Ethereum Sharding General Introduction

Ethereum Research

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2018 March 19th

Sharding

Sharding

Scaling Solution!

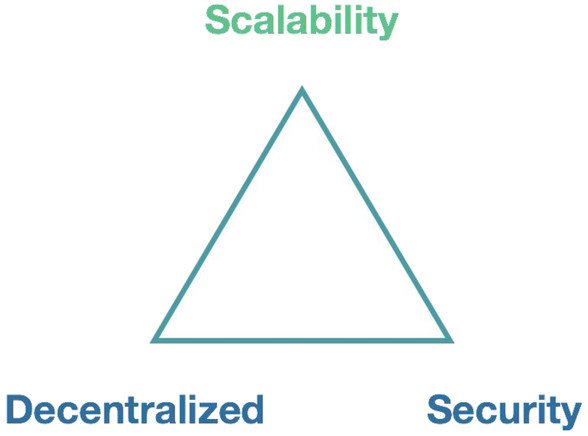
Sharding

A Secure and Decentralized **Scaling** Solution!

Sharding

A Secure and Decentralized **Scaling** Solution!

How secure are you talking about?



Sharding

A Secure and Decentralized **Scaling** Solution!

How secure are you talking about?

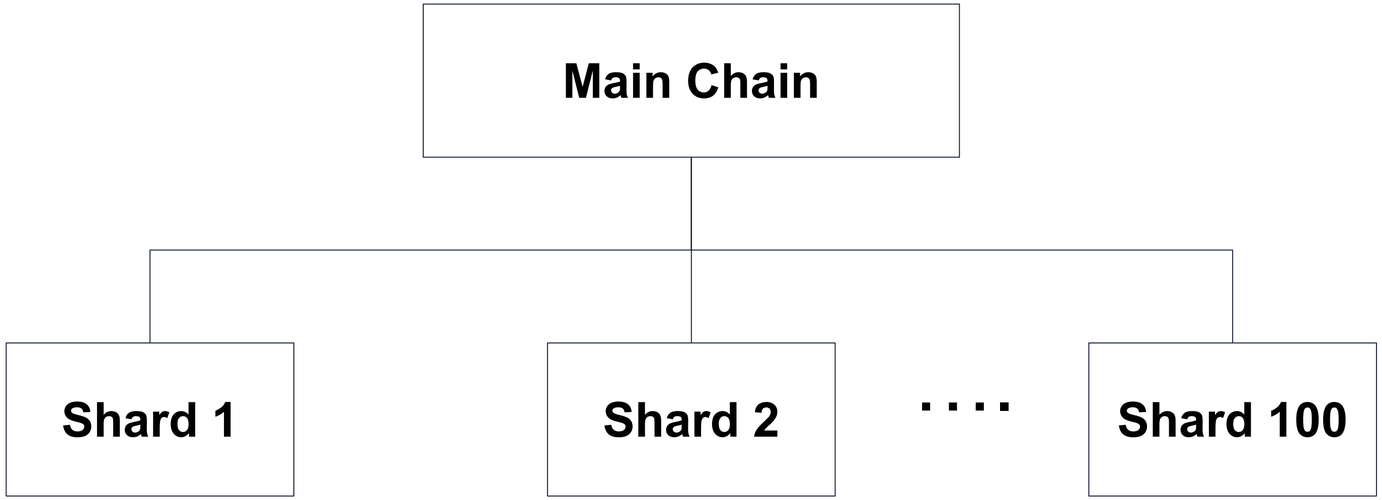
Spoiler! Day 3 - Security Models Mechanism Design

Main Chain

The main Ethereum blockchain

Shard Chain

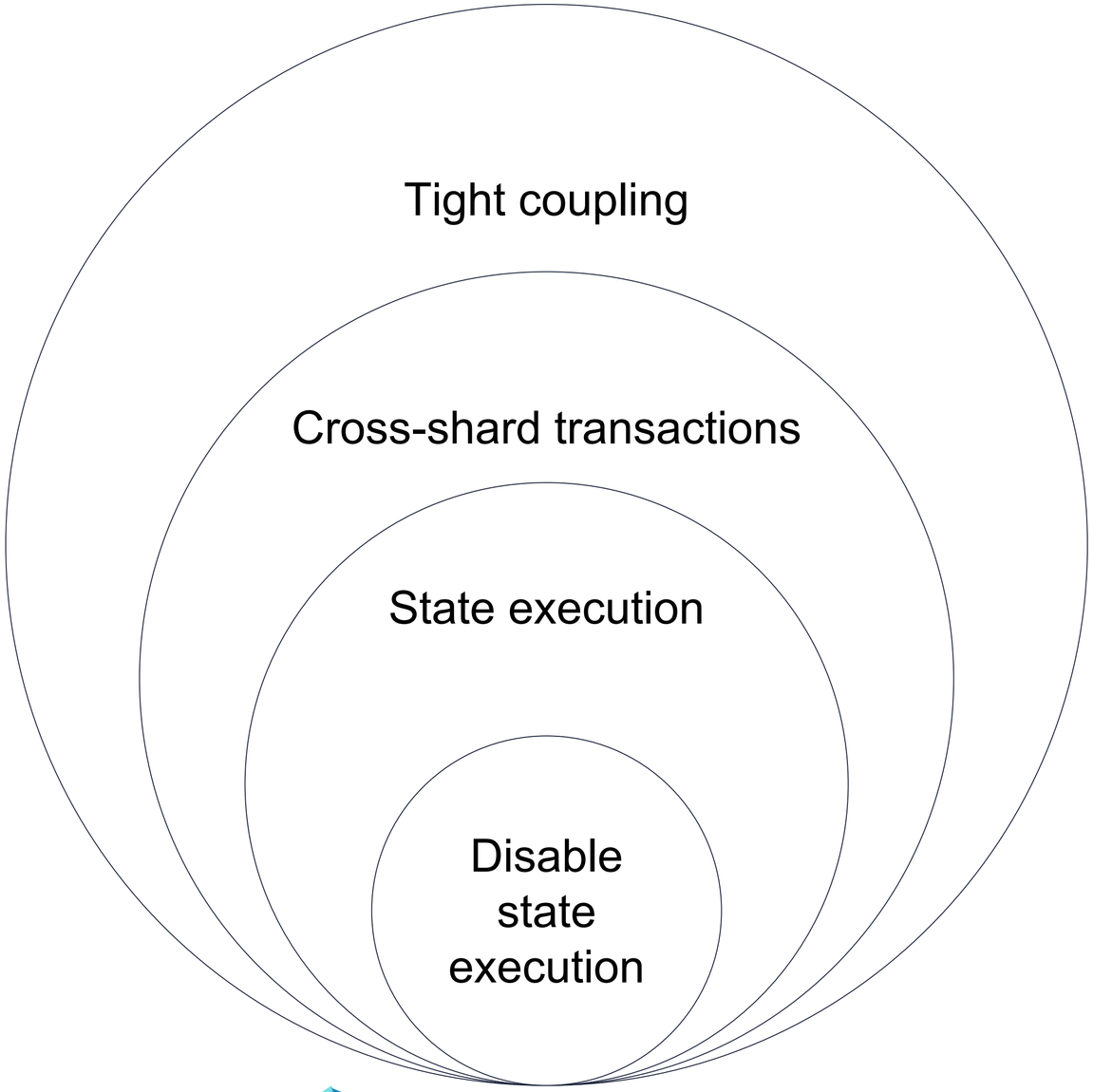
- Create many new shard chains
- Each shard chain is a new galaxy


Main Chain
Shard 1
Shard 2
. . . .
Shard 100

Scaling Goal

1. Scaling: The VISA level transaction rate
2. Usability:
   a. Cross-contracts transaction
   b. Cross-shards transaction
3. Tight coupling

Compatibilities


Tight coupling
Cross-shard transactions
State execution
Disable
state
execution

Sharding Phase 1

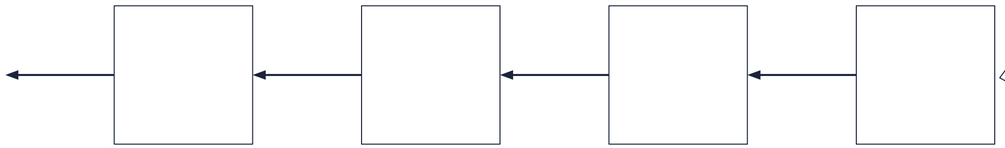
v2

Non-transactional Shard

https://ethresear.ch/t/1407

Collation

like block!



Collation

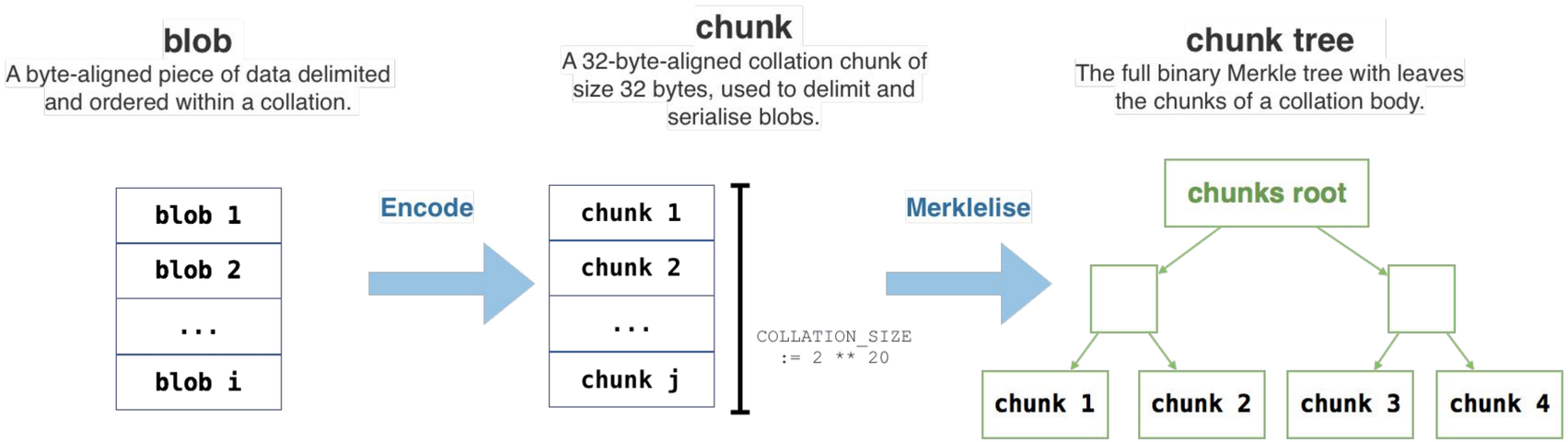
Collation Header

`shard_id:` `uint256` the shard ID of the shard; the most significant byte is a “network ID” and the least significant byte goes from `0` to `SHARD_COUNT - 1`
`parent_hash:` `bytes32` the hash of the parent collation
`chunk_root:` `bytes32` the root of the chunks tree which identifies a collation body. Execution engines can authenticate blobs with Merkle paths to the chunks root
`period:` `uint256` the period number in which this collation expects to be included
`proposer_address:` `address` address of the collation proposer
`proposer_bid:` `uint256` the reward from the proposer to the eligible collator for a winning proposal
`proposer_signature:` `bytes` the proposer’s signature as part of a proposal

Collation Body

`collation_body:` `bytes` 32-byte chunks serialising a list of blobs

Blobs and Chunks



Spoiler! Day 1 Proposer / Collator Separation

Two Layers and Three Processes

Phase 3

(3) Executing by **Executors**

a. processing transactions
b. executing contract code
c. computing state

Phase 1

(1) Proposing by **Proposers**

collecting transactions ***(blobs)*** into **collations**

(2) Collating by **Collators**

a. chaining collations
b. agreeing on the canonical chain

Spoiler! Day 1
Proposer /
Collator
Separation

Proposer

1. Anyone could be a proposer
2. Maintains transaction pools
3. Collects the transactions to prepares the proposal (collatinon header)
4. Publishes/Reveals the collation body

Spoiler! Day 1 Proposer / Collator Separation

Collator

1. Is pseudo-randomly sampled as the eligible collator of "the specific shard and the specific period" from the collator pool of all shards
2. Collates the proposal to build the collation

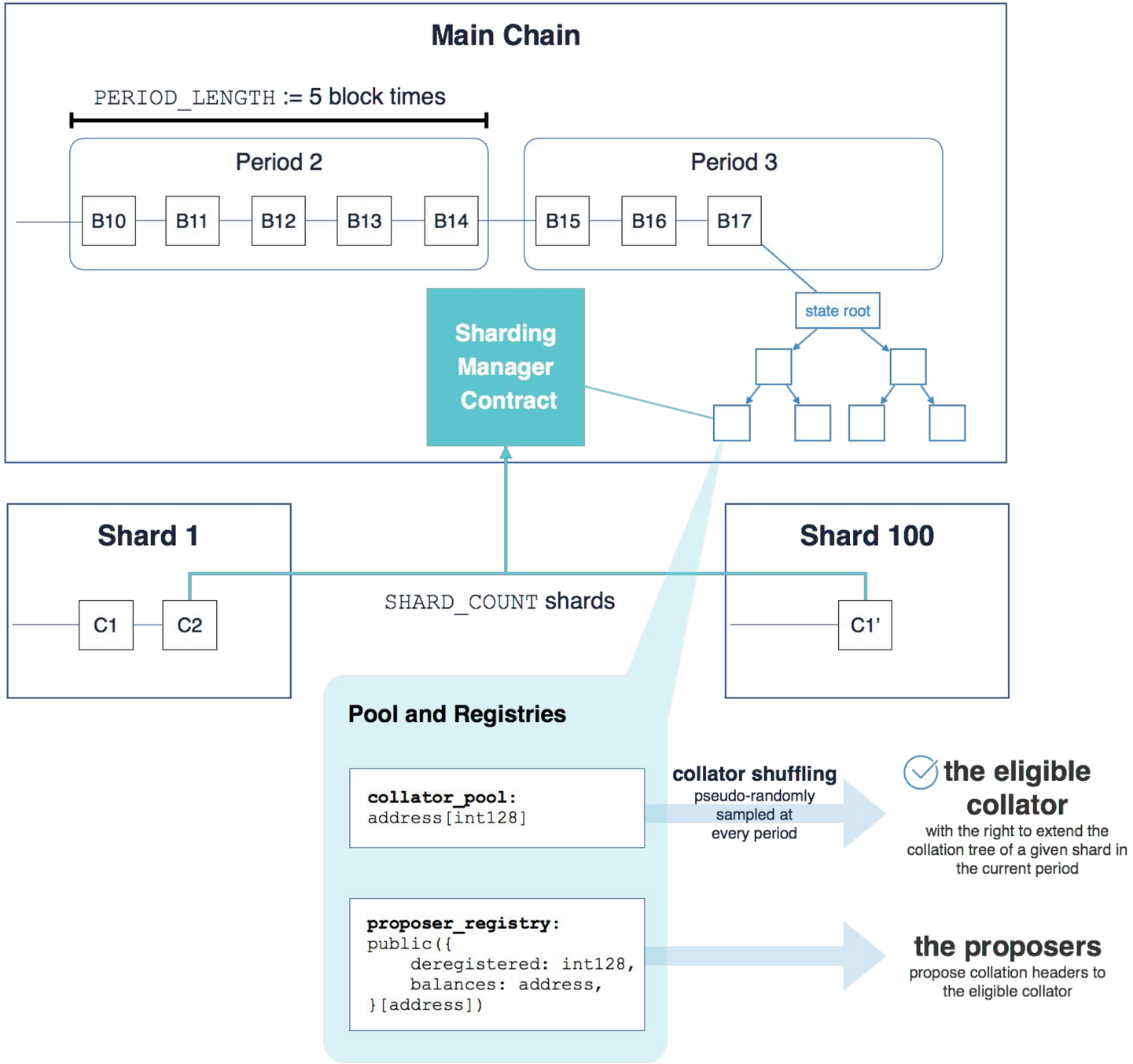
Spoiler! Day 1
Execution

Executor

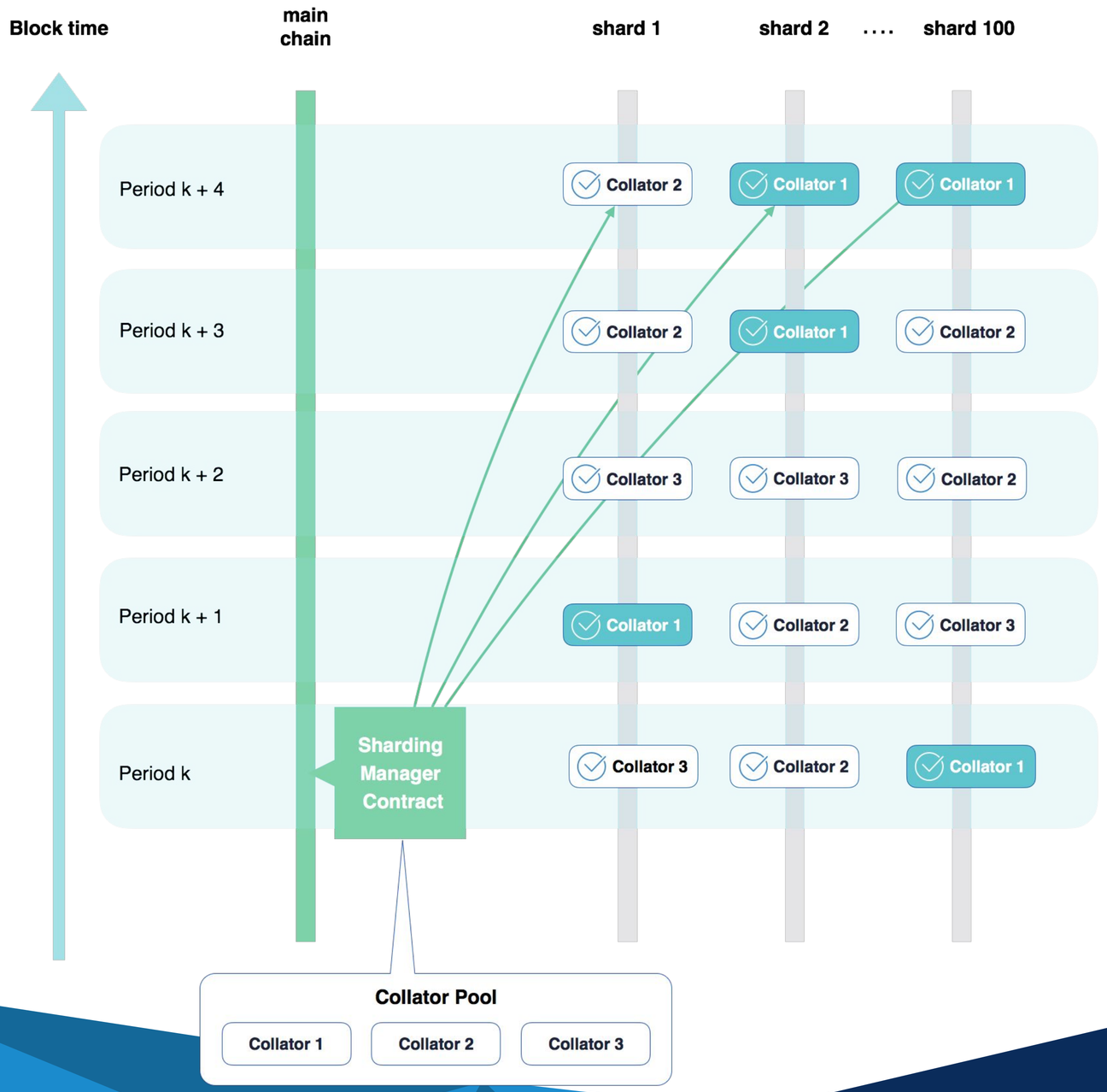
1. Executes the state transition function
2. Proposers are supposed to be the executors too to have to abilities to know the consuming gas of transactions and select transactions with high fee

Spoiler! Day 1 Sharding Manager Contract

Sharding Manager Contract (SMC)



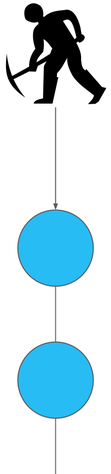
Lookahead

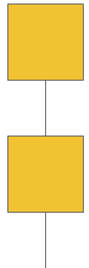

Block time
main chain
shard 1
shard 2
....
shard 100
Period k + 4
Period k + 3
Period k + 2
Period k + 1
Period k
Collator 2
Collator 1
Collator 1
Collator 2
Collator 1
Collator 2
Collator 3
Collator 3
Collator 2
Collator 1
Collator 2
Collator 3
Collator 3
Collator 2
Collator 1
Sharding Manager Contract
Collator Pool
Collator 1
Collator 2
Collator 3

Karl Slides

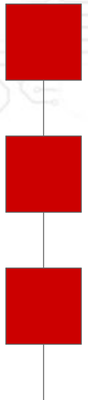
Sharding Phase 1

Root chain

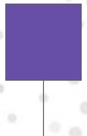




Shard 1



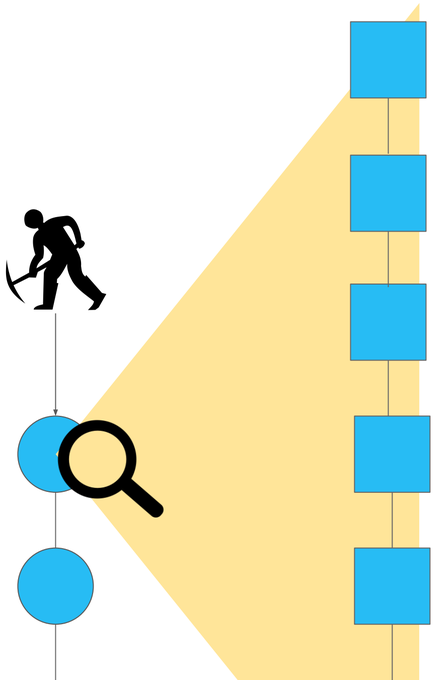
Shard 2



Shard 3

Sharding Phase 1

Root chain



Each circle represents **1** period, which is **5** blocks

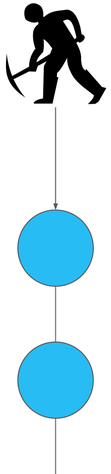
Shard 1

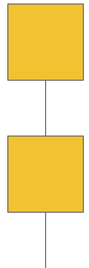
Shard 2

Shard 3

Sharding Phase 1

Root chain





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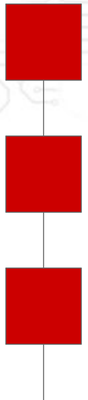
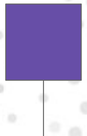


Shard 2



Shard 3

Sharding Phase 1

1. Validator LOOKAHEAD
2. Client txs
3. Proposers create collation
4. Validators download collations & verify availability
5. Validators submit collation header to the root chain
6. Evil validator submits invalid collation
7. Build on separate fork

Sharding Phase 1

1. Validators use LOOKAHEAD to check which shards they will be validating in the near future
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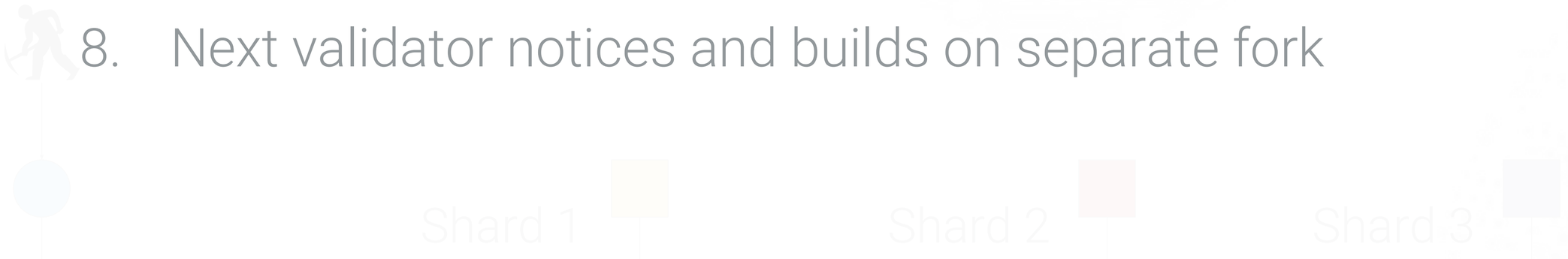
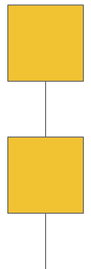


Sharding Phase 1

Root chain

LOOKAHEAD_PERIODS = 4

LOOKAHEAD allows validators to check which shards they will be validating in advance



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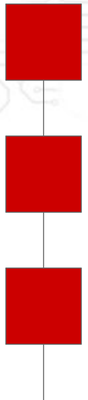
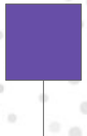


