

The Promises and Challenges of Ethereum Off-Chain Scaling

Xiaozhou Li
Celer Network



Internet (web 2.0)

vs.

Ethereum (web3.0)

global **information** transfer

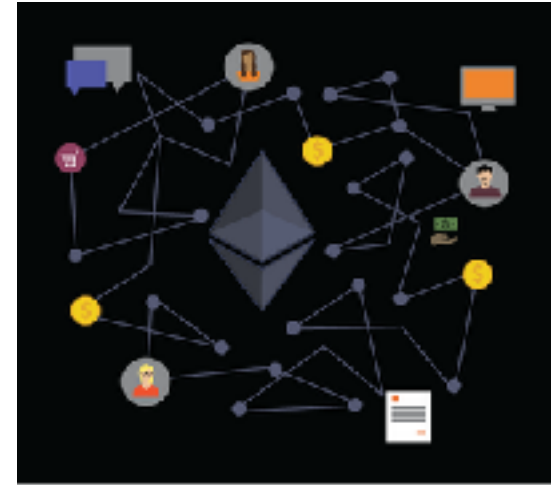


One second:
70K Google searches,
millions of emails and
messages,
60TB data transfer

.....



global **value** transfer



One second:
10 transactions

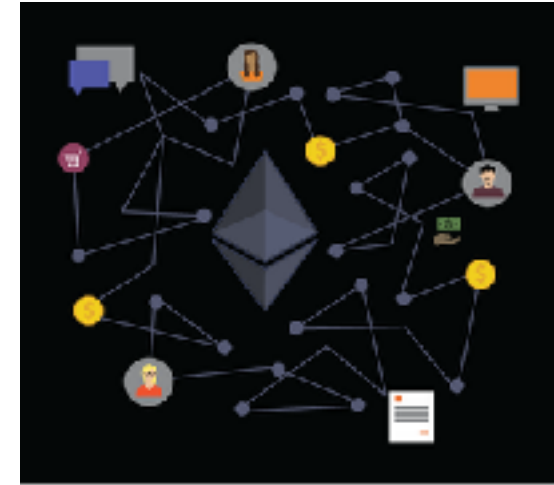
Can Ethereum match the scale of Internet?

global **information** transfer



≈

global **value** transfer



One second:
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One second (goal):
??? transactions

Can Ethereum match the scale of Internet?

global **information** transfer

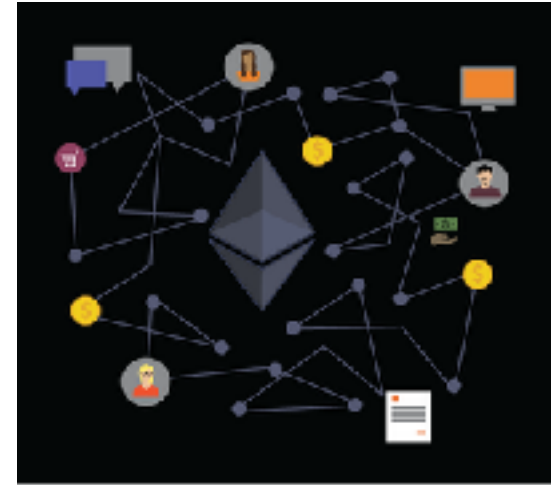


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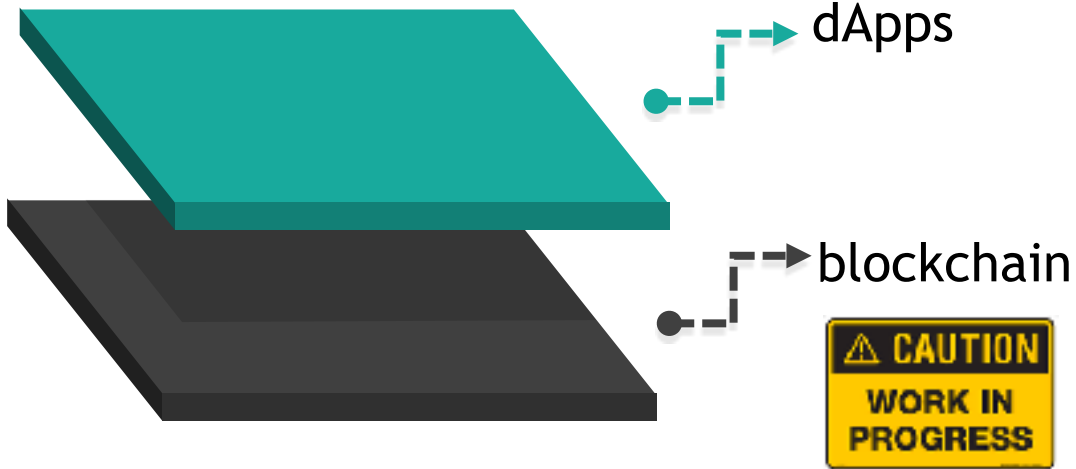
global **value** transfer



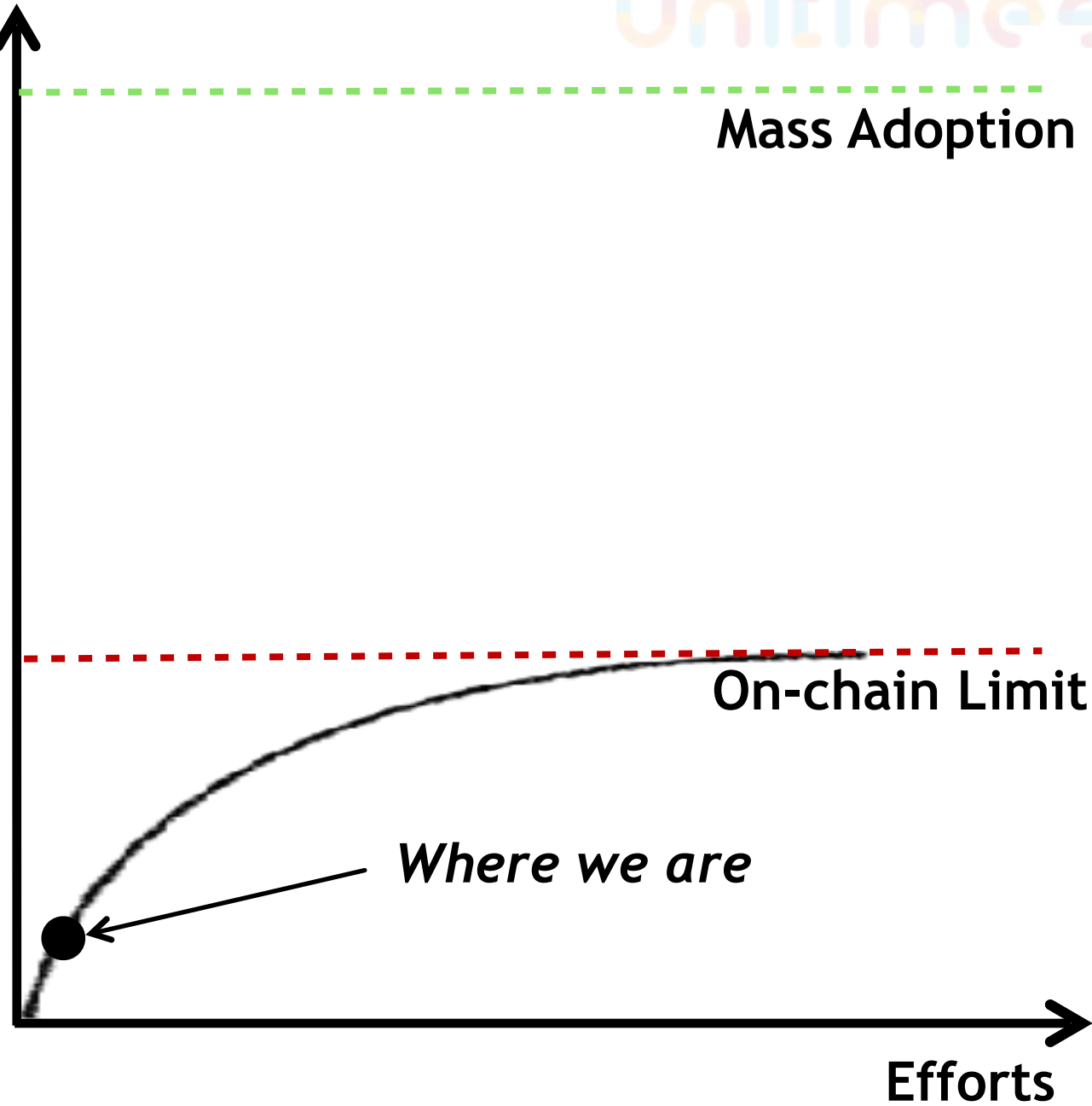
One second (goal):
hundreds of millions
or billions of
transactions

