



√ RADIX DLT

Introduction and experimental analysis

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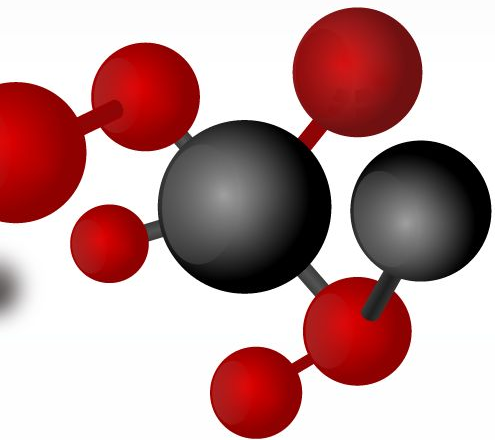
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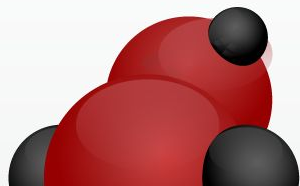
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01

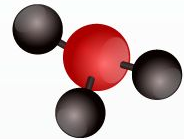
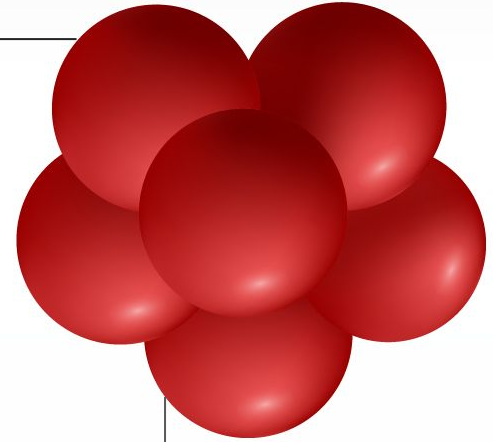
TEMPO

Radix Consensus Algorithm

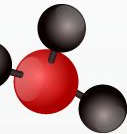
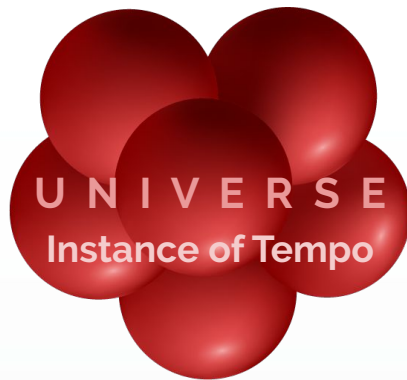


INTRODUCTION

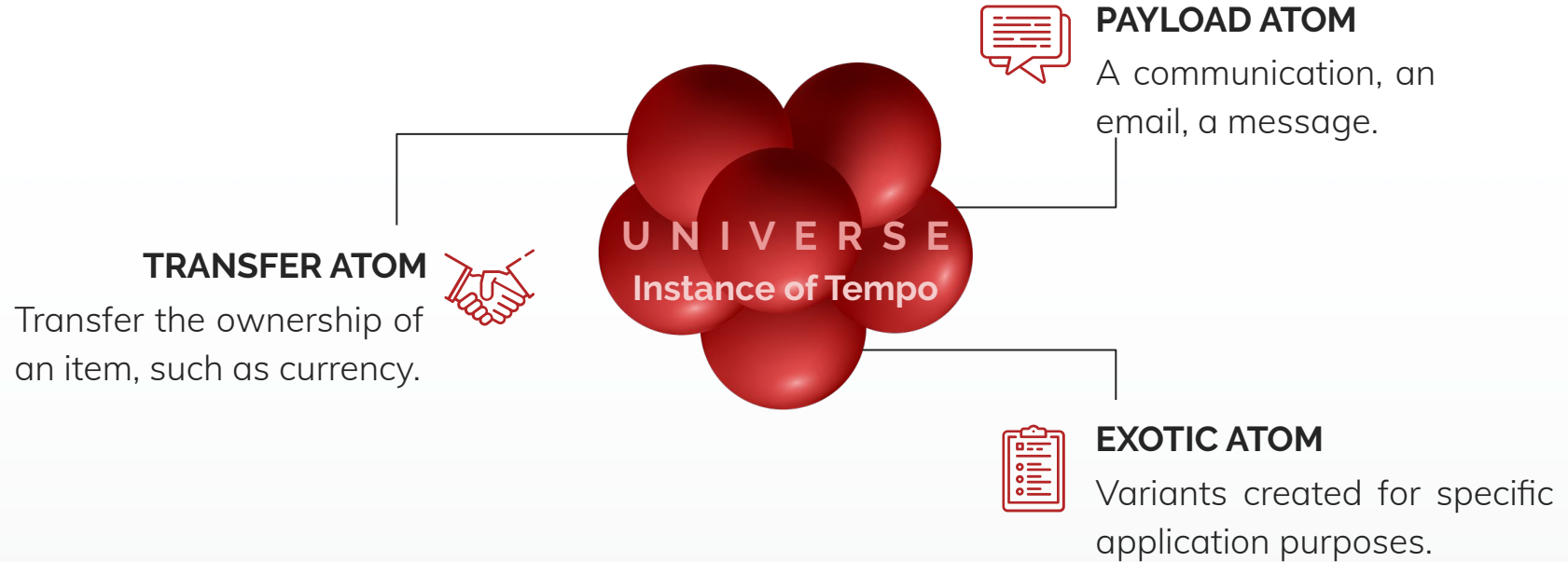
In 2016 **Daniel Hughes** invented **Tempo**: a novel distributed ledger **architecture** and **consensus algorithm**. This algorithm is **designed to scale**.



RADIX TEMPO



RADIX TEMPO



LEDGER ARCHITECTURE



LEDGER ARCHITECTURE



Nodes can store any **shard**, this enables **IoT devices** to actively participate in a Universe.

LEDGER ARCHITECTURE

To compute which **Shard** an **Atom** belongs:

$$\text{ShardID} = \text{HASH}(\text{atomDestinationAddress}) \% \text{ShardSpace}$$

LEDGER ARCHITECTURE



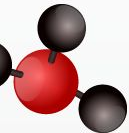
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Atoms with **multiple destinations** will be present in **multiple shards**.

└─ Increases **redundancy** and **availability** of Atoms.



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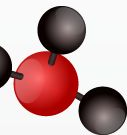
Atoms with **multiple destinations** will be present in **multiple shards**.

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Indeed an Atom that performs an **inter-shard transfer** is present in both the **previous owner's** and **new owner's shards**.

