

A Brief History of Distributed State

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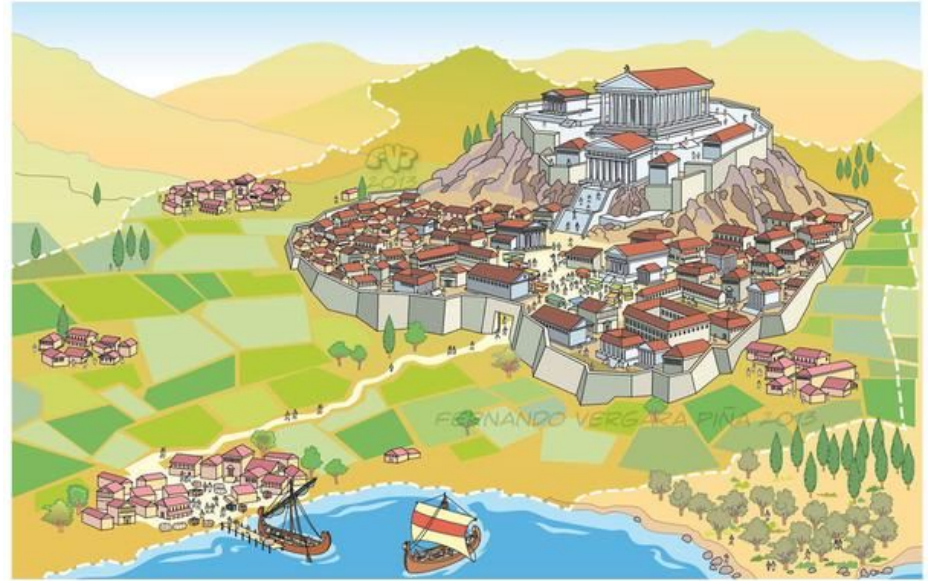
The Problem



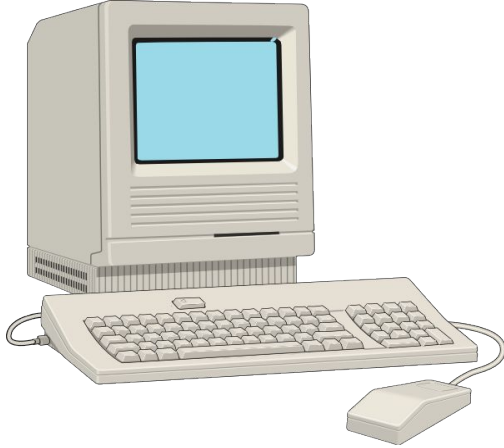
Distributed State

Villages and City States

Villages and City States



My Computer and Intranet



Empires

Somebody Else's Government





Somebody Else's Computers



amazon
web services™

Sovereign Nations



GeoPolitical Sovereignty





Digital Network Sovereignty



Villages and City States

EcoVillage and Metropolis





Network of Community Currencies



Blockchain Applications

Somebody Else's State Machine



- Zookeeper, etcd, consul
 - Fancy key-value store
 - Emphasis on distributed systems tasks (dynamic config, locking, etc.)



- Bitcoin
 - “Programmable money”
 - “Functional programming” - no state (!), contracts renewed every transaction
 - Forth like, purposefully not Turing-complete



- Ethereum
 - “Smart contracts”
 - “Contract-oriented” - stateful contracts live independently on the blockchain
 - Turing complete (Ethereum Virtual Machine)



Application Blockchain Interface (ABCI)

*State Machines
in
Any Programming Language*





Application Blockchain Interface (ABCI)


