

Sharding

and other things

About us

Bowen

- Core engineer at NEAR (built a lot of stuff we're covering)

Peter

- Developer experience and developer tooling
- Working on sustainable behavior on the side

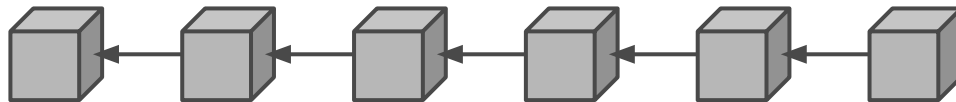
About NEAR Protocol

- Public Sharded Blockchain
- Emphasis on usability,
(specifically Developer Usability)
- A bunch of ex-MemSQL and ex-Google
- A group of ACM ICPC gold medalists
- A grip of previous founders

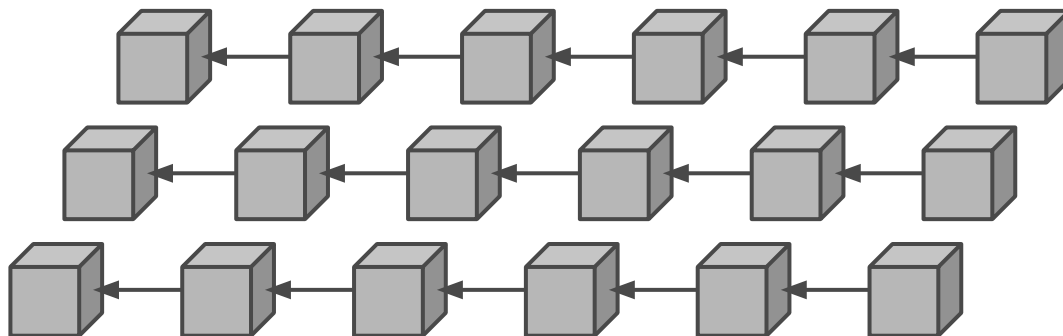
What we're talking about

1. Sharding, (in blockchains)
2. 10,000 ft view of crypto
3. Behavior (it relates to blockchain)

Sharding Overview



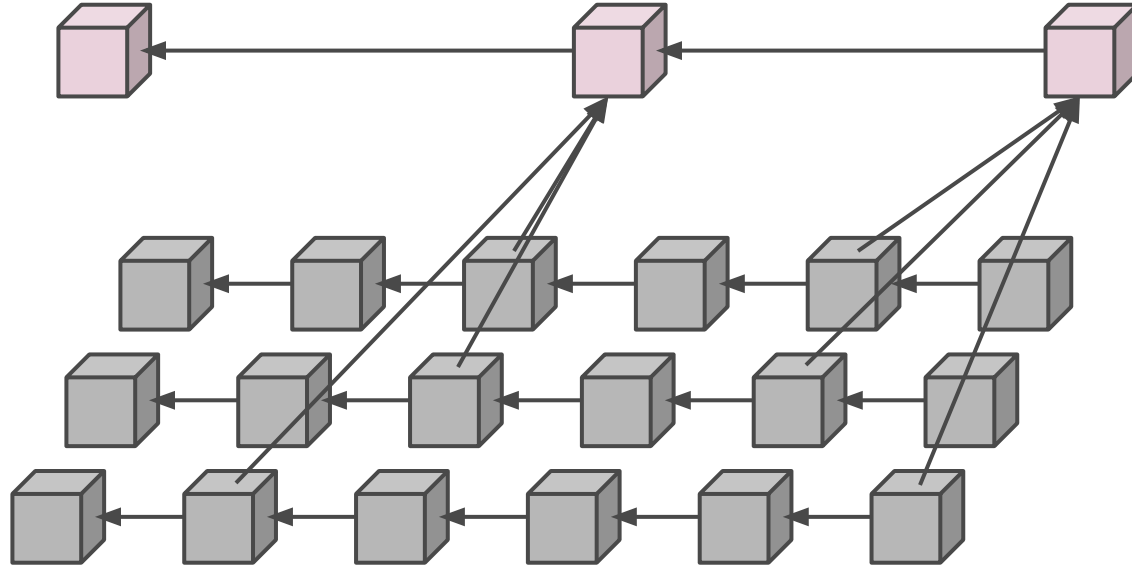
Sharding Overview



Sharding Overview

Main Chain

a.k.a.
Beacon Chain
Relay Chain
Hub

