

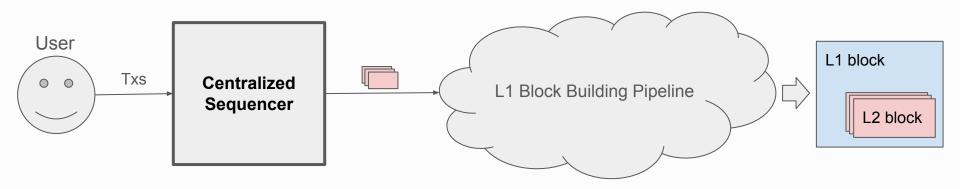
# Based Preconfirmations with MR-MEV-Boost

Lin Oshitani @linoscope (Nethermind Research)



## **Most Rollups Today**

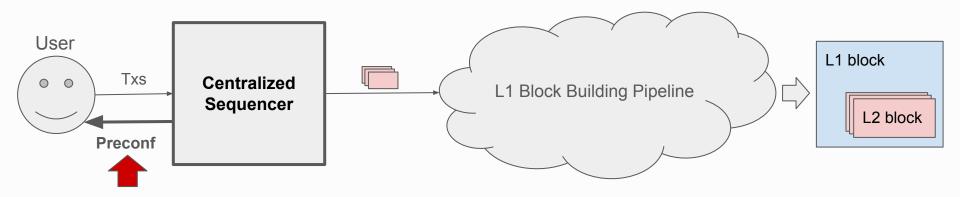
Most rollups today build their blocks using a **centralized sequencers**.





## **Centralized Sequencers**

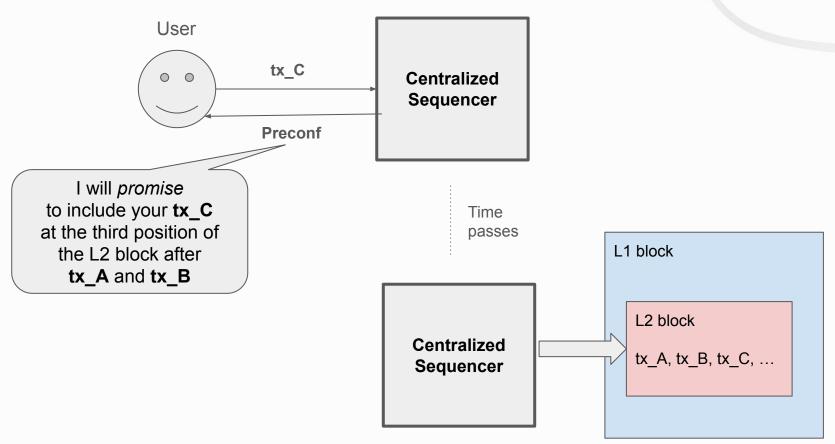
Most rollups today build their blocks using a centralized sequencers.



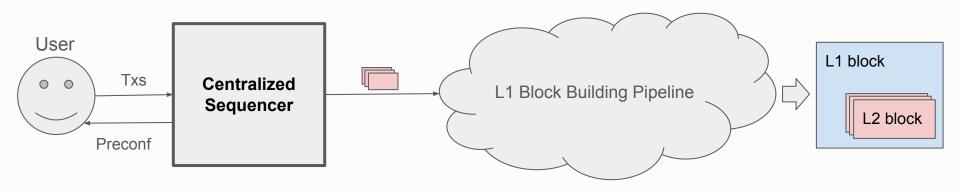
Centralized sequencers can provide *preconfirmations* (*preconfs*)



### What are Preconfirmations?

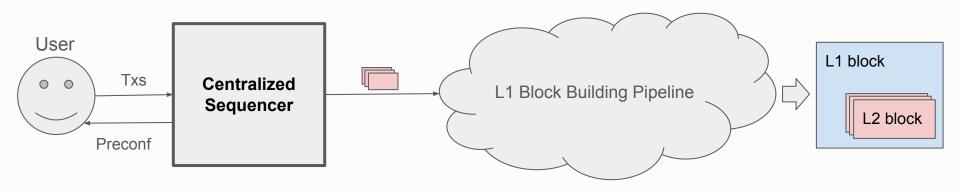






Centralized sequencers are nice! They provide fast UX.