Shard 2



Shard 3

Sharding Phase 1

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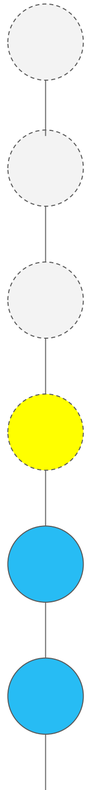

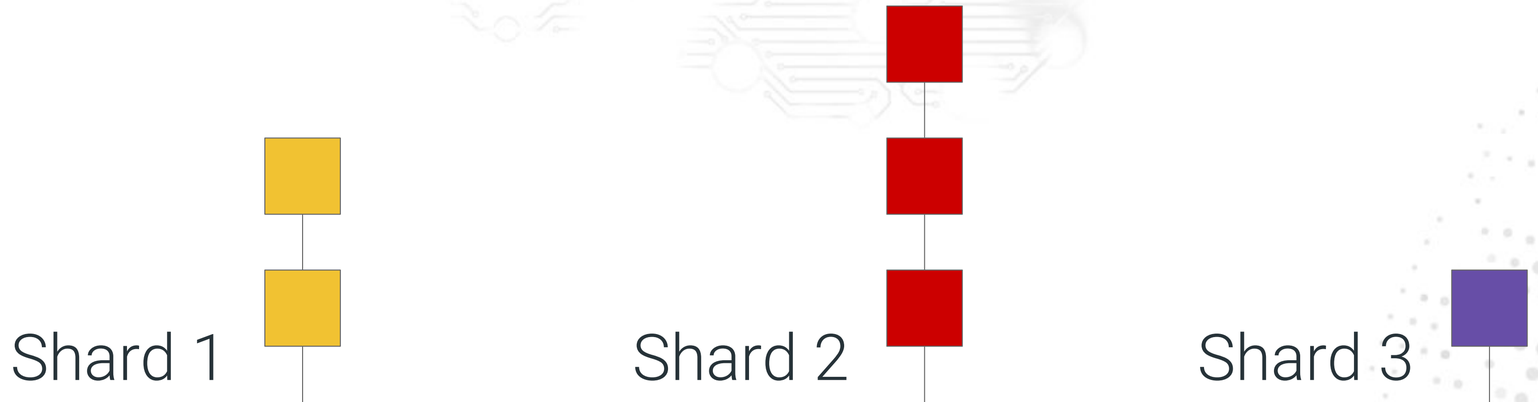

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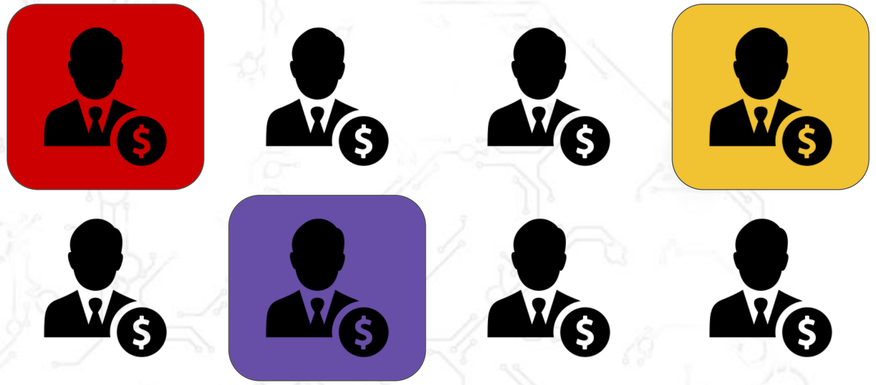

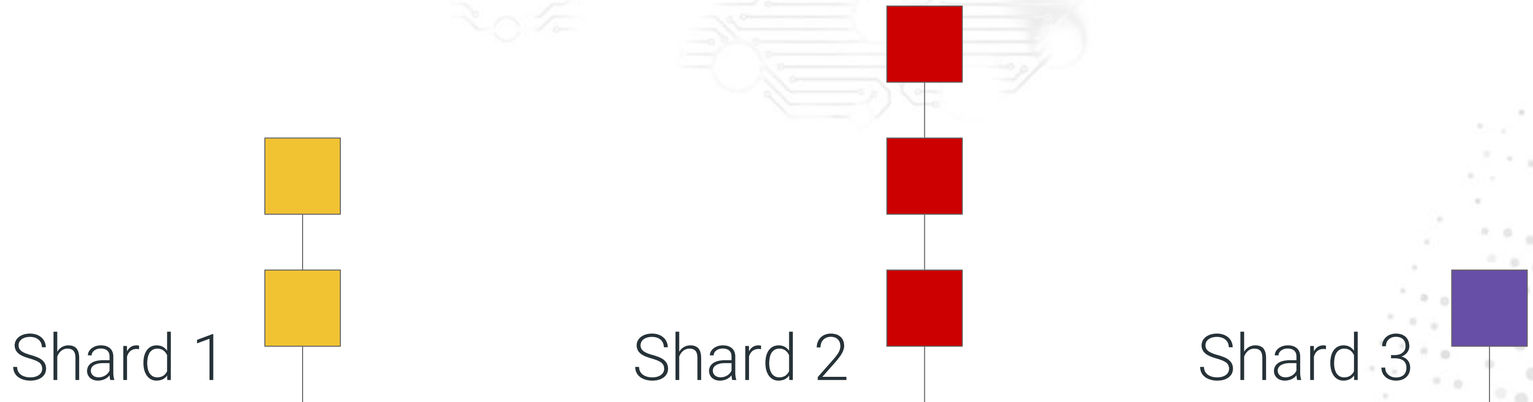

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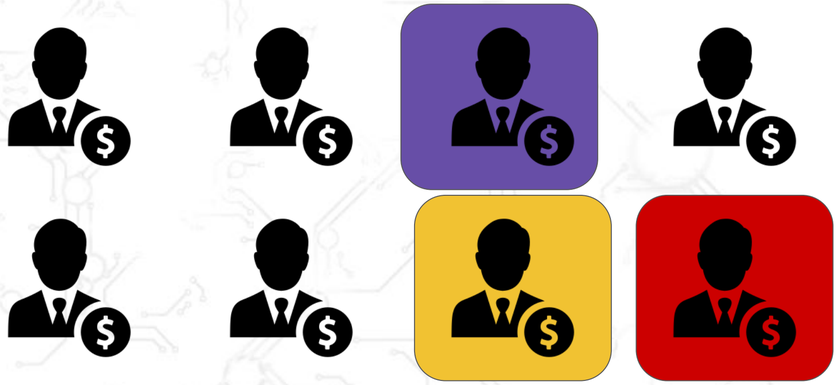

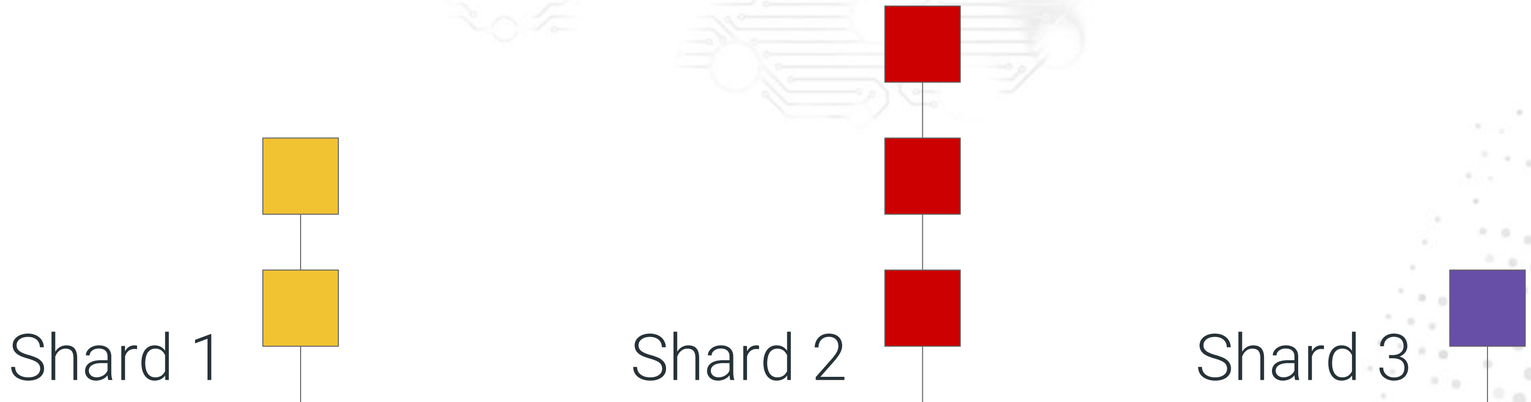

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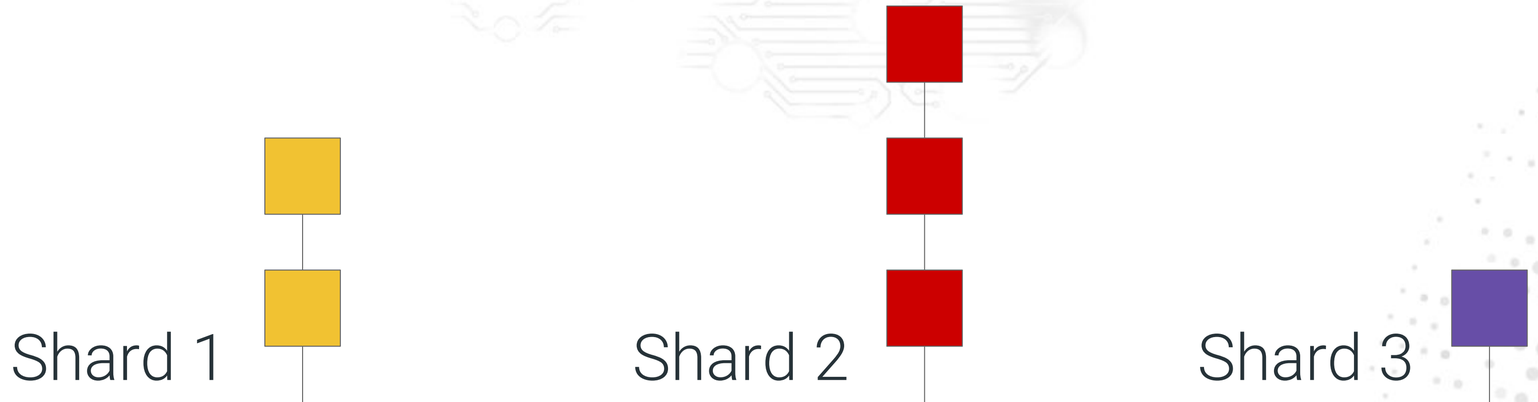

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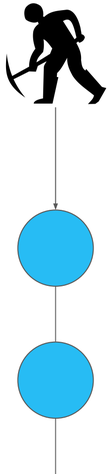

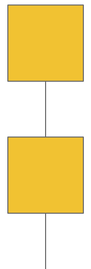

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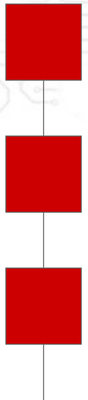
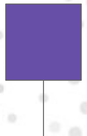


Shard 2



Shard 3

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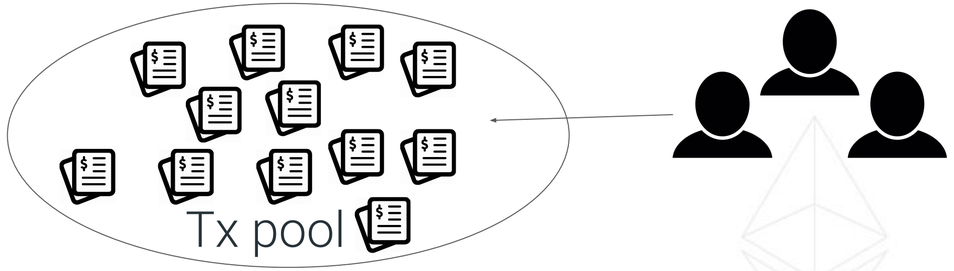

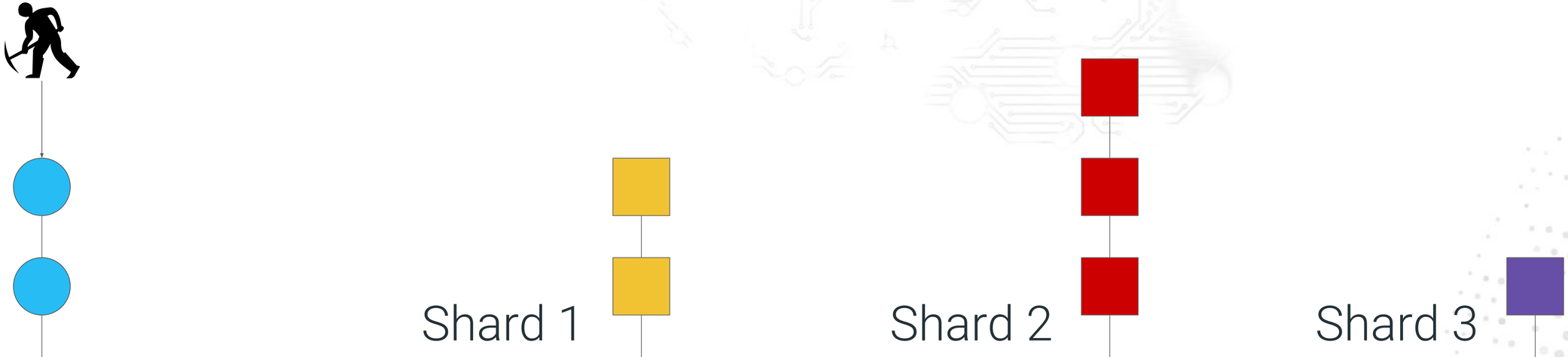

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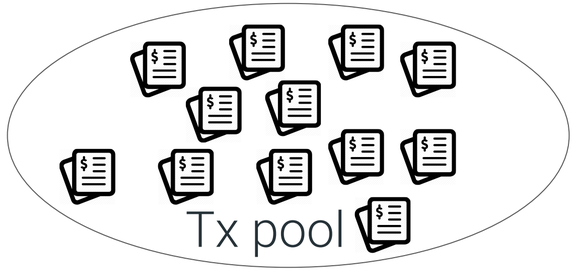

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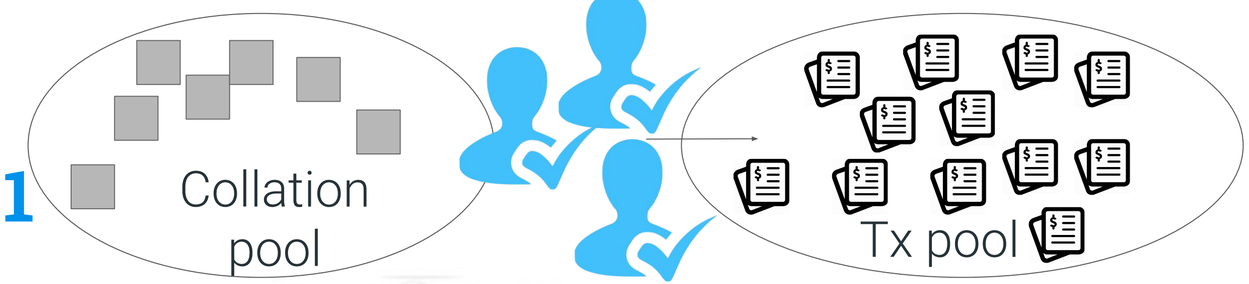

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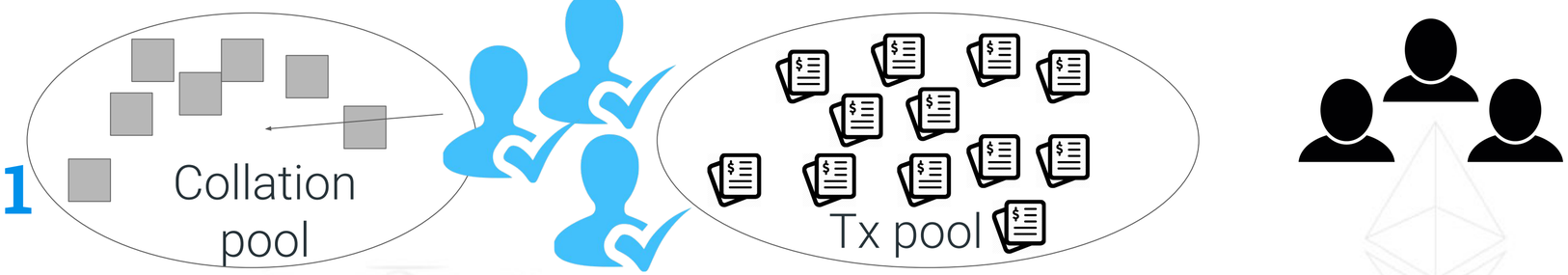

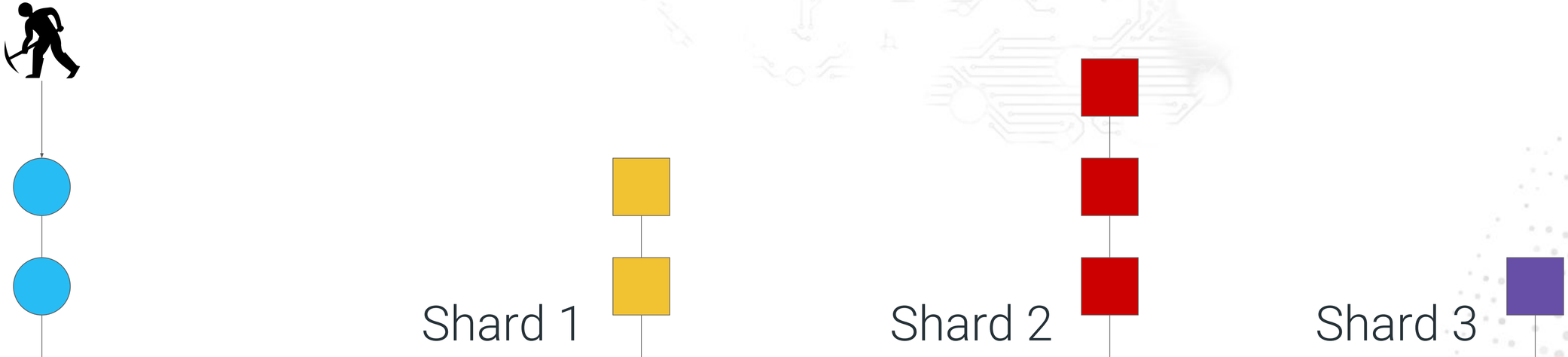

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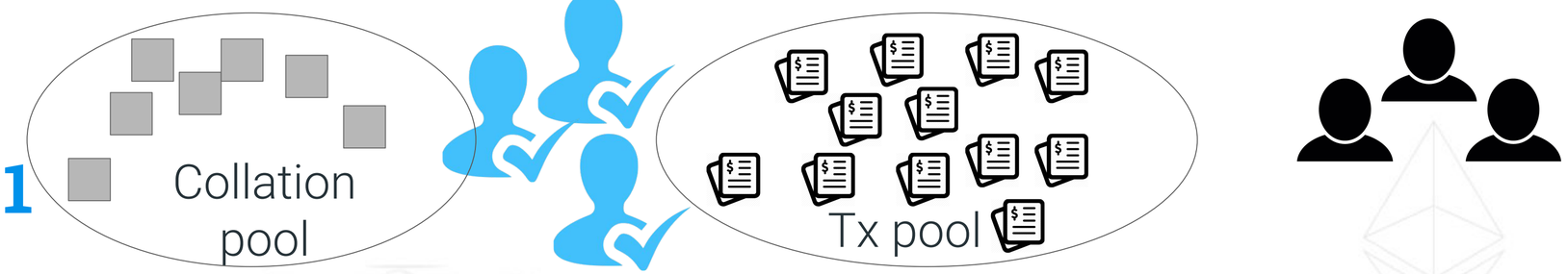

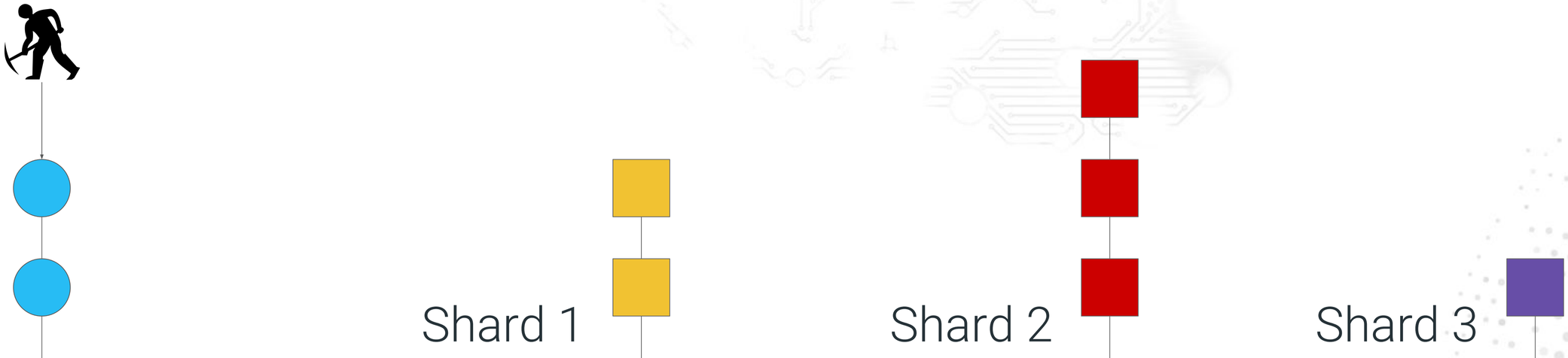

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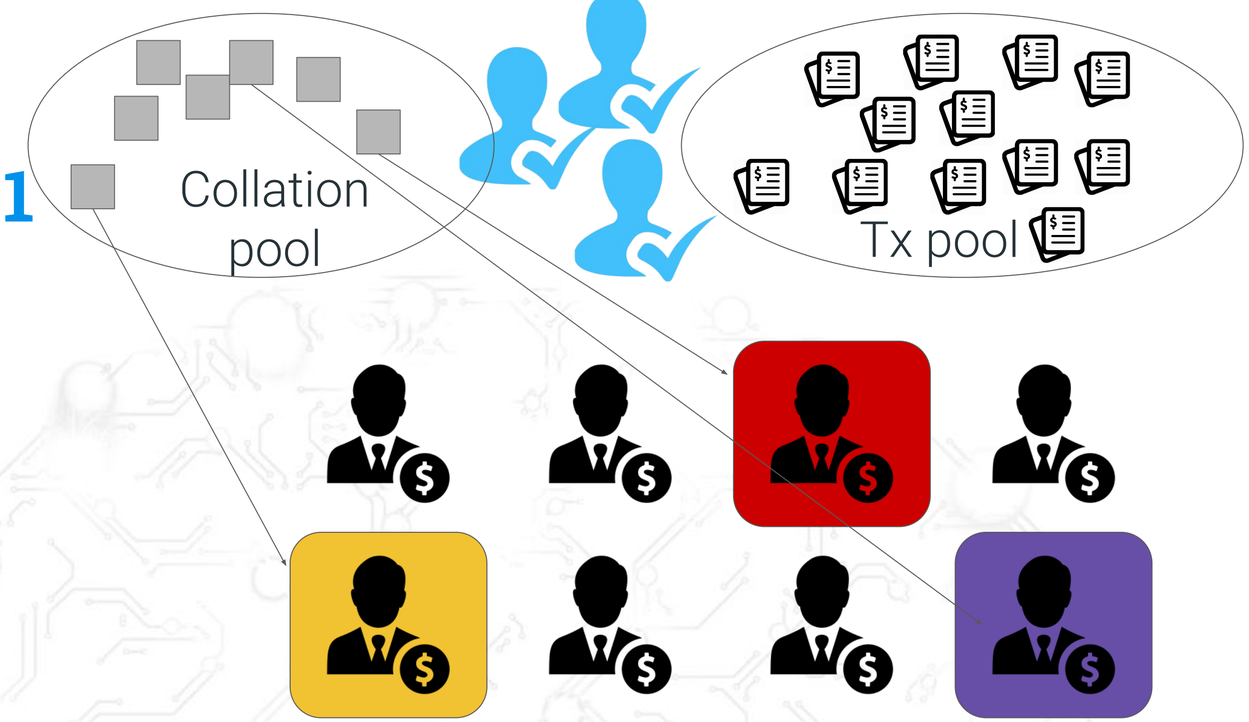

