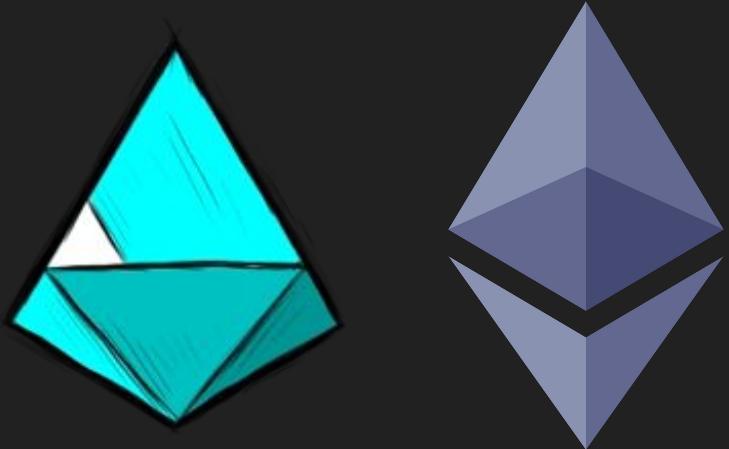


# Ethereum 2.0

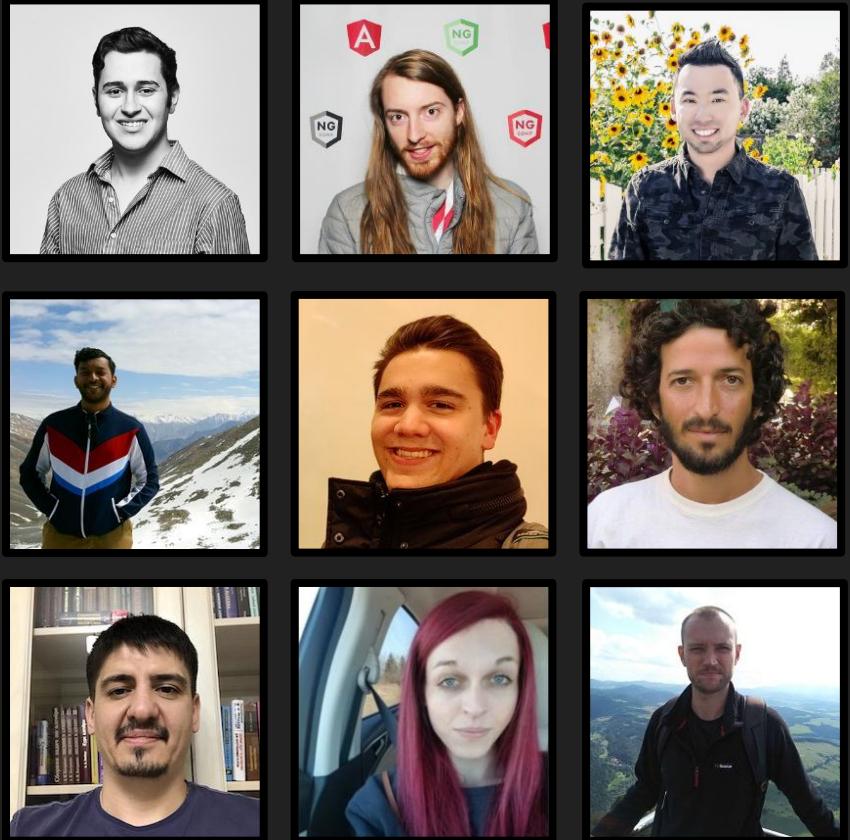
Prysmatic Labs

Preston Van Loon  
 @preston\_vanloon

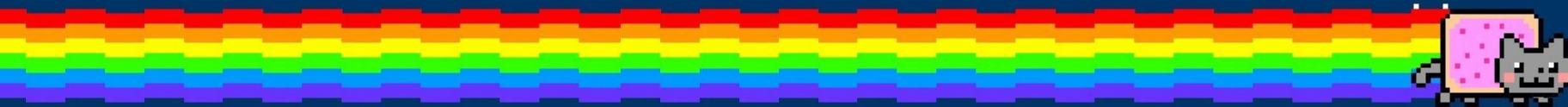
# Prysmatic Labs



Implementing Ethereum Serenity  
with Proof of Stake + Sharding

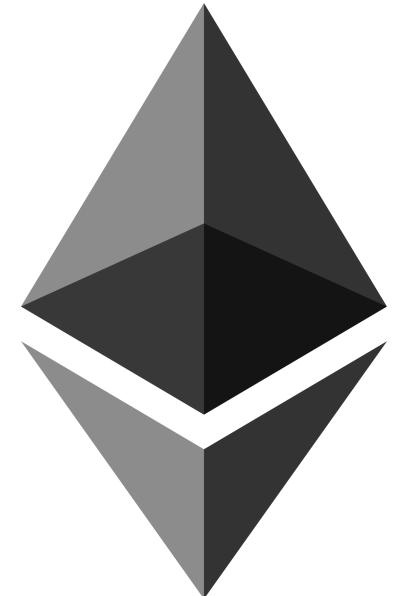


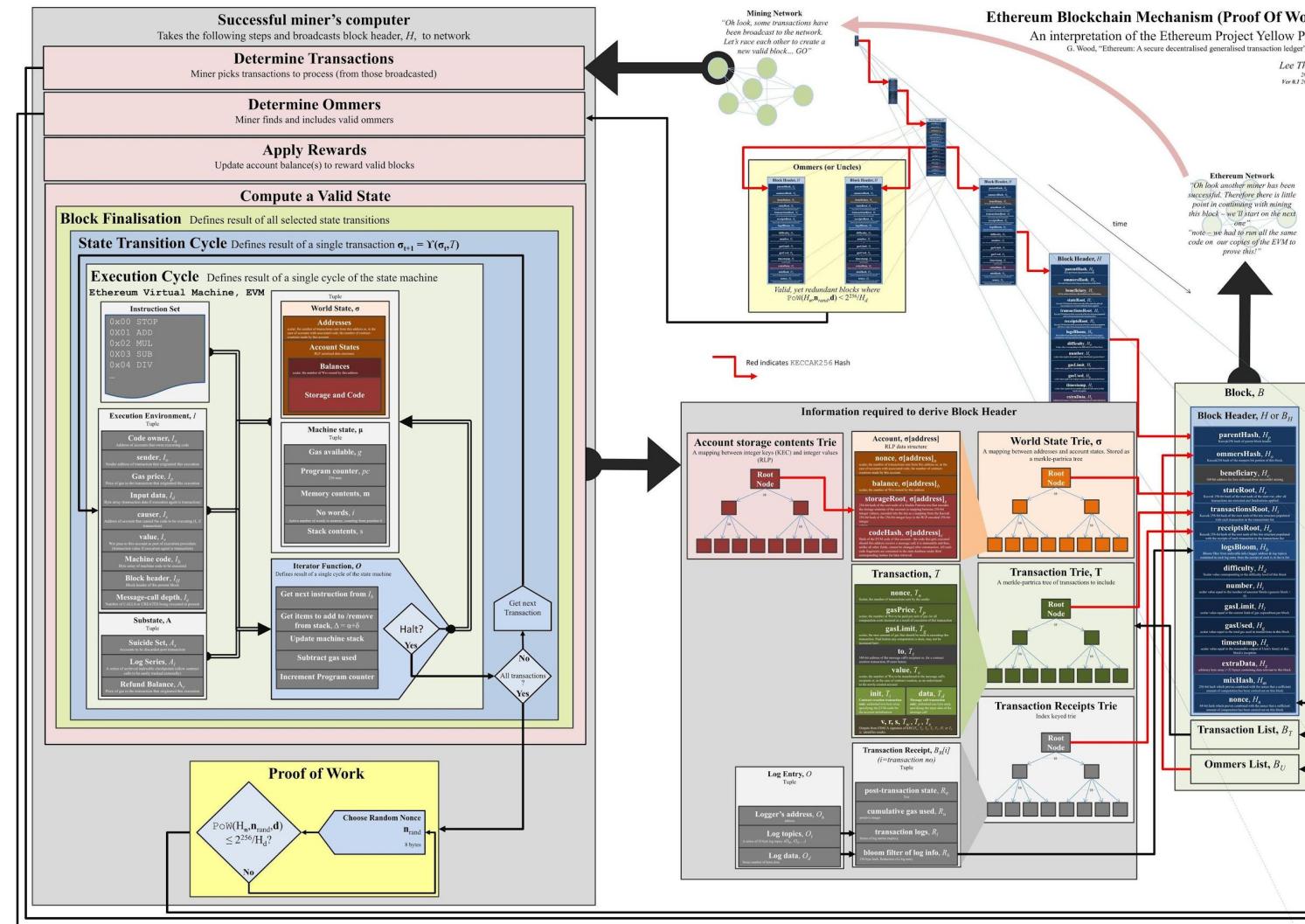
# What is Ethereum?



