

DeFi's Concentrated Liquidity From Scratch

Lecture 3 of 5

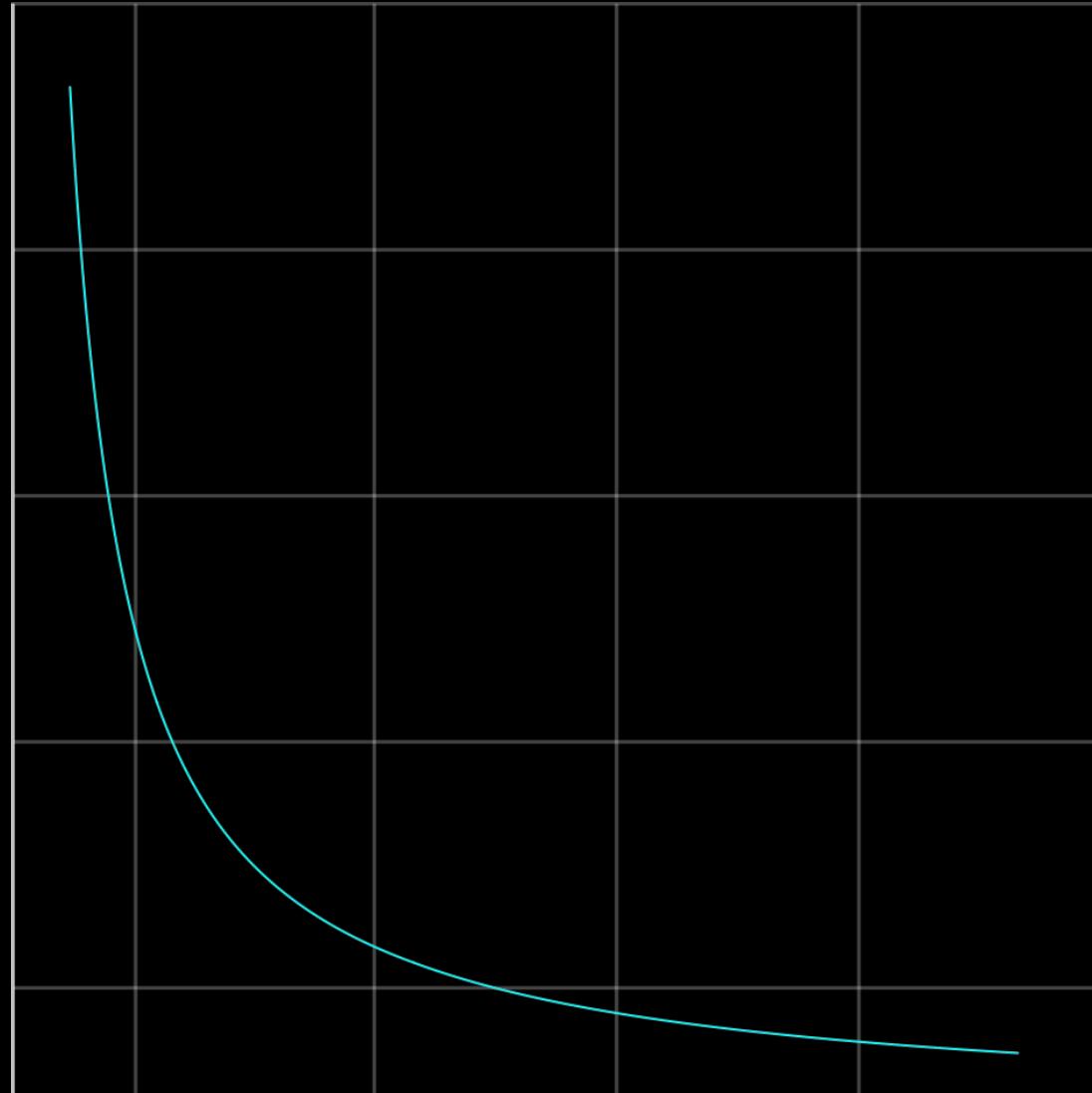
Mark. B. Richardson, Ph.D.

