



Urbit

Let's look at the whole problem



The way I remember the internet is like this



**The internet was great when it was a transport layer
for general-purpose computers**

Now the internet just connects you to Facebook

**Or some corporate mainframe in a
data center somewhere**

It's basically a modem

We lost control of the server side because ordinary people don't want to be Unix sysadmins

**Simple, easy to use, general-purpose computing
has to exist on the server side**

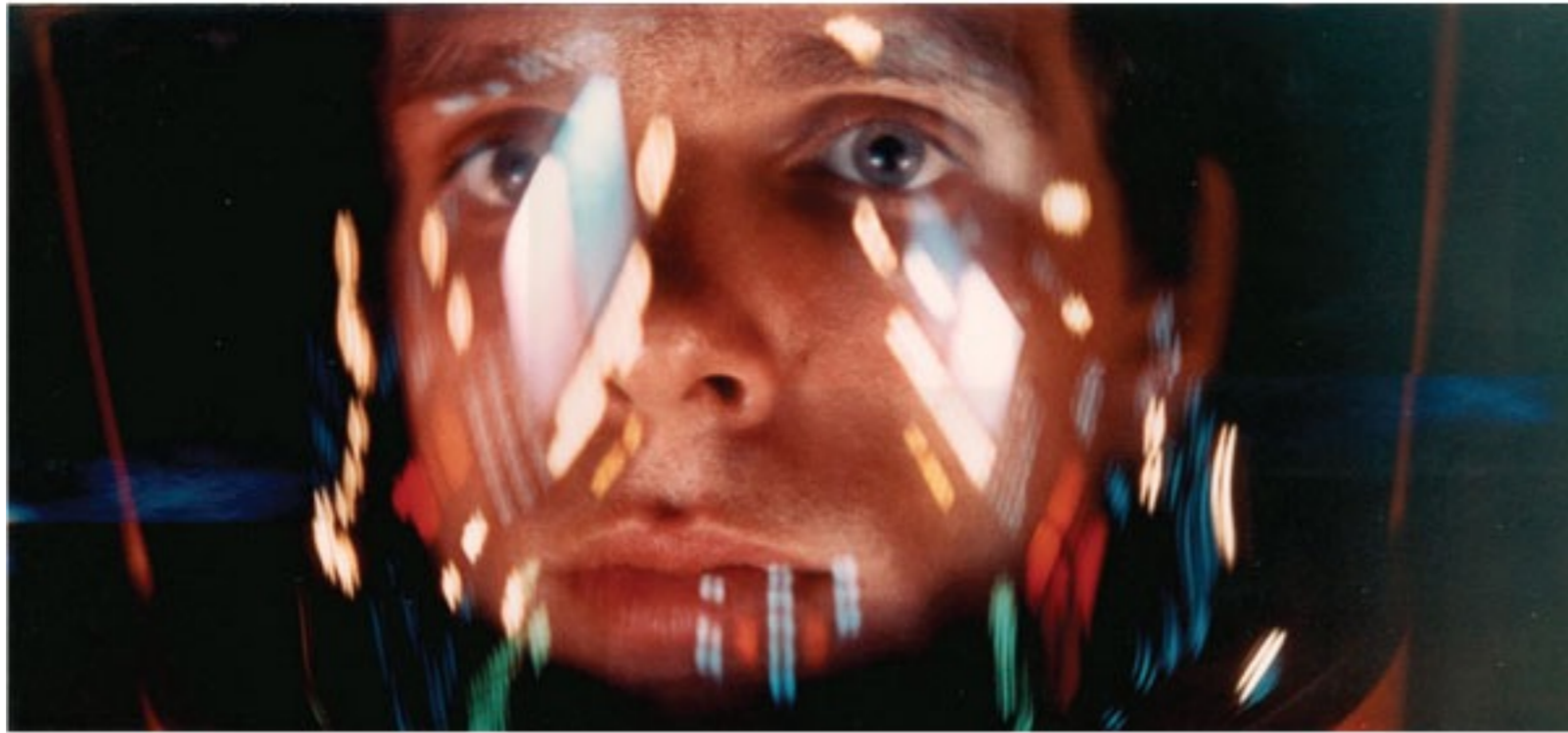
**Our approach:
a new layer on top of Unix + the internet**

