# SAWTOOTH CONSENSUS ENGINES

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## **PRIOR WORK**

- Current State:
  - 3 interfaces:
    - BlockPublisher
    - BlockVerifier
    - ForkResolver
  - Polling model

## LIMITATIONS OF CURRENT STATE

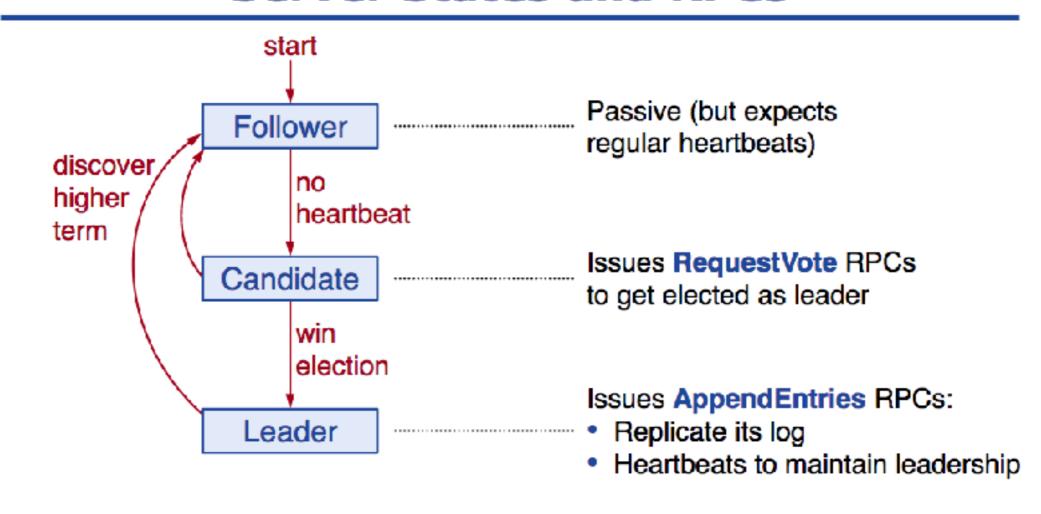
- "Greedy" block publishing (polled every 0.1 sec)
- Consensus is "reactive", must wait for poll
  - Invalid PoET wait timers
  - Hard to guarantee liveness
- No mechanism for communicating with peers
- Consensus must be in the same language as the validator and run in the same process
- Tightly coupled with Sawtooth Validator internal structure

