

# *Cryptographic Foundations of Blockchains*

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*Blockchain Summer School, Beijing, Aug 14-18, 2017*

# Plan

- Bitcoin basics
- Cryptographic foundations
- Nakamoto's protocol
- Alternative mechanisms
- Crypto on the blockchain

***many of the slides are from  
Professors Aggelos Kiayias, Roger Wattenhofer, and Vassilis Zikas***

# *Bitcoin Blockchain*

*How Bitcoin works under the hood*

# The Bank of Bitcoin





# The Bank of Bitcoin

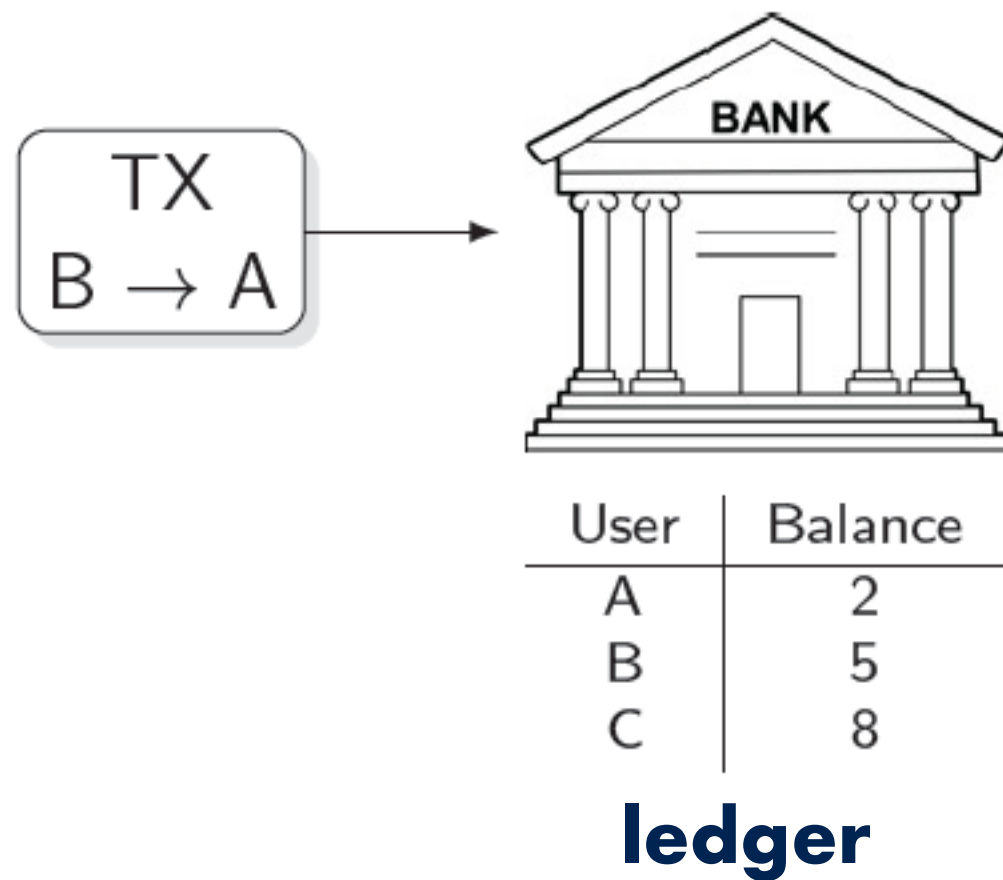


User	Balance
A	2
B	5
C	8

**ledger**

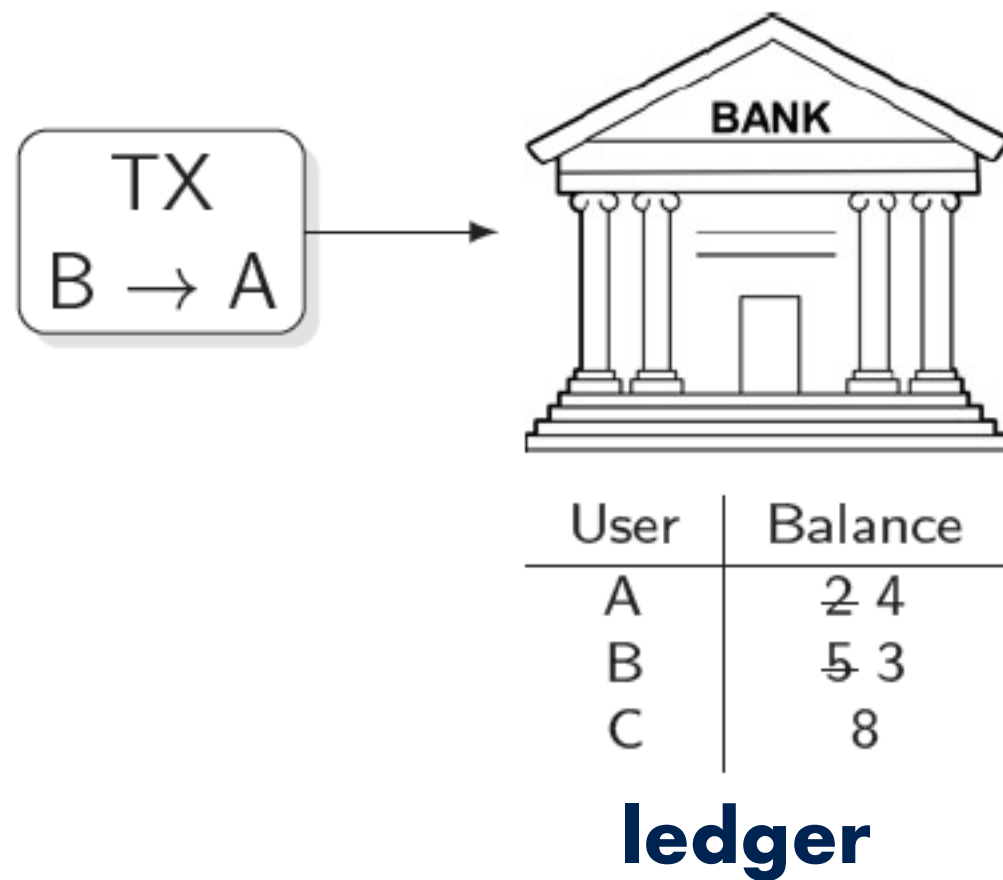
a ledger for all user activities

# The Bank of Bitcoin



a ledger for all user activities

# The Bank of Bitcoin



a ledger for all user activities

# Opening an Account in Bitcoin

User

**cryptographic tool:  
digital signature scheme**



private key for signature generation  
public key for signature verification  
public key = user account address

# Transferring Bitcoins

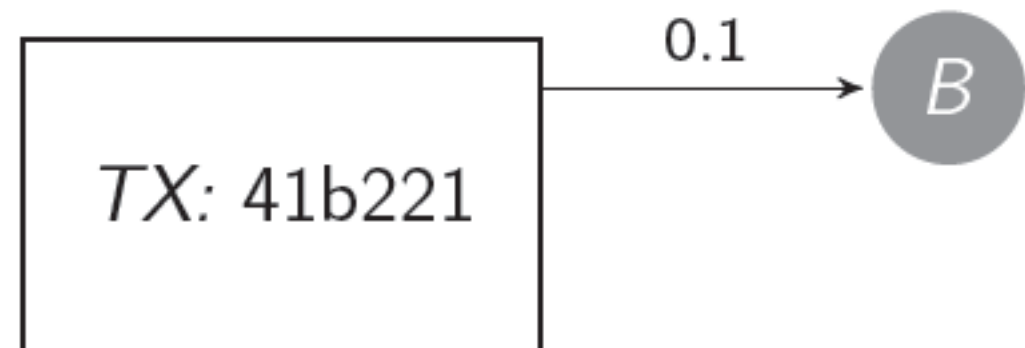
User

*TX*: 41b221

user A transfers 0.01 coins to user B

# Transferring Bitcoins

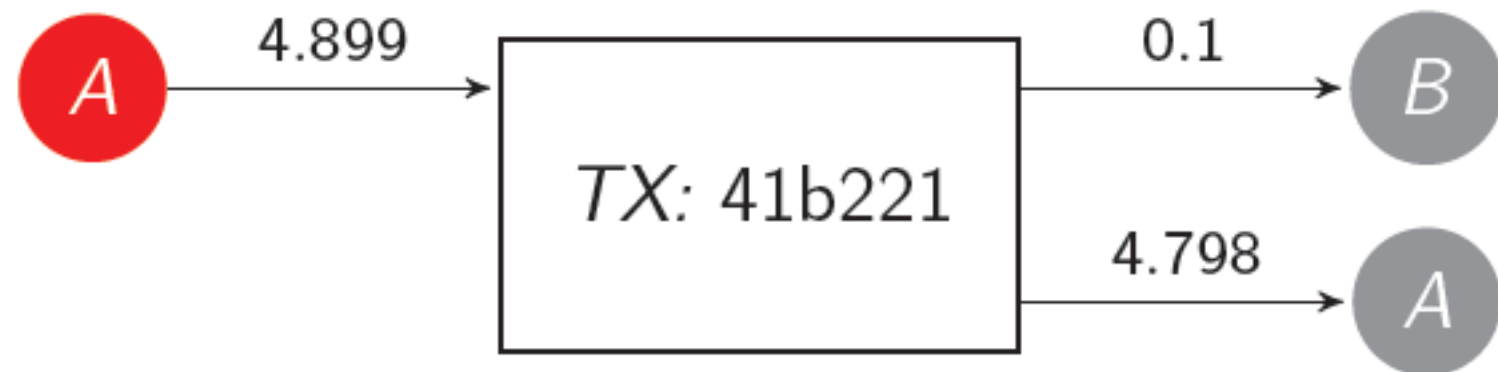
User



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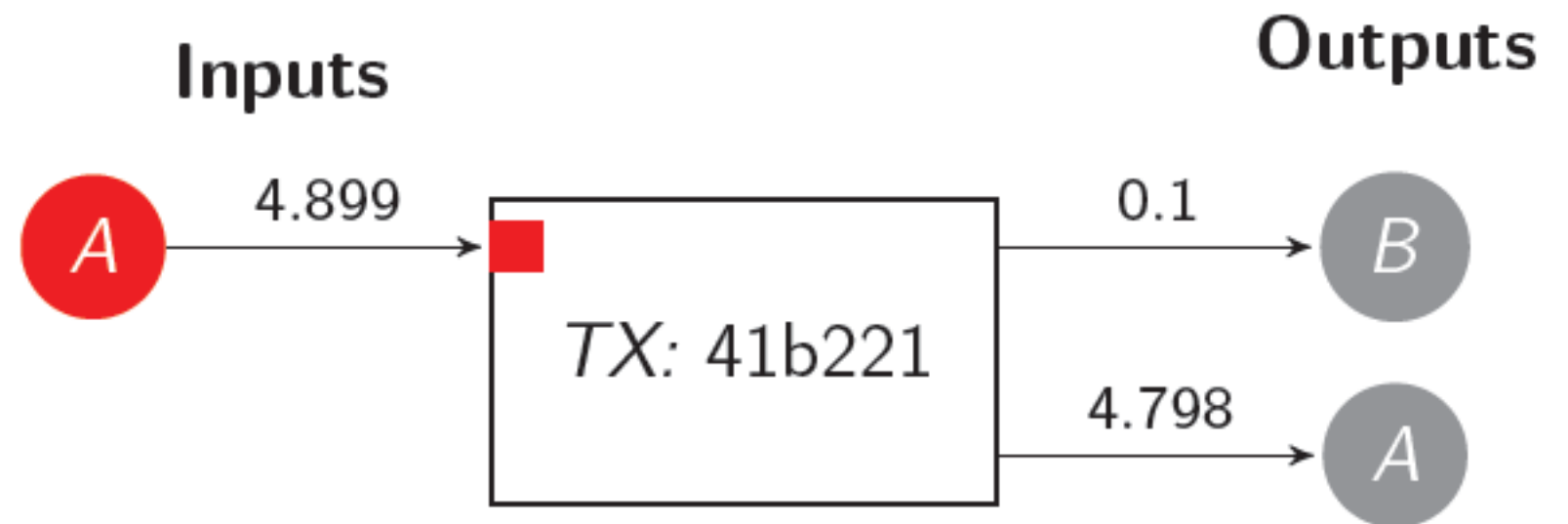
User



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# Transferring Bitcoins

User

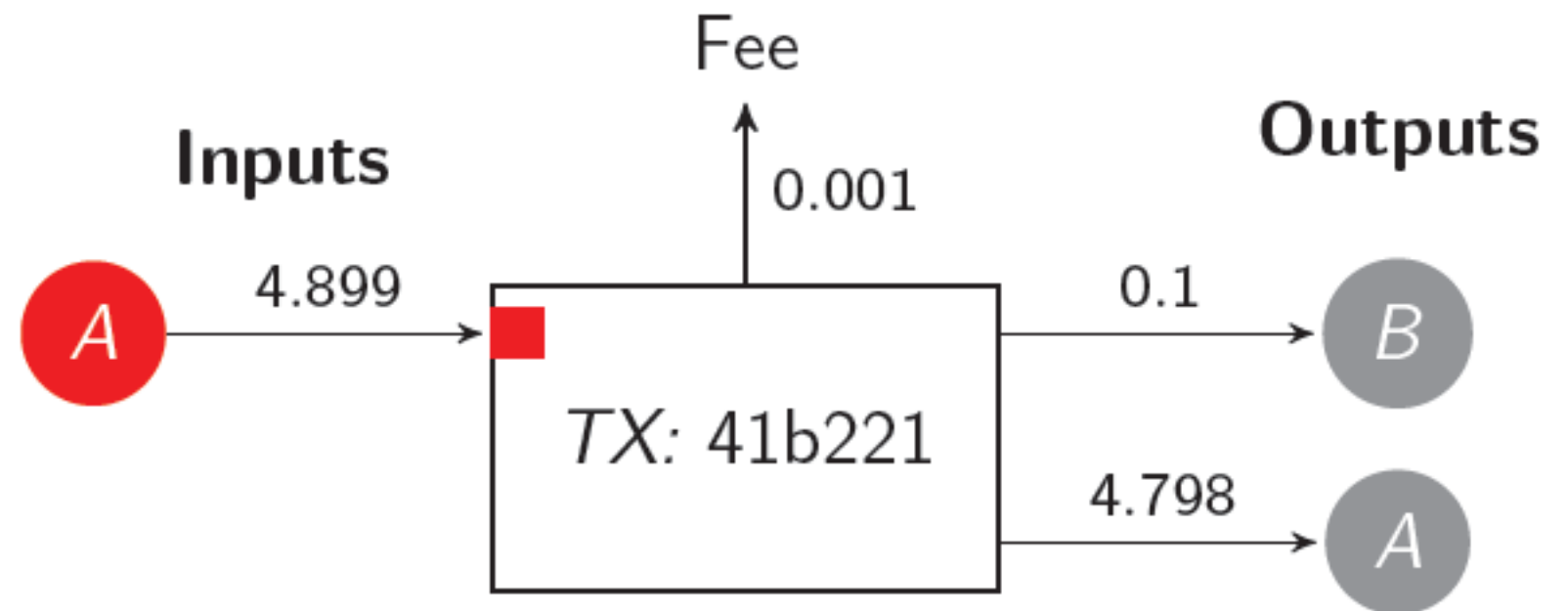


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# Transferring Bitcoins

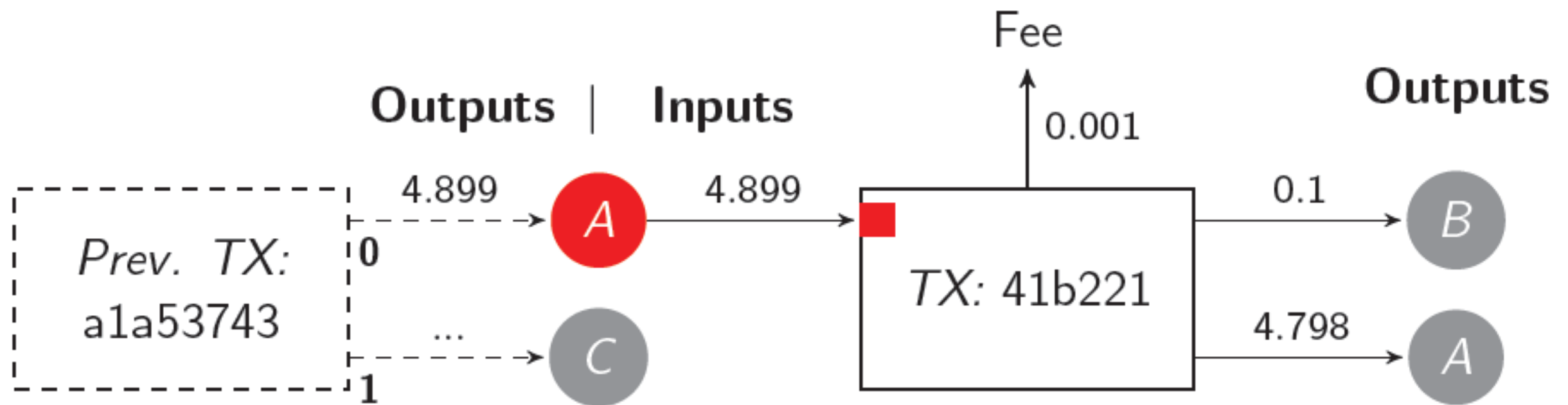
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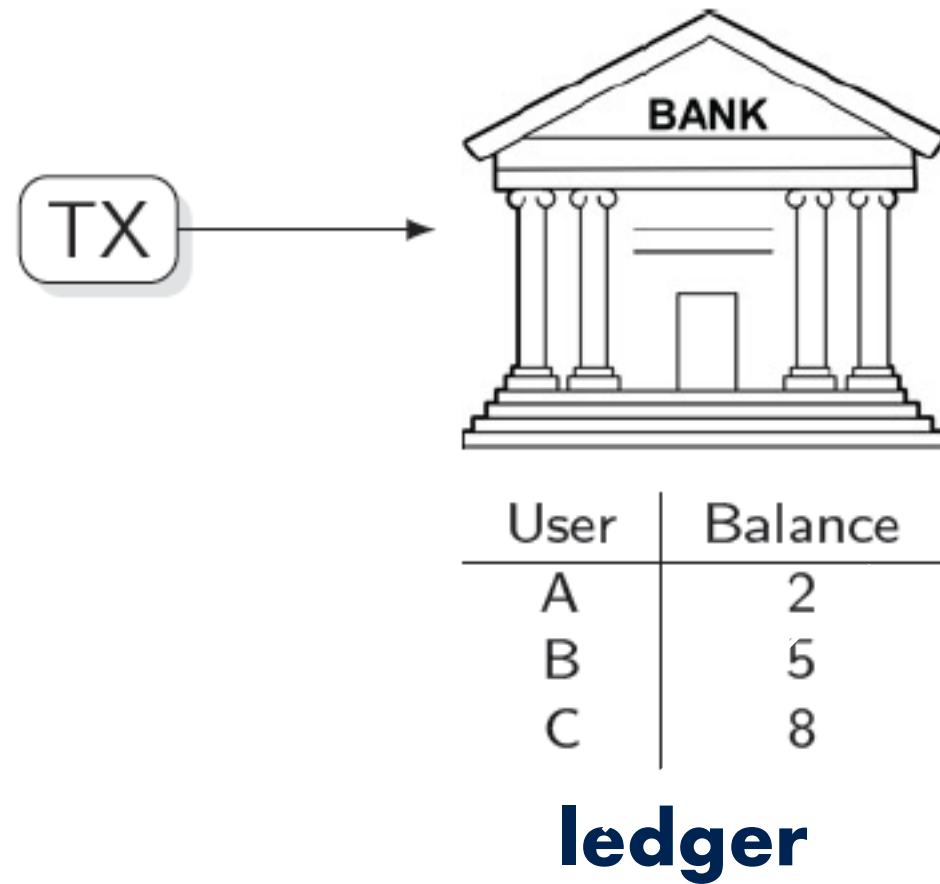
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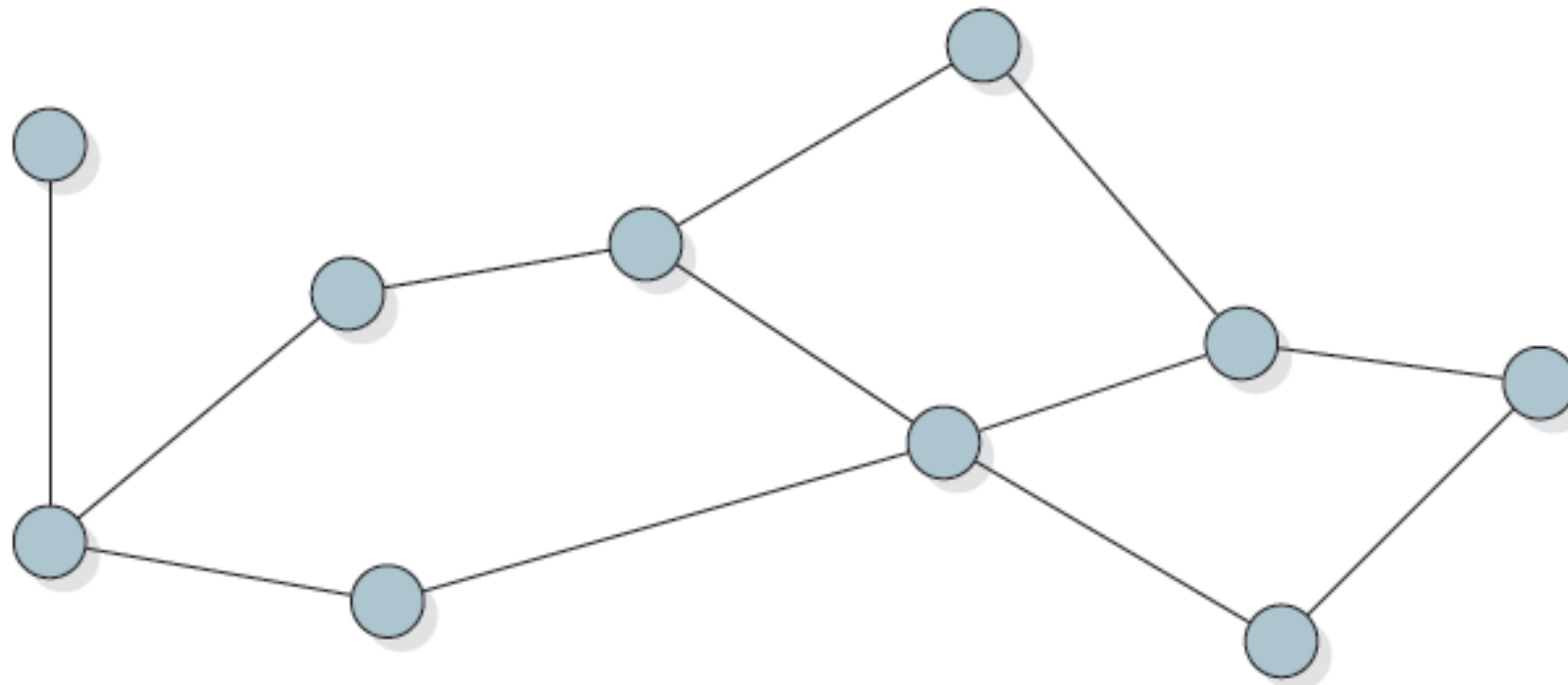
# Distributing the Bank



**distribute the ledger**

# Distributing the Bank

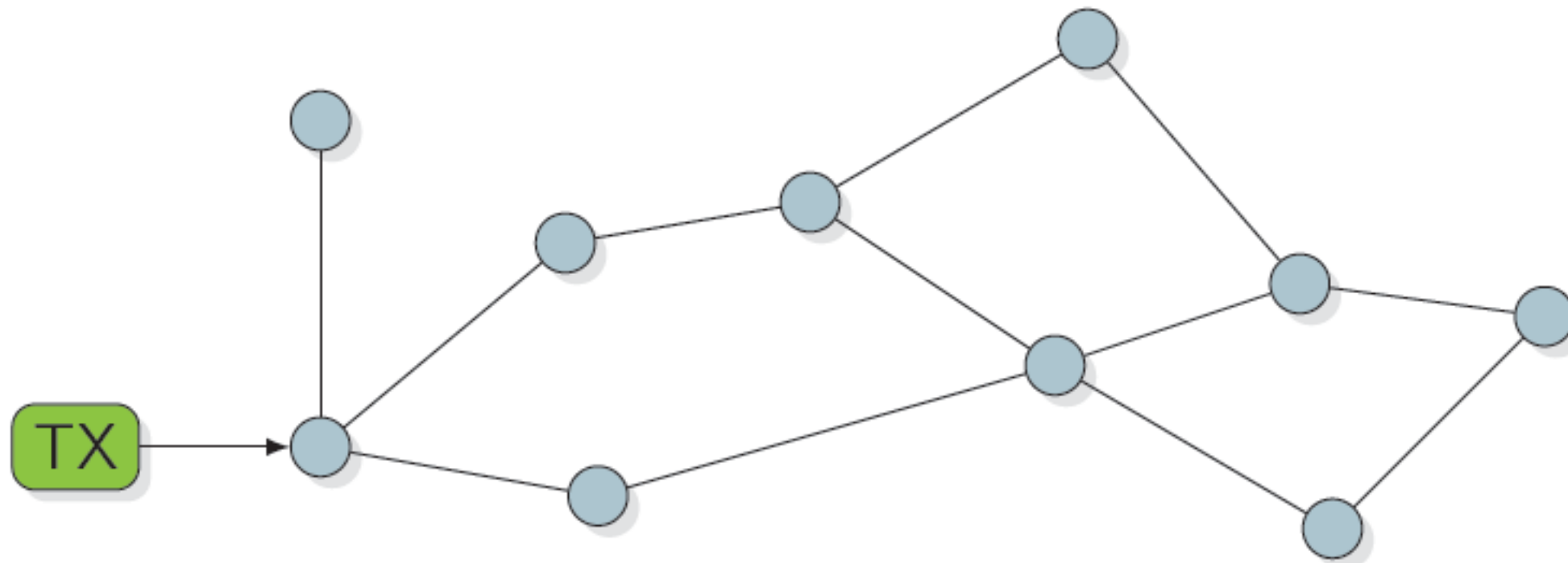
Miner



**each node has its local ledger**

# Distributing the Bank

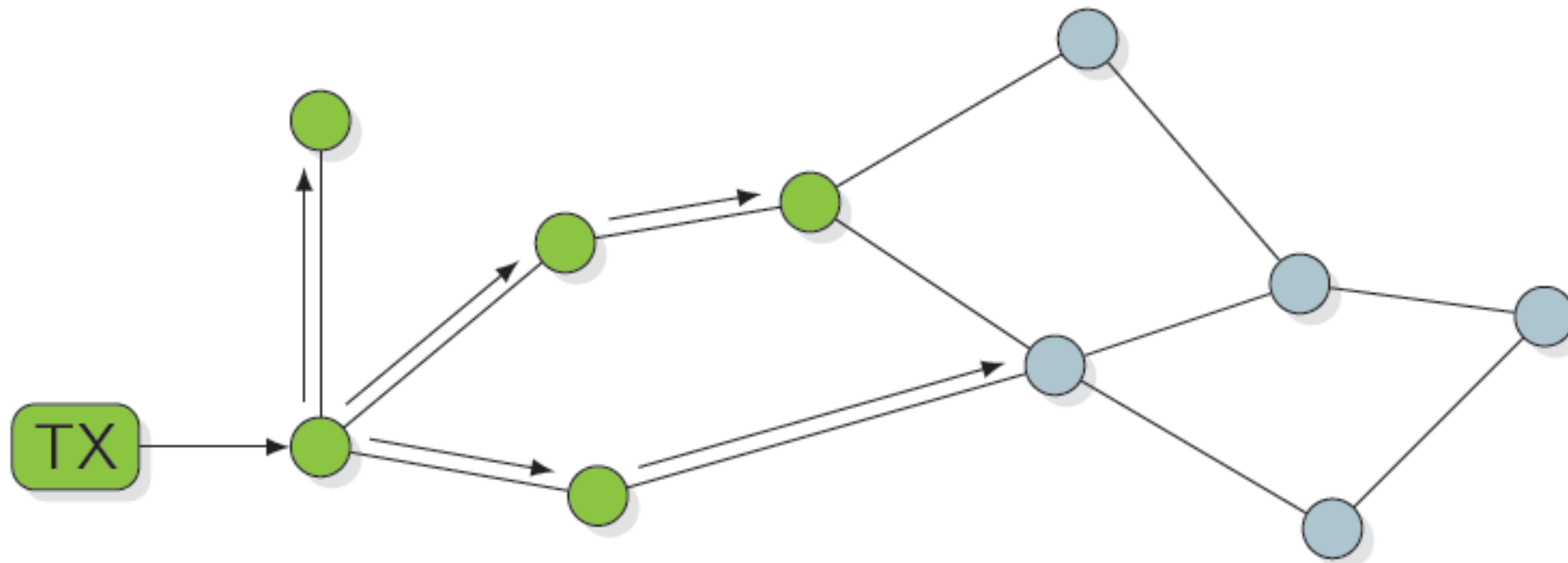
Miner



**updates its local ledger once receives new transactions**  
**each node has its local ledger**

# Distributing the Bank

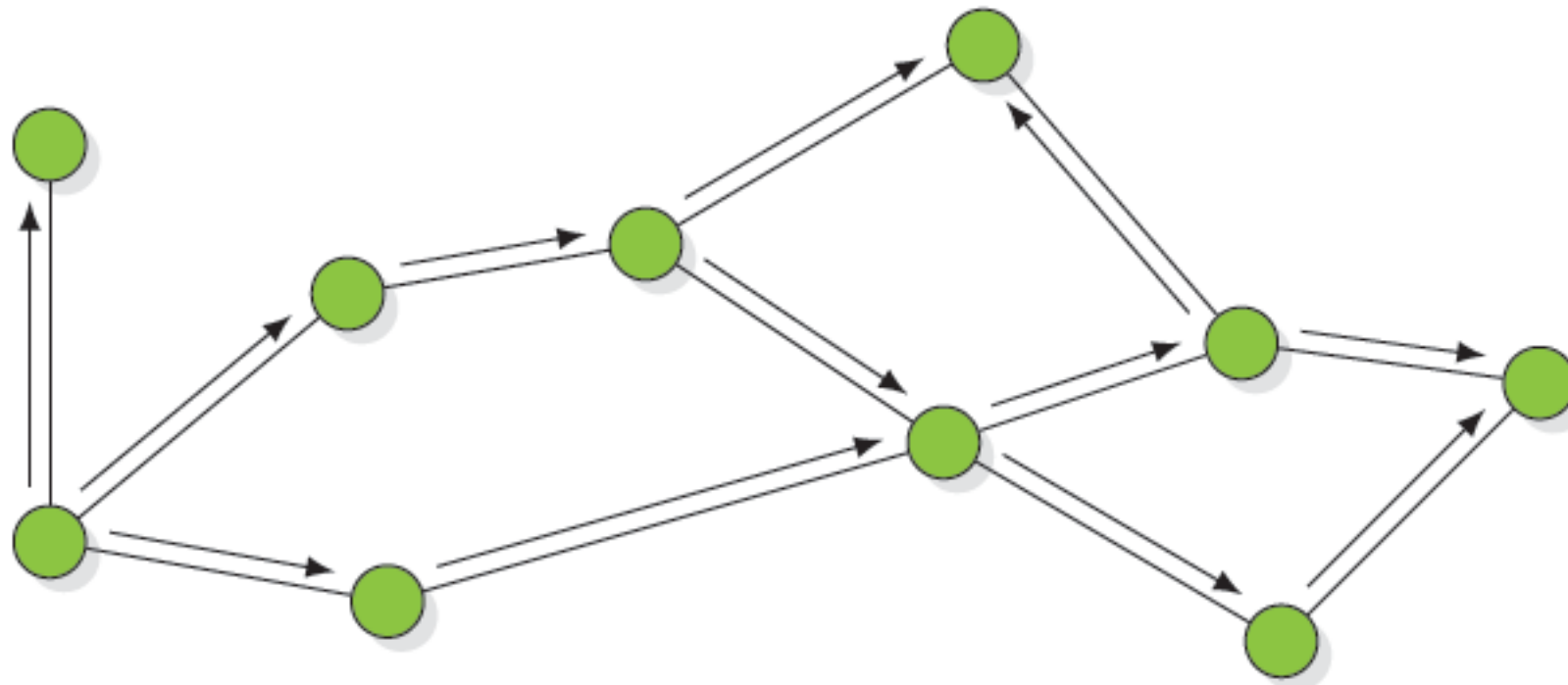
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**each node has its local ledger**

