# CONSENSUS ON DEMAND Jakub Sliwinski, Yann Vonlanthen, Roger Wattenhofer ETH Zurich, Switzerland

**A Broadcast-Based Currency** 



#### **Combining the Best of Both Worlds**

Whenever possible we use fast verification. Only if there is a (non-resolvable) conflict, we use consenus to decide which transaction should be accepted.



The main challenge is to make sure that all correct servers accept the same transaction, whether they use the fast path or not.

### **Comparison to Related Work**

Our Consensus on Demand (CoD) algorithm is modular, works without synchronicity assumptions and can be implemented on top of any consensus algorithm, as long as less than one fifth of the *n* servers are Byzantine. (n = 5f + 1)



### Algorithm

. Dissemination: The transaction is broadcast to all servers.

- 2. Verification: Servers issue an acknowledgement for the first valid transaction they observe for a given (sender, sn) pair. If at any point a server observes a quorum of more than  $\frac{n+3f}{2}$  acknowledgements for a transaction t, the server accepts t.
- 3. Consensus (opt.): If after receiving n f acknowledgements servers observe conflicting acknowledgments, they propose the transaction for which they have observed the most acknowledgements to the consensus instance identified by the (*sender*, *sn*) pair. The transaction delivered by the consensus routine is then accepted immediately.



## **Go Ethereum Based Implementation**



 $Q_1$ 

The two shades of gray represent the share of honest servers acknowledging t(light gray) and t' (dark gray). The Byzantine adversary is depicted in white, and can acknowledge either transaction. While a server might see more than 4facknowledgments for t, no server sees a majority of acknowledgements for t' in a quorum of n - f servers.

Apply to current State

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#### References

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