

The Internet Computer

May 12, 2023
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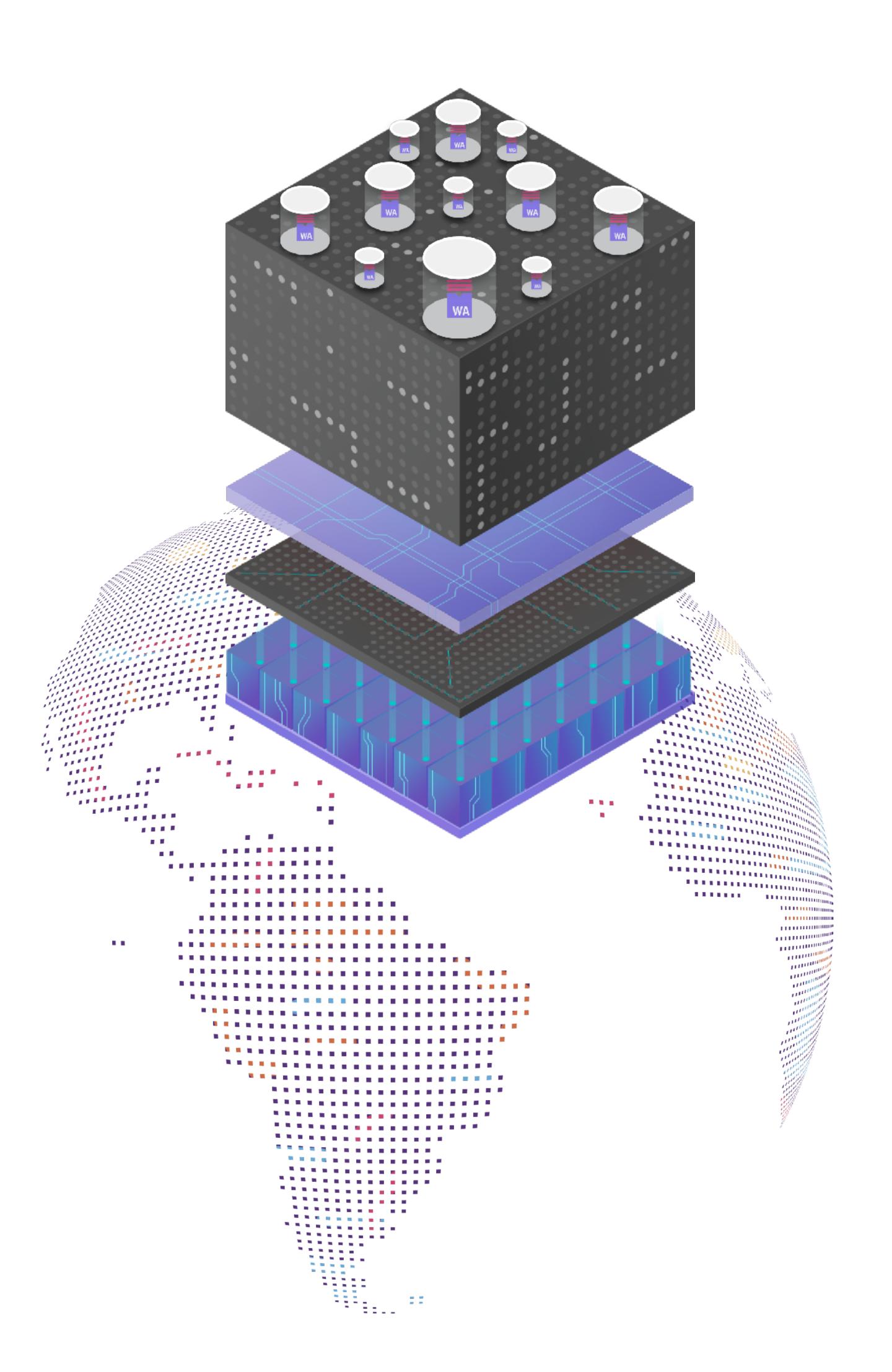
DFINITY

- Not-for-profit organisation developing the Internet Computer
- Founded in 2016
- Headquarter: Zurich, Switzerland
- Staff: +250



Outline

- What is the Internet Computer?
- Closer Look: How does it evolve?
- Numbers and stats



What is the vision of the Internet Computer?

The Internet Computer does to computation what the Internet does to communication

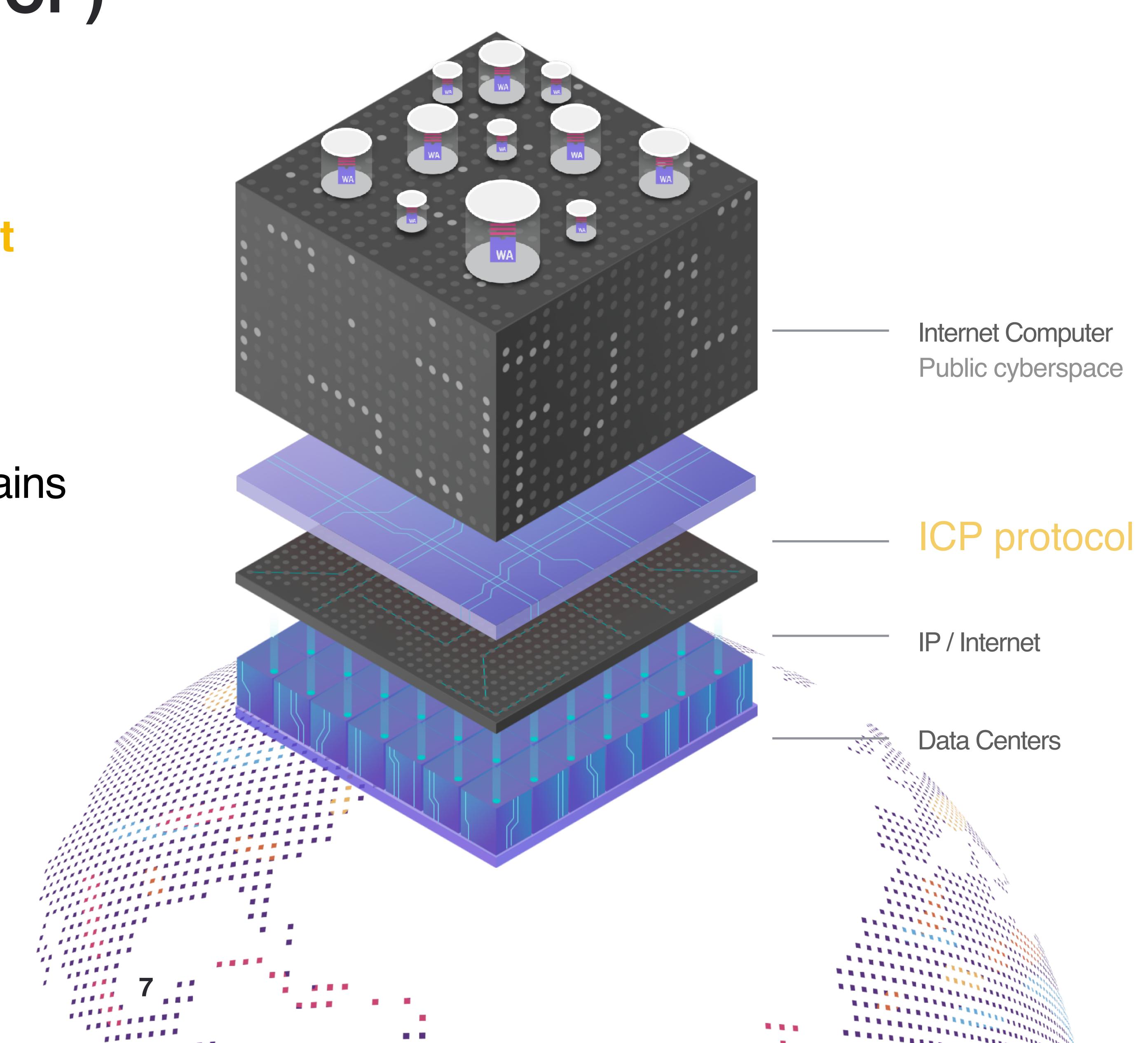
Platform to run any computation using blockchain technology for decentralisation and security

Internet Computer Protocol (ICP)

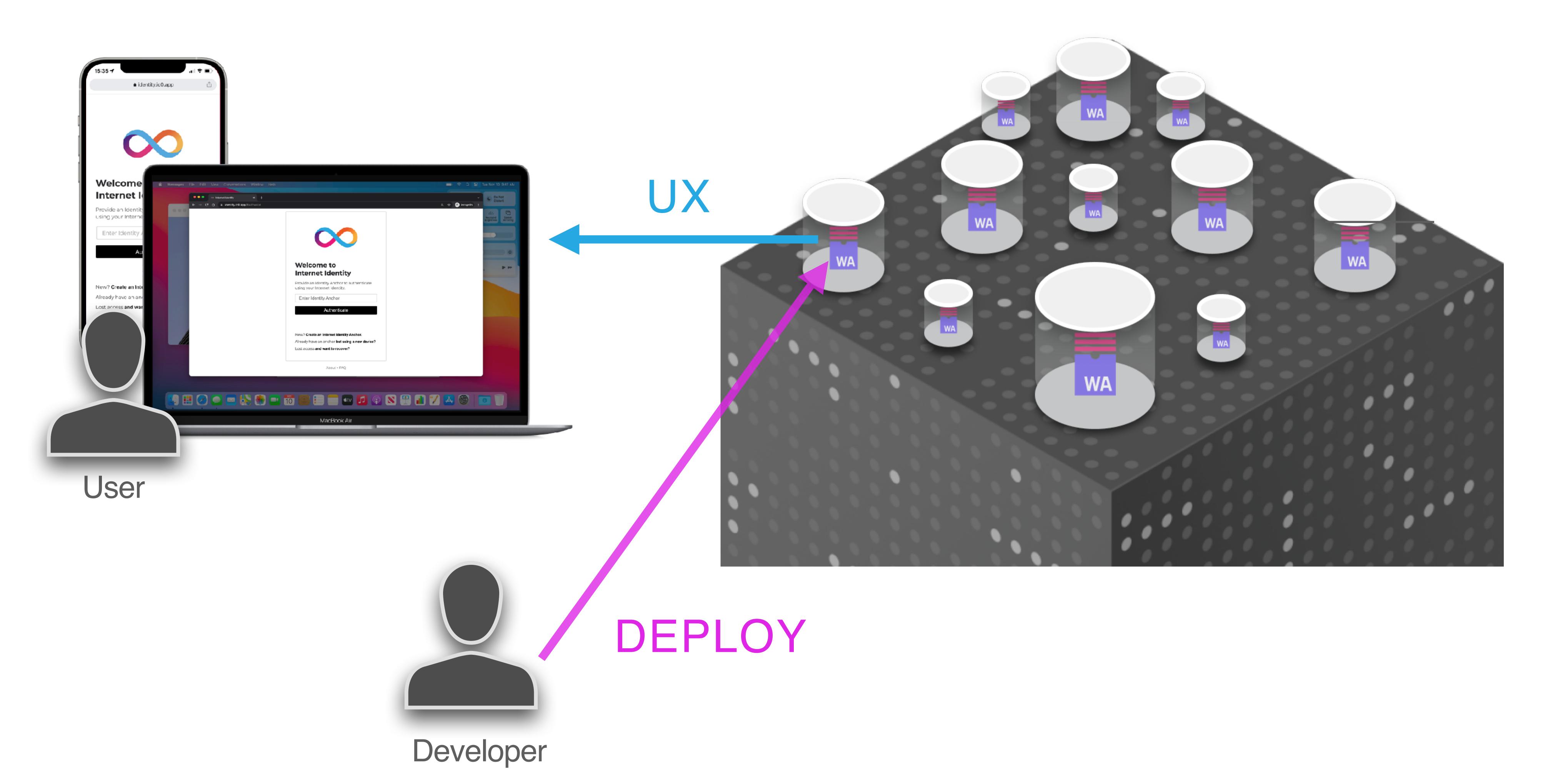
Coordination of nodes in independent data centers, jointly performing any computation for anyone

