



Or:

Or: The Beginnings of a WebOS

### Or: The Beginnings of a Waller

Wait, no

Or:

A Browser-Based File System, Location Independence, User Controlled Data, Self-Modifying Apps, & Serverless Auth

...plus some surprising things we've learned along the way

Or:

### Brooklyn Zelenka @expede







### Brooklyn Zelenka @expede

- CTO at Fission
  - https://fission.codes
  - 100% FOSS
  - Obsoleting backends one function at a time
- PLT, VMs, Distributed Systems, Prev. ETH Core
- Founded Vancouver FP, Code & Coffee YVR
- FOSS Witchcraft, Exceptional, Rescue, &c













SCREAMING\_SNAKE\_CASE







### shop.fission.codes **Code: SPEAKEASYJS**









S C R E A M I N G \_ S N A K E \_ C A S E

shop.fission.codes **Code: SPEAKEASYJS** 



### Stickers!







### This is the JavaScript meetup for *mad science*, *hacking*, and *experiments*

SpeakeasyJS Homepage

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SpeakeasyJS Homepage

### This is the JavaScript meetup for **V mad science**, Acking (and ) **Experiments** SpeakeasyJS Homepage

### The Problem(s) Starting Conditions















































# WebNative 🖋 **The Web Today**



# WebNative 🖋 **The Web Today**



# WebNative 🖋 **The Web Today**















### WebNative 🚀 What We Act









### WORKS ON MY MAGHINE





...and so it was for many years...







### Is the way we do things today the "one true way"?

### Will we be doing things this way in 2025? 2050? 2100?

### Does knowledge *always progress* from good to better?

### Are we stuck in a local maxima?

### WebNative 🚀 Natural Consequences

- Server-focus
  - Must learn more of stack
  - Single source of truth
  - DevOps, Docker, k8s
- Latency assumption
- FE deeply concerned with data sync





- Auth gatekeeper (because multi-tenant data) 1.
- 2. Resource availability
- 3. Out-of-band compute (e.g. batch tasks)



- Auth gatekeeper (because multi-tenant data) 1.
- Resource availability 2.
- 3. Out-of-band compute (e.g. batch tasks)



# What if we turn the web architecture **Inside Out?**

### WebNative 🚀 Like Native... but for the Web 🧐



### WebNative 🚀 Like Native... but for the Web 🧐










































# WebNative # New Assumptions, New Approach

- 2021 != 1991
  - Don't need to rely on client/server
  - Browsers are super powerful
  - UI & data = only essential parts
- Post-serverless, edge++
- New primitives ("game changers")
  - Location independent data 🙌
  - Browser-based encryption
  - Consistency models (OT, CRDTs, RAFT) <>/li>
    - i.e. State transfer -> state synchronization
- New features naturally fall out of the architecture
- Recognize that we're increasingly connected/networked
- Local-first means network efficient (in the normal case)

D 🔒 https://www.inkandswitch.com/local-first.html

#### Local-first software

#### You own your data, in spite of the cloud

Cloud apps like Google Docs and Trello are popular because they enable realtime collaboration with colleagues, and they make it easy for us to access our work from all of our devices. However, by centralizing data storage on servers, cloud apps also take away ownership and agency from users. If a service shuts down, the software stops functioning, and data created with that software is lost.

In this article we propose "local-first software": a set of principles for software

#### Ink & Switch

. •

**■** … ⊠ ☆

<u>Martin Kleppmann</u> <u>Adam Wiggins</u> <u>Peter van Hardenberg</u> <u>Mark McGranaghan</u> April 2019





- WebCrypto API
- Web Workers
- Service Workers
- IndexedDB
- PWA & Web App Manifest

























# WebNative 🚀 Constraints

- Vanilla browser, no plugins
- UX as good or better than existing
- Literally no distinction between local and production
  - No server required, put it in the browser
- User controlled identity & data
- Open to participation
- Accessible offline
- At least as secure as existing apps

# Mini-Demo

$\bullet \bullet \bullet$		Fission N	Notes		×
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Notes	S				
Add a	note				



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$\bullet \bullet \bullet$		Fission N	Notes		×
¢	ଟି ଜ			https://note	s.fissi
Notes	S				
Add a	note				



