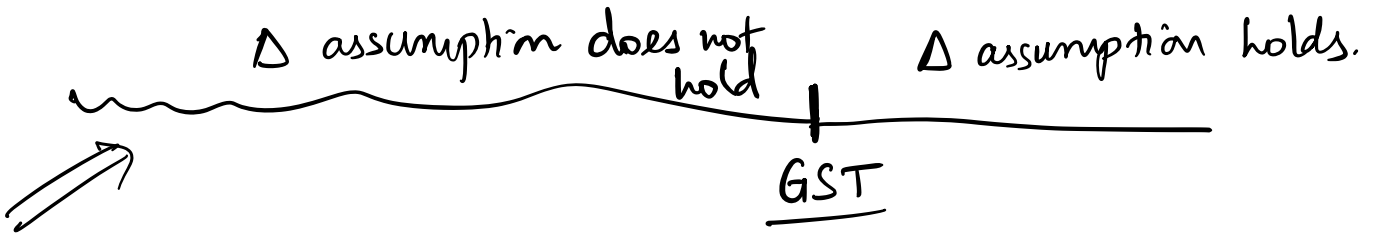


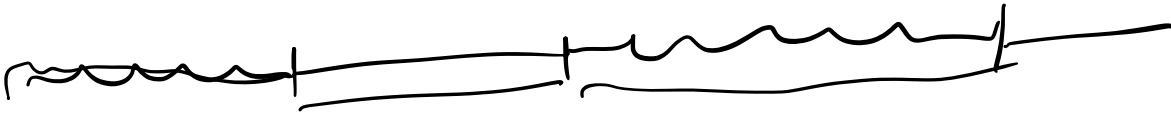
Partial sync: Periods of sync + async.

(DLS) ← Dijkstra ↑↑

1. Unknown Global stabilization time (GST): + known Δ : ↓



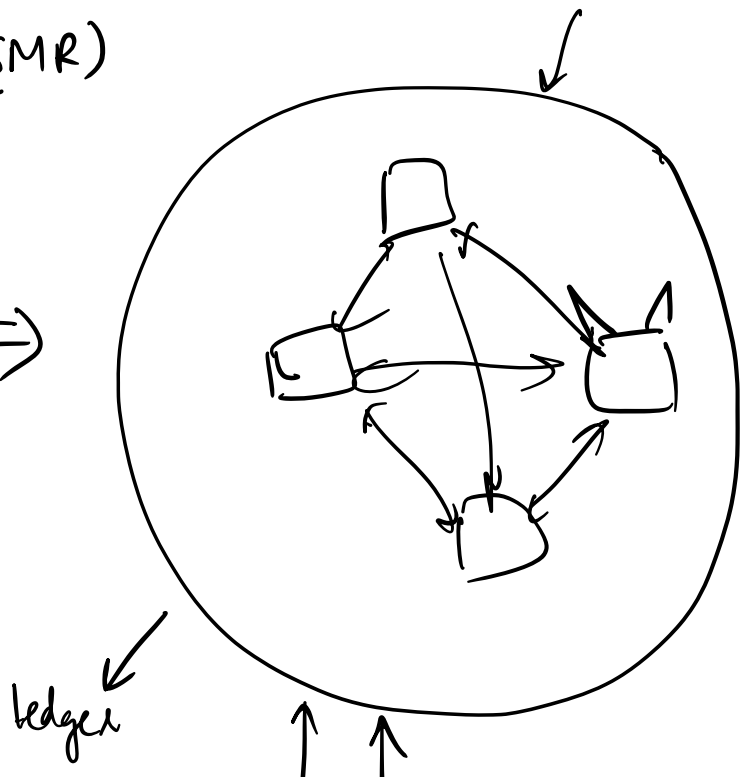
equivalent to



2. Unknown Δ :

Both defns are equivalent to each other.

State machine replication (SMR)



Safety: Any two honest replicas to not output different cmds at the same pos. cmd; cmd;

Liveness: Every honest should eventually output a value sent by a client.

Agreement

termination & validity.

↳ One value vs a ledger of values. (ordering).

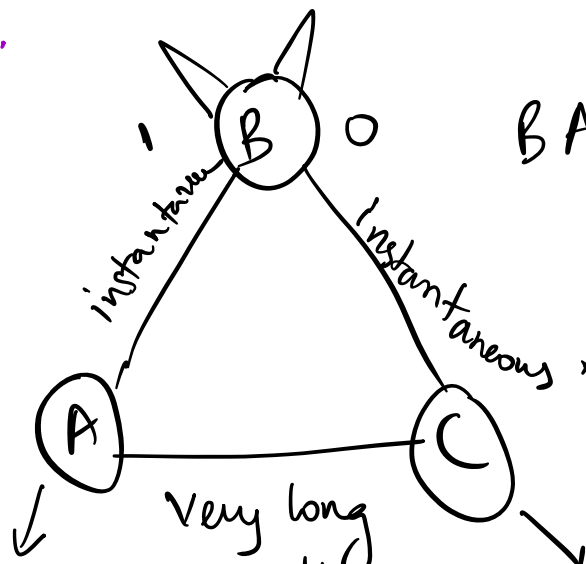
↳ Notion of clients: $t+1$ replicas.

