

# **Understanding L2: Sequencers, Ordering, & Execution**





# Overview

- What are and why are L2 Sequencers?
- What's The Current State of Things?
- How can State of Things Improve?
- Ordering vs Execution on L2 vs. L1; same challenges or nah?

# Me:



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# What we want from L2s



**Trustless / L1-Level Security**

**Cheap**

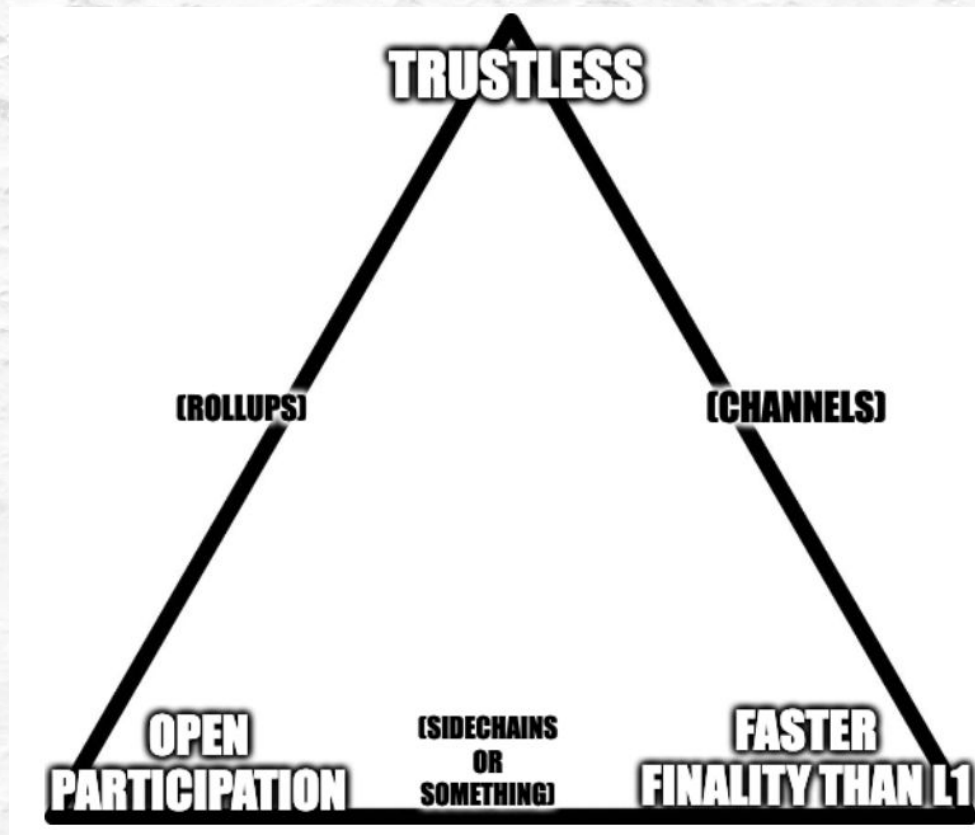
**Fast**



# What Rollups Give us

- L2s mostly = Rollups
  - Nice UX; familiar to L1 users
- Rollups key trick is publishing data on L1
- Trustless ✅ Cheap ✅
- Fast?... you can't go faster than L1 if you're...publishing data on L1

