



Cost of Feudalism

Towards a Theory of Maximal Extractable Value (MEV)

Tarun Chitra



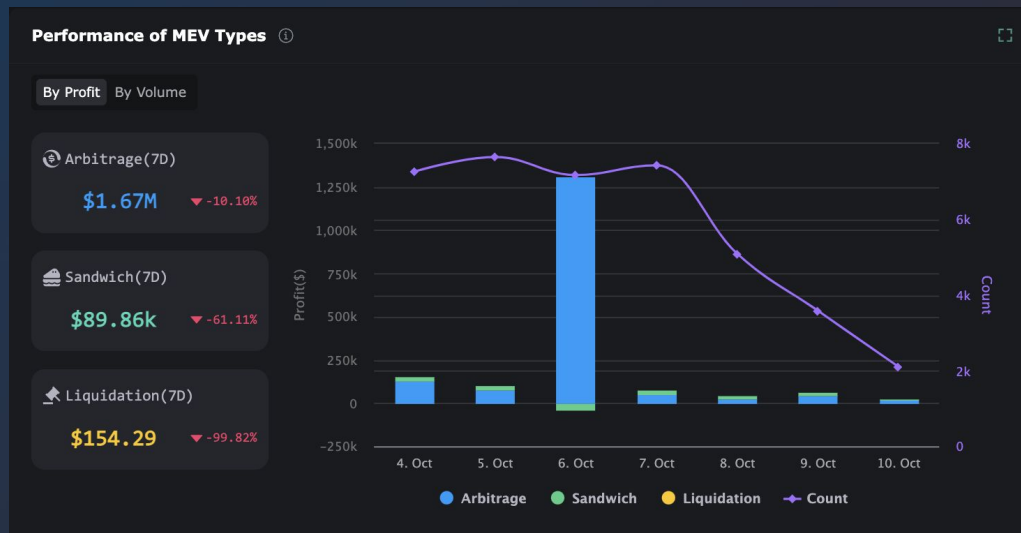
GAUNTLET

Joint work w/ Theo Diamandis (MIT), Kshitij Kulkarni (Berkeley)

MEV: “You know it when you see it”


Maximal extractable value comes in many shapes and sizes

- Sandwich attacks 🍷
- Liquidations 🌊
- Arbitrage 🧙
- NFT mint front-running 🧑
- Cross-chain 🔗