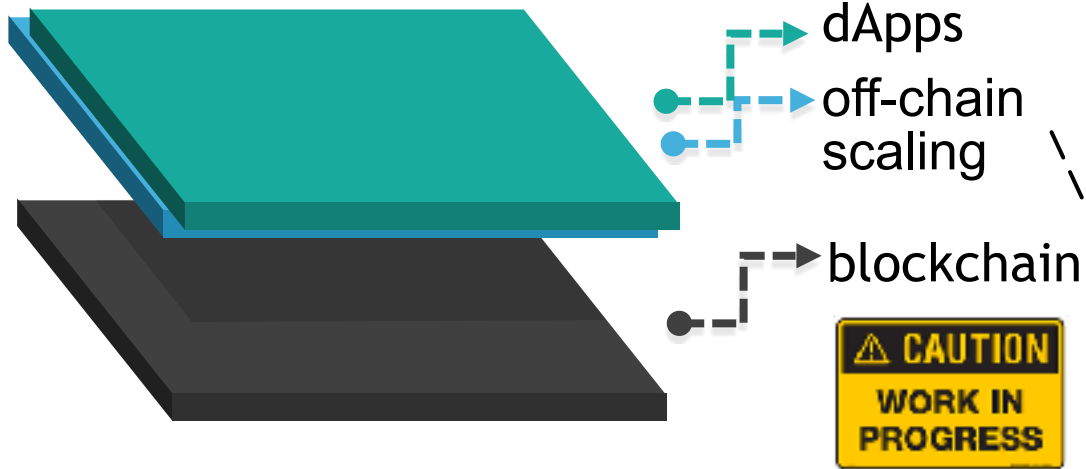
Billions of TPS 🤯

How could we ever get there?

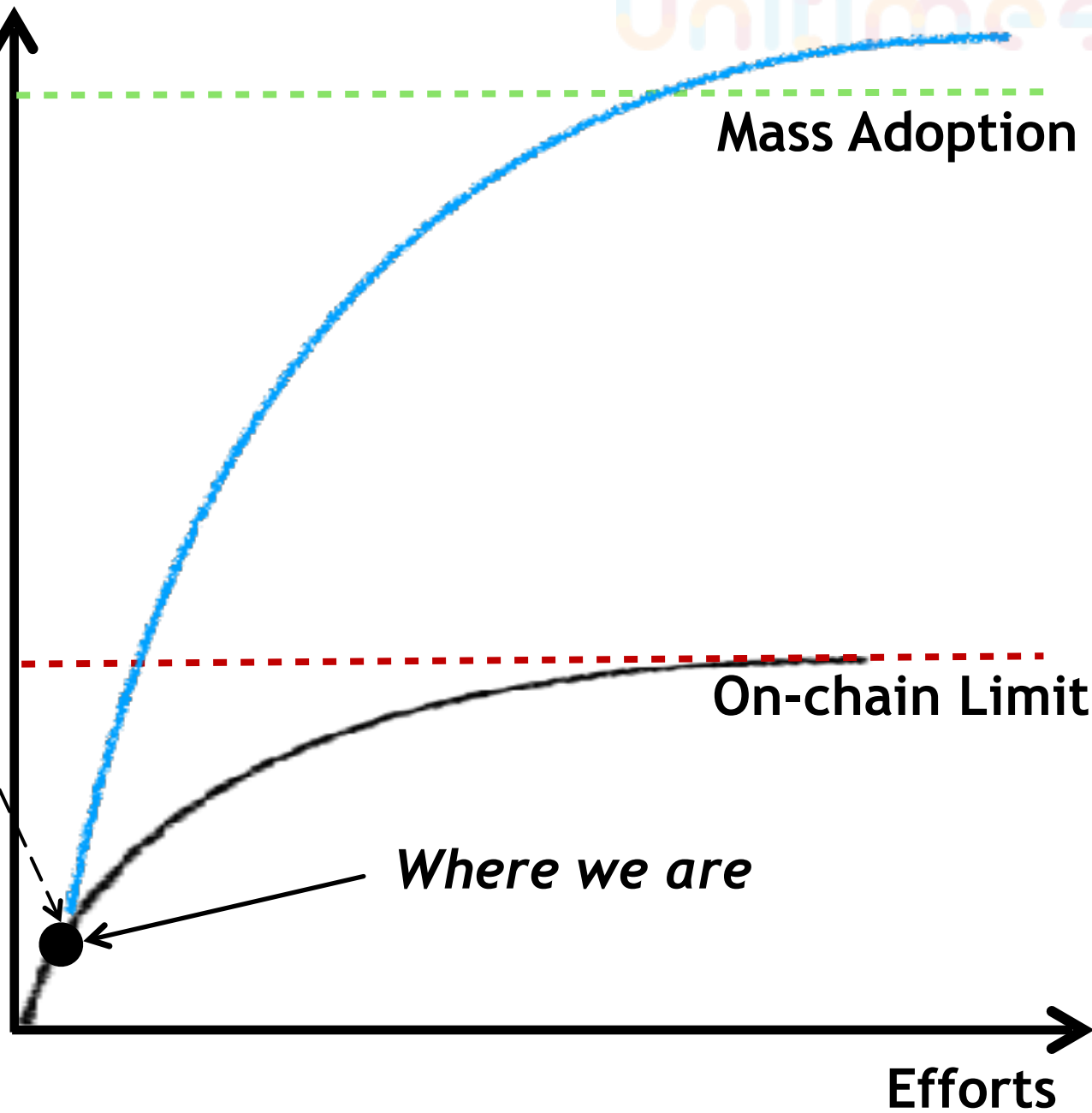


Scalability

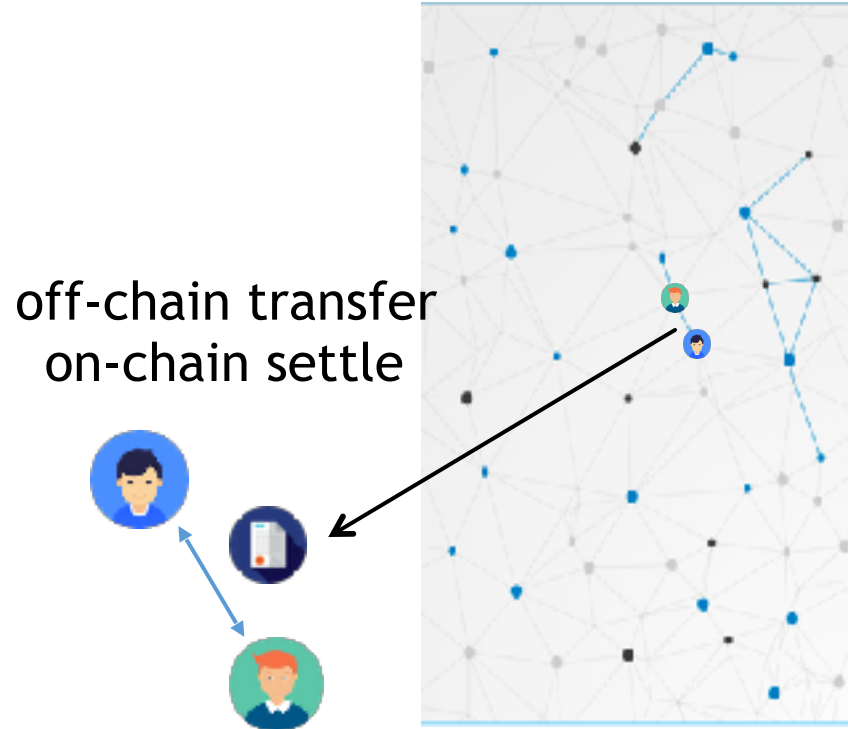




Scalability



How does off-chain scaling work?



