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link to paper

Dave fraud proof

triumphing over Sybils
with *a laptop* and a *small collateral*





cartesi



why not ZK?

There are no silver bullets!

fraud proofs can prove $10,000\times$ *larger computations*
with less costs

(I love ZK btw)

TL;DR

- Fraud proofs are hard.
- Previous attempts are either unsafe, centralized, or slow.
- dave goes brrrrr



Dave paper

Motivation

fraud proofs are in a pickle





vitalik.eth ✅ @VitalikButerin · Sep 11

I take this **seriously**. Starting next year, I plan to only publicly mention (in blogs, talks, etc) L2s that are stage 1+, with *maybe a short grace period* for new genuinely interesting projects.

...

#	NAME	RISKS	TYPE ⓘ	STAGE	TOTAL VALUE LOCKED ⓘ
1	Arbitrum One		Optimistic Rollup	STAGE 1	\$13.72B ▼ 2.48%
2	Base		Optimistic Rollup	STAGE 0	\$8.07B ▲ 4.35%
3	OP Mainnet		Optimistic Rollup	STAGE 1	\$6.13B ▼ 3.10%
4	Mantle		Optimum	N/A	\$1.38B ▼ 2.95%
5	Blast		Optimistic Rollup	STAGE 0	\$1.37B ▼ 3.03%

What is holding fraud proofs back?
It is hard to get them right.

1. you can be a *validator*

even if you're broke and your computer is a toaster

+

2. you can defeat *anyone*

even if they're a nation-state

=



inherit L1 security ✨

3. without delays

even if you're George R. R. Martin

Design goals

1. **Decentralization:** no supercomputer, no huge bonds
2. **Security:** can't steal TVL
3. **Liveness:** no large delays



Sybil attacks

1. Resource exhaustion attacks that steal TVL (*no security*)
2. Delay attacks (*no liveness*)

Mitigation restricts participation (*no decentralization*)

OUR BIG PROBLEM
IS HEAT DISSIPATION SYBIL
ATTACKS
HAVE YOU TRIED
LOGARITHMS?

ethresear.ch

Fraud Proofs Are Broken

Fraud Proofs Are Broken ... but we can fix them.
Optimistic rollups aim to inherit Ethereum's secur...



Current solutions

1. **Optimism:** Optimism fault proof system (OP)
2. **Arbitrum:** Bounded Liquidity Delay (BoLD)
3. **Cartesi:** Permissionless Refereed Tournaments (PRT)



Comparison sneak peek

1 million ether Sybil attack

	bond	expenses*	delay
OP	0.08 ETH	1 000 000 ETH	2 weeks
BoLD	3600 ETH	150 000 ETH	2 weeks
PRT-1L	1 ETH	1 ETH	20 weeks
Dave	3 ETH	7 ETH	4 weeks

* Expenses are reimbursed to honest parties after the dispute is over.

Concepts

Sybil is a wolf to Sybil

Threat model

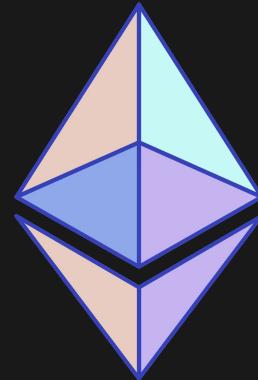
1. L1 works, but:
 - a. adversary can censor for 1 week;
 - b. adversary can control tx order.
2. One honest validator (Willie).
 - a. Willie has a laptop and few ether.



Pairwise refutation game

- **Goal:** prove the result of a program to the blockchain.
- **Setup:** blockchain, player one and player two.

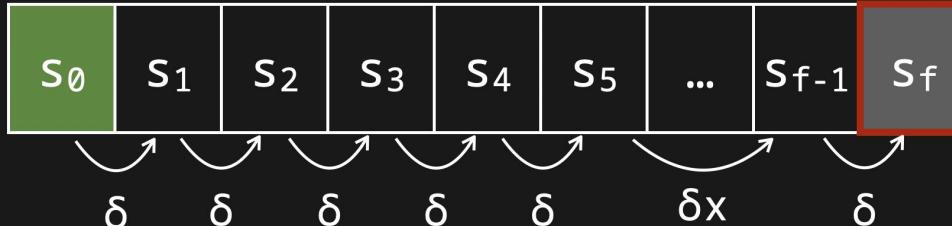
Players fight to prove the other player is *incorrect*.