BB: Polvere-strong $t < n-1$ faults.

Partial synchrony (PS):

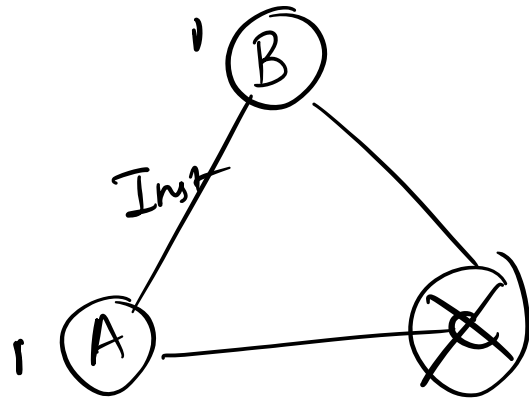
Under PS, it is impossible to tolerate $t \geq \frac{n}{3}$ Byzantine faults.

$t \geq \frac{n}{2}$ crash.



BA. "Split-brain attack"

World 1: A & B are honest, C has crashed.
 A & B start with input 1.

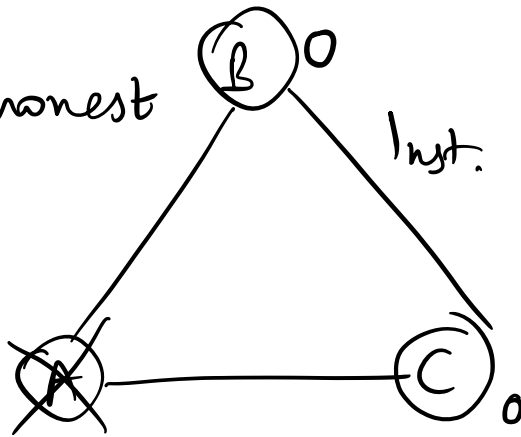


$$t \geq \frac{n}{3} \text{ faults.}$$

By validity constraint, A & B output 1.

World 2:

B & C are honest

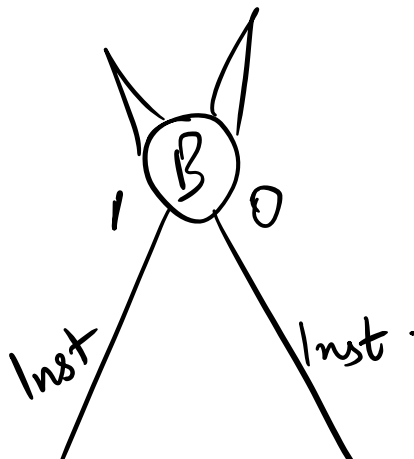


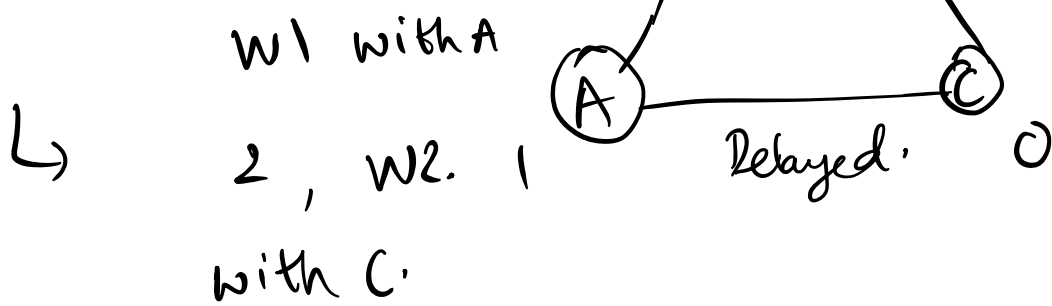
By validity constraint, B & C output 0-

World 3:

B is Byzantine

↳ brain 1 works as in





A: This world is exactly the same as world 1.

Observations:

