

LAPLATA PROTOCOL

The decentralized protocol for a fair p2p matching ecosystem.



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1. Introduction

Platform Business Trend Nowadays

For the last couple of decades, the word "platform" has become a world-wide paradigm that includes most of the services that use IT. There are no certain criteria to label something as a "platform", so all services seem to refer to themselves as platforms. If there are ~~some~~ certain places where customers gathered using a service, it can be called a "platform" nowadays. This means that the platform business has become main stream and more popular than ever, in various kinds of industries.

According to Geoffrey Parker, who has defined the word of platform in his well-known book, *Platform Revolution*, "A platform is a business based on enabling value-creating interactions between external producers and consumers". He said that the platform provides an open, participatory infrastructure for these interactions and sets governance conditions for them. The platform's overarching purpose is to consummate matches among users and facilitate the exchange of goods, services, or social currency, thereby enabling value creation for all participants. In short, the platform business should create 'a value' by promoting **"MATCHES"** between interdependent parties including consumers and producers, with a large scale of networks of users and resources that can be accessed if needed. So, the platform continuously develops communities and creates markets to form networks where users can interact and transact with each other.

Considering the examples of numerous successful platforms such as Facebook, Uber, or Alibaba, the platform business does not directly generate inventory through the means of supply, unlike the typically traditional business which 'linear' or 'vertical' business groups have conducted so far. Instead, the platform business produces a mechanism that connects the producer, who has the means of production, and the consumer, who will purchase the product instead of owning the means of production, mediating the exchange structure between the two parties in order to gain profits between the transaction. Successful platforms contribute to abate the friction of trades to reduce transactional costs that would have been associated with transactions that could have made between them and induces innovation on the existing producers by providing services that enable consumers to compare existing producers in more simple ways. Through this effort, transactions between producers and consumers within a single platform can be further promoted. There is no way to deny that the platform business ecosystem has contributed to expanding the business structure in a completely different way from the old business.

However, current platform businesses also show many disadvantages in addition to the above-mentioned advantages. After the advent of the platform business, the operators of the platform business monopolize information and handle all business in a centralized manner. General users of a platform are burdened by paying service costs while simply providing them with data, which is called 21st century wheat. These disadvantages can easily be found in relatively small SMB-sized businesses more often than the bigger platforms mentioned above.

Disadvantages of the Existing Platform Business

1. Centralized Characteristics

Shopping mall platforms, such as trading used goods like eBay, have a structure in which consumers select products from suppliers. In most platform businesses, which have a function that connects users, the owners hold the power of connecting the users instead of giving the users their rights to essentially connect themselves to one another. It means that a platform does not make a direct P2P transaction between "user to user" but a more intrusive structure of "user – platform operator – user." In this transaction structure, consumers completely rely on the platform to meet the other party they wish to match with. In other words, unlike the platform's initial intention of emergence, connecting people, the platform operator can exert a great influence on the transaction between users at any time.

For instance, the algorithm for matching users can be changed at any time if the platform operator wants, and all the policies, including the fees they should pay for services, may be modified by the platform operator. In addition, when users are matched with other users on the P2P platforms, the only thing they will find is the partner who is sitting in front of them, not how they were matched in the sea of data. Moreover, they do not have any means to verify the satisfaction of this matching algorithm with the platform owners, searching the FAQ sections begging for their mercy. For this reason, the platform has a its own limitation in that it has a vertical structure where the operators of the platforms connect lower-level users, when we see this in a large frame.

2. Separation of information providers and owners

In order to participate in the platform services, users must get involved in the market and voluntarily hand over their information to the platform. The platform business collects all the information provided by users, such as photos, records, or genders used in their business. Therefore, as the word "big data" implies, the parties operating the platform hold all the information about suppliers, consumers, and their transactions, and they organize this information as a clustered model to exist as hubs of information. This data is provided by users, but the party who uses this information and gains profits will be the operator/owner of the platform. Users sometimes even pay a fee to the platform to browse other people's information collected by the platform.

In the platform business, something strange happens; users are the ones who provide the information, but they cannot easily access other people's information, and sometimes they do not know about their own information collected to some extent. The owner of this clustered data is the platform business itself, and since this is not disclosed for everyone to see, the owner of the data has an irrational structure that cannot claim any rights to the act of "providing data". Regarding the current status of the information providers and owners being different, it is considered right that LAPLATA has to return its ownership to the provider of the data or information, and the platform should give fair rewards to the providers.

Thus, LAPLATA is a protocol that points out the practical contradiction that often occurs in these platform businesses, under the principle of 'profit to provider'. Breaking away from the existing centralized structure, LAPLATA hopes to become a decentralized protocol for the platform business in which the platform does not intervene in P2P data management/matching and gives the rewards as a compensation to the data providers, using the blockchain technology. In LAPLATA protocol, matching between users will be composed as a result of creating a P2P matching protocol that the platform is not actively involved in, and data acquisition and use of that information will be kept as a history on the blockchain and recorded in a blockchain ledger without manipulability. In addition, it will be a breakthrough to overcome the problems in the existing industrial structure by providing this protocol in a form that other platform business developers can easily use.

2. LAPLATA Protocol Summary : Auto-matching P2P Platform

2.1. LAPLATA's Identity

In order to provide users with a new experience that enables decentralized automated matching, it is essential to construct a platform that users can trust to use. Anyone who wants must be able to provide their own information without much effort, and other users should voluntarily participate in the platform with faith in the information, to make the platform active. However, the biggest reason that this act is not well performed in reality on the existing platform is because the anonymity of users hidden behind an ID has failed to give users faith at all.

For example, suppose you participate in a game competition with a big prize. If the competition is held without any action taken offline to make people look at each other face to face, as in online game competitions, a number of problems could easily arise. Boosting or abusing on the game may occur, such as playing as a user with a high level behind an ID with a low level, or a high-level user pretending to be a low-level user with a new substitute ID. Thus, countless cases may arise with negative creativity, which can undermine the reliability of the platform itself. This is not just a problem in gaming businesses, but it also occurs in other markets such as dating apps. It is common to use someone else's photo, or a photo that has been highly retouched, which leads to distrust from other users. As long as the platform exists, this problem of trust and credibility among users will remain and the company operating the platform should bear all the costs for its purifying operation to gain the trust of other users. These problems are the reason why existing platforms have to be created in the form of a platform in which a current centralized operating organization exists.

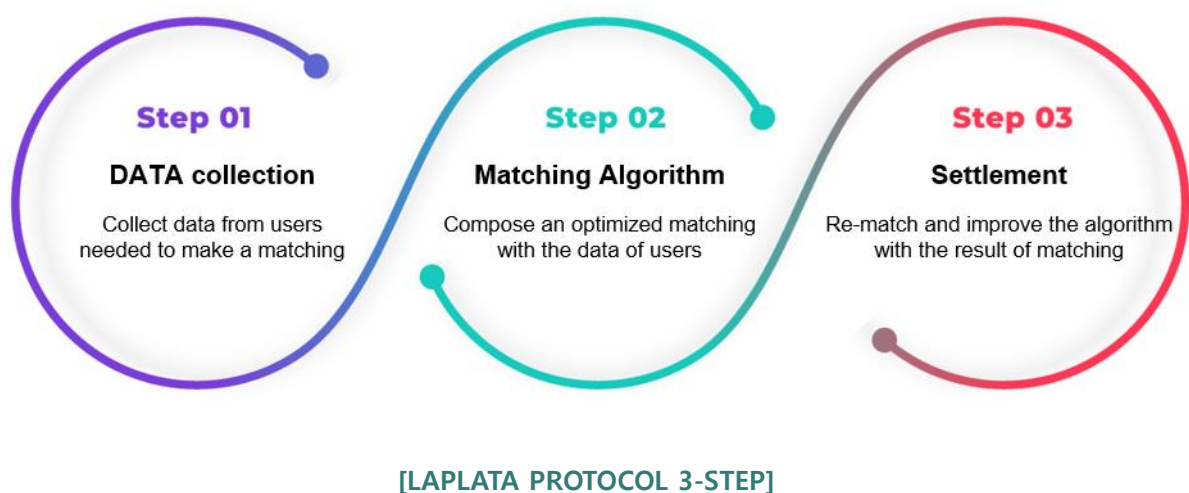
LAPLATA functions as a distributed protocol for the network between users in order to reject the centralization of the platform mentioned above and establish a system in which users achieve the purpose of the platform by matching Player to Player. LAPLATA collects a variety of data so that users can trust each other, and through this, it provides a foothold to match users who meet their needs or users having similar skills as theirs. Therefore, users can directly participate in the platform for matching within the platform by providing specific back data. In addition, based on the big data created by collecting additional information, such as the selection and result of whether users are satisfied when the corresponding match is made, the result of success and failure in the match, the platform continuously and efficiently leads to improvement of matching algorithms, gradually making fairer and more effective matching possible. Through a blockchain-based protocol, LAPLATA

completely eliminates the risk caused by data manipulation in advance and provides information to the platform for mutual benefit even if they do not trust others for laying the foundation for collaboration with the purpose of the platform.

The most important thing at LAPLATA is to collect more data and structure the collected data for the enhancement and activation of functions on the platform. Therefore, it allows platform participants to share their data in various ways, and obtain fair incentives accompanying their contributions in order to build the platform in a more efficient and effective direction. It creates a fair matching algorithm using the collected public data through this and encourages individuals to participate voluntarily for common goals. The rewards received in this way will grow along with the growth of the platform, and participants who have contributed to the platform will be able to receive a fair distribution of the value created from growth.

2.2. LAPLATA's Vision

LAPLATA aims to become a protocol that allows people to meet online and match player-to-player without any external intervention, such as an operating party of the platform, but only with the open rules published to all users. As the concrete entity of this purpose, the blockchain protocol constituted is defined as "Decentralized Matching Protocol (DMP)." As the definition of the platform implies, the word "matching" can be used in a wide variety of platform areas, and many examples of matching can be found around us. For a simple example, the relationship between a consumer and the supplier of a company can be regarded as the result of meeting someone and making a match, just as marriage and dating can also be expressed as a match of couples. In other words, the word "matching" is an expanded expression representing all relationships for specific users to interact with other users, and all services throughout the world begin by building a relationship between users. Therefore, LAPLATA's matching protocol will be deployed in any format of the platforms in which users exist, and does not become subject to any restrictions in the fields of business. The goal of LAPLATA is to build a protocol that organizes matchings among users in various fields of society without external intervention, such as a centralized operating entity.



