

Protocol Π_{Chan}

- 1: Initialisation:
- 2: $State \leftarrow \text{INIT}$
- 3: On TOP UP, CHECK TOP UP by \mathcal{E} , act as $\mathcal{F}_{\text{Chan}}$ (Fig. 3, lines 4-8 and 9-15 respectively)
- 4: On (OPEN, c_F , $pk_{A,out}$, $pk_{B,out}$) by \mathcal{E} :
- 5: ensure $State = \text{TOPPED UP}$
- 6: $State \leftarrow \text{OPENING BASE CHANNEL}$
- 7: do LN (other box)
- 8: On (CHECK FUNDING) by \mathcal{E} :
- 9: ensure $State = \text{WAITING FOR LEDGER}$
- 10: send (READ) to $\mathcal{G}_{\text{Ledger}}$ and assign reply to Σ
- 11: ensure $F \in \Sigma$
- 12: $c_A \leftarrow c$; $c_B \leftarrow 0$ // c received in OPEN
- 13: $State \leftarrow \text{OPEN BASE}$
- 14: output (OPEN SUCCESS) to \mathcal{E}
- 15: On (PAY, x) by \mathcal{E} :
- 16: ensure $State \in \{\text{OPEN BASE}, \text{OPEN VIRTUAL}\}$
- 17: ensure $c_A \geq x$
- 18: do LN payment (these channels won't be async) (balance change here)
- 19: output (OK) to \mathcal{E}
- 20: On (BALANCE) by \mathcal{E} :
- 21: ensure $State \in \{\text{OPEN BASE}, \text{OPEN VIRTUAL}\}$
- 22: output (BALANCE, $(c_A, c_B, \text{locked}_A, \text{locked}_B)$) to \mathcal{E}
- 23: On (CLOSE) by \mathcal{E} :
- 24: $\text{sig}_{A,C} \leftarrow \text{SIGN}(C, sk_{A,F})$ // C , $\text{sig}_{B,C}$ received during last LN()
- 25: **if** $State = \text{OPEN BASE}$ **then**
- 26: send (SUBMIT, $(C, \text{sig}_{A,C}, \text{sig}_{B,C})$) to $\mathcal{G}_{\text{Ledger}}$
- 27: **else if** $State = \text{OPEN VIRTUAL}$ **then**
- 28: output (CLOSE, $(C, \text{sig}_{A,C}, \text{sig}_{B,C})$) to **opener**
- 29: **end if**

Fig. 1.

Protocol Π_{Chan} – virtual

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1: // notification to fundee
2: // trust that Alice has  $c$  in her channel
3: On input (FUND YOU,  $c$ , Bob, outer_peer) by Charlie:
4:   ensure  $State = \text{INIT}$ 
5:    $State \leftarrow \text{OPENING VIRTUAL CHANNEL}$ 
6:   do LN with Bob, also send him his “opener” (our outer peer) – TODO
7:    $opener \leftarrow \text{Charlie}$ 
8:   from now on, handle any (RELAYED,  $m$ ) input by opener as the input ( $m$ )
   by  $\mathcal{E}$ 
9:   from now on, transform any output ( $m$ ) to  $\mathcal{E}$  to output (RELAY,  $m$ ) to
   opener
10:   $State \leftarrow \text{OPEN VIRTUAL}$ 
11:  output (OK) to Charlie

12: On (FUND,  $c$ , hops, sub_parties = (fundee, counterparty), outer_parties =
   (Alice, Dave),  $pk_{VA,out}$ ,  $pk_{VB,out}$ ) by  $\mathcal{E}$ :
13:   do the same as in  $\mathcal{F}_{\text{Chan}}$ , Fig. 9, lines 1-11, skipping line 6 // “as Alice”
   sender labels are applied anyway, since we are Alice
14:   do VChan() with hops – TODO //  $P_{i-1}P_i, P_iP_{i+1}$  and all  $P_1P_n$  held by
   BOTH  $R_{i-1}$  and  $L_i$ .  $P_{i-1}P_i$  held only by  $R_{i-1}$ ,  $P_iP_{i+1}$  held only by  $L_i$ . This
   (probably) ensures that only relevant parties can close their channels (with the
   exception of honest  $R_{i-1}$  wanting to leave channels virtual but corrupted  $L_i$ 
   demoting them to base, which however doesn’t cost funds to anyone), but that
   they have minimal impact to the decisions of adjacent channels. All  $P_{i-1}P_i$ 
   inputs must be signed by  $R_{i-1}$  and all  $P_iP_{i+1}$  inputs by  $L_i$ .
15:   do the same as in  $\mathcal{F}_{\text{Chan}}$ , Fig. 9, lines 19-26
16:   output (OK) to  $\mathcal{E}$ 

