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# Deep into ethereum light client protocol

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# Agenda

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- ❖ Introduction
- ❖ Merkle Trie & Merkle Proof
- ❖ Checkpoint Synchronization
- ❖ What can light client do
- ❖ Flow control & Capacity management model

# 1. Introduction



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# What's light client protocol

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- ❖ The protocol used by “light client”
  - ❖ Low resource requirement
  - ❖ Data verification capability
- ❖ Download and check the validity of the block headers
- ❖ Don't check the validity of state transition
- ❖ Fetch and proof the other part of blockchain on-demand
- ❖ Regard the whole DHT as database, local database as cache

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# Category of Light Client Protocol

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- ❖ Les(Light Ethereum SubProtocol)
- ❖ PIP(Parity Light Protocol)

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# Classification of nodes

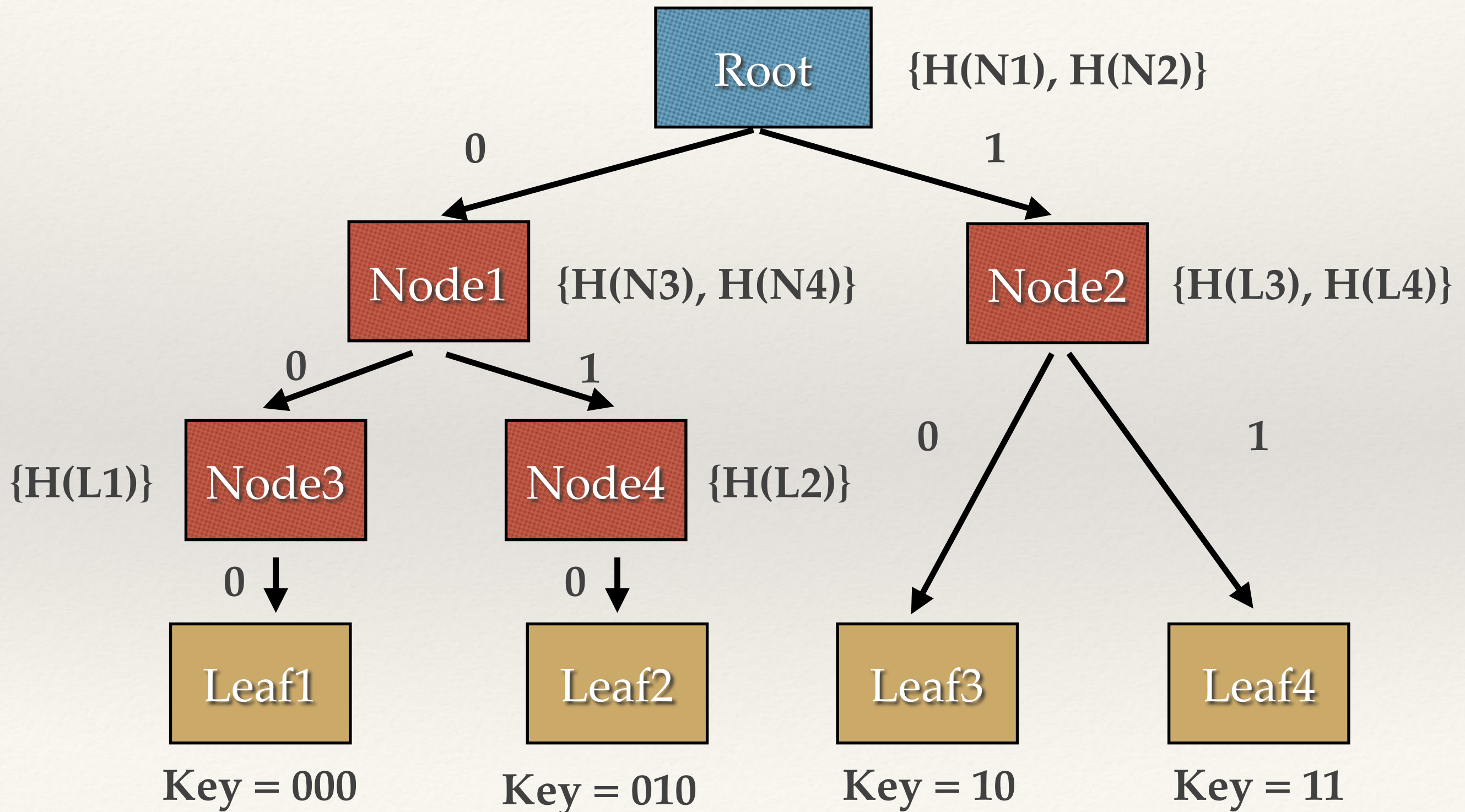
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Type	Database size	Sync Time	Security Guarantee
Archive node	~2.3TB	~13days	High
Full node	~131GB	~4hours	Medium
Light client	~50MB	~1minute	Low



