

SAWTOOTH CONSENSUS ENGINES

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PRIOR WORK

- ▶ Current State:
 - ▶ 3 interfaces:
 - ▶ BlockPublisher
 - ▶ BlockVerifier
 - ▶ ForkResolver
 - ▶ Polling model

LIMITATIONS OF CURRENT STATE

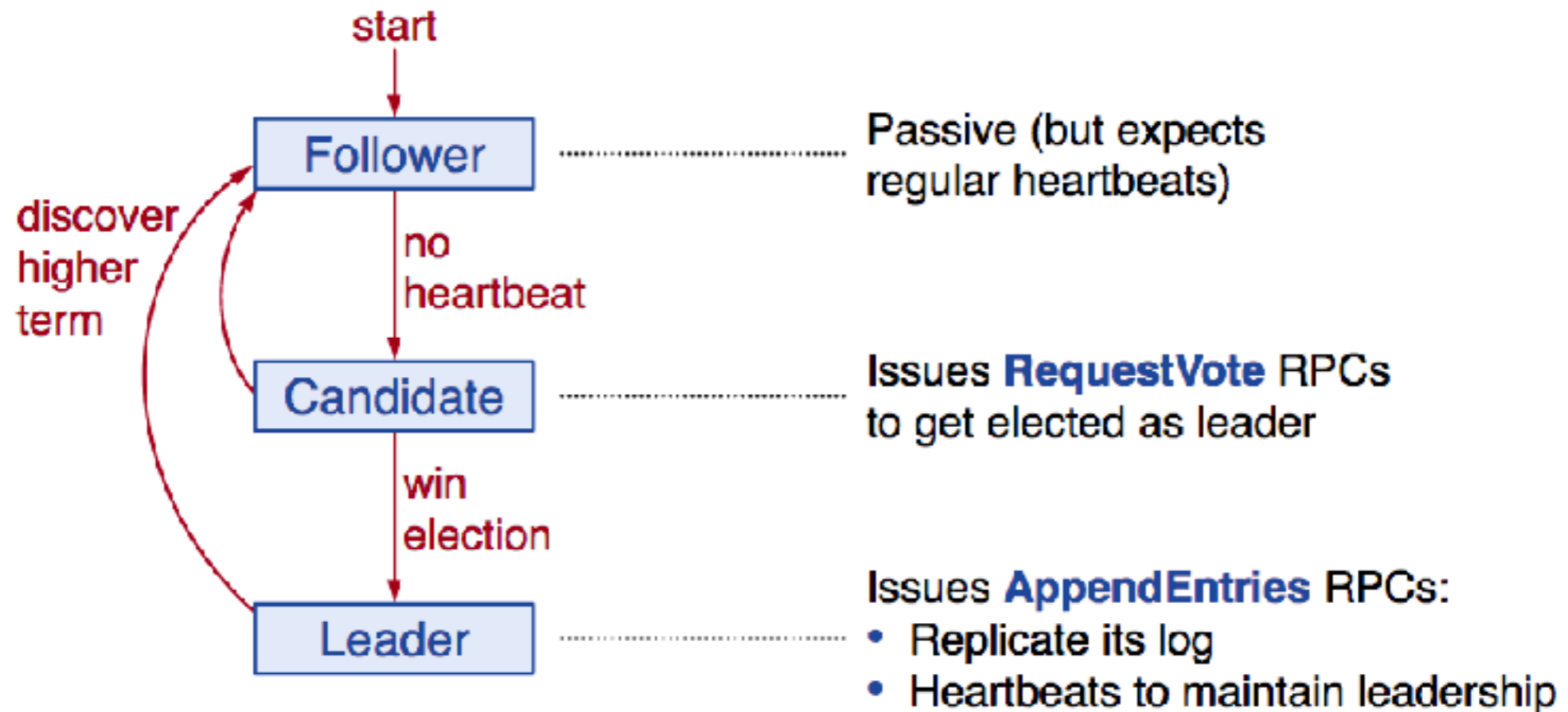
- ▶ “Greedy” block publishing (polled every 0.1 sec)
- ▶ Consensus is “reactive”, must wait for poll
 - ▶ Invalid PoET wait timers
 - ▶ Hard to guarantee liveness
- ▶ No mechanism for communicating with peers
- ▶ Consensus must be in the same language as the validator and run in the same process
- ▶ Tightly coupled with Sawtooth Validator internal structure

