Maximiser un sous-DAG sans conflit

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ICUBE, University of Strasbourg

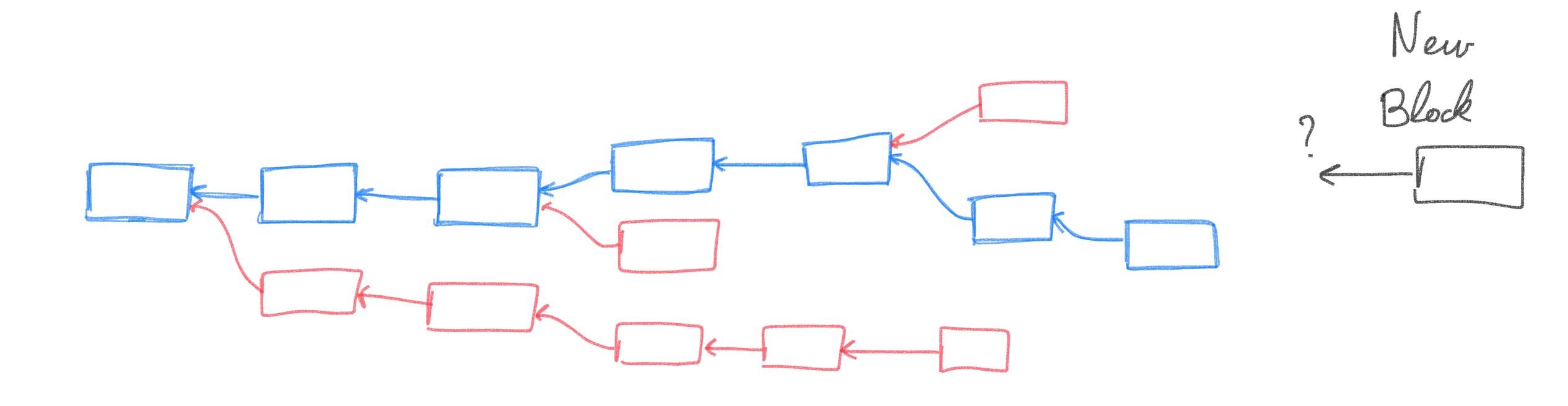




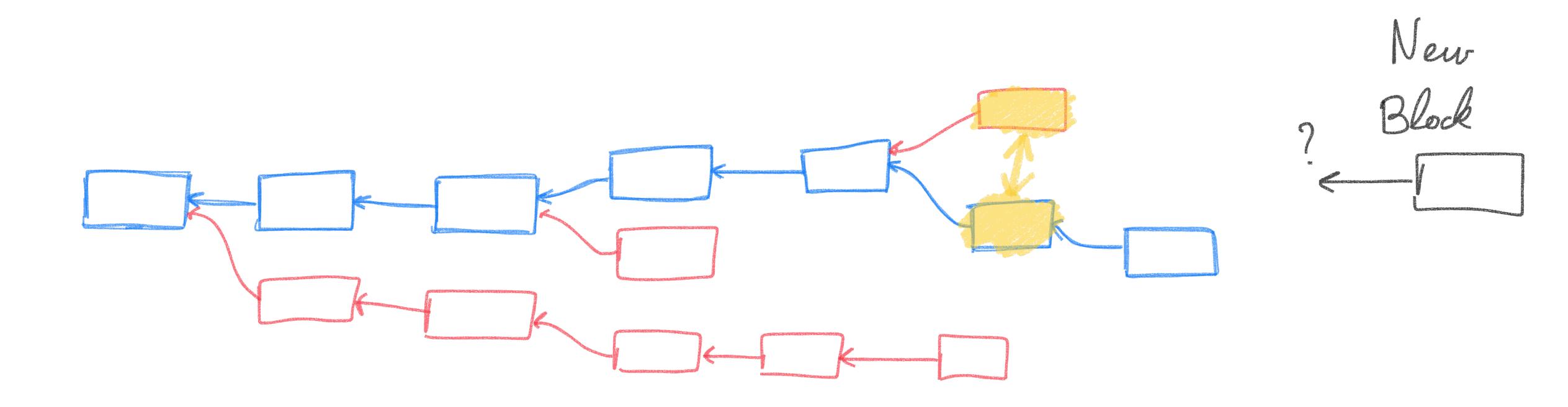


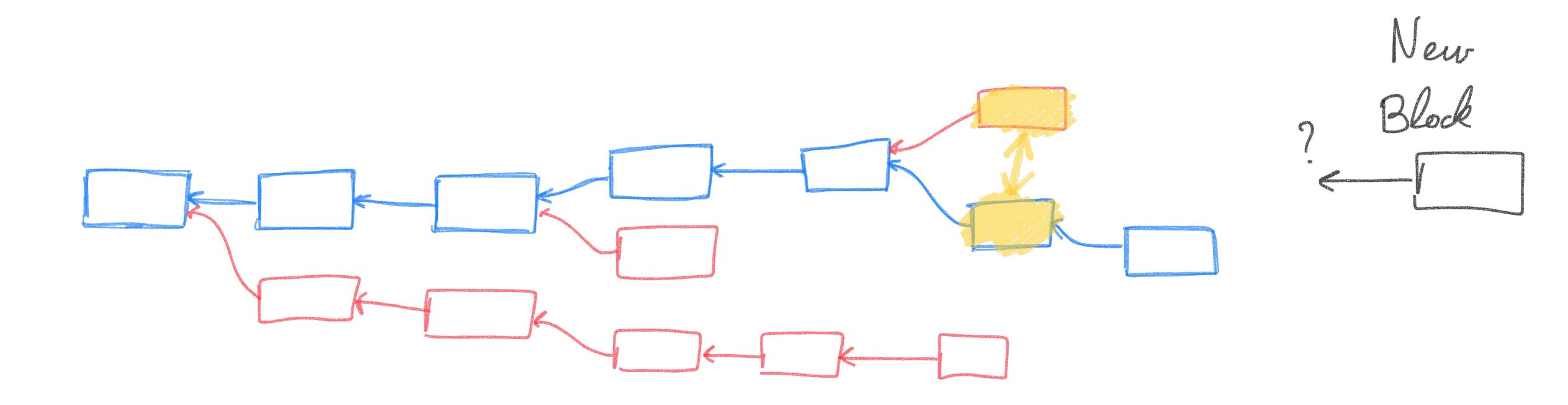
Contexte

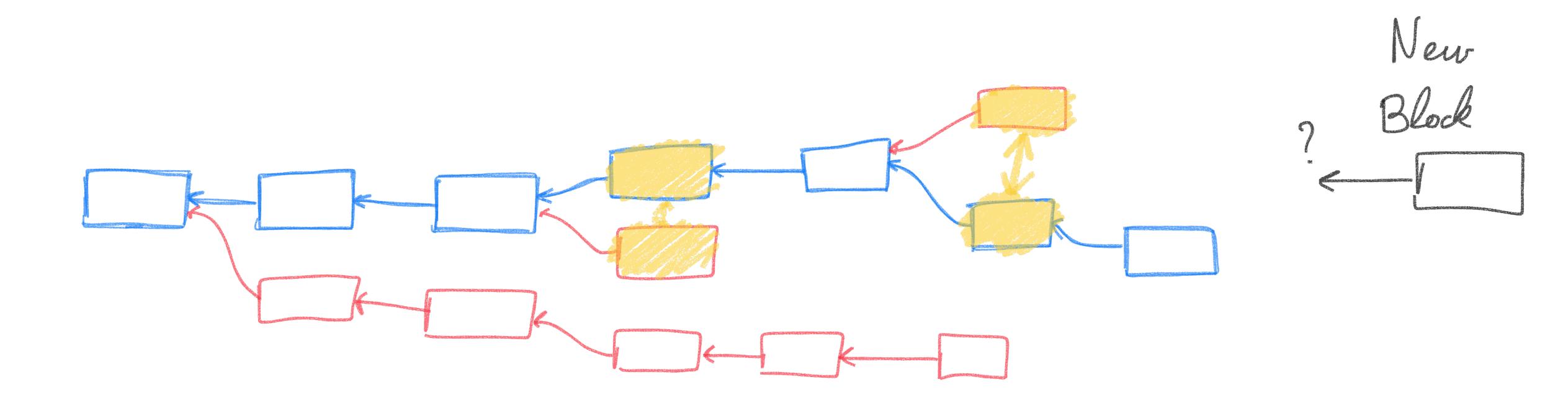
État Courant = le parent choisi pour un nouveau block