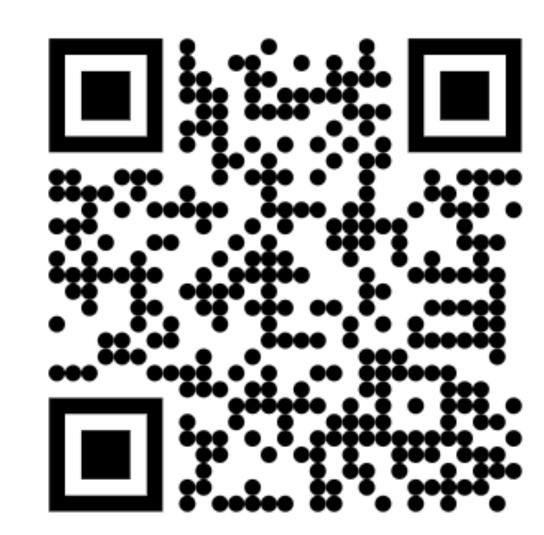
ICP creates the Internet Computer blockchains

Guarantees safety and liveness of smart contract execution despite Byzantine participants



Deploying and Using Canister Smart Contracts





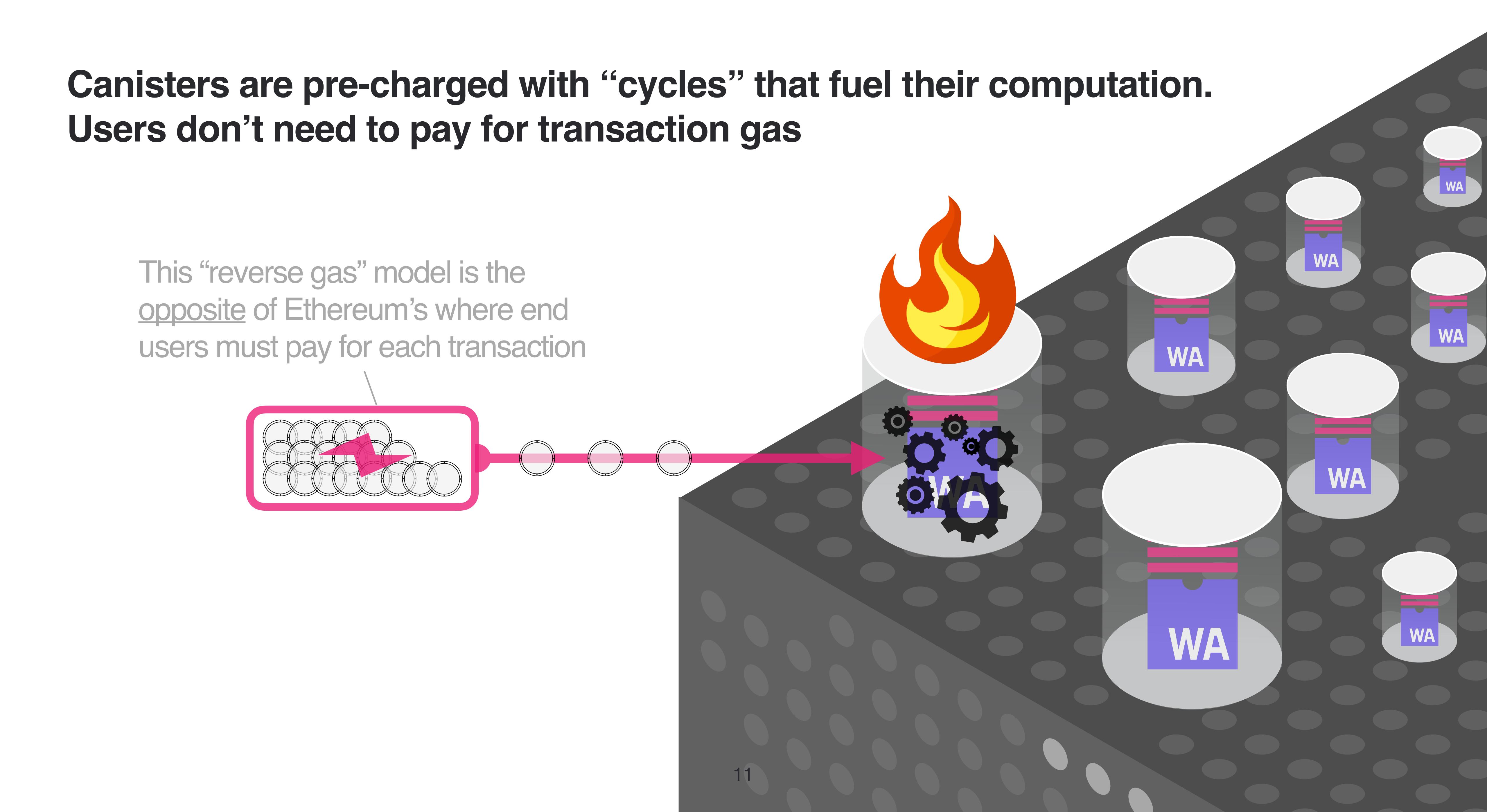
Tokens

ICP Tokens are used...

- To facilitate participation in network governance.
- To reward participants that participate in governance and operate the node machines.
- To produce the cycles, i.e., the fuel used to power computation.

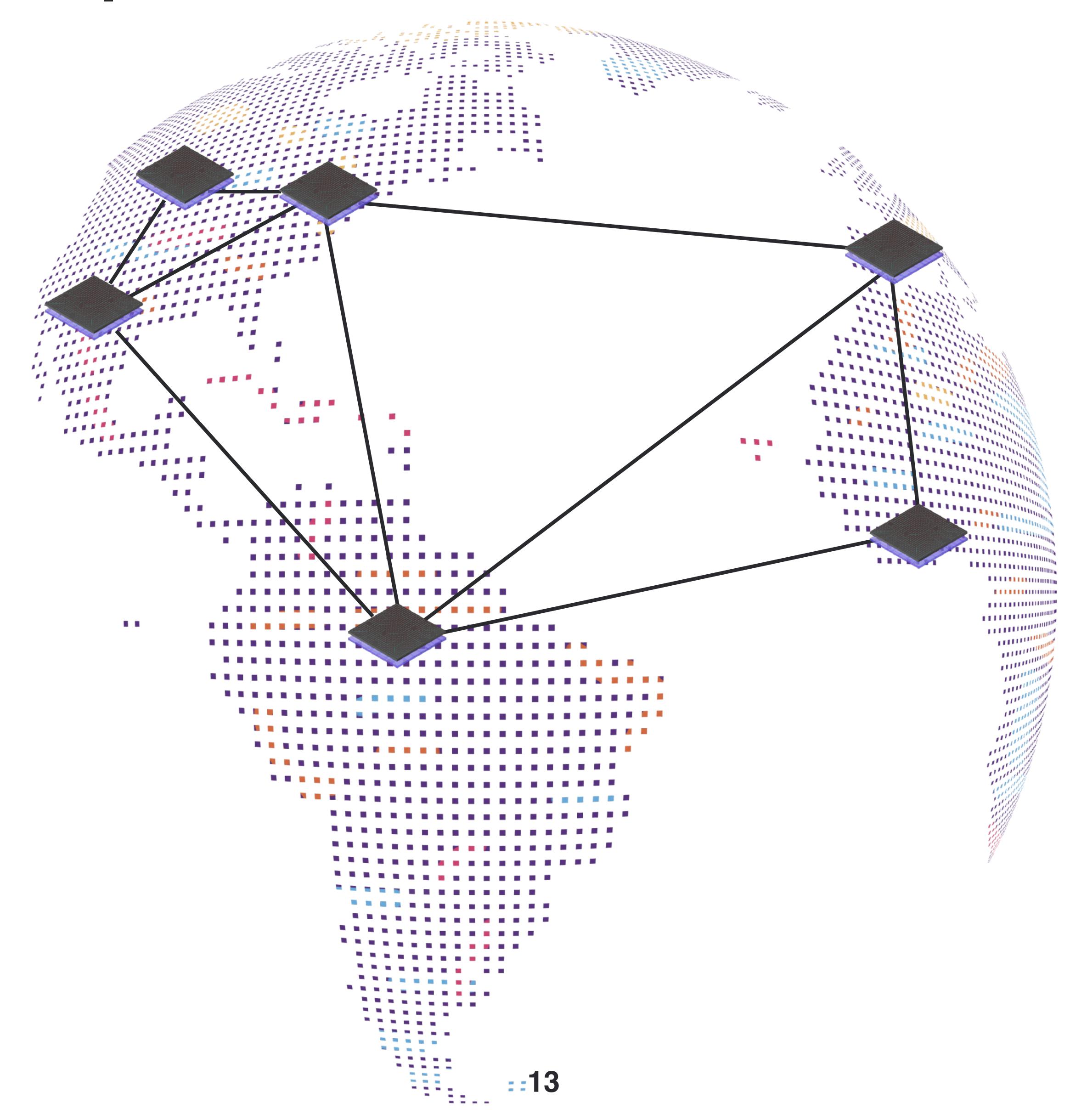
besides ICP, the other native token on the IC





