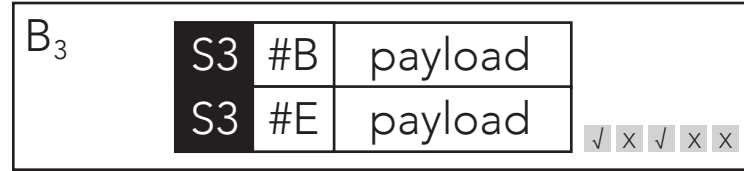
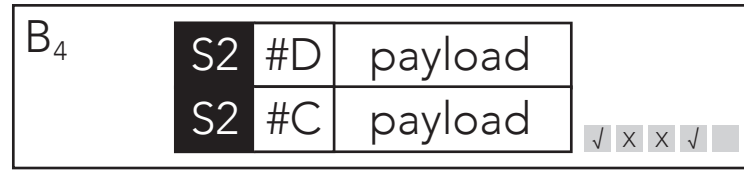


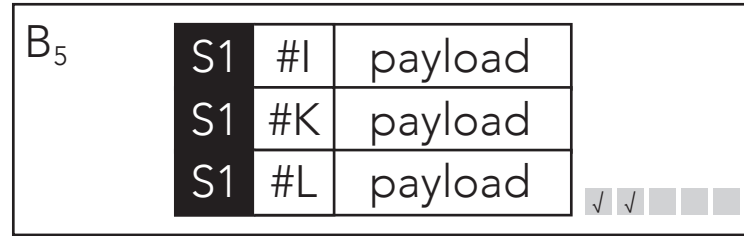
Block is *decided_valid* because a majority of nodes (3) found block to be valid. A node finds a block to be valid if it finds *all* txs in the block to be valid



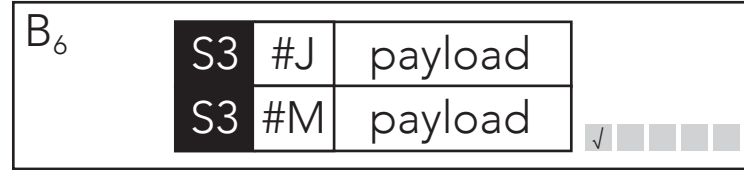
Block is *decided_invalid* because a majority of nodes (3) found block to be invalid. A node finds a block to be invalid if it finds *any* tx in the block to be invalid



Block is *undecided* because there is not yet a majority of invalid or valid votes from nodes



Despite undecided parents, nodes still get to vote on these blocks too. When creating a block, nodes are only allowed to add txs that don't depend on txs in *undecided* blocks.



Therefore, another voting condition applies: a node will find a block *invalid* if it finds any tx depending on txs in undecided blocks. This *pipelining* technique is a speed boost, because we get to add blocks even though parents are undecided.

Blocks with enough votes (*decided_valid* or *decided_invalid*)

Blocks without enough votes (*undecided*)

Blocks where parent doesn't have enough votes either