



# Hashgraph

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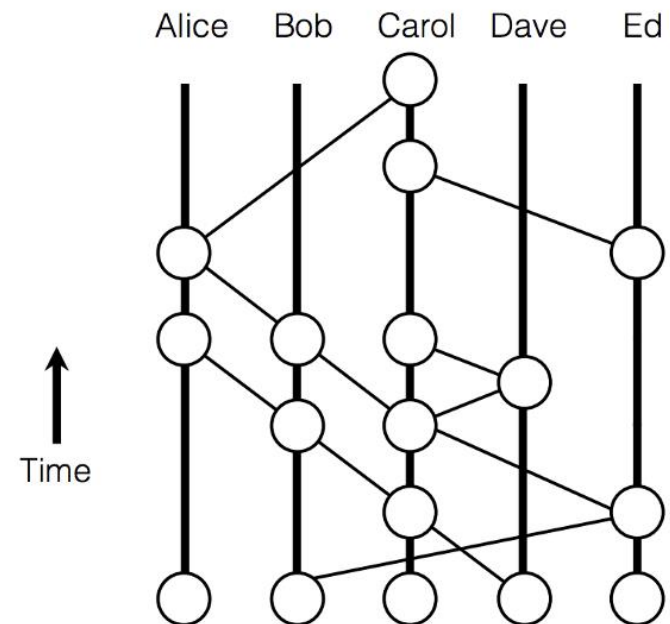
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# Definition

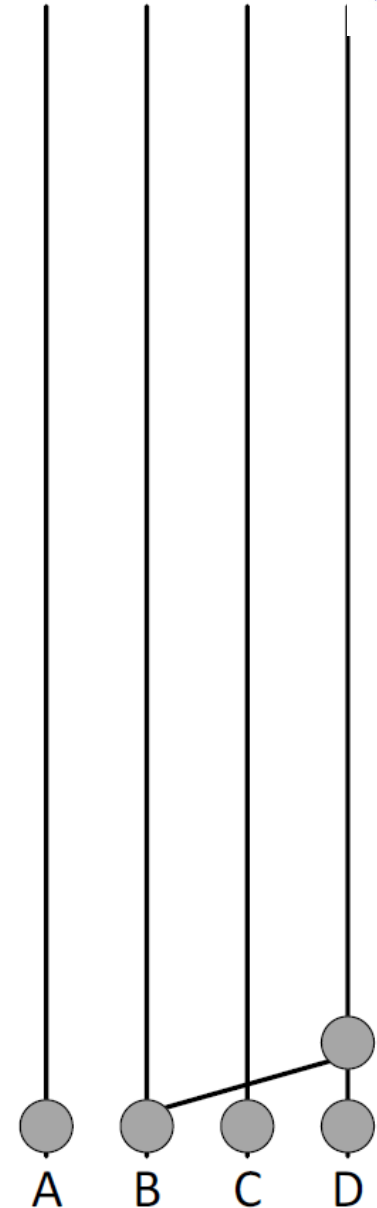
- Data structure that records who gossiped to whom, and in what order.
- Consensus algorithm:
  - Fast, Secure, Fair
  - Techniques:
    - Gossip about Gossip
    - Virtual Voting





# Concepts

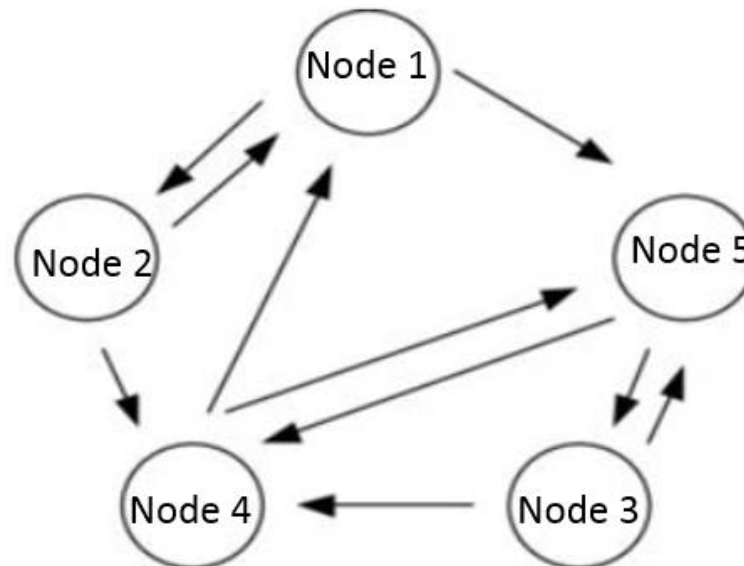
- Members: Full nodes (A, B, C, D)
- Events: Data structure (Circles)
- Gossip: Information
  - *Gossip protocol* (Communication)
- Consensus on the order of the events and transactions





