

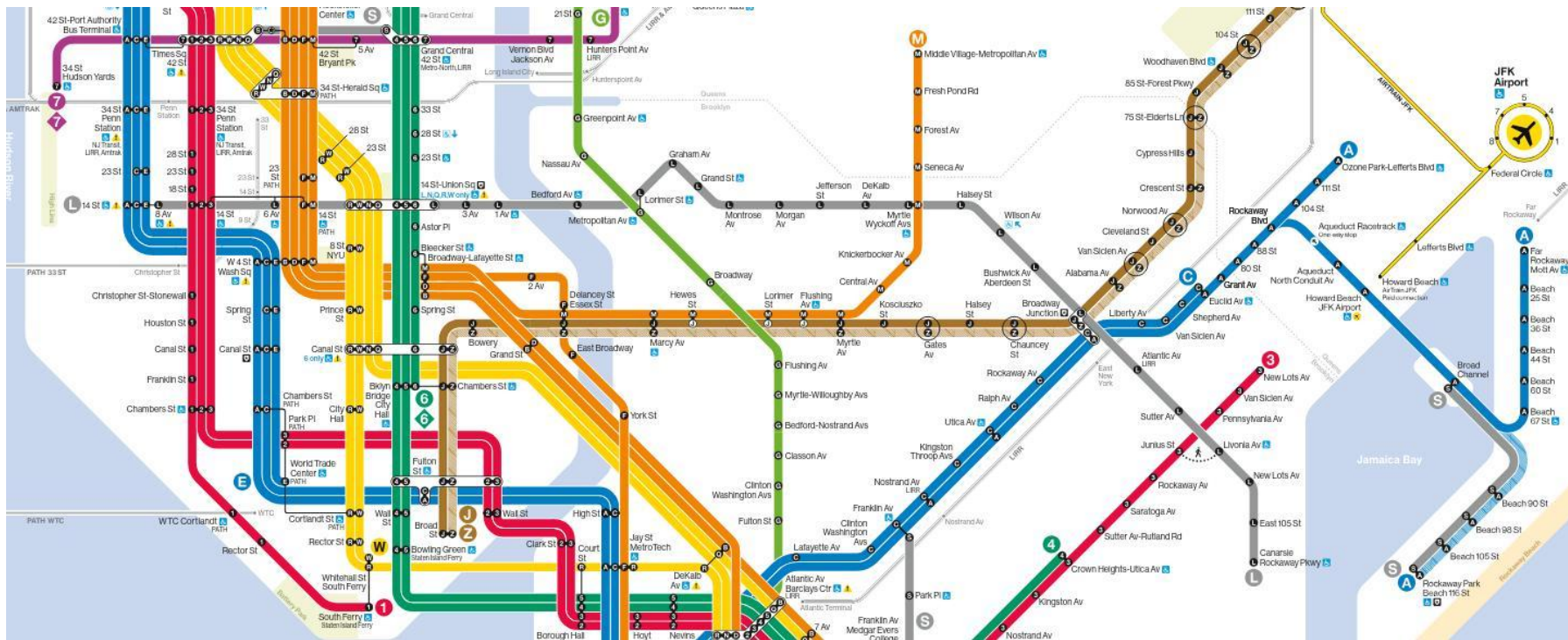
# Spilling the 🧋 : Gossip (v2) and Minisketch

@jonhbit / jharveyb

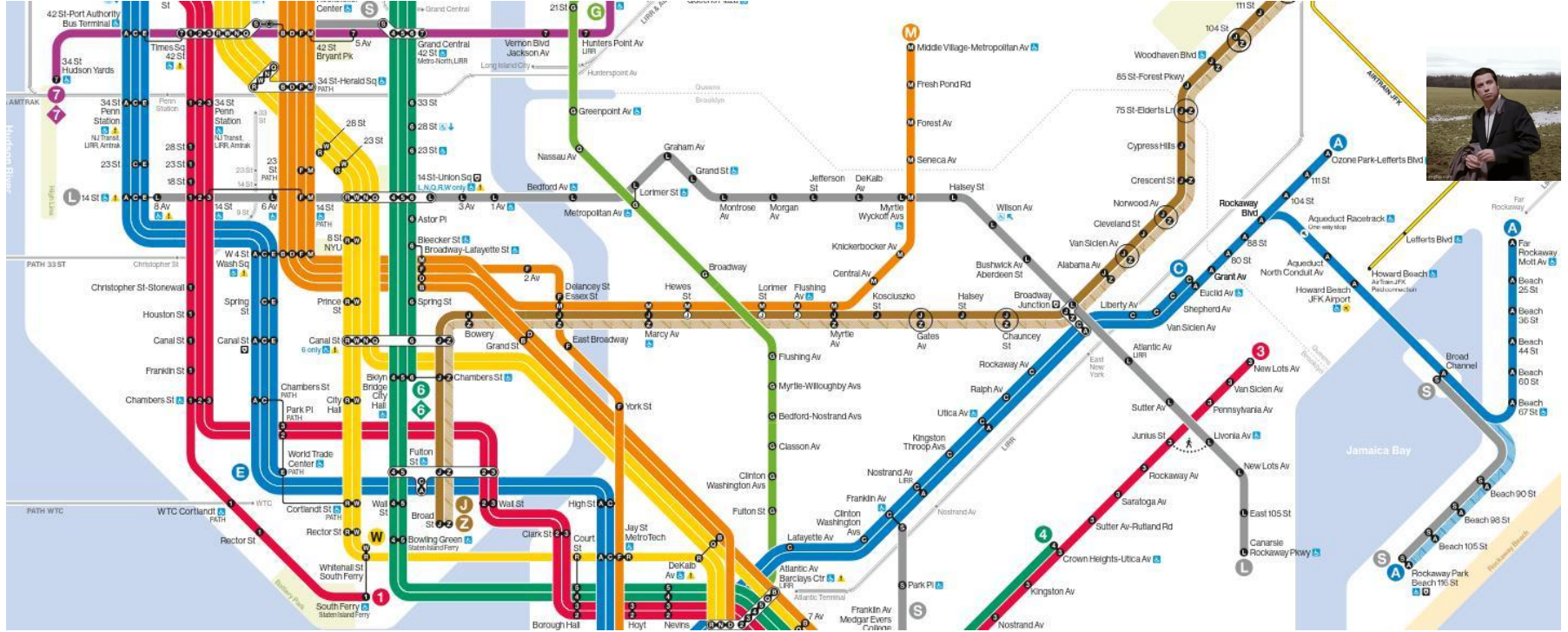
# Overview

- Gossip: ELI18
- Previous Work & Defaults
- New data!