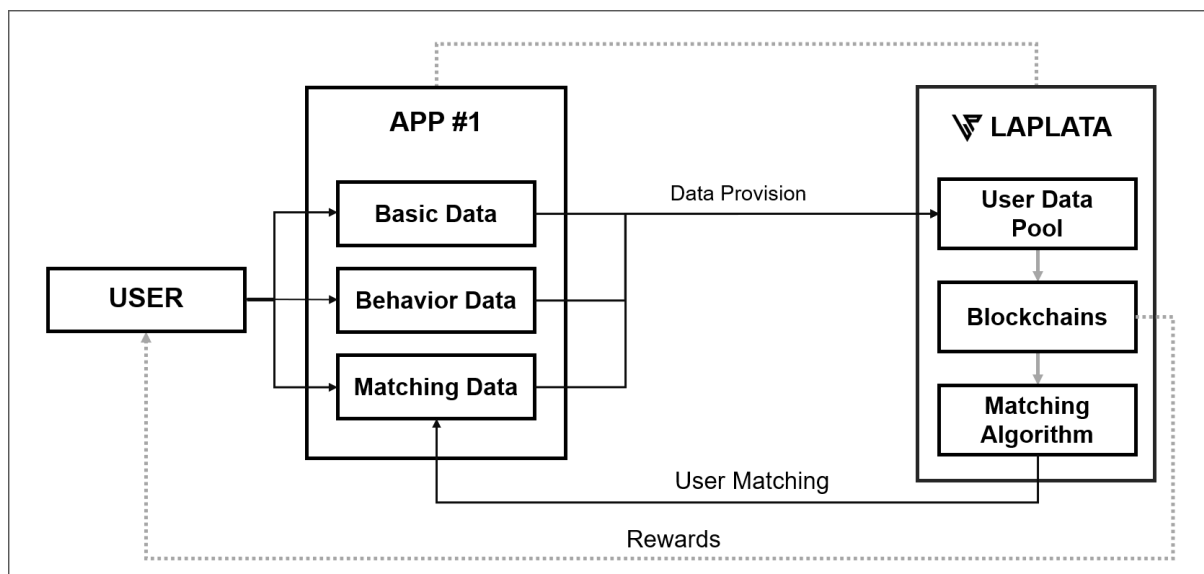
Since all users have different interests, it is actually difficult to group them into one app or platform. Therefore, LAPLATA composes a protocol that just makes a background protocol on which the platform apps could be run, and functions as a development platform that may run each app for various fields of interest. These various apps are organized in a common protocol to form the entire ecosystem and the concern on how "well" to weave the scope of the protocol is a core

element of the platform, which is a common theme that encompasses them as the main point that runs through the entire platform. As a result of studying the numerous cases above, LAPLATA Protocol provides a platform that offers a 3-STEP scheme called as "data collection-matching algorithm offer-settlement" to the apps on LAPLATA. According to the 3-STEP program, users are able to participate in LAPLATA apps and provide data, and LAPLATA will provide an appropriate matching solution to the users by using a unique matching algorithm through the data provided by users. In addition, LAPLATA collects data such as results from the matching and how the users react to the matching results, and makes use of it in the next matching algorithm.

The concrete methodology for implementing the above steps is to devise an algorithm for data collection and matching, which can be commonly applied to various apps within the LAPLATA protocol. Therefore, providing it as a hub, within which users freely configure individual P2P (player to player) matching that is not controlled by the operator's intention or the platform. In response to this, Apps designed and developed based on protocol have three characteristics following the code of LAPLATA; one is to obtain completeness and immutability of data collected, through the description on the blockchain for the data shared by users. The second ~~one~~ is to construct an effective matching algorithm and provide matching information using the data collected by each app. The final characteristic is to create a system where the users of apps can receive rewards by full-filling all these actions.

3. Blockchain-based Matching Protocol, LAPLATA

3.1. LAPLATA Token Utilities



[LAPLATA TOKEN Utilities]

A simple diagram of LAPLATA's token utilities would be as above. In the simplified descriptions, the users will provide three types of data to the apps (APP #1; there is a numeric symbol to place emphasize on the characteristic that LAPLATA is not limited to a certain kind of app, but expandable to any type of apps that developers want) which they use. The apps send the data to LAPLATA protocol in hashed format, which will be described later. Receiving the data, LAPLATA describes the data on the blockchain and makes a matching result from the data pool it received. This matching result is to be sent back to the app, provided to the users, and tracking of the result is executed.

In this series of processes, each user is rewarded for providing data and performing matching, and apps developed within the LAPLATA protocol and participating in the above process are also rewarded.

3.1.1. Provision of data

Users can share data through various kinds of apps configured in LAPLATA's ecosystem if they are allowed to access the data. The data which LAPLATA collects for the matching algorithm are largely classified into three major categories; Basic Data (D^B), Behavior Data (D^h), and Matching Data (D^m).

Basic data refers to all kinds of data sets which users decided to disclose, except for the behavior data and matching data. To use LAPLATA protocol, users are required to submit initial data which fits its characteristics of apps they participate in. For example, users who use a dating app are requested to input Basic data about their ideal type in hobbies or other traits to describe him/her and make an initial match. A game-matching app probably requires users to put their ID and rank into the app as user information. Therefore, Basic data defined in LAPLATA protocol, as described above, means the information or data directly input from the 'outside' of the LAPLATA protocol into the 'inside'. The reason these data are collected is because if any user wants to make up a match when they have not done any action on the platform, it is necessary for algorithms to find the optimal matching condition using Basic data at first and make an improvement of the matching accuracy gradually, reflecting the result of the first match.

Behavior data refers to input data about users' actions when they enjoy the apps in LAPLATA protocol. When users are attracted to the apps, they will perhaps take specific actions in the app. This action contains a broader concept than you might think, and it can express the propensity of users that are not included in Basic data. According to their design, apps can collect users' consent, such as the time they are mainly active, or access records before matching. For example, a game matching platform will collect what kind of results are displayed in a general game, not game matching, and if it is a fitness platform, records on the type of exercise users usually do will be collected. Apps send the Behavior data to LAPLATA protocol to go through a matching algorithm using the basic data and the behavior data to create a matching result between users.

Matching data refers to the result value provided by users for the matching occurred through the matching process in LAPLATA, with two data above mentioned. At first, when there is not enough data to make a satisfactory matching, a match is created by combining basic data and behavioral data. In response to this match, users naturally may accept or reject the match, or give feedback on the outcome of the match to LAPLATA protocol as the result of matching data. Since the matching algorithm created by the basic data and behavioral data is a mathematical result, this matching result is sometimes effective, but sometimes it is not. There are cases where the opposite result pops up. Therefore, the result of these matching data is an important device for verifying the algorithm, and through this, the result of the matching is accepted and the matching algorithm is changed, which is a gradual improvement that can satisfy users.

3.1.2. Token reward for data provision

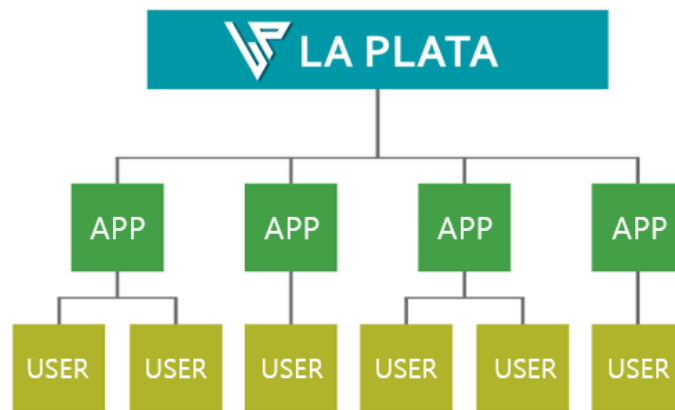
LAPLATA pays token rewards for shared data. Since LAPLATA has the purpose to improve the matching algorithm and establish an ecosystem through various apps, tokens are given to users as a result of platform activation rewards and market participation.

All types of data come along with compensation but LAPLATA does not provide compensation if basic data is entered. It is clear that there are cases in which users put only basic data and do not participate in behavior, matching, data provision, or algorithm verification in apps of the platform. In order to prevent rewards paid to users who do not actually participate in the ecosystem, the principle is made to not pay rewards when entering basic data.

When users provide behavioral data and matching data, LAPLATA provides tokens as rewards to users' wallets through the blockchain token payment API. This is LAPLATA's principle to pay fair compensation according to users' data, and it is an essential compensation as it creates a platform with users because LAPLATA is a platform that cannot exist without users' data provision. Through such a series of data provision rewards, users can inspire a sense of participation in creating a platform together and it is an opportunity for them to provide more data and participate in the ecosystem. In addition, while users provide data at the same time, it breaks away from the current unreasonable compensation system, where there is no compensation for the data to be paid, users can have the right to sell the data itself and create a structure whereby users can make a profit by providing the data.

This is the beginning of changing the current industrial paradigm in which "data providers" and "platform providers" are completely apart, and only platform providers unilaterally generate revenue. We define this industry change as a "decentralized matching platform" or "P2P matching platform", which we believe is an important milestone in changing the paradigm of most industries at present.

3.1.3. Rewards/Compensations for APP ecosystem



[LAPLATA TOKEN REWARD TREE]

Not only users, but also developers who developed apps and participated in the ecosystem will be able to receive some compensation. This is because it does not mean that an ecosystem can be formed by simply having protocols to compose an ecosystem. The role of the platform is also very important, but the general market size can be increased only when various apps on the platform are developed for different purposes to make an ecosystem.

