

# Polkadot Protocol Specification

Web 3.0 Technologies Foundation

Version 0.2.1

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# Polkadot Protocol



This specification is **Work-In-Progress** and any content, structure, design and/or hyper/anchor-link **is subject to change**.

Formally, Polkadot is a replicated sharded state machine designed to resolve the scalability and interoperability among blockchains. In Polkadot vocabulary, shards are called *parachains* and Polkadot *relay chain* is part of the protocol ensuring global consensus among all the parachains. The Polkadot relay chain protocol, henceforward called *Polkadot protocol*, can itself be considered as a replicated state machine on its own. As such, the protocol can be specified by identifying the state machine and the replication strategy.

From a more technical point of view, the Polkadot protocol has been divided into two parts, the [Polkadot Runtime](#) and the [Polkadot Host](#). The Runtime comprises the state transition logic for the Polkadot protocol and is designed and be upgradable via the consensus engine without requiring hard forks of the blockchain. The Polkadot Host provides the necessary functionality for the Runtime to execute its state transition logic, such as an execution environment, I/O, consensus and network interoperability between parachains. The Polkadot Host is planned to be stable and mostly static for the lifetime duration of the Polkadot protocol, the goal being that most changes to the protocol are primarily conducted by applying Runtime updates and not having to coordinate with network participants on manual software updates.

# Polkadot Host

With the current document, we aim to specify the Polkadot Host part of the Polkadot protocol as a replicated state machine. After defining the different types of hosts in [Chapter 1](#), we proceed to specify the representation of a valid state of the Protocol in [Chapter 2](#). We also identify the protocol states, by explaining the Polkadot state transition and discussing the detail based on which the Polkadot Host interacts with the state transition function, i.e. Runtime in the same chapter. Following, we specify the input messages triggering the state transition and the system behavior. In [Chapter 4](#), we specify the communication protocols and network messages required for the Polkadot Host to communicate with other nodes in the network, such as exchanging blocks and consensus messages. In [Chapter 5](#) and [Chapter 6](#), we specify the consensus protocol, which is responsible for keeping all the replica in the same state. Finally, the initial state of the machine is identified and discussed in [Section A.3](#). A Polkadot Host implementation which conforms with this part of the specification should successfully be able to sync its states with the Polkadot network.

# Chapter 1. Overview

The Polkadot Protocol differentiates between different classes of Polkadot Hosts. Each class differs in their trust roots and how active or passively they interact with the network.

## 1.1. Light Client

The light client is a mostly passive participant in the protocol. Light clients are designed to work in resource constrained environments like browsers, mobile devices or even on-chain. Its main objective is to follow the chain, make queries to the full node on specific information on recent state of the blockchain, and to add extrinsics (transactions). It does not maintain the full state, rather queries the full node on the latest finalized state and verifies the authenticity of the responses trustlessly. Details of specifications focused for Light Clients can be found in [Chapter 7](#).

## 1.2. Full Node

While the full node is still a mostly passive participant of the protocol, they follow the chain by receiving and verifying every block in the chain. It maintains full state of the blockchain by executing the extrinsics in blocks. Their role in consensus mechanism is limited to following the chain and not producing the blocks.

- **Functional Requirements:**

1. The node must populate the state storage with the official genesis state, elaborated further in [Section A.3](#).
2. The node should maintain a set of around 50 active peers at any time. New peers can be found using the discovery protocols ([Section 4.4](#))
3. The node should open and maintain the various required streams ([Section 4.7](#)) with each of its active peers.
4. Furthermore, the node should send block requests ([Section 4.8.2](#)) to these peers to receive all blocks in the chain and execute each of them.
5. The node should exchange neighbor packets ([Section 4.8.6.1](#)).

## 1.3. Authoring Node

The authoring node covers all the features of the full node but instead of just passivly following the protocol, it is an active participant, producing blocks and voting in Grandpa.

- **Functional Requirements:**

1. Verify that the Host's session key is included in the current Epoch's authority set ([Section 3.3.1](#)).
2. Run the BABE lottery ([Chapter 5](#)) and wait for the next assigned slot in order to produce a block.
3. Gossip any produced blocks to all connected peers ([Section 4.8.1](#)).

4. Run the catch-up protocol ([Section 6.6.1](#)) to make sure that the node is participating in the current round and not a past round.
5. Run the GRANDPA rounds protocol ([Chapter 6](#)).

## 1.4. Relaying Node

The relaying node covers all the features of the authoring node, but also participants in the availability and validity process to process new parachain blocks as described in [Chapter 8](#).

# Chapter 2. States and Transitions

## 2.1. Introduction

*Definition 1. Discrete State Machine (DSM)*

A **Discrete State Machine (DSM)** is a state transition system that admits a starting state and whose set of states and set of transitions are countable. Formally, it is a tuple of

$$(\Sigma, S, s_0, \delta)$$

where

- $\Sigma$  is the countable set of all possible inputs.
- $S$  is a countable set of all possible states.
- $s_0 \in S$  is the initial state.
- $\delta$  is the state-transition function, known as **Runtime** in the Polkadot vocabulary, such that

$$\delta : S \times \Sigma \rightarrow S$$

*Definition 2. Path Graph*

A **path graph** or a **path** of  $n$  nodes formally referred to as  $P_n$ , is a tree with two nodes of vertex degree 1 and the other  $n-2$  nodes of vertex degree 2. Therefore,  $P_n$  can be represented by sequences of  $(v_1, \dots, v_n)$  where  $e_i = (v_i, v_{i+1})$  for  $1 \leq i \leq n-1$  is the edge which connect  $v_i$  and  $v_{i+1}$ .

*Definition 3. Blockchain*

A **blockchain**  $C$  is a **directed path graph**. Each node of the graph is called **Block** and indicated by  $B$ . The unique sink of  $C$  is called **Genesis Block**, and the source is called the Head of  $C$ . For any vertex  $(B_1, B_2)$  where  $B_1 \rightarrow B_2$  we say  $B_2$  is the **parent** of  $B_1$ , which is the **child** of  $B_2$ , respectively. We indicate that by:

$$B_2 := P(B_1)$$

The parent refers to the child by its hash value ([Definition 10](#)), making the path graph tamper proof since any modifications to the child would result in its hash value being changed.



The term "blockchain" can also be used as a way to refer to the network or system that interacts or maintains the directed path graph.

### 2.1.1. Block Tree

In the course of formation of a (distributed) blockchain, it is possible that the chain forks into multiple subchains in various block positions. We refer to this structure as a *block tree*:

#### *Definition 4. Block*

The **block tree** of a blockchain, denoted by  $BT$  is the union of all different versions of the blockchain observed by the Polkadot Host such that every block is a node in the graph and  $B_1$  is connected to  $B_2$  if  $B_1$  is a parent of  $B_2$ .

When a block in the block tree gets finalized, there is an opportunity to prune the block tree to free up resources into branches of blocks that do not contain all of the finalized blocks or those that can never be finalized in the blockchain ([Chapter 6](#)).

#### *Definition 5. Pruned Block Tree*

By **Pruned Block Tree**, denoted by  $PBT$ , we refer to a subtree of the block tree obtained by eliminating all branches which do not contain the most recent finalized blocks ([Definition 90](#)). By **pruning**, we refer to the procedure of  $BT \leftarrow PBT$ . When there is no risk of ambiguity and is safe to prune  $BT$ , we use  $BT$  to refer to  $PBT$ .

[Definition 6](#) gives the means to highlight various branches of the block tree.

#### *Definition 6. Subchain*

Let  $G$  be the root of the block tree and  $B$  be one of its nodes. By  $\text{Chain}(B)$ , we refer to the path graph from  $G$  to  $B$  in  $BT$ . Conversely, for a chain  $C = \text{Chain}(B)$ , we define **the head of  $C$**  to be  $B$ , formally noted as  $B : = \bar{C}$ . We define  $|C|$ , the length of  $C$  as a path graph.

If  $B'$  is another node on  $\text{Chain}(B)$ , then by  $\text{SubChain}(B', B)$  we refer to the subgraph of  $\text{Chain}(B)$  path graph which contains  $B$  and ends at  $B'$  and by  $|\text{SubChain}(B', B)|$  we refer to its length.

Accordingly,  $\mathcal{C}_{B'}(BT)$  is the set of all subchains of  $BT$  rooted at  $B'$ . The set of all chains of  $BT$ ,  $\mathcal{C}_G(BT)$  is denoted by  $\mathcal{C}(BT)$  or simply  $\mathcal{C}$ , for the sake of brevity.

#### *Definition 7. Longest Chain*

We define the following complete order over  $\mathcal{C}$  as follows. For chains  $C_1, C_2 \in \mathcal{C}$  we have that  $C_1 > C_2$  if either  $|C_1| > |C_2|$  or  $|C_1| = |C_2|$ .

If  $|C_1| = |C_2|$  we say  $C_1 > C_2$  if and only if the block arrival time ([Definition 67](#)) of  $\bar{C}_1$  is less than the block arrival time of  $\bar{C}_2$ , from the *subjective perspective* of the Host. We define the  $\text{Longest-Chain}(BT)$  to be the maximum chain given by this order.

#### *Definition 8. Longest Path*

$\text{Longest-Path}(BT)$  returns the path graph of  $BT$  which is the longest among all paths in  $BT$  and has the earliest block arrival time ([Definition 67](#)).  $\text{Deepest-Leaf}(BT)$  returns the head of  $\text{Longest-Path}(BT)$  chain.

Because every block in the blockchain contains a reference to its parent, it is easy to see that the block tree is de facto a tree. A block tree naturally imposes partial order relationships on the blocks as follows:

*Definition 9. Descendant and Ancestor*

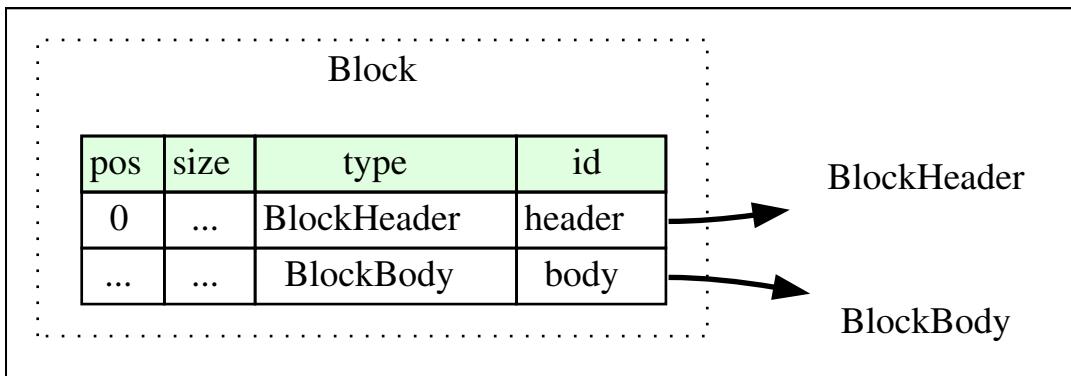
We say  $B$  is **descendant** of  $B'$ , formally noted as  $B > B'$ , if  $(|B| > |B'|) \in C$ . Respectively, we say that  $B'$  is an **ancestor** of  $B$ , formally noted as  $B < B'$ , if  $(|B| < |B'|) \in C$ .

## 2.2. State Replication

Polkadot nodes replicate each other's state by syncing the history of the extrinsics. This, however, is only practical if a large set of transactions are batched and synced at the time. The structure in which the transactions are journaled and propagated is known as a block of extrinsics ([Section 2.2.1](#)). Like any other replicated state machines, state inconsistency can occur between Polkadot replicas. [Section 2.4.5](#) gives an overview of how a Polkadot Host node manages multiple variants of the state.

### 2.2.1. Block Format

A Polkadot block consists a *block header* ([Definition 10](#)) and a *block body* ([Definition 13](#)). The *block body* in turn is made up out of *extrinsics*, which represent the generalization of the concept of *transactions*. *Extrinsics* can contain any set of external data the underlying chain wishes to validate and track.



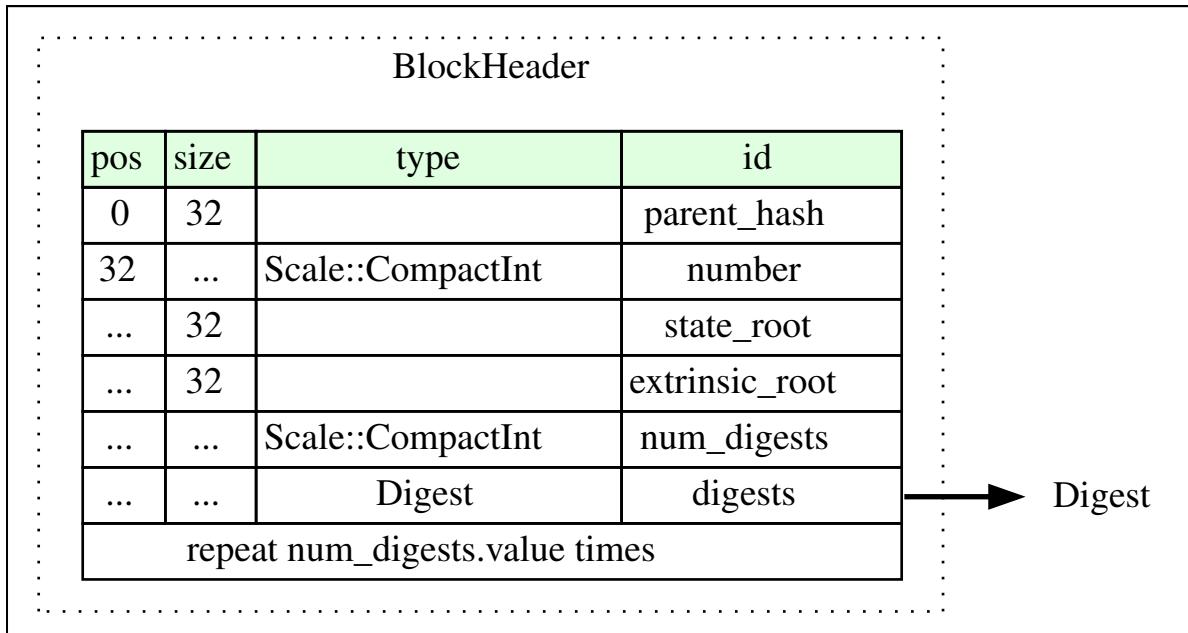
*Definition 10. Block Header*

The **header of block  $B$** ,  $H_h(B)$ , is a 5-tuple containing the following elements:

- **parent\_hash**: formally indicated as  $H_p$ , is the 32-byte Blake2b hash ([Section A.1.1.1](#)) of the SCALE encoded parent block header ([Definition 12](#)).
- **number**: formally indicated as  $H_i$ , is an integer, which represents the index of the current block in the chain. It is equal to the number of the ancestor blocks. The genesis state has number 0.
- **state\_root**: formally indicated as  $H_r$ , is the root of the Merkle trie, whose leaves implement the storage for the system.
- **extrinsics\_root**: is the field which is reserved for the Runtime to validate the integrity of

the extrinsics composing the block body. For example, it can hold the root hash of the Merkle trie which stores an ordered list of the extrinsics being validated in this block. The `extrinsics_root` is set by the runtime and its value is opaque to the Polkadot Host. This element is formally referred to as  $H_e$ .

- **digest:** this field is used to store any chain-specific auxiliary data, which could help the light clients interact with the block without the need of accessing the full storage as well as consensus-related data including the block signature. This field is indicated as  $H_d$  ([Definition 11](#)).



*Binary Format 1. Block Header*

#### [Definition 11. Header Digest](#)

The header **digest** of block  $B$  formally referred to by  $H_d(B)$  is an array of **digest items**  $H_d^i$ 's, known as digest items of varying data type ([Definition 188](#)) such that:

$$H_d(B) := H_d^1, \dots, H_d^n$$

where each digest item can hold one of the following type identifiers:

$$H_d^i = \begin{cases} 4 & \rightarrow (t, id, m) \\ 5 & \rightarrow (t, id, m) \\ 6 & \rightarrow (t, id, m) \\ 8 & \rightarrow (t) \end{cases}$$

**where**

- id is a 4-byte ASCII encoded consensus engine identifier
- m is a scale encoded byte array containing the message payload

$t = 4$

**Consensus Message**, contains scale-encoded message  $m$  from the Runtime to the consensus engine. The receiving engine is determined by the id identifier:

id = BABE

a message to BABE engine ([Definition 58](#))

id = FRNK

a message to GRANDPA engine ([Definition 86](#))

id = BEEF

a message to BEEFY engine ([Definition 87](#))

$t = 5$

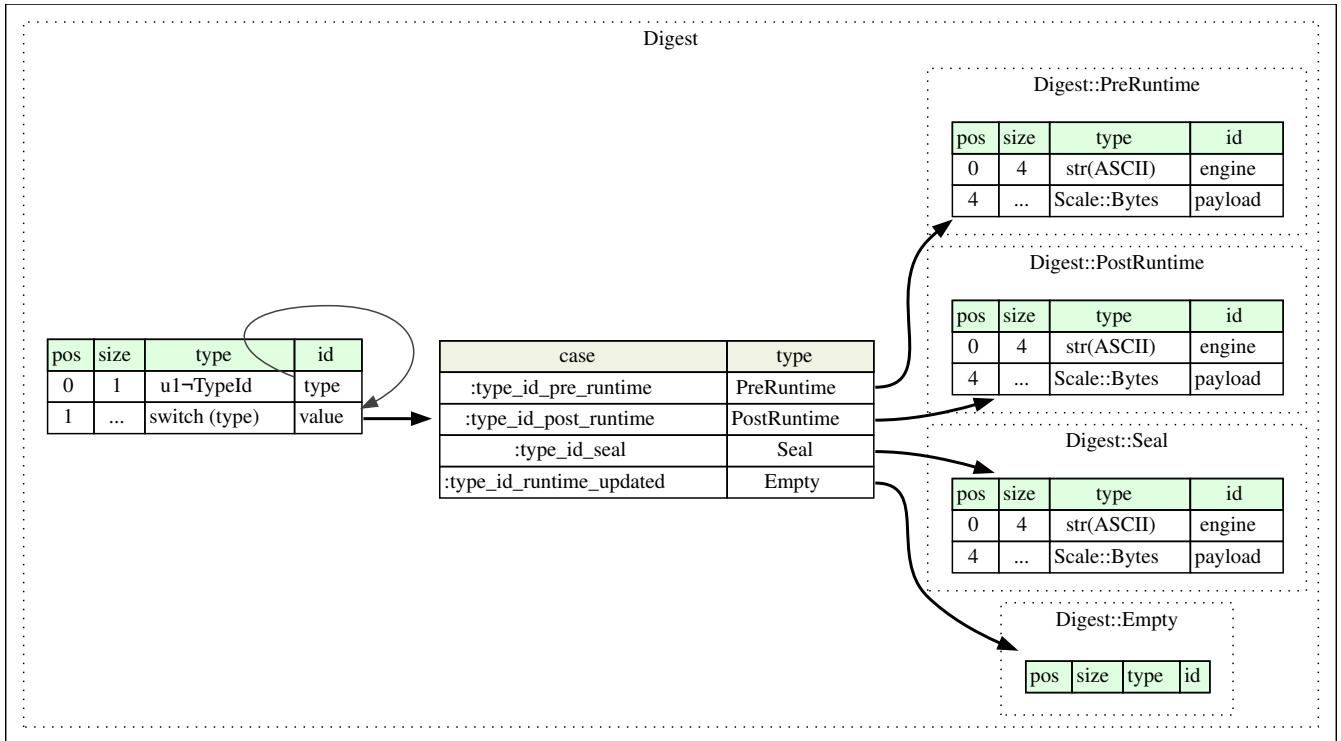
**Seal**, is produced by the consensus engine and proves the authorship of the block producer. The engine used for this is provided through id (at the moment **BABE**), while  $m$  contains the scale-encoded signature ([Definition 70](#)) of the block producer. In particular, the Seal digest item must be the last item in the digest array and must be stripped off by the Polkadot Host before the block is submitted to any Runtime function including for validation. The Seal must be added back to the digest afterward.

$t = 6$

**Pre-Runtime** digest, contains messages from the consensus engines to the runtime. Currently only used by BABE to pass the scale encoded BABE Header ([Definition 69](#)) in  $m$  with id = BABE

$t = 8$

**Runtime Environment Updated** digest, indicates that changes regarding the Runtime code or heap pages ([Section 2.6.3.1](#)) occurred. No additional data is provided.



*Binary Format 2. Block Header Digest*

*Definition 12. Header Hash*

The **block header hash of block  $B$** ,  $H_h(B)$ , is the hash of the header of block  $B$  encoded by simple codec:

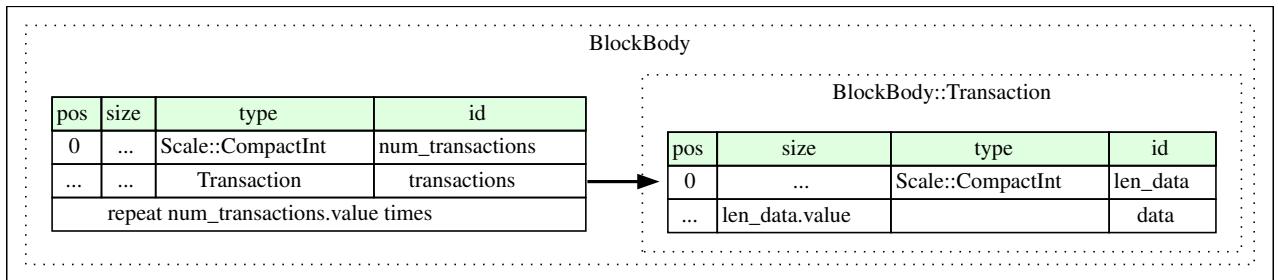
$$H_h(B) := \text{Blake2b}(\text{Enc}_{SC}(\text{Head}(B)))$$

*Definition 13. Block Body*

The block body consists of an sequence of extrinsics, each encoded as a byte array. The content of an extrinsic is completely opaque to the Polkadot Host. As such, from the point of the Polkadot Host, and is simply a SCALE encoded array of byte arrays. The **body of Block  $B$**  represented as  $\text{Body}(B)$  is defined to be:

$$\text{Body}(B) := \text{Enc}_{SC}(E_1, \dots, E_n)$$

Where each  $E_i \in \mathbb{B}$  is a SCALE encoded extrinsic.



## 2.3. Exinsics

The block body consists of an array of extrinsics. In a broad sense, extrinsics are data from outside of the state which can trigger state transitions. This section describes extrinsics and their inclusion into blocks.

### 2.3.1. Preliminaries

The extrinsics are divided into two main categories defined as follows:

**Transaction extrinsics** are extrinsics which are signed using either of the key types ([Section A.1.4](#)) and broadcasted between the nodes. **Inherent extrinsics** are unsigned extrinsics which are generated by Polkadot Host and only included in the blocks produced by the node itself. They are broadcasted as part of the produced blocks rather than being gossiped as individual extrinsics.

The Polkadot Host does not specify or limit the internals of each extrinsics and those are defined and dealt with by the Runtime ([Definition 1](#)). From the Polkadot Host point of view, each extrinsics is simply a SCALE-encoded blob ([Section A.2.2](#)).

### 2.3.2. Transactions

Transactions are submitted and exchanged through *Transactions* network messages ([Section 4.8.5](#)). Upon receiving a Transactions message, the Polkadot Host decodes the SCALE-encoded blob and splits it into individually SCALE-encoded transactions.

Alternative transaction can be submitted to the host by offchain worker through the Host API ([Section B.6.2](#)).

Any new transaction should be submitted to the Runtime ([Section C.7.1](#)). This will allow the Polkadot Host to check the validity of the received transaction against the current stat and if it should be gossiped to other peers. If it considers the submitted transaction as valid, the Polkadot Host should store it for inclusion in future blocks. The whole process of handling new transactions is described in more detail by [Algorithm 1](#).

Additionally valid transactions that are supposed to be gossiped are propagated to connected peers of the Polkadot Host. While doing so the Polkadot Host should keep track of peers already aware of each transaction. This includes peers which have already gossiped the transaction to the node as well as those to whom the transaction has already been sent. This behavior is mandated to avoid resending duplicates and unnecessarily overloading the network. To that aim, the Polkadot Host should keep a *transaction pool* and a *transaction queue* defined as follows:

*Definition 14. Transaction Queue*

The **Transaction Queue** of a block producer node, formally referred to as  $TQ$  is a data structure which stores the transactions ready to be included in a block sorted according to their priorities ([Section 4.8.5](#)). The **Transaction Pool**, formally referred to as  $TP$ , is a hash table in which the Polkadot Host keeps the list of all valid transactions not in the transaction queue.

Furthermore [Algorithm 1](#) updates the transaction pool and the transaction queue according to the

received message:

---

**Algorithm 1** Validate-Transactions-and-Store

---

```
1: L ← DecSC(MT)
2: for all{T ∈ L ∣ T ∉ TQ ∙ T ∉ TP} do
3:   Bd ← Head(Longest-Chain(BT))
4:   N ← Hn(Bd)
5:   R ← Call-Runtime-Entry(TaggedTransactionQueue_validate_transaction, N, T)
6:   if Valid(R) then
7:     if Requires(R) ⊂ ∙ T ∙ (TQ ∙ Bd) Provided-Tag(T) then
8:       Insert-At(TQ, T, Requires(R), Priority(R))
9:     else
10:      Add-To(TP, T)
11:    end if
12:    Maintain-Transaction-Pool
13:    if ShouldPropagate(R) then
14:      Propagate(T)
15:    end if
16:  end if
17: end for
```

---

Algorithm 1. Validate-Transactions-and-Store

where

- $M_T$  is the transaction message (offchain transactions?)
- $\text{Dec}_{SC}$  decodes the SCALE encoded message.
- Longest-Chain is defined in [Definition 7](#).
- `TaggedTransactionQueue_validate_transaction` is a Runtime entrypoint specified in [Section C.7.1](#) and  $\text{Requires}(R)$ ,  $\text{Priority}(R)$  and  $\text{Propagate}(R)$  refer to the corresponding fields in the tuple returned by the entrypoint when it deems that  $T$  is valid.
- $\text{Provided-Tags}(T)$  is the list of tags that transaction  $T$  provides. The Polkadot Host needs to keep track of tags that transaction  $T$  provides as well as requires after validating it.
- $\text{Insert-At}(TQ, T, \text{Requires}(R), \text{Priority}(R))$  places  $T$  into  $TQ$  appropriately such that the transactions providing the tags which  $T$  requires or have higher priority than  $T$  are ahead of  $T$ .
- `Maintain-Transaction-Pool` is described in [Algorithm 2](#).
- `ShouldPropagate` indicates whether the transaction should be propagated based on the `Propagate` field in the `ValidTransaction` type as defined in [Definition 225](#), which is returned by `TaggedTransactionQueue_validate_transaction`.
- $\text{Propagate}(T)$  sends  $T$  to all connected peers of the Polkadot Host who are not already aware of  $T$ .

---

**Algorithm 2** Maintain-Transaction-Pool

---

- 1: Scan the pool for ready transactions
- 2: Move them to the transaction queue
- 3: Drop invalid transactions

---

Algorithm 2. Maintain-Transaction-Pool



This has not been defined yet.

### 2.3.3. Inherents

Inherents are unsigned extrinsics inserted into a block by the block author and as a result are not stored in the transaction pool or gossiped across the network. Instead they are generated by the Polkadot Host by passing the required inherent data, as listed in [Table 1](#), to the Runtime method `BlockBuilder_inherent_extrinsics` ([Section C.6.3](#)). Then the returned extrinsics should be included in the current block as explained in [Algorithm 12](#).

*Table 1. Inherent Data*

Identifier	Value Type	Description
timstap0	Unsigned 64-bit integer	Unix epoch time ( <a href="#">Definition 181</a> )

*Definition 15. Inherent Data*

**Inherent-Data** is a hashtable ([Definition 192](#)), an array of key-value pairs consisting of the inherent 8-byte identifier and its value, representing the totality of inherent extrinsics included in each block. The entries of this hash table which are listed in [Table 1](#) are collected or generated by the Polkadot Host and then handed to the Runtime for inclusion ([Algorithm 12](#)).

## 2.4. State Storage Trie

For storing the state of the system, Polkadot Host implements a hash table storage where the keys are used to access each data entry. There is no assumption either on the size of the key nor on the size of the data stored under them, besides the fact that they are byte arrays with specific upper limits on their length. The limit is imposed by the encoding algorithms to store the key and the value in the storage trie ([Section A.2.2.1](#)).

### 2.4.1. Accessing System Storage

The Polkadot Host implements various functions to facilitate access to the system storage for the Runtime ([Section 2.6.1](#)). Here we formalize the access to the storage when it is being directly accessed by the Polkadot Host (in contrast to Polkadot runtime).

*Definition 16. Stored Value*

The `StoredValue` function retrieves the value stored under a specific key in the state storage and is formally defined as:

$$\text{StoredValue} : \mathcal{K} - \&gt; ; \mathcal{V} k - \&gt; ; \begin{cases} v & \text{if } (k, v) \text{ exists in state storage} \\ \phi & \text{otherwise} \end{cases}$$

where  $\mathcal{K} \subset \mathbb{B}$  and  $\mathcal{V} \subset \mathbb{B}$  are respectively the set of all keys and values stored in the state storage.  $v$  can be an empty value.

## 2.4.2. General Structure

In order to ensure the integrity of the state of the system, the stored data needs to be re-arranged and hashed in a *radix tree*, which hereafter we refer to as the ***State Trie*** or just ***Trie***. This rearrangement is necessary to be able to compute the Merkle hash of the whole or part of the state storage, consistently and efficiently at any given time.

The trie is used to compute the *merkle root* (Section 2.4.4) of the state,  $H_r$  (Definition 10), whose purpose is to authenticate the validity of the state database. Thus, the Polkadot Host follows a rigorous encoding algorithm to compute the values stored in the trie nodes to ensure that the computed Merkle hash,  $H_r$ , matches across the Polkadot Host implementations.

The trie is a *radix-16* tree (Definition 17). Each key value identifies a unique node in the tree. However, a node in a tree might or might not be associated with a key in the storage.

*Definition 17. Radix-r Tree*

A ***Radix-r tree*** is a variant of a trie in which:

- Every node has at most  $r$  children where  $r = 2^x$  for some  $x$ ;
- Each node that is the only child of a parent, which does not represent a valid key is merged with its parent.

As a result, in a radix tree, any path whose interior vertices all have only one child and does not represent a valid key in the data set, is compressed into a single edge. This improves space efficiency when the key space is sparse.

When traversing the trie to a specific node, its key can be reconstructed by concatenating the subsequences of the keys which are stored either explicitly in the nodes on the path or implicitly in their position as a child of their parent.

To identify the node corresponding to a key value,  $k$ , first we need to encode  $k$  in a way consistent with the trie structure. Because each node in the trie has at most 16 children, we represent the key as a sequence of 4-bit nibbles:

*Definition 18. Key Encode*

For the purpose of labeling the branches of the trie, the key  $k$  is encoded to  $k_{\text{enc}}$  using **KeyEncode** functions:

$$k_{\text{enc}} : = (k_{\text{enc}_1}, \dots, k_{\text{enc}_{2n}}) : = \text{KeyEncode}(k)$$

such that:

$$\text{KeyEncode} : \mathbb{B} - \&gt; ; \text{Nibbles}^4 k | - \&gt; ; (k_{\text{enc}_1}, \dots, k_{\text{enc}_{2n}})(b_1, \dots, b_n) | - \&gt; ; (b_1^1, b_1^2, b_2^1, b_2^2, \dots, b_n^1, b_n^2)$$

where  $\text{Nibble}^4$  is the set of all nibbles of 4-bit arrays and  $b_i^1$  and  $b_i^2$  are 4-bit nibbles, which are the big endian representations of  $b_i$ :

$$k_{\text{enc}_i} := (b_i^1, b_i^2) := (b_i \div 16, b_i \bmod 16)$$

where `mod` is the remainder and `÷` is the integer division operators.

By looking at  $k_{\text{enc}}$  as a sequence of nibbles, one can walk the radix tree to reach the node identifying the storage value of  $k$ .

### 2.4.3. Trie Structure

In this subsection, we specify the structure of the nodes in the trie as well as the trie structure:

*Definition 19. Set of Nodes*

We refer to the **set of the nodes of Polkadot state trie** by  $\mathcal{N}$ . By  $N \in \mathcal{N}$  to refer to an individual node in the trie.

*Definition 20. State Trie*

The state trie is a radix-16 tree ([Definition 17](#)). Each node in the trie is identified with a unique key  $k_N$  such that:

- $k_N$  is the shared prefix of the key of all the descendants of  $N$  in the trie.

and, at least one of the following statements holds:

- $(k_N, v)$  corresponds to an existing entry in the State Storage.
- $N$  has more than one child.

Conversely, if  $(k, v)$  is an entry in the state trie then there is a node  $N \in \mathcal{N}$  such that  $k_N = k$ .

*Definition 21. Branch*

A **branch** node  $N_b \in \mathcal{N}_b$  is a node which has one child or more. A branch node can have at most 16 children. A **leaf** node  $N_l \in \mathcal{N}_l$  is a childless node. Accordingly:

$$\mathcal{N}_b := \{N_b \in \mathcal{N} | N_b \text{ is a branch node}\} \quad \mathcal{N}_l := \{N_l \in \mathcal{N} | N_l \text{ is a leaf node}\}$$

For each node, part of  $k_N$  is built while the trie is traversed from the root to  $N$  and another part of  $k_N$  is stored in  $N$  ([Definition 22](#)).

*Definition 22. Aggregated Prefix Key*

For any  $N \in \mathcal{N}$ , its key  $k_N$  is divided into an **aggregated prefix key**,  $\text{pk}_N^{\text{Agr}}$ , aggregated by [Algorithm 3](#) and a **partial key**,  $\text{pk}_N$  of length  $0 \leq l_{\text{pk}_N}$  in nibbles such that:

$$\text{pk}_N := \left( k_{\text{enc}_i}, \dots, k_{\text{enc}_i + l_{\text{pk}_N}} \right)$$

where  $\text{pk}_N^{\text{Agr}}$  is a prefix subsequence of  $k_N$ ;  $i$  is the length of  $\text{pk}_N^{\text{Agr}}$  in nibbles and so we have:

$$\text{KeyEncode}(k_N) = \text{pk}_N^{\text{Agr}} \parallel \text{pk}_N = \left( k_{\text{enc}_1}, \dots, k_{\text{enc}_{i-1}}, k_{\text{enc}_i}, k_{\text{enc}_i + l_{\text{pk}_N}} \right)$$

Part of  $\text{pk}_N^{\text{Agr}}$  is explicitly stored in  $N$ 's ancestors. Additionally, for each ancestor, a single nibble is implicitly derived while traversing from the ancestor to its child included in the traversal path using the  $\text{Index}_N$  function ([Definition 23](#)).

*Definition 23. Index*

For  $N \in \mathcal{N}_b$  and  $N_c$  child of  $N$ , we define  $\text{Index}_N$  function as:

$$\text{Index}_N : \{N_C \in \mathcal{N} | N_C \text{ is a child of } N\} - \&gt; ; \text{Nibbles}_1^4 N_c - \&gt; ; i$$

such that

$$k_{N_c} = k_N \parallel i \parallel \text{pk}_{N_c}$$

---

#### Algorithm 3 Aggregate-Key

```

Require:  $P_N := (\text{TrieRoot} \leftarrow N_1, \dots, N_j = N)$ 
1:  $\text{pk}_N^{\text{Agr}} \leftarrow \emptyset$ 
2:  $i \leftarrow 1$ 
3: for all  $N_i \in P_N$  do
4:    $\text{pk}_N^{\text{Agr}} \leftarrow \text{pk}_N^{\text{Agr}} \parallel \text{pk}_{N_i} \parallel \text{Index}_{N_i}(N_{i+1})$ 
5: end for
6:  $\text{pk}_N^{\text{Agr}} \leftarrow \text{pk}_N^{\text{Agr}} \parallel \text{pk}_N$ 
7: return  $\text{pk}_N^{\text{Agr}}$ 

```

---

*Algorithm 3. Aggregate-Key*

Assuming that  $P_N$  is the path ([Definition 2](#)) from the trie root to node  $N$ , [Algorithm 3](#) rigorously demonstrates how to build  $\text{pk}_N^{\text{Agr}}$  while traversing  $P_N$ .

*Definition 24. Node Value*

A node  $N \in \mathcal{N}$  stores the **node value**,  $v_N$ , which consists of the following concatenated data:

$$\text{Node Header} \parallel \text{Partial Key} \parallel \text{Node Subvalue}$$

Formally noted as:

$$v_N := \text{Head}_N \parallel \text{Enc}_{\text{HE}}(\text{pk}_N) \parallel sv_N$$

**where**

- $\text{Head}_N$  is the node header from [Definition 25](#)
- $\text{pk}_N$  is the partial key from [Definition 22](#)
- $\text{Enc}_{\text{HE}}$  is hex encoding ([Definition 199](#))
- $sv_N$  is the node subvalue from [Definition 27](#)

*Definition 25. Node Header*

The **node header**, consisting of  $\geq 1$  bytes,  $N_1 \dots N_n$ , specifies the node variant and the partial key length ([Definition 22](#)). Both pieces of information can be represented in bits within a single byte,  $N_1$ , where the amount of bits of the variant,  $v$ , and the bits of the partial key length,  $p_l$  varies.

$$v = \begin{cases} 01 & \text{Leaf} & p_l = 2^6 \\ 10 & \text{Branch Node with } k_N \notin \mathcal{K} & p_l = 2^6 \\ 11 & \text{Branch Node with } k_N \in \mathcal{K} & p_l = 2^6 \\ 001 & \text{Leaf containing a hashed subvalue} & p_l = 2^5 \\ 0001 & \text{Branch containing a hashed subvalue} & p_l = 2^4 \\ 00000000 & \text{Empty} & p_l = 0 \\ 00000001 & \text{Reserved for compact encoding} & \end{cases}$$

If the value of  $p_l$  is equal to the maximum possible value the bits can hold, such as  $63 (2^6 - 1)$  in case of the 01 variant, then the value of the next 8 bits ( $N_2$ ) are added to the length. This process is repeated for every  $N_n$  where  $N_n = 2^8 - 1$ . Any value smaller than the maximum possible value of  $N_n$  implies that the next value of  $N_{n+1}$  should not be added to the length. The hashed subvalue for variants 001 and 0001 is described in [Definition 28](#).

Formally, the length of the partial key,  $\text{pk}_N^l$ , is defined as:

$$\text{pk}_N^l = p_l + N_n + N_{n+x} + \dots + N_{n+x+y}$$

as long as  $p_l = m$ ,  $N_{n+x} = 2^8 - 1$  and  $N_{n+x+y} < 2^8 - 1$ , where  $m$  is the maximum possible value that  $p_l$  can hold.

#### 2.4.4. Merkle Proof

To prove the consistency of the state storage across the network and its modifications both efficiently and effectively, the trie implements a Merkle tree structure. The hash value corresponding to each node needs to be computed rigorously to make the inter-implementation data integrity possible.

The Merkle value of each node should depend on the Merkle value of all its children as well as on its corresponding data in the state storage. This recursive dependency is encompassed into the subvalue part of the node value which recursively depends on the Merkle value of its children. Additionally, as [Section 2.5.1](#) clarifies, the Merkle proof of each **child trie** must be updated first before the final Polkadot state root can be calculated.

We use the auxiliary function introduced in [Definition 26](#) to encode and decode information stored in a branch node.

*Definition 26. Children Bitmap*

Suppose  $N_b, N_c \in \mathcal{N}$  and  $N_c$  is a child of  $N_b$ . We define bit  $b_i := 1$  if and only if  $N$  has a child with partial key  $i$ , therefore we define **ChildrenBitmap** functions as follows:

ChildrenBitmap:  $\mathcal{N}_b - \&gt; ; \mathbb{B}_2 N - \&gt; ; (b_{15}, \dots, b_8, b_7, \dots, b_0)_2$

where

$$b_i : = \begin{cases} 1 & \exists N_c \in \mathcal{N} : k_{N_c} = k_{N_b} \| i \| pk_{N_c} \\ 0 & \text{otherwise} \end{cases}$$

### Definition 27. Subvalue

For a given node  $N$ , the **subvalue** of  $N$ , formally referred to as  $sv_N$ , is determined as follows:

$$sv_N : = \begin{cases} \text{StoredValue}_{\text{SC}} & \text{if } N \text{ is a leaf node} \\ \text{Enc}_{\text{SC}}(\text{ChildrenBitmap}(N) \| \text{StoredValue}_{\text{SC}} \| \text{Enc}_{\text{SC}}(H(N_{C_1})), \dots, \text{Enc}_{\text{SC}}(H(N_{C_n}))) & \text{if } N \text{ is a branch node} \end{cases}$$

where the first variant is a leaf node and the second variant is a branch node.

$$\text{StoredValue}_{\text{SC}} : = \begin{cases} \text{Enc}_{\text{SC}}(\text{StoredValue}(k_N)) & \text{if } \text{StoredValue}(k_N) = v \\ \phi & \text{if } \text{StoredValue}(k_N) = \phi \end{cases}$$

$N_{C_1} \dots N_{C_n}$  with  $n \leq 16$  are the children nodes of the branch node  $N$ .

- $\text{Enc}_{\text{SC}}$  is defined in [Section A.2.2](#).
- $\text{StoredValue}$ , where  $v$  can be empty, is defined in [Definition 16](#).
- $H$  is defined in [Definition 29](#).
- $\text{ChildrenBitmap}(N)$  is defined in [Definition 26](#).

The trie deviates from a traditional Merkle tree in that the node value ([Definition 24](#)),  $v_N$ , is presented instead of its hash if it occupies less space than its hash.

### Definition 28. Hashed Subvalue

To increase performance, a merkle proof can be generated by inserting the hash of a value into the trie rather than the value itself (which can be quite large). If merkle proof computation with node hashing is explicitly executed via the Host API ([Section B.2.8.2](#)), then any value larger than 32 bytes is hashed, resulting in that hash being used as the subvalue ([Definition 27](#)) under the corresponding key. The node header must specify the variant 001 and 0001 respectively for leaves containing a hash as their subvalue and for branches containing a hash as their subvalue ([Definition 25](#)).

### Definition 29. Merkle Value

For a given node  $N$ , the **Merkle value** of  $N$ , denoted by  $H(N)$  is defined as follows:

$$H : \mathbb{B} - \&gt; ; U_i^{32} - \&gt; ; 0 \mathbb{B}_{32} H(N) : \begin{cases} v_N & \|v_N\| < ; 32 \text{ and } N \neq R \\ \text{Blake2b}(v_n) & \|v_N\| > ; = 32 \text{ or } N = R \end{cases}$$

Where  $v_N$  is the node value of  $N$  ([Definition 24](#)) and  $R$  is the root of the trie. The **Merkle hash** of the trie is defined to be  $H(R)$ .

## 2.4.5. Managing Multiple Variants of State

Unless a node is committed to only update its state according to the finalized block ([Definition 90](#)), it is inevitable for the node to store multiple variants of the state (one for each block). This is, for example, necessary for nodes participating in the block production and finalization.

While the state trie structure ([Section 2.4.3](#)) facilitates and optimizes storing and switching between multiple variants of the state storage, the Polkadot Host does not specify how a node is required to accomplish this task. Instead, the Polkadot Host is required to implement Set-State-At ([Definition 30](#)):

*Definition 30. Set State At Block*

The function:

Set-State-At( $B$ )

in which  $B$  is a block in the block tree ([Definition 4](#)), sets the content of state storage equal to the resulting state of executing all extrinsics contained in the branch of the block tree from genesis till block  $B$  including those recorded in Block  $B$ .

For the definition of the state storage see [Section 2.4](#).

## 2.5. Child Storage

As clarified in [Section 2.4](#), the Polkadot state storage implements a hash table for inserting and reading key-value entries. The child storage works the same way but is stored in a separate and isolated environment. Entries in the child storage are not directly accessible via querying the main state storage.

The Polkadot Host supports as many child storages as required by Runtime and identifies each separate child storage by its unique identifying key. Child storages are usually used in situations where Runtime deals with multiple instances of a certain type of objects such as Parachains or Smart Contracts. In such cases, the execution of the Runtime entrypoint might result in generating repeated keys across multiple instances of certain objects. Even with repeated keys, all such instances of key-value pairs must be able to be stored within the Polkadot state.

In these situations, the child storage can be used to provide the isolation necessary to prevent any undesired interference between the state of separated instances. The Polkadot Host makes no assumptions about how child storages are used, but provides the functionality for it via the Host API ([Section B.3](#)).

### 2.5.1. Child Tries

The child trie specification is the same as the one described in [Section 2.4.3](#). Child tries have their

own isolated environment. Nonetheless, the main Polkadot state trie depends on them by storing a node  $(K_N, V_N)$  which corresponds to an individual child trie. Here,  $K_N$  is the child storage key associated to the child trie, and  $V_N$  is the Merkle value of its corresponding child trie computed according to the procedure described in [Section 2.4.4](#).

The Polkadot Host API ([Section B.3](#)) allows the Runtime to provide the key  $K_N$  in order to identify the child trie, followed by a second key in order to identify the value within that child trie. Every time a child trie is modified, the Merkle proof  $V_N$  of the child trie stored in the Polkadot state must be updated first. After that, the final Merkle proof of the Polkadot state can be computed. This mechanism provides a proof of the full Polkadot state including all its child states.

## 2.6. Runtime Interactions

Like any transaction-based transition system, Polkadot's state is changed by executing an ordered set of instructions. These instructions are known as *extrinsics*. In Polkadot, the execution logic of the state transition function is encapsulated in a Runtime ([Definition 1](#)). For easy upgradability this Runtime is presented as a Wasm blob. Nonetheless, the Polkadot Host needs to be in constant interaction with the Runtime ([Section 2.6.1](#)).

In [Section 2.3](#), we specify the procedure of the process where the extrinsics are submitted, pre-processed and validated by Runtime and queued to be applied to the current state.

To make state replication feasible, Polkadot journals and batches series of its extrinsics together into a structure known as a *block*, before propagating them to other nodes, similar to most other prominent distributed ledger systems. The specification of the Polkadot block as well as the process of verifying its validity are both explained in [Section 2.2](#).

### 2.6.1. Interacting with the Runtime

The Runtime ([Definition 1](#)) is the code implementing the logic of the chain. This code is decoupled from the Polkadot Host to make the the logic of the chain easily upgradable without the need to upgrade the Polkadot Host itself. The general procedure to interact with the Runtime is described by [Algorithm 4](#).

---

**Algorithm 4** Interact-With-Runtime

---

**Require:**  $F, H_b(B), (A_1, \dots, A_n)$

- 1:  $S_B \leftarrow \text{Set-State-At}(H_b(B))$
- 2:  $A \leftarrow \text{Encsc}((A_1, \dots, A_n))$
- 3:  $\text{Call-Runtime-Entrypoint}(R_B, R_E_B, F, A, A_{len})$

---

*Algorithm 4. Interact-With-Runtime*

**where**

- $F$  is the runtime entrypoint call.
- $H_b(B)$  is the block hash indicating the state at the end of  $B$ .
- $A_1, \dots, A_n$  are arguments to be passed to the runtime entrypoint.

In this section, we describe the details upon which the Polkadot Host is interacting with the

Runtime. In particular, Set-State-At and Call-Runtime-Entrypoint procedures called by [Algorithm 4](#) are explained in [Definition 32](#) and [Definition 30](#) respectively.  $R_B$  is the Runtime code loaded from  $S_B$ , as described in [Definition 31](#), and  $RE_B$  is the Polkadot Host API, as described in [Definition 201](#).

## 2.6.2. Loading the Runtime Code

The Polkadot Host expects to receive the code for the Runtime of the chain as a compiled WebAssembly (Wasm) Blob. The current runtime is stored in the state database under the key represented as a byte array:

$$b := 3A, 63, 6F, 64, 65$$

which is the ASCII byte representation of the string `:code` ([Section A.3](#)). As a result of storing the Runtime as part of the state, the Runtime code itself becomes state sensitive and calls to Runtime can change the Runtime code itself. Therefore the Polkadot Host needs to always make sure to provide the Runtime corresponding to the state in which the entrypoint has been called. Accordingly, we define  $R_B$  ([Definition 31](#)).

The initial Runtime code of the chain is provided as part of the genesis state ([Section A.3](#)) and subsequent calls to the Runtime have the ability to, in turn, upgrade the Runtime by replacing this Wasm blob with the help of the storage API ([Section B.2](#)). Therefore, the executor **must always** load the latest Runtime from storage - or preferably detect Runtime upgrades ([Definition 11](#)) - either based on the parent block when importing blocks or the best/highest block when creating new blocks.

*Definition 31. Runtime Code at State*

By  $R_B$ , we refer to the Runtime code stored in the state storage at the end of the execution of block  $B$ .

## 2.6.3. Code Executor

The Polkadot Host executes the calls of Runtime entrypoints inside a Wasm Virtual Machine (VM), which in turn provides the Runtime with access to the Polkadot Host API. This part of the Polkadot Host is referred to as the *Executor*.

[Definition 32](#) introduces the notation for calling the runtime entrypoint which is used whenever an algorithm of the Polkadot Host needs to access the runtime.

It is acceptable behavior that the Runtime panics during execution of a function in order to indicate an error. The Polkadot Host must be able to catch that panic and recover from it.

In this section, we specify the general setup for an Executor that calls into the Runtime. In [Appendix C](#) we specify the parameters and return values for each Runtime entrypoint separately.

*Definition 32. Call Runtime Entrypoint*

By

Call-Runtime-Entrypoint( $R, RE, \text{Runtime-Entrypoint}, A, A_{\leq n}$ )

we refer to the task using the executor to invoke the while passing an  $A_1, \dots, A_n$  argument to it and using the encoding described in [Section 2.6.3.2](#).

### 2.6.3.1. Memory Management

The Polkadot Host is responsible for managing the WASM heap memory starting at the exported symbol as a part of implementing the allocator Host API ([Section B.9](#)) and the same allocator should be used for any other heap allocation to be used by the Polkadot Runtime.

The size of the provided WASM memory should be based on the value of the storage key (an unsigned 64-bit integer), where each page has the size of 64KB. This memory should be made available to the Polkadot Runtime for import under the symbol name `memory`.

### 2.6.3.2. Sending Data to a Runtime Entrypoint

In general, all data exchanged between the Polkadot Host and the Runtime is encoded using SCALE codec described in [Section A.2.2](#). Therefore all runtime entrypoints have the following identical Wasm function signatures:

```
(func $runtime_entrypoint (param $data i32) (param $len i32) (result i64))
```

In each invocation of a Runtime entrypoints, the argument(s) which are supposed to be sent to the entrypoint, need to be SCALE encoded into a byte array  $B$  ([Section A.2.2](#)) and copied into a section of Wasm shared memory managed by the shared allocator described in [Section 2.6.3.1](#).

When the Wasm method, corresponding to the entrypoint, is invoked, two integers are passed as arguments. The first argument is set to the memory address of the byte array  $B$  in Wasm memory. The second argument sets the length of the encoded data stored in  $B$ .

### 2.6.3.3. Receiving Data from a Runtime Entrypoint

The value which is returned from the invocation is an integer, representing two consecutive integers in which the least significant one indicates the pointer to the offset of the result returned by the entrypoint encoded in SCALE codec in the memory buffer. The most significant one provides the size of the blob.