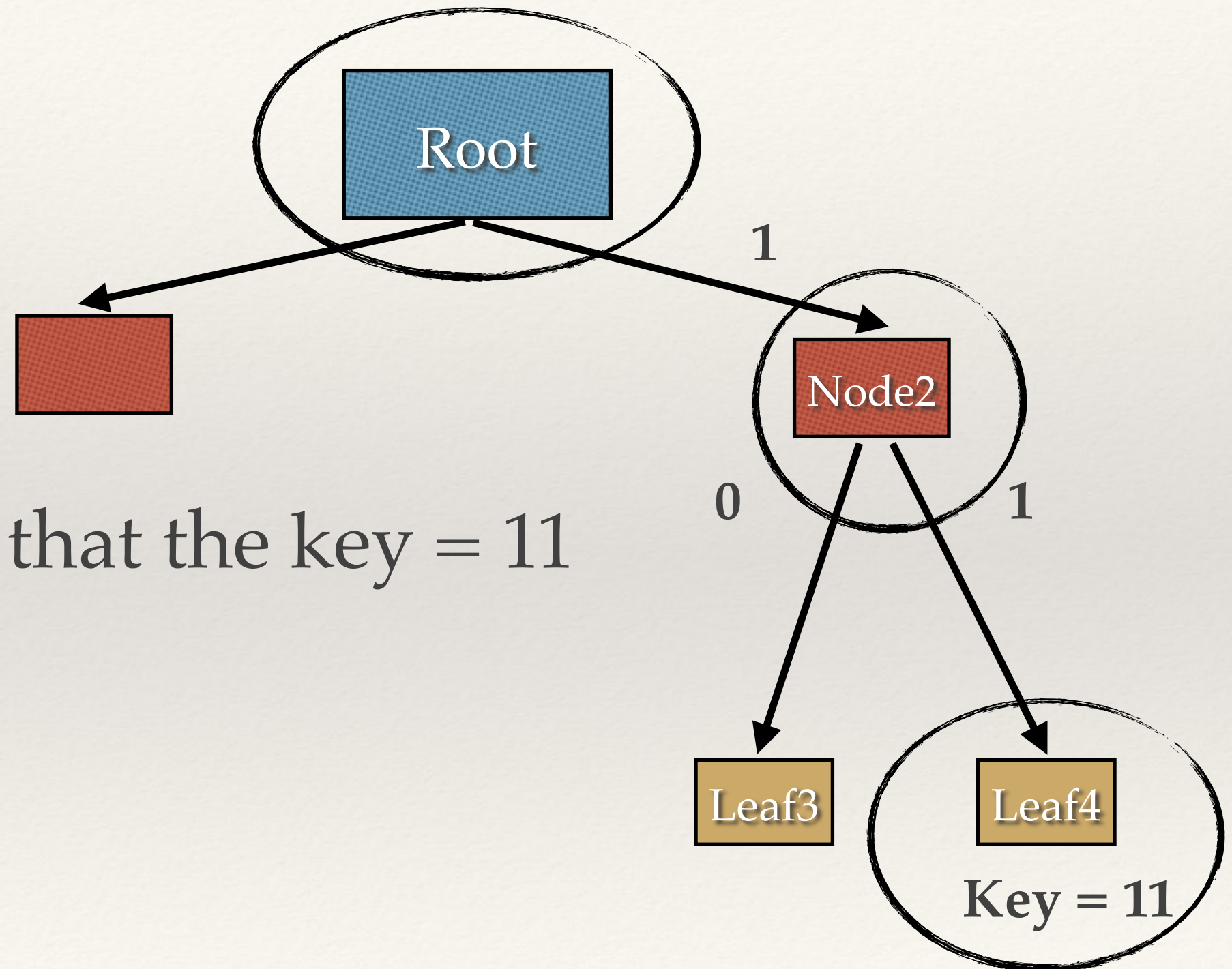
## 2. Merkle Trie & Merkle Proof

# Merkle Trie





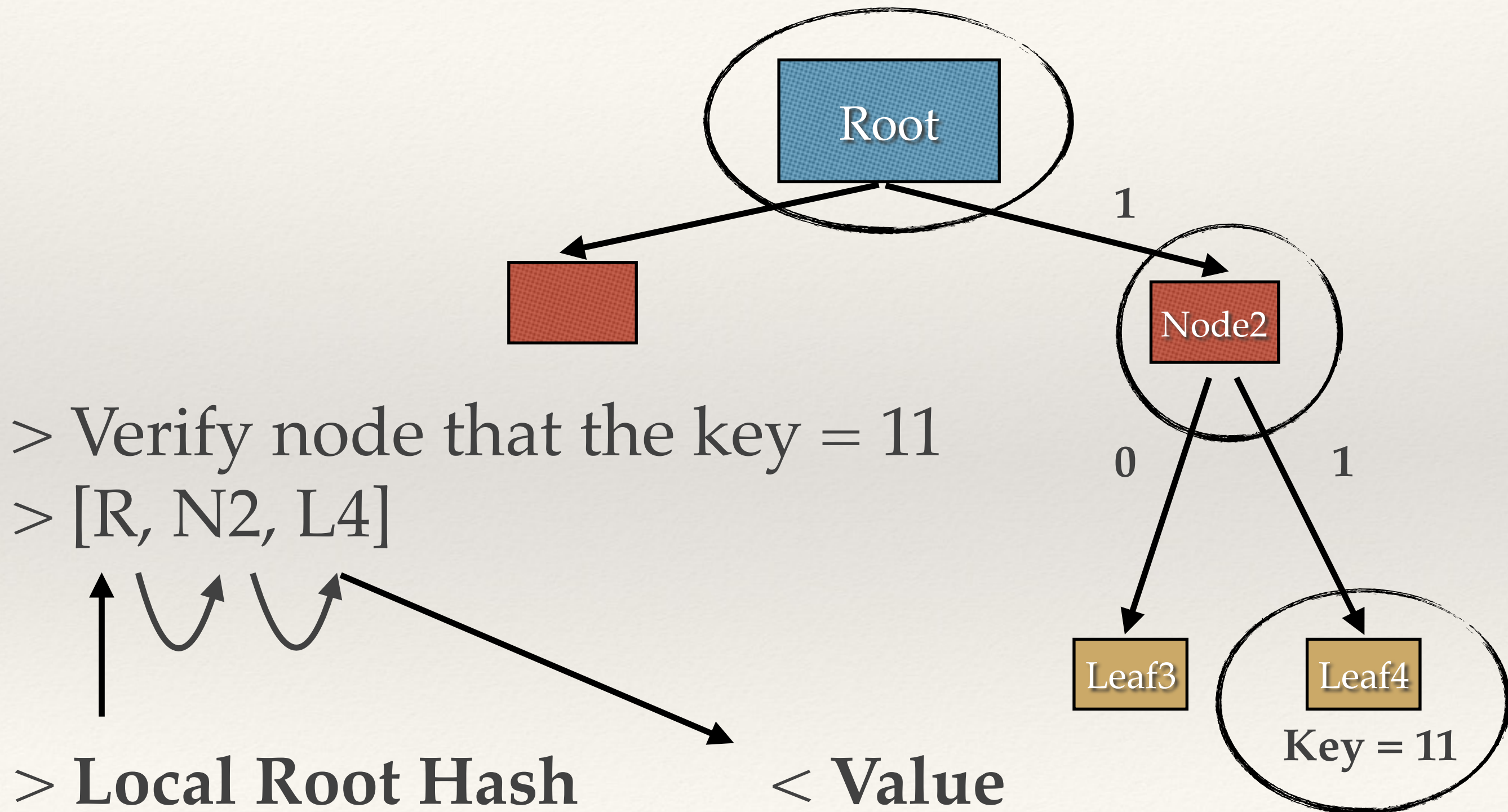
# Merkle Proof (generation)



> Proof node that the key = 11

< [R, N2, L4]

# Merkle Proof (verification)





# 3. Checkpoint Synchronization



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# Checkpoint sync

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- ❖ Start from a checkpoint
  - ❖ Trusted
  - ❖ Can verify the validity of historical chain
- ❖ Download block headers only
- ❖ One hundredth of the header is PoW verified(Network bandwidth >> Ethash bandwidth)

