

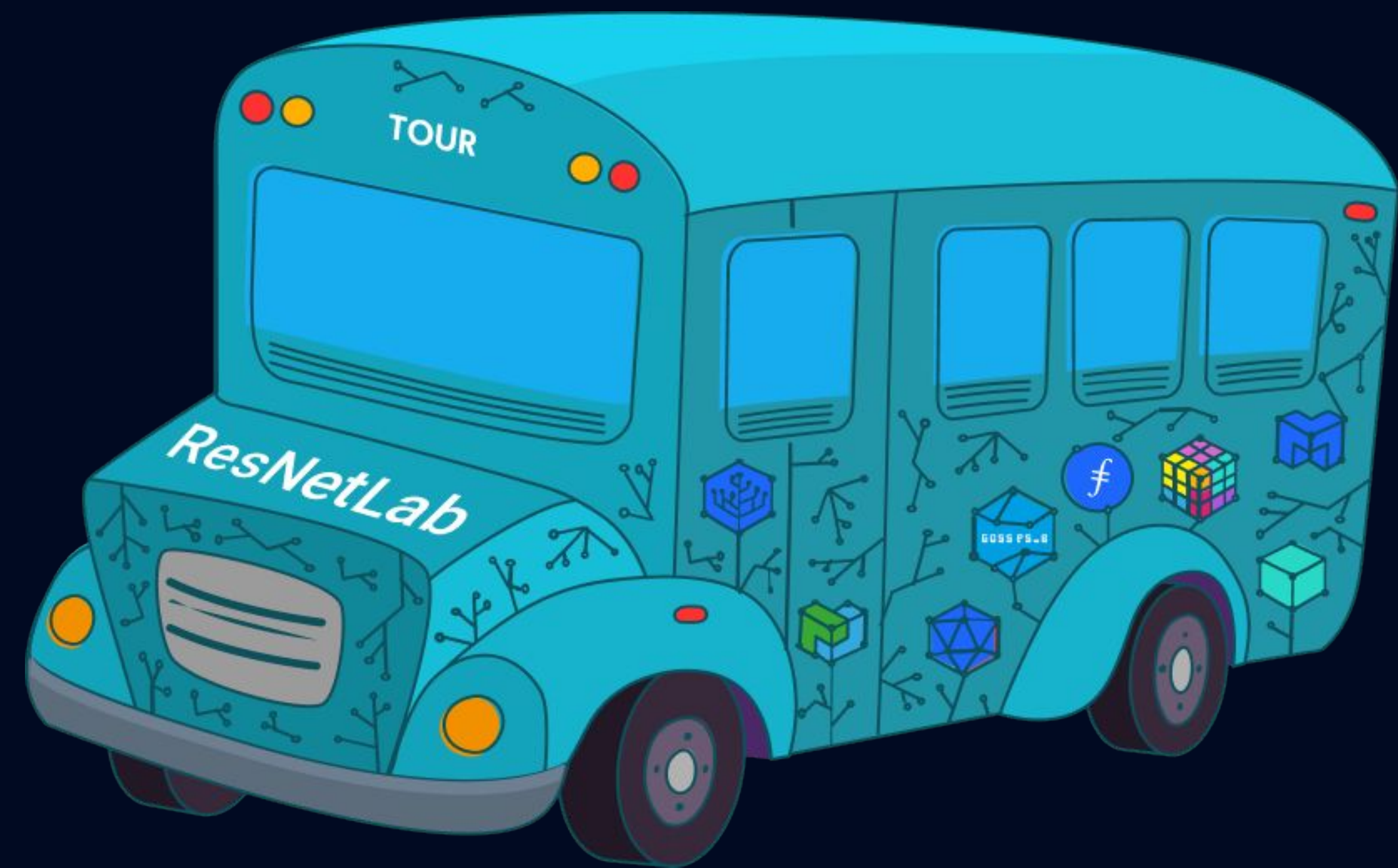


# The Interplanetary File System

## A fresh look at distributed storage and delivery

An introduction to IPFS

Dr Yiannis Psaras  
Research Scientist  
Protocol Labs



# ResNetLab on Tour

You can find a series of video tutorials on IPFS, libp2p and Filecoin at:

<https://research.protocol.ai/tutorials/resnetlab-on-tour/>



# Who am I

**Now:** Research Scientist @ Protocol Labs

**Before:** Senior Lecturer @ University College London (UCL)

**Interests:** Networks, Security, Internet Architecture, Decentralised Internet Services, Content Addressable Networks, Edge Computing

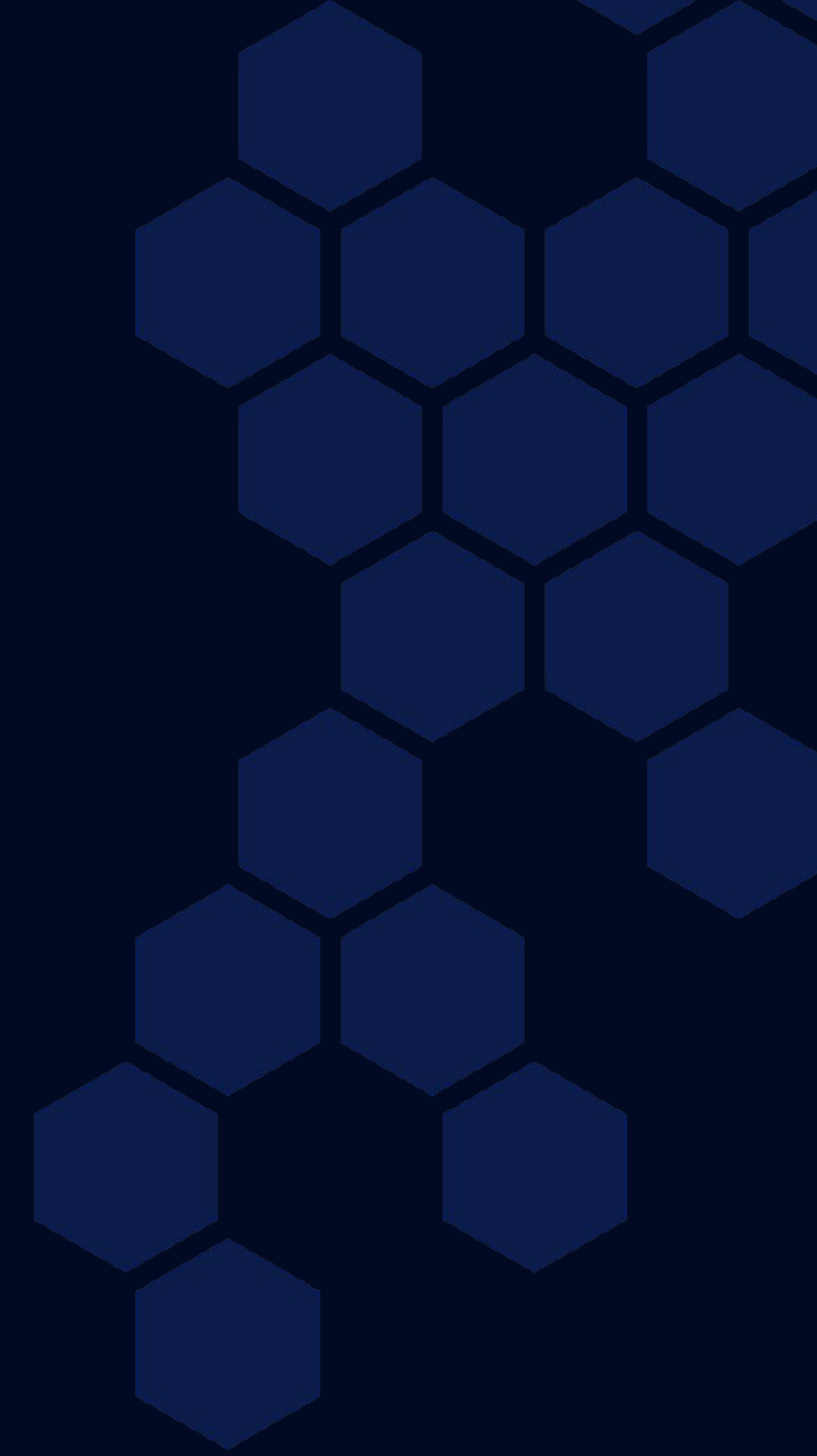


Protocol Labs

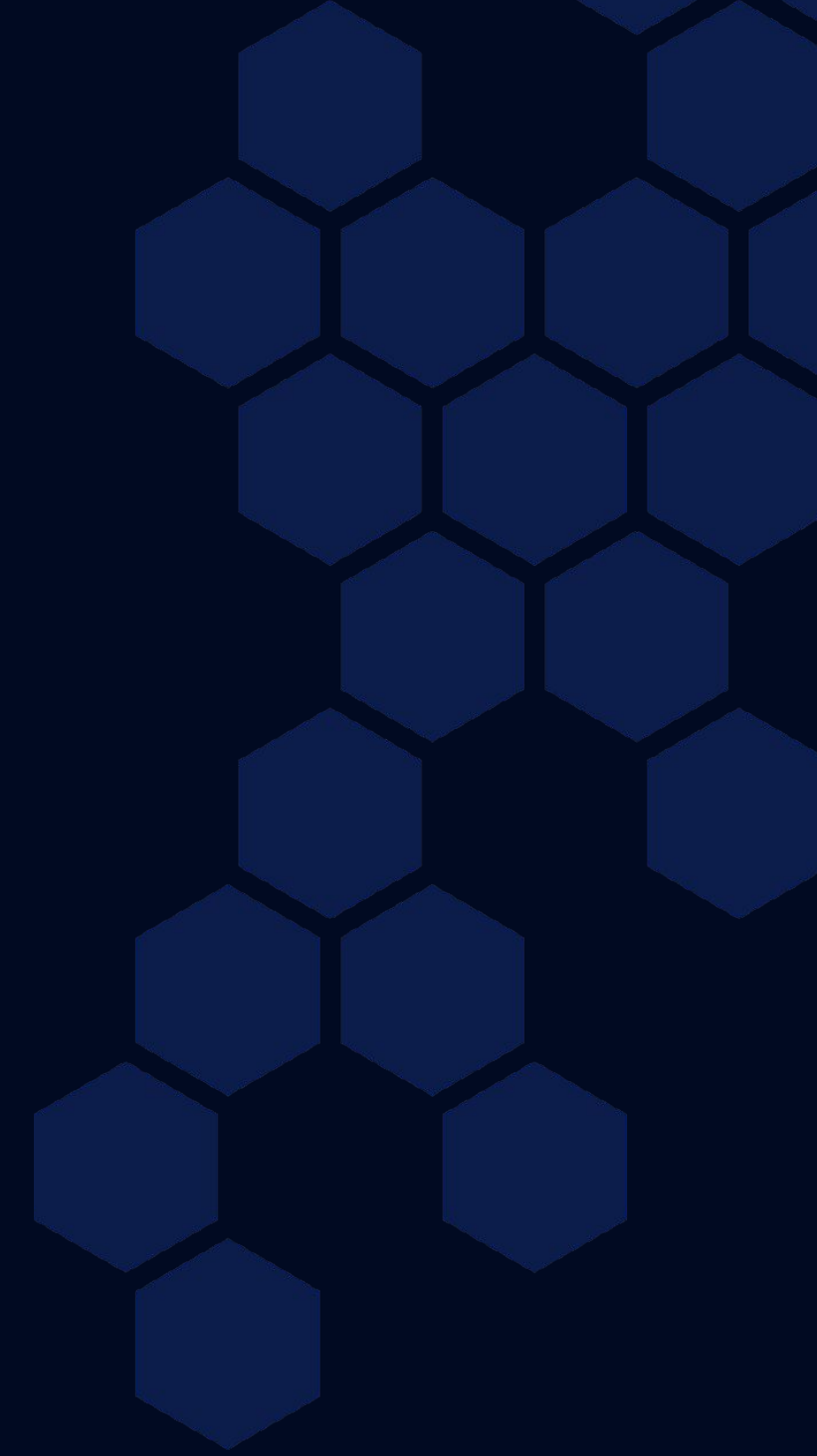


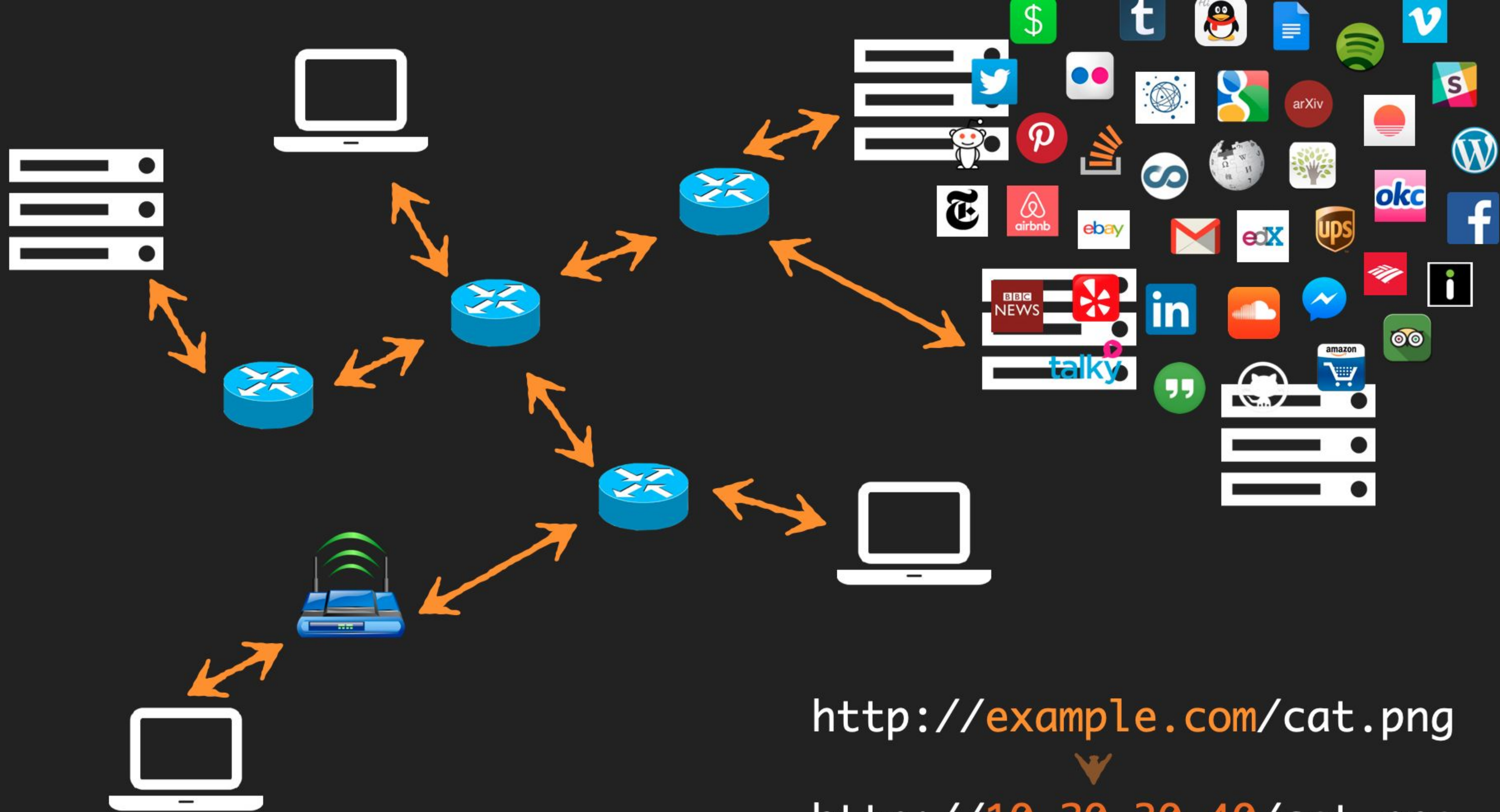
# Agenda

- **Web 3.0 & the Decentralized Cloud**
  - **Content Addressing**
  - **Content Routing**
  - **Context Exchange**
- } **in IPFS**



IPFS is a **decentralized storage and delivery network** which builds on fundamental principles of *P2P networking* and *content-based addressing*.





