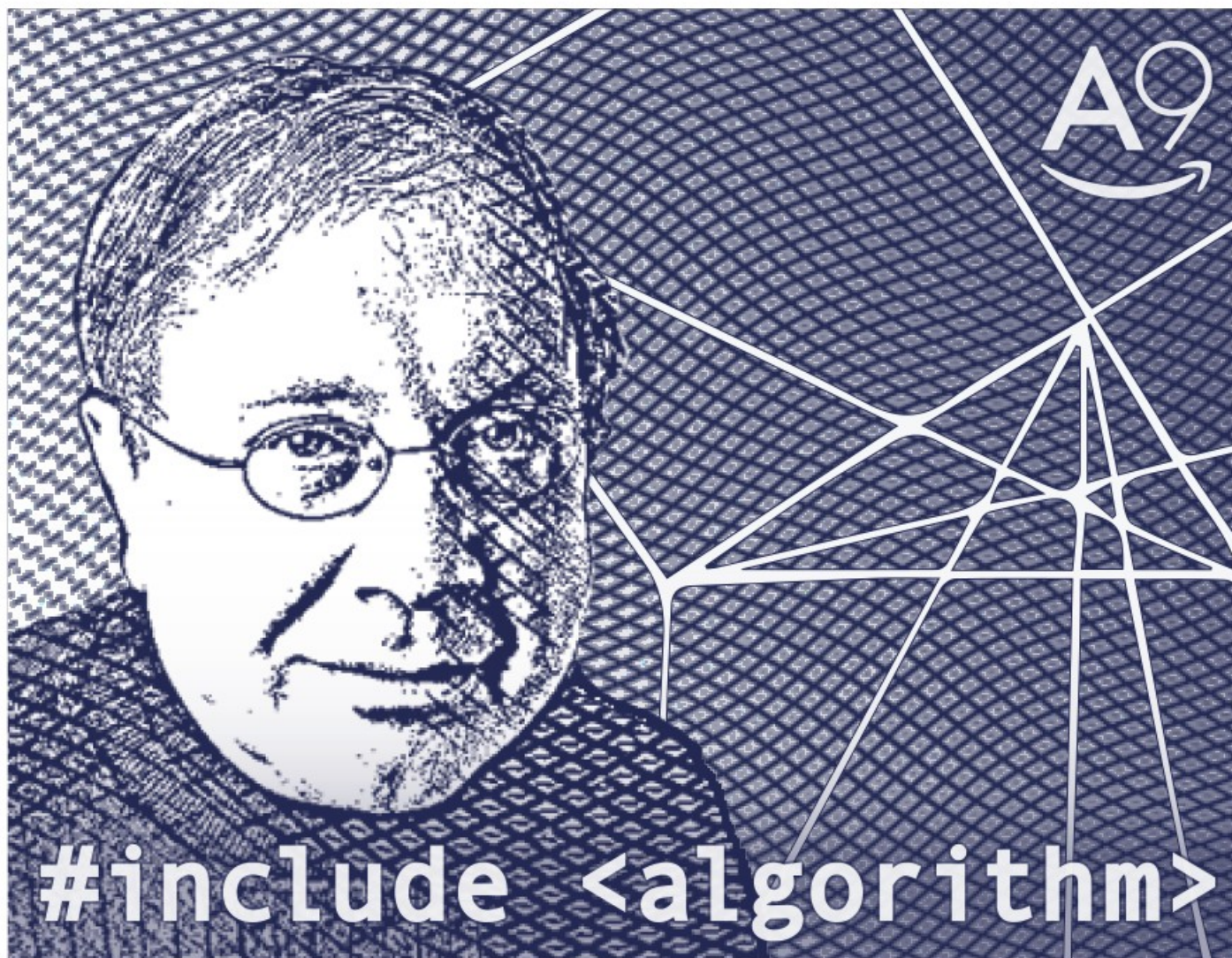


Et regalo de los Arabes



ALEXANDER STEPANOV



Four Algorithmic Journeys:

I. Spoils of the Egyptians

II. Heirs of Pythagoras

III. Successors of Peano

IV. ????????

ALEXANDER A. STEPANOV
DANIEL E. ROSE



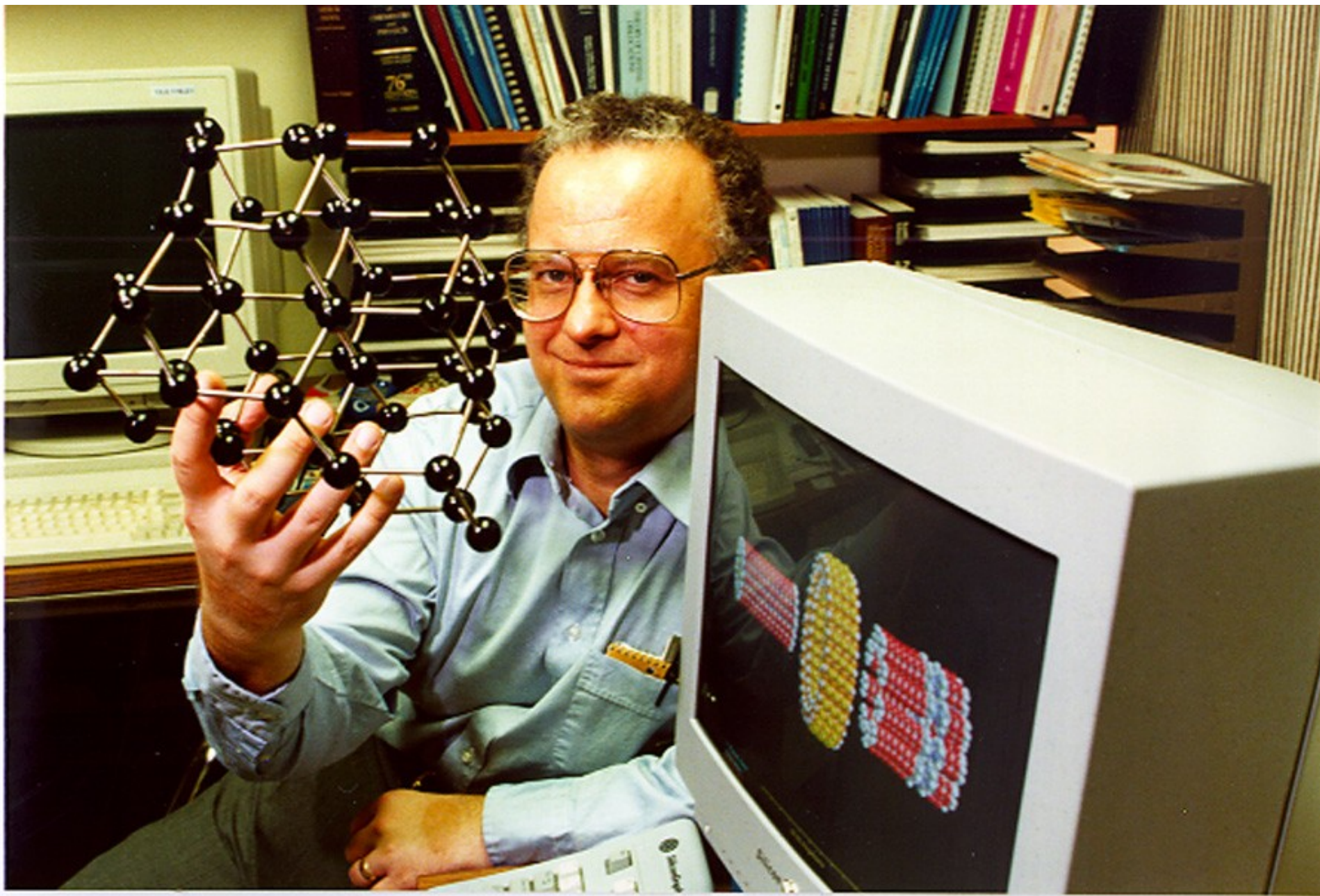
FROM
MATHEMATICS
TO
GENERIC
PROGRAMMING

Elements of
Programming

Alexander Stepanov
Paul McJones



Merkle Tree



Dr. Ralph C. Merkle

S:

e_0	e_1	e_2	e_3	e_4	e_5	$\dots$	e_n
-------	-------	-------	-------	-------	-------	---------	-------