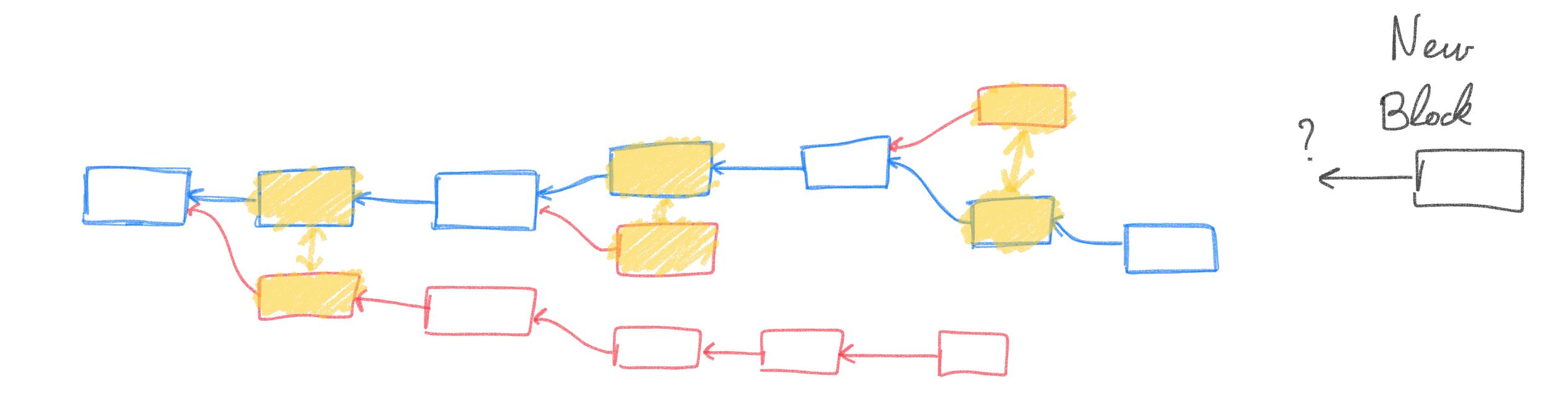


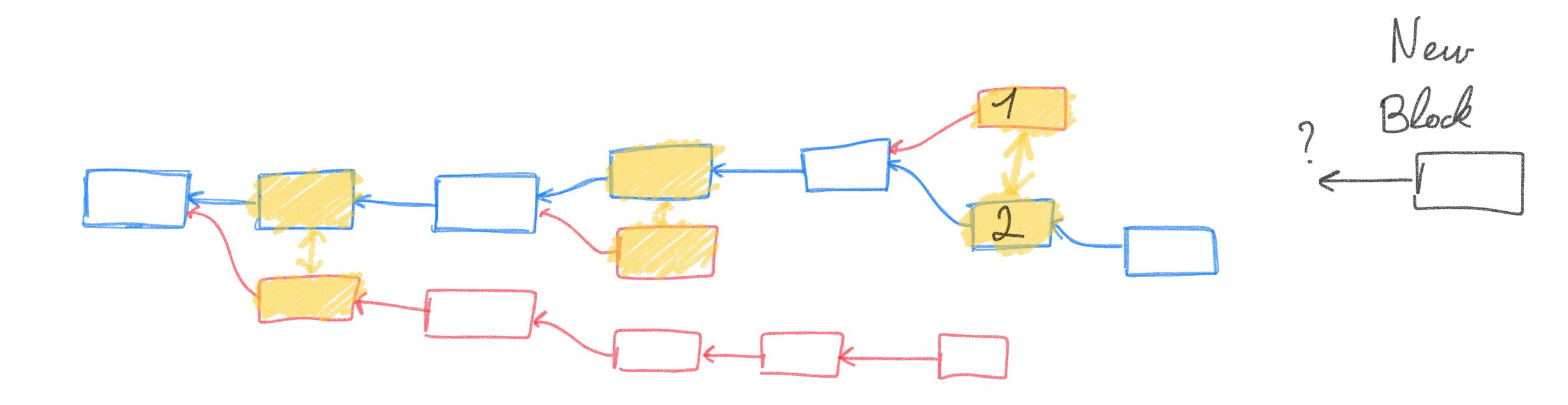
= branche la plus lourde

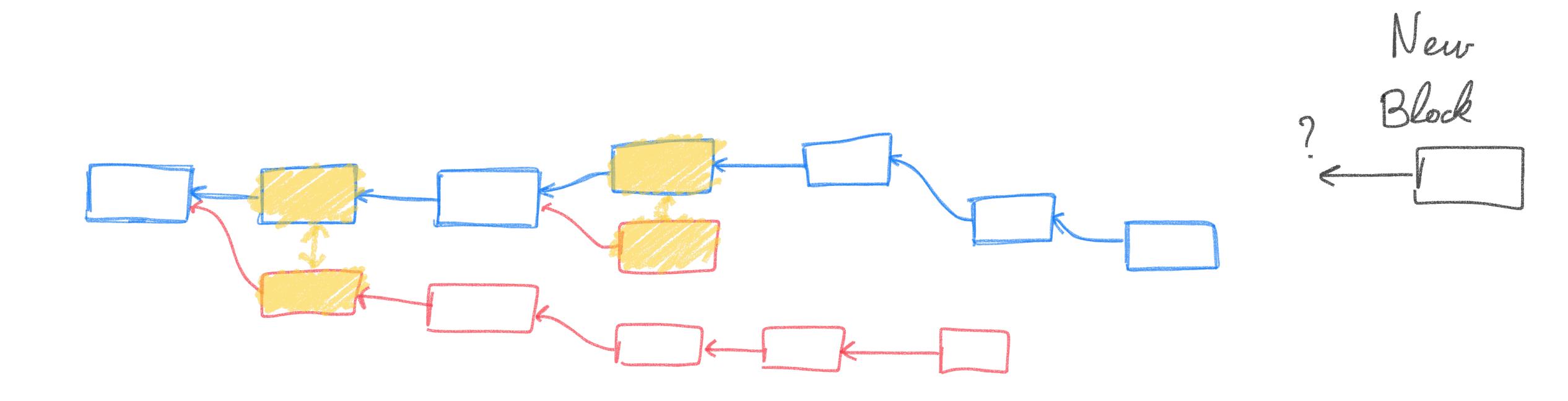


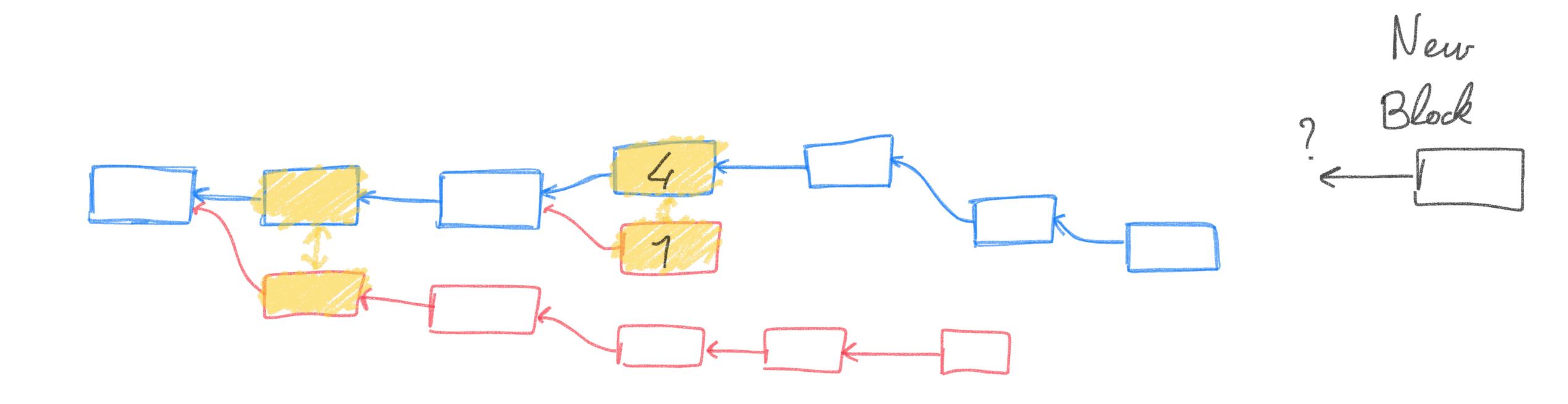


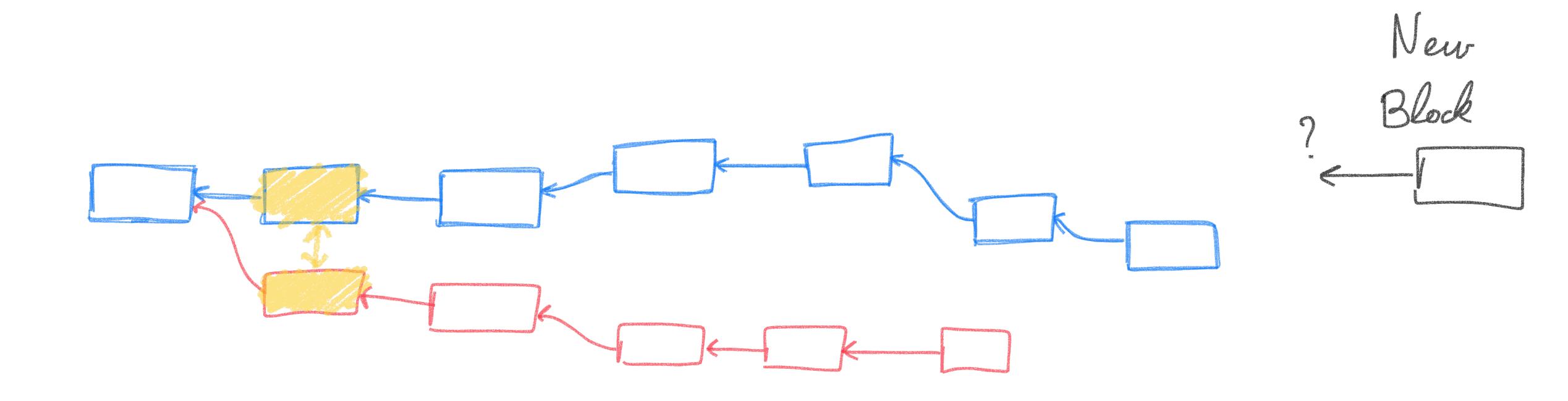


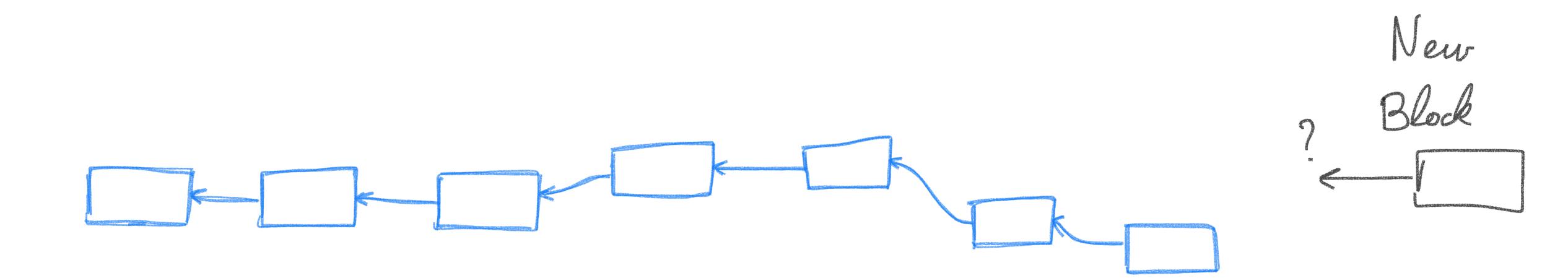


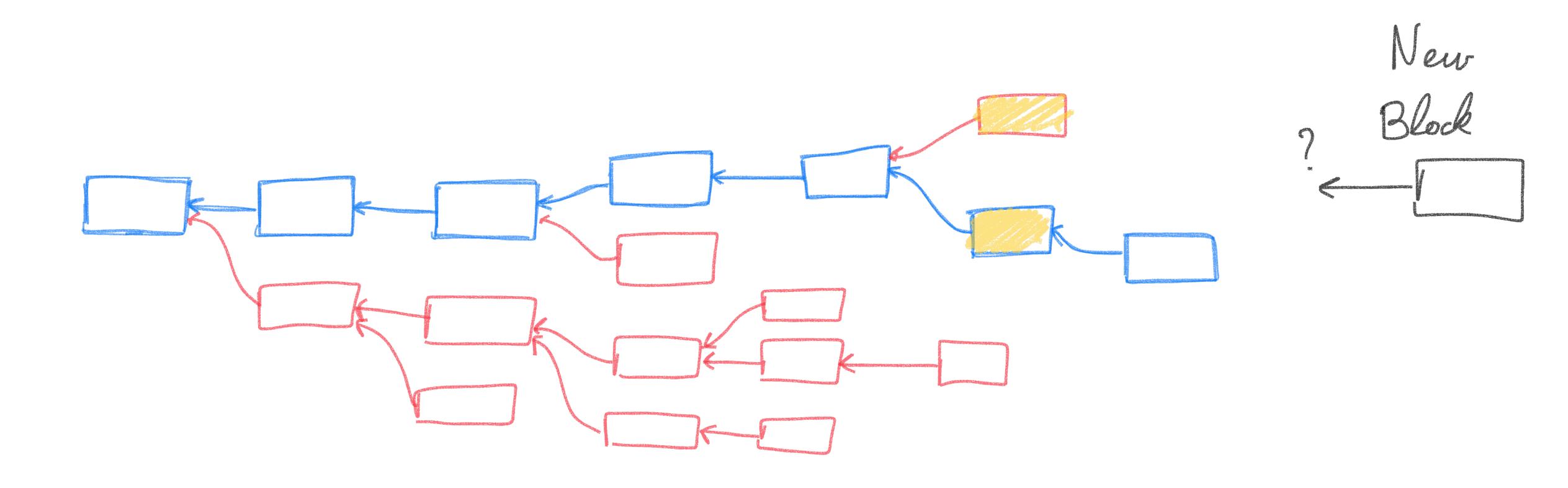