# Ethereum - A Decentralized World Computer

- Open source blockchain
- Decentralized global virtual machine
- Consisting of tens of thousands of nodes
- Unlimited possibility of use cases
  - DAOs
  - ERC Tokens
  - DApps





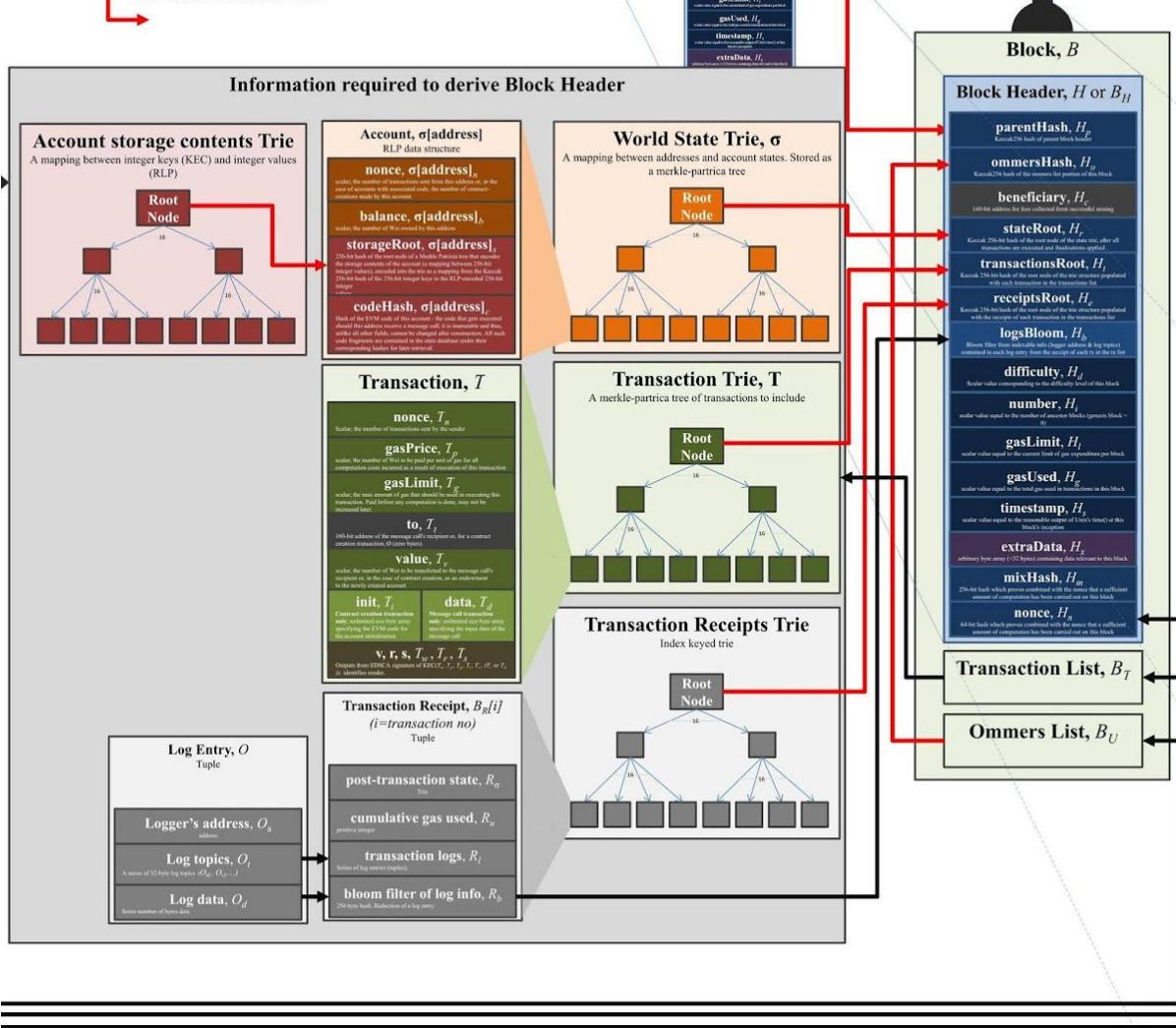
## Proof of Work

$\text{PoW}(H_n, n_{\text{rand}}, d) \leq 2^{256}/H_d?$

No

Choose RandomNonce

$n_{\text{rand}}$   
8 bytes



# What Does It Mean To Scale Ethereum?



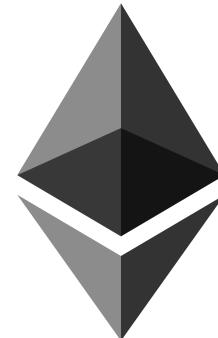
# Today's Transaction Maximum Throughput



7 tx/s

Average

3 tx/s



27 tx/s

Average

12 tx/s



24,000+ tx/s

Average

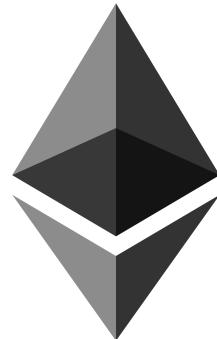
1,667 tx/s



# Today's Blocktimes



10 minutes



14 seconds

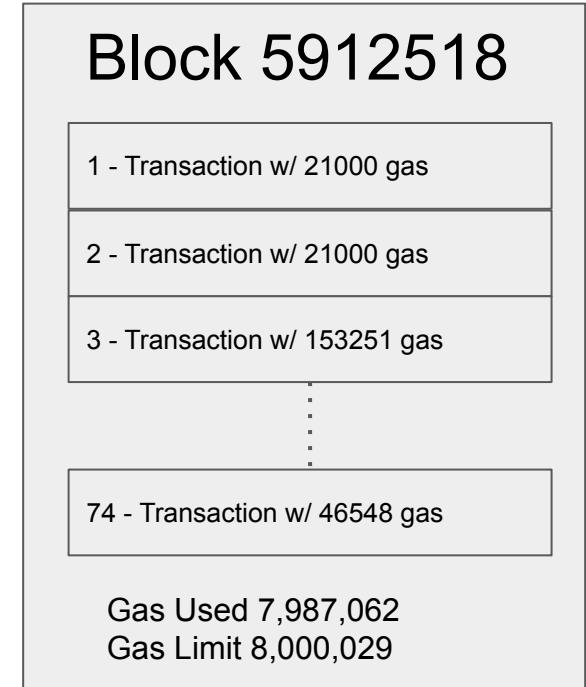


?



