

Storage costs are high in the EVM model. We're wondering if the developer community is interested in a rentable storage facility. The idea is that you could allocate some kind of storage area that would cost less but would evaporate unless regular "rent" was paid to keep it alive.

This could be much cheaper for data with a limited lifetime, because the system could avoid the usual Ethereum requirement that storage needs to be available forever.

An obvious way to implement this is with a precompile.

Is this valuable to developers?