

Lisboa: 02/05/2019

What makes æternity different?

æternity's goal is to provide one of the most **powerful blockchain** platforms in the industry with a very **reliable** on-chain and off-chain **performance**, while still remaining **decentralized**.

Not ignoring important aspects:

- open code
- 200 years
- stable releases

- dev instruments
- readable language
- active community



Technology

Some of the **technology** we use:







Vue.js





You can find a full list on our GitHub: https://github.com/aeternity



What is æternity?

An open-source, blockchain 3.0 æpps platform.

Solving current problems in blockchain, ie:

- scalability
- governance
- usability

- efficiency
- real world data
- contract security



Scalability.

On-Chain (Layer 1)

- Bitcoin-NG
 - using the <u>Cuckoo Cycle</u> Proof of Work mining algorithm

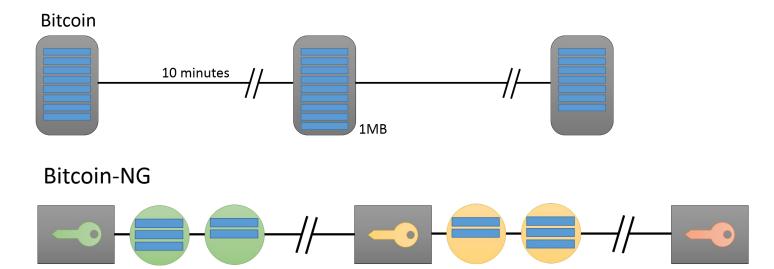
Off-Chain (Layer 2)

State Channels



On-Chain: Bitcoin-NG

Fast, Secure, and Decentralized





Cuckoo Cycle PoW.

æternity uses the **Cuckoo Cycle**, a memory bound mining algorithm, rather than raw processor speed, in order to achieve the greatest **decentralization** possible.

PoW might use 100% of your CPU (70W) (PoW normally uses GPU for mining instead of CPU or **120W or higher**). The Cuckoo Cycle only uses **54W** of power to fully saturate the memory of your machine.



Scalability via State Channels.

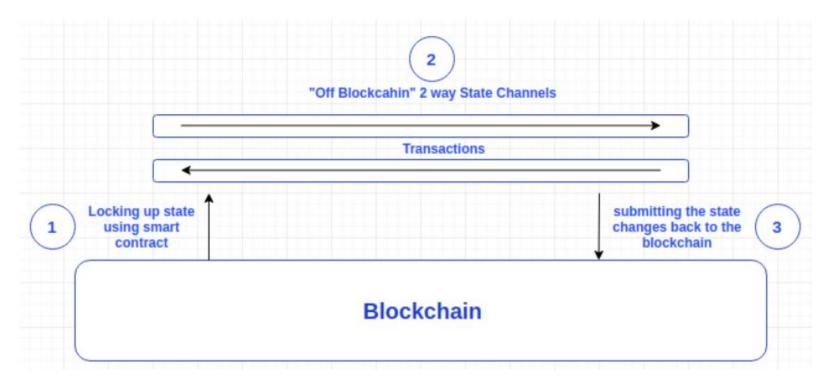
State channels provide a method for users to **privately communicate and transact off-chain**. æternity's method for **reducing the on-chain load**.

Only in the case of a **disagreement** between the contracting parties does the æternity blockchain **enforce** the smart contract code.

Increases **scalability** by reducing the number of transactions on chain.



Off-Chain: State Channels





Off-Chain: State Channels

On-Chain

10 ETH

Alice: 5 ETH Bob: 5 ETH

Rule 1: If player gets 4 in a row, reward all ETH to that player.

Rule 2: If a player attempts to go twice in a row, reward all ETH to other player.

Rule 3: If a player does not respond to a dispute within 2 minutes, reward all ETH to disputing player. Rule n: etc...

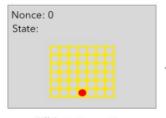
Ex: Connect Four Multisig

Judge Smart Contract

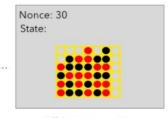
Off-Chain



Alice



Offchain Transaction Signed By: Alice, Bob



Offchain Transaction Signed By: Alice





Oracles.

