

Interledger

Interoperable, Streaming Payments

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Agenda

- 1. The Need for Interoperability
- 2. Background: How Interledger Works
- 3. Demos: Streaming Payments



The biggest problem in payments is the lack of interoperability



The Payment Space is Highly Fragmented



PROBLEM

To pay someone, you need to use the same payment network



PROBLEM

To accept payments, you need to support many different networks



Accepting Payments Online



Payment Methods Accepted By Prineta.com

Payment Handler API

W3C Working Draft 08 January 2018



This version:

https://www.w3.org/TR/2018/WD-payment-handler-20180108/

Latest published version:

https://www.w3.org/TR/payment-handler/

Latest editor's draft:

https://w3c.github.io/payment-handler/

Test suite:

https://w3c-test.org/payment-handler/

Previous version:

https://www.w3.org/TR/2017/WD-payment-handler-20171203/

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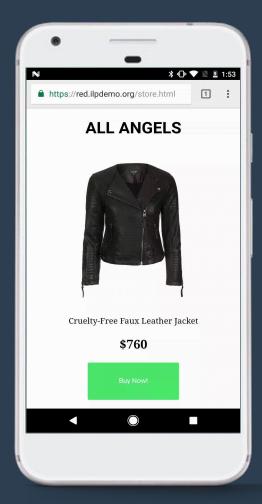
Participate:

GitHub w3c/payment-handler

File a bug

Commit history

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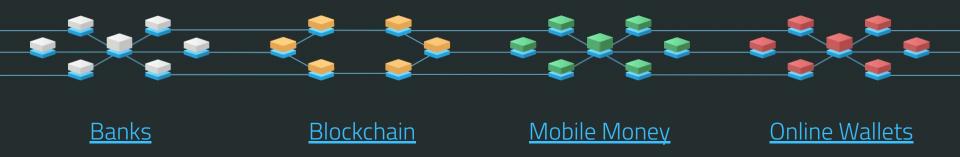


Payment Networks Are Still Disconnected





Internetworking For Payment Networks







Interledger

Internetworking for Money

Interledger Project

Invented at Ripple, Developed as a Standalone Open Project





Banks

Central banks

Payments companies

Tech giants

Consulting companies

Blockchain companies

Open Protocol

Community Group @ W3C

390+ Contributors



OUR INSPIRATION
The History & Architecture of the Internet

Internet Architecture

Application

HTTP SMTP NNTP NTP RTP

Transport

TCP UDP

Internetwork

IP

Network

WIFI BLUETOOTH ETHERNET

Interledger Architecture

Application

SPSP HTTP-ILP PAYTORRENT

Transport

IPR PSK STREAM

Interledger

ILP

Ledger

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MOBILE MONEY DIGITAL WALLETS

The Core is the Packet and Address Format

IP Packet

```
InterledgerPrepare ::= SEQUENCE {
    -- Local amount (changes at each hop)
    amount UInt64,
    -- Expiry date
    expiresAt Timestamp,
    -- Execution condition
    executionCondition UInt256,
    -- Destination ILP Address
    destination Address.
    -- Information for recipient (transport layer information)
    data OCTET STRING (SIZE (0..32767))
```

ILP Packet

Interledger Architecture

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A "Ledger" Is Any System That Transfers Value





ACH / USD



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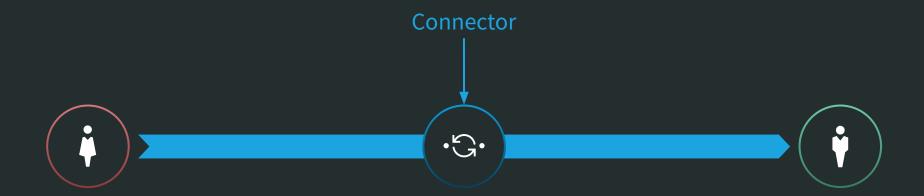
Interledger