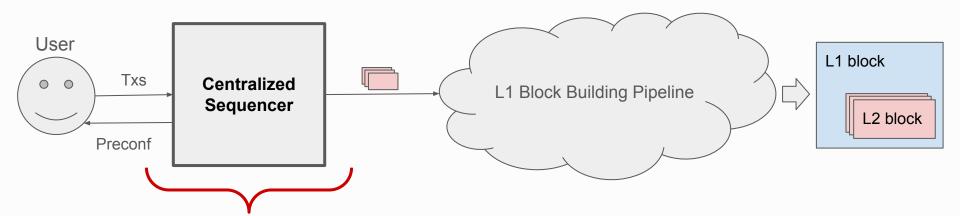




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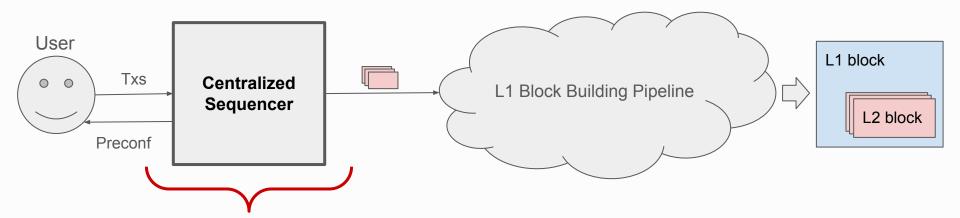
However, they are centralized. How do we decentralize?





What if we remove this "sequencer" roll entirely?



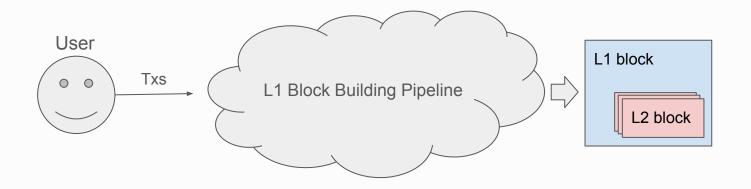


What if we remove this "sequencer" roll entirely?



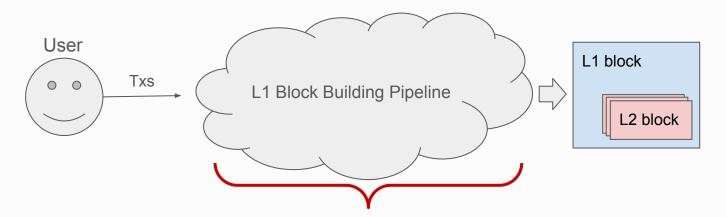


Idea: Use **L1 block building pipeline** to sequence **not only L1 txs** but **also L2 txs** 





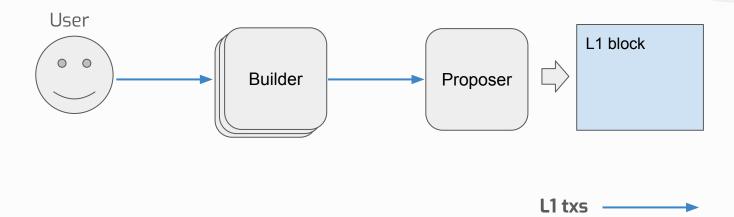
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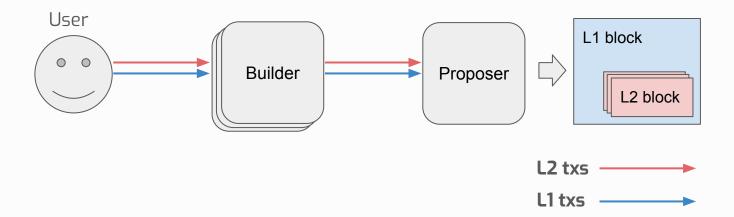
Let's expand this "L1 block building pipeline" part.