## **CONSENSUS ALGORITHMS ARE STATE MACHINES**

- Transitions:
  - Peer messages
  - New block
  - Internal Interrupt

#### RAFT STATE MACHINE

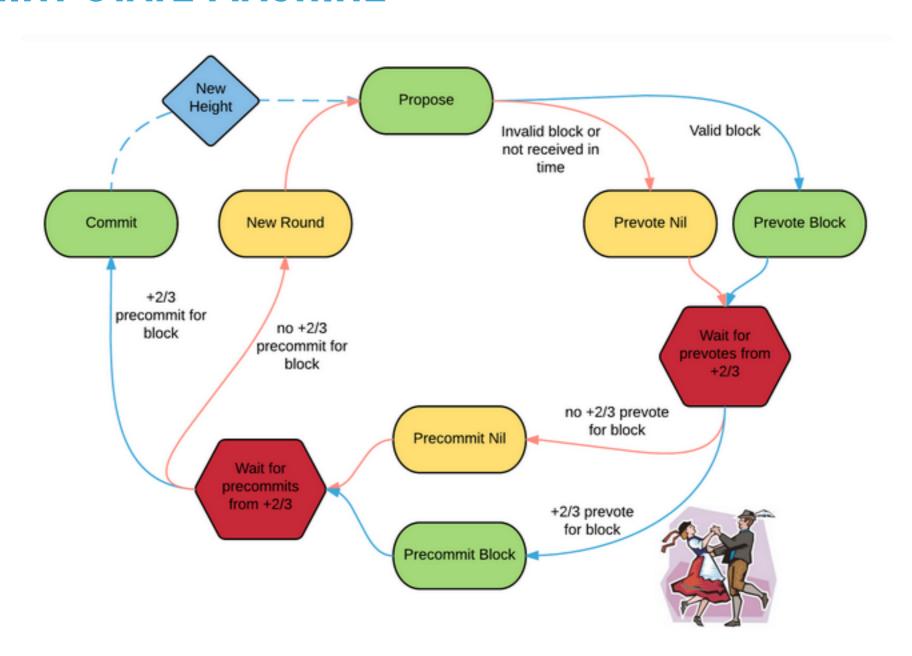
#### Server States and RPCs



August 29, 2016 The Raft Consensus Algorithm Slide 10

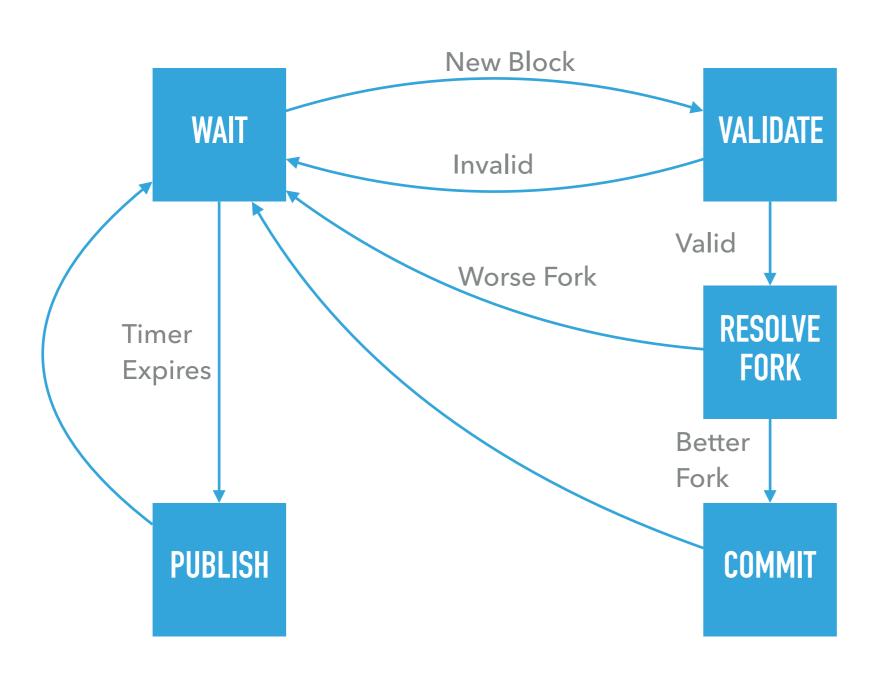
https://raft.github.io/slides/uiuc2016.pdf