# DZack Trilemma— Pick 2:



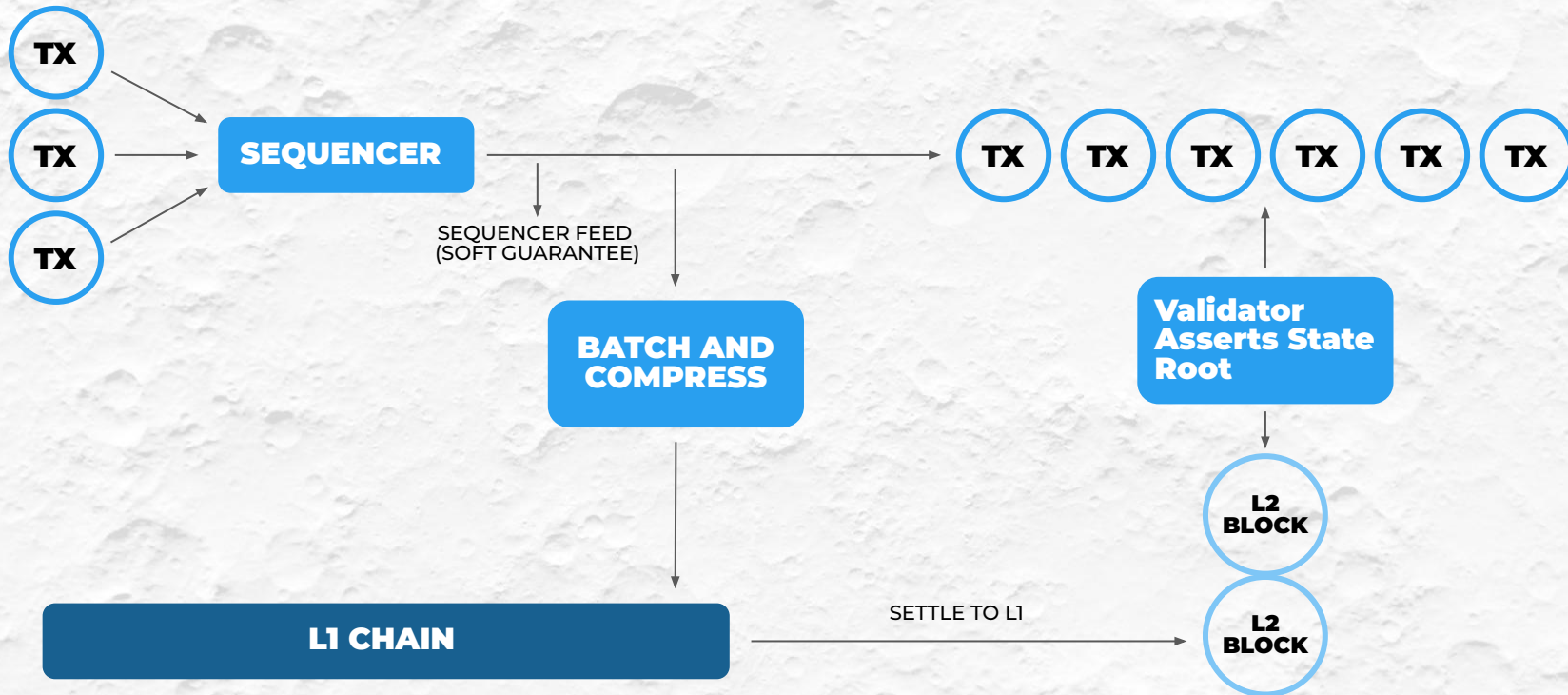
# Naive Trusted Solution Vs. Sequencer



- User picks “some random dude” to trust give us fast txs
- Random dude can’t guarantee ordering even if he’s honest
- Instead we enshrine The Sequencer: Sequencer is the only party that post transactions into L2 “directly” (i.e., without a delay)



# Sequencers: 3 Phases of Ordering and Execution







# “Optional” Sequencer Trust

- “Optional” how?
  - Happy case: wait a bit longer for trustless finality
  - Unhappy case: alternative, fallback “slow inbox” path that circumvents the sequencer entirely





# **...yeah okay but what even is “the Sequencer?”**

- It's whatever entity we grant short term posting rights to / trust for fast txns
- In principle, it could use whatever mechanism we want (tho can't interact with L1, so can't be “truly” trustless/decentralized)
- Currently...

# Currently: Sequencers Are Centralized

## ..This is fine?



Not as bad as you (might) think!

- Limited power, i.e.,
  - Can't rug the system
  - Can't lock up user's funds
- L2s currently have more centralized training wheels ([Arbitrum docs](#), [L2Beat](#))





# Centralized Sequencers: ...but it's not ideal

## Risks:

- Honest sequencer
  - Downtime => worse liveness
    - ZKP generation overhead (for ZKRs)
- Malicious Sequencer
  - Equivocation
  - (Temporary) censorship
  - MEV!!!!



# Ahhhhh MEV

- Side effect of fast txs: Sequencer (by default) has full ordering power
- Philosophical debate — Feature? bug? Somewhere in between?
- Designs for handling MEV at L2 either seek to minimize it or capture it in better ways



# Cryptoeconomic Penalties

- Sequencer posts bond; equivocate and bond is slashed
- Helps mitigate equivocation (only)
- Can only punish, not rectify
- Implementation details get a bit messy r.e. L1 reorgs, but doable in principle





# Threshold Encryption

- Mitigates Sequencer MEV power (only)
- Keyers: Distributed Key Generation (DKG)
  - Encrypt input data, send to Sequencer, decrypt only after Sequencer commits to ordering
- Potential increased latency / delay attacks
  - “Keyers” need to generate new keys for each round, communicate overhead with clients
  - Keyers semi-trusted (not to withhold key data etc.)
- (See [Shutter network](#))



