



LNP/BP nodes initiative

Rationale and WIP on Bitcoin and Lightning nodes supported by
LNP/BP Standards Association

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“Wait, but why we do need new nodes”?

-Anonymous

New exiting apps on layer 2 & 3 are coming!

- Channel factories
- Discreet log contracts on LN
- RGB & Spectrum: assets, identity, smart contracts & DEX on LN
- Lightspeed: high-frequency micropayments
- Storm: storage and messaging; with multi-peer channels
- Prometheus: high-load computing; with multi-peer channels

Current Bitcoin node

- No proper indexes, require third-party software (like Electrum server)
- ... which are also very limited in functionality (wallet-focused)
- Slow, outdated, insecure JSON-RPC
- Monolithic architecture, non-scalable

LN nodes

- Hard to extend with custom messages (except c-lightning)
- One can't modify the structure of commitment and other channel transactions
- "Hardcoded" to existing specs, no modularization

And also LN should upgrade for ..

- Schnorr signatures
- Taproot
- Payment points
- eltoo
- ... who knows?

All these upgrades are very complex with existing node architecture

LN software has to be ready for:

- Support for multi-peer channels
- Abstraction of commitment- and funding transaction structure
- Modularisation of penalty/escrow mechanics (HTLC->PTLC)
- Better separation of networking layers

But are existing LN nodes ready to adopt that?

- No, at least without a deep refactoring of their architecture and lots of rewrites.

Why?

- Hardcoded uni-directed channel parameters
- No channel / connection concept separation
- Monolithic architecture (except c-Lightning)
- No plugin support (except c-Lightning)



LNP/BP Standards Association

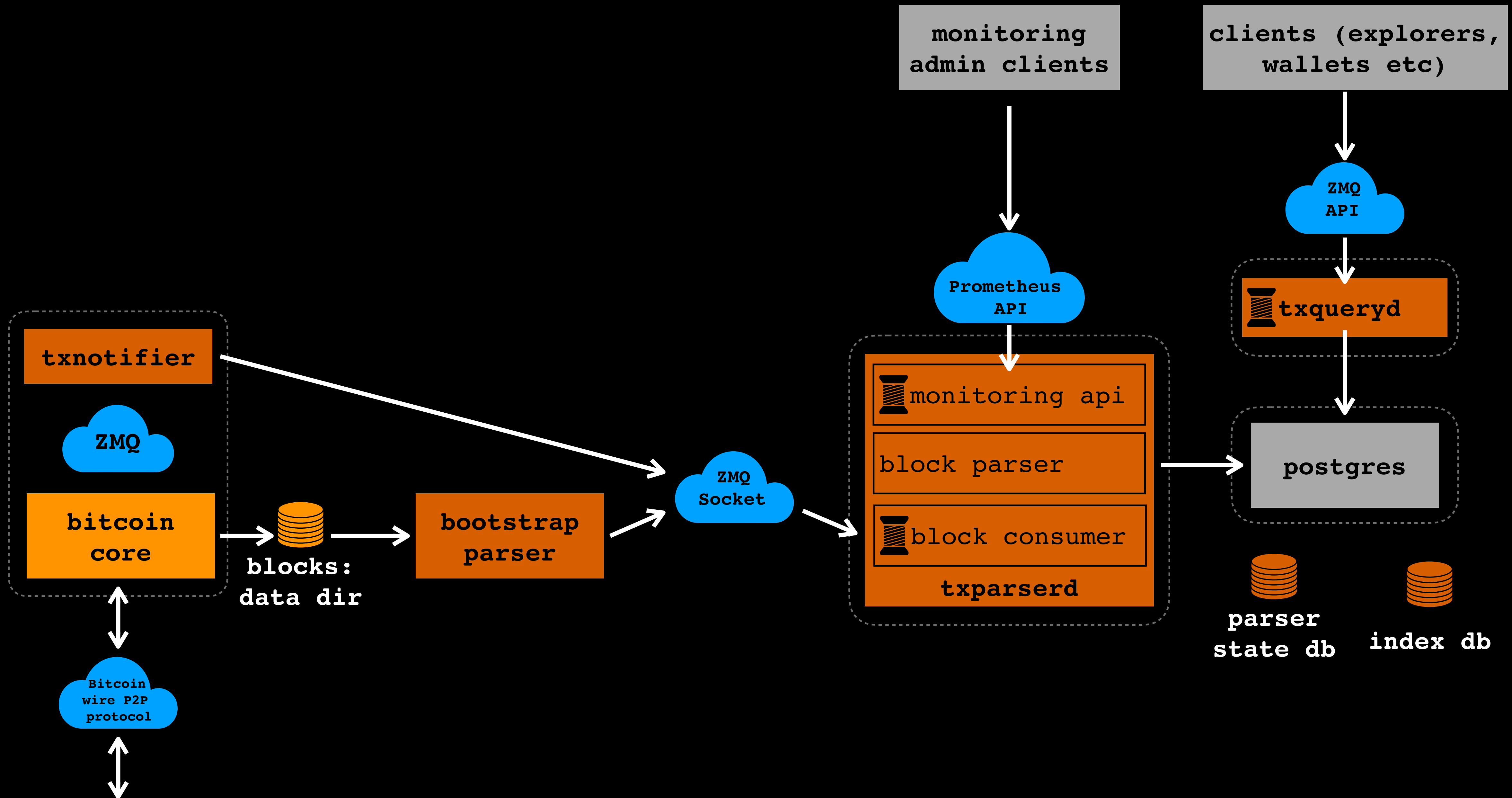
- github.com/LNP-BP
- oversees Layer 2 & 3-related standards and software dev
- Proposed bitcoin tx indexing/query service in March 2020:
fast & scalable arbitrary complex queries against
compact bitcoin blockchain index
<https://github.com/LNP-BP/txserv>
- Run Lightning Hacksprint hackaton in early April 2020
with the challenge to create prototype of new Rust-based
LN node "LNPd"
<https://github.com/LNP-BP/lnpd>

