

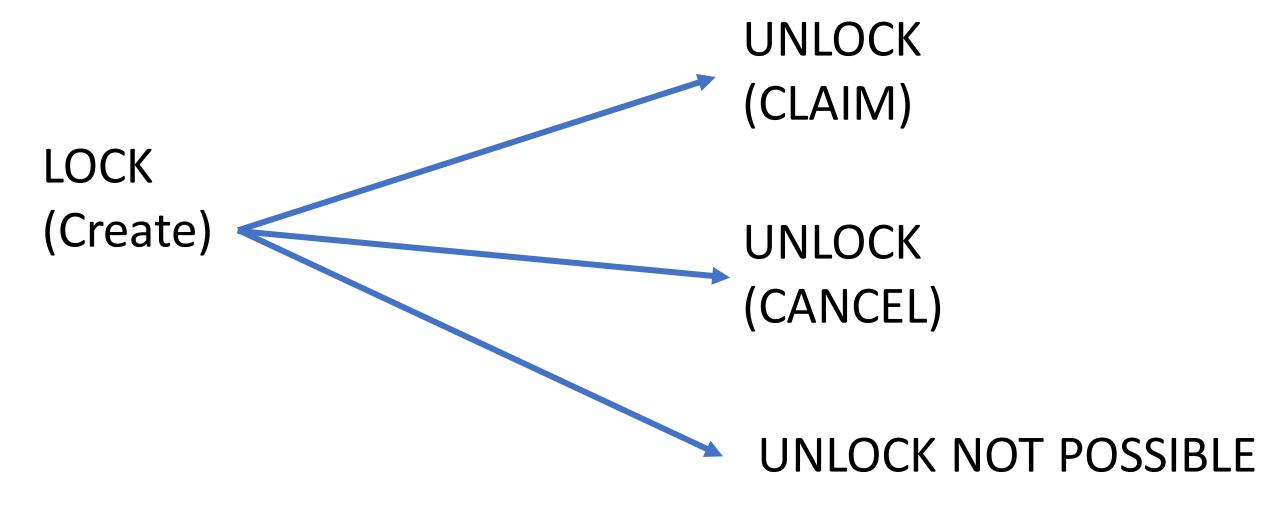
Escrows in DLNs

Escrow actions