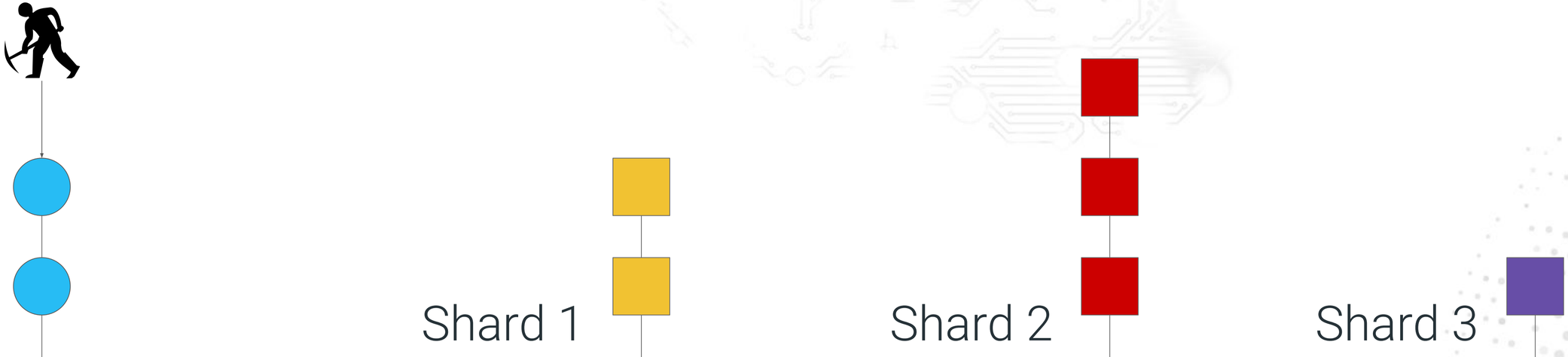

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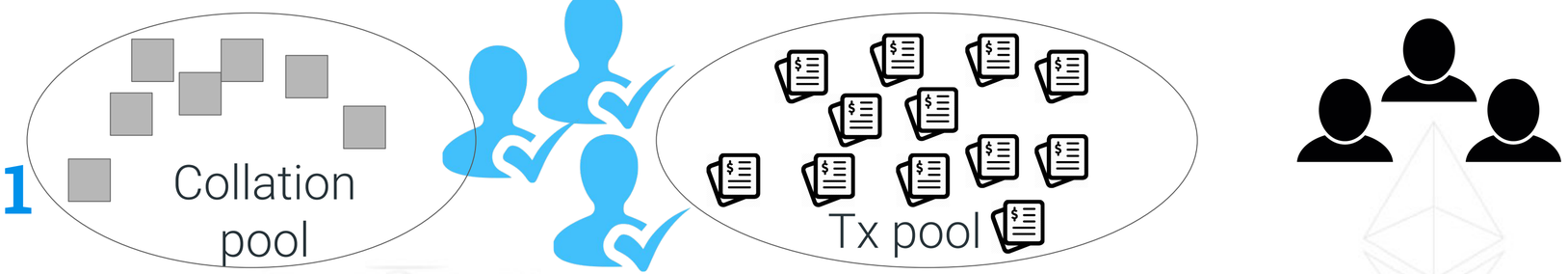
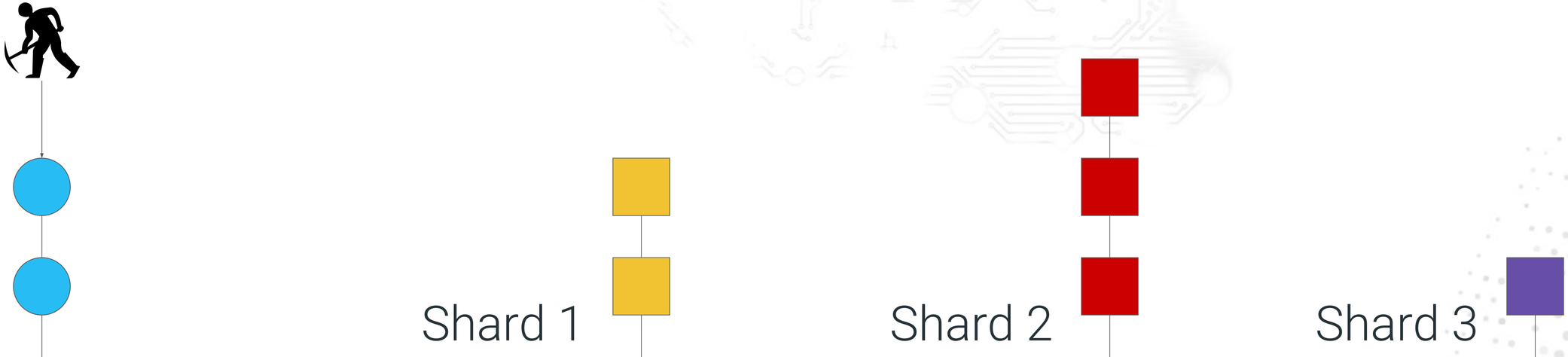


Root chain



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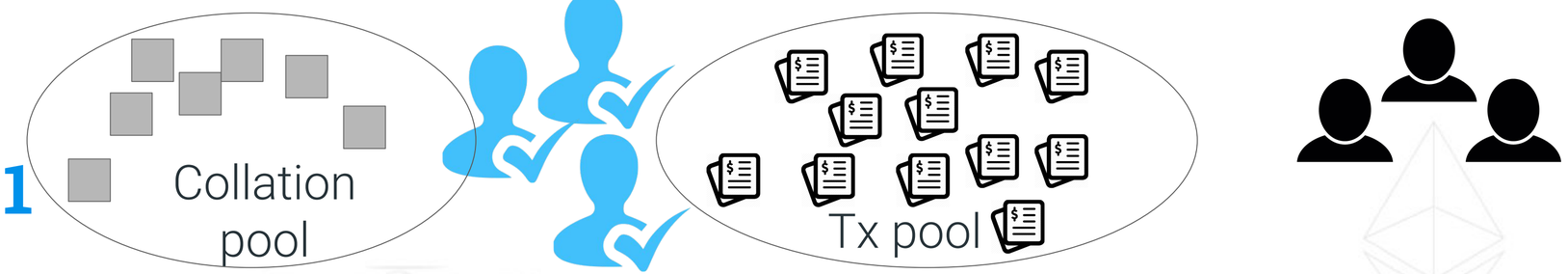

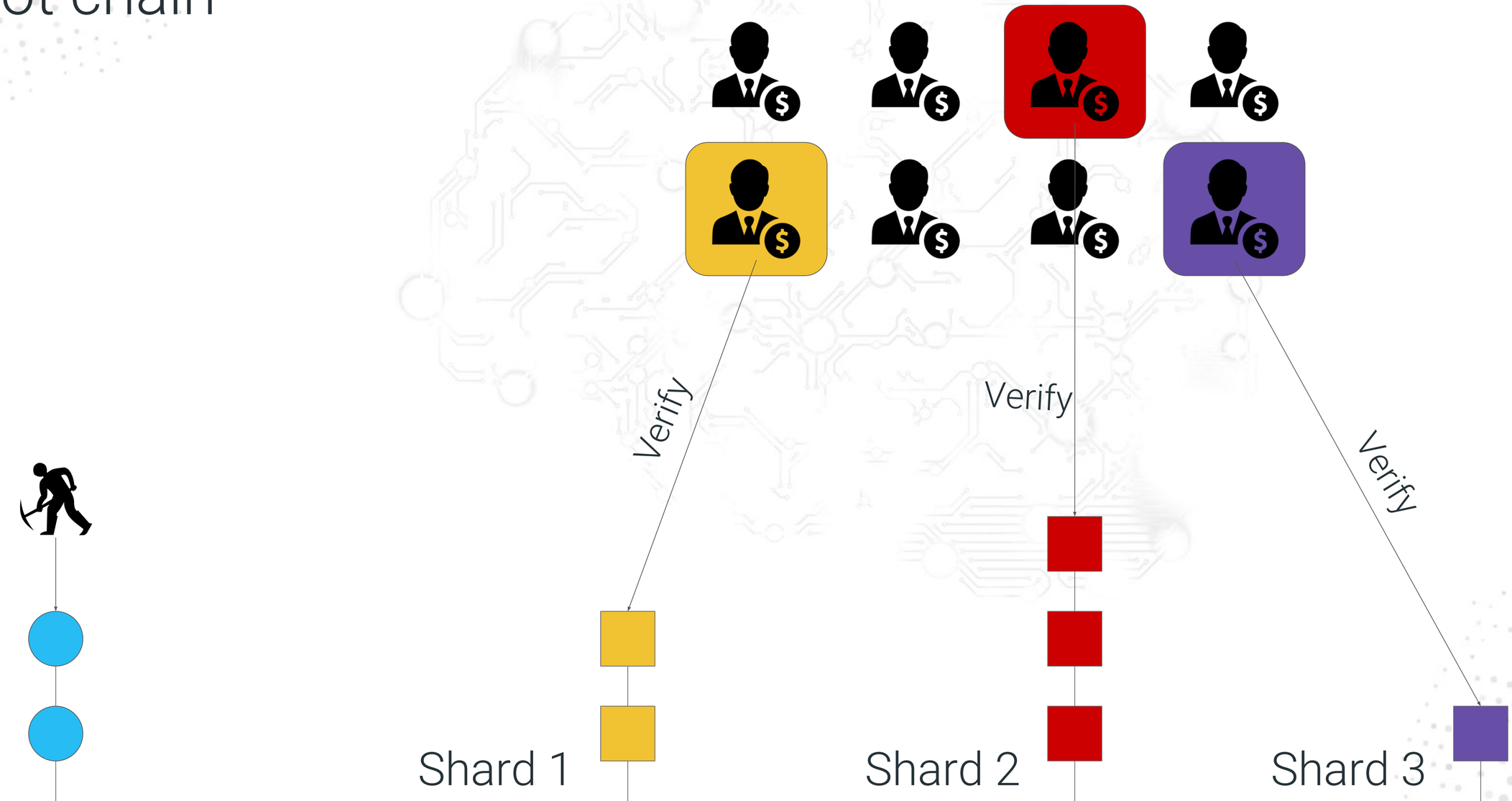

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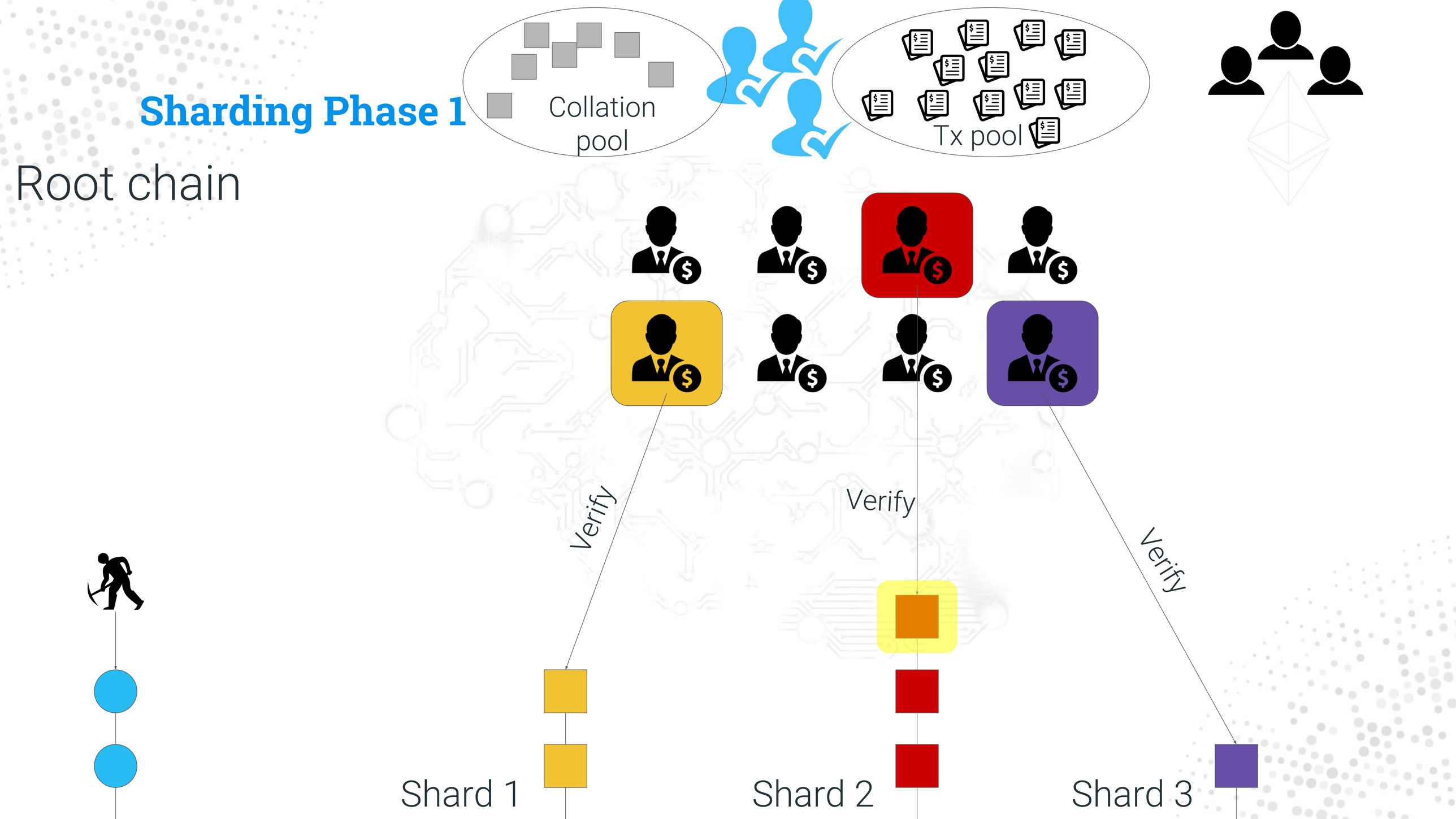
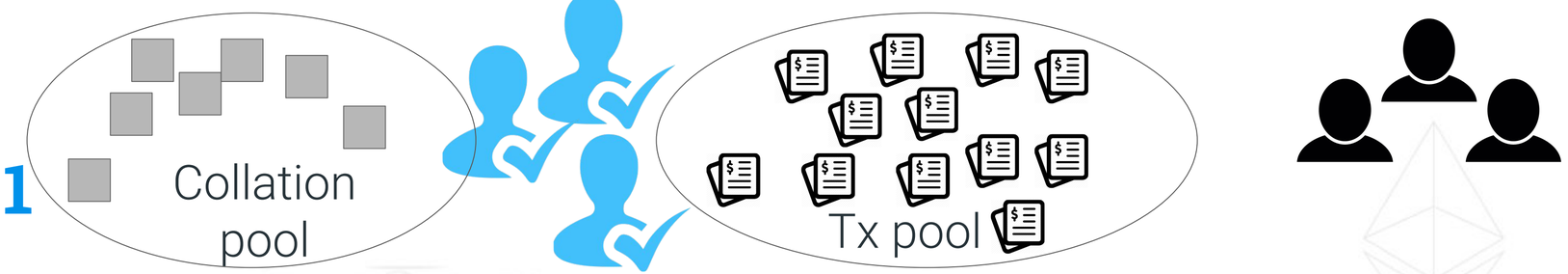
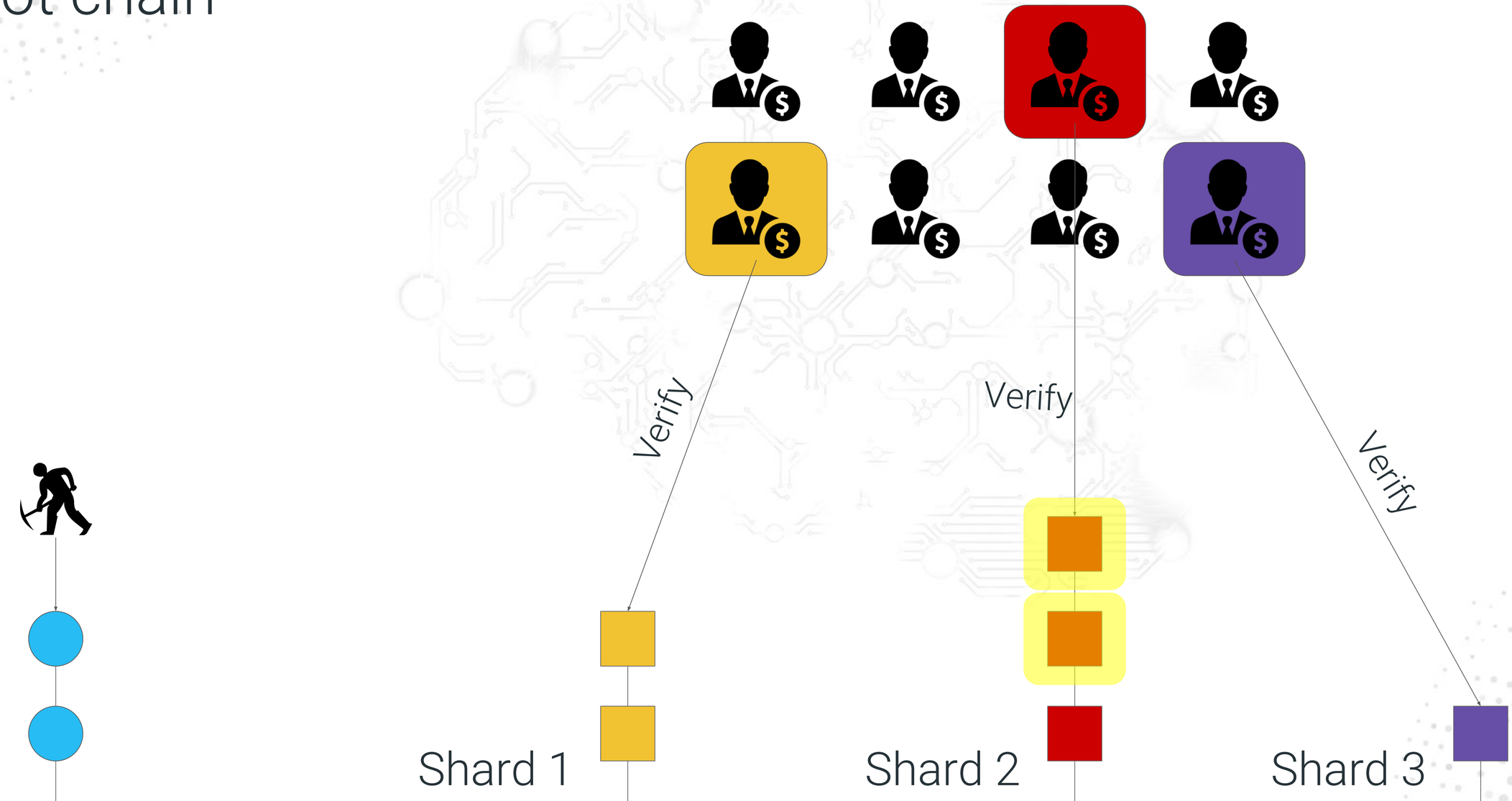
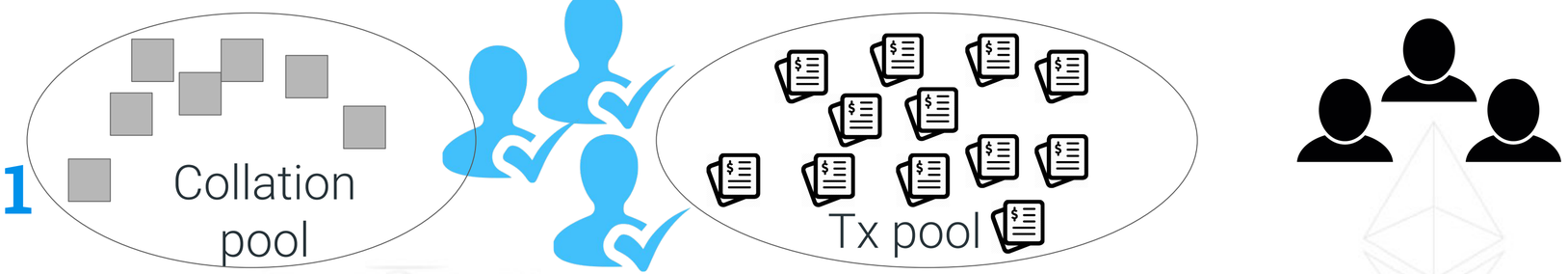