`http://example.com/cat.png`



`http://10.20.30.40/cat.png`

# Disconnected



200 MB x 30 x 8 = 48 GB

# Bandwidth

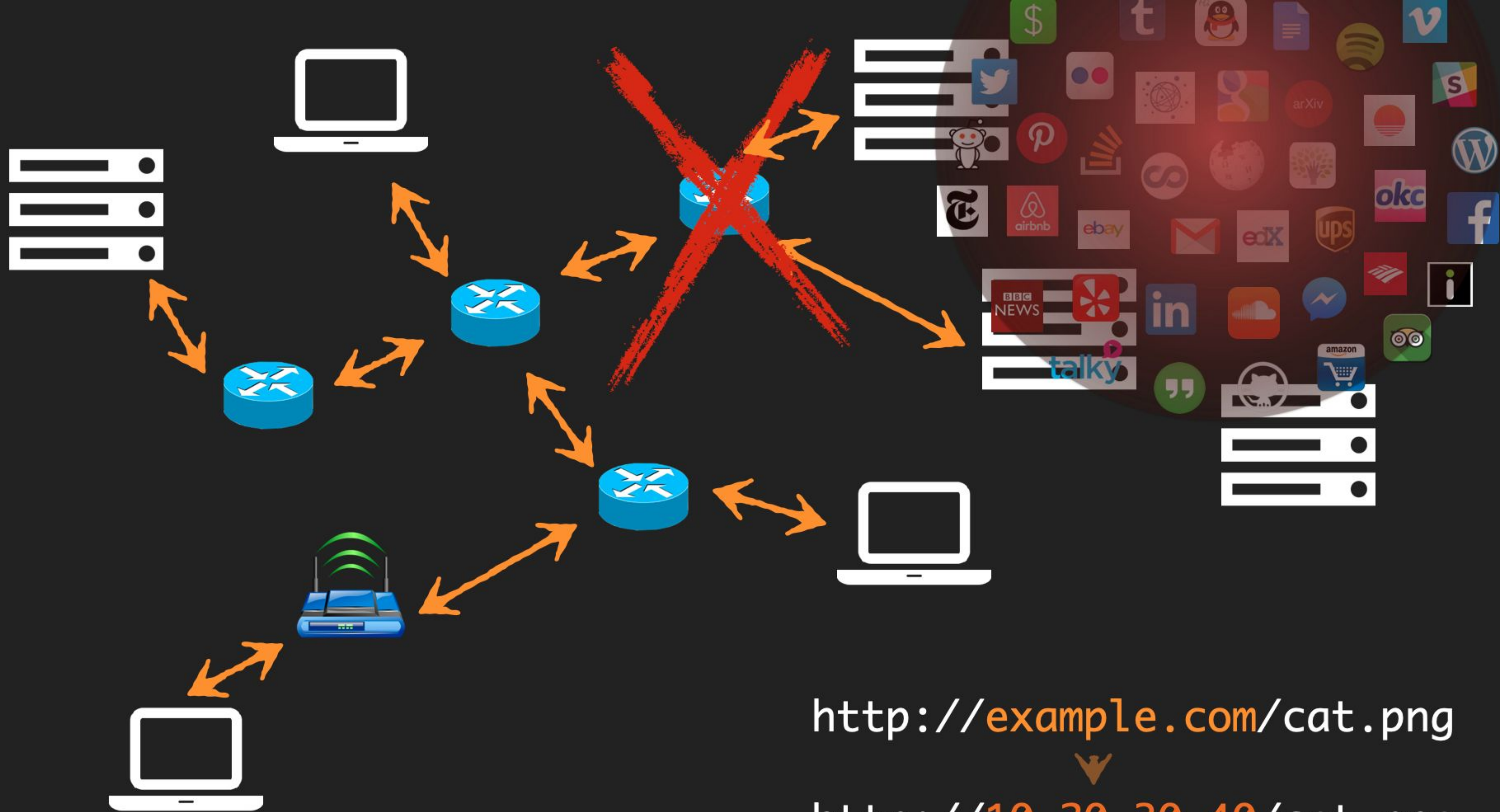


# Permanence



# Security

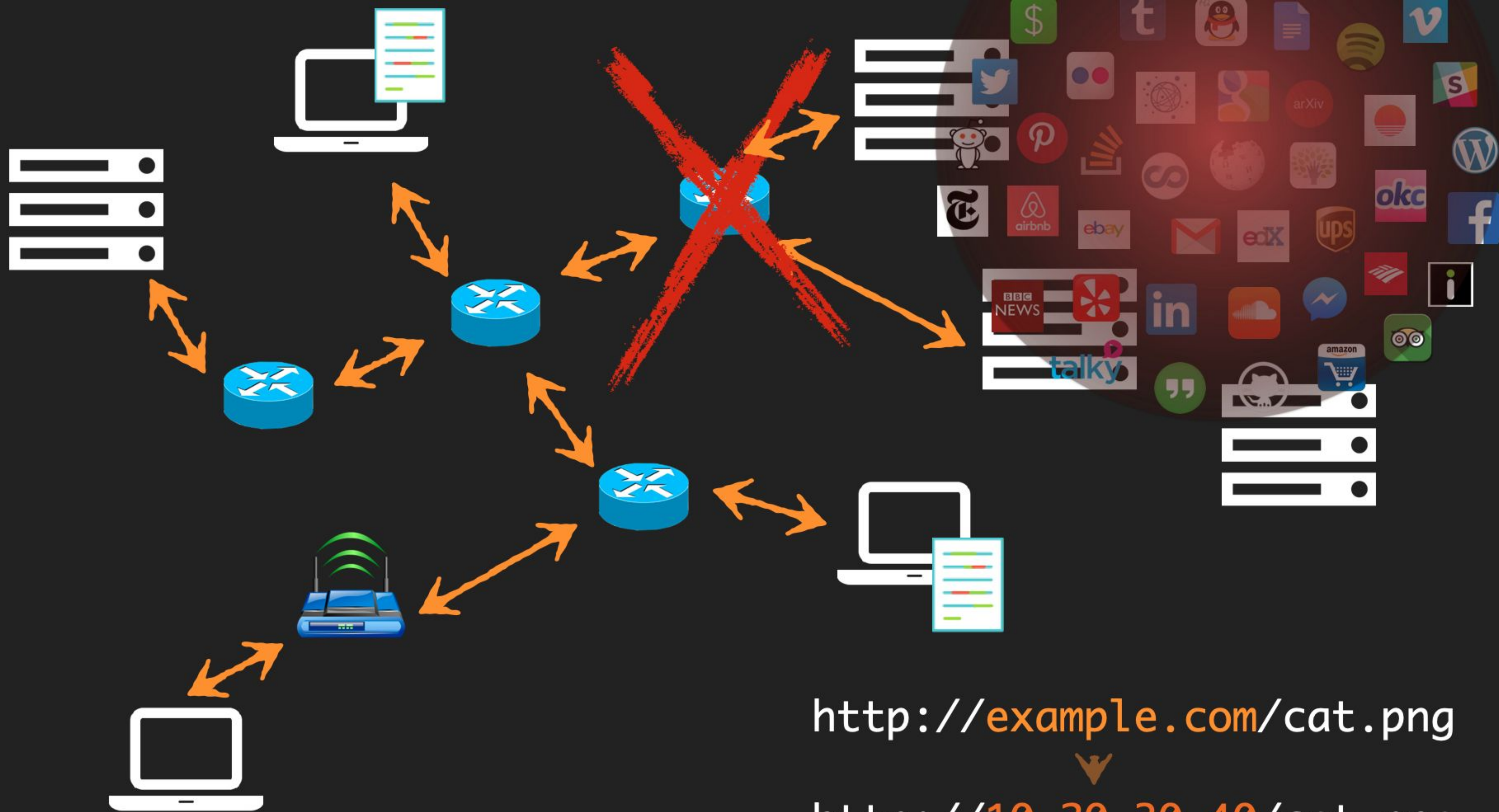




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`http://example.com/cat.png`

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$$200 \text{ MB} \times 30 \times 8 = 48 \text{ GB}$$





IP: 120.1.11.22



IP: 15.25.35.45



IP: 10.20.30.40

<http://example.com/cat.png>



<http://10.20.30.40/cat.png>  
location



</ipfs/QmW98pJrc6FZ6>  
content



<ipfs://QmW98pJrc6FZ6>



A stylized globe of the Earth is shown from space, with a glowing blue and white network of nodes and connections overlaid on its surface. The network is denser in the center and fades towards the edges. The background is a dark blue space with some stars and a small planet in the distance.

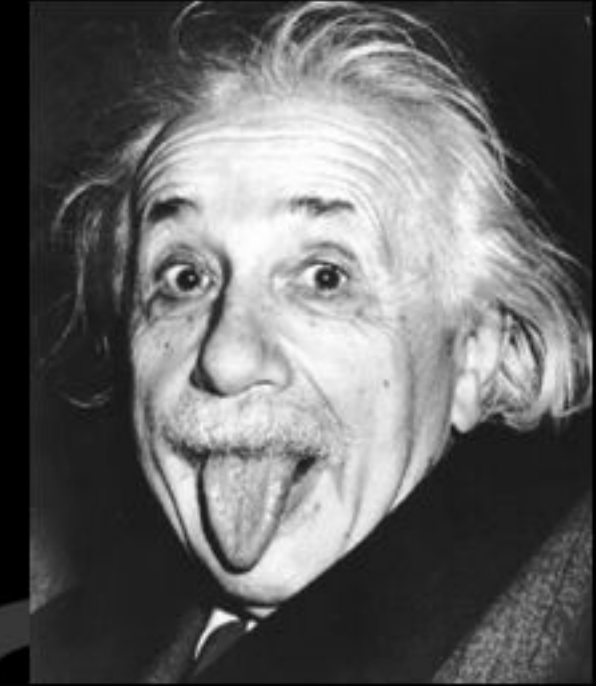
ipfs

**The Distributed Web**

# A protocol to upgrade the Web

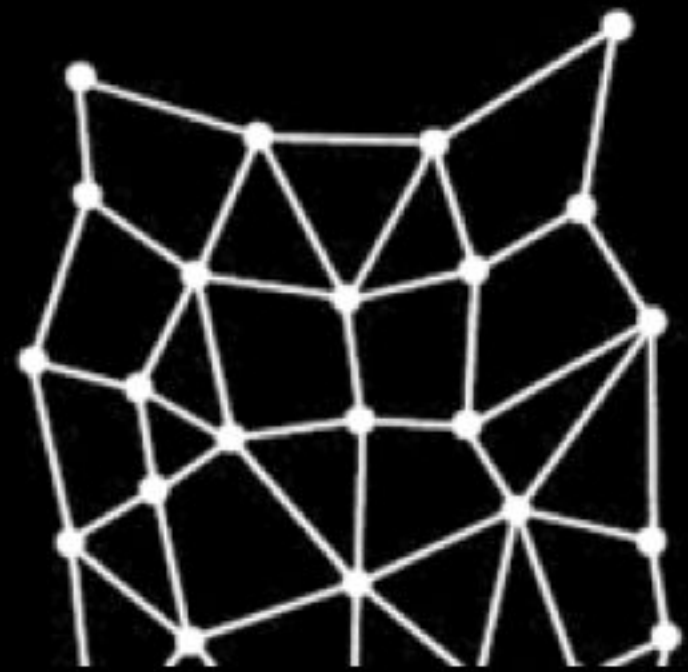


Offline



Smarter

IPFS



Distributed



Permanent



Safer



Faster

# Booming ecosystem of applications



**Data**

- orbit db, qri.io, arbore, Catena BLOCKCHAIN EXPLORER

**Identity**

- civic ION, NOMIOS ZING, handshake

**Productivity**

- berty, PeerPad, PEERGOS

**Marketplace**

- OpenBazaar, ORIGIN, Bounty0x, Ethlance, NAME BAZAAR ENS ETH, PORTION

**NFT**

- dlux DECENTRALIZED LIMITLESS USER EXPERIENCES, DIGITAL ART CHAIN, Decentraland, Glossy, mokens

**Content**

- D.tube, EVERIPEDIA, BitTube, UNSTOPPABLE DOMAINS, ALEXANDRIA, dlive, Matters, Viewly, VIULY.COM, DSound, AUDIUS

**Other**

- textile, MÓIBIT, TEMPORAL, #KarmaPay, SprintsHub, Simple As Water, ipwb, WINGS, adXchain, IPSE, MONITOR CHAIN, IKU, Dappkit, FILESTORM, 点对点科技 DECENTRAL TECH, kauri.io, C19, INFURA

