



A Stranger is just
A Friend
That you haven't met yet

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“Any sufficiently advanced technology is
equivalent to **magic.**”

— **Sir Arthur C. Clarke**

Writer, Inventor, Futurist, Explorer

Abstract

Relationships begin before people even meet; and meeting people has never been easier than it is now. Communicative technologies (internet, sms, texting, etc) have allowed individuals to discover and connect with each other regardless of their geolocation. As more and more aspects of human life port over into its digital superstate, existential questions surrounding Love, Lust, and Partnership become all the more evident. How are people going to meet one another in the future? How can people trust technology to with decisions of establishing meaningful relationships? Can technology connect people better than people connect people? Is it even conceivable for technology to be the catalyst of deeper connection & relationships?

On-line dating has changed the very face of establishing romantic relationships. As technology evolved, people have become more comfortable with meeting & connecting with strangers on deeper levels. By combining the connective capabilities of the internet with some game theory incentive systems and a whole lot of love; we can begin tipping past uncertainties and begin building relationships.

At a high level, **D.T.F.** is a dating/ match-making application with a familiar, swipe-based, User Interface built with blockchain technology. By leveraging the power of decentralized trust based crypto-systems, **D.T.F.** has been able to create an environment of transparent & unbiased decision making.

D.T.F. wants to put the user in total control & seeks to remove any third party involvement from the decision making process; the users know what they like and how they like it, let them dictate the direction of their matching.

D.T.F. looks to move digital relationships beyond devices & into the real World.

D.T.F. looks to establish deeper levels of connectivity between people.

D.T.F. looks to enhance the experience of finding love.

LEGAL DISCLAIMER

The purpose of this Documentation is to present D.T.F., its technology & its purpose to potential beneficiaries of the proposed project. It is to provide relevant and reasonable information to participants; namely users, providers & the underlying node operators. Enabling them to decide whether to partake in the D.T.F. ecosystem for any reason, be it financial or personal. This Document does not constitute an offer to sell or a solicitation of an offer to buy a security in any jurisdiction in which it is unlawful to make such an offer or solicitation. Nothing within this documentation is to be interpreted as financial advice. The technology involved is still considered experimental & thus no guarantees are made. The project is compliant with the rules of all affected jurisdictions.

Certain statements, estimates and information contained herein constitute forward-looking statements or details. Such forward-looking statements or information concerned are known and unknown risks, which may cause actual events or results to differ materially from the estimates or the results implied or expressed in such forward-looking statements. This English-language Whitepaper is the primary official source of information about the D.T.F. platform and the project as a whole.

The information contained herein may be translated into other languages from time to time or may be used in the course of written or verbal communications with existing and prospective community members, partners, etc. In the course of a translation, some of the information contained in this paper may be lost, corrupted or misrepresented. In the event of any conflicts or inconsistencies between such translations and this official English-language Whitepaper, the provisions of the original English-language document shall prevail.

Terminology

D.T.F.: Down To _____ (<-- fill in the blank). A clever play on words that expresses the open-ended nature of the D.T.F. project.

D.T.F. Platform: the technology provided by D.T.F. in the form of an application

Matching: the process of finding individuals with overlaps in their interests in the hopes of successfully establishing deeper relationships between them

Multi-Party-Matching: extending matchmaking beyond just two parties; allow for the establishment of relationships between 3 or more un-acquainted entities. Can be applied to single individuals as well as exploratory groups & couples.

Sorting: the algorithmic process of searching through swaths of unorganized data and returning it organized.

Dapp: Decentralized Application. An applications that exists across a multitude of servers & cannot be centrally shut down.

Tokenomics: the economic model used to attribute valuation & utility to a token based ecosystem.

Rewards Token: A digital asset used as a tool for incentivizing activity on the platform.

Utility Token: A digital asset used as a tool for accessing exclusive functionality on the platform.

DPoS: Delegated Proof of Stake. A consensus mechanism that balances the tradeoff between decentralization and operational efficiencies.

Blockchain: A format for storing data in such a way that it becomes immutable & transparent.

Tron: A DPoS Blockchain with high throughput capabilities. Serves as the backbone of D.T.F. data structure.

HyperLedger: the most fully developed suit of blockchain libraries and technologies for enterprise needs

Overview

This documentation has been presented to the public in order to provide a reference point as to what D.T.F. presents of itself as a technology and as a project. Throughout the paper, we establish an understanding of the greater digital dating world, the concurrent technologies involved, and ultimately discuss the specificities of the D.T.F. project.

It comes as an important note that D.T.F. namesake is used to represent three general distinct concepts:

1) Application 2) Token 3) Project & Team

We begin by establishing an understanding of the Industries background, some of its pain points and where it is today in general. Afterward, we introduce the D.T.F project itself & progress into some disambiguation of ideas.

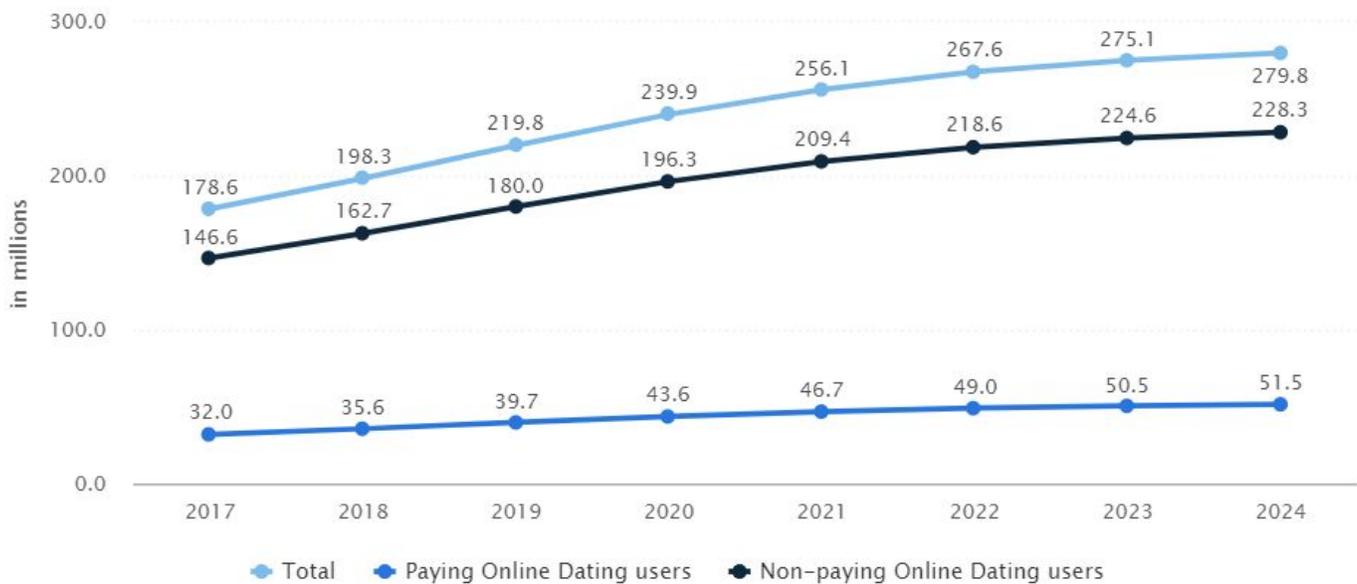
Once we understand what D.T.F. is we dive into operational efficiencies and projections, where we explore the tokenomics & business model.

