# PierNet: Technical Overview & Implementation

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#### 1. Network Architecture

- \*\*User Devices as Nodes\*\* Phones, tablets, Raspberry Pi devices form the core mesh.
- \*\*Long-Range & Fixed Nodes\*\* LoRa, CBRS, and antennas extend rural coverage.
- \*\*Nodes That Act as Gateways Can Earn Connectivity Tokens\*\* Devices that provide internet access to the network receive token rewards based on demand and usage.

#### 2. Proof-of-Connectivity (PoC) Token Model

Nodes earn tokens based on:

- \*\*Reliability (Uptime & Stability).\*\*
- \*\*Geographic Expansion (Adding new coverage areas).\*\*
- \*\*Traffic Volume (Data Relayed).\*\*

Harbors (Internet Gateways) receive additional rewards for providing external access.

# 3. Dynamic Pricing & Priority-Based Token Spending

Data transmission costs are based on:

- \*\*Low Priority (Cheapest)\*\* Background transfers, batch downloads.
- ✓ \*\*Standard Priority (Balanced Cost)\*\* Normal browsing and messaging.
- \*\*High Priority (Most Expensive)\*\* Real-time video, VoIP calls, emergency data.

Prices fluctuate based on network congestion and node availability.

<sup>\*\*</sup>Dynamic Pricing Model (Example Costs in Tokens per MB)\*\*

Network Load	Low Priority (Tokens/MB)	Standard Priority (Tokens/MB)	High Priority (Tokens/MB)
Low Traffic (Late Night)	0.2	0.5	1
Normal Traffic (Daytime)	0.5	1	2

High Traffic (Peak	1	2	4
Hours)			

These values dynamically adjust based on real-time demand. Higher congestion leads to increased costs for priority access.

#### 4. DAO Governance & Network Reserve

- \*\*Hybrid DAO Model\*\* A mix of token holders and active network contributors make governance decisions.
- \*\*Algorithm-Driven Pricing\*\* The system automatically adjusts pricing; the DAO can intervene only in extreme cases.
- \*\*DAO Override Threshold\*\* Requires a percentage of active participants to trigger a governance vote.

# 5. Security & Trust Mechanisms

- ▼ \*\*End-to-End Encryption\*\* Prevents unauthorized data interception.
- \*\*Reputation-Based Trust\*\* Nodes earn credibility based on uptime and reliability.
- \*\*Mitigation Against Malicious Nodes\*\* Bad actors can be flagged and blacklisted.