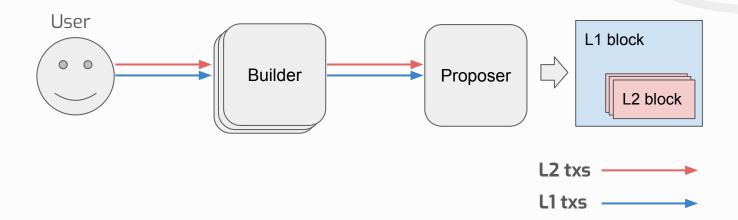
# **Block Building Pipeline**







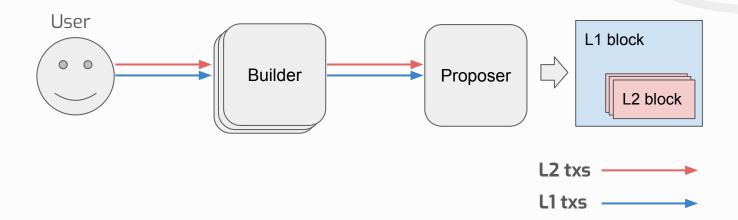




#### Based Rollups age great!

- Inherit L1 censorship resistance and liveness.
- Enables L1 composability

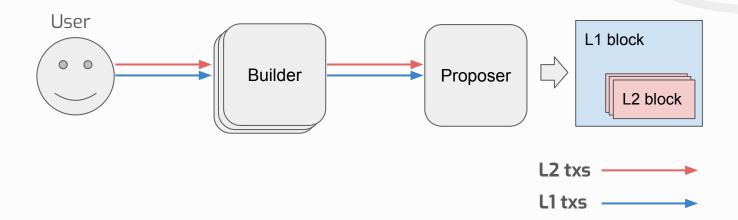




Problem:

Based rollups are slow! No preconfs!





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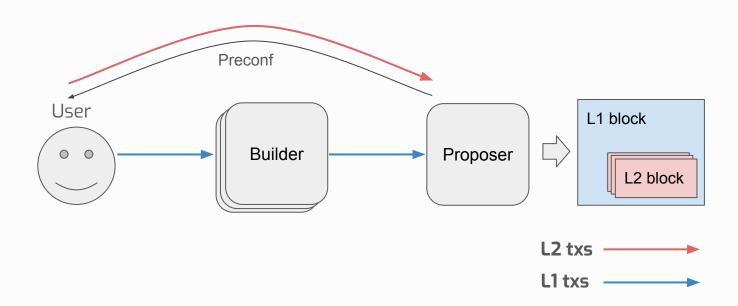


**Based Preconfirmations** 



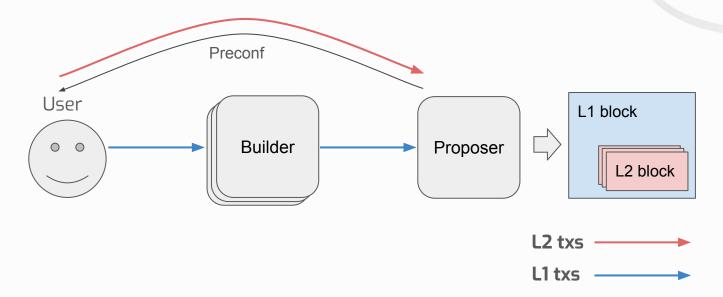
## Based Preconfirmations (Justin Drake 2023)

Idea: L1 proposers can opt to provide preconfrimations during their slot.





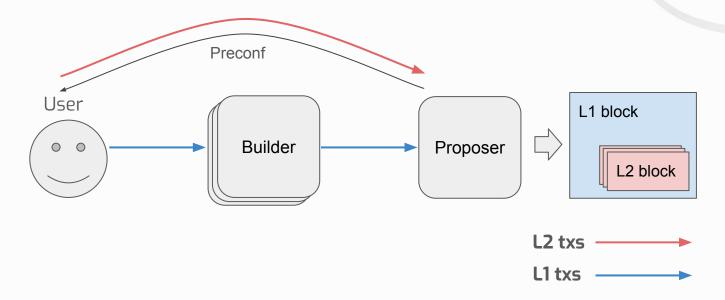
## Based Preconfirmations (Justin Drake 2023)



Observation: Providing preconfs require sophistication



## Based Preconfirmations (Justin Drake 2023)

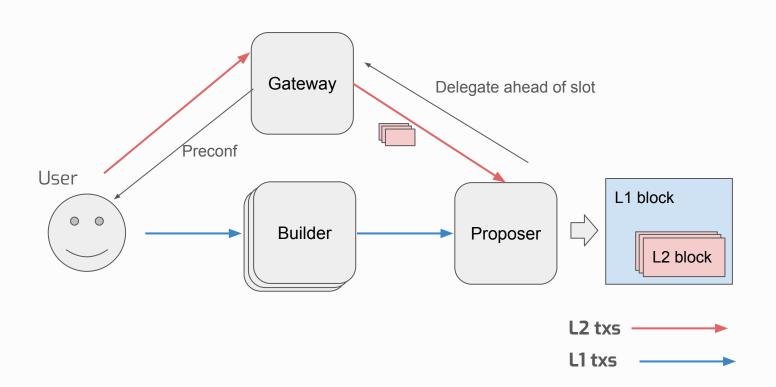


Observation: Providing preconfs require sophistication





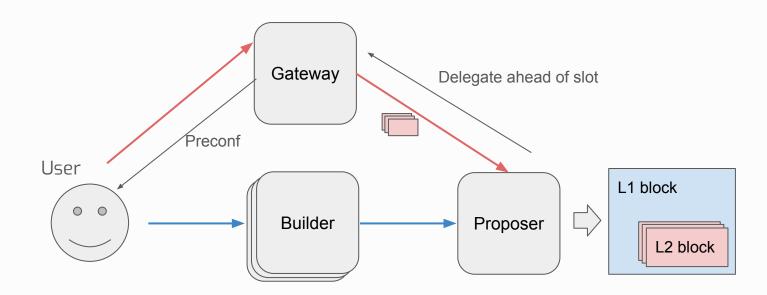
### Idea: Proposer delegates preconf duties to gateways ahead of their slot