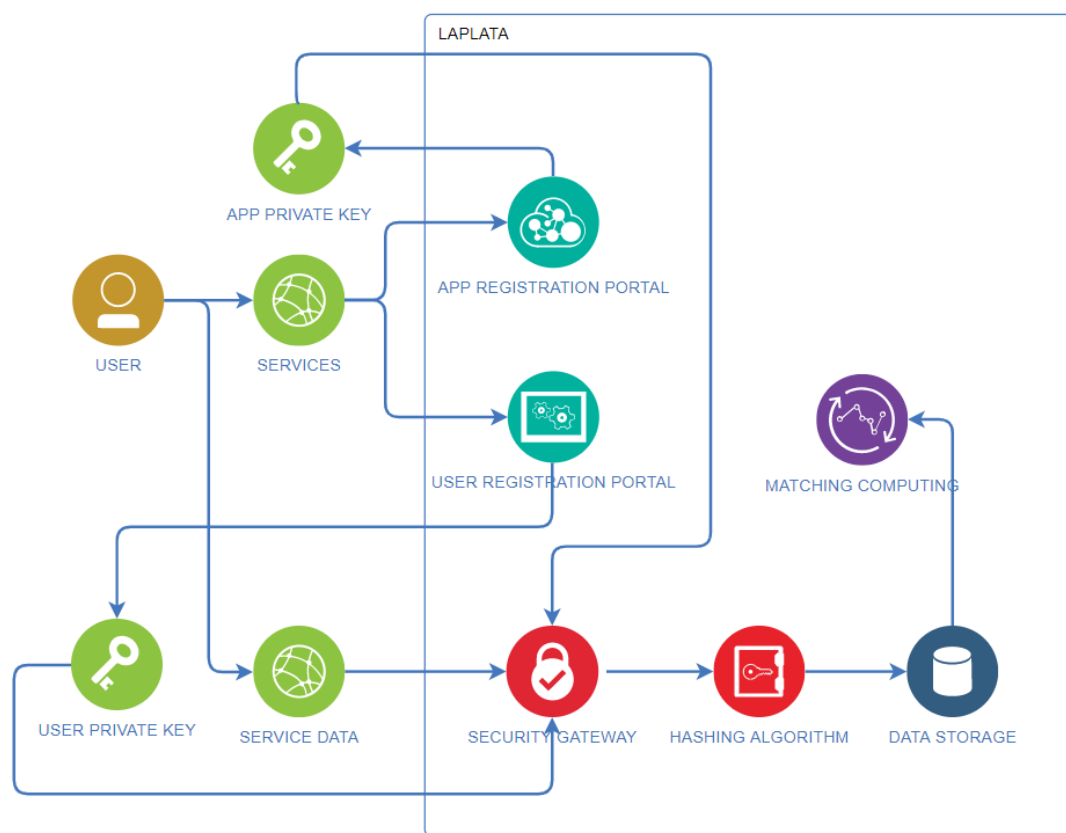
LAPLATA is an overall frame that other apps can exist and become the subject of managing the protocol and it is practically difficult for LAPLATA to directly acquire all the data according to each user's needs. Therefore, DMP developers by LAPLATA, can configure different apps to obtain data that fits the characteristics of the APP, and deliver it to the LAPLATA protocol to know the result value regarding which matching is performed in the data through the matching algorithm. As above, when each developer develops apps for the ecosystem of the LAPLATA protocol and a user participates in the protocol through the apps, the apps can also receive a reward for the developer's efforts. Reward for this APP ecosystem is also an important bridge between LAPLATA and users, and takes an important area in the ecosystem and reward system.

APPs that participate in LAPLATA PROTOCOL ecosystem will be able to use LAPLATA's matching algorithm to provide only the dataset and receive the matching algorithm result value. And the result value of the matching algorithm is applied to users who use their own APPs, and the result value is shared with the LAPLATA platform. For these series of processes, LAPLATA pays some of the rewards paid to users as rewards for building ecosystems of wallet in apps.

3.2. Data security algorithm

Public data or behavioral data collected through APPs by LAPLATA is often related to personal privacy, if the blockchain is hacked and information is stored without security, there is a risk that personal information leakage will expand. Since LAPLATA exists as an important hub where users' data is gathered in one place, if a problem occurs, the scale of this issue will be much larger than on a typical platform. To prevent such damage and protect users' privacy, LAPLATA stores personal behavioral data as hashed data through a security algorithm and protects personal information from the risk of data hacking.

SHA-256 is one of the widely used hash functions, and the result of the hash is composed of 256 bits, and many systems that emphasize security among blockchains mainly use SHA-256 as a security algorithm these days. The SHA-256 algorithm used by LAPLATA is divided into a step of pre-processing the data to be hashed and a step of calculating a hash based on the pre-processed data, and in this process, a 32-bit salt using both the LAPLATA's characteristic value for each user and the key value of the app that acquired the data is going to be added and calculated.

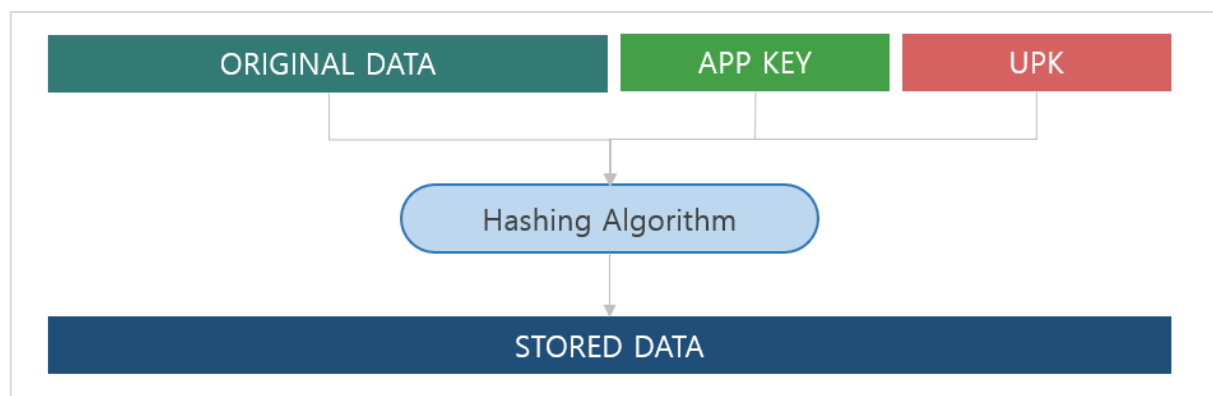


[Encrypting Process for Hashing]

First, each data is processed so that its length can be 512 bits through LAPLATA's regular pre-processing process. In order to understand the process easily, assume that there is data of length α , which is a byte among the data collected from each app. At the end of this data, it is converted into information having a length of 512 bits by adding a bit of "1" and a number of "0" that allow the length of the total data to be a multiple of 512. For example, the data value "LAPLATA" consisting of 8-bit ASCII is data with a length of 56 bits, so $448-(56+1) = 391$ bits of "0" are obtained, and data is converted into information having a length of 512 bits. The above data, which is extended to 512 bits, is divided into 16 blocks of 32 bits each. After that, it goes through the process of full hashing and in LAPLATA's security layer, the data that went through the above pre-processing process is one block with 16 32-bit sized values, from W0 to W15 in order thus, it makes a total of 64 Ws by adding a total of 48 of W16 to W63. The divided blocks are sequentially stored in the database as a final hash value as it goes through 64 rounds of calculations.

In this hash data, two private keys are applied at the same time to encrypt the contents of the data, preventing the risk of hacking as much as possible. The first is the private key (APP KEY) given by the APP registered in LAPLATA PROTOCOL, and the second is the UPK (User Private Key) given by the user registered in LAPLATA PROTOCOL. Using two private keys, the data of users can only be decrypted using the user's code and this is to ensure that when one user is registered on multiple platforms, the entire user's data cannot be retrieved from other platforms.

A simple schematic diagram of the general algorithm flow is shown as below.



[2 Private Key as a Salt]

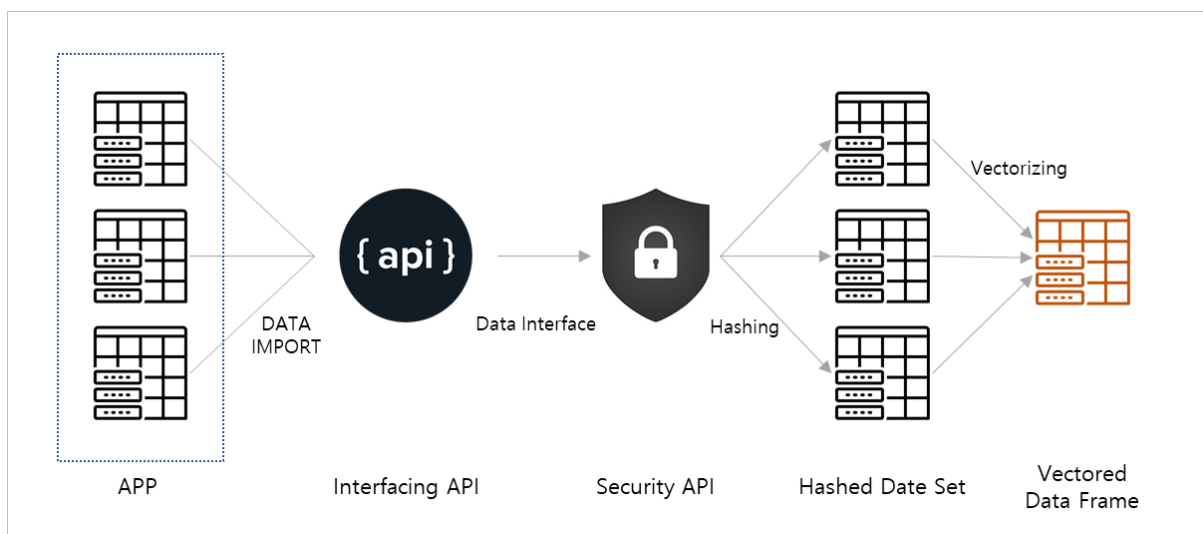
3.3 Data Matching Algorithm

Information that has been hashed through the above security, which became free from hacking risks, is recorded in the blockchain, and this information is delivered to users as matching results through a matching algorithm in the Off-Chain Module. The reason these matching algorithms are implemented in Off-Chain is that there is no reason to record all of these histories on the blockchain, and yet, there is no other means to store these many data values in the current block at once. The result value of matching calculated in Off-Chain is recorded in LAPLATA BLOCKCHAIN, and this result value of users is also recorded in the blockchain ledger.

3.3.1 Data Preparing Process

To kick out the matching algorithm, it starts by getting the public data of users collected from each app. Data has a separate table for each APP in LAPLATA PROTOCOL, and the header of the data also consists of hashed data. After the data set is first imported as hashed information through the data interface API and security API, LAPLATA conducts clustering of the data.

Data expansion begins with the data category itself. If it is assumed that there is a hashed header value, the header (ie, data category) is expanded to other headers. When the above data is expanded, the time that takes to fit and transform the clustering algorithm to the data set is reduced. The data is then going through vectorization, and LAPLATA configures a separate data table from the existing data set.