# Distributing the Bank

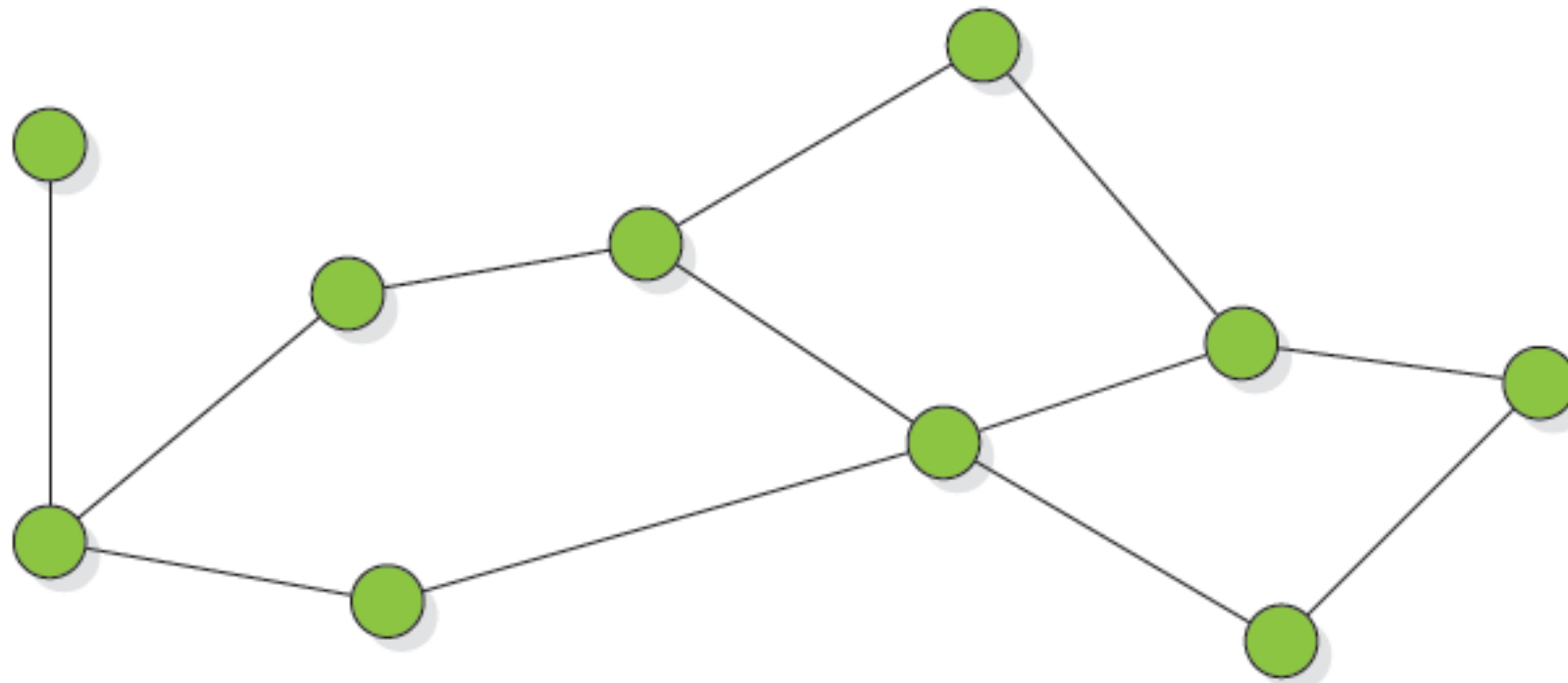
Miner



**updates its local ledger once receives new transactions**  
**each node has its local ledger**

# Distributing the Bank

Miner

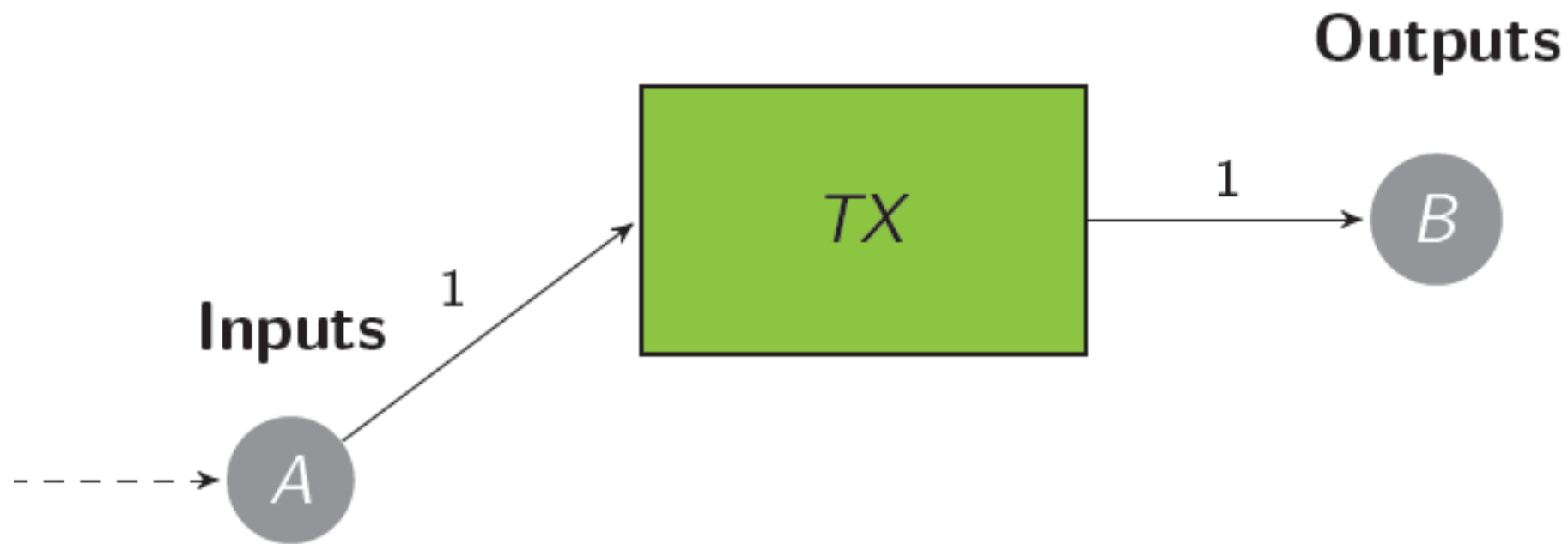


**updates its local ledger once receives new transactions**  
**each node has its local ledger**



# Doublespending

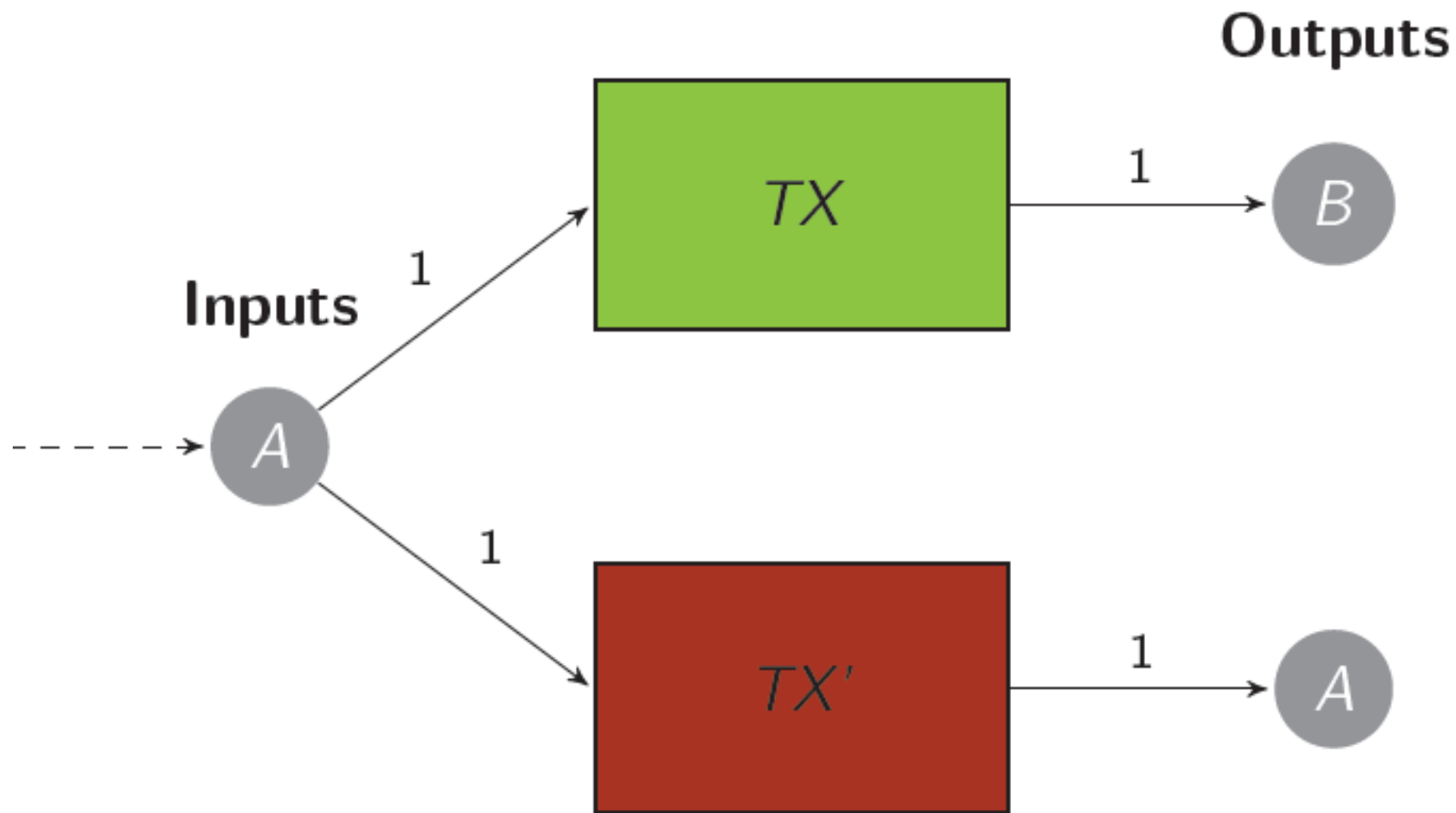
User



**conflicted transactions could be generated**

# Doublespending

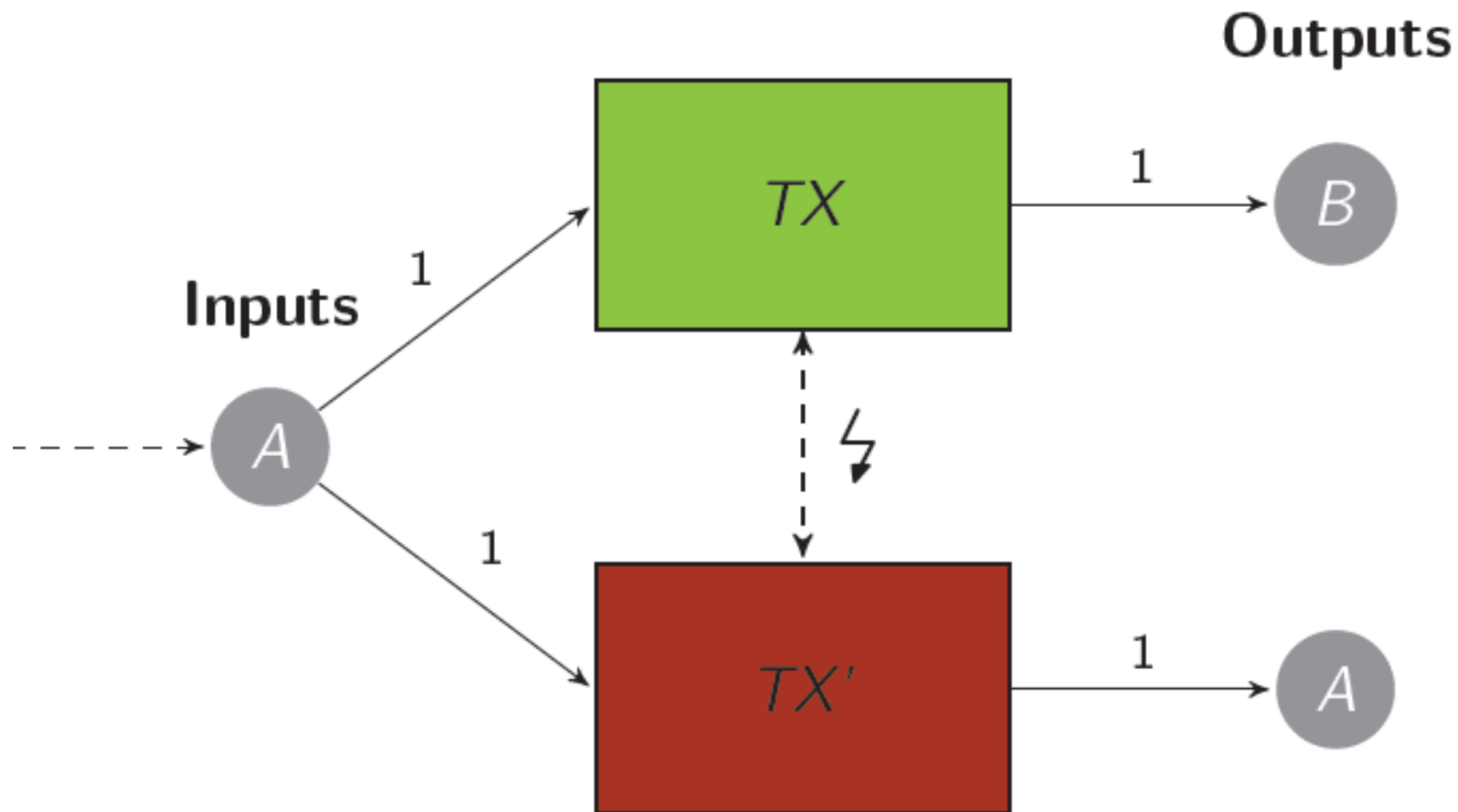
User



**conflicted transactions could be generated**

# Doublespending

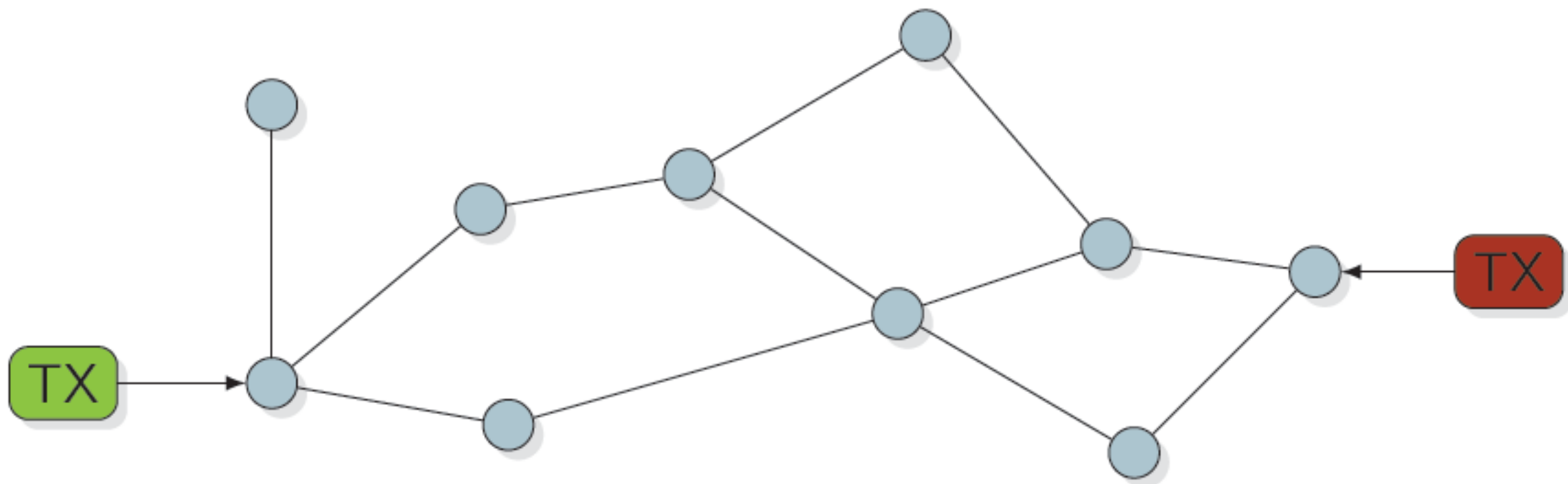
User



**conflicted transactions could be generated**

# Transaction Conflicts

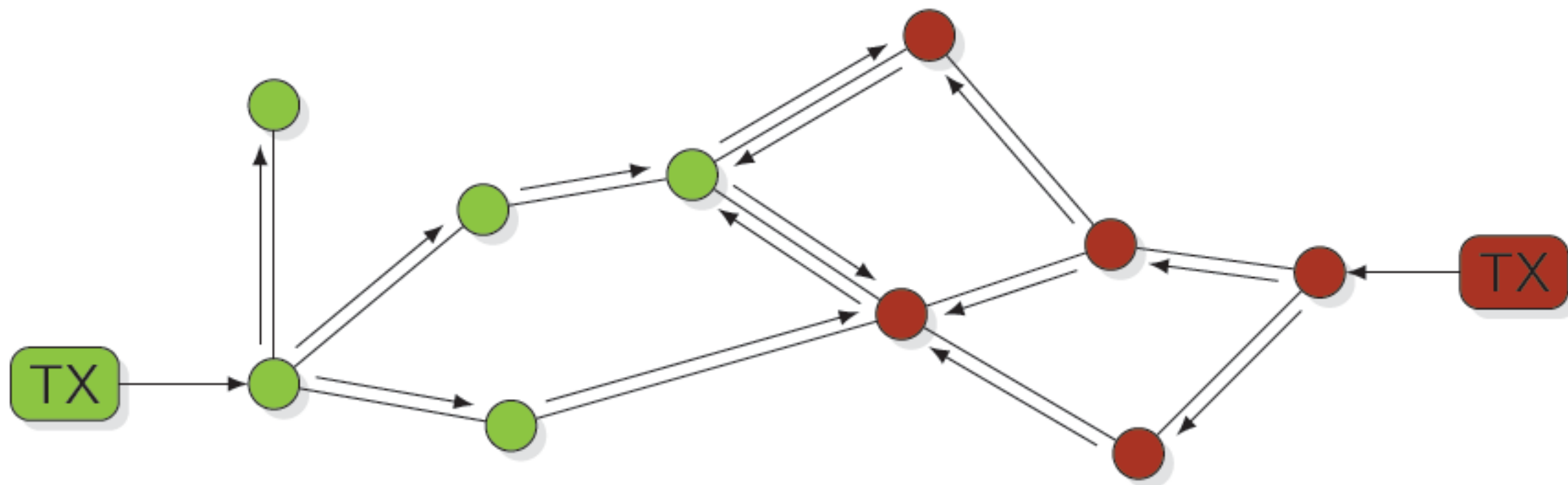
Miner



**conflicted transactions appear in the network**

# Transaction Conflicts

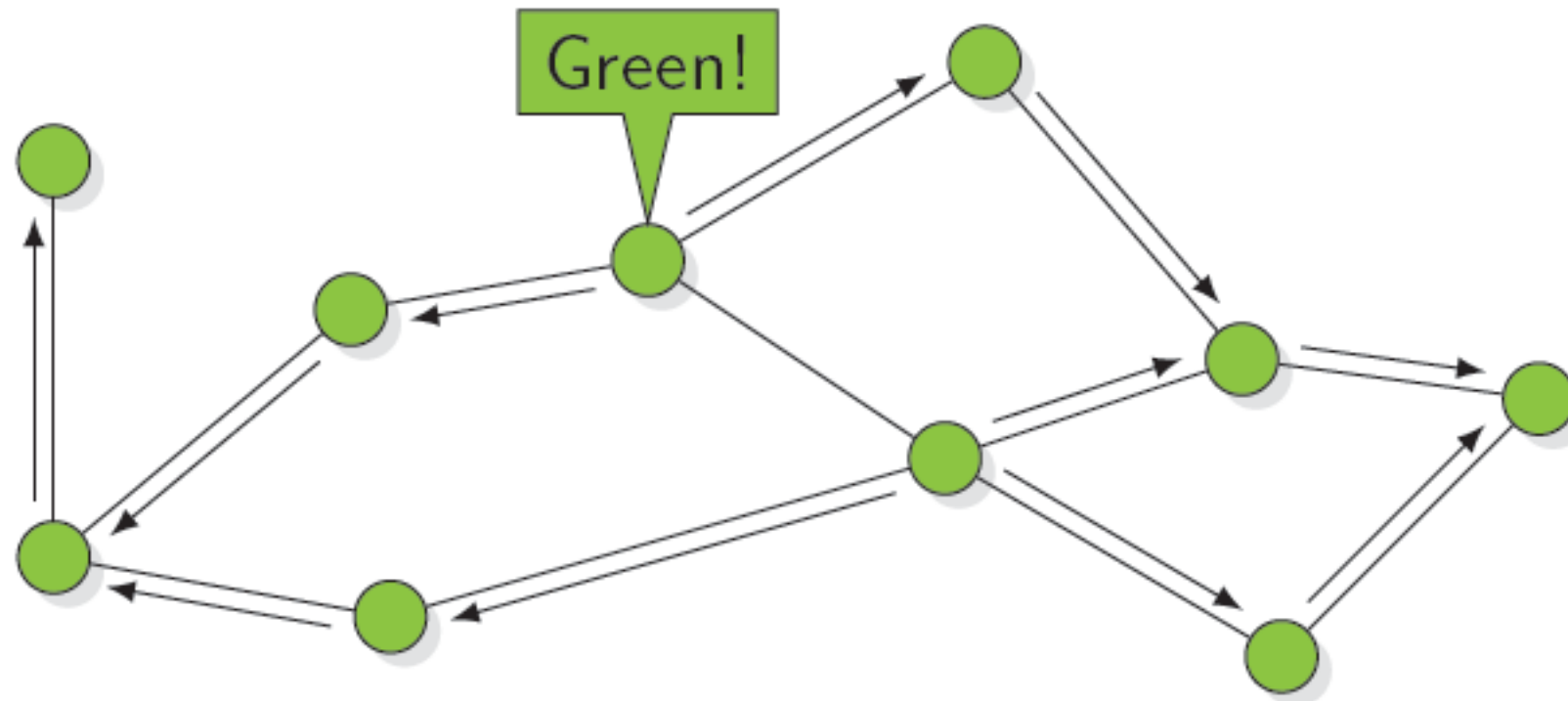
Miner



**different nodes may have different local ledgers**  
**conflicted transactions appear in the network**

# Resolving Conflicts

Miner



**to resolve the conflicts, the same ledger must be agreed**

# How to Choose a Leader?



# Proof-of-Work

cryptographic tool:  
hash function

Miner

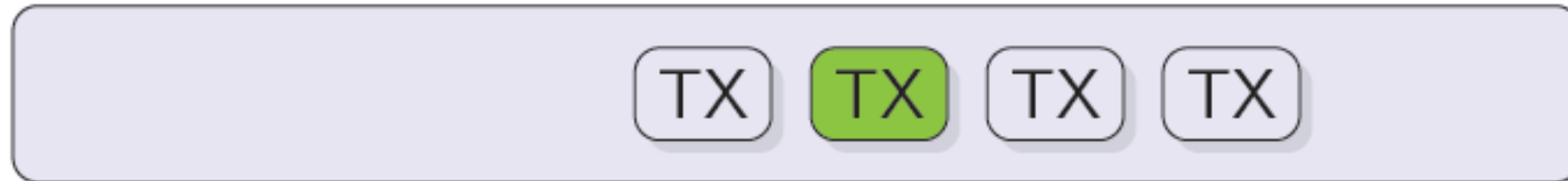




# Proof-of-Work

Miner

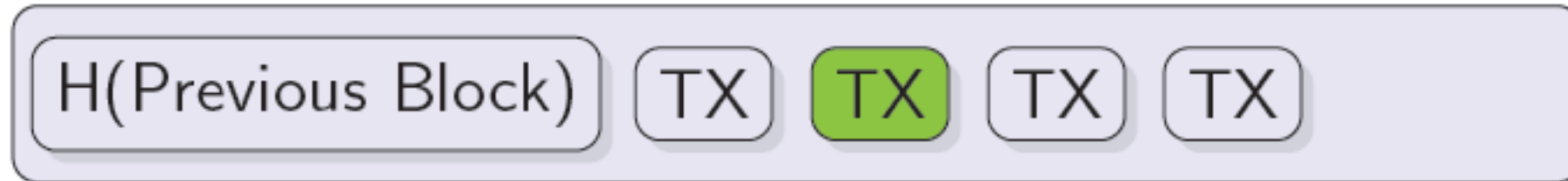
Block



# Proof-of-Work

Miner

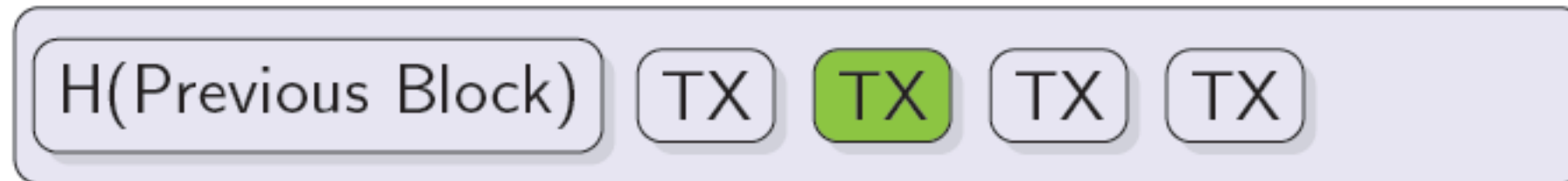
Block



# Proof-of-Work

Miner

Block

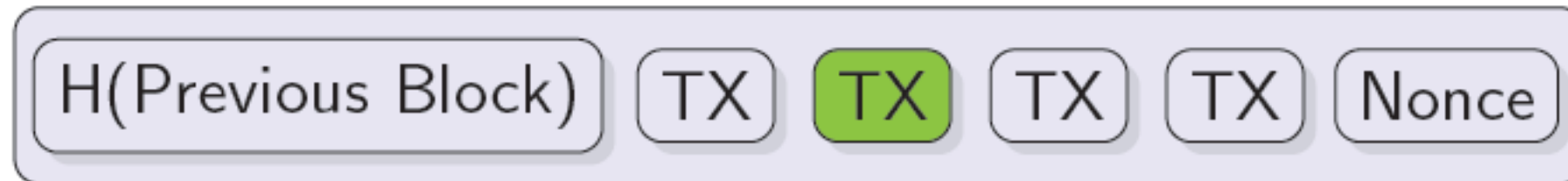


- ▶  $H(\text{Block}) \rightarrow \text{fd2e2055f117bfa261b5a6c7e11df367}\dots$

# Proof-of-Work

Miner

Block

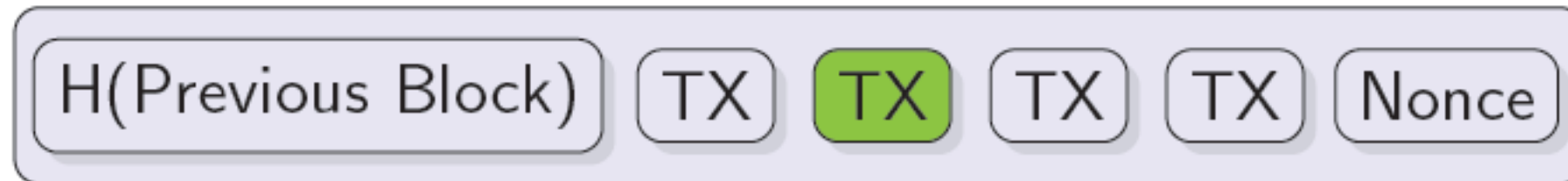


- ▶  $H(\text{Block}|0) \rightarrow 094d66aa7c844a9dbb516a41259b5877\dots$

# Proof-of-Work

Miner

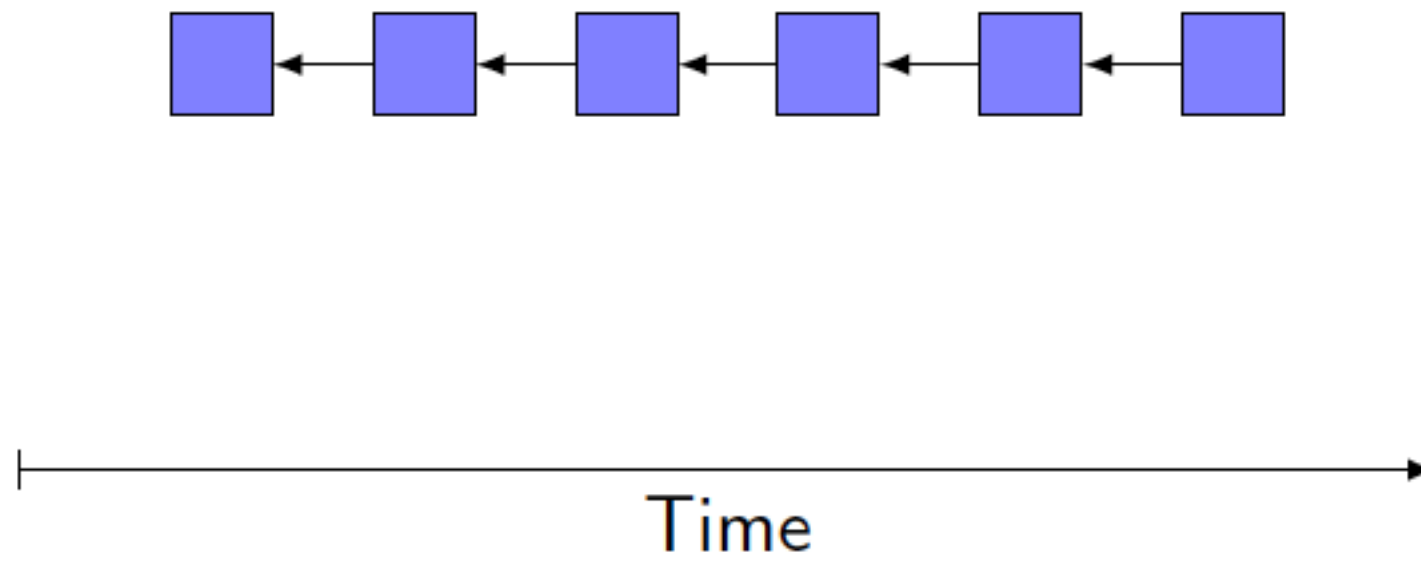
Block



- ▶  $H(\text{Block}|0) \rightarrow 094d66aa7c844a9dbb516a41259b5877\dots$
- ▶  $H(\text{Block}|1) \rightarrow f2496854af8bf989171587a9259f634f\dots$
- ▶  $H(\text{Block}|2) \rightarrow aec87c0ca2e5eb3f23111092f1089ada\dots$
- ▶  $H(\text{Block}|3) \rightarrow 777f75b2a8ecfdc8026c236fc1d2ffa0\dots$
- ▶  $\vdots$
- ▶  $H(\text{Block}|961127) \rightarrow 0000014823419622d4c133672a7d657e\dots$

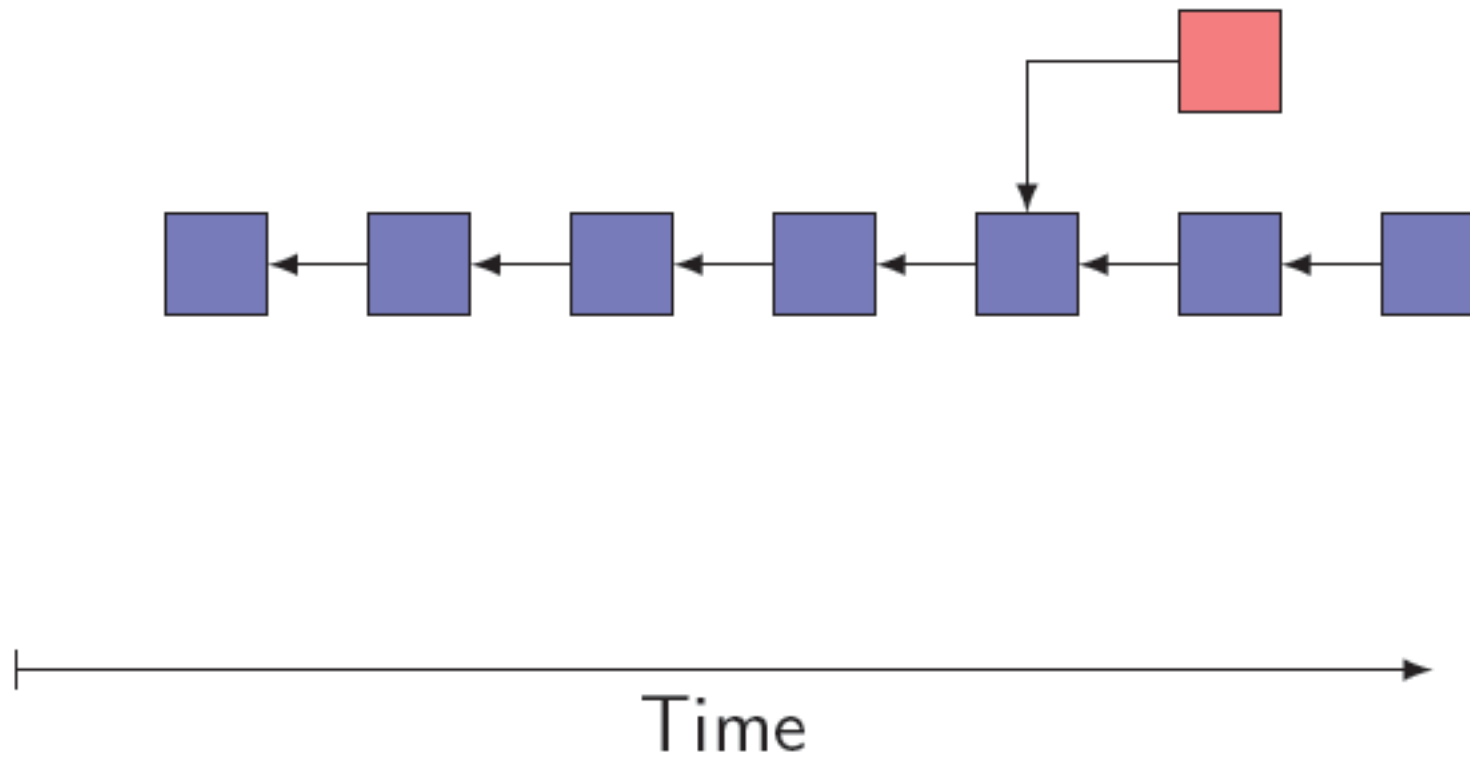
# The Blockchain

Miner



# The Blockchain

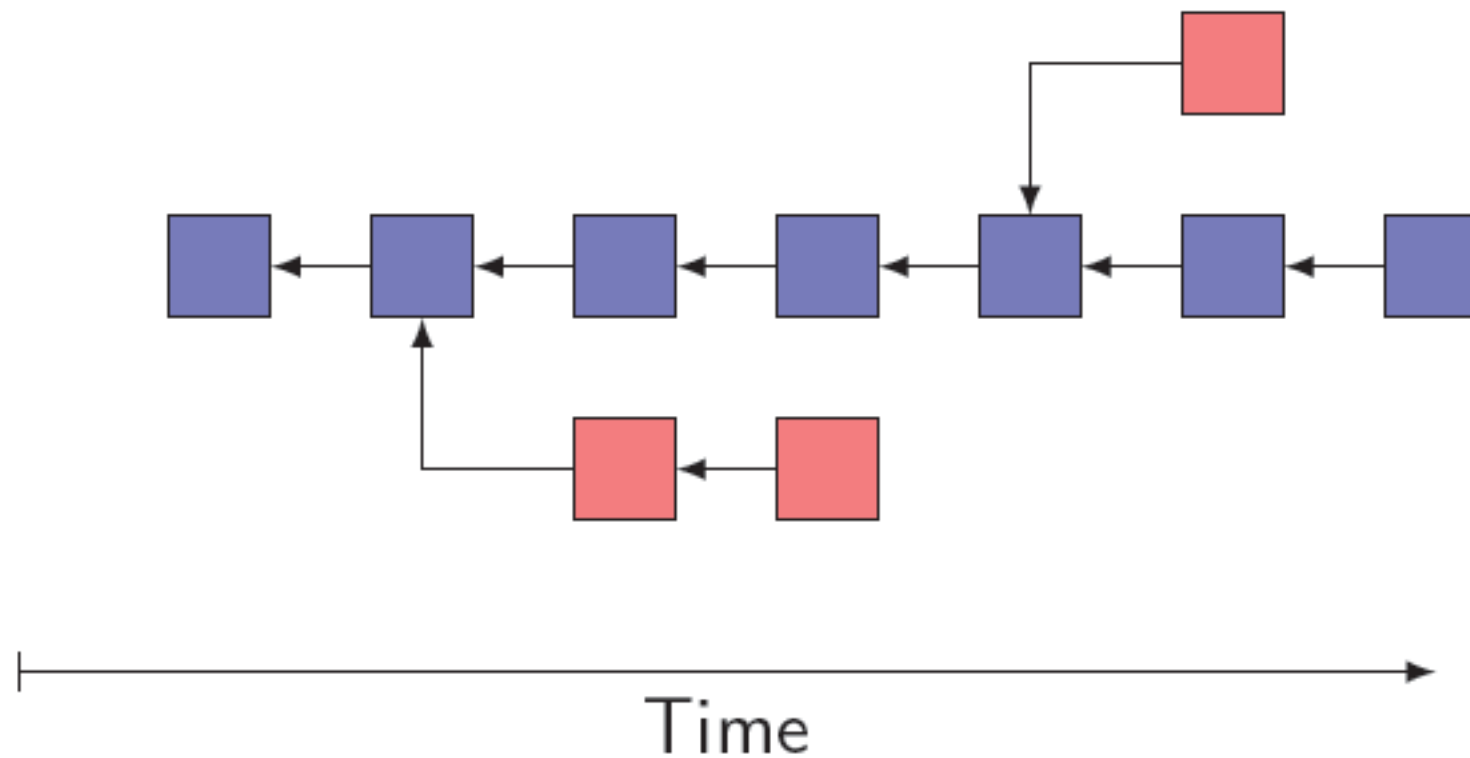
Miner



**Is Bitcoin stable?**

# The Blockchain

Miner



**yes, if 51% computing power is from good miners**  
**Is Bitcoin stable?**



- two roles: users and **miners**
- distributed protocol

# *Cryptographic Foundations*

*A modern approach to building security systems*

# Crypto Foundations: Why

- Understand the **fundamental security properties** of cryptographic protocols and obtain **proofs of security** in formal adversarial models.

# Crypto Foundations: How

- the end goal /objective
- the starting point / building blocks
- the construction: connecting the “starting point” and the “end goal”
- the proof: verifying if the connection is sound

# Crypto Foundations: How

- the end goal /objective  
*syntax and functionality; security properties*
- the starting point / building blocks  
*what kinds of resources are available*
- the construction: connecting the “starting point”  
and the “end goal”
- the proof: verifying if the connection is sound

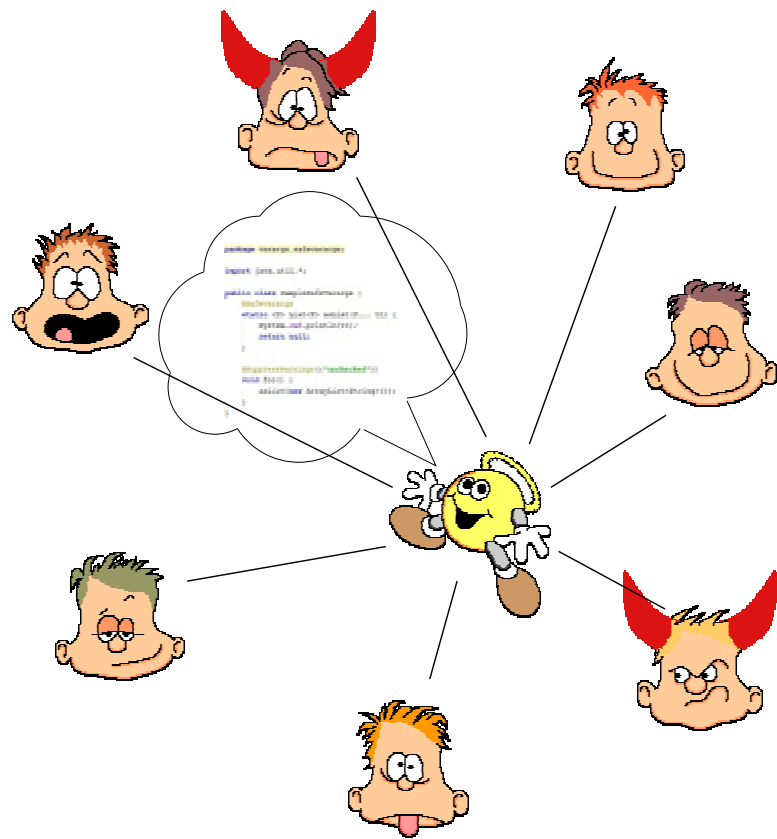
# Two popular paradigms

for protocols

- simulation based
- property based

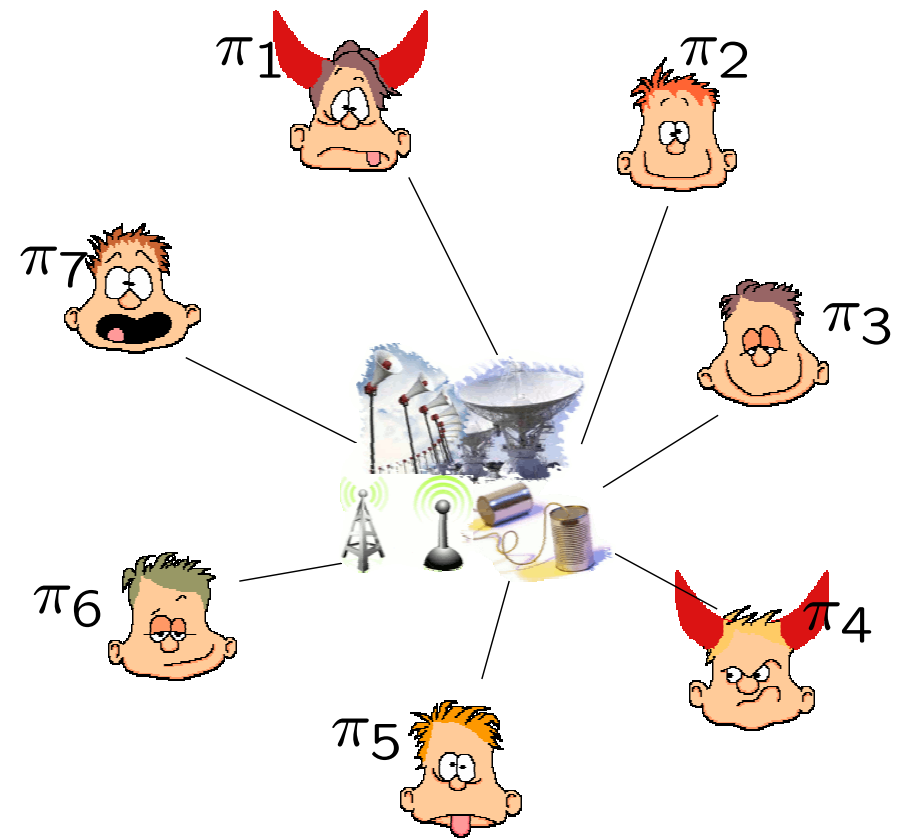
# Simulation based

Ideal world

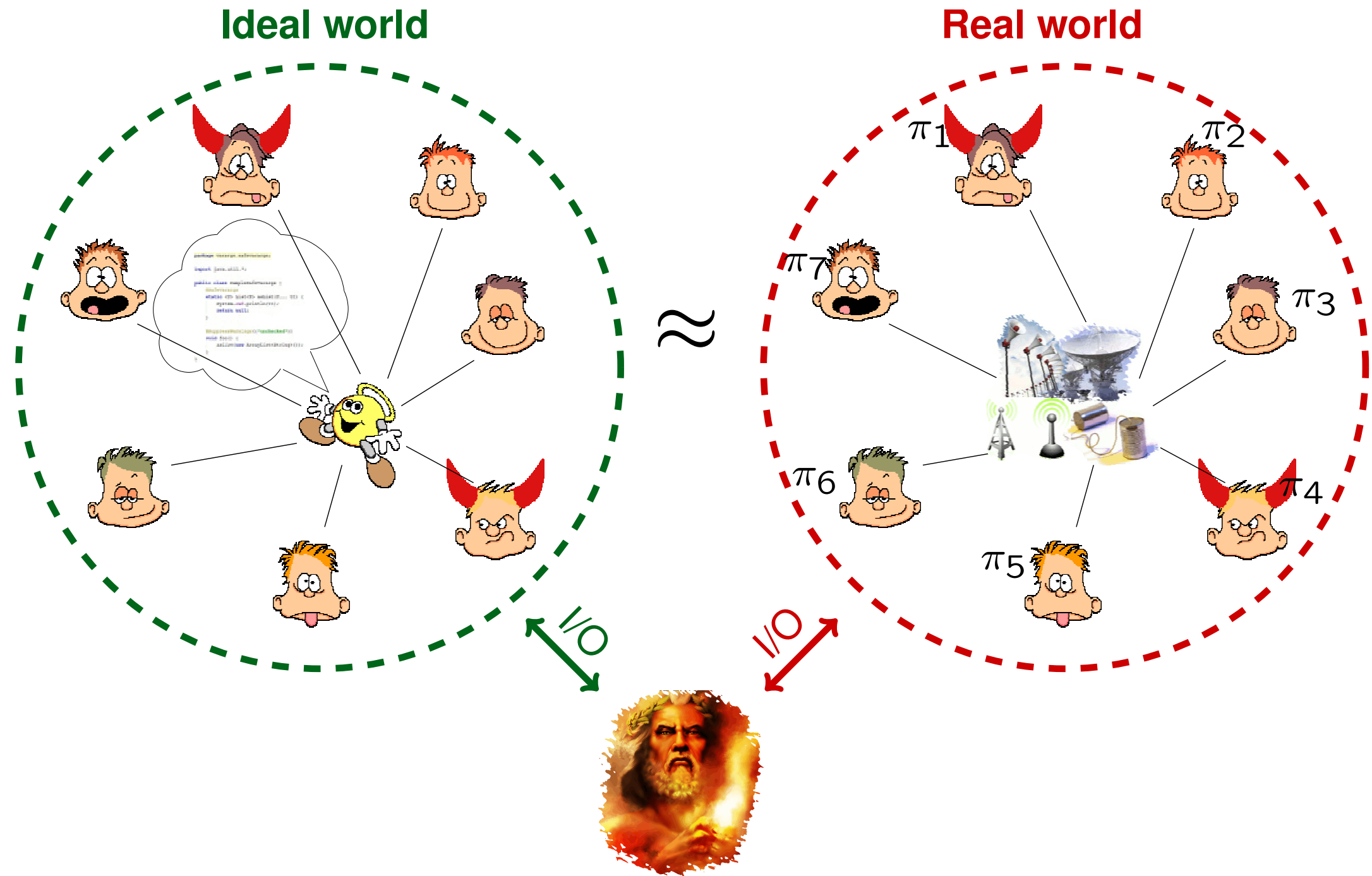


≈

Real world

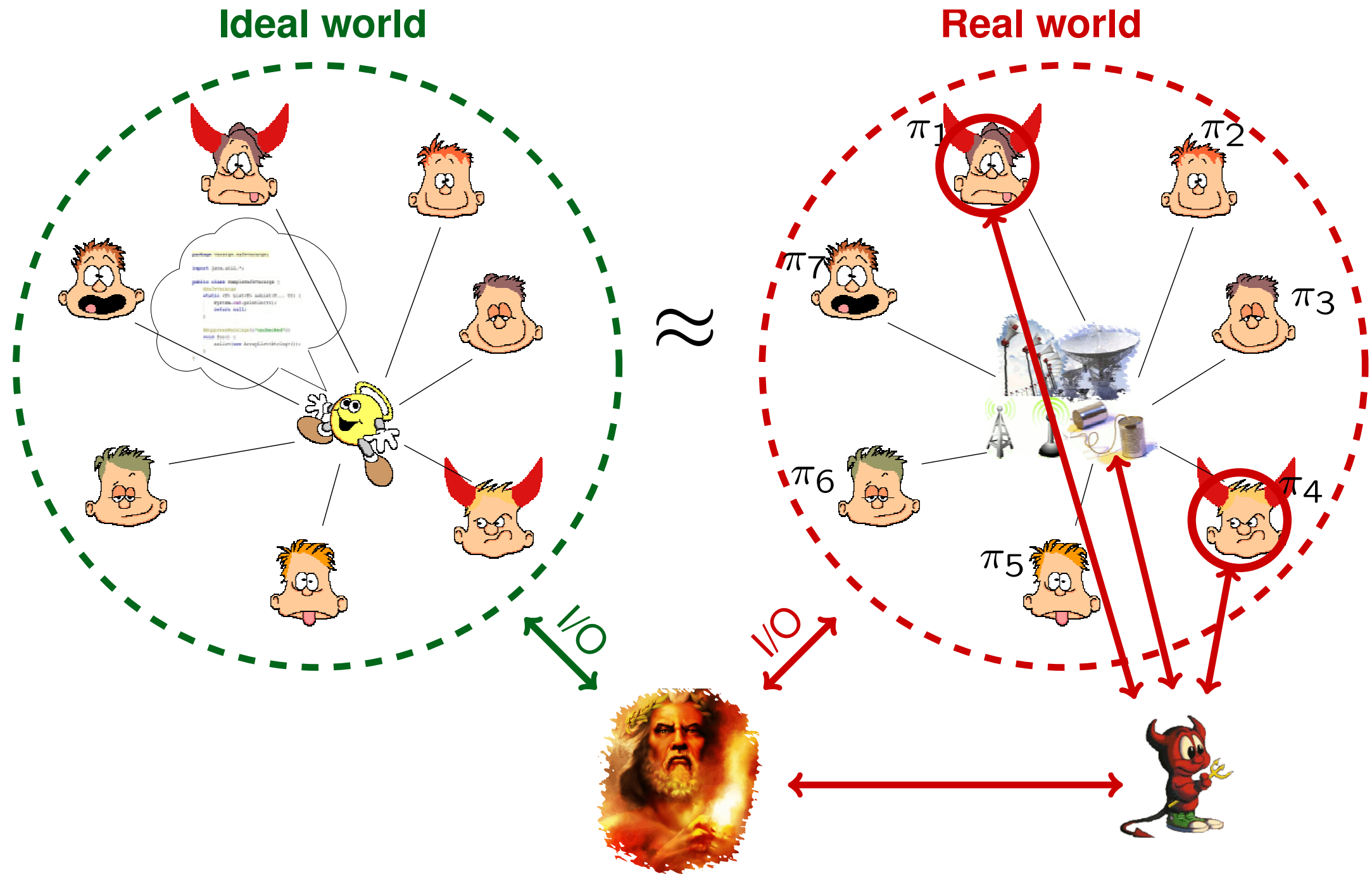


# Simulation based

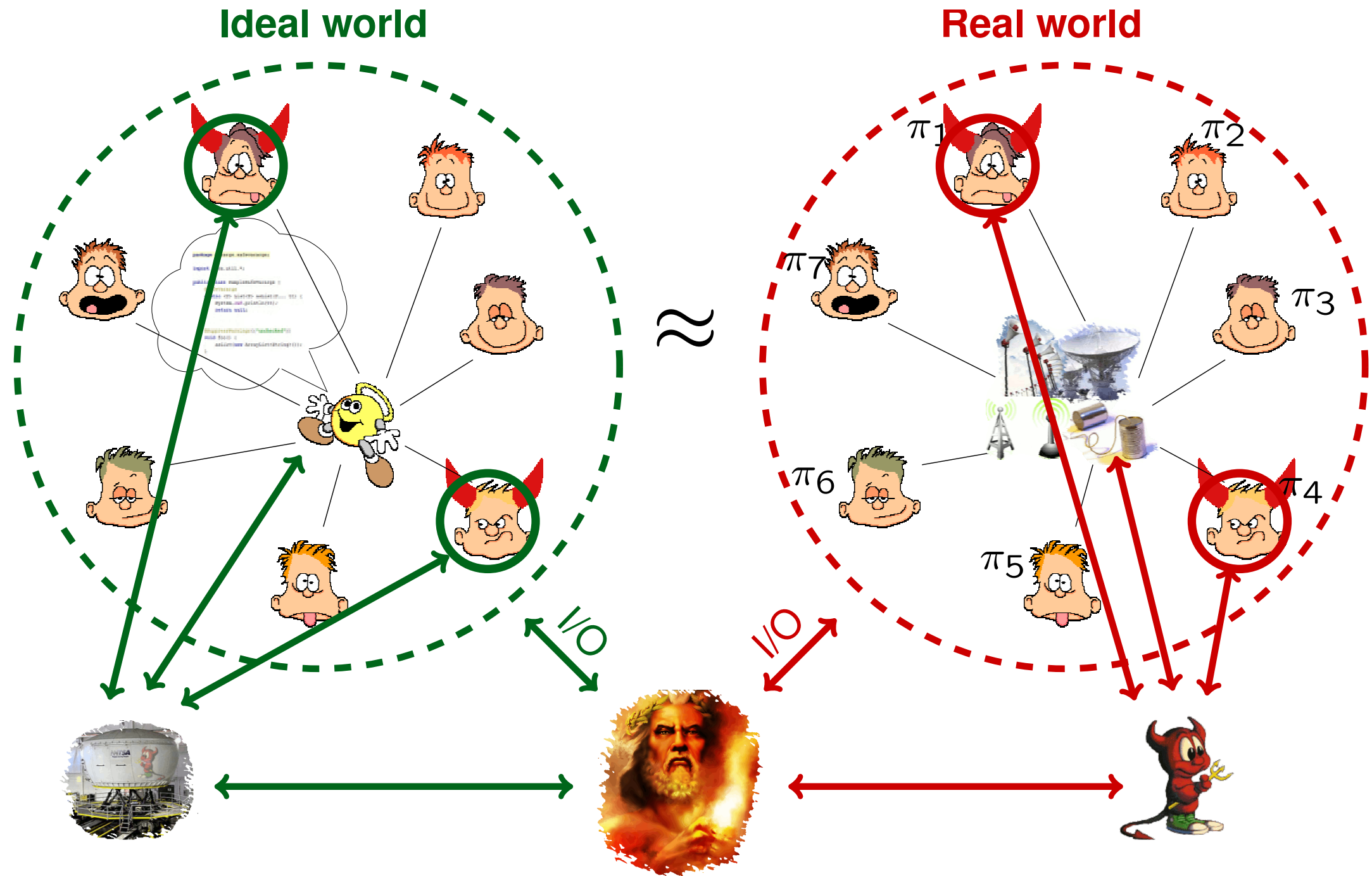




# Simulation based



# Simulation based



# Simulation based

$\forall$    $\exists$   : **Ideal world**  $\approx$  **Real world**

# ...What is an objective?

point to point authenticated communication

## Functionality $\mathcal{F}_{\text{AUTH}}$

1. Upon receiving an input  $(\text{Send}, S, R, sid, m)$  from ITI  $S$ , generate a public delayed output  $(\text{Sent}, S, sid, m)$  to  $R$  and halt.
2. Upon receiving  $(\text{Corrupt-sender}, sid, m')$  from the adversary, and if the  $(\text{Sent}, S, sid, m)$  output is not yet delivered to  $R$ , then output  $(\text{Sent}, S, sid, m')$  to  $R$  and halt.

# ...What is an objective?

point to point authenticated communication

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$\mathcal{F}_{\text{Auth}}$  can be realized in the  $\mathcal{F}_{\text{Cert}}$  hybrid world

$\mathcal{F}_{\text{Cert}}$  can be realized in the  $(\mathcal{F}_{\text{Ca}}, \mathcal{F}_{\text{Sig}})$  hybrid world

# ...What is an objective?

## authenticated broadcast

### Functionality $\mathcal{F}_{\text{BC}}$

The functionality interacts with an adversary  $\mathcal{S}$  and a set  $\mathcal{P} = \{P_1, \dots, P_n\}$  of parties.

- Upon receiving  $(\text{Bcast}, \text{sid}, m)$  from  $P_i$ , send  $(\text{Bcast}, \text{sid}, P_i, m)$  to all parties in  $\mathcal{P}$  and to  $\mathcal{S}$ .

## $F_{\text{bc}}$ can be realized in the $F_{\text{cert}}$ hybrid world

Dolev, Strong, *Authenticated algorithms for Byzantine agreement*. SIAM Journal on Computing, 1983

Hirt, Zikas, *Adaptively Secure Broadcast*. Eurocrypt, 2011

Katz, Garay, Kumaresan, Zhou, *Adaptively Secure Broadcast, Revisited*. PODC, 2011

# Simulation based

- Composable; convenient for protocol analysis
- E.g., Fledger based protocol design  
[Kiayias, **Z.**, Zikas 16]

**Stay tuned....  
my talk tomorrow afternoon about  
“Crypto on the blockchain”**

# Property based

fix

a protocol  $\Pi$

a number of parties  $n$ ,  $t$  of which  
controlled by adversary

a predicate  $Q$

We say that the protocol has property  $Q$   
with error  $\epsilon$  if and only if

$$\forall \mathcal{A} \forall \mathcal{Z} \text{Prob}[Q(\text{VIEW}_{\mathcal{A}, \mathcal{Z}}^{\Pi}(1^{\lambda}))] \geq 1 - \epsilon$$

typically :  $\epsilon = \text{negl}(\lambda)$



- property based paradigm:  
much restricted adversary/environment;  
advantage: much easier to deal with

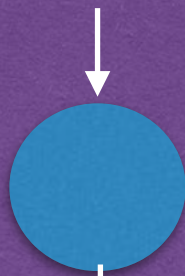
# Property based vs Simulation based

- Simulation based paradigm:  
complex adversary/environment  
advantage: much easier to use

# The Consensus Problem

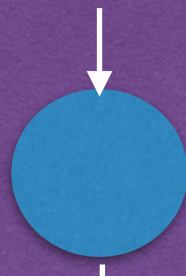
implementing consensus:

$\langle \text{insert}, b_1 \rangle$



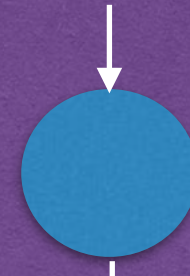
$b$

$\langle \text{insert}, b_2 \rangle$



$b$

$\langle \text{insert}, b_n \rangle$



$b$

**Agreement** = all parties output the same value

**Validity** = if all honest parties have the same insert bit, then this matches the output

**Termination** = all honest parties terminate

*Nakamoto's Protocol:  
The Simplified version*

# Defining the ledger objective

[Garay, Kiayias, Leonardos 14]

*imagine that time is divided in rounds*

*and protocol organizes transactions in a sequence of blocks*

Persistence: parameter  $k$ . If an honest party reports a transaction  $tx$  as “stable” ( $>k$  blocks deep) then, whenever an honest party reports it as stable, it will be in the same position

Liveness: parameters  $u, k$ . If all honest parties attempt to insert the transaction  $tx$  in the ledger, then, after  $u$  rounds, all honest parties will report it as stable ( $>k$  blocks deep) and will always do so

**transaction processing time** :  $u$  as a function of  $k$

# Synchronous Model

- Time is divided in rounds.
- In each round each party is allowed  $q$  queries to a hash function (RO)
- messages are sent through a “diffusion” mechanism
- The adversary is rushing and may :
  1. spoof messages
  2. inject messages
  3. reorder messages

# Model Participants

- There are  $(n-t)$  honest parties each one producing  $q$  queries to the hash function per round.
- The adversary is able to control  $t$  parties acting as a malicious mining pool.
- A “flat” version of the world in terms of hashing power.
- It is worse for honest parties to be separate (they have to pay the price of being decentralized).



# Execution & View

3 PPT machines

protocol  $\Pi$

adversary  $\mathcal{A}$

$n$  parties

environment  $\mathcal{Z}$

$\text{VIEW}_{\mathcal{A}, \mathcal{Z}}^{\Pi}(1^{\lambda})$

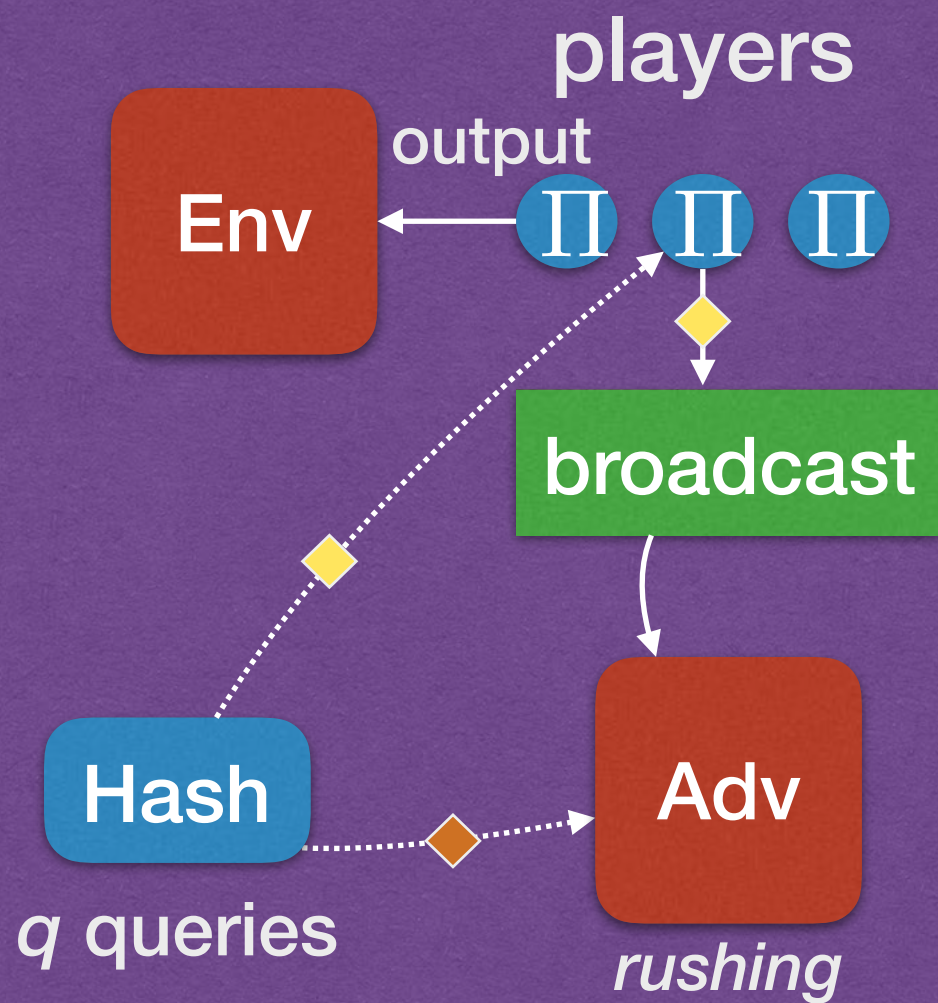
concatenation of the  
view of each party at each round

random variable with support :

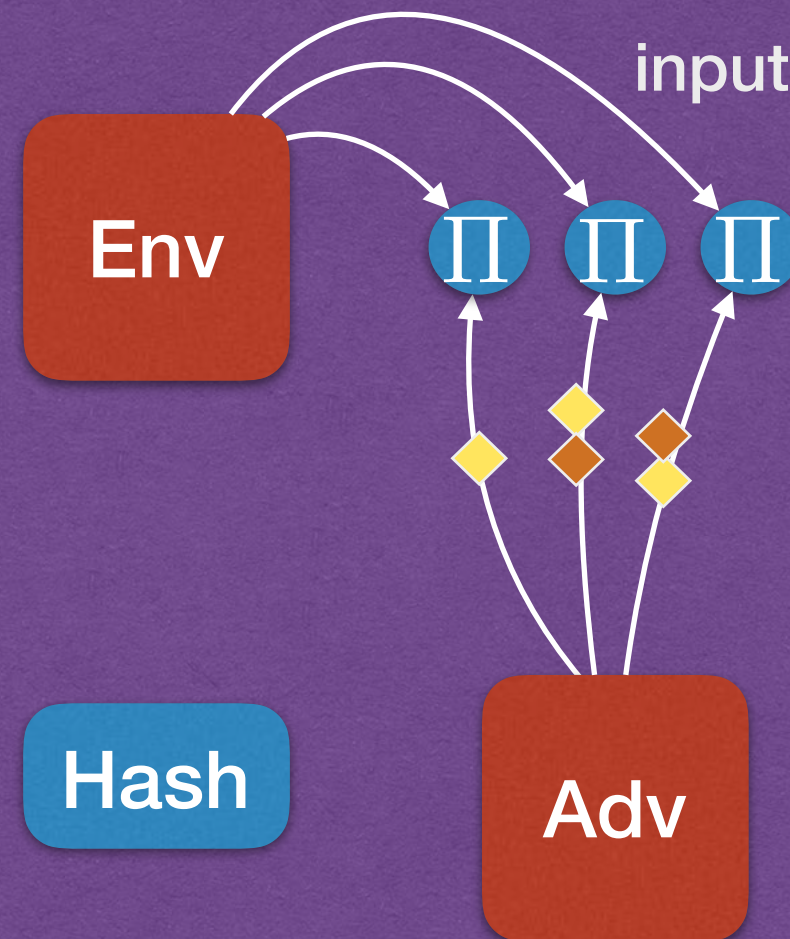
1. coins of  $\mathcal{A}, \mathcal{Z}, n$  copies of  $\Pi$
2. Random oracle

# Round structure

end of round  $i$



beginning of round  $i+1$





# Recall: Property of a protocol

fix

a protocol  $\Pi$

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controlled by adversary

a predicate  $Q$

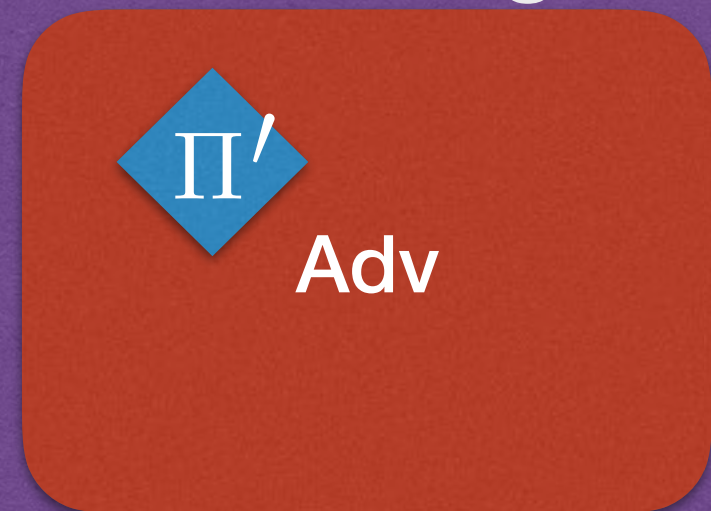
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typically :  $\epsilon = \text{negl}(\lambda)$

# Generality of the model

- We quantify over all possible adversaries; this includes:
  - some parties receiving only some of the messages
  - a large mining pool that is performing some type of selfish mining



Or any combination thereof

# *Nakamoto's Protocol: The Simplified version*

*Backbone protocol*

# The Bitcoin Backbone Protocol

[Garay, Kiayias, Leonardos 14]

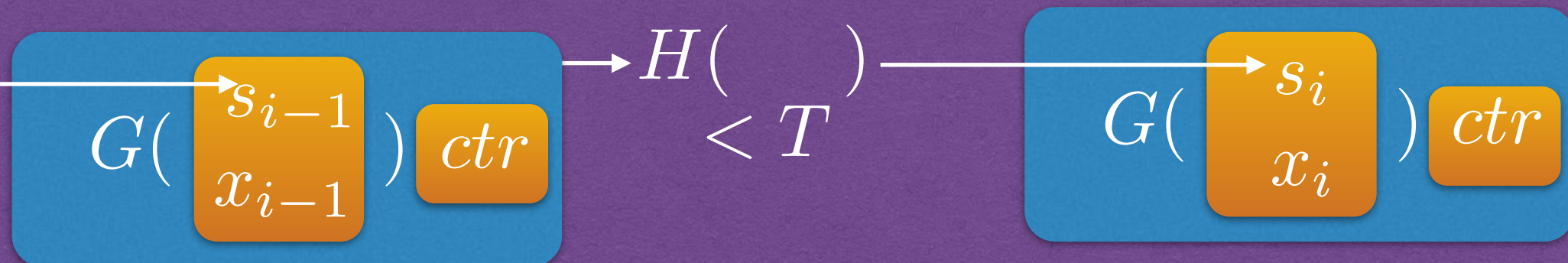
- An abstraction based on the Bitcoin implementation.
- **Importantly** : it distinguishes between data structure (blockchain) and application layer (transactions).



