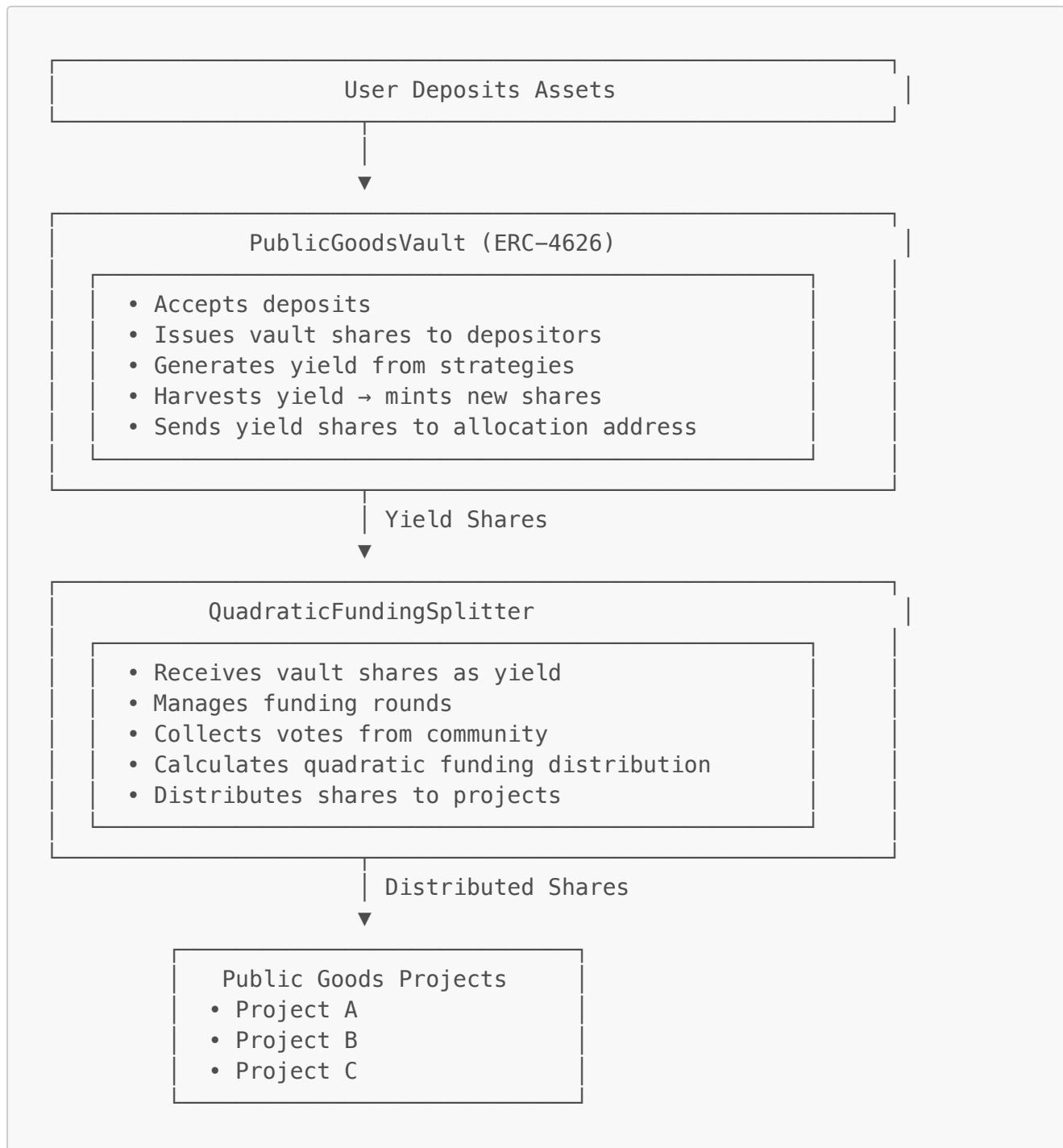


Architecture Documentation

System Overview

The Public Goods Liquidity Engine consists of three main components working together to create a sustainable funding mechanism for public goods.