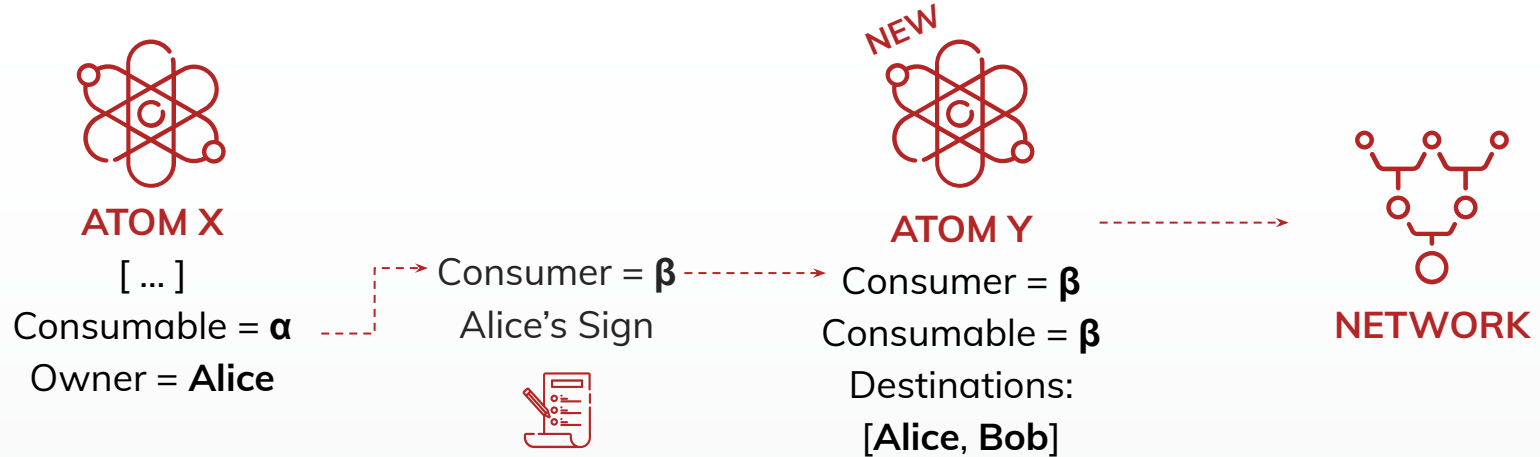
└─ Eliminates the need for a **global state**.



TRANSFERS

An **owned item** is represented by a **CONSUMABLE**.

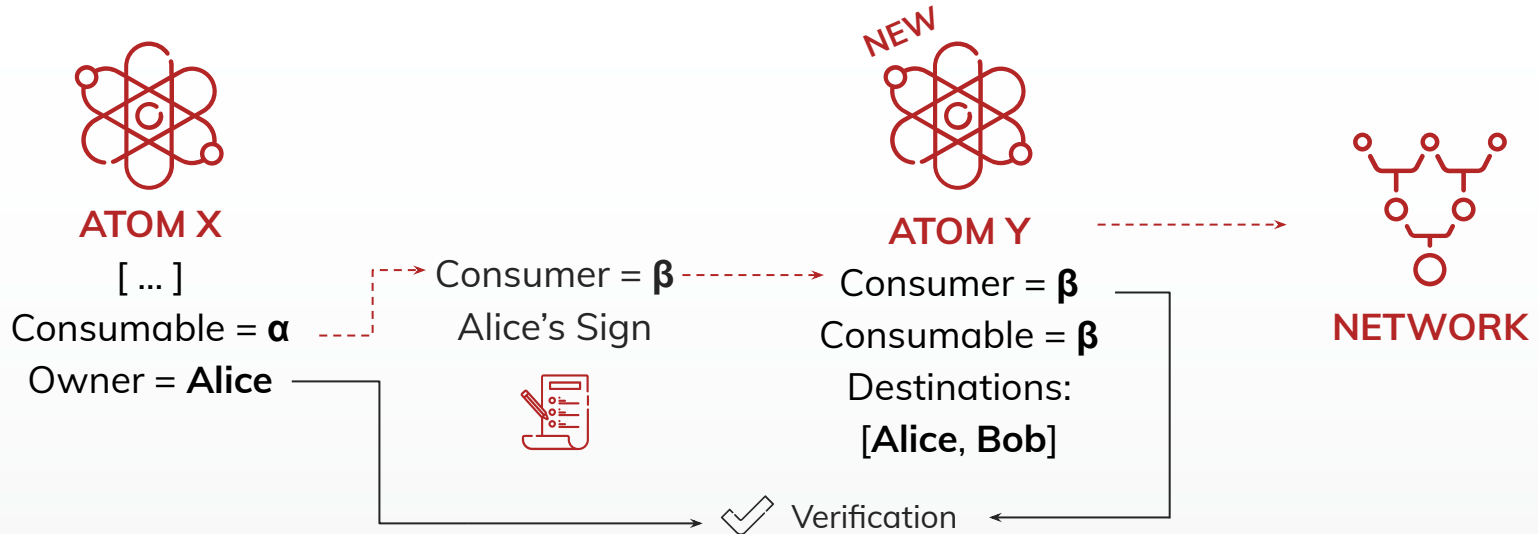
OWNERSHIP TRANSFER



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OWNERSHIP TRANSFER



EVENT AVAILABILITY



Atoms are **routed to** the **nodes** that contain the **associated shards** through a **Gossip** protocol.



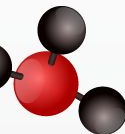
ATOM Y

[...]

Consumable = β

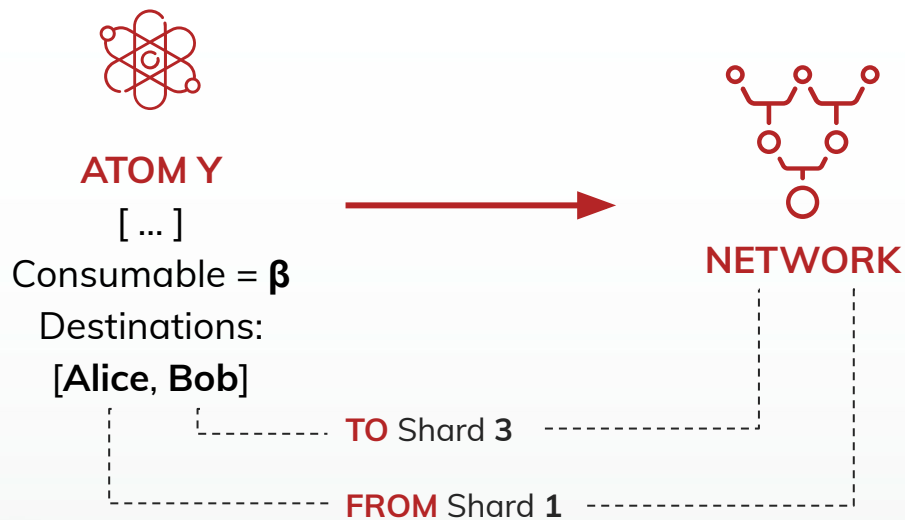
Destinations:

[Alice, Bob]



EVENT AVAILABILITY

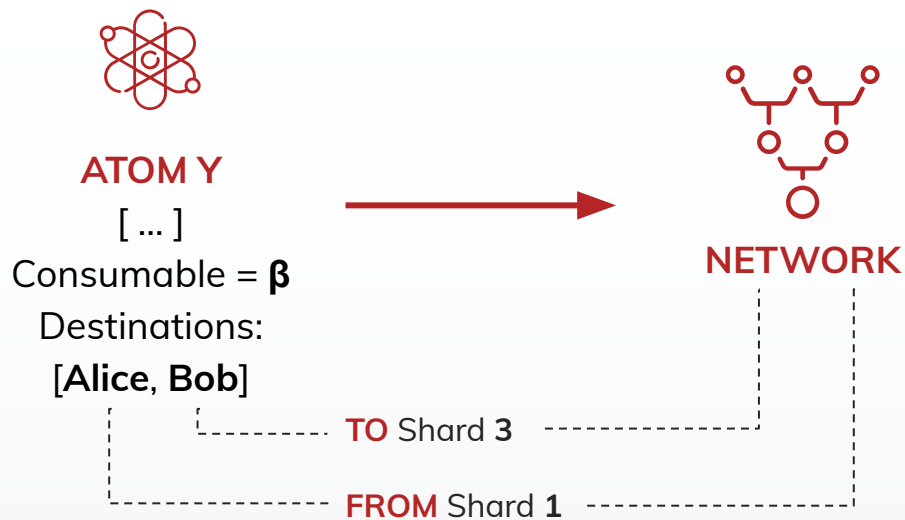
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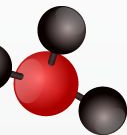


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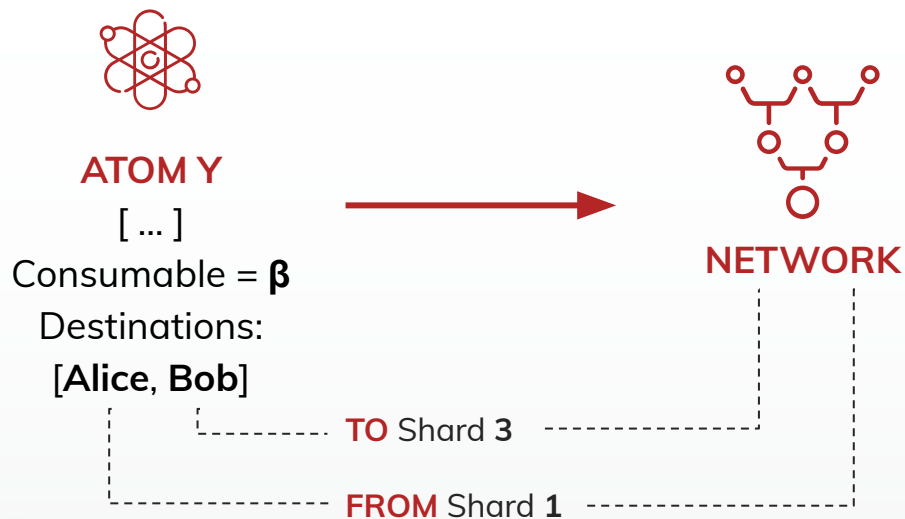
Nodes storing **Shard 1** and **Shard 3** need to be aware of the event of:

- Alice's **spend**
- Bob's **receipt**
- **State** of Item (α) consumed



EVENT AVAILABILITY

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POST THE EVENT

The **responsibility** of the item's state has transferred from node storing **Shard 1** to those storing **Shard 3**.

LOGICAL CLOCKS

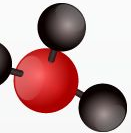
All **nodes** have a **local logical clock**: an **ever-increasing integer** value representing the **number of new events** witnessed by that node.



TEMPORAL PROOF PROVISIONING

Temporal Proof is a solution to the **double spending** problem.

This **proof** is **carried with** the **Atom** along the network.

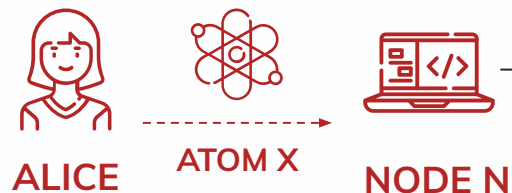


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If N owns a copy of **SHARD 1** checks that the item hasn't been **already spent** by Alice.

If any provable **discrepancy** is found the proof **fails**.

Otherwise, the node will **forward** the request to all **neighbors** storing either **Shard 1** or **3**.

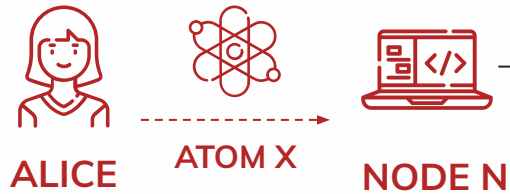
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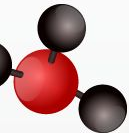
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N **forwards** to P a **New Temporal Proof**:
Space-time coordinate: **(1, e, o, n)**



NODE P



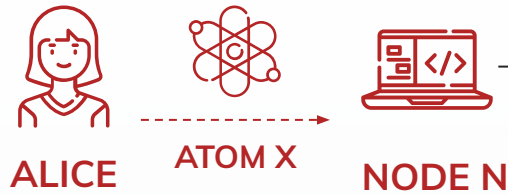
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NODE P

N forwards to P a New Temporal Proof:
Space-time coordinate: **(1, e, o, n)**

(1, e, o, n)

- 1:** logical clock value for the event
- e:** event hash
HASH(Atom)
- o:** node N id
- n:** node P id

