

案例1:

①



$$\text{reward} = \frac{200}{2000} \cdot 1000 / \text{周} \cdot 1 \text{周} = 100 \text{ token}$$

建模:

$r(u, k, n)$: 用户 u 在时间 $k \rightarrow n$ 之间质押得到的奖励.

在任意时刻 i . 如果有 $k < i < n$. 有:

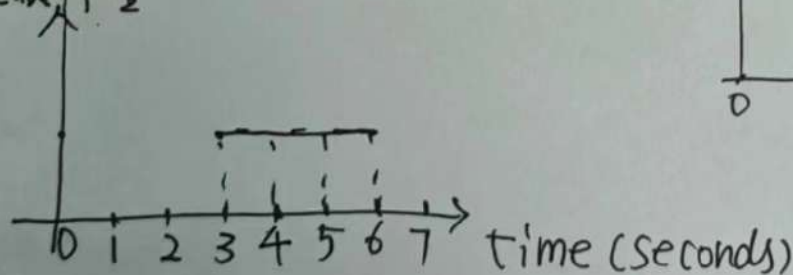
S_i : 用户 u 在时刻 i 质押的数量

T_i : 在时刻 i . 的总质押量

R : 每秒种钟的奖励数量. 其中 $R = \frac{\text{总奖励数量}}{\text{奖励时间}}$

那么:
$$r(u, k, n) = \sum_{i=k}^{n-1} \frac{S_i}{T_i} R$$

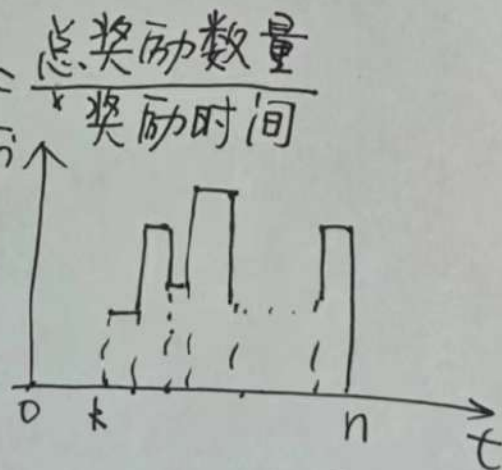
案例2: 总质押量



A 在第 3s - 6s 质押了 100 个 token. 没有别人质押.

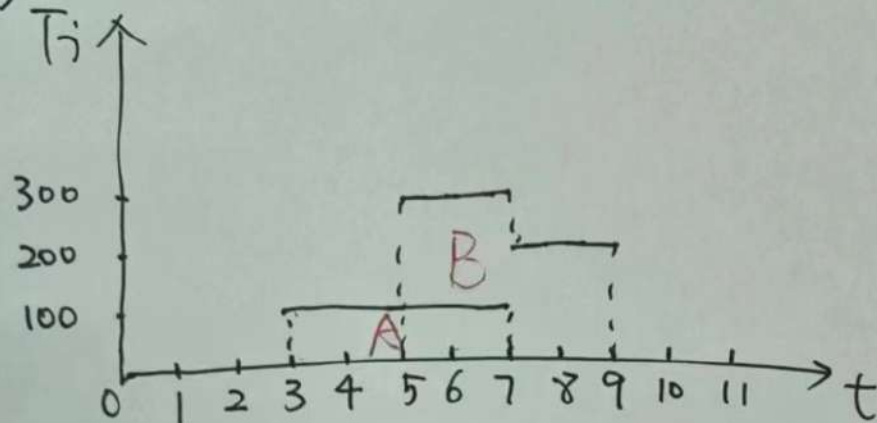
$$r(A, 3, 6) = \frac{S_3}{T_3} \cdot R + \frac{S_4}{T_4} \cdot R + \frac{S_5}{T_5} \cdot R$$

$$= \frac{100}{100} \cdot R + \frac{100}{100} \cdot R + \frac{100}{100} \cdot R = 3R$$



案例3:

(2)



$$\begin{aligned} r(A, 3, 7) &= \frac{S_3}{T_3} \cdot R + \frac{S_4}{T_4} \cdot R + \frac{S_5}{T_5} \cdot R + \frac{S_6}{T_6} \cdot R \\ &= \frac{100}{100} \cdot R + \frac{100}{100} \cdot R + \frac{100}{300} \cdot R + \frac{100}{300} \cdot R \\ &= R + R + \frac{1}{3}R + \frac{1}{3}R \\ &= \frac{8}{3}R \end{aligned}$$

$r(B, 5, 9)$. 自行计算

缺点: 针对每个用户在每一秒的数据进行计算. 计算量大. 存储量大.

