













A PLATFORM FOR ANALYZING PAYMENT CHANNEL NETWORKS

IN SUPPORTING REAL-WORLD PAYMENT PATTERNS*

5th Distributed Ledger Technology Workshop (DLT 23) - May 26th, 2023 - Bologna, Italy



Marco Benedetti, Giuseppe Galano, <u>Sara Giammusso</u>, Matteo Nardelli

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01 INTRODUCTION

Background, motivation, and problem statement

02 RELATED WORK

Main challenges and our contributions

03 RESEARCH APPROACH

Research questions, system design and investigation 04 CONCLUSION



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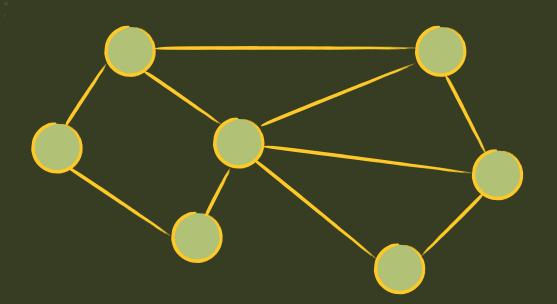
BACKGROUND PAYMENT CHANNEL NETWORKS







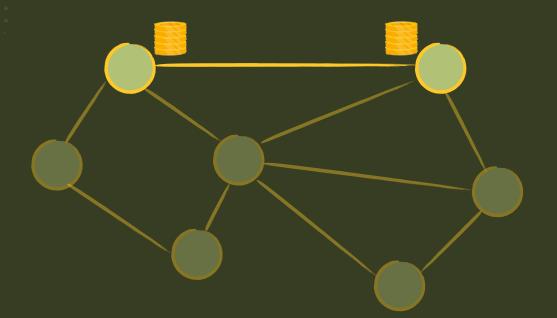
PAYMENT CHANNEL NETWORKS







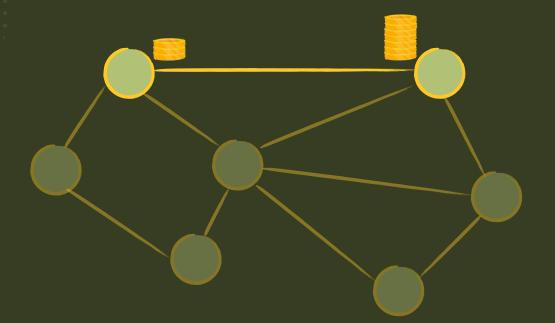
PAYMENT CHANNEL NETWORKS







PAYMENT CHANNEL NETWORKS

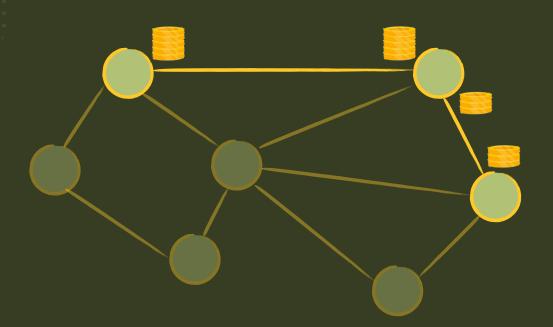


A Platform for Analyzing Payment Channel Network in Supporting Real-world Payment Patterns





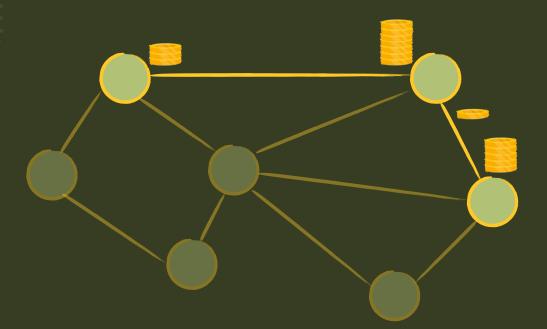
PAYMENT CHANNEL NETWORKS







PAYMENT CHANNEL NETWORKS







MOTIVATION INTERESTING CASH-LIKE FEATURES

PCNs provide **payments** with the following features:





MOTIVATION INTERESTING CASH-LIKE FEATURES

PCNs provide **payments** with the following features:



Instantaneous



Peer-to-peer



End-to-end encrypted





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Instantaneous

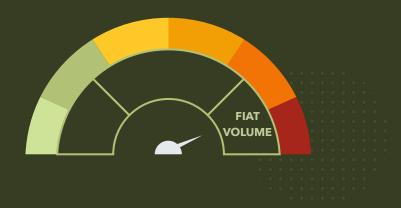


Peer-to-peer

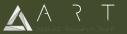


End-to-end encrypted

But **are PCNs scalable** in terms of Transactions Per Second (TPS)?







A payment succeed iff:

A path connecting the sender and the receiver exists,

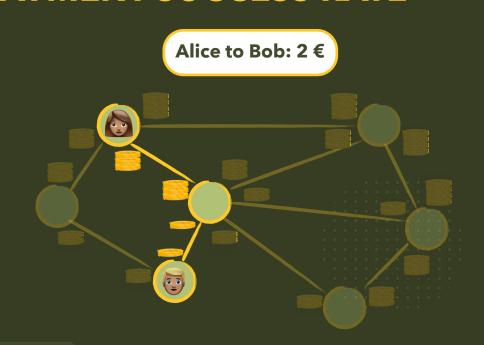
Alice to Bob: 2 €





A payment succeed iff:

- A path connecting the sender and the receiver exists,
- s.t. each channel along the path has sufficient balance to complete the transaction.

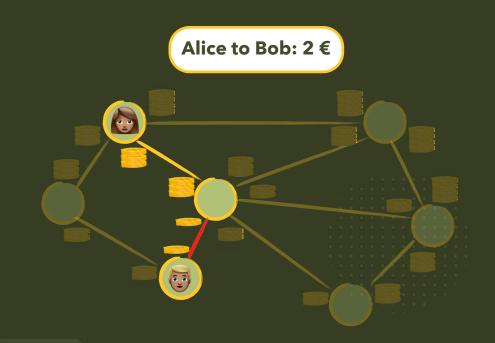






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PROBLEM STATEMENT CHANNEL LIQUIDITY – PAYMENT SUCCESS RATE TRADE-OFF

Infinite capacity channels may be desired, however liquidity implies costs, e.g.:

Interest charges;

• Opportunity costs.





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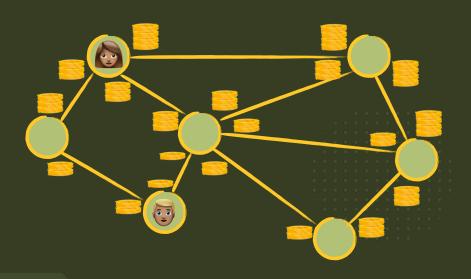




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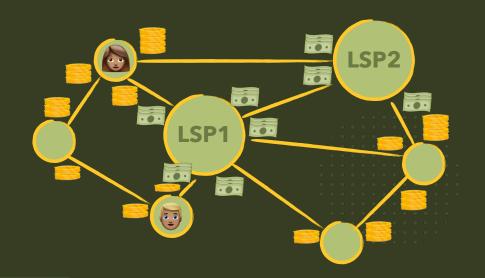






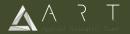
The liquidity cost may push the network to a hub-and-spoke distribution, where a few nodes, called Liquidity Service Providers (LSPs), open channels to end users to increase their:

iii Inbound capacity;

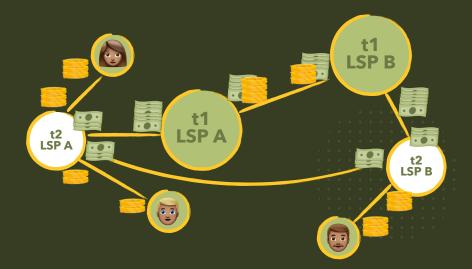


Reachability.





