BoardRoom presents

ARESPROTOCOL

Governance smart-contracts for decentralized investment funds

Presentation Agenda

- 1) **BoardRoom** project and design pattern (Nick Dodson)
- 2) **ARES Protocol** design and implications (Dino Mark)
- 3) Planning, roadmap, contact information (Nick)

BoardRoom Mission

To make smart-contract governance **generic** and **accessible to everyone**.

BoardRoom Design Pattern



Registry Defined Membership & Voting Weight

Registry.sol

- Registration of Members
- Voting Weight of Members Registered
- Access Restriction

Token Defined Membership & Voting Weight

StandardTokenFreezer.sol

- Freeze Approved Tokens
- 2. Withdraw Tokens
- 3. Extend Freeze of Tokens
- 4. Check Account Freeze Time, Balance

StandardToken.sol

- Transfer, TransferFrom
- Approve Tokens
- 3. Check Account Token Balance

BoardRoom Features

- Composability
- Simplicity: 1 contract, 2 interfaces
- **Modularity, evolutionary**: entire rulesets and structures can be swapped (in 1 TX.)
- Parsimony: complex rules, simplified execution
 - Clarity/transparency: readable, predictable, comparable rule interfaces
 - Identity persistence (via proxy)
 - Robustness: generic design
 - Ease of assembly
 - Common interfaces: saves time on UI/contract design
 - Extensible/diverse: hundreds of rulesets can be generated

Interface Design

github.com/boardroom-project/boardroom-contracts

```
contract Board {
                                                                            contract Rules {
function newProposal (string _name, address _proxy, uint
                                                                             function canExecute(address _sender, uint _proposalID) public
_debatePeriod, address _destination, uint _value, bytes _calldata)
                                                                            constant returns (bool);
        public returns (uint proposalID) {}
                                                                             function canVote(address sender, uint proposalID) public constant
function Vote(uint proposalID, uint position)
                                                                            returns (bool);
        public returns (uint voteWeight) {}
                                                                             function canPropose(address _sender) public constant returns (bool);
function execute(uint proposalID, bytes calldata) public {}
                                                                             function votingWeightOf(address _sender, uint _proposalID) public
function changeRules(address _rules) public {}
                                                                            constant returns (uint);
```

Example: **OpenRules.sol**

github.com/boardroom-project/boardroom-contracts

```
Import "BoardRoom.sol";
import "Rules.sol";
contract OpenRules is Rules {
 function canExecute(uint _proposalID) constant returns (bool) {
  BoardRoom board = BoardRoom(msg.sender);
  uint nay = board.positionWeightOf(_proposalID, 0);
  uint yea = board.positionWeightOf( proposalID, 1);
  if(yea > nay) {
   return true;
 function canVote(address _sender, uint _proposalID) constant returns (bool) {
  return true;
 function canPropose(address sender) constant returns (bool) {
  return true:
 function votingWeightOf(address sender, uint proposalID) constant returns (uint) {
  return 1;
```

Example Rulesets

github.com/boardroom-project/boardroom-contracts

- BondRules: required proposal bonds
- DelegatedVotingRules: delegated voting
- LiquidDemocracyRules: complete liquid democracy rules
- SingleAccountRules: single account controls all
- MultiSigRules: a wallet, with signatories
- MetaRules: proposal types, each with their own Rules contracts
- OpenRules: anyone can vote, propose, execute
- WeiFundRules: weifund campaign contributors > members
- CuratorRules: curated proposals
- TokenFreezerRules: required frozen tokens
- ARESRules...

Introducing:

ARES Protocol

Smart-contract governance for investment funds and collaborative decision making (without curators).

ares.sh/white-paper



ARES Protocol

Improves on the old: through **simplification**, better <u>game theory</u>, and the use of **BoardRoom** design patterns.

ARES Protocol | Basic Structure

No Curators

Bonded Proposals

Instant Withdrawals

Grace Periods

Rule Change Votes

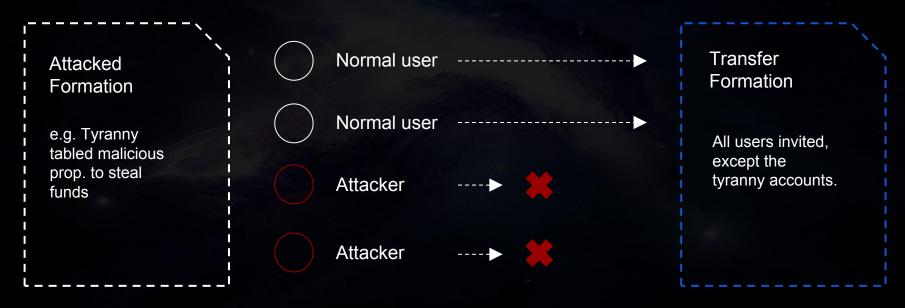
Dynamic Quorum

Anti Re-Entrancy Safe-Sends

Modular Design allows future in-flight upgrades

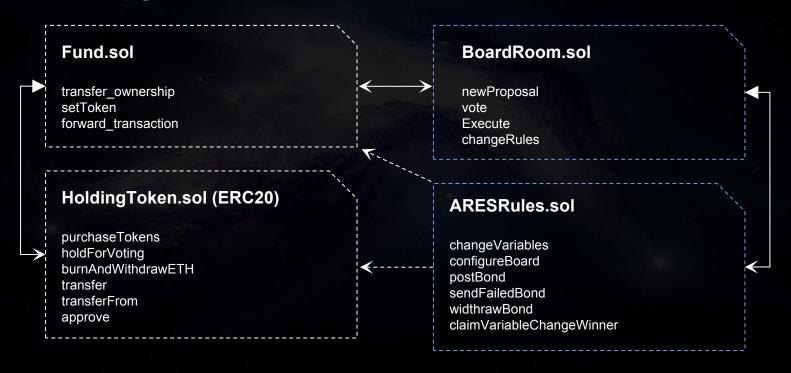
BoardRoom.to Governance Project

ARES Protocol | Thwarting Tyranny



Users can burn and buy in, the attacker is not invited.

Contract Design



ARES Additional Features

Early warning detection systems (email, sms, community policy), proposal and social policy, social and transactional data collection/research, prototype before polish (testing at small scales).

RoadMap 2017

- 1. March Multi third-party audit
- 2. Late **March** Bug bounty
- 3. Late April UI/Warning Systems/Social Policy
- 4. Early **May** Ethjs-dao (small scale community DAO)
- **5. July** Formal verification begins
- **6.** August Data research release

WARNING!

Do not attempt, in any way, to launch an ARES "DAO 2.0".

We must conduct more research before we can verify its safety.

This protocol and design is highly experimental.

BoardRoom.to

github.com/boardroom-project follow @GoBoardRoom

Ares.sh

github.com/ares-protocol ares.sh/white-paper

Nick Dodson

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github.com/ares-protocol