1_A | 1_B | 1_C | 0_D | 1_E | 1_F | 0_G | 1_H | 1_I | 0_J |
| $\Sigma 3_A$ | 3_B | 3_C | 2_D | 3_E | 2_F | 2_G | 3_H | 2_I | 2_J |

Description

Saving - Aggregation



◆ Leader's MasterTree

◆ Seen arrays

| | | | | | | | | | |
|--------------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| 1_A | 1_B | 1_C | 1_D | 1_E | 1_F | 1_G | 1_H | 1_I | 1_J |
| 1_A | 1_B | 1_C | 1_D | 1_E | 0_F | 1_G | 1_H | 0_I | 1_J |
| 1_A | 1_B | 1_C | 0_D | 1_E | 1_F | 0_G | 1_H | 1_I | 0_J |
| $\Sigma 3_A$ | 3_B | 3_C | 2_D | 3_E | 2_F | 2_G | 3_H | 2_I | 2_J |

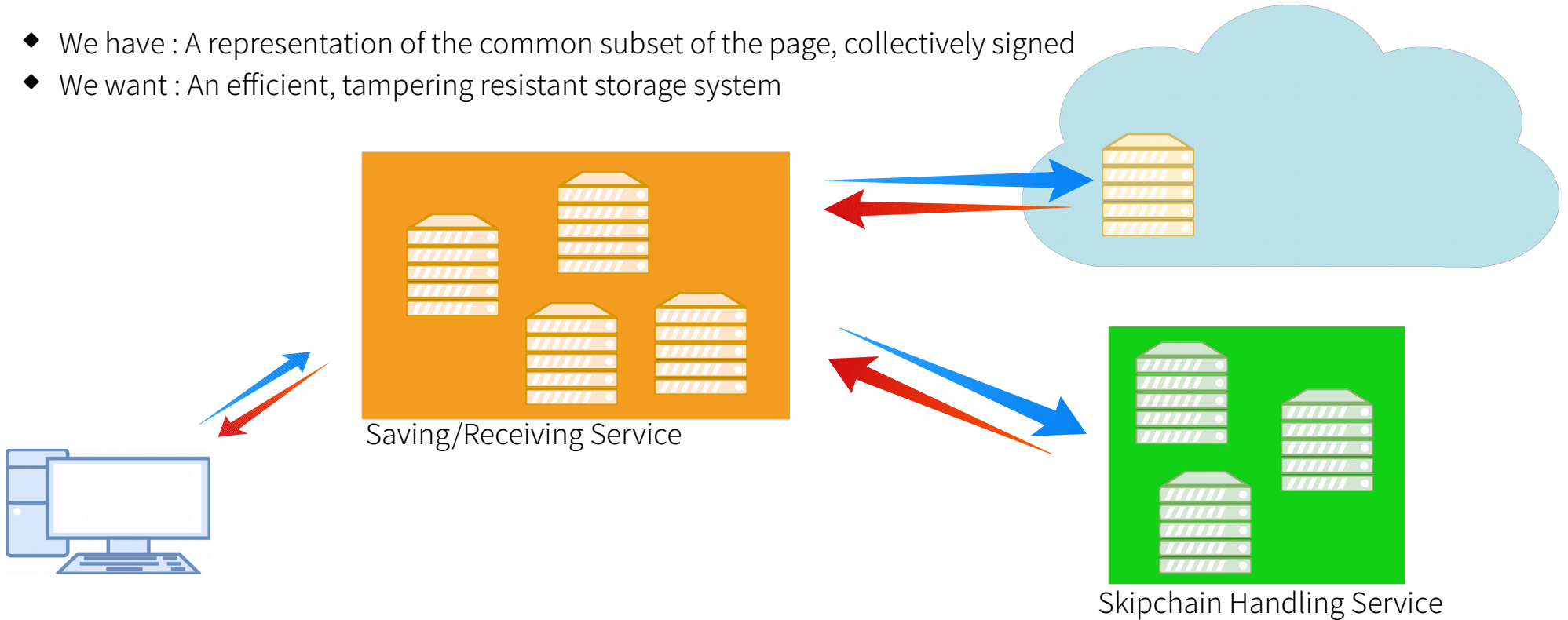
◆ Keep A,B,C,E,H

Output html code collectively signed

Description

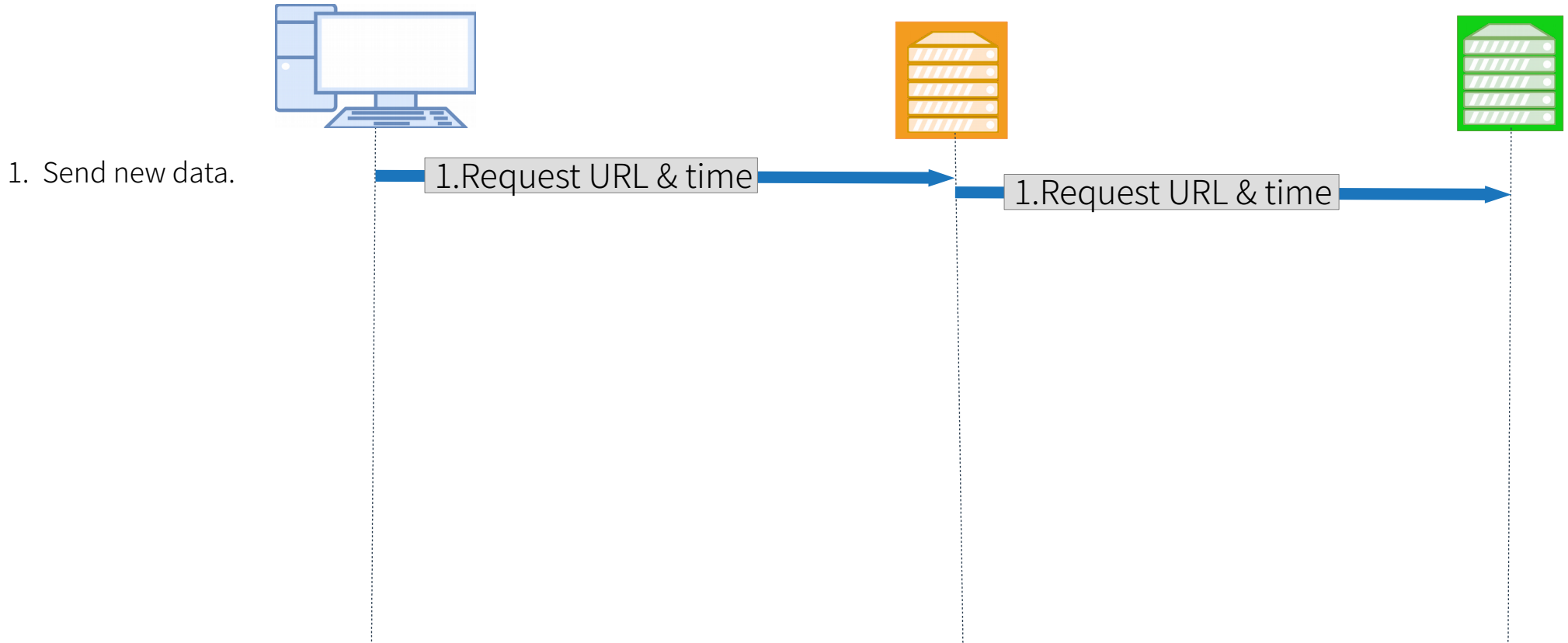
Handling the Skipchain

- ◆ We have : A representation of the common subset of the page, collectively signed
- ◆ We want : An efficient, tampering resistant storage system