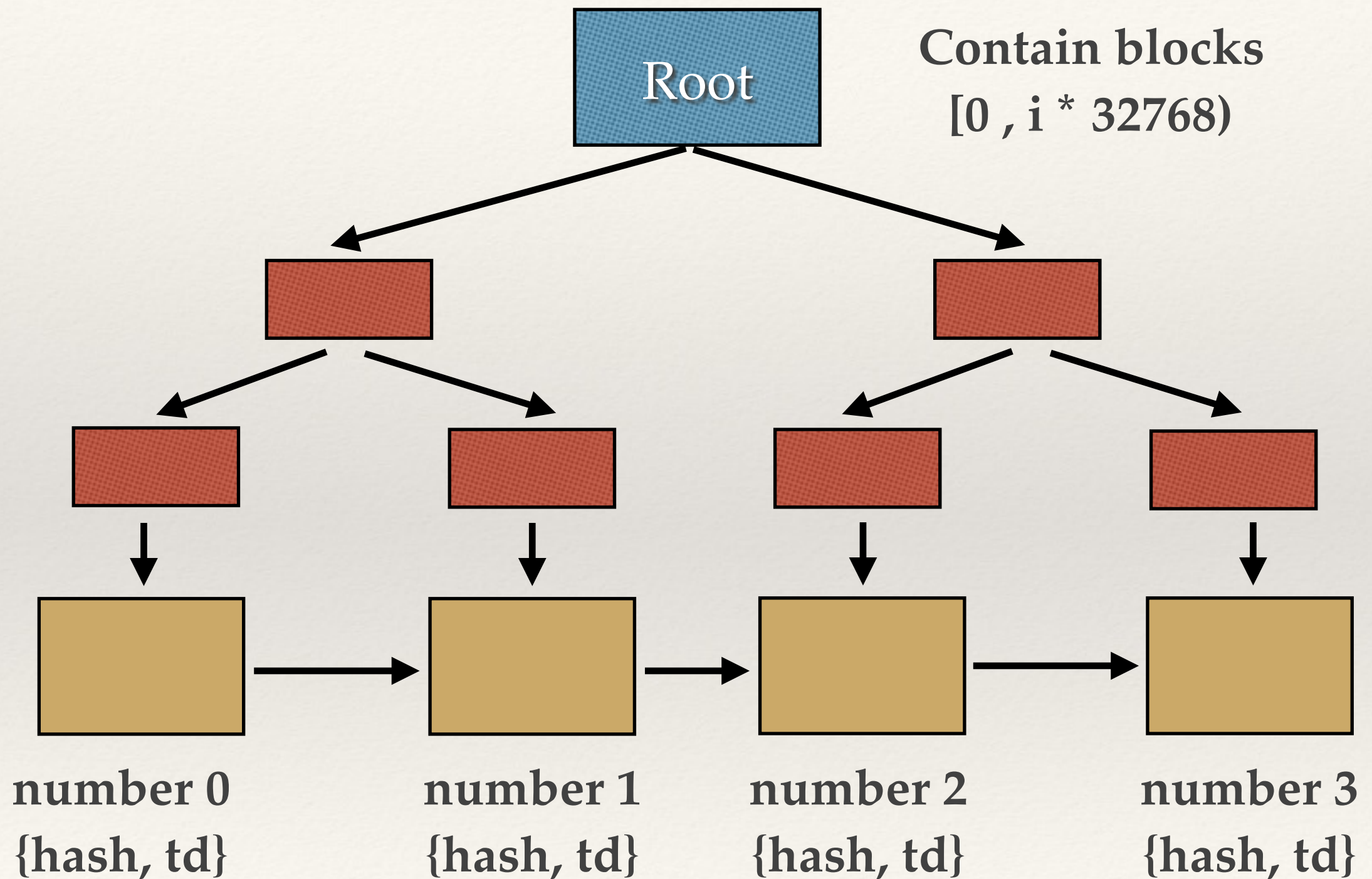
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# Checkpoint

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- ❖ Generate a checkpoint every 32768 blocks(server or light client)
- ❖ Section index
- ❖ Cumulative canonical hash trie root
- ❖ Cumulative bloom trie root

