Mysticeti

The new core of the Sui blockchain

Tailoring the Talk

Do you know:

- 1. How blockchains work (roughly)?
- 2. What Byzantine Fault Tolerance (BFT) means?
- 3. What DAG-based consensus are?
- 4. How Narwhal / Bullshark work (roughly)?

Byzantine Fault Tolerance

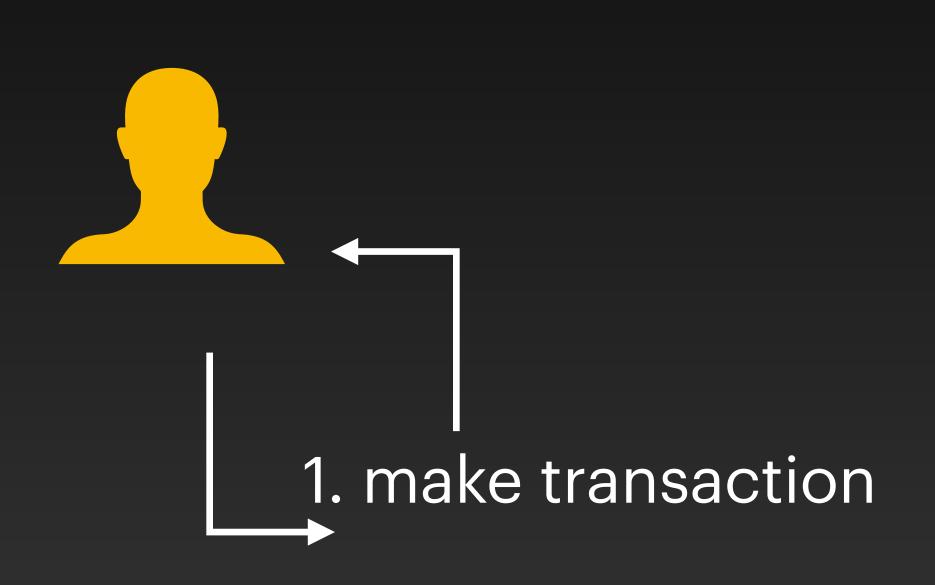


Byzantine Fault Tolerance

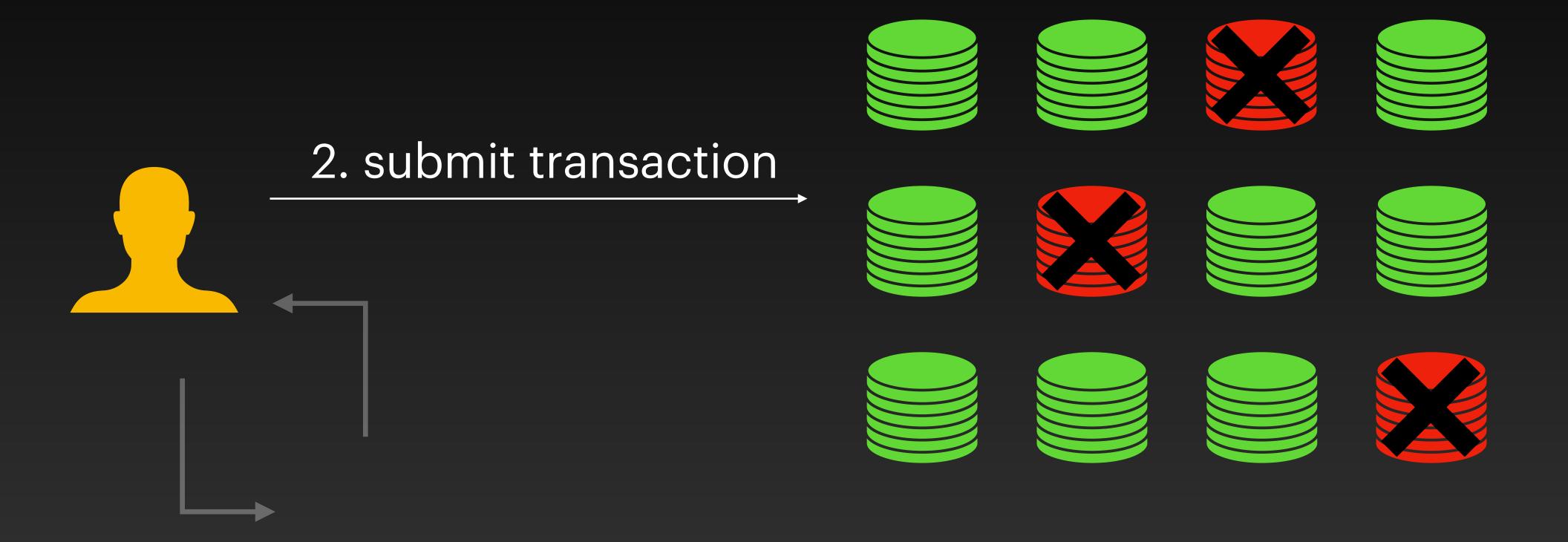


Partial Synchrony

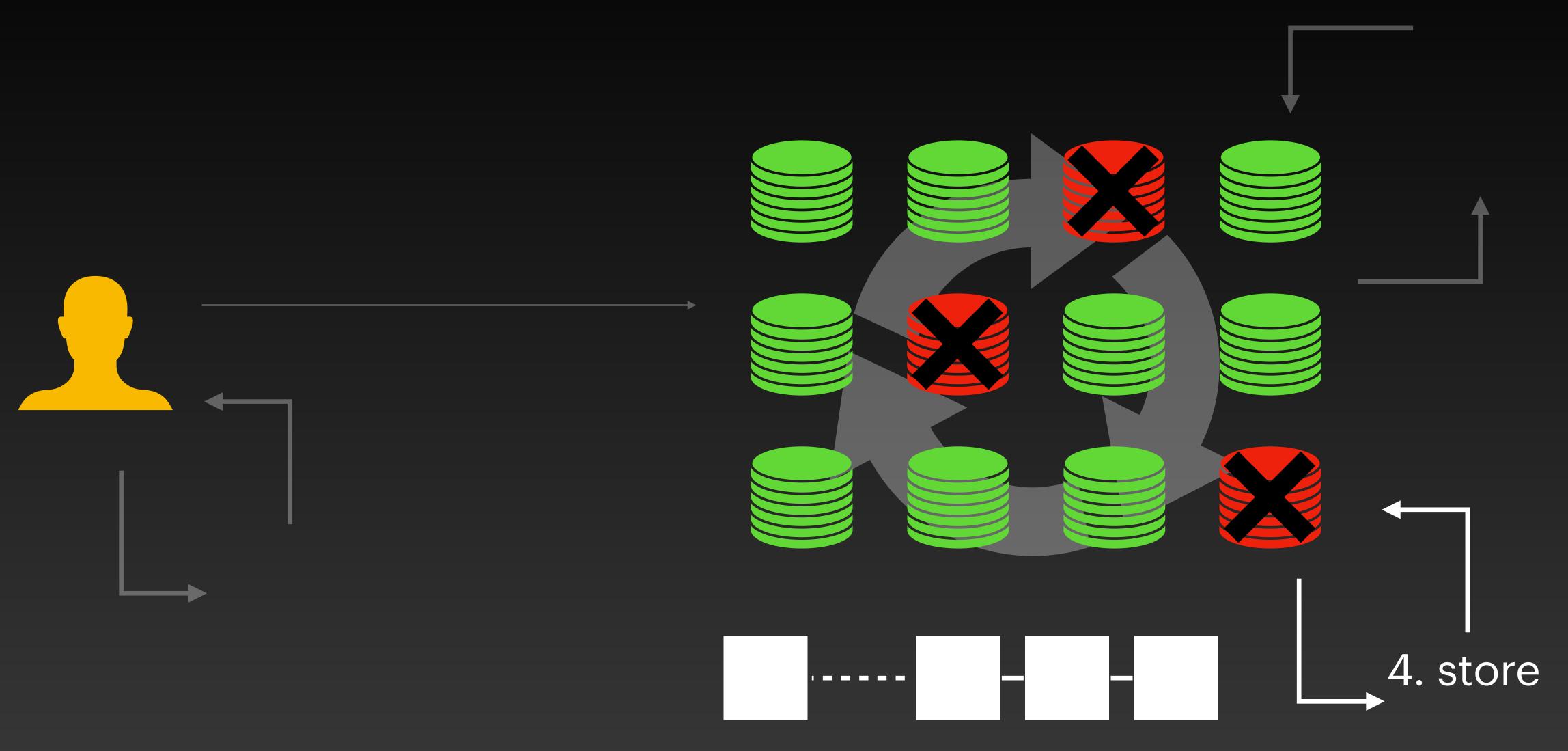












Keeping the Talk Short

nscope

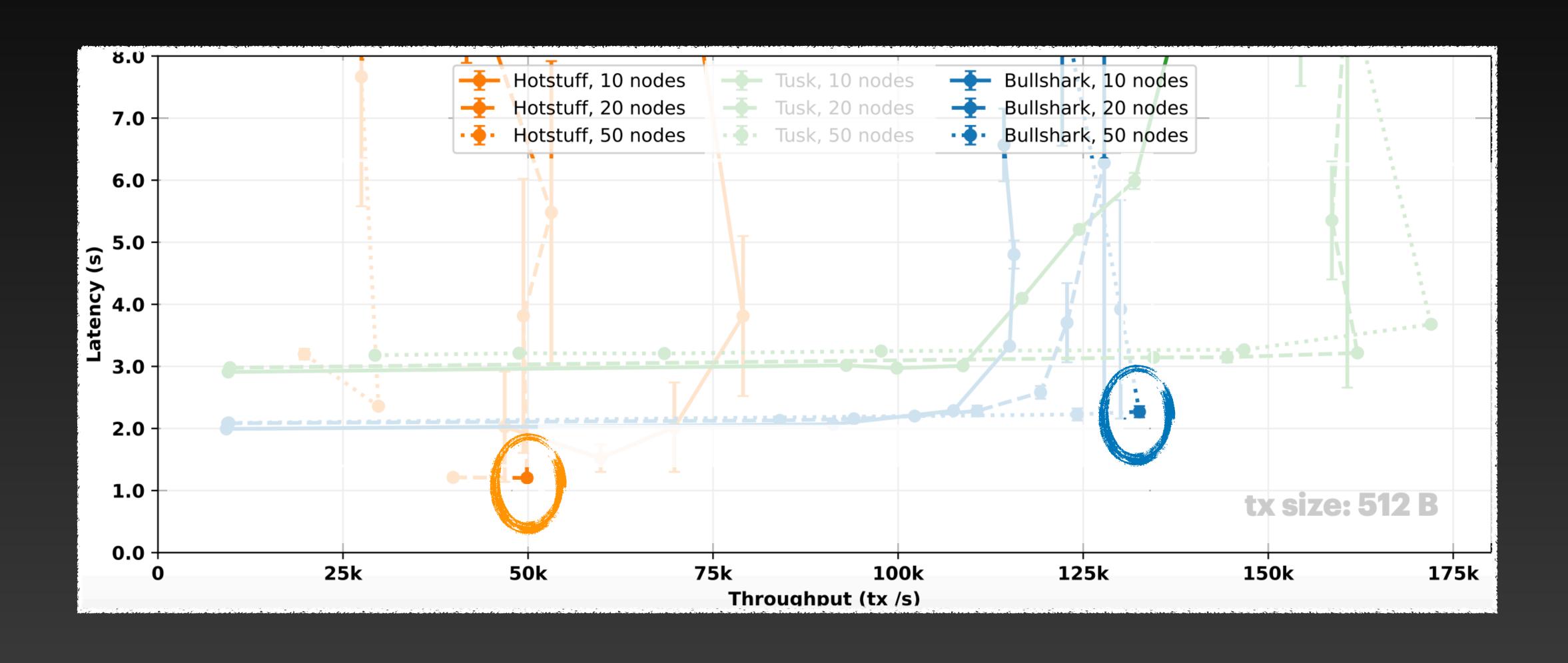
• Ordering (quorum-based)



Not in scope

- Nodes selection?
- Committee reconfiguration?
- Transactions execution?
- Transactions language?
- Financial incentives?
- etc

Why? Latency







How many Byzantine faults?



How many Byzantine faults?



How many Byzantine faults?

How many Crash faults?

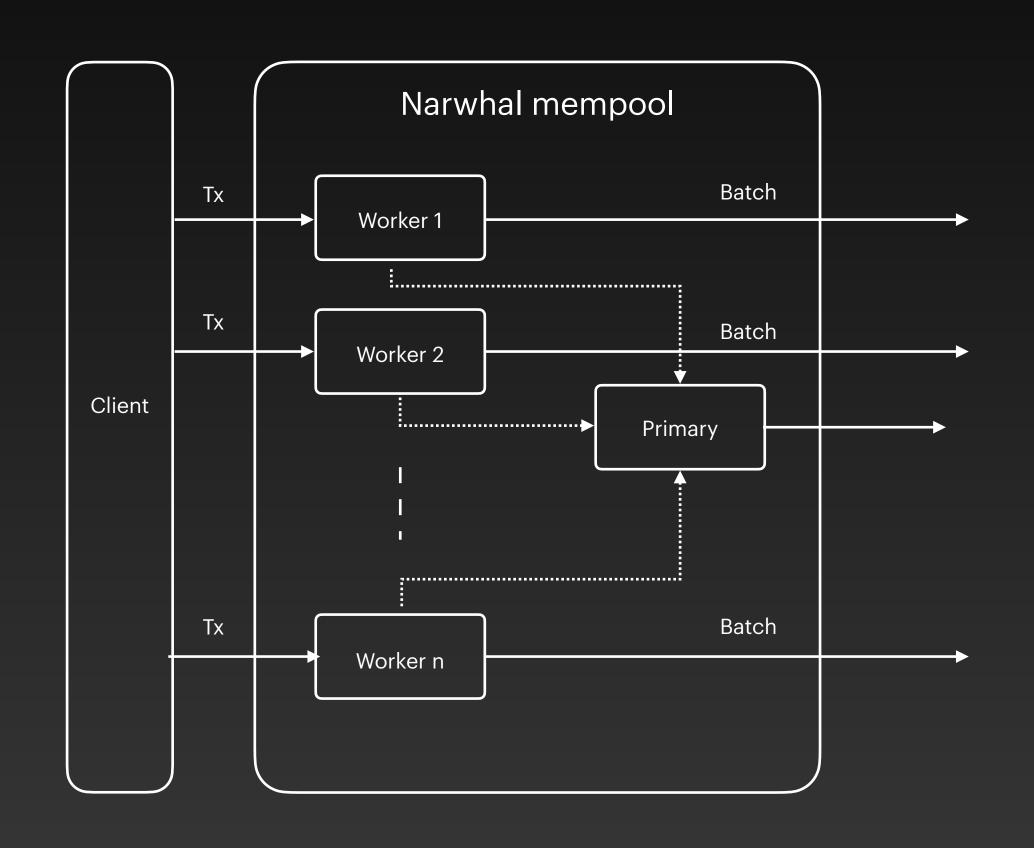


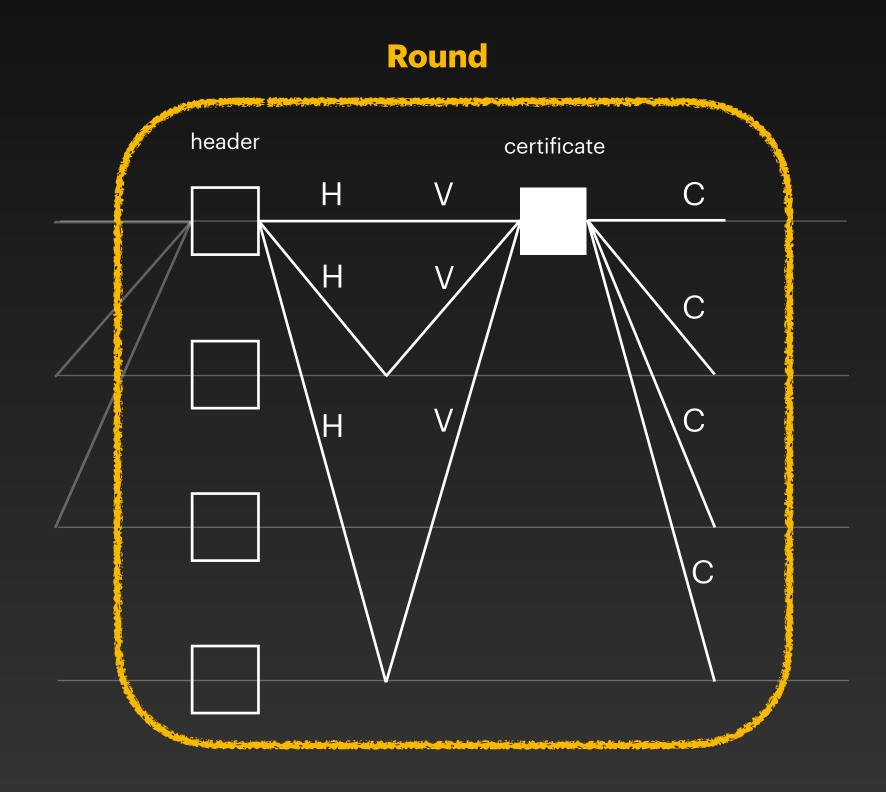
How many Byzantine faults?

How many Crash faults?



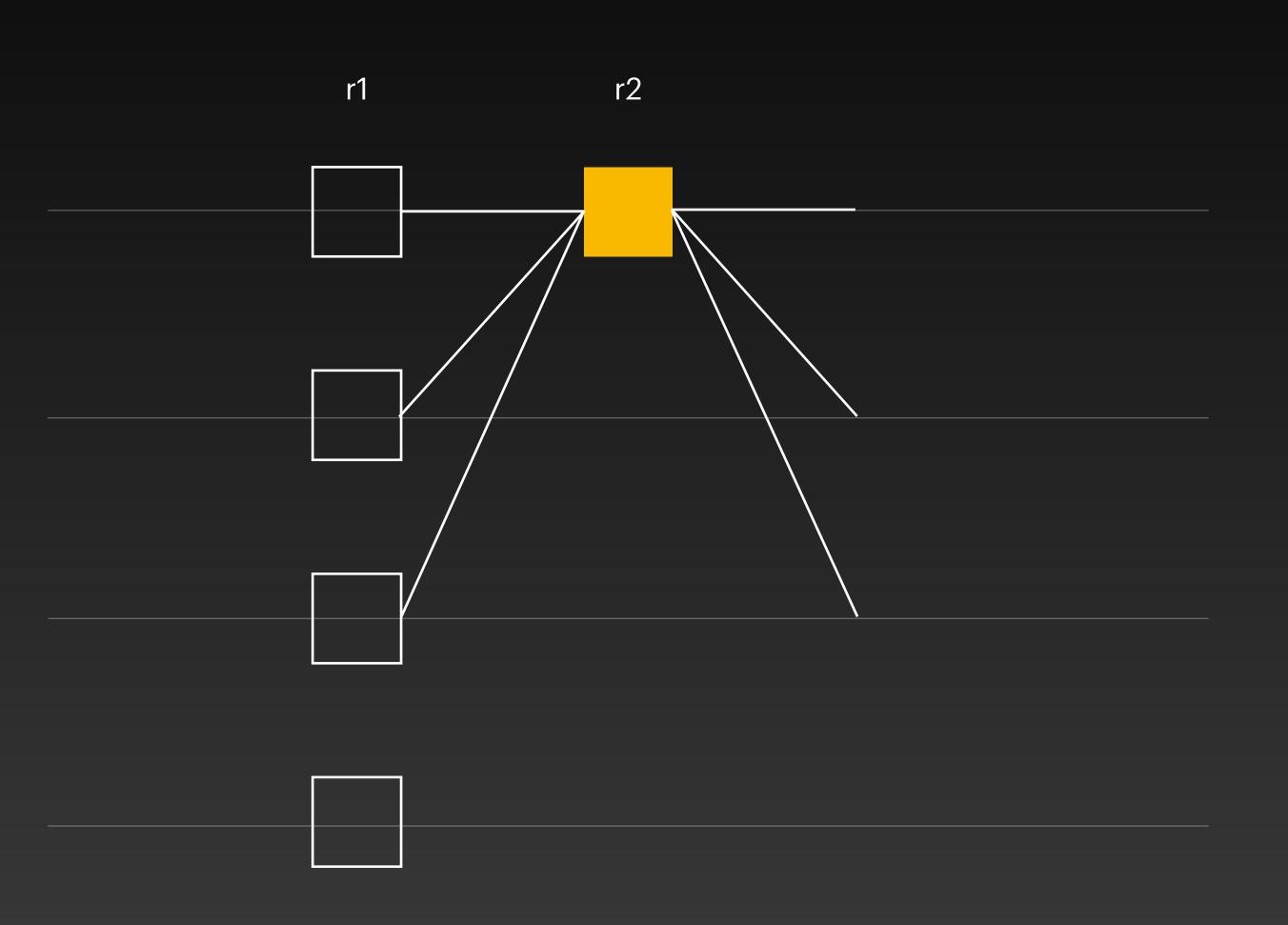
Why? Engineering Complexity





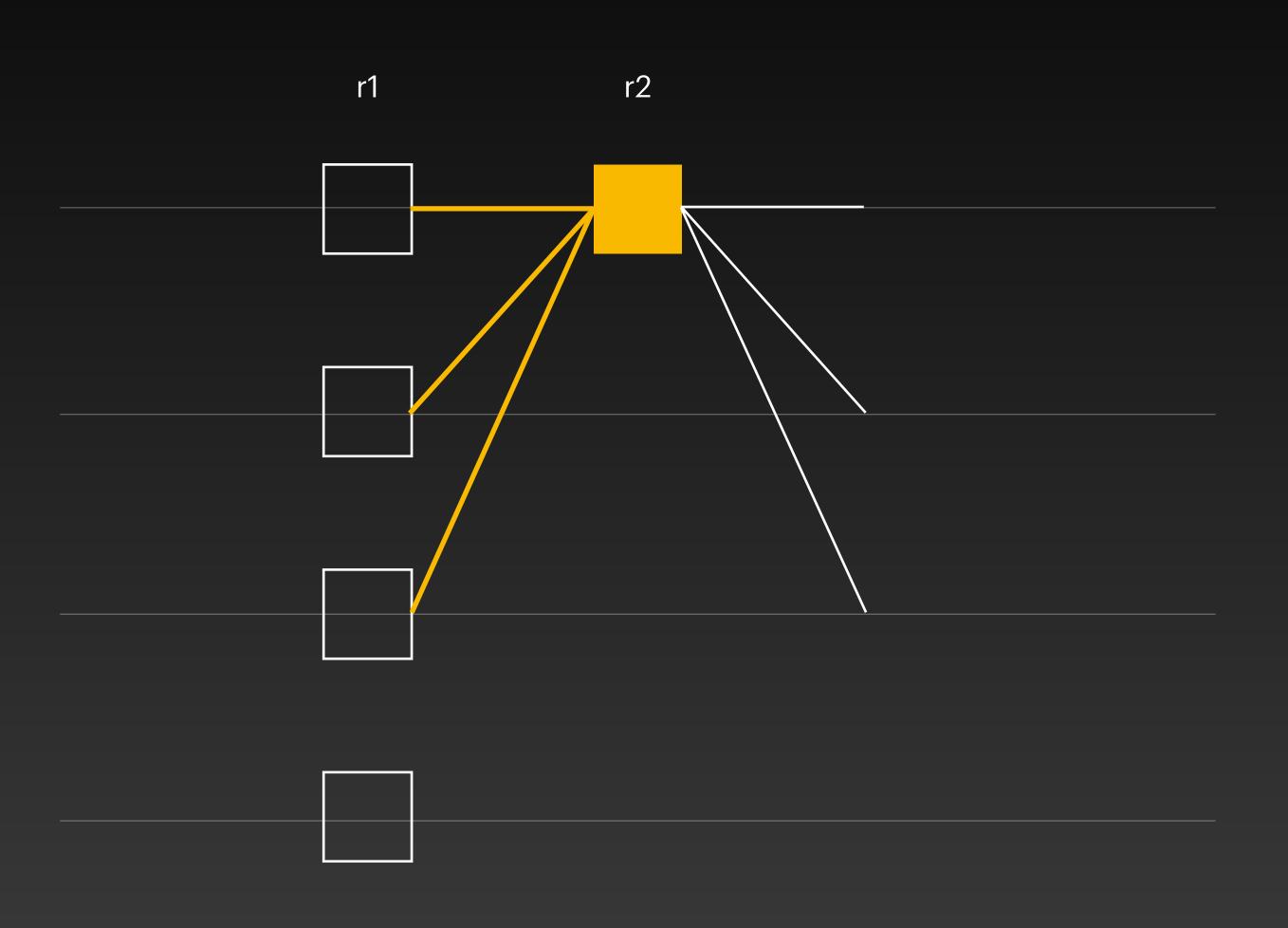
Uncertified DAG

The Mysticeti DAG Block Creation



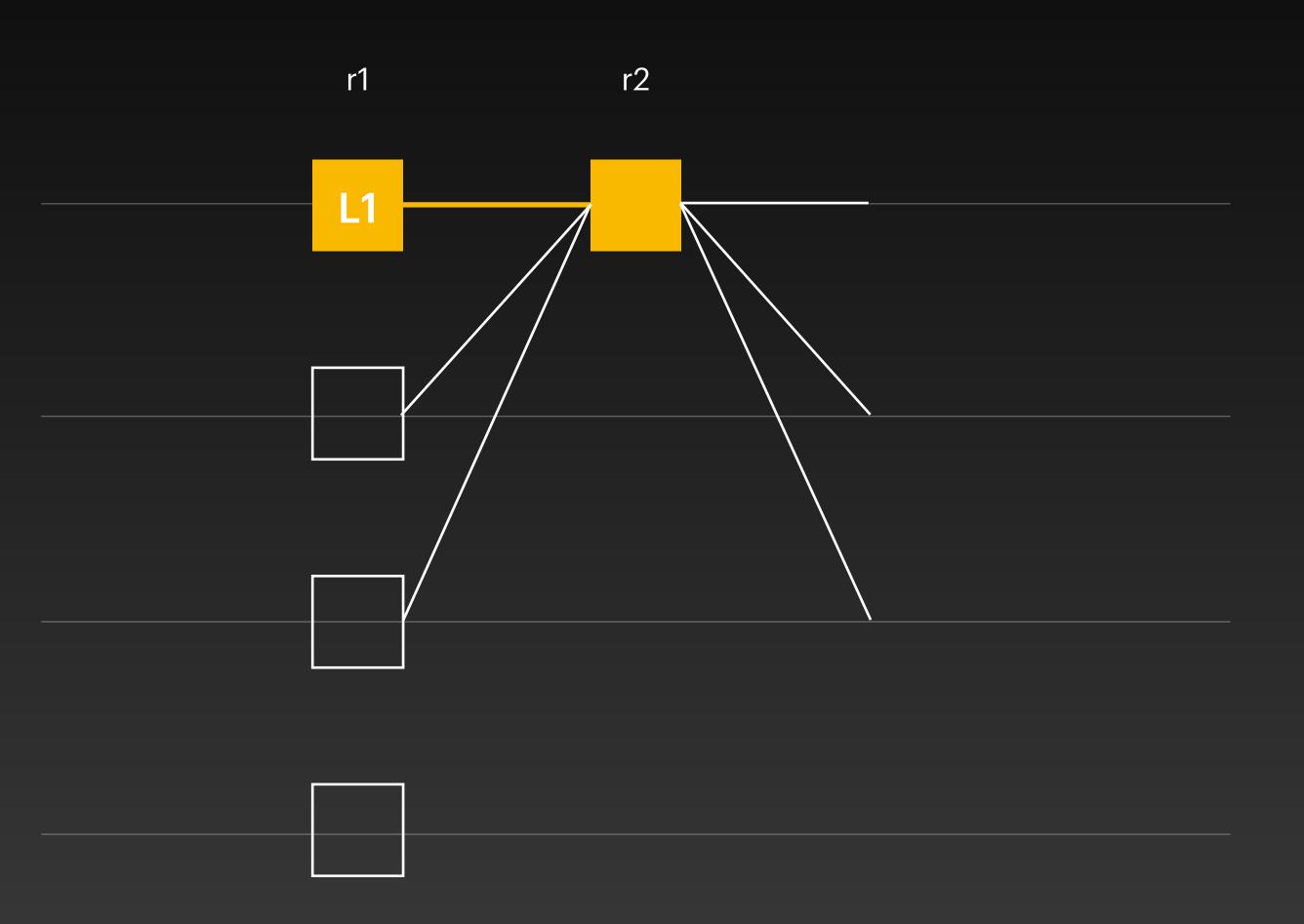
- Round number
- Author
- Payload (transactions)
- Signature

Rule 1: Link to 2f+1 parents

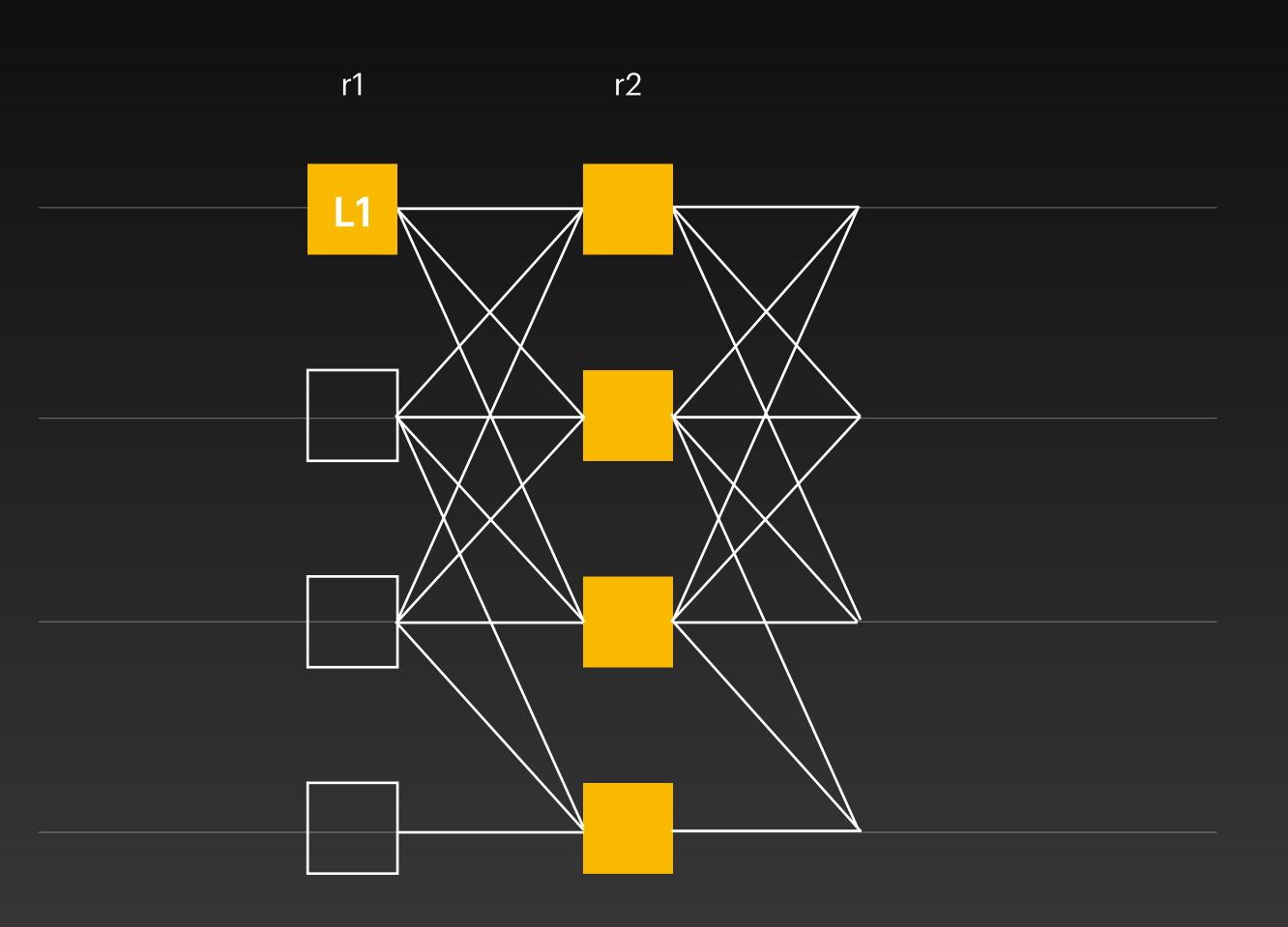


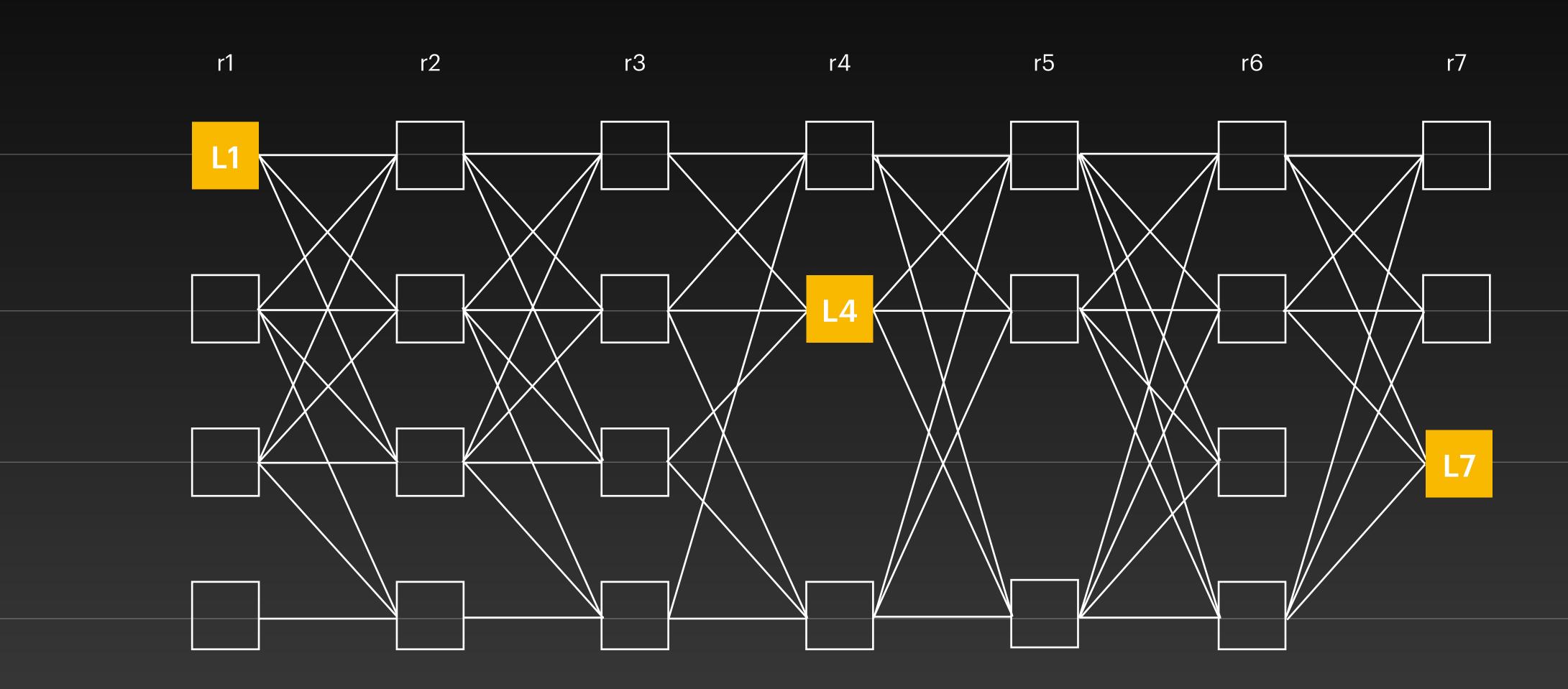
- Total nodes: **3f+1 = 4**
- Quorum: 2f+1 = 3

Rule 2: Every node waits and links to leaders



Rule 3: All node run in parallel



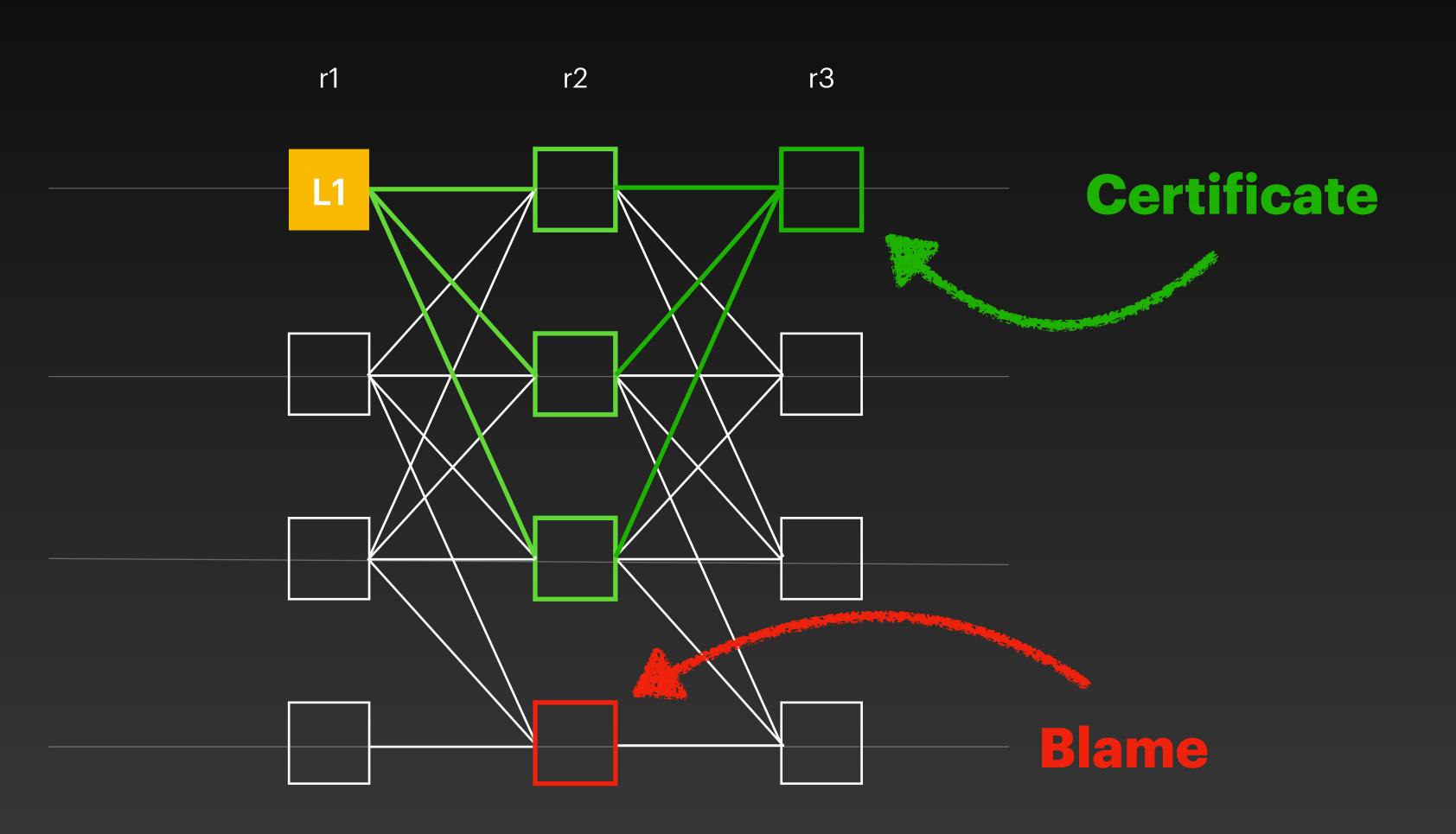


Main Ingredient:

