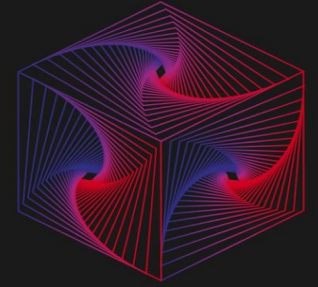


STATEBOX

Programming Reinvented

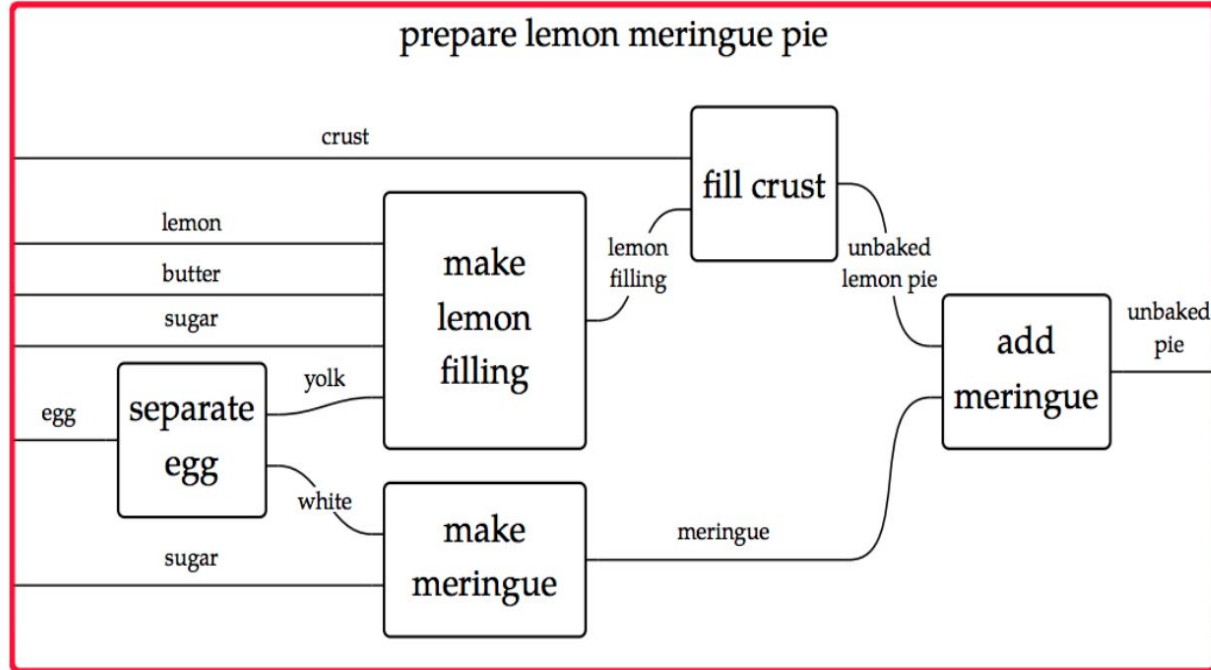


The Problems Statebox is Solving

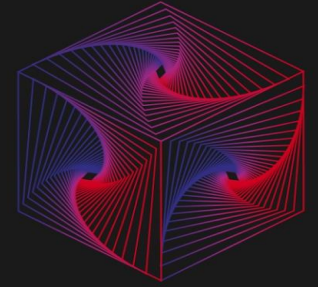
- The **increasing complexity** of business requirements
- The difficulty encountered when **integrating different systems**
- High **cost of maintaining**, upgrading and building complex systems
- Gap between **understanding code** and people
- The **slow pace** at which mission-critical software is developed


```
/// Give your vote (including votes delegated to you)  
/// to proposal `proposals[proposal].name`.  
function vote(uint proposal) public {  
    Voter storage sender = voters[msg.sender];  
    require(sender.weight != 0, "Has no right to vote");  
    require(!sender.voted, "Already voted.");  
    sender.voted = true;  
    sender.vote = proposal;  
  
    // If `proposal` is out of the range of the array,  
// this will throw automatically and revert all  
// changes.  
    proposals[proposal].voteCount += sender.weight;  
}
```

A
→



B
→



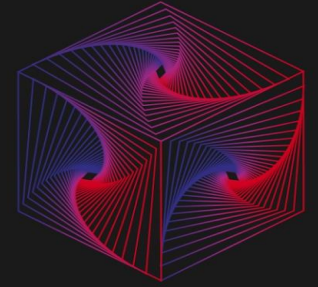
Target Market

Statebox is creating a formally verified, scalable/compositional, visual software based on category theory / universal properties, which allows for the creation of an entirely **new class of softwares**:

- across domains
- decentralized
- understandable
- turing incomplete

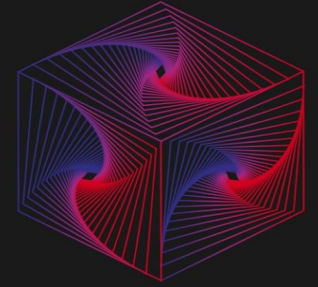
Statebox improves the existing software landscape:

- Cloud hosting solutions (AWS, GoogleCloud, Azure) can use Statebox synergistically with their existing software.
- IoT, blockchain, big data integration is in need of reliable software which is easy to learn and use.