- Minisketch & Gossip v2

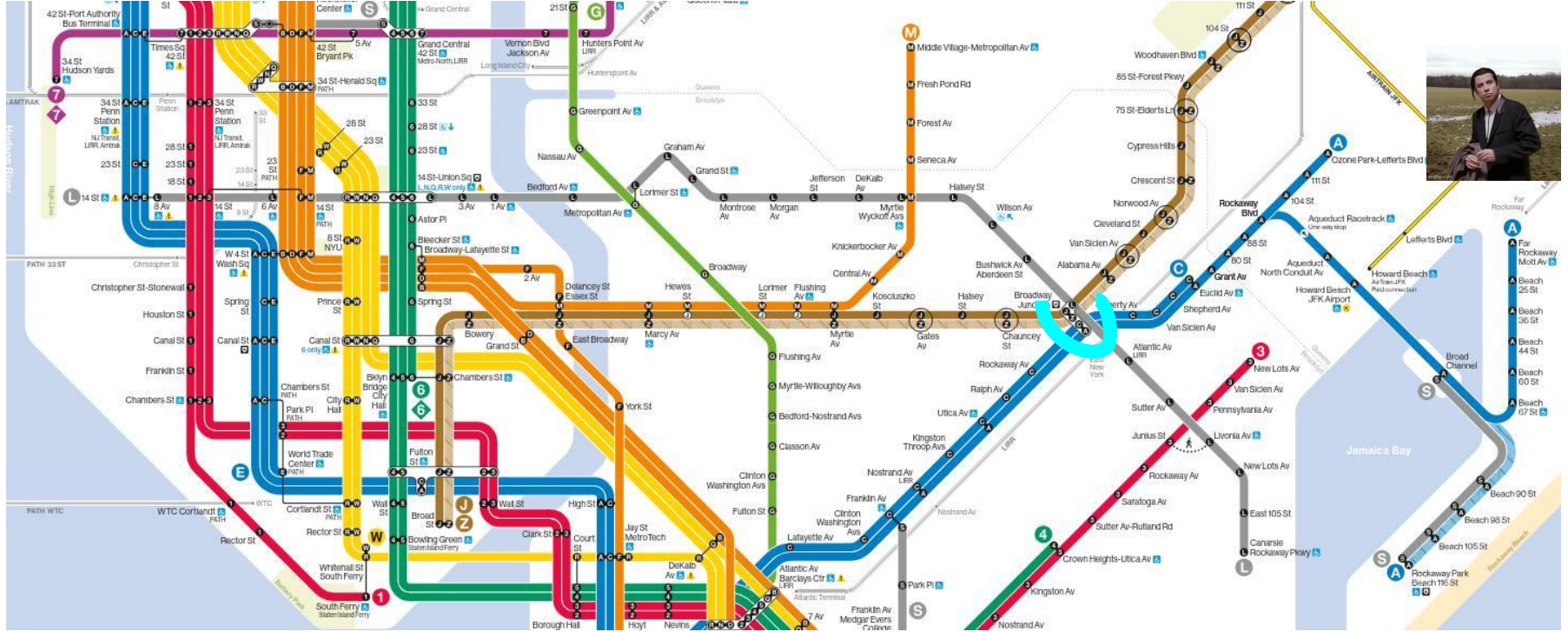
# Gossip: ELI18



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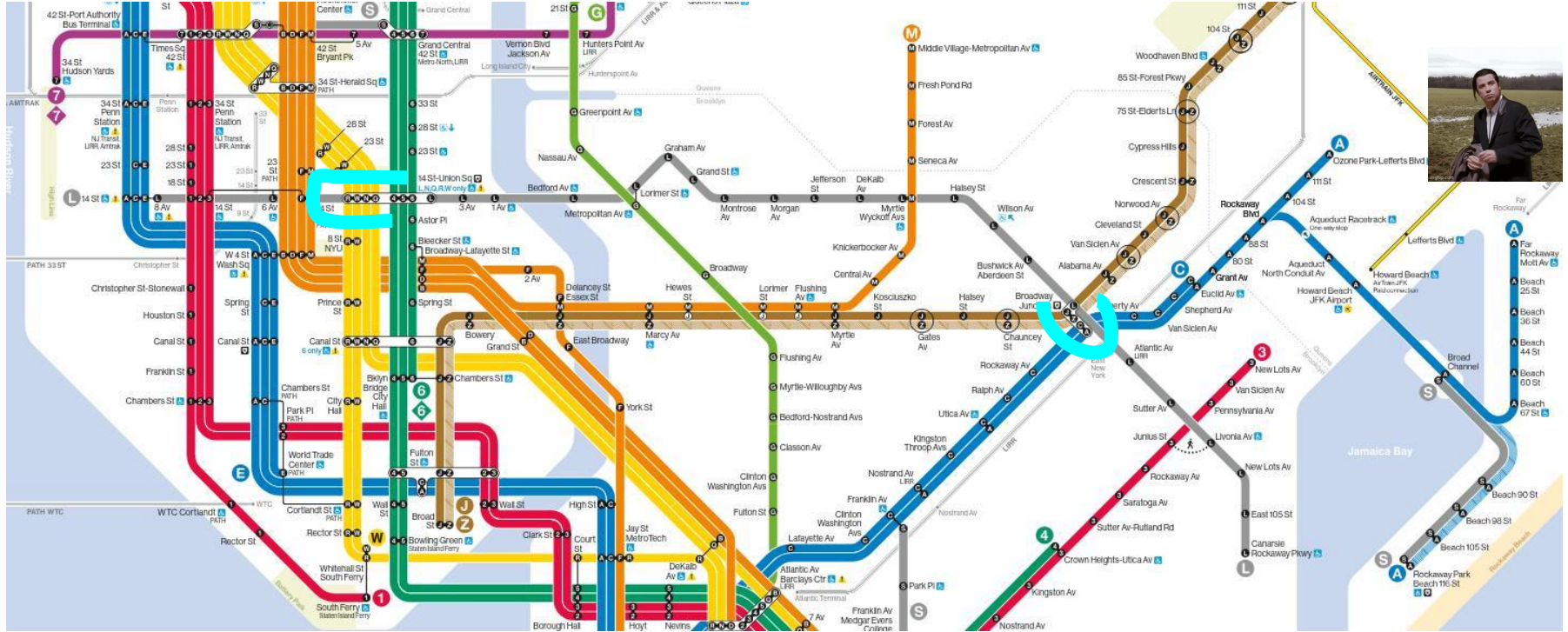


# Gossip: ELI18

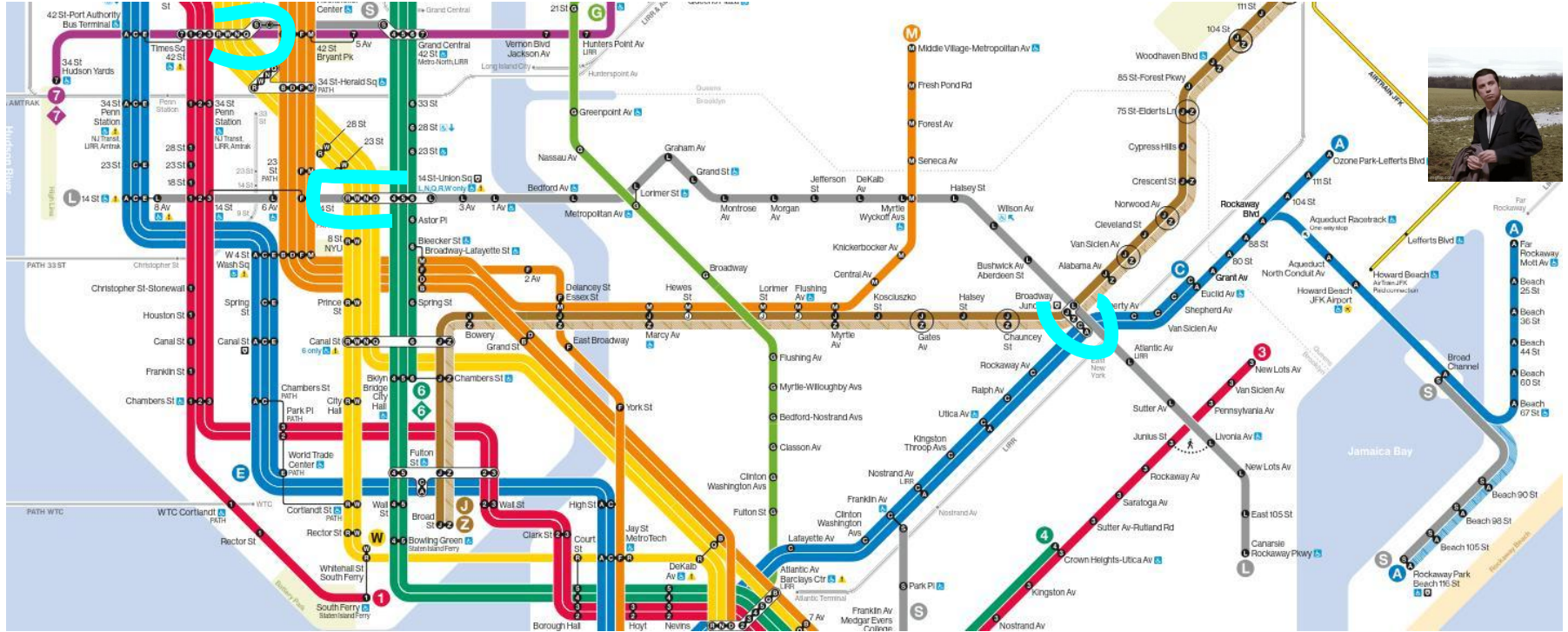




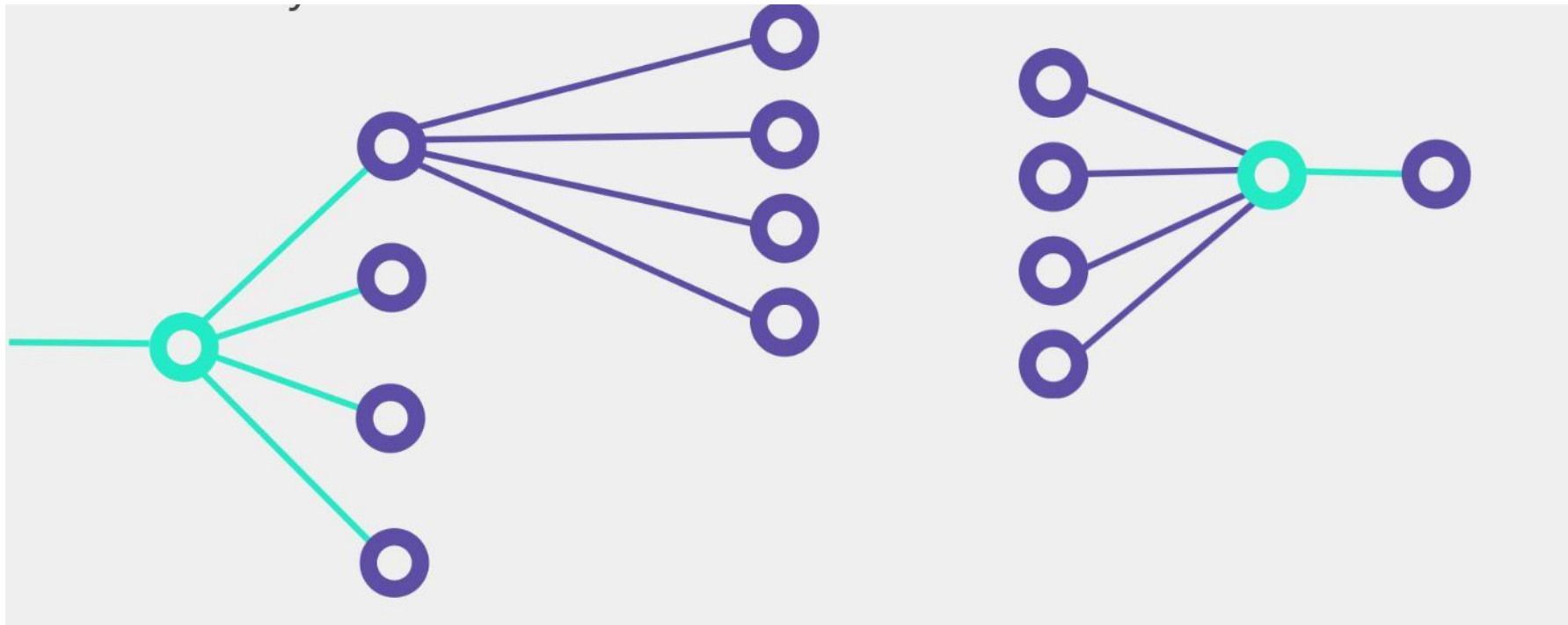
# Gossip: ELI18



# Gossip: ELI18



# Gossip: Flooding





Gossip: Does it work?

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```
625 // The lightning network's gossip sync system is completely broken in numerous ways.
626 //
627 // Given no broadly-available set-reconciliation protocol, the only reasonable approach is
628 // to do a full sync from the first few peers we connect to, and then receive gossip
629 // updates from all our peers normally.
630 //
631 // Originally, we could simply tell a peer to dump us the entire gossip table on startup,
632 // wasting lots of bandwidth but ensuring we have the full network graph. After the initial