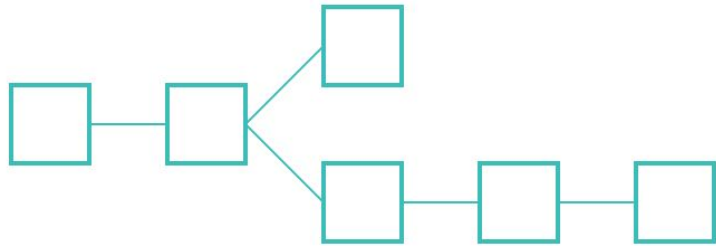


Shard Chains

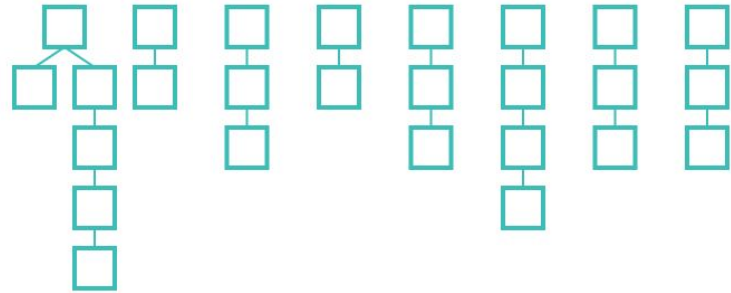
a.k.a.
Parachains
Zones

Corrupting Validators

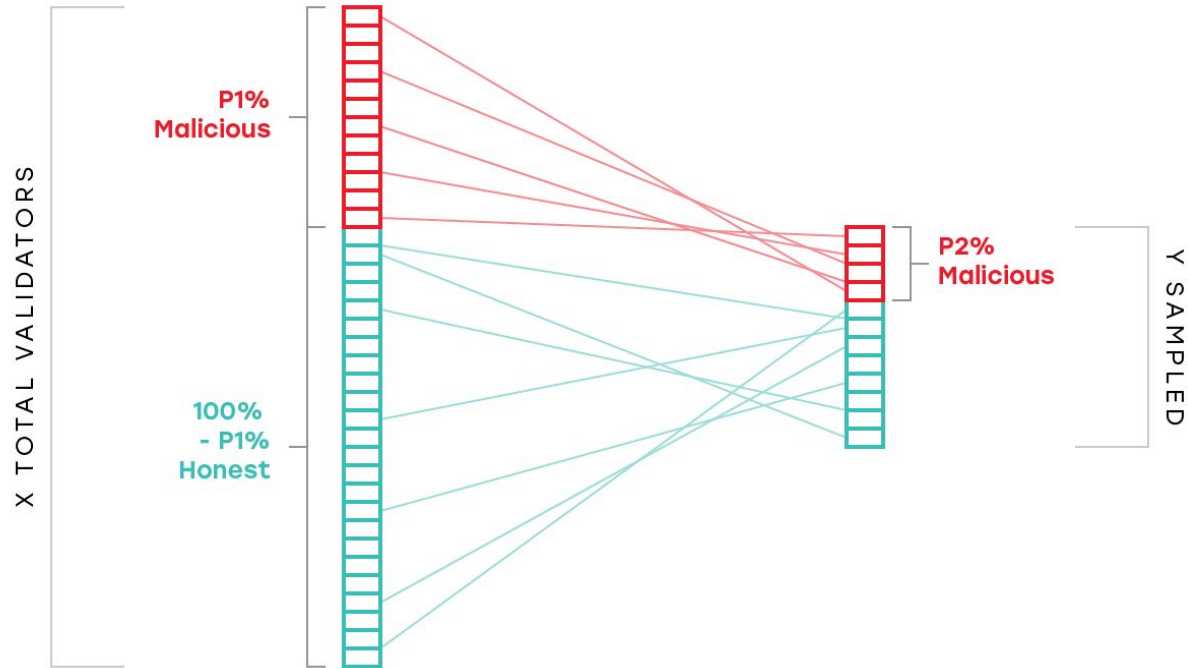
X validators building one chain.
Need to corrupt 0.51x



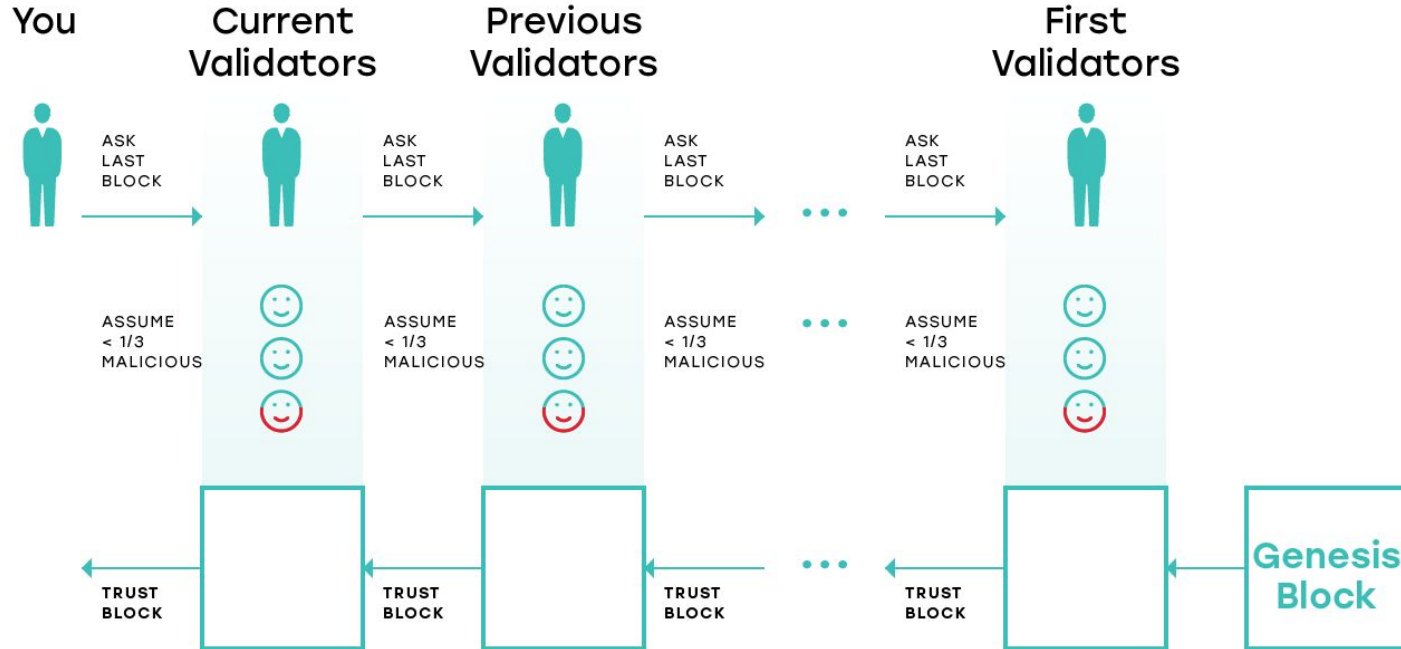
X validators building 10 chains
Need to corrupt 0.051x



Sampling Validators



Sampling Validators



Malicious Behavior

Forking

Invalid State Transitions

Invalid State Transition

Transaction X

From: **Alice**
To: **Bob**
Amt: **10**

Block A (Valid)

State Before: **Alice: 10, Bob: 0**
Transactions: **X**
State After: **Alice: 0, Bob: 10**

Block A' (Invalid)

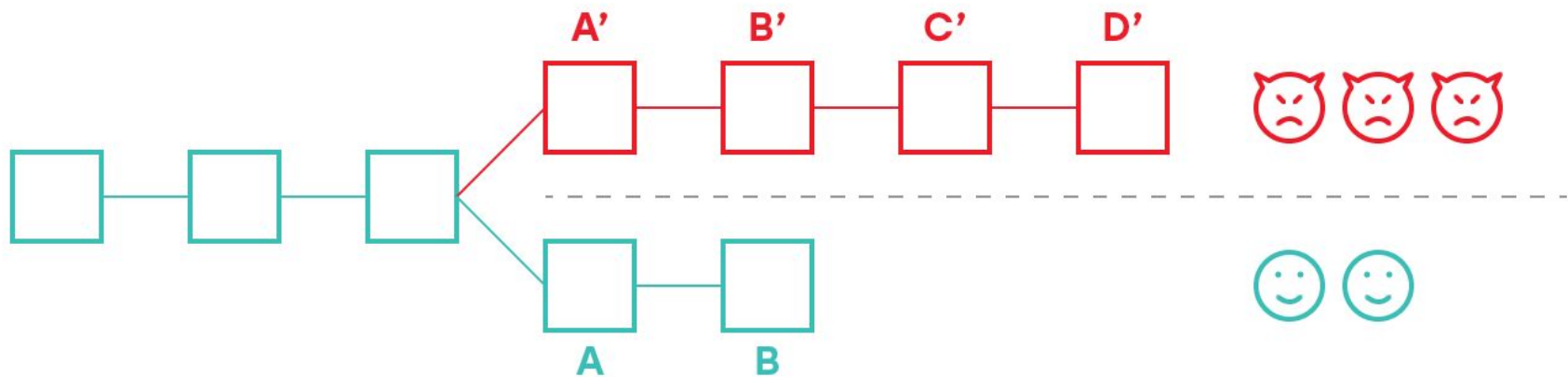
State Before: **Alice: 10, Bob: 0**
Transactions: **X**
State After: **Alice: 0, Bob: 1000**