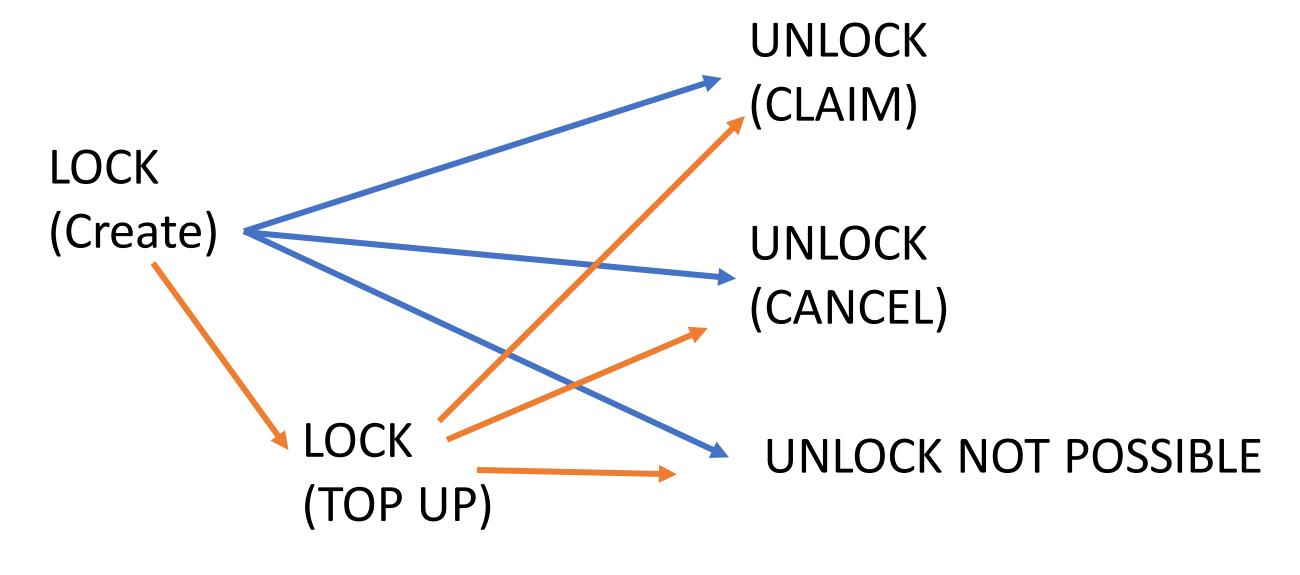
Escrow categories

Escrow interface