# How Transactions Fit Into Blocks

- Blocks typically consist of the highest paying transactions that fit within a block gas limit
- Miners mine transactions and collect gas fees
- Miners vote on the gas limit
- Current default algorithm for gas limit calculation is at least 4.7M but targeting 150% of recent 1024 block exponential moving average. Changes are limited by a factor of 1/1024 in either direction.



## Ethereum Average GasLimit Chart

Source: Etherscan.io

Click and drag in the plot area to zoom in



10 M

8 M

6 M

4 M

2 M

0 M

Wednesday, July 4, 2018

[ AvgGasLimit ] 7997570

GasLimit Per Day

Oct '15

Jan '16

Apr '16

Jul '16

Oct '16

Jan '17

Apr '17

Jul '17

Oct '17

Jan '18

Apr '18

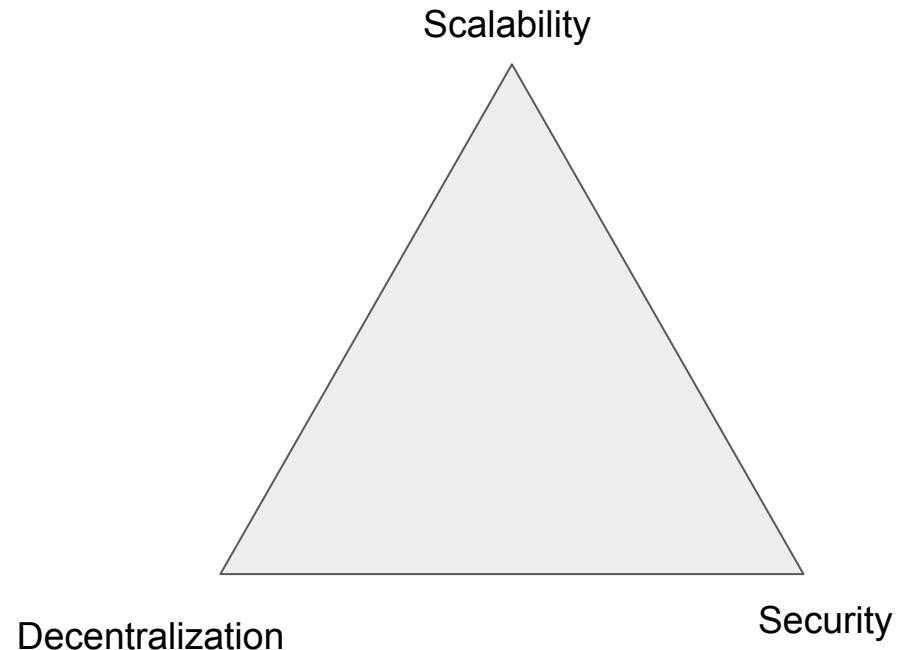
Jul '18



A bright pink Audi TT coupe is shown from a side-front angle, driving rapidly as evidenced by the motion blur in the background. The car's sleek lines and vibrant color are the central focus.

How Can We Scale?

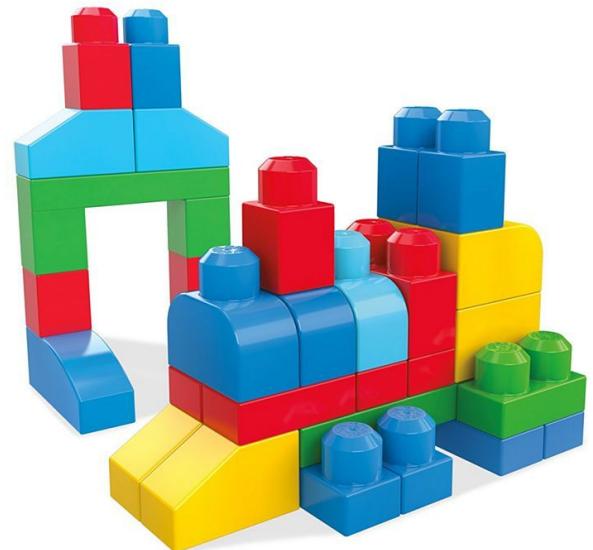
# Blockchain Trilemma



# Idea: Increase the Block Gas Limit!

Issues to consider

- Bigger blocks means each block requires more computational power
- Full nodes require more resources to verify blocks
- Less decentralized



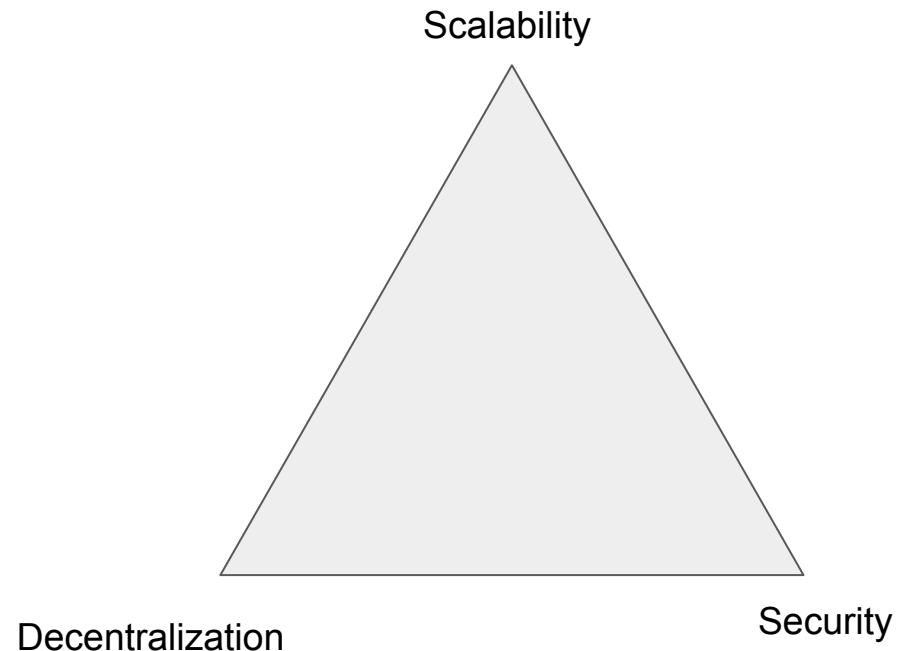
# Idea: Reduce the Time Between Blocks!