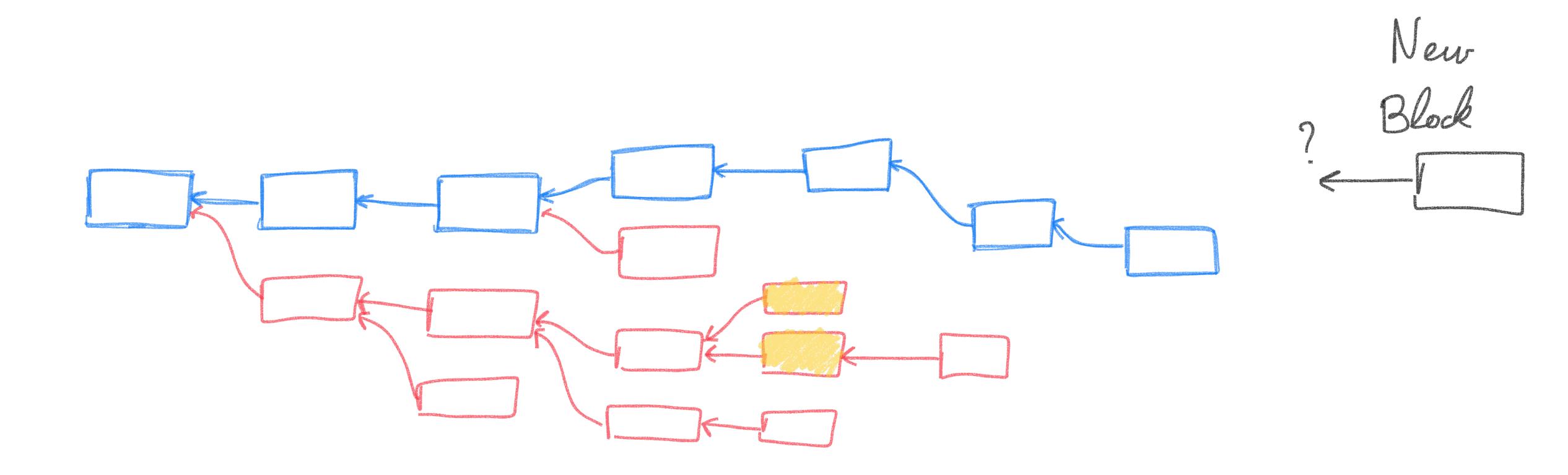


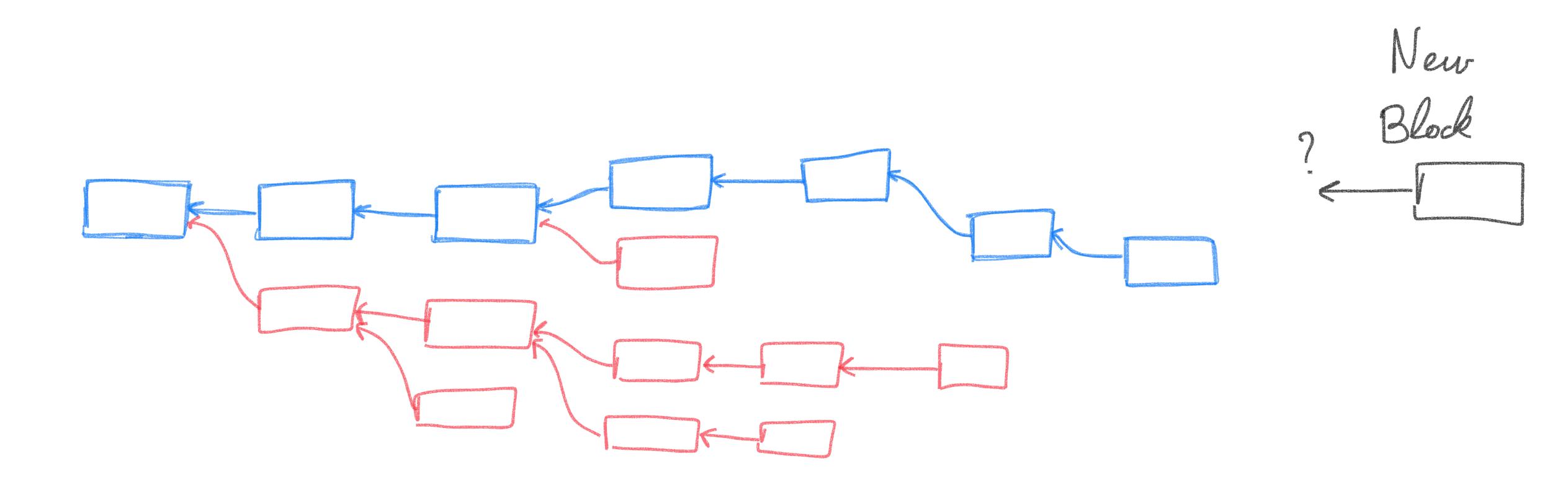


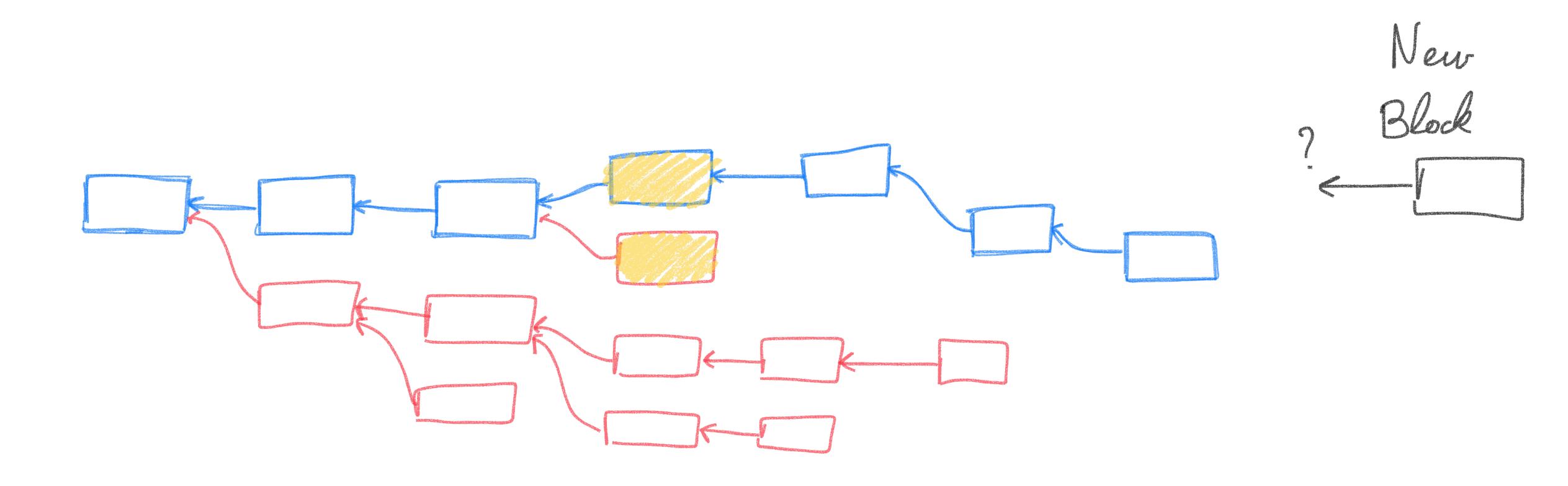


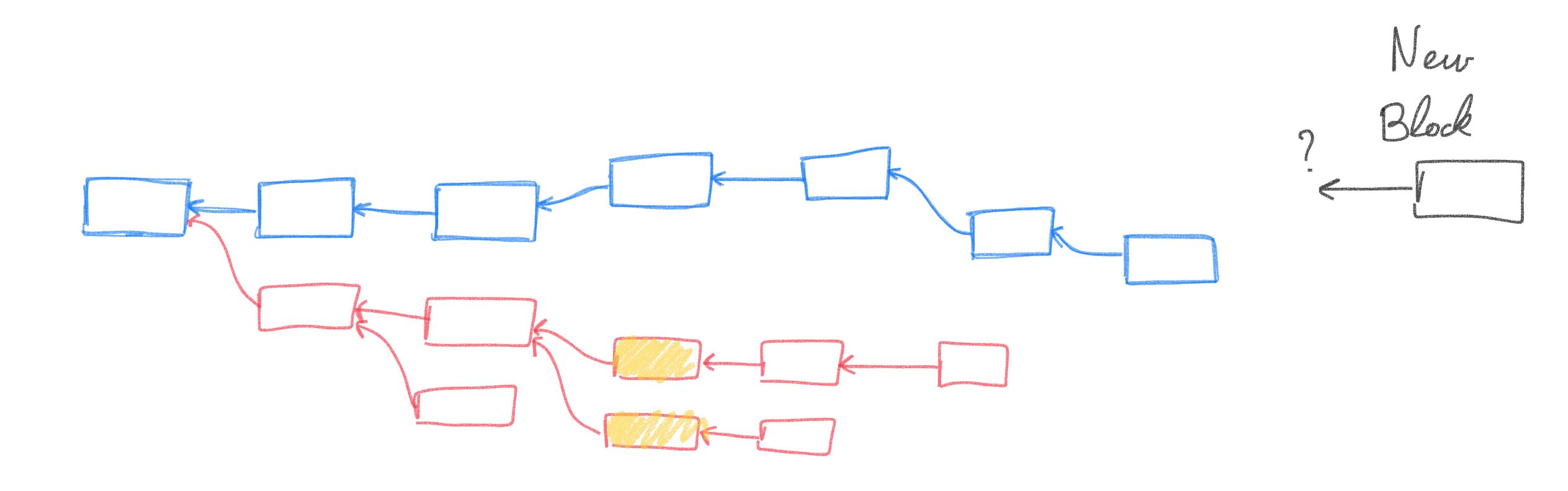


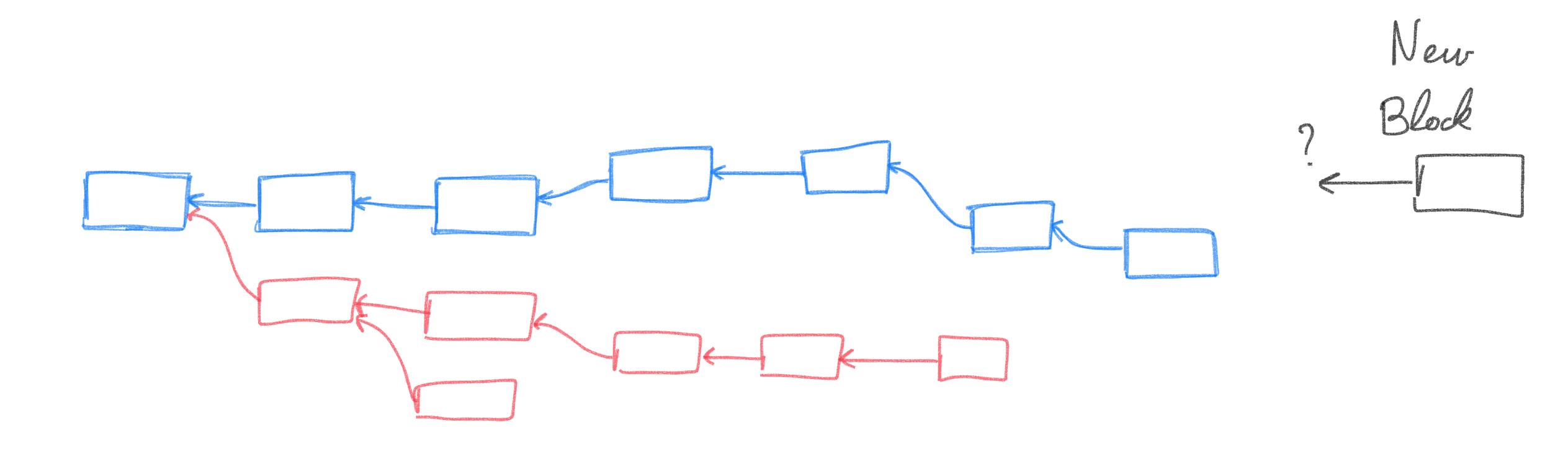


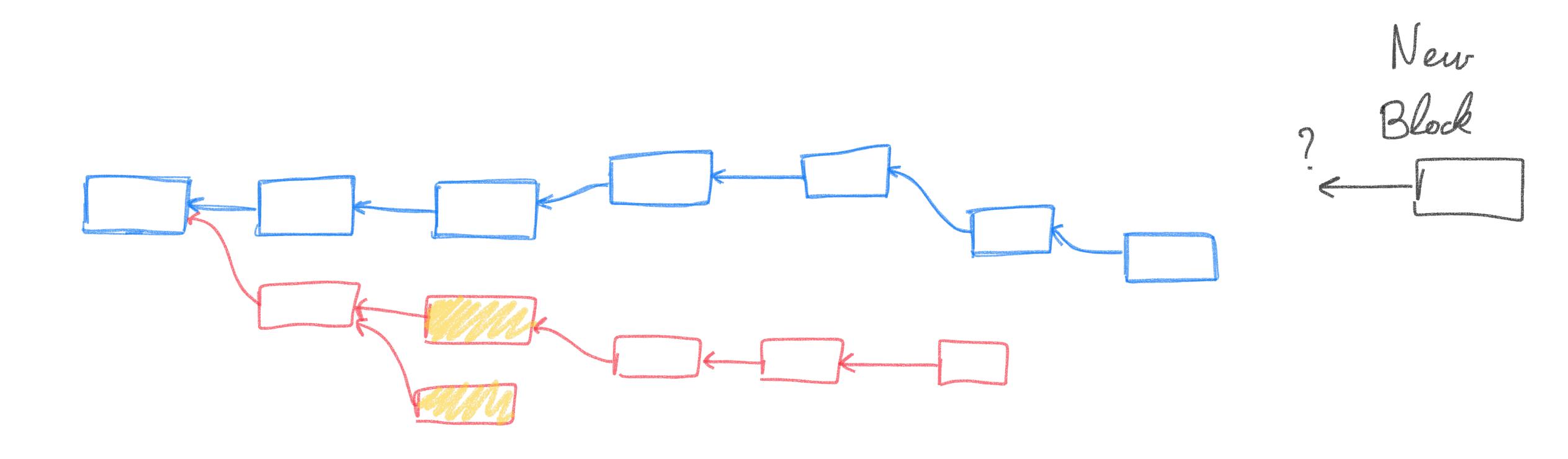


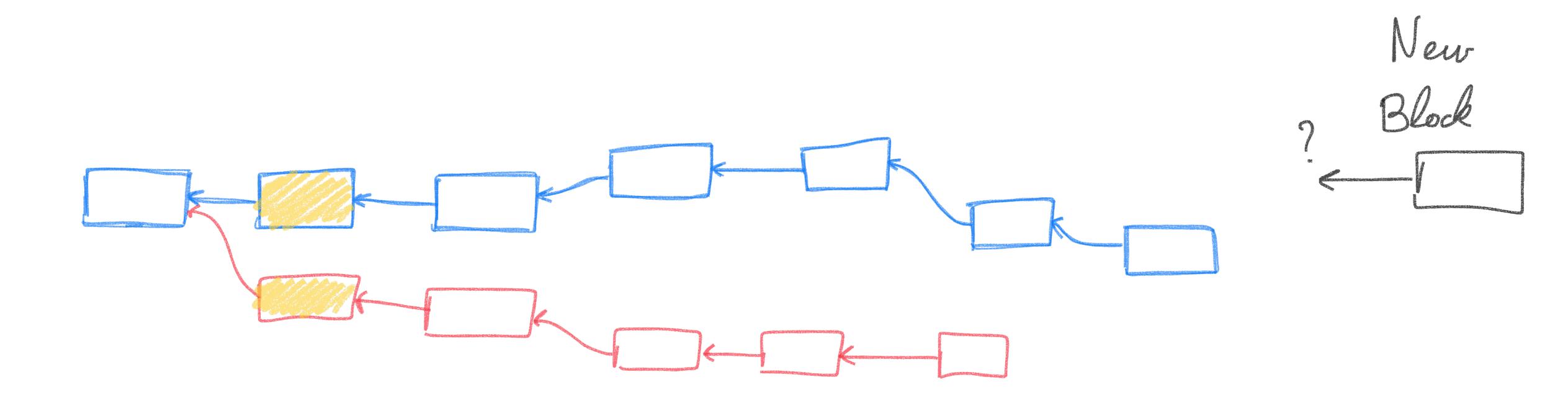


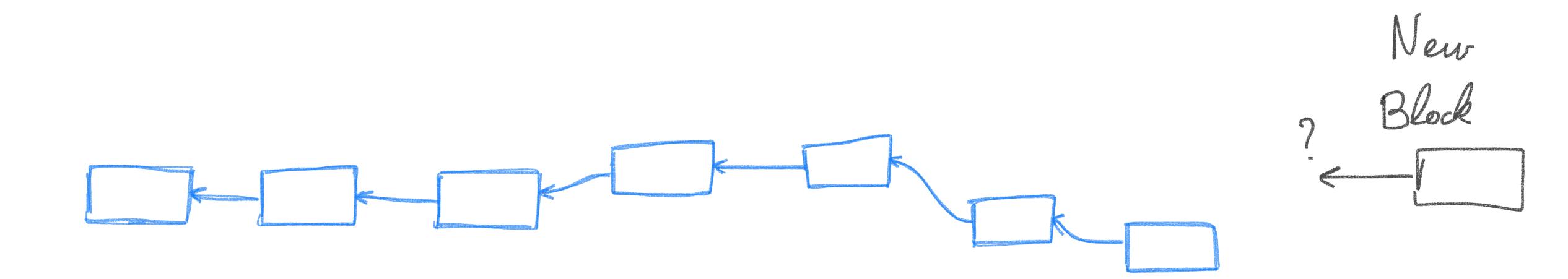


