# Staker Reward Calculation

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## Motivation

This document outlines how rewards are calculated for each staker in more detail.

**NOTE:** This documentation and code contains parameter config values. These config values are for illustration purposes only in order to explain how the code executes through examples. Such configs will be set at different values upon launch.

## **Stake Periods**

- We can picture a staker's lifetime as a series of stakePeriods. Each stakePeriod begins when a staker's staked LINK changes when they stake or unstake and lasts until the next time their staked LINK changes when they stake or unstake again.
- A staker's multiplier continues to grow until either
  - A new stakePeriod is started
  - The multiplier has reached the maximum ramp-up period
- A staker's total rewards is just the sum of the rewards earned within each stakePeriod
- When a new stakePeriod starts
  - The staker's multiplier is reset to 0

 Unclaimed rewards due to the multiplier from the previous period are rolled over to the next stakePeriod if rewards are not forfeited. This is reflected by updating the staker's storedReward field.

## Calculating rewards in a stakePeriod

### StakerReward struct

```
Unset
struct StakerReward {
   uint112 finalizedBaseReward;
   uint112 finalizedDelegatedReward;
   uint112 baseRewardPerToken;
   uint112 operatorDelegatedRewardPerToken;
   uint112 claimedBaseRewardInPeriod;
   StakerType stakerType;
   uint256 storedBaseReward;
   uint256 earnedBaseRewardInPeriod;
}
```

### **Calculations**

 The total rewards a staker has earned over their lifetime is given by. In the code totalRewards is tracked by the finalizedReward variable in the StakerReward struct.

```
finalized Reward_n = finalized Reward_{n-1} + claimable_n
```

• This can be generalized to:

$$finalizedReward_{total} = \sum_{stakePeriod=0}^{stakePeriods} claimable_i$$

• We can calculate the amount of claimable rewards by:

 $claimable_n = multiplier * (earnedRewards_n + unclaimedRewards_{n-1})$ 

Earned rewards are calculated by:

```
earnedRewards = stakerPrincipal * (vestedRewardPerToken - baseRewardPerToken)
```

• vestedRewardPerToken is the amount of LINK rewards made available to per staked LINK in the pool. It is given by

```
vestedRewardPerToken_n = vestedRewardPerToken_{n-1} + \frac{emittedLINK_n}{totalPoolStakedLINKAmount_n}
```

- baseRewardPerToken is the vestedRewardPerToken the last time the staker struct was updated.
- The unclaimed rewards is calculated by:

```
unclaimable_n = earnedRewards_n + unclaimedRewards_{n-1} - claimable_n
```

## Ending a stakePeriod

A stakePeriod is ended whenever finalizeReward is called on the reward vault.

- 1. Update the staker's finalizedReward with the amount of rewards they have earned since the last time their rewards were updated.
  - 1. earnedRewards = stakerStakedLINKAmount \*
     (vestedRewardPerToken baseRewardPerToken)
  - 2. finalizedReward += earnedRewards \* multiplier
- 2. Calculate unclaimed rewards
  - 1. If rewards are to be forfeited then they are shared amongst the remaining stakers. Example
  - 2. If rewards are not forfeited then we set the staker's storedBaseReward to the unclaimable amount.
- 3. Reset their multiplier to 0
  - 1. We need to ensure that the staker's claimable reward does not change at the moment a stakePeriod ends.

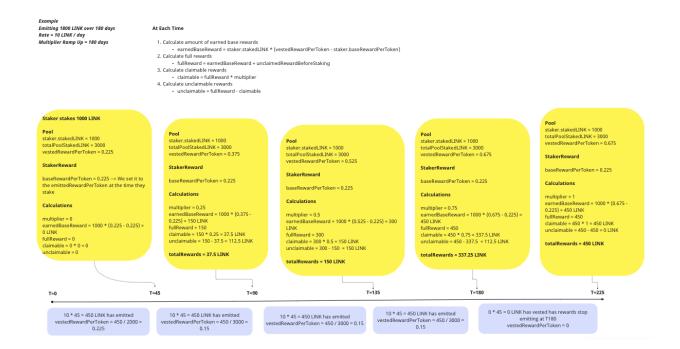
2. Resetting the multiplier to 0 will result in the reduced formula below right after finalizing the reward.

