MESH NETS WILL SAVE THE WORLD

[The biggest thing we could do to stifle world government would be to develop a meshnet that cannot be regulated by government or corporations](#) .([technology](#))

submitted ago by [SackOfSteel](#)

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64
[[–]](#) [ratsmack](#) 64 points (+65|-1) ago

Yes, "we" should... the problem is the following though:

> This is a story about four people named Everybody, Somebody, Anybody and Nobody. There was an important job to be done and Everybody was sure that Somebody would do it. Anybody could have done it, but Nobody did it. Somebody got angry about that, because it was Everybody's job. Everybody thought Anybody could do it, but Nobody realized that Everybody wouldn't do it. It ended up that Everybody blamed Somebody when Nobody did what Anybody could have.

- [permalink](#)

12
[[–]](#) [Reconn](#) 12 points (+12|-0) ago

Nailed it. These ideas never take off because everyone assumes someone else will take care of it. No one wants to expose themselves to risk because if you're at the low end of the totem pole and being affected by bad policy the worst-- everything you have can be taken in the blink of an eye and it might have taken you years to crawl up to a position in your life even that far.

Everyone bitches about everyone being beholden to special interest groups/angel investors--- those are the only groups putting money where their mouth is. Change takes money and lots of it. R&D costs for a serious mesh net that people can buy off Amazon and plug and play with-- will take *millions* just to get a product ready for market, not even including the cost of marketing the damn thing to get people to actually use it.

Hands up if people are serious about getting this done and are willing to donate $100 per paycheck for a year (and find at least 25K other people willing to do the same).. because that is the only way this

thing doesn't get locked down by special interest/corporate interference and actually gets done. If no one is going to put their money where their mouth is-- we'll all just sit here make hundreds of thousands of these threads in the coming years waiting for the one genius savant or unicorn group to come along and save us all. I BET IT WILL BE A LONG WAIT.

- permalink
- parent

4

[–] SackOfSteel [S] 4 points (+14|-10) ago

Yea, I already know about this phenomenon. It's very prevalent in communist and socialist states. What's everybody's job quickly becomes nobody's job.

- permalink
- parent

7

[–] AverageAmerica 7 points (+7|-0) ago

In communism everything is shared, including work. thus everybody's job is everybody's job. Yes I understand how real world applications of the theory has panned out.

- permalink
- parent

3

[–] AmaleksHairyAss 3 points (+4|-1) ago

Cute, but not applicable here. I would guess about one person in twenty thousand is qualified to work on developing a system like that. Only experienced networkers with lots of programming experience and a deep understanding of security protocols.

- permalink
- parent

2

[–] rwbj 2 points (+2|-0) ago

The other problem here being that everybody thinks if it was doable somebody would have done it. But since everybody thinks somebody would have done it if it was doable nobody does anything, because suddenly everybody thinks everything that could be done has been done.

I think the internet has been particularly bad for this problem. When you have extensive information about just about everything at the tip of your fingers it takes a probably unhealthy amount of arrogance to think you could come in, learn from it all even better, and then create something better than anybody else has created or is creating. Many of the people with that requisite arrogance are also going to be the most poorly qualified to do anything being so incompetent as to be unable to even judge their own

ineptitude - the [dunning-kruger effect](#) - while the actually competent you'd want doing things sit idly riddled with self doubt and uncertainty.

- permalink
- parent

3 replies

16
[–] ShineShooter 16 points (+17|-1) ago (edited ago)

ZeroNet works https://zeronet.io/

- permalink

2
[–] Tancred 2 points (+2|-0) ago

Yes, it just needs more people.

- permalink
- parent

1
[–] northernarcher 1 points (+1|-0) ago

That's not a meshnet. That runs on the internet you tard.

- permalink
- parent

2
[–] ShineShooter 2 points (+2|-0) ago

Well durr, but the current trouble is the DNS routing changing hands. This is at least protection against DNS fuckery. Meshnet is not immediately feasible, but this is.

- permalink
- parent

1
[–] downvotesattractor 1 points (+1|-0) ago

I'm not an expert on this, but it looks like Zeronet is a way to avoid DNS servers, but from everything I could find, it looks like it still sits on the UDP or TCP/IP infrastructures.

OP wants a parallel infrastructure that can't be controlled by governments.

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3

[–] ShowMeYourKitties 3 points (+3|-0) ago (edited ago)

Are you talking about the infrastructure or the protocol?

TCP and UDP are protocols for transmitting data. Many other protocols are written on top of/utilize TCP and UDP. Some examples include SMTP, SSH or HTTP.

The whole point of a meshnet is to remove the points of failure from traditional internet infrastructure (eg: DNS). So instead of querying a DNS server to resolve a domain name for you it is done in a peer to peer fashion.

[Here is an infographic that explains it pretty wellPNG](#)

Note that the linked infographic is about IPFS, not Zeronet but they both use blockchain, so I'm assuming that they're similar.