Issues to consider

- Fast blocks means higher probability of forks
- More forks makes blockchains vulnerable to attacks
- Less secure



# Blockchain Trilemma



# Two Types of Scaling Solutions

## Layer 1 - On chain

- Higher throughput on the protocol layer
- More difficult to implement
- Satisfies the trilemma
- Benefits layer 2

## Layer 2 - Off chain

- Higher throughput enabled by less on-chain operations
- Easier to implement
- More flexible and customizable
- May not be as secure or decentralized as layer 1





Ethereum 2.0



## What is Ethereum 2.0?

“

“A big, multi-year long, upgrade to massively increase the blockchain’s scalability with **sharding**, increase security with **proof of stake**, and improve its **programmability** by changing a bunch of technical things we got wrong the first time.”

– Vitalik Buterin, Creator of Ethereum

# Phase 0 Beacon Chain



## Validator Registry

- 1 way deposit via deposit contract
- 32 ETH minimum to join
- 18 ETH ejection balance
- Exits / Withdraws

## Shuffling / Randomness

- Calculated during epoch transition
- RANDAO model
- Randomly distributed validator pool
- Verifiable delay function (soon™)

## Reward / Penalties

- Calculated every epoch
- Validator slashing
- Liveness penalty
- Participation reward

## Proof of Stake Finalization

- Block justification via Casper FFG
- Allows finalization of ETH 1.x

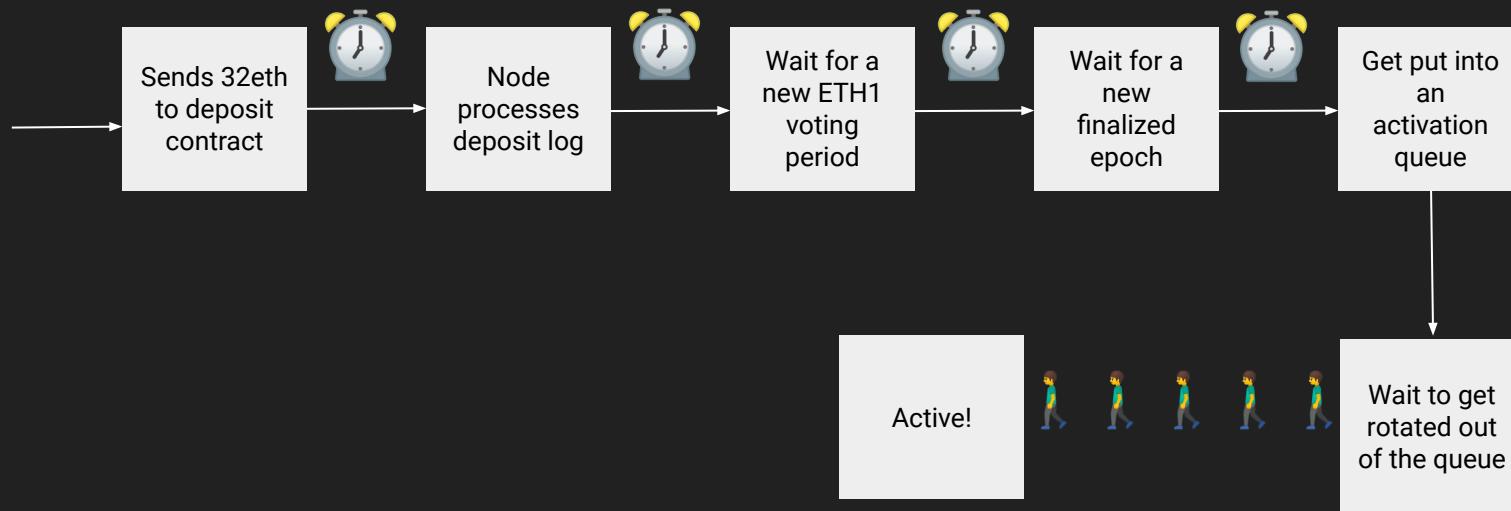


# Casper - Friendly Finality Gadget

- Validators have ETH at stake
- Energy efficient consensus mechanism
- Finalized checkpoints
- Lower barrier to entry



# Becoming a Validator



Minimum activation time ~2.134 hours



# Validator Responsibilities

**Proposer** - A validator selected to create a beacon chain block

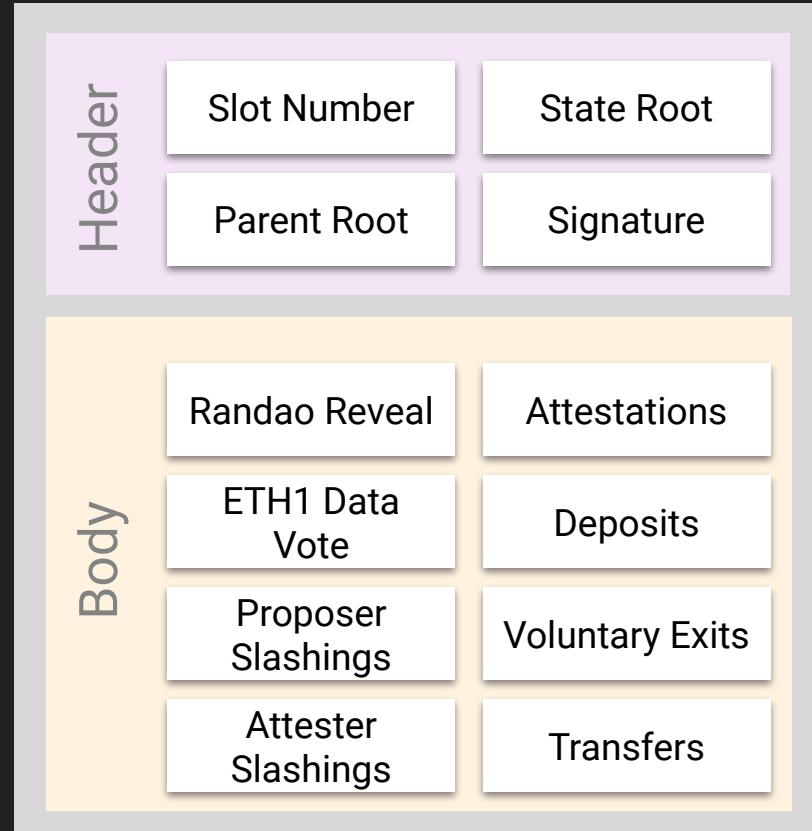
**Attester** - A validator that is part of the committee that creates attestation and creates crosslink to a recent shard block on a shard chain

