

Dallars: A currency to keep track of how many fucks you give

<https://dallar.org/>

Version 1.0.0

January 1st, 2018

Written by The Dallar Community

Foreword. I'm sorry. I knew neither what I created, nor what it had become. I hope the future of this endeavour falls in tow with those of good will, instead of those who give no fucks and are willing to implement significant psychological damage through increasingly easier means.

Creator and Principal Engineer, Michael Allar

Abstract. The Dallar (abbreviated as DAL) is essentially a piece of group commentary that was meant to satirize the popular cryptocurrency trend. It is a cultural experiment to Poe's Law. "Any sufficiently advanced troll is indistinguishable from a genuine kook."

1. Introduction and description of the system

We decided to build a fully functional blockchain as a proof of concept, and to explore its social ramifications. Unlike other cryptocurrencies, it was never intended to carry any real value. It was initially pushed as an effort towards self-driven research, followed by lofty aspirations to become a form of placebo money — by a community of peers over social media, who share the same dumb sense of humor. If the currency's name sounds like a knock-off brand of the dollar, this is purely intentional. Dallars were designed to be sent as empty tokens of appreciation and gratitude over the Internet.

To give a DAL is to give a fuck.

2. The community

We believe that one of the most important characteristics to any currency is the communal trust in its ability to be traded and exchanged. Despite our numerous attempts to dispel any high hopes or financial ambitions from this blockchain, this has not discouraged a growing vocal community of supporters who “want in” on the action. This is not the expected behavior of rational individuals, and we highly suspect this activity to be related to the extreme speculation in the cryptocurrency market right now.

The community surrounding the Dallar is the reason for its strength and popularity. We also believe that there is a very strong link between cryptocurrency and ideology. Its trust is founded on the principles of its technical application, its marketing appeal, and on its supported products and services; all of which are often found in white papers such as this one, commonly distributed as PDF. The foundation is the shared belief in the meme.

3. Past failures

We started off by cloning Litecoin. This was a mistake.

The alpha version of the Dallar only survived for 3 days, despite the growing efforts of its fledgling community. All it took was a single rented ASIC miner, for 0.01 USD per hour, to outhash the entire community’s GPU mining power by a factor of 25. The communal mining pool gave up due to extremely low returns.

Once the ASIC miner had stopped, the blockchain mining difficulty had already scaled up by an absurd amount. We were unable to mine through enough blocks to validate pending transactions. All trades grinded to a halt. This broke the community’s trust. The ASIC miner had ironically destroyed any economic value in the gains it had generated.

In theory, this would have generated an arms-race in the mining pool, by having everyone rent their own ASIC miners. But if we verify the assumption that cryptocurrency is ideology-based, the “worthless currency” meme would have died.

Technically speaking, we could have also fixed the alpha blockchain if the community had agreed to keep mining through the difficult blocks once the ASIC miner had stopped, thus re-adjusting the difficulty scaling. But it would have stopped being fun for everyone, and would still leave the blockchain vulnerable to another ASIC mining attack.

4. ASIC-resistance as a requirement

We screwed up really hard, and realized how critical ASIC-resistance was for the success of our blockchain. Democratization had become a core tenet of the Dallar's identity.

To delay re-centralization, we could not rely on early algorithms such as scrypt (used in Litecoin), or even SHA-256 (used in Bitcoin.) As long there is a promise of real money for ASIC miners in the cryptocurrency arms race, we are fully aware that there is only a matter of time before all algorithms get cracked. The best we can do is buy time for our community to keep having fun.

We looked at the existing current cryptocurrency arena and saw some new and novel techniques, such as IOTA's concept of "the Tangle" to address these issues. In the end we settled for what we call "throestl" instead, because it was clear that we didn't have enough cryptography development power to create our own unique approach.

If ASICs become an issue again, we will plan to hard fork in response.

5. The blockchain

As stated previously, this is a fully functional cryptocurrency. It only attempts to innovate in ways that make it easier to maintain, rather than trying to become the "Next Big Thing." We are attempting to provide ASIC-resistance by using a new cryptographic hash sequence, very slightly modified from the double groestl-512 pass of Groestlcoin.