**Urbit is a clean-slate, deterministic software stack
designed to be a personal server**

**On a p2p network where each node is
cryptographically owned and controlled by a human**

All in ~30K loc

That are 100% open source, and patent free

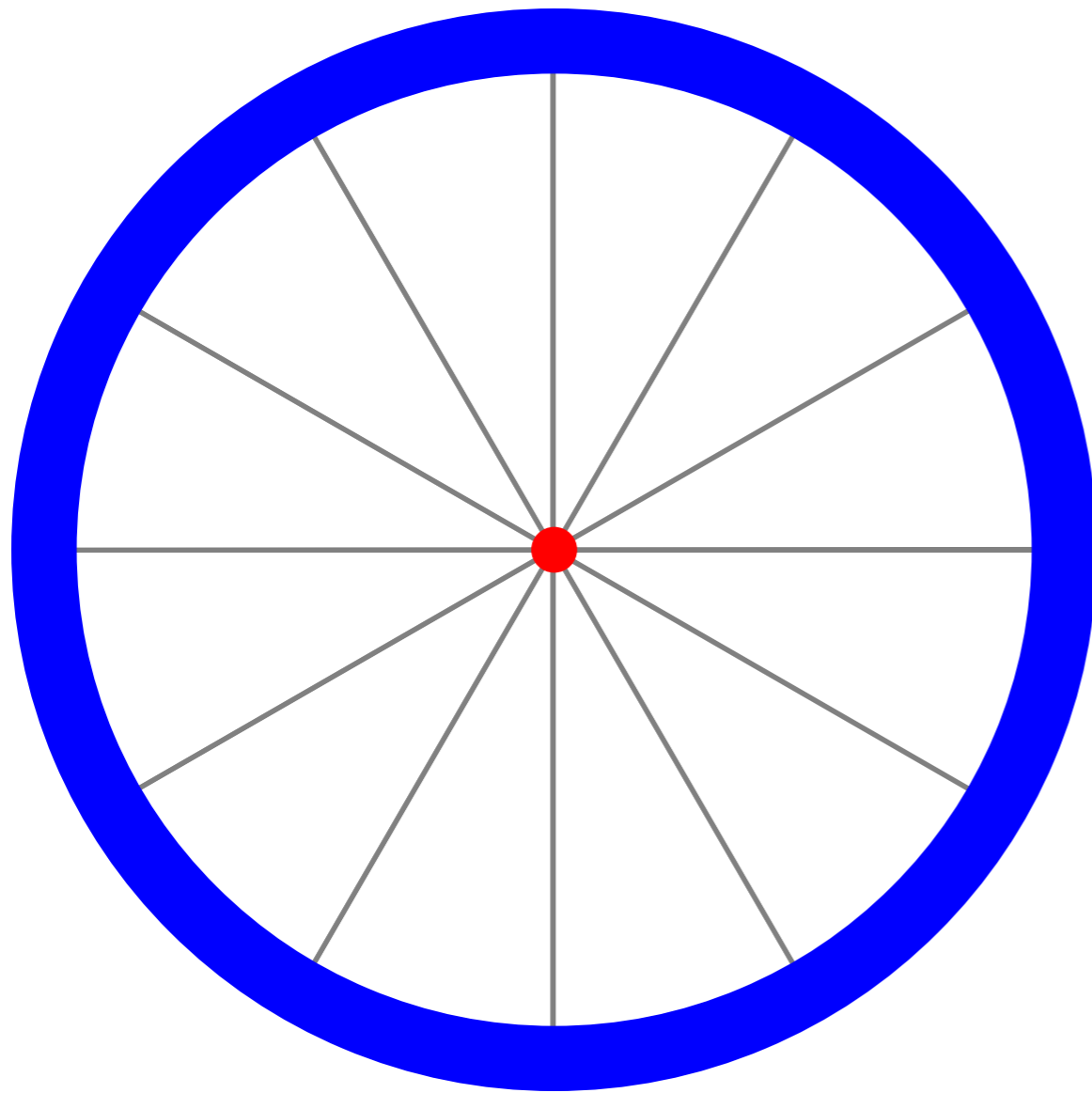


We solve

- **Identity**
- **Data storage**
- **Computation**
- **Networking**

as one system

Web3 solutions are complementary, not competitive



Arvo

Operating environment

5 coders
2014 - 2016

- %a - Network protocol
- %c - Filesystem
- %e - Web server
- %f - Build system
- %g - Application model

Hoon

Programming language

1 coder
2008 - 2014

Nock

Virtual machine

1 coder
2002 - 2008

14 years later, we're in an open beta

<https://urbit.org>