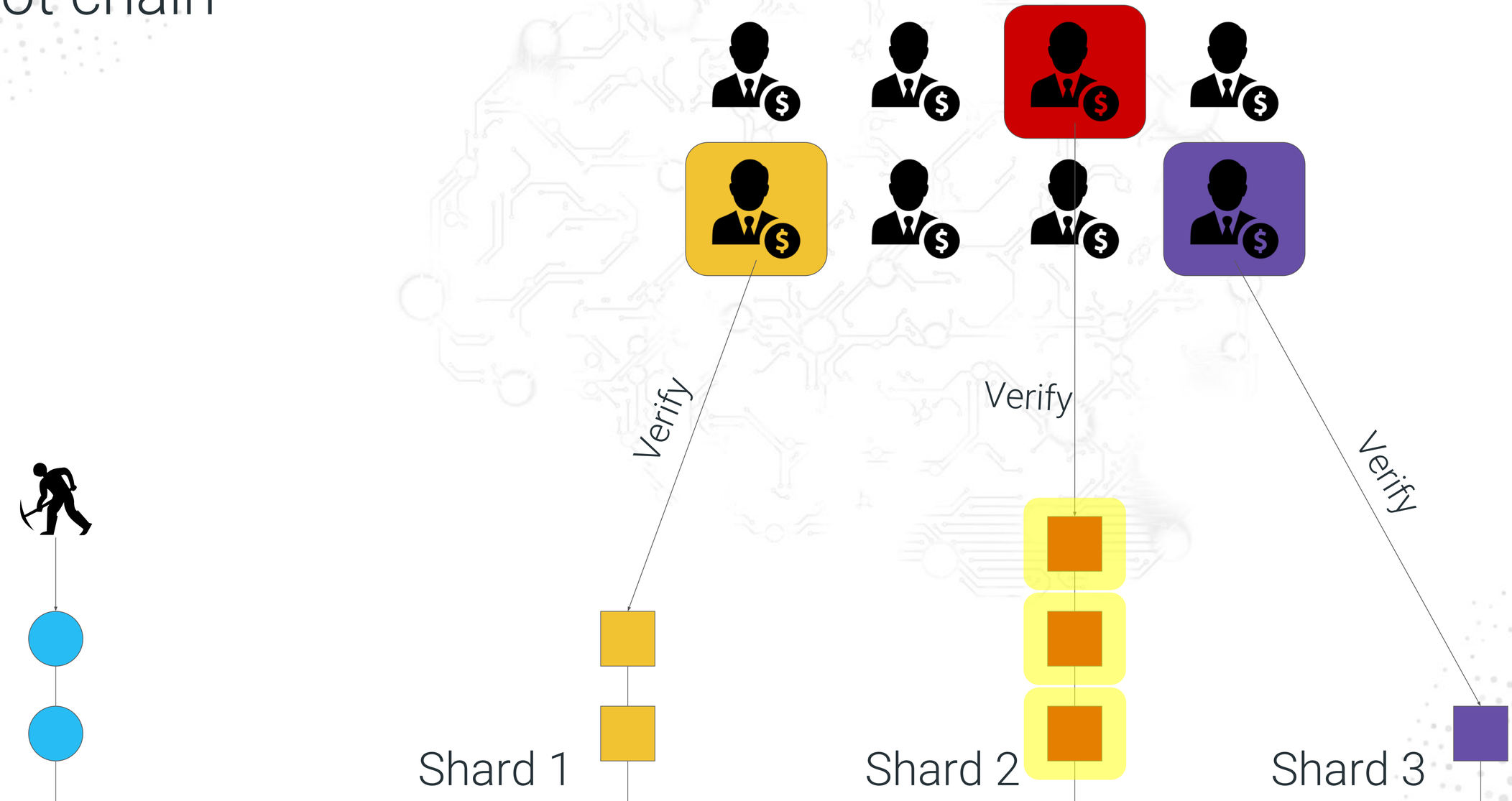
Sharding Phase 1



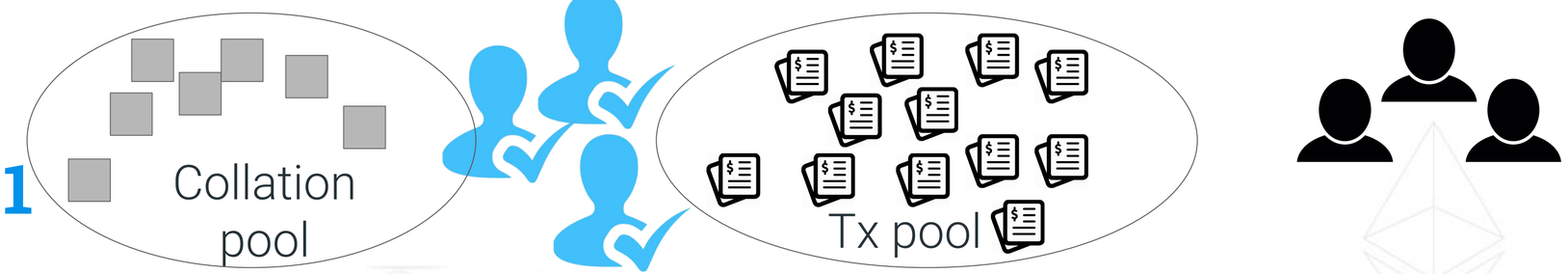


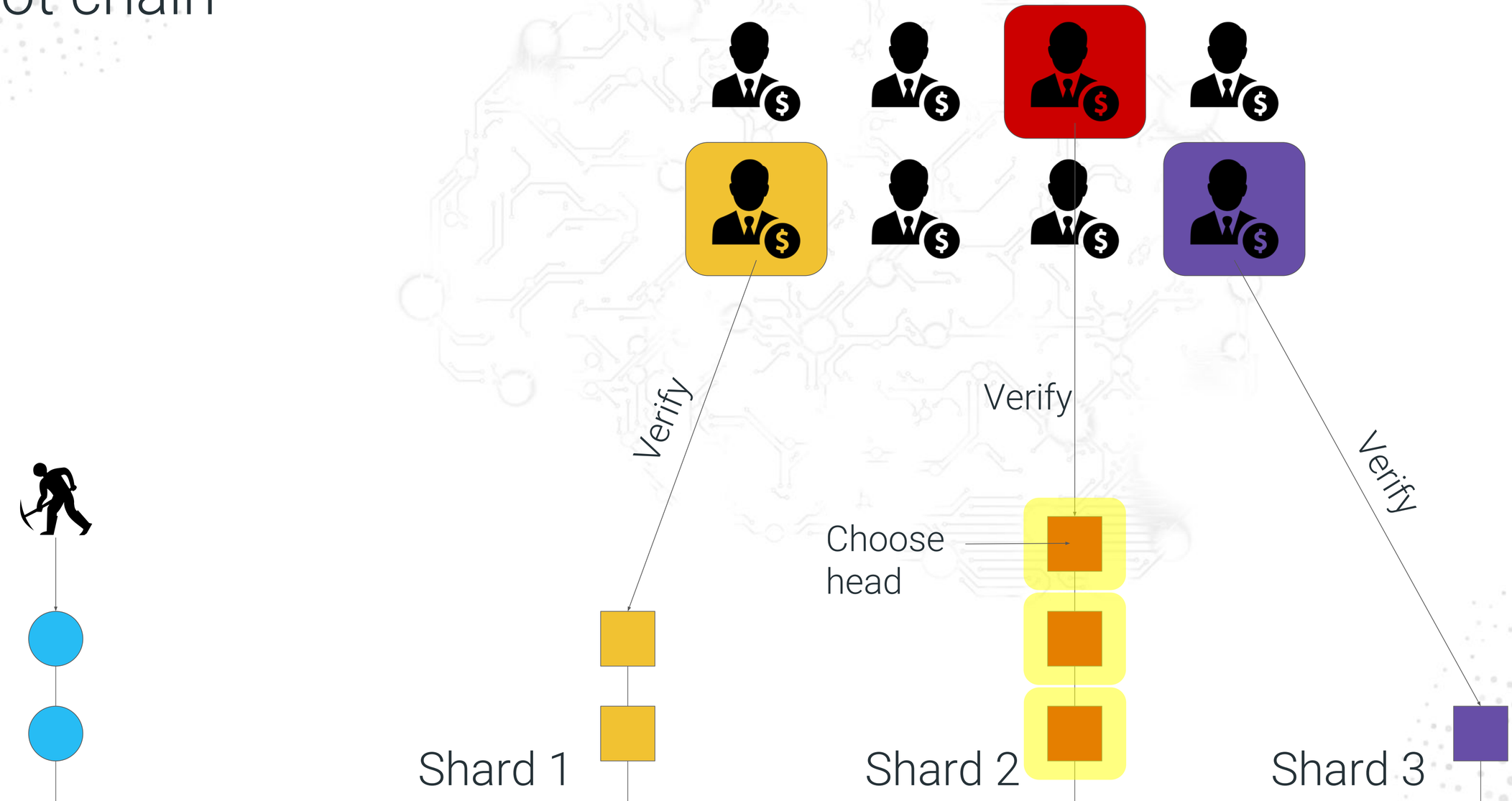
Sharding Phase 1





Sharding Phase 1





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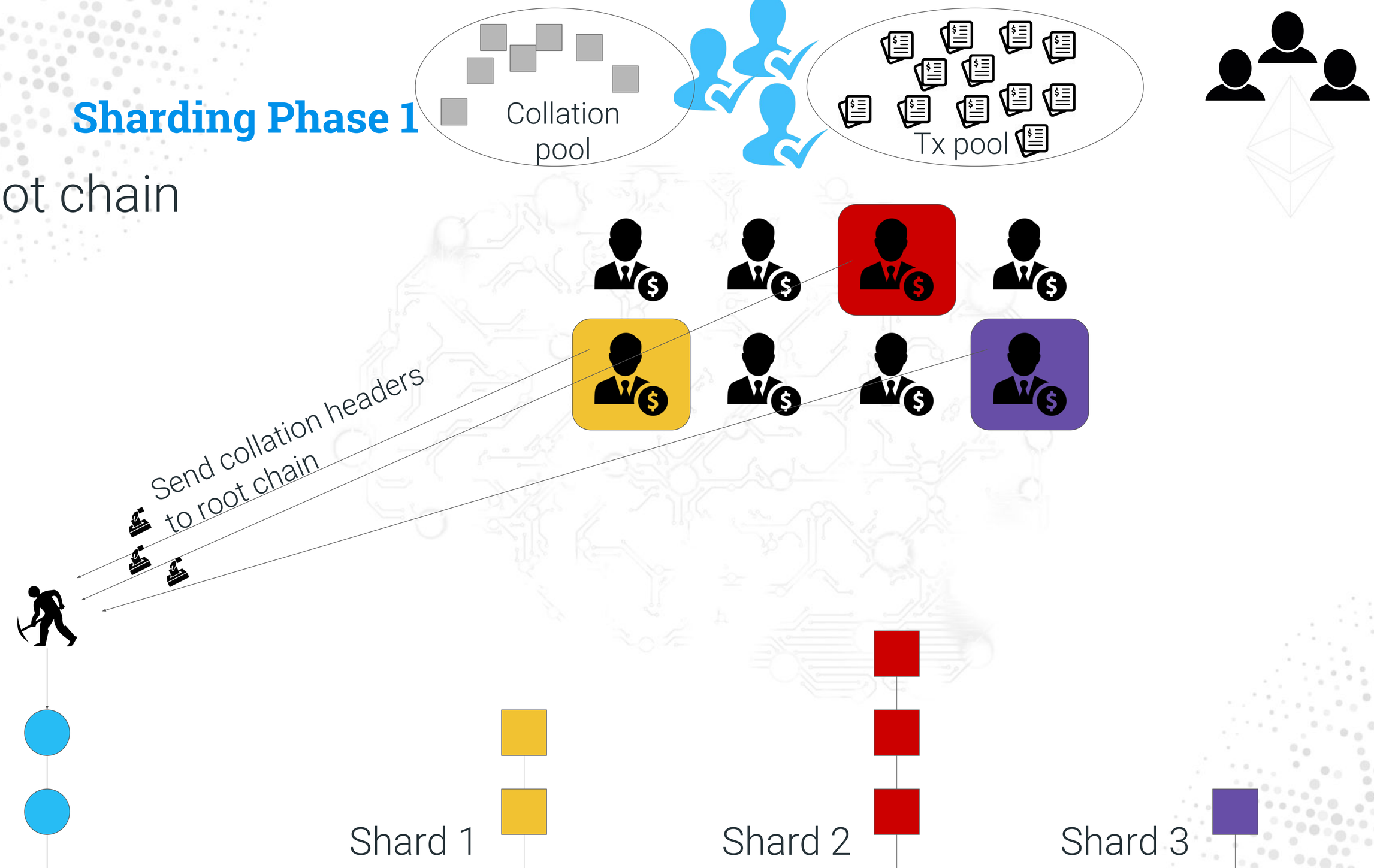
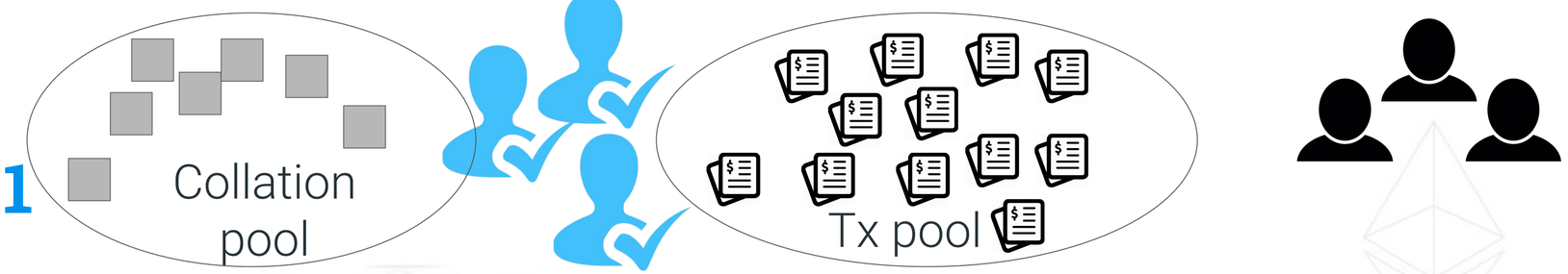
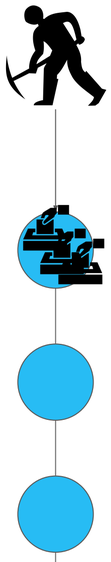
Sharding Phase 1

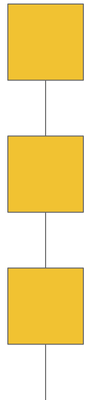


Sharding Phase 1



Root chain





Shard 1

Shard 2

Shard 3

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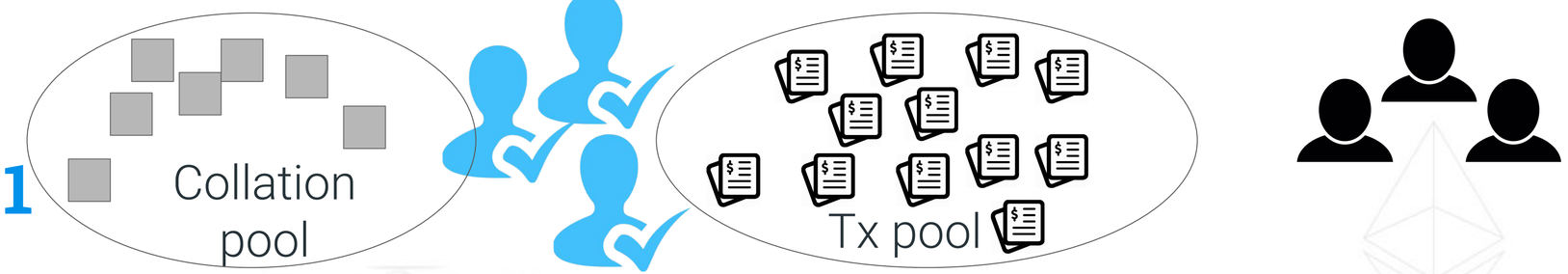
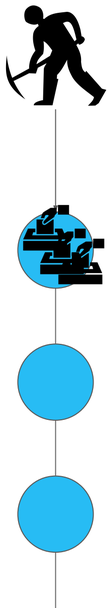
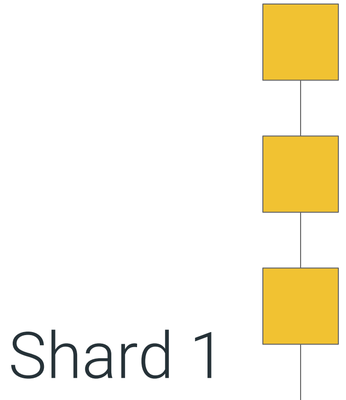