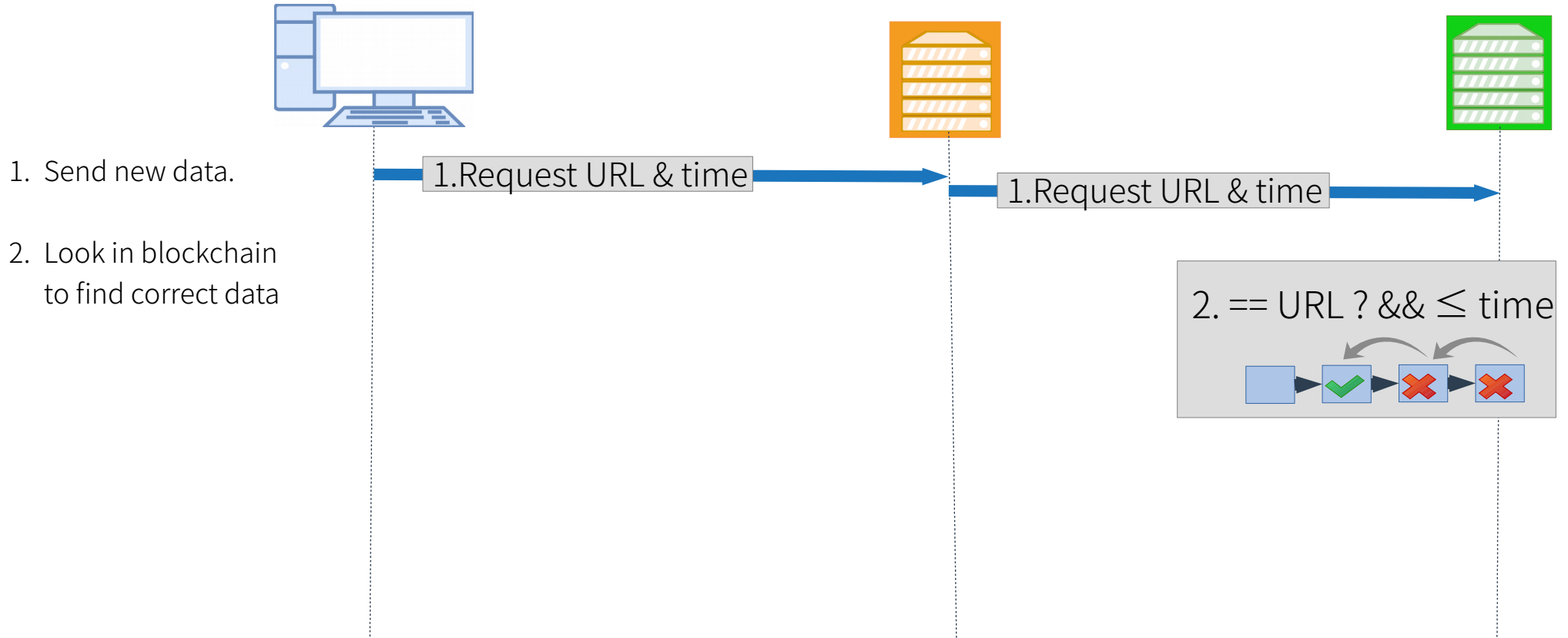
Description

Retrieving the archived web page



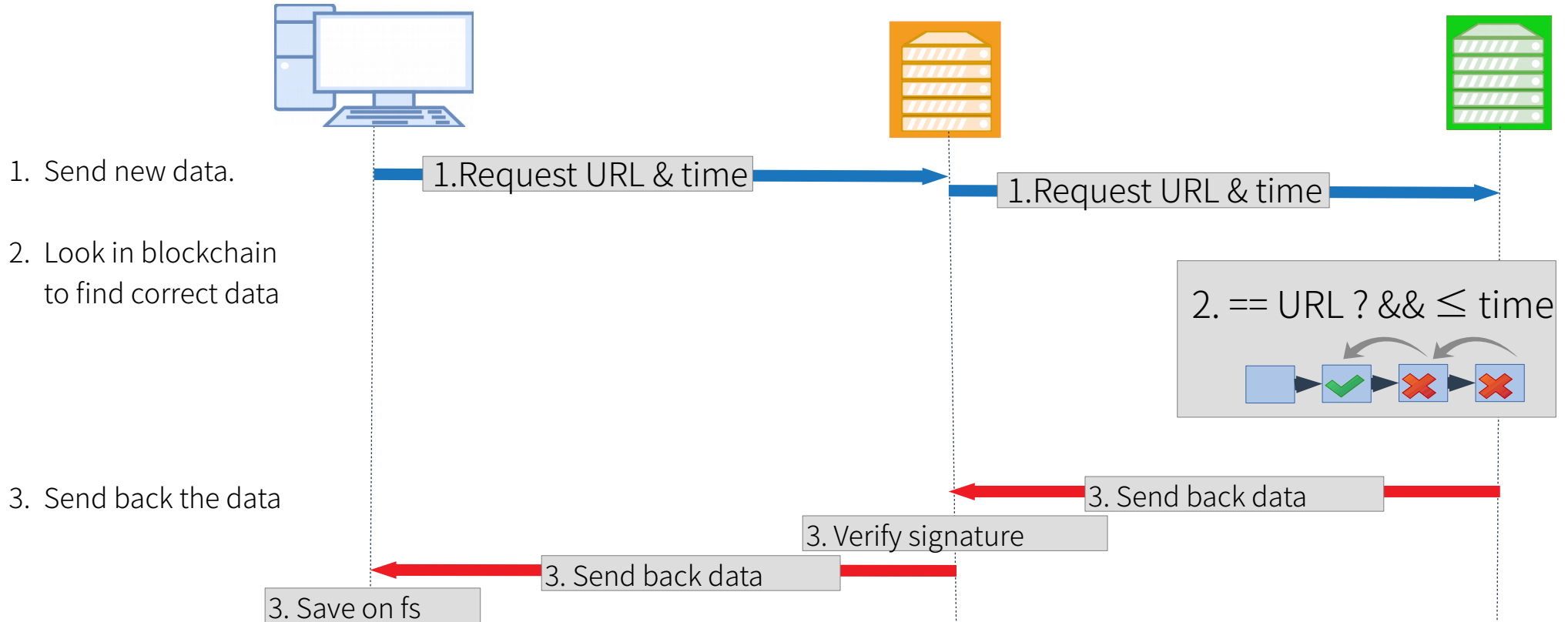
Description

Retrieving the archived web page

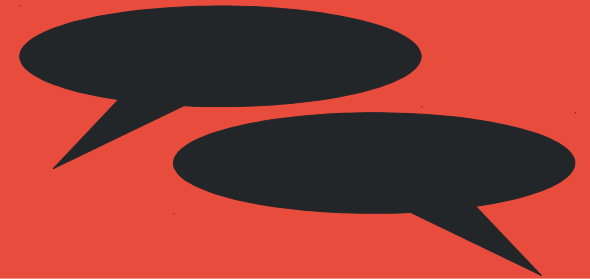


Description

