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HIDDEN RESOURCES OF THE INTERNET.

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Everybody uses Internet for browsing websites, communicating with friends and family and for accessing a multimedia content. But only few people know that what we usually see is the only very small part of the network. There are large amounts of data that are not available for average Internet user.

The largest amount of data is the DeepWeb. It is just the portion of World Wide Web content that is not indexed by standard search engines like Google, Yandex and DuckDuckGo. It is impossible to measure or put estimates onto the size of the deep web because the majority of the information is hidden or locked inside databases. During research in 2004 there were detected around 300,000 deep web sites in the entire Web. The other interesting group of websites is so called “Dark Internet”. It refers to any or all network hosts on the Internet that no-one can reach. The data on the dark Internet is kept off the internet simply because it is data which most people will not need or search for anyway. One form of dark address is in military sites on the archaic MILNET. These government networks are sometimes as old as the original ARPANET, and have simply not been incorporated into the Internet's evolving architecture.

Continuing the topic of archaic infrastructures it is worth mentioning that there are some old protocols of data exchange that still work in modern Internet but are hardly used by ordinary people such as Gopher. Gopher was a predecessor of usual HTTP and it was used for accessing website with text-only information when the computers were just text terminals.

The second largest group of hidden information storages are overlay networks. The well known Tor, a software which bounces user's network traffic for purpose of anonymous access to the Internet also allows their users to access so called “hidden services” that are servers configured to receive inbound connections only through Tor.

The most hidden and interesting place for information exchange are private computer networks running over existing Internet. These networks are usually friend-to-friend networks. The most popular are Anonet and dn42 networks. They use VPN connections between users and a number of their own software and protocols to communicate inside their network. They have their own websites, DNS servers, game servers and even their own internal Tor hidden services. To join these networks you should find a friend who is already connected to it and peer with him.

So the Internet isn't just a collection of websites which can be reached with your favorite search engine. It hides inside a lot of different networks, data storages and information which only true enthusiasts can reach.