### 2.6.3.4. Runtime Version Custom Section

For newer Runtimes, the Runtime version ([Section C.4.1](#)) can be read directly from the `Wasm custom section` with the name `runtime_version`. The content is a SCALE encoded structure as described in [Section C.4.1](#).

Retrieving the Runtime version this way is preferred over calling the `Core_version` entrypoint since it involves significantly less overhead.

# Chapter 3. Synchronization

Many applications that interact with the Polkadot network to some extent must be able to retrieve certain information about the network. Depending on the utility, this includes validators that interact with Polkadot's consensus and need access to the full state, either from the past or just the most up-to-date state, or light clients that are only interested in the minimum information required in order to verify some claims about the state of the network, such as the balance of a specific account. To allow implementations to quickly retrieve the required information, different types of synchronization protocols are available, respectively Full, Fast and Warp sync suited for different needs.

The associated network messages are specified in [Section 4.8](#).

## 3.1. Warp Sync

Warp sync ([Section 4.8.4](#)) only downloads the block headers where authority set changes occurred, so called fragments ([Definition 41](#)), and by verifying the GRANDPA justifications ([Definition 45](#)). This protocol allows nodes to arrive at the desired state much faster than fast sync.

## 3.2. Fast Sync

Fast sync works by downloading the block header history and validating the authority set changes ([Section 3.3.1](#)) in order to arrive at a specific (usually the most recent) header. After the desired header has been reached and verified, the state can be downloaded and imported ([Section 4.8.3](#)). Once this process has been completed, the node can proceed with a full sync.

## 3.3. Full Sync

The full sync protocol is the "default" protocol that's suited for many types of implementations, such as archive nodes (nodes that store everything), validators that participate in Polkadot's consensus and light clients that only verify claims about the state of the network. Full sync works by listening to announced blocks ([Section 4.8.1](#)) and requesting the blocks from the announcing peers, or just the block headers in case of light clients.

The full sync protocol usually downloads the entire chain, but no such requirements must be met. If an implementation only wants the latest, finalized state, it can combine it with protocols such as fast sync ([Section 3.2](#)) and/or warp sync ([Section 3.1](#)) to make synchronization as fast as possible.

### 3.3.1. Consensus Authority Set

Because Polkadot is a proof-of-stake protocol, each of its consensus engines has its own set of nodes represented by known public keys, which have the authority to influence the protocol in pre-defined ways explained in this Section. To verify the validity of each block, the Polkadot node must track the current list of authorities ([Definition 33](#)) for that block.

*Definition 33. Authority List*

The **authority list** of block  $B$  for consensus engine  $C$  noted as  $\text{Auth}_C(B)$  is an array that contains the following pair of types for each of its authorities  $A \in \text{Auth}_C(B)$ :

$$(pk_A, w_A)$$

$pk_A$  is the session public key ([Definition 180](#)) of authority  $A$ . And  $w_A$  is an unsigned 64-bit integer indicating the authority weight. The value of  $\text{Auth}_C(B)$  is part of the Polkadot state. The value for  $\text{Auth}_C(B_0)$  is set in the genesis state ([Section A.3](#)) and can be retrieved using a runtime entrypoint corresponding to consensus engine  $C$ .

The authorities and their corresponding weights can be retrieved from the Runtime ([Section C.10.1](#)).

### 3.3.2. Runtime-to-Consensus Engine Message

The authority list ([Definition 33](#)) is part of the Polkadot state and the Runtime has the authority to update this list in the course of any state transitions. The Runtime informs the corresponding consensus engine about the changes in the authority set by adding the appropriate consensus message in the form of a digest item ([Definition 11](#)) to the block header of block  $B$  which caused the transition in the authority set.

The Polkadot Host must inspect the digest header of each block and delegate consensus messages to their consensus engines. The BABE and GRANDPA consensus engine must react based on the type of consensus messages it receives. The active GRANDPA authorities can only vote for blocks that occurred after the finalized block in which they were selected. Any votes for blocks before the came into effect would get rejected.

## 3.4. Importing and Validating Block

Block validation is the process by which a node asserts that a block is fit to be added to the blockchain. This means that the block is consistent with the current state of the system and transitions to a new valid state.

New blocks can be received by the Polkadot Host via other peers ([Section 4.8.2](#)) or from the Host's own consensus engine ([Chapter 5](#)). Both the Runtime and the Polkadot Host then need to work together to assure block validity. A block is deemed valid if the block author had authorship rights for the slot in which the block was produced as well as if the transactions in the block constitute a valid transition of states. The former criterion is validated by the Polkadot Host according to the block production consensus protocol. The latter can be verified by the Polkadot Host invoking entry into the Runtime as ([Section C.4.2](#)) as a part of the validation process. Any state changes created by this function on successful execution are persisted.

The Polkadot Host implements [Algorithm 5](#) to assure the validity of the block.

---

**Algorithm 5 Import-and-Validate-Block**

---

**Require:**  $B, Just(B)$

```
1: Set-Storage-State-A( $P(B)$ )
2: if  $Just(B) \neq \emptyset$  then
3:   Verify-Block-Justification( $B, Just(B)$ )
4:   if  $B$  is Finalized and  $P(B)$  is not Finalized then
5:     Mark-as-Final( $P(B)$ )
6:   end if
7: end if
8: if  $H_p(B) \notin PBT$  then
9:   return
10: end if
11: Verify-Authorship-Rig( $Head(B)$ )
12:  $B \leftarrow Remove-Seal(B)$ 
13:  $R \leftarrow Call\text{-Runtime}\text{-Entry}(Core\_execute\_block, B)$ 
14:  $B \leftarrow Add-Seal(B)$ 
15: if  $R = True$  then
16:   Persist-State()
17: end if
```

---

*Algorithm 5. Import-and-Validate-Block*

**where**

- Remove-Seal removes the Seal digest from the block ([Definition 11](#)) before submitting it to the Runtime.
- Add-Seal adds the Seal digest back to the block ([Definition 11](#)) for later propagation.
- Persist-State implies the persistence of any state changes created by `Core_execute_block` ([Section C.4.2](#)) on successful execution.
- PBT is the pruned block tree ([Definition 4](#)).
- Verify-Authorship-Right is part of the block production consensus protocol and is described in [Algorithm 10](#).
- *Finalized block* and *finality* are defined in [Chapter 6](#).

# Chapter 4. Networking

This chapter in its current form is incomplete and considered work in progress. Authors appreciate receiving request for clarification or any reports regarding deviation from the current Polkadot network protocol. This can be done through filing an issue in [Polkadot Specification repository](#).



## 4.1. Introduction

The Polkadot network is decentralized and does not rely on any central authority or entity for achieving its fullest potential of provided functionality. The networking protocol is based on a family of open protocols, including protocol implemented *libp2p* e.g. the distributed Kademlia hash table which is used for peer discovery.

This chapter walks through the behavior of the networking implementation of the Polkadot Host and defines the network messages. The implementation details of the *libp2p* protocols used are specified in external sources as described in [Section 4.2](#)

## 4.2. External Documentation

Complete specification of the Polkadot networking protocol relies on the following external protocols:

- [libp2p](#) - *libp2p* is a modular peer-to-peer networking stack composed of many modules and different parts. includes the multiplexing protocols and .
- [libp2p addressing](#) - The Polkadot Host uses the *libp2p* addressing system to identify and connect to peers.
- [Kademlia](#) - *Kademlia* is a distributed hash table for decentralized peer-to-peer networks. The Polkadot Host uses Kademlia for peer discovery.
- [Noise](#) - The *Noise* protocol is a framework for building cryptographic protocols. The Polkadot Host uses Noise to establish the encryption layer to remote peers.
- [yamux](#) - *yamux* is a multiplexing protocol developed by HashiCorp. It is the de-facto standard for the Polkadot Host. [Section 4.7](#) describes the subprotocol in more detail.
- [Protocol Buffers](#) - Protocol Buffers is a language-neutral, platform-neutral mechanism for serializing structured data and is developed by Google. The Polkadot Host uses Protocol Buffers to serialize specific messages, as clarified in [Section 4.8](#).

## 4.3. Node Identities

Each Polkadot Host node maintains an ED25519 key pair which is used to identify the node. The public key is shared with the rest of the network allowing the nodes to establish secure communication channels.

Each node must have its own unique ED25519 key pair. If two or more nodes use the same key, the

network will interpret those nodes as a single node, which will result in unspecified behavior. Furthermore, the node's *PeerId* as defined in [Definition 34](#) is derived from its public key. *PeerId* is used to identify each node when they are discovered in the course of the discovery mechanism described in [Section 4.4](#).

*Definition 34. PeerId*

The Polkadot node's *PeerId*, formally referred to as  $P_{id}$ , is derived from the ED25519 public key and is structured based on the [libp2p specification](#), but does not fully conform to the specification. Specifically, it does not support [CID](#) and the only supported key type is ED25519.

The byte representation of the *PeerId* is always of the following bytes in this exact order:

$$b_0 = 0 \ b_1 = 36 \ b_2 = 8 \ b_3 = 1 \ b_4 = 18 \ b_5 = 32 \ b_{6..37} = \dots$$

where

- $b_0$  is the [multihash prefix](#) of value 0 (implying no hashing is used).
- $b_1$  the length of the *PeerId* (remaining bytes).
- $b_2$  and  $b_3$  are a protobuf encoded field-value pair [indicating the used key type](#) (field 1 of value 1 implies *ED25519*).
- $b_4$ ,  $b_5$  and  $b_{6..37}$  are a protobuf encoded field-value pair where  $b_5$  indicates the length of the public key followed by the raw ED25519 public key itself, which varies for each Polkadot Host and is always 32 bytes (field 2 contains the public key, which has a field value length prefix).

## 4.4. Discovery mechanism

The Polkadot Host uses various mechanisms to find peers within the network, to establish and maintain a list of peers and to share that list with other peers from the network as follows:

- **Bootstrap nodes** are hard-coded node identities and addresses provided by the genesis state ([Section A.3](#)).
- **mDNS** is a protocol that performs a broadcast to the local network. Nodes that might be listening can respond to the broadcast. [The libp2p mDNS specification](#) defines this process in more detail. This protocol is an optional implementation detail for Polkadot Host implementers and is not required to participate in the Polkadot network.
- **Kademlia requests** invoking Kademlia requests, where nodes respond with their list of available peers. Kademlia requests are performed on a specific substream as described in [Section 4.7](#).

## 4.5. Connection establishment

Polkadot nodes connect to peers by establishing a TCP connection. Once established, the node initiates a handshake with the remote peers on the encryption layer. An additional layer on top of the encryption layer, known as the multiplexing layer, allows a connection to be split into

substreams, as described by the [yamux specification](#), either by the local or remote node.

The Polkadot node supports two types of substream protocols. [Section 4.7](#) describes the usage of each type in more detail:

- **Request-Response substreams:** After the protocol is negotiated by the multiplexing layer, the initiator sends a single message containing a request. The responder then sends a response, after which the substream is then immediately closed. The requests and responses are prefixed with their [LEB128](#) encoded length.
- **Notification substreams.** After the protocol is negotiated, the initiator sends a single handshake message. The responder can then either accept the substream by sending its own handshake or reject it by closing the substream. After the substream has been accepted, the initiator can send an unbound number of individual messages. The responder keeps its sending side of the substream open, despite not sending anything anymore, and can later close it in order to signal to the initiator that it no longer wishes to communicate.

Handshakes and messages are prefixed with their [LEB128](#) encoded lengths. A handshake can be empty, in which case the length prefix would be 0.

Connections are established by using the following protocols:

- [/noise](#) - a protocol that is announced when a connection to a peer is established.
- [/multistream/1.0.0](#) - a protocol that is announced when negotiating an encryption protocol or a substream.
- [/yamux/1.0.0](#) - a protocol used during *yamux* negotiation. See [Section 4.7](#) for more information.

The Polkadot Host can establish a connection with any peer of which it knows the address. The Polkadot Host supports multiple networking protocols:

- **TCP/IP** with addresses in the form of [/ip4/1.2.3.4/tcp/30333](#) to establish a TCP connection and negotiate encryption and a multiplexing layer.
- **WebSocket** with addresses in the form of [/ip4/1.2.3.4/tcp/30333/ws](#) to establish a TCP connection and negotiate the WebSocket protocol within the connection. Additionally, encryption and multiplexing layer is negotiated within the WebSocket connection.
- **DNS** addresses in form of [/dns/example.com/tcp/30333](#) and [/dns/example.com/tcp/30333/ws](#).

The addressing system is described in the [libp2p](#) addressing specification. After a base-layer protocol is established, the Polkadot Host will apply the Noise protocol to establish the encryption layer as described in [Section 4.6](#).

## 4.6. Encryption Layer

Polkadot protocol uses the *libp2p* Noise framework to build an encryption protocol. The Noise protocol is a framework for building encryption protocols. *libp2p* utilizes that protocol for establishing encrypted communication channels. Refer to the [libp2p Secure Channel Handshake](#) specification for a detailed description.

Polkadot nodes use the [XX handshake pattern](#) to establish a connection between peers. The three

following steps are required to complete the handshake process:

1. The initiator generates a keypair and sends the public key to the responder. The [Noise specification](#) and the [libp2p PeerId specification](#) describe keypairs in more detail.
2. The responder generates its own key pair and sends its public key back to the initiator. After that, the responder derives a shared secret and uses it to encrypt all further communication. The responder now sends its static Noise public key (which may change anytime and does not need to be persisted on disk), its *libp2p* public key and a signature of the static Noise public key signed with the *libp2p* public key.
3. The initiator derives a shared secret and uses it to encrypt all further communication. It also sends its static Noise public key, *libp2p* public key and signature to the responder.

After these three steps, both the initiator and responder derive a new shared secret using the static and session-defined Noise keys, which are used to encrypt all further communication.

## 4.7. Protocols and Substreams

After the node establishes a connection with a peer, the use of multiplexing allows the Polkadot Host to open substreams. *libp2p* uses the [yamux protocol](#) to manage substreams and to allow the negotiation of *application-specific protocols*, where each protocol serves a specific utility.

The Polkadot Host uses multiple substreams whose usage depends on a specific purpose. Each substream is either a *Request-Response substream* or a *Notification substream*, as described in [Section 4.5](#).



The prefixes on those substreams are known as protocol identifiers and are used to segregate communications to specific networks. This prevents any interference with other networks. `dot` is used exclusively for Polkadot. Kusama, for example, uses the protocol identifier `ksmcc3`.

- `/ipfs/ping/1.0.0` - Open a standardized substream *libp2p* to a peer and initialize a ping to verify if a connection is still alive. If the peer does not respond, the connection is dropped. This is a *Request-Response substream*.

Further specification and reference implementation are available in the [libp2p documentation](#).

- `/ipfs/id/1.0.0` - Open a standardized *libp2p* substream to a peer to ask for information about that peer. This is a *Request-Response substream*, but the initiator does **not** send any message to the responder and only waits for the response.

Further specification and reference implementation are available in the [libp2p documentation](#).

- `/dot/kad` - Open a standardized substream for Kademlia `FIND_NODE` requests. This is a *Request-Response substream*, as defined by the *libp2p* standard.

Further specification and reference implementation are available on [Wikipedia](#) respectively the [golang Github repository](#).

- `/91b171bb158e2d3848fa23a9f1c25182fb8e20313b2c1eb49219da7a70ce90c3/light/2` - a request and

response protocol that allows a light client to request information about the state. This is a *Request-Response substream*.

The messages are specified in [Section 7.4](#).



For backwards compatibility reasons, `/dot/light/2` is also a valid substream for those messages.

- `/91b171bb158e2d3848fa23a9f1c25182fb8e20313b2c1eb49219da7a70ce90c3/block-announces/1` - a substream/notification protocol which sends blocks to connected peers. This is a *Notification substream*.

The messages are specified in [Section 4.8.1](#).



For backwards compatibility reasons, `/dot/block-announces/1` is also a valid substream for those messages.

- `/91b171bb158e2d3848fa23a9f1c25182fb8e20313b2c1eb49219da7a70ce90c3-sync/2` - a request and response protocol that allows the Polkadot Host to request information about blocks. This is a *Request-Response substream*.

The messages are specified in [Section 4.8.2](#).



For backwards compatibility reasons, `/dot-sync/2` is also a valid substream for those messages.

- `/91b171bb158e2d3848fa23a9f1c25182fb8e20313b2c1eb49219da7a70ce90c3-sync/warp` - a request and response protocol that allows the Polkadot Host to perform a warp sync request. This is a *Request-Response substream*.

The messages are specified in [Section 4.8.4](#).



For backwards compatibility reasons, `/dot-sync/warp` is also a valid substream for those messages.

- `/91b171bb158e2d3848fa23a9f1c25182fb8e20313b2c1eb49219da7a70ce90c3/transactions/1` - a substream/notification protocol which sends transactions to connected peers. This is a *Notification substream*.

The messages are specified in [Section 4.8.5](#).



For backwards compatibility reasons, `/dot/transactions/1` is also a valid substream for those messages.

- `/91b171bb158e2d3848fa23a9f1c25182fb8e20313b2c1eb49219da7a70ce90c3-grandpa/1` - a substream/notification protocol that sends GRANDPA votes to connected peers. This is a *Notification substream*.

The messages are specified in [Section 4.8.6](#).



For backwards compatibility reasons, `/paritytech/grandpa/1` is also a valid substream for those messages.

- `/91b171bb158e2d3848fa23a9f1c25182fb8e20313b2c1eb49219da7a70ce90c3/beefy/1` - a substream/notification protocol which sends signed BEEFY statements, as described in [Section 6.7](#), to connected peers. This is a *Notification* substream.

The messages are specified in [Section 4.8.7](#).



For backwards compatibility reasons, `/paritytech/beefy/1` is also a valid substream for those messages.

## 4.8. Network Messages

The Polkadot Host must actively communicate with the network in order to participate in the validation process or act as a full node.



The Polkadot network originally only used SCALE encoding for all message formats. Meanwhile, Protobuf has been adopted for certain messages. The encoding of each listed message is always SCALE encoded unless Protobuf is explicitly mentioned. Encoding and message formats are subject to change.

### 4.8.1. Announcing blocks

When the node creates or receives a new block, it must be announced to the network. Other nodes within the network will track this announcement and can request information about this block. The mechanism for tracking announcements and requesting the required data is implementation-specific.

Block announcements, requests and responses are sent over the substream as described in [Definition 35](#).

*Definition 35. Block Announce Handshake*

The `BlockAnnounceHandshake` initializes a substream to a remote peer. Once established, all `BlockAnnounce` messages ([Definition 36](#)) created by the node are sent to the `/dot/block-announces/1` substream.

The `BlockAnnounceHandshake` is a structure of the following format:

$$BA_h = \text{Enc}_{\text{SC}}(R, N_B, h_B, h_G)$$

where:

$$R = \begin{cases} 1 & \text{The node is a full node} \\ 2 & \text{The node is a light client} \\ 4 & \text{The node is a validator} \end{cases}$$

$N_B$  = Best block number according to the node  
 $h_B$  = Best block hash according to the node  
 $h_G$  = Genesis block hash according to the node

#### Definition 36. *Block Announce*

The **BlockAnnounce** message is sent to the specified substream and indicates to remote peers that the node has either created or received a new block.

The message is a structure of the following format:

$$BA = \text{Enc}_{\text{SC}}(\text{Head}(B), b)$$

where:

$$\text{Head}(B) = \text{Header of the announced block } b = \begin{cases} 0 & \text{Is not part of the best chain} \\ 1 & \text{Is the best block according to the node} \end{cases}$$

### 4.8.2. Requesting Blocks

Block requests can be used to retrieve a range of blocks from peers. Those messages are sent over the [/dot-sync/2](#) substream.

#### Definition 37. *Block Request*

The **BlockRequest** message is a Protobuf serialized structure of the following format:

Type	Id	Description	Value
<code>uint32</code>	1	Bits of block data to request	$B_f$
<code>oneof</code>		Start from this block	$B_s$
<i>Direction</i>	5	Sequence direction, interpreted as Id 0 (ascending) if missing.	
<code>uint32</code>	6	Maximum amount ( <i>optional</i> )	$B_m$

where

- $B_f$  indicates all the fields that should be included in the request. its **big-endian** encoded bitmask that applies to all desired fields with bitwise OR operations. For example, the  $B_f$  value to request *Header* and *Justification* is *0001 0001* (17).

Field	Value
Header	0000 0001
Body	0000 0010
Justification	0001 0000

- $B_s$  is a Protobuf structure indicating a varying data type (enum) of the following values:

Type	Id	Description
<code>bytes</code>	2	The block hash
<code>bytes</code>	3	The block number

- *Direction* is a Protobuf structure indicating the sequence direction of the requested blocks. The structure is a varying data type (enum) of the following format:

<b>Id</b>	<b>Description</b>
0	Enumerate in ascending order (from child to parent)
1	Enumerate in descending order (from parent to canonical child)

- $B_m$  is the number of blocks to be returned. An implementation defined maximum is used when unspecified.

#### Definition 38. *Block Response*

The **BlockResponse** message is received after sending a **BlockRequest** message to a peer. The message is a Protobuf serialized structure of the following format:

<b>Type</b>	<b>Id</b>	<b>Description</b>
Repeated <i>BlockData</i>	1	Block data for the requested sequence

where *BlockData* is a Protobuf structure containing the requested blocks. Do note that the optional values are either present or absent depending on the requested fields (bitmask value). The structure has the following format:

<b>Type</b>	<b>Id</b>	<b>Description</b>	<b>Value</b>
<i>bytes</i>	1	Block header hash	<a href="#">Definition 12</a>
<i>bytes</i>	2	Block header (optional)	<a href="#">Definition 10</a>
repeated <i>bytes</i>	3	Block body (optional)	<a href="#">Definition 13</a>
<i>bytes</i>	4	Block receipt (optional)	
<i>bytes</i>	5	Block message queue (optional)	
<i>bytes</i>	6	Justification (optional)	<a href="#">Definition 78</a>
<i>bool</i>	7	Indicates whether the justification is empty (i.e. should be ignored)	

### 4.8.3. Requesting States

The Polkadot Host can request the state in form of a key/value list at a specified block.

When receiving state entries from the state response messages ([Definition 40](#)), the node can verify the entries with the entry proof (id 1 in *KeyValueStorage*) against the merkle root in the block header (of the block specified in [Definition 39](#)). Once the state response message claims that all entries have been sent (id 3 in *KeyValueStorage*), the node can use all collected entry proofs and validate it against the merkle root to confirm that claim.

See the synchronization chapter for more information ([Chapter 3](#)).

#### Definition 39. *State Request*

A **state request** is sent to a peer to request the state at a specified block. The message is a single 32-byte Blake2 hash which indicates the block from which the sync should start.

Depending on what substream is used, the remote peer either sends back a state response ([Definition 40](#)) on the `/dot-sync/2` substream or a warp sync proof ([Definition 41](#)) on the `/dot-sync/warp`.

#### Definition 40. *State Response*

The **state response** is sent to the peer that initialized the state request ([Definition 39](#)) and contains a list of key/value entries with an associated proof. This response is sent continuously until all key/value pairs have been submitted.

Type	Id	Description
<code>repeated KeyValueStateEntry</code>	1	State entries
<code>bytes</code>	2	State proof

where `KeyValueStateEntry` is of the following format:

Type	Id	Description
<code>bytes</code>	1	Root of the entry, empty if top level
<code>repeated StateEntry</code>	2	Collection of key/values
<code>bool</code>	3	Equal 'true' if there are no more keys to return.

and `StateEntry`:

Type	Id	Description
<code>bytes</code>	1	The key of the entry
<code>bytes</code>	2	The value of the entry

### 4.8.4. Warp Sync

The warp sync protocols allows nodes to retrieve blocks from remote peers where authority set changes occurred. This can be used to speed up synchronization to the latest state.

See the synchronization chapter for more information ([Chapter 3](#)).

#### Definition 41. *Warp Sync Proof*

The **warp sync proof** message,  $P$ , is sent to the peer that initialized the state request ([Definition 39](#)) on the `/dot-sync/warp` substream and contains accumulated proof of multiple authority set changes ([Section 3.3.2](#)). It's a datastructure of the following format:

$$P = (f_x \dots f_y, c)$$

$f_x \dots f_y$  is an array consisting of warp sync fragments of the following format:

$$f_x = (B_h, J^{r, \text{stage}}(B))$$

where  $B_h$  is the last block header containing a digest item ([Definition 11](#)) signaling an authority set change from which the next authority set change can be fetched from.  $J^{r, \text{stage}}(B)$  is the GRANDPA justification ([Definition 78](#)) and  $c$  is a boolean that indicates whether the warp sync has been completed.

#### 4.8.5. Transactions

Transactions ([Section 2.3](#)) are sent directly to peers with which the Polkadot Host has an open transaction substream ([Definition 42](#)). Polkadot Host implementers should implement a mechanism that only sends a transaction once to each peer and avoids sending duplicates. Sending duplicate transactions might result in undefined consequences such as being blocked for bad behavior by peers.

The mechanism for managing transactions is further described in [Section 2.3](#).

*Definition 42. Transaction Message*

The **transactions message** is the structure of how the transactions are sent over the network. It is represented by  $M_T$  and is defined as follows:

$$M_T := \text{Enc}_{\text{SC}}(C_1, \dots, C_n)$$

in which:

$$C_i := \text{Enc}_{\text{SC}}(E_i)$$

Where each  $E_i$  is a byte array and represents a separate extrinsic. The Polkadot Host is agnostic about the content of an extrinsic and treats it as a blob of data.

Transactions are sent over the [/dot/transactions/1](#) substream.

#### 4.8.6. GRANDPA Messages

The exchange of GRANDPA messages is conducted on the substream. The process for the creation and distributing these messages is described in [Chapter 6](#). The underlying messages are specified in this section.

*Definition 43. Grandpa Gossip Message*

A **GRANDPA gossip message**,  $M$ , is a varying datatype ([Definition 188](#)) which identifies the message type that is cast by a voter followed by the message itself.

$$M = \begin{cases} 0 & \text{Vote message} & V_m \\ 1 & \text{Commit message} & C_m \\ 2 & \text{Neighbor message} & N_m \\ 3 & \text{Catch-up request message} & R_m \\ 4 & \text{Catch-up message} & U_m \end{cases}$$

where

- $V_m$  is defined in [Definition 44](#).
- $C_m$  is defined in [Definition 46](#).
- $N_m$  is defined in [Definition 47](#).
- $R_m$  is defined in [Definition 48](#).
- $U_M$  is defined in [Definition 49](#).

#### *Definition 44. GRANDPA Vote Messages*

A **GRANDPA vote message** by voter  $v$ ,  $M_v^{r, \text{stage}}$ , is gossip to the network by voter  $v$  with the following structure:

$$M_v^{r, \text{stage}}(B) := \text{Enc}_{\text{SC}}(r, \text{id}_v, \text{SigMsg}) \text{SigMsg} := (\text{msg}, \text{Sig}_{v_i}^{r, \text{stage}}, v_{\text{id}}) \text{msg} := \text{Enc}_{\text{SC}}(\text{stage}, V_v^{r, \text{stage}}(B))$$

where

- $r$  is an unsigned 64-bit integer indicating the Grandpa round number ([Definition 76](#)).
- $\text{id}_v$  is an unsigned 64-bit integer indicating the authority Set Id ([Definition 33](#)).
- $\text{Sig}_{v_i}^{r, \text{stage}}$  is a 512-bit byte array containing the signature of the authority ([Definition 77](#)).
- $v_{\text{id}}$  is a 256-bit byte array containing the *ed25519* public key of the authority.
- $\text{stage}$  is a 8-bit integer of value 0 if it's a pre-vote sub-round, 1 if it's a pre-commit sub-round or 2 if it's a primary proposal message.
- $V_v^{r, \text{stage}}(B)$  is the GRANDPA vote for block  $B$  ([Definition 76](#)).

This message is the sub-component of the GRANDPA gossip message ([Definition 43](#)) of type Id 0.

#### *Definition 45. GRANDPA Compact Justification Format*

The **GRANDPA compact justification format** is an optimized data structure to store a collection of pre-commits and their signatures to be submitted as part of a commit message. Instead of storing an array of justifications, it uses the following format:

$$J_{v_0, \dots, n}^{r, \text{comp}} := \left( \left\{ V_{v_0}^{r, \text{pc}}, \dots, V_{v_n}^{r, \text{pc}} \right\}, \left\{ (\text{Sig}_{v_0}^{r, \text{pc}}, v_{\text{id}_0}), \dots, (\text{Sig}_{v_n}^{r, \text{pc}}, v_{\text{id}_n}) \right\} \right)$$

where

- $V_{v_i}^{r, \text{pc}}$  is a 256-bit byte array containing the pre-commit vote of authority  $v_i$  ([Definition 76](#)).

- $\text{Sig}_{v_i}^{r, pc}$  is a 512-bit byte array containing the pre-commit signature of authority  $v_i$  ([Definition 77](#)).
- $v_{\text{id}_n}$  is a 256-bit byte array containing the public key of authority  $v_i$ .

*Definition 46. GRANDPA Commit Message*

A **GRANDPA commit message** for block  $B$  in round  $r$ ,  $M_v^{r, \text{Fin}}(B)$ , is a message broadcasted by voter  $v$  to the network indicating that voter  $v$  has finalized block  $B$  in round  $r$ . It has the following structure:

$$M_v^{r, \text{Fin}}(B) := \text{Enc}_{\text{SC}}(r, \text{id}_v, V_v^r(B), J_{v_0, \dots, n}^{r, \text{comp}})$$

**where**

- $r$  is an unsigned 64-bit integer indicating the round number ([Definition 76](#)).
- $\text{id}_v$  is the authority set Id ([Definition 33](#)).
- $V_v^r(B)$  is a 256-bit array containing the GRANDPA vote for block  $B$  ([Definition 75](#)).
- $J_{v_0, \dots, n}^{r, \text{comp}}$  is the compacted GRANDPA justification containing observed pre-commit of authorities  $v_0$  to  $v_n$  ([Definition 45](#)).

This message is the sub-component of the GRANDPA gossip message ([Definition 43](#)) of type Id 1.

#### 4.8.6.1. GRANDPA Neighbor Messages

Neighbor messages are sent to all connected peers but they are not repropagated on reception. A message should be send whenever the messages values change and at least every 5 minutes. The sender should take the recipients state into account and avoid sending messages to peers that are using a different voter sets or are in a different round. Messages received from a future voter set or round can be dropped and ignored.

*Definition 47. GRANDPA Neighbor Message*

A **GRANDPA Neighbor Message** is defined as:

$$M^{\text{neigh}} := \text{Enc}_{\text{SC}}(v, r, \text{id}_v, H_i(B_{\text{last}}))$$

**where**

- $v$  is an unsigned 8-bit integer indicating the version of the neighbor message, currently 1.
- $r$  is an unsigned 64-bit integer indicating the round number ([Definition 76](#)).
- $\text{id}_v$  is an unsigned 64-bit integer indicating the authority Id ([Definition 33](#)).
- $H_i(B_{\text{last}})$  is an unsigned 32-bit integer indicating the block number of the last finalized block  $B_{\text{last}}$ .

This message is the sub-component of the GRANDPA gossip message ([Definition 43](#)) of type Id

#### 4.8.6.2. GRANDPA Catch-up Messages

Whenever a Polkadot node detects that it is lagging behind the finality procedure, it needs to initiate a *catch-up* procedure. GRANDPA Neighbor messages (Definition 47) reveal the round number for the last finalized GRANDPA round which the node's peers have observed. This provides the means to identify a discrepancy in the latest finalized round number observed among the peers. If such a discrepancy is observed, the node needs to initiate the catch-up procedure explained in Section 6.6.1).

In particular, this procedure involves sending a *catch-up request* and processing *catch-up response* messages.

##### Definition 48. *Catch-Up Request Message*

A **GRANDPA catch-up request message** for round  $r$ ,  $M_{i, v}^{Cat-q}(id_v, r)$ , is a message sent from node  $i$  to its voting peer node  $v$  requesting the latest status of a GRANDPA round  $r' > r$  of the authority set  $V_{id}$  along with the justification of the status and has the following structure:

$$M_{i, v}^{r, Cat-q} := \text{Enc}_{SC}(r, id_v)$$

This message is the sub-component of the GRANDPA Gossip message (Definition 43) of type Id 3.

##### Definition 49. *Catch-Up Response Message*

A **GRANDPA catch-up response message** for round  $r$ ,  $M_{v, i}^{Cat-s}(id_v, r)$ , is a message sent by a node  $v$  to node  $i$  in response of a catch-up request  $M_{v, i}^{Cat-q}(id_v, r')$  in which  $r \geq r'$  is the latest GRANDPA round which  $v$  has prove of its finalization and has the following structure:

$$M_{v, i}^{Cat-s} := \text{Enc}_{SC}(id_v, r, J_{0, \dots, n}^{r, \text{pv}}(B), J_{0, \dots, m}^{r, \text{pc}}(B), H_h(B'), H_i(B'))$$

Where  $B$  is the highest block which  $v$  believes to be finalized in round  $r$  (Definition 76).  $B'$  is the highest ancestor of all blocks voted on in the arrays of justifications  $J_{0, \dots, n}^{r, \text{pv}}(B)$  and  $J_{0, \dots, m}^{r, \text{pc}}(B)$  (Definition 78) with the exception of the equivocatory votes.

This message is the sub-component of the GRANDPA Gossip message (Definition 43) of type Id 4.

#### 4.8.7. GRANDPA BEEFY



The BEEFY protocol is currently in early development and subject to change.

This section defines the messages required for the GRANDPA BEEFY protocol (Section 6.7). Those messages are sent over the [/paritytech/beefy/1](#) substream.

### Definition 50. Commitment

A **commitment**,  $C$ , contains the information extracted from the finalized block at height  $H_i(B_{\text{last}})$  as specified in the message body and a datastructure of the following format:

$$C = (R_h, H_i(B_{\text{last}}), \text{id}_V)$$

where

- $R_h$  is the MMR root of all the block header hashes leading up to the latest, finalized block.
- $H_i(B_{\text{last}})$  is the block number this commitment is for. Namely the latest, finalized block.
- $\text{id}_V$  is the current authority set Id ([Definition 73](#)).

### Definition 51. Vote Message

A **vote message**,  $M_v$ , is direct vote created by the Polkadot Host on every BEEFY round and is gossiped to its peers. The message is a datastructure of the following format:

$$M_v = \text{Enc}_{\text{SC}}(C, A_{\text{id}}^{\text{bfy}}, A_{\text{sig}})$$

where

- $C$  is the BEEFY commitment ([Definition 50](#)).
- $A_{\text{id}}^{\text{bfy}}$  is the ECDSA public key of the Polkadot Host.
- $A_{\text{sig}}$  is the signature created with  $A_{\text{id}}^{\text{bfy}}$  by signing the statement  $R_h$  in  $C$ .

### Definition 52. Signed Commitment

A **signed commitment**,  $M_{\text{sc}}$ , is a datastructure of the following format:

$$M_{\text{SC}} = \text{Enc}_{\text{SC}}(C, S_n) S_n = (A_0^{\text{sig}}, \dots, A_n^{\text{sig}})$$

where

- $C$  is the BEEFY commitment ([Definition 50](#)).
- $S_n$  is an array where its exact size matches the number of validators in the current authority set as specified by  $\text{id}_V$  ([Definition 73](#)) in  $C$ . Individual items are of the type *Option* ([Definition 190](#)) which can contain a signature of a validator which signed the same statement ( $R_h$  in  $C$ ) and is active in the current authority set. It's critical that the signatures are sorted based on their corresponding public key entry in the authority set.

For example, the signature of the validator at index 3 in the authority set must be placed at index 3 in  $S_n$ . If no signature is available for that validator, then the *Option* variant is *None* inserted ([Definition 190](#)). This sorting allows clients to map public keys to their corresponding signatures.

### Definition 53. Signed Commitment Witness

A **signed commitment witness**,  $M_{\text{SC}}^w$ , is a light version of the signed BEEFY commitment ([Definition 52](#)). Instead of containing the entire list of signatures, it only claims which validator signed the statement.

The message is a datastructure of the following format:

$$M_{\text{SC}}^w = \text{Enc}_{\text{SC}}(C, V_0, \dots, n, R_{\text{sig}})$$

**where**

- $C$  is the BEEFY commitment ([Definition 50](#)).
- $V_0, \dots, n$  is an array where its exact size matches the number of validators in the current authority set as specified by  $\text{id}_v$  in  $C$ . Individual items are booleans which indicate whether the validator has signed the statement (*true*) or not (*false*). It's critical that the boolean indicators are sorted based on their corresponding public key entry in the authority set.

For example, the boolean indicator of the validator at index 3 in the authority set must be placed at index 3 in  $V_n$ . This sorting allows clients to map public keys to their corresponding boolean indicators.

- $R_{\text{sig}}$  is the MMR root of the signatures in the original signed BEEFY commitment ([Definition 52](#)).

# Chapter 5. Block Production

## 5.1. Introduction

The Polkadot Host uses BABE protocol for block production. It is designed based on Ouroboros praos . BABE execution happens in sequential non-overlapping phases known as an **epoch**. Each epoch on its turn is divided into a predefined number of slots. All slots in each epoch are sequentially indexed starting from 0. At the beginning of each epoch, the BABE node needs to run [Algorithm 6](#) to find out in which slots it should produce a block and gossip to the other block producers. In turn, the block producer node should keep a copy of the block tree and grow it as it receives valid blocks from other block producers. A block producer prunes the tree in parallel by eliminating branches that do not include the most recent finalized blocks ([Definition 5](#)).

### 5.1.1. Block Producer

A **block producer**, noted by  $\mathcal{P}_j$ , is a node running the Polkadot Host which is authorized to keep a transaction queue and which it gets a turn in producing blocks.

### 5.1.2. Block Authoring Session Key Pair

**Block authoring session key pair**  $(sk_j^s, pk_j^s)$  is an SR25519 key pair which the block producer  $\mathcal{P}_j$  signs by their account key ([Definition 177](#)) and is used to sign the produced block as well as to compute its lottery values in [Algorithm 6](#).

*Definition 54. Epoch and Slot*

A block production **epoch**, formally referred to as  $\varepsilon$ , is a period with a pre-known starting time and fixed-length during which the set of block producers stays constant. Epochs are indexed sequentially, and we refer to the  $n^{th}$  epoch since genesis by  $\varepsilon_n$ . Each epoch is divided into equal-length periods known as block production **slots**, sequentially indexed in each epoch. The index of each slot is called a **slot number**. The equal length duration of each slot is called the **slot duration** and indicated by  $\tau$ . Each slot is awarded to a subset of block producers during which they are allowed to generate a block.



Substrate refers to an epoch as "session" in some places, however, epoch should be the preferred and official name for these periods.

*Definition 55. Epoch and Slot Duration*

We refer to the number of slots in epoch  $\varepsilon_n$  by  $sc_n$ .  $sc_n$  is set to the **duration** field in the returned data from the call of the Runtime entry `BabeApi_configuration` ([Section C.11.1](#)) at genesis. For a given block  $B$ , we use the notation  $s_B$  to refer to the slot during which  $B$  has been produced. Conversely, for slot  $s$ ,  $\mathcal{B}_s$  is the set of Blocks generated at slot  $s$ .

[Definition 56](#) provides an iterator over the blocks produced during a specific epoch.

*Definition 56. Epoch Subchain*

By  $\text{SubChain}(\mathcal{E}_n)$  for epoch  $\mathcal{E}_n$ , we refer to the path graph of  $BT$  containing all the blocks generated during the slots of epoch  $\mathcal{E}_n$ . When there is more than one block generated at a slot, we choose the one which is also on  $\text{Longest-Chain}(BT)$ .

*Definition 57. Equivocation*

A block producer **equivocates** if they produce more than one block at the same slot. The proof of equivocation are the given distinct headers that were signed by the validator and which include the slot number.

The Polkadot Host must detect equivocations committed by other validators and submit those to the Runtime as described in [Section C.11.6](#).

*Definition 58. BABE Consensus Message*

$\text{CM}_b$ , the consensus message for BABE, is of the following format:

$$\text{CM}_b = \begin{cases} 1 & (\text{Auth}_C, r) \\ 2 & A_i \\ 3 & D \end{cases}$$

**where**

- 1 implies **next epoch data**: The Runtime issues this message on every first block of an epoch. The supplied authority set ([Definition 33](#)),  $\text{Auth}_C$ , and randomness ([Definition 71](#)),  $r$ , are used in the next epoch  $\mathcal{E}_{n+1}$ .
- 2 implies **on disabled**: A 32-bit integer,  $A_i$ , indicating the individual authority in the current authority list that should be immediately disabled until the next authority set changes. This message initial intension was to cause an immediate suspension of all authority functionality with the specified authority.

- 3 implies **next epoch descriptor**: These messages are only issued on configuration change and in the first block of an epoch. The supplied configuration data are intended to be used from the next epoch onwards.

- $D$  is a varying datatype of the following format:

$$D = \begin{cases} 1 & (c, 2_{nd}) \end{cases}$$

where  $c$  is the probability that a slot will not be empty ([Definition 59](#)). It is encoded as a tuple of two unsigned 64-bit integers ( $c_{\text{nominator}}, c_{\text{denominator}}$ ) which are used to compute the rational  $c = \frac{c_{\text{nominator}}}{c_{\text{denominator}}}$ .

- $2_{nd}$  describes what secondary slot ([Definition 61](#)), if any, is to be used. It is encoded as one-byte varying datatype:

$$s_{2nd} = \begin{cases} 0 & -\>; & \text{no secondary slot} \\ 1 & -\>; & \text{plain secondary slot} \\ 2 & -\>; & \text{secondary slot with VRF output} \end{cases}$$

## 5.2. Block Production Lottery

The babe constant ([Definition 59](#)) is initialized at genesis to the value returned by calling **BabeApi\_configuration** ([Section C.11.1](#)). For efficiency reasons, it is generally updated by the Runtime through the *next config data* consensus message in the digest ([Definition 11](#)) of the first block of an epoch for the next epoch.

A block producer aiming to produce a block during  $\varepsilon_n$  should run `<algo-block-production-lottery>>` to identify the slots it is awarded. These are the slots during which the block producer is allowed to build a block. The  $sk$  is the block producer lottery secret key and  $n$  is the index of the epoch for whose slots the block producer is running the lottery.

In order to ensure consistent block production, BABE uses secondary slots in case no authority won the (primary) block production lottery. Unlike the lottery, secondary slot assignees are known upfront publically ([Definition 61](#)). The Runtime provides information on how or if secondary slots are executed ([Section C.11.1](#)), explained further in [Definition 61](#).

*Definition 59. BABE Constant*

The **BABE constant** is the probability that a slot will not be empty and used in the winning threshold calculation ([Definition 60](#)). It's expressed as a rational,  $(x, y)$ , where  $x$  is the numerator and  $y$  is the denominator.

*Definition 60. Winning Threshold*

The **Winning threshold** denoted by  $T_{\varepsilon_n}$  is the threshold that is used alongside the result of [Algorithm 6](#) to decide if a block producer is the winner of a specific slot.  $T_{\varepsilon_n}$  is calculated as follows:

$$A_w = \sum_{n=1}^{|Auth_C(B)|} (w_A \in Auth_C(B)_n) T_{\varepsilon_n} := 1 - (1 - c)^{\frac{w_a}{A_w}}$$

where  $A_w$  is the total sum of all authority weights in the authority set (Definition 33) for epoch  $\varepsilon_n$ ,  $w_a$  is the weight of the block author and  $c \in (0, 1)$  is the BABE constant (Definition 59).

The numbers should be treated as 64-bit rational numbers.

### 5.2.1. Primary Block Production Lottery

A block producer aiming to produce a block during  $\varepsilon_n$  should run the Block-Production-Lottery algorithm to identify the slots it is awarded. These are the slots during which the block producer is allowed to build a block. The session secret key,  $sk$ , is the block producer lottery secret key and  $n$  is the index of the epoch for whose slots the block producer is running the lottery.

---

**Algorithm 6** Block-Production-Lottery

---

**Require:**  $sk$

```

1:  $r \leftarrow$  Epoch-Randomness()
2: for  $i := 1$  to  $sc_n$  do
3:    $(\pi, d) \leftarrow$  VRF( $r, i, sk$ )
4:    $A[i] \leftarrow (d, \pi)$ 
5: end for
6: return  $A$ 
```

---

*Algorithm 6. Block-Production-Lottery*

where Epoch-Randomness is defined in (Definition 71),  $sc_n$  is defined in Definition 55 , VRF creates the BABE VRF transcript (Definition 62) and  $e_i$  is the epoch index, retrieved from the Runtime (Section C.11.1).  $s_k$  and  $p_k$  is the secret key respectively the public key of the authority. For any slot  $s$  in epoch  $n$  where  $o < T_{\varepsilon_n}$  (Definition 60), the block producer is required to produce a block.



the secondary slots (Definition 61) are running along side the primary block production lottery and mainly serve as a fallback to in case no authority was selected in the primary lottery.

#### Definition 61. Secondary Slots

**Secondary slots** work along side primary slot to ensure consistent block production, as described in Section 5.2. The secondary assignee of a block is determined by calculating a specific value,  $i_d$ , which indicates the index in the authority set (Definition 33). The corresponding authority in that set has the right to author a secondary block. This calculation is done for every slot in the epoch,  $s \in sc_n$  (Definition 55).

$$p \leftarrow h(\text{Enc}_{\text{SC}}(r, s)) i_d \leftarrow p \bmod A_l$$

where

- $r$  is the Epoch randomness (Definition 71).
- $s$  is the slot number (Definition 54).

- $\text{Enc}_{\text{SC}}(\dots)$  encodes its inner value to the corresponding SCALE value.
- $h(\dots)$  creates a 256-bit Blake2 hash from its inner value.
- $A_l$  is the lengths of the authority list ([Definition 33](#)).

If  $i_d$  points to the authority, that authority must claim the secondary slot by creating a BABE VRF transcript ([Definition 62](#)). The resulting values  $o$  and  $p$  are then used in the Pre-Digest item ([Definition 69](#)). In case of secondary slots with plain outputs, respectively the Pre-Digest being of value 2, the transcript respectively the VRF is skipped.

#### *Definition 62. BABE Slot VRF transcript*

The BABE block production lottery requires a specific transcript structure ([Definition 175](#)). That structure is used by both primary slots ([Algorithm 6](#)) and secondary slots ([Definition 61](#)).

```
t1 ← Transcript('BABE')t2 ← append(t1, 'slot number', s)t3 ← append(t2, 'current epoch', e)t4 ← append(t3, 'chain randomness', r)t5 ← append(t4, 'vrf-nm-pk', pk)t6 ← meta-ad(t5, 'VRFHash', False)t7 ← meta-ad(t6, 6416, True)h ← prf(t7, False)o = sk · h p ← dleq_prove(t7, h)
```

The operators are defined in [Definition 176](#), `dleq_prove` in [Definition 172](#). The computed outputs,  $o$  and  $p$ , are included in the block Pre-Digest ([Definition 69](#)).

## 5.3. Slot Number Calculation

It is imperative for the security of the network that each block producer correctly determines the current slot numbers at a given time by regularly estimating the local clock offset in relation to the network ([Definition 64](#)).



**The calculation described in this section is still to be implemented and deployed:** For now, each block producer is required to synchronize its local clock using NTP instead. The current slot  $s$  is then calculated by  $s = \frac{t_{\text{unix}}}{\tau}$  where  $\tau$  is defined in [Definition 54](#) and  $t_{\text{unix}}$  is defined in [Definition 181](#). That also entails that slot numbers are currently not reset at the beginning of each epoch.

Polkadot does this synchronization without relying on any external clock source (e.g. through the or the ). To stay in synchronization, each producer is therefore required to periodically estimate its local clock offset in relation to the rest of the network.

This estimation depends on the two fixed parameters  $k$  ([Definition 65](#)) and  $s_{\text{cq}}$  ([Definition 66](#)). These are chosen based on the results of a [formal security analysis](#), currently assuming a 1s clock drift per day and targeting a probability lower than 0.5% for an adversary to break BABE in 3 years with resistance against a network delay up to  $\frac{1}{3}$  of the slot time and a Babe constant ([Definition 59](#)) of  $c = 0.38$ .

All validators are then required to run [Algorithm 8](#) at the beginning of each sync period ([Definition 68](#)) to update their synchronization using all block arrival times of the previous period. The algorithm should only be run once all the blocks in this period have been finalized, even if only probabilistically ([Definition 65](#)). The target slot to which to synchronize should be the first slot in

the new sync period.

*Definition 63. Slot Offset*

Let  $s_i$  and  $s_j$  be two slots belonging to epochs  $\mathcal{E}_k$  and  $\mathcal{E}_l$ . By  $\text{Slot-Offset}^*(s_i, s_j)$  we refer to the function whose value is equal to the number of slots between  $s_i$  and  $s_j$  (counting  $s_j$ ) on the time continuum. As such, we have  $\text{Slot-Offset}^*(s_i, s_i) = 0$ .

It is imperative for the security of the network that each block producer correctly determines the current slot numbers at a given time by regularly estimating the local clock offset in relation to the network ([Definition 64](#)).

*Definition 64. Relative Time Synchronization*

The **relative time synchronization** is a tuple of a slot number and a local clock timestamp  $(s_{\text{sync}}, t_{\text{sync}})$  describing the last point at which the slot numbers have been synchronized with the local clock.

---

**Algorithm 7** Slot-Time

---

**Require:**  $s$   
1: **return**  $t_{\text{sync}} + \text{Slot-Offset}(s_{\text{sync}}, s) \times T$

---

*Algorithm 7. Slot-Time*

where  $s$  is the slot number.

---

**Algorithm 8** Median-Algorithm

---

**Require:**  $E, s_{\text{sync}}$   
1:  $T_s \leftarrow \{\}$   
2: **for**  $B$  in  $E$  **do**  
3:    $t_{\text{est}}^B \leftarrow T_B + \text{Slot-Offset}(s_B, s_{\text{sync}}) \times T$   
4:    $T_s \leftarrow T_s \cup t_{\text{est}}^B$   
5: **end for**  
6: **return**  $\text{Median}(T_s)$

---

*Algorithm 8. Median-Algorithm*

where

- $\epsilon$  is the sync period used for the estimate.
- $s_{\text{sync}}$  is the slot time to estimate.
- Slot-Offset is defined in [Algorithm 7](#).
- $\tau$  is the slot duration defined in [Definition 54](#).

*Definition 65. Pruned Best Chain*

The **pruned best chain**  $C^{r^k}$  is the longest selected chain ([Definition 7](#)) with the last  $k$  Blocks pruned. We chose  $k = 140$ . The **last (probabilistic) finalized block** describes the last block in

this pruned best chain.

#### Definition 66. Chain Quality

The **chain quality**  $s_{cq}$  represents the number of slots that are used to estimate the local clock offset. Currently, it is set to  $s_{cq} = 3000$ .

The prerequisite for such a calculation is that each producer stores the arrival time of each block (Definition 67) measured by a clock that is otherwise not adjusted by any external protocol.

#### Definition 67. Block Arrival Time

The **block arrival time** of block  $B$  for node  $j$  formally represented by  $T_B^j$  is the local time of node  $j$  when node  $j$  has received block  $B$  for the first time. If the node  $j$  itself is the producer of  $B$ ,  $T_B^j$  is set equal to the time that the block is produced. The index  $j$  in  $T_B^j$  notation may be dropped and  $B$ 's arrival time is referred to by  $T_B$  when there is no ambiguity about the underlying node.