After reading this document, the reader should be well acquainted with the vision and implementation of the D.T.F. ecosystem. All extensive technical information & perspectives will be made available through accompanying documentation at a later date.

This paper utilizes some abstract and industry specific vocabulary to express its ideas, if at any point the reader is unclear as to a definition, there will be a vocabulary/terminology available in the pages above.

Industry Introduction

Since the communicative properties of the internet were discovered (in the form of Email & messaging) people have tried to connect and kindle new relationships; professional and romantic. Fast forward 20 years and there are more people participating in On-line dating services than there are residents in Switzerland, Finland, Belgium, Austria, & Sweden combined!



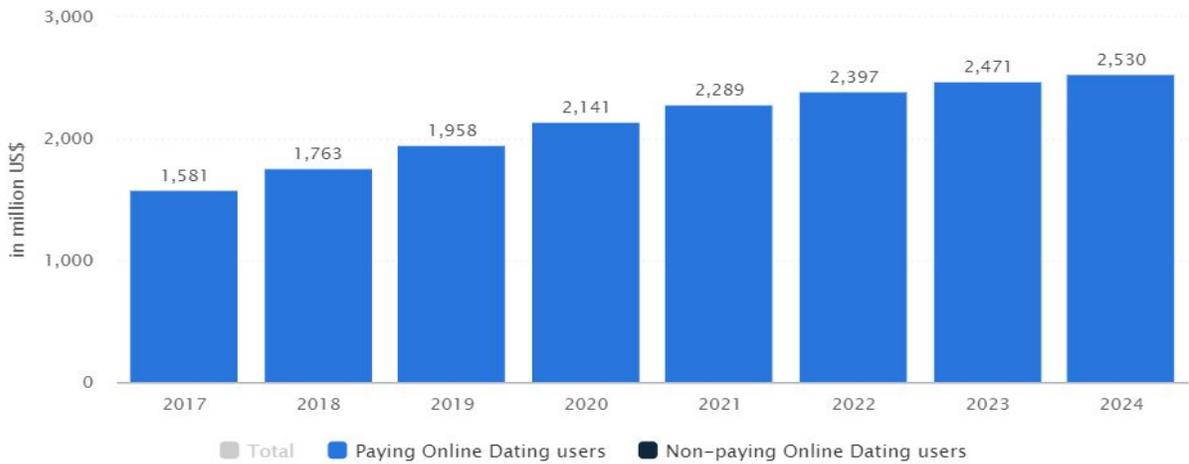
Companies such as Tinder, Grindr, & Match.com, have shaped the face of digital dating. These companies provided platforms (in the form of applications) for absolute strangers to connect with one another based on their individual specifications of interest (Age, sexual preference, hobby, etc.). In doing so, the companies were able to aggregate highly sensitive and valuable personal information about its users; information was fed into blackbox algorithms which then did the magic of match making.

Due to the natural rational irrationalities of human decision making, seemingly bizarre & delicate issues began to arise in the industry. Some revolving around the validation and verification of identities. The majority of the issues can be mapped to company earning targets & mis-use of data for private reasons. However, with regulatory oversight protecting current industry standards, the problem becomes bigger than company policy.

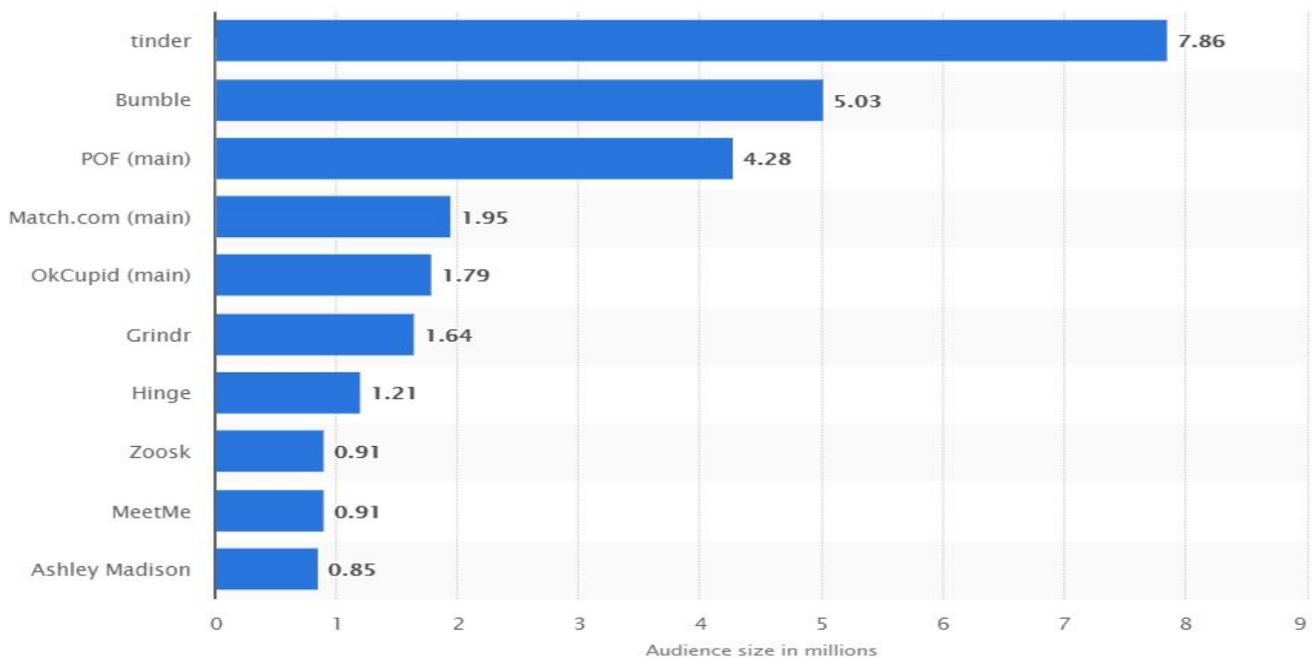
The industry generates its revenues through a couple of familiar payment schemes. The three most common among them are the following:

- **Paid monthly membership accounts**
- **Pay-per-Swipe**
- **Pay-per-Match**

Revenue of On-line Dating 2017-2024. source.Statista [2]

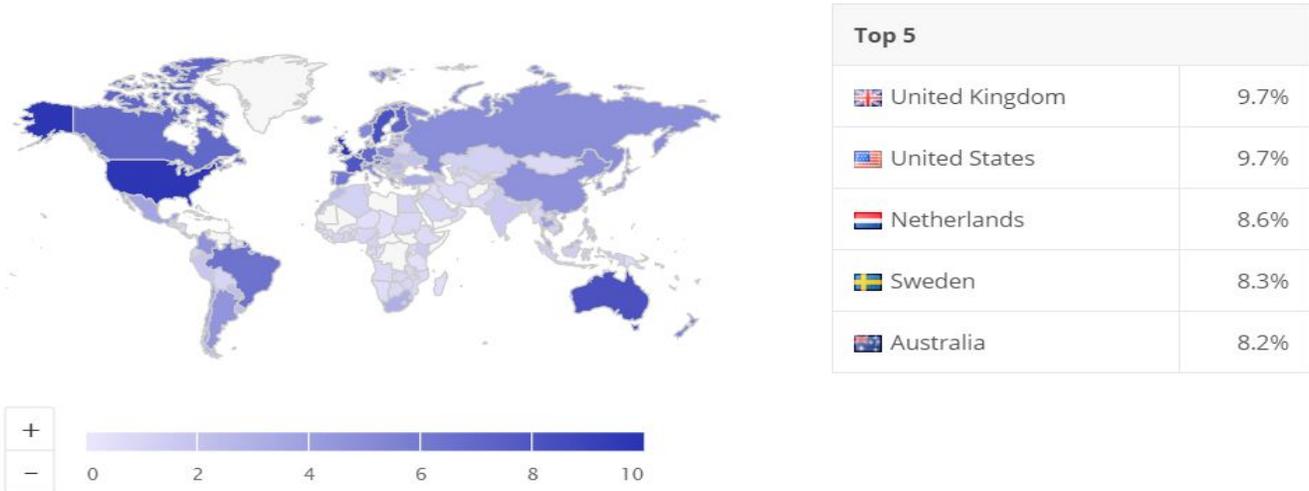


Whenever inspecting the competitive landscape of On-line dating, there are 10 names that usually come to mind; *Tinder - Bumber - POF - Match.com - OKCupid - Grindr - Hinge - Zoosk - MeetMe - Ashley Madison*. These 10 companies collectively have an audience of 26.43 million unique users in the United States alone!