Intuition for pairwise refutation game

Computation Model

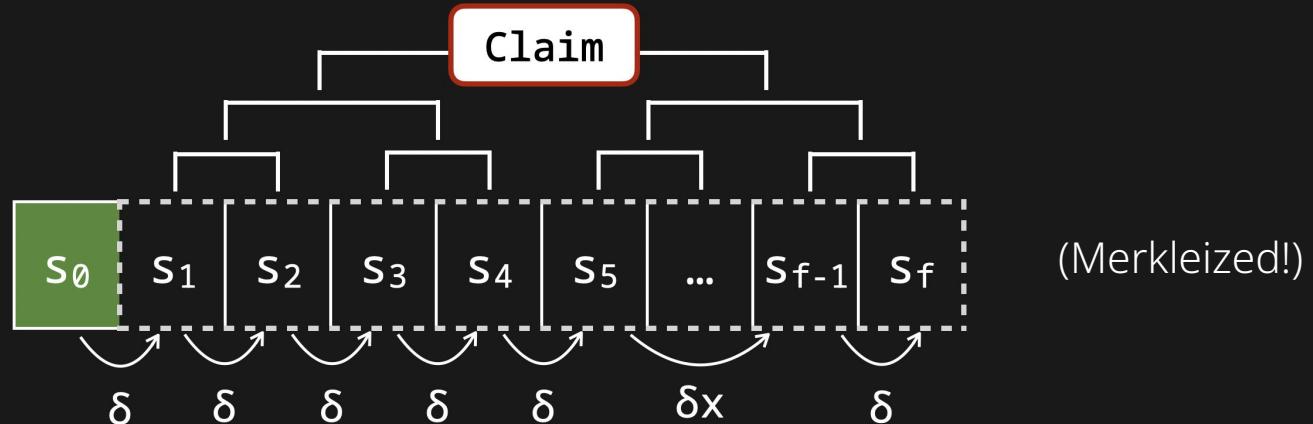
- An *initial state* s_0 , agreed by everyone.
- A *state-transition function* δ , agreed by everyone.



1. Binary search to find first divergence
2. Verify divergence (single δ) onchain

Computation hash

Validators commit to the computation history (i.e. *computation hash*)



Improvement: validators can't lie during bisection



Chess clock

- Players act in turns for binary search.
- Matches can end by timeout.

Problem: 1 week censorship 😭

...otherwise interaction would take minutes 🤯



Chess clocks amortize censorship over many interactions.

$$(7d + 5m) \times i$$

$$7d + 5m \times i$$

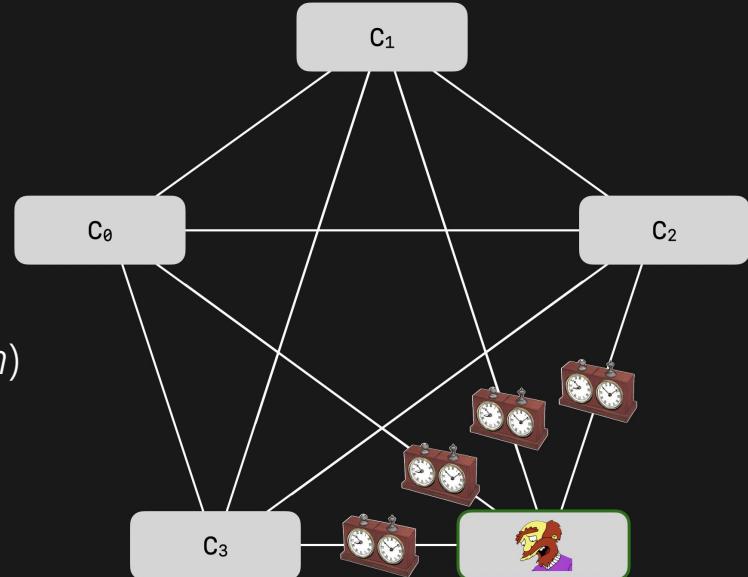
Multiparty refutation game — parallel (BoLD)

- Finishes fast!
- ...but might *overwhelm* Willie and steal TVL.