All messages embedded in the DAG

- Fewer signatures
- Isolated engineering component
- Define interpretable patterns on the DAG
- Run multiple protocols on the same DAG

Interpreting DAG Patterns



Two Protocols, One DAG

Mysticeti-C Consensus

- No rounds without leader
- Multiple leaders per round

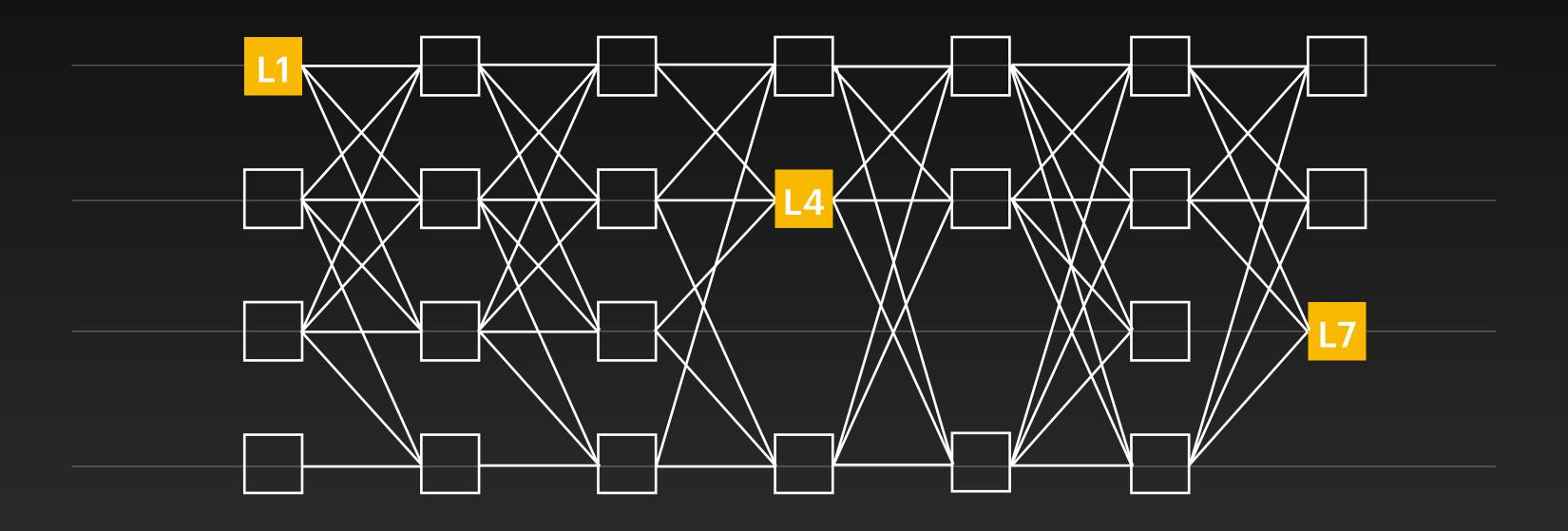
Mysticeti-FPC Adding Fast Finality

Interpret BCB on DAG

Mysticeti-C

The consensus protocol

End Goal Ordering leaders



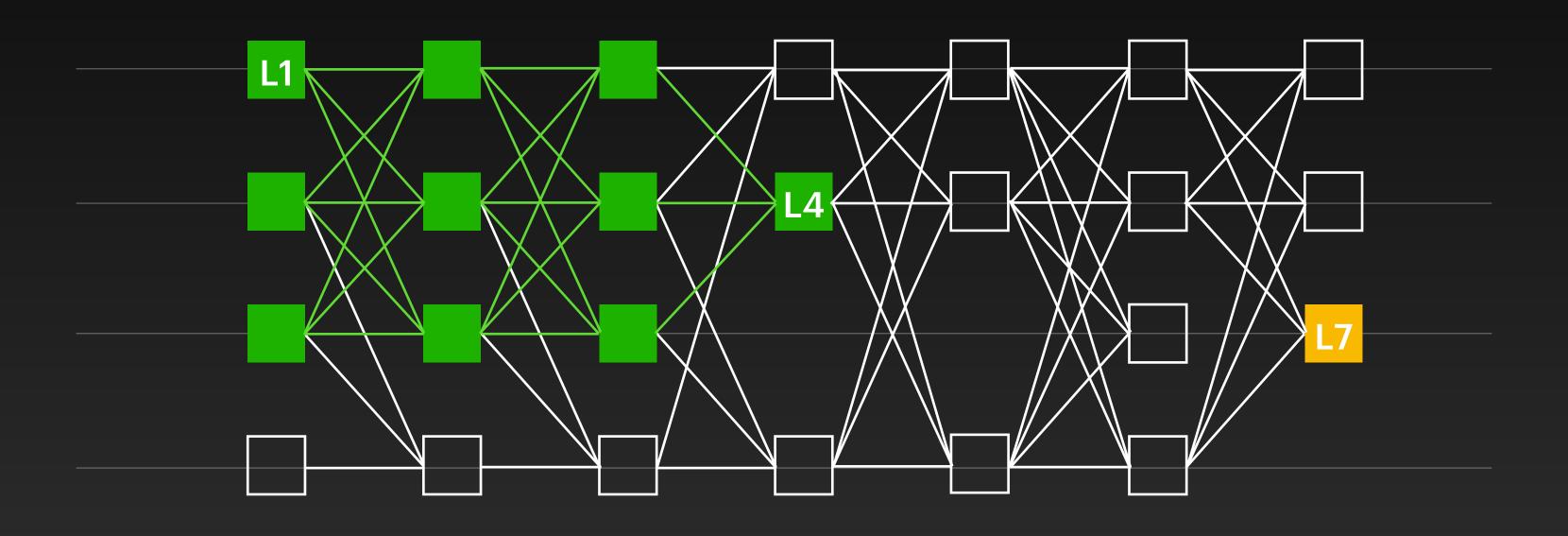
We focus on ordering leaders:

L1

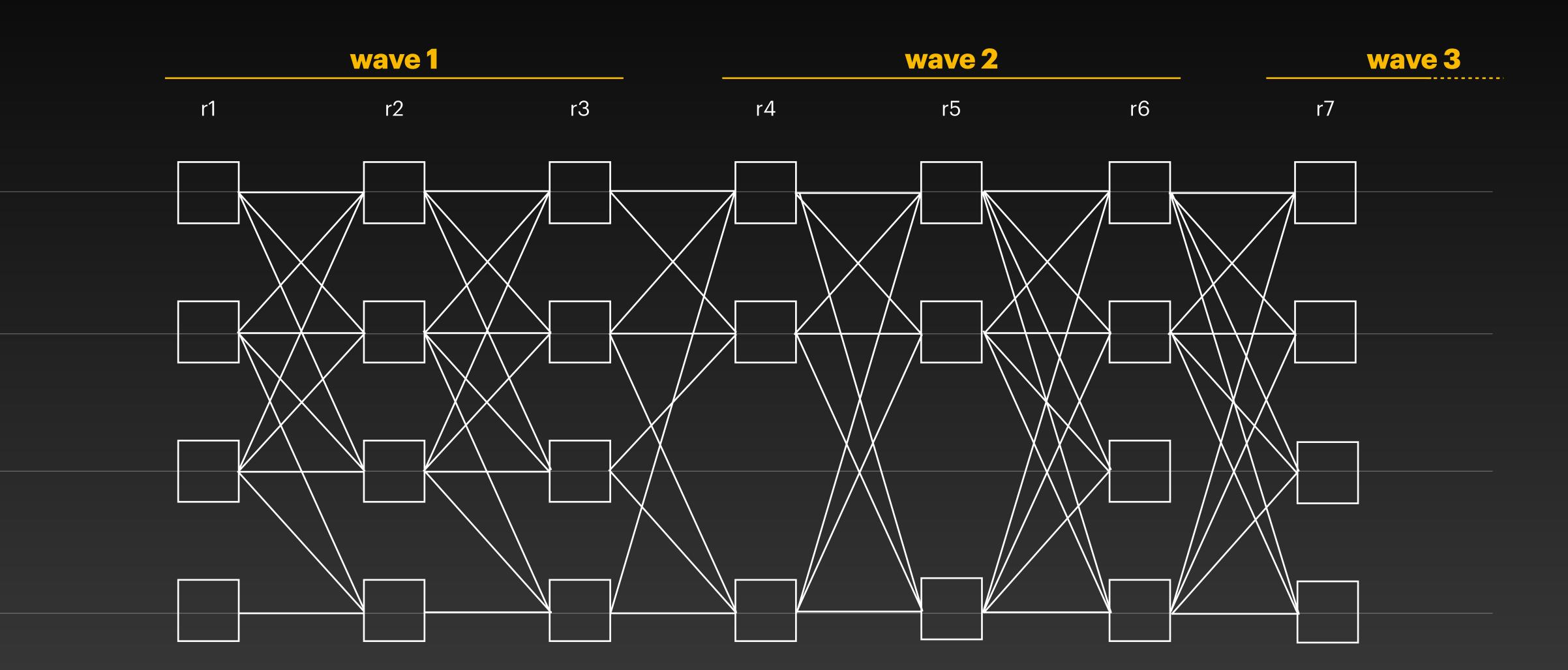
L4

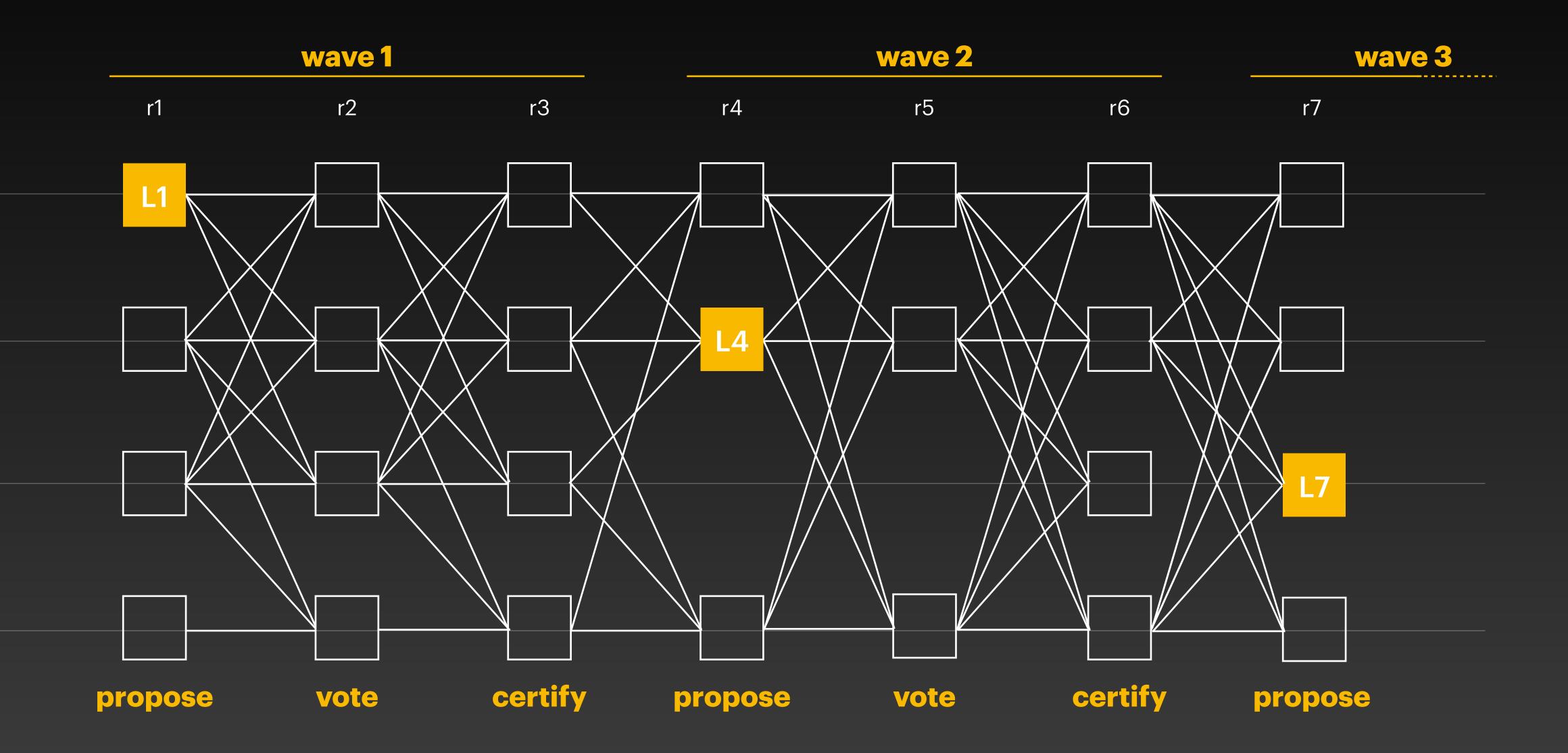
L7

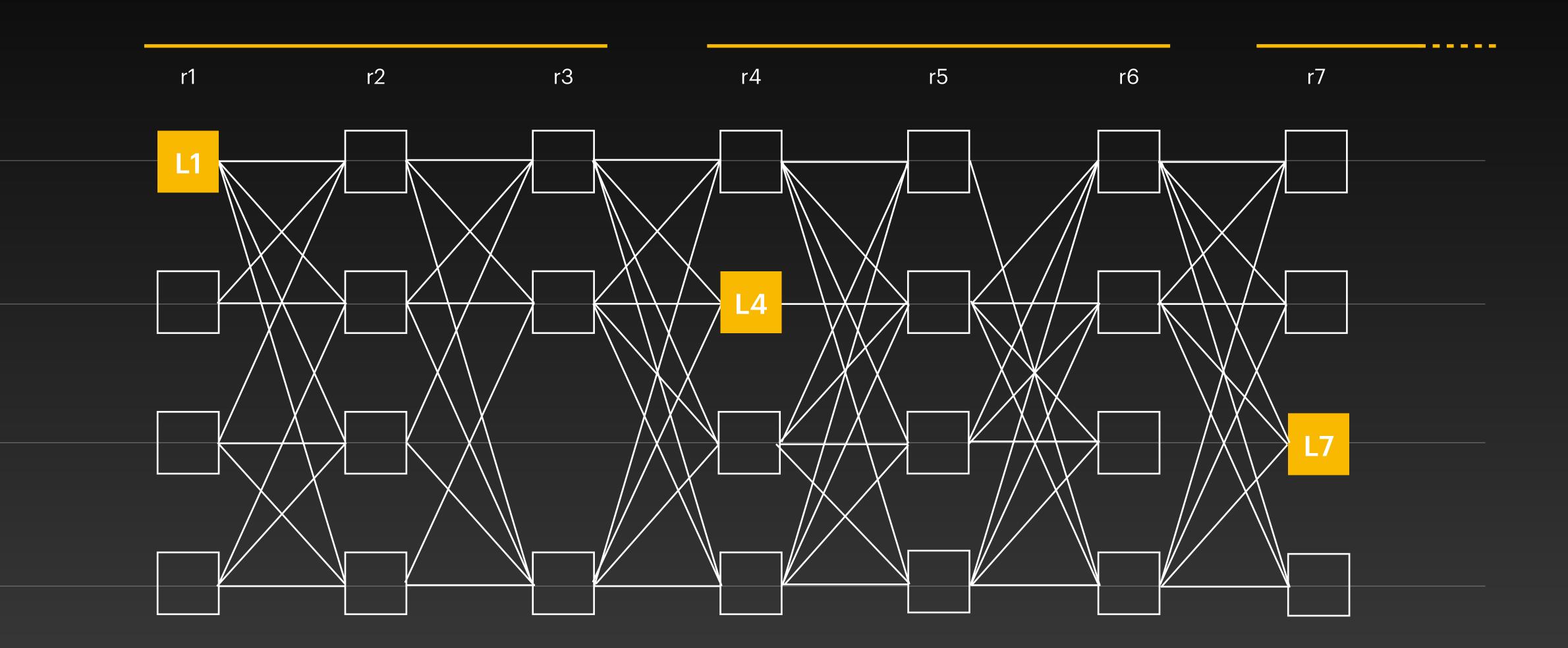
End Goal Ordering leaders

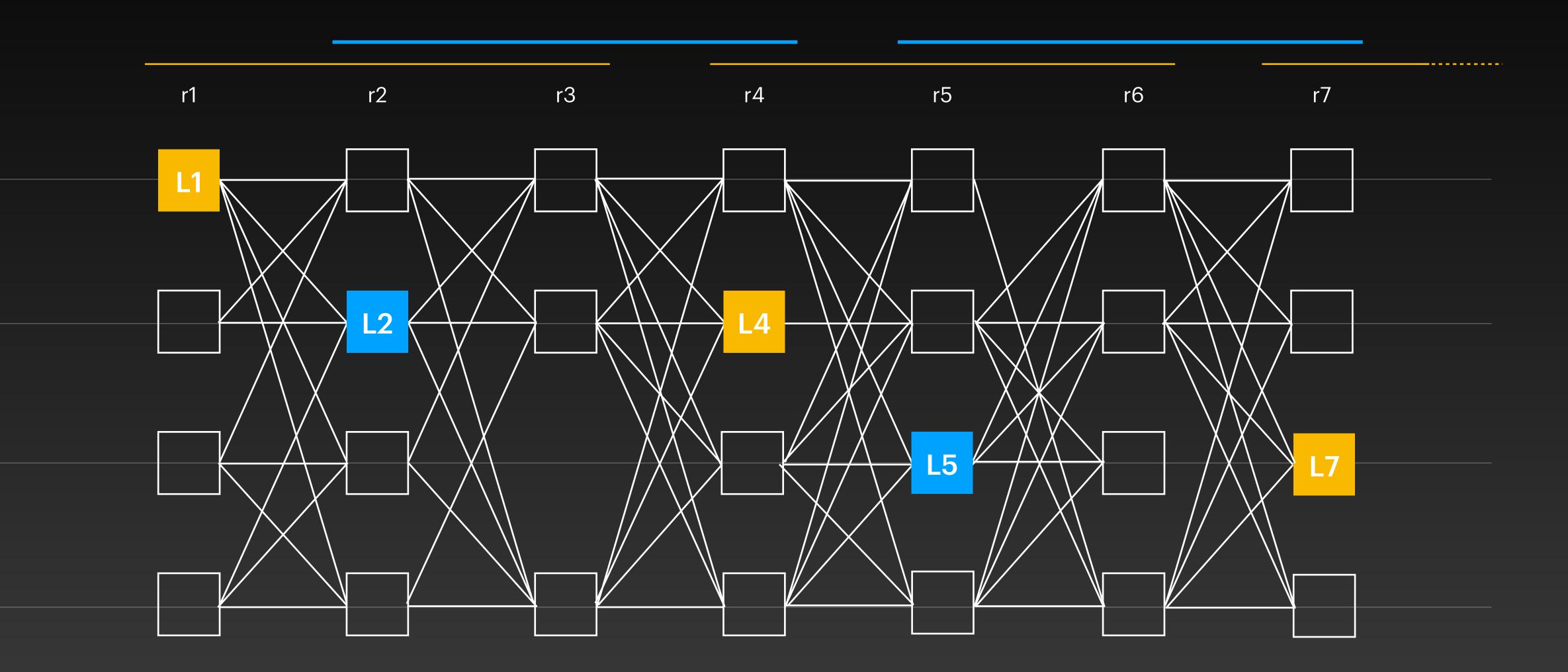


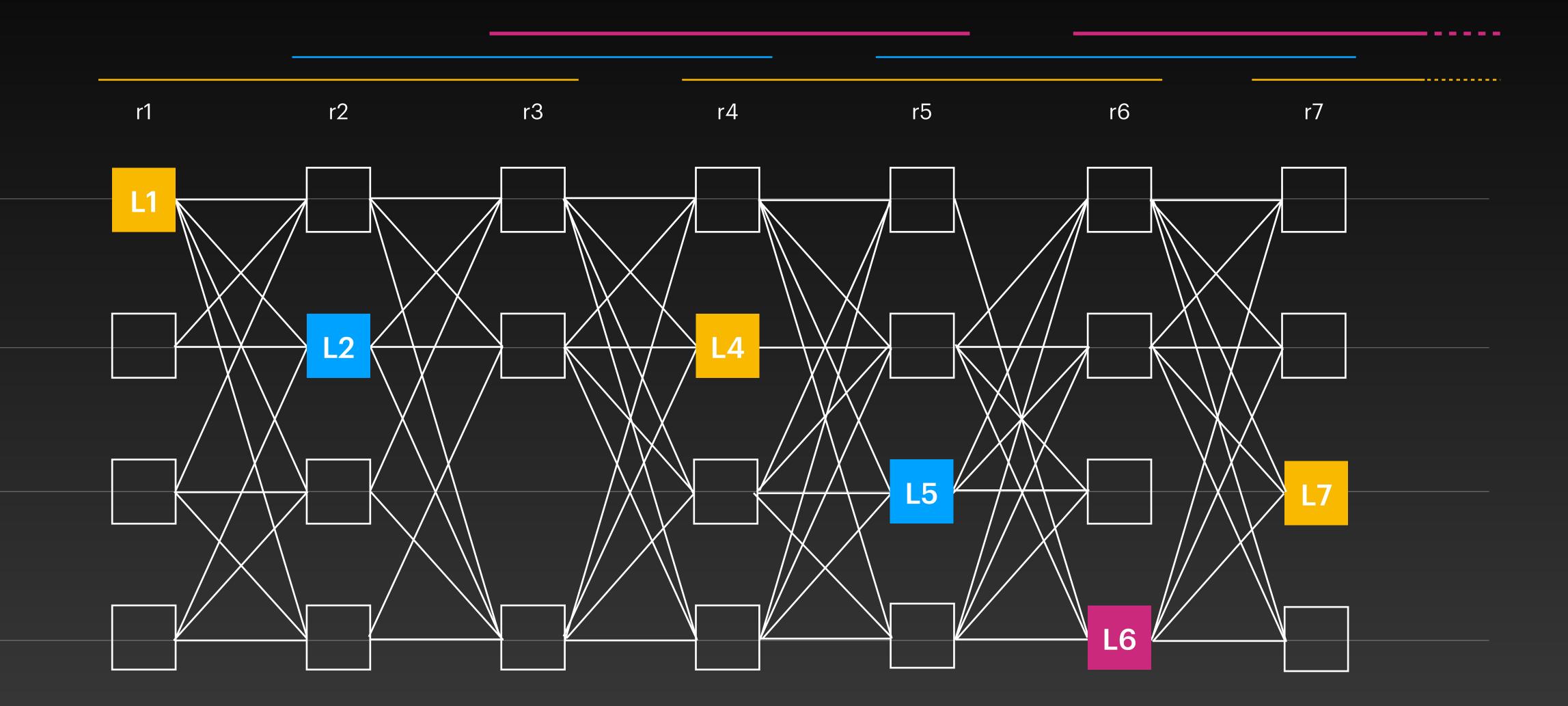
- We focus on ordering leaders: L1 L4 L7
- Linearising the sub-DAG is simple