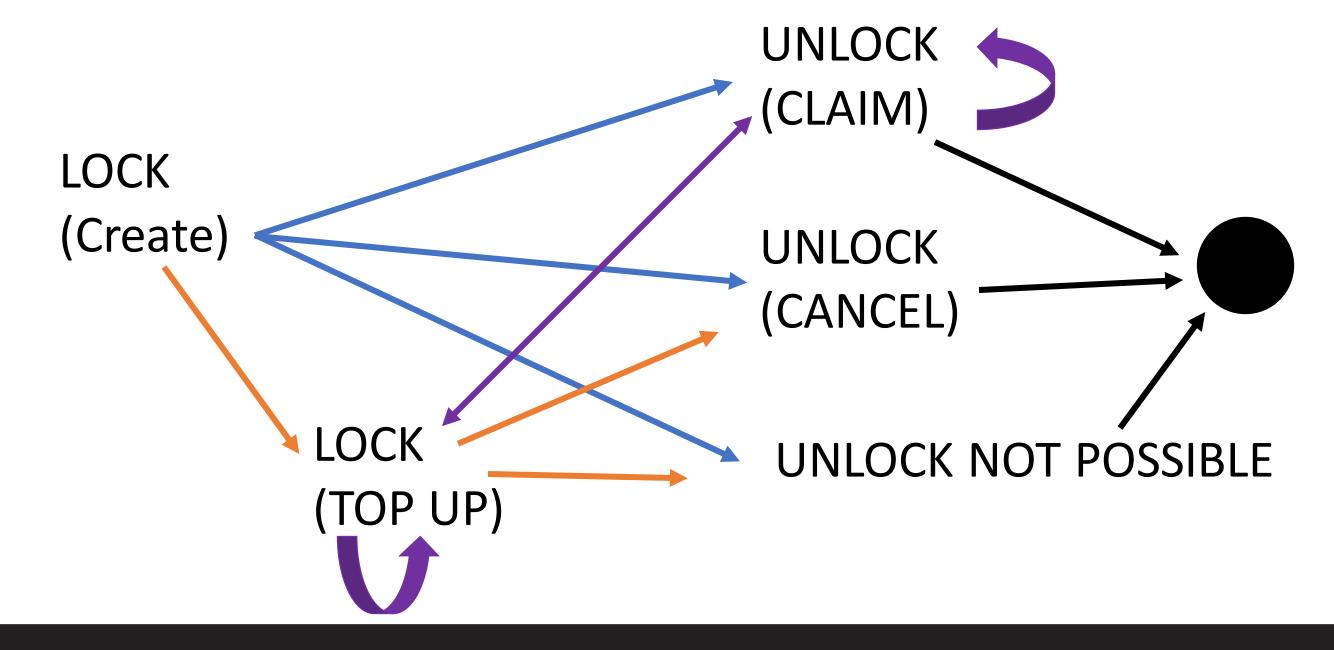




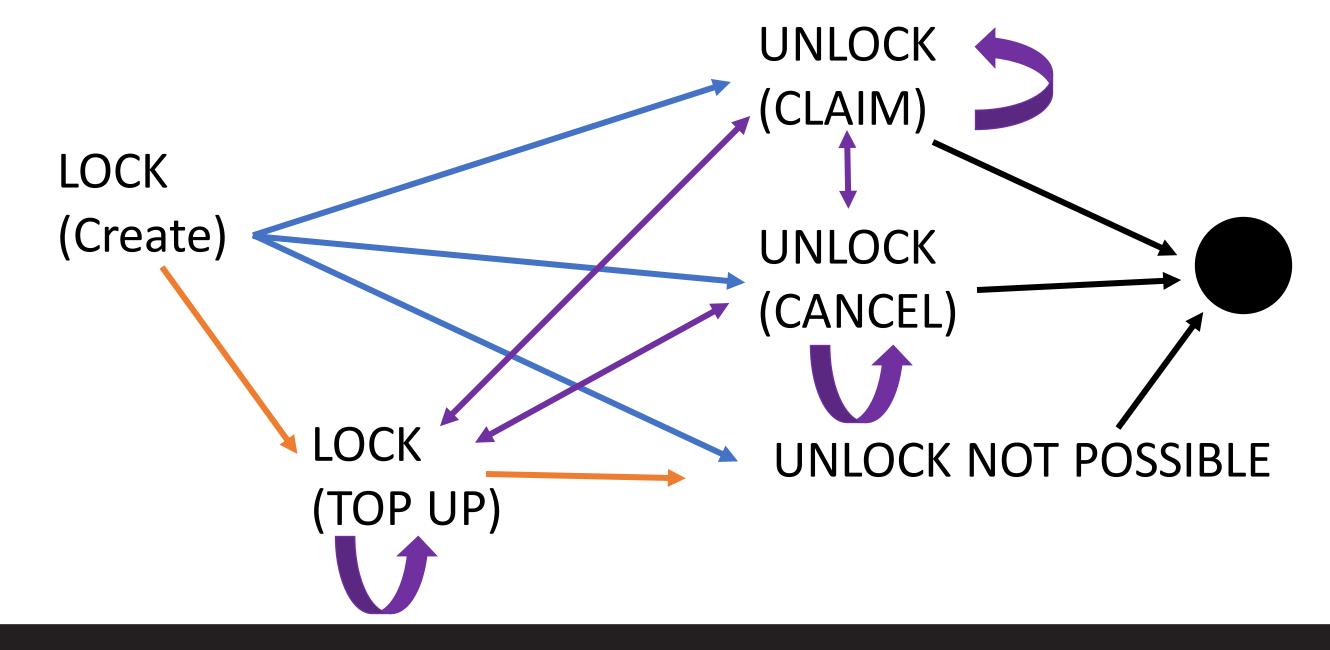