17: // notification to hop that locks coins
18: On (ALLOW FUND,  $c$ , sub_parties, next_hop, id, is_last) by Charlie:
19:   ensure  $State \in \{\text{OPEN BASE}, \text{OPEN VIRTUAL}\}$ 
20:   ensure  $c_A - \text{locked}_A \geq c$  TODO: rethink locked
21:   ensure Bob belongs to the same group as next_hop
22:   output received message to Dave and ensure reply is (OK)
23:   send (ALLOW FUND,  $c$ , sub_parties, next_hop, id, is_last, Charlie) to
   Bob and ensure reply is (OK)
24:    $\text{locked}_A \leftarrow \text{locked}_A + c$ 
25:   add (id, is_last, sub_parties,  $c$ , WE LOCK) to pending
26:   send (OK) to Charlie

27: // notification to hop that doesn’t lock coins – doesn’t ask  $\mathcal{E}$ 
28: On (ALLOW FUND,  $c$ , sub_parties, next_hop, id, is_last, Charlie) by Bob:
29:   ensure  $State \in \{\text{OPEN BASE}, \text{OPEN VIRTUAL}\}$ 
30:   ensure  $c_A - \text{locked}_A \geq c$  TODO: rethink locked
31:   ensure we belong to the same group as next_hop
32:   add (id, is_last, sub_parties,  $c$ , WE DON’T LOCK) to pending
33:   send (OK) to Bob

34: On (CLOSE, ( $C$ ,  $\text{sig}_{A,C}$ ,  $\text{sig}_{B,C}$ )) output by Charlie:
35:   TODO: check virtual, save comm2 change virtual state

36: On (RELAY,  $m$ , Charlie) by  $\mathcal{E}$ :
37:   do the same as in  $\mathcal{F}_{\text{Chan}}$ , Fig. 9, lines 30-31

38: On output (RELAY,  $m$ ) by Charlie:
39:   do the same as in  $\mathcal{F}_{\text{Chan}}$ , Fig. 9, lines 33-34
   TODO: check that everything done in ideal wrt closing is also done here

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TODO: Add support for cooperative adding multiple virtuals to single channel (needs cooperation by all hops of all existing virtuals of current channel)
 TODO: Add support for cooperative closing (for virtual it also needs cooperation with all hops of all existing virtuals, we should definitely find another way)

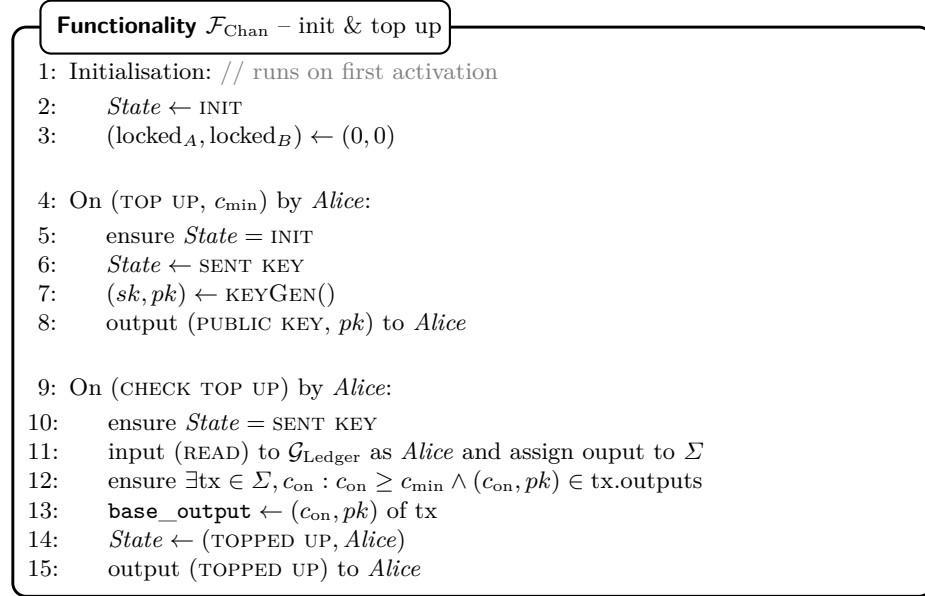


Fig. 3.

Functionality $\mathcal{F}_{\text{Chan}} - \text{base}$

- 1: On (OPEN, c_F , $pk_{A,\text{out}}$, $pk_{B,\text{out}}$) by *Alice*:
- 2: ensure $State = (\text{TOPPED UP}, \text{Alice})$
- 3: ensure $c_F = c_{\text{on}}$
- 4: $(sk_{A,F}, pk_{A,F}) \leftarrow \text{KEYGEN}(); (sk_{B,F}, pk_{B,F}) \leftarrow \text{KEYGEN}()$
- 5: $F \leftarrow \text{TX } \{\text{input: base_output, output: } (c_F, 2/\{pk_{A,F}, pk_{B,F}\})\}$
- 6: $\text{sig}_F \leftarrow \text{SIGN}(F, sk)$
- 7: $State \leftarrow \text{WAITING FOR LEDGER}$
- 8: send (OPEN, c_F , $pk_{A,\text{out}}$, $pk_{B,\text{out}}$, F , sig_F , *Alice*) to \mathcal{A}

