

Interoperability between blockchain

How to bridge chains

Many L1 blockchains

Bitcoin: Bitcoin scripting language (with Taproot)

Ethereum: EVM. Currently: high Tx fees (better with Rollups)

EVM compatible blockchains: **Avalanche, BSC, ...**

- Higher Tx rate \Rightarrow lower Tx fees
- EVM compatibility \Rightarrow easy project migration and user support

Other fast non-EVM blockchains: **Solana, Cosmos, ...**

- Higher Tx rate \Rightarrow lower Tx fees

The problem: siloes



Solana



Ethereum



Avalanche

Jupiter
DEX



Bitcoin



Polkadot

Can I use
Jupiter??

How???



20 DOT

Interoperability

Interoperability:

- User owns funds or assets (NFTs) on one blockchain system
Goal: enable user to move assets to another chain

Composability:

- Enable a DAPP on one chain to call a DAPP on another

Not a problem if the entire world used Ethereum

- In reality: many blockchain systems that need to interoperate
- The solution: **bridges**

A first example: BTC in Ethereum

How to move BTC to Ethereum ?? Goal: enable BTC in DeFi.

⇒ need new ERC20 on Ethereum pegged to BTC

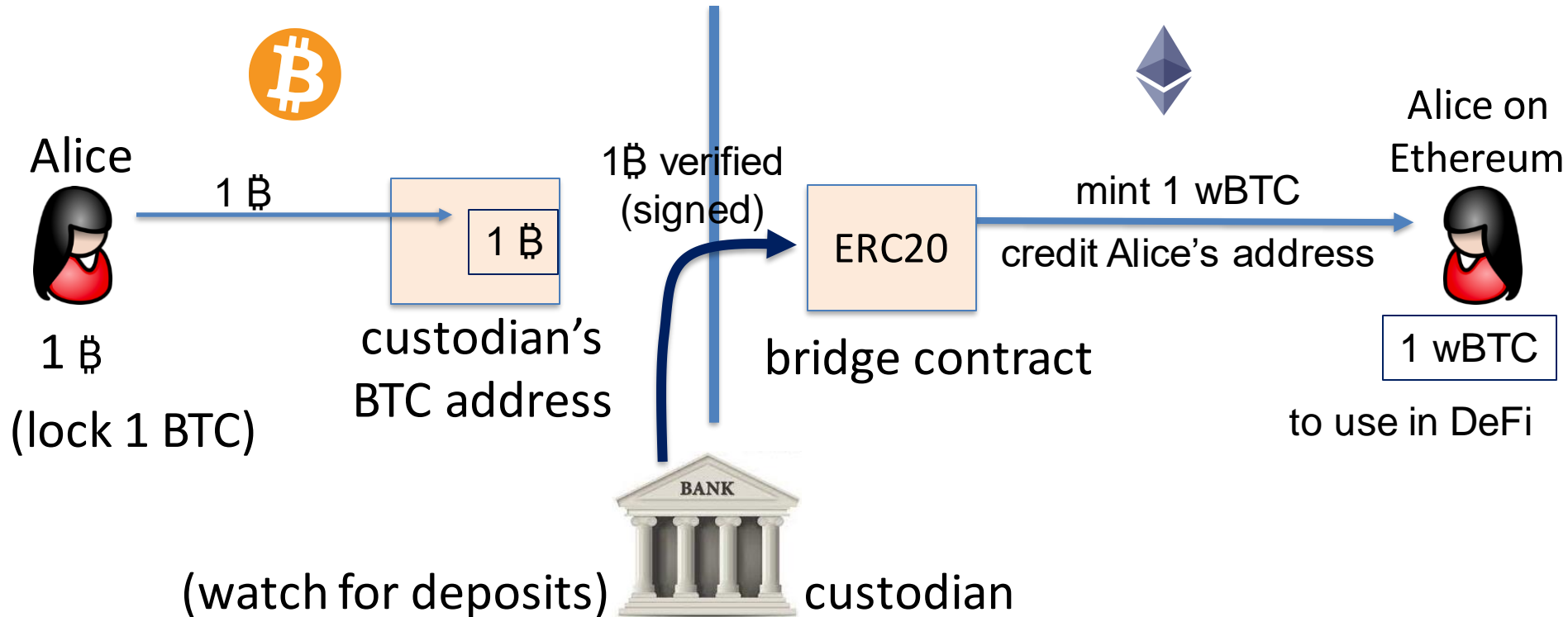
(e.g., use it for providing liquidity in DeFi projects)

The solution: **wrapped coins**

- Asset X on one chain appear as wrapped-X on another chain
- For BTC: several solutions (e.g., wBTC, tBTC, ...)