A PCN AS A DIGITAL PAYMENTS SYSTEM

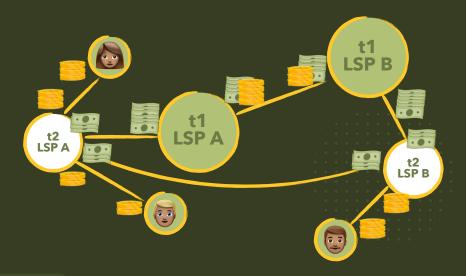






A PCN AS A DIGITAL PAYMENTS SYSTEM

We envision a 2-tiers LSP topology:



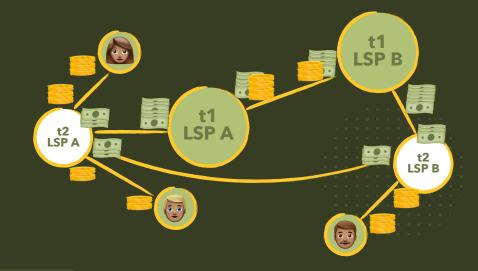




A PCN AS A DIGITAL PAYMENTS SYSTEM

We envision a 2-tiers LSP topology:

t1-LSP: **provides liquidity** to tier-2 LSPs (e.g. Central Banks);



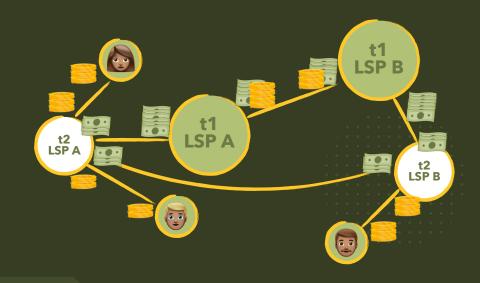




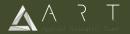
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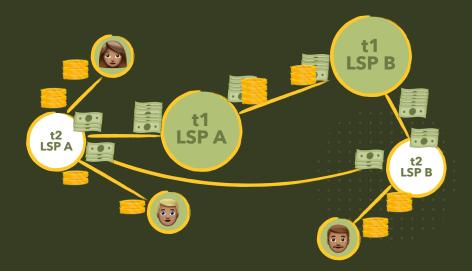
- **t1-LSP**: **provides liquidity** to tier-2 LSPs (e.g. Central Banks);
- **t2-LSP**: opens **channels** toward multiple **end-users** (e.g. Commercial Banks);







A PCN AS A DIGITAL PAYMENTS SYSTEM

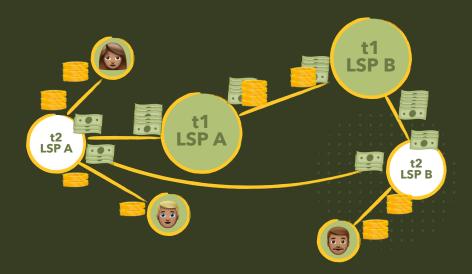






A PCN AS A DIGITAL PAYMENTS SYSTEM

Advantages:



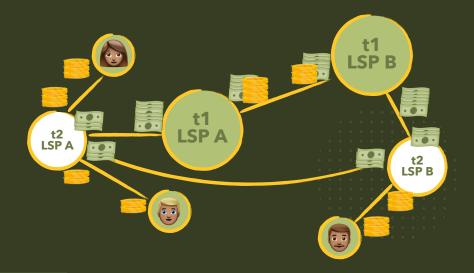




A PCN AS A DIGITAL PAYMENTS SYSTEM

Advantages:

Cryptographically-enforced trust-less payments



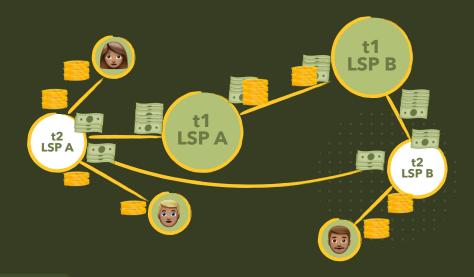




OUR IDEA A PCN AS A DIGITAL PAYMENTS SYSTEM

Advantages:

- Cryptographically-enforced trust-less payments
- Reuse existing protocols and applications (LN)



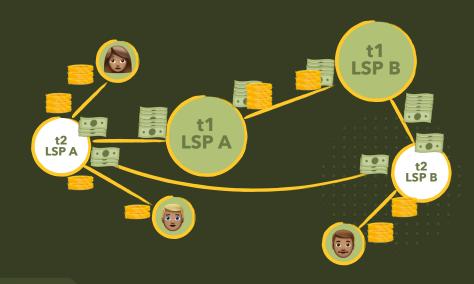




OUR IDEA A PCN AS A DIGITAL PAYMENTS SYSTEM

Advantages:

- Cryptographically-enforced trust-less payments
- Reuse existing protocols and applications (LN)
- New scalability opportunities to explore (e.g. topologies, cost, etc.)





