



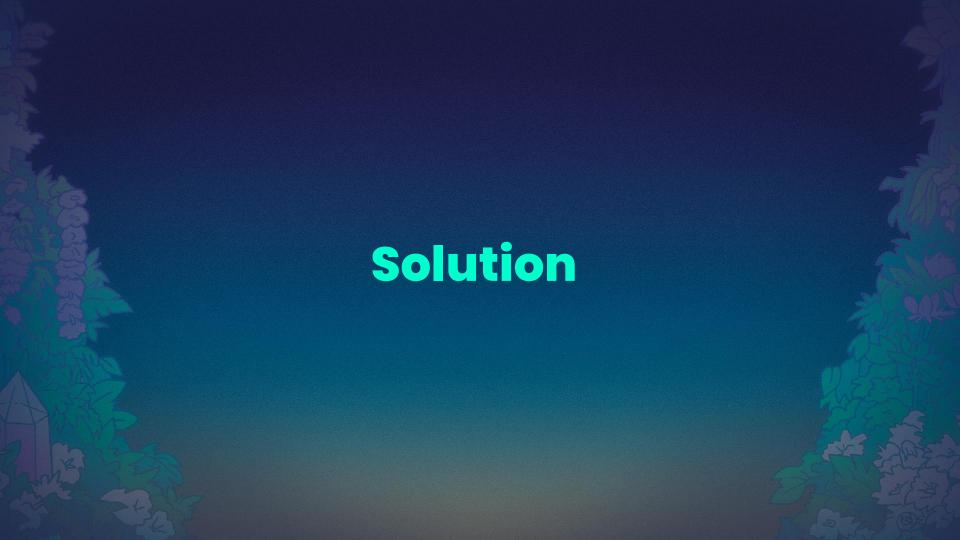


# Challenges

Problems	Comments
Jemalloc failed to build	Can be built for correct config, but it is hard to config correctly.
Stack overflow in debug mode	Windows' stack size is conservative
Test failures in ssz spec tests	Git's default value of core.autocrlf on Windows is true, this will change some ssz binary artifacts
Reth can not boot after its first run	"Database commit error code: 998", but this not due to db file corruption

# Challenges

Problems	Comments
System metrics are not supported	Missing in Both Grandine and Lighthouse.
Official windows APIs are unsafe	Unsafes are forbidden by many teams in Rust via lints.
Screensaver + sleeping	Common use cases for Windows.
Not easy to run a validator	Complex setup and configs for making staking + CL + EL.



**Problems** 

Solution/Workaround

Jemalloc memory allocator failed to build

Disabled, in favor of the Windows built-in allocator

Truth: Jemalloc is great for server side but neither necessary for edge nor better

Problems	Solution/Workaround
	Run in release mode
Stack overflow in debug mode	Reason: big on-stack allocation in debug mode in rust libp2p call stack. Reflection: 1. Limit statics and use a top singleton to manage others; 2. Rethink or may overhaul fundamental libs like libp2p

```
once cell::imp::impl$4::initialize::closure$0<array$<k25
6::arithmetic::mul::LookupTable,33>...
8: once cell::imp::initialize inner...
once cell::imp::OnceCell<array$<k256::arithmetic::mul::L</pre>
ookupTable.33> >::initialize...
10:
once cell::sync::OnceCell<array$<k256::arithmetic::mul::</pre>
LookupTable,33> >::get_or_try_init...
11:
once cell::sync::OnceCell<array$<k256::arithmetic::mul::</pre>
LookupTable,33> >::get or init...
12:
once cell::sync::Lazy<array$<k256::arithmetic::mul::Look</pre>
upTable,33>...>::force...
```

More detail at Grandine issue #41

Libp2p -> discv5 -> enr -> k256 -> GEN LOOKUP TABLE lazy init LookupTable is too big for the Windows stack

**Problems** 

Solution/Workaround

Test failures in consensus spec ssz tests

Set core.autocrlf to false on Windows

Lesson: Consistency and

debuggability are so important for developers. Never overemphasis.



**Problems** 

Solution/Workaround

System related metrics are missing

Implemented missing cpu and memory stats

Points: 1. metrics have its API proposal from beaconcha.in team 2. Grandine now has better metrics support on Windows than Lighthouse 

impl SystemHealth {
#[cfg(not(target\_os = "linux"))]}

```
impl SystemHealth {
    #[cfg(not(target_os = "linux"))]
    pub fn observe() -> Result<Self, String> {
        Err("Health is only available on Linux".into())
    }
        Codes in Lighthouse
    #[cfg(target_os = "linux")]
    pub fn observe() -> Result<Self, String> {
        let vm: VirtualMemory = psutil::memory::virtual_memory()
```

**Problems** 

Solution/Workaround

Official windows APIs are unsafe

Upstream unsafes to winsafe.

Pitfall: 'forbid' for lints just works for codes in current workspace but not for those in libraries

**Problems** Solution/Workaround **Screensaver** and No problem. sleeping

Problems	Solution/Workaround
Not easy to run an Ethereum validator	* Staking * Engines interaction configs * BN, VC, EL configs
	Idea: I and ThreeHrSleep proposed CL + EL integration in cohort-5 (I for Grandin-Reth, ThreeHrSleep for Lighthouse-Reth)

Running an Ethereum validator shouldn't be this hard.









# Acknowledgements

- Mentors
  - Saulius Grigaitis (Grandine)
  - weekday-grandine-io (Grandine)
- Ethereum Foundation
  - o Tim Beiko
  - Josh Davis (EPF)
  - Mario Havel (EPF)

### **About Me**

- PhD, 10+ years of database, 7 years of Rust, former CTO of DB startup and heads of data and engineering, creator of open source DB project with 1.4k Github stars
- Expertise and enthusiasm in Rust, DB, ZK and Ethereum core infra
- Open to any Rust + performance engineering
  - + Ethereum opportunity