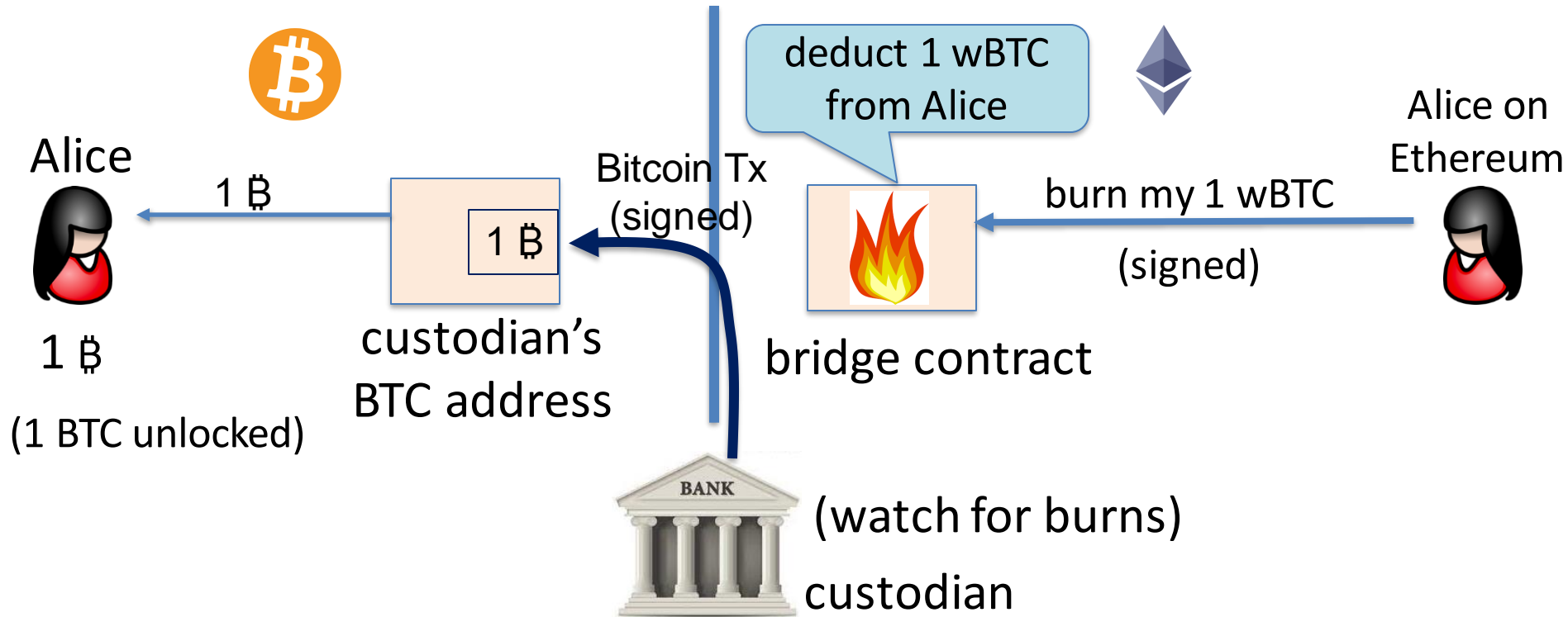
wBTC and tBTC: a lock-and-mint bridge

Let's start with wBTC: **moving 1 BTC to Ethereum**



Alice wants her 1 BTC back

Moving 1 wBTC back to the Bitcoin network:



wBTC

Example BTC → Ethereum:

Nov 26 2021 - 07:36	FUNDS SENT TO CUSTODIAN	(Bitcoin Tx: ≈4,000 BTC)
	c605b4f2f0948e7deae0c5d7c27b3256b97120be760e2b81136eb95c819570f6	
Nov 26 2021 - 09:50	MINT COMPLETED BY CUSTODIAN	(Ethereum Tx:)
	0x70475eca8be89b67143f1b52df013fc1df7d254e836c836c8f368fc516aca76b	

Why two hours? ... make sure no Bitcoin re-org

The problem: trusted custodian

Can we do better?

tBTC: no single point of trust

Alice requests to mint tBTC:

random three registered custodians are selected and
they generate P2PKH Bitcoin address for Alice
signing key is 3-out-of-3 secret shared among three
(all three must cooperate to sign a Tx)

Alice sends BTC to P2PKH address, and received tBTC.