# Bitcoin Backbone (1)

parameterized by  $V(\cdot), I(\cdot), R(\cdot)$   
and  $G(\cdot), H(\cdot)$  hash functions

- players have a state  $\mathcal{C}$  in the form of a “blockchain”:



The *contents* of  $\mathcal{C}$  satisfy the predicate

$$V(x_1, \dots, x_i) = \text{true}$$

# Bitcoin Backbone (2)

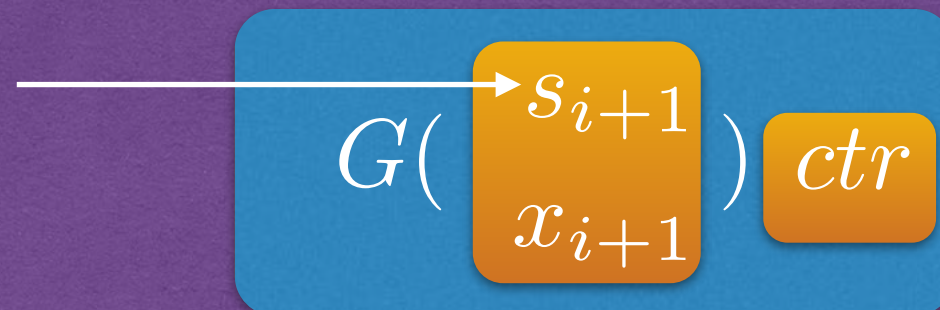
parameterized by  $V(\cdot), I(\cdot), R(\cdot)$

and  $G(\cdot), H(\cdot)$  hash functions

- Within a round, players obtain (INSERT, x) symbols from the environment and network and process them

$$x_{i+1} = I(\dots \text{all local info} \dots)$$

- Then they use their  $q$  queries to  $H(\cdot)$  to obtain a new block by trying  $ctr = 0, 1, 2, \dots$

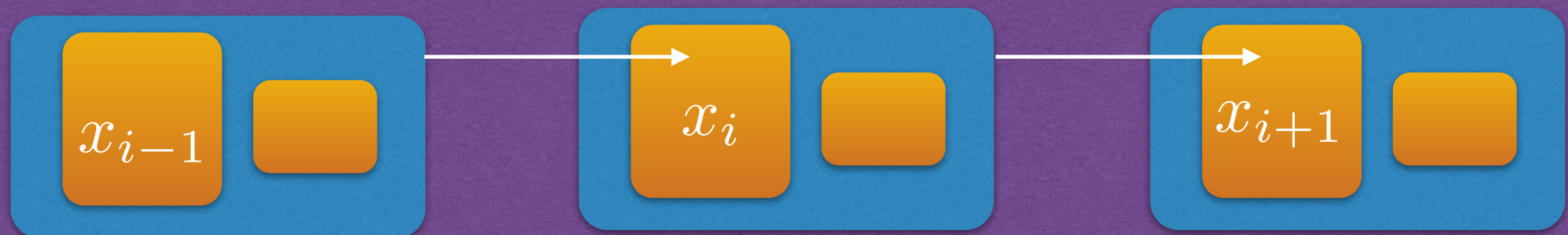




# Bitcoin Backbone (3)

parameterized by  $V(\cdot), R(\cdot), I(\cdot)$

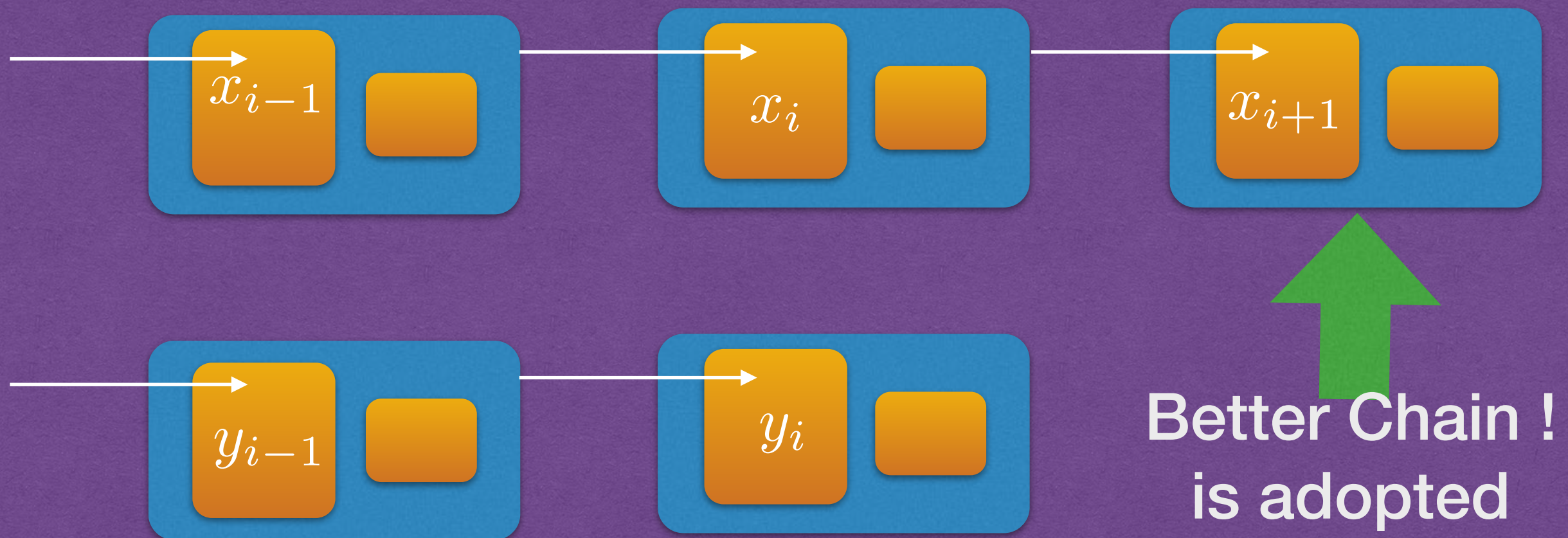
- If a player finds a new block it extends  $\mathcal{C}$



- The new  $\mathcal{C}$  is propagated to all players via the (unreliable/anonymous) broadcast

# Bitcoin Backbone (4)

- A player will compare any incoming chains and the local chain w.r.t. their length/difficulty



- Finally a player given a (Read) symbol it will return

$$R(x_1, x_2, \dots, x_{i+1})$$



# Validate

```
1: function validate( $\mathcal{C}$ )
2:    $b \leftarrow V(\mathbf{x}_{\mathcal{C}})$ 
3:   if  $b \wedge (\mathcal{C} \neq \varepsilon)$  then
4:      $\langle s, x, ctr \rangle \leftarrow \text{head}(\mathcal{C})$ 
5:      $s' \leftarrow H(ctr, G(s, x))$ 
6:     repeat
7:        $\langle s, x, ctr \rangle \leftarrow \text{head}(\mathcal{C})$ 
8:       if  $\text{validblock}_q^T(\langle s, x, ctr \rangle) \wedge (H(ctr, G(s, x)) = s')$  then
9:          $s' \leftarrow s$ 
10:         $\mathcal{C} \leftarrow \mathcal{C}^{\lceil 1}$ 
11:       else
12:          $b \leftarrow \text{False}$ 
13:       end if
14:     until  $(\mathcal{C} = \varepsilon) \vee (b = \text{False})$ 
15:   end if
16:   return  $(b)$ 
17: end function
```

▷ The chain is non-empty and meaningful w.r.t.  $V(\cdot)$

▷ Retain hash value

▷ Remove the head from  $\mathcal{C}$

# POW

```
1: function pow( $x, \mathcal{C}$ )
2:   if  $\mathcal{C} = \varepsilon$  then
3:      $s \leftarrow 0$ 
4:   else
5:      $\langle s', x', ctr' \rangle \leftarrow \text{head}(\mathcal{C})$ 
6:      $s \leftarrow H(ctr', G(s', x'))$ 
7:   end if
8:    $ctr \leftarrow 1$ 
9:    $B \leftarrow \varepsilon$ 
10:   $h \leftarrow G(s, x)$ 
11:  while ( $ctr \leq q$ ) do
12:    if ( $H(ctr, h) < T$ ) then
13:       $B \leftarrow \langle s, x, ctr \rangle$ 
14:      break
15:    end if
16:     $ctr \leftarrow ctr + 1$ 
17:  end while
18:   $\mathcal{C} \leftarrow \mathcal{C}B$ 
19:  return  $\mathcal{C}$ 
20: end function
```

▷ Determine proof of work instance

▷ This  $H(\cdot)$  invocation subject to the  $q$ -bound

▷ Extend chain

# Main Loop

```
1:  $\mathcal{C} \leftarrow \varepsilon$ 
2:  $state \leftarrow \varepsilon$ 
3:  $round \leftarrow 0$ 
4: while TRUE do
5:    $\tilde{\mathcal{C}} \leftarrow \text{maxvalid}(\mathcal{C}, \text{all chains found in RECEIVE}())$ 
6:    $\langle state, x \rangle \leftarrow I(state, \tilde{\mathcal{C}}, round, \text{INPUT}(), \text{RECEIVE}())$  ▷ Determine the  $x$ -value.
7:    $\mathcal{C}_{\text{new}} \leftarrow \text{pow}(x, \tilde{\mathcal{C}})$ 
8:   if  $\mathcal{C} \neq \mathcal{C}_{\text{new}}$  then
9:      $\mathcal{C} \leftarrow \mathcal{C}_{\text{new}}$ 
10:    BROADCAST( $\mathcal{C}$ )
11:  end if
12:   $round \leftarrow round + 1$ 
13:  if INPUT() contains READ then
14:    write  $R(\mathbf{x}_{\mathcal{C}})$  to OUTPUT()
15:  end if
16: end while
```

**Warning**  
broadcasting the chain  $\mathcal{C}$  is not OK in reality

# *Nakamoto's Protocol: The Simplified version*

*Blockchain properties*



# Backbone Protocol Properties

## Common Prefix

(informally)

If two players prune a sufficient number of blocks from their chains they will obtain the same prefix

## Chain Quality

(informally)

Any (large enough) chunk of an honest player's chain will contain some blocks from honest players

## Chain Growth

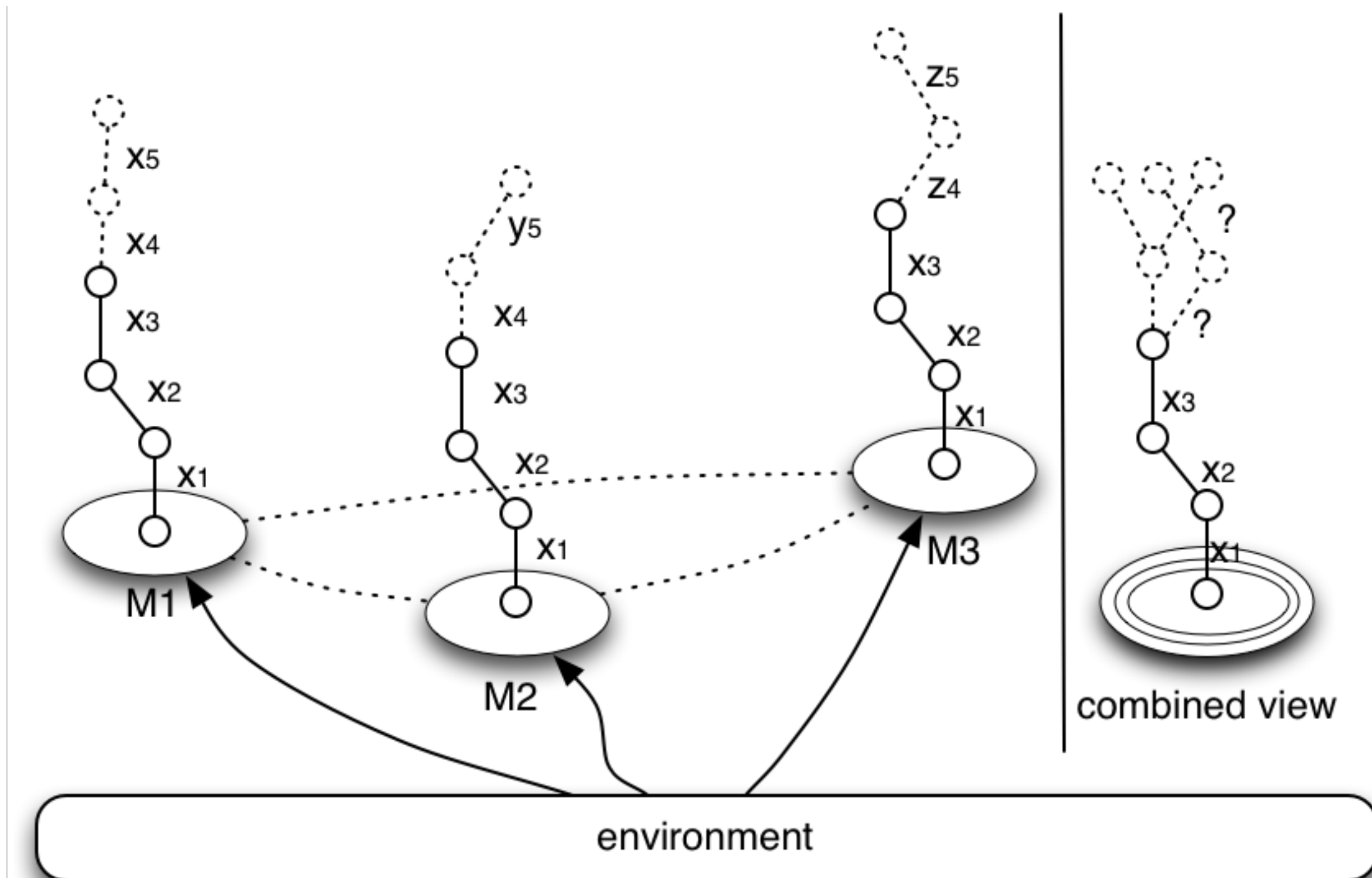
(informally)

the chain of any honest player grows at least at a steady rate - the chain speed coefficient

Based on work of [GKL14, KP15]

# CP: will honest players converge?

$\forall r_1, r_2, (r_1 \leq r_2), P_1, P_2, \text{ with } \mathcal{C}_1, \mathcal{C}_2 : \mathcal{C}_1^{\lceil k} \preceq \mathcal{C}_2$

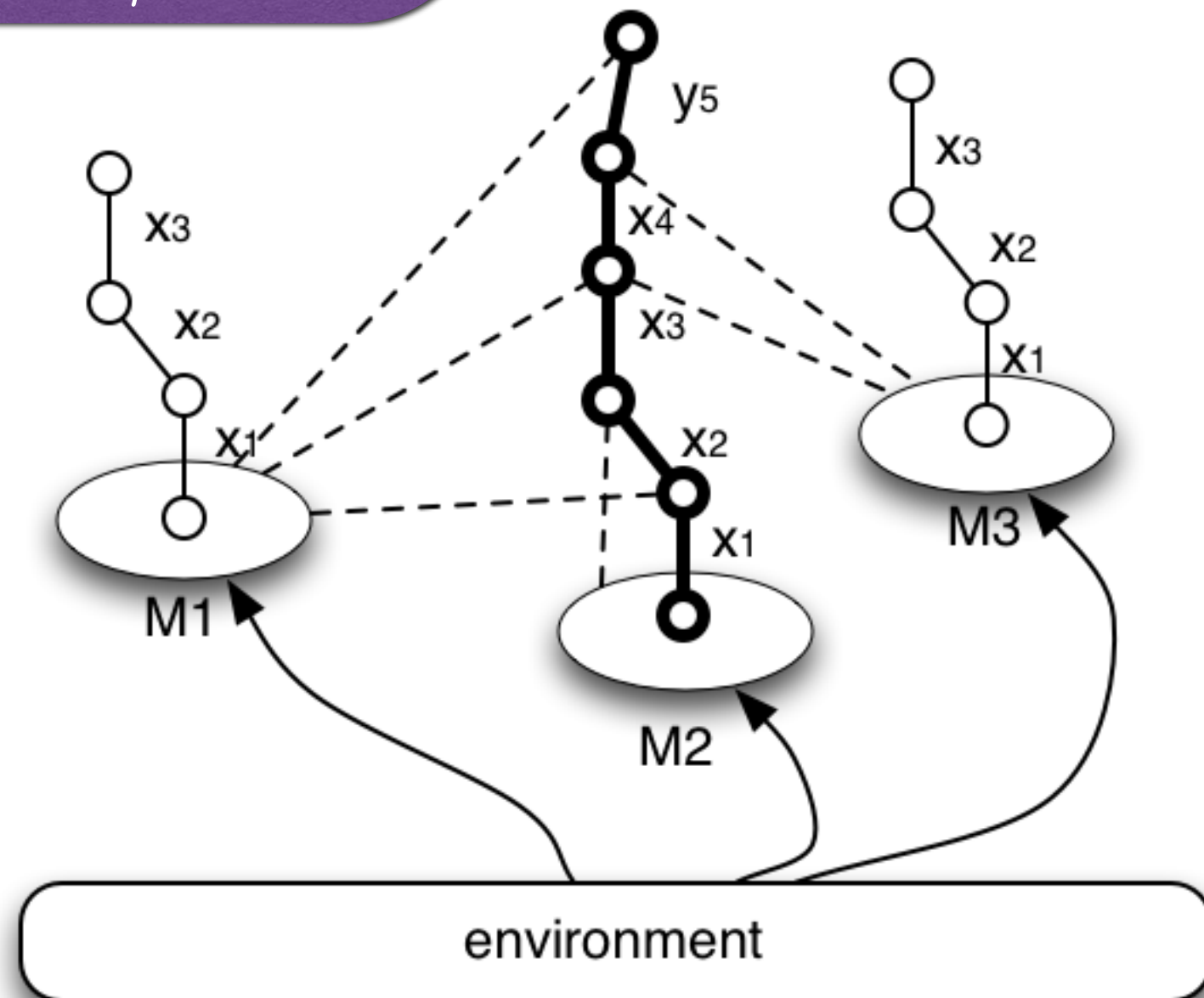




# CQ: are honest blocks going to be adopted by the parties?

Parameters  $\mu \in (0, 1), k \in \mathbb{N}$

The proportion of blocks in any  $k$ -long subsequence produced by the adversary is less than  $\mu k$

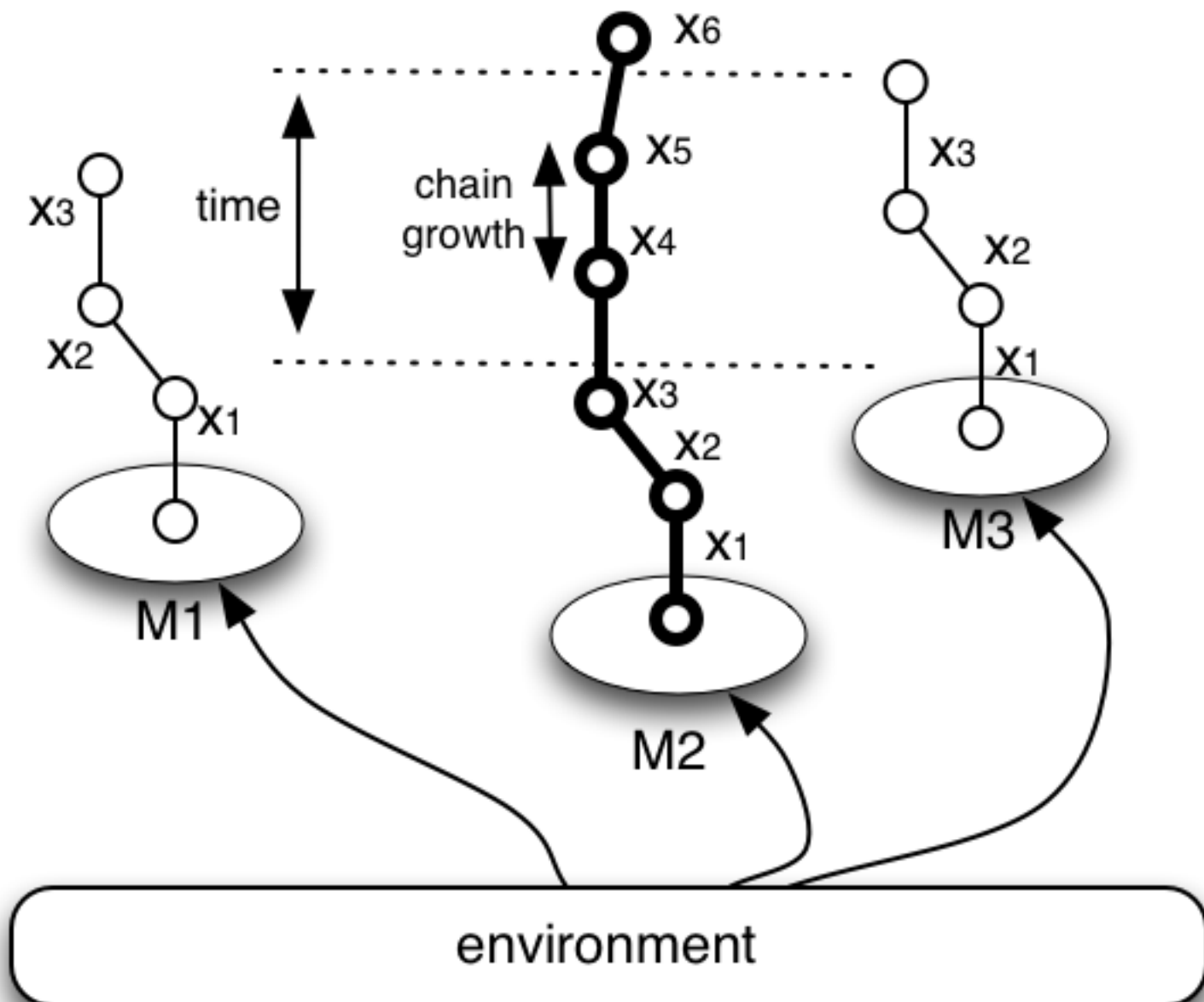


# Chain Growth: does the chain grow?

Parameters  $\tau \in (0, 1)$ ,  $s \in \mathbb{N}$

$\forall r_1, r_2$  honest player  $P$  with chains  $\mathcal{C}_1, \mathcal{C}_2$

$r_2 - r_1 \geq s \implies |\mathcal{C}_2| - |\mathcal{C}_1| \geq \tau s$





# Proof strategy

1. Define the notion of *typical execution*.
2. Argue that typical executions have with overwhelming probability.
3. Prove CG, CP, CQ
4. Derive persistence and liveness.

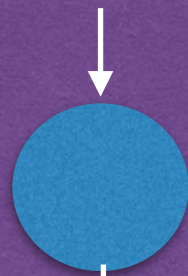
# *Nakamoto's Protocol: The Simplified version*

*Applications*

# Recall : Consensus

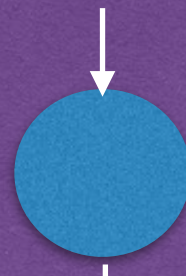
implementing consensus:

$\langle \text{insert}, b_1 \rangle$



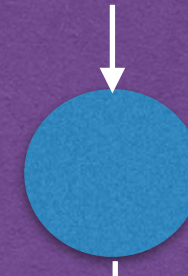
$b$

$\langle \text{insert}, b_2 \rangle$



$b$

$\langle \text{insert}, b_n \rangle$



$b$

**Agreement** = all parties output the same value

**Validity** = if all honest parties have the same insert bit, then this matches the output

**Termination** = all honest parties terminate

# Applying the backbone protocol

- It is all about defining  $V$ ,  $I$ ,  $R$  :
  - $V$  = validity predicate.
  - $I$  = input function
  - $R$  = read function

# The Nakamoto “consensus protocol”

## Re: Bitcoin P2P e-cash paper

Satoshi Nakamoto | Thu, 13 Nov 2008 19:34:25 -0800

James A. Donald wrote:

```
> It is not sufficient that everyone knows X. We also
> need everyone to know that everyone knows X, and that
> everyone knows that everyone knows that everyone knows X
> - which, as in the Byzantine Generals problem, is the
> classic hard problem of distributed data processing.
```

The proof-of-work chain is a solution to the Byzantine Generals' Problem. I'll try to rephrase it in that context.

A number of Byzantine Generals each have a computer and want to attack the King's wi-fi by brute forcing the password, which they've learned is a certain number of characters in length. Once they stimulate the network to generate a packet, they must crack the password within a limited time to break in and erase the logs, otherwise they will be discovered and get in trouble. They only have enough CPU power to crack it fast enough if a majority of them attack at the same time.

They don't particularly care when the attack will be, just that they all agree.

It has been decided that anyone who feels like it will announce a time, and whatever time is heard first will be the official attack time. The problem is



# Applying the backbone for consensus, (1)

Nakamoto “consensus protocol”

Content validation predicate $V(\cdot)$	$V(\langle x_1, \dots, x_n \rangle)$ is true if and only if it holds that $v_1 = \dots = v_n \in \{0, 1\}$ , $\rho_1, \dots, \rho_n \in \{0, 1\}^\kappa$ where $x_i = \langle v_i, \rho_i \rangle$ .
Chain reading function $R(\cdot)$ (parameterized by $k$ )	If $V(x_C) = \text{True}$ and $\text{len}(C) \geq k$ , the value of $R(C)$ is the (unique) value $v$ that is present in each block of $C$ , while it is undefined if $V(x_C) = \text{False}$ or $\text{len}(C) < k$ .
Input contribution function $I(\cdot)$	If $C = \emptyset$ and $(\text{INSERT}, v)$ is in the input tape then $I(st, C, \text{round}, \text{INPUT}())$ is equal to $\langle v, \rho \rangle$ where $\rho \in \{0, 1\}^\kappa$ is a random value; otherwise (i.e., the case $C \neq \emptyset$ ), it is equal to $\langle v, \rho \rangle$ where $v$ is the unique $v \in \{0, 1\}$ value that is present in $C$ and $\rho \in \{0, 1\}^\kappa$ is a random value. The state $st$ always remains $\epsilon$ .

It works .. but only with constant probability of success  
(not overwhelming)

# Applying the backbone for consensus, (2)

A (1/3) “consensus protocol” (from GKL14)

Content validation predicate $V(\cdot)$	$V(\langle x_1, \dots, x_n \rangle)$ is true if and only if $v_1, \dots, v_n \in \{0, 1\}, \rho_1, \dots, \rho_n \in \{0, 1\}^\kappa$ where $v_i, \rho_i$ are the values from the pair $x_i = \langle v_i, \rho_i \rangle$ .
Chain reading function $R(\cdot)$ (parameterized by $k$ )	If $V(\langle x_1, \dots, x_n \rangle) = \text{True}$ and $n \geq 2k$ , the value $R(\mathcal{C})$ is the majority bit of $v_1, \dots, v_k$ where $x_i = \langle v_i, \rho_i \rangle$ ; otherwise (i.e., the case $V(\langle x_1, \dots, x_n \rangle) = \text{False}$ or $n < 2k$ ) the output value is undefined.
Input contribution function $I(\cdot)$	$I(st, \mathcal{C}, round, \text{INPUT}())$ is equal to $\langle v, \rho \rangle$ if the input tape contains $(\text{INSERT}, v)$ ; $\rho$ is a random $\kappa$ -bit string. The state $st$ remains always $\epsilon$ .

It works .. but only up to 1/3 adversarial power.

# Applying the backbone for transaction ledger

(from GKL14)

Content validation predicate $V(\cdot)$	$V(\langle x_1, \dots, x_m \rangle)$ is true if and only if the vector $\langle x_1, \dots, x_m \rangle$ is a valid ledger, i.e., $\langle x_1, \dots, x_m \rangle \in \mathcal{L}$ .
Chain reading function $R(\cdot)$	If $V(\langle x_1, \dots, x_m \rangle) = \text{True}$ , the value $R(\mathcal{C})$ is equal to $\langle x_1, \dots, x_m \rangle$ ; undefined otherwise.
Input contribution function $I(\cdot)$	$I(st, \mathcal{C}, round, \text{INPUT}())$ operates as follows: if the input tape contains $(\text{INSERT}, v)$ , it parses $v$ as a sequence of transactions and retains the largest subsequence $x' \preceq v$ that is valid with respect to $\mathbf{x}_{\mathcal{C}}$ (and whose transactions are not already included in $\mathbf{x}_{\mathcal{C}}$ ). Finally, $x = \text{tx}_0 x'$ where $\text{tx}_0$ is a neutral random nonce transaction.

it satisfies persistence and liveness with overwhelming probability as long as also digital signature security holds.



*Nakamoto's Protocol:  
The Full-fledged version*

Can we have a  
complete analysis ?

# several progresses for analyzing the simplified Nakamoto protocol

- Pass et al, Eurocrypt 17, more realistic network
- Garay et al, Crypto17, adaptive difficulty adjustment
- What are missing ?

Pass, Seeman, Shelat, *Analysis of the Blockchain Protocol in Asynchronous Networks*. Eurocrypt 2017.

Garay, Kiayias, Leonardos, *The Bitcoin Backbone Protocol with Chains of Variable Difficulty*. Crypto 2017.

# Multi-mode systems

[Duong, Z, Chepurnoy 17]

- Full mode
- light modes (SPV, prune,... )
- Bitcoin is a multi-mode system by design

# Multi-mode systems

[Duong, Z, Chepurnoy 17]

- Why multi-mode ?
- How to define the security?

# *Alternative Mechanisms*

*A Unified View*



**We don't want to put all eggs  
in one basket.**

**Can we do a better job than  
Nakamoto?**



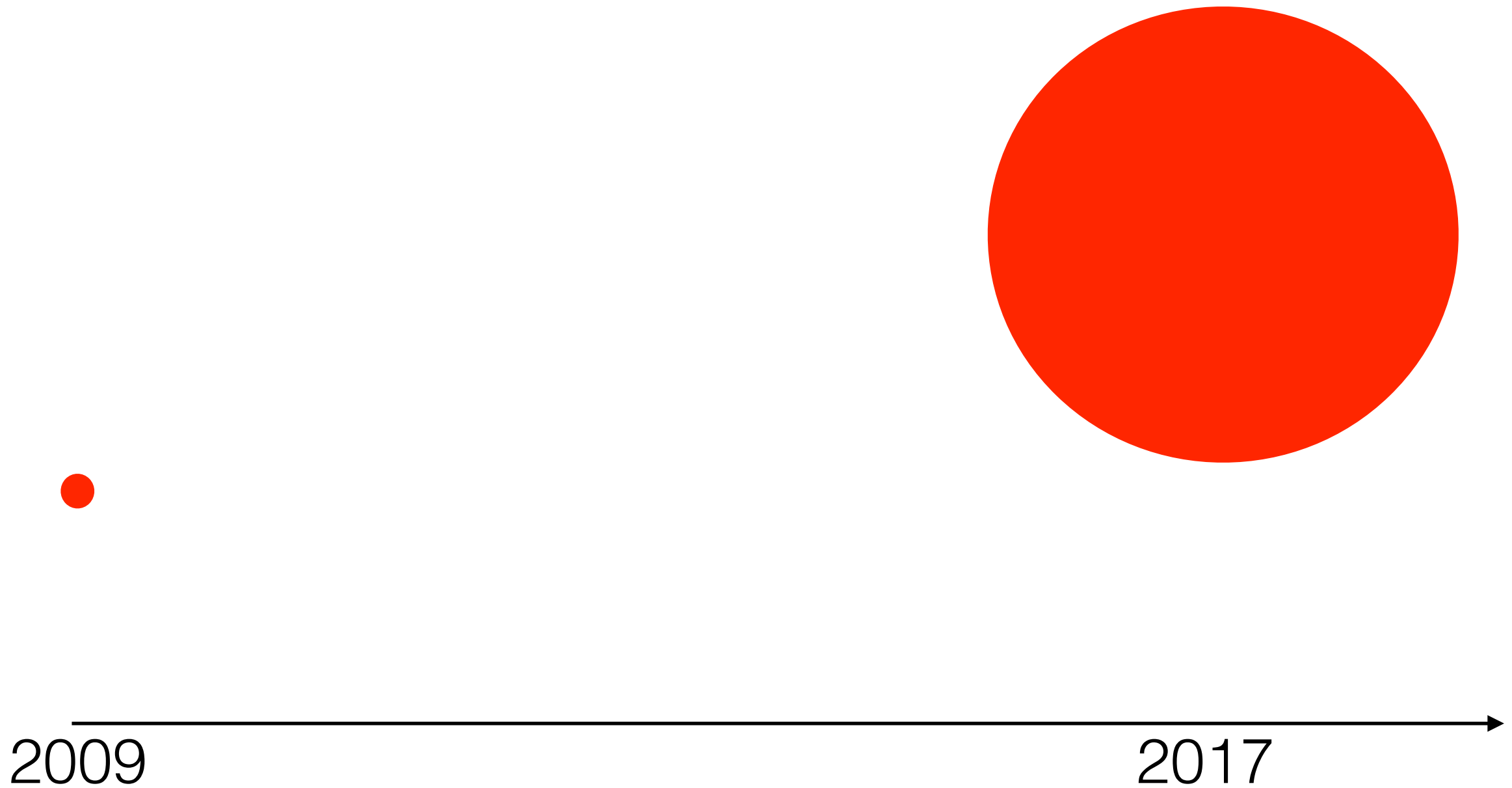
# Nakamoto's design

- **Most of tools were known**
  - **Public keys as identities**
  - **Time stamping**
  - **Hash chain**
  - **Incentives**
  - **Proof-of-work**

# Nakamoto's design

- **Amazing design**
  - **Put them together**
- **Cute points**
  - **Open (via PoW); easy to join/leave**
  - **Suitable incentives**
  - **Adaptive difficulty adjustment**
  - **Scalable to a huge network of nodes; very lightweight communication**

# Nakamoto's design



# Nakamoto's design

**the blockchain is**

**backed up by a huge network of computing  
power; censorship resilient; very  
trustworthy**



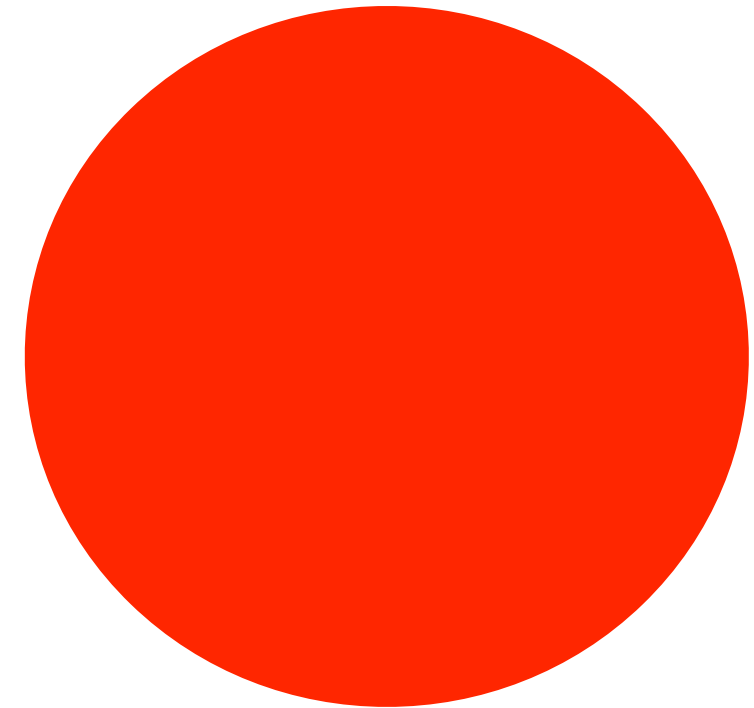
# Nakamoto's design

**the blockchain is**

**backed up by a huge network of computing power; censorship resilient; very trustworthy**

**The flip side:**

**lots of electricity has been invested in this system; not environment friendly**



2009

2017



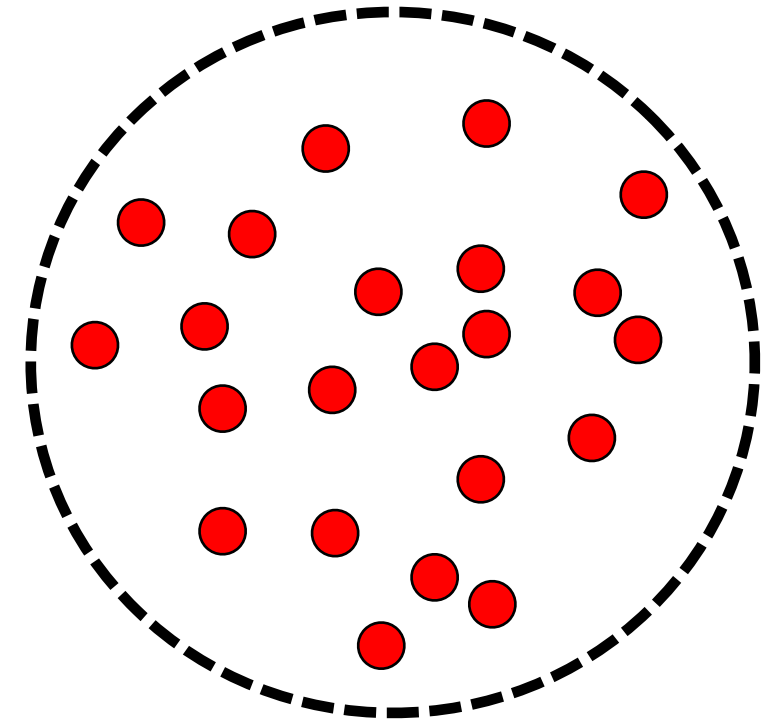
# Nakamoto's design

- **Cute points**
  - **Open (via PoW)**
  - **Suitable incentives**
  - **Adaptive difficulty adjustment**
  - **Scalable to a huge network of nodes; very lightweight communication**

# Nakamoto's design

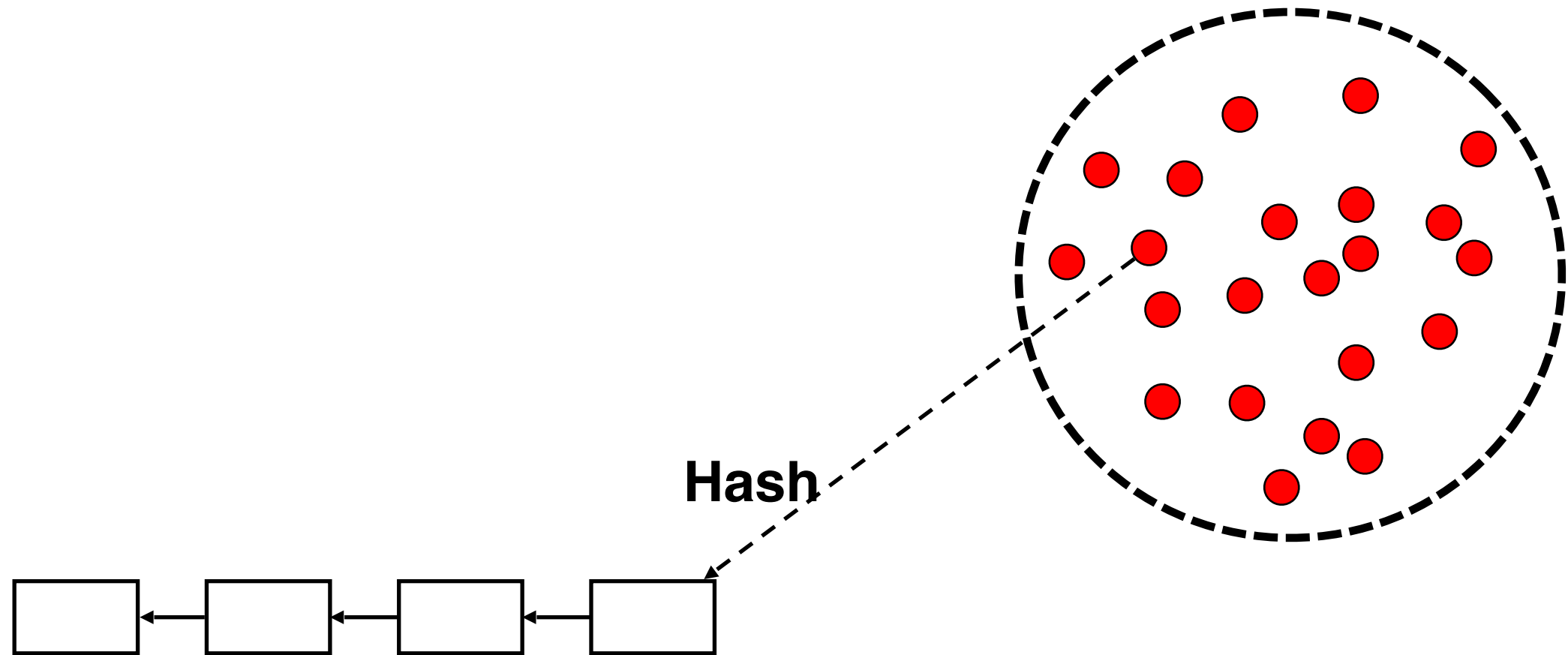
- **Cute points**
  - **Open (via PoW)**  
**tricky; overlooked**
  - **Suitable incentives**
  - **Adaptive difficulty adjustment**  
**[GKL17]**
  - **Scalable to a huge network of nodes; very lightweight communication**  
**tricky; overlooked**

# Nakamoto's design

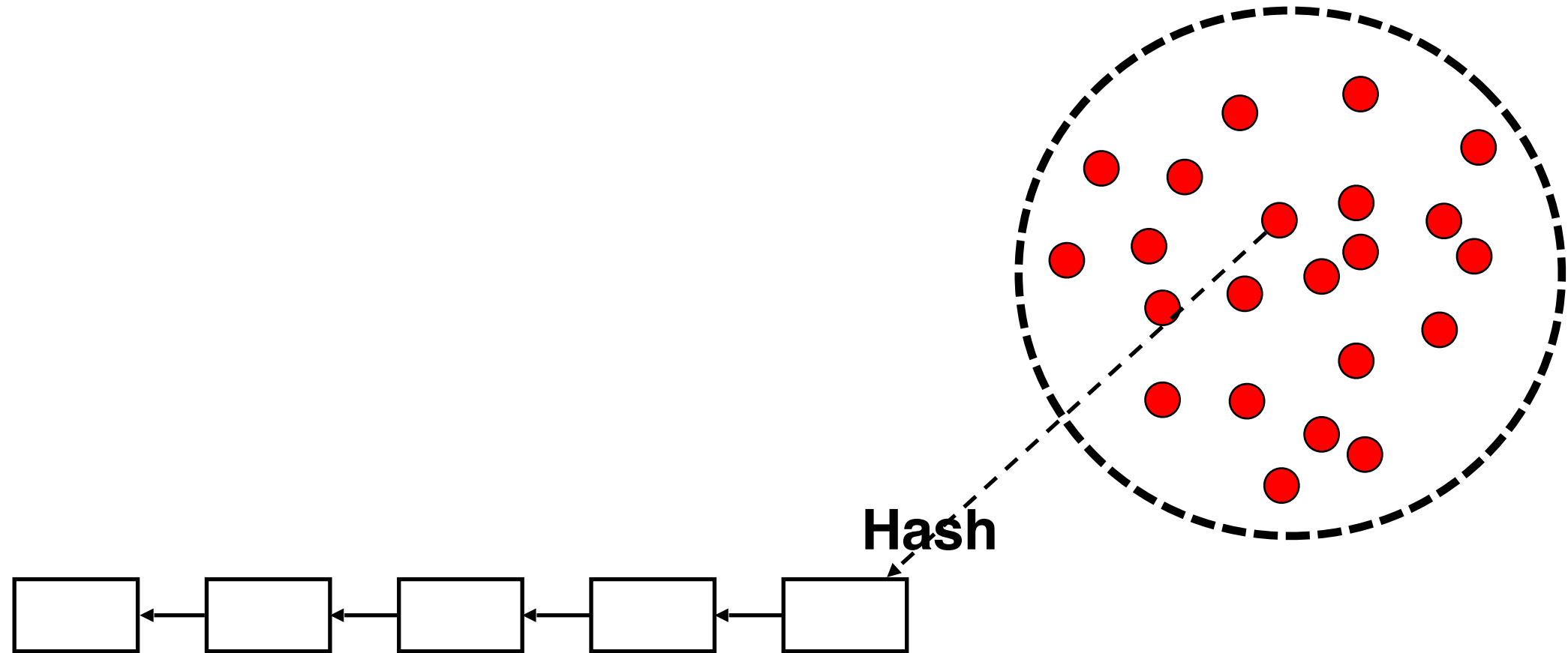




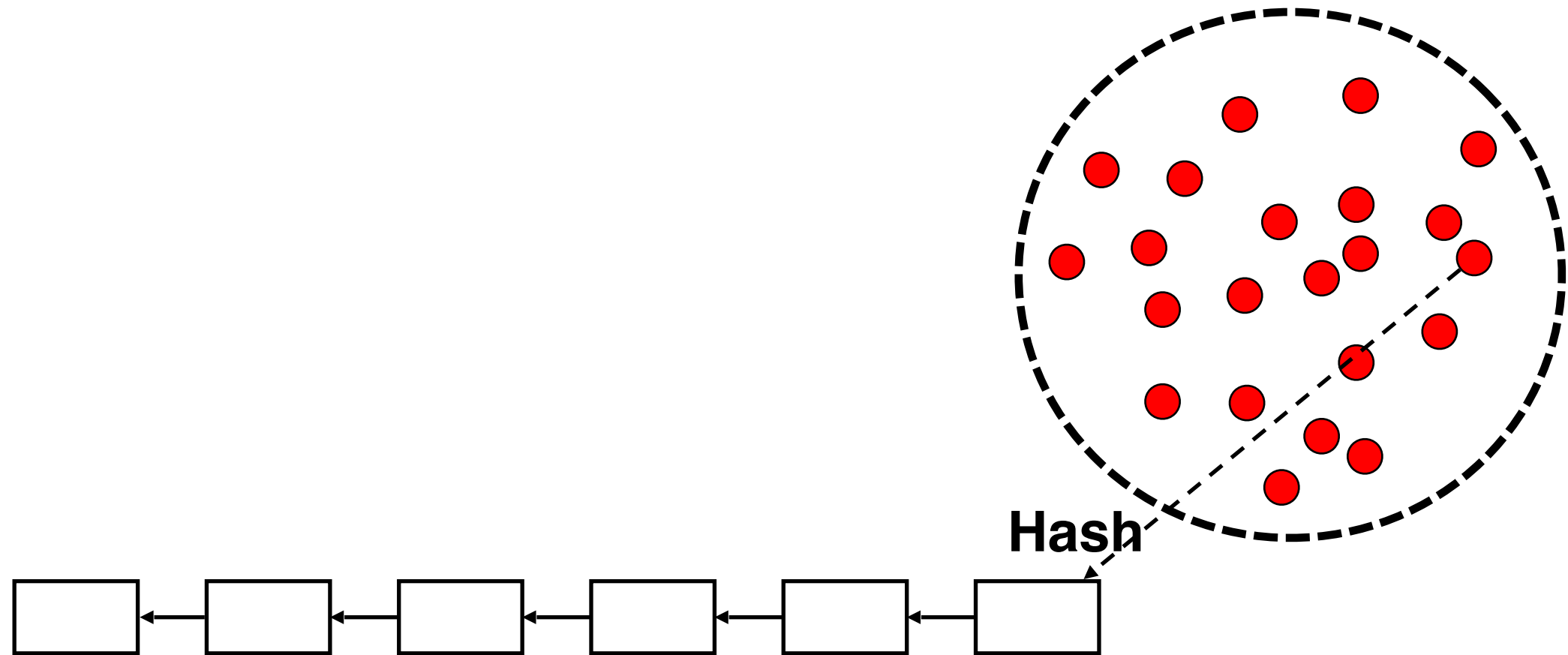
# Nakamoto's design



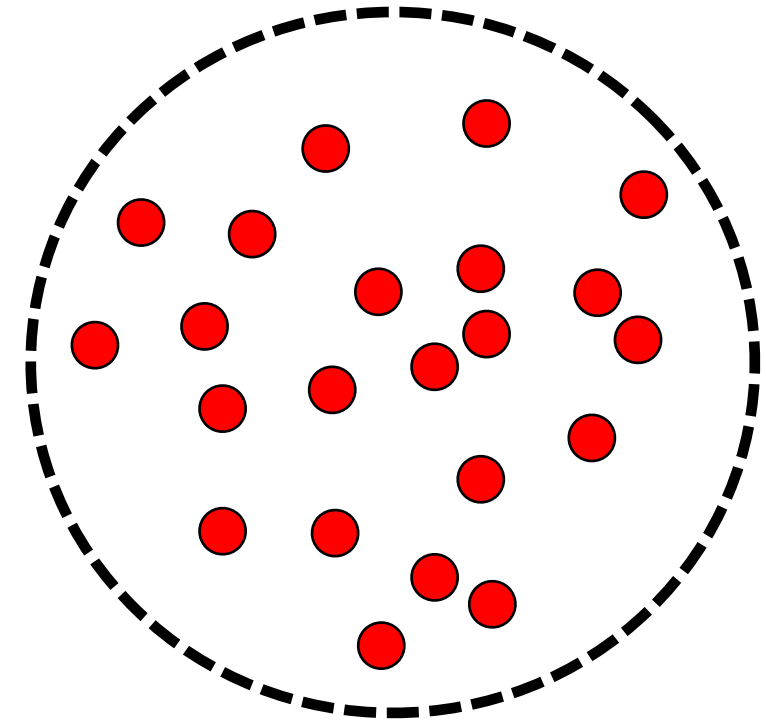
# Nakamoto's design



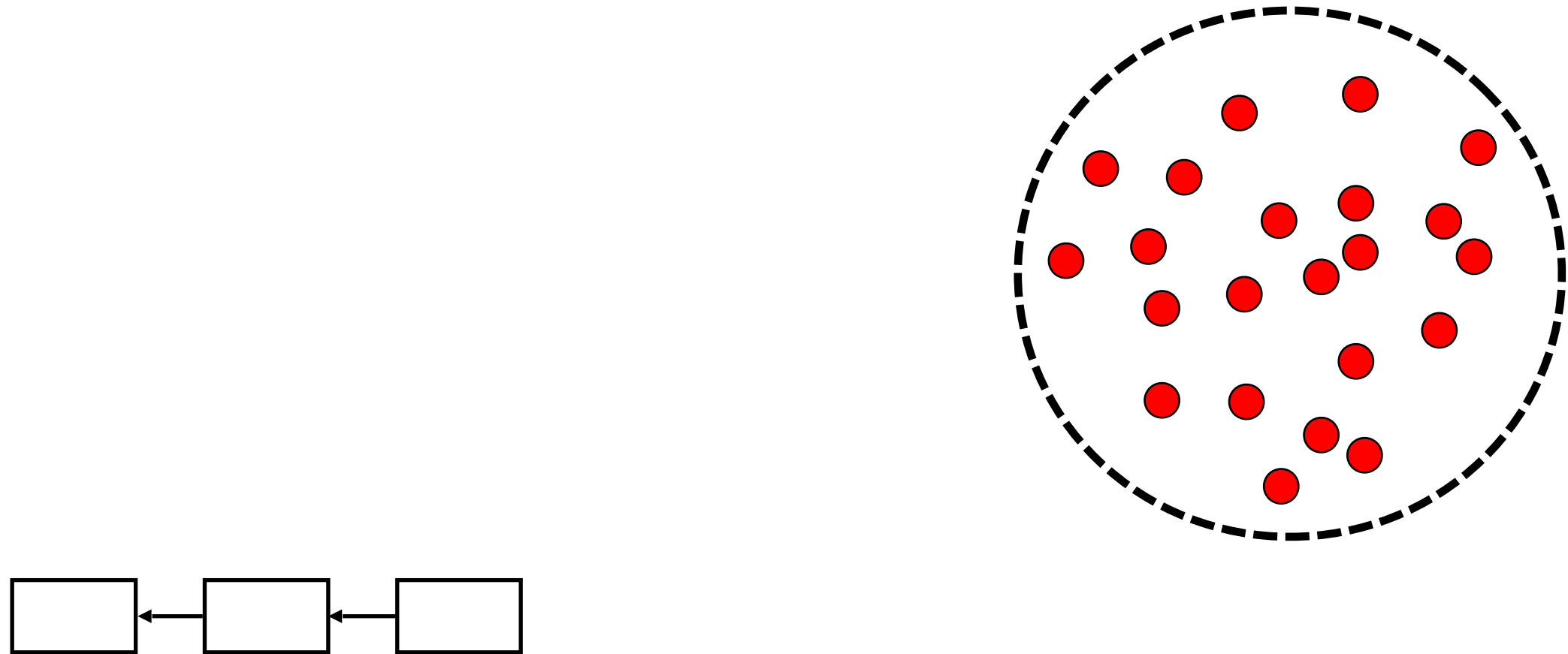
# Nakamoto's design



# Nakamoto's design

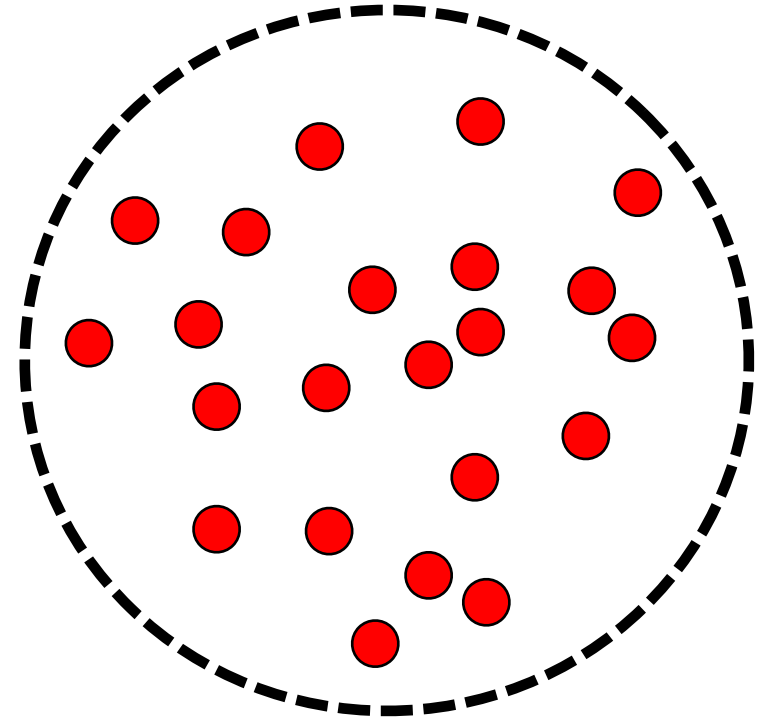


# Nakamoto's design

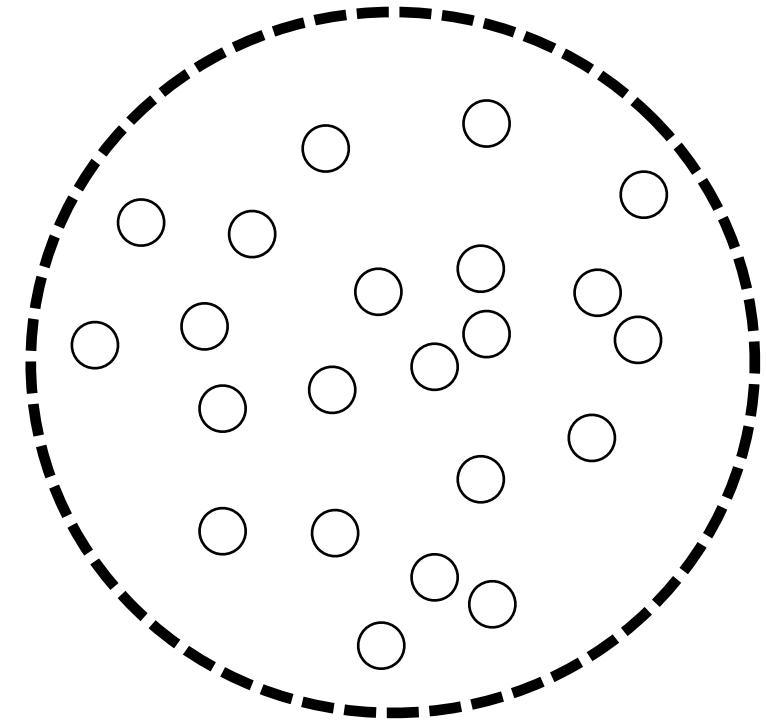
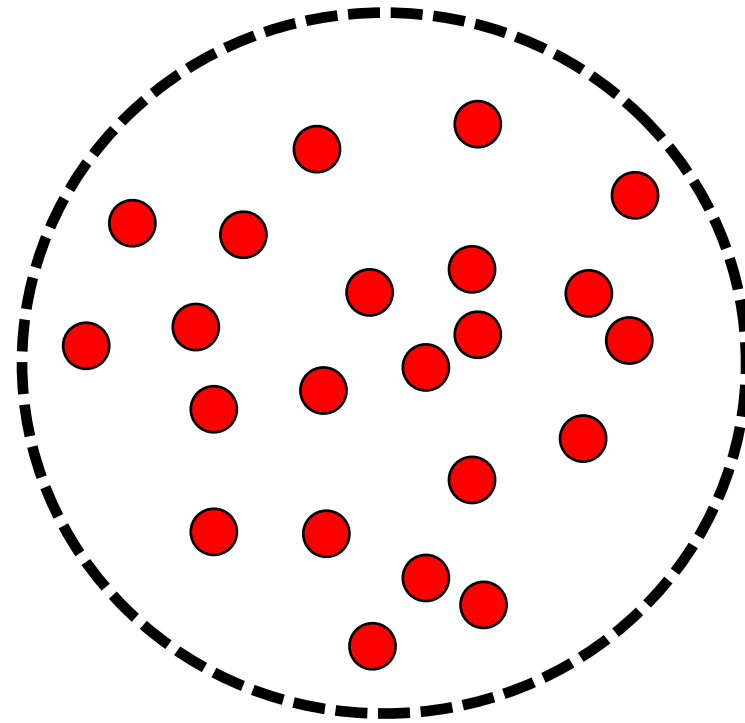


(inspired by ideas in [Garay, Kiayias, Z., CSF10])