Retrieving the archived web page



EVALUATION AND DISCUSSION

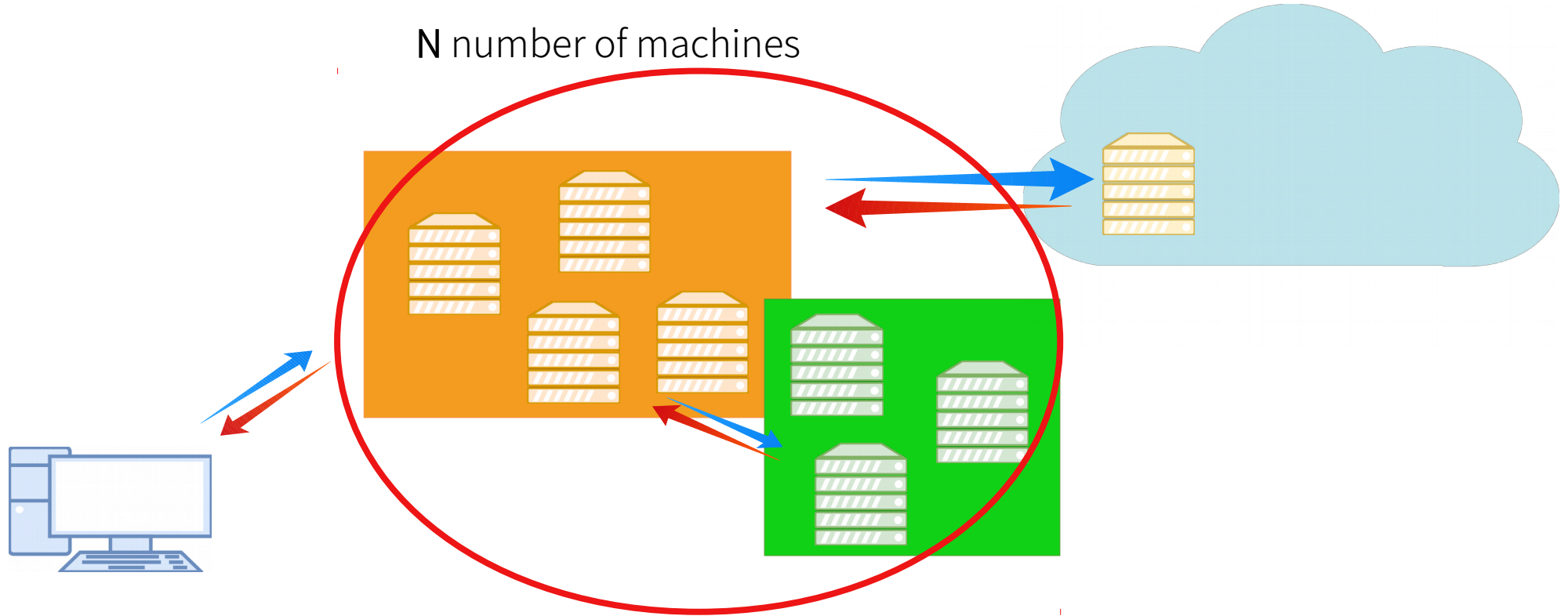


Evaluation and Discussion

- ◆ Does it scale in terms of
 - Bandwidth use ?
 - Time complexity ?
- ◆ The 'trusted leader' constraint