Architecture and Governance

Nodes in Independent Data Centers

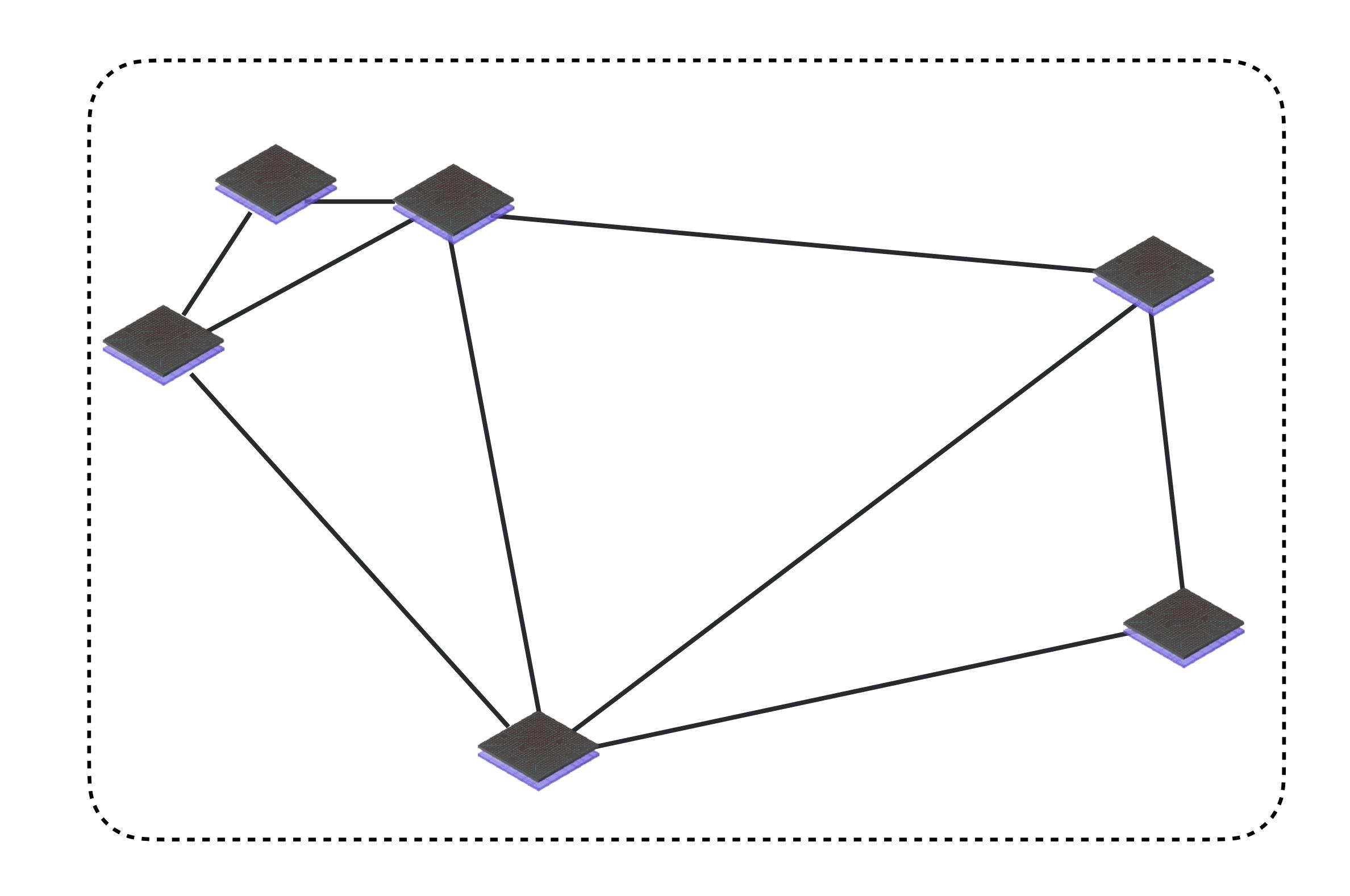


Internet Computer Consensus

Assumption: n > 3f

Guarantees agreement even under asynchrony

Guarantees termination under partial synchrony



Internet Computer Consensus

DFINITY Foundation

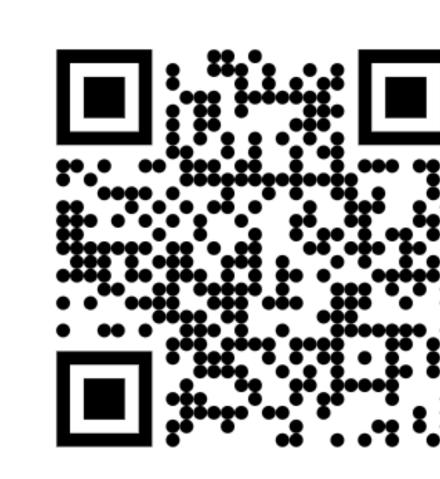
May 13, 2021

We present the Internet Computer Consensus (ICC) family of protocols for atomic broadcast (a.k.a., consensus), which underpin the Byzantine fault-tolerant replicated state machines of the Internet Computer. The ICC protocols are leader-based protocols that assume partial synchrony, and that are fully integrated with a blockchain. The leader changes probabilistically in every round. These protocols are extremely simple and robust: in any round where the leader is corrupt (which itself happens with probability less than 1/3), each ICC protocol will effectively allow another party to take over as leader for that round, with very little fuss, to move the protocol forward to the next round in a timely fashion. Unlike in many other protocols, there are no complicated subprotocols (such as "view change" in PBFT) or unspecified subprotocols (such as "pacemaker" in HotStuff). Moreover, unlike in many other protocols (such as PBFT and HotStuff), the task of reliably disseminating the blocks to all parties is an integral part the protocol, and not left to some other unspecified subprotocol. An additional property enjoyed by the ICC protocols (just like PBFT and HotStuff, and unlike others, such as Tendermint) is optimistic responsiveness, which means that when the leader is honest, the protocol will proceed at the pace of the actual network delay, rather than some upper bound on the network delay. We present three different protocols (along with various minor variations on each). One of these protocols (ICC1) is designed to be integrated with a peer-to-peer gossip sub-layer, which reduces the bottleneck created at the leader for disseminating large blocks, a problem that all leader-based protocols, like PBFT and HotStuff, must address, but typically do not. Our Protocol ICC2 addresses the same problem by substituting a low-communication reliable broadcast subprotocol (which may be of independent interest) for the gossip sub-layer.

1 Introduction

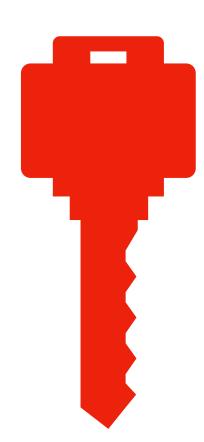
Byzantine fault tolerance (BFT) is the ability of a computing system to endure arbitrary (i.e., Byzantine) failures of some of its components while still functioning properly as a whole. One approach to achieving BFT is via state machine replication [Sch90]: the logic of the system is replicated across a number of machines, each of which maintains state, and updates its state is by executing a sequence of *commands*. In order to ensure that the non-faulty machines end up in the same state, they must each deterministically execute the same sequence of commands. This is achieved by using a protocol for atomic broadcast.





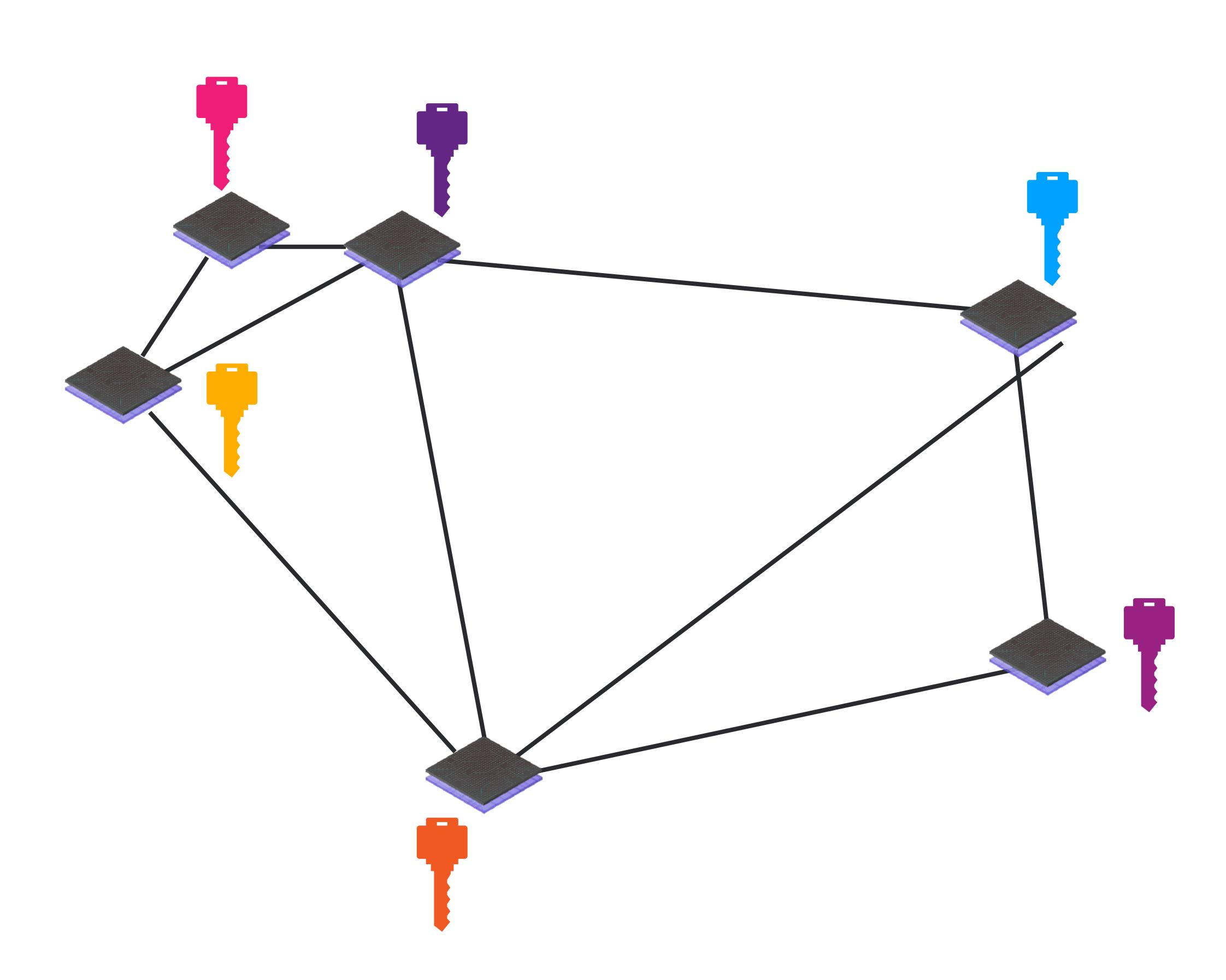
Chain Key Cryptography

Single 48-byte public key



for a secret-shared private key





Non-interactive distributed key generation and key resharing

 $Jens Groth^1$

jens@dfinity.co DFINITY Foundat

> Draft March 16, 2021

Abstract. We present a non-interactive publicly verifiable secret sharing scheme where a dealer can construct a Shamir secret sharing of a field element and confidentially yet verifiably distribute shares to multiple receivers. We also develop a non-interactive publicly verifiable resharing scheme where existing share holders of a Shamir secret sharing can create a new Shamir secret sharing of the same secret and distribute it to a set of receivers in a confidential, yet verifiable manner.

