A decorative graphic on the left side of the page consisting of several concentric dashed blue circles. Blue dots of varying sizes are placed at various points along these circles. One of the dots on the outermost circle is highlighted with a white ring.

EOS TRANSPORT

A matchmaking engine for
terminal digital asset exchange

Version: 3.0

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1. Abstract

Eos-transport (eos-t) is a terminal digital asset exchange matchmaking engine (referred to as terminal matchmaking engine). It aims at building a basic digital asset exchange high-speed matching engine. It introduces Token economic model of intelligent contract control, and satisfies the high-speed digital asset exchange needs between various DAPP terminals and other terminals through semi-centralized matching mode, so as to realize a digital asset exchange and matching engine without trust. With the development of block chain technology and the increase of public chain platform, we will have more and more demands for cross-chain digital asset exchange. In the later stage, it will be extended to realize the safe exchange of digital assets between chains through multi-chain technology or cross-chain technology. On the basis of meeting the matching between current dapps, os-transport keeps pace with The Times and constantly integrates new technologies and ideas. At the same time, through modular combination, it provides the whole system with great scalability and compatibility. In the early stage, it is based on EOS. In the future, digital asset exchange of public chains such as Ethereum and BTC will be well supported.

2. Background

2.1 Problems with centralized exchanges

With the development of blockchain industry, there are more and more types of digital assets, and there is a growing demand for direct exchange between digital assets. Most current holders of digital assets are exchanged on centralized exchanges. Although there are some decentralized digital asset exchange methods in the industry, it still cannot meet the standards of centralized exchange in terms of user experience and exchange efficiency. Therefore, the centralized exchange plays a very important

role in the blockchain industry. However, it also has some problems, such as hacker attacks, digital assets stolen, the exchange's internal black box operation and other problems. At the same time, in the world of block chain, centralized exchange is in a very important position. For the industry as a whole, there is admittedly a whiff of irony. Therefore, it is necessary to propose an eos-transport network and method for digital asset exchange in a decentralized way without trust.

2.2 The status quo of decentralized digital asset exchange matchmaking engines

At present, the most centralized place in the block chain industry is the exchanges. In response to the problems of exchanges, decentralized geeks are striving to exchange digital assets in a decentralized way. They come up with a variety of decentralized solutions and try them one by one, iterating and upgrading technologies.

OxProject is a decentralized Token exchange protocol based on Ethereum lane. OxProject has built the basic functionality of the exchange protocol to complete the basic flow operation of Token exchange in a decentralized way. Because it is a basic service, it provides a decentralized transaction service that can be effectively combined with other complex applications. It acts as an infrastructure.

Kyber Network is a highly liquid exchange with decentralized information. The Kyber Network builds a highly liquid decentralized exchange. It achieves real-time transaction by introducing the role of reserve repository to improve efficiency and achieve compatibility with existing intelligent contracts.

2.3 Decentralized exchange eos-transport network & recent technology upgrade and iteration of block chain

EOS is a representative public chain technology platform in the blockchain era.

With the launch of the main network, community developers have developed hundreds of dapps on its chain. With the increase of the number of dapps and the growth of the community, some problems existing in EOS are gradually exposed, such as CPU resources facing bottlenecks, cross-link communication problems and so on. One of the most important is the CPU resource problem. With all blockchain projects facing high costs of DApp operation. EOS realizes high TPS through bft-dpos. But for supernodes, resource problems remain scarce for the foreseeable future. For example, RAM, although according to Moore's law, block chain should acquire more resources over time, resource shortage is still a problem in the short term due to the rapid growth of DApp demand. In the context of market speculation, developers will pay significantly higher costs, which will become a constraint on the development of EOS. In view of the current problems of EOS, EOS also has some aspects to consider, such as: EOSForce multi-chain architecture technology planning.

The multi-chain architecture does provide a meaningful solution to scalability and resource problems that are difficult to handle with most existing blockchains. With it, developers can create their own chain to support their Dapp, avoiding the resource scarcity and network congestion problems in the single-chain model.

This indicates that each application will have its own independent block chain in the future, and cross-chain communication will be realized through inter-chain communication tools. Support for multiple chains is a major development direction for EOSForce. With the multi-chain architecture, we can provide DApp developers with rich functions while ensuring the security of the current block chain. On the other hand, cross-linking can allow communities to launch different public or private chains to obtain the best operating environment for DApps

As blockchain technology continues to be updated and iterated, the digital asset exchange matchmaking engine will follow. In particular, the efficiency of digital asset exchange within the same chain will be correspondingly improved after EOS CPU resources, cross-link communication technology and other technologies improve block chain information calculation. The exchange of digital assets between different

chains needs to be realized by other technologies (such as cross-link technology). With the continuous development of technology and industry, it is believed that many schemes will eventually be put forward soon.

3. EOS-Transport terminal matchmaking engine

3.1 Smart contract management assets

Transactions performed in EOS smart contracts are public. Only when an EOS account is opened does it require an account fee. Transactions between users are free of charge, and all dapps can be accessed. Any DApps built on this set of eos-transport networks can access the common pool of flows or create their own, and charge fees based on the amount. The eos-transport network is open. It does not impose costs on users or transfer other value from one set of users to another. Decentralized management is container-based continuous integration management and supports secure updates and upgrades without affecting DApps and users. The terminal matchmaking engine stores and manages users' assets through smart contracts. Without the consent of users, no authority or centralized organization can operate the assets, which guarantees the safety of users' assets.