Root chain



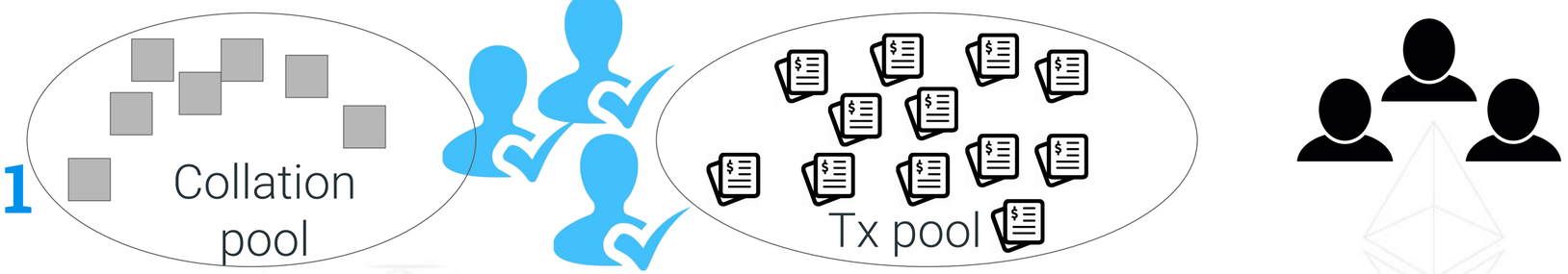


Shard 1

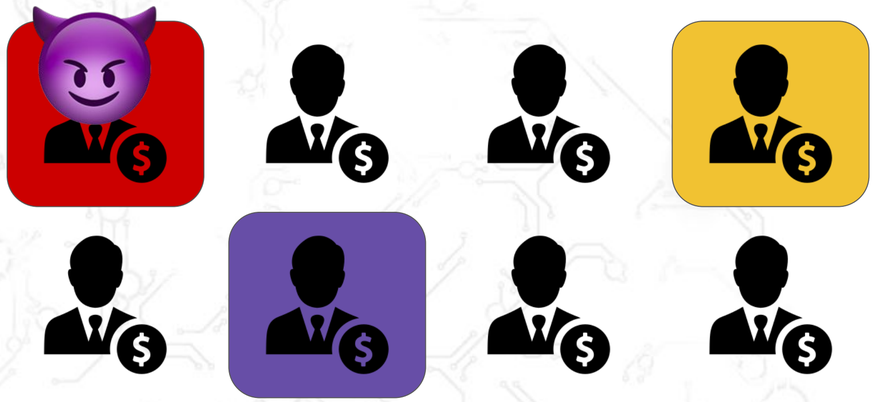
Shard 2

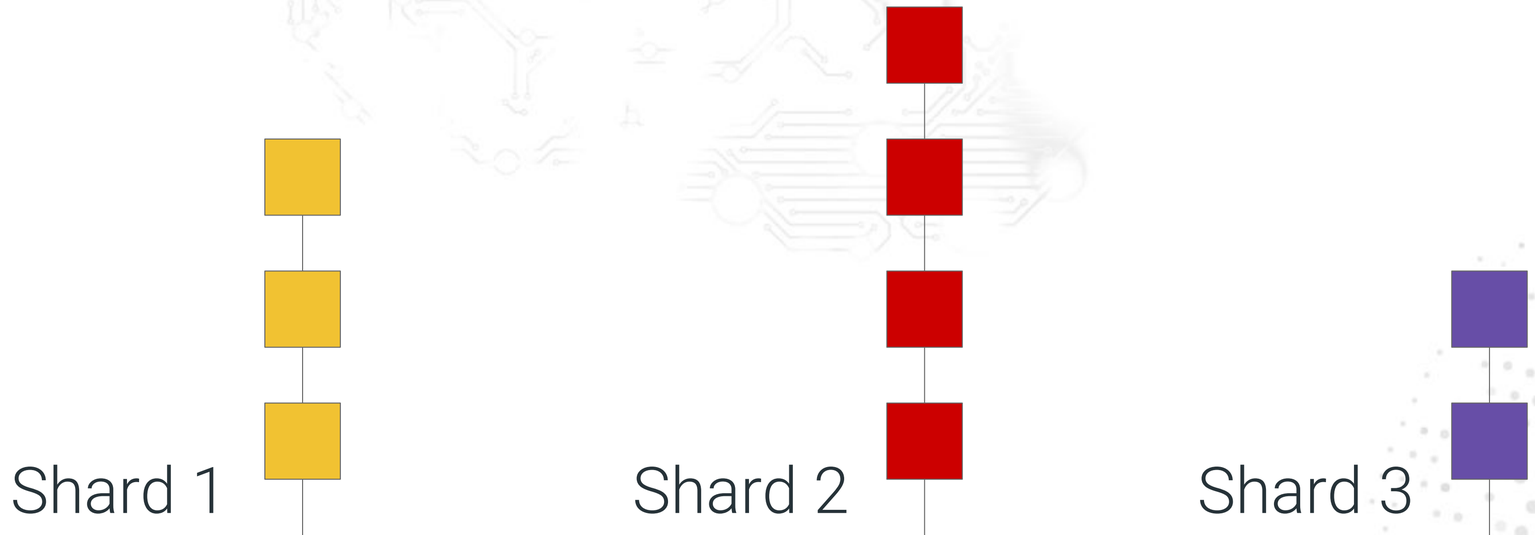
Shard 3

Sharding Phase 1

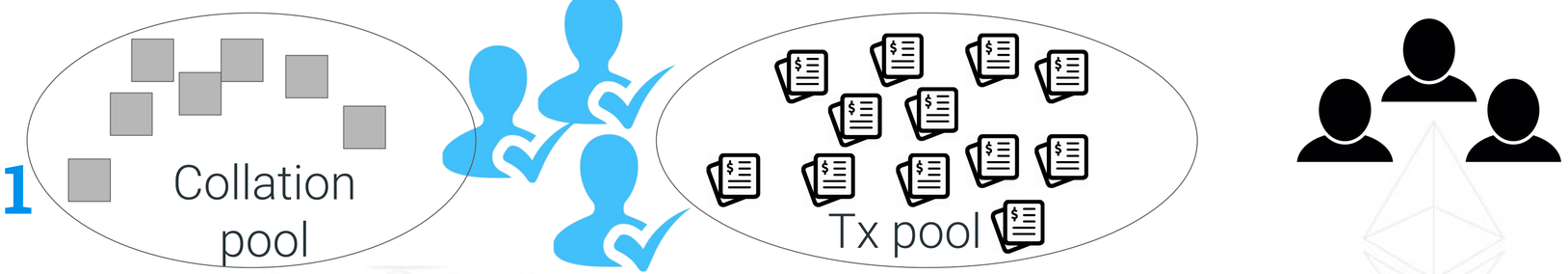


Root chain



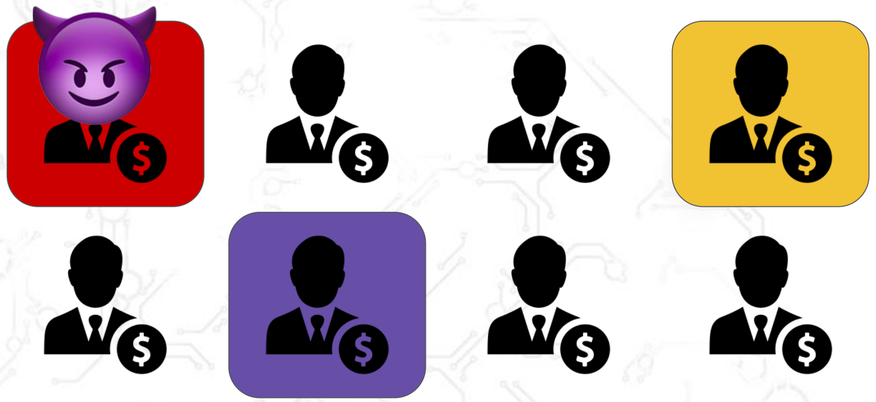


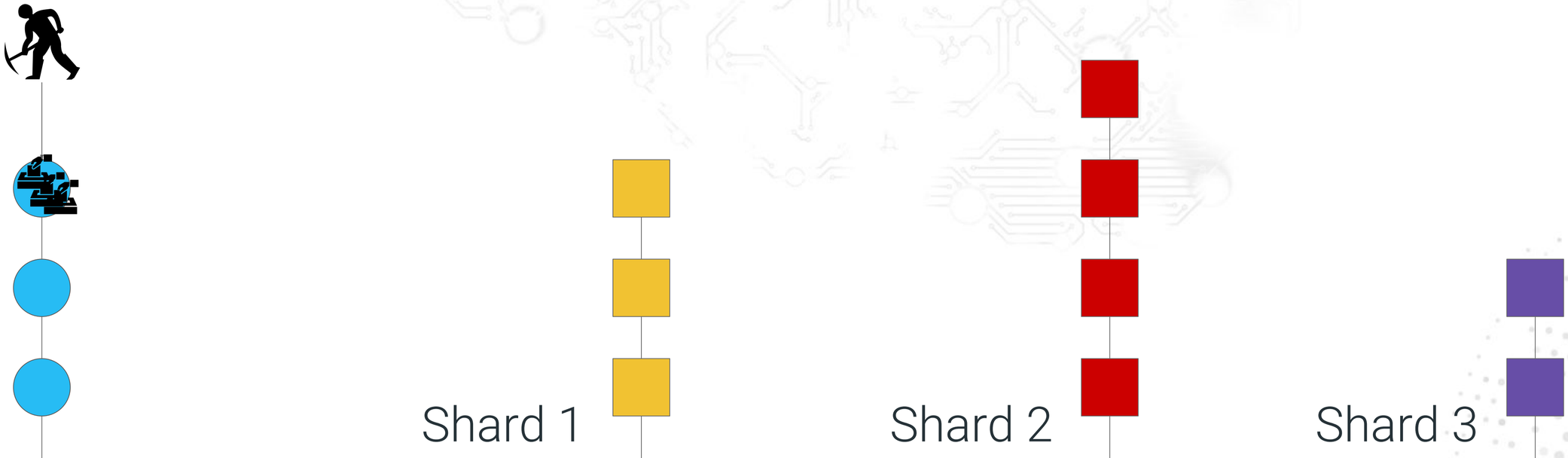
Sharding Phase 1



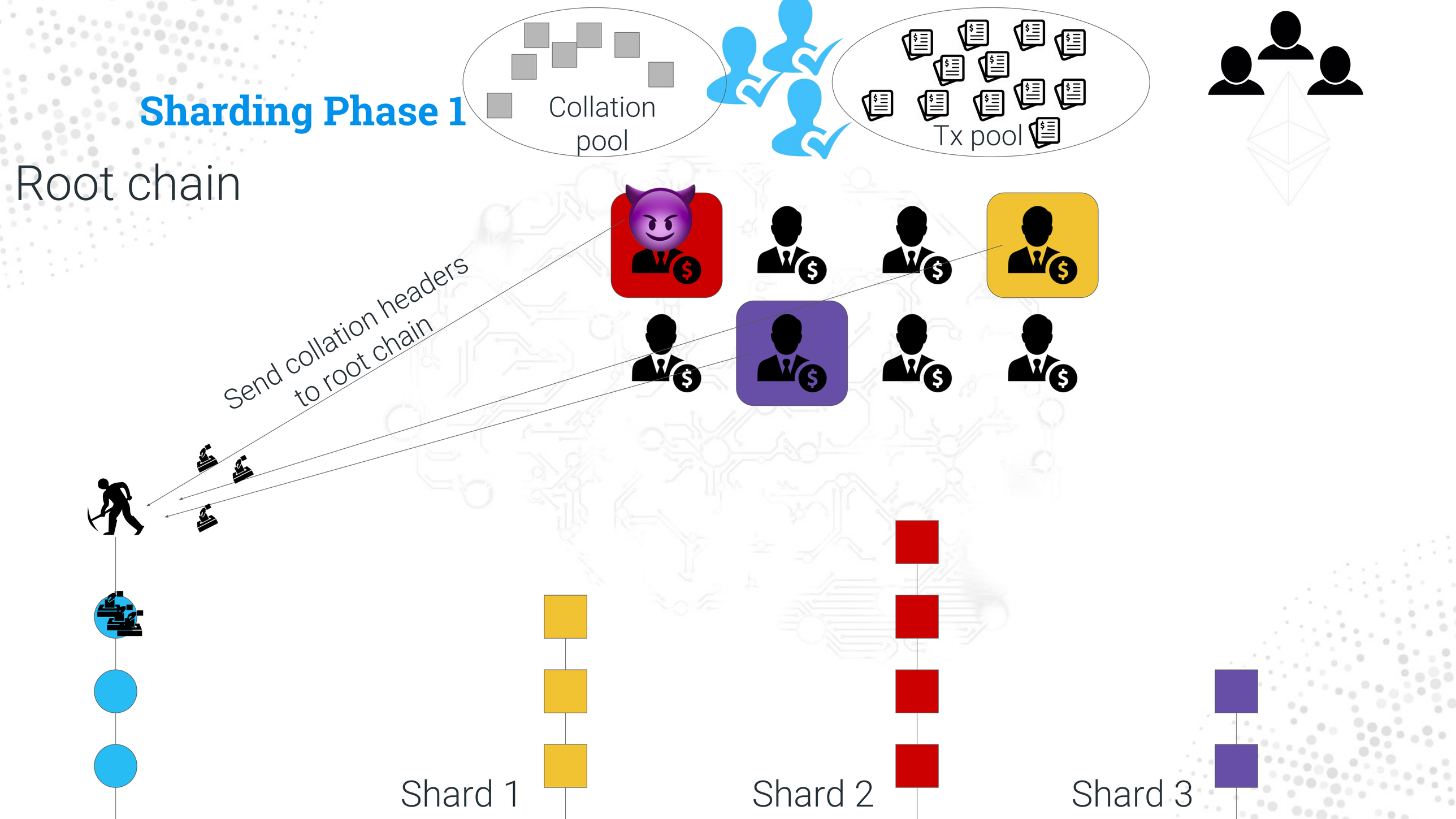
Root chain

1. Pick collation proposal
2. Verify availability
3. Pick head
4. Submit collation header

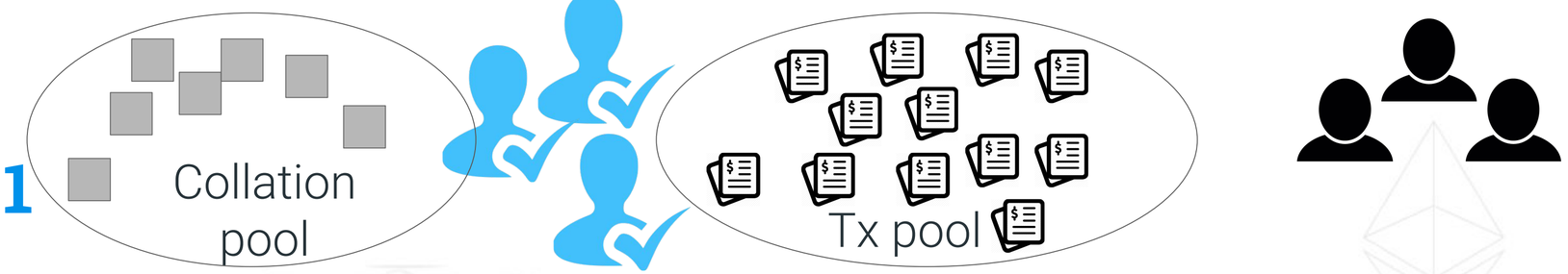




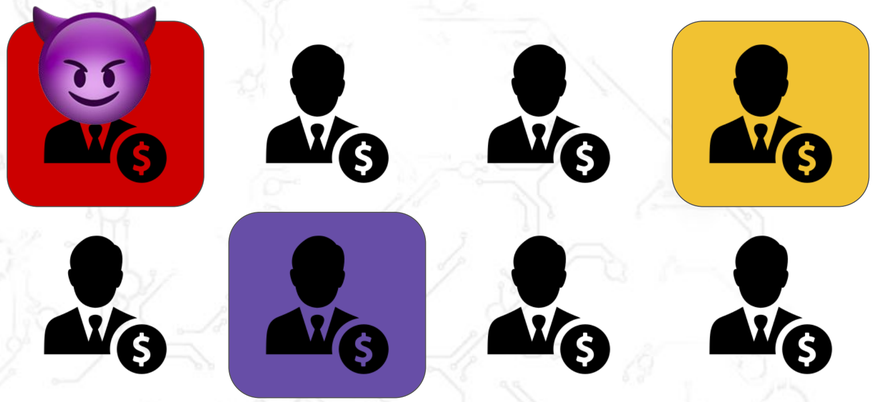
Sharding Phase 1

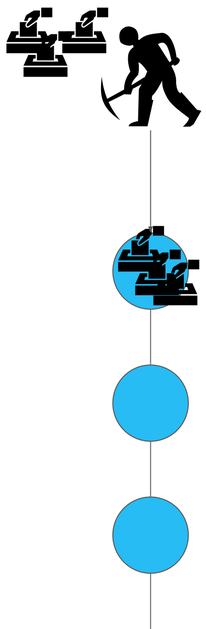


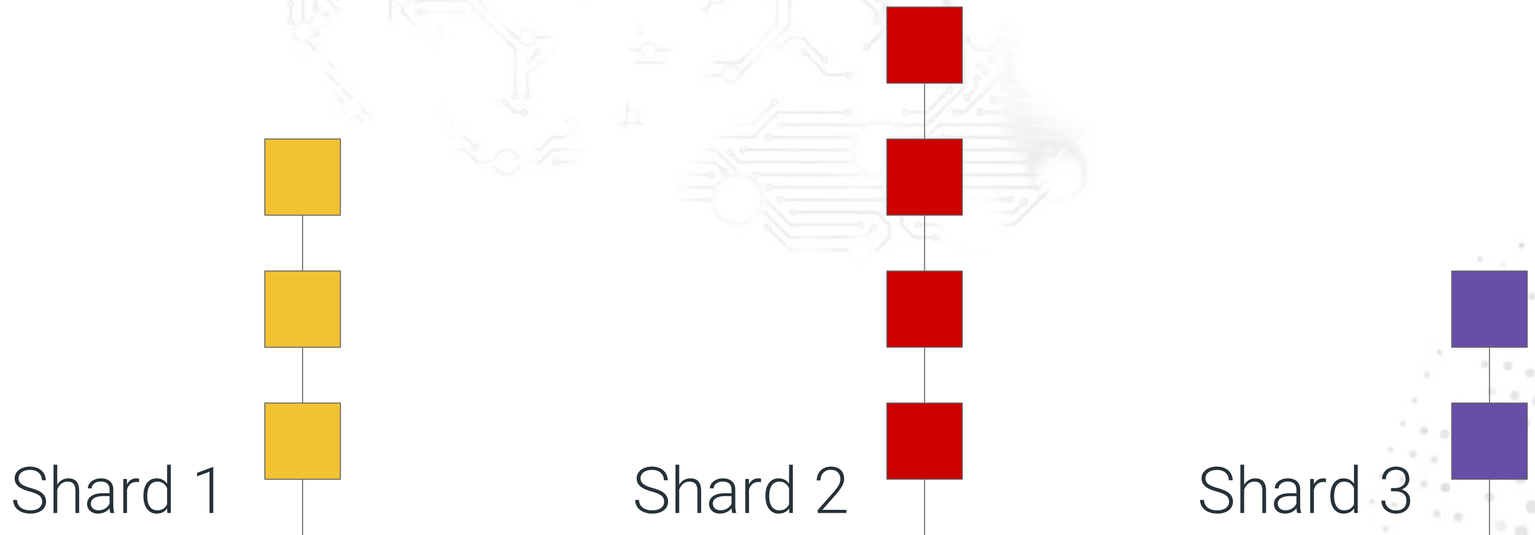
Sharding Phase 1



Root chain







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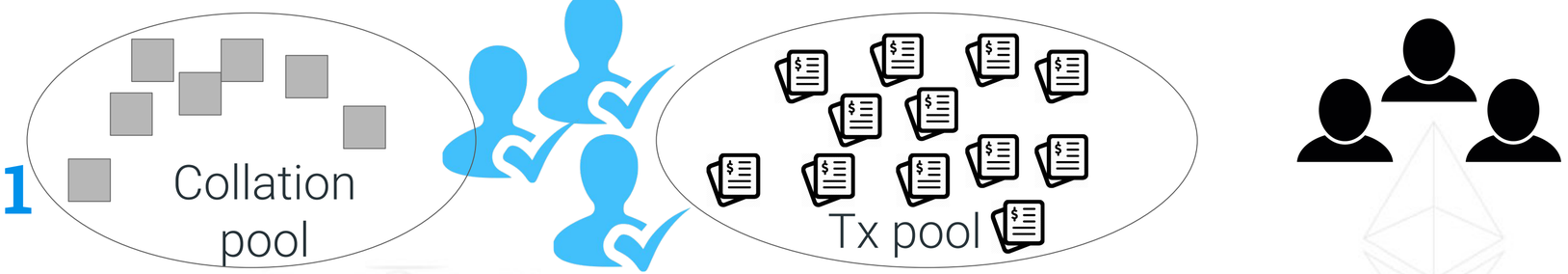
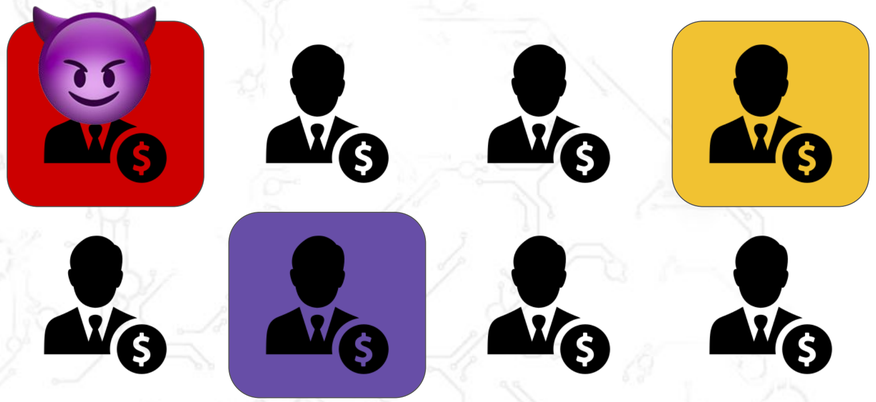
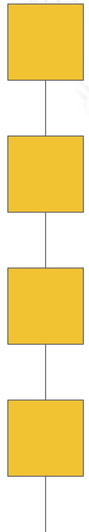


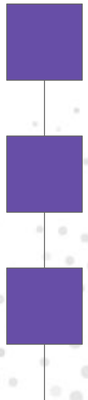
Root chain





Shard 1

Shard 2



Shard 3

Sharding Phase 1

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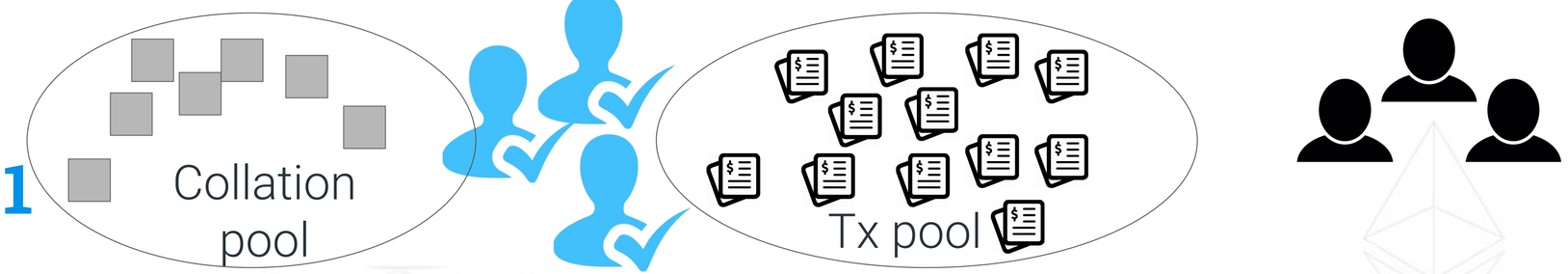
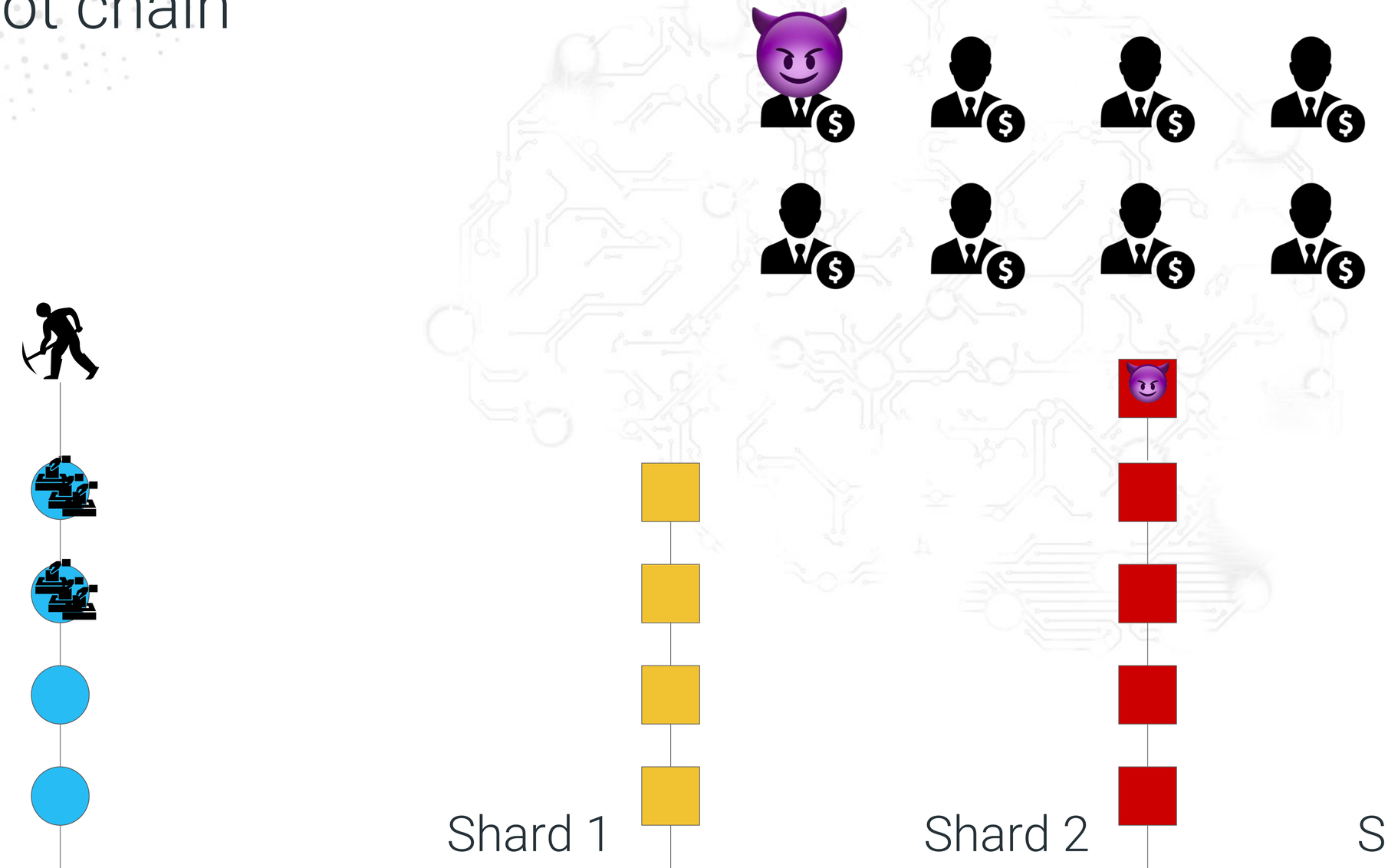


Root chain



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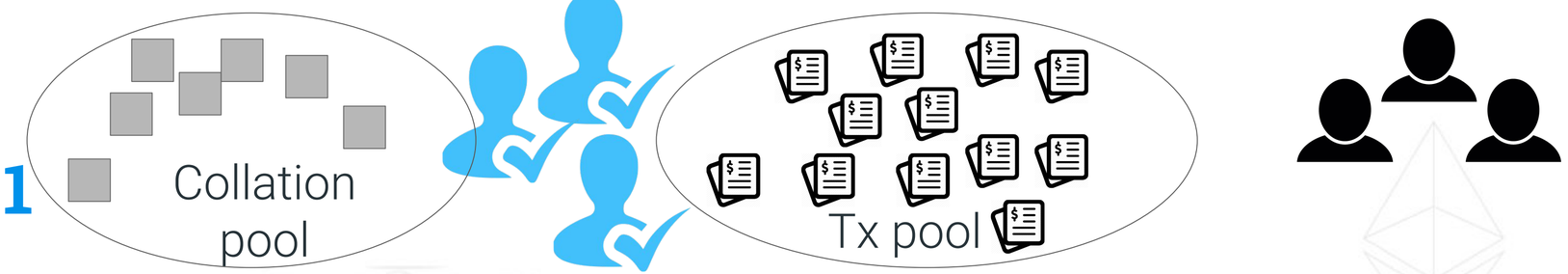
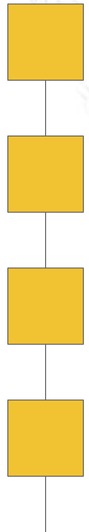
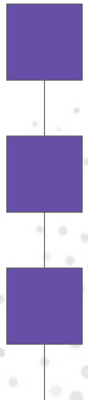


Root chain



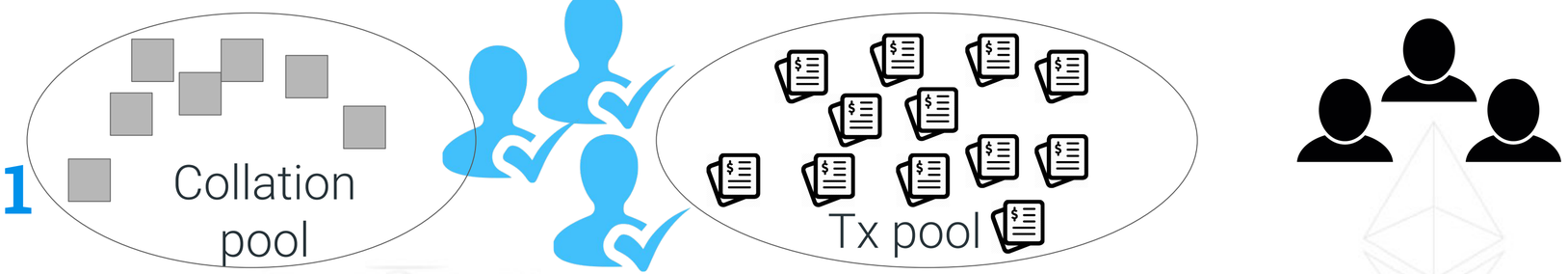
Shard 1

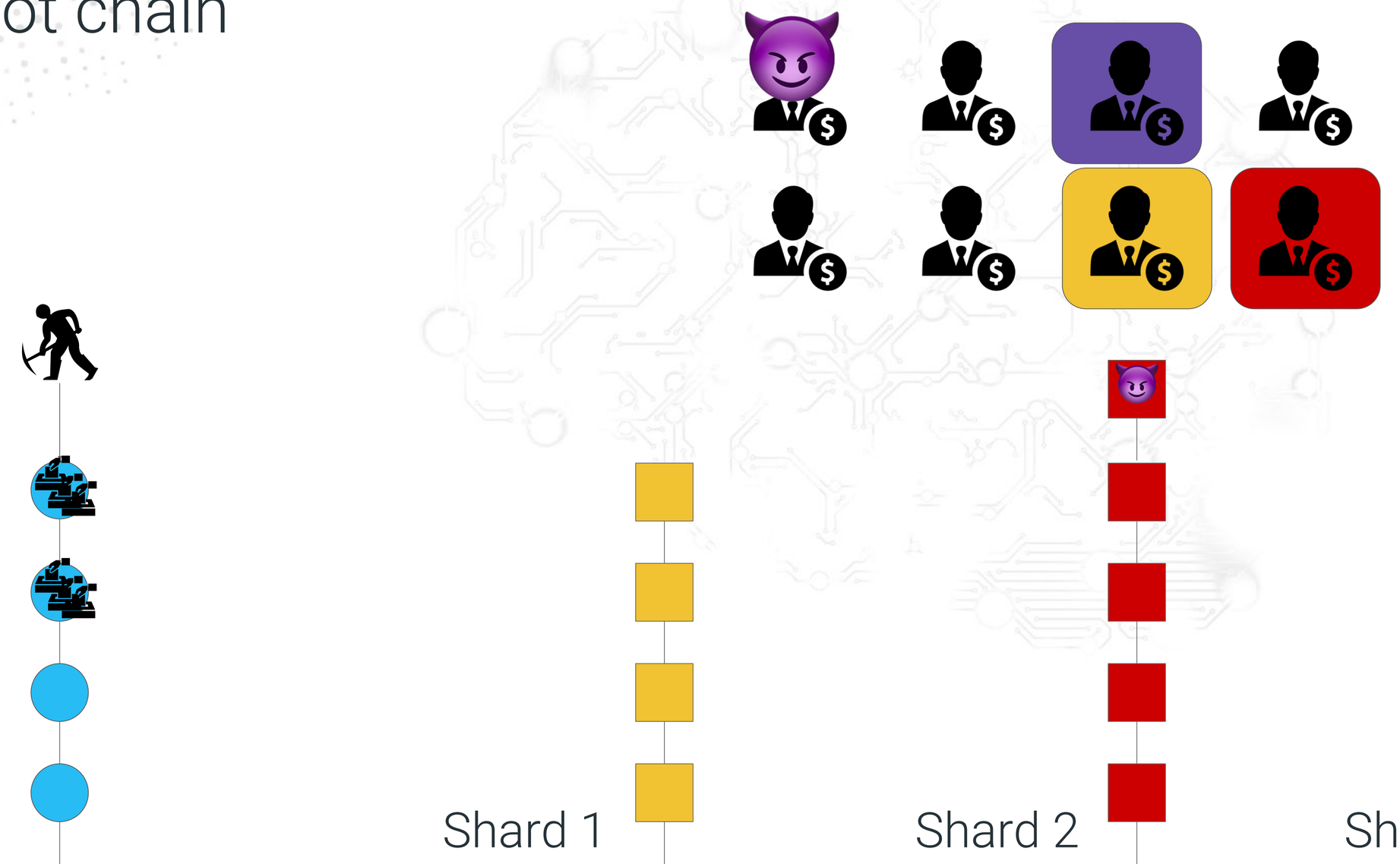
Shard 2



Shard 3

Sharding Phase 1





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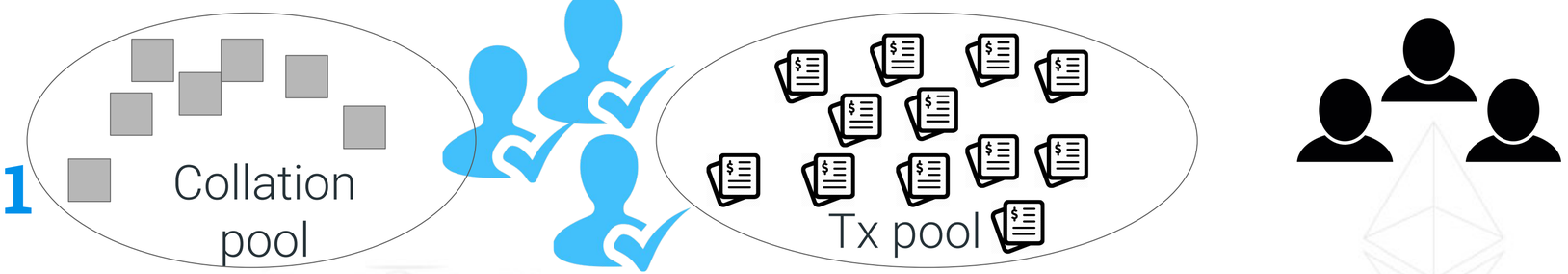
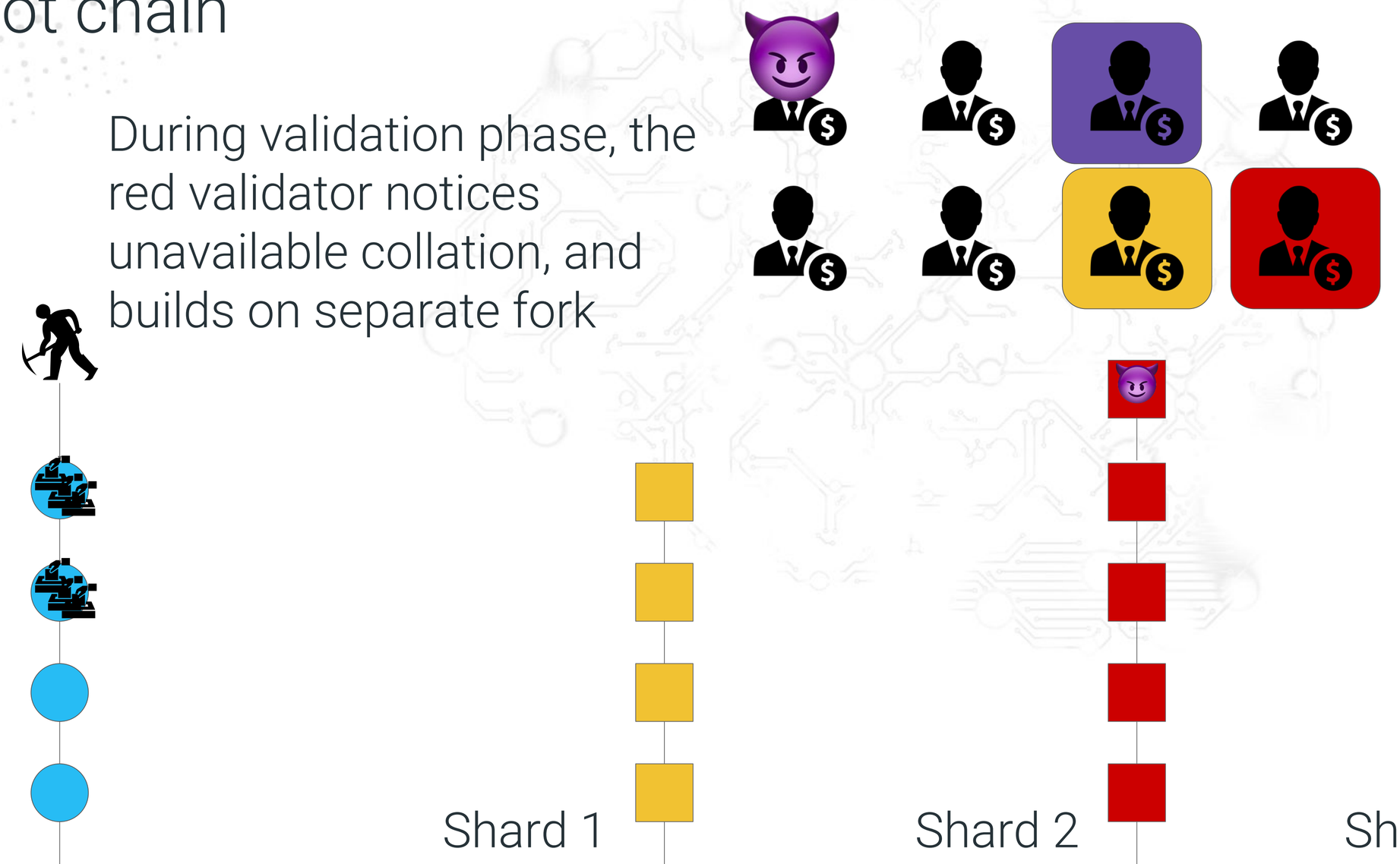