CONSENSUS ALGORITHMS ARE STATE MACHINES

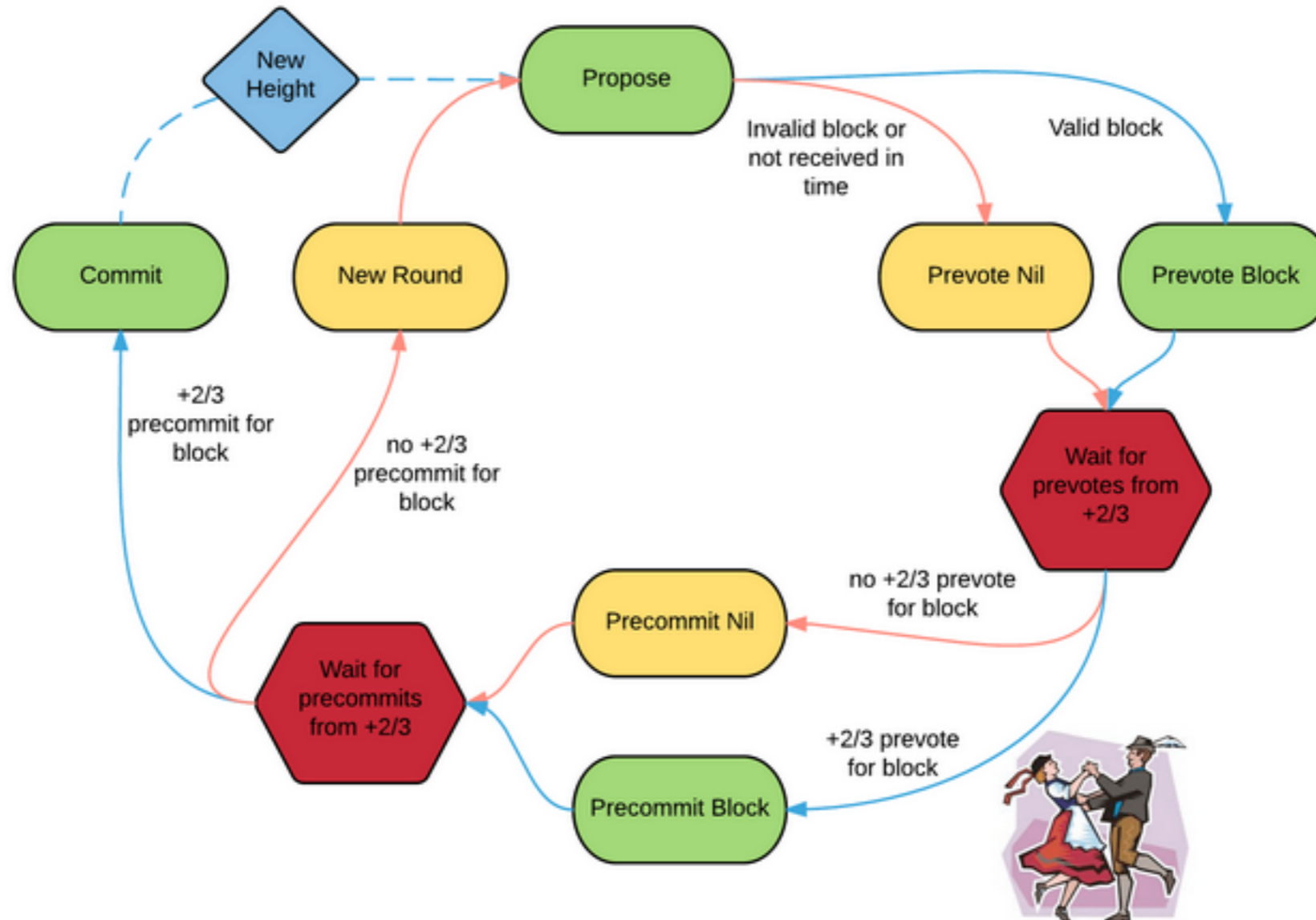
- ▶ Transitions:
 - ▶ Peer messages
 - ▶ New block
 - ▶ Internal Interrupt

