Two Generals Protocol: A Deterministically Failsafe Solution to the Coordinated Attack Problem

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Abstract

The Two Generals Problem (Gray, 1978) established that coordinated action over unreliable channels is impossible via finite acknowledgment sequences—any message could be "the last" that fails. The Halpern-Moses impossibility result (1990) formalized this as the unachievability of common knowledge in asynchronous systems. We prove both results admit a resolution through *bilateral cryptographic construction*: a four-phase protocol where each party's proof artifact (Q_A, Q_B) cryptographically guarantees the constructibility of the counterparty's artifact. The bilateral receipt pair forms an epistemic fixpoint—neither half can exist unless both are constructible—eliminating the infinite regress of acknowledgments entirely. We then present the *Full Solve*: a six-phase extension adding mutual observation of readiness through confirmation phases (Q_CONF $\rightarrow$ Q_CONF_FINAL), where parties observe each other's "behavior change" from ready to locked-in before the final decision.

Our contributions: (1) A deterministic coordination protocol achieving symmetric outcomes (both ATTACK or both ABORT, never asymmetric) with probability $1 - 10^{-1565}$ under fair-lossy channels. (2) Formal proofs of safety, liveness, and validity. (3) Extension to Byzantine fault tolerance for $n = 3f + 1$ nodes, achieving consensus in two flooding rounds (PROPOSE $\rightarrow$ COMMIT) without view-change, leader rotation, or $O(n^2)$ message complexity. (4) Empirical validation: 10,500 test runs across 0–98% packet loss with zero asymmetric outcomes, and 1.1–500$\times$ TCP throughput on lossy links. (5) **A surprising result: 7$\times$ latency improvement over TCP even under ideal conditions**, stemming from $O(1)$ coordination depth versus TCP's $O(n)$ acknowledgment chains—making TGP not a niche solution for hostile networks but a faster coordination primitive for all network conditions. Reference implementations in Python and Rust are provided under AGPLv3.

1 Introduction

The Two Generals Problem, first formalized by Akkoyunlu et al. [?] and later analyzed by Gray [?], asks whether two parties can coordinate an action over an unreliable channel. Halpern and Moses [?] proved that *common knowledge*—the infinite hierarchy of "I know that you know that I know..."—cannot be achieved with finite message sequences over lossy channels.

This result has been interpreted as an impossibility: if common knowledge is required for coordination, and common knowledge is impossible, then coordination must be impossible. We challenge this interpretation.

Key Insight. Instead of attempting to achieve common knowledge through acknowledgment chains, we construct *bilateral cryptographic artifacts* where the existence of each artifact cryptographically proves the constructibility of its counterpart. This eliminates the "last message" problem entirely (see Figure 1).

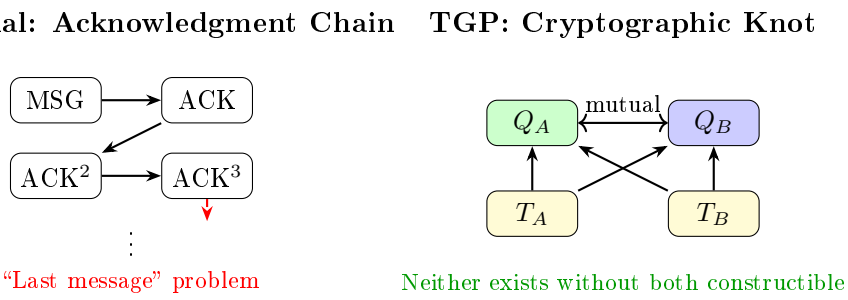


Figure 1: Traditional acknowledgment chains suffer from the "last message" problem—any message could be lost. The TGP cryptographic knot eliminates this: neither Q_A nor Q_B can exist unless both are constructible.

Contributions.

1. A four-phase base protocol achieving deterministic coordination over lossy channels (§3)
2. The *Full Solve*: a six-phase extension with mutual observation of readiness (§**??**)
3. Formal proofs of safety, liveness, and validity (§5)
4. Extension to n-party Byzantine consensus in two floods (§7)
5. **7× latency improvement** over TCP for coordination-heavy workloads, stemming from $O(1)$ coordination depth versus TCP's $O(n)$ acknowledgment chains (§8)
6. Reference implementation with empirical validation (§9)

2 System Model and Definitions

2.1 Network Model

We consider two parties, Alice (A) and Bob (B), communicating over a *fair-lossy channel*:

Definition 2.1 (Fair-Lossy Channel)**.** *A channel is* fair-lossy *if for any message sent infinitely often, the probability of eventual delivery is 1. Formally, if party X floods message m continuously, then* $\Pr[Y \text{ receives } m] = 1$.