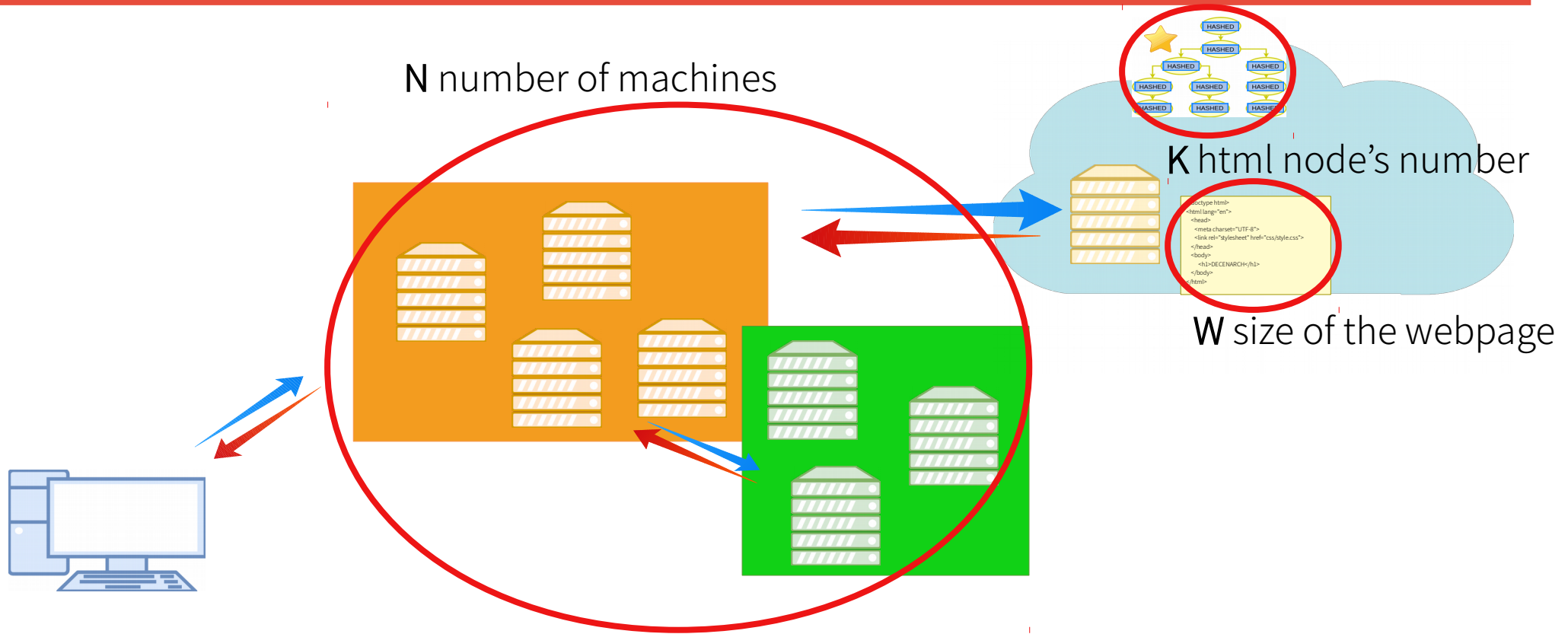
Evaluation and Discussion

Evaluation - Theory

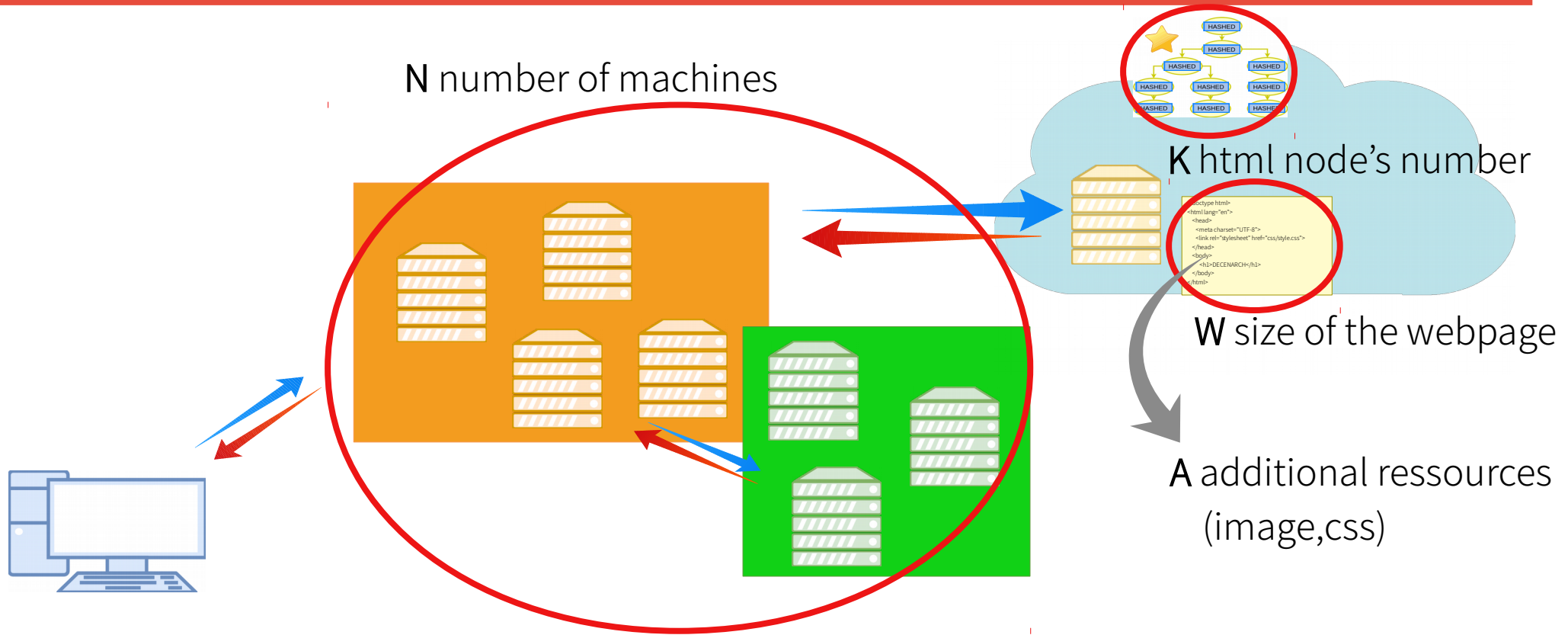


Evaluation and Discussion

Evaluation - Theory



Evaluation - Theory



Evaluation and Discussion

Bandwidth

◆ Variables :

- N number of machines.
- W size of webpage.

- ◆ Bandwidth use is linear $O(N \cdot W)$
- $N + 1$ request to the distant server of size $O(W)$
 - Finite total number of message of size $O(W)$

