Mimblewimble & Grin

privacy by default



What would be in this talk?

- Mimblewimble (MW)
- Grin as an implementation of MW
- Monetary policy
- Mining
- Where is Grin now
- How to get involved

A short history MW

- 2 Aug 2016, an anonymous person using the name Tom Elvis Jedusor dropped a document onto a Bitcoin research IRC channel called MimbleWimble.
- 6 Oct 2016, Andrew Poelstra published revised document of MimbleWimble.
- 20 Oct 2016, an anonymous person using the name Ignotus Peverell published the first commit in github.com/mimblewimble/grin repository.

What is MW?

- Complete fungibility
- Scales mostly with number of users, not transactions.
- Elliptic Curve Cryptography
- Interactive TX building

Confidentail Transactions

- Alice wants to send N grin to Bob
- Alice take her unspent output and create a new one for Bob
- To do that, Alice needs Bob to cooperate
- After output was created:
 - It is impossible to distinguish this output from others
 - It is impossible to find matching input for this output
 - It is **impossible** to observe the amount in this output

Scalability

- 1. Check that now new coins were created in the block does not require a history of transactions
- 2. Node needs only a few full blocks with full guarantee

Cut through

- 1.Alice sends 10 grins to Bob
- 2.Bob sends 10 grins to Carol
- 3.Do weed need to know, that Bob was involved?

Alice → Bob, Bob → Carol <=> Alice → Carol

4.Outputs, created and spent in the same block can be eliminated

Grin as an implementation of MW

- Implemented in Rust
- Bulletproofs
- Fast-sync by default
- Dandelion

More technical talk by @yeastplume at Grincon0 https://youtu.be/11Li5Zy2cKk

Short FAQ

- No ICO
- No 'Founders reward'
- No Premine
- No Pre-allocation

Dandelion

- Network layer anonymity solution that was originally proposed in 2017 to help improve on Bitcoin's P2P network privacy
- Purpose: hide who created the transaction
- Amazing talk by @quentinlesceller from Grincon0 https://youtu.be/Q1XWFcHiwQA

Monetary policy

- Block reward is fixed over time 60 Grin
- Supply is unlimited
- Fee is proportional to number of outputs and backproportional to number of inputs



- Two algorithms (ASICS Friendly, ASICS Resistant)
- Day 1 10% goes to ASICS Friendly
- In 2 years 100% goes to ASICS Friendly
- ASICS Resistant Mining on GPU is memory heavy (7Gb+)
- OpenCL implementation still in progress

For more details @tromp talk at Grincon0 https://youtu.be/CLiKX0nOsHE

Where is Grin now?

- 2,6k ★, 85 contributors on Github
- Today Floonet, 15 January Mainnet
- 1.3k people in gitter

Get involved

- Know some Rust? https://github.com/mimblewimble/grin
- Design/UX skills? https://gitter.im/grin-community/design
- Frontend dev? Web wallet needs some love
- Mobile dev? iOS/Android is still in development
- Know how to write? Documentation!1!!1!1!1!
- Very smart? Confidential assets currently is not available
- Other? https://gitter.im/grin_community/Lobby

Thanks

- The document https://github.com/mimblewimble/grin/ blob/master/doc/intro.md
- Videos from Grincon0 https://grincon.info/
- Gitter https://gitter.im/grin_community/Lobby
- Forum https://www.grin-forum.org
- My Gitter/Twitter/Telegram: @i1skn