 $totalRewards_n = totalReward_{n-1}$ 

## **Tracking Missed And Already Earned Rewards**

- The StakerReward struct stores the amount of missed and earned rewards per token in the baseRewardPerToken field. This field is updated whenever the staker's reward is updated when the \_updateStakerReward function is called inside finalizeReward
- The formula to calculate the amount of rewards the staker has earned since the last time their reward was updated is given by

earnedRewards = stakerPrincipal \* (vestedRewardPerToken - baseRewardPerToken)



## Staker Lifetime stakePeriod Examples

## **Stakers Take No Action**

## Stakers no action

vestedRewardPerToken: The amount of LINK rewards emitted per staked token = previous Vested Reward Per Token + vested LINK Between Period / total Staked LINK

**multiplier:** The staker's current multiplier = (currentTime - averageStakedAtTime) / multiplierRampUp

storedReward - Stores any unclaimable rewards before the multiplier is reset

 ${\bf base Reward Per Token:} \ {\bf The \ amount \ of \ missed \ and \ already \ distributed \ rewards \ per \ token.}$ 

= vestedRewardPerToken at the time a staker stakes/unstakes

finalizedReward: The amount of rewards that have been saved before the staker's multiplier changes previousFinalizedReward + fullReward \* multiplier

fullReward: The amount of rewards that have been vested to the staker since the last time their reward was finalized = storedReward + (vestedRewardPerToken - baseRewardPerToken) \* principal

claimable: The amount of full rewards that the staker can claim after the multiplier is applied

unclaimable: The amount of full rewards that the staker cannot claim yet due to their multiplier = fullReward - claimable

getReward: The amount of rewards the staker can claim today

= finalizedReward + claimable

Example Emitting 1800 LINK over 180 days Emission Rate = 10 LINK / day Multiplier Ramp Up = 180 days

Emitted LINK = 0 vestedRewardPerToken = 0

	Staked LINK	Share Of Rewards	averageStakedAtTim e	multiplier	storedReward	baseRewardPerToke n	finalizedReward	fullReward	claimable	unclaimable	getReward()
Community Staker 1	1000 LINK	50%	0	0	0	0	0	0	0	0	0
Community Staker 2	1000 LINK	50%	0	0	0	0	0	0	0	0	0
Total	2000 LINK	100%	0	0	N/A	0	0	0	0	0	0

Day 90 Emitted LINK Between Day 0 - Day 90 = 90 \* 10 = 900 LINK vestedRewardPerToken = 900 / 2000 = 0.45 Multiplier Ramp Up = 180 days

		Share Of Rewards	averageStakedAtTi me	multiplier	storedReward	baseRewardPerToken	finalizedRewar d	fullReward	claimable	unclaimable	getReward()
Community Staker 1	1000 LINK	50%	0	0.5	0	0		= (0.45 - 0) * 1000 = 450	225		= 0 + 450 * 0.5 = 225
Community Staker 2	1000 LINK	50%	0	0.5	0	0	0	450	225		= 0 + 450 * 0.5 = 225
Total	2000 LINK	100%	0	NA	0	0	0	900	450	450	450

Day 135 Emitted LINK Between Day 90 - Day 135 = 10 \* (135 - 90) = 450 LINK vestedRewardPerToken = 0.45 + 450 / 2000 = 0.675

	Staked LINK	Share Of Rewards	averageStakedAtTim e	multiplier	storedReward	baseRewardPerToken	finalizedReward	fullReward	claimable	unclaimable	getReward()
Community Staker 1	1000 LINK	50%	0	0.75	0	0		= (0.675 - 0) * 1000 = 675			=0 + 506.25 = 506.25
Community Staker 2	1000 LINK	50%	0	0.75	0	0	0	= (0.675 - 0) * 1000 = 675			=0 + 506.25 = 506.25
Total	2000 LINK	100%	NA	NA	0	0	0	1350	1012.5	337.5	1012.5

