

DYOR when FOMO or FUD*

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***Do your own research when fear of missing out
or fear, uncertainty and doubt**

Wonderful World of Web3

- Information overload
- Information asymmetry
- Highly dynamic
- Innovation (good and bad) done by amateurs

Challenge: Analyze and Navigate in Blockchain Technology



Blockchain as a Socio-Technical System

Social System:

- Developers
- Clients
- Validators
- Token holders

Technical system (Distributed system):

- Database
- P2P Network
- Consensus
- Security



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Useful Metrics and Properties

Incentive alignment

Game theoretical
equilibrium

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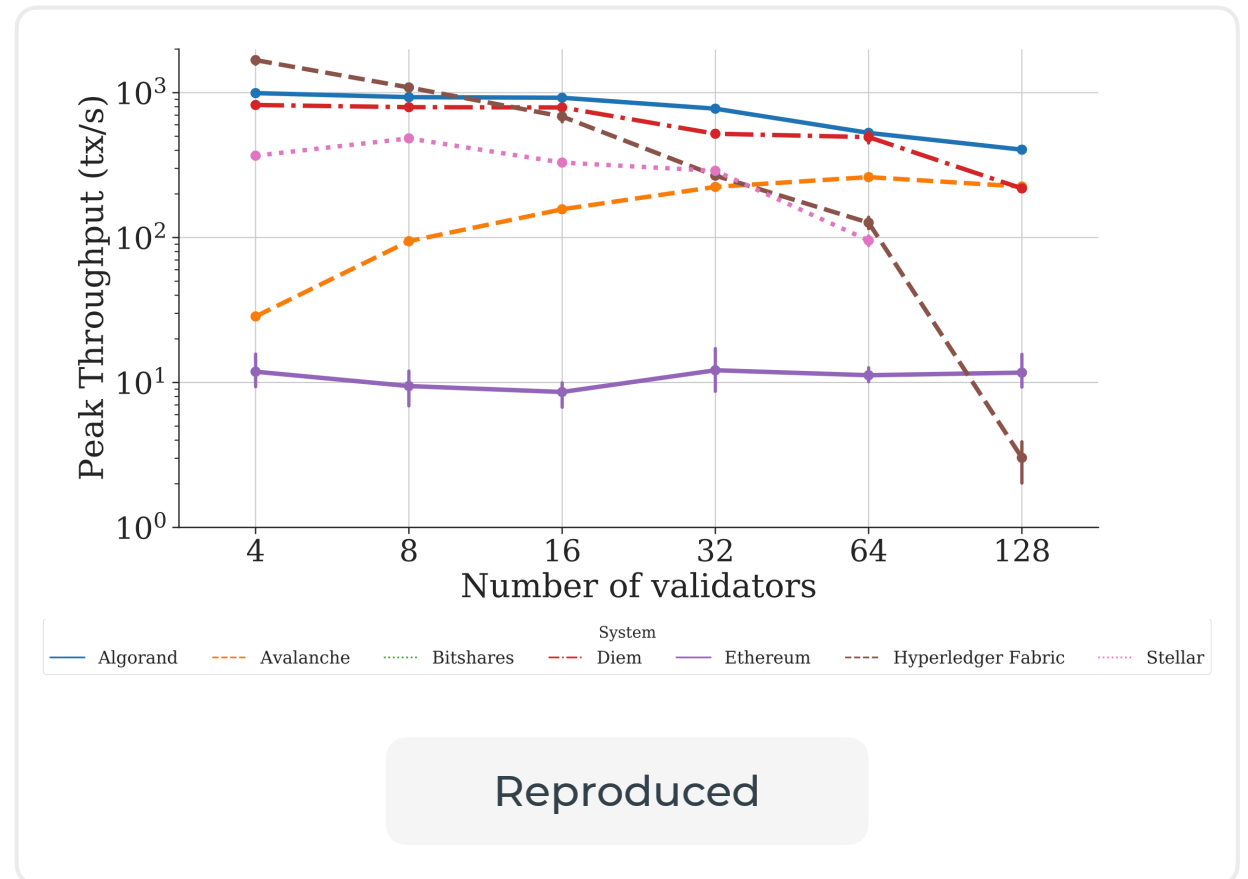
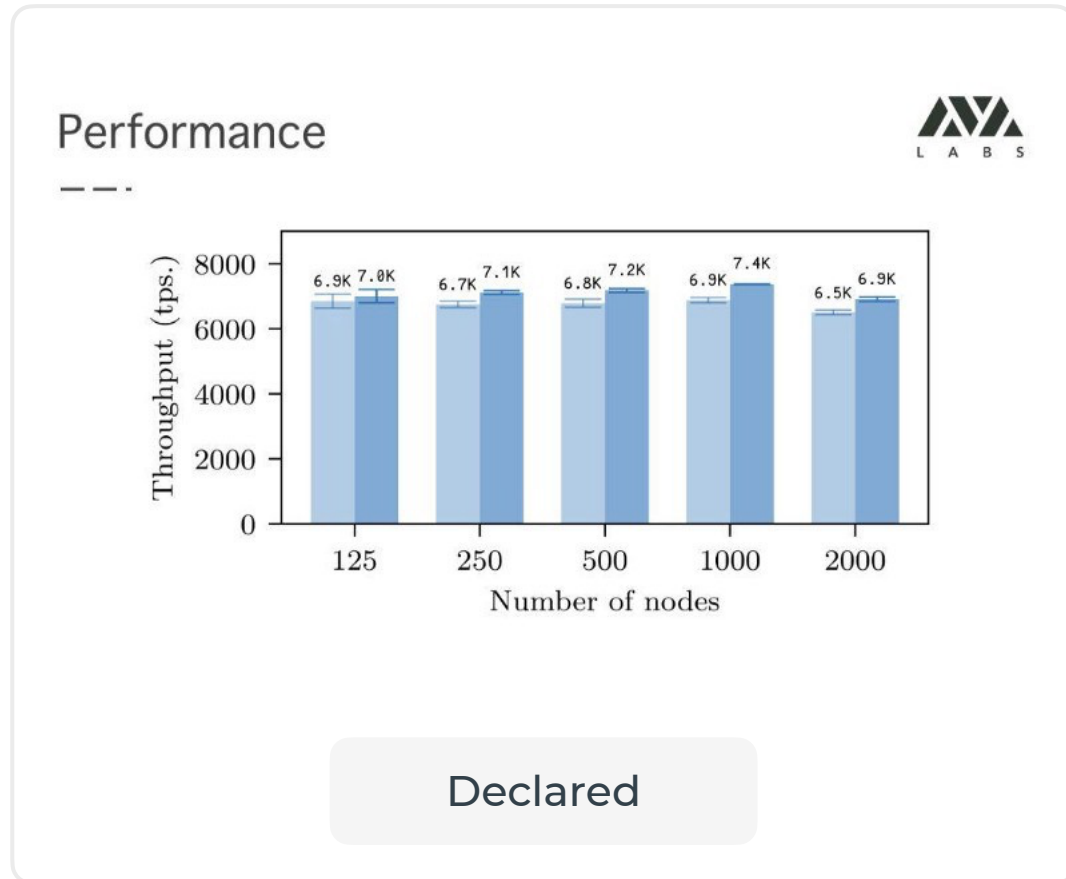
Throughput, Latency