1	<pre>import { useEffect, useState } from 'react'</pre>
2	<pre>import * as wn from 'webnative'</pre>
3	<pre>import FileSystem from 'webnative/fs'</pre>
4	
5	<pre>wn.setup.debug({ enabled: true })</pre>
6	
7	<pre>export function useAuth() {</pre>
8	<pre>const [state, setState] = useState<wn.state>(</wn.state></pre>
9	<b>let</b> fs: FileSystem   undefined
10	
11	<pre>const authorise = () =&gt; {</pre>
12	<pre>if (state) {</pre>
13	<pre>wn.redirectToLobby(state.permissions)</pre>
14	}
15	}

```
useEffect(() => {
17
         async function getState() {
18
           const result = await wn.initialise({
19
20
             permissions: {
21
               app: {
                 name: 'Notes',
22
                 creator: 'walkah',
23
              },
24
            },
25
           })
26
           setState(result)
27
28
         }
29
        getState()
30
      }, [])
31
32
      switch (state?.scenario) {
33
         case wn.Scenario.AuthSucceeded:
34
         case wn.Scenario.Continuation:
35
36
           fs = state.fs
           break
37
38
      }
```



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12	<pre>if (state) {</pre>
13	<pre>wn.redirectToLobby(state.permissions)</pre>
14	Auth doesn't even leave vour <b>browser</b>
15	}

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useEffect(() => {
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18
           const result = await wn.initialise({
19
20
             permissions: {
21
               app: {
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36
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37
38
      }
```





```
const createNote = async () => {
 if (!fs || !fs.appPath) return
 let fileName = 'Untitled'
 let num = 0
 while (await fs.exists(fs.appPath(`${fileName}.md`))) {
   num++
   fileName = `Untitled ${num}`
```

```
try {
 const encoder = new TextEncoder()
 await fs.add(fs.appPath(`${fileName}.md`), encoder.encode('') as Buffer)
 await fs.publish()
 await listNotes()
 setCurrentNote(notes.find((note) => note.name === `${fileName}.md`))
 setContent('')
} catch (e) {
 console.error(e)
```

# If React is "just the view layer", then WebNative is "just the data layer"

It turns out the data layer touches lots of other things







1st & 3rd Party

#### **Dev's App** Business Logic & View





Platform Abstractions WebNative SDK





#### Platform Abstractions WebNative SDK







#### Platform Abstractions WebNative SDK

**Command/Mutation** UCAN

> **Identity** *did:key*









#### Platform Abstractions WebNative SDK









#### Platform Abstractions WebNative SDK

Durable Structured Store WebNative Database

#### **Durable File Store** WebNative File System

Command/Mutation UCAN **Transport** DNS, IPFS, PubSub, Matrix

Identity did:key









- Go from zero to production on a plane X
- Move data to compute and vice versa
- Publish updates from inside the browser 🚀
  - Code is data = self modifying apps 🐡
- Anyone can be a service provider (lower bar to entry) 2 2
  - Including adversarial cooperation











### It works offline and online, totally distributed & concurrent, anyone can create or request data, & data is always changing.

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**Great!** 

### How do you even get a consistent pointer?
# Content Addressed Data Pushing Bytes Around



## **Content Addressed Data** Unique Hash ~ UUID++





# fish /Users/expede

## **Content Addressed Data** Unique Hash ~ UUID++





# fish /Users/expede

## Content Addressed Data Arbitrary Content





## Content Addressed Data Arbitrary Content





## **Content Addressed Data** Location Addressing

- Predominantly single-source (per file) server/client
- Like a key/value store {ip => {path => content}} •
  - DNS maps names to IP addresses
- Focused on the physical network
- Mutable addressing
  - www.foo.com/baz may be JSON today, but a video tomorrow
  - ...or altered content



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VIRTUAL ADDRESS

PHYSICAL LOCATION

# Content Addressed Data Universal / Content-Based Routing

- A layer of abstraction above location
- Like a key/value store {hash(content) => content}
  - Content hash AKA "content identifier" or CID
  - Special "universal" relationship to content
- Focused on the *data*
  - Who cares where it's stored?
  - Efficient auto-caching
- Still have paths
  - Immutable DAG
  - No loops

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#### CONTENT ID

#### VIRTUAL ADDRESS

#### PHYSICAL LOCATION