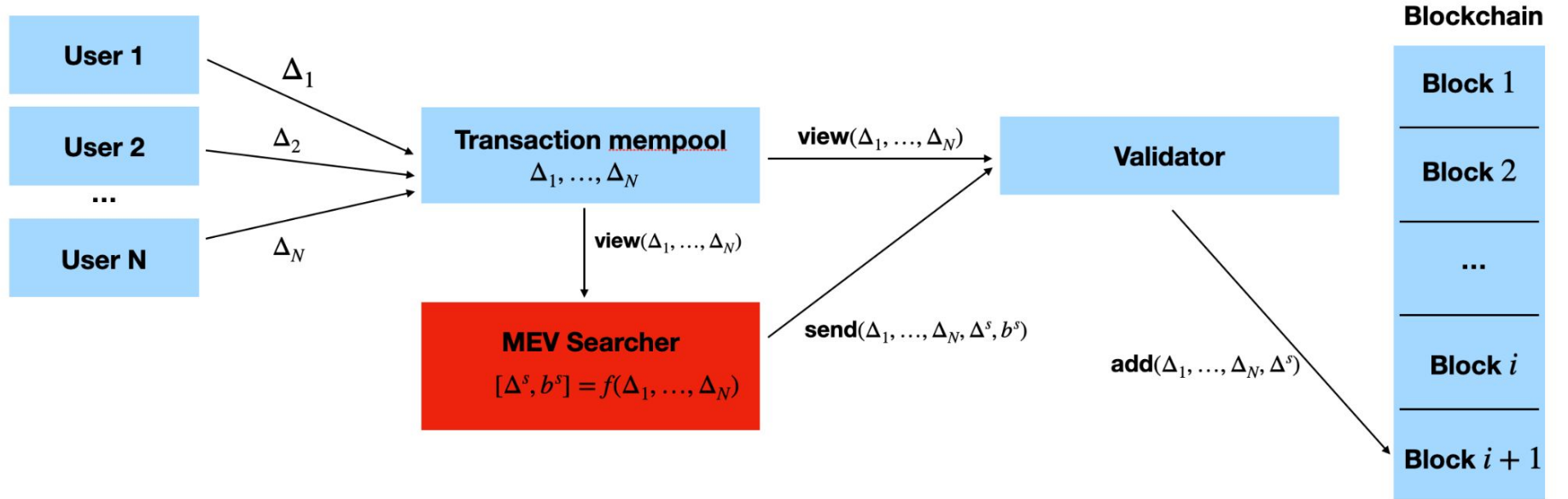


Source: Eigenphi.io

What is MEV?

- Maximal Extractable Value (MEV) is any **excess value** captured by validators
 - **Reordering** transactions to adversarial, non-FIFO ordering
 - Strategically **adding** txns before and/or after other users' txns
 - **Eliding** txns from particular bundles
- Currently managed via **off-chain auctions** (e.g. Flashbots )
 - **Pro:** Ensures low spam from strategic users rendering the network unusable for non-strategic/passive users
 - **Con:** Adds centralization vector since auction isn't {credible, verifiable}

Transaction Flows in Blockchains



But how do we know when value captured via
MEV is **excessive**?

Describing Value Flows in MEV is **difficult**

- Do we do optimize for the **welfare** of users or the **revenue** of validators?
 - User welfare is important for network success
 - Validator revenue is important for **economic security**
 - **Competing goals for any decentralized network**
- What pieces are missing in our description of MEV?
 - **User utilities:** How much users *intrinsically value* a particular txn(s)
 - **User payments:** Set of transaction fees that users are willing to pay
 - **Allocation:** How an auctioneer (Flashbots, Proposer in PBS) allocates block space to users
- Components are **dependent on the applications involved**
 - E.g. utilities for NFT minters and DeFi traders are very different

Formalizing Value in MEV

- **Formalism:**

- Allocation of block space to users: $x_1, \dots, x_n \in \{0,1\}$
 - $x_i=1$ if the i^{th} user's transaction makes it in
- Utilities, payments of users: $u_1, \dots, u_n, p_1, \dots, p_n$
 - Note: $p_i = p_i(x_1, \dots, x_n)$

- **Social Welfare:**

$$\mathbf{SW}(x) = \mathbf{E}[u_1(x_1)x_1 + \dots + u_n(x_n)x_n]$$

- **Revenue:**

$$\mathbf{Rev}(p) = \mathbf{E}[p_1 + \dots + p_n]$$

- **Equilibria:** $(x^*, p^*) \in \mathbf{Eq} = \{(x,y) \in (\arg\max_x \mathbf{SW}(x), \arg\max_p \mathbf{Rev}(p))\}$

- If $p_i^* \neq p_i(x^*)$, then we do not have a consistent equilibria for user welfare maximization and revenue maximization!
 - **Happens all the time in MEV!**

Quantifying MEV at the system level

- Quantifying how good or bad a set of equilibria via approximation ratios, such as the *Price of Anarchy*

