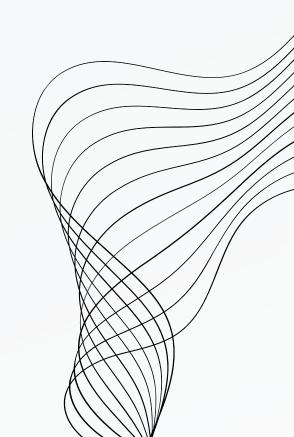


ADD RANDOMNESS NATIVELY ON STARKNET

PALO ALTO STARKNET HACKATHON 2023



CONTENT

01

ABOUT RANDAO

02

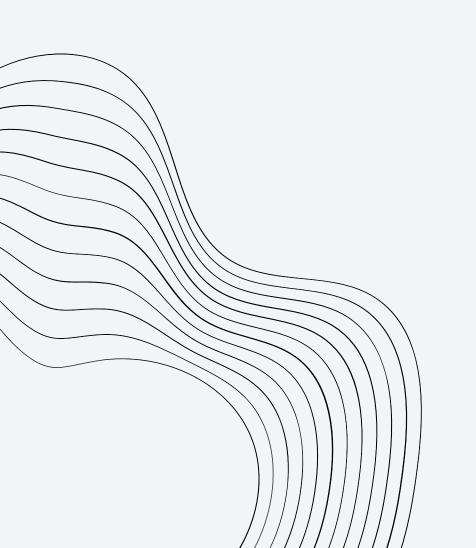
OUR IDEA

03

DIFFERENTS STEPS

04

PROBLEMS



RANDAO



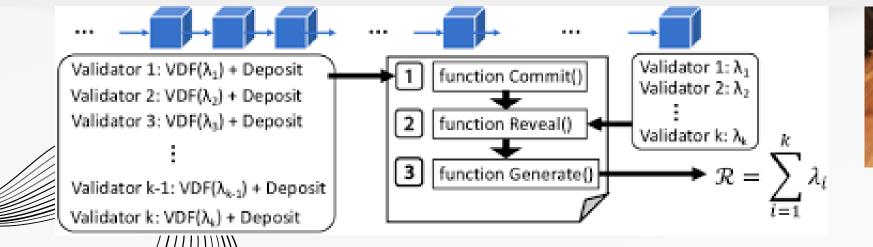
Randao is a random parameter added after the merge and is refreshed at each randao vertex with each new block

Randao is based on the old difficulty block setting



Randao is very secure and unpredictable.

If you want to break the randao randomness it's equal to break the Ethereum network





DIFFERENTS STEPS

Step 1

- Get randao from L1
- Use randao as VDF
 input to generate more secure unbiasable randomness value

Step 2

Generate proof of randao on L1 and verify it

Step 3

Generate proof on Herodotus and retrieve it on L2 such as Starknet



OUR REPO OF ALL OUR RESEARHCH

https://github.com/HugOxO/randomness-hack



PROBLEMS



Currently with our solution we saw that it took us a lot of time to recover our random number on layer 2



today the storage proof
herodotus are free but in the
future the costs for this
service will be very
expensive. we do not think
that in the future it will be
really effective

THANK'S!

https://github.com/Hug0x0/randomness-hack