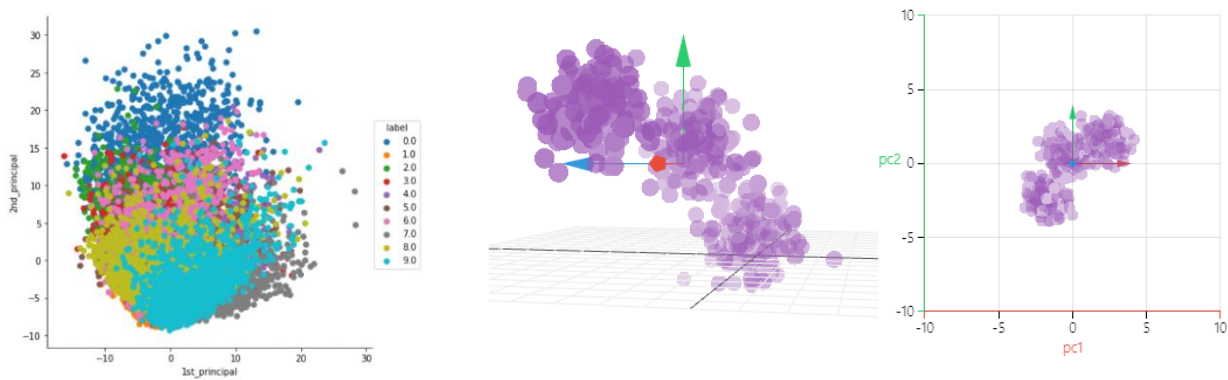


[LAPLATA Data Preparing Process]

3.3.2 Data Matching Algorithm

In order to preserve the variance as much as possible for these data and make it as non-linear as possible, LAPLATA conducts Principal Component Analysis (PCA) to reduce the dimension of the data set by finding axes that are orthogonal to each other. PCA is used to decompose a multivariate data set with many variables in a series of consecutive orthogonal components that explain the maximum variance. Therefore, PCA is a technique that can decompose data into a vertical vector with a large spread of characteristic information, meaning that the greater the variance is generated, the more data information is gathered. Through this, it is possible to highlight the transformation in the data set and bring in a strong pattern, so that the data can be easily found and used for matching.

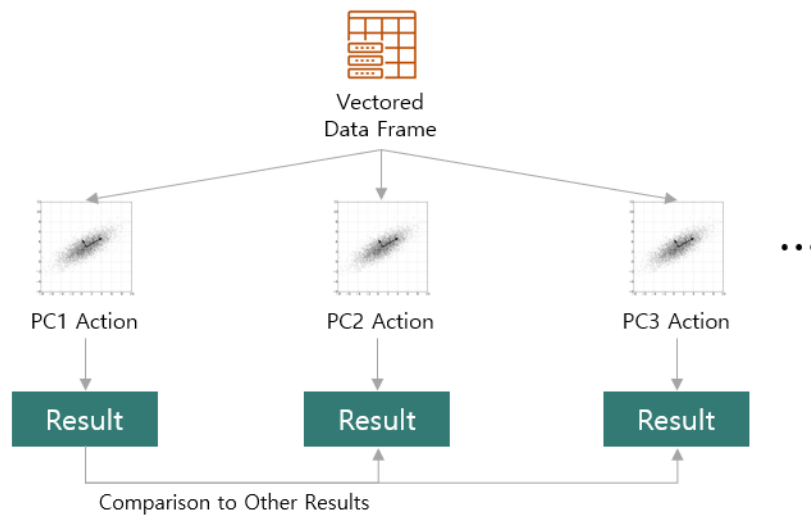
Therefore, LAPLATA uses PCA to reduce various vector data to low-dimensional data and when the data is projected onto one axis, the axis whose variance is the greatest is considered the first principal component. This can reduce the dimension while minimizing the loss of information, and it becomes possible to implement an algorithm that generates various matches according to the logic of the main component.



[LAPLATA PCA Projection]

The data axes can exist in various ways, and they are set differently for different users. In other words, it means that a matching algorithm that considered different principal components from various variables for each user and various data according to APP properties is available. This part

shows the difference from the matching algorithms that existed in the games. For example, a matchmaking algorithm is operated based on scores in the game. This means that the team is structured so that the expected value of success can be equally obtained after setting one fragmentary axis of scoring. Therefore, it creates a matching algorithm between users based on one PC called "score"; in this case, various variables such as game etiquette that cannot be explained by score or contribution to success are omitted.



[LAPLATA PCA Algorithm]

In LAPLATA, these data are analyzed in various ways and used in the algorithm. Users have different needs, and satisfaction in matching works differently according to their subjective criteria. Considering that this subjective criterion is the main criterion of the matching algorithm, LAPLATA can obtain matching information based on various axes for each user, and if the satisfaction level is low in one axis, a matching algorithm based on other major components is created and provided to the user. As the main components acquired are diverse, users can receive matching partners according to various criteria, and even if they are not satisfied with one criterion, they can experience satisfaction in matching through another criterion.

3.3. On-chain record and verification, Improvement of Algorithm

3.3.1 Reliable data provision based on blockchain

LAPALTA organizes data that users can easily understand visually by structuring the data obtained from the platform if necessary in each APP, and records the result values in the smart contract. It provides an open ledger from all data that has been collected and records what kind of actions are conducted in the APP perform, what kind of match was made, information about the users who did the match, and how the result value of the match was collected, etc. Such data can be accessed by anyone through a smart contract, but at the same time, there is a possibility that forgery or alteration can be fundamentally blocked, so transparent information can be provided.

For the disclosure of the above data, LAPLATA specifically collects the following two types of data from users, and the platform gives LPLT as a reward according to the amount of data provided by users.

1) Basic data

Basic data refers to data imported from outside that is not configured in LAPLATA by the user who received the data acquisition. As long as the user agreed, LAPLATA acquires various data such as general or ranked games according to the type of game in the app for the initial value of users. For example, whether success or failure in the game, important information in the game that is different for each game is systematically stored in the platform, refined, and provided to all for users to check.

2) Matching data

LAPLATA collects and records data for all games held within the platform. With the matching algorithm created by LAPLATA using general data, the winning rate is simulated so that each team can take 50-50. And, by recording win or loss in the matching simulation, the correlation between the general data and the matching data is analyzed. Through this, it can be used as back

data to properly use both the general data and the matching result in the next matching. In addition, LAPLATA structures the following data within the platform and records it in the blockchain.

3.3.2 Platform participation and sharing of rewards

1) User participation: Frequency & Loyalty

LAPLATA discloses the degree of which users participated in the platform. This means that the number of times they participated in data provision or matching on the platform is great, and this is disclosed as a level of contribution. Contribution is based on multiple evaluations of the number and amount of data provided, the amount of participation in the match, results such as winning or losing in the match, and the LAPLATA profit earned through the entire match to express as a form of user contribution. The LAPLATA platform creates an algorithm to reduce fees within the APP settlement structure after matching for users of a high level and provides the user's contribution so that various individual policies can be implemented.

In each app, this contribution can be shared with the client and it may not be posted or included in the fee policy according to the development direction of the app. However, as the number and level of all users increases, the LAPLATA platform can collect more sophisticated data, thus it is classified as very important information and recorded in the blockchain and provided to users.

2) Quantity and Category of issued LPLT TOKEN

Out of a total of 1 billion LPLTs, the number of LPLTs paid through matching is 100 million. They are paid fairly to users in exchange for data collection, therefore users can confirm what percentage of the total issued rewards they have acquired. In addition, since the LPLT reward system has a logic that decreases inversely with respect to the total number of issued LPLT TOKENs, it can become the basis for calculating the reward for the collected data blocks.

In other words, it discloses that LAPLATA has a sustainable reward system through the duration of the project and the total amount of behavioral data, and records how many LPLTs were issued under which purpose in order to share this fairly with users.

3.4 Token issue formula: Reward System for Data Collection and actions

3.4.1. The Amount of tokens paid as rewards

The amount of LPLT TOKENs paid as compensation for data collection is automatically calculated through the program according to the formula.

For example, assuming that there is a total of p projects being designed by the LAPLATA Foundation, a total amount of rewards ($Q_{R^k}^{LPLT}$) for newly created project k is as follows:

$$Q_{R^k}^{LPLT} = Q_R^{LPLT} \frac{R^k}{\sum_{p=1}^n R^p}$$

Therefore, a total amount of LPLT TOKENs granted to a specific project is set by the LAPLATA Foundation as a percentage of all projects scheduled at the time the project is launched and set as a weighted average considering the project quantity and weight. If there are no special issues in the project, all projects are set at the same rate, and if other planned projects are canceled or the existing project takes on a more important position, the reward pool's portion may be partially changed.

The amount of LPLT TOKENs issued at time t_n in project k is determined by a speed function ($V_{t_n}^{LPLT}$) taking into account the schedule for unlocking the locked-up tokens and the formula for the amount of tokens paid at t_n is expressed as follows:

$$Q_{t_n}^{LPLT} = V_{t_n}^{LPLT} Q_{R^k}^{LPLT}$$

The unlocking schedule follows the schedule of the white paper, but when various projects are made, there is an issue of adjusting the amount of rewards. If the entire unlock schedule is delayed with the intention of adjusting the amount of reward, the speed function of project k is as follows.

First, the amount of tokens issued at this time is as follows,

$$Q_{R_{t^n}^k}^{LPLT} = \frac{(Q_{R^k}^{LPLT} + (\sum_{x=1}^{(n-1)} B_{R_{tx}^k}^{LPLT} - Q_{R_{tx}^k}^{LPLT}))}{T_{remaining}}$$

And the above rate function is defined as follows using the formula to design the amount of tokens above.

$$V_{t^n}^{LPLT} = \frac{Q_R^{LPLT} T_{remaining} \frac{R^k}{\sum_{p=1}^n R^p}}{(Q_{R^k}^{LPLT} + (\sum_{x=1}^{(n-1)} B_{R_{tx}^k}^{LPLT} - Q_{R_{tx}^k}^{LPLT}))}$$

3.4.2. Amount of tokens paid as rewards

After calculating the total amount of tokens taking into account the unlocking schedule, users get LPLT tokens as follows as a reward for users' data acquisition. First, LAPLATA PROTOCOL aggregates the amount of action data of all users. Assuming that the total number of users (μ) registered in LAPLATA PROTOCOL is γ , and the key value range of users who provided data (G) within the period of t^n is α to β , a total amount of the collected data within LAPLATA PROTOCOL is as follows:

$$G_{t^n}^{LPLT} = \sum_{\mu=\alpha}^{\beta} G_{t_\mu^n}^{LPLT}$$

The reward for users for a total amount of the value of the data collected at the time t^n and a total number of tokens issued at that time should be the same so that all users can have equal value.

