

Reactive payment routing

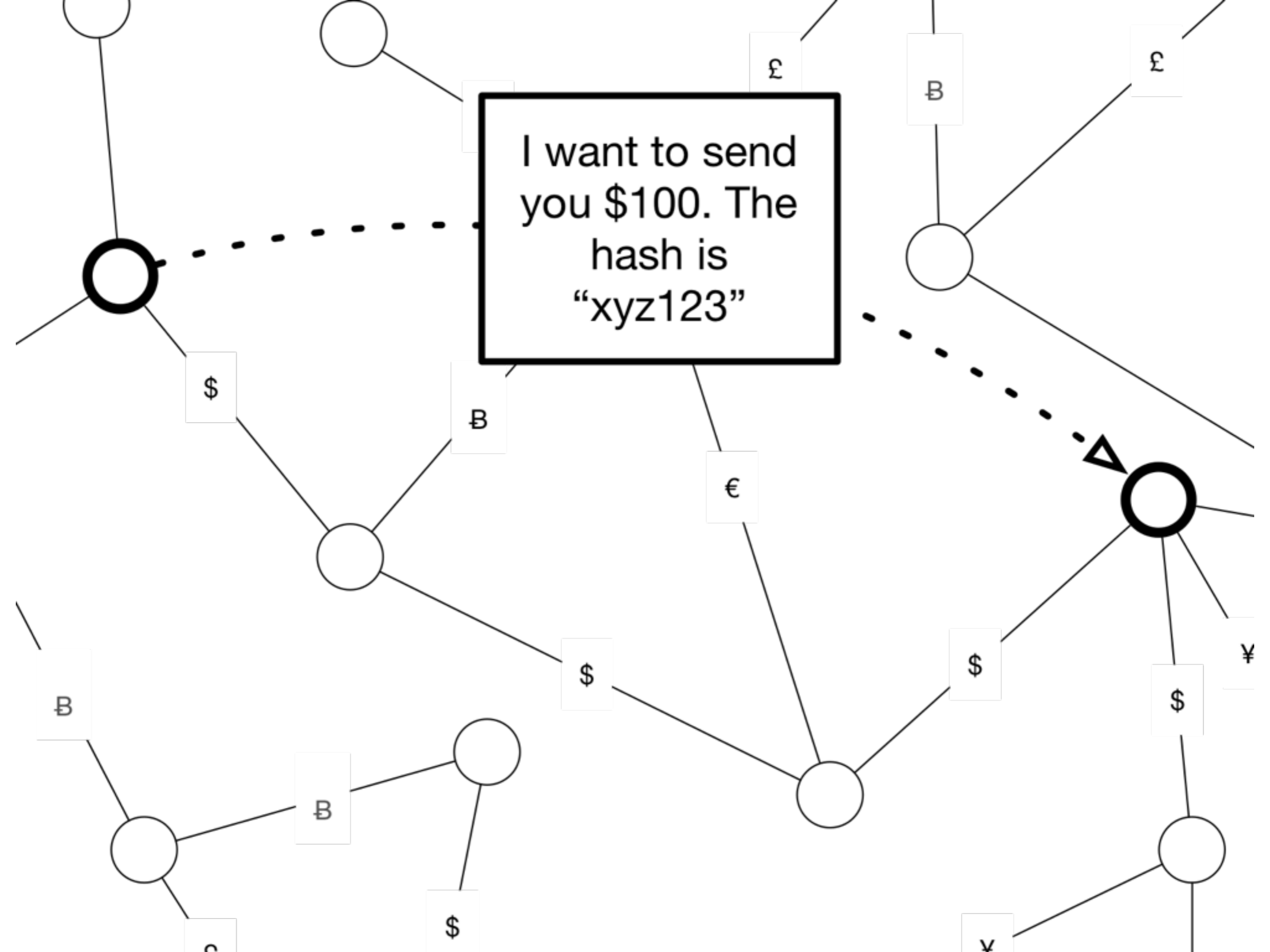
Connecting payment channels

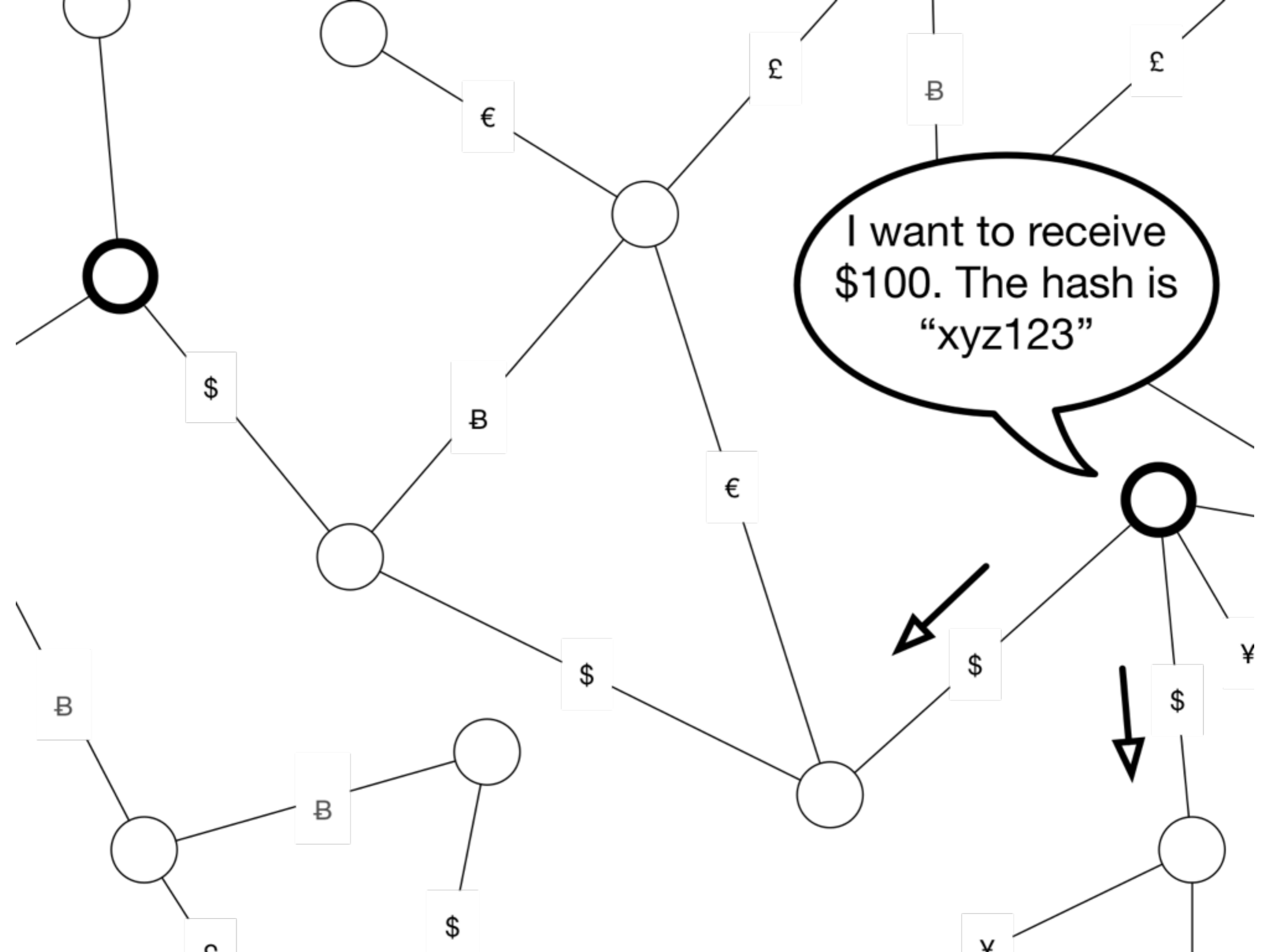
What is it?

- Payment channels can be connected to allow trustless multi hop payments (see **Universal payment channels**).
- However, you need to be able to find out which channels in the network have the capacity to carry the payment, and at what price.
- Reactive payment routing is one way of doing this.