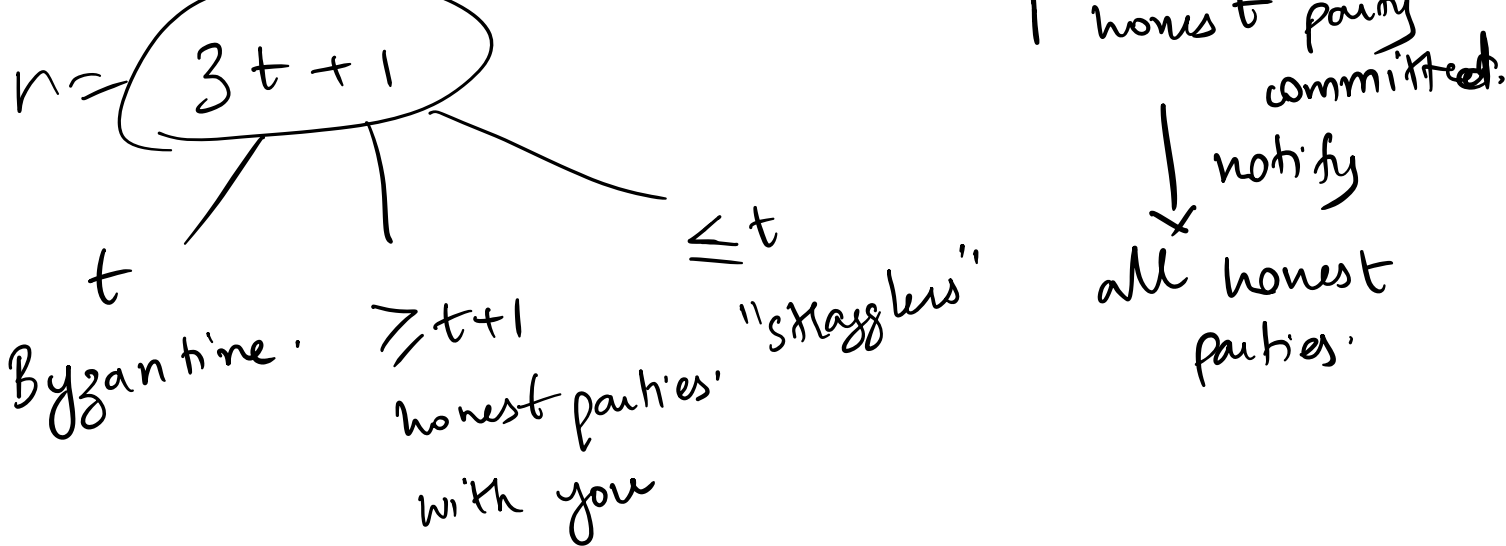
- Setup assumptions.
 - Existence of partial synchrony & the fault being Byzantine.
- \Downarrow
 $n > 2t$
- \Downarrow
 crash.
 $n >$

$t \geq \frac{n}{3}$ is not possible.

$t < \frac{n}{3}; \quad n = 3t + 1$

- If one ^{honest} party decides on a value, then all honest parties should decide on the same value.

↳ Not all honest parties can communicate with one another; we need a majority of the honest parties to "agree" on the same value.



"accept-commit" paradigm.

PBFT: Practical Byzantine Fault Tolerance

Castro & Liskov, 1999.
 ↓
 Turing

Primary-backup paradigm:

"primary/leader: drive progress in the system; (liveness)
 replicas: ensuring safety holds. order in which values are processed.
 & ensuring primary is doing its job correctly.

pros: In a good world: progress - streamlined.

cons: subtle attacks: ordering

Steady State (v): Replica i 's perspective.

→ Propose (pre-prepare) : Leader proposes $\langle \text{propose}, B, v, \dots \rangle$

Vote 1 (prepare) : send vote $\langle \text{vote1}, B, v, \dots \rangle$
"if it is safe" to vote for it.

Vote 2 (commit) : Replica i collects $2t+1$ vote 1's for the same value B
"accepted / locked".

Replica i sends $\langle \text{vote2}, B, v, 2t+1 \text{ vote1's} \rangle$

Commit (committed) : Replica i collects $2t+1$ vote 2's for B then it commits B .