- 9: On (CHECK FUNDING) by *Alice*:
- 10: ensure $State = \text{WAITING FOR LEDGER}$
- 11: input (READ) to $\mathcal{G}_{\text{Ledger}}$ as *Alice* and assign output to Σ
- 12: ensure $F \in \Sigma$
- 13: $c_A \leftarrow c$; $c_B \leftarrow 0$
- 14: $State \leftarrow \text{OPEN BASE}$
- 15: output (OPEN SUCCESS) to *Alice*

- 16: On (PAY, x) by *Dave* $\in \{\text{Alice}, \text{Bob}\}$:
- 17: ensure $State \in \{\text{OPEN BASE}, \text{OPEN VIRTUAL}\}$
- 18: ensure $c_D - \text{locked}_D \geq x$
- 19: send (PAY, x , *Dave*) to \mathcal{A} and expect reply (OK)
- 20: $c_D \leftarrow c_D - x$; $c_{\bar{D}} \leftarrow c_{\bar{D}} + x$ // \bar{D} is *Alice* if D is *Bob* and vice-versa
- 21: output (PAY SUCCESS) to *Dave*

- 22: On (BALANCE) by *Dave* $\in \{\text{Alice}, \text{Bob}\}$:
- 23: ensure $State \in \{\text{OPEN BASE}, \text{OPEN VIRTUAL}\}$
- 24: output (BALANCE, $(c_A, c_B, \text{locked}_A, \text{locked}_B)$) to *Dave*

Fig. 4.

Functionality $\mathcal{F}_{\text{Chan}}$ – close Pt. 1

TODO: handle arbitrarily nested virtuals (now we only handle one level and it leads to nested ifs)

On (CLOSE) by *Alice*:

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1:
2:   ensure  $State \in \{\text{OPEN BASE}, \text{OPEN VIRTUAL}\}$ 
3:   if both channel parties are honest then
4:     if funded  $\neq \emptyset$  then
5:       TODO: prepare virtual layer TX  $V$  and its signature – careful, may
       be unneeded!
6:        $C \leftarrow \text{TX } \{\text{input: } V.\text{output}, \text{outputs: } (c_A, pk_{A,\text{out}} \wedge t), (c_B, pk_{B,\text{out}})\}$ 
7:        $\text{sig}_{B,C} \leftarrow \text{SIGN}(C, sk_{B,V})$ 
8:        $\text{sig}_{A,C} \leftarrow \text{SIGN}(C, sk_{A,V})$ 
9:     else
10:       $C \leftarrow \text{TX } \{\text{input: } F.\text{output}, \text{outputs: } (c_A, pk_{A,\text{out}} \wedge t), (c_B, pk_{B,\text{out}})\}$ 
11:       $\text{sig}_{B,C} \leftarrow \text{SIGN}(C, sk_{B,F})$ 
12:       $\text{sig}_{A,C} \leftarrow \text{SIGN}(C, sk_{A,F})$ 
13:    end if
14:  end if // if Bob is corrupted, we already have  $C$  and  $\text{sig}_{B,C}$ 
15:   $State \leftarrow \text{CLOSED}$ 
16:  if  $State = \text{OPEN BASE}$  then
17:    input (SUBMIT,  $(V, \text{sig}_{A,V}, \text{sig}_{B,V}), (C, \text{sig}_{A,C}, \text{sig}_{B,C})$ ) to  $\mathcal{G}_{\text{Ledger}}$ 
18:  else //  $State = \text{OPEN VIRTUAL}$ 
19:    if Alice is the one that had received (FUND YOU, ...) by opener then
20:      initiator  $\leftarrow$  opener; other  $\leftarrow$  outer_peer
21:    else // Bob had received (FUND YOU ...)
22:      initiator  $\leftarrow$  outer_peer; other  $\leftarrow$  opener
23:    end if
24:    if both parties are honest then
25:      if funded  $\neq \emptyset$  then
26:        TODO: prepare virtual layer TXs  $V_A, V_B$  and their signatures
27:         $C' \leftarrow \text{TX } \{\text{input: } V.\text{output}, \text{outputs: } (c_A, pk_{A,\text{out}}), (c_B, pk_{B,\text{out}} \wedge t)\}$ 
28:         $\text{sig}'_{A,C} \leftarrow \text{SIGN}(C', sk_{A,V}); \text{sig}'_{B,C} \leftarrow \text{SIGN}(C', sk_{B,V})$ 
29:      else // there are no virtual channels on top of us
30:         $C' \leftarrow \text{TX } \{\text{input: } F.\text{output}, \text{outputs: } (c_A, pk_{A,\text{out}}), (c_B, pk_{B,\text{out}} \wedge t)\}$ 
31:         $\text{sig}'_{A,C} \leftarrow \text{SIGN}(C', sk_{A,F}); \text{sig}'_{B,C} \leftarrow \text{SIGN}(C', sk_{B,F})$ 
32:      end if
33:      provide delayed output (PEER CLOSED VIRTUAL,
34:       $(V_B, \text{sig}_{A,V_B}, \text{sig}_{B,V_B}), (C', \text{sig}'_{A,C}, \text{sig}'_{B,C})$ ) to other as Bob
35:    end if
36:    if funded  $\neq \emptyset$  then
37:      output  $\leftarrow$  (CLOSED VIRTUAL,  $(V, \text{sig}_{A,V}, \text{sig}_{B,V}), (C, \text{sig}_{A,C}, \text{sig}_{B,C})$ )
38:    else
39:      output  $\leftarrow$  (CLOSED VIRTUAL,  $(C, \text{sig}_{A,C}, \text{sig}_{B,C})$ )
40:    end if
41:    output output to initiator as Alice
42:  end if

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Fig. 5.