Root chain

During validation phase, the red validator notices unavailable collation, and builds on separate fork



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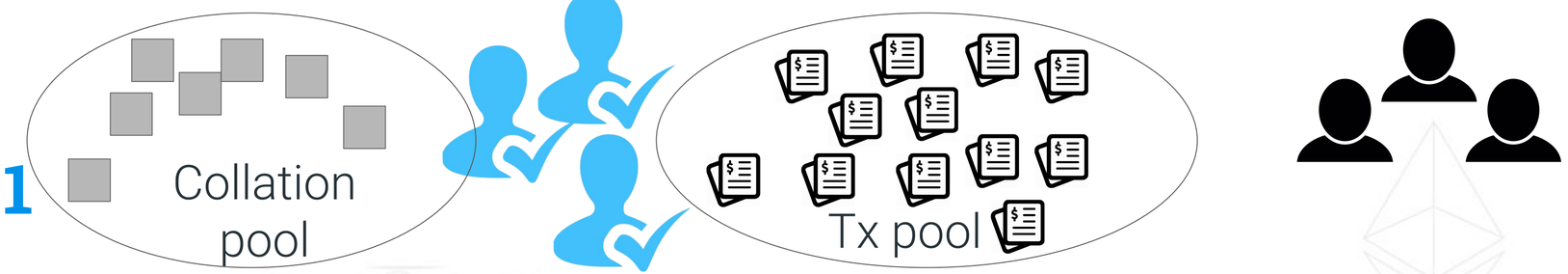

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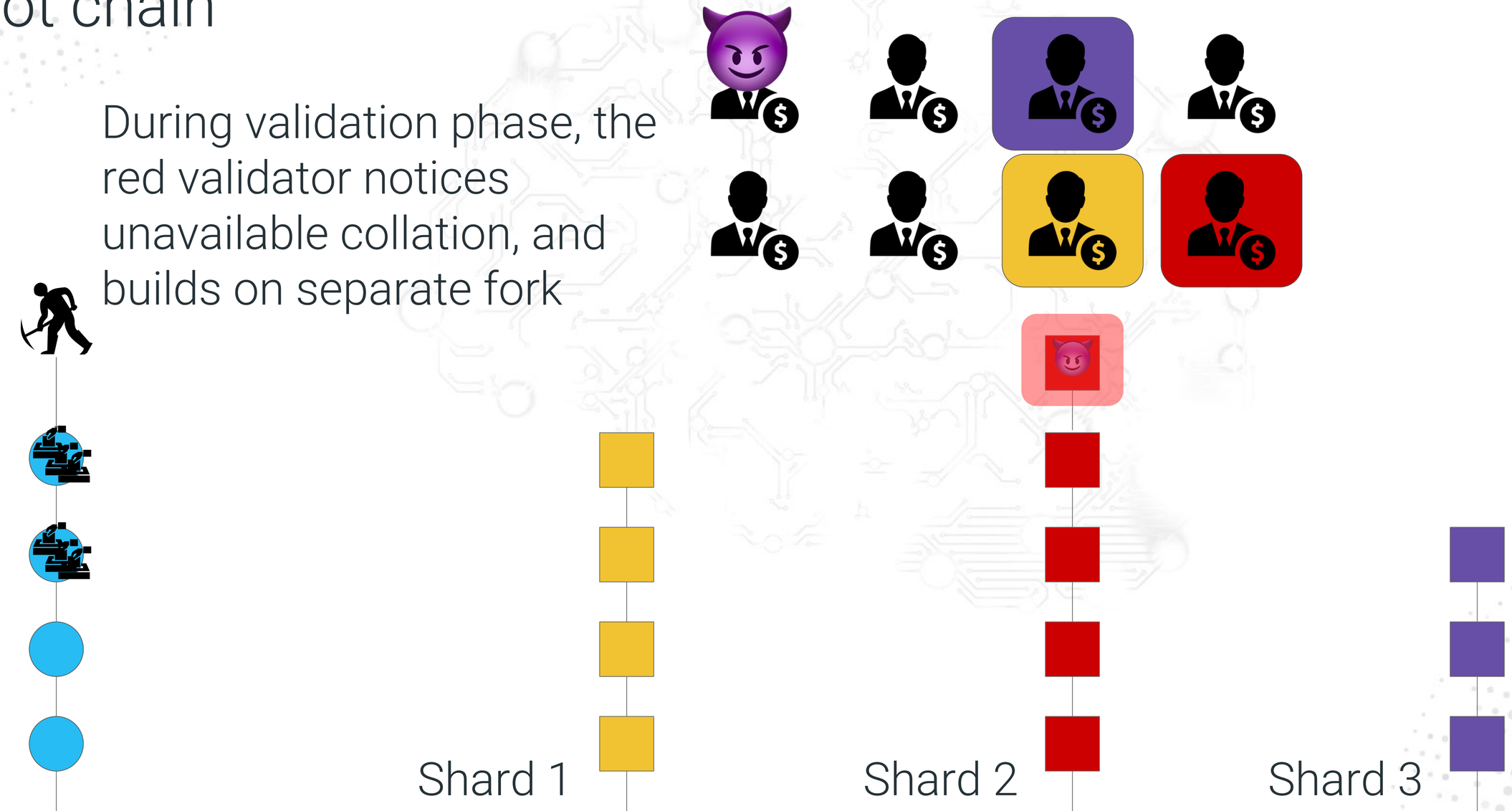

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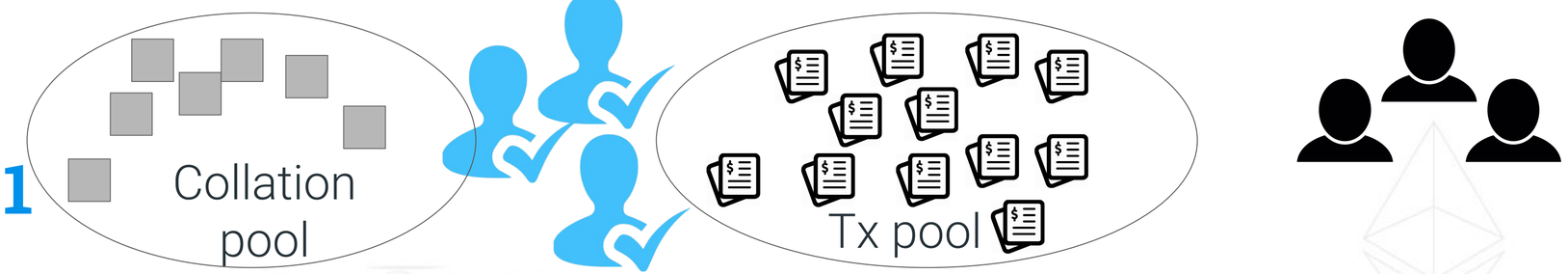

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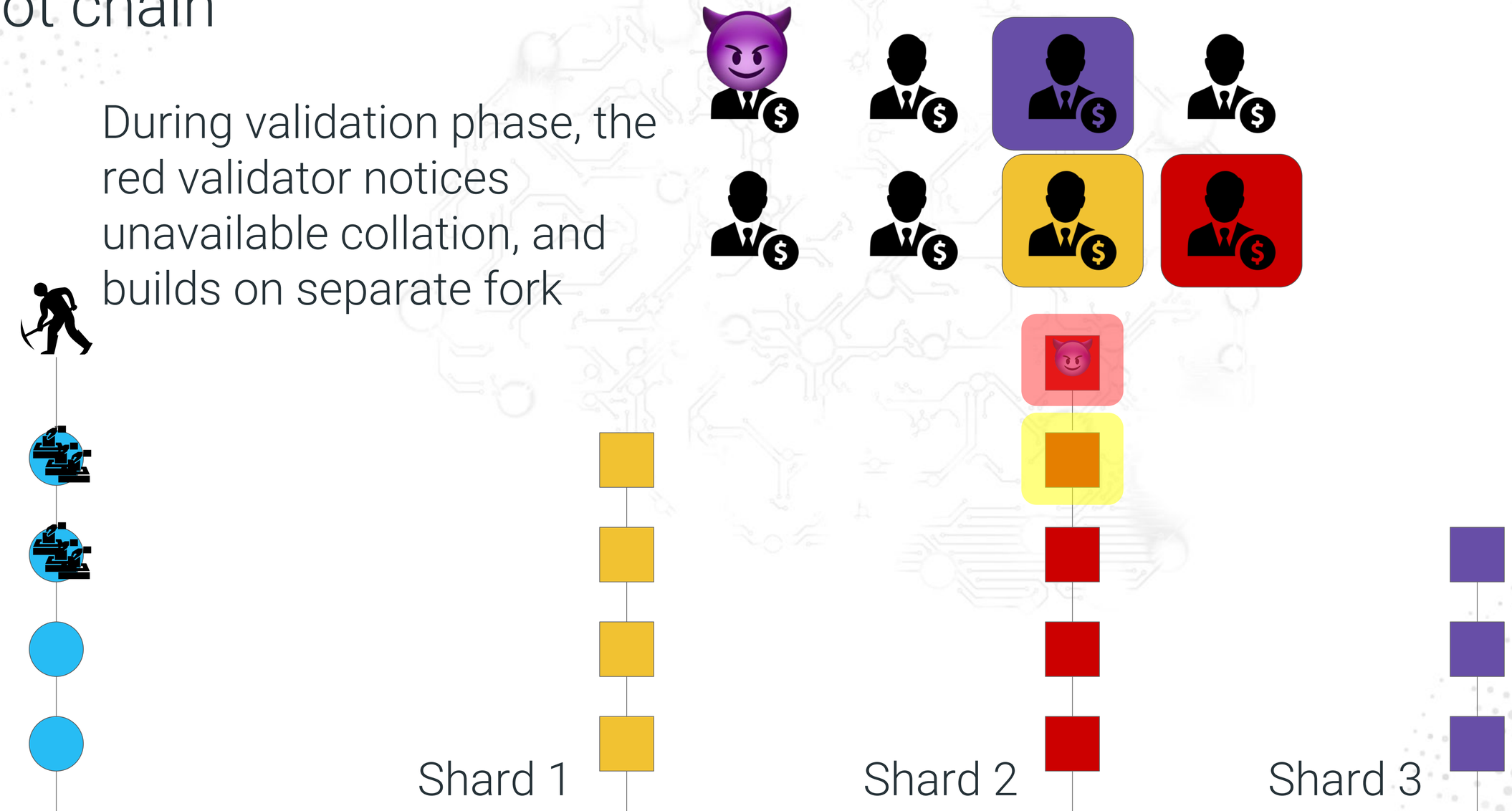

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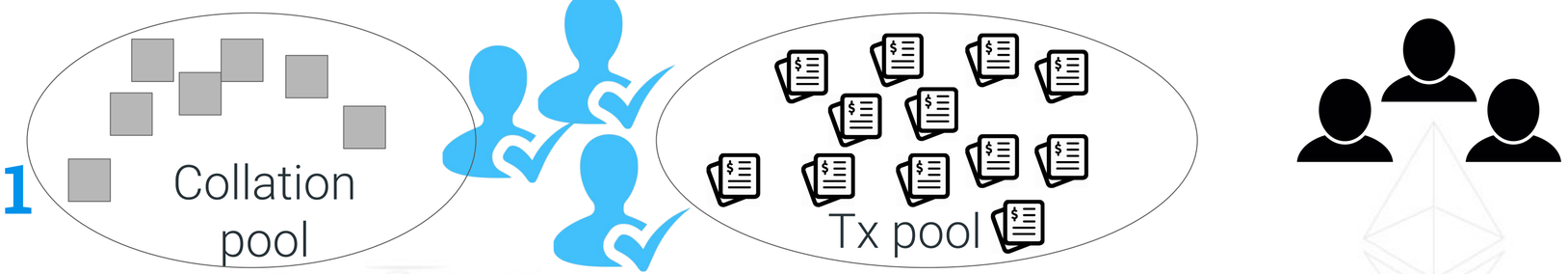

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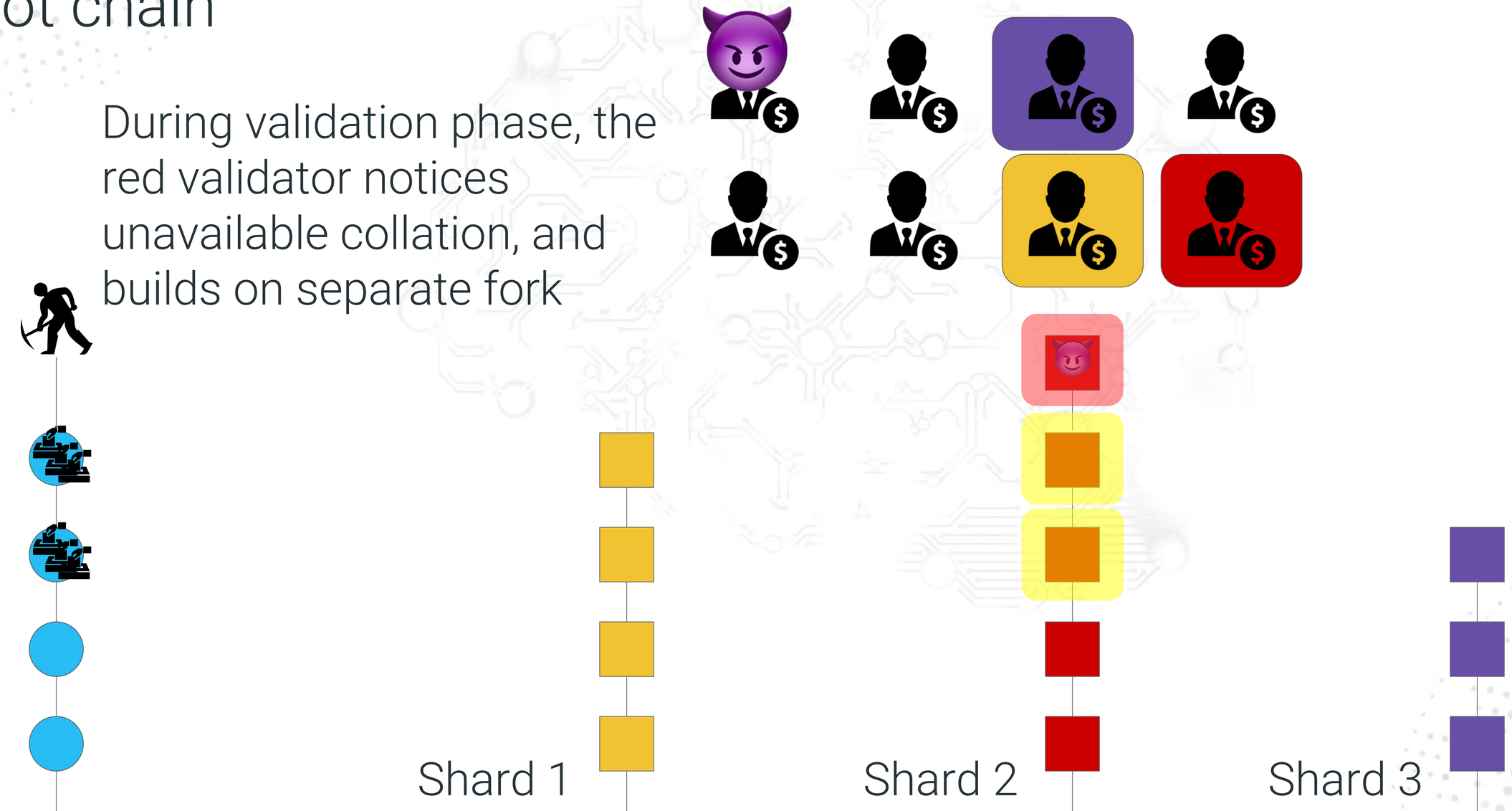
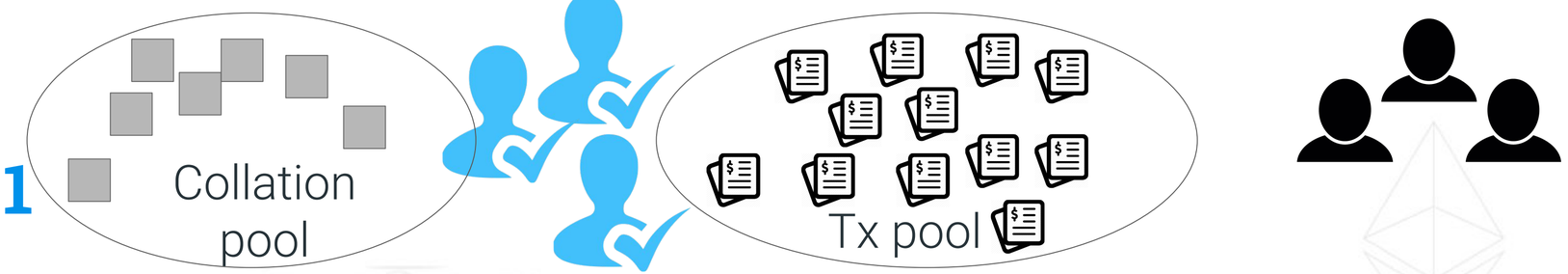


Sharding Phase 1



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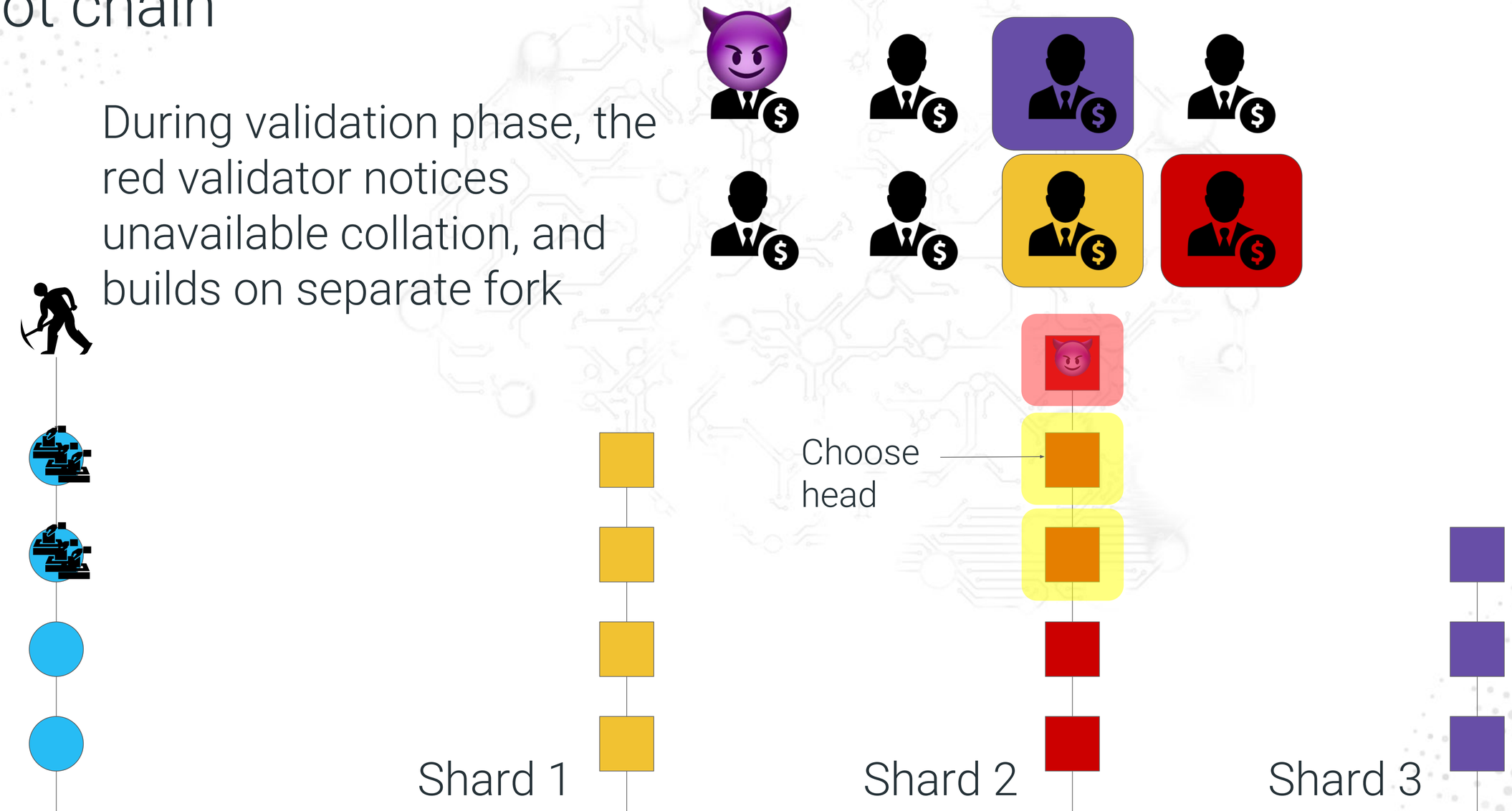