Around the world, of the countries participating in online dating, the densest populations of users are located majority in caucasian countries. First world countries; The United States, United Kingdom, The Netherlands, Sweden & Australia are the top countries for online dating. This comes as no surprise given the mobile & internet penetration in these first world countries. Second(2nd) and Third (3rd) world countries (which make up vastly more of the world population than just first world) are starting to come online and they are not exposed to the same mobile operating systems that support the old platforms. This posits a great opportunity for players getting into the online dating industry. Over 4,000,000,000 (billion) people worldwide are yet to have exposure to Dating platforms and current leader of industry are looking for their ways in.

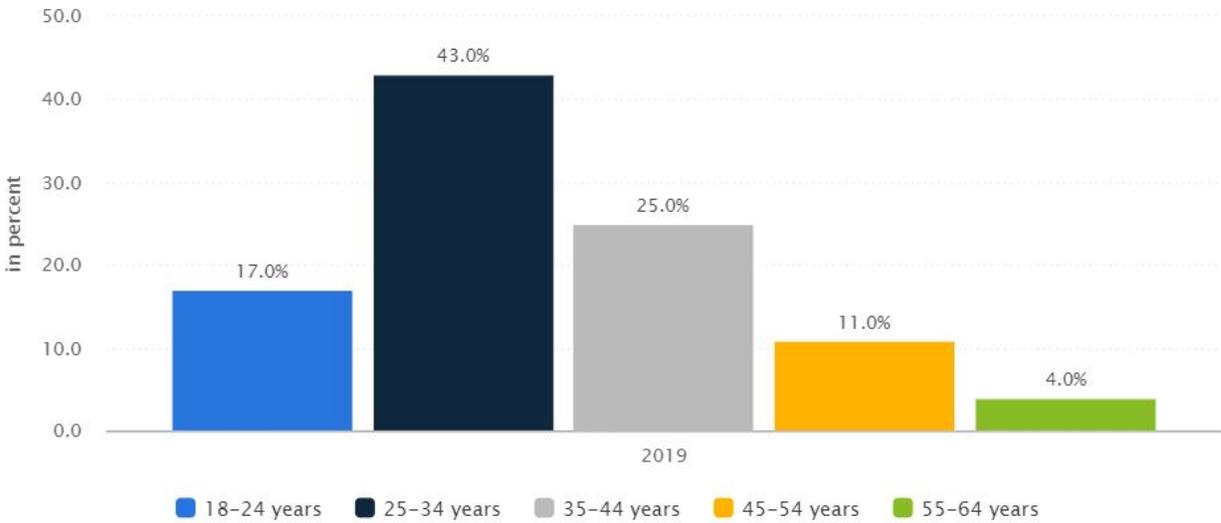
World Mapping 2017-2024. Source Statista [2]



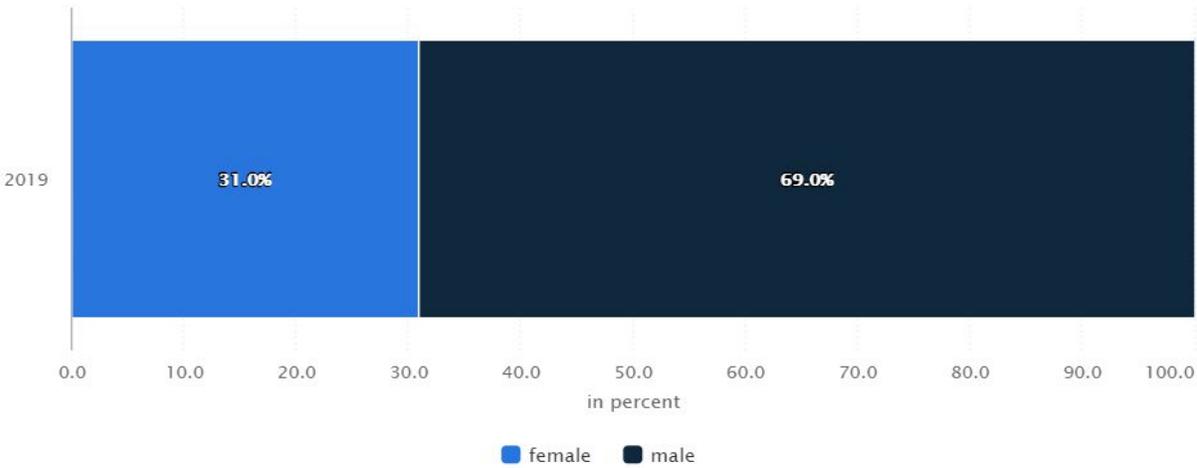
Among non-participating countries there are those with extreme firewall and religious borders that block the remainder of the world from them. As an example we can take North Korea with a suppressed population of 25,666,161 people. The regime prohibits interacting with any people outside of their geo-logical predispositions. Granted while all 25.6 million might not be participating we can be extracting just the demographic of 18 - 45 year olds who are adept to technology, and find ourselves 10,000,000 users looking to connect (and possibly willing to pay)!

This is not to take away from the remaining uninvolved population of Africa and the underprivileged population of the Middle East; with over a billion people collective awaiting a technological revolution.

Speaking on age demographics of Online Dating, we can easily identify that the most active segment of online daters' is found among the group of most active mobile & internet technology users (18 - 45).



Turning to the Industry's issues of gender gap. Males have dominated essentially every platform by user count. Globally, men constitute more than 2/3 of all users; approximately 69% of the entire consumer market!



While this has not posed a direct problem, this is an area that has been getting attention from companies, the wrong kind of attention. As a method to combat the gender dis-equilibrium, dating companies have closed their eyes on fake account creation. Fake accounts have begun popping up which just so happen to be majority female. Users who are looking for other people to match and ultimately end up wasting their time with robot accounts.

Introducing D.T.F.

Designed to eliminate the struggles of control and bias that plague central dating environments, D.T.F has developed an entire stack of technologies to provide a secure, transparent, and above all honest environment for strangers to meet one another. The D.T.F. project was launched as an attempt to enhance the entire on-line dating industry. The D.T.F. ecosystem is modularized to provide connections between strangers across multiple different levels of depth in relationships.

Common dating applications are designed in such a way that they are used almost exclusively for “Hooking Up” or sexual activities. That has proven effective, but D.T.F. looks to challenge the status quo and explore the realms of digital dating that others have simply not been able to.