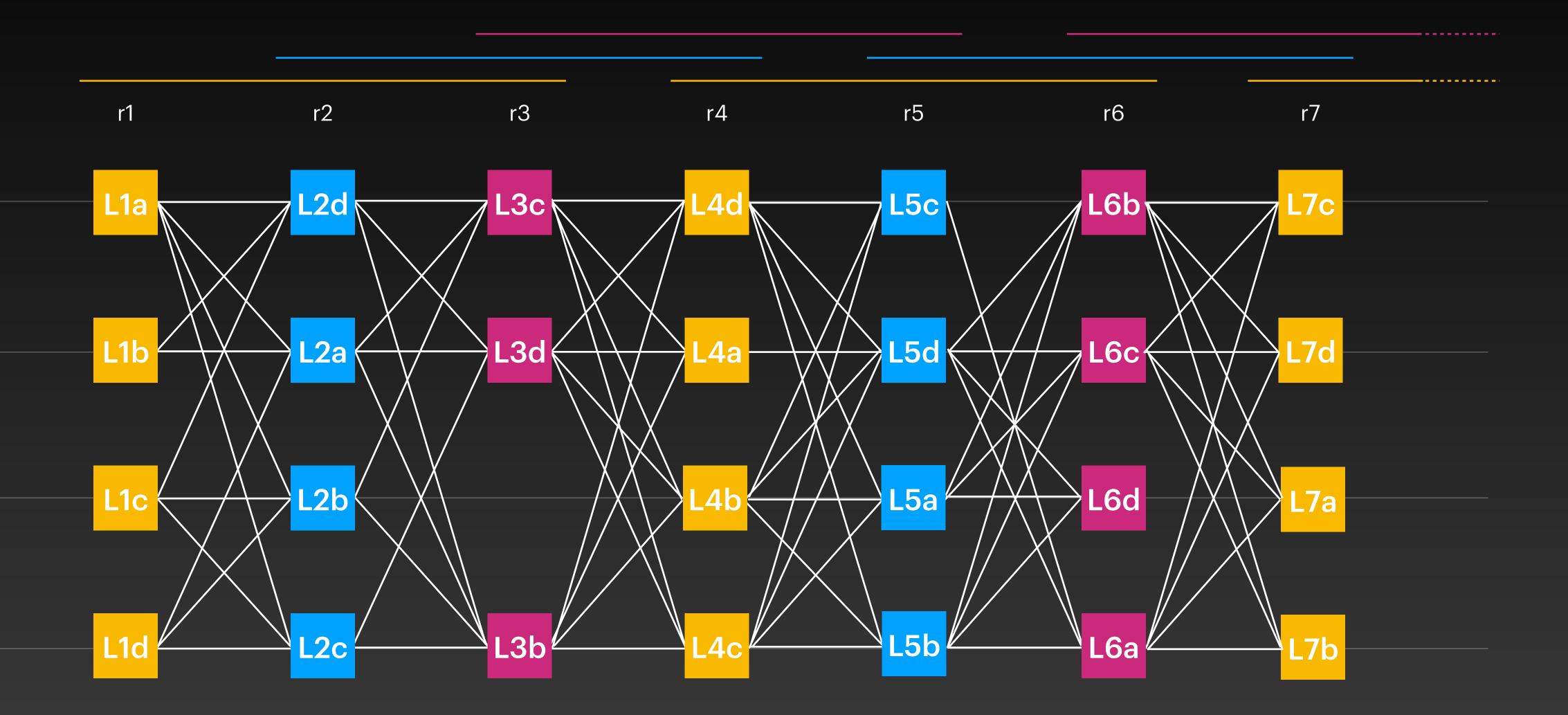






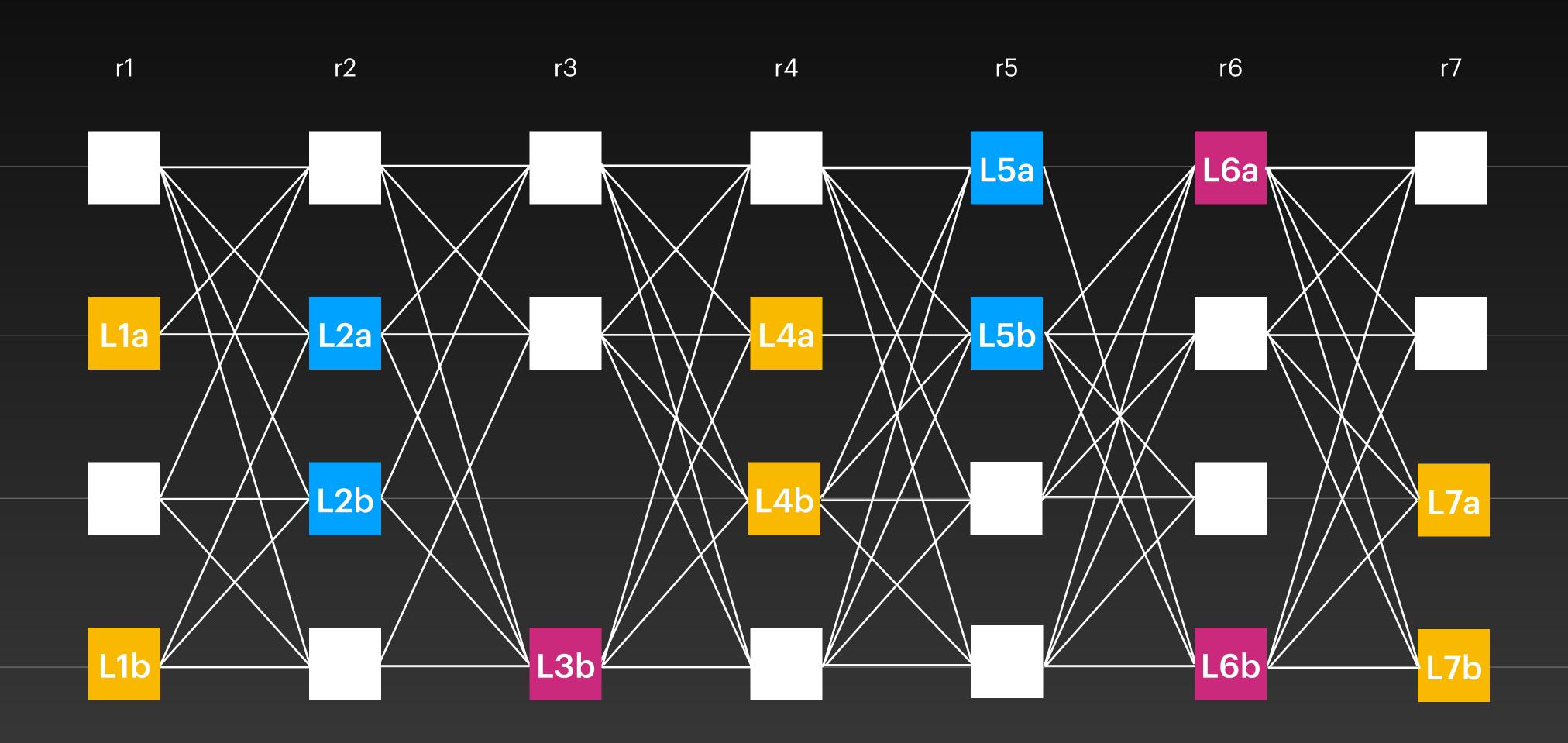




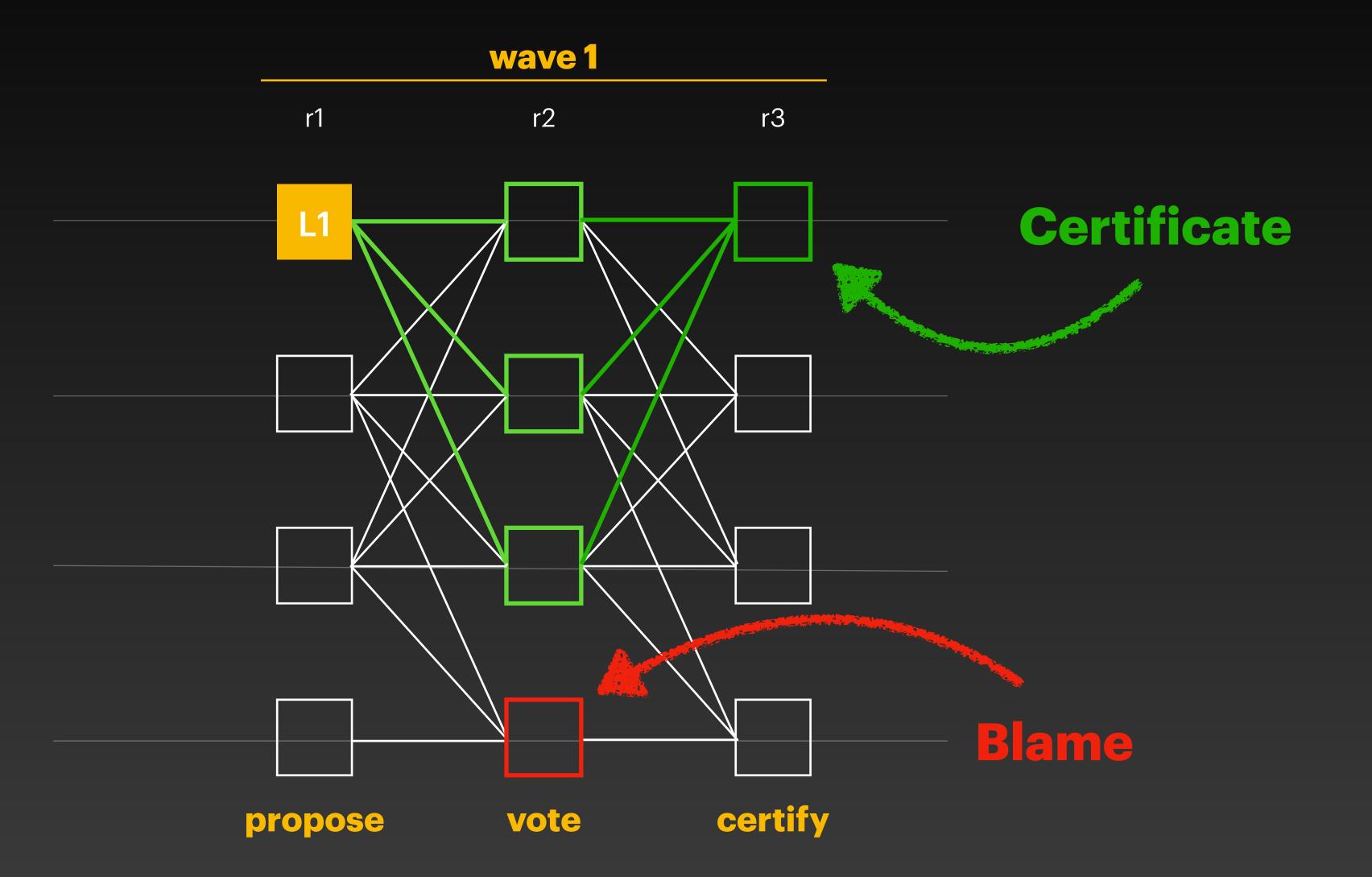


Practical Implementation

Select only 2 leaders per round



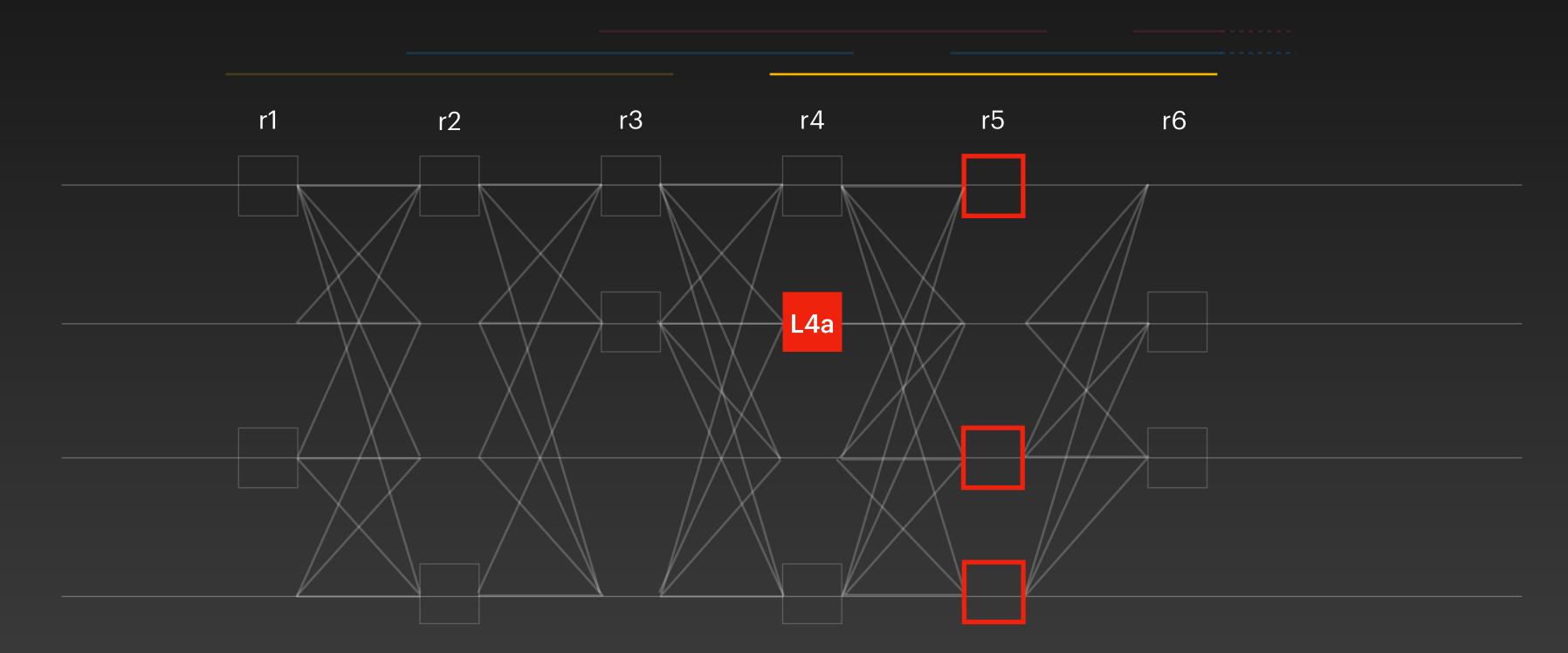
Interpreting DAG Patterns



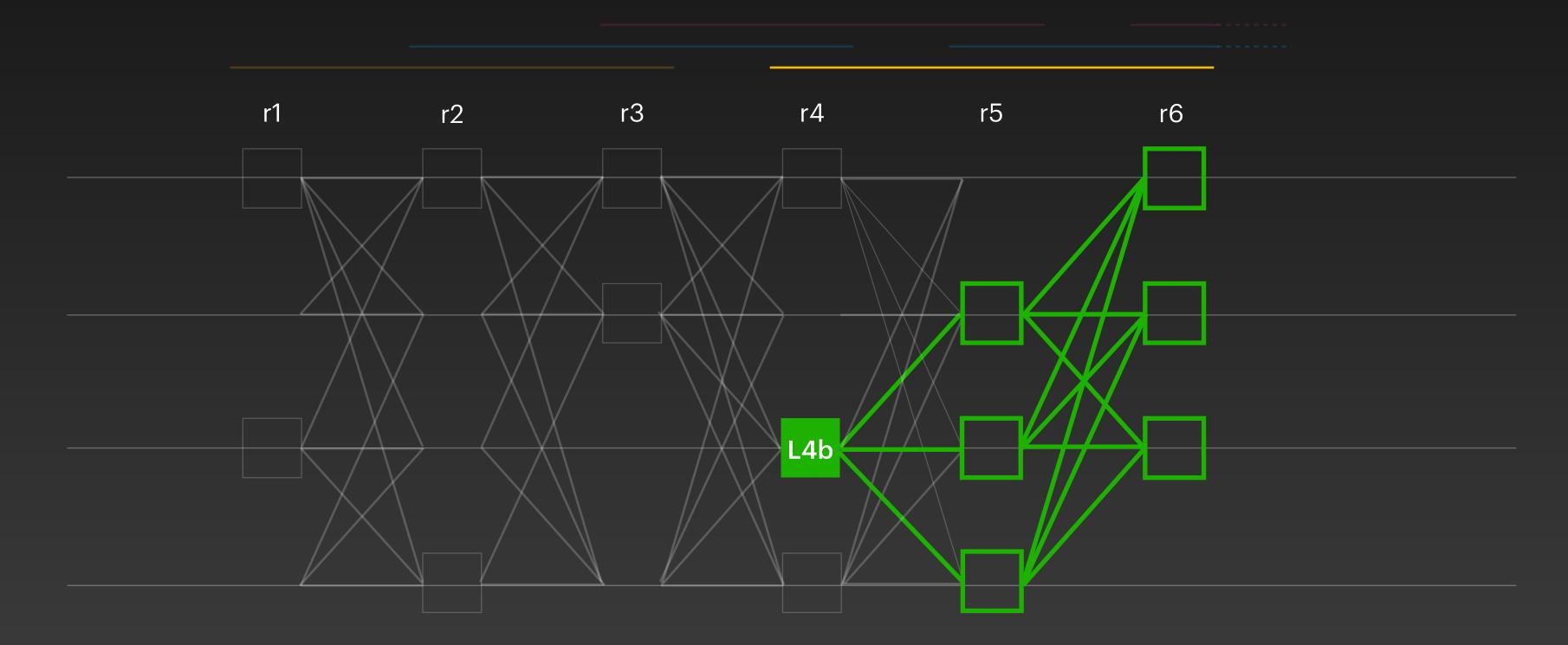
se minor

- Skip if 2f+1 blames
- **Commit** if 2f+1 certificates
- Undecided otherwise

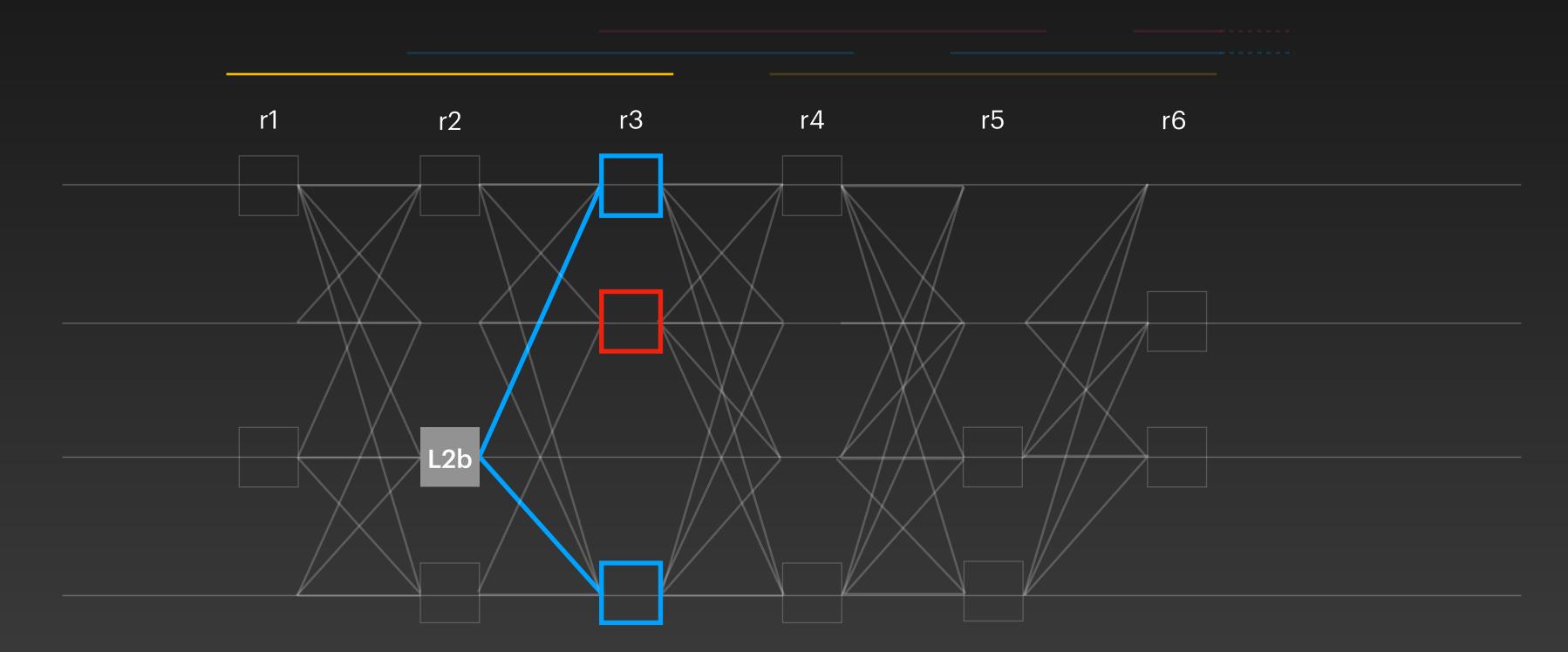
- Skip if 2f+1 blames
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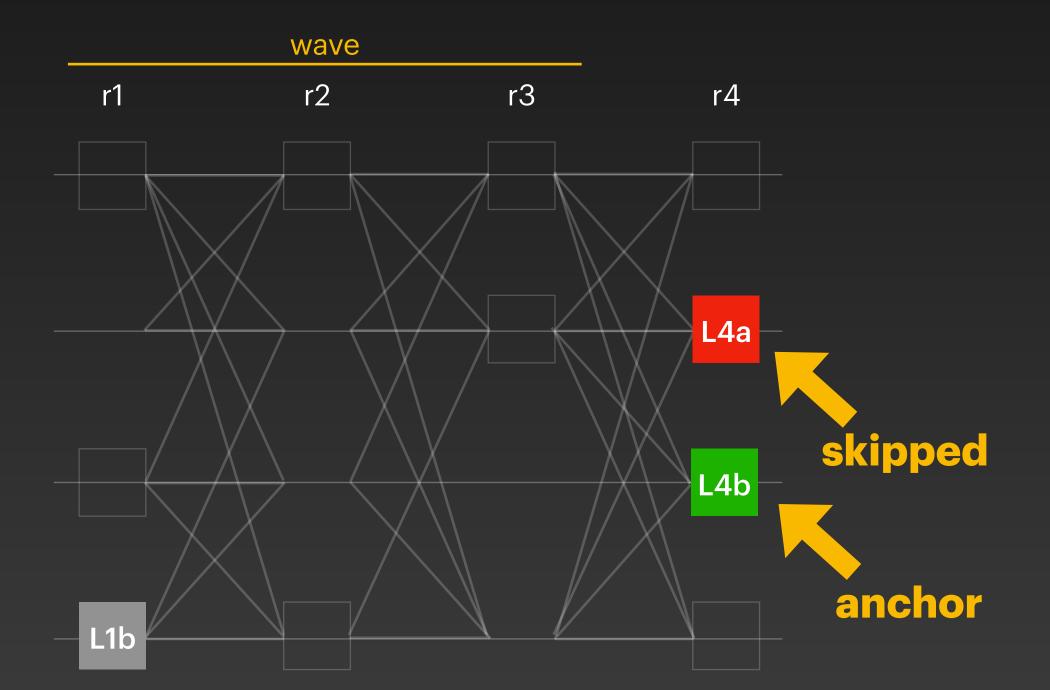


- Skip if 2f+1 blames
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- Undecided otherwise



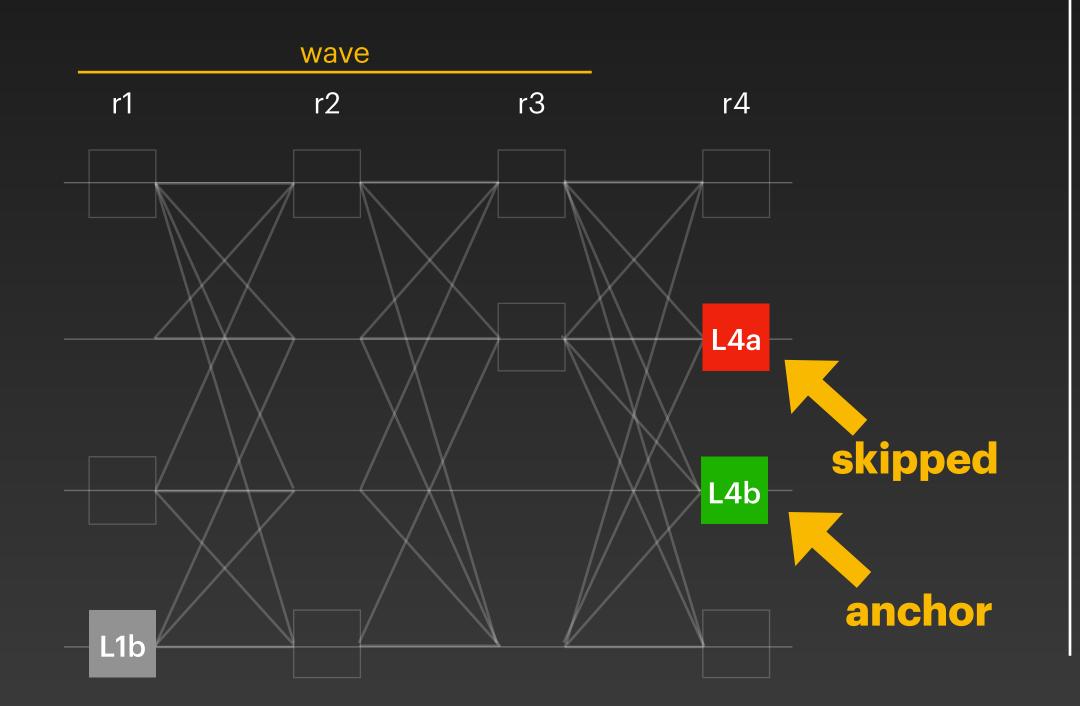
1. Find Anchor

First block with round > r+2 that is
 Commit or Undecided



1. Find Anchor

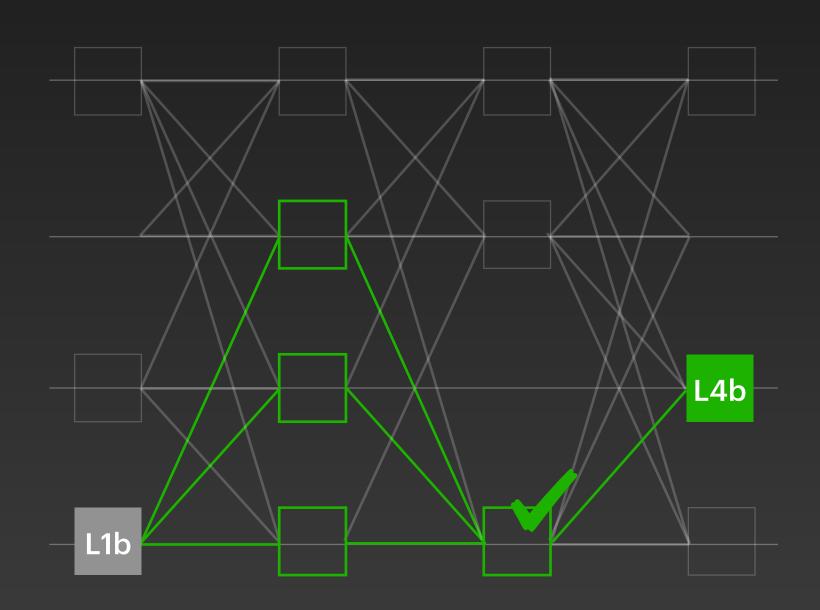
First block with round > r+2 that is
 Commit or Undecided



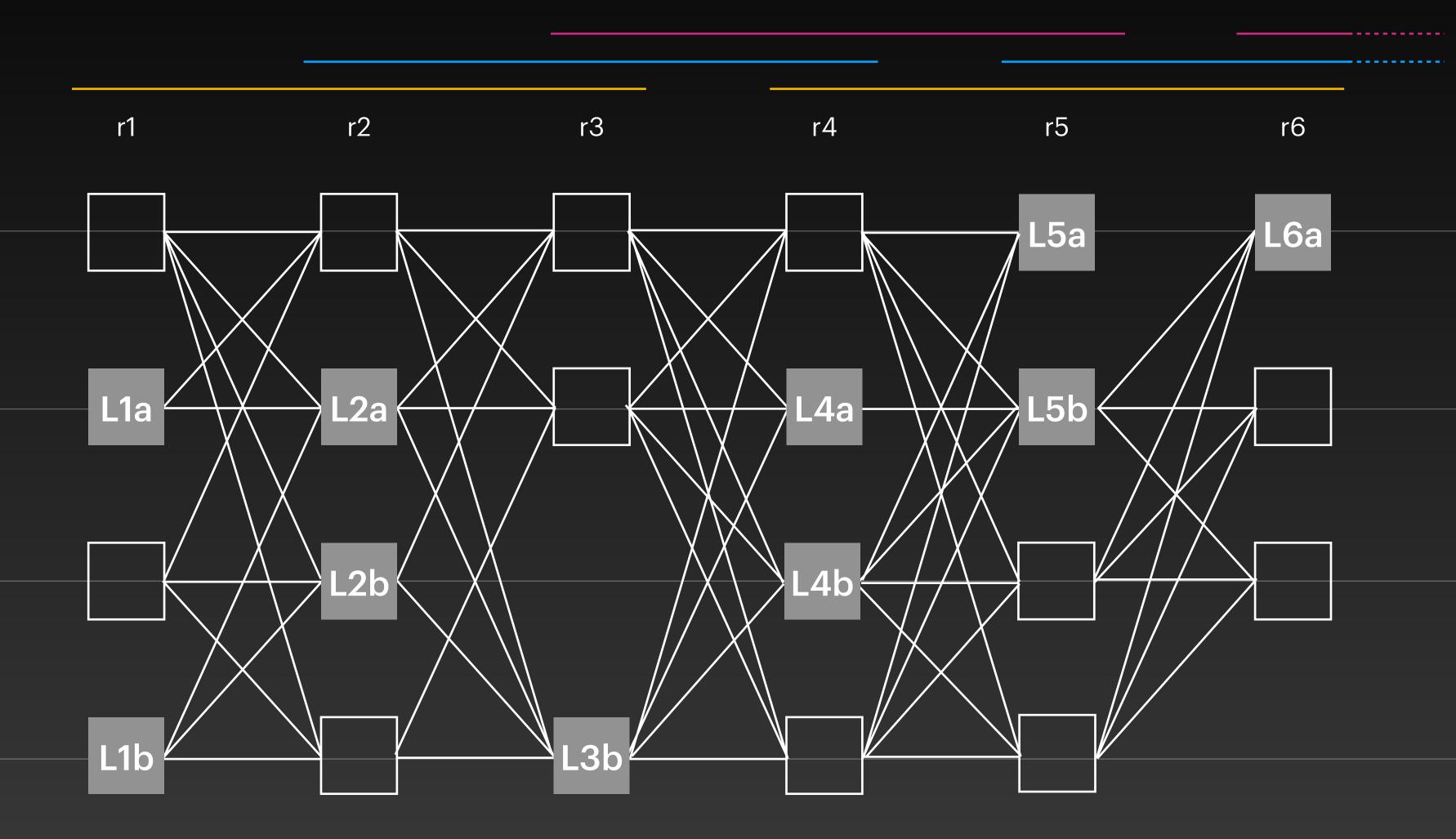
2. Certified link

Commit if

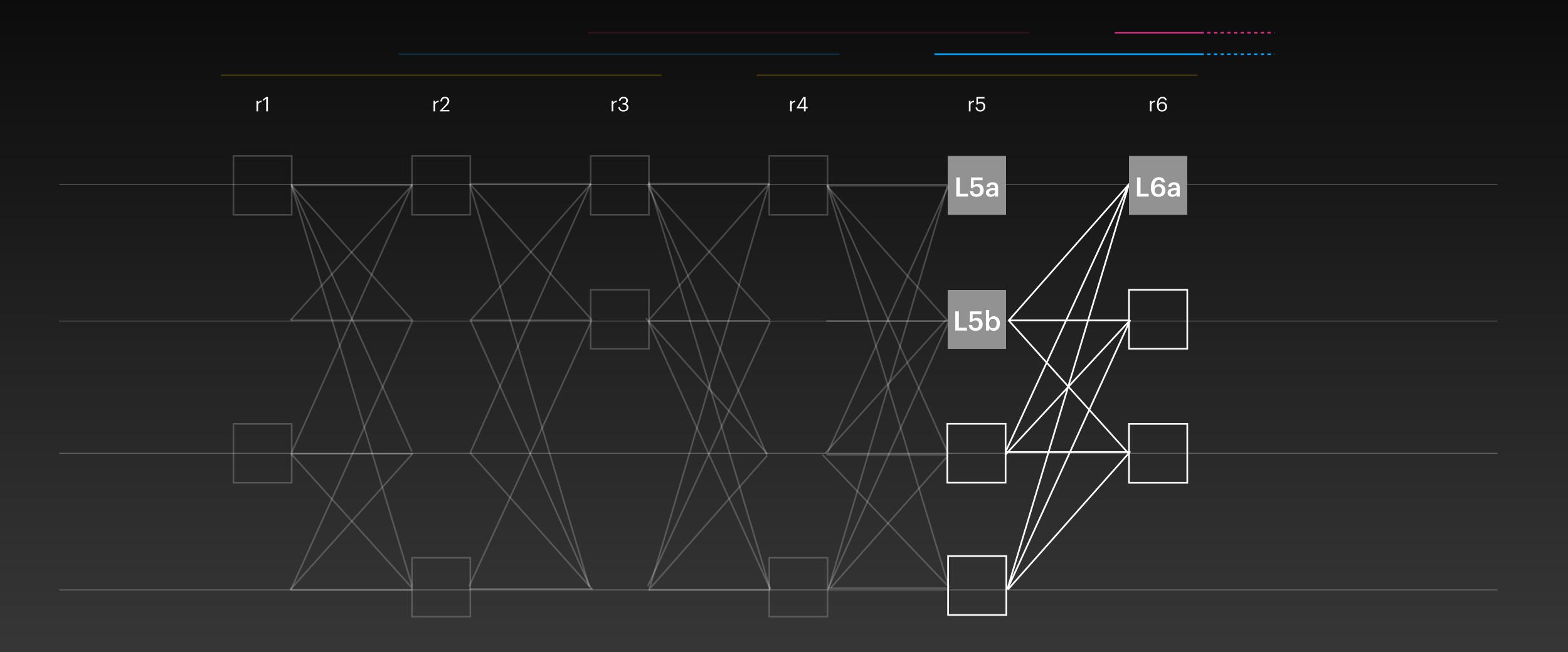
B <-> certified link <-> A
otherwise Skip