Concepts: state channel, sidechain

Only resort to on-chain consensus when absolutely necessary

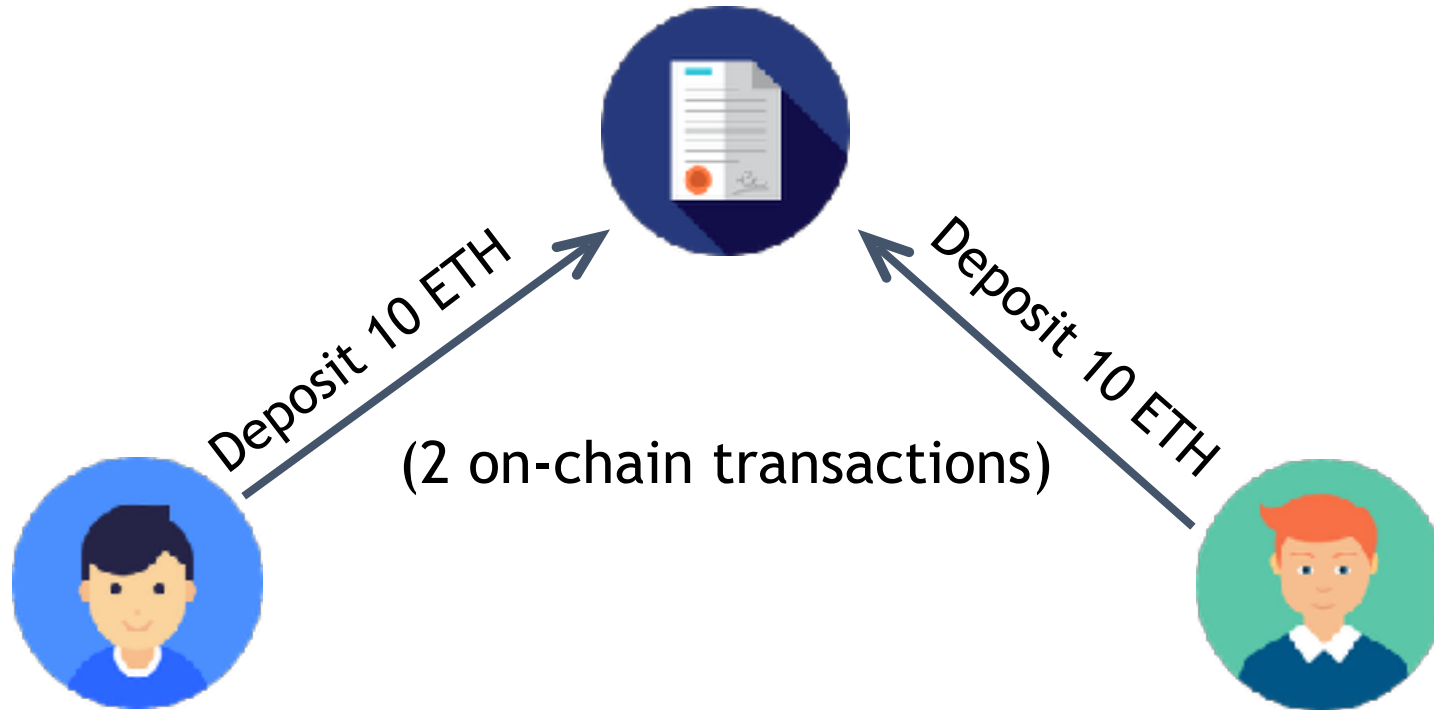
Secure: blockchain acts as the “supreme court”

Fast: independent operations across nodes, fully scale-out

Private: most activities only seen by participants

Example: off-chain payment channel

On-chain bond contract



Example: off-chain payment channel

On-chain bond contract



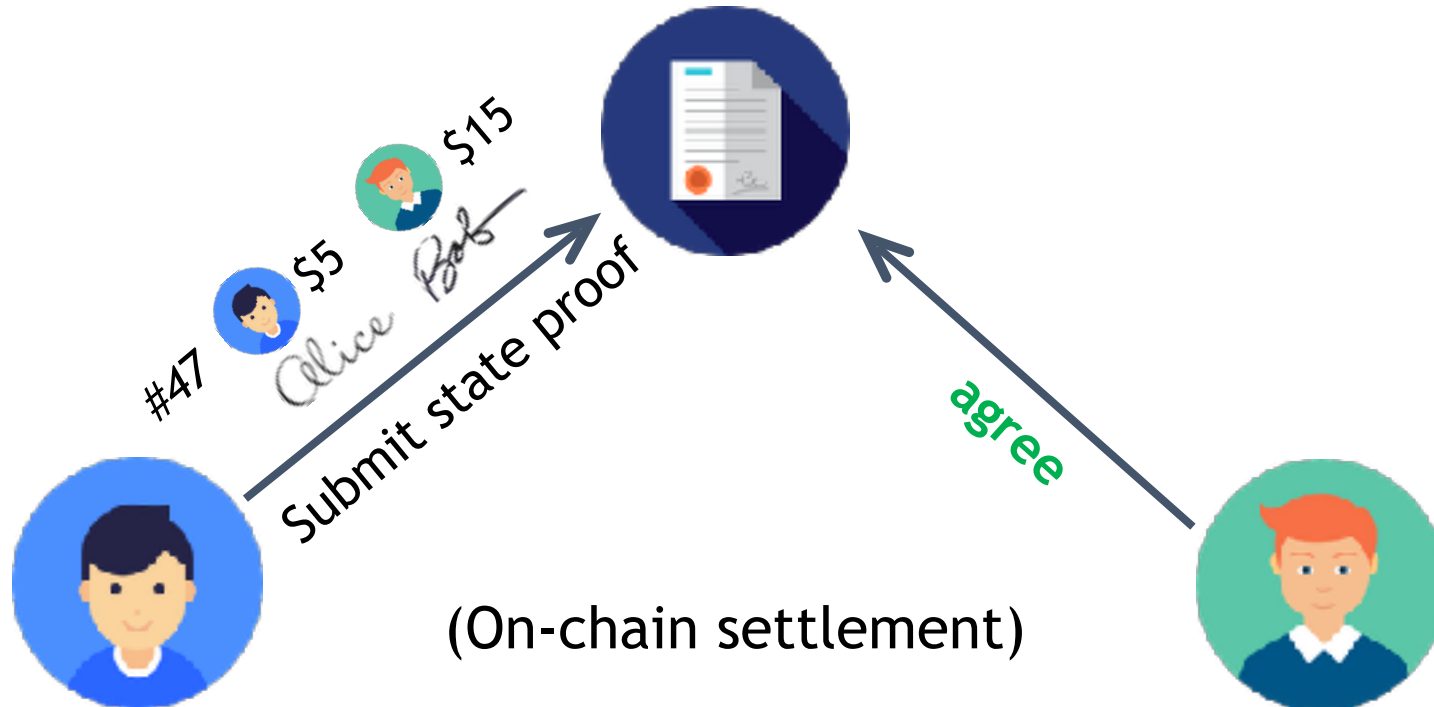
(N off-chain transactions)