633 // dump peers would always send gossip and we'd stay up-to-date with whatever our peer has
634 // seen.
635 //
636 // In order to reduce the bandwidth waste, "gossip queries" were introduced, allowing you
637 // to ask for the SCIDs of all channels in your peer's routing graph, and then only request
638 // channel data which you are missing. Except there was no way at all to identify which
639 // `channel_update`s you were missing, so you still had to request everything, just in a
640 // very complicated way with some queries instead of just getting the dump.
641 //
```

# Gossip: Does it work?

- “I think our channel updates aren’t propagating”
- “DoS-like” behavior with (serving) gossip queries
- “Inbound gossip volume caused performance issues; we turned it off”
- “Our channel\_announcement never propagated to our other nodes”
- Cross-implementation issues handling certain fields

“Measure Once, Cut Twice”





# Previous Work

- <https://github.com/lnresearch/topology>
  - Archives of gossip from multiple Core Lightning nodes, 2020-2023
- <https://github.com/lnresearch/gossip>
  - New gossip archives, starting from early 2025
- Total traffic, graph snapshots, rate-of-change of the graph

# Previous Work

## On the Routing Convergence Delay in the Lightning Network

Niklas Gögge<sup>1</sup>, Elias Rohrer<sup>2</sup>, and Florian Tschorsch<sup>2</sup>

<sup>1</sup> Distributed Security Infrastructures  
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`n.goegge@campus.tu-berlin.de`

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# Previous Work



## On the Routing Convergence Delay in the Lightning Network

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# Convergence Delay? Metrics?

## How Big Are Deer?



Adult deer are as tall as a bicycle.

They weigh as much as  
800 hamburgers.



