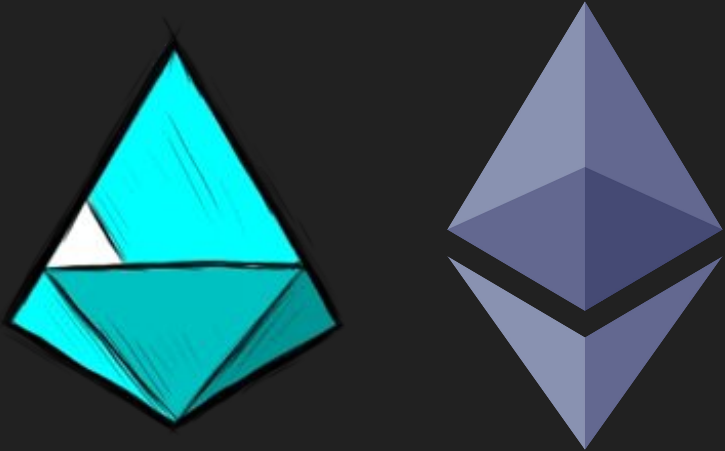


Ethereum 2.0

Prysmatic Labs

Preston Van Loon
 @preston_vanloon

Prysmatic Labs



Implementing Ethereum Serenity
with Proof of Stake + Sharding



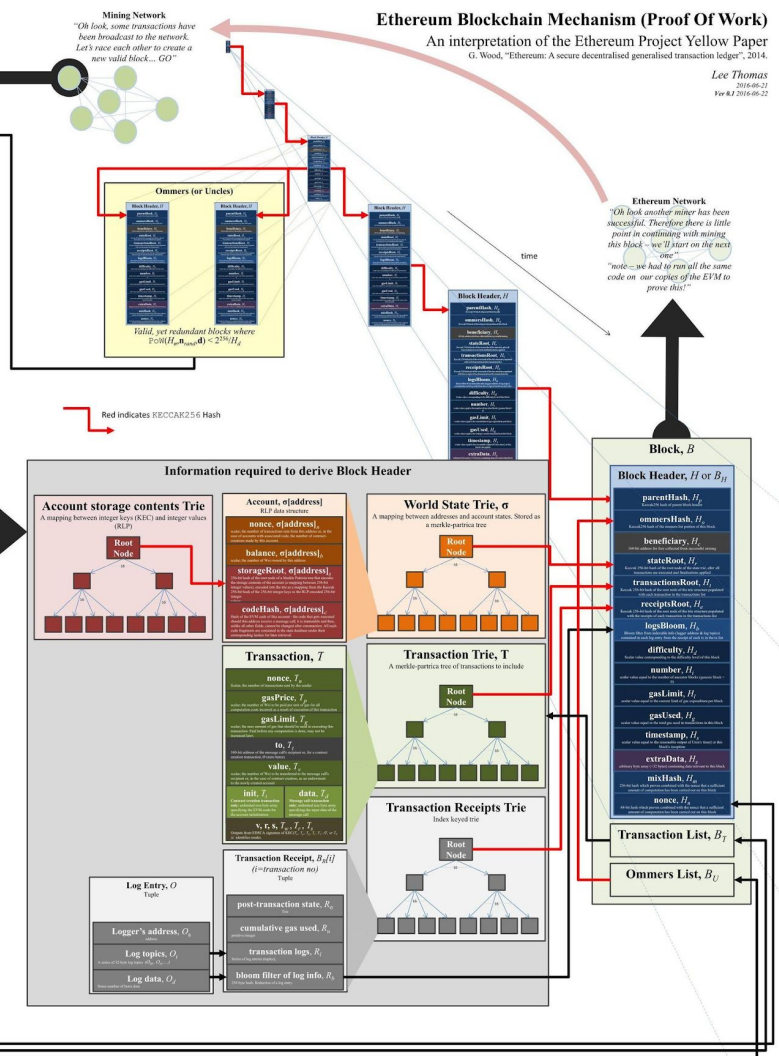
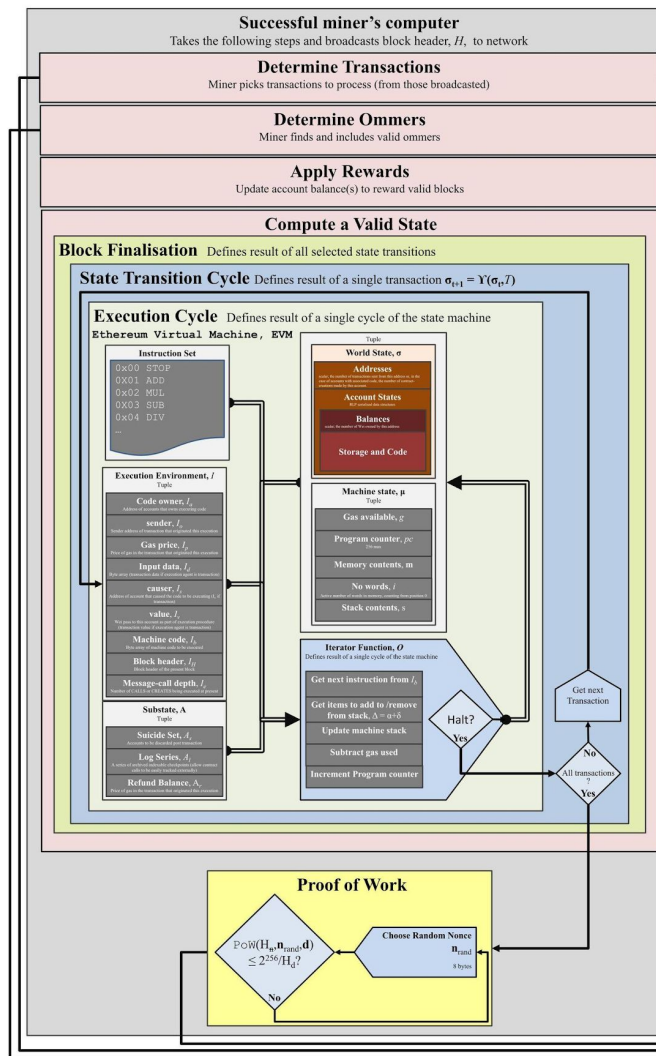
What is Ethereum?