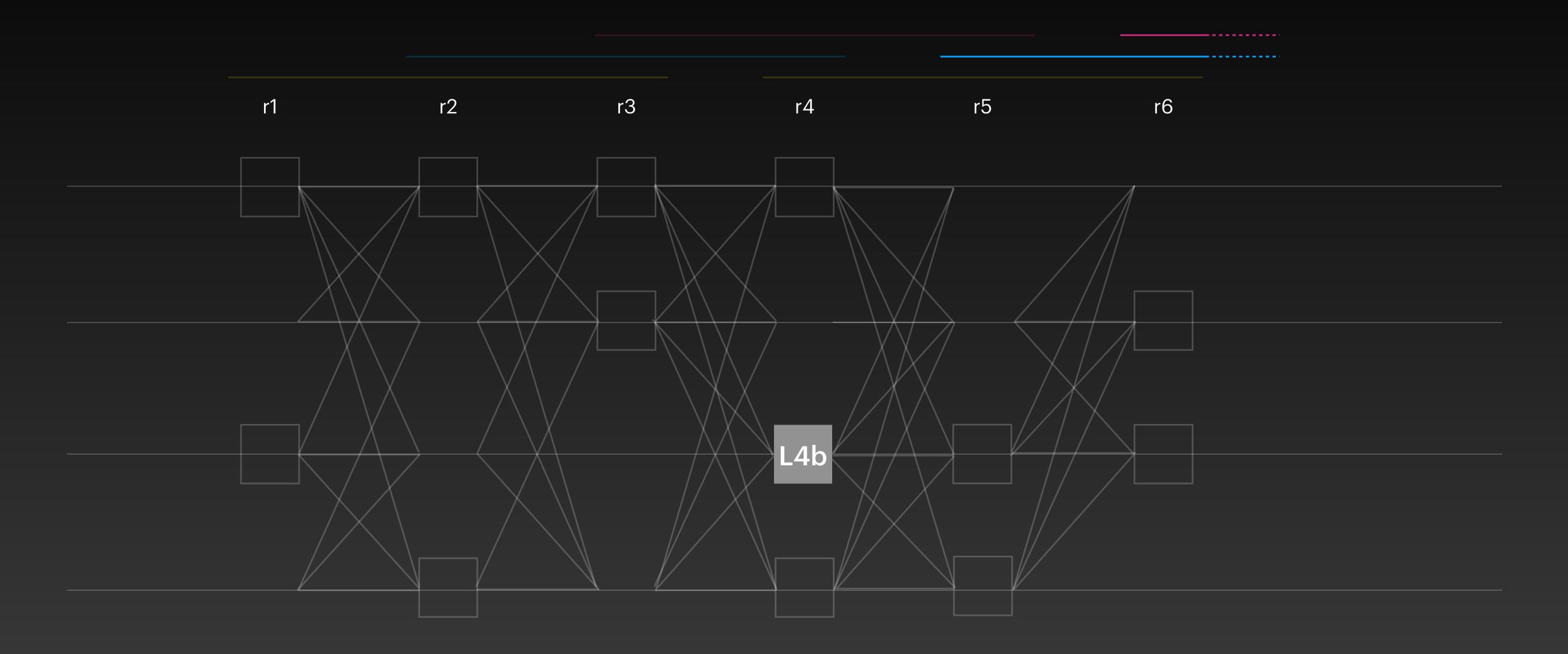


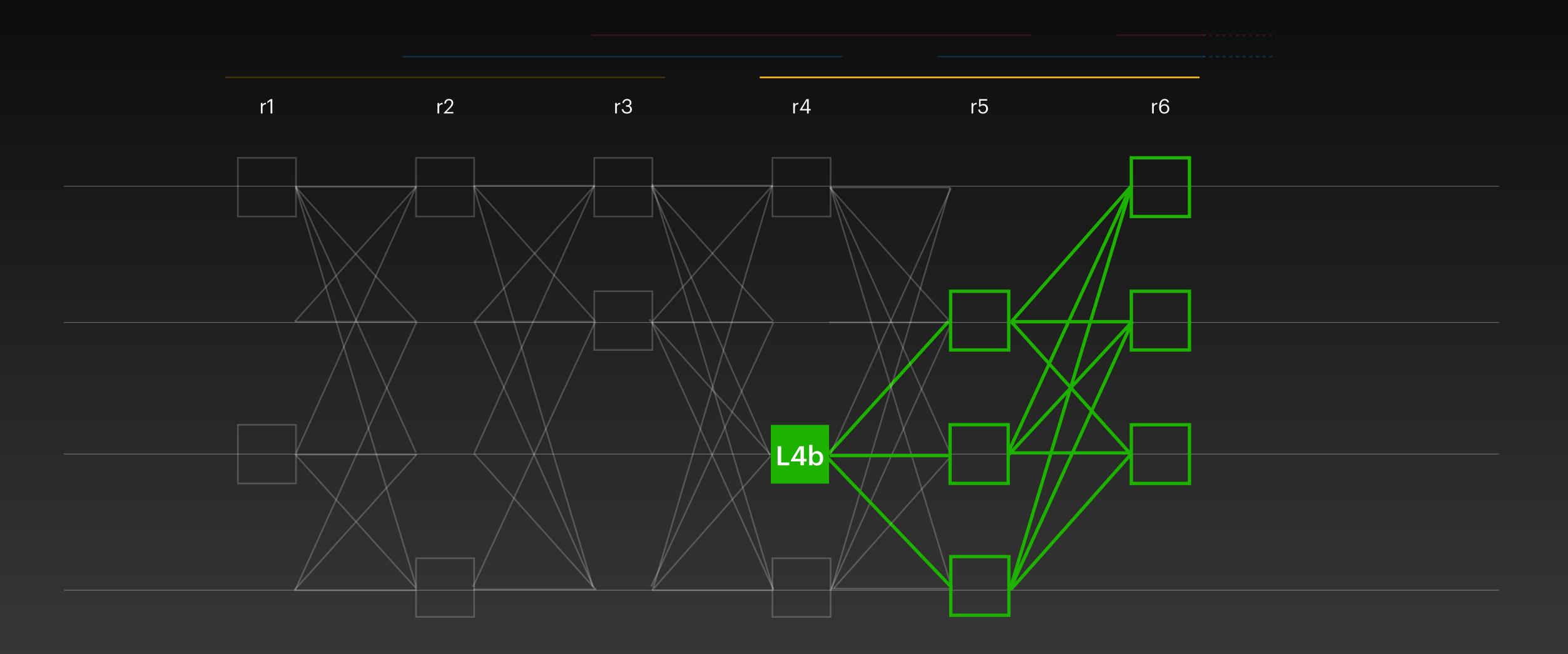
All Start at Undecided

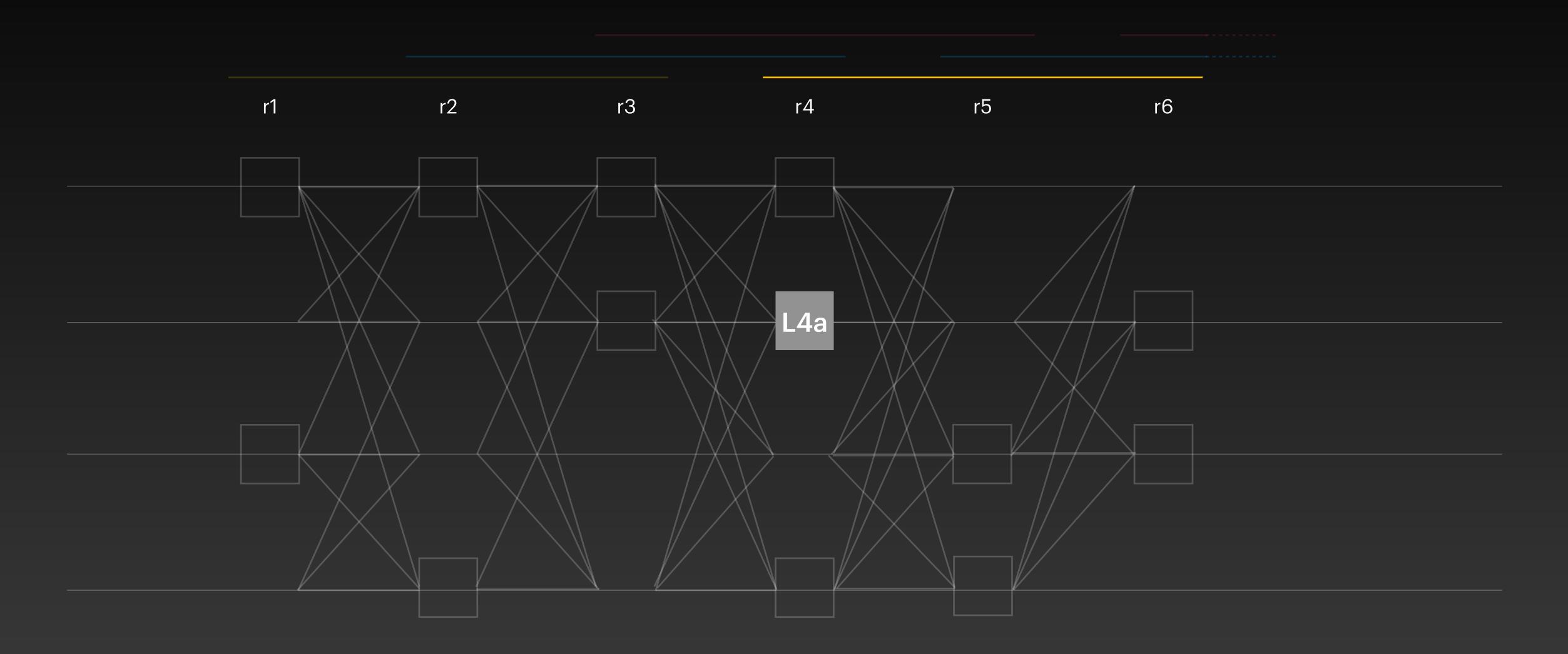


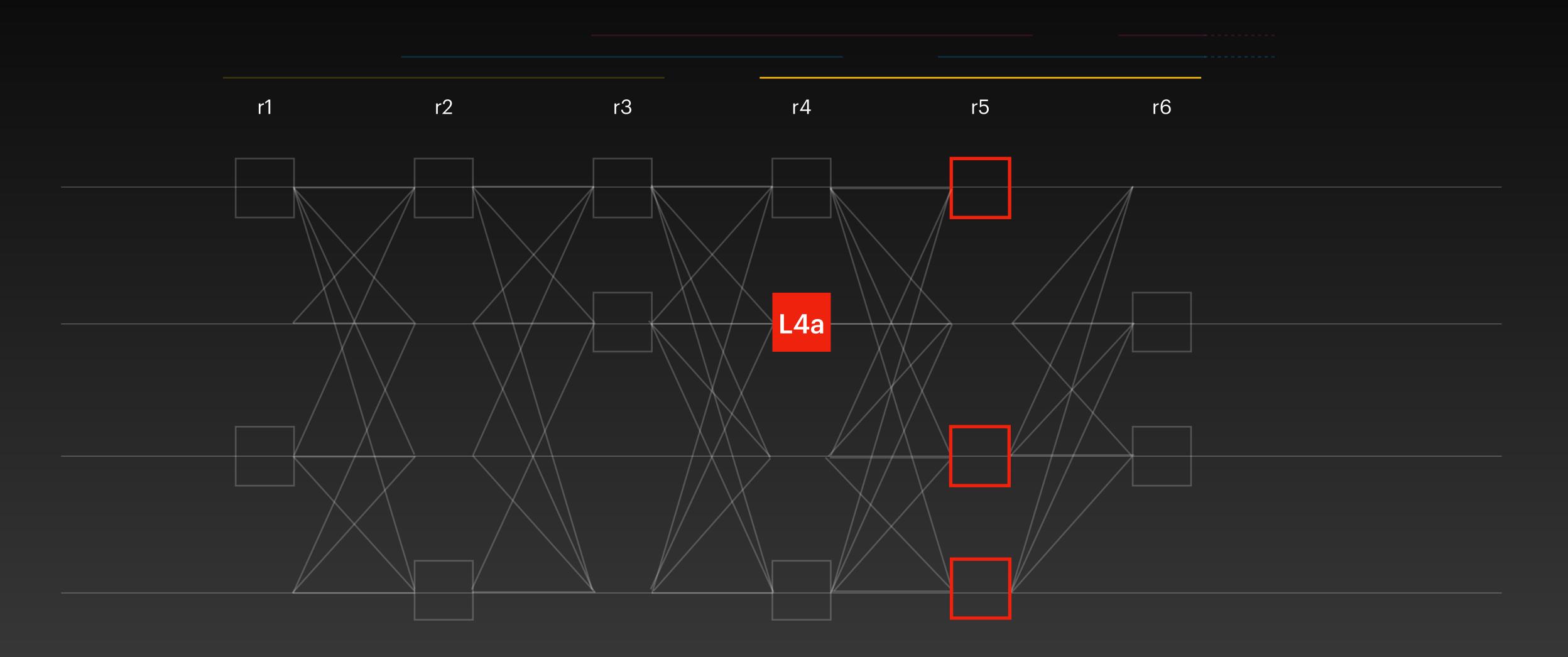
Ignore Incomplete Waves

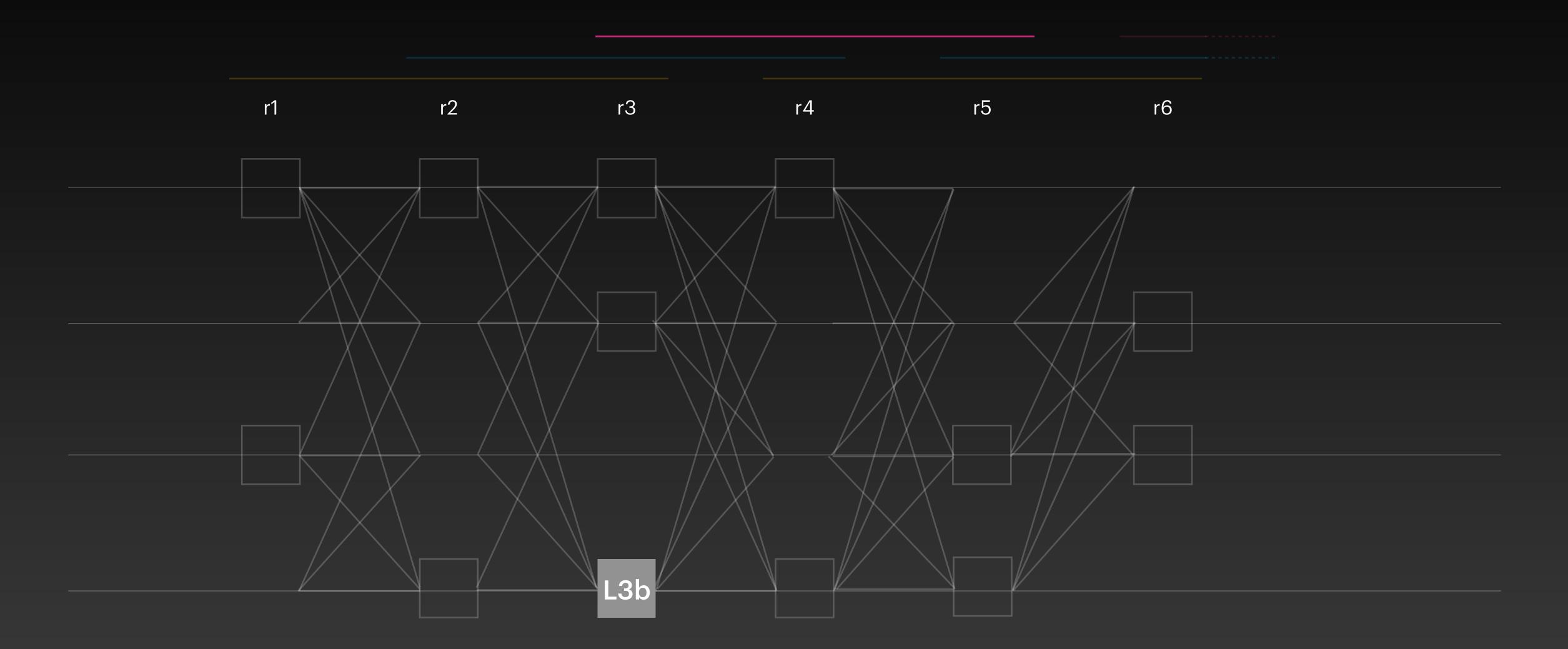


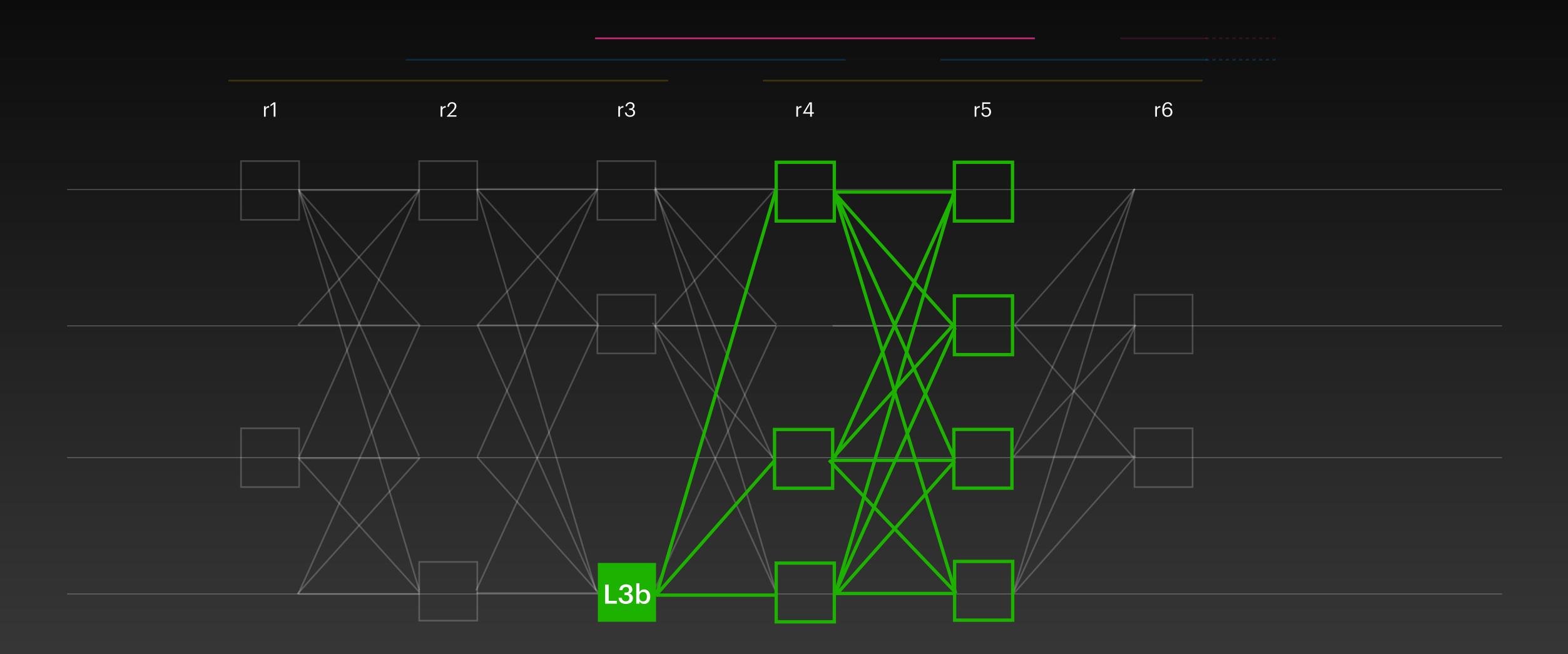




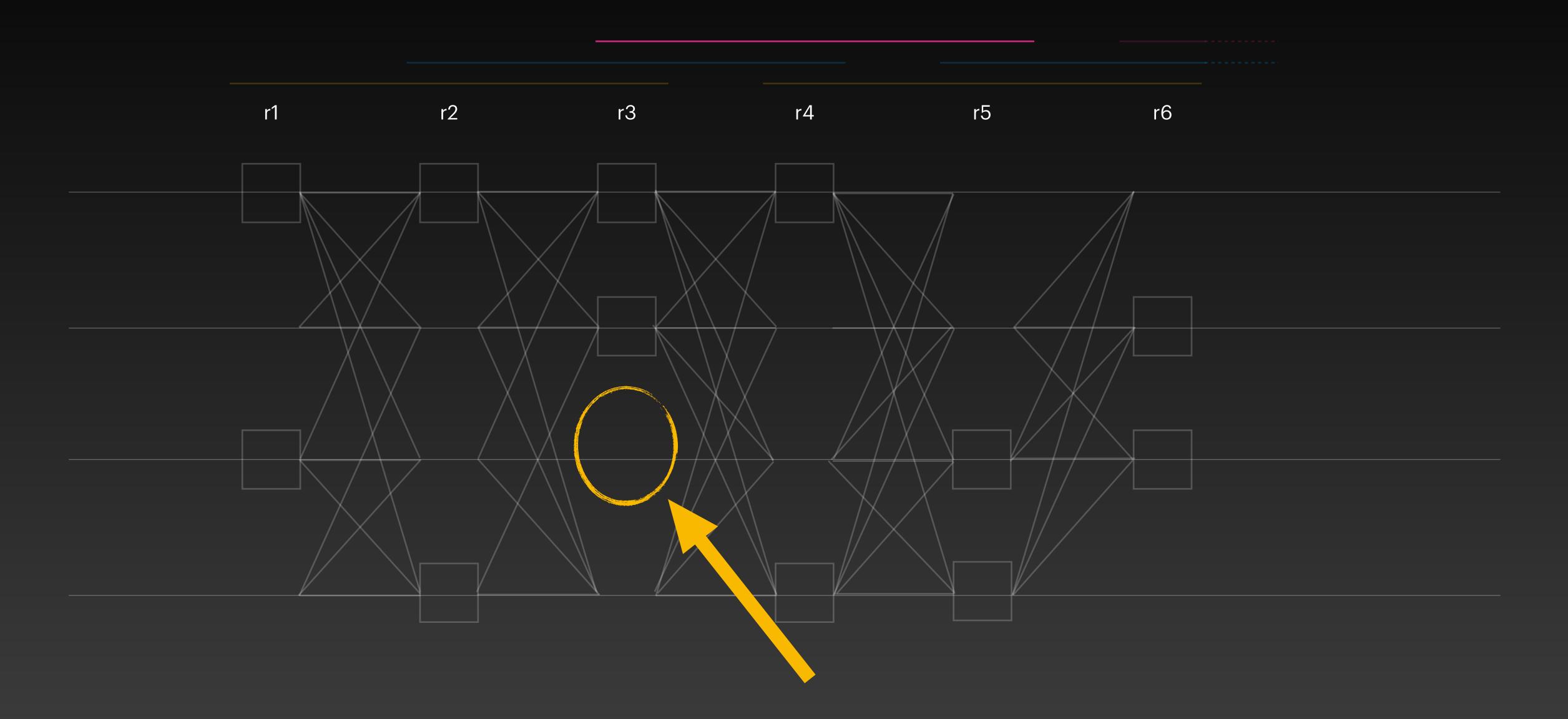


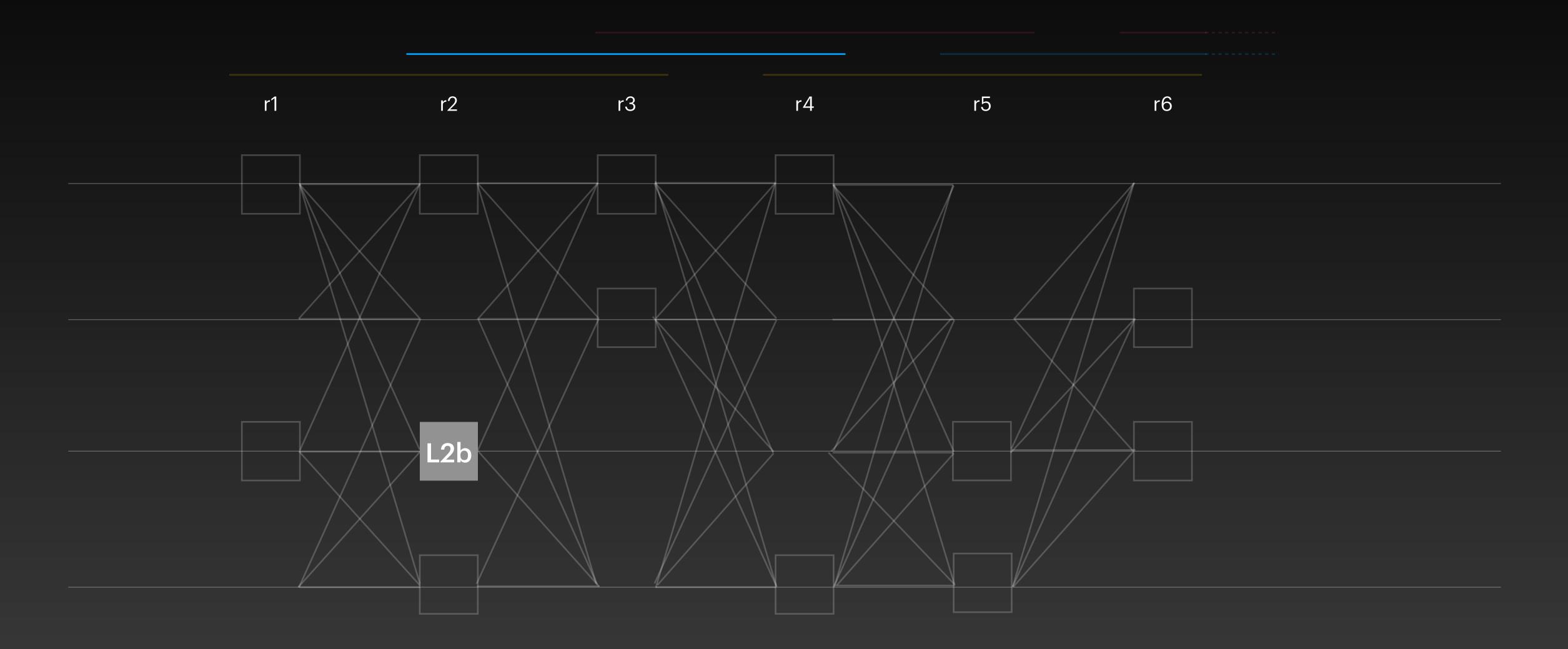


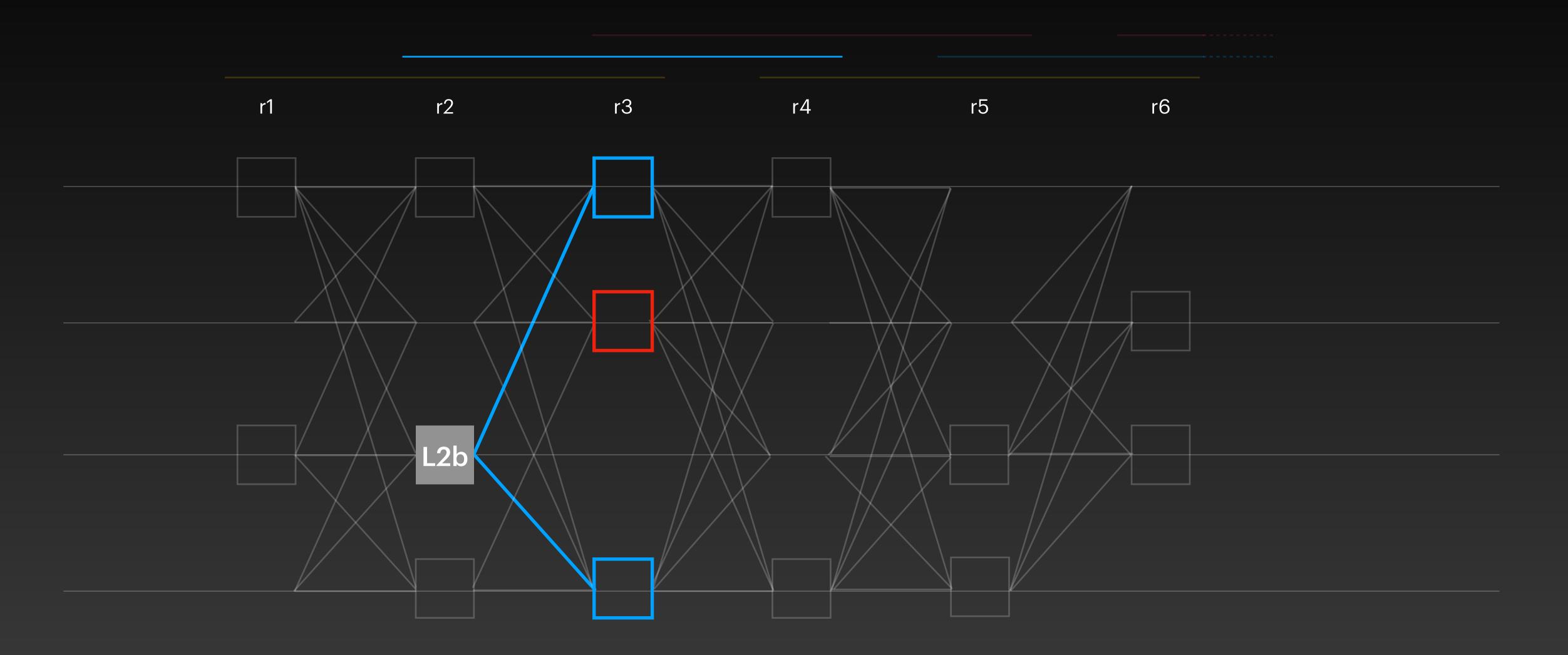


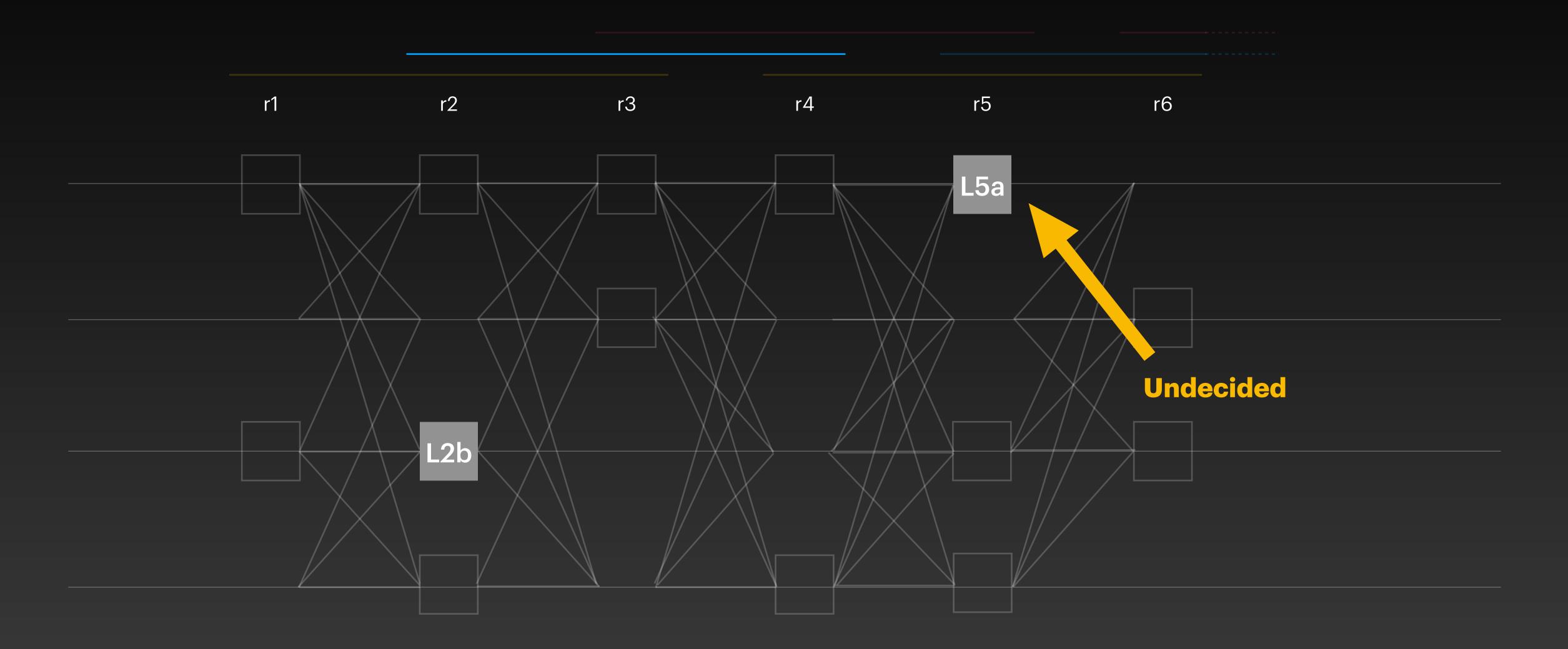


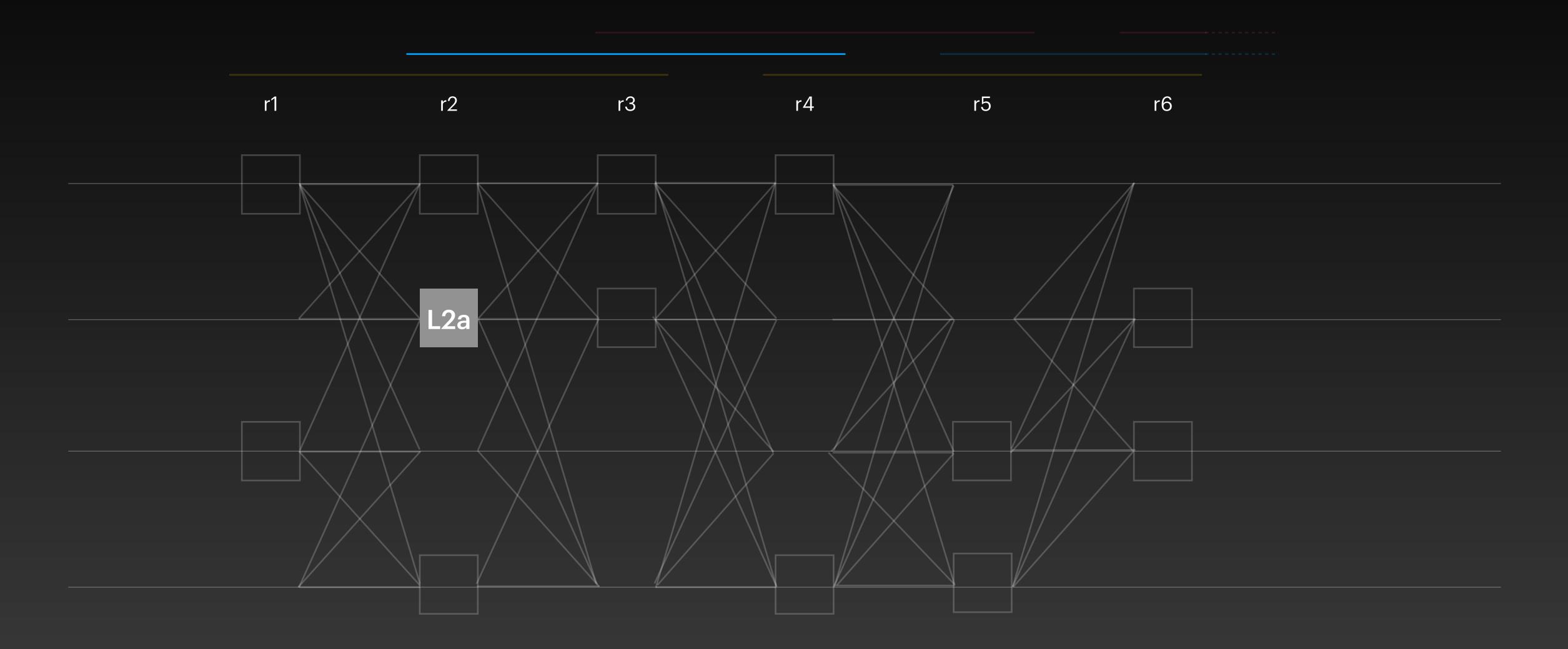
Ignore Missing Leader

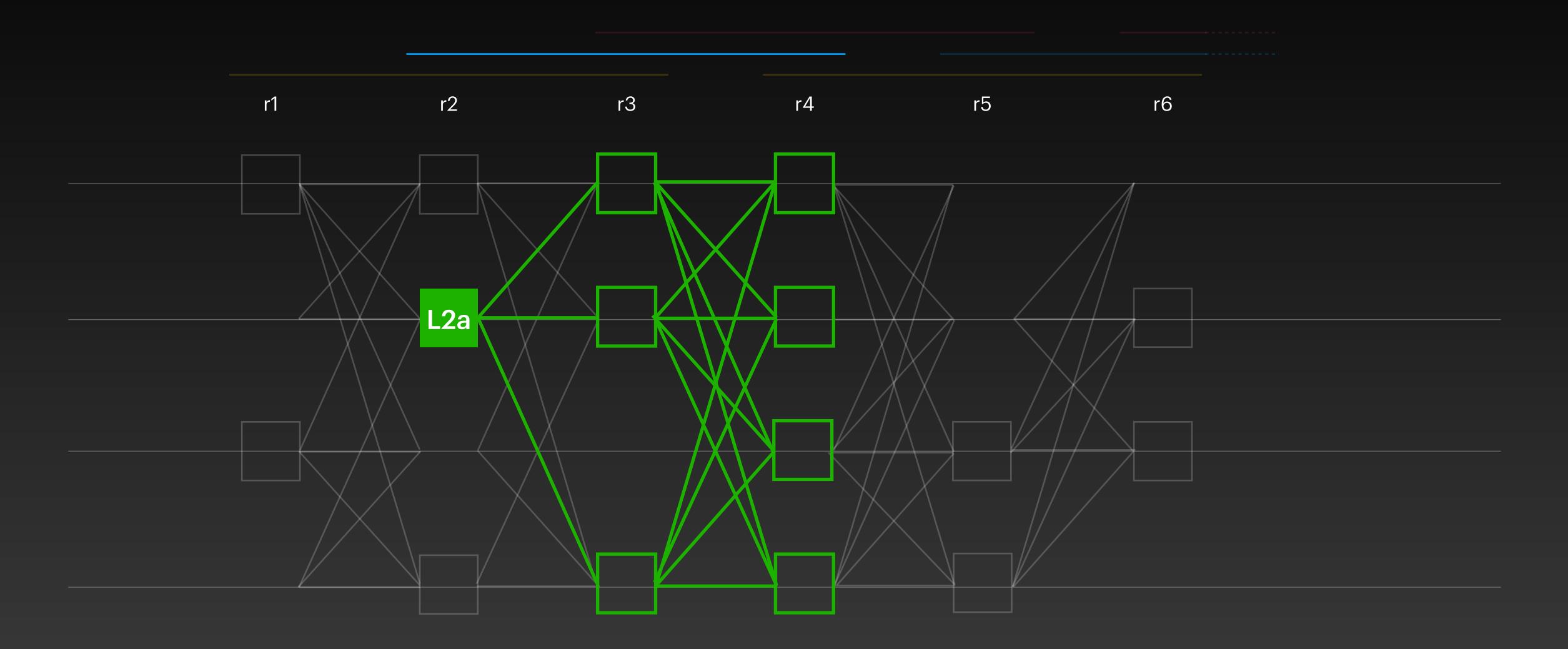


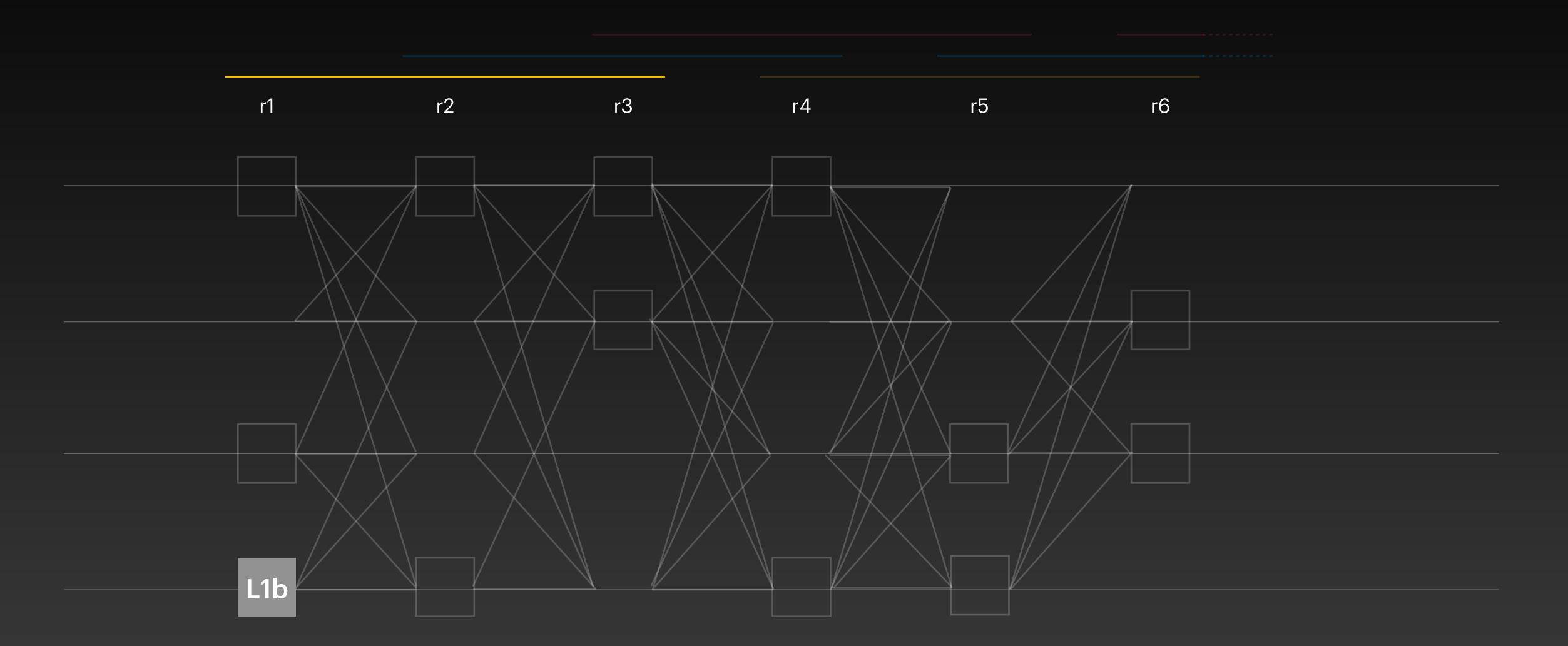


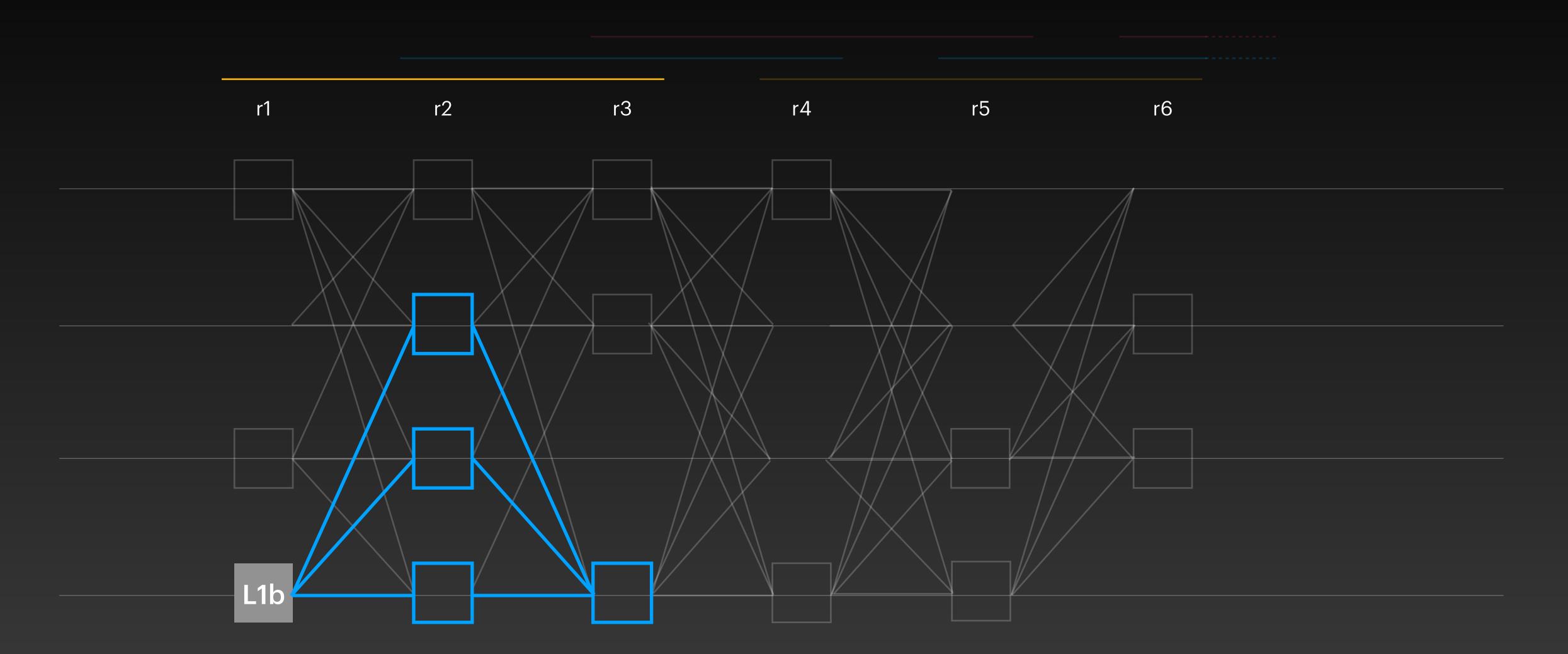


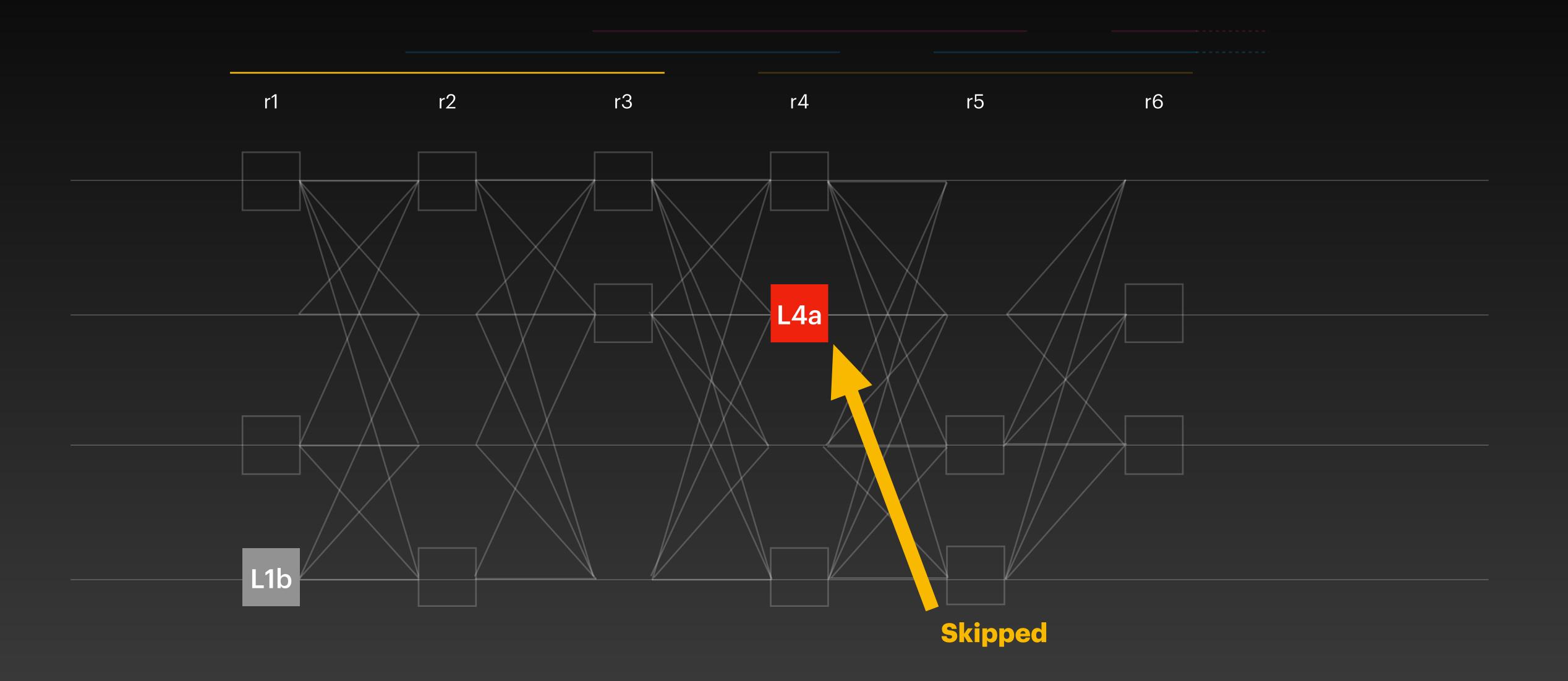


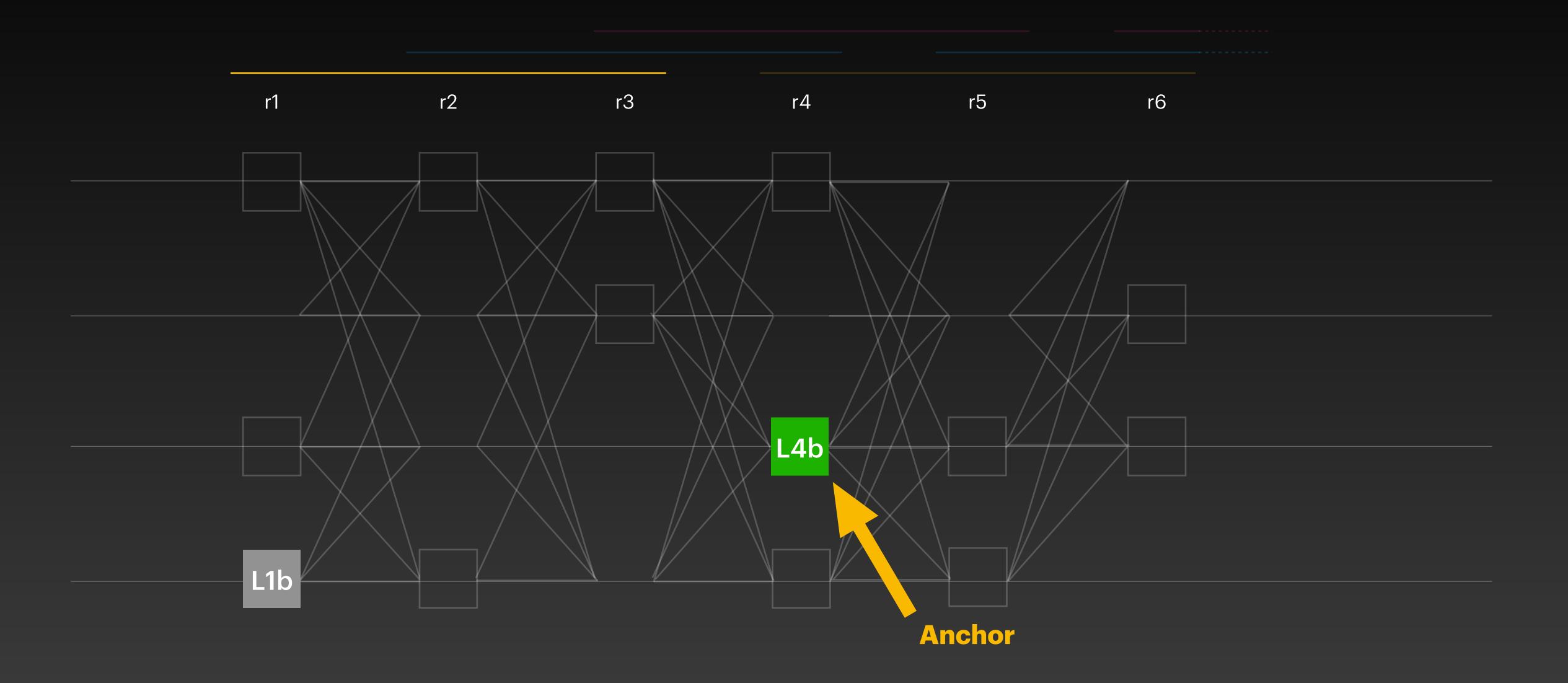


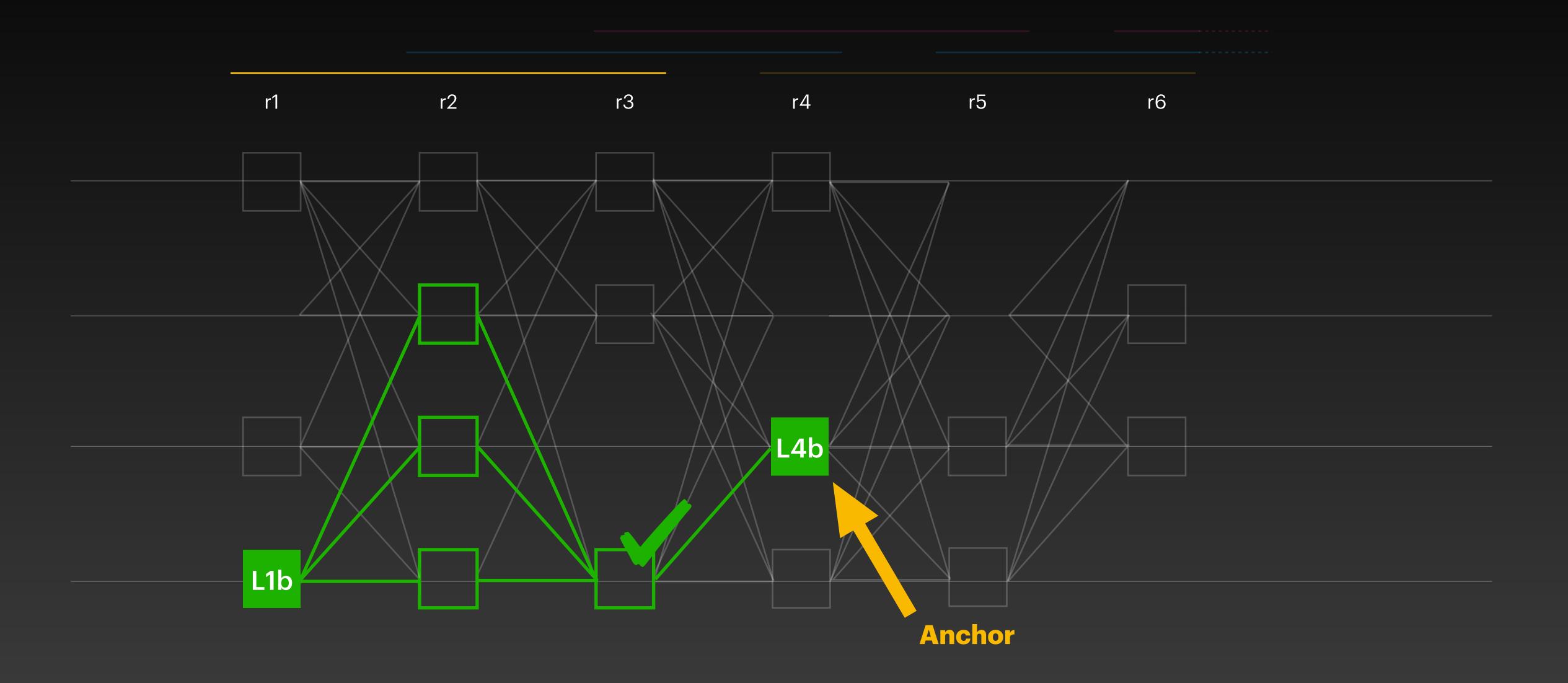


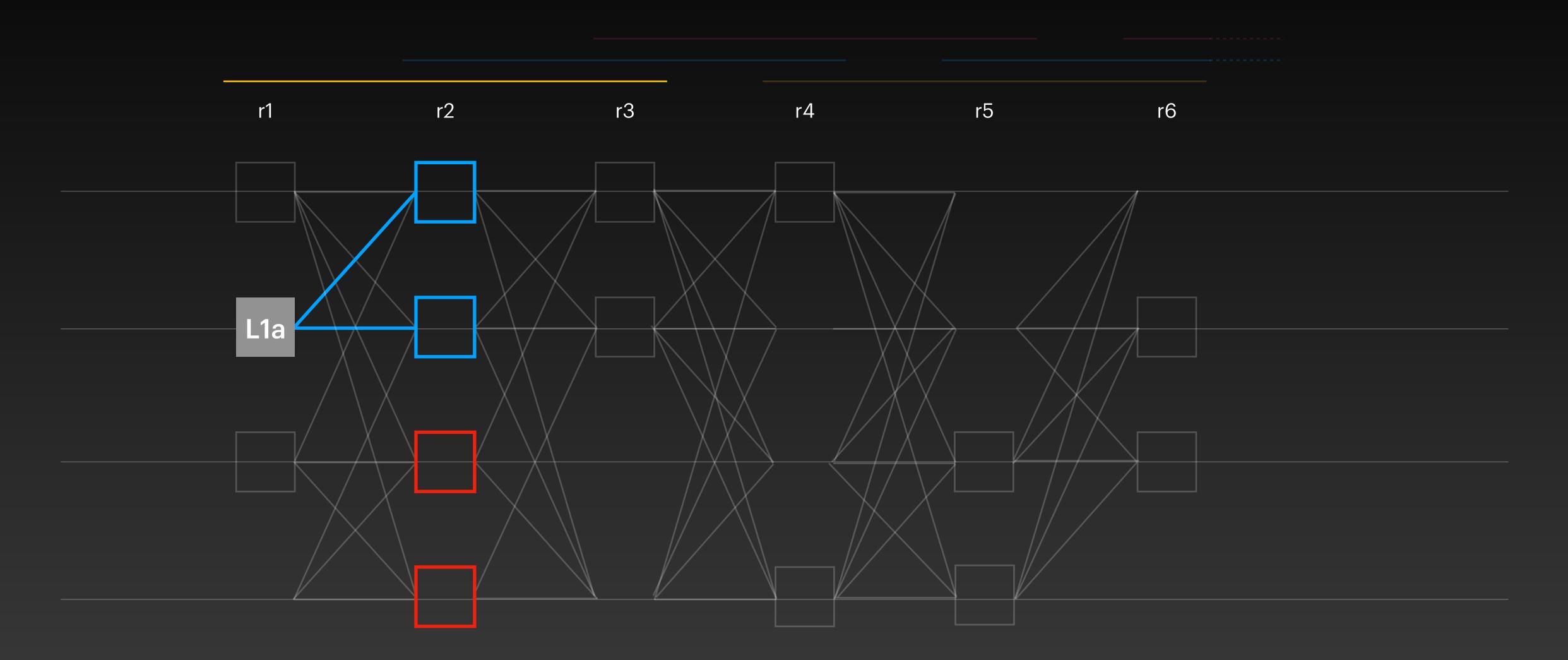


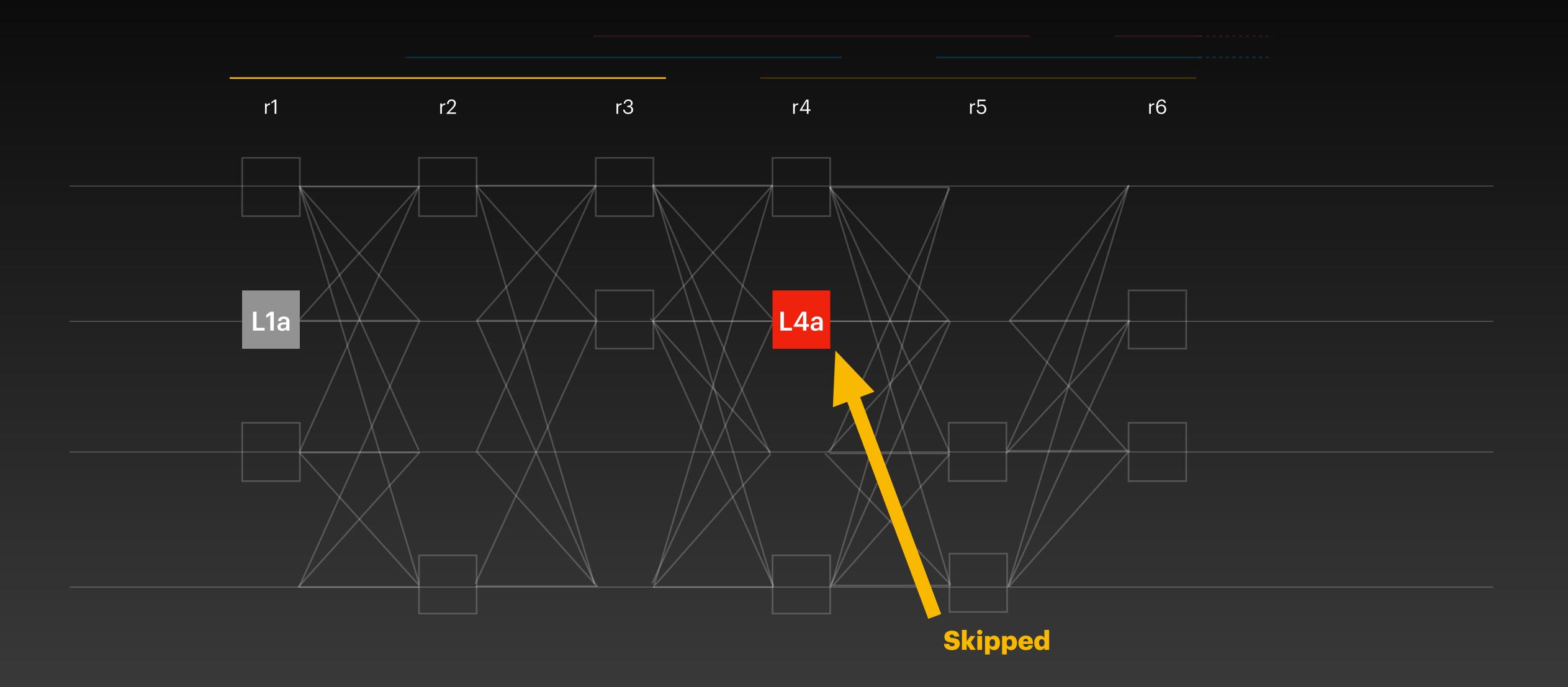