现实: stake 和 withdraw 都是低频操作.

$$\begin{aligned} r(u, k, n) &= \sum_{i=k}^{n-1} \frac{S_i}{T_i} R \text{ 在 } S=S_i \text{ 不变的情况下} \\ &= S \left(\sum_{i=0}^{n-1} \frac{R}{T_i} - \sum_{i=0}^{k-1} \frac{R}{T_i} \right) = S(r_n - r_k) \end{aligned}$$

$\sum_{i=0}^{n-1} \frac{R}{T_i}$ 的含义: 单位 token 在 $t=0$ 到 $t=n$ 时刻之间可以得到的总奖励数. (结合案例3理解). 记为 r_n

$$\begin{aligned} \text{对 A 来说: } \sum_{i=0}^{n-1} \frac{R}{T_i} &= 0 \cdot R + 0 \cdot R + 0 \cdot R + \frac{1}{100} \cdot R + \frac{1}{100} \cdot R + \frac{1}{300} \cdot R + \frac{1}{300} \cdot R \\ &= \frac{2}{100}R + \frac{2}{300}R \end{aligned}$$

$$r(A, 3, 7) = r(A, 0, 7) - r(A, 0, 3) = 100 \cdot \left(\frac{2}{100}R + \frac{2}{300}R \right) - 0 \cdot 0$$

$$\text{计算 } r(B, 5, 9) = \frac{8}{3}R.$$

化简 r_n

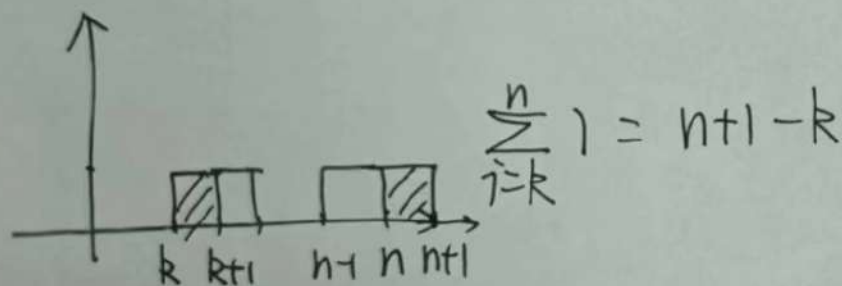
(3)

$$r_n = \sum_{i=0}^{n-1} \frac{R}{T_i}$$

设在时刻 $j_0 \rightarrow j$ 之间, $T_i = T$ 不变, $j_0 < i < j$

$$\begin{aligned} r_j &= \sum_{i=0}^{j-1} \frac{R}{T_i} = \sum_{i=0}^{j_0-1} \frac{R}{T_i} + \sum_{i=j_0}^{j-1} \frac{R}{T_i} \\ &= \sum_{i=j_0}^{j-1} \frac{R}{T} = \frac{R}{T} \sum_{i=j_0}^{j-1} 1 \\ &= \frac{R}{T} (j-1 - j_0 + 1) \\ &= \frac{R}{T} (j - j_0) \end{aligned}$$

$$r_j = r_{j_0} + \frac{R}{T} (j - j_0)$$



案例3中. $r_3 = 0$

$$\begin{aligned} r_5 &= r_3 + \frac{R}{100} \cdot (5-3) \\ &= \frac{2}{100} R \\ r_7 &= r_5 + \frac{R}{300} (7-5) \\ &= \left(\frac{2}{100} + \frac{2}{300} \right) R \end{aligned}$$

$$r(A, 3, 7) = 100 (r_7 - r_3) = 100 \left[\left(\frac{2}{100} + \frac{2}{300} \right) R - 0 \right] = \frac{8}{3} R.$$

求 $r(B, 5, 9)$

算法:

(4)

每一次有用户 stake 和 withdraw 的时候.

1. 计算 r . 也就是累加的 rewardPerToken

$$r = r + R / \text{totalSupply} * (\text{currentTime} - \text{lastUpdateTime})$$

2. 针对 \pm stake 或 withdraw 的用户. 计算奖励.

$$\text{rewards}[\text{user}] += \text{balanceOf}[\text{user}] * (r - \text{userRewardPerTokenPaid}[\text{user}])$$

3. 更新该用户的 userRewardPerTokenPaid

$$\text{userRewardPerTokenPaid}[\text{user}] = r$$

4. 更新时间戳

$$\text{last update time} = \text{current time}$$

5. 更新质押总量.

$$\begin{aligned} \text{balanceOf}[\text{user}] + / - &= \text{amount} \\ \text{totalSupply} + / - &= \text{amount} \end{aligned} \quad \left(\begin{array}{l} + \text{ stake} \\ - \text{ withdraw} \end{array} \right)$$