#### Definition 68. Sync Period

$A$  is an interval at which each validator (re-)evaluates its local clock offsets. The first sync period  $\mathcal{E}_1$  starts just after the genesis block is released. Consequently, each sync period  $\mathcal{E}_i$  starts after  $\mathcal{E}_{i-1}$ . The length of the sync period (Definition 66) is equal to  $s_{qc}$  and expressed in the number of slots.

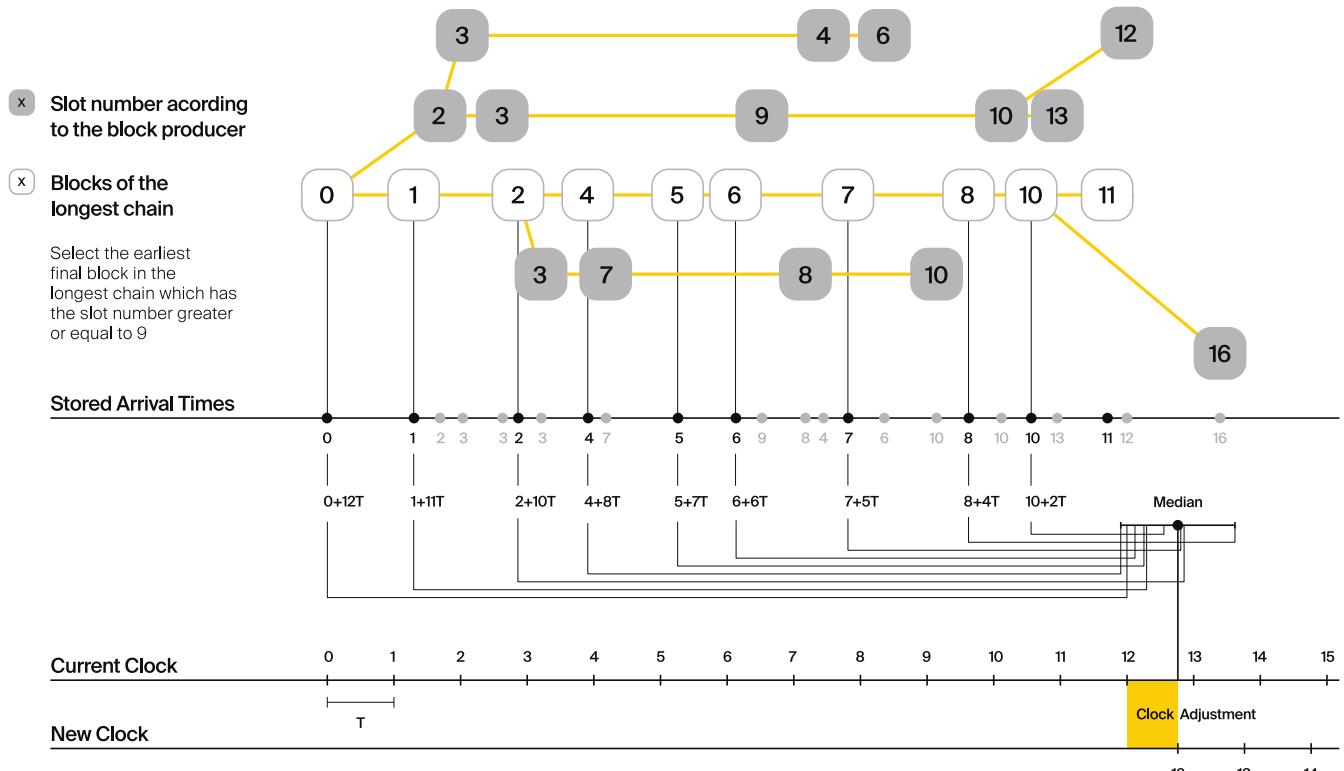


Figure 1. An exemplary result of Median Algorithm in first sync epoch with  $s_{cq} = 9$  and  $k = 1$ .

## 5.4. Production Algorithm

Throughout each epoch, each block producer should run [Algorithm 9](#) to produce blocks during the slots it has been awarded during that epoch. The produced block needs to carry the *Pre-Digest* ([Definition 69](#)) as well as the *block signature* ([Definition 70](#)) as Pre-Runtime and Seal digest items.

*Definition 69. Pre-Digest*

The **Pre-Digest**, or BABE header,  $P$ , is a varying datatype of the following format:

$$P = \begin{cases} 1 & -\> ; (a_{id}, s, o, p) \\ 2 & -\> ; (a_{id}, s) \\ 3 & -\> ; (a_{id}, s, o, p) \end{cases}$$

where

- 1 indicates a primary slot with VRF outputs, 2 a secondary slot with plain outputs and 3 a secondary slot with VRF outputs ([Section 5.2](#)). Plain outputs are no longer actively used and only exist for backwards compatibility reasons, respectively to sync old blocks.
- $a_{id}$  is the unsigned 32-bit integer indicating the index of the authority in the authority set ([Section 3.3.1](#)) who authored the block.
- $s$  is the slot number ([Definition 54](#)).
- $o$  is VRF output ([Algorithm 6](#) respectively [Definition 61](#)).
- $p$  is VRF proof ([Algorithm 6](#) respectively [Definition 61](#)).

The Pre-Digest must be included as a digest item of Pre-Runtime type in the header digest ([Definition 11](#))  $H_d(B)$ .

---

**Algorithm 9** Invoke-Block-Authoring

---

**Require:**  $sk, pk, n, BT$

```
1:  $A \leftarrow$  Block-production-lottery( $sk, n$ )
2: for  $s \leftarrow 1$  to  $s_n$  do
3:   Wait-Until(Slot-Time( $s$ ))
4:    $(d, \pi) \leftarrow A[s]$ 
5:   if  $d < \tau$  then
6:      $C_{Best} \leftarrow$  Longest-Chain( $BT$ )
7:      $B_s \leftarrow$  Build-Block( $C_{Best}$ )
8:     Add-Digest-Item( $B_s$ , Pre-RuntimeEid(BABE),  $H_{BABE}(B_s)$ )
9:     Add-Digest-Item( $B_s$ , Seal,  $S_B$ )
10:    Broadcast-Block( $B_s$ )
11:   end if
12: end for
```

---

*Algorithm 9. Invoke-Block-Authoring*

where  $BT$  is the current block tree, Block-Production-Lottery is defined in [Algorithm 6](#) and Add-Digest-Item appends a digest item to the end of the header digest  $H_d(B)$  ([Definition 11](#)).

*Definition 70. Block Signature*

The **Block Signature**  $S_B$  is a signature of the block header hash ([Definition 12](#)) and defined as

$$\text{Sig}_{\text{SR25519}, \text{ sk}_j^s}(H_h(B))$$

$m$  should be included in  $H_d(B)$  as the Seal digest item ([Definition 11](#)) of value:

$$(t, \text{id}(\text{BABE}), m)$$

in which,  $t = 5$  is the seal digest identifier and  $\text{id}(\text{BABE})$  is the BABE consensus engine unique identifier ([Definition 11](#)). The Seal digest item is referred to as the **BABE Seal**.

## 5.5. Epoch Randomness

At the beginning of each epoch,  $\varepsilon_n$  the host will receive the randomness seed  $\mathcal{R}_{\varepsilon_{n+1}}$  ([Definition 71](#)) necessary to participate in the block production lottery in the next epoch  $\varepsilon_{n+1}$  from the Runtime, through the consensus message ([Definition 58](#)) in the digest of the first block.

*Definition 71. Randomness Seed*

For epoch  $\varepsilon$ , there is a 32-byte  $\mathcal{R}_\varepsilon$  computed based on the previous epochs VRF outputs. For  $\varepsilon_0$  and  $\varepsilon_1$ , the randomness seed is provided in the genesis state ([Section C.11.1](#)). For any further epochs, the randomness is retrieved from the consensus message ([Definition 58](#)).

## 5.6. Verifying Authorship Right

When a Polkadot node receives a produced block, it needs to verify if the block producer was entitled to produce the block in the given slot by running [Algorithm 10](#). [Algorithm 11](#) runs as part of the verification process, when a node is importing a block.

---

**Algorithm 10 Verify-Authorship-Right**

---

**Require:**  $\text{Head}(B)$

```

1:  $s \leftarrow \text{Slot-Number-At-Given-Tim}(T_B)$ 
2:  $E \leftarrow \text{Current-Epoch}$ 
3:  $(D_1, \dots, D_{|H_d(B)|}) \leftarrow H_d(B)$ 
4:  $D_s \leftarrow D_{|H_d(B)|}$ 
5:  $H_d(B) \leftarrow (D_1, \dots, D_{|H_d(B)|-1})$  // remove the seal from the digest
6:  $(\text{id}, \text{Sig}_B) \leftarrow \text{Dec}_C(D_s)$ 
7: if  $\text{id} \equiv \text{Seal-Id}$  then
8:   error "Seal missing"
9: end if
10:  $\text{AuthorID} \leftarrow \text{AuthorityDirectory}[H_{\text{BABE}}(B).SingerIndex]$ 
11:  $\text{Verify-Signature}[\text{AuthorID}, H_h(B), \text{Sig}_B]$ 
12: if  $\exists B' \in BT : H_h(B') \equiv H_h(B) \text{ and } s_B = s_{B'} \text{ and } \text{SignerIndex}_B = \text{SignerIndex}_{B'}$  then
13:   error "Block producer is equivocating"
14: end if
15:  $\text{Verify-Slot-Winner}(db, \pi_B, s_B, \text{AuthorID})$ 

```

---

*Algorithm 10. Verify-Authorship-Right*

**where**

- $\text{Head}_s(B)$  is the header of the block that's being verified.
- $T_B$  is  $B$ 's arrival time ([Definition 67](#)).
- $H_d(B)$  is the digest sub-component ([Definition 11](#)) of  $\text{Head}(B)$  ([Definition 10](#)).
- The Seal  $D_s$  is the last element in the digest array  $H_d(B)$  as described in [Definition 11](#).

- Seal-Id is the type index showing that a digest item ([Definition 11](#)) of varying type ([Definition 189](#)) is of type *Seal*.
- AuthorityDirectory $^{\varepsilon_c}$  is the set of Authority ID for block producers of epoch  $\varepsilon_c$ .
  1. AuthorId is the public session key of the block producer.
- BT is the pruned block tree ([Definition 5](#)).
- Verify-Slot-Winner is defined in [Algorithm 11](#).

---

**Algorithm 11** Verify-Slot-Winner
 

---

**Require:** B

```

1:  $E_c \leftarrow$  Current-Epoch
2:  $\rho \leftarrow$  Epoch-Randomne $\$s$ 
3: Verify-VRF( $\rho, H_{BABE}(B).(d_B, \pi_B), H_{BABE}(B).s, c$ )
4: if  $d_B \sqsubseteq \tau$  then
5:   error“Block producer is not a winner of the slot”
6: end if
```

---

*Algorithm 11. Verify-Slot-Winner*
**where**

1. Epoch-Randomness is defined in [Definition 71](#).
2.  $H_{BABE}(B)$  is the BABE header defined in [Definition 69](#).
3.  $(o, p)$  is the block lottery result for block  $B$  ([Algorithm 6](#)), respectively the VRF output ([Definition 62](#)).
4. Verify-VRF is described in [Section A.1.3](#).
5.  $T_{\varepsilon_n}$  is the winning threshold as defined in [Definition 60](#).

## 5.7. Block Building Process

The block building process is triggered by [Algorithm 9](#) of the consensus engine which in turn runs [Algorithm 12](#).

---

**Algorithm 12** Build-Block
 

---

```

1:  $P_B \leftarrow$  HeadC $_{B\text{est}}$ 
2: Head(B)  $\leftarrow$  ( $H_p \leftarrow H_h(P_B), H_i \leftarrow H_i(P_B) + 1, H_r \leftarrow \phi, H_e \leftarrow \phi, H_d \leftarrow \phi$ )
3: Call-Runtime-Entry(Core_initialize_block ,Head(B))
4: I-D  $\leftarrow$  Call-Runtime-Entry(BlockBuilder_inherent_extrinsics ,Inherent-Data)
5: for E in I-D do
6:   Call-Runtime-Entry(BlockBuilder_apply_extrinsics ,E)
7: end for
8: while not End-Of-Slot(s) do
9:   E  $\leftarrow$  Next-Ready-Extrinsi $\theta$ 
10:  R  $\leftarrow$  Call-Runtime-Entry(BlockBuilder_apply_extrinsics ,E)
11:  if Block-Is-Full(R) then
12:    break
13:  end if
14:  if Should-Drop(E) then
15:    Drop(E)
16:  end if
17:  Head(B)  $\leftarrow$  Call-Runtime-Entry(BlockBuilder_finalize_block ,B)
18:  B  $\leftarrow$  Add-Seal(B)
19: end while
```

---

*Algorithm 12. Build-Block*

## where

- $C_{\text{Best}}$  is the chain head at which the block should be constructed ("parent").
- $s$  is the slot number.
- $\text{Head}(B)$  is defined in [Definition 10](#).
- Call-Runtime-Entry is defined in [Definition 32](#).
- Inherent-Data is defined in [Definition 15](#).
- End-Of-Slot indicates the end of the BABE slot as defined [Algorithm 8](#) respectively [Definition 54](#).
- Next-Ready-Extrinsic indicates picking an extrinsic from the extrinsics queue ([Definition 14](#)).
- Block-Is-Full indicates that the maximum block size is being used.
- Should-Drop determines based on the result  $R$  whether the extrinsic should be dropped or remain in the extrinsics queue and scheduled for the next block. The  $\text{ApplyExtrinsicResult}$  ([Definition 217](#)) describes this behavior in more detail.
- Drop indicates removing the extrinsic from the extrinsic queue ([Definition 14](#)).
- Add-Seal adds the seal to the block (<>>) before sending it to peers. The seal is removed again before submitting it to the Runtime.

# Chapter 6. Finality

## 6.1. Introduction

The Polkadot Host uses GRANDPA Finality protocol to finalize blocks. Finality is obtained by consecutive rounds of voting by the validator nodes. Validators execute GRANDPA finality process in parallel to Block Production as an independent service. In this section, we describe the different functions that GRANDPA service performs to successfully participate in the block-finalization process.

*Definition 72. GRANDPA Voter*

A **GRANDPA Voter**,  $v$ , represented by a key pair  $(k_v^{\text{pr}}, v_{\text{id}})$  where  $k_v^{\text{pr}}$  represents an *ed25519* private key, is a node running a GRANDPA protocol and broadcasting votes to finalize blocks in a Polkadot Host-based chain. The **set of all GRANDPA voters** for a given block  $B$  is indicated by  $\mathbb{V}_B$ . In that regard, we have [To do: change function name, only call at genesis, adjust  $V_B$  over the sections]

$$\mathbb{V} = \text{grandpa\_authorities}(B)$$

where `grandpa_authorities` is a function entrypoint of the Runtime described in [Section C.10.1](#). We refer to  $\mathbb{V}_B$  as  $\mathbb{V}$  when there is no chance of ambiguity.

Analogously we say that a Polkadot node is a **non-voter node** for block  $B$ , if it does not own any of the key pairs in  $\mathbb{V}_B$ .

*Definition 73. Authority Set Id*

The **authority set Id** ( $\text{id}_{\mathbb{V}}$ ) is an incremental counter which tracks the amount of authority list changes that occurred ([Definition 86](#)). Starting with the value of zero at genesis, the Polkadot Host increments this value by one every time a **Scheduled Change** or a **Forced Change** occurs. The authority set Id is an unsigned 64-bit integer.

*Definition 74. GRANDPA State*

The **GRANDPA state**,  $\text{GS}$ , is defined as:

$$\text{GS} : = \{ \mathbb{V}, \text{id}_{\mathbb{V}}, r \}$$

**where**

- $\mathbb{V}$ : is the set of voters.
- $\text{id}_{\mathbb{V}}$ : is the authority set ID ([Definition 73](#)).
- $r$ : is the voting round number.

*Definition 75. GRANDPA Vote*

A **GRANDPA vote** or simply a vote for block  $B$  is an ordered pair defined as

$$V(B) := (H_h(B), H_i(B))$$

where  $H_h(B)$  and  $H_i(B)$  are the block hash ([Definition 12](#)) and the block number ([Definition 10](#)).

#### *Definition 76. Voting Rounds*

Voters engage in a maximum of two sub-rounds of voting for each round  $r$ . The first sub-round is called **pre-vote** and the second sub-round is called **pre-commit**.

By  $V_v^{r, \text{pv}}$  and  $V_v^{r, \text{pc}}$  we refer to the vote cast by voter  $v$  in round  $r$  (for block  $B$ ) during the pre-vote and the pre-commit sub-round respectively.

Voting is done by means of broadcasting voting messages ([Section 4.8.6](#)) to the network. Validators inform their peers about the block finalized in round  $r$  by broadcasting a commit message ([Algorithm 14](#)).

#### *Definition 77. Vote Signature*

$\text{Sign}_{v_i}^{r, \text{stage}}$  refers to the signature of a voter for a specific message in a round and is formally defined as:

$$\text{Sign}_{v_i}^{r, \text{stage}} := \text{Sig}_{\text{ed25519}}(\text{msg}, r, \text{id}_v)$$

**where**

- $\text{msg}$ : is an byte array containing the message to be signed ([Definition 75](#)).
- $r$ : is an unsigned 64-bit integer is the round number.
- $\text{id}_v$ : is an unsigned 64-bit integer indicating the authority set Id ([Definition 33](#)).

#### *Definition 78. Justification*

The **justification** for block  $B$  in round  $r$ ,  $J^{r, \text{stage}}(B)$ , is a vector of pairs of the type:

$$(V(B'), \text{Sign}_{v_i}^{r, \text{stage}}(B'), v_{\text{id}})$$

in which either

$$B' &gt; ; = B$$

or  $V_{v_i}^{r, \text{pc}}(B')$  is an equivocatory vote.

In all cases,  $\text{Sign}_{v_i}^{r, \text{stage}}(B')$  is the signature ([Definition 77](#)) of voter  $v_{\text{id}} \in \mathbb{V}_B$  broadcasted during either the pre-vote (stage = pv) or the pre-commit (stage = pc) sub-round of round  $r$ . A **valid justification** must only contain up-to-one valid vote from each voter and must not contain more than two equivocatory votes from each voter.

### Definition 79. Finalizing Justification

We say  $J^{r, \text{pc}}(B)$  **justifies the finalization** of  $B' \geq B$  **for a non-voter node**  $n$  if the number of valid signatures in  $J^{r, \text{pc}}(B)$  for  $B'$  is greater than  $\frac{2}{3}|\mathbb{V}_B|$ .

Note that  $J^{r, \text{pc}}(B)$  can only be used by a non-voter node to finalize a block. In contrast, a voter node can only be assured of the finality (Definition 90) of block  $B$  by actively participating in the voting process. That is by invoking Algorithm 14.

The GRANDPA protocol dictates how an honest voter should vote in each sub-round, which is described by Algorithm 14. After defining what constitutes a vote in GRANDPA, we define how GRANDPA counts votes.

### Definition 80. Equivocation

Voter  $v$  **equivocates** if they broadcast two or more valid votes to blocks during one voting sub-round. In such a situation, we say that  $v$  is an **equivocator** and any vote  $V_v^{r, \text{stage}}(B)$  cast by  $v$  in that sub-round is an **equivocatory vote**, and

$$\mathcal{E}^{r, \text{stage}}$$

represents the set of all equivocators voters in sub-round  $stage$  of round  $r$ . When we want to refer to the number of equivocators whose equivocation has been observed by voter  $v$  we refer to it by:

$$\mathcal{E}_{\text{obs}(v)}^{r, \text{stage}}$$

The Polkadot Host must detect equivocations committed by other validators and submit those to the Runtime as described in Section C.10.2.

A vote  $V_v^{r, \text{stage}} = V(B)$  is **invalid** if

- $H(B)$  does not correspond to a valid block.
- $B$  is not an (eventual) descendant of a previously finalized block.
- $M_v^{r, \text{stage}}$  does not bear a valid signature.
- $\text{id}_v$  does no match the current  $\mathbb{V}$ .
- $V_v^{r, \text{stage}}$  is an equivocatory vote.

### Definition 81. Set of Observed Direct Votes

For validator  $v$ , **the set of observed direct votes for Block  $B$  in round  $r$** , formally denoted by  $\text{VD}_{\text{obs}(v)}^{r, \text{stage}}(B)$  is equal to the union of:

- set of *valid* votes  $V_{v_i}^{r, \text{stage}}$  cast in round  $r$  and received by  $v$  such that  $V_{v_i}^{r, \text{stage}} = V(B)$ .

### Definition 82. Set of Total Observed Votes

We refer to the set of total votes observed by voter  $v$  in sub-round stage of round  $r$  by  $V_{\text{obs}(v)}^{r, \text{stage}}$ .

The set of all observed votes by  $v$  in the sub-round stage of round  $r$  for block  $B$ ,  $V_{\text{obs}(v)}^{r, \text{stage}}$  is equal to all of the observed direct votes cast for block  $B$  and all of the  $B$ 's descendants defined formally as:

$$V_{\text{obs}(v)}^{r, \text{stage}}(B) := \bigcup_{v_i \in \mathbb{V}, B & < ; B'} \text{VD}_{\text{obs}(v)}^{r, \text{stage}}(B')$$

The total number of observed votes for Block  $B$  in round  $r$  is defined to be the size of that set plus the total number of equivocator voters:

$$\# V_{\text{obs}(v)}^{r, \text{stage}}(B) := |V_{\text{obs}(v)}^{r, \text{stage}}(B)| + |\mathcal{E}_{\text{obs}(v)}^{r, \text{stage}}|$$

Note that for genesis state we always have  $\# V_{\text{obs}(v)}^{r, \text{pv}}(B) = |\mathbb{V}|$ .

#### Definition 83. Set of Total Potential Votes

Let  $V_{\text{unobs}(v)}^{r, \text{stage}}$  be the set of voters whose vote in the given stage has not been received. We define the total number of potential votes for Block  $B$  in round  $r$  to be:

$$\# V_{\text{obs}(v), \text{pot}}^{r, \text{stage}}(B) := |V_{\text{obs}(v)}^{r, \text{stage}}(B)| + |V_{\text{unobs}(v)}^{r, \text{stage}}| + \text{Min}\left(\frac{1}{3}|\mathbb{V}|, |\mathbb{V}| - |V_{\text{obs}(v)}^{r, \text{stage}}(B)| - |V_{\text{unobs}(v)}^{r, \text{stage}}|\right)$$

#### Definition 84. Current Pre-Voted Block

The current pre-voted block  $B_v^{r, \text{pv}}$  also known as GRANDPA GHOST is the block chosen by Algorithm 17:

$$B_v^{r, \text{pv}} := \text{GRANDPA-GHOST}(r)$$

Finally, we define when a voter  $v$  sees a round as completable, that is when they are confident that  $B_v^{r, \text{pv}}$  is an upper bound for what is going to be finalized in this round.

#### Definition 85. Completable Round

We say that round  $r$  is completable if  $|V_{\text{obs}(v)}^{r, \text{pc}}| + |\mathcal{E}_{\text{obs}(v)}^{r, \text{pc}}| > \frac{2}{3}|\mathbb{V}|$  and for all  $B' > B_v^{r, \text{pv}}$ :

$$|V_{\text{obs}(v)}^{r, \text{pc}}| - |\mathcal{E}_{\text{obs}(v)}^{r, \text{pc}}| - |V_{\text{obs}(v)}^{r, \text{pc}}(B')| & > ; \frac{2}{3}|\mathbb{V}|$$

Note that in practice we only need to check the inequality for those  $B' > B_v^{r, \text{pv}}$  where  $|V_{\text{obs}(v)}^{r, \text{pc}}(B')| > 0$ .

#### Definition 86. GRANDPA Consensus Message

$\text{CM}_g$ , the consensus message for GRANDPA, is of the following format:

$$\text{CM}_g = \begin{cases} 1 & (\text{Auth}_C, N_{\text{delay}}) \\ 2 & (m, \text{Auth}_C, N_{\text{delay}}) \\ 3 & \mathbf{A}_i \\ 4 & N_{\text{delay}} \\ 5 & N_{\text{delay}} \end{cases}$$

where

$N_{\text{delay}}$

is an unsigned 32-bit integer indicating how deep in the chain the announcing block must be before the change is applied.

1

implies **scheduled change**: Schedule an authority set change after the given delay of  $N_{\text{delay}} := |\text{SubChain}(B, B')|$  where  $B'$  is the block where the change is applied. The earliest digest of this type in a single block will be respected, unless a force change is present, in which case the force change takes precedence.

2

implies **forced change**: Schedule a forced authority set change after the given delay of  $N_{\text{delay}} := |\text{SubChain}(B, m + B')|$  where  $B'$  is the block where the change is applied. The earliest digest of this type in a block will be respected.

Forced changes are explained further in [Section 6.5](#).

3

implies **on disabled**: An index to the individual authority in the current authority list ([Definition 33](#)) that should be immediately disabled until the next authority set changes. When an authority gets disabled, the node should stop performing any authority functionality from that authority, including authoring blocks and casting GRANDPA votes for finalization. Similarly, other nodes should ignore all messages from the indicated authority which pertain to their authority role.

4

implies **pause**: A signal to pause the current authority set after the given delay of  $N_{\text{delay}} := |\text{SubChain}(B, B')|$  where  $B'$  is a block where the change is applied. Once applied, the authorities should stop voting.

5

implies **resume**: A signal to resume the current authority set after the given delay of  $N_{\text{delay}} := |\text{SubChain}(B, B')|$  where  $B'$  is the block where the change is applied. Once applied, the authorities should resume voting.

*Definition 87. BEEFY Consensus Message*



The BEEFY protocol is still under construction. The following part will be updated in the future and certain information will be clarified.

$\text{CM}_y$ , the consensus message for BEEFY (Section 6.7), is of the following format:

$$\text{CM}_y = \begin{cases} 1 & (V_B, V_i) \\ 2 & A_i \\ 3 & R \end{cases}$$

where

- 1 implies that the remote **authorities have changed**.  $V_B$  is the array of the new BEEFY authorities's public keys and  $V_i$  is the identifier of the remote validator set.
- 2 implies **on disabled**: an index to the individual authorty in  $V_B$  that should be immediately disabled until the next authority change.
- 3 implies **MMR root**: a 32-byte array containing the MMR root.

## 6.2. Initiating the GRANDPA State

In order to participate coherently in the voting process, a validator must initiate its state and sync it with other active validators. In particular, considering that voting is happening in different distinct rounds where each round of voting is assigned a unique sequential round number  $r_v$ , it needs to determine and set its round counter  $r$  equal to the voting round  $r_n$  currently undergoing in the network. The mandated initialization procedure for the GRANDPA protocol for a joining validator is described in detail in Algorithm 13.

The process of joining a new voter set is different from the one of rejoining the current voter set after a network disconnect. The details of this distinction are described further in this section.

### 6.2.1. Voter Set Changes

A GRANDPA voter node which is initiating GRANDPA protocol as part of joining a new authority set is required to execute [Algorithm 13](#). The algorithm mandates the initialization procedure for GRANDPA protocol.



The GRANDPA round number reset to 0 for every authority set change.

Voter set changes are signaled by Runtime via a consensus engine message ([Section 3.3.2](#)). When Authorities process such messages they must not vote on any block with a higher number than the block at which the change is supposed to happen. The new authority set should reinitiate GRANDPA protocol by executing [Algorithm 13](#).

---

**Algorithm 13** Initiate-Grandpa

---

**Input:**  $r_{\text{last}}$ ,  $B_{\text{last}}$

- 1: Last-Finalized-Block  $\leftarrow B_{\text{last}}$
  - 2: Best-Final-Candidate(0)  $\leftarrow B_{\text{last}}$
  - 3: GRANDPA-GHOST (0)  $\leftarrow B_{\text{last}}$
  - 4: Last-Completed-Round  $\leftarrow 0$
  - 5:  $r_{\text{last}} \leftarrow 1$
  - 6: Play-Grandpa-round( $r_{\text{last}}$ )
- 

*Algorithm 13. Initiate-Grandpa*

where  $B_{\text{last}}$  is the last block which has been finalized on the chain ([Definition 90](#)).  $r_{\text{last}}$  is equal to the latest round the voter has observed that other voters are voting on. The voter obtains this information through various gossiped messages including those mentioned in [Definition 90](#).  $r_{\text{last}}$  is set to 0 if the GRANDPA node is initiating the GRANDPA voting process as a part of a new authority set. This is because the GRANDPA round number resets to 0 for every authority set change.

## 6.3. Rejoining the Same Voter Set

When a voter node rejoins the network after a disconnect from the voter set and with the condition that there has been no change to the voter set at the time of the disconnect, the node must continue performing the GRANDPA protocol at the same state as before getting disconnected from the network, ignoring any possible progress in GRANDPA finalization. Following reconnection, the node eventually gets updated to the current GRANDPA round and synchronizes its state with the rest of the voting set through the process called Catchup ([Section 6.6.1](#)).

## 6.4. Voting Process in Round $r$

For each round  $r$ , an honest voter  $v$  must participate in the voting process by following [Algorithm 14](#).

---

**Algorithm 14** Play-Grandpa-Round

---

**Require:** (r)

```
1: tr.v ← Current local time
2: primary← Derive-Primary(r)
3:if v = primarythen
4:   Broadcast(Mvr-1,Fin(Best-Final-Candidater-1))
5:   if Best-Final-Candidater-1 ⊑ Last-Finalized-Blockthen
6:     Broadcast(Mvr-1,Prim(Best-Final-Candidater-1))
7:   end if
8: end if
9: Receive-Message until Time ⊑ tr.v + 2 × T or r is completable)
10:L ← Best-Final-Candidater-1)
11:N ← Best-PreVote-Candidater)
12:Broadcast(Mvr,pv(N))
13:Receive-Message until Bvr,pv ⊑ L and (Time ⊑ tr.v + 4 × T or r is completable)
14:Broadcast(Mvr,pc(Bvr,pv))
15:repeat
16:  Receive-Message
17:  Attempt-To-Finalize-At-Round(r)
18:until r is completableand Finalizable(r) and Last-Finalized-Block ⊑ Best-Final-Candidater-1)
19:Play-Grandpa-round(r+ 1)
20:repeat
21:  Receive-Message
22:  Attempt-To-Finalize-At-Round(r)
23:until Last-Finalized-Block ⊑ Best-Final-Candidater)
24:if Last-Completed-Round < rthen
25:  Last-Completed-Round← r
26:end if
```

---

Algorithm 14. Play-Grandpa-Round

where

- $T$  is sampled from a log-normal distribution whose mean and standard deviation are equal to the average network delay for a message to be sent and received from one validator to another.
- Derive-Primary is described in [Algorithm 15](#).
- The condition of *completable* is defined in [Definition 85](#).
- Best-Final-Candidate function is explained in [Algorithm 16](#).
- Attempt-To-Finalize-At-Round( $r$ ) is described in [Algorithm 19](#).
- Finalizable is defined in [Algorithm 20](#).

---

**Algorithm 15** Derive-Primary

---

**Input:** r  
1: **return** r mod V ⊑

---

Algorithm 15. Derive-Primary

where  $r$  is the GRANDPA round whose primary is to be determined.

---

**Algorithm 16** Best-Final-Candidate

---

**Input:**  $r$

```
1:  $B_v^{r,pv} \leftarrow \text{GRANDPA-GHOST } (r)$ 
2: if  $r = 0$  then
3:   return  $B_v^{r,pv}$ 
4: else
5:    $C \leftarrow \{B' | B' \sqsupseteq B_v^{r,pv} \wedge \#V_{\text{obs}(v), \text{pot}}^{r,pv}(B') > \frac{2}{3}|V|\}$ 
6:   if  $C = \emptyset$  then
7:     return  $B_v^{r,pv}$ 
8:   else
9:     return  $E \sqsubseteq C : H_n(E) = \max(H_n(B') \sqsubseteq C)$ 
10:  end if
11: end if
```

---

*Algorithm 16. Best-Final-Candidate*

where  $\# V_{\text{obs}(v), \text{pot}}^{r, pc}$  is defined in [Definition 83](#).

---

**Algorithm 17** GRANDPA-GHOST

---

**Input:**  $r$

```
1: if  $r = 0$  then
2:    $G \leftarrow B_{\text{last}}$ 
3: else
4:    $L \leftarrow \text{Best-Final-Candidate}(r - 1)$ 
5:    $G = \{B | B \sqsupseteq L \wedge \#V_{\text{obs}(v)}^{r,pv}(B) \sqsupseteq \frac{2}{3}|V|\}$ 
6:   if  $G = \emptyset$  then
7:      $G \leftarrow L$ 
8:   else
9:      $G \sqsubseteq GH_n(G) = \max(H_n(B) \sqsubseteq G)$ 
10:  end if
11: end if
12: return  $G$ 
```

---

*Algorithm 17. GRANDPA-GHOST*

where

- $B_{\text{last}}$  is the last block which has been finalized on the chain ([Definition 90](#)).
- $\# V_{\text{obs}(v)}^{r, pv}(B)$  is defined in [Definition 82](#).

---

**Algorithm 18** Best-PreVote-Candidate

---

**Input:**  $r$

```
1:  $B_v^{r,pv} \leftarrow \text{GRANDPA-GHOST } (r)$ 
2: if Received( $M_{\text{primary}}^{r,pv}(B)$ ) and  $B_v^{r,pv} \sqsupseteq B > L$  then
3:    $N \leftarrow B$ 
4: else
5:    $N \leftarrow B_v^{r,pv}$ 
6: end if
```

---

*Algorithm 18. Best-PreVote-Candidate*

---

**Algorithm 19** Attempt-To-Finalize-At-Round

---

**Require:**  $(r)$

```
1:  $L \leftarrow$  Last-Finalized-Block
2:  $E \leftarrow$  Best-Final-Candidate $(r)$ 
3: if  $E \sqsubseteq L$  and  $V_{\text{obs}(v)}(E) > 2/3|V|$  then
4:   Last-Finalized-Block  $E$ 
5:   if  $M_v^{r,\text{Fin}}(E) \not\sqsubseteq$  Received-Message then
6:     Broadcast( $M_v^{r,\text{Fin}}(E)$ )
7:     return
8:   end if
9: end if
```

---

*Algorithm 19. Attempt-To-Finalize-At-Round*

---

**Algorithm 20** Finalizable

---

**Require:**  $(r)$

```
1: if  $r$  is not Completable then
2:   returnFalse
3: end if
4:  $G \leftarrow$  GRANDPA-GHOST ( $\cup^{r,\text{PV}}(B)$ )
5: if  $G = \emptyset$  then
6:   returnFalse
7: end if
8:  $E_r \leftarrow$  Best-Final-Candidate $(r)$ 
9: if  $E_r \sqsubseteq \emptyset$  and Best-Final-Candidate $(r - 1) \sqsubseteq E_r \sqsubseteq G$  then
10:  returnTrue
11: else
12:  returnFalse
13: end if
```

---

*Algorithm 20. Finalizable*

where the condition for *completeness* is defined in [Definition 85](#).

Note that we might not always succeed in finalizing our best final candidate due to the possibility of equivocation. We might even not finalize anything in a round (although [Algorithm 14](#) prevents us from moving to the round  $r + 1$  before finalizing the best final candidate of round  $r - 1$ ) The example in [Definition 88](#) serves to demonstrate a situation where the best final candidate of a round cannot be finalized during its own round:

*Definition 88. Unfinalized Candidate*

Let us assume that we have 100 voters and there are two blocks in the chain ( $B_1 < B_2$ ). At round 1, we get 67 pre-votes for  $B_2$  and at least one pre-vote for  $B_1$  which means that  $\text{GRANDPA-GHOST}(1) = B_2$ .

Subsequently, potentially honest voters who could claim not seeing all the pre-votes for  $B_2$  but receiving the pre-votes for  $B_1$  would pre-commit to  $B_1$ . In this way, we receive 66 pre-commits for  $B_1$  and 1 pre-commit for  $B_2$ . Henceforth, we finalize  $B_1$  since we have a threshold commit (67 votes) for  $B_1$ .

At this point, though, we have  $\text{Best-Final-Candidate}(r) = B_2$  as  $\# V_{\text{obs}(v), \text{pot}}^{r, \text{stage}}(B_2) = 67$  and  $2 > 1$ .

However, at this point, the round is already completable as we know that we have  $\text{GRANDPA-GHOST}(1) = B_2$  as an upper limit on what we can finalize and nothing greater than  $B_2$  can be finalized at  $r = 1$ . Therefore, the condition of [Algorithm 14](#) is satisfied and we must proceed to round 2.

Nonetheless, we must continue to attempt to finalize round 1 in the background as the condition of [Algorithm 19](#) has not been fulfilled.

This prevents us from proceeding to round 3 until either:

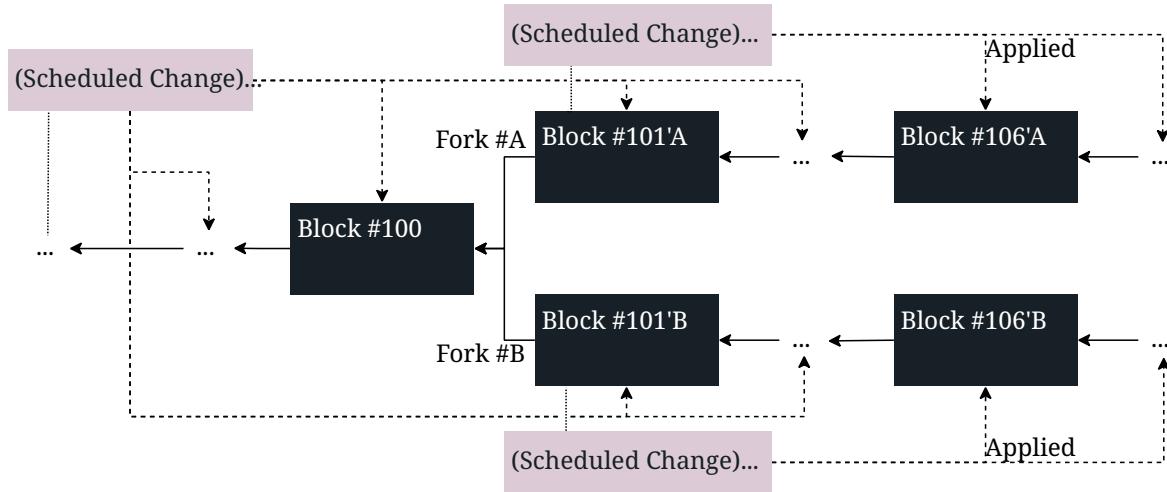
- We finalize  $B_2$  in round 2, or
- We receive an extra pre-commit vote for  $B_1$  in round 1. This will make it impossible to finalize  $B_2$  in round 1, no matter to whom the remaining pre-commits are going to be cast for (even with considering the possibility of 1/3 of voter equivocating) and therefore we have  $\text{Best-Final-Candidate}(r) = B_1$ .

Both scenarios unblock [Algorithm 14](#),  $\text{Last-Finalized-Block} \geq \text{Best-Final-Candidate}(r - 1)$  albeit in different ways: the former with increasing the `Last-Finalized-Block` and the latter with decreasing  $\text{Best-Final-Candidate}(r - 1)$ .

## 6.5. Forced Authority Set Changes

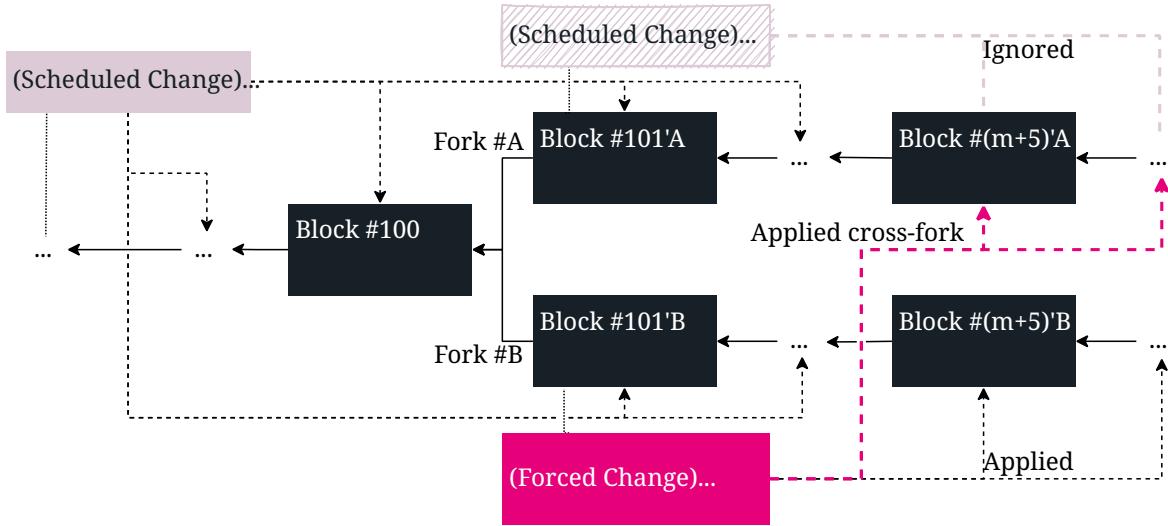
In a case of emergency where the Polkadot network is unable to finalize blocks, such as in an event of mass validator outage, the Polkadot governance mechanism must enact a forced change, which the Host must handle in a specific manner. Given that in such a case finality cannot be relied on, the Host must detect the forced change ([Definition 86](#)) in a (valid) block and apply it to all forks.

The  $m \in CM_g$ , which is specified by the governance mechanism, defines the starting block at which  $N_{\text{delay}}$  is applied. This provides some degree of probabilistic consensus to the network with the assumption that the forced change was received by most participants and that finality can be continued.



Text is not SVG - cannot display

*Figure 2. Applying a scheduled change*



Text is not SVG - cannot display

Figure 3. Applying a forced change

## 6.6. Block Finalization

*Definition 89. Justified Block Header*

The Justified Block Header is provided by the consensus engine and presented to the Polkadot Host, for the block to be appended to the blockchain. It contains the following parts:

- **block\_header** the complete block header ([Definition 10](#)) and denoted by  $\text{Head}(B)$ .
- **justification**: as defined by the consensus specification indicated by  $\text{Just}(B)$  as defined in [Definition 78](#).
- **authority Ids**: This is the list of the Ids of authorities, which have voted for the block to be stored and is formally referred to as  $A(B)$ . An authority Id is 256-bit.

*Definition 90. Finalized*

A Polkadot relay chain node  $n$  should consider block  $B$  as **finalized** if any of the following criteria hold for  $B' \geq B$ :

- $V_{\text{obs}(n)}^{r, \text{pc}}(B') > \frac{2}{3} |V_{B'}|$ .
- It receives a  $M_v^{r, \text{Fin}}(B')$  message in which  $J^r(B)$  justifies the finalization ([Definition 78](#)).
- It receives a block data message for  $B'$  with  $\text{Just}(B')$  ([Definition 89](#)) which justifies the finalization.

for:

- Any round  $r$  if the node  $n$  is *not* a GRANDPA voter.
- Only for round  $r$  for which the node  $n$  has invoked [Algorithm 14](#) and round  $r+1$  if  $n$  is a GRANDPA voter and has already caught up to its peers according to the process described

in Section [Section 6.6.1](#).

Note that all Polkadot relay chain nodes are supposed to process GRANDPA commit messages regardless of their GRANDPA voter status.

## 6.6.1. Catching up

When a Polkadot node (re)joins the network, it requests the history of state transitions in the form of blocks, which it is missing.

Nonetheless, the process is different for a GRANDPA voter node. When a voter node joins the network, it needs to gather the justification ([Definition 78](#)) of the rounds it has missed. Through this process, they can safely join the voting process of the current round, on which the voting is taking place.

### 6.6.1.1. Sending the catch-up requests

When a Polkadot voter node has the same authority list as a peer voter node who is reporting a higher number for the *finalized round* field, it should send a catch-up request message ([Definition 48](#)) to the reporting peer. This will allow the node to catch up to the more advanced finalized round, provided that the following criteria hold:

- The peer node is a GRANDPA voter, and:
- The last known finalized round for the Polkadot node is at least 2 rounds behind the finalized round for the peer.

### 6.6.1.2. Processing the catch-up requests

Only GRANDPA voter nodes are required to respond to the catch-up requests. Additionally, it is only GRANDPA voters who are supposed to send catch-up requests. As such GRANDPA voters could safely ignore the catch-up requests from non-voter nodes. When a GRANDPA voter node receives a catch-up request message, it needs to execute [Algorithm 21](#). Note: a voter node should not respond to catch-up requests for rounds that are actively being voted on, those are the rounds for which [Algorithm 14](#) is not concluded.

---

**Algorithm 21** Process-Catchup-Request

---

```
Input:  $M_{i,v}^{Cat-q}(id_v, r)$ 
1: if  $M_{i,v}^{Cat-q}(id_v, r).id_v \neq id_v$  then
2:   error "Catching up on different set"
3: end if
4: if  $i \notin P$  then
5:   error "Requesting catching up from a non-peer"
6: end if
7: if  $r > Last-Completed-Round$  then
8:   error "Catching up on a round in the future"
9: end if
10: Send( $i, M_{v,i}^{Cat-s}(id_v, r)$ )
```

---

*Algorithm 21. Process-Catchup-Request*

**where**

- $M_{i,v}^{Cat-q}(id_v, r)$  is the catch-up message received from peer  $i$  ([Definition 48](#)).

- $\text{id}_v$  is the voter set id with which the serving node is operating
- $r$  is the round number for which the catch-up is requested for.
- $\mathcal{P}$  is the set of immediate peers of node  $v$ .
- Last-Completed-Round is initiated in [Algorithm 13](#) and gets updated by [Algorithm 14](#).
- $M_{v,i}^{\text{Cat}-s}(\text{id}_v, r)$  is the catch-up response ([Definition 49](#)).

### 6.6.1.3. Processing catch-up responses

A Catch-up response message contains critical information for the requester node to update their view on the active rounds which are being voted on by GRANDPA voters. As such, the requester node should verify the content of the catch-up response message and subsequently updates its view of the state of the finality of the Relay chain according to [Algorithm 22](#).

---

**Algorithm 22** Process-Catchup-Response

```

Input:  $M_{v,i}^{\text{Cat}-s}(\text{id}_v, r)$ 
1:  $M_{v,i}^{\text{Cat}-s}(\text{id}_v, r).id_v, r, J^{r,pv}(B), J^{r,pc}(B), H_h(B'), H_l(B') \leftarrow \text{DecSC}(M_{v,i}^{\text{Cat}-s}(\text{id}_v, r))$ 
2: if  $M_{v,i}^{\text{Cat}-s}(\text{id}_v, r).id_v \neq \text{id}_v$  then
3:   error "Catching up on different set"
4: end if
5: if  $r \neq \text{Leading-Round}$  then
6:   error "Catching up in to the past"
7: end if
8: if  $J^{r,pv}(B)$  is not valid then
9:   error "Invalid pre-vote justification"
10: end if
11: if  $J^{r,pc}(B)$  is not valid then
12:   error "Invalid pre-commit justification"
13: end if
14:  $G \leftarrow \text{GRANDPA-GHOST } (J^{r,pv}(B))$ 
15: if  $G = \emptyset$  then
16:   error "GHOST-less Catch-up"
17: end if
18: if  $r$  is not completable then
19:   error "Catch-up round is not completable"
20: end if
21: if  $J^{r,pc}(B)$  justifies  $B'$  finalization then
22:   error "Unjustified Catch-up target finalization"
23: end if
24: Last-Completed-Round- $r$ 
25: if  $i \in V$  then
26:   Play-Grandpa-round( $r + 1$ )
27: end if

```

---

*Algorithm 22. Process-Catchup-Response*

where  $M_{v,i}^{\text{Cat}-s}(\text{id}_v, r)$  is the catch-up response received from node  $v$  ([Definition 49](#)).

## 6.7. Bridge design (BEEFY)



The BEEFY protocol is currently in early development and subject to change. The specification has not been completed yet.

The BEEFY (Bridge Efficiency Enabling Finality Yielder) is a secondary protocol to GRANDPA to support efficient bridging between the Polkadot network (relay chain) and remote, segregated blockchains, such as Ethereum, which were not built with the Polkadot interchain operability in mind. The protocol allows participants of the remote network to verify finality proofs created by

the Polkadot relay chain validators. In other words: clients in the Ethereum network should be able to verify that the Polkadot network is at a specific state.

Storing all the information necessary to verify the state of the remote chain, such as the block headers, is too expensive. BEEFY stores the information in a space-efficient way and clients can request additional information over the protocol.

### 6.7.1. Preliminaries

#### *Definition 91. Merkle Mountain Ranges*

Merkle Mountain Ranges, **MMR**, are used as an efficient way to send block headers and signatures to light clients.



MMRs have not been defined yet.

#### *Definition 92. Statement*

The **statement** is the same piece of information which every relay chain validator is voting on. Namely, the MMR root of all the block header hashes leading up to the latest, finalized block.

#### *Definition 93. Witness Data*

**Witness data** contains the statement ([Definition 92](#)), an array indicating which validator of the Polkadot network voted for the statement (but not the signatures themselves) and a MMR root of the signatures. The indicators of which validator voted for the statement are just claims and provide no proofs. The network message is defined in [Definition 53](#) and the relayer saves it on the chain of the remote network.

#### *Definition 94. Light Client*

A **light client** is an abstract entity in a remote network such as Ethereum. It can be a node or a smart contract with the intent of requesting finality proofs from the Polkadot network. A light client reads the witness data ([Definition 93](#)) from the chain, then requests the signatures directly from the relayer in order to verify those.

The light client is expected to know who the validators are and has access to their public keys.

#### *Definition 95. Relayer*

A **relayer** (or "prover") is an abstract entity which takes finality proofs from the Polkadot network and makes those available to the light clients. Inherently, the relayer tries to convince the light clients that the finality proofs have been voted for by the Polkadot relay chain validators. The relayer operates offchain and can for example be a node or a collection of nodes.

## 6.7.2. Voting on Statements

The Polkadot Host signs a statement ([Definition 92](#)) and gossips it as part of a vote ([Definition 51](#)) to its peers on every new, finalized block. The Polkadot Host uses ECDSA for signing the statement, since Ethereum has better compatibility for it compared to SR25519 or ED25519.

## 6.7.3. Committing Witnesses

The relayer ([Definition 95](#)) participates in the Polkadot network by collecting the gossiped votes ([Definition 51](#)). Those votes are converted into the witness data structure ([Definition 93](#)). The relayer saves the data on the chain of the remote network. The occurrence of saving witnesses on remote networks is undefined.

## 6.7.4. Requesting Signed Commitments

A light client ([Definition 94](#)) fetches the witness data ([Definition 93](#)) from the chain. Once the light client knows which validators apparently voted for the specified statement, it needs to request the signatures from the relayer to verify whether the claims are actually true. This is achieved by requesting signed commitments ([Definition 52](#)).

How those signed commitments are requested by the light client and delivered by the relayer varies among networks or implementations. On Ethereum, for example, the light client can request the signed commitments in form of a transaction, which results in a response in form of a transaction.

# Chapter 7. Light Clients

## 7.1. Requirements for Light Clients

We list requirements of a Light Client categorized along the three dimensions of Functionality, Efficiency, and Security.

- **Functional Requirements:**

1. Update state ([Section 2.4](#)) to reflect the latest view of the blockchain via synchronization with full nodes.
2. (Optional) Verify validity of runtime transitions ([Section 2.6](#)).
3. Make queries for data at the latest block height or across a range of blocks.
4. Append extrinsics ([Section 2.3](#)) to the blockchain via full nodes.