Functionality $\mathcal{F}_{\text{Chan}}$ – close by corrupted

- 1: On (CLOSE, *Alice*, $\text{sig}_{A,C'}$, $\text{sig}_{A,V'}$) by \mathcal{A} :
- 2: **TODO: in \mathcal{S} , allow corrupted party to submit and maintain fake ledger.**
 Only in case the closing tx is valid (in the simulated ledger), then calculate
 signature of original comm tx and send this message to $\mathcal{F}_{\text{Chan}}$
- 3: ensure that *Alice* is corrupted, *Bob* is honest
- 4: **if funded = \emptyset then**
- 5: ensure $\text{sig}_{A,V'} = \epsilon$
- 6: $C' \leftarrow \text{TX} \{ \text{input: } F.\text{output}, \text{outputs: } (c_B, pk_{B,\text{out}}), (c_A, pk_{A,\text{out}} \wedge t) \}$
- 7: ensure $\text{VERIFY}(C', \text{sig}_{A,C'}, pk_{A,F}) = \text{True}$
- 8: $\text{sig}_{B,C'} \leftarrow \text{SIGN}(C', sk_{B,F})$
- 9: **else**
- 10: ensure $\text{sig}_{A,V'} \neq \epsilon$
- 11: **TODO: prepare virtual TX, verify $\text{sig}_{A,V'}$**
- 12: $C' \leftarrow \text{TX} \{ \text{input: } V'.\text{output}, \text{outputs: } (c_B, pk_{B,\text{out}}), (c_A, pk_{A,\text{out}} \wedge t) \}$
- 13: ensure $\text{VERIFY}(C', \text{sig}_{A,C'}, pk_{A,V'}) = \text{True}$
- 14: $\text{sig}_{B,V'} \leftarrow \text{SIGN}(V', sk_{B,F})$
- 15: $\text{sig}_{B,C'} \leftarrow \text{SIGN}(C', sk_{B,V'})$
- 16: **end if**
- 17: $\text{State} \leftarrow \text{CLOSED}$
- 18: **if State = OPEN BASE then**
- 19: input (SUBMIT, (V' , $\text{sig}_{A,V}$, $\text{sig}_{B,V'}$), (C' , $\text{sig}_{A,C'}$, $\text{sig}_{B,C'}$)) to $\mathcal{G}_{\text{Ledger}}$ as
 Alice
- 20: **else**
- 21: output (CLOSED VIRTUAL, (V' , $\text{sig}_{A,V}$, $\text{sig}_{B,V'}$), (C' , $\text{sig}_{A,C'}$, $\text{sig}_{B,C'}$))
 to *Alice's* host (**opener** if *Alice* had received (FUND YOU, ...), **outer_peer**
 else) as *Alice*
- 22: **end if**

Fig. 6.

Functionality $\mathcal{F}_{\text{Chan}}$ – close Pt. 2

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1: On ((PEER) CLOSED VIRTUAL,  $(V', \text{sig}_{A,V'}, \text{sig}_{B,V'})$ ,  $(C, \text{sig}_{A,C}, \text{sig}_{B,C})$ ) by
   Charlie:
2:   ensure  $State \in \{\text{OPEN BASE}, \text{OPEN VIRTUAL}\}$ 
3:   ensure  $((c_L, c_R), \text{hops}, (Charlie, Dave), (Frank, George), pk_{A,V}, pk_{B,V}, \text{id})$ 
    $\in \text{funded}$  with  $Frank \in \{Alice, Bob\}$  // no stored commitment TX in entry yet
4:   if second tuple of message is empty then
5:     ensure  $\text{VERIFY}(C, \text{sig}_{A,C}, pk_{A,V}) = \text{VERIFY}(C, \text{sig}_{B,C}, pk_{B,V}) = \text{True}$ 
6:   else
7:     ensure  $\text{VERIFY}(V', \text{sig}_{A,V'}, pk_{A,V}) = \text{VERIFY}(V', \text{sig}_{B,V'}, pk_{B,V}) =$ 
    $\text{VERIFY}(C, \text{sig}_{A,C}, pk_{A,V'}) = \text{VERIFY}(C, \text{sig}_{B,C}, pk_{B,V'}) = \text{True}$ 
8:   end if
9:    $c_{\text{left}} \leftarrow C.\text{outputs}(\text{the timelocked output}).\text{coins}$ 
10:   $c_{\text{right}} \leftarrow C.\text{outputs}(\text{the other output}).\text{coins}$ 
11:  ensure  $c_{\text{left}} + c_{\text{right}} = c_L + c_R$ 
12:  add message contents to funded entry
13:  output ((PEER) CLOSED VIRTUAL,  $c_{\text{left}}$ , id) to George if peer closed, to
   Frank else

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Fig. 7.