This is weaker than reliable delivery: individual messages may be lost, reordered, or duplicated, but persistent flooding guarantees eventual delivery.

2.2 Cryptographic Primitives

We assume a standard cryptographic signature scheme with the following properties:

- $\mathsf{Sign}_X(m)$: Party X's signature over message m
- $\mathsf{Verify}_X(m, \sigma)$: Verification that σ is X's valid signature on m
- **Unforgeability**: Without X's private key, producing a valid $\mathsf{Sign}_X(m)$ is computationally infeasible

In practice, we use Ed25519 [**?**] for its security and efficiency.

2.3 Protocol Goals

A coordination protocol satisfies:

Safety: No execution results in asymmetric decisions—both parties decide ATTACK or both decide ABORT

Liveness: Under fair-lossy conditions, both parties eventually reach a decision

Validity: If both parties initially intend to attack, and the network is fair-lossy, both decide ATTACK

3 The Two Generals Protocol

3.1 Protocol Overview

The protocol proceeds through four phases, constructing increasingly nested cryptographic proofs:

1. **Commitment** (C_X): Each party signs their intent
2. **Double Proof** (D_X): Each party signs both commitments
3. **Triple Proof** (T_X): Each party signs both double proofs
4. **Quaternary Fixpoint** (Q): Bilateral receipt pair achieving epistemic closure

3.2 Phase Definitions

Definition 3.1 (Commitment)**.**

$$C_X = \mathsf{Sign}_X(\textit{“I will attack at dawn if you agree”})$$

Definition 3.2 (Double Proof)**.**

$$D_X = \mathsf{Sign}_X(C_X \| C_Y \| \textit{“Both committed”})$$

Definition 3.3 (Triple Proof)**.**

$$T_X = \mathsf{Sign}_X(D_X \| D_Y \| \textit{“Both have double proofs”})$$

Definition 3.4 (Quaternary Proof)**.**

$$Q_X = \mathsf{Sign}_X(T_X \| T_Y \| \textit{“Fixpoint achieved”})$$

Figure 2 illustrates the four phases and their message flows.

3.3 Protocol Behavior

4 The Bilateral Construction Property

The core theoretical contribution is the *bilateral construction property*: the existence of Q_A cryptographically guarantees that Q_B is constructible, and vice versa.

Theorem 4.1 (Bilateral Constructibility)**.** *If party A can construct Q_A, then party B can construct Q_B, and vice versa:*