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7

[–] daskapitalist 7 points (+7|-0) ago

Mesh networks have a few problems:

1) Hardline mesh networks are prohibitively expensive.

2) Wireless mesh networks have n/2 issues (every additional hop decreases available bandwidth by half).

3) 802.11 uses the CSMA instead of a TDMA protocol. CSMA hits major performance issues above 25-30 clients, which is a substantial issue for meshes.

4) There isnt enough unlicensed wireless spectrum in the US for this. Other countries have it even worse.

5) Without GPS sync, omnidirectional antennas create crippling levels of self-interference. GPS sync is $$$. Directional or sector antennas are $$$. They also require technical know-how to effectivelt install.

6) Meshes require routing. Typical consumers dont have the skills to configure OSPF, EIGRP, BGP, etc.

Source: I have a background in both network engineering, and wire area wireless networking. This is one of those cool ideas that has huge technical hurdles.

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[–] B3bomber 1 points (+1|-0) ago

Aside from the technical issues where there will be so many routing points it will induce high latency, what standardization will be there to assign IP addresses to each router without fucking up?

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- parent

2

[–] daskapitalist 2 points (+2|-0) ago

IPv6 would handle this better than IPv4, but it would still collapse at any kind of scale without some efficient way to handle route summarization so routing tables don't become arbitrarily large and peg router processors trying to process updates.

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- parent

1 reply

7

[–] lol_lol 7 points (+8|-1) ago

What's a meshnet?

- permalink

14

[–] oedipusaurus_rex 14 points (+14|-0) ago

Basically wireless routers can be used to link computers together. It's the exact same thing as an internet, it's just a way to implement an internet that isn't being used very much right now. There are a couple of non-profits working to set up meshnets in large cities, and meshnets often pop up in oppressive regimes during times when the national internet is shut down.

So, what's the difference between our current internet and a meshnet internet?

Our current internet model requires us to sign on to an ISP. These are the people who you pay your internet bill to. All internet traffic is routed through that ISP, and different ISPs have large cable systems that connect each to each other so you can see what is hosted on another ISP's servers. Basically it has a dendritic pattern. The end users are the tips of branches where, ISP's make up the large branches, and the NSA makes up the trunk of the internet. All information flows through a central point.

With a meshnet you connect directly to someone else's computer via their wireless router. Each computer in the network acts as a node that traffic can flow through. It makes more sense to think of this as an ugly uneven spiderweb. Strands are going every which way, and there are multiple paths to go through to get to your information. There is no central hub that all traffic goes through, so if someone wants to spy on you they have to track you down and do it the old fashioned way.

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[–] TAThatBoomerang 4 points (+4|-0) ago

This actually sounds practical as fuck.It wouldn't surprise me if this exploded in about 3-15 years when shit really starts to kick off.

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- parent

2 replies

2

[–] Tancred 2 points (+2|-0) ago

A network in which everyone is connected to everybody.

http://www.icpdas-usa.com/images/zigbee_topology.jpgJPG

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4

[–] nobaloney 4 points (+4|-0) ago (edited ago)

It can happen, it has happened. Here is a story of it happening - http://arstechnica.com/information-technology/2015/11/how-a-group-of-neighbors-created-their-own-internet-service/ It will usually happen in smaller towns first then grow organically. I even saw a mesh texting set up for phones that is being crowd funded. I can't wait for decentralization to occur.

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[–] AmaleksHairyAss 0 points (+0|-0) ago

That's not a mesh.

- permalink
- parent

4

[–] Star_Platinum 4 points (+5|-1) ago

Is that was Zeronet is? (haven't tried it because I'm too scared) https://zeronet.io/

- permalink

4

[–] Pawn 4 points (+7|-3) ago

the seeding part is what makes me go woah. I don't want to seed @hecho 's collection.

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- parent

2

[–] Amadameus 2 points (+2|-0) ago

That's why strong end-to-end encryption is so important. If all you're doing is passing encrypted packets along, you have plausible deniability and can say, "I had no idea what that data was, I couldn't have opened the files even if I wanted to."

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1 reply

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[–] northernarcher 0 points (+0|-0) ago

No.

- permalink
- parent

3

[–] rieekan 3 points (+3|-0) ago

Voat's very own Meshnet sub: https://voat.co/v/meshnet

- permalink

3

[–] Iblis1 3 points (+4|-1) ago

This looks like a job for......... Somebody else.

- permalink

3

[–] Pawn 3 points (+3|-0) ago

impossible. You can't make a functional meshnet that will stay up under scruitiny of the law.

- permalink

4

[–] SackOfSteel [S] 4 points (+8|-4) ago

I think you can. Why not?

- permalink
- parent

4
[–] Thammuz90 4 points (+4|-0) ago

Cause illegal content exists and an unmoderated, decentered mesh network would immediately become a hive for everything that needs to keep under the radar.

That would, by most law standards, make the propagators of the meshnet, and thus the users, accomplices in the distribution of this data.

- permalink
- parent

1 reply

2
[–] tin_has_ten_isotopes 2 points (+3|-1) ago

Traffic analysis and CALEA, kiddo.