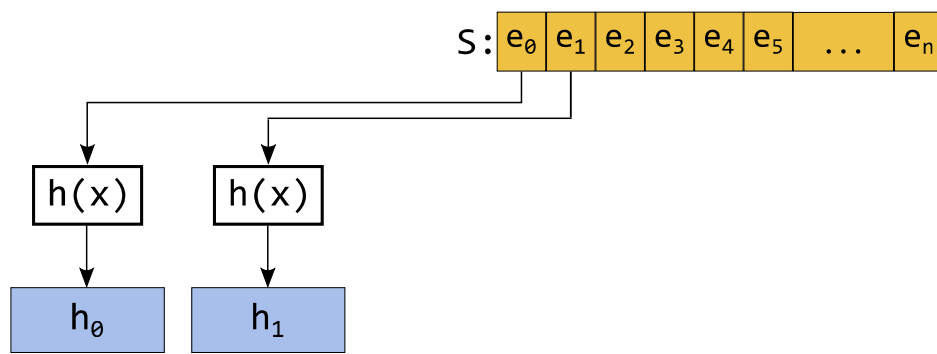
S: e_0 e_1 e_2 e_3 e_4 e_5 ... e_n

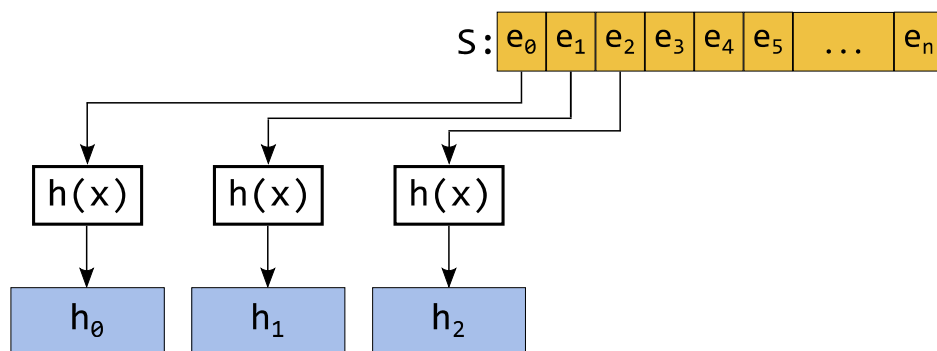


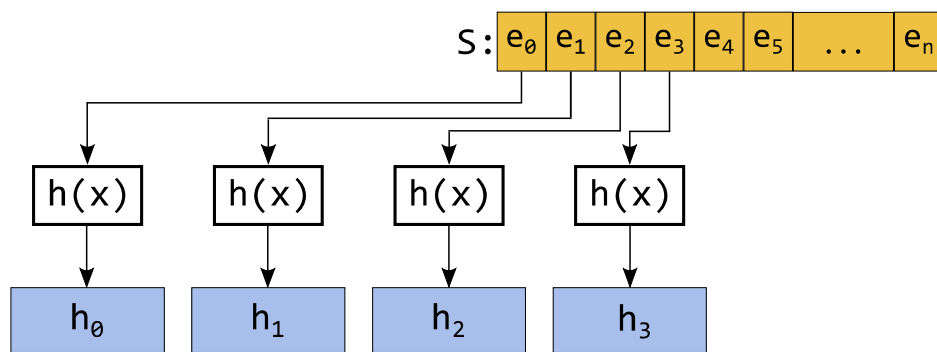
S: e_0 e_1 e_2 e_3 e_4 e_5 ... e_n

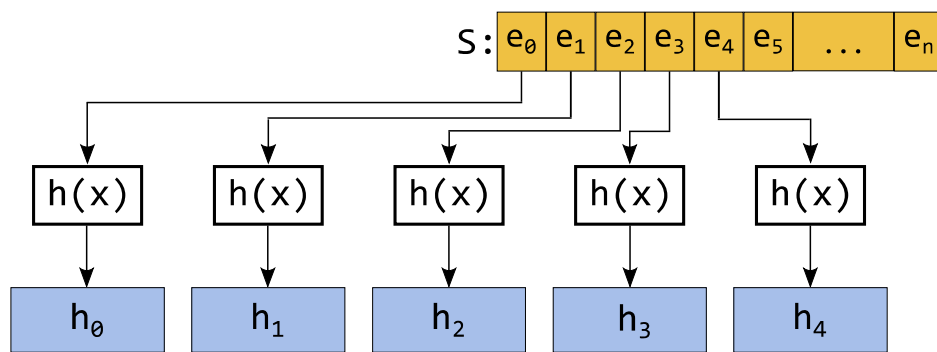
$h(x)$

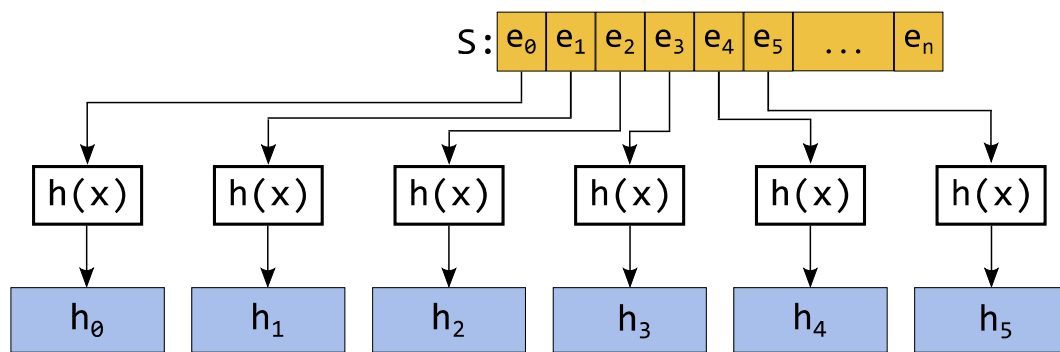
h_θ

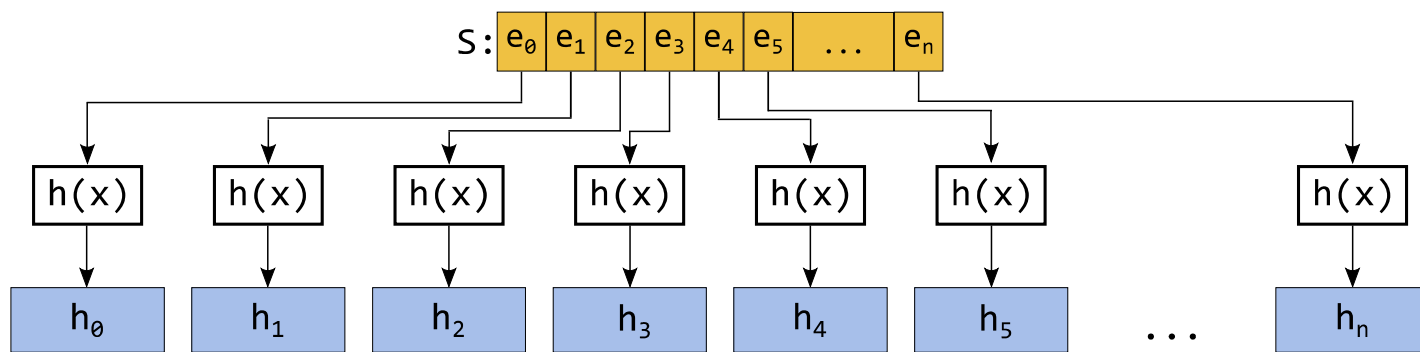


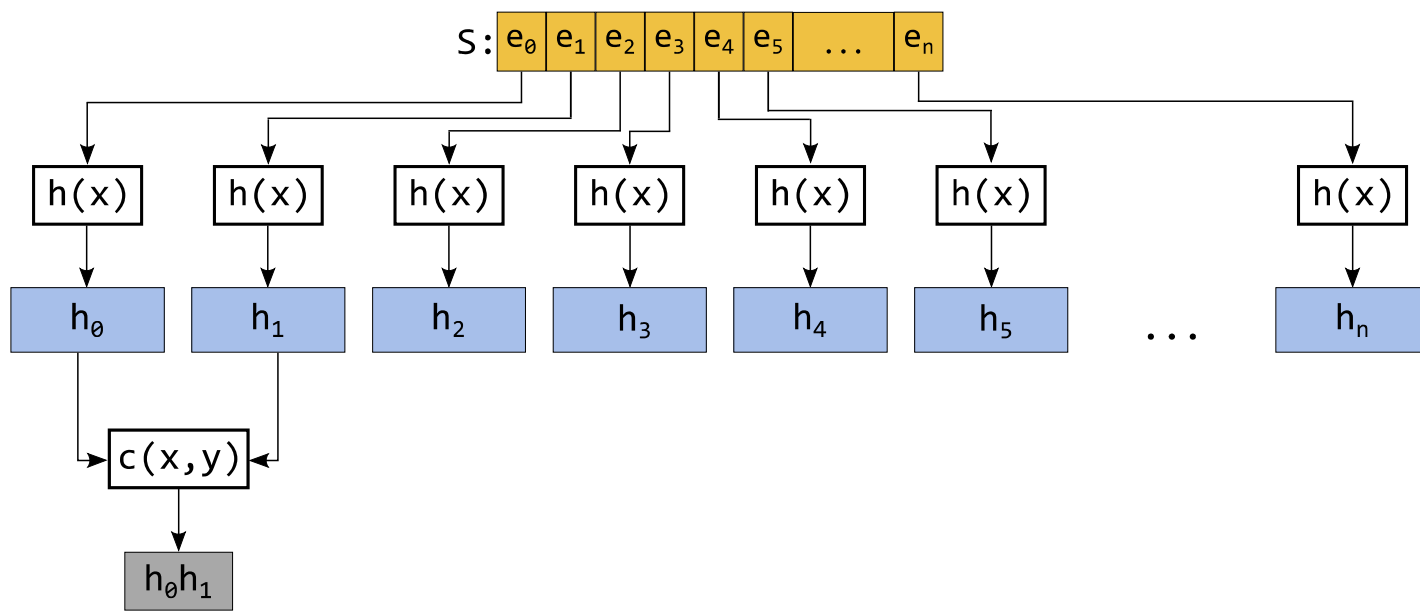


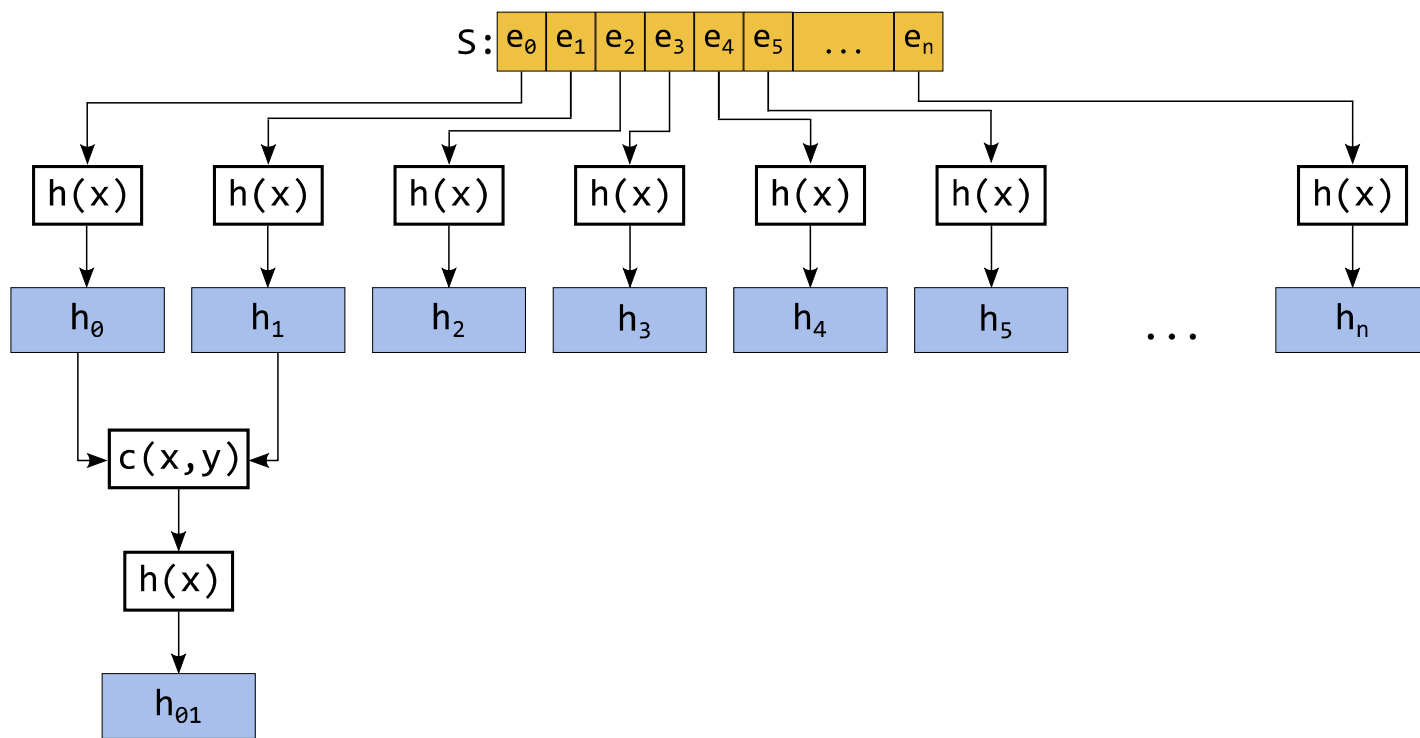


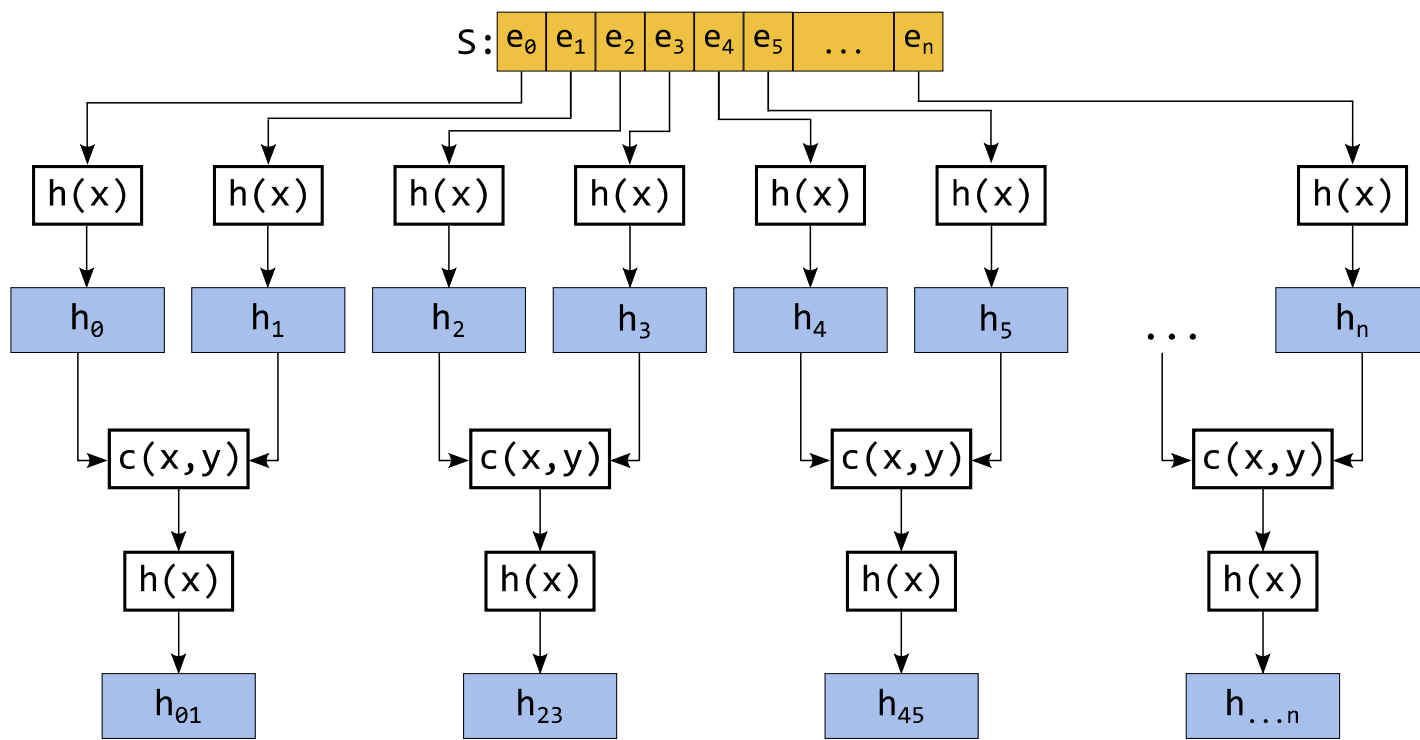


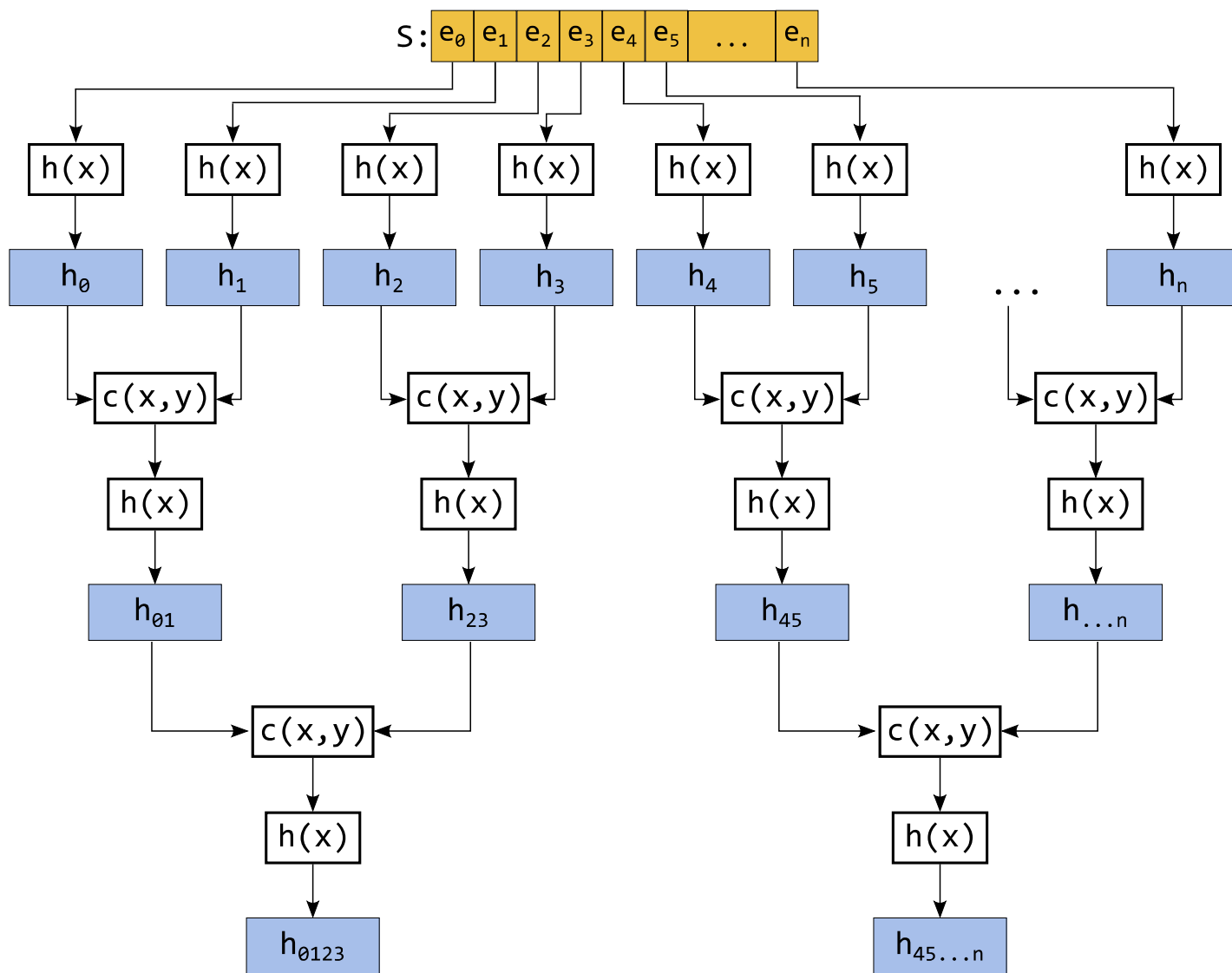


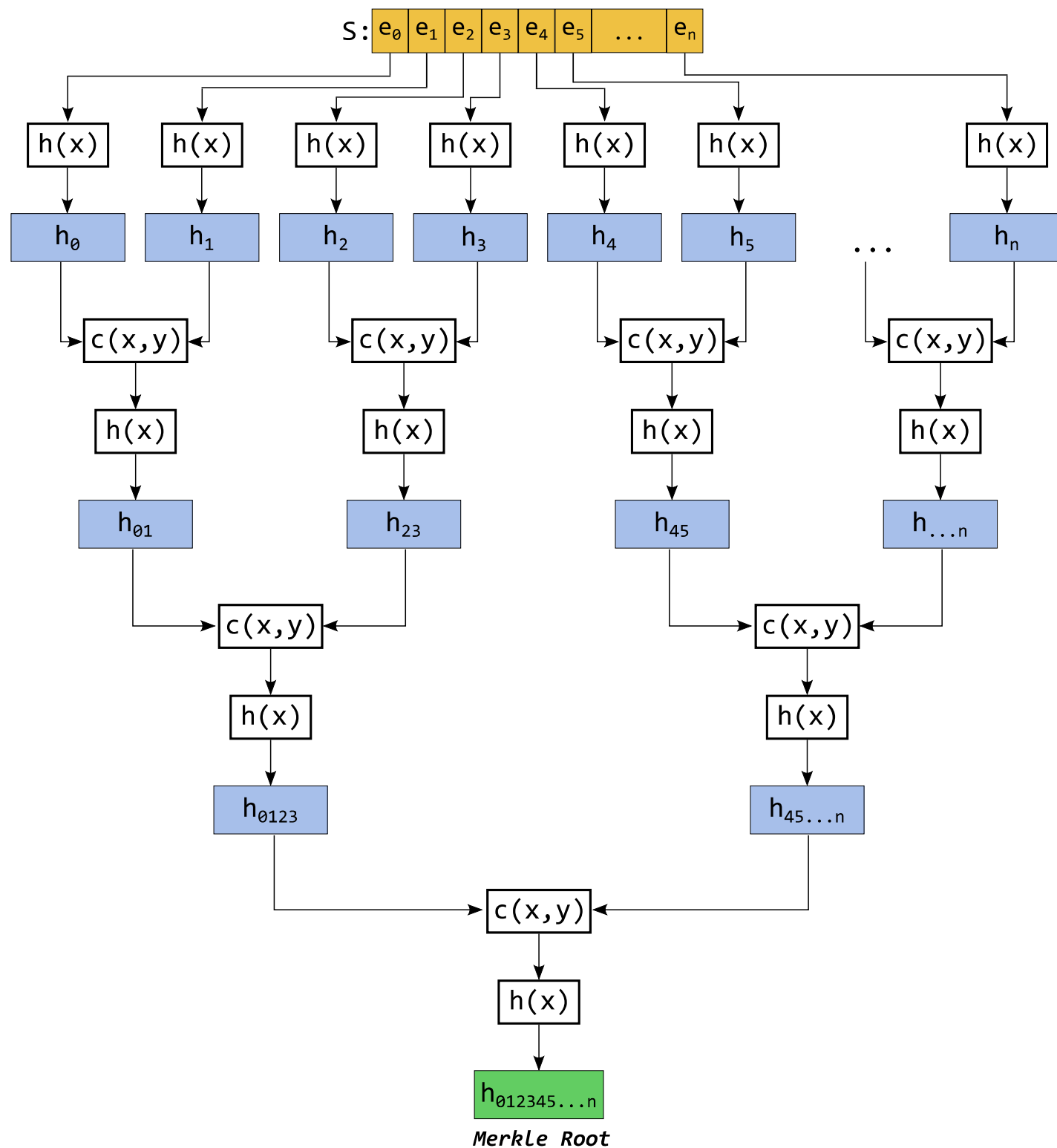






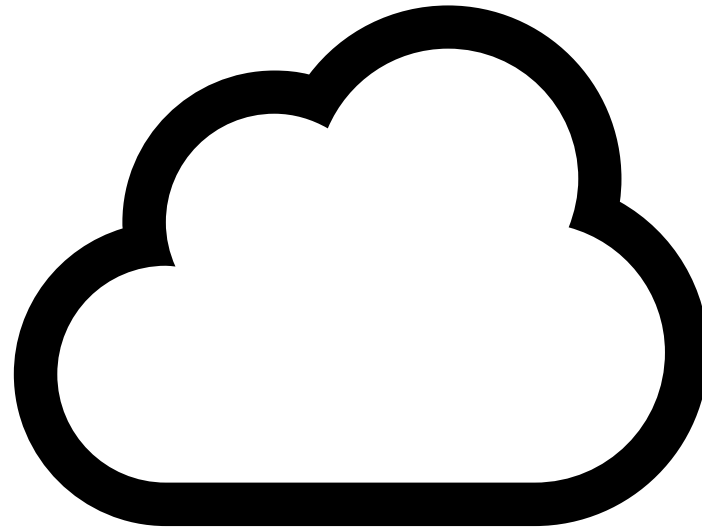




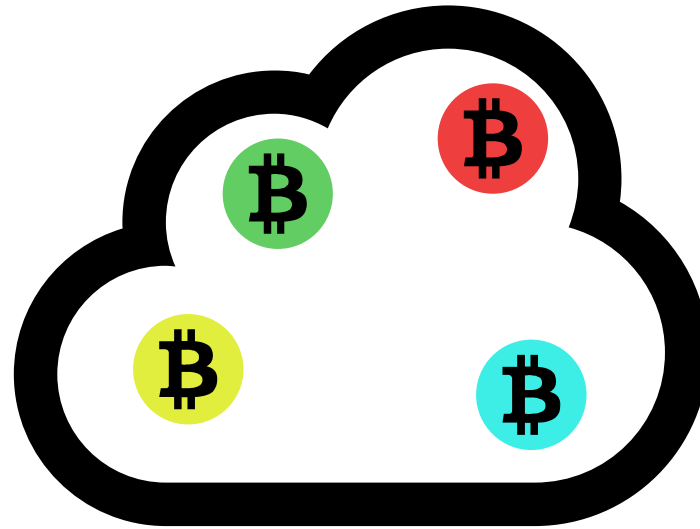