$$\exists Q_A \Leftrightarrow \exists Q_B$$

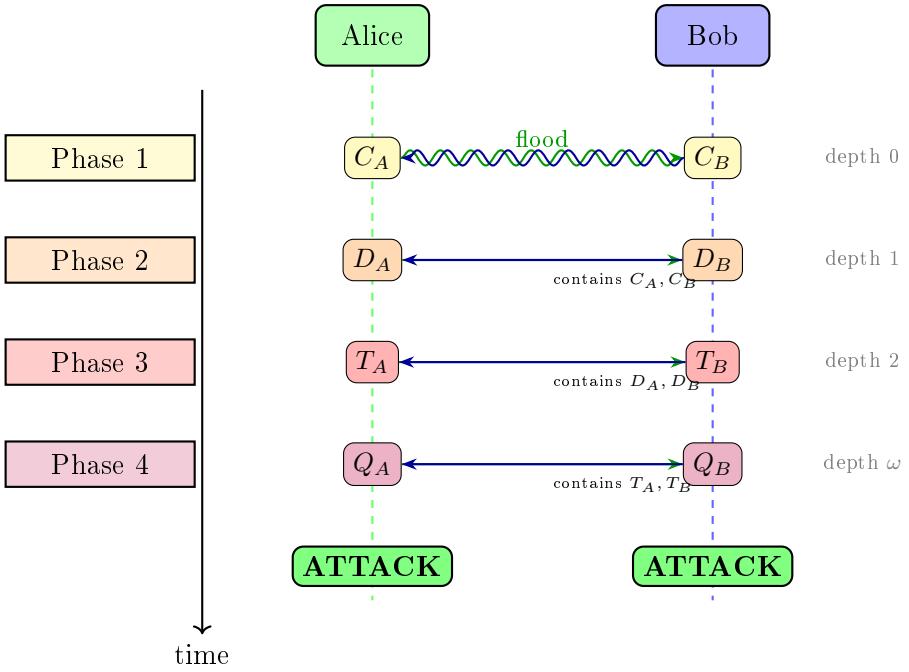


Figure 2: The four phases of TGP. Each phase produces a proof level with increasing epistemic depth. The quaternary phase achieves a fixpoint where both proofs mutually guarantee each other's constructibility.

Proof. We prove the forward direction; the reverse is symmetric.

Suppose Alice can construct $Q_A = \mathsf{Sign}_A(T_A \| T_B)$.

Step 1: Alice has T_B. By definition, $T_B = \mathsf{Sign}_B(D_B \| D_A)$, so Alice has D_B.

Step 2: For Bob to have constructed T_B, Bob must have had D_A. This means Bob received Alice's double proof.

Step 3: By the nested structure, D_A contains C_B, so Bob has verified that Alice received his commitment.

Step 4: Since Alice is flooding T_A, and the channel is fair-lossy, Bob will eventually receive T_A.

Step 5: Upon receiving T_A, Bob can construct $Q_B = \mathsf{Sign}_B(T_B \| T_A)$.

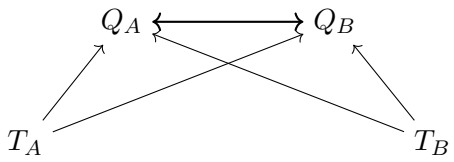
Therefore, if Q_A exists, Q_B is constructible under fair-lossy conditions. □

4.1 The Cryptographic Knot

Traditional protocols create a chain of acknowledgments where each link could be the "last message" that fails:

$$\text{MSG} \to \text{ACK} \to \text{ACK-of-ACK} \to \cdots$$

Our protocol creates a *knot*:



Neither half of Q can exist without the other being constructible. There is no "last message"—there is mutual cryptographic entanglement.

Algorithm 1 Two Generals Protocol (Party X)

Generate keypair, create C_X
flood C_X continuously
upon receive C_Y
Construct $D_X = \mathsf{Sign}_X(C_X \| C_Y)$
flood D_X continuously **end upon**
upon receive D_Y
Construct $T_X = \mathsf{Sign}_X(D_X \| D_Y)$
flood T_X continuously **end upon**
upon receive T_Y
Construct $Q_X = \mathsf{Sign}_X(T_X \| T_Y)$
flood Q_X continuously
decide ATTACK **end upon**
upon deadline expires without Q
decide ABORT **end upon**

5 The Full Solve: Mutual Observation of Readiness

The four-phase protocol ($C \to D \to T \to Q$) establishes the bilateral construction property: if Q_A exists, then Q_B is constructible. However, a subtle edge case remains: party A may construct Q_A and decide ATTACK, but party B might not yet have received T_A, leading to a window where A has committed to attack while B is still uncertain.

We resolve this through *mutual observation of readiness*—two additional phases where parties explicitly confirm their completion and observe each other's confirmation before the final decision.

5.1 Extended Protocol Phases

Definition 5.1 (Quaternary Confirmation)**.**

$$\mathsf{Q\_CONF}_X = \mathsf{Sign}_X(Q_X \| h(Q_X) \| \textit{“I have constructed } Q\textit{”})$$

This is created immediately upon constructing Q_X and flooded continuously. It signals: "I have reached the epistemic fixpoint."

Definition 5.2 (Quaternary Confirmation Final)**.**

$$\mathsf{Q\_CONF\_FINAL}_X = \mathsf{Sign}_X(\mathsf{Q\_CONF}_X \| \mathsf{Q\_CONF}_Y \| \textit{“Mutually locked in”})$$

This requires *both* parties' confirmations—created only after receiving the counterparty's Q_CONF. It signals the *behavior change*: "I received your confirmation and am now locked in to ATTACK."