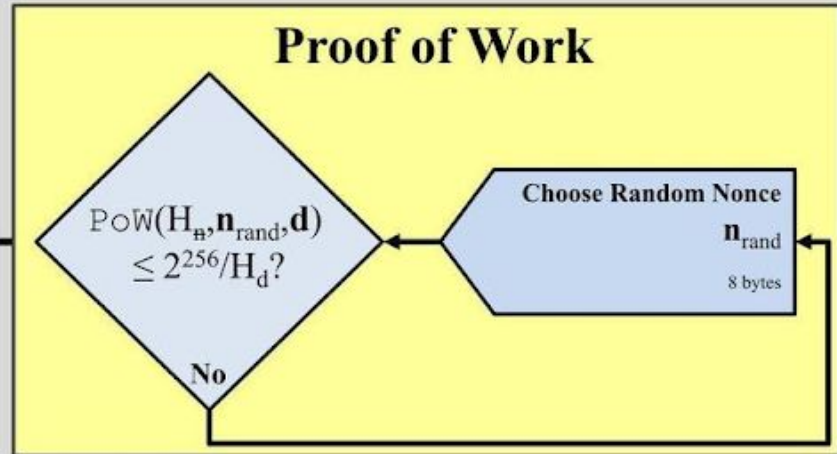
Ethereum - A Decentralized World Computer

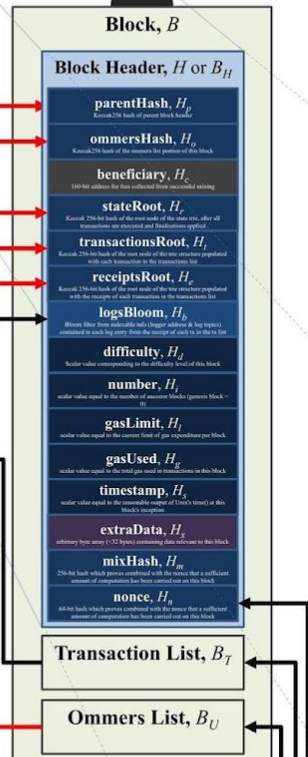
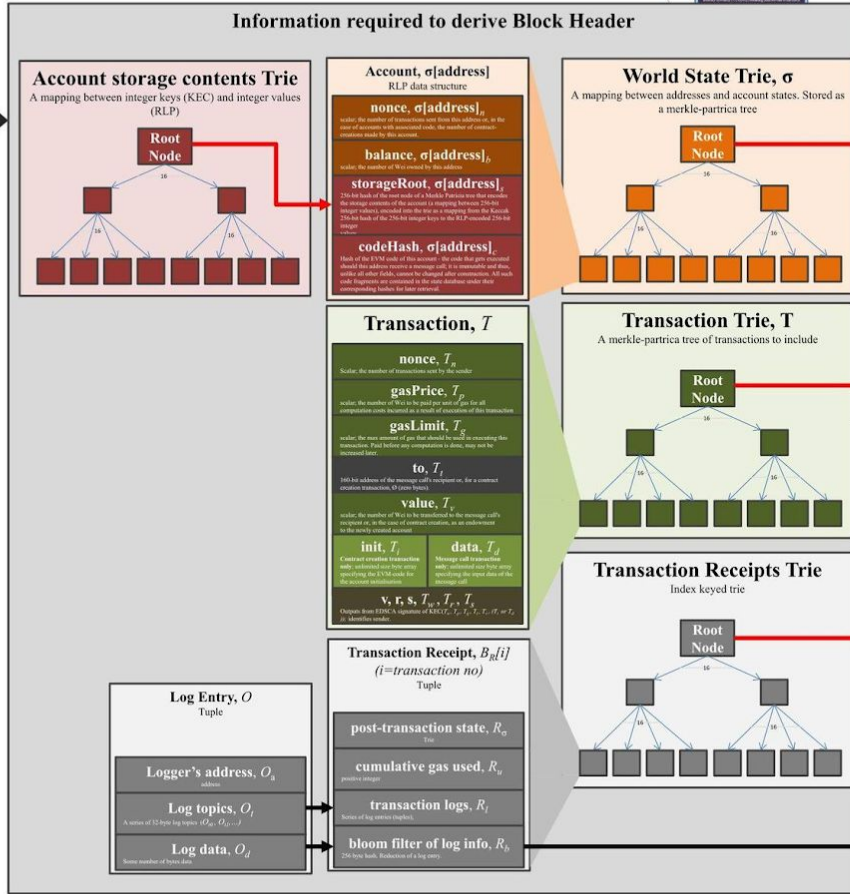
- Open source blockchain
- Decentralized global virtual machine
- Consisting of tens of thousands of nodes
- Unlimited possibility of use cases
 - DAOs
 - ERC Tokens
 - DApps



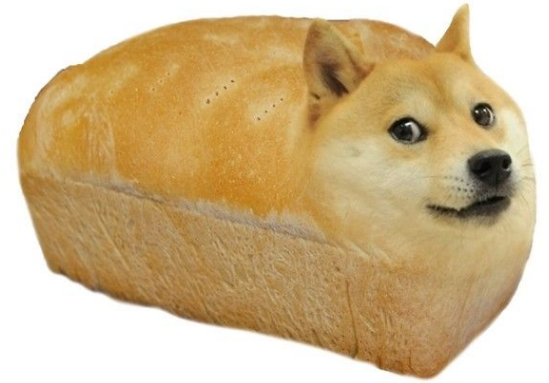


Proof of Work





What Does It Mean To Scale Ethereum?



Today's Transaction Maximum Throughput



7 tx/s

Average

3 tx/s



27 tx/s

Average

12 tx/s



24,000+ tx/s

Average

1,667 tx/s



Today's Blocktimes



10 minutes



14 seconds

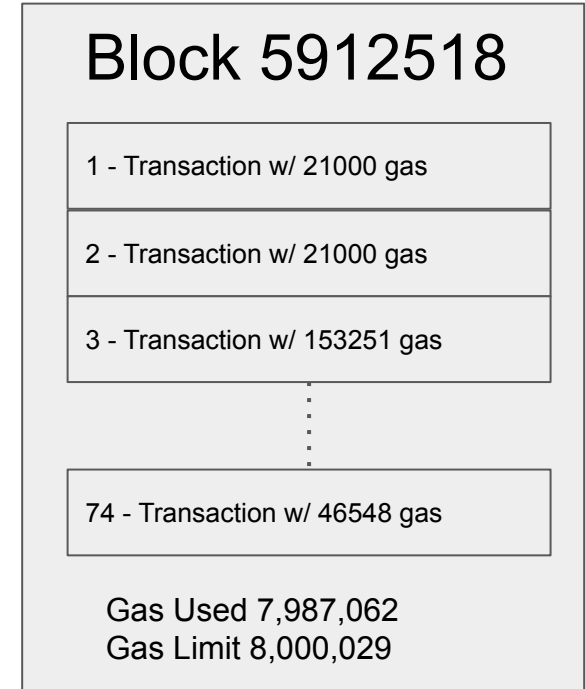


?



How Transactions Fit Into Blocks

- Blocks typically consist of the highest paying transactions that fit within a block gas limit
- Miners mine transactions and collect gas fees
- Miners vote on the gas limit
- Current default algorithm for gas limit calculation is at least 4.7M but targeting 150% of recent 1024 block exponential moving average. Changes are limited by a factor of 1/1024 in either direction.



