Ethereum Vienna General Introduction



Ethereum Project

- Decentralization of services
- Removing the role of centralized servers
- Control goes from server owner to users
 - Server can't disappear with your data
 - Server can't just randomly modify your data
 - Server can't just freeze your funds
 - Censorship-proof
 - DDOS-resistant

Web 3.0

- Dapps (run in a Web 3.0 client)
 - Ethereum (Blockchain)
 - Agreements
 - Relationships
 - Whisper
 - Messaging
 - Bulletins
 - Distributed Content System ("Swarm")
 - Data publication and distribution

Possible **ĐApps**

- Escrow (m-of-n transactions)
- Namecoin (decentralized dns)
- Subscription Service
- Crowdfunding
- Subcurrencies
- Decentralized Autonomous Organizations
- Marketplace

- Maintains Accounts with balances denominated in ether/wei
 - Externally owned (account)
 - Controlled by a private key
 - Owner can send ether to other accounts
 - Similar to normal bitcoin addresses

- Internally owned (contract)
 - Controlled by code
 - Code is executed for each incoming transaction/message
 - No private key, ether can only be sent by the code
 - Has a 256 byte to 256 byte persistent storage
 - Can call other contracts
 - Code written in an ethereum-specific language:
 - **Solidity**: high-level, main language (still in development)
 - **Serpent**: python-like
 - III: low-level

Gas

- Used for transaction fees
- Sender "buys" necessary amount of gas at a specified gasprice (goes down as price goes up)
- Every computational step has an associated gas cost
- Remaining gas is returned to the sender
- If the sender does not provide enough gas, the state reverts and the miner keeps the ether

- Gives messages an order
- Messages are grouped together in blocks
- Blocks are chained together
- Longest chain is considered valid
- 12s Block Time (made possible with uncle blocks)
- Hybrid PoW (ASIC-resistant) / PoS (planned)
- Constant Block Reward (dis-inflationary)

Crowdfund

- Keeps track of crowdfunding campaigns
- Automatic payout if goal is reached
- Automatic payback if campaign fails
- 3 functions
 - create_campaign <id> <recipient> <goal> <timelimit>
 - contribute <id>
 - progress_report <id>
 does not change state, only executed locally

Crowdfund

```
data campaigns[2^80](recipient, goal, deadline, contrib_total, contrib_count,
contribs[2^50](sender, value))
def create_campaign(id, recipient, goal, timelimit):
    if self.campaigns[id].recipient:
        return(0)
    self.campaigns[id].recipient = recipient
    self.campaigns[id].goal = goal
    self.campaigns[id].deadline = block.timestamp + timelimit
def contribute(id):
   # Update contribution total
    total contributed = self.campaigns[id].contrib total + msg.value
    self.campaigns[id].contrib total = total contributed
   # Record new contribution
    sub index = self.campaigns[id].contrib count
    self.campaigns[id].contribs[sub_index].sender = msg.sender
    self.campaigns[id].contribs[sub_index].value = msg.value
    self.campaigns[id].contrib count = sub index + 1
   # Enough funding?
   if total contributed >= self.campaigns[id].goal:
        send(self.campaigns[id].recipient, total contributed)
        self.clear(id)
        Return(1)
```

Who?

- Ethereum Stiftung
 - Allocates resources
- ethereum Switzerland GmbH
 - Responsible for genesis-block-related tasks
- ĐΞV
 - Nonprofit
 - Building and promoting Ethereum 1.0

Ether Sale

- Development funded via crowdfunding
- 31,529 BTC (~12.5m USD)
- Over 9000 transactions
- 2nd biggest crowdfunder

Who?

- Vitalik Buterin
 - Invented the concept of ethereum
 - Co-Founder / Writer of Bitcoin Magazine in 2011

2014 World Technology Award (IT Software)

- Thiel Award



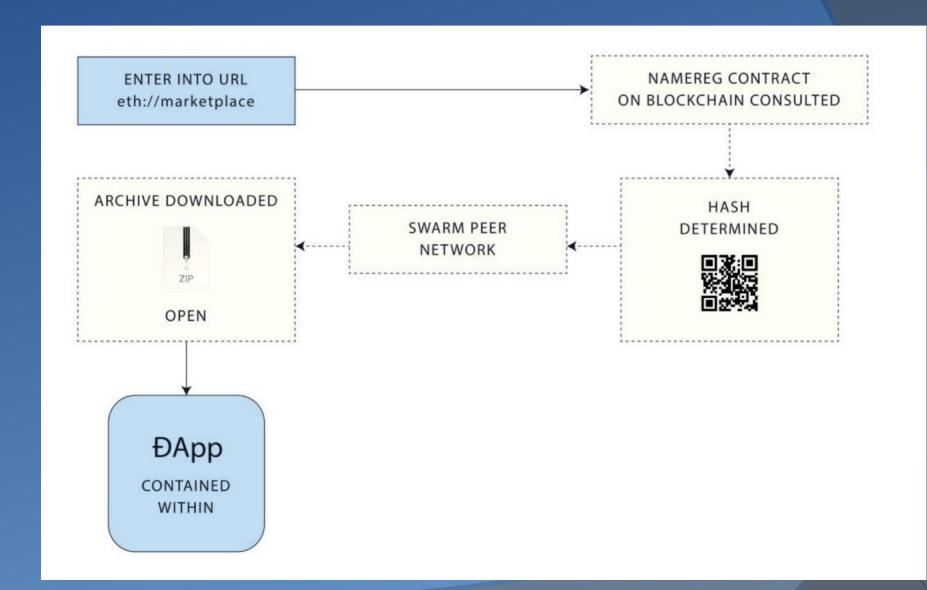
Whisper

- Decentralized Messaging
- Messages are assigned a topic
- Private messages encrypted
- Public broadcasts
- Dark (no reliable tracing mechanism)
- Not designed for RTC