**Social Media**

- BOX, AKASHA, Indorse, Identifi, KARMA, Peepeth, busy

**Governance**

- GovBlocks, Democracy Earth, ARAGON ONE

**Exchange**

- Dether, faast, Swap .online

**Finance**

- REQUEST NETWORK, Bloom, colu., SETTLE, MARKETPROTOCOL

**Integrations & Collabs**

- Guix, NETFLIX, CLOUDFLARE

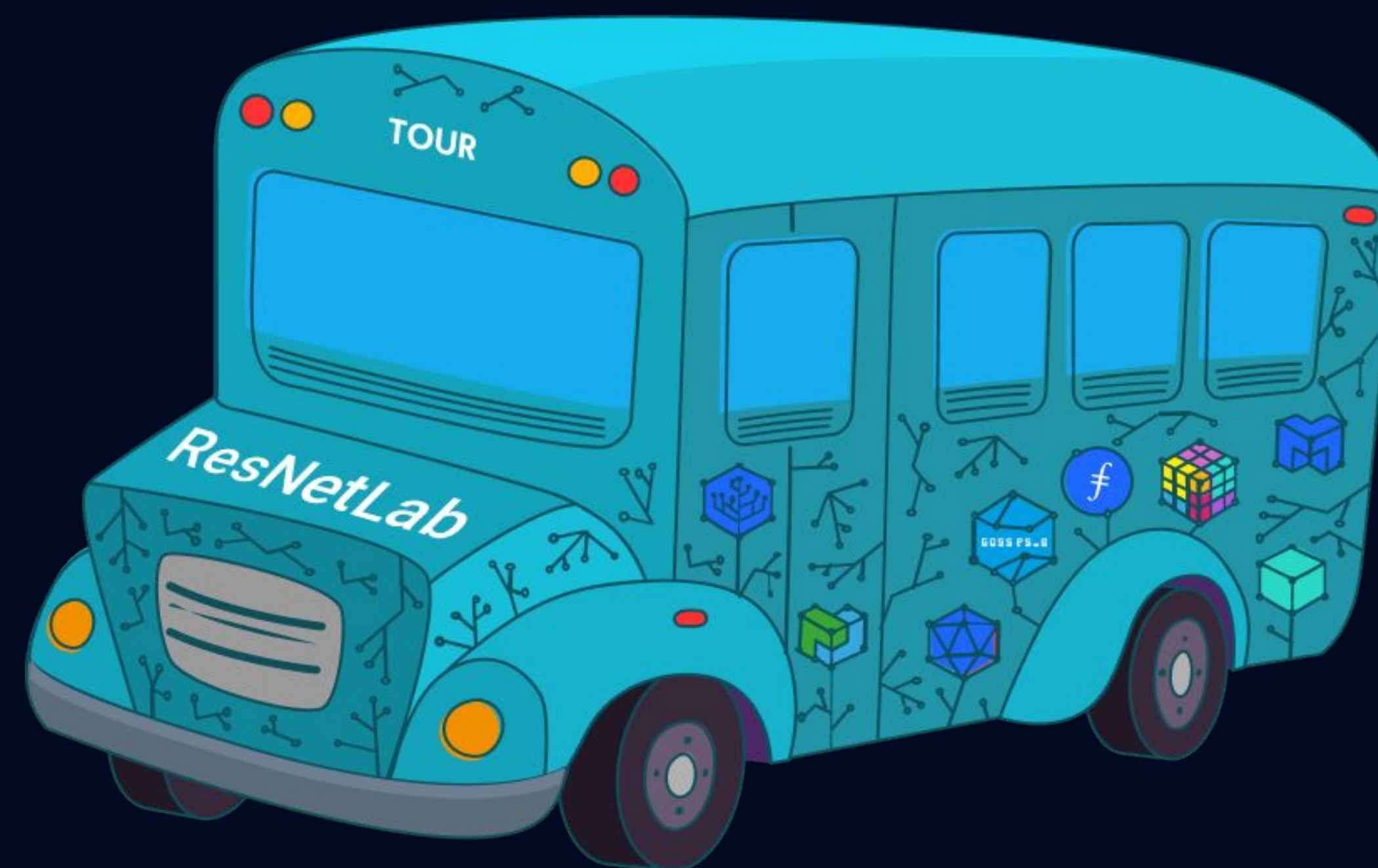
**Prediction and betting**

- AUGUR, CryptoBets, PLAY WIN, VIRTUE POKER, Crypto Dice, MÖBIUS 2D

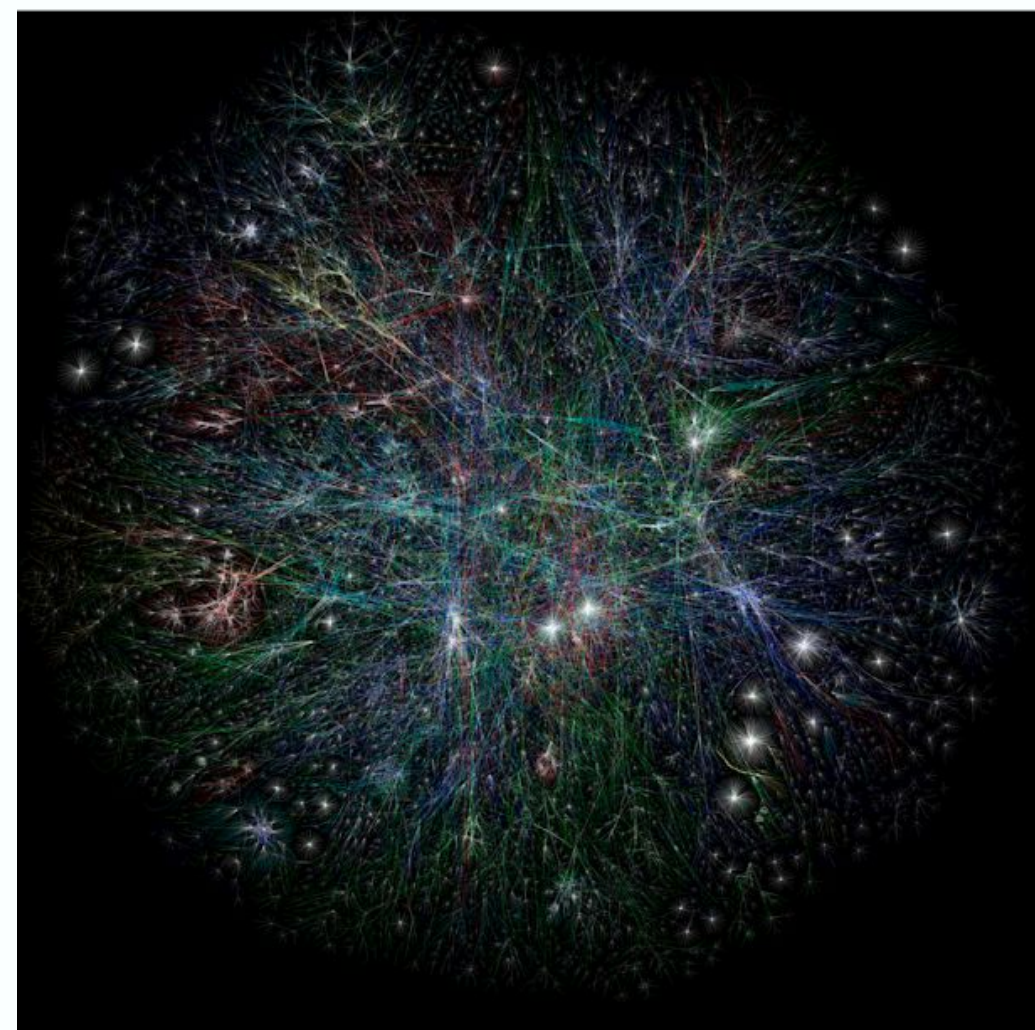


# Module: Welcome to Web 3.0

ResNetLab on Tour



# Web 3.0 is the Read-Write-Trust-Verifiable Web



**Internet**  
*wires, network*



**Web 1.0**  
*read-only  
static*



**Web 2.0**  
*read-write  
interactive*



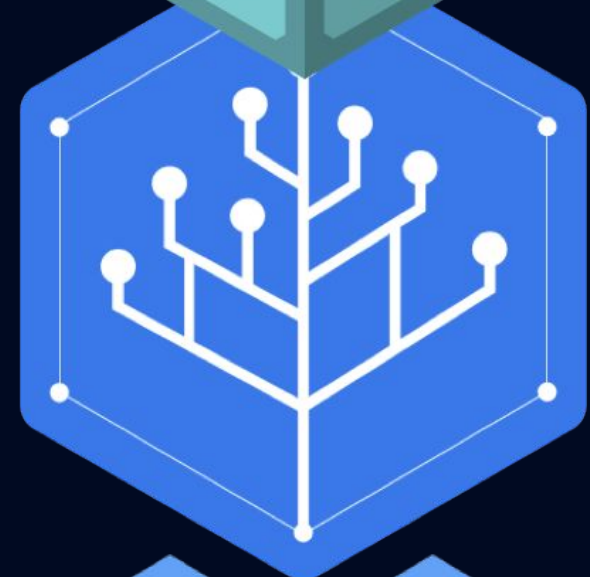
**Web 3.0**

*read-write-trust  
verifiable*





**IPFS:** Distributed Web Protocol



**IPLD:** authenticated data model & formats



**Multiformats:** future-proofing formatting rules



**libp2p:** modular p2p networking library

*IPFS uses libp2p, IPLD and Multiformats to provide content-addressed decentralized storage.*



# Module: Content Addressing in IPFS

ResNetLab on Tour





IP: 120.1.11.22



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<http://example.com/cat.png>



<http://10.20.30.40/cat.png>  
location



</ipfs/QmW98pJrc6FZ6>  
content



<ipfs://QmW98pJrc6FZ6>



# IPFS Components



## CONTENT ADDRESSING

- **Anatomy of the IPFS CID**
- Chunking
- Linking Chunks in Merkle DAGs
- From Data to Data Structures with IPLD



## CONTENT DISCOVERY & ROUTING

- Routing & Provider Records
- DHT-based Routing
- Gossip-based Routing



## CONTENT EXCHANGE

- Bitswap
- GraphSync



## MUTABLE NAMES & MESSAGE DELIVERY

- Dynamic Data
- IPNS
- PubSub
- CRDTs

# Content Identifier

CIDs are:

- *the most fundamental ingredient of the IPFS architecture*
- used for **content addressing**
- used to name every piece of data in IPFS
- a **hash** with some **metadata**
- **self describing**

**CIDv0:** **QmS4ustL54uo8FzR9455qaxZwuMiUhyvMcX9Ba8nUH4uVv**

**CIDv1:** **bafybeibxm2nsadl3fnxv2sxcxmaco2jl53wpeorjdzidjwf5aqdg7wa6u**

# Binary Breakdown Anatomy of a CID

	How to interpret the data	Hash function		Actual Content Hash!
CID-V1	dag-pb (0x70)	sha-256 (0x12)	128   2	

0000000101110000000100101000000000000010110010010...

CID Version

Multicodec

Multicodec

Length

<- IPLD encoding ->

**bafy**beigdyrzt5sfp7udm7hu76uh7y26nf3efuy1qabf3oc1gtqy55fbzdi

<base>**base**(<cid-version><multicodec><multihash>)

Visit: [cid.ipfs.io](https://cid.ipfs.io)



# CIDs are Immutable links

## **Deduplication**

Identical data can be identified by its address

## **Self-certification**

Content is authenticated by its address

## **Integrity checking**

If the content changes, its address also changes

# IPFS Components



## CONTENT ADDRESSING

- Anatomy of the IPFS CID
- **Chunking**
- Linking Chunks in Merkle DAGs
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## CONTENT DISCOVERY & ROUTING

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## CONTENT EXCHANGE

- Bitswap
- GraphSync



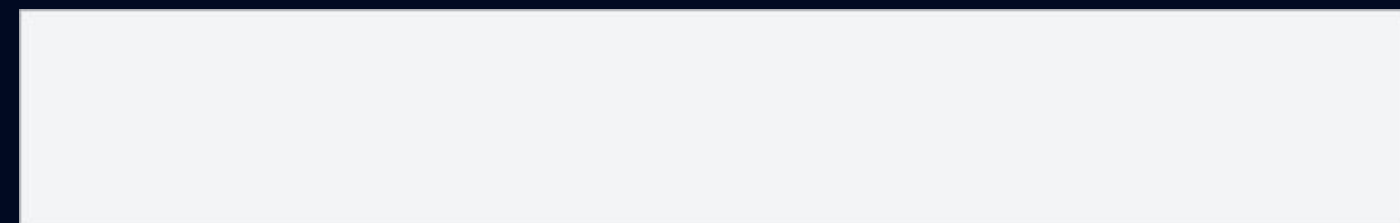
## MUTABLE NAMES & MESSAGE DELIVERY

- Dynamic Data
- IPNS
- PubSub
- CRDTs

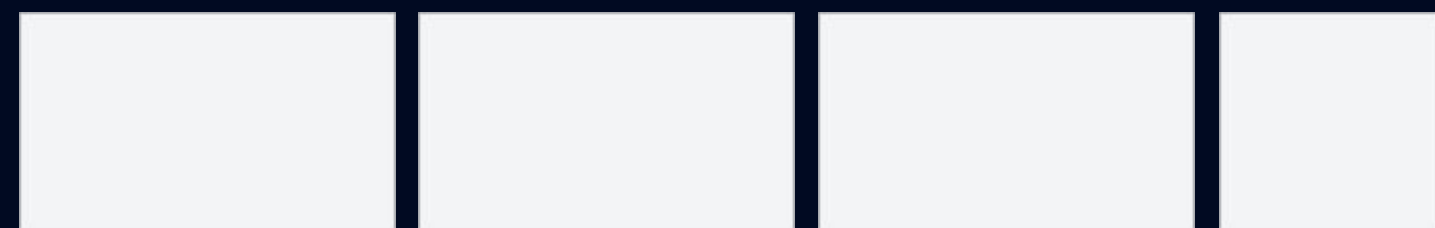


# Content Addressing Chunking

File



Chunked File



- Deduplication
- Piecewise Transfer
- Random Access

Each chunk is individually addressed and identified by its own hash

# Content Addressing Chunking

File



Chunked File



Optimise **storage** requirements

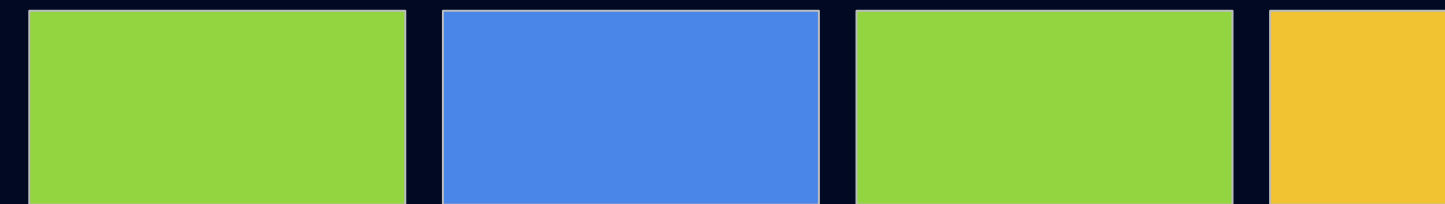
- **Deduplication**
- Random Access
- Piecewise Transfer

# Content Addressing Chunking

File



Chunked File



- Deduplication
- **Random Access**
- Piecewise Transfer

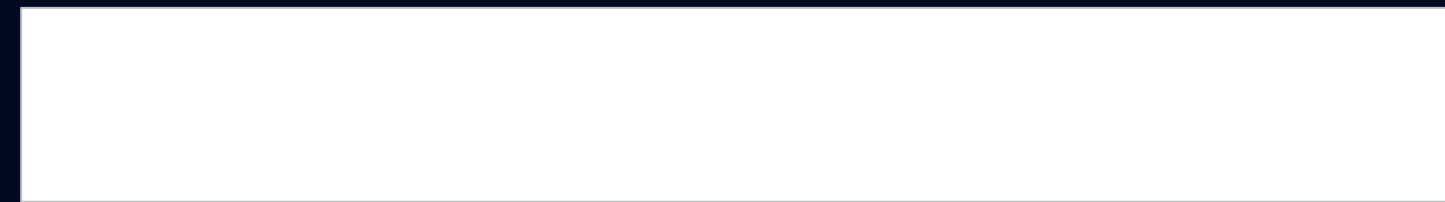


Fetch the parts you need only

Optimise **bandwidth** requirements

# Content Addressing Chunking

File



Chunked File



- Deduplication
- Random Access
- **Piecewise Transfer**

Discard parts that arrived in error

Identify errors without having to  
fetch the whole file

# IPFS Components



## CONTENT ADDRESSING

- Anatomy of the IPFS CID
- Chunking
- **Linking Chunks in Merkle DAGs**
- From Data to Data Structures with IPLD