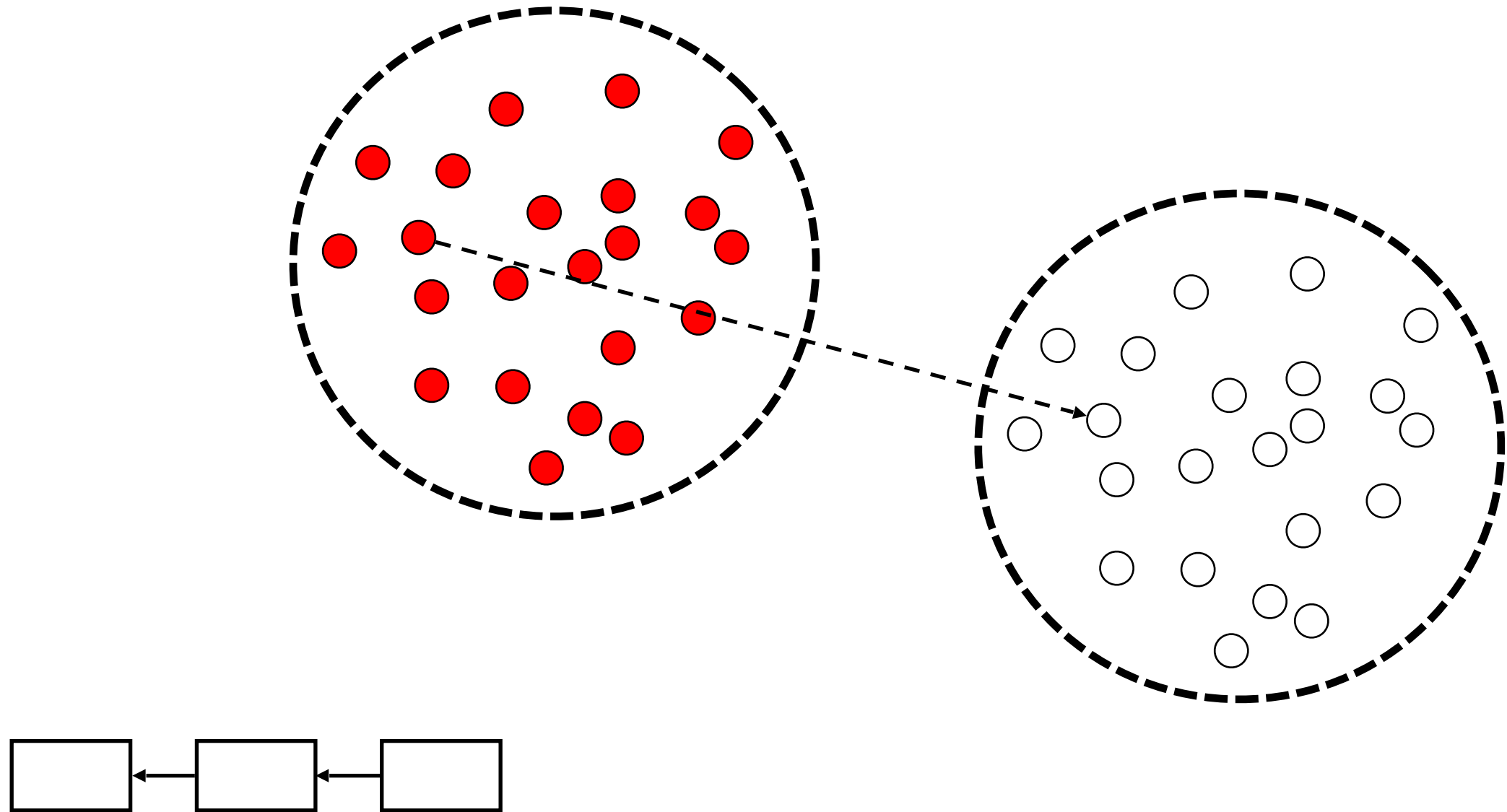
# Nakamoto Blockchain: Alternative View



# Nakamoto Blockchain: Alternative View

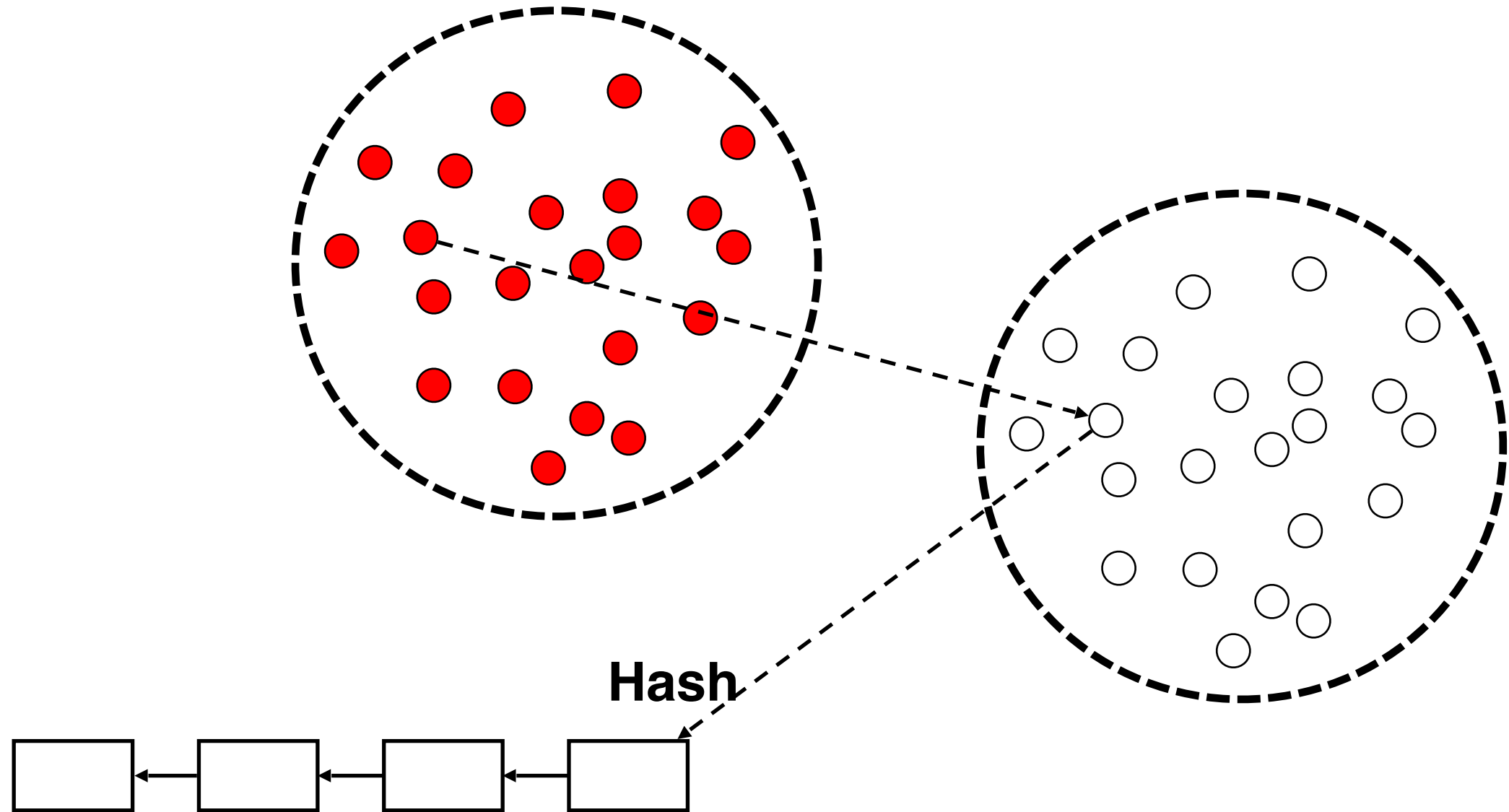


# Nakamoto Blockchain: Alternative View

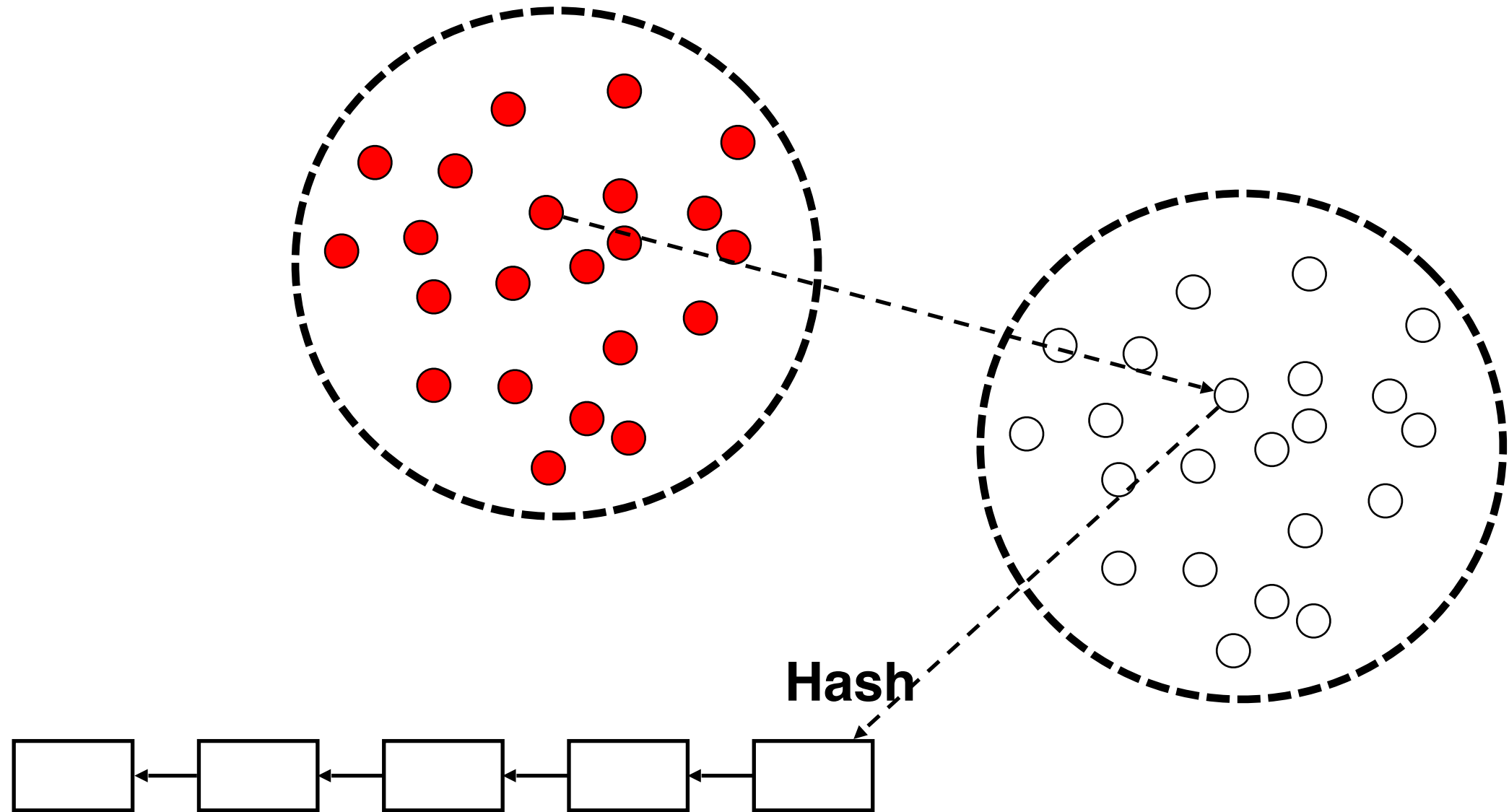




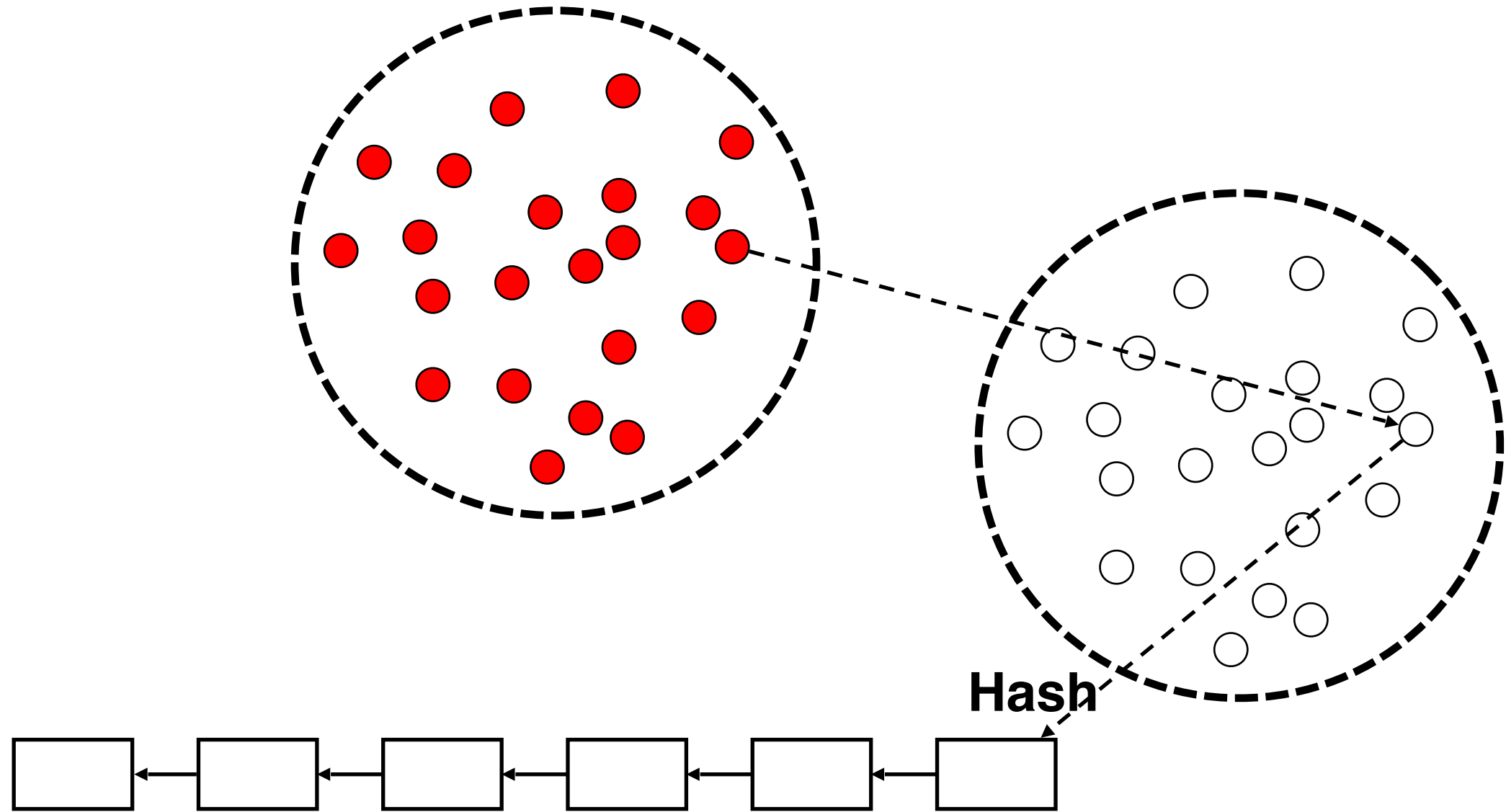
# Nakamoto Blockchain: Alternative View



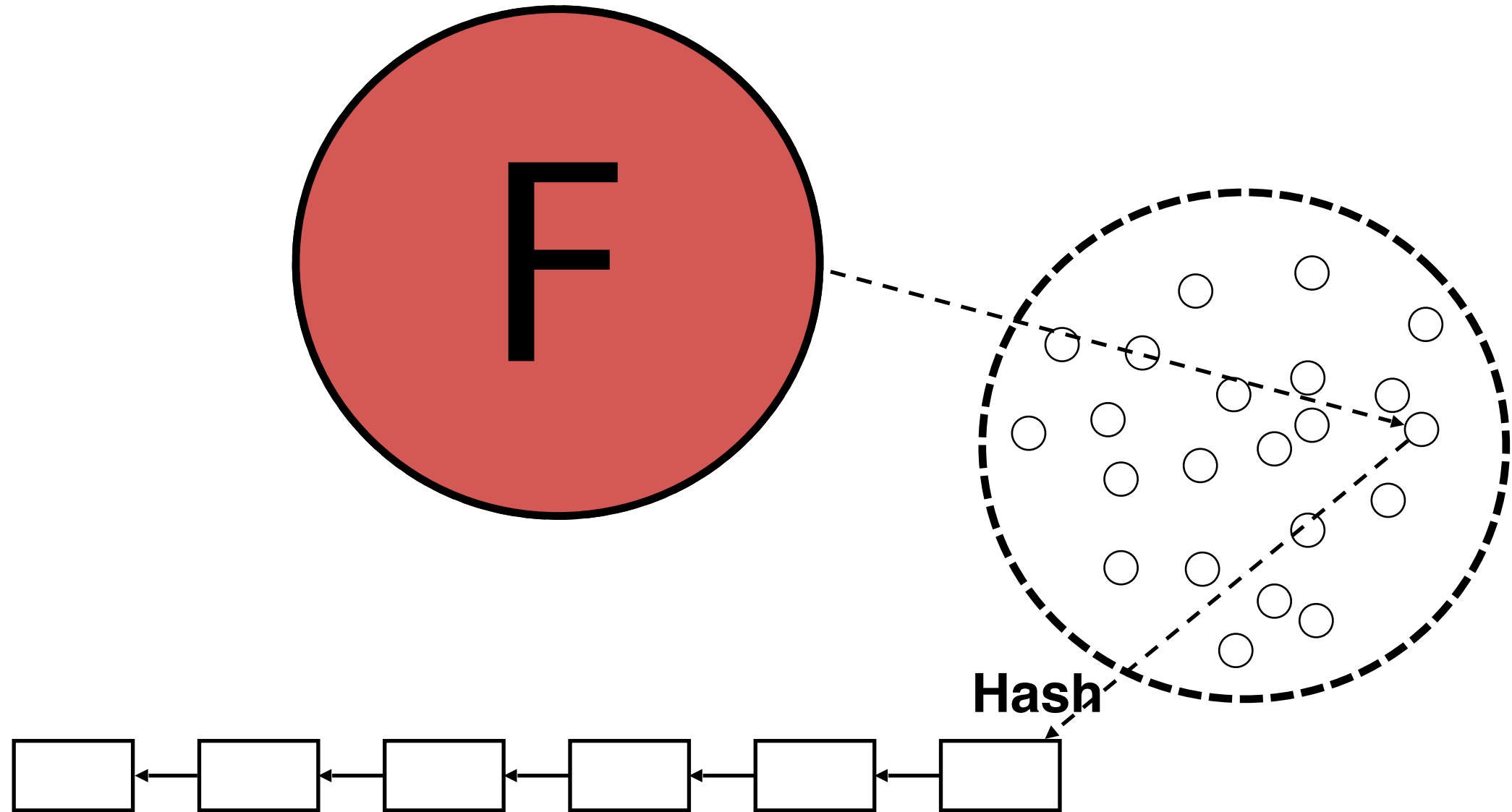
# Nakamoto Blockchain: Alternative View

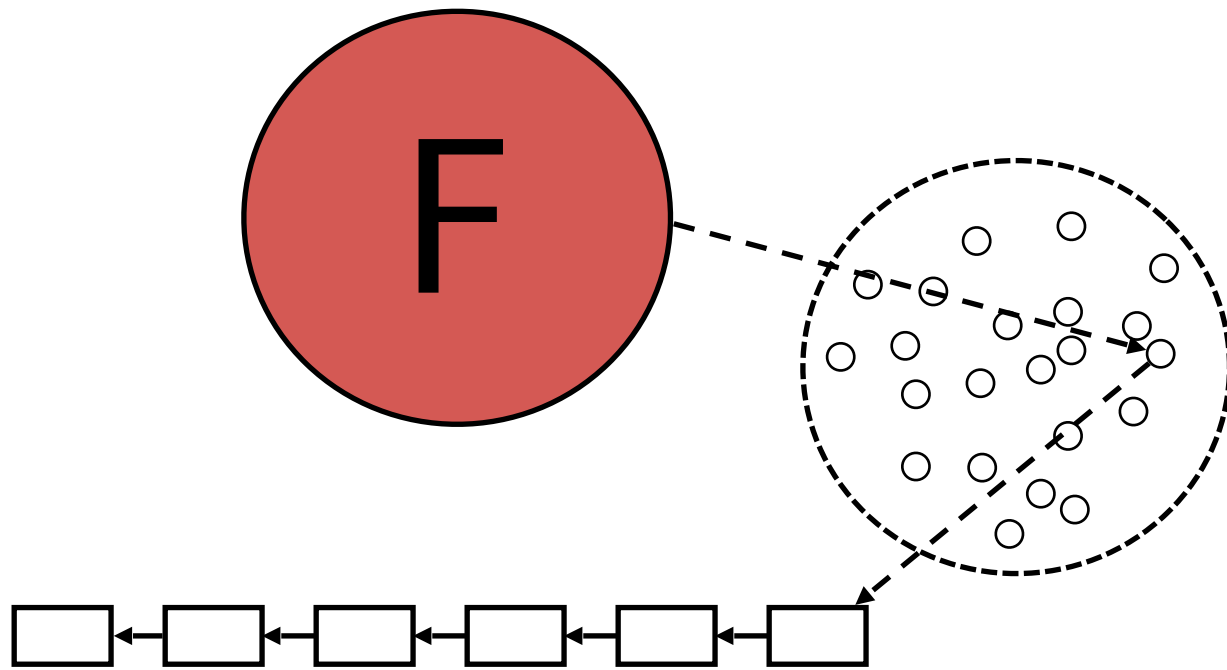
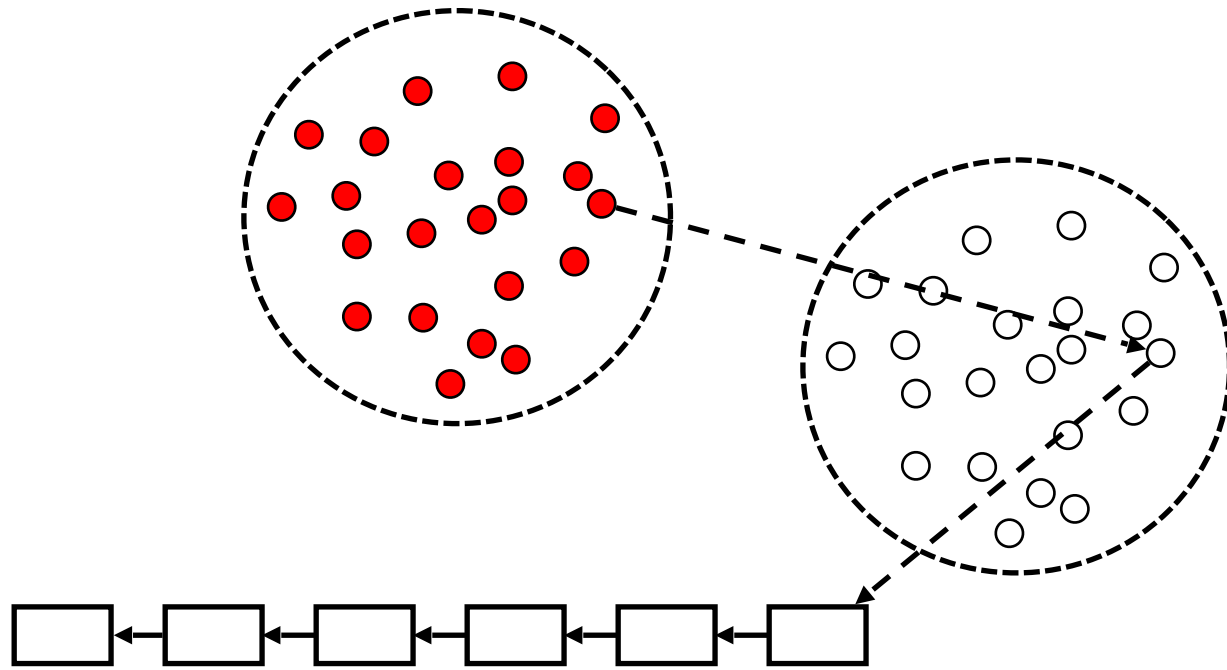


# Nakamoto Blockchain: Alternative View



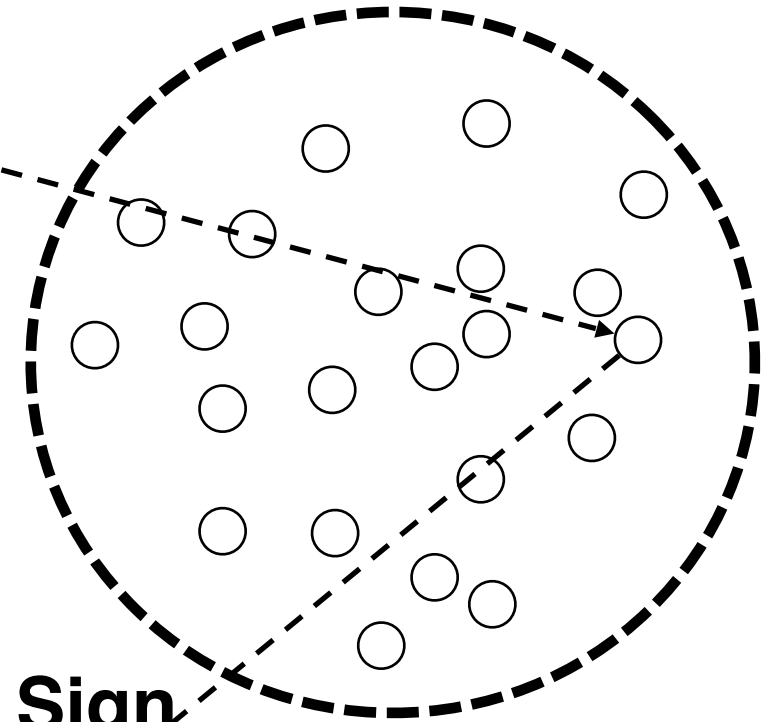
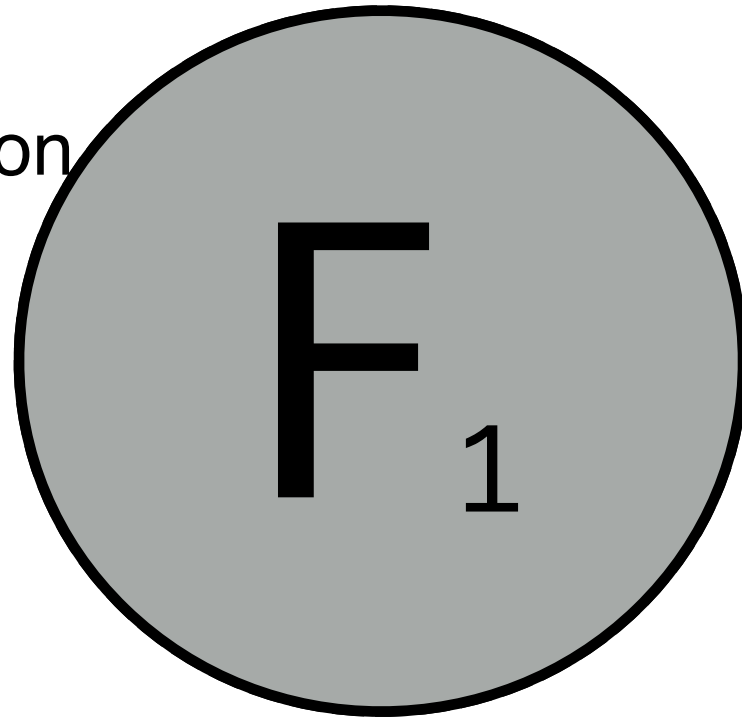
# Nakamoto Blockchain: Alternative View



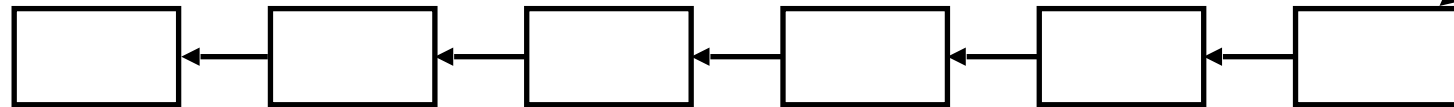


# Beacon-based Blockchain

use the NIST beacon

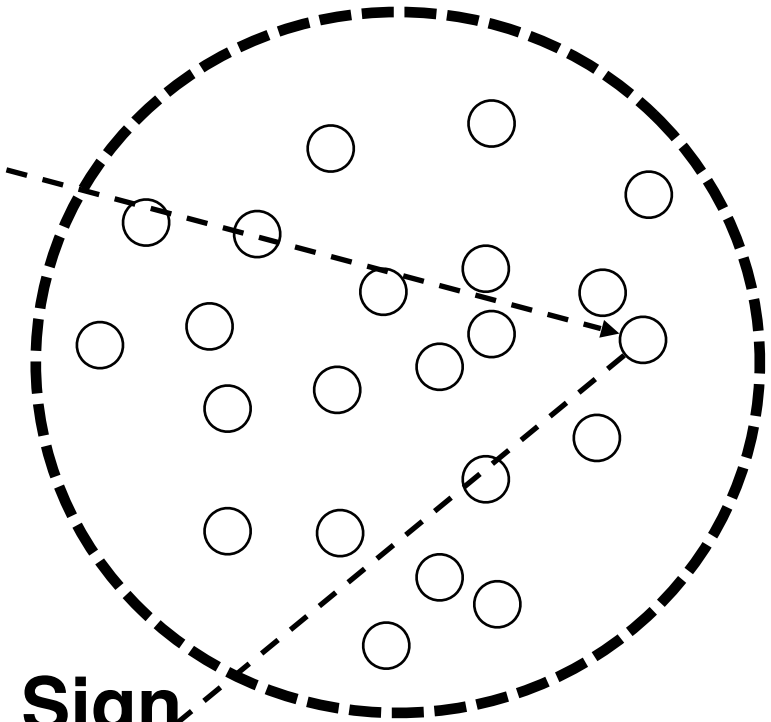
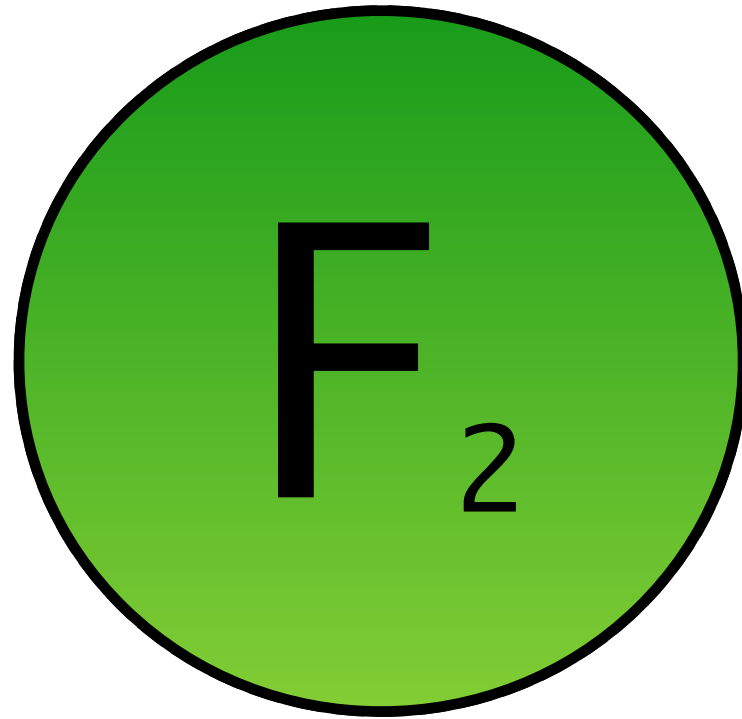


**Sign**

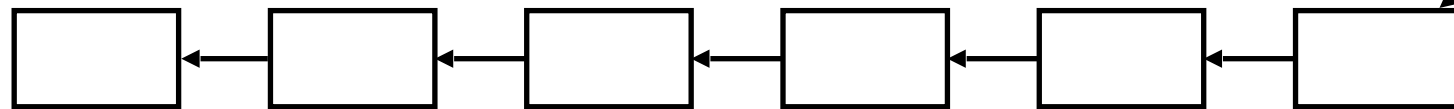


# Beacon-based Blockchain

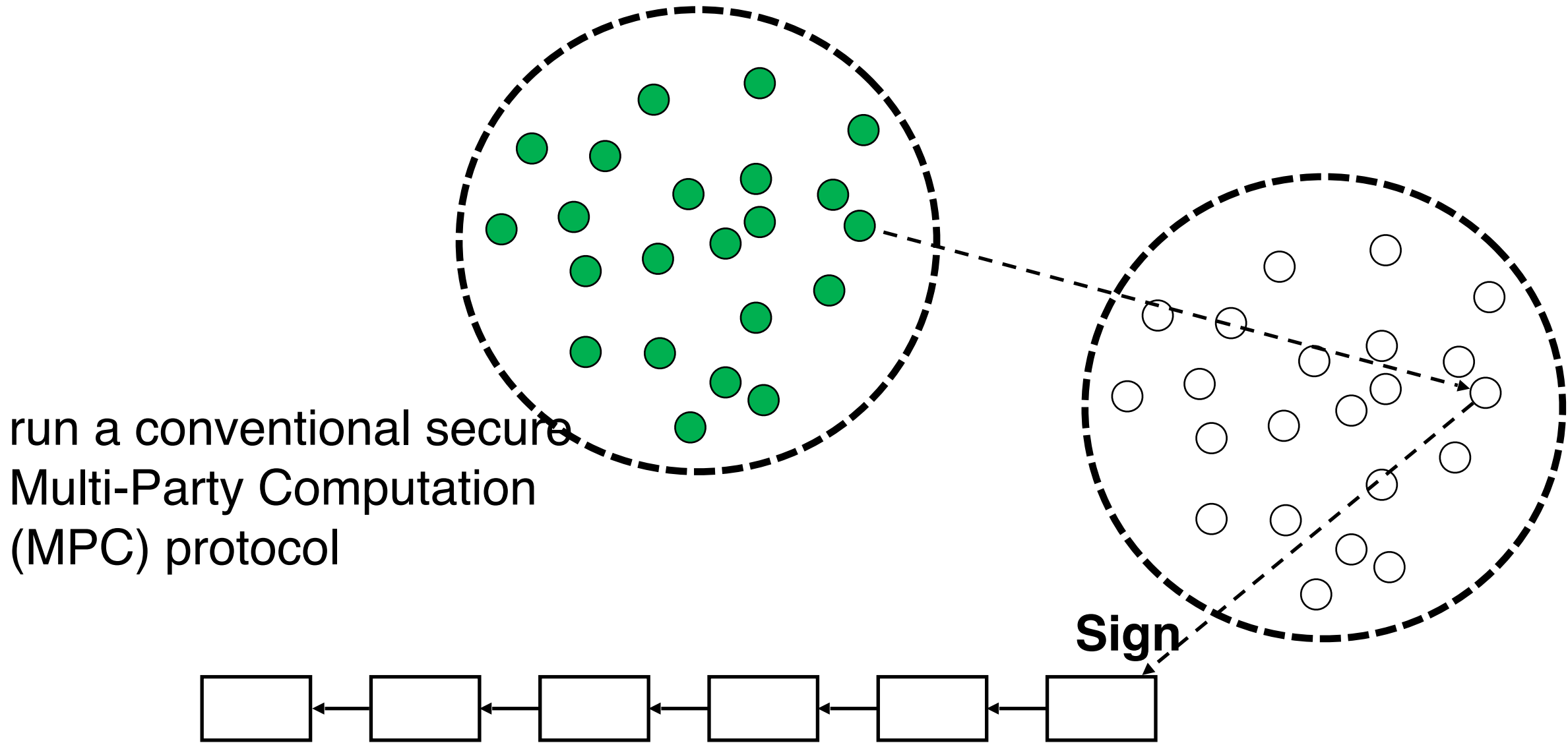
consider an  
*environment*  
*friendly* beacon  
functionality



**Sign**



# Conventional MPC-based Blockchain

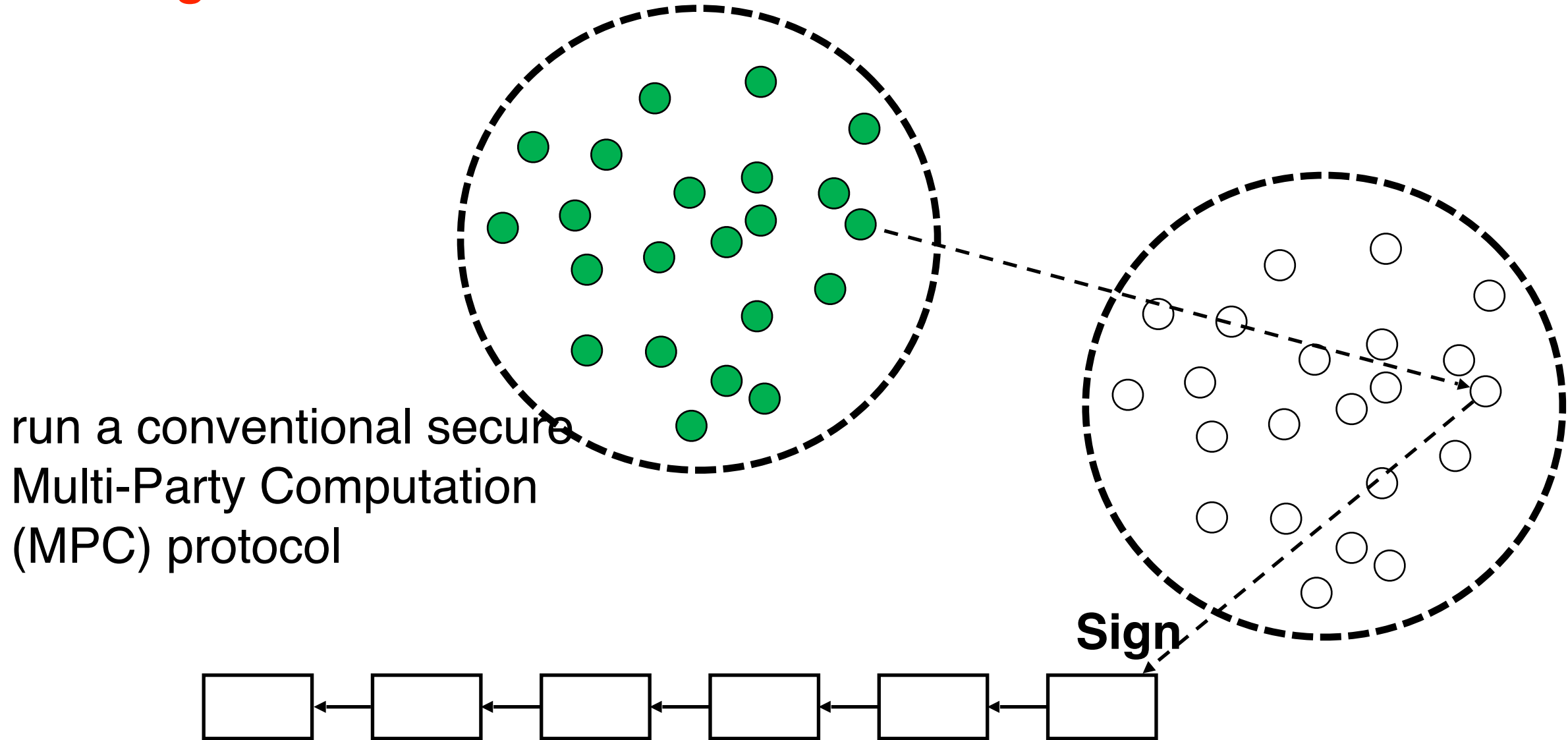


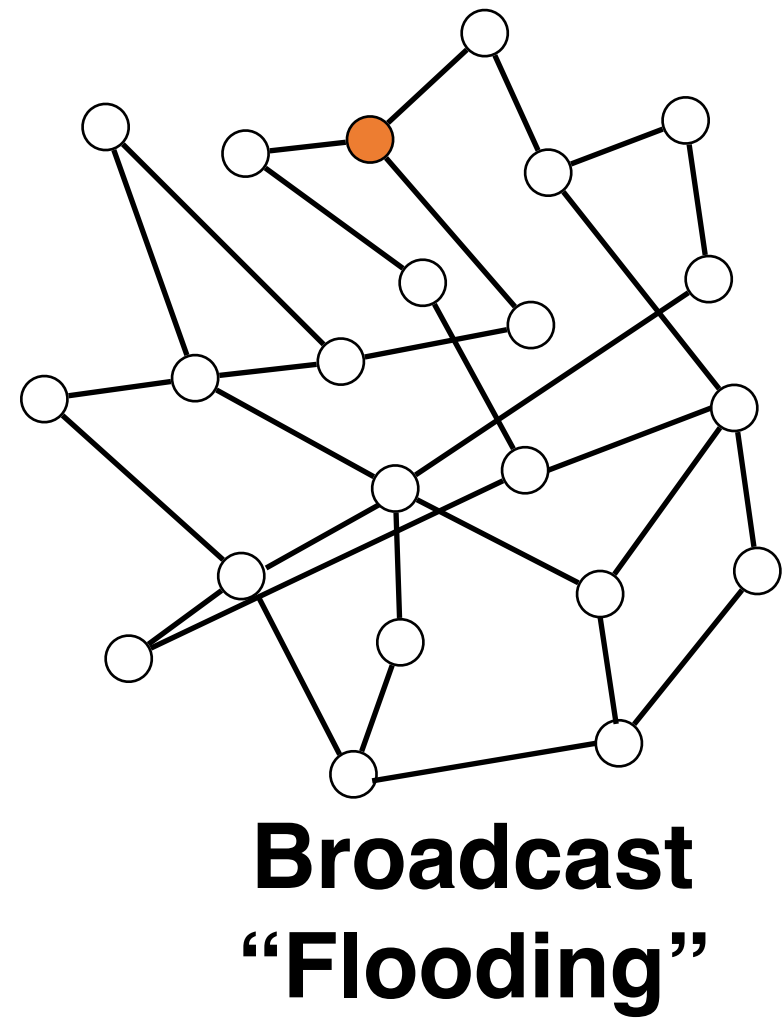
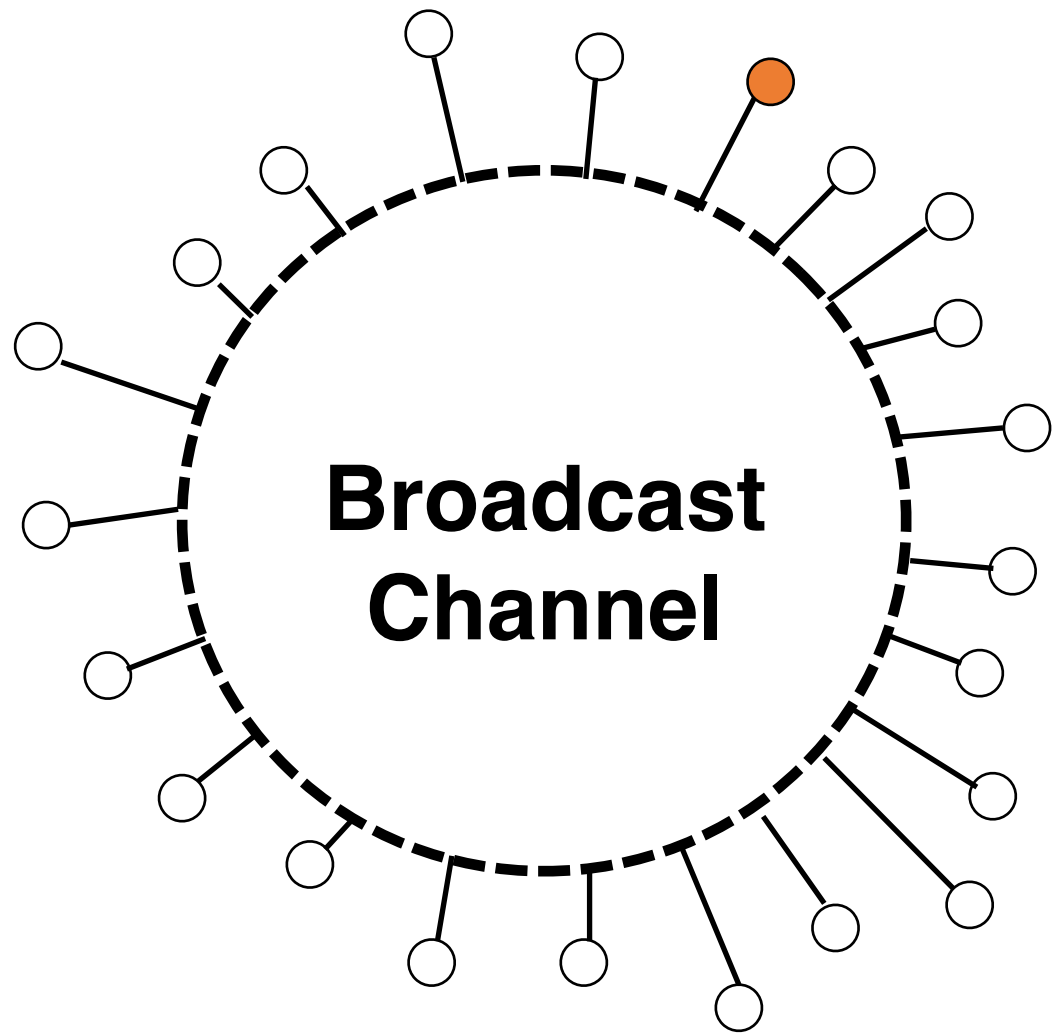


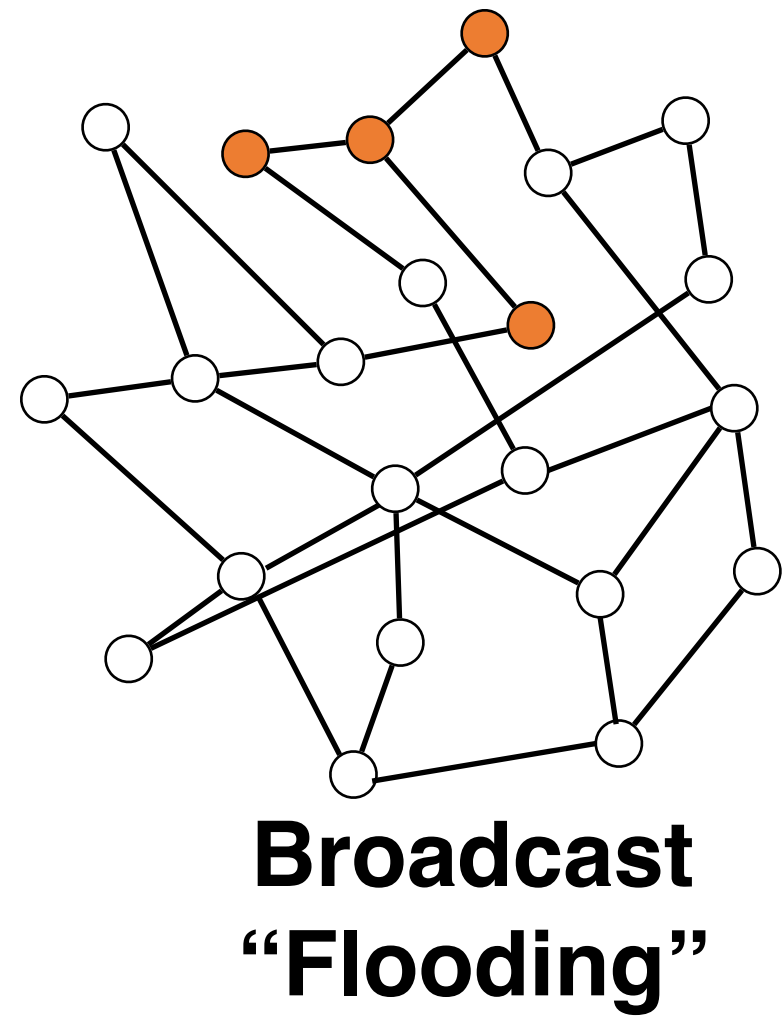
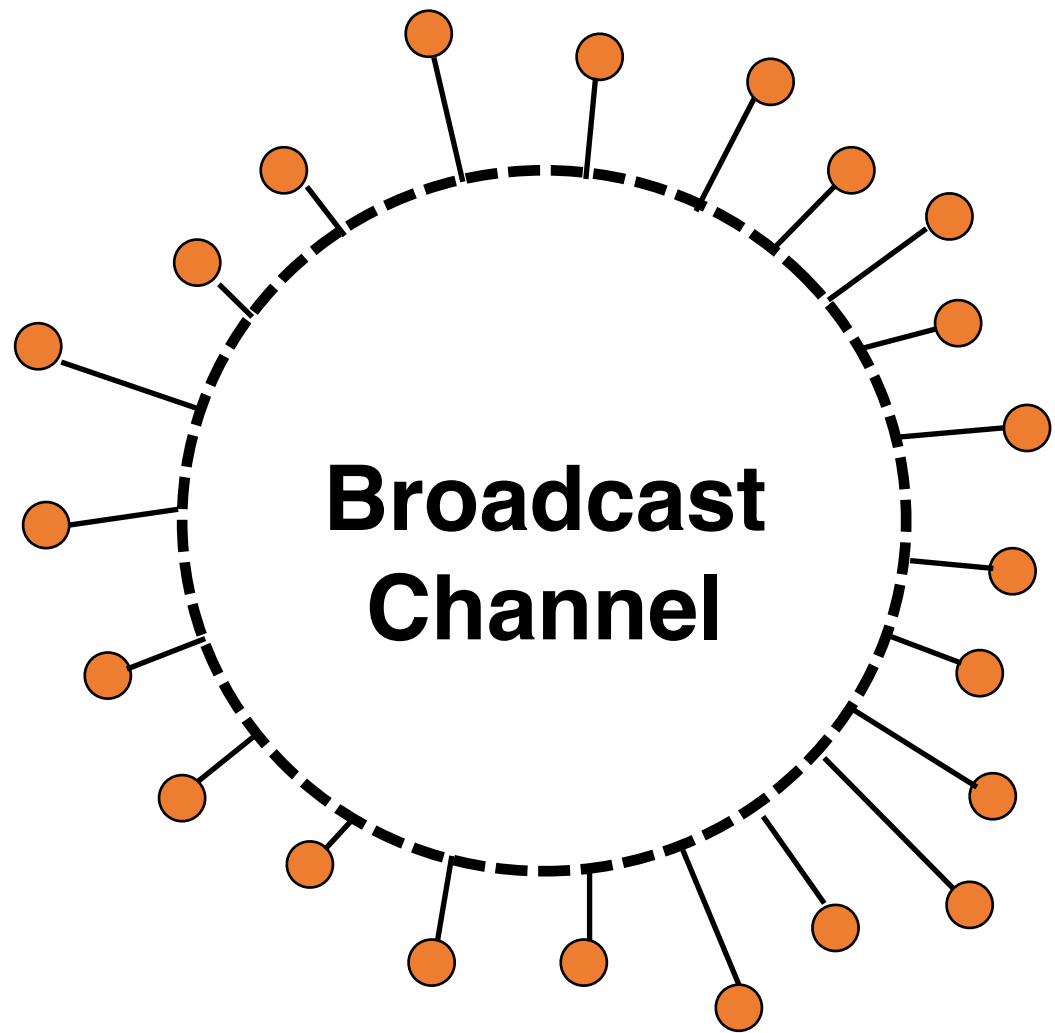
# Conventional MPC-based Blockchain

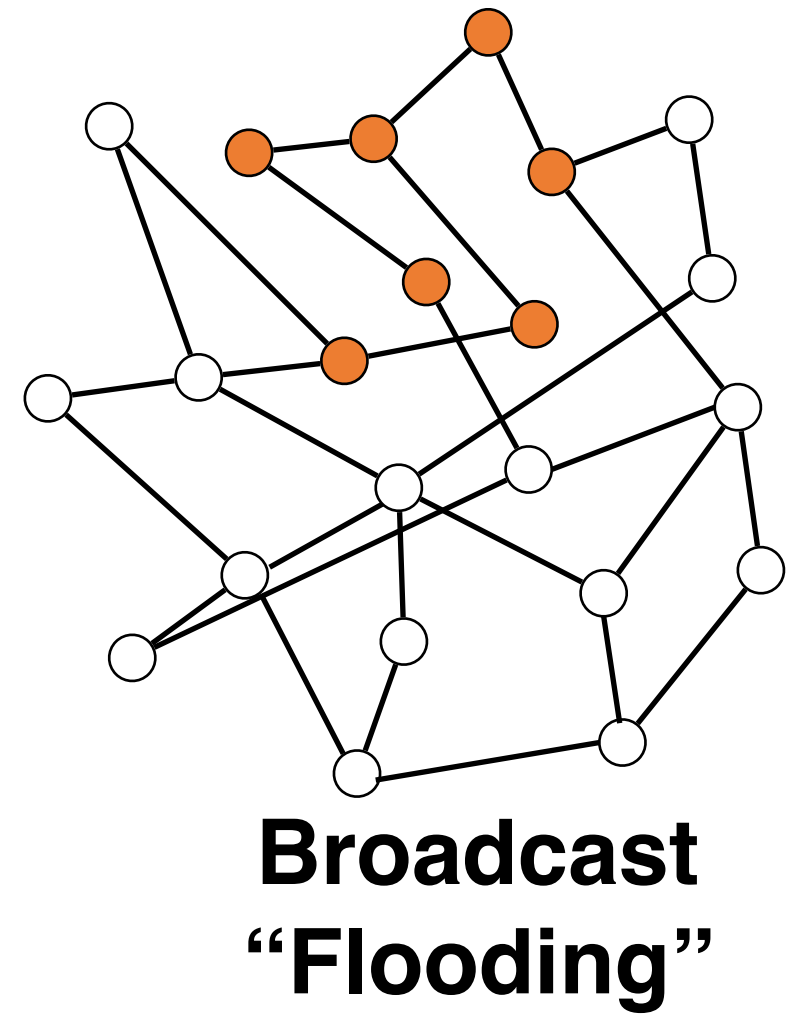
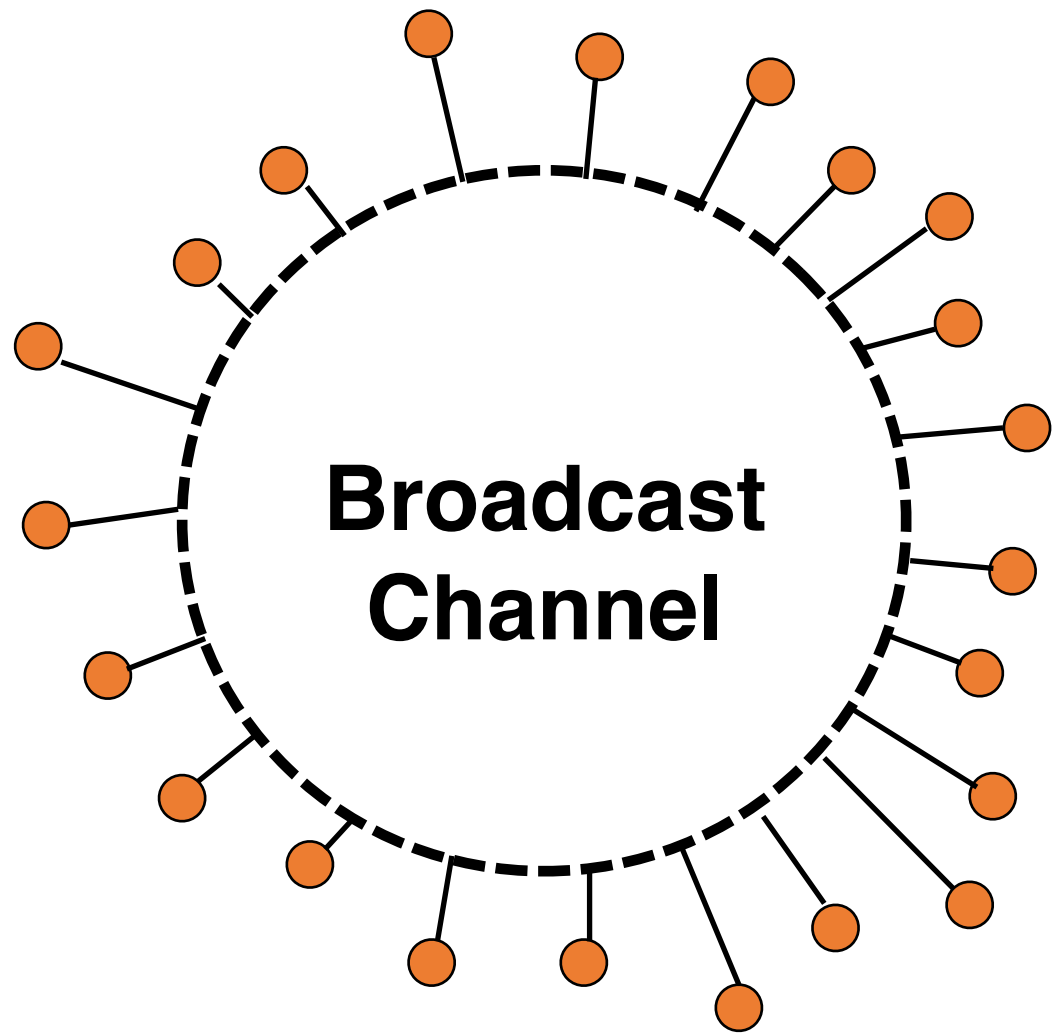
our goal is to obtain a large-scale blockchain.