#n  \$X  \$Y
Alice Bob
Balance Proof

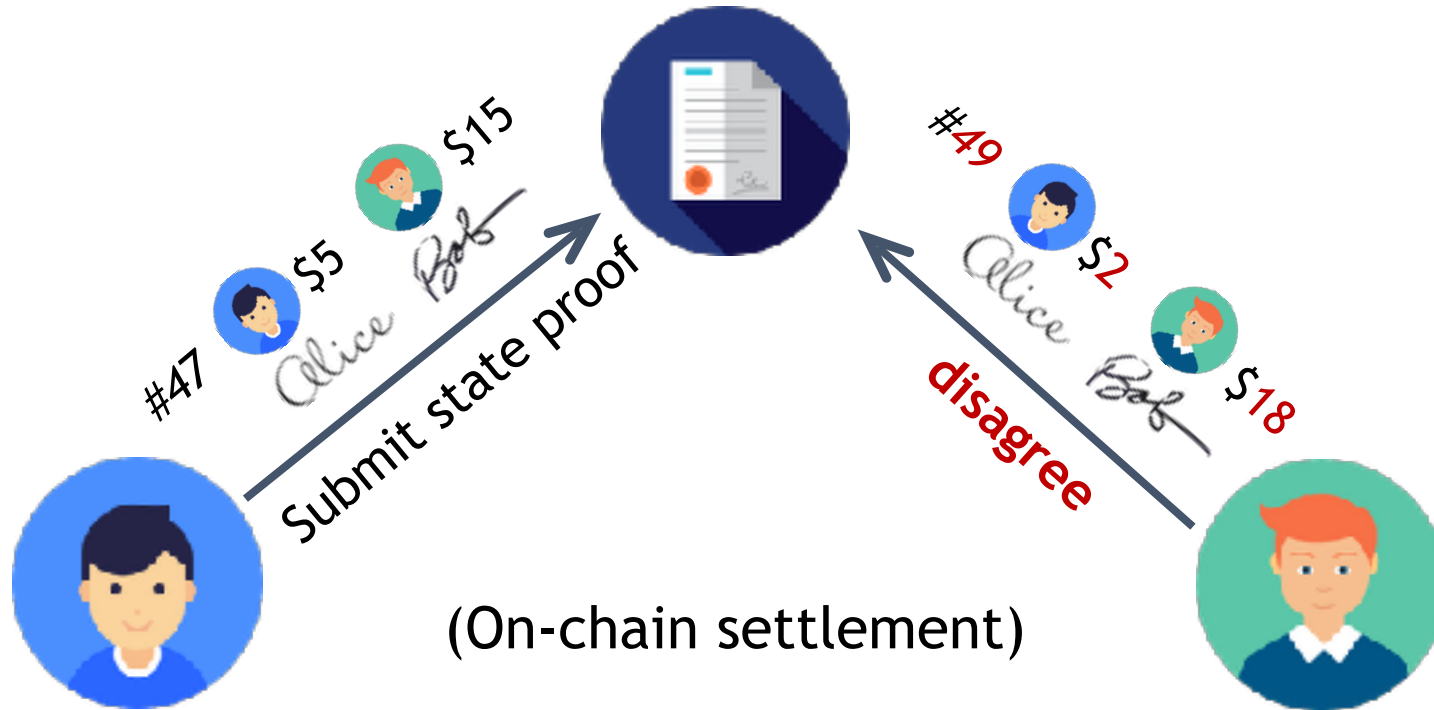
Example: off-chain payment channel

On-chain bond contract



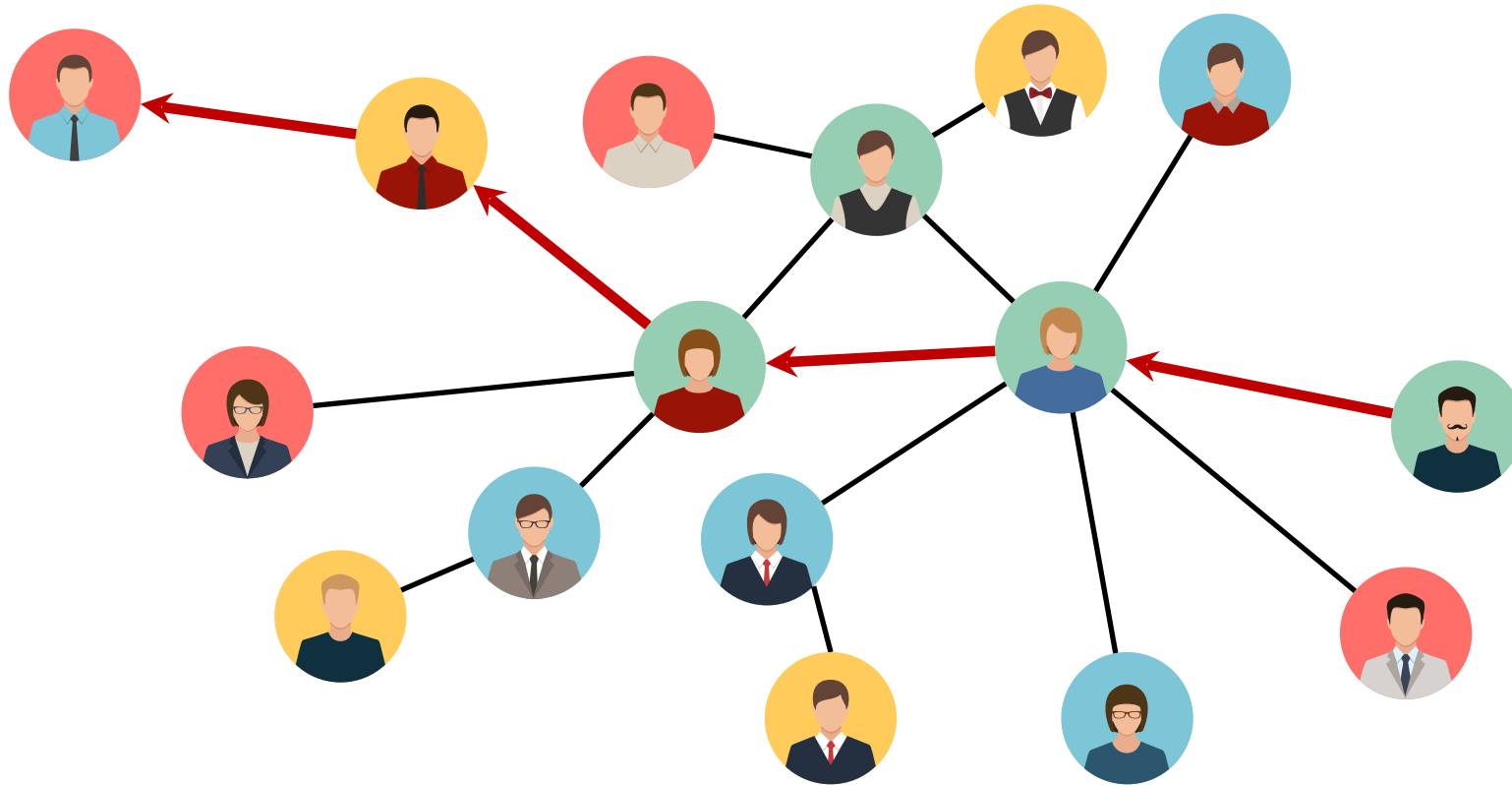
Example: off-chain payment channel

On-chain bond contract



Example: off-chain payment network

Open up great opportunities for ultra high throughput p2p micro-payments



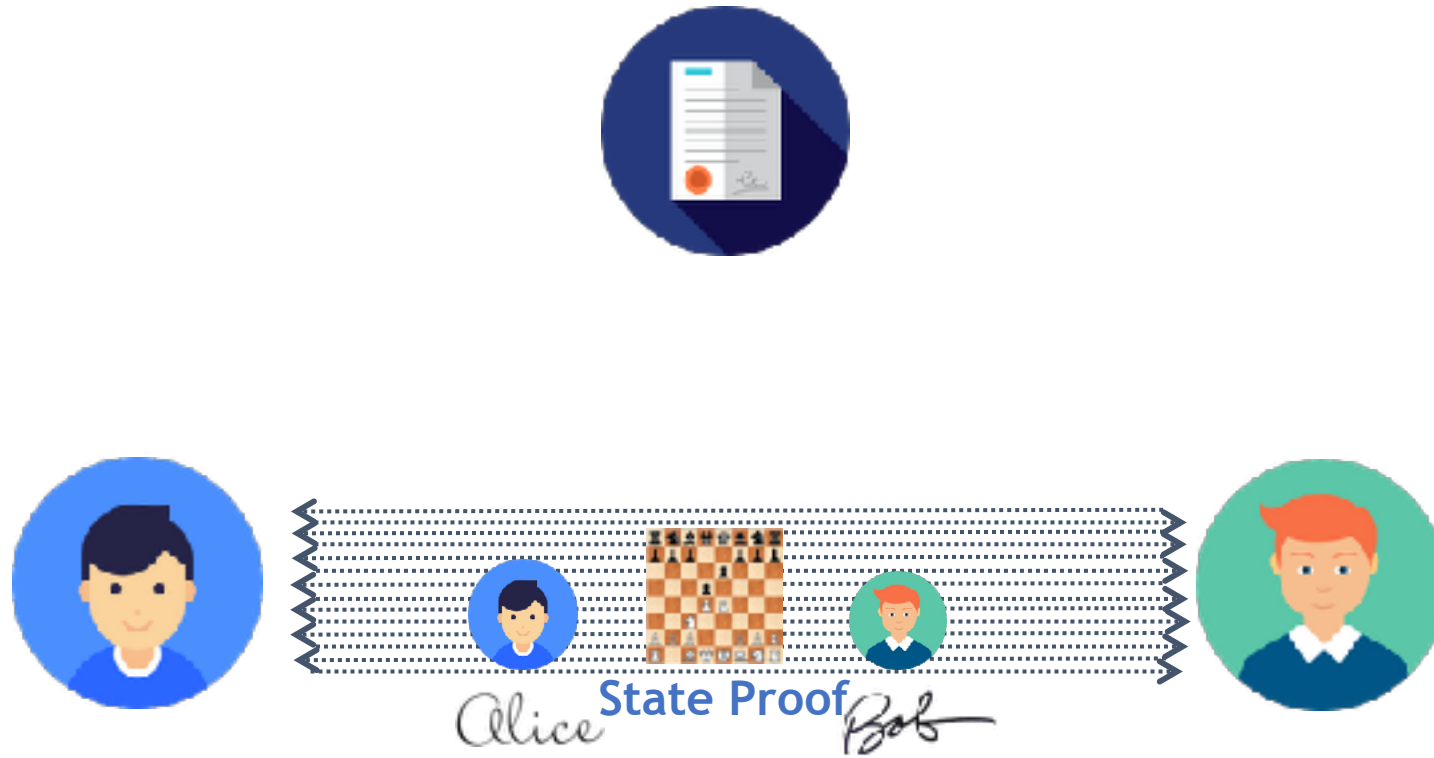
Example: off-chain chess duel

On-chain bond contract



Example: off-chain chess duel

On-chain bond contract



Example: off-chain chess duel

On-chain bond contract



Win!