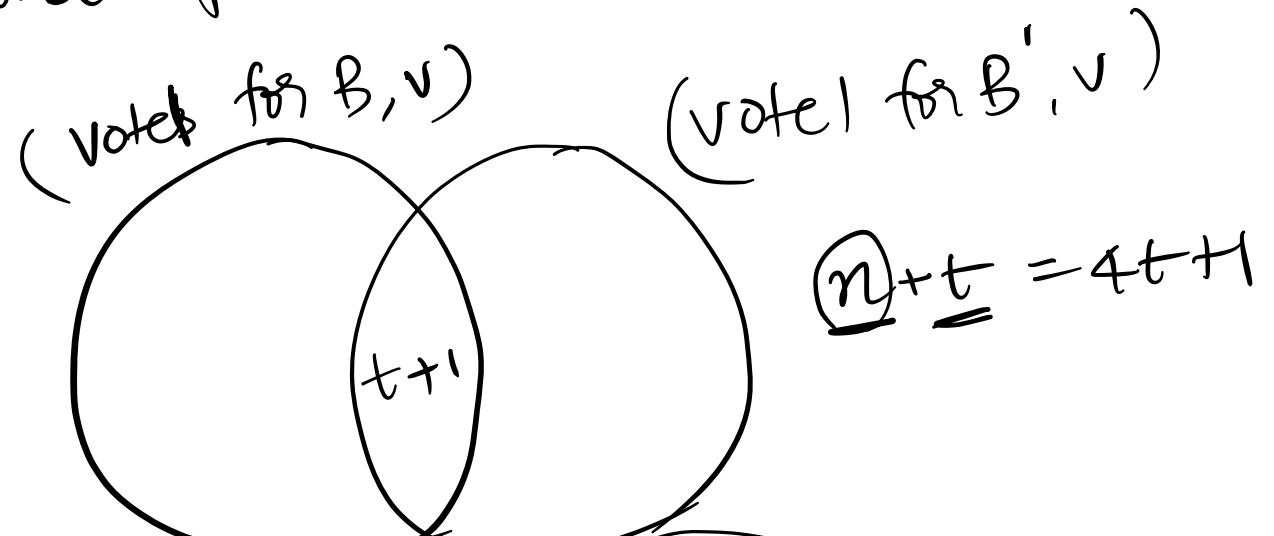


2t+1 votes
"Commits"

honest parties
commit B'

If an honest party commits' B.
ie, it receives $2t+1$ vote 2
messages, then at least $t+1$
honest parties ~~are~~ have receive
a quorum of vote 1 messages
(have locked on B)

Uniqueness within the view: first
round of votes.



$2t+1$

$2t+1$

$4t+2$

up to t parties will vote for both.

1. Only a unique value can be locked on it in a given view.
2. If an honest party commits, the $\geq t+1$ honest parties lock on the committed value.

"Blame the leader" : View-change

Blame: send \langle "blame, v ", lock \rangle to the next leader

New leader:

On collecting $2t+1$ of blame messages & start a new-view

propose: pick a value with the

propose. highest lock & propose it.

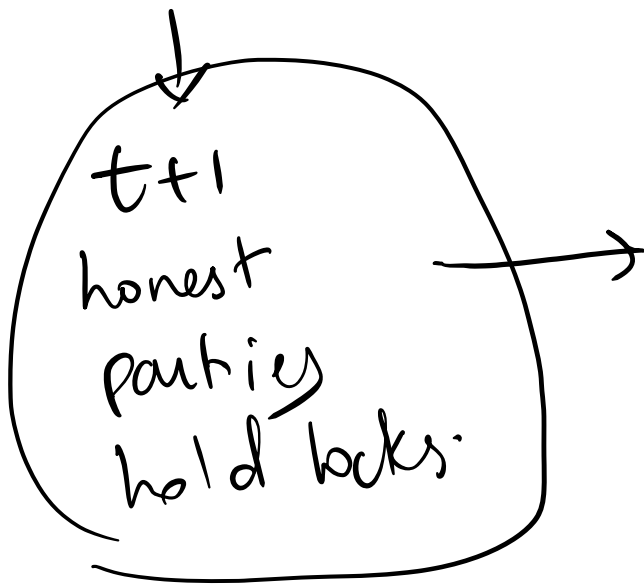
shows the $2t+1$ locks it received.

$\langle \text{propose } B, v, \underline{\text{status}} \rangle$

\Downarrow
 $2t+1$ locks.

$t+1$ come from honest parties. 1)

B, v



\geq 1 of these locks should be included in the status set

$3t+1$ parties



Byzantine stragglers. locked.

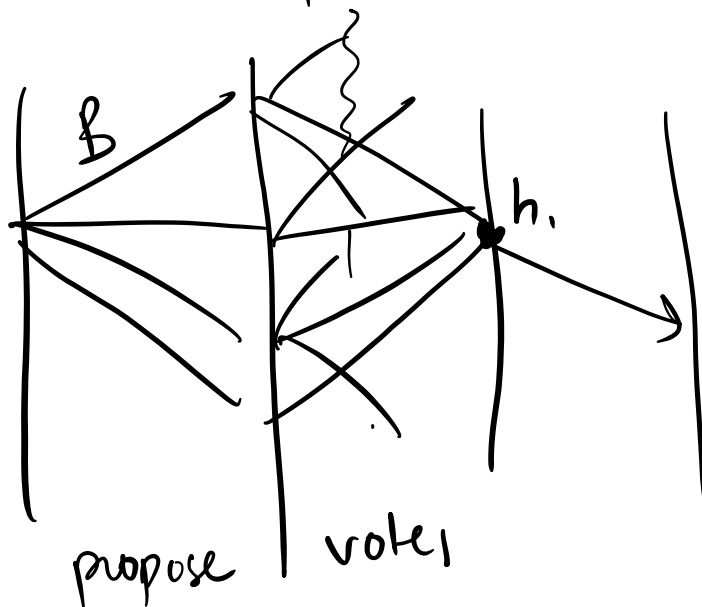
"if it is safe to do so":

Replica i votes if

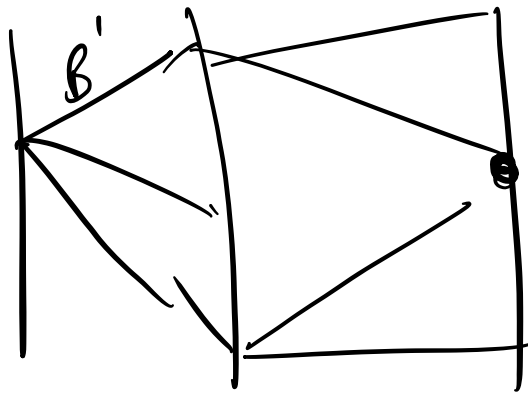
- the value B is the same as the lock replica holds.