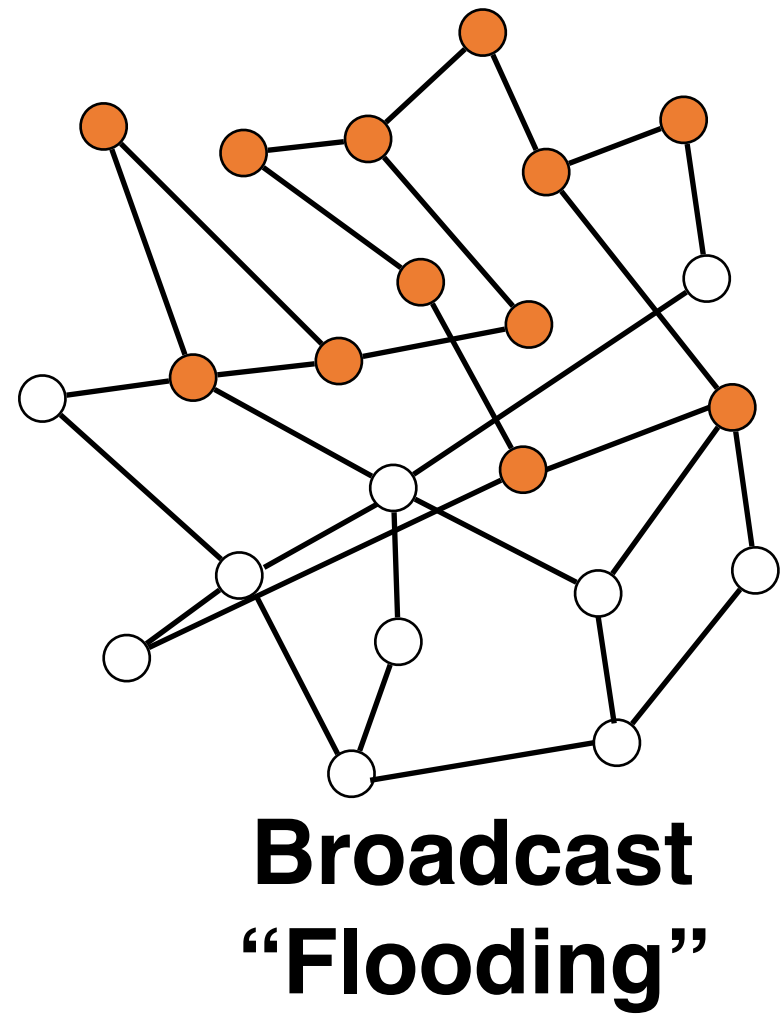
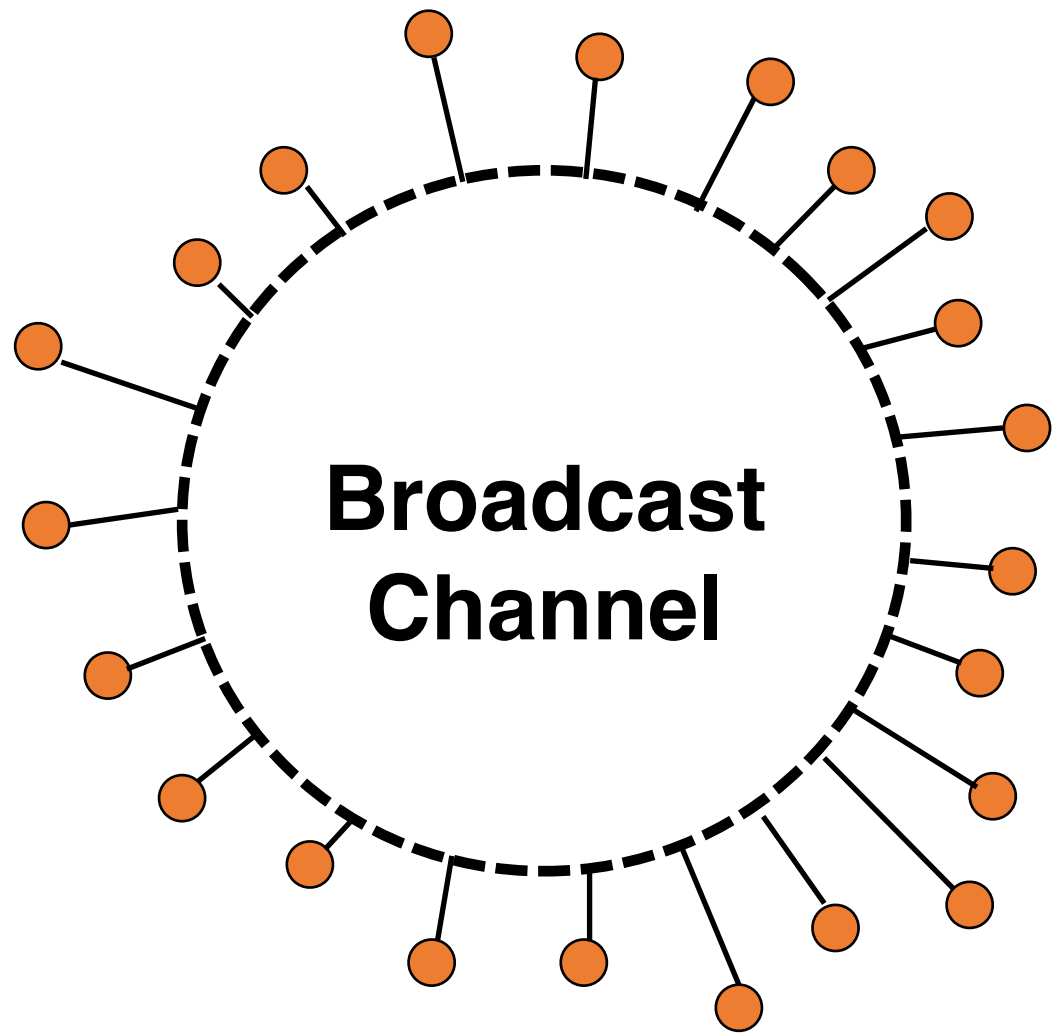
**Warning: Conventional MPC cannot scale.**

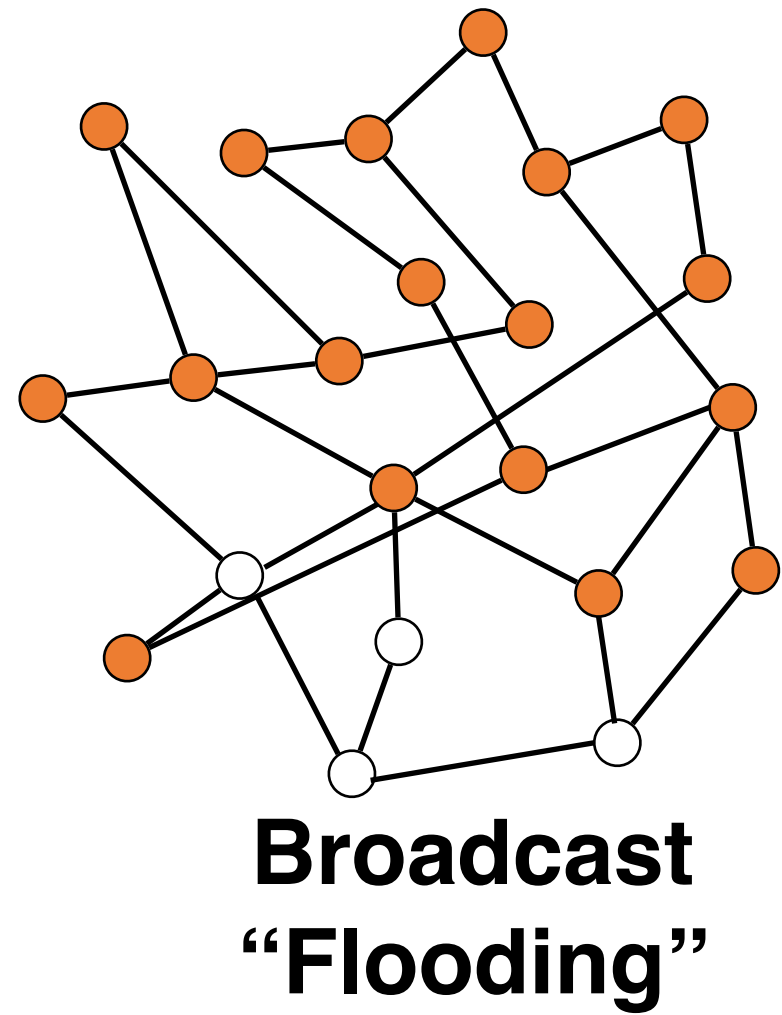
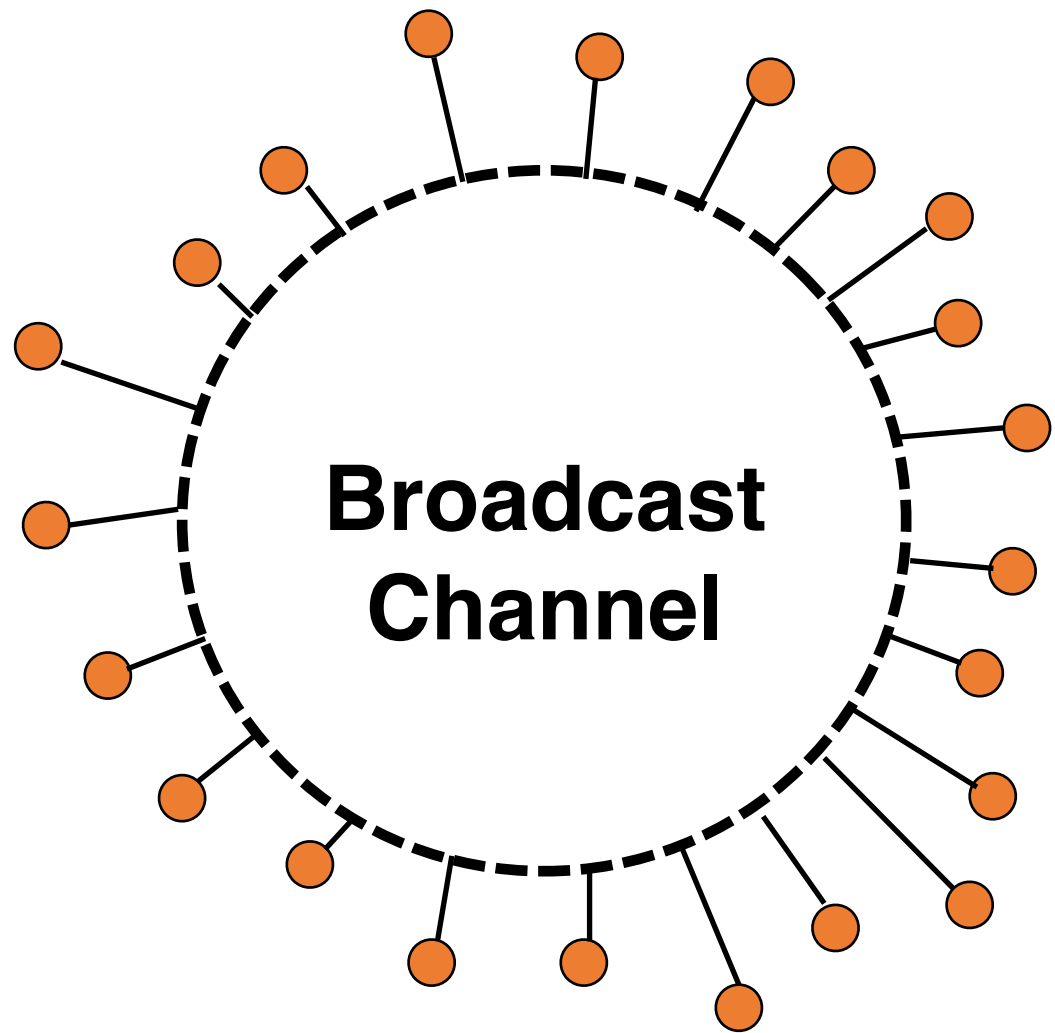


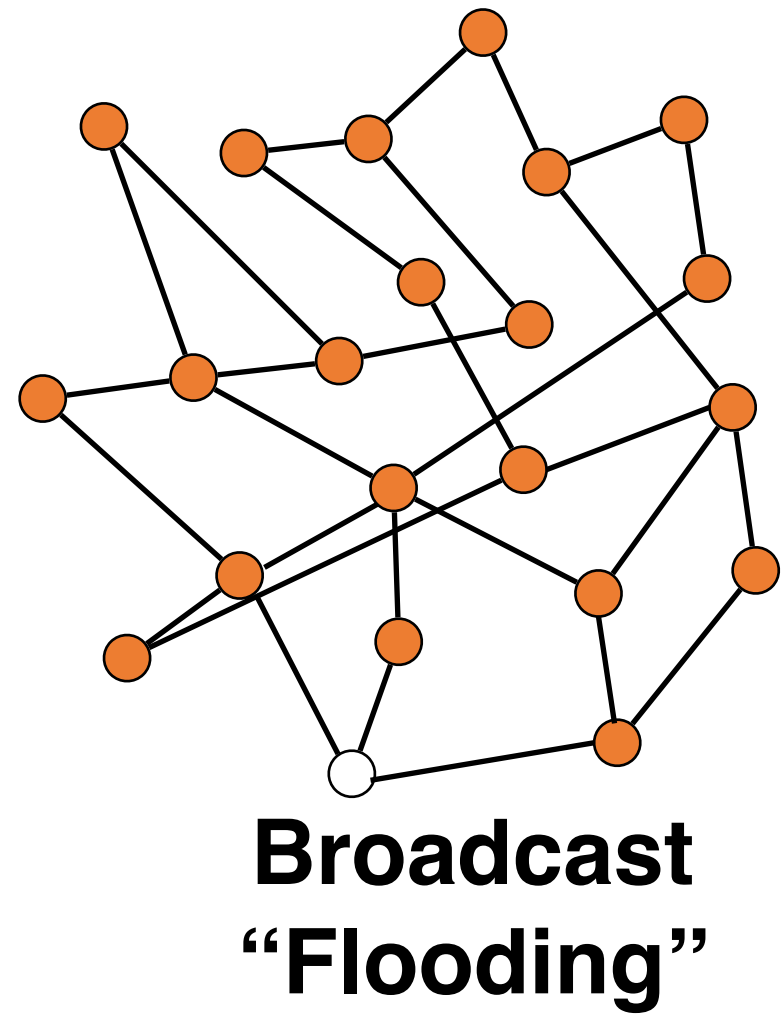
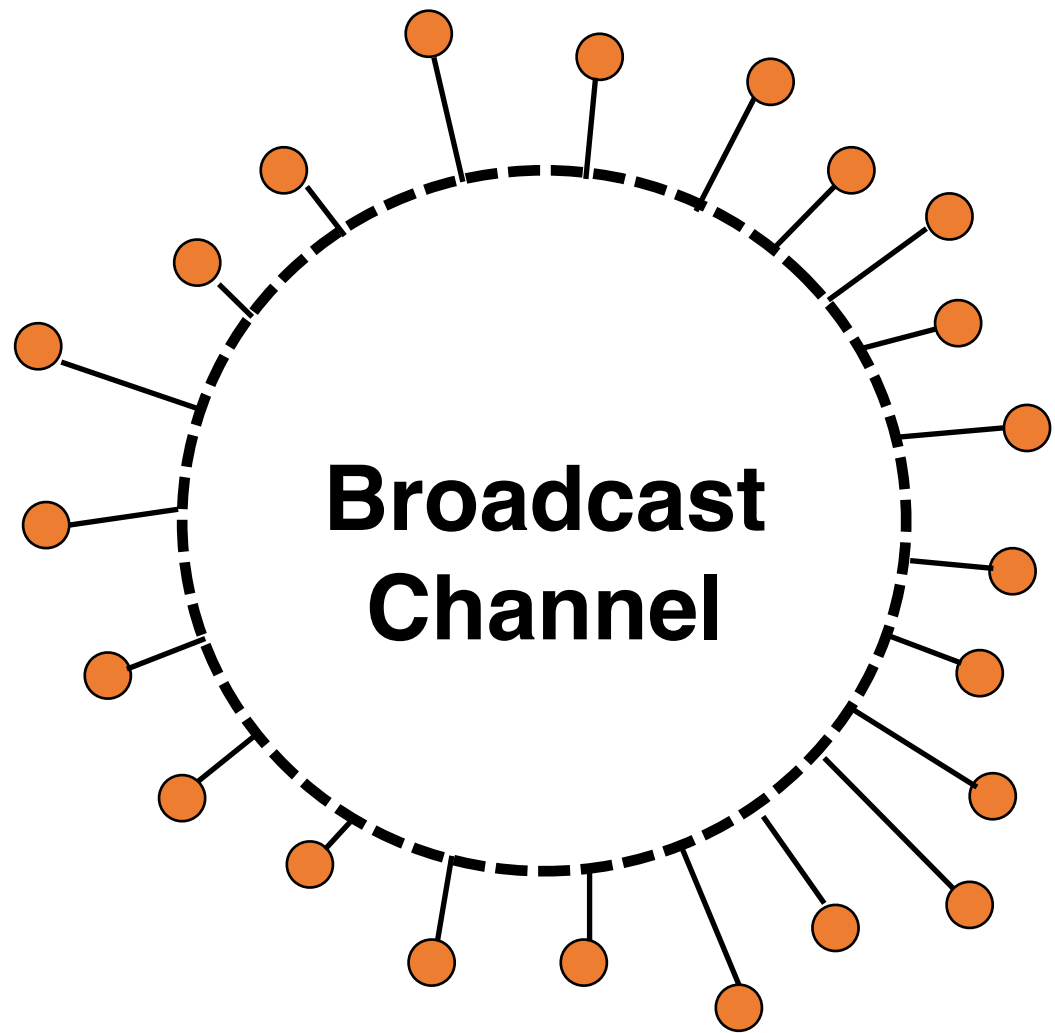


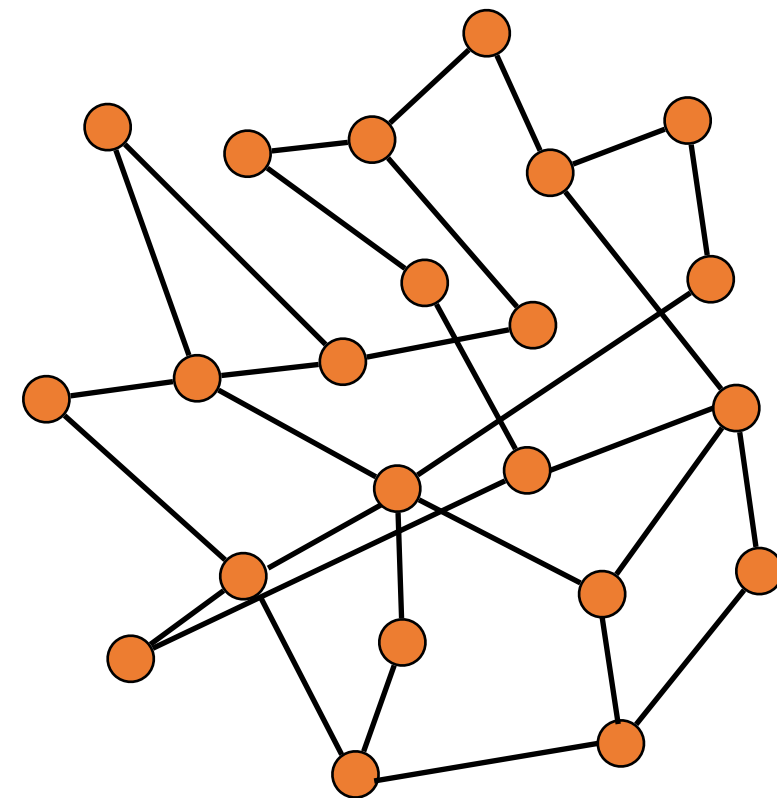
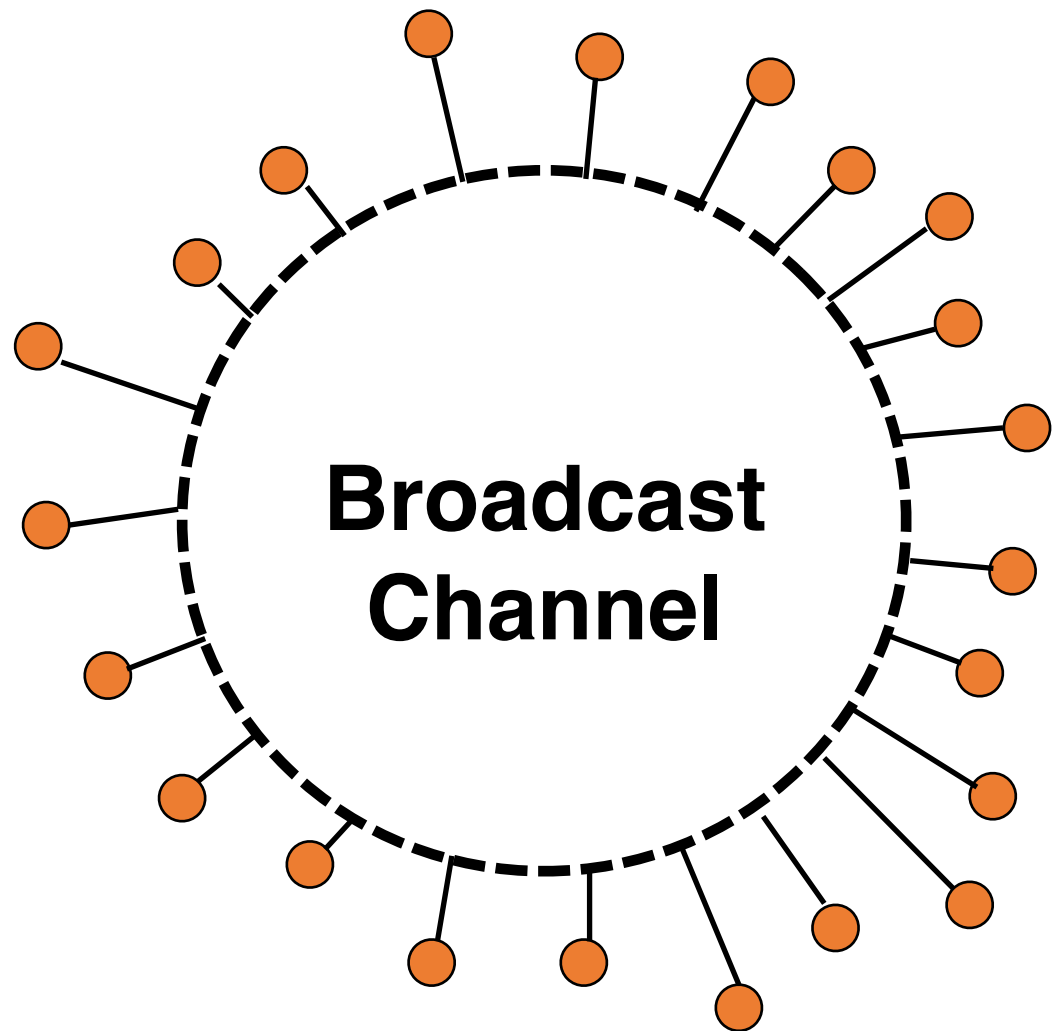












**Broadcast  
“Flooding”  
Communication Complexity  
for 1 Message is  $\Theta(n)$ .**



## Lightweight communication protocols:

- constant  $c$  messages are broadcast;
- communication complexity is  $\Theta(n)$ .
- can scale to a huge network

## Heavy communication protocols:

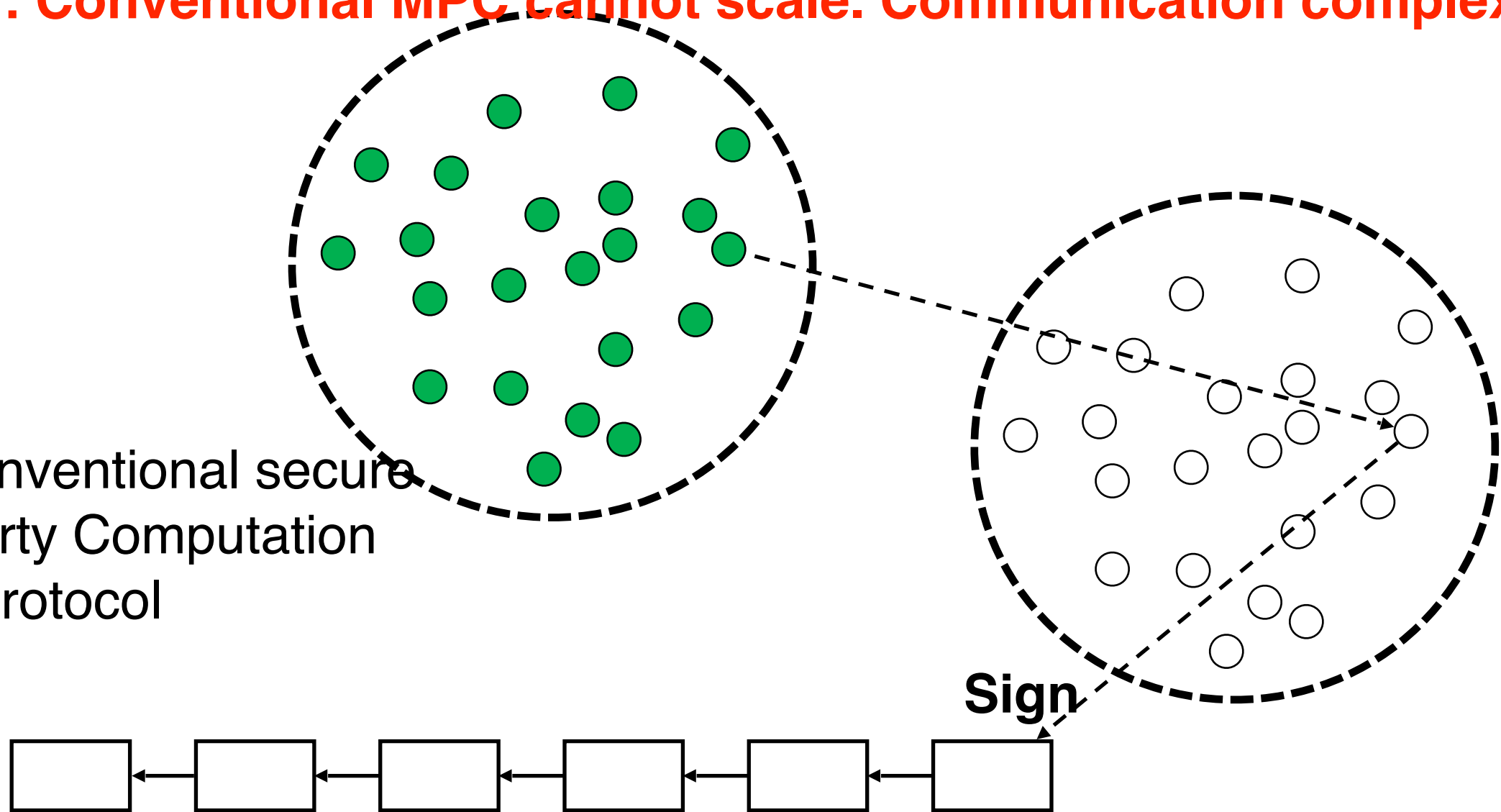
- such as voting needs;
- $\Theta(n)$  messages are broadcast;
- communication complexity is  $\Theta(n^2)$ .
- It is not scalable.

# Conventional MPC-based Blockchain

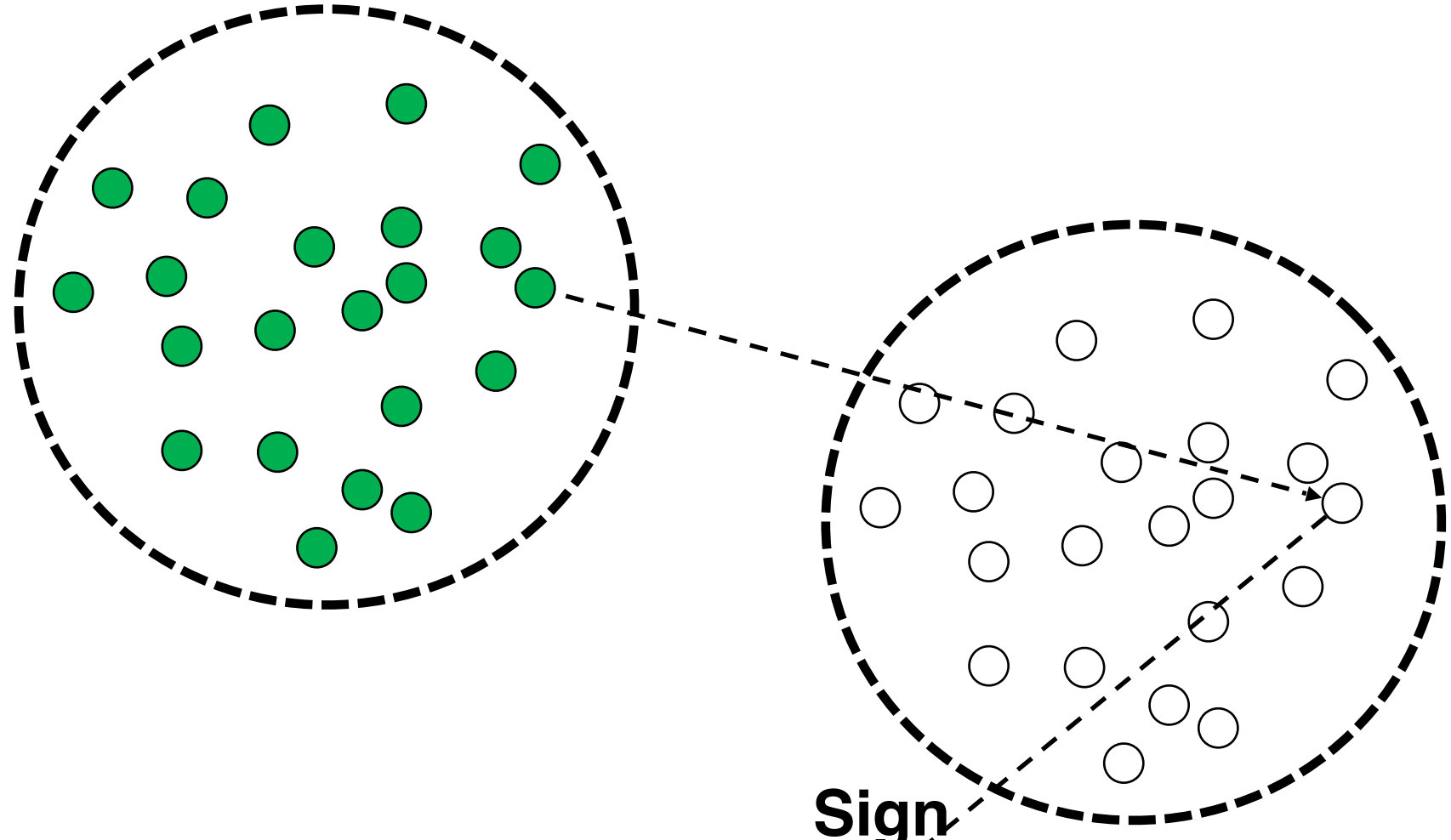
our goal is to obtain a large-scale blockchain.

Warning: Conventional MPC cannot scale. Communication complexity  $(n^2)$

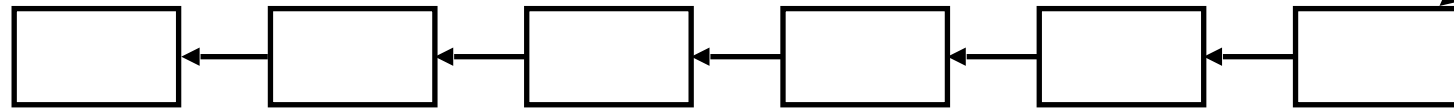
run a conventional secure Multi-Party Computation (MPC) protocol



# only lightweight blockchains scale

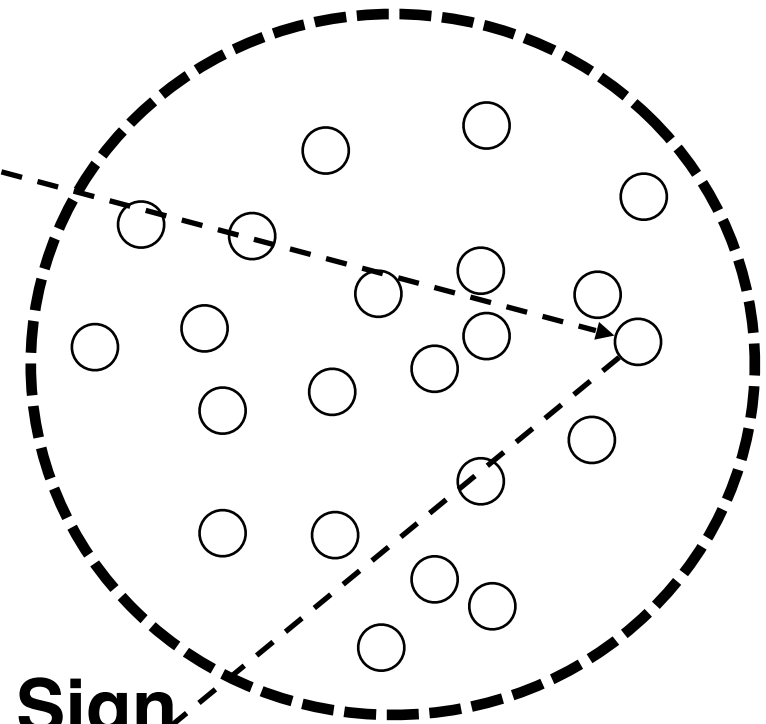
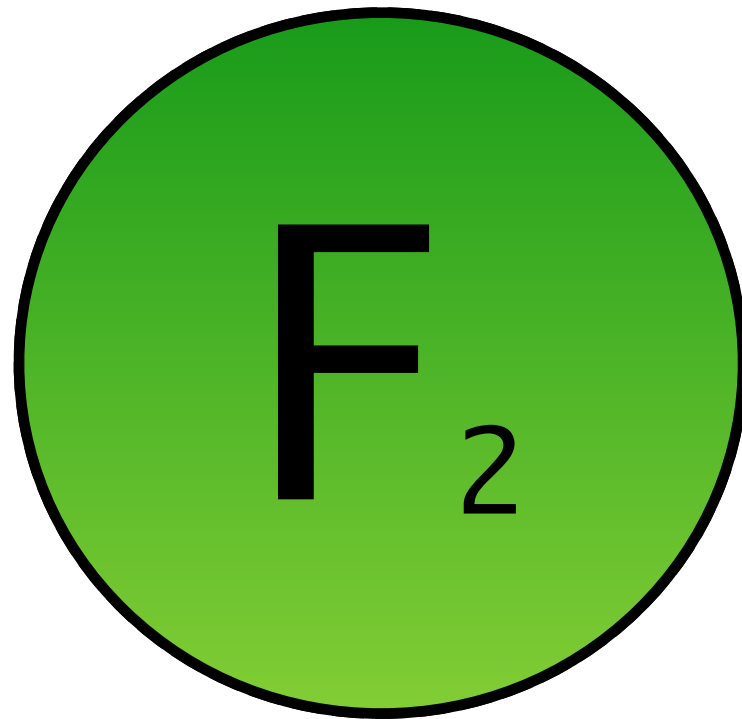


**Sign**

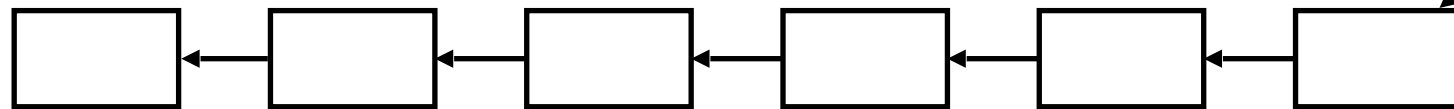


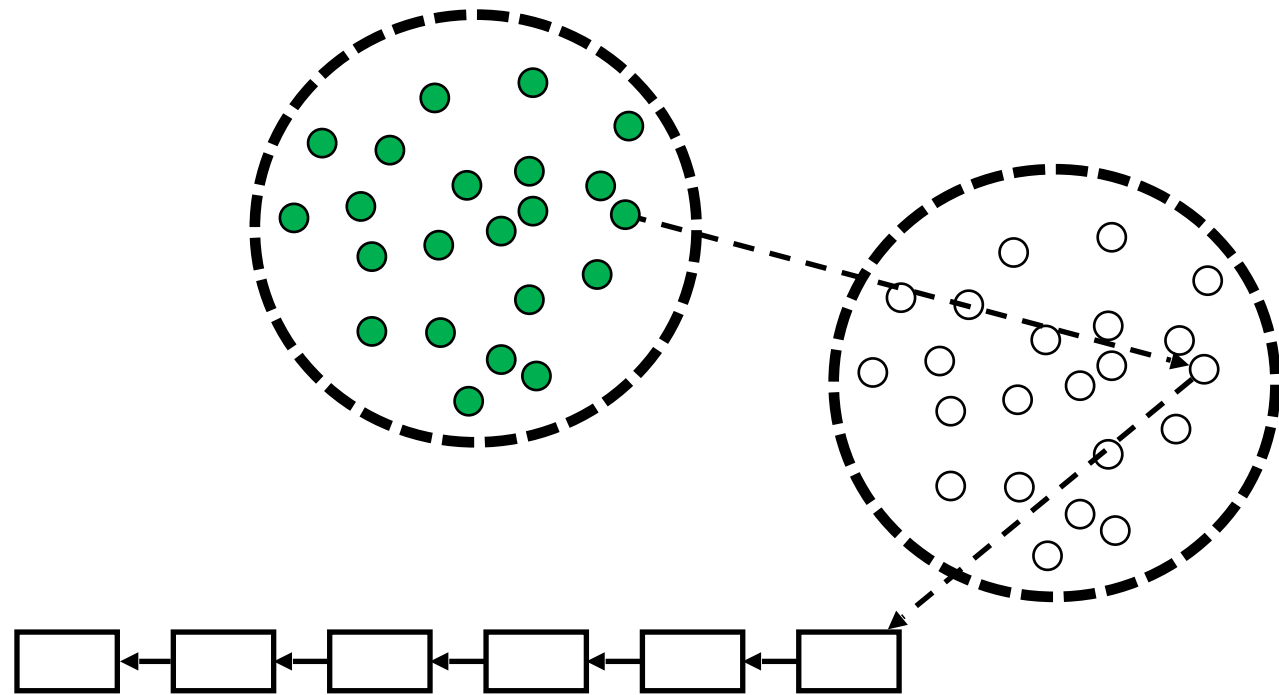
expect a lightweight  
protocol

consider an  
*environment*  
*friendly* beacon  
functionality

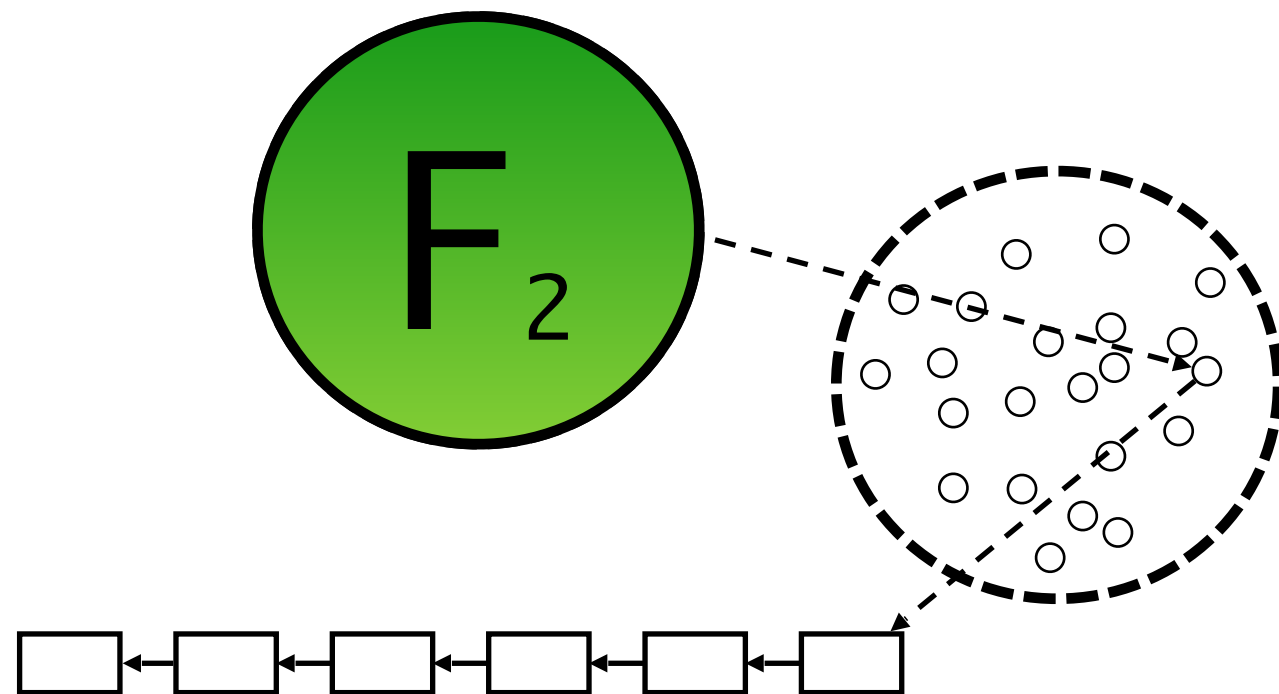


**Sign**





if we can design a  
lightweight protocol

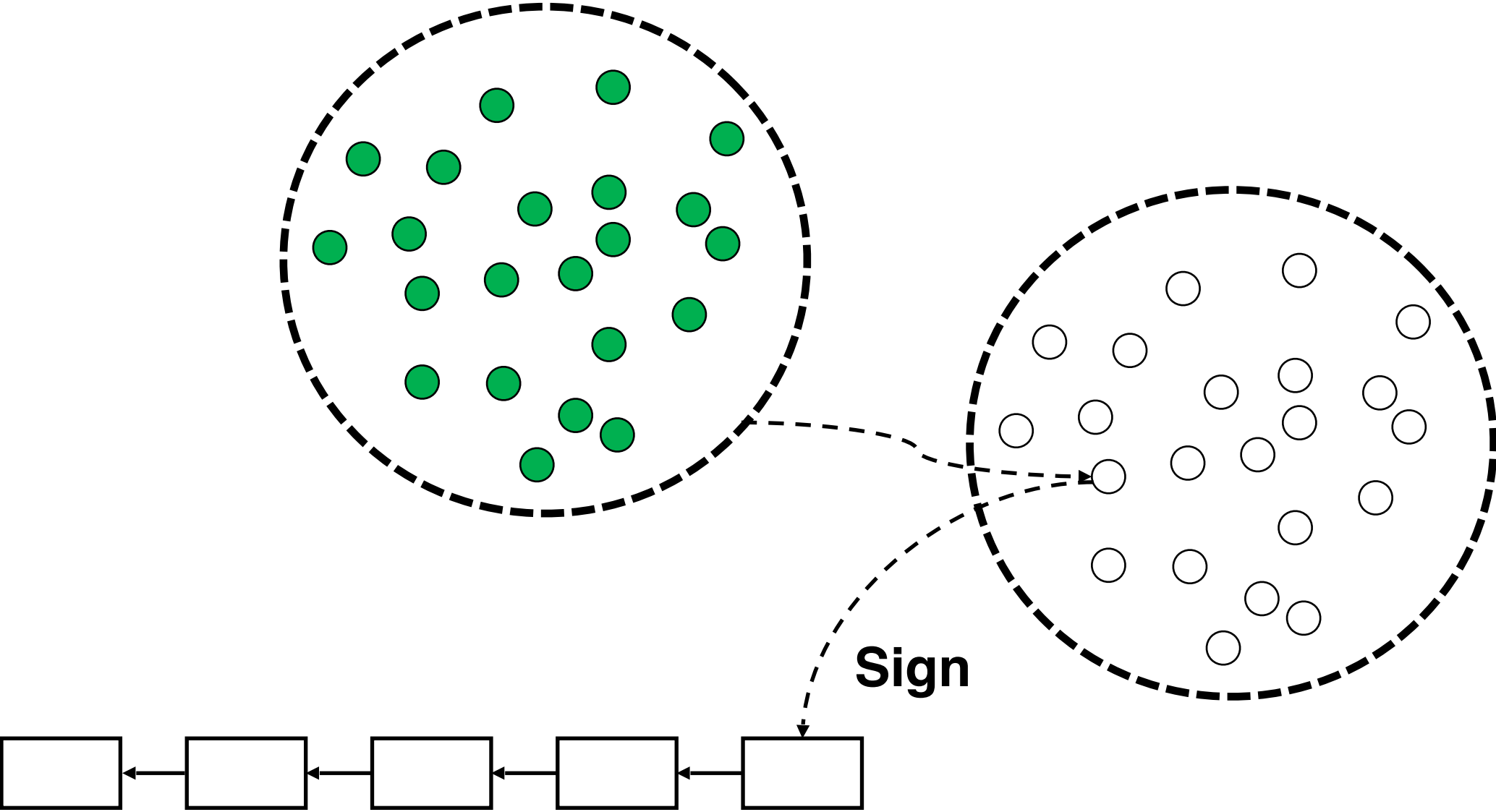


which achieves an  
*environment*  
*friendly* beacon  
functionality

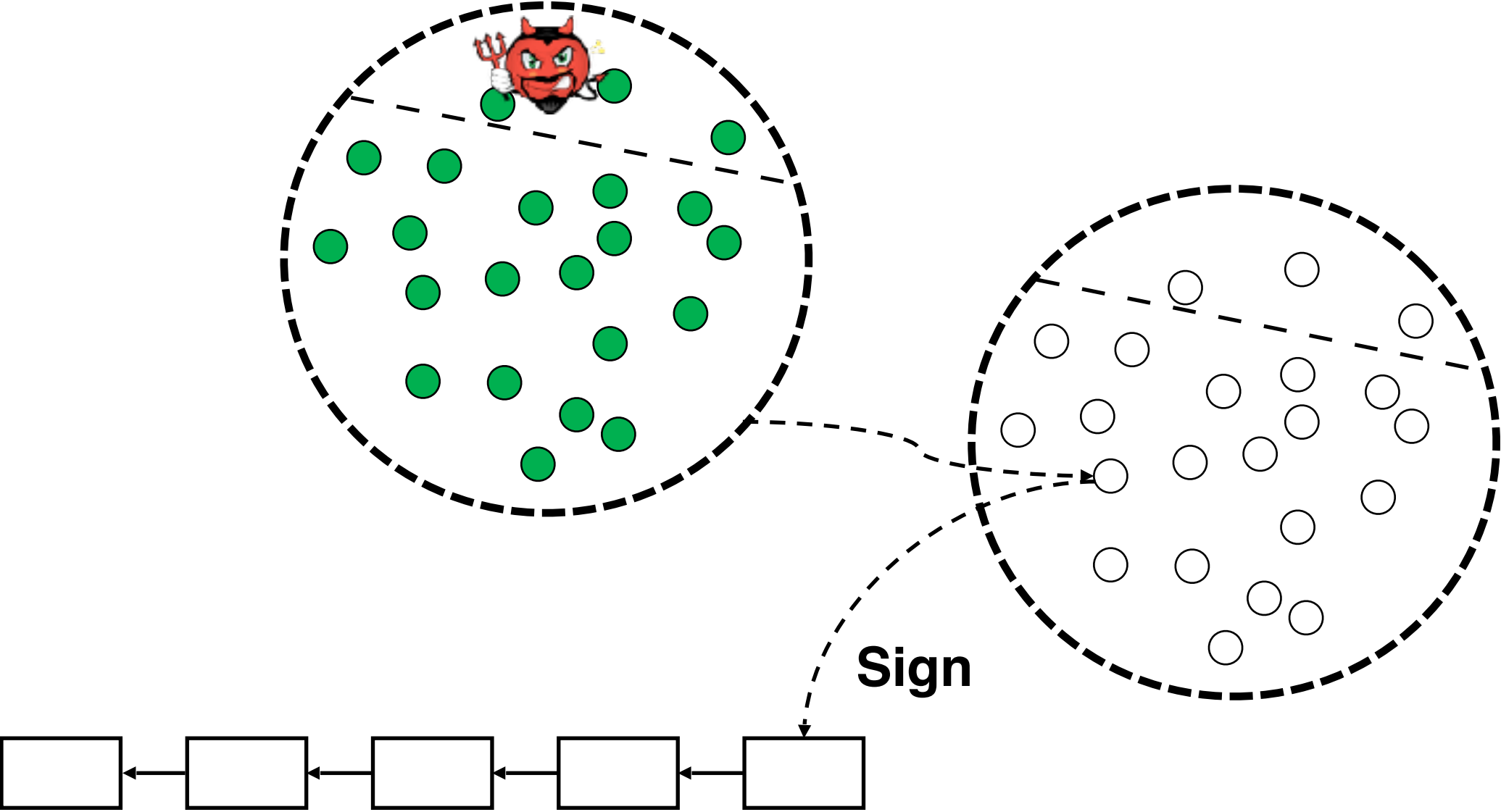
then we could make a  
better blockchain than  
Nakamoto's