Bitcoin

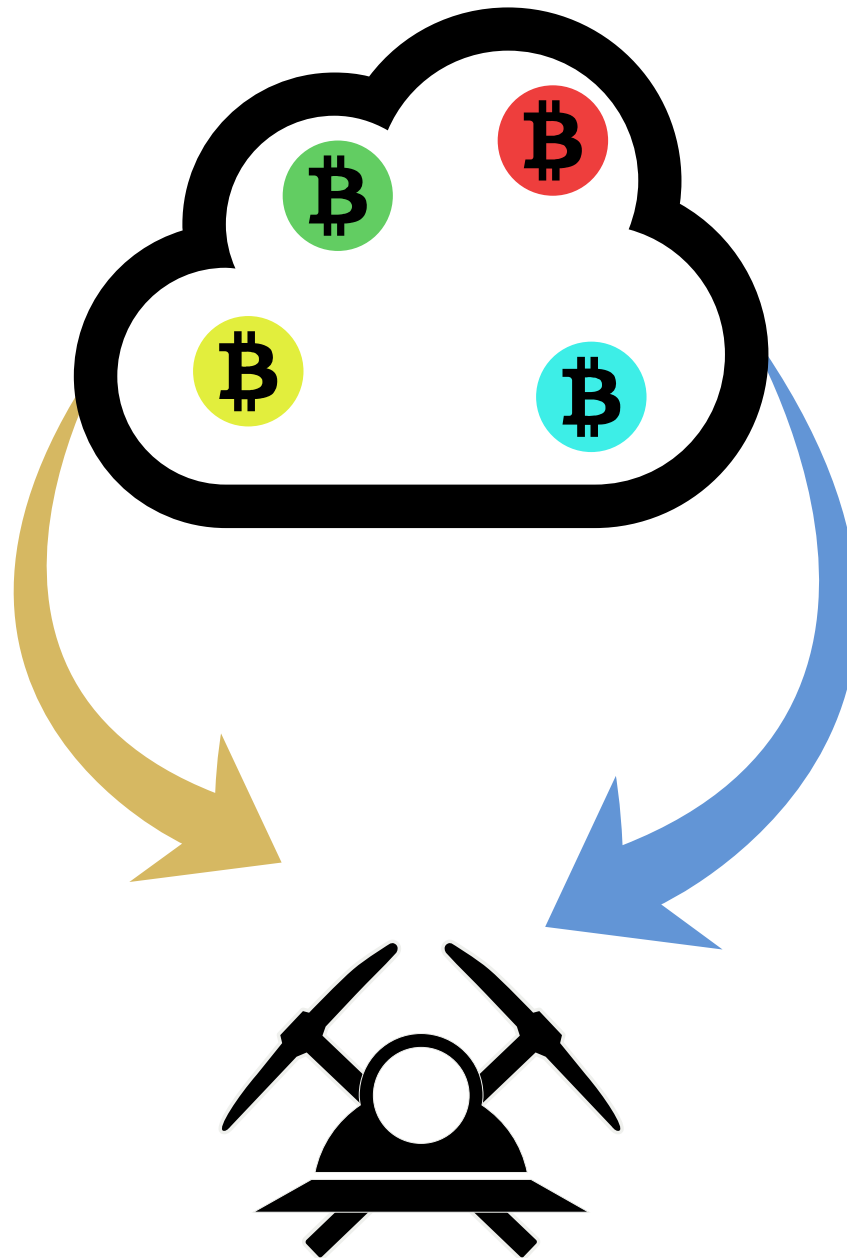
Bitcoin P2P Network



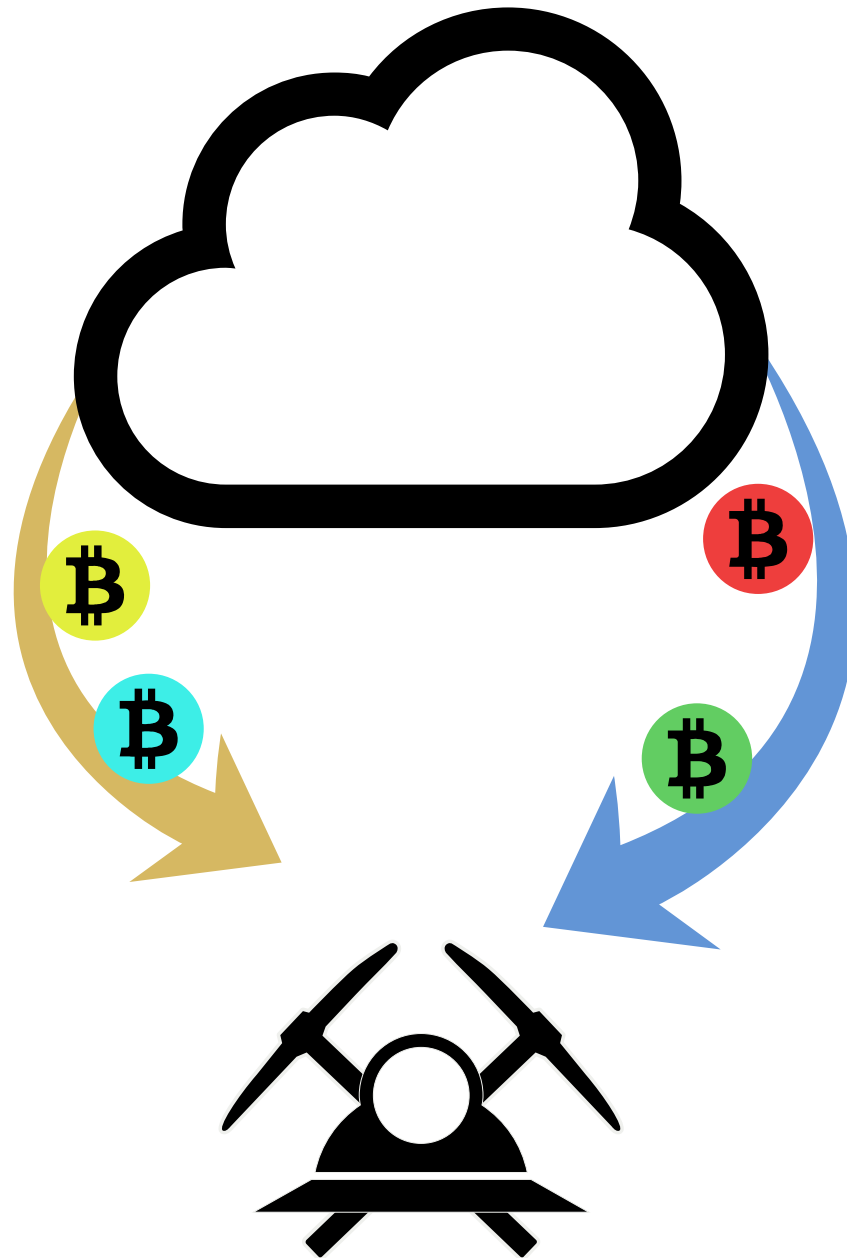
Bitcoin P2P Network



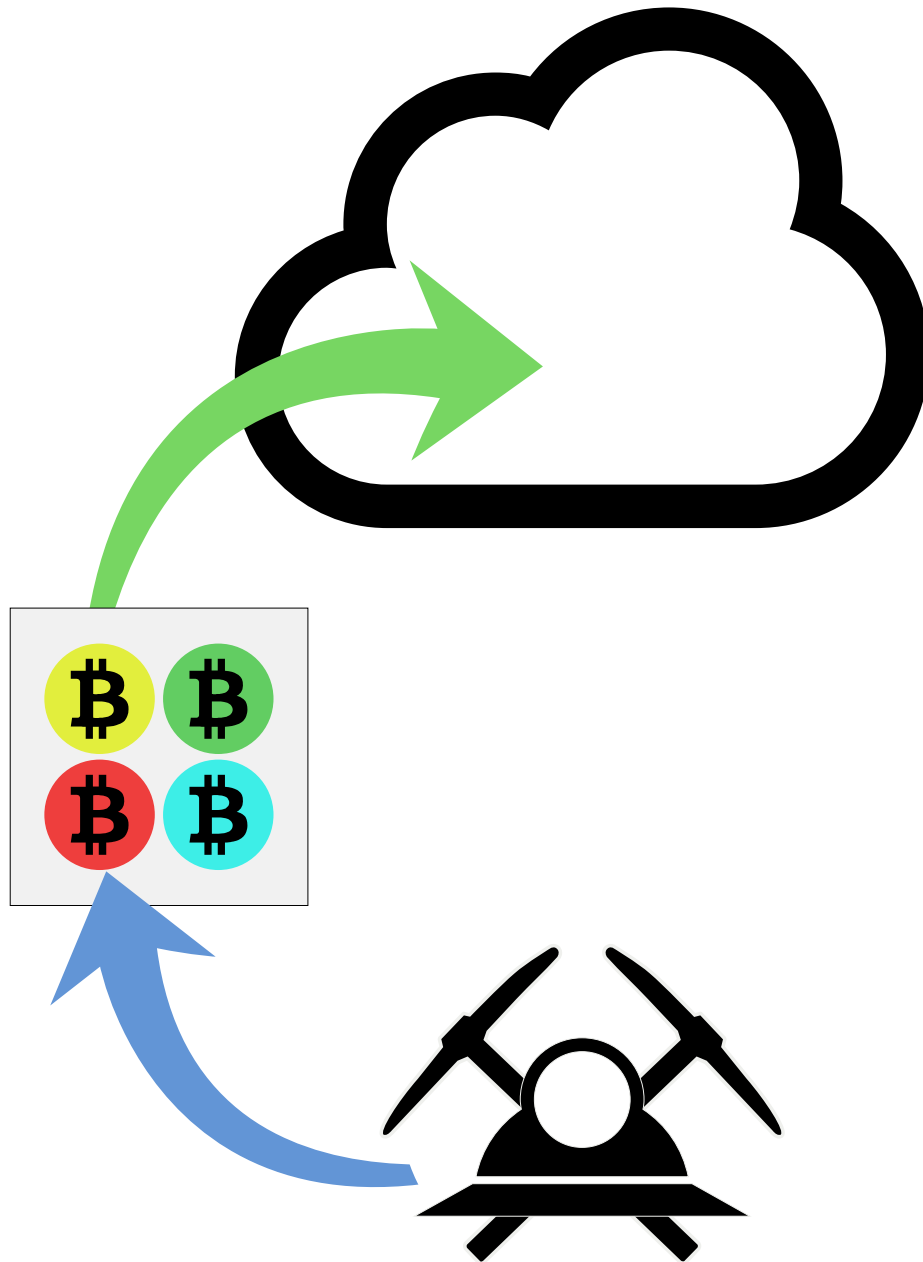
Bitcoin P2P Network



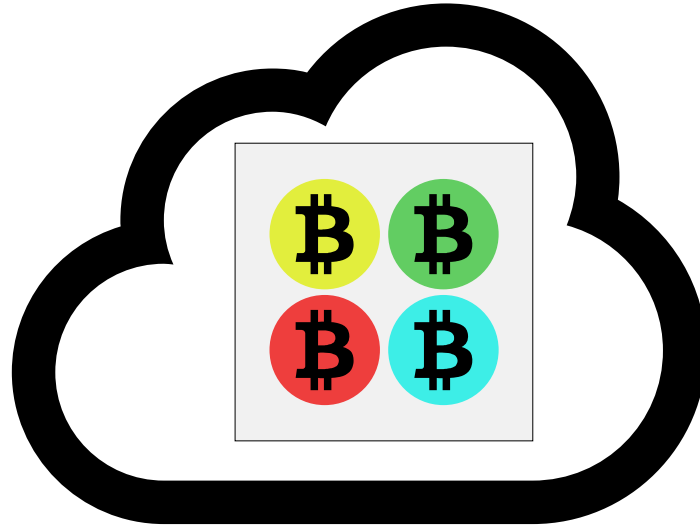
Bitcoin P2P Network



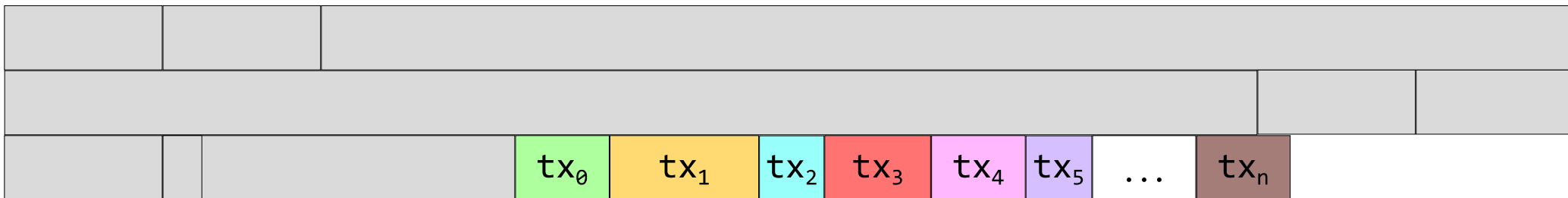
Bitcoin P2P Network



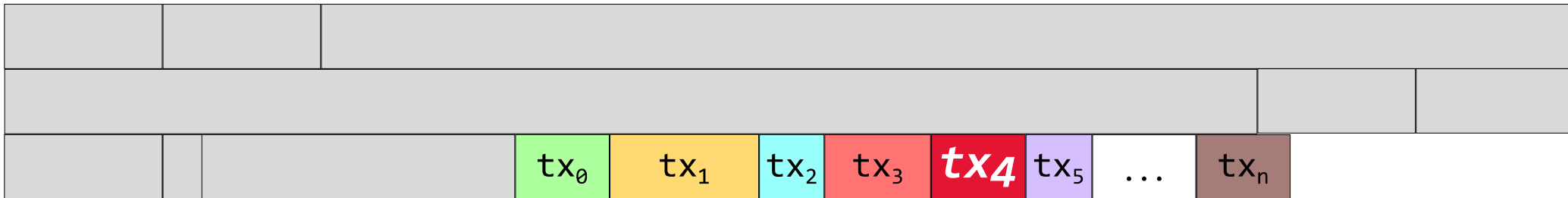
Bitcoin P2P Network



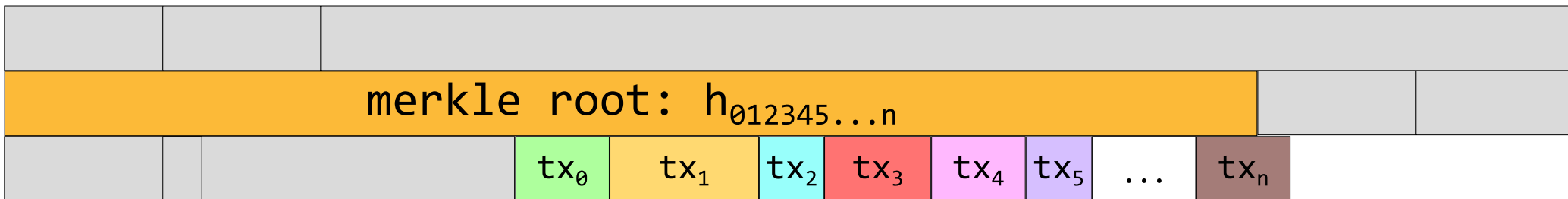
Bitcoin block structure:



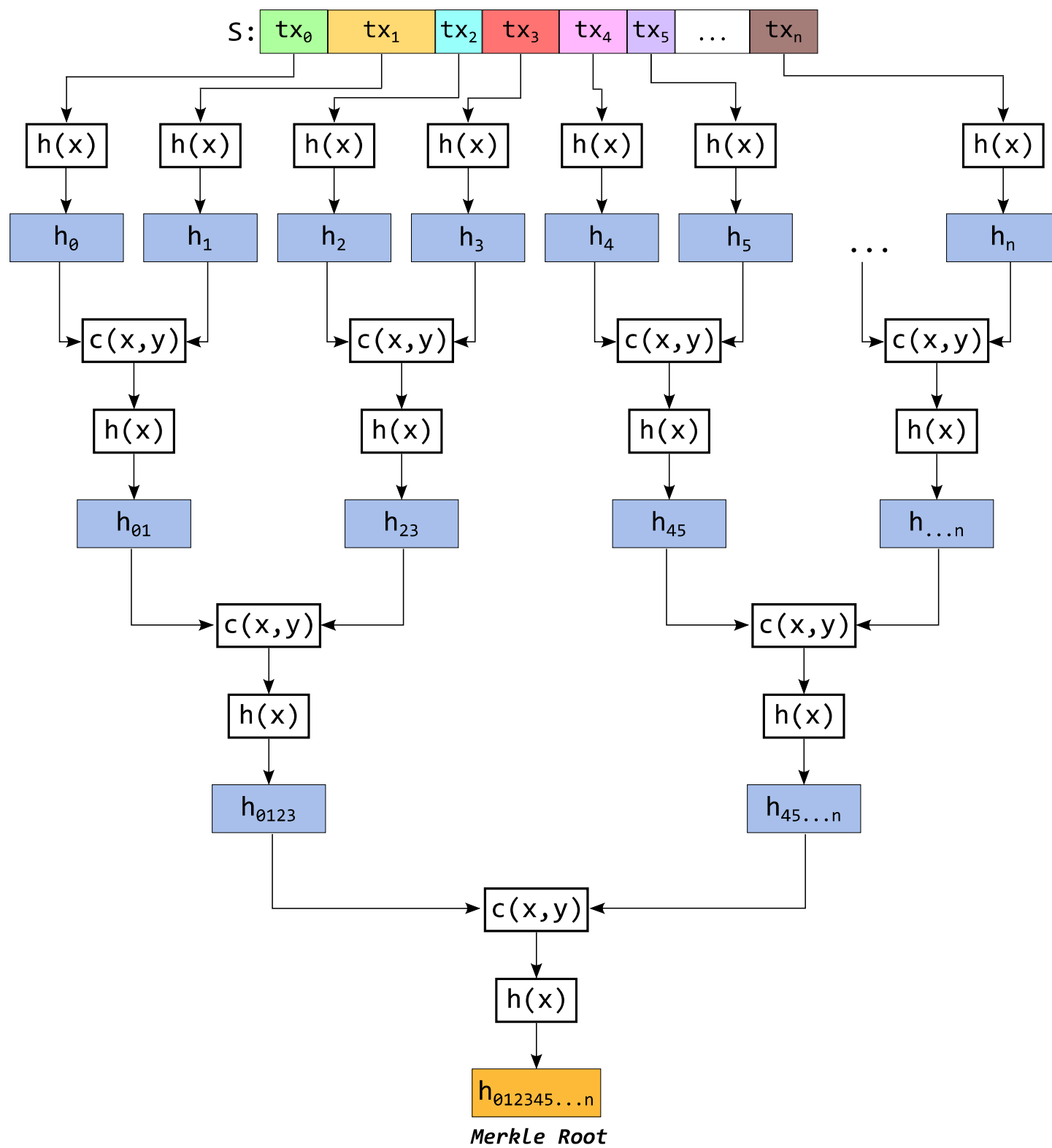
Bitcoin block structure:



Bitcoin block structure:



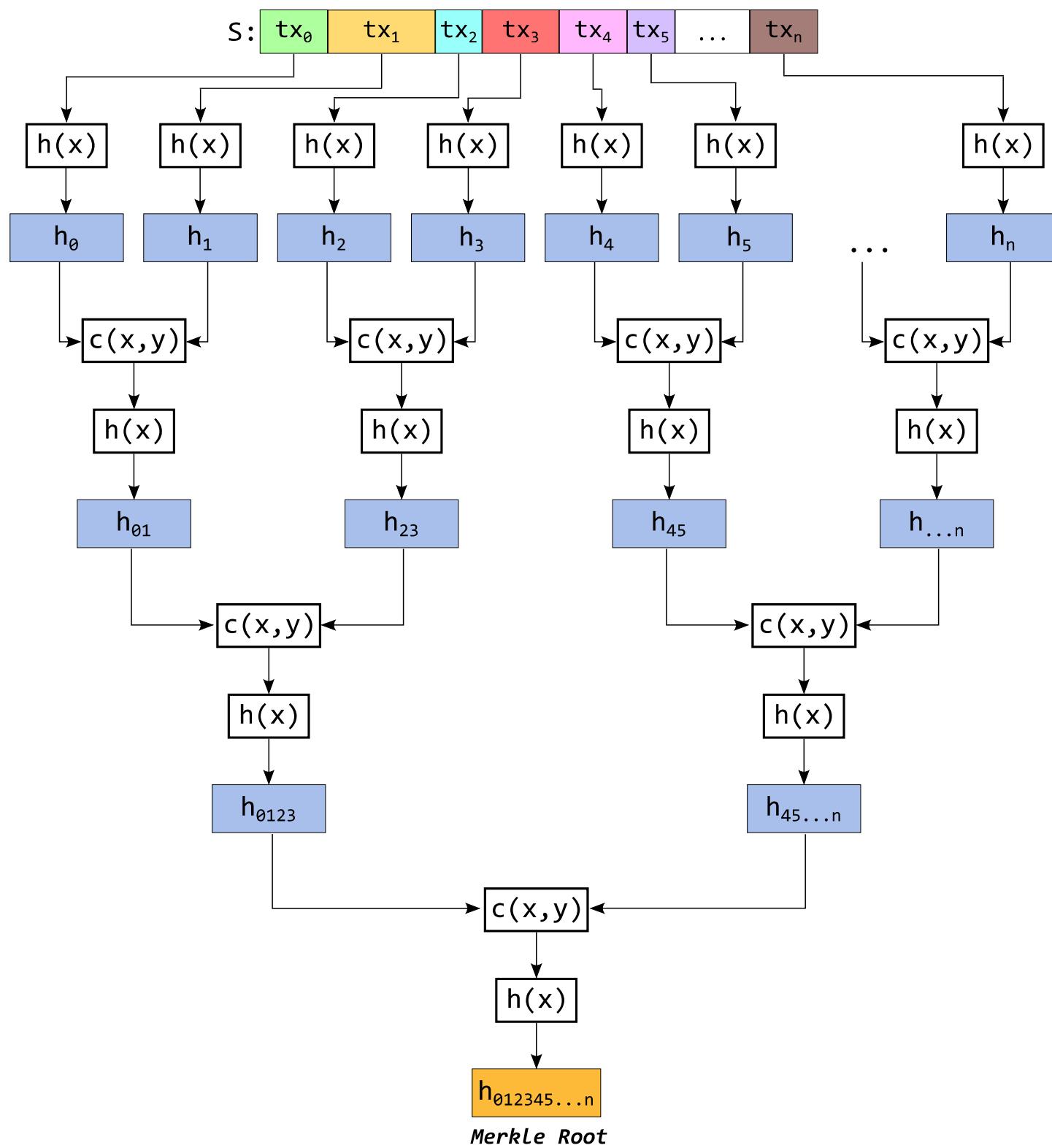
S: tx_0 tx_1 tx_2 tx_3 tx_4 tx_5 ... tx_n