I don't want Willie to personally fight everyone.

Mitigation: high bond price

However, restricts participation (*no decentralization*)



... but with 1M Sybils

Multiparty refutation game — brackets (PRT)

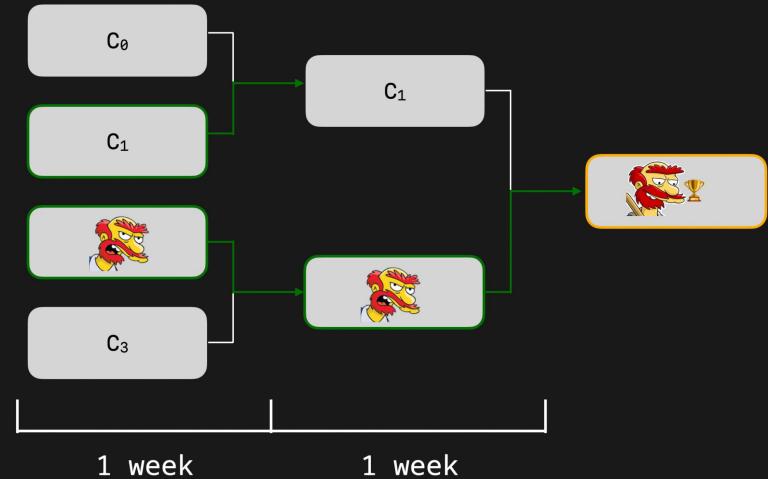
Sybil eliminates Sybil:

- Expenses grow logarithmically ✨
- Delay grows logarithmically ✨

Exponential resource and delay advantage

Problem: 1 week censorship 😱

...otherwise matches would take only ~2h 🤔



... but with 20 rounds

The goal of Dave

PRT pays censorship time *every round*:

$$(7d + 2h) \times \log_2(\text{Sybils})$$

$$7d \gg 2h$$

Dave *amortizes* censorship time over entire dispute:

$$7h + 2h \times \log_2(\text{Sybils})$$



link to paper

Dave

Triumphing over Sybils



Repechage setup

Make matches not eliminatory!

let censorship = 7d; match = 1d

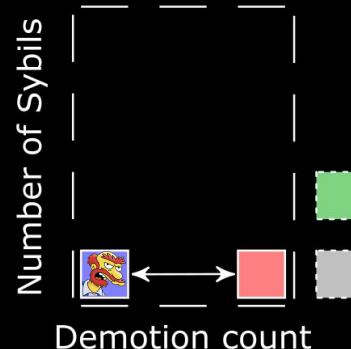
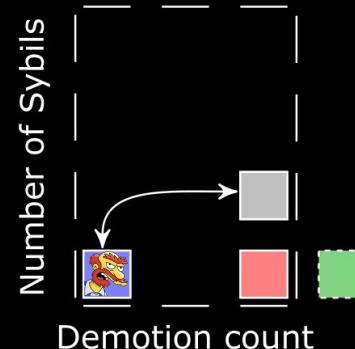
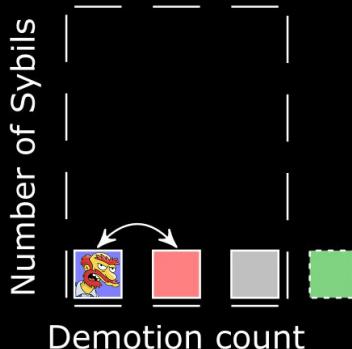
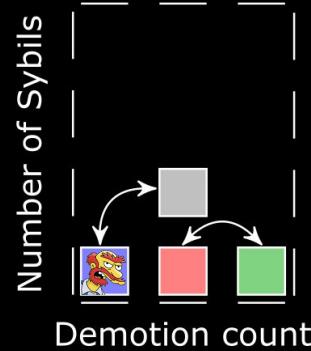
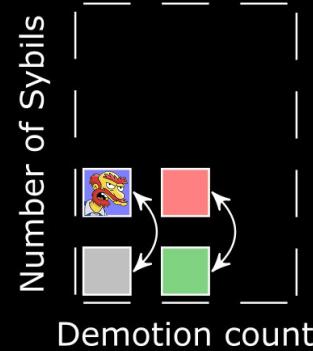
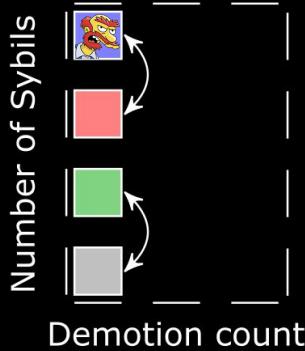
- Surviving claims are *rematched* pairwise every 1 day.
- Willie can only lose a match due to censorship.
- Willie plays many matches, but *never loses more than 7 matches*.