At its core, D.T.F. is an application facing end users with a familiar, swipe based, user interface, reminiscent of popular alternative mainstream Dating applications. D.T.F. differentiates itself from others in the industry in 5 general ways:

User Data Management

1/-) First and foremost, the team building D.T.F. strongly believes that users should at all times be in control of their data. D.T.F. will not have sole control of user data. By putting the complexities related to data management into the hands of users, matching happens in a more natural way and computational intensity is removed from the processes.

Extended Match Making

2/-) Dating and relationships are commonly understood to be a two party ordeal. That is how it will be kept by default. However, there is an increasing base of users looking to explore relationships on different levels; perhaps matching parties of more than 2. D.T.F. will now be making this possible.

Platform Participation Incentive

3/-) Relationships are made On-Line but are kept up Off-line. D.T.F. will open its platform to service providers. Allowing businesses to participate in the D.T.F. economy by catering to the audience in a number of ways, such as by offering speed-dating events at

restaurants, or sponsoring lucky newly-matched people with movies outings. The opportunity for this is limited only by the creative minds of the service providers participating.

Token Incentivized Environment

4/-) D.T.F. wants to provide fair, honest, activity on the platform by incentivizing its users with more than just promise of matches or “likes”. D.T.F. does so by introducing a crypto-asset into the mix.

Non-Romantic Matchmaking

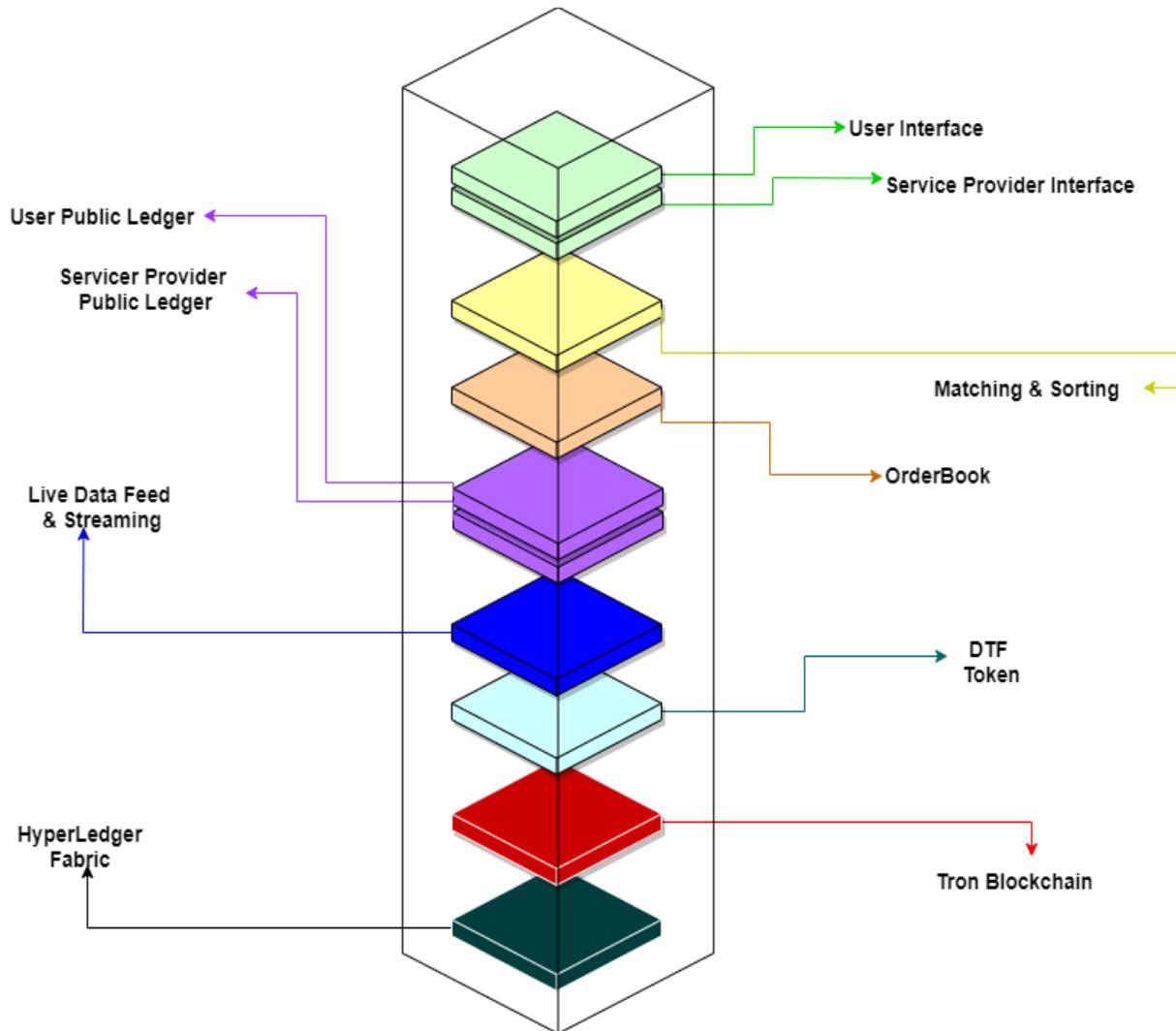
5/-) Not every person wants to meet others in hopes of romantic relationship establishment. Some people are just looking to actually make friends or even professional acquaintances. D.T.F. will make this possible.

With the help of incentivization through blockchain technology, D.T.F. has been able to uniquely position itself outside of common company modlings. The project resembles aspects of disparate technologies under one roof. Acting as a match-making service D.T.F. immediately associates itself with companies such as Tinder, Grindr, Bumble and so on. Acting as a platform for professionals to meet offers a hint of LinkedIn. Bringing together people in physical locations we can see some shades of MeetUp & FourSquare materializing.

D.T.F. is the first attempt at realizing a dating platform for the digital decentralized age of the world economy. D.T.F. is positioning itself as a Decentralized application living on the Hyperledger platform. With the porting of commonly used functionality to the blockchain space, D.T.F. is able to provide a solution to boarded entry & firewalls. Connectivity between people is (or at the very least should be) void of racial, sexual, nationality biases (at least in the eyes of D.T.F) neutral. Blockchain allow for a censorship resistant environment to be a reality. With the removal of geo-political borders D.T.F. becomes the world's first truly global matchmaking platform.

D.T.F.’s vision is to bring digital relationship-making to the absolute most advanced version of itself; to create an environment where abstract communicative desire can be privately and safely conducted. D.T.F. will complement the current standards in social application infrastructure & replace incumbent dry corporate influence in digital dating.

D.T.F. Ecosystem Software Stack



The technology involved in D.T.F.'s ecosystem can be broken down into 8 general segments with 2 of the segments being implemented twice - Interface & public Ledger, for both application user types (Average User & Service Provider):

- | | |
|-------------------------------------|-----------------------------------|
| 1/ - User Interface (User/Provider) | 5/ - Video Streaming Capabilities |
| 2/ - Public Ledger (User/Provider) | 6/ - DTF Token |
| 3/ - Matching & Sorting Algorithm | 7/ - Tron Blockchain |
| 4/ - Orderbook | 8/ - Hyperledger Fabric |

Market Approach

Understanding the landscape of individuals looking to benefit from the D.T.F. platform is of paramount importance. Given the open nature of D.T.F. users from all age groups are able to participate on the platform; however, the actual interface & experience from the bottom up will be tuned to service an audience age range of 18 - 45. That segment of the audience market, has been identified by all measures, as the most inclined to participate in On-Line matchmaking. The modularization within the application itself will allow users the freedom to select preferences as they go, whether male, female, both or other, everyone will be able to find someone. However, D.T.F. has taken into account the current state of gender gap in the industry and has decided to direct more attention to the procurement of females onto the platform. Males have been identified as easier to attract once a female is there; the inverse has proven true for females. Moreover, females are a more open audience, meaning that they are capable of establishing same-sex freindly relationships better than do males.

