# Scaling distributed ledgers and privacy-preserving applications PhD Defense



**Alberto Sonnino** 

# A set of nodes



## ... Some of which are bad









#### 2. submit transaction

#### 1. make transaction



# 2. submit transaction 1. make transaction





# 2. submit transaction 1. make transaction





Low throughput High latency Slow finality Poor privacy



### Overview



### Overview



#### A scalable backbone with integrated privacy support

#### **Chainspace** State sharding





#### **Chainspace** State sharding







shard 3

#### **Byzcuit** Cross-shard consensus protocol





# Privacy by Design

#### procedure

#### checker

# Privacy by Design



#### procedure (make zk-proof)



#### checker (verify zk-proof)







High throughput Low latency Fast finality Good privacy



## FastPay A low-latency payment system



### What we have so far



#### Total Latency: slowest shard during phase 1 + slowest shard during phase 2 + all communications











### Overview

#### FastPay



### Difference with blockchains

### Blockchains



Byzantine Consensus

#### FastPay



#### Byzantine Consistent Broadcast

High throughput **Low latency** Fast finality Good privacy



Privacy-preserving credentials for smart contract applications



### Overview

#### FastPay

#### **Coconut** Anonymous credentials in a blockchain setting



#### **Coconut** Anonymous credentials in a blockchain setting



High throughput Low latency Fast finality **Good privacy** 

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#### State Sharding An example transaction







 $T(x_1, x_2) \rightarrow (y_1, y_2, y_3)$ 









#### **State Sharding** An example transaction







 $T(x_1, x_2) \rightarrow (y_1, y_2, y_3)$ 







#### **State Sharding** Only two acceptable final states











#### **Cross-Shard Consensus** How do shards communicate with each other?







# Double spend any object

- Does not need to collude with any node
- Acts as client or passive observer
- Re-orders network messages (not always needed)

#### Attacks


 $T(x_1, x_2) \to (y_1, y_2, y_3)$ **d** D



 $T'(\widetilde{x_1}, x_2) \rightarrow (y_1, y_2, y_3)$ **d** D























shard 1

 $\overline{T^*(x_1)} \to (y_*)$ 



attacker





### **Before attack**





### What causes these issues?

**Issue 1.** Input shards cannot associate protocol messages to a specific protocol execution.

**Issue 2.** Output shards (that are not also input shards) do not experience the first phase of the protocol



#### client

#### shard 1 \_\_\_\_\_

#### shard 2 —

#### shard 3



#### shard 3



shard 3

# **S-BAC** $T(x_1, x_2) \to (y_1, y_2, y_3)$





# S-BAC $T(x_1, x_2) \rightarrow (y_1, y_2, y_3)$







delete X<sub>1</sub>, X<sub>2</sub> ; create Y<sub>1</sub>, Y<sub>2</sub>









# Atomix $T(x_1, x_2) \rightarrow (y_1, y_2, y_3)$



# **Atomix** $T(x_1, x_2) \to (y_1, y_2, y_3)$





#### pre-accept(T)

#### pre-accept(T)





#### accept(T)

# Atomix $T(x_1, x_2) \to (y_1, y_2, y_3)$



# Atomix $T(x_1, x_2) \to (y_1, y_2, y_3)$







#### **Cross-Shard Consensus** How does it achieve linear scalability?







# Add sequence numbers per object







Shard 2

#### Byzcuit Fix issue 1









# Dummy objects for output shards







#### Byzcuit Fix issue 2









Shard 3

Byzcuit  $\{S_T, T(x_1, x_2, d_3) \rightarrow (y_1, y_2, y_3)\}$ 



Byzcuit  $\{S_T, T(x_1, x_2, d_3) \rightarrow (y_1, y_2, y_3)\}$ 



**Check 1.** Are all inputs active / transaction well formed ?

**Check 2.** Is the sequence number  $S_T$  $S_T \ge max\{S_{X1}, S_{X2}\}$ ?

Byzcuit  $\{S_T, T(x_1, x_2, d_3) \rightarrow (y_1, y_2, y_3)\}$ 



if checks fail:  $S_{X1} \leftarrow S_T + 1$ 

if checks fail:  $S_{X2} \leftarrow S_T + 1$ 

if checks fail:  $S_{D3} \leftarrow S_T + 1$ 

Byzcuit  $\{S_T, T(x_1, x_2, d_3) \rightarrow (y_1, y_2, y_3)\}$ 



otherwise: lock X<sub>1</sub>, store (S<sub>T</sub>, T)

otherwise: lock X<sub>2</sub>, store (S<sub>T</sub>, T)

otherwise: lock D<sub>3</sub>, store (S<sub>T</sub>, T)
Byzcuit  $\{S_T, T(x_1, x_2, d_3) \to (y_1, y_2, y_3)\}$ 



Byzcuit  $\{S_T, T(x_1, x_2, d_3) \to (y_1, y_2, y_3)\}$ 



Byzcuit  $\{S_T, T(x_1, x_2, d_3) \to (y_1, y_2, y_3)\}$ 







# Why is Byzcuit secure?

### **Issue 1.** Input shards cannot associate protocol messages to a specific protocol execution.

**Issue 2.** Output shards (that are not also input shards) do not experience the first phase of the protocol

**Sequence numbers:** 

act as session ID

**Dummy objects:** 

all shards experience the first phase of the protocol





# EXTRA FastPay Transfer







### 1. transfer order







### 1. transfer order







### 1. transfer order

### 3. signed transfer order







1. transfer order

3. signed transfer order

4. confirmation order

### 5. confirmation order







1. transfer order

3. signed transfer order

4. confirmation order

### 5. confirmation order

sender





# **FastPay** Increasing capacity



# **Byzantine Consistent Broadcast**

Validity No duplication Integrity Consistency

# **EXTRA** FastPay Smart Contract Interface

### 1. funding transaction













#### smart contract





### 1. funding transaction











#### smart contract





2. synchronization order

### 1. funding transaction







#### smart contract





2. synchronization order

### 1. transfer order







### 1. transfer order







### 1. transfer order

### 3. signed transfer order









1. transfer order

3. signed transfer order

4. confirmation order









1. transfer order

3. signed transfer order

4. confirmation order







1. transfer order

3. signed transfer order

4. confirmation order



sender