**Committee** - A randomly sampled subset of validators

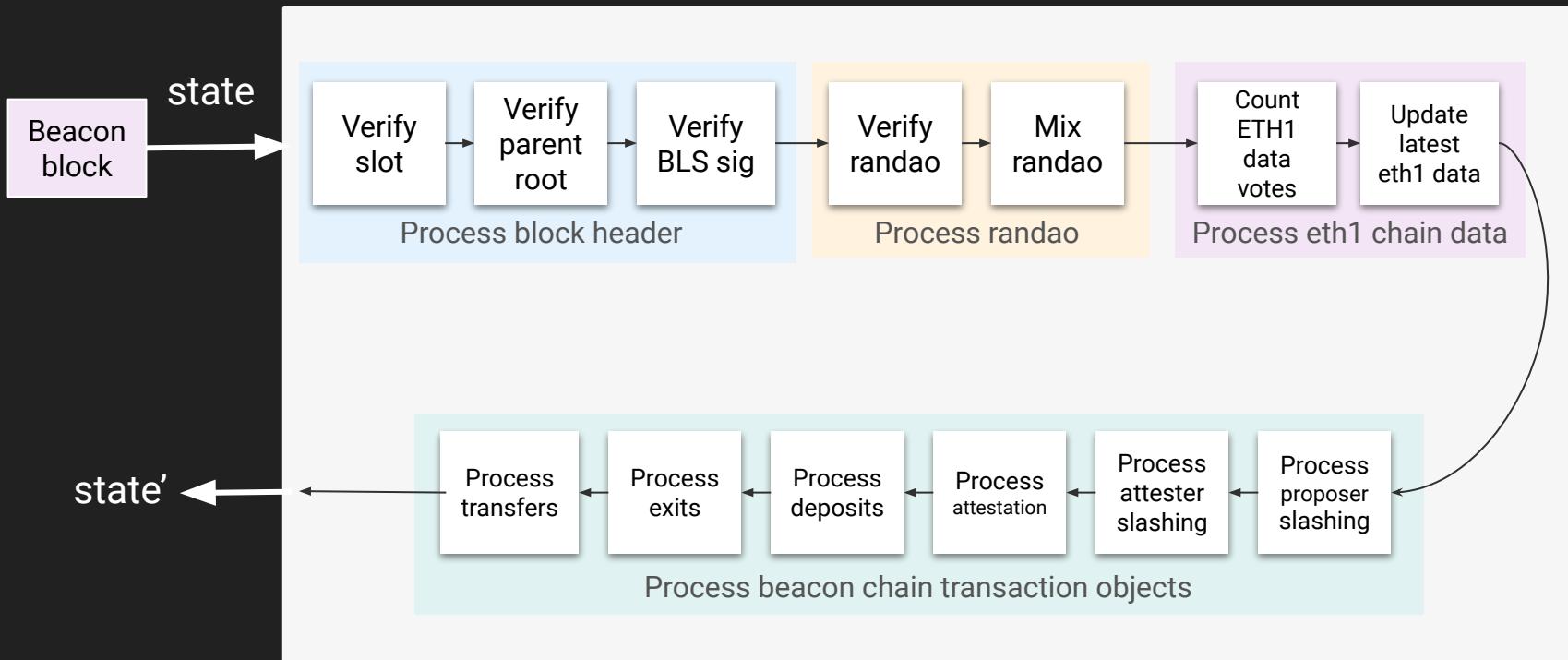


# Proposing a Beacon Block

1. Assemble the block body
2. Execute the state transition
3. Sign the block
4. Broadcast to network

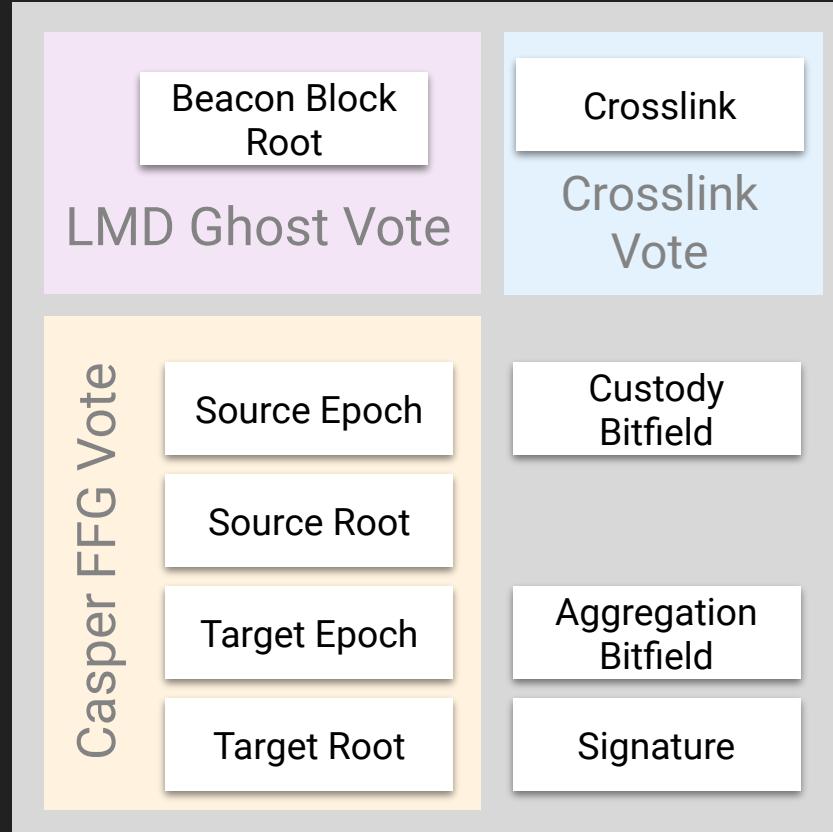


# Beacon Block Processing



# Attesting

1. Determine Casper FFG,  
Crosslink, and LMD Ghost votes
2. Aggregate similar attestations
3. Sign the attestation
4. Broadcast to network



# Validator Rewards and Penalties

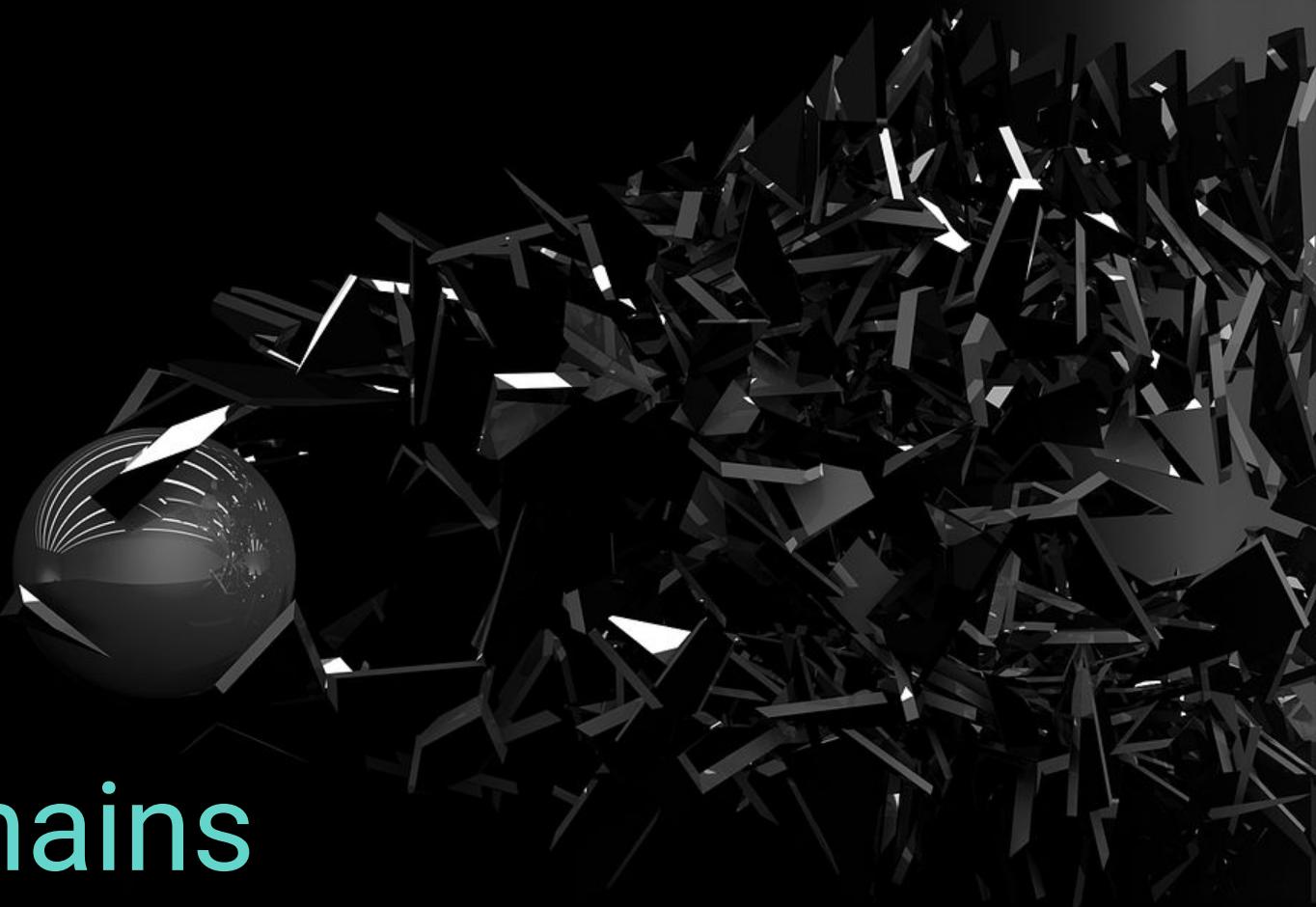
- Proposing a block yields higher reward than attestations
- Rewards and penalties are calculated every epoch
- Penalties increase exponentially when finality has not occurred for more than four epochs