In LAPLATA, when the rewards are settled at the same time they may differ from the announced

rewards but considering the total by lengthening the time series, the collection reward of user data for all actions can have an exchange value equal in proportion to the total amount of actions.

A formula of all the value data at that time can be expressed simply as follows.

$$Q_{t^n}^{LPLT} = R_{t^{(n-1)}}^{LPLT} \sum_{\mu=\alpha}^{\beta} G_{t_{\mu}^n}^{LPLT}$$

Therefore, if substituting each variable, it can be changed by the following formula.

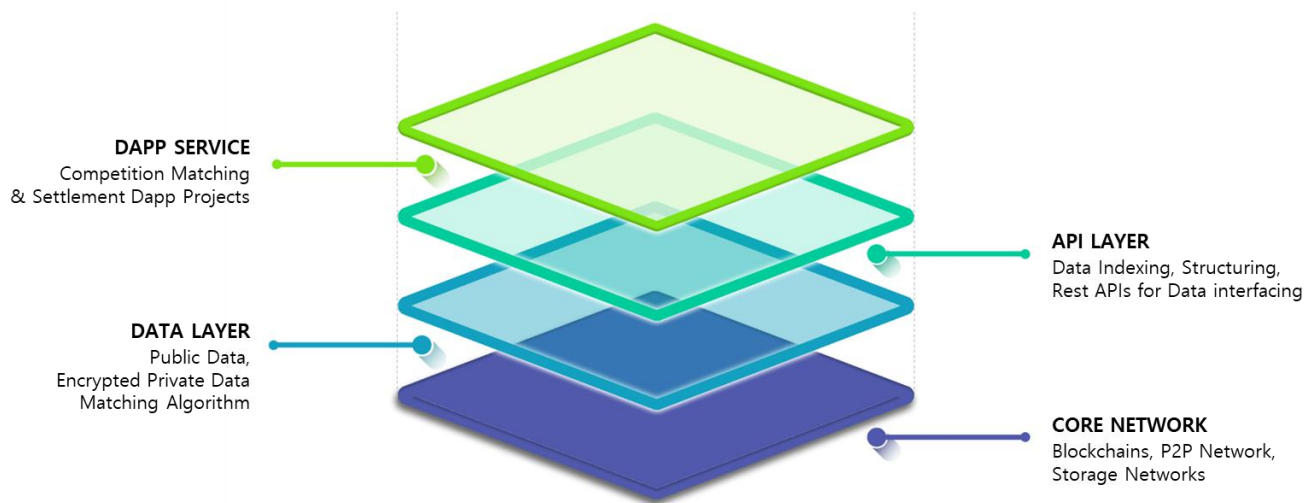
The formula for total rewards is as follows:

$$R_{t^{(n+1)}}^{LPLT} = \frac{Q_R^{LPLT} T_{remaining} \frac{R^k}{\sum_{p=1}^n R^p} Q_{R^k}^{LPLT} \sum_{\mu=\alpha}^{\beta} G_{t_{\mu}^n}^{LPLT}}{(Q_{R^k}^{LPLT} + (\sum_{x=1}^{(n-1)} B_{R_{t^x}^k}^{LPLT} - Q_{R_{t^x}^k}^{LPLT}))}$$

$$R_{t_2}^{LPLT} = \frac{Q_{t_1}^{LPLT}}{G_{t_1}^{LPLT}}$$

$$Q_{t_1}^{LPLT} = R_{t_0}^{LPLT} G_{t_1}^{LPLT}$$

4. Technical Element



4.1 DAPP SERVICE

It means the client layer developed in each app. LAPLATA is a matching platform using a blockchain, and this matching platform can be connected to the front end of each app by connecting to the API. It means the result value can be obtained through the API layer through the collected information if the collection information for some datasets is confirmed apart from a fixed idea that the existing apps must have all of the internal matching algorithms.

4.2 API

API layer has a function of conveying information received from each APP to the LAPLATA platform, or, conversely, delivering the matching information value calculated through an algorithm in the core network to each APP. The ecosystem of LAPLATA PROTOCOL continuously delivers the information received from each APP SERVICE and continuously sends the matching result value back to the APP, and the result value is redelivered and the algorithm is improved, therefore each API LAYER is configured to communicate two-way for SOCKETS created by DAPPs.

In addition, apart from the API for DATA interfacing, the security related to the API LAYER also

conducts a hashing of data before going into the DATA LAYER. The data values are delivered to the DATA LAYER as hashed information values, not in Raw Data format, and through this data, it enables matching between hashed information.

4.3 DATA LAYER

Information hashed through SHA-256 is stored in LAPLATA's DATA LAYER. These are hashed values and arranged around the key values of each APP, and exists as a list of encrypted information so that it cannot be interpreted unless all of the key values of the corresponding APPs and the user's key values obtained from the users' wallet information are known. These collected data are divided into Public Data collected by APPs from users and Matching Data provided by users for matching result values.

4.4 CORE NETWORK

CORE NETWORK is the layer where the core algorithm of LAPLATA PROTOCOL exists, and consists of OFF-CHAIN for calculating the matching algorithm and ON-CHAIN that records the result of the algorithm and LPLT on the blockchain.

5. USE CASE

LAPLATA PROTOCOL is designed to guarantee the maximum degree of freedom in the development environment of each APP, thus it is constructing a platform environment where each APP can have its own identity.

The following introduces the APP PROJECT that is being conducted to improve the matching process of the blockchain protocol by LAPLATA's own and it can be used as a case for how developers construct an ecosystem between protocols and APPs.

5.1. GAME TOURNAMENT MATCHING (EL-SILVER)

The first concept of LAPLATA TEAM is an attempt to overcome the limitations of the existing game industry and connect the actions in the game to rewards in the real world. This is the first project that LAPLATA attempts, as they considered that one of the fields that requires LAPLATA's "matching" the most is the game because they consider that users are the main targets of the game who unilaterally consume, and companies that provide game services always think that the structure of generating profits is irrational. If the paradigm of the traditional industry in which the user providing information pays money and only game service providers can have the right to use the data unilaterally, general users can also create a virtuous cycle where they make money through games.

- Real-time tournament matching

If participating in the game through LAPLATA, it is immediately matched with the users inside the LAPLATA PROTOCOL. Based on past data, users are categorized into makers and takers, respectively, and can play games following makers' leads, and LAPLATA does not proceed or intervene on what is happening inside the game.

- Settlement after tournament match

Once win or loss is confirmed, LAPLATA collects the data of the win or loss from the users. It allows users to directly put the status of win or loss on the platform (voting). This represents the

identity of the P2P platform, which limits the role of the administrator as much as possible by entering their data themselves.

The result values entered by the users do not logically match, or the result value is generated by the system except for the nudge of the voting system, LAPLATA offers several safeguards just in case the right amount of sample is not collected. If even one of the users wants the game win or loss data, they can request that it is to be automatically recorded on the platform through AI-based OCR among the data received from the game. This is a complementary device that lowers the result value through the deep learning system that recognizes the result value of the screen and it is designed to be settled according to the win or loss of the game through this in case the nudge of the voting system complains of users.

Each user is given a winning reward of SILVER that they have funded, but the cost of maintaining some blockchain networks is deducted as a fee item. The deducted fee is settled at different rates depending on the level of the users in the platform, and the level of users increases according to the loyalty rate to the platform, such as providing more data or generating a lot of matching.

- Obtaining LPLT TOKEN rewards by providing information and participating in the competition

Participants in the platform can obtain LPLT TOKENs through two methods. The first is to acquire LPLT TOKENs as a provider who offers data on the general game but not matching and the second is not a general game, but as a maker and taker to participate in the competition and obtain LPLT TOKENs as a platform activation reward. Further information on data collection is as follows.

LAPLATA platform is programmed to activate counting in minutes while the APP is on. Therefore, it is proportional to the number of games winning during the activation time that agreed to provide information, but information can be collected only by maintaining the APP session, and by taking this as a reward, it can bring loyalty to users and maximize the LOCK-IN effect from the platform's perspective at the same time.

- Checking out the result of platform participation

All data collection results created within the LAPLATA platform can be viewed at any time if each user wants. The match history of the game and data can be searched for if the user provided general game data to LAPLATA. In addition, users can view the level of their platform and SILVER revenue earned through competitions. Most of these data contribute to the system advancement

of the matching platform, the creation of P2P on-demand tournaments, and the expansion of the LAPLATA project and leads to a winning cycle structure of the platform.

- P2P online transaction function

All exchanges, such as conversion between SILVER-legal tender, conversion between legal tender-SILVER, or exchange between SILVER-LPLT TOKEN can be done through the API provided by LAPLATA. In the P2P market where you can freely trade with other users, you can sell SILVER as legal tender, buy SILVER by legal tender, or trade LPLT TOKENs.

- Inquiry on Leaderboard

Apart from a concept of ranking in the game, competitions within the LAPLATA platform have their own rankings for each platform. This ranking is based on the profits earned through the competition, regardless of win or loss, and the top rankers are recorded on the leaderboard of the platform. A certain period of time is set as a certain season, and the top rankers who earned the highest profits during this period can receive LPLT TOKENs as a reward according to their ranking.

- Inducing fair matching and fair competition

All competitions held on the LAPLATA platform have their own authority, and this power does not disappear just because users are said to be the main body of the compliment opening and settlement. All users are required to participate faithfully in the competition, and this means permanently excluded from future games or getting a penalty according to the evaluation of users through a feedback system that occurs after the game is over for each game.

It is judged that no-show in the competition or action of deliberately inducing loss may undermine the value of the competition and a virtuous cycle structure of the platform, thus users who commit "trolling" are excluded from participation in the competition according to users' evaluation. However, even if it is excluded from the competition, SILVER used for funding has already been locked up by the platform, it is recovered by the platform and redistributed to users who experience inconvenience. As the right to participate in the competition itself can be loss, thus, the collection of data is classified as unnecessary data, then rewards within the platform cannot be obtained even

if users provide general data or matching data.