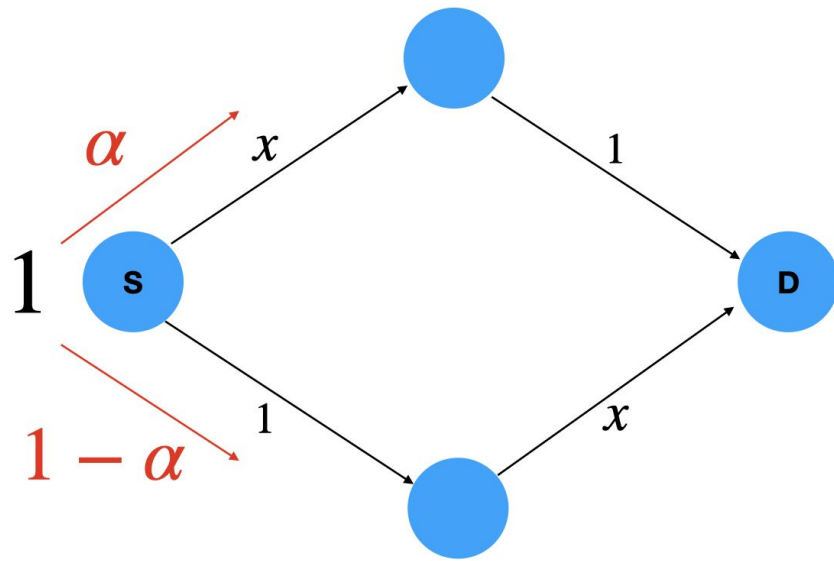
$$\text{POA} = \frac{\sup_{x^*, p^* \in \mathbf{Eq}} \sum_{i=1}^n p_i^* - p_i(x^*)}{\inf_{x^*, p^* \in \mathbf{Eq}} \sum_{i=1}^n p_i^* - p_i(x^*)}$$

- In words: How many times more is the worst case deviation between optimal price and the user's demanded price relative to the best case?
- POA = O(1)** is **good**, **POA = o(n)** is **okay**, **POA = Ω(n)** is **bad**
 - This quantity depends deeply on how you define the utilities and prices paid, which is **application-specific** and **not uniquely defined**



Price of Anarchy in examples:

Braess's Paradox



Equilibrium:

$$1 + \alpha^* = 1 + 1 - \alpha^*$$

$$\Rightarrow \alpha^* = \boxed{\frac{1}{2}}$$

Net cost:

$$\frac{1}{2} \left(1 + \frac{1}{2} \right) + \frac{1}{2} \left(1 + \frac{1}{2} \right)$$

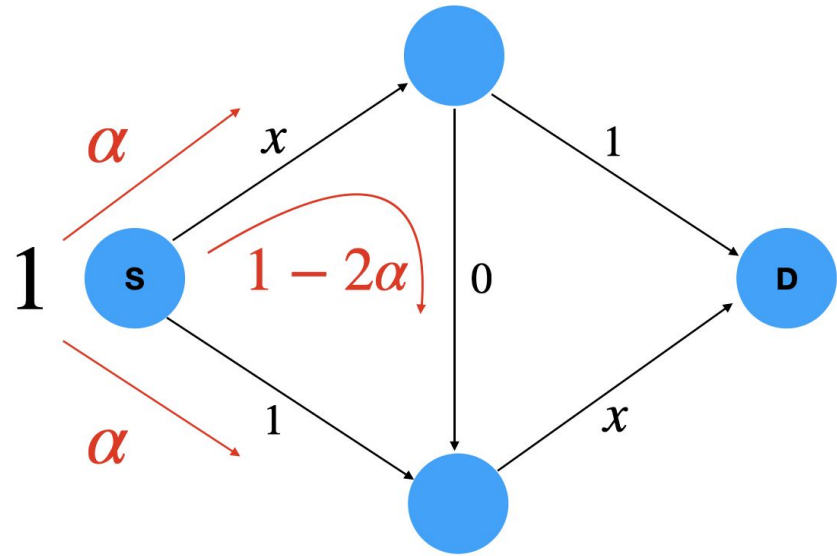
$$= \frac{1}{2} + \frac{1}{4} + \frac{1}{2} + \frac{1}{4} = \boxed{\frac{3}{2}}$$

Braess's Paradox: A Tale of 4 Cities

- Traffic network with 4 cities, 4 roads
- Two roads have travel times dep. on the percentage of traffic on that road (x)
- Assume each driver is myopic and selfish
 - Given that the two paths take $1+x$ time to travel from S to D, the expected time is $3/2$

Adding a road worsens congestion

- You might think that adding an extra road will improve congestion — but that's not always the case!
- Adding a road that takes 0 time to traverse between the middle cities, if everyone is greedily optimizing, leads to congestion on the same path!



