Iroha 2 (Preview) Release Candidate 3

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Completed and released!

1. Event emission improvements (RC3)
2. Timed triggers (RC3)
3. Instruction API improvements (RC3)
4. Initial setup for load testing (RC3)
5. Update to Rust v1.59 (RC3)
6. Backend/frontend separation (RC3)
7. TPS benchmarks (RC4)
8. WASM FFI (RC4)
9. Schema endpoint (RC3)
10. Triggers tutorial (RC3)
11. WASM tutorial (RC3)

Completed

12. Account restructuring RFC
13. Functional testing (16 Passes + 2 Failures/18)
14. Better non-mintable assets
15. Load testing and stress testing
16. SDK synchronisation (trigger support)
17. Query pagination (to be backported to RC3)
18. New standard TPS benchmarks
19. New integration tests for triggers/roles/permissions
20. Uncovered 3 high severity bugs

In Progress

1. Query filters and pagination (backport RC3 if possible)
2. Debug 3 high severity actor-related bugs
   a. Deadlock under high load (>2tx/s)
   b. Kura init
   c. Register/unregister peer
3. Key-centric account re-structuring
4. Finalising triggers
   a. Scope
   b. Composable filters

In Progress

5. Parity scale decoder tool
6. WASM dynamic linkage (opaque pointers)
7. New serialisation format
   a. Preliminary discussion — done
   b. RFC — in progress
   c. Implementation — in progress
8. Distributed testing in CI
9. Aggressive interning of immutable objects

Planned (long term)

1. Offline transactions (still waiting for hardware)
2. Parachain compatibility (needs account restructure)
3. Iroha Python (Need *lots* more people)
4. Transaction fees
5. Bootstrap peers

Thank you for your time!

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