## TENDERMINT STATE MACHINE



https://tendermint.readthedocs.io/en/master/introduction.html#consensus-overview

## POET STATE MACHINE



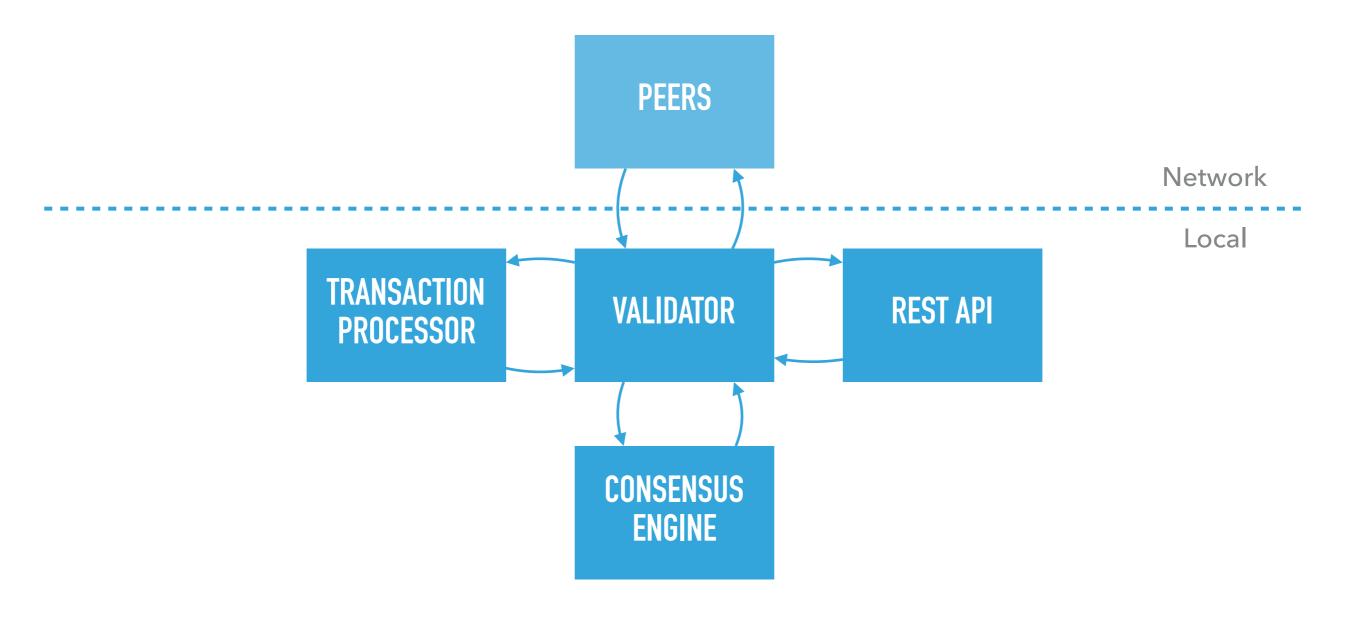
#### SAWTOOTH VALIDATOR SHOULD FACILITATE CONSENSUS

- Provide updates that are relevant to consensus
- Provide services that are required by consensus
  - P2P networking
  - Batch validation
  - Signature verification
  - Fork management

## **CONSENSUS SHOULD DRIVE**

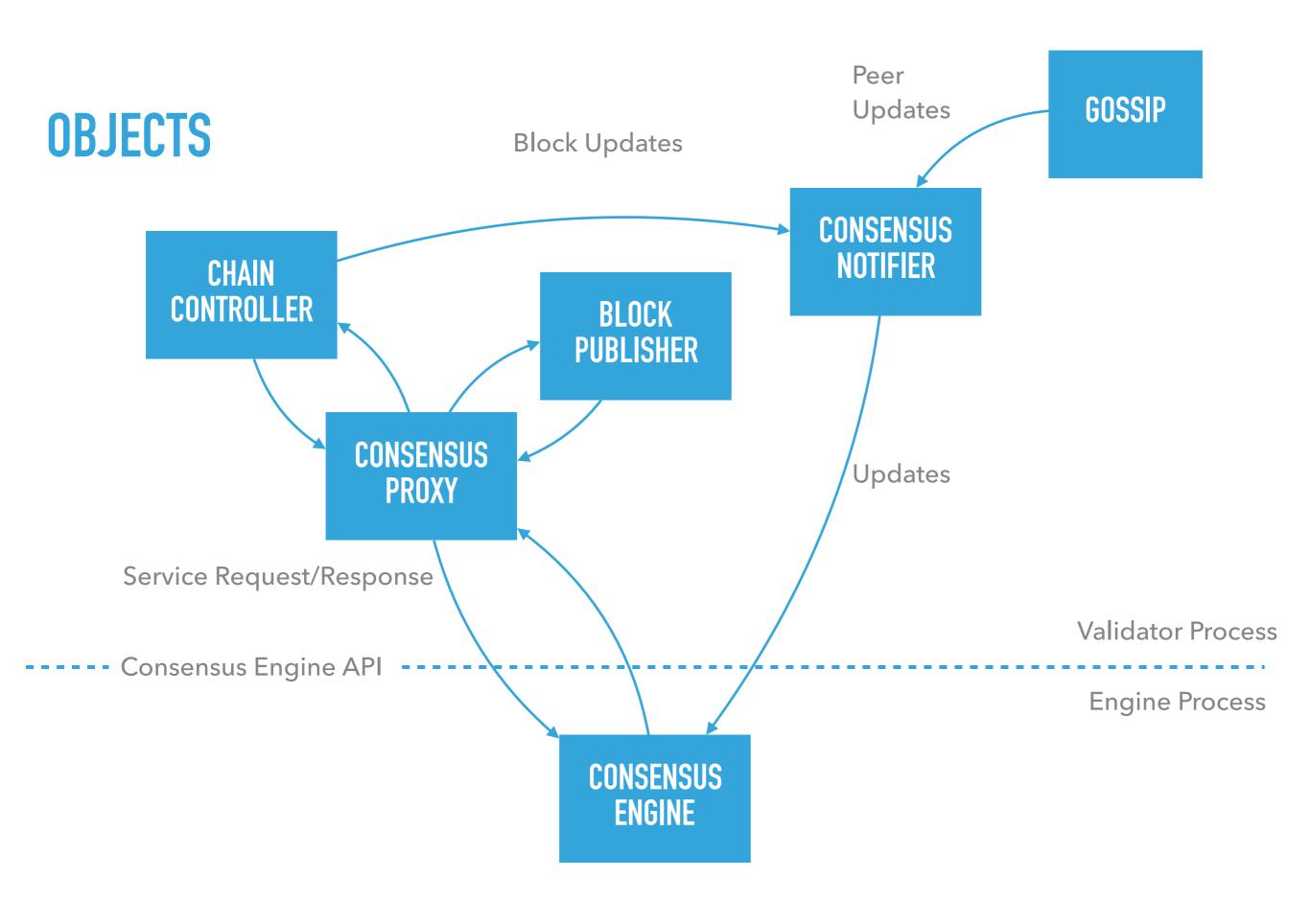
- In best position to make decisions
- Limit expensive full-validation of blocks
  - Fork resolution before block validation
- Decide when to commit
- Decide when to publish
  - Whenever sensible, not whenever possible

