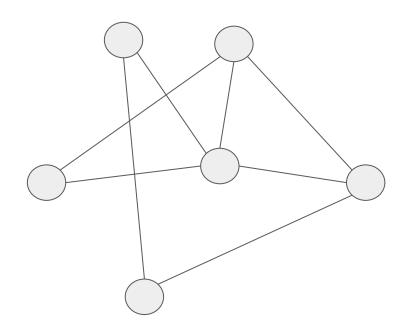
Improving Bitcoin light clients with Floresta

What we'll see today

- → Why running a node?
- → What are the problems
 - → Why so much disk space?
 - → Why does it take so long to start??
 - → Two machines? Multiple programs???
- → Lightweight clientes and their advantages disadvantages
- → Reclaiming space with utreexo a pruning
- → Skipping IBD
- → Keeping track of our balance, privately
- → Embedded node

Why running a node?

- → The bitcoin network is a p2p network
 - → No servers
 - → No trusted third parties
- → Nodes are the backbone of this network



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- → Trustlessness
- → No single point of failure

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- → Trustlessness
- → No single point of failure
- → But it can be quite challenging to run one!

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- → the changelog of all transactions that happened in bitcoin's history
- → we use them to serve other peers and do some processing
- → but we don't really need it

UTXO set

- → all unspent transaction outputs in Bitcoin's history
- → we need this to validate blocks and transactions as they come

Why do it takes so long??

- → Initial Block Download
- → Download and validate every single block in Bitcoin's history
- → Costly and time-consuming!
- → Required for new nodes to learn the network state

Two machines? Multiple programs???

- → If you want to use a mobile wallet, you need to have a node at home
 - → Very inconvenient
 - → what if your node dies while you're outside??
- → You need to install core + electrum server + tor
- → What if everything was in a single program?

Lightweight clients

- → Only require downloading the block headers (80 bytes per block)
- → Assume that the majority of the hash rate is hones
- → Needs external servers to find transactions (privacy problems!)

→ Floresta tries to build better lightweight clients

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 - → To solve the disk problem, we use pruning and utreexo
 - → We skip IBD using Softchains
- → and finally, Floresta is a library that can be embedded in your favorite wallet

Possible use-cases

- → All-in-one mobile wallets
- → Self contained, low-cost point-of-sale
- → A lighter version of a node distribution
- → and more...

More information about it

- → The source code: github.com/Davidson-Souza/Floresta
- → Technical write-ups on my blog: blog.dlsouza.lol

Thank you!