Ethereum Average GasLimit Chart

Source: Etherscan.io

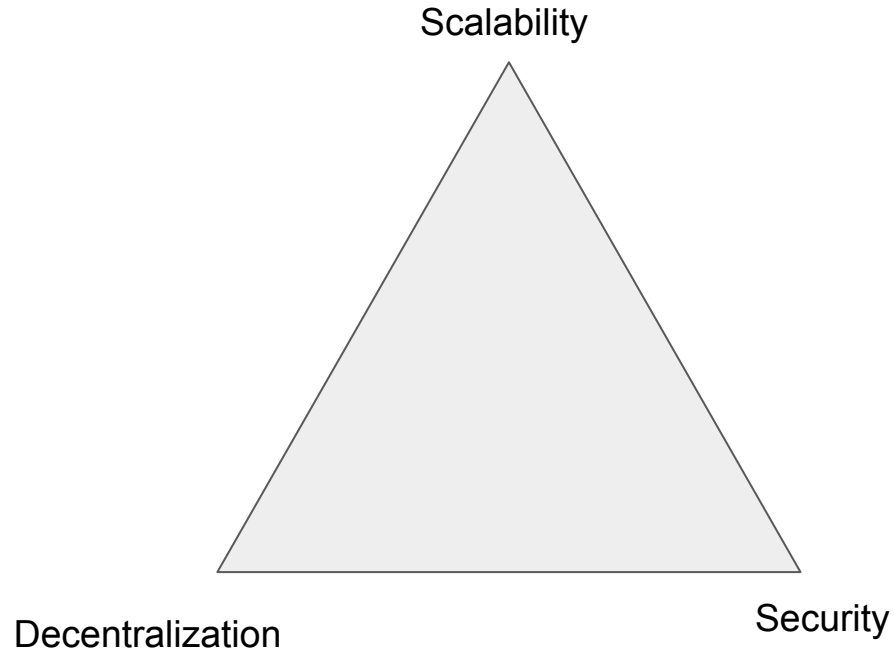
Click and drag in the plot area to zoom in



A bright pink sports car, possibly a Porsche Carrera GT, is shown in profile, moving from left to right. The background is heavily blurred, suggesting high speed. The car's sleek design, including its low profile and large wheels, is clearly visible. The text "How Can We Scale?" is overlaid in white on the side of the car.

How Can We Scale?

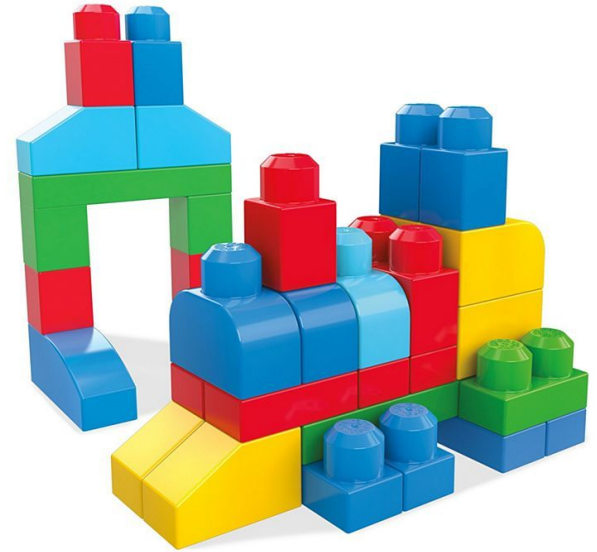
Blockchain Trilemma



Idea: Increase the Block Gas Limit!

Issues to consider

- Bigger blocks means each block requires more computational power
- Full nodes require more resources to verify blocks
- Less decentralized



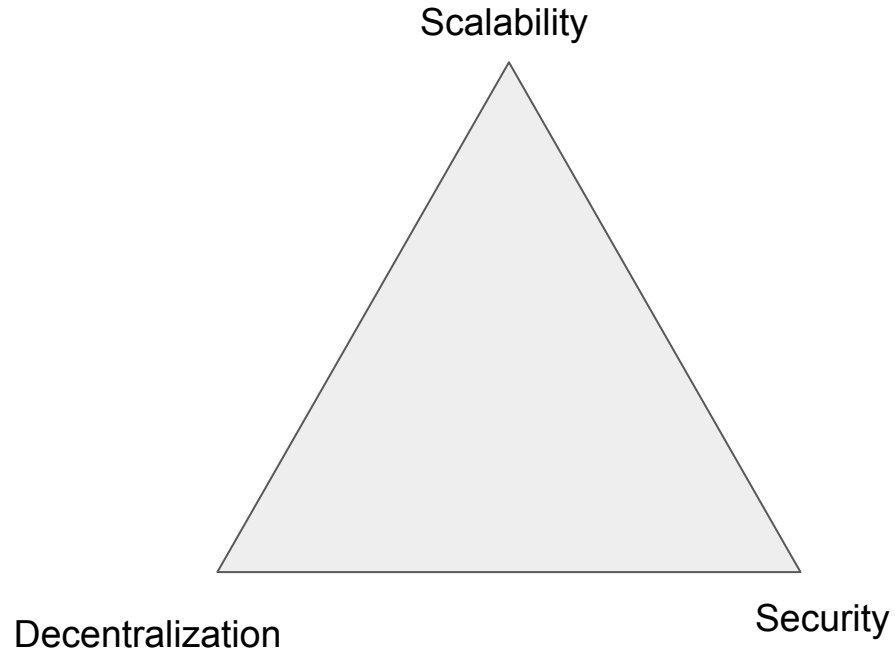
Idea: Reduce the Time Between Blocks!

Issues to consider

- Fast blocks means higher probability of forks
- More forks makes blockchains vulnerable to attacks
- Less secure



Blockchain Trilemma



Two Types of Scaling Solutions

Layer 1 - On chain

- Higher throughput on the protocol layer
- More difficult to implement
- Satisfies the trilemma
- Benefits layer 2

Layer 2 - Off chain

- Higher throughput enabled by less on-chain operations
- Easier to implement
- More flexible and customizable
- May not be as secure or decentralized as layer 1



The image features a dark blue, textured background. In the center, there is a white, three-dimensional diamond-shaped logo, which is the Ethereum logo. To the right of the logo, a glowing, reddish-orange sphere is visible, resembling a planet or a moon. The text "Ethereum 2.0" is written in a white, sans-serif font, centered horizontally and partially overlapping the diamond logo and the glowing sphere.

Ethereum 2.0



What is Ethereum 2.0?

“

“A big, multi-year long, upgrade to massively increase the blockchain’s scalability with **sharding**, increase security with **proof of stake**, and improve its **programmability** by changing a bunch of technical things we got wrong the first time.”