Project Lead, Bancor

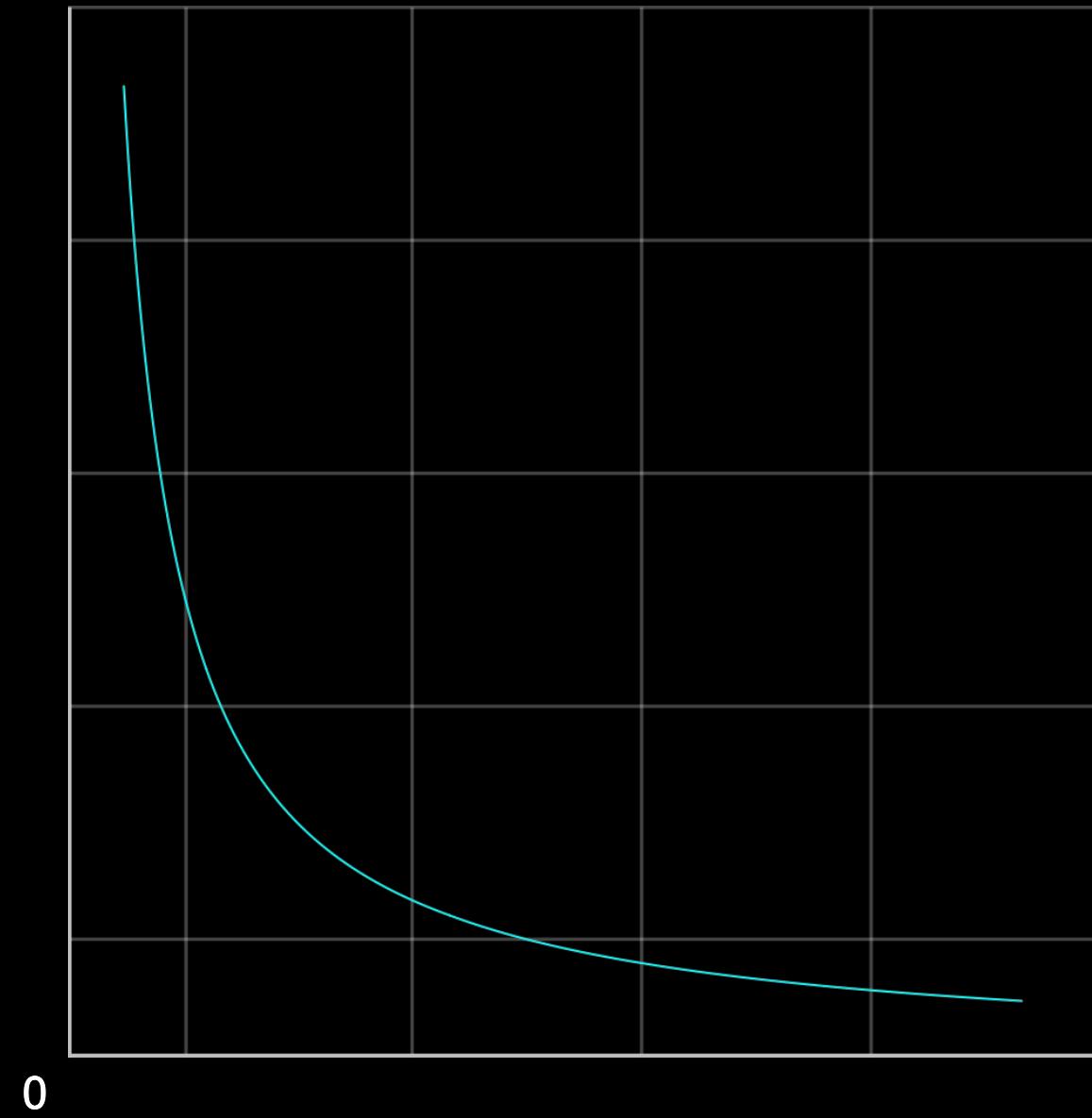


<General Discussion>

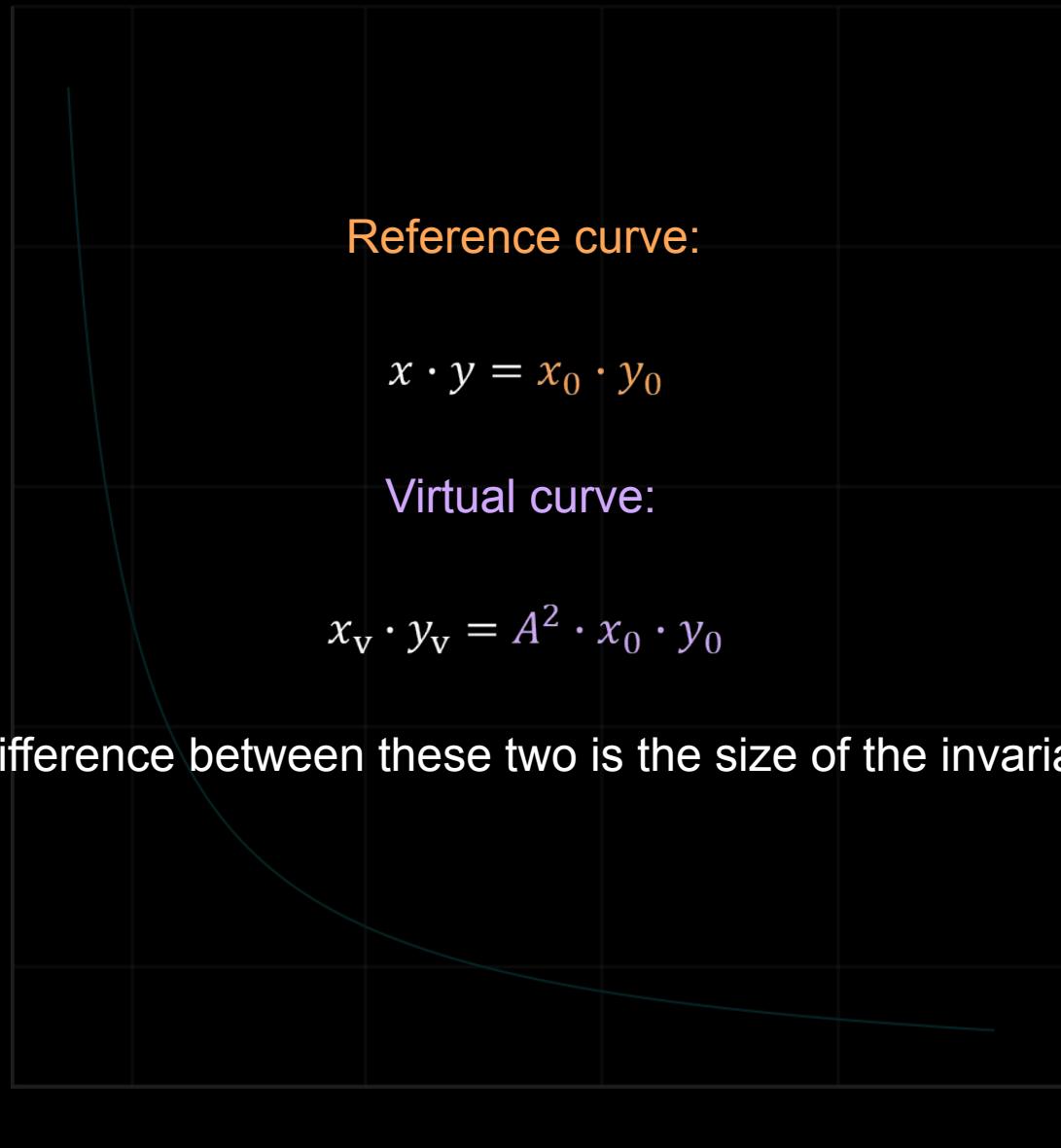
0



$$x \cdot y = constant$$



$$x \cdot y = \text{constant}$$

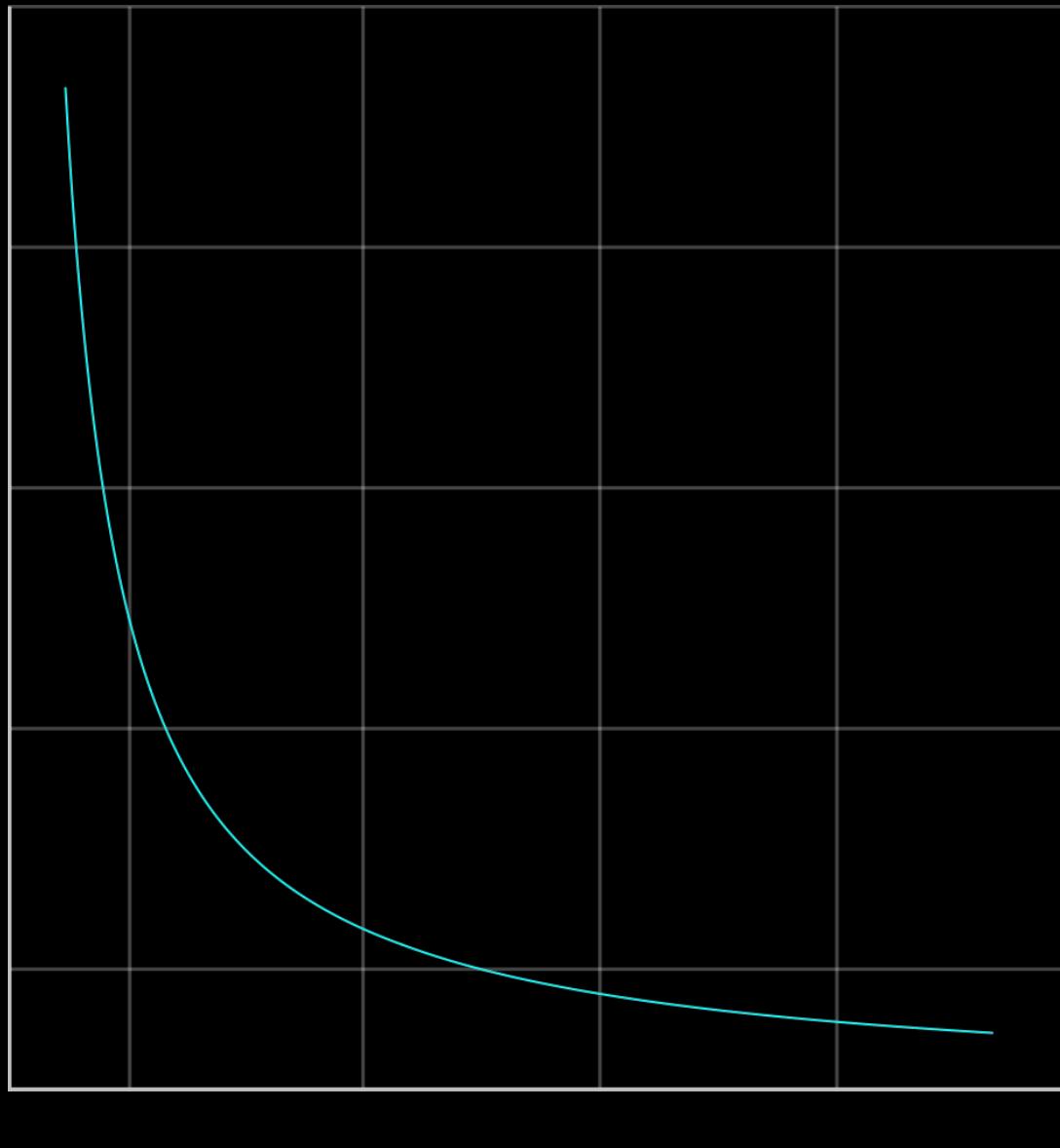


$$x \cdot y = \text{constant}$$

$$x \cdot y = 12$$

$$3 \cdot y = 12$$

$$y = \frac{12}{3} = 4$$



$$x = 0$$

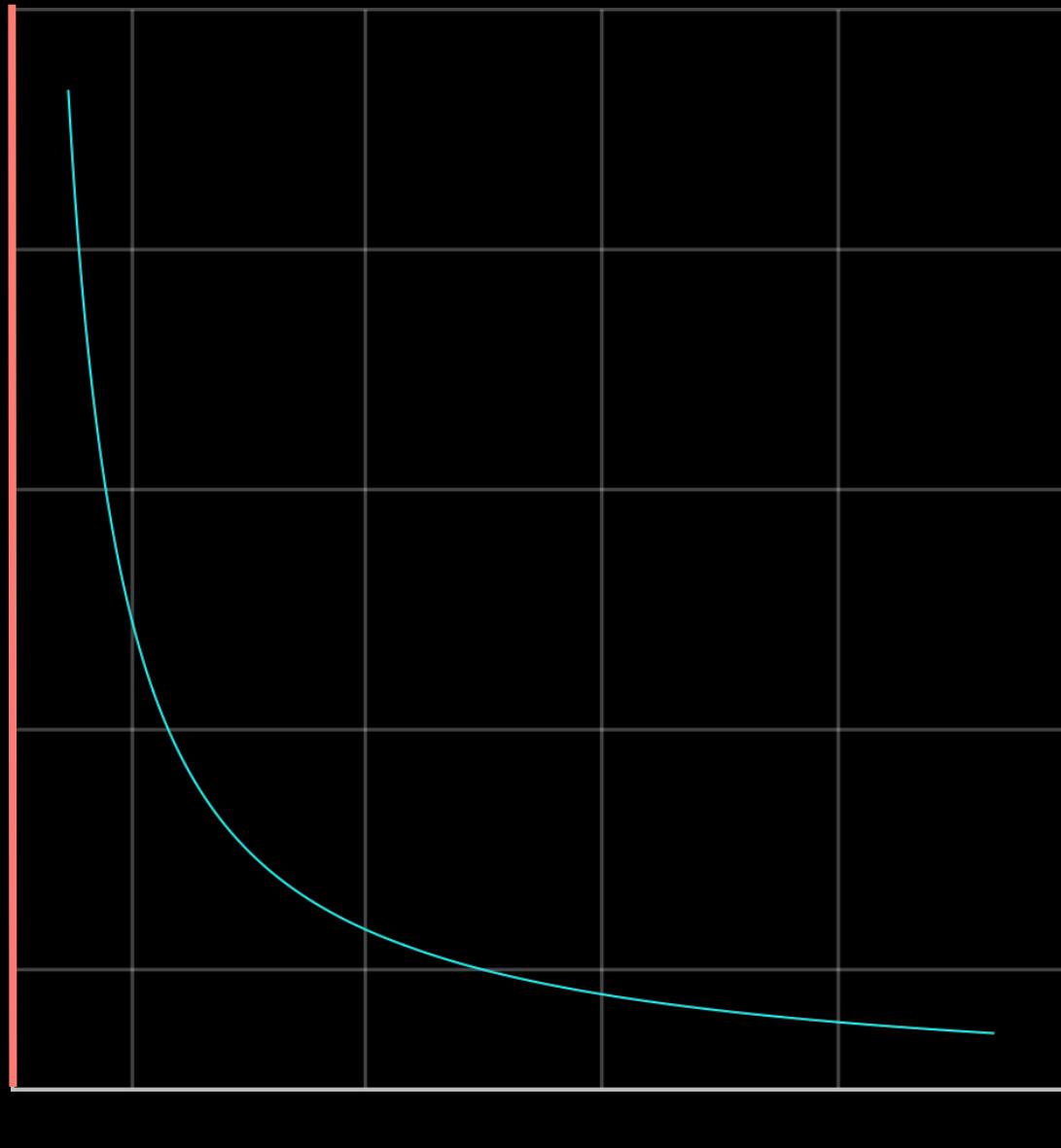
$$x \cdot y = \text{constant}$$

$$x \cdot y = 12$$

$$0 \cdot y = 12$$

$$y = \frac{12}{0} = \text{undefined}$$

$\therefore x = 0$ is an asymptote



$$x = 0$$

$$x \cdot y = \text{constant}$$

$$x \cdot y = 12$$