# Gossip protocol

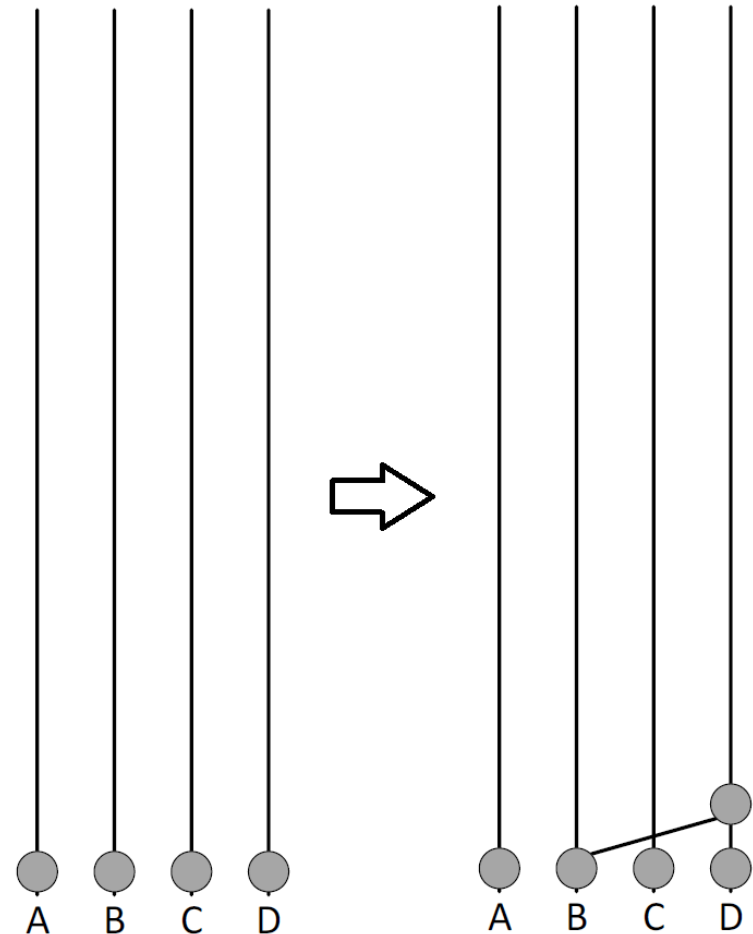
- Information exchanged via gossip between peers.
- Each member calls others randomly to sync with them.





# How it works?

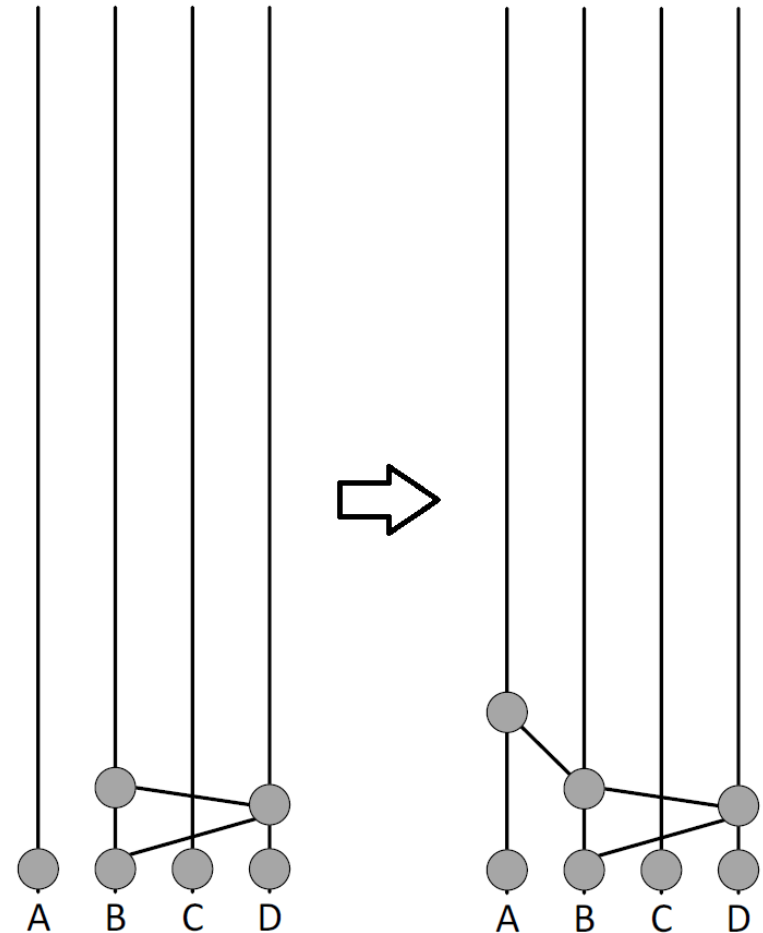
- Each member create an event.
- Each event can contain zero or more transactions
- Gossip protocol:
  - B call D randomly
  - Sent just ONE event