#### Day 180

Emitted LINK Between Day 135 - Day 180 = 10 \* (180 - 135) = 450 LINK vestedRewardPerToken = 0.675 + 450 / 2000 = 0.9

	Staked LINK	Share Of Rewards		multiplier	storedReward	baseRewardPerToken	finalizedReward	fullReward	claimable	unclaimable	getReward()
Community Staker 1	1000 LINK	50%	0	1	0	0	0	= (0.9 - 0) * 1000 = 900			= 0 + 900 = 900
Community Staker 2	1000 LINK	50%	0	1	0	0	0	= (0.9 - 0) * 1000 = 900			= 0 + 900 = 900
Total	2000 LINK	100%	NA	NA	0	0	0	1800	1800	0	1800

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## One Staker Stakes

# **Staker 1 Stakes**

vestedRewardPerToken: The amount of LINK rewards emitted per staked token 
previousYestedRewardPerToken + vestedLINKBetweenPeriod / totalStakedLINK
multiplier: The staker's current multiplier
{currentTime - averageStakedArTime} / multiplierRampUp

storedReward - Stores any unclaimable rewards before the multiplier is reset

- unclaimable

baseRewardPerToken: The amount of missed and already distributed rewards per token.

- distributedRewardPerToken at the time a staker stakes/unstakes

finalizedReward\*: The amount of rewards that have been saved before the staker's multiplier changes
previousFinalizedReward + fullReward\* multiplier

fullReward: The amount of rewards that have been vested to the staker since the last time their reward was finalized
= storedReward + (distributedRewardPerToken - baseRewardPerToken) \* principal

claimable: The amount of full rewards that the staker can claim after the multiplier is applied
= multiplier \* fullReward

unclaimable: The amount of full rewards that the staker cannot claim yet due to their multiplier
= fullReward: The amount of full rewards that the staker cannot claim yet due to their multiplier
= fullReward: The amount of full rewards that the staker cannot claim yet due to their multiplier
= fullReward: The amount of full rewards that the staker cannot claim yet due to their multiplier
= fullReward: The amount of rewards the staker can claim today
= finalizedReward + claimable

Example
Emitting 1800 LINK over 180 days
Emission Rate = 10 LINK / day
Multiplier Ramp Up = 180 days

#### Day 0

Emitted LINK = 0 
vestedRewardPerToken = 0 

Staker Reward fields Calculated Values

| Staker Reward | Staker

#### Day 90

Emitted LINK Between Day 0 - Day 90 = 90  $\pm$  10 = 900 LINK vestedRewardPerToken = 900 / 2000 = 0.45 Multiplier Ramp Up = 180 days

	Staked LINK	Share Of Rewards	averageStakedAtTime	multiplier	storedReward	baseRewardPerToken	finalizedReward	fullReward	claimable	unclaimable	getReward()
Community Staker 1	1000 LINK	50%	0	0.5	0	0	0	= (0.45 - 0) * 1000 = 450	225		= 0 + 450 * 0.5 = 225
Community Staker 2	1000 LINK	50%	0	0.5	0	0	0	450	225		= 0 + 450 * 0.5 = 225
Total	2000 LINK	100%	0	NA	0	0	0	900	450	450	450

#### Community Staker 1 stakes 3000 LINK

- Set finalizedReward to previousFinalizedReward + claimable
   Store unclaimable rewards in storedReward
   Set baseRewardPerToken to vestedRewardPerToken

#### Day 90 (After Staking)

Emitted LINK Between Day 90 - Day 90 = 0 \* 10 = 0 LINK vestedRewardPerToken = 0.45 + 0 / 4000 = 0.45

	Staked LINK	Share Of Rewards	averageStakedAtTime	multiplier	storedReward	baseRewardPerToken	finalizedReward	fullReward	claimable	unclaimable	getReward()
Community Staker 1	3000 LINK	75%	90	0	225	0.45	225	= 225 + (0.45 - 0.45) * 3000 = 225	= 225 * 0 = 0	225	= 225 + 225 * 0 = 225
Community Staker 2	1000 LINK	25%	0	0.5	0	0	0	= 0 + (0.45 - 0) * 1000 = 450	= 450 * 0.5 = 225	225	= 0 + 450 * 0.5 = 225
Total	4000 LINK	100%	NA	NA	1350	0.9	225	675	225	450	450