– Vitalik Buterin, Creator of Ethereum



Phase 0

Beacon Chain

Validator Registry

- 1 way deposit via deposit contract
- 32 ETH minimum to join
- 18 ETH ejection balance
- Exits / Withdraws

Shuffling / Randomness

- Calculated during epoch transition
- RANDAO model
- Randomly distributed validator pool
- Verifiable delay function (soon™)



Reward / Penalties

- Calculated every epoch
- Validator slashing
- Liveness penalty
- Participation reward

Proof of Stake Finalization

- Block justification via Casper FFG
- Allows finalization of ETH 1.x

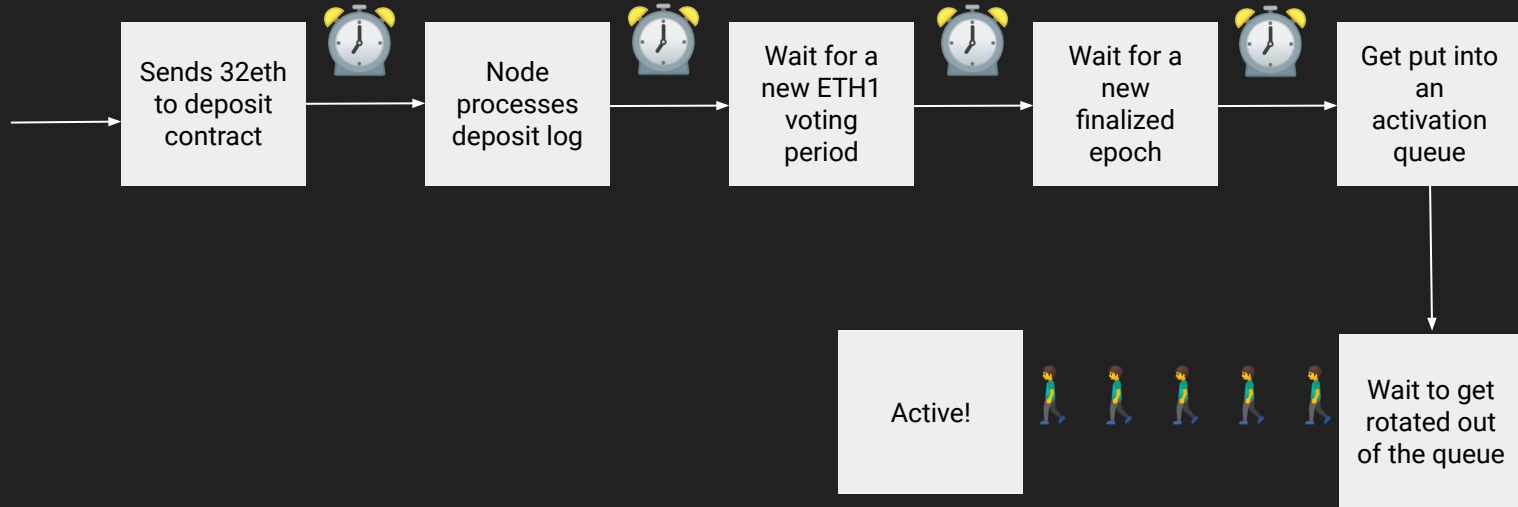


Casper - Friendly Finality Gadget

- Validators have ETH at stake
- Energy efficient consensus mechanism
- Finalized checkpoints
- Lower barrier to entry



Becoming a Validator



Minimum activation time ~2.134 hours



Validator Responsibilities

Proposer - A validator selected to create a beacon chain block

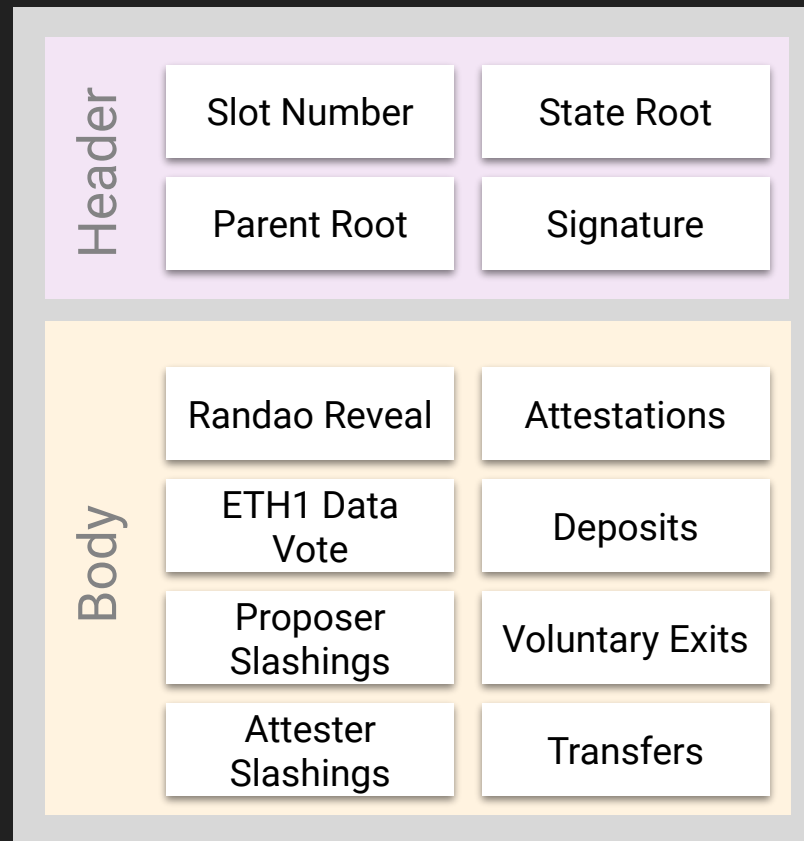
Attester - A validator that is part of the committee that creates attestation and creates crosslink to a recent shard block on a shard chain