# Canonical Hash Trie



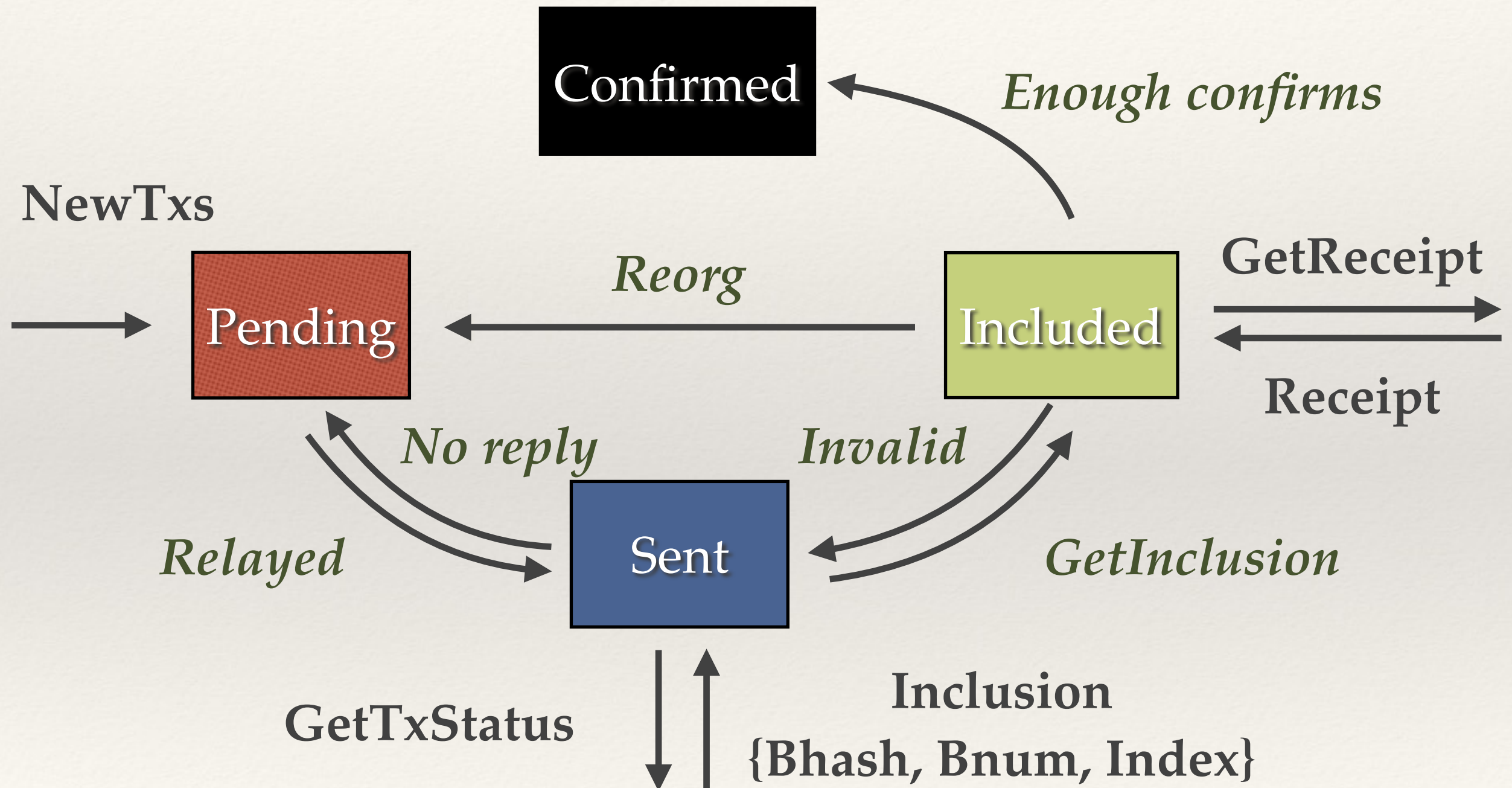


# Checkpoint registration

Approach	Pros	Cons
Hardcode	Simple	<ol style="list-style-type: none"><li>1. Update according to release cycle</li><li>2. Old client can't use new checkpoint</li><li>3. Centralized</li></ol>
Checkpoint Oracle	<ol style="list-style-type: none"><li>1. Update according to admin registration</li><li>2. Old client can always use latest checkpoint</li></ol>	<ol style="list-style-type: none"><li>1. Complicated</li><li>2. Still centralized</li></ol>