# How it works?

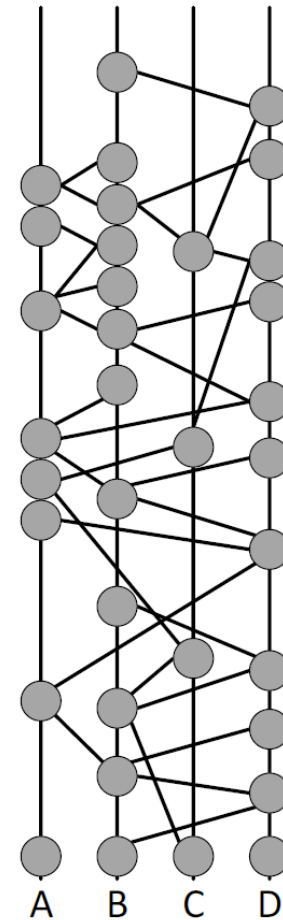
- Typically D call B (can all A or C)
- B randomly call A and send 4 events.
- How many events know A?
- A create sync event
- A call B?





# How it works?

- A called D (not B)
- Graph connected by hashes  $\rightarrow$  hashgraph
- All events are signed by its creator
- Older parts immutable

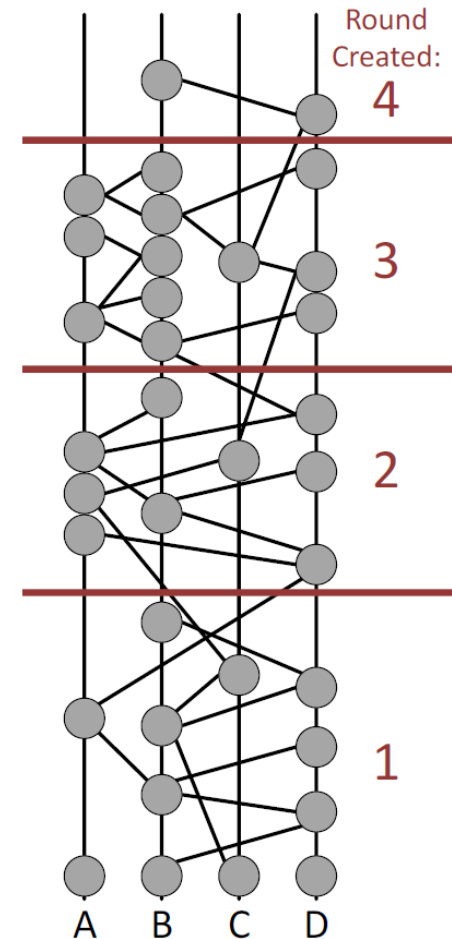






# Virtual voting

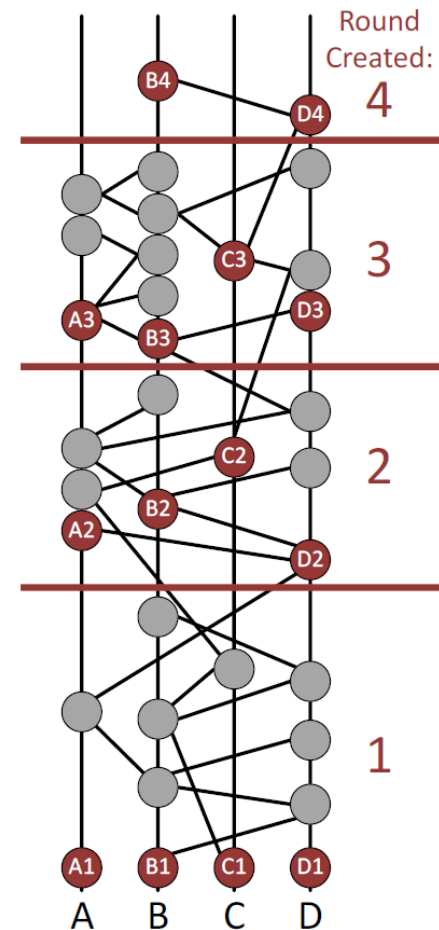
- Place all the events in order (everybody same order)
- First: Hashgraph divided in rounds
- Round calculated for each event immediately





# Witness

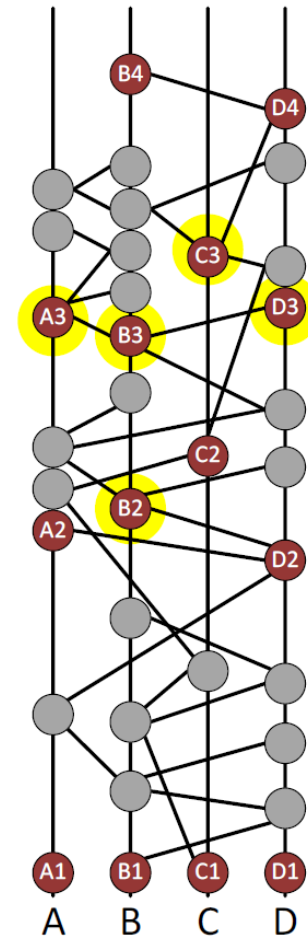
- Witness: first event in a round for a given member
- 40% are witnesses (4 nodes)
  - ↑ nodes, ↓ % witnesses
- Responsible of calculations
- \*It is possible for a member to have no witnesses in a given round. (Round 4)