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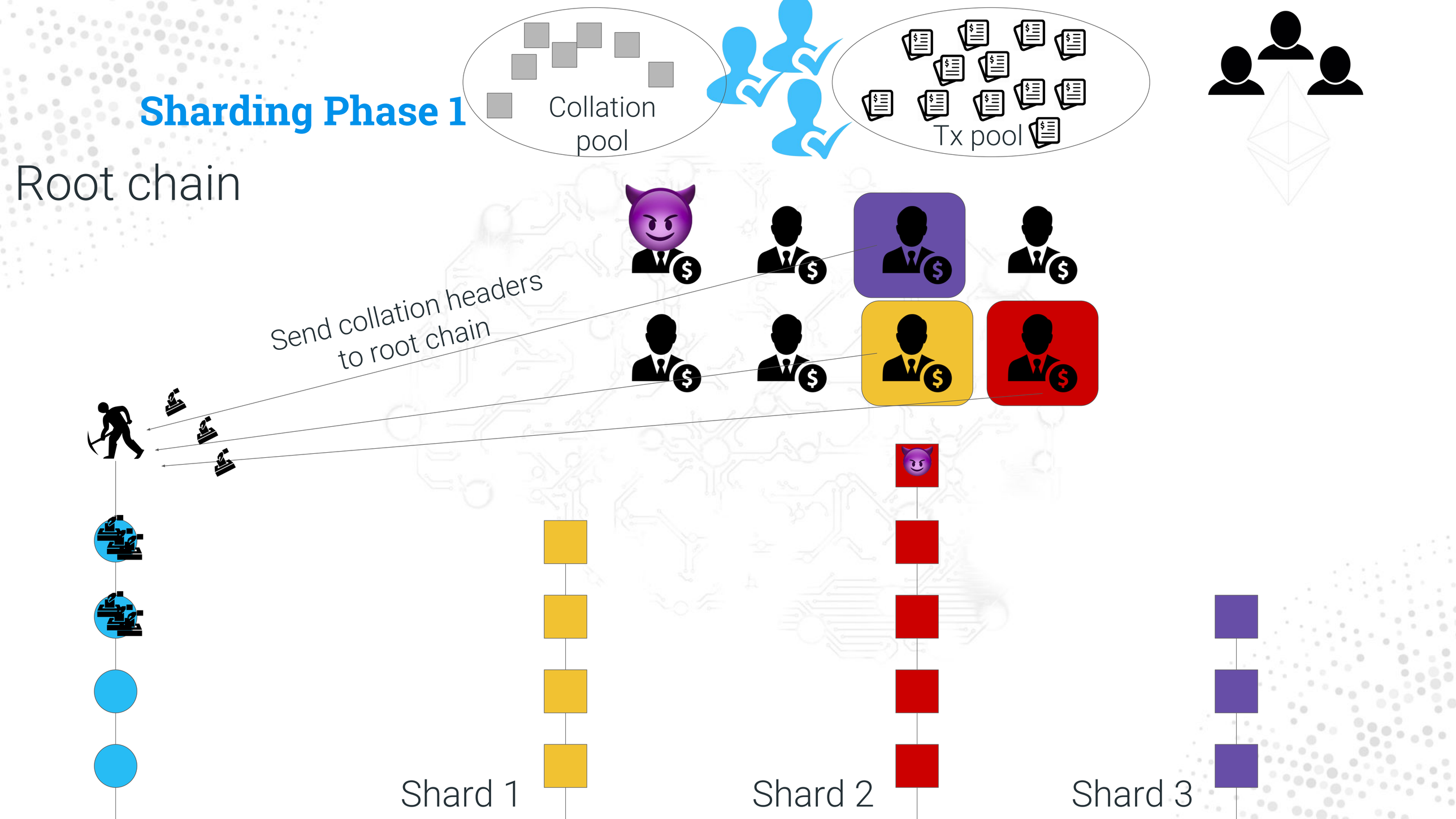
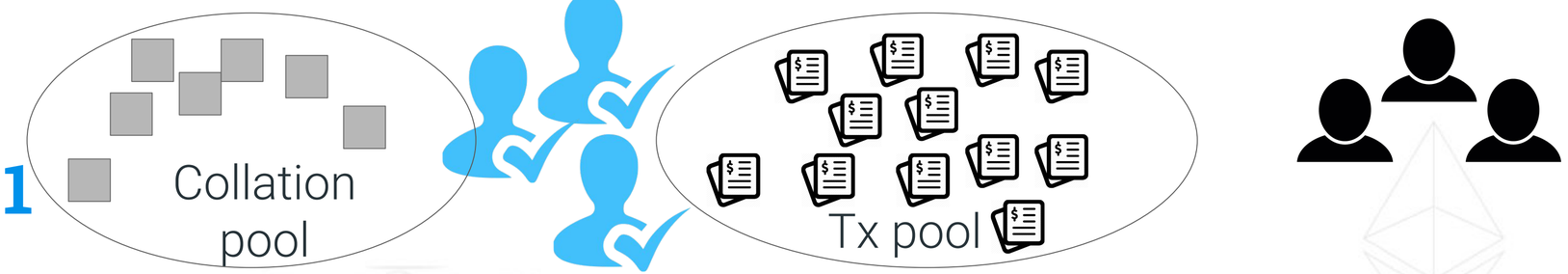
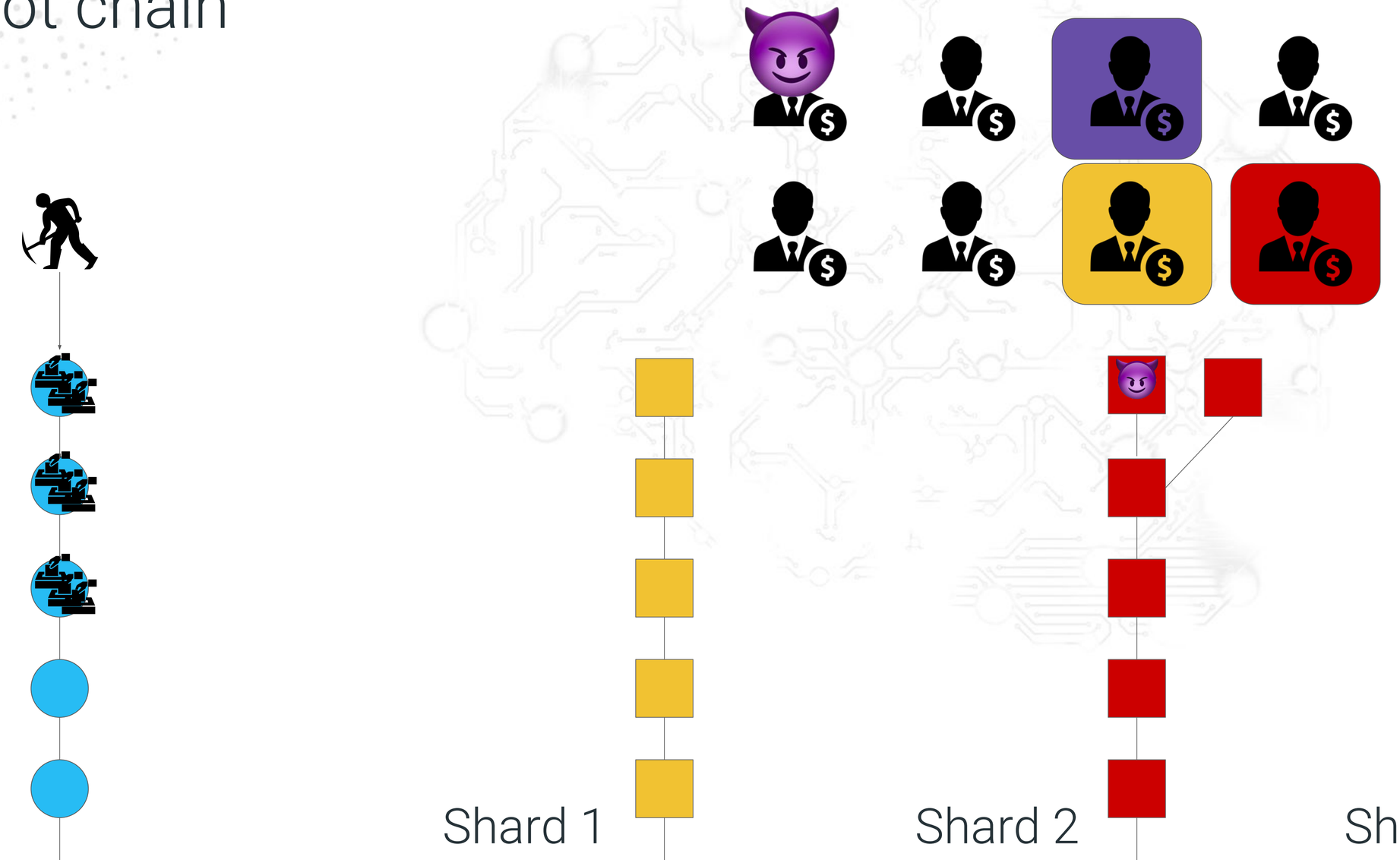
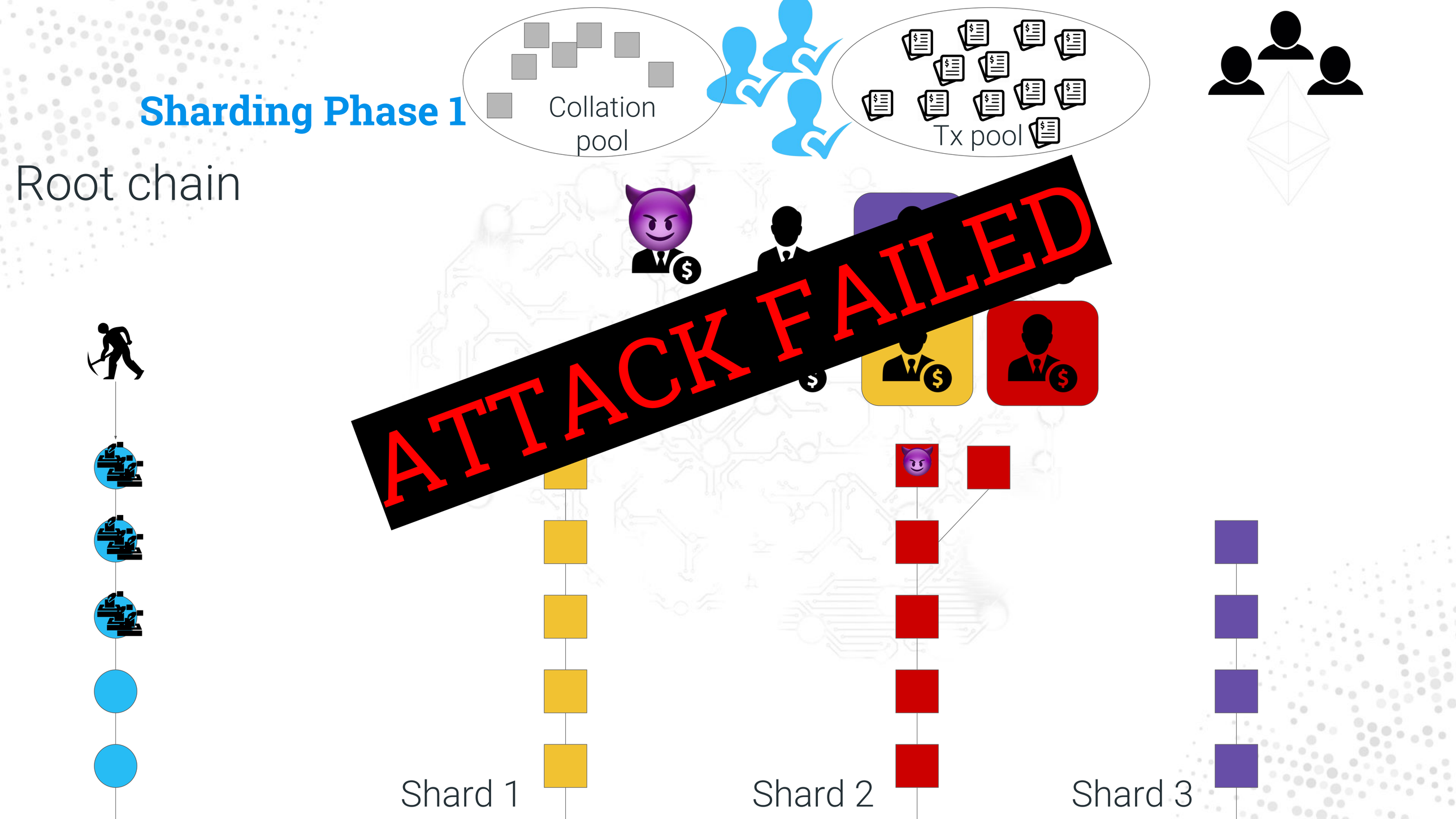


Sharding Phase 1

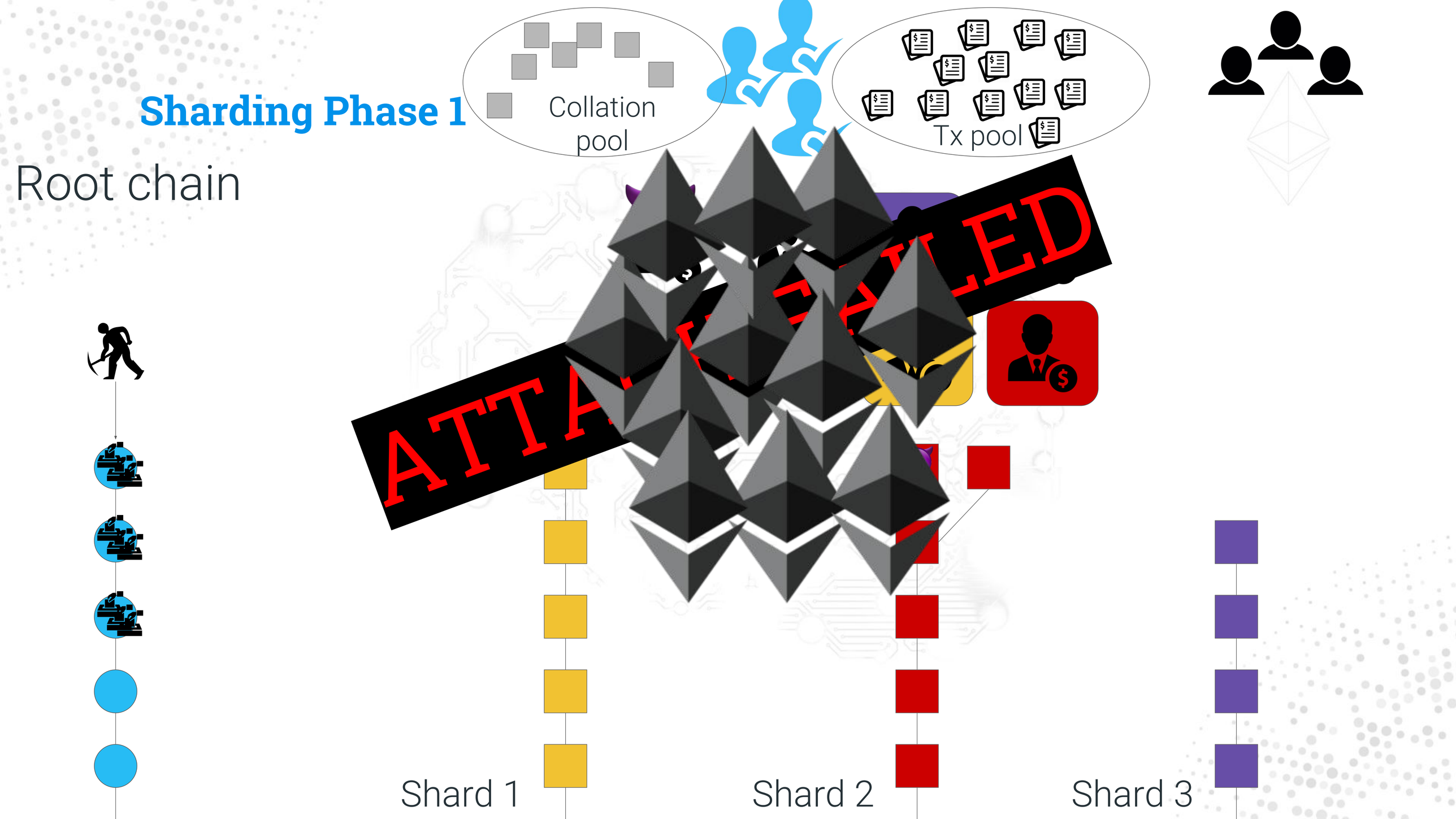




Sharding Phase 1



Sharding Phase 1




Sharding Phase 1
Collation pool
Tx pool
Root chain
ATTA
LED
Go Sharding!
Shard 1
Shard 2
Shard 3

System Roles and Modes

Regular Executor

- Watches some specific shards
- Apply state transition
- Since the proposers would get the tx fee, it's reasonable that the proposers also are executors.

Light Client

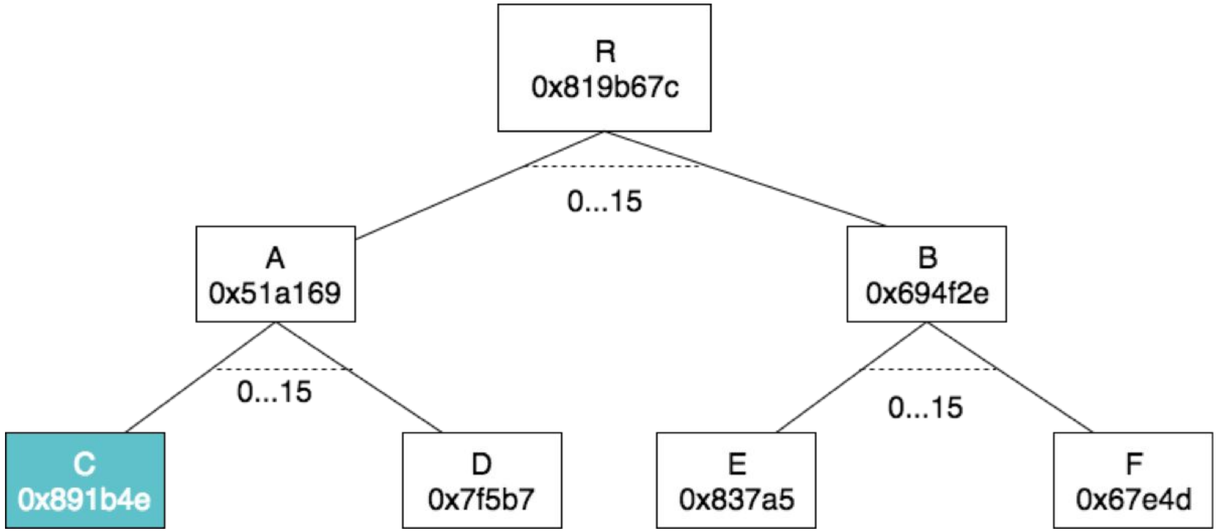
- Validates recent headers
- Watches some specific shards

Spoiler! Day 2
Stateless Client
Mechanism

Stateful or Stateless Modes

Spoiler! Day 2
Stateless Client
Mechanism

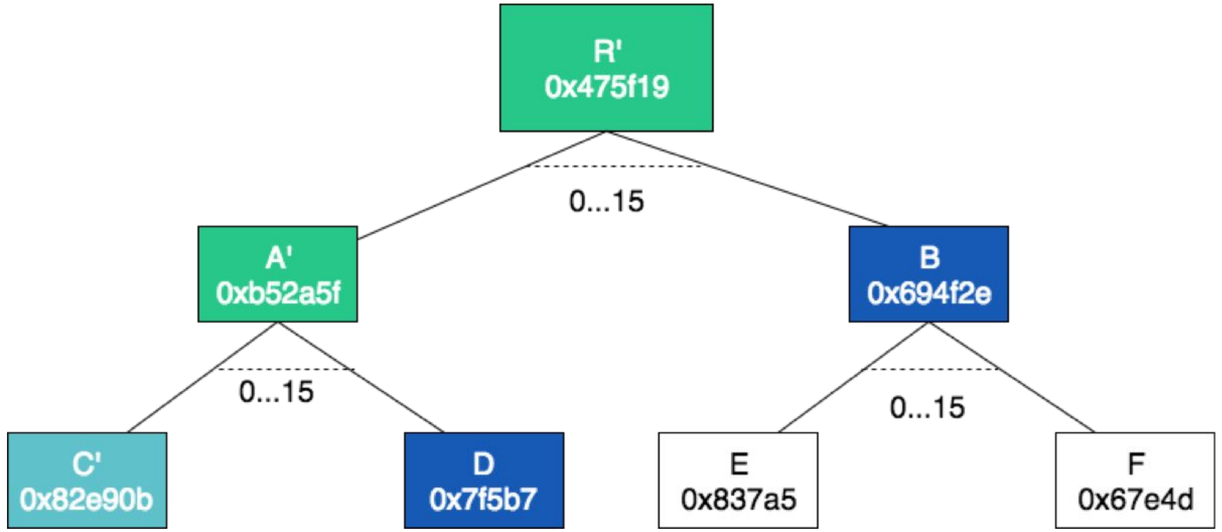
Pre-state



Spoiler! Day 2 Stateless Client Mechanism

Post-state

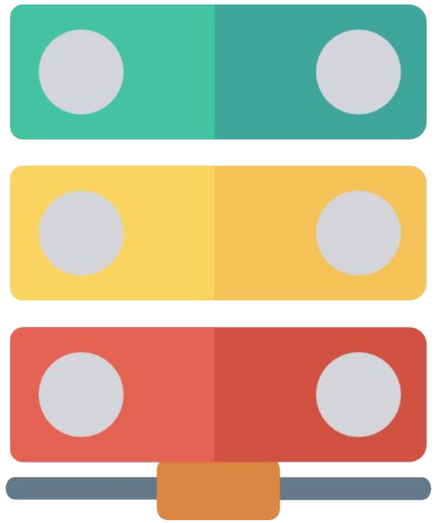
Witness: {R, A, C, D, B}



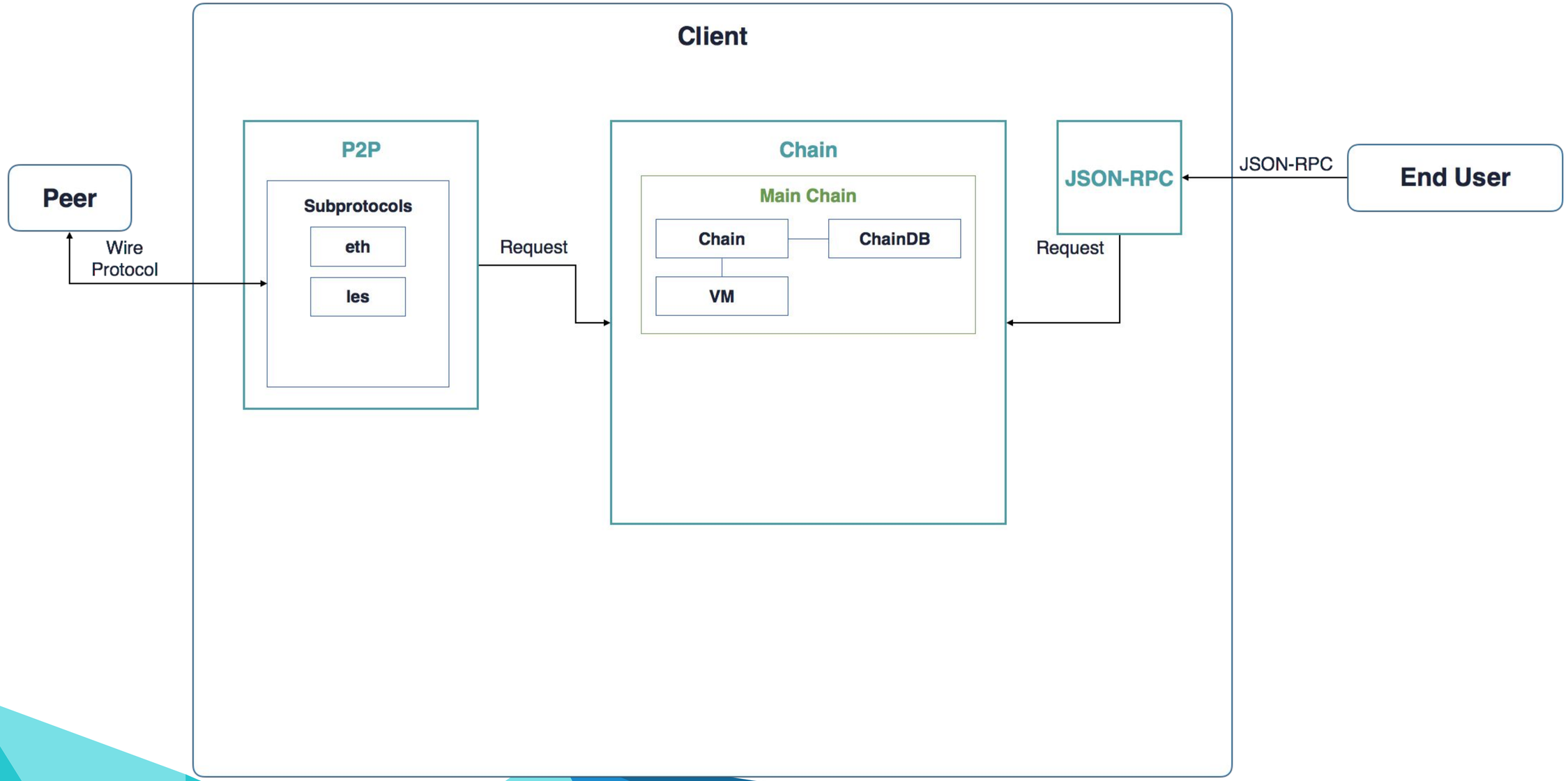
state_transition_function(state_root, collation, witness)