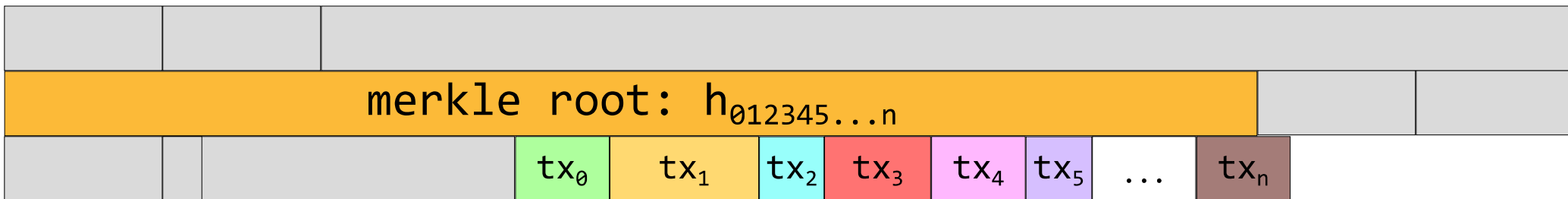
$h(x) =$

`double sha256(x) =`

`sha256(sha256(x))`

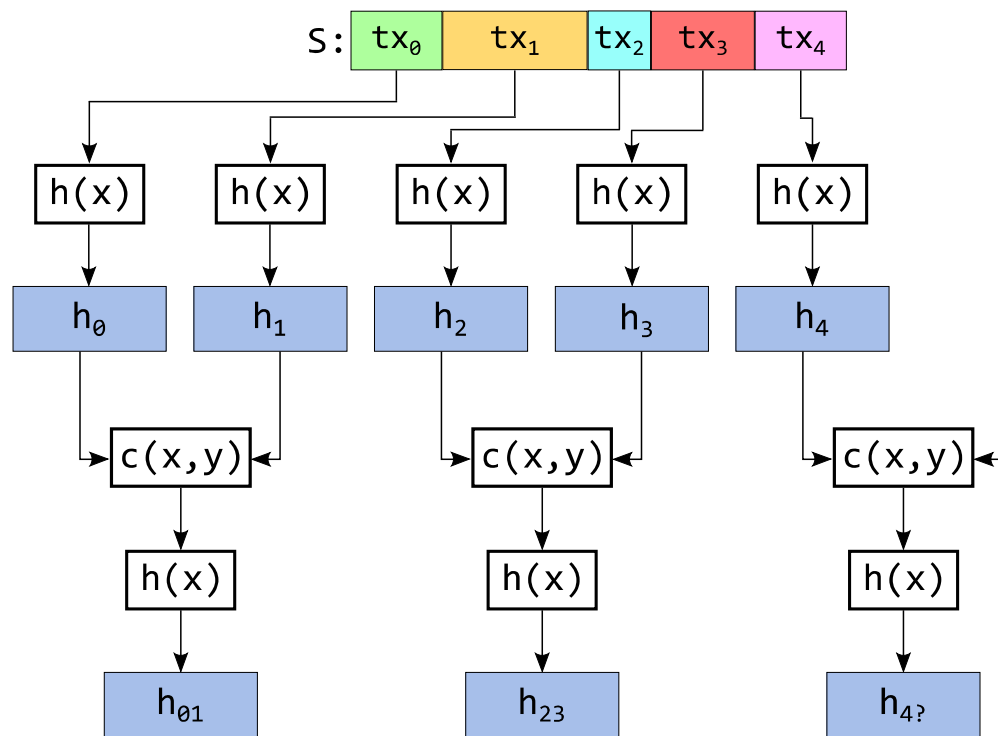


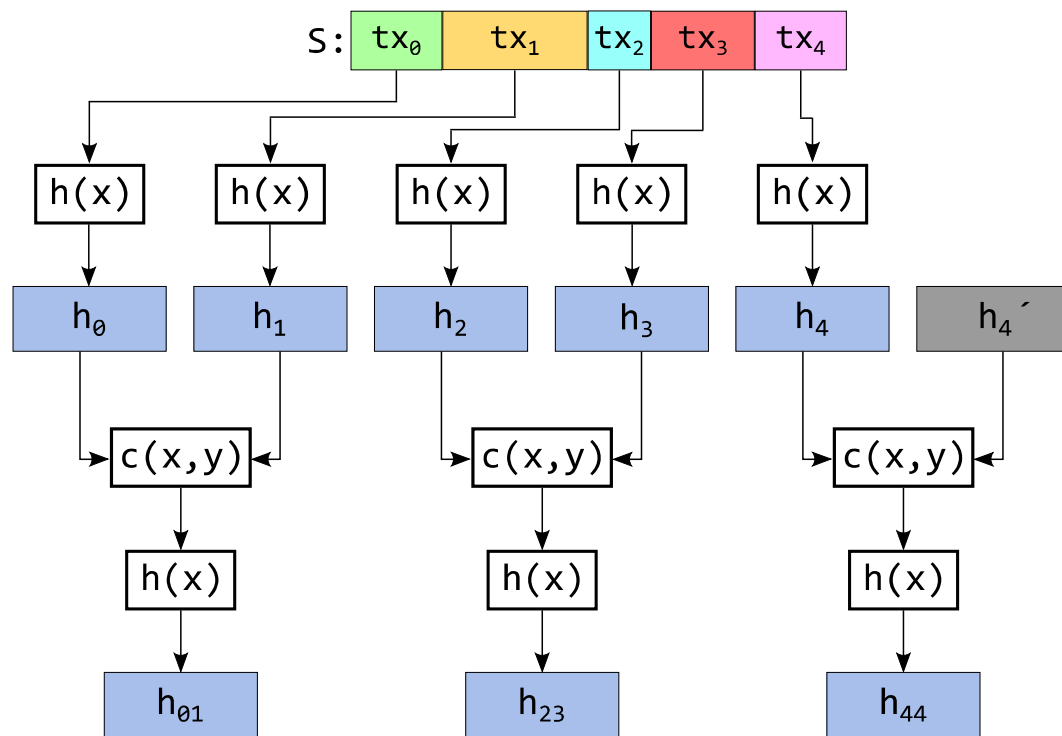
Bitcoin block structure:

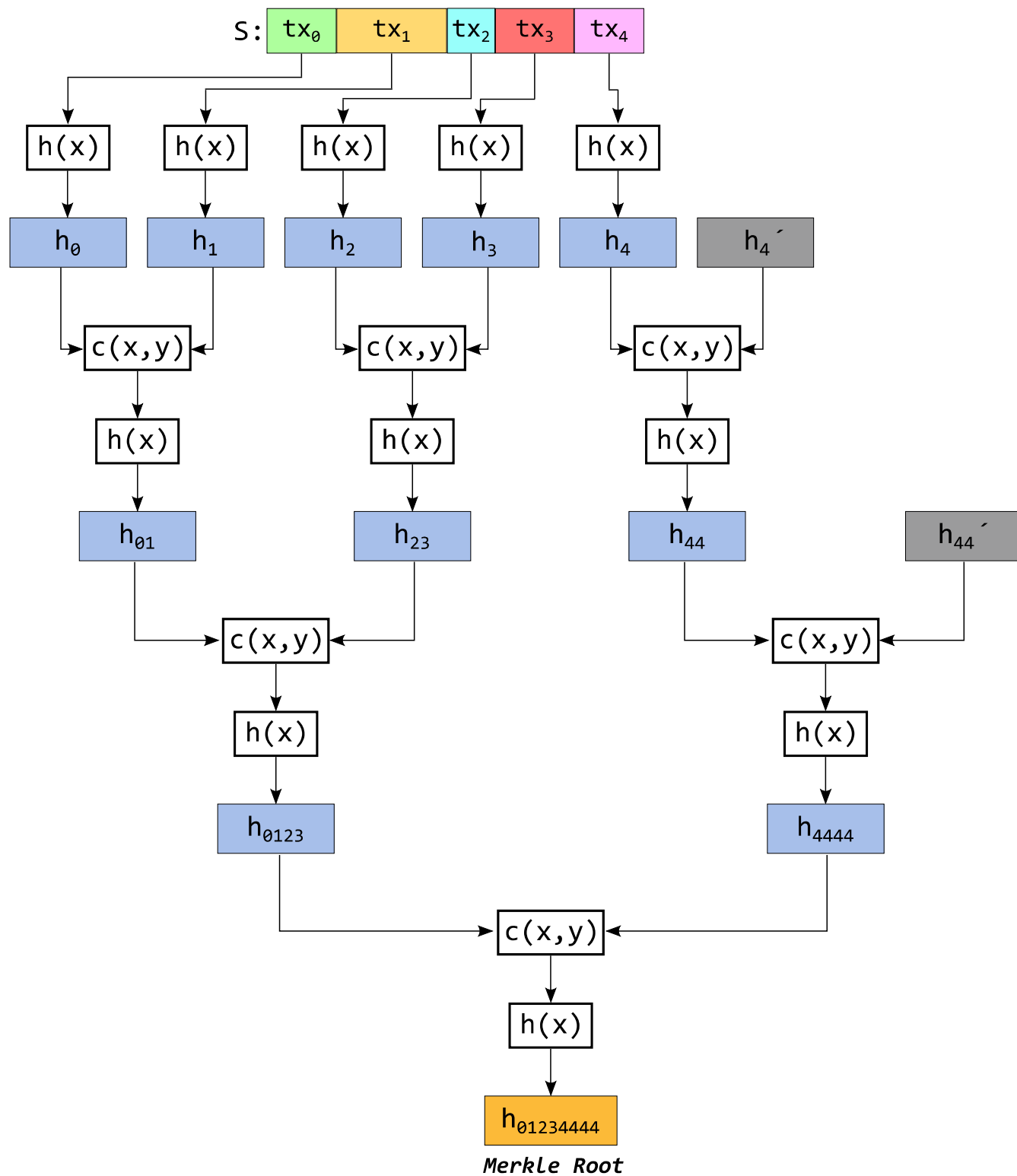


S:

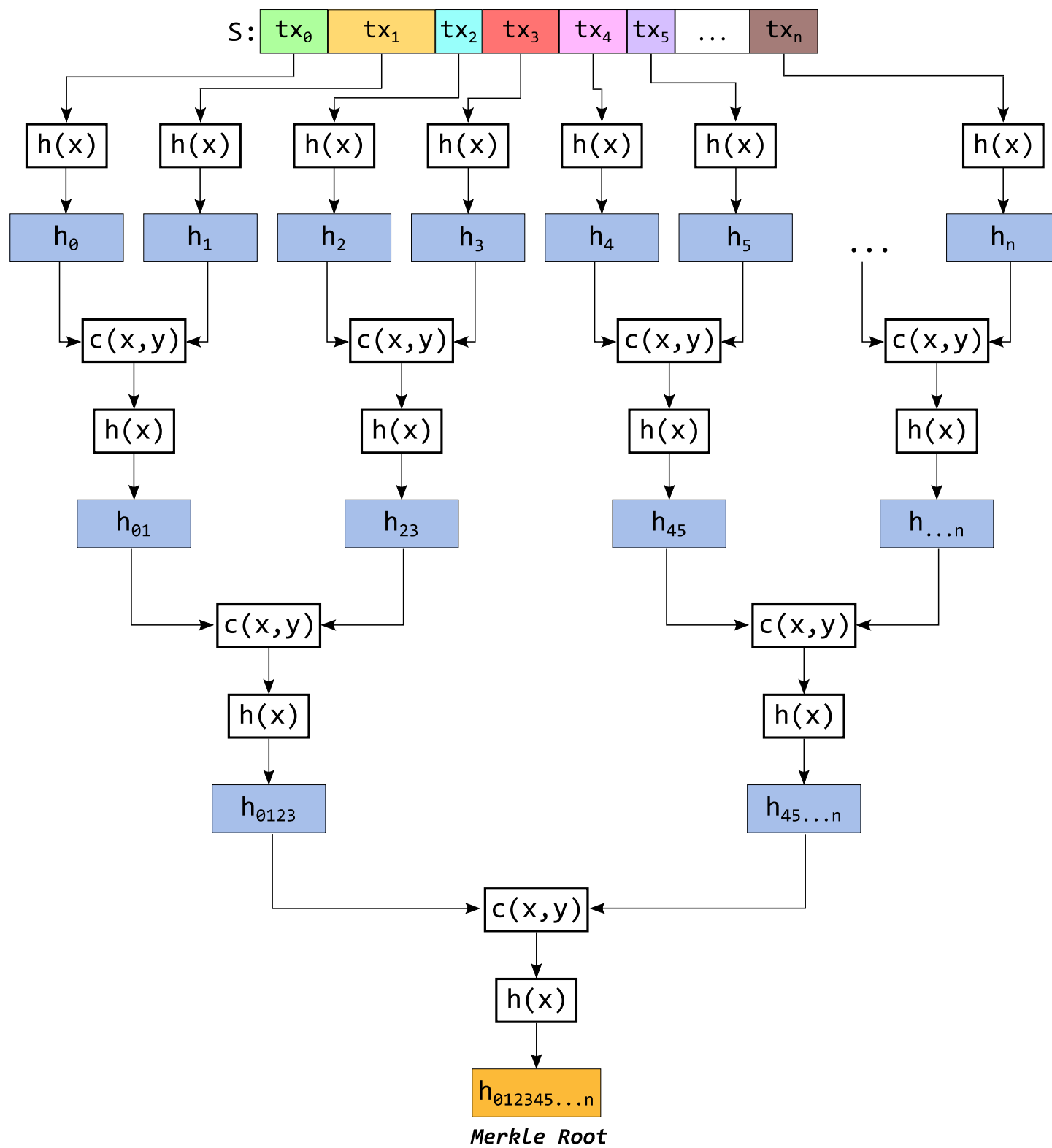
tx_0	tx_1	tx_2	tx_3	tx_4
--------	--------	--------	--------	--------







¿Complejidad
Computacional?



$$n + \frac{n}{2} + \frac{n}{4} + \frac{n}{8} + \dots + 1$$

$$n = 2^k$$

$$n + \frac{n}{2} + \frac{n}{4} + \frac{n}{8} + \dots + 1$$

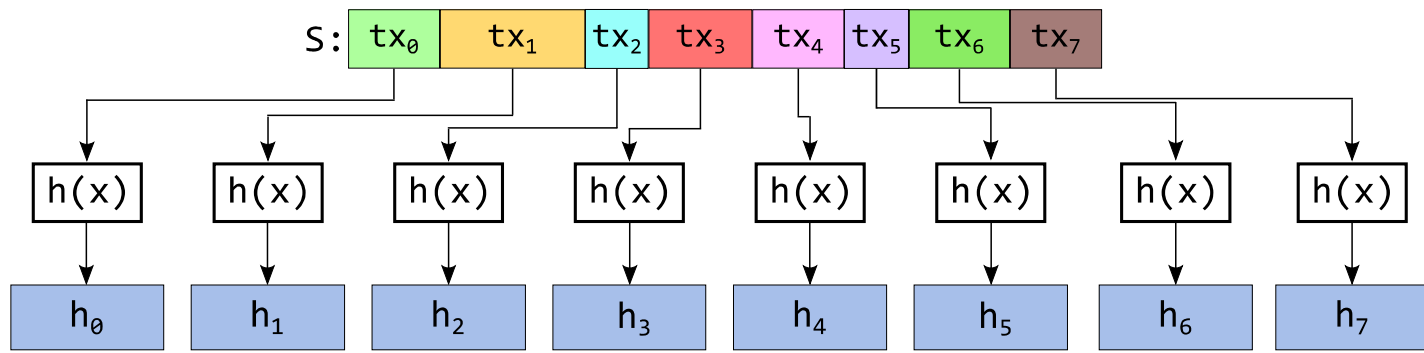
$$= \sum_{j=0}^k 2^{-j} n$$

$$= 2n - 1$$

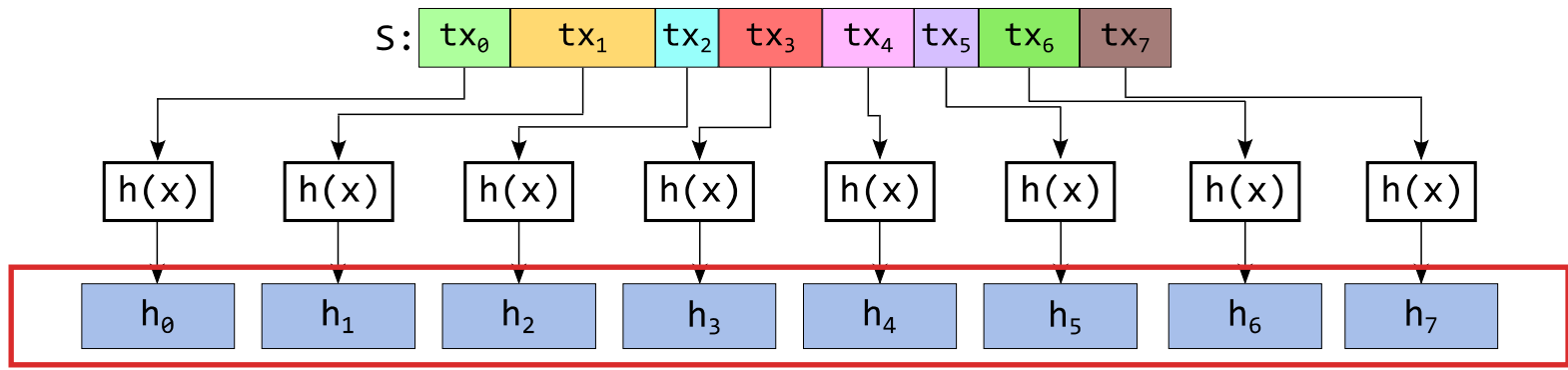
¿Cómo lo
implementamos?

