

REFERENCE ALGORITHMS

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<https://github.com/projectblink>

February 22, 2023 (Genesis Version)

Algorithm 1: Network Graph & Path Finding
Algo

Algorithm 2: Onion Peeling
Algo

Algorithm 3: Node Weights
Algo

Algorithm 4: Snip Construction
Algo

Algorithm 5: Hash Proofing
Algo

Algorithm 6: Hash Reward

Algorithm 7: ZK IHR Circuit
<pre>/* 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 && hash_check then if_pass = true else if_pass = false end /* Bandwidth circuit ≡ IHR circuit */</pre>

Algorithm 8: 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
<pre>begin 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 end end</pre>

Algorithm 10: Open Order Swap Script

Algorithm 11: Exchange Rate Calculation

Algorithm 12: Staking Script
Algo

Algorithm 13: DAO Contracts

Algorithm 14: Token Minting Procedure

Algorithm 15: Transfer and renting fees
<pre>/* Transfer and renting fees can only be deployed after a stable algorithm is written. */</pre>

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Algorithm 9: Merkle Chain

```
class MerkleChain
pre: the snip is added to the data
post: the data is added to the chain
begin
    add_node(snip)
    d ← snip
    if head = null then
        | head, tail ← add_data(d)
    else
        | tail ← add_data(d)
    end
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
begin
    New Vector data
    data ← d
    if size(data) == max_block_size then
        | generate_root(data)
    end
end

generate_root()
pre: the vector data is added as the leaves
post: merkel tree and its root is generated
begin
    New Vector temp_data
    temp_data ← data
    while temp_data > 1 do
        for i = 0 i < size(temp_data) i+2 do
            | Left ← temp_data[i]
            | Right ← (i+1 == size(temp_data)) ? temp_data[i] :
            |   temp_data[i+1]
            | combined = Left + Right
            | new_temp_data ← hash(combined)
        end
        temp_data ← new_temp_data
    end
    node_root ← temp_data[0]
end

main()
initialized: chain is an object of class MerkleChain and string data
begin
    while true do
        | Output “enter data (q to quit)” Get data
        | if data = q then
        |     | Break
        |     else
        |         | addnode(data)
        |     end
        end
    end
end
```