Items	Actions	Content of sanctions
Real-time matching	Disconnect or break out	<ul style="list-style-type: none">- Redistribution for participants concerning SILVER "defeat and the person directly involved"- MAKER assignment subordinated- Permanent exclusion of ID
Real-time matching	Defeat with being intentional	<ul style="list-style-type: none">- Redistribution for participants concerning SILVER "defeat and the person directly involved"- MAKER assignment subordinated- Permanent exclusion of ID
Tournament matching	Non-participation	<ul style="list-style-type: none">- Unavailable to participate in competition by defeat or the team

5.2 P2P Dating MATCHING (DE-DAY)

Another DAPP that can best use Matching Algorithm in the right place is a Dating App based on the preferences of participating users. There have been many attempts to make the realm of Online Dating possible in many applications so far. This is because it has been classified as an area that has the most contact with individual preferences, and it is also a market where people spend money easily.

Looking at the examples of the most successful apps in the field of dating, most matching actually only has a one-time encounter. The reason is that only the score for 'appearance' is used to evaluate the first impressions of other users, and it is not possible to know what personality or hobbies users have in common before meeting them. Therefore, since it was not possible to evaluate whether their inclinations or personalities match well before meeting, most of them are difficult to meet with actual meetings even if they are matched, and the structure changes to a structure that answers the chats of matched users one by one.

- Matching algorithm based on preferences and commonalities

DE-DAY, a de-centralized dating app, provides a matching algorithm that allows you to find a

reason that matches your preferences more in a one-time encounter. First, unlike other APPs, it does not provide the logic used by most of the current apps that obtain only appearance photos and provide matching in close order with the distance between users. Various data are collected, and if a user with no commonality is selected, why such a result was obtained is analyzed and provided in the next matching.

- Obtained LPLT TOKEN rewards for matching

Like EL-SILVER, participants of the platform can acquire LPLT TOKENs through the result of matching. LPLT TOKENs are not provided as a reward because data such as personal hobbies and preferred style of users are included as part of the basic data. However, LPLT TOKENs are provided as a reward for all kinds of matching. This suggests a completely different paradigm from the existing logic of the dating APP, because it increases the success rate of matching while providing compensation for matching.

As everyone knows, the current Dating APP market is eager to attract more users. The reason is that the success rate of one match is quite low, so the more user pools you acquire, the better service you can provide to users. Since the matching probability is low, this strategy of providing more pools has led to excessive marketing costs, and also to advertise themselves for other reasons to users in order to stand out and express themselves compared to the general users. It is made in a structure that executes expenses.

- Personal information security through hashing

One of the factors that differentiates it from existing APPs is that it has a structure that transmits each user's data to LAPLATA PROTOCOL, accepts matching data through an algorithm, and displays the matching result to the client. Here, since the information about the photo is subjective information, it is not used in the algorithm and becomes information that exists independently on the platform.

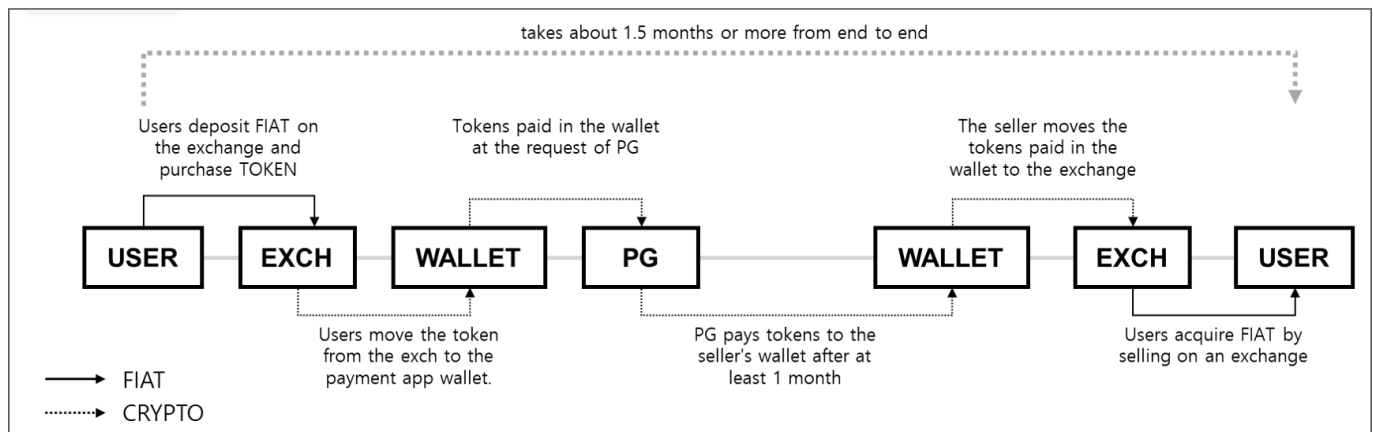
Since all such data is transmitted to PROTOCOL as hashed information, it has deterrence against data hacking attempts by users, resulting in protecting personal information. Since meeting users is the most important part of their private life, only individuals can accept the hashed data of the public ledger and check them on the client, while other users can identify specific individuals with which users matched. It is impossible, so personal private information can be completely protected.

5.3 ETC

In addition to the above projects, LAPLATA is preparing various projects from the viewpoint of matching that connects users to users, and provides the optimal environment for developers who will participate in the development environment and construct the ecosystem.

6. LAPLATA Payment GATEWAY

6.1.1. Disadvantages of Current Payment Gateway



[The Structure of Current API]

The main reason that the current payment API is not widely used in actual transactions is that it is not possible to guarantee a time for transfer, and it is difficult to ensure the price stability. In the current payment structure where tokens are directly transferred from Wallet to Wallet, price fluctuations exist during the transfer time, so there may be a considerable gap between the FIAT price at the time of transmission start and the price at the time of receipt. Due to the nature of cryptocurrency, where the price changes at the time of payment and the time when the business owner converts the cryptocurrency into cash, this structure may probably have a negative impact on the profitability of each business, with a margin ratio ranging from 3 to 20%.

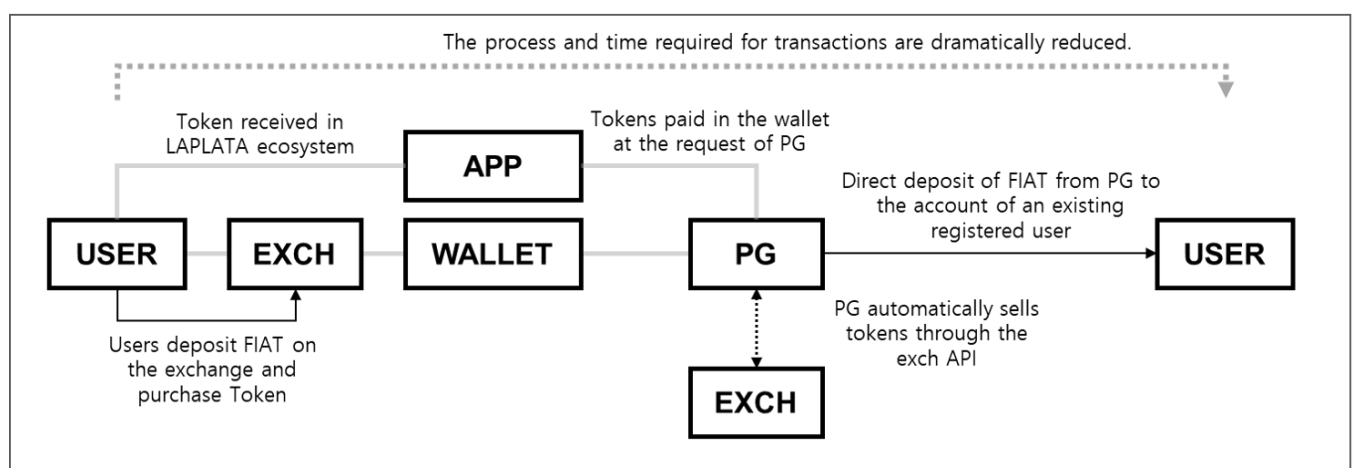
In addition, the existing payment module using fiat currency has a structure that defers payment of the entire payment for a period of about one month, and then deducts the fee and returns it to the business operators. Therefore, business operators have a problem that the profit in the ledger and cash flow do not match, because they can only receive the profit earned at the point of sale in cash a month later, as in the following month. And if the business owners assume that the card usage commissions and the opportunity loss considering the interest rate are assumed as a fee, they have a smaller amount in their hands compared to the selling price. Various cryptocurrency payment APIs have arrived in order to solve this problem, but it still seems difficult to find a payment method that has suggested a way to fully solve the above problem.

There is one more limitation to using the current payment APIs, which is that not only users who

use cryptocurrency as a payment method but also business operators should be well versed in the token economy because the structure between fiat and cryptocurrency transactions is very complex. Most of the payment APIs currently in the market follow the structure as shown in the figure above, and sometimes the payment API sends money to the business owner's wallet and does not help them to exchange for fiat money. For at least the next 10 years, we guarantee that there is no possibility that such a complex payment structure will be used as much as a replacement for conventional fiat currency.

6.1.2. LAPLATA PAYMENT GATEWAY

LAPLATA PAYMENT GATEWAY aims for a payment module with speed and practicality to secure 0.2 complete price stability, enough to be practically applied in B2B by including a risk hedging mechanism against price fluctuations of cryptocurrency, not as the existing simple cryptocurrency transfer API. LAPLATA expands the API that creates a swap between LPLT and fiat currency in real time on the matching-settlement protocol itself, so that newly designed payment method was adopted. To be specific, when a user pays for any service or product with LPLT, our Payment Gateway prompts the business owner from the payment reserve pool according to the fiat currency standard they have already set.



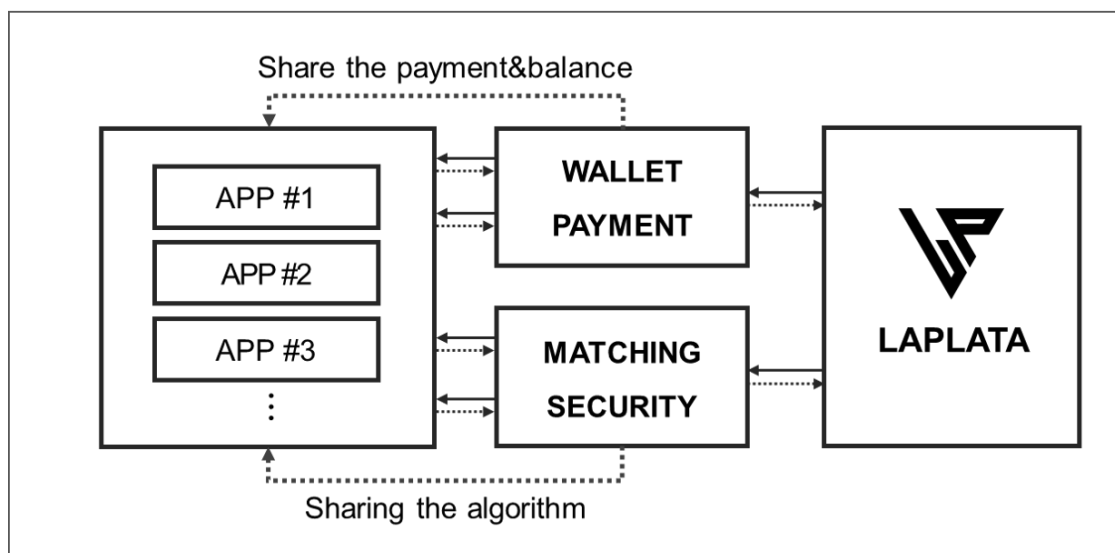
[LAPLATA Payment Gateway Structure]

When a user makes a payment at LAPLATA GATEWAY, LAPLATA can protect the fluctuations of the paid amount by immediately conducting the automated sell order of the payment reserves it holds.