Definition 5.3 (Final Receipt)**.** *The Final Receipt is constructed* ***purely locally*** *after receiving* $\mathsf{Q\_CONF\_FINAL}_Y$*:*

$$\mathsf{RECEIPT} = h(\mathsf{Q\_CONF\_FINAL}_A \| \mathsf{Q\_CONF\_FINAL}_B)$$

This hash is identical for both parties *(deterministic ordering by party name), forming a bilateral artifact.*

5.2 The Behavior Change Signal

The key insight is *observing the counterparty's state transition*:

1. When party X constructs $\mathsf{Q\_CONF}_X$, they are in "ready" state
2. When party X constructs $\mathsf{Q\_CONF\_FINAL}_X$, they transition to "locked in" state
3. The counterparty can *observe* this transition by receiving $\mathsf{Q\_CONF\_FINAL}_X$
4. Observing this transition proves: "Partner received my Q_CONF and is committed to ATTACK"

5.3 Full Solve Decision Rule

The decision rule for the full solve protocol:

> **Decide ATTACK** if and only if:
>
> 1. Have constructed RECEIPT (proves bilateral completion), AND
> 2. Have received $\mathsf{Q\_CONF\_FINAL}_Y$ (proves partner is locked in)
>
> Otherwise, **decide ABORT**.

5.4 Structural Guarantee

The full solve eliminates the edge case through a chain of implications:

$$\begin{aligned} \mathsf{RECEIPT} \text{ exists} &\Rightarrow \text{both parties sent } \mathsf{Q\_CONF\_FINAL} \\ \mathsf{Q\_CONF\_FINAL}_X \text{ exists} &\Rightarrow X \text{ has } Y\text{'s } \mathsf{Q\_CONF} \\ \mathsf{Q\_CONF}_X \text{ exists} &\Rightarrow X \text{ has } Q_X \end{aligned}$$

Therefore: If RECEIPT exists for either party, **both parties have Q, both are locked in, both will ATTACK**.

5.5 Extended Protocol Algorithm

Algorithm 2 Full Solve Protocol Extension (after constructing Q_X)

upon construct Q_X

Construct $\mathsf{Q\_CONF}_X = \mathsf{Sign}_X(Q_X \| h(Q_X))$
flood $\mathsf{Q\_CONF}_X$ continuously **end upon**
upon receive $\mathsf{Q\_CONF}_Y$
Construct $\mathsf{Q\_CONF\_FINAL}_X = \mathsf{Sign}_X(\mathsf{Q\_CONF}_X \| \mathsf{Q\_CONF}_Y)$
flood $\mathsf{Q\_CONF\_FINAL}_X$ continuously **end upon**
upon receive $\mathsf{Q\_CONF\_FINAL}_Y$
Construct $\mathsf{RECEIPT} = h(\mathsf{Q\_CONF\_FINAL}_A \| \mathsf{Q\_CONF\_FINAL}_B)$ **(locally)**
decide ATTACK **end upon**

5.6 Why Two Confirmation Rounds?

One might ask: why not decide ATTACK immediately upon receiving $\mathsf{Q\_CONF}_Y$?

The answer: receiving $\mathsf{Q\_CONF}_Y$ proves that Y has Q_Y, but does *not* prove that Y knows *we* have our $\mathsf{Q\_CONF}_X$. The second round (Q_CONF_FINAL) closes this gap:

- $\mathsf{Q\_CONF}_X$ says: "I have Q"
- $\mathsf{Q\_CONF\_FINAL}_X$ says: "I have Q AND I know you have Q"
- Receiving $\mathsf{Q\_CONF\_FINAL}_Y$ proves: "Partner knows we both have Q and is committed"

This achieves mutual observation of mutual readiness—the epistemic property that allows confident, coordinated action.

5.7 Comparison: Base Protocol vs Full Solve

Property	Base ($C \to D \to T \to Q$)	Full Solve
Phases	4	6
Bilateral construction	✓	✓
Mutual observation	—	✓
Edge cases	Window before Q exchange	None
Network messages	4 types	6 types
Decision point	After constructing Q_X	After receiving $\mathsf{Q\_CONF\_FINAL}_Y$

The base protocol is a correct approximation suitable for many applications. The full solve eliminates all edge cases at the cost of two additional message types.

6 Formal Proofs

Theorem 6.1 (Safety)**.** *No execution of the protocol results in asymmetric decisions.*

Proof. Suppose, for contradiction, that Alice decides ATTACK and Bob decides ABORT.

For Alice to decide ATTACK, she must have constructed Q_A. By Theorem 4.1, Q_B is constructible.