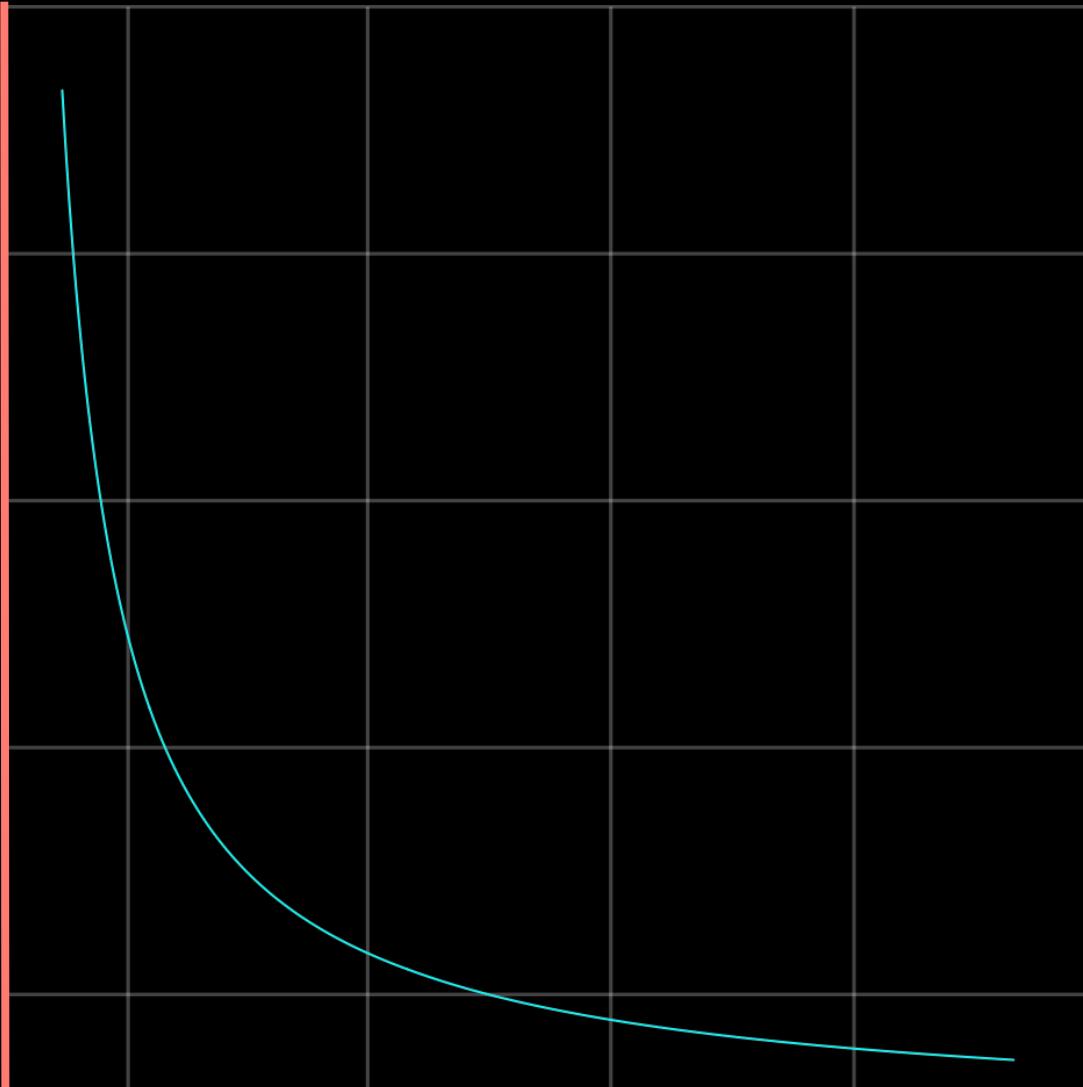
$$x \cdot 0 = 12$$

$$x = \frac{12}{0} = \text{undefined}$$

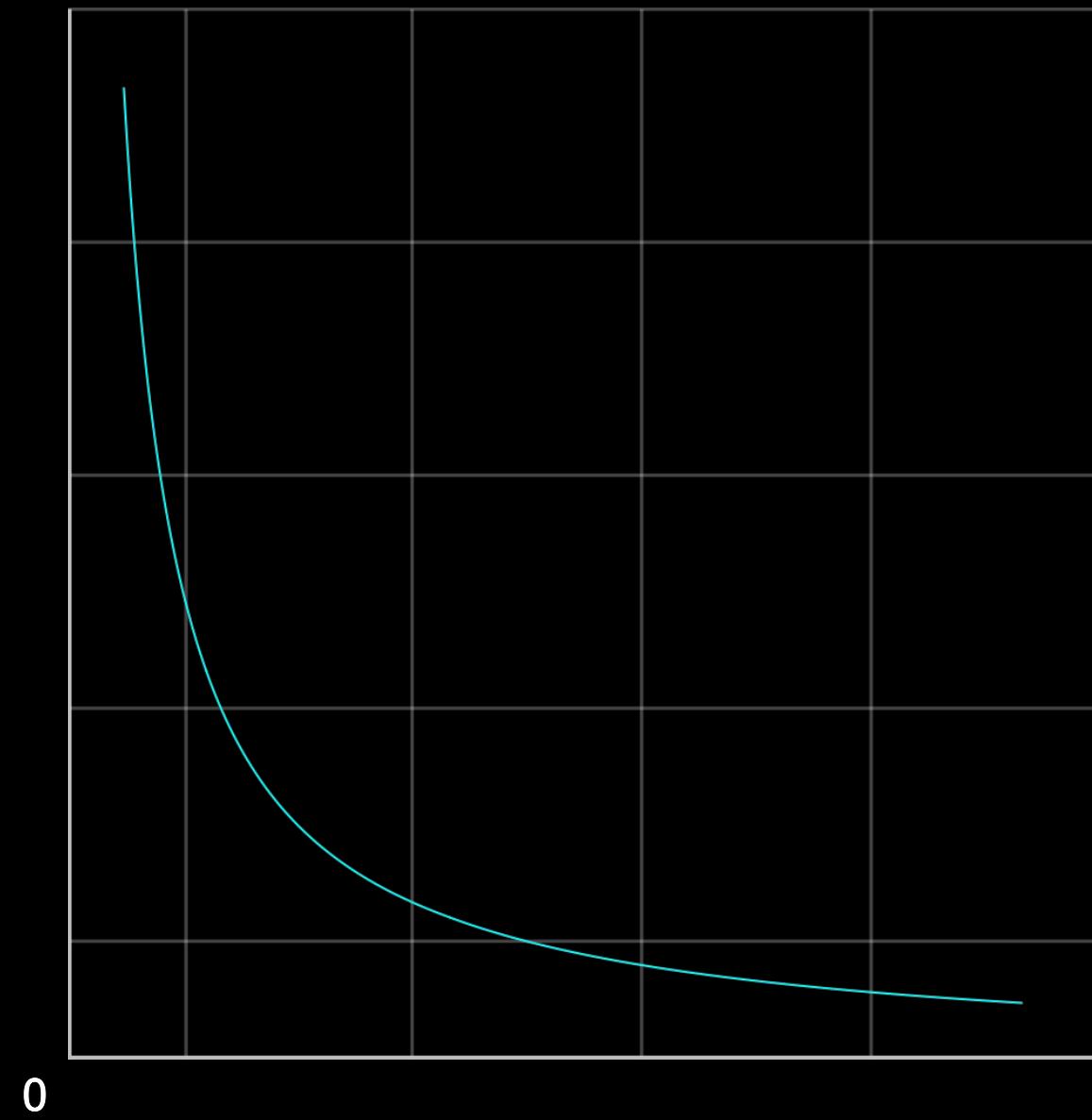
$\therefore y = 0$ is an asymptote

0

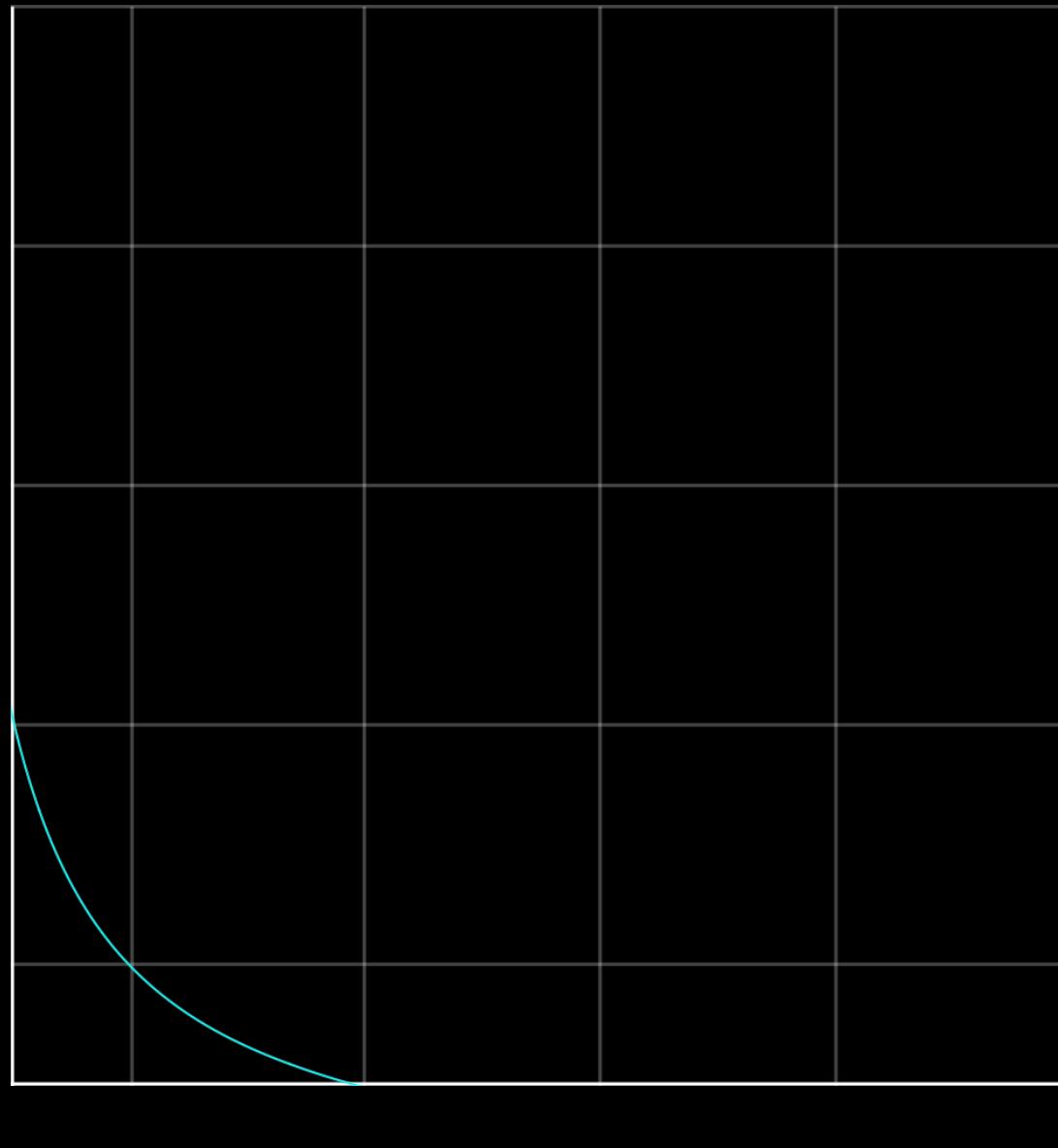
$$y = 0$$



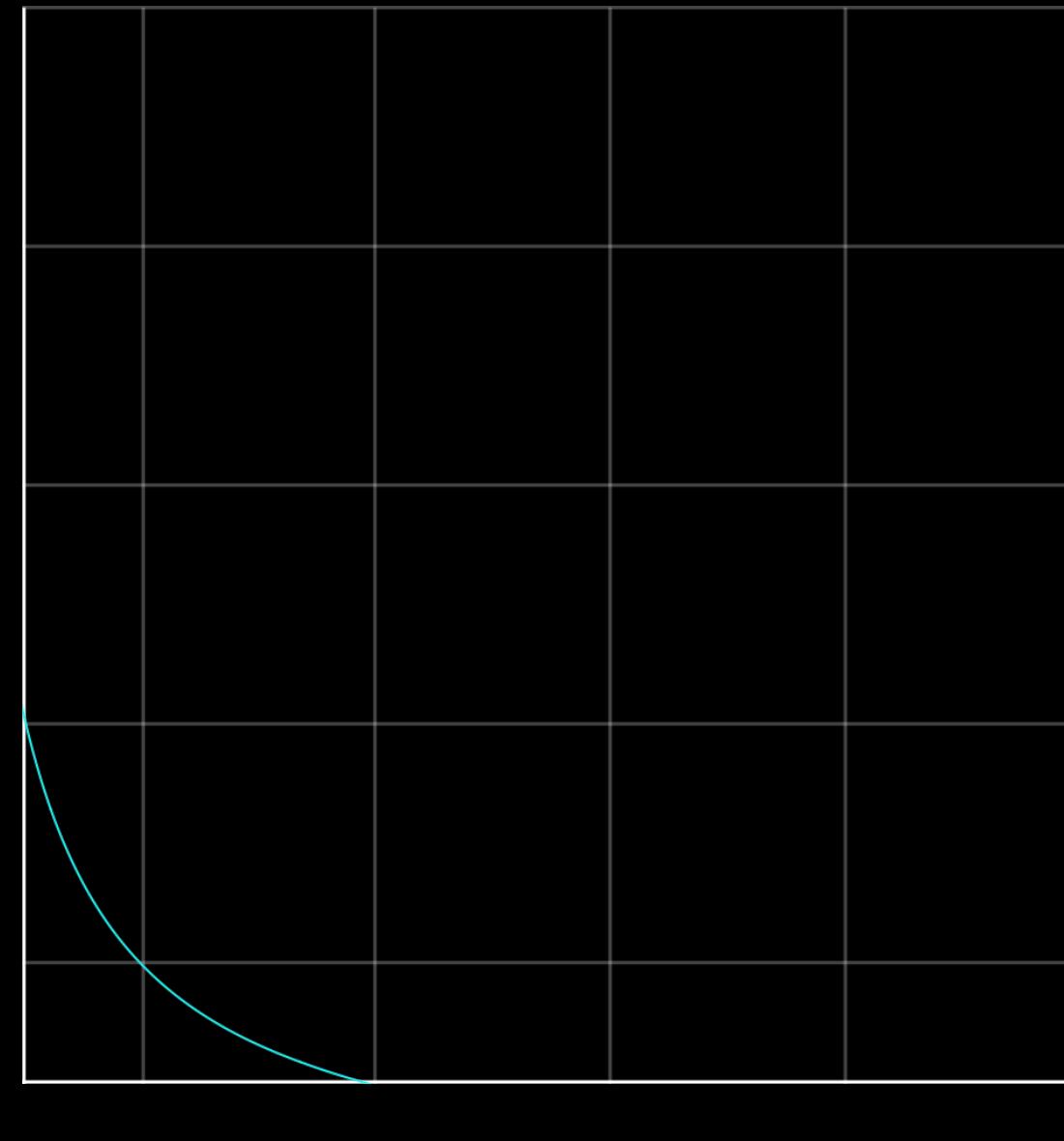
$$x \cdot y = constant$$



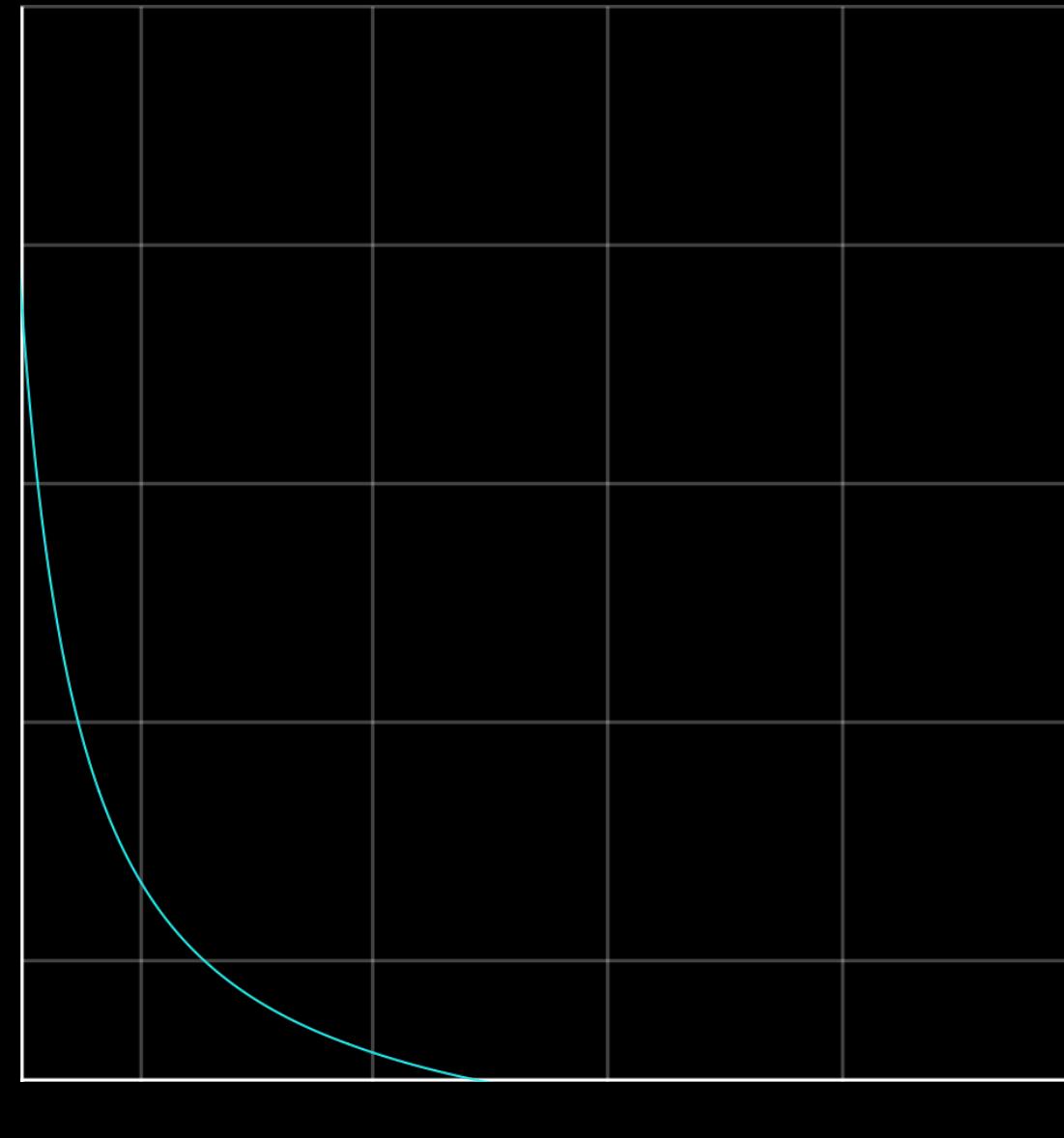
~~$x \cdot y = \text{constant}$~~



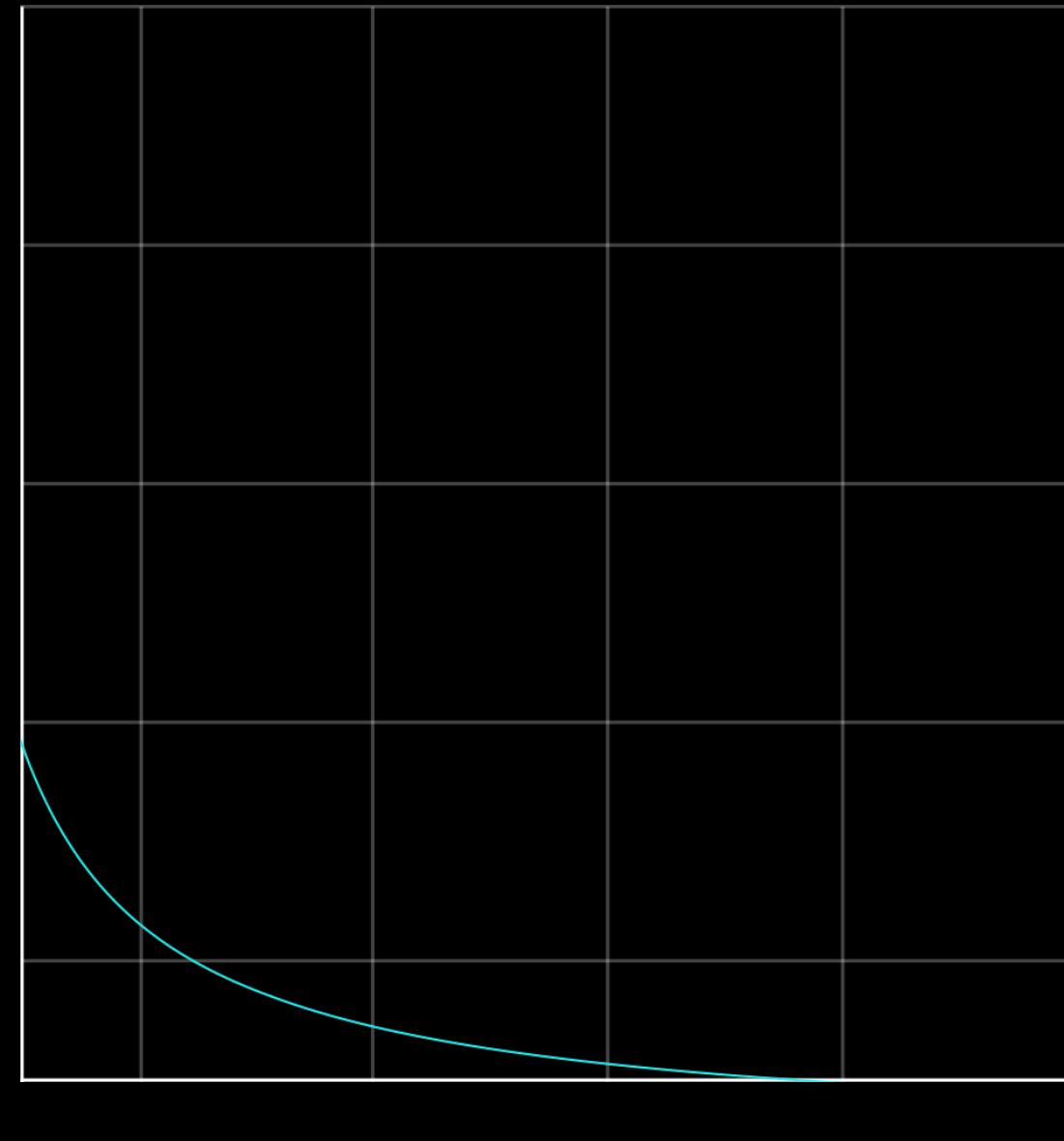
$$(x + H) \cdot (y + V) = constant$$



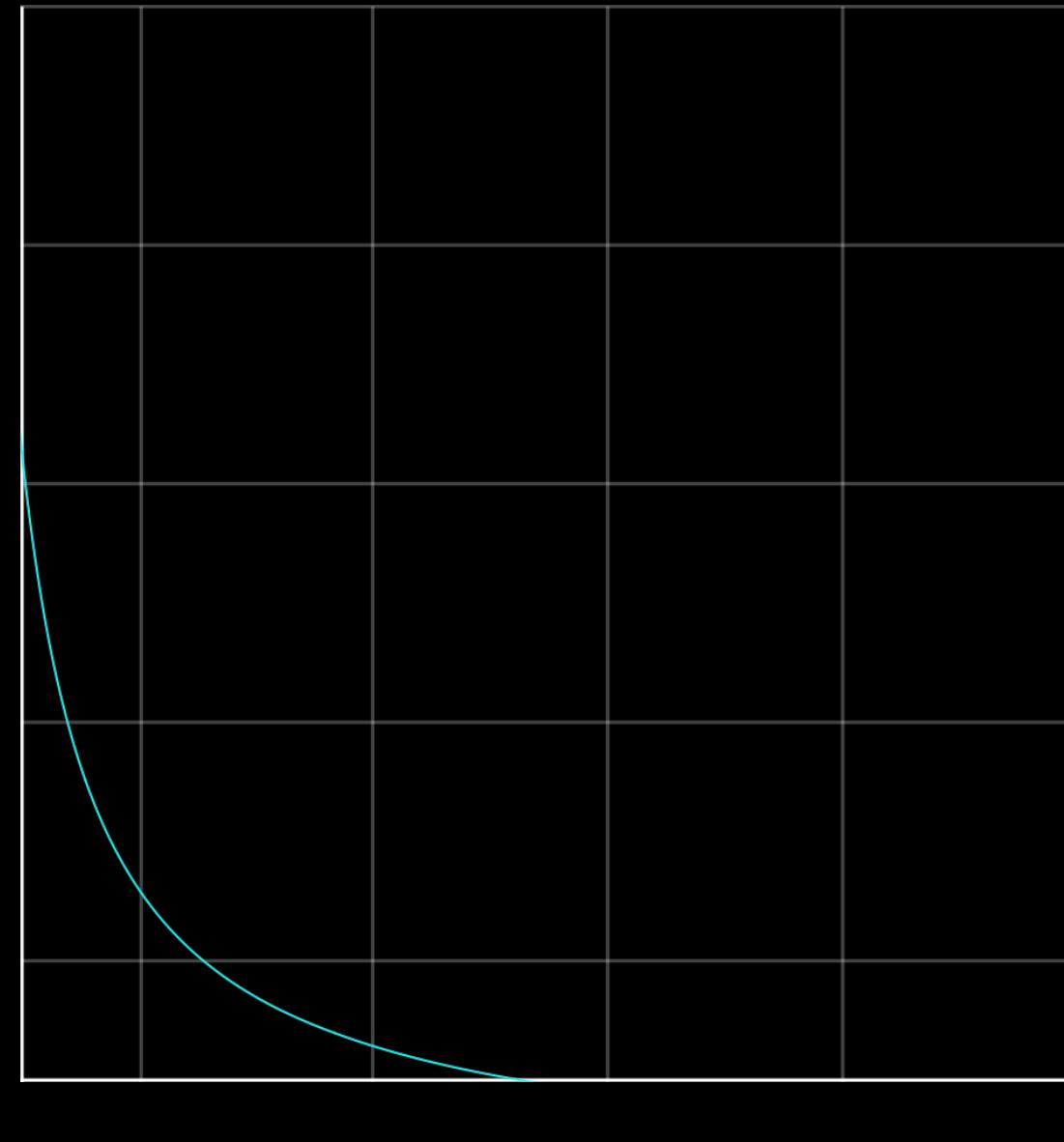
$$(x + H) \cdot (y + V) = constant$$



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$$(x + H) \cdot (y + V) = constant$$