Malicious Behavior **without** Sharding

✓ Forking

✗ Invalid State Transitions

Malicious Behavior **without** Sharding



Malicious Behavior **with** Cross-Shard Transactions

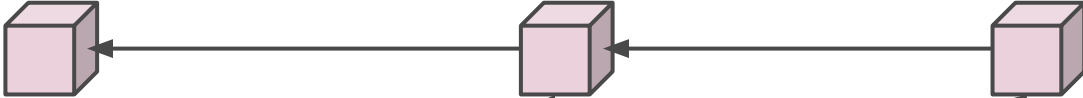
✓ Forking

✓ Invalid State Transitions

Cross-shard Communication

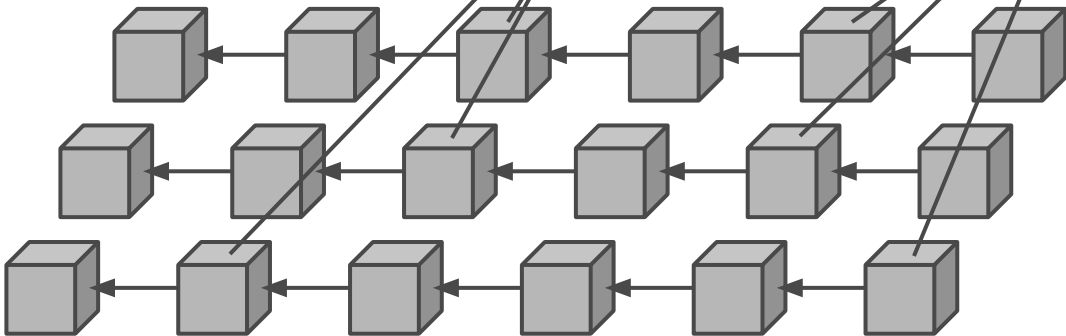
Main Chain

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Shard Chains

a.k.a.
Parachains
Zones



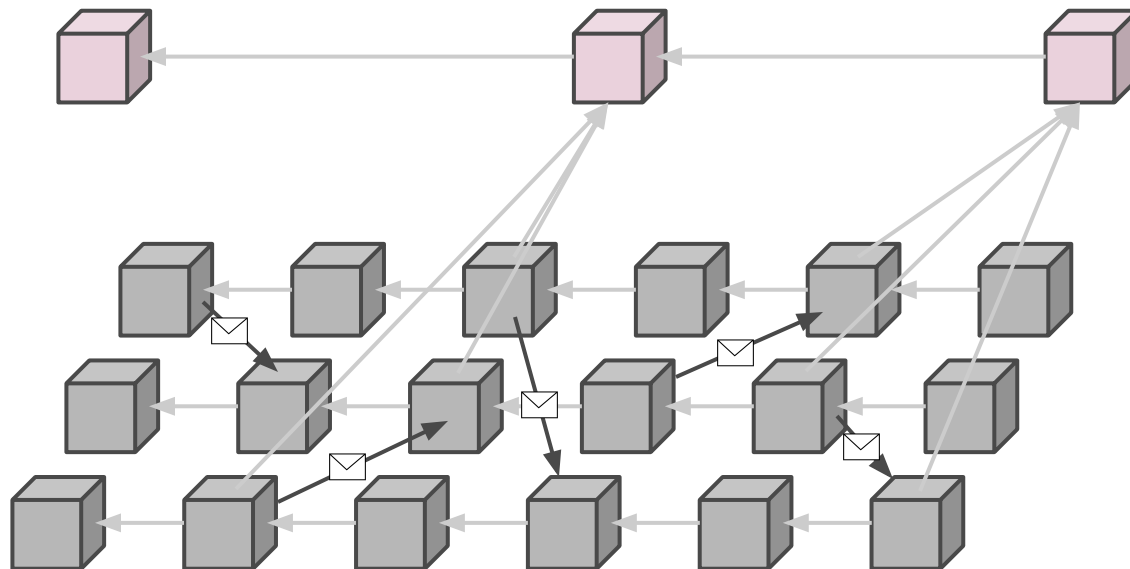
Cross-shard Communication

Main Chain

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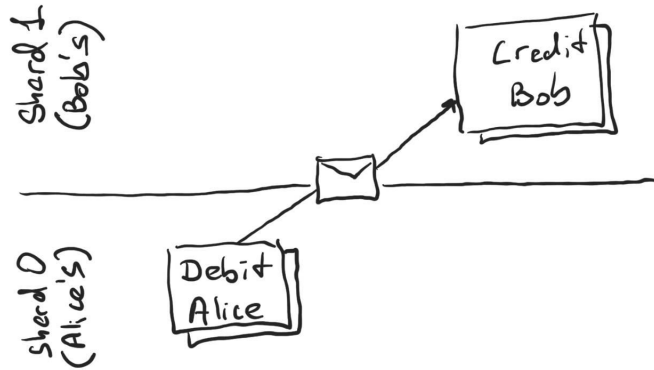
Shard Chains

a.k.a.
Parachains
Zones



Cross-shard Communication: Receipts

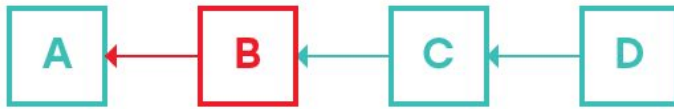
- Alice from Shard#1 sends money to Bob on Shard#2;
- A tx that debits Alice's account is executed on Shard#1;
- A proof of execution (Receipt) is created and sent to Shard#2;
- A tx that credits Bob's account is executed on Shard#2.



