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- integrity

4

- eventual synchronicity

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layer-two

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- Definition 1.** (*Layer-two protocols*). A layer-two protocol allows transactions between users through the exchange of authenticated messages via a medium which is outside of, but tethered to, a layer-one blockchain. Authenticated assertions are submitted to the parent-chain only in cases of a dispute, with the parent-chain deciding the outcome of the dispute. Security and non-custodial properties of a layer-two protocol rely on the consensus algorithm of the parent-chain.

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protocols

4

- chan-nels

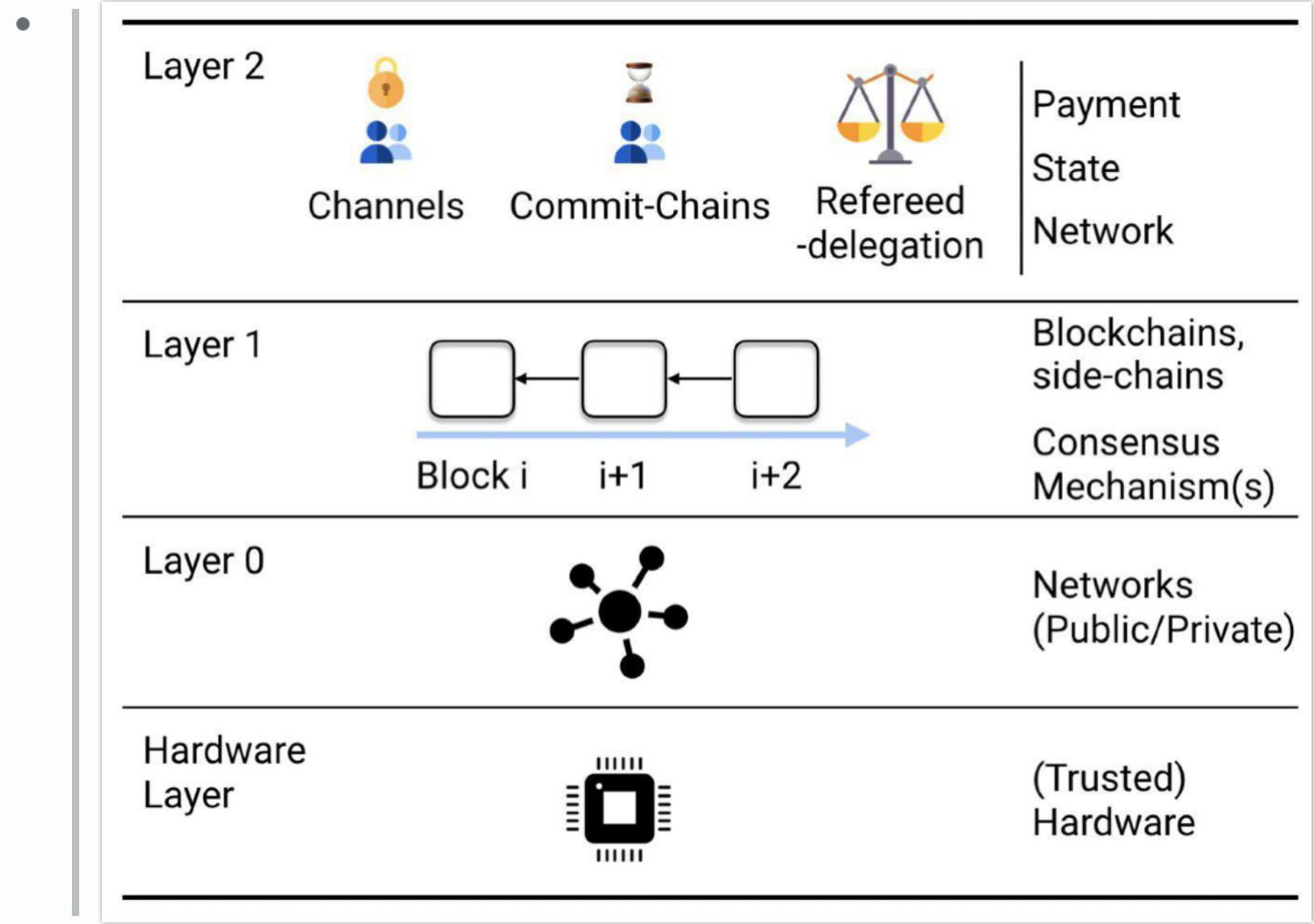
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- commit-chains

4

- refereed delegation

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Layer-two

1

- on top of (layer-one) blockchains
- exchang- ing authenticated transactions off-chain
- blockchain only as a recourse for disputes

1

1

1

off-chain transactions

1

- sub-seconds

1

•   retaining asset security	1
•   reducing fees	1
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- 10

## Issue

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	Channel	Channel Hub	Commit-Chain
<b>Topology</b>	Mesh	Star	Star
<b>Lifecycle</b>	3-phase	3-phase	Periodic commit
<b>Compatibility</b>	Any chain	Any chain	Smart Contract chain
<b>Privacy</b>	value privacy, relationship anonymity	payment anonymity, unlinkability	✗
<b>Offline TX Reception</b>	✗	✗	✓
<b>Mass-Exit Security</b>	✗	✗	✓(payments)
<b>TX Finality</b>	Instant	Instant	Delayed or Instant
<b>Instant TX Collateral</b>	Full	Full	Reusable [26]
<b>Delayed TX Collateral</b>	NA	NA	0
<b>Collateral Allocation</b>	$O(n)$ on-chain	$O(n)$ on-chain	$O(1)$ on-chain [26]
<b>User On-Boarding</b>	On-chain TX	On-chain TX	Off-chain [26]

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<sup>1</sup> Protocols for refereed delegation, distinct in nature with less focus on payments, are presented in Section 5.

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▼ | blockchain scaling solutions

1

▼ | consensus architectures

1

• | changing one of the key elements of a blockchain

2

• | lack of backward compatibility

2

• | lead to different, forked systems

2

• | sharding

1

• | side-chains

1