Regardless of the number of confirmations in the blockchain, which can be one major factor of delayed transfer, the payment module transfers the amount of LPLT to the risk management trading system as soon as the payment is made, which will finish off the serious volatility problem in price, the biggest gap between cryptocurrency and fiat currency. Compared to the existing token payment, LAPLATA has a very high appeal in that it can provide immediate settlement to business owners. In addition, the users receive LPLT as a reward as compensation for payment data collection (the data about the product purchased is not collected for privacy).

6.1.3. LAPLATA PAYMENT ECOSYSTEM

The reason why LAPLATA's payment API is indispensable is that LAPLATA can have remittance and payment functions regardless of the type or environment of APP development within the ecosystem, by adding instant remittance functions to the decentralized money transfer API. Rather than a single product being used on one platform, consumers can use LPLT to pay for other APPs within the protocol other than the one they use, and may also have the function of remittance to users of other APPs.



[LAPLATA PAYMENT ECOSYSTEM]

In the end, this mechanism creates an environment for consumers where WALLET is not absolutely necessary. We believe that using the functions of the blockchain requires non-centralized

transactions, but under the current system, which must go through exchanges and exchanges, we may experience more inconvenient than non-centralized transactions. As mentioned earlier, this is because the consumer has to carry out the long procedure of converting from one currency to cryptocurrency, and then changing it back to the base currency after remittance.

However, as LAPLATA builds an APP ecosystem within one protocol, and all of them can use the PAYMENT API, not only can they use one LPLT at the same time for various APPs, but also allow immediate remittance to users registered in these APPs. Because it can be used, practical use becomes possible.

7. TIMELINE

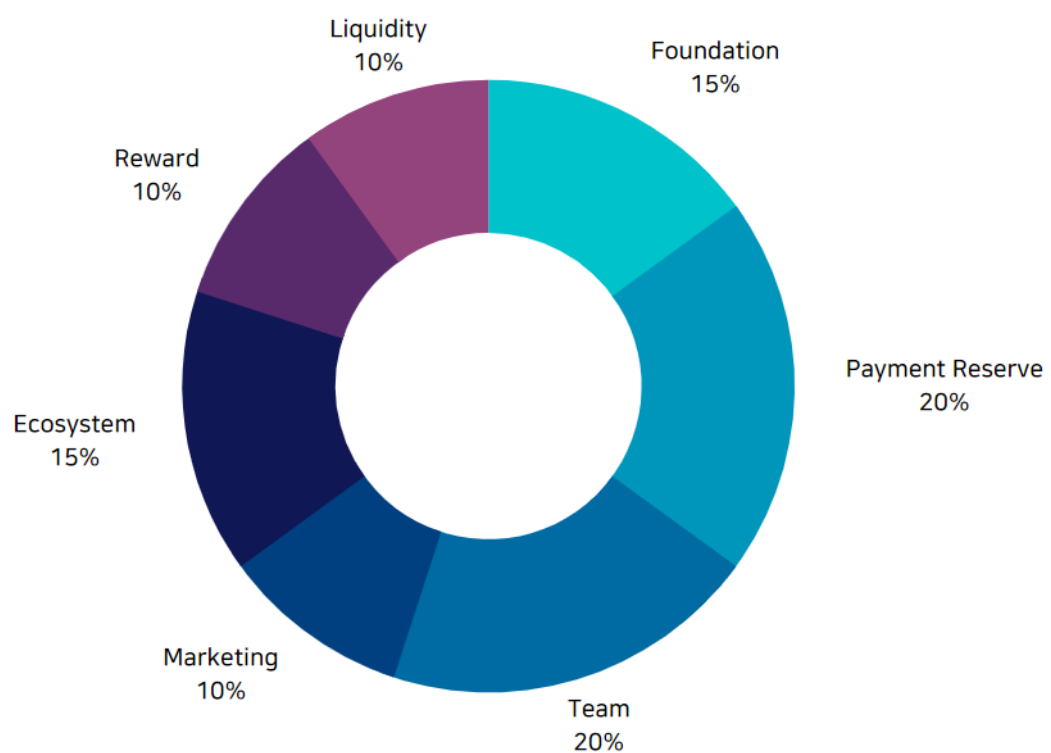
2019	4Q	Company foundation specialized for Tech industry in HongKong. (Steve Software)
		Team formation / Acquisition of qualification for silver trading
2020	2Q	LAPLATA PROTOCOL development start
	3Q	Crypto / Silver based Risk management system building
	4Q	Start of development for "LA PLATA payment gateway" (Global crypto payment module) for B2B business
		Project "EL SILVER" (Decentralized gaming tournament platform, LA PLATA's first Dapp project) development start.
2021	1Q	Project "EL SILVER" Beta Dev completion
	2Q	Listing on global crypto exchanges
		Korean & Chinese market advance (EL SILVER)
		Launching & Marketing for "EL SILVER" project
	3Q	Holding borderless major tournaments via "EL SILVER" periodically
		Europe market advance (EL SILVER)
		Vietnam market advance (EL SILVER)
		Latin America market advance (EL SILVER)
		Auto trading system for LA PLATA's payment gateway
		LAPLATA payment gateway Beta Dev completion
	4Q	LAPLATA payment gateway trial & launching
		Enlarge the platform EL SILVER to other games
2022	1Q	E-sports club sponsorship in the name of "EL SILVER"/"LA PLATA"
		LAPLATA payment gateway trial & launching
	2Q	LAPLATA payment

8. Token Issuance and Split Policy

8.1. Token Issuance Information

#	Contents
Token Name	LAPLATA TOKEN
Token Symbol	LPLT
Category	Native Coin – Hyperledger Fabric
Total Amount	1,000,000,000 LPLT
Locked-up Rate	77.6%
Value	LPLT is a non-securities type token that has only potential value, is not collateralized as a specific asset, and does not represent the ownership or rights of LAPLATA and its products.

8.2. Token Split/Allocation Policy



A total of 1,000,000,000 LPLTs, a cryptocurrency issued on the LAPLATA network, have been issued, and will be sequentially unlocked according to the roadmap in the future. The issued LPLT is distributed according to each purpose, and the use of each distribution and its quantity are as follows.

1) Foundation : 15%

The foundation Split is used by the LAPLATA Foundation as a budget for other projects. It can be used for the foundation's operating expenses, sales and management expenses, as well as compensation or salary for hiring other members. If the LAPLATA Foundation buys back LPLT through profit sharing, etc., the corresponding token is transferred to the Foundation Wallet and stored as a budget for the next project, etc., and can be transferred to the reward pool as necessary to be used as a means of rewards.

2) Reserve for Payment : 20%

Reserve for payment is a token reserved in a form that can be paid at any time for use in LAPLATA PAYMENT GATEWAY. When a payment request is received through LAPLATA WALLET, etc., they get to be immediately sold in the exchange of market and paid in FIAT to the party, and the amount of this payment reserve may refer to the amount or number of transactions that can be processed at once within the transfer time on the blockchain.

3) Team : 20%

LPLT is given as a reward allocated to Team, and is distributed fairly to everyone including Co-Founders according to the rules.

4) Marketing : 10%

LAPLATA plans to actively develop and promote various DAPPs such as Project EL-SILVER from the initial stage, and these include those who know and use the blockchain well, even if they do not know anything about the blockchain ecosystem, they will. We are preparing to become attractive DAPPs that you can attract. In addition, rather than emphasizing the characteristics of blockchain to general users, it will use a means of promoting one APP from a business perspective. For example, LAPLATA TEAM plans to prepare marketing for freely applying for amateur competitions on the

platform with associations that run existing competitions, or decentralized competitions with LPLT TOKENs as prize money. For these promotions and marketing, LAPLATA allocates some tokens to maximize user participation.

5) Ecosystem maintenance/development : 15%

The APPs prepared by LAPLATA under various names such as PROJECT EL-SILVER can be infinitely applied to various business fields, as can be seen through ROADMAP. Therefore, we intend to prepare various APPs in a short time so that no competitors can easily copy the contents so that you can meet LAPLATA through various games and matching platforms. Ecosystem maintenance/development was created to cover the development cost for this, and is reserved for expansion of the LAPLATA ecosystem, such as being provided in the form of compensation to developers who develop APP services using the LAPLATA protocol, or paying to various partners who have signed an MOU.