Total ETH validating	Max annual issuance	Max annual network issuance	Max annual return rate
1MM	181,019	0.17%	18.10%
3MM	313,534	0.30%	10.45%
10MM	572,433	0.54%	5.72%
30MM	991,483	0.94%	3.30%
100MM	1,810,193	1.71%	1.81%

2,097,152 ETH required to start ETH 2.0

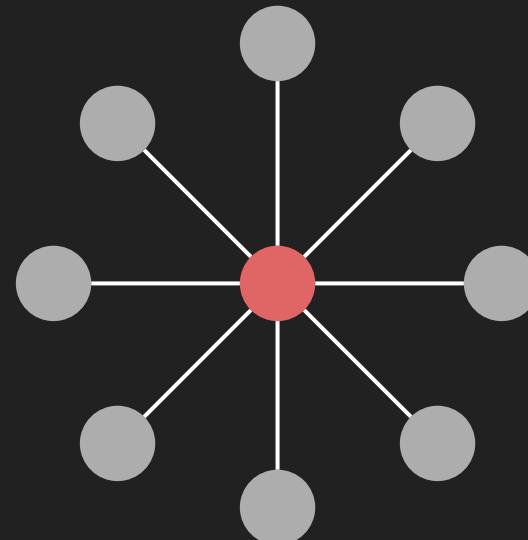


# Phase 1 Shard Chains



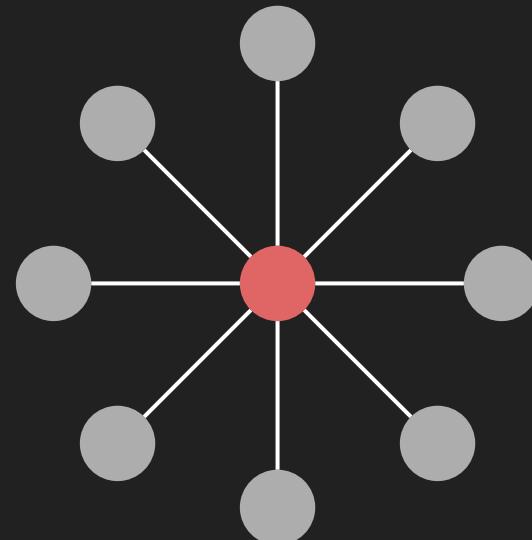
# Shard Chains

- Introduces the parallel shard chains
- 64 shards, data only
- Shard chains are linked to the beacon chain by crosslinks once per epoch
- Expected to come to consensus on 10Mb/s of data



# Use Cases

- ZK Rollup
- ZK Rollup Rollup
- Decentralized twitter
- GPG key server
- Website hosting
- Data layer for private/enterprise blockchains
- Generalized small / medium amounts of storage



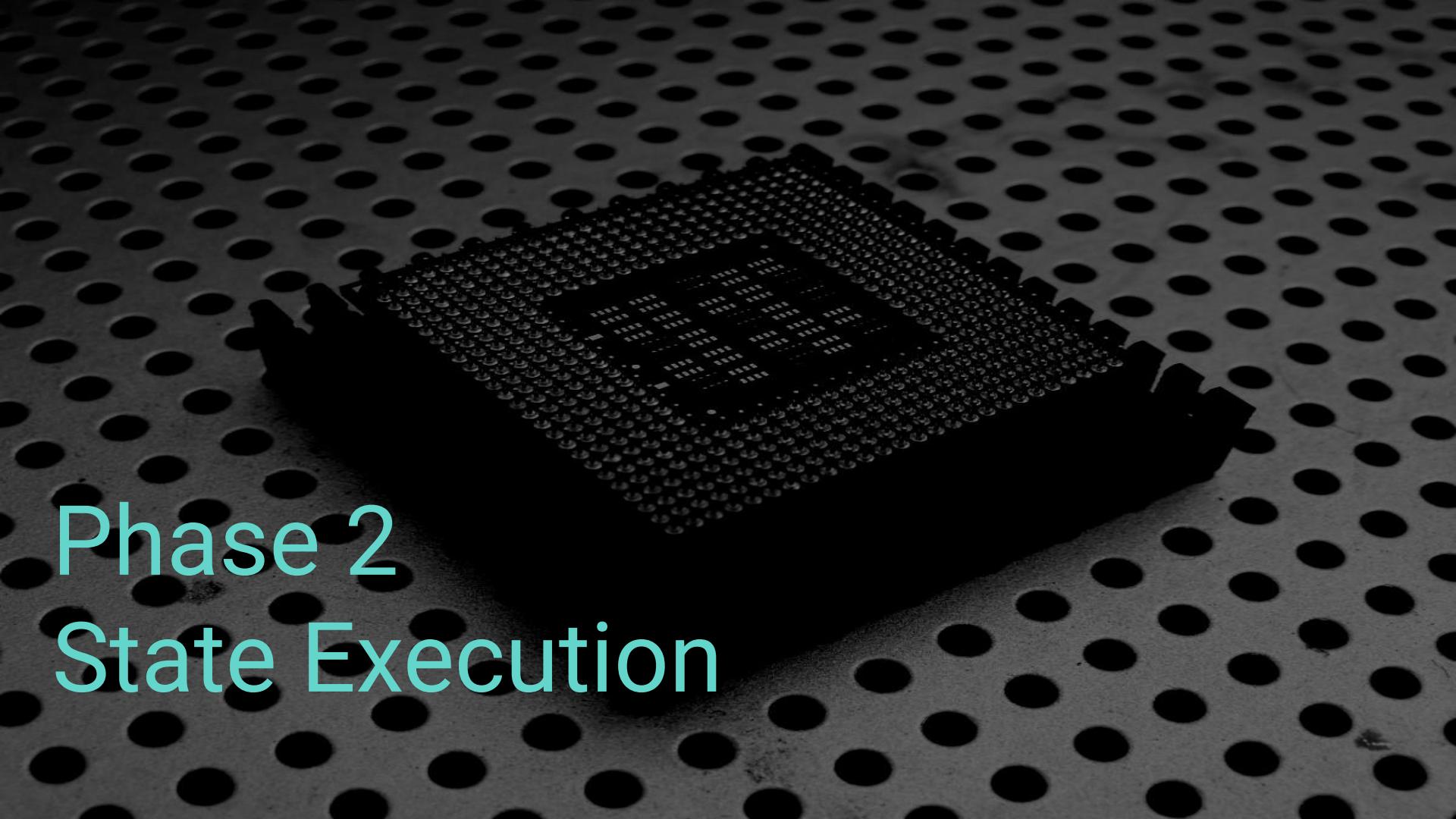
A photograph of the Eiffel Tower at sunset, with a large white Ethereum logo centered over it. The sky is filled with warm orange and yellow hues, and the foreground shows a grassy field with trees.

