Yesterday at the Sharding Workshop it was suggested to use a PubSub to manage shard coordination, with a potential candidate being something like gossipsub.

The question I wanted to ask with this approach is, have we considered how the network optimisation features of gossipsub impact a Validator's privacy? and if that has any potential implications? and if the performance gains are justified?

If Quadratic Sharding and Moore's law gets us all we need for transactions, maybe we can look at similar reasoning here?

(apologies if this isn't the proper medium for discussion)