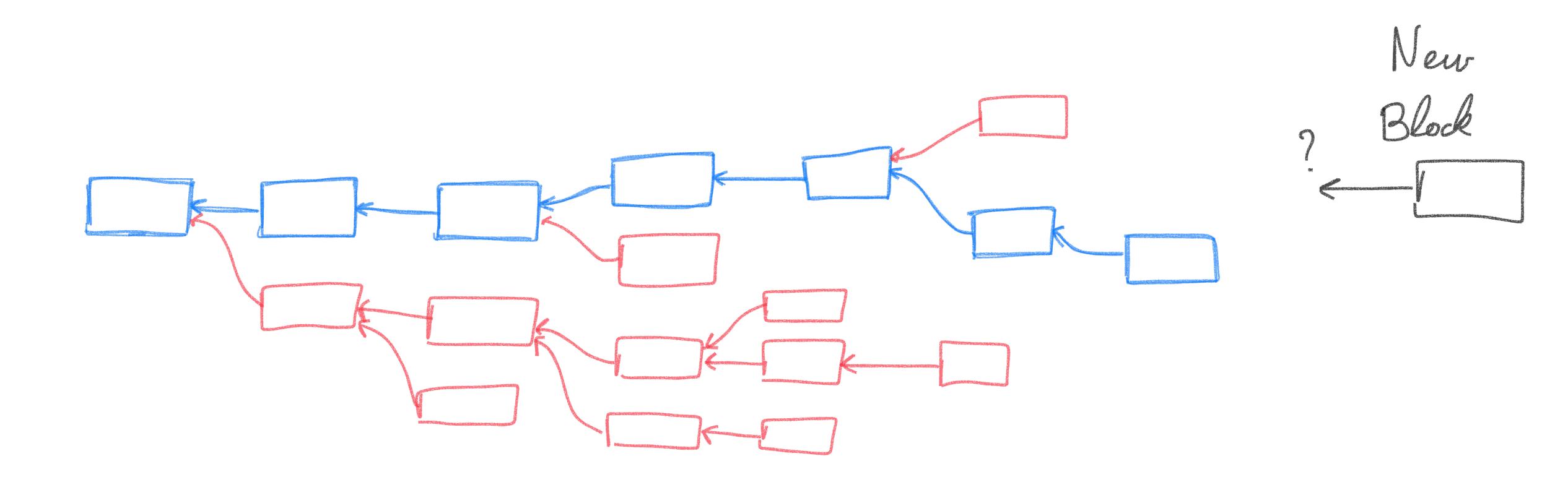


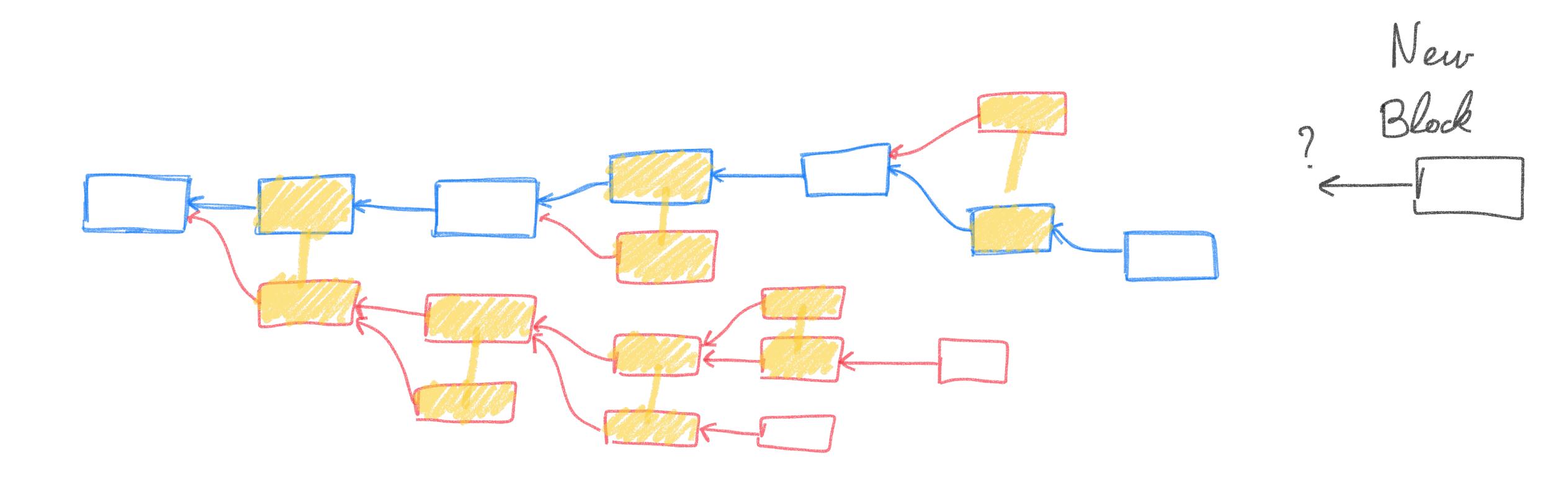


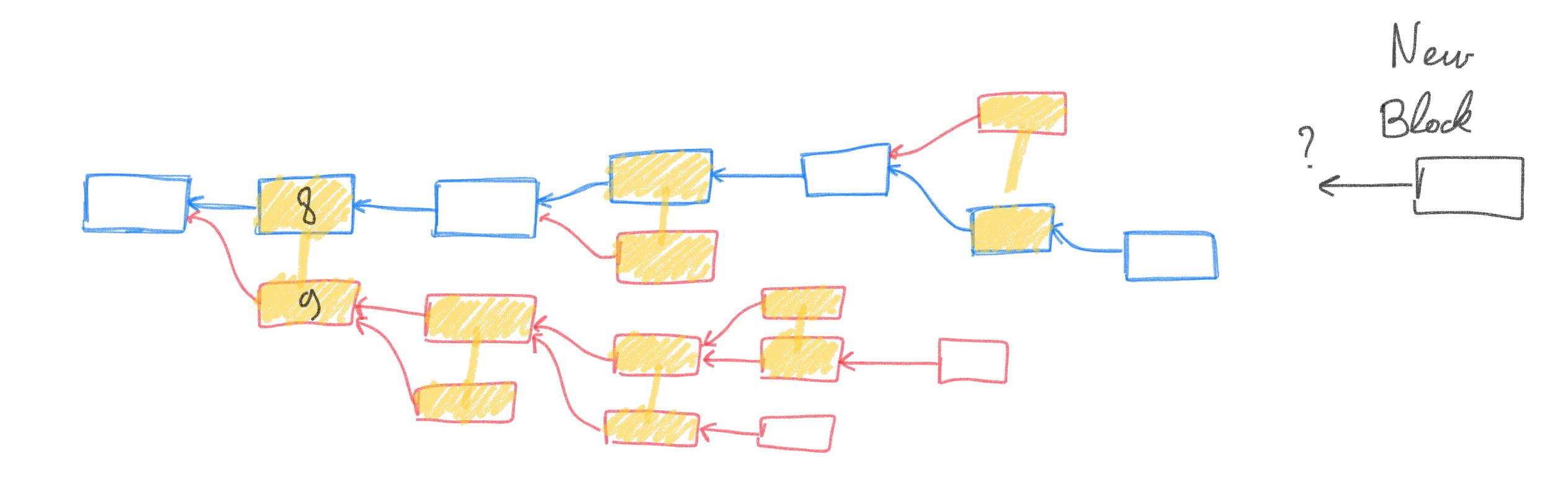


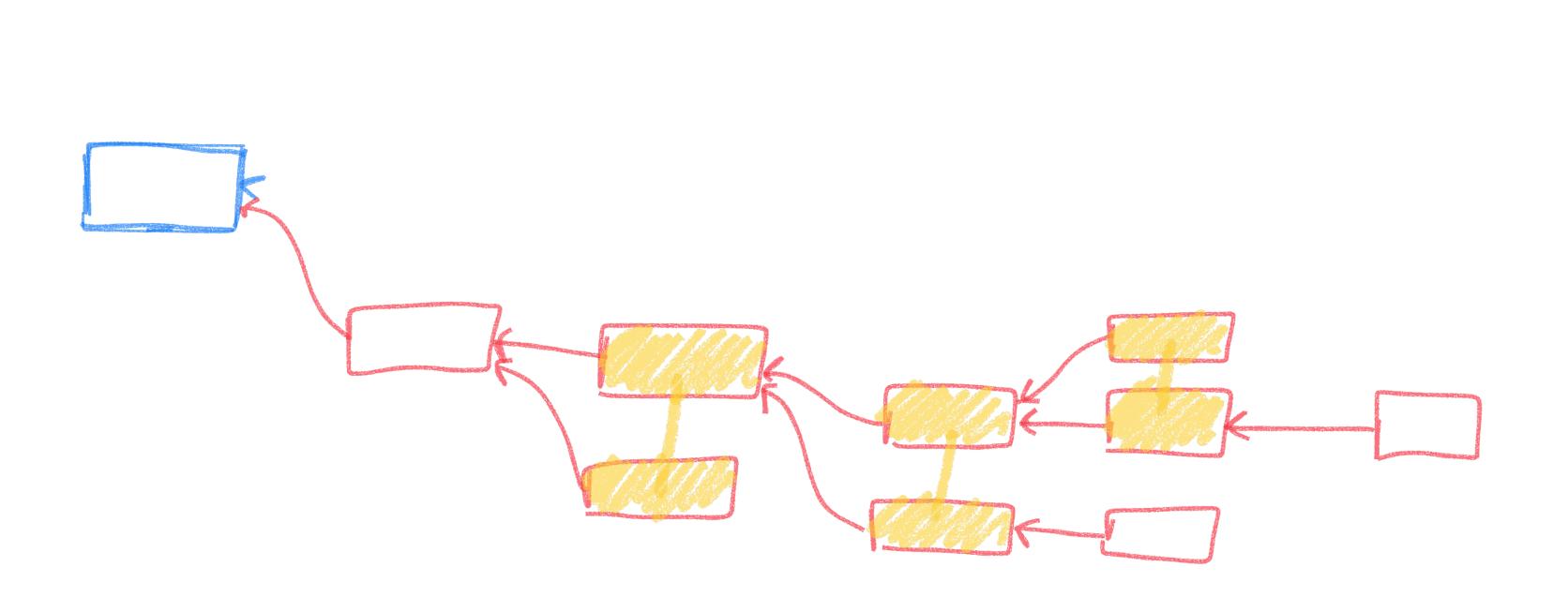


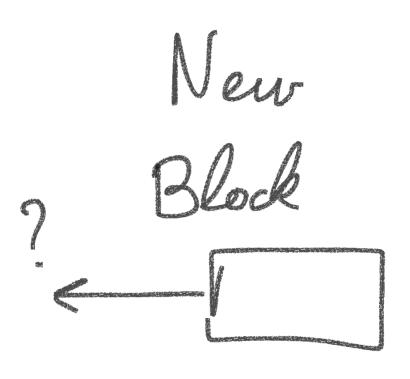


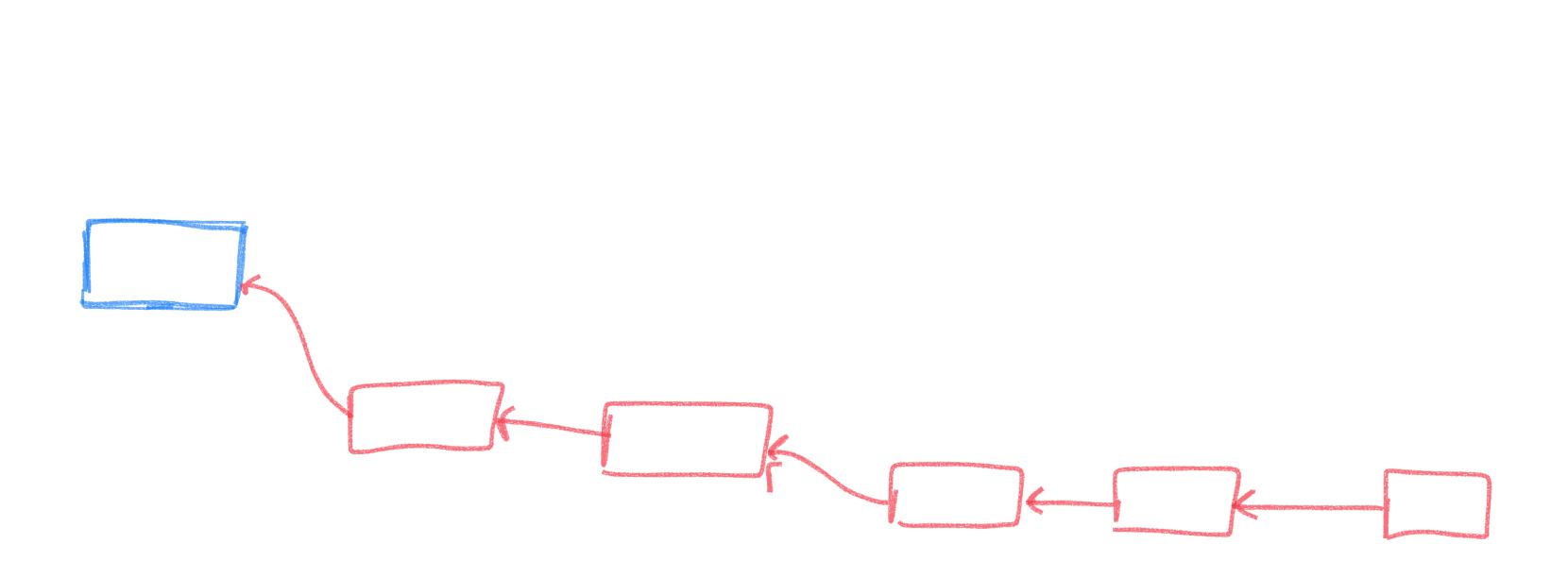


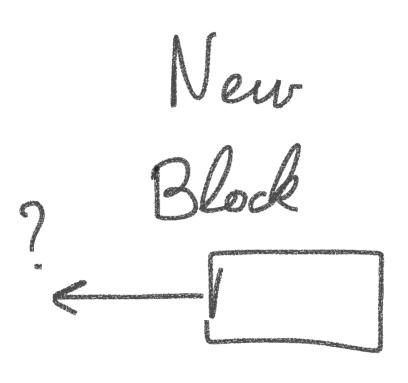


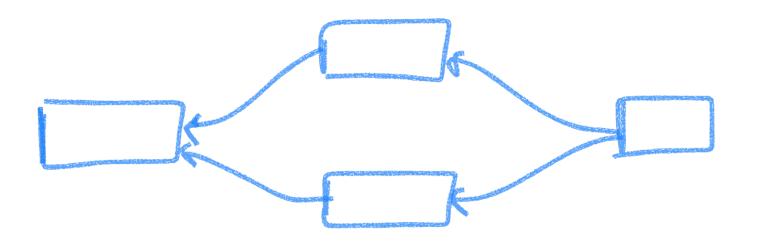