**However...main obstacle:  
splitting attack**

# splitting attack on a class of lightweight protocols

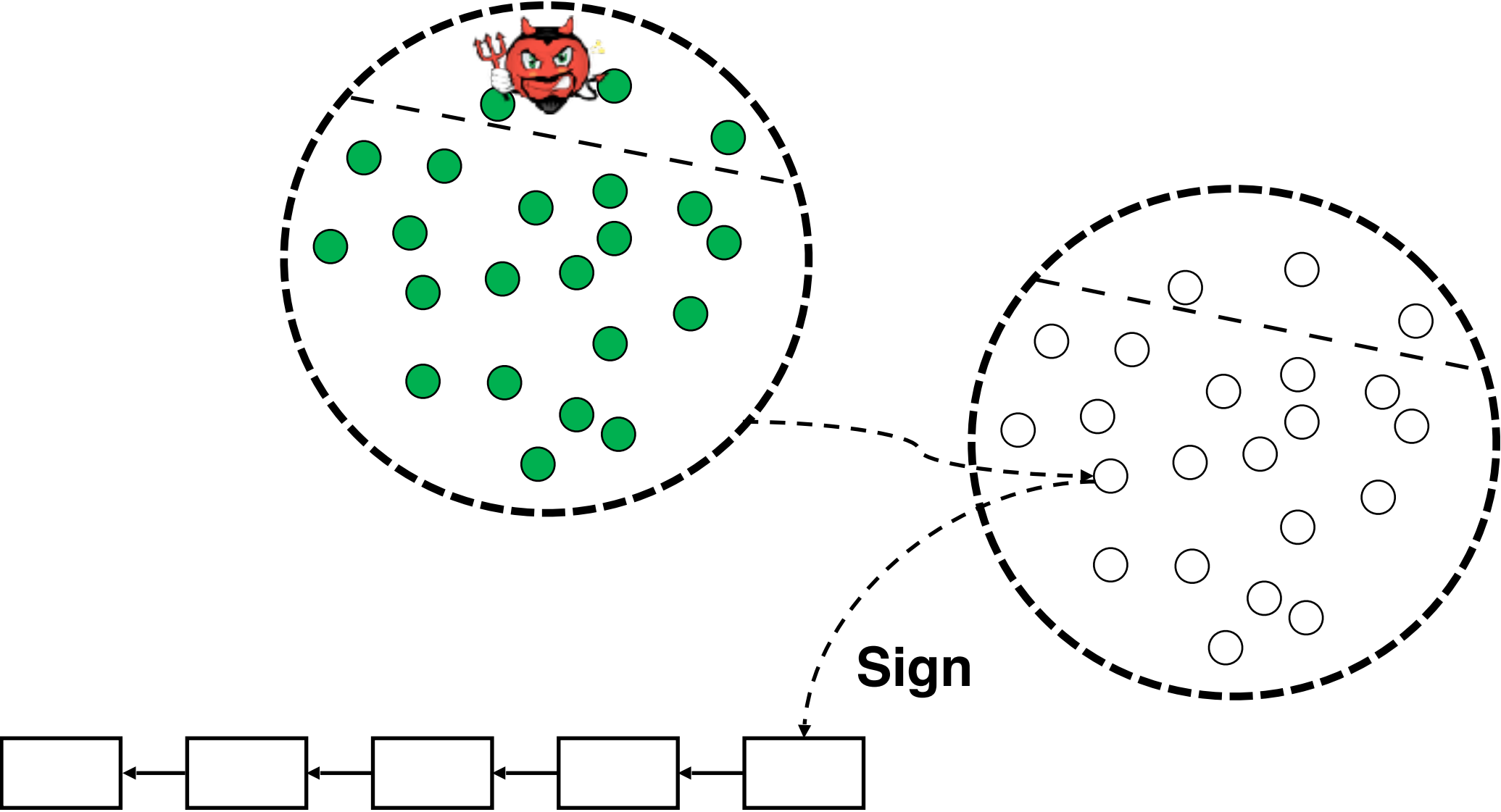


# splitting attack on a class of lightweight protocols

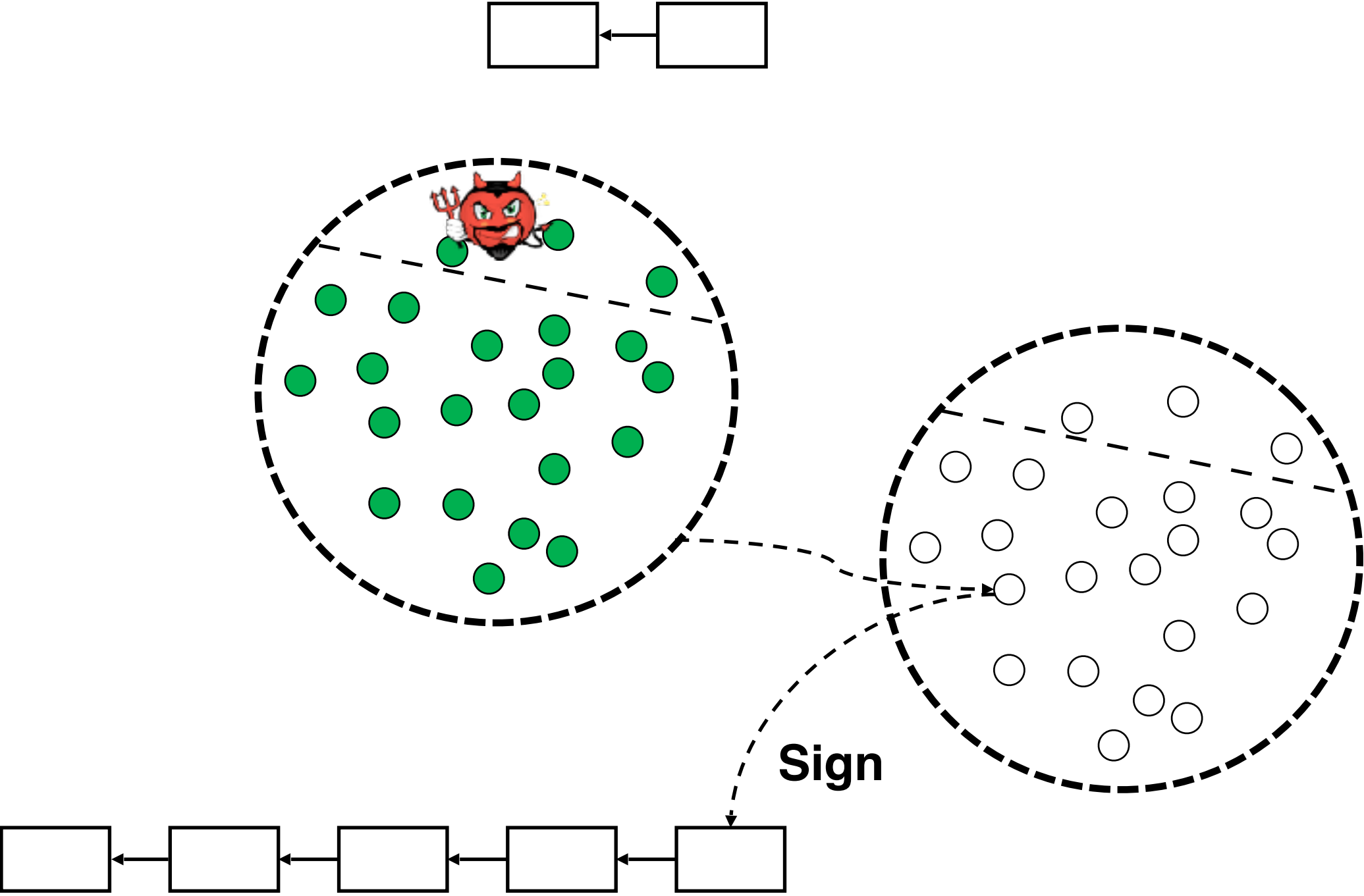




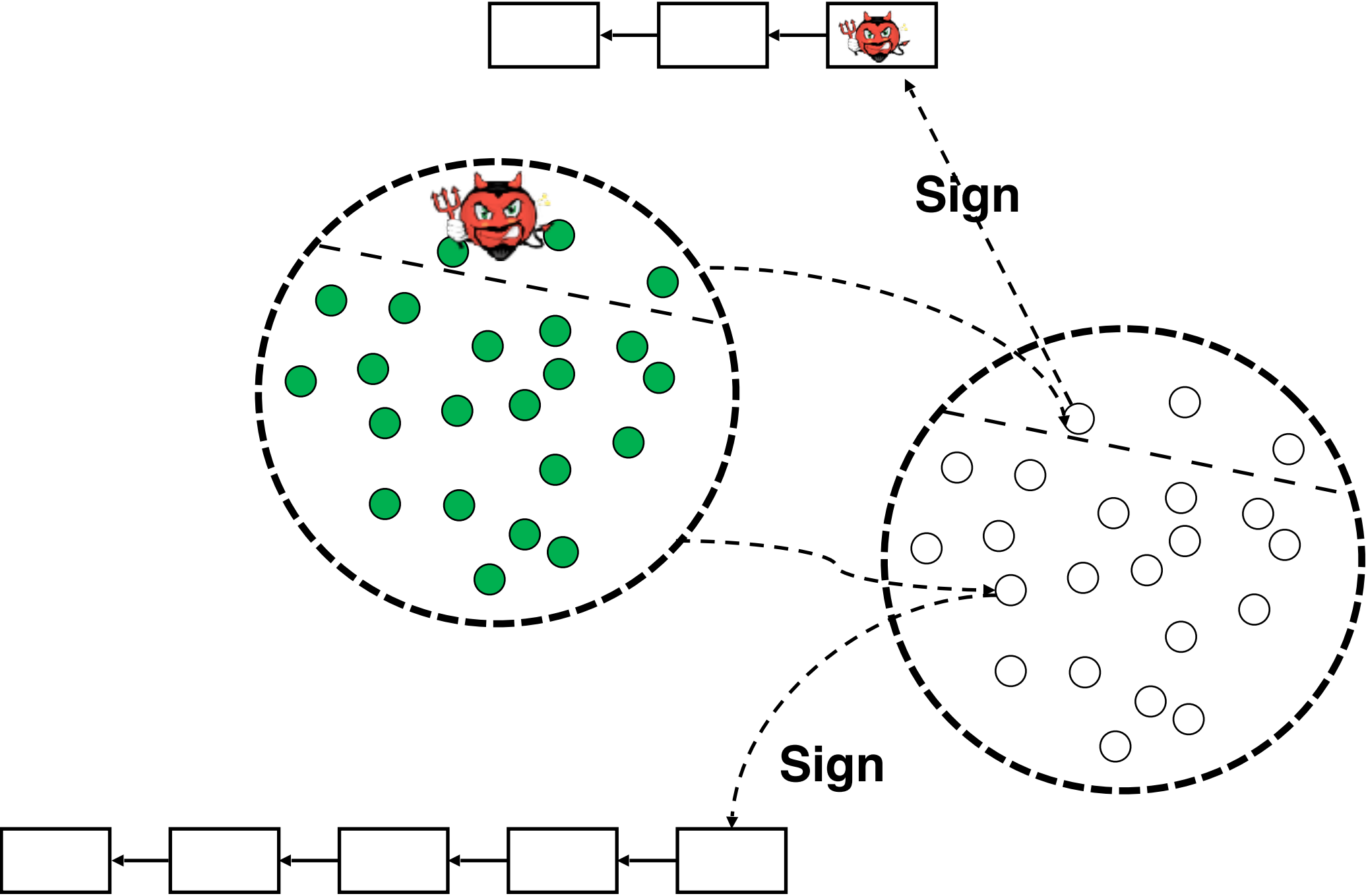
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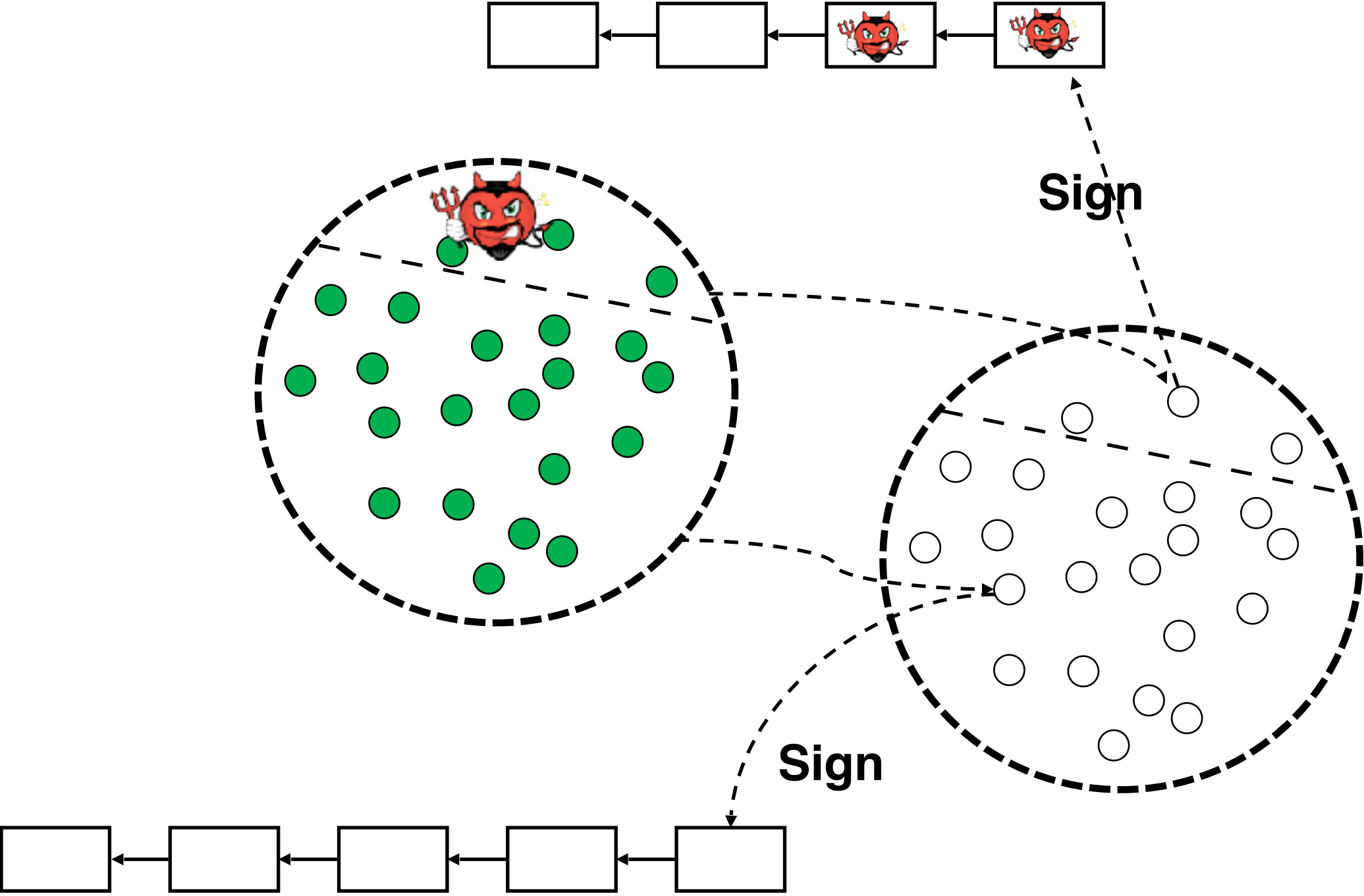
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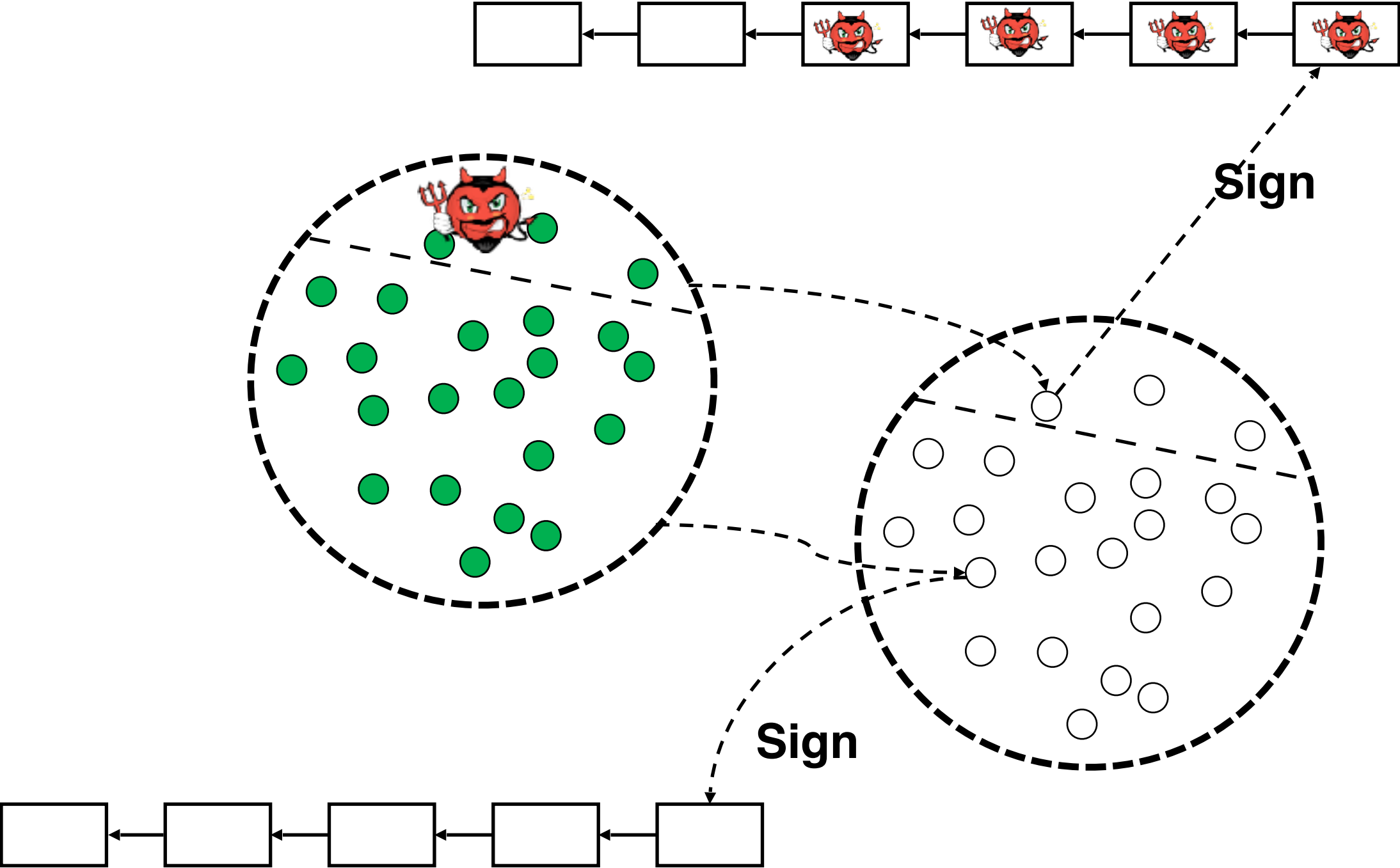
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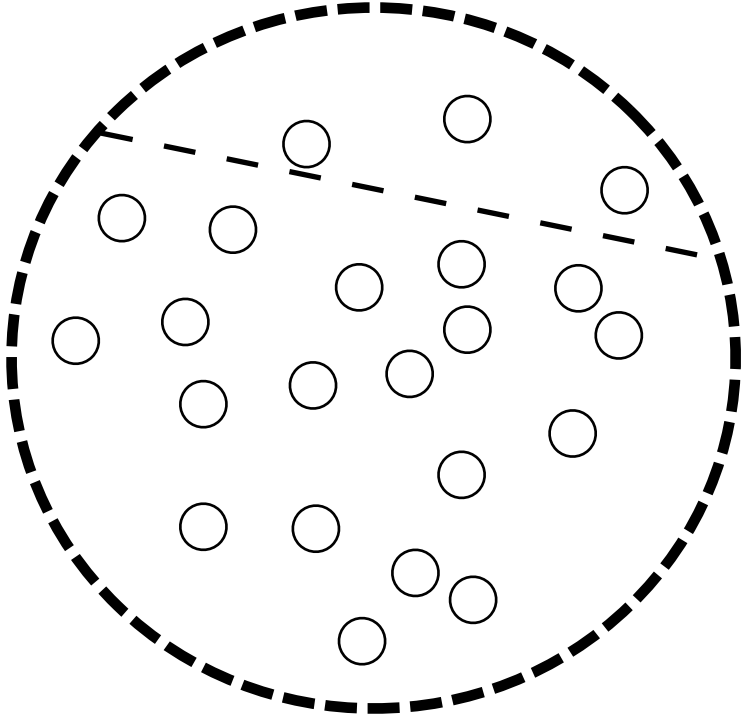
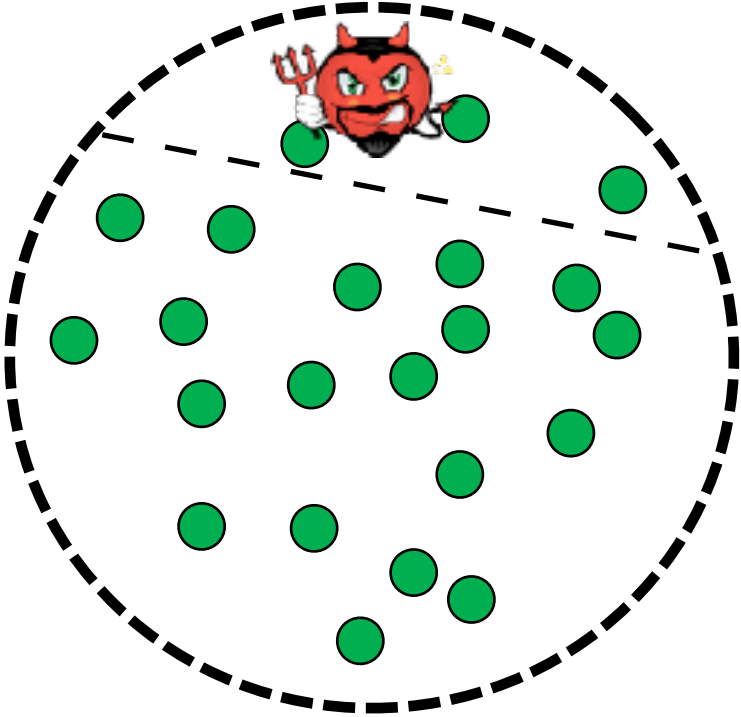
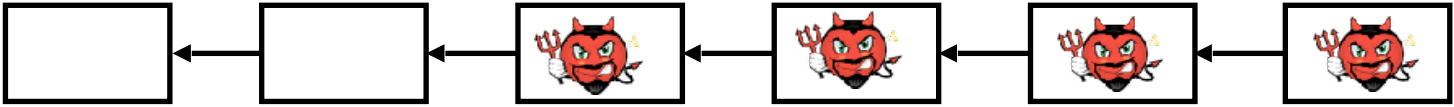
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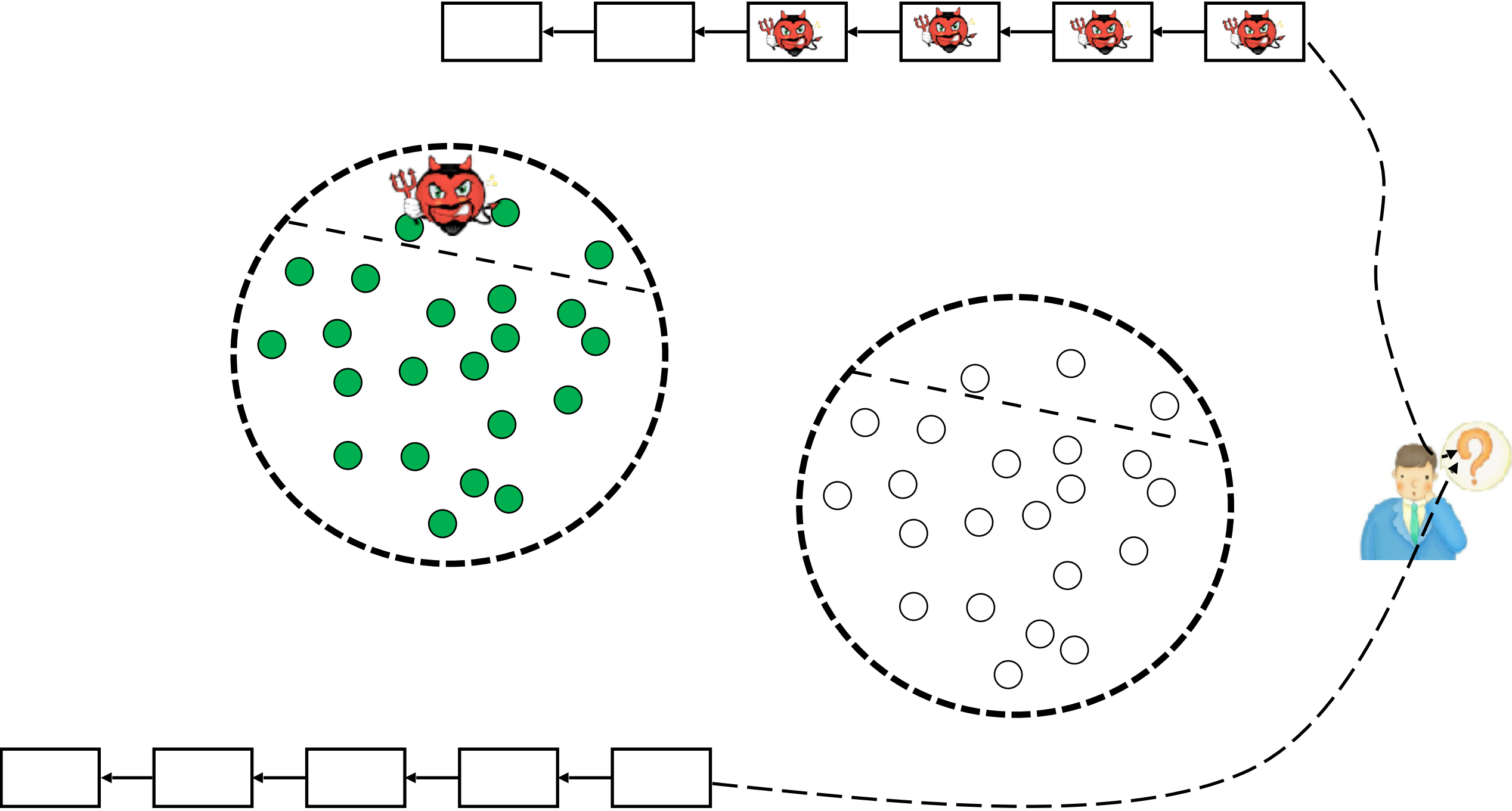
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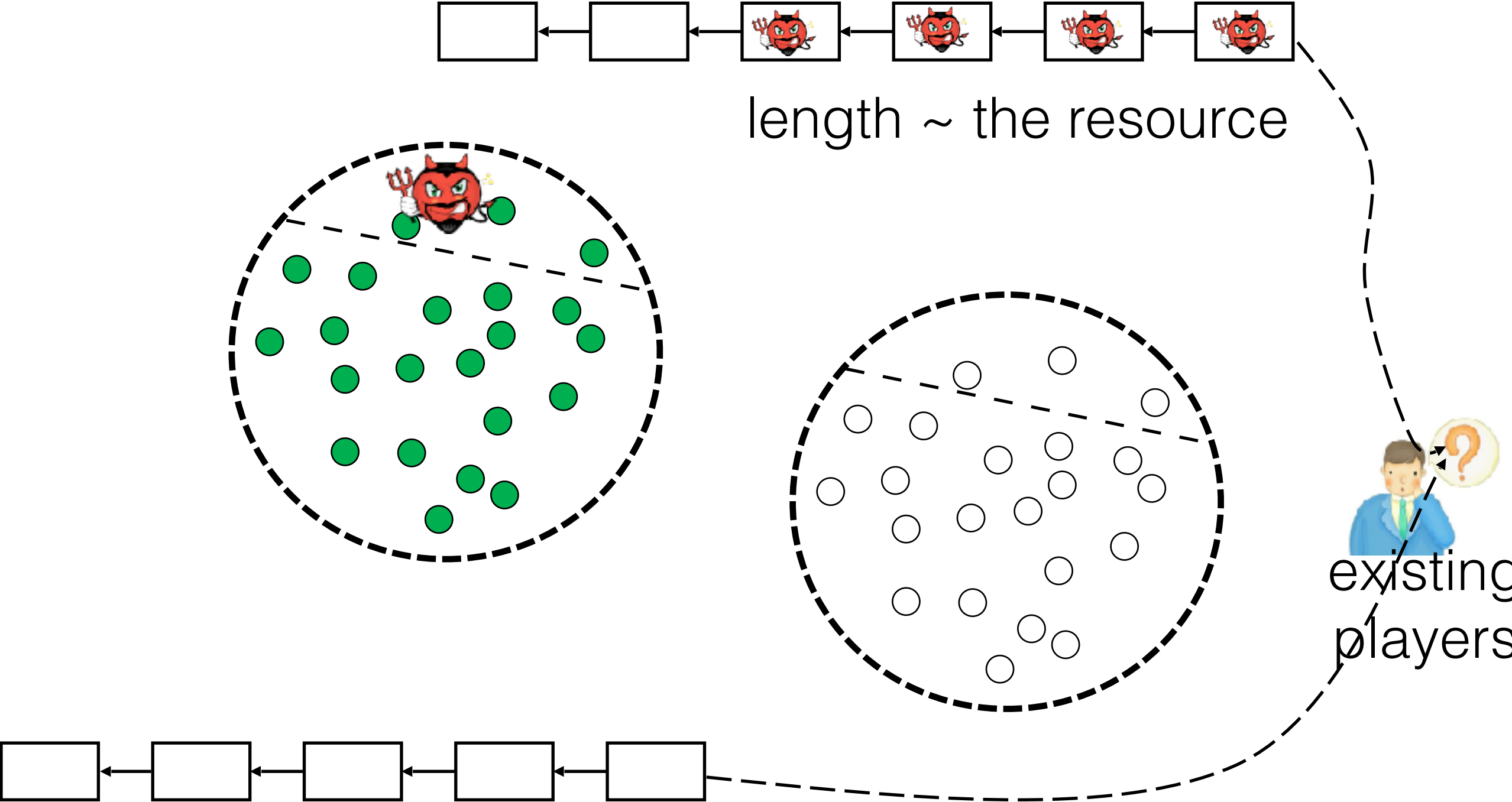
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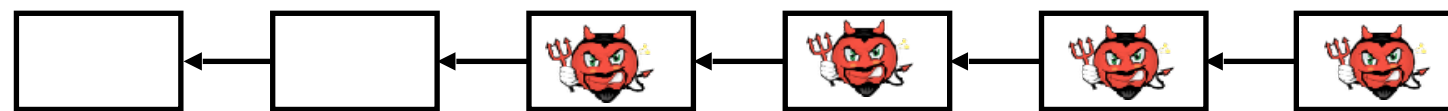
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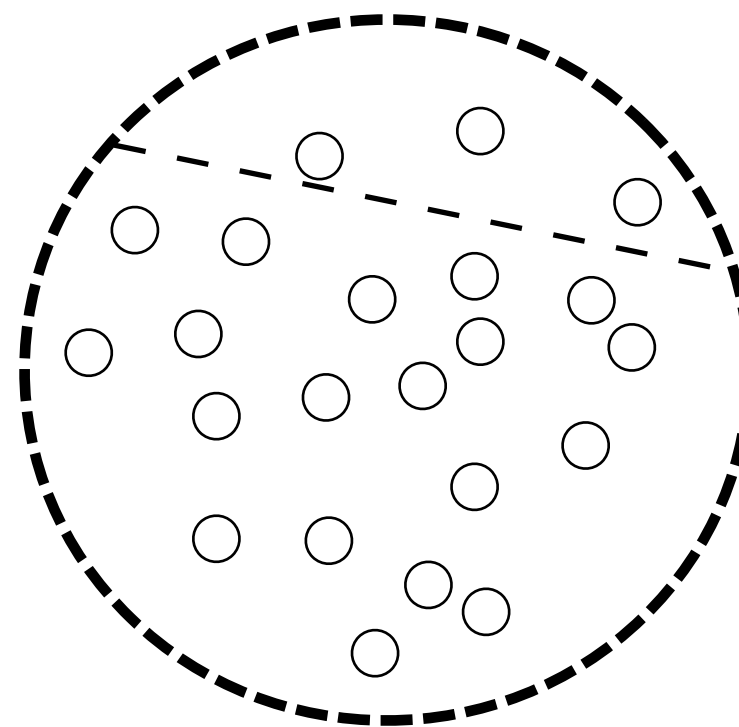
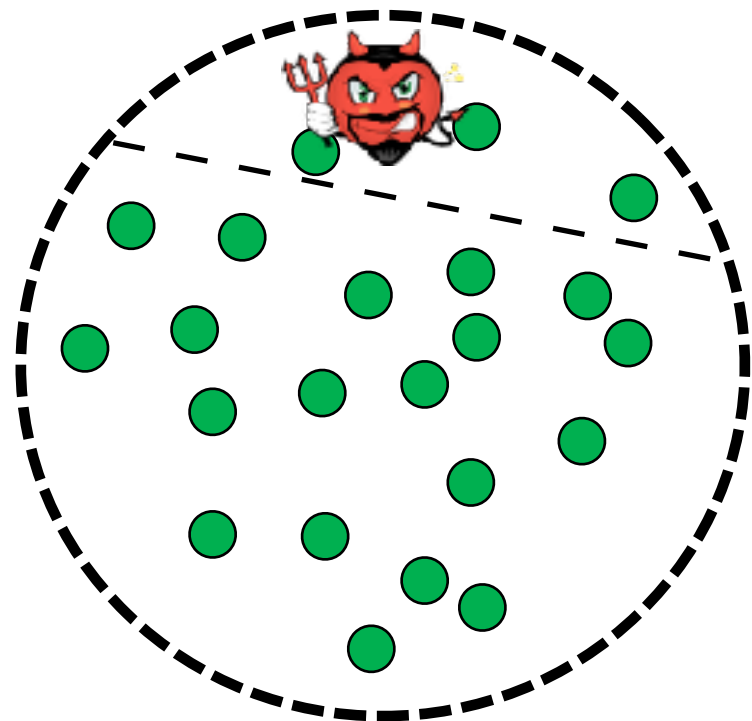


# splitting attack on a class of lightweight protocols

not a concern



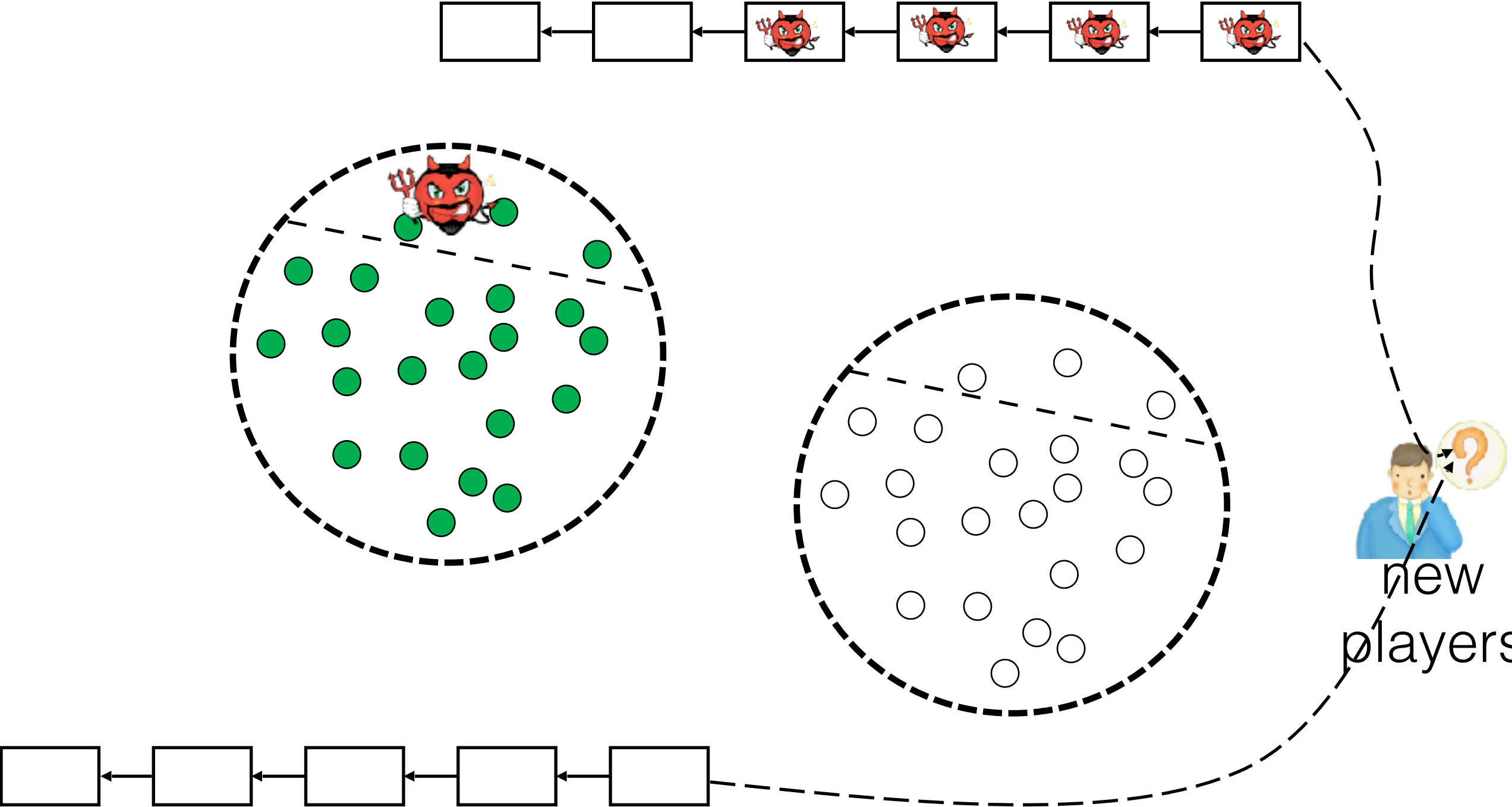
length  $\sim$  the resource



existing  
players

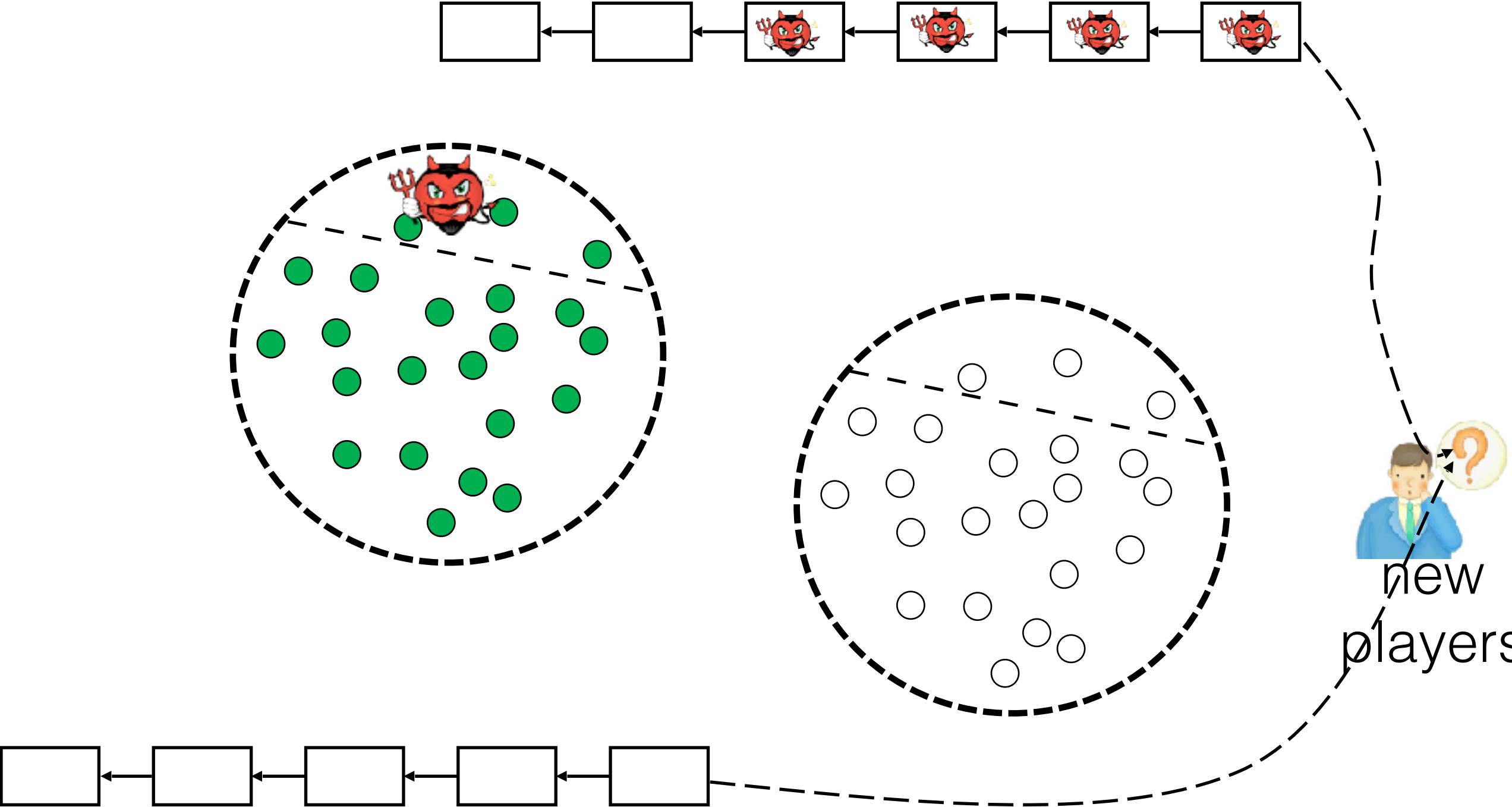


# splitting attack on a class of lightweight protocols



# splitting attack on a class of lightweight protocols

a big concern



**However...main obstacle:  
splitting attack**

**Is that possible to fix the issue?**

**However...main obstacle:  
splitting attack**

**Is that possible to fix the issue?**

**Yes. players run a voting.**

**However...main obstacle:  
splitting attack**

**Is that possible to fix the issue?**

**Yes. players run a voting.**

**Voting is a conventional MPC,  
which cannot scale to a large  
network of nodes.**

**However...main obstacle:  
splitting attack**

**Is that possible to fix the issue?**

**However...main obstacle:  
splitting attack**

**Is that possible to fix the issue?**

**Yes. via external checkpoints**

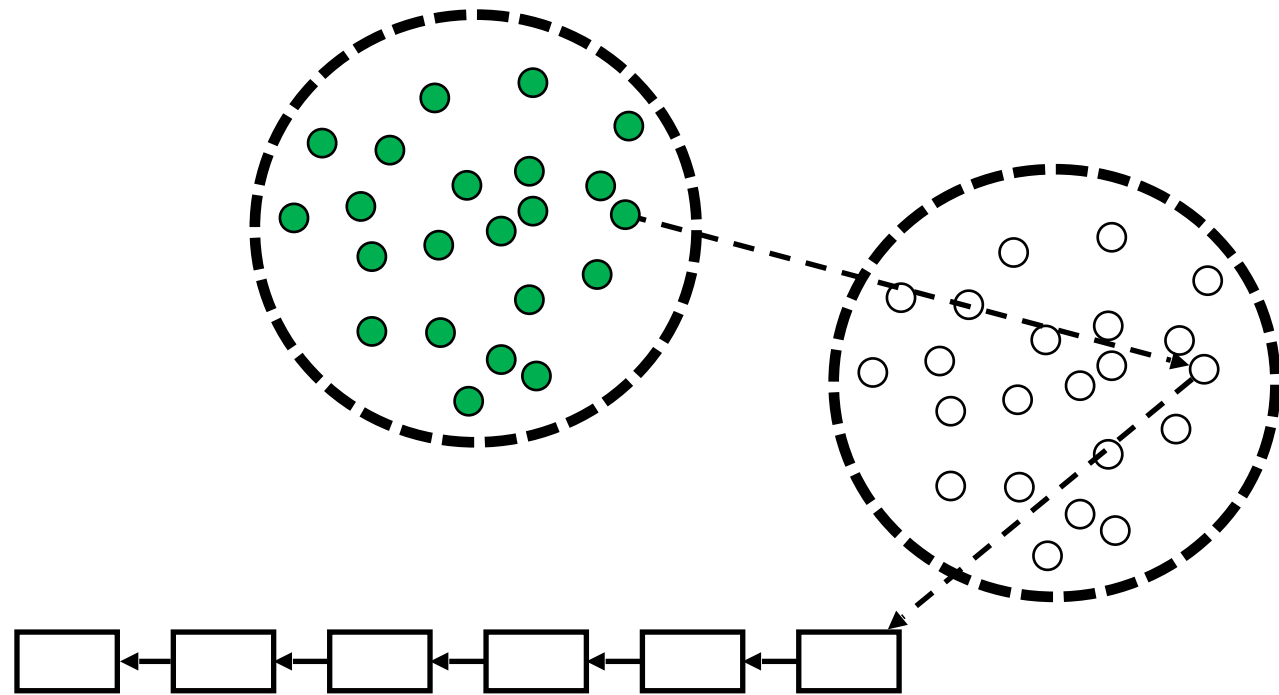


**However...main obstacle:  
splitting attack**

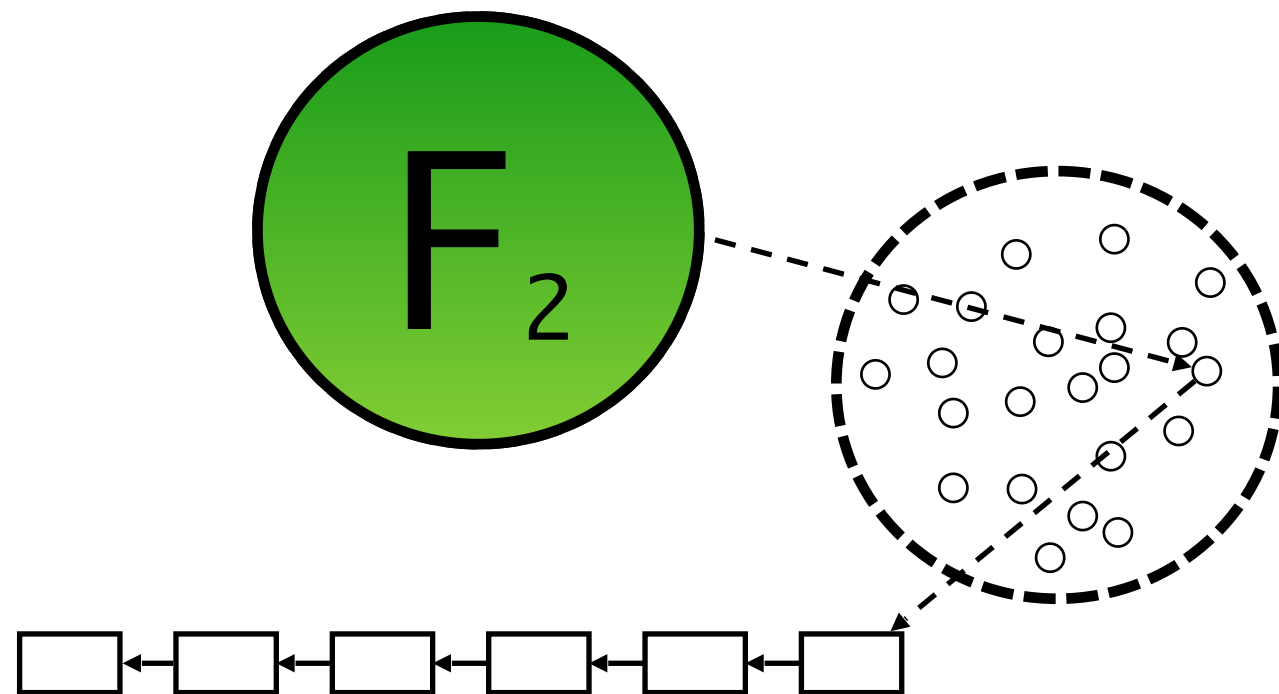
**Is that possible to fix the issue?**

**Yes. via external checkpoints**

**this **violates** the  
decentralization.**



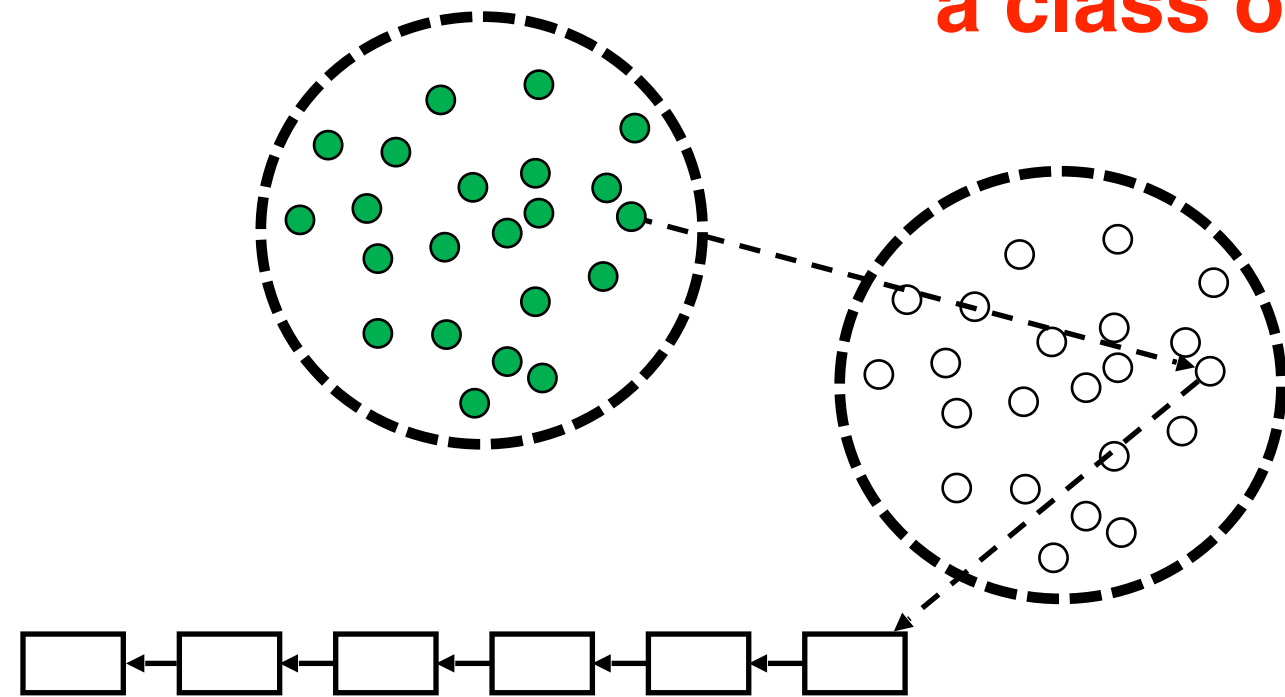
if we can design a  
lightweight protocol



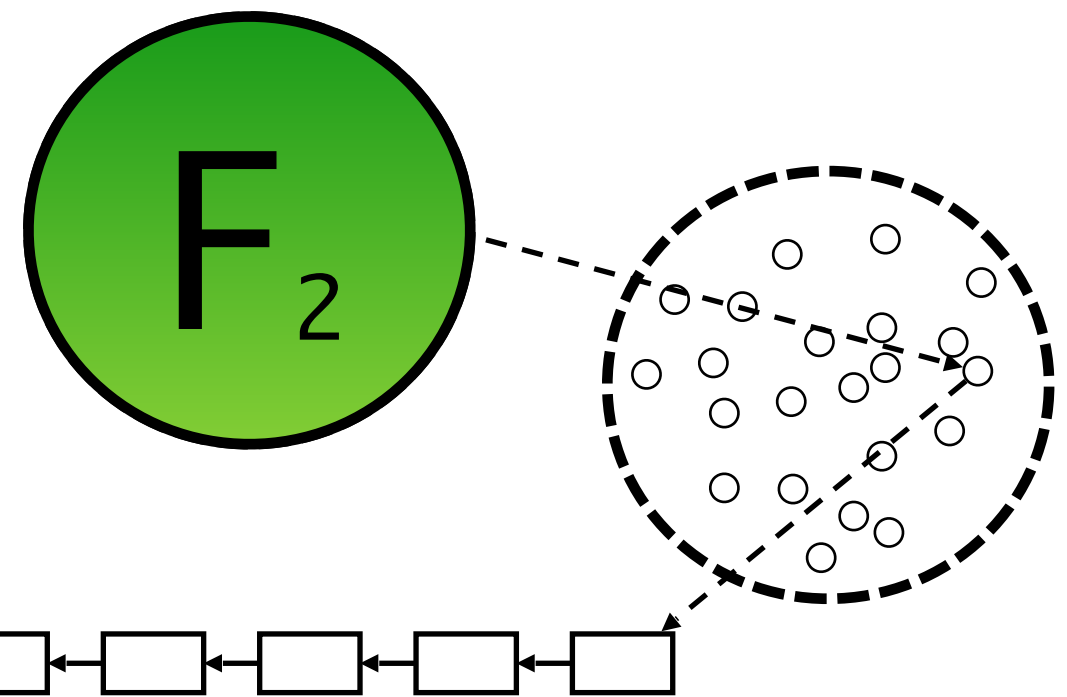
which achieves an  
*environment*  
*friendly* beacon  
functionality

then we could make a  
better blockchain than  
Nakamoto's

a class of lightweight protocols DO NOT



~~if we can design a  
lightweight protocol~~



which achieves an  
*environment  
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better blockchain than  
Nakamoto's

# Interesting Question

- Proof-of-stake blockchain
  - open setting
  - Internet-scale
  - provably secure

# Interesting Question

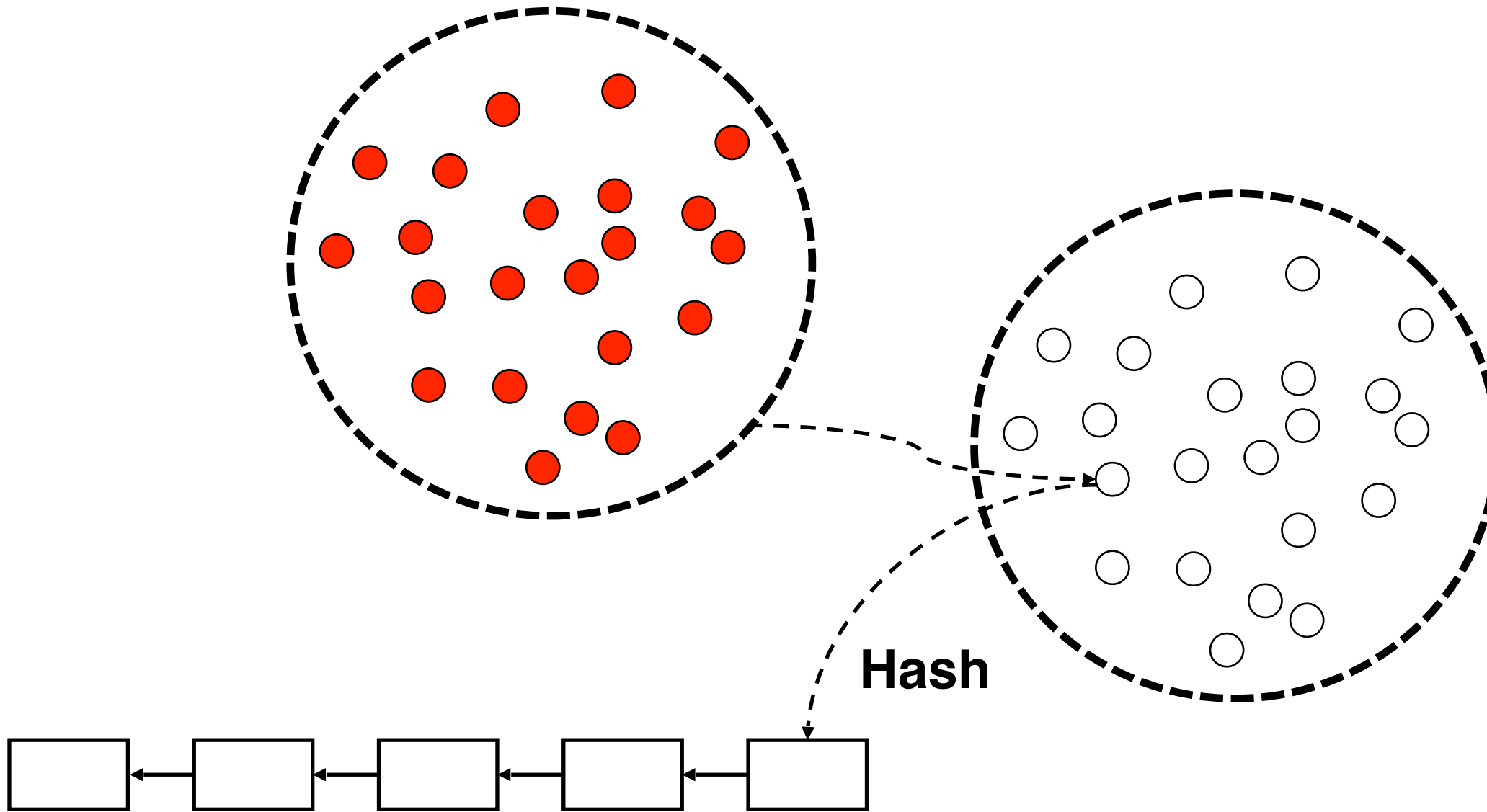
- Proof-of-stake blockchain
  - open setting
  - Internet-scale
  - provably secure

**Stay tuned.... Lei's talk on Thursday**

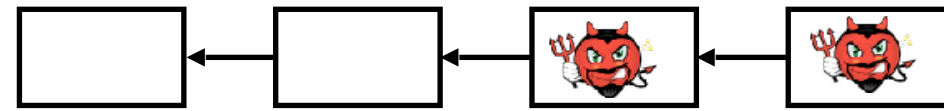
**However...main obstacle:  
splitting attack**

**Is Nakamoto's design OK?**

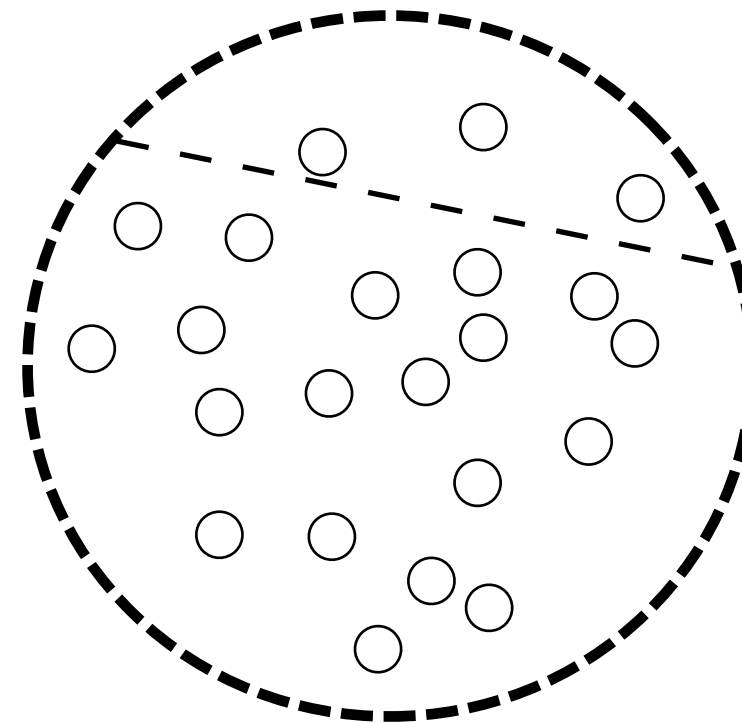
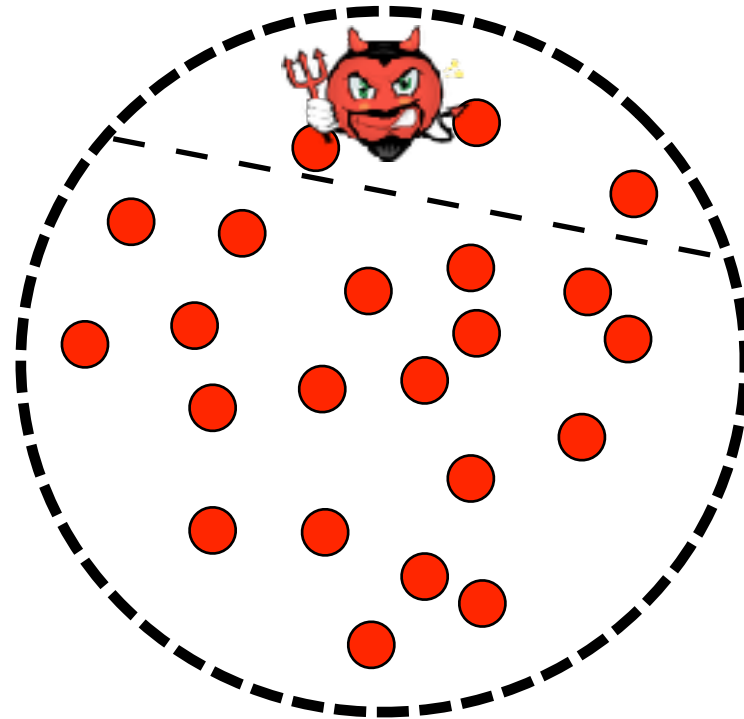
# splitting attack on Nakamoto's design?