Committee - A randomly sampled subset of validators

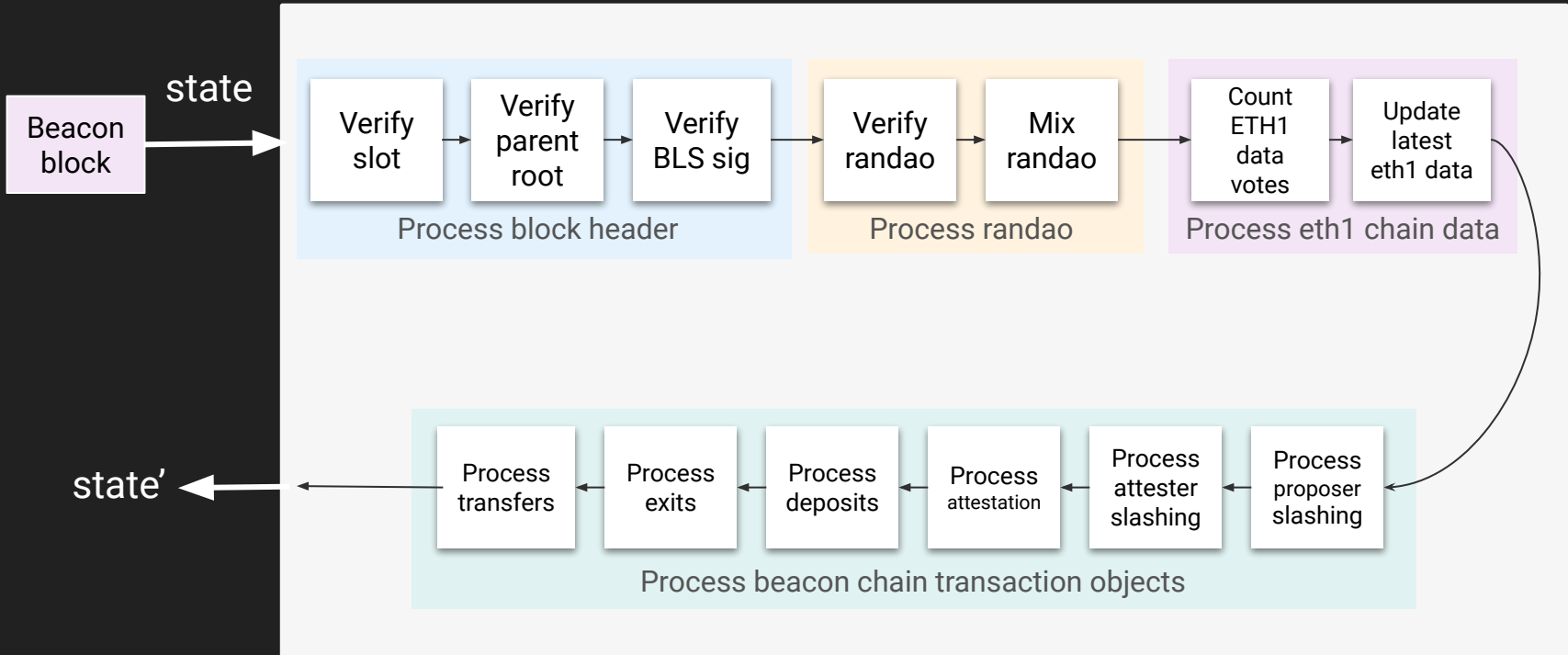


Proposing a Beacon Block

1. Assemble the block body
2. Execute the state transition
3. Sign the block
4. Broadcast to network

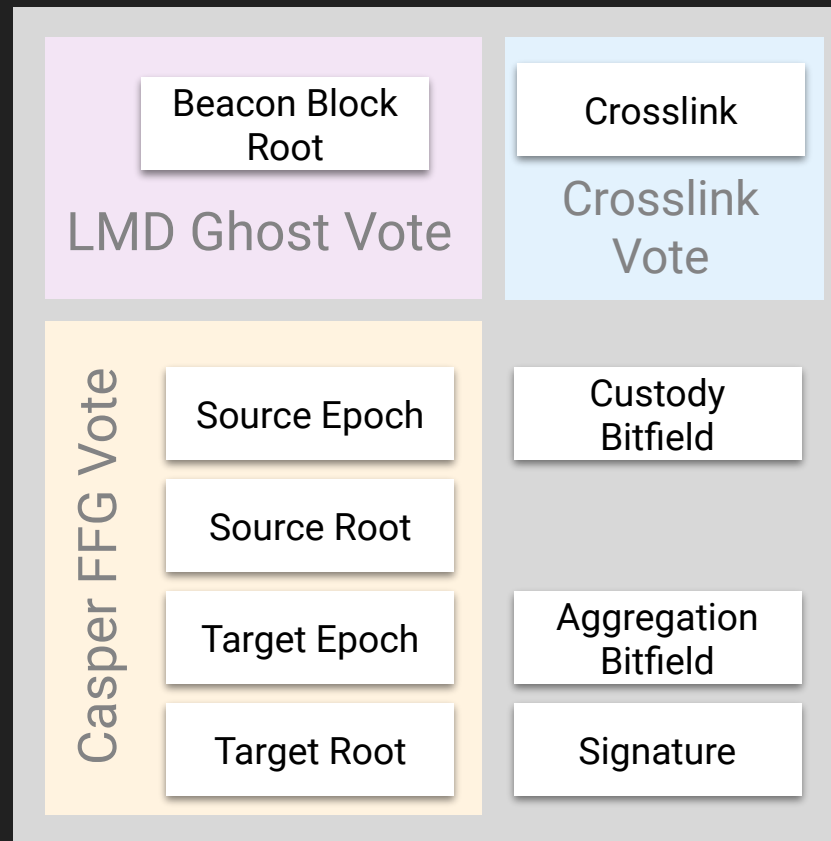


Beacon Block Processing



Attesting

1. Determine Casper FFG, Crosslink, and LMD Ghost votes
2. Aggregate similar attestations
3. Sign the attestation
4. Broadcast to network



Validator Rewards and Penalties

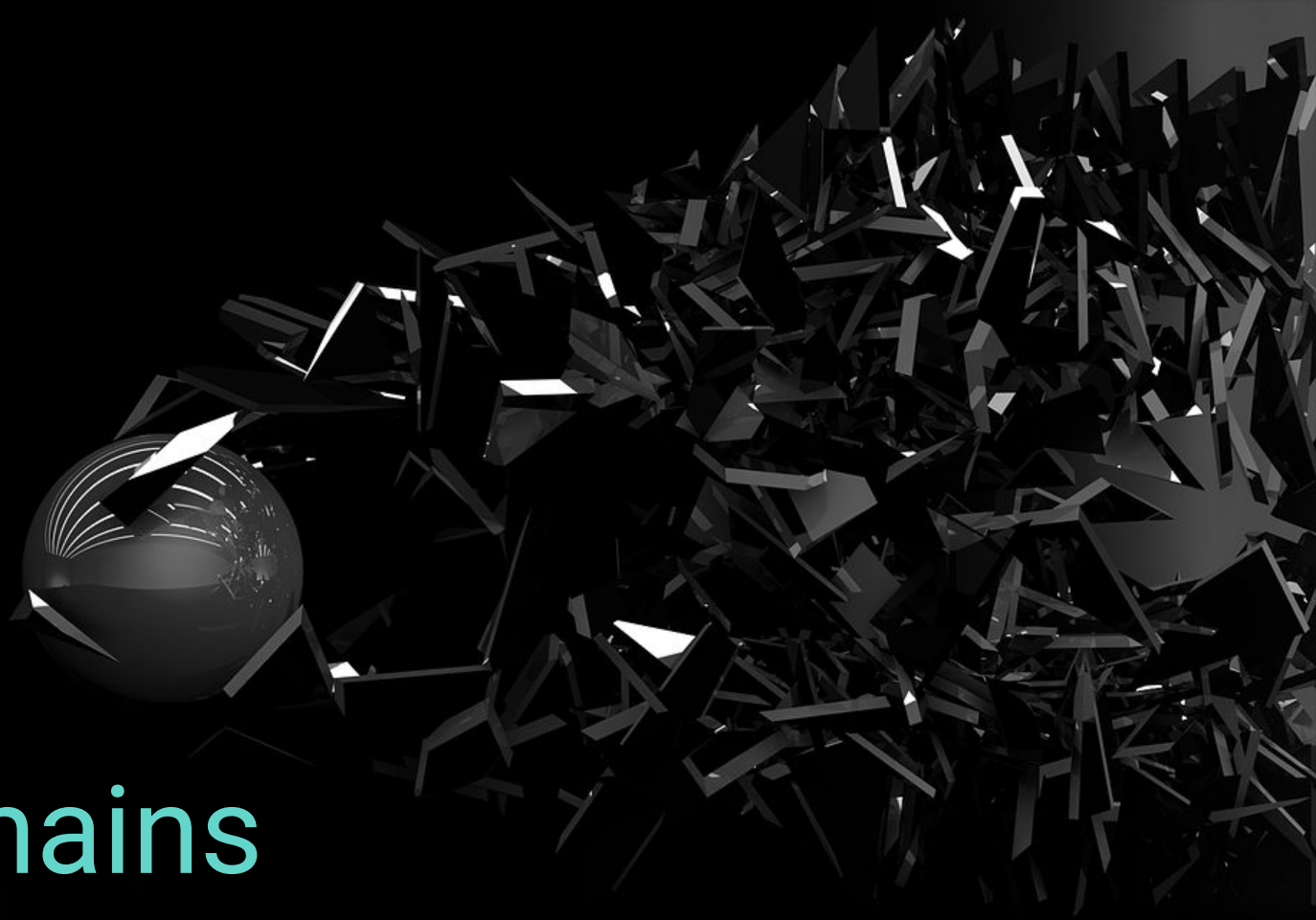
- Proposing a block yields higher reward than attestations
- Rewards and penalties are calculated every epoch
- Penalties increase exponentially when finality has not occurred for more than four epochs