0.1 ETH



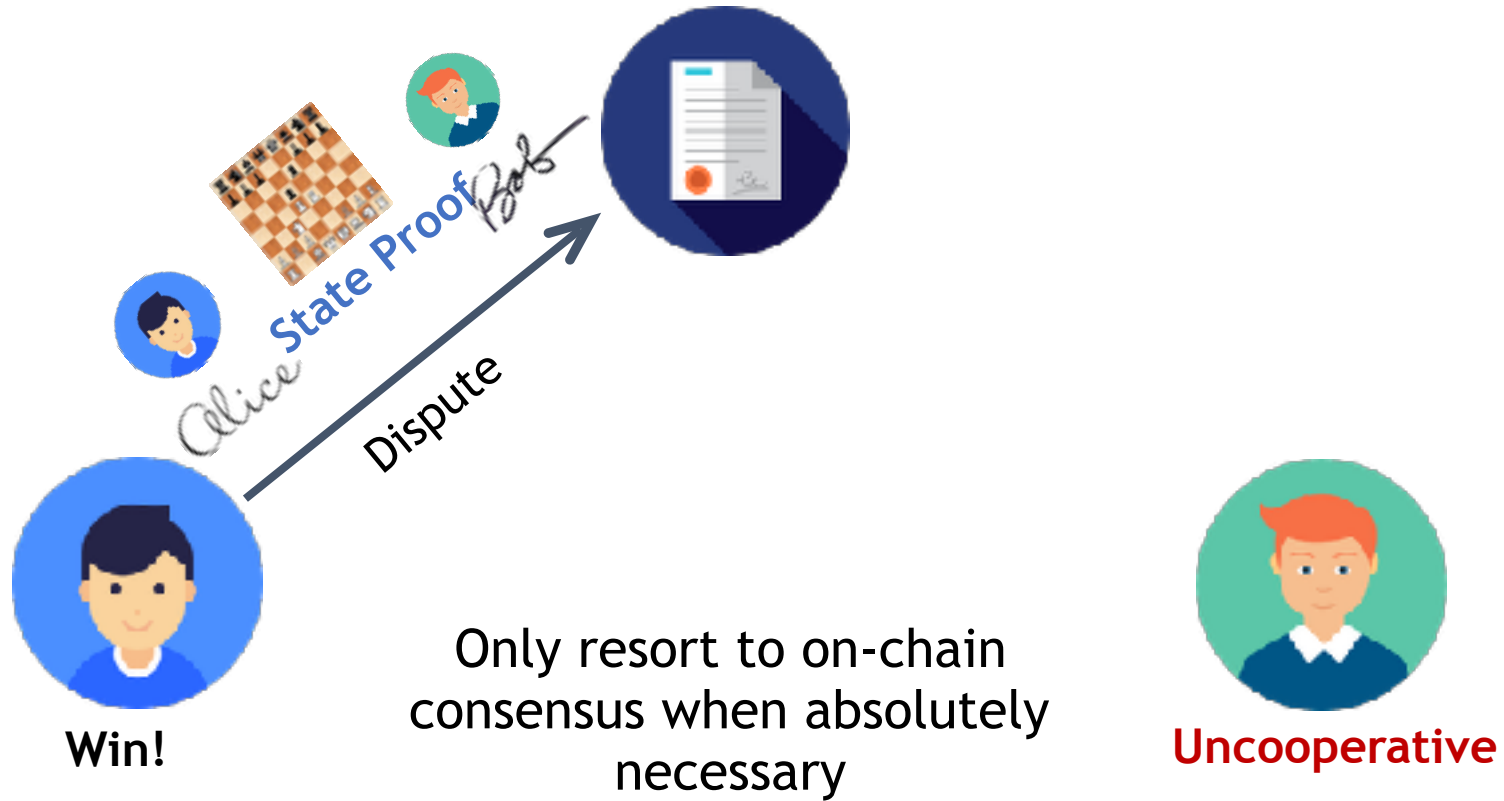
Zero on-chain operations when everyone is cooperative



Cooperative






Example: off-chain chess duel

On-chain bond contract



Bright future, challenges remain

Celer Network

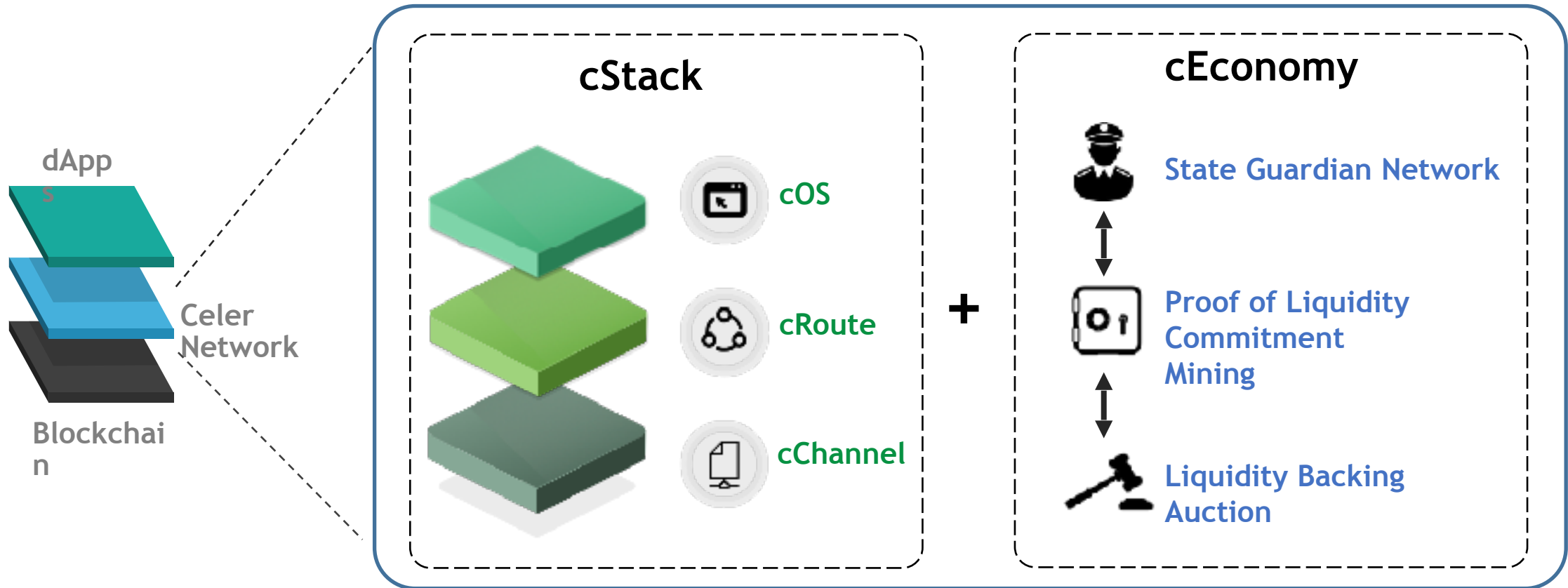
- How to support generic operations with minimal on-chain footprint? 
- How to route value transfers efficiently in off-chain networks? 
- How to help developers to easily build and operate off-chain dApps? 
- How to make off-chain states always available for on-chain disputes? 
- How to obtain enough liquidity to run an off-chain service? 

cStack

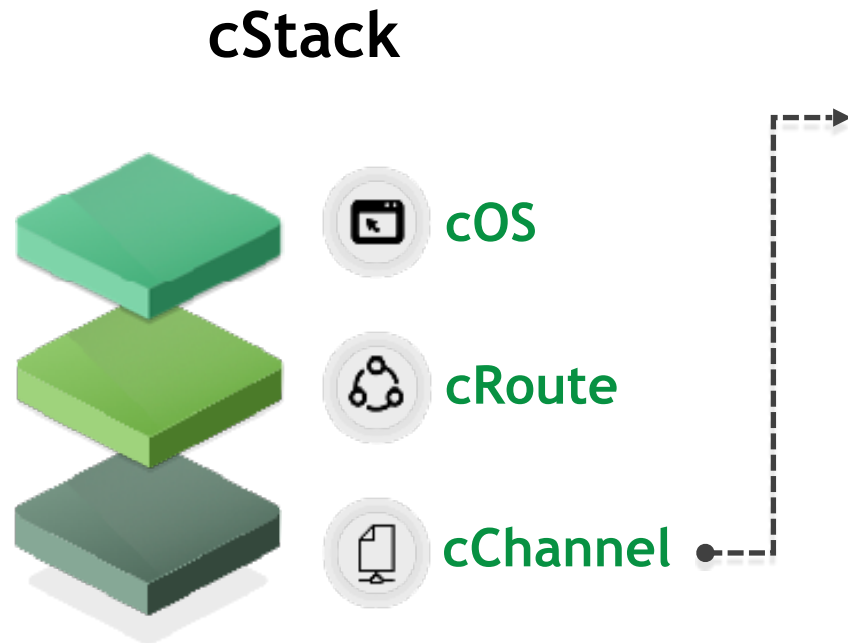
cEconomy

Celer Architecture

Celer Network is an Internet-scale, trust-free, and privacy-preserving platform where everyone can quickly build, operate, and use massively scalable decentralized applications.