WORDPRESS

CGI



APACHE
HTTP SERVER

APPLICATION
PLATFORMS

SOCKET PROTOCOLS



SECURITY & NETWORKING
PLATFORMS



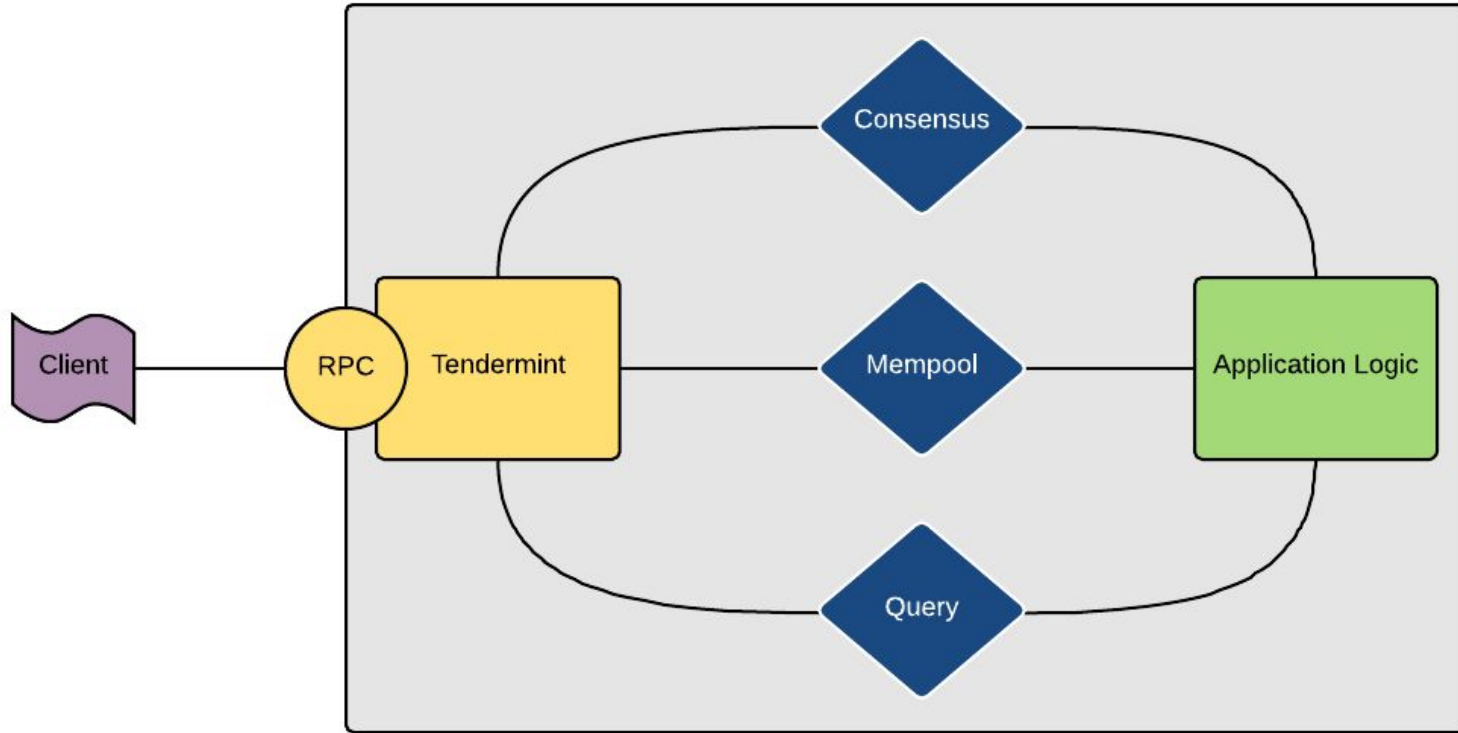
ABCI



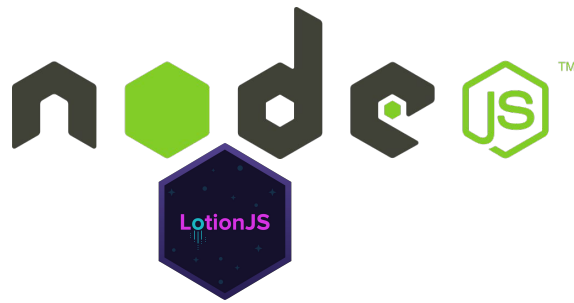
Tendermint



Application Blockchain Interface (ABCI)



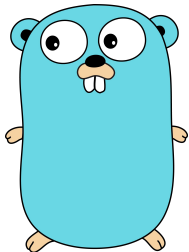
ABCI Ecosystem



Cosmos SDK



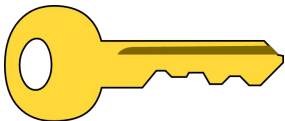
- Abstract away low-level ABCI concerns



- Golang
 - Tiny language, static and interface types, high performance, compiles everywhere, standardized formatting, built-in testing, etc.



