

# Epoch

An epoch is a unit of time when validators of the network remain constant. It is measured in blocks:

- Bothtestnet
- andmainnet
- have an epoch duration of 43,200 blocks. Ideally epochs last about 12 hours, since blocks are created every second (in reality, they take slightly longer to be created).
- You can view this setting by querying the [protocol\\_config](#)
- RPC endpoint and searching forepoch\_length
- .

Note: Nodes garbage collect blocks after 5 epochs (~2.5 days) unless they are [archival nodes](#).

Example:

- JSON
- HTTPie

```
{ "jsonrpc": "2.0", "id": "dontcare", "method": "EXPERIMENTAL_protocol_config", "params": { "finality": "final" } } http post
https://rpc.testnet.near.org jsonrpc=2.0 id=dontcare method=EXPERIMENTAL_protocol_config \ params={ "finality": "final"
}' Example Response:
```

```

{"jsonrpc": "2.0", "result": { "protocol_version": 44, "genesis_time": "2020-07-21T16:55:51.591948Z", "chain_id": "mainnet",
"genesis_height": 9820210, "num_block_producer_seats": 100, "num_block_producer_seats_per_shard": [ 100 ],
"avg_hidden_validator_seats_per_shard": [ 0 ], "dynamic_resharding": false, "protocol_upgrade_stake_threshold": [ 4, 5 ],
"epoch_length": 43200, "gas_limit": 1000000000000000, "min_gas_price": "1000000000", "max_gas_price":
"10000000000000000000000000000000000", "block_producer_kickout_threshold": 90, "chunk_producer_kickout_threshold": 90,

```

// ---- snip ---- } You can learn more about how epochs are used to manage network validation in the [Validator FAQ](#).

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