Equilibrium: $\alpha^* + 1 - 2\alpha^* + 1 = \alpha^* + 1 - 2\alpha^* + 1 - 2\alpha^*$
 $\implies \alpha^* = \boxed{0}$

Net cost: $1 \cdot (1 + 1)$
 $= \boxed{2}$



At this point, you might think...

MEV is *always* bad

Opinion

Miners, Front-Running-as-a-Service Is Theft

There's a simple word for projects that seek to advantage miners while systematically exploiting blockchain users, say three researchers.

By Ari Juels, Ittay Eyal, Mahimna Kelkar

Layer 2

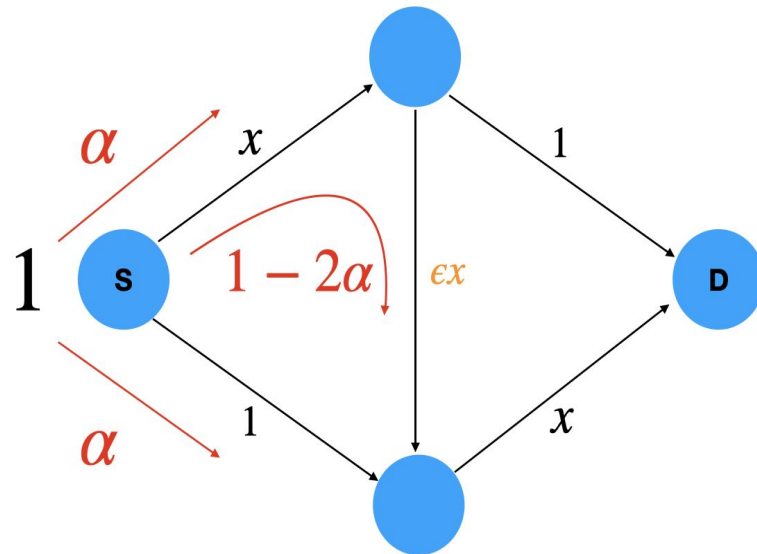
Application Specificity can give MEV positive externalities

- **Not all applications are the same**
 - MEV allows for strategic users to make a profit while simultaneously improving the welfare of non-strategic users
- **Routing across multiple contracts is hard for non-strategic users**
 - Finding optimal routes for trading has been hard for non-strategic users
 - Reliance on 3rd party services like 1inch, Matcha, Gem, etc.
 - Algorithmic Game Theory has studied selfish routing for decades: does any of it apply to MEV?
- **Example: Braess's Paradox for selfish routing**
 - “Sometimes adding more capacity can slow the network down if the incentives aren't tuned correctly”

The Inverse Braess Paradox

Now add some small congestion cost on the middle link (ϵ , due to MEV)

Counterintuitively: these costs actually ***improve*** the overall network flow!
e.g. by *disincentivizing* bad selfish behavior



Equilibrium: $\alpha^* + 1 - 2\alpha^* + 1 = \alpha^* + 1 - 2\alpha^* + (\epsilon + 1)1 - 2\alpha^*$

$$\Rightarrow \alpha^* = \frac{\epsilon}{2(\epsilon + 1)} \rightarrow \boxed{\frac{1}{2}} \text{ as } \epsilon \rightarrow \infty$$

Net cost:

$$\rightarrow \boxed{\frac{3}{2}} \text{ as } \epsilon \rightarrow \infty$$

Inverse Braess Paradox for CFMMs (e.g. Uniswap)

Replace 'travel times' in the road network w/ CFMM price impact function

- Travel routes are token trades e.g. $A \rightarrow B \rightarrow C$
- Congestion is many users trying to trade on the same link
- Sandwich attacks are equal to adding congestion on a link ϵ