- **Efficiency Requirements:**

1. Efficient bootstrapping and syncing: initializations and update functions of the state have tractable computation and communication complexity and grows at most linearly with the chain size. Generally, the complexity is proportional to the GRANDPA validator set change.
2. Querying operations happen by requesting a key-value pair from a full node.
3. Further, verifying the validity of responses by the full node is logarithmic in the size of the state.

- **Security Requirements:**

1. Secure bootstrapping and Synchronizing: Probability that an adversarial full node convincing a light client of a forged blockchain state is negligible.
2. Secure querying: Probability that an adversary convinces light client to accept a forged account state is negligible.
3. Assure that the submitted extrinsics are appended in a successor block or inform the user in case of failure.

- **Polkadot Specific Requirements:**

1. The client MUST be able to connect to a relay chain using chain state.
2. The client MUST be able to retrieve checkpoint state from a trusted source to speed up initialization.
3. The client MUST be able to subscribe/unsubscribe to/from any polkadot-spec-conformant relay chain (Polkadot, Westend, Kusama)
4. The client MUST be able to subscribe/unsubscribe to/from parachains that do not use custom protocols or cryptography methods other than those that Polkadot, Westend and Kusama use.
5. The client MUST support the following [RPC methods](#): `rpc_methods`, `chainHead_unstable_follow`, `chainHead_unstable_unfollow`, `chainHead_unstable_unpin`, `chainHead_unstable_storage`, `chainHead_unstable_call` `chainHead_unstable_stopCall`, `transaction_unstable_submitAndWatch`, and `transaction_unstable_unwatch`

6. The client MUST support the @substrate/connect connection extension protocol:  
`ToApplicationError`, `ToApplicationChainReady`, `ToApplicationRpc`, `ToExtensionAddChain`,  
`ToExtensionAddWellKnownChain`, `ToExtensionRpc`, `ToExtensionRemoveChain`.

## 7.2. Warp Sync for Light Clients

Warp sync ([Section 4.8.4](#)) only downloads the block headers where authority set changes occurred, so-called fragments ([Definition 41](#)), and by verifying the GRANDPA justifications ([Definition 78](#)). This protocol allows nodes to arrive at the desired state much faster than fast sync. Warp sync is primarily designed for Light Clients. Although, warp sync could be used by full nodes, the sync process may lack information to cater to complete functionality set of full nodes.

For light clients, it is too expensive to download the state (approx. 550MB) to respond to queries. Rather, the queries are submitted to the Full node and only the response of the full node is validated using the hash of the state root. Requests for warp sync are performed using the `/dot-sync/warp Request-Response` substream, the corresponding network messages are detailed in [Section 4.7](#).

Light clients base their trust in provided snapshots and the ability to slash grandpa votes for equivocation for the period they are syncing via warp sync. Full nodes and above in contrast verify each block individually.

In theory, the `warp sync` process takes the Genesis Block as input and outputs the hash of the state trie root at the latest finalized block. This root hash acts as proof to further validate the responses to queries by the full node. The `warp sync` works by starting from a trusted specified block (for e.g. from a snapshot) and verifying the block headers only at the authority set changes.

Eventually, the light client verifies the finality of the block returned by a full node to ensure that the block is indeed the latest finalized block. This entails two things: . check the authenticity of GRANDPA Justifications messages from Genesis to the last finalized block, . Check the timestamp of the last finalized block to ensure that no other blocks might have been finalized at a later timestamp.



**Long-Range Attack Vulnerabilities:** Warp syncing is particularly vulnerable to what is called long-range attacks. The authorities allowed to finalize blocks can generate multiple proofs of finality for multiple different blocks of the same height, hence, they can finalize more than one chain at a time. It is possible for two-thirds of the validators that were active at a certain past block N to collude and decide to finalize a different block N', even when N has been finalized for the first time several weeks or months in the past. When a client then warp syncs, it can be tricked to consider this alternative block N' as the finalized one. However, in practice, to mitigate Long-Range Attacks, the starting point of the warp syncing is not too far in the past. How far exactly depends on the logic of the runtime of the chain. For example, in Polkadot, the starting block for the sync should be at max 28 days old, to be within the purview of the slashing period for misbehaving nodes. Hence, even though in theory warp sync can start from Genesis Block, it is not advised to implement the same in practice.

We outline the warp sync process, abstracting out details of verifying the finality and how the full node to sync with is selected.

---

**Algorithm 23 Warp-Sync-Light-Clients**


---

**Input:** BlockHeader startblock, the initial block to start the sync. May not be the Genesis Block.  
**Output:** CommitmentRootHash~~root~~, State Tries Root hash of the latest finalized Block.

```

1:fullnode← SelectFullNode
2:latestBlockHeader, grandpaJustificationsSyncWithNodefullnode
3:isVerified← verifyAuthoritySetChange(grandpaJustifications) & verifyFinality(latestBlockHeader)
4:if isVerifiedthen
5:    return SOME getCommitmentRootHash(latestBlockHeader)
6:end if
7:throw ERROR

```

---

*Algorithm 23. Warp-Sync-Light-Clients*

Abstraction of Warp Sync and verification of latest block's finality. *SelectFullNode*: determines the full node that the light client syncs with. *SyncSithNode*: Returns the header of latest finalized block and a list of Grandpa Justifications by the full node. *verifyAuthoritySetChange*: verification algorithm which checks the authenticity of the header only at the end of an era where the authority set changes iteratively until reaching the latest era. *verifyFinalty*: verifies the finalty of the latest block using the Grandpa Justifications messages.

The warp syncing process is closely coupled with the state querying procedure used the light client. We outline the process of querying the state by a light client and validating the response.

---

**Algorithm 24 Querying-State-Light-Clients**


---

**Input:** Query  $q$ , BlockHeight  $h$ , CommitmentRootHash~~root~~  
**Output:** Maybe Resultres

```

1:(res π) ← QueryFullNode(q,h)
2:if validityCheckroot(res,π) then
3:    return SOME res
4:end if
5:throw ERROR

```

---

*Algorithm 24. Querying-State-Light-Clients*

Querying State Algorithm. *QueryFullNode*: returns the response to the query requested from the Full Node for the query  $q$  at block height  $h$ . *validityCheck<sub>root</sub>*: predicate that checks the validity of response  $res$  and associated merkle proof  $π$  by matching it against the Commit Root Hash  $root$  obtained as a result of warp sync.

## 7.3. Runtime Environment for Light Clients

Technically, though a runtime execution environment is not necessary to build a light client, most clients require interacting with the Runtime and the state of the blockchain for integrity checks at the minimum. One can imagine an application scenarios like an on-chain light client which only listens to the latest state without ever adding extrinsics. Current implementations of Light Nodes (for e.g. Smoldot) uses the wasmtime as its runtime environment to drastically simplify the code. The performance of wasmtime is satisfying enough to not require a native runtime. The details of runtime API that the environment needs to support can be found in Appendix C ([Appendix C](#)).

## 7.4. Light Client Messages

Light clients are applications that fetch the required data that they need from a Polkadot node with an associated proof to validate the data. This makes it possible to interact with the Polkadot network without requiring to run a full node or having to trust the remote peers. The light client messages make this functionality possible.

All light client messages are protobuf encoded and are sent over the [/dot/light/2](#) substream.

### 7.4.1. Request

A message with all possible request messages. All message are sent as part of this message.

Type	Id	Description
<a href="#">oneof (request)</a>		The request type

Where the [request](#) can be one of the following fields:

Type	Id	Description
<a href="#">RemoteCallRequest</a>	1	A remote call request ( <a href="#">Definition 96</a> )
<a href="#">RemoteReadRequest</a>	2	A remote read request ( <a href="#">Definition 98</a> )
<a href="#">RemoteReadChildRequest</a>	4	A remote read child request ( <a href="#">Definition 100</a> )

### 7.4.2. Response

A message with all possible response messages. All message are sent as part of this message.

Type	Id	Description
<a href="#">oneof (response)</a>		The response type

Where the [response](#) can be one of the following fields:

Type	Id	Description
<a href="#">RemoteCallResponse</a>	1	A remote call response ( <a href="#">Definition 97</a> )
<a href="#">RemoteReadResponse</a>	2	A remote read response ( <a href="#">Definition 99</a> )

### 7.4.3. Remote Call Messages

Execute a call to a contract at the given block.

*Definition 96. [Remote Call Request](#)*

Remote call request.

Type	Id	Description
bytes	2	Block at which to perform call
string	3	Method name
bytes	4	Call data

*Definition 97. [Remote Call Response](#)*

Remote call response.

Type	Id	Description
bytes	2	An <i>Option</i> type ( <a href="#">Definition 190</a> ) containing the call proof or <i>None</i> if proof generation failed.

#### 7.4.4. Remote Read Messages

Read a storage value at the given block.

*Definition 98. [Remote Read Request](#)*

Remote read request.

Type	Id	Description
bytes	2	Block at which to perform call
repeated bytes	3	Storage keys

*Definition 99. [Remote Read Response](#)*

Remote read response.

Type	Id	Description
bytes	2	An <i>Option</i> type ( <a href="#">Definition 190</a> ) containing the read proof or <i>None</i> if proof generation failed.

#### 7.4.5. Remote Read Child Messages

Read a child storage value at the given block.

*Definition 100. [Remote Read Child Request](#)*

Remote read child request.

Type	Id	Description
bytes	2	Block at which to perform call
bytes	3	Child storage key, this is relative to the child type storage location
bytes	6	Storage keys

The response is the same as for the *Remote Read Request* message, respectively [Definition 99](#).

## 7.5. Storage for Light Clients

The light client requires a persistent storage for saving the state of the blockchain. In addition it requires efficient Serialization/ De-serialization methods to transform SCALE ([Section A.2.2](#)) encoded network traffic for storing and reading from the persistent storage.

# Chapter 8. Availability & Validity

Polkadot serves as a replicated shared-state machine designed to resolve scalability issues and interoperability among blockchains. The validators of Polkadot execute transactions and participate in the consensus of Polkadot's primary chain, the so-called relay chain. Parachains are independent networks that maintain their own state and are connected to the relay chain. Those parachains can take advantage of the relay chain consensus mechanism, including sending and receiving messages to and from other parachains. Parachain nodes that send parachain blocks, known as candidates, to the validators in order to be included in the relay chain are referred to as collators.

The Polkadot relay chain validators are responsible for guaranteeing the validity of both relay chain and parachain blocks. Additionally, the validators are required to keep enough parachain blocks that should be included in the relay chain available in their local storage in order to make those retrievable by peers, who lack the information, to reliably confirm the issued validity statements about parachain blocks. The Availability & Validity (AnV) protocol consists of multiple steps for successfully upholding those responsibilities.

Parachain blocks themselves are produced by collators ([Section 8.1](#)), whereas the relay chain validators only verify their validity (and later, their availability). It is possible that the collators of a parachain produce multiple parachain block candidates for a child of a specific block. Subsequently, they send the block candidates to the relay chain validators who are assigned to the specific parachain. The assignment is determined by the Runtime ([Section 8.2](#)). Those validators are then required to check the validity of submitted candidates ([Section 8.3](#)), then issue and collect statements ([Section 8.2.1](#)) about the validity of candidates to other validators. This process is known as candidate backing. Once a candidate meets a specified criteria for inclusion, the selected relay chain block author then chooses any of the backed candidate for each parachain and includes those into the relay chain block ([Section 8.2.2](#)).

Every relay chain validator must fetch the proposed candidates and issue votes on whether they have the candidate saved in their local storage, so-called availability votes ([Section 8.4.1](#)), then also collect the votes sent by other validators and include them in the relay chain state ([Section 8.2.2](#)). This process ensures that only relay chain blocks get finalized where each candidate is available on enough nodes of validators.

Parachain candidates contained in non-finalized relay chain blocks must then be retrieved by a secondary set of relay chain validators, unrelated from the candidate backing process, who are randomly assigned to determine the validity of specific parachains based on a VRF lottery and are then required to vote on the validity of those candidates. This process is known as approval voting ([Section 8.5](#)). If a validator does not have the candidate data, it must recover the candidate data ([Section 8.4.2](#)).

## 8.1. Collations

Collations are proposed candidates [Definition 131](#) to the Polkadot relay chain validators. The Polkadot network protocol is agnostic on what candidate production mechanism each parachain uses and does not specify or mandate any of such production methods (e.g. BABE-GRANDPA, Aura, etc). Furthermore, the relay chain validator host implementation itself does not directly interpret or

process the internal transactions of the candidate, but rather rely on the parachain Runtime to validate the candidate ([Section 8.3](#)). Collators, which are parachain nodes which produce candidate proposals and send them to the relay chain validator, must prepare pieces of data ([Definition 101](#)) in order to correctly comply with the requirements of the parachain protocol.

#### *Definition 101. Collation*

A collation is a datastructure which contains the proposed parachain candidate, including an optional validation parachain Runtime update and upward messages. The collation datastructure, C, is a datastructure of the following format:

$$C = (M, H, R, h, P, p, w) \quad M = (u_n, \text{Unknown character} u_m) \quad H = (z_n, \text{Unknown character} z_m)$$

#### **where**

- $M$  is an array of upward messages ([Definition 137](#)),  $u$ , interpreted by the relay chain itself.
- $H$  is an array of outbound horizontal messages ([Definition 139](#)),  $z$ , interpreted by other parachains.
- $R$  is an *Option* type ([Definition 190](#)) which can contain a parachain Runtime update. The new Runtime code is an array of bytes.
- $h$  is the head data ([Definition 133](#)) produced as a result of execution of the parachain specific logic.
- $P$  is the PoV block ([Definition 132](#)).
- $p$  is an unsigned 32-bit integer indicating the number of processed downward messages ([Definition 138](#)).
- $w$  is an unsigned 32-bit integer indicating the mark up to which all inbound HRMP messages have been processed by the parachain.

## 8.2. Candidate Backing

The Polkadot validator receives an arbitrary number of parachain candidates with associated proofs from untrusted collators. The assigned validators of each parachain ([Definition 136](#)) must verify and select a specific quantity of the proposed candidates and issue those as backable candidates to its peers. A candidate is considered backable when at least 2/3 of all assigned validators have issued a *Valid* statement about that candidate, as described in [Section 8.2.1](#). Validators can retrieve information about assignments via the Runtime APIs [Section C.9.2](#) respectively [Section C.9.3](#).

### 8.2.1. Statements

The assigned validator checks the validity of the proposed parachains blocks ([Section 8.3](#)) and issues *Valid* statements ([Definition 102](#)) to its peers if the verification succeeded. Broadcasting failed verification as *Valid* statements is a slashable offense. The validator must only issue one *Seconded* statement, based on an arbitrary metric, which implies an explicit vote for a candidate to be included in the relay chain.

This protocol attempts to produce as many backable candidates as possible, but does not attempt to determine a final candidate for inclusion. Once a parachain candidate has been seconded by at least one other validator and enough Valid statements have been issued about that candidate to meet the 2/3 quorum, the candidate is ready to be included in the relay chain ([Section 8.2.2](#)).

The validator issues validity statements votes in form of a validator protocol message ([Definition 114](#)).

*Definition 102. Statement*

A statement,  $S$ , is a datastructure of the following format:

$$S = (d, A_i, A_s) d = \begin{cases} 1 & -\& >; C_r \\ 2 & -\& >; C_h \end{cases}$$

**where**

- $d$  is a varying datatype where 1 indicates that the validator “seconds” a candidate, meaning that the candidate should be included in the relay chain, followed by the committed candidate receipt ([Definition 105](#)),  $C_r$ . 2 indicates that the validator has deemed the candidate valid, followed by the candidate hash.
- $C_h$  is the candidate hash.
- $A_i$  is the validator index in the authority set that signed this statement.
- $A_s$  is the signature of the validator.

## 8.2.2. Inclusion

The Polkadot validator includes the backed candidates as parachain inherent data ([Definition 103](#)) into a block as described [Section 2.3.3](#). The relay chain block author decides on whatever metric which candidate should be selected for inclusion, as long as that candidate is valid and meets the validity quorum of 2/3+ as described in [Section 8.2.1](#). The candidate approval process ([Section 8.5](#)) ensures that only relay chain blocks are finalized where each candidate for each availability core meets the requirement of 2/3+ availability votes.

*Definition 103. Parachain Inherent Data*

The parachain inherent data contains backed candidates and is included when authoring a relay chain block. The datastructure,  $I$ , is of the following format:

$$I = (A, T, D, P_v) T = (C_0, \text{Unknown character}, \text{Unknown character}) C = (R, V, i) V = (a_n, \text{Unknown character}, \text{Unknown character}) a = \begin{cases} 1 & -\& >; b \\ 2 & -\& >; s \end{cases} A = (L_n, \text{Unknown character}, \text{Unknown character}) L = (b, v, s)$$

**where**

- $A$  is an array of signed bitfields by validators claiming the candidate is available (or not). The array must be sorted by validator index corresponding to the authority set ([Definition 33](#)).
- $T$  is an array of backed candidates for including in the current block.
- $D$  is an array of disputes.

- $P_h$  is the parachain parent head data ([Definition 133](#)).
- $d$  is a dispute statement ([Section 8.7.2.1](#)).
- $R$  is a committed candidate receipt ([Definition 105](#)).
- $V$  is an array of validity votes themselves, expressed as signatures.
- $i$  is a bitfield of indices of the validators within the validator group ([Definition 136](#)).
- $a$  is either an implicit or explicit attestation of the validity of a parachain candidate, where 1 implies an implicit vote (in correspondence of a *Seconded* statement) and 2 implies an explicit attestation (in correspondence of a *Valid* statement). Both variants are followed by the signature of the validator.
- $s$  is the signature of the validator.
- $b$  the availability bitfield ([Section 8.4.1](#)).
- $v_i$  is the validator index of the authority set ([Definition 33](#)).

#### *Definition 104. Candidate Receipt*

A candidate receipt,  $R$ , contains information about the candidate and a proof of the results of its execution. It's a datastructure of the following format:

$$R = (D, C_h)$$

where  $D$  is the candidate descriptor ([Definition 106](#)) and  $C_h$  is the hash of candidate commitments ([Definition 107](#)).

#### *Definition 105. Committed Candidate Receipt*

The committed candidate receipt,  $R$ , contains information about the candidate and the result of its execution that is included in the relay chain. This type is similar to the candidate receipt ([Definition 104](#)), but actually contains the execution results rather than just a hash of it. It's a datastructure of the following format:

$$R = (D, C)$$

where  $D$  is the candidate descriptor ([Definition 106](#)) and  $C$  is the candidate commitments ([Definition 107](#)).

#### *Definition 106. Candidate Descriptor*

The candidate descriptor,  $D$ , is a unique descriptor of a candidate receipt. It's a datastructure of the following format:

$$D = (p, H, C_i, V, B, r, s, p_h, R_h)$$

**where**

- $p$  is the parachain Id ([Definition 134](#)).
- $H$  is the hash of the relay chain block the candidate is executed in the context of.

- $C_i$  is the collators public key.
- $V$  is the hash of the persisted validation data ([Definition 227](#)).
- $B$  is the hash of the PoV block.
- $r$  is the root of the block's erasure encoding Merkle tree.
- $s$  the collator signature of the concatenated components  $p$ ,  $H$ ,  $R_h$  and  $B$ .
- $p_h$  is the hash of the parachain head data ([Definition 133](#)) of this candidate.
- $R_h$  is the hash of the parachain Runtime.

*Definition 107. Candidate Commitments*

The candidate commitments,  $C$ , is the result of the execution and validation of a parachain (or parathread) candidate whose produced values must be committed to the relay chain. Those values are retrieved from the validation result ([Definition 109](#)). A candidate commitment is a datastructure of the following format:

$$C = (M_u, M_h, R, h, p, w)$$

**where**

- $M_u$  is an array of upward messages sent by the parachain. Each individual message,  $m$ , is an array of bytes.
- $M_h$  is an array of individual outbound horizontal messages ([Definition 139](#)) sent by the parachain.
- $R$  is an *Option* value ([Definition 190](#)) that can contain a new parachain Runtime in case of an update.
- $h$  is the parachain head data ([Definition 133](#)).
- $p$  is a unsigned 32-bit integer indicating the number of downward messages that were processed by the parachain. It is expected that the parachain processes the messages from first to last.
- $w$  is a unsigned 32-bit integer indicating the watermark which specifies the relay chain block number up to which all inbound horizontal messages have been processed.

## 8.3. Candidate Validation

Received candidates submitted by collators and must have its validity verified by the assigned Polkadot validators. For each candidate to be valid, the validator must successfully verify the following conditions in the following order:

1. The candidate does not exceed any parameters in the persisted validation data ([Definition 227](#)).
2. The signature of the collator is valid.
3. Validate the candidate by executing the parachain Runtime ([Section 8.3.1](#)).

If all steps are valid, the Polkadot validator must create the necessary candidate commitments

([Definition 107](#)) and submit the appropriate statement for each candidate ([Section 8.2.1](#)).

### 8.3.1. Parachain Runtime

Parachain Runtimes are stored in the relay chain state, and can either be fetched by the parachain Id or the Runtime hash via the relay chain Runtime API as described in [Section C.9.7](#) and [Section C.9.8](#) respectively. The retrieved parachain Runtime might need to be decompressed based on the magic identifier as described in [Section 8.3.2](#).

In order to validate a parachain block, the Polkadot validator must prepare the validation parameters ([Definition 108](#)), then use its local Wasm execution environment ([Section 2.6.3](#)) to execute the `validate_block` parachain Runtime API by passing on the validation parameters as an argument. The parachain Runtime function returns the validation result ([Definition 109](#)).

#### *Definition 108. Validation Parameters*

The validation parameters structure,  $P$ , is required to validate a candidate against a parachain Runtime. It's a datastructure of the following format:

$$P = (h, b, B_i, S_r)$$

where

- $h$  is the parachain head data ([Definition 133](#)).
- $b$  is the block body ([Definition 132](#)).
- $B_i$  is the latest relay chain block number.
- $S_r$  is the relay chain block storage root ([Section 2.4.4](#)).

#### *Definition 109. Validation Result*

The validation result is returned by the `validate_block` parachain Runtime API after attempting to validate a parachain block. Those results are then used in candidate commitments ([Definition 107](#)), which then will be inserted into the relay chain via the parachain inherent data ([Definition 103](#)). The validation result,  $V$ , is a datastructure of the following format:

$$V = (h, R, M_u, M_h, p, w) \quad M_u = (m_0, \text{Unknown character} \dots m_n) \quad M_h = (t_0, \text{Unknown character} \dots t_n)$$

where

- $h$  is the parachain head data ([Definition 133](#)).
- $R$  is an *Option* value ([Definition 190](#)) that can contain a new parachain Runtime in case of an update.
- $M_u$  is an array of upward messages sent by the parachain. Each individual message,  $m$ , is an array of bytes.
- $M_h$  is an array of individual outbound horizontal messages ([Definition 139](#)) sent by the parachain.
- $p$  is a unsigned 32-bit integer indicating the number of downward messages that were

processed by the parachain. It is expected that the parachain processes the messages from first to last.

- $w$  is a unsigned 32-bit integer indicating the watermark which specifies the relay chain block number up to which all inbound horizontal messages have been processed.

### 8.3.2. Runtime Compression



Runtime compression is not documented yet.

## 8.4. Availability

### 8.4.1. Availability Votes

The Polkadot validator must issue a bitfield ([Definition 141](#)) which indicates votes for the availability of candidates. Issued bitfields can be used by the validator and other peers to determine which backed candidates meet the 2/3+ availability quorum.

Candidates are inserted into the relay chain in form of parachain inherent data ([Section 8.2.2](#)) by a block author. A validator can retrieve that data by calling the appropriate Runtime API entry ([Section C.9.3](#)), then create a bitfield indicating for which candidate the validator has availability data stored and broadcast it to the network ([Definition 118](#)). When sending the bitfield distribution message, the validator must ensure  $B_h$  is set appropriately, therefore clarifying to which state the bitfield is referring to, given that candidates can vary based on the chain fork.

Missing availability data of candidates must be recovered by the validator as described in [Section 8.4.2](#). If previously issued bitfields are no longer accurate, i.e. the availability data has been recovered or the candidate of an availability core has changed, the validator must create a new bitfield and broadcast it to the network. Candidates must be kept available by validators for a specific amount of time. If a candidate does not receive any backing, validators should keep it available for about one hour, in case the state of backing does change. Backed and even approved candidates ([Section 8.5](#)) must be kept by validators for about 25 hours, since disputes ([Section 8.6](#)) can occur and the candidate needs to be checked again.

The validator issues availability votes in form of a validator protocol message ([Definition 115](#)).

### 8.4.2. Candidate Recovery

The availability distribution of the Polkadot validator must be able to recover parachain candidates that the validator is assigned to, in order to determine whether the candidate should be backed ([Section 8.2](#)) respectively whether the candidate should be approved ([Section 8.5](#)). Additionally, peers can send availability requests as defined in [Definition 122](#) and [Definition 124](#) to the validator, which the validator should be able to respond to.

Candidates are recovered by sending requests for specific indices of erasure encoded chunks ([Section A.4.1](#)). A validator should request chunks by picking peers randomly and must recover at least  $f + 1$  chunks, where  $n = 3f + k$  and  $k \in \{1, 2, 3\}$ .  $n$  is the number of validators as specified in the session info, which can be fetched by the Runtime API as described in [Section C.9.11](#).

## 8.5. Approval Voting

The approval voting process ensures that only valid parachain blocks are finalized on the relay chain. After *backable* parachain candidates were submitted to the relay chain ([Section 8.2.2](#)), which can be retrieved via the Runtime API ([Section C.9.3](#)), validators need to determine their assignments for each parachain and issue approvals for valid candidates, respectively disputes for invalid candidates. Since it cannot be expected that each validator verifies every single parachain candidate, this mechanism ensures that enough honest validators are selected to verify parachain candidates in order prevent the finalization of invalid blocks. If an honest validator detects an invalid block which was approved by one or more validators, the honest validator must issue a disputes which will cause escalations, resulting in consequences for all malicious parties, i.e. slashing. This mechanism is described more in [Section 8.5.1](#).

### 8.5.1. Assignment Criteria

Validators determine their assignment based on a VRF mechanism, similar to the BABE consensus mechanism. First, validators generate an availability core VRF assignment ([Definition 111](#)), which indicates which availability core a validator is assigned to. Then a delayed availability core VRF assignment is generated which indicates at what point a validator should start the approval process. The delays are based on “tranches” ([Section 8.5.2](#)).

An assigned validator never broadcasts their assignment until relevant. Once the assigned validator is ready to check a candidate, the validator broadcasts their assignment by issuing an approval distribution message ([Definition 119](#)), where  $M$  is of variant 0. Other assigned validators that receive that network message must keep track of if, expecting an approval vote following shortly after. Assigned validators can retrieve the candidate by using the availability recovery ([Section 8.4.2](#)) and then validate the candidate ([Section 8.3](#)).

The validator issues approval votes in form of a validator protocol message ([Definition 114](#)) respectively disputes ([Section 8.6](#)).

### 8.5.2. Tranches

Validators use a subjective, tick-based system to determine when the approval process should start. A validator starts the tick-based system when a new availability core candidates have been proposed, which can be retrieved via the Runtime API ([Section C.9.3](#)), and increments the tick every 500 milliseconds. Each tick/increment is referred to as a “tranche”, represented as an integer, starting at 0.

As described in [Section 8.5.1](#), the validator first executes the VRF mechanism to determine which parachains (availability cores) the validator is assigned to, then an additional VRF mechanism for each assigned parachain to determine the *delayed assignment*. The delayed assignment indicates the tranche at which the validator should start the approval process. A tranche of value 0 implies that the assignment should be started immediately, while later assignees of later tranches wait until it's their turn to issue assignments, determined by their subjective, tick-based system.

Validators are required to track broadcasted assignments by other validators assigned to the same parachain, including verifying the VRF output. Once a valid assignment from a peer was received, the validator must wait for the following approval vote within a certain period as described in

[Section C.9.11](#) by orienting itself on its local, tick-based system. If the waiting time after a broadcasted assignment exceeds the specified period, the validator interprets this behavior as a “no-show”, indicating that more validators should commit on their tranche until enough approval votes have been collected.

If enough approval votes have been collected as described in [Section C.9.11](#), then assignees of later tranches do not have to start the approval process. Therefore, this tranche system serves as a mechanism to ensure that enough candidate approvals from a random set of validators are created without requiring all assigned validators to check the candidate.

#### *Definition 110. Relay VRF Story*

The relay VRF story is an array of random bytes derived from the VRF submitted within the block by the block author. The relay VRF story,  $T$ , is used as input to determine approval voting criteria and generated the following way:

$$T = \text{Transcript}(b_r, b_s, e_i, A)$$

where

- Transcript constructs a VRF transcript ([Definition 175](#)).
- $b_r$  is the BABE randomness of the current epoch ([Definition 71](#)).
- $b_s$  is the current BABE slot ([Definition 54](#)).
- $e_i$  is the current BABE epoch index ([Definition 54](#)).
- $A$  is the public key of the authority.

#### *Definition 111. Availability Core VRF Assignment*

An availability core VRF assignment is computed by a relay chain validator to determine which availability core ([Definition 135](#)) a validator is assigned to and should vote for approvals. Computing this assignment relies on the VRF mechanism, transcripts and STROBE operations described further in [Section A.1.3](#).

The Runtime dictates how many assignments should be conducted by a validator, as specified in the session index which can be retrieved via the Runtime API ([Section C.9.11](#)). The amount of assignments is referred to as “samples”. For each iteration of the number of samples, the validator calculates an individual assignment,  $T$ , where the little-endian encoded sample number,  $s$ , is incremented by one. At the beginning of the iteration,  $S$  starts at value 0.

The validator executes the following steps to retrieve a (possibly valid) core index:

```
 $t_1 \leftarrow \text{Transcript}(A \& V \text{ MOD})$ 
 $t_2 \leftarrow \text{append}(t_1, 'RC-VRF')$ 
 $R_s \leftarrow \text{append}(t_2, 'sample')$ 
 $s \leftarrow \text{append}(t_3, 'vrf-nm-pk')$ 
 $p_k \leftarrow \text{meta-ad}(t_4, 'VRFHash', False)$ 
 $t_6 \leftarrow \text{meta-ad}(t_5, 64_{le}, True)$ 
 $i \leftarrow \text{prf}(t_6, False)$ 
 $o = s_k \cdot i$ 
```

where  $s_k$  is the secret key,  $p_k$  is the public key and  $64_{le}$  is the integer 64 encoded as little endian.  $R_s$  is the relay VRF story as defined in [Definition 110](#). Following:

```
 $t_1 \leftarrow \text{Transcript}('VRFResult')$ 
 $t_2 \leftarrow \text{append}(t_1, 'A \& V CORE')$ 
 $t_3 \leftarrow \text{append}(t_2, 'vrf-in', i)$ 
 $t_4 \leftarrow \text{append}(t_3, 'vrf-out', o)$ 
 $t_5 \leftarrow \text{meta-ad}(t_4, ' ', False)$ 
 $t_6 \leftarrow \text{meta-ad}(t_5, 4_{le}, True)$ 
 $r \leftarrow \text{prf}(t_6, False)$ 
 $c_i = r \bmod a_c$ 
```

where  $4_{le}$  is the integer 4 encoded as little endian,  $r$  is the 4-byte challenge interpreted as a little endian encoded integer and  $a_c$  is the number of availability cores used during the active

session, as defined in the session info retrieved by the Runtime API ([Section C.9.11](#)). The resulting integer,  $c_i$ , indicates the parachain Id ([Definition 134](#)). If the parachain Id doesn't exist, as can be retrieved by the Runtime API ([Section C.9.3](#)), the validator discards that value and continues with the next iteration. If the Id does exist, the validators continues with the following steps:

$$t_1 \leftarrow \text{Transcript}(\text{'A\&V ASSIGNED'}) t_2 \leftarrow \text{append}(t_1, \text{'core'}, c_i) p \leftarrow \text{dleq\_prove}(t_2, i)$$

where `dleq_prove` is described in [Definition 172](#). The resulting values of  $o$ ,  $p$  and  $s$  are used to construct an assignment certificate ([Definition 113](#)) of kind  $0$ .

#### *Definition 112. Delayed Availability Core VRF Assignment*

The **delayed availability core VRF assignments** determined at what point a validator should start the approval process as described in [Section 8.5.2](#). Computing this assignment relies on the VRF mechanism, transcripts and STROBE operations described further in [Section A.1.3](#).

The validator executes the following steps:

$$t_1 \leftarrow \text{Transcript}(\text{'A\&V DELAY'}) t_2 \leftarrow \text{append}(t_1, \text{'RC-VRF'}, R_s) t_3 \leftarrow \text{append}(t_2, \text{'core'}, c_i) t_4 \leftarrow \text{append}(t_3, \text{'vrf-nm-pk'}, p_k) t_5 \leftarrow \text{meta-ad}(t_4, \text{'VRFHash'}, \text{False}) t_6 \leftarrow \text{meta-ad}(t_5, 64_{16}, \text{True}) i \leftarrow \text{prf}(t_6, \text{False}) o = s_k \cdot i p \leftarrow \text{dleq\_prove}(t_6, i)$$

The resulting value  $p$  is the VRF proof ([Definition 171](#)). `dleq_prove` is described in [Definition 172](#).

The tranche,  $d$ , is determined as:

$$t_1 \leftarrow \text{Transcript}(\text{'VRFRResult'}) t_2 \leftarrow \text{append}(t_1, \text{'A\&V TRANCHE'}) t_3 \leftarrow \text{append}(t_2, \text{'vrf-in'}, i) t_4 \leftarrow \text{append}(t_3, \text{'vrf-out'}, o) t_5 \leftarrow \text{meta-ad}(t_4, \text{'', False}) t_6 \leftarrow \text{meta-ad}(t_5, 4_{16}, \text{True}) c \leftarrow \text{prf}(t_6, \text{False}) d = d \bmod (d_c + d_z) - d_z$$

where

- $d_c$  is the number of delayed tranches by total as specified by the session info, retrieved via the Runtime API ([Section C.9.11](#)).
- $d_z$  is the zeroth delay tranche width as specified by the session info, retrieved via the Runtime API ([Section C.9.11](#))..

The resulting tranche,  $n$ , cannot be less than 0. If the tranche is less than 0, then  $d = 0$ . The resulting values  $o$ ,  $p$  and  $c_i$  are used to construct an assignment certificate ([Definition 113](#)) of kind 1.

#### *Definition 113. Assignment Certificate*

The **Assignment Certificate** proves to the network that a Polkadot validator is assigned to an availability core and is therefore qualified for the approval of candidates, as clarified in [Definition 111](#). This certificate contains the computed VRF output and is a datastructure of the following format:

$$(k, o, p) k = \begin{cases} 0 & -\& >; s \\ 1 & -\& >; c_i \end{cases}$$

where  $k$  indicates the kind of the certificate, respectively the value  $0$  proves the availability core assignment ([Definition 111](#)), followed by the sample number  $s$ , and the value  $1$  proves the

delayed availability core assignment ([Definition 112](#)), followed by the core index  $c_i$  ([Section C.9.3](#)).  $\circ$  is the VRF output and  $p$  is the VRF proof.

## 8.6. Disputes



Disputes are not documented yet.

## 8.7. Network Messages

The availability and validity process requires certain network messages to be exchanged between validators and collators.

### 8.7.1. Notification Messges

The notification messages are exchanged between validators, including messages sent by collators to validators. The protocol messages are exchanged based on a streaming notification substream ([Section 4.5](#)). The messages are SCALE encoded ([Section A.2.2](#)).

*Definition 114. Validator Protocol Message*

The validator protocol message is a varying datatype used by validators to broadcast relevant information about certain steps in the A&V process. Specifically, this includes the backing process ([Section 8.2](#)) and the approval process ([Section 8.5](#)). The validator protocol message,  $M$ , is a varying datatype of the following format:

$$M = \begin{cases} 1 & -\&gt;; M_f \\ 3 & -\&gt;; M_s \\ 4 & -\&gt;; M_a \end{cases}$$

where

- $M_f$  is a bitfield distribution message ([Definition 118](#)).
- $M_s$  is a statement distribution message ([Definition 117](#)).
- $M_a$  is a approval distribution message ([Definition 119](#)).

*Definition 115. Collation Protocol Message*

The collation protocol message,  $M$ , is a varying datatype of the following format:

$$M = \{ 0 -\&gt;; M_c \}$$

where  $M_c$  is the collator message ([Definition 116](#)).

*Definition 116. Collator Message*

The collator message is sent as part of the collator protocol message ([Definition 115](#)). The

collator message,  $M$ , is a varying datatype of the following format:

$$M = \begin{cases} 0 & -\> ; \quad (C_i, P_i, C_s) \\ 1 & -\> ; \quad H \\ 4 & -\> ; \quad (B_h, S) \end{cases}$$

where

- $M$  is a varying datatype where  $0$  indicates the intent to advertise a collation and  $1$  indicates the advertisement of a collation to a validator.  $4$  indicates that a collation sent to a validator was seconded.
- $C_i$  is the public key of the collator.
- $P_i$  is the parachain Id ([Definition 134](#)).
- $C_s$  is the signature of the collator using the *PeerId* of the collators node.
- $H$  is the hash of the parachain block ([Definition 132](#)).
- $S$  is a full statement ([Definition 102](#)).

#### *Definition 117. Statement Distribution Message*

The statement distribution message is sent as part of the validator protocol message ([Definition 115](#)) indicates the validity vote of a validator for a given candidate, described further in [Section 8.2.1](#). The statement distribution message,  $M$ , is of varying type of the following format:

$$M = \begin{cases} 0 & -\> ; \quad (B_h, S) \\ 1 & -\> ; \quad S_m \end{cases} \quad S_m = (B_h, C_h, A_i, A_s)$$

where

- $M$  is a varying datatype where  $0$  indicates a signed statement and  $1$  contains metadata about a seconded statement with a larger payload, such as a runtime upgrade. The candidate itself can be fetched via the request/response message ([Definition 128](#)).
- $B_h$  is the hash of the relay chain parent, indicating the state this message is for.
- $S$  is a full statement ([Definition 102](#)).
- $A_i$  is the validator index in the authority set ([Definition 33](#)) that signed this message.
- $A_s$  is the signature of the validator.

#### *Definition 118. Bitfield Distribution Message*

The bitfield distribution message is sent as part of the validator protocol message ([Definition 114](#)) and indicates the availability vote of a validator for a given candidate, described further in [Section 8.4.1](#). This message is sent in form of a validator protocol message ([Definition 114](#)). The bitfield distribution message,  $M$ , is a datastructure of the following format:

$$M = \begin{cases} 0 & -\> ; \quad (B_h, P) \\ \end{cases} \quad P = (d, A_i, A_s)$$

**where**

- $B_h$  is the hash of the relay chain parent, indicating the state this message is for.
- $d$  is the bitfield array ([Definition 141](#)).
- $A_i$  is the validator index in the authority set ([Definition 33](#)) that signed this message.
- $A_s$  is the signature of the validator.

*Definition 119. Approval Distribution Message*

The approval distribution message is sent as part of the validator protocol message ([Definition 114](#)) and indicates the approval vote of a validator for a given candidate, described further in [Section 8.5.1](#). The approval distribution message,  $M$ , is a varying datatype of the following format:

$$M = \begin{cases} 0 & \text{--\&>} ((C, I)_0 \text{Unknown characterUnknown character}(C, I)_n) \\ 1 & \text{--\&>} (V_b, \text{Unknown characterUnknown characterUnknown character}V_a) \end{cases} C = (B_h, A_v, c_a) c_a = (c_v, P_o, P_p) c_k = \{ 0 \text{Unknown characterUnknown characters!Unknown characterUnknown character} V = (B_h, I, A_v, A_s)$$

**where**

- $M$  is a varying datatype where  $0$  indicates assignments for candidates in recent, unfinalized blocks and  $1$  indicates approvals for candidates in some recent, unfinalized block.
- $C$  is an assignment criterion which refers to the candidate under which the assignment is relevant by the block hash.
- $I$  is an unsigned 32-bit integer indicating the index of the candidate, corresponding the the order of the availability cores ([Section C.9.3](#)).
- $B_h$  is the relay chain block hash where the candidate appears.
- $A_i$  is the authority set Id ([Definition 33](#)) of the validator that created this message.
- $A_s$  is the signature of the validator issuing this message.
- $c_a$  is the certification of the assignment.
- $c_k$  is a varying datatype where  $0$  indicates an assignment based on the VRF that authorized the relay chain block where the candidate was included, followed by a sample number,  $s$ .  $1$  indicates an assignment story based on the VRF that authorized the relay chain block where the candidate was included combined with the index of a particular core. This is described further in [Section 8.5](#).
- $P_o$  is a VRF output and  $P_p$  its corresponding proof.

## 8.7.2. Request & Response

The request & response network messages are sent and received between peers in the Polkadot network, including collators and non-validator nodes. Those messages are conducted on the request-response substreams ([Section 4.5](#)). The network messages are SCALE encoded as described in Section ?.

#### *Definition 120. PoV Fetching Request*

The PoV fetching request is sent by clients who want to retrieve a PoV block from a node. The request is a datastructure of the following format:

$$C_h$$

where  $C_h$  is the 256-bit hash of the PoV block. The response message is defined in [Definition 121](#).

#### *Definition 121. PoV Fetching Response*

The PoV fetching response is sent by nodes to the clients who issued a PoV fetching request ([Definition 120](#)). The response,  $R$ , is a varying datatype of the following format:

$$R = \begin{cases} 0 & -\&gt; ; B \\ 1 & -\&gt; ; \phi \end{cases}$$

where  $0$  is followed by the PoV block and  $1$  indicates that the PoV block was not found.

#### *Definition 122. Chunk Fetching Request*

The chunk fetching request is sent by clients who want to retrieve chunks of a parachain candidate. The request is a datastructure of the following format:

$$(C_h, i)$$

where  $C_h$  is the 256-bit hash of the parachain candidate and  $i$  is a 32-bit unsigned integer indicating the index of the chunk to fetch. The response message is defined in [Definition 123](#).

#### *Definition 123. Chunk Fetching Response*

The chunk fetching response is sent by nodes to the clients who issued a chunk fetching request ([Definition 122](#)). The response,  $R$ , is a varying datatype of the following format:

$$R = \begin{cases} 0 & -\&gt; ; C_r \\ 1 & -\&gt; ; \phi \end{cases} \quad C_r = (c, c_p)$$

where  $0$  is followed by the chunk response,  $C_r$  and  $1$  indicates that the requested chunk was not found.  $C_r$  contains the erasure-encoded chunk of data belonging to the candidate block,  $c$ , and  $c_p$  is that chunks proof in the Merkle tree. Both  $c$  and  $c_p$  are byte arrays of type  $(b_nUnknown characterUnknown characterUnknown characterb_m)$ .

#### *Definition 124. Available Data Request*

The available data request is sent by clients who want to retrieve the PoV block of a parachain candidate. The request is a datastructure of the following format:

$C_h$

where  $C_h$  is the 256-bit candidate hash to get the available data for. The response message is defined in [Definition 125](#).

#### *Definition 125. Available Data Response*

The available data response is sent by nodes to the clients who issued a available data request ([Definition 124](#)). The response,  $R$ , is a varying datatype of the following format:

$$R = \begin{cases} 0 & -\&>; A \\ 1 & -\&>; \phi \end{cases} \quad A = (P_{ov}, D_{pv})$$

where  $0$  is followed by the available data,  $A$ , and  $1$  indicates the the requested candidate hash was not found.  $P_{ov}$  is the PoV block ([Definition 132](#)) and  $D_{pv}$  is the persisted validation data ([Definition 227](#)).

#### *Definition 126. Collation Fetching Request*

The collation fetching request is sent by clients who want to retrieve the advertised collation at the specified relay chain block. The request is a datastructure of the following format:

$$(B_h, P_{id})$$

where  $B_h$  is the hash of the relay chain block and  $P_{id}$  is the parachain Id ([Definition 134](#)). The response message is defined in [Definition 127](#).

#### *Definition 127. Collation Fetching Response*

The collation fetching response is sent by nodes to the clients who issued a collation fetching request ([Definition 126](#)). The response,  $R$ , is a varying datatype of the following format:

$$R = \begin{cases} 0 & -\&>; (C_r, B) \end{cases}$$

where  $0$  is followed by the candidate receipt ([Definition 104](#)),  $C_r$ , as and the PoV block ([Definition 132](#)),  $B$ . This type does not notify the client about a statement that was not found.

#### *Definition 128. Statement Fetching Request*

The statement fetching request is sent by clients who want to retrieve statements about a given candidate. The request is a datastructure of the following format:

$$(B_h, C_h)$$

where  $B_h$  is the hash of the relay chain parent and  $C_h$  is the candidate hash that was used to create a committed candidate receipt ([Definition 105](#)). The response message is defined in [Definition 129](#).

*Definition 129. Statement Fetching Response*

The statement fetching response is sent by nodes to the clients who issued a collation fetching request ([Definition 128](#)). The response,  $R$ , is a varying datatype of the following format:

$$R = \{ 0 \text{ } -\&> ; \text{ } C_r$$

where  $C_r$  is the committed candidate receipt ([Definition 105](#)). No response is returned if no statement is found.

### 8.7.2.1. Dispute Request

The dispute request is sent by clients who want to issue a dispute about a candidate. The request,  $D_r$ , is a datastructure of the following format:

$$D_r = (C_r, S_i, I_v, V_v) I_v = (A_i, A_s, k_i) V_v = (A_i, A_s, k_v) k_i = \{ 0 \text{ } -\&> ; \text{ } \phi \text{ } k_v = \{ 0 \text{ } -\&> ; \text{ } \phi 1 \text{ } -\&> ; \text{ } C_h 2 \text{ } -\&> ; \text{ } C_h 3 \text{ } -\&> ; \text{ } \phi$$

where

- $C_r$  is the candidate that is being disputed. The structure is a candidate receipt ([Definition 104](#)).
- $S_i$  is an unsigned 32-bit integer indicating the session index the candidate appears in.
- $I_v$  is the invalid vote that makes up the request.
- $V_v$  is the valid vote that makes this dispute request valid.
- $A_i$  is an unsigned 32-bit integer indicating the validator index in the authority set ([Definition 33](#)).
- $A_s$  is the signature of the validator.
- $k_i$  is a varying datatype and implies the dispute statement. 0 indicates an explicit statement.
- $k_v$  is a varying datatype and implies the dispute statement.
  - 0 indicates an explicit statement.
  - 1 indicates a seconded statement on a candidate,  $C_h$ , from the backing phase.  $C_h$  is the hash of the candidate.
  - 2 indicates a valid statement on a candidate,  $C_h$ , from the backing phase.  $C_h$  is the hash of the candidate.
  - 3 indicates an approval vote from the approval checking phase.

The response message is defined in [Section 8.7.2.2](#).

### 8.7.2.2. Dispute Response

The dispute response is sent by nodes to the clients who issued a dispute request ([Section 8.7.2.1](#)). The response,  $R$ , is a varying type of the following format:

$$R = \{ 0 \text{ } -\&> ; \text{ } \phi$$

where 0 indicates that the dispute was successfully processed.

## 8.8. Definitions

### *Definition 130. Collator*

A collator is a parachain node that sends parachain blocks, known as candidates ([Definition 131](#)), to the relay chain validators. The relay chain validators are not concerned how the collator works or how it creates candidates.

### *Definition 131. Candidate*

A candidate is a submitted parachain block ([Definition 132](#)) to the relay chain validators. A parachain block stops being referred to as a candidate as soon it has been finalized.

### *Definition 132. Parachain Block*

A parachain block or a Proof-of-Validity block (PoV block) contains the necessary data for the parachain specific state transition logic. Relay chain validators are not concerned with the inner structure of the block and treat it as a byte array.

### *Definition 133. Head Data*

The head data is contains information about a parachain block ([Definition 132](#)). The head data is returned by executing the parachain Runtime and relay chain validators are not concerned with its inner structure and treat it as a byte arrays.

### *Definition 134. Parachain Id*

The Parachain Id is a unique, unsigned 32-bit integer which serves as an identifier of a parachain, assigned by the Runtime.

### *Definition 135. Availability Core*

Availability cores are slots used to process parachains. The Runtime assigns each parachain to a availability core and validators can fetch information about the cores, such as parachain block candidates, by calling the appropriate Runtime API ([Section C.9.3](#)). Validators are not concerned with the internal workings from the Runtimes perspective.

### *Definition 136. Validator Groups*

Validator groups indicate which validators are responsible for creating backable candidates for parachains ([Section 8.2](#)), and are assigned by the Runtime ([Section C.9.2](#)). Validators are not concerned with the internal workings from the Runtimes perspective. Collators can use this information for submitting blocks.

*Definition 137. Upward Message*

An upward message is an opaque byte array sent from a parachain to a relay chain.

*Definition 138. Downward Message*

A downward message is an opaque byte array received by the parachain from the relay chain.

*Definition 139. Outbound HRMP Message*

An outbound HRMP message (Horizontal Relay-routed Message Passing) is sent from the perspective of a sender of a parachain to an other parachain by passing it through the relay chain. It's a datastructure of the following format:

$$(I, M)$$

where  $I$  is the recipient Id ([Definition 134](#)) and  $M$  is an upward message ([Definition 137](#)).

*Definition 140. Inbound HRMP Message*

An inbound HRMP message (Horizontal Relay-routed Message Passing) is seen from the perspective of a recipient parachain sent from an other parachain by passing it through the relay chain. It's a datastructure of the following format:

$$(N, M)$$

where  $N$  is the unsigned 32-bit integer indicating the relay chain block number at which the message was passed down to the recipient parachain and  $M$  is a downward message ([Definition 138](#)).

*Definition 141. Bitfield Array*

A bitfield array contains single-bit values which indicate whether a candidate is available. The number of items is equal of to the number of availability cores ([Definition 135](#)) and each bit represents a vote on the corresponding core in the given order. Respectively, if the single bit equals 1, then the Polkadot validator claims that the availability core is occupied, there exists a committed candidate receipt ([Definition 105](#)) and that the validator has a stored chunk of the parachain block ([Definition 132](#)).

# Polkadot Runtime

Description of various useful Runtime internals

# Chapter 9. Exinsics

## 9.1. Introduction

An extrinsic is a SCALE encoded array consisting of a version number, signature, and varying data types indicating the resulting Runtime function to be called, including the parameters required for that function to be executed.

## 9.2. Preliminaries

*Definition 142. Extrinsic*

An extrinsic,  $tx$ , is a tuple consisting of the extrinsic version,  $T_v$  ([Definition 143](#)), and the body of the extrinsic,  $T_b$ .

$$tx : = (T_v, T_b)$$

The value of  $T_b$  varies for each version. The current version 4 is described in [Section 9.3.1](#).

*Definition 143. Extrinsic Version*

$T_v$  is a 8-bit bitfield and defines the extrinsic version. The required format of an extrinsic body,  $T_b$ , is dictated by the Runtime. Older or unsupported version are rejected.

The most significant bit of  $T_v$  indicates whether the transaction is **signed** (1) or **unsigned** (0). The remaining 7-bits represent the version number. As an example, for extrinsic format version 4, an signed extrinsic represents  $T_v$  as 132 while a unsigned extrinsic represents it as 4.