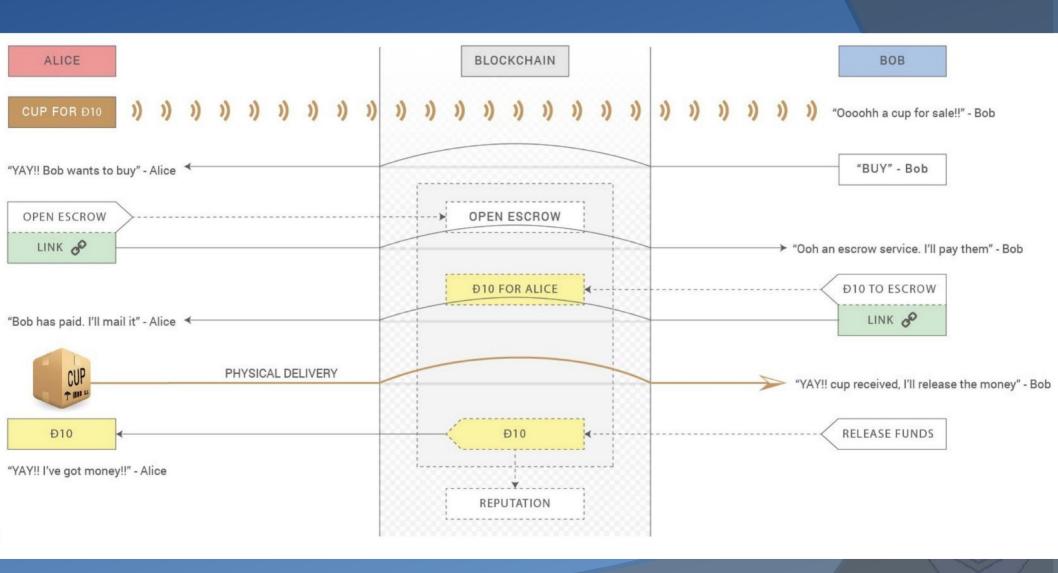
Distributed Content System

- Not yet chosen. Needs those properties:
 - Reverse Hash Table
 - Like bittorrent with magnet links
 - Private
 - Low-latency
 - Incentivised (content can get lost if no one pays maintenance)

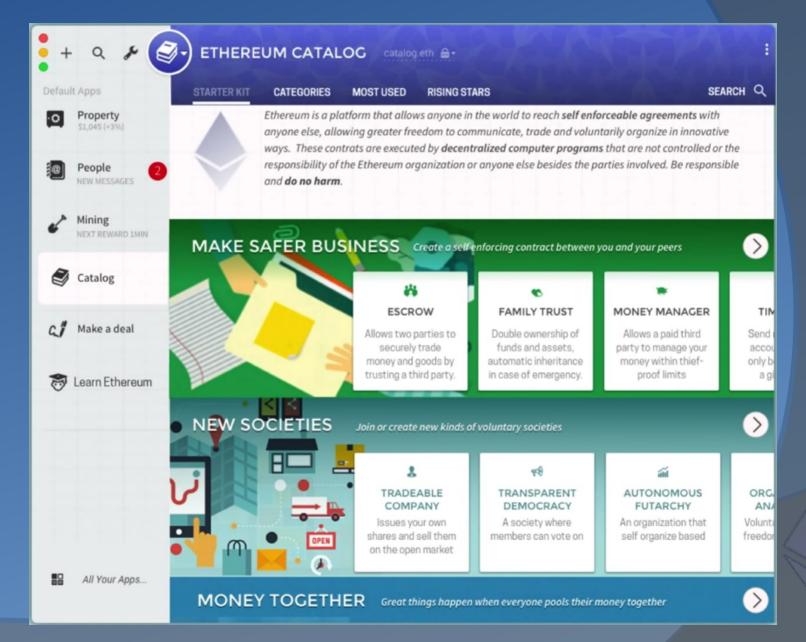
Marketplace



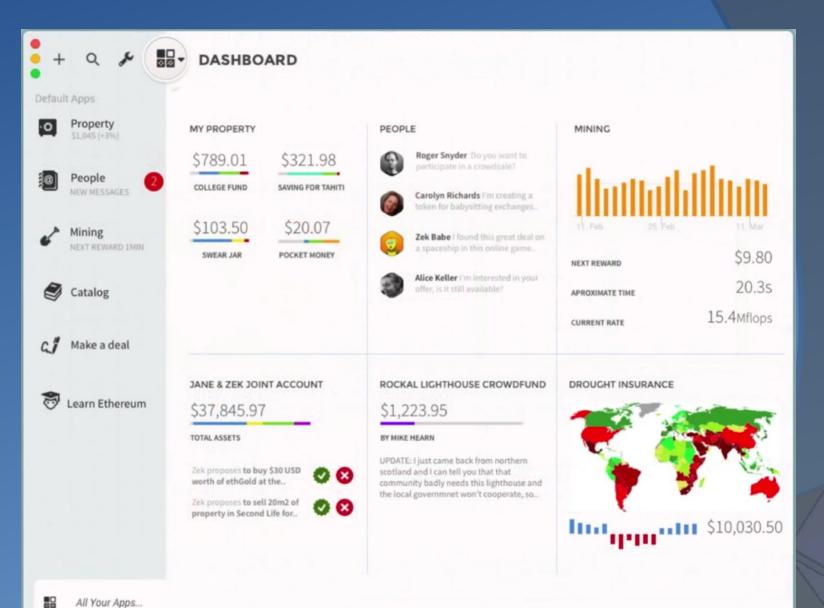
Marketplace



Mist (Web 3.0 Client)



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