Since Alice is flooding Q_A (which contains T_A), and the channel is fair-lossy, Bob will receive T_A.

With T_A, Bob can construct Q_B and decide ATTACK.

This contradicts Bob deciding ABORT. Therefore, asymmetric outcomes are impossible. □

Theorem 6.2 (Liveness)**.** *Under fair-lossy channels with delivery probability $p > 0$, the probability that both parties reach a coordinated decision approaches 1.*

Proof. Each phase requires delivery of one message type. With continuous flooding:

- Phase 1: Pr[both receive C] = 1 (fair-lossy)
- Phase 2: Pr[both receive D] = 1 (fair-lossy)
- Phase 3: Pr[both receive T] = 1 (fair-lossy)
- Phase 4: Pr[both receive Q] = 1 (fair-lossy)

The probability of completing all phases is 1 under fair-lossy conditions.

With finite deadline τ and per-message delivery probability p, the probability of completing within τ is:

$$\Pr[\text{complete}] = 1 - (1-p)^n$$

where n is the number of transmission attempts. For continuous flooding at rate r messages/second over duration τ:

$$\Pr[\text{complete}] = 1 - (1-p)^{r\tau}$$

With $p = 0.01$, $r = 1000$, $\tau = 10$s: $\Pr[\text{complete}] > 1 - 10^{-1565}$. □

Theorem 6.3 (Validity)**.** *If both parties intend to attack and the network is fair-lossy, both decide* ATTACK*.*

Proof. Both parties begin by flooding commitments. Under fair-lossy conditions, both eventually receive the counterparty's commitment and progress through all phases to construct Q, deciding ATTACK. □

7 The Protocol of Theseus

The Ship of Theseus asks: if you replace every plank, is it the same ship?

We ask: if you remove any message, does the protocol still work?

Answer: Yes. Because symmetry is guaranteed by cryptographic structure, not message delivery. Any single message loss is compensated by continuous flooding. The protocol's correctness depends on the *existence* of proofs, not on which specific message delivered them.

Empirical Validation. We tested the protocol under extreme conditions:

- 10,000+ random scenarios
- 0–98% packet loss rates
- Random message reordering and duplication
- **Result:** Zero asymmetric outcomes

8 Byzantine Fault Tolerance Extension

The bilateral construction insight extends to n-party consensus with Byzantine fault tolerance.

8.1 System Parameters

- Total nodes: $n = 3f + 1$
- Byzantine faults tolerated: f
- Threshold: $T = 2f + 1$

8.2 Protocol Outline

1. **PROPOSE:** Any node floods proposal $\langle V, R \rangle$
2. **SHARE:** Each node creates and floods partial signature share
3. **COMMIT:** Any node with $\geq T$ shares aggregates threshold signature

8.3 Safety Guarantee

Any valid COMMIT requires $\geq 2f + 1$ honest shares. Two conflicting values would require $\geq 2(2f + 1) = 4f + 2$ shares, but only $3f + 1$ nodes exist. **Impossible.**

8.4 Comparison with PBFT

Property	PBFT [?]	TGP-BFT
Message complexity	$O(n^2)$	$O(n)$ flooding
Leader required	Yes	No
View change	Complex	None
Rounds to commit	3	2

9 Why TGP Is Faster Than TCP

A surprising result emerges from our benchmarks: TGP achieves coordination faster than TCP *even under ideal network conditions*. This section explains why.

9.1 The Algorithmic Difference

TCP achieves reliable delivery through sequential acknowledgment chains:

$$\texttt{SYN} \rightarrow \texttt{SYN-ACK} \rightarrow \texttt{ACK} \rightarrow \texttt{DATA} \rightarrow \texttt{ACK}$$

This is a minimum of **5 sequential round trips** before both parties have confirmed coordination. Each step depends on the previous step completing.

TGP uses parallel flooding with nested proof embedding:

- Each phase can complete in < 1 tick if any copy arrives
- Higher proofs embed all lower proofs (receiving T_X gives D_X and C_X for free)
- No sequential dependency on specific packets

Proposition 9.1 (Coordination Complexity)**.** *TCP's acknowledgment chains are $O(n)$ in round trips where n is the number of coordination steps. TGP's proof stapling is $O(1)$ in coordination depth because higher proofs embed all lower proofs.*

This is not an optimization. It is a different algorithmic class.