$$(x + H) \cdot (y + V) = \text{constant}$$

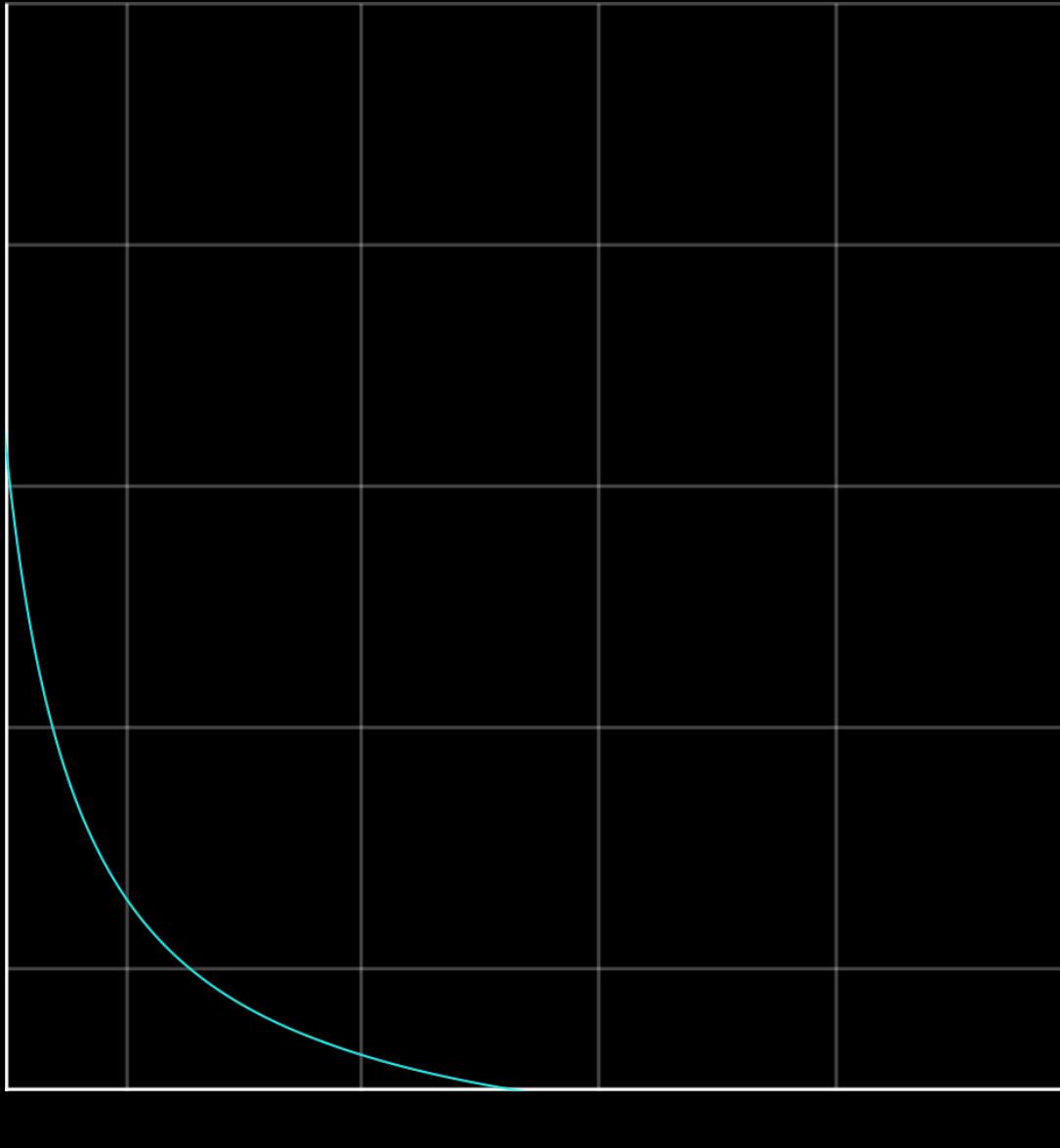
$$(0 + H) \cdot (y + V) = \text{constant}$$

$$y + V = \frac{\text{constant}}{H}$$

$$y = \frac{\text{constant}}{H} - V$$

$\therefore x = 0$ is not an asymptote

What if $x = -H$?



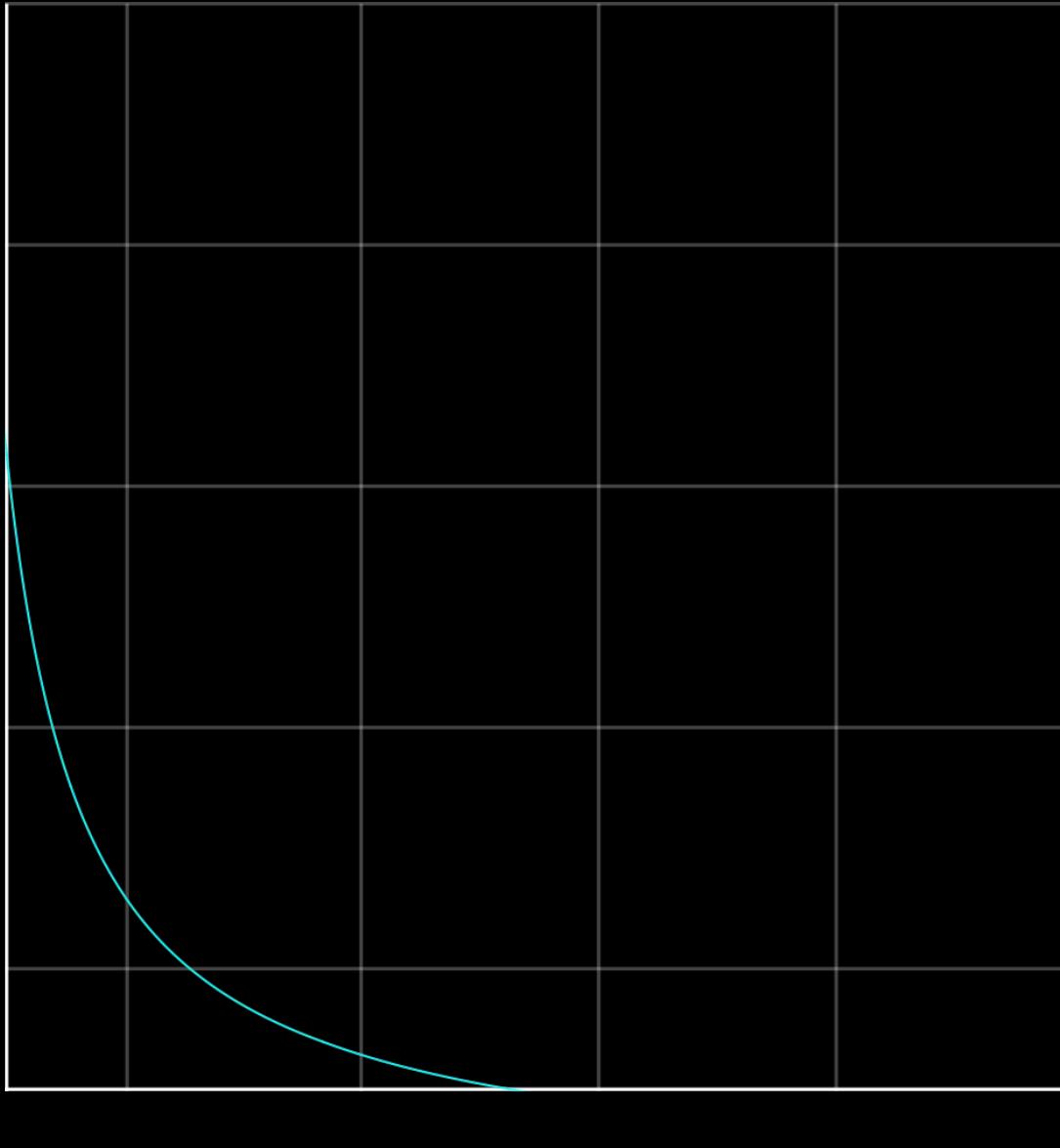
$$(x + H) \cdot (y + V) = \text{constant}$$

$$(-H + H) \cdot (y + V) = \text{constant}$$

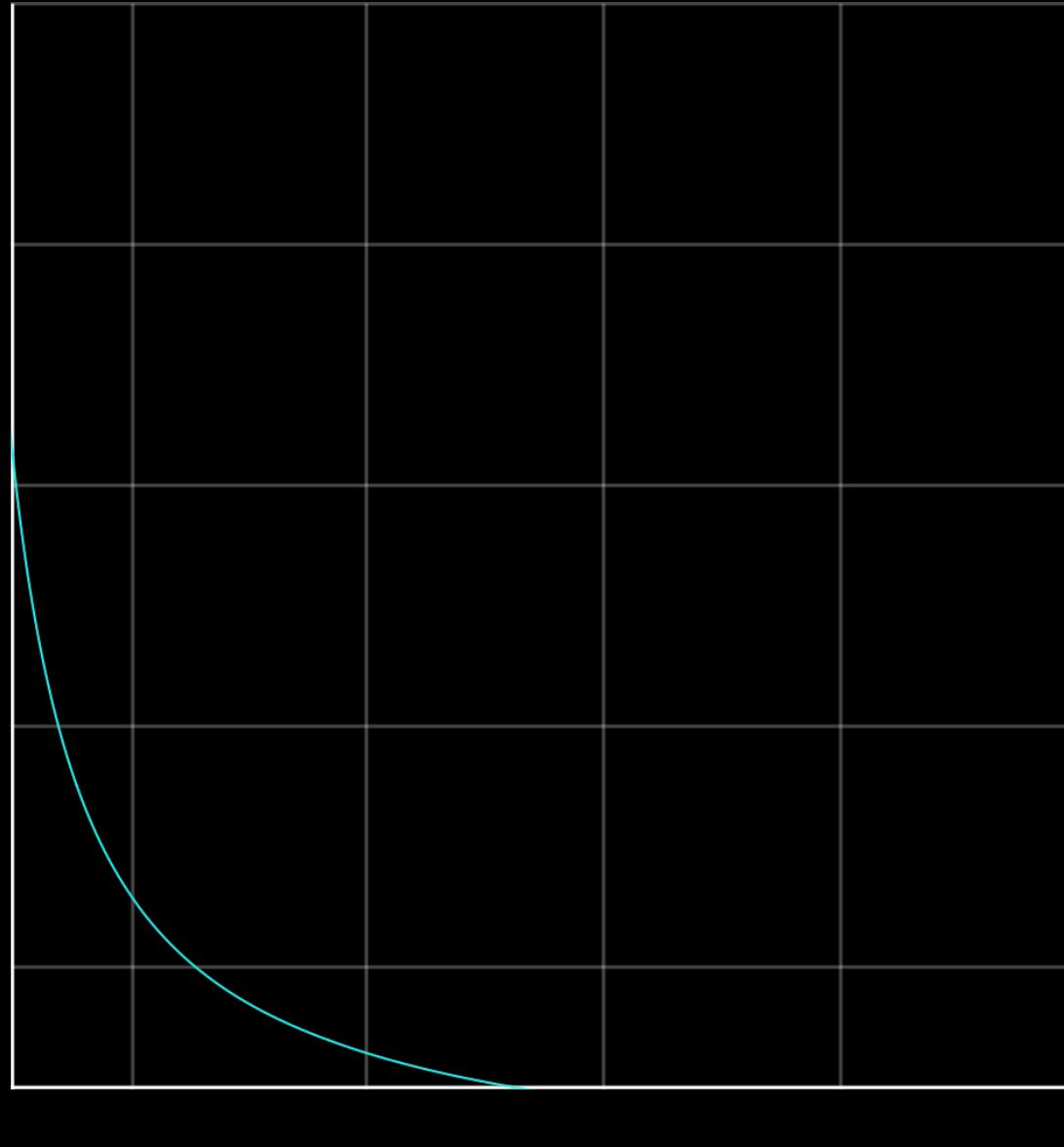
$$y + V = \frac{\text{constant}}{0} = \text{undefined}$$

$\therefore x = -H$ is an asymptote.

But *where* is that?



$$(x + H) \cdot (y + V) = constant$$



But *where* is that?

$$x = -H$$

$$(x + H) \cdot (y + V) = constant$$

But *where* is that?