The Dallar uses three rounds of groestl-512. We found that the double groestl-512 hash sequence had a lot of wide decentralization benefits, which held up fairly well to ASIC attacks. In the very unlikely case of the Dallar becoming a highly adopted cryptocurrency, we also did not want to contribute to the degradation in ASIC-resistance to Groestlcoin. By using a modified hash sequence, we believe that we are "branching off" from the ASIC arms race into our own private temporary bubble.

We believe that using a new algorithm which requires a new miner to be written will further slow the adoption rate for those interested in ASIC attacks. This does have the side-effect of lowering our own adoption rate as a whole, but we plan to address this by creating new software that facilitates mining for its users.

This software will be enforced onto the existing community to participate, but we believe this to be tremendously beneficial during these early stages. We are still figuring out how to push the Dallar forward, as our relative lack of notoriety and low barrier of entry would hopefully deter hashrate attacks.

6. Development challenges

Coming from a background of game development, our community is still new to the history of cryptocurrency code. It appears that in a purely philosophical move, Bitcoin (including all other cryptocurrencies) had moved away from compiling for Windows using Visual Studio, by requiring a Linux cross-compiling toolchain. Our Principal Engineer had decided that moving back to Visual Studio was a priority.

Our lack of understanding has lead us to fail catastrophically at every attempt with other cryptocurrencies, despite floating the idea of being “easy to build in Visual Studio.” They also sometimes required a large amount of “pre-built binaries from unknown sources”, which we felt uncomfortable to rely on due to potentially leading to some degree of “developer centralization.”

By digging deep into Bitcoin’s history, as well as hodge-podging several other public attempts at Visual Studio migration, we finally built ourselves our own working Visual Studio toolchain, capable of successfully compiling Windows builds of our “Core Wallet” and other executables. Making this toolchain friendlier to setup is an ongoing goal, but we have already achieved better results compared to other found solutions.

7. Imposter syndrome

This is where the identity crisis starts takes root. Due to being a fully functional decentralized blockchain, it is theoretically possible to imbue value into it if enough people from the community decide to actually use it as a means of currency or commodity. All that would be required is to initiate higher volumes of transactions through the exchange of digital goods and services. This sets precedence for exchange rates, often re-adjusted through negotiation and inflation.

Among creative professionals, there is a self-deprecating joke about it being better to be paid in DAL than in exposure.

It should be known however that the odds of pushing a cryptocurrency to its critical threshold, which is to be listed on coin exchanges, are very slim due constantly changing and complex market requirements. We would need to be able to grow our combined mining hash power at a steady rate to be big enough, and to have it remain steady to minimize the effect of hashrate attacks.

We would also need exchanges to believe that the Dallar would have a high enough volume of trade to justify its addition. We would essentially need to have the joke expand to a very large amount of serious people.

We would therefore find ourselves in a truly ironic situation. We do not doubt the power of people and their trust, but we are also not insanely naive. We already consider its current popularity and growth rate as an already out-of-scope success.

8. Goal as game education appreciation

A large portion of the founding community is related to game development. We share common networks and interests from social media — this was how we had first introduced it. It should also be noted that game developers often possess their own powerful hardware capable of mining, they are also more eager to adopt new technologies, and they share a ton of internet humor among themselves; all of these factors have surely facilitated the growth of the Dallar.

If the concept of cryptocurrency as ideology is true, then the Dallar benefits economically from the game development community's culture of assistance in skill growth and shared education. Our democratic principles are reflected in the accessibility of information and learning resources, including the provision of constructive guidance, critique and insights.

Game education itself is in an uncomfortable position. Many institutions do not agree if it should be taught as an academic field or a trade workshop. These educational institutions have often failed to generate new insights and additions to human knowledge through white papers, theses, and funded R&D projects. The responsibility has fallen onto some studios to sometimes share their commercially successful project-related know-how, rather than through controlled and reproduced test cases, often behind closed doors at very expensive conferences and trade shows (thus not highly accessible.) Giving advice has become a business riddled with hindsight and survivorship bias, rather than comparing both repeated successful and failed results by narrowing down individual factors.