# MEV Auctions

- Periodically auctions off sequencing rights over some future interval of time to highest bidder
- Incentive to be sequencer = MEV extraction
- Auctions are infrequent; bidding on predicted “future MEV”

## MEV Auction: Auctioning transaction ordering rights as a solution to Miner Extractable Value

Economics ■ mev



karl

3 Jan '20

Special thanks to Vitalik for much of this, Phil Daian as well (& his amazing research on MEV), Barry Whitehat for also [coming up with this idea](#) 245, and **Ben Jones** for the rest!

<https://ethresear.ch/t/mev-auction-auctioning-transaction-ordering-rights-as-a-solution-to-miner-extractable-value/6788>



# MEV Auctions (cont.)

## Potential Downsides

- Latency vs MEV power
- Temporary centralization (Liveness risk / griefing attack)
- Expect practical centralization in practice
- “Ideological” MEV questions: \*should\* it be captured by the underlying protocol?





# Fair Ordering

- Distributed, sequencer committee
- Ordering part is enforced within consensus
- Strict improvement over status quo
- No single-point-of-liveness failure
- Low latency

## Potential Downsides

- Honest threshold assumption
- Benefits sophisticated network actors...



THEMIS | JUSTISE



# ...ordering how? (fair ordering cont.)

- “Fair ordering” still leaves open the question of ordering algo
- Simple FIFO incentivizes actors to optimize on the network level, non-ideal
- Can we do better?



## (fair ordering cont.)

- Separate inputs into discrete time intervals (“fairness granularity”)
- Fair ordering / FIFO of intervals, priority fee within intervals
- Active area of research and inquiry!
  - <https://research.arbitrum.io/t/hybrid-transaction-ordering-policy/155/1>
  - <https://research.arbitrum.io/t/transaction-ordering-policy/167/1>



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 TLDR

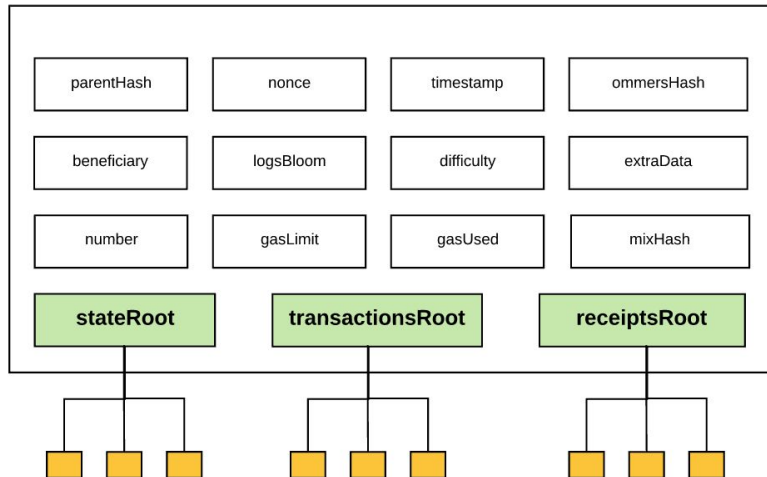
We argue that frequent batch auction-style FCFS should be adopted in order to make the fairness notion more robust and welfare-maximizing (in sense of providing better UX and making the network long-term incentive aligned with the correct parties).



# L1 Status Quo: Ordering 🤝 Execution



## Block header



# Separating Ordering & Execution on L1

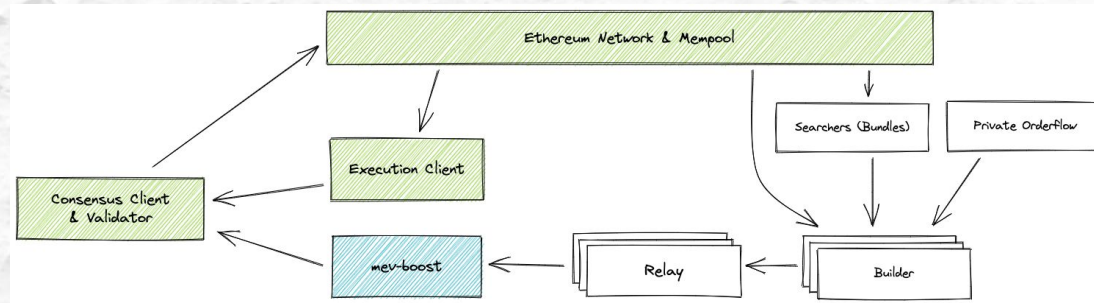


- Different motivation than in L2 world; not interested in faster finality
- Separating transaction ordering => democratizing MEV
- Less economy of scale / pull towards staker centralization

# Network Level Ordering / Execution Separation



- MEV-boost!
- De facto separation of tx ordering (builders) and block proposers
- Per-block MEV auctions (sort of)
- Separation of concerns = good for decentralization
- *\*Not\** logically enshrined in consensus (..yet?)