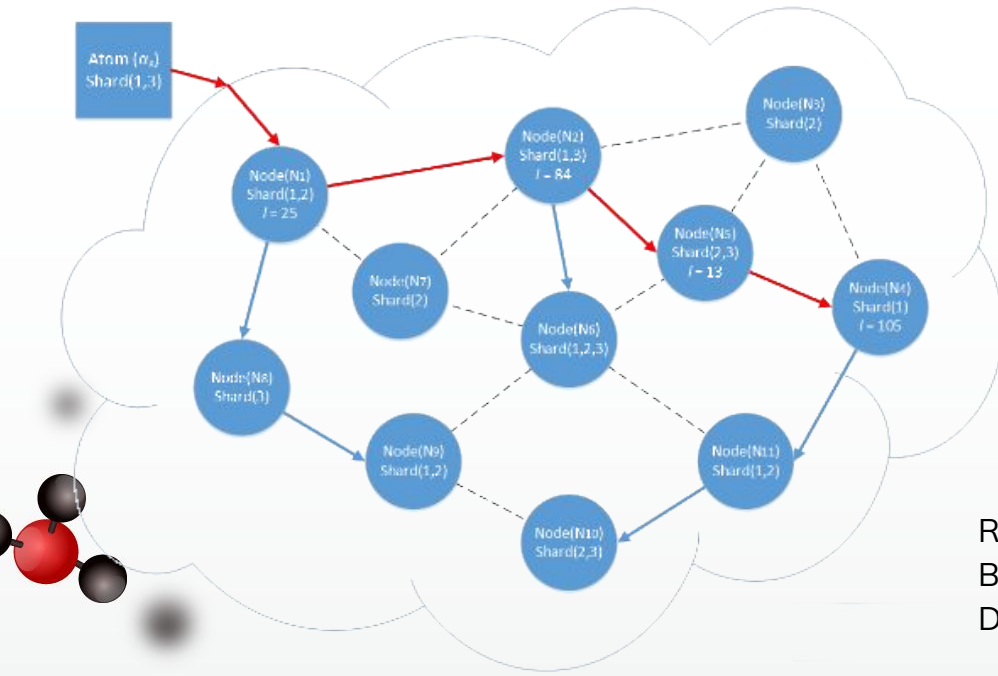


TEMPORAL PROOF PROVISIONING



PROVISIONING

Node P **validates** Atom X, **appends** (1, e, o, n) and **forward** it to Shard 1 or 3 neighbours.

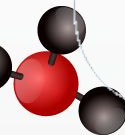


Logical Clock	Event	Observer	Next Observer
25	Hash $((Atom(\alpha_X))$	Node (N1)	Node (N2)
84	Hash $((Atom(\alpha_X))$	Node (N2)	Node (N5)
13	Hash $((Atom(\alpha_X))$	Node (N5)	Node (N4)
105	Hash $((Atom(\alpha_X))$	Node (N4)	—

Red arrow: **PROVISIONING**

Blue arrow: **GOSSIP**

Dotted line: **CONNECTION**



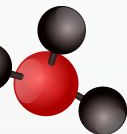
PROVISIONING EFFICIENCY

Provisioning length **TOO SHORT**

Reduces the efficiency of **resolving conflicts**.

Provisioning length **TOO LONG**

Increase the **bandwidth load** and **time** taken.



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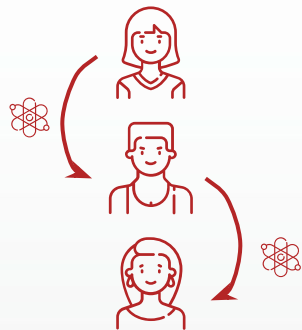
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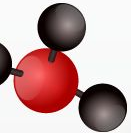
OPTIMIZATION

If **Alice** sends **Item** to **Bob**, and **Bob** then sends **Item** to **Carol**, the nodes involved in Alice → Bob **Temporal Proof** take also part in Bob → Carol transfer.



VECTOR CLOCKS

Vector clocks are used to determine the **partial order** of two **conflicting Atoms** (e.g. double spending).



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When **Atom X** and **Atom Y** conflict there are many scenarios:

1. The pair of **vector clocks** contains a **common node**:

VC(ATOM X)		VC(ATOM Y)	
A	5	B	10
D	12	G	7
F	34	P	47
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$$VC(ATOM X) \leq VC(ATOM Y)$$

VECTOR CLOCKS

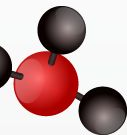


Vector clocks are used to determine the **partial order** of two **conflicting Atoms** (e.g. double spending).

When **Atom X** and **Atom Y** conflict there are many scenarios:

2. The pair of **vector clocks** does not contain a **common node**:
 - a. It can be used as an **intermediate node**.

VC(ATOM X)		VC(ATOM Y)		VC(ATOM Z)	
A	5	B	10	J	60
D	12	G	7	S	19
F	34	V	47	T	20
S	17	L	24	V	30



VECTOR CLOCKS




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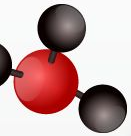
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S	17	L	24	V	30

Indeed:
 $VC(ATOM X) \leq VC(ATOM Y)$
(Intermediate Atoms could be more than one)



VECTOR CLOCKS

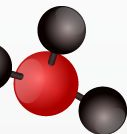


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Commitment Order Determination



VECTOR CLOCKS



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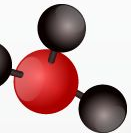
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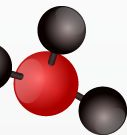


For light nodes such as **IoT devices**, commitments are the **only way** to **determine order**.



COMMITMENTS

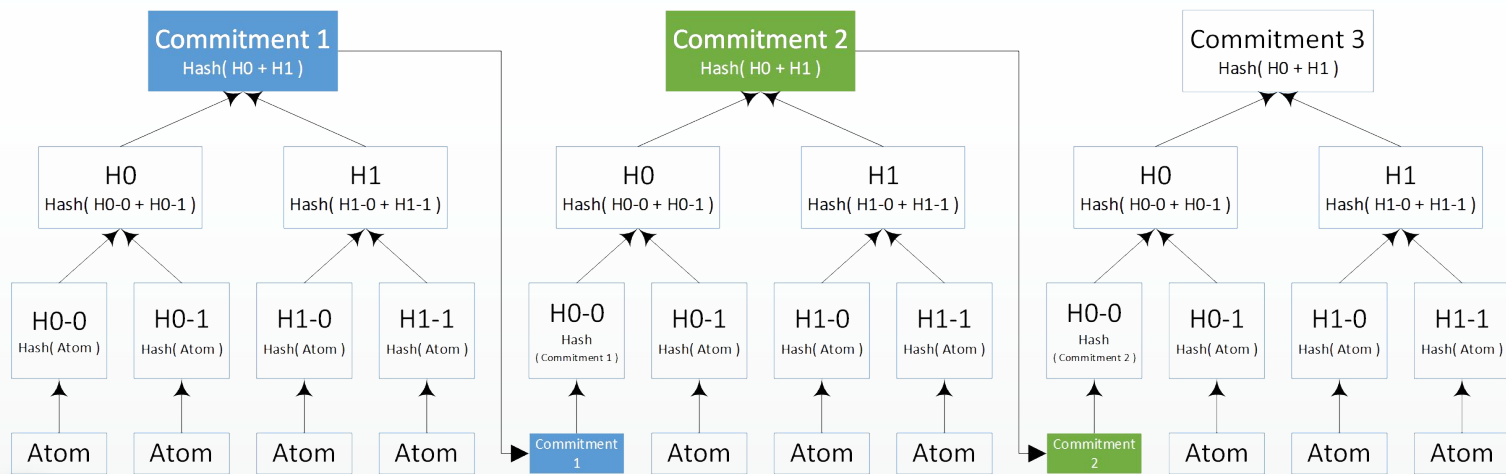
Nodes declare to the network a **periodic commitment** of **all events** they have seen.