Games question the nature of being human, where play is centered as a biological necessity for cognitive development. It is framed as an engaging social ritual. They have been invented as a direct consequence to free time, enabled by the edification of civilization. We do not have to spend every waking moment enacting survival habits anymore, thus we have learned how to play with one another since the invention of Mancala, the Royal Game of Ur, or others lost in time.

Some of the most valuable learning resources for game development are available online, often inconveniently dispersed and devoid of imbued wisdom, but much of it for free.

Many developers are also easy to reach, but are more heavily concerned by the use of their free time. The DAL thus could serve a dual function: it is a token of appreciation that can be easily sent across the world, but thanks to power of blockchain technology, it is also a distributed ledger to ensure that time spent is accounted for and never wasted. Any amount of free tips, advice, or critique received would theoretically benefit from it.

It can also be used as a means to gauge interest in upcoming learning content, akin to a voting token. We observed a specific example of a community member setting up a donation pool in alpha Dallars, for which a tutorial about Gerstner wave implementation into Unreal Engine 4 would be written if the donation pool had reached its target milestone. It did.

To repeat the first section of this paper, **to give a DAL is to give a fuck.**

9. Acknowledgements

We did not really know much about cryptocurrency prior. The Dallar was built on the shoulders of giants, and makes use of a bunch of pre-existing code. We acknowledge that we could have not built this without the undertakings of many developers, including but not limited to these contributors and to the contributors of the following repositories:

The Bitcoin Core Developers

The Groestlcoin Developers

[bitcoin/bitcoin](https://github.com/bitcoin/bitcoin)

[litecoin-project/litecoin](https://github.com/litecoin-project/litecoin)

[zone117x/node-stratum-pool](https://github.com/zone117x/node-stratum-pool)

[vertcoin/vertcoin](https://github.com/vertcoin/vertcoin)

[dashpay/dash](https://github.com/dashpay/dash)

[kobake/bitcoin-msvc](https://github.com/kobake/bitcoin-msvc)

[Groestlcoin/groestlcoin](https://github.com/Groestlcoin/groestlcoin)

[p2pool/p2pool](https://github.com/p2pool/p2pool)

[Groestlcoin/p2pool](https://github.com/Groestlcoin/p2pool)

[tpruvot/ccminer](https://github.com/tpruvot/ccminer)

10. Founding Development Team



Michael Allar, Creator And Principal Engineer

Michael Allar is a game developer and engineer specializing in Unreal Engine 4 related code, but also has a variety of many other software engineering skills. One day he was interested in how cryptocurrency worked and made a joke about it centering around giving a fuck, and now here we are.



An-Tim Nguyen, Business Development and Public Relations

An-Tim Nguyen is a game developer and generalist artist for AAA games, with responsibilities ranging between content creation and technical setup. He got tired of hearing tech bros parrot non-stop about high-risk financial advice related to cryptocurrency, and later started parodying them, but accidentally became the very thing he loathed in the process.

11. Thanks For Giving A Fuck

Without the alpha Dallar community, the Dallar would not exist today. We would like to acknowledge those who were willing to opt-in to be attributed.

Aaron Allar	Maciej Ray Marcin
Adad "Moferad" Morales	Mack Thompson
Alessa Baker	Magnus Telekrex
Alex Crider	Mark "Grimstir" Gomez
Bus	Mark "roko" Atkinson
Celestial	Matin Nahvi
Cody "The Chemist" Nubel	Matthew "DevilsD" Boatswain
Cordell Felix	Michael "Undermoose" Violette
Daniel "Pan" Lott	Night Watcher
David "Wu Tang Clan ain't Nuttin to phuck with" Smith	nuzzletops
DebellicA	omNiFic
Dylan "Bonebrew22" Brady	Positivity
Eduard Gelbling	Qwertycat
Fearlessneon	Remco Geenjaar
Graeme Little	Rhys "Surreality" Hocking
Jackietkfrost	Shell
Jan Kaluza	Simon Riverin
Jorge "SNikon" Martins	SniperGhost
Joviex	Taj "iZtrahd" James
Keian Collins	Tim Leung
Kevin "Kosai106" Østerkilde	Troy Ferguson
Koray Hagen	Yohan "ZeRoY" Riou
Lee "Almighty_gir" Devonald	