Architecture requirements

- Microservice-based: scalability up to multi-docker enterprise environments
- High-load processing: usage of ZeroMQ APIs instead of JSON RPC and unreliable IPC
- Subscription/push-based notification model for clients, non-custodial wallets etc
- Separation of Peers and Channels
- Extensible with new modular functionality

First stage: Bitcoin Transaction Services

- Parse bitcoin blockchain into a compact database
- Based on **LNPBP-5** standard – joint work with C. Decker:
<https://github.com/LNP-BP/lnpbps/blob/master/lnpbp-0005.md>
- Based on rust-bitcoin library by Andrew Poelstra @Blockstream
- Provide a query API for data that can't be provided by either Bitcoin Core and Electrum Server
 - ◎ getting transaction spending particular output
 - ◎ querying transactions by their script/**miniscript** code



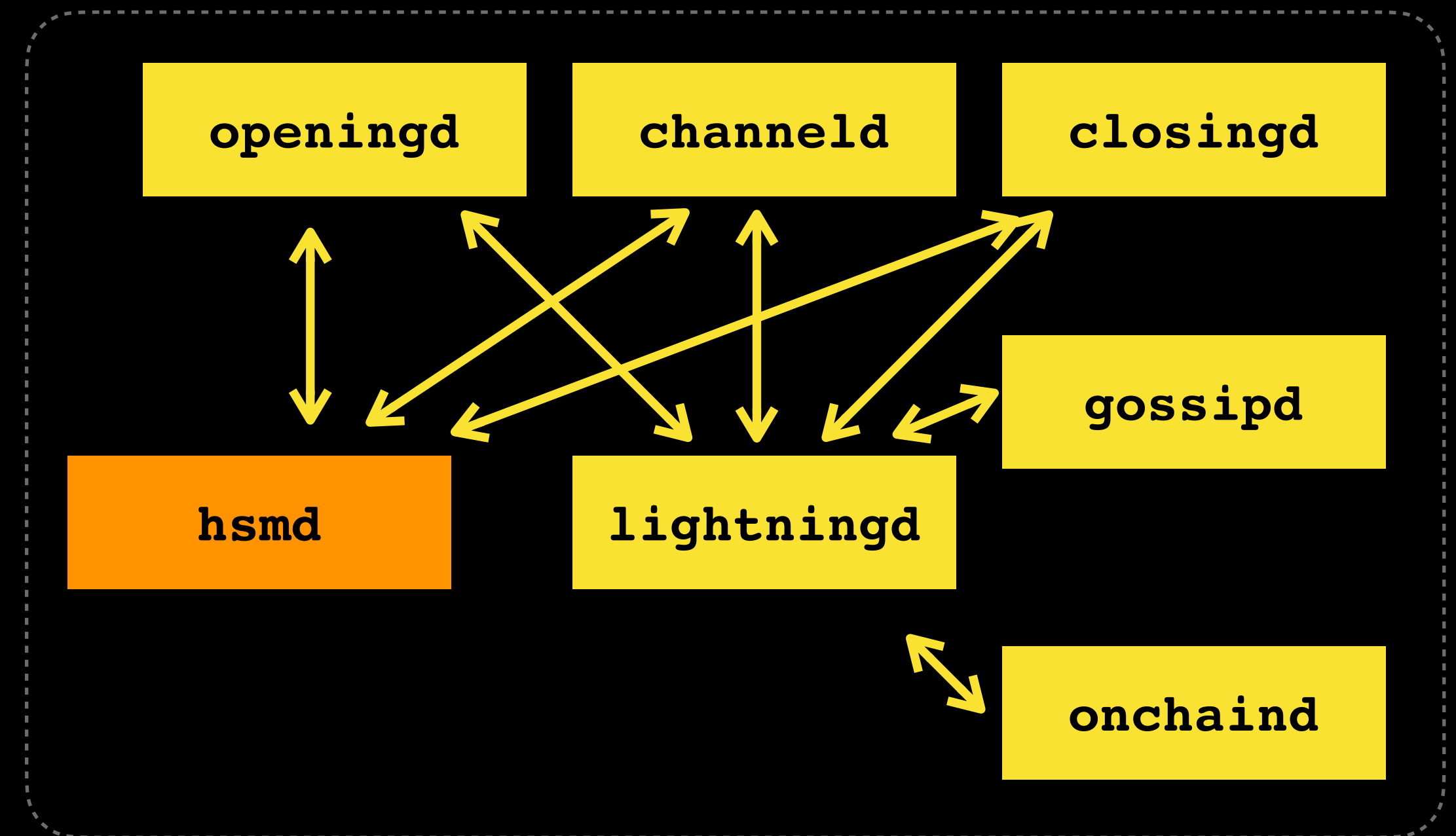
Second stage: LNP node (Lightning node)

- Based on rust-lightning library by Matt Corallo @Square Crypto & @Chaincode Labs
- Utilizing the same multi-thread non-blocking microservice code as Bitcoin transaction service
- Following best practices from c-Lightning architecture & extensibility
- Suited for generalized Lightning Network, ready for:
 - ◎ multi-peer channels / channel factories
 - ◎ multiple channels per peer
 - ◎ payment points
 - ◎ RGB, Spectrum
 - ◎ Protocols, that require modification of channel transaction structure (discreet log contracts, Storm, Prometheus)

Our example to start with: c-Lightning multiprocess architecture

docker container

← c-lightning RPC



*docker container
or volume*

LNP: new LN node architecture, round 1

- ZMQ REQ/REP
- ↔ Double ZMQ REQ/REP
- ⋯→ ZMQ PUB/SUB
- ⚡ connected to all channels and peers