- if the proposed value is $B' \neq B$ but there is a higher lock in the status.

View v : ~~an~~ Honest party h_i is locked (B, v)



View $v+1$: h_i 's status does not arrive

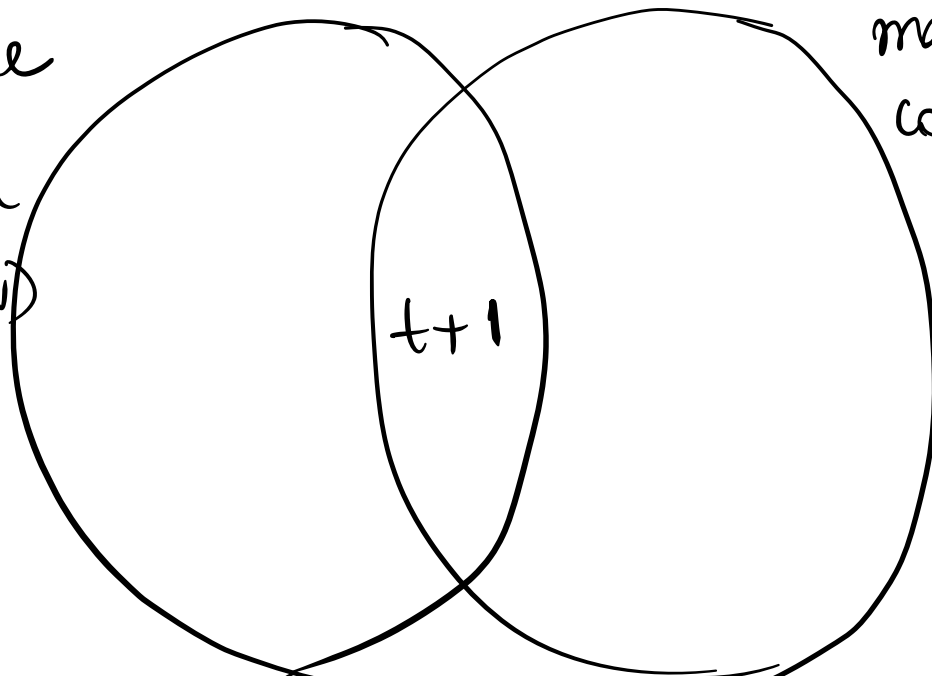


h_2 locked
on $(B', v+1)$

$v+t+1$

$(h_{t+1}$ on
 $B''', v+t+1)$

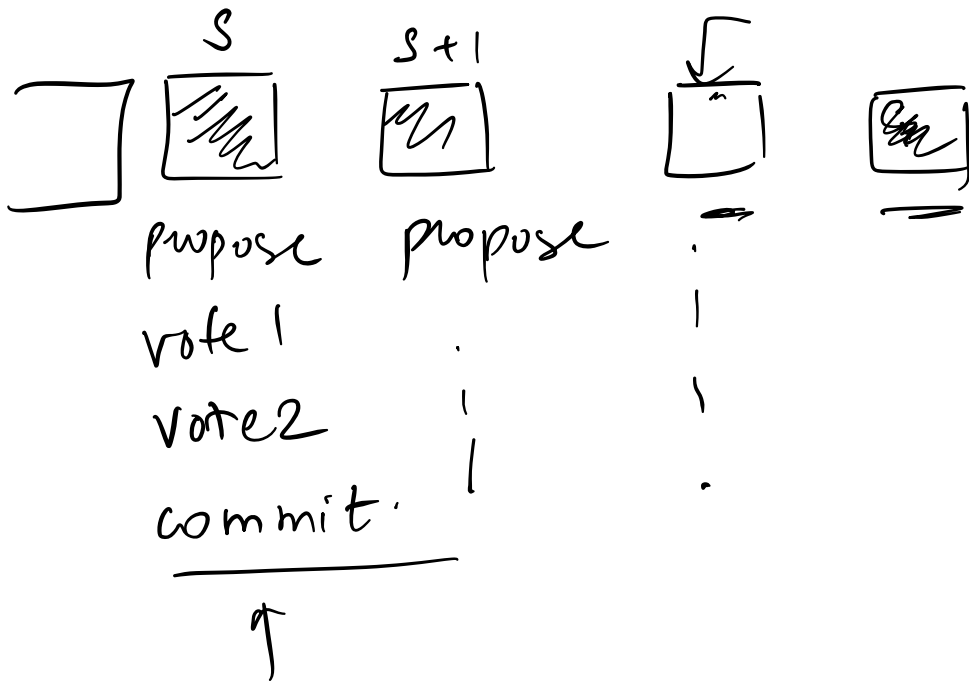
makes me
commit a
value (B, v)



makes my
commit
unsafe
"status"