Functionality $\mathcal{F}_{\text{Chan}} - \text{fund virtual}$

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1: On (FUND,  $c$ , hops, sub_parties = (fundee, counterparty), outer_parties =
   ( $Alice$ ,  $Dave$ ),  $pk_{VA,out}$ ,  $pk_{VB,out}$ ) by  $Alice$ : // we fund another channel
   TODO: use  $pk_{VA}$  in virtual LN()
2:   ensure  $State \in \{\text{OPEN BASE}, \text{OPEN VIRTUAL}\}$ 
3:   ensure  $c_A - \text{locked}_A \geq c$ 
4:   input (FUND YOU,  $c$ , counterparty,  $Dave$ ) to fundee as  $Alice$ , ensure output
   is (OK,  $pk_{A,V}$ ,  $pk_{B,V}$ )
5:   generate random id
6:   send (FUND  $c$ , hops, sub_parties = (fundee, counterparty), outer_parties
   = ( $Alice$ ,  $Dave$ ), funder =  $Alice$ , id) to  $\mathcal{A}$  and ensure reply is (OK)
7:   ( $L_0, R_0$ )  $\leftarrow$  ( $Alice$ ,  $Bob$ )
8:   for all ( $L_i, R_i$ )  $\in$  hops do //  $i \in \{1, \dots, |\text{hops}|\}$ 
9:     ensure  $R_{i-1} = L_i$ 
10:    send (ALLOW FUND,  $c$ , sub_parties, id,  $i \stackrel{?}{=} |\text{hops}|$ ) to  $L_i$  as  $Alice$  and
    ensure reply is (OK)
11:  end for
12:  if both channel parties are honest then
13:    send (IS OPEN SUCCESSFUL, id) to  $\mathcal{A}$  and ensure reply is (OK)
14:  else if only  $Alice$  is honest then
15:    ( $sk_{A,V}, pk_{A,V}$ )  $\leftarrow$  KEYGEN()
16:    send (UPDATE TO VIRTUAL,  $pk_{A,V}$ ) to  $\mathcal{A}$  and assign reply to ( $V = \text{TX}$ 
    {input:  $F$ .output, outputs: ( $c_A + c_B - c$ ,  $2/\{pk_{A,V}, pk_{B,V}\}$ ), ( $c$ ,
     $2/\{pk_{G,V}, pk_{A,V}\}$ ), ( $0$ ,  $|\text{hops}|/\{\text{hops}_i.pk\}_i$ ),  $\text{sig}_{B,V}$ ,  $C' = \text{TX}$  {input:
     $V$ .outputs.0, outputs: ( $c_A - \text{locked}_A - c$ ,  $pk_{A,out} \wedge t$ ), ( $c_B - \text{locked}_B$ ,  $pk_{B,out}$ )},
     $\text{sig}_{B,C'}$ ) TODO: think about locked coins
17:    ensure  $\text{VERIFY}(V, \text{sig}_{B,V}, pk_{B,F}) = \text{VERIFY}(C', \text{sig}_{B,C'}, pk_{A,V}) = \text{True}$ 
18:  end if
19:  for all ( $L_i, R_i$ )  $\in$  hops do //  $i \in \{1, \dots, |\text{hops}|\}$ 
20:    send (FUND DONE, id) to  $L_i$  as  $Alice$  and ensure reply is (OK)
21:  end for
22:   $c_A \leftarrow c_A - c$ 
23:  if only  $Alice$  is honest then
24:     $C \leftarrow C'$ ;  $\text{sig}_{B,C} \leftarrow \text{sig}_{B,C'}$ 
25:  end if
26:  add ( $(c, 0)$ , hops, sub_parties, outer_parties,  $pk_{A,V}$ ,  $pk_{B,V}$ , id) to
  funded
27:  output (OK) to  $Alice$ 

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Fig. 8.

Functionality $\mathcal{F}_{\text{Chan}} - \text{virtual}$

- 1: On input (FUND YOU, c , local peer, **outer_peer**) by *Charlie* to *Alice*: // *Alice* is funded by *Charlie*
TODO: what if counterparty corrupted?
- 2: ensure $State = \text{INIT}$
- 3: $Bob \leftarrow \text{local peer}$
- 4: send (FUND YOU, c , *Bob*, *Charlie*, *Alice*) to \mathcal{A} and ensure reply is (OK)
- 5: $c_A \leftarrow c; c_B \leftarrow 0$
- 6: **opener** $\leftarrow \text{Charlie}$
- 7: $(sk_{A,V}, pk_{A,V}) \leftarrow \text{KEYGEN}(); (sk_{B,V}, pk_{B,V}) \leftarrow \text{KEYGEN}()$
- 8: from now on, handle any (RELAYED, m) input by {**opener**, **outer_peer**} as if it were input (m) by {*Alice*, *Bob*} respectively
- 9: from now on, transform any output (m) to {*Alice*, *Bob*} to output (RELAY, m) to {**opener**, **outer_peer**} respectively
- 10: $State \leftarrow \text{OPEN VIRTUAL}$
- 11: output (OK, $pk_{A,V}, pk_{B,V}$) to *Charlie*