# splitting attack on Nakamoto's design?

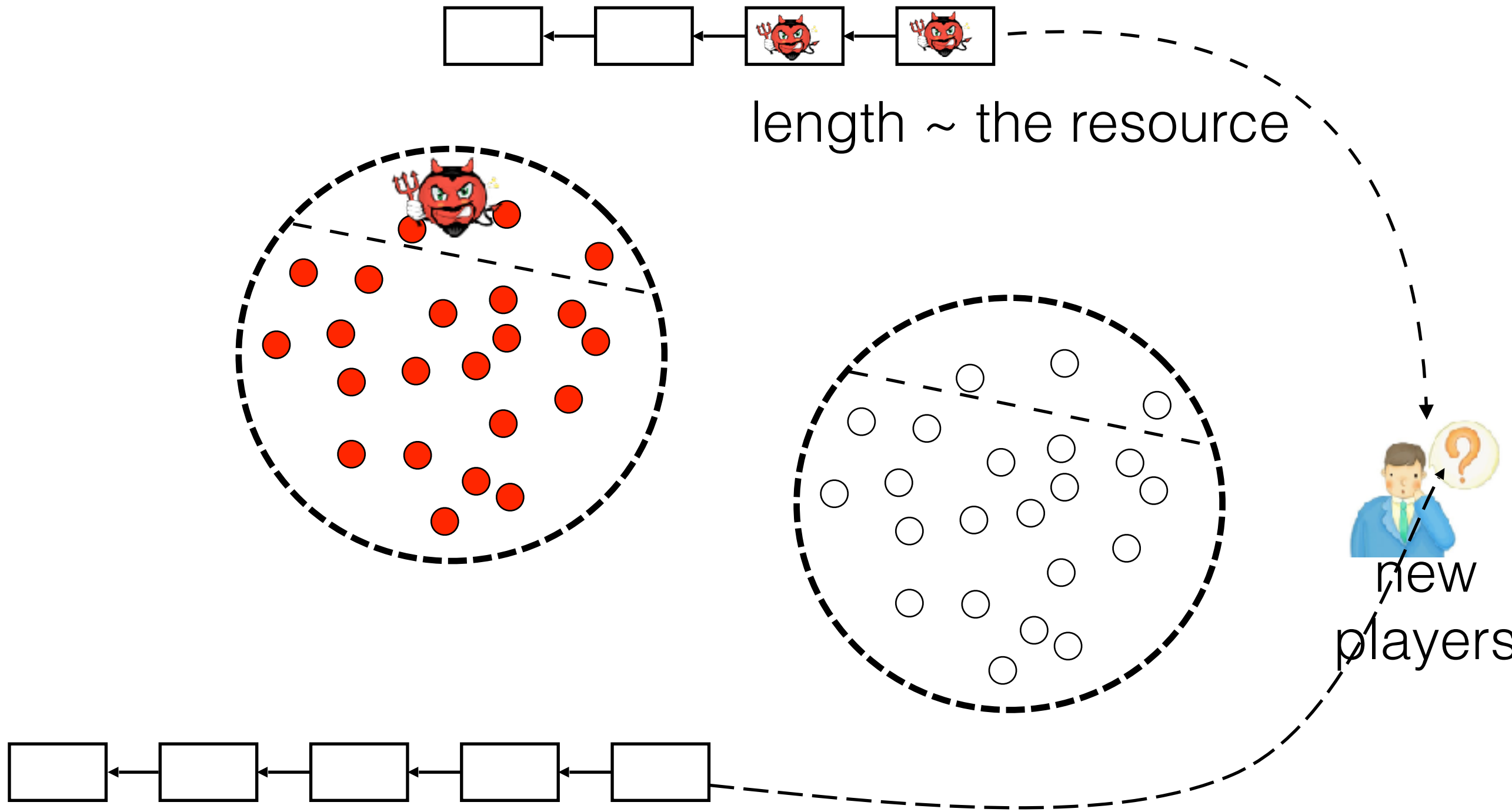


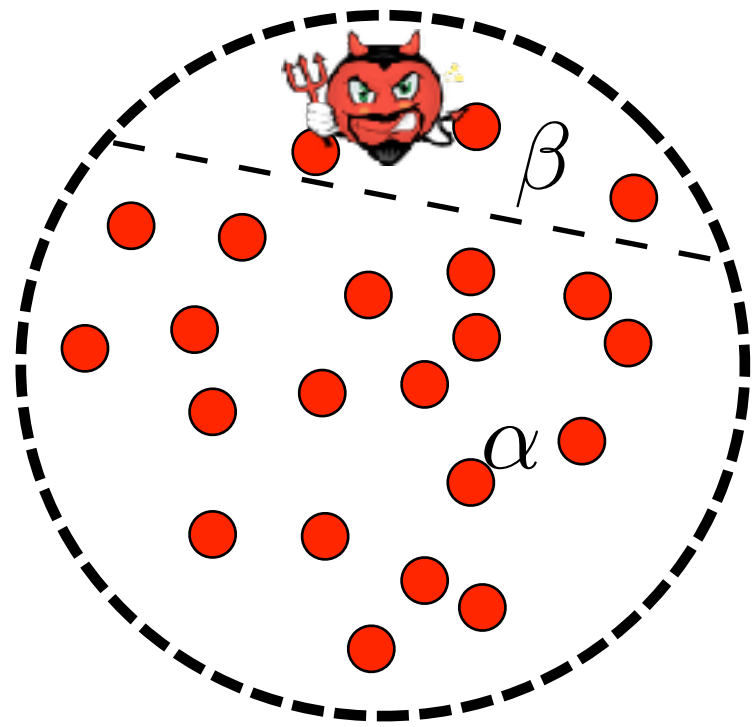
length ~ the resource

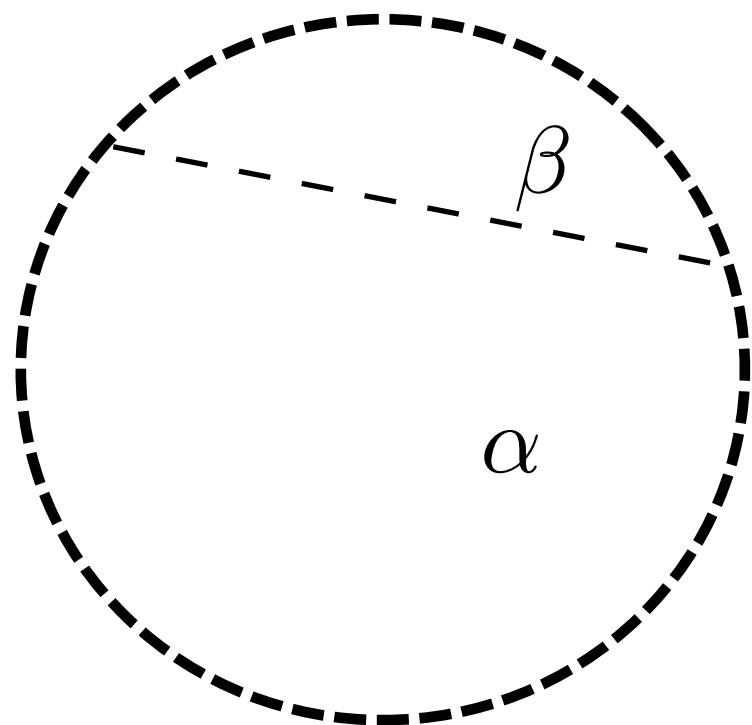




# splitting attack on Nakamoto's design?







**However...main obstacle:  
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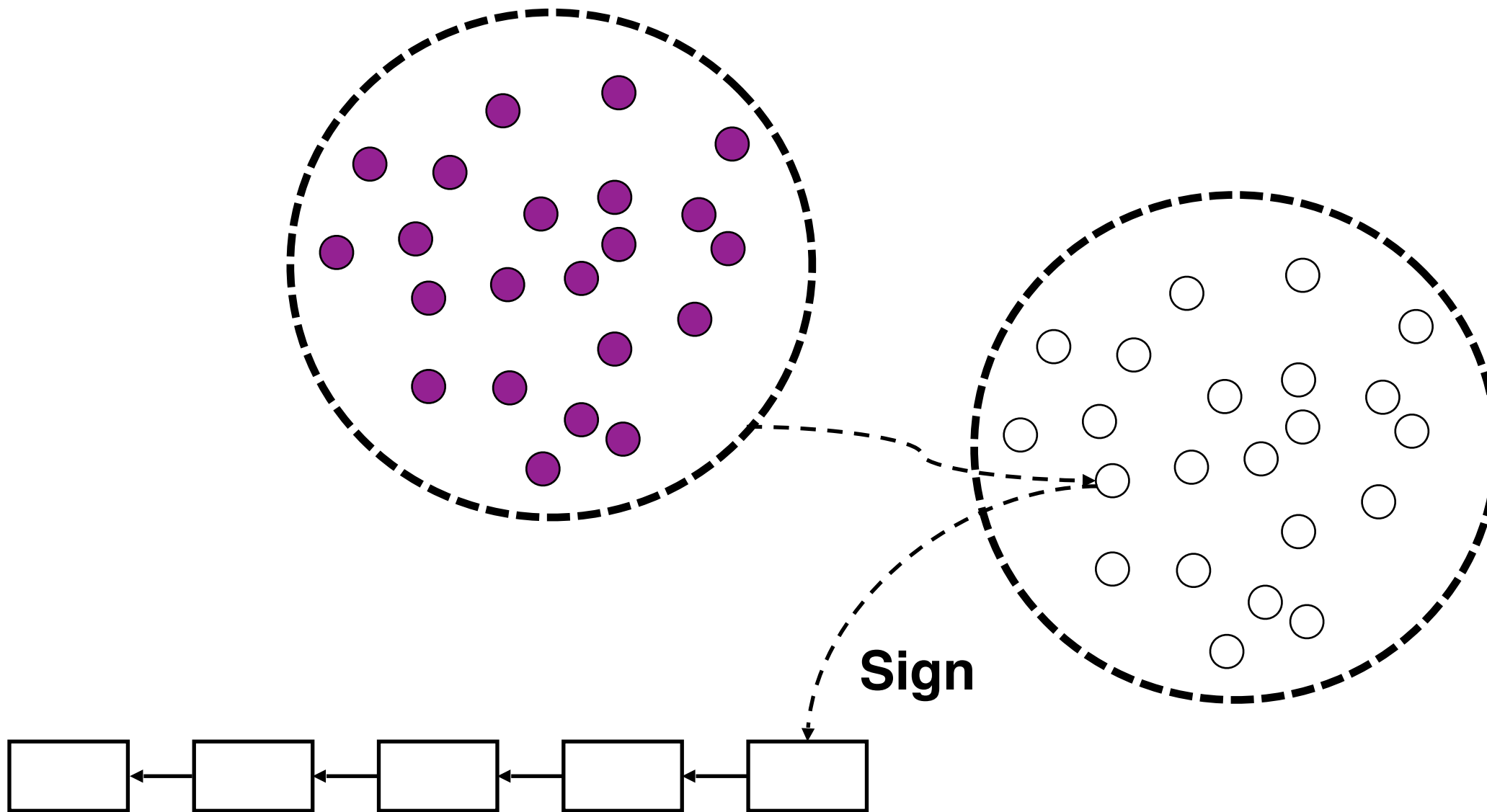
**Is Nakamoto's design OK?**

**Yes.**

**However...main obstacle:  
splitting attack**

**Any other solutions against  
splitting attack?**

# trusted hardware based blockchains



**However...main obstacle:  
splitting attack**

**Is this hardware based  
solution good?**

**However...main obstacle:  
splitting attack**

**Is this hardware based  
solution good?**

**No. Trapdoor available to  
a single party**



# Open Question

- hardware-based blockchain
  - trapdoor-resilient

**However...main obstacle:  
splitting attack**

**Any other solutions against  
splitting attack?**

**Yes. Proof of X**

$X=\{\text{Work, Storage, ... Human-work, ...}\}$

**However...main obstacle:  
splitting attack**

**Any other solutions against  
splitting attack?**

**Yes. Proof of X**

$X = \{\text{Work, Storage, ... Human-work, ...}\}$

useful work, combining work with storage, memory hard PoW

**However...main obstacle:  
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**Any other solutions against  
splitting attack?**

**Yes. Proof of X**

$X = \{\text{Work, Storage, ... Human-work, ...}\}$

useful work, combining work with storage, memory hard PoW

**Are they good?**

# References

- Modeling idea:  
Garay, Kiayias, Zhou, CSF 10
- Proof-of-Stake:  
Orborous; Snow White;
- Proof-of-X:  
PoET; SpaceMint; PermaCoin; PrimeCoin; PoST;  
memory hard PoW;

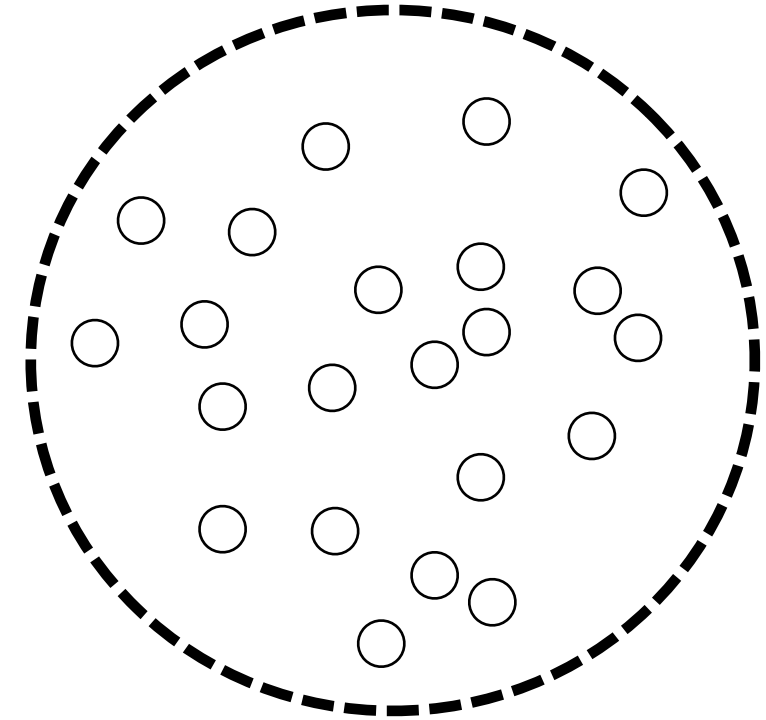
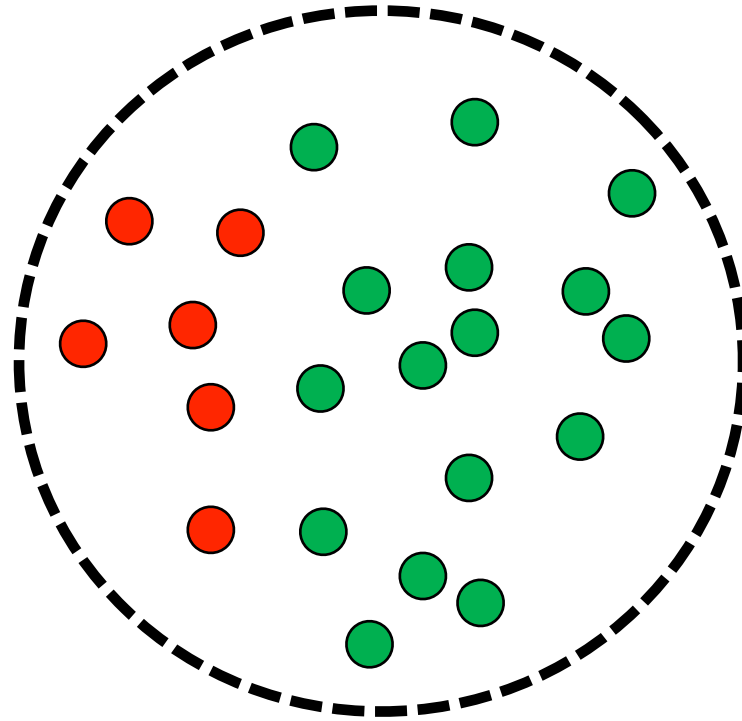
# *Alternative Mechanisms*

*A Design Example: 2-hop Blockchain*

# so far

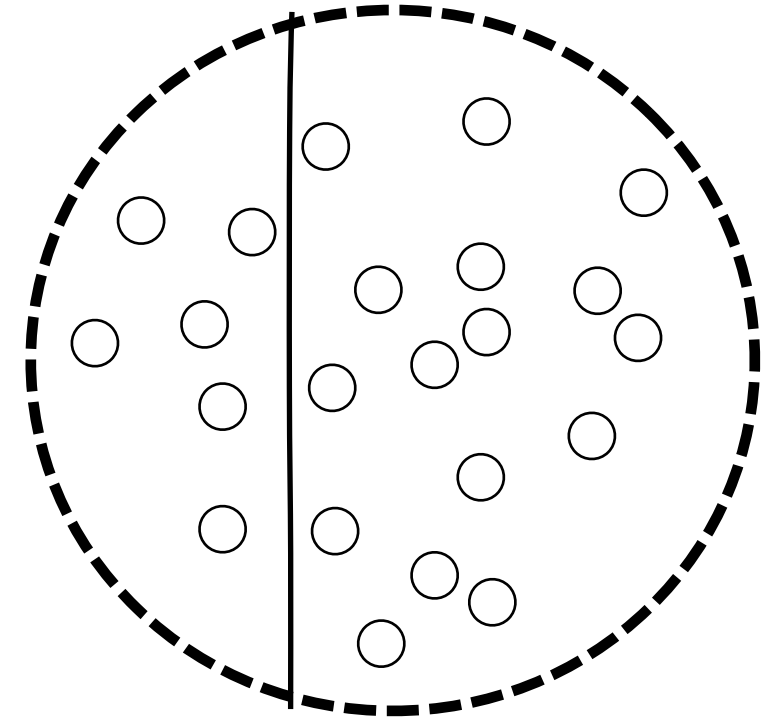
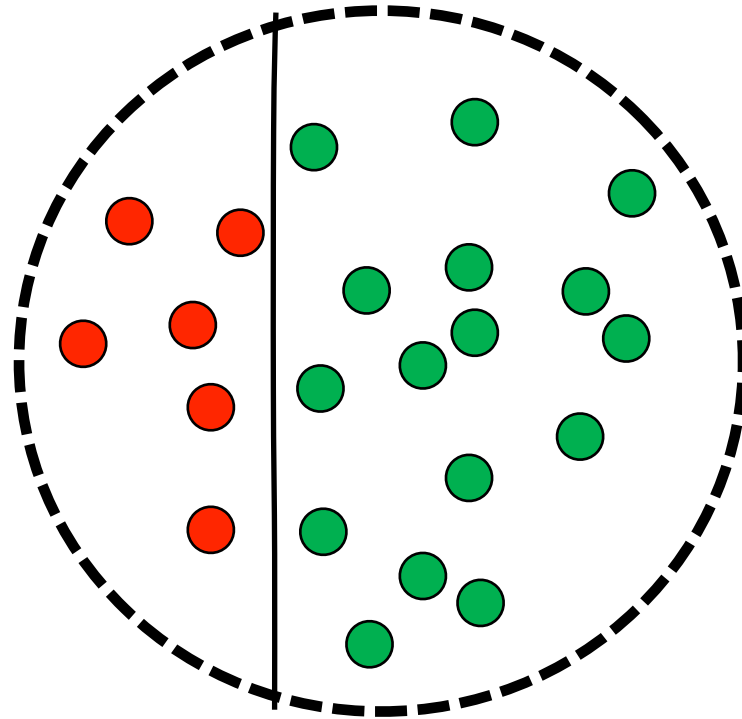
- a unified view for constructing (a class of) open blockchains has been developed
- existing proof-of-stake based open blockchains **cannot** scale to a large number of nodes

# PoW/PoS-based Blockchain

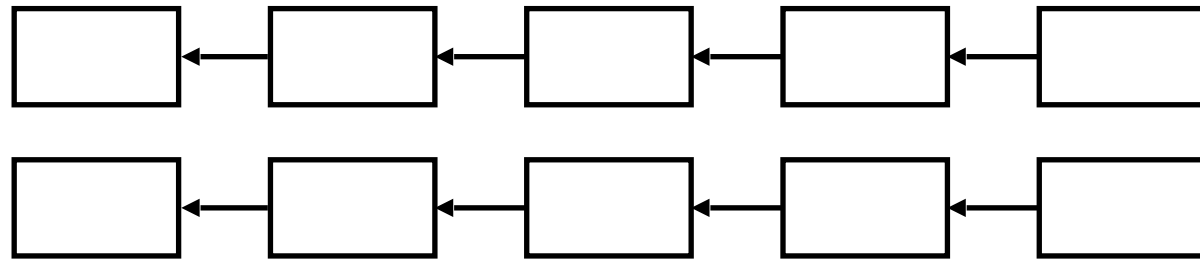
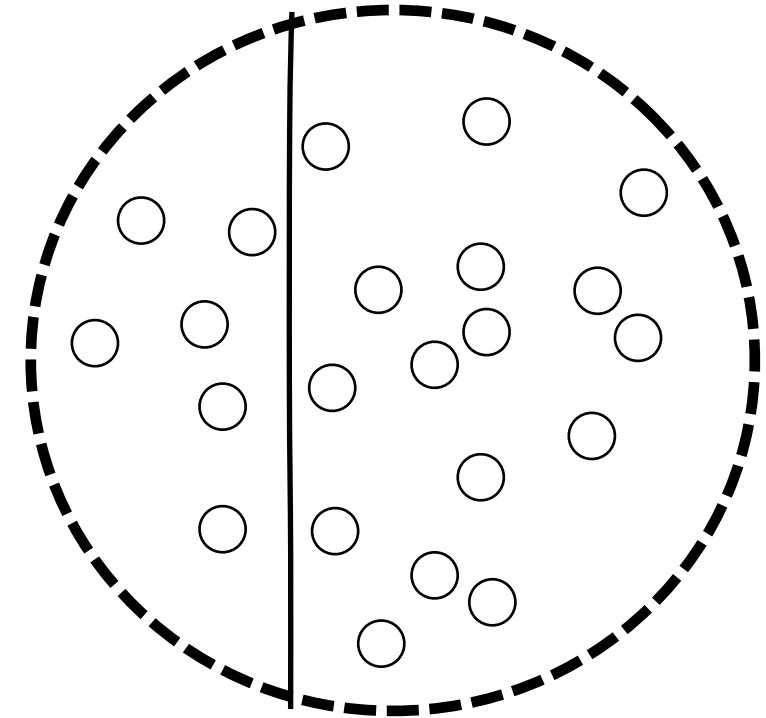
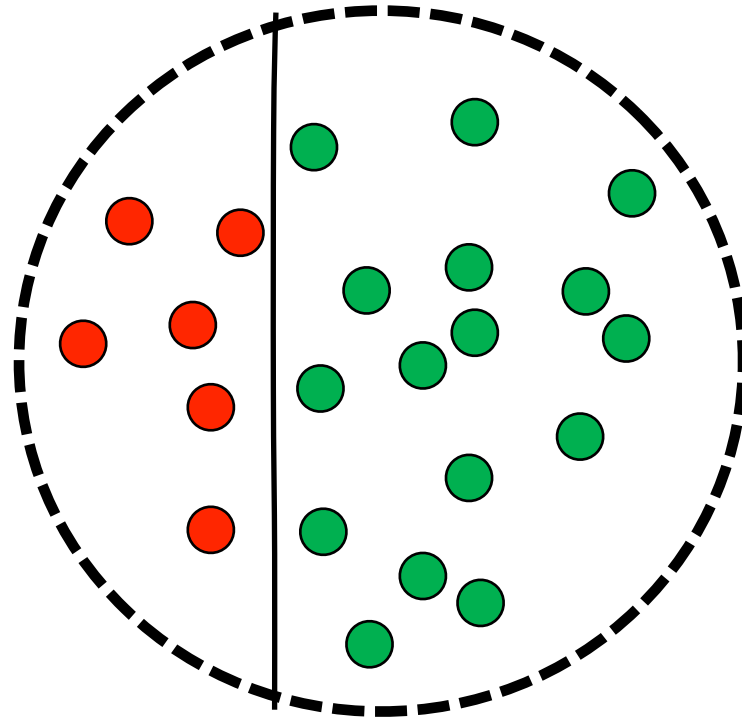




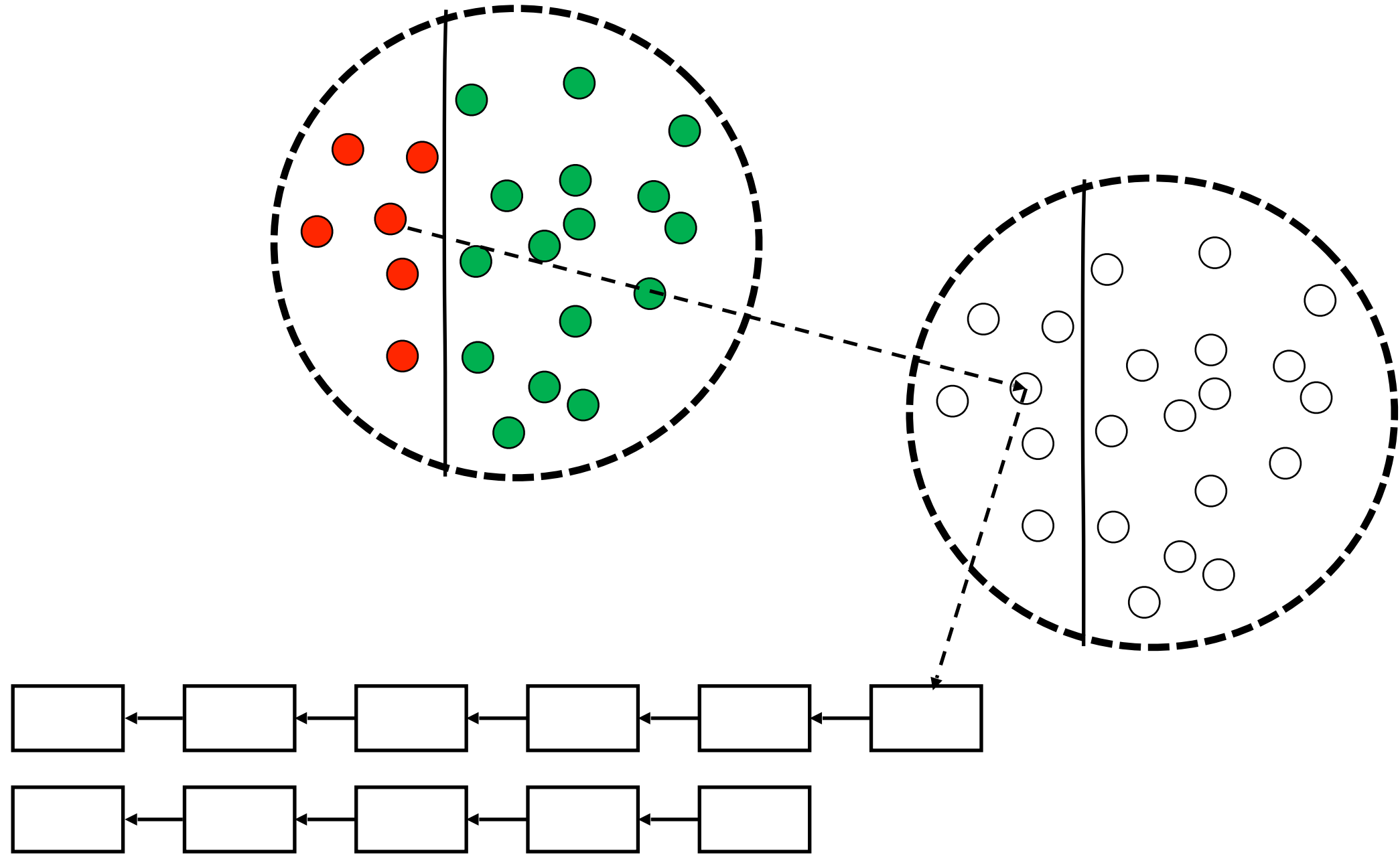
# PoW/PoS-based Blockchain



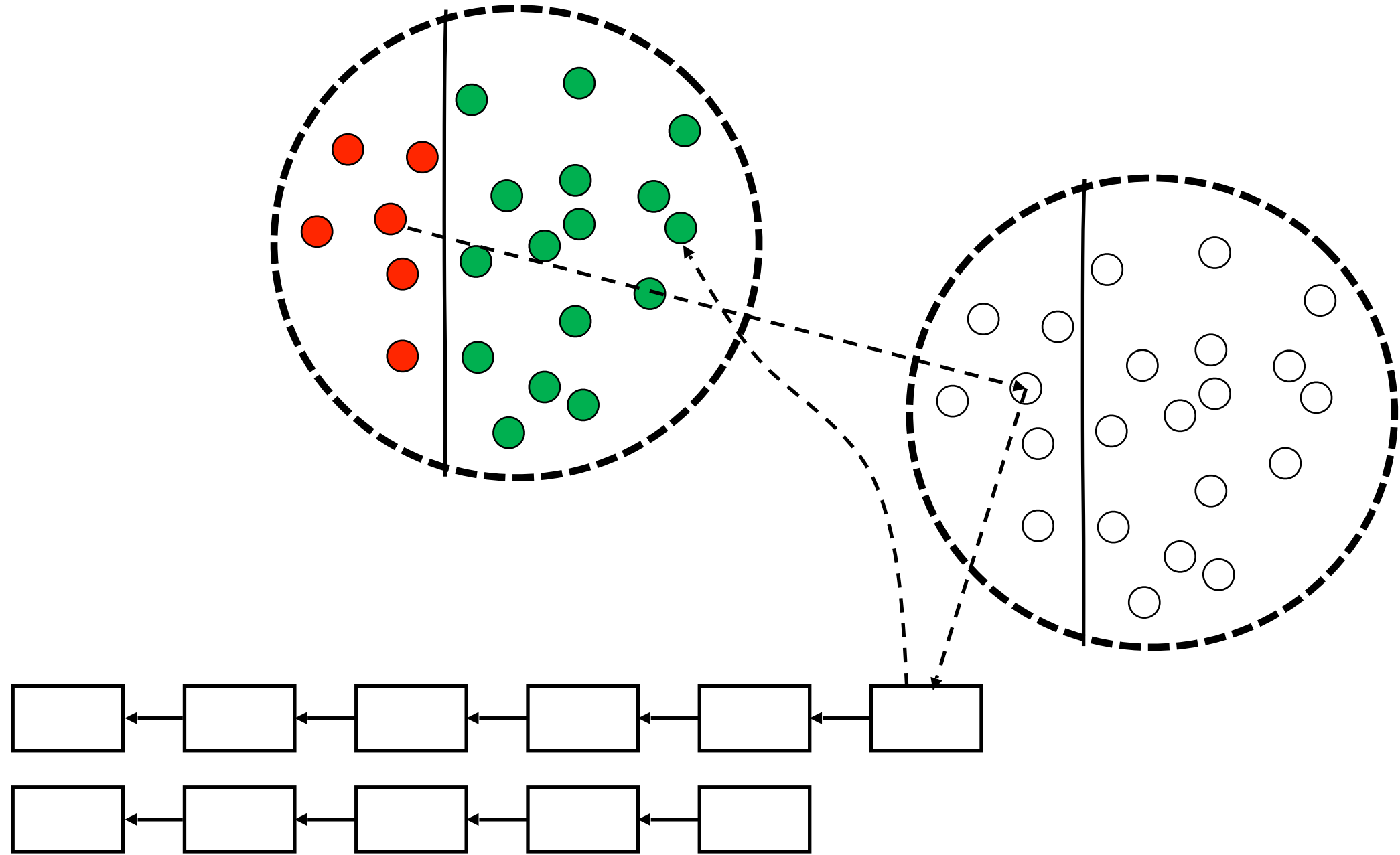
# PoW/PoS-based Blockchain



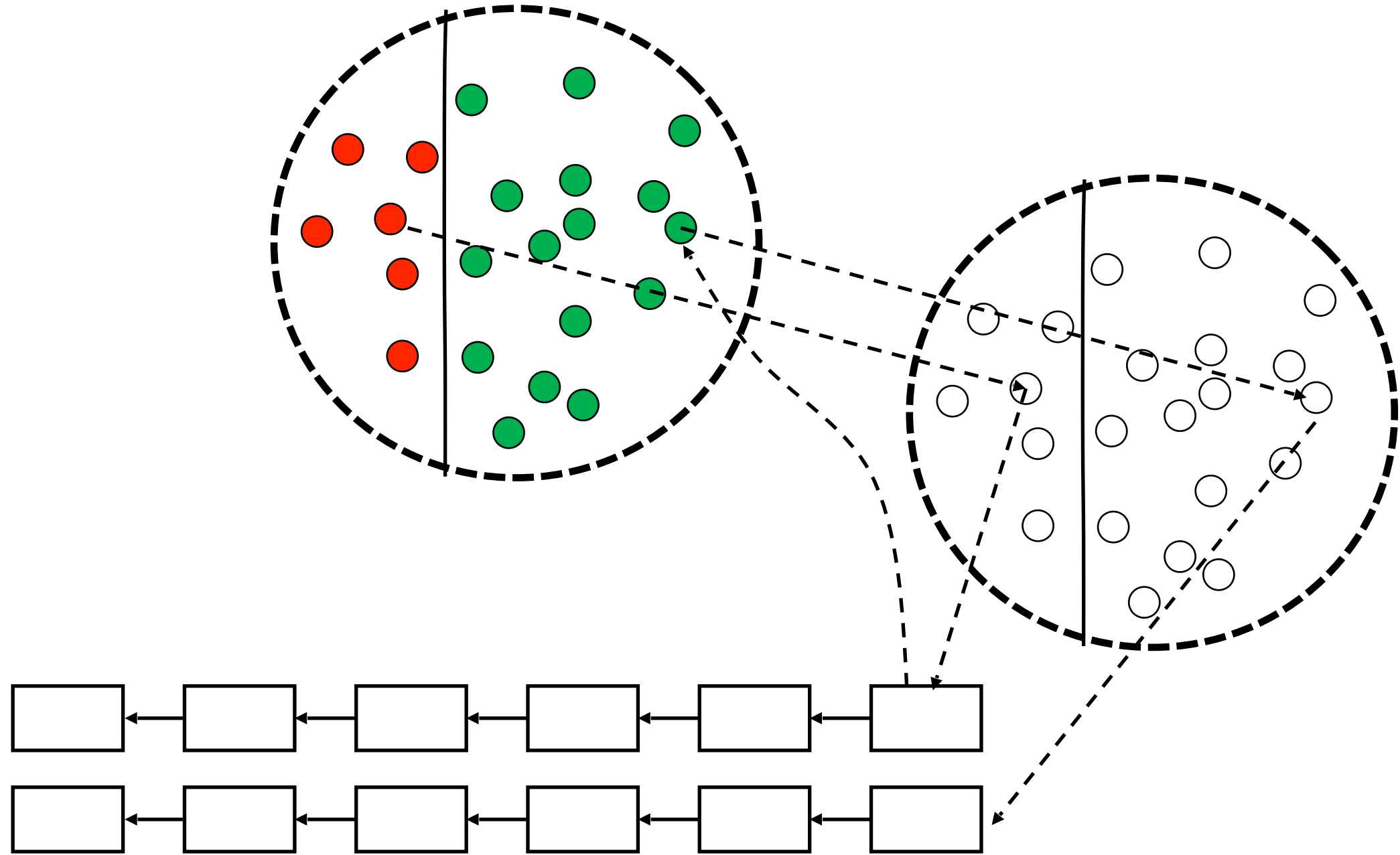
# PoW/PoS-based Blockchain



# PoW/PoS-based Blockchain

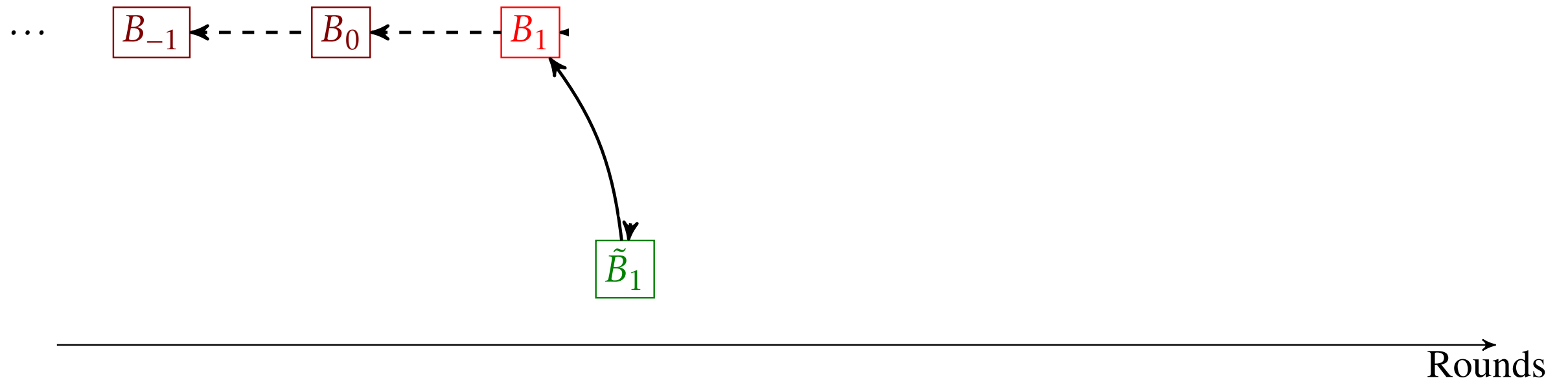


# PoW/PoS-based Blockchain



# 2-hop blockchain

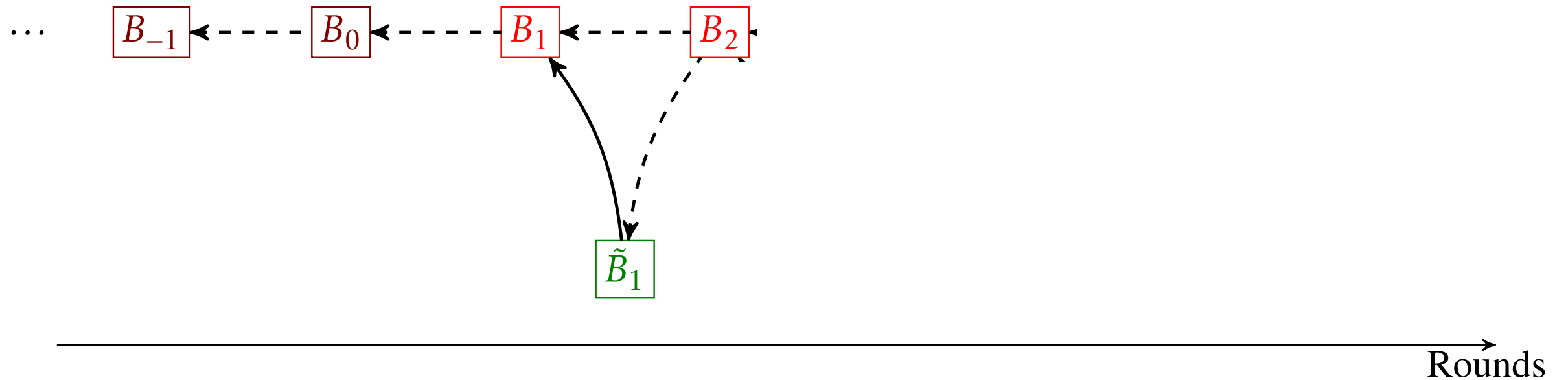
[Duong, Fan, **Z.**, 16]



$$H(B_1 || \tilde{B}_1 || nonce_1) < \mathbf{T}$$

# 2-hop blockchain

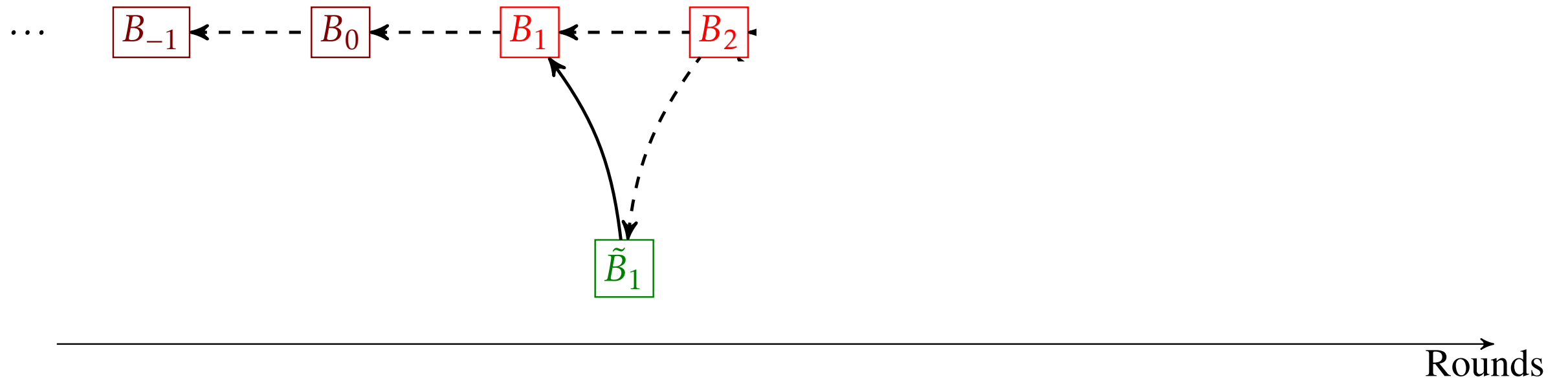
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# 2-hop blockchain

[Duong, Fan, **Z.**, 16]



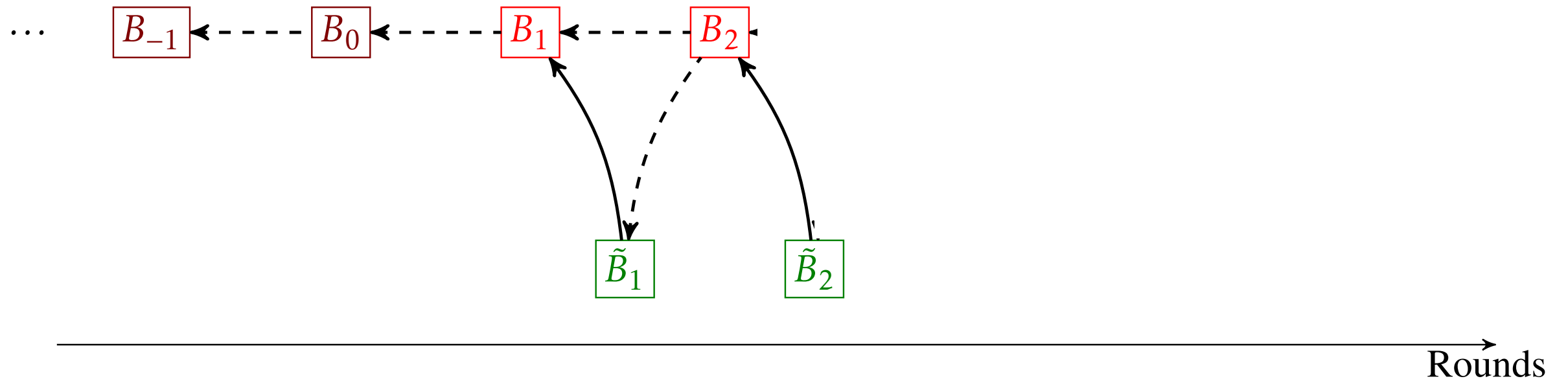
$$H(B_1 || \tilde{B}_1 || nonce_1) < \mathbf{T}$$

$$\tilde{H}(B_2 || \tilde{vk}_2) < \tilde{\mathbf{T}}$$



# 2-hop blockchain

[Duong, Fan, **Z.**, 16]

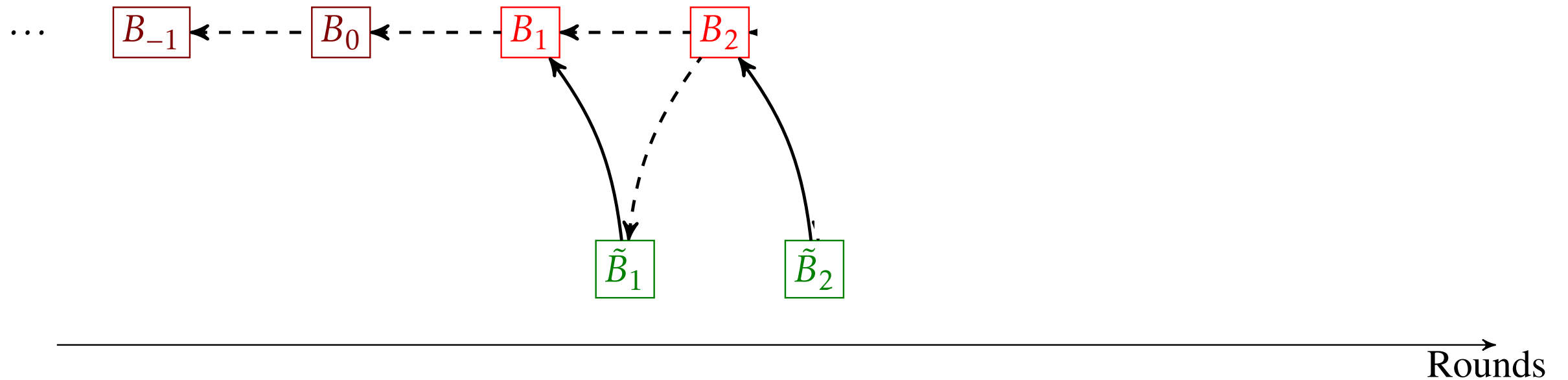


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# 2-hop blockchain

[Duong, Fan, **Z.**, 16]