ILP

Ledger

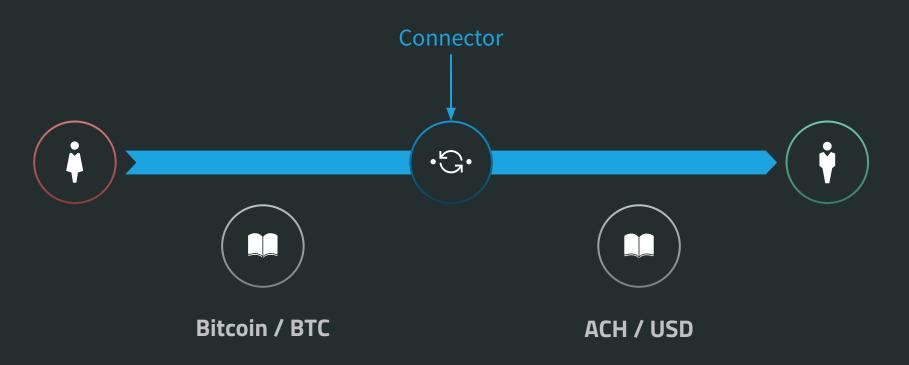
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Connectors Forward Packets





Connectors Settle on Ledgers





Interledger packets can be settled on any ledger or even with cash.



Packets Can Be Sent Across Any Number of Hops





Optimistic Execution





Optimistic Execution





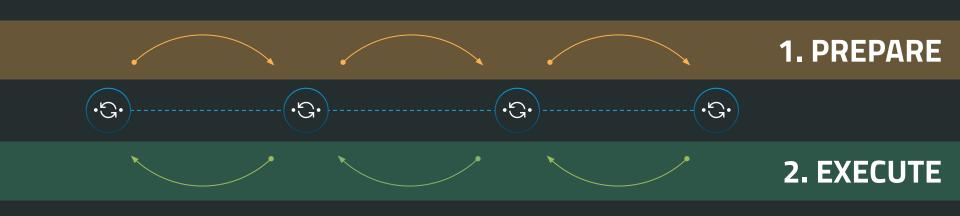
Interledger: Two-Phase Execution Secures Multi-Hop Transfers



REFERENCES

- J. Poon and T. Drya, *The Bitcoin Lightning Network: Scalable Off-Chain Instant Payments*, 2015
- S. Thomas and E. Schwartz, A Protocol for Interledger Payments, 2015

Interledger: Two-Phase Execution Secures Multi-Hop Transfers



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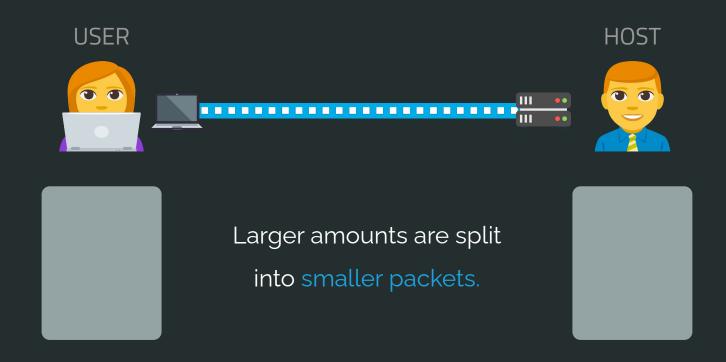
Streaming Payments



STREAM can stream data + money over Interledger.



Penny Switching



Interledger Architecture

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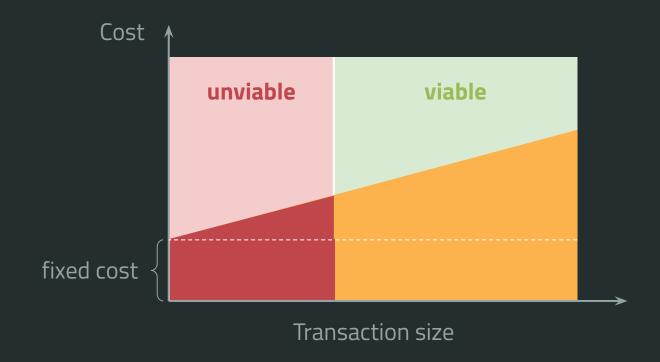
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DEMO

