Service/Client Node

* Send neighbor info for a node
* Generate transaction
* Solve puzzle

Node 1

Node 2

Node n

MemPool 1

MemPool 2

MemPool n

CONNECT node1 172.22.156.2 4444

INTRODUCE node2 172.22.156.3 4567

INTRODUCE node7 172.22.156.99 8888

INTRODUCE node12 172.22.156.12 4444

* Periodically query neighbor’s connection list
* Can run multiple nodes
* Send “Connect”
* Interpret “Introduce”
* Interpret “Transaction”
* Verify “Transaction”
* Queue valid transactions
* Quit and Die

Gossip Transactions

Gossip Transactions

TRANSACTION 1551208414.204385 f78480653bf33e3fd700ee8fae89d53064c8dfa6 183 99 10