# Metrics

- Convergence Delay: Time for **X%** of nodes to receive a gossip message
- Size: Bytes needed for unique messages
- Bandwidth: Bytes sent or received, per unit time
- Frequency: How often we see a `channel_update` or `node_announcement` for a particular SCID or node

# Methodology

- Fork of ldk-node; export all received gossip messages, don't forward anything
- Random set of clearnet nodes
- Store the sending peer, time of receipt

## Diffing: 2021->25

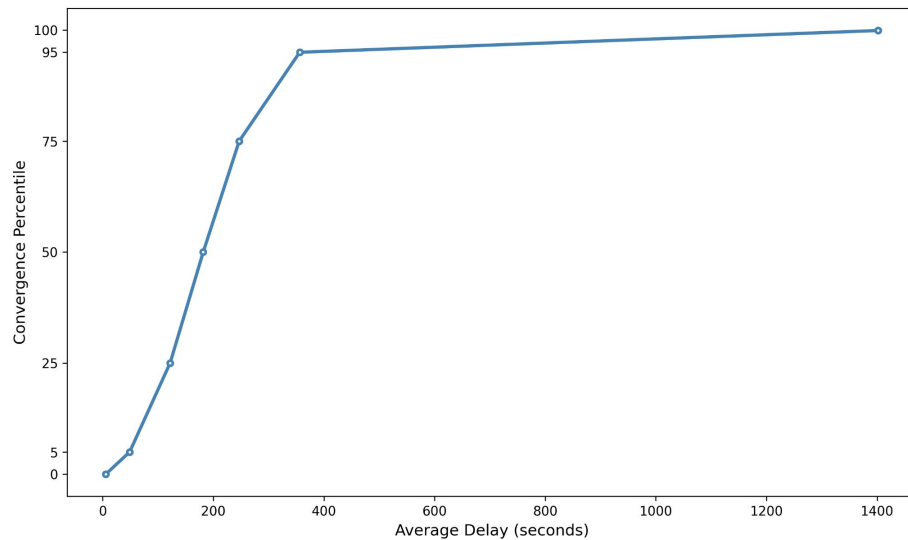
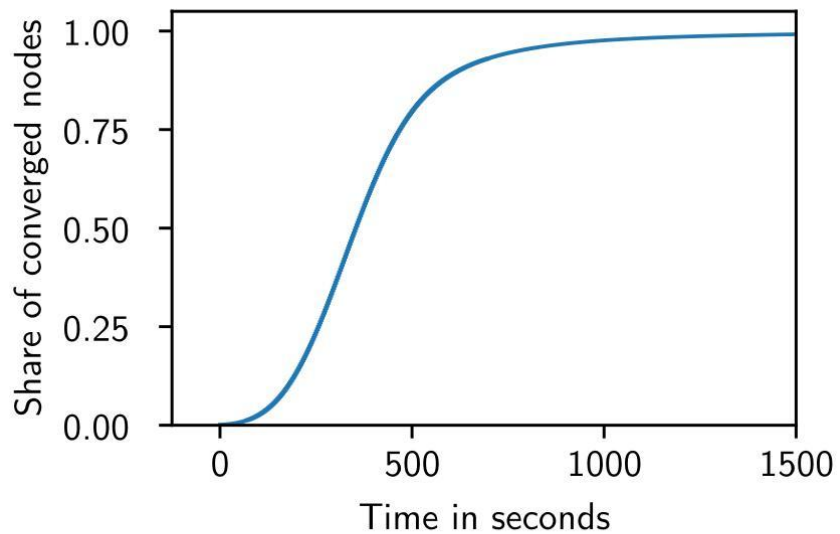
- Core Lightning default # of gossip syncers, 5 -> 10
- LND & Core Lightning both have outbound B/W limits of 1 MB/s
- Rotate peers based on “quality” of received gossip
- Rust-lightning will request last 2 weeks from the first 5 peers
- Eclair syncs from 5 peers, ranked by channel capacity; no randos

# Diffing: 2021->25

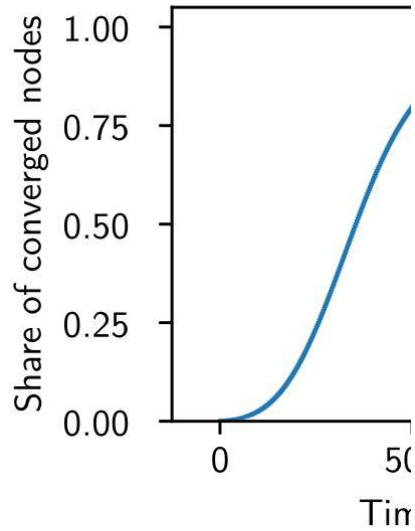
- ~17000 nodes, ~78000 channels
  - ~116.5 unique msgs. / minute
  - 94% channel\_update
  - 5% node\_announcement
  - 1% channel\_announcement
- ~15000 nodes, ~45000 channels
  - ~295.3 unique msgs. / minute
  - 60% channel\_update
  - 30% node\_announcement (!)
  - 10% channel\_announcement



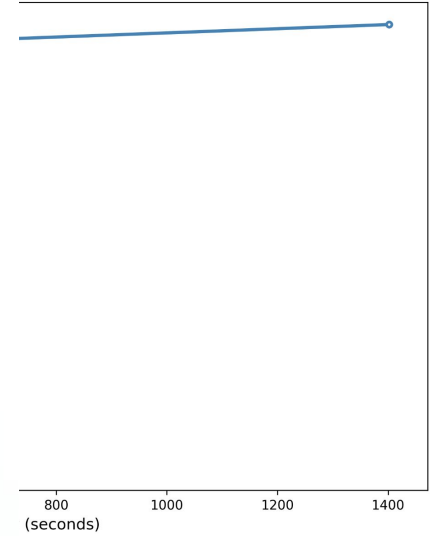