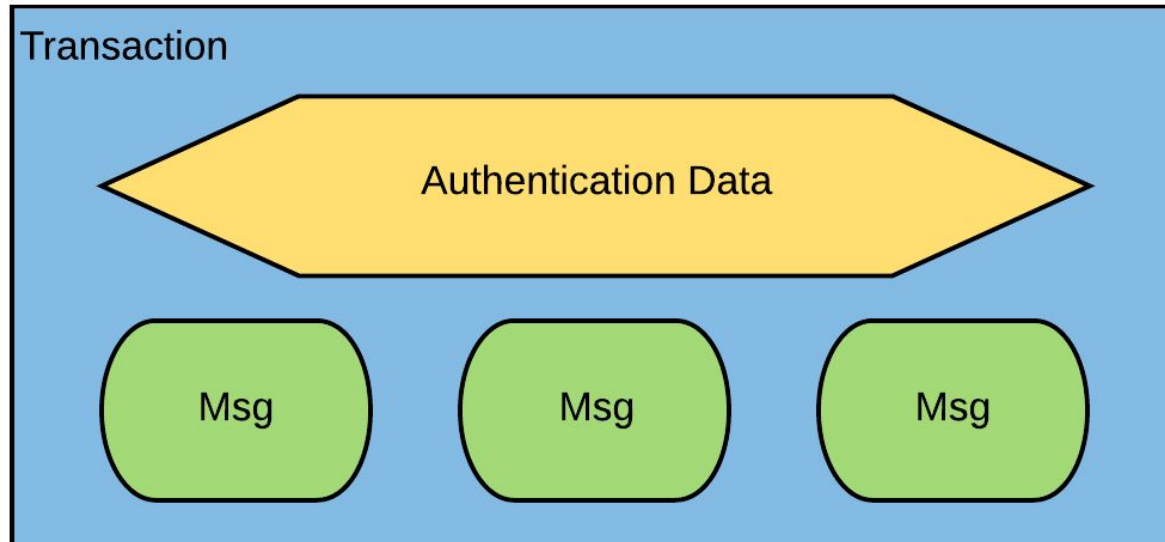
- Composable modules



- Capability-based security

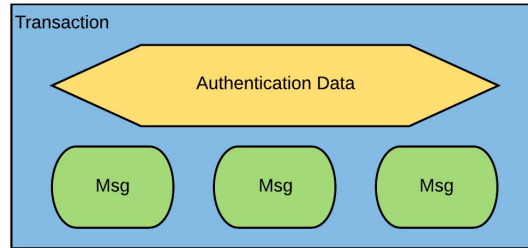


Txs and Msgs





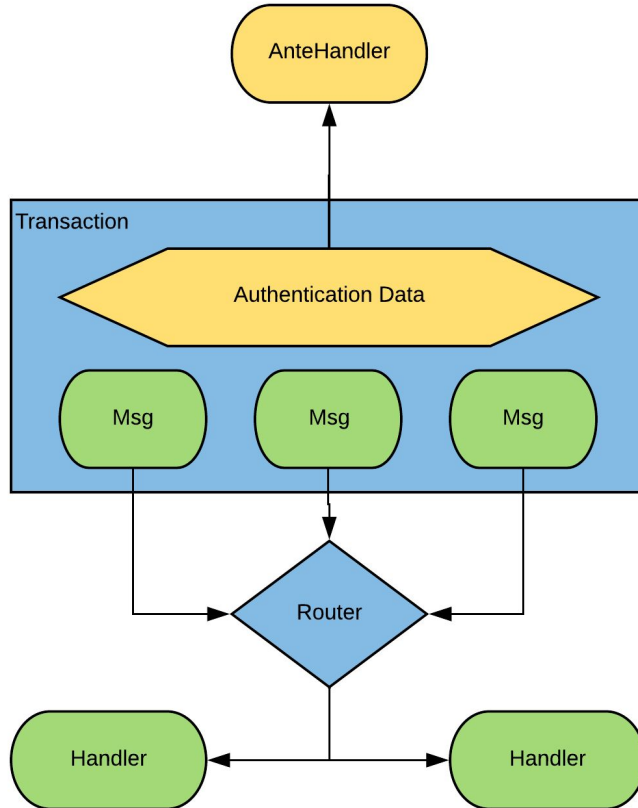
Txs and Msgs



```
// A standard way to wrap Msgs
// with a Fee and Signatures.
type StdTx struct {
    Msgs          []sdk.Msg          `json:"msgs"`
    Fee           StdFee             `json:"fee"`
    Signatures    []StdSignature      `json:"signatures"`
    Memo          string              `json:"memo"`
}
```

