

Yllo digital Space – White paper. v0.7 (Draft)

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What is Yllo Digital Space?

Yllo Digital Space (YDS) is a metaspaces for sharing content, storing cryptocurrencies, documents and communicating with everybody. Your communication opponent need not register for consuming and creating content. YDS is trending to web3 and decentralization philosophy. Yllo is valuing user's personality, so YDS is generation own subdomain for verified users.

Cases

Main ideas: One-touch Communication, Content Delivery

Daily communication is based on sharing and consuming content. Our mission is to make this action faster. You are able to chat, speak in touch with everybody.

Another use case

Another use case is storing wallets of different cryptocurrencies at YDS. Users can create a cryptocurrency wallet with 2 clicks only. Users can generate a few wallets (of ETH, BTC, XRP...) and save the seed phrase for opening YDS from another device later.

The Alternative Reality of Exploring Content

Algorithm transparency is necessary for Yllo. Personalized feeds in not the future.

1. Actions of users I follow

YDS has **socialized** modules for content delivery from content creators to their followers. These modules are open to the YDS community. When somebody from members is starting to contribute to the socialized module, this user's followers get the notification.

For example, if the creator writes a message on a socialized chat, all followers get the push notification about the activity and an invite to this socialized chat for communicating

2. Socialized Modules Explorer

This explorer looks like Instagram Reels UI but the content is Socialized modules. For better UX Yllo will develop the Filters (by tags), no personalized recommendations

For a better one-touch communication experience the vector includes integration of **Socialized Modules Explorer** to the product home landing (and like a module at Yllo Digital Space)

Tokenomics. Fight For Liquidity

Communicating is the tokenomics engine. Messaging, discussing, creating for obtaining XLT from inactive module's collaborators. When the user is creating content (speaking at Room, messaging at chat), XLT is debited from listeners. This is the motivation for active communication and inviting new members to the YDS community.

One-touch communication is the main idea of YDS, so for a better experience of communicating YDS is generating the account automatically. Let this account type like *"The Accounts with Space-based names, without username and subdomain, have "" type.*

Phase 1. Core Processes

Circulation Foundation (CF)

CF address: 2zywB6xQbjksR3PzVsR5MFRXdEsYtz7m62

Circulation Foundation. This Foundation is providing funds to accounts in two states: on generation (more details in **"Sharing Motivation"**) and verification (more details in **"Solving Bots Problem"**)

Denote CF balance with S_a

Distribution function

$$f : x \rightarrow H_0 - \frac{1}{T_0 \cdot x + H_0^{-1}}$$

f — **Distribution function**

$$T_x = K \cdot f(B_i)$$

$$T_0 = 0.0005, H_0 = 0.3, K = 1$$

$$Q = 0.1 \text{ — CF fee}$$

$$Q' = 0.15 \text{ — YDS fee } B_i \text{ — } i\text{-listener's balance}$$

$$T_x(1 - Q - Q') \text{ — Creator's stake } T_x Q \text{ — CF's stake}$$

$$T_x Q' \text{ — YDS's stake (Yllo profit)}$$

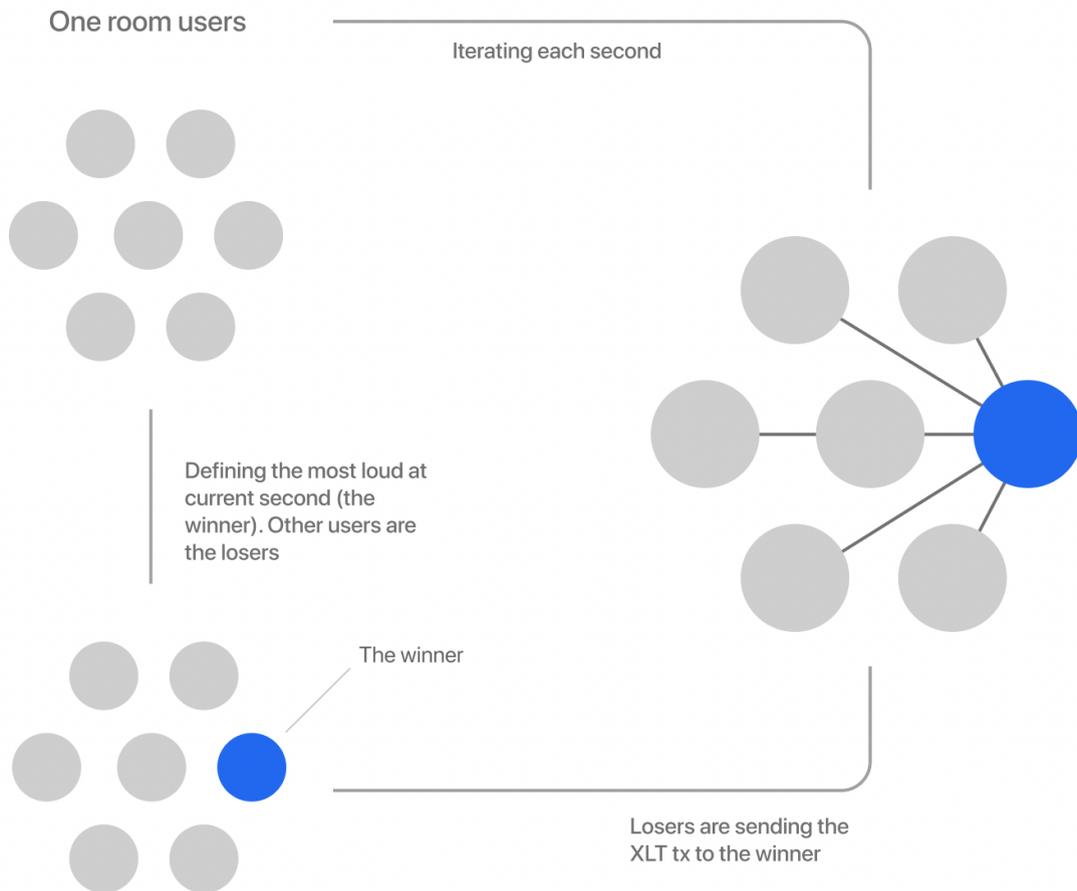
$$f(0) = 0, \text{ so our tokenomic is not the barrier for communication}$$