a set of receivers in a confidential, yet verifiable manner. A public key may be associated with the secret being shared in the form of a group element raised to the secret field element. We use our verifiable secret sharing scheme to construct a non-interactive distributed key generation protocol that creates such a public key together with a secret sharing of the discrete logarithm. We also construct a non-interactive distributed resharing protocol that preserves the public key but creates a fresh secret sharing of the secret key and hands it to a set of receivers, which may or may not overlap with the original set of share holders. Our protocols build on a new pairing-based CCA-secure public-key encryption scheme with forward secrecy. As a consequence our protocols can use static public keys for participants but still provide compromise protection. The scheme uses chunked encryption, which comes at a cost, but the cost is offset by a saving gained by our ciphertexts being comprised only of source group elements and no target group elements. A further efficiency saving is obtained in our protocols by extending our single-receiver encryption scheme to a multi-receiver encryption scheme, where the ciphertext is up to a factor 5 smaller than just having singlereceiver ciphertexts. The non-interactive key management protocols are deployed on the In-

The non-interactive key management protocols are deployed on the Internet Computer to facilitate the use of threshold BLS signatures. The protocols provide a simple interface to remotely create secret-shared keys to a set of receivers, to refresh the secret sharing whenever there is a change of key holders, and provide proactive security against mobile adversaries.

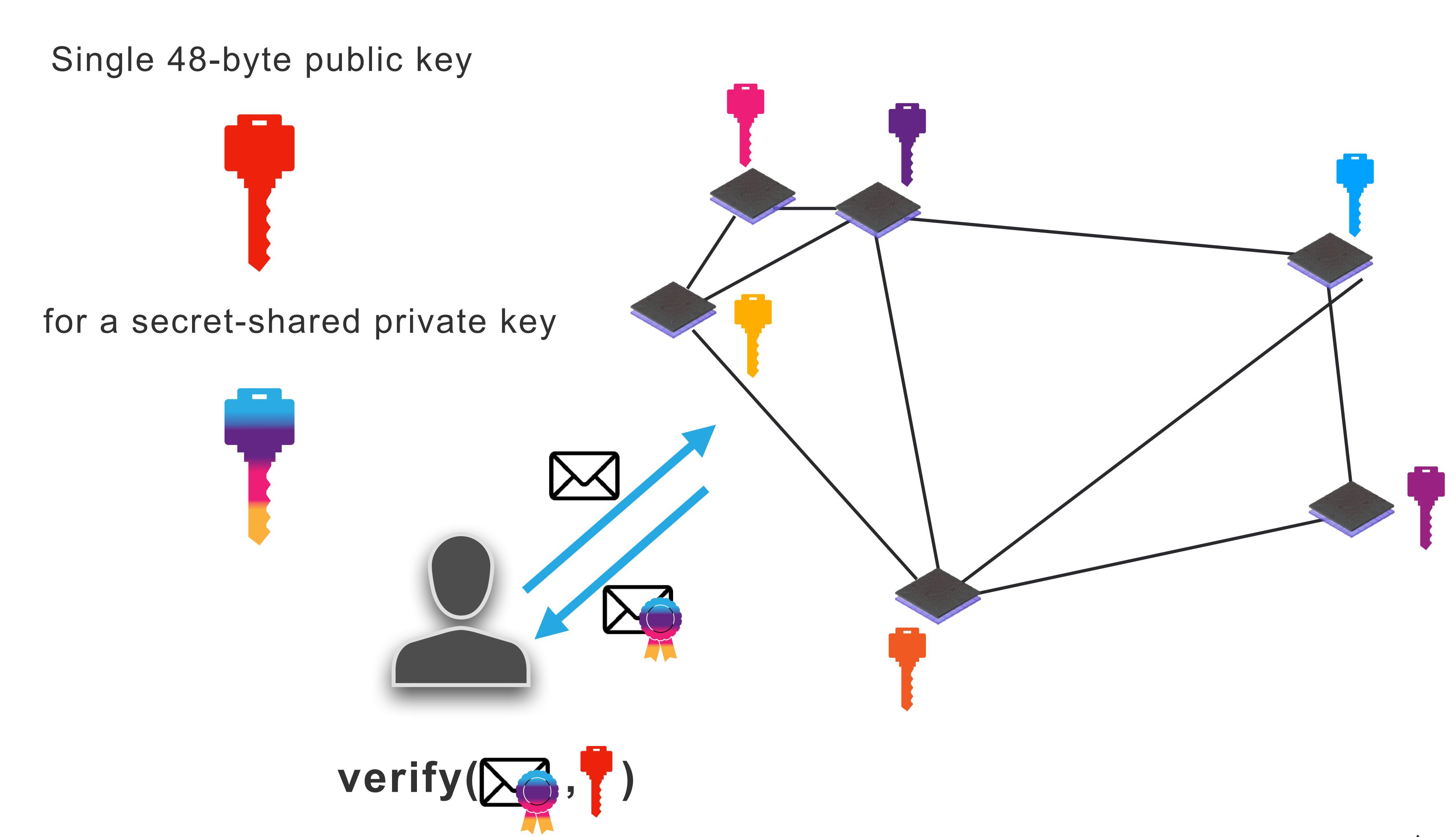
1 Introduction

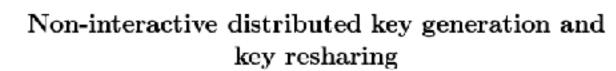
The Internet Computer hosts clusters of nodes running subnets (shards) that host finite state machines known as canisters (advanced smart contracts). The





Chain Key Cryptography





Jens Groth¹

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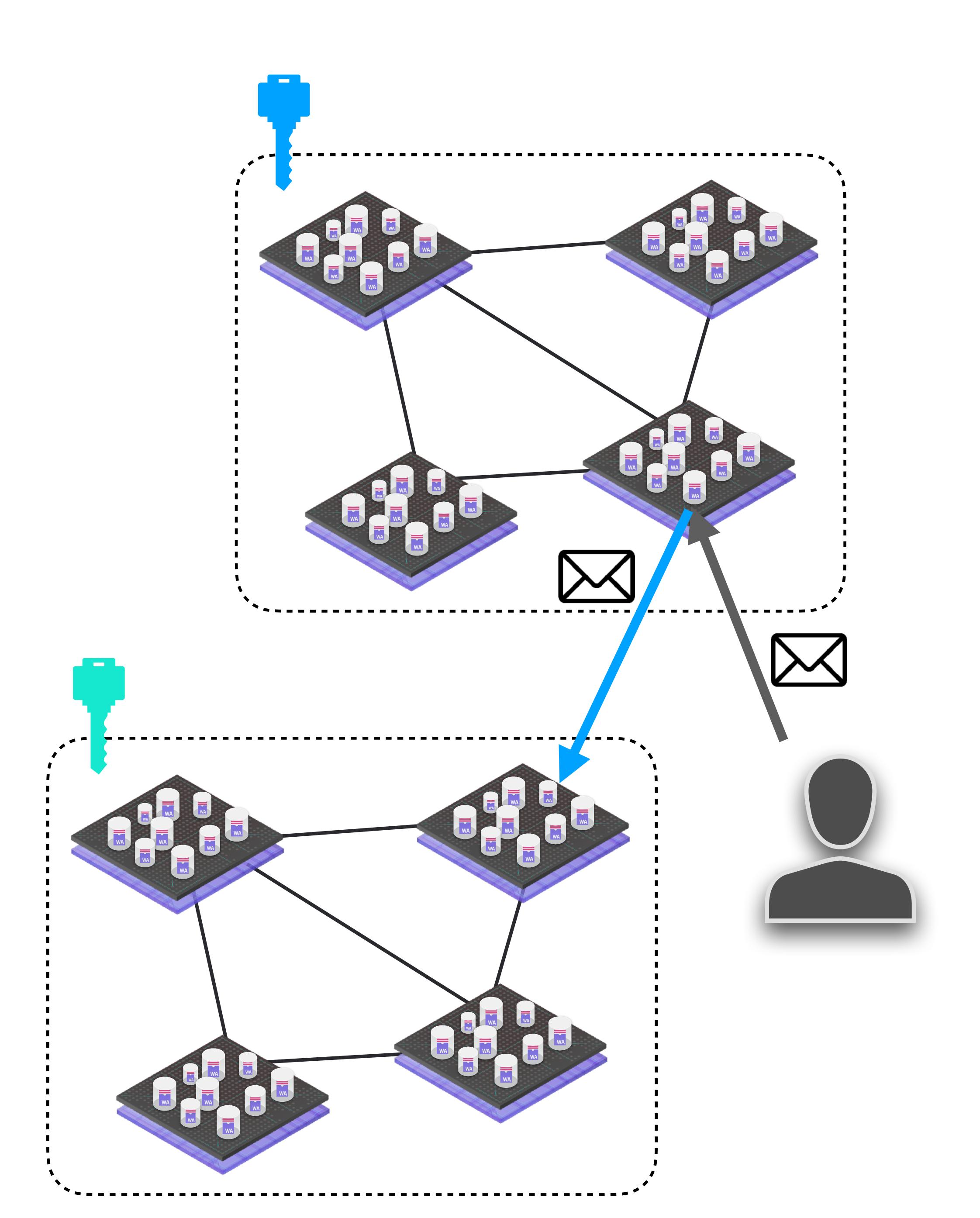
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Subnets for Scalability

- Each canister is assigned to one subnet
- Each subnet is a replicated state machine
- A canister can call canisters on other subnets
- Subnets make the Internet Computer scalable!

