

# Dynamic Pricing for Non-fungible Resources

## Designing Multi-dimensional Blockchain Fee Markets

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Based on work by T. Diamandis, A. Evans, T. Chitra, G. Angeris

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Our work: a framework to optimally set  
multi-dimensional fees

# Outline

Why are transactions so expensive?

Transactions and resources

The resource allocation problem

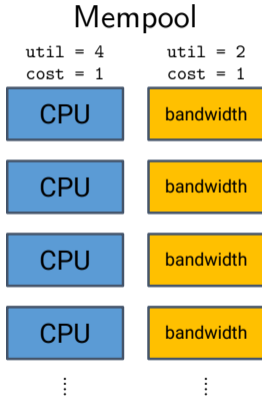
Setting prices via duality

Example: 1d prices hurt networks

## Fixed relative prices lead to DoS attacks

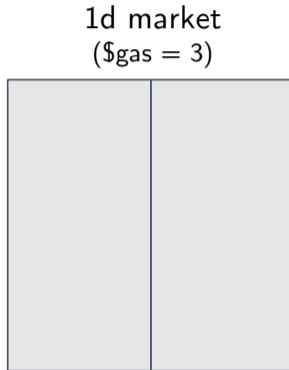
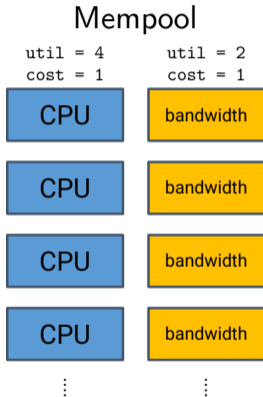
- ▶ All opcodes have fixed **relative prices** to each other (measured in gas)
- ▶ Potential mismatch between relative prices & resource usage leads to **resource exhaustion attacks** (DoS attacks)
  - EXTCODESIZE attack in 2016 exploited disk read mispricing
  - Opcode prices had to be manually adjusted (EIP-150)

## Fixed relative prices limit throughput



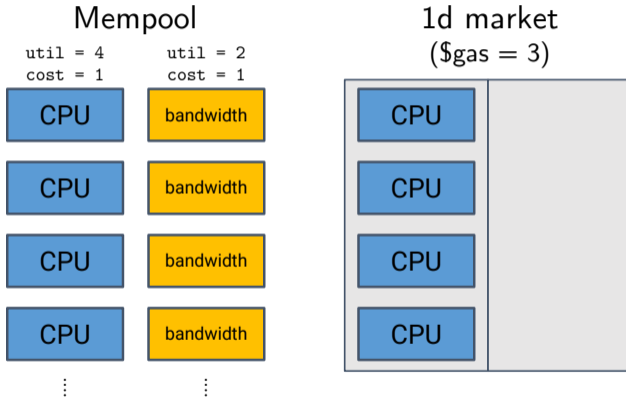
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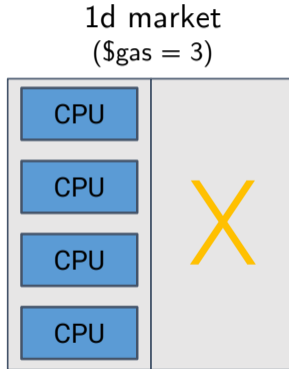
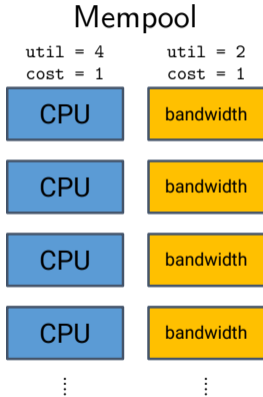
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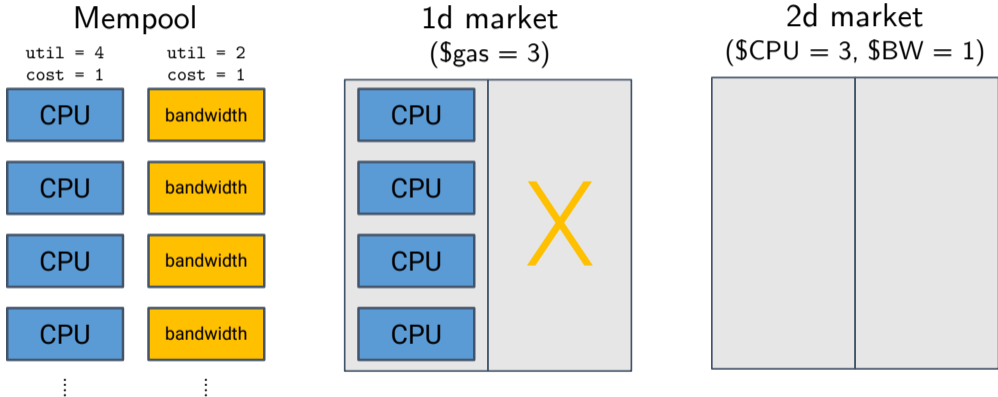