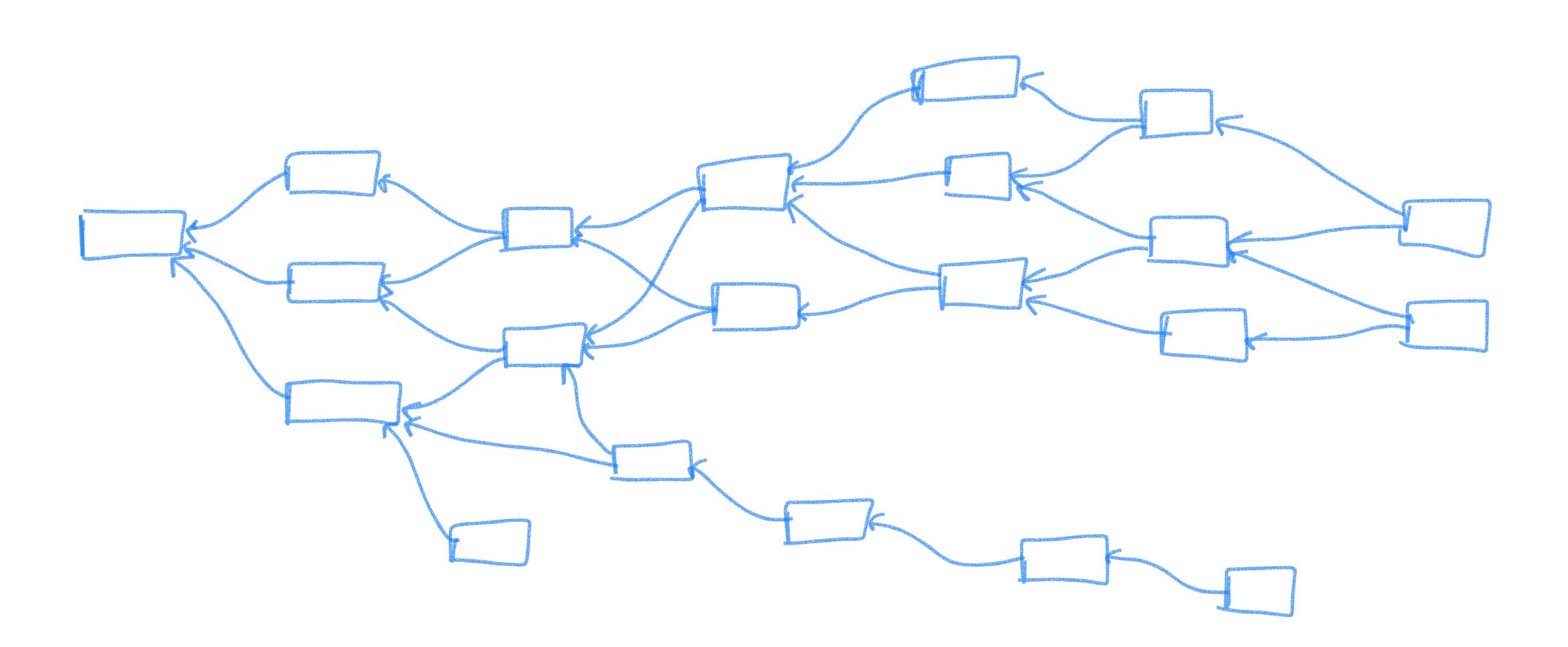


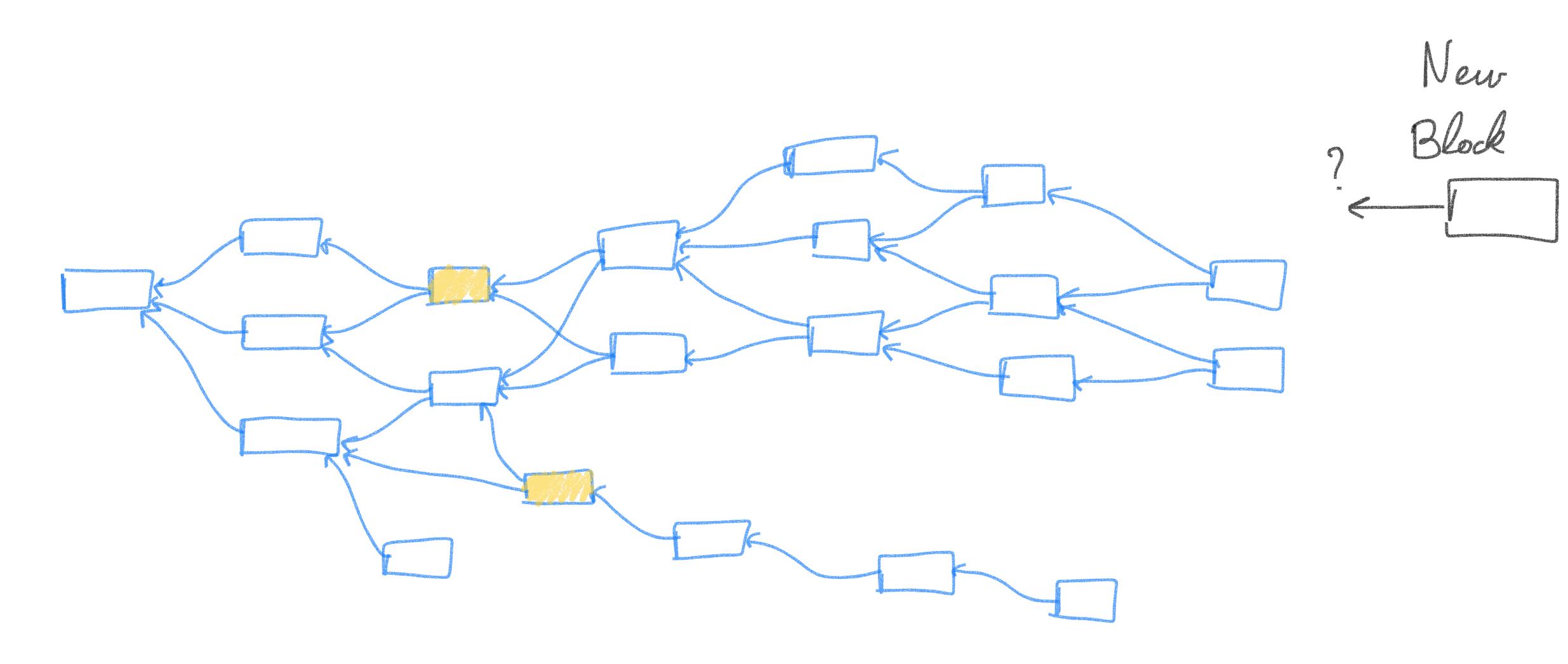


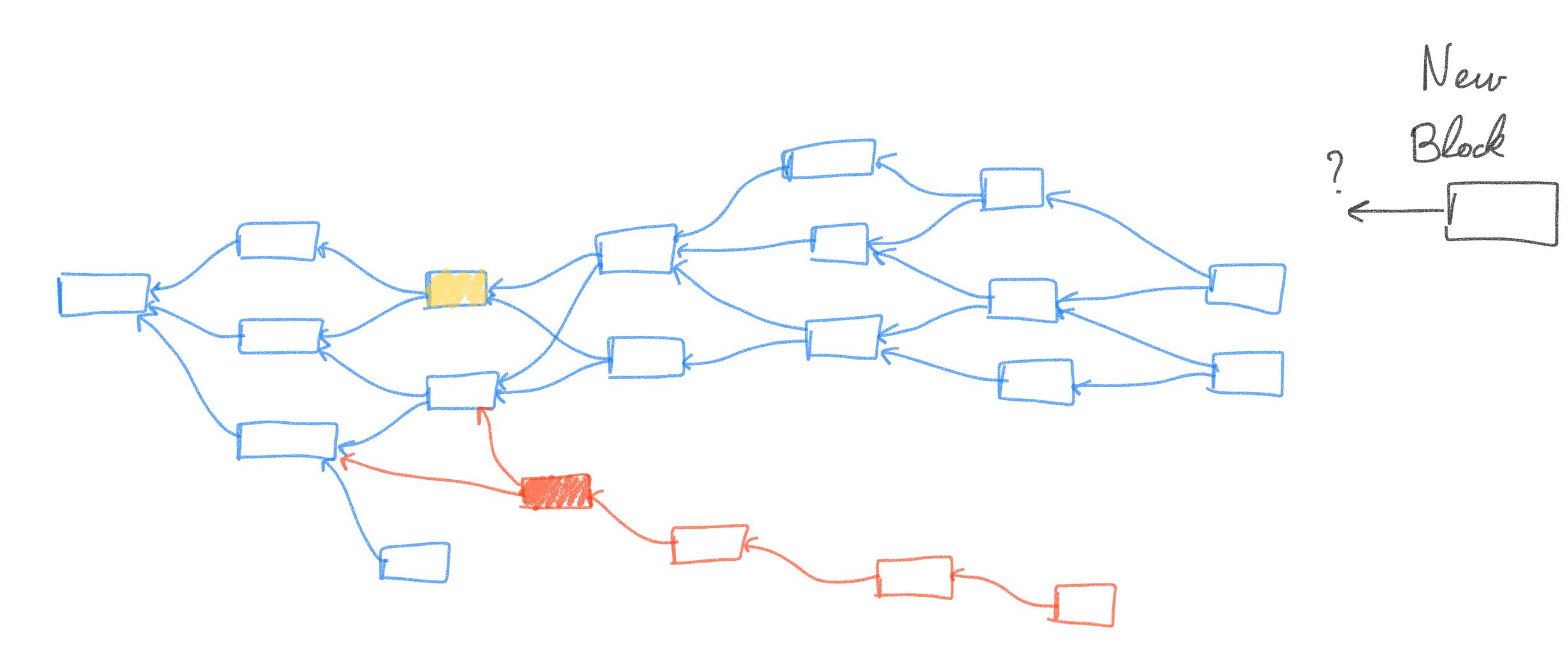


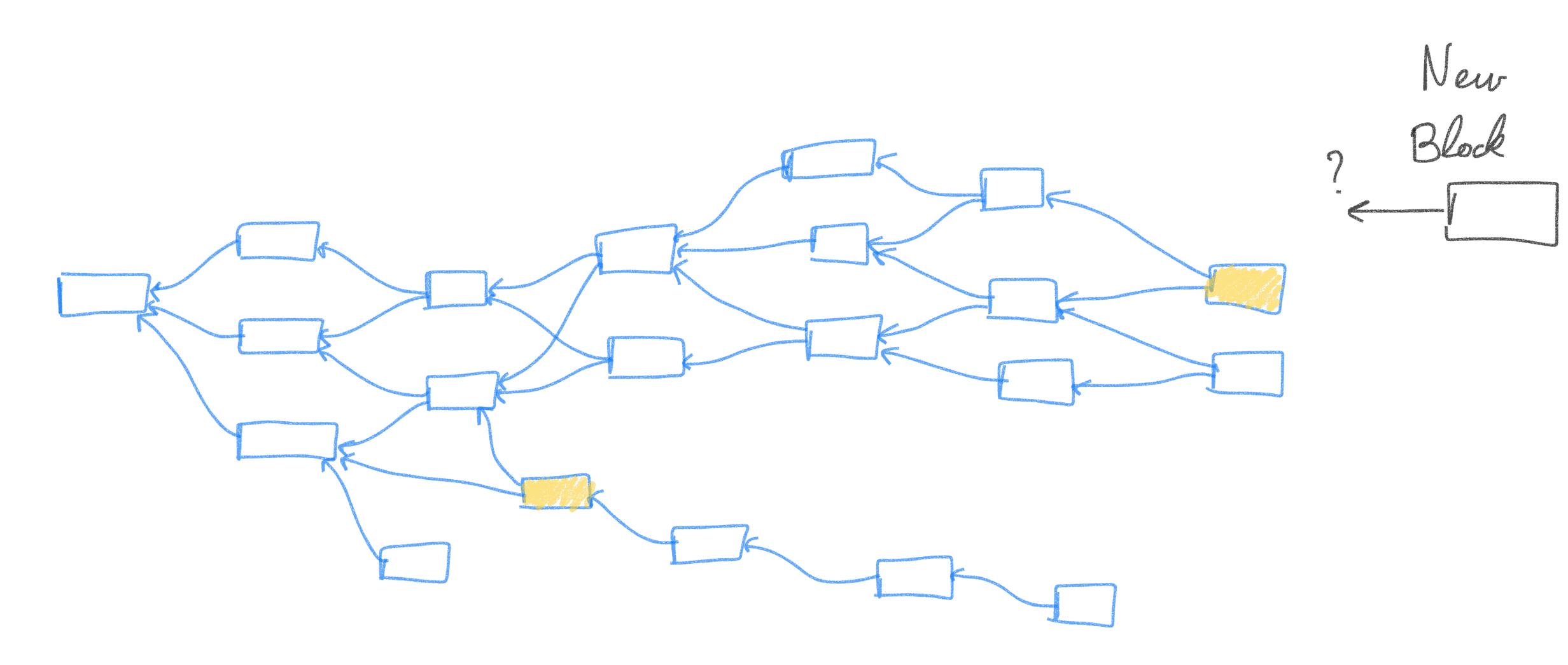


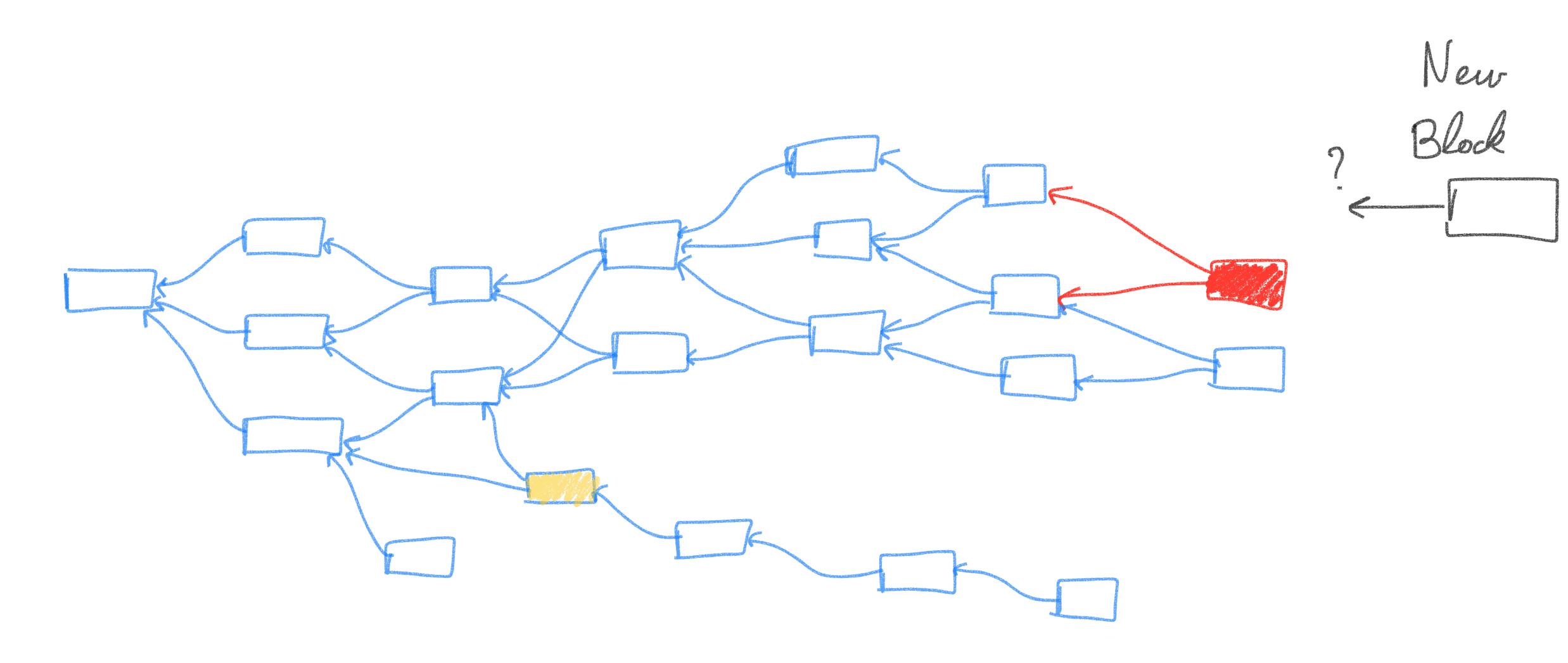




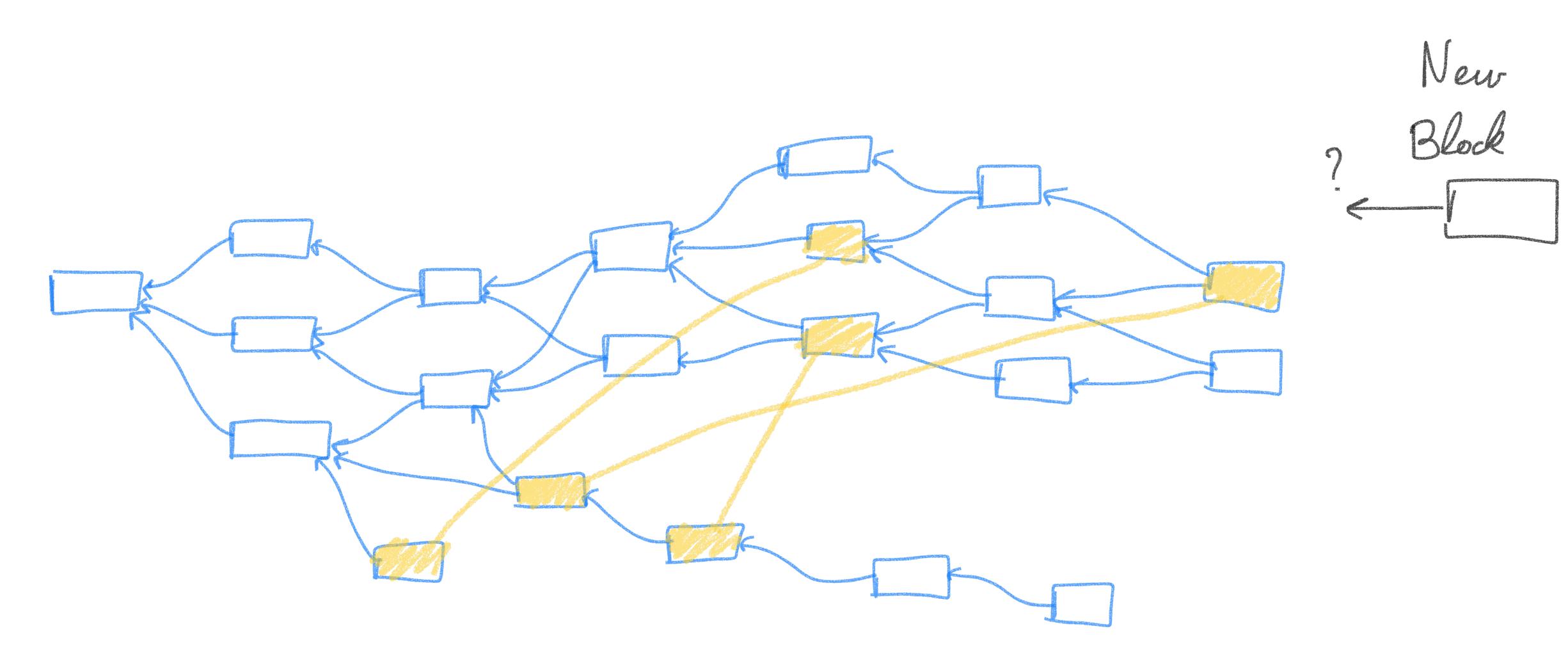








Problème: résoudre les conflits?