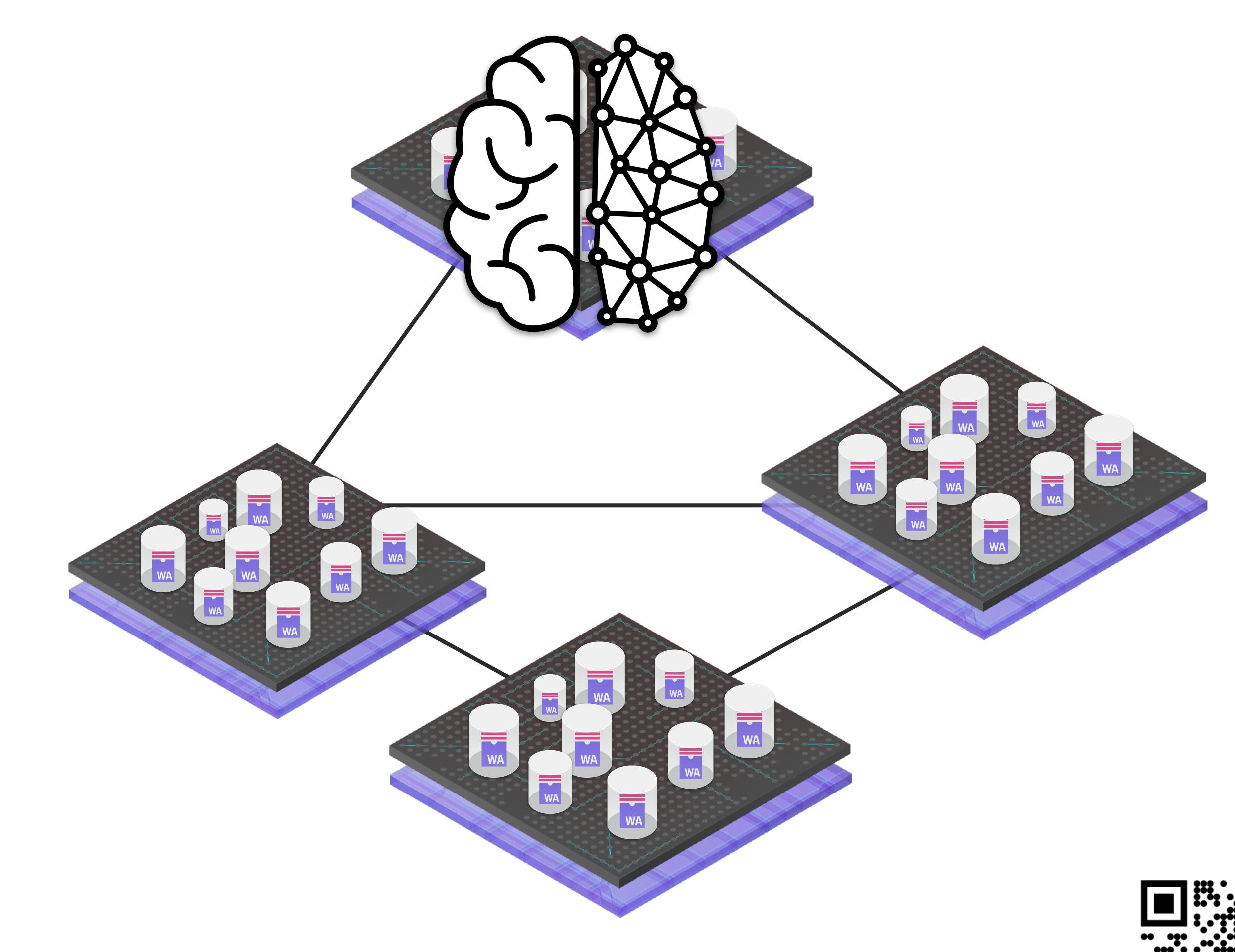


Governance: Network Nervous System

One subnet is special: it host the **Network Nervous System (NNS)** canisters which
govern the IC

ICP token holders vote on

- Creation of new subnets
- Upgrades to new protocol version
- Replacement of nodes
- •