RAFT STATE MACHINE

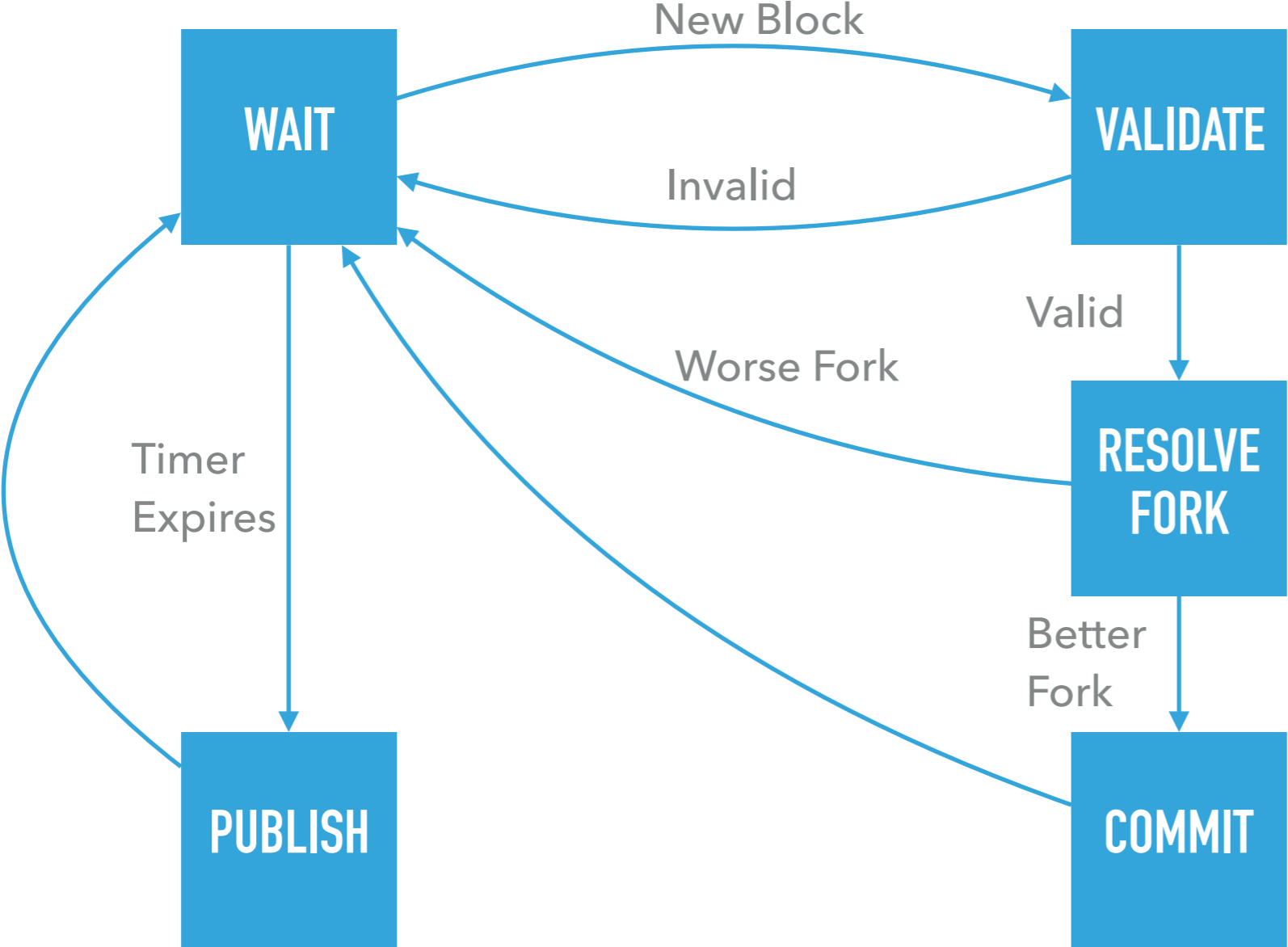
Server States and RPCs



TENDERMINT STATE MACHINE



POET STATE MACHINE

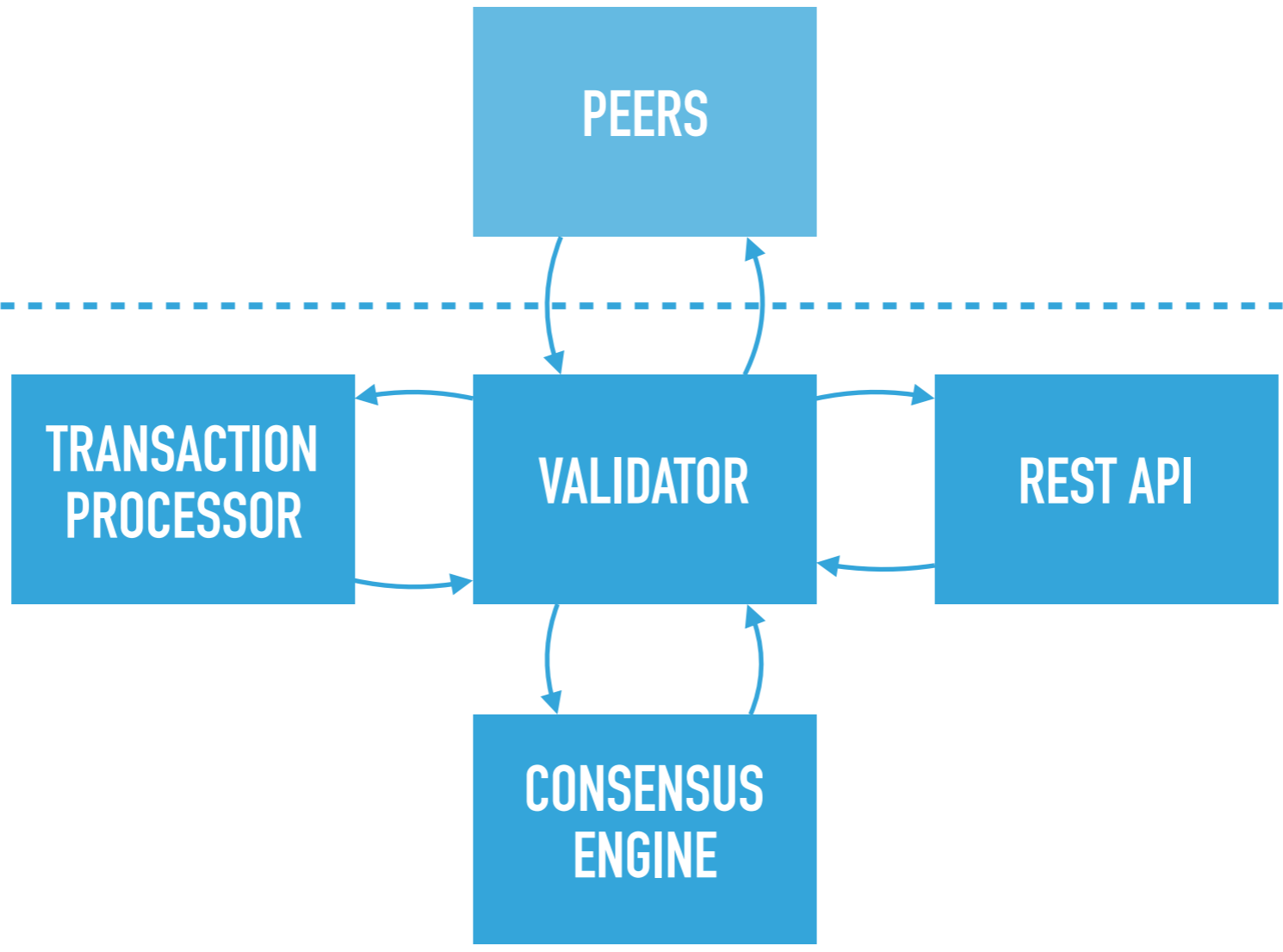


SAWTOOTH VALIDATOR SHOULD FACILITATE CONSENSUS

- ▶ Provide **updates** that are relevant to consensus
- ▶ Provide **services** that are required by consensus
 - ▶ P2P networking
 - ▶ Batch validation
 - ▶ Signature verification
 - ▶ Fork management

CONSENSUS SHOULD DRIVE

- ▶ Most correct component to be making decisions
- ▶ Choose when to do expensive full validation of blocks
 - ▶ Fork resolution *before* block validation
- ▶ Choose when and which blocks to commit
- ▶ Choose when to publish blocks
 - ▶ Whenever sensible instead of whenever possible



Network

Local

CONSENSUS ENGINE API

- ▶ Language agnostic protobuf messages:
 - ▶ Data Structures
 - ▶ Update messages (Notify/Ack)
 - ▶ Service messages (Request/Response)

CONSENSUS ENGINE SDKS

- ▶ Language specific abstractions
 - ▶ Rust
 - ▶ Python
- ▶ Encapsulates message encoding and passing

RUST SDK WALKTHROUGH