#### Problem:

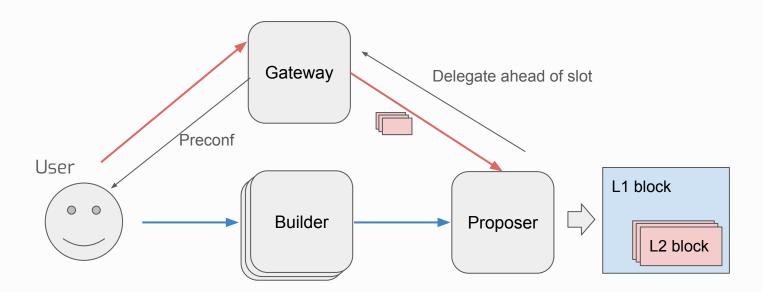
- Inheritance of L1 censorship resistance and liveness is degraded.
- L1 composability is more complicated





Question:

Can we introduce based preconfirmation while retaining the good properties of based rollups?

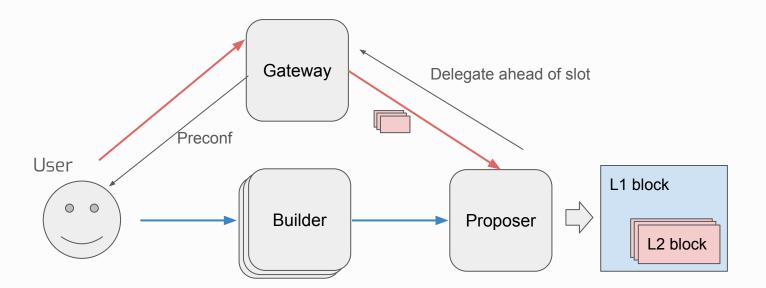




Question:

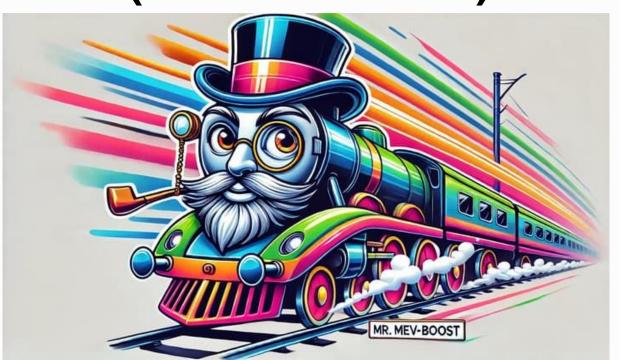
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MR-MEV-Boost





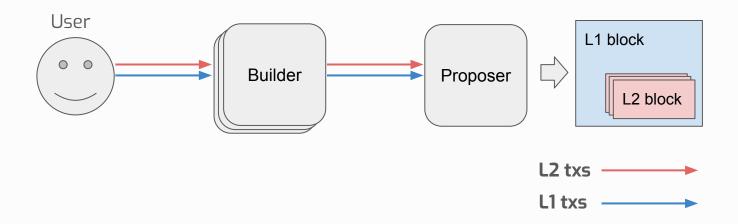
# Multi-round MEV-Boost (MR-MEV-Boost)





#### Idea:

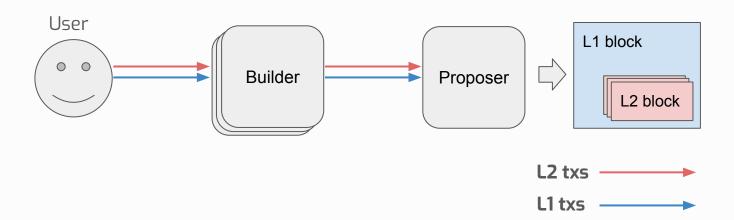
Split slots into multiple sub-slots, a.k.a, "rounds". In each round run a MEV-Boost auction to preconfirm a "partial block".





### No additional entity is added to the pipeline. As a result:

- Inherits L1 CR/liveness.
- Enables L1 composability





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