Finality, Consistency

Resistance to Attacks

Benchmarking

Ad hoc benchmarks are often unreliable



Benchmarking

Ad hoc benchmarks are often unreliable. Why?

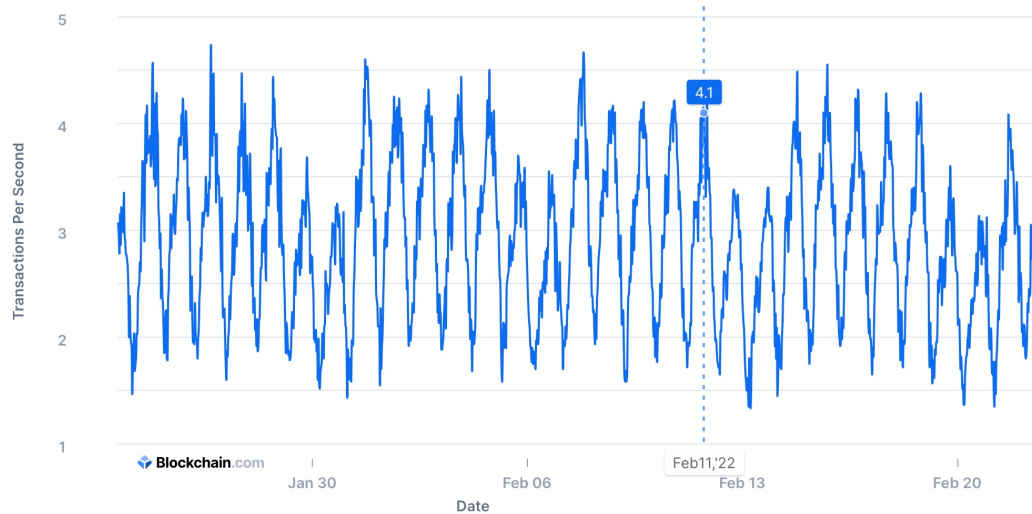
- Have limited usability:
 - Like maximum possible throughput by consensus
 - Test only 'sunny-day' scenarios
 - Cloud settings have predictable latency
 - Make small cheats here and there – like blockchain with simulated signatures
- Extreme conditions more usable:
 - Congestion – everyone send transactions, long wait times

More reliable numbers?

1. Test yourself. Make sure you test system under pressure
2. Explorers are more interesting + Mempool Size

Transaction Rate Per Second

The number of transactions added to the mempool per second.



Mempool Size (Bytes)

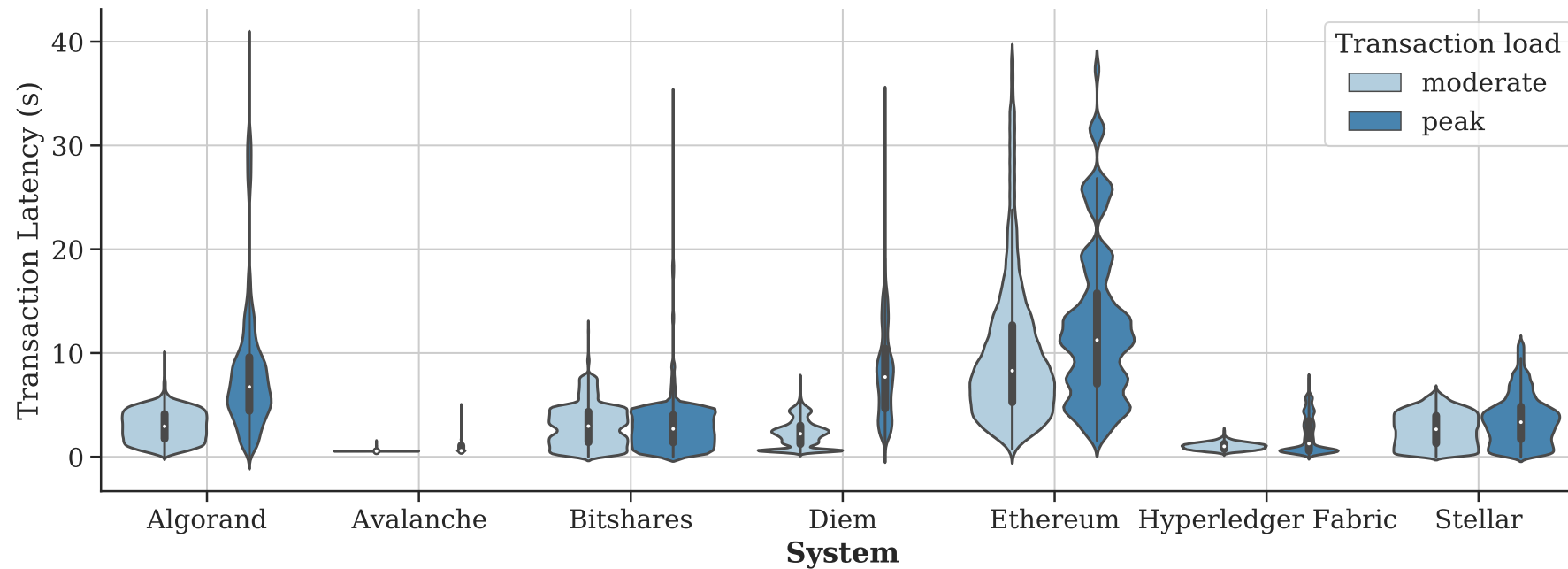
The aggregate size in bytes of transactions waiting to be confirmed.