Oracles are source of information which can be accessed on the blockchain. **Anyone can be an oracle provider**, their reputation determines whether or not they are seen as a reliable source.

Structured data, that can be anything from a simple Boolean to the complete work of Shakespeare.

Oracle **responses** can be used by **smart contracts** to perform certain actions based on the result



This is not an Oracle:





Oracle characteristics

- æternity provides an oracle state tree which contains objects and queries
- an oracle defines:
 - an address that should be registered as an oracle
 - a request and a response format
 - a TTL (how long the oracle will be available)
 - a fee that a caller has to pay to get a response
- operations on oracles:
 - register the oracle
 - subscribe to the oracle
 - answer queries from clients
 - possibly extend the lifespan of the oracle, by increasing its ttl
 - or expire
- Sample Oracle: https://dev.aepps.com/aepp-sdk-docs/Oracle-Python.html



Governance.

The **governance** of the blockchain is done by **voting on the chain** on proposals.

Delegated voting + technical tools.

Important aspects such as: reputation and cooperation.



Why æternity? æternity smart contract approach.

Contract execution should be safe, efficient, cheap, scalable + easily migrated.

Sophia is a new reason like programming language invented for the **æternity virtual machine**. Developers write smart contracts that run on the æternity blockchain in Sophia. Sophia's **syntax** is derived from (OCaml/ReasonML). **Varna** is a high level language, similar to Script in Bitcoin. Varna contracts **do not contain any loops** and the gas cost for a call is decided at **compile time**.



Solidity vs Sophia comparison

```
pragma solidity >=0.4.0 <0.6.0;
contract SimpleStorage {
  uint storedData;
  function set(uint x) public {
     storedData = x:
  function get() public view returns (uint) {
    return storedData;
```

```
contract SimpleStorage =
      record state = { storedData: int }
      public function init() : state = { storedData = 0 }
      public stateful function set(x: int) =
         put(state{ storedData = x })
      public function get() : int = state.storedData
```



Source: https://hack.bg/blog/meetups/0x07-aeternity-sophia-ml-workshop-blockchain-developers-meetup/



Adoption at æternity?

Product / UI / Mobility / Simplicity.

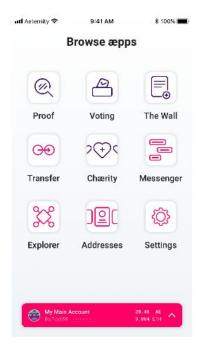
æternity enjoys **simplicity** of delivery of **open source** product to the **end user**. For example: dev portal, æpp portal, explorer that actually provides **information in one place**.

æternity is **mobile friendly** in its essence. No unnecessary and complicated information, which goes to prove that **simplicity and product go hand in hand**.

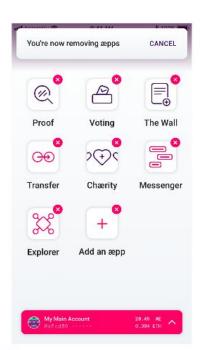


æpps Example

Base æpp







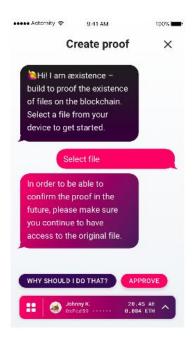




æpps Example

Proof of existence æpp







Mainnet is live!

Build your own æpp.

Some of the first æpps are dedicated to groundbreaking use cases, such as:

- Tokenized trust infrastructure based on machine learning
- Electricity network governance for supply companies and cooperatives
- Intellectual property management for artists and creators

- IoT data search and filtering engine + Al analysis tools
- First aid services for public motorbike transport
- Proof of provenance for agroecological products



æternity ventures.

Be a part of æternity.

Incubator for Blockchain startups building applications on æternity platform:

- Up to \$250K
- Up to 6 months incubation
- Global workplace

- Mentoring
- Connect with devs
- Already in action



Join the local community on telegram

https://t.me/aeternitypt

or scan the QR-Code



