This is simply an update that reduces the scope of API Proposal IV based on feedback from network participants and budget concerns. We also made adjustments other adjustments based on historical performance and responsiveness. These changes are being implemented immediately with our remaining existing budget.

Decentralized API

The provided nodes will be load balanced, 1 to 2 load balancers may be used but at least 1 is assured. Queries are only assigned to active and healthy nodes, while unhealthy nodes are automatically eliminated and reintroduced once they regain their health. Each team maintains and is responsible for its own geographically distributed nodes.

Reporting & Endpoints

• RPC Endpoint : https://rpc.secret.express/

LCD Endpoint : https://lcd.secret.express/

• Traffic Report Server Statistics

Node status : https://status.secret.express/

• Given the large data volume generated daily for the traffic report, only a partial report is available. Ensure to check the date range for comprehensive understanding. Additionally, the node status reporting application is still in development and may not go back as far as people would like, this will improve over time and is currently in a pretty stable state.

Teams

The teams involved and node budgets are Secret Saturn (16 nodes), Delta Flyer (16 nodes), Trivium (10 nodes), and Quiet Monkey Mind (10 nodes). Payments will be awarded based on the monthly provision of nodes only. In cases where a provider do not maintain a node, no payment will be made for unprovided nodes, and leftover funds will carry forward to the succeeding month.

SLA

The SLA we provide will ensure we promptly address issues in the cluster. If noticeable API availability issues arrise at any point due to capacity, we will discuss with the community to determine the best path forward that is respectful to market conditions and thus affordability.

Amounts

With 4 teams this proposal will cost (52 nodes x 150\$ x 3 months) \$23,400 and provide 52 total API nodes to the community.