Technology Comparison of EOS and Telos

Rotating Standby BPs

Telos	EOS
Top 30 standby BPs are regularly rotated into block production to test readiness. They are paid 50% the BP flat-rate. *Benefit: Improved network resiliency*	Not implemented

Removing non-producing BPs

Telos	EOS
Any BP that misses >15% of its assigned blocks in a given schedule is kicked and replaced with a standby BP. *Benefit: Improved network resiliency*	BPs cannot be removed for not-producing. Multiple non-producing BPs could lock up network.

Removing non-compliant BPs

Telos	EOS
BPs that are not compliant with minimum requirements or other rules are disqualified from service after 24 hours of non-compliance. *Benefit: Improved BP compliance*	BPs cannot be removed for non-compliance.

Inverse-weighted voting

Telos	EOS
Voters must vote for 30 BPs in order to receive the full weight of their staked votes. Voting just 1-4 BPs yields <1% of vote weight. *Benefit: Voting for a small number of BPs is discouraged*	Votes receive the same weight despite number cast. This allows large wallets to cast more weight to their affiliated BPs.

Stage-net

Telos	EOS
BPs are required to spin up a network to test all new code changes for >24 hours before moving into production (except critical security patches). *Benefit: Advance testing of new code in live environment*	Not implemented

IPFS

Telos	EOS
IPFS will be implemented at launch for governance and shortly thereafter for Dapps and users utilizing a IPFS resource token. Multiple IPFS services may exist. *Benefit: Users and Dapps will be able to store data on IPFS instead of just RAM and TX memos for better resource use*	Not implemented

REX

Telos	EOS
REX has been pre-approved in governance so that it can be implemented once the developers and BPs agree it is ready. *Benefit: Better resource usage and staking rewards for users*	A referendum is expected to be necessary before REX can be implemented.