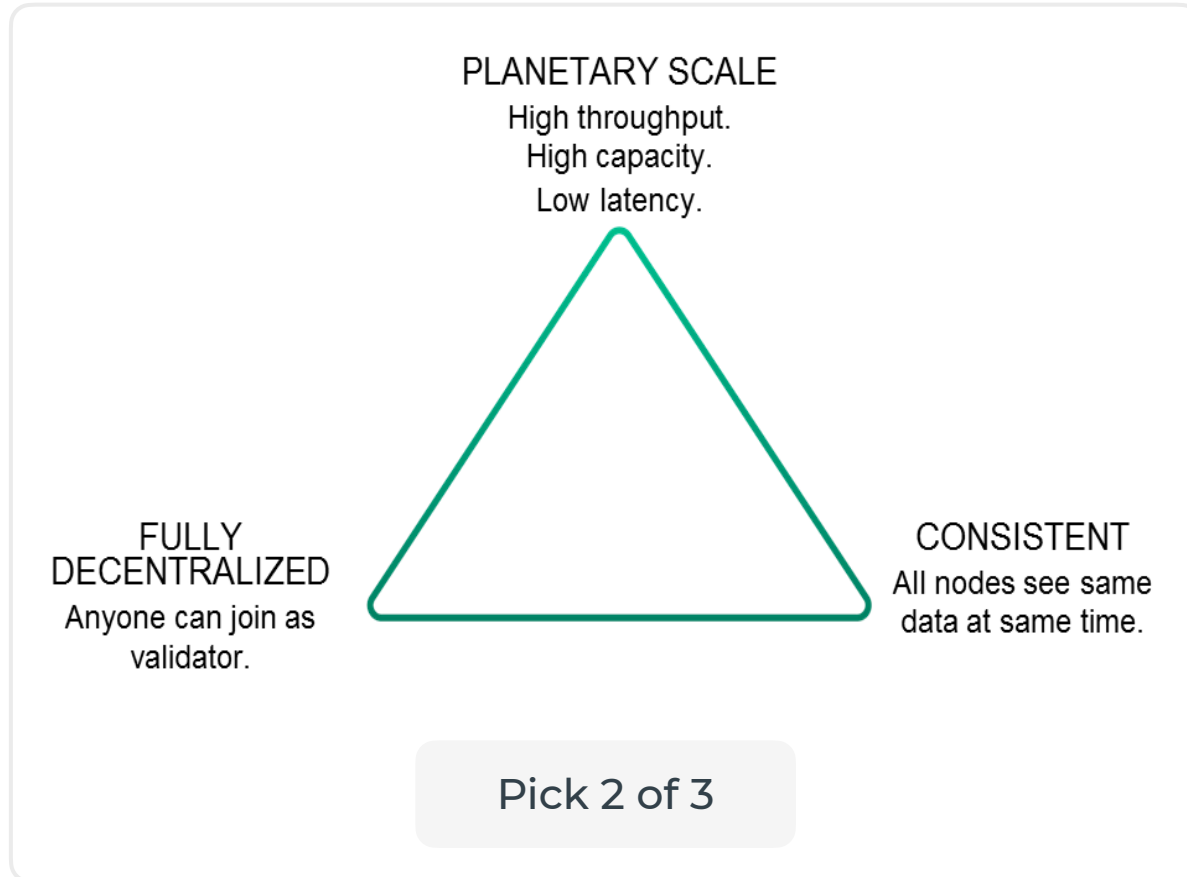
<https://www.blockchain.com/charts/transactions-per-second>