6) Reward : 10%

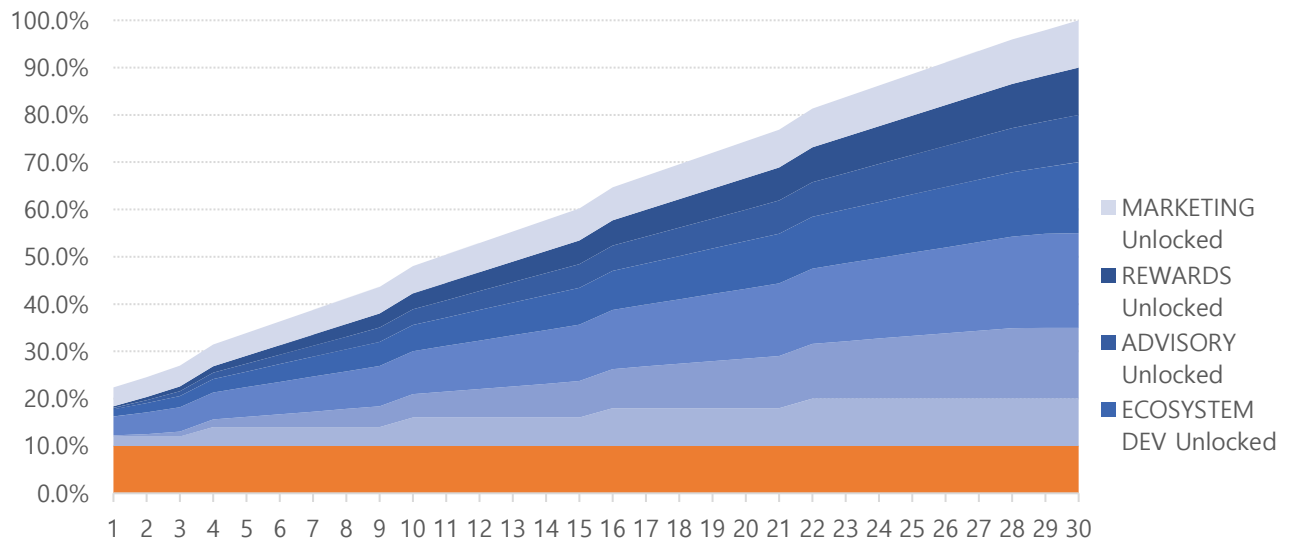
The reward pool is used as a reward for data collection on the LAPLATA platform, or as a reward for users for participating in matching. As mentioned above, the amount of rewards is designed so that the scale of rewards provided as rewards gradually decreases as the number and size of projects gradually increase. However, depending on the overall direction of the platform, as more projects occur, the absolute quantity of tokens decreases, but the relative value may increase, returning more benefits to users, and at the same time giving large rewards to early entrants.

7) Liquidity : 10%

Exchange liquidity pool is used for the purpose of supplying initial liquidity to the Global Exchange.

9. LOCK UP PLAN

The allocated LPLT is locked up according to each use and purpose, and is unlocked for a certain period according to the purpose. The unlock schedule of the locked LPLT is as follows.



DATE		TOTAL		FOUNDATION		RFP		TEAM		MARKETING	
Y	M	Unlocked	Locked up	Unlocked	Locked up	Unlocked	Locked up	Unlocked	Locked up	Unlocked	Locked up
2021	4	22.4%	77.6%	2.0%	8.0%	0.3%	14.8%	4.0%	16.0%	4.0%	6.0%
2021	5	24.6%	75.4%	2.0%	8.0%	0.5%	14.5%	4.6%	15.4%	4.2%	5.8%
2021	6	27.0%	73.0%	2.0%	8.0%	1.1%	13.9%	5.1%	14.9%	4.4%	5.6%
2021	7	31.4%	68.6%	4.0%	6.0%	1.6%	13.4%	5.7%	14.3%	4.6%	5.4%
2021	8	33.9%	66.1%	4.0%	6.0%	2.2%	12.8%	6.3%	13.7%	4.8%	5.2%
2021	9	36.3%	63.7%	4.0%	6.0%	2.7%	12.3%	6.8%	13.2%	5.0%	5.0%
2021	10	38.7%	61.3%	4.0%	6.0%	3.3%	11.7%	7.4%	12.6%	5.2%	4.8%
2021	11	41.2%	58.8%	4.0%	6.0%	3.8%	11.2%	8.0%	12.0%	5.4%	4.6%
2021	12	43.6%	56.4%	4.0%	6.0%	4.4%	10.6%	8.5%	11.5%	5.6%	4.4%
2022	1	48.1%	51.9%	6.0%	4.0%	4.9%	10.1%	9.1%	10.9%	5.8%	4.2%
2022	2	50.5%	49.5%	6.0%	4.0%	5.5%	9.5%	9.7%	10.3%	6.0%	4.0%
2022	3	52.9%	47.1%	6.0%	4.0%	6.0%	9.0%	10.2%	9.8%	6.2%	3.8%
2022	4	55.4%	44.6%	6.0%	4.0%	6.6%	8.4%	10.8%	9.2%	6.4%	3.6%
2022	5	57.8%	42.2%	6.0%	4.0%	7.2%	7.8%	11.4%	8.6%	6.6%	3.4%
2022	6	60.2%	39.8%	6.0%	4.0%	7.7%	7.3%	11.9%	8.1%	6.8%	3.2%
2022	7	64.7%	35.3%	8.0%	2.0%	8.3%	6.7%	12.5%	7.5%	7.0%	3.0%
2022	8	67.1%	32.9%	8.0%	2.0%	8.8%	6.2%	13.1%	6.9%	7.2%	2.8%
2022	9	69.6%	30.4%	8.0%	2.0%	9.4%	5.6%	13.6%	6.4%	7.4%	2.6%
2022	10	72.0%	28.0%	8.0%	2.0%	9.9%	5.1%	14.2%	5.8%	7.6%	2.4%
2022	11	74.4%	25.6%	8.0%	2.0%	10.5%	4.5%	14.8%	5.2%	7.8%	2.2%
2022	12	76.9%	23.1%	8.0%	2.0%	11.0%	4.0%	15.3%	4.7%	8.0%	2.0%
2023	1	81.3%	18.7%	10.0%	0.0%	11.6%	3.4%	15.9%	4.1%	8.2%	1.8%
2023	2	83.8%	16.2%	10.0%	0.0%	12.2%	2.8%	16.5%	3.5%	8.4%	1.6%
2023	3	86.2%	13.8%	10.0%	0.0%	12.7%	2.3%	17.0%	3.0%	8.6%	1.4%
2023	4	88.6%	11.4%	10.0%	0.0%	13.3%	1.7%	17.6%	2.4%	8.8%	1.2%
2023	5	91.1%	8.9%	10.0%	0.0%	13.8%	1.2%	18.2%	1.8%	9.0%	1.0%
2023	6	93.5%	6.5%	10.0%	0.0%	14.4%	0.6%	18.7%	1.3%	9.2%	0.8%
2023	7	96.0%	4.0%	10.0%	0.0%	14.9%	0.1%	19.3%	0.7%	9.4%	0.6%
2023	8	97.9%	2.1%	10.0%	0.0%	15.0%	0.0%	19.9%	0.1%	9.6%	0.4%
2023	9	100.0%	0.0%	10.0%	0.0%	15.0%	0.0%	20.0%	0.0%	10.0%	0.0%

DATE		TOTAL		ECOSYSTEM DEV		ADVISORY		REWARDS		LIQUIDITY	
Y	M	Unlocked	Locked up	Unlocked	Locked up	Unlocked	Locked up	Unlocked	Locked up	Unlocked	Locked up
2021	4	22.4%	77.6%	1.5%	13.5%	0.3%	9.7%	0.3%	9.7%	10.0%	0.0%
2021	5	24.6%	75.4%	2.0%	13.1%	0.7%	9.3%	0.7%	9.3%	10.0%	0.0%
2021	6	27.0%	73.0%	2.4%	12.6%	1.0%	9.0%	1.0%	9.0%	10.0%	0.0%
2021	7	31.4%	68.6%	2.9%	12.2%	1.3%	8.7%	1.3%	8.7%	10.0%	0.0%
2021	8	33.9%	66.1%	3.3%	11.7%	1.7%	8.3%	1.7%	8.3%	10.0%	0.0%
2021	9	36.3%	63.7%	3.8%	11.3%	2.0%	8.0%	2.0%	8.0%	10.0%	0.0%
2021	10	38.7%	61.3%	4.2%	10.8%	2.3%	7.7%	2.3%	7.7%	10.0%	0.0%
2021	11	41.2%	58.8%	4.7%	10.4%	2.7%	7.3%	2.7%	7.3%	10.0%	0.0%
2021	12	43.6%	56.4%	5.1%	9.9%	3.0%	7.0%	3.0%	7.0%	10.0%	0.0%
2022	1	48.1%	51.9%	5.6%	9.5%	3.3%	6.7%	3.3%	6.7%	10.0%	0.0%
2022	2	50.5%	49.5%	6.0%	9.0%	3.7%	6.3%	3.7%	6.3%	10.0%	0.0%
2022	3	52.9%	47.1%	6.5%	8.6%	4.0%	6.0%	4.0%	6.0%	10.0%	0.0%
2022	4	55.4%	44.6%	6.9%	8.1%	4.3%	5.7%	4.3%	5.7%	10.0%	0.0%
2022	5	57.8%	42.2%	7.4%	7.7%	4.7%	5.3%	4.7%	5.3%	10.0%	0.0%
2022	6	60.2%	39.8%	7.8%	7.2%	5.0%	5.0%	5.0%	5.0%	10.0%	0.0%
2022	7	64.7%	35.3%	8.3%	6.8%	5.3%	4.7%	5.3%	4.7%	10.0%	0.0%
2022	8	67.1%	32.9%	8.7%	6.3%	5.7%	4.3%	5.7%	4.3%	10.0%	0.0%
2022	9	69.6%	30.4%	9.2%	5.9%	6.0%	4.0%	6.0%	4.0%	10.0%	0.0%
2022	10	72.0%	28.0%	9.6%	5.4%	6.3%	3.7%	6.3%	3.7%	10.0%	0.0%
2022	11	74.4%	25.6%	10.1%	5.0%	6.7%	3.3%	6.7%	3.3%	10.0%	0.0%
2022	12	76.9%	23.1%	10.5%	4.5%	7.0%	3.0%	7.0%	3.0%	10.0%	0.0%
2023	1	81.3%	18.7%	11.0%	4.1%	7.3%	2.7%	7.3%	2.7%	10.0%	0.0%
2023	2	83.8%	16.2%	11.4%	3.6%	7.7%	2.3%	7.7%	2.3%	10.0%	0.0%
2023	3	86.2%	13.8%	11.9%	3.2%	8.0%	2.0%	8.0%	2.0%	10.0%	0.0%
2023	4	88.6%	11.4%	12.3%	2.7%	8.3%	1.7%	8.3%	1.7%	10.0%	0.0%
2023	5	91.1%	8.9%	12.8%	2.3%	8.7%	1.3%	8.7%	1.3%	10.0%	0.0%
2023	6	93.5%	6.5%	13.2%	1.8%	9.0%	1.0%	9.0%	1.0%	10.0%	0.0%
2023	7	96.0%	4.0%	13.7%	1.4%	9.3%	0.7%	9.3%	0.7%	10.0%	0.0%
2023	8	97.9%	2.1%	14.1%	0.9%	9.7%	0.3%	9.7%	0.3%	10.0%	0.0%
2023	9	100.0%	0.0%	15.0%	0.0%	10.0%	0.0%	10.0%	0.0%	10.0%	0.0%

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