Extensions/mods

txserv

keys daemon



*push-notifications
used by mobile
non-custodians for
signing txs*

cli
other clients

api

onchain

broker

routing

multipeer channel

channel

gossip

channel **DLC**

channel **RGB**

peer

peer

peer **DLC**
RGB



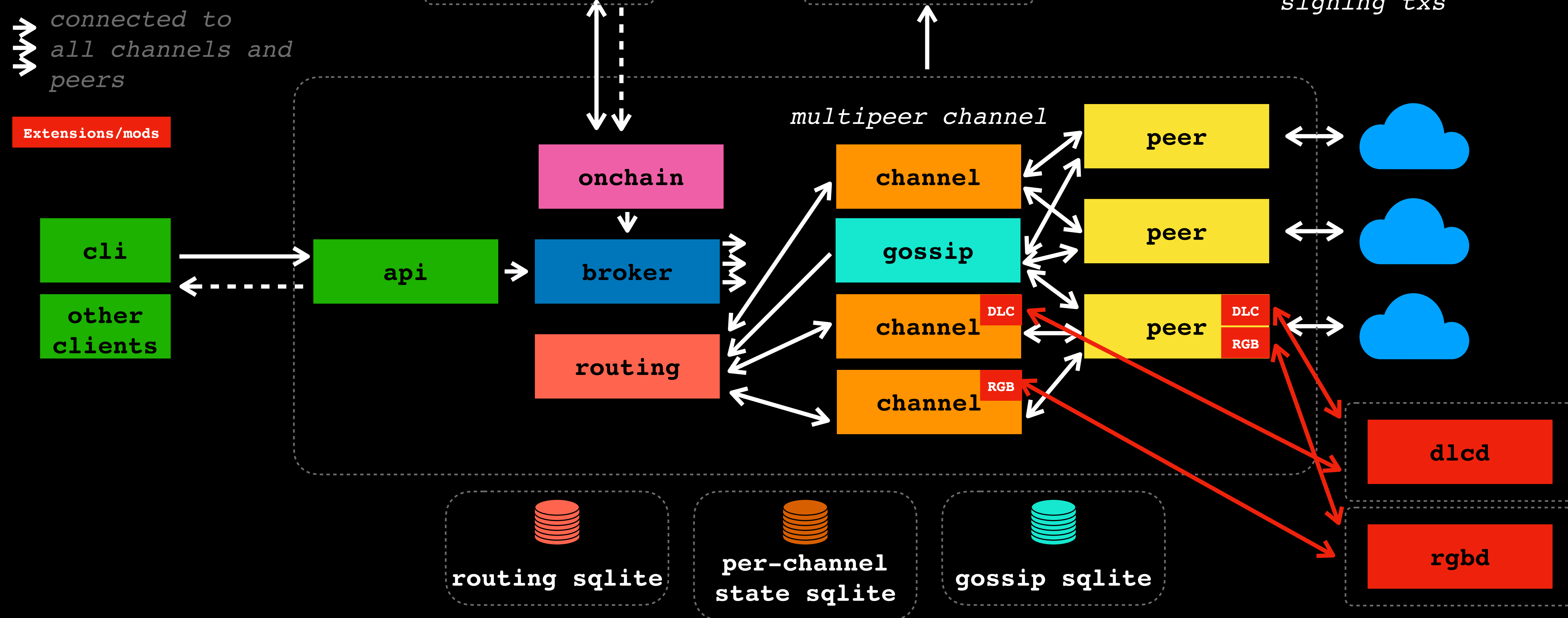
dlcd

rgbd

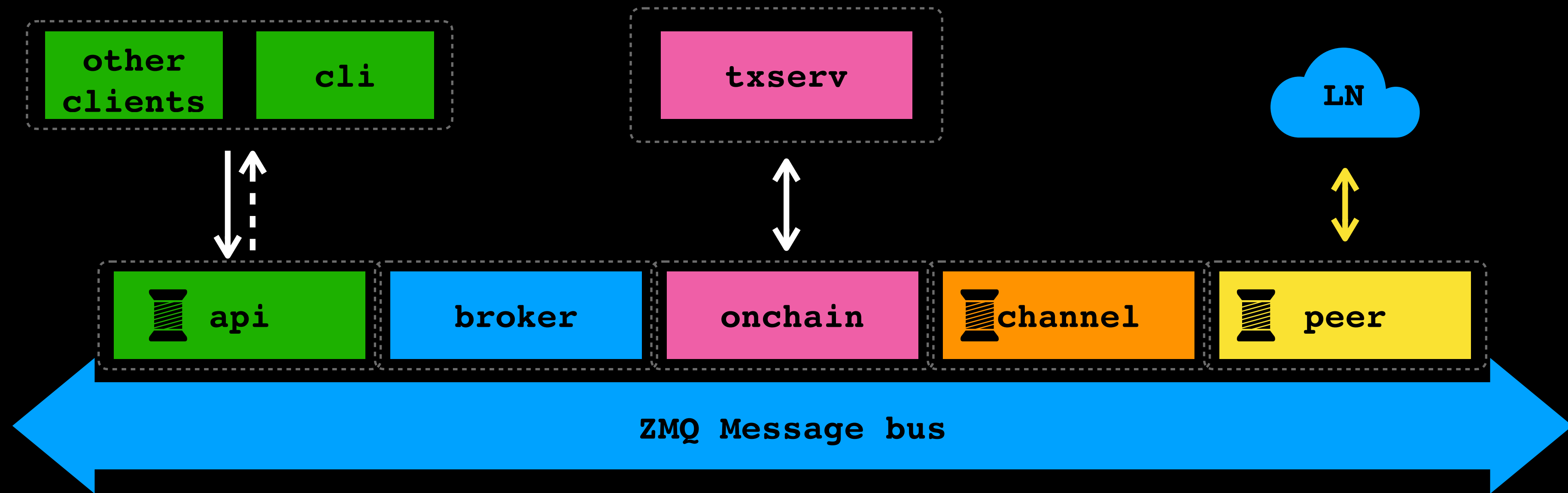
routing sqlite

per-channel state sqlite

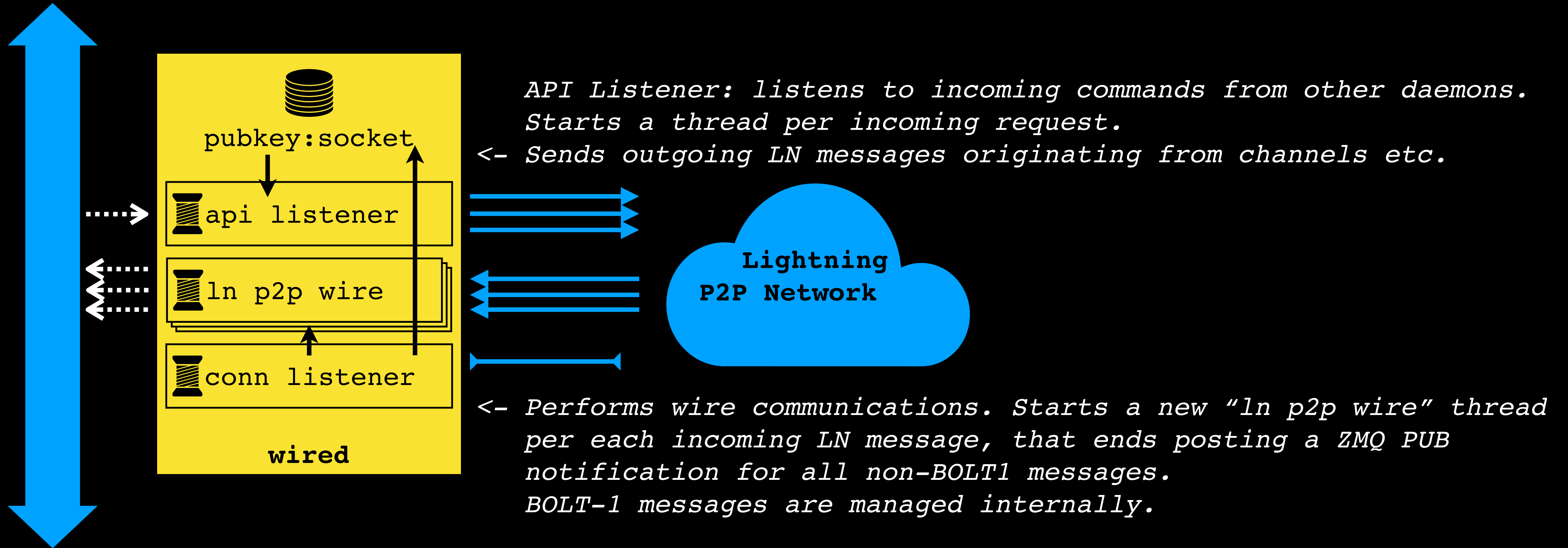
gossip sqlite



New LN node architecture, result of hackathon



Anatomy of a peer managing process (wired)



