

RADICLE REGISTRY

SPECIFICATION

VERSION 0.1

MONADIC[†]

1. TRANSACTIONS

All transactions on the registry take the form $\text{transaction}(arg_1, \dots, arg_n)_\sigma$, where arg_1, \dots, arg_n are the *inputs* and σ is the EdDSA signature of the author of the transaction. Transactions always have an *author* and an *origin* (formally α), which is the author's account.

Transactions can be uniquely identified by their *hash*.

2. ACCOUNTS

An account A is a tuple:

$$A = \langle A_{\text{id}}, A_{\text{nonce}}, A_{\text{bal}} \rangle$$

DEFINITION

- A_{id} is the unique account identifier obtained by hashing the account owner's public key,
- A_{nonce} is a number which starts at 0 and is incremented every time a transaction originates from this account.
- A_{bal} is the account's balance in the smallest denomination, and $A_{\text{bal}} \in \mathbb{N}_{\geq 0}$.

The set of all accounts is \mathcal{A} . Accounts are never created or destroyed, rather, if they have never been used to transact, they have an initial state of:

$$A = \langle A_{\text{id}}, 0, 0 \rangle$$

Hence, for all valid account ids, there exists an account with that id. Note that accounts can *never be removed*, since that would violate the invariant that nonces are only ever incremented, and removing an account is equivalent to setting A_{nonce} and A_{bal} to 0.

2.1. Root accounts. Some accounts are considered *privileged*. These 'root' accounts, formally $\mathcal{A}_R \subset \mathcal{A}$ are authorized to conduct certain transactions that are only valid when originating from these accounts.

The set of accounts in \mathcal{A}_R is defined at *genesis*, and may not be further modified in the initial protocol.

2.2. Transferring value. The act of transferring coins between two accounts:

$$\text{transfer}(A_{\text{id}}, v)_\sigma$$

which will transfer value from the transaction origin α to account A .

INPUTS

- A_{id} is the account id of the *receiver* of the transfer,
- v is the value or 'balance' to transfer from the origin to the receiver, in the smallest denomination.

VALIDATION

- The transfer balance is positive, or $v \geq 1$,
- The origin's balance minus any transaction fee is $\geq v$.

OUTPUTS

- v is debited from the origin and credited to A .

3. PROJECTS

A project P is a tuple:

$$P = \langle P_{\text{id}}, P_{\text{checkpoint}}, P_{\text{account}}, P_{\text{contract}} \rangle$$

DEFINITION

- P_{id} is the unique project identifier, defined as $\langle P_{\text{name}}, P_{\text{domain}} \rangle$,
- $P_{\text{checkpoint}}$ is the *id* of the latest project checkpoint, or \emptyset if the project hasn't been checkpointed yet,
- P_{account} is the project account or *fund*,
- P_{contract} is the project contract, which governs permissions around the project, as well as its fund.

Projects are created with the *register-project* transaction.

3.1. Registering. The act of registering a project under a unique name and domain:

$$\text{register-project}(P_{\text{name}}, P_{\text{domain}}, P_{\text{checkpoint}})_\sigma$$

INPUTS

- P_{name} is the unique name being requested, where
- P_{domain} is the domain under which P_{name} is being registered, which together form the unique identifier P_{id} ,
- $P_{\text{checkpoint}}$ is the id of the latest checkpoint representing this project.

VALIDATION

- P_{name} must be unique, i.e. not currently registered under P_{domain} , between 1 and 32 characters long, and valid UTF-8,

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- P_{domain} must be an existing domain,
- $P_{\text{checkpoint}}$ must be an existing checkpoint.

For example,

`register-project(rand, crates, 0xf9e6ae...)σ`

which will request `rand.crates` and associate it with checkpoint `0xf9e6ae...`.

3.2. Accepting & rejecting a project. The act of accepting or rejecting a project being registered:

`accept-project(t_{hash})σ`

or

`reject-project(t_{hash})σ`

INPUTS

- t_{hash} is the *transaction hash* of the `register-project` transaction t of a project being accepted or rejected.

VALIDATION

- The transaction *origin* is a member of \mathcal{A}_R ,
- t_{hash} must be the hash of an existing transaction of type `register-project`,
- t must not have been previously accepted or rejected, in other words there can be at most one `accept-project` or `reject-project` for each t .

3.3. Checkpointing. The act of notarizing a project’s state and updating the network graph:

`checkpoint($K_{\text{parent}}, K_{\text{hash}}, K_{\text{version}}, K_{\text{contribs}}, K_{\text{deps}}$)σ`

Checkpoints form a chain going from the latest checkpoint to the first.

INPUTS

- K_{parent} is the *id* of the previous or ‘parent’ checkpoint,
- K_{hash} is the new *hash* of the project state,
- K_{version} is the new *version* of the project,
- K_{contribs} is the list of contributions since K_{parent} ,
- K_{deps} is the list of dependency updates since the K_{parent} .