## CONTENT DISCOVERY & ROUTING

- Routing & Provider Records
- DHT-based Routing
- Gossip-based Routing



## CONTENT EXCHANGE

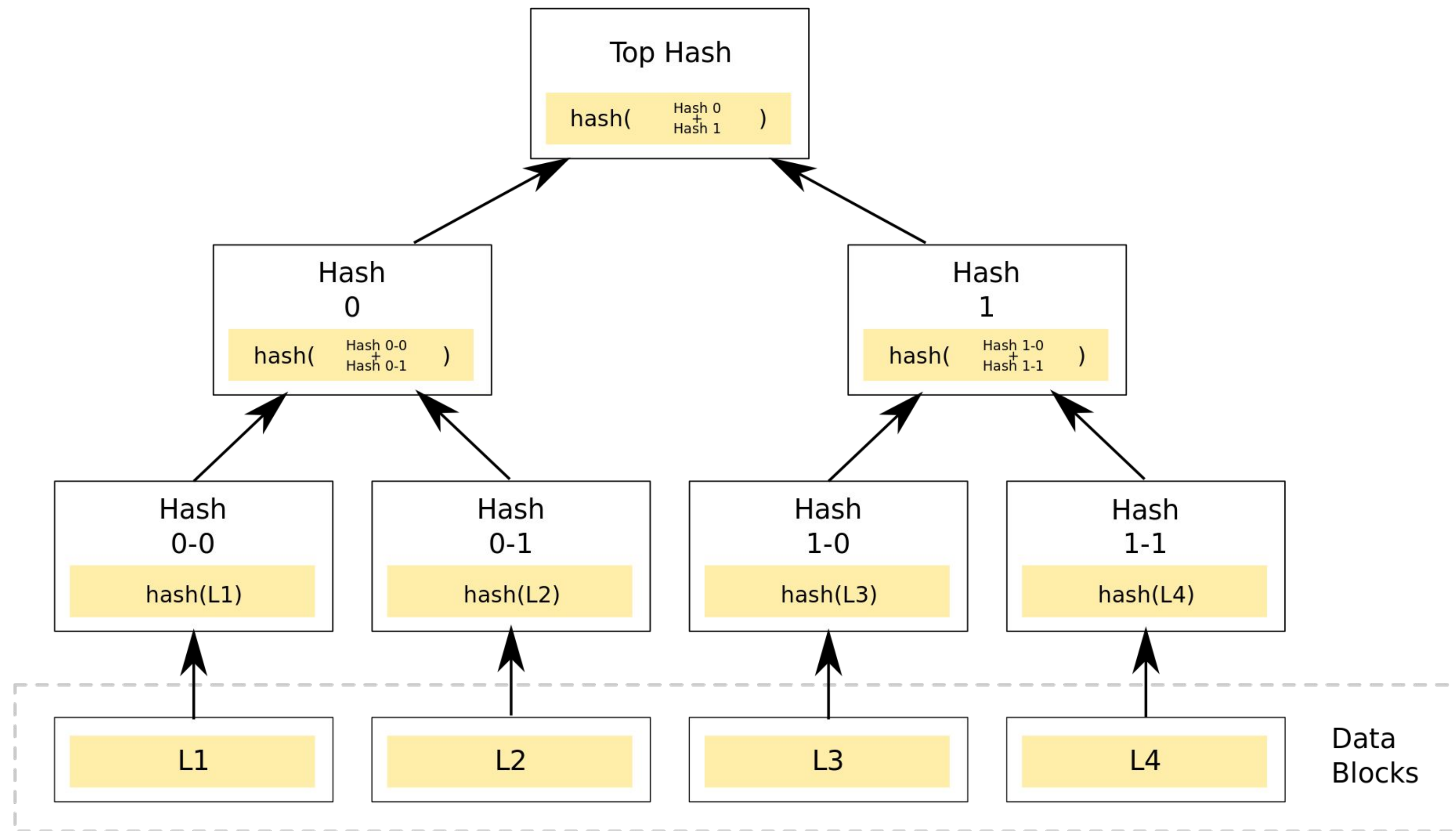
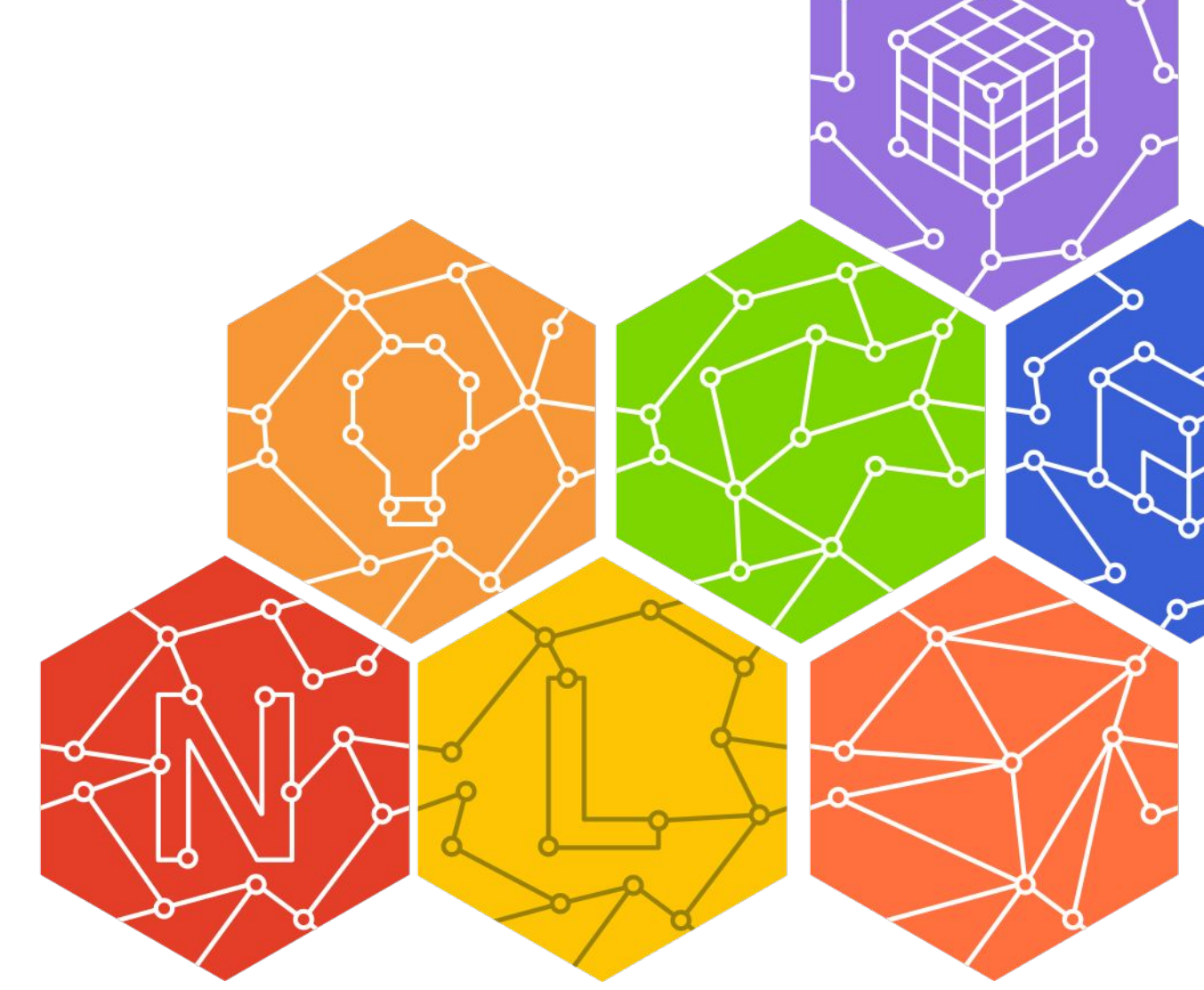
- Bitswap
- GraphSync



## MUTABLE NAMES & MESSAGE DELIVERY

- Dynamic Data
- IPNS
- PubSub
- CRDTs

# Merkle Trees

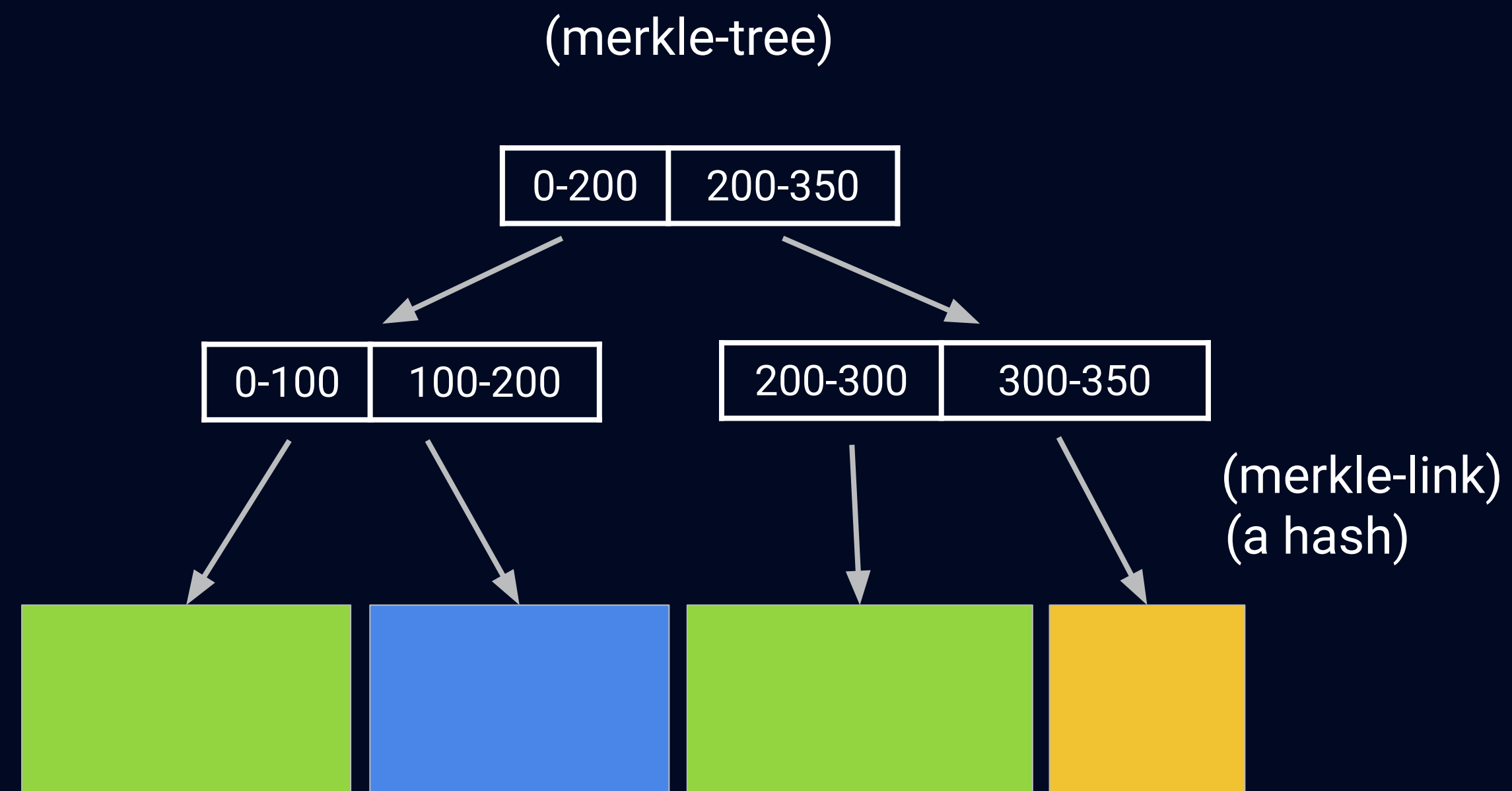


# Content Addressing

## Linking Chunks in a Tree

UnixFS File:

File Chunks:

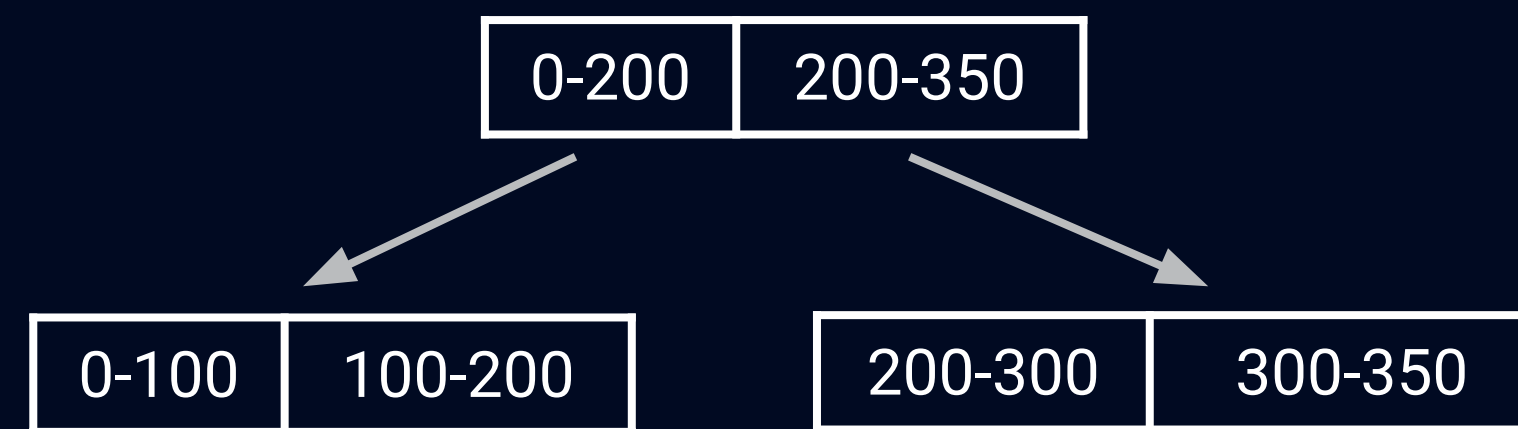


# Content Addressing

## Linking Chunks in a DAG

(merkle-tree-*dag*) - directed acyclic graph

UnixFS File:



(merkle-link)  
(a hash)

File Chunks:



Merkle DAGs are graph data structures where each node is content-addressed

Visit: [dag.ipfs.io](http://dag.ipfs.io)