# Famous witness

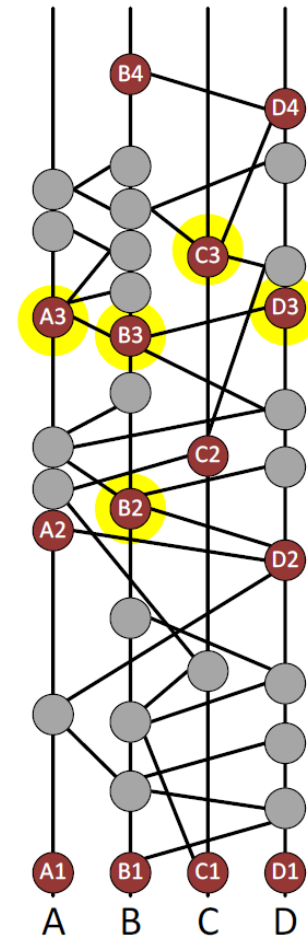
- Famous witness: a witness seen by many witnesses in the next round
- For each witness, we need to determine if it is a famous witness
- Election: Witnesses vote





# Famous witness

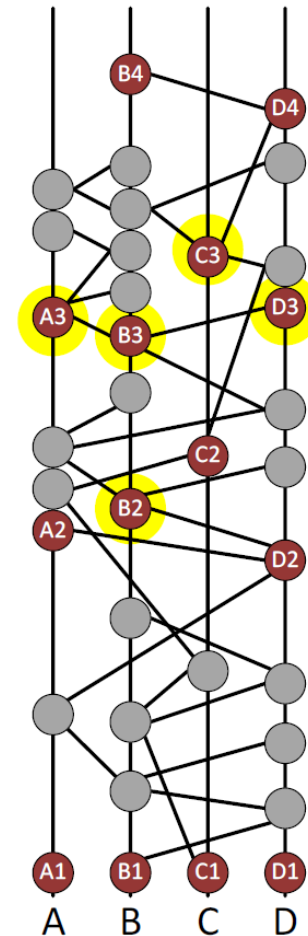
- X2 are famous?
  - Who vote?
    - X3 witnesses
  - Who count the votes?
    - X4 witnesses
- $X2 = \{A2, B2, C2, D2\}$
- $X3 = \{A3, B3, C3, D3\}$
- $X4 = \{B4, D4\}$