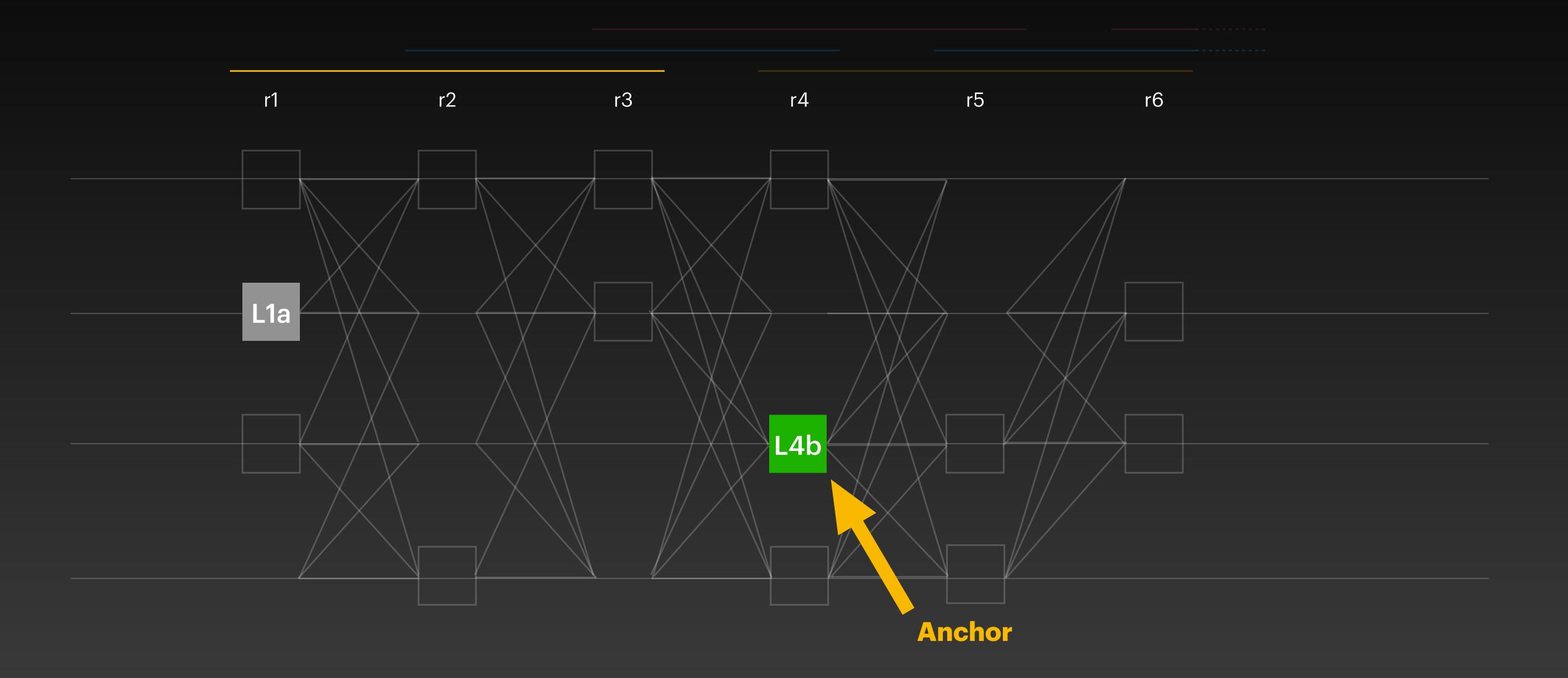


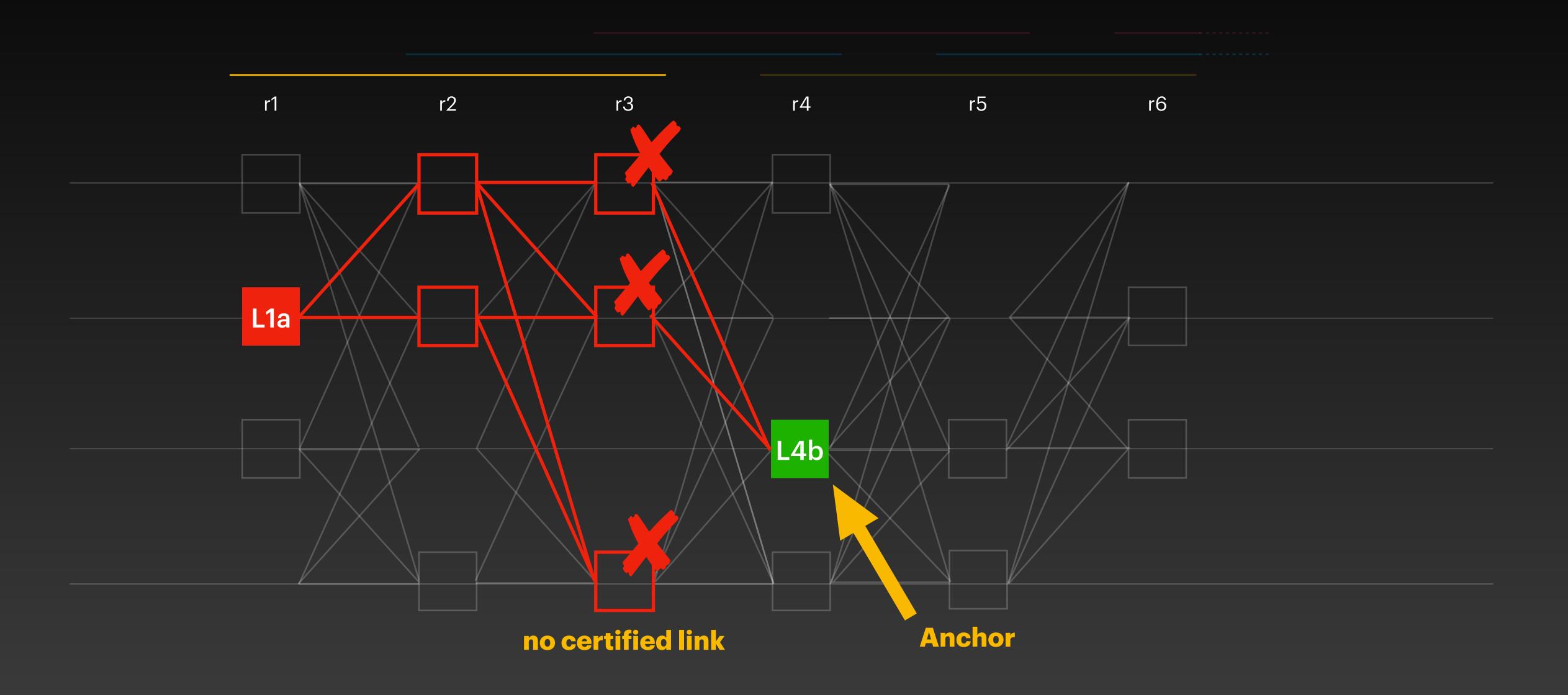




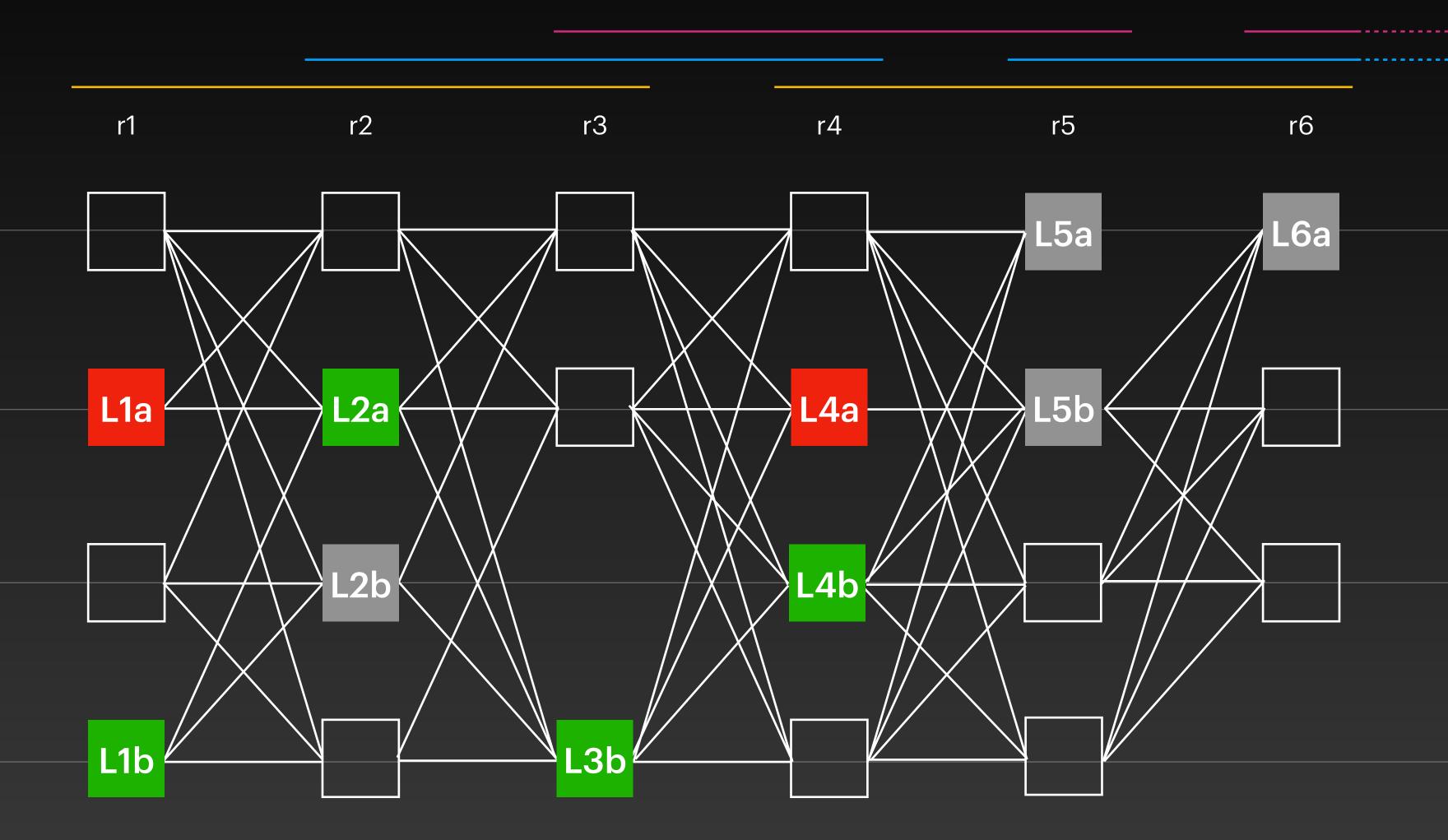






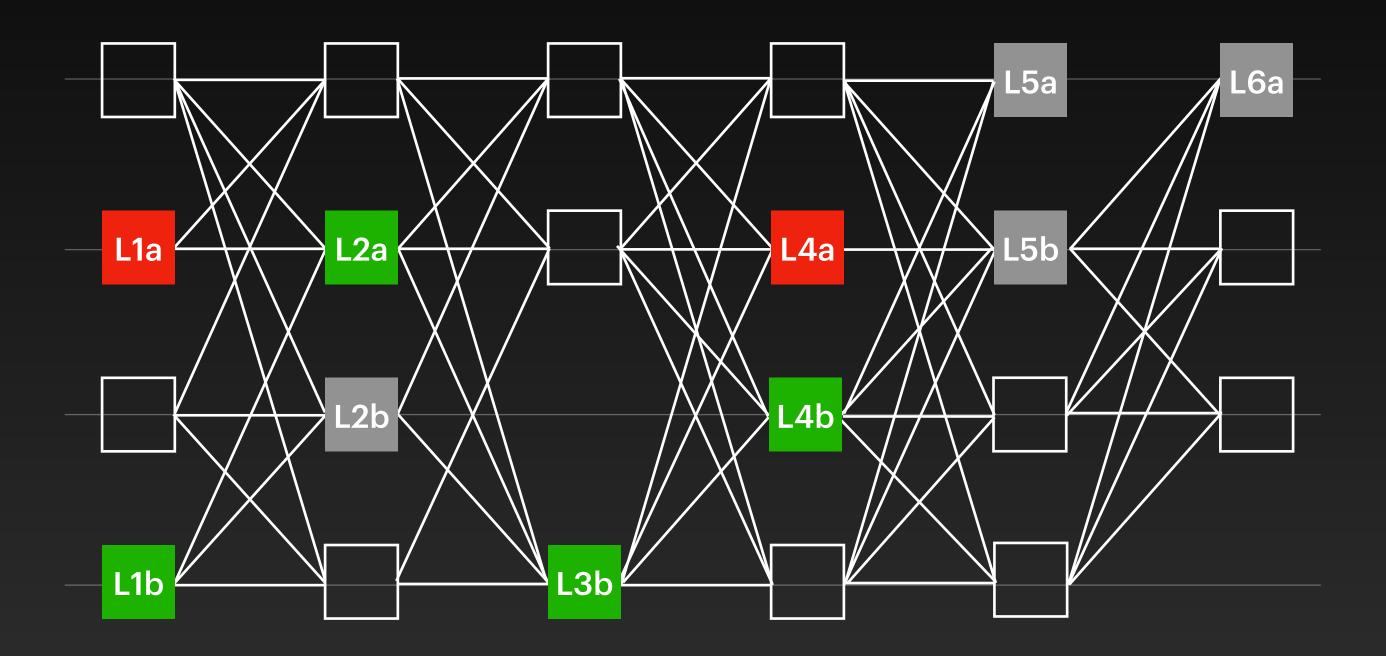


Current Status



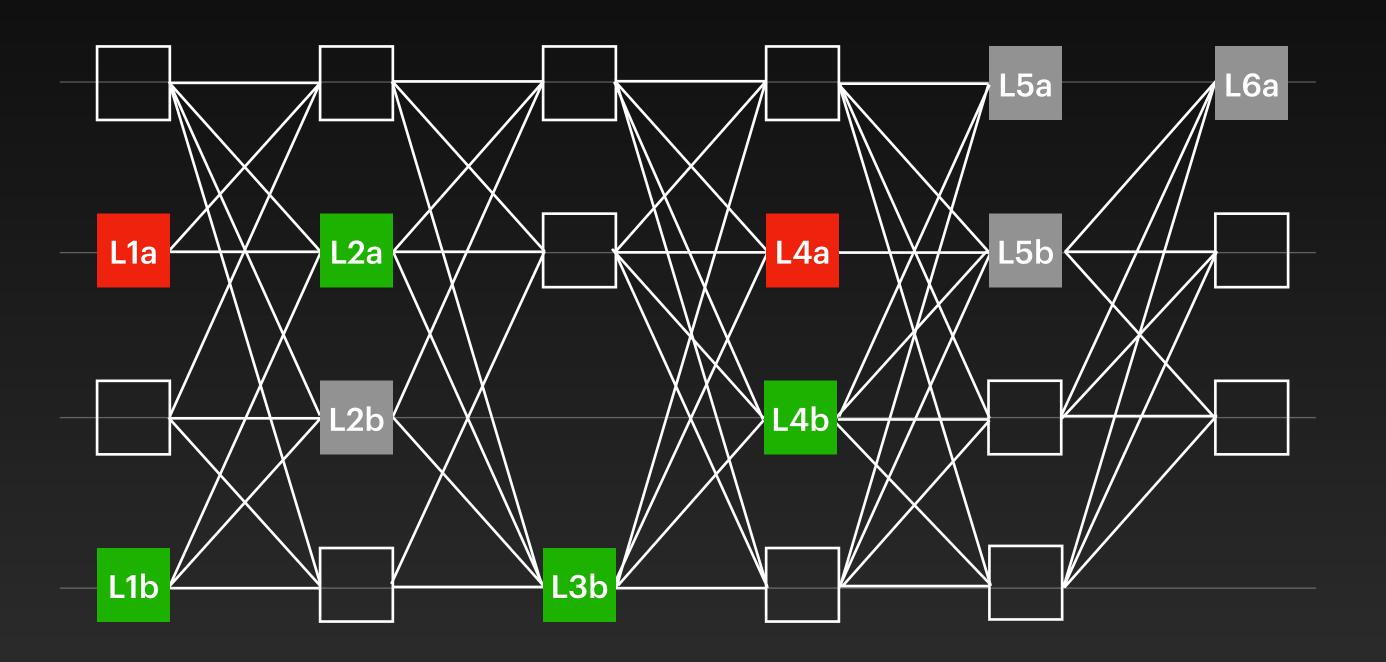
Commit Sequence

Take all leaders in order



Commit Sequence

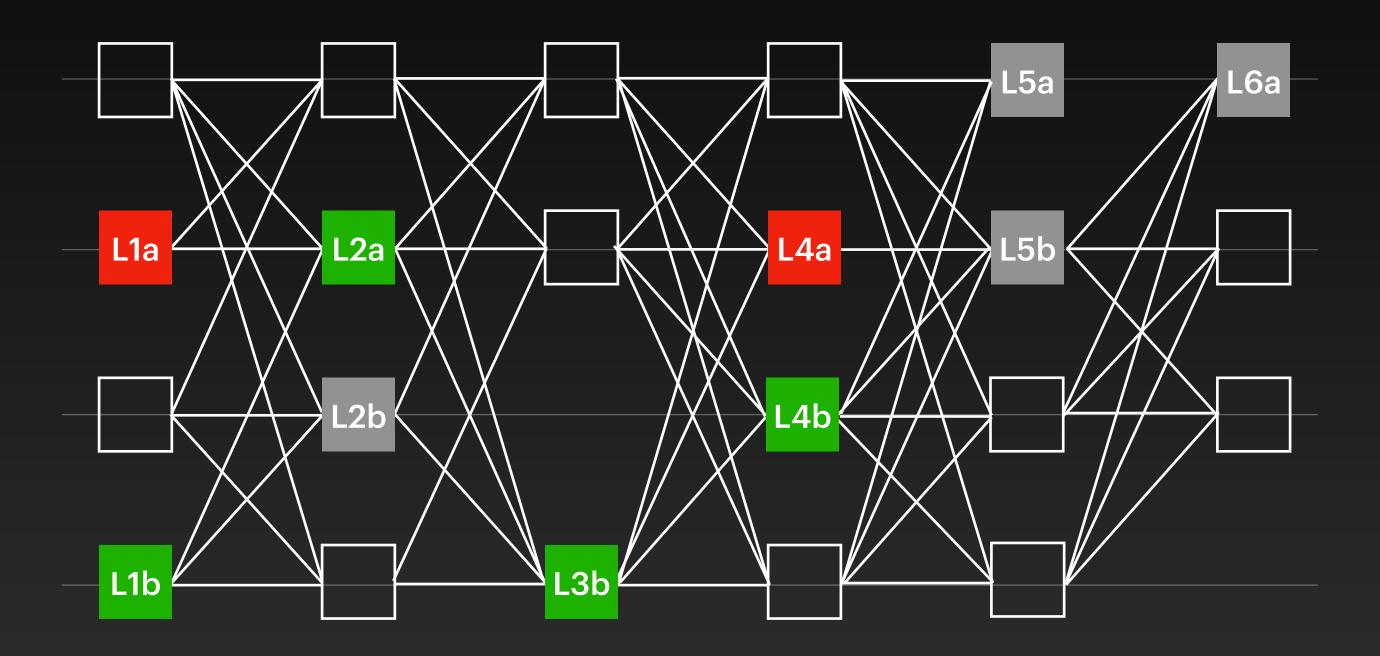
Stop at the first Undecided leader



leaders sequence:

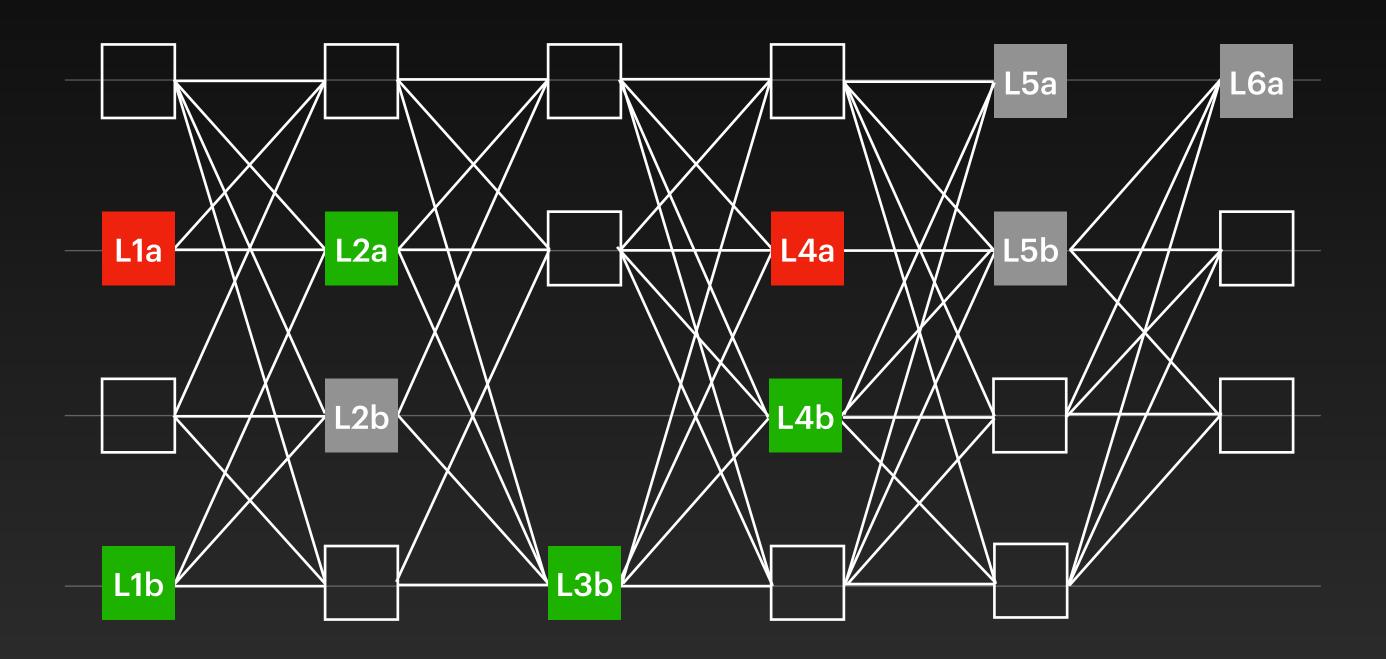
L1a L1b L2a

Commit Sequence Remove skipped leaders



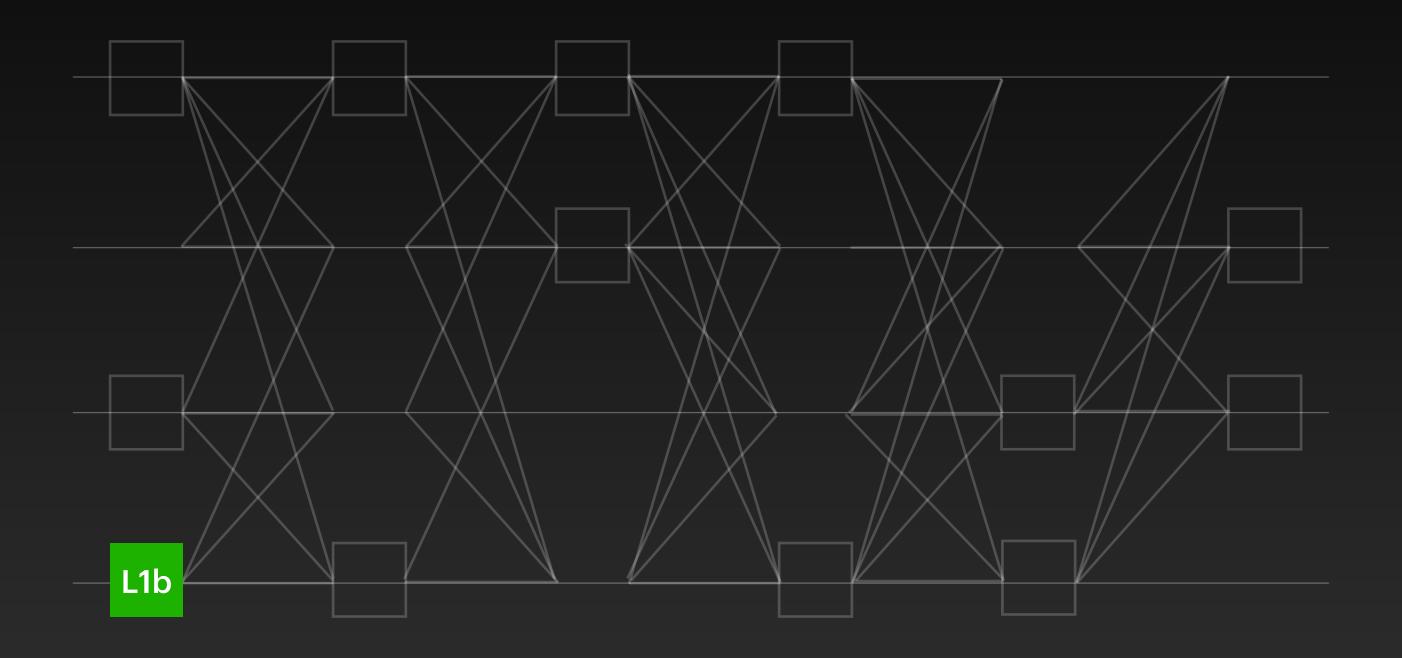
Commit Sequence

Final leader sequence



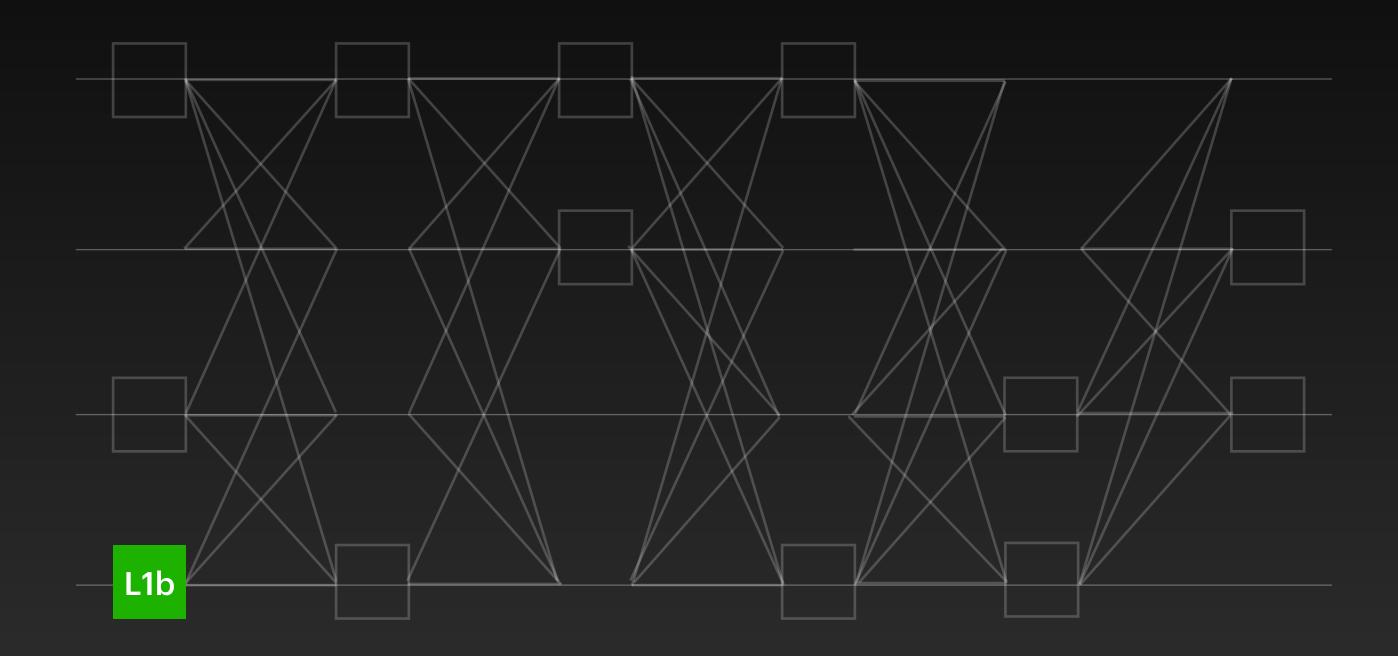
leaders sequence:

L1b



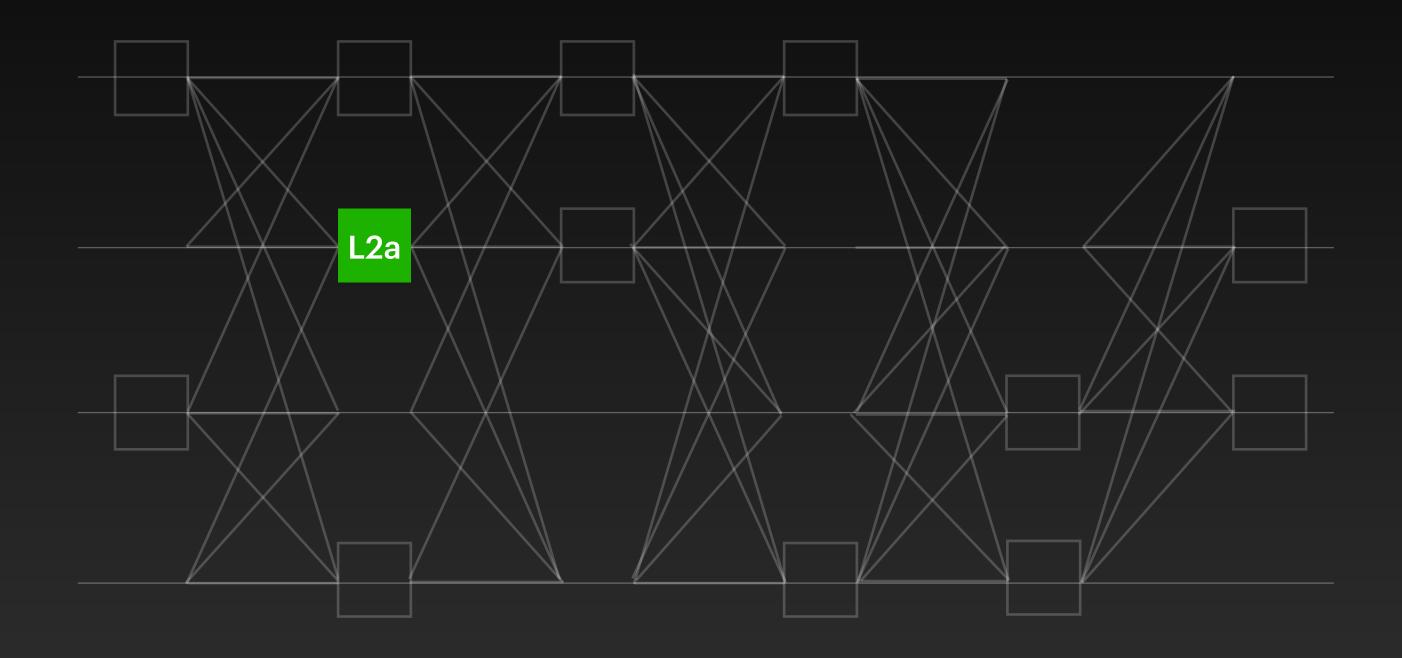
leaders sequence:

output sequence:



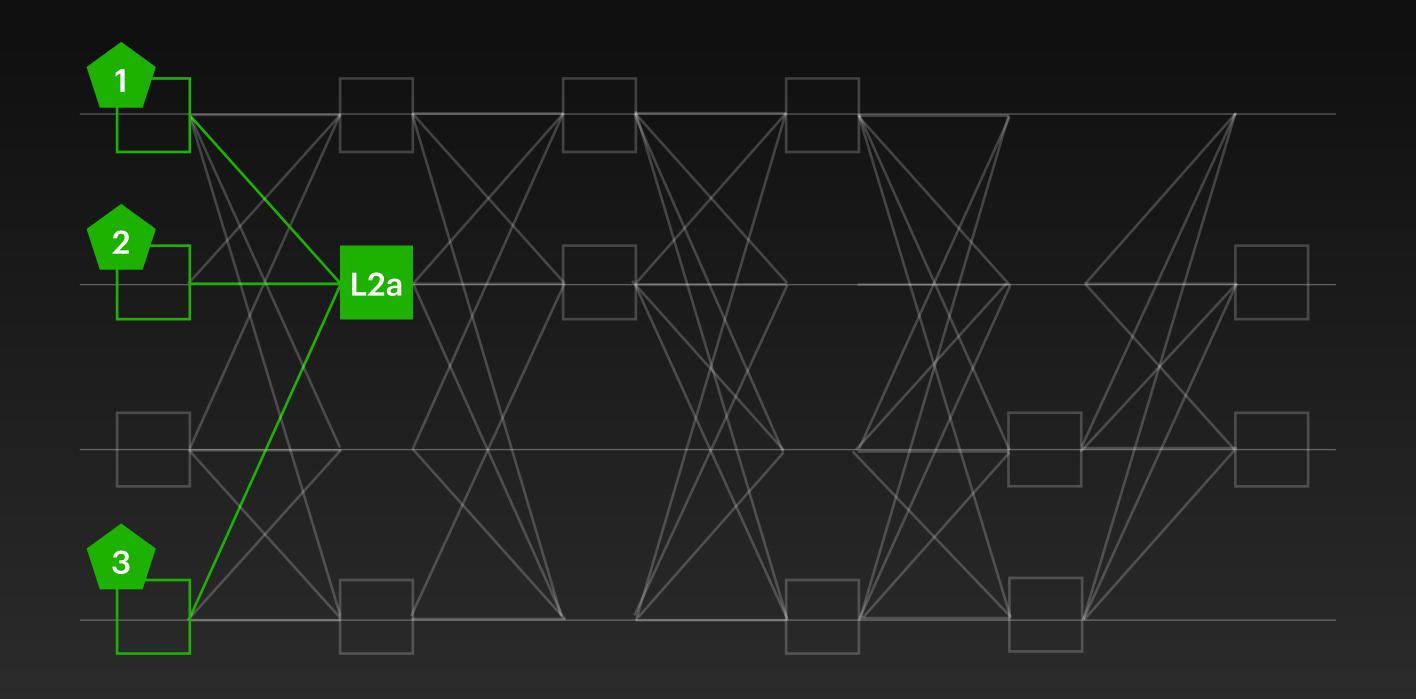
output sequence:





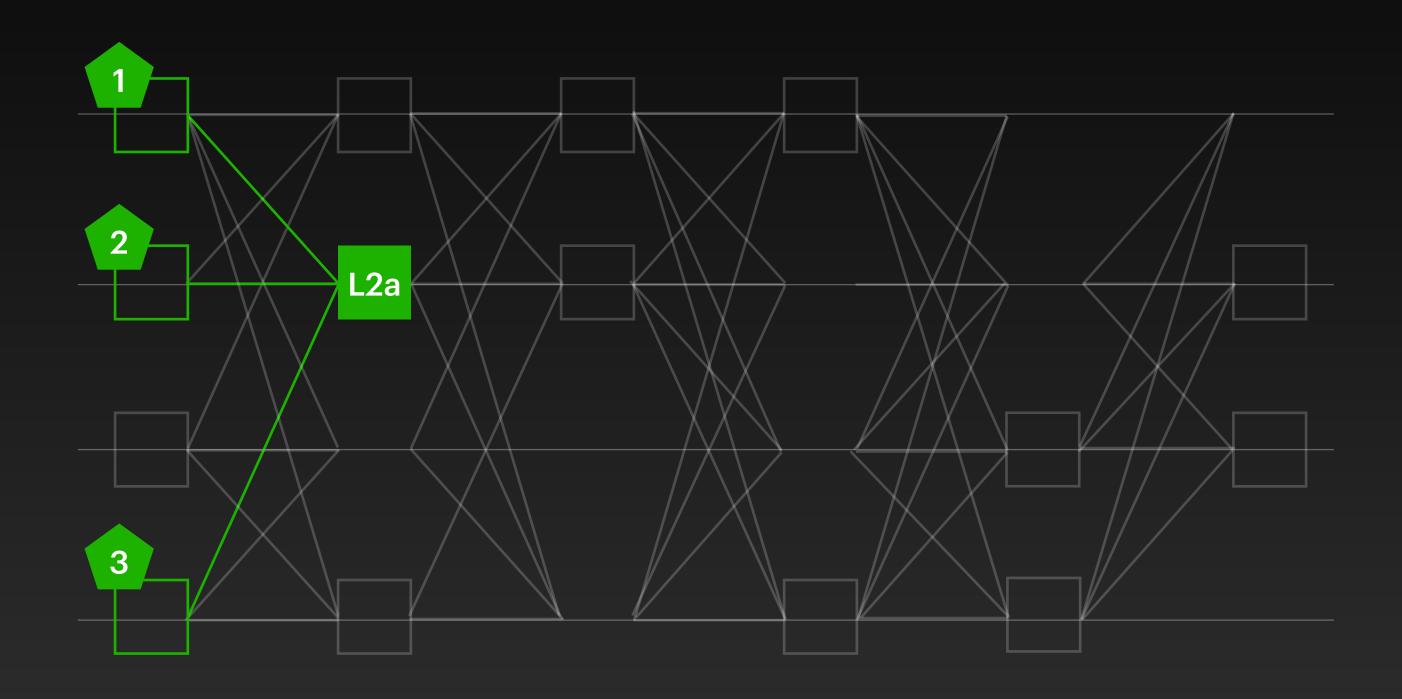
output sequence:

L1b



output sequence:

L1b



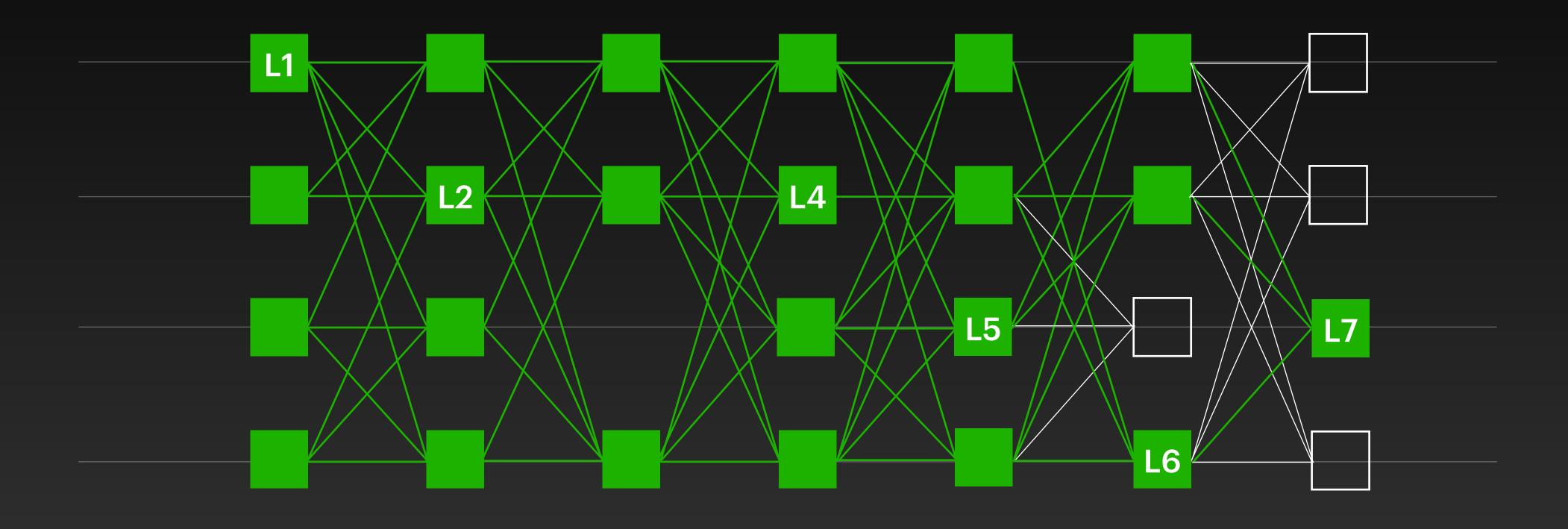
output sequence:

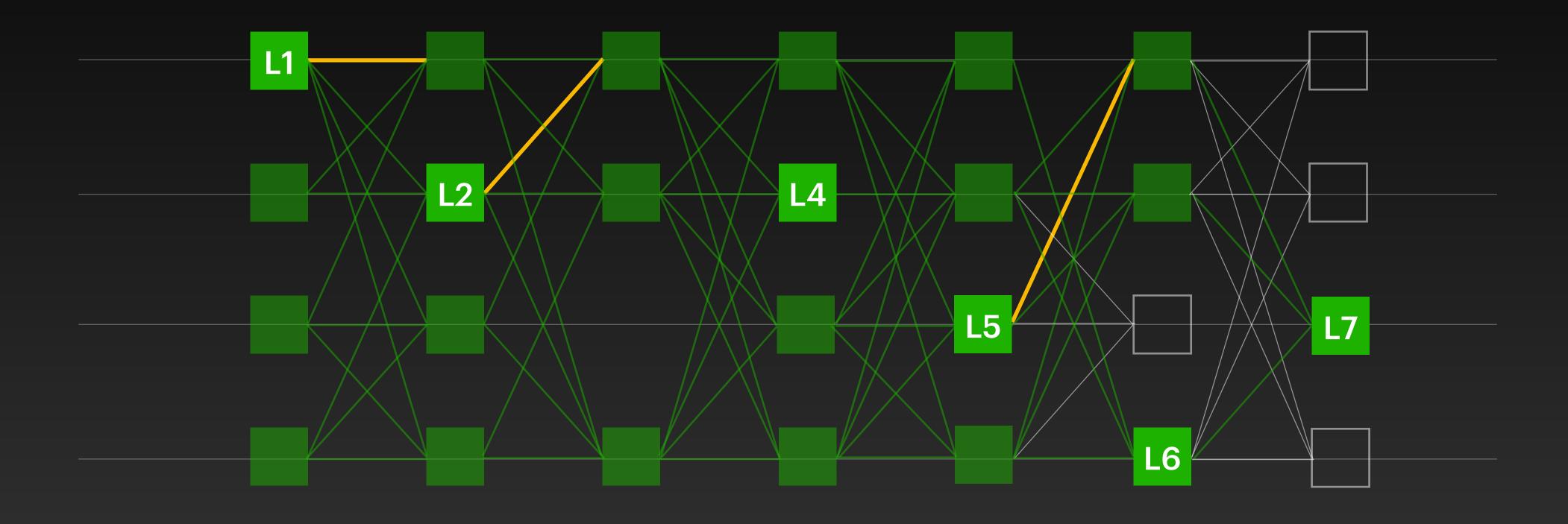


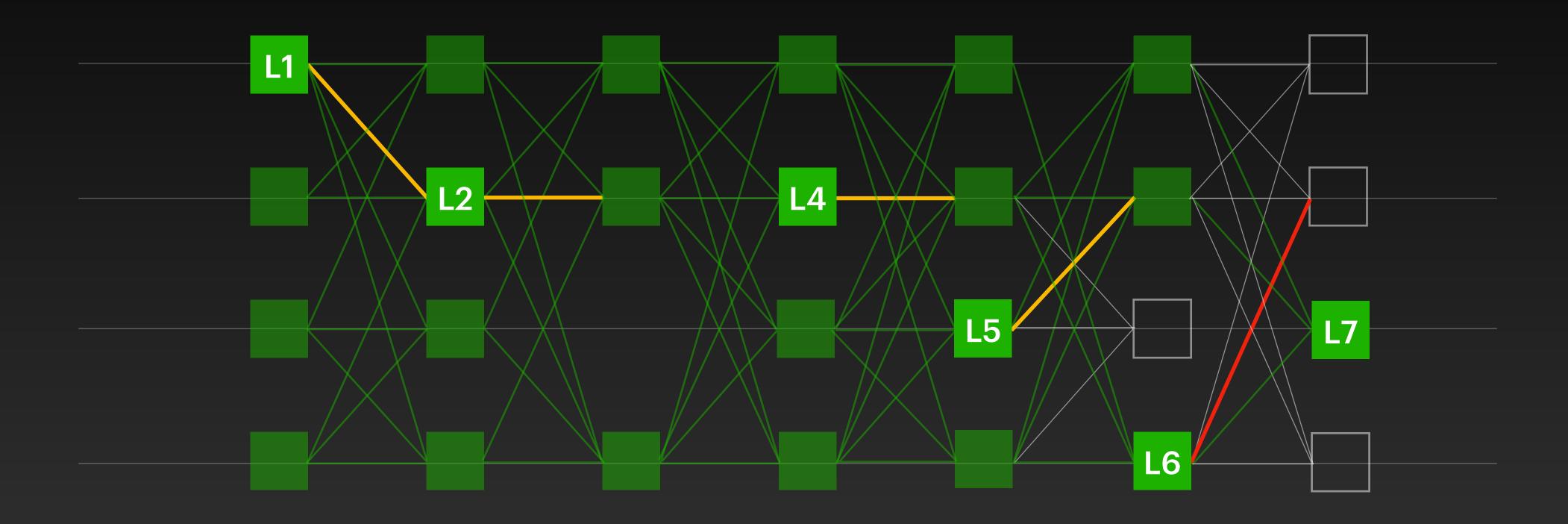
HammerHead

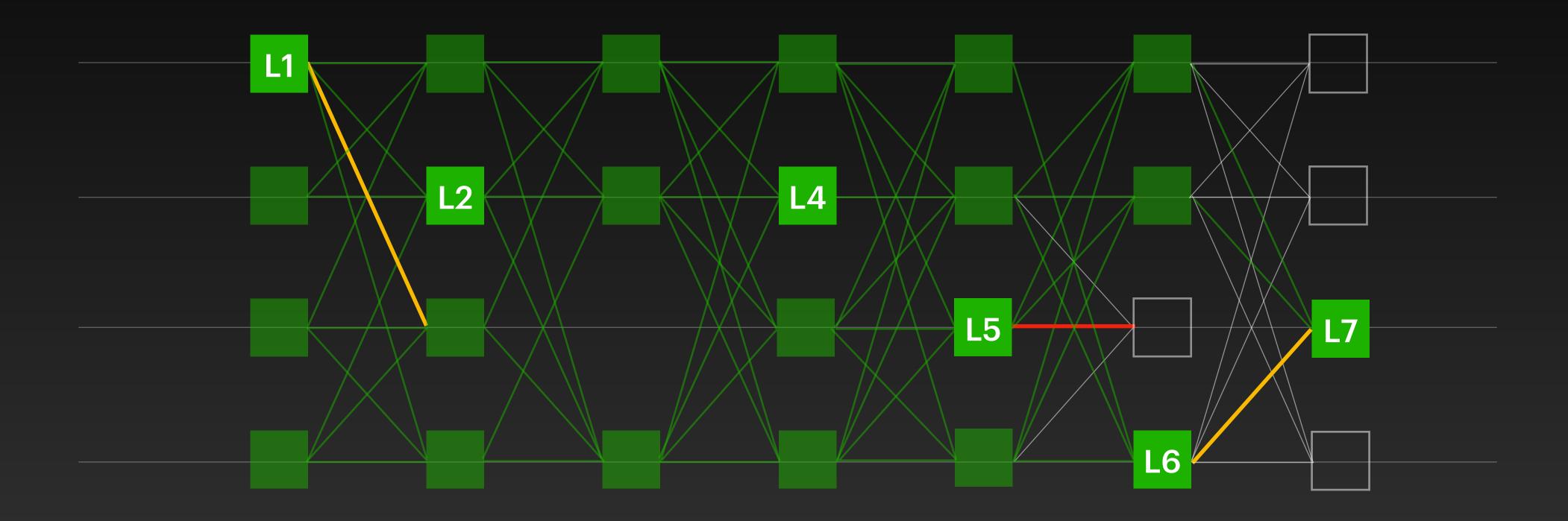
Mitigating slow leaders

Past Commits

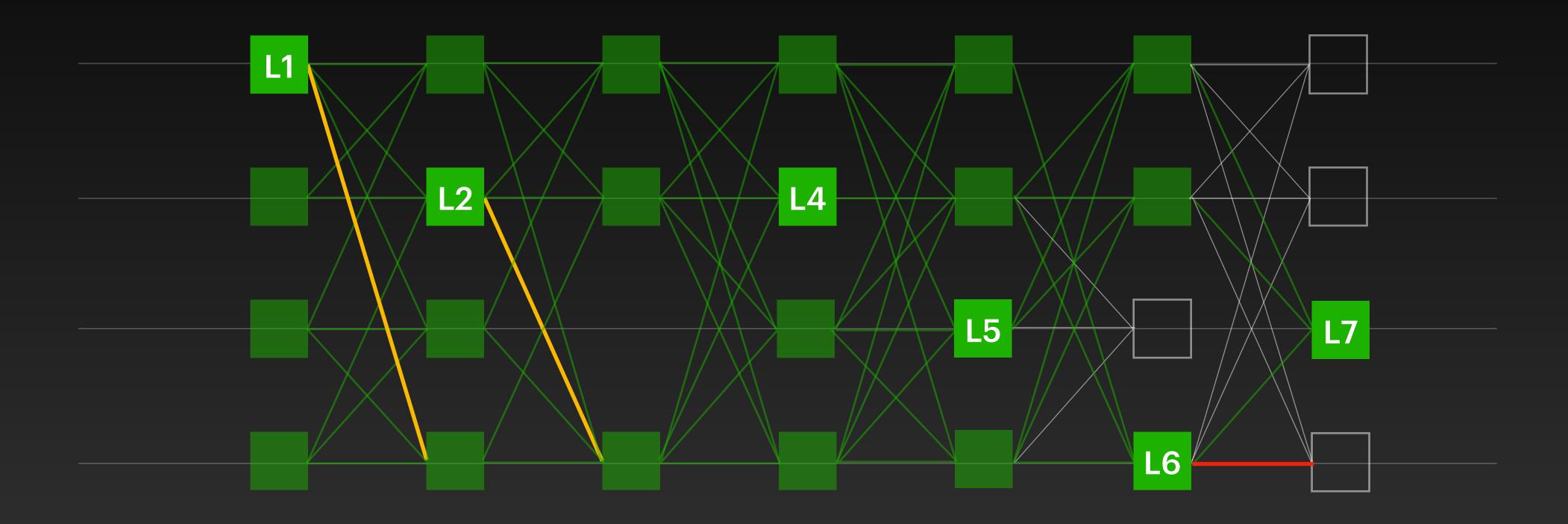






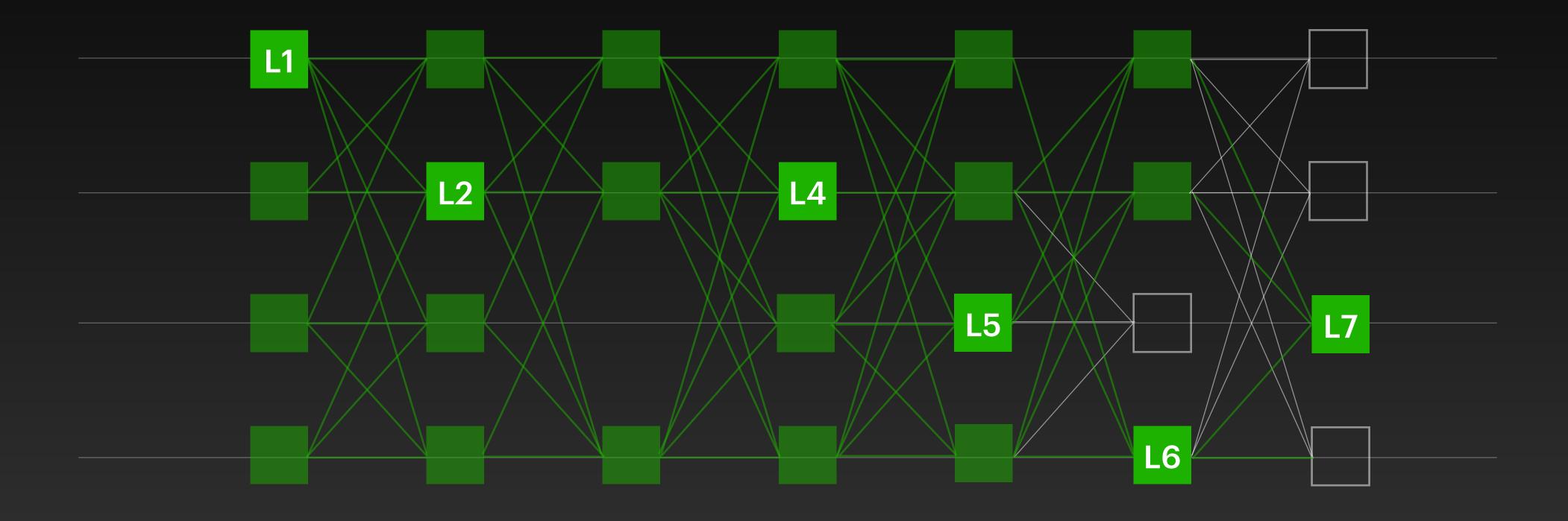


node 1: 3 node 2: 4 node 3: 2

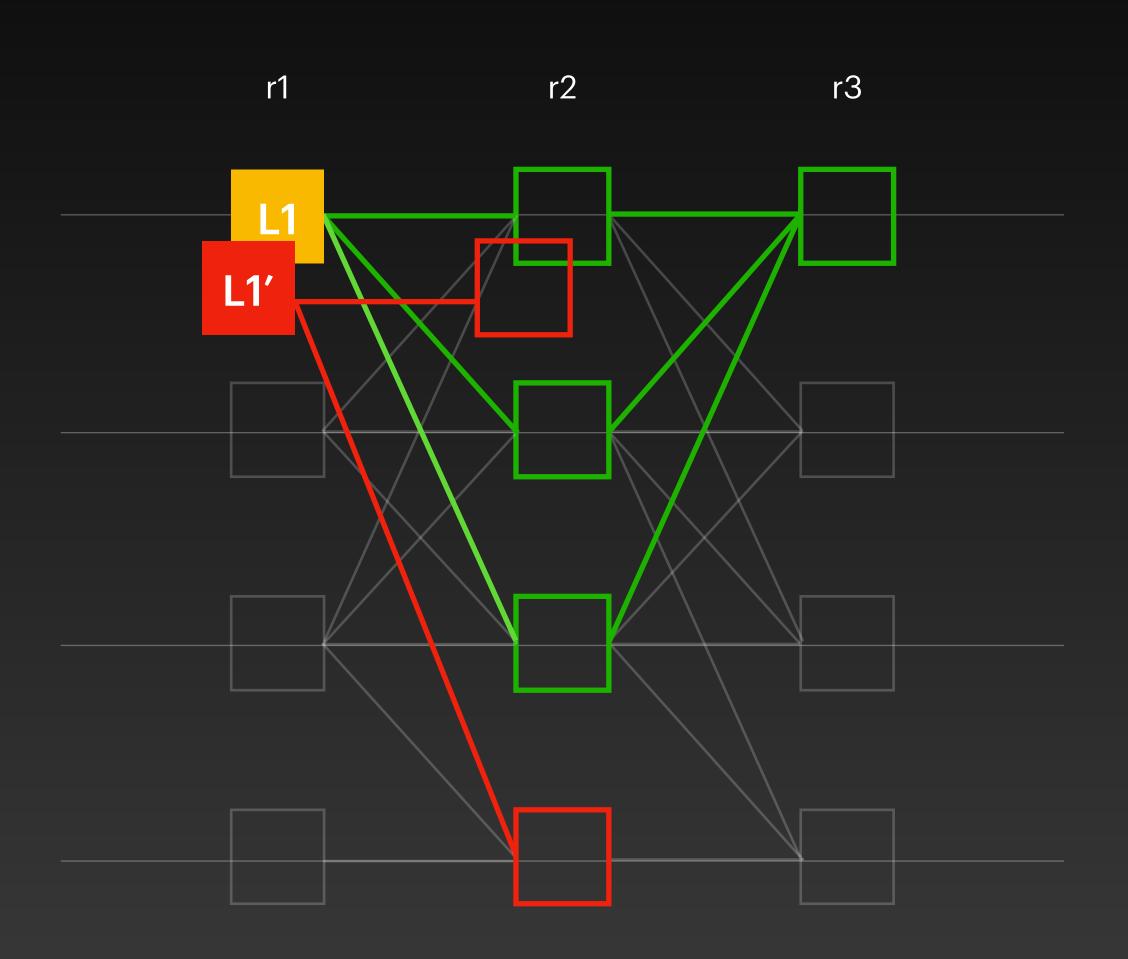


node 1: 3 node 2: 4 node 3: 2 node 4: 2

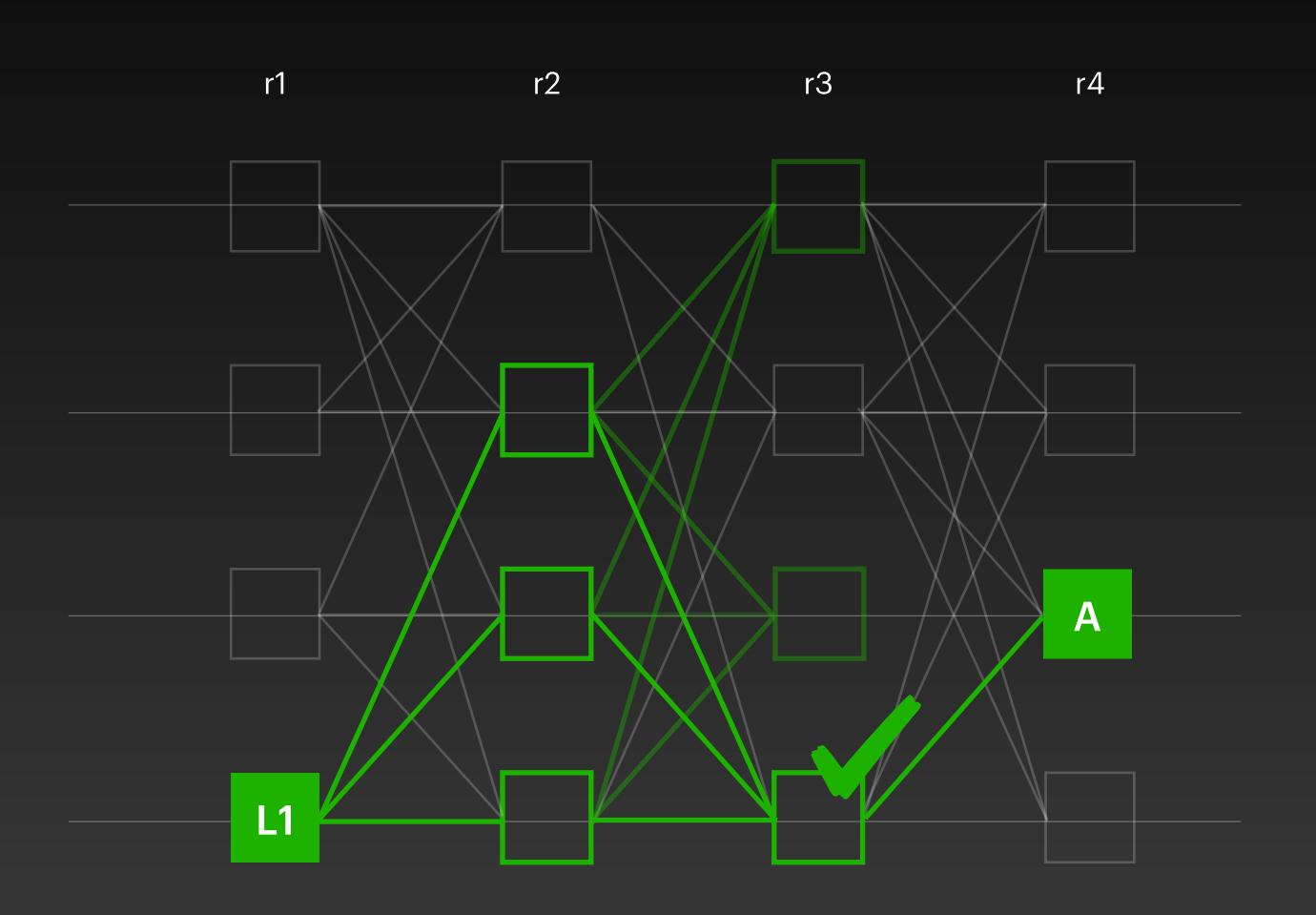
Future Leaders



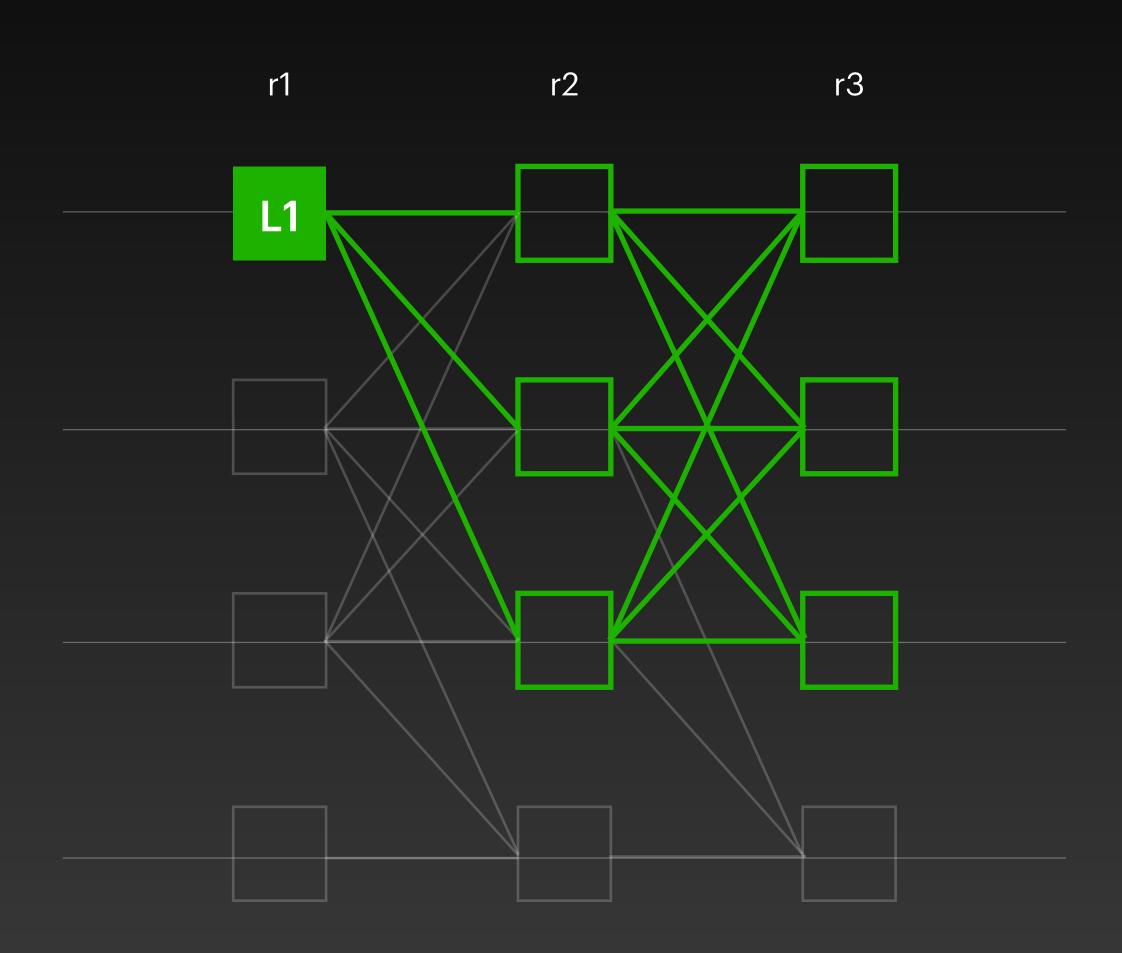
node 1: 3 node 2: 4



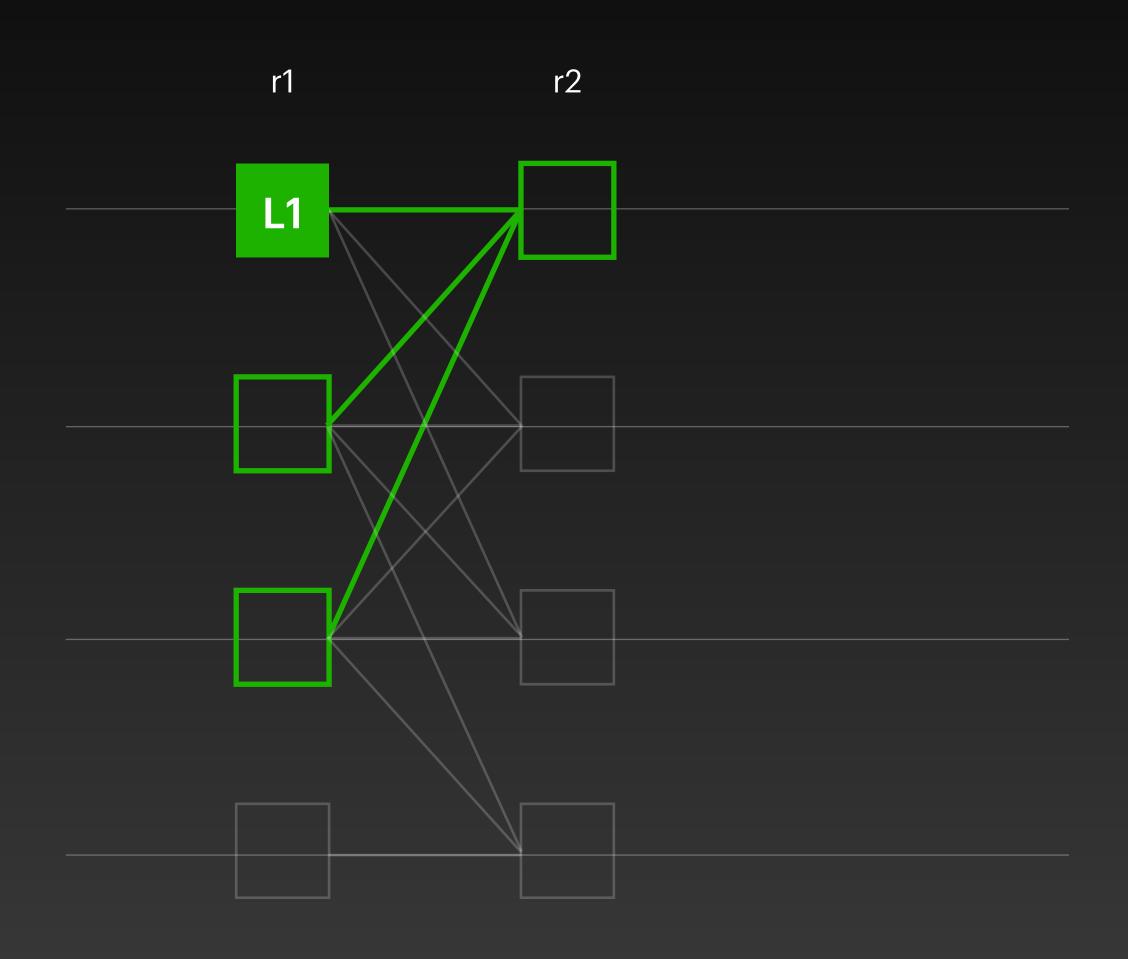
 At most L1 or L1' can have a certificate pattern (quorum intersection)



- At most L1 or L1' can have a certificate pattern (quorum intersection
- If L1 has 2f+1 certificate patterns, A always has a certified link to L1



- At most L1 or L1' can have a certificate pattern (quorum intersection
- If L1 has 2f+1 certificate patterns, A always has a certified link to L1
- After GST, the direct decision rule commits a block



Leader Timeout:

Wait for 2f+1 parents + 250 ms

Mysticeti-FPC

Adding a fast commit path

Consensus Not Required

Coins, balances, and transfers

NFTs creation and transfers

Game logic allowing users to combine assets

Inventory management for games / metaverse

Auditable 3rd party services not trusted for safety

. . .

Consensus Required

Increment a publiclyaccessible counter

Auctions

Market places

Collaborative in-game assets

•••

Object Type

Owned Objects

- Objects that can be mutated by a single entity
- e.g., My bank account
- Do not need consensus

Shared Objects

- Objects that can be mutated my multiple entities
- e.g., A global counter
- Need consensus

System State

Objects:

- Unique ID
- Version number
- Ownership Information
- Type (shared, owned)