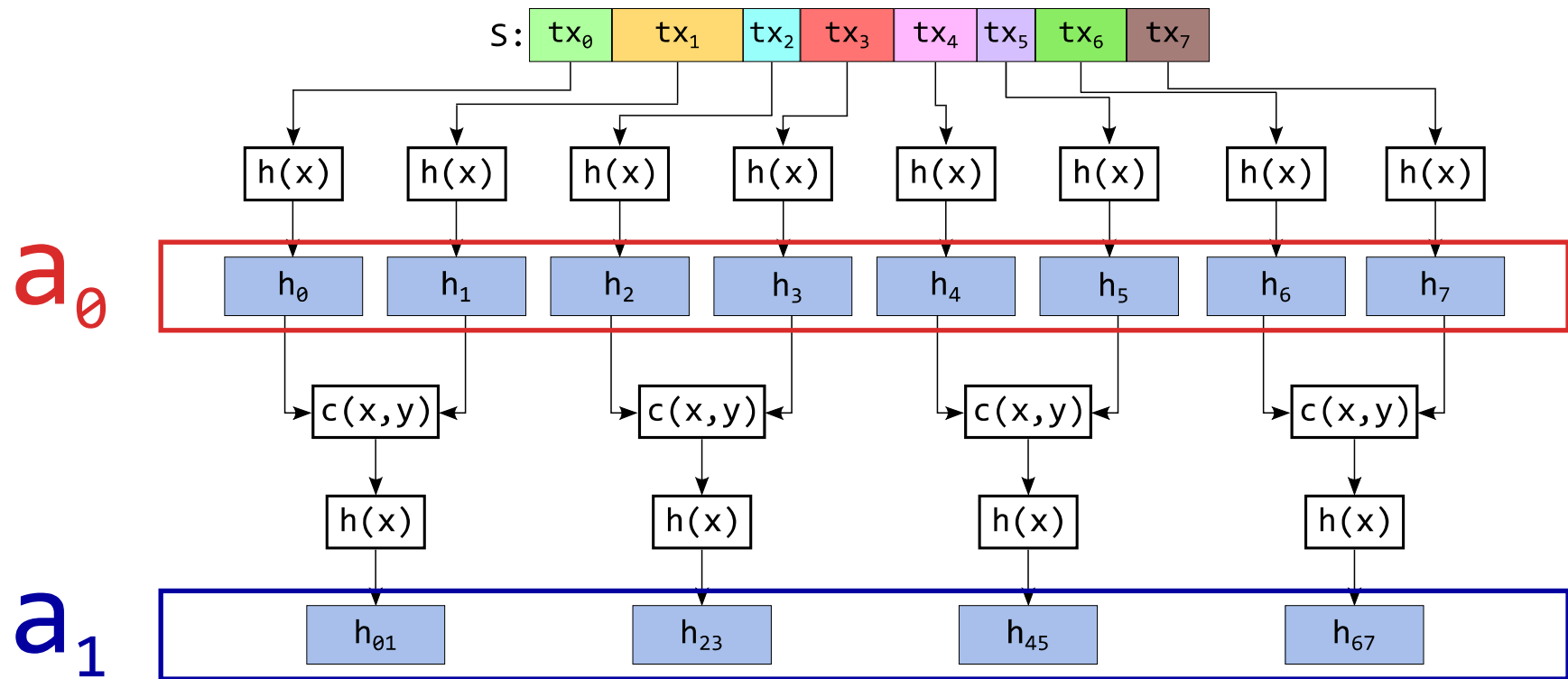
S:

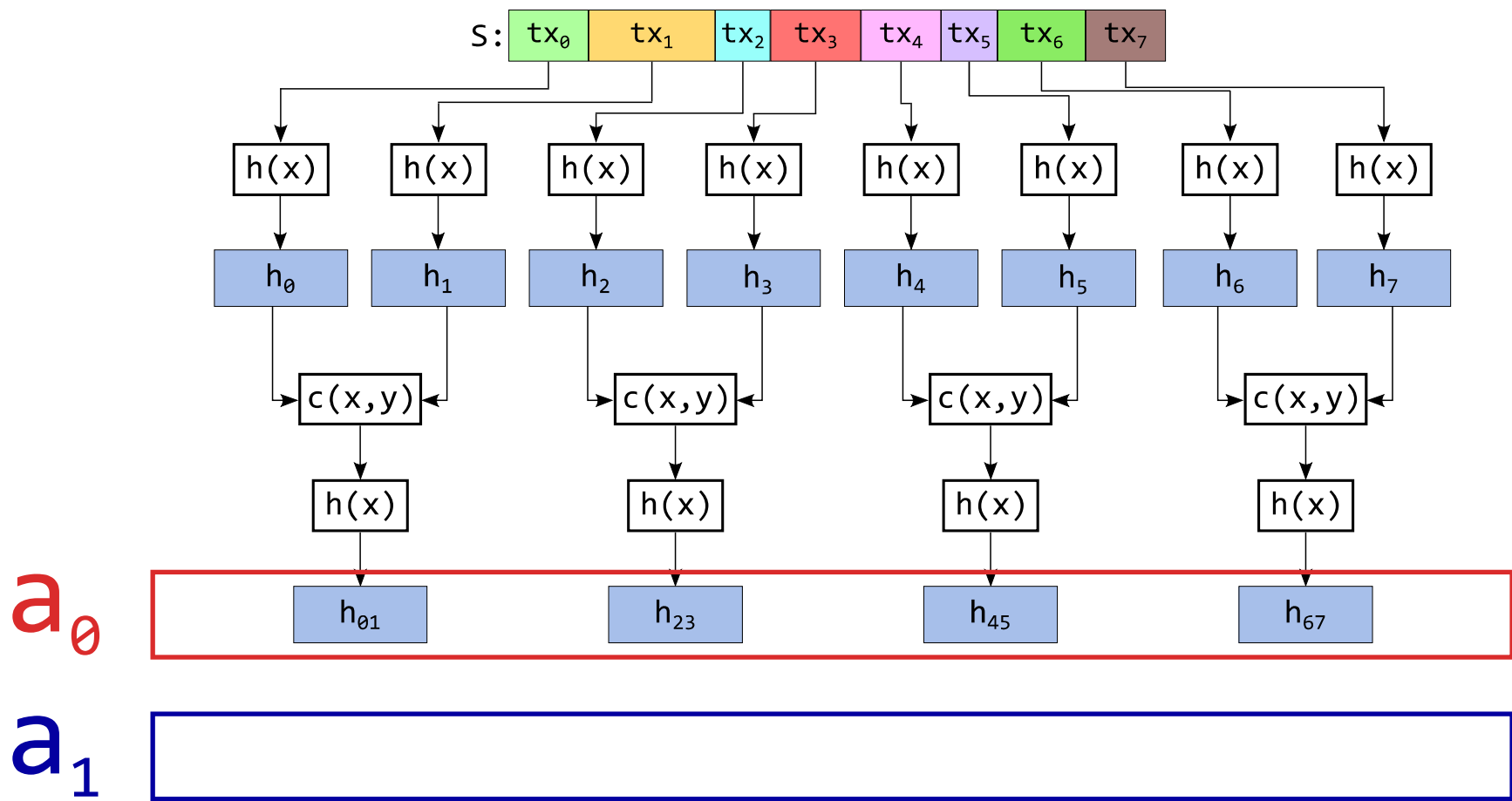
tx_0	tx_1	tx_2	tx_3	tx_4	tx_5	tx_6	tx_7
--------	--------	--------	--------	--------	--------	--------	--------

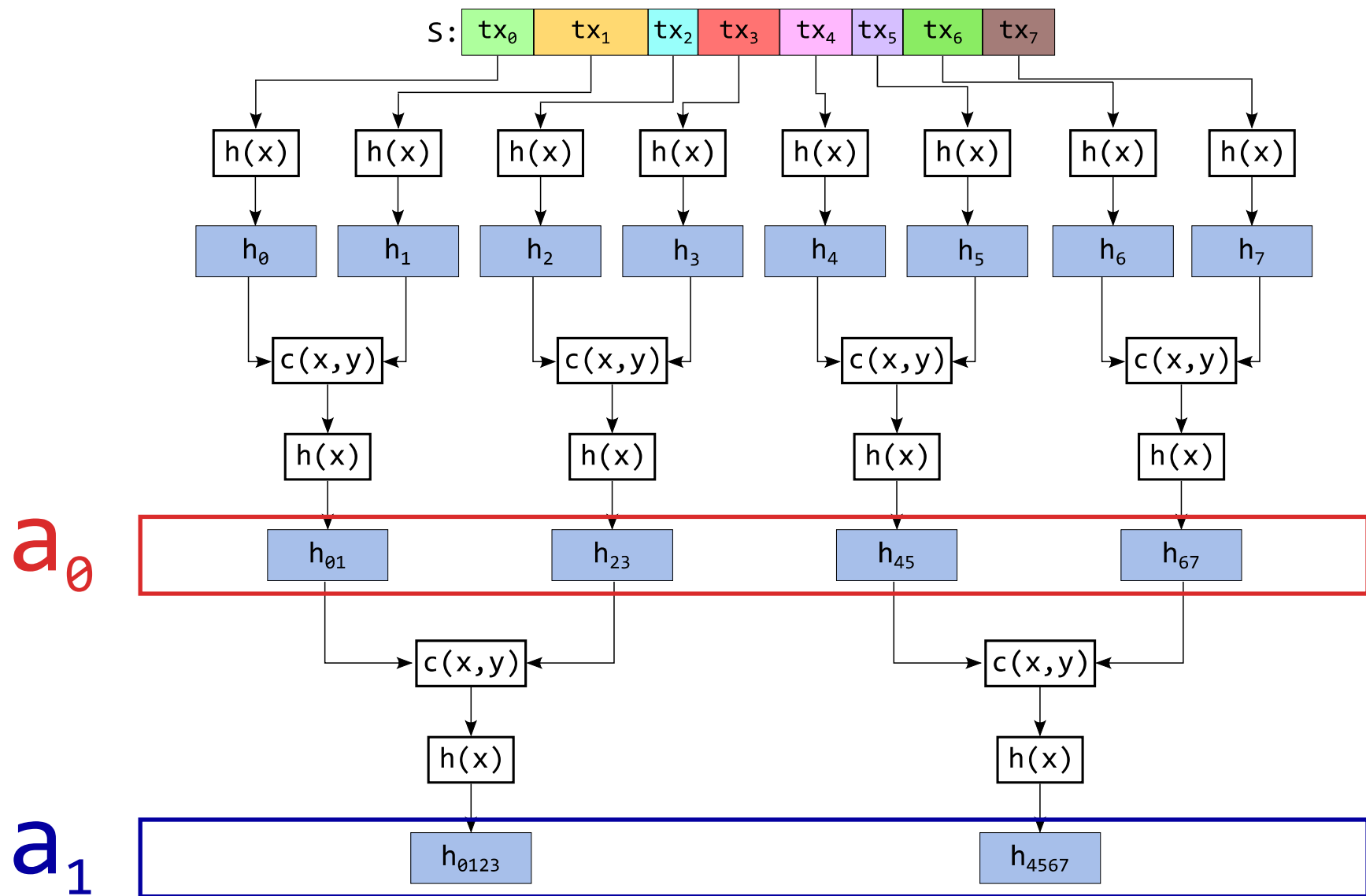


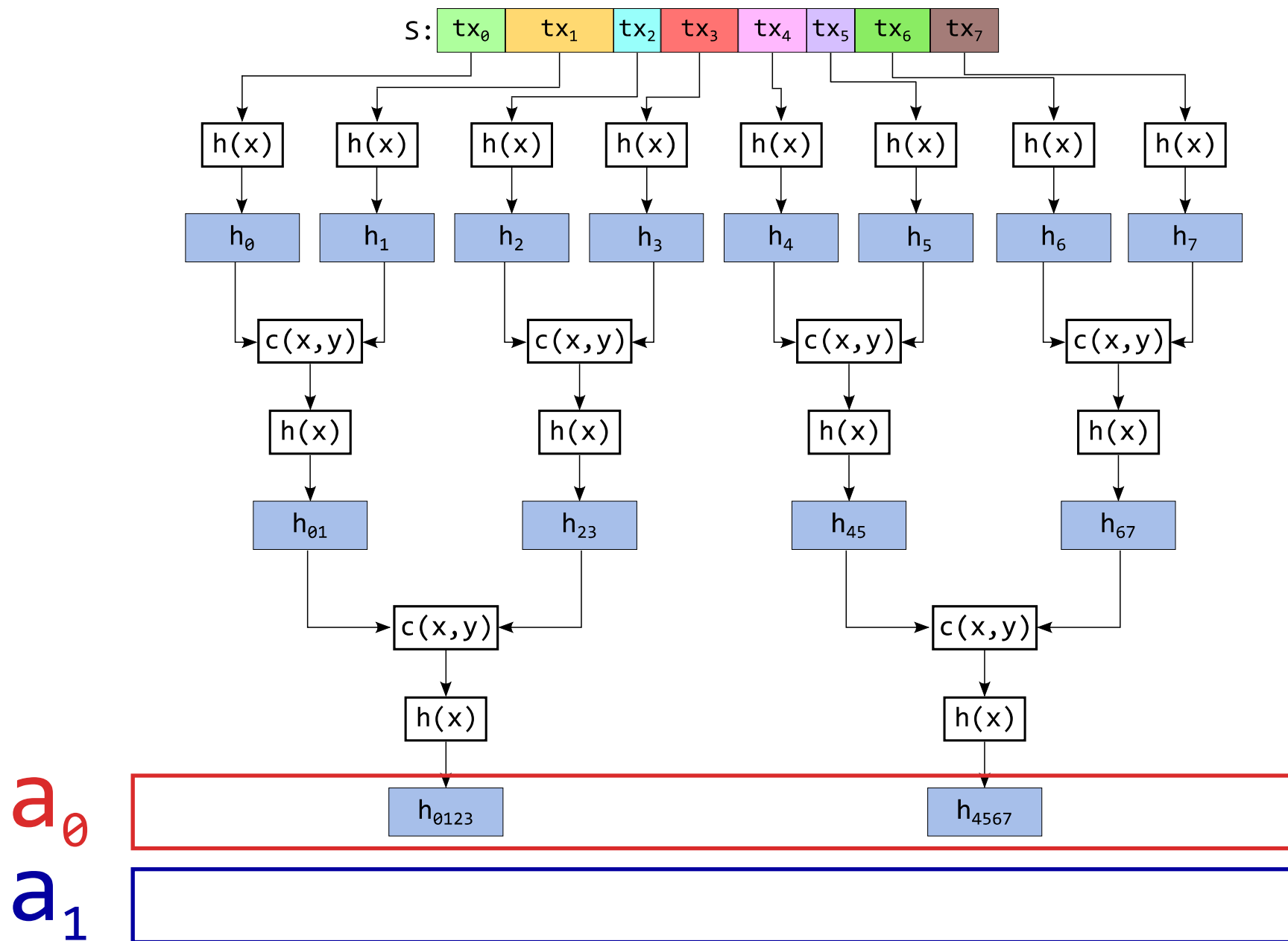
a_θ

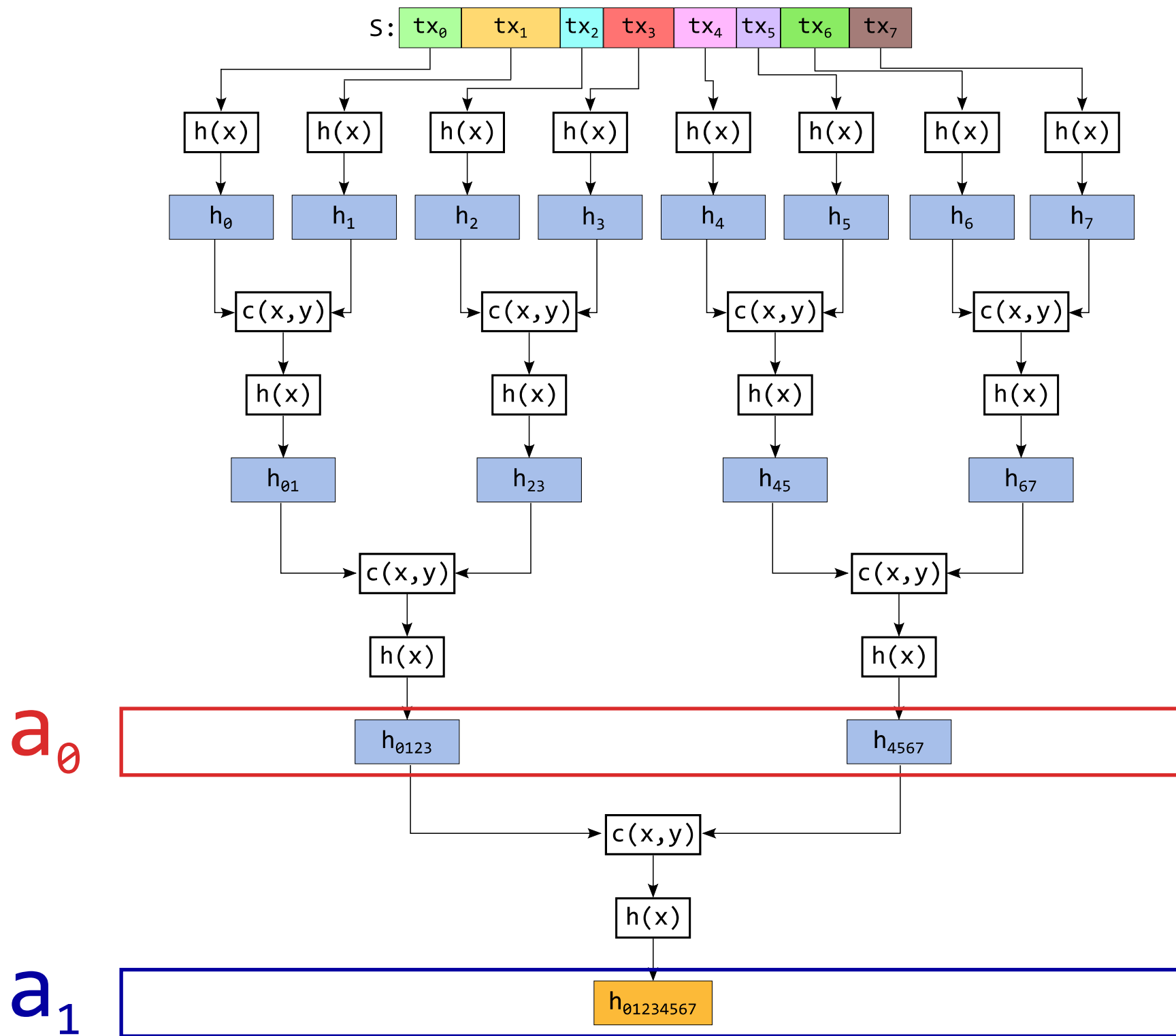












O'REILLY®



Mastering Bitcoin

UNLOCKING DIGITAL CRYPTOCURRENCIES



Andreas M. Antonopoulos

Example 7-1. Building a merkle tree

```
#include <bitcoin/bitcoin.hpp>

bc::hash_digest create_merkle(bc::hash_digest_list& merkle)
{
    // Stop if hash list is empty.
    if (merkle.empty())
        return bc::null_hash;
    else if (merkle.size() == 1)
        return merkle[0];

    // While there is more than 1 hash in the list, keep looping...
    while (merkle.size() > 1)
    {
        // If number of hashes is odd, duplicate last hash in the list.
        if (merkle.size() % 2 != 0)
            merkle.push_back(merkle.back());
        // List size is now even.
        assert(merkle.size() % 2 == 0);

        // New hash list.
        bc::hash_digest_list new_merkle;
        // Loop through hashes 2 at a time.
        for (auto it = merkle.begin(); it != merkle.end(); it += 2)
        {
            // Join both current hashes together (concatenate).
            bc::data_chunk concat_data(bc::hash_size * 2);
            auto concat = bc::make_serializer(concat_data.begin());
            concat.write_hash(*it);
            concat.write_hash(*(it + 1));
        }
    }
}
```

```

        assert(concat.iterator() == concat_data.end());
        // Hash both of the hashes.
        bc::hash_digest new_root = bc::bitcoin_hash(concat_data);
        // Add this to the new list.
        new_merkle.push_back(new_root);
    }
    // This is the new list.
    merkle = new_merkle;

    // DEBUG output -----
    std::cout << "Current merkle hash list:" << std::endl;
    for (const auto& hash: merkle)
        std::cout << "  " << bc::encode_hex(hash) << std::endl;
    std::cout << std::endl;
    // -----
}
// Finally we end up with a single item.
return merkle[0];
}