## 9.3. Exinsics Body

### 9.3.1. Version 4

Version 4 of the Polkadot extrinsic format is defined as follows:

$$T_b : = (A_i, Sig, E, M_i, F_i(m))$$

where

- $A_i$ : the 32-byte address of the sender ([Definition 144](#)).
- $Sig$ : the signature of the sender ([Definition 145](#)).
- $E$ : the extra data for the extrinsic ([Definition 146](#)).
- $M_i$ : the indicator of the Polkadot module ([Definition 147](#)).
- $F_i(m)$ : the indicator of the function of the Polkadot module ([Definition 148](#)).

*Definition 144. Extrinsic Address*

Account Id,  $A_i$ , is the 32-byte address of the sender of the extrinsic as described in the [external SS58 address format](#).

#### *Definition 145. Extrinsic Signature*

The signature,  $Sig$ , is a varying data type indicating the used signature type, followed by the signature created by the extrinsic author. The following types are supported:

$$Sig : = \begin{cases} 0, & \text{Ed25519, followed by: } (b_0, \dots, b_{63}) \\ 1, & \text{Sr25519, followed by: } (b_0, \dots, b_{63}) \\ 2, & \text{Ecdsa, followed by: } (b_0, \dots, b_{64}) \end{cases}$$

Signature types vary in sizes, but each individual type is always fixed-size and therefore does not contain a length prefix. **Ed25519** and **Sr25519** signatures are 512-bit while **Ecdsa** is 520-bit, where the last 8 bits are the recovery ID.

The signature is created by signing payload  $P$ .

$$P : = \begin{cases} Raw, & \text{if } |Raw| \leq 256 \\ Blake2(Raw), & \text{if } |Raw| > 256 \end{cases}$$

$$Raw : = (M_i, F_i(m), E, R_v, F_v, H_h(G), H_h(B))$$

#### where

- $M_i$ : the module indicator ([Definition 147](#)).
- $F_i(m)$ : the function indicator of the module ([Definition 148](#)).
- $E$ : the extra data ([Definition 146](#)).
- $R_v$ : a UINT32 containing the specification version of [14](#).
- $F_v$ : a UINT32 containing the format version of [2](#).
- $H_h(G)$ : a 32-byte array containing the genesis hash.
- $H_h(B)$ : a 32-byte array containing the hash of the block which starts the mortality period, as described in [Definition 149](#).

#### *Definition 146. Extra Data*

Extra data,  $E$ , is a tuple containing additional meta data about the extrinsic and the system it is meant to be executed in.

$$E : = (T_{mor}, N, P_t)$$

#### where

- $T_{mor}$ : contains the SCALE encoded mortality of the extrinsic ([Definition 149](#)).
- $N$ : a compact integer containing the nonce of the sender. The nonce must be incremented by one for each extrinsic created, otherwise the Polkadot network will reject the extrinsic.

- $P_t$ : a compact integer containing the transactor pay including tip.

#### Definition 147. Module Indicator

$M_i$  is an indicator for the Runtime to which Polkadot *module*,  $m$ , the extrinsic should be forwarded to.

$M_i$  is a varying data type pointing to every module exposed to the network.

$$M_i : = \begin{cases} 0, & \text{System} \\ 1, & \text{Utility} \\ \dots \\ 7, & \text{Balances} \\ \dots \end{cases}$$

#### Definition 148. Function Indicator

$F_i(m)$  is a tuple which contains an indicator,  $m_i$ , for the Runtime to which *function* within the Polkadot *module*,  $m$ , the extrinsic should be forwarded to. This indicator is followed by the concatenated and SCALE encoded parameters of the corresponding function, *params*.

$$F_i(m) : = (m_i, \textit{params})$$

The value of  $m_i$  varies for each Polkadot module, since every module offers different functions. As an example, the **Balances** module has the following functions:

$$\text{Balances}_i : = \begin{cases} 0, & \text{transfer} \\ 1, & \text{set\_balance} \\ 2, & \text{force\_transfer} \\ 3, & \text{transfer\_keep\_alive} \\ \dots \end{cases}$$

### 9.3.2. Mortality

#### Definition 149. Extrinsic Mortality

Extrinsic **mortality** is a mechanism which ensures that an extrinsic is only valid within a certain period of the ongoing Polkadot lifetime. Exinsics can also be immortal, as clarified in [Section 9.3.2.2](#).

The mortality mechanism works with two related values:

- $M_{per}$ : the period of validity in terms of block numbers from the block hash specified as  $H_h(B)$  in the payload ([Definition 145](#)). The requirement is  $M_{per} \geq 4$  and  $M_{per}$  must be the power of two, such as **32**, **64**, **128**, etc.
- $M_{pha}$ : the phase in the period that this extrinsic's lifetime begins. This value is calculated with a formula and validators can use this value in order to determine which block hash is included in the payload. The requirement is  $M_{pha} < M_{per}$ .

In order to tie a transaction's lifetime to a certain block ( $H_i(B)$ ) after it was issued, without wasting precious space for block hashes, block numbers are divided into regular periods and the lifetime is instead expressed as a "phase" ( $M_{pha}$ ) from these regular boundaries:

$$M_{pha} = H_i(B) \bmod M_{per}$$

$M_{per}$  and  $M_{pha}$  are then included in the extrinsic, as clarified in [Definition 146](#), in the SCALE encoded form of  $T_{mor}$  ([Section 9.3.2.2](#)). Polkadot validators can use  $M_{pha}$  to figure out the block hash included in the payload, which will therefore result in a valid signature if the extrinsic is within the specified period or an invalid signature if the extrinsic "died".

### 9.3.2.1. Example

The extrinsic author chooses  $M_{per} = 256$  at block **10'000**, resulting with  $M_{pha} = 16$ . The extrinsic is then valid for blocks ranging from **10'000** to **10'256**.

### 9.3.2.2. Encoding

$T_{mor}$  refers to the SCALE encoded form of type  $M_{per}$  and  $M_{pha}$ .  $T_{mor}$  is the size of two bytes if the extrinsic is considered mortal, or simply one bytes with the value equal to zero if the extrinsic is considered immortal.

$$T_{mor} := Enc_{SC}(M_{per}, M_{pha})$$

The SCALE encoded representation of mortality  $T_{mor}$  deviates from most other types, as it's specialized to be the smallest possible value, as described in [Algorithm 25](#) and [Algorithm 26](#).

If the extrinsic is immortal, specify a single byte with the value equal to zero.

---

**Algorithm 25** Encode Mortality

---

**Require:**  $M_{per}, M_{pha}$

```

1: return 0 if extrinsic is immortal
2: init factor = Limit( $M_{per} \gg 12, 1, \phi$ )
3: init left = Limit( $TZ(M_{per}) - 1, 1, 15$ )
    $M_{pha}$ 
4: init right = factor  $\ll 4$ 
5: return left|right

```

---

*Algorithm 25. Encode Mortality*

---

**Algorithm 26** Decode Mortality

---

**Require:**  $T_{mor}$

```

1: return Immortal if  $T_{mor}^b = 0$ 
2: init enc =  $T_{mor}^b + (T_{mor}^b \ll 8)$ 
3: init Mper =  $2 \ll (enc \bmod (1 \ll 4))$ 
4: init factor = Limit( $M_{per} \gg 12, 1, \phi$ )
5: init Mpha =  $(enc \gg 4) \square factor$ 
6: return ( $M_{per}, M_{pha}$ )

```

---

*Algorithm 26. Decode Mortality*

**where**

- $T_{mor}^b$ : the first byte of  $T_{mor}$ .
- $T_{mor}^b$ : the second byte of  $T_{mor}$ .
- $\text{Limit}(num, min, max)$ : Ensures that  $num$  is between  $min$  and  $max$ . If  $min$  or  $max$  is defined

as  $\phi$ , then there is no requirement for the specified minimum/maximum.

- `TZ(num)`: returns the number of trailing zeros in the binary representation of `num`. For example, the binary representation of `40` is `0010 1000`, which has three trailing zeros.
- `>>`: performs a binary right shift operation.
- `<<`: performs a binary left shift operation.
- `|`: performs a bitwise OR operation.

# Chapter 10. Weights

## 10.1. Motivation

The Polkadot network, like any other permissionless system, needs to implement a mechanism to measure and to limit the usage in order to establish an economic incentive structure, to prevent the network overload, and to mitigate DoS vulnerabilities. In particular, Polkadot enforces a limited time-window for block producers to create a block, including limitations on block size, which can make the selection and execution of certain extrinsics too expensive and decelerate the network.

In contrast to some other systems such as Ethereum which implement fine measurement for each executed low-level operation by smart contracts, known as gas metering, Polkadot takes a more relaxed approach by implementing a measuring system where the cost of the transactions (referred to as 'extrinsics') are determined before execution and are known as the weight system.

The Polkadot weight system introduces a mechanism for block producers to measure the cost of running the extrinsics and determine how "heavy" it is in terms of execution time. Within this mechanism, block producers can select a set of extrinsics and saturate the block to its fullest potential without exceeding any limitations (as described in [Section 10.2.1](#)). Moreover, the weight system can be used to calculate a fee for executing each extrinsics according to its weight (as described in [Section 10.6.1](#)).

Additionally, Polkadot introduces a specified block ratio (as defined in [Section 10.2.1](#)), ensuring that only a certain portion of the total block size gets used for regular extrinsics. The remaining space is reserved for critical, operational extrinsics required for the functionality by Polkadot itself.

To begin, we introduce in [Section 10.2](#) the assumption upon which the Polkadot transaction weight system is designed. In [Section 10.2.1](#), we discuss the limitation Polkadot needs to enforce on the block size. In [Section 10.3](#), we describe in detail the procedure upon which the weight of any transaction should be calculated. In [Section 10.5](#), we present how we apply this procedure to compute the weight of particular runtime functions.

## 10.2. Assumptions

In this section, we define the concept of weight and we discuss the considerations that need to be accounted for when assigning weight to transactions. These considerations are essential in order for the weight system to deliver its fundamental mission, i.e. the fair distribution of network resources and preventing a network overload. In this regard, weights serve as an indicator on whether a block is considered full and how much space is left for remaining, pending extrinsics. Extrinsics which require too many resources are discarded. More formally, the weight system should:

- prevent the block from being filled with too many extrinsics
- avoid extrinsics where its execution takes too long, by assigning a transaction fee to each extrinsic proportional to their resource consumption.

These concepts are formalized in [Definition 150](#) and [Definition 153](#):

### Definition 150. Block Length

For a block  $B$  with  $\text{Head}(B)$  and  $\text{Body}(B)$  the block length of  $B$ ,  $\text{Len}(B)$ , is defined as the amount of raw bytes of  $B$ .

### Definition 151. Target Time per Block

Targeted time per block denoted by  $T(B)$  implies the amount of seconds that a new block should be produced by a validator. The transaction weights must consider  $T(B)$  in order to set restrictions on time intensive transactions in order to saturate the block to its fullest potential until  $T(B)$  is reached.

### Definition 152. Block Target Time

Available block ration reserved for normal, noted by  $R(B)$ , is defined as the maximum weight of none-operational transactions in the Body of  $B$  divided by  $\text{Len}(B)$ .

### Definition 153. Block Limits

Polkadot block limits as defined here should be respected by each block producer for the produced block  $B$  to be deemed valid:

- $\text{Len}(B) \leq 5 \times 1'024 \times 1'024 = 5'242'880$  Bytes
- $T(B) = 6$  seconds
- $R(B) \leq 0.75$

### Definition 154. Weight Function

The Polkadot transaction weight function denoted by  $w$  as follows:

$$\begin{aligned} w : \mathcal{E} &\rightarrow \mathbb{N} \\ w : E &\mapsto w \end{aligned}$$

where  $w$  is a non-negative integer representing the weight of the extrinsic  $E$ . We define the weight of all inherent extrinsics as defined in the [Section 2.3.3](#) to be equal to 0. We extend the definition of  $w$  function to compute the weight of the block as sum of weight of all extrinsics it includes:

$$\begin{aligned} w : \mathcal{B} &\rightarrow \mathbb{N} \\ w : B &\mapsto \sum_{E \in B} (W(E)) \end{aligned}$$

In the remainder of this section, we discuss the requirements to which the weight function needs to comply to.

- Computations of function  $w(E)$  must be determined before execution of that  $E$ .

- Due to the limited time window, computations of  $\mathcal{W}$  must be done quickly and consume few resources themselves.
- $\mathcal{W}$  must be self contained and must not require I/O on the chain state.  $\mathcal{W}(E)$  must depend solely on the Runtime function representing  $E$  and its parameters.

Heuristically, "heaviness" corresponds to the execution time of an extrinsic. In that way, the  $\mathcal{W}$  value for various extrinsics should be proportional to their execution time. For example, if Extrinsic A takes three times longer to execute than Extrinsic B, then Extrinsic A should roughly weigh 3 times of Extrinsic B. Or:

$$\mathcal{W}(A) \approx 3 \times \mathcal{W}(B)$$

Nonetheless,  $\mathcal{W}(E)$  can be manipulated depending on the priority of  $E$  the chain is supposed to endorse.

### 10.2.1. Limitations

In this section we discuss how applying the limitation defined in [Definition 153](#) can be translated to limitation  $\mathcal{W}$ . In order to be able to translate those into concrete numbers, we need to identify an arbitrary maximum weight to which we scale all other computations. For that we first define the block weight and then assume a maximum on it block length in [Definition 155](#):

*Definition 155. Block Weight*

We define the block weight of block  $B$ , formally denoted as  $\mathcal{W}(B)$ , to be:

$$\mathcal{W}(B) = \sum_{n=0}^{|\mathcal{E}|} (\mathcal{W}(E_n))$$

We require that:

$$\mathcal{W}(B) < 2'000'000'000'000$$

The weights must fulfill the requirements as noted by the fundamentals and limitations, and can be assigned as the author sees fit. As a simple example, consider a maximum block weight of 1'000'000'000, an available ratio of 75% and a targeted transaction throughput of 500 transactions, we could assign the (average) weight for each transaction at about 1'500'000. Block producers have economic incentive to include as many extrinsics as possible (without exceeding limitations) into a block before reaching the targeted block time. Weights give indicators to block producers on which extrinsics to include in order to reach the blocks fullest potential.

## 10.3. Calculation of the weight function

In order to calculate weight of block  $B$ ,  $\mathcal{W}(B)$ , one needs to evaluate the weight of each transaction included in the block. Each transaction causes the execution certain Runtime functions. As such, to calculate the weight of a transaction, those functions must be analyzed in order to determine parts of the code which can significantly contribute to the execution time and consume resources such as loops, I/O operations, and data manipulation. Subsequently the performance and execution time of

each part will be evaluated based on variety of input parameters. Based on those observations, weights are assigned Runtime functions or parameters which contribute to long execution times. These sub component of the code are discussed in [Section 10.4.1](#).

The general algorithm to calculate  $\mathcal{W}(E)$  is described in the [Section 10.4](#).

## 10.4. Benchmarking

Calculating the extrinsic weight solely based on theoretical complexity of the underlying implementation proves to be too complicated and unreliable at the same time. Certain decisions in the source code architecture, internal communication within the Runtime or other design choices could add enough overhead to make the asymptotic complexity practically meaningless.

On the other hand, benchmarking an extrinsics in a black-box fashion could (using random parameters) most certainly results in missing corner cases and worst case scenarios. Instead, we benchmark all available Runtime functions which are invoked in the course of execution of extrinsics with a large collection of carefully selected input parameters and use the result of the benchmarking process to evaluate  $\mathcal{W}(E)$ .

In order to select useful parameters, the Runtime functions have to be analyzed to fully understand which behaviors or conditions can result in expensive execution times, which is described closer in [Section 10.4.1](#). Not every possible benchmarking outcome can be invoked by varying input parameters of the Runtime function. In some circumstances, preliminary work is required before a specific benchmark can be reliably measured, such as creating certain preexisting entries in the storage or other changes to the environment.

The Practical Examples ([Section 10.5](#)) covers the analysis process and the implementation of preliminary work in more detail.

### 10.4.1. Primitive Types

The Runtime reuses components, known as "primitives", to interact with the state storage. The execution cost of those primitives can be measured and a weight should be applied for each occurrence within the Runtime code.

For storage, Polkadot uses three different types of storage types across its modules, depending on the context:

- **Value:** Operations on a single value. The final key-value pair is stored under the key:

```
hash(module_prefix) + hash(storage_prefix)
```

- **Map:** Operations on multiple values, datasets, where each entry has its corresponding, unique key. The final key-value pair is stored under the key:

```
hash(module_prefix) + hash(storage_prefix) + hash(encode(key))
```

- **Double map:** Just like **Map**, but uses two keys instead of one. This type is also known as "child storage", where the first key is the "parent key" and the second key is the "child key". This is useful in order to scope storage entries (child keys) under a certain **context** (parent key), which is arbitrary. Therefore, one can have separated storage entries based on the context. The final key-value pair is stored under the key:

```
hash(module_prefix) + hash(storage_prefix)
+ hash(encode(key1)) + hash(encode(key2))
```

It depends on the functionality of the Runtime module (or its sub-processes, rather) which storage type to use. In some cases, only a single value is required. In others, multiple values need to be fetched or inserted from/into the database.

Those lower level types get abstracted over in each individual Runtime module using the **decl\_storage!** macro. Therefore, each module specifies its own types that are used as input and output values. The abstractions do give indicators on what operations must be closely observed and where potential performance penalties and attack vectors are possible.

#### 10.4.1.1. Considerations

The storage layout is mostly the same for every primitive type, primarily differentiated by using special prefixes for the storage key. Big differences arise on how the primitive types are used in the Runtime function, on whether single values or entire datasets are being worked on. Single value operations are generally quite cheap and its execution time does not vary depending on the data that's being processed. However, excessive overhead can appear when I/O operations are executed repeatedly, such as in loops. Especially, when the amount of loop iterations can be influenced by the caller of the function or by certain conditions in the state storage.

Maps, in contrast, have additional overhead when inserting or retrieving datasets, which vary in sizes. Additionally, the Runtime function has to process each item inside that list.

Indicators for performance penalties:

- **Fixed iterations and datasets** - Fixed iterations and datasets can increase the overall cost of the Runtime functions, but the execution time does not vary depending on the input parameters or storage entries. A base Weight is appropriate in this case.
- **Adjustable iterations and datasets** - If the amount of iterations or datasets depend on the input parameters of the caller or specific entries in storage, then a certain weight should be applied for each (additional) iteration or item. The Runtime defines the maximum value for such cases. If it doesn't, it unconditionally has to and the Runtime module must be adjusted. When selecting parameters for benchmarking, the benchmarks should range from the minimum value to the maximum value, as described in [Definition 156](#).
- **Input parameters** - Input parameters that users pass on to the Runtime function can result in expensive operations. Depending on the data type, it can be appropriate to add additional weights based on certain properties, such as data size, assuming the data type allows varying sizes. The Runtime must define limits on those properties. If it doesn't, it unconditionally has to and the Runtime module must be adjusted. When selecting parameters for benchmarking, the

benchmarks should range from the minimum values to the maximum value, as described in paragraph [Definition 156](#).

#### *Definition 156. Maximum Value*

What the maximum value should be really depends on the functionality that the Runtime function is trying to provide. If the choice for that value is not obvious, then it's advised to run benchmarks on a big range of values and pick a conservative value below the [targeted time per block](#) limit as described in section [Section 10.2.1](#).

## 10.4.2. Parameters

The inputs parameters highly vary depending on the Runtime function and must therefore be carefully selected. The benchmarks should use input parameters which will most likely be used in regular cases, as intended by the authors, but must also consider worst case scenarios and inputs which might decelerate or heavily impact performance of the function. The input parameters should be randomized in order to cause various effects in behaviors on certain values, such as memory relocations and other outcomes that can impact performance.

It's not possible to benchmark every single value. However, one should select a range of inputs to benchmark, spanning from the minimum value to the maximum value which will most likely exceed the expected usage of that function. This is described in more detail in [Section 10.4.1.1](#). The benchmarks should run individual executions/iterations within that range, where the chosen parameters should give insight on the execution time. Selecting imprecise parameters or too extreme ranges might indicate an inaccurate result of the function as it will be used in production. Therefore, when a range of input parameters gets benchmarked, the result of each individual parameter should be recorded and optionally visualized, then the necessary adjustment can be made. Generally, the worst case scenario should be assigned as the weight value for the corresponding runtime function.

Additionally, given the distinction theoretical and practical usage, the author reserves the right to make adjustments to the input parameters and assigned weights according to the observed behavior of the actual, real-world network.

### 10.4.2.1. Weight Refunds

When assigning the final weight, the worst case scenario of each runtime function should be used. The runtime can then additional "refund" the amount of weights which were overestimated once the runtime function is actually executed.

The Polkadot runtime only returns weights if the difference between the assigned weight and the actual weight calculated during execution is greater than 20%.

## 10.4.3. Storage I/O cost

It is advised to benchmark the raw I/O operations of the database and assign "base weights" for each I/O operation type, such as insertion, deletion, querying, etc. When a runtime function is executed, the runtime can then add those base weights of each used operation in order to calculate

the final weight.

#### 10.4.4. Environment

The benchmarks should be executed on clean systems without interference of other processes or software. Additionally, the benchmarks should be executed on multiple machines with different system resources, such as CPU performance, CPU cores, RAM and storage speed.

### 10.5. Practical examples

This section walks through Runtime functions available in the Polkadot Runtime to demonstrate the analysis process as described in [Section 10.4.1](#).

In order for certain benchmarks to produce conditions where resource heavy computation or excessive I/O can be observed, the benchmarks might require some preliminary work on the environment, since those conditions cannot be created with simply selected parameters. The analysis process shows indicators on how the preliminary work should be implemented.

#### 10.5.1. Practical Example #1: `request_judgement`

In Polkadot, accounts can save information about themselves on-chain, known as the "Identity Info". This includes information such as display name, legal name, email address and so on. Polkadot offers a set of trusted registrars, entities elected by a Polkadot public referendum, which can verify the specified contact addresses of the identities, such as Email, and vouch on whether the identity actually owns those accounts. This can be achieved, for example, by sending a challenge to the specified address and requesting a signature as a response. The verification is done off-chain, while the final judgement is saved onchain, directly in the corresponding Identity Info. It's also note worthy that Identity Info can contain additional fields, set manually by the corresponding account holder.

Information such as legal name must be verified by ID card or passport submission.

The function `request_judgement` from the `identity` pallet allows users to request judgement from a specific registrar.

```
(func $request_judgement (param $req_index int) (param $max_fee int))
```

- `req_index`: the index which is assigned to the registrar.
- `max_fee`: the maximum fee the requester is willing to pay. The judgement fee varies for each registrar.

Studying this function reveals multiple design choices that can impact performance, as it will be revealed by this analysis.

##### 10.5.1.1. Analysis

First, it fetches a list of current registrars from storage and then searches that list for the specified registrar index.

```

let registrars = <Registrars<T>>::get();
let registrar = registrars.get(reg_index as usize).and_then(Option::as_ref)
    .ok_or(Error::<T>::EmptyIndex)?;

```

Then, it searches for the Identity Info from storage, based on the sender of the transaction.

```

let mut id = <IdentityOf<T>>::get(&sender).ok_or(Error::<T>::NoIdentity)?;

```

The Identity Info contains all fields that have a data in them, set by the corresponding owner of the identity, in an ordered form. It then proceeds to search for the specific field type that will be inserted or updated, such as email address. If the entry can be found, the corresponding value is to the value passed on as the function parameters (assuming the registrar is not "stickied", which implies it cannot be changed). If the entry cannot be found, the value is inserted into the index where a matching element can be inserted while maintaining sorted order. This results in memory reallocation, which increases resource consumption.

```

match id.judgements.binary_search_by_key(&reg_index, |x| x.0) {
    Ok(i) => if id.judgements[i].1.is_sticky() {
        Err(Error::<T>::StickyJudgement)?
    } else {
        id.judgements[i] = item
    },
    Err(i) => id.judgements.insert(i, item),
}

```

In the end, the function deposits the specified `max_fee` balance, which can later be redeemed by the registrar. Then, an event is created to insert the Identity Info into storage. The creation of events is lightweight, but its execution is what will actually commit the state changes.

```

T::Currency::reserve(&sender, registrar.fee)?;
<IdentityOf<T>>::insert(&sender, id);
Self::deposit_event(RawEvent::JudgementRequested(sender, reg_index));

```

### 10.5.1.2. Considerations

The following points must be considered:

- Varying count of registrars.
- Varying count of preexisting accounts in storage.
- The specified registrar is searched for in the Identity Info. An identity can be judged by as many registrars as the identity owner issues requests for, therefore increase its footprint in the state storage. Additionally, if a new value gets inserted into the byte array, memory get reallocated. Depending on the size of the Identity Info, the execution time can vary.
- The Identity Info can contain only a few fields or many. It is legitimate to introduce additional

weights for changes the owner/sender has influence over, such as the additional fields in the Identity Info.

### 10.5.1.3. Benchmarking Framework

The Polkadot Runtime specifies the `MaxRegistrars` constant, which will prevent the list of registrars of reaching an undesired length. This value should have some influence on the benchmarking process.

The benchmarking implementation of for the function `request_judgement` can be defined as follows:

---

**Algorithm 27 "request\_judgement" Runtime function benchmark**

---

```
Ensure: W
1: init collection = {}
2: for amount ← 1, MaxRegistrars do
3:   Generate-Registrars(amount)
4:   caller ← Create-Account(caller, 1)
5:   Set-Balance(caller, 100)
6:   time ← Timer(Request-Judgement(Random(amount), 100))
7:   Add-To(collection, time)
8: end for
9: W ← Compute-Weight(collection)
10: return W
```

---

Algorithm 27. "request\_judgement" ` Runtime function benchmark

#### where

- `Generate-Registrars(amount)`

Creates number of registrars and inserts those records into storage.

- `Create-Account(name, index)`

Creates a Blake2 hash of the concatenated input of name and index representing the address of a account. This function only creates an address and does not conduct any I/O.

- `Set-Balance(account, balance)`

Sets a initial balance for the specified account in the storage state.

- `Timer(function)`

Measures the time from the start of the specified function to its completion.

- `Request-Judgement(registrar_index, max_fee)`

Calls the corresponding `request_judgement` Runtime function and passes on the required parameters.

- `Random(num)`

Picks a random number between 0 and num. This should be used when the benchmark should account for unpredictable values.

- Add-To(*collection*, *time*)

Adds a returned time measurement (*time*) to collection.

- Compute-Weight(*collection*)

Computes the resulting weight based on the time measurements in the collection. The worst case scenario should be chosen (the highest value).

## 10.5.2. Practical Example #2: `payout_stakers`

### 10.5.2.1. Analysis

The function `payout_stakers` from the `staking` Pallet can be called by a single account in order to payout the reward for all nominators who back a particular validator. The reward also covers the validator's share. This function is interesting because it iterates over a range of nominators, which varies, and does I/O operation for each of them.

First, this function makes few basic checks to verify if the specified era is not higher than the current era (as it is not in the future) and is within the allowed range also known as "history depth", as specified by the Runtime. After that, it fetches the era payout from storage and additionally verifies whether the specified account is indeed a validator and receives the corresponding "Ledger". The Ledger keeps information about the stash key, controller key and other information such as actively bonded balance and a list of tracked rewards. The function only retains the entries of the history depth, and conducts a binary search for the specified era.

```
let era_payout = <ErasValidatorReward<T>>::get(&era)
    .ok_or_else(|| Error::<T>::InvalidEraToReward)?;

let controller = Self::bonded(&validator_stash).ok_or(Error::<T>::NotStash)?;
let mut ledger = <Ledger<T>>::get(&controller).ok_or_else(|| Error::<T>::NotController)?;
```

```
ledger.claimed_rewards.retain(|&x| x >= current_era.saturating_sub(history_depth));
match ledger.claimed_rewards.binary_search(&era) {
    Ok(_) => Err(Error::<T>::AlreadyClaimed)?,
    Err(pos) => ledger.claimed_rewards.insert(pos, era),
}
```

The retained claimed rewards are inserted back into storage.

```
<Ledger<T>>::insert(&controller, &ledger);
```

As an optimization, Runtime only fetches a list of the 64 highest staked nominators, although this might be changed in the future. Accordingly, any lower staked nominator gets no reward.

```
let exposure = <ErasStakersClipped<T>>::get(&era, &ledger.stash);
```

Next, the function gets the era reward points from storage.

```
let era_reward_points = <ErasRewardPoints<T>>::get(&era);
```

After that, the payout is split among the validator and its nominators. The validators receives the payment first, creating an insertion into storage and sending a deposit event to the scheduler.

```
if let Some(imbalance) = Self::make_payout(
    &ledger.stash,
    validator_staking_payout + validator_commission_payout
) {
    Self::deposit_event(RawEvent::Reward(ledger.stash, imbalance.peek()));
}
```

Then, the nominators receive their payout rewards. The functions loops over the nominator list, conducting an insertion into storage and a creation of a deposit event for each of the nominators.

```
for nominator in exposure.others.iter() {
    let nominator_exposure_part = Perbill::from_rational_approximation(
        nominator.value,
        exposure.total,
    );

    let nominator_reward: BalanceOf<T> = nominator_exposure_part *
        validator_leftover_payout;
    // We can now make nominator payout:
    if let Some(imbalance) = Self::make_payout(&nominator.who, nominator_reward) {
        Self::deposit_event(RawEvent::Reward(nominator.who.clone(), imbalance.peek()));
    }
}
```

### 10.5.2.2. Considerations

The following points must be considered:

- The Ledger contains a varying list of claimed rewards. Fetching, retaining and searching through it can affect execution time. The retained list is inserted back into storage.
- Looping through a list of nominators and creating I/O operations for each increases execution time. The Runtime fetches up to 64 nominators.

### 10.5.2.3. Benchmarking Framework

### Definition 157. History Depth

History Depth indicated as `MaxNominatorRewardedPerValidator` is a fixed constant specified by the Polkadot Runtime which dictates the number of Eras the Runtime will reward nominators and validators for.

### Definition 158. Maximum Nominator Reward

Maximum Nominator Rewarded Per Validator indicated as `MaxNominatorRewardedPerValidator`, specifies the maximum amount of the highest-staked nominators which will get a reward. Those values should have some influence in the benchmarking process.

The benchmarking implementation for the function `payout_stakers` can be defined as follows:

---

**Algorithm 28 "payout\_stakers" Runtime function benchmark**

---

**Ensure:** W

```
1: init collection = {}
2: for amount ← 1, MaxNominatorRewardedPerValidator do
3:   for era_depth ← 1, HistoryDepth do
4:     validator ← Generate-Validator()
5:     Validate(validator)
6:     nominators ← Generate-Nominators(amount)
7:     for nominator ∈ nominators do
8:       Nominate(validator, nominator)
9:     end for
10:    era_index ← Create-Rewards(validator, nominators, era_depth)
11:    time ← Timer(Payout-Staker(validator), era_index)
12:    Add-To(collection, time)
13:  end for
14: end for
15: W ← Compute-Weights(collection)
16: return W
```

---

Algorithm 28. "payout\_stakers" Runtime function benchmark

**where**

- `Generate-Validator()`

Creates a validators with some unbonded balances.

- `Validate(validator)`

Bonds balances of validator and bonds balances.

- `Generate-Nominators(amount)`

Creates the amount of nominators with some unbonded balances.

- `Nominate(validator, nominator)`

Starts nomination of nominator for validator by bonding balances.

- `Create-Rewards(validator, nominators, era_depth)`

Starts an Era and creates pending rewards for validator and nominators.

- Timer(*function*)

Measures the time from the start of the specified function to its completion.

- Add-To(*collection, time*)

Adds a returned time measurement (*time*) to collection.

- Compute-Weight(*collection*)

Computes the resulting weight based on the time measurements in the collection. The worst case scenario should be chosen (the highest value).

### 10.5.3. Practical Example #3: `transfer`

The `transfer` function of the `balances` module is designed to move the specified balance by the sender to the receiver.

#### 10.5.3.1. Analysis

The source code of this function is quite short:

```
let transactor = ensure_signed(origin)?;
let dest = T::Lookup::lookup(dest)?;
<Self as Currency<_>>::transfer(
    &transactor,
    &dest,
    value,
    ExistenceRequirement::AllowDeath
)?;
```

However, one need to pay close attention to the property `AllowDeath` and to how the function treat existing and non-existing accounts differently. Two types of behaviors are to consider:

- If the transfer completely depletes the sender account balance to zero (or bellow the minimum "keep-alive" requirement), it removes the address and all associated data from storage.
- If recipient account has no balance, the transfer also needs to create the recipient account.

#### 10.5.3.2. Considerations

Specific parameters can could have a significant impact for this specific function. In order to trigger the two behaviors mentioned above, the following parameters are selected:

Type		From	To	Description
Account index	index in... 1		1000	Used as a seed for account creation

Type		From	To	Description
Balance	balance in... 2		1000	Sender balance and transfer amount

Executing a benchmark for each balance increment within the balance range for each index increment within the index range will generate too many variants ( $1000 \times 999$ ) and highly increase execution time. Therefore, this benchmark is configured to first set the balance at value 1'000 and then to iterate from 1 to 1'000 for the index value. Once the index value reaches 1'000, the balance value will reset to 2 and iterate to 1'000 (see [Algorithm 29](#) for more detail):

- `index: 1, balance: 1000`
- `index: 2, balance: 1000`
- `index: 3, balance: 1000`
- ...
- `index: 1000, balance: 1000`
- `index: 1000, balance: 2`
- `index: 1000, balance: 3`
- `index: 1000, balance: 4`
- ...

The parameters itself do not influence or trigger the two worst conditions and must be handled by the implemented benchmarking tool. The *transfer* benchmark is implemented as defined in [Algorithm 29](#).

#### 10.5.3.3. Benchmarking Framework

The benchmarking implementation for the Polkadot Runtime function *transfer* is defined as follows (starting with the Main function):

---

**Algorithm 29** "transfer" Runtime function benchmark

---

**Ensure:** collection: a collection of time measurements of all benchmark iterations

```
1: function Main()
2:   init collection = {}
3:   init balance = 1'000
4:   for index ← 1,1000 do
5:     time ← Run-Benchmark(index, balance)
6:     Add-To(collection, time)
7:   end for
8:   init index = 1'000
9:   for balance ← 2,1'000 do
10:    time ← Run-Benchmark(index, balance)
11:    Add-To(collection, time)
12:  end for
13:  W ← Compute-Weight(collection)
14:  return W
15: end function
16: function Run-Benchmark(index, balance)
17:   sender ← Create-Account(caller, index)
18:   recipient ← Create-Account(recipient, index)
19:   Set-Balance(sender, balance)
20:   time ← Timer(Transfer(sender, recipient, balance))
21:   return time
22: end function
```

---

Algorithm 29. "transfer" Runtime function benchmark

**where**

- Create-Account(*name, index*)

Creates a Blake2 hash of the concatenated input of name and index representing the address of a account. This function only creates an address and does not conduct any I/O.

- Set-Balance(*account, balance*)

Sets a initial balance for the specified account in the storage state.

- Transfer(*sender, recipient, balance*)

Transfers the specified balance from sender to recipient by calling the corresponding Runtime function. This represents the target Runtime function to be benchmarked.

- Add-To(*collection, time*)

Adds a returned time measurement (time) to collection.

- Timer(*function*)

Adds a returned time measurement (time) to collection.

- Compute-Weight(*collection*)

Computes the resulting weight based on the time measurements in the collection. The worst case scenario should be chosen (the highest value).

#### 10.5.4. Practical Example #4: withdraw\_unbounded

The `withdraw_unbonded` function of the `staking` module is designed to move any unlocked funds from

the staking management system to be ready for transfer. It contains some operations which have some I/O overhead.

#### 10.5.4.1. Analysis

Similarly to the `payout_stakers` function (Section 10.5.2), this function fetches the Ledger which contains information about the stash, such as bonded balance and unlocking balance (balance that will eventually be freed and can be withdrawn).

```
if let Some(current_era) = Self::current_era() {
    ledger = ledger.consolidate_unlocked(current_era)
}
```

The function `consolidate_unlocked` does some cleaning up on the ledger, where it removes outdated entries from the unlocking balance (which implies that balance is now free and is no longer awaiting unlock).

```
let mut total = self.total;
let unlocking = self.unlocking.into_iter()
    .filter(|chunk| if chunk.era > current_era {
        true
    } else {
        total = total.saturating_sub(chunk.value);
        false
    })
.collect();
```

This function does a check on whether the updated ledger has any balance left in regards to staking, both in terms of locked, staking balance and unlocking balance. If no amount is left, the all information related to the stash will be deleted. This results in multiple I/O calls.

```
if ledger.unlocking.is_empty() && ledger.active.is_zero() {
    // This account must have called `unbond()` with some value that caused the active
    // portion to fall below existential deposit + will have no more unlocking chunks
    // left. We can now safely remove all staking-related information.
    Self::kill_stash(&stash, num_slashing_spans)?;
    // remove the lock.
    T::Currency::remove_lock(STAKING_ID, &stash);
    // This is worst case scenario, so we use the full weight and return None
    None
}
```

The resulting call to `Self::kill_stash()` triggers:

```
slashing::clear_stash_metadata::<T>(stash, num_slashing_spans)?;
<Bonded<T>>::remove(stash);
<Ledger<T>>::remove(&controller);
```

```
<Payee<T>>::remove(stash);
<Validators<T>>::remove(stash);
<Nominators<T>>::remove(stash);
```

Alternatively, if there's some balance left, the adjusted ledger simply gets updated back into storage.

```
// This was the consequence of a partial unbond. just update the ledger and move on.
Self::update_ledger(&controller, &ledger);
```

Finally, it withdraws the unlocked balance, making it ready for transfer:

```
let value = old_total - ledger.total;
Self::deposit_event(RawEvent::Withdrawn(stash, value));
```

#### 10.5.4.2. Parameters

The following parameters are selected:

Type		From	To	Description
Account index	index in...	0	1000	Used as a seed for account creation

This benchmark does not require complex parameters. The values are used solely for account generation.

#### 10.5.4.3. Considerations

Two important points in the `withdraw_unbonded` function must be considered. The benchmarks should trigger both conditions

- The updated ledger is inserted back into storage.
- If the stash gets killed, then multiple, repetitive deletion calls are performed in the storage.

#### 10.5.4.4. Benchmarking Framework

The benchmarking implementation for the Polkadot Runtime function `withdraw_unbonded` is defined as follows:

---

**Algorithm 30** "withdraw\_unbonded" Runtime function benchmark

---

**Ensure:** W

```
1:function Main()
2:  init collection = {}
3:  for balance  $\leftarrow$  1,100 do
4:    stash  $\leftarrow$  Create-Account(stash, 1)
5:    controller  $\leftarrow$  Create-Account(controller, 1)
6:    Set-Balance(stash, 100)
7:    Set-Balance(controller, 1)
8:    Bond(stash, controller, balance)
9:    Pass-Era()
10:   UnBond(controller, balance)
11:   Pass-Era()
12:   time  $\leftarrow$  Timer(Withdraw-Unbonded(controller))
13:   Add-To(collection, time)
14: end for
15: W  $\leftarrow$  Compute-Weight(collection)
16: return W
17:end function
```

---

*Algorithm 30. "withdraw\\_unbonded" Runtime function benchmark*

**where**

- Create-Account(*name, index*)

Creates a Blake2 hash of the concatenated input of name and index representing the address of a account. This function only creates an address and does not conduct any I/O.

- Set-Balance(*account, balance*)

Sets a initial balance for the specified account in the storage state.

- Bond(*stash, controller, amount*)

Bonds the specified amount for the stash and controller pair.

- UnBond(*account, amount*)

Unbonds the specified amount for the given account.

- Pass-Era()

Pass one era. Forces the function `withdraw_unbonded` to update the ledger and eventually delete information.

- Withdraw-Unbonded(*controller*)

Withdraws the the full unbonded amount of the specified controller account. This represents the target Runtime function to be benchmarked.

- Add-To(*collection, time*)

Adds a returned time measurement (time) to collection.

- Timer(*function*)

Measures the time from the start of the specified f unction to its completion.

- Compute-Weight(*collection*)

Computes the resulting weight based on the time measurements in the collection. The worst case scenario should be chosen (the highest value).

## 10.6. Fees

Block producers charge a fee in order to be economically sustainable. That fee must always be covered by the sender of the transaction. Polkadot has a flexible mechanism to determine the minimum cost to include transactions in a block.

### 10.6.1. Fee Calculation

Polkadot fees consists of three parts:

- Base fee: a fixed fee that is applied to every transaction and set by the Runtime.
- Length fee: a fee that gets multiplied by the length of the transaction, in bytes.
- Weight fee: a fee for each, varying Runtime function. Runtime implementers need to implement a conversion mechanism which determines the corresponding currency amount for the calculated weight.

The final fee can be summarized as:

$$\begin{aligned} \text{fee} = & \text{base fee} \\ & + \text{length of transaction in bytes} \times \text{length fee} \\ & + \text{weight to fee} \end{aligned}$$

### 10.6.2. Definitions in Polkadot

The Polkadot Runtime defines the following values:

- Base fee: 100 uDOTs
- Length fee: 0.1 uDOTs
- Weight to fee conversion:

$$\text{weight fee} = \text{weight} \times (100 \text{ uDOTs} \div (10 \times 10^6))$$

A weight of 10'000 (the smallest non-zero weight) is mapped to  $\frac{1}{10}$  of 100 uDOT. This fee will never exceed the max size of an unsigned 128 bit integer.

### 10.6.3. Fee Multiplier

Polkadot can add a additional fee to transactions if the network becomes too busy and starts to decelerate the system. This fee can create an incentive to avoid the production of low priority or insignificant transactions. In contrast, those additional fees will decrease if the network calms down and it can execute transactions without much difficulties.

That additional fee is known as the **Fee Multiplier** and its value is defined by the Polkadot Runtime. The multiplier works by comparing the saturation of blocks; if the previous block is less saturated than the current block (implying an uptrend), the fee is slightly increased. Similarly, if the previous block is more saturated than the current block (implying a downtrend), the fee is slightly decreased.

The final fee is calculated as:

$$\text{final fee} = \text{fee} \times \text{Fee Multiplier}$$

#### 10.6.3.1. Update Multiplier

The **Update Multiplier** defines how the multiplier can change. The Polkadot Runtime internally updates the multiplier after each block according the following formula:

$$\begin{aligned} \text{diff} &= (\text{target weight} - \text{previous block weight}) \\ v &= 0.00004 \\ \text{next weight} &= \text{weight} \times (1 + (v \times \text{diff}) + (v \times \text{diff})^2 / 2) \end{aligned}$$

Polkadot defines the **target\_weight** as 0.25 (25%). More information about this algorithm is described in the [Web3 Foundation research paper](#).

# Chapter 11. Consensus

## 11.1. BABE digest messages

The Runtime is required to provide the BABE authority list and randomness to the host via a consensus message in the header of the first block of each epoch.

The digest published in Epoch  $\mathcal{E}_n$  is enacted in  $\mathcal{E}_{n+1}$ . The randomness in this digest is computed based on all the VRF outputs up to including Epoch  $\mathcal{E}_{n-2}$  while the authority set is based on all transaction included up to Epoch  $\mathcal{E}_{n-1}$ .

The computation of the randomness seed is described in [Algorithm 31](#) which uses the concept of epoch subchain as described in host specification and the value  $d_B$ , which is the VRF output computed for slot  $s_B$ .

---

**Algorithm 31** Epoch-Randomness

---

**Require:**  $n > 2$

```
1: init  $\rho \leftarrow \phi$ 
2: for  $B$  inSubChair( $E_{n-2}$ ) do
3:    $\rho \leftarrow \rho \square d_B$ 
4: end for
5: return Blake2l(Epoch-Randomness( $n - 1$ )  $\square \rho$ )
```

---

*Algorithm 31. Epoch-Randomness*

where  $n$  is the epoch index.

# Chapter 12. Metadata

The runtime metadata structure contains all the information necessary on how to interact with the Polkadot runtime. Considering that Polkadot runtimes are upgradable and therefore any interfaces are subject to change, the metadata allows developers to structure any extrinsics or storage entries accordingly.

The metadata of a runtime is provided by a call to [Metadata\\_metadata](#) (Section C.5.1) and is returned as a scale encoded (Section A.2.2) binary blob. How to interpret and decode this data is described in this chapter.

## 12.1. Structure

The Runtime Metadata is a datastructure of the following format:

$$(M, v_m, R, P, t_e, v_e, E, t_r) R = (r_0, \dots, r_n) P = (p_0, \dots, p_n) E = (e_0, \dots, e_n)$$

where

- $M$  are the first four constant bytes, spelling "meta" in ASCII.
- $v_m$  is an unsigned 8-bit integer indicating the format version of the metadata structure (currently the value of [14](#)).
- $R$  is a sequence (Definition 192) of type definitions  $r_i$  (Definition 159).
- $P$  is a sequence (Definition 192) of pallet metadata  $p_i$  (Section 12.2).
- $t_e$  is the type Id (Definition 160) of the extrinsics.
- $v_e$  is an unsigned 8-bit integer indicating the format version of the extrinsics (implying a possible breaking change).
- $E$  is a sequence (Definition 192) of extrinsics metadata  $e_i$  (Definition 170).
- $t_r$  is the type Id (Definition 160) of the runtime.

Metadata			
pos	size	type	id
0	4		magic
4	1	u1	metadata_version
5	...	Scale::CompactInt	num_types
...	...	MetadataType	types
repeat num_types.value times			
...	...	Scale::CompactInt	num_pallets
...	...	MetadataPallet	pallets
repeat num_pallets.value times			
...	...	Scale::CompactInt	extrinsic_type
...	1	u1	extrinsic_version
...	...	Scale::CompactInt	num_extrinsics
...	...	MetadataExtrinsic	extrinsics
repeat num_extrinsics.value times			
...	...	Scale::CompactInt	runtime_type

The diagram illustrates the mapping of specific fields in the Metadata table to their respective definitions. Arrows point from the 'types' row to 'MetadataType', from the 'pallets' row to 'MetadataPallet', and from the 'extrinsics' row to 'MetadataExtrinsic'.

### Binary Format 3. Polkadot Runtime Metadata

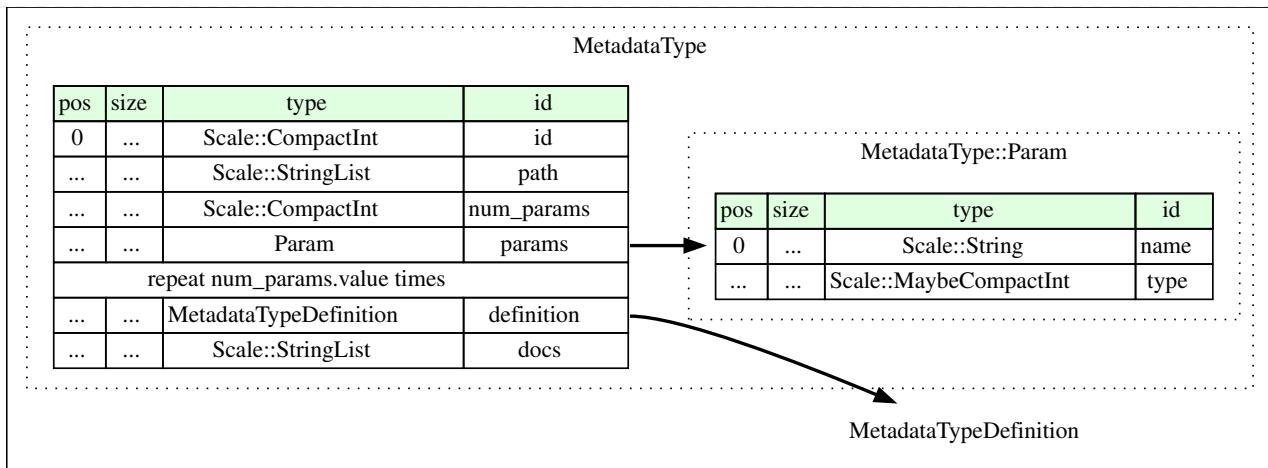
#### Definition 159. Runtime Registry Type Entry

A registry entry contains information about a type in its portable form for serialization. The entry is a datastructure of the following format:

$$r_i = (\text{id}_t, p, T, D, c) \quad T = (t_0, \dots, t_n) \quad t_i = (n, y)$$

where

- $\text{id}_t$  is a compact integer indicating the identifier of the type.
- $p$  is the path of the type, optional and based on source file location. Encoded as a sequence (Definition 192) of strings.
- $T$  is a sequence (Definition 192) of generic parameters (empty for non-generic types).
  - $n$  is the name string of the generic type parameter
  - $y$  is a *Option* type containing a type Id (Definition 160).
- $D$  is the type definition (Definition 161).
- $c$  is the documentation as sequence (Definition 192) of strings.



*Binary Format 4. Runtime Metadata Type*

#### *Definition 160. Runtime Type Id*

The **runtime type Id** is a compact integer representing the index of the entry ([Definition 159](#)) in  $R$ ,  $P$  or  $E$  of the runtime metadata structure ([Section 12.1](#)), depending on context (starting at 0).

#### *Definition 161. Type Variant*

The type definition  $D$  is a varying datatype ([Definition 188](#)) and indicates all the possible types of encodable values a type can have.

$$D = \begin{cases} 0 & -\&gt;; C \text{ composite type (e.g. structure or tuple)} \\ 1 & -\&gt;; V \text{ variant type} \\ 2 & -\&gt;; s_v \text{ sequence type varying length} \\ 3 & -\&gt;; S \text{ sequence with fixed length} \\ 4 & -\&gt;; T \text{ tuple type} \\ 5 & -\&gt;; P \text{ primitive type} \\ 6 & -\&gt;; e \text{ compact encoded type} \\ 7 & -\&gt;; B \text{ sequence of bits} \end{cases}$$

**where**

- $C$  is a sequence of the following format:

$$C = (f_0, \dots, f_n)$$

- $f_i$  is a field ([Definition 162](#)).

- $V$  is a sequence of the following format:

$$V = (v_0, \dots, v_n)$$

- $v_i$  is a variant ([Definition 163](#)).

- $s_v$  is a type Id ([Definition 160](#)).