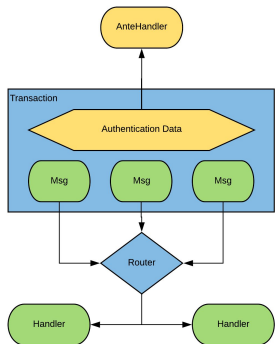


Handlers and AnteHandler





Handlers, AnteHandler, Result



```
// Handler defines the core of the application's
// state transition function
type Handler func(ctx Context, msg Msg) Result

// AnteHandler authenticates transactions before
// their internal messages are handled.
type AnteHandler func(ctx Context, tx Tx) (newCtx Context, result Result, abort bool)

// Result is the result of a transaction
type Result struct {
    Code ABCICodeType
    Data []byte
    Log  string

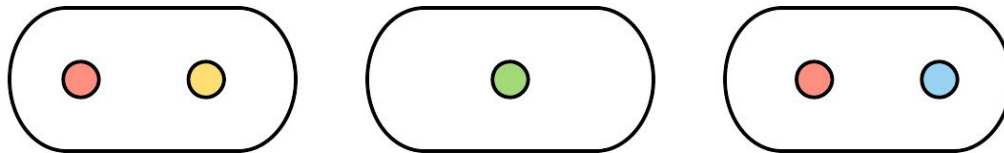
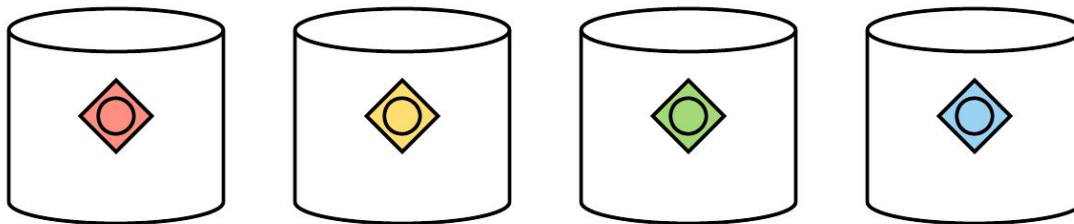
    GasWanted int64
    GasUsed   int64
    Fee       sdk.Coins

    Tags Tags
}
```



Capability-Based Store Access

Stores (MultiStore)



Handlers

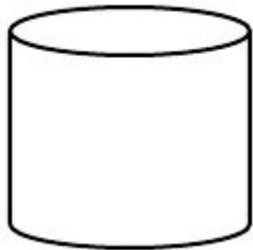


Capability-Based Store Access

```
// Create keys, register handlers, mount stores
keyAccount := sdk.NewKVStoreKey("acc")
keyIssue := sdk.NewKVStoreKey("issue")
app.Router().
    AddRoute("send", handleMsgSend(keyAccount)).
    AddRoute("issue", handleMsgIssue(keyAccount, keyIssue))
app.MountStoresIAVL(keyAccount, keyIssue)
```



Simple Key-Value Store



```
// KVStore is a key-value store to get/set data.  
type KVStore interface {  
    Get(key []byte) []byte  
    Has(key []byte) bool  
    Set(key, value []byte)  
    Delete(key []byte)  
    Prefix(prefix []byte) KVStore  
    Iterator(start, end []byte) Iterator  
    ReverseIterator(start, end []byte) Iterator  
}
```

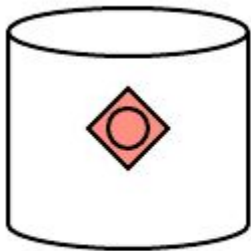



Simple Key-Value Store

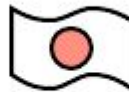
```
// Load the store, fetch an account.  
store := ctx.KVStore(key)  
accBytes := store.Get(from)
```



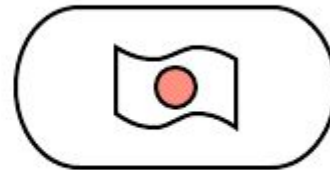
Mappers and Keepers



Store



Mapper or Keeper



Handler



Mappers and Keepers

```
type accountMapper struct {  
    key sdk.KVStoreKey  
}  
  
type AccountMapper interface {  
    GetAccount(sdk.Context, sdk.Address) Account  
    SetAccount(sdk.Context, sdk.Address, Account)  
}  
  
type coinKeeper struct {  
    mapper AccountMapper  
}  
  
type CoinKeeper interface {  
    GetCoins(sdk.Context, sdk.Address) sdk.Coins  
    SetCoins(sdk.Context, sdk.Address, sdk.Coins)  
}
```



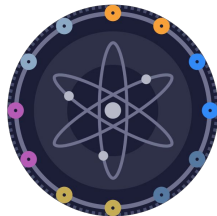
BeginBlock & EndBlock

```
type RequestBeginBlock struct {  
    Hash                []byte  
    Header              Header  
    Validators          []SigningValidator  
    ByzantineValidators []Evidence  
}  
  
type ResponseEndBlock struct {  
    ValidatorUpdates      []Validator  
    ConsensusParamUpdates *ConsensusParams  
    Tags                  []common.KVPair  
}
```

Some Modules

Cosmos Hub:

- Delegated Proof-of-Stake
- Slashing
- Governance
- Coin transfers and issuance
- Fee distribution
- IBC
- Authentication



COSMOS
Hub

<https://github.com/cosmos/cosmos-sdk>

Ethermint:

- Same as Hub
- EVM



<https://github.com/cosmos/ethermint>

And much more!

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tendermint.com

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COSMOS

INTERNET OF BLOCKCHAINS