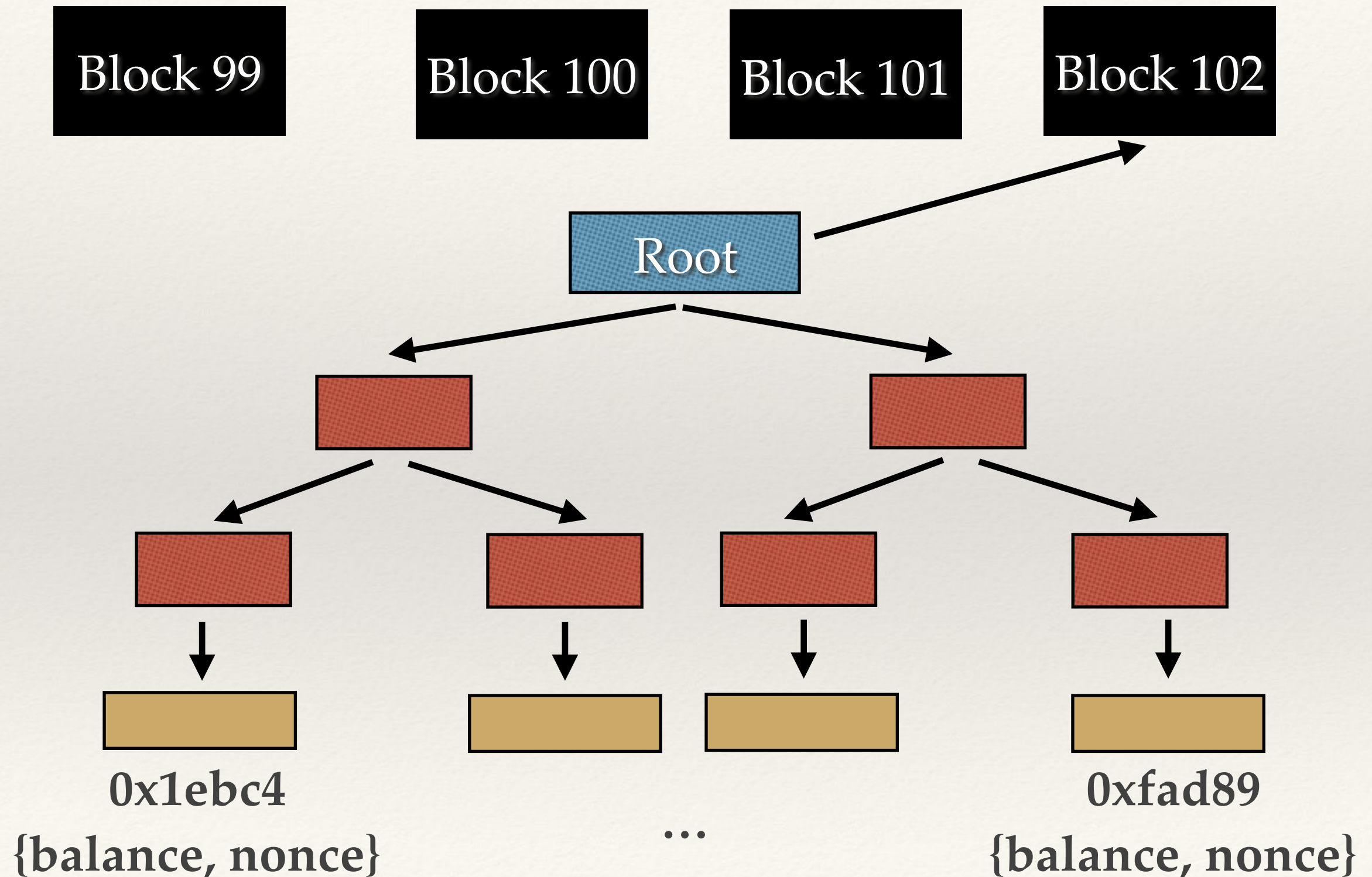
## 4. What can light client do

# Transaction relay

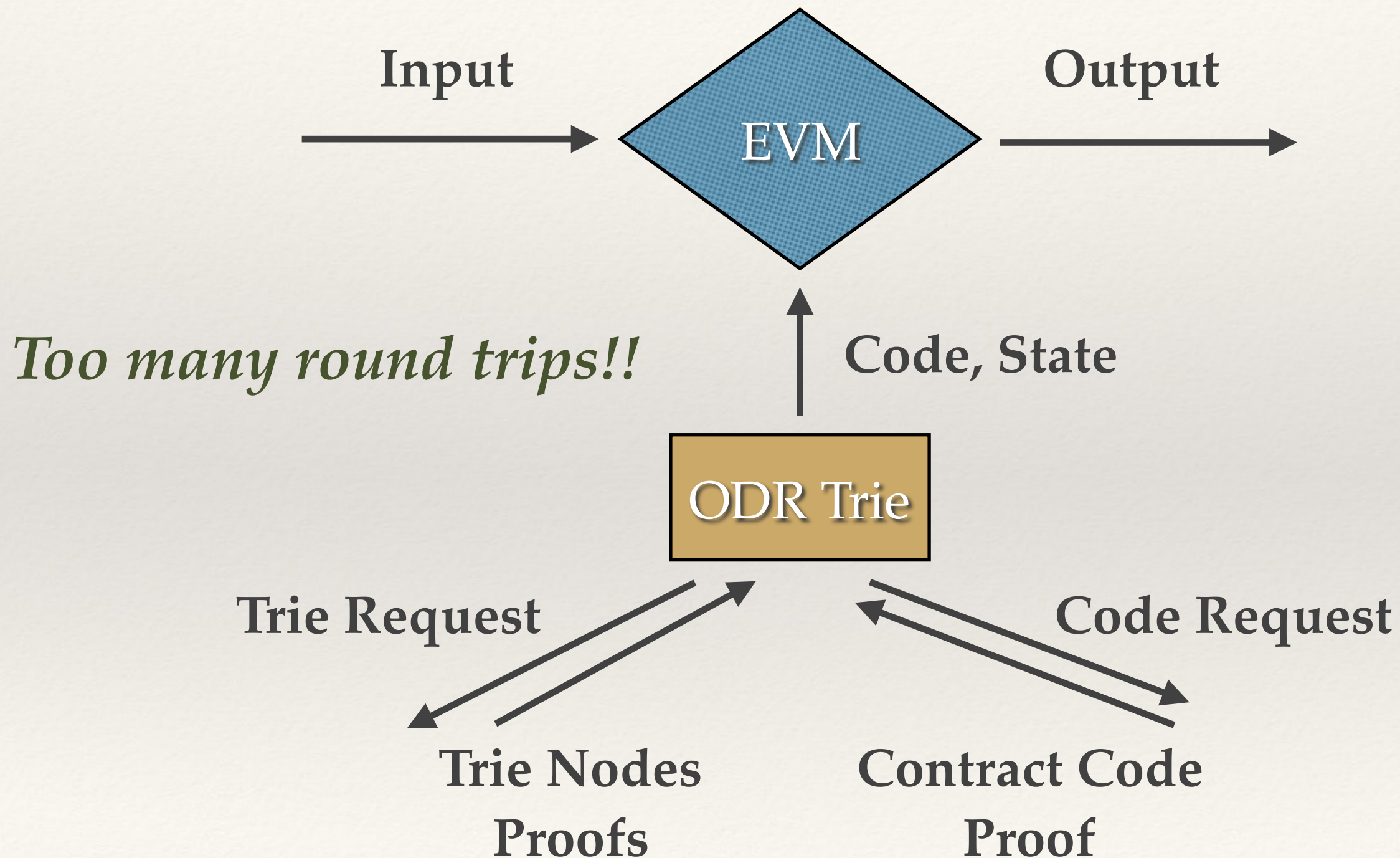




# State query



# Contract call



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# Event subscription

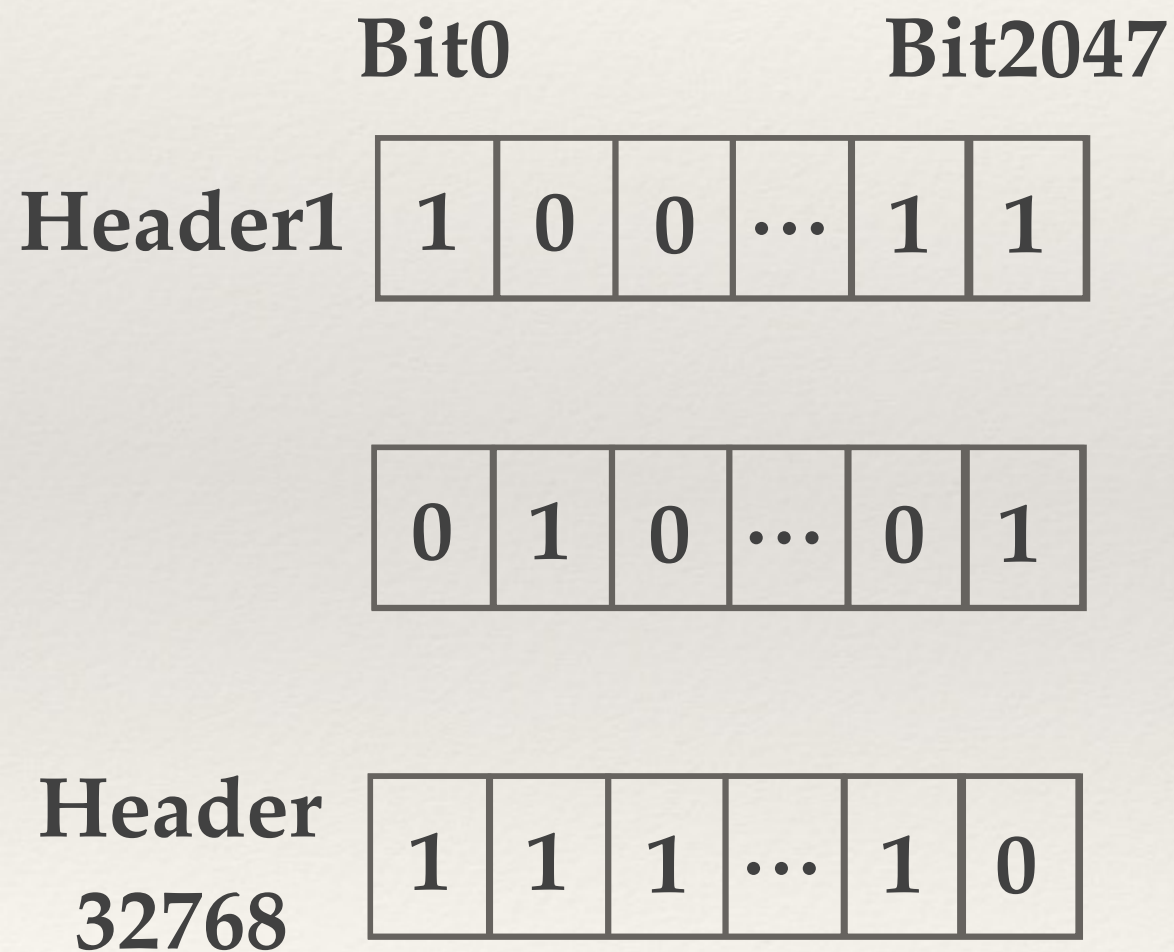
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- ❖ Event logs are embedded in the receipts
- ❖ The bloom for logs is included in headers
- ❖ Match the header bloom first
- ❖ Download and verify the target receipts
- ❖ Filter logs