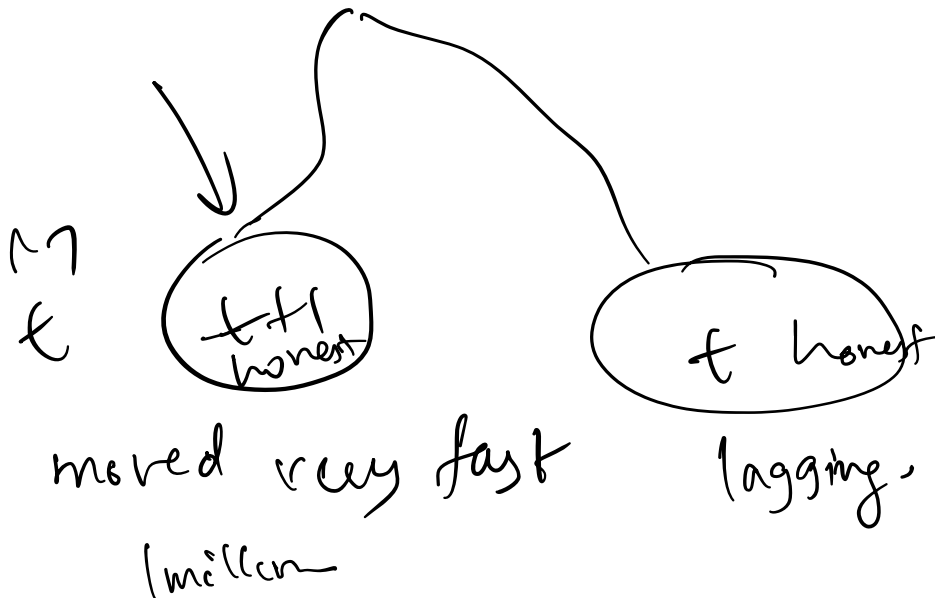
$2t+1$

One slot to many slots:

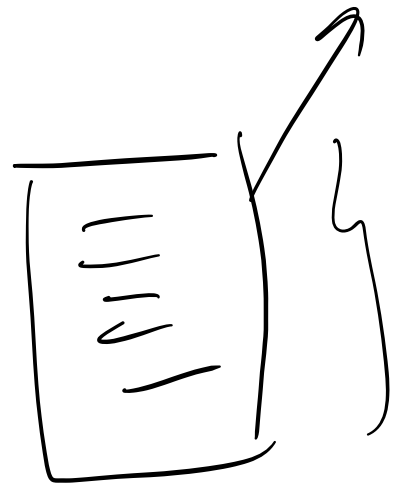
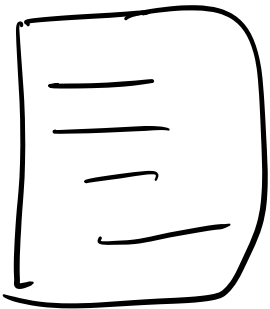
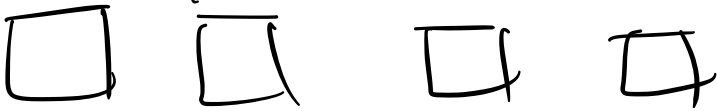


Byz parties
↳ Increase seqnos,
+ arbitrariness,
- low watermark,
- high watermark,