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A Platform for Analyzing Payment Channel Network in Supporting Real-world Payment Patterns





- Assuming a fully private setting,
- the two main challenges are:





Assuming a **fully private setting**, the two main challenges are:

the lack of knowledge of channel balances;





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Lange et al. [1] assumes three different transactions volumes;





STUDYING PCNs NETWORK ASPECTS THE CHALLENGES

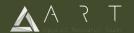
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STUDYING PCNs NETWORK ASPECTS THE CHALLENGES

Assuming a **fully private setting**, the two main challenges are:

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Simulations used in many studies:

- Lange et al. [1] assumes three different transactions volumes;
- * Cordi [2] simulates transactions from a partner bank database;
- Beres et al. [3] uses assumptions based on LN node owners blog posts.





STUDYING PCNs NETWORK ASPECTS OUR CONTRIBUTION

Assuming a **fully private setting**, the two main challenges are:

- the lack of knowledge of channel balances;
- the **impossibility** to measure the **payment success** rate.

Using **simulation**, we want to analyse:

The efficiency of hub-and-spoke topologies, aiming to understand whether and how their liquidity needs can support volumes of payments comparable with those of national currencies.



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RQ1.

What would be the required LSP liquidity to support a given target of transactions/second with lower bounds on payments success rate?





RESEARCH APPROACH RESEARCH QUESTIONS

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RQ2.

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RQ4

Given a PCN topology and the total volume of payments, how does **changing payment load distribution** impact on payment success rate?

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RQ5.

What kind of **privacy challenges** would such an almost-fixed topology need to consider?





SYSTEM DESIGN 4 MAIN COMPONENTS



TXs GENERATOR CALIBRATOR Compute optimal channel capacities

PAYMENTS SIMULATOR





SYSTEM DESIGN 01. PCN TOPOLOGY GENERATOR



3 types of nodes:

- Tier1-LSP
- **⊪** Tier2-LSP
- End-user (user or merchant)





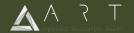
SYSTEM DESIGN 01. PCN TOPOLOGY GENERATOR



5 subnetworks:

- **Ⅲ** T1-LSP T2-LSP
 - **⊪** T2-LSP T2-LSP





SYSTEM DESIGN

01. PCN TOPOLOGY GENERATOR

INPUT:

For each subnetwork

- Graph model (e.g. clique, Watts-Strogatz, Erdős-Rényi, etc.)
- **Capacity distribution**(e.g. uniform, exponential, etc.)







SYSTEM DESIGN 01. PCN TOPOLOGY GENERATOR







SYSTEM DESIGN 02. TRANSACTIONS GENERATOR

INPUT

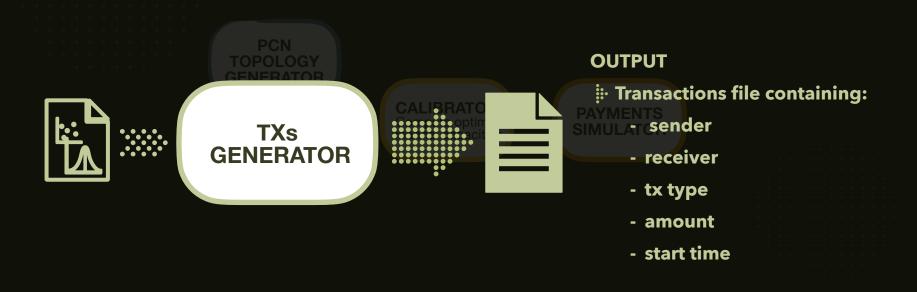
- **₿** Set of nodes
- **∷** Rate of txs
- Statistics from ECB SPACE
 2022 Study on payments
 attitudes [4] about:
 - **TX type** (PoS, P2P, Online)
 - TX amounts







SYSTEM DESIGN 02. TRANSACTIONS GENERATOR







SYSTEM DESIGN 03. PAYMENTS SIMULATOR



An extension of **CLoTH** [5], a **PCN simulator** that mimics the routing and HTLC mechanics used in LN.