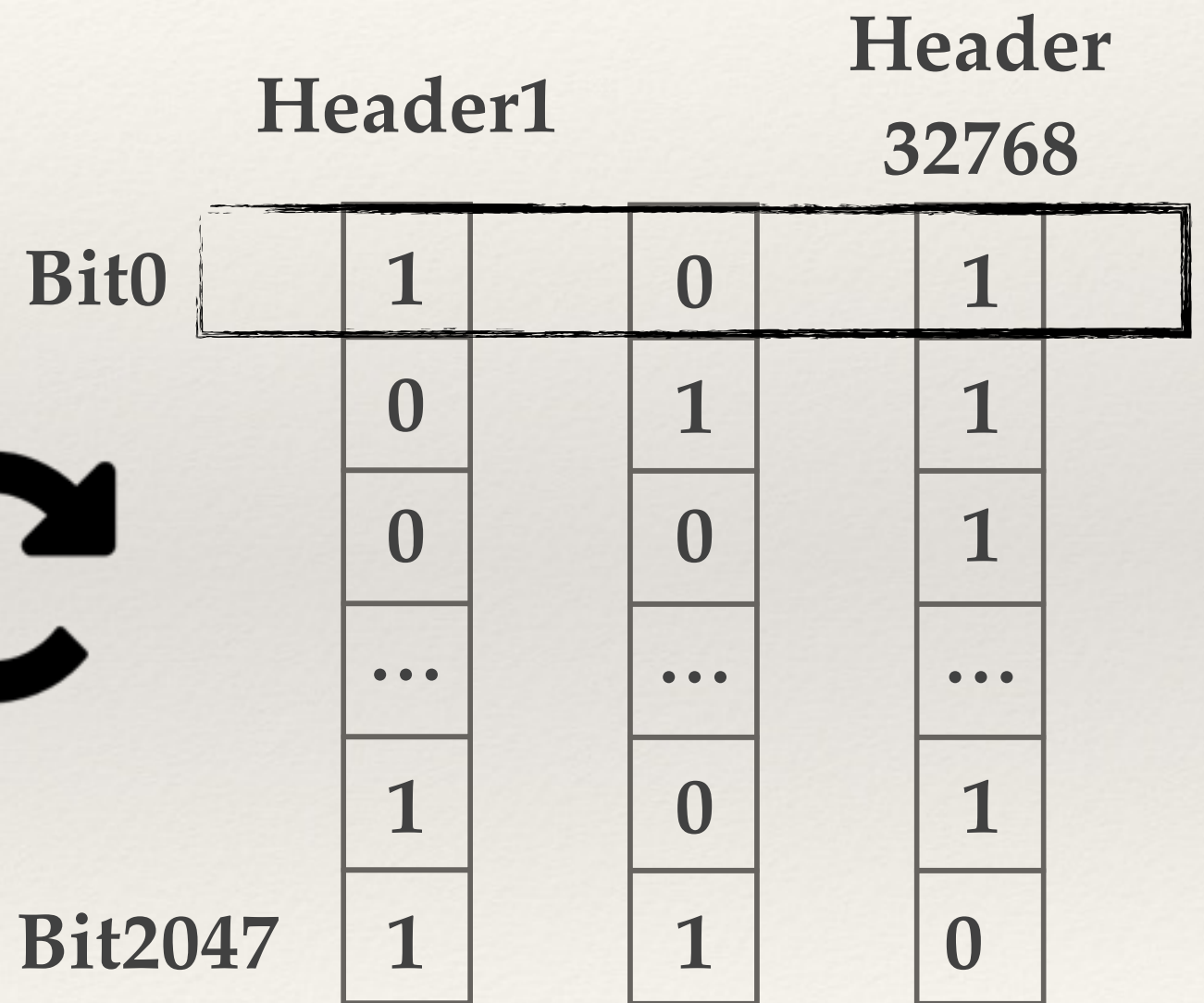


# Event searching(history)

## *Bloom filter*



## *Rotated Bloom filter*

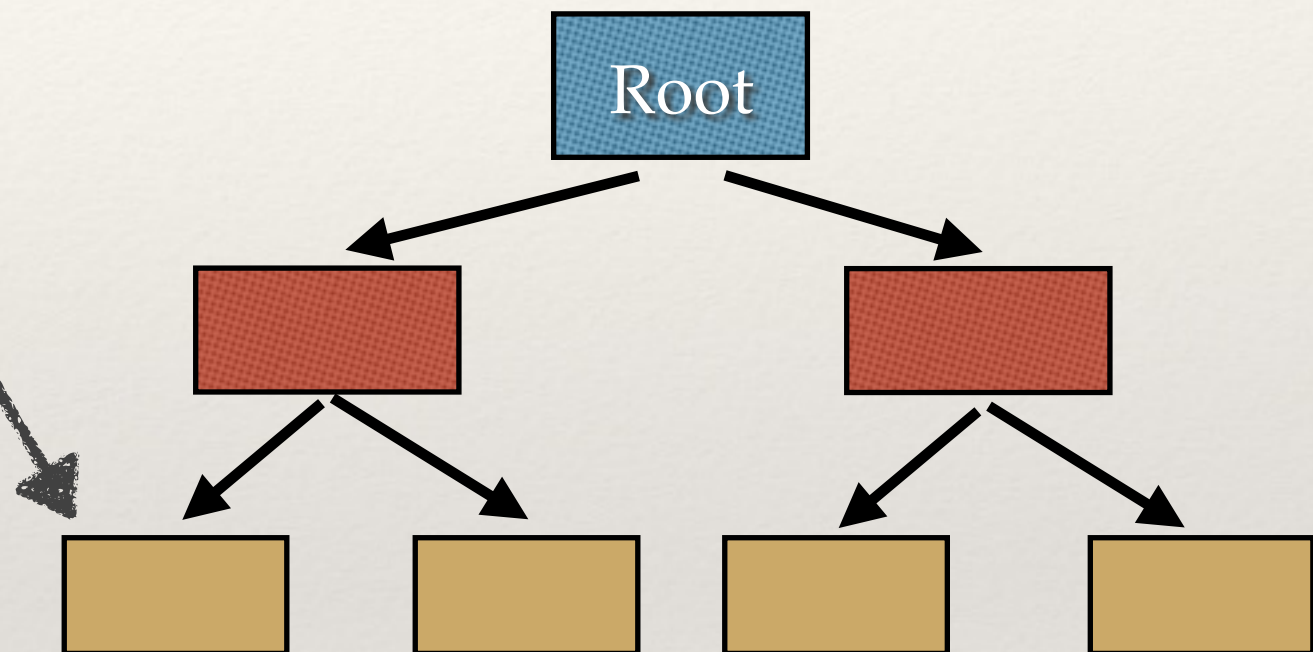


# Event searching contd.

## *Bloom Section*

	Header1		Header		32768	
Bit0	1	0	1	1	1	
	0	1	1	1	1	
	0	0	1	1	1	
	...	...	...	...	...	
	1	0	1	1	1	
Bit2047	1	1	0	1	0	