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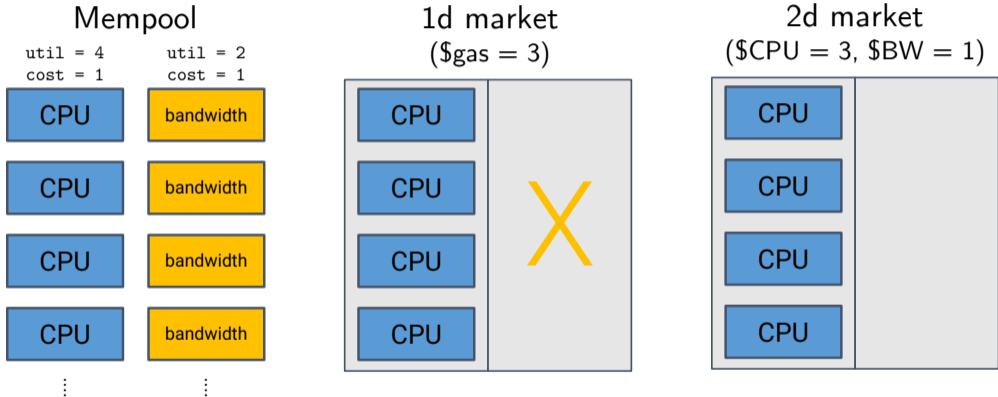
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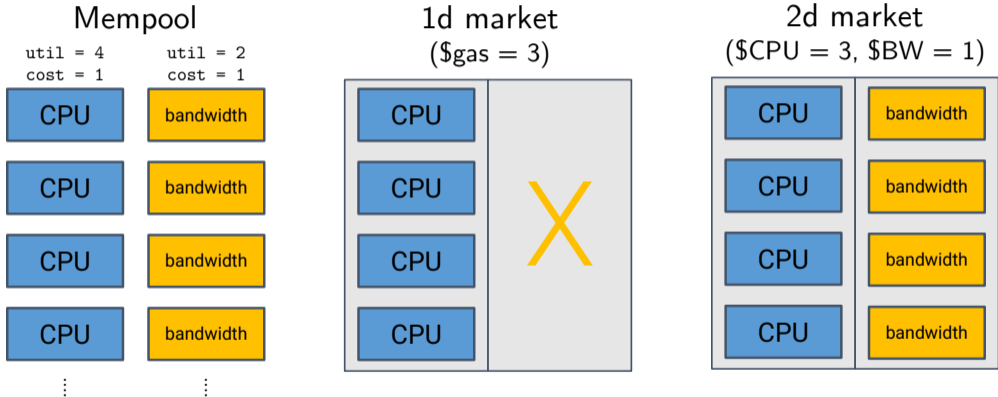
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We need a mechanism to design **fee markets**