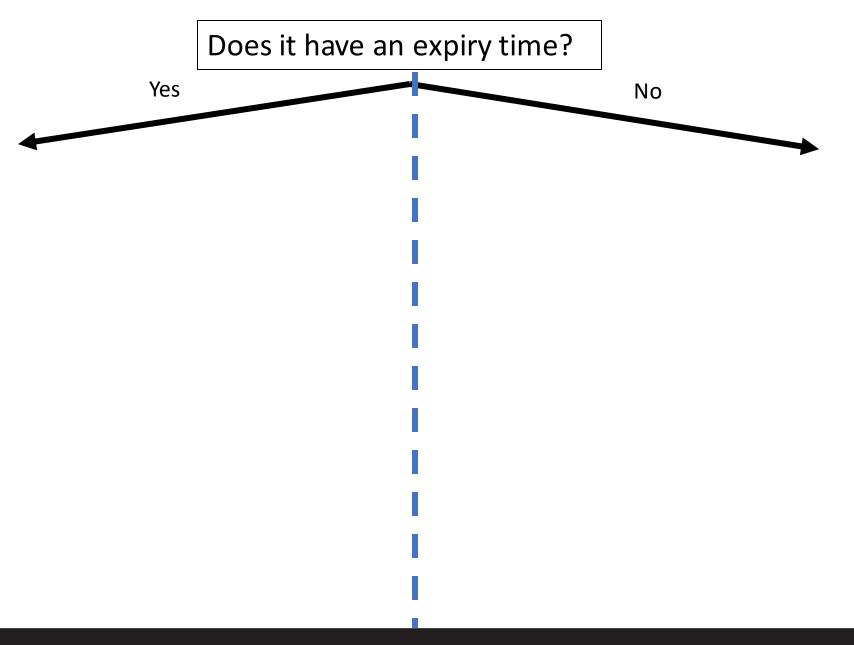




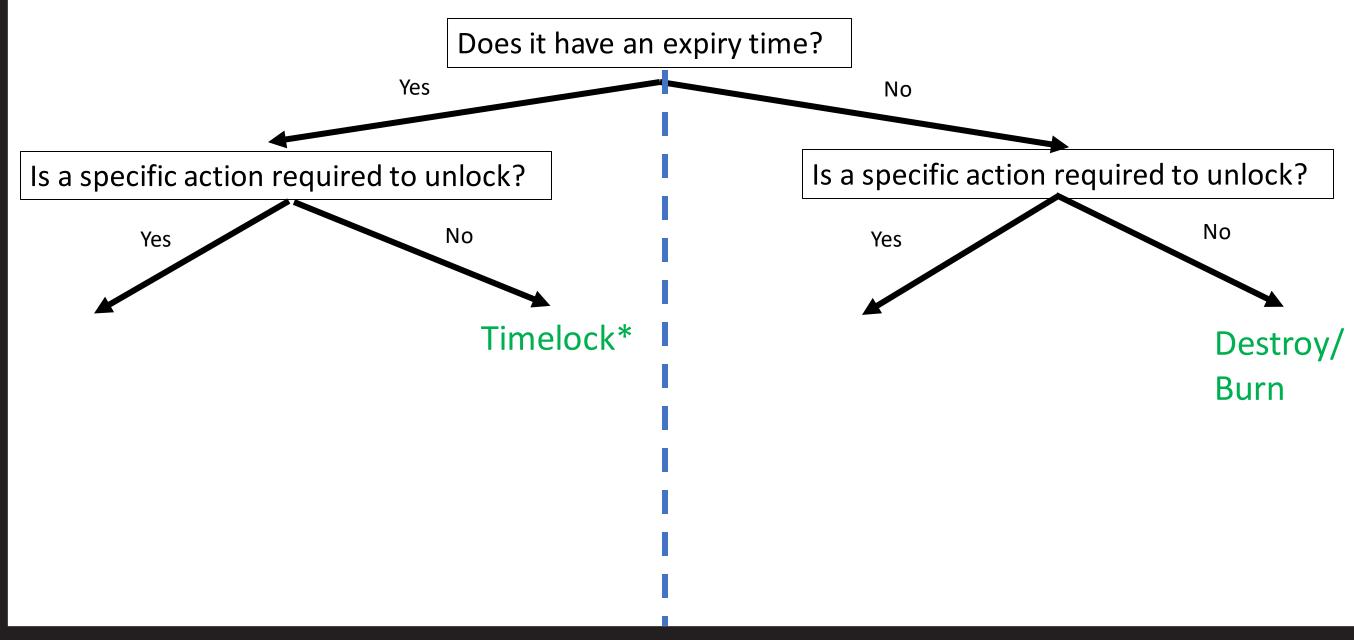
Defined by:

- Time
- Action
 - Repeated Action?
- Permission

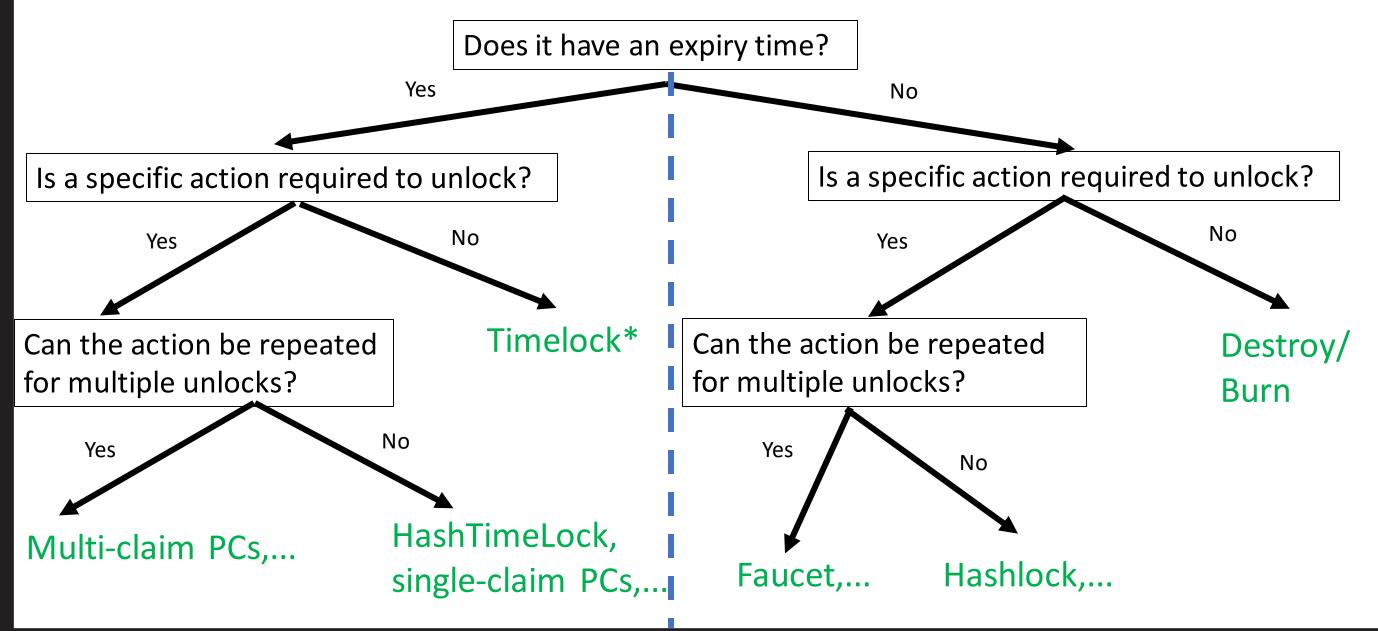












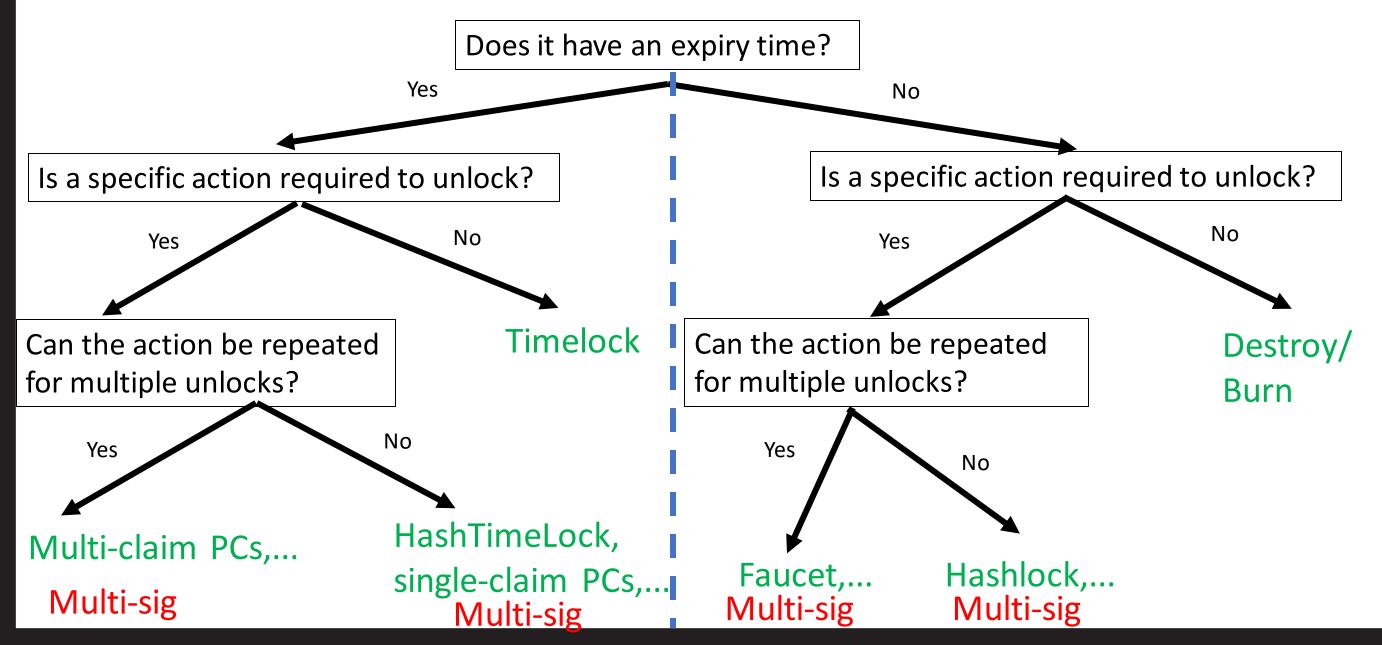


Defined by:

- Time
- Action
 - Repeated action?
- Permission

To understand the type of escrow we are actually dealing with e need to consider all 4 sections...







Defined by:

- Time
- Action
 - Repeated action?
- Permission
 - UserId(s)
 - Individual or multi-sig calls?
 - DLT state pre-requisites (e.g. user role, previous action requirement,...)



We also need to consider how escrows are topped up....



High Level (Accounts + UTXO top ups)

Accounts:

- Know escrow address
- (Possibly) know smart contract function to call
- (Possibly) requires permission to call function

Result:

- Balance of address state changed
- <u>Escrow remains at same</u>
 <u>state location</u>

UTXOs:

- Know escrow UTXO
- (Possibly) know UTXO smart contract function to call
- <u>Definitely</u> requires permission to spend UTXO

Result:

- New UTXO generated with a greater balance
- Escrow changes state location



```
that need to go into
Id
                   (separate to tx Id)
                                                                                   our crash recover
                   (which DLT, which network...)
Location
                                                                                   mechanism???**
                   (defines action required or not: e.g. hashtimelock, multi-sig,...)
Type
Timelocked
                         (true/false)
ExpiryTime
                         (if timelocked – when will it currently expire?)
MultipleClaimsAllowed (true/false)
MultipleCancelsAllowed (true/false)
Permissions
                          (a list of addresses, and any another additional requisites)
ActionLockSpecificParams (current params required for unlock e.g. hashlock, PC nonce,...)
```



**Its these params

```
that need to go into
Id
                        (separate to tx Id)
                                                                                    our crash recover
Location
                          (which DLT, which network...)
                                                                                    mechanism???**
                    (defines action required or not: e.g. hashtimelock, multi-sig,...)
Type
Timelocked
                         (true/false)
ExpiryTime
                         (if timelocked – when will it currently expire?)
MultipleClaimsAllowed (true/false)
MultipleCancelsAllowed (true/false)
Permissions
                         (a list of addresses, and any another additional requisites)
ActionLockSpecificParams (current params required for unlock e.g. hashlock, PC nonce,...)
Origin[]
                   (where has the escrow funds from? - possibly a growing list)
Destination[]
                 (where will the escrowed funds go in the future? - can be empty if unknown yet)
SubsequentCalls = ... (details escrow actions)
                        (details escrow history)
History = ...
```



**Its these params

```
SubsequentCalls = {
  UnlockClaim: {
      ResourceType: {smartContract,UTXO, WorkFlow, API,...}
      ResourceId/Uri: e.g. smartContractId, UTXOId, WorkFlowId, APIId,...
      ResourceFunction: e.g. smartContractFunction, WorkFlowFunction, APIEndPoint,...
      ResourceFunctionParameters: e.g. key, value, type
  UnlockCancel: {
  LockTopup/Fund: {
```

**Its these params
that need to go into
our crash recover
mechanism???**



**Its these params
that need to go into
our crash recover
mechanism???**

History:

- **TransactionId** (transactionIds are the link to confirmation time)
- ActionCategory (LOCK, LOCK_TOPUP, UNLOCKED_CLAIM,...)
- Origin[] (did anyone fund the escrow on this transaction? If so how much?)
- **Destination**[] (did anyone claim from the escrow on this transaction? If so how much?)
- Balance (how much remaining in the escrow after this tx)
- Status (LOCKED, UNLOCKED_OPEN, UNLOCKED_CLOSED, DESTORYED,..)
- ActionLockSpecificParams (can change over time e.g. multi-sig threshold, PC nonce,...)