# Module: Content Routing

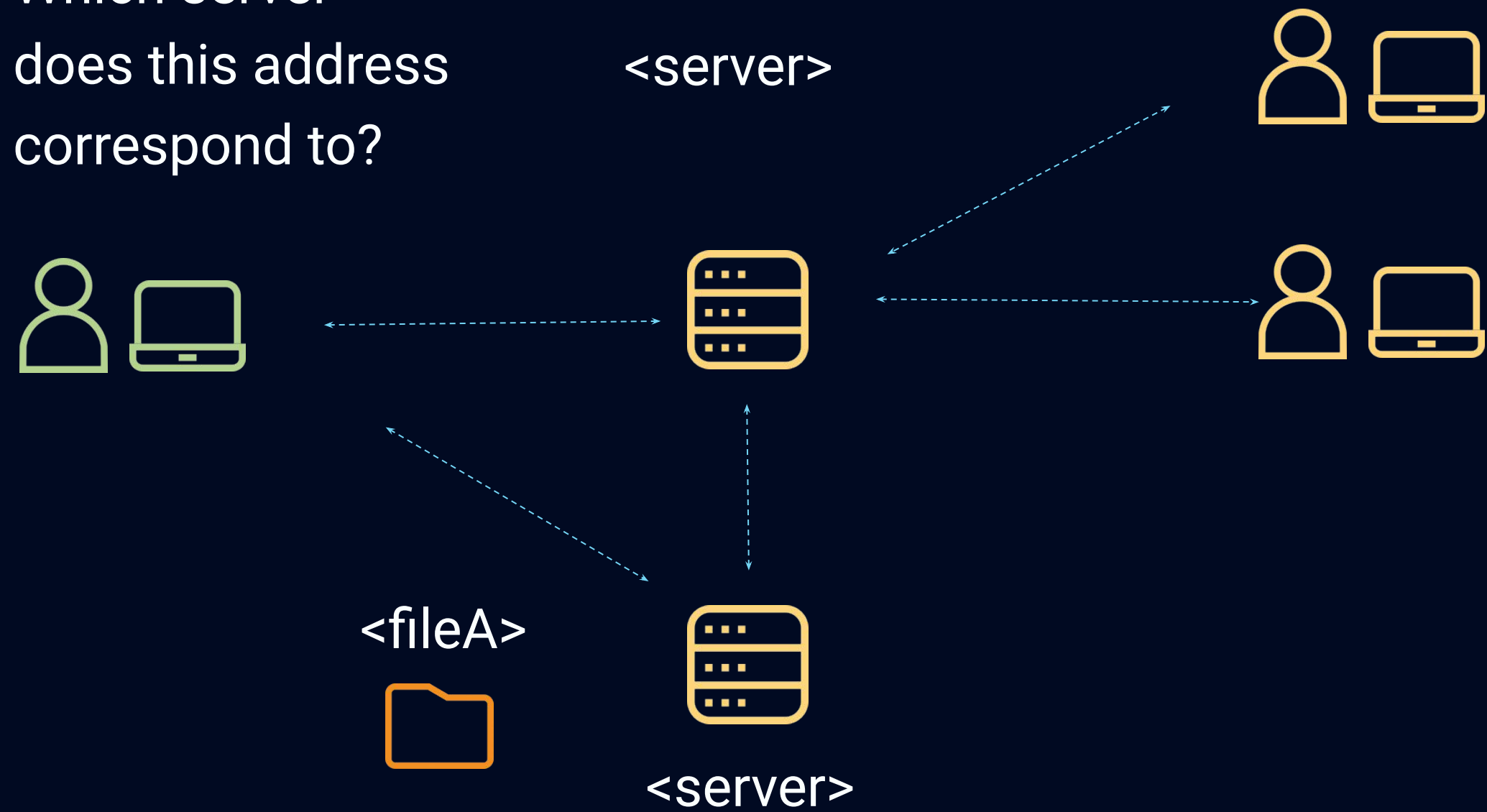
ResNetLab on Tour



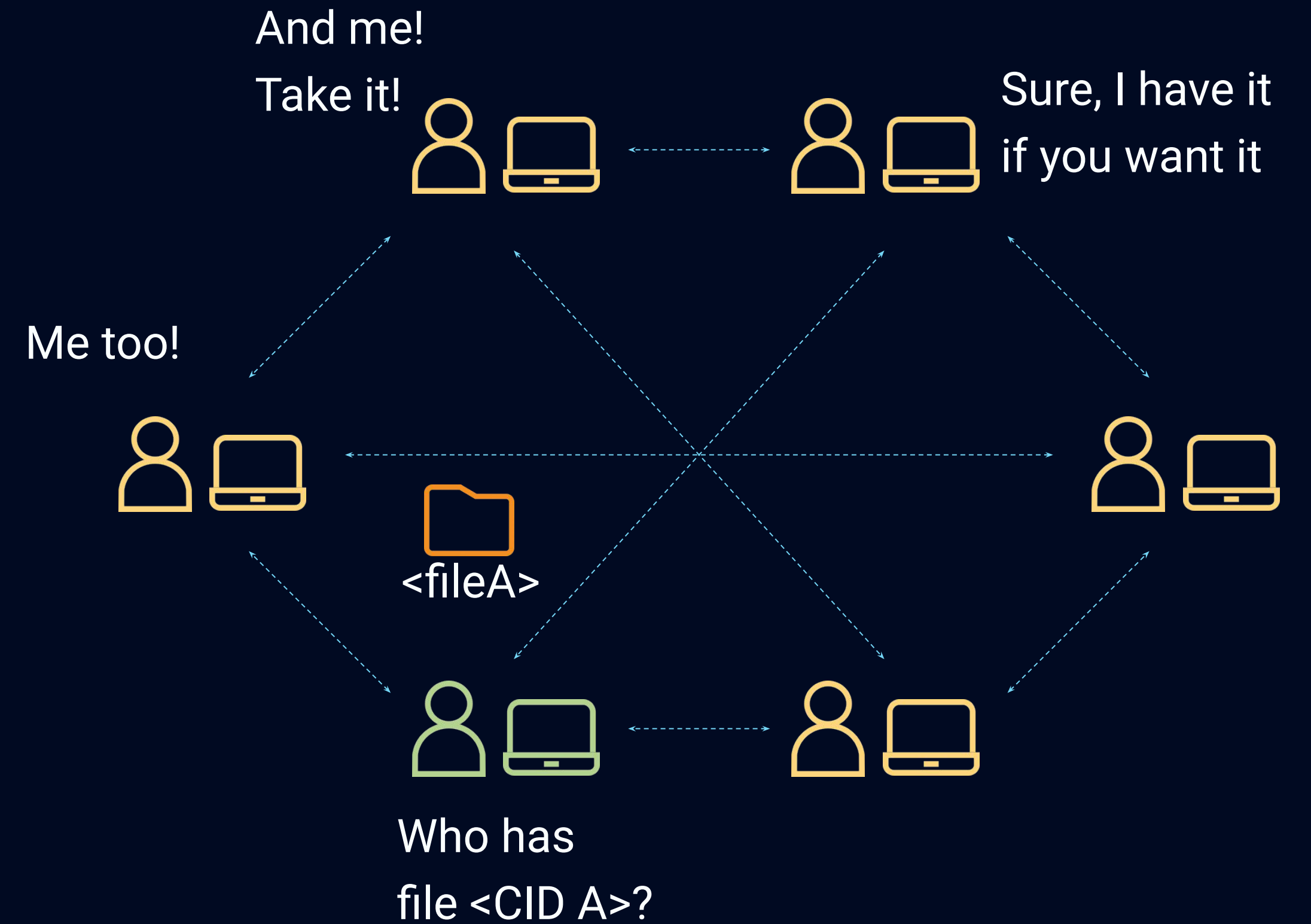
# Location Addressing vs Content Addressing

## LOCATION ADDRESSING

Which server does this address correspond to?



## CONTENT ADDRESSING



# The challenge of content routing in P2P networks

- There is no central entity orchestrating the storage and discovery of content.
- There is no central directory to find how to reach every peer in the network.
- P2P networks present high node churn.
- Thousands of peers and millions of content item!

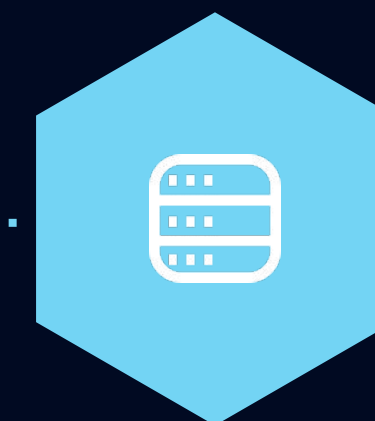
Challenges include...



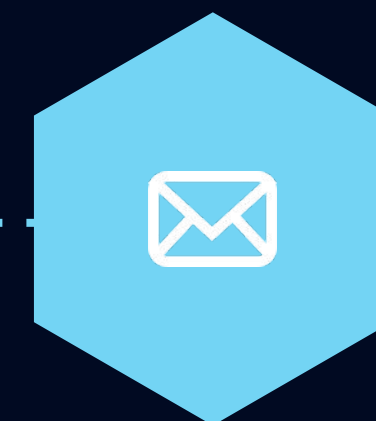
Discovering peers in the network



Finding peers storing the content



Contacting these peers to request the content



Doing it all in scalable way!

# IPFS Components



## CONTENT ADDRESSING

- Anatomy of the IPFS CID
- Chunking
- Linking Chunks in Merkle DAGs
- From Data to Data Structures with IPLD



## CONTENT DISCOVERY & ROUTING

- **Routing & Provider Records**
- DHT-based Routing
- Gossip-based Routing



## CONTENT EXCHANGE

- Bitswap
- GraphSync



## MUTABLE NAMES & MESSAGE DELIVERY

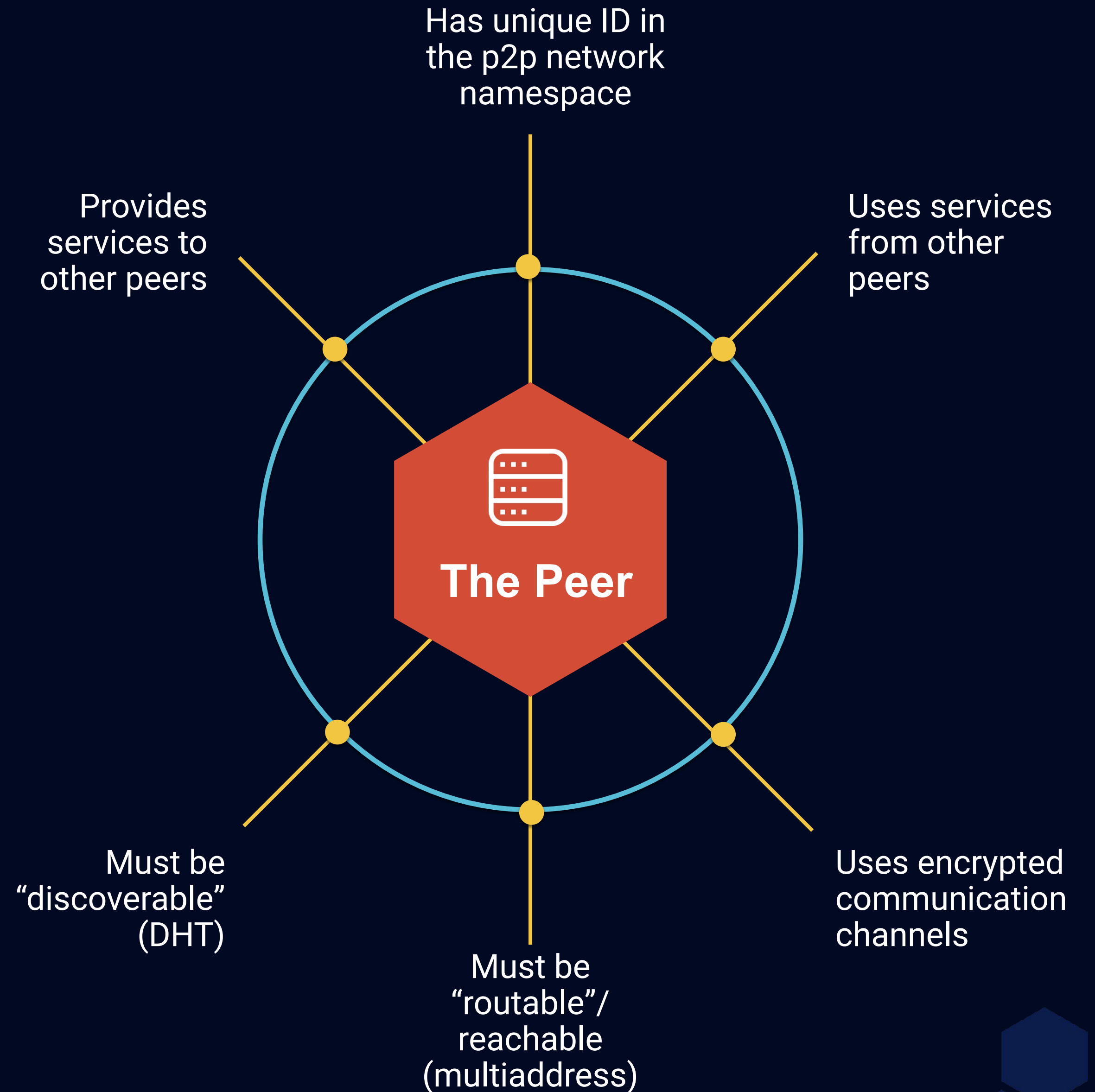
- Dynamic Data
- IPNS
- PubSub
- CRDTs

# Peer Routing



Every peer uses a cryptographic key pair, for the purpose of

- Identity: unique name in the network  
"QmTuAM7RMnMqKnTq6qH1u9JiK5LqQvUxFdnrcM4aRHxeew"
- Channel security (encryption)



# Content Routing Interface in libp2p/IPFS



- Design goals
  - **Reliable:** any content can be found
  - **Scalable and fast:** The performance of queries are not affected by the size of the network
  - Resistant to **node churn and sybil attacks**
- Two design approaches
  - **DHT-based:** libp2p KadDHT
  - **Gossip-based:** Bitswap, PubSub
- Operations
  - **Provide:** Make content available for other peers
  - **Resolve:** Find the peers storing the content
  - **Fetch:** Fetches content from a provider

# IPFS Components



## CONTENT ADDRESSING

- Anatomy of the IPFS CID
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## CONTENT DISCOVERY & ROUTING

- Routing & Provider Records
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## CONTENT EXCHANGE

- Bitswap
- GraphSync

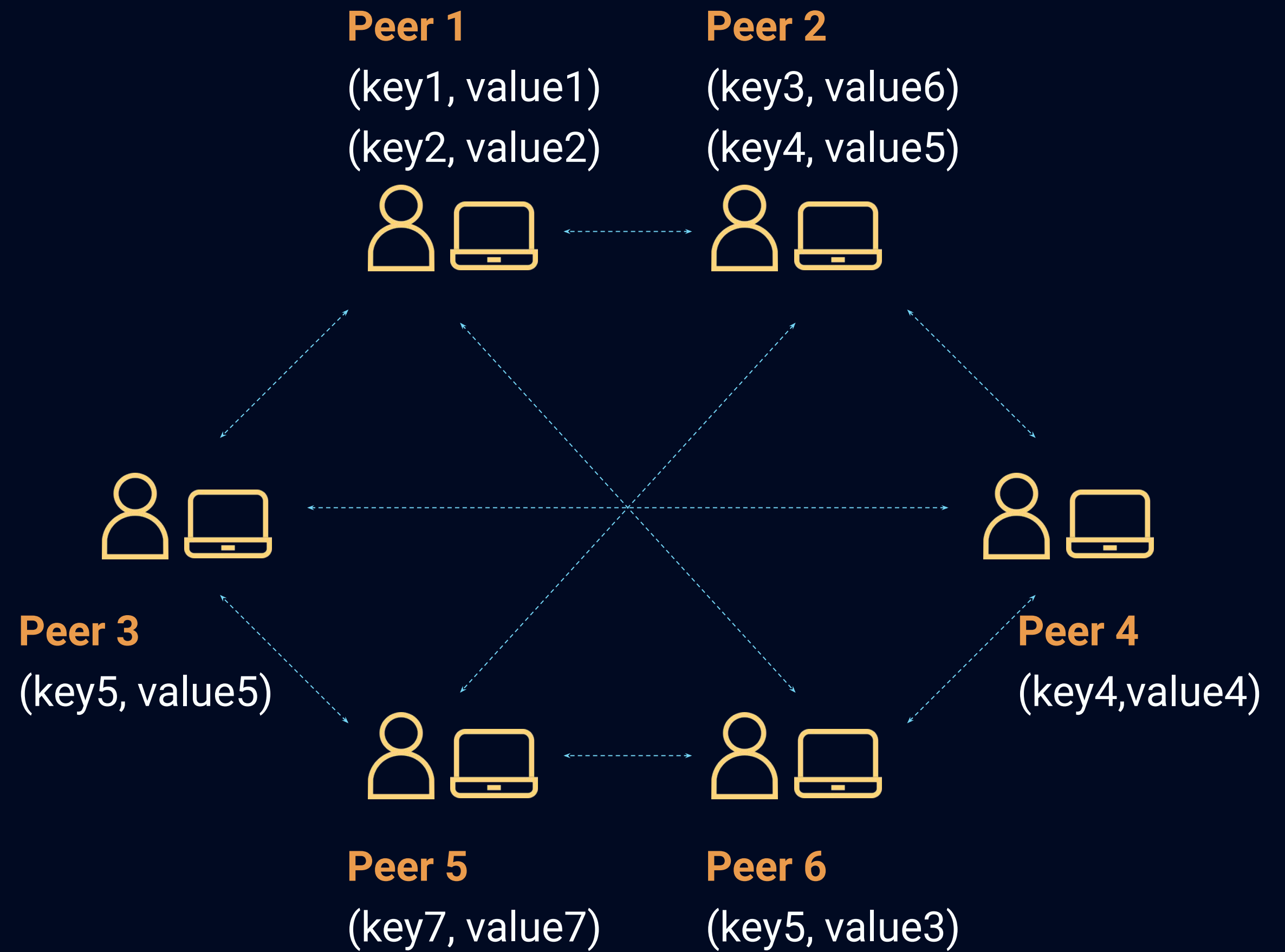


## MUTABLE NAMES & MESSAGE DELIVERY

- Dynamic Data
- IPNS
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- CRDTs