- 12: On (ALLOW FUND, c , **sub_parties**, **next_hop**, **id**, **is_last**) to *Dave* by *Charlie*:
 - 13: ensure $State \in \{\text{OPEN BASE}, \text{OPEN VIRTUAL}\}$
 - 14: ensure $Dave \in \{Alice, Bob\}$ // defensive check, may be redundant due to UC rules
 - 15: ensure $c_D - \text{locked}_D \geq c$
 - 16: ensure *Dave*'s counterparty belongs to the same group as **next_hop**
 - 17: output received message to *Dave* and ensure reply is (OK)
 - 18: $\text{locked}_D \leftarrow \text{locked}_D + c$
 - 19: add (**id**, **is_last**, **sub_parties**, c , *Dave*) to **pending**
 - 20: send (OK) to *Charlie*

- 21: On (FUND DONE, **id**) by *Charlie*:
 - 22: ensure $State \in \{\text{OPEN BASE}, \text{OPEN VIRTUAL}\}$
 - 23: ensure (**id**, **is_last**, **sub_parties**, c , *Dave*) \in **pending**
 - 24: remove (**id**, **is_last**, **sub_parties**, c , *Dave*) from **pending**
 - 25: **if is_last then**
 - 26: add $((0, c), \perp, \text{sub_parties.reverse}(), (Dave, \perp), \text{id})$ to **funded**
 - 27: **end if**
 - 28: send (OK) to *Charlie*

- 29: On (RELAY, m , *Charlie*) by *Alice*:
 - 30: ensure there is an entry in **funded** with *Alice* as funder outer party and *Charlie* as fundee sub-party
- 31: input (RELAYED, m) to *Charlie*

- 32: On output (RELAY, m) by *Charlie* to *Alice*:
 - 33: ensure there is an entry in **funded** with *Alice* as funder outer party and *Charlie* as fundee sub-party // defensive check, may be redundant due to being subroutine respecting
- 34: output (RELAYED, m , *Charlie*) to \mathcal{E}

Functionality $\mathcal{F}_{\text{Chan}} - \text{corruption}$

- 1: On (CORRUPT) by P , addressed to $Alice$:
- 2: ensure $P \in \{\text{opener}, \mathcal{A}\}$
- 3: **for all** $(_, _, (\text{fundee}, _), (Alice, _)) \in \text{funded}$ **do**
- 4: send (CORRUPT) to fundee and ensure reply is (OK)
- 5: **end for**
- 6: **if** $State \in \{\text{OPEN BASE}, \text{OPEN VIRTUAL}\}$ **then**
- 7: $C \leftarrow \text{TX}$ {input: $F.\text{output}$, outputs: $(c_A, pk_{A,\text{out}}), (c_B, pk_{B,\text{out}} \wedge t)$ }
- 8: $\text{sig}_{A,C} \leftarrow \text{SIGN}(C, sk_{A,F})$
- 9: **end if**
- 10: from now on, allow \mathcal{A} to handle all $Alice$'s messages, i.e. act as a relay
- 11: **if** Bob is not corrupted **then**
- 12: from now on, override reactions to messages (OPEN) and (PAY) addressed to Bob with those defined in the current Figure
- 13: **end if**
- 14: output (OK) to P

- 15: On (OPEN, $c_F, pk_{A,\text{out}}, pk_{B,\text{out}}$) by Bob :
- 16: ensure $State = (\text{TOPPED UP}, Bob)$ **TODO: decide what happens when channel funded by corrupted party**
- 17: ensure $c_F = c_{\text{on}}$
- 18: $(sk_{B,F}, pk_{B,F}) \leftarrow \text{KEYGEN}()$
- 19: send (OPEN, $c_F, pk_{A,\text{out}}, pk_{B,\text{out}}, pk_{B,F}, Bob$) to \mathcal{A} , assign reply to $(pk_{A,F}, C = \text{TX}$ {input: $F.\text{output}$, outputs: $(c_F, pk_{B,\text{out}} \wedge t), (0, pk_{A,\text{out}})\}$, $\text{sig}_{A,C}$)
- 20: ensure $\text{VERIFY}(C, \text{sig}_{A,C}, pk_{A,F}) = \text{True}$
- 21: $F \leftarrow \text{TX}$ {input: **base_output**, output: $(c_F, 2/\{pk_{A,F}, pk_{B,F}\})$ }
- 22: $\text{sig}_F \leftarrow \text{SIGN}(F, sk)$
- 23: $State \leftarrow \text{WAITING FOR LEDGER}$
- 24: input (SUBMIT, (F, sig_F)) to $\mathcal{G}_{\text{Ledger}}$