TPS vs Latency

Overloaded network either loses in throughput or in latency

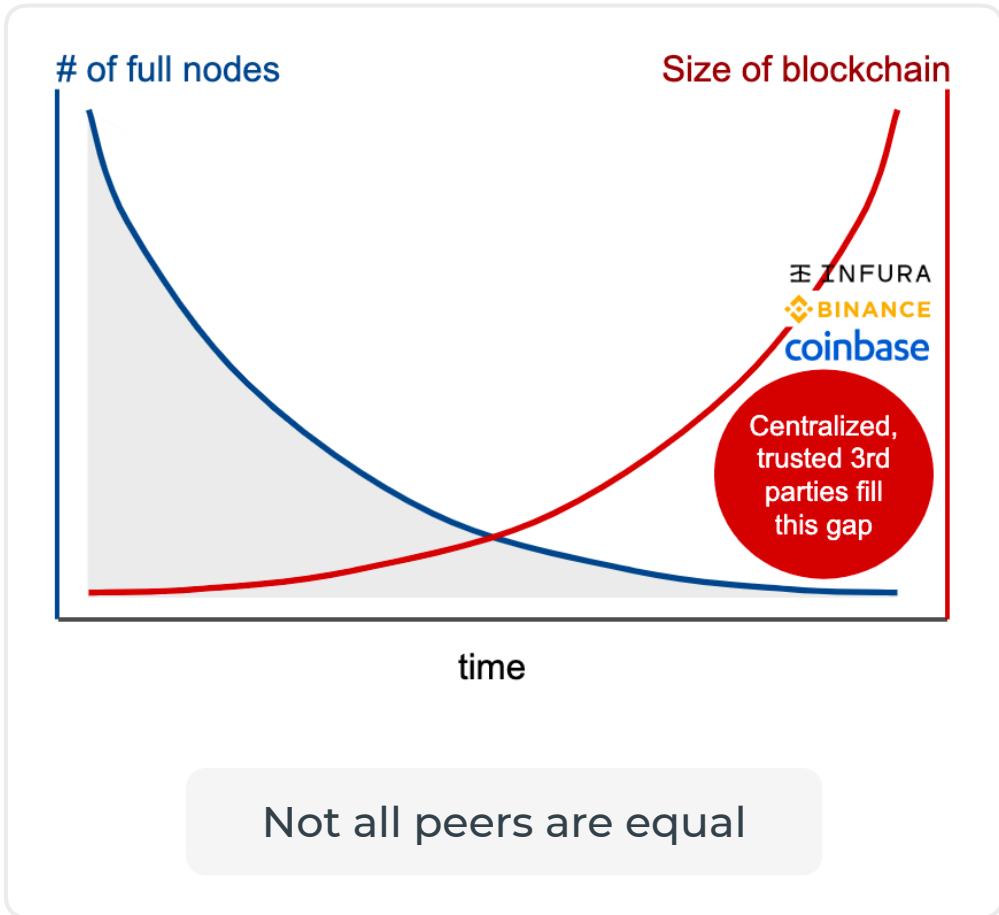


No Free Lunch



- Scalable and Decentralized Blockchain is impossible
- Future:
 - Many blockchains, bridges and layer 2
 - Beyond Consensus - based on different principles

