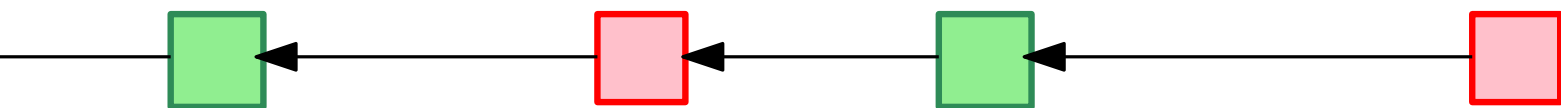


adversary does not participate



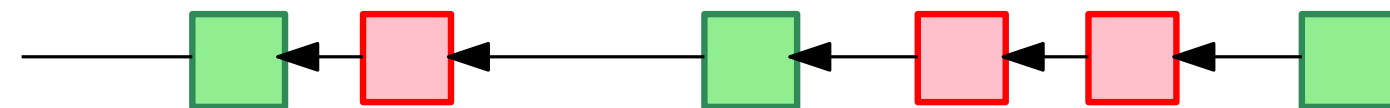
No Slowdown: An adversary cannot decrease (the expected) number of blocks in the chain by participating.



adversary participates but follows the rules



Delayed Gratification: An adversary cannot increase its (expected) number of blocks within an epoch of same difficulty by deviating.



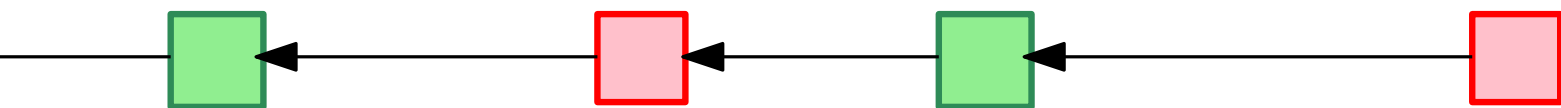
adversary participates and arbitrarily deviates from protocol rules



adversary does not participate



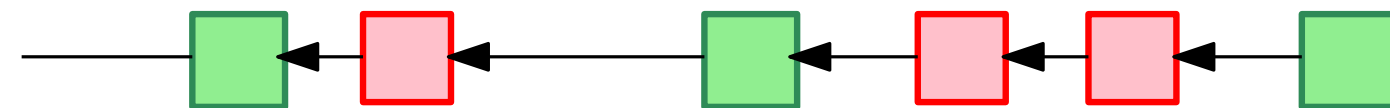
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