

INPUT | OUTPUT

FEDERATED LOGIC CONFERENCE 2022

JULY 31-AUGUST 12, 2022 | HAIFA, ISRAEL

Determinism of Ledger Updates

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The Problem

- We want to be able to **predict what changes a transaction makes to the ledger** to which it is applied (or to its parts)
- This ability to predict is colloquially referred to as **ledger determinism**
- How can we **design ledgers** in a way that guarantees we can **make this prediction correctly**, taking the **onus off the users and contract designers** to ensure this?

The Problem

Why is this prediction hard?

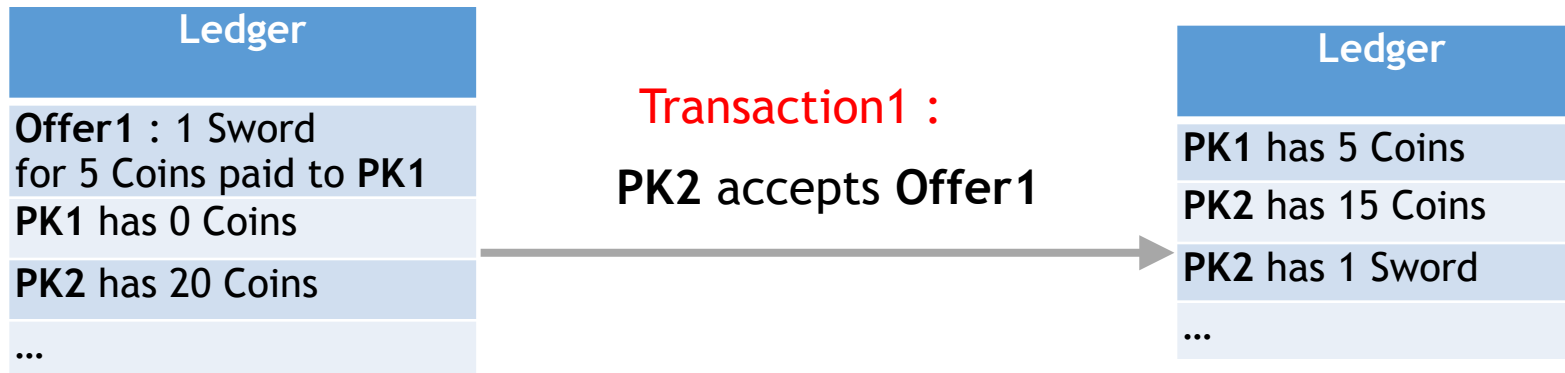
- It should be **easy**, though - **blockchains rely on deterministic computation!**
- In practice, however, a user **cannot predict what ledger** their transaction/block will be applied to



- There are a number of **reasons** for this :
 - unpredictable propagation of transactions over the network, rollbacks, delays in getting the most current ledger, malicious actors, etc.

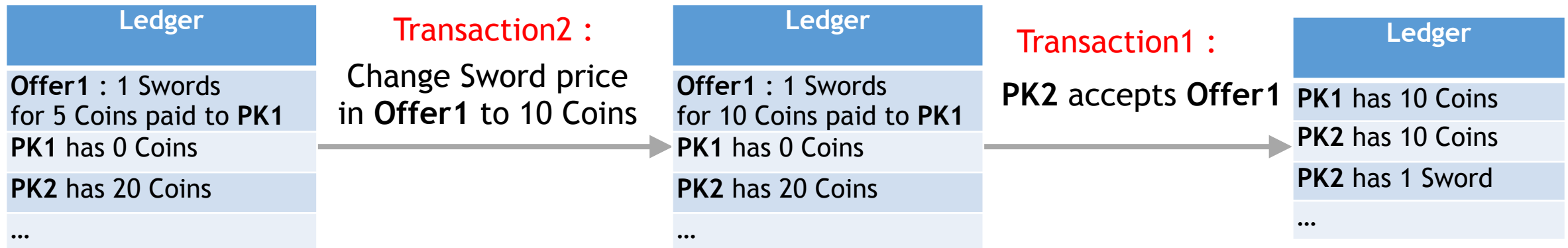
Motivating Example

Selling a Sword



Motivating Example

Selling a Sword



PK1 and PK2 both care which transaction gets processed **first!**

Our approach

Make it formal, and forget the state (sort of)