Evaluation and Discussion

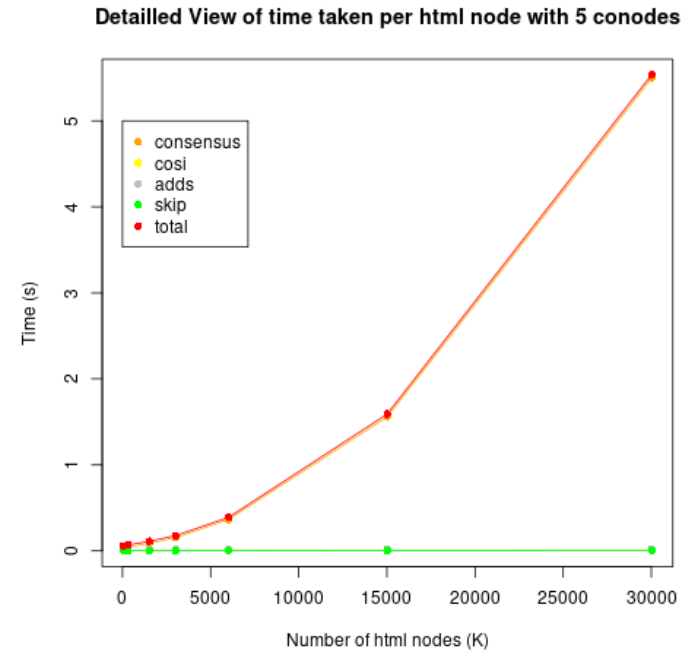
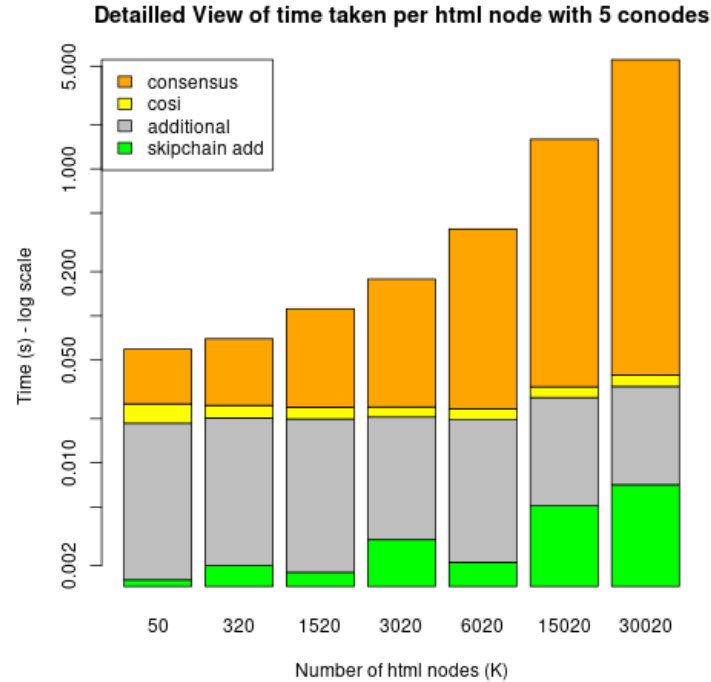
Evaluation - Theory

- ◆ Variables definitions :
 - N number of machines.
 - K html node's number.
 - A time cost of handling additional data (image,css) on one machine.
- ◆ Overall save time complexity is polynomial $O(N \cdot K^2 + (1+A) \cdot N \cdot K + N)$
 - Tree comparison and aggregation is in $O(N \cdot K^2)$
 - Handling the additional data of the web page is in $O(A \cdot N \cdot K)$
 - Storing the website is in $O(N \cdot K)$
 - Collective signing is in $O(N)$

Evaluation and Discussion

Evaluation - Simulations

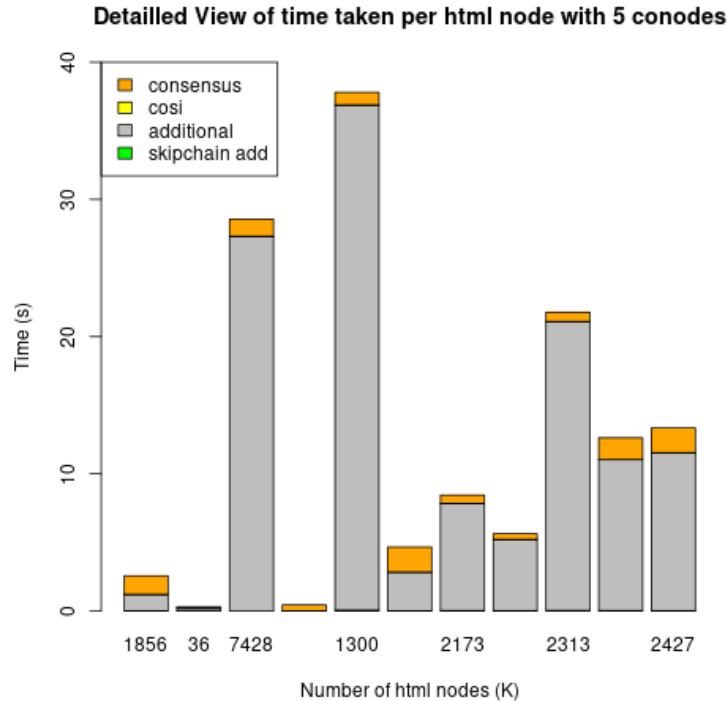
- ◆ Standardized Website
- ◆ Html Tree Node increase