3.2 Underchain matchmaking

The rules of the terminal matching engine are to manage users' assets through smart contracts, including recharge, withdrawal and so on. Although currently we do transactions on the chain through smart contracts. However, as the throughput of current public chain platforms (including bitcoin, EOS, Ethereum, etc.) cannot meet the requirements of centralized exchanges, other ways are needed to improve the efficiency of asset exchange and matching. The terminal matchmaking engine puts asset matchmaking under the chain in a way similar to chain relay to improve the

exchange efficiency. The following is the simulation display of transaction processing of terminal matching engine:

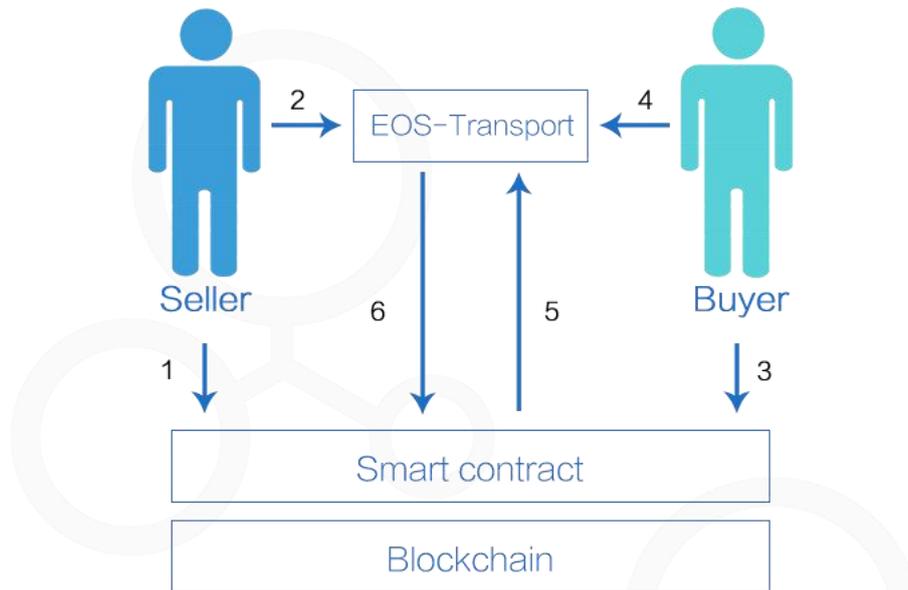


Figure 1 simulation of terminal matchmaking engine processing

The processing sequence of terminal matchmaking engine is as follows:

1. User Seller restores the assets that need to be exchanged into the smart contract. Except for user Seller, other users cannot operate the assets to recharge into the smart contract;

2. After user Seller successfully recharges the asset into the smart contract, it can send a message MakeOrder to the network of the terminal matching engine. The content of the message includes the identity and number of assets to be paged out and paged in, etc., and it also needs to contain the signature of the message sender.

3. The user Buyer operates similarly to step 1. Recharge the Buyer's asset to the smart contract;

4. User Buyer sends the MakeOrder message;

5. Terminal matchmaking engine obtains user's operation events, including recharge, withdrawal, etc.

6. The Eos-transport writes the final exchange results into the smart contract. At the same time, when the user finally extracts the asset in the smart contract, the eos-transport network can send an acknowledgement message to prevent the illegal operation of malicious users.

3.3 Message format

Eos-transport communicates with the main chain via messages. At the same time, the user communicates with the eos-transport through the message mechanism. Each message generates a 32-byte hash value through keccak. The message sender uses the private key to sign the hash value ECDSA and sends it with the message to the receiver.

3.3.1 Recharge message

Recharge message means that the user will recharge the digital asset that needs to be exchanged into the smart contract, and then the order can be created after successful recharge. The recharge message includes the following contents:

Table 1 recharge message content

Name	Type	Remarks
version	uint16	EOS-TRANSPORT network version number
to	name	The recipient of the asset, the EOS account
token	symbol_code	Asset identification

value	asset	The amount of asset recharge
sign	bytes32	Parameters generated by signing with a private key

The parameter Token in the recharge message represents the identity of the asset. Token types may vary for different blockchain platforms. On EOS, the type of Token requires the account name of Token creator and Token name to be determined together. There may be differences on other platforms, such as Ethereum, but this will not affect the design of the EOS-transport network.

3.3.2 Create order message

After the user successfully recharges the asset into the smart contract to manage the asset, the user can create the order to exchange the asset. The message content of creating the order is as follows:

Table 2 creates the message format for the order

Name	Type	Remarks
version	uint16	Eos-transport network version number
orderId	uint256	Order number to distinguish between different orders
tokenA	name	The asset A identity that the user needs to purchase
amountA	asset	The total amount of asset A that users need to sell
tokenB	name	The asset B identity that the user needs to purchase

amountB	asset	The total amount of asset B that users need to buy
expiration	int	The expiration date of the order, the unit is in seconds
fee	asset	Order handling charge
account	name	Order creator
nonce	uint256	Transaction count, representing the total number of messages sent so far, including order creation and order cancellation
sign	bytes32	Parameters generated by signing with a private key

The creation of the order contains two asset classes: tokenA and tokenB. TokenA is the asset to sell, and tokenB is the asset to buy. At the same time, the total amount of tokenA available to the user must be greater than or equal to amountA, otherwise the message is invalid. Expiration is the expiration time of an order (in seconds), which is set to prevent the backlog caused by the order not being completed.

AmountA and amountB represent the total amount of assets sold and purchased, respectively. If the order is treated as a purchase order, the price of buying tokenB can be obtained by formula 1:

$$\text{TokenB price} = \frac{\text{amountB}}{\text{amountA}} \text{ tokenB/tok}$$

At the same time, this order can also be regarded as a sell order. The selling asset tokenA is subject to tokenB. The corresponding selling price can be obtained from formula 2:

$$\text{TokenA price} = \frac{\text{amountA}}{\text{amountB}} \text{ tokenA/tok}$$

In general, the EOS-TRANSPORT network simply parses the order message according to one standard and calculates the unit price of the order to match different orders to complete the asset exchange.