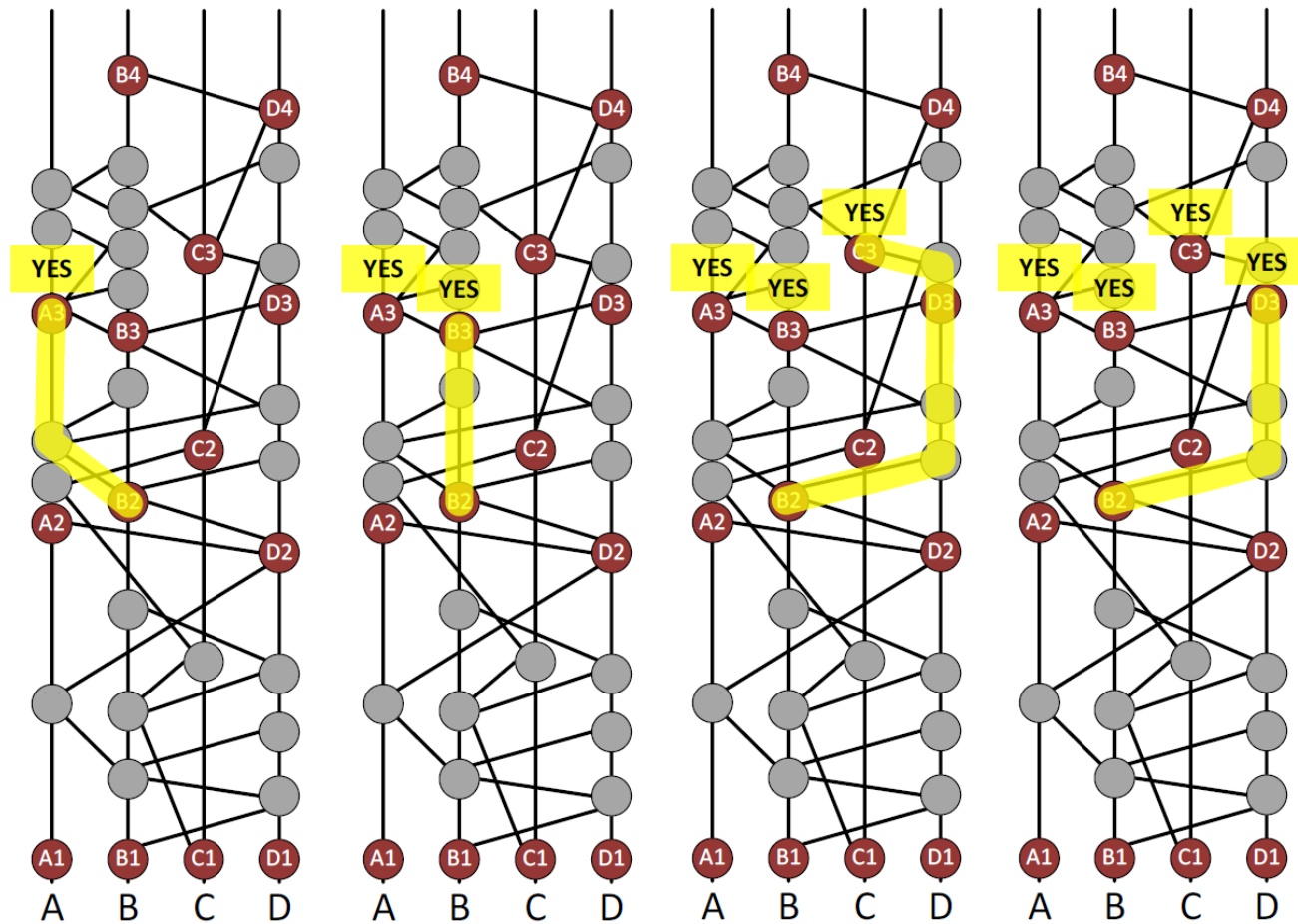
# Election

- Vote YES if there is an entirely-downward path from X3 to X2
- A3 can see B2?
- B3 can see B2?
- C3 can see B2?
- D3 can see B2?