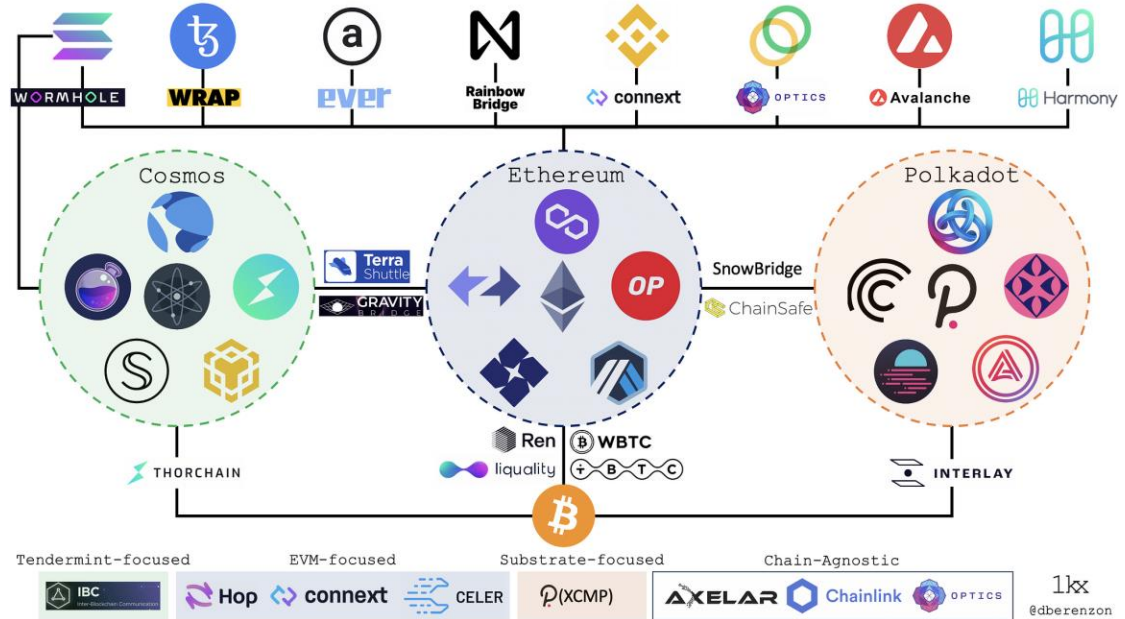
Custodians must lock 1.5x ETH stake for the BTC they manage

- If locked BTC is lost, Alice can claim staked ETH on Ethereum.

Bridging smart chains (with Dapp support)

A very active area:

- Many super interesting ideas
- Figure already outdated



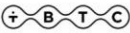

























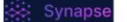


















<https://medium.com/1kxnetwork/blockchain-bridges-5db6afac44f8>

Bridging smart chains (with Dapp support)

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Asset-specific	Chain-specific	Application-specific	Generalized
     	             	          	             

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Two types of bridges

Type 1: a lock-and-mint bridge

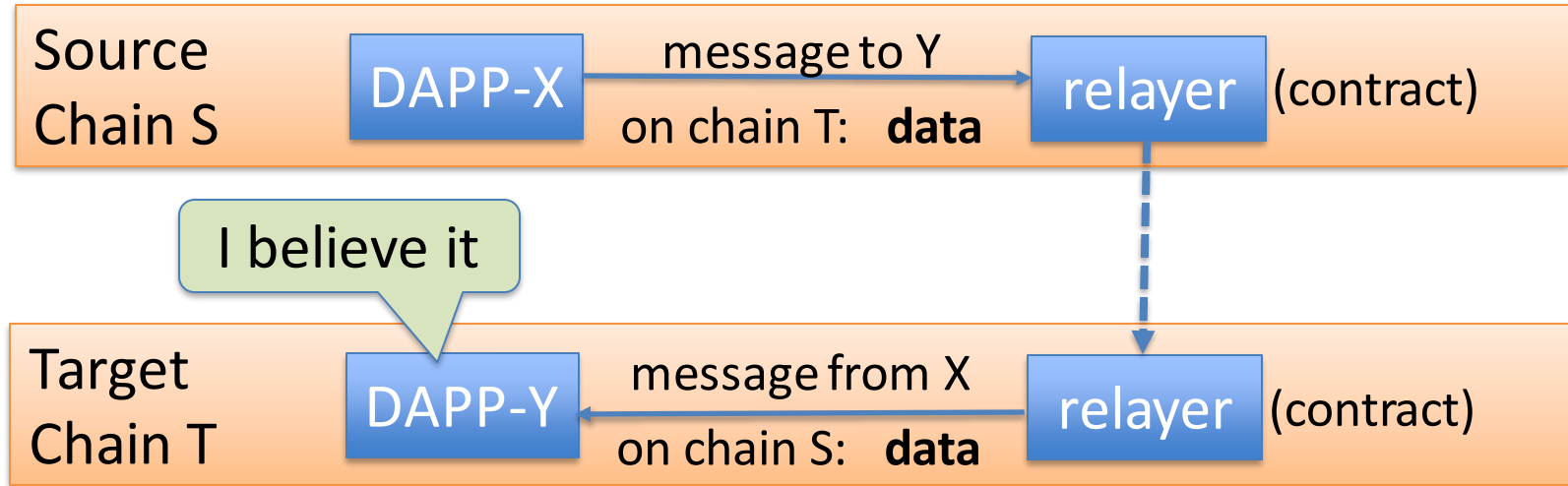
- SRC → DEST: user locks funds on SRC side,
wrapped tokens are minted on the DEST side
- DEST → SRC: funds are burned on the DEST side,
and released from lock on the SRC Side