## **NETWORK / IPC**



## **CONSENSUS ENGINE API**

- Language agnostic protobuf messages:
  - Data Structures
  - Update messages (Notify/Ack)
  - Service messages (Request/Response)



## **CONSENSUS ENGINE SDKS**

- Language specific abstractions
  - Rust
  - Python
- Encapsulates message encoding and handling

## **Application SDK**

#### Consensus SDK

**Transaction Processor** 

Driver

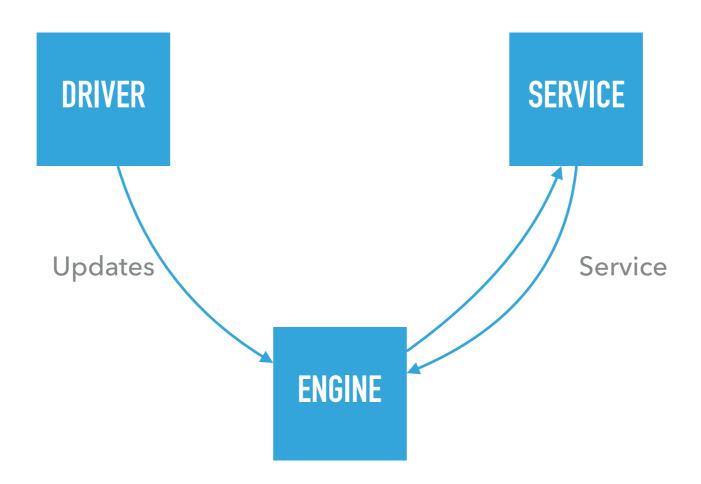
Transaction Handler

Engine

**Execution Context** 

Service

## **CONSENSUS SDK**



#### **CONSENSUS SERVICES PROVIDED**

- P2P Messaging
  - SendTo
  - Broadcast
- Block Creation
  - InitializeBlock
  - FinalizeBlock
  - CancelBlock

- Block Directives
  - ▶ CheckBlock
  - ▶ CommitBlock
  - IgnoreBlock
  - ▶ FailBlock
- Queries
  - BlocksGet
  - SettingsGet
  - StateGet

## **CONSENSUS NOTIFICATIONS PROVIDED**

- Peer Updates
  - Connected
  - Disconnected
  - New Message

- Block Updates
  - New Block
  - Block Valid
  - Block Invalid
  - Block Committed

## **RUST SDK WALKTHROUGH**