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## Let's formalize this

- ▶ A **transaction**  $j$  consumes a vector of resources  $a_j \in \mathbb{R}_+^m$ 
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  - Entry  $x_j = 1$  if tx  $j$  is included and 0 otherwise
- ▶ The quantity of resources consumed by this block is then

$$y = \sum_{j=1}^n x_j a_j = Ax$$

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- ▶ Define a **resource consumption limit**  $b$ 
  - Txns included must satisfy  $Ax \leq b$
- ▶ Charge for usage of each resource (e.g., EIP-1559)
  - Prices  $p$ , mean that transaction  $j$  costs (this is burned)

$$p^T a_j = \sum_{i=1}^m p_i (a_j)_i$$

## But how do we determine prices?

- ▶ We want a few properties:
  - $(Ax)_i = b_i^* \rightarrow$  no update
  - $(Ax)_i > b_i^* \rightarrow p_i$  increases
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Is this a good update rule?



Update rules are implicitly solving an optimization problem

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Specific choice of objective by network designer  
 $\implies$  specific update rule

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Setting (for now):

Network designer is omniscient and determines  
txns in each block

## Loss function is network's unhappiness with resource usage

- ▶ Network designer determines **loss function** for resource allocation problem; e.g.:

$$\ell(y) = \begin{cases} 0 & y = b^* \\ \infty & \text{otherwise} \end{cases}$$

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## We encode all tx constraints in set $S$

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- ▶ We consider the convex hull of  $S$ :  $\text{conv}(S)$ 
  - This means  $j$  can be ‘partially included’
  - $x_j \in (0, 1) \implies$  tx  $j$  included after roughly  $1/x_j$  blocks



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- ▶ But we will see that the network does not need to know  $q$ !

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- ▶ **Objective:** Maximize utility of included txns minus the loss incurred by the network
- ▶ **Constraints:** Utilization  $y$  is resource usage of included txns, and  $x$  is in the set of allowable txns  $S \subseteq \{0, 1\}^n$  (can be very complex/hard to solve!)

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- ▶ But network designer cannot solve this in practice!
  - Doesn't decide which txns are in a block (block builders do this)
  - Doesn't know utilities  $q$
  - Cannot include fractional txns ( $x_i \in (0, 1)$ )



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- ▶ We will 'decouple' utilization of network and that of tx producers
- ▶ Correctly set penalty  $\rightarrow$  dual problem = original problem & utilizations are equal

## Dual decouples tx produces and network

- ▶ Problem is separable, so  $g(p)$  decomposes into two easily interpretable terms:

$$g(p) = \underbrace{\ell^*(p)}_{\text{network}} + \underbrace{\sup_{x \in \text{conv}(S)} (q - A^T p)^T x}_{\text{tx producers}}$$

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- ▶ From before,  $p$  are the prices for violating prev. constraint  $y = Ax$ 
  - Relaxing constraint to penalty  $\rightarrow$  pay per unit violation
- ▶ Evaluating the 1st term is easy: can be done on chain! Let's look at the 2nd term



## Second term: block building problem

- ▶ Maximize net utility (utility minus cost) subject to tx constraints

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- ▶ Same optimal value if we use  $S$  instead of  $\text{conv}(S)$
- ▶ Exact problem solved by block producers!  $\rightarrow$  Network can observe  $x^*$

## What do we get at optimality?

- ▶ Let  $p^*$  be a minimizer of  $g(p)$ , *i.e.*, prices are set optimally
- ▶ Assume the block building problem has optimal solution  $x^*$
- ▶ The optimality conditions are

$$\nabla g(p^*) = y^* - Ax^* = 0$$

where  $y^*$  satisfies  $\nabla \ell(y^*) = p^*$

## Key results

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2. These prices incentivize tx producers to include txns that maximize welfare generated  $q^T x$  minus the network loss  $\ell(Ax)$

Cool. So how do we minimize  $g(p)$ ?