Type 2: a liquidity pool bridge

- Liquidity providers provide liquidity on both sides
- SRC → DEST: user sends funds on SRC side,
equivalent amount released from pool on DEST side

Bridging smart chains (with Dapp support)

Step 1 (hard): a secure cross-chain messaging system



Step 2 (easier): build a bridge using messaging system

Bridging smart chains (with Dapp support)

Step 1 (hard): a secure cross-chain messaging system



Step 2 (easier): build a bridge using messaging system

- DAPP-X → DAPP-Y: “I received 3 CELO, ok to mint 3 wCELO”
- DAPP-Y → DAPP-X: “I burned 3 wCELO, ok to release 3 CELO”

If messaging system is secure, no one can steal locked funds at S

```

/**
 * @notice Burns or locks a specific amount of tokens from a sender's account based on the provided symbol.
 * @param sender Address of the account from which to burn the tokens
 * @param symbol Symbol of the token to burn
 * @param amount Amount of tokens to burn
 * @dev Depending on the token type (External, InternalBurnableFrom, or InternalBurnable), the function either
 */
 * transfers the tokens to gateway contract itself or calls a burn function on the token contract.
 */

function _burnTokenFrom(
    address sender,
    string memory symbol,
    uint256 amount
) internal {
    address tokenAddress = tokenAddresses(symbol);

    if (tokenAddress == address(0)) revert TokenDoesNotExist(symbol);
    if (amount == 0) revert InvalidAmount();

    TokenType tokenType = _getTokenType(symbol);

    if (tokenType == TokenType.External) {
        IERC20(tokenAddress).safeTransferFrom(sender, address(this), amount);
    } else if (tokenType == TokenType.InternalBurnableFrom) {
        IERC20(tokenAddress).safeCall(abi.encodeWithSelector(
            IBurnableMintableCappedERC20.burnFrom.selector, sender, amount));
    } else {
        IERC20(tokenAddress).safeTransferFrom(sender, IBurnableMintableCappedERC20(tokenAddress).depositAddress(
            bytes32(0)), amount);
        IBurnableMintableCappedERC20(tokenAddress).burn(bytes32(0));
    }
}
}

```

Axelar Gateway (sending side)

- To send token:
 1. Approve the gateway contract as the spender of your ERC20 contract (e.g., call `USDC.approve(gatewayAddr, amount)`)
 - E.g., on:
 - Ethereum: [0x4F4495243837681061C4743b74B3eEdf548D56A5](#)
 - Avalanche: [0x5029C0EFf6C34351a0CEc334542cDb22c7928f78](#)
 2. Call the gateway `sendToken()`

Axelar Gateway (sending side)

```
/**
 * @notice Calls a contract on the specified destination chain with a given payload and token amount.
 * This function is the entry point for general message passing with token transfer between chains.
 * @param destinationChain The chain where the destination contract exists. A registered chain name on Axelar must be used here
 * @param destinationContractAddress The address of the contract to call with tokens on the destination chain
 * @param payload The payload to be sent to the destination contract, usually representing an encoded function call with arguments
 * @param symbol The symbol of the token to be sent with the call
 * @param amount The amount of tokens to be sent with the call
 */
function callContractWithToken(
    string calldata destinationChain,
    string calldata destinationContractAddress,
    bytes calldata payload,
    string calldata symbol,
    uint256 amount
) external {
    _burnTokenFrom(msg.sender, symbol, amount);
    emit ContractCallWithToken(msg.sender, destinationChain, destinationContractAddress, keccak256(payload), payload, symbol, amount);
}
```

generic cross-chain call

Axelar Gateway (receiving side)

```
function _mintToken(  
    string memory symbol,  
    address account,  
    uint256 amount  
) internal {  
    address tokenAddress = tokenAddresses(symbol);  
  
    if (tokenAddress == address(0)) revert TokenDoesNotExist(symbol);  
  
    _setTokenMintAmount(symbol, tokenMintAmount(symbol) + amount);  
  
    if (_getTokenType(symbol) == TokenType.External) {  
        IERC20(tokenAddress).safeTransfer(account, amount);  
    } else {  
        IBurnableMintableCappedERC20(tokenAddress).mint(account, amount);  
    }  
}
```

```
if (commandHash == SELECTOR_DEPLOY_TOKEN) {  
    commandSelector = AxelarGateway.deployToken.selector;  
} else if (commandHash == SELECTOR_MINT_TOKEN) {  
    commandSelector = AxelarGateway.mintToken.selector;  
} else if (commandHash == SELECTOR_APPROVE_CONTRACT_CALL) {  
    commandSelector = AxelarGateway.approveContractCall.selector;  
} else if (commandHash == SELECTOR_APPROVE_CONTRACT_CALL_WITH_MINT) {  
    commandSelector = AxelarGateway.approveContractCallWithMint.selector;  
} else if (commandHash == SELECTOR_BURN_TOKEN) {
```