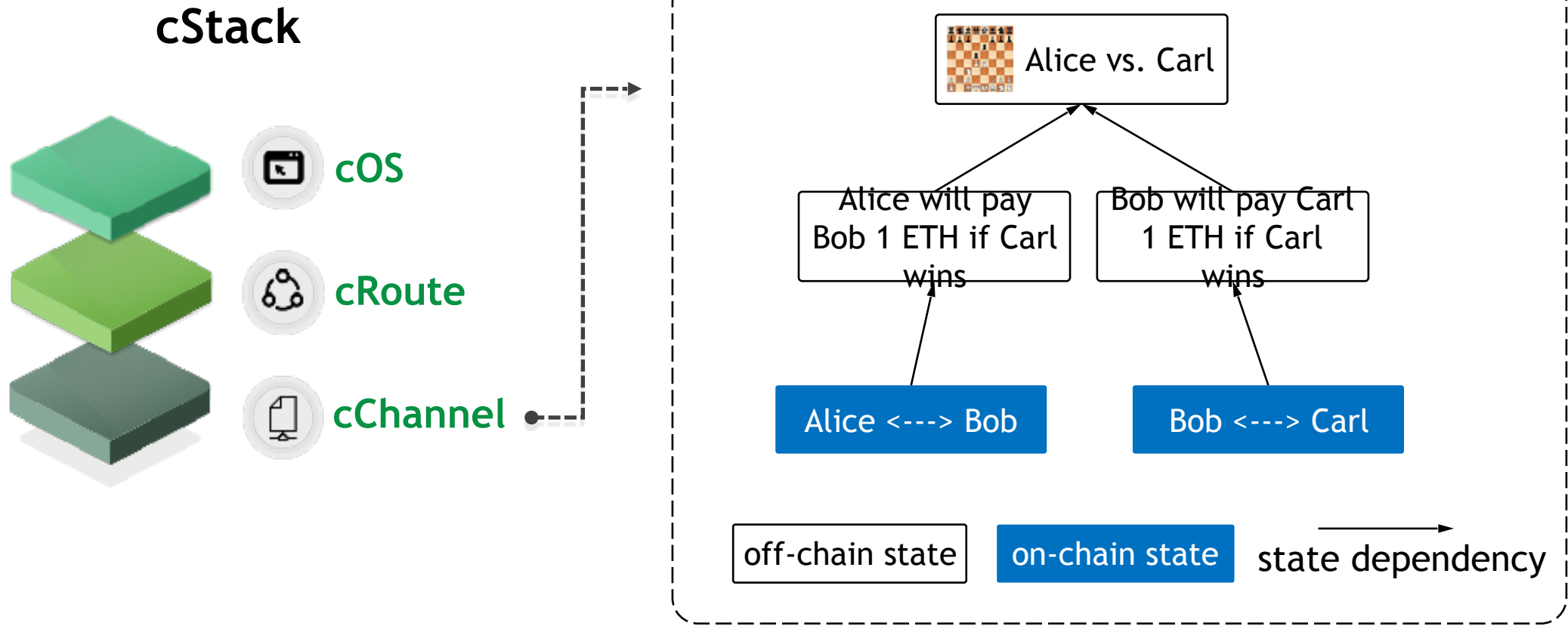


cChannel: Generalized dApp Support

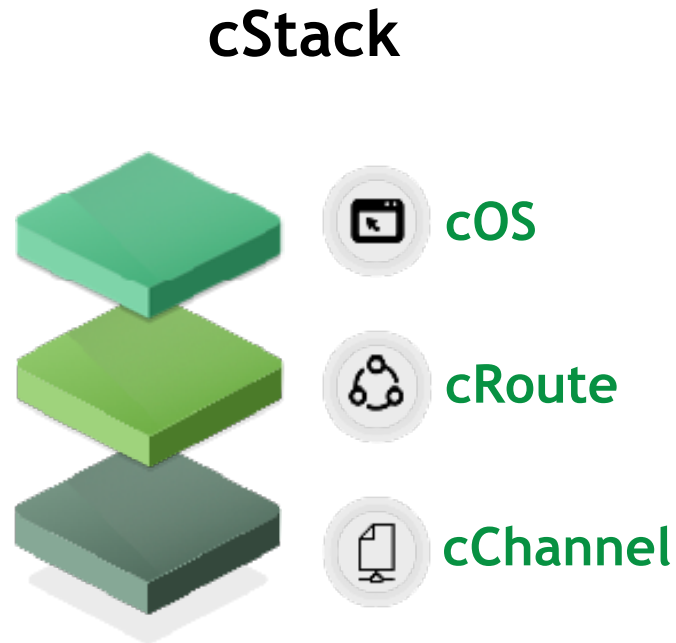


- Generic off-chain state transitions
 - conditional payment
 - multiparty gaming
 - second price auction
 - high frequency exchange
 - ...
- Pure off-chain contract
 - no on-chain deployment when everyone cooperates
- Multi-hop state relay
- Formal specification and verification

cChannel: Generalized dApp Support



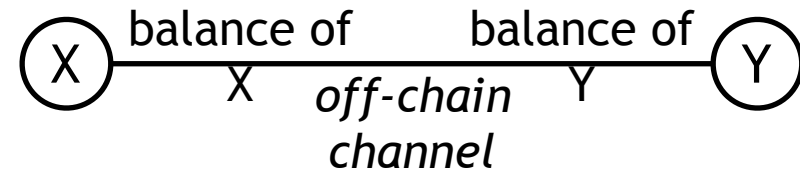
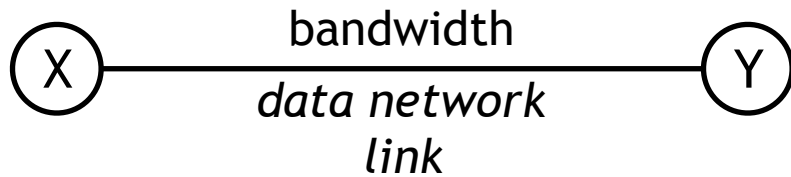
cRoute: Highly Efficient Payment Routing



- Provably optimal throughput
- Transparent channel balancing
- Fully decentralized
- Failure resilience
- Privacy preserving

Why off-chain payment routing is challenging?

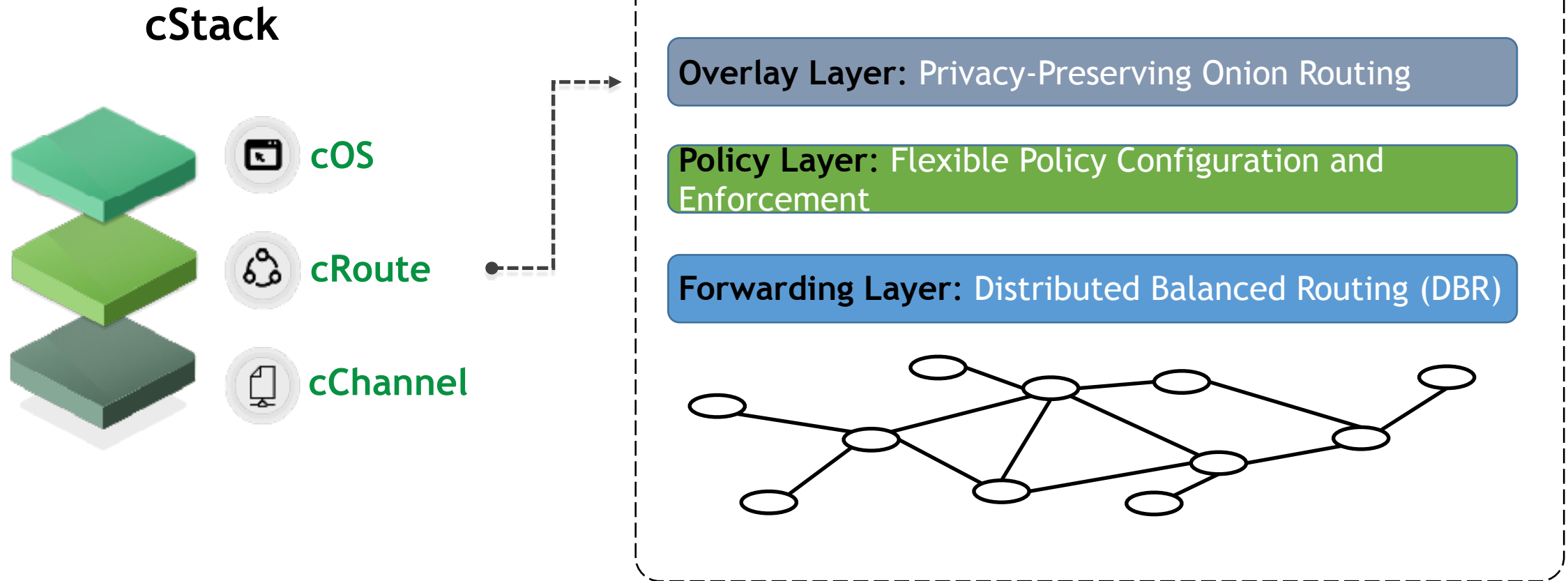
Off-chain payment networks are fundamentally different from data networks



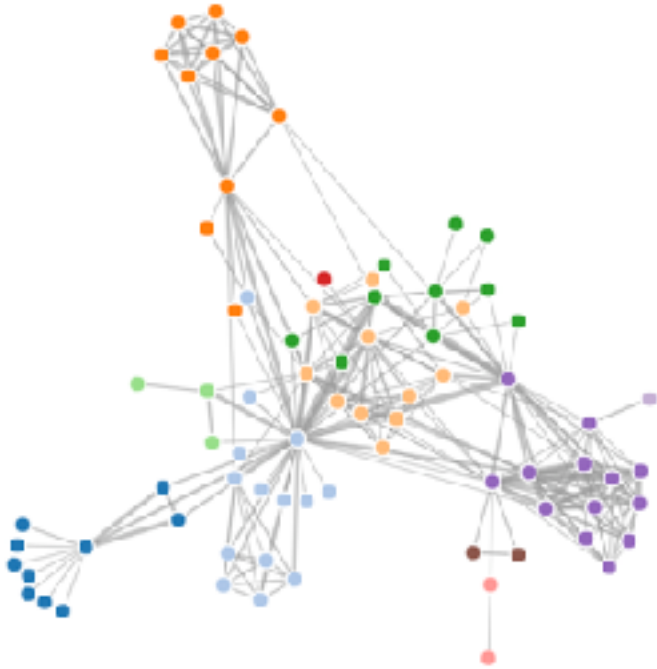
- | | |
|--|--|
| <ul style="list-style-type: none"> • Link state not affected by past transmissions • Max rate is fixed (e.g., always 1Gpbs) • Network is relatively stable | <ul style="list-style-type: none"> • Link state changed by <i>every</i> payment • Max rate ranges from <i>zero</i> to <i>infinity</i> • Network is constantly changing |
|--|--|