State Validity



Shard #1



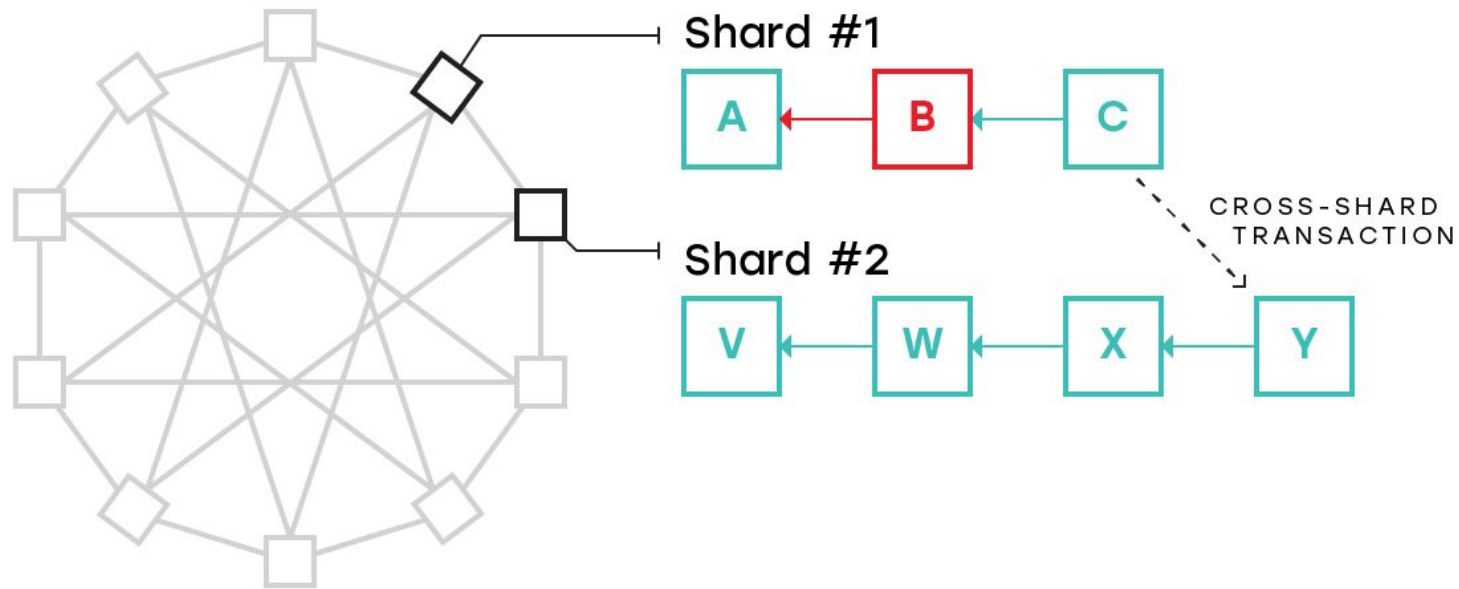
CROSS-SHARD
TRANSACTION



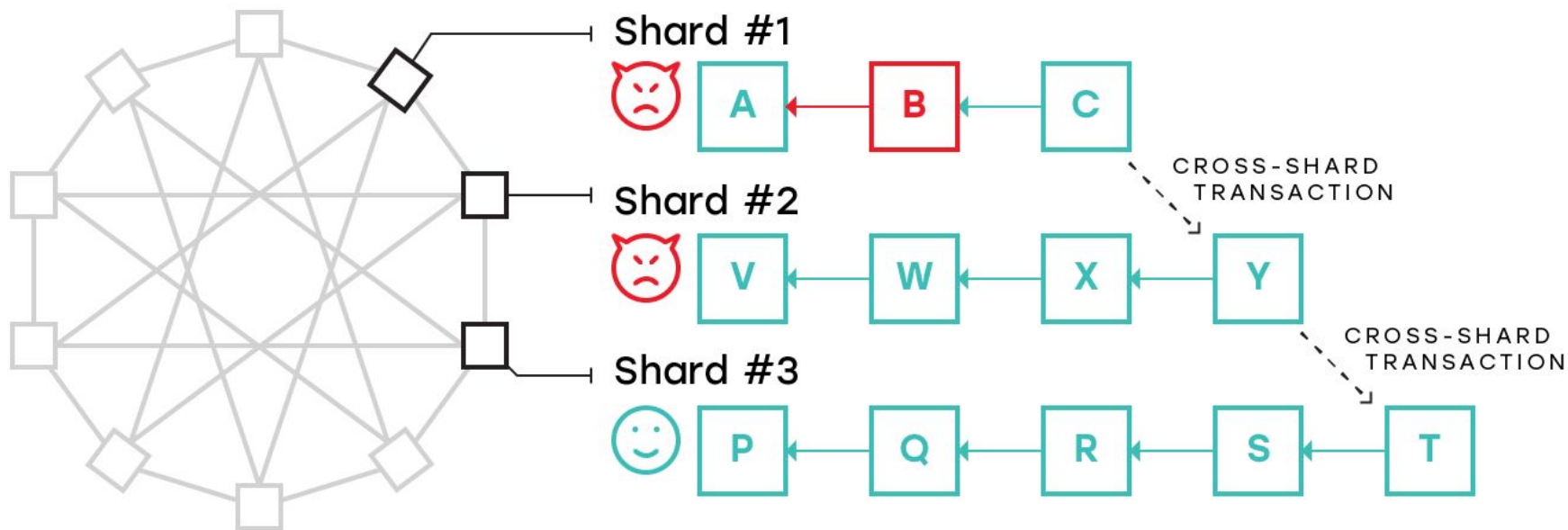
Shard #2



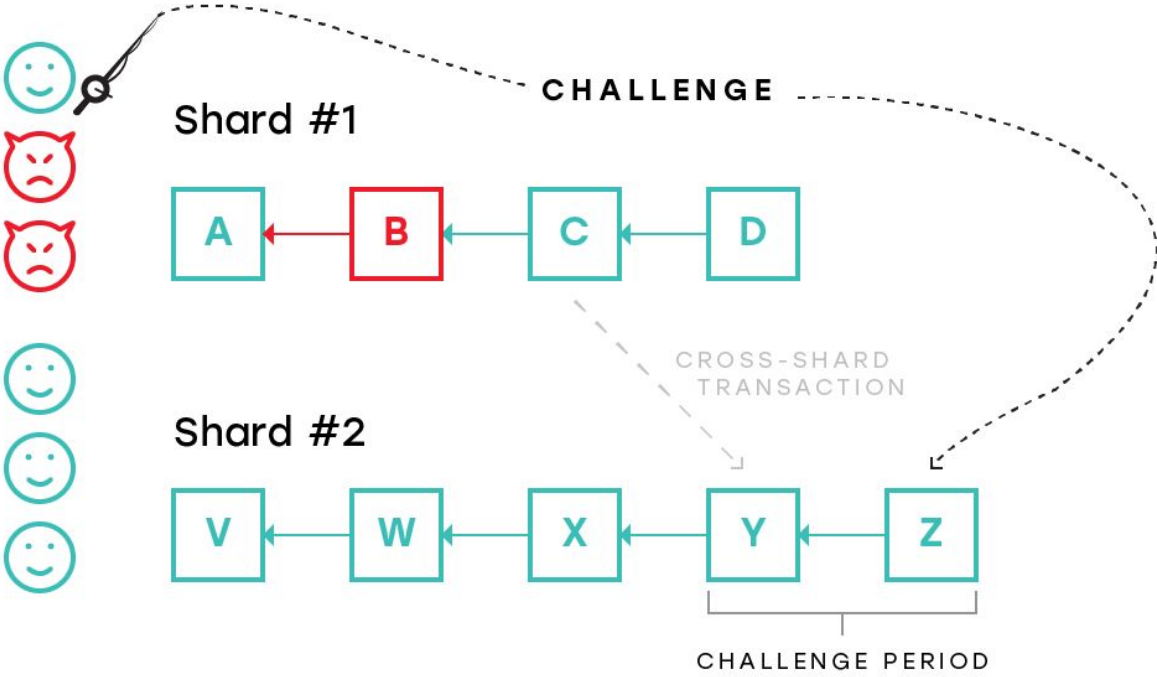
State Validity



State Validity



Fisherman



Data Availability

Previous
Validators



Current
Validators