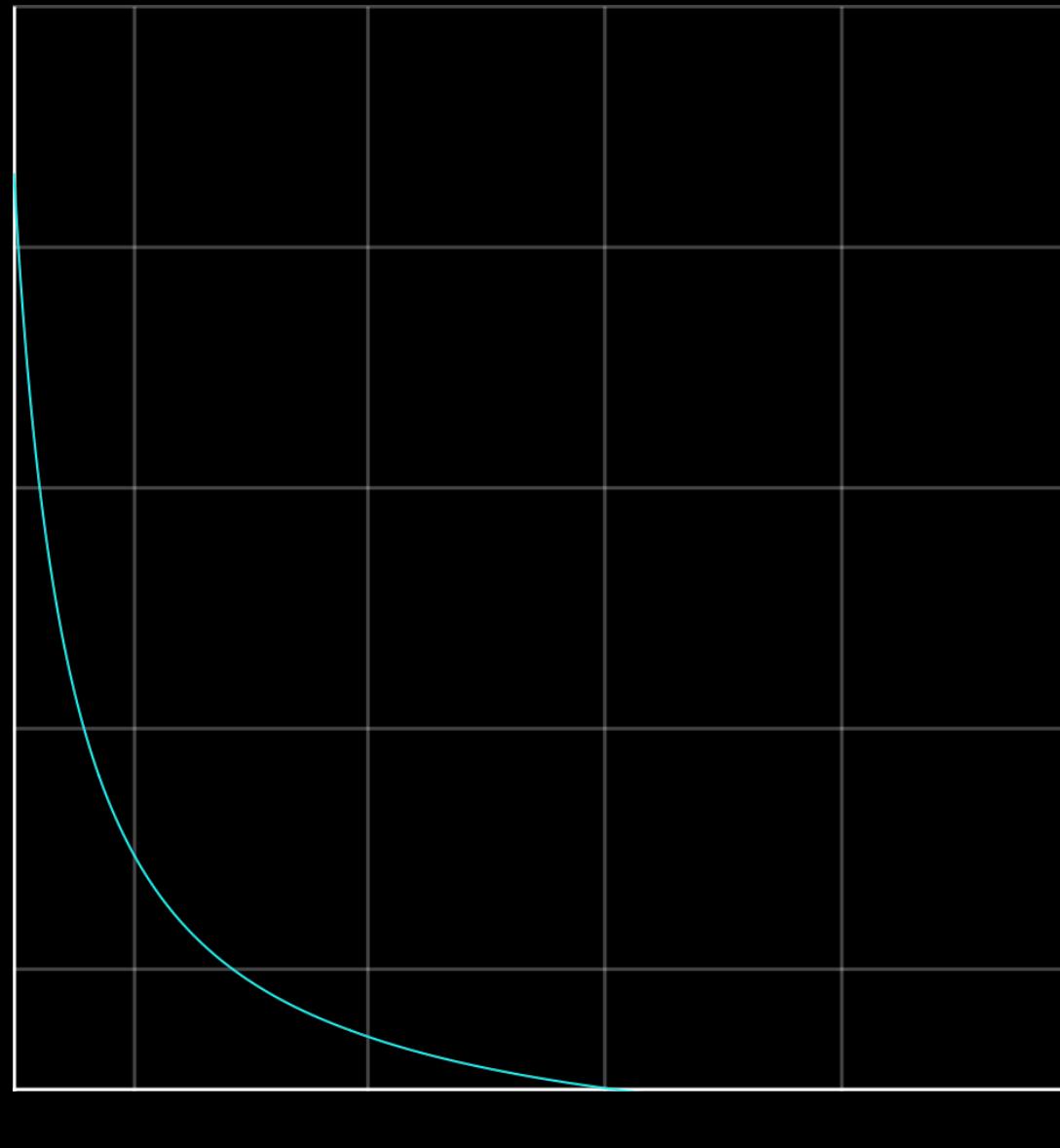
0

$$y = -V$$

$$x \cdot y = \text{constant} \longrightarrow (x + H) \cdot (y + V) = \text{constant}$$



$$x \cdot y = constant \longrightarrow (x + H) \cdot (y + V) = constant$$



<Desmos>

$$x \cdot y = \text{constant}_1$$

$$x \cdot y = x_0 \cdot y_0$$

“Start with the canonical case...”

$$x \cdot y = \text{constant}_1$$
$$x \cdot y = \text{constant}_2 \cdot \text{constant}_1$$

$$x \cdot y = x_0 \cdot y_0$$

$$x_v \cdot y_v = A^2 \cdot x_0 \cdot y_0$$

“Start with the canonical case...”

“...then make the curve larger.”

$$x \cdot y = \text{constant}_1$$

$$x \cdot y = \text{constant}_2 \cdot \text{constant}_1$$

$$(x + H) \cdot (y + V) = \text{constant}_2 \cdot \text{constant}_1$$

$$x \cdot y = x_0 \cdot y_0$$

$$x_v \cdot y_v = A^2 \cdot x_0 \cdot y_0$$

$$(x + x_0 \cdot (A - 1)) \cdot (y + y_0 \cdot (A - 1)) = A^2 \cdot x_0 \cdot y_0$$

“Start with the canonical case...”

“...then make the curve larger.”

“Then move it left and down so that its coordinates correspond 1:1 with token balances.”

reference curve

virtual curve

real curve

$$x \cdot y = \text{constant}_1$$

$$x \cdot y = \text{constant}_2 \cdot \text{constant}_1$$

$$(x + H) \cdot (y + V) = \text{constant}_2 \cdot \text{constant}_1$$

$$x \cdot y = x_0 \cdot y_0$$

$$x_v \cdot y_v = A^2 \cdot x_0 \cdot y_0$$

$$(x + x_0 \cdot (A - 1)) \cdot (y + y_0 \cdot (A - 1)) = A^2 \cdot x_0 \cdot y_0$$

reference curve

virtual curve

real curve

$$x \cdot y = \text{constant}_1$$

$$x \cdot y = \text{constant}_2 \cdot \text{constant}_1$$

$$(x + H) \cdot (y + V) = \text{constant}_2 \cdot \text{constant}_1$$

$$x \cdot y = x_0 \cdot y_0$$

$$x_v \cdot y_v = A^2 \cdot x_0 \cdot y_0$$

$$(x + x_0 \cdot (A - 1)) \cdot (y + y_0 \cdot (A - 1)) = A^2 \cdot x_0 \cdot y_0$$

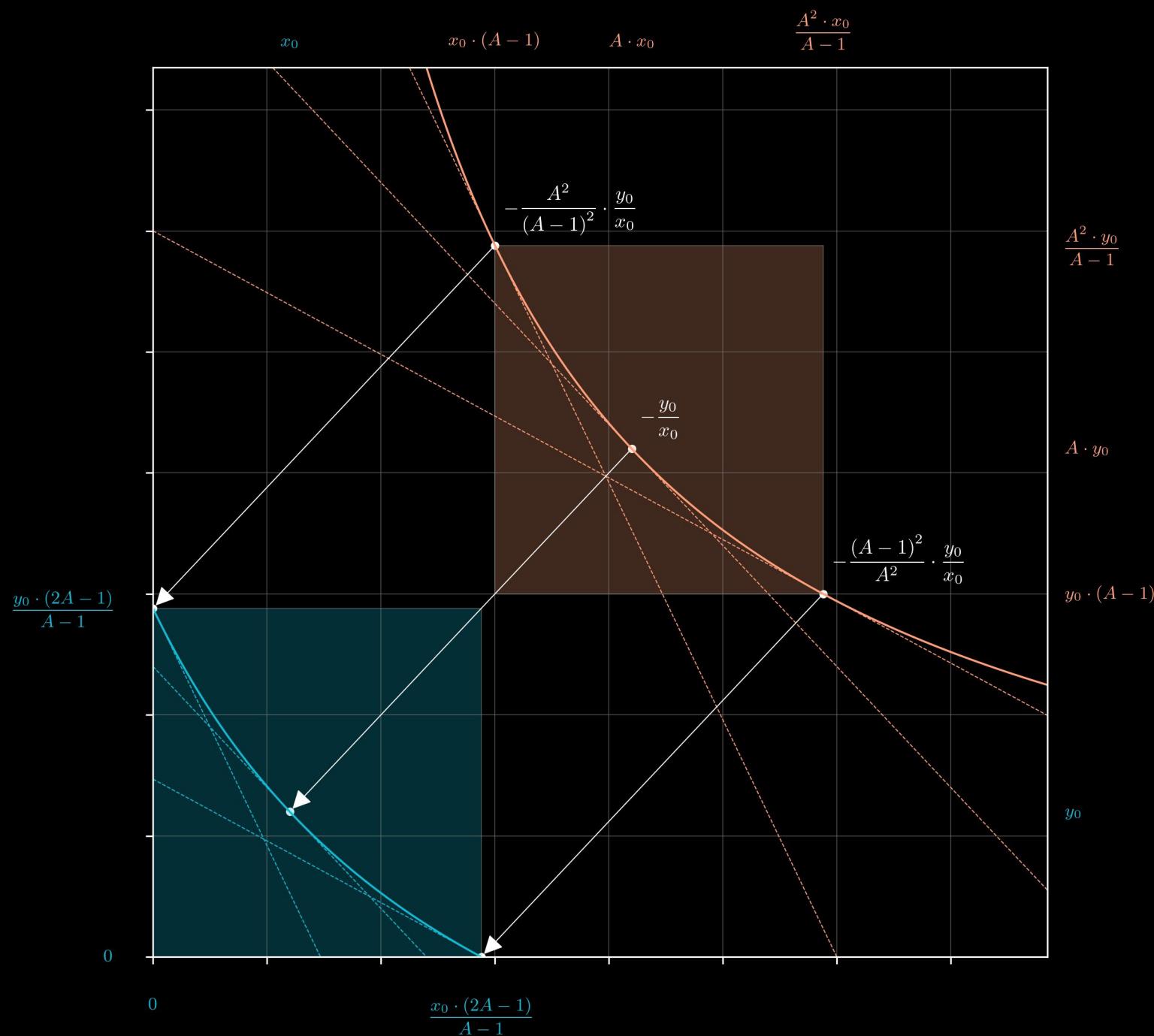
$$x_{\text{asym}} = -x_0 \cdot (A - 1)$$

$$y_{\text{asym}} = -y_0 \cdot (A - 1)$$

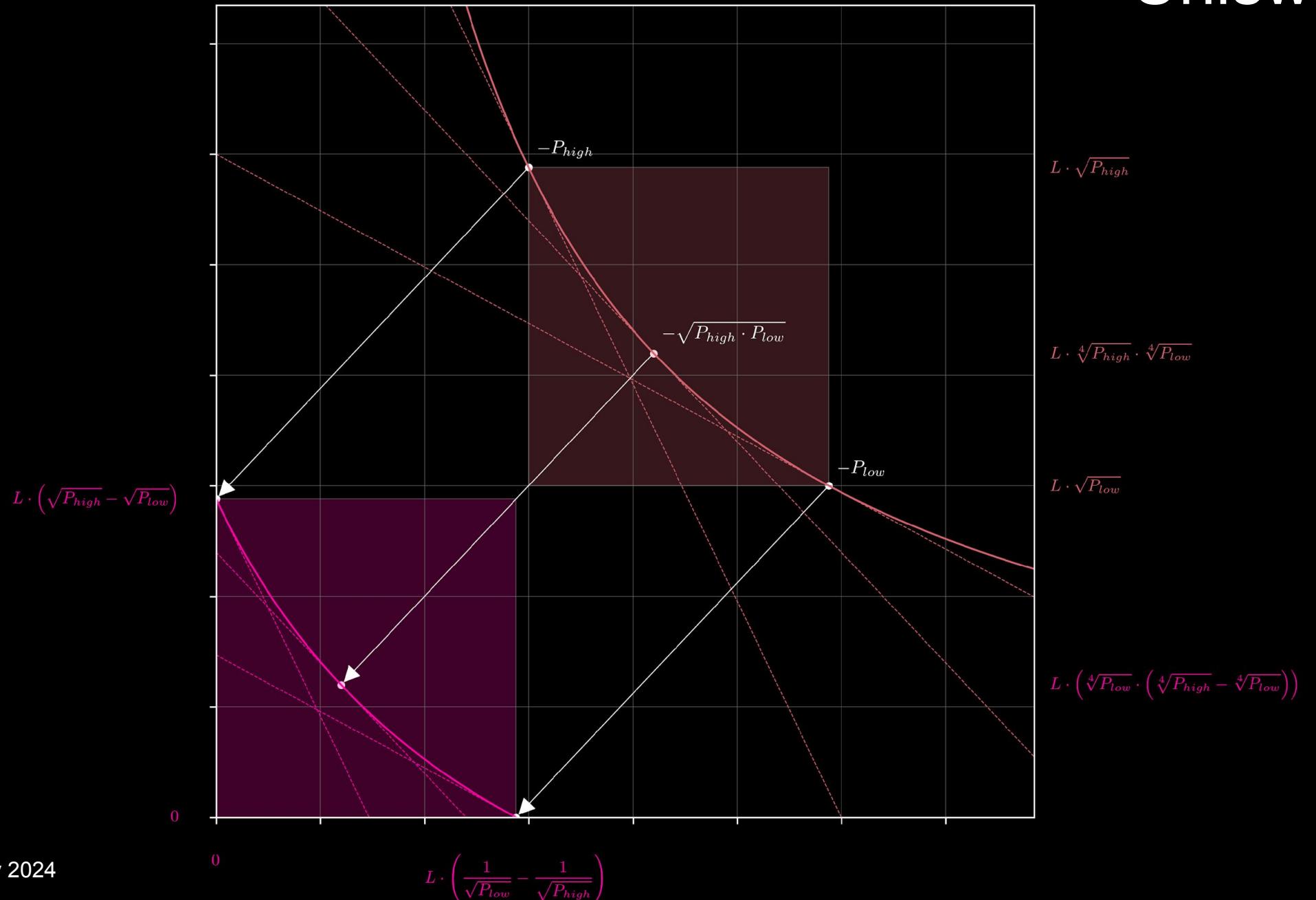
$$\frac{y_{\text{asym}} = -y_0 \cdot (A - 1)}{x_{\text{asym}} = -x_0 \cdot (A - 1)} = \frac{-y_0 \cdot (A - 1)}{-x_0 \cdot (A - 1)} = \frac{y_{\text{asym}}}{x_{\text{asym}}} = \frac{y_0}{x_0} = P_0 = \frac{y_{\text{int}}}{x_{\text{int}}} = \sqrt{P_{\text{high}} \cdot P_{\text{low}}}$$