Total ETH validating	Max annual issuance	Max annual network issuance	Max annual return rate
1MM	181,019	0.17%	18.10%
3MM	313,534	0.30%	10.45%
10MM	572,433	0.54%	5.72%
30MM	991,483	0.94%	3.30%
100MM	1,810,193	1.71%	1.81%

2,097,152 ETH required to start ETH 2.0

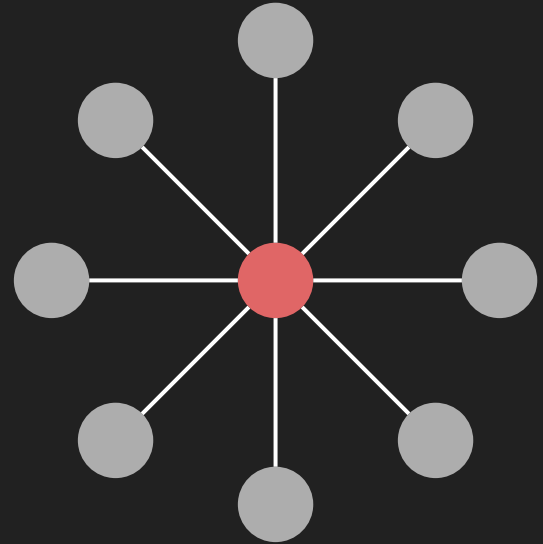


Phase 1 Shard Chains



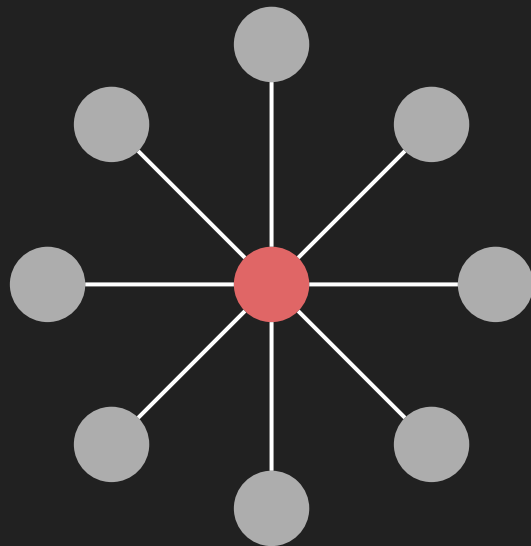
Shard Chains

- Introduces the parallel shard chains
- 64 shards, data only
- Shard chains are linked to the beacon chain by crosslinks once per epoch
- Expected to come to consensus on 10Mb/s of data



Use Cases

- ZK Rollup
- ZK Rollup Rollup
- Decentralized twitter
- GPG key server
- Website hosting
- Data layer for private/enterprise blockchains
- Generalized small / medium amounts of storage



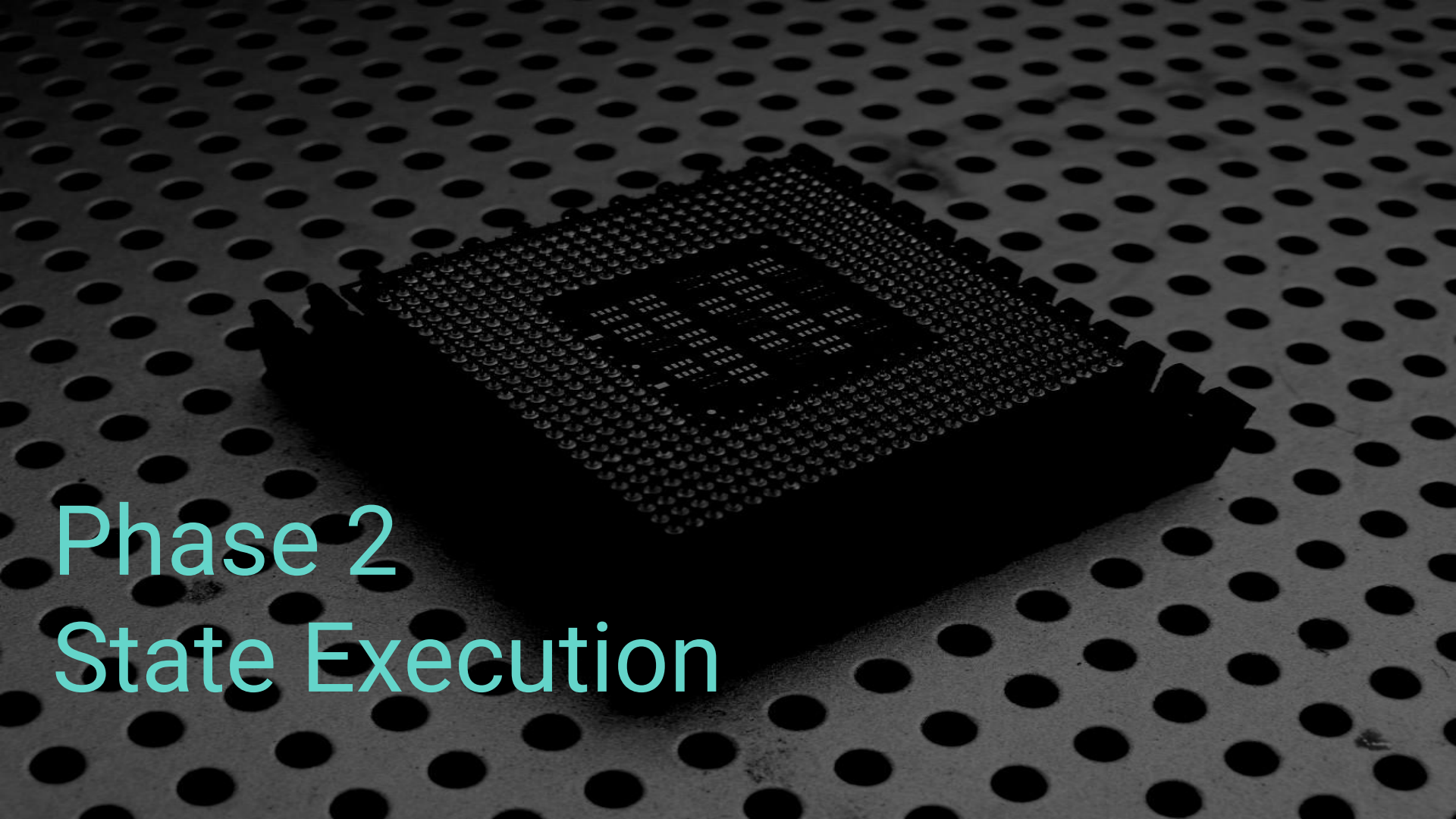


Phase 1.5
Merging eth1 & eth2

Phase 1.5

- Until phase 1.5, the Ethereum we use today on mainnet will continue as a proof-of-work blockchain and transactions will continue to be processed by miners
- Starting in phase 1.5, eth1 will officially become a shard and transition to proof-of-stake
- For end users and dapps, this change should be **seamless**





