

Hi, I'm trying to find some documentation on who gets to create the blocks/checkpoints in late-stage Casper: In early-stage Casper, blocks/checkpoints are simply determined via the underlying POW system.

Can someone point me to documentation that describes where blocks originate from in late-stage Casper? The obvious mechanism would be to simply select a random validator for the task to create new blocks (and then use the Casper voting mechanism to work around situations where this validator performs their task incorrectly) but is there a document that confirms this?

Hopefully these sorts of questions are appropriate for this forum- Thanks!