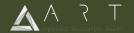




SYSTEM DESIGN 03. PAYMENTS SIMULATOR







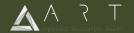
SYSTEM DESIGN 03. PAYMENTS SIMULATOR



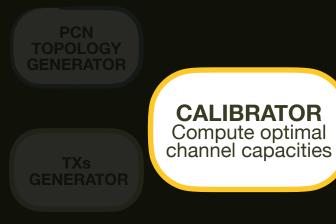
OUTPUT

- **Performance metrics:**
 - Payments success rate
 - Average payment time
 - etc.





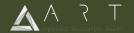
SYSTEM DESIGN 04. CALIBRATOR



GOAL

Optimize the PCN by identifying the minimum channels' liquidity that satisfies a given lower bound payment success rate.





CALIBRATOR

TASKS:

- Sample the parameters for the subnetworks capacities distributions
- Run the simulator using the newly generated files
- Compute loss function on simulator output statistics





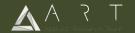


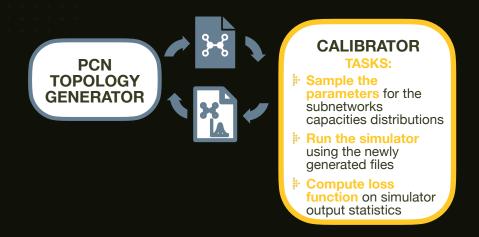
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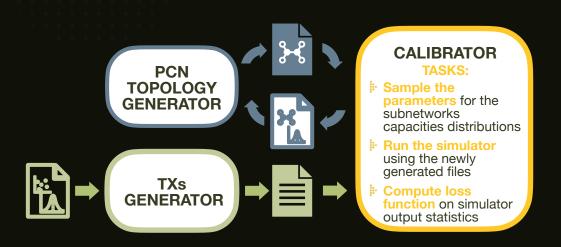