# Is B2 famous?



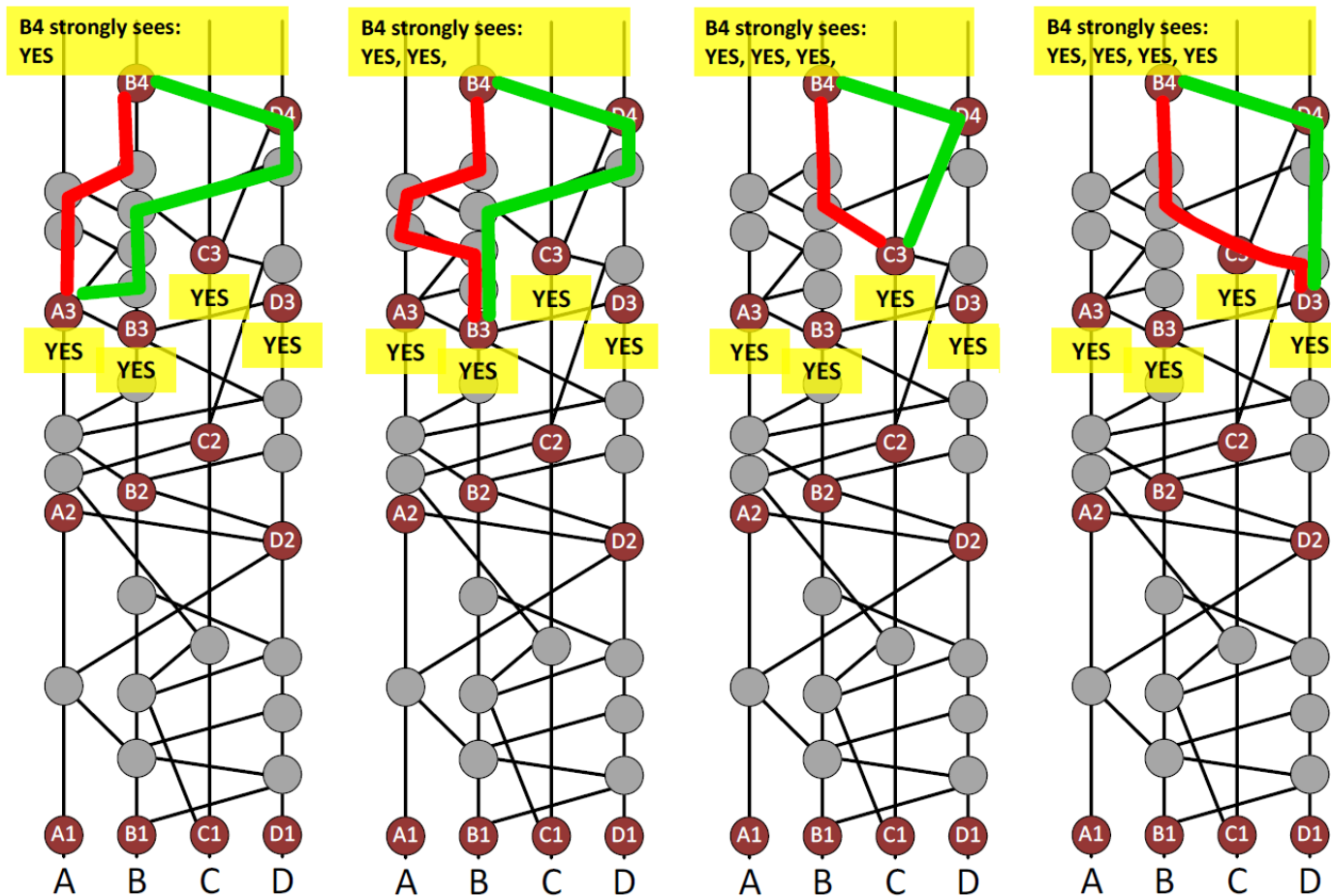


# Is B2 famous?

- All X3 witnesses voted YES
- Votes will be counted by X4 witnesses: {B4,D4}
  - Only if X4 strongly see a witness
  - Strongly see: To strongly see a witness there must be enough different paths to it so that together, the paths go through a supermajority of the population
  - Supermajority:  $t > \frac{2n}{3}/t, n \in \mathbb{N}$



# Is able B4 to strongly see X3?

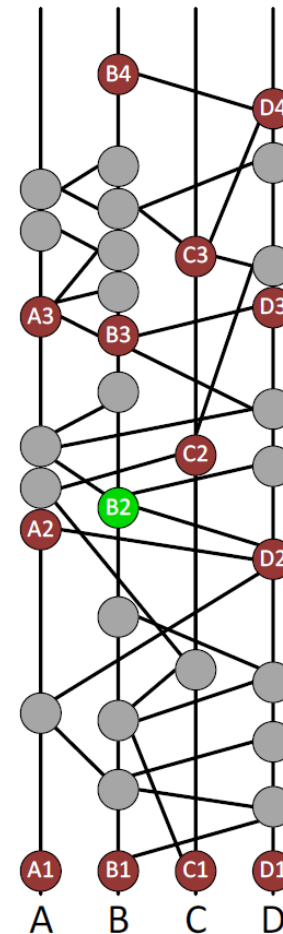






# Decide - YES

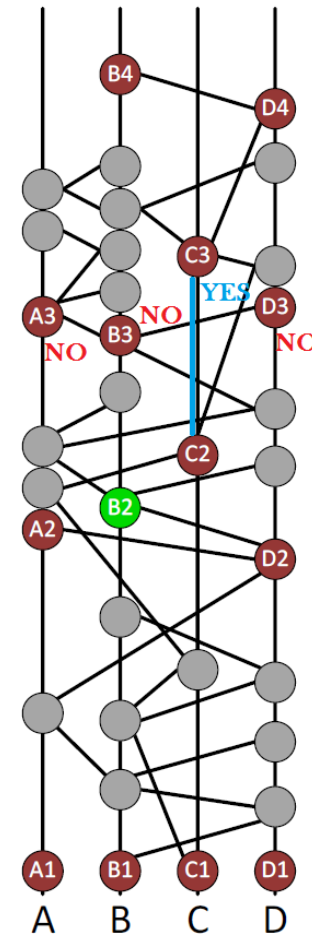
- Supermajority: YES
- Decide: declare the winner, end election
- B4 has received YES from a supermajority:
  - Election result: YES, B2 is famous!





# Decide - NO

- Supermajority: NO
- B4 has received NO from a supermajority:
  - Election result: NO, C2 is famous!
- C2 is not famous





# Decide - Other cases

- If B4 wasn't able to decide → Consider D4
- If D4 fails → Consider A4 or C4
- If none of the round-4 witnesses can decide:
  - Simply vote in accordance with the majority
  - If tie → vote YES
  - Perhaps the round-5 witnesses will be able to decide, if not round-6 witnesses and so on



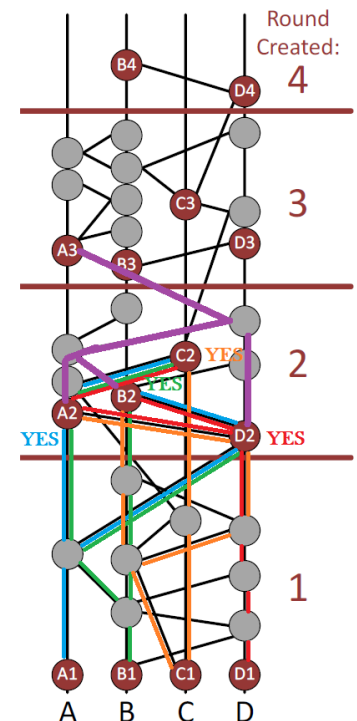
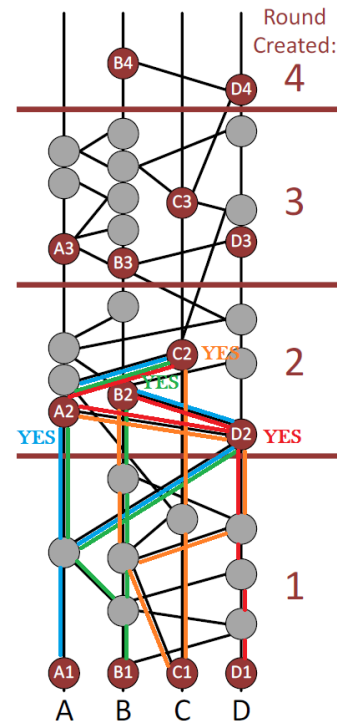
# Coin round (theory)