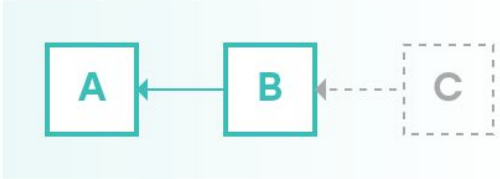
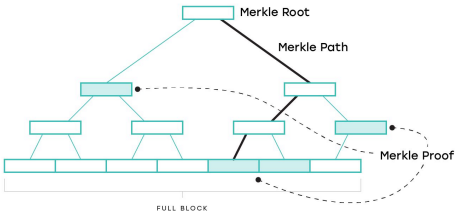


Next
Validators



Merkle Root of B

LIGHT CLIENT
(YOU)

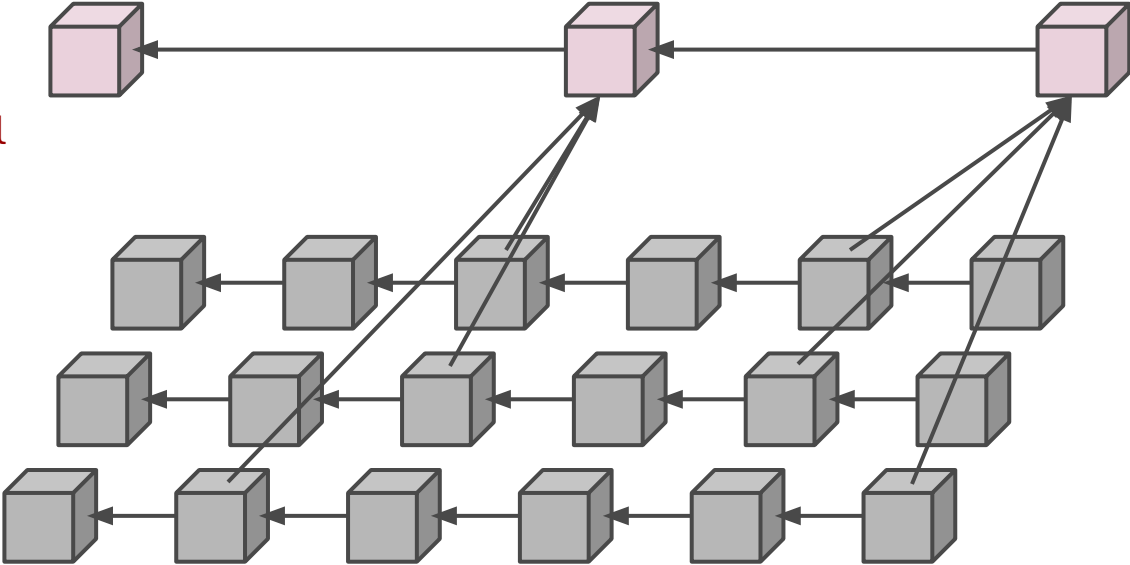


Data Availability

Main Chain

Light Client

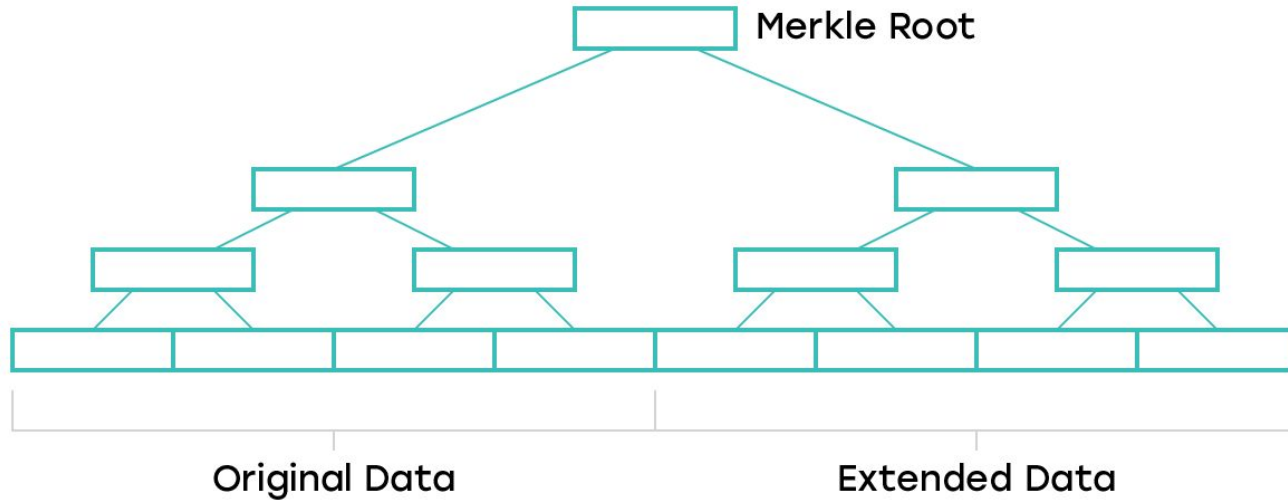
Can't download all
the blocks from
shard chains