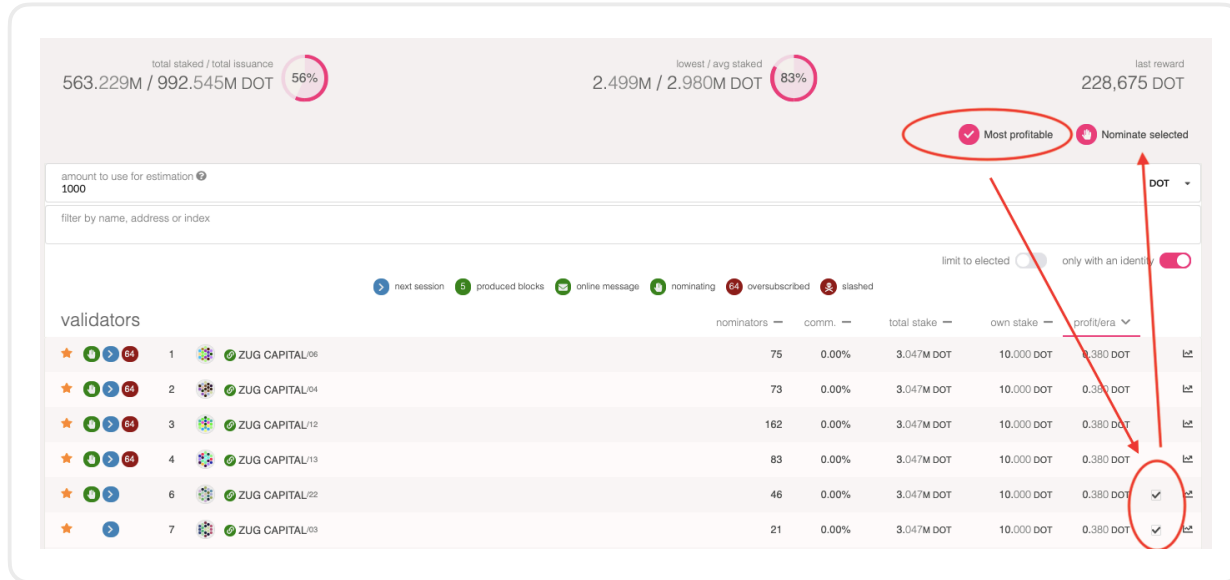
No Free Lunch



Subsystem	Measure	Bitcoin (Gini)	Ethereum (Gini)	Bitcoin (Data Source)	Ethereum (Data Source)
Mining	Block reward	0.4	0.82	blockchain.info/pools	etherscan.io/stat/miner?range=1&blocktype=blocks
Client	Unique codebases	0.915	0.92	bitnodes.21.co/api/#list-nodes	ethernodes.org/network/1/nodes
Developer	Commits to main client	0.79	0.91	github.com/bitcoin/bitcoin	github.com/ethereum/go-ethereum
Exchange	24 hour volume	0.83	0.85	coinmarketcap.com/currencies/bitcoin/#markets	coinmarketcap.com/currencies/ethereum/#markets
Node	Distribution across countries	0.84	0.85	bitnodes.21.co/api/#list-nodes	ethernodes.org/network/1/nodes
Owner	Distribution across addresses with >\$500k [Jul 2017]	0.65	0.76	bitinfocharts.com/top-100-richest-bitcoin-addresses-0.html	etherscan.io/accounts
Maximum Gini		0.915	0.92		