# The DHT

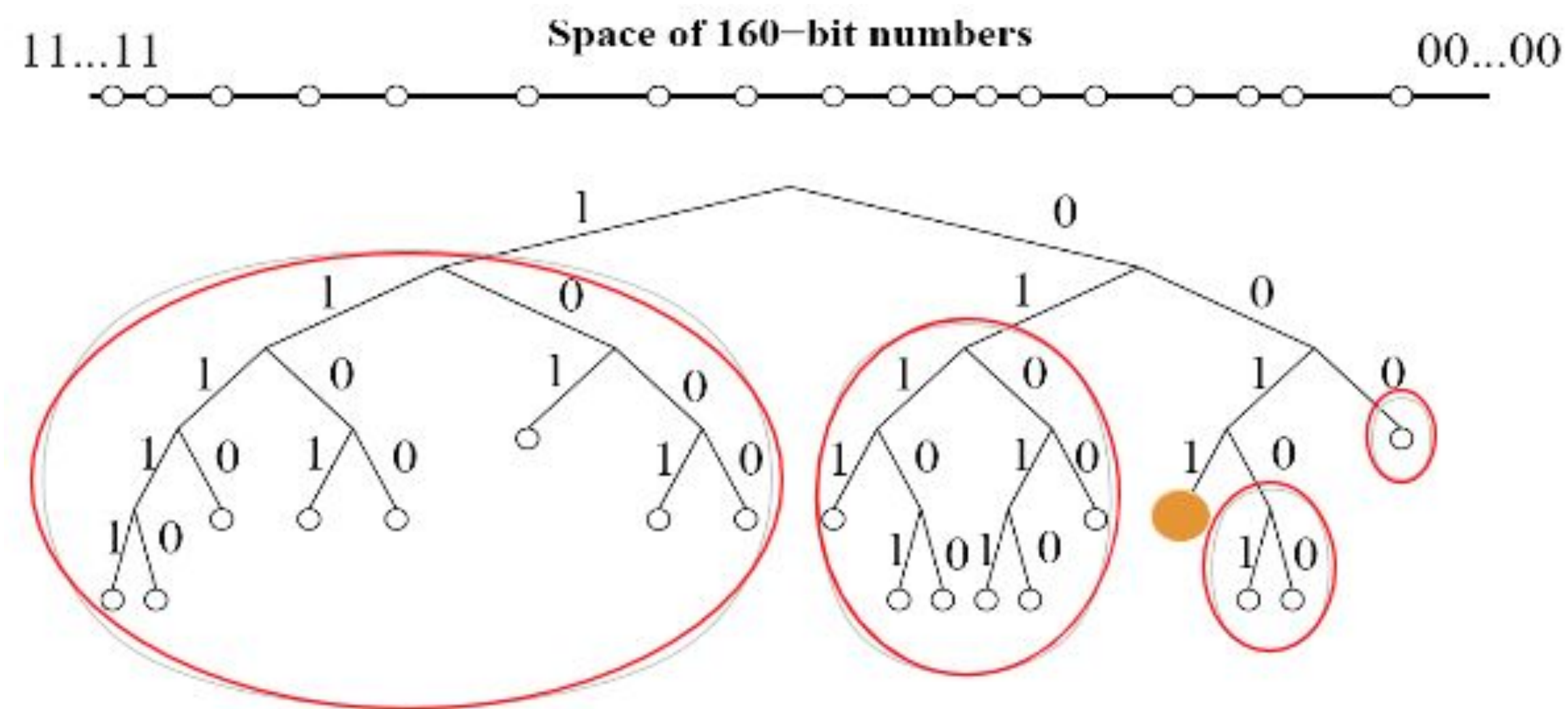
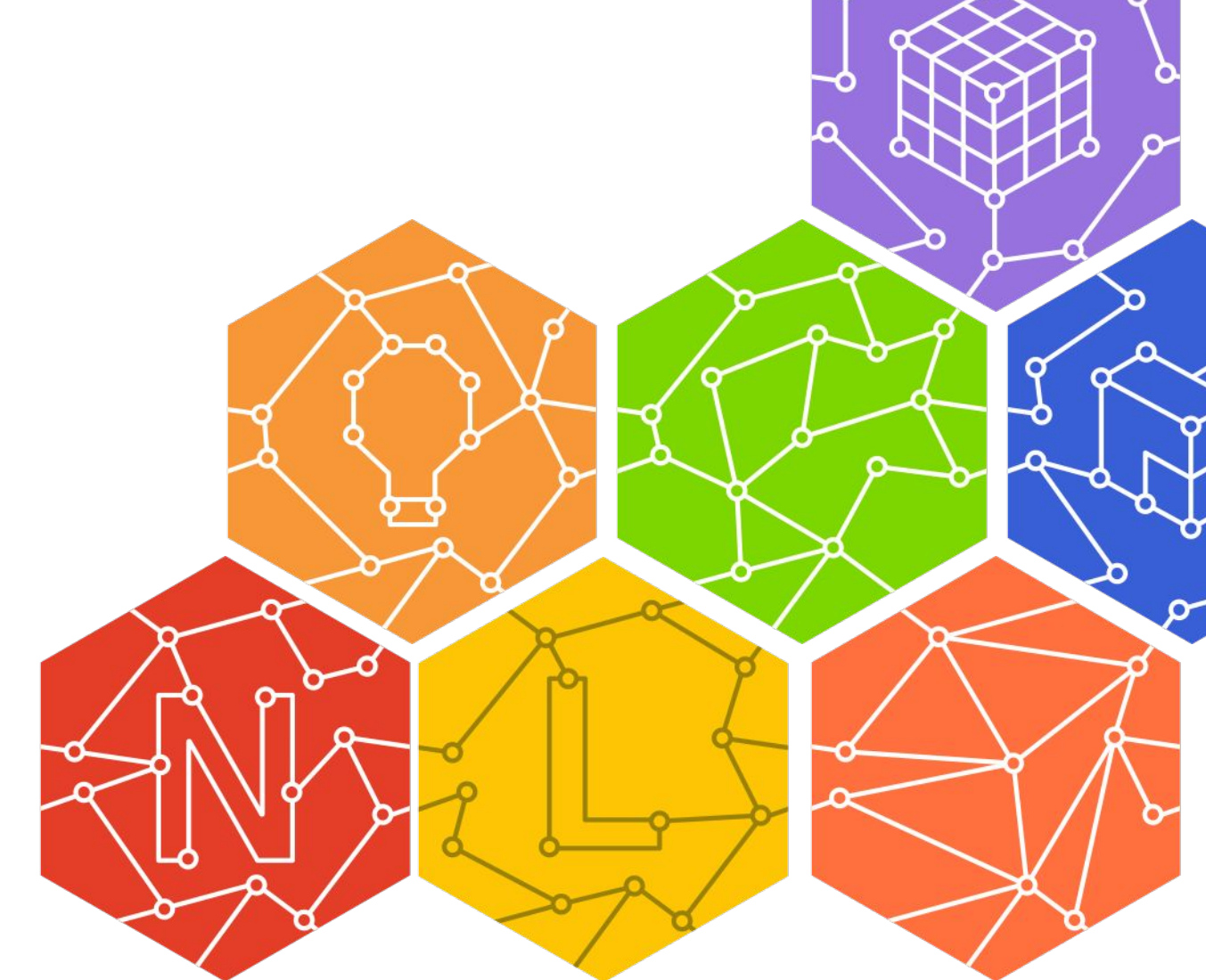
- A DHT provides a 2-column table (key-value store) maintained by multiple peers.
- Each row is stored by peers based on similarity between the key and the peer ID. We call this “distance”:
  - A peer ID can be “closer” to some keys than others
  - A peer ID can be “closer” to other peers.
- The DHT is used in IPFS to provide:
  - **Peer routing** (*PeerID, /ipv4/1.2.3.4/tcp/...*)
  - **Content Discovery** (*ContentID, PeerID*)
  - **IPNS Records** (*IPNS key, IPNS Record*)





# Inspired by Kademlia DHT

- IPFS uses an adaptation of the Kademlia DHT:
  - 256 bits address space - SHA256
  - Distance between two object through XOR
    - $\text{distance}(a, b) = a \text{ XOR } b = \text{distance}(b, a)$
  - It uses tree-based routing (figure)
  - The binary tree is divided into a series of successively lower subtrees. Each contain a k-bucket (list of nodes with that prefix)
  - Initiates parallel asynchronous queries to avoid waiting for offline nodes.



# Providing Content



- Content is not replicated or uploaded to any external server. The content stays local on the user's device.
- It is the Content Identifier (CID) together with a pointer to the user's machine that is made known to the network.
- This tuple is called the **provider record** and is added to 20 peers.
  - Provide records expire (i.e. they're not provided by peers) after 24 hours **to account for provider churn**.
  - Provider records are re-published after 12 hours (by providers) **to account for peer churn** (i.e. make sure close to 20 peers still store the record).

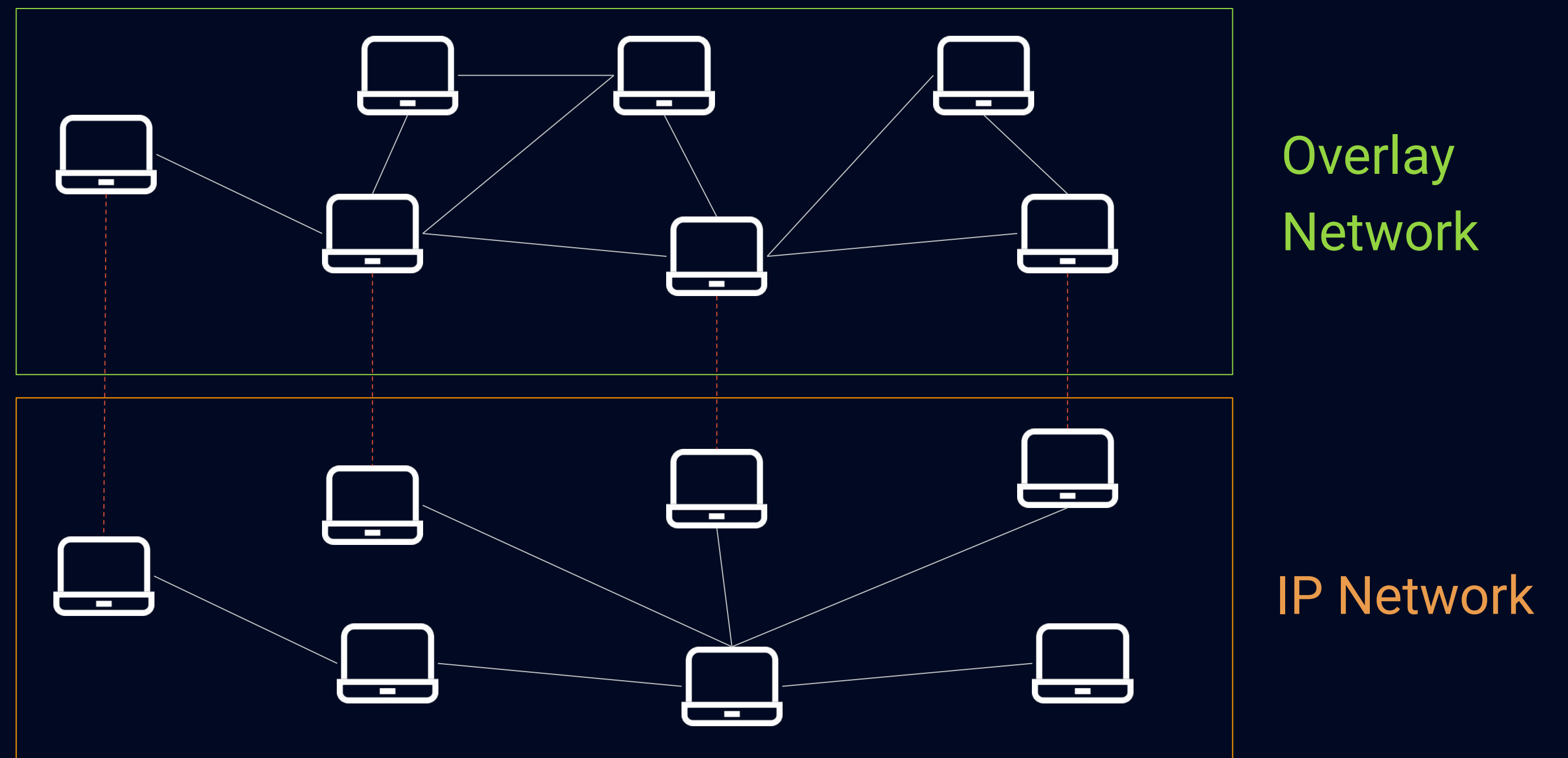
# Resolving Content



- **Content Discovery (*Resolve*)**: Contact  $k$  closest peers to the CID. If they have the object they send it back, if not they respond with the provider record.
- **Peer Discovery**: A peer may not know the multiaddress for the peer in the provider record so it needs to perform a new DHT query to find the peer's network addresses.
  - Routing tables refresh every 10 min. This usually determines if a new walk is needed to get the peer's contact information.
- **Peer Routing**: Use the multiaddress of the provider to contact it.

