

REFERENCE ALGORITHMS

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<https://github.com/projectblink>

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Algorithm 1: Path Finding

```
Function findPath (fromNode, toNode):  
  /* Find a route from from Node to to Node */  
  paths = getAllPaths(fromNode)  
  routes = []  
  for path in paths do  
    /* Check if the path is connected to the destination node */  
    if path.toNode == toNode then  
      return [path]  
      /* Try to find a route from the destination node  
      through this channel */  
      route = findPath(path.toNode, toNode)  
      if route is not None then  
        /* Add this path to the route */  
        routes.append([path] + route)  
      end  
    end  
  end  
  /* Return the route */  
  if len(routes) > 0 then  
    return (routes)  
  else  
    return None  
  end  
end  
end
```

Algorithm 2: Onion Peeling

```
Function onion_path (mint_hash, route):  
  /* Get the next hop path in the route */  
  next_path = route.pop()  
  packet = create_onion_packet(mint_hash, next_path)  
  for path in reversed(route) do  
    eph_key = generate_ephemeral_key()  
    packet = add_path_to_onion_route(path, eph_key, packet)  
  end  
  send_packet_to_next_hop_path(packet, next_path)  
  response = receive_response_from_next_hop_path()  
  for path in reversed(route) do  
    response = decrypt_response_with_ephemeral_key(response,  
    path, eph_key)  
  end  
  return response  
end  
  
/* Notes : The onion peeling algorithm is used to protect the  
privacy of the mint route, by encrypting the mint information  
multiple times, with each layer containing information for the  
next hop. As the payment packet is passed from hop to hop,  
each node removes a layer of encryption to reveal the next hop  
in the route.  
  
• mint_hash is the unique identifier for the minted transaction  
• route is a list of the nodes in the mint route  
• add_path_to_onion_packet function adds a new layer to the onion  
packet for the current hop  
• ephemeral key will be used to decrypt the response from that hop */
```

Algorithm 3: Node Weights

Algo

Algorithm 4: Snip Construction

Algo

Algorithm 5: Hash Proofing

Algo

Algorithm 6: Hash Reward

Algorithm 7: ZK IHR Circuit

```
/* Public signals */  
signal input: node_ihr  
signal input: ihr_hash  
/* Private signals */  
signal input: salt  
signal input: required_ihr  
/* Output signal */  
signal output: if_pass  
/* Range proof check */  
signal buffer  
signal range_check  
if node_ihr > required_ihr - buffer and node_ihr < required_ihr +  
  buffer then  
  | range_check = true  
end  
/* Verify hash */  
signal hash  
signal hash_check  
/* RIPEMD160 to calculate the hash */  
hash = RIPEMD160 (salt, required_ihr)  
if hash == ihr_hash then  
  | hash_check = true  
end  
if range_check and hash_check then  
  | if_pass = true  
else  
  | if_pass = false  
end  
/* Bandwidth circuit  $\equiv$  IHR circuit */
```

Algorithm 8: Merkle Chain

```
class MerkleChain  
pre: the snip is added to the data  
post: the data is added to the chain  
add_node(snip)  
d  $\leftarrow$  snip  
if head == null then  
  | head, tail  $\leftarrow$  add_data(d)  
else  
  | tail  $\leftarrow$  add_data(d)  
end  
  
class add_data(d)  
pre: the value is added to the vector  
post: the vector is generated to a merkle tree and added to the chain  
New Vector data  
data  $\leftarrow$  d  
if size(data) == max_block_size then  
  | generate_root(data)  
end  
  
generate_root()  
pre: the vector data is added as the leaves  
post: merkel tree and its root is generated  
New Vector temp_data  
temp_data  $\leftarrow$  data  
while temp_data > 1 do  
  for i = 0 i < size(temp_data) i+2 do  
    Left  $\leftarrow$  temp_data[i]  
    Right  $\leftarrow$  (i+1 == size(temp_data)) ? temp_data[i] :  
    temp_data[i+1]  
    combined = Left + Right  
    new_temp_data  $\leftarrow$  hash(combined)  
  end  
  temp_data  $\leftarrow$  new_temp_data  
end  
node_root  $\leftarrow$  temp_data[0]  
  
main()  
initialized: chain is an object of class MerkleChain and string data  
while true do  
  Output “enter data (q to quit)” Get data  
  if data == q then  
    break  
  else  
    | addnode(data)  
  end  
end  
end
```