3.3.3 Cancel order message

When an order is not fully or partially closed before it expires, and the user wants to exchange assets at other prices, a message can be sent to cancel the order. The order cancellation message is as follows:

Table 3 message format for order cancellation

Name	Type	Remark
version	uint16	EOS-TRANSPORT Network version number
orderId	uint256	Order number cancelled
nonce	uint256	Transaction count, representing the total number of messages sent so far, including order creation and order cancellation
account	name	Message sender address
sign	bytes32	Parameters generated by signing with a private key

When a user sends a message to cancel an order, the order may not have matched any other order. In this case, canceling the order is straightforward, simply removing the order from the matching queue. The other is the more complicated case. If the order has been partially closed, the unclosed part needs to be cancelled. At this time, the original order needs to be split into the closed part and the unclosed part. The closed portion cannot be cancelled any more and the unclosed portion can be cancelled.

3.4 Order matchmaking

3.4.1 Order matchmaking principle

An order set is a seller's order on the EOS - TRANSPORT network, and the buyer buys orders on the EOS - TRANSPORT network. Eos-transport determines the transaction price of both parties and completes the transaction in accordance with certain principles.

The matching Price is calculated on the basis that the buying Price PB(Price Buy) must be greater than or equal to the selling Price PS(Price sell) :

1. When PB is equal to PS, the transaction price is specified according to PB(PS).
2. When PB is greater than or equal to PS, if PP is less than PS in the previous transaction price, it will be priced according to PS. If PP is greater than PB, PB is the price.

The architecture of the eos-transport memory-based matchmaking system is shown in figure 2.

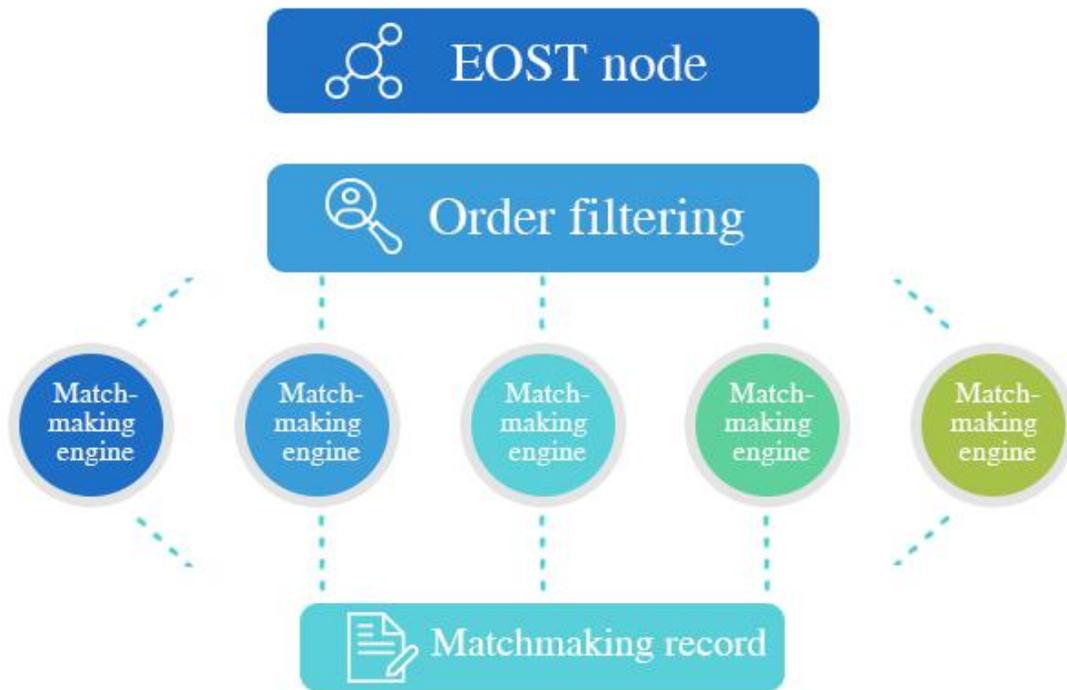


Figure 2 architecture diagram of the EOS-transport memory matchmaking system

Based on the research of currency transaction in blockchain, EOS-transport adopts a matching engine cluster mode based on memory state machine replication technology. Memory-based matchmaking method can greatly improve the efficiency of matchmaking, and the matchmaking engine cluster can solve the occurrence of downtime in the real environment. At the same time, the eos-transport network node will use the order screening algorithm to optimize the processing of orders and improve the success rate of matching. Each node uses memory state machine replication technology to ensure the robustness of the matching system.

3.4.2 Order matchmaking algorithm

An important part of the matchmaking engine on an EOS-TRANSPORT is the user's purchase and sale orders. It creates a transaction record by matching buy and

sell orders. But in reality, orders cannot be matched immediately. In this case, the EOS-TRANSPORT designs a buy queue and a sell queue to hold orders. Queues follow the "price first, time first under the same price" rule. The buy queue is in the low to high order of the delegate price, and the sell queue is in the low to high order of the delegate price, as shown in figure 3.

