Limit Order Tranches

Limit Order tranches are used to store liquidity in the form of limit orders. In addition to thePairID ,TokenIn andTickIndex fields, Pools Reserves also haveTracheKey ,ReservesTokenIn ,ReservesTokenOut ,TotalTokenIn ,TotalTokenOut and an optionalExpirationTime field.

type LimitOrderTranche struct { PairID *PairID TokenIn string TickIndex int64 TrancheKey string ReservesTokenIn sdk.Int ReservesTokenOut sdk.Int TotalTokenIn sdk.Int TotalTokenOut sdk.Int ExpirationTime* time.Time } TrancheKey is a unique identifier for each LimitOrderTranche. TrancheKeys also represent a lexicographically sortable order in which tranches with a common PairID, TokenIn and TickIndex will be traded through. Ie. A tranche with TrancheKey “A1” will be traded through before a tranche with TrancheKey “A2”. ReservesTokenIn is the available token that has been added to a limit order by the “maker” and represents the amount ofTokenIn that can be traded against.ReservesTokenOut represents the filled amount of the limit order and can be withdrawn by the “maker”s.TotalTokenIn andTotalTokenOut are used to store the respective high watermarks forReservesTokenIn andReservesTokenOut and are used for the internal accounting of a limit order.

Lastly, ExpirationTime is an optional field used for Expiring limit orders (JUST_IN_TIME andGOOD_TIL_TIME). At the end of each block any LimitOrders withExpirationTime <=ctx.BlockTime() is converted to anInactiveLimitOrderTranche where it can no longer be traded against. Previous Ticks Next Messages