full

Axelar Gateway (receiving side)

- Who can call execute()?
 - Anyone: this is a public function!
- What prevents Mallory from just sending herself tokens?
 - On-chain, verify proof that message on the other chain is real (e.g., that token was actually burned)

```

contract AxelarAuthWeighted is Ownable, IAxelarAuthWeighted {
    uint256 public currentEpoch;
    mapping(uint256 => bytes32) public hashForEpoch;
    mapping(bytes32 => uint256) public epochForHash;

    uint256 internal constant OLD_KEY_RETENTION = 16;

    constructor(bytes[] memory recentOperators) Ownable(msg.sender) {
        uint256 length = recentOperators.length;

        for (uint256 i; i < length; ++i) {
            _transferOperatorship(recentOperators[i]);
        }
    }

    /*****\
    |* External Functionality *|
    \*****/

    /// @dev This function takes messageHash and proof data and reverts if proof is invalid
    /// @return True if provided operators are the current ones
    function validateProof(bytes32 messageHash, bytes calldata proof) external view returns (bool) {
        (address[] memory operators, uint256[] memory weights, uint256 threshold, bytes[] memory signatures) = abi.decode(
            proof,
            (address[], uint256[], uint256, bytes[])
        );

        bytes32 operatorsHash = keccak256(abi.encode(operators, weights, threshold));
        uint256 operatorsEpoch = epochForHash[operatorsHash];
        uint256 epoch = currentEpoch;

        if (operatorsEpoch == 0 || epoch - operatorsEpoch >= OLD_KEY_RETENTION) revert InvalidOperators();

        _validateSignatures(messageHash, operators, weights, threshold, signatures);

        return operatorsEpoch == epoch;
    }
}