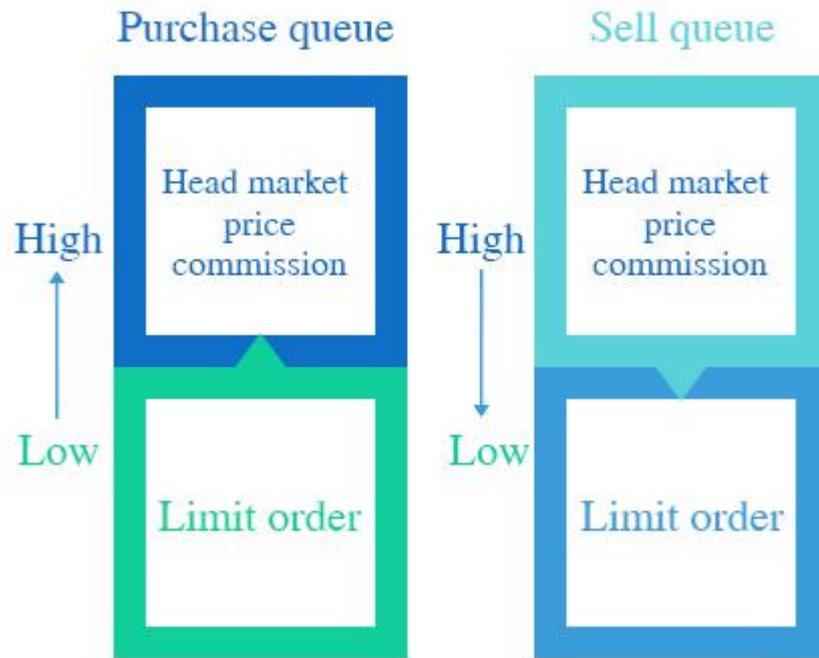


Figure 3 schematic diagram of order queuing

As shown in figure 4, the matchmaking engine receives a new purchase order and looks at the head of the sell queue to see if there is a sell order that conforms to the price rule. If there is an order with a sell price less than or equal to a buy price, the order is removed from the queue and brokered into a transaction. If the sell queue is empty or the head of the queue does not satisfy the price relationship, the purchase order is inserted into the buy queue because the purchase queue is sorted in price and time order. Therefore, the newly inserted order will be inserted into the corresponding position of the purchase queue after a sort.

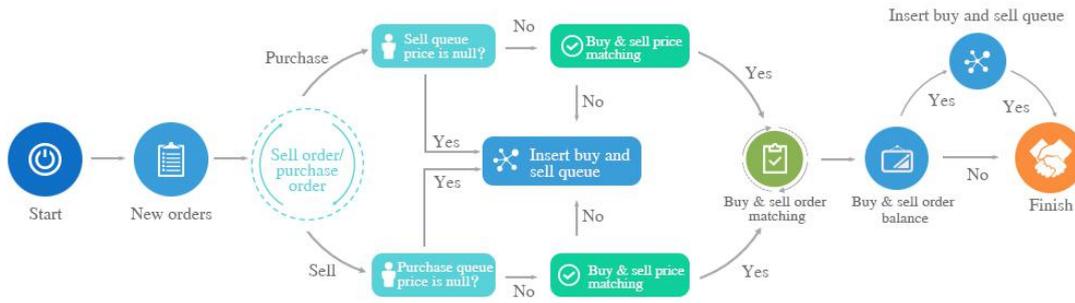


Figure 4 flow chart of order matchmaking

Similarly, when the match engine receives a new sell order, it looks at the head of the purchase queue to see if there is a purchase order that conforms to the price rule. If there is an order with a purchase price greater than or equal to a sell price, the order is removed from the order queue and brokered into a transaction. If the buy queue is empty or the queue header does not satisfy the price relationship, the sell order is inserted into the sell queue. Since the sell queue is also sorted by price and time, newly inserted orders are inserted into the corresponding position of the sell queue in a single order.

3.5 EOS-TRANSPORT network

There are certain members of the neighborhood who can apply to run the EOS - Transport network node. The EOS - Transport network node receives the user's pending, withdrawing and other requests, and broadcasts the requests to other nodes in the network. At the same time, it routes the request to the corresponding matching engine through the routing algorithm of the routing layer. According to the matchmaking algorithm, the matching engine matches the orders of users and completes the matching of purchase order and sell order. The network architecture diagram is shown in figure 5.

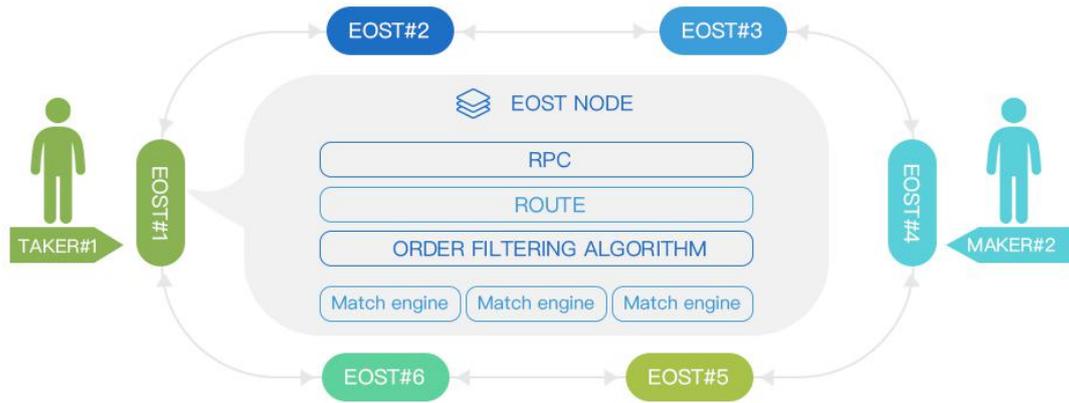


Figure 5. Diagram of EOS-TRANSPORT network architecture

Orders can be broadcast to other nodes in the network by way of broadcast between the EOS-TRANSPORT network nodes. Due to the processing capacity of each node is different, the nodes can choose the transaction pair matching first. For example, if a project party runs an EOS-TRANSPORT network node, this node can first match the tokens issued by this project, thus improving the circulation speed of tokens. At the same time, as a node in the EOS-TRANSPORT network, order matching transaction can obtain transaction fee, thus encouraging members of the community to run the network node.