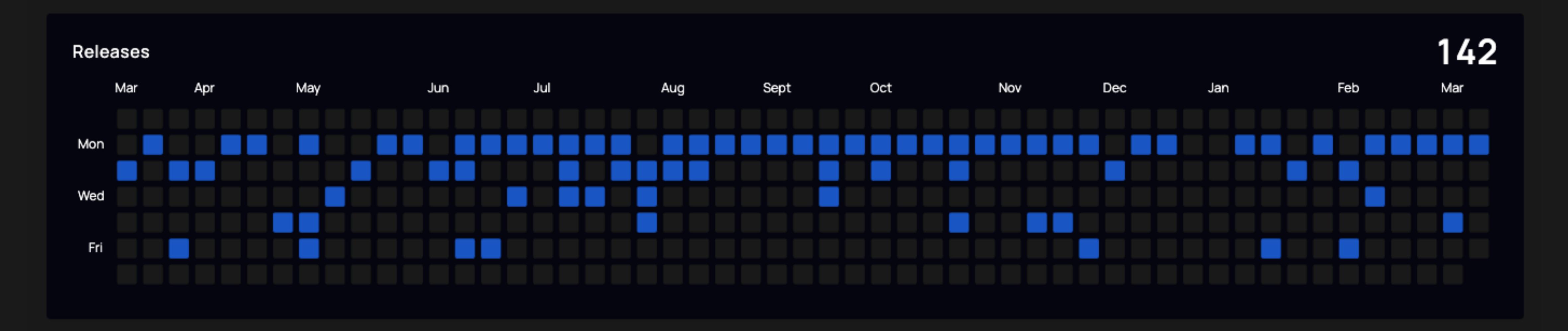


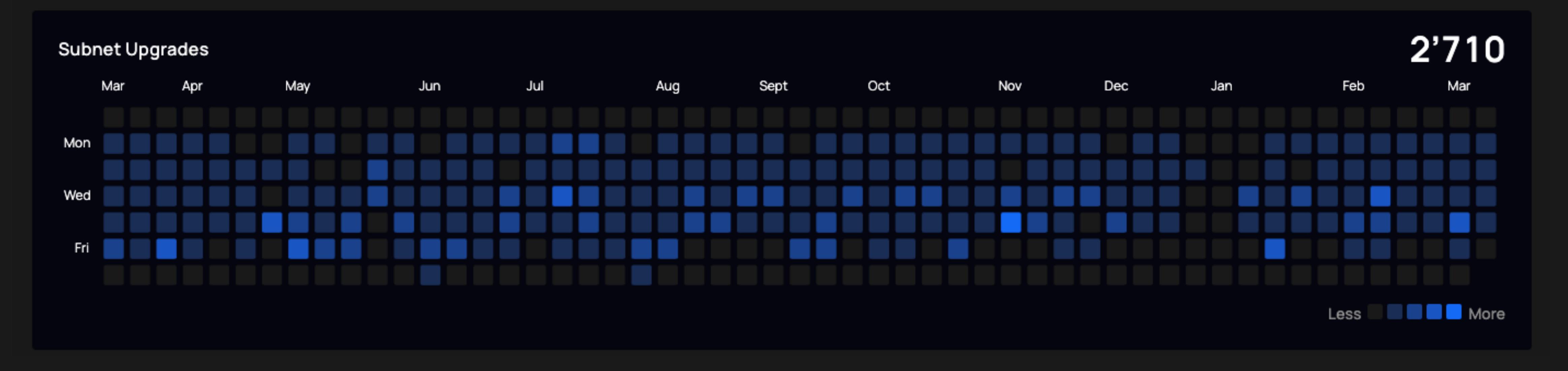
https://internetcomputer.org/nns

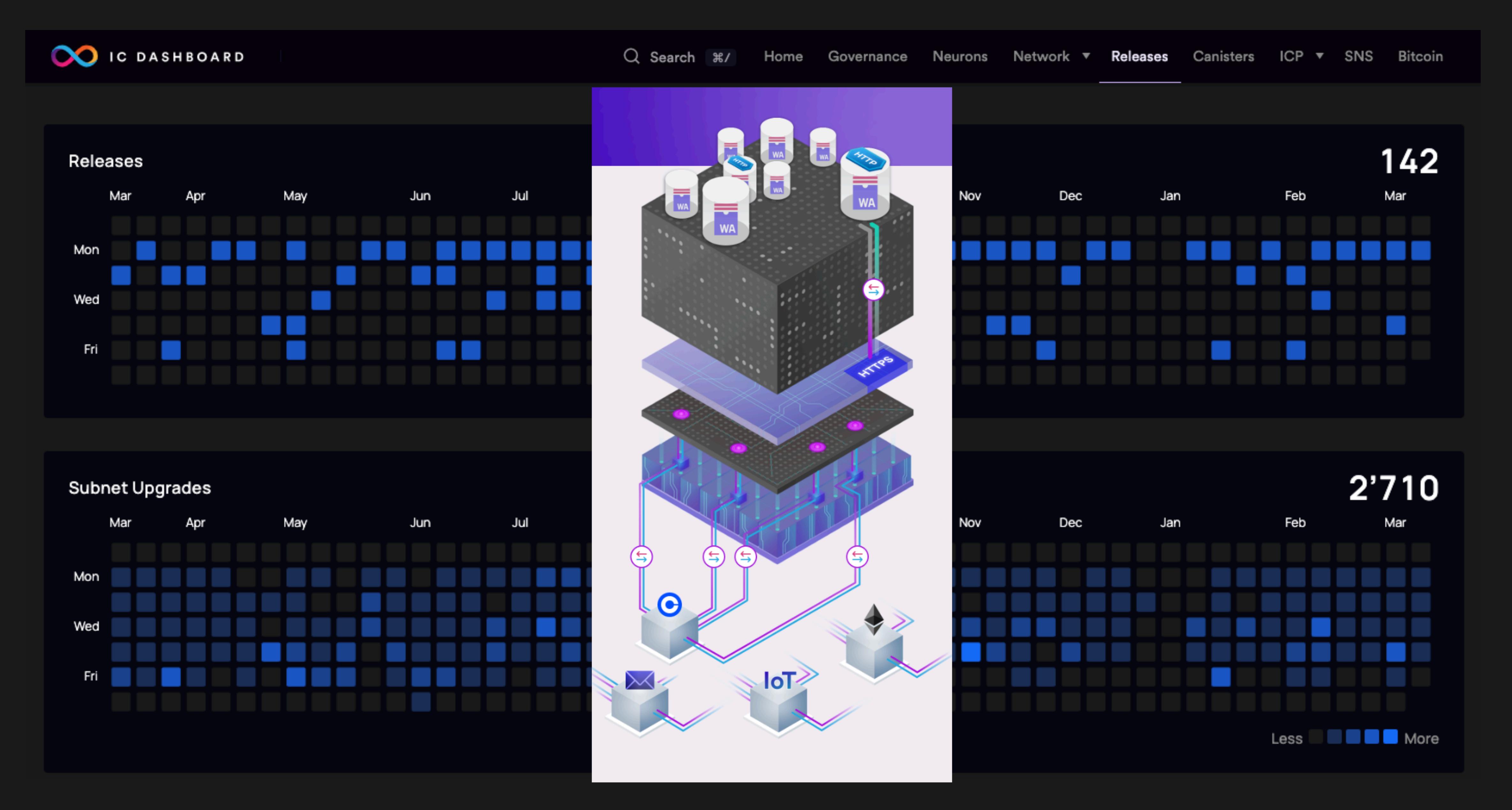
Evolution



Home Governance Neurons Network ▼ Releases Canisters ICP ▼ SNS Bitcoin

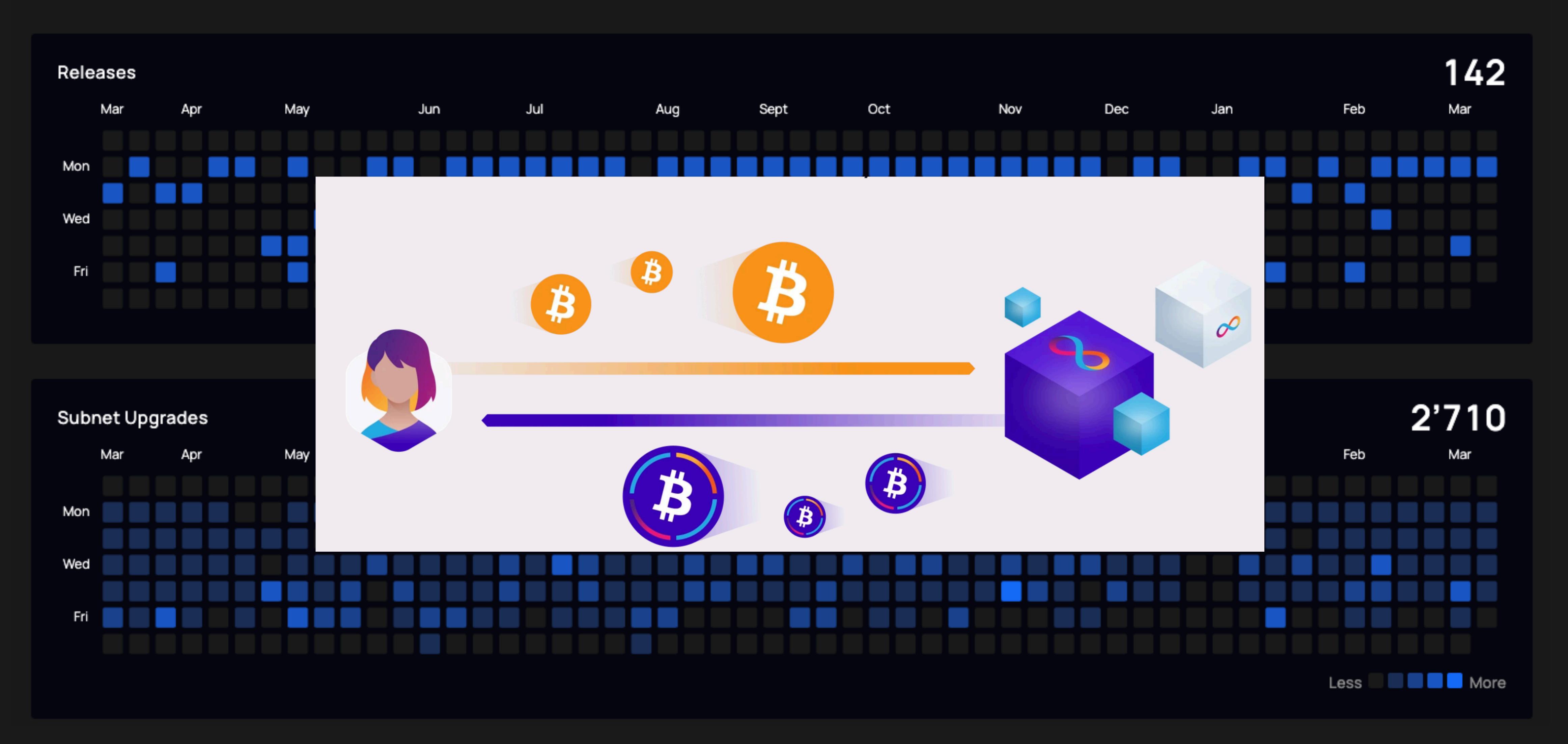








Q Search 第/ Home Governance Neurons Network ▼ Releases Canisters ICP ▼ SNS Bitcoin





Decentralised Upgrade Challenges

How to

- Select version to upgrade to?
- Ensure all nodes in a subnet know about new version?
- And switch to the new version at the same time?
- And minimise time without processing messages?
- And minimise compatibility risks?













NETWORK NERVOUS SYSTEM

- My Tokens
- My Neuron Staking
- প্ত Vote on Proposals
- Launch Pad
- My Canisters

\$1'382'072'000

Total ICP Value Locked

Vote on Proposals

Y Topics (6/13)

Reward Status (4/4)

Proposal Status (2/5)

112617

Add or Remove Node Provider Туре Participant Management Topic Proposer 62985...00523

Add node provider: niw4y-easue-l3qvzsozsi-tfkvb-cxcx6-pzslg-5dqld-ooudphsuui-xae

1 day, 3 hours remaining Executed

112386

Type NNS Canister Upgrade Topic System Canister Management

Proposer

"Upgrade Nns Canister: qoctq-giaaa-aaaaaaaaea-cai to wasm with hash: 87743bc2e1ed4c1739bd2073fcb54674ed2 db2fe1022e3e7a945fb803bfaf72f

Executed

111932

Bless Replica Version Type

Topic Replica Version Management Proposer

"Elect new replica binary revision (commit 8487a2be2a0a1d05843d03f07079d97ea7 82d440)

Executed

111901

NNS Canister Upgrade Type Topic System Canister Management Proposer

Upgrade Nns Canister: mqygn-kiaaaaaaar-qaadq-cai to wasm with hash: 9525c491b534a854d31624ac36d155befd5 2acc607f5ae5316715027c70a351a

Executed

Bless Replica Version Type Replica Version Management Topic Proposer

111724

Elect new replica binary revision (commit 9fde647b04e9994c11207a6529148d5f9d5 ae895)

Executed

111717

NNS Canister Upgrade Type Topic System Canister Management

Proposer

"Upgrade Nns Canister: rdmx6-jaaaaaaaaa-aaadq-cai to wasm with hash: 38b54cb8b8cc6e7ee3cf0c028461f5f351f8 Ofad23dd143b605c036f46ba2a01

Executed

NNS Canister Upgrade

Type ① NNS Canister Upgrade
Topic ① System Canister Management
Status ① Executed
Reward Status ① Ready to Settle
Created ① Mar 13, 2023 11:19 AM

Decided (i) Mar 13, 2023 11:29 AM

Executed (i) Mar 13, 2023 11:29 AM

Proposer (i)

Proposal Summary

Upgrade Nns Canister: qoctq-giaaa-aaaaa-aaaaea-cai to wasm with hash: 87743bc2e1ed4c1739bd2073fcb54674ed2db2fe1022e3e7a945fb803bfaf72f

Upgrade frontend NNS Dapp canister to commit

0733e33fc64001e8904497a388c40516e57c1304

Wasm sha256 hash: 87743bc2e1ed4c1739bd2073fcb54674ed2db2fe1022e3e7a945fb803bfaf72f (https://github.com/dfinity/nns-dapp/pull/2076/checks)

Change Log:

- Do not allow increasing stake for CF SNS neurons.
- Improve validations in address inputs.



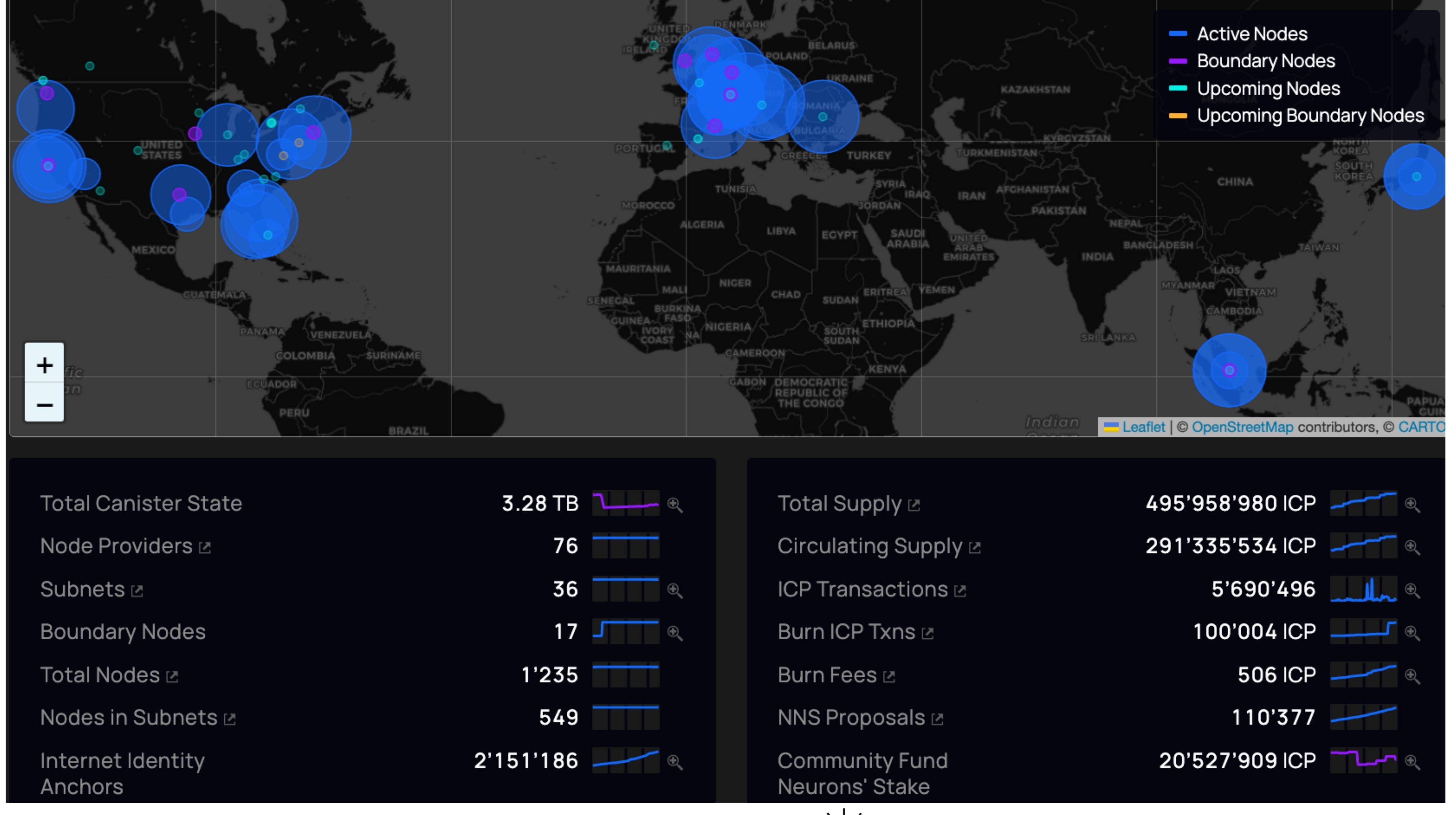
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Decentralised Upgrade Challenges

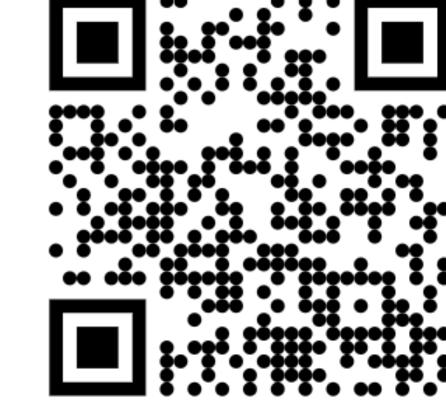
- Select version to upgrade to?
 - NNS-based community voting
- Ensure all nodes in a subnet know about new version?
 - Store version in NNS canister, nodes poll this canister
- And switch to the new version at the same time?
 - consensus on next version to use and at which height to switch
- And maximise time processing messages?
 - state snapshot on previous version, read-only until finalization of state from last block with old version A/B partition reboot, persist state
- And minimise compatibility risks?
 - simplicity > performance, extensive automated testing

The Internet Computer Today

Live Since May 2021!