## *Bloom Trie*



Key = BitIndex + SectionIndex  
Value = Rotated bloom

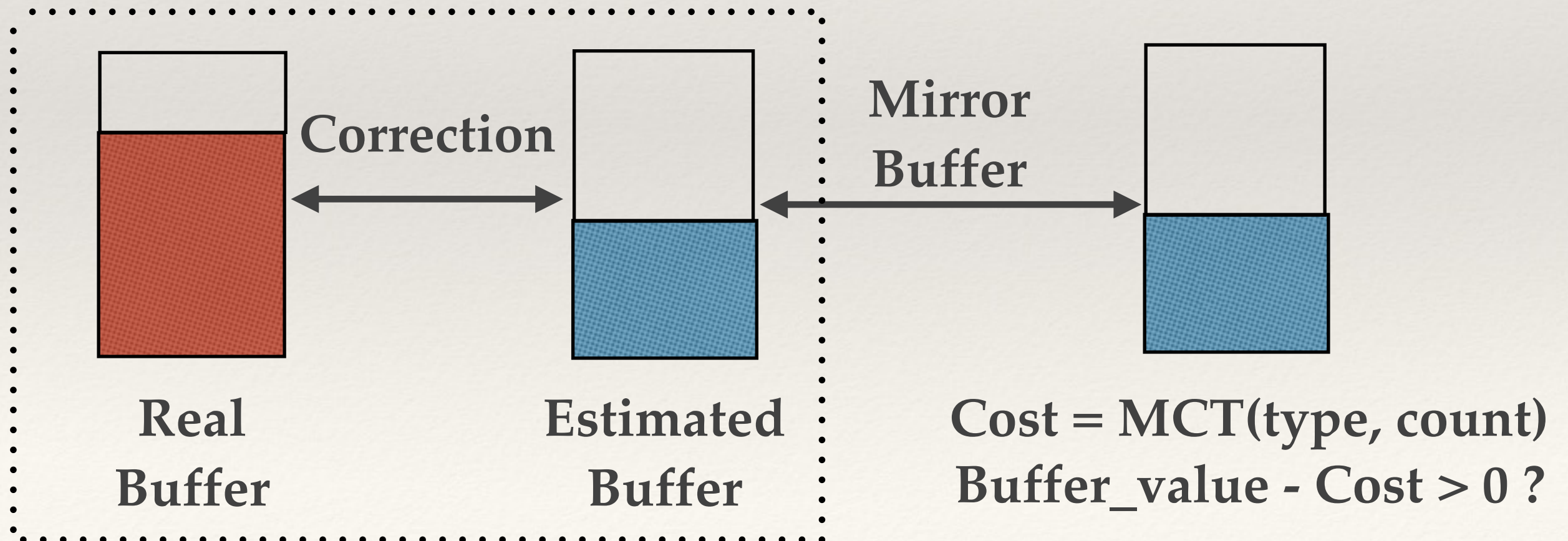
# 5. Flow Control & Capacity management



# Flow control model

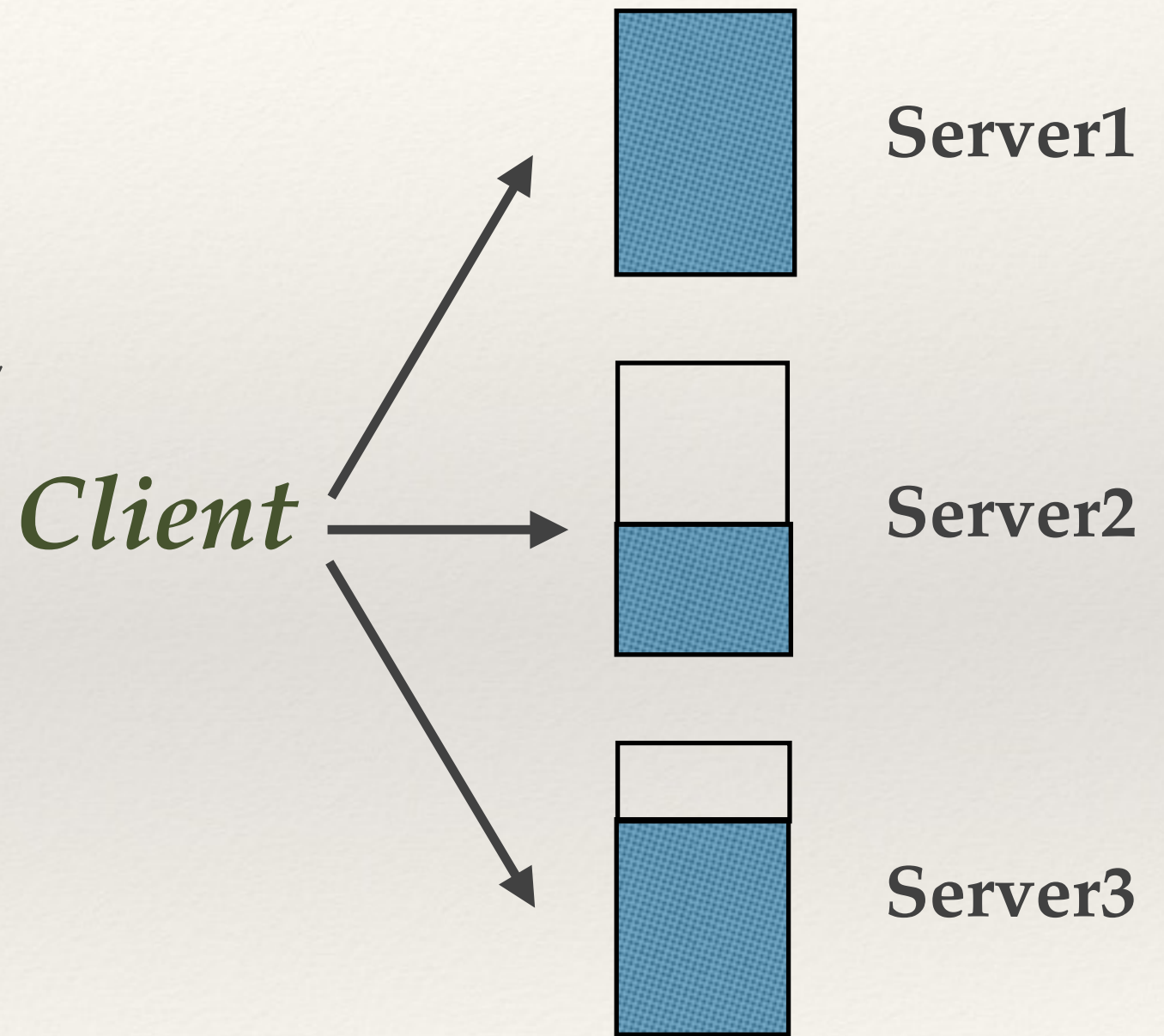
*Server*  $\xleftrightarrow{\text{Handshake}}$  *Client*

1. BufferLimit
2. MinRecharge
3. MaxCostTable



# Flow control model contd.

- ❖ Local Load Balancer
- ❖ Higher buffer remaining, higher priority
- ❖ Avoid low process priority and high response latency





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# Capacity management

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- ❖ —lightServ
  - ❖ Percentage of serving light client requests per second
  - ❖ Multi-threaded processing allows value over 100
- ❖ —lightbwout, —lightbwin
  - ❖ Network bandwidth limitation
- ❖ —lightpeers
  - ❖ Maximum number of light clients



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# Capacity management contd.