ZMQ Message Bus

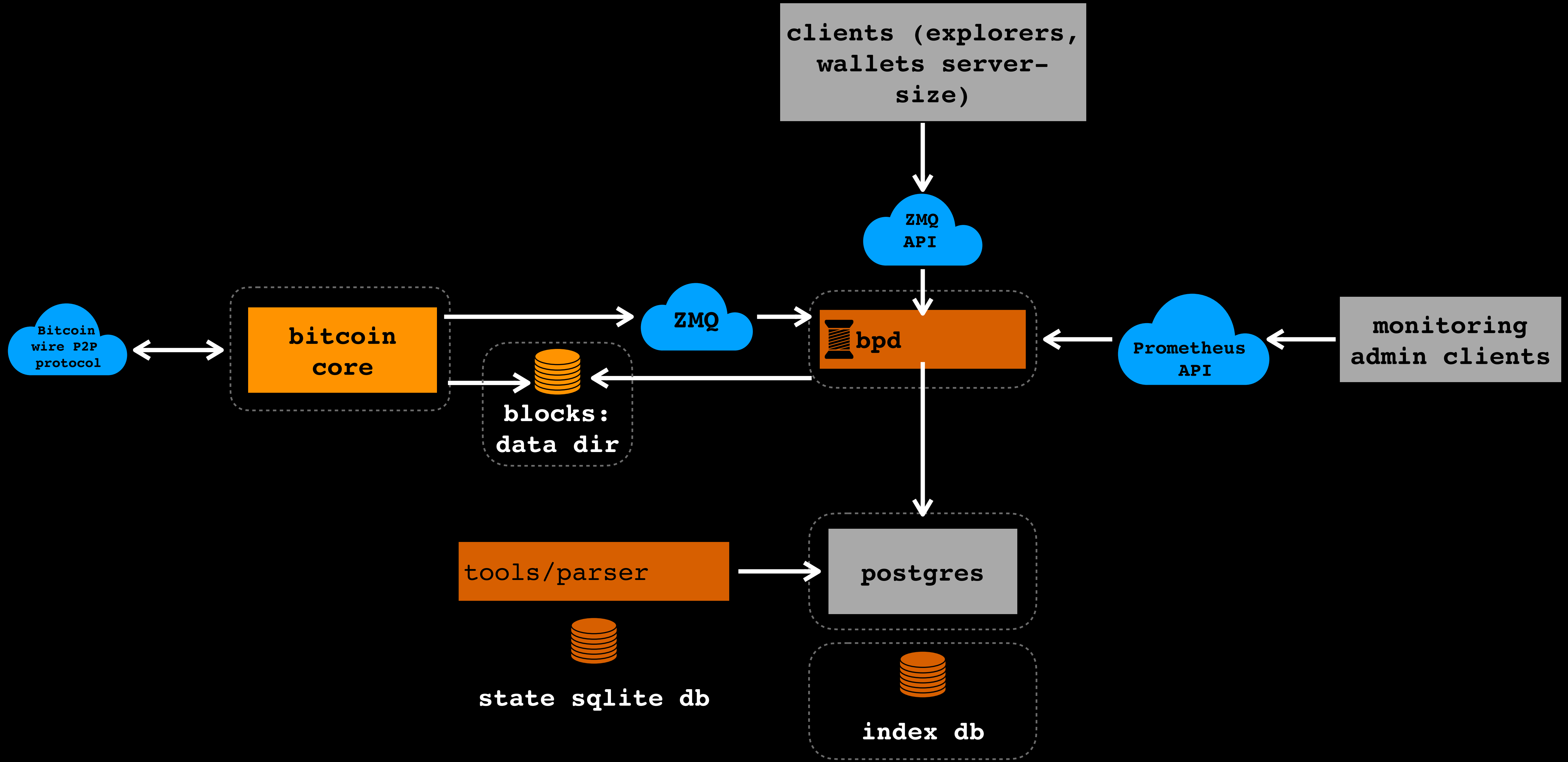
Results of the hackathon

- Created the core of multi-process & multi-thread architecture for new lightning node github.com/LNP-BP/lnpd
- Abstracted LN layers for transport (BOLT-8) & peer messaging (BOLT-1) github.com/LNP-BP/rust-lnpbp
- Created a peer daemon able to run P2P remote node communications: extension point for channel negotiation github.com/LNP-BP/lnpd/src/bin/peerd.rs