4. Potential promotion of Token exchange EOS-TRANSPORT network matchmaking efficiency

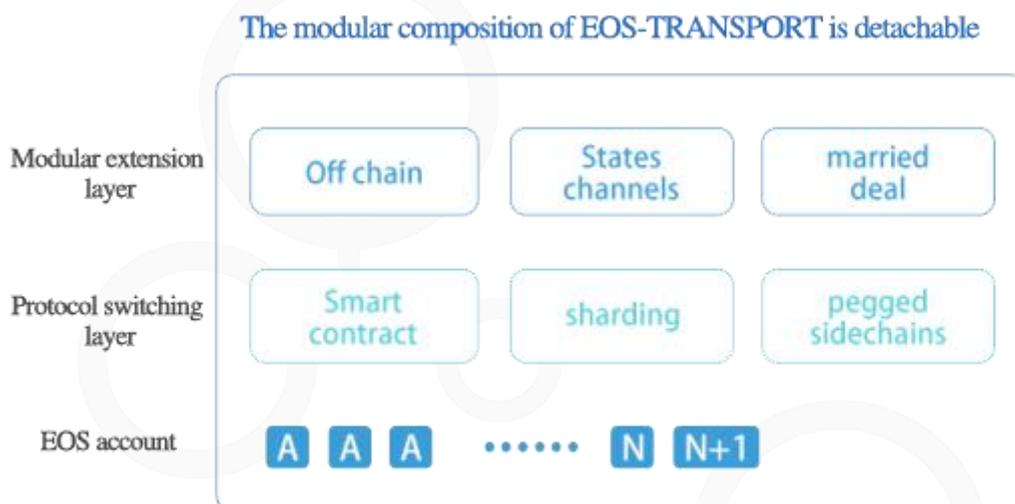


Figure 6 modular components of the terminal matchmaking engine

The entire architecture of the terminal matchmaking engine is designed as modular components to increase the scalability of the entire EOS-Transport network. From the perspective of current technological development, there are several ways to improve the matchmaking efficiency of asset exchange:

4.1 State channel

At present, the TPS of EOS has reached more than 1000, which has been greatly improved compared with bitcoin (Currently TPS is about 7), Ethereum (currently TPS is about 13) and other public chains. However, compared with the traditional centralized service architecture of TPS, there is still a certain distance. Bitcoins, Ethereum and other public chains have introduced state channel technology to improve TPS. The proposed state channel is a strategy. Although it retains the operation mode of the underlying blockchain network, it changes the specific usage of the network and solves the scalability challenge by completing specific operations

under the chain. It doesn't just use blockchains as the primary processing layer for any form of transaction. Instead, it ACTS as a clearing layer, processing only the final transactions generated by a series of interactions and performing complex operations only when disputes arise.¹

The state channel can be A->B channel or A combination channel. It can also be added to smart contracts, which can be very effective in performing complex operations during transfer and payment execution.

Therefore, EOS can also use state channel technology to achieve a certain purpose when further studying TPS improvement. At the same time, EOS operations currently require mortgage EOS in exchange for RAW, CPU, and network, which undoubtedly increases the operating costs for DAPP developers. If you use state channels to place parts of the operation under the chain, it is inherently very helpful for the entire EOS.

4.2 Wedge type side chain technology

Side chain technology enables users to access a large number of new block chain technologies and provides security isolation. It avoids unforeseen risks when upgrading an os-transport network. When catastrophic side chain problems occur, the good operation of the main chain is not affected.

The EOS-TRANSPORT network will introduce side chain technology at a later stage to try to improve matchmaking efficiency. It gradually draws the upgrade of experience closer to the direction of centralized exchange, and can better accommodate the digital assets of different public chains while ensuring the asset security of users.

1

4.3 Introduction of fragmentation technology

Currently, in all blockchain networks, each node stores all states (account balance, contract code, storage, and so on) and processes all transactions. While providing high security, it also greatly limits scalability. Blockchain cannot handle more transactions than a single node. This is largely why bitcoin is limited to 3-7 transactions per second, from Ethereum to 7-15 and so on.

Partitioning the state into $K = O(n/c)$ partitions is called sharding. For example, Ethereum's sharding scheme will put all accounts beginning with a into one sharding, all accounts beginning with b into another sharding and so on. In the simplest form of sharding, each sharding also has its own transaction history. Transactions in some shard k are limited to the shard k state. In more advanced sharding, some form of cross-sharding communication capability is also included, where transactions on one sharding can trigger events on other shards.

When EOS-TRANSPORT considers to improve computing efficiency and storage efficiency, sharding technology will also be studied. It creates an efficient and friction-free multi-terminal matching engine system for the whole blockchain world by introducing sharding technology.

4.4 Multi-terminal (wallet, Dapp) internal single matchmaking engine

Many terminal development teams and dapps developed by project parties are gradually trying to build the exchange of digital assets into their own applications, so as to facilitate users to complete the exchange of assets. If every wallet development team develops an asset exchange program, it not only adds development costs to the team, but also wastes resources by repeatedly building wheels. Therefore, theEOS-Transport network provides some solutions to these problems.

The EOS-Transport network provides an external matchmaking engine for these

terminals (including wallet, DAPP, etc.) to match online orders. It provides accurate matchmaking for different wallets, project party DAPP and other terminals, and provides APIs for centralized matchmaking for each terminal.