#### Day 135

Emitted LINK Between Day 90 - Day 135 = 10 \* (135 - 90) = 450 LINK emittedRewardPerToken = 0.45 + 450 / 4000 = 0.5625

	Staked LINK	Share Of Rewards	averageStakedAtTime	multiplier	storedReward	baseRewardPerToken	finalizedReward	fullReward	claimable	unclaimable	getReward()
Communi ty Staker 1		75%	90	0.25	225	0.45		= 225 + (0.5625 - 0.45) * 3000 = 562.5			= 225 + 140.625 = 365.625
Communi ty Staker 2		25%	0	0.75	0	0		= 0 + (0.5625- 0) * 1000 = 562.5			= 0 + 421.875 = 421.875
Total	4000 LINK	100%	NA	NA	225	NA .	225	1125	562.5	562.5	787.5

Emitted LINK Between Day 135 - Day 180 = 10 \* (180 - 135) = 450 LINK emittedRewardPerToken = 0.5625 + 450 / 4000 = 0.675

		Share Of Rewards	averageStakedAtTime	multiplier	storedReward	baseRewardPerToken	finalizedReward	fullReward	claimable	unclaimable	getReward()
Community Staker 1	3000 LINK	75%	90	0.5	225	0.45	225	= 225 + (0.675 - 0.45) * 3000 = 900			= 225 + 450 = 675
Community Staker 2	1000 LINK	25%	0	1	0	0		= (0.675 - 0) * 1000 = 675			= 0 + 675 = 675
Total	4000 LINK	100%	0	0	N/A	1.8	225	1575	1012.5	450	1350

#### Day 270

Emitted LINK Between Day 180 - 270 = 0 (Rewards stopped emitting at day 180) emittedRewardPerToken = 0.675 + 0 / 4000 = 0.675

	Staked LINK	Share Of Rewards	averageStakedAtTime	multiplier	storedReward	baseRewardPerToken	finalizedReward	fullReward	claimable	unclaimable	getReward()
Communi ty Staker 1	3000 LINK	75%	90	1	= 225	0.45		= 225 + (0.675 - 0.45) * 3000 = 900			= 225 + 900 = 1,125
Communi ty Staker 2	1000 LINK	25%	0	1	0	0	0	= (0.675 - 0) * 1000 = 675	= 675 * 1 = 675		= 0 + 675 = 675
Total	4000 LINK	100%	0	0	N/A	1.8	225	1575	1575	0	1800

## One Staker Unstakes

# Staker 1 Unstakes

vestedRewardPerToken: The amount of LINK rewards earned per staked token = previousVestedRewardPerToken + vestedLINKBetweenPeriod / totalStakedLINK

multiplier: The staker's current multiplier

= (currentTime - averageStakedAtTime) / multiplierRampUp

storedReward - Stores any unclaimable rewards before the multiplier is reset

= unclaimable

baseRewardPerToken: The amount of missed and already distributed rewards per token.

= distributedRewardPerToken at the time a staker stakes/unstakes

**finalizedReward:** The amount of rewards that have been saved before the staker's multiplier changes previousFinalizedReward + fullReward \* multiplier

fullReward: The amount of rewards that have been vested to the staker since the last time their reward was finalized = storedReward + (distributedRewardPerToken - baseRewardPerToken) \* principal

claimable: The amount of full rewards that the staker can claim after the multiplier is applied

= multiplier \* fullReward

unclaimable: The amount of full rewards that the staker cannot claim yet due to their multiplier

= fullReward - claimable

getReward: The amount of rewards the staker can claim today

= finalizedReward + claimable

Example

Emitting 1800 LINK over 180 days Emission Rate = 10 LINK / day Multiplier Ramp Up = 180 days