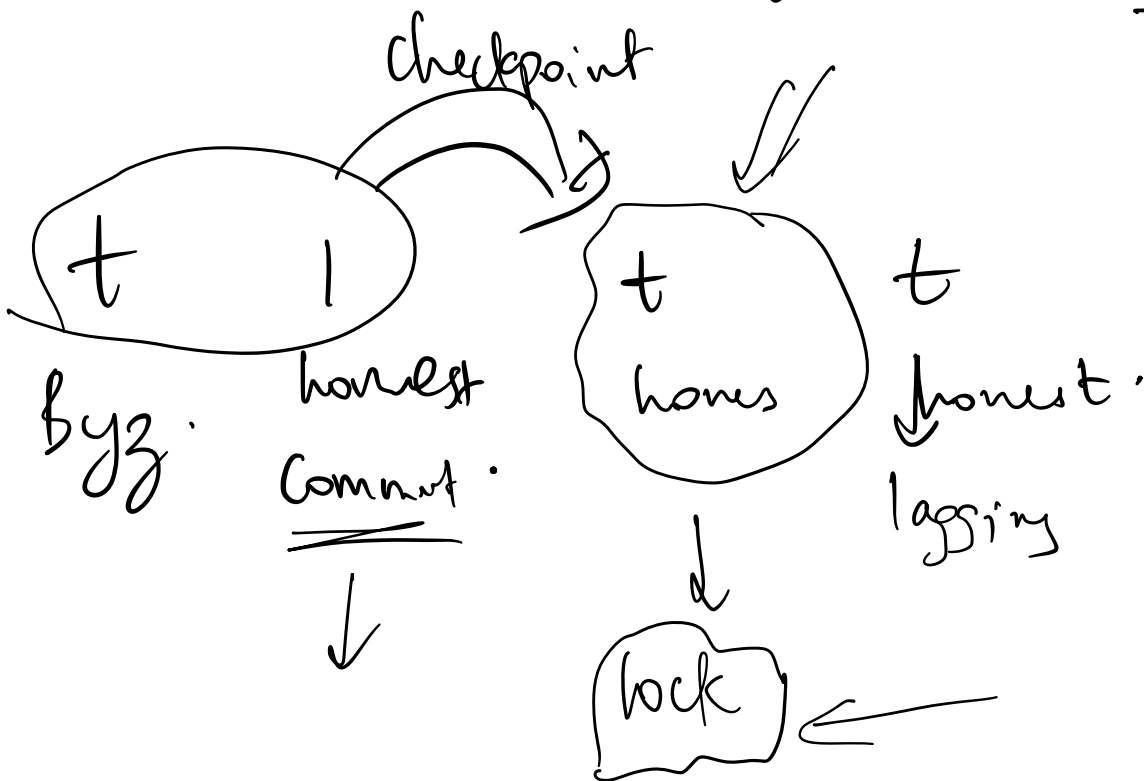
Checkpointing:



Blocks / txns



$2f+1$ votes on committed values.



state transfer: $(\text{Dolev-Reisuck}) \cdot n^2$

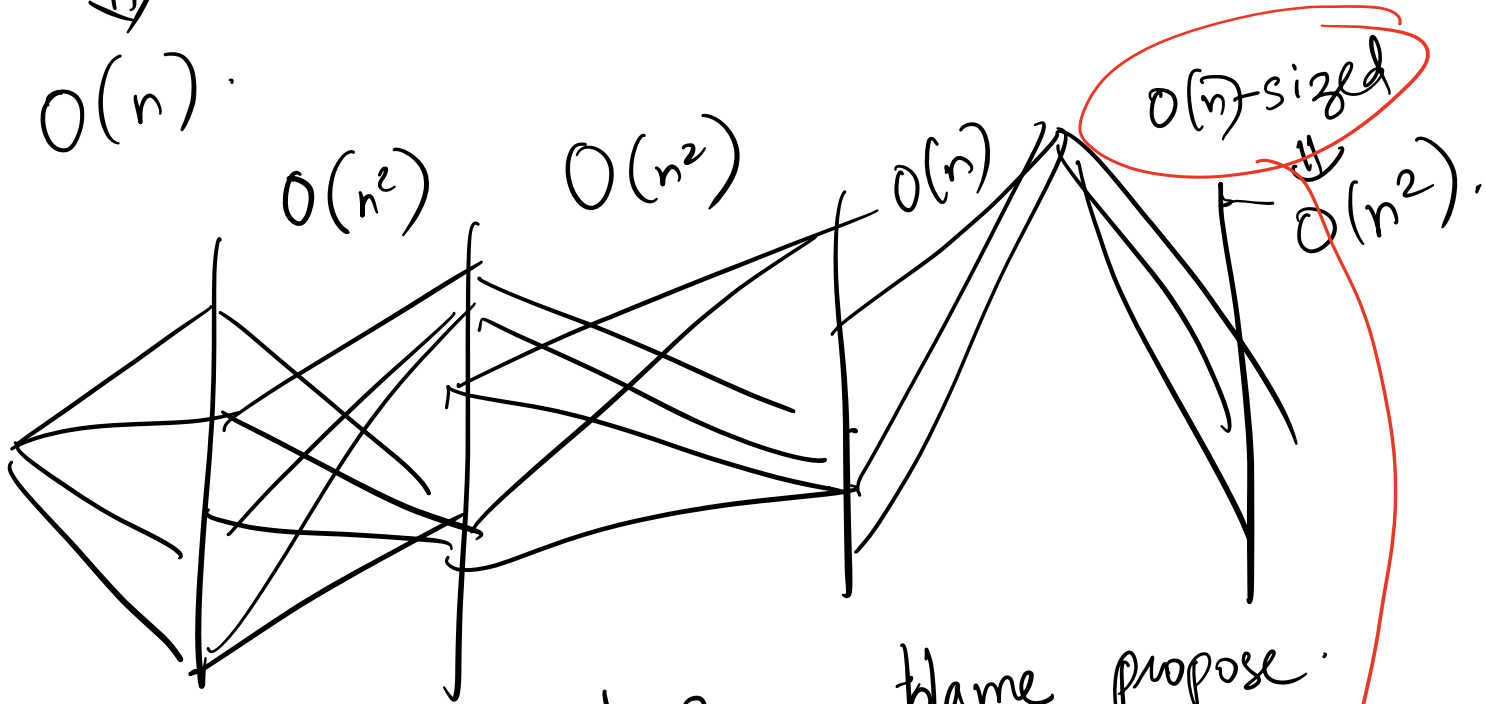
Broadcast Extension protocols.