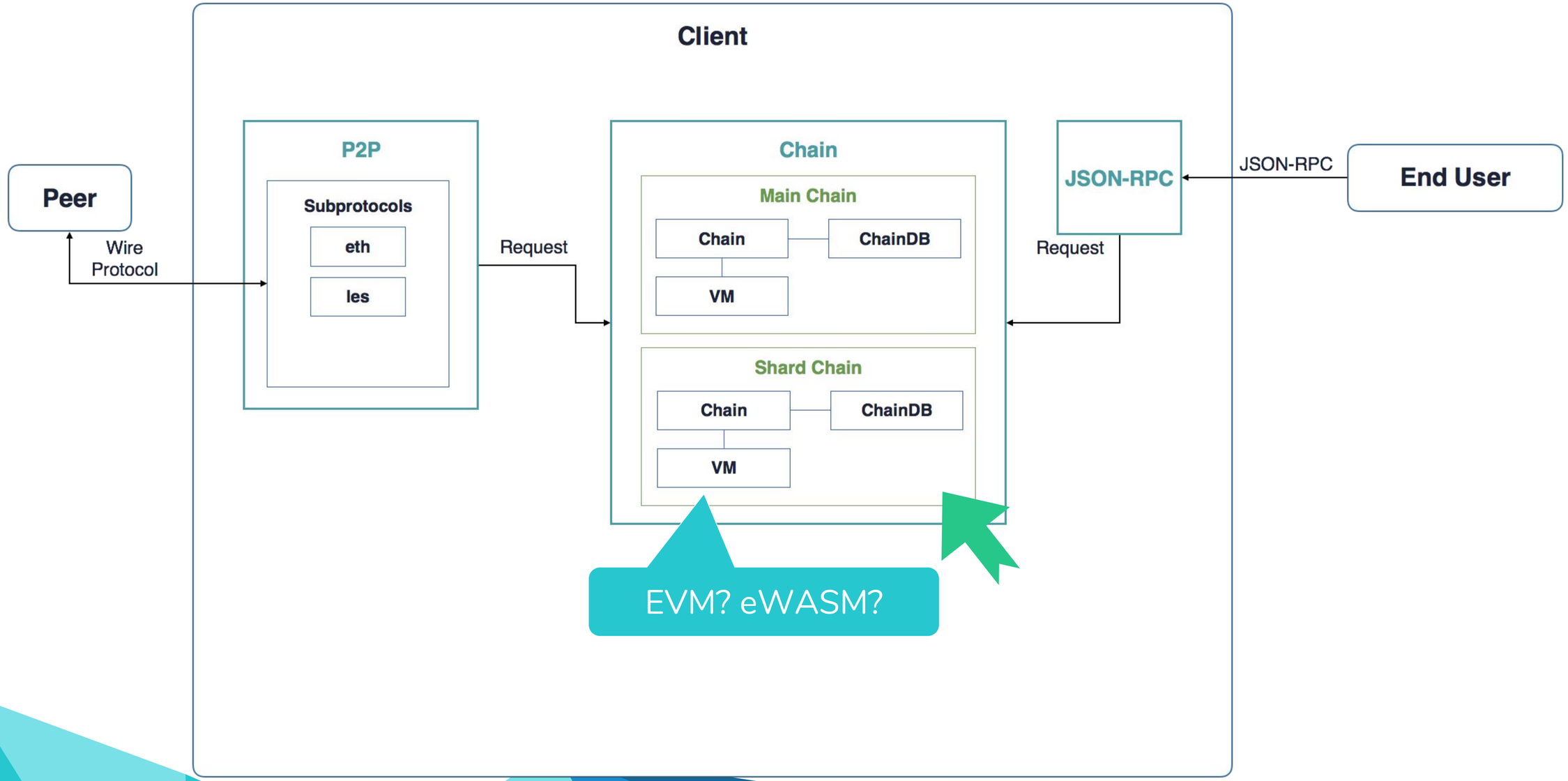
→ state_root', read_set, write_set

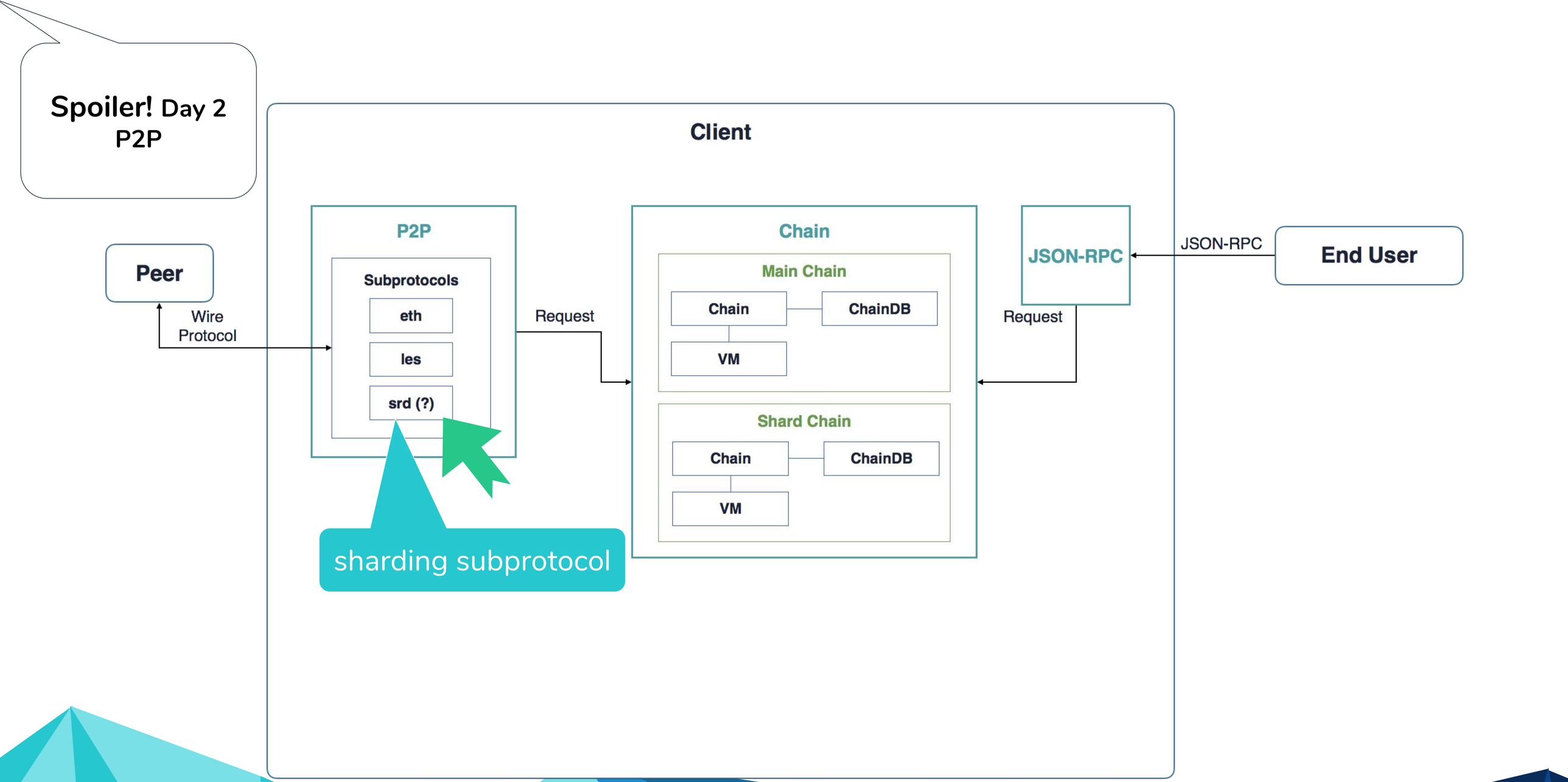
Archival Node



Shard Client Components


Client
Peer
Wire
Protocol
P2P
Subprotocols
eth
les
Request
Chain
Main Chain
Chain
ChainDB
VM
Request
JSON-RPC
JSON-RPC
End User


Client
Peer
Wire
Protocol
P2P
Subprotocols
eth
les
Request
Chain
Main Chain
Chain
ChainDB
VM
Shard Chain
Chain
ChainDB
VM
Request
JSON-RPC
JSON-RPC
End User
EVM? eWASM?


Spoiler! Day 2
P2P
Client
Peer
Wire
Protocol
P2P
Subprotocols
eth
les
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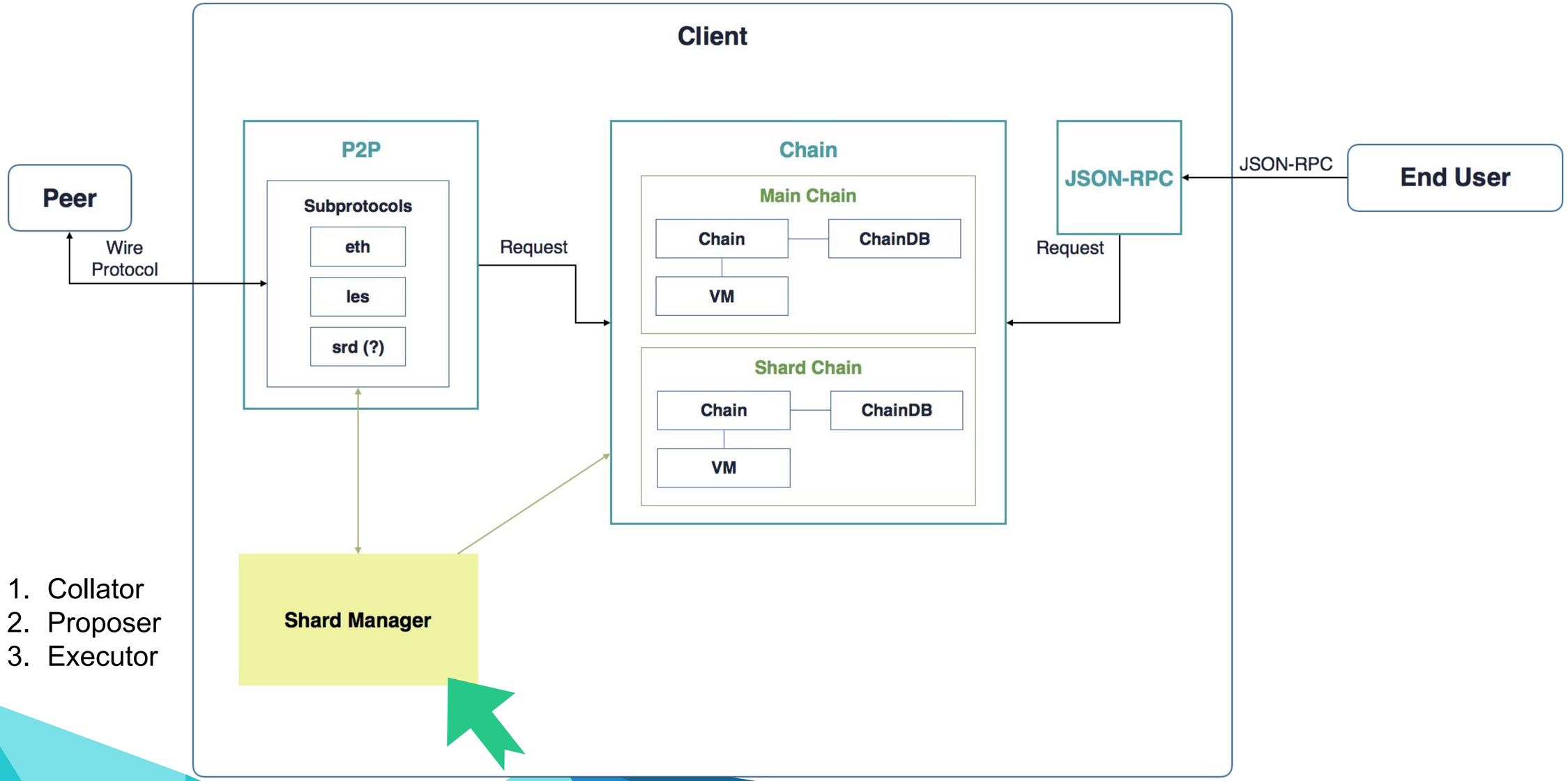
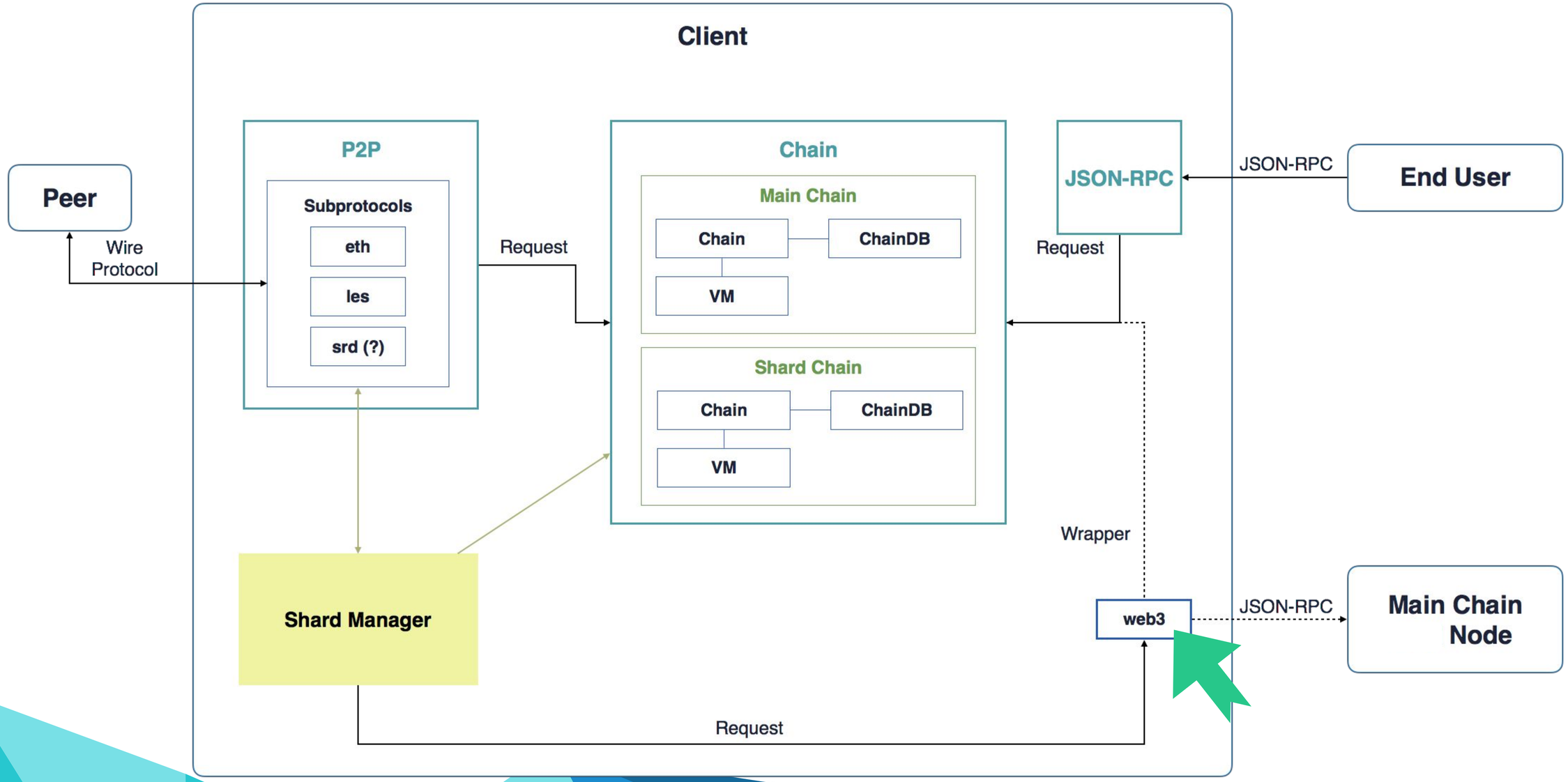
Request
Chain
Main Chain
Chain
ChainDB
VM
Shard Chain
Chain
ChainDB
VM
JSON-RPC
Request
JSON-RPC
End User
sharding subprotocol



1. Collator
2. Proposer
3. Executor


Client
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eth
les
srd (?)
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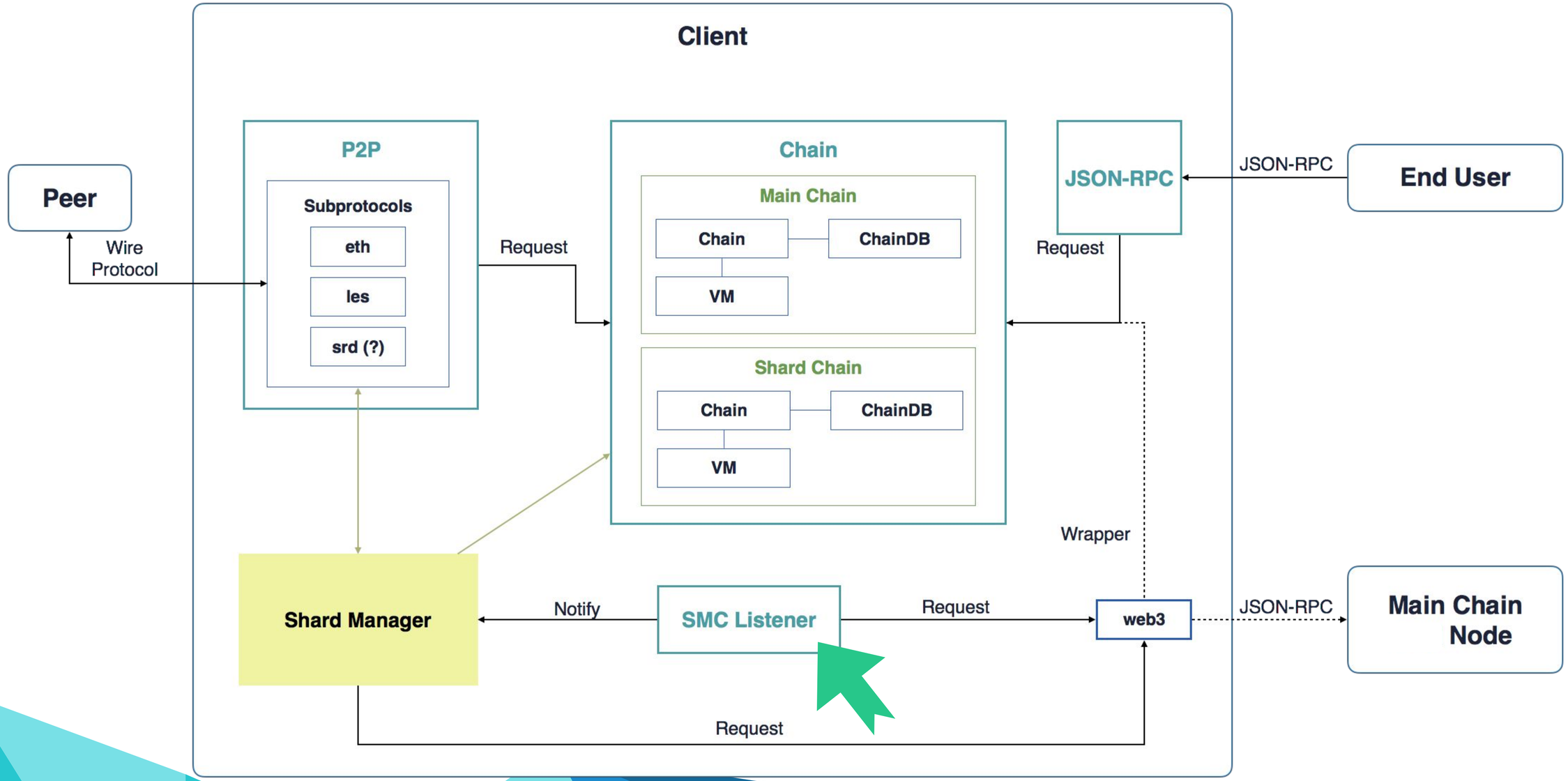
Main Chain
Chain
ChainDB
VM
Shard Chain
Chain
ChainDB
VM
JSON-RPC
JSON-RPC
End User
Request
Wrapper
Shard Manager
web3
JSON-RPC
Main Chain
Node
Request


Client
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Wire Protocol
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Chain
ChainDB
VM
Shard Chain
Chain
ChainDB
VM
JSON-RPC
JSON-RPC
End User
Request
Wrapper
Shard Manager
Notify
SMC Listener
Request
web3
JSON-RPC
Main Chain Node
Request

(New*) Roadmap

Phase 1

Basic sharding without EVM

- Blob shard without transactions
- Proposers
- Proposal commitments
- Collation availability challenges

Phase 2

EVM state transition function

- **Full nodes only**
- Asynchronous cross-contract transactions only
- Account abstraction
- eWASM
- Asynchronous zones
- Archive accumulators
- Storage rent

Spoiler! Day 3
Cross-contract communication

Phase 2

EVM state transition function

- Full nodes only
- **Asynchronous cross-contract transactions only**
- Account abstraction
- eWASM
- Asynchronous zones
- Archive accumulators
- Storage rent

Spoiler! Day 2 Account Abstraction and Gas Payment

Phase 2

EVM state transition function

- Full nodes only
- Asynchronous cross-contract transactions only
- **Account abstraction**
- eWASM
- Asynchronous zones
- Archive accumulators
- Storage rent

Spoiler! Day 2
eWASM

Phase 2

EVM state transition function

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Spoiler! Day 3
Cross-contract communication

Phase 2

EVM state transition function

- Full nodes only
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- eWASM
- **Asynchronous zones**
- Archive accumulators
- Storage rent

Spoiler! Day 2
Execution-minimisation
and State-minimisation

Phase 2

EVM state transition function

- Full nodes only
- Asynchronous cross-contract transactions only
- Account abstraction
- eWASM
- Asynchronous zones
- **Archive accumulators**
- Storage rent

Phase 2

EVM state transition function

- Full nodes only
- Asynchronous cross-contract transactions only
- Account abstraction
- eWASM
- Asynchronous zones
- Archive accumulators
- **Storage rent**

Spoiler! Day 1
Execution

Phase 3

Light client state protocol

- Executors
- Stateless clients

Spoiler! Day 2
Stateless Client
Mechanism

Phase 3

Light client state protocol

- Executors
- **Stateless clients**

Spoiler! Day 3
Cross-contract communication

Phase 4

Cross-shard transactions

- Zones

Spoiler! Day 3
Scalable data availability checking

Phase 5

Tight coupling with main chain security

- **Data availability proofs**
- Casper integration
- Internally fork-free sharding
- Manager shard

1
2
3
4
5
6

Spoiler! Day 3
Ethereum 2.0
End game

Phase 5

Tight coupling with main chain security

- Data availability proofs
- **Casper integration**
- Internally fork-free sharding
- Manager shard

Spoiler! Day 3
Ethereum 2.0
End game

Phase 5

Tight coupling with main chain security

- Data availability proofs
- Casper integration
- **Internally fork-free sharding**
- Manager shard

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Spoiler! Day 3
Ethereum 2.0
End game

Phase 5

Tight coupling with main chain security

- Data availability proofs
- Casper integration
- Internally fork-free sharding
- **Manager shard**

Spoiler! Day 3
Ethereum 2.0
End game

Phase 6

Super-quadratic sharding

- Load balancing

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6

Research Topics

Research Topics

New Schemes

Research Topics

New Schemes

Vulnerability Analysis

Research Topics

New Schemes

Vulnerability Analysis

Optimization

Workshop Agenda

Day 1 Agenda

- **General Introduction** 10:30 - 12:00

— Lunch: 12:00 - 13:30 —

- **Sharding Manager Contract** 13:30 - 14:30
- **Proposer / Collator Separation** 14:30 - 16:00

— Break: 16:00 - 16:15 —

- **Execution** 16:15 - 17:45

- **Dinner** starts at 19:00

Day 2 Agenda

• **eWASM**	09:00 - 10:00
• **Execution-minimisation and State-minimisation**	10:00 - 11:00
• **Account Abstraction and Gas Payment**	11:00 - 12:00
— Lunch: 12:00 - 13:20 —	
• **Stateless Client Mechanism**	13:20 - 14:50
• **Access lists, Account Restriction and Parallelizability**	14:50 - 15:35
— Break: 16:00 - 16:15 —	
• **P2P Networking**	15:50 - 17:20

Day 3 Agenda

- **Cross-contract Communication** 09:00 - 10:30
- **Scalable Data Availability Checking** 10:30 - 12:00

— Lunch 12:00 - 13:30 —

- **Security Models Mechanism Design** 13:30 - 15:00
- **Ethereum 2.0 End-Game** 15:00 - 15:45

— Closing: 15:45 - 15:55 —

Enjoy it!






Thank you!

CREDITS

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