<\General Theory>

Bancor v2



Uniswap v3

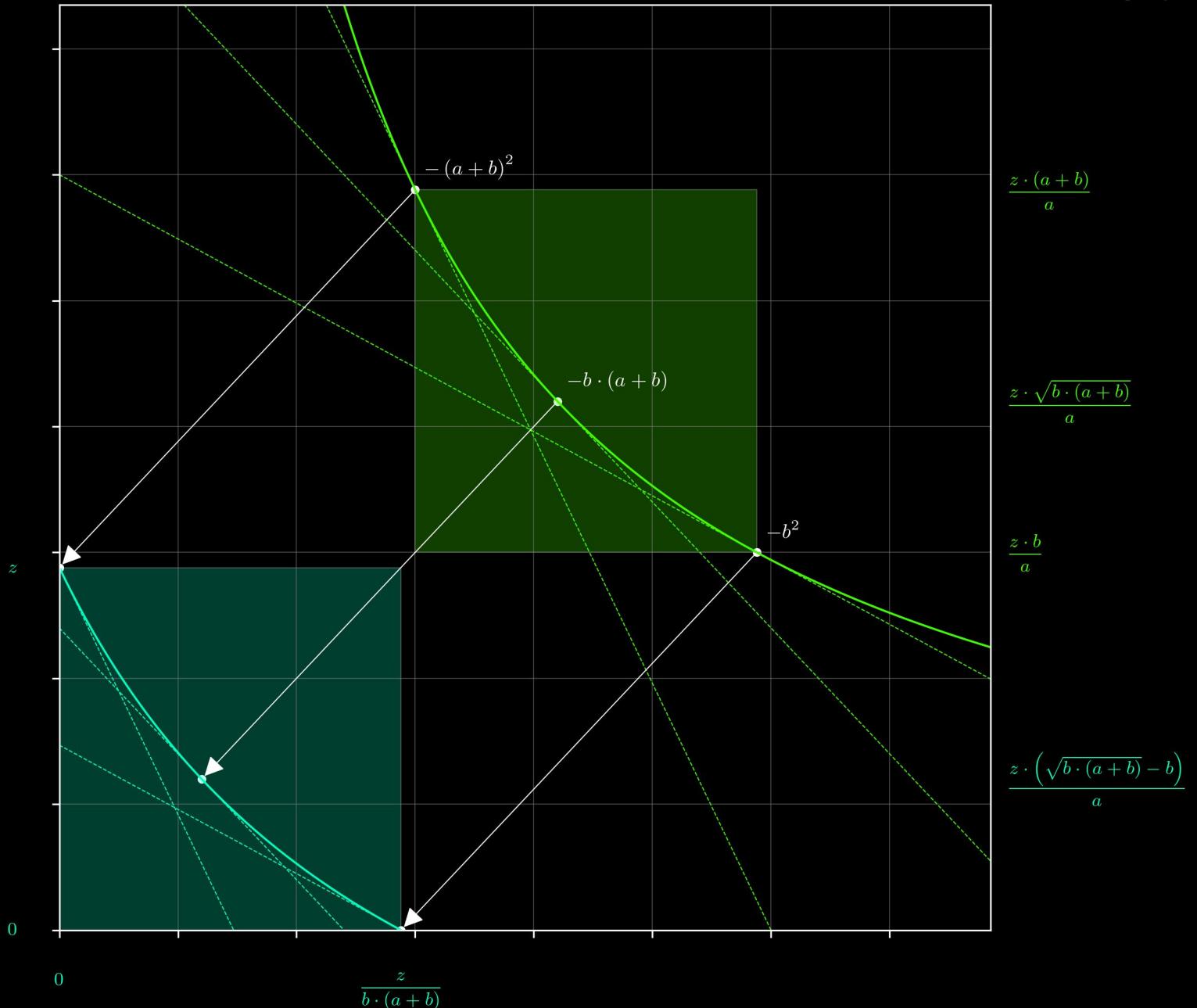


$$\frac{z \cdot (\sqrt{b \cdot (a+b)} - b)}{a \cdot b \cdot (a+b)}$$

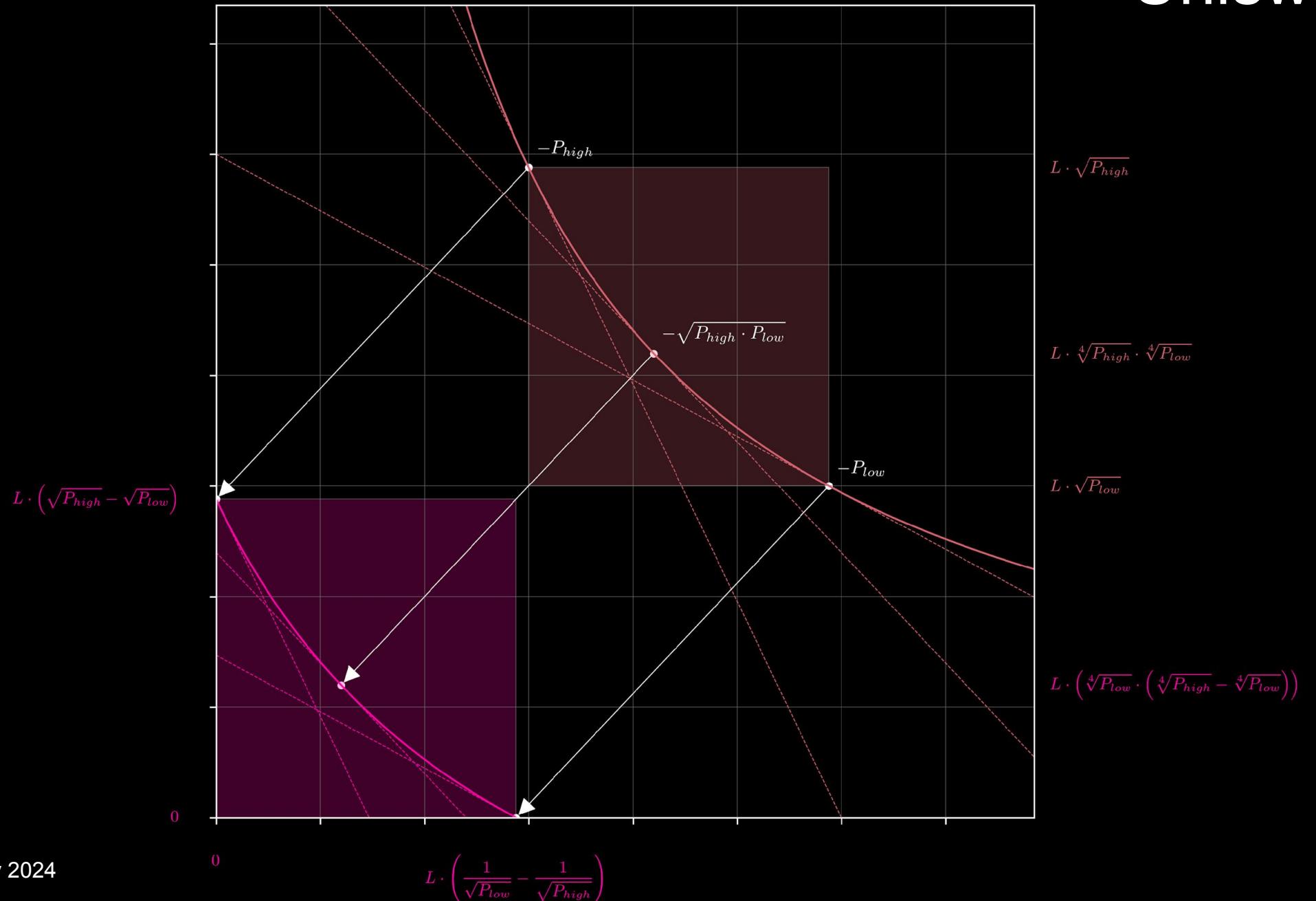
$$\frac{z}{a \cdot (a+b)}$$

$$\frac{z}{a \cdot \sqrt{b \cdot (a+b)}}$$

$$\frac{z}{a \cdot b}$$



Uniswap v3



<Uniswap v3>

$$(x + x_0 \cdot (A - 1)) \cdot (y + y_0 \cdot (A - 1)) = A^2 \cdot x_0 \cdot y_0$$

$$P_{\text{high}} = \frac{A^2}{(A - 1)^2} \cdot \frac{y_0}{x_0} \rightarrow \sqrt{P_{\text{high}}} = \frac{A}{A - 1} \cdot \frac{\sqrt{y_0}}{\sqrt{x_0}} \rightarrow A - 1 = \frac{A}{\sqrt{P_{\text{high}}}} \cdot \frac{\sqrt{y_0}}{\sqrt{x_0}}$$

$$P_{\text{low}} = \frac{(A - 1)^2}{A^2} \cdot \frac{y_0}{x_0} \rightarrow \sqrt{P_{\text{low}}} = \frac{A - 1}{A} \cdot \frac{\sqrt{y_0}}{\sqrt{x_0}} \rightarrow \frac{1}{A - 1} = \frac{1}{\sqrt{P_{\text{low}}} \cdot A} \cdot \frac{\sqrt{y_0}}{\sqrt{x_0}} \rightarrow A - 1 = \sqrt{P_{\text{low}}} \cdot A \cdot \frac{\sqrt{x_0}}{\sqrt{y_0}}$$

$$A - 1 = \frac{A}{\sqrt{P_{\text{high}}}} \cdot \frac{\sqrt{y_0}}{\sqrt{x_0}}$$

$$A - 1 = \sqrt{P_{\text{low}}} \cdot A \cdot \frac{\sqrt{x_0}}{\sqrt{y_0}}$$

$$(x + x_0 \cdot (A - 1)) \cdot (y + y_0 \cdot (A - 1)) = A^2 \cdot x_0 \cdot y_0$$

$$\left(x + x_0 \cdot \frac{A}{\sqrt{P_{\text{high}}}} \cdot \frac{\sqrt{y_0}}{\sqrt{x_0}} \right) \cdot \left(y + y_0 \cdot \sqrt{P_{\text{low}}} \cdot A \cdot \frac{\sqrt{x_0}}{\sqrt{y_0}} \right) = A^2 \cdot x_0 \cdot y_0$$

$$\left(x + x_0 \cdot \frac{A}{\sqrt{P_{\text{high}}}} \cdot \frac{\sqrt{y_0}}{\sqrt{x_0}} \right) \cdot \left(y + y_0 \cdot \sqrt{P_{\text{low}}} \cdot A \cdot \frac{\sqrt{x_0}}{\sqrt{y_0}} \right) = A^2 \cdot x_0 \cdot y_0$$

$$\left(x + x_0 \cdot \frac{A}{\sqrt{P_{\text{high}}}} \cdot \frac{\sqrt{y_0}}{\sqrt{x_0}} \right) \cdot \left(y + y_0 \cdot \sqrt{P_{\text{low}}} \cdot A \cdot \frac{\sqrt{x_0}}{\sqrt{y_0}} \right) = A^2 \cdot x_0 \cdot y_0$$



$$\left(x + \frac{A \cdot \sqrt{x_0} \cdot \sqrt{y_0}}{\sqrt{P_{\text{high}}}} \right) \cdot \left(y + A \cdot \sqrt{x_0} \cdot \sqrt{y_0} \cdot \sqrt{P_{\text{low}}} \right) = A^2 \cdot x_0 \cdot y_0$$

$$A \cdot \sqrt{x_0} \cdot \sqrt{y_0} = L$$
$$\left(x + \frac{A \cdot \sqrt{x_0} \cdot \sqrt{y_0}}{\sqrt{P_{\text{high}}}} \right) \cdot \left(y + A \cdot \sqrt{x_0} \cdot \sqrt{y_0} \cdot \sqrt{P_{\text{low}}} \right) = A^2 \cdot x_0 \cdot y_0$$

$$\begin{array}{c}
 A \cdot \sqrt{x_0} \cdot \sqrt{y_0} = L \\
 \downarrow \\
 \left(x + \frac{A \cdot \sqrt{x_0} \cdot \sqrt{y_0}}{\sqrt{P_{\text{high}}}} \right) \cdot \left(y + A \cdot \sqrt{x_0} \cdot \sqrt{y_0} \cdot \sqrt{P_{\text{low}}} \right) = A^2 \cdot x_0 \cdot y_0 \\
 \swarrow \quad \searrow \\
 \left(x + \frac{L}{\sqrt{P_{\text{high}}}} \right) \cdot \left(y + L \cdot \sqrt{P_{\text{low}}} \right) = L^2
 \end{array}$$

Bancor v2

$$(x + x_0 \cdot (A - 1)) \cdot (y + y_0 \cdot (A - 1)) = A^2 \cdot x_0 \cdot y_0$$

Uniswap v3

$$\left(x + \frac{L}{\sqrt{P_{\text{high}}}} \right) \cdot \left(y + L \cdot \sqrt{P_{\text{low}}} \right) = L^2$$

Both are defined by three constants:

- A, x_0, y_0
- $L, \sqrt{P_{\text{high}}}, \sqrt{P_{\text{low}}}$

Both refer to the same object.

Bancor v2

Uniswap v3

$(x + x_0 \cdot (A - 1)) \cdot (y + y_0 \cdot (A - 1)) = L^2$

Why reparametrize the invariant?

$$\left(\frac{x}{\sqrt{P_{\text{high}}}} + \frac{x_0}{\sqrt{P_{\text{high}}}} \right) \left(\frac{y}{\sqrt{P_{\text{low}}}} + \frac{y_0}{\sqrt{P_{\text{low}}}} \right) = L^2$$

Both are defined by three constants:

- A, x_0, y_0
- $L, \sqrt{P_{\text{high}}}, \sqrt{P_{\text{low}}}$

Both refer to the same object.

BankerW2 Why reparametrize the invariant?

$$(x + x_0 \cdot (A - 1)) \cdot (y + y_0 \cdot (A - 1)) = L^2$$

Discussion

$$\left(c + \frac{L}{\sqrt{P_{\text{high}}}} \right) \cdot \left(y + L \cdot \sqrt{P_{\text{low}}} \right) = L^2$$

Both are defined by three constants:

- A, x_0, y_0
- $L, \sqrt{P_{\text{high}}}, \sqrt{P_{\text{low}}}$

Both refer to the same object.