Claims start dispute with 8hp
but adversary has only 7 bullets

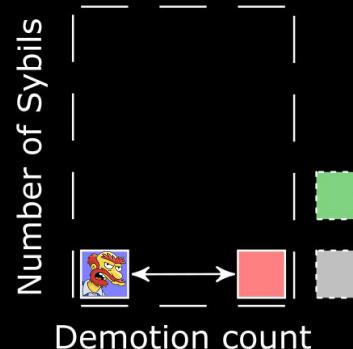
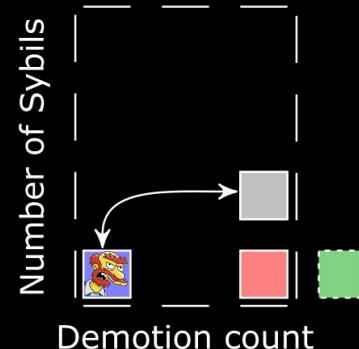
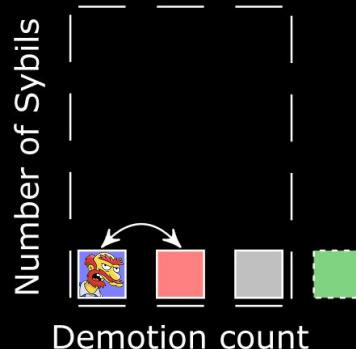
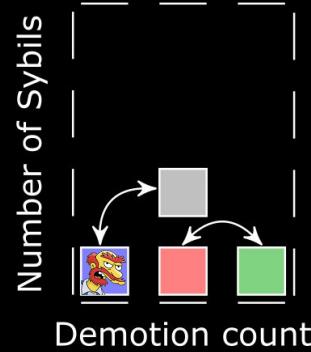
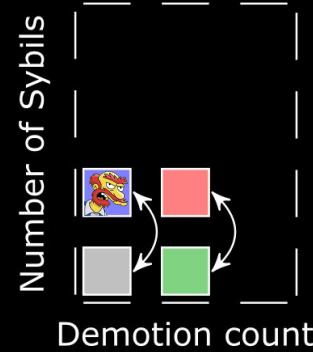
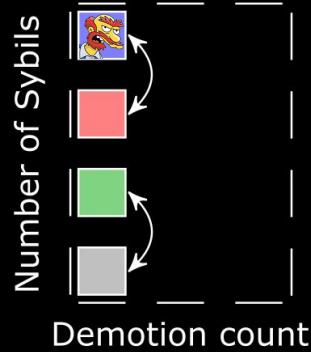


hp: 

Repechage with three hp {❤️❤️❤️}



Matchmaking with three hp {❤️ ❤️ ❤️}



Dave matchmaking

Rematching adversarially

$$\propto 7d \times \log_2(\text{Sybils})$$

Rematching with *similar* hp

$$\propto 7d + 1d \times \log_2(\text{Sybils})$$



see paper for proof

you can be Wille 

requires a laptop and a 3 ether collateral



+

you can defeat anyone 

exponential resource advantage

=

L1 security inherited  

< 4 weeks

even if you're Willie

Thus Dave triumphed over the Sybils with a laptop and a small collateral.
Dave had no supercomputer on his hands.