```

Primarily two types of messaging systems

(1) **Externally verified:** external parties verify message on chain S



RelayerT dispatches only if all trustees signed

⇒ if DAPP-Y trusts trustees, it knows DAPP-X sent message

Primarily two types of messaging systems

(1) **Externally verified:** external parties verify message on chain S

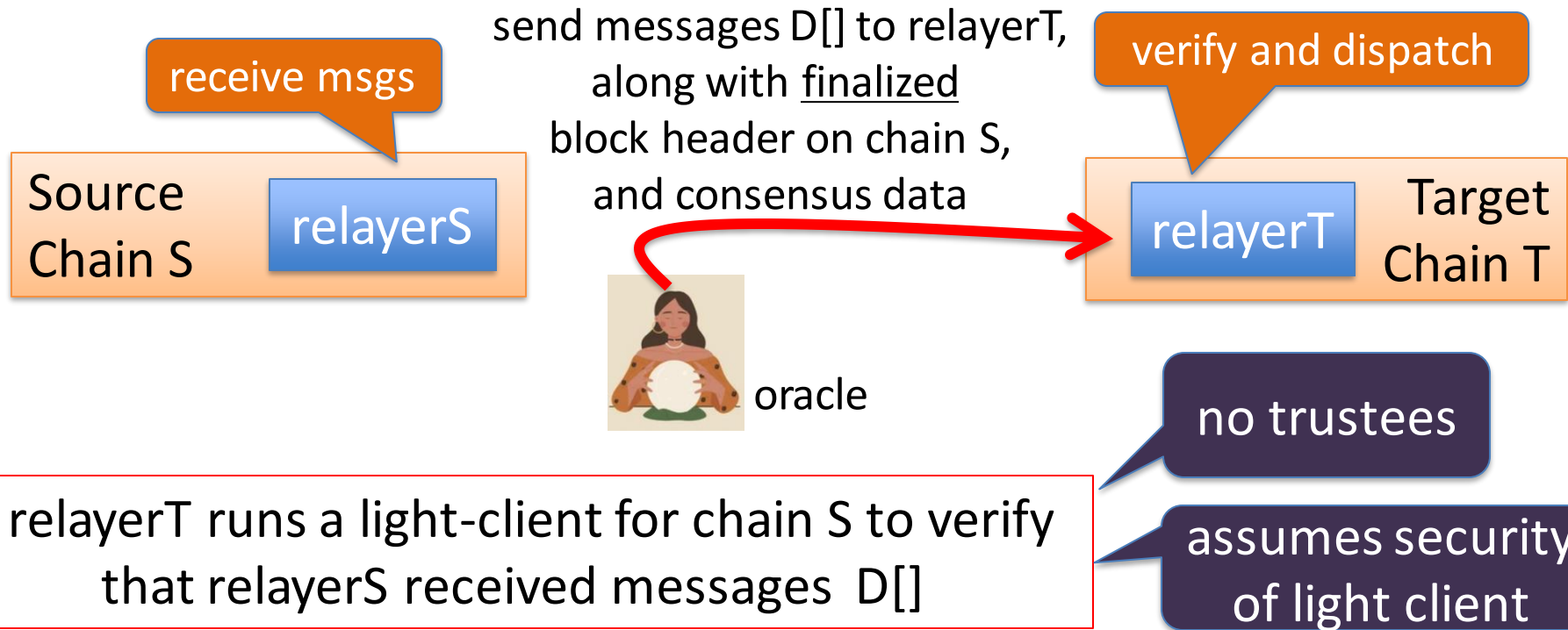


What if trustees sign and post a fake message to relayerT?

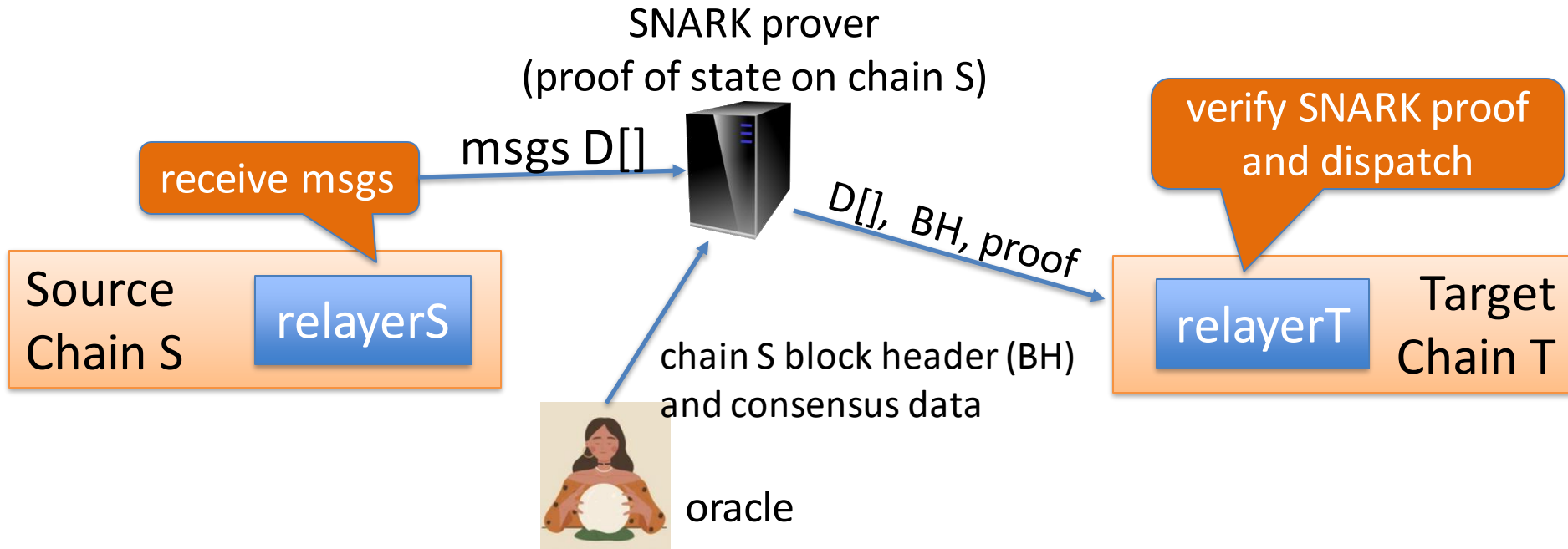
- anyone can send trustee's signature to relayerS \Rightarrow trustee slashed on S