- 25: On (PAY, x) by Bob :
- 26: ensure $State \in \{\text{OPEN BASE}, \text{OPEN VIRTUAL}\}$
- 27: ensure $c_B - \text{locked}_B \geq x$
- 28: send (PAY, x, Bob) to \mathcal{A} and assign reply to $(C' = \text{TX}$ {input: $F.\text{output}$, outputs: $(c_A + x, pk_{A,\text{out}}), (c_B - \text{locked}_B - x, pk_{B,\text{out}} \wedge t)\}$, $\text{sig}'_{A,C}$) **TODO: think about locked coins again**
- 29: ensure $\text{VERIFY}(C', \text{sig}'_{A,C}, pk_{A,F}) = \text{True}$
- 30: $C \leftarrow C'$; $\text{sig}_{A,C} \leftarrow \text{sig}'_{A,C}$
- 31: $c_B \leftarrow c_B - x$; $c_A \leftarrow c_A + x$
- 32: output (PAY SUCCESS) to Bob

- 33: **TODO: receive payment from corrupted counterparty**

Fig. 10.

Simulator \mathcal{S} – Pt. 1

- 1: On (OPEN, c_F , $pk_{A,out}$, $pk_{B,out}$, F , sig_F *Alice*) by $\mathcal{F}_{\text{Chan}}$: // both honest
- 2: simulate *Alice* receiving input (OPEN, c_F , $pk_{A,out}$, $pk_{B,out}$) by \mathcal{E}
- 3: ensure simulated *Alice* inputs (SUBMIT, (F' , $\text{sig}_{F'}$)) to $\mathcal{G}_{\text{Ledger}}$
- 4: input (SUBMIT, (F , sig_F)) to $\mathcal{G}_{\text{Ledger}}$

- 5: On (OPEN, c_F , $pk_{A,out}$, $pk_{B,out}$, $pk_{B,F}$, *Bob*) by $\mathcal{F}_{\text{Chan}}$: // *Alice* corrupted
- 6: send LN message (OPEN, $pk_{B,F}$) to *Alice* and relay reply to $\mathcal{F}_{\text{Chan}}$ **TODO:**
 change msg to fit LN, ensure *Alice* doesn't see a difference from real world

- 7: On (PAY, x , *Dave*) by $\mathcal{F}_{\text{Chan}}$:
- 8: **if** both channel parties are honest **then**
- 9: simulate *Dave* receiving input (PAY, x) by \mathcal{E}
- 10: ensure simulated *Dave* outputs (OK)
- 11: send (OK) to $\mathcal{F}_{\text{Chan}}$
- 12: **else if** only *Dave's* counterparty is corrupted **then** // else just relay to \mathcal{A}
- 13: simulate *Dave* receiving input (PAY, x) by \mathcal{E}
- 14: ensure simulated *Dave* outputs (OK)
- 15: extract the latest commitment transaction C and its signature by
 Dave's counterparty $\text{sig}_{\bar{D},C}$ from simulated *Dave's* state
- 16: send (C , $\text{sig}_{\bar{D},C}$) to $\mathcal{F}_{\text{Chan}}$
- 17: **end if**

- 18: On (FUND YOU, c , *Bob*, *Charlie*, *Alice*) by $\mathcal{F}_{\text{Chan}}$:
- 19: simulate *Alice* receiving input (FUND YOU, c , *Bob*) by *Charlie*
- 20: ensure simulated *Alice* outputs (OK) to *Charlie*
- 21: send (OK) to $\mathcal{F}_{\text{Chan}}$

- 22: On (FUND c , hops, sub_parties = (fundee, counterparty), outer_parties =
 (*Charlie*, *Dave*), funder = *Alice*, id) by $\mathcal{F}_{\text{Chan}}$:
- 23: add the message data to virtual_opening
- 24: simulate execution of line 7 of Fig. 9 with *Alice* // \mathcal{S} knows *Bob* (*Alice's*
 counterparty) through opening procedure
- 25: send (OK) to $\mathcal{F}_{\text{Chan}}$

- 26: On (ALLOW FUND, c , sub_parties, local_funder = L_i , id, $i \stackrel{?}{=} |\text{hops}|$) by
 $\mathcal{F}_{\text{Chan}}$'s *Alice* to *Charlie*:
- 27: simulate receiving message with *Charlie* by *Alice* and all subsequent
 communication
- 28: ensure the simulated *Charlie* sends (OK) to the simulated *Alice*
- 29: intercept this message and send it to $\mathcal{F}_{\text{Chan}}$'s *Alice*

Fig. 11.