Most distributed routing algorithms for data networks are hard to **converge** in off-chain networks

cRoute: Highly Efficient Payment Routing



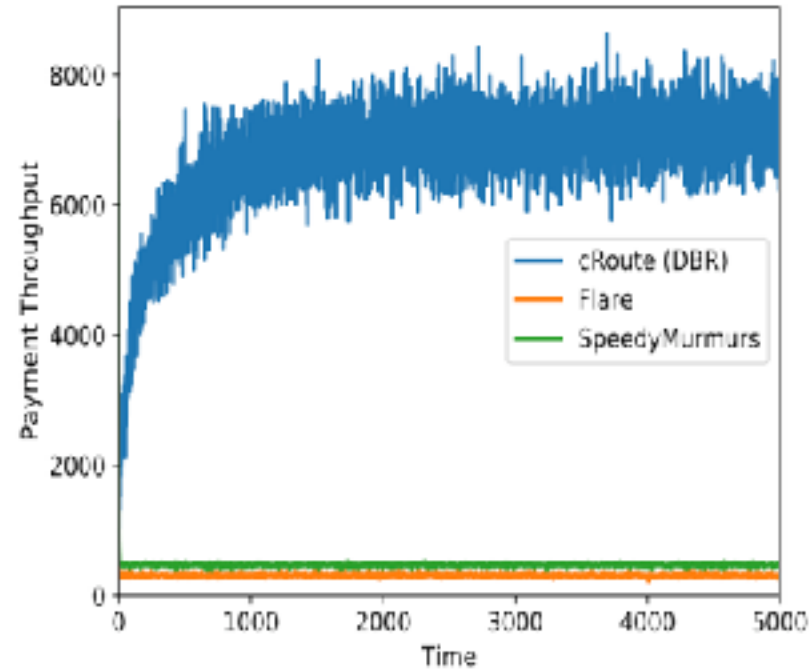
cRoute Simulation Results



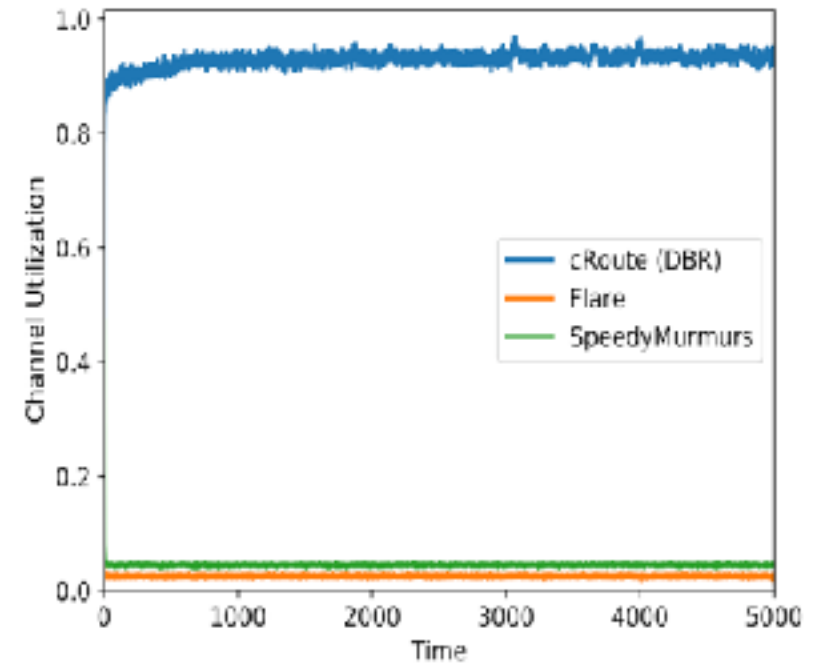
77 nodes

254 bi-directional payment
channel

Poisson arrival with random src-dst

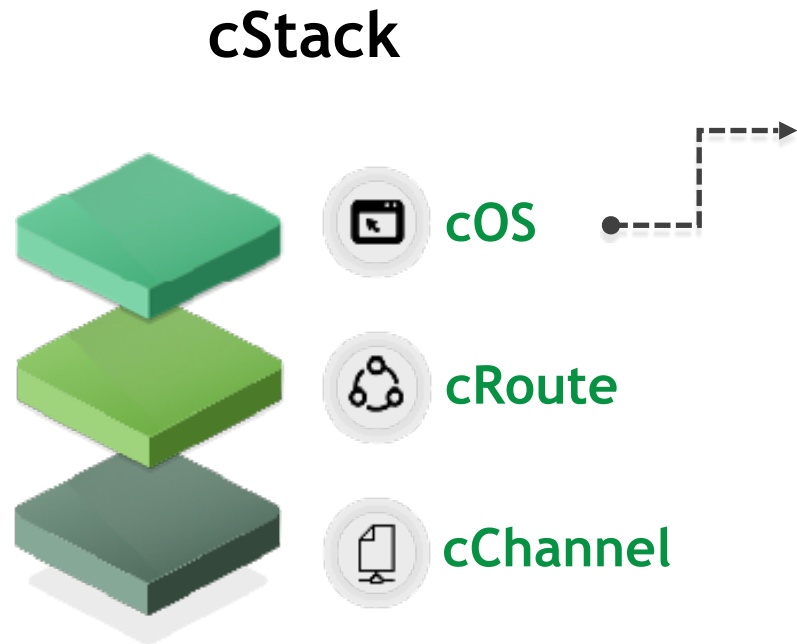


Payment throughput



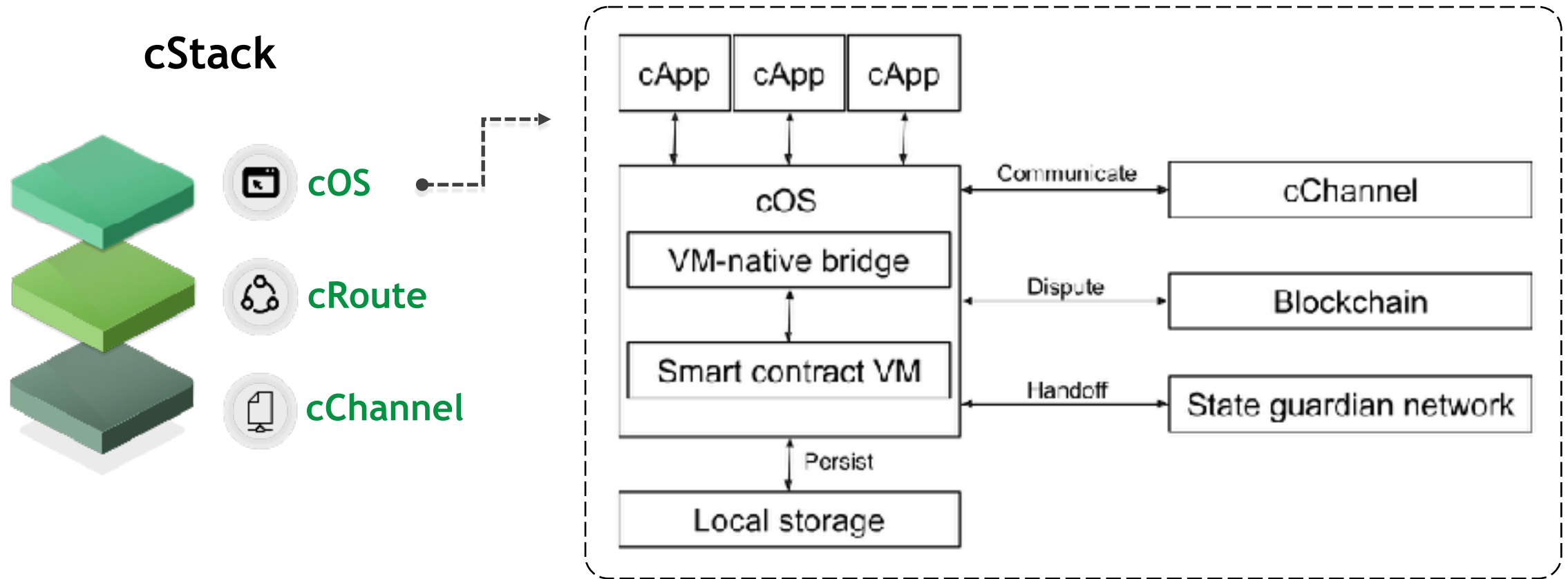
Channel utilization

cOS: Development Framework and Runtime



- Provide common design patterns
- Enable “write once, run anywhere”
- Bridge on-chain and off-chain byte code
- Figure out state dependencies
- Track and dispute off-chain states
- Support concurrent off-chain dApps

cOS: Development Framework and Runtime








Scalability does not come for free!