- ▶ We can compute the gradient:

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- ▶ Network observes  $x^*(p)$  from previous block (block building problem soln)
- ▶ Then network applies favorite optimization method (e.g., gradient descent)

$$p^{k+1} = p^k - \eta \nabla g(p^k)$$

## Some simple examples:

**Update rule**

$$p^{k+1} = p^k - \eta(b^* - Ax^*)$$

**Loss function**

$$\ell(y) = \begin{cases} 0 & y = b^* \\ \infty & \text{otherwise} \end{cases}$$

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See paper, appendix C

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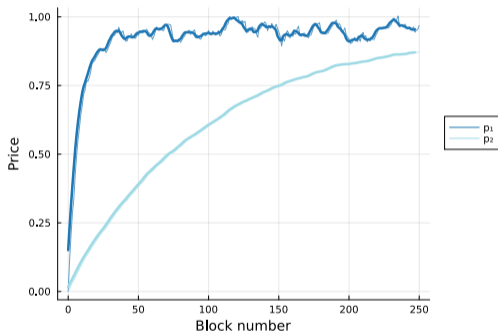
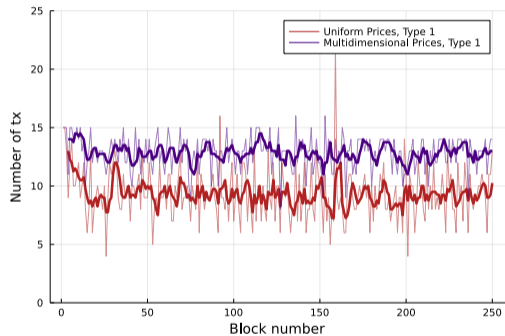
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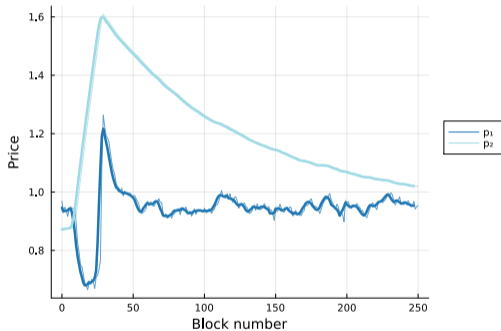
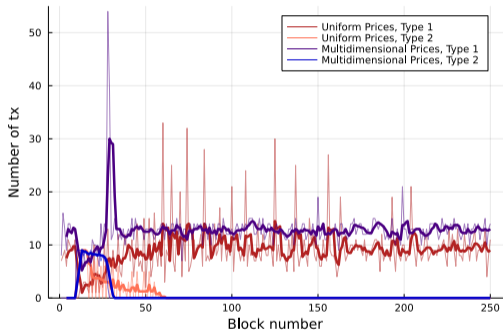
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## Multidimensional fees increase throughput



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## Even when the tx distribution shifts

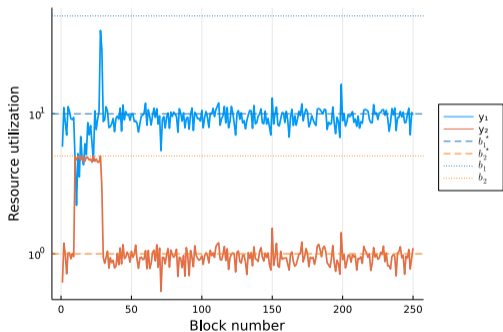


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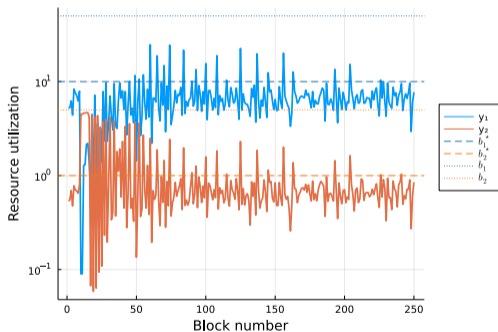


## And resource utilization better tracks targets

### Multidimensional fees



### 1d fees



Example: 1d prices hurt networks

Conclusion: choose your objective, not the update rule!

Choice of **objective function** by network designer yields an “optimal” price update rule via our optimization-based framework


For more info, check out our paper!



Paper

Thank you!

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