Simulator \mathcal{S} – Pt. 2

- 1: On (IS OPEN SUCCESSFUL, id) by $\mathcal{F}_{\text{Chan}}$:
- 2: retrieve and remove from **virtual_opening** the data marked with id
- 3: simulate line 14 of Fig. 2 with *Alice* using this data
- 4: ensure *Alice* completes execution of VChan() successfully
- 5: send (OK) to $\mathcal{F}_{\text{Chan}}$

- 6: On (UPDATE TO VIRTUAL) by $\mathcal{F}_{\text{Chan}}$:
- 7: retrieve and remove from **virtual_opening** the data marked with id
- 8: simulate line 14 of Fig. 2 with *Alice* using this data
- 9: ensure *Alice* completes execution of VChan() successfully
- 10: extract from *Alice*'s state the new virtual funding TX V for pre-existing channel
- 11: extract from *Alice*'s state the new commitment TX C that spends the on-chain funding TX
- 12: send (V, C) to $\mathcal{F}_{\text{Chan}}$

- 13: On (FUND DONE, id) by $\mathcal{F}_{\text{Chan}}$'s *Alice* to *Charlie*:
- 14: simulate receiving message with *Charlie* by *Alice* and all subsequent communication
- 15: ensure the simulated *Charlie* sends (OK) to the simulated *Alice*
- 16: intercept this message and send it to $\mathcal{F}_{\text{Chan}}$'s *Alice*

Fig. 12.

1 Security Proof

When \mathcal{E} sends (FUND, c , hops, (fundee, counterparty), (*Charlie*, *Dave*), $pk_{VA,out}$, $pk_{VB,out}$) to *Alice* in the real world, lines 1-4 of Fig. 9 are executed and then control is handed over to the “fundee” ITI, which executes lines 3-11 of Fig. 2. This ITI will output (OK) if and only if line 6 of Fig. 2 succeeds.

When \mathcal{E} sends (FUND, c , hops, (fundee, counterparty), (*Charlie*, *Dave*)) to *Alice* in the ideal world, lines 1-4 of Fig. 9 are executed and then control is handed over to the functionality that controls the “fundee”, which executes lines 1-4 of Fig. 9 and then hands control over to \mathcal{S} . The latter in turn simulates lines 3-11 of Fig. 2, thus following the exact same steps as in the real world, therefore it will send (OK) to $\mathcal{F}_{\text{Chan}}$ if and only if the simulated line 6 of Fig. 2 succeeds. From this and the previous paragraph, we see that, up to this point, the two worlds are perfectly indistinguishable.

Moving on, in the ideal world subsequently lines 5-6 of Fig. 9 are executed, which results in \mathcal{S} executing lines 22-25 of Fig. 11. During the latter steps, \mathcal{S} simulates executing line 7 of Fig. 9 with *Alice*.

Similarly in the real world, *Alice* executes lines 5 and 7 of Fig. 9, therefore the two worlds still are perfectly indistinguishable.

The “for” loop of lines 8-11 of Fig. 9 is then executed in both the real and the ideal worlds. The message of line 10 results in the execution of lines 3-11 of Fig. 2 by L_i in both worlds: in the real world directly, in the ideal world simulated by \mathcal{S} .

In the ideal world, line 18 in Fig. 9 prompts \mathcal{S} to simulate line 14 of Fig. 2 with *Alice*, which is exactly the code that would be directly run by *Alice* in the real world. Therefore the two worlds remain perfectly indistinguishable.

The “for” loop of lines 19-26 of Fig. 9 is also perfectly indistinguishable in the two worlds. With argumentation similar to that of the previous “for” loop, we conclude that the FUND message does not induce any chance of distinguishability between the two worlds.

Theorem 1. *Assume that at the end of the execution, $\mathcal{G}_{\text{Ledger}}$ contains exactly one “groups” transaction that precedes all “funding” transactions and contains as payload a partition \mathcal{G} into groups of all VChan parties, with each group containing the parties that belong to the same (human) owner. Then the following holds:*

$$\begin{aligned} & \forall G \in \mathcal{G} \text{ such that all parties in } G \text{ are honest,} \\ & \sum_{P \in G} \text{logged-coins}(P) = \sum_{P \in G} \text{ledger-coins}(P) = \\ & = \sum_{P \in G} (\text{top-up}(P) + \sum_{m \in \mathcal{T}} \text{pay-in}(m, P) - \sum_{m \in \mathcal{T}} \text{pay-out}(m, P)) , \end{aligned}$$

where \mathcal{T} is the execution transcript and:

$\text{logged-coins}(P) = c_P$, as recorded in $\mathcal{F}_{\text{Chan}}/\Pi_{\text{Chan}}$

$\text{ledger-coins}(P)$ = coins spendable with the secret key sk of P if the closing transactions of all open channels are submitted to $\mathcal{G}_{\text{Ledger}}$ and added to the state of all parties and then t new blocks enter the state of all honest parties

$$\begin{aligned} \text{top-up}(P) &= \begin{cases} c_{\text{on}}, & \text{as determined on message (CHECK TOP UP),} \\ & \text{if such a message was handled} \\ 0, & \text{otherwise} \end{cases} \\ \text{pay-in}(m, P) &= \begin{cases} x, & \text{if message } m \text{ updated the channel to} \\ & \text{a state in which } P \text{ had } x \text{ more coins} \\ 0, & \text{otherwise} \end{cases} \quad \text{TODO: improve prev} \\ \text{pay-out}(m, P) &= \begin{cases} x, & \text{if } m = (\text{PAY}, x) \text{ was received by } P \text{ and} \\ & P \text{ output (PAY SUCCESS) as a result} \\ 0, & \text{otherwise} \end{cases} \end{aligned}$$

References