```
{
    Qm123456...: {
        data: "Hello world",
        links: [
            {name: "company", hash: Qmabcdef...}
            {name: "license", hash: Qmzyxwvu...}
        ]
      }
}
```

```
{
Qm123456...: {
  data: "Hello world",
  links: [
    {name: "company", hash: Qmabcdef...}
    {name: "license", hash: Qmzyxwvu...}
  ]
}
```

```
Qmabcdef...: {
data: "FISSION",
links: [
{name: "city", hash: Qm1gb5sn...},
{name: "about", hash: Qmzyxwvu...}
]
}
```







=> "Brooke"

```
{
  Qmabcdef...: {
   data: "FISSION",
   links: [
     {name: "city", hash: Qm1gb5sn...},
     {name: "about", hash: Qmzyxwvu...}
  ]
 }
}
```

#### ipfs cat /ipfs/Qm123456.../company/about/founder

## **Content Addressed Data** Tradeoffs

- Equality vs identity
- Caching is trivial
  - Data fetches
  - Artifacts
  - Results of computation
- Zooko's Triangle

#### Recovering identity from structural equality, but not vice-versa













































































# **Content Addressed Data**



















































#### https://yourname.example.com

TXT => CID



















































TXT => CID


### **Content Addressed Data** Mutable Pointer Broadcast: DNSLink





### So we have a universal namespace.

### So we have a universal namespace.

### So we have a universal namespace.

### **Great!**

### So we have a universal namespace.

### **Great!**

### So we have a universal namespace.

### Well that seems pretty insecure...

### **Great!**

# Securing Data Access **Fixing the Leaky Pipes**



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**Bob's Stuff** 





Bob's Photo Gallery

**Bob's Stuff** 









### **Securing Data Access** WNFS Layout

## Securing Data Access WNFS Layout

alice.fission.name



alice.fission.name







Raw Node







- - Tags, creators, MIME, sources, &c

- New for the web!
- Direct reference
- 2 pointers ~ duplicate

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- Soft links
  - Like a symlink or web link
  - 2 pointers ~ latest
  - May break
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### **Securing Data Access Persistent Versioning & Events**



### **Securing Data Access Persistent Versioning & Events**





### **Securing Data Access Persistent Versioning & Events**







### **Securing Data Access**


















**Binary** 

Encrypted Node

#### CBOR





















#### **Securing Data Access** Subtree Read Access









HAMT (weight 16)



HAMT  $16^3 = 4,096$  items (weight 16)  $16^4 = 65,536$  items



HAMT  $16^3 = 4,096$  items (weight 16)  $16^4 = 65,536$  items

Append-only Quick Read/Write Merkleized Concurrency Friendly



HAMT $16^3 = 4,096$  items(weight 16) $16^4 = 65,536$  items



#### **Securing Data Access Namefilters & Hiding Paths**



#### **Securing Data Access** Namefilters & Hiding Paths

- Bare Filter
  - parentFilter
    - AND bloom(SHA(aesKey))
    - AND bloom(SHA(aesKey ++ revision))
- Saturation
  - nameFilter AND bloom(SHA(nameFilter))
  - Repeat until threshold bits flipped



Rev 0



Rev 0





Rev 0







Rev 0









Rev 0





Rev 0





Rev 0









Rev 0





Rev 1 (Partial)











(Partial)

Rev 0



(Partial)





Rev 0









Rev 0



Rev 1 (Partial)





(Partial)

(Partial)

Rev 0



current rev + 2<sup>n</sup>







Rev 0



current rev + 2<sup>n</sup>

**Rev 2** (Partial)







(Partial)

Rev 0

(Partial)







Rev 0

(Partial)







(Partial)

Rev 0

(Partial)
#### **Securing Data Access Progressive Fast Forward**







#### Shared by Me



did:key:zStEksDrxkwYmpzqB dAQjjx1PRbHG3fq4ChGeJcYU YU44a4CBUExTTjeCbop6Uur











#### Human Readable Name



**4**.....







#### Human Readable Name







# So we can read recursively encrypted trees that live anywhere.

# So we can read recursively encrypted trees that live anywhere.

#### So we can read recursively encrypted trees that live anywhere.

#### **Great!**

#### So we can read recursively encrypted trees that live anywhere.

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#### So we can read recursively encrypted trees that live anywhere.

#### **Great!**

#### How do you do writes if a a server can't check the content?

# User Controlled, Serverless, Universal Auth & ID