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Algorithm 9: Open Order Swap Script

```
declare token_a as integer
declare seller as PubKey
declare token_b as integer
declare mature_time as integer
set mature_time as expiry_time
Function order (sig, b, buyer, current_exchange_rate_value,
preimage):
    if mature_time > SigHash.nLocktime(preimage) then
        if checkSig(sig, buyer) then
            if Tx.checkPreimage(preimage) then
                if b == this.token_b then
                    scriptCode = SigHash.scriptCode(preimage)
                    codeend = 104
                    codepart = scriptCode[:104]
                    outputScript_send = codepart + buyer +
                        num2bin(this.token_a, 8) +
                        num2bin(current_exchange_rate_value, 8) +
                        num2bin(tds, 8)
                    output_send =
                        Utils.writeVarint(outputScript_send)
                    outputScript_receive = codepart + this.seller +
                        num2bin(this.token_b, 8) +
                        num2bin(current_exchange_rate_value, 8) +
                        num2bin(tds, 8)
                    output_receive =
                        Utils.writeVarint(outputScript_receive)
                    hashoutput =
                        hash256(output_send+output_receive)
                    if hashoutput ==
                        SigHash.hashOutputs(preimage) then
                        /* order is open placed */
                    end
                end
            end
        end
    end
end

Function claim (sig, value, pubKey, current_exchange_rate_value,
preimage):
    if mature_time < SigHash.nLocktime(preimage) then
        if pubKey == this.seller then
            if checkSig(sig, pubKey) then
                if Tx.checkPreimage(preimage) then
                    if value == this.token_a then
                        scriptCode = SigHash.scriptCode(preimage)
                        codeend = 104
                        codepart = scriptCode[:104]
                        outputScript_claim = codepart + pubKey +
                            num2bin(this.token_a,8) +
                            num2bin(current_exchange_rate_value,8) +
                            num2bin(tds, 8)
                        output_claim =
                            Utils.writeVarint(outputScript_claim)
                        hashoutput = hash256(output_claim)
                        if hashoutput ==
                            SigHash.hashOutputs(preimage) then
                            /* claim is successful */
                        end
                    end
                end
            end
        end
    end
end
```

Algorithm 11: Tax Script

```
Key: signature, amount, current_exchange_rate, preimage_of_signature,
tax_percent
Output: updated stateful contract for the sender & new stateful
contract for the receiver
DataLen = 1
utxo_amount ← initial_amount
pubKey ← pubkey of the sender
exchange_rate ← initial_exchange_rate
tds ← TDS
Function spend (sig, amount, current_exchange_rate, tax_percent,
receiver_pubkey,preimage):
    if checkSig(sig, pubKey) and Tx.checkPreimage(preimage) then
        scriptCode ← SigHash.scriptCode(preimage)
        codeend ← position where the opcode ends
        codepart ← scriptCode[:codeend]
        gains ← (amount * current_exchange_rate) - (amount *
            exchange_rate)
        if gains > 0 then
            amount ← amount -
                (gains*(tax_percent/100))*(current_exchange_rate)
            if amount ≤ (amount - tds) and sender ==
                pubKey and amount ≥ 0 then
                utxo_amount ← utxo_amount - amount
            end
        end
        updated_script ← codepart + utxo_amount+sender +
            current_exchange_rate + tds
        new_script ← codepart+utxo.amount + receiver_pubkey +
            current_exchange_rate + tds
        hash ← sha256(updated_script+new_script)
        if hash == SigHash.hashOutputs(preimage) then
            true
        end
    end
end
```

Algorithm 12: Staking Script

Algo

Algorithm 13: DAO Contracts

Algorithm 14: Token Minting Procedure

Algorithm 15: Transfer and renting fees

```
/* Transfer and renting fees can only be deployed after the stable
coin algorithm is written. */
```

Algorithm 10: Exchange Rate Calculation