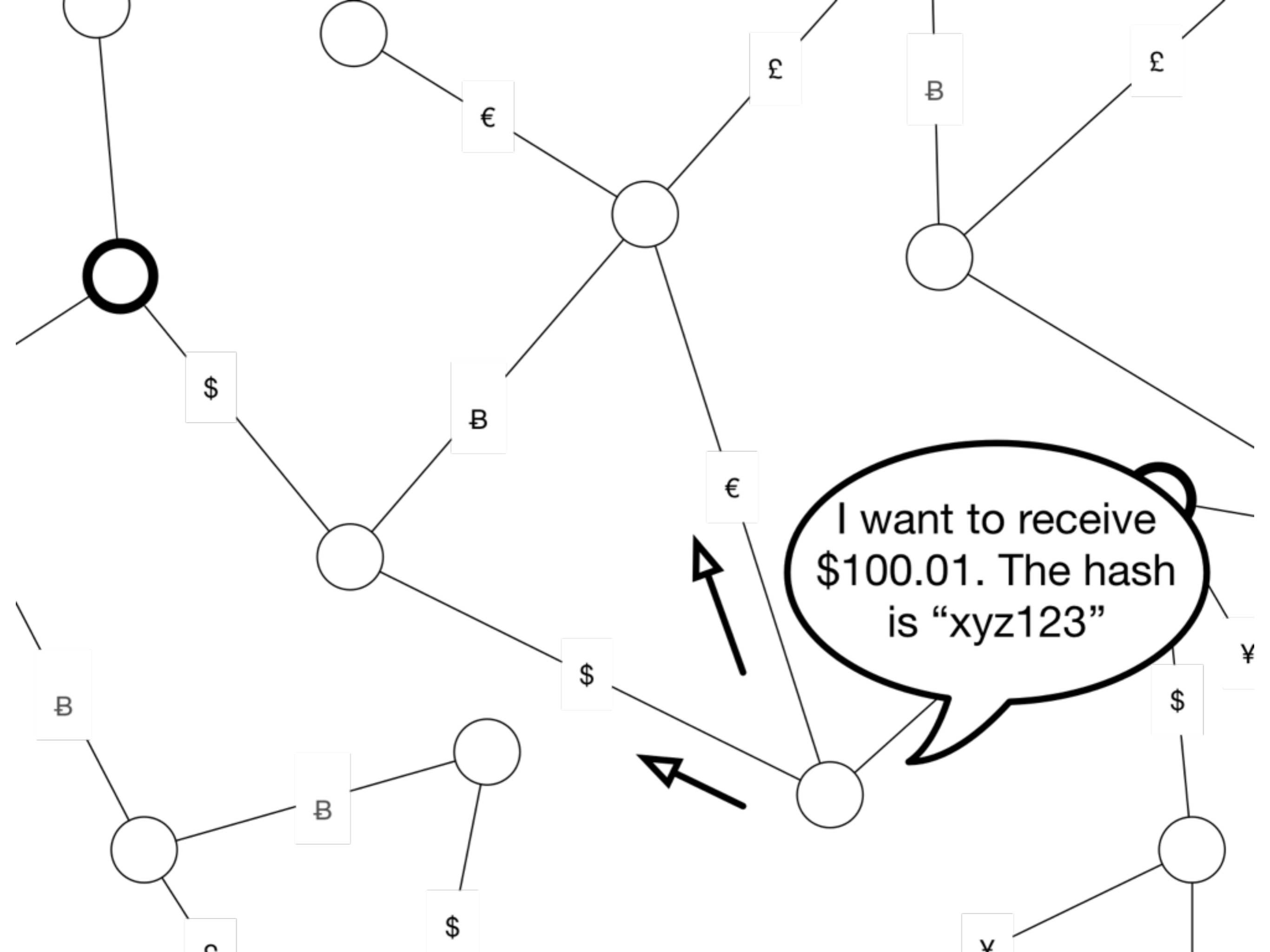
How does it work?