- Normal round:
  - Collect a supermajority → Decide
  - Collect fewer → Vote majority
- Coin round (every 10th round)
  - Collect a supermajority → Vote majority
  - Collect fewer → Vote randomly
  - “random”: middle bit of own digital signature
    - Bit 1: vote YES
    - Bit 0: vote NO



# Round 1 witnesses

- Is A1 famous? YES
  - Blue paths
- Is B1 famous? YES
  - Green paths
- Is C1 famous? YES
  - Orange paths
- Is D1 famous? YES
  - Red paths
- A3 decides





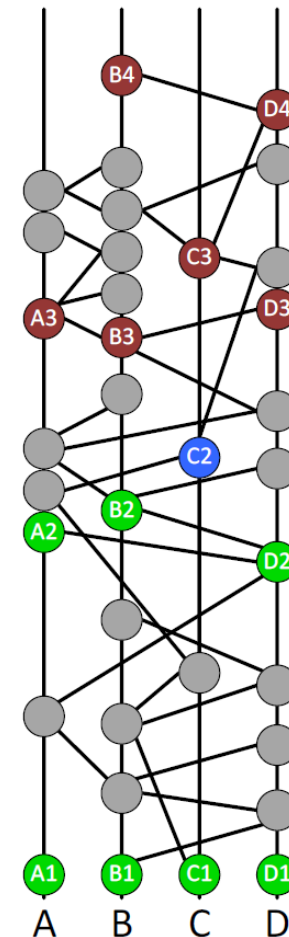
# Recap

- As soon as you get an event you put into a round
- First event in each round is a witness
- Each witness have to decide if it's famous or not
- Hold an election, collect votes and decide
- $\text{Prob}(\text{decide}) = 1$ , everybody decide the same



# Next steps

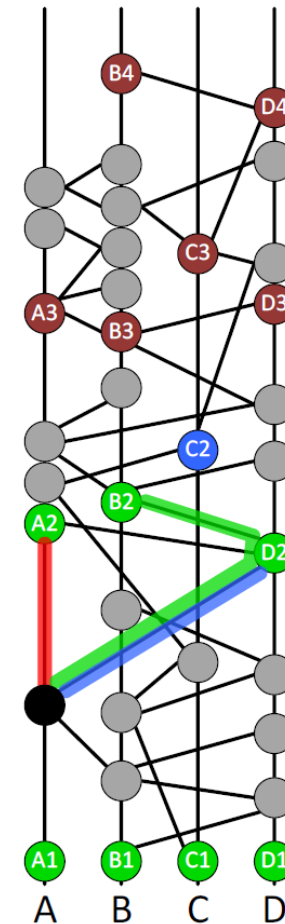
- Hard part: agree on who is famous
- Find round received for earlier events (Below X2 witnesses)
- Gray events
  - Consensus order
  - Consensus timestamp





# Round received

- The round received of an event  $x$  is defined to be the first round where all unique famous witnesses are descendants of  $x$ .
- All round-2 famous witnesses see the black event
- Black event  $\rightarrow$  Received in round 2