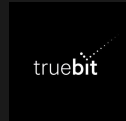
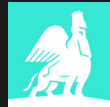
Competitive Advantages

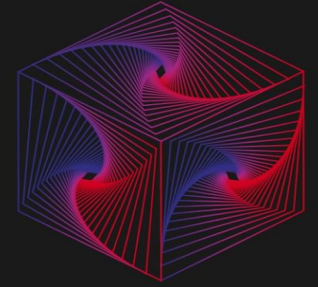
- Statebox uses the power of **category theory** for software and hardware construction.
- Our programming paradigm: Every “line of code” adds to the *entire* ecosystem and has **exponentially increasing ROI**, whereas big traditional codebases are expensive to maintain and have diminishing ROI.
- The **elimination of** entire families of architectural problems and **bugs** thanks to cutting edge programming techniques.
- **Easy integration with different systems** by means of *compositionality* and *agnosticity*.
- Our **academic support**: The founding pioneers of string diagrams and many prominent category theorists are associated with Statebox. This reflects in the high quality of our research.



Who is Statebox

- **Team:** Experienced functional developers, mathematicians, formal verification experts, blockchain veterans.
- **Advisors:** Academic researchers in mathematics, economics and computer science from world-renowned universities (Oxford, MIT, St. Gallen, Strathclyde).
- **Partners:** GUTS, Lamassu Cryptomats, Truebit, Categorical Informatics.





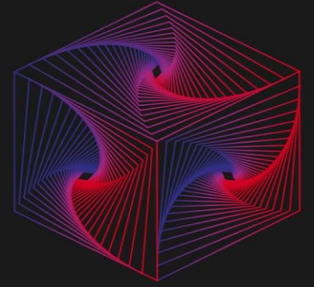
Current Status

Statebox Studio

- Enables the creation and edit of processes via a graphical user interface.
- Implements rules about data “shape” (types) to ensure correctness.
- Configures user permissions and assign roles for different actions.

Statebox Engine

- Ensures the accuracy of executing the process.
- Automatically generates API which allows interaction with the hosted process.
- Native interfaces for different languages.



Current Status

Statebox Cloud

- Initially available as a GraphQL API.
- Authentication & key management.
- Integration with Statebox Studio.

Typedefs

- An intermediary language which translates types from Statebox processes into target languages. It is essentially a well-structured data encoder/decoder.



Studio

Statebox Examples → Producer-consumer

Statebox Examples

Types

Authorisations

Nets

Traffic lights

Producer-consumer

Diagrams

Foo Bar Quux

Erik's examples

Types

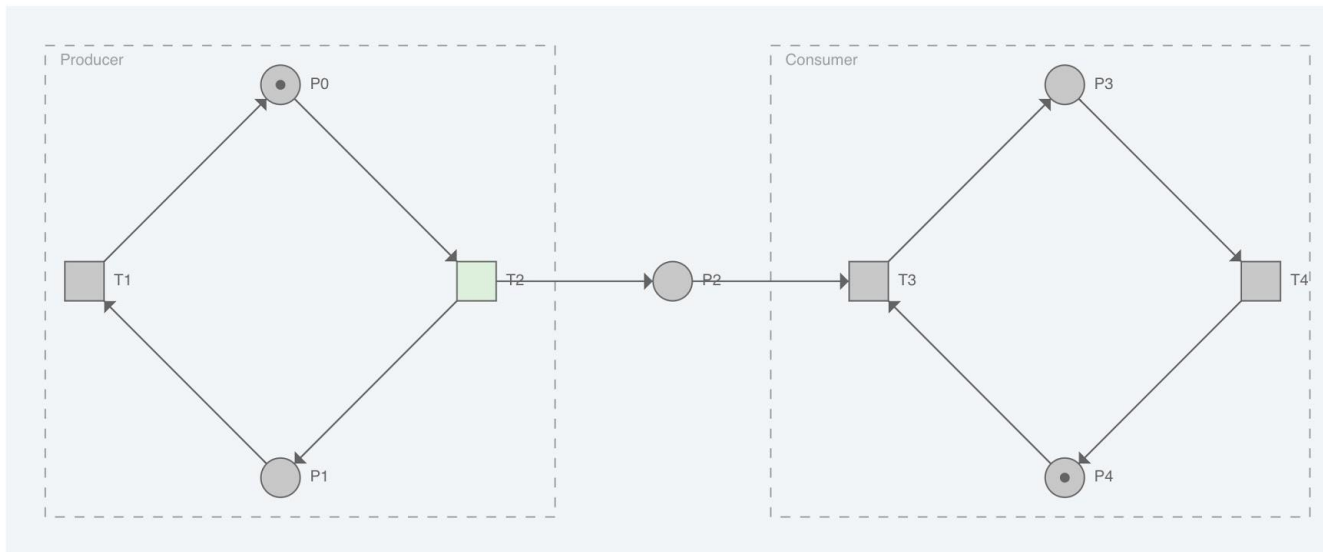
Authorisations

Nets

Enrico's Pizza
Palazzo

Diagrams

Foo Bar Quux



Transition properties

NAME

T2

TYPE

(* 1 1)

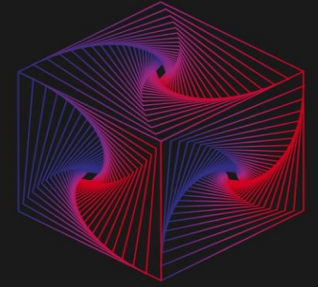
ROLES

admin

producer

consumer

Select places or transitions by clicking on them. Double-click enabled transitions to fire them.



Thank you!

Follow us on Twitter [@statebox](#) or join our Telegram channel.

More info at [Statebox.org](#)