Primarily two types of messaging systems

(2) **On-chain verified:** chain T verifies block header of chain S

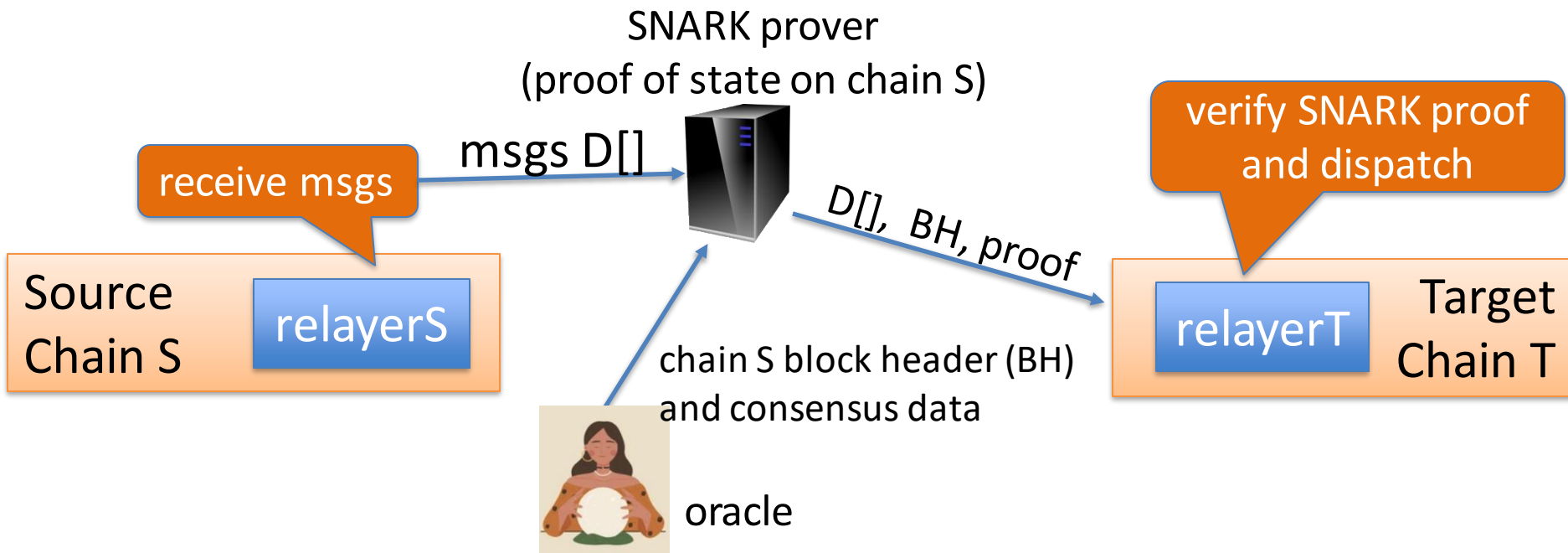


Primarily two types of messaging systems



Problem: high gas costs on chain T to verify state of source chain S.
Solution: zkBridge: use SNARK to reduce work for relayerT

Primarily two types of messaging systems



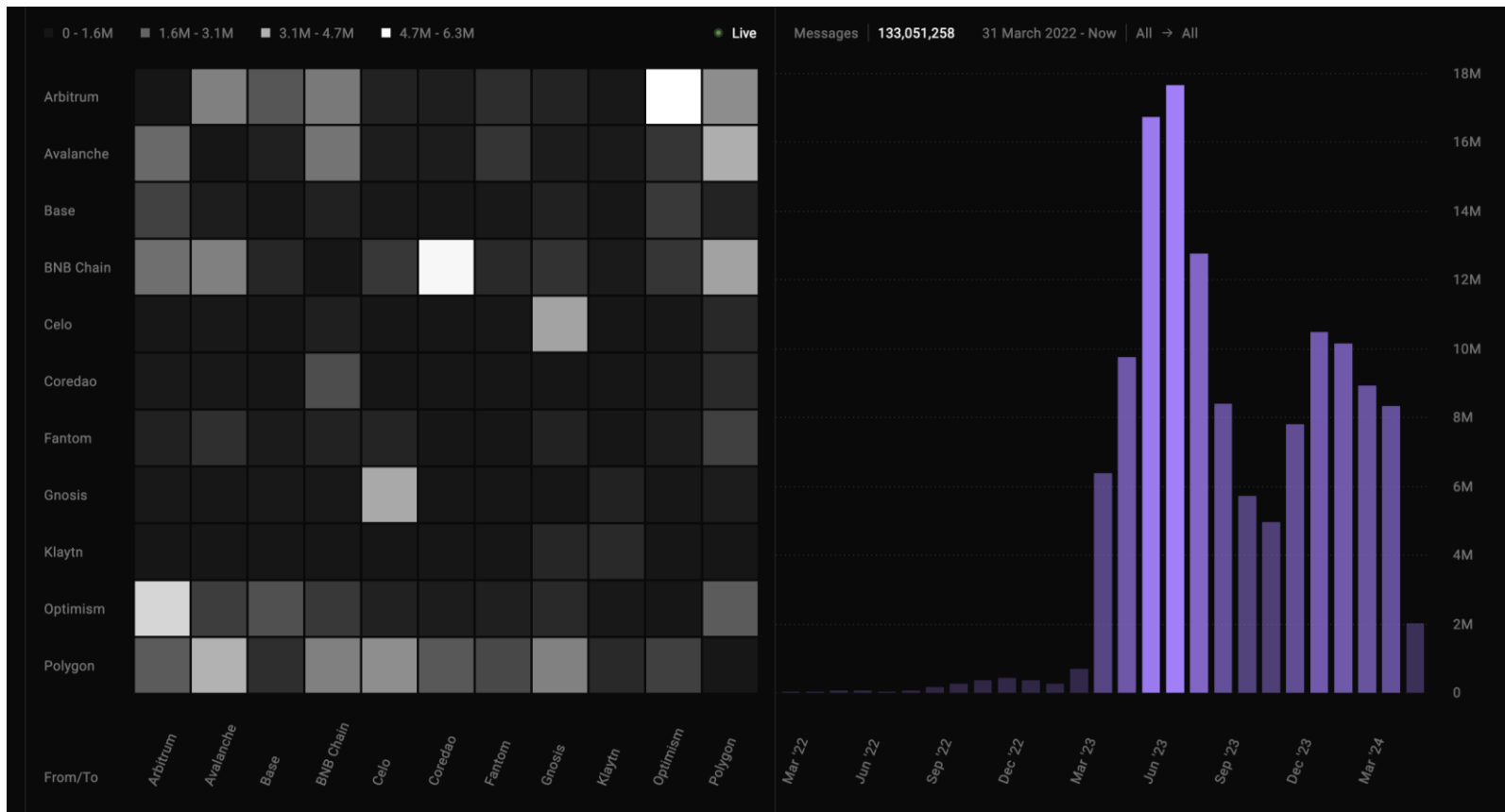
zkBridge

- Used with the LayerZero bridge

LayerZero V1 zkLightClient Oracle Addresses (Mainnets)

- Ethereum: 0xE014fe8c4d5C23EDB7AC4011F226e869ac7Ef5CC
- BNB Chain: 0xE014fe8c4d5C23EDB7AC4011F226e869ac7Ef5CC
- opBNB: 0xE014fe8c4d5C23EDB7AC4011F226e869ac7Ef5CC
- Polygon: 0xE014fe8c4d5C23EDB7AC4011F226e869ac7Ef5CC
- Arbitrum One: 0xE014fe8c4d5C23EDB7AC4011F226e869ac7Ef5CC
- Arbitrum Nova: 0xE014fe8c4d5C23EDB7AC4011F226e869ac7Ef5CC
- Optimism: 0xE014fe8c4d5C23EDB7AC4011F226e869ac7Ef5CC
- Base: 0xE014fe8c4d5C23EDB7AC4011F226e869ac7Ef5CC
- Mantle: 0xE014fe8c4d5C23EDB7AC4011F226e869ac7Ef5CC
- Linea: 0xE014fe8c4d5C23EDB7AC4011F226e869ac7Ef5CC
- Scroll: 0xE014fe8c4d5C23EDB7AC4011F226e869ac7Ef5CC
- Celo: 0xE014fe8c4d5C23EDB7AC4011F226e869ac7Ef5CC
- Core Dao: 0xE014fe8c4d5C23EDB7AC4011F226e869ac7Ef5CC
- Avalanche: 0xE014fe8c4d5C23EDB7AC4011F226e869ac7Ef5CC
- Fantom: 0xE014fe8c4d5C23EDB7AC4011F226e869ac7Ef5CC
- Moonbeam: 0xE014fe8c4d5C23EDB7AC4011F226e869ac7Ef5CC
- Metis: 0xE014fe8c4d5C23EDB7AC4011F226e869ac7Ef5CC
- Gnosis: 0xE014fe8c4d5C23EDB7AC4011F226e869ac7Ef5CC

Activity (Layer Zero)



All All Chains All Chains Source Chain Month

Reset

↑ Src ■ Arbitrum ■ Avalanche ■ Base ■ BNB Chain ■ Celo ■ Coredao ■ Fantom ■ Gnosis

↓ Dst Arbitrum, Avalanche, Base, BNB Chain, Celo, Coredao, Fantom, Gnosis, Optimism, Polygon, Others

Messages | 133,051,377

All All Chains All Chains Destination Chain Month 

Reset

Messages | 133,051,406

↓ Dst ■ Arbitrum ■ Avalanche ■ Base ■ BNB Chain ■ Celo ■ Coredao ■ Fantom ■ Gnosis ■ Optimism ■ Polygon ■ Others

Bridging: the future vision

User can hold assets on any chain

- Assets move cheaply and quickly from chain to chain
- A project's liquidity is available on all chains
- Users and projects choose the chain that is best suited for their application and asset type

We are not there yet ... except on Avalanche & its subnets