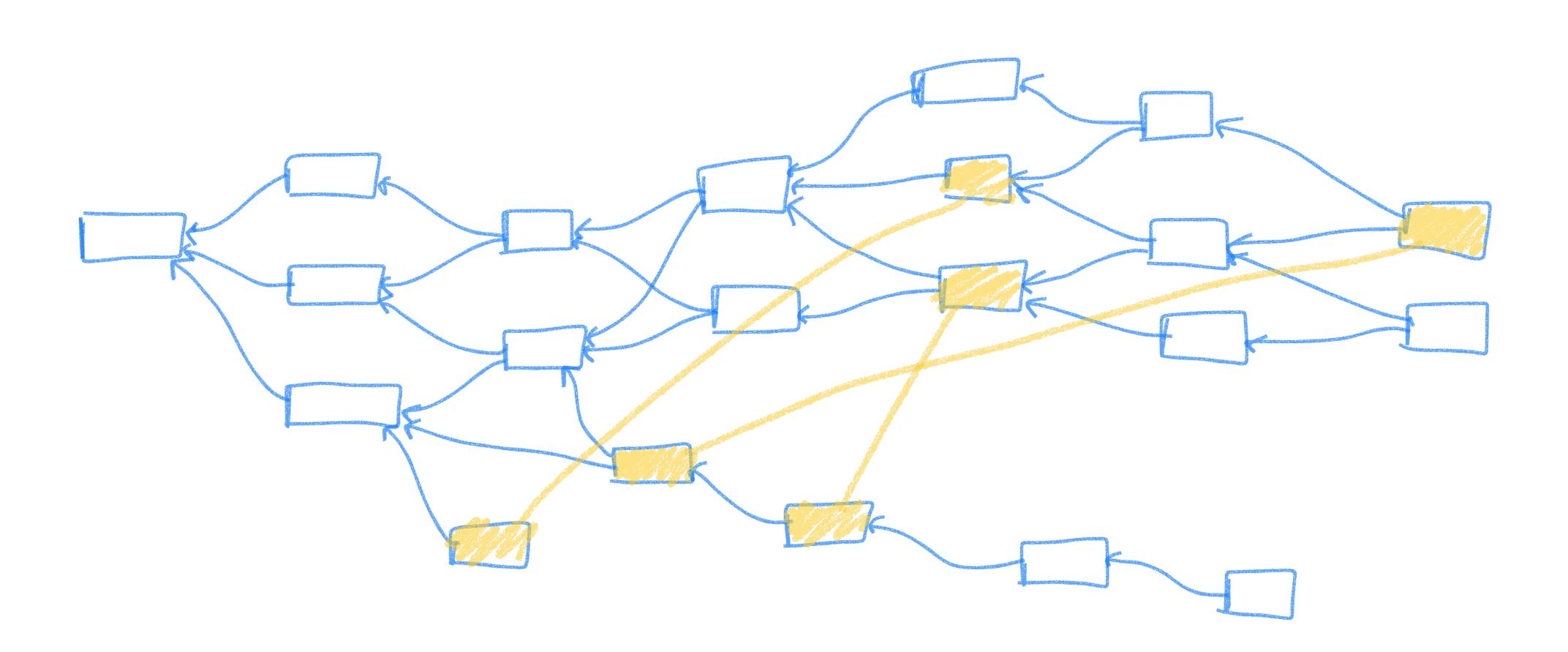
État de l'art

IOTA Tangle (v1): randomisé, utilisant le poids des noeuds

GHOSTDAG: choisit un sous-DAG avec une « petite » largeur (k-cluster)

Autres protocoles utilisant PoS ou mécanismes de vote

sous-DAG le plus lourd

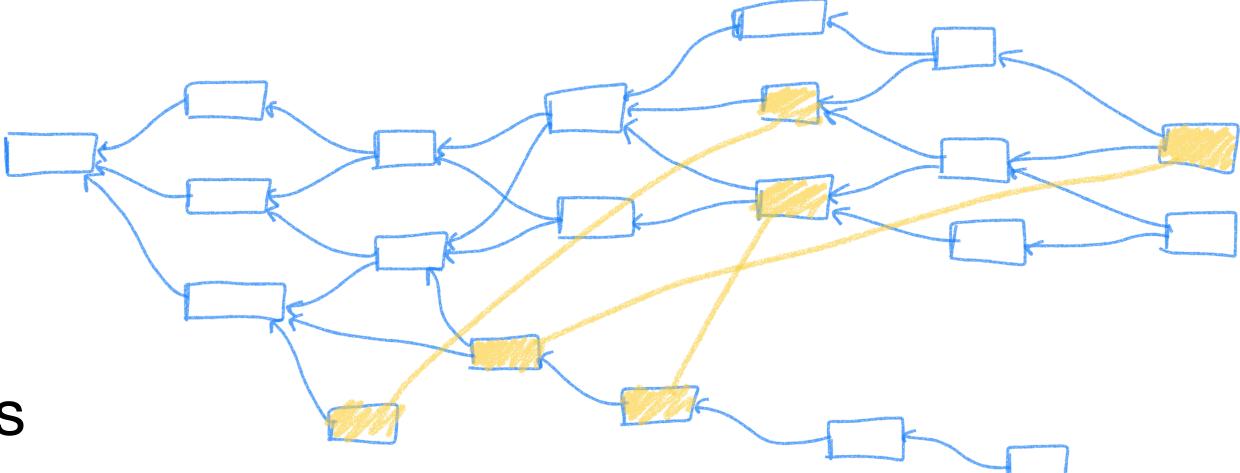


sous-DAG le plus lourd

Étant donnés :