Validators

More centralization -> More risk

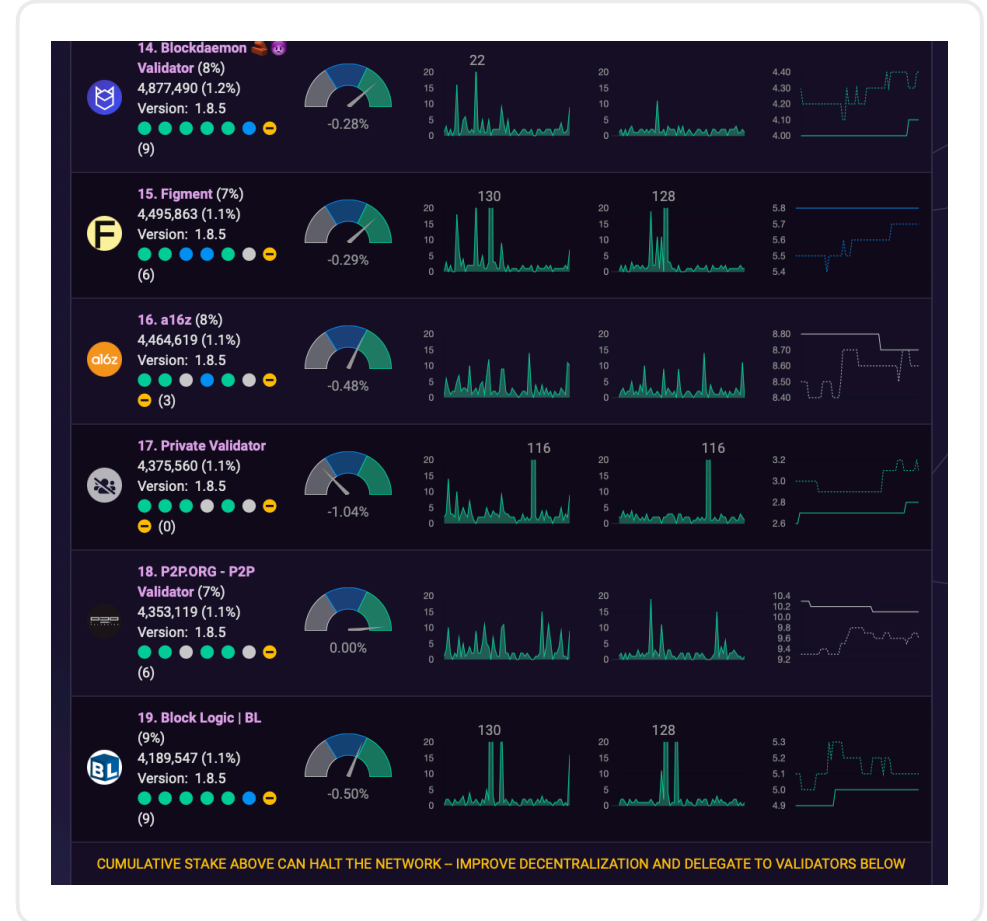


Will the 21 validators in EOS blockchain ever change or will they remain static?

2 Answers

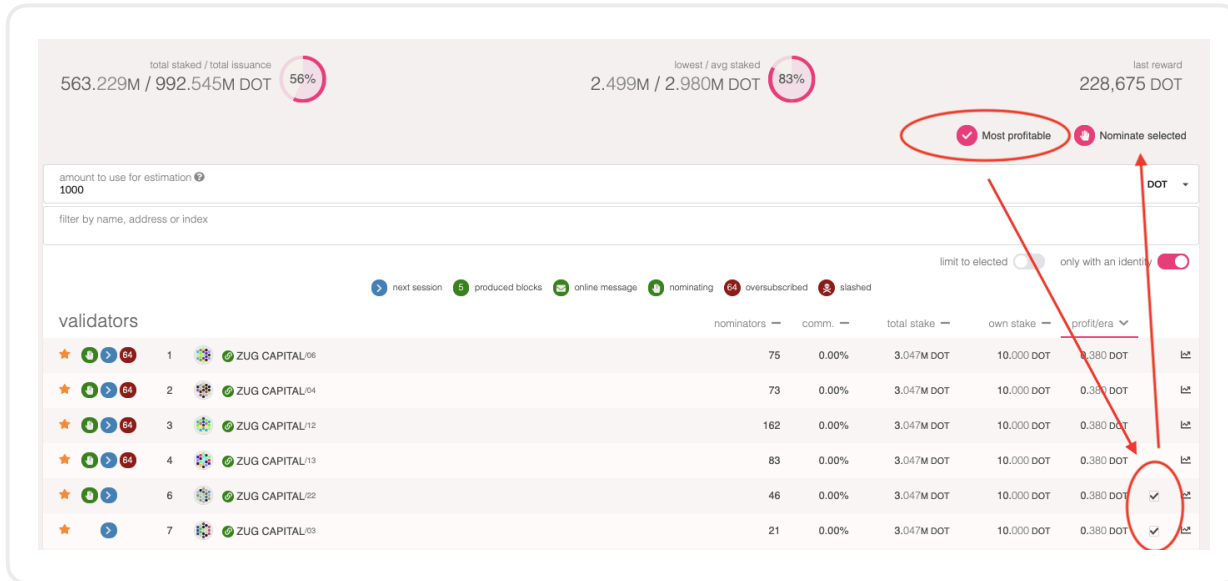
Marius Kramer, No. 1 Cryptocurrency writer on Quora worldwide
 Answered 3 years ago · Author has 1.9K answers and 175.4M answer views

Yes they can constantly change based on their performance. However, it seems like the voting isn't working, because Block producers are doing a horrible job and no one cares.



