I tried to collect all the topics we ever wanted to cover in the rm report to agree on the scope for v3.

- The first list contains the things we already decided to cover in v3,
- the second list is an aggregation of the things we wanted to cover at some point,
- and the links are mostly just for me for when i'm writing the report

## v3 list (WIP):

- · Applications:
- [Add ReadInterface

and projection functions](https://research.anoma.net/t/application-read-write-interfaces/661/1), adapt the rest of the application definition

- · Application composition types: how do they relate to each other? Can we define them in a more unified manner?
- [Add ReadInterface

and projection functions](https://research.anoma.net/t/application-read-write-interfaces/661/1), adapt the rest of the application definition

- Application composition types: how do they relate to each other? Can we define them in a more unified manner?
- · Restructure the paper to have clearer separations between motivations, definitions, and the rest
- Storage writes as defined <u>here</u> (Isn't it already in the report? Verify)
- Extract "optional" transaction fields that aren't required to verify the state transition but hint at smth (IFC predicate, preference function)

## Backlog:

- The list of the topics not yet covered from the rm brainstorming topic
- The list of the topics not yet covered from the v2 scope
- Generalise nullifier public key to a commitment with specified properties (binding but not necessarily hiding, etc)
- Standardize and extract the general notation for everything defined in the report (definitions, interfaces, type theory, etc)
- Use commitments to public inputs instead of commitments, nullifiers, etc directly to fix the public input size for variablesize txs (merkle tree)

## Links:

- Applications and service commitments
- Collective curation of topics to go in resource machine report v2
- Stored data format: resource machine <> storage
- [Proposal] Scope refinement for resource machine report v2
- · Application read & write interfaces

<u>@cwgoes</u> in addition to the things already mentioned in the v3 list, what do we want to cover in v3? I didn't add the things that were explicitly listed as "v3 topics" <u>here</u> because I think we should re-evaluate