

BlockBloom Project Recruitment Task 1

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1. UPI

When using UPI, we rely on the servers of banks and the platform itself. This can cause issues. A common problem I've faced in college is that most of us don't carry cash. If a bank server goes down, it creates a lot of problems.

I believe decentralization could fix this. Although I don't know much about how decentralization or cryptocurrencies work, replacing bank servers with a decentralized system—or perhaps decentralizing operations between banks—might solve the issue of a single bank server going down. I'm not sure how practical or risky this solution is, but it would be super helpful in emergencies.

2. Live Streaming

I'm not sure how much this makes sense, but torrents work in a decentralized way. Torrents store packets on every device that downloads them, and after downloading, the device starts seeding, meaning it sends those packets to others. This allows the torrent to be downloaded faster and reduces the risk of server overload, as all devices aren't relying on a single server.

This approach could potentially be applied to OTT platforms or live streaming. Breaking the stream into smaller packets might reduce buffering, though it could also introduce a small delay.