Validators

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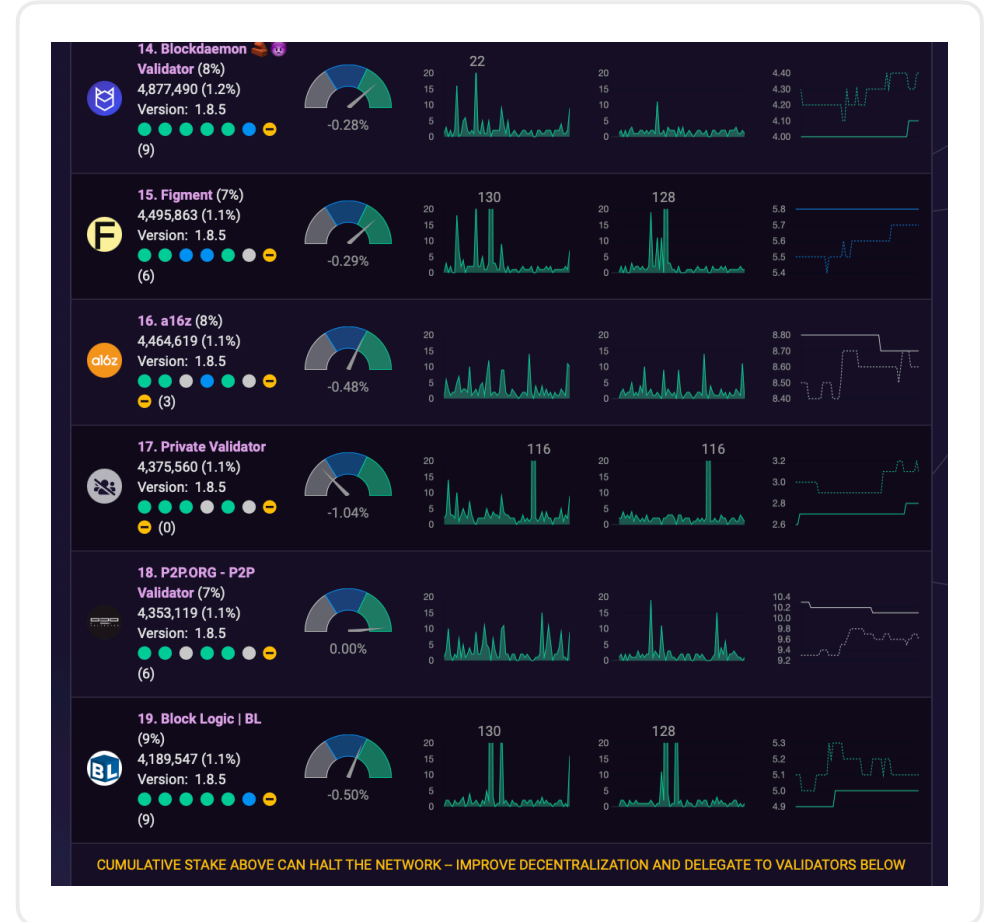


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Build own System

What challenges you need to solve?

1. Connect peers with each other – Discovery and Bootstrap problem
2. Peers need to communicate with each other: Gossip Protocol
3. You need to deal with unreliable network. Anyone from the world can connect
4. They can run any other protocol
5. You need to safeguard the smart contracts execution
6. Tons of attacks and manipulations possible: Byzantine, Sybils, Eclipse attacks, double-spending attacks etc.

Technical Deep Dive



<https://github.com/grimadas/BlockchainEngineering>