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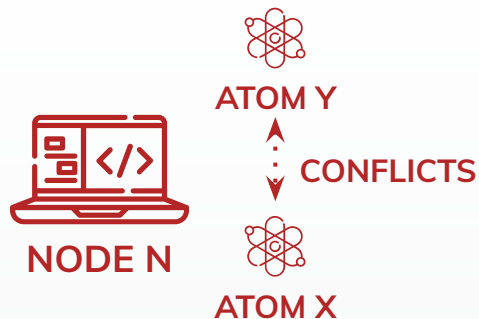
COMMITMENT: a **Merkle Hash** constructed from the **events** a node has witnessed since submitting a **previous commitment**.



COMMITMENTS

If the value of **1** for Commitment 1 was **100** and the value of **1** for Commitment 2 was **200**, then Commitment 1 should contain **100 items**.

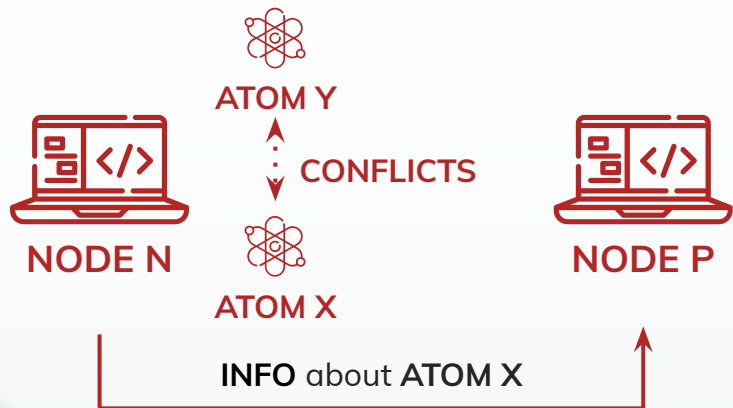
If a requesting node is not returned 100 hashes when verifying, **tampering of the logical clock** may have occurred.



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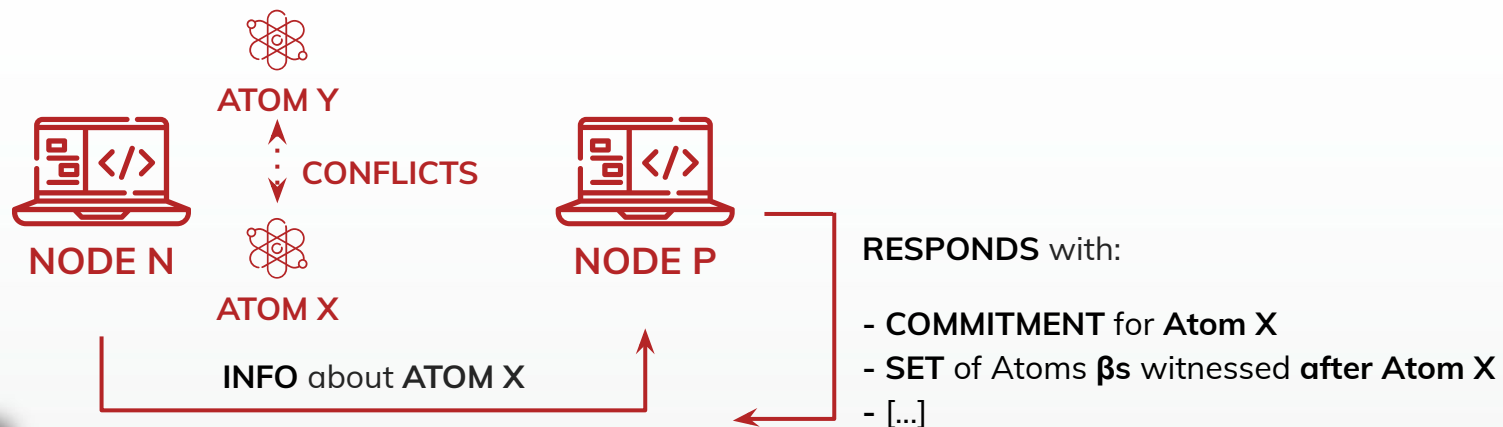
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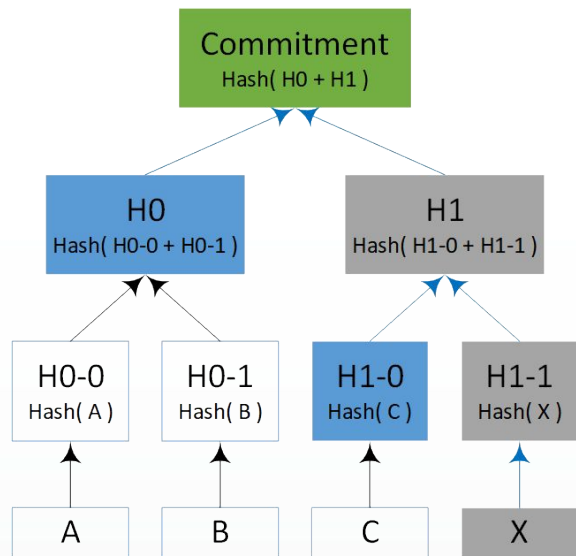
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COMMITMENTS

COMMITMENT VALIDATION



Node N queries **NODE Q** which **delivered** Atom Y:

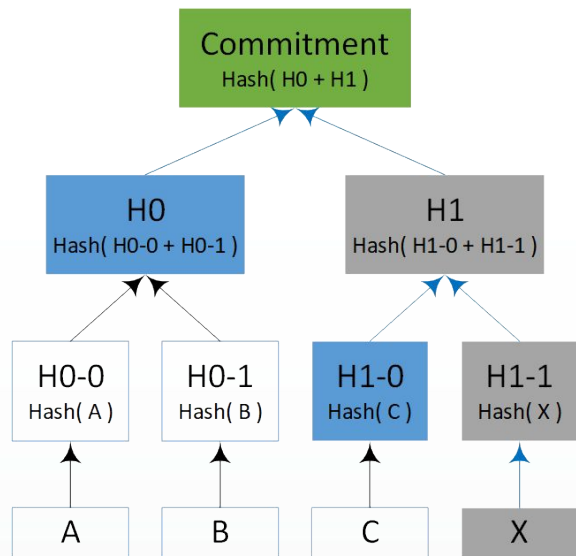
- **COMMITMENT** and for **Atom Y**
- any of the **Atoms β s**
- [...]

This allows **NODE N** to **verify**

	NODE P	LC	NODE Q	LC
ATOM X	45		-	
ATOM Y	-		465	
ATOM s_1	46		-	
ATOM s_2	47		441	
ATOM s_3	458		-	

COMMITMENTS

COMMITMENT VALIDATION



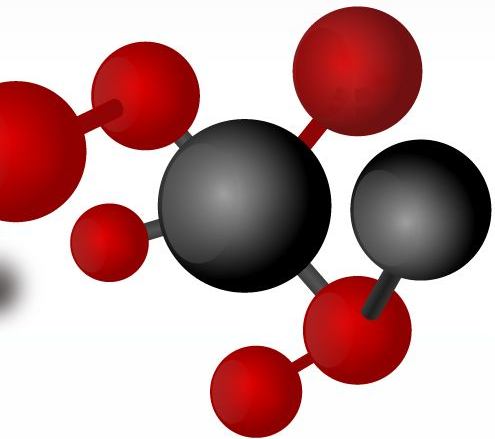
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	NODE P	LC	NODE Q	LC
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ATOM Y	-	┆	465	▼
ATOM s_1	46	┆	-	
ATOM s_2	47	┆	441	
ATOM s_3	458	┆	-	

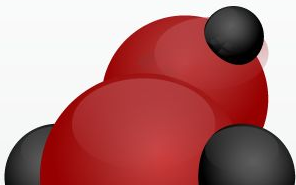
Therefore **ATOM X**
happened **before** **ATOM Y**



02

TESTING ALPHANET

Performance analysis on IoT network simulation



ALPHANET



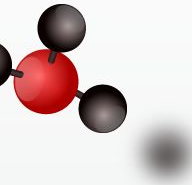
ALPHANET is the **α-testing network** of Radix DLT.

- 6 Nodes
- 1 User

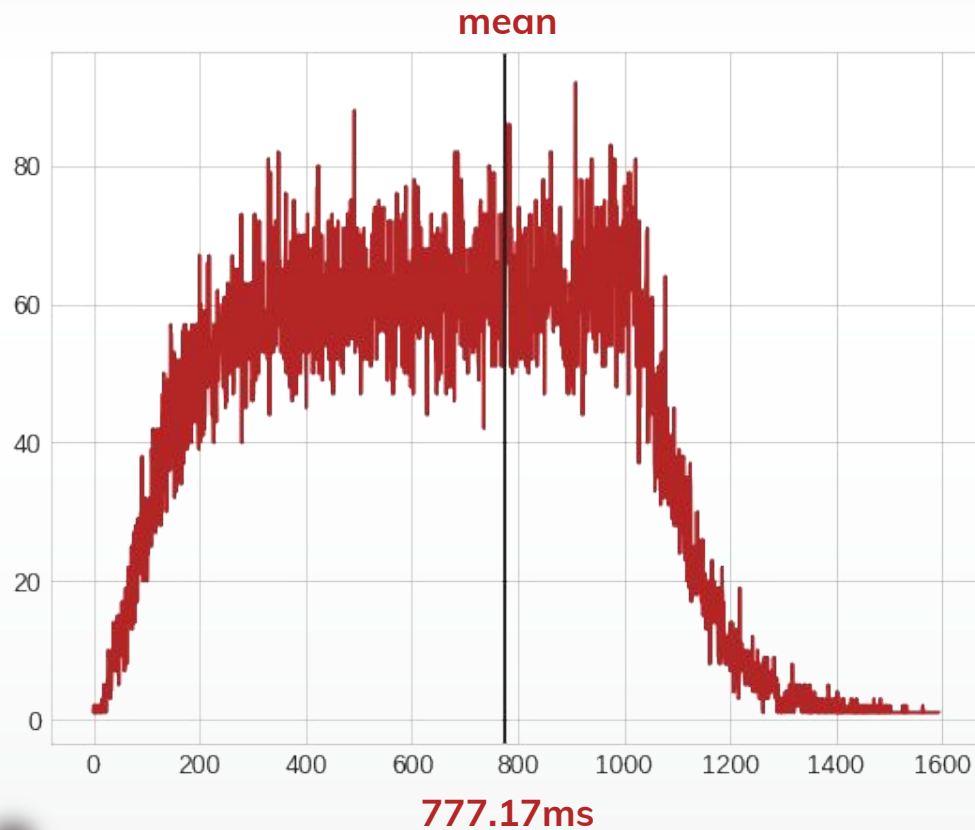
GOAL

Testing the **error rate** and the (mean) **time** required to write and Atom on the ledger.

DESIGN

- Node.js server simulating **10** different **autobuses** writing data on the DLT at certain points in time.
 - Run **6 parallel simulations** for **12 times** over a dedicated server (12 hours) \approx 120 autobuses.
- 