owned: Tx1

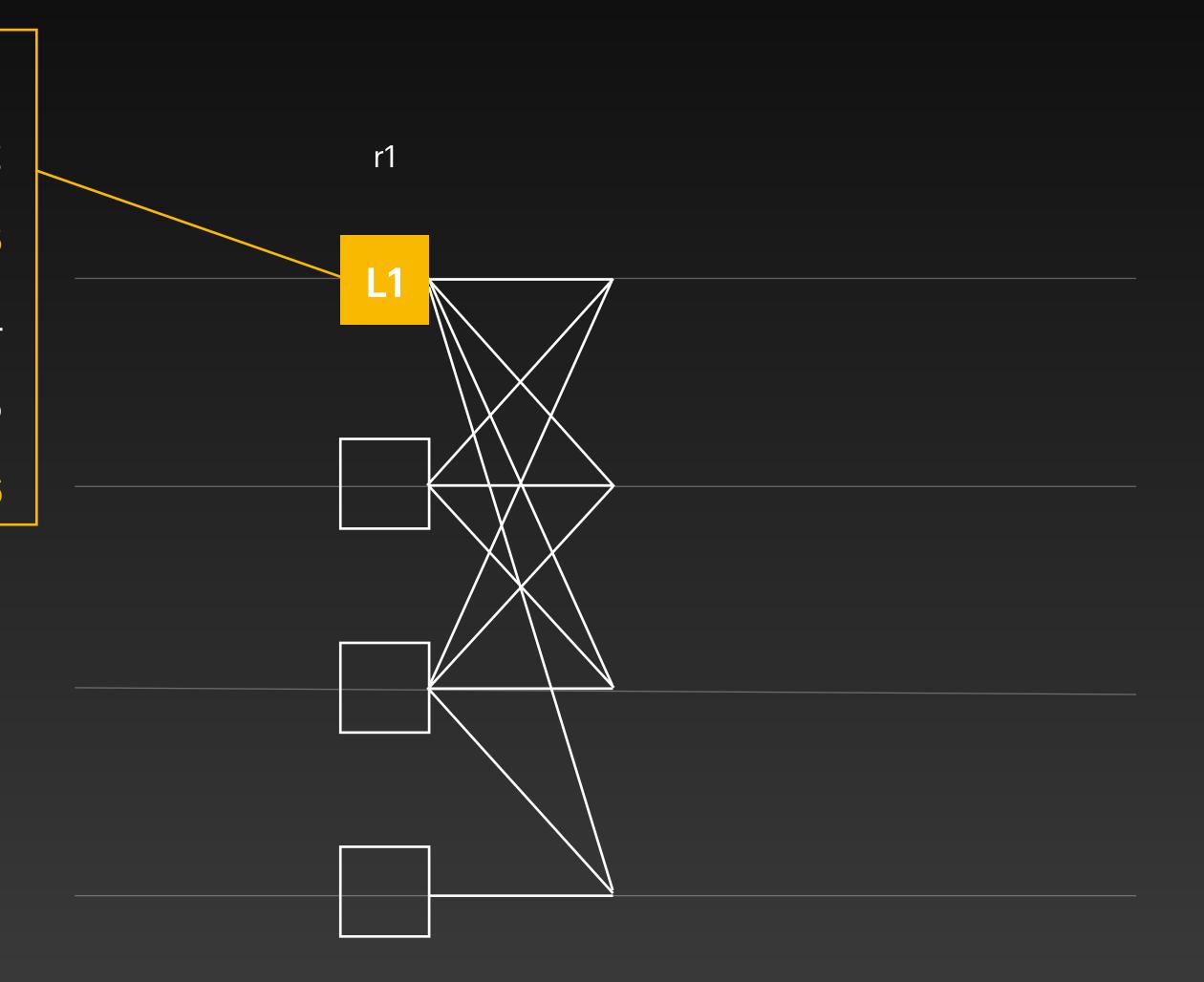
shared: Tx2

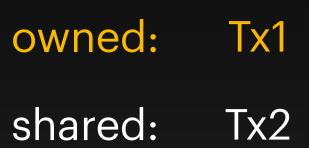
owned: Tx3

shared: Tx4

shared: Tx5

owned: Tx6



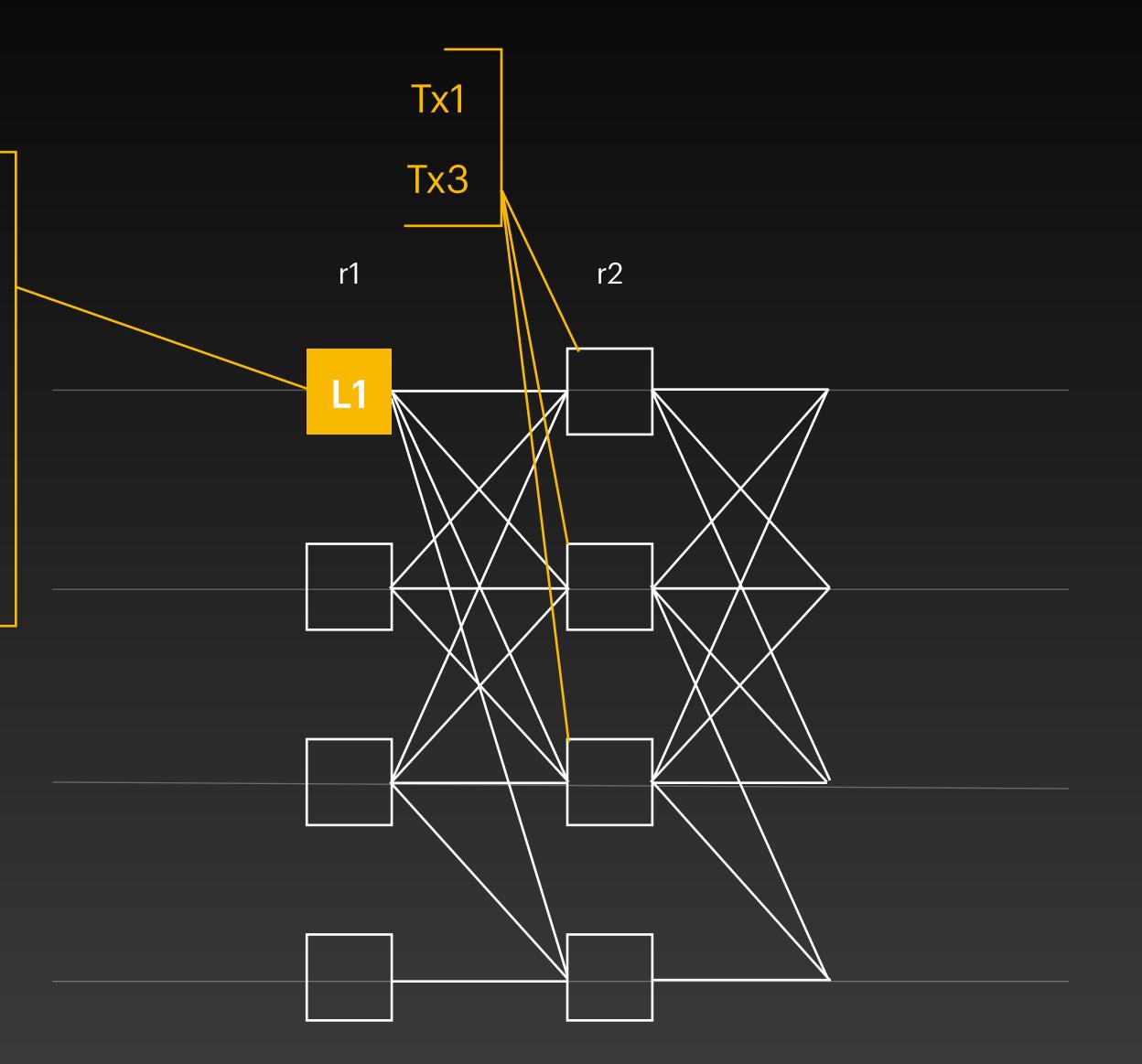


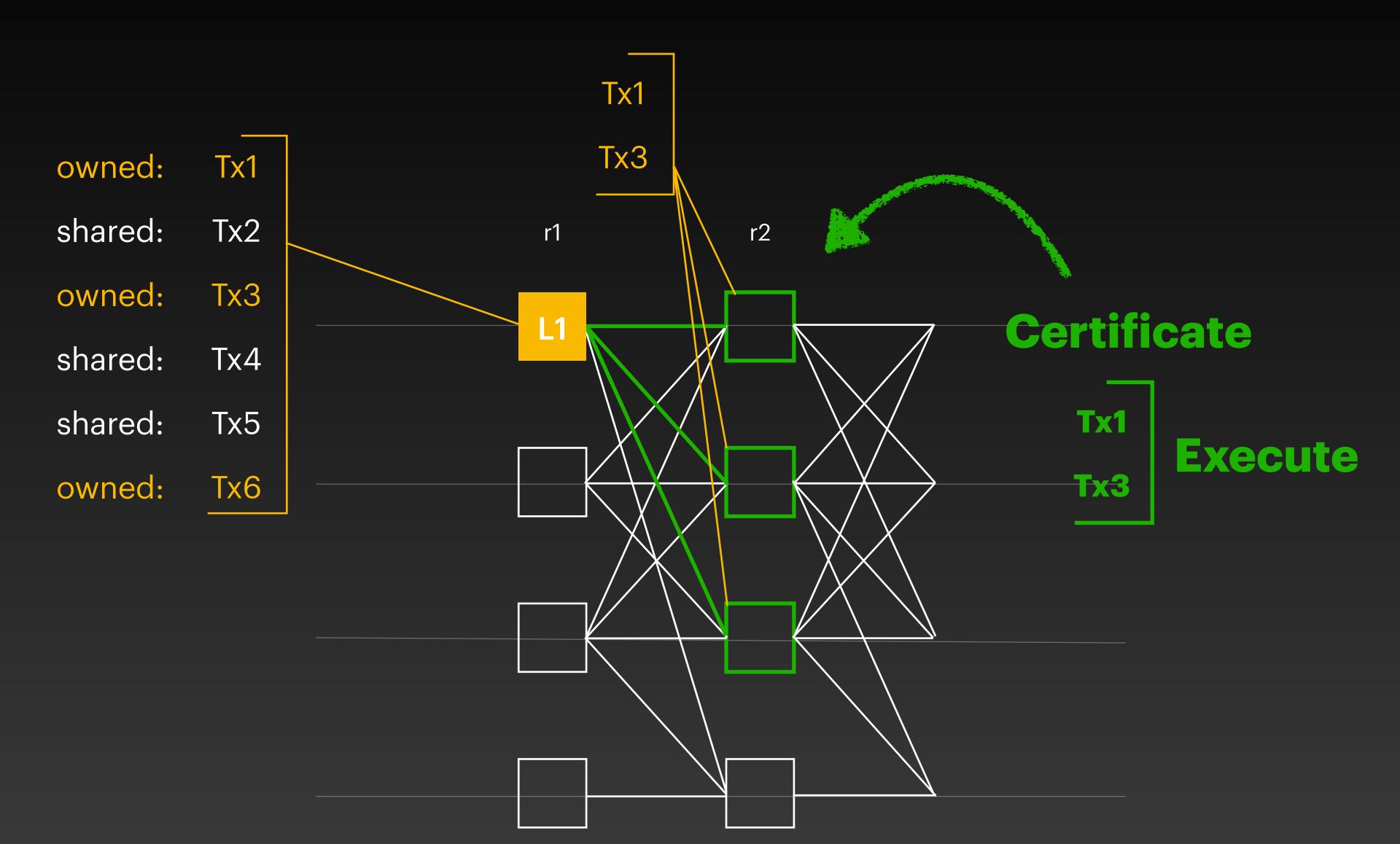
owned: Tx3

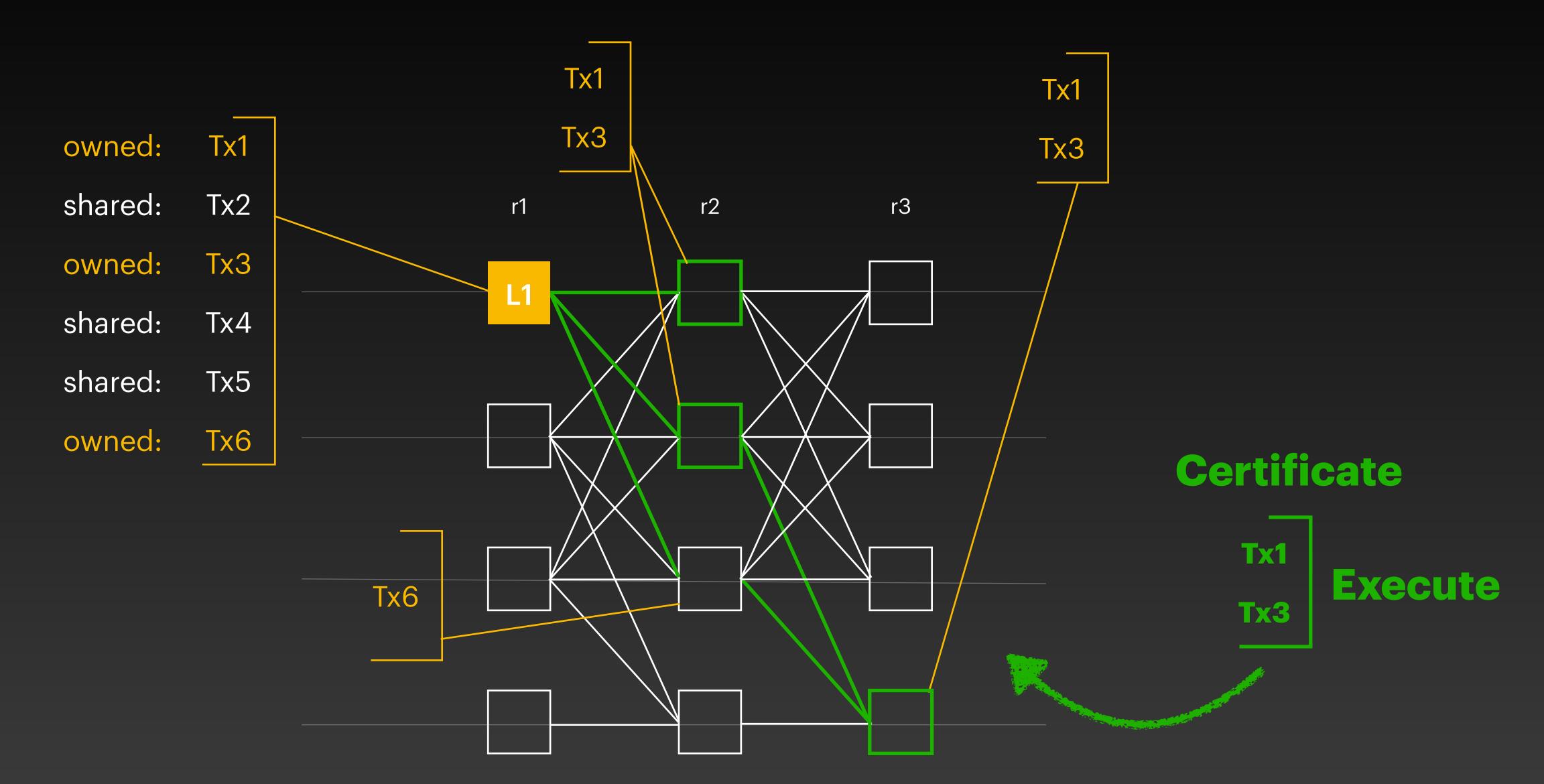
shared: Tx4

shared: Tx5

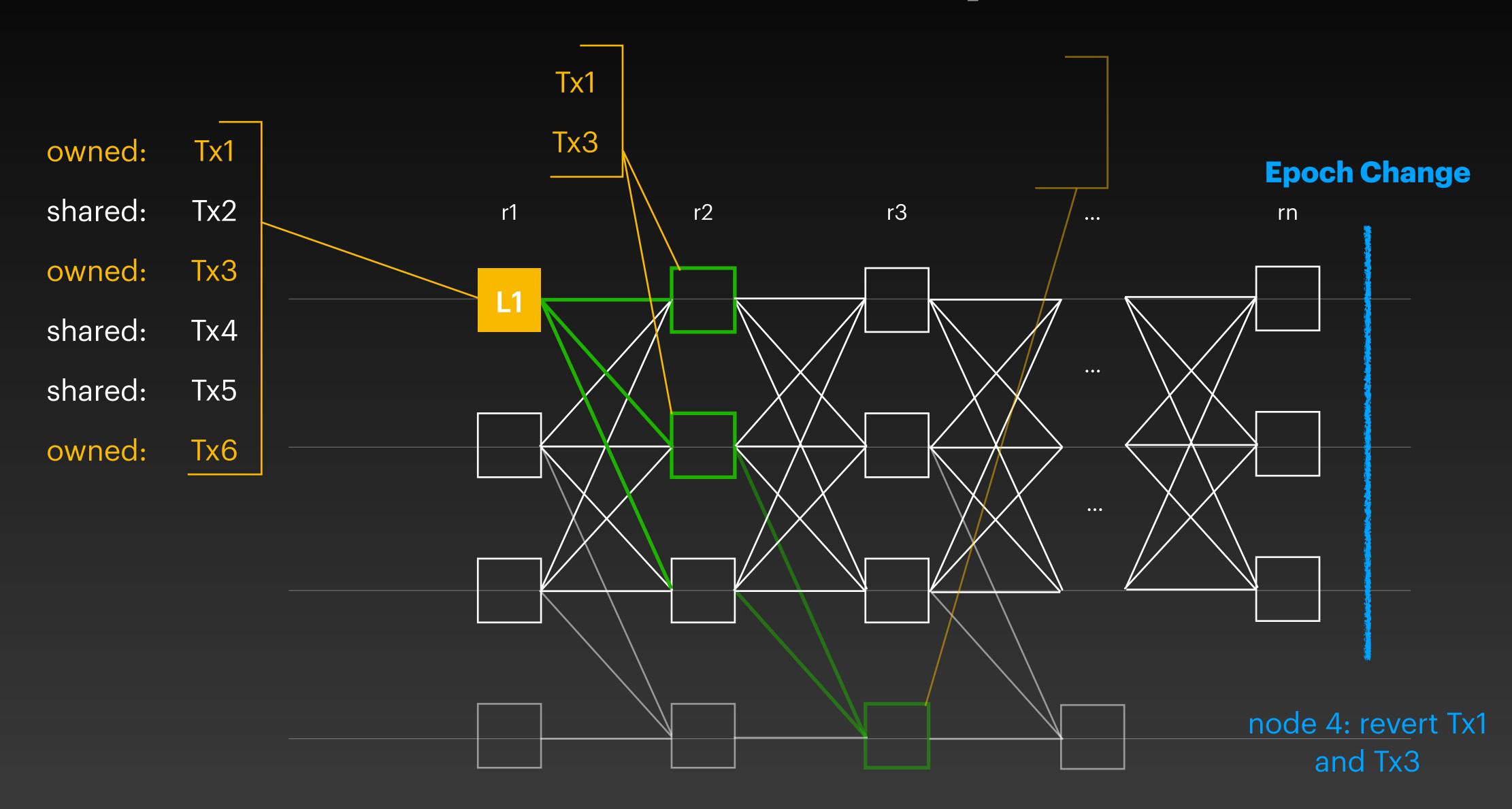
owned: Tx6



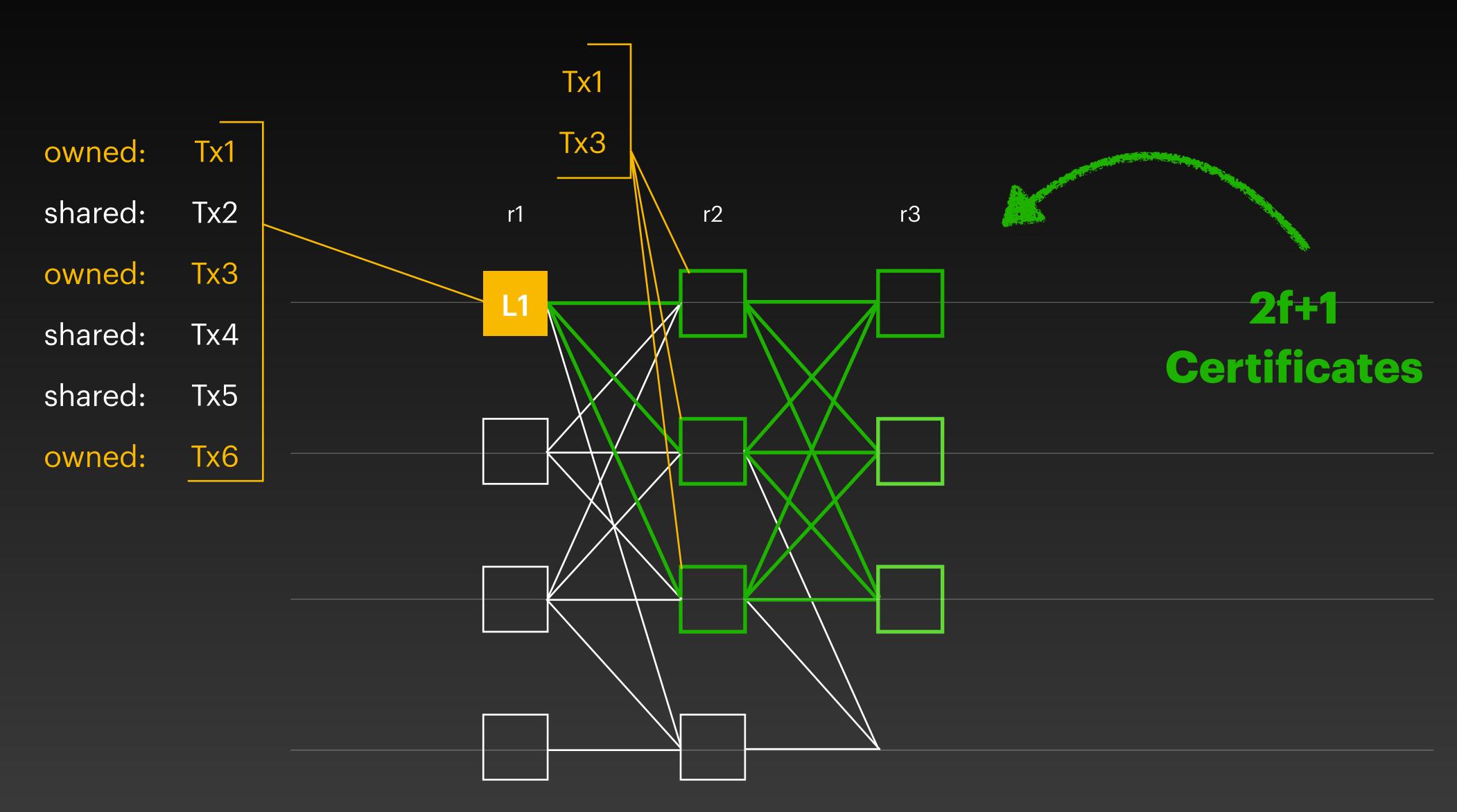




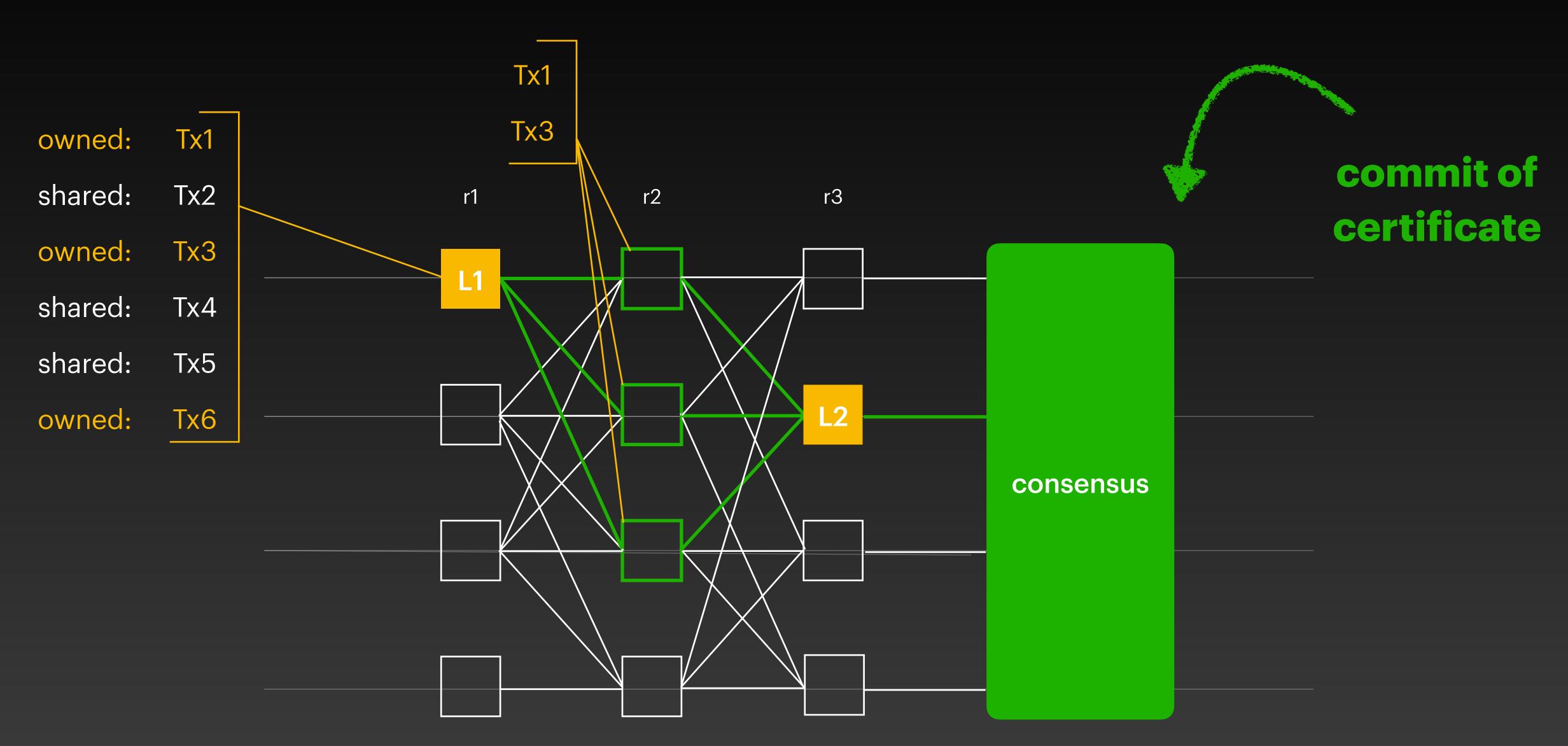
No Finality



Fast Path Finality (1)



Fast Path Finality (2)



owned: Tx1

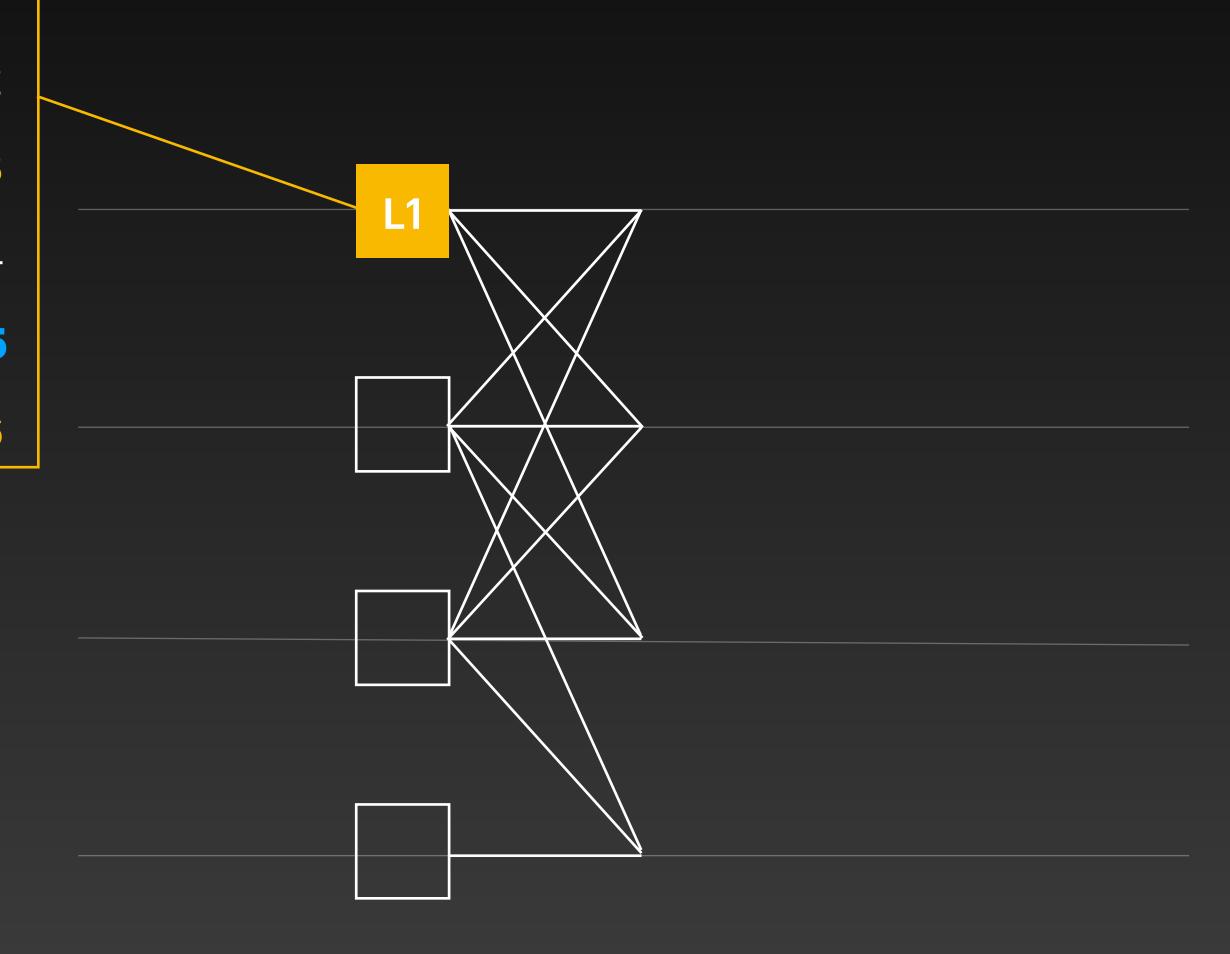
shared: Tx2

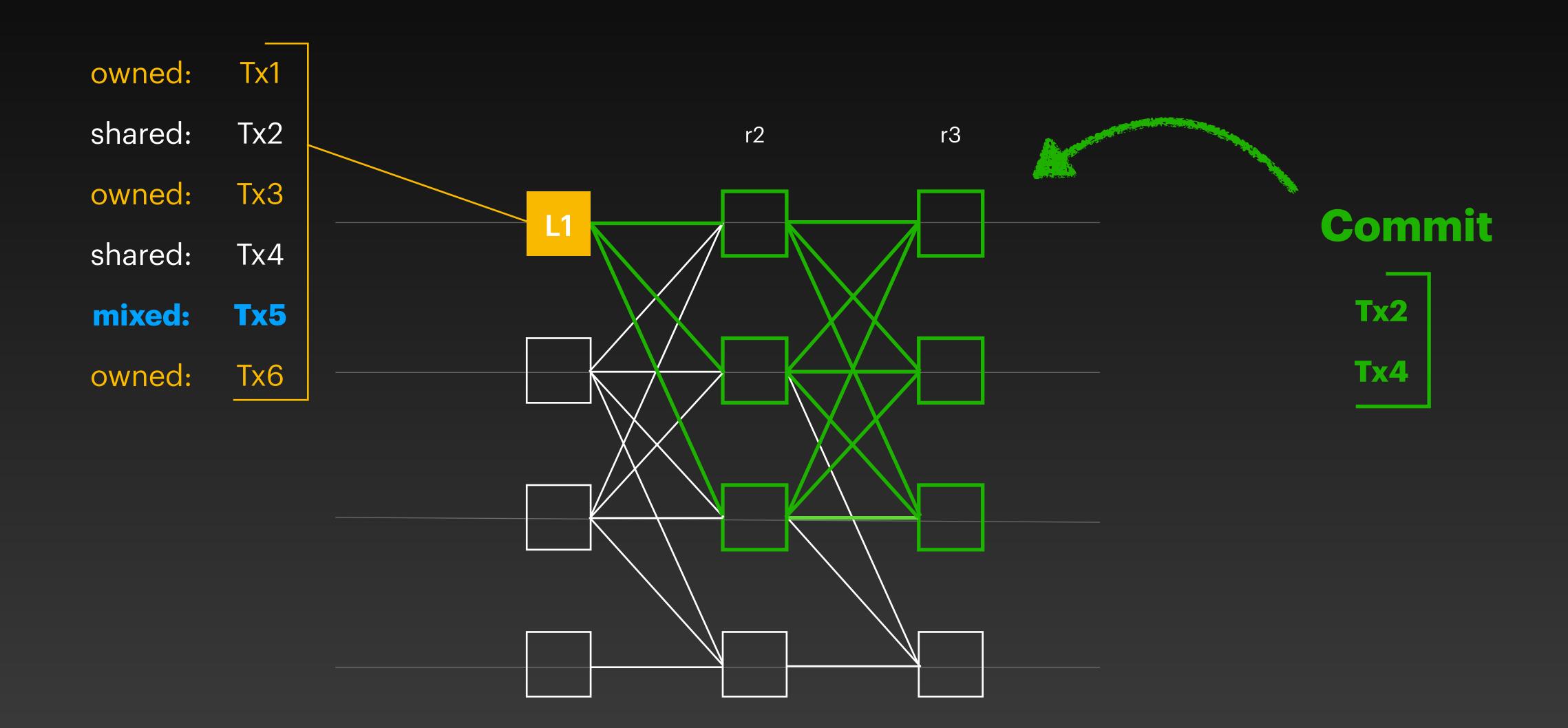
owned: Tx3

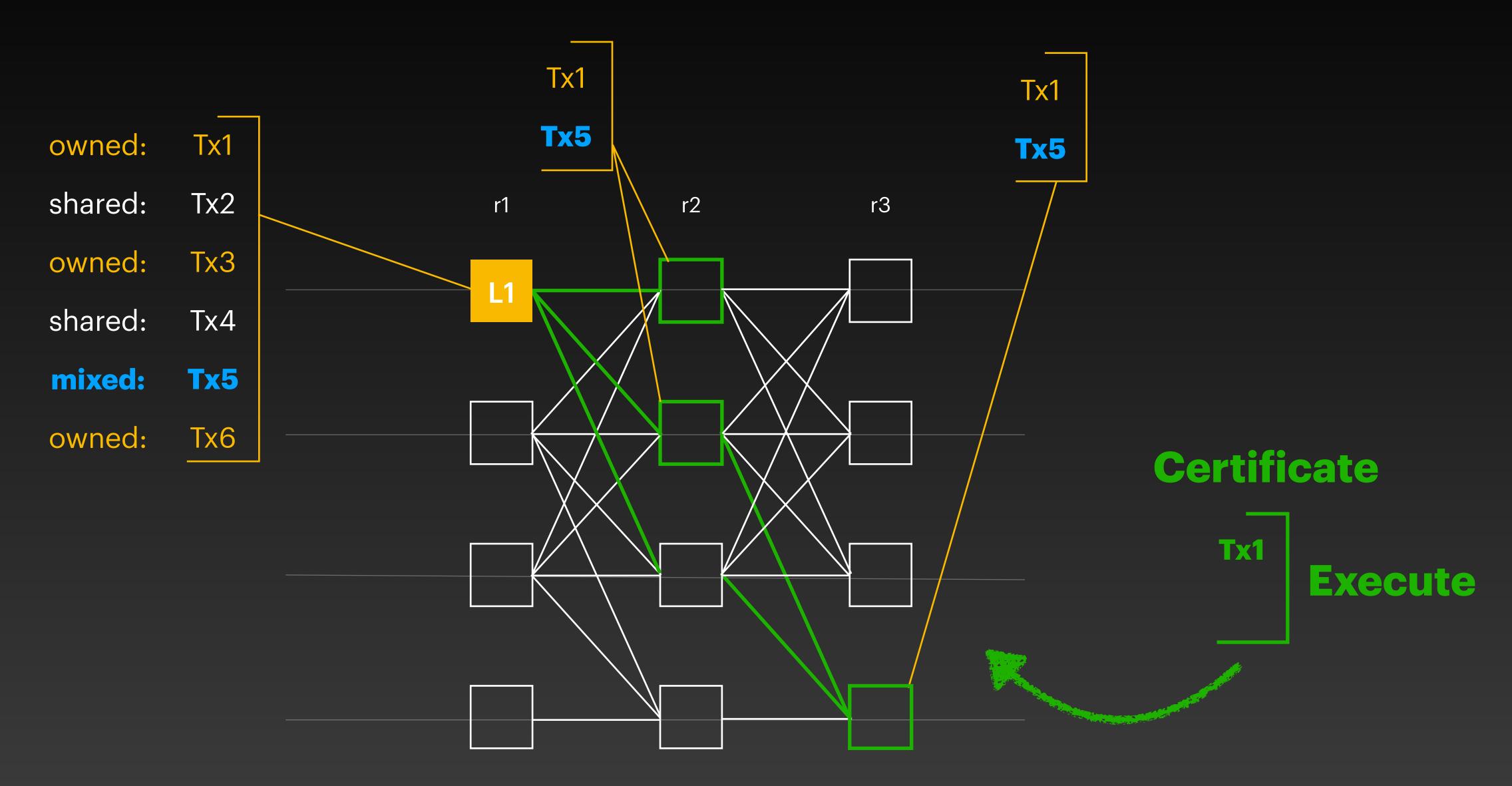
shared: Tx4

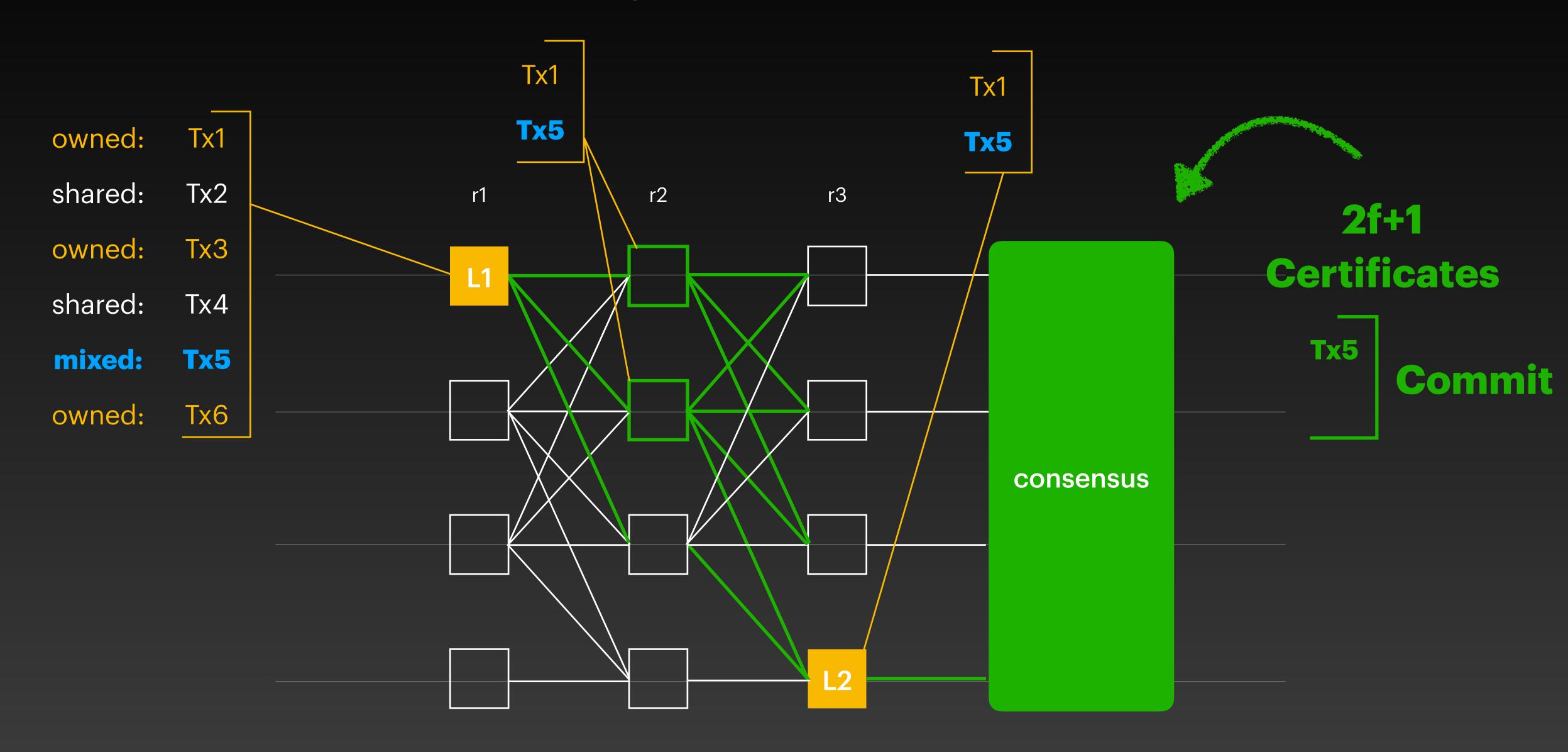
mixed: Tx5

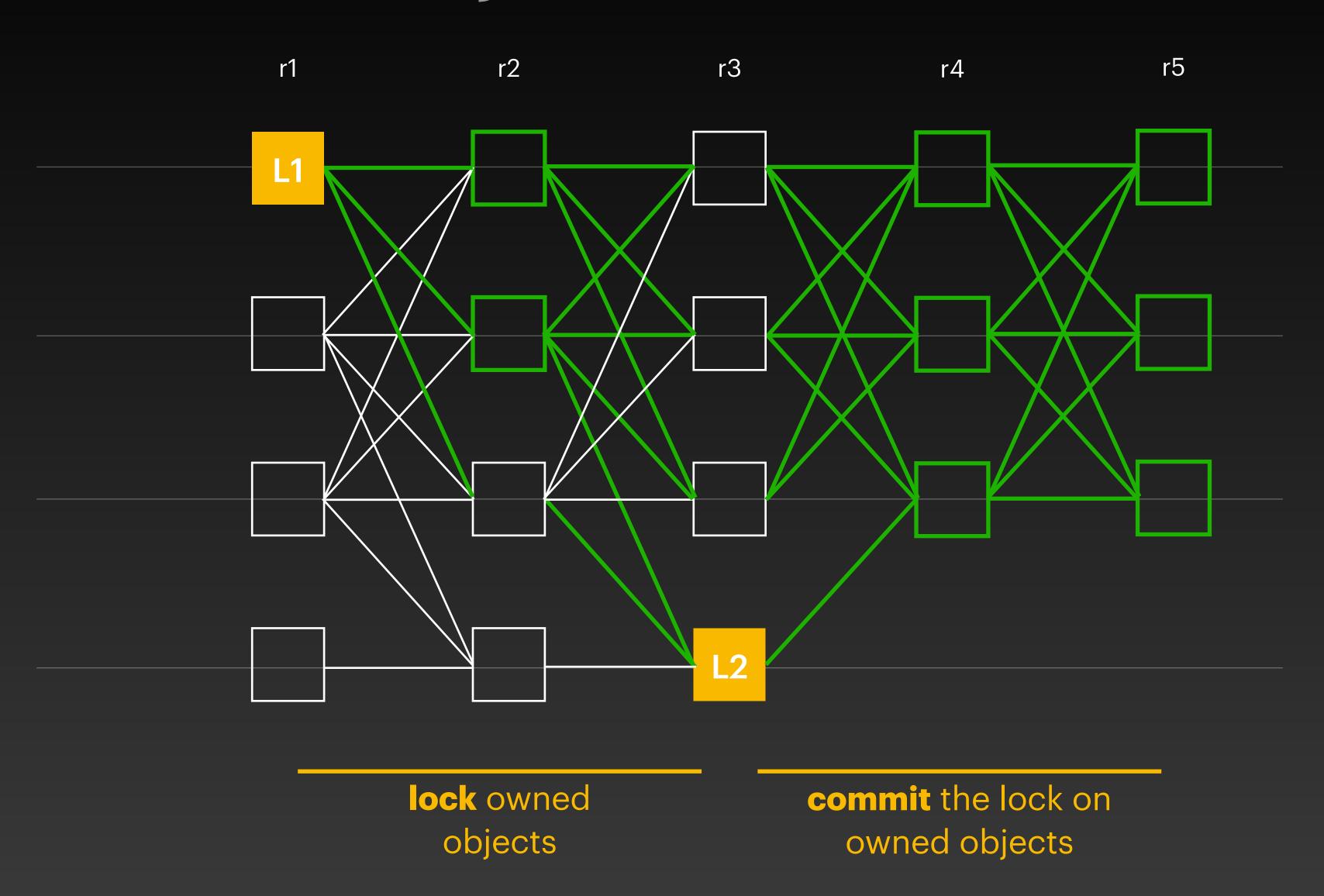
owned: Tx6











Preliminary Benchmarks

More to come soon

Implementation

- Written in Rust
- Networking: Tokio (TCP)
- Storage: custom WAL
- Cryptography: ed25519-consensus

https://github.com/mystenlabs/mysticeti

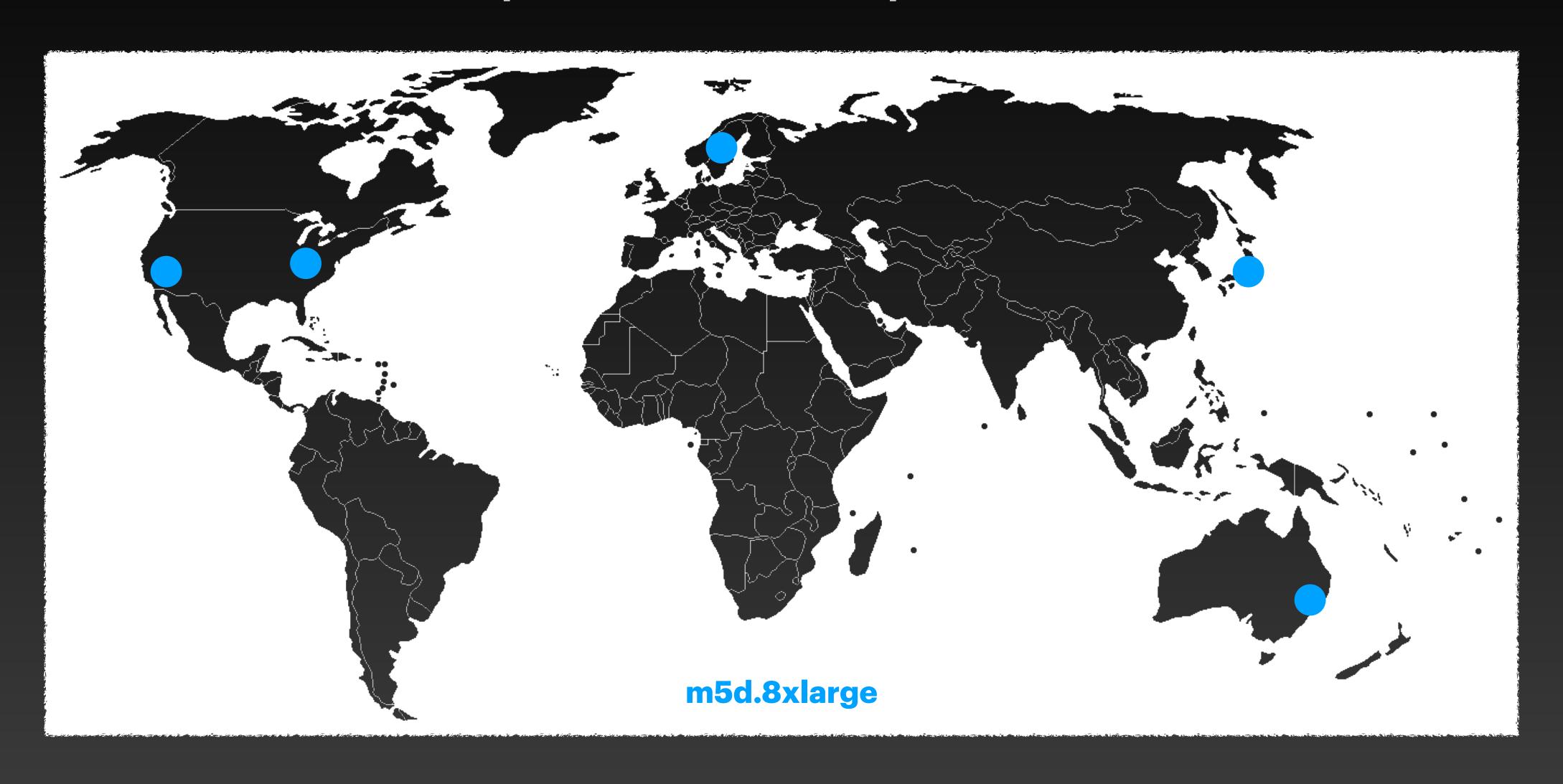
Implementation

- Synchronous core
- One Tokio task per peer (limiting resource usage)
- DTE simulator