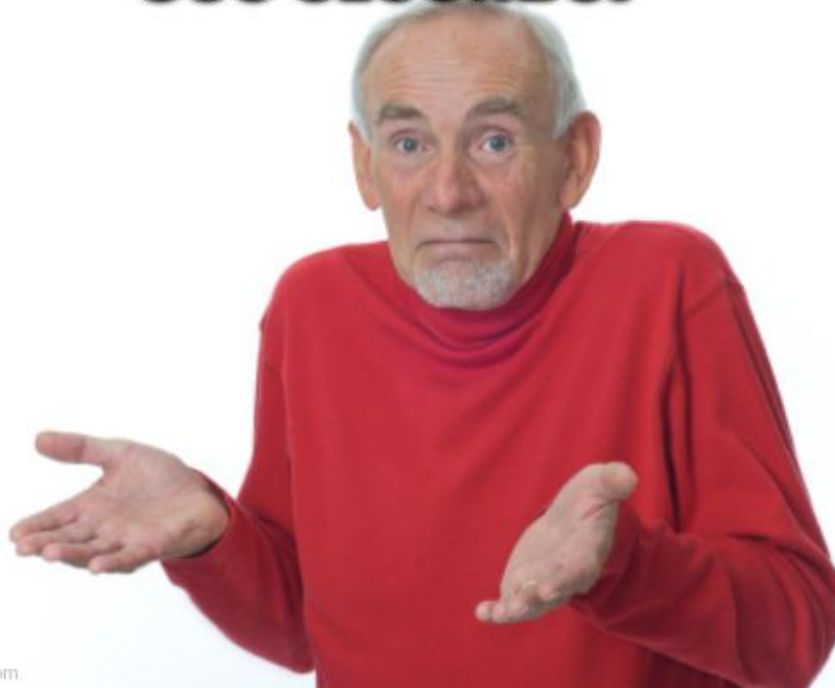
# Diffing: 2021->25



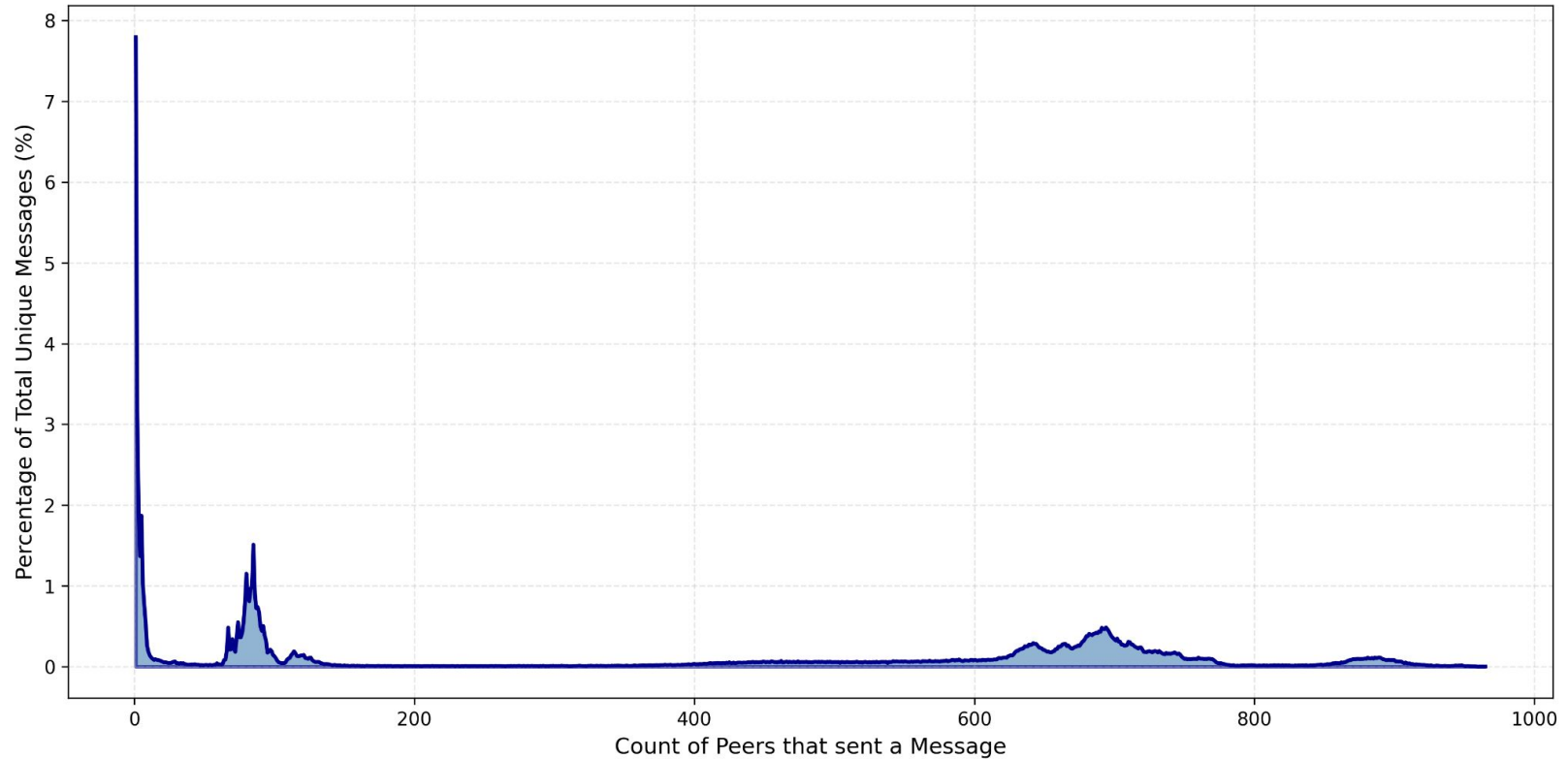
# Diffing: 2021->25



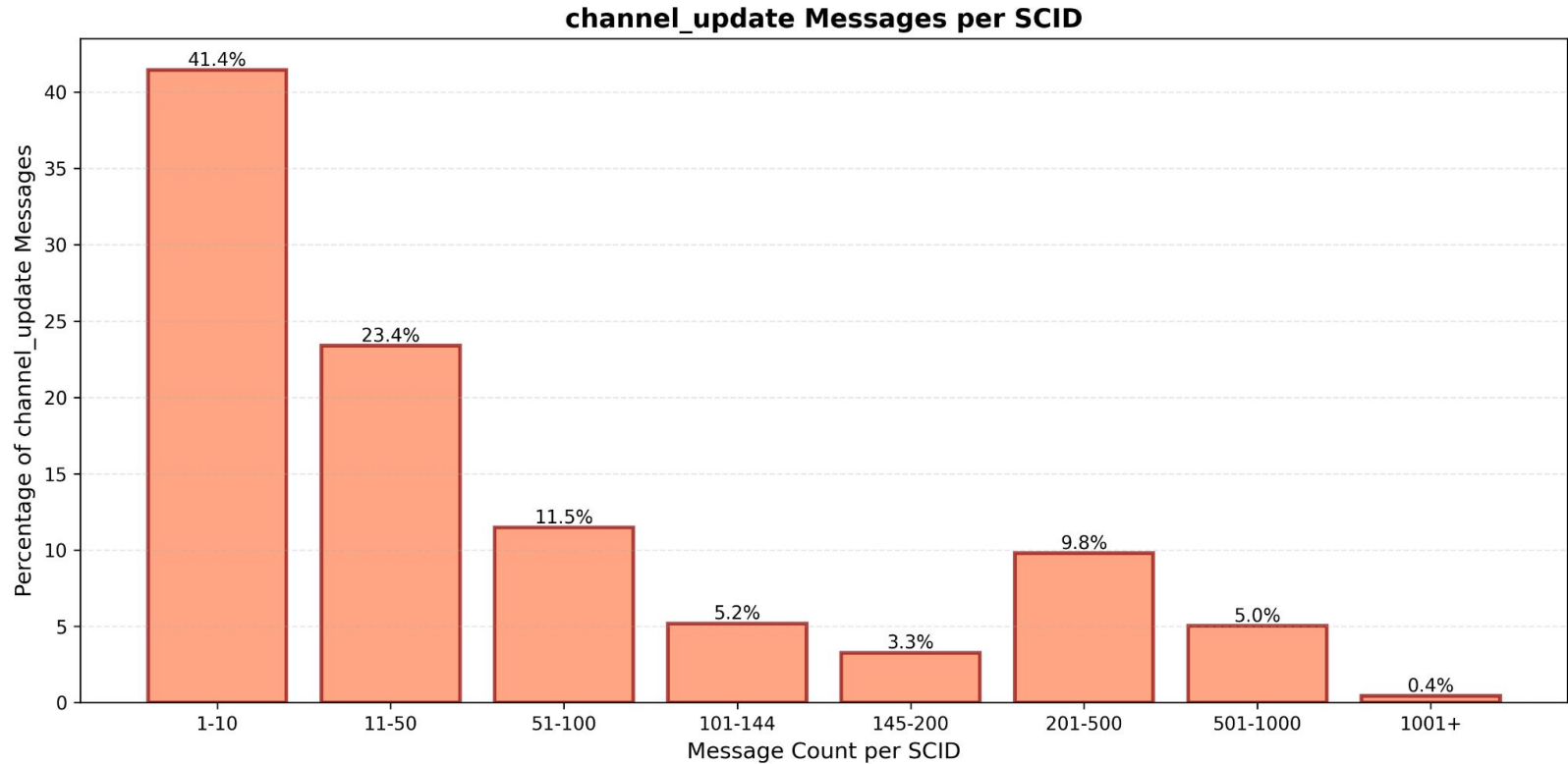
**600 SECONDS?**



## 2025: Other patterns

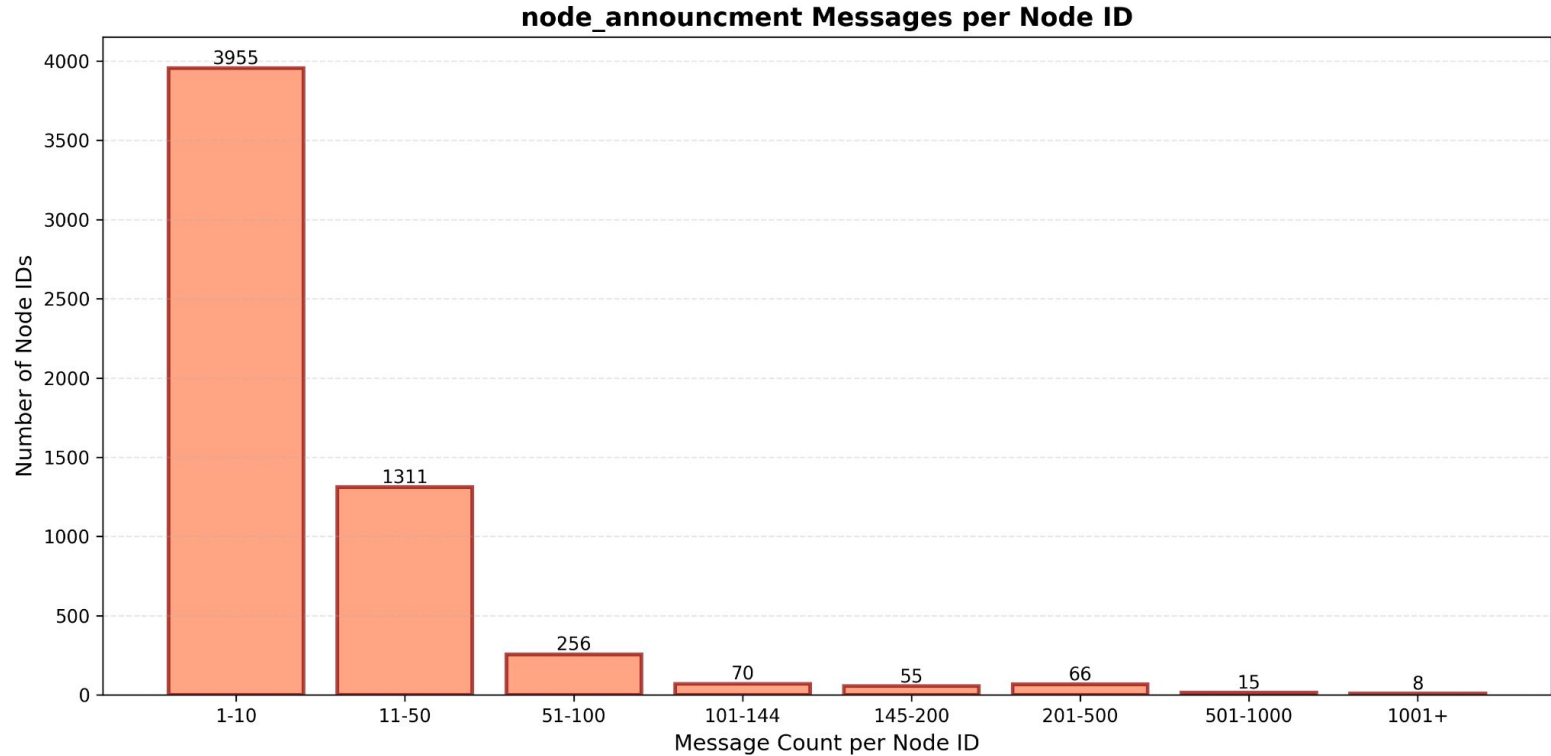


# 2025: Other patterns





# 2025: Other patterns



# 2025: Who dis

## Node: PiLN-Chiba≡fî | Magma Ready≡fïi

Follow

### Public Node

#### Capacity

1.49434827 BTC (0.039%)  
149,434,827 sat  
\$177,602.77 ▾

#### Channel Count

35 (0.081%) ▾

#### Connected Node Count

35 (0.280%) ▾

#### Color

#3899fî

#### IP Addresses

sshyytolzux2pw2osu772s7epc626gdv7qtejev  
wtzwmuyomz7upcmad.onion:9735  
106.73.189.224:53441

OverviewChannelsStatisticsHistoryNeighborhoodMonitor

Public Key: 03910da61c1b42e135f134ed92a537c758d1edac5436efbec5ee8cec1928e1a095

03910da61c1b42e135f134ed92a537c758d1edac5436efbec5ee8cec1928e1a095@sshyytolzux2pw2osi



This node is a Japanese cryptocurrency geek node💙👉 This node is automatically rebalancing its channels 24/7 by a script. Therefore, if you can get the channel connected with low fee, it may be routed by rebalancing. The power supply and network equipment are connected to a UPS, so there is no need to worry about going offline due to power failure. Please feel free to connect and expand your network!