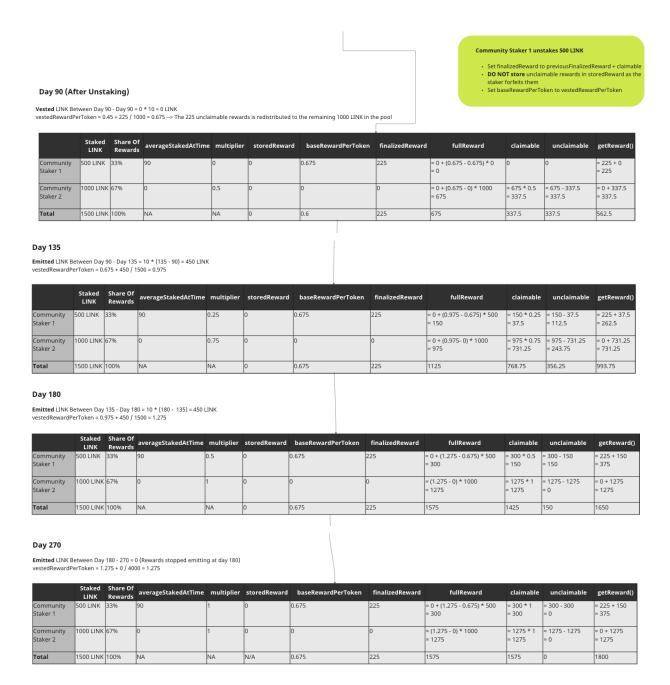
#### Day 0

| Staked | S

#### Day 90

Emitted LINK Between Day 0 - Day 90 = 90  $\pm$  10 = 900 LINK vestedRewardPerToken = 900 / 2000 = 0.45 Multiplier Ramp Up = 180 days

	Staked LINK	Share Of Rewards	averageStakedAtTime	multiplier	storedReward	baseRewardPerToken	finalizedReward	fullReward	claimable	unclaimable	getReward()
Community Staker 1	1000 LINK	50%	0	0.5	0	0		= (0.45 - 0) * 1000 = 450	225		= 0 + 450 * 0.5 = 225
Community Staker 2	1000 LINK	50%	0	0.5	0	0	0	450	225		= 0 + 450 * 0.5 = 225
Total	2000 LINK	100%	0	NA	0	0	0	900	450	450	450



# **Claiming Rewards**

## Requirements

- Staker's multiplier does not get reset to 0 when they claim rewards.
- Staker does not forfeit any rewards.

## **Approach**

 Because we do not want to reset the staker's multiplier, a new stakePeriod is not started when a staker claims rewards but instead fullReward and claimable are calculated to take into account the amount of rewards a staker has claimed when they call claimReward. These formulas are shown below and earnedBaseReward is the amount of rewards a staker has earned since the last time they claimed rewards.

```
fullReward = storedReward + claimedBaseRewards
```

```
claimable = multiplier * fullReward - claimedBaseRewards
```

• The above formula allows us to keep the staker's earned reward the same at the time they claim rewards.

```
= 0.5 * 100 - 0
            = 50 --> Staker can claim 50 LINK of rewards
totalRewards
            = claimedBaseRewards + claimable
            = 0 + 50
            = 50 --> Staker has earned 50 LINK of rewards
====== T90 After Claiming 50 LINK Rewards ======
claimedBaseRewards = 50 --> This gets set to 50 because the staker has
just claimed 50 LINK of rewards
fullReward
      = earnedBaseRewards + unclaimedRewardsFromPreviousStakePeriod
+ claimedBaseRewards
      = 0 + 0 + 100 = 100
claimable
            = multiplier * fullReward - claimedBaseRewards
            = 0.5 * 100 - 50
            = 0 --> Drops to 0 because staker should not be able to claim
any rewards
totalRewards
            = claimedBaseRewards + earnedBaseRewards
            = 50 + 0
            = 50 --> This remains the same after the staker claims the
reward
```

- When a staker calls claimReward
  - We reset their finalizedReward to 0 as they have claimed those rewards
  - We store the amount they claimed into claimedBaseRewards variable. The claimedBaseRewards value is set to 0 when we transition into a new stake period.
  - We store any unclaimed rewards to their storedReward variable.

## **Detailed Example**