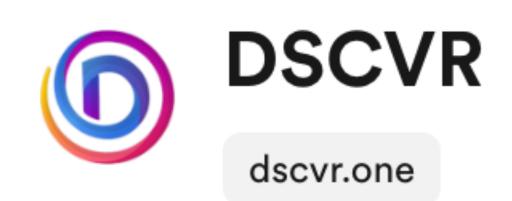
Comparison with other Blockchain Systems

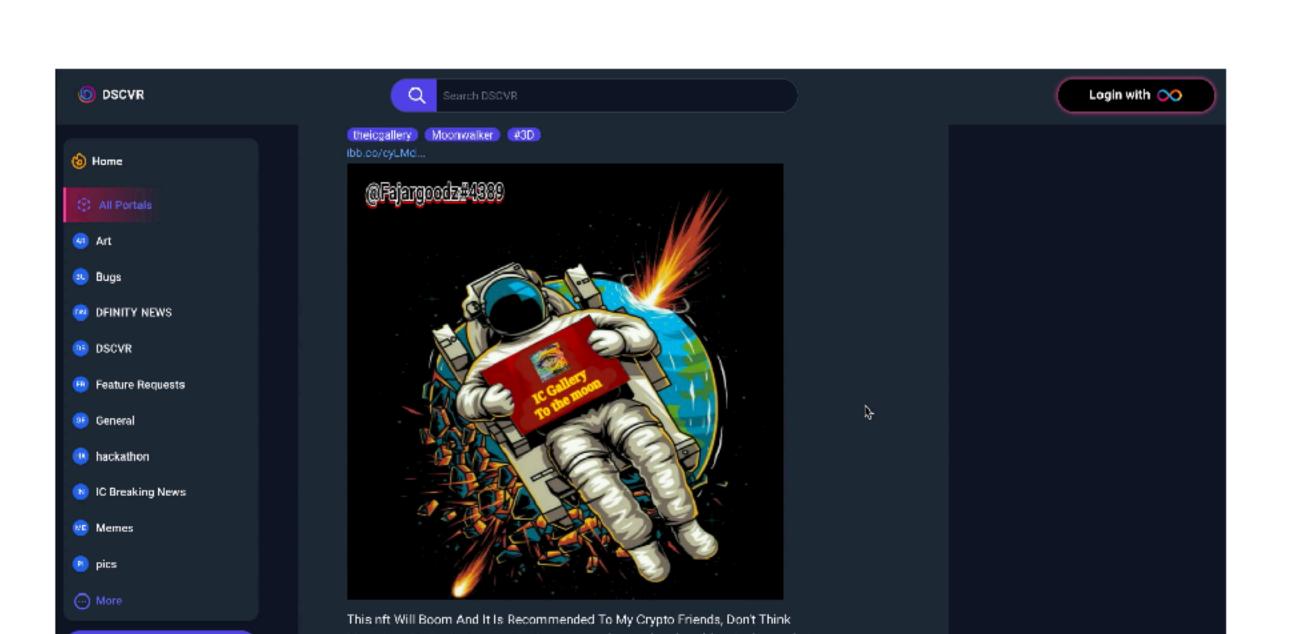
	Ethereum	Cardano	Solana	Avalanche	Algorand	COO Internet Computer
Avg # TX/s	14.4	2.95	381	49.52	15.5	5000
Avg finality	15min		5-12.8s	2.3s	3.5s	1.4s
Wh / TX		51.59	0.166	4.76	2.7	0.008
1GB storage	15M\$	17-113k\$	48k\$	200k\$	off-chain storage	5\$

https://newsbtc.com/all/assessing-the-top-performing-layer-1-blockchain-protocols/,

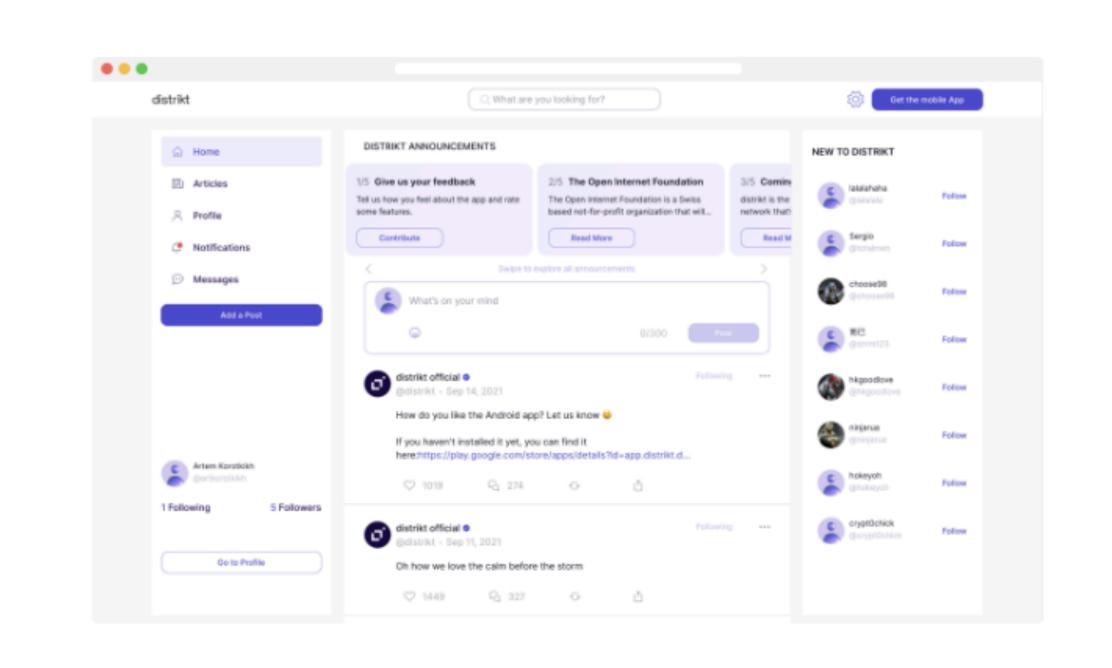
see also https://wiki.internetcomputer.org/wiki/L1 comparison