VALIDATION

- K_{parent} refers to an existing checkpoint in the registry, or is \emptyset .
- K_{hash} is a valid hash that hasn’t been used in a parent checkpoint.
- K_{version} is a string between 1 and 32 bytes long that hasn’t been used in a previous project checkpoint.
- K_{contribs} is a valid contribution list (See §3.3.1).
- K_{deps} is a valid dependency update list (See §3.3.2).

3.3.1. Contributions. The list K_{contribs} supplied to the checkpoint transaction is of the form:

$$K_{\text{contribs}} = [\langle C_{\text{parent}}, C_{\text{hash}}, C_{\text{author}}, C_{\text{sig}} \rangle],$$

DEFINITION

- C_{parent} is the hash of the parent contribution, or \emptyset if this is the first contribution of the first checkpoint of the project.

- C_{hash} is the hash of the corresponding commit,
- C_{author} is the public signing key of the commit referred to by C ,
- C_{sig} is the author’s GPG signature.

VALIDATION

- C_{parent} is a valid SHA-1 hash or \emptyset if this is the first contribution. Note that if C is K_{contribs} ’s first item, and C' is the *last* item of the *parent* checkpoint’s contributions list, then C'_{hash} and C_{parent} must be equal, such that no gaps between contributions exist.
- C_{hash} is a valid SHA-1 hash,
- C_{author} is the creator of C_{sig} ,
- C_{sig} is a valid signature of C_{hash} .

Because all changes to a project’s source code are described in checkpoints, it is possible to reconstruct a full hash-linked list of contributions for the entire project. When cross-referenced with the project’s repository, this constitutes a complete historical record of who authored what code. This ensures the project history is auditable and tamper-proof, while providing fundamental information to for the network graph \mathcal{N} . Note that only contribution *metadata* is stored on-chain.

3.3.2. Dependency updates. Conceptually, a project P depends on another project P' if it is an “input” to P in some way: P references P' or parts of P' in its source code, or P' is a build/test dependency.

The dependency update list P_{deps} is a list of *dependency updates*, one of:

$$\begin{cases} \text{depend}(P'_{\text{id}}, P'_{\text{version}}) \\ \text{undepend}(P'_{\text{id}}, P'_{\text{version}}) \end{cases}$$

which refer to the project P' at a specific version P'_{version} . The `depend` update adds a new dependency while the `undepend` update removes a dependency. The updates are processed in order with `depend` only being valid if it adds a dependency that the project does not already have and `undepend` only being valid for current dependencies. The checkpoint is invalid if the update list contains duplicates.

VALIDATION

- P'_{id} must be a valid project id, but *does not* have to refer to an existing id in the registry. This allows dependent projects to checkpoint dependencies that have not yet been registered.
- P'_{version} must be a valid version string, but *does not* have to refer to an existing version of P' . This allows dependent projects to checkpoint before their dependencies.

As a project maintainer, adding a dependency signals a variety of things depending of the nature of the project:

- They have verified that P indeed depends on this specific version of P' .

- That P' is suitable as a dependency for P , e.g. if P has very high security requirements, that P' fulfills these.

Since contributions to a project carry additional weight—potentially increasing a project’s rank—there is an incentive for maintainers to checkpoint their projects regularly. Similarly, adding dependencies may increase connectivity in the network graph, which may in turn indirectly improve a project’s rank.

4. NAMES

4.1. Registering a domain. The act of registering a top-level domain:

$\text{register-domain}(\text{domain})_\sigma$

INPUTS

- domain is the unique domain being registered.

VALIDATION

- The transaction origin α is a member of \mathcal{A}_R ,
- domain must be available for registration, between 1 and 32 characters long, and valid UTF-8.

For example,

$\text{register-domain}(\text{crates})_\sigma$

5. IDENTITY

5.1. Identifying as a contributor. The act of identifying yourself as a contributor, by linking a public key used to sign project contributions, to an account in the registry:

$\text{identify}(I_{\text{pk}}, I_{\text{proof}})_\sigma$

INPUTS

- I_{pk} is the public key that is to be associated with the *origin* account α if this transaction succeeds.
- I_{proof} is a proof verifying that the transaction author owns I_{pk} .

VALIDATION

- I_{pk} is not already associated with an account,
- I_{proof} is α_{id} signed by the secret key sk that I_{pk} was derived from. In other words,

$$I_{\text{proof}} = \text{encrypt}(\text{hash}(\alpha_{\text{id}}), sk)$$

which is valid if

$$\text{decrypt}(I_{\text{proof}}, I_{\text{pk}}) \equiv \text{hash}(\alpha_{\text{id}})$$

5.2. Forgetting identities. When a public key associated with the *identify* transaction is lost or no longer used, the following transaction will ‘forget’ the association:

$\text{forget}(I_{\text{pk}})_\sigma$