$\lim_{x \rightarrow \infty} f(x) = H_0$, holding a lot of XLT on account's balance makes no sense. The second phase will solve this problem

Sharing Motivation

For motivate the users to share content we have decided to let them earn XLT from incoming users. For every "*" user YDS is generating the XLT wallet and transferring $g(S_a)$ XLT (and locking until P XLT). The inviting user is earning XLT from new user (while communicating)

Yllo locks "*"s XLT by creating the default wallet on the server. When the default wallet balance is exceeding P XLT, YDS is generating a new XLT wallet on the client (so Yllo does not know the keys) and the server is transferring assets to the new wallet



Solving Bots Problem

The foul user can create the Room and start inviting bots for transferring XLT from new users (bots).

For solving this problem Yllo decided to do 2 steps:

1. Transferring the dynamic amount to “*”s wallets. $g : s \rightarrow \max(s - c, 0) \cdot L$
 $c = 100, L = 0.01$
2. Dividing new user’s revenue into 2 steps: “*” stage (new user gets $g(S_a)$ XLT from CF) and verification stage. On the verification stage, the user gets a part of CF on the locked wallet again

What is a locked wallet?

The locked wallet is a simple XLT wallet, but these wallets are generated by YDS server part. The user does not know the secret of their locked wallet, so YDS server controls these wallets

For locked wallets: If the user has not used YDS for 1 month, the amount from the locked wallet would be transferred to CF to attend the tokenomics

Phase 2. Custom Assets

Until phase 2 holding a lot of XLT has made no sense.

This phase initializes the Custom Assets. Custom Asset looks similar to ERC20 tokens with the user’s profile ticker. These assets are minting while consuming (to consumer wallet) the creator’s content. The minting amount depends on the consumer’s XLT balance.

Custom Assets value

1. The list of Creator’s Custom Asset holders is displayed at Creator’s profile and sorted by the amount.
2. Creating exclusive content only for holders with assets amount greater than n .

Phase 3. Great Future of Custom Assets

This phase is based on EVM compatible XLT network. Custom Assets look similar to ERC20 tokens, so users can swap custom assets on Uniswap-based service in the XLT network. This phase makes the real profitable value of Custom Assets

YDS Modules like a server/property/records label

The user with a large audience can create the room and use this as a concert hall. The owner need not participate in the party. The owner still would have an income from each Fight for Liquidity-based transaction

One-touch Communication Improvement

Mobile Apps

Nowadays Yllo has a super-app, but the future requires a better UX, so Yllo decided to create a few micro-apps: Yllo Room, Yllo Chat, Yllo Wallet.

Micro apps will solve a problem in one sphere: messaging, video/audio meetings, collecting cryptocurrencies. All these micro-apps will have a united account system: One Seed phrase for everything

Yllo Rooms

This is a native mobile application for one-touch audio/video communication. This application is capable of YDS Room. This application is looking like Spotify Greenroom, Clubhouse but is simpler and has better UX because have no required registration

Yllo Chat

This is a native mobile application for one-touch communication. This application is capable of YDS Chat. This application is simpler than common messengers and has better UX because have no required registration

Yllo Wallet

This is a native mobile wallet for collecting XLT and other cryptocurrencies.

YDS Vision

1. Minutes of Meetings: Room NFT

This is available after the Decentralized file storage phase. Room's users are initializing the recording, holding a meeting, ending the recording and signing it (and paying a fee)

2. Custom Modules 1.0

Custom Modules 1.0 would be integrated before YDS decentralization

Custom modules 1.0 is the first phase of custom integration to YDS. Developers and Companies will get an opportunity of creating their public module and share via the link and other YDS infrastructure.

The developer should confirm the source code via the publisher dashboard. This dashboard would generate a link for other users (for adding the current custom module).

Solving Undesirable Content Problem

All custom modules are hosted at yllo.co, so Yllo can remove anybody's custom module. Moreover, one of the possible ways is adding moderation before publishing updates.

3. Decentralization. Censorship Resistance

Phase 1: Decentralized storage only

Phase 2: Decomposition microservices to smart contracts on XLT network

The alternative view on phase 2 is the implementation of YDS decentralization on XLT scaling solution

XLT LightToken

XLT Nowadays

XLT is a digital asset in the XLT network with the ability to integrate into products. The infrastructure around XLT includes Yllo Digital Space, implementations on Ethereum, Polygon, Binance Smart Chain based on the ERC20 smart contract. Bridges to EVM compatible chains are being actively tested now.

XLT Future

The preferred consensus algorithm is POS or POSA. Not POW

The preferred way for XLT development is the EVM compatibility fork. The main idea is to combine low fees and high transaction speed. It can be sidechains, rollups and other Ethereum scaling solutions. EVM compatibility is necessary because Ethereum has the greatest developers community. EVM compatibility creates the reason for ETH dapp teams and starts Custom Modules 2.0 (XLT smart contract dapps).

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