Picolo: Fast, Fully decentralized, Globally distributed Open Database Network

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version 1 (private release, still work-in-progress)

Whitepaper for the project can be found at [1]

Abstract

Picolo is a fast, scalable, verifiable, fully-decentralized, globally distributed transaction oriented database for Blockchain-based Applications. Picolo uses a probabilistic replication framework on top of DHTs to achieve a $\mathrm{O}(1)$ lookup latency for most queries. Its the first and so-far only system of its kind to distribute data at a global scale will full-decentralization and externally-consistent distributed transactions. Its design is tailored to support Blockchain-based applications.

- Allows for verifiable transaction logs.
- Token economics that gamify honest participation from nodes over malicious intent.

1 Introduction

- Introduce the database problem on the blockchain.
- Overview of current approaches and limitations (details in the Background and Related work section).
- 2 Background
- 3 Related Work
- 4 Overall Design
 - Overall Picolo architecture.
 - Token economics.

5 Network Subsystem

- \bullet DHT layer for lookup. Replication and caching for O(1) lookups for popular items.
- Token economics for incentivized participation.
- Building with BFT.

6 Database Subsystem

- 6.1 Cluster
- 6.2 Versioning
- 6.3 Replication and Token economics

6.4 Handling Failures

Some factors that affect prices of cryptos are listed below. These factors are by no means exhaustive but provide a framework within which mechanisms to analyze them can be discussed. See the sub sections where some techniques are presented. Factors affecting the prices of crypto assets:

7 Conclusion

Initial implementations of AI algorithms that analyze structured and unstructured data are discussed. Unstructured data is analyzed in two steps: first, at a unit level and second as a sequence by feeding it to an LSTM. Structured data consisting of live feed from exchanges, current and past bets on the platform amongst others is represented as a game state where an independent decision making agent learns to take actions that maximize its game score. A method of determining payouts to platform users is discussed where they are determined by the magnitude as well as the category of contribution.

References

[1] Adi Kancherla and Arunesh Mishra. Picolo: Ethereum-based open database network. https://picolo.network/Whitepaper.pdf.