► Un BlockDAG G

► Un ensemble *Conflicts* de conflits



On veut:

► Le sous-DAG S le plus lourd sans conflit

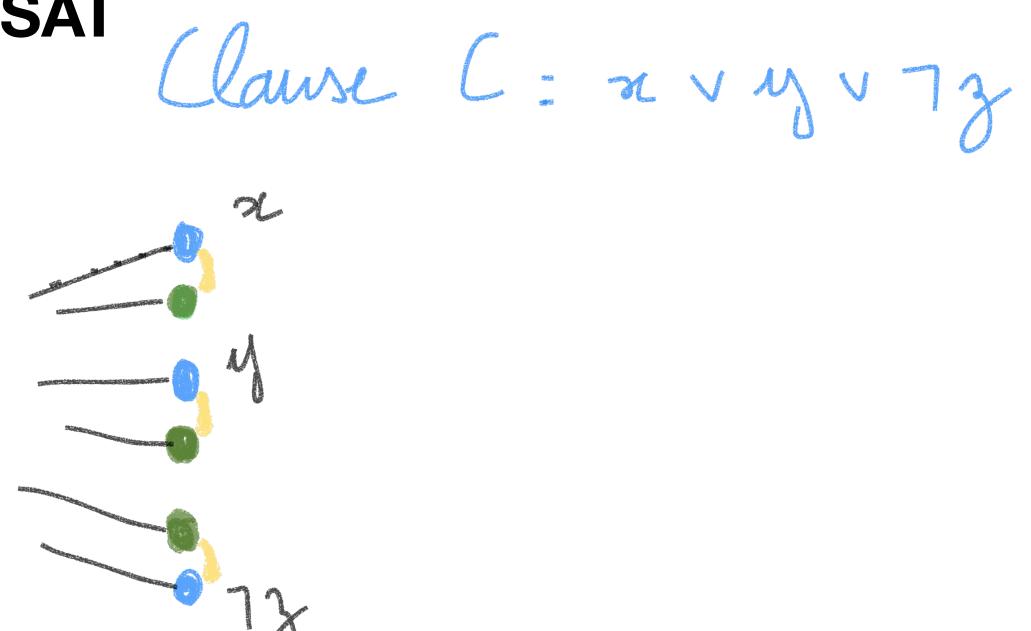
sous-DAG le plus lourd

Théorème: NP-complet

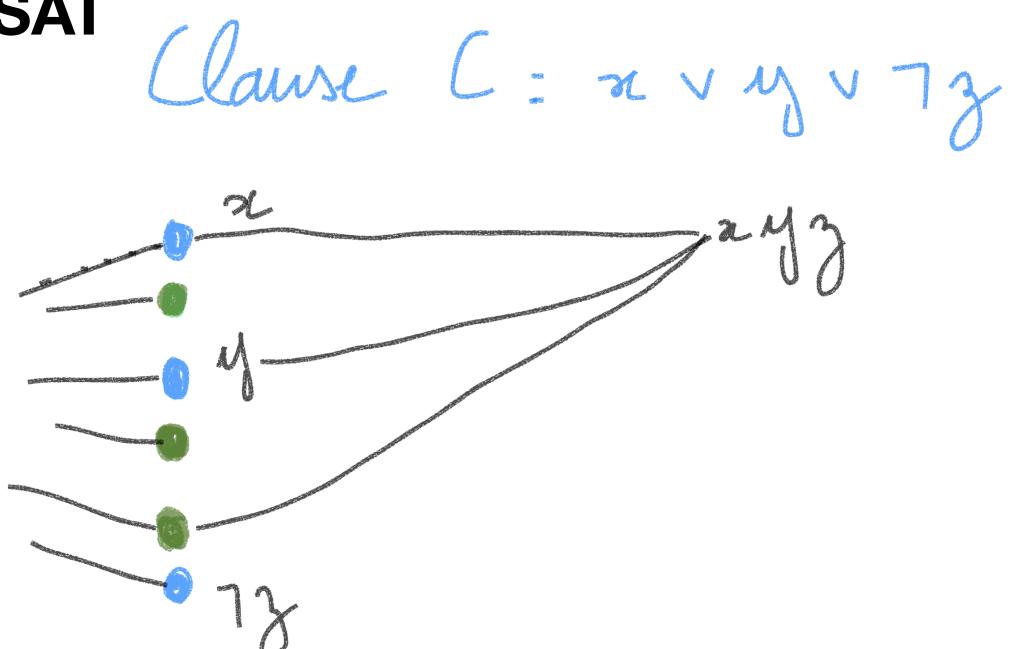
Preuve: depuis 3-SAT

Clause C: x v y v 73

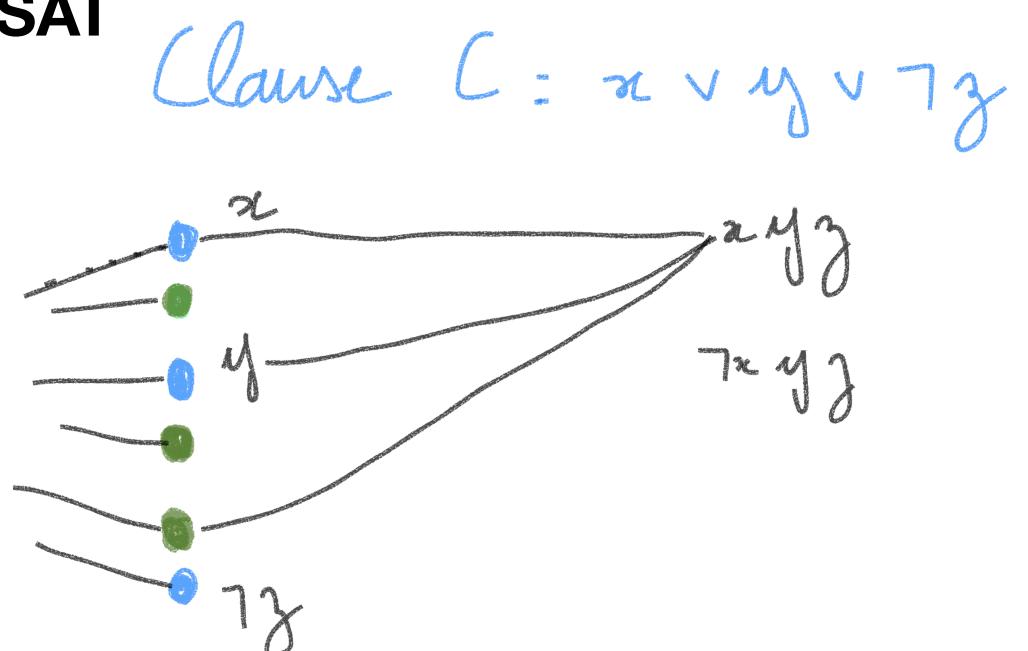
Théorème: NP-complet



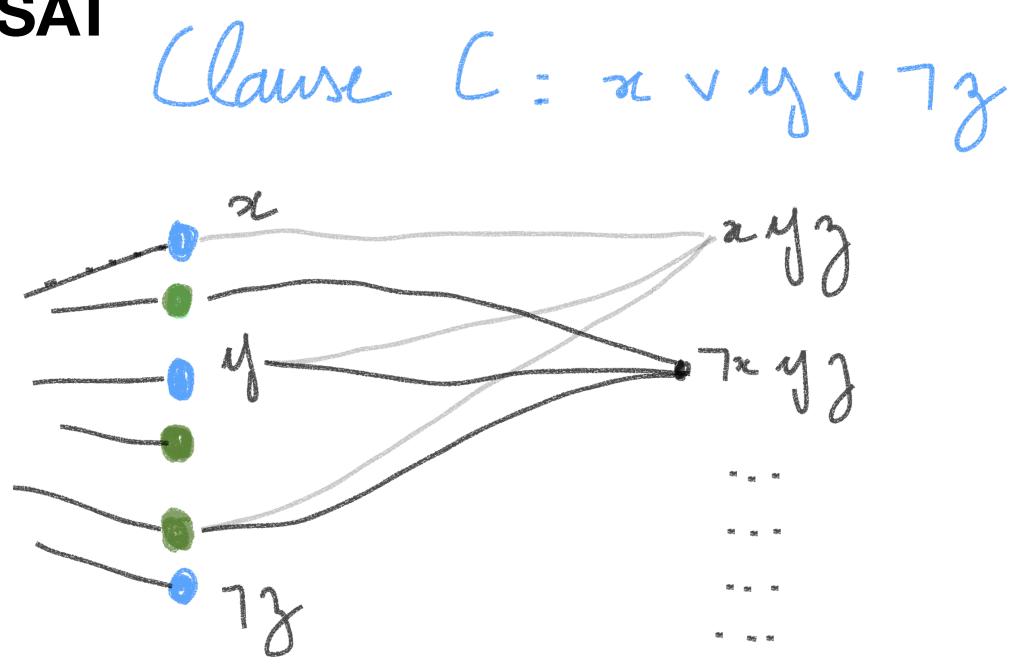
Théorème: NP-complet



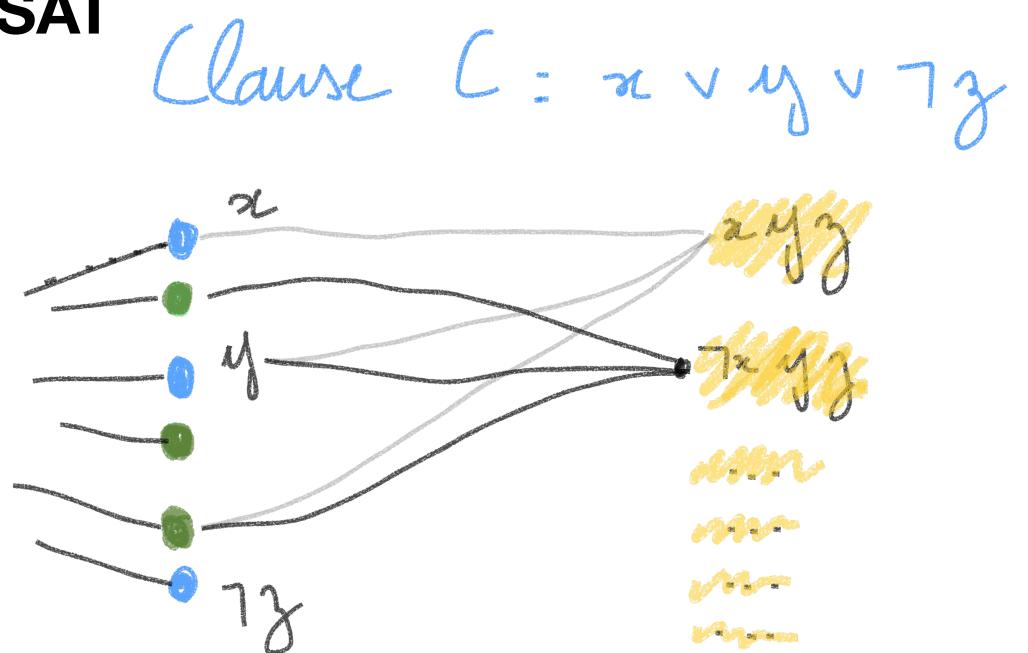
Théorème: NP-complet



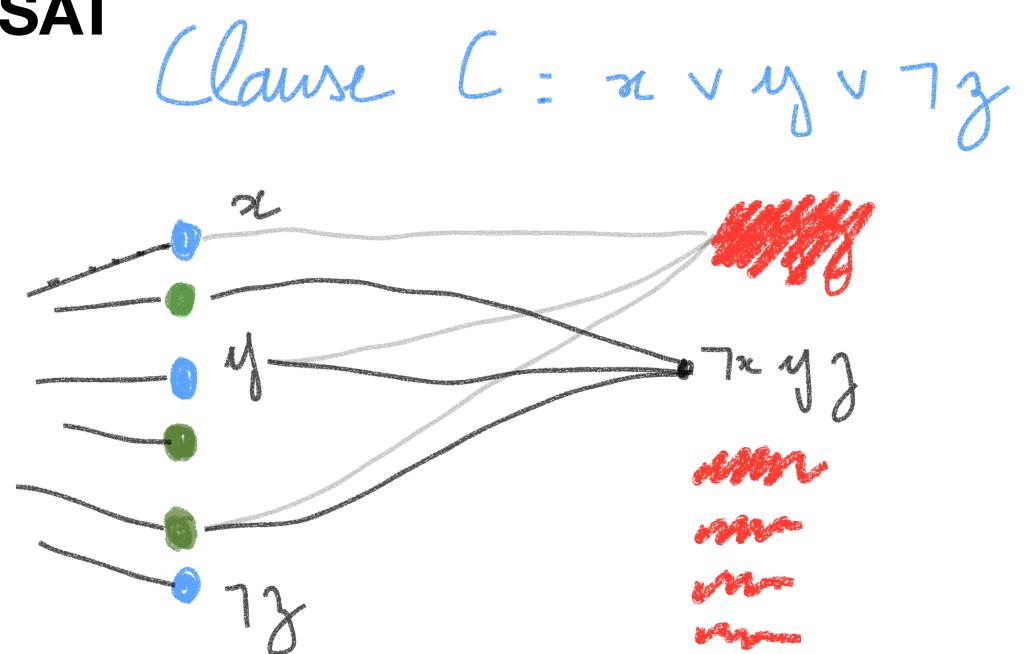
Théorème: NP-complet



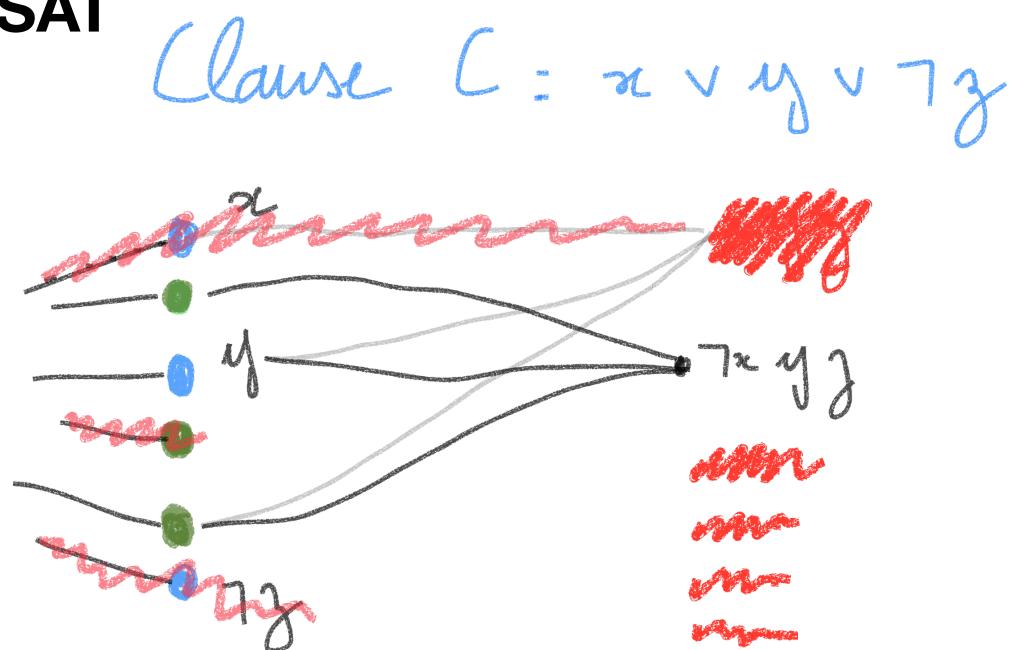
Théorème: NP-complet



Théorème: NP-complet



Théorème: NP-complet



Théorème: NP-complet

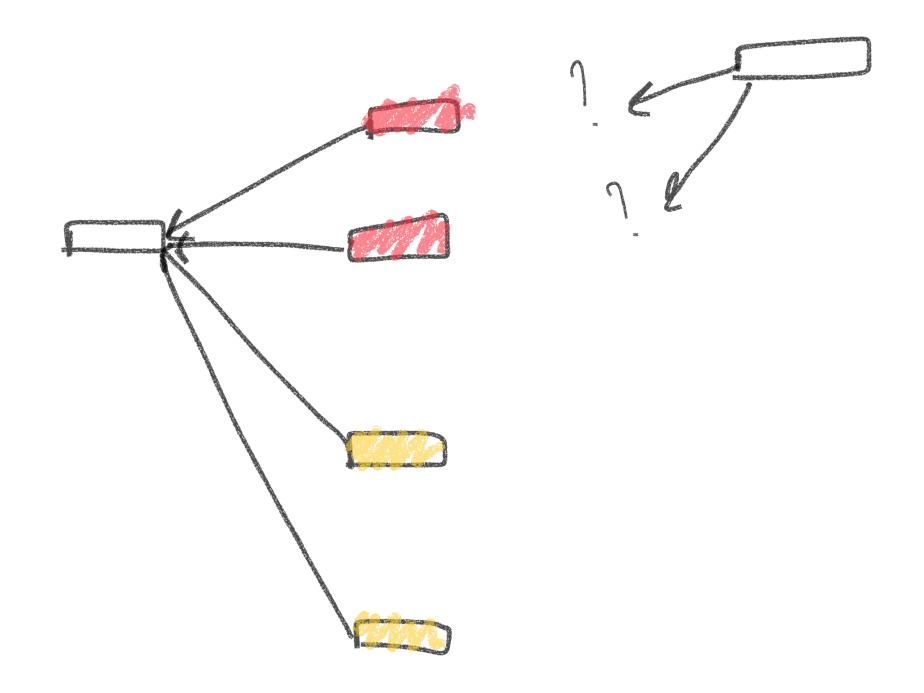
Preuve: depuis 3-SAT

Clause C: x v y v 7 z

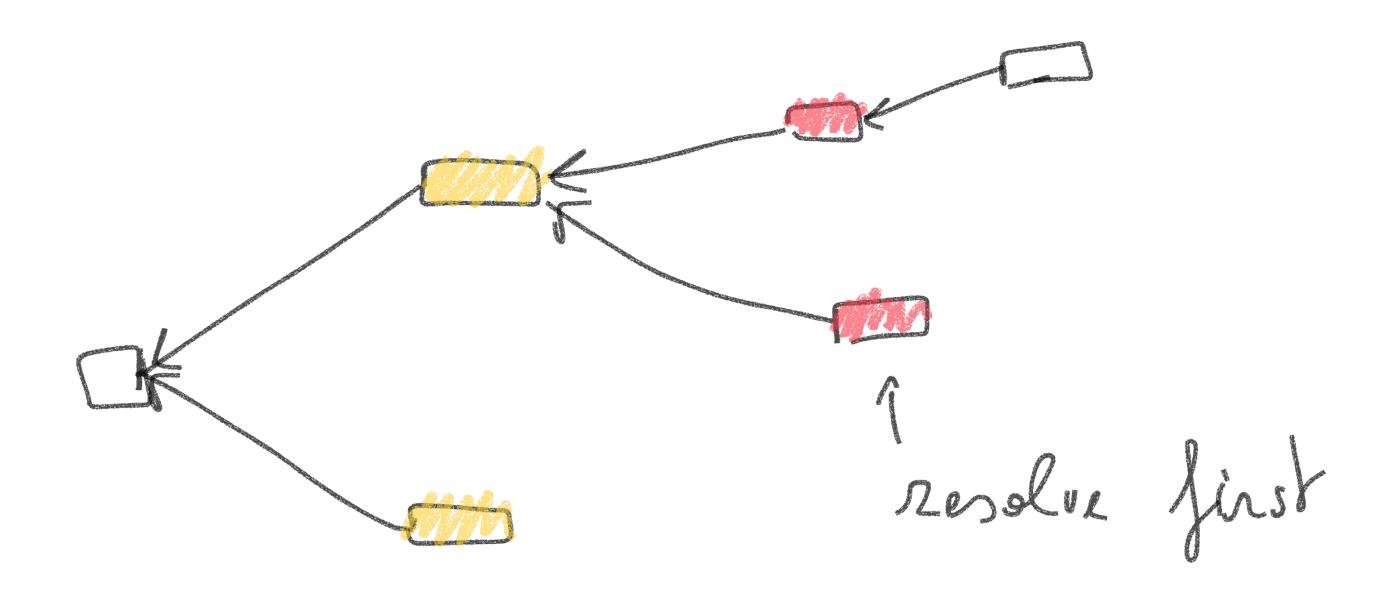
Bælean affectation

Satisfying all clauses (=> total neight > m+n+1

Conflits concurrents