# Pros and Cons of using a DHT

- Fault tolerant. Resistance to churn.
- Finds peers 100% probability (as long as they are reachable).
- Ensures freshness of the routing information.
- Can be slow in network with a large number of peers.
  - Lookup  $O(\log N)$ ; may require several hops to find peers.
- DHT proximity  $\neq$  Spatial proximity





# Module: Content Exchange

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# IPFS Components



## CONTENT ADDRESSING

- Anatomy of the IPFS CID
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## CONTENT DISCOVERY & ROUTING

- Routing & Provider Records
- DHT-based Routing
- Gossip-based Routing



## CONTENT EXCHANGE

- **Bitswap**
- GraphSync



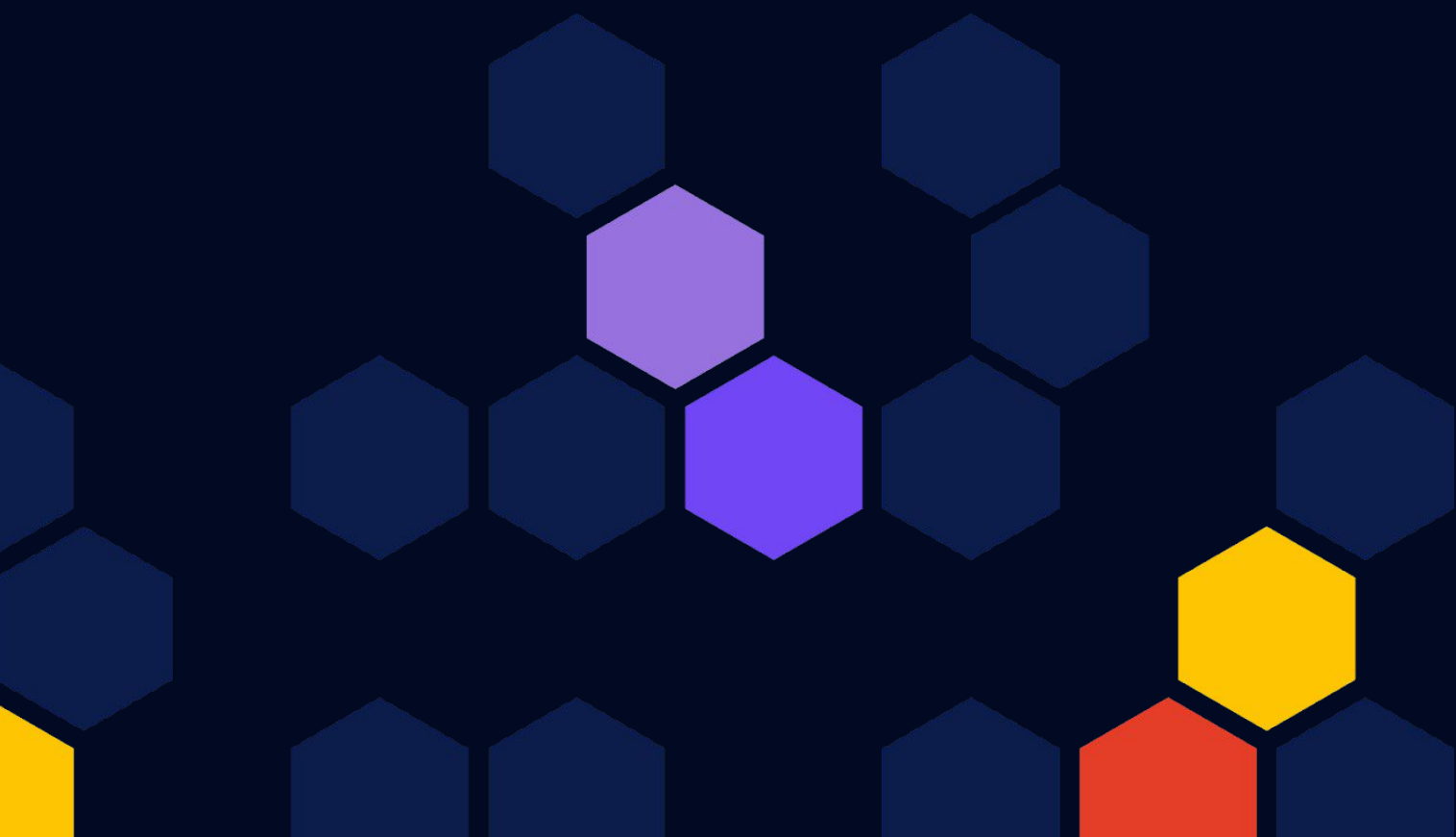
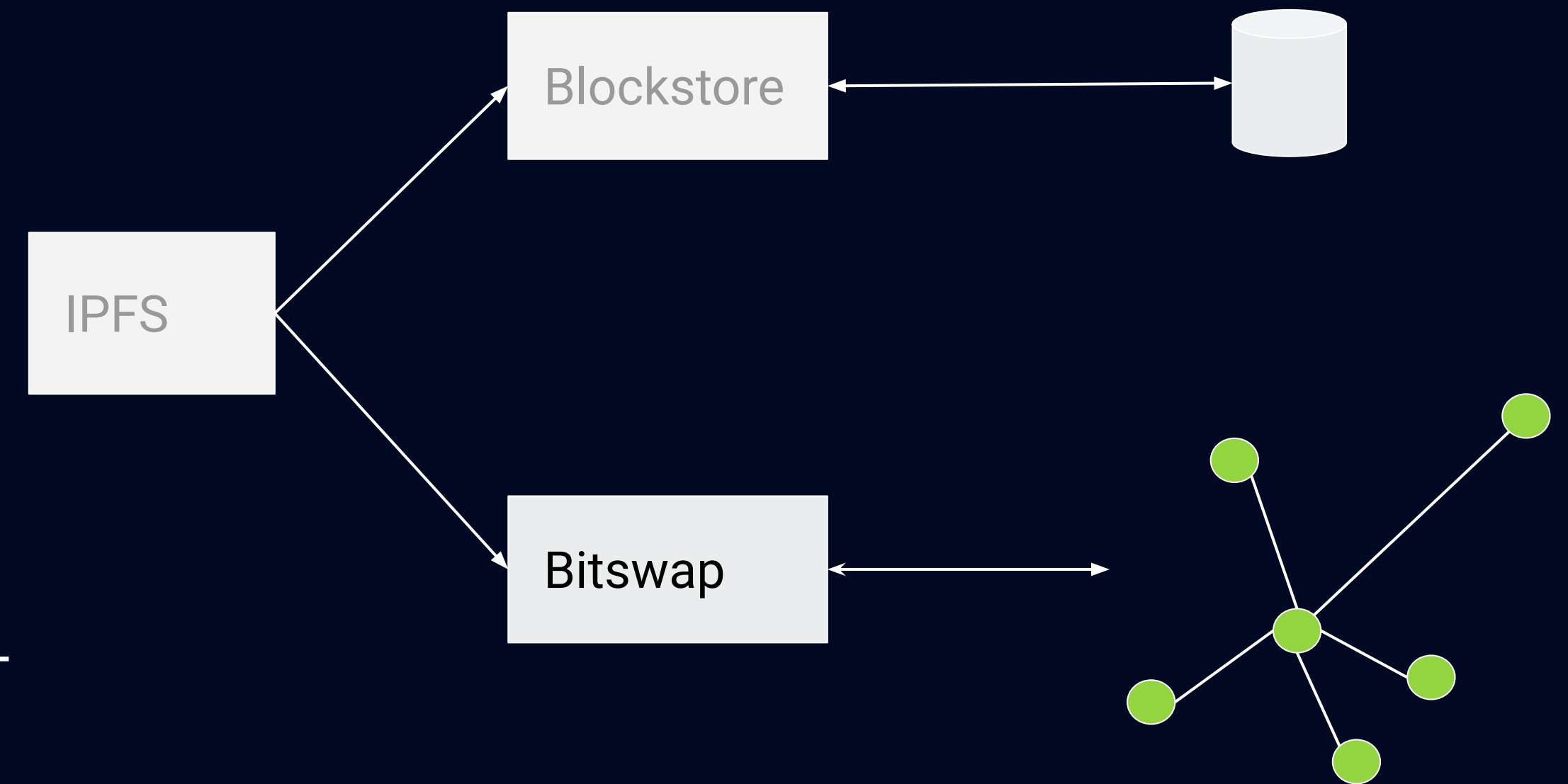
## MUTABLE NAMES & MESSAGE DELIVERY

- Dynamic Data
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## The IPFS Example

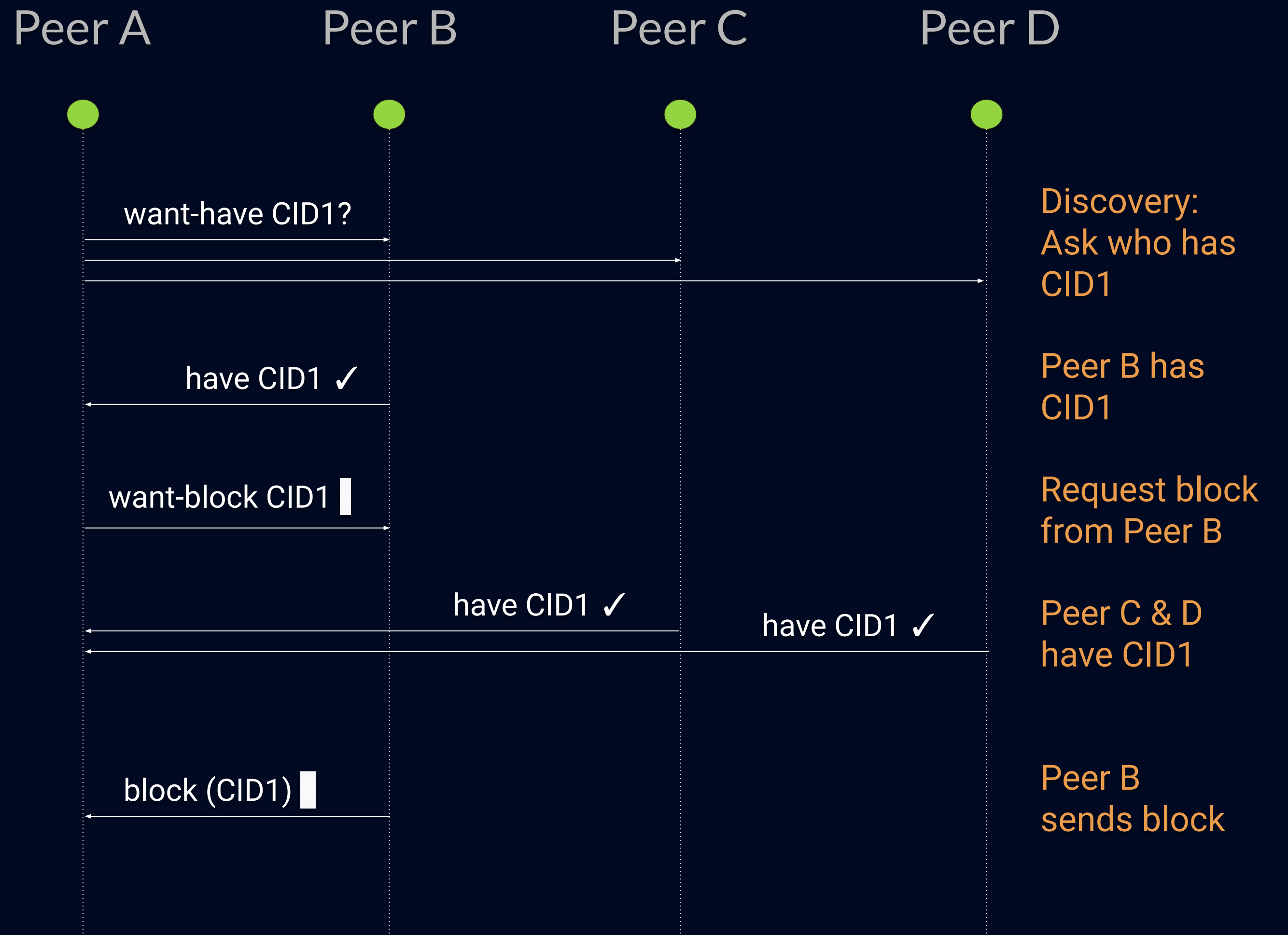
# Bitswap Operation

- IPFS asks Bitswap for blocks
- Bitswap fetches blocks from the network
- Message-oriented protocol
  - Requests: WANT-HAVE / WANT-BLOCK / CANCEL
  - Responses: HAVE / BLOCK / DONT\_HAVE



# Root Block

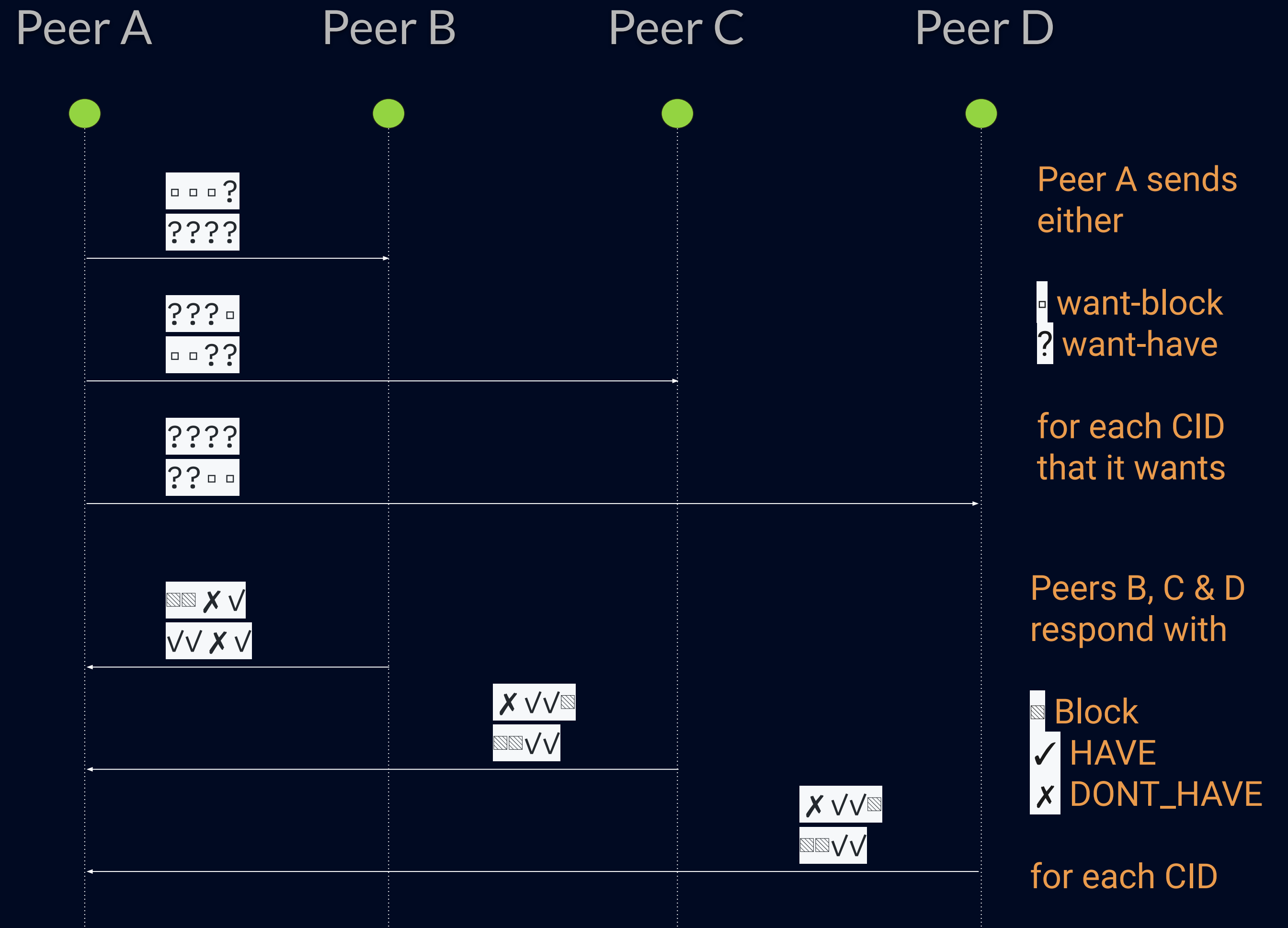
- **HAVE message**
  - Sometimes we don't want a whole block
  - We just want to know who has a block (eg for discovery)
- **Two kinds of WANT messages**
  - WANT-HAVE
  - WANT-BLOCK
- If the block is small enough, reply with BLOCK instead of HAVE





# Subsequent Requests

- DONT\_HAVE message
  - Allows peer to indicate that it does not have a block
- Requests:
  - WANT-BLOCK
  - WANT-HAVE
- Respond with combination of
  - HAVE, DONT\_HAVE
  - BLOCK



# THE IPFS STACK

IPFS is the result of combining multiple blocks commonly used to build distributed applications into a distributed-storage application.