```

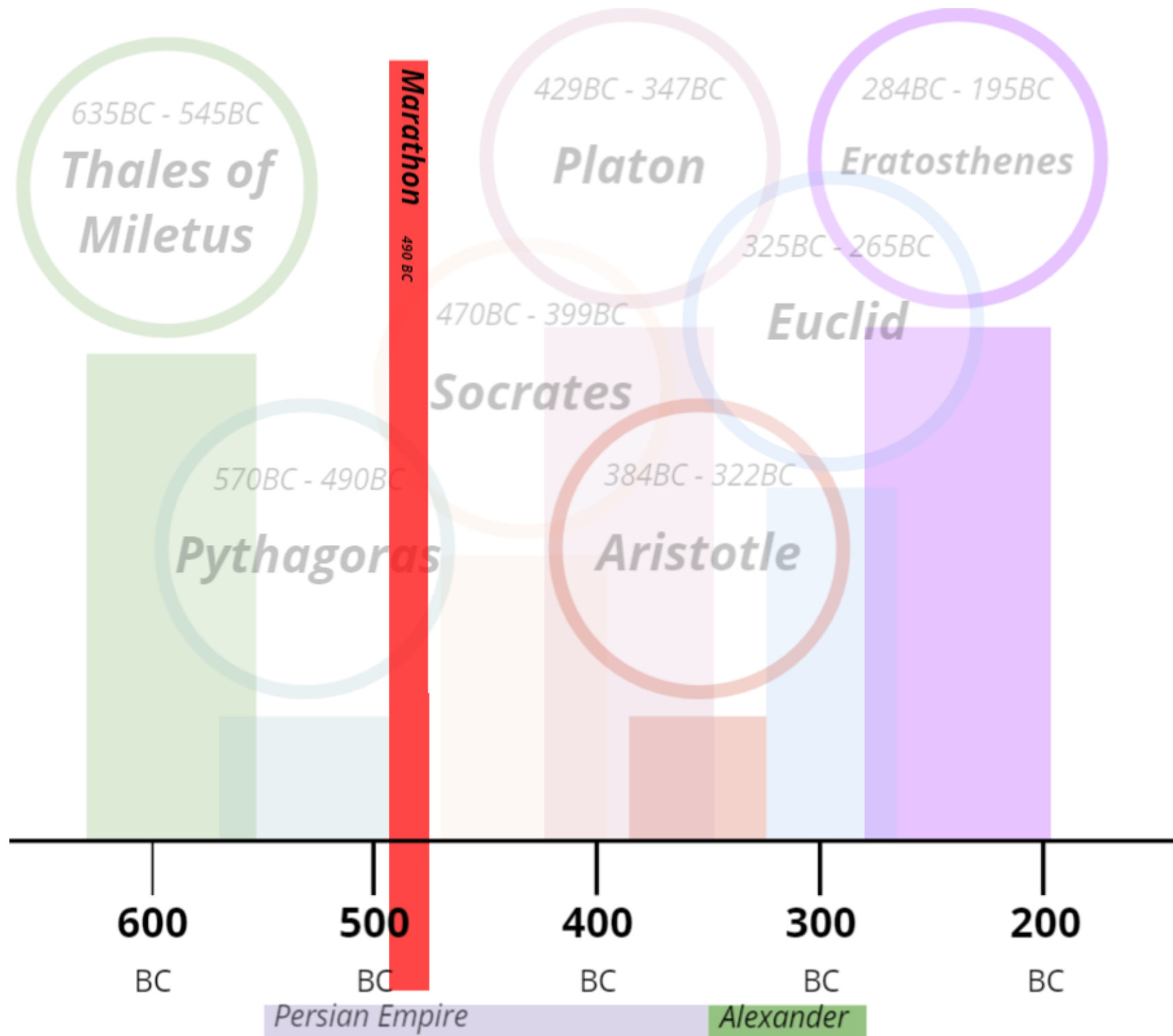
<https://github.com/libbitcoin/libbitcoin/blob/version3/src/chain/block.cpp#L551>

¿Podemos mejorarlo?



“Scuola di Atene”, Raffaello
Sanzio, ~1509-1511

- Batalla de Maratón: 490 a. C.
- Batalla de Salamina: 480 a. C.
- Batalla de Platea: 479 a. C.





“In summo apud illos honore Geometria fuit, itaque nihil Mathematicis illustrius. At nos metiendi ratiocinandique utilitate hujus artis terminavimus modum.”

Cicero, Tusculanarum quaestionum, Lib. I. in princ.

“Para los griegos la geometría era el mayor honor, por lo tanto nadie era más honorable que los matemáticos. Pero nosotros (los Romanos) hemos limitado la utilidad de este arte a medir y calcular.”

Matemática en otras civilizaciones

[illegible]

月日於此處... 一八三二...

[illegible][illegible]

卷之六

前六科合集
 吉世必達
 多差
 應
 復
 文
 介
 以
 皮
 膏
 時
 厚
 帶
 環
 鮮
 之
 皮
 必
 又
 覆
 從
 而
 解
 上
 可
 使
 交
 合
 應
 一
 本

[illegible]

陳後多甲部曰見算錢則不步校以今之計是十六年造選也
從市數千之可住後國漢子即於此其序後

[illegible]

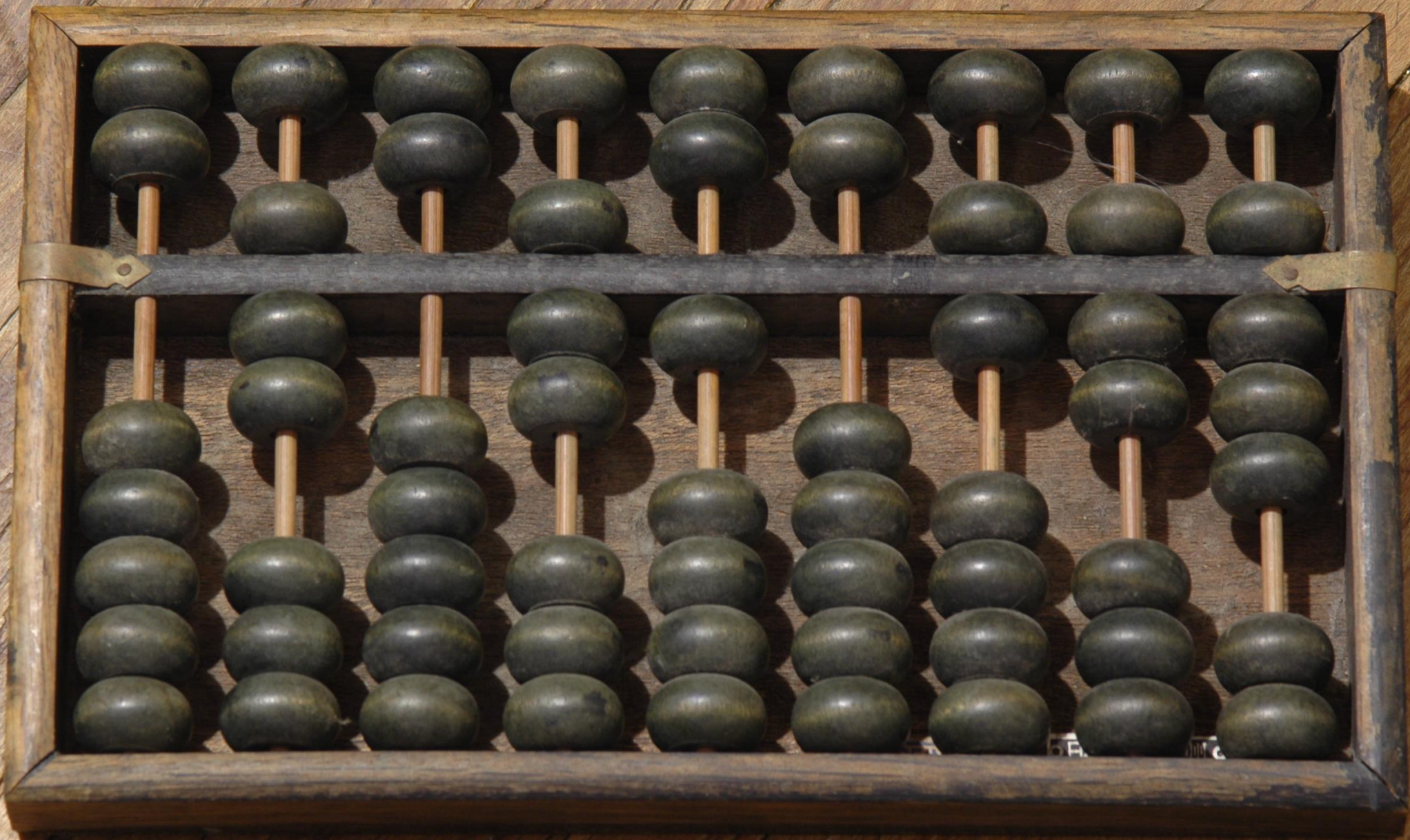
मूलांतरभूमिवर्गो वंशोद्धृतस्तेन पृथग्गणेनः ॥ वंशस्तदध्वंशवतः क्रमेण
वंशस्य रवंडे भुतिकोटिरूपे ॥ ७६ ॥ अत्रोद्देशः ॥ यदि समभुविवेणुर्द्वित्रि
पाणिप्रमाणे गणकपवनवेगादेशैकदेशे सममः ॥ भुवि नृपमित १५ ह
स्तेष्वेव लयंतदग्रं कथय कतिपुमूलादेष समः करेषु ॥ ७७ ॥ न्यासः ॥ जाते
ऊर्ध्वधः रवंडे २० १२ बाहुवर्णयो योगे
त्रं ॥ स्तंभस्य वर्गो हि बिलांतरेण भ
तराकात् ॥ शोधयंतदध्वंशमितैः करैः
कलापियोगः ॥ ७७ ॥ अत्रोद्देशः ॥
तदुपरि च आशिरवंडि स्थितः स्तंभे हस्तनवोच्छ्रिते त्रिगुणितस्तंभप्रमाणं
तरे ॥ दृष्ट्वा हि बिलमात्रं जंतमपत्तिर्यक सतस्योपरि क्षिप्रं ब्रूहि तयोर्वि
लात् कतिमितैः साम्येन गह्यो र्युतिः ॥ ७८ ॥ लब्धबिलांतरे कतिहस्ताः १२ १५

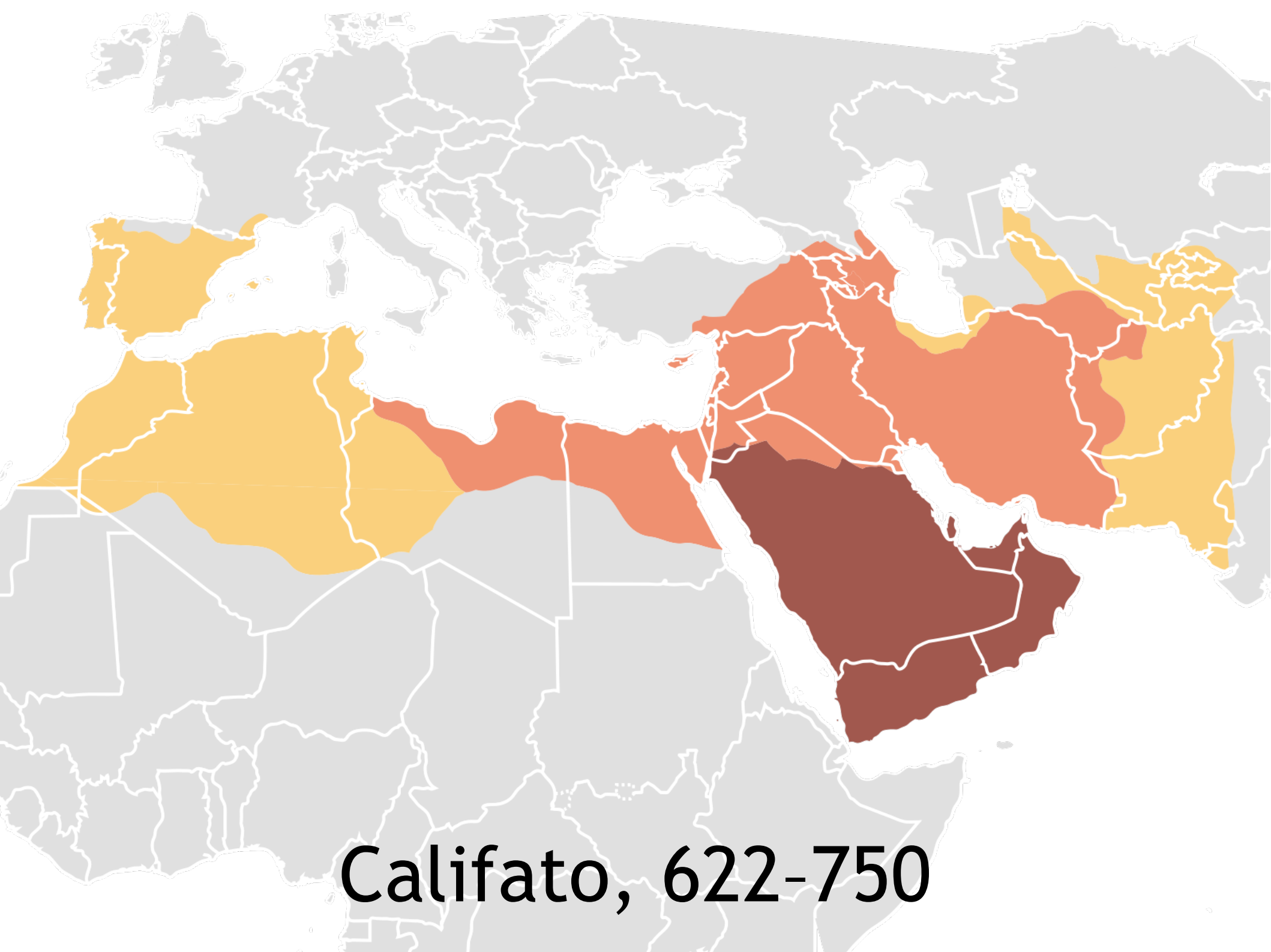


Sistemas de numeración:

- No posicionales: ej.
Egipcio, Romano.
- Posicionales: ej.
Babilónico, Indo-arábigo.