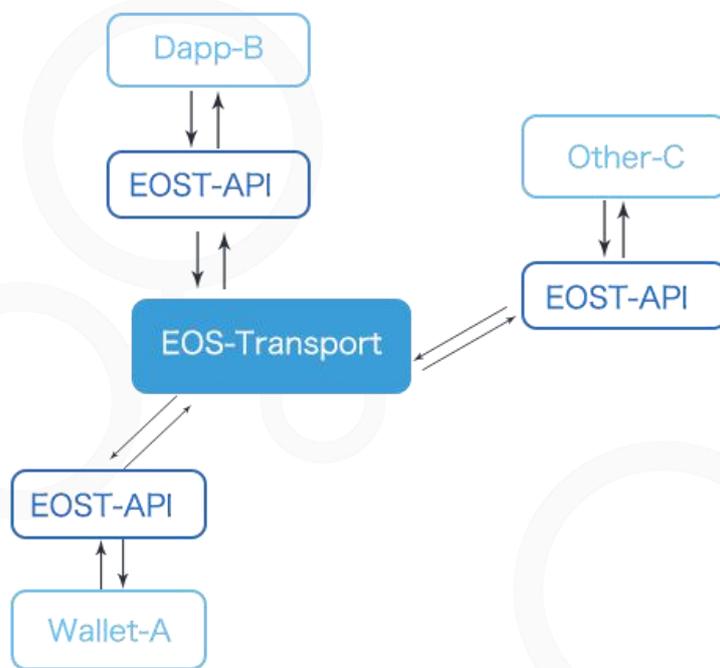


Figure 7 multi-terminal single matchmaking

5. Rules of EOS-TRANSPORT network - community economic ecology

EOST is added as Token asset of the EOS-TRANSPORT network through preset intelligent contract rules. On the one hand, it burns EOSt (Token of terminal matchmaking engine) and adds Token contract address. On the other hand it is the community supernode that votes to complete the addition of the contract address.

EOSt is committed to creating an open community and forming a benign Token economic environment. With the gradual improvement of EOSt ecology, EOSt holding will get the dividend of ecological development.

5.1 Token addition rule

Adding the EOS Token asset to the eos-transport network requires adding the Token's contract address through the smart contract, inserting a certain number of EOST tokens into a specific black hole address, and then broadcasting a message to complete the contract address addition.

EOST Token is transferred to the "black hole" address in batches. The total number exceeds a certain number. The Token contract takes effect and the Token contract is added.

5.2 Supernodes running rules

Super node rules of the EOS-TRANSPORT network community: set smart contract rules and lock 500,000 EOST to become a super node in the community with a fixed lock period of 12 months or a certain number of block height.

As a super node, you can add Token contract address for voting. The voting rules of super node are set as: if yes is greater than no, and if yes is greater than 10, the addition of the contract can be completed.

5.3 Other possible income

Other income, such as transaction fees, etc.