#### Hardware

Raspberry Pi 4 Model B 4GB RAM

#### Networking

Fiber 1Gbps

## 2025: Other patterns

- Redundancy ratio: Average count of how many peers sent the same message
- channel\_update: 447.8
- node\_announcement: 407.5
- channel\_announcement: 8.2 (!)

# Minisketch: TL;DR

## Bandwidth-Efficient Transaction Relay in Bitcoin

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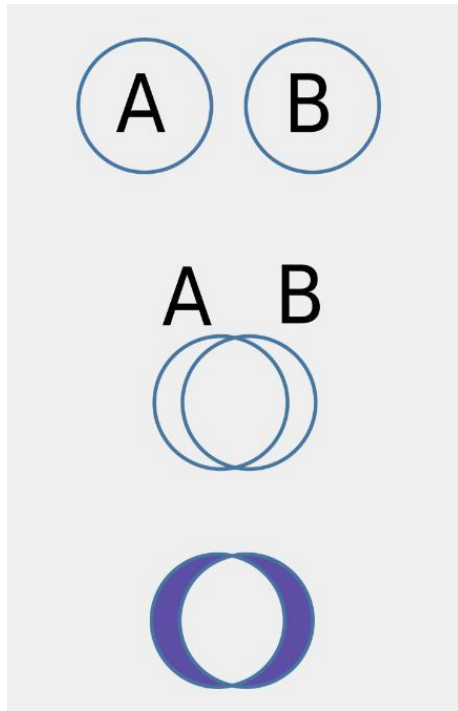
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University of British Columbia

# Minisketch: TL;DR

- Map elements to short (2-64 bit)  
collision-resistant IDs (SipHash or similar)
- Compute a sketch of some 'capacity'
- Exchange sketches, reconcile
- Request differences, increase capacity, or  
fall back to something else





# L1 TXs vs. LN gossip

- TXs are time-sensitive
- Source of TX broadcast is not public; should stay 'private'
- Gossip messages include source information!

# Gossip v2 (1.5?)

extension-bolt: taproot gossip (features 32/33) #1059

 Draft ellemouton wants to merge 6 commits into `lightning:master` from `ellemouton:bolt-taproot-gossip` 

 Conversation 106  Commits 6  Checks 0  Files changed 2

 ellemouton commented on Mar 16, 2023 Contributor ...

## Gossip v2 (1.5?)

- Support for existing P2WSH channels
- Add support for communicating about P2TR channels
- Rate limit messages with block height
- Use TLV format, with dedicated signed range (!)
- Leave room for optional, larger payloads like SPV proofs



# Set Reconciliation Parameters

- Function to map messages to short IDs
- Sketch Capacity
- Failure Behavior

# Set Reconciliation Parameters

- Function to map messages to short IDs
  - SipHash(signed TLV portion)
  - Multiple messages would have the same ID; differentiate by peer service bits?
  - Include the full TLV, and filter out fields per-peer?
- Avoid persistent set differences while propagating optional data

# Set Reconciliation Parameters

- Sketch Capacity
  - Informed by traffic patterns; this can adjust at runtime / for each new reconciliation round
- Failure Behavior
  - Append another sketch, then fall back to direct query?

# Future Work

- [https://github.com/jharveyb/gossip\\_observer](https://github.com/jharveyb/gossip_observer)
- Continuous monitoring with multiple nodes, fewer connections
- New archive for collected data; what other fields are useful?
- Measure performance for 'self' messages like periodic announcement
- Ask me about your gossip!
- Finding Bad Neighborhoods <sup>TM</sup>