Notación posicional





Califato, 622-750



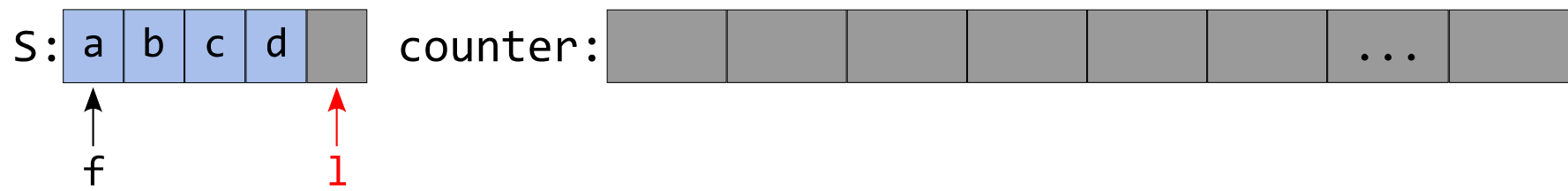


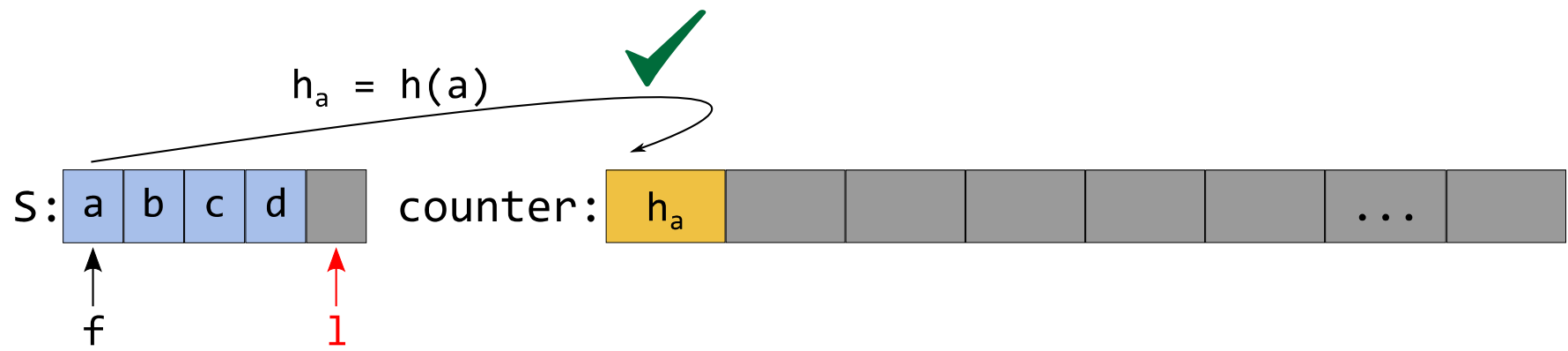
Leonardo Pisano, 1170-1240

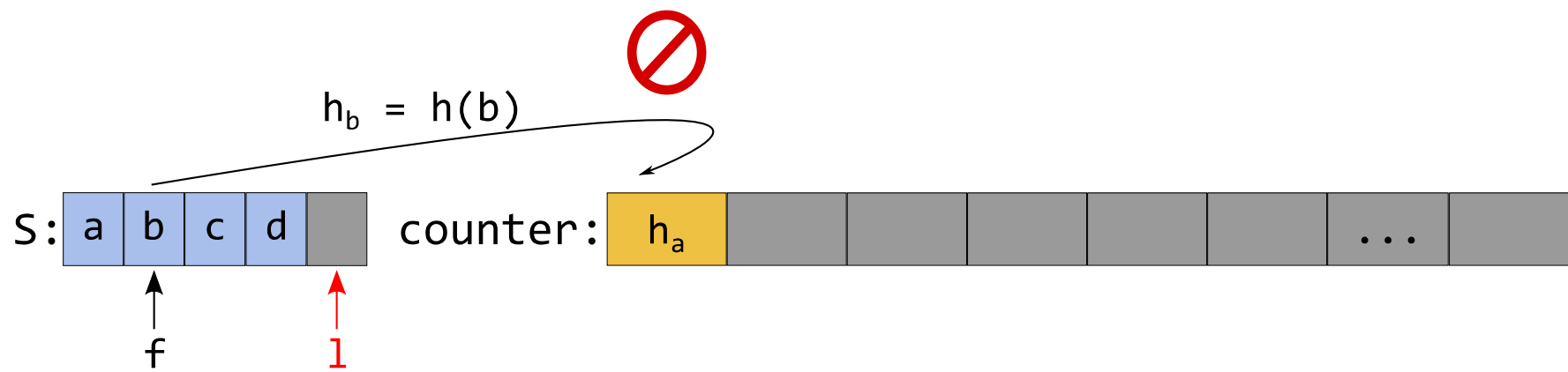
Contador Binario

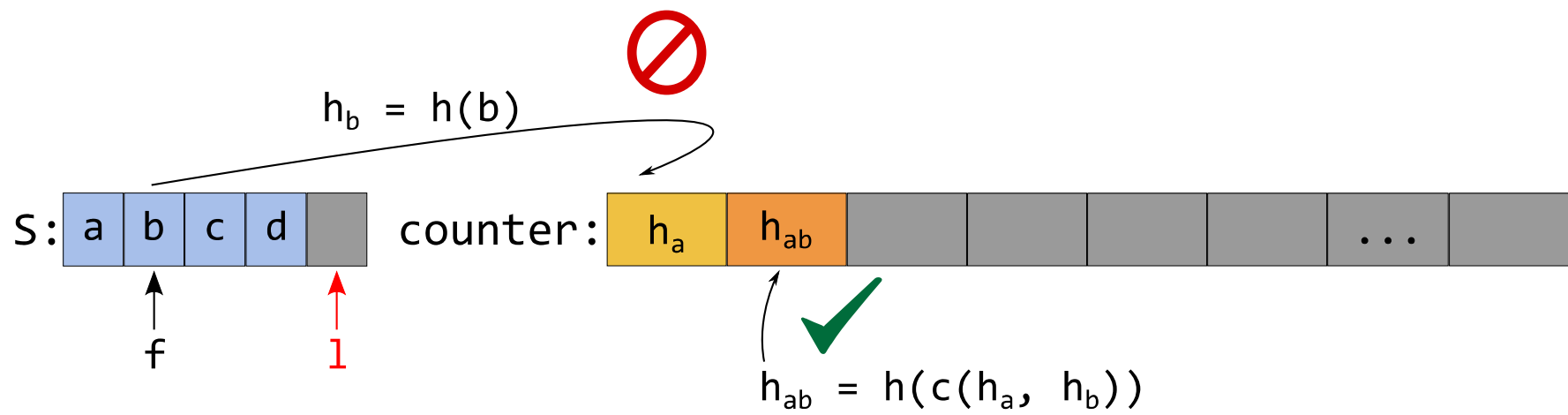
S: a b c d

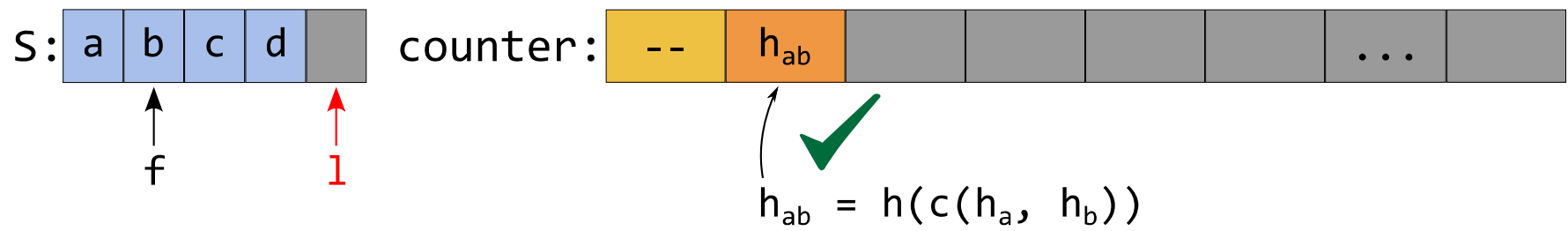
A horizontal sequence of five square boxes. The first four boxes are light blue and contain the lowercase letters 'a', 'b', 'c', and 'd' in order from left to right. The fifth box is gray and is empty.

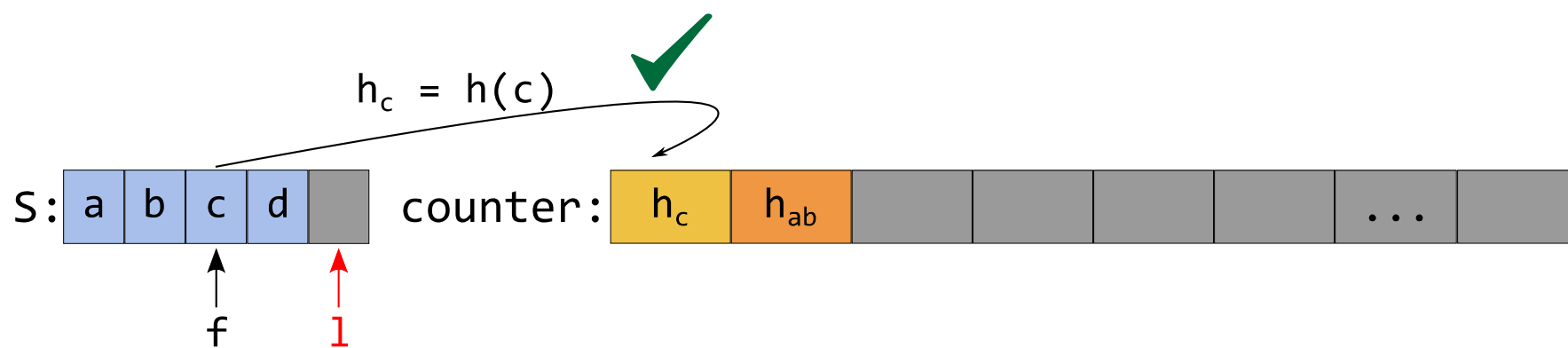


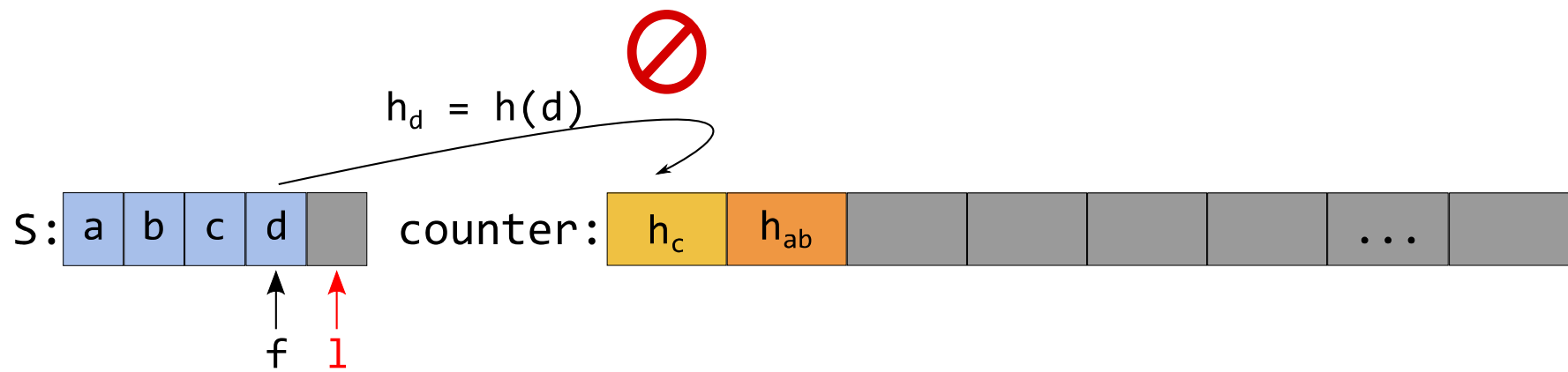


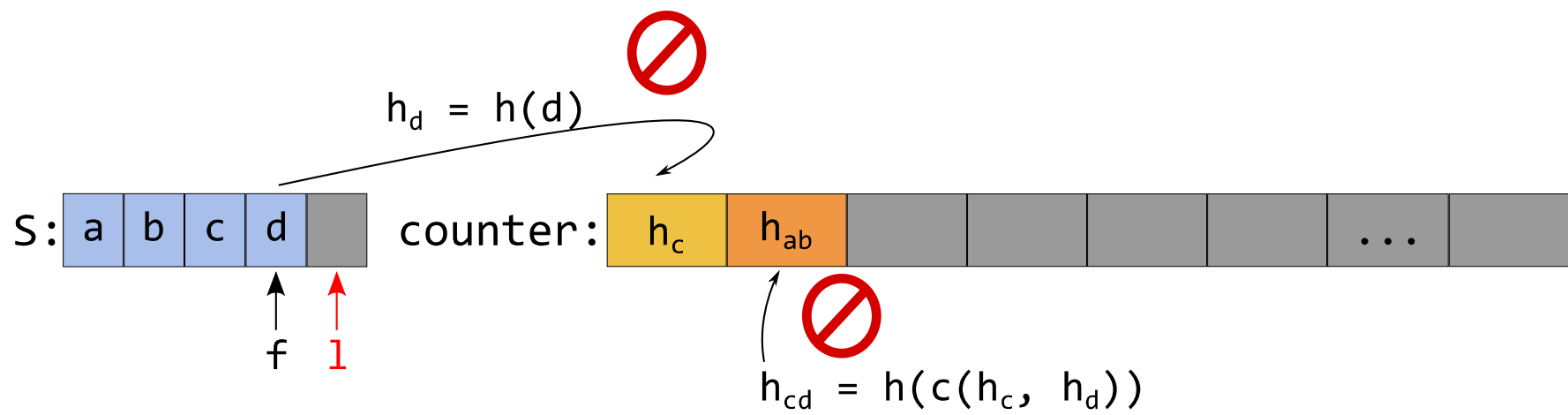


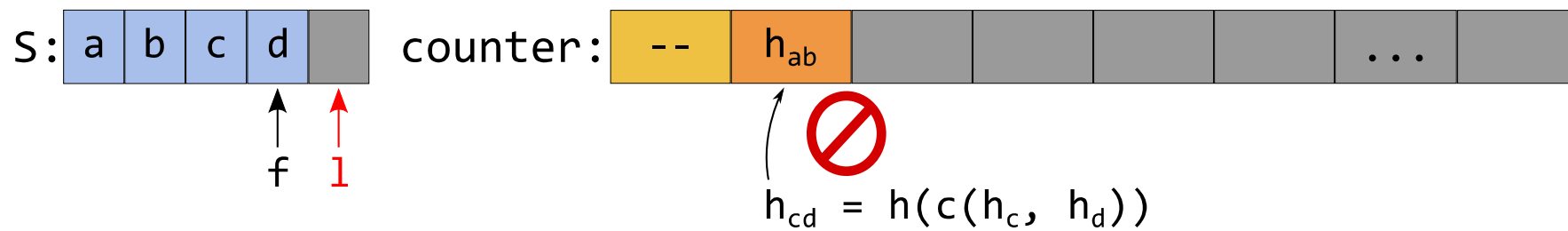












S: a b c d

f l

counter:

-- h_{ab} h_{abcd} ...

$h_{abcd} = h(c(h_{ab}, h_{cd}))$

S: a b c d

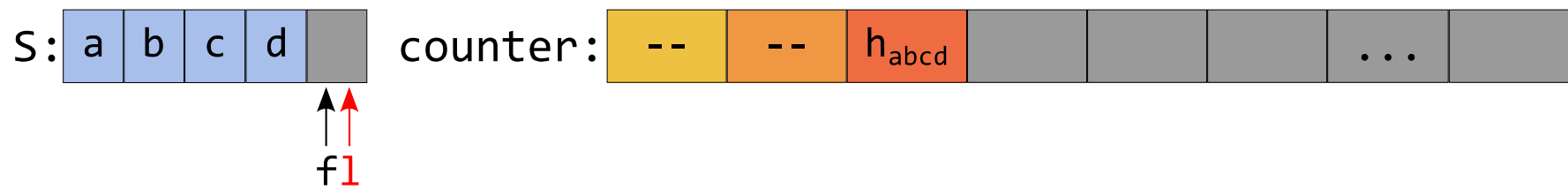
↑
f

↑
l

counter:

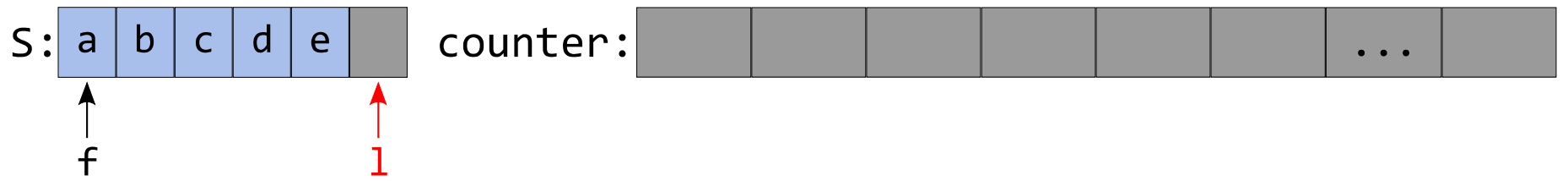
-- -- h_{abcd} ...