BankrollWhy reparametrize the invariant?

$$(x + x_0 \cdot (A - 1)) \cdot (y + y_0 \cdot (A - 1)) = A^2 \cdot x_0 \cdot y_0$$

$$\left(x + \frac{L}{\sqrt{P_{\text{high}}}} \right) \cdot \left(y + L \cdot \sqrt{P_{\text{low}}} \right) = L^2$$

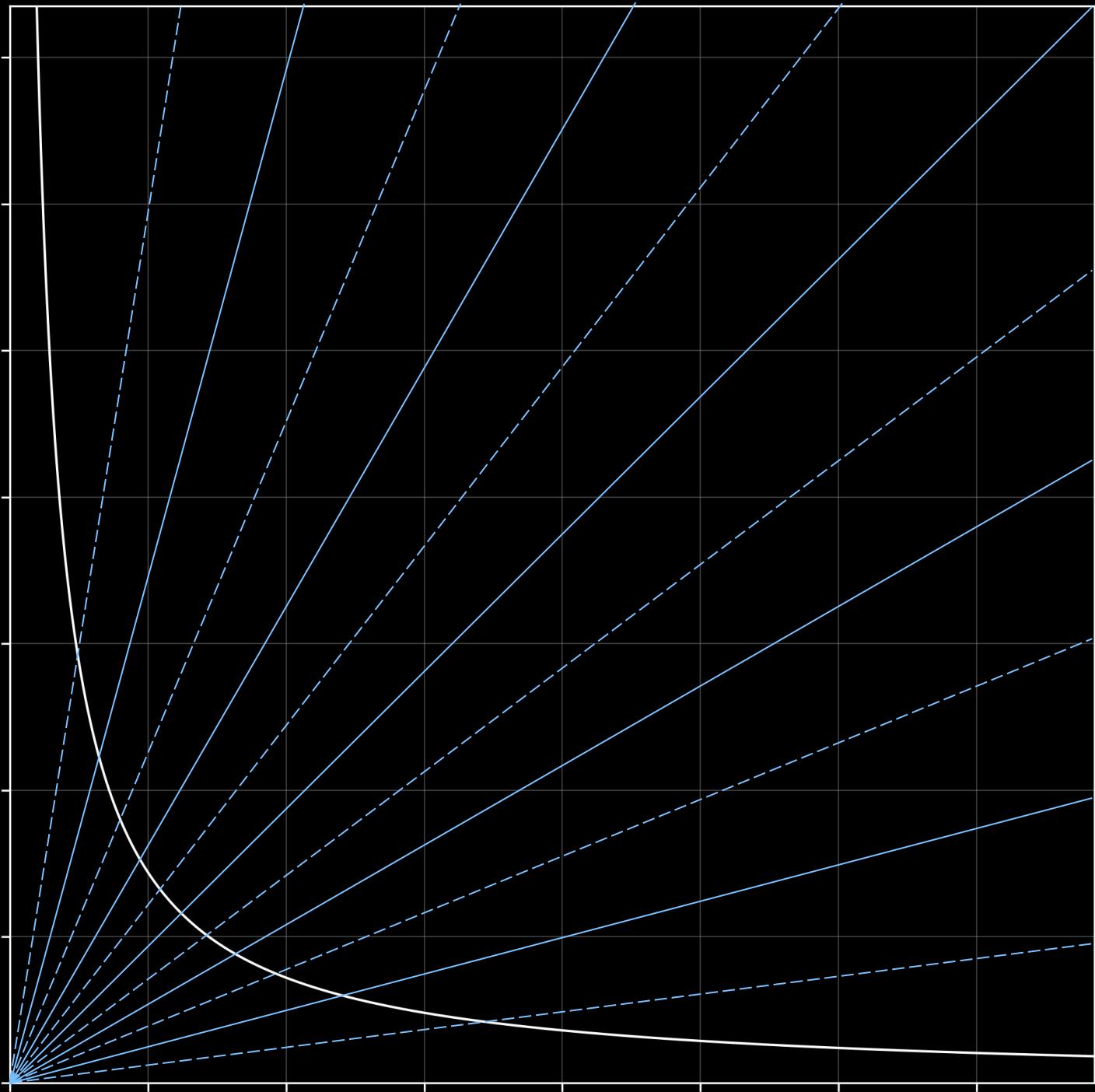
System architecture and implementation.

Both are defined by three constants:

- A, x_0, y_0
- $L, \sqrt{P_{\text{high}}}, \sqrt{P_{\text{low}}}$

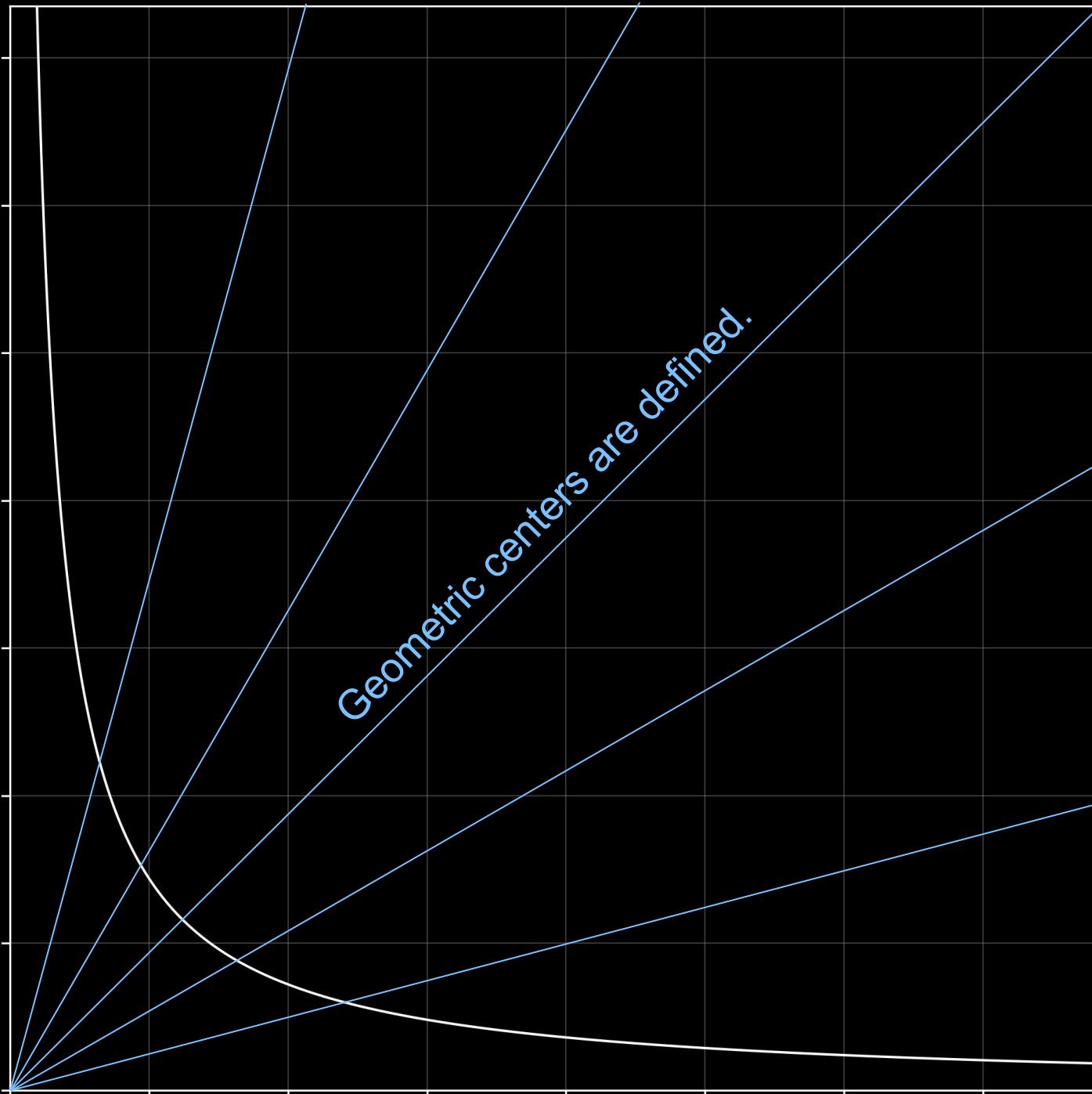
Both refer to the same object.

not to scale

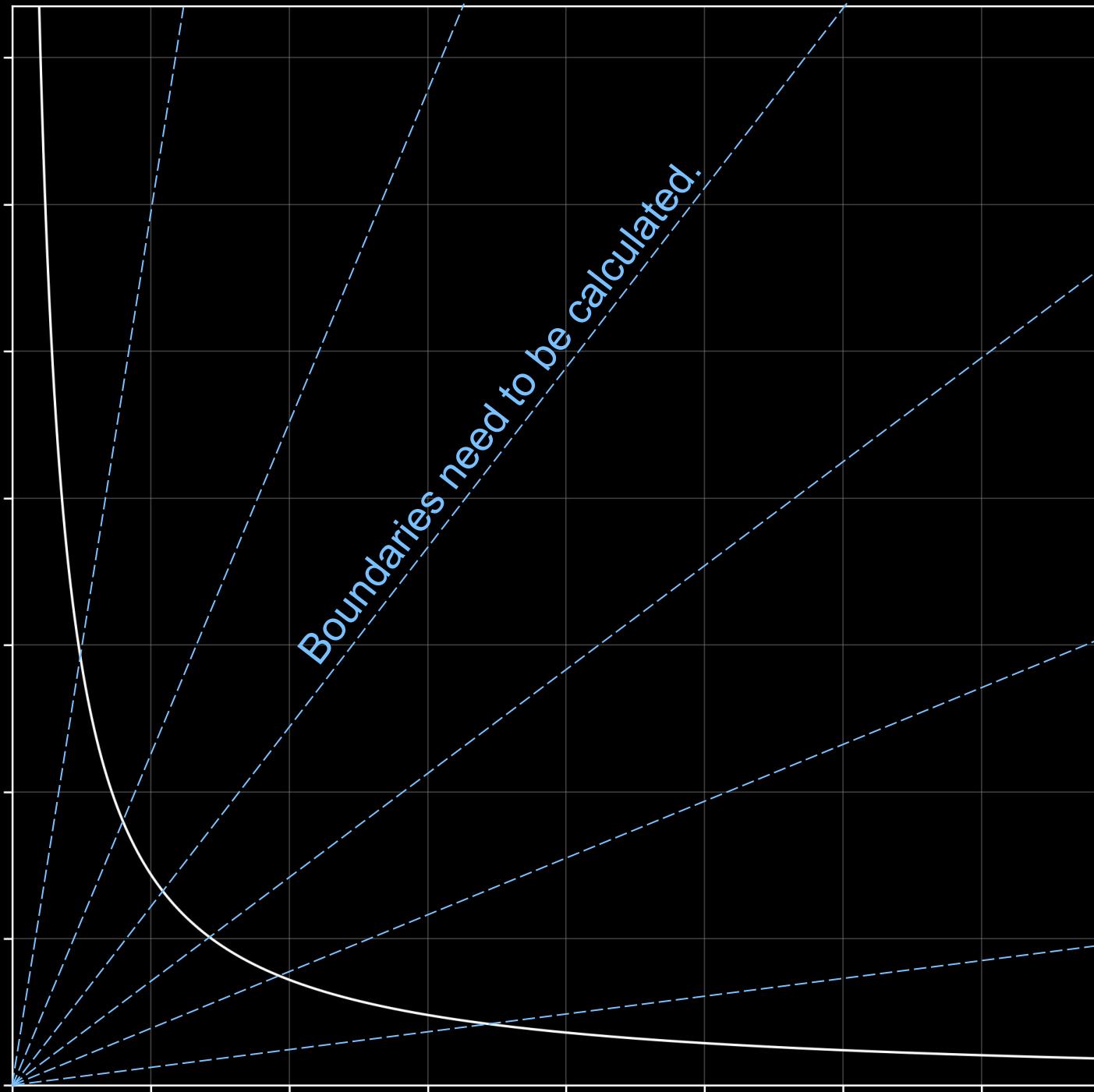


not to scale

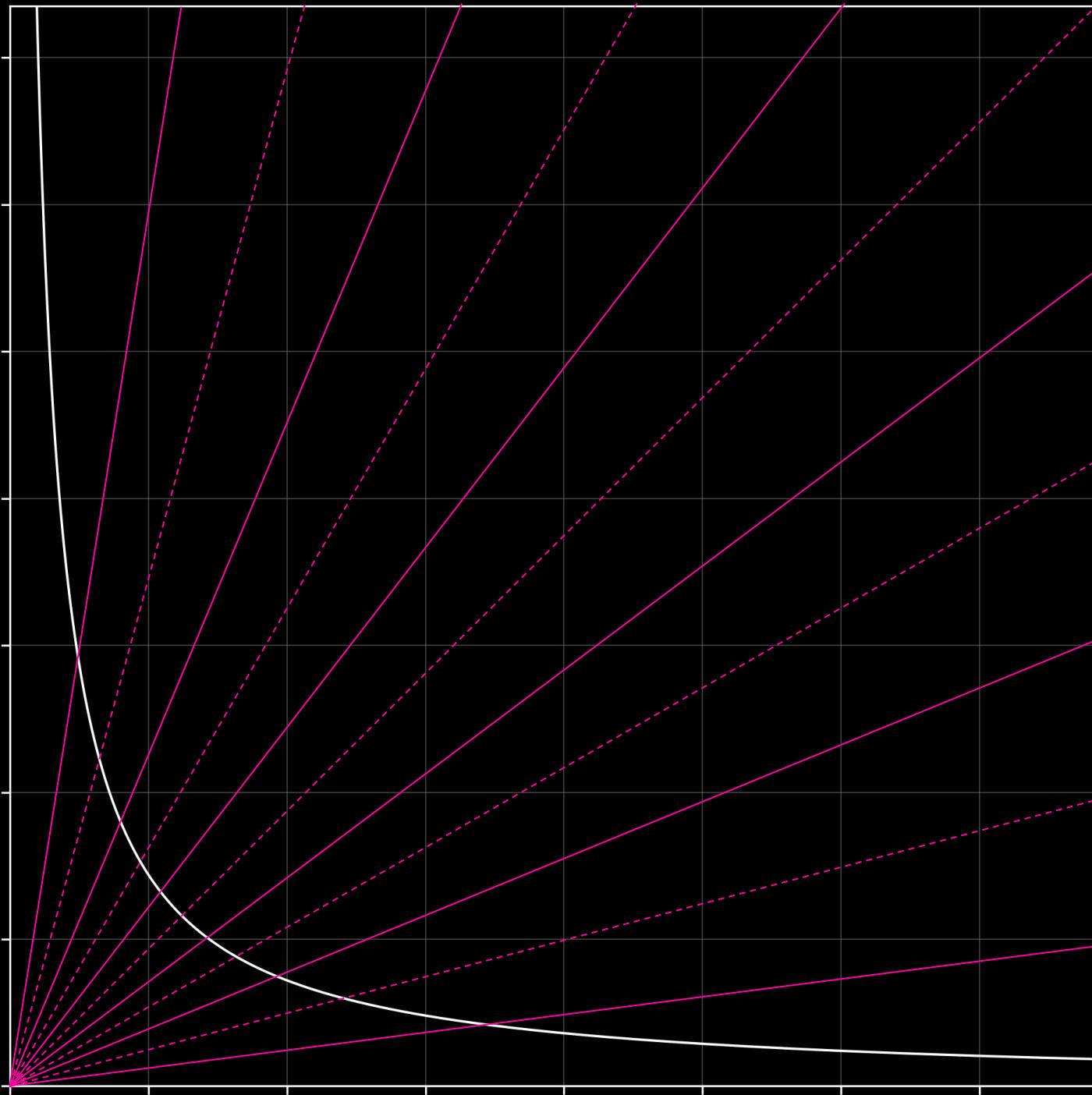
Geometric centers are defined.