D.T.F. will be deployed and made available worldwide & across any device. Initially, D.T.F. will be more focused on its mobile presence (all operating systems) and with the gradual completion of milestones begin allocating attention across all of its versions. Taking into account that the most active audience of digital daters exists in more developed countries (by technology standards), D.T.F. bare its roots in the United States & Asia.

From the standpoint of establishing its audience, D.T.F. will find its users as they find it, mostly word-of-mouth and through alternative social media channels. Marketing efforts are kept low for the first years, thereby allowing the opportunity for natural traction data collection.

Expecting that most users are not interested in or unable to financially commit to social networks/ applications, D.T.F. has specifically chosen to allow completely free interaction with the application (up to a certain level) for all participants. However, should the need or desire to involve oneself financially arises, there will be a suite of custodial & non-custodial solutions to link all financial services to the D.T.F. platform.

D.T.F. Platform

The D.T.F. platform is a Dapp-lication [Decentralized Application] in the form of smart contracts on the Tron Blockchain. The arrangement of D.T.F. smart contracts covers all of the intimate functionality involved with abstract concepts such as matching & sorting the user pool accurately & efficiently.

D.T.F. has to decide on implementing a dual-blockchain architecture for the data efficiency reasons they introduce. By Leveraging a blockchain, the D.T.F. ecosystem becomes publicly available for inspection, allowing greater transparency in regards to selectivism. Additionally, a blockchain's intrinsic design gives control over data back to the end user; a core principle of D.T.F. Furthermore, blockchain's allow for distribution of control fairly & D.T.F. will ultimately be maintained by its community.

The initial blockchain selected for D.T.F.'s token is Tron (TRX). From a technical standpoint the Tron Blockchain offers the necessary functionality for the deployment of cryptocurrencies as well as smart contracts. Tron offer high performance capabilities due to its DPoS (Delegated Proof-Of-Stake) governance structure (Where there are 27 delegates) & ~15 second block time. Fortunately, that structure offers adequate levels of decentralization & throughput required for this stage in D.T.F.'s development in regards to its Token. The secondary layer of blockchain technology that underlies the D.T.F. project is Hyperledger. Hyperledger has been known to provide proven enterprise grade performance for the digital economy. This is so due to many factors including its Sawtooth consensus mechanism [5]. Hence, it has been selected for the deployment of the applications complex features. Computation within hyperledger is economically feasible [6], where as, deploying the entire application on Hyperledger was selected for reason regarding the high operational efficiencies and long term interoperability. Tron would have incurred costs that are economically unsound; ultimately turning away an enormous portion (if not the entirety of) the online dating audience.

Not all of the application must live on the chain, only those parts where transparency is of the utmost importance. At least in the beginning, the majority of the computations related to D.T.F. will take place off-chain & the results will be published on-chain. This approach optimizes the user

experience by pushing expenses onto D.T.F. rather than the user themselves.

The D.T.F. platform handles the complex functions associated with sorting, matching & updating the state of the application. It is important to note that the D.T.F. application operates as a state transition machine. This is done intentionally. By having the platform go through states, it becomes possible to guarantee higher levels of validity in the processes that happen. Metrics such as the conclusions of matchmaking, the acceptance or denial or communicative request, & most importantly the reputational benefits for individual users become open. Having these forms of information openly available removes the uncertainties surrounding centralized control. One way to remove controls is by opening the platform up.

Companies in the Dating industry today have been associated with mischievous fraudulent behavior to help generate revenue. Companies have their monetization systems set up in such a way that, the more the user wants to use the platform, the more they must pay. (For example, you can match for free with 10 people a day or you can pay for more matches!) Certainly this is a marvelous idea for the companies, but unfortunately, they are exposing some of our most sensitive information for profit.

D.T.F. does not intend to compete with these legacy companies, rather, D.T.F. looks to offer a unified alternative option to them. D.T.F has taken a leap forward in some of the algorithms for matching. D.T.F introduces the new concept of ternary-matching or multi-party-matching. Relationships exist far beyond just two people & D.T.F. wants to provide just that. For Individuals who want to explore relationships with more than just one partner, or groups looking for other groups, this now becomes possible (must select inclusion for themselves).

The D.T.F. platform is the first of its kind to offer match-making amenity services, beyond just end user-end user. The D.T.F. platform faces Users, as well as, service providers. A service provider in the eyes of D.T.F. is any *Verified* entity which can extend its professional services in any way that users find beneficial.

//- Users -\\	//- Service Providers -\\
<p>The user experience within D.T.F. has been specifically designed to mimic the methods that are industry standards; namely the ability to simply swipe in either direction to make a choice. As soon as a user signs in they are “promised” crypto tokens (promised tokens are tokens that are “escrowed” to a user & only released if the user passes a certain threshold of activity) and are presented with a dashboard that shows the users Token wallet & balance as well as analytics of their activity & experiences.</p> <p>The flexibility and modularity of the preferences in D.T.F. are very deep. Users are able to specify their desires down to singular features. Initially, the preferences board will be filled with the essentials:</p> <p>Age - Gender - Location - Hobbies - Education - Leisure - Animals - etc.</p> <p>As the platform matures however, the specificities will become all the more advances with features including and not limited to :</p> <p>-Setting up romantic video dates according to time schedule -Random blind matching</p> <p>The process of actually matching with somebody will immediately alert the user and offer the option to open up a communication line between their match. Both sides of the match receive</p>	<p>Service Providers within the D.T.F. ecosystem are identified as independent entities which look to offer their services through the D.T.F. platform (usually for monetary purposes).</p> <p>Whenever a service provider joins the platform there is a global state announcement that informs all users & other providers of the new joining. At first, there will be a limit as to what kind of services may be provided:</p> <p>Restaurants - Movies - Spa - Massage</p> <p>With time and more concept validation, the Service Providers limitations will be lessened and hopefully ultimately removed. Some examples of other services that providers would be able to offer profitably include and are not limited to:</p> <p>Travel - Tourism - SkyDiving</p> <p>Whenever a provider enters the platform and signs on they are greeted with updates regarding audience interaction. Clicking through the notification, the service provider find themselves at a dashboard similar to the users. Analytical tools will be made available in D.T.F. as well as the opportunity to connect existing tools / accounts with the D.T.F. platform.</p>

the same message prompting the opening of a channel; whenever one side of the interaction offers to open a channel, the counterparty does not know of acceptance or decline from their end and proceeds. Should both parties agree to communicate then instantly a DM will open between them.

In the event that one of the matched parties denies a request, the denying party will be removed from the requesting parties stream/feed of matches for 21 Days (120,960 Tron blocks). With every consecutive match & denial between the same parties, 21 days are appended to the removal time; the second time is 42. Third time 63, and so on.