- Reactive payment routing (RPR) is inspired by **Ad-hoc On-Demand Distance Vector Routing (AODV)**, an IP routing protocol for packet networks (Internet, Ethernet).
- In **AODV**, when a node would like to reach another node, it floods the network with route request packets and waits for a response from the desired node.
- Nodes between them cache the routing info (“breadcrumbs”)

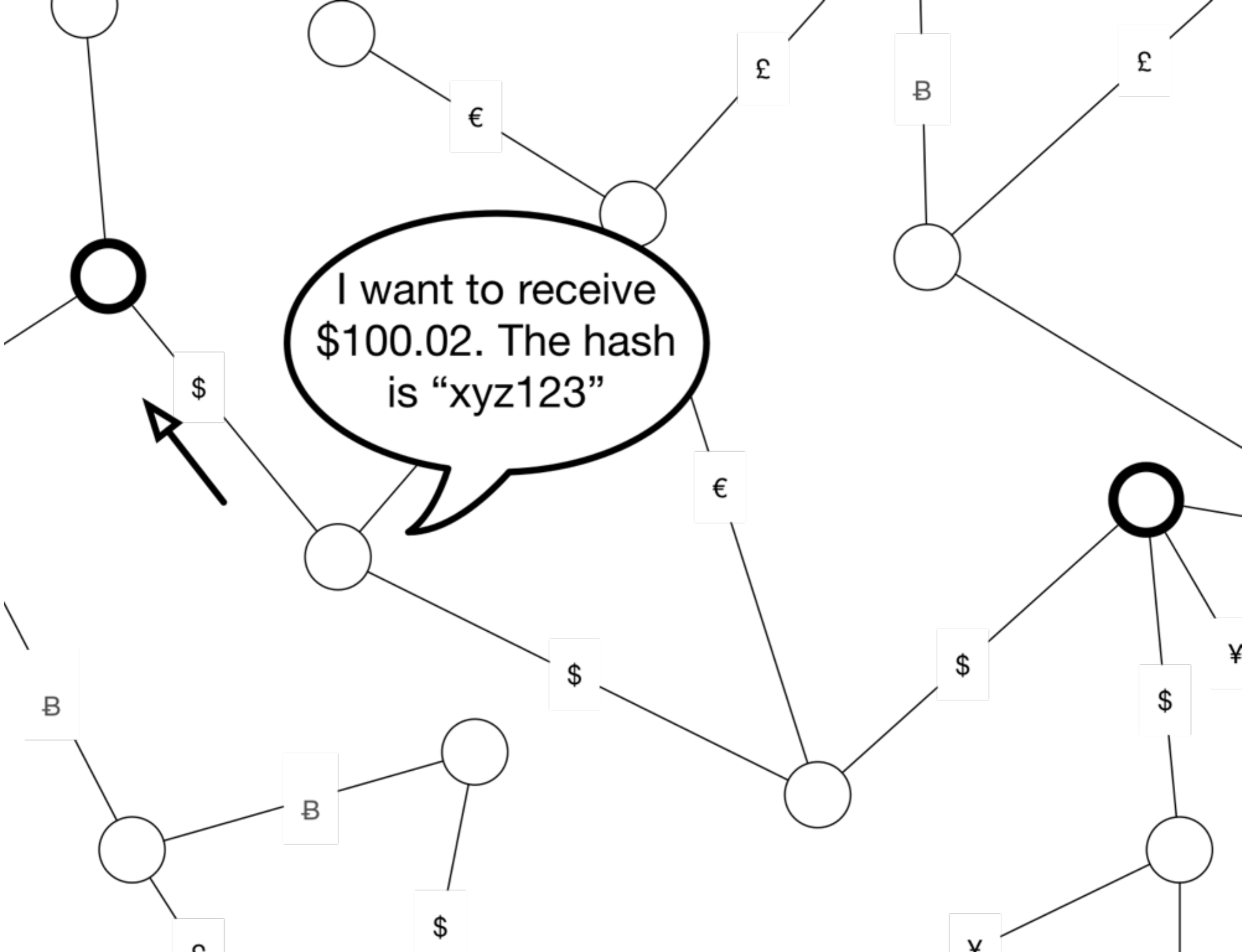




I want to receive \$100. The hash is "xyz123"



I want to receive \$100.02. The hash is "xyz123"



Oh, "xyz123" is the hash of the payment I'm trying to send!

