

Course Subjects List: A supplement

			Background or supplementary	
Cluster	Sub-Cluster	Work-in-progress Course Subject List	Readings	Online courses or Videos/Podcasts
Tools -> Economics	Economic Primitives –	Auction, Voting, Derivatives	[A], [B]	[1]
	Staking –	Slashing conditions	[C]	
	Token models –	kickstarter, access tokens, dividends	[D]	
Tools -> Cryptography	Cryptographic Primitives –	Hash functions & blockchains, signatures (public/private)	[E]	[2]
	Accumulators –	Merkle trees, sparse merkle trees, RSA accumulators	[F]	[3] , [3A]
	Additional Crypto –	Onion hashing, commit reveal		
	Fault Proofs			
Analysis	Synchrony assumptions –	synchronous, partially synchronous, asynchronous		
	Security models / honest assumptions –	honest majority, rational majority, bribing attacker, uncoordinated, coordinated choice	[G], [H],	[4], [5]
	Griefing Analysis		[H]	
	Block withholding		[I]	
	Formal verification		[J], [C1]	
Design Patterns -> Consensus	Proof-of-work		[K]	[3A]
	Proof-of-authority		[L]	
	Proof-of-stake		[M]	

Design Patterns -> Layer 2 Scaling	State Channels		[N]	[6]
	Plasma		[O]	[7]
General				
	Verification & Validation			
	The Future –	Prediction markets, DAOs, Voting	[P]	[8]
Additional Topics				
Tools -> Economic	Cryptoeconomic Primitives			
	Curation Markets	Token Curated Registries (TCRs) & Curve Bonding	[Q]	
	Mechanism Design		[R]	
	Economics (non- blockchain)	Adverse selection, moral hazard		
	Schelling Points		[S]	
	Token Valuation	Velocity sinks, burning, Supply of Money Eq ($MV = PQ$)?	[T]	
	Game Theory		[U]	
	Emergent Theory			
Tools -> Cryptography	homomorphic encryption		[V]	
	Zero knowledge		[W]	
	Threshold signatures (BLS vs ECDSA sig)			
	Organizing Principles			
	Random Beacons			
Analysis	Attacks	Selfish mining		
		Verifier's dilemma	[Z]	
		Fee-stealing attacks		
	Game Theory		[U]	
	Spore Framework			[X]

Design Patterns -> Consensus	Proof-of-Space			
	Proof-of-Custody			
	Proof-of-Work	Miner Games (i.e., selfish mining, fee sniping)		
Design Patterns -> Protocol Layer	Charging rent for blockchain resources			
Design Patterns -> Application Layer	Domain name registry pricing			
Design Patterns -> Layer 1	Sharding		[X]	
Design Patterns -> Layer 2	Truebit			
	HTLCs			
	Cross-chain atomic swaps			
General or (misc)	Mechanism Design in Dapps			
	Seignorage Shares			
	Analysis of Dpos protocols		[Y]	
	Filecoin / Storj			
	Distributed Systems	Byzantine Fault Tolerance vs Crash Fault	[AA]	
	Cost of Running Programs on a laptop			

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[C1] Hirai, Y. (Feb 26, 2017) Formal methods on some PoS Stuff <https://medium.com/@pirapira/formal-methods-on-some-pos-stuff-e309775c2ab8>

[D] Siegel, D. (Sep 13, 2017) The Token Handbook <https://hackernoon.com/the-token-handbook-a80244a6aach>

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