Component Details

PublicGoodsVault

Purpose: ERC-4626 compliant vault that generates yield and donates it to public goods

Key Functions:

1. **deposit(uint256 assets, address receiver)** → uint256 shares
 - User deposits underlying assets
 - Receives proportional vault shares
 - Shares represent claim on principal only
2. **withdraw(uint256 assets, address receiver, address owner)** → uint256 shares
 - User withdraws their principal
 - Burns corresponding vault shares
 - Yield shares remain with allocation address
3. **harvest()** → uint256 yieldAmount
 - Called by keeper when yield is available
 - Calculates yield = currentAssets - lastHarvestedAssets
 - Mints new shares equal to yield value
 - Transfers new shares to allocation address
 - Updates lastHarvestedAssets
4. **initializeHarvest()**
 - Sets initial baseline for yield calculation
 - Called once after first deposits

State Variables:

```
address public allocationAddress;           // Receives yield shares
address public keeper;                     // Authorized to harvest
address public emergencyAdmin;            // Emergency controls
address public strategy;                  // Yield generation strategy
uint256 public lastHarvestedAssets;       // Tracking for yield calc
uint256 public performanceFee;            // Protocol fee (max 10%)
address public feeRecipient;              // Fee destination
bool public paused;                      // Emergency pause
```

Access Control:

- Owner: Can update all configuration parameters
- Keeper: Can harvest yield and initialize
- Emergency Admin: Can pause/unpause and emergency withdraw
- Users: Can deposit/withdraw freely

QuadraticFundingSplitter

Purpose: Allocates yield shares to public goods projects using quadratic funding

Key Functions:

1. **registerProject(address recipient, string name, string description)** → uint256 projectId

- Anyone can register a project
- Creates new project entry
- Returns unique project ID

2. **startRound(uint256 duration)**

- Owner starts new funding round
- Sets round duration
- Activates voting

3. **addToMatchingPool(uint256 amount)**

- Anyone can contribute to matching pool
- Transfers vault shares to splitter
- Increases current round's matching pool

4. **vote(uint256 projectId, uint256 amount)**

- Community members vote with vault shares
- Transfers shares from voter to splitter
- Updates project vote totals and unique voter count

5. **endRound()**

- Owner ends round after duration expires
- Calculates quadratic scores for all projects
- Distributes direct votes + matching funds
- Formula: `score = sqrt(totalVotes) × uniqueVoters`

Quadratic Funding Math:

```
// For each project i:  
avgContribution[i] = totalVotes[i] / uniqueVoters[i]  
quadraticScore[i] = sqrt(totalVotes[i]) × uniqueVoters[i]  
  
// Sum all scores  
totalScore = Σ quadraticScore[i]  
  
// Distribute matching pool proportionally  
matchingAmount[i] = (quadraticScore[i] / totalScore) × matchingPool  
  
// Final distribution to project  
finalAmount[i] = totalVotes[i] + matchingAmount[i]
```

Why Quadratic Funding?

Traditional 1-person-1-vote: Easy to game (sybil attacks)

Traditional proportional: Whales dominate

Quadratic: Balances broad support vs. capital

Example:

- Project A: 3 voters \times 10 tokens each = 30 tokens
 - QF Score: $\sqrt{30} \times 3 \approx 5.48 \times 3 = 16.44$
- Project B: 1 voter \times 30 tokens = 30 tokens
 - QF Score: $\sqrt{30} \times 1 \approx 5.48 \times 1 = 5.48$

Project A gets ~3x matching multiplier despite same direct votes!