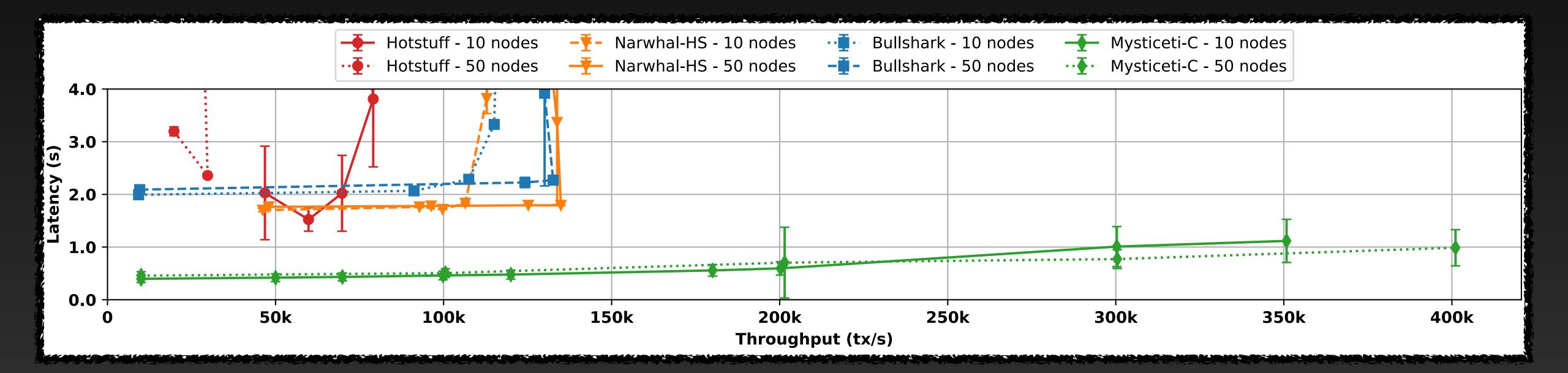
https://github.com/mystenlabs/mysticeti

Evaluation

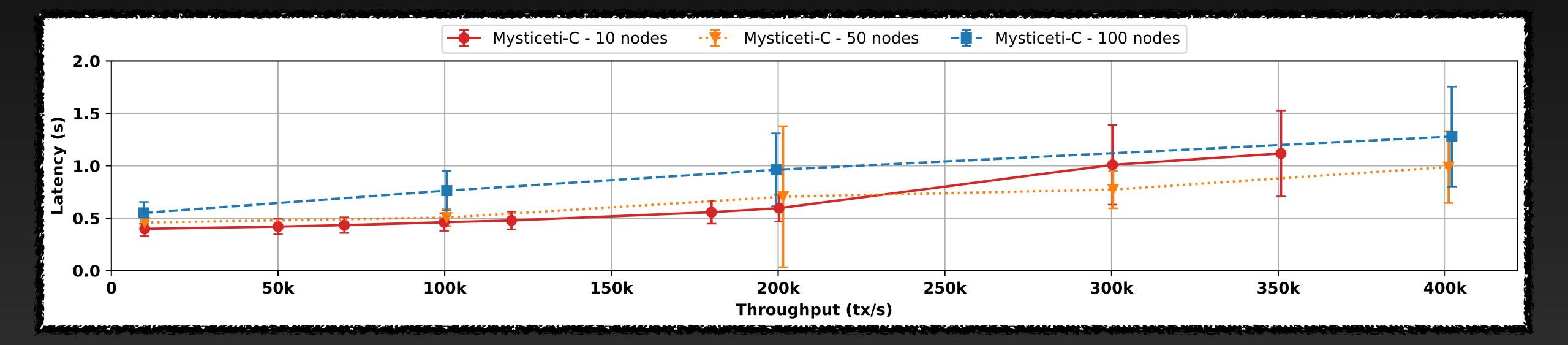
Experimental setup on AWS



Preliminary Results



Preliminary Results



Engineering Benchmarks

Protocol	Committee	Load/TPS	P50	P95
Bullshark	137	5k	2.89 s	4.60 s
Mysticeti	137	5k	650 ms	975 ms

We ran it for 24h and it looks good 👍



Testing Strategy



- Compare performance & robustness
- Test mainnet change bullshark -> mysticeti
- Prepare for the worst mysticeti -> bullshark

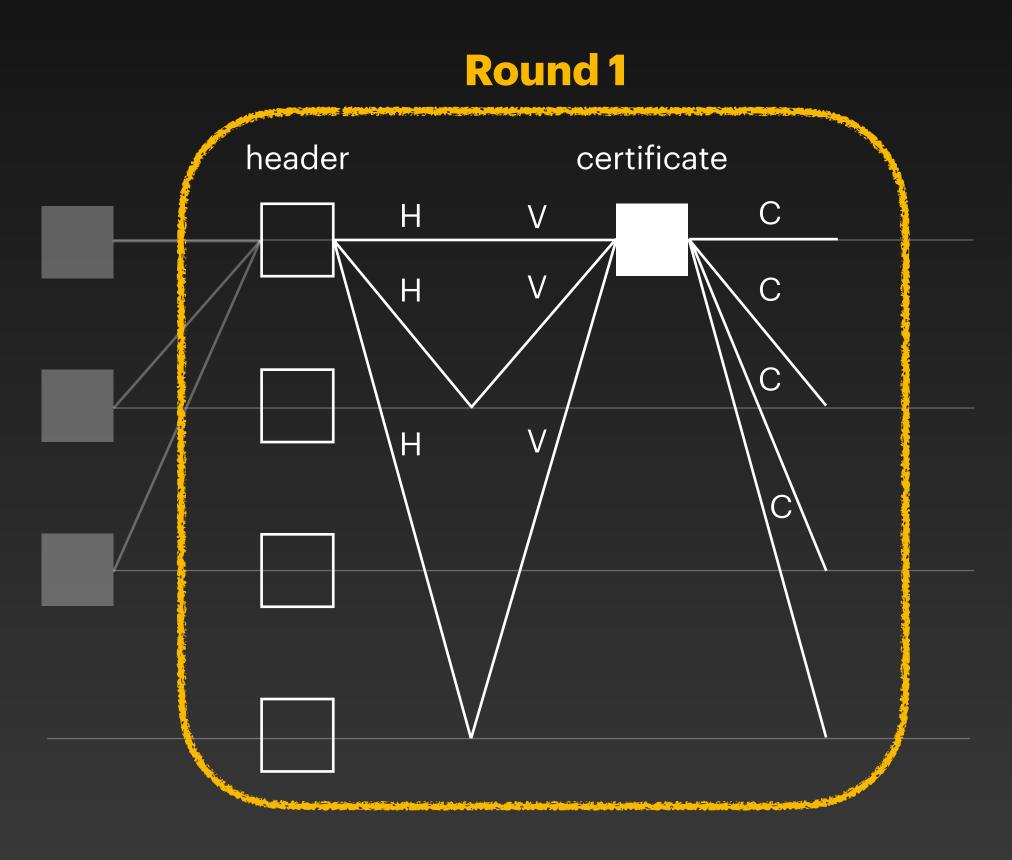
Narwhal vs Mysticeti

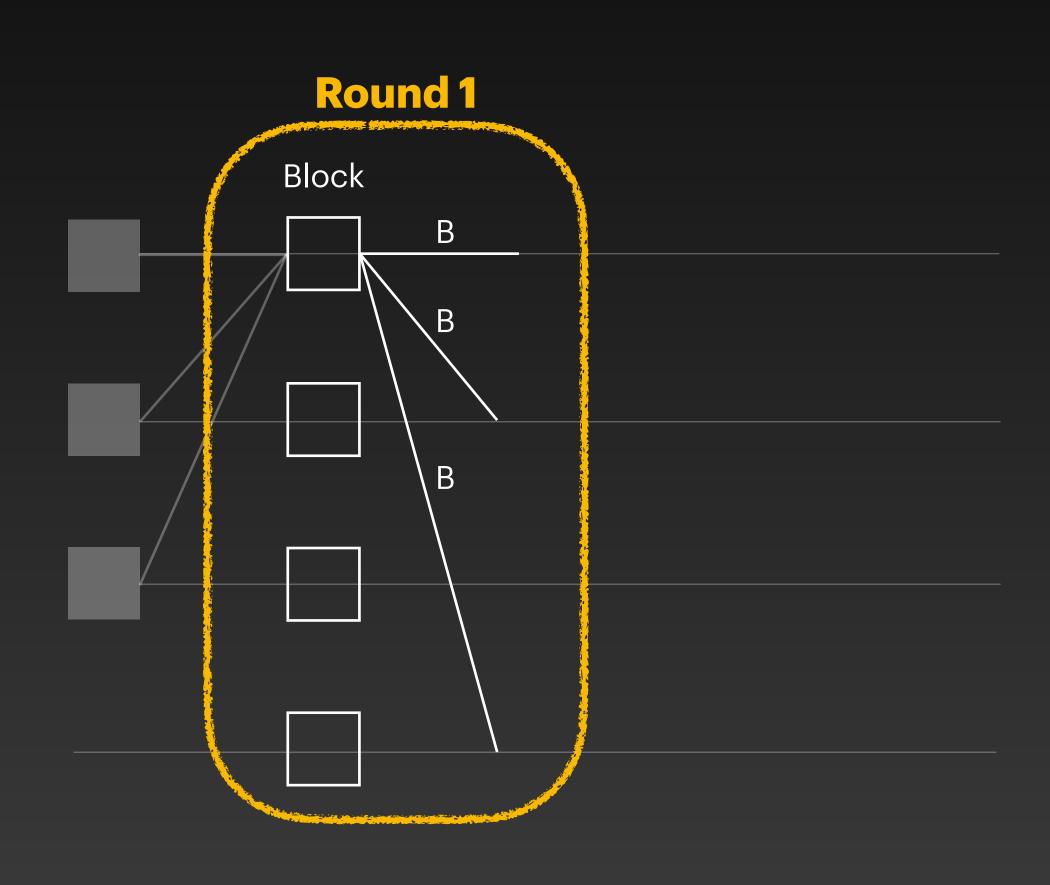
Key differences & Insight

Narwhal vs Mysticeti

Narwha

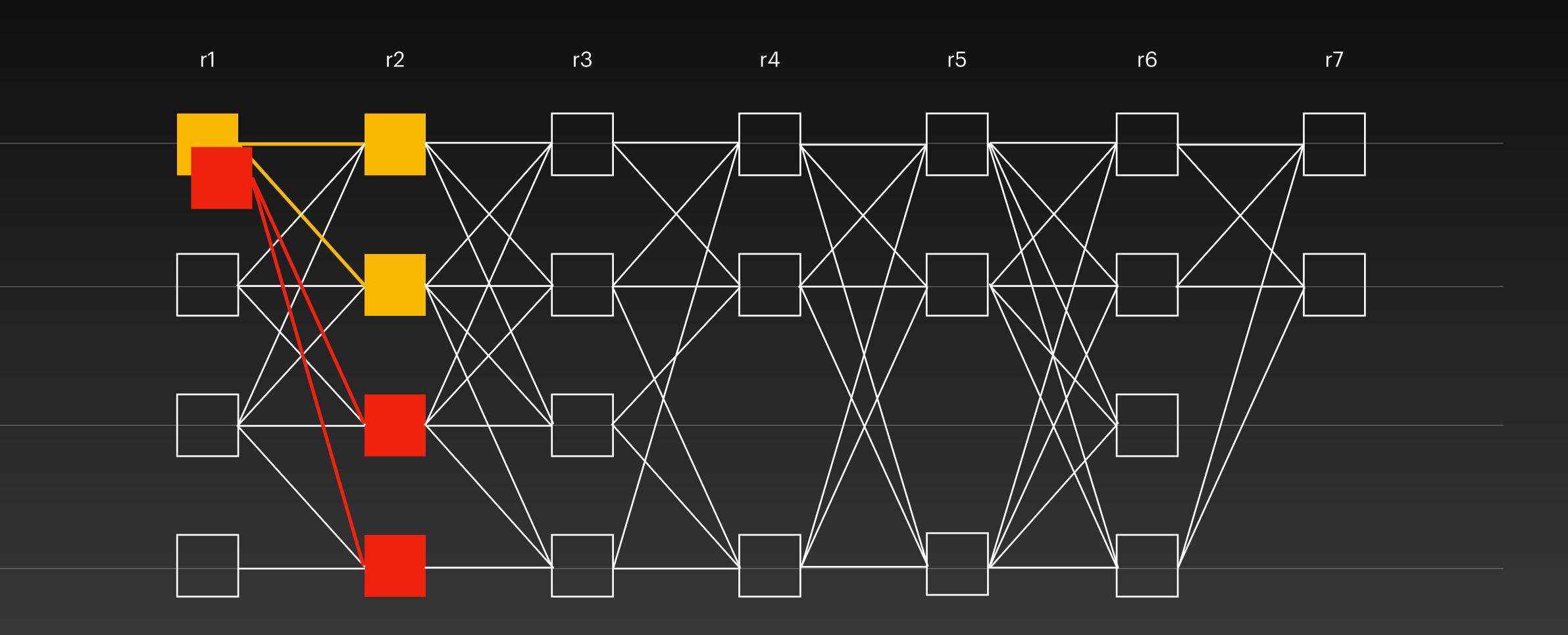
Mysticeti





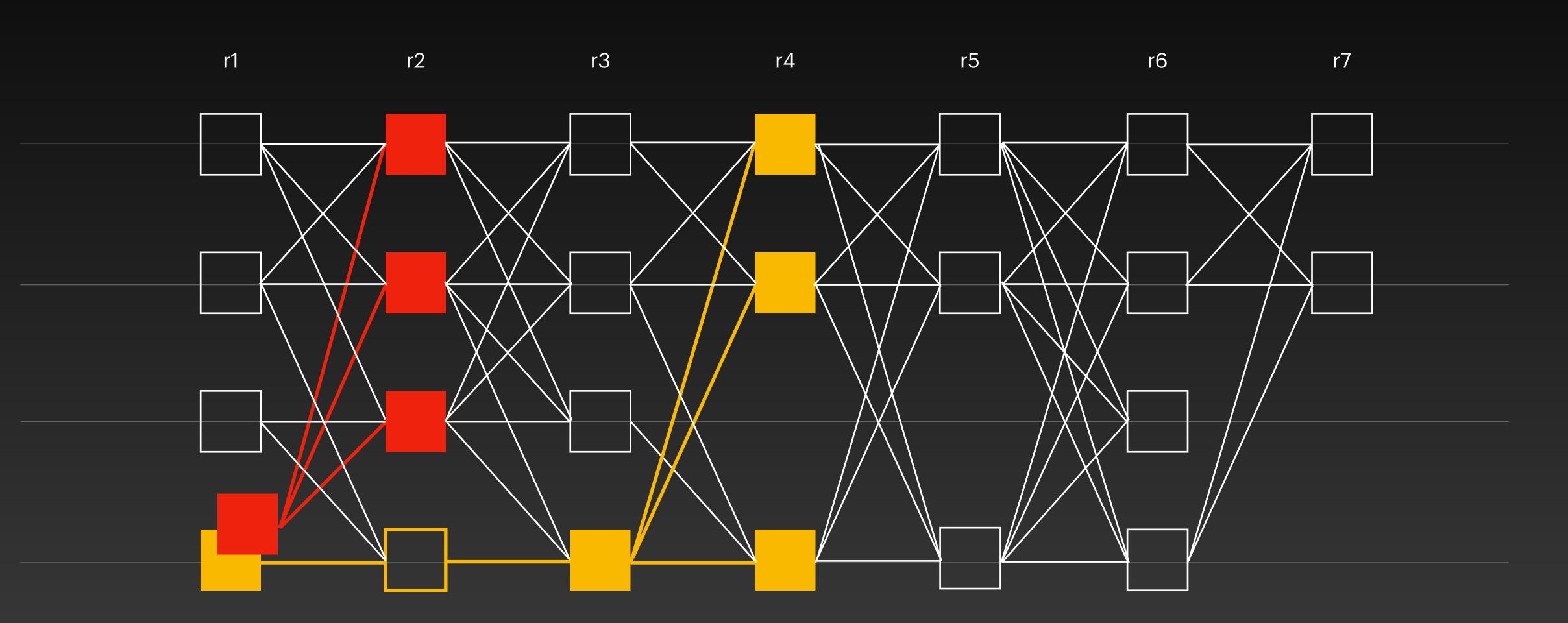
Main Challenge

Possible equivocations



Main Challenge

Possible equivocations (even with 2f+1 support)



Decision Rules

Upon interpreting the DAG...

Bullshark

- A leader is Commit or not
- Either directly or indirectly (recursion)

Mysticeti

- A leader is Commit, Skip, or Undecided
- Either directly or indirectly (recursion)

Linear Chain vs DAG

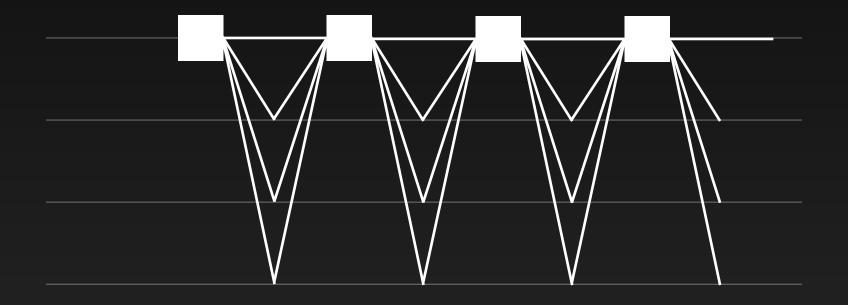
Quorum-Based Consensus

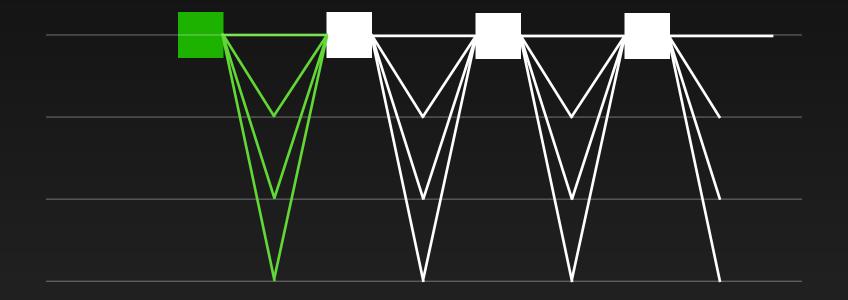
Linear-Chain

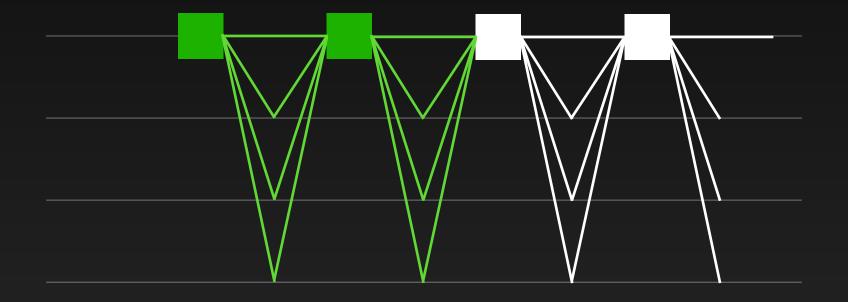
- Low latency
- Fragile to faults
- Complex leader-change

DAG-Based

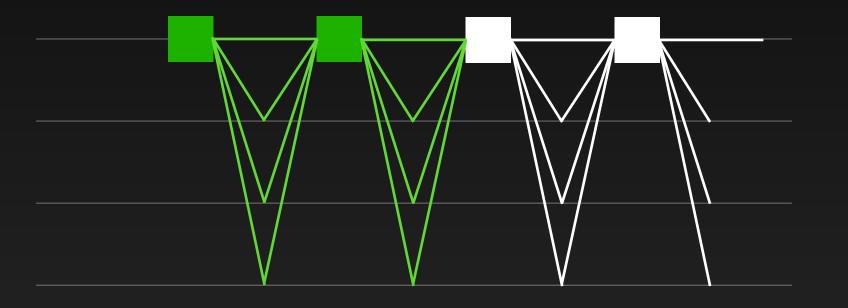
- High latency
- Robust against faults
- No/Simple leader-change



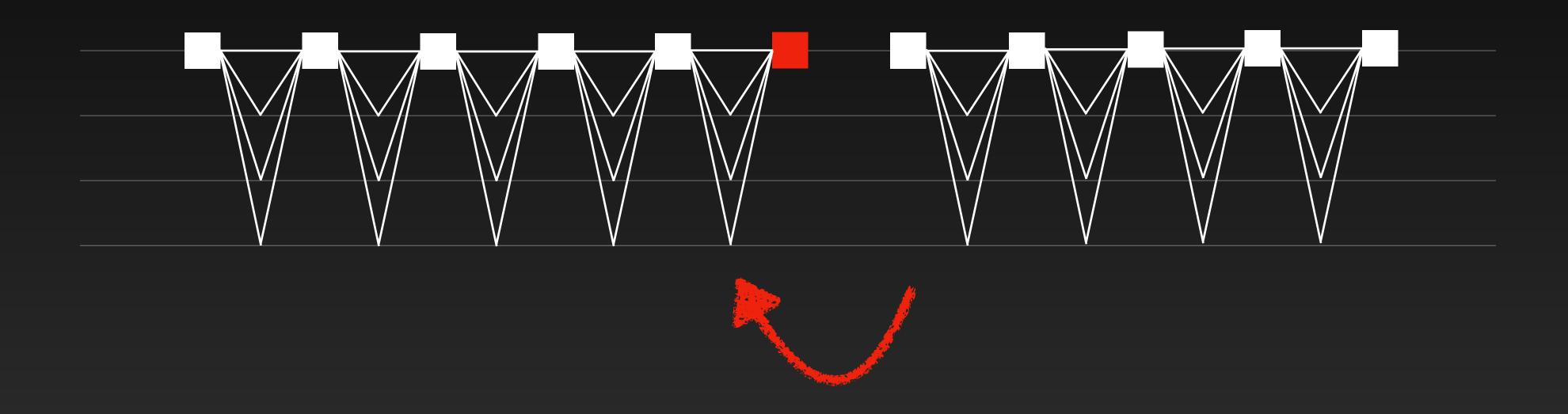




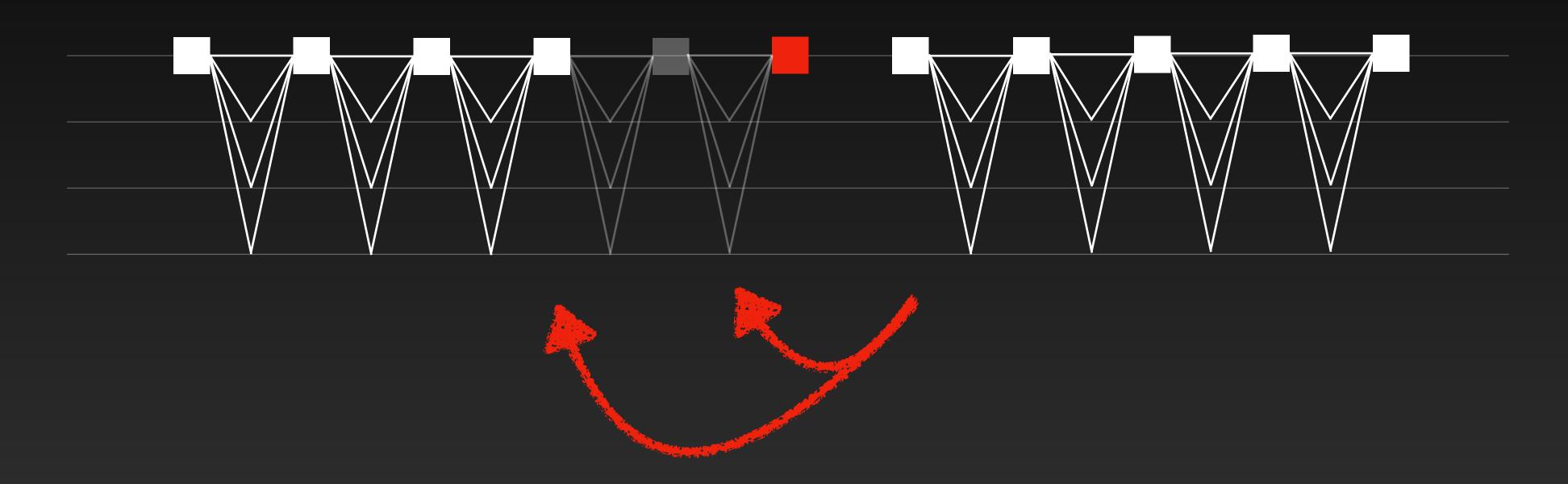
Linear-Chain Consensus Rough overview



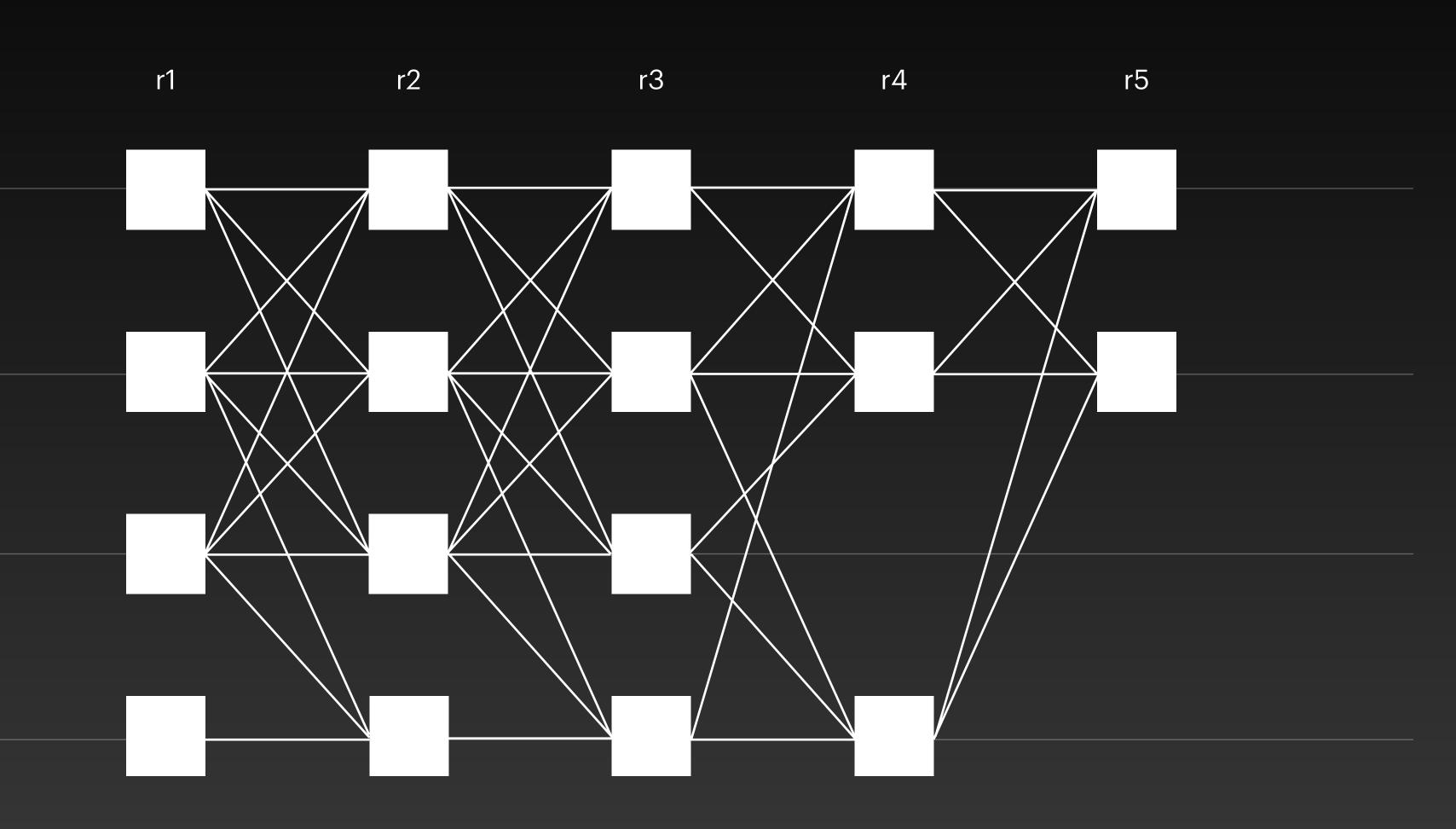
The leader does all the work

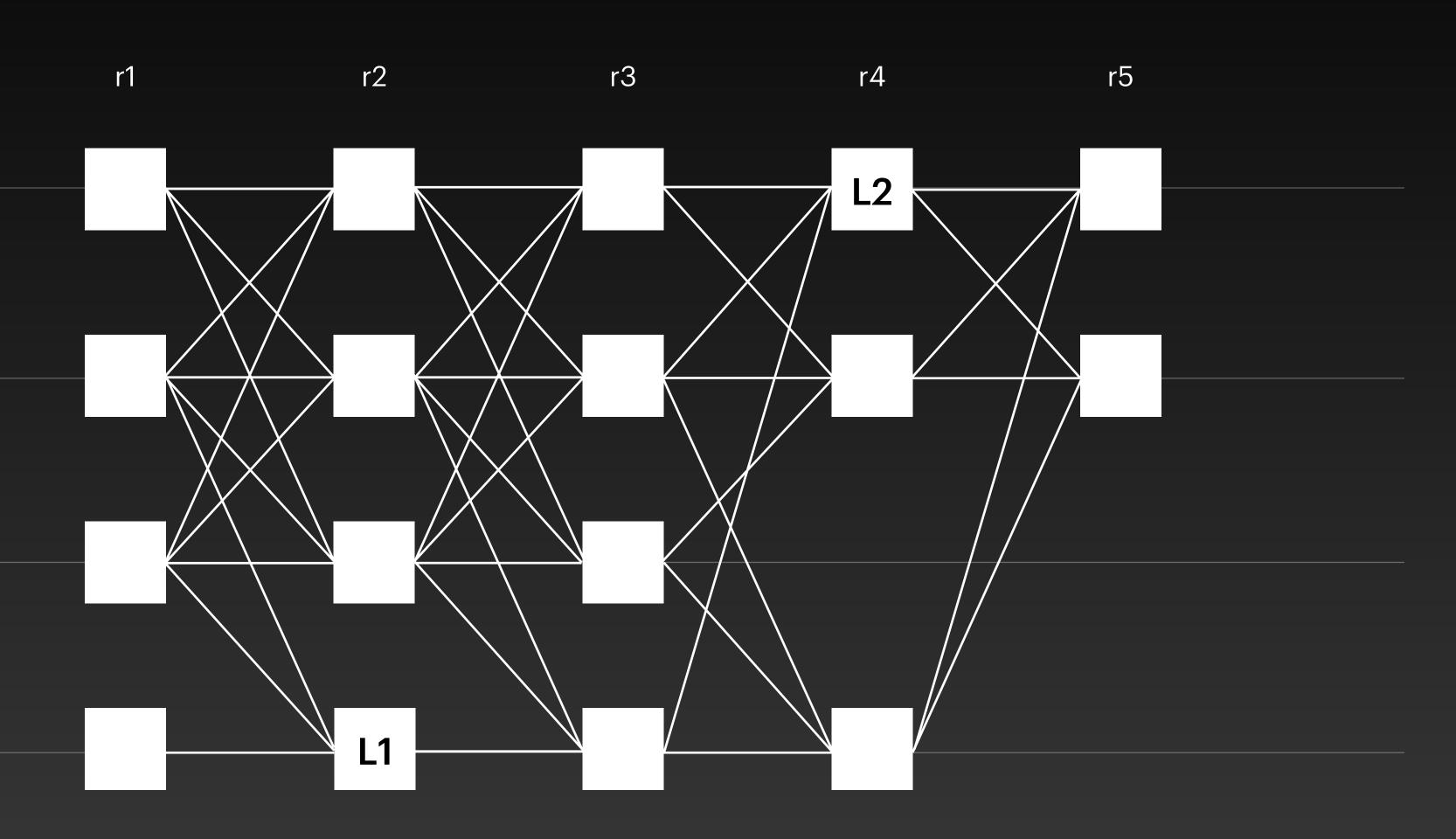


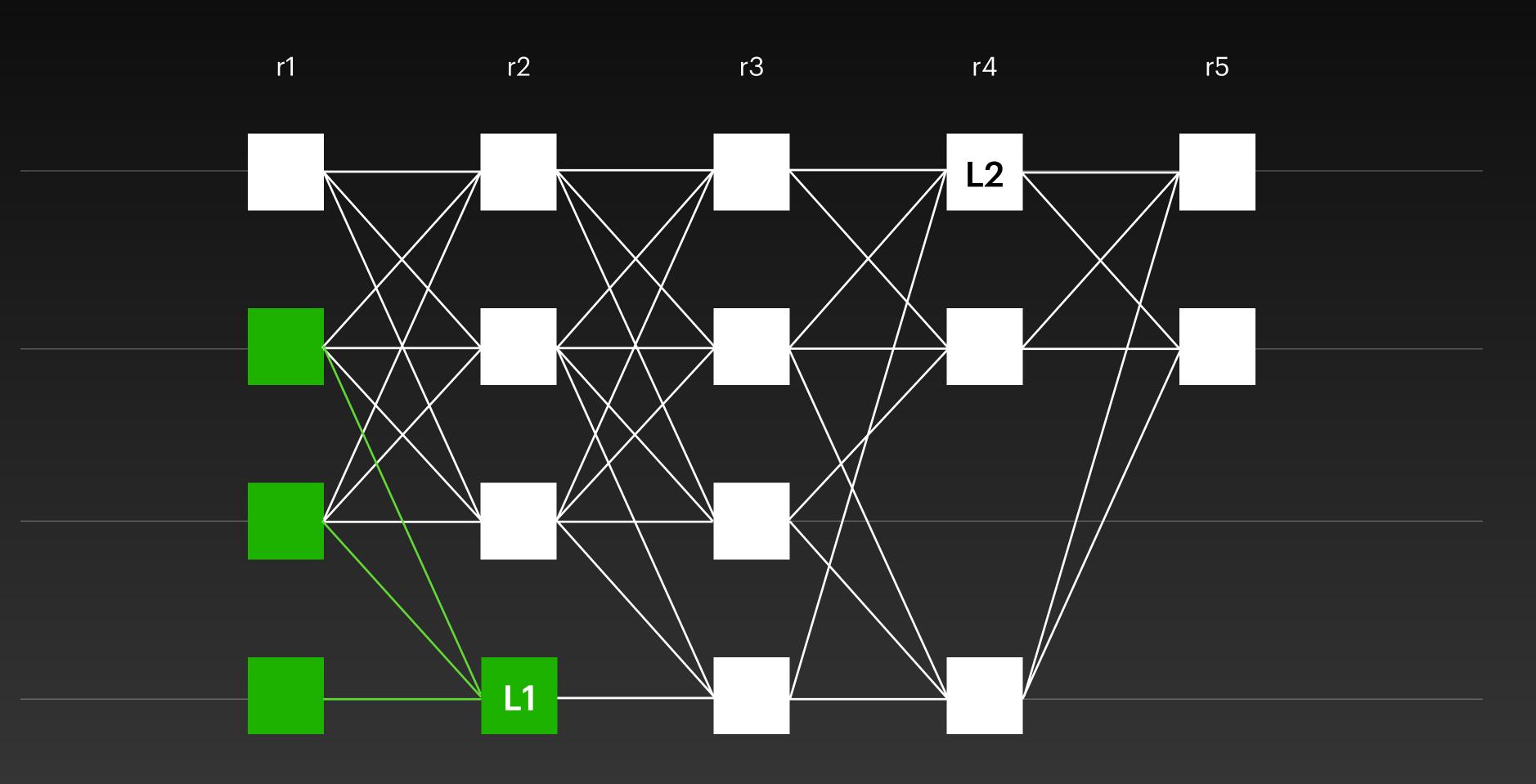
- The leader does all the work
- Complex leader-change

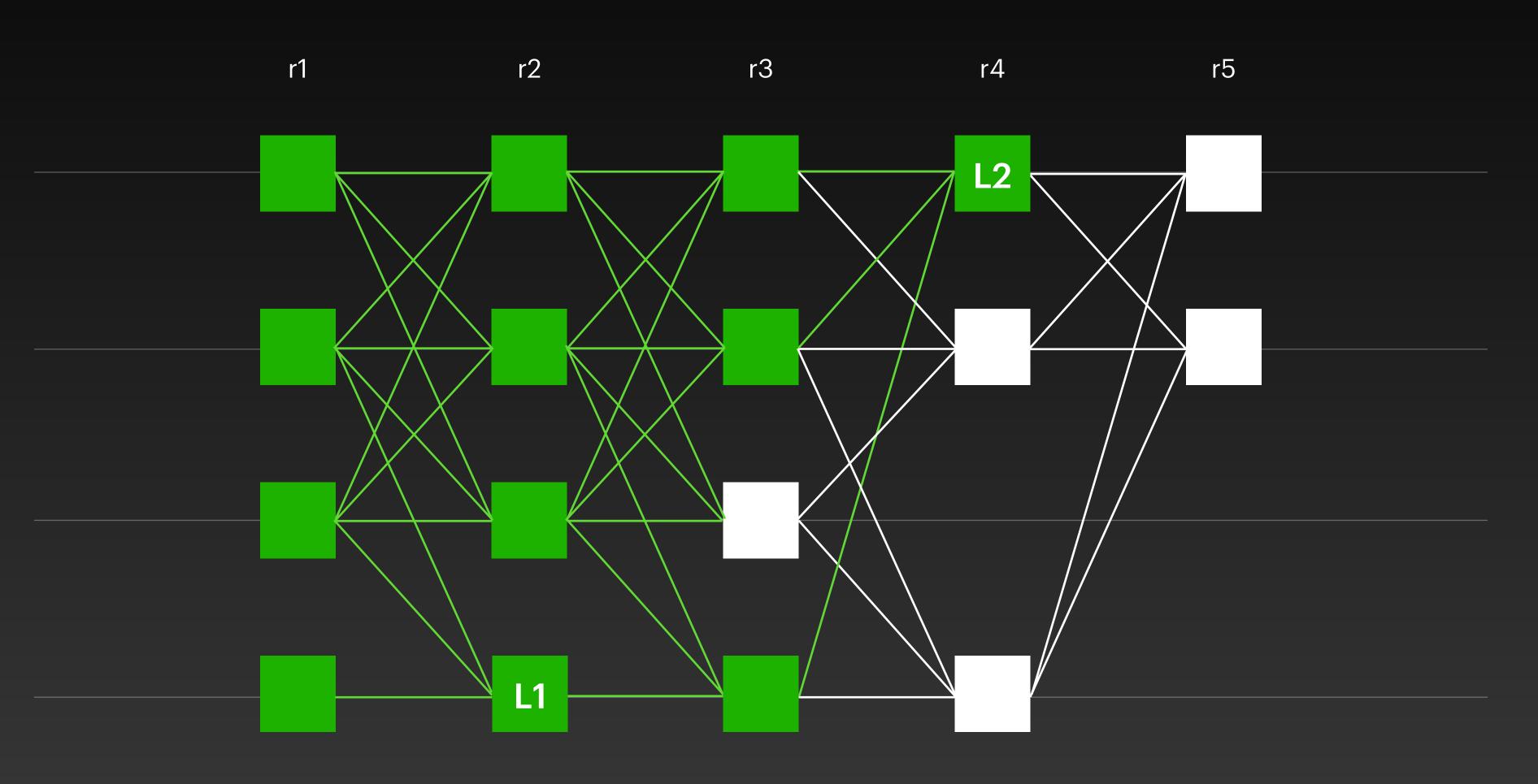


- The leader does all the work
- Complex leader-change









Summary

Mysticeti

- A single message type
- Interpret patterns on the DAG

- Paper: https://sonnino.com/papers/mysticeti.pdf
- Code: https://github.com/mystenlabs/mysticeti