Merchant Checkout With Chunked Payments



Fixed Costs Make Micropayments Unviable





The Internet Economy is Incomplete



Today: The Web is a **Barter Economy**

Barter is Extremely Inefficient

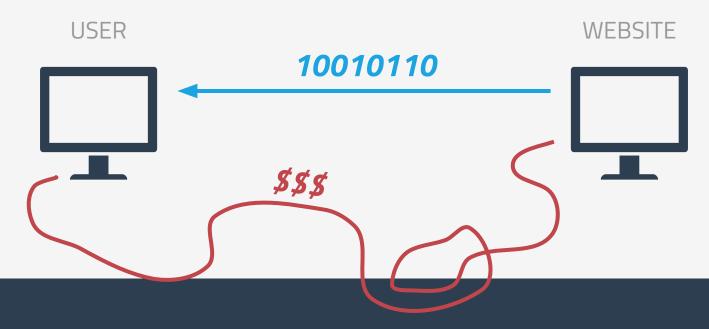




There may be many people wanting, and many possessing those things wanted; but to allow of an act of barter, there must be a **double coincidence**, which will rarely happen.

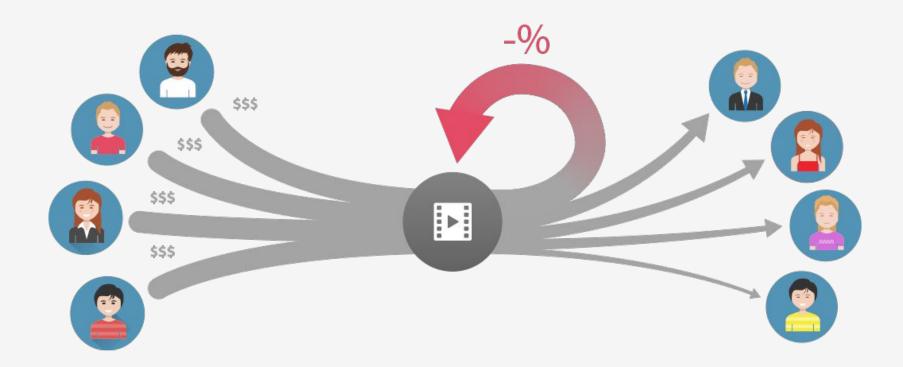
- William S. Jevons, 1875

So We Use Hacks to Get Around the Problem



Hacks: Ads, Surveys, Bundling, ...

Dominance of Marketplaces





When an online service is free, you're not the customer.

You're the product.

Tim Cook, CEO Apple



Ads Ruin the User Experience

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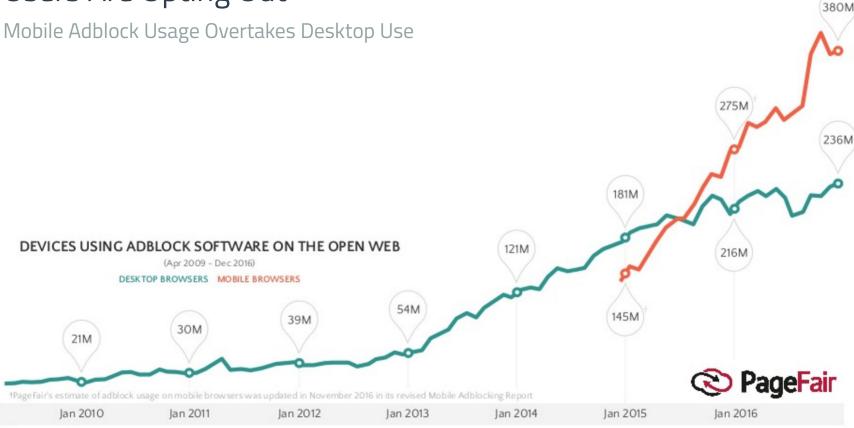
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Money Solves the Barter Problem



DEMO

Streaming Micropayments for Content



Help build the Internet of Value!