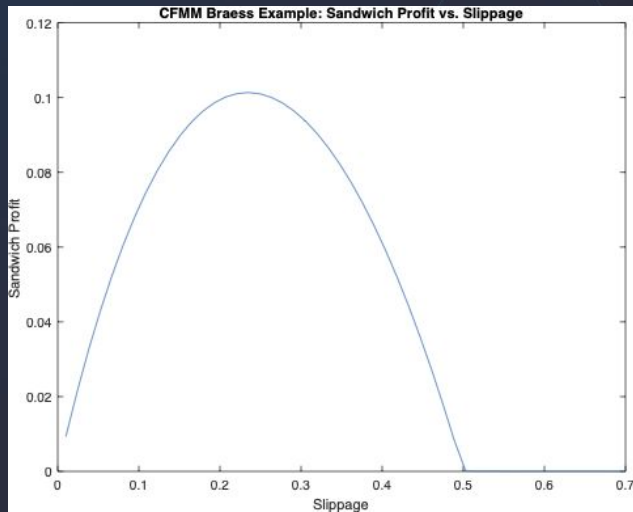
Shockingly even w/ sandwiches:
PoA = $O(1)$

Theorem 2. Suppose that $f(\kappa, \mu, \eta), g(\kappa, \mu, \eta) \in O((1 + (\alpha\beta\kappa)^{O(1)})^{1/\text{diam}(G)})$. Then there exists a function $C(\kappa, \alpha, \beta, \mu, \eta)$ that is constant in the size of the network graph G such that

$$\text{PoA}(\Delta) \leq C(\kappa, \alpha, \beta, \mu, \eta) \quad (23)$$

Towards a Theory of Maximal Extractable Value I: CFMMs

Kulkarni, Diamandis, **C**, 2022

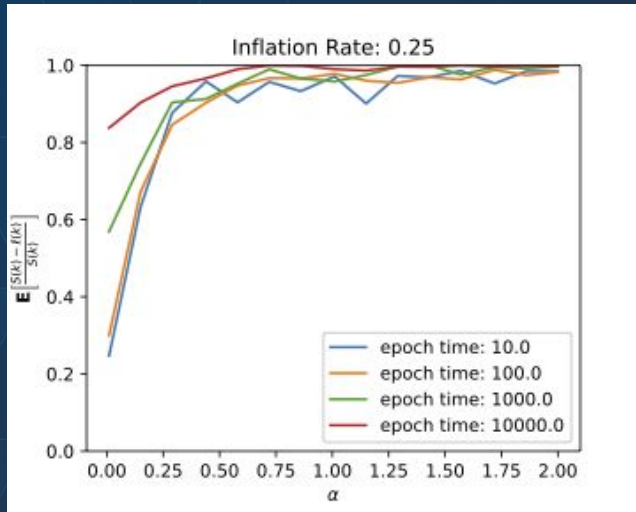




If MEV is not so bad, how do we
harness it for **good**?

Redistributing MEV to validators can let you lower inflation!

Redistributing MEV (e.g. sharing a percentage of captured MEV pro-rata with validators) increases the stickiness of staked/delegated capital



Redistribute MEV to validators and governance participants

Multidimensional MEV Auctions can improve allocative efficiency

Now: Ethereum bundles MEV into one auction —
Uniswap arbitrage competes with NFT minting

Future: Rollups or apps run their own auctions
that get aggregated (*hierarchical PBS*)

α -leak: **C**, Kulkarni, Ferreira (unpublished, 2022)
prove that disaggregation can sometimes
improve auction efficiency

***Unbundle MEV to improve
social welfare in MEV auctions***

Theoretical Foundations of MEV are important!

- **Then:** MEV started at an emergent/unstudied phenomena
- **Now:** Design space for redistributing and optimizing MEV for users relies on theoretical understanding of networks
 - Surprising formalized truths evince that **MEV isn't always bad!**
- Without algorithmic game theory and probability theory, it is hard to reason about such truths
 - Our papers are just the beginning!
- Open Problems:
 - **Optimal** auctions
 - Information theoretic **lower bounds**
 - Aggregation vs. Disaggregation effects
 - *“What is the Coase theorem for MEV?”*



Thank you!



P.S. We launched Aera today!

aera.finance



@tarunchitra
@gauntletnetwork



GAUNTLET