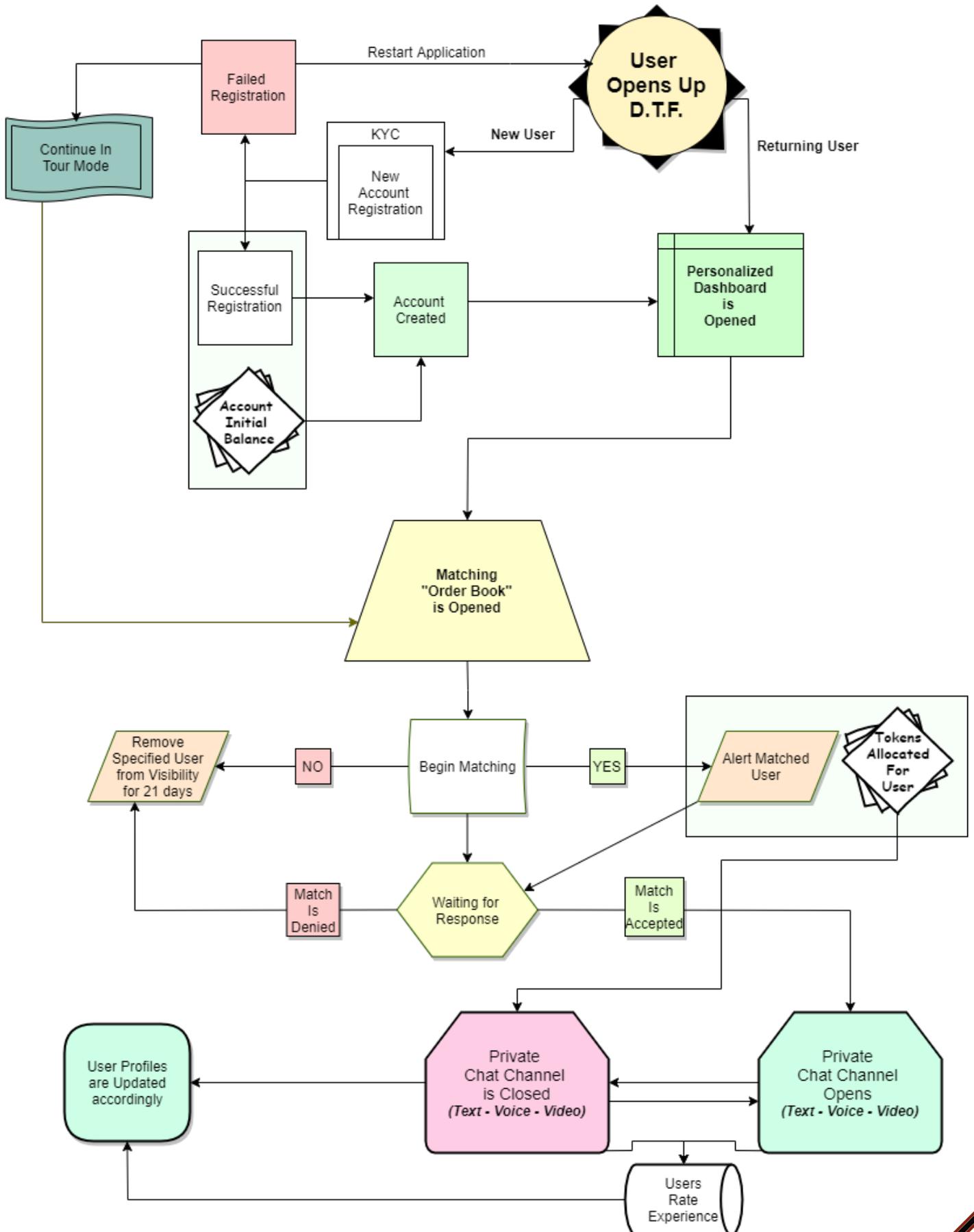
At any time between opening up the channel and closing it, there is an opportunity to leave feedback on the matched pair. Of course, it will be incentivized to use at the start and at the end of the meeting; to see how the actual relationship progressed.

Service Providers have the broad range of benefits to provide:

- posting to public board
- removing from the public board
- exploring activities of other companies,
- marketing their services
- gifting
- reaching out to consumers for their feedback!
- denying requests
- attracting more users to the platform!

Ultimately the competitive landscape of the social application space comes down to questions of UX/UI. D.T.F. is taking the necessary extra steps in developing the most optimized User interface & Experience for its end users and its service providers. Leveraging the already effective and efficient methods of presentation and interaction, [7] D.T.F. is able to remove the unnecessary costs associated with developing the most optimal User Experience. Hence, D.T.F. is able to more efficiently allocate capital and bring a new solution to market ahead of others. Of course, in order to identify the direction of UX development D.T.F. will need to collect direct consumer feedback as well as meta-data based on the user interactions [which of course is solicited in return for tokens {if so desired}].

User-Application Workflow Topology



Security & KYC

The D.T.F. platform will be employing minimally-maximally invasive KYC procedures in order to protect the users of the platform against malicious actors. While D.T.F. is entirely responsible for the matching of people and more so the outcome of connections, it does everything within the possible physical realm to protect the platform from malicious activities. Whenever a new user joins the D.T.F. ecosystem, they will be prompted to go through an initial identity verification process; which in turn will give them a certain level of freedom on the platform. Without verifying identities past the initial level, users will not be able to participate in more than a few times per every 24 hour period.. Upon completing tier-2 verification, users are able to enjoy the full experience of the platform. The highest level of verification comes in the form of tier 4*.

//- Users -\\	//- Service Providers -\\
<p>Tier 1: Basic Information & Synch with Social Media Allows: X amount of interactions per every 24 hour cycle.</p> <p>Tier 2: Non-invasive personal Documentation Allows: Unlimited usage of platform. Restrictions on certain functions & limited access to Service Providers.</p> <p>Tier 3: Complete Identity Allows: Unlimited Participation & opportunity to act as a Service Provider</p> <p>*Tier 4: Proximity Program Allows: Access to an elite sophisticated group of individuals, as well as, the ability to incorporate Travel & tourism into their experiences.</p>	<p>Tier TEST SVPD: No Identity Allows: Total viewing of the platform with no interactive access.</p> <p>Tier SVPD: Complete Identity Allows: Unlimited Participation & opportunity to act as a Service Provider</p> <p>Service providers must undergo a high level of scrutiny prior to participating in the ecosystem due to its being a vector for malicious actors. As far as governance control goes, D.T.F. will not be involved in the banning or removal of accounts from the platform. Rather, there will be community driven incentivized events where accounts are subjected to inspection. If an account ends up “under-inspection” then it is considered a threat to the community. Threats are dealt with through one, or a combination of the following:</p> <ul style="list-style-type: none"> - Short-term(24-168 hours) accounts disablement - Semi-permanent Privilege removal - Blacklisting & removal from general population

D.T.F. (DTF) Tokenomics

The D.T.F. ecosystem comes equipped with its own crypto token, the DTF token. Within the D.T.F. ecosystem, the DTF Token acts are a unit of account; thereby granting it a wide range of roles:

1. Anti-Spam / Anti-DOS
2. Reward for Activity
3. “Token” for spreading attention
4. Collateral to stake for Nodes & Providers
5. Reputation

Token Name:	D.T.F. token
Token Symbol:	DTF
Token Supply:	1,000,000,000
Decimals:	18
Token Standard:	TRC-20
Token Class:	Utility
Platform:	Tron

- First -

and foremost, the DTF token acts as a dual security mechanism (anti-spam & anti-DOS). While the application itself is free to use, there must still be methods employed to mitigate Denial-of-Service attacks & unwanted spam. Herein lies the principles to hold tokens on accounts; the more tokens, the more reputation, the more freedom to use. Yes, D.T.F. acknowledges that this creates a closed-loop ecosystem that is limited by the amount of tokens in available in circulation & that is absolutely ok. D.T.F. intends to garner the attention of the highest quality people onto the platform & a tokenized ecosystem does just that.