*IPFS uses libp2p, IPLD and Multiformats to provide content-addressed decentralized storage.*



## **LIBP2P**

libp2p is the peer-2-peer network-layer stack that supports IPFS. It takes care of host addressing, content and peer discovery through protocols and structures such as DHT and pubsub.



## **IPLD**

IPLD (InterPlanetary Linked Data) provides standards and formats to build Merkle-DAG data-structures, like those that represent a filesystem.



## **Multiformats**

Multiformats provides formatting rules for self-describing values. These values are useful both to the data layer (IPLD) and to the network layer (libp2p)



IPFS



STATUS



FILES



EXPLORE



PEERS



SETTINGS

UI v2.11.4  
Revision 69cd414  
[See the code](#)  
[Report a bug](#)

QmHash/bafyHash

Browse

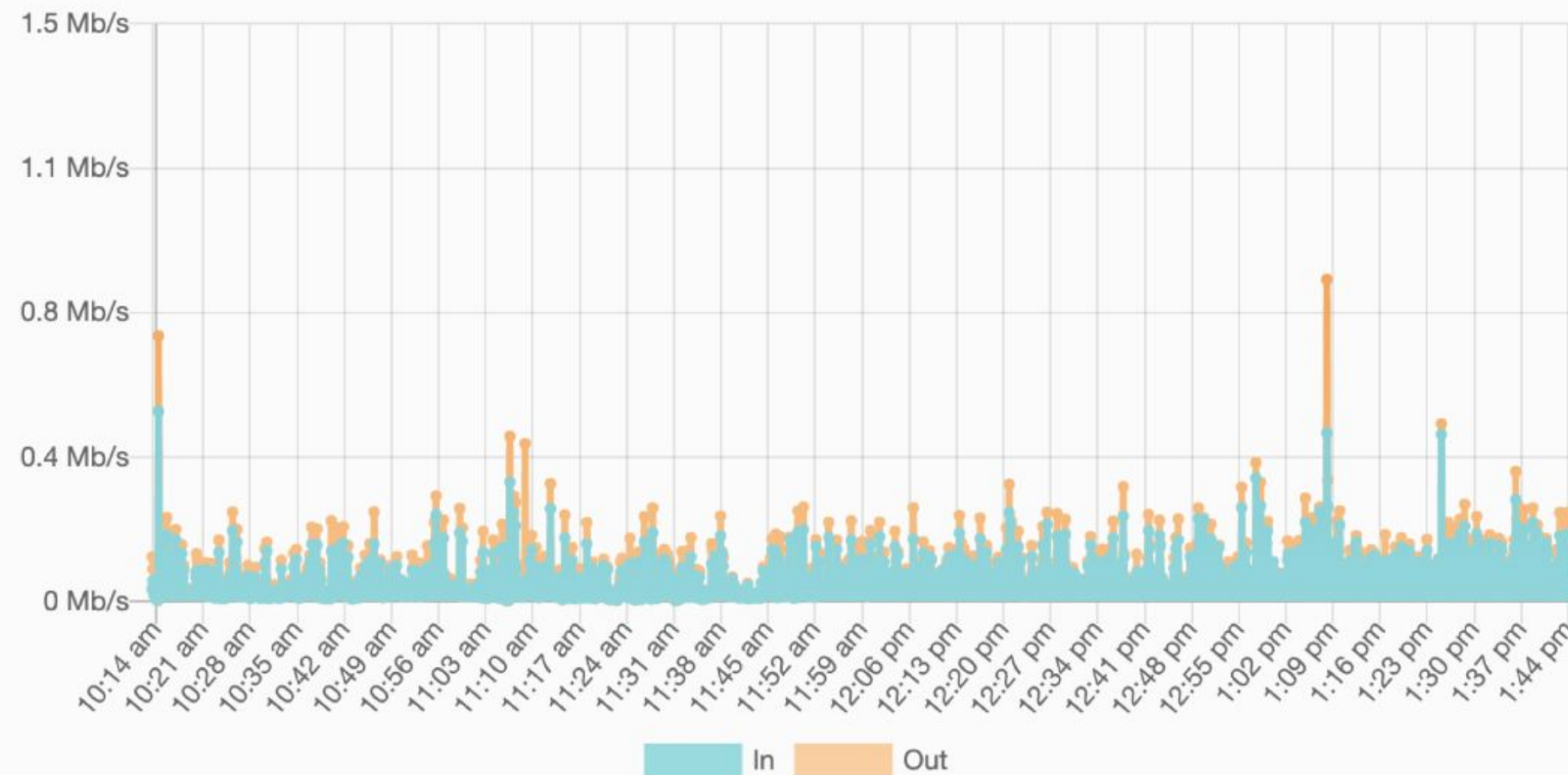
## Connected to IPFS

Hosting **13.9 GB** of files — Discovered **848 peers**

PEER ID QmLaShMVN9CM2TShGMSwGfYG3P1P5bfhpRGgYJ3igEjgap  
AGENT go-ipfs v0.7.0  
UI v2.11.4

[▶ Advanced](#)

### BANDWIDTH OVER TIME



### NETWORK TRAFFIC

408 b/s  
Outgoing

43 Kb/s  
Incoming

# Booming ecosystem of applications



**Data**

- orbit db, qri.io, arbore, Catena BLOCKCHAIN EXPLORER

**Identity**

- civic, ION, NOMIOS, ZINC, handshake

**Productivity**

- berty, PeerPad, PEERGOS

**Marketplace**

- OpenBazaar, ORIGIN, Bounty0x, Ethlance, NAME BAZAAR, PORTION

**NFT**

- dlux, DIGITAL ART CHAIN, Decentraland, Glossy, mokens

**Content**

- D.tube, EVERIPEDIA, BitTube, UNSTOPPABLE DOMAINS, ALEXANDRIA, dlive, Matters, Viewly, VIULY.COM, DSound, AUDIUS

**Other**

- textile, MÓIBIT, TEMPORAL, #KarmaPay, SprtsHub, Simple As Water, ipwb, WINGS, adXchain, IPSE, MONITOR CHAIN, I K U, Dappkit, FILESTORM, kauri.io, INFURA

**Social Media**

- BOX, AKASHA, Indorse, Identifi, KARMA, Peepeth, busy

**Governance**

- GovBlocks, Democracy Earth, ARAGON ONE

**Exchange**

- Dether, faast, Swap .online

**Finance**

- REQUEST NETWORK, Bloom, colu., SETTLE, MARKETPROTOCOL

**Integrations & Collabs**

- Guix, NETFLIX, CLOUDFLARE

**Prediction and betting**

- AUGUR, CryptoBets, PLAY WIN, VIRTUE POKER, Crypto Dice, MÖBIUS 2D

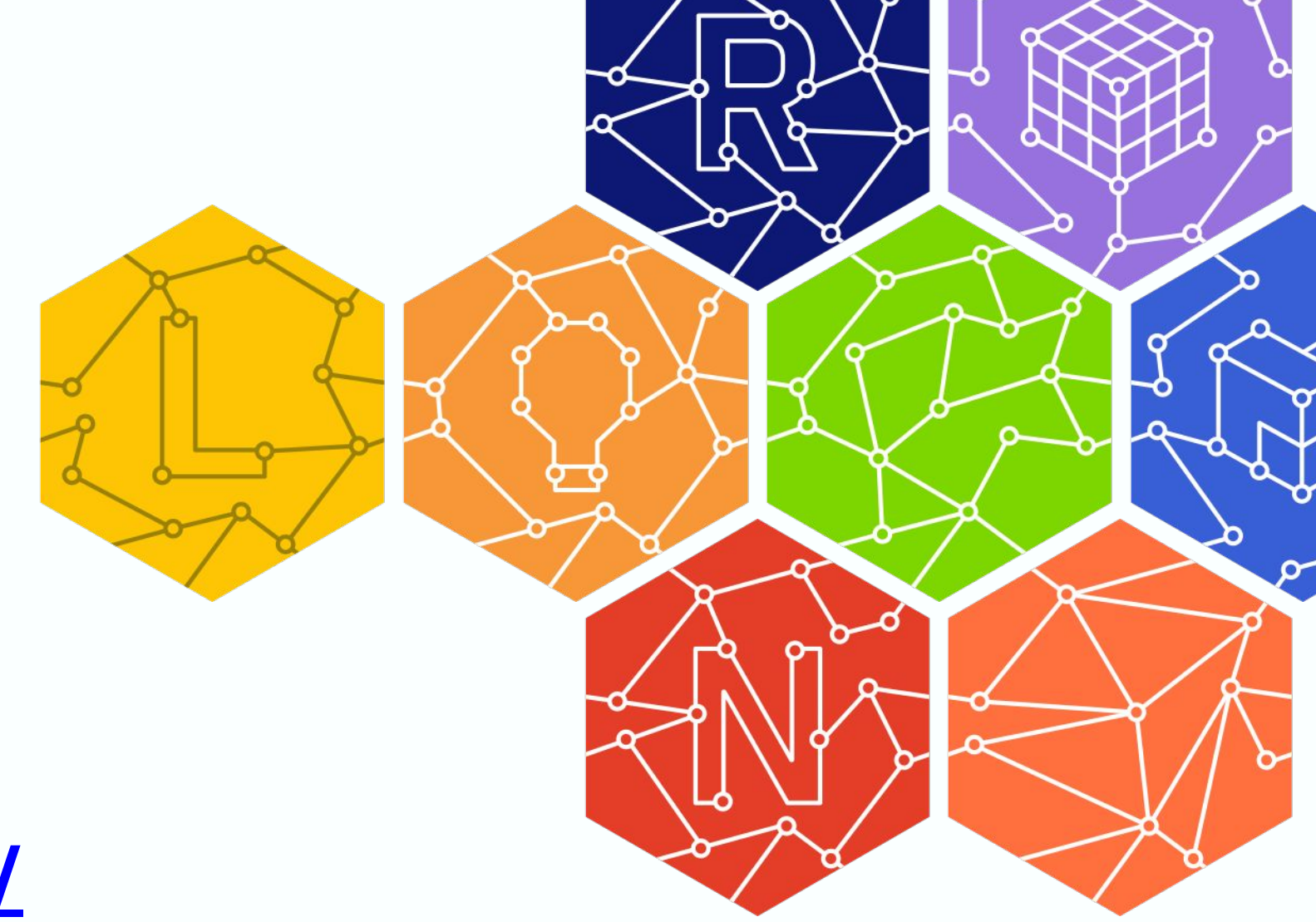
# Earn Filecoin for hosting files

The time to earn has arrived. Now anyone can become a cloud storage provider and make money from open hard drive space.

[Start earning ↗](#)



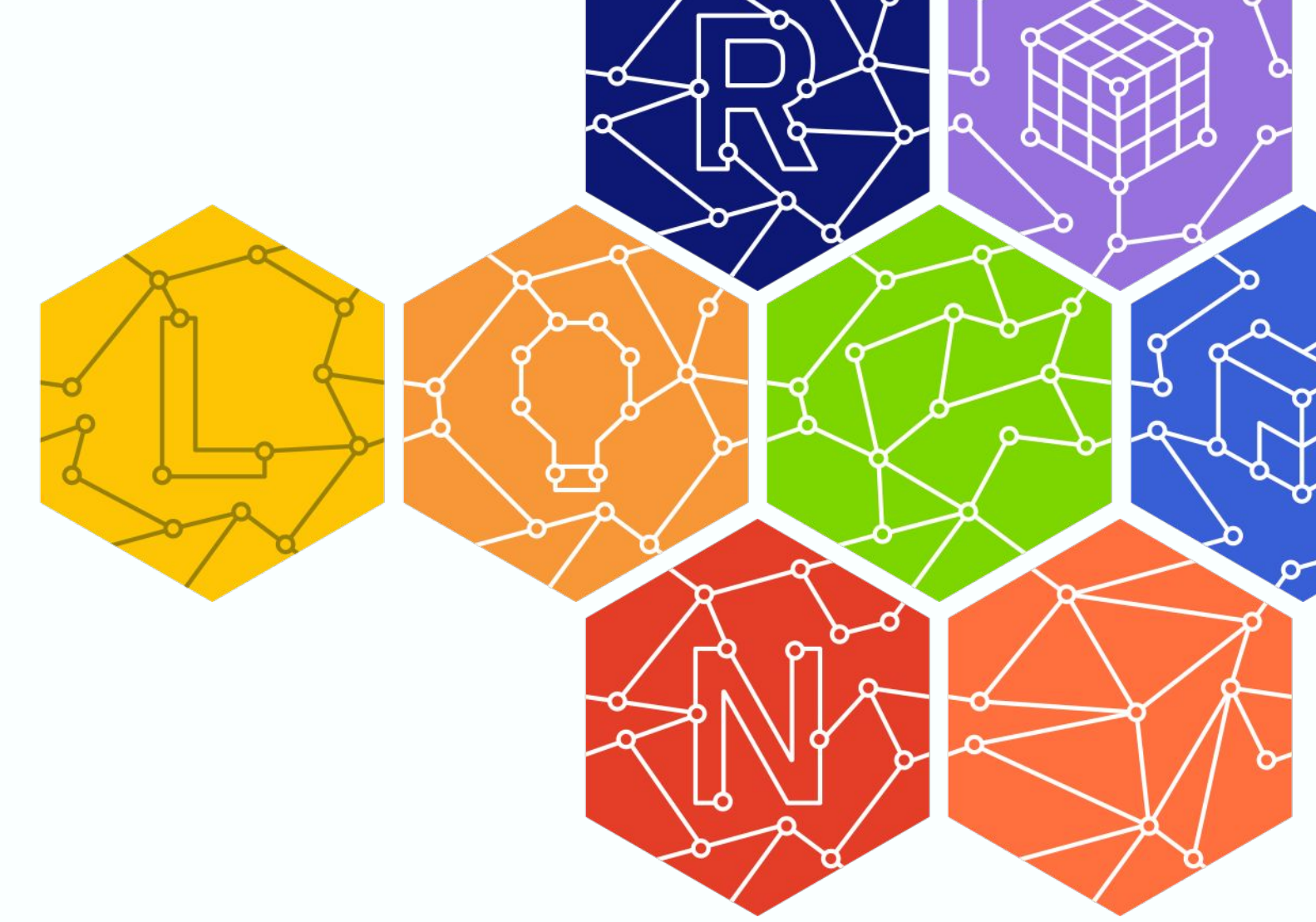
# ResNetLab On Tour



- **Unlimited free access to the content:**  
<https://research.protocol.ai/tutorials/resnetlab-on-tour/>
- **5 Core Modules** and over **8 Elective Modules** to be released over time
- Core Modules designed to equip you with everything in order to understand
  - ◆ **Content Addressing**
  - ◆ **Content Routing**
  - ◆ **Exchange of Content**
  - ◆ **Mutable Content**
- If you are an event organizer and/lecturer, feel empowered to take away the materials and **organize your own local event!** Let us know if you need help.



# A Few Pointers



- **Docs:** <https://docs.ipfs.io>
- **Video tutorials:** <https://research.protocol.ai/tutorials/resnetlab-on-tour/>
- **Interactive Coding and Non-Coding Tutorials:** <https://proto.school>
- **Discussion Forums:**
  - ◆ **IPFS:** <https://discuss.ipfs.io>
  - ◆ **libp2p:** <https://discuss.libp2p.io>



# The Ecosystem

- An arsenal of projects and platforms for **experimentation, research and development.**
- **A great community** to collaborate with.
- **Top quality research teams** to inspire and get inspired from.
- Many **collaboration opportunities.**
- **Exciting challenges** to overcome.
- Lots of **open positions** and **funding opportunities.**







**Get in touch!**  
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`https://github.com/protocol/ResNetLab/discussions`