- $S$  is of the following format:

$$S = (l, y)$$

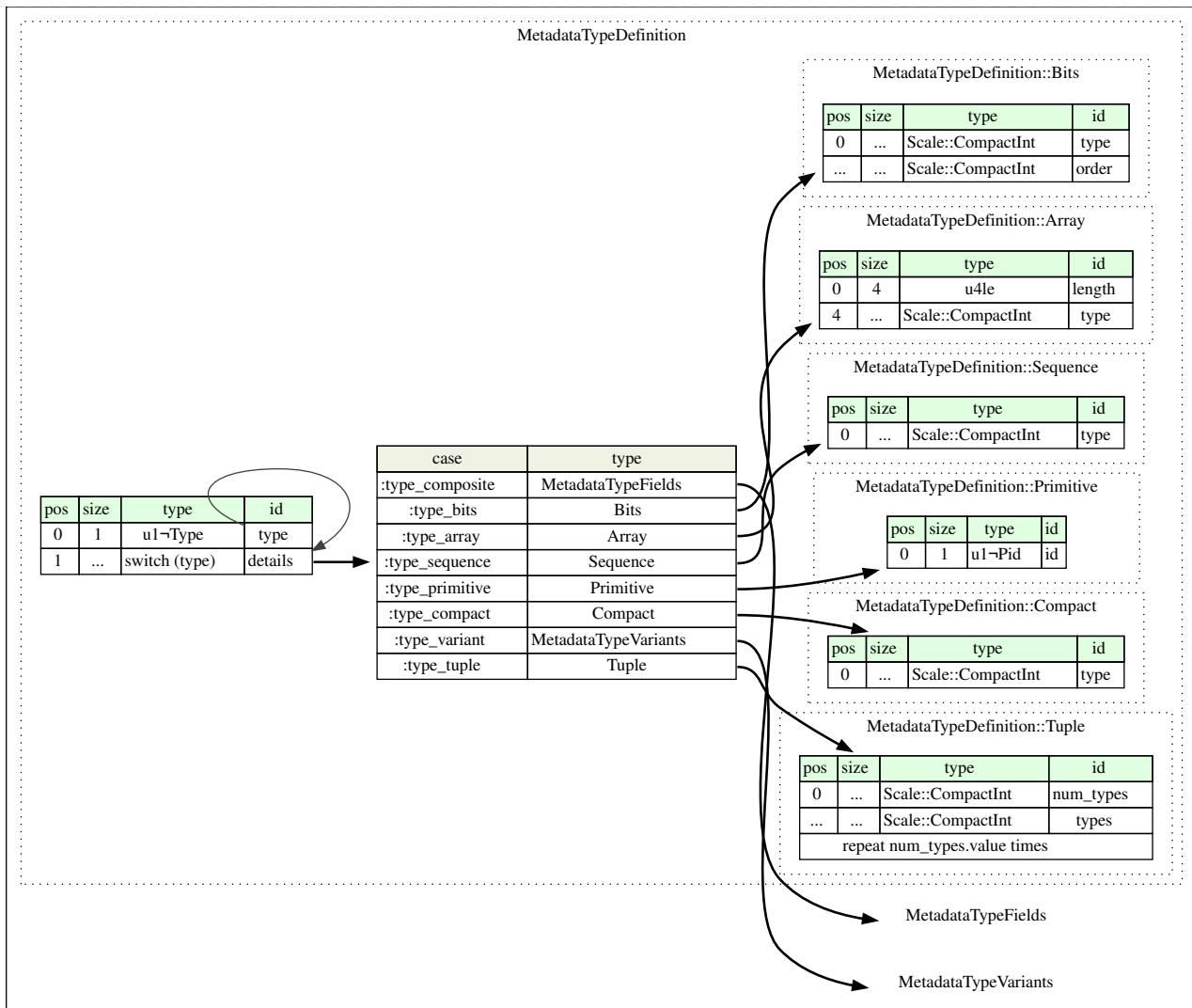
- $l$  is a unsigned 32-bit integer indicating the length
- $y$  is a type Id ([Definition 160](#)).
- $T$  is a sequence ([Definition 192](#)) of type Ids ([Definition 160](#)).
- $P$  is a varying datatype ([Definition 188](#)) of the following structure:

$P = \left\{ \begin{array}{ll} 0 & \text{boolean} \\ 1 & \text{char} \\ 2 & \text{string} \\ 3 & \text{unsigned 8-bit integer} \\ 4 & \text{unsigned 16-bit integer} \\ 5 & \text{unsigned 32-bit integer} \\ 6 & \text{unsigned 64-bit integer} \\ 7 & \text{unsigned 128-bit integer} \\ 8 & \text{unsigned 256-bit integer} \\ 9 & \text{signed 8-bit integer} \\ 10 & \text{signed 16-bit integer} \\ 11 & \text{signed 32-bit integer} \\ 12 & \text{signed 64-bit integer} \\ 13 & \text{signed 128-bit integer} \\ 14 & \text{signed 256-bit integer} \end{array} \right.$
---

- $e$  is a type Id ([Definition 160](#)).
- $B$  is a datastructure of the following format:

$$B = (s, o)$$

- $s$  is a type Id ([Definition 160](#)) representing the bit store order ([external reference](#))
- $o$  is a type Id ([Definition 160](#)) the bit order type ([external reference](#)).



### Binary Format 5. Runtime Metadata Type Definition

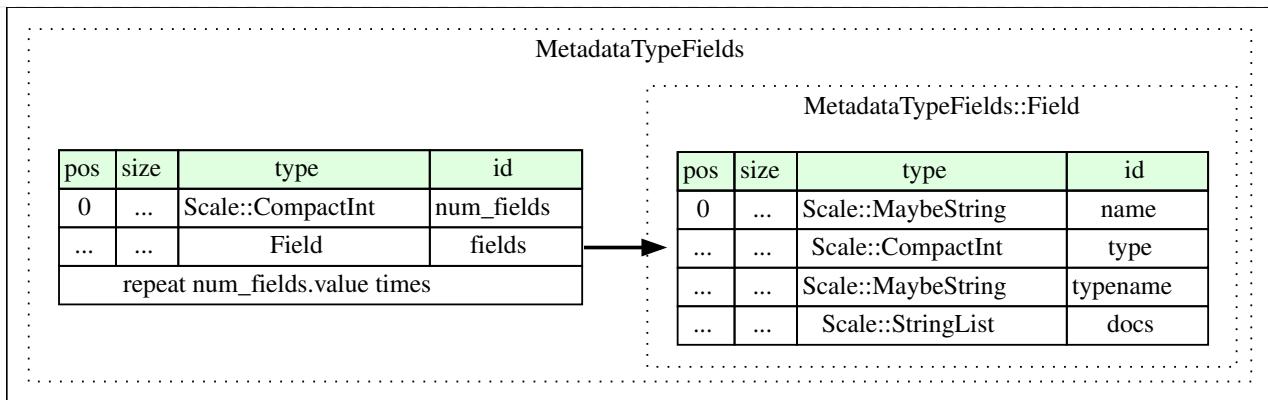
#### Definition 162. Field

A field of a datastructure of the following format:

$$f_i = (n, y, y_n, C)$$

where

- $n$  is an *Option* type containing the string that indicates the field name.
- $y$  is a type Id ([Definition 160](#)).
- $y_n$  is an *Option* type containing a string that indicates the name of the type as it appears in the source code.
- $C$  is a sequence of varying length containing strings of documentation.



Binary Format 6. Runtime Metadata Fields Type

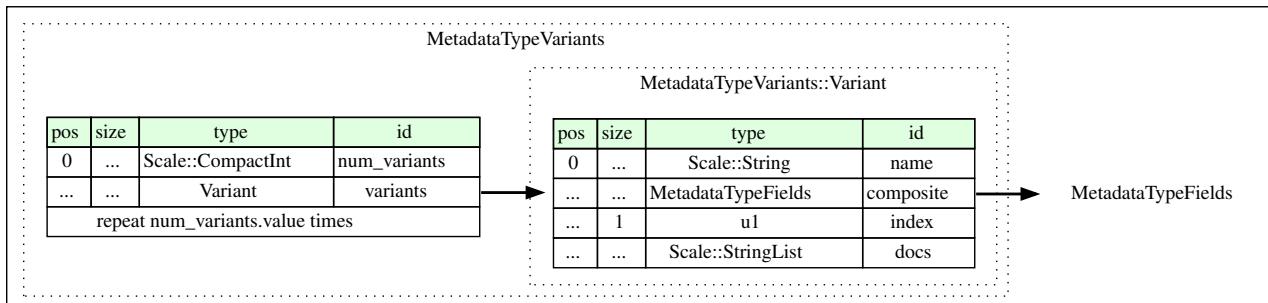
### Definition 163. Variant

A struct variant of the following format:

$$v_i = (n, F, k, C)$$

where

- $n$  is a string representing the name of the variant.
- $F$  is a possible empty array of varying length containing field (Definition 162) elements.
- $k$  is an unsigned 8-bit integer indicating the index of the variant.
- $C$  is a sequence of strings containing the documentation.



Binary Format 7. Runtime Metadata Variants Type

## 12.2. Pallet Metadata

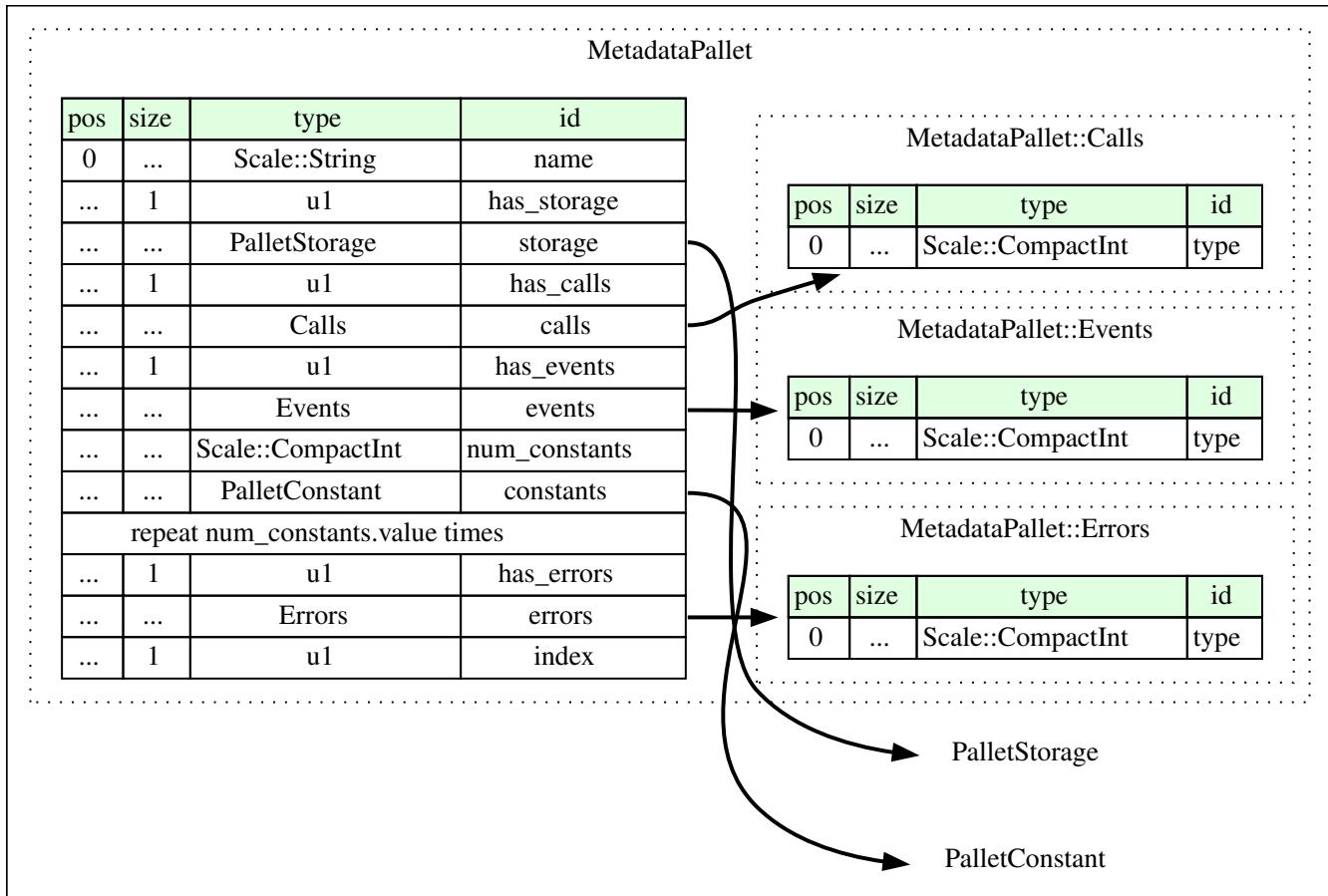
All the metadata about a pallet, part of the main structure (Section 12.1) and of the following format:

$$p_i = (n, S, a, e, C, e, i)$$

where

- $n$  is a string representing the pallet name.
- $S$  is an *Option* type containing the pallet storage metadata (Definition 164).
- $a$  is an *Option* type (Definition 190) containing the type Id (Definition 160) of pallet calls.

- $e$  is an *Option* type ([Definition 190](#)) containing the type Id ([Definition 160](#)) of pallet events.
- $C$  is an *Sequence* ([Definition 192](#)) of all pallet constant metadata ([Definition 169](#)).
- $e$  is an *Option* type ([Definition 190](#)) containing the type Id ([Definition 160](#)) of the pallet error.
- $i$  is an unsigned 8-bit integers indicating the index of the pallet, which is used for encoding pallet events and calls.



#### Binary Format 8. Pallet Metadata

##### Definition 164. Pallet Storage Metadata

The metadata about a pallets storage.

$$S = (p, E) \quad E = (e_0, \dots, e_n)$$

where

- $p$  is the string representing the common prefix used by all storage entries.
- $E$  is an array of varying length containing elements of storage entries ([Definition 165](#)).

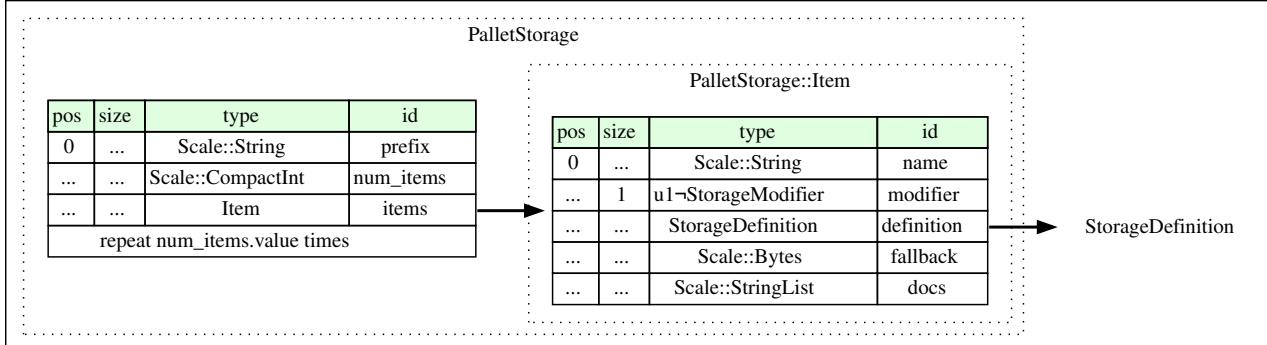
##### Definition 165. Storage Entry Metadata

The metadata about a pallets storage entry.

$$e_i = (n, m, y, d, C) \quad C = (c_0, \dots, c_n)$$

where

- $n$  is the string representing the variable name of the storage entry.
- $m$  is an enum type determining the storage entry modifier ([Definition 166](#)).
- $y$  is the type of the value stored in the entry ([Definition 167](#)).
- $d$  is an byte array containing the default value.
- $C$  is an array of varying length of strings containing the documentation.



*Binary Format 9. Pallet Storage Metadata*

#### [Definition 166. Storage Entry Modifier](#)



This might be incorrect and has to be reviewed.

The storage entry modifier is a varying datatype ([Definition 188](#)) and indicates how the storage entry is returned and how it behaves if the entry is not present.

$$m = \begin{cases} 0 & \text{optional} \\ 1 & \text{default} \end{cases}$$

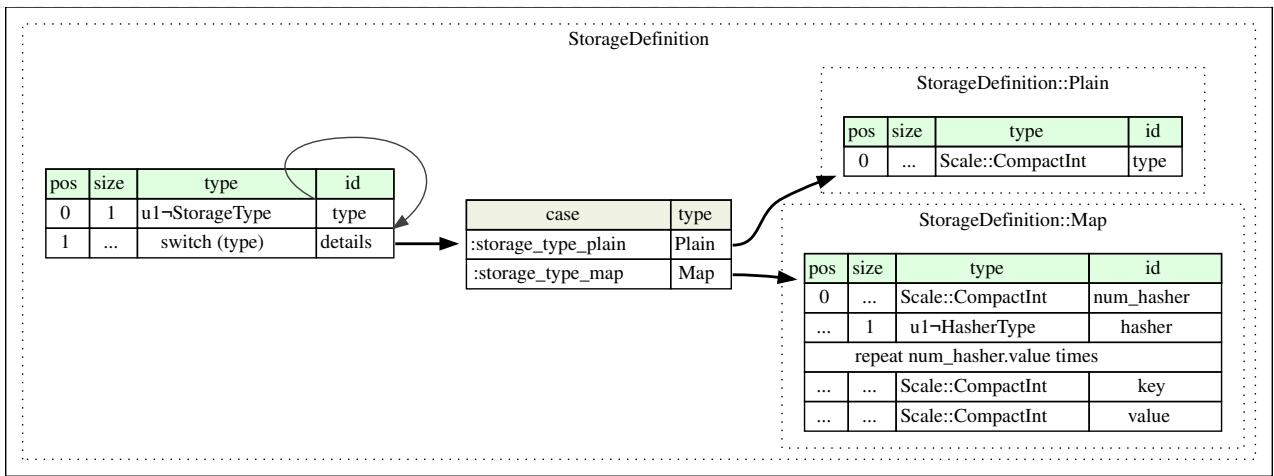
where  $0$  indicates that the entry returns an *Option* type and therefore *None* if the storage entry is not present.  $1$  indicates that the entry returns the type  $y$  with default value  $d$  (in [Definition 165](#)) if the entry is not present.

#### [Definition 167. Storage Entry Type](#)

The type of the storage value is a varying datatype ([Definition 188](#)) that indicates how the entry is stored.

$$y = \begin{cases} 0 & -\>; t \quad \text{plain type} \\ 1 & -\>; (H, k, v) \quad \text{storage map} \end{cases}$$

where  $t$ ,  $k$  (key) and  $v$  (value) are all of type Ids ([Definition 160](#)).  $H$  is an array of varying length containing the storage hasher ([Definition 168](#)).



Binary Format 10. Runtime Pallet Storage Definition

### Definition 168. Storage Hasher

The hashing algorithm used by storage maps.

- |  |
|--|
| $\left\{ \begin{array}{ll} 0 & 128\text{-bit Blake2 hash} \\ 1 & 256\text{-bit Blake2 hash} \\ 2 & \text{Multiple 128-bit Blake2 hashes concatenated} \\ 3 & 128\text{-bit XX hash} \\ 4 & 256\text{-bit XX hash} \\ 5 & \text{Multiple 64-bit XX hashes concatenated} \\ 6 & \text{Identity hashing} \end{array} \right.$ |
|--|

### Definition 169. Pallet Constants

The metadata about the pallet constants.

$$c_i = (n, y, v, C)$$

where

- $n$  is a string representing the name of the pallet constant.
- $y$  is the type Id ([Definition 160](#)) of the pallet constant.
- $v$  is a byte array containing the value of the constant.
- $C$  is an array of varying length containing string with the documentation.

### PalletConstant

pos	size	type	id
0	...	Scale::String	name
...	...	Scale::CompactInt	type
...	...	Scale::Bytes	value
...	...	Scale::StringList	docs

*Binary Format 11. Pallet Constant Metadata*

## 12.3. Extrinsic Metadata

The metadata about a pallets extrinsics, part of the main structure (Section 12.1) and of the following format:

*Definition 170. Signed Extension Metadata*

The metadata about the additional, signed data required to execute an extrinsic.

$$e_i = (n, y, a)$$

where

- $n$  is a string representing the unique signed extension identifier, which may be different from the type name.
- $y$  is a type Id (Definition 160) of the signed extension, with the data to be included in the extrinsic.
- $a$  is the type Id (Definition 160) of the additional signed data, with the data to be included in the signed payload.

### MetadataExtrinsic

pos	size	type	id
0	...	Scale::String	name
...	...	Scale::CompactInt	type
...	...	Scale::CompactInt	additional

*Binary Format 12. Runtime Extrinsic Metadata*

# Appendix A: Cryptography & Encoding

Appendix chapter containing various protocol details

## A.1. Cryptographic Algorithms

### A.1.1. Hash Functions

#### A.1.1.1. BLAKE2

BLAKE2 is a collection of cryptographic hash functions known for their high speed. Their design closely resembles BLAKE which has been a finalist in the SHA-3 competition.

Polkadot is using the Blake2b variant which is optimized for 64-bit platforms. Unless otherwise specified, the Blake2b hash function with a 256-bit output is used whenever Blake2b is invoked in this document. The detailed specification and sample implementations of all variants of Blake2 hash functions can be found in RFC 7693 [1].

### A.1.2. Randomness



TBH

#### A.1.3. VRF

A Verifiable Random Function (VRF) is a mathematical operation that takes some input and produces a random number using a secret key along with a proof of authenticity that this random number was generated using the submitter's secret key and the given input. The proof can be verified by any challenger to ensure the random number generation is valid and has not been tampered with (for example to the benefit of submitter).

In Polkadot, VRFs are used for the BABE block production lottery by [Algorithm 6](#) and the parachain approval voting mechanism ([Section 8.5](#)). The VRF uses mechanism similar to algorithms introduced in the following papers:

- [Making NSEC5 Practical for DNSSEC \[2\]](#)
- [DLEQ Proofs](#)
- [Verifiable Random Functions \(VRFs\) \[3\]](#)

It essentially generates a deterministic elliptic curve based Schnorr signature as a verifiable random value. The elliptic curve group used in the VRF function is the Ristretto group specified in:

- [ristretto.group](#)

*Definition 171. VRF Proof*

The **VRF proof** proves the correctness for an associated VRF output. The VRF proof,  $P$ , is a datastructure of the following format:

$$P = (C, S) S = (b_0, \dots b_{31})$$

where  $C$  is the challenge and  $S$  is the 32-byte Schnorr proof. Both are expressed as Curve25519 scalars as defined in Definition 172.

#### Definition 172. DLEQ Prove

The `dleq_prove( $t, i$ )` function creates a proof for a given input,  $i$ , based on the provided transcript,  $T$ .

First:

$$t_1 = \text{append}(t, \text{'proto-name'}, \text{'DLEQProof'}) t_2 = \text{append}(t_1, \text{'vrf:h'}, i)$$

Then the witness scalar is calculated,  $s_w$ , where  $w$  is the 32-byte secret seed used for nonce generation in the context of sr25519.

$t_3 = \text{meta-AD}(t_2, \text{'proving'}(00), \text{more=False}) t_4 = \text{meta-AD}(t_3, w_l, \text{more=True}) t_5 = \text{KEY}(t_4, w, \text{more=False}) t_6 = \text{meta-AD}(t_5, \text{'rng'}, \text{more=False}) t_7 = \text{KEY}(t_6, r, \text{more=False}) t_8 = \text{meta-AD}(t_7, e_{64}, \text{more=False})(\phi, s_w) = \text{PRF}(t_8, \text{more=False})$

where  $w_l$  is length of the witness, encoded as a 32-bit little-endian integer.  $r$  is a 32-byte array containing the secret witness scalar.

$$l_1 = \text{append}(t_2, \text{'vrf:R=g^r'}, s_w) l_2 = \text{append}(l_1, \text{'vrf:h^r'}, s_i) l_3 = \text{append}(l_2, \text{'vrf:pk'}, s_p) l_4 = \text{append}(l_3, \text{'vrf:h^sk'}, vrf_o)$$

where

- $s_i$  is the compressed Ristretto point of the scalar input.
- $s_p$  is the compressed Ristretto point of the public key.
- $s_w$  is the compressed Ristretto point of the witness:

For the 64-byte challenge:

$$l_5 = \text{meta-AD}(l_4, \text{'prove'}, \text{more=False}) l_6 = \text{meta-AD}(l_5, e_{64}, \text{more=True}) C = \text{PRF}(l_6, \text{more=False})$$

And the Schnorr proof:

$$S = s_w - (C \cdot p)$$

where  $p$  is the secret key.

#### Definition 173. DLEQ Verify

The `dleq_verify( $i, o, P, p_k$ )` function verifies the VRF input,  $i$  against the output,  $o$ , with the associated proof (Definition 171) and public key,  $p_k$ .

$t_1 = \text{append}(t, \text{'proto-name'}, \text{'DLEQProof'}) t_2 = \text{append}(t_1, \text{'vrf:h'}, s_i) t_3 = \text{append}(t_2, \text{'vrf:R=g^r'}, R) t_4 = \text{append}(t_3, \text{'vrf:h^r'}, H) t_5 = \text{append}(t_4, \text{'vrf:pk'}, p_k) t_6 = \text{append}(t_5, \text{'vrf:h^sk'}, o)$

where

- $R$  is calculated as:

$$R = C \in P \times p_k + S \in P + B$$

where  $B$  is the Ristretto basepoint.

- $H$  is calculated as:

$$H = C \in P \times o + S \in P \times i$$

The challenge is valid if  $C \in P$  equals  $y$ :

$$t_7 = \text{meta-AD}(t_6, \text{'prove'}, \text{more=False}) \\ t_8 = \text{meta-AD}(t_7, e_{64}, \text{more=True}) \\ y = \text{PRF}(t_8, \text{more=False})$$

### A.1.3.1. Transcript

A VRF transcript serves as a domain-specific separator of cryptographic protocols and is represented as a mathematical object, as defined by Merlin, which defines how that object is generated and encoded. The usage of the transcript is implementation specific, such as for certain mechanisms in the Availability & Validity chapter ([Chapter 8](#)), and is therefore described in more detail in those protocols. The input value used to initiate the transcript is referred to as a *context* ([Definition 174](#)).

#### *Definition 174. VRF Context*

The **VRF context** is a constant byte array used to initiate VRF transcript. The VRF context is constant for all users of the VRF for the specific context for which the VRF function is used. Context prevents VRF values generated by the same nodes for other purposes to be reused for purposes not meant to. For example, the VRF context for BABE Production lottery defined in [Section 5.2](#) is set to be "substrate-babe-vrf".

#### *Definition 175. VRF Transcript*

A **transcript**, or VRF transcript, is a STROBE object,  $\text{obj}$ , as defined in the STROBE documentation, respectively section "[5. State of a STROBE object](#)".

$$\text{obj} = (\text{st}, \text{pos}, \text{pos}_{\text{begin}}, I_0)$$

where:

- The duplex state,  $\text{st}$ , is a 200-byte array created by the [keccak-f1600 sponge function](#) on the [initial STROBE state](#). Specifically,  $\text{R}$  is of value [166](#) and  $\text{X.Y.Z}$  is of value [1.0.2](#).
- $\text{pos}$  has the initial value of [0](#).
- $\text{pos}_{\text{begin}}$  has the initial value of [0](#).
- $I_0$  has the initial value of [0](#).

Then, the [meta-AD](#) operation ([Definition 176](#)) (where [more=False](#)) is used to add the protocol label [Merlin v1.0](#) to  $\text{obj}$  followed by [appending](#) ([Section A.1.3.1.1](#)) label [dom-step](#) and its corresponding context,  $\text{ctx}$ , resulting in the final transcript,  $T$ .

$$t = \text{meta-AD}(\text{obj}, \text{'Merlin v1.0'}, \text{False}) \\ T = \text{append}(t, \text{'dom-step'}, \text{ctx})$$

$\text{ctx}$  serves as an arbitrary identifier/separator and its value is defined by the protocol

specification individually. This transcript is treated just like a STROBE object, wherein any operations ([Definition 176](#)) on it modify the values such as `pos` and `posbegin`.

Formally, when creating a transcript we refer to it as  $\text{Transcript}(ctx)$ .

#### *Definition 176. STROBE Operations*

STROBE operations are described in the [STROBE specification](#), respectively section "[6. Strobe operations](#)". Operations are indicated by their corresponding bitfield, as described in section "[6.2. Operations and flags](#)" and implemented as described in section "[7. Implementation of operations](#)"

#### Appending Messages

Appending messages, or "data", to the transcript ([Definition 175](#)) first requires `meta-AD` operations for a given label of the messages, including the size of the message, followed by an `AD` operation on the message itself. The size of the message is a 4-byte, little-endian encoded integer.

$$T_0 = \text{meta-AD}(T, l, \text{False}) \\ T_1 = \text{meta-AD}(T_0, m_l, \text{True}) \\ T_2 = \text{AD}(T_1, m, \text{False})$$

where  $T$  is the transcript ([Definition 175](#)),  $l$  is the given label and  $m$  the message, respectively  $m_l$  representing its size.  $T_2$  is the resulting transcript with the appended data. STROBE operations are described in [Definition 176](#).

Formally, when appending a message we refer to it as  $\text{append}(T, l, m)$ .

#### A.1.4. Cryptographic Keys

Various types of keys are used in Polkadot to prove the identity of the actors involved in the Polkadot Protocols. To improve the security of the users, each key type has its own unique function and must be treated differently, as described by this Section.

#### *Definition 177. Account Key*

**Account key** ( $sk^a, pk^a$ ) is a key pair of type of either of the schemes in the following table:

*Table 2. List of the public key scheme which can be used for an account key*

Key Scheme	Description
sr25519	Schnorr signature on Ristretto compressed ed25519 points as implemented in TODO

Key Scheme	Description
ed25519	The ed25519 signature complies with [4] except for the verification process which adhere to Ed25519 Zebra variant specified in [5]. In short, the signature point is not assumed to be on in the prime ordered subgroup group. As such, the verifier must explicitly clear the cofactor during the course of verifying the signature equation.
secp256k1	Only for outgoing transfer transactions.

An account key can be used to sign transactions among other accounts and balance-related functions. There are two prominent subcategories of account keys namely "stash keys" and "controller keys", each being used for a different function. Keys defined in [Definition 177](#), [Definition 178](#) and [Definition 179](#) are created and managed by the user independent of the Polkadot implementation. The user notifies the network about the used keys by submitting a transaction, as defined in [Section A.1.4.2](#) and [Section A.1.4.5](#) respectively.

#### *Definition 178. Stash Key*

The **Stash key** is a type of account key that holds funds bonded for staking (described in [Section A.1.4.1](#)) to a particular controller key (defined in [Definition 179](#)). As a result, one may actively participate with a stash key keeping the stash key offline in a secure location. It can also be used to designate a Proxy account to vote in governance proposals, as described in [Section A.1.4.2](#). The Stash key holds the majority of the users' funds and should neither be shared with anyone, saved on an online device, nor used to submit extrinsics.

#### *Definition 179. Controller Key*

The **Controller key** is a type of account key that acts on behalf of the Stash account. It signs transactions that make decisions regarding the nomination and the validation of the other keys. It is a key that will be in direct control of a user and should mostly be kept offline, used to submit manual extrinsics. It sets preferences like payout account and commission, as described in [Section A.1.4.4](#). If used for a validator, it certifies the session keys, as described in [Section A.1.4.5](#). It only needs the required funds to pay transaction fees [TODO: key needing fund needs to be defined].

#### *Definition 180. Session Keys*

**Session keys** are short-lived keys that are used to authenticate validator operations. Session keys are generated by the Polkadot Host and should be changed regularly due to security reasons. Nonetheless, no validity period is enforced by the Polkadot protocol on session keys. Various types of keys used by the Polkadot Host are presented in [Table 3](#):

*Table 3. List of key schemes which are used for session keys depending on the protocol*

Protocol	Key scheme
GRANDPA	ED25519
BABE	SR25519
I'm Online	SR25519
Parachain	SR25519

Session keys must be accessible by certain Polkadot Host APIs defined in Appendix [Appendix B](#). Session keys are *not* meant to control the majority of the users' funds and should only be used for their intended purpose.

#### A.1.4.1. Holding and staking funds



TBH

#### A.1.4.2. Creating a Controller key



TBH

#### A.1.4.3. Designating a proxy for voting



TBH

#### A.1.4.4. Controller settings



TBH

#### A.1.4.5. Certifying keys

Due to security considerations and Runtime upgrades, the session keys are supposed to be changed regularly. As such, the new session keys need to be certified by a controller key before putting them in use. The controller only needs to create a certificate by signing a session public key and broadcasting this certificate via an extrinsic. [TODO: spec the detail of the data structure of the certificate etc.]

## A.2. Auxiliary Encodings

*Definition 181. Unix Time*

By **Unix time**, we refer to the unsigned, little-endian encoded 64-bit integer which stores the number of **milliseconds** that have elapsed since the Unix epoch, that is the time 00:00:00 UTC on 1 January 1970, minus leap seconds. Leap seconds are ignored, and every day is treated as if it contained exactly 86'400 seconds.

## A.2.1. Binary Encoding

*Definition 182. Sequence of Bytes*

By a **sequences of bytes** or a **byte array**,  $b$ , of length  $n$ , we refer to

$$b : = (b_0, b_1, \dots, b_{n-1}) \text{ such that } 0 \leq b_i \leq 255$$

We define  $\mathcal{B}_n$  to be the **set of all byte arrays of length  $n$** . Furthermore, we define:

$$\mathcal{B} : = \bigcup_{i=0}^{\infty} \mathcal{B}_i$$

We represent the concatenation of byte arrays  $a : = (a_0, \dots, a_n)$  and  $b : = (b_0, \dots, b_m)$  by:

$$a||b : = (a_0, \dots, a_n, b_0, \dots, b_m)$$

*Definition 183. Bitwise Representation*

For a given byte  $0 \leq b \leq 255$  the **bitwise representation** in bits  $b_i \in \{0, 1\}$  is defined as:

$$b : = b_7 \dots b_0$$

where

$$b = 2^7 b_7 + 2^6 b_6 + \dots + 2^0 b_0$$

*Definition 184. Little-Endian*

By the **little-endian** representation of a non-negative integer,  $I$ , represented as

$$I = (B_n \dots B_0)_{256}$$

in base 256, we refer to a byte array  $B = (b_0, b_1, \dots, b_n)$  such that

$$b_i : = B_i$$

Accordingly, we define the function  $\text{Enc}_{\text{LE}}$ :

$$\text{Enc}_{\text{LE}} : \mathbb{Z}^+ \rightarrow \mathcal{B}; (B_n \dots B_0)_{256} \mapsto (B_0, B_1, \dots, B_n)$$

*Definition 185. **UINT32***

By **UINT32** we refer to a non-negative integer stored in a byte array of length 4 using little-endian encoding format.

## A.2.2. SCALE Codec

The Polkadot Host uses *Simple Concatenated Aggregate Little-Endian*” (SCALE) codec to encode byte arrays as well as other data structures. SCALE provides a canonical encoding to produce consistent

hash values across their implementation, including the Merkle hash proof for the State Storage.

#### Definition 186. *Decoding*

$\text{Dec}_{\text{SC}}(d)$  refers to the decoding of a blob of data. Since the SCALE codec is not self-describing, it's up to the decoder to validate whether the blob of data can be deserialized into the given type or data structure.

It's accepted behavior for the decoder to partially decode the blob of data. Meaning, any additional data that does not fit into a datastructure can be ignored.



Considering that the decoded data is never larger than the encoded message, this information can serve as a way to validate values that can vary in sizes, such as sequences (Definition 192). The decoder should strictly use the size of the encoded data as an upper bound when decoding in order to prevent denial of service attacks.

#### Definition 187. *Tuple*

The **SCALE codec** for **Tuple**,  $T$ , such that:

$$T := (A_1, \dots, A_n)$$

Where  $A_i$ 's are values of **different types**, is defined as:

$$\text{Enc}_{\text{SC}}(T) := \text{Enc}_{\text{SC}}(A_1) || \text{Enc}_{\text{SC}}(A_2) || \dots || \text{Enc}_{\text{SC}}(A_n)$$

In case of a tuple (or a structure), the knowledge of the shape of data is not encoded even though it is necessary for decoding. The decoder needs to derive that information from the context where the encoding/decoding is happening.

#### Definition 188. *Varying Data Type*

We define a **varying data** type to be an ordered set of data types.

$$\mathcal{T} = \{T_1, \dots, T_n\}$$

A value  $A$  of varying date type is a pair  $(A_{\text{Type}}, A_{\text{Value}})$  where  $A_{\text{Type}} = T_i$  for some  $T_i \in \mathcal{T}$  and  $A_{\text{Value}}$  is its value of type  $T_i$ , which can be empty. We define  $\text{idx}(T_i) = i - 1$ , unless it is explicitly defined as another value in the definition of a particular varying data type.

In particular, we define two specific varying data which are frequently used in various part of Polkadot protocol: *Option* (Definition 190) and *Result* (Definition 191).

#### Definition 189. *Encoding of Varying Data Type*

The SCALE codec for value  $A = (A_{\text{Type}}, A_{\text{Value}})$  of varying data type  $\mathcal{T} = \{T_1, \dots, T_n\}$ , formally referred to as  $\text{Enc}_{\text{SC}}(A)$  is defined as follows:

$$\text{Enc}_{\text{SC}}(A) := \text{Enc}_{\text{SC}}(\text{idx}(A_{\text{Type}}) || \text{Enc}_{\text{SC}}(A_{\text{Value}}))$$

Where  $\text{idx}$  is a 8-bit integer determining the type of  $A$ . In particular, for the optional type defined in [Definition 188](#), we have:

$$\text{Enc}_{\text{SC}}(\text{None}, \phi) := 0_{B_1}$$

The SCALE codec does not encode the correspondence between the value and the data type it represents; the decoder needs prior knowledge of such correspondence to decode the data.

#### *Definition 190. Option Type*

The **Option** type is a varying data type of  $\{\text{None}, T_2\}$  which indicates if data of  $T_2$  type is available (referred to as *some* state) or not (referred to as *empty*, *none* or *null* state). The presence of type *none*, indicated by  $\text{idx}(T_{\text{None}}) = 0$ , implies that the data corresponding to  $T_2$  type is not available and contains no additional data. Where as the presence of type  $T_2$  indicated by  $\text{idx}(T_2) = 1$  implies that the data is available.

#### *Definition 191. Result Type*

The **Result** type is a varying data type of  $\{T_1, T_2\}$  which is used to indicate if a certain operation or function was executed successfully (referred to as "ok" state) or not (referred to as "error" state).  $T_1$  implies success,  $T_2$  implies failure. Both types can either contain additional data or are defined as empty type otherwise.

#### *Definition 192. Sequence*

The **SCALE codec** for **sequence**  $S$  such that:

$$S := A_1, \dots, A_n$$

where  $A_i$ 's are values of **the same type** (and the decoder is unable to infer value of  $n$  from the context) is defined as:

$$\text{Enc}_{\text{SC}}(S) := \text{Enc}_{\text{SC}}^{\text{Len}}(\text{abs } S) || \text{Enc}_{\text{SC}}(A_2) || \dots || \text{Enc}_{\text{SC}}(A_n)$$

where  $\text{Enc}_{\text{SC}}^{\text{Len}}$  is defined in [Definition 198](#).

In some cases, the length indicator  $\text{Enc}_{\text{SC}}^{\text{Len}}(\text{abs } S)$  is omitted if the length of the sequence is fixed and known by the decoder upfront. Such cases are explicitly stated by the definition of the corresponding type.

#### *Definition 193. Dictionary*

SCALE codec for **dictionary** or **hashtable**  $D$  with key-value pairs  $(k_i, v_i)$ s such that:

$$D := \{(k_1, v_1), \dots, (k_n, v_n)\}$$

is defined the SCALE codec of  $D$  as a sequence of key value pairs (as tuples):

$$\text{Enc}_{\text{SC}}(D) := \text{Enc}_{\text{SC}}^{\text{Size}}(\text{abs } D) || \text{Enc}_{\text{SC}}(k_1, v_1) || \dots || \text{Enc}_{\text{SC}}(k_n, v_n)$$

where  $\text{Enc}_{\text{SC}}^{\text{Size}}$  is encoded the same way as  $\text{Enc}_{\text{SC}}^{\text{Len}}$  but argument Size refers to the number of key-value pairs rather than the length.

#### *Definition 194. Boolean*

The SCALE codec for a **boolean value**  $b$  defined as a byte as follows:

$$\text{Enc}_{\text{SC}} : \{\text{False}, \text{True}\} - \&gt; ; \mathbb{B}_1 b - \&gt; ; \begin{cases} 0 & b = \text{False} \\ 1 & b = \text{True} \end{cases}$$

#### *Definition 195. String*

The SCALE codec for a **string value** is an encoded sequence ([Definition 192](#)) consisting of UTF-8 encoded bytes.

#### *Definition 196. Fixed Length*

The SCALE codec,  $\text{Enc}_{\text{SC}}$ , for other types such as fixed length integers not defined here otherwise, is equal to little endian encoding of those values defined in [Definition 184](#).

#### *Definition 197. Empty*

The SCALE codec,  $\text{Enc}_{\text{SC}}$ , for an empty type is defined to a byte array of zero length and depicted as  $\phi$ .

### A.2.2.1. Length and Compact Encoding

SCALE Length encoding is used to encode integer numbers of varying sizes prominently in an encoding length of arrays:

#### *Definition 198. Length Encoding*

**SCALE Length encoding**,  $\text{Enc}_{\text{SC}}^{\text{Len}}$ , also known as a *compact encoding*, of a non-negative number  $n$  is defined as follows:

$$\text{Enc}_{\text{SC}}^{\text{Len}} : N - \&gt; ; \mathbb{B} n - \&gt; ; b : = \begin{cases} l_1 & 0 \&lt; ; = n \&lt; ; 2^6 \\ i_1 i_2 & 2^6 \&lt; ; = n \&lt; ; 2^{14} \\ j_1 j_2 j_3 & 2^{14} \&lt; ; = n \&lt; ; 2^{30} \\ k_1 k_2 \dots k_m & 2^{30} \&lt; ; = n \end{cases}$$

in where the least significant bits of the first byte of byte array b are defined as follows:

$$l_1^1 l_1^0 = 00 \quad i_1^1 i_1^0 = 01 \quad j_1^1 j_1^0 = 10 \quad k_1^1 k_1^0 = 11$$

and the rest of the bits of  $b$  store the value of  $n$  in little-endian format in base-2 as follows:

$$n : = \begin{cases} l_1^7 \dots l_1^3 l_1^2 & n \& < ; 2^6 \\ i_2^7 \dots i_2^0 i_1^7 \dots i_1^2 & 2^6 \& < ; = n \& < ; 2^{14} \\ j_4^7 \dots j_4^0 j_3^7 \dots j_1^7 \dots j_1^2 & 2^{14} \& < ; = n \& < ; 2^{30} \\ k_2 + k_3 2^8 + k_4 2^{2 \times 8} + \dots + k_m 2^{(m-2)8} & 2^{30} \& < ; = n \end{cases}$$

such that:

$$k_1^7 \dots k_1^3 k_1^2 : = m - 4$$

### A.2.3. Hex Encoding

Practically, it is more convenient and efficient to store and process data which is stored in a byte array. On the other hand, the trie keys are broken into 4-bits nibbles. Accordingly, we need a method to encode sequences of 4-bits nibbles into byte arrays canonically. To this aim, we define hex encoding function  $\text{Enc(HE)}(\text{PK})$  as follows:

*Definition 199. Hex Encoding*

Suppose that  $\text{PK} = (k_1, \dots, k_n)$  is a sequence of nibbles, then:

$$\text{Enc}_{\text{HE}}(\text{PK}) : = \begin{cases} \text{Nibbles}_4 & -\& > ; \quad \mathcal{B} \\ \text{PK} = (k_1, \dots, k_n) & -\& > ; \quad \begin{cases} (16k_1 + k_2, \dots, 16k_{2i-1} + k_{2i}) & n = 2i \\ (k_1, 16k_2 + k_3, \dots, 16k_{2i} + k_{2i+1}) & n = 2i + 1 \end{cases} \end{cases}$$

## A.3. Genesis State

The genesis state is a set of key-value pairs representing the initial state of the Polkadot state storage. It can be retrieved from [the Polkadot repository](#). While each of those key-value pairs offers important identifiable information to the Runtime, to the Polkadot Host they are a transparent set of arbitrary chain- and network-dependent keys and values. The only exception to this are the [:code](#) ([Section 2.6.2](#)) and [:heappages](#) ([Section 2.6.3.1](#)) keys, which are used by the Polkadot Host to initialize the WASM environment and its Runtime. The other keys and values are unspecified and solely depend on the chain and respectively its corresponding Runtime. On initialization the data should be inserted into the state storage with the Host API ([Section B.2.1](#)).

As such, Polkadot does not define a formal genesis block. Nonetheless for the compatibility reasons in several algorithms, the Polkadot Host defines the *genesis header* ([Definition 200](#)). By the abuse of terminology, "genesis block" refers to the hypothetical parent of block number 1 which holds genesis header as its header.

*Definition 200. Genesis Header*

The Polkadot genesis header is a data structure conforming to block header format ([Definition 10](#)). It contains the following values:

Block header field	Genesis Header Value
parent_hash	0
number	0
state_root	Merkle hash of the state storage trie ( <a href="#">Definition 29</a> ) after inserting the genesis state in it.
extrinsics_root	0
digest	0

## A.4. Erasure Encoding

### A.4.1. Erasure Encoding



Erasure Encoding has not been documented yet.

# Appendix B: Host API

Description of the expected environment available for import by the Polkadot Runtime

## B.1. Preliminaries

The Polkadot Host API is a set of functions that the Polkadot Host exposes to Runtime to access external functions needed for various reasons, such as the Storage of the content, access and manipulation, memory allocation, and also efficiency. The encoding of each data type is specified or referenced in this section. If the encoding is not mentioned, then the default Wasm encoding is used, such as little-endian byte ordering for integers.

*Definition 201. Exposed Host API*

By  $\text{RE}_B$  we refer to the API exposed by the Polkadot Host which interact, manipulate and response based on the state storage whose state is set at the end of the execution of block  $B$ .

*Definition 202. Runtime Pointer*

The **Runtime pointer** type is an unsigned 32-bit integer representing a pointer to data in memory. This pointer is the primary way to exchange data of fixed/known size between the Runtime and Polkadot Host.

*Definition 203. Runtime Pointer Size*

The **Runtime pointer-size** type is an unsigned 64-bit integer, representing two consecutive integers. The least significant is **Runtime pointer** ([Definition 202](#)). The most significant provides the size of the data in bytes. This representation is the primary way to exchange data of arbitrary/dynamic sizes between the Runtime and the Polkadot Host.

*Definition 204. Lexicographic ordering*

**Lexicographic ordering** refers to the ascending ordering of bytes or byte arrays, such as:

$[0, 0, 2] & < ; [0, 1, 1] & < ; [1] & < ; [1, 1, 0] & < ; [2] & < ; [...]$

The functions are specified in each subsequent subsection for each category of those functions.

## B.2. Storage

Interface for accessing the storage from within the runtime.

 As of now, the storage API should silently ignore any keys that start with the `:child_storage:default:` prefix. This applies to reading and writing. If the function expects a return value, then `None` ([Definition 190](#)) should be returned. See

*Definition 205. State Version*

The state version,  $v$ , dictates how a merkle root should be constructed. The datastructure is a varying type of the following format:

$$v = \begin{cases} 0 & \text{full values} \\ 1 & \text{node hashes} \end{cases}$$

where 0 indicates that the values of the keys should be inserted into the trie directly and 1 makes use of "node hashes" when calculating the merkle proof ([Definition 28](#)).

## B.2.1. `ext_storage_set`

Sets the value under a given key into storage.

### B.2.1.1. Version 1 - Prototype

```
(func $ext_storage_set_version_1
  (param $key i64) (param $value i64))
```

#### Arguments

- **key**: a pointer-size ([Definition 203](#)) containing the key.
- **value**: a pointer-size ([Definition 203](#)) containing the value.

## B.2.2. `ext_storage_get`

Retrieves the value associated with the given key from storage.

### B.2.2.1. Version 1 - Prototype

```
(func $ext_storage_get_version_1
  (param $key i64) (result i64))
```

#### Arguments

- **key**: a pointer-size ([Definition 203](#)) containing the key.
- **result**: a pointer-size ([Definition 203](#)) returning the SCALE encoded *Option* value ([Definition 190](#)) containing the value.

## B.2.3. `ext_storage_read`

Gets the given key from storage, placing the value into a buffer and returning the number of bytes that the entry in storage has beyond the offset.

### B.2.3.1. Version 1 - Prototype

```
(func $ext_storage_read_version_1
      (param $key i64) (param $value_out i64) (param $offset i32) (result i64))
```

#### Arguments

- **key**: a pointer-size ([Definition 203](#)) containing the key.
- **value\_out**: a pointer-size ([Definition 203](#)) containing the buffer to which the value will be written to. This function will never write more than the length of the buffer, even if the value's length is bigger.
- **offset**: an u32 integer (typed as i32 due to wasm types) containing the offset beyond the value should be read from.
- **result**: a pointer-size ([Definition 203](#)) pointing to a SCALE encoded *Option* value ([Definition 190](#)) containing an unsigned 32-bit integer representing the number of bytes left at supplied **offset**. Returns *None* if the entry does not exist.

## B.2.4. ext\_storage\_clear

Clears the storage of the given key and its value. Non-existent entries are silently ignored.

### B.2.4.1. Version 1 - Prototype

```
(func $ext_storage_clear_version_1
      (param $key_data i64))
```

#### Arguments

- **key**: a pointer-size ([Definition 203](#)) containing the key.

## B.2.5. ext\_storage\_exists

Checks whether the given key exists in storage.

### B.2.5.1. Version 1 - Prototype

```
(func $ext_storage_exists_version_1
      (param $key_data i64) (return i32))
```

#### Arguments

- **key**: a pointer-size ([Definition 203](#)) containing the key.
- **return**: an i32 integer value equal to *1* if the key exists or a value equal to *0* if otherwise.

## B.2.6. ext\_storage\_clear\_prefix

Clear the storage of each key/value pair where the key starts with the given prefix.

### B.2.6.1. Version 1 - Prototype

```
(func $ext_storage_clear_prefix_version_1
      (param $prefix i64))
```

#### Arguments

- **prefix**: a pointer-size ([Definition 203](#)) containing the prefix.

### B.2.6.2. Version 2 - Prototype

```
(func $ext_storage_clear_prefix_version_2
      (param $prefix i64) (param $limit i64)
      (return i64))
```

#### Arguments

- **prefix**: a pointer-size ([Definition 203](#)) containing the prefix.
- **limit**: a pointer-size ([Definition 203](#)) to an *Option* type ([Definition 190](#)) containing an unsigned 32-bit integer indicating the limit on how many keys should be deleted. No limit is applied if this is *None*. Any keys created during the current block execution do not count towards the limit.
- **return**: a pointer-size ([Definition 203](#)) to the following variant,  $k$ :

$$k = \begin{cases} 0 & \text{-->} ; c \\ 1 & \text{-->} ; c \end{cases}$$

where  $0$  indicates that all keys of the child storage have been removed, followed by the number of removed keys,  $c$ . The variant  $1$  indicates that there are remaining keys, followed by the number of removed keys.

## B.2.7. `ext_storage_append`

Append the SCALE encoded value to a SCALE encoded sequence ([Definition 192](#)) at the given key. This function assumes that the existing storage item is either empty or a SCALE encoded sequence and that the value to append is also SCALE encoded and of the same type as the items in the existing sequence.

To improve performance, this function is allowed to skip decoding the entire SCALE encoded sequence and instead can just append the new item to the end of the existing data and increment the length prefix  $\text{Enc}_{\text{SC}}^{\text{Len}}$ .



If the storage item does not exist or is not SCALE encoded, the storage item will be set to the specified value, represented as a SCALE encoded byte array.

### B.2.7.1. Version 1 - Prototype

```
(func $ext_storage_append_version_1
  (param $key i64) (param $value i64))
```

## Arguments

- **key**: a pointer-size ([Definition 203](#)) containing the key.
- **value**: a pointer-size ([Definition 203](#)) containing the value to be appended.

## B.2.8. `ext_storage_root`

Compute the storage root.

### B.2.8.1. Version 1 - Prototype

```
(func $ext_storage_root_version_1
  (return i64))
```

## Arguments

- **return**: a pointer-size ([Definition 203](#)) to a buffer containing the 256-bit Blake2 storage root.

### B.2.8.2. Version 2 - Prototype

```
(func $ext_storage_root_version_2
  (param $version i32) (return i64))
```

## Arguments

- **version**: the state version ([Definition 205](#)).
- **return**: a pointer-size ([Definition 203](#)) to the buffer containing the 256-bit Blake2 storage root.