- Second -

The token acts as an incentive to promote interaction. Within the DTF ecosystem, the DTF token acts as an incentive for interactions that happen between people. So, in the event that two people match & agree to

communicate, they are allocated some DTF. Events such as prolonged connectivity & communication also will net users some more tokens. Accounts with higher token balances obviously rank higher & match with accounts of higher standards. However, the tokens behavior is not single sided. Malicious events, such as rude offensive behavior, and other forms of manipulative low quality interactions will reduce accounts balances until 0, at which point the account enters a preliminary “watch” phase. If the aggravated account falls into continuous negativity then it will be publicly listed on a “negative list” and put up to community vote for permanent blocking. Participation in community activities such as that will net tokens to its participants. Moreover, the token can be used as a “reach-out”. Users can stake tokens to open up channels for interactions between one another, where in more tokens directly means more connections.

- Third -

The DTF tokens role as a unit of account for activity that happens on the platform, creates a clear need to use the token for full fledged platform access. As in the case with energy cycling, the more one gives out, the more one gets back. Leaning on this philosophical outlook on life, D.T.F. has implemented tokenized attention *giving*. Whenever a user wants to reach out to other users they can at any given moment connect to $(X_{\text{tokencount}} - 1)$ others. However, when used in this manner, the token does not get taken away from the user. Rather, the user stakes them for the duration of the interaction and based off of the results from an interaction will either get it back, get it slashed, or get it totally revoked. (Revoked tokens are put into a judicial pool for community members to split).

- Fourth -

[A] As the ecosystem progresses into a more decentralized version of itself; with more distribution in the tokenomics and the server side hosting of the platform, the role of community nodes will be made available. Community nodes will need to stake a predefined sum of D.T.F. tokens (likely in the range of $\sim 1,000_{\text{DTF}}$)

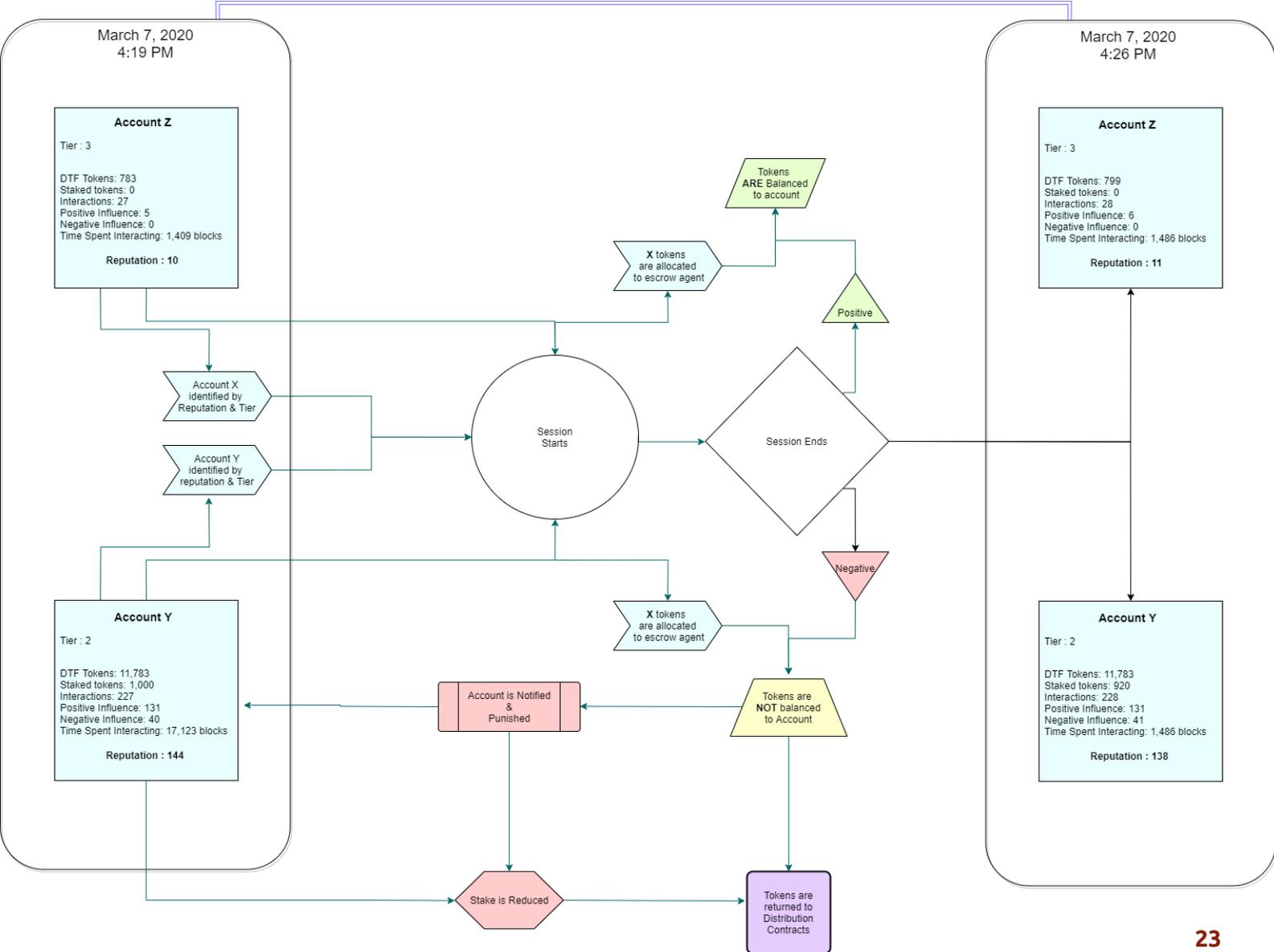
[B] Staking in the D.T.F. environment is also purposed towards the service providers. There is limited space for service provider (this is done so purposefully in order to gamify the ecosystem and protect users from over exposure [decision paralysis]) therefore to become a service provider, an entity must lock up some tokens. Those locked up token act as an insurance against the providers reputation. As a provider hits certain milestones and upgrades their internal reputation, their staked tokens will be progressively released back to the providers. Moreover, Service

providers will need to guarantee their offerings at the time of making the offering. This will need to be enforced with micro-lockups. Every offer made will be ensured with a stake, This is done to avoid fake offerings and allow equal opportunity for all providers on the platform. As soon as an offering is accepted by a user