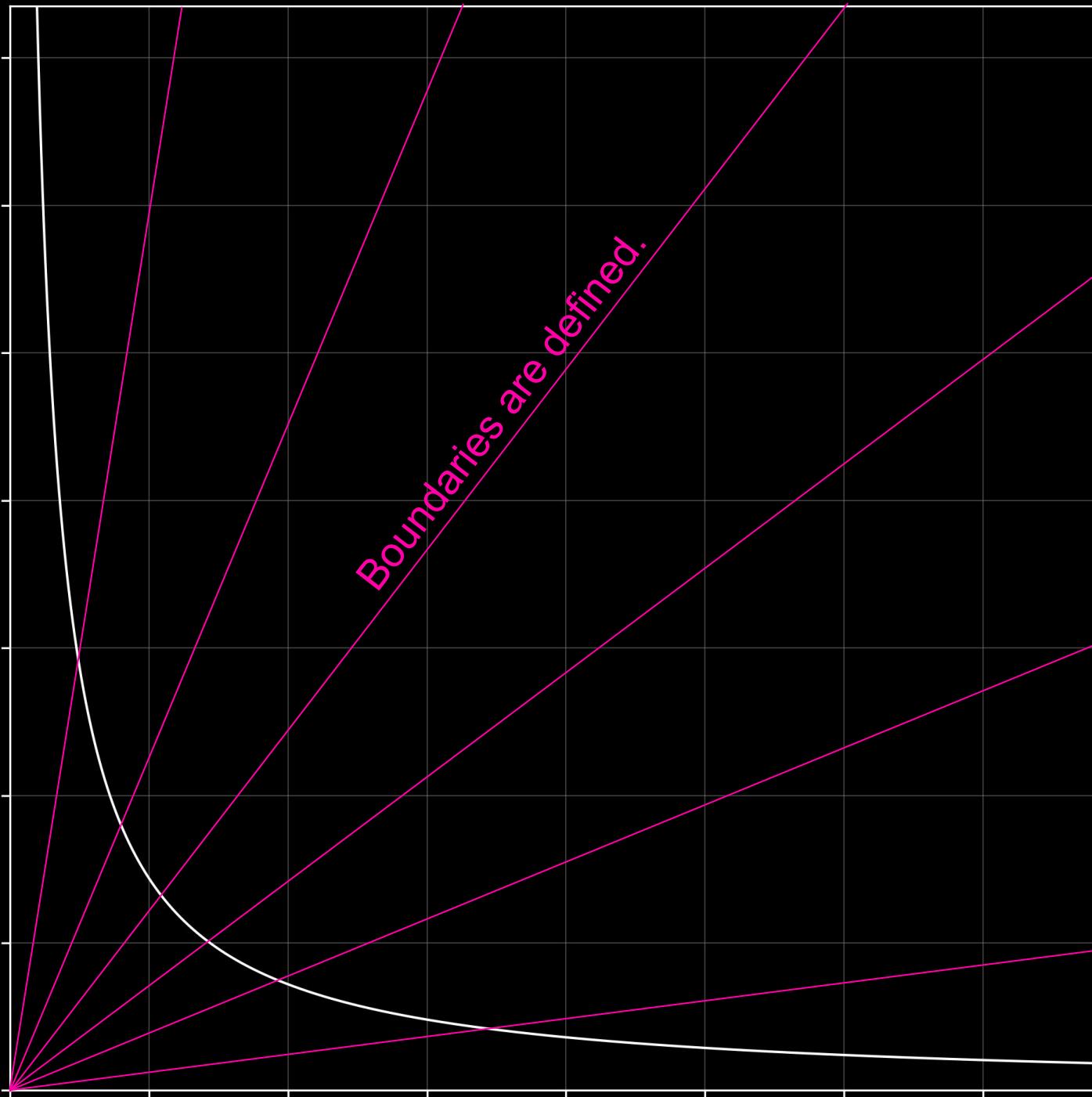
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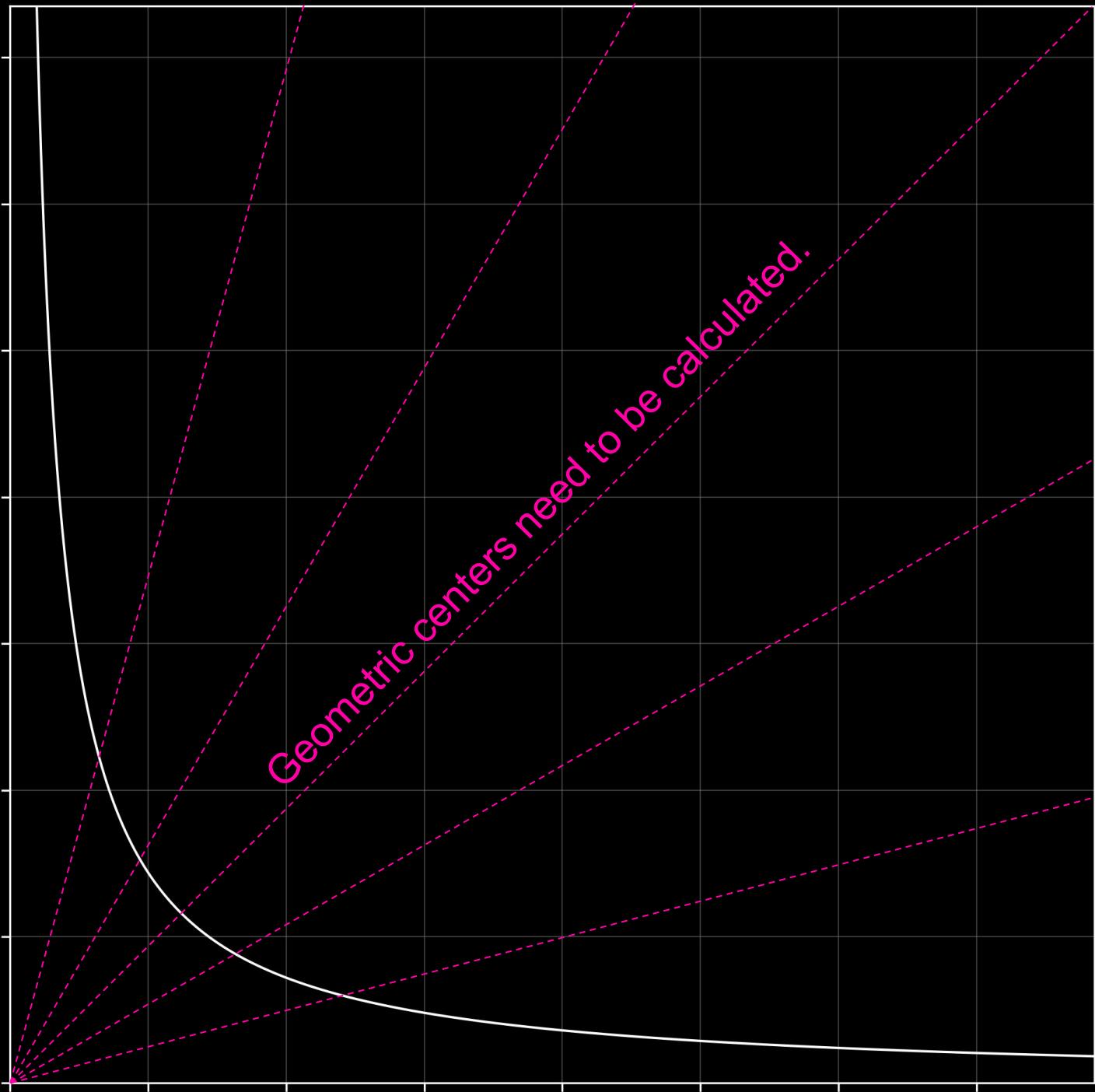
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not to scale

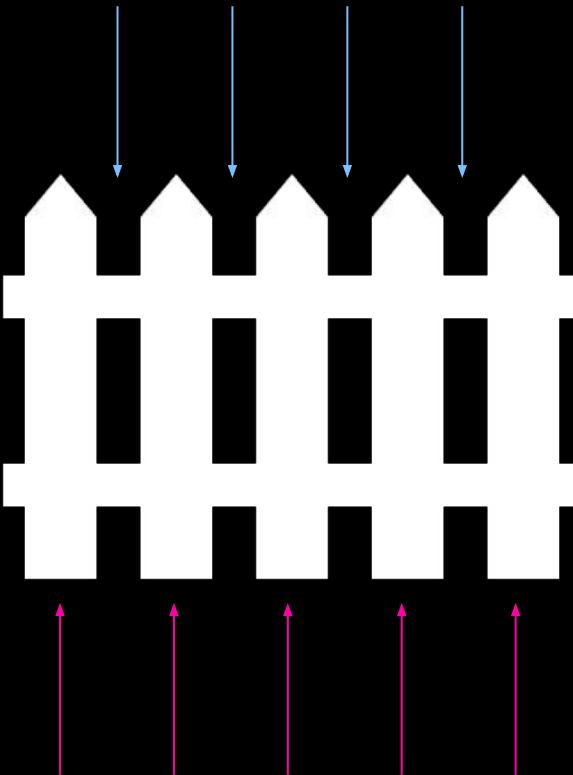


not to scale



$$(x + x_0 \cdot (A - 1)) \cdot (y + y_0 \cdot (A - 1)) = A^2 \cdot x_0 \cdot y_0$$

Parameterizes the space between posts.

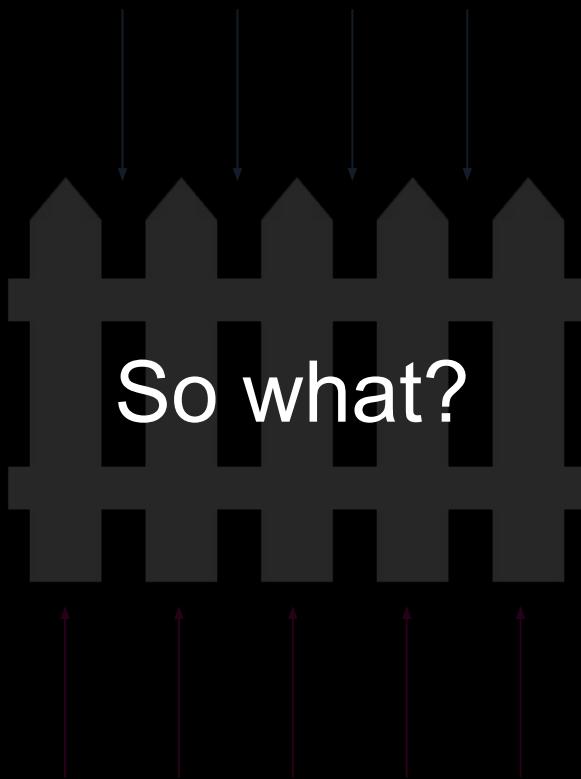


Parameterizes the post placement.

$$\left(x + \frac{L}{\sqrt{P_{\text{high}}}} \right) \cdot \left(y + L \cdot \sqrt{P_{\text{low}}} \right) = L^2$$

$$(x + x_0 \cdot (A - 1)) \cdot (y + y_0 \cdot (A - 1)) = A^2 \cdot x_0 \cdot y_0$$

Parameterizes the space between posts.



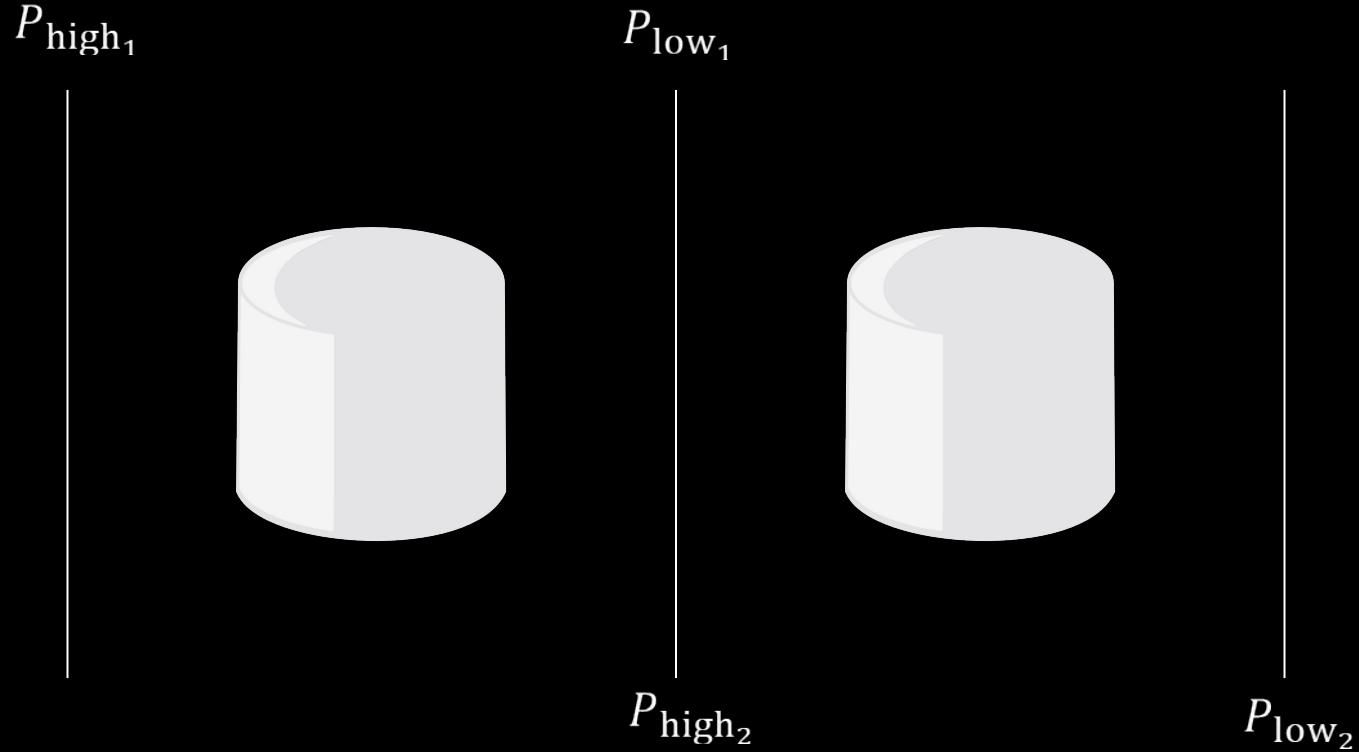
Parameterizes the post placement.

$$\left(x + \frac{L}{\sqrt{P_{\text{high}}}} \right) \cdot \left(y + L \cdot \sqrt{P_{\text{low}}} \right) = L^2$$

Homework, 23rd May

1. Create *two* systems of two, discrete, concentrated liquidity pools.
2. The P_{low} boundary of the first pool (P_{low_1}) must be equal to the P_{high} boundary of the second pool (P_{high_2}).
3. Therefore, the two pools are contiguous with each other with respect to this common price boundary.
4. In the first system of two contiguous pools, use only the curve parameters x_0 , y_0 and A .
5. In the second system of two pools, use only the curve parameters $\sqrt{P_{\text{high}}}$, $\sqrt{P_{\text{low}}}$ and L .

Homework, 23rd May





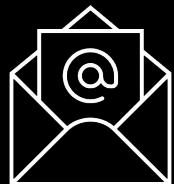
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DeFi's Concentrated Liquidity From Scratch

Lecture 3 of 5

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