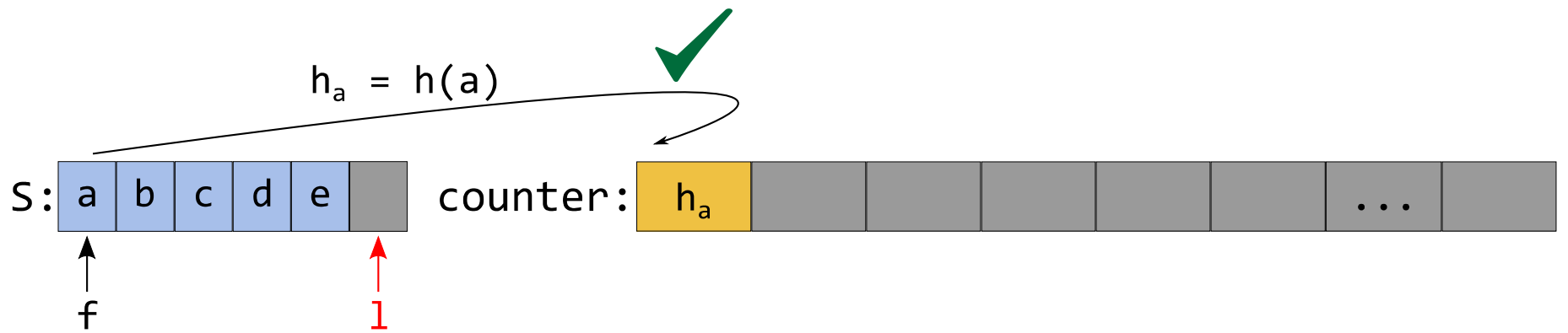
✓
 $h_{abcd} = h(c(h_{ab}, h_{cd}))$

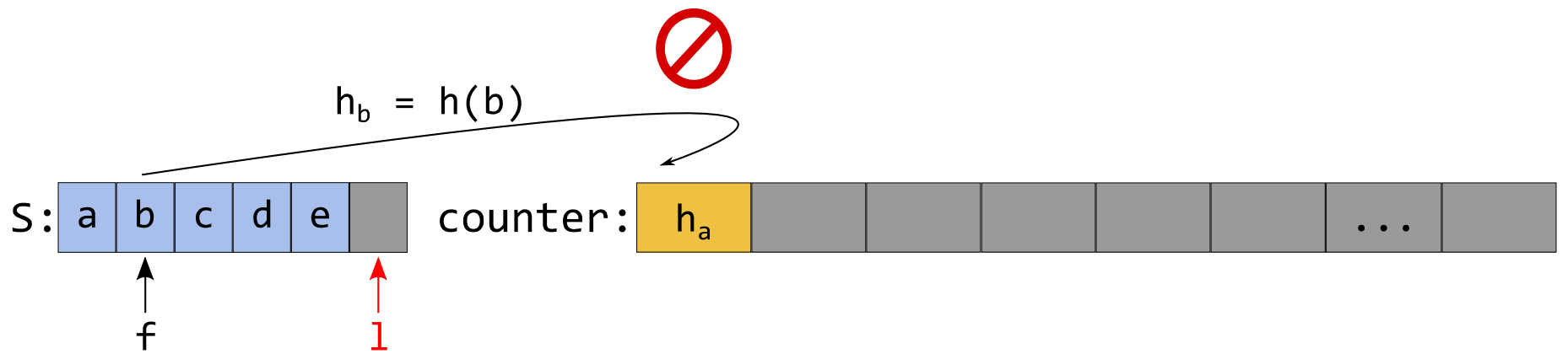


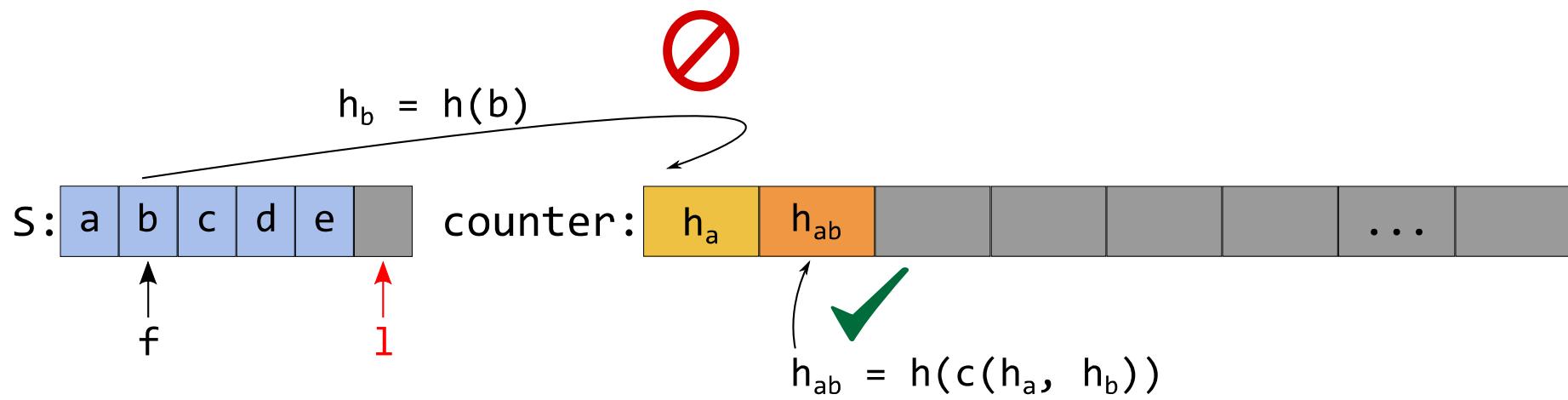


S: a b c d e









S: a b c d e

f

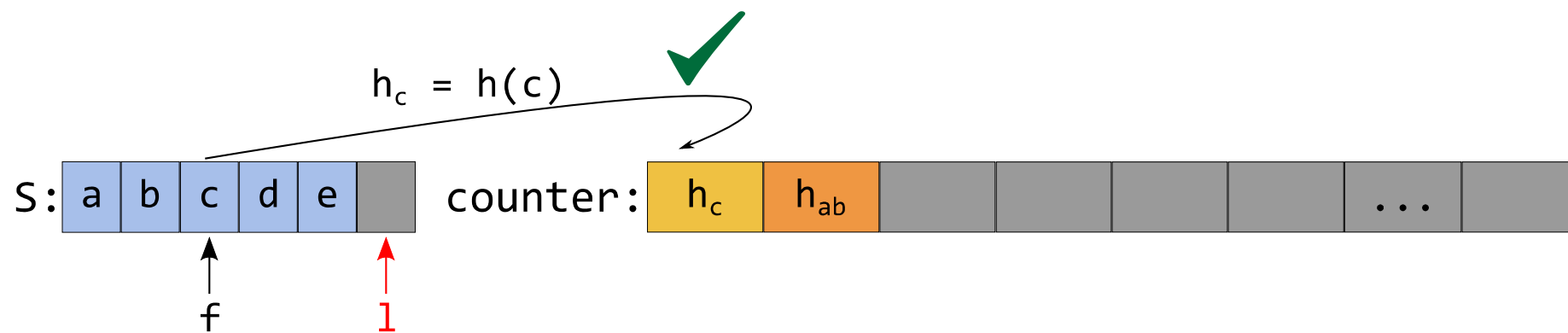
l

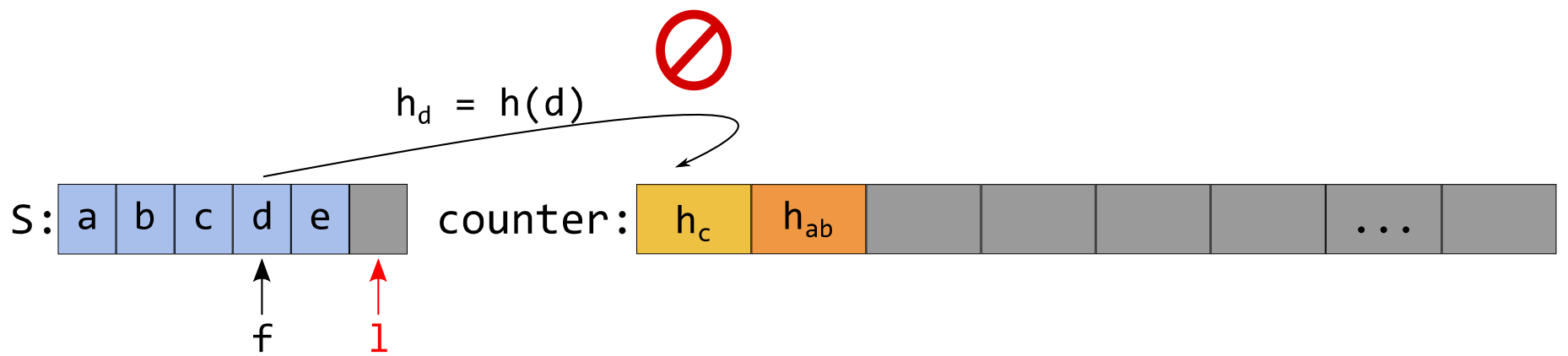
counter:

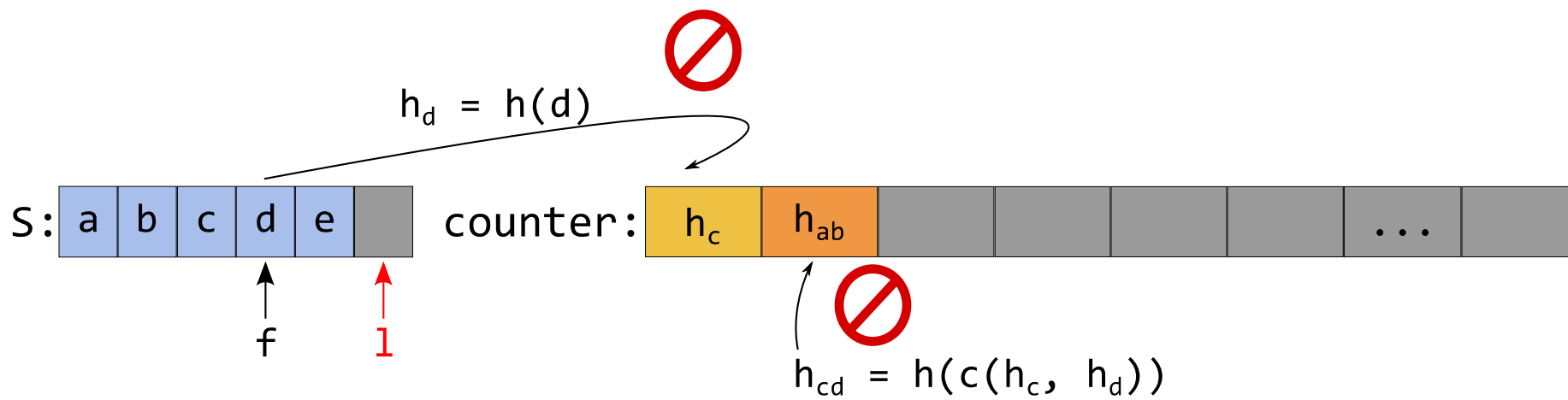
-- h_{ab} ...

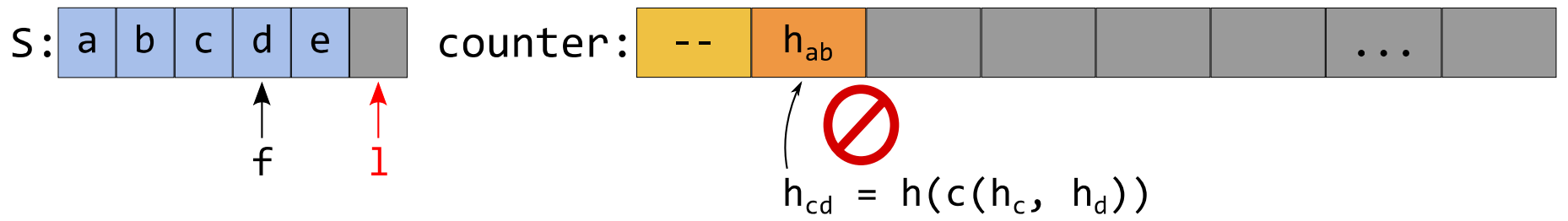


$$h_{ab} = h(c(h_a, h_b))$$









S: a b c d e

f

1

counter:

-- h_{ab} h_{abcd} ...

✓
 $h_{abcd} = h(c(h_{ab}, h_{cd}))$

S: a b c d e

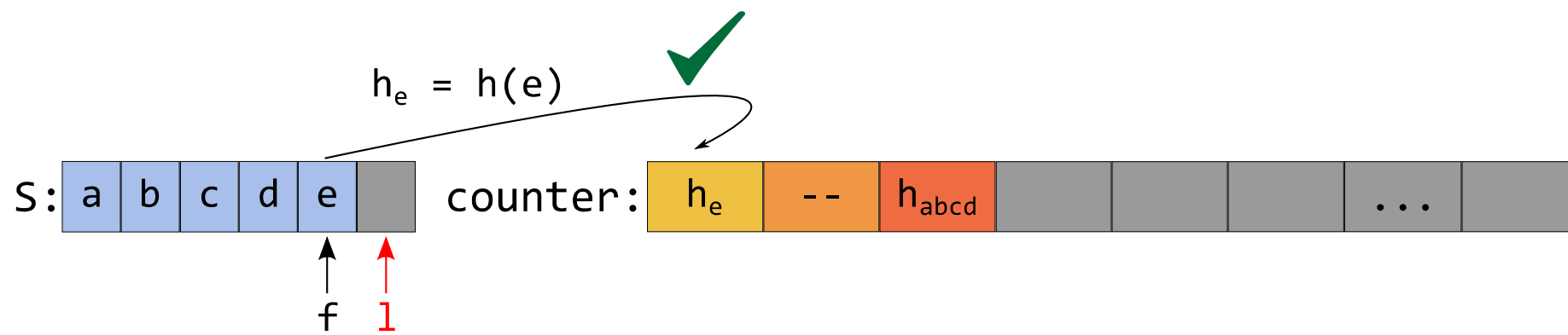
f

1

counter:

-- -- h_{abcd} ...

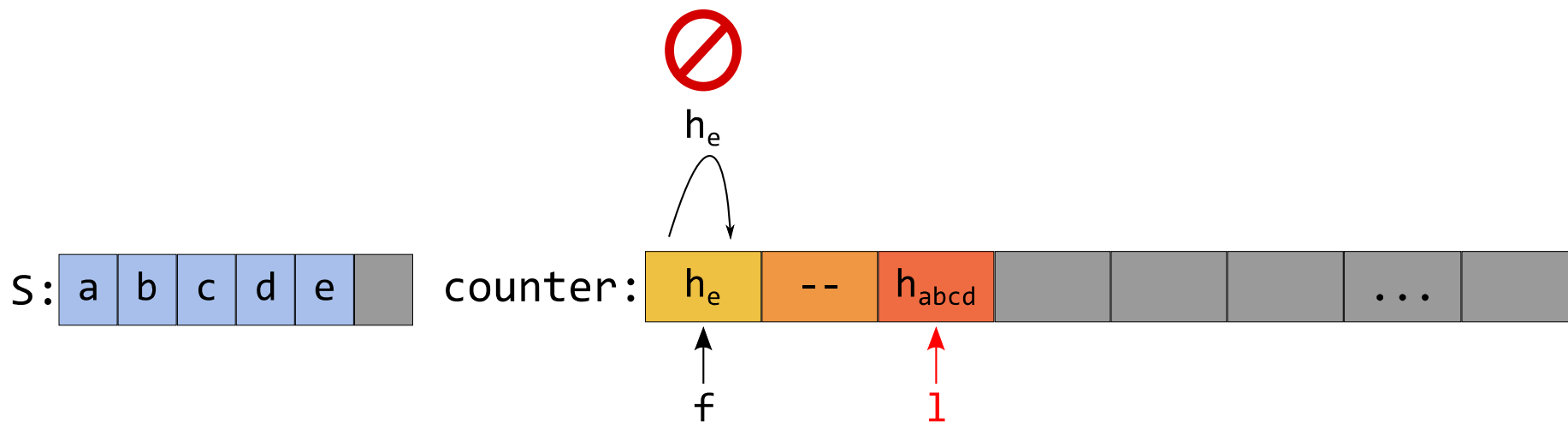
✓
 $h_{abcd} = h(c(h_{ab}, h_{cd}))$

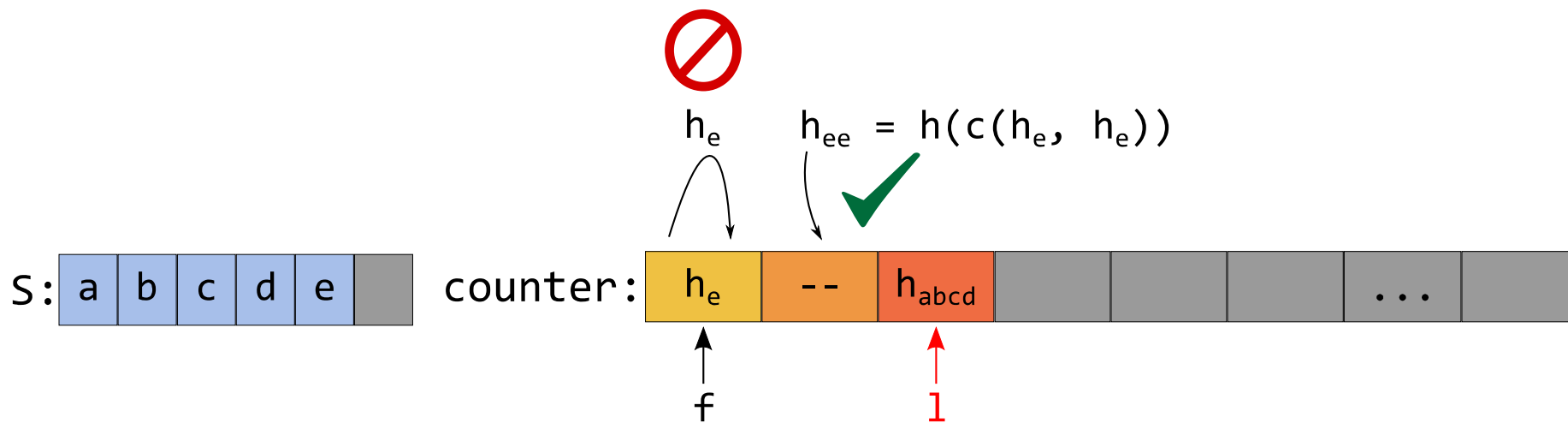


S: a b c d e

↑
f1

counter: h_e -- h_{abcd} ...







counter:

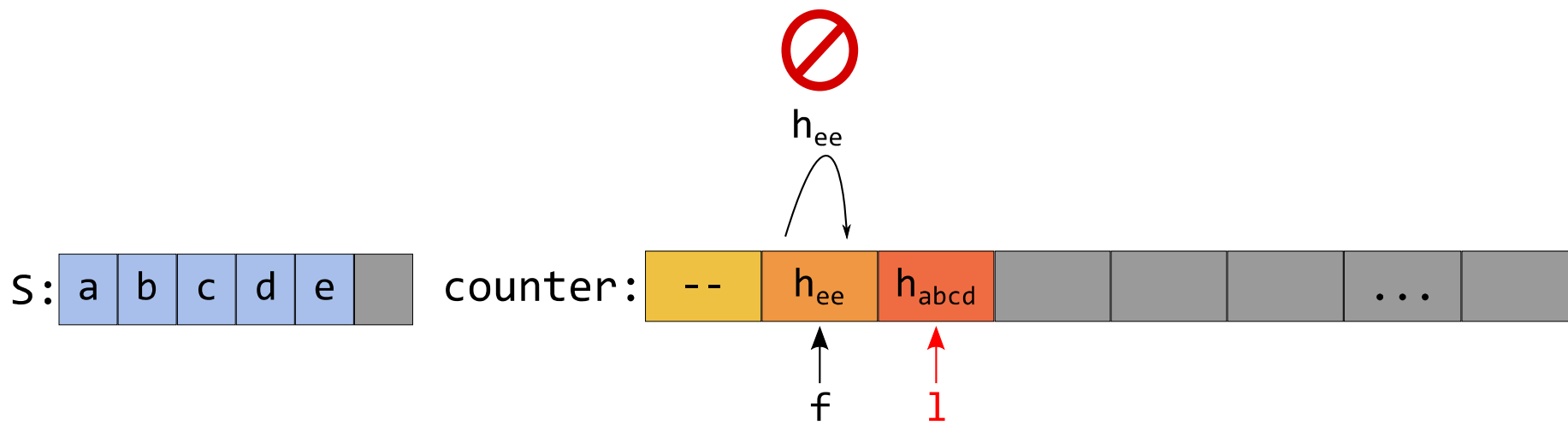


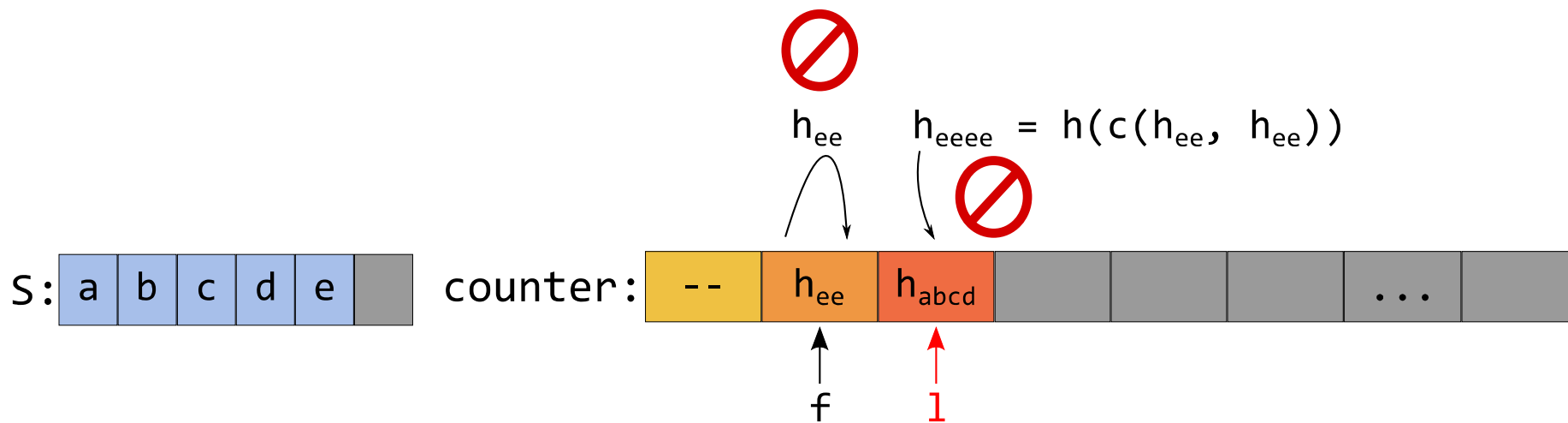
f

l

$$h_{ee} = h(c(h_e, h_e))$$









f

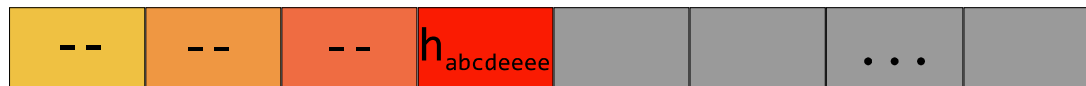
1

$$h_{eeee} = h(c(h_{ee}, h_{ee}))$$



S: a b c d e

counter:



f

1

$$h_{abcdeeee} = h(c(h_{abcd}, h_{eeee}))$$

S: a b c d e

counter: -- -- -- h_abcdeeee

f

l

S: a b c d e

counter: -- -- -- h_abcdeeee

f1



La informática (ciencias de la computación) nació de este resurgimiento de la matemática en Europa.

Como programadores, somos *herederos* de esta tradición.



Gràcias!

Fernando Pelliccioni

@ferpelliccioni

componentsprogramming.com

Bibliografía:

- Antonopoulos, Andreas M. (2010). *Mastering Bitcoin*. O'Reilly.
- Katz, Victor J. (2009). *A History of Mathematics: An Introduction* (3rd ed.). Boston: Addison-Wesley.
- Knuth, Donald E. (2007). *The Art of Computer Programming. Vol. 3: Sorting and Searching*. Boston: Addison-Wesley.
- Stepanov, Alexander, and Daniel Rose. (2015). *From Mathematics to Generic Programming*. Boston: Addison-Wesley Professional.
- Stepanov, Alexander, and Paul McJones. (2009). *Elements of Programming*. Boston: Addison-Wesley Professional.

Versionado:

- **V0.1 - 2017-05-10 - versión inicial**

•

1

1

1

1

•

1

1

1

1

1

1

1