## B.2.9. `ext_storage_changes_root`



This function is not longer used and only exists for compatibility reasons.

### B.2.9.1. Version 1 - Prototype

```
(func $ext_storage_changes_root_version_1
  (param $parent_hash i64) (return i64))
```

## Arguments

- **parent\_hash**: a pointer-size ([Definition 203](#)) to the SCALE encoded block hash.
- **return**: a pointer-size ([Definition 203](#)) to an *Option* type ([Definition 190](#)) that's always *None*.

## B.2.10. `ext_storage_next_key`

Get the next key in storage after the given one in lexicographic order ([Definition 204](#)). The key provided to this function may or may not exist in storage.

### B.2.10.1. Version 1 - Prototype

```
(func $ext_storage_next_key_version_1
      (param $key i64) (return i64))
```

#### Arguments

- `key`: a pointer-size ([Definition 203](#)) to the key.
- `return`: a pointer-size ([Definition 203](#)) to the SCALE encoded *Option* value ([Definition 190](#)) containing the next key in lexicographic order.

## B.2.11. `ext_storage_start_transaction`

Start a new nested transaction. This allows to either commit or roll back all changes that are made after this call. For every transaction there must be a matching call to either `ext_storage_rollback_transaction` ([Section B.2.12](#)) or `ext_storage_commit_transaction` ([Section B.2.13](#)). This is also effective for all values manipulated using the child storage API ([Section B.3](#)). It's legal to call this function multiple times in a row.



This is a low level API that is potentially dangerous as it can easily result in unbalanced transactions. Runtimes should use high level storage abstractions.

### B.2.11.1. Version 1 - Prototype

```
(func $ext_storage_start_transaction_version_1)
```

#### Arguments

- None.

## B.2.12. `ext_storage_rollback_transaction`

Rollback the last transaction started by `ext_storage_start_transaction` ([Section B.2.11](#)). Any changes made during that transaction are discarded. It's legal to call this function multiple times in a row.



Panics if `ext_storage_start_transaction` ([Section B.2.11](#)) was not called.

### B.2.12.1. Version 1 - Prototype

```
(func $ext_storage_rollback_transaction_version_1)
```

## Arguments

- None.

### B.2.13. `ext_storage_commit_transaction`

Commit the last transaction started by `ext_storage_start_transaction` (Section B.2.11). Any changes made during that transaction are committed to the main state. It's legal to call this function multiple times in a row.



Panics if `ext_storage_start_transaction` (Section B.2.11) was not called.

#### B.2.13.1. Version 1 - Prototype

```
(func $ext_storage_commit_transaction_version_1)
```

## Arguments

- None.

## B.3. Child Storage

Interface for accessing the child storage from within the runtime.

*Definition 206. Child Storage*

**Child storage** key is a unprefixed location of the child trie in the main trie.

### B.3.1. `ext_default_child_storage_set`

Sets the value under a given key into the child storage.

#### B.3.1.1. Version 1 - Prototype

```
(func $ext_default_child_storage_set_version_1
      (param $child_storage_key i64) (param $key i64) (param $value i64))
```

## Arguments

- `child_storage_key`: a pointer-size (Definition 203) to the child storage key (Definition 206).
- `key`: a pointer-size (Definition 203) to the key.
- `value`: a pointer-size (Definition 203) to the value.

### B.3.2. `ext_default_child_storage_get`

Retrieves the value associated with the given key from the child storage.

### B.3.2.1. Version 1 - Prototype

```
(func $ext_default_child_storage_get_version_1
      (param $child_storage_key i64) (param $key i64) (result i64))
```

#### Arguments

- **child\_storage\_key**: a pointer-size ([Definition 203](#)) to the child storage key ([Definition 206](#)).
- **key**: a pointer-size ([Definition 203](#)) to the key.
- **result**: a pointer-size ([Definition 203](#)) to the SCALE encoded *Option* value ([Definition 190](#)) containing the value.

## B.3.3. ext\_default\_child\_storage\_read

Gets the given key from storage, placing the value into a buffer and returning the number of bytes that the entry in storage has beyond the offset.

### B.3.3.1. Version 1 - Prototype

```
(func $ext_default_child_storage_read_version_1
      (param $child_storage_key i64) (param $key i64) (param $value_out i64)
      (param $offset i32) (result i64))
```

#### Arguments

- **child\_storage\_key**: a pointer-size ([Definition 203](#)) to the child storage key ([Definition 206](#)).
- **key**: a pointer-size ([Definition 203](#)) to the key.
- **value\_out**: a pointer-size ([Definition 203](#)) to the buffer to which the value will be written to. This function will never write more than the length of the buffer, even if the value's length is bigger.
- **offset**: an u32 integer (typed as i32 due to wasm types) containing the offset beyond the value should be read from.
- **result**: a pointer-size ([Definition 203](#)) to the SCALE encoded *Option* value ([Definition 190](#)) containing the number of bytes written into the **value\_out** buffer. Returns if the entry does not exist.

## B.3.4. ext\_default\_child\_storage\_clear

Clears the storage of the given key and its value from the child storage. Non-existent entries are silently ignored.

### B.3.4.1. Version 1 - Prototype

```
(func $ext_default_child_storage_clear_version_1
      (param $child_storage_key i64) (param $key i64))
```

## Arguments

- **child\_storage\_key**: a pointer-size ([Definition 203](#)) to the child storage key ([Definition 206](#)).
- **key**: a pointer-size ([Definition 203](#)) to the key.

## B.3.5. ext\_default\_child\_storage\_storage\_kill

Clears an entire child storage.

### B.3.5.1. Version 1 - Prototype

```
(func $ext_default_child_storage_storage_kill_version_1
      (param $child_storage_key i64))
```

## Arguments

- **child\_storage\_key**: a pointer-size ([Definition 203](#)) to the child storage key ([Definition 206](#)).

### B.3.5.2. Version 2 - Prototype

```
(func $ext_default_child_storage_storage_kill_version_2
      (param $child_storage_key i64) (param $limit i64)
      (return i32))
```

## Arguments

- **child\_storage\_key**: a pointer-size ([Definition 203](#)) to the child storage key ([Definition 206](#)).
- **limit**: a pointer-size ([Definition 203](#)) to an *Option* type ([Definition 190](#)) containing an unsigned 32-bit integer indicating the limit on how many keys should be deleted. No limit is applied if this is *None*. Any keys created during the current block execution do not count towards the limit.
- **return**: a value equal to 1 if all the keys of the child storage have been deleted or a value equal to 0 if there are remaining keys.

### B.3.5.3. Version 3 - Prototype

```
(func $ext_default_child_storage_storage_kill_version_3
      (param $child_storage_key i64) (param $limit i64)
      (return i64))
```

## Arguments

- **child\_storage\_key**: a pointer-size ([Definition 203](#)) to the child storage key ([Definition 206](#)).
- **limit**: a pointer-size ([Definition 203](#)) to an *Option* type ([Definition 190](#)) containing an unsigned 32-bit integer indicating the limit on how many keys should be deleted. No limit is applied if this is *None*. Any keys created during the current block execution do not count towards the limit.

- **return**: a pointer-size ([Definition 203](#)) to the following variant,  $k$ :

$$k = \begin{cases} 0 & -\&gt;; c \\ 1 & -\&gt;; c \end{cases}$$

where  $0$  indicates that all keys of the child storage have been removed, followed by the number of removed keys,  $c$ . The variant  $1$  indicates that there are remaining keys, followed by the number of removed keys.

### B.3.6. `ext_default_child_storage_exists`

Checks whether the given key exists in the child storage.

#### B.3.6.1. Version 1 - Prototype

```
(func $ext_default_child_storage_exists_version_1
      (param $child_storage_key i64) (param $key i64) (return i32))
```

#### Arguments

- **child\_storage\_key**: a pointer-size ([Definition 203](#)) to the child storage key ([Definition 206](#)).
- **key**: a pointer-size ([Definition 203](#)) to the key.
- **return**: an i32 integer value equal to  $1$  if the key exists or a value equal to  $0$  if otherwise.

### B.3.7. `ext_default_child_storage_clear_prefix`

Clears the child storage of each key/value pair where the key starts with the given prefix.

#### B.3.7.1. Version 1 - Prototype

```
(func $ext_default_child_storage_clear_prefix_version_1
      (param $child_storage_key i64) (param $prefix i64))
```

#### Arguments

- **child\_storage\_key**: a pointer-size ([Definition 203](#)) to the child storage key ([Definition 206](#)).
- **prefix**: a pointer-size ([Definition 203](#)) to the prefix.

#### B.3.7.2. Version 2 - Prototype

```
(func $ext_default_child_storage_clear_prefix_version_2
      (param $child_storage_key i64) (param $prefix i64)
      (param $limit i64) (return i64))
```

#### Arguments

- **child\_storage\_key**: a pointer-size ([Definition 203](#)) to the child storage key ([Definition 206](#)).

- **prefix**: a pointer-size ([Definition 203](#)) to the prefix.
- **limit**: a pointer-size ([Definition 203](#)) to an *Option* type ([Definition 190](#)) containing an unsigned 32-bit integer indicating the limit on how many keys should be deleted. No limit is applied if this is *None*. Any keys created during the current block execution do not count towards the limit.
- **return**: a pointer-size ([Definition 203](#)) to the following variant,  $k$ :

$$k = \begin{cases} 0 & -\&>; c \\ 1 & -\&>; c \end{cases}$$

where  $0$  indicates that all keys of the child storage have been removed, followed by the number of removed keys,  $c$ . The variant  $1$  indicates that there are remaining keys, followed by the number of removed keys.

### B.3.8. `ext_default_child_storage_root`

Commits all existing operations and computes the resulting child storage root.

#### B.3.8.1. Version 1 - Prototype

```
(func $ext_default_child_storage_root_version_1
  (param $child_storage_key i64) (return i64))
```

#### Arguments

- **child\_storage\_key**: a pointer-size ([Definition 203](#)) to the child storage key ([Definition 206](#)).
- **return**: a pointer-size ([Definition 203](#)) to the SCALE encoded storage root.

#### B.3.8.2. Version 2 - Prototype

```
(func $ext_default_child_storage_root_version_2
  (param $child_storage_key i64) (param $version i32)
  (return i32))
```

#### Arguments

- **child\_storage\_key**: a pointer-size ([Definition 203](#)) to the child storage key ([Definition 206](#)).
- **version**: the state version ([Definition 205](#)).
- **return**: a pointer ([Definition 202](#)) to the buffer containing the 256-bit Blake2 storage root.

### B.3.9. `ext_default_child_storage_next_key`

Gets the next key in storage after the given one in lexicographic order ([Definition 204](#)). The key provided to this function may or may not exist in storage.

### B.3.9.1. Version 1 - Prototype

```
(func $ext_default_child_storage_next_key_version_1
      (param $child_storage_key i64) (param $key i64) (return i64))
```

#### Arguments

- **child\_storage\_key**: a pointer-size ([Definition 203](#)) to the child storage key ([Definition 206](#)).
- **key**: a pointer-size ([Definition 203](#)) to the key.
- **return**: a pointer-size ([Definition 203](#)) to the SCALE encoded as defined in [Definition 190](#) containing the next key in lexicographic order. Returns if the entry cannot be found.

## B.4. Crypto

Interfaces for working with crypto related types from within the runtime.

#### *Definition 207. Key Type Identifier*

Cryptographic keys are stored in separate key stores based on their intended use case. The separate key stores are identified by a 4-byte ASCII **key type identifier**. The following known types are available:

*Table 4. Table of known key type identifiers*

<b>Id</b>	<b>Description</b>
acco	Key type for the controlling accounts
babe	Key type for the Babe module
gran	Key type for the Grandpa module
imon	Key type for the ImOnline module
audi	Key type for the AuthorityDiscovery module
para	Key type for the Parachain Validator Key
asgn	Key type for the Parachain Assignment Key

#### *Definition 208. ECDSA Verify Error*

**EcdsaVerifyError** is a varying data type ([Definition 188](#)) that specifies the error type when using ECDSA recovery functionality. Following values are possible:

*Table 5. Table of error types in ECDSA recovery*

<b>Id</b>	<b>Description</b>
0	Incorrect value of R or S
1	Incorrect value of V
2	Invalid signature

## B.4.1. ext\_crypto\_ed25519\_public\_keys

Returns all *ed25519* public keys for the given key identifier from the keystore.

### B.4.1.1. Version 1 - Prototype

```
(func $ext_crypto_ed25519_public_keys_version_1
    (param $key_type_id i32) (return i64))
```

#### Arguments

- **key\_type\_id**: a pointer ([Definition 202](#)) to the key type identifier ([Definition 207](#)).
- **return**: a pointer-size ([Definition 203](#)) to an SCALE encoded 256-bit public keys.

## B.4.2. ext\_crypto\_ed25519\_generate

Generates an *ed25519* key for the given key type using an optional BIP-39 seed and stores it in the keystore.



Panics if the key cannot be generated, such as when an invalid key type or invalid seed was provided.

### B.4.2.1. Version 1 - Prototype

```
(func $ext_crypto_ed25519_generate_version_1
    (param $key_type_id i32) (param $seed i64) (return i32))
```

#### Arguments

- **key\_type\_id**: a pointer ([Definition 202](#)) to the key type identifier ([Definition 207](#)).
- **seed**: a pointer-size ([Definition 203](#)) to the SCALE encoded *Option* value ([Definition 190](#)) containing the BIP-39 seed which must be valid UTF8.
- **return**: a pointer ([Definition 202](#)) to the buffer containing the 256-bit public key.

## B.4.3. ext\_crypto\_ed25519\_sign

Signs the given message with the *ed25519* key that corresponds to the given public key and key type in the keystore.

### B.4.3.1. Version 1 - Prototype

```
(func $ext_crypto_ed25519_sign_version_1
    (param $key_type_id i32) (param $key i32) (param $msg i64) (return i64))
```

#### Arguments

- **key\_type\_id**: a pointer ([Definition 202](#)) to the key type identifier ([Definition 207](#)).

- **key**: a pointer to the buffer containing the 256-bit public key.
- **msg**: a pointer-size ([Definition 203](#)) to the message that is to be signed.
- **return**: a pointer-size ([Definition 203](#)) to the SCALE encoded *Option* value ([Definition 190](#)) containing the 64-byte signature. This function returns if the public key cannot be found in the key store.

## B.4.4. `ext_crypto_ed25519_verify`

Verifies an *ed25519* signature.

### B.4.4.1. Version 1 - Prototype

```
(func $ext_crypto_ed25519_verify_version_1
  (param $sig i32) (param $msg i64) (param $key i32) (return i32))
```

### Arguments

- **sig**: a pointer ([Definition 202](#)) to the buffer containing the 64-byte signature.
- **msg**: a pointer-size ([Definition 203](#)) to the message that is to be verified.
- **key**: a pointer to the buffer containing the 256-bit public key.
- **return**: a i32 integer value equal to *1* if the signature is valid or a value equal to *0* if otherwise.

## B.4.5. `ext_crypto_ed25519_batch_verify`

Registers a *ed25519* signature for batch verification. Batch verification is enabled by calling `ext_crypto_start_batch_verify` ([Section B.4.20](#)). The result of the verification is returned by `ext_crypto_finish_batch_verify` ([Section B.4.21](#)). If batch verification is not enabled, the signature is verified immediately.

### B.4.5.1. Version 1

```
(func $ext_crypto_ed25519_batch_verify_version_1
  (param $sig i32) (param $msg i64) (param $key i32) (return i32))
```

### Arguments

- **sig**: a pointer ([Definition 202](#)) to the buffer containing the 64-byte signature.
- **msg**: a pointer-size ([Definition 203](#)) to the message that is to be verified.
- **key**: a pointer to the buffer containing the 256-bit public key.
- **return**: a i32 integer value equal to *1* if the signature is valid or batched or a value equal *0* to if otherwise.

## B.4.6. ext\_crypto\_sr25519\_public\_keys

Returns all *sr25519* public keys for the given key id from the keystore.

### B.4.6.1. Version 1 - Prototype

```
(func $ext_crypto_sr25519_public_keys_version_1
    (param $key_type_id i32) (return i64))
```

#### Arguments

- **key\_type\_id**: a pointer ([Definition 202](#)) to the key type identifier ([Definition 207](#)).
- **return**: a pointer-size ([Definition 203](#)) to the SCALE encoded 256-bit public keys.

## B.4.7. ext\_crypto\_sr25519\_generate

Generates an *sr25519* key for the given key type using an optional BIP-39 seed and stores it in the keystore.



Panics if the key cannot be generated, such as when an invalid key type or invalid seed was provided.

### B.4.7.1. Version 1 - Prototype

```
(func $ext_crypto_sr25519_generate_version_1
    (param $key_type_id i32) (param $seed i64) (return i32))
```

#### Arguments

- **key\_type\_id**: a pointer ([Definition 202](#)) to the key identifier ([Definition 207](#)).
- **seed**: a pointer-size ([Definition 203](#)) to the SCALE encoded *Option* value ([Definition 190](#)) containing the BIP-39 seed which must be valid UTF8.
- **return**: a pointer ([Definition 202](#)) to the buffer containing the 256-bit public key.

## B.4.8. ext\_crypto\_sr25519\_sign

Signs the given message with the *sr25519* key that corresponds to the given public key and key type in the keystore.

### B.4.8.1. Version 1 - Prototype

```
(func $ext_crypto_sr25519_sign_version_1
    (param $key_type_id i32) (param $key i32) (param $msg i64) (return i64))
```

#### Arguments

- **key\_type\_id**: a pointer ([Definition 202](#)) to the key identifier ([Definition 207](#)).

- **key**: a pointer to the buffer containing the 256-bit public key.
- **msg**: a pointer-size ([Definition 203](#)) to the message that is to be signed.
- **return**: a pointer-size ([Definition 203](#)) to the SCALE encoded *Option* value ([Definition 190](#)) containing the 64-byte signature. This function returns *None* if the public key cannot be found in the key store.

## B.4.9. `ext_crypto_sr25519_verify`

Verifies an sr25519 signature.

### B.4.9.1. Version 1 - Prototype

```
(func $ext_crypto_sr25519_verify_version_1
  (param $sig i32) (param $msg i64) (param $key i32) (return i32))
```

#### Arguments

- **sig**: a pointer ([Definition 202](#)) to the buffer containing the 64-byte signature.
- **msg**: a pointer-size ([Definition 203](#)) to the message that is to be verified.
- **key**: a pointer to the buffer containing the 256-bit public key.
- **return**: a i32 integer value equal to *1* if the signature is valid or a value equal to *0* if otherwise.

### B.4.9.2. Version 2 - Prototype

```
(func $ext_crypto_sr25519_verify_version_2
  (param $sig i32) (param $msg i64) (param $key i32) (return i32))
```

#### Arguments

- **sig**: a pointer ([Definition 202](#)) to the buffer containing the 64-byte signature.
- **msg**: a pointer-size ([Definition 203](#)) to the message that is to be verified.
- **key**: a pointer to the buffer containing the 256-bit public key.
- **return**: a i32 integer value equal to *1* if the signature is valid or a value equal to *0* if otherwise.

## B.4.10. `ext_crypto_sr25519_batch_verify`

Registers a sr25519 signature for batch verification. Batch verification is enabled by calling `ext_crypto_start_batch_verify` ([Section B.4.20](#)). The result of the verification is returned by `ext_crypto_finish_batch_verify` ([Section B.4.21](#)). If batch verification is not enabled, the signature is verified immediately.

#### B.4.10.1. Version 1

```
(func $ext_crypto_sr25519_batch_verify_version_1
    (param $sig i32) (param $msg i64) (param $key i32) (return i32))
```

#### Arguments

- **sig**: a pointer ([Definition 202](#)) to the buffer containing the 64-byte signature.
- **msg**: a pointer-size ([Definition 203](#)) to the message that is to be verified.
- **key**: a pointer to the buffer containing the 256-bit public key.
- **return**: a i32 integer value equal to *1* if the signature is valid or batched or a value equal *0* to if otherwise.

### B.4.11. ext\_crypto\_ecdsa\_public\_keys

Returns all *ecdsa* public keys for the given key id from the keystore.

#### B.4.11.1. Version 1 - Prototype

```
(func $ext_crypto_ecdsa_public_key_version_1
    (param $key_type_id i64) (return i64))
```

#### Arguments

- **key\_type\_id**: a pointer ([Definition 202](#)) to the key type identifier ([Definition 207](#)).
- **return**: a pointer-size ([Definition 203](#)) to the SCALE encoded 33-byte compressed public keys.

### B.4.12. ext\_crypto\_ecdsa\_generate

Generates an *ecdsa* key for the given key type using an optional BIP-39 seed and stores it in the keystore.



Panics if the key cannot be generated, such as when an invalid key type or invalid seed was provided.

#### B.4.12.1. Version 1 - Prototype

```
(func $ext_crypto_ecdsa_generate_version_1
    (param $key_type_id i32) (param $seed i64) (return i32))
```

#### Arguments

- **key\_type\_id**: a pointer ([Definition 202](#)) to the key identifier ([Definition 207](#)).
- **seed**: a pointer-size ([Definition 203](#)) to the SCALE encoded *Option* value ([Definition 190](#)) containing the BIP-39 seed which must be valid UTF8.
- **return**: a pointer ([Definition 202](#)) to the buffer containing the 33-byte compressed public key.

## B.4.13. `ext_crypto_ecdsa_sign`

Signs the hash of the given message with the *ecdsa* key that corresponds to the given public key and key type in the keystore.

### B.4.13.1. Version 1 - Prototype

```
(func $ext_crypto_ecdsa_sign_version_1
  (param $key_type_id i32) (param $key i32) (param $msg i64) (return i64))
```

#### Arguments

- `key_type_id`: a pointer ([Definition 202](#)) to the key identifier ([Definition 207](#)).
- `key`: a pointer to the buffer containing the 33-byte compressed public key.
- `msg`: a pointer-size ([Definition 203](#)) to the message that is to be signed.
- `return`: a pointer-size ([Definition 203](#)) to the SCALE encoded *Option* value ([Definition 190](#)) containing the signature. The signature is 65-bytes in size, where the first 512-bits represent the signature and the other 8 bits represent the recovery ID. This function returns if the public key cannot be found in the key store.

## B.4.14. `ext_crypto_ecdsa_sign_preshashed`

Signs the prehashed message with the *ecdsa* key that corresponds to the given public key and key type in the keystore.

### B.4.14.1. Version 1 - Prototype

```
(func $ext_crypto_ecdsa_sign_preshashed_version_1
  (param $key_type_id i32) (param $key i32) (param $msg i64) (return i64))
```

#### Arguments

- `key_type_id`: a pointer-size ([Definition 202](#)) to the key identifier ([Definition 207](#)).
- `key`: a pointer to the buffer containing the 33-byte compressed public key.
- `msg`: a pointer-size ([Definition 203](#)) to the message that is to be signed.
- `return`: a pointer-size ([Definition 203](#)) to the SCALE encoded *Option* value ([Definition 190](#)) containing the signature. The signature is 65-bytes in size, where the first 512-bits represent the signature and the other 8 bits represent the recovery ID. This function returns if the public key cannot be found in the key store.

## B.4.15. `ext_crypto_ecdsa_verify`

Verifies the hash of the given message against a ECDSA signature.

#### B.4.15.1. Version 1 - Prototype

This function allows the verification of non-standard, overflowing ECDSA signatures, an implementation specific mechanism of the Rust [libsecp256k1 library](#), specifically the [parse\\_overflowing](#) function.

```
(func $ext_crypto_ecdsa_verify_version_1
      (param $sig i32) (param $msg i64) (param $key i32) (return i32))
```

#### Arguments

- **sig**: a pointer ([Definition 202](#)) to the buffer containing the 65-byte signature. The signature is 65-bytes in size, where the first 512-bits represent the signature and the other 8 bits represent the recovery ID.
- **msg**: a pointer-size ([Definition 203](#)) to the message that is to be verified.
- **key**: a pointer to the buffer containing the 33-byte compressed public key.
- **return**: a i32 integer value equal *1* to if the signature is valid or a value equal to *0* if otherwise.

#### B.4.15.2. Version 2 - Prototype

Does not allow the verification of non-standard, overflowing ECDSA signatures.

```
(func $ext_crypto_ecdsa_verify_version_2
      (param $sig i32) (param $msg i64) (param $key i32) (return i32))
```

#### Arguments

- **sig**: a pointer ([Definition 202](#)) to the buffer containing the 65-byte signature. The signature is 65-bytes in size, where the first 512-bits represent the signature and the other 8 bits represent the recovery ID.
- **msg**: a pointer-size ([Definition 203](#)) to the message that is to be verified.
- **key**: a pointer to the buffer containing the 33-byte compressed public key.
- **return**: a i32 integer value equal *1* to if the signature is valid or a value equal to *0* if otherwise.

### B.4.16. [ext\\_crypto\\_ecdsa\\_verify\\_preshashed](#)

Verifies the prehashed message against a ECDSA signature.

#### B.4.16.1. Version 1 - Prototype

```
(func $ext_crypto_ecdsa_verify_preshashed_version_1
      (param $sig i32) (param $msg i32) (param $key i32) (return i32))
```

## Arguments

- **sig**: a pointer ([Definition 202](#)) to the buffer containing the 65-byte signature. The signature is 65-bytes in size, where the first 512-bits represent the signature and the other 8 bits represent the recovery ID.
- **msg**: a pointer to the 32-bit prehashed message to be verified.
- **key**: a pointer to the 33-byte compressed public key.
- **return**: a i32 integer value equal *1* to if the signature is valid or a value equal to *0* if otherwise.

## B.4.17. `ext_crypto_ecdsa_batch_verify`

Registers a ECDSA signature for batch verification. Batch verification is enabled by calling `ext_crypto_start_batch_verify` ([Section B.4.20](#)). The result of the verification is returned by `ext_crypto_finish_batch_verify` ([Section B.4.21](#)). If batch verification is not enabled, the signature is verified immediately.

### B.4.17.1. Version 1

```
(func $ext_crypto_ecdsa_batch_verify_version_1
      (param $sig i32) (param $msg i64) (param $key i32) (return i32))
```

## Arguments

- **sig**: a pointer ([Definition 202](#)) to the buffer containing the 64-byte signature.
- **msg**: a pointer-size ([Definition 203](#)) to the message that is to be verified.
- **key**: a pointer to the buffer containing the 256-bit public key.
- **return**: a i32 integer value equal to *1* if the signature is valid or batched or a value equal *0* to if otherwise.

## B.4.18. `ext_crypto_secp256k1_ecdsa_recover`

Verify and recover a *secp256k1* ECDSA signature.

### B.4.18.1. Version 1 - Prototype

This function can handle non-standard, overflowing ECDSA signatures, an implementation specific mechanism of the Rust [libsecp256k1 library](#), specifically the `parse_overflowing` function.

```
(func $ext_crypto_secp256k1_ecdsa_recover_version_1
      (param $sig i32) (param $msg i32) (return i64))
```

## Arguments

- **sig**: a pointer ([Definition 202](#)) to the buffer containing the 65-byte signature in RSV format. V should be either *0/1* or *27/28*.

- **msg**: a pointer ([Definition 202](#)) to the buffer containing the 256-bit Blake2 hash of the message.
- **return**: a pointer-size ([Definition 203](#)) to the SCALE encoded *Result* ([Definition 191](#)). On success it contains the 64-byte recovered public key or an error type ([Definition 208](#)) on failure.

#### B.4.18.2. Version 2 - Prototype

Does not handle non-standard, overflowing ECDSA signatures.

```
(func $ext_crypto_secp256k1_ecdsa_recover_version_2
  (param $sig i32) (param $msg i32) (return i64))
```

#### Arguments

- **sig**: a pointer ([Definition 202](#)) to the buffer containing the 65-byte signature in RSV format. V should be either 0/1 or 27/28.
- **msg**: a pointer ([Definition 202](#)) to the buffer containing the 256-bit Blake2 hash of the message.
- **return**: a pointer-size ([Definition 203](#)) to the SCALE encoded *Result* ([Definition 191](#)). On success it contains the 64-byte recovered public key or an error type ([Definition 208](#)) on failure.

### B.4.19. ext\_crypto\_secp256k1\_ecdsa\_recover\_compressed

Verify and recover a *secp256k1* ECDSA signature.

#### B.4.19.1. Version 1 - Prototype

This function can handle non-standard, overflowing ECDSA signatures, an implementation specific mechanism of the Rust [libsecp256k1 library](#), specifically the [parse\\_overflowing](#) function.

```
(func $ext_crypto_secp256k1_ecdsa_recover_compressed_version_1
  (param $sig i32) (param $msg i32) (return i64))
```

#### Arguments

- **sig**: a pointer ([Definition 202](#)) to the buffer containing the 65-byte signature in RSV format. V should be either 0/1 or 27/28.
- **msg**: a pointer ([Definition 202](#)) to the buffer containing the 256-bit Blake2 hash of the message.
- **return**: a pointer-size ([Definition 203](#)) to the SCALE encoded *Result* value ([Definition 191](#)). On success it contains the 33-byte recovered public key in compressed form on success or an error type ([Definition 208](#)) on failure.

### B.4.19.2. Version 2 - Prototype

Does not handle non-standard, overflowing ECDSA signatures.

```
(func $ext_crypto_secp256k1_ecdsa_recover_compressed_version_2
      (param $sig i32) (param $msg i32) (return i64))
```

#### Arguments

- **sig**: a pointer ([Definition 202](#)) to the buffer containing the 65-byte signature in RSV format. V should be either **0/1** or **27/28**.
- **msg**: a pointer ([Definition 202](#)) to the buffer containing the 256-bit Blake2 hash of the message.
- **return**: a pointer-size ([Definition 203](#)) to the SCALE encoded **Result** value ([Definition 191](#)). On success it contains the 33-byte recovered public key in compressed form on success or an error type ([Definition 208](#)) on failure.

## B.4.20. **ext\_crypto\_start\_batch\_verify**

Starts the verification extension. The extension is a separate background process and is used to parallel-verify signatures which are pushed to the batch with [ext\\_crypto\\_ed25519\\_batch\\_verify](#) ([Section B.4.5](#)), [ext\\_crypto\\_sr25519\\_batch\\_verify](#) ([Section B.4.10](#)) or [ext\\_crypto\\_ecdsa\\_batch\\_verify](#) ([Section B.4.17](#)). Verification will start immediately and the Runtime can retrieve the result when calling [ext\\_crypto\\_finish\\_batch\\_verify](#) ([Section B.4.21](#)).

### B.4.20.1. Version 1 - Prototype

```
(func $ext_crypto_start_batch_verify_version_1)
```

#### Arguments

- None.

## B.4.21. **ext\_crypto\_finish\_batch\_verify**

Finish verifying the batch of signatures since the last call to this function. Blocks until all the signatures are verified.



Panics if [ext\\_crypto\\_start\\_batch\\_verify](#) ([Section B.4.20](#)) was not called.

### B.4.21.1. Version 1 - Prototype

```
(func $ext_crypto_finish_batch_verify_version_1
      (return i32))
```

## Arguments

- **return**: an i32 integer value equal to *1* if all the signatures are valid or a value equal to *0* if one or more of the signatures are invalid.

# B.5. Hashing

Interface that provides functions for hashing with different algorithms.

## B.5.1. ext\_hashing\_keccak\_256

Conducts a 256-bit Keccak hash.

### B.5.1.1. Version 1 - Prototype

```
(func $ext_hashing_keccak_256_version_1  
      (param $data i64) (return i32))
```

## Arguments

- **data**: a pointer-size ([Definition 203](#)) to the data to be hashed.
- **return**: a pointer ([Definition 202](#)) to the buffer containing the 256-bit hash result.

## B.5.2. ext\_hashing\_keccak\_512

Conducts a 512-bit Keccak hash.

### B.5.2.1. Version 1 - Prototype

```
(func $ext_hashing_keccak_512_version_1  
      (param $data i64) (return i32))
```

## Arguments

- **data**: a pointer-size ([Definition 203](#)) to the data to be hashed.
- **return**: a pointer ([Definition 202](#)) to the buffer containing the 512-bit hash result.

## B.5.3. ext\_hashing\_sha2\_256

Conducts a 256-bit Sha2 hash.

### B.5.3.1. Version 1 - Prototype

```
(func $ext_hashing_sha2_256_version_1  
      (param $data i64) (return i32))
```

## Arguments

- **data**: a pointer-size ([Definition 203](#)) to the data to be hashed.
- **return**: a pointer ([Definition 202](#)) to the buffer containing the 256-bit hash result.

## B.5.4. `ext_hashing_blake2_128`

Conducts a 128-bit Blake2 hash.

### B.5.4.1. Version 1 - Prototype

```
(func $ext_hashing_blake2_128_version_1  
      (param $data i64) (return i32))
```

## Arguments

- **data**: a pointer-size ([Definition 203](#)) to the data to be hashed.
- **return**: a pointer ([Definition 202](#)) to the buffer containing the 128-bit hash result.

## B.5.5. `ext_hashing_blake2_256`

Conducts a 256-bit Blake2 hash.

### B.5.5.1. Version 1 - Prototype

```
(func $ext_hashing_blake2_256_version_1  
      (param $data i64) (return i32))
```

## Arguments

- **data**: a pointer-size ([Definition 203](#)) to the data to be hashed.
- **return**: a pointer ([Definition 202](#)) to the buffer containing the 256-bit hash result.

## B.5.6. `ext_hashing_twox_64`

Conducts a 64-bit xxHash hash.

### B.5.6.1. Version 1 - Prototype

```
(func $ext_hashing_twox_64_version_1  
      (param $data i64) (return i32))
```

## Arguments

- **data**: a pointer-size ([Definition 203](#)) to the data to be hashed.
- **return**: a pointer ([Definition 202](#)) to the buffer containing the 64-bit hash result.

## B.5.7. `ext_hashing_twox_128`

Conducts a 128-bit xxHash hash.

### B.5.7.1. Version 1 - Prototype

```
(func $ext_hashing_twox_128
  (param $data i64) (return i32))
```

#### Arguments

- `data`: a pointer-size ([Definition 203](#)) to the data to be hashed.
- `return`: a pointer ([Definition 202](#)) to the buffer containing the 128-bit hash result.

## B.5.8. `ext_hashing_twox_256`

Conducts a 256-bit xxHash hash.

### B.5.8.1. Version 1 - Prototype

```
(func $ext_hashing_twox_256
  (param $data i64) (return i32))
```

#### Arguments

- `data`: a pointer-size ([Definition 203](#)) to the data to be hashed.
- `return`: a pointer ([Definition 202](#)) to the buffer containing the 256-bit hash result.

## B.6. Offchain

The Offchain Workers allow the execution of long-running and possibly non-deterministic tasks (e.g. web requests, encryption/decryption and signing of data, random number generation, CPU-intensive computations, enumeration/aggregation of on-chain data, etc.) which could otherwise require longer than the block execution time. Offchain Workers have their own execution environment. This separation of concerns is to make sure that the block production is not impacted by the long-running tasks.

All data and results generated by Offchain workers are unique per node and nondeterministic. Information can be propagated to other nodes by submitting a transaction that should be included in the next block. As Offchain workers runs on their own execution environment they have access to their own separate storage. There are two different types of storage available which are defined in [Definition 209](#) and [Definition 210](#).

### *Definition 209. Persisted Storage*

**Persistent storage** is non-revertible and not fork-aware. It means that any value set by the offchain worker is persisted even if that block (at which the worker is called) is reverted as non-canonical (meaning that the block was surpassed by a longer chain). The value is available

for the worker that is re-run at the new (different block with the same block number) and future blocks. This storage can be used by offchain workers to handle forks and coordinate offchain workers running on different forks.

#### Definition 210. [Local Storage](#)

**Local storage** is revertible and fork-aware. It means that any value set by the offchain worker triggered at a certain block is reverted if that block is reverted as non-canonical. The value is NOT available for the worker that is re-run at the next or any future blocks.

#### Definition 211. [HTTP Status Code](#)

**HTTP status codes** that can get returned by certain Offchain HTTP functions.

- **0**: the specified request identifier is invalid.
- **10**: the deadline for the started request was reached.
- **20**: an error has occurred during the request, e.g. a timeout or the remote server has closed the connection. On returning this error code, the request is considered destroyed and must be reconstructed again.
- **100-999**: the request has finished with the given HTTP status code.

#### Definition 212. [HTTP Error](#)

HTTP error,  $E$ , is a varying data type ([Definition 188](#)) and specifies the error types of certain HTTP functions. Following values are possible:

$$E = \begin{cases} 0 & \text{The deadline was reached} \\ 1 & \text{There was an IO error while processing the request} \\ 2 & \text{The Id of the request is invalid} \end{cases}$$

### B.6.1. [ext\\_offchain\\_is\\_validator](#)

Check whether the local node is a potential validator. Even if this function returns **1**, it does not mean that any keys are configured or that the validator is registered in the chain.

#### B.6.1.1. Version 1 - Prototype

```
(func $ext_offchain_is_validator_version_1 (return i32))
```

#### Arguments

- **return**: a i32 integer which is equal to **1** if the local node is a potential validator or a integer equal to **0** if it is not.

## B.6.2. ext\_offchain\_submit\_transaction

Given a SCALE encoded extrinsic, this function submits the extrinsic to the Host's transaction pool, ready to be propagated to remote peers.

### B.6.2.1. Version 1 - Prototype

```
(func $ext_offchain_submit_transaction_version_1  
      (param $data i64) (return i64))
```

#### Arguments

- **data**: a pointer-size ([Definition 203](#)) to the byte array storing the encoded extrinsic.
- **return**: a pointer-size ([Definition 203](#)) to the SCALE encoded *Result* value ([Definition 191](#)). Neither on success or failure is there any additional data provided. The cause of a failure is implementation specific.

## B.6.3. ext\_offchain\_network\_state

Returns the SCALE encoded, opaque information about the local node's network state.

*Definition 213. Opaque Network State*

The **Opaque network state structure**,  $S$ , is a SCALE encoded blob holding information about the the *libp2p PeerId*,  $P_{\text{id}}$ , of the local node and a list of *libp2p Multiaddresses*,  $(M_0, \dots M_n)$ , the node knows it can be reached at:

$$S = (P_{\text{id}}, (M_0, \dots M_n))$$

where

$$P_{\text{id}} = (b_0, \dots b_n) M = (b_0, \dots b_n)$$

The information contained in this structure is naturally opaque to the caller of this function.

### B.6.3.1. Version 1 - Prototype

```
(func $ext_offchain_network_state_version_1 (result i64))
```

#### Arguments

- **result**: a pointer-size ([Definition 203](#)) to the SCALE encoded *Result* value ([Definition 191](#)). On success it contains the *Opaque network state* structure ([Definition 213](#)). On failure, an empty value is yielded where its cause is implementation specific.

## B.6.4. ext\_offchain\_timestamp

Returns the current timestamp.

#### B.6.4.1. Version 1 - Prototype

```
(func $ext_offchain_timestamp_version_1 (result i64))
```

#### Arguments

- **result**: an u64 integer (typed as i64 due to wasm types) indicating the current UNIX timestamp ([Definition 181](#)).

### B.6.5. ext\_offchain\_sleep\_until

Pause the execution until the **deadline** is reached.

#### B.6.5.1. Version 1 - Prototype

```
(func $ext_offchain_sleep_until_version_1 (param $deadline i64))
```

#### Arguments

- **deadline**: an u64 integer (typed as i64 due to wasm types) specifying the UNIX timestamp ([Definition 181](#)).

### B.6.6. ext\_offchain\_random\_seed

Generates a random seed. This is a truly random non deterministic seed generated by the host environment.

#### B.6.6.1. Version 1 - Prototype

```
(func $ext_offchain_random_seed_version_1 (result i32))
```

#### Arguments

- **result**: a pointer ([Definition 202](#)) to the buffer containing the 256-bit seed.

### B.6.7. ext\_offchain\_local\_storage\_set

Sets a value in the local storage. This storage is not part of the consensus, it's only accessible by the offchain worker tasks running on the same machine and is persisted between runs.

#### B.6.7.1. Version 1 - Prototype

```
(func $ext_offchain_local_storage_set_version_1  
      (param $kind i32) (param $key i64) (param $value i64))
```

#### Arguments

- **kind**: an i32 integer indicating the storage kind. A value equal to 1 is used for a persistent

storage ([Definition 209](#)) and a value equal to 2 for local storage ([Definition 210](#)).

- **key**: a pointer-size ([Definition 203](#)) to the key.
- **value**: a pointer-size ([Definition 203](#)) to the value.

## B.6.8. `ext_offchain_local_storage_clear`

Remove a value from the local storage.

### B.6.8.1. Version 1 - Prototype

```
(func $ext_offchain_local_storage_clear_version_1
      (param $kind i32) (param $key i64))
```

#### Arguments

- **kind**: an i32 integer indicating the storage kind. A value equal to 1 is used for a persistent storage ([Definition 209](#)) and a value equal to 2 for local storage ([Definition 210](#)).
- **key**: a pointer-size ([Definition 203](#)) to the key.

## B.6.9. `ext_offchain_local_storage_compare_and_set`

Sets a new value in the local storage if the condition matches the current value.

### B.6.9.1. Version 1 - Prototype

```
(fund $ext_offchain_local_storage_compare_and_set_version_1
      (param $kind i32) (param $key i64) (param $old_value i64)
      (param $new_value i64) (result i32))
```

#### Arguments

- **kind**: an i32 integer indicating the storage kind. A value equal to 1 is used for a persistent storage ([Definition 209](#)) and a value equal to 2 for local storage ([Definition 210](#)).
- **key**: a pointer-size ([Definition 203](#)) to the key.
- **old\_value**: a pointer-size ([Definition 203](#)) to the SCALE encoded *Option* value ([Definition 190](#)) containing the old key.
- **new\_value**: a pointer-size ([Definition 203](#)) to the new value.
- **result**: an i32 integer equal to 1 if the new value has been set or a value equal to 0 if otherwise.

## B.6.10. `ext_offchain_local_storage_get`

Gets a value from the local storage.

### B.6.10.1. Version 1 - Prototype

```
(func $ext_offchain_local_storage_get_version_1
      (param $kind i32) (param $key i64) (result i64))
```

#### Arguments

- **kind**: an i32 integer indicating the storage kind. A value equal to 1 is used for a persistent storage ([Definition 209](#)) and a value equal to 2 for local storage ([Definition 210](#)).
- **key**: a pointer-size ([Definition 203](#)) to the key.
- **result**: a pointer-size ([Definition 203](#)) to the SCALE encoded *Option* value ([Definition 190](#)) containing the value or the corresponding key.

## B.6.11. `ext_offchain_http_request_start`

Initiates a HTTP request given by the HTTP method and the URL. Returns the Id of a newly started request.

### B.6.11.1. Version 1 - Prototype

```
(func $ext_offchain_http_request_start_version_1
      (param $method i64) (param $uri i64) (param $meta i64) (result i64))
```

#### Arguments

- **method**: a pointer-size ([Definition 203](#)) to the HTTP method. Possible values are “GET” and “POST”.
- **uri**: a pointer-size ([Definition 203](#)) to the URI.
- **meta**: a future-reserved field containing additional, SCALE encoded parameters. Currently, an empty array should be passed.
- **result**: a pointer-size ([Definition 203](#)) to the SCALE encoded *Result* value ([Definition 191](#)) containing the i16 ID of the newly started request. On failure no additionally data is provided. The cause of failure is implementation specific.

## B.6.12. `ext_offchain_http_request_add_header`

Append header to the request. Returns an error if the request identifier is invalid, `http_response_wait` has already been called on the specified request identifier, the deadline is reached or an I/O error has happened (e.g. the remote has closed the connection).

### B.6.12.1. Version 1 - Prototype

```
(func $ext_offchain_http_request_add_header_version_1
      (param $request_id i32) (param $name i64) (param $value i64) (result i64))
```

## Arguments

- **request\_id**: an i32 integer indicating the ID of the started request.
- **name**: a pointer-size ([Definition 203](#)) to the HTTP header name.
- **value**: a pointer-size ([Definition 203](#)) to the HTTP header value.
- **result**: a pointer-size ([Definition 203](#)) to the SCALE encoded *Result* value ([Definition 191](#)). Neither on success or failure is there any additional data provided. The cause of failure is implementation specific.

## B.6.13. `ext_offchain_http_request_write_body`

Writes a chunk of the request body. Returns a non-zero value in case the deadline is reached or the chunk could not be written.

### B.6.13.1. Version 1 - Prototype

```
(func $ext_offchain_http_request_write_body_version_1
      (param $request_id i32) (param $chunk i64) (param $deadline i64) (result i64))
```

## Arguments

- **request\_id**: an i32 integer indicating the ID of the started request.
- **chunk**: a pointer-size ([Definition 203](#)) to the chunk of bytes. Writing an empty chunk finalizes the request.
- **deadline**: a pointer-size ([Definition 203](#)) to the SCALE encoded *Option* value ([Definition 190](#)) containing the UNIX timestamp ([Definition 181](#)). Passing *None* blocks indefinitely.
- **result**: a pointer-size ([Definition 203](#)) to the SCALE encoded *Result* value ([Definition 191](#)). On success, no additional data is provided. On error it contains the HTTP error type ([Definition 212](#)).

## B.6.14. `ext_offchain_http_response_wait`

Returns an array of request statuses (the length is the same as IDs). Note that if deadline is not provided the method will block indefinitely, otherwise unready responses will produce DeadlineReached status.

### B.6.14.1. Version 1 - Prototype

```
(func $ext_offchain_http_response_wait_version_1
      (param $ids i64) (param $deadline i64) (result i64))
```

## Arguments

- **ids**: a pointer-size ([Definition 203](#)) to the SCALE encoded array of started request IDs.
- **deadline**: a pointer-size ([Definition 203](#)) to the SCALE encoded *Option* value ([Definition 190](#)) containing the UNIX timestamp ([Definition 181](#)). Passing *None* blocks indefinitely.

- **result**: a pointer-size ([Definition 203](#)) to the SCALE encoded array of request statuses ([Definition 211](#)).

## B.6.15. `ext_offchain_http_response_headers`

Read all HTTP response headers. Returns an array of key/value pairs. Response headers must be read before the response body.

### B.6.15.1. Version 1 - Prototype

```
(func $ext_offchain_http_response_headers_version_1
  (param $request_id i32) (result i64))
```

#### Arguments

- **request\_id**: an i32 integer indicating the ID of the started request.
- **result**: a pointer-size ([Definition 203](#)) to a SCALE encoded array of key/value pairs.

## B.6.16. `ext_offchain_http_response_read_body`

Reads a chunk of body response to the given buffer. Returns the number of bytes written or an error in case a deadline is reached or the server closed the connection. If 0 is returned it means that the response has been fully consumed and the `request_id` is now invalid. This implies that response headers must be read before draining the body.

### B.6.16.1. Version 1 - Prototype

```
(func $ext_offchain_http_response_read_body_version_1
  (param $request_id i32) (param $buffer i64) (param $deadline i64) (result i64))
```

#### Arguments

- **request\_id**: an i32 integer indicating the ID of the started request.
- **buffer**: a pointer-size ([Definition 203](#)) to the buffer where the body gets written to.
- **deadline**: a pointer-size ([Definition 203](#)) to the SCALE encoded *Option* value ([Definition 190](#)) containing the UNIX timestamp ([Definition 181](#)). Passing *None* will block indefinitely.
- **result**: a pointer-size ([Definition 203](#)) to the SCALE encoded *Result* value ([Definition 191](#)). On success it contains an i32 integer specifying the number of bytes written or a HTTP error type ([Definition 212](#)) on failure.

## B.7. Trie

Interface that provides trie related functionality.

## B.7.1. ext\_trie\_blaKE2\_256\_root

Compute a 256-bit Blake2 trie root formed from the iterated items.

### B.7.1.1. Version 1 - Prototype

```
(func $ext_trie_blaKE2_256_root_version_1
      (param $data i64) (result i32))
```

#### Arguments

- **data**: a pointer-size ([Definition 203](#)) to the iterated items from which the trie root gets formed. The items consist of a SCALE encoded array containing arbitrary key/value pairs (tuples).
- **result**: a pointer ([Definition 202](#)) to the buffer containing the 256-bit trie root.

### B.7.1.2. Version 2 - Prototype

```
(func $ext_trie_blaKE2_256_root_version_2
      (param $data i64) (param $version i32)
      (result i32))
```

#### Arguments

- **data**: a pointer-size ([Definition 203](#)) to the iterated items from which the trie root gets formed. The items consist of a SCALE encoded array containing arbitrary key/value pairs (tuples).
- **version**: the state version ([Definition 205](#)).
- **result**: a pointer ([Definition 202](#)) to the buffer containing the 256-bit trie root.

## B.7.2. ext\_trie\_blaKE2\_256\_ordered\_root

Compute a 256-bit Blake2 trie root formed from the enumerated items.

### B.7.2.1. Version 1 - Prototype

```
(func $ext_trie_blaKE2_256_ordered_root_version_1
      (param $data i64) (result i32))
```

#### Arguments

- **data**: a pointer-size ([Definition 203](#)) to the enumerated items from which the trie root gets formed. The items consist of a SCALE encoded array containing only values, where the corresponding key of each value is the index of the item in the array, starting at 0. The keys are compact encoded integers ([Definition 198](#)).
- **result**: a pointer ([Definition 202](#)) to the buffer containing the 256-bit trie root result.

### B.7.2.2. Version 2 - Prototype

```
(func $ext_trie_blake2_256_ordered_root_version_2
  (param $data i64) (param $version i32)
  (result i32))
```

#### Arguments

- **data**: a pointer-size ([Definition 203](#)) to the enumerated items from which the trie root gets formed. The items consist of a SCALE encoded array containing only values, where the corresponding key of each value is the index of the item in the array, starting at 0. The keys are compact encoded integers ([Definition 198](#)).
- **version**: the state version ([Definition 205](#)).
- **result**: a pointer ([Definition 202](#)) to the buffer containing the 256-bit trie root.

### B.7.3. ext\_trie\_keccak\_256\_root

Compute a 256-bit Keccak trie root formed from the iterated items.

#### B.7.3.1. Version 1 - Prototype

```
(func $ext_trie_keccak_256_root_version_1
  (param $data i64) (result i32))
```

#### Arguments

- **data**: a pointer-size ([Definition 203](#)) to the iterated items from which the trie root gets formed. The items consist of a SCALE encoded array containing arbitrary key/value pairs.
- **result**: a pointer ([Definition 202](#)) to the buffer containing the 256-bit trie root.

#### B.7.3.2. Version 2 - Prototype

```
(func $ext_trie_keccak_256_root_version_2
  (param $data i64) (param $version i32)
  (result i32))
```

#### Arguments

- **data**: a pointer-size ([Definition 203](#)) to the iterated items from which the trie root gets formed. The items consist of a SCALE encoded array containing arbitrary key/value pairs.
- **version**: the state version ([Definition 205](#)).
- **result**: a pointer ([Definition 202](#)) to the buffer containing the 256-bit trie root.

### B.7.4. ext\_trie\_keccak\_256\_ordered\_root

Compute a 256-bit Keccak trie root formed from the enumerated items.

#### B.7.4.1. Version 1 - Prototype

```
(func $ext_trie_keccak_256_ordered_root_version_1
  (param $data i64) (result i32))
```

#### Arguments

- **data**: a pointer-size ([Definition 203](#)) to the enumerated items from which the trie root gets formed. The items consist of a SCALE encoded array containing only values, where the corresponding key of each value is the index of the item in the array, starting at 0. The keys are compact encoded integers ([Definition 198](#)).
- **result**: a pointer ([Definition 202](#)) to the buffer containing the 256-bit trie root result.