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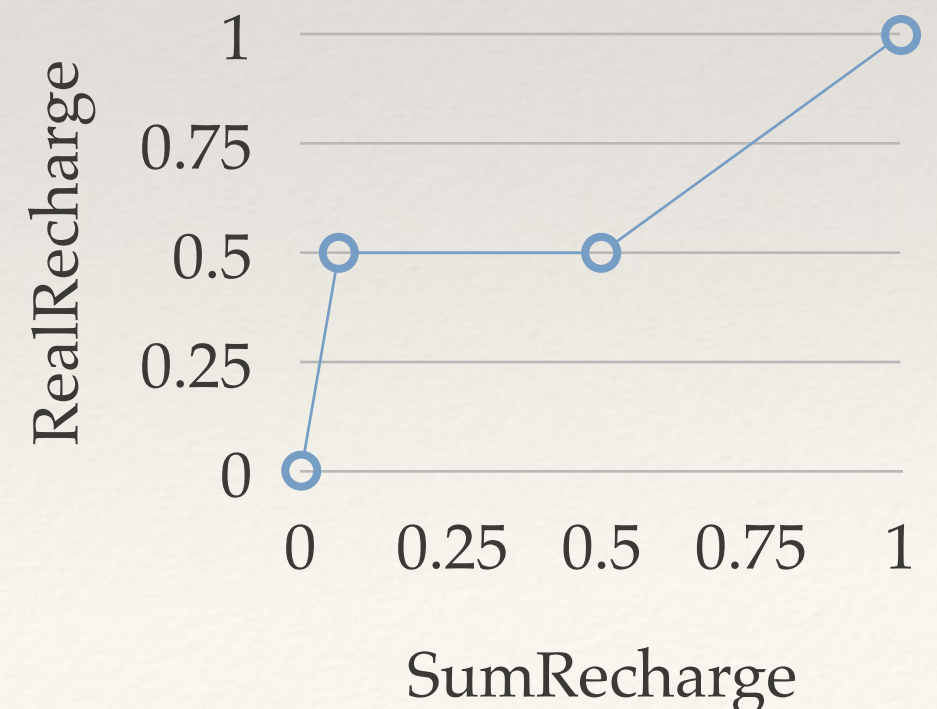
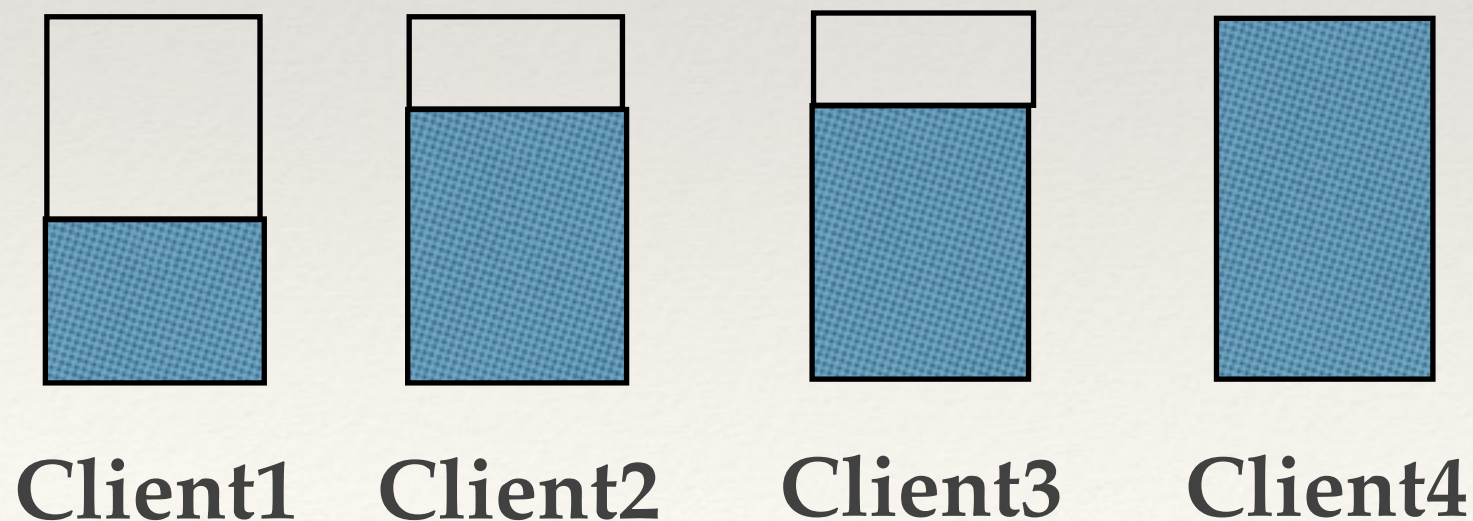
## *Cost calculation*

- ❖  $\text{TimeCost} = \text{ServingTime}$
- ❖  $\text{TrafficCost} = \text{PacketSize} * \text{TrafficFactor}$
- ❖  $\text{Cost} = \text{Max}(\text{TimeCost}, \text{InTrafficCost}, \text{OutTrafficCost})$

# Capacity management contd.

## *Buffer recharging*

- ❖  $\text{TotalRecharge} = \text{LightServ} * 1000,000,000 * \text{Factor} / 100$
- ❖  $\text{Bonus} = \text{Curve}(\text{SumRecharge}) / \text{SumRecharge}$
- ❖  $\text{RealRecharge} = \text{MinRecharge} * \text{Bonus}$
- ❖ Enjoy recharge bonus if the server is idle





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# Capacity management contd.

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## *Overbooking and Freezing*

- ❖ The maximum capacity of system is determined by the maximum number of peers and the minimal capacity.
- ❖ The maximum capacity of system can be much higher than total recharge.
- ❖ Freeze and kick out some clients if the **recent serving time** plus the **queued estimated time** exceeds the limitation.



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# Capacity management contd.

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## *Free client and Priority client*

- ❖ Higher buffer limit and recharge speed
- ❖ Kick out free client first
- ❖ Economic incentive for full node

Thanks