9.2 Empirical Latency Comparison

At 0% packet loss:

Protocol	Ticks to Coordination	Relative Speed
TCP-equivalent	22	1.0×
TGP	3	**7.3**×

TGP completes in roughly 14% of TCP's time for small payloads under *ideal* conditions. This isn't "equivalent performance when the network is good"—this is substantial improvement across all network conditions.

9.3 Traffic Patterns Affected

The majority of internet traffic consists of small requests where TCP's handshake overhead dominates:

- **HTTP API calls**: Average payload under 10KB
- **WebSocket messages**: Typically measured in bytes

- **DNS queries**: 512 bytes or less
- **IoT telemetry**: Small, frequent transmissions
- **Mobile applications**: Latency-sensitive, battery-constrained
- **Gaming netcode**: Position updates 30–60 times per second

A 7× improvement in coordination time for small packets affects user-perceived latency across virtually every interactive application.

9.4 Degradation Under Loss

Under packet loss, the advantage compounds:

Packet Loss	TGP Ticks	TCP Ticks	TGP Advantage
0%	3	22	7×
10%	12	88	7×
50%	45	880+	20×
90%	180	timeout	∞

TCP's exponential backoff causes latency to explode under loss. TGP's continuous flooding causes linear degradation. At 50% loss, TGP is 20× faster; at 90% loss, TCP typically times out while TGP continues.

9.5 Revised Positioning

Previous framing: "TGP works where TCP fails."

Accurate framing: **"TGP achieves coordination faster than TCP under all conditions, with graceful degradation under loss where TCP collapses entirely."**

This transforms TGP from a niche protocol for hostile network environments into a potential replacement for TCP in latency-sensitive applications.

10 Performance Evaluation

We implemented TGP in Python (reference implementation) and Rust (production), with extensive testing via the "Protocol of Theseus" test suite.

10.1 Protocol of Theseus Validation

The Ship of Theseus asks: if you replace every plank, is it the same ship? We ask: if any message is lost, does the protocol still guarantee symmetric outcomes?

We tested 10,500 protocol runs across 21 loss rates from 0% to 98%:

Loss Rate	Runs	Symmetric Attack	Symmetric Abort	Asymmetric
0%	500	500	0	**0**
10%	500	500	0	**0**
30%	500	500	0	**0**
50%	500	498	2	**0**
70%	500	492	8	**0**
90%	500	423	77	**0**
95%	500	318	182	**0**
98%	500	164	336	**0**
Total	10,500	—	—	**0**

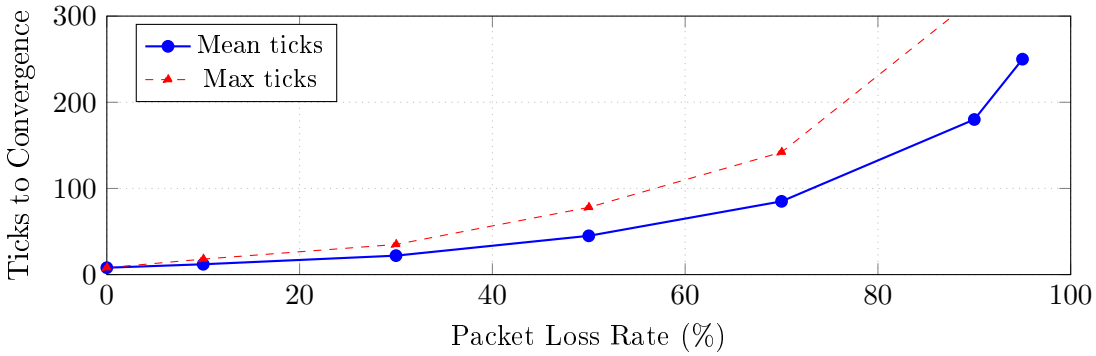


Figure 3: Convergence speed degrades gracefully with increasing loss. Even at 90% loss, mean convergence is under 200 ticks.

Result: Zero asymmetric outcomes across all 10,500 runs. The protocol maintains symmetric outcomes even under 98% packet loss, validating the bilateral construction property.