Growing Blockchain Ecosystem: 200k + Canisters

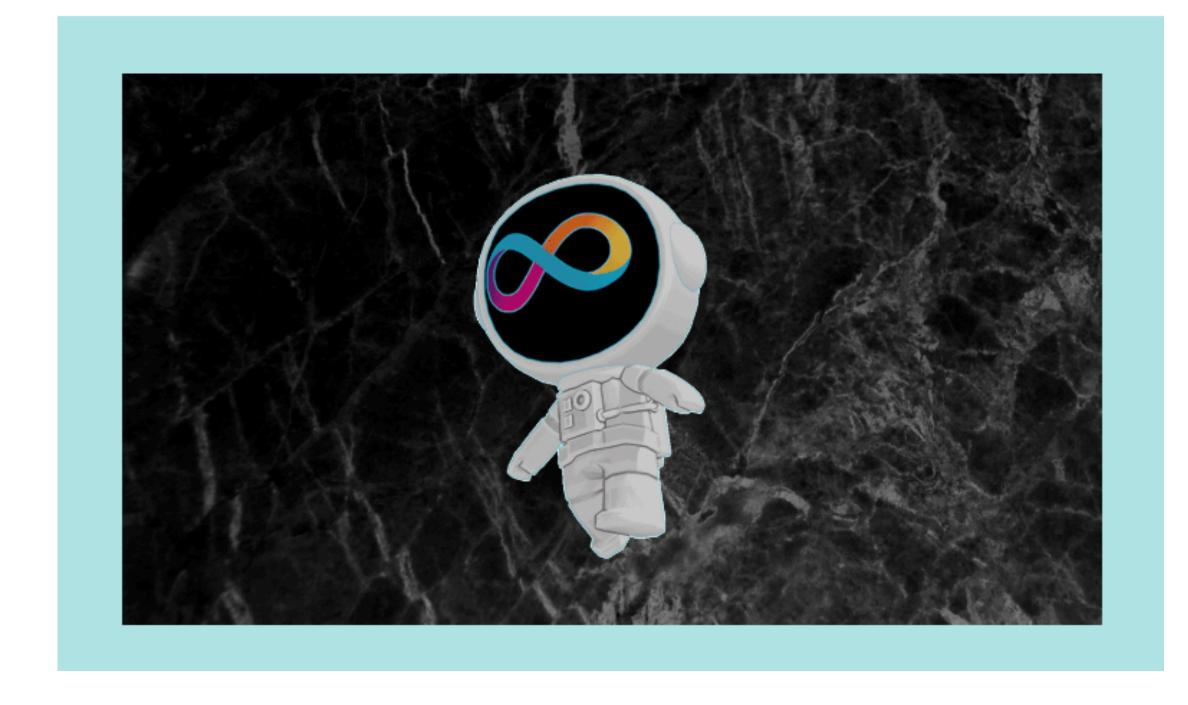


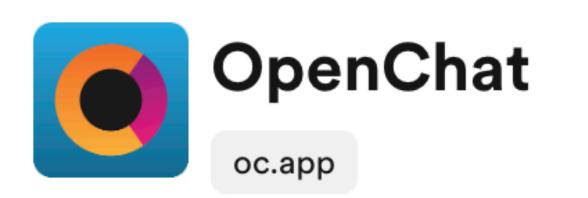


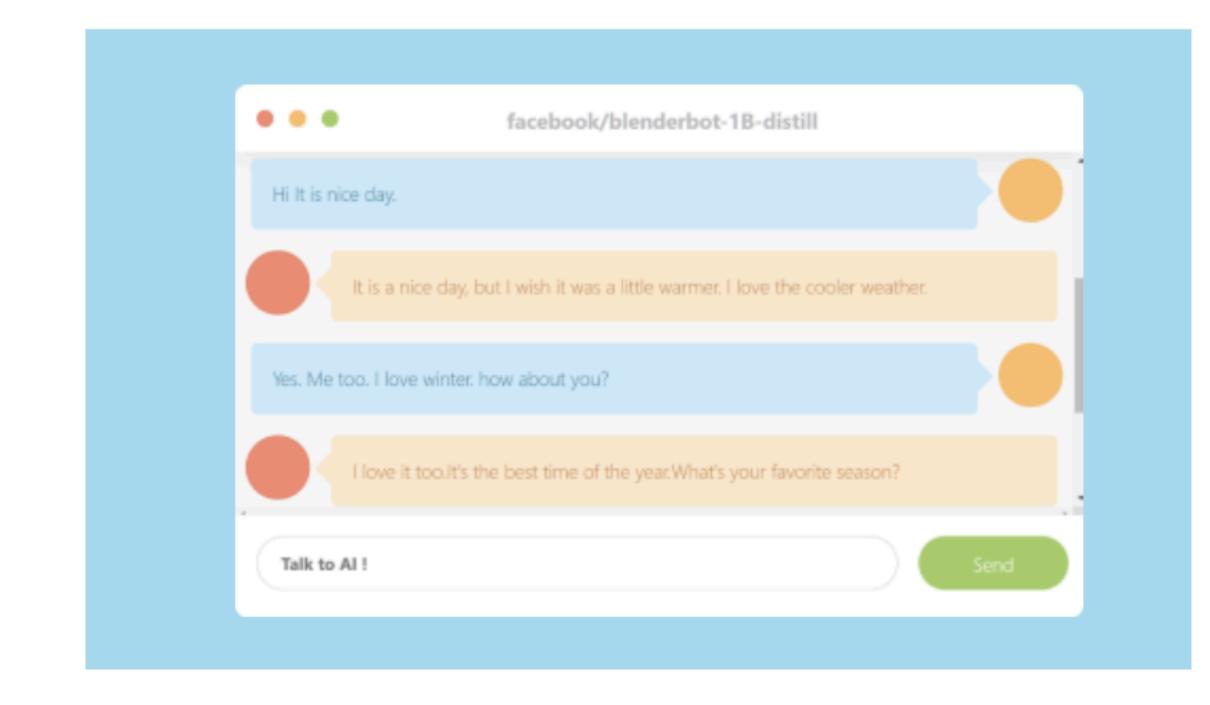








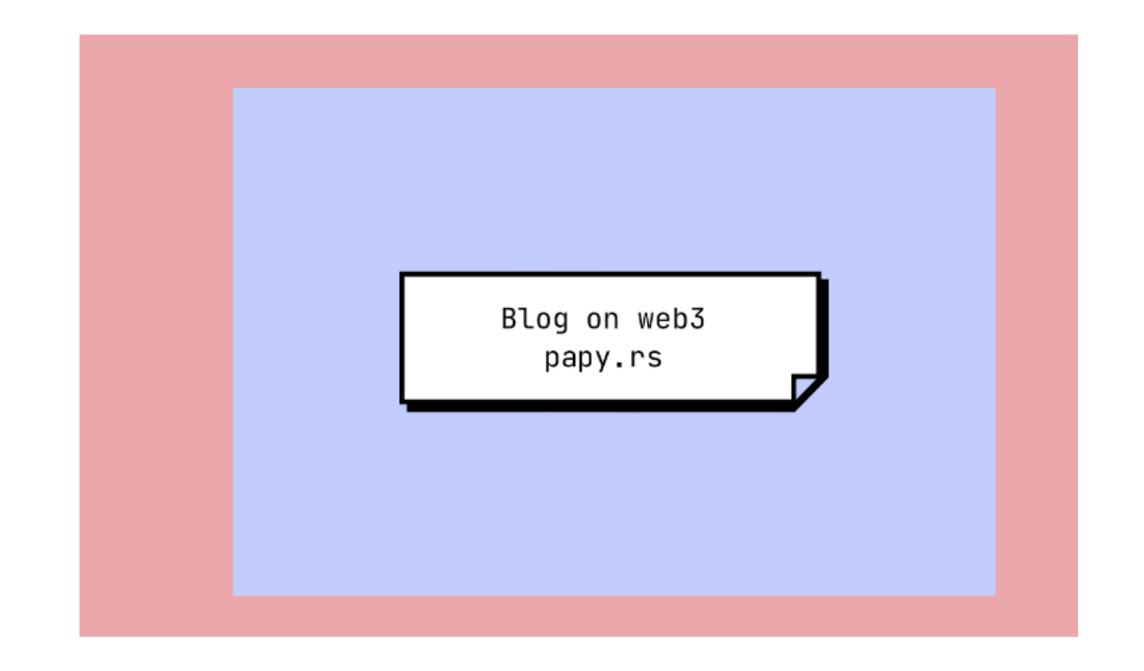


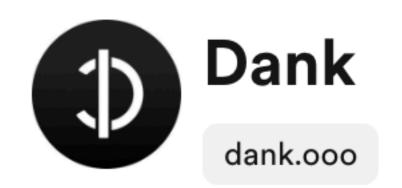


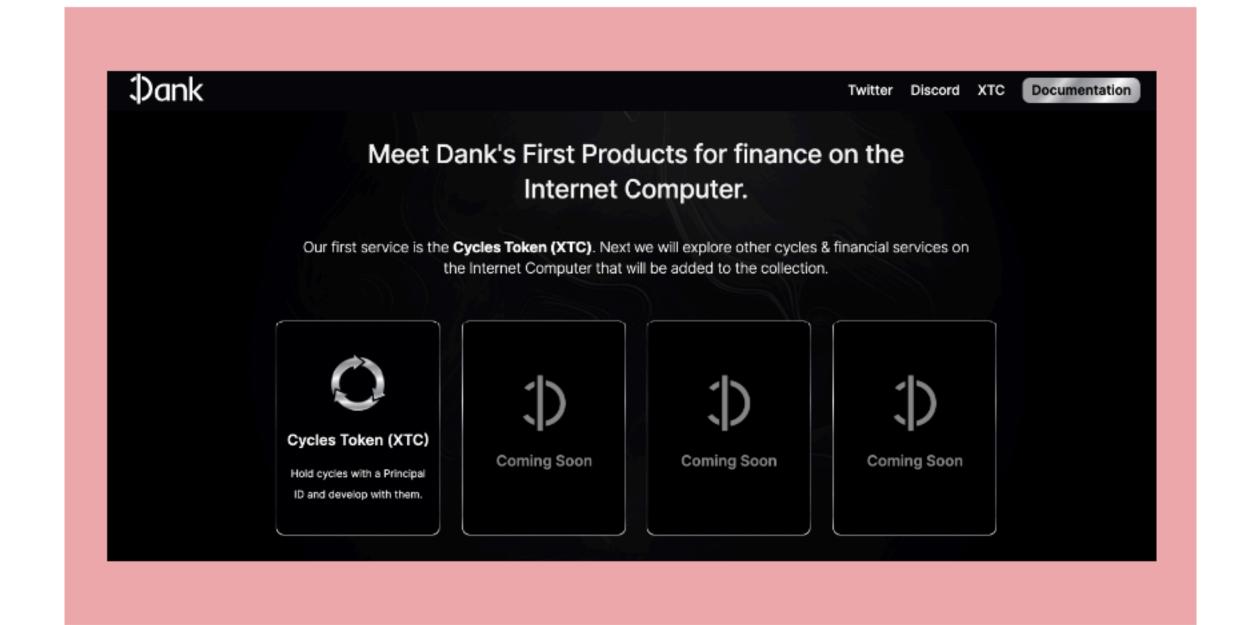


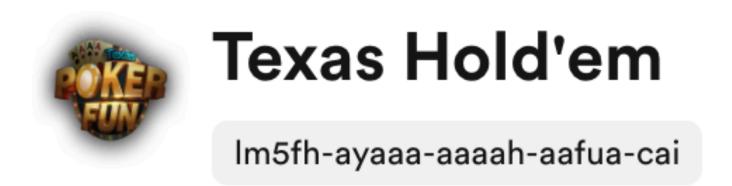


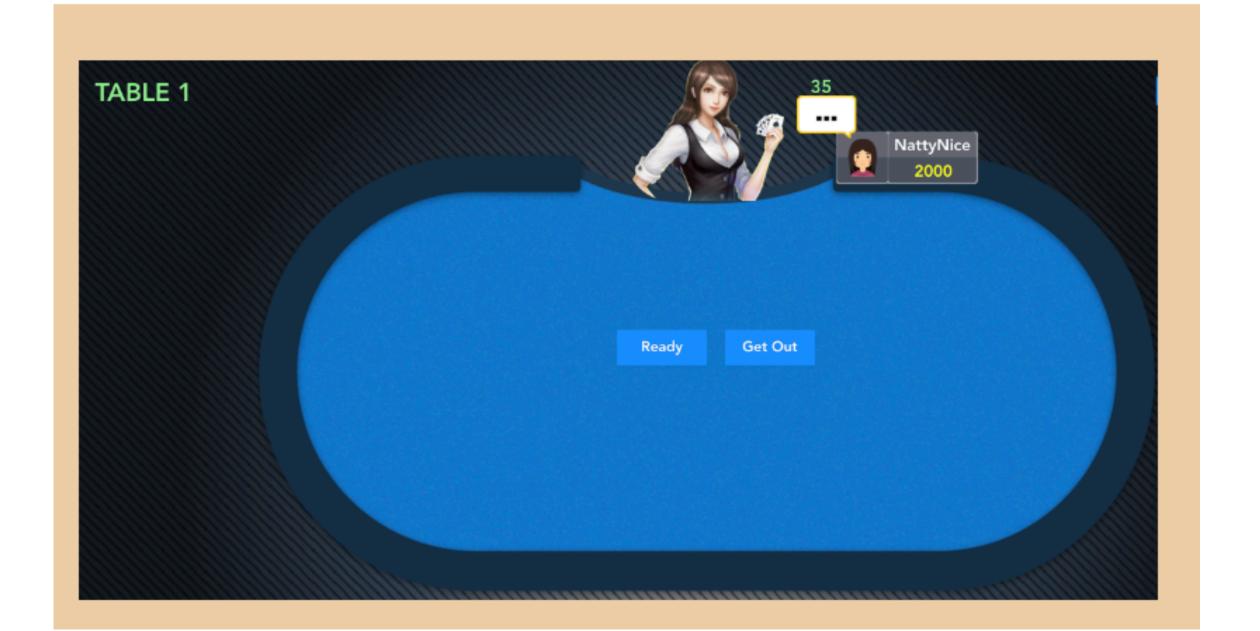














Key Take Aways

The Internet Computer can

- Run canister smart contracts
- Serve requests at web speed
- Upgrade itself based on community votes

Thanks to

- fundamentally reconsidering blockchain technology
- high scalability due to subnet architecture and canister communication
- advanced cryptography, secure and efficient protocols