Third stage:

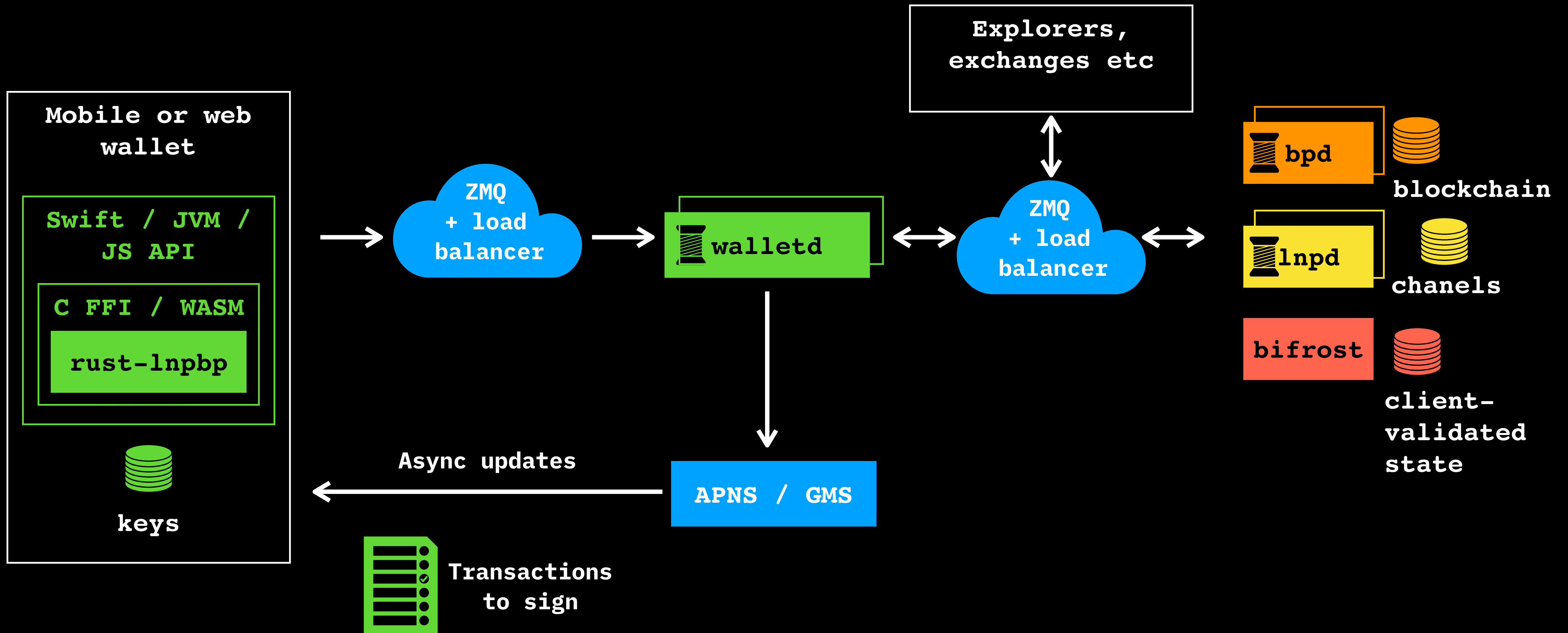
BP node (bitcoin protocol node)

- Based first on Bitcoin Core, later on libbitcoinconsensus
- Universal solution for Layer 2/Layer 3 protocols, including LN nodes to query bitcoin blockchain w/o the need to parse it
- Real-time notifications about new incoming transactions (with ZMQ subscriptions) satisfying complex **miniscript**-based queries



**Putting node architecture into
perspective**

Non-custodial clients/wallets



Contribute to github.com/LNP-BP!

- LNP/BP Standards development & discussions:
github.com/LNP-BP/lnpbps
- Standard Rust library:
github.com/LNP-BP/rust-lnpbp
- Bitcoin node:
github.com/LNP-BP/bp-node
- Lightning node:
github.com/LNP-BP/lnp-node
- Discussions @ Freenode IRC: #lnp-bp