Phase 1.5  
Merging eth1 & eth2

# Phase 1.5

- Until phase 1.5, the Ethereum we use today on mainnet will continue as a proof-of-work blockchain and transactions will continue to be processed by miners
- Starting in phase 1.5, eth1 will officially become a shard and transition to proof-of-stake
- For end users and dapps, this change should be **seamless**





# Phase 2 State Execution

# State Execution

- Replace EVM with eWASM
- Asynchronous cross shard transactions
- Contract yanking (migrating shards)
- Ethereum 2.0 becomes useful to average contract developer / users
- In research and design phase, development likely to start early 2020
- Development can start in parallel to phase 0 and phase 1



# Building Ethereum 2.0



# From Research to Implementation



- Explore new ideas
  - Collaborate on ethrear.ch, in person, online channels
  - Propose changes to the Ethereum 2.0 specification
- 
- The spec changes are reviewed by other researchers and implementation teams
  - Spec release targets are tagged
- 
- Implementation teams design new features
  - Features are proposed in github and reviewed within the team



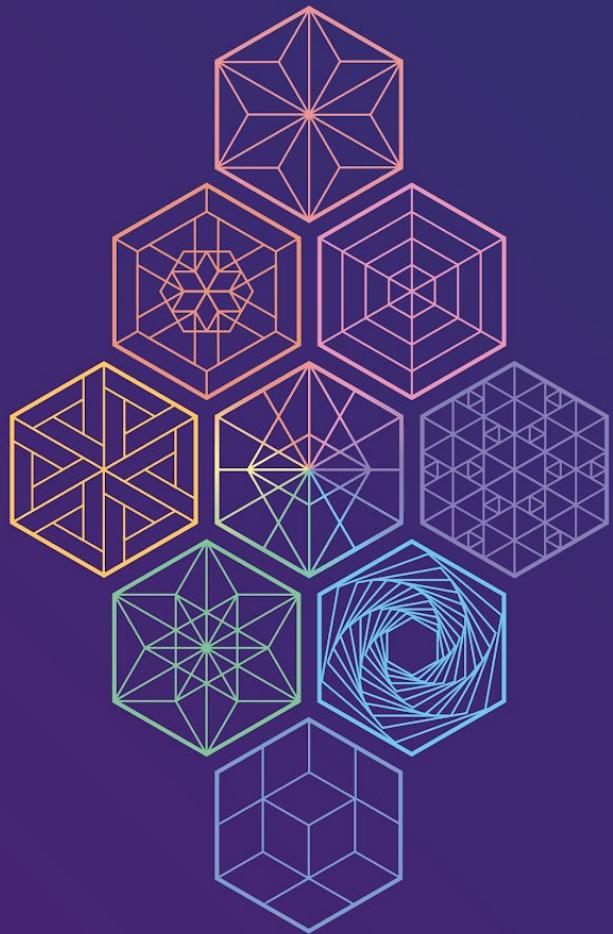
# Prysm Feature Lifecycle

- Design document
- Tracking issues
- Implementation
- Pull request review
- Canary analysis / testing
- Release

```
// be greater than 2/3 of the total balance.
if 3*attestedBalance >= 2*totalBalance {
    state.CurrentCrosslinks[shard] = crosslink
}
}
return state, nil
}

// ProcessRewardsAndPenalties processes the rewards and penalties of individual validator.
//
// Spec pseudocode definition:
// def process_rewards_and_penalties(state: BeaconState) -> None:
//     if get_current_epoch(state) == GENESIS_EPOCH:
//         return
//
//     rewards1, penalties1 = get_attestation_deltas(state)
//     rewards2, penalties2 = get_crosslink_deltas(state)
//     for i in range(len(state.validator_registry)):
//         increase_balance(state, i, rewards1[i] + rewards2[i])
//         decrease_balance(state, i, penalties1[i] + penalties2[i])
func ProcessRewardsAndPenalties(state *pb.BeaconState) (*pb.BeaconState, error) {
    // Can't process rewards and penalties in genesis epoch.
    if helpers.CurrentEpoch(state) == 0 {
        return state, nil
    }
    attsRewards, attsPenalties, err := attestationDelta(state)
    if err != nil {
        return nil, errors.Wrap(err, "could not get attestation delta")
    }
    clRewards, clPenalties, err := crosslinkDelta(state)
    if err != nil {
        return nil, errors.Wrapf(err, "could not get crosslink delta")
    }
    for i := 0; i < len(stateValidators); i++ {
        state = helpers.IncreaseBalance(state, uint64(i), attsRewards[i]+clRewards[i])
        state = helpers.DecreaseBalance(state, uint64(i), attsPenalties[i]+clPenalties[i])
    }
    return state, nil
}

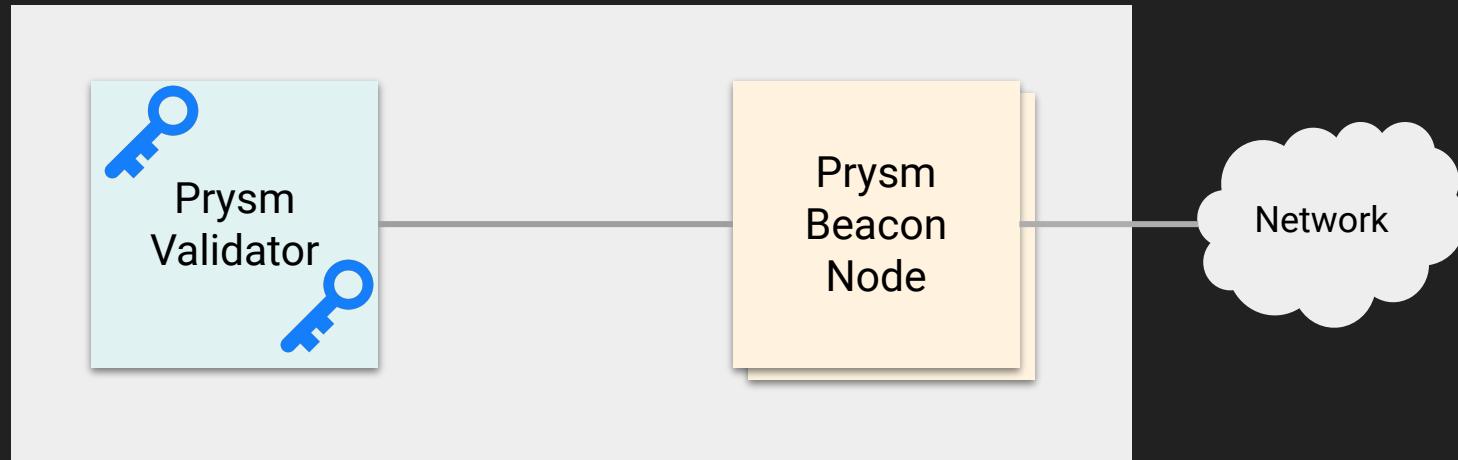
// ProcessRegistryUpdates rotates validators in and out of active pool.
// the amount to rotate is determined churn limit.
//
// Spec pseudocode definition:
// def process_registry_updates(state: BeaconState) -> None:
//     # Process activation eligibility and ejections
//     for index, validator in enumerate(state.validator_registry):
//         if (
//             validator.activation_eligibility_epoch == FAR_FUTURE_EPOCH and
//             validator.effective_balance >= MAX_EFFECTIVE_BALANCE
//         ):
//             validator.activation_eligibility_epoch = get_current_epoch(state)
```