Off-chain scaling is introducing new tradeoffs

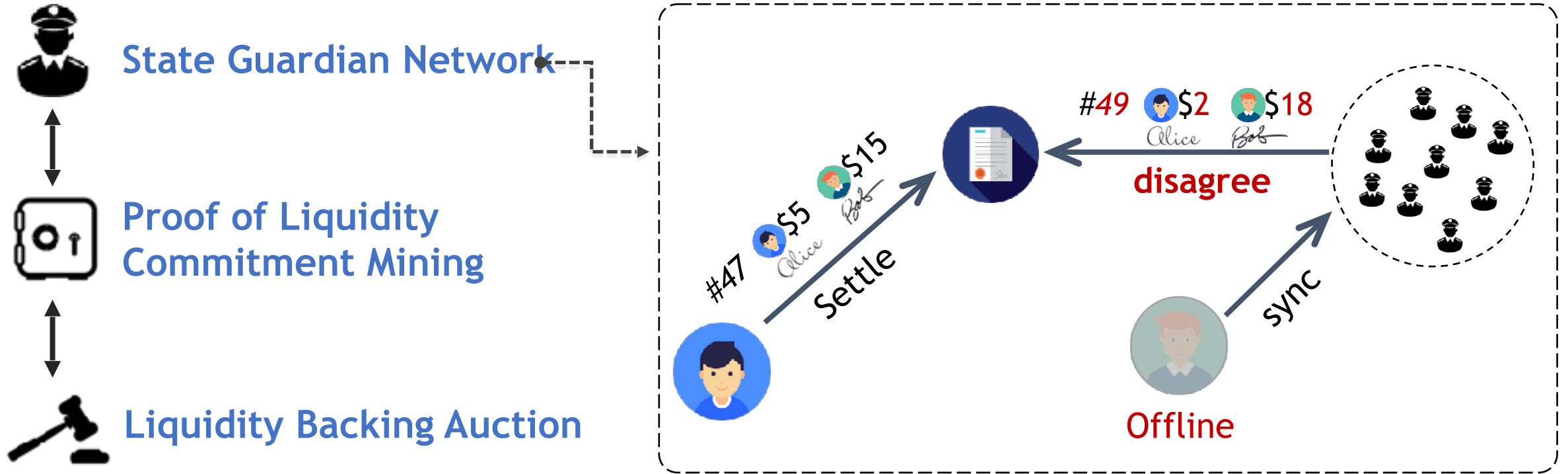
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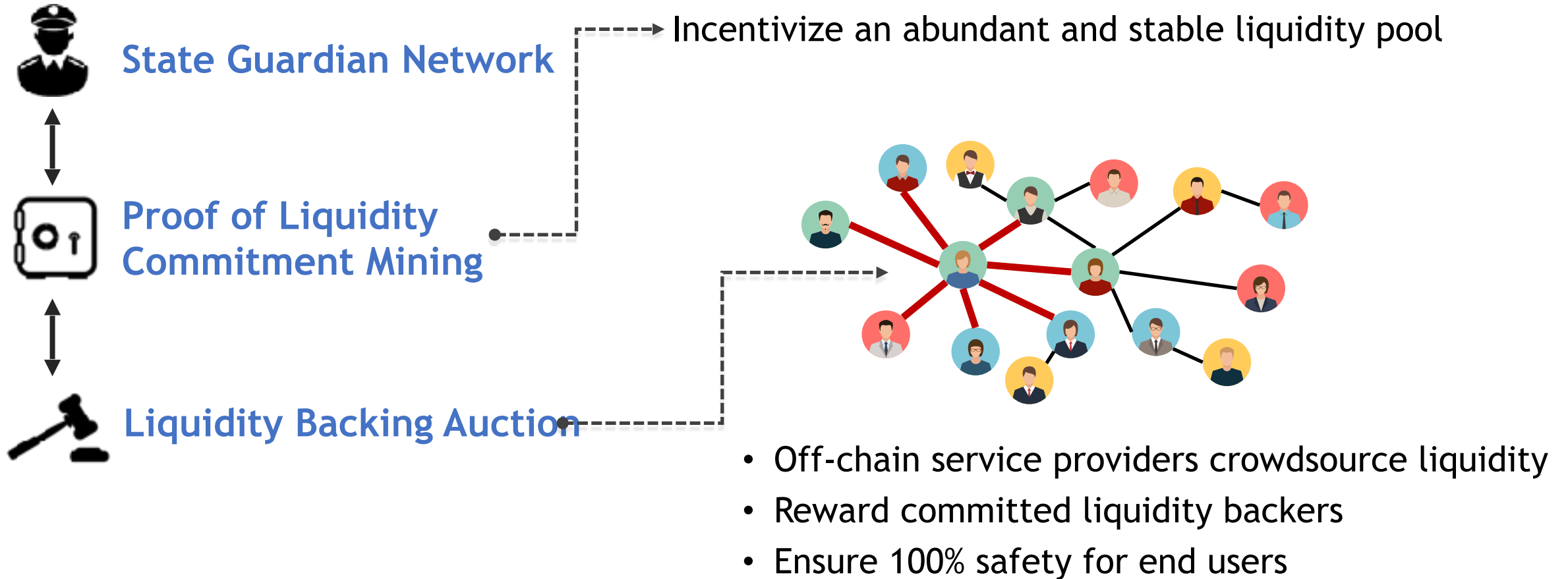
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- cEconomy**

cEconomy completes the off-chain ecosystem

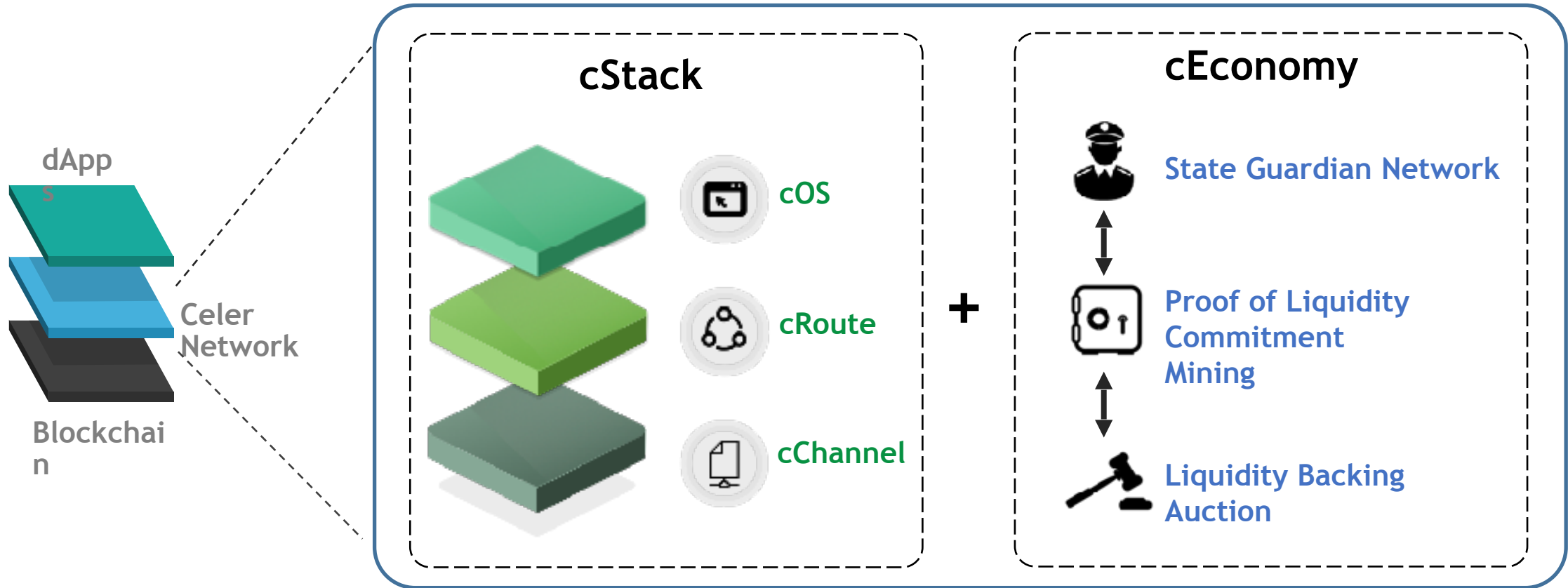
Ensure off-chain states are always available for on-chain display



cEconomy completes the off-chain ecosystem



Build and operate Internet-scale dApps on Celer Network



Thanks!

www.celer.network