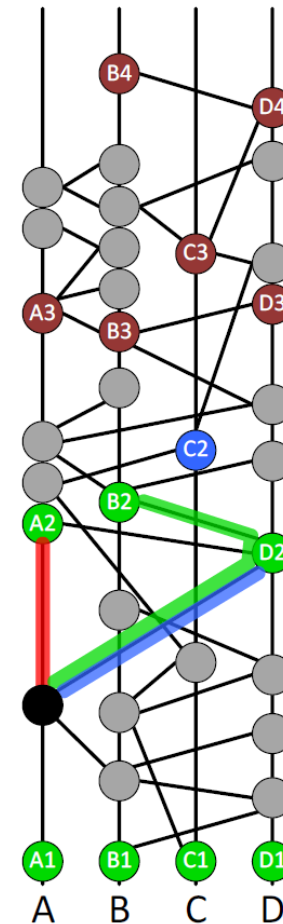






# Consensus timestamp

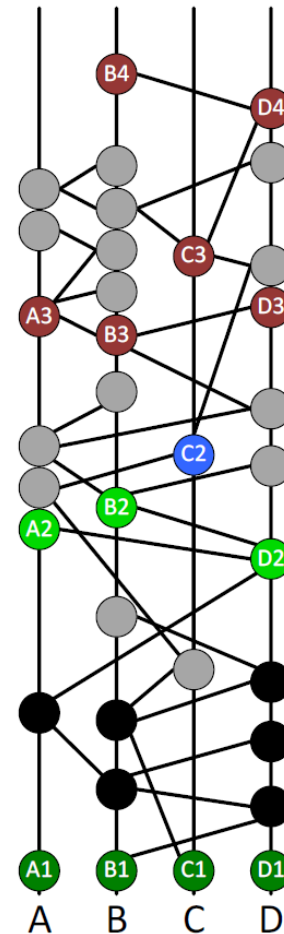
- Median timestamp when A, B and D first saw it
- Earliest event is D2 for D
- Earliest event is B2 for B
- Earliest event is BLACK for A
- Middle one from the list (second middle for even number)





# Consensus order

- 10 events:
  - Round received: 2
  - Ties are broken with:
    - Consensus timestamp
  - Further ties broken:
    - Extended median
- Extended median:
  - Signature XORer with pseudorandom number





# Use cases

- Hashgraph do everything blockchain does
- Because of the fairness properties
  - Build a fair distributed stock market
  - Build World of Warcraft, a distributed World of Warcraft
  - Could build an eBay, a distributed eBay
  - Identity management



# Hashgraph vs Blockchain



blockchain

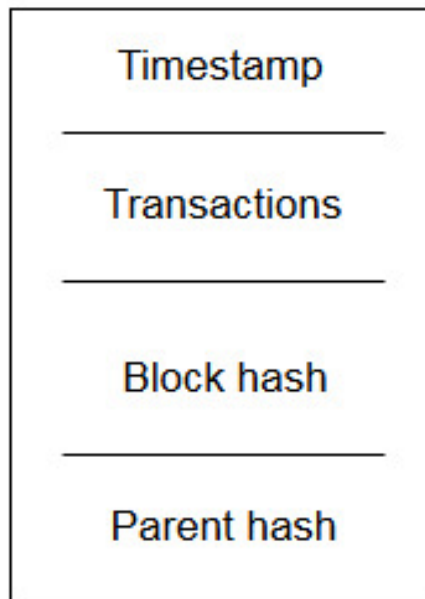


hashgraph

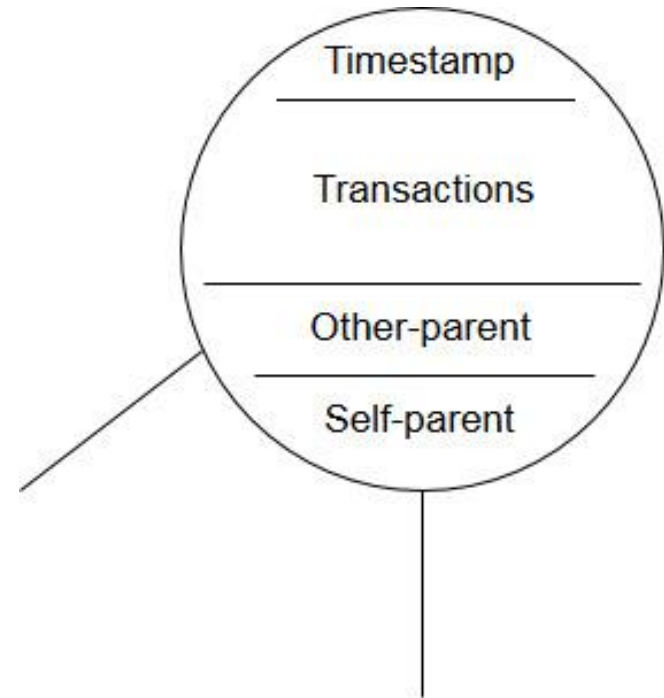


# Data structure

## Block (Blockchain)



## Event (Hashgraph)





# Hashgraph vs Blockchain

- No PoW or PoS, all nodes contribute.
- No miners, timestamp consensus
- Over 250.000 tps (~10 tps Ethereum) only limited by bandwidth. Ethereum or Bitcoin limited by their consensus protocol.
- Permissioned network. Technical details for its deployment as a public ledger? Security?



# References

- Web:
  - <https://hashgraph.com/>
- Whitepaper:
  - <https://www.swirlds.com/downloads/SWIRLDS-TR-2016-01.pdf>
- SDK:
  - <https://www.swirlds.com/download/>
- Gossip protocol:
  - [https://en.wikipedia.org/wiki/Gossip\\_protocol](https://en.wikipedia.org/wiki/Gossip_protocol)



# Announcement

20d 19h 16m 38s

Curious?





Thanks!