Evaluation and Discussion

Evaluation - Simulations

- ◆ Real-Life Website
- ◆ Html Tree Node increase



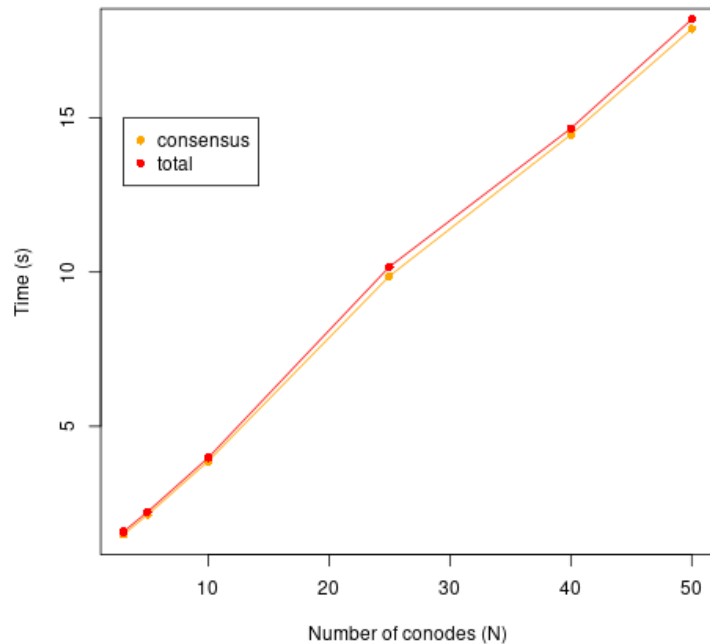
- ◆ Main time component :
Handling the additional data.

Evaluation and Discussion

Evaluation - Simulations

- ◆ Standardized Website
- ◆ Conode nbr increase

Detailed View of time taken per conodes



- ◆ Main time component :
The consensus
- ◆ Seems linear but require a larger simulation

Evaluation and Discussion

Discussion

- ◆ Why the trusted leader ?

Evaluation and Discussion

Discussion

- ◆ Why the trusted leader ?
 - Why the tree structure ?
 - Keep a valid html document anytime.
 - Granularity.

Evaluation and Discussion

Discussion

- ◆ Why the trusted leader ?
 - Why the tree structure ?
 - Keep a valid html document anytime.
 - Granularity.
 - Why a reference ?
 - Union of Tree is NP.
 - Undeterministic matching, depends on order.

DEMO



"Anything that can go wrong will go wrong".

- Murphy's Law

Demo

Ain't nobody got time for demo

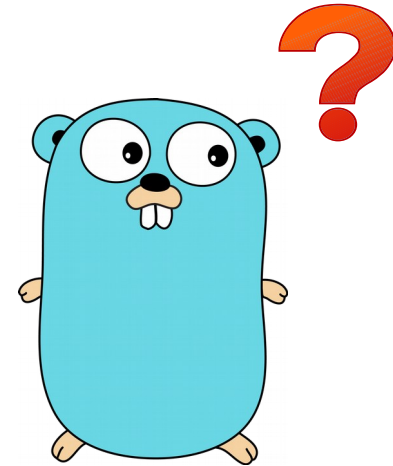


Conclusion

- ◆ Decentralized Internet Archive
 - Tree-based consensus with largest common subset
 - Decentralized storage with skipchain
 - Has a polytime complexity in $O(K^2 \cdot N)$
- ◆ Improvements ?
 - Storage Management
 - Additional Data filtering
 - Finer granularity
 - Confidentiality

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Reference

- ♦ [gopher] Takuya Ueda, <https://github.com/golang-samples/gopher-vector>
- ♦ [Master Thesis] Plancherel Nicolas 2018, Decentralized Internet Archive, EPFL