# In-protocol Ordering/Execution Separation PBS



- [Proposer builder separation!](#)
- MEV boost - style, but consensus protects builders/proposers from each other via fancy fork choice rule
- Open research questions remain



# More In-protocol Ideas For L1

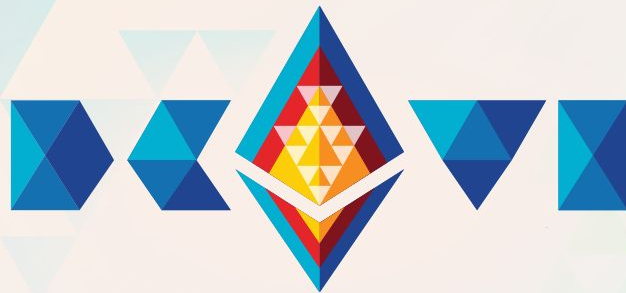
- Censorship resistant [backup path](#) for centralized block builder?
- [Threshold commit/reveal for L1?](#)
- ...Fair ordering?
- ...ZK proofs in L1 consensus?



# Fin:

- Sequencers give us fast transactions = cool
- Centralized sequencers not terrible but not ideal, trust-minimizing sequencers = cooler
- L1 r&d 🤝 L2 r&d





# Thank you!

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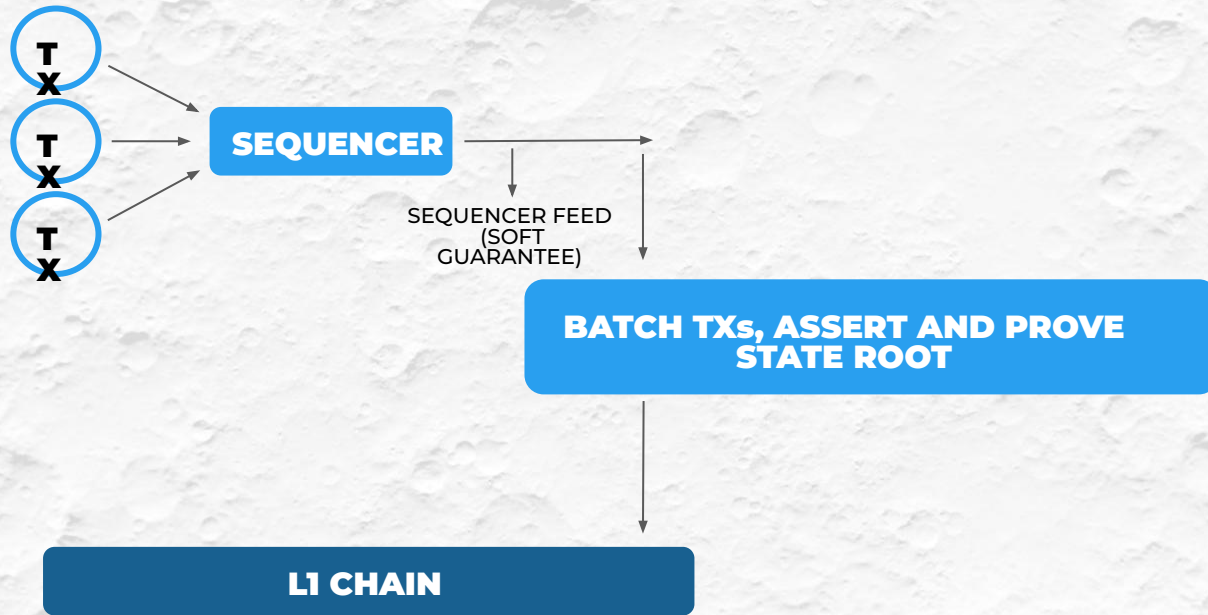


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orphaned slides:



# Alt: Zk-Rollups (usually): Two phases







# POS Sequencer (remove?)

- Decentralized, but doesn't

# Techniques not mutually exclusive



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