6. Development roadmap

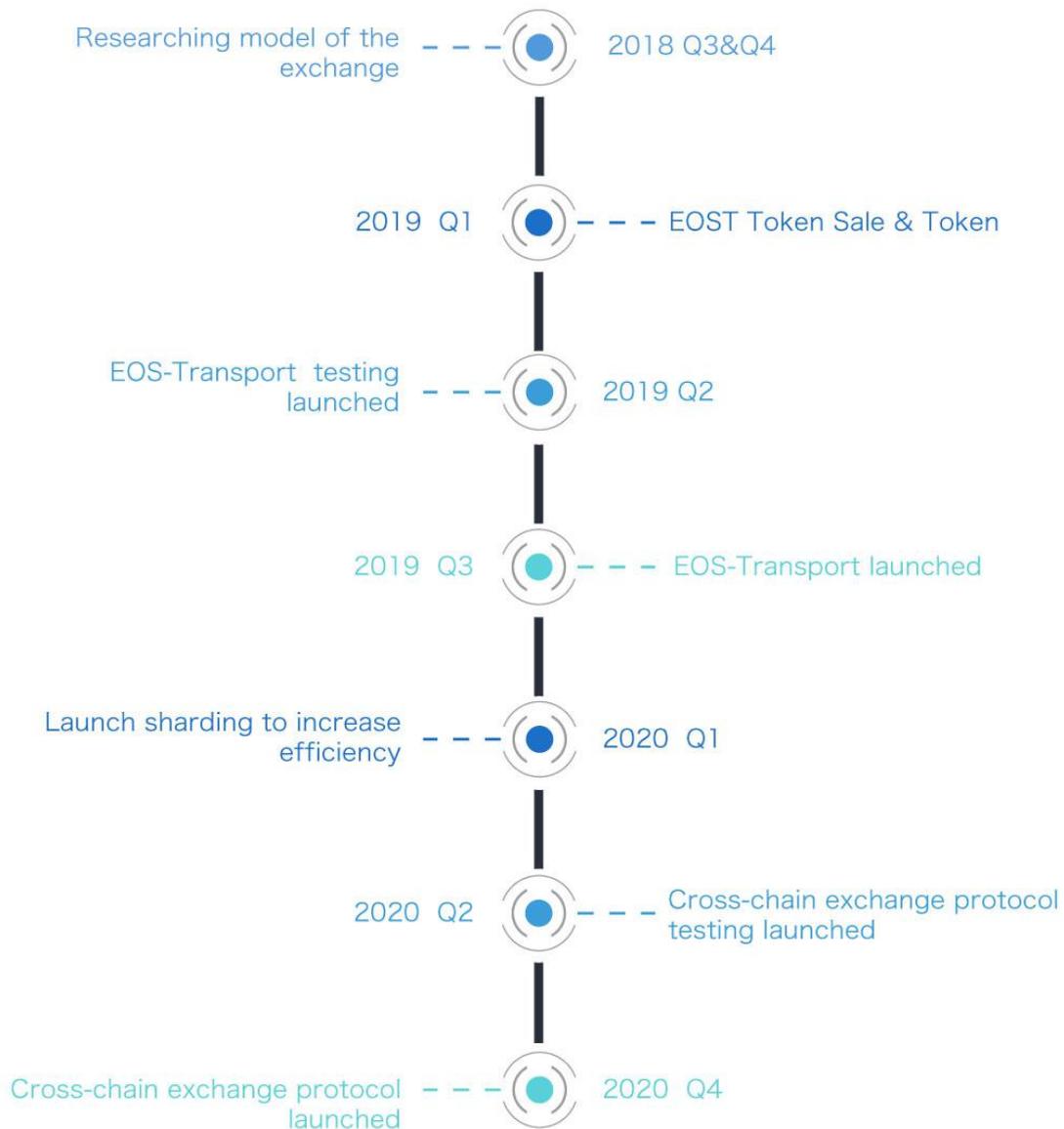


Figure 8 development roadmap

7. Token release planning

EOST is the only Token flowing on the EOS-TRANSPORT network contract platform. The total number of tokens generated is 2.1 billion, 30% of which are released, and 630 million tokens.

7.1 EOS-TRANSPORT Token function

1. Exchange EOST circulation economic model object;
2. Add Token smart contract GAS (fuel);
3. Add Token to become super node to participate in voting;
4. EOST is a cyclical support for the entire ecosystem.

7.2 Private placement details

EOST project Token allocation: 10% for founding team, 10% for project marketing operation, 40% for EOST project ecological establishment, 10% reserved for external cooperation and 30% for private placement.

Locked-in cycle

1. Private placement part does not lock positions;
2. Founding team locked for 3 years;

Allocation way

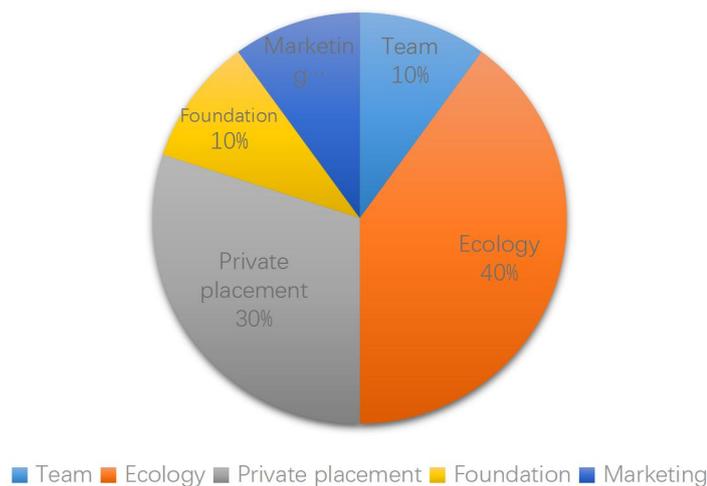


Figure 9 distribution diagram of tokens

7.3 Use of funds raised

EOST's funds will be used to support the development and expansion of the foundation community and improve the ecosystem of block chain community industry. It would like to find more ecological participants and reward significant value discovery and contributions.

R&d cost: 50%

Establish an EOS-TRANSPORT network that is secure, transparent, and capable of continuous self-iteration.

Marketing: 20%

Marketing, popularity promotion and user increase of the EOS-Transport Network.

External cooperation and community ecology: 20%

It is used to support EOST project's external cooperation and community development and expansion, and improve the ecology of block chain industry. It would like to find more ecological participants and reward significant value discovery and contributions.

Early supporters and teams: 10%

Used for early community support and late team growth.

8. Risk warnings and disclaimers

This statement does not involve any risk related to securities

tendering or EOST's business.

No control products in the jurisdiction of the judiciary are involved:

This document is a conceptual document [white paper] described in the project and is not intended to sell or solicit tenders for shares, securities or other controlled products of EOST products and related companies. This document shall not serve as a prospectus or any other form of standardized contract document, nor shall it constitute advice or solicitation of investment proposals for securities or any other regulated product in any jurisdiction. This document shall not be construed as any sale, subscription or invitation to purchase or subscribe to any securities and any contract, contract or undertaking in the form thereof. This white paper has not been reviewed by any national or regional judicial regulatory bodies.

It does not serve as a recommendation to participate in investment: any information or analysis presented in this document does not constitute any recommendation to participate in Token investment decisions and does not make any specific recommendation with bias. You must listen to all necessary professional advice, such as tax and accounting to sort out related matters. However, EOST foundation expressly states that:

1) No representations or warranties are given as to the accuracy or completeness of any content described in this document, or any content related to the project that is otherwise published;

2) No statement or warranty shall be given as to the achievement or reasonableness of any forward-looking, conceptual statement without preconditions;

3) Nothing contained in this document shall be construed as a basis for any future commitment or representation;

4) It shall not bear any loss caused by relevant personnel or other aspects of the white paper;

5) Within the scope of legal liability that cannot be exempted, it shall be limited to the maximum extent permitted by the applicable law.

Not everyone can participate in the project: EOST's network system and EOST are not available to anyone, and participants may need to complete a series of steps, including providing identifying information and documents.