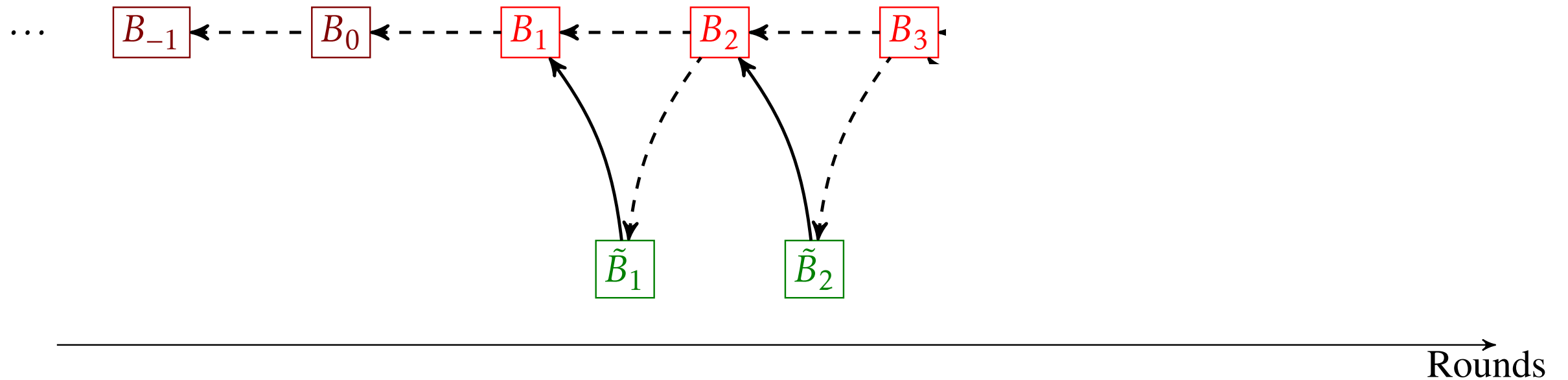
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# 2-hop blockchain

[Duong, Fan, **Z.**, 16]



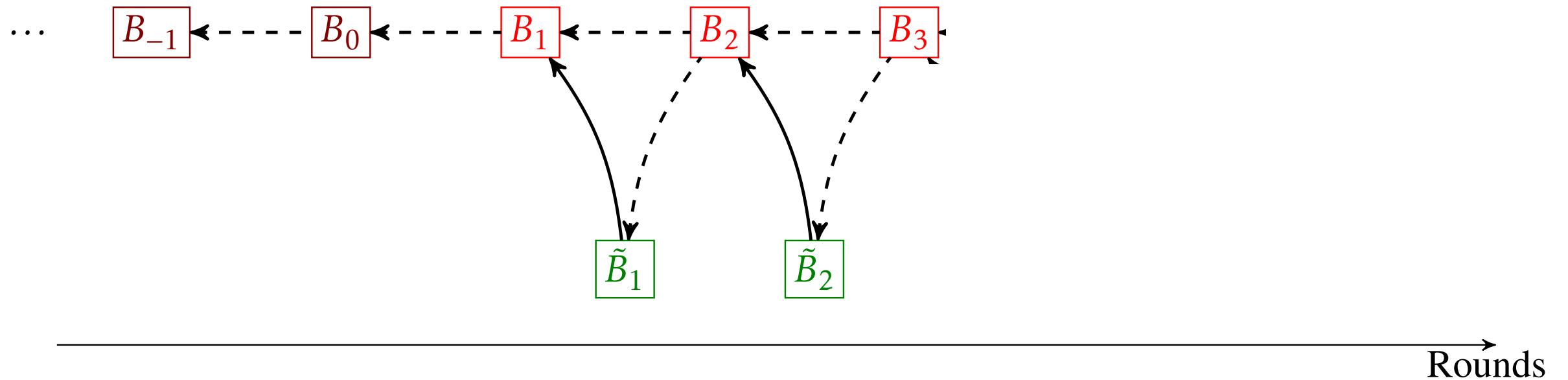
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# 2-hop blockchain

[Duong, Fan, **Z.**, 16]



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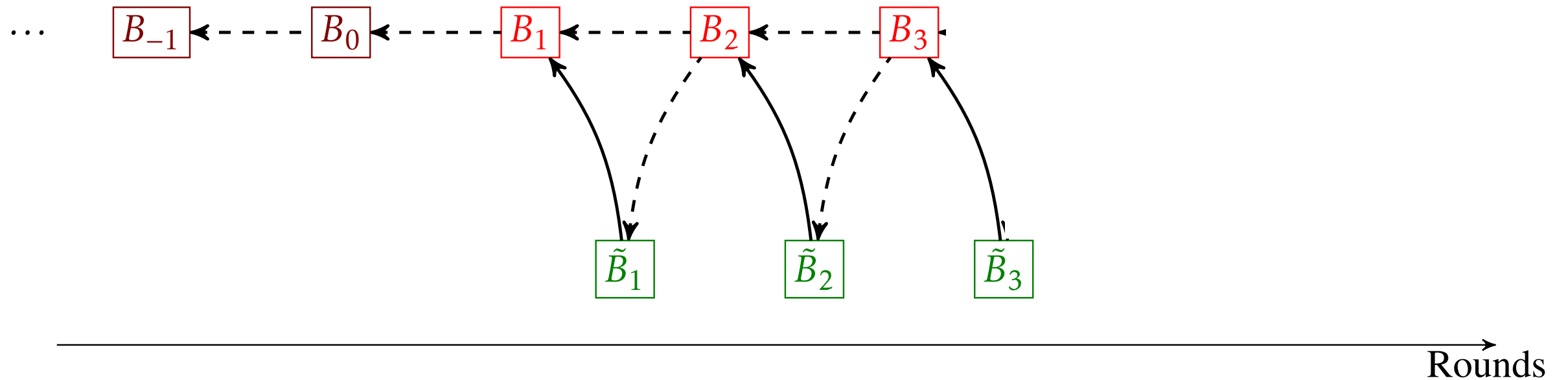
$$\tilde{H}(B_2 || \tilde{v}k_2) < \tilde{\mathbb{T}}$$

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$$\tilde{H}(B_3 || \tilde{v}k_3) < \tilde{\mathbb{T}}$$

# 2-hop blockchain

[Duong, Fan, **Z.**, 16]



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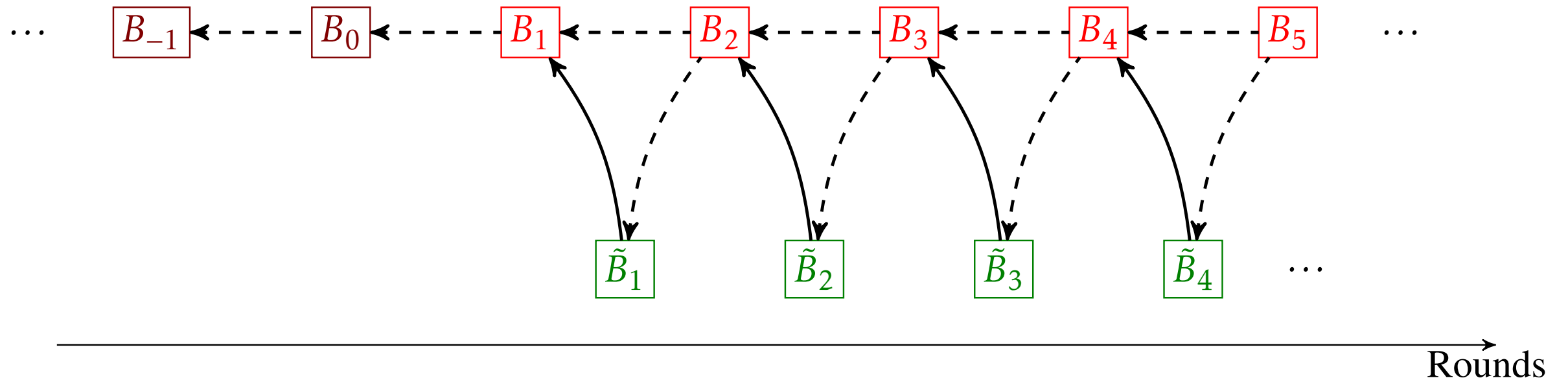
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# 2-hop blockchain

[Duong, Fan, **Z.**, 16]



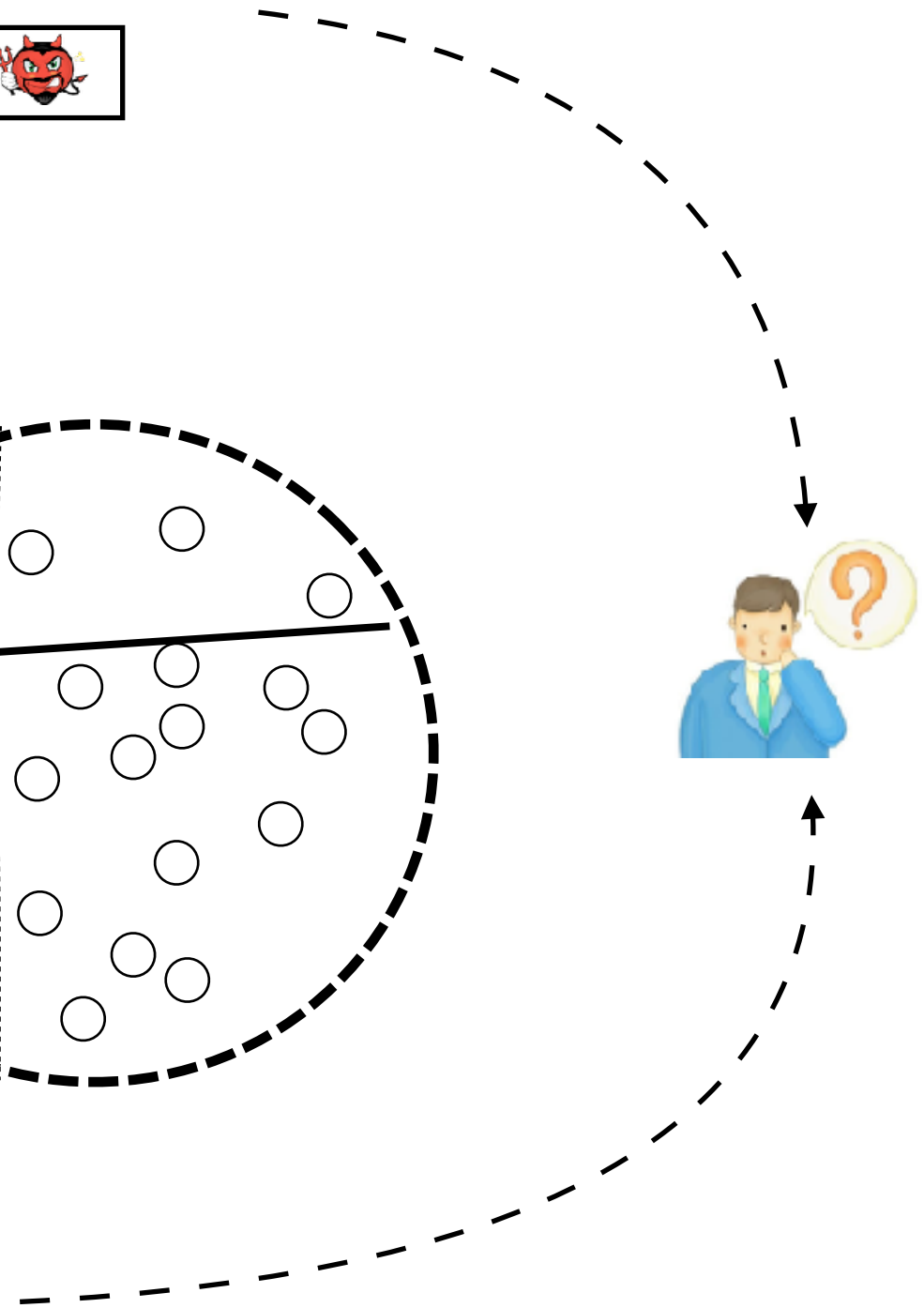
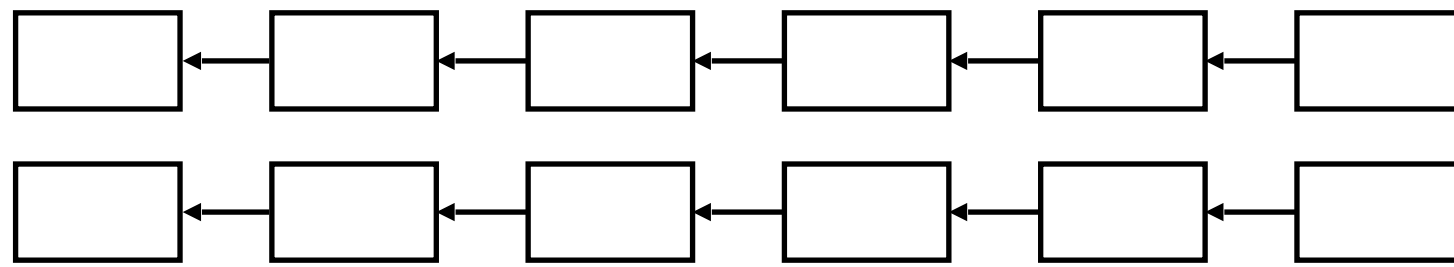
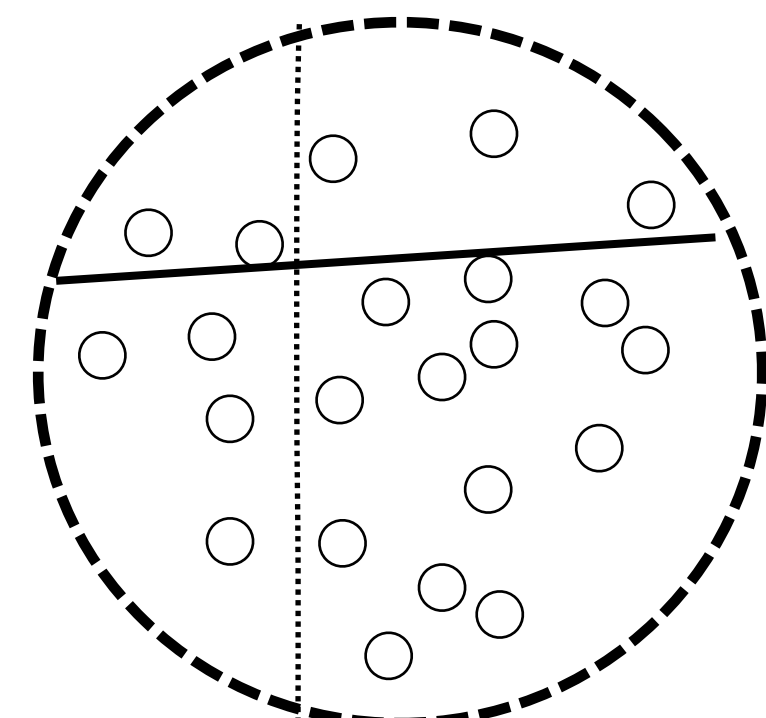
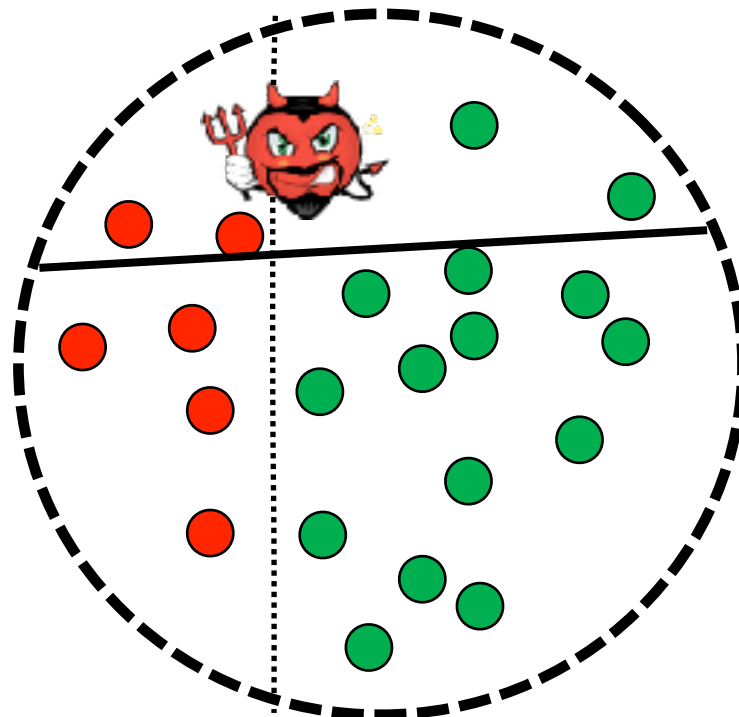
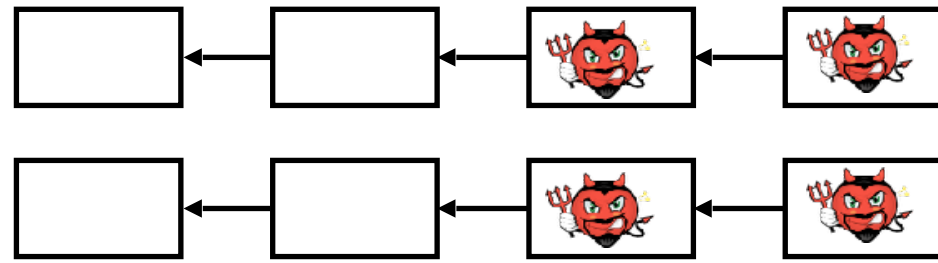
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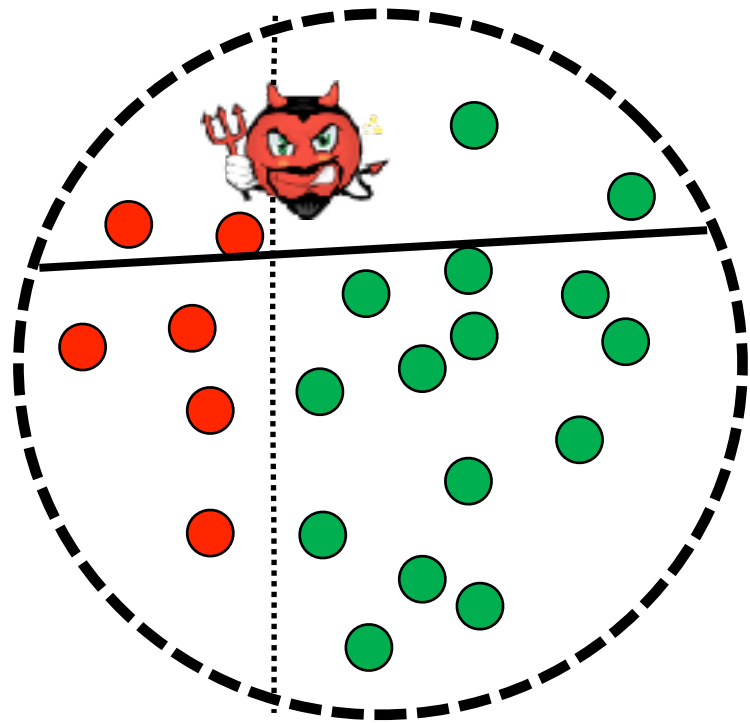
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$$H(B_2 || \tilde{B}_2 || nonce_2) < \mathbb{T}$$

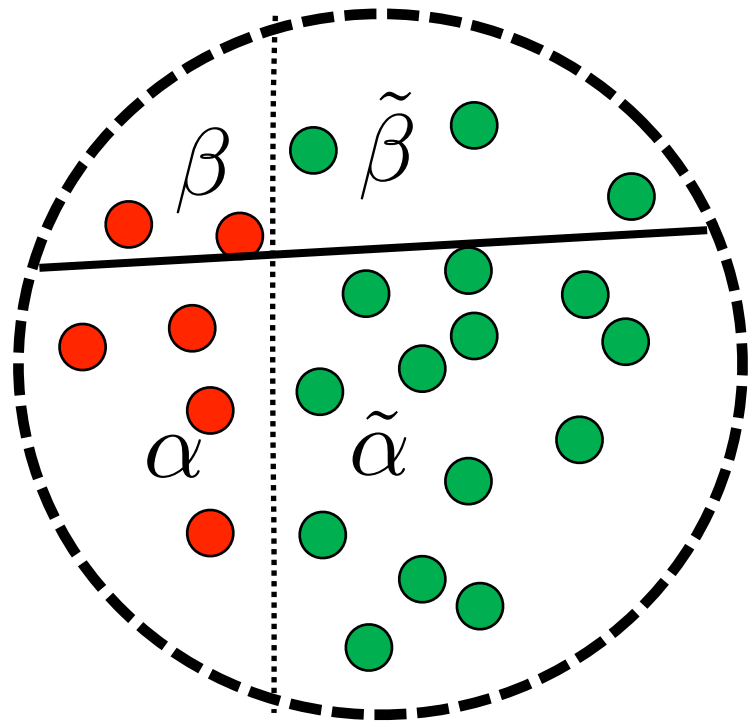
$$\tilde{H}(B_3 || \tilde{v}k_3) < \tilde{\mathbb{T}}$$

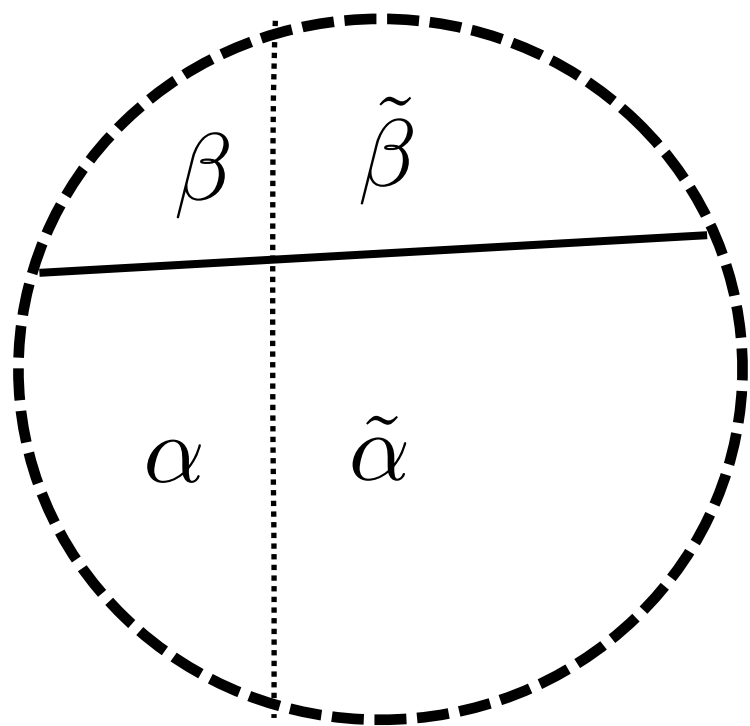
# PoW/PoS-based Blockchain











$$\hat{\beta} = \beta \tilde{\beta}$$

$$\hat{\alpha} = \alpha \tilde{\alpha}$$

$$\hat{\beta} < \hat{\alpha}$$

# 2-hop Blockchain

[Duong, Fan, **Z.**, 16]

- Scalable to a huge network of nodes
- provably secure

V.0

# 2-hop Blockchain

[Duong, Fan, **Z.**, 16]

- Scalable to a huge network of nodes
- provably secure

# 51% Honest Mining Power Assumption could be challenged



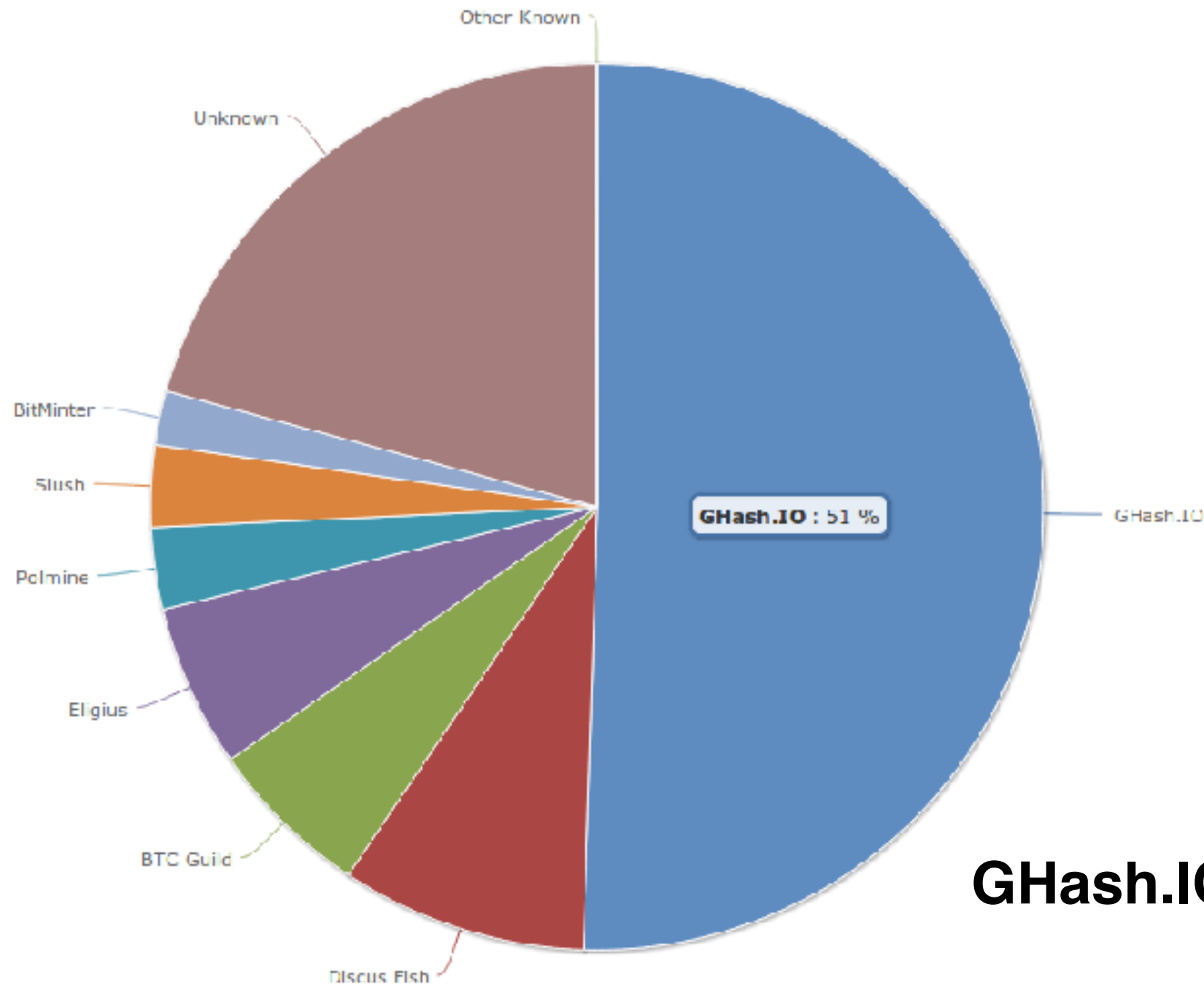
What about **dedicated hardware**?

黑科技

each new technique may have two sides

a breakthrough in certain area may be a big disaster in other areas

# 51% Honest Mining Power Assumption could be challenged



**June 12, 2014**  
**GHash.IO large mining pool crisis**

**All top mining pools are in China!**

**They might collude for whatever reason**

V.1

# TwinsChain

[Chepurnoy, Duong, Fan, **Z.**, 16]

- Scalable to a huge network of nodes
- provably secure
- adaptive difficulty adjustment
- implementation

Chepurnoy, Duong, Fan, Zhou, TwinsCoin: A Cryptocurrency via Proof-of-Work and Proof-of-Stake. IACR ePrint 2017



- adaptive difficulty adjustment

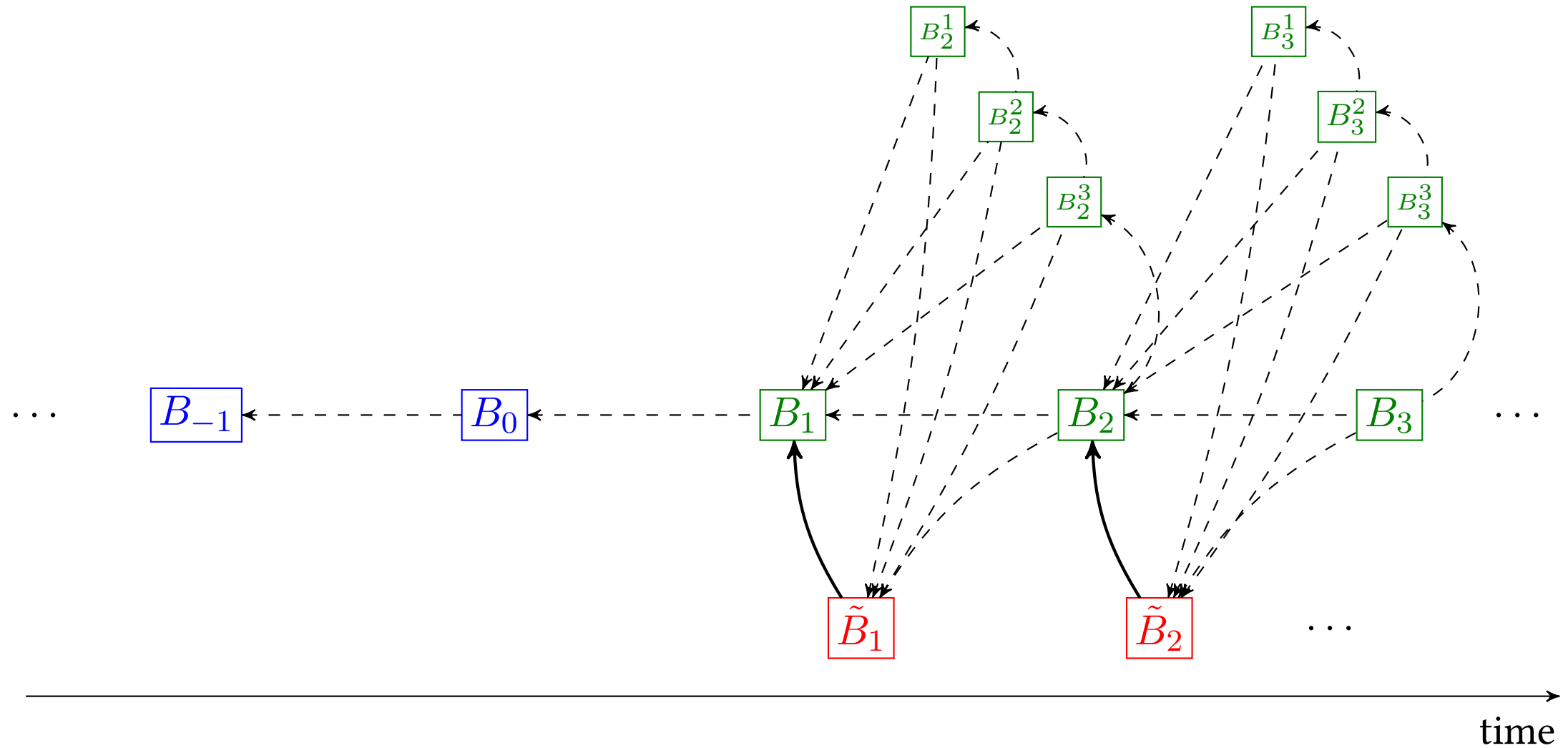


Figure 2: TwinsChain blockchain structure

Here, dot arrows (that link to the previous successful block and attempting blocks) denote the first hops, and solid arrows denote the second hops. Green blocks  $B_i$ 's denote the successful proof-of-work blocks,  $B_i^j$ 's denote the attempting proof-of-work blocks, and red blocks  $\tilde{B}_i$ 's denote the corresponding proof-of-stake blocks. Note that the blue blocks are from the "mature blockchain".

twinschain

**ACTIONS**

- Clone
- Compare
- Fork

**NAVIGATION**

- Overview
- Source
- Commits
- Branches
- Pull requests
- Downloads

twinschain / twinschain

### Overview



<https://bitbucket.org/twinscoin/twinschain>

Last updated	2016-11-11	1	0
Language	—	Branch	Tags
Access level	Read	0	1
		Forks	Watcher

## TwinsChain Implementation

### Building

The following instruction are for Linux environment only.

1. First, you need to install Java. Oracle Java 8 is preferred. For Ubuntu, you can follow this article <http://tecadmin.net/install-oracle-java-8-jdk-8-ubuntu-via-ppa/>, for other distribution, download from the Oracle website and install manually.
2. Scala Build Tool (SBT) is needed. Follow download section at the website to install <http://www.scala-sbt.org/download.html>
3. We use snapshot versions for Scorex and IODB. Please build and publish them locally because of that

#### IODB:

```
git clone https://github.com/input-output-hk/iodb.git
sbt publishLocal
```

#### Scorex:

```
git clone https://github.com/ScorexFoundation/Scorex.git
sbt publishLocal
```

1. Build and run TwinsChain

## **how much is needed to mess up our system?**

The simulation results show that even with 70% of total mining power an adversary also needs for about 20% of total stake to generate a better chain than honest party's.

Given Bitcoin capitalization of ~ \$80 billion, 20% of stake is about \$16 billion.

V.2

# TwinsChain

[Chepurnoy, Duong, Fan, **Z.**, 16]

- Scalable to a huge network of nodes
- provably secure
- adaptive difficulty adjustment
- implementation
- incentives
- Mode switching
- Stress test

# *Alternative Mechanisms*

*A Design Technique:*

*Constructing blockchains via blockchains*

# i-hop Blockchain

- **i=1, other than Bitcoin**
- **i=2,**
- **i=3,**
- **....**

# References

- BitcoinNG; Hybrid consensus; Elastico; ByzCoin;
- 2-hop blockchain;

# Take home

- A unified view
- A design example
- A design technique



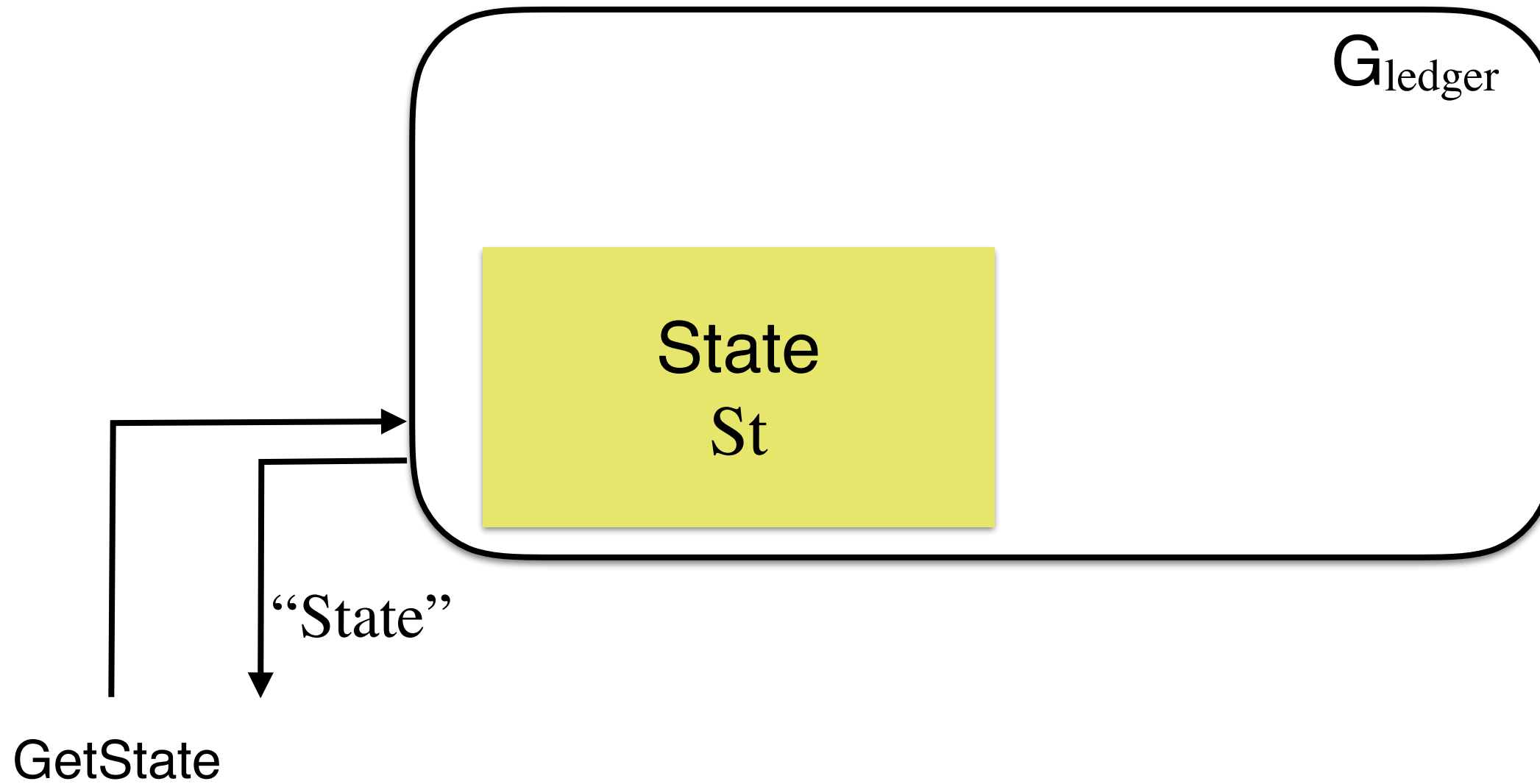
# *Cryptography on the Blockchain*

*the sky is the limit !*

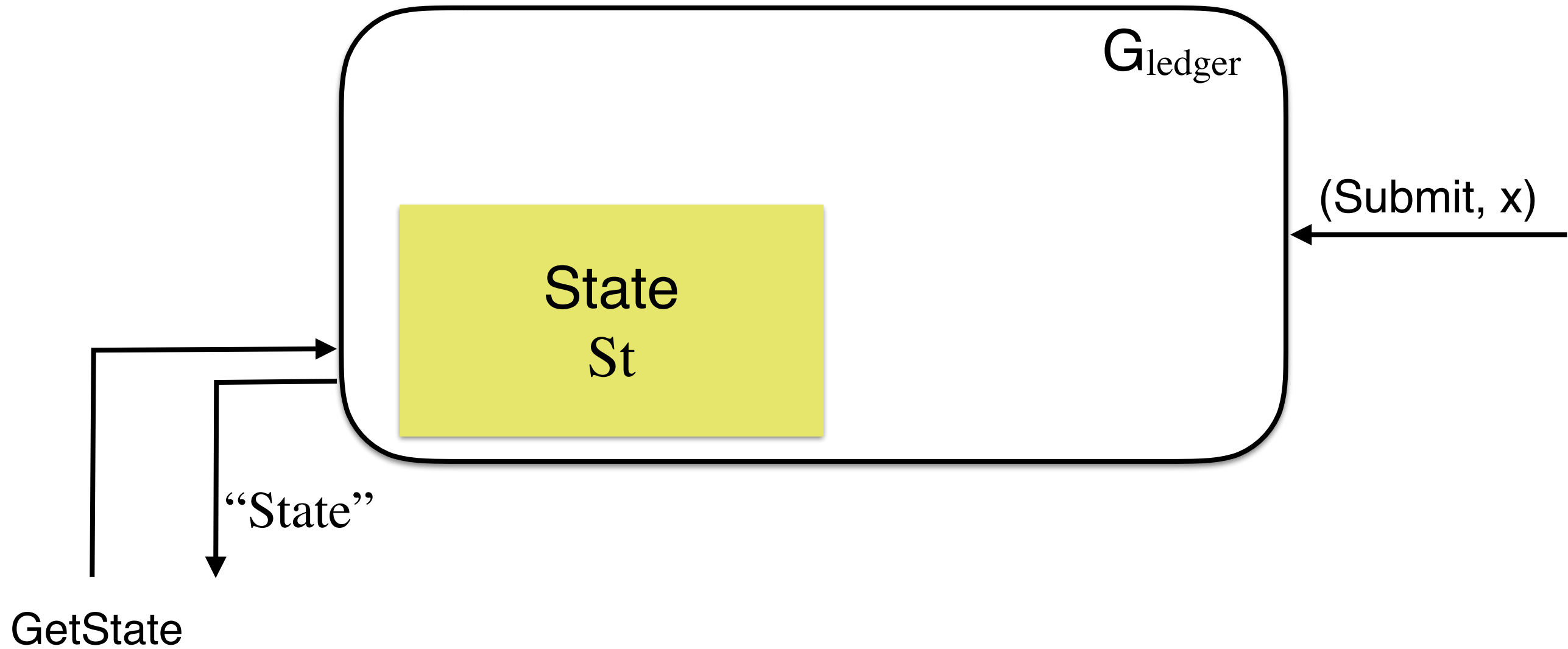
# Fair Multi-Party Computation

- fairness = honest users get compensated by the adversarial users when the protocol aborts in an unfair manner
- first result that achieves such fairness for multi-party computation via blockchain with Universal Composability

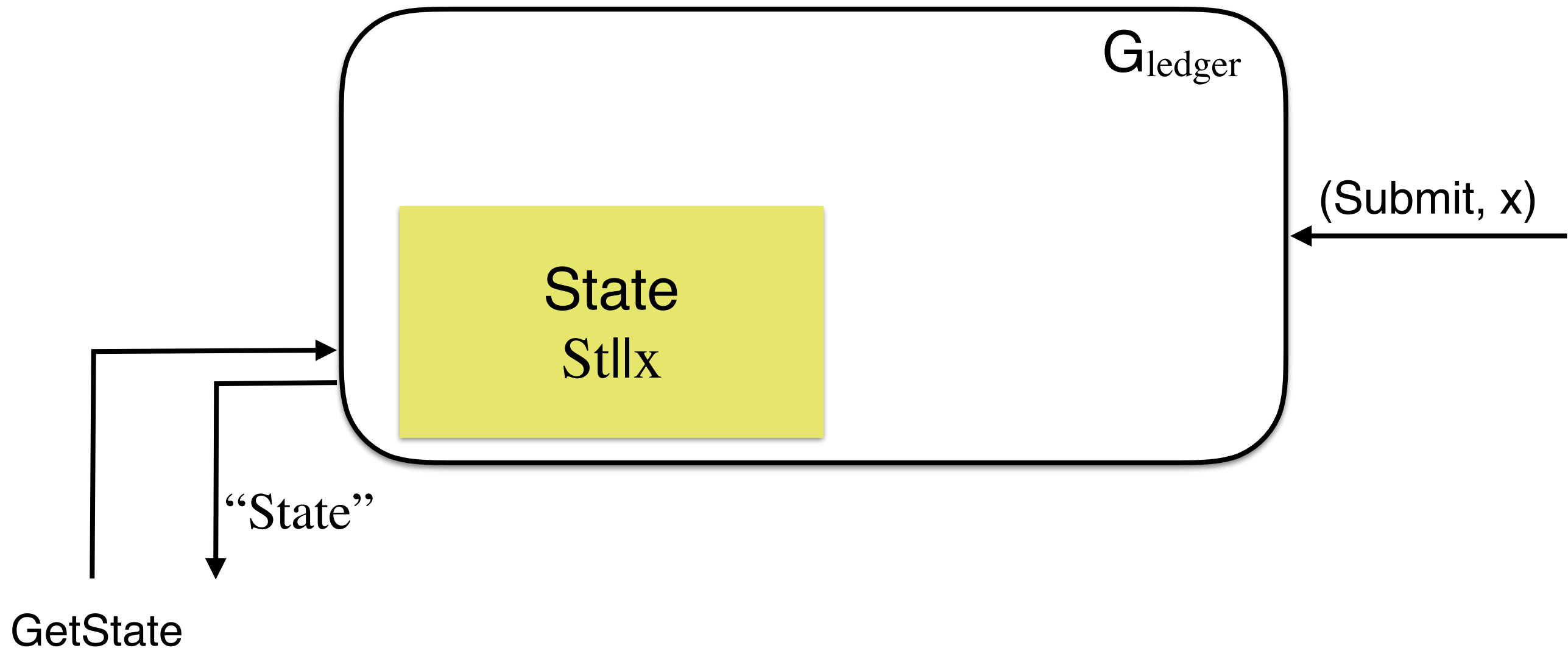
# The Public Transaction Ledger



# The Public Transaction Ledger

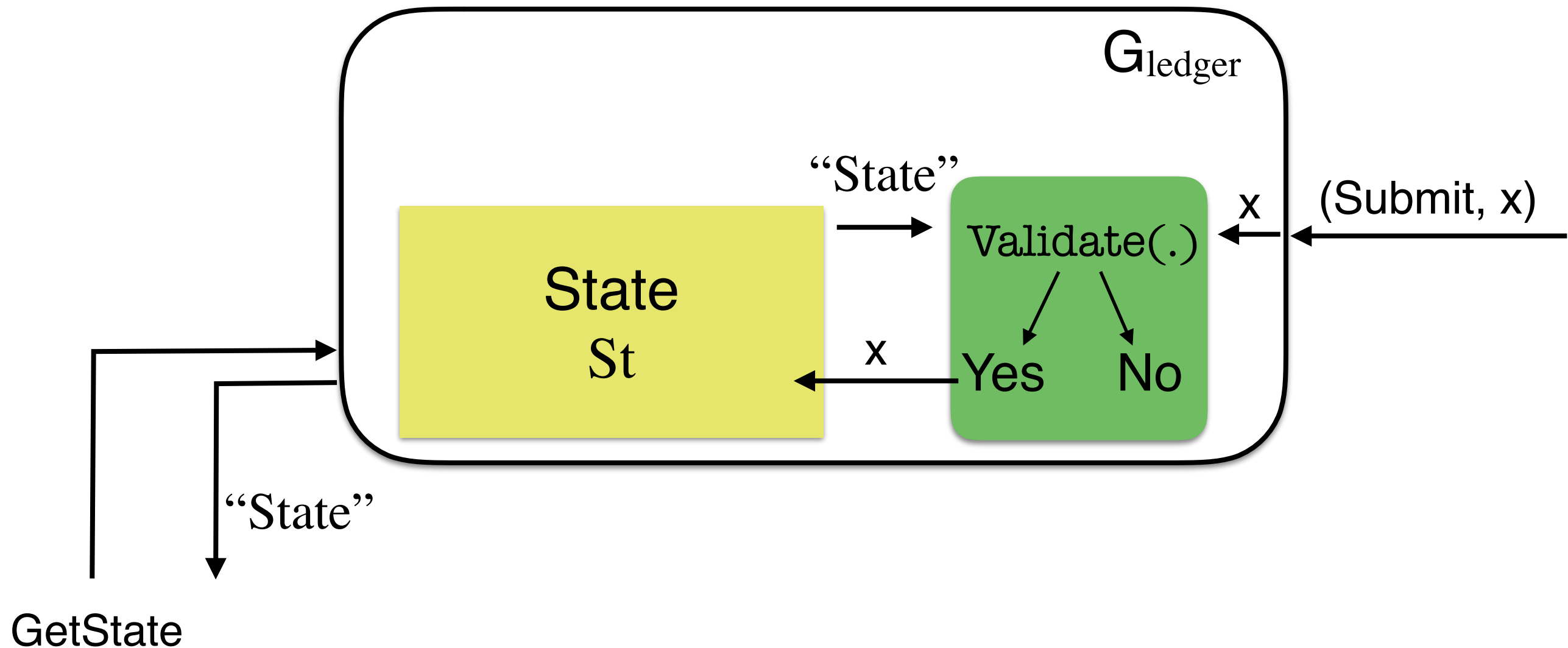


# The Public Transaction Ledger



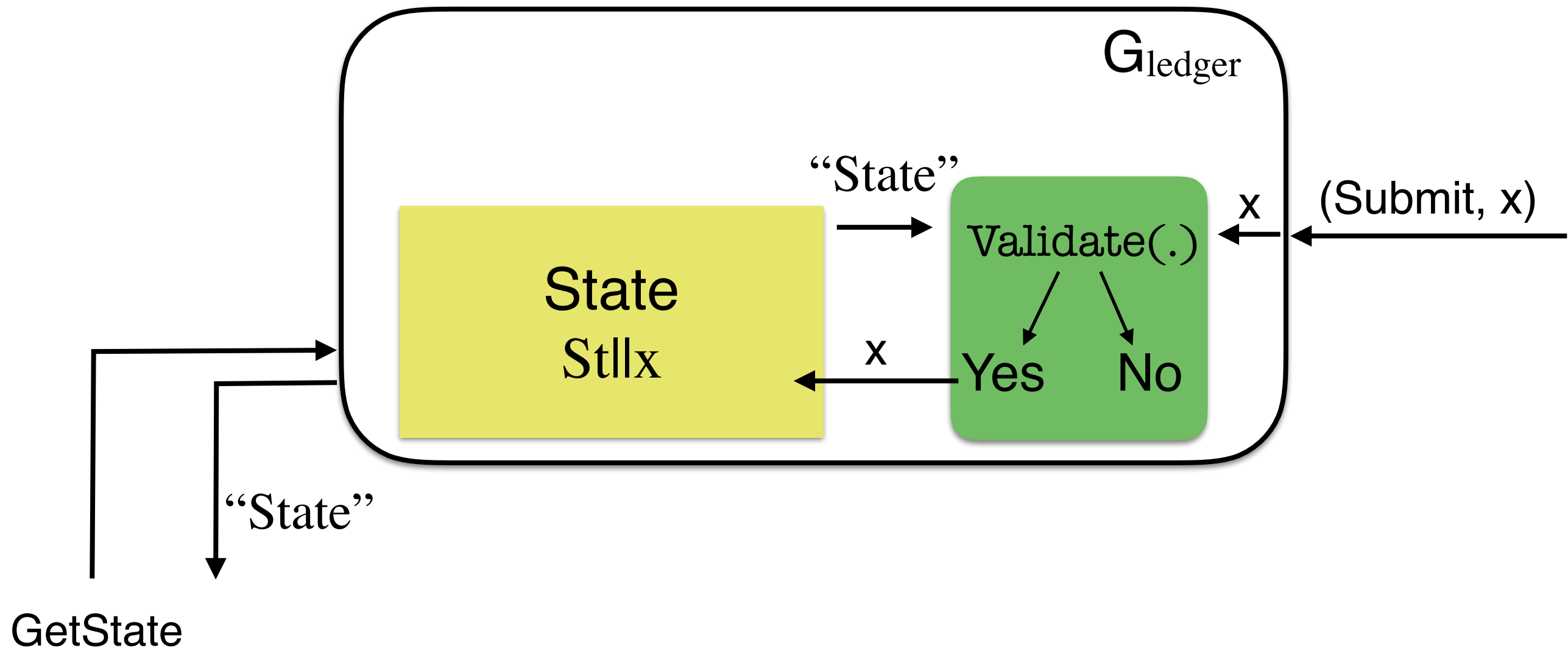
- In reality: Not a Bulletin Board
  - Inputs (transactions) are filtered

# The Public Transaction Ledger



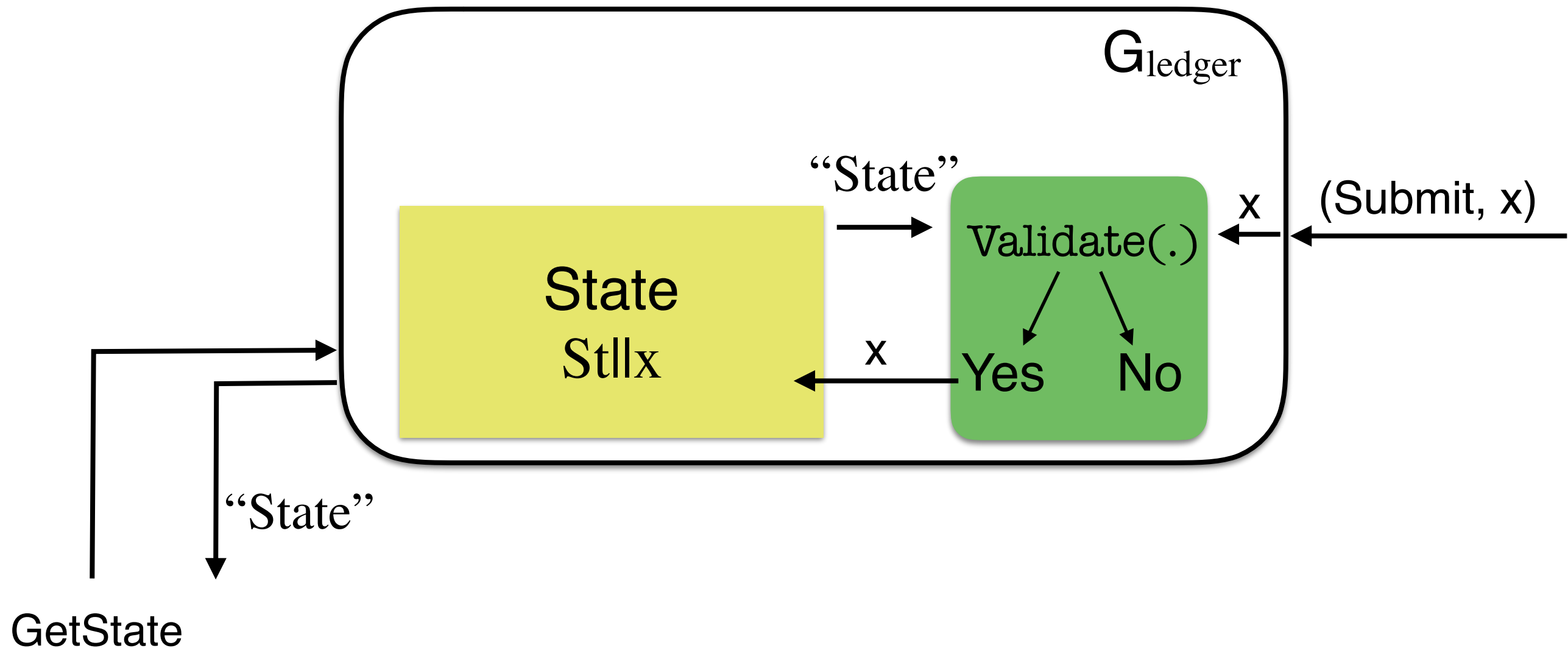
- In reality: Not a Bulletin Board
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# The Public Transaction Ledger



- In reality: Not a Bulletin Board
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