RESULTS



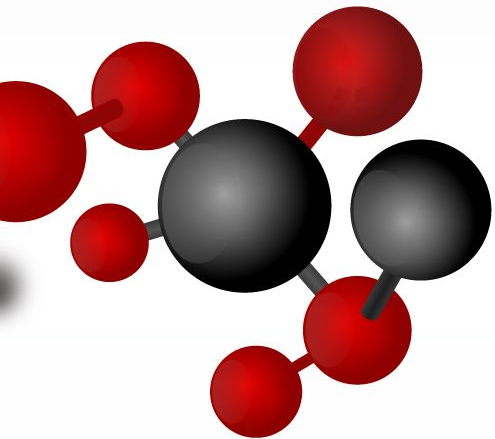
Error rate

2.73%

Mean Confidence Interval

774.68ms ← 777.17ms →

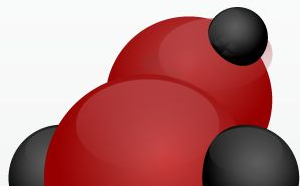
779.65ms



03

TESTING BETANET

Testing tokens on local betanet emulation



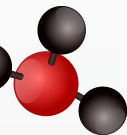
BETANET



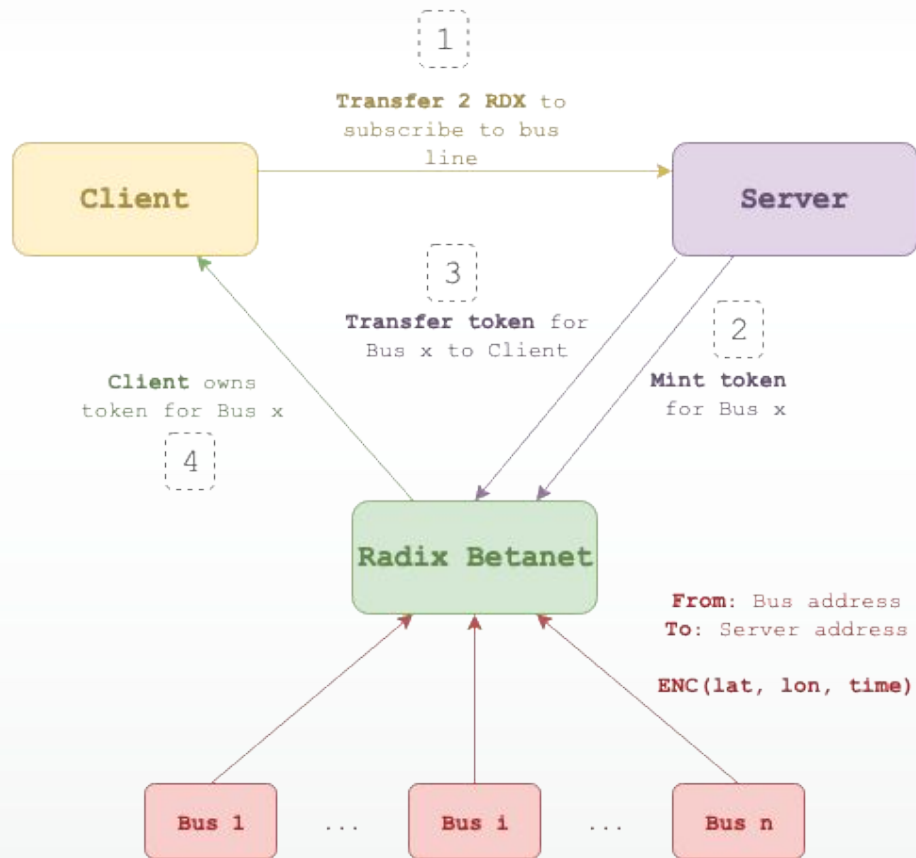
BETANET emulated on **local computer** because online betanet will be deployed in December.

GOAL

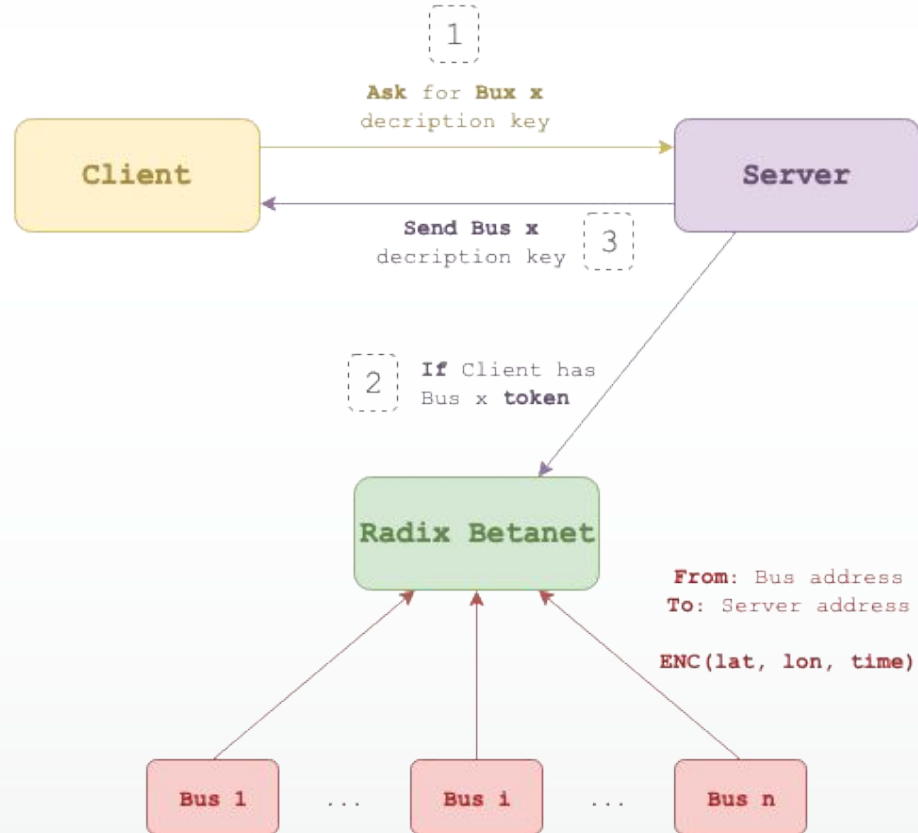
- Getting RDX tokens from Faucet account.
- Mint new custom tokens.
- Transfer standard and custom tokens between two accounts.
- Send message and payload atoms between two accounts.
- Security checks (balance, specific tokens in wallet, sufficient funds, ...).
- Local storing of Radix identities.
- Symmetric key cryptography.