Unauthorized company has nothing to do with this project: except EOST foundation and EOST, the use of the name and trademark of any other company or organization does not indicate that any party is associated with or recognized by EOST, but only for the purpose of stating the relevant content. The note associated with EOSTToken is the "EOST Token" or "EOST", which is the cryptograph-ic Token of the EOST blockchain network.

EOST is not a virtual currency: EOST cannot exchange goods, services and transactions on an exchange or be used outside the EOST Token network while this document is not complete.

EOST isn't an investment: there's no guarantee, and no reason to believe, that your EOST Token will appreciate in value. It may even risk devaluation. EOST is not proof of ownership or control: ownership of EOSTToken does not confer ownership or ownership of EOST and EOST network systems. Nor does it grant it direct control or the right to make any decisions about EOST and EOST network systems.

Associated risk warnings of EOST Token

The risk caused by the user's personal wrong behavior

1) Risks caused by loss of private key:

Before the EOST Token is assigned to an actor, the actor gets the public key account associated with the EOST Token. The EOST Token public key account can be accessed with the private key randomly assigned by the participant. Private key forgetting will probably lose the EOSTToken in the associated public key account. It is recommended that you practice doing this so that participants can safely back up their private keys in multiple local devices, preferably in a non-network environment.

2) Risk of private key leakage to a third party:

Any third party individual or agency is able to process the EOST Token of its corresponding account after obtaining the private key of the participant's public key account. It is recommended that participants protect relevant devices to prevent unauthorized login and reduce the risk probability.

3) Risks associated with voting:

EOST loss may occur when EOSTToken holders participate in voting due to malicious or irresponsible voting behavior.

Risks associated with network security during EOST Token use

1) Risks associated with EOS-TRANSPORT network:

EOST will initially based on EOSEOS-TRANSPORT network. Any malfunction or unknown function on EOSEOS-TRANSPORT network may cause unknown and undesirable situations to EOST. EOS and EOSEOS-TRANSPORT network-based local unit accounts can lose as much value as EOST. For more information on the EOSEOS-TRANSPORT network, see www.ethereum.org

2) Risks of unofficial EOST network replacement:

After EOST network system was developed, as it is an open source code and an eos-transport network, it is very likely to be copied by others and set up similar network system. The official EOST network system may need to compete with these copied network systems, so the negative impact on EOST network system needs to be borne by all users.

3) Risks of illegal intrusion from a malicious third party:

Malicious third parties, such as hackers, other teams or organizations, may try to interfere with EOST's network development. They may be used but not limited to DDOS, Sybil, spoofing, smurfing or consensus-based attacks.

4) EOST network system is at risk of infrastructure software security vulnerability:

This network system is an open source system. EOST employees or other third-party organizations intentionally or unintentionally introduce bugs into the network core system, which will lead to the risks and losses of EOST use.

5) Major technological breakthroughs in the field of cryptography will lead to the risk that hidden weaknesses will be discovered and utilized:

Cryptography is an important part of block chain technology. Advances in cryptography or other high-tech technologies may pose a risk of theft or loss of EOST network systems and EOSTToken.

6) EOST network system failure risk:

EOST network, as a relatively new system, may cause unacceptable or unexpected network failure. At the same time, it may also lead to the risk of EOSTToken disappearing or other risks of market fluctuation.

7) EOST may be at risk of mining attacks due to its high value:

For many decentralized cryptographic tokens and virtual currencies, EOST generated by blockchain technology of EOST network system may be attacked by mining, including but not limited to dual attacks, large ore pool attacks, "selfish mining" attacks and competitive condition attacks. It may also occur unknown more novel mining attacks on EOST network system operation brings great risks.

Risk arising from market uncertainty

1) Risk of low customer volume in the EOST system:

EOST systems can be valuable over time. If the EOST network is not being used by more businesses, individuals, or other institutions, it can't generate more public attention and the impact of the public attention on its development, it might be limiting or reducing the use and value of the EOST.

2) EOST comes from the risk of liquidity deficiency caused by the exchange:

EOST Token is not yet traded on an exchange. If it is open to trading on the exchange, it is likely that because the exchange is relatively new and knows little about various laws and regulations, compared with those established for a long time

with good reputation and other mature virtual Token, the new exchange is prone to fraud and failure. Problems with the exchange may cause a large proportion of EOST Token transactions to fall into fraud or other operational risk problems, which may reduce EOST's value and liquidity.

3) Risks that EOST network system cannot keep pace with EOST Token holder's expectation:

EOST is still in development and is likely to change significantly before it is officially released. Participants' expectations of EOST Token or network system may differ from the actual release time. It is also possible that actual changes in design and execution may prevent the release from being planned.

4) Risks that participants may not be able to obtain insurance in the face of loss:

EOST Token public key accounts differ from bank accounts, other financial institution accounts, or other social service accounts, and the EOST foundation generally does not insure online systems. In the event of EOST loss or value loss of the network system, no insurance agency can claim against EOST owners.

5) Risks of EOST project dissolution:

EOST projects can be characterized by plummeting bitcoin and EOS values, commercial failures, or intellectual property claims. EOST may not be able to continue operating, resulting in a successful release or team dissolution.

6) Risks of regulatory policies of the judicial or administrative departments of the relevant regions and countries:

Blockchain technology has gained support or recognition all over the world, but it has also been carefully examined by various regulatory authorities. EOST network and EOST functions may be affected by some regulatory policies, including but not limited to the use or possession of EOST Token, which may hinder or restrict the development of EOST network system.

7) Other unknown risks:

Blockchain technology and corresponding digital currency technology are relatively new and have not been fully verified. There may be more unpredictable risks and risks may appear in more ways. This document may be modified or replaced

at any time, however, we have no obligation to update this version of the white paper or provide additional information to readers.

9. References

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