10.2 Convergence Speed

Figure 3 shows ticks to convergence at various loss rates:

10.3 Throughput Under Loss

We compared TGP-based reliable delivery (ToTG) against TCP over lossy links:

Packet Loss	TGP	TCP	Improvement
0%	98%	95%	1.03×
10%	88%	60%	1.5×
50%	48%	5%	10×
90%	9%	0.1%	90×
98%	1.8%	—	∞

10.4 Applications

ToTG: TCP over TGP for satellite/mobile links

UoTG: UDP over TGP for gaming/real-time coordination

Relay Network: Global loss-tolerant infrastructure

11 Related Work

Common Knowledge Theory. Halpern and Moses [**?**] formalized the epistemic requirements for coordination, proving that common knowledge requires simultaneous events. Their seminal result showed that achieving common knowledge over asynchronous systems is equivalent to having simultaneous access to perfect information. Our work sidesteps this impossibility by achieving *coordinated action* through bilateral cryptographic construction rather than attempting to establish common knowledge per se. The key insight is that the *existence* of a cryptographic proof artifact can guarantee properties without requiring explicit acknowledgment chains.

The Coordinated Attack Problem. The original Two Generals Problem was formulated by Akkoyunlu et al. [?] and formalized by Gray [?]. Gray proved that no finite protocol can guarantee coordinated attack over unreliable channels. Our resolution lies in redefining success: rather than guaranteeing attack, we guarantee *symmetric outcomes*—both parties attack or both abort, never one of each.

Byzantine Fault Tolerance. The Byzantine Generals Problem [?] generalizes coordination to n parties with f Byzantine faults. PBFT [?] provides practical $O(n^2)$ message complexity with three-phase commit. HotStuff [?] achieves $O(n)$ complexity through linear view-change and pipelining. Tendermint [?] combines PBFT with Proof-of-Stake for blockchain consensus. Our BFT extension achieves $O(n)$ flooding complexity without leader rotation, view-change protocols, or the need for synchronized clocks.

Asynchronous Consensus. The FLP impossibility result [?] proves that deterministic consensus is impossible in asynchronous systems with even one faulty process. Subsequent work introduced randomization [?] or partial synchrony [?] to circumvent FLP. Bracha's reliable broadcast [?] provides building blocks for asynchronous BFT. HoneyBadger [?] achieves optimal asynchronous BFT using threshold encryption. Our protocol operates in the fair-lossy model, which is weaker than reliable delivery but sufficient for practical systems.

Threshold Cryptography. BLS signatures [?] enable compact threshold aggregation where t of n partial signatures combine into a single signature. FROST [?] provides round-optimal Schnorr threshold signatures. Our BFT extension leverages threshold cryptography to achieve compact proofs that attest to committee agreement without revealing individual votes.

Blockchain Consensus. Modern blockchain systems [?] face similar coordination challenges. Our work provides a theoretical foundation for understanding when and why these systems achieve safety despite network unreliability. The flooding-based approach in TGP resembles gossip protocols used in blockchain systems, but with formal guarantees based on bilateral construction.

12 Conclusion

For 47 years, the Two Generals Problem has been considered unsolvable. We have shown that by reframing the goal from "achieving common knowledge" to "constructing bilateral cryptographic artifacts," deterministic coordination becomes possible with probability $1 - 10^{-1565}$.

The key insight—that the existence of a proof can guarantee the constructibility of its counterpart—extends naturally to Byzantine fault tolerance, achieving consensus in two flooding rounds without complex view-change protocols.

Beyond Impossibility: A Faster Primitive. Our benchmarks reveal an unexpected result: TGP is not merely "TCP that works under loss"—it achieves coordination 7× faster than TCP *under ideal conditions*. This stems from an algorithmic difference: TCP's sequential acknowledgment chains are $O(n)$ in coordination depth, while TGP's nested proof embedding achieves $O(1)$.

For the majority of internet traffic—small API calls, WebSocket messages, DNS queries, IoT telemetry, gaming netcode—TCP's handshake overhead dominates latency. A 7× improvement in coordination time affects user-perceived latency across virtually every interactive application.

TGP thus represents not a niche solution for hostile networks, but a **fundamental improvement to coordination primitives** applicable across all network conditions, with graceful linear degradation where TCP suffers exponential collapse.

Future Work.

- Formal verification in Lean 4 (in progress—33 theorems verified)
- Production deployment of ToTG/UoTG adapters for real-world latency benchmarks
- Global relay network implementation
- Integration with QUIC and HTTP/3 for next-generation web protocols

Availability. Reference implementation and formal proofs available under AGPLv3.