#### B.7.4.2. Version 2 - Prototype

```
(func $ext_trie_keccak_256_ordered_root_version_2
  (param $data i64) (param $version i32)
  (result i32))
```

#### Arguments

- **data**: a pointer-size ([Definition 203](#)) to the enumerated items from which the trie root gets formed. The items consist of a SCALE encoded array containing only values, where the corresponding key of each value is the index of the item in the array, starting at 0. The keys are compact encoded integers ([Definition 198](#)).
- **version**: the state version ([Definition 205](#)).
- **result**: a pointer ([Definition 202](#)) to the buffer containing the 256-bit trie root result.

### B.7.5. ext\_trie\_blaKE2\_256\_verify\_proof

Verifies a key/value pair against a Blake2 256-bit merkle root.

#### B.7.5.1. Version 1 - Prototype

```
(func $ext_trie_blaKE2_256_verify_proof_version_1
  (param $root i32) (param $proof i64)
  (param $key i64) (param $value i64)
  (result i32))
```

#### Arguments

- **root**: a pointer to the 256-bit merkle root.
- **proof**: a pointer-size ([Definition 203](#)) to an array containing the node proofs.
- **key**: a pointer-size ([Definition 203](#)) to the key.
- **value**: a pointer-size ([Definition 203](#)) to the value.
- **return**: a value equal to *1* if the proof could be successfully verified or a value equal to *0* if

otherwise.

#### B.7.5.2. Version 2 - Prototype

```
(func $ext_trie_blaKE2_256_verify_proof_version_2
  (param $root i32) (param $proof i64)
  (param $key i64) (param $value i64)
  (param $version i32))
```

#### Arguments

- **root**: a pointer to the 256-bit merkle root.
- **proof**: a pointer-size ([Definition 203](#)) to an array containing the node proofs.
- **key**: a pointer-size ([Definition 203](#)) to the key.
- **value**: a pointer-size ([Definition 203](#)) to the value.
- **version**: the state version ([Definition 205](#)).
- **return**: a value equal to *1* if the proof could be successfully verified or a value equal to *0* if otherwise.

#### B.7.6. ext\_trie\_keccak\_256\_verify\_proof

Verifies a key/value pair against a Keccak 256-bit merkle root.

#### B.7.6.1. Version 1 - Prototype

```
(func $ext_trie_keccak_256_verify_proof_version_1
  (param $root i32) (param $proof i64)
  (param $key i64) (param $value i64)
  (result i32))
```

#### Arguments

- **root**: a pointer to the 256-bit merkle root.
- **proof**: a pointer-size ([Definition 203](#)) to an array containing the node proofs.
- **key**: a pointer-size ([Definition 203](#)) to the key.
- **value**: a pointer-size ([Definition 203](#)) to the value.
- **return**: a value equal to *1* if the proof could be successfully verified or a value equal to *0* if otherwise.

#### B.7.6.2. Version 2 - Prototype

```
(func $ext_trie_keccak_256_verify_proof_version_2
  (param $root i32) (param $proof i64)
  (param $key i64) (param $value i64)
```

```
(param $version i32) (result i32))
```

## Arguments

- **root**: a pointer to the 256-bit merkle root.
- **proof**: a pointer-size ([Definition 203](#)) to an array containing the node proofs.
- **key**: a pointer-size ([Definition 203](#)) to the key.
- **value**: a pointer-size ([Definition 203](#)) to the value.
- **version**: the state version ([Definition 205](#)).
- **return**: a value equal to *1* if the proof could be successfully verified or a value equal to *0* if otherwise.

# B.8. Miscellaneous

Interface that provides miscellaneous functions for communicating between the runtime and the node.

## B.8.1. ext\_misc\_print\_num

Print a number.

### B.8.1.1. Version 1 - Prototype

```
(func $ext_misc_print_num_version_1 (param $value i64))
```

## Arguments

- **value**: the number to be printed.

## B.8.2. ext\_misc\_print\_utf8

Print a valid UTF8 encoded buffer.

### B.8.2.1. Version 1 - Prototype

```
(func $ext_misc_print_utf8_version_1 (param $data i64))
```

## Arguments:

- : a pointer-size ([Definition 203](#)) to the valid buffer to be printed.

## B.8.3. ext\_misc\_print\_hex

Print any buffer in hexadecimal representation.

### B.8.3.1. Version 1 - Prototype

```
(func $ext_misc_print_hex_version_1 (param $data i64))
```

#### Arguments:

- **data**: a pointer-size ([Definition 203](#)) to the buffer to be printed.

## B.8.4. ext\_misc\_runtime\_version

Extract the Runtime version of the given Wasm blob by calling [Core\\_version](#) ([Section C.4.1](#)). Returns the SCALE encoded runtime version or *None* ([Definition 190](#)) if the call fails. This function gets primarily used when upgrading Runtimes.



Calling this function is very expensive and should only be done very occasionally. For getting the runtime version, it requires instantiating the Wasm blob ([Section 2.6.2](#)) and calling the [Core\\_version](#) function ([Section C.4.1](#)) in this blob.

### B.8.4.1. Version 1 - Prototype

```
(func $ext_misc_runtime_version_version_1 (param $data i64) (result i64))
```

#### Arguments

- **data**: a pointer-size ([Definition 203](#)) to the Wasm blob.
- **result**: a pointer-size ([Definition 203](#)) to the SCALE encoded *Option* value ([Definition 190](#)) containing the Runtime version of the given Wasm blob which is encoded as a byte array.

## B.9. Allocator

The Polkadot Runtime does not include a memory allocator and relies on the Host API for all heap allocations. The beginning of this heap is marked by the `__heap_base` symbol exported by the Polkadot Runtime. No memory should be allocated below that address, to avoid clashes with the stack and data section. The same allocator made accessible by this Host API should be used for any other WASM memory allocations and deallocations outside the runtime e.g. when passing the SCALE-encoded parameters to Runtime API calls.

### B.9.1. ext\_allocator\_malloc

Allocates the given number of bytes and returns the pointer to that memory location.

#### B.9.1.1. Version 1 - Prototype

```
(func $ext_allocator_malloc_version_1 (param $size i32) (result i32))
```

## Arguments

- **size**: the size of the buffer to be allocated.
- **result**: a pointer ([Definition 202](#)) to the allocated buffer.

### B.9.2. `ext_allocator_free`

Free the given pointer.

#### B.9.2.1. Version 1 - Prototype

```
(func $ext_allocator_free_version_1 (param $ptr i32))
```

## Arguments

- **ptr**: a pointer ([Definition 202](#)) to the memory buffer to be freed.

## B.10. Logging

Interface that provides functions for logging from within the runtime.

*Definition 214. Log Level*

The **Log Level**,  $L$ , is a varying data type ([Definition 188](#)) and implies the emergency of the log. Possible log levels and the corresponding identifier is as follows:

$$L = \begin{cases} 0 & \text{Error} = 1 \\ 1 & \text{Warn} = 2 \\ 2 & \text{Info} = 3 \\ 3 & \text{Debug} = 4 \\ 4 & \text{Trace} = 5 \end{cases}$$

### B.10.1. `ext_logging_log`

Request to print a log message on the host. Note that this will be only displayed if the host is enabled to display log messages with given level and target.

#### B.10.1.1. Version 1 - Prototype

```
(func $ext_logging_log_version_1  
      (param $level i32) (param $target i64) (param $message i64))
```

## Arguments

- **level**: the log level ([Definition 214](#)).
- **target**: a pointer-size ([Definition 203](#)) to the string which contains the path, module or location from where the log was executed.
- **message**: a pointer-size ([Definition 203](#)) to the log message.

# Appendix C: Runtime API

Description of how to interact with the Runtime through its exported functions

## C.1. General Information

The Polkadot Host assumes that at least the constants and functions described in this Chapter are implemented in the Runtime Wasm blob.

It should be noted that the API can change through the Runtime updates. Therefore, a host should check the API versions of each module returned in the `api` field by [Core\\_version](#) ([Section C.4.1](#)) after every Runtime upgrade and warn if an updated API is encountered and that this might require an update of the host.

In this section, we describe all Runtime API functions alongside their arguments and the return values. The functions are organized into modules with each being versioned independently.

### C.1.1. JSON-RPC API for external services

Polkadot Host implementers are encouraged to implement an API in order for external, third-party services to interact with the node. The [JSON-RPC Interface for Polkadot Nodes](#) (PSP6) is a Polkadot Standard Proposal for such an API and makes it easier to integrate the node with existing tools available in the Polkadot ecosystem, such as [polkadot.js.org](#). The Runtime API has a few modules designed specifically for use in the official RPC API.

## C.2. Runtime Constants

### C.2.1. `__heap_base`

This constant indicates the beginning of the heap in memory. The space below is reserved for the stack and the data section. For more details please refer to [Section 2.6.3.1](#).

## C.3. Runtime Call Convention

*Definition 215. Runtime API Call Convention*

The **Runtime API Call Convention** describes that all functions receive and return SCALE-encoded data and as a result have the following prototype signature:

```
(func $generic_runtime_entry  
  (param $ptr i32) (parm $len i32) (result i64))
```

where `ptr` points to the SCALE encoded tuple of the parameters passed to the function and `len` is the length of this data, while `result` is a pointer-size (Definition [Definition 203](#)) to the SCALE-encoded return data.

See [Section 2.6.3](#) for more information about the behavior of the Wasm Runtime. Also note that any storage changes must be fork-aware ([Section 2.4.5](#)).

## C.4. Module Core



This section describes **Version 3** of this API. Please check [Core\\_version](#) ([Section C.4.1](#)) to ensure compatibility.

### C.4.1. [Core\\_version](#)



For newer Runtimes, the version identifiers can be read directly from the Wasm blob in form of custom sections ([Section 2.6.3.4](#)). That method of retrieving this data should be preferred since it involves significantly less overhead.

Returns the version identifiers of the Runtime. This function can be used by the Polkadot Host implementation when it seems appropriate, such as for the JSON-RPC API as described in [Section C.1.1](#).

#### Arguments

- None

#### Return

- A datastructure of the following format:

*Table 6. Details of the version that the data type returns from the Runtime function.*

Name	Type	Description
<code>spec_name</code>	String	Runtime identifier
<code>impl_name</code>	String	Name of the implementation (e.g. C++)
<code>authoring_version</code>	Unsigned 32-bit integer	Version of the authorship interface
<code>spec_version</code>	Unsigned 32-bit integer	Version of the Runtime specification
<code>impl_version</code>	Unsigned 32-bit integer	Version of the Runtime implementation
<code>apis</code>	ApiVersions ( <a href="#">Definition 216</a> )	List of supported APIs along with their version
<code>transaction_version</code>	Unsigned 32-bit integer	Version of the transaction format
<code>state_version</code>	Unsigned 8-bit integer	Version of the trie format

*Definition 216. ApiVersions*

**ApiVersions** is a specialized type for the ([Section C.4.1](#)) function entry. It represents an array of tuples, where the first value of the tuple is an array of 8-bytes containing the Blake2b hash

of the API name. The second value of the tuple is the version number of the corresponding API.

$$\begin{aligned}\text{ApiVersions} &:= (T_0, \dots, T_n) \\ T &:= ((b_0, \dots, b_7), \text{UINT32})\end{aligned}$$

Requires `Core_initialize_block` to be called beforehand.

### C.4.2. `Core_execute_block`

This function executes a full block and all its extrinsics and updates the state accordingly. Additionally, some integrity checks are executed such as validating if the parent hash is correct and that the transaction root represents the transactions. Internally, this function performs an operation similar to the process described in [Algorithm 12](#), by calling `Core_initialize_block`, `BlockBuilder_apply_extrinsics` and `BlockBuilder_finalize_block`.

This function should be called when a fully complete block is available that is not actively being built on, such as blocks received from other peers. State changes resulted from calling this function are usually meant to persist when the block is imported successfully.

Additionally, the seal digest in the block header, as described in [Definition 11](#), must be removed by the Polkadot host before submitting the block.

#### Arguments

- A block represented as a tuple consisting of a block header, as described in [Definition 10](#), and the block body, as described in [Definition 13](#).

#### Return

- None.

### C.4.3. `Core_initialize_block`

Sets up the environment required for building a new block as described in [Algorithm 12](#).

#### Arguments

- The header of the new block as defined in [Definition 10](#). The values  $H_r$ ,  $H_e$  and  $H_d$  are left empty.

#### Return

- None.

## C.5. Module Metadata



This section describes **Version 1** of this API. Please check `Core_version` ([Section C.4.1](#)) to ensure compatibility.

### C.5.1. `Metadata_metadata`

Returns native Runtime metadata in an opaque form. This function can be used by the Polkadot

Host implementation when it seems appropriate, such as for the JSON-RPC API as described in [Section C.1.1](#). and returns all the information necessary to build valid transactions.

## Arguments

- None.

## Return

- The scale-encoded ([Section A.2.2](#)) runtime metadata as described in [Chapter 12](#).

# C.6. Module BlockBuilder



This section describes **Version 4** of this API. Please check [Core\\_version](#) ([Section C.4.1](#)) to ensure compatibility.

All calls in this module require [Core\\_initialize\\_block](#) ([Section C.4.3](#)) to be called beforehand.

## C.6.1. BlockBuilder\_apply\_extrinsic

Apply the extrinsic outside of the block execution function. This does not attempt to validate anything regarding the block, but it builds a list of transaction hashes.

### Arguments

- A byte array of varying size containing the opaque extrinsic.

### Return

- Returns the varying datatype *ApplyExtrinsicResult* as defined in [Definition 217](#). This structure lets the block builder know whether an extrinsic should be included into the block or rejected.

*Definition 217. ApplyExtrinsicResult*

**ApplyExtrinsicResult** is a varying data type as defined in [Definition 191](#). This structure can contain multiple nested structures, indicating either module dispatch outcomes or transaction invalidity errors.

*Table 7. Possible values of varying data type ApplyExtrinsicResult.*

<b>Id</b>	<b>Description</b>	<b>Type</b>
0	Outcome of dispatching the extrinsic.	<i>DispatchOutcome</i> ( <a href="#">Definition 218</a> )
1	Possible errors while checking the validity of a transaction.	<i>TransactionValidityError</i> ( <a href="#">Definition 221</a> )



As long as a *DispatchOutcome* ([Definition 218](#)) is returned, the extrinsic is always included in the block, even if the outcome is a dispatch error. Dispatch errors do not invalidate the block and all state changes are persisted.

*Definition 218. DispatchOutcome*

**DispatchOutcome** is the varying data type as defined in [Definition 191](#).

*Table 8. Possible values of varying data type DispatchOutcome.*

<b>Id</b>	<b>Description</b>	<b>Type</b>
0	Extrinsic is valid and was submitted successfully.	None
1	Possible errors while dispatching the extrinsic.	<i>DispatchError</i> ( <a href="#">Definition 219</a> )

*Definition 219. DispatchError*

**DispatchError** is a varying data type as defined in [Definition 188](#). Indicates various reasons why a dispatch call failed.

*Table 9. Possible values of varying data type DispatchError.*

<b>Id</b>	<b>Description</b>	<b>Type</b>
0	Some unknown error occurred.	SCALE encoded byte array containing a valid UTF-8 sequence.
1	Failed to lookup some data.	None
2	A bad origin.	None
3	A custom error in a module.	<i>CustomModuleError</i> ( <a href="#">Definition 220</a> )

*Definition 220. CustomModuleError*

**CustomModuleError** is a tuple appended after a possible error in as defined in [Definition 219](#).

*Table 10. Possible values of varying data type CustomModuleError.*

<b>Name</b>	<b>Description</b>	<b>Type</b>
Index	Module index matching the metadata module index.	Unsigned 8-bit integer.
Error	Module specific error value.	Unsigned 8-bit integer
Message	Optional error message.	Varying data type <i>Option</i> ( <a href="#">Definition 190</a> ). The optional value is a SCALE encoded byte array containing a valid UTF-8 sequence.



Whenever *TransactionValidityError* ([Definition 221](#)) is returned, the contained error type will indicate whether an extrinsic should be outright rejected or requested for a later block. This behavior is clarified further in [Definition 222](#) and respectively [Definition 223](#).

### *Definition 221. TransactionValidationError*

**TransactionValidationError** is a varying data type as defined in [Definition 188](#). It indicates possible errors that can occur while checking the validity of a transaction.

*Table 11. Possible values of varying data type TransactionValidationError.*

<b>Id</b>	<b>Description</b>	<b>Type</b>
0	Transaction is invalid.	<i>InvalidTransaction</i> ( <a href="#">Definition 222</a> )
1	Transaction validity can't be determined.	<i>UnknownTransaction</i> ( <a href="#">Definition 223</a> )

### *Definition 222. InvalidTransaction*

**InvalidTransaction** is a varying data type as defined in [Definition 188](#) and specifies the invalidity of the transaction in more detail.

*Table 12. Possible values of varying data type InvalidTransaction.*

<b>Id</b>	<b>Description</b>	<b>Type</b>	<b>Reject</b>
0	Call of the transaction is not expected.	None	Yes
1	General error to do with the inability to pay some fees (e.g. account balance too low).	None	Yes
2	General error to do with the transaction not yet being valid (e.g. nonce too high).	None	No
3	General error to do with the transaction being outdated (e.g. nonce too low).	None	Yes
4	General error to do with the transactions' proof (e.g. signature)	None	Yes
5	The transaction birth block is ancient.	None	Yes
6	The transaction would exhaust the resources of the current block.	None	No
7	Some unknown error occurred.	Unsigned 8-bit integer	Yes
8	An extrinsic with mandatory dispatch resulted in an error.	None	Yes
9	A transaction with a mandatory dispatch (only inherents are allowed to have mandatory dispatch).	None	Yes

### *Definition 223. UnknownTransaction*

**UnknownTransaction** is a varying data type as defined in [Definition 188](#) and specifies the

unknown invalidity of the transaction in more detail.

Table 13. Possible values of varying data type `UnknownTransaction`.

<b>Id</b>	<b>Description</b>	<b>Type</b>	<b>Reject</b>
0	Could not lookup some information that is required to validate the transaction.	None	Yes
1	No validator found for the given unsigned transaction.	None	Yes
2	Any other custom unknown validity that is not covered by this type.	Unsigned 8-bit integer	Yes

### C.6.2. `BlockBuilder_finalize_block`

Finalize the block - it is up to the caller to ensure that all header fields are valid except for the state root. State changes resulting from calling this function are usually meant to persist upon successful execution of the function and appending of the block to the chain.

#### Arguments

- None.

#### Return

- The header of the new block as defined in [Definition 10](#).

### C.6.3. `BlockBuilder_inherent_extrinsics`:

Generates the inherent extrinsics, which are explained in more detail in [Section 2.3.3](#). This function takes a SCALE-encoded hash table as defined in [Definition 192](#) and returns an array of extrinsics. The Polkadot Host must submit each of those to the `BlockBuilder_apply_extrinsic`, described in [Section C.6.1](#). This procedure is outlined in [Algorithm 12](#).

#### Arguments

- A Inherents-Data structure as defined in [Definition 15](#).

#### Return

- A byte array of varying size containing extrinsics. Each extrinsic is a byte array of varying size.

### C.6.4. `BlockBuilder_check_inherents`

Checks whether the provided inherent is valid. This function can be used by the Polkadot Host when deemed appropriate, e.g. during the block-building process.

#### Arguments

- A block represented as a tuple consisting of a block header as described in [Definition 10](#) and the block body as described in [Definition 13](#).
- A Inherents-Data structure as defined in [Definition 15](#).

## Return

- A data structure of the following format:

$$(o, f_e, e)$$

## where

- $o$  is a boolean indicating whether the check was successful.
- $f_e$  is a boolean indicating whether a fatal error was encountered.
- $e$  is a Inherents-Data structure as defined in [Definition 15](#) containing any errors created by this Runtime function.

## C.6.5. `BlockBuilder_random_seed`

Generates a random seed.

### Arguments

- None

## Return

- A 32-byte array containing the random seed.

# C.7. Module TaggedTransactionQueue



This section describes **Version 2** of this API. Please check [Core\\_version](#) ([Section C.4.1](#)) to ensure compatibility.

All calls in this module require [Core\\_initialize\\_block](#) ([Section C.4.3](#)) to be called beforehand.

## C.7.1. `TaggedTransactionQueue_validate_transaction`

This entry is invoked against extrinsics submitted through a transaction network message ([Section 4.8.5](#)) or by an offchain worker through the Host API ([Section B.6.2](#)).

It indicates if the submitted blob represents a valid extrinsics, the order in which it should be applied and if it should be gossiped to other peers. Furthermore this function gets called internally when executing blocks with the runtime function as described in [Section C.4.2](#).

### Arguments

- The source of the transaction as defined in [Definition 224](#).
- A byte array that contains the transaction.

*Definition 224. TransactionSource*

**TransactionSource** is an enum describing the source of a transaction and can have one of the following values:

*Table 14. The TransactionSource enum*

<b>Id</b>	<b>Name</b>	<b>Description</b>
0	<i>InBlock</i>	Transaction is already included in a block.
1	<i>Local</i>	Transaction is coming from a local source, e.g. off-chain worker.
2	<i>External</i>	Transaction has been received externally, e.g. over the network.

## Return

- This function returns a *Result* as defined in [Definition 191](#) which contains the type *ValidTransaction* as defined in [Definition 225](#) on success and the type *TransactionValidityError* as defined in [Definition 221](#) on failure.

*Definition 225. ValidTransaction*

**ValidTransaction** is a tuple that contains information concerning a valid transaction.

*Table 15. The tuple provided by in the case the transaction is judged to be valid.*

<b>Name</b>	<b>Description</b>	<b>Type</b>
<i>Priority</i>	Determines the ordering of two transactions that have all their dependencies (required tags) are satisfied.	Unsigned 64bit integer
<i>Requires</i>	List of tags specifying extrinsics which should be applied before the current extrinsics can be applied.	Array containing inner arrays
<i>Provides</i>	Informs Runtime of the extrinsics depending on the tags in the list that can be applied after current extrinsics are being applied. Describes the minimum number of blocks for the validity to be correct	Array containing inner arrays
<i>Longevity</i>	After this period, the transaction should be removed from the pool or revalidated.	Unsigned 64-bit integer
<i>Propagate</i>	A flag indicating if the transaction should be gossiped to other peers.	Boolean



If *Propagate* is set to `false` the transaction will still be considered for inclusion in blocks that are authored on the current node, but should not be gossiped to other peers.



If this function gets called by the Polkadot Host in order to validate a transaction received from peers, the Polkadot Host disregards and rewinds state changes resulting in such a call.

## C.8. Module OffchainWorkerApi



This section describes **Version 2** of this API. Please check [Core\\_version](#) (Section C.4.1) to ensure compatibility.

Does not require [Core\\_initialize\\_block](#) (Section C.4.3) to be called beforehand.

### C.8.1. OffchainWorkerApi\_offchain\_worker

Starts an off-chain worker and generates extrinsics. [To do: when is this called?]

#### Arguments

- The block header as defined in [Definition 10](#).

#### Return

- None.

## C.9. Module ParachainHost



This section describes **Version 1** of this API. Please check [Core\\_version](#) (Section C.4.1) to ensure compatibility.

### C.9.1. ParachainHost\_validators

Returns the validator set at the current state. The specified validators are responsible for backing parachains for the current state.

#### Arguments

- None.

#### Return

- An array of public keys representing the validators.

### C.9.2. ParachainHost\_validator\_groups

Returns the validator groups ([Definition 136](#)) used during the current session. The validators in the groups are referred to by the validator set Id ([Definition 33](#)).

#### Arguments

- None

#### Return

- An array of tuples,  $T$ , of the following format:

$$T = (I, G) \quad I = (v_n, \text{Unknown character} \text{Unknown character} v_m) \quad G = (B_s, f, B_c)$$

#### where

- $I$  is an array of the validator set IDs ([Definition 33](#)).

- $B_s$  indicates the block number where the session started.
- $f$  indicates how often groups rotate. 0 means never.
- $B_c$  indicates the current block number.

### C.9.3. ParachainHost\_availability\_cores

Returns information on all availability cores ([Definition 135](#)).

#### Arguments

- None

#### Return

- An array of core states, S, of the following format:

$$S = \begin{cases} 0 & -\&gt;; C_o \\ 1 & -\&gt;; C_s \quad C_o = (n_u, B_o, B_t, n_t, b, G_i, C_h, C_d) \\ 2 & -\&gt;; \phi \end{cases} \quad C_s = (P_i d, C_i)$$

#### where

- $S$  specifies the core state. 0 indicates that the core is occupied, 1 implies it's currently free but scheduled and given the opportunity to occupy and 2 implies it's free and there's nothing scheduled.
- $n_u$  is an *Option* value ([Definition 190](#)) which can contain a  $C_s$  value if the core was freed by the Runtime and indicates the assignment that is next scheduled on this core. An empty value indicates there is nothing scheduled.
- $B_o$  indicates the relay chain block number at which the core got occupied.
- $B_t$  indicates the relay chain block number the core will time-out at, if any.
- $n_t$  is an *Option* value ([Definition 190](#)) which can contain a  $C_s$  value if the core is freed by a time-out and indicates the assignment that is next scheduled on this core. An empty value indicates there is nothing scheduled.
- $b$  is a bitfield array ([Definition 141](#)). A  $> \frac{2}{3}$  majority of assigned validators voting with 1 values means that the core is available.
- $G_i$  indicates the assigned validator group index ([Definition 136](#)) is to distribute availability pieces of this candidate.
- $C_h$  indicates the hash of the candidate occupying the core.
- $C_d$  is the candidate descriptor ([Definition 106](#)).
- $C_i$  is an *Option* value ([Definition 190](#)) which can contain the collators public key indicating who should author the block.

### C.9.4. ParachainHost\_persisted\_validation\_data

Returns the persisted validation data for the given parachain Id and a given occupied core assumption.

## Arguments

- The parachain Id ([Definition 134](#)).
- An occupied core assumption ([Definition 226](#)).

## Return

- An *Option* value ([Definition 190](#)) which can contain the persisted validation data ([Definition 227](#)). The value is empty if the parachain Id is not registered or the core assumption is of index 2, meaning that the core was freed.

*Definition 226. Occupied Core Assumption*

A occupied core assumption is used for fetching certain pieces of information about a parachain by using the relay chain API. The assumption indicates how the Runtime API should compute the result. The assumptions, A, is a varying datatype of the following format:

$$A = \begin{cases} 0 & -\&gt; ; \phi \\ 1 & -\&gt; ; \phi \\ 2 & -\&gt; ; \phi \end{cases}$$

where 0 indicates that the candidate occupying the core was made available and included to free the core, 1 indicates that it timed-out and freed the core without advancing the parachain and 2 indicates that the core was not occupied to begin with.

*Definition 227. Persisted Validation Data*

The persisted validation data provides information about how to create the inputs for the validation of a candidate by calling the Runtime. This information is derived from the parachain state and will vary from parachain to parachain, although some of the fields may be the same for every parachain. This validation data acts as a way to authorize the additional data (such as messages) the collator needs to pass to the validation function.

The persisted validation data,  $D_{pv}$ , is a datastructure of the following format:

$$D_{pv} = (P_h, H_i, H_r, m_b)$$

**where**

- $P_h$  is the parent head data ([Definition 133](#)).
- $H_i$  is the relay chain block number this is in the context of.
- $H_r$  is the relay chain storage root this is in the context of.
- $m_b$  is the maximum legal size of the PoV block, in bytes.

The persisted validation data is fetched via the Runtime API ([Section C.9.4](#)).

## C.9.5. ParachainHost\_check\_validation\_outputs

Checks if the given validation outputs pass the acceptance criteria.

## Arguments

- The parachain Id ([Definition 134](#)).
- The candidate commitments ([Definition 107](#)).

## Return

- A boolean indicating whether the candidate commitments pass the acceptance criteria.

## C.9.6. ParachainHost\_session\_index\_for\_child

Returns the session index that is expected at the child of a block.



TODO clarify session index

## Arguments

- None

## Return

- A unsigned 32-bit integer representing the session index.

## C.9.7. ParachainHost\_validation\_code

Fetches the validation code (Runtime) of a parachain by parachain Id.

## Arguments

- The parachain Id ([Definition 134](#)).
- The occupied core assumption ([Definition 226](#)).

## Return

- An *Option* value ([Definition 190](#)) containing the full validation code in an byte array. This value is empty if the parachain Id cannot be found or the assumption is wrong.

## C.9.8. ParachainHost\_validation\_code\_by\_hash

Returns the validation code (Runtime) of a parachain by its hash.

## Arguments

- The hash value of the validation code.

## Return

- An *Option* value ([Definition 190](#)) containing the full validation code in an byte array. This value is empty if the parachain Id cannot be found or the assumption is wrong.

## C.9.9. ParachainHost\_candidate\_pending\_availability

Returns the receipt of a candidate pending availability for any parachain assigned to an occupied availability core.

## Arguments

- The parachain Id ([Definition 134](#)).

## Return

- An *Option* value ([Definition 190](#)) containing the committed candidate receipt ([Definition 104](#)). This value is empty if the given parachain Id is not assigned to an occupied availability cores.

### C.9.10. ParachainHost\_candidate\_events

Returns an array of candidate events that occurred within the latest state.

## Arguments

- None

## Return

- An array of single candidate events,  $E$ , of the following format:

$$E = \begin{cases} 0 & -\&>; \quad d \\ 1 & -\&>; \quad d \quad d = (C_r, h, I_c, G_i) \\ 2 & -\&>; \quad (C_r, h, I_c) \end{cases}$$

## where

- $E$  specifies the event type of the candidate.  $0$  indicates that the candidate receipt was backed in the latest relay chain block,  $1$  indicates that it was included and became a parachain block at the latest relay chain block and  $2$  indicates that the candidate receipt was not made available and timed-out.
- $C_r$  is the candidate receipt ([Definition 104](#)).
- $h$  is the parachain head data ([Definition 133](#)).
- $I_c$  is the index of the availability core as can be retrieved in [Section C.9.3](#) that the candidate is occupying. If  $E$  is of variant 2, then this indicates the core index the candidate *was* occupying.
- $G_i$  is the group index ([Definition 136](#)) that is responsible of backing the candidate.

### C.9.11. ParachainHost\_session\_info

Get the session info of the given session, if available.

## Arguments

- The unsigned 32-bit integer indicating the session index.

## Return

- An *Option* type ([Definition 190](#)) which can contain the session info structure,  $S$ , of the following format:

$S = (A, D, K, G, c, x, s, d, x, o) A = (v_s, \text{Unknown character}v_{c_s}, \text{Unknown character}v_{s_s}, \text{Unknown character}v_{d_s}) D = (v_{s_s}, \text{Unknown character}v_{c_s}, \text{Unknown character}v_{s_s}, \text{Unknown character}v_{d_s}) K = (v_s, \text{Unknown character}v_{c_s}, \text{Unknown character}v_{s_s}, \text{Unknown character}v_{d_s}) G = (g_s, \text{Unknown character}g_{c_s}, \text{Unknown character}g_{s_s}, \text{Unknown character}g_{d_s}) g = (A_s, \text{Unknown character}A_{c_s}, \text{Unknown character}A_{s_s}, \text{Unknown character}A_{d_s})$

## where

- $A$  indicates the validators of the current session, in canonical order. There might be more validators in the current session than validators participating in parachain consensus, as returned by the Runtime API ([Section C.9.1](#)).
- $D$  indicates the validator authority discovery keys for the given session in canonical

order. The first couple of validators are equal to the corresponding validators participating in the parachain consensus, as returned by the Runtime API ([Section C.9.1](#)). The remaining authorities are not participating in the parachain consensus.

- $K$  indicates the assignment keys for validators. There might be more authorities in the session than validators participating in parachain consensus, as returned by the Runtime API ([Section C.9.1](#)).
- $G$  indicates the validator groups in shuffled order.
- $v_n$  is public key of the authority.
- $A_n$  is the authority set Id ([Definition 33](#)).
- $c$  is an unsigned 32-bit integer indicating the number of availability cores used by the protocol during the given session.
- $z$  is an unsigned 32-bit integer indicating the zeroth delay tranche width.
- $s$  is an unsigned 32-bit integer indicating the number of samples an assigned validator should do for approval voting.
- $d$  is an unsigned 32-bit integer indicating the number of delay tranches in total.
- $x$  is an unsigned 32-bit integer indicating how many BABE slots must pass before an assignment is considered a “no-show”.
- $a$  is an unsigned 32-bit integer indicating the number of validators needed to approve a block.

### C.9.12. `ParachainHost_dmq_contents`

Returns all the pending inbound messages in the downward message queue for a given parachain.

#### Arguments

- The parachain Id ([Definition 134](#)).

#### Return

- An array of inbound downward messages ([Definition 138](#)).

### C.9.13. `ParachainHost_inbound_hrmp_channels_contents`

Returns the contents of all channels addressed to the given recipient. Channels that have no messages in them are also included.

#### Arguments

- The parachain Id ([Definition 134](#)).

#### Return

- An array of inbound HRMP messages ([Definition 140](#)).

## C.10. Module GrandpaApi



This section describes **Version 2** of this API. Please check [Core\\_version](#) ([Section](#)

[C.4.1](#)) to ensure compatibility.

All calls in this module require [Core\\_initialize\\_block](#) ([Section C.4.3](#)) to be called beforehand.

### C.10.1. [GrandpaApi\\_grandpa\\_authorities](#)

This entry fetches the list of GRANDPA authorities according to the genesis block and is used to initialize an authority list at genesis, defined in [Definition 33](#). Any future authority changes get tracked via Runtime-to-consensus engine messages, as described in [Section 3.3.2](#).

#### Arguments

- None.

#### Return

- An authority list as defined in [Definition 33](#).

### C.10.2. [GrandpaApi\\_submit\\_report\\_equivocation\\_unsigned\\_extrinsic](#)

A GRANDPA equivocation occurs when a validator votes for multiple blocks during one voting subround, as described further in [Definition 80](#). The Polkadot Host is expected to identify equivocators and report those to the Runtime by calling this function.

#### Arguments

- The equivocation proof of the following format:

$$G_{\text{Ep}} = (\text{id}_{\mathbb{V}}, e, r, A_{\text{id}}, B_h^1, B_n^1 A_{\text{sig}}^1, B_h^2, B_n^2, A_{\text{sig}}^2)$$
$$e = \begin{cases} 0 & \text{Equivocationatprevotestage} \\ 1 & \text{Equivocationatprecommitstage} \end{cases}$$

#### where

- $\text{id}_{\mathbb{V}}$  is the authority set id as defined in [Definition 73](#).
- $e$  indicates the stage at which the equivocation occurred.
- $r$  is the round number the equivocation occurred.
- $A_{\text{id}}$  is the public key of the equivocator.
- $B_h^1$  is the block hash of the first block the equivocator voted for.
- $B_n^1$  is the block number of the first block the equivocator voted for.
- $A_{\text{sig}}^1$  is the equivocators signature of the first vote.
- $B_h^2$  is the block hash of the second block the equivocator voted for.
- $B_n^2$  is the block number of the second block the equivocator voted for.
- $A_{\text{sig}}^2$  is the equivocators signature of the second vote.
- A proof of the key owner in an opaque form as described in [Section C.10.3](#).

#### Return

- A SCALE encoded *Option* as defined in [Definition 190](#) containing an empty value on success.

### C.10.3. `GrandpaApi_generate_key_ownership_proof`

Generates proof of the membership of a key owner in the specified block state. The returned value is used to report equivocations as described in [Section C.10.2](#).

#### Arguments

- The authority set id as defined in [Definition 73](#).
- The 256-bit public key of the authority.

#### Return

- A SCALE encoded *Option* as defined in [Definition 190](#) containing the proof in an opaque form.

## C.11. Module BabeApi



This section describes **Version 2** of this API. Please check [Core\\_version](#) ([Section C.4.1](#)) to ensure compatibility.

All calls in this module require [Core\\_initialized\\_block](#) ([Section C.4.3](#)) to be called beforehand.

### C.11.1. `BabeApi_configuration`

This entry is called to obtain the current configuration of the BABE consensus protocol.

#### Arguments

- None.

#### Return

- A tuple containing configuration data used by the Babe consensus engine.

*Table 16. The tuple provided by `BabeApi_configuration`.*

Name	Description	Type
<i>SlotDuration</i>	The slot duration in milliseconds. Currently, only the value provided by this type at genesis will be used. Dynamic slot duration may be supported in the future.	Unsigned 64bit integer
<i>EpochLength</i>	The duration of epochs in slots.	Unsigned 64bit integer
<i>Constant</i>	A constant value that is used in the threshold calculation formula as defined in <a href="#">Definition 59</a> .	Tuple containing two unsigned 64bit integers
<i>GenesisAuthorities</i>	The authority list for the genesis epoch as defined in <a href="#">Definition 33</a> .	Array of tuples containing a 256-bit byte array and a unsigned 64bit integer
<i>Randomness</i>	The randomness for the genesis epoch	32-byte array

Name	Description	Type
<i>SecondarySlot</i>	Whether this chain should run with round-robin-style secondary slot and if this secondary slot requires the inclusion of an auxiliary VRF output ( <a href="#">Section 5.2</a> ).	A one-byte enum as defined in <a href="#">Definition 58</a> as $2_{nd}$ .

### C.11.2. `BabeApi_current_epoch_start`

Finds the start slot of the current epoch.

#### Arguments

- None.

#### Return

- A unsigned 64-bit integer indicating the slot number.

### C.11.3. `BabeApi_current_epoch`

Produces information about the current epoch.

#### Arguments

- None.

#### Return

- A data structure of the following format:

$$(e_i, s_s, d, A, r)$$

#### where

- $e_i$  is a unsigned 64-bit integer representing the epoch index.
- $s_s$  is a unsigned 64-bit integer representing the starting slot of the epoch.
- $d$  is a unsigned 64-bit integer representing the duration of the epoch.
- $A$  is an authority list as defined in [Definition 33](#).
- $r$  is an 256-bit array containing the randomness for the epoch as defined in [Definition 71](#).

### C.11.4. `BabeApi_next_epoch`

Produces information about the next epoch.

#### Arguments

- None.

#### Return

- Returns the same datastructure as described in [Section C.11.3](#).

### C.11.5. BabeApi\_generate\_key\_ownership\_proof

Generates a proof of the membership of a key owner in the specified block state. The returned value is used to report equivocations as described in [Section C.11.6](#).

#### Arguments

- The unsigned 64-bit integer indicating the slot number.
- The 256-bit public key of the authority.

#### Return

- A SCALE encoded *Option* as defined in Definition [Definition 190](#) containing the proof in an opaque form.

### C.11.6. BabeApi\_submit\_report\_equivocation\_unsigned\_extrinsic

A BABE equivocation occurs when a validator produces more than one block at the same slot. The proof of equivocation are the given distinct headers that were signed by the validator and which include the slot number. The Polkadot Host is expected to identify equivocators and report those to the Runtime using this function.



If there are more than two blocks which cause an equivocation, the equivocation only needs to be reported once i.e. no additional equivocations must be reported for the same slot.

#### Arguments

- The equivocation proof of the following format:

$$B_{\text{Ep}} = (A_{\text{id}}, s, h_1, h_2)$$

#### where

- $A_{\text{id}}$  is the public key of the equivocator.
- $s$  is the slot as described in [Definition 54](#) at which the equivocation occurred.
- $h_1$  is the block header of the first block produced by the equivocator.
- $h_2$  is the block header of the second block produced by the equivocator.

Unlike during block execution, the Seal in both block headers is not removed before submission. The block headers are submitted in its full form.

- An proof of the key owner in an opaque form as described in [Section C.11.5](#).

#### Return

- A SCALE encoded *Option* as defined in Definition [Definition 190](#) containing an empty value on success.

### C.11.7. Module AuthorityDiscoveryApi



This section describes **Version 1** of this API. Please check [Core\\_version](#) ([Section C.4.1](#)) to ensure compatibility.

All calls in this module require (Section [Section C.4.3](#)) to be called beforehand.

#### C.11.7.1. AuthorityDiscoveryApi\_authorities

A function which helps to discover authorities.

##### Arguments

- None.

##### Return

- A byte array of varying size containing 256-bit public keys of the authorities.

## C.11.8. Module SessionKeys



This section describes **Version 1** of this API. Please check [Core\\_version](#) (Section [C.4.1](#)) to ensure compatibility.

All calls in this module require [Core\\_initialize\\_block](#) (Section [C.4.3](#)) to be called beforehand.

#### C.11.8.1. SessionKeys\_generate\_session\_keys

Generates a set of session keys with an optional seed. The keys should be stored within the keystore exposed by the Host Api. The seed needs to be valid and UTF-8 encoded.

##### Arguments

- A SCALE-encoded *Option* as defined in [Definition 190](#) containing an array of varying sizes indicating the seed.

##### Return

- A byte array of varying size containing the encoded session keys.

#### C.11.8.2. SessionKeys\_decode\_session\_keys

Decodes the given public session keys. Returns a list of raw public keys including their key type.

##### Arguments

- An array of varying size containing the encoded public session keys.

##### Return

- An array of varying size containing tuple pairs of the following format:

$$(k, k_{\text{id}})$$

where  $k$  is an array of varying sizes containing the raw public key and  $k_{\text{id}}$  is a 4-byte array indicating the key type.

## C.12. Module AccountNonceApi



This section describes **Version 1** of this API. Please check [Core\\_version](#) (Section [C.4.1](#)) to ensure compatibility.

All calls in this module require [Core\\_initialize\\_block](#) (Section C.4.3) to be called beforehand.

### C.12.1. AccountNonceApi\_account\_nonce

Get the current nonce of an account. This function can be used by the Polkadot Host implementation when it seems appropriate, such as for the JSON-RPC API as described in [Section C.1.1](#).

#### Arguments

- The 256-bit public key of the account.

#### Return

- A 32-bit unsigned integer indicating the nonce of the account.

### C.12.2. Module TransactionPaymentApi



This section describes **Version 1** of this API. Please check [Core\\_version](#) (Section C.4.1) to ensure compatibility.

All calls in this module require [Core\\_initialize\\_block](#) (Section C.4.3) to be called beforehand.

### C.12.2.1. TransactionPaymentApi\_query\_info

Returns information of a given extrinsic. This function is not aware of the internals of an extrinsic, but only interprets the extrinsic as some encoded value and accounts for its weight and length, the Runtime's extrinsic base weight and the current fee multiplier.

This function can be used by the Polkadot Host implementation when it seems appropriate, such as for the JSON-RPC API as described in [Section C.1.1](#).

#### Arguments

- A byte array of varying sizes containing the extrinsic.
- The length of the extrinsic. [To do: why is this needed?]

#### Return

- A data structure of the following format:

$$(w, c, f)$$

#### where

- $w$  is the weight of the extrinsic.
- $c$  is the "class" of the extrinsic, where class is a varying data ([Definition 188](#)) type defined as:

$$c = \begin{cases} 0 & \text{Normalextrinsic} \\ 1 & \text{Operationalextrinsic} \\ 2 & \text{Mandatoryextrinsic, which is always included} \end{cases}$$

- $f$  is the inclusion fee of the extrinsic. This does not include a tip or anything else that

depends on the signature.

### C.12.2.2. `TransactionPaymentApi_query_fee_details`

Query the detailed fee of a given extrinsic. This function can be used by the Polkadot Host implementation when it seems appropriate, such as for the JSON-RPC API as described in [Section C.1.1](#).

#### Arguments

- A byte array of varying sizes containing the extrinsic.
- The length of the extrinsic.

#### Return

- A data structure of the following format:

$$(f, t)$$

#### where

- $f$  is a SCALE encoded as defined in [Definition 190](#) containing the following data structure:

$$f = (f_b, f_l, f_a)$$

#### where

- $f_b$  is the minimum required fee for an extrinsic.
- $f_l$  is the length fee, the amount paid for the encoded length (in bytes) of the extrinsic.
- $f_a$  is the “adjusted weight fee”, which is a multiplication of the fee multiplier and the weight fee. The fee multiplier varies depending on the usage of the network.
- $t$  is the tip for the block author.

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# Glossary

$P_n$

A path graph or a path of  $n$  nodes.

$(b_0, b_1, \dots, b_{n-1})$

A sequence of bytes or byte array of length  $n$

Unknown characterUnknown characterUnknown characterUnknown character $_n$

A set of all byte arrays of length  $n$

$I = (B_n \text{Unknown characterUnknown characterUnknown character} B_0)_{256}$

A non-negative interger in base 256

$B = (b_0, b_1, \text{Unknown characterUnknown characterUnknown character}, b_n)$

The little-endian representation of a non-negative interger such that  
 $I = (B_n \text{Unknown characterUnknown characterUnknown character} B_0)_{256}$  such that  
 $b_i \text{Unknown characterUnknown characterUnknown character} B_i$

$\text{Enc}_{LE}$

The little-endian encoding function.

$C$

A blockchain defined as a directed path graph.

## Block

A node of the directed path graph (blockchain)  $C$

## Genesis Block

The unique sink of blockchain  $C$

## Head

The source of blockchain  $C$

$P(B)$

The parent of block  $B$

## UNIX time

The number of milliseconds that have elapsed since the Unix epoch as a 64-bit integer

$BT$

The block tree of a blockchain

$G$

The genesis block, the root of the block tree  $BT$

$\text{CHAIN}(B)$

The path graph from  $G$  to  $B$  in  $BT$ .

$\text{Head}(C)$

The head of chain  $C$ .

$|C|$

The length of chain  $C$  as a path graph

$\text{SubChain}(B', B)$

The subgraph of  $\text{Chain}(B)$  path graph containing both  $B$  and  $B'$ .

Unknown characterUnknown characterUnknown character $_B(BT)$

The set of all subchains of  $BT$  rooted at block  $B$ .

Unknown characterUnknown characterUnknown character, Unknown characterUnknown characterUnknown character $(BT)$

Unknown characterUnknown characterUnknown character $_G(BT)$  i.e. the set of all chains of  $BT$  rooted at genesis block

$\text{Longest-Chain}(BT)$

The longest sub path graph of  $(P)BT$  with earliest block arrival time  
 $C : |C| = \max_{C_i} |C_i|$

$\text{Longest-Path}(BT)$

The longest sub path graph of  $(P)BT$  with earliest block arrival time

$\text{Deepest-Leaf}(BT)$

$\text{Head}(\text{Longest-Path}(BT))$  i.e. the head of  $\text{Longest-Path}(BT)$

$B > B'$

$B$  is a descendant of  $B'$  in the block tree

$\text{StoredValue}(k)$

The function to retrieve the value stored under a specific key in the state storage.

**State trie, trie**

The Merkle radix-16 Tree which stores hashes of storage entries.

$\text{KeyEncode}(k)$

The function to encode keys for labeling branches of the trie.

Unknown characterUnknown characterUnknown characterUnknown character

The set of all nodes in the Polkadot state trie.

$N$

An individual node in the trie.

Unknown characterUnknown characterUnknown characterUnknown character<sub>b</sub>

A branch node of the trie which has at least one and at most 16 children

Unknown characterUnknown characterUnknown characterUnknown character<sub>l</sub>

A childless leaf node of the trie

$pk_N^{Agr}$

The aggregated prefix key of node N

$pk_N$

The (suffix) partial key of node N

Index<sub>N</sub>

A function returning an integer in range of {0, . . . , 15} representing the index of a child node of node N among the children of N

v<sub>N</sub>

Node value containing the header of node N, its partial key and the digest of its children values

Head<sub>N</sub>

The node header of trie node N storing information about the node's type and key

H(N)

The Merkle value of node N.

ChildrenBitmap

The binary function indicating which child of a given node is present in the trie.

sv<sub>N</sub>

The subvalue of a trie node N.

## Child storage

A sub storage of the state storage which has the same structure although being stored separately

## Child trie

State trie of a child storage

## Transaction Queue

See [Definition 14](#).

H<sub>p</sub>

The 32-byte Blake2b hash of the header of the parent of the block.

H<sub>i</sub>, H<sub>i</sub>(B)

Block number, the incremental integer index of the current block in the chain.

H<sub>r</sub>

The hash of the root of the Merkle trie of the state storage at a given block

$H_e$

An auxileray field in block header used by Runtime to validate the integrity of the extrinsics composing the block body.

$H_d, H_d(B)$

A block header used to store any chain-specific auxiliary data.

$H_h(B)$

The hash of the header of block  $B$

$\text{Body}(B)$

The body of block  $B$  consisting of a set of extrinsics

$M_v^{r, \text{stage}}$

Vote message broadcasted by the voter  $v$  as part of the finality protocol

$M_v^{r, \text{Fin}}(B)$

The commit message broadcasted by voter  $v$  indicating that they have finalized bock  $B$  in round  $r$

$v$

GRANDPA voter node which casts vote in the finality protocol

$k_v^{pr}$

The private key of voter  $v$

$v_{id}$

The public key of voter  $v$

Unknown characterUnknown characterUnknown characterUnknown character $_B$ , Unknown characterUnknown characterUnknown characterUnknown character

The set of all GRANDPA voters for at block  $B$

$GS$

GRANDPA protocol state consisting of the set of voters, number of times voters set has changed and the current round number.

$r$

The voting round counter in the finality protocol

$V(B)$

A GRANDPA vote casted in favor of block  $B$

$V_v^{r, \text{pv}}$

A GRANDPA vote casted by voter  $v$  during the pre-vote stage of round  $r$

$V_v^{r, \text{pc}}$

A GRANDPA vote casted by voter  $v$  during the pre-commit stage of round  $r$

$J^{r, \text{stage}}(B)$

The justification for pre-committing or committing to block  $B$  in round  $r$  of finality protocol

$\text{Sign}_{v_i}^{r, \text{stage}}(B)$

The signature of voter  $v$  on their vote to block  $B$ , broadcasted during the specified stage of finality round  $r$

Unknown characterUnknown characterUnknown character $^{r, \text{stage}}$

The set of all equivocator voters in sub-round “stage” of round  $r$

Unknown characterUnknown characterUnknown character $_{\text{obs}(v)}^{r, \text{stage}}$

The set of all equivocator voters in sub-round “stage” of round  $r$  observed by voter  $v$

$VD_{\text{obs}(v)}^{r, \text{stage}}(B)$

The set of observed direct votes for block  $B$  in round  $r$

$V_{\text{obs}(v)}^{r, \text{stage}}$

The set of total votes observed by voter  $v$  in sub-round “stage” of round  $r$

$V_{\text{obs}(v)}^{r, \text{stage}}(B)$

The set of all observed votes by  $v$  in the sub-round “stage” of round  $r$  (directly or indirectly) for block  $B$

$B_v^{r, \text{pv}}$

The currently pre-voted block in round  $r$ . The GRANDPA GHOST of round  $r$

**Account key**,  $(sk^a, pk^a)$

A key pair of types accepted by the Polkadot protocol which can be used to sign transactions

$Enc_{SC}(A)$

SCALE encoding of value  $A$

TUnknown characterUnknown characterUnknown character $(A_1, \dots, A_n)$

A tuple of values  $A_i$ 's each of different type

## Varying Data Types

Unknown characterUnknown characterUnknown character $= T_1, \dots, T_n$

A data type representing any of varying types  $T_1, \dots, T_n$ .

SUnknown characterUnknown characterUnknown character $A_1, \dots, A_n$

Sequence of values  $A_i$  of the same type

$Enc_{SC}^{Len}(n)$

SCALE length encoding aka. compact encoding of non-negative integer  $n$  of arbitrary size.

$Enc_{HE}(PK)$

Hex encoding