# Running Validators

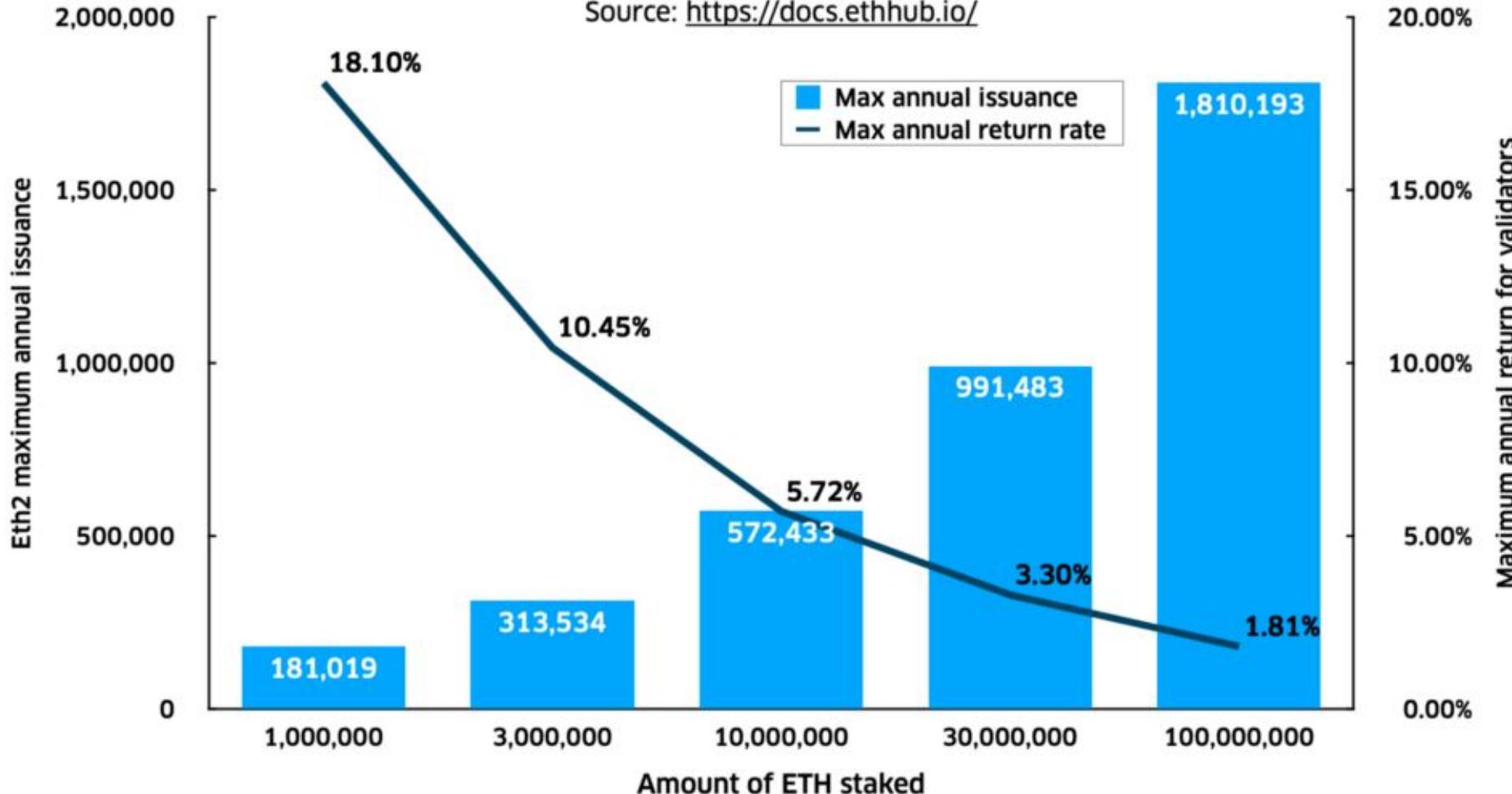
**This is NOT investment advice!**

# Prysm Client Design



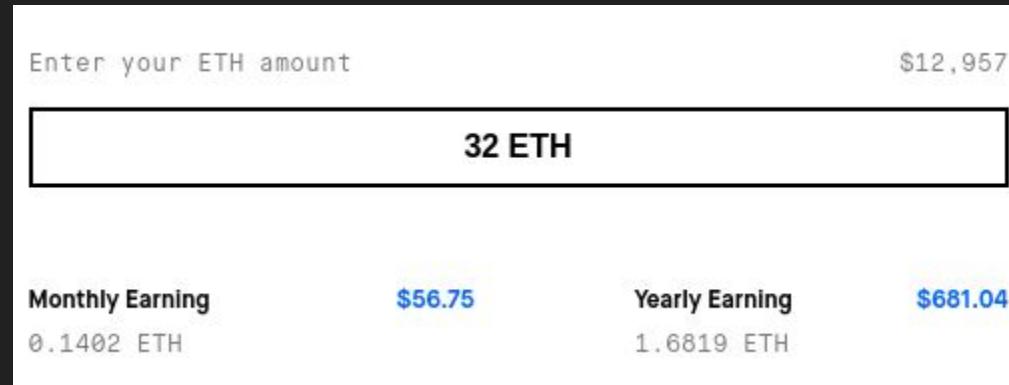
## ETH 2.0 Issuance and Rewards

Source: <https://docs.ethhub.io/>



# Validator profits/yield

- Costs are low and do not scale linearly with the number of validators in operator
- Long term commitment: cannot unlock funds until phase 2
- Liveness penalties can cost up to half of validator balance (16 ETH)
- Rewards are higher for early adopters
- Staking is not without **risk!**



Based on 10MM at stake and ETH price at \$405



# Become a validator and help secure eth2.

Earn continuous rewards for providing a public good to the community.

GET STARTED



- <https://medalla.launchpad.ethereum.org/>
- <https://prylabs.net>



# Recap

- Ethereum 2.0 introduces **proof of stake** and **blockchain sharding**
- Ethereum 2.0 is a **new blockchain**; not a hard fork
- Ethereum 2.0 is a phased rollout, expected to complete in **2021**
- Ethereum 2.0 phase 0 is available to test today, launching this Q4 2020





# Prysmatic Labs

@prylabs