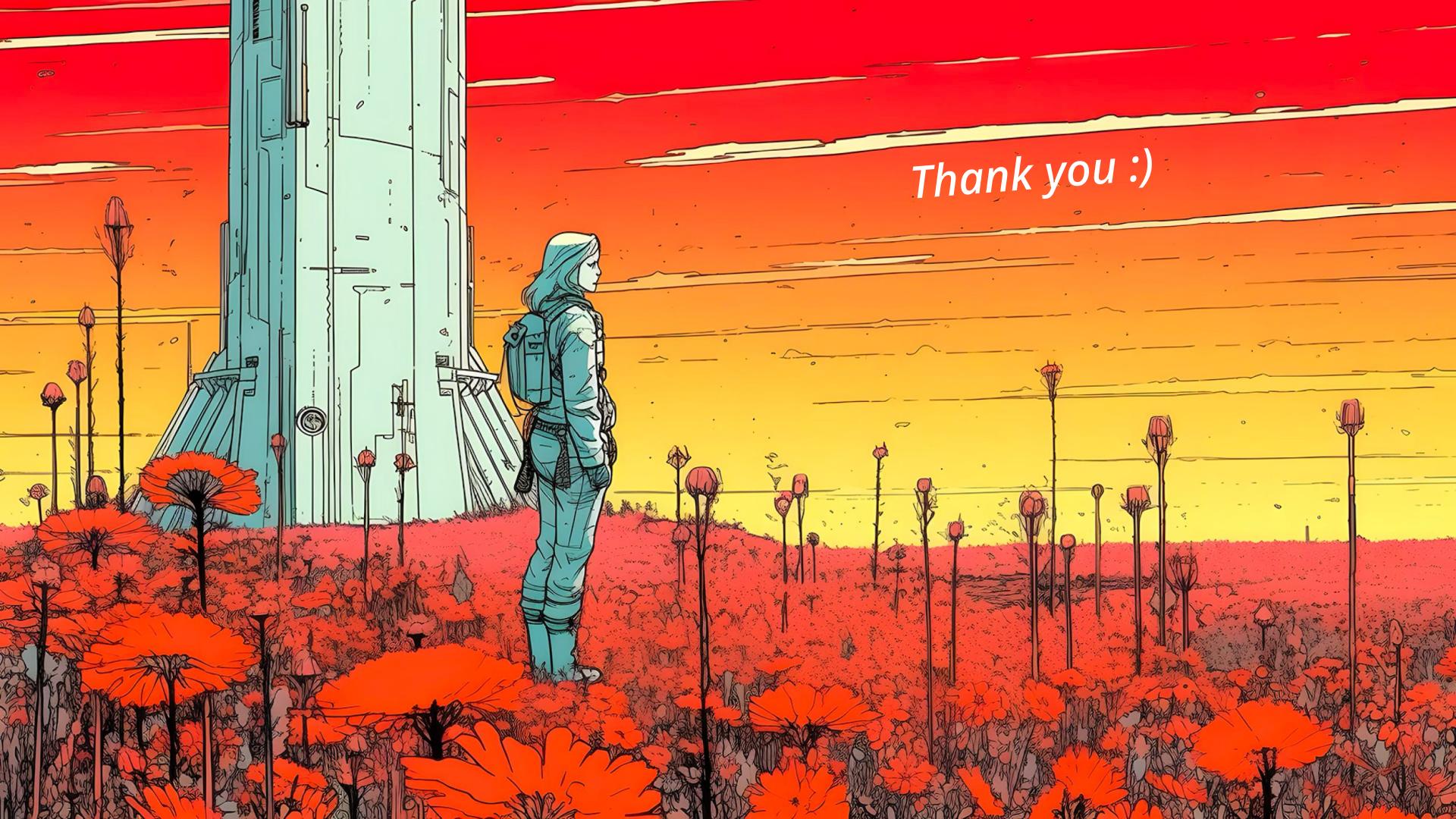
1 Samuel 17:50

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Dave paper

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