Conflits concurrents



SeHes Algorithme

Sequential Heaviert Subdace

- find a small set of conflicts C (not concurrent with the other)

 Resolve C (exponential in |C|)
 - if conflicts remain, goto step 1

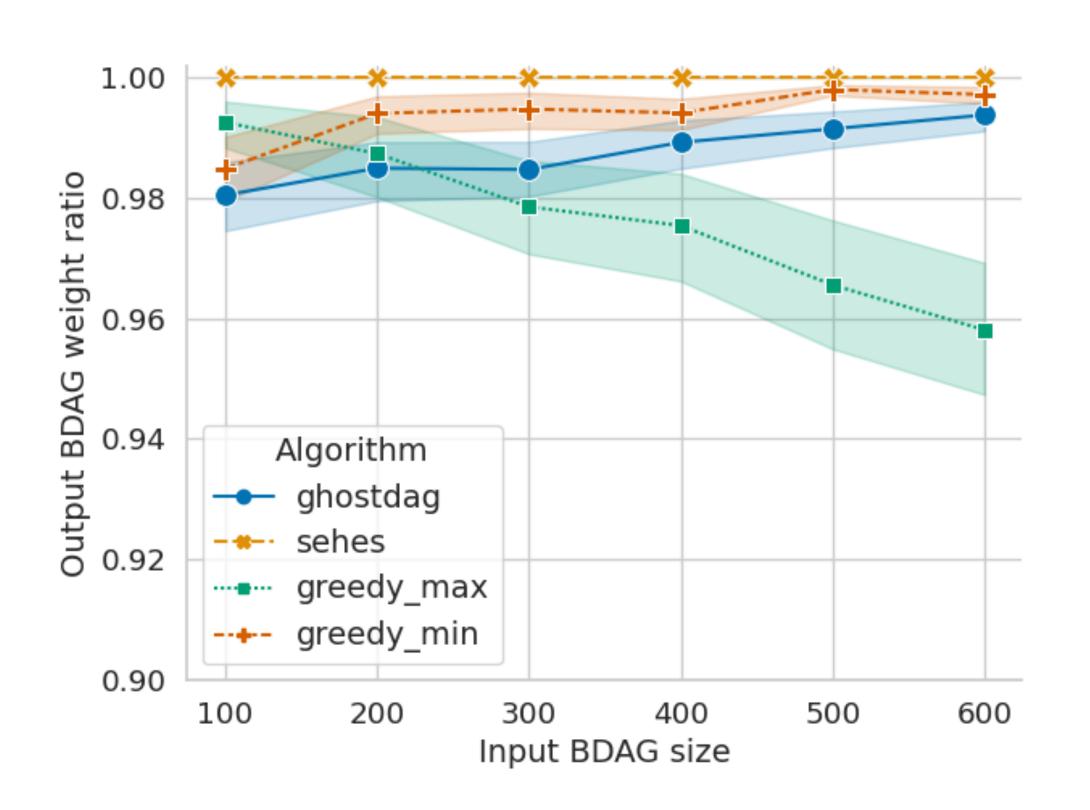
Évaluation

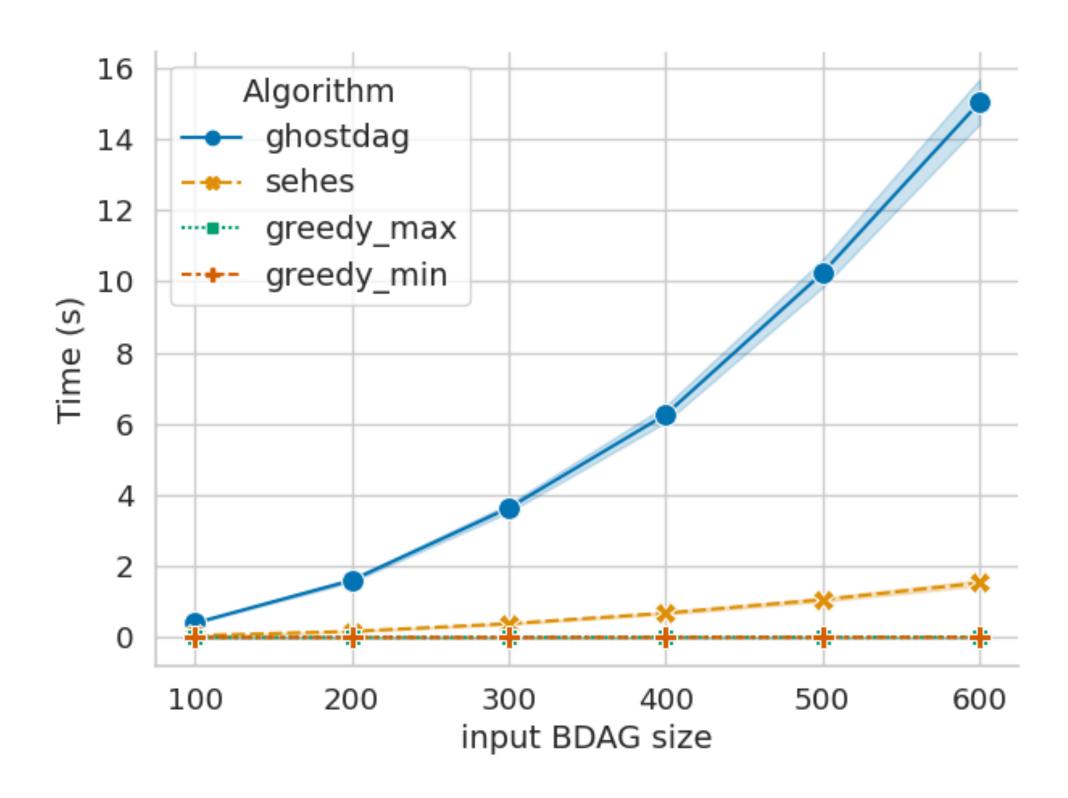
Simulation:

- SeHeS algorithme;
- ▶ GHOSTDAG (avec $k = \infty$);
- Deux approches gloutonnes (min et max)

DAG générés aléatoirement en ajoutant des blocs 10 par 10 avec uneven probabilité constante de créer des conflits ou d'être ignoré.

Évaluation





Run on MACbook pro 2,6 GHz Intel Core i7 6-core. 200 random BlockDAGs per size

Code available online: https://doi.org/10.5281/zenodo.8052827

Algorithme efficace pour trouver le sous-DAG / le plus lourd

Algorithme incrø efficace

Perspectives

Évaluer les performances sur plus de topologies

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