Shard Chains

Full Nodes

Data Availability



Any n out of $2n$ are sufficient to reconstruct

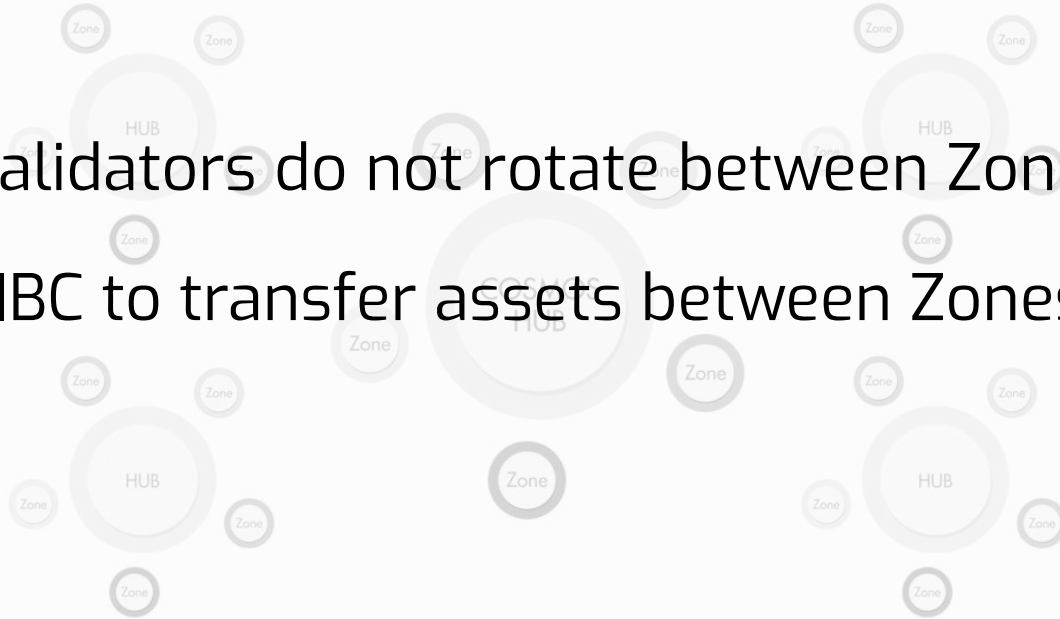
Proposed Protocols

Cosmos

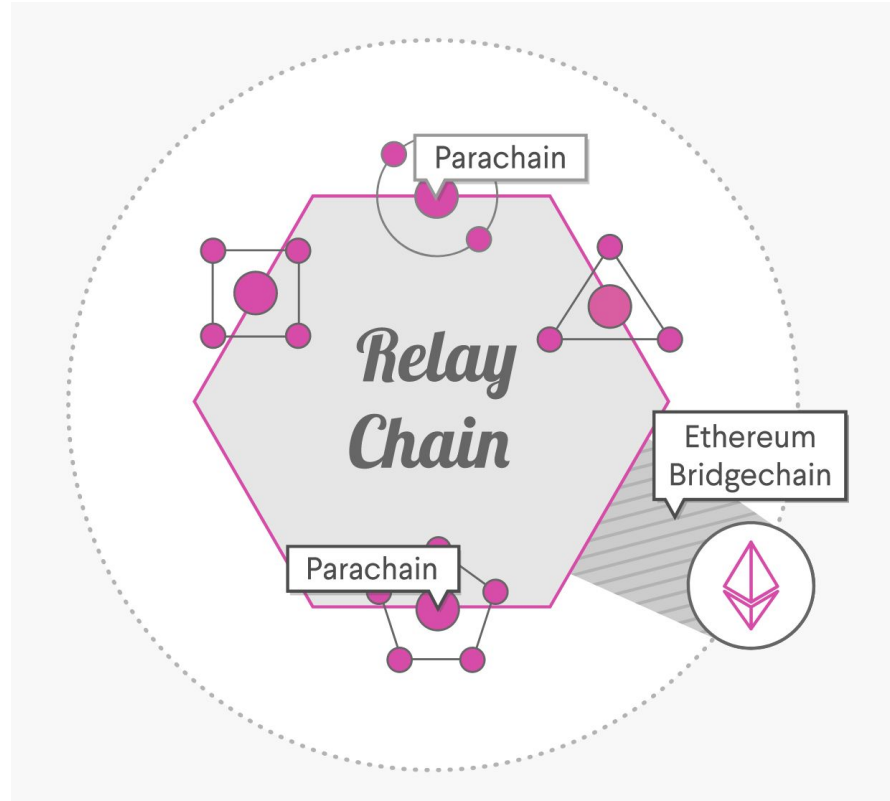


Cosmos

Validators do not rotate between Zones
IBC to transfer assets between Zones



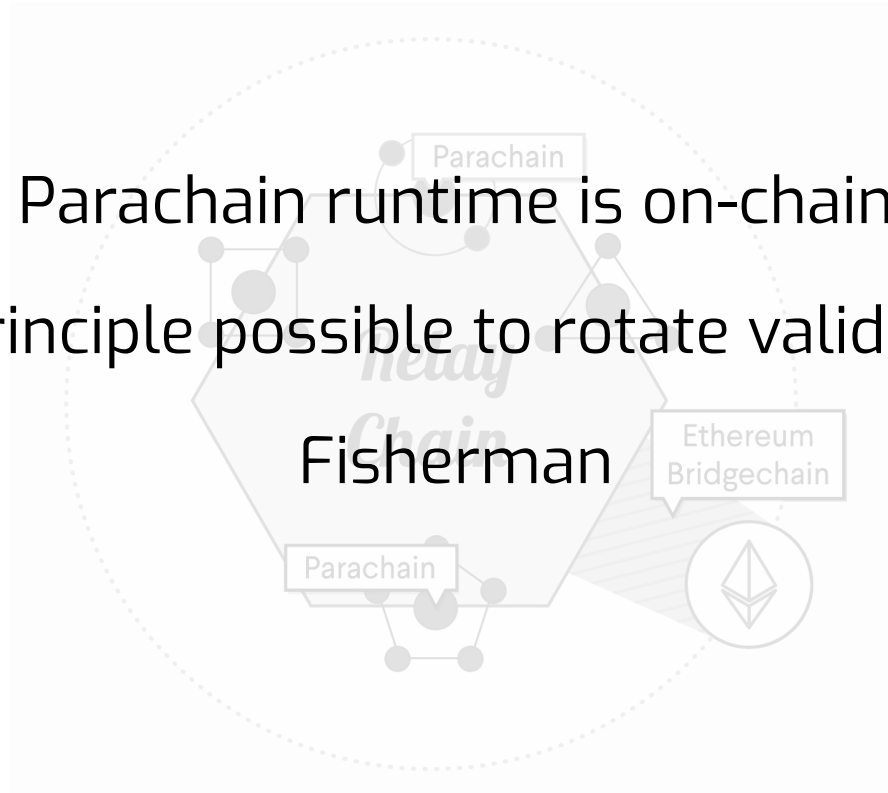
Polkadot



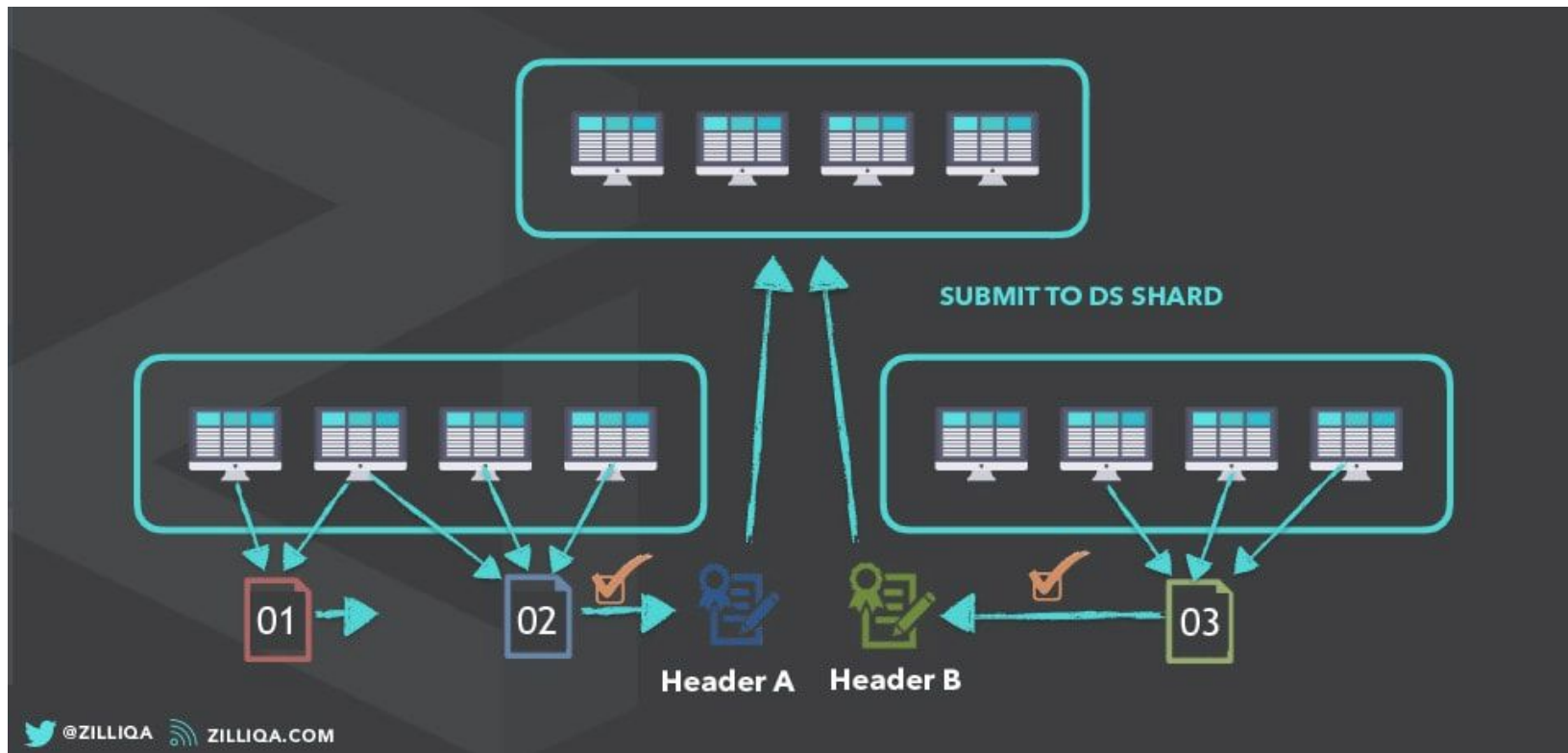
Polkadot

Parachain runtime is on-chain

In principle possible to rotate validators



Zilliqa

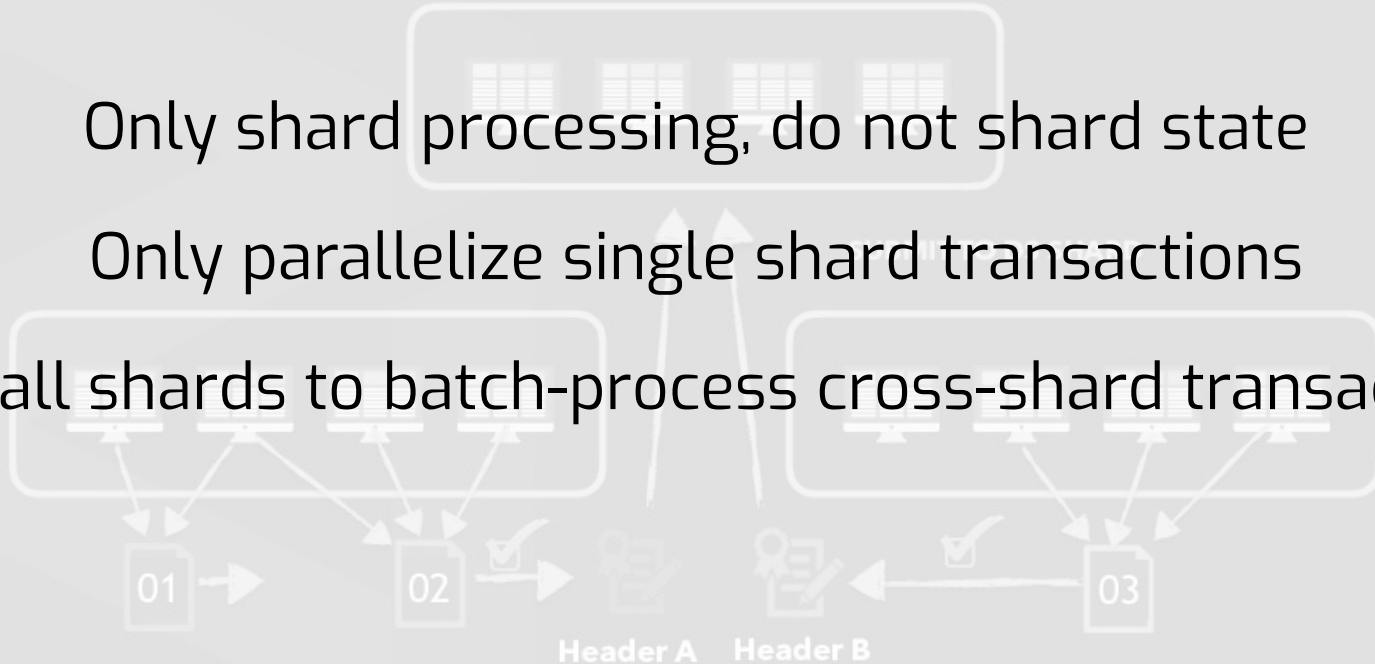


Zilliqa

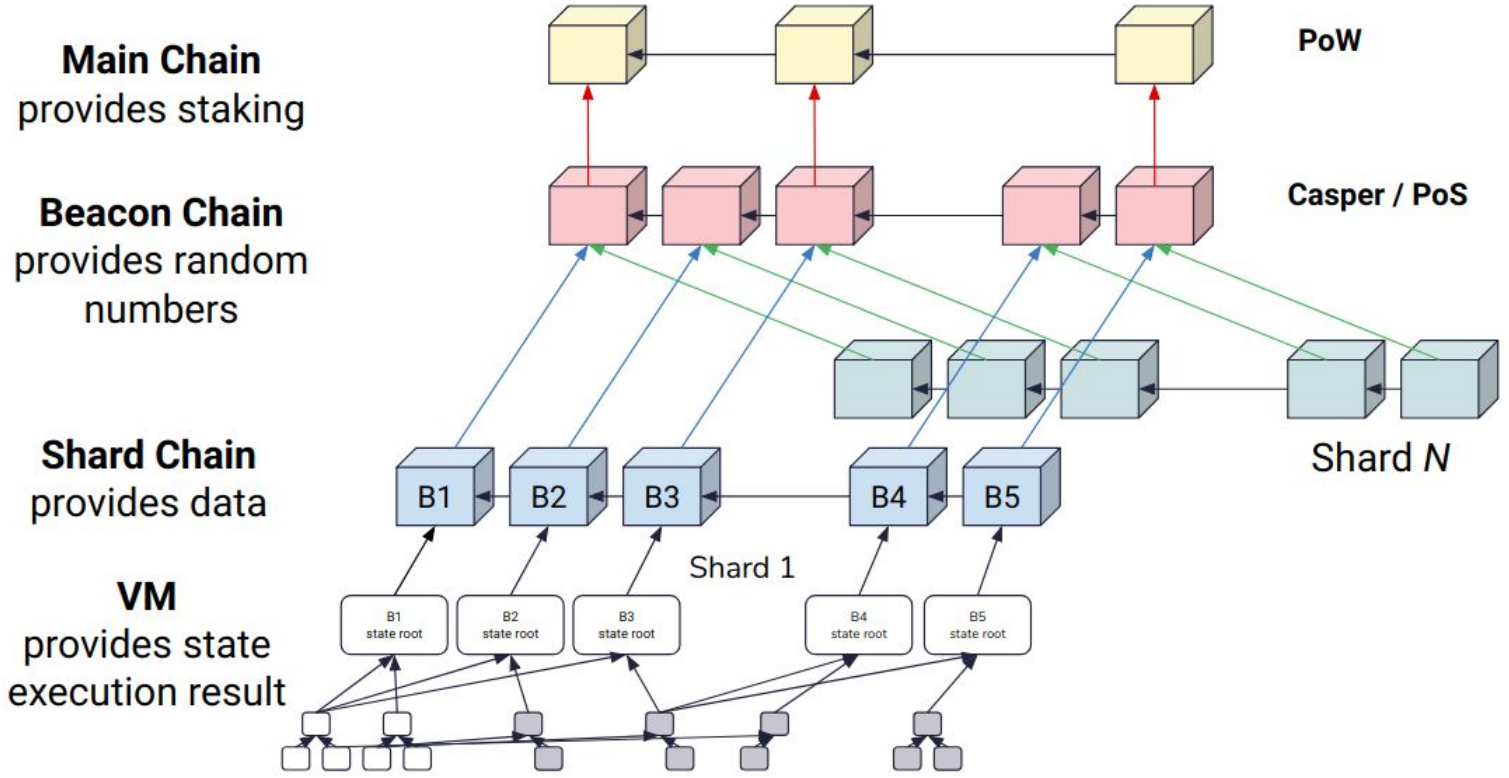
Only shard processing, do not shard state

Only parallelize single shard transactions