In the U.S., a mesh network may even make surveillance easier, since broadcast information can be collected at will with no oversight. Hard-wired networks require a subpoena at the best, and usually a search warrant. With a mesh network, vast amounts of data can be vacuumed up using a few listening posts in each city.

P.S. Longer cryptographic keys are not a silver bullet either.

- permalink
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2 replies

2
[–] DukeofAnarchy 2 points (+4|-2) ago

Because the users can easily be found and arrested. If any such thing became successful enough to worry the ruling elite it would be prohibited and the police would crack down on everyone involved.

In general, the idea that we can have freedom on the internet without having freedom in real life is mistaken.

- permalink
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1 reply

2
[–] Pawn 2 points (+3|-1) ago

biggest issue I have is with illegal content passing through nodes of other people. SInce nodes are basically required to propagate data this creates big problems.

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2 replies

2

[–] AmaleksHairyAss 2 points (+2|-0) ago

Virtual meshes are already out there. (i2p comes to mind)

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[–] Fragnostus 0 points (+0|-0) ago

i2p is a great technology

Shame they wrote it in java :-/

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- parent

[–] [deleted] 2 points (+2|-0) ago

[Deleted]

2

[–] SackOfSteel [S] 2 points (+6|-4) ago (edited ago)

Who owns Facebook and Google? Zionists.

And much more... They own basically all of the top websites and tech companies, banks and 96% of the media.. And much more.

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[–] isobu 0 points (+1|-1) ago (edited ago)

Lawl, you ain't in /pol/ here

- permalink
- parent

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[–] PM_ME_UR_NOODZ 2 points (+2|-0) ago

I won't hook up a server, storage, or link it up to my internet connection, but I'd plug in a spare router and set it up to move data along. That means I'd be what, a relay or connection point but not a node? I

haven't looked into it very much because I doubt anyone within range of my router would be part of the same thing so I'd basically just be broadcasting interference.

- permalink

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[–] SackOfSteel [S] 2 points (+2|-0) ago

We'd need to start in the centre of town/city and expand outwards. Start where the population density is the highest and it will naturally spread out from there.

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[–] Fragnostus 0 points (+0|-0) ago

I've always wanted to participate in something like that, but I hate cities. And governments. So I'm unlikely to be anywhere near a plausible meshnet birthplace.

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- parent

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[–] GIF-lLL-S0NG 1 points (+1|-0) ago

Like the Jews made up the mafia? good point amalek.

- permalink

1

[–] SackOfSteel [S] 1 points (+4|-3) ago

They did. The mafia's regulatory board Murder Inc was mostly comprised of Jews. A lot of " Italians mobsters" were Jewish. Look it up.

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- parent

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[–] 0x4F 1 points (+1|-0) ago

Or sneakernet

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[–] Amadameus 1 points (+1|-0) ago

Problem is, it's really hard to find peers in that network and there's no protection against honeypot attacks.

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[–] DickHertz 0 points (+0|-0) ago

We already have a meshed net. Reducing the distances between switching/routing is only going to make things slow and sucky. If you're going to use telcos for long distance hops then what is gained here? Crossing the ocean? How?

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[–] isobu 0 points (+0|-0) ago

That's gonna end up regulated to death before to long of it'd take off in the first place, you remember what happened to the web?

- permalink

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[–] thrus 0 points (+0|-0) ago

Mesh networks sound great in a city where there are people and devices everywhere, they fail as soon as you step out of that. Put two nodes 1000' apart with many trees between them and you have two separate networks. Every route from my town to any next one has at least one jump that is a 1/2 mile between houses.

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[–] Ywis 0 points (+0|-0) ago

That was supposed to be the internet. It ended up being controlled by a small number of corporations anyway.

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[–] Genr8r 0 points (+0|-0) ago

I have been thinking a combination of cjdns (hyperboria), namecoin, and ipfs would get it done. The tools are out there. How do you drive adoption?

Hyperboria (cjdns) allows networking without ISP's https://hyperboria.net/ https://en.m.wikipedia.org/wiki/Cjdns

Namecoin gives you domain name registration without ICANN https://namecoin.info/

IPFS gives you file hosting without data centers https://ipfs.io/

Now about that adoption problem.

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[–] DrBunsen 0 points (+0|-0) ago

too many problems to tackle at the moment

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[–] shill343 0 points (+0|-0) ago

Isn't the main problem with mesh networks that they would be painfully slow and unreliable unless we managed to get a hardwired network. But that is when you get into problems with private property. And then there is the major problem about how you connect cities with hundreds of miles between them.

For example, trying to make a mesh network in Texas would be almost impossible due to the distances in between towns. There isn't even complete cell phone coverage along the highways. It is a nice idea, but I don't see it working as a country wide or world wide alternative.

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[–] Atwood 0 points (+0|-0) ago

Mesh would not save us from attack or censor or...Great alt? Sure! Viable if we were to become considered a "real" threat to existing power structures? Not at all.

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