- Fifth -

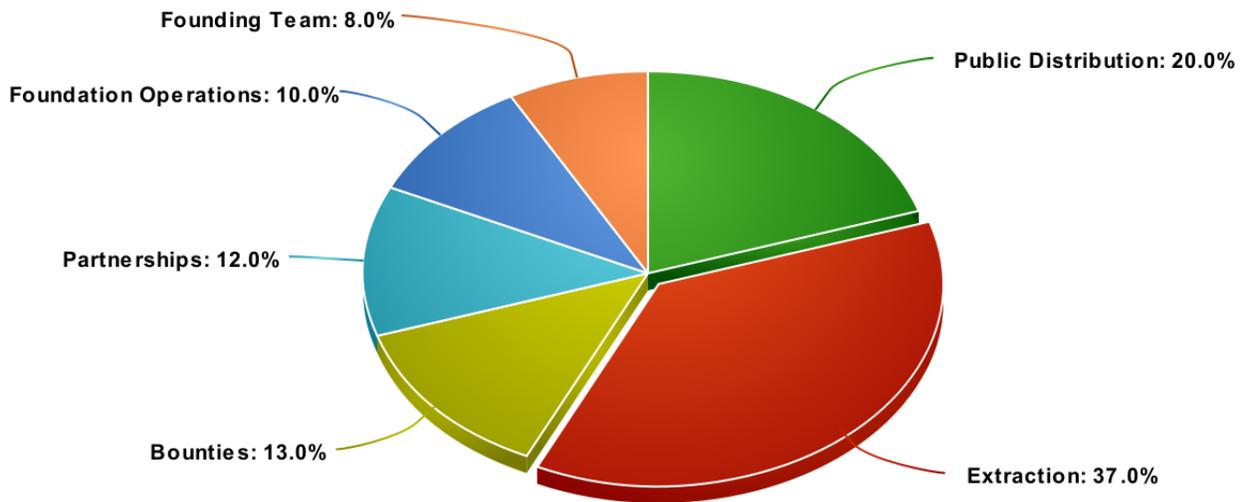
Lastly, as the tokens act for units of activity measurements, they also are able to act as a form of reputation. Accounts that actively accumulated rewards also actively increase their reputation. In the D.T.F. environment reputation acts as a core metric in establishing relationship matches. Higher caliber accounts match with accounts at their caliber as well as other, meanwhile accounts with low levels of reputation are only able to match with others of their reputational levels.

Account Reputational State Transition



Token Distribution:

With a total supply of 1,000,000,000 (1 Billion) DTF tokens being created, the initial distribution play a critical role in the healthy development and ultimately the success of the D.T.F. platform. Hence, the following breakdown was found to be the most optimal:



Allocation	Amount	Purpose
Public Distribution	20 %	Method of introduction & involvement into the D.T.F. ecosystem.
Extraction	37%	Reward mechanism for participation within D.T.F. ecosystem. Activities by users, such as matching, communicating, rating & growing reputation extract the tokens.
Bounties	13%	Code bugs, suspicious/ malicious activity, referrals, etc.
PartnerShips	12%	Building strong professional relations with competition & other parties.
Foundation Operations	10%	Operational expenditures relating to Maintenance, development & emergencies.
Founding Team	8%	Reward & Incentive for project delivery

The token distribution will follow a structure of progressive decentralization in which the token can only be accumulated through interaction with the platform / application .

At launch all 1,000,000,000 (1 Billion) tokens will be allocated fairly throughout D.T.F.'s trusted parties. There will be a total of ~21 Parties. Each party will have no control over a portion of the total supply and be in charge of distributing the token progressively. The trusted parties will only have the ability to disperse a limited amount of token every block of time; an amount enough to fill the "Distribution - Smart Contracts". Trusted parties are introduced into the distribution mechanisms for reasons for safety and "capital control".

Distribution to the end user is governed by the mathematical formulations in the D.T.F. smart contracts. There will be a series of smart contracts which are responsible for rewarding the DTF tokens to the users. At the end of every 6 hour cycle (the equivalent of 1440 blocks on the Tron blockchain [each block on the Tron Blockchain is ~15sec in time])^[4] the trusted distribution actors automatically deposit a predefined amount of DTF tokens. If for any reason a contract is full, then it will not be refilled.

When regarding the amount of tokens that get released per interaction per user the number is somewhere ($DTF_{total\ supply} < 0.001\%$). Any given user cannot accumulate more than what is biologically possible within a 24 hour (5,760 block) period.

By employing such a distribution method, D.T.F. hopes to allow a healthy form of power equality to take place. It must be mentioned that should for any reason a trusted distributor be taken offline or found acting in any suspicious way, their portion is immediately split throughout the remaining distributors.

Token SmartContract

(Tron Blockchain)

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Given the tightly knit dependency systems between the token and the rest of the D.T.F. ecosystem it must be made clear that there is speculative room for value appreciation. In order to tend to the speculative supply vs demand dis-equilibriums that might arise, the D.T.F. token will be made available on Decentralized Exchanges. Centralized exchanges are avoided for reasons of liquidity. If centralized exchanges were to be incorporated into the open market capabilities of the D.T.F. token, then inordinately large portions of the supply would have to be controlled by the exchanges. Creating a bottleneck in the environment governance approach to progressive decentralization; in turn forfeiting the core essence of blockchain projects.

As there exists an incentive mechanism for rewards, it also exists and a dis-incentive mechanism. While good behaviour is rewarded, bad behaviour is “punished”. By introducing a dual-sided incentivization token model into a match-making application, D.T.F. seeks to maximize the quality of users that come into interaction with the platform; as good actors would be retained and bad actors naturally washed out of the ecosystem.

Looking Forward

D.T.F. plans on becoming the go-to world's resource in the field of On-line Dating; its core concept in it's approach is simply by offering what users may want & need, while remaining in accordance with local regulations.

People will always be looking to meet new people and develop deeper relationships between one another. As the world continues to transition into a more digitized, fairer version of itself so will the basic human need. D.T.F. intends on serving the greater community of "digital daters" through its own portal. D.T.F. understands the basic human needs of privacy, fairness, and connection, therefore it positions itself clearly to remedy the short-comings of centralized alternatives to dating applications. While introducing a financial parameter into the behavior of dating is highly experimental, it bears its roots in the most complex of human interaction; finance. D.T.F. seeks to return sovereignty over identity & interest back to the users, while that maybe questionable from the standpoint of enterprise, it is obvious once it is understood that D.T.F. itself is not a central authority in the process. D.T.F. is an independent actor looking to circumvent biased matchmaking.

- Closing Notes -

D.T.F. is honored to be taking on such a mission. D.T.F. is experimenting with a lot of radical techniques and ideas for social technologies. D.T.F. does not discriminate against any race, gender, or religion; however D.T.F. will not be endorsing religious

Within the realm of its tokenomics, D.T.F. is not afraid to be a little bold and a little different. D.T.F. is actively looking for new applications for the token & the overall token's utility. For instance, Someday in the future, users will(might) be able to stake their tokens to become node operators. Or, as another example, the ability to instantiate private gaming channels between strangers & be offered rewards for activity.

A highly anticipated concept the the D.T.F. team is group matching. Allowing groups of people to match and chat via either regular messaging or via video & voice chats. The Data analytics provided for the user dashboard

are intended to be stored locally on devices and only random states will be used for validation of the network.

The D.T.F. platform will absolutely become compatible across-technologies and look to cooperate with other digital platforms (ex. AirBNB, Uber, Spotify, and so on.) to broaden its audience reach and expand its offers to the users. As an example, Spotify offer many of its unique services in the form of a publicly accessible API. Leveraging the possibility to stream a song on demand while two parties are in a video-chat, to “set-the-mood” or perhaps something along the side of an AI-assisted food delivery service whenever prompted in conversation; the possibilities are quite literally endless.

*While still only theoretical, at some point in time (after successful completion of vital milestones) D.T.F. ambitiously seeks to break down the geological barriers in relationship establishment by introducing a proximity program. Participants of the proximity program are users who have undergone all necessary identification/KYC policies, have accumulated enough reputation in the ecosystem & have staked enough tokens. Participants who qualify for the proximity program would be able to completely organize a rendezvous anywhere, anytime in the world. Ideally through partnering with platform service providers (such as travel & tourism agencies), D.T.F. intends to expand its reach and involvement in the user relationship cycle.

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