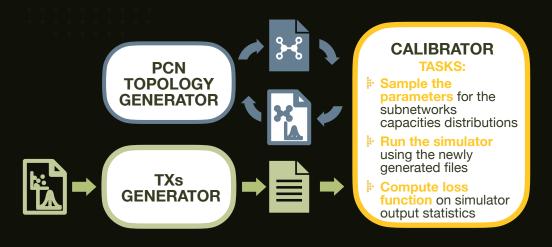








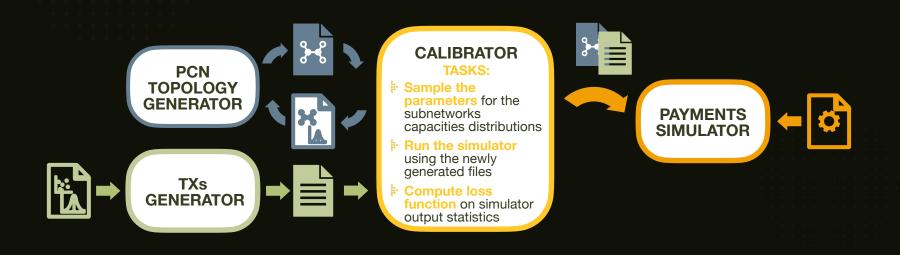






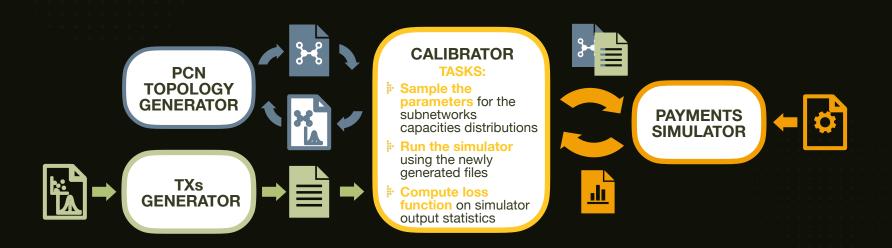




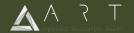


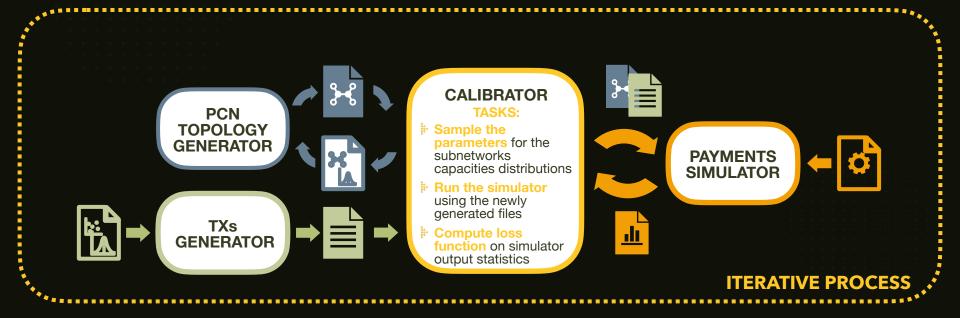






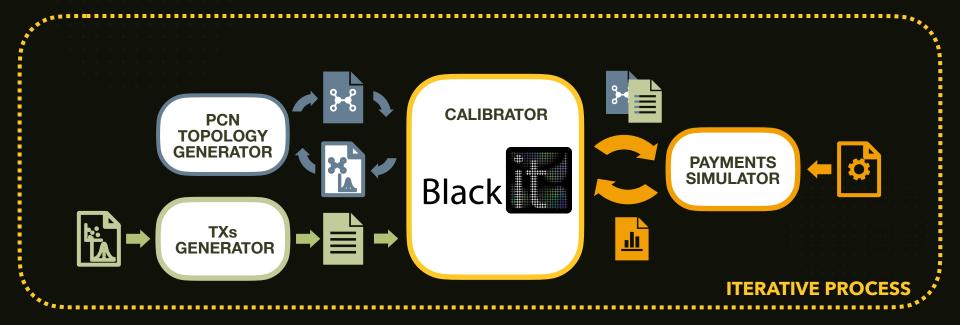
















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What kind of **privacy challenges** would such an almost-fixed topology need to consider?





RQ1.

What would be the required LSP liquidity to support a given target of transactions/second with lower bounds on payments success rate?

Once the **balances are optimized**, the
required total system
liquidity can be
analyzed.

RQ3.

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© Enabling additional CLoTH features: multipath payment and node failures.

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Replace ECB SPACE 2022

study statistics with other assumptions in the TX Generator

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Requires a deeper literature review, and an investigation of leaked information in fixed topologies



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ENRICHING THE WORLD REVOLVING AROUND PCNS







CONCLUSION ENRICHING THE WORLD REVOLVING AROUND PCNS

We aim to:

- Provide a better understanding of PCN scalability;
- Analyse the feasibility of using a PCN as a **possibile retail CBDC implementation**, where central banks and commercial banks could play the role of LSPs.





REFERENCES

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- (2) Simulating high-throughput cryptocurrency payment channel networks. Christopher Neal Cordi. 2017. https://hdl.handle.net/2142/99319
- (3) A Cryptoeconomic Traffic Analysis of Bitcoin's Lightning Network. Ferenc Beres, Istvan Andras Seres, and Andras A. Benczur. 2019. DOI: http://dx.doi.org/10.48550/ARXIV.1911.09432
- (4) Study on the payment attitudes of consumers in the euro area (SPACE). ECB Surveys. 2022.
- (5) **CLoTH: A Lightning Network Simulator.** *Marco Conoscenti, Antonio Vetrò, and Juan Carlos De Martin.* **Vol. 15. SoftwareX, 100717**. DOI: http://dx.doi.org/10.1016/j.softx.2021.100717





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