```
EXAMPLE 2: Minimal self-managed DID Document
  "@context": "https://w3id.org/did/v1",
  "id": "did:example:123456789abcdefghi",
  "publicKey": [{
    "id": "did:example:123456789abcdefghi#keys-1",
    "type": "RsaVerificationKey2018",
    "owner": "did:example:123456789abcdefghi",
    "publicKeyPem": "----BEGIN PUBLIC KEY...END PUBLIC KEY----\r\n"
  }],
  "authentication": [{
    // this key can be used to authenticate as DID ...9938
    "type": "RsaSignatureAuthentication2018",
    "publicKey": "did:example:123456789abcdefghi#keys-1"
  }],
  "service": [{
   "type": "ExampleService",
    "serviceEndpoint": "https://example.com/endpoint/8377464"
  }]
```

• W3C





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- W3C
- Microsoft





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- Based on public-key cryptography
- Truly "universal" user IDs
- Agnostic about backing





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- W3C
- Microsoft
- Government of British Columbia
- Based on public-key cryptography
- Truly "universal" user IDs
- Agnostic about backing
- For users, devices, and more





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- Generally some reference, proof, or key
  - Rights to anything directly created (parenthood)
  - The right to delegate subset of access to another (introduction)

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- OCAP contains all the info about access
- Generally some reference, proof, or key
  - Rights to anything directly created (parenthood)
  - The right to delegate subset of access to another (introduction)
- Long history (e.g. X.509, SDSI, SPKI, Macaroons)















#### UCAN JV/T

```
"alg": "EdDSA",
"typ": "JWT"
"ucv": "0.5.0"
"nbf": 1611204719,
"exp": 1611300000,
"fct": [
    "msg": "hello world"
"att": [
    "wnfs": "boris.fission.name/public/photos/",
    "cap": "OVERWRITE"
    "email": "boris@fission.codes",
    "cap": "SEND"
」,
"prf": [
```

#### "aud": "did:key:zStEZpzSMtTt9k2vszgvCwF4fLQQSyA15W5AQ4z3AR6Bx4eFJ5crJFbuGxKmbma4", "iss": "did:key:z5C4fuP2DDJChhMBCwAkpYUMuJZdNWWH5NeYjUyY8btYfzDh3aHwT5picHr9Ttjq",

#### "sha256": "B94D27B9934D3E08A52E52D7DA7DABFAC484EFE37A5380EE9088F7ACE2EFCDE9",

eyJhbGciOiJSUzI1NiIsInR5cCI6IkpXVCIsInVhdiI6IjAuMS4wIn0.eyJhdWQiOiJkaWQ6a2V5OnpTd"

8XfAytaZS82wHcjoTyoqhMyxXiWdR7Nn7A29DNSl0EiXLdwJ6xC6AfgZWF1bOsS\_TuYI30G85AmiExREkrS6tD

## UCAN Auth Chaining

- OCAP, provable chains, revocable



#### Non-exportable 2048-bit RSA (WebCrypto), Ed25519 & BLS everywhere else
# UCAN **OAuth vs UCAN Sequence**







# UCAN **OAuth vs UCAN Sequence**









# UCAN **OAuth vs UCAN Sequence**







#### (Verifiable & user originated)





















- Assert, refute, time, source
- Merge / split easily
- Access control = different views
- JSON in the front, Datalog in the back
- Help define API? calendly.com/walkah



# Final Thoughts More Coming — Universal Distributed Compute

#### Off-Platform Side Effect Stream

#### Platform Effect Stream

#### Pure Function Stream

#### Base Event Stream







# Final Thoughts 60+ Year Trend

# **Final Thoughts** 60+ Year Trend

High Touch

Invisible

Custom

Product / Rental

Commodity / Utility

# **Final Thoughts** 60+ Year Trend



Product / Rental

Commodity / Utility

# **Final Thoughts** 60+ Year Trend



Product / Rental

Commodity / Utility

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shop.fission.codes **Code: SPEAKEASYJS** 