Hot Stuff / Casper / Tendermint : 2019

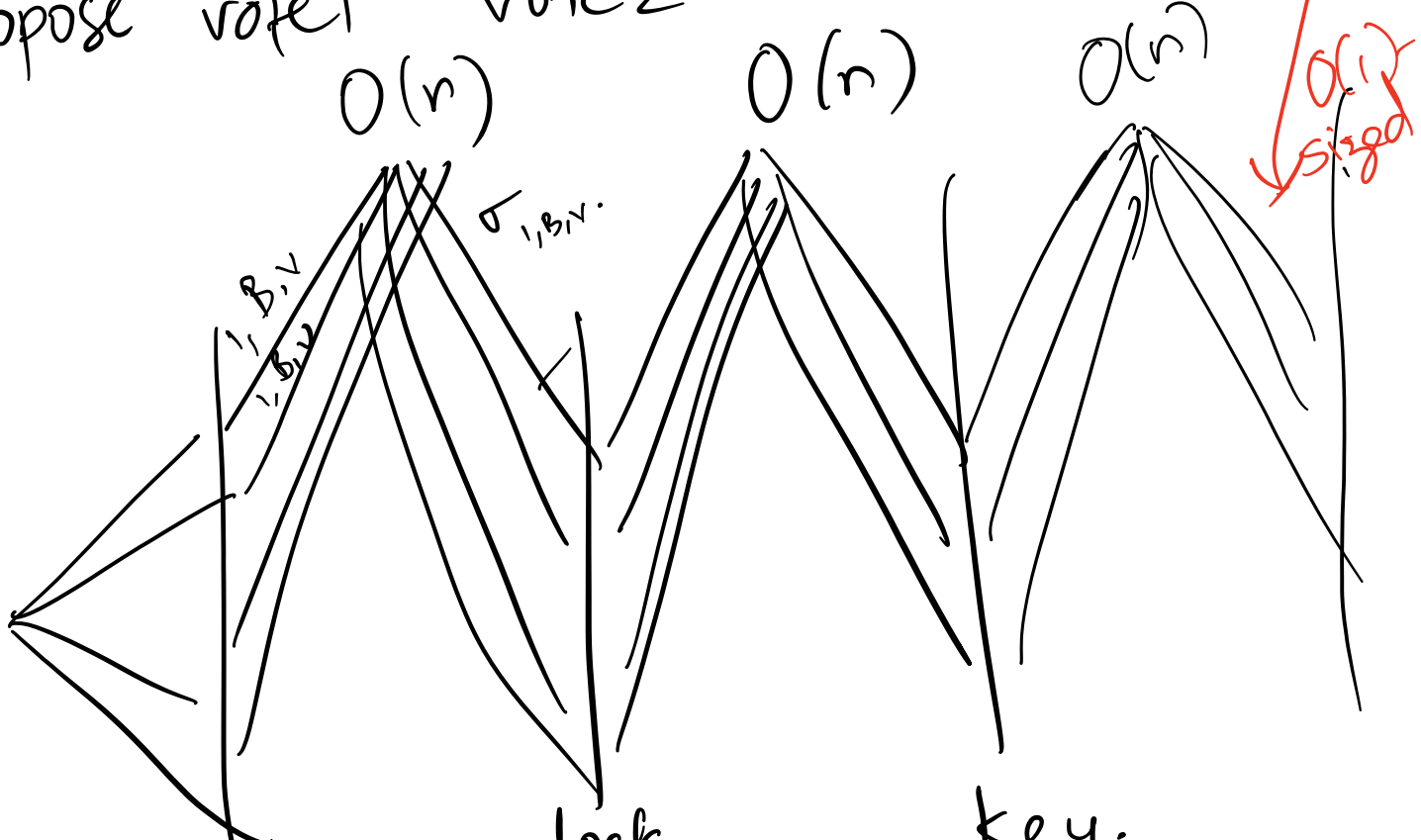
VMware Research, Ethereum

$O(n^2)$ communication within a view & during view-change.

$O(n)$.



propose vote 1 vote 2. blame propose.



Linear-view-change:

Safety: If $t+1$ honest parties had locked, status cut included at least one of them.

$q_{t+1} \leftarrow (0, \dots)$
locks



"It is safe to vote".

Liveness: A party can unblock

Idea: Do not include a status cut, just include the highest lock.

fix safety: No party will ever unblock.

quorum
who guards
my commits
safety.