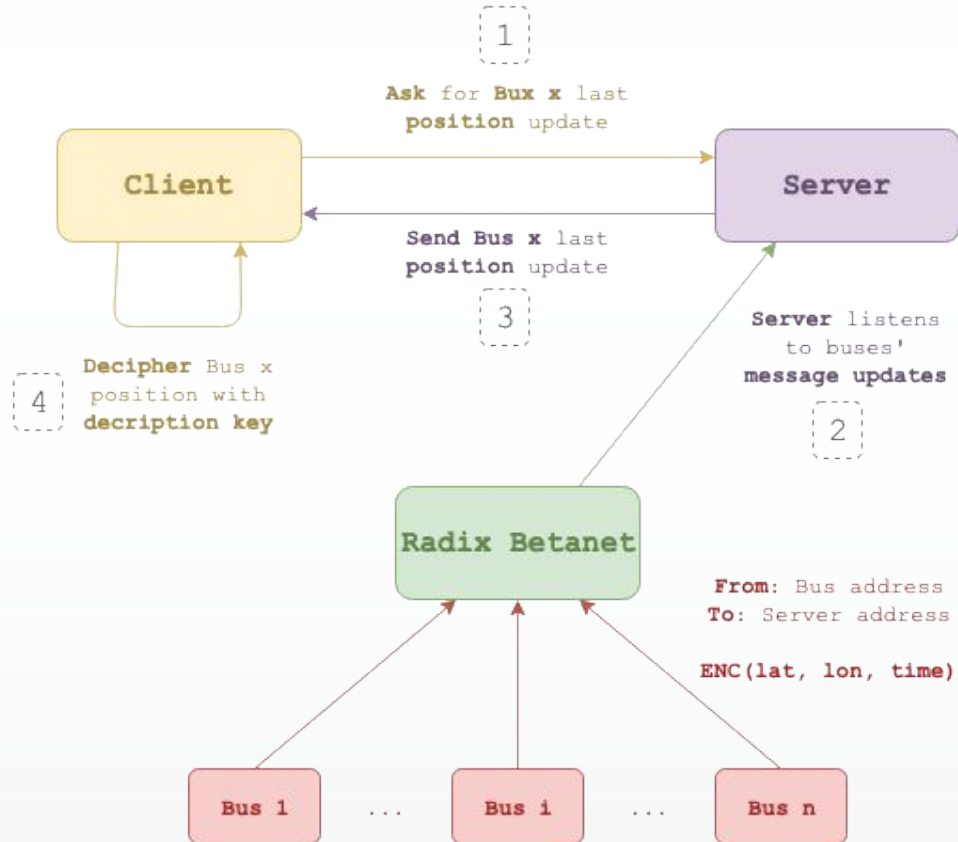
GET BUS TOKEN



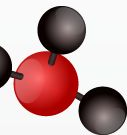
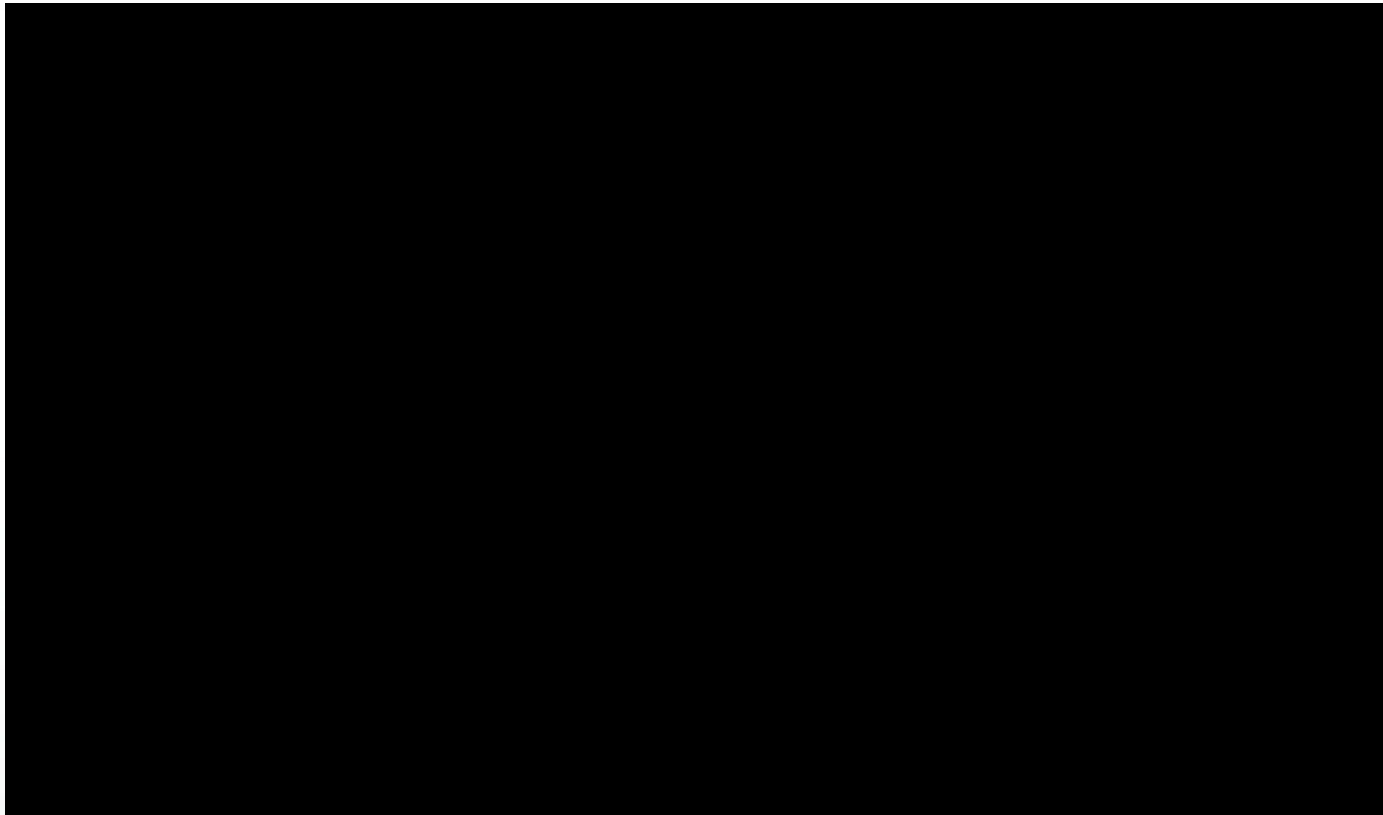
GET DECRYPTION KEY



GET BUS LINE POSITION



EXECUTION



RESEARCH RESOURCES

All material: github.com/methk > RadixDLT-IoTSimulation

- Dan Hughes, Radix DLT: Tempo Whitepaper - 2017
- S.Nakamoto, Bitcoin: A Peer-to-Peer Electronic Cash System - 2008
- V. Buterin, Ethereum Whitepaper - 2014
- L. Lamport, Time, Clocks, and the Ordering of Events in a Distributed System - 1978
- C.J.Fidge, Timestamps in Message-Passing Systems that preserve the Partial Ordering - 1988
- R.C. Merkle, Merkle Tree - 1979