- **Formally specify ledgers as state transition systems**, with valid transactions as the only transitions
- Ask “what if **the changes a transaction makes did not depend on the ledger state** to which it is being applied?”
- Formulate this in the language of our specification, and use mathematical tools to look for the answer

Ledger (Specification) L

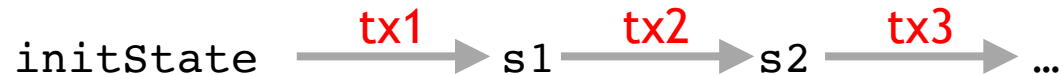
- Specifies what it means for something to be a ledger
- Captures the structure shared by most ledgers
 - eg. Cardano, Bitcoin, Ethereum, Tezos, Zilliqa
- Is a tool for comparing different ledgers across a formally stated property, eg. determinism

`State : Type`
ledger state type

`Tx : Type`
transaction type

`initState : State`
initial state

`updateState : Tx → State → State⊥`
output new state with a given transaction applied,
or throw an error



Valid States

From here on, we only talk about valid states

- A ledger state $s \in \text{State}$ is valid whenever there exists a trace $[tx1; tx2; \dots txn] \in [Tx]$ from the initial state to s , such that

$$(\dots (\text{updateState} (\text{updateState} \text{ initState } tx1) tx2) \dots txn) = s$$

- We denote the set of **all valid states** (ie. the dependent pairs of a state and a trace proving its validity), plus the **error state**, by

$$\text{ValSt}_\perp$$

- We use shorthand $(s \ 1)$ for updating s with the list of transactions 1

Expressing Determinism

What do we want to state formally?

- Given two ledger states s and s' , and a transaction tx , the **changes** tx makes to both states are the same when $(s \text{ } tx) \neq \perp \neq (s' \text{ } tx)$:

$$\Delta(s, (s \text{ } tx)) = \Delta(s', (s' \text{ } tx))$$

- But how do we define, and what can we say about

$$\Delta : (\text{State}, \text{State}) \rightarrow ???$$

Order-Determinism (OD)

Transaction commutativity with errors

$\forall l \in [Tx], l' \in \text{Permutation } l,$
 $(\text{initState } l) \neq \perp \neq (\text{initState } l')$

$\Rightarrow \text{initState} \xrightarrow[lstx']{lstx} s = (\text{initState } l) = (\text{initState } l')$

This is a desired constraint in a system where users may have no control over the **order** in which their transactions will be applied

- Blockchains are such systems

Key Points

- Determinism is a property of a **ledger**, not specific transaction sets
- This model processes **all transactions in any order**, but the “bad” transactions produce a **special state** \perp , which we must correctly account for in all logical analysis
- **Swapping transactions pairwise is insufficient** to show ledger determinism — permutations of lists are needed
- In general, data structure-agnostic types of change sets are very hard — our ledger specification is uniquely suited for **reasoning about transactions as change sets** while remaining agnostic underlying types

Application to Cardano

Pointer addresses

- **Pointer addresses** are memory-saving pointers to full-length addresses, used in the Cardano platform specification (and implementation)
- Pointer addresses are **generated at the time of transaction application**
- We use our formal specification, and the order-determinism definition, to analyze the **address-generation procedure** and show that it is **not order-deterministic**
 - Example of pairwise swapping not affecting the ledger state being insufficient

Research Directions

We are working on :

- Adapting **data structure derivatives** from the Theory of Changes to formalize Δ
 - We need to **account for** \perp in the adjusted definitions
 - **Spoiler** : for deterministic ledgers, we want to say that ledger change sets to correspond exactly to lists of transactions (ie. constant derivatives)
- Studying **ledger components (threads)**
 - **Conjecture** : Non-error output of a thread update should depend only on the data in that thread and the transaction updating it, and not the global state
 - Analyze Cardano's smart contracts as threads

Research Directions

We are working on :

- **Category-theoretic treatment** of ledgers
 - What can we say about ledgers using categorical tools?
 - Study the category where ledgers are objects, and morphisms preserve the initial state and update function (related to categories of deterministic automata)
- **Blocks** (not transactions) are the actual **atomic units of ledger updating**
 - How do we formalize the relation between blocks and transactions?