State Variables:

```
struct Project {  
    address recipient;  
    string name;  
    string description;  
    uint256 totalVotes;  
    uint256 uniqueVoters;  
    bool active;  
    uint256 totalReceived;  
}  
  
mapping(uint256 => Project) public projects;  
mapping(address => mapping(uint256 => Vote)) public votes;  
uint256 public projectCount;  
uint256 public currentRound;  
mapping(uint256 => uint256) public matchingPools;  
bool public roundActive;
```

Lifecycle Example

Complete Flow: Deposit \rightarrow Yield \rightarrow Vote \rightarrow Distribute

Day 1: Setup

1. Deploy vault and splitter
2. Keeper initializes vault
3. Owner starts funding round (30 days)

Day 1-30: Deposits & Yield

4. Alice deposits 1000 USDC \rightarrow receives 1000 vault shares
5. Bob deposits 500 USDC \rightarrow receives 500 vault shares
6. Vault generates 50 USDC yield (5%)
7. Keeper harvests \rightarrow 50 new shares minted to splitter

Day 5-30: Registration & Voting

8. Projects register:
 - Project A: Building dev tooling
 - Project B: Education initiative
 - Project C: Research grant
9. Community votes (using their own vault shares):
 - Alice: 10 shares → Project A
 - Bob: 10 shares → Project A
 - Charlie: 20 shares → Project B
10. Ecosystem adds matching pool:
 - Foundation adds 100 shares to matching pool

Day 30: Distribution

11. Round ends
12. Quadratic scores calculated:
 - Project A: $\text{sqrt}(20) \times 2 = 8.94$
 - Project B: $\text{sqrt}(20) \times 1 = 4.47$
 - Total score: 13.41
13. Matching distributed:
 - Project A: $(8.94/13.41) \times 100 = 66.7$ shares
 - Project B: $(4.47/13.41) \times 100 = 33.3$ shares
14. Final amounts:
 - Project A: 20 (direct) + 66.7 (matching) = 86.7 shares
 - Project B: 20 (direct) + 33.3 (matching) = 53.3 shares
15. Vault shares redeemed by projects for USDC

Security Considerations

Vault Security

- ReentrancyGuard on all state-changing functions
- Pause mechanism for emergencies
- Multi-role access control
- Safe ERC20 operations
- Harvest can only increase totalAssets, never decrease

Splitter Security

- Round-based system prevents manipulation
- Vote tracking ensures fair quadratic calculation

- Project deactivation for malicious actors
- Minimum vote amounts prevent dust attacks
- No withdrawal of votes (commitment mechanism)

Known Limitations

- Sybil resistance relies on share acquisition cost
- No delegation in current version
- Owner has significant control (could be DAO)
- Matching pool size affects game theory

Gas Optimization

Vault

- Minimal storage writes
- Efficient share calculation
- Batch harvesting encouraged

Splitter

- Quadratic calculation optimized
- Two-pass distribution (scoring then distribution)
- View functions for off-chain computation

Upgradeability

Current design is non-upgradeable for security. Future versions could:

- Use proxy patterns (UUPS/Transparent)
- Implement migration functions
- Add governance timelock

Integration Points

For Developers

```
// Integrate vault as yield source
IVault vault = IVault(vaultAddress);
asset.approve(address(vault), amount);
uint256 shares = vault.deposit(amount, address(this));

// Later withdraw
vault.withdraw(amount, address(this), address(this));
```

For Protocols

```
// Route protocol fees to vault
protocolToken.approve(address(vault), fees);
vault.deposit(fees, protocolTreasury);
// Fees generate yield for public goods while treasury retains shares
```

For Communities

```
// Run grants program
splitter.startRound(30 days);
// Community registers projects and votes
// End round distributes funds automatically
```

Future Architecture Enhancements

1. Strategy Layer

- Pluggable yield strategies
- Risk-adjusted returns
- Multiple strategy support

2. Cross-Chain

- Bridge vault shares
- Multi-chain voting
- Unified distribution

3. Advanced Allocation

- Multiple allocation mechanisms
- Customizable formulas
- Streaming distributions

4. Governance

- DAO-controlled parameters
- Veto system
- Progressive decentralization