Taugas

Peer-to-Peer current platform

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1. Goal :

The Taugas project should establish a technology platform that is Peer-to-Peer, no center, based on digital currency

2. Cause :

Ethereum storage requirements have gone beyond the normal computer hard disk configuration, and the network requirements for synchronizing block chain data have gone beyond the general broadband capabilities. Therefore, the trend of Ethereum centralization is inevitable. Moreover, Ethereum is adding additional functions and overstaffing the platform.

Bitcoin has always maintained the original belief of the block chain. However, since the block chain system is difficult to upgrade once it is run, it is not feasible to make further improvements.

There are also some block chain projects that use other consensus mechanisms, which are more central in nature.

So we need a new system with advanced functions and keeping the chain belief of primitive blocks.

3. Characteristic :

3.1 Seek a completely non central block chain

3.2 A basic digital currency, similar to the gold function.

3.3 A contract platform that enables data independent organizations to be established.

4. Scheme :

4.1 For 3.2 and 3.3, implemented on the basis of Ethereum, with reference to some functions of bitcoin.

4.2 For 3.1

4.2.1 Consensus

The existing project consensus mechanism is divided into Peer-to-Peer

(POW, POS), community (DPOS), alliance (POA, BFT). Only Peer-to-Peer consensus is truly a centerless consensus. So we adopt the POW+POS consensus mechanism.

The POS consensus can be modified by referring to Algorand algorithm to reduce the centralization trend and vulnerability of POS itself.

4.2.2 Resources (CPU, memory, hard disk, network)

The de centralization of resources means that the general computer can act as the whole node of the block chain. Bitcoin is correct because it does not expand the block space for tips. Ethereum's hard disk space is too large for ordinary computers to bear. Therefore, Ethereum has become inevitable centralization.

The size and time of the system block should be strictly limited, so that the system's demand for resources is consistent with the resource growth curve of the ordinary computer.

For the tips of the system, we must introduce functions such as state channel, lightning network and so on.

Refer to Ind, Raiden, epoch and other projects.

5. Framework