Stop all shards to batch-process cross-shard transactions

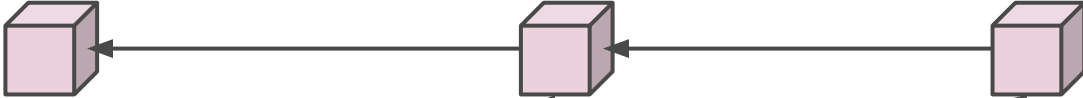


Ethereum Serenity

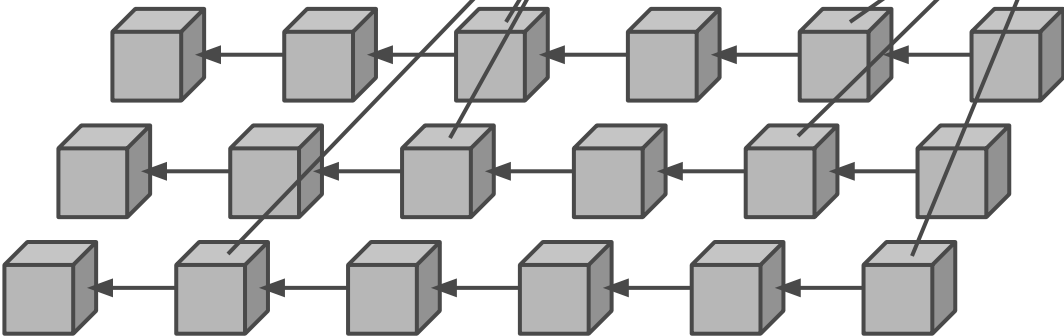


Near Protocol

Main Chain

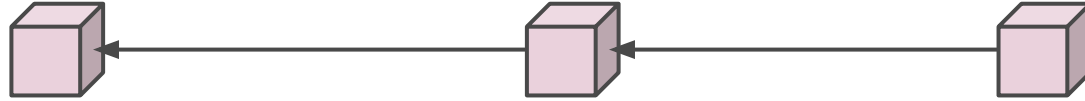


Shard Chains



Near Protocol vs Ethereum Serenity

Main Chain



Ethereum: **GHOST** + Casper FFG among **all validators**

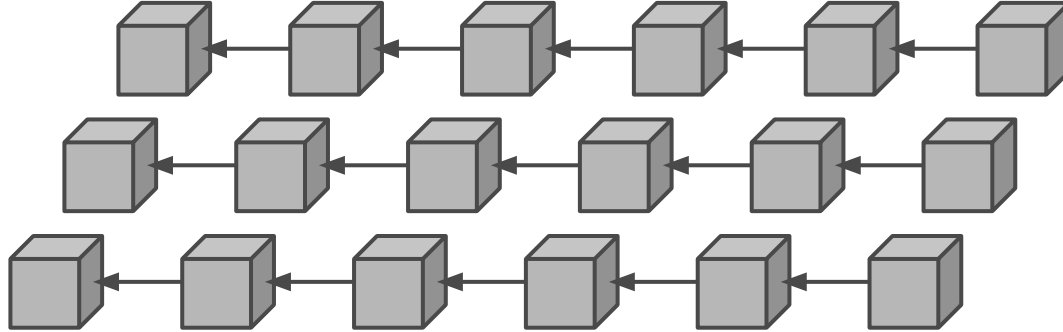
Near: **Doomslug**, validators rotate every epoch, (it's a setting)

Near Protocol vs Ethereum Serenity

Ethereum: Proposers + Attesters + Cross-linking

Near: Fast finality (roughly 3 seconds)

Shard Chains



Crypto/business

Why are we doing any of this in the first place?

- PoW → PoS → DPoS → Sharded DPoS
- Locking value? Insurance? Supply chain?
- Interesting promises from early Eth
 - DAOs
 - Programmable Money
 - New business models

Behavior

As it relates to crypto

Behavior

As it doesn't relate to crypto

Thank You

Check out code

- <http://near.dev> -- example apps
- <http://github.com/nearcore> -- core chain code

Whiteboard Series (Cosmos, Solana, Ontology, more to come...)

- <http://near.ai/youtube>

Code is open, all the discussions are public

- <http://near.chat>
- Nightshade: <https://near.org/papers/nightshade/> and <https://nomicon.io/ChainSpec/Consensus.html>