Phase 2
State Execution

State Execution

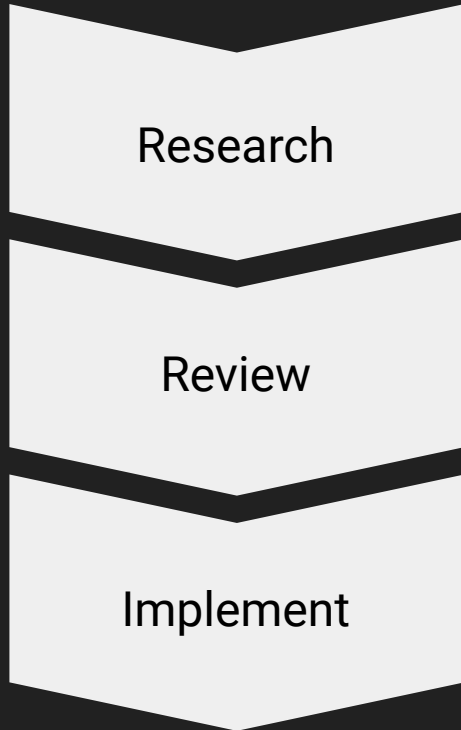
- Replace EVM with eWASM
- Asynchronous cross shard transactions
- Contract yanking (migrating shards)
- Ethereum 2.0 becomes useful to average contract developer / users
- In research and design phase, development likely to start early 2020
- Development can start in parallel to phase 0 and phase 1





Building Ethereum 2.0

From Research to Implementation



- Explore new ideas
- Collaborate on ethrear.ch, in person, online channels
- Propose changes to the Ethereum 2.0 specification

- The spec changes are reviewed by other researchers and implementation teams
- Spec release targets are tagged

- Implementation teams design new features
- Features are proposed in github and reviewed within the team



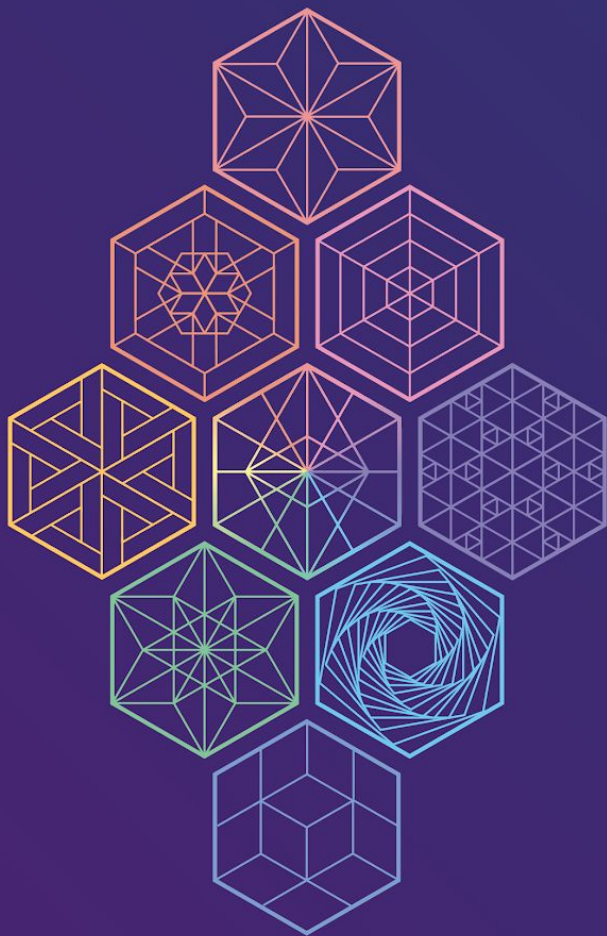
Prysm Feature Lifecycle

- Design document
- Tracking issues
- Implementation
- Pull request review
- Canary analysis / testing
- Release

```
        // be greater than 2/3 of the total balance.
        if 3*attestedBalance >= 2*totalBalance {
            state.CurrentCrosslinks[shard] = crosslink
        }
    }
}
return state, nil
}

// ProcessRewardsAndPenalties processes the rewards and penalties of individual validator.
//
// Spec pseudocode definition:
// def process_rewards_and_penalties(state: BeaconState) -> None:
//     if get_current_epoch(state) == GENESIS_EPOCH:
//         return
//
//     rewards1, penalties1 = get_attestation_deltas(state)
//     rewards2, penalties2 = get_crosslink_deltas(state)
//     for i in range(len(state.validator_registry)):
//         increase_balance(state, i, rewards1[i] + rewards2[i])
//         decrease_balance(state, i, penalties1[i] + penalties2[i])
func ProcessRewardsAndPenalties(state *pb.BeaconState) (*pb.BeaconState, error) {
    // Can't process rewards and penalties in genesis epoch.
    if helpers.CurrentEpoch(state) == 0 {
        return state, nil
    }
    attsRewards, attsPenalties, err := attestationDelta(state)
    if err != nil {
        return nil, errors.Wrap(err, "could not get attestation delta")
    }
    clRewards, clPenalties, err := crosslinkDelta(state)
    if err != nil {
        return nil, errors.Wrapf(err, "could not get crosslink delta")
    }
    for i := 0; i < len(state.Validators); i++ {
        state = helpers.IncreaseBalance(state, uint64(i), attsRewards[i]+clRewards[i])
        state = helpers.DecreaseBalance(state, uint64(i), attsPenalties[i]+clPenalties[i])
    }
    return state, nil
}

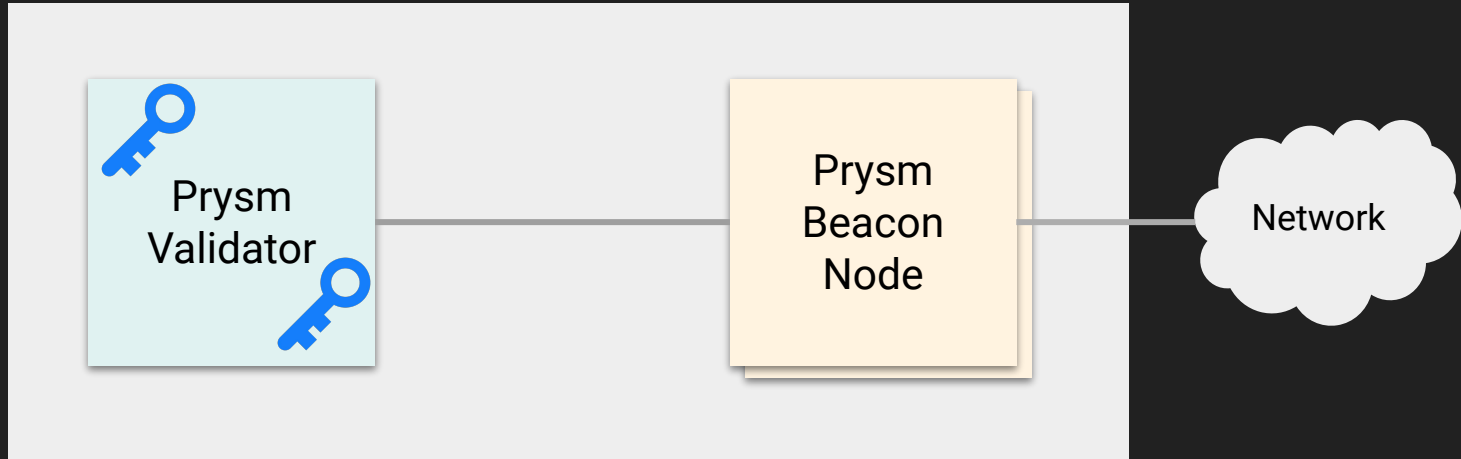
// ProcessRegistryUpdates rotates validators in and out of active pool.
// the amount to rotate is determined churn limit.
//
// Spec pseudocode definition:
// def process_registry_updates(state: BeaconState) -> None:
//     # Process activation eligibility and ejections
//     for index, validator in enumerate(state.validator_registry):
//         if (
//             validator.activation_eligibility_epoch == FAR_FUTURE_EPOCH and
//             validator.effective_balance >= MAX_EFFECTIVE_BALANCE
//         ):
//             validator.activation_eligibility_epoch = get_current_epoch(state)
```

Running Validators

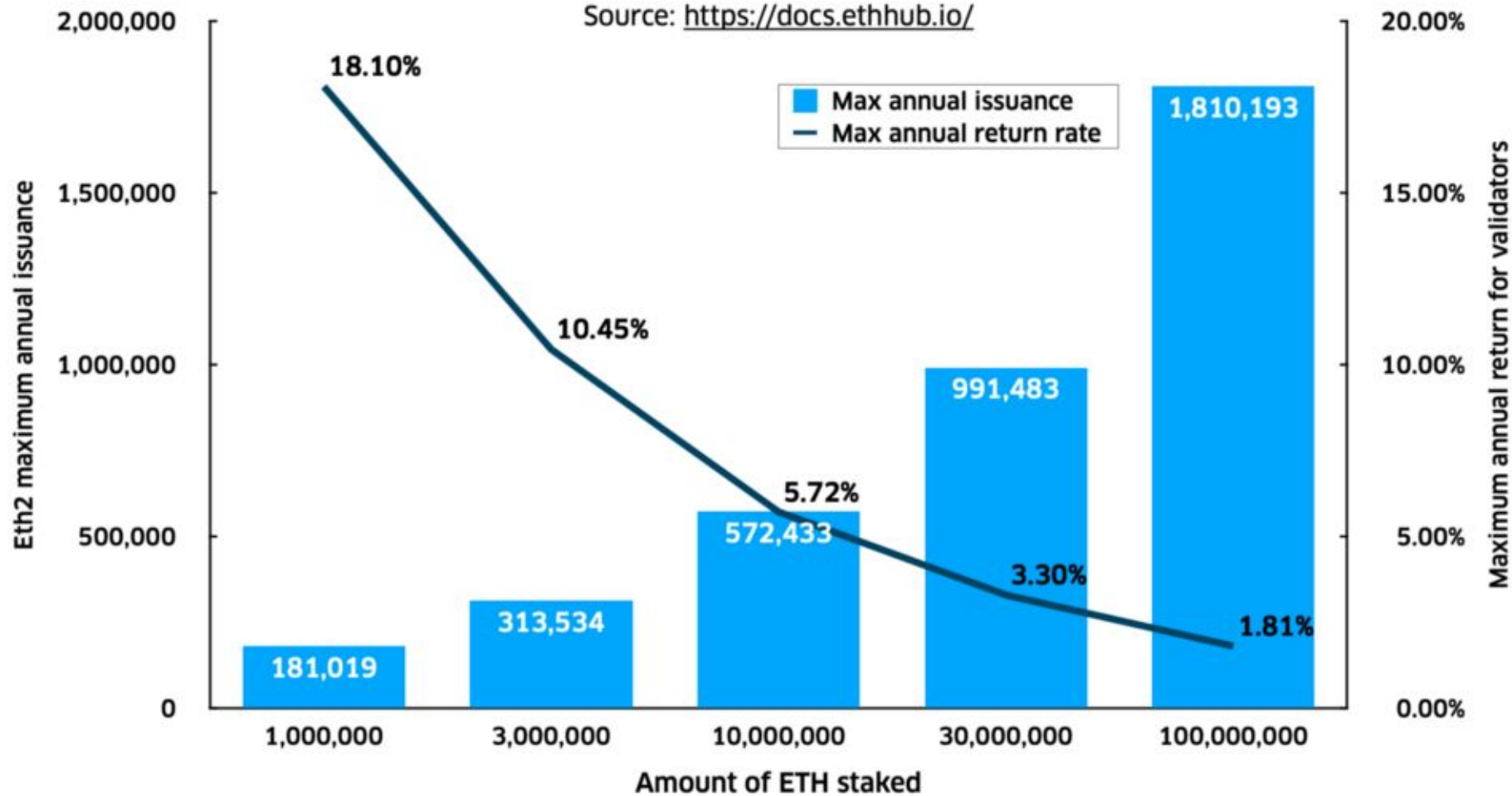
This is NOT investment advice!

Prysm Client Design



ETH 2.0 Issuance and Rewards

Source: <https://docs.ethhub.io/>



Validator profits/yield

- Costs are low and do not scale linearly with the number of validators in operator
- Long term commitment: cannot unlock funds until phase 2
- Liveness penalties can cost up to half of validator balance (16 ETH)
- Rewards are higher for early adopters
- Staking is not without **risk!**

Enter your ETH amount \$12,957

32 ETH

Monthly Earning	\$56.75	Yearly Earning	\$681.04
0.1402 ETH		1.6819 ETH	

Based on 10MM at stake and ETH price at \$405



Become a validator and help secure eth2.

Earn continuous rewards for providing a public good to the community.

[GET STARTED](#)



- <https://medalla.launchpad.ethereum.org/>
- <https://prylabs.net>



Recap

- Ethereum 2.0 introduces **proof of stake** and **blockchain sharding**
- Ethereum 2.0 is a **new blockchain**; not a hard fork
- Ethereum 2.0 is a phased rollout, expected to complete in **2021**
- Ethereum 2.0 phase 0 is available to test today, launching this Q4 2020





Prysmatic Labs

@prylabs