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26 Apr 2009 - 5 Mar 2013

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Zooko's Hack Log

a chronological arrangement of Zooko's work/play ; also known as a "klog"

29 July 2008

[Zooko](#), 31 December 2007 (created 29 July 2008)

small bits of hackery:

no tags

darcs: I helped Greg H use darcs. I deleted spam tickets from <http://allmydata.org/trac/darcs-2> and posted [a message](#) to the darcs-users mailing list asking if they could link to it from <http://darcs.net>. I updated [darcs ticket#693](#).

my development tools: I've figured out, thanks to Brian Warner's timely help, that the problem with my Linux workstation locking up is [this driver issue](#). I'm compiling the shiny new Linux 2.6.26 kernel to see if that changes the behavior. (Update: so far so good, kernel 2.6.26 has yet to lock up. I'm loading the machine up with buildsaves for [pycryptopp](#), [tahoe](#), and eventually also zfec and other projects in order to stress it.)

open source organization: added <https://launchpad.net/foolscap> and <https://launchpad.net/allmydata.org> as being related to the <https://launchpad.net/tx> superproject.

Decentralized Money

[Zooko](#), 26 January 2009 (created 26 January 2009)

I've been spending a little bit of time thinking about how gaming services like *World of Warcraft* and (don't-call-it-a-gaming-service) *Second Life* have succeeded where we at DigiCash failed — convenient, widely-used, programmable digital cash. A problem is that each of these new currencies are centrally controlled by one entity. This limits the scope of who will rely on that currency and how much value they will risk on that currency. There are ideas floating around about how to facilitate transactions between currencies, but this would not solve the problem. A *plethora of competing centralized services is not the same as a decentralized service*. Even if it were cheap and convenient to trade some LindenBucks for some WoW Gold, this would only lead us back to the equivalent of the modern nation-state currencies: mostly centralized (because of *the Network Externality*), heavily taxed/regulated/manipulated, and prone to disastrous failure. What I want is a currency which everyone can cheaply and conveniently use but which **no-one** has the power to manipulate. No-one has the power to inflate or deflate the currency supply, no-one has the power to monitor, tax, or prevent transactions. Truly the digital equivalent of gold, during the times and places when gold was the universal currency. See the [BitGold](#) idea by Nick Szabo and [b-money](#) idea by Wei Dai, and recent effort to actually implement something along these lines: [BitCoin](#) by Satoshi Nakamoto.

tags:

politics and economics
tahoe-lafs
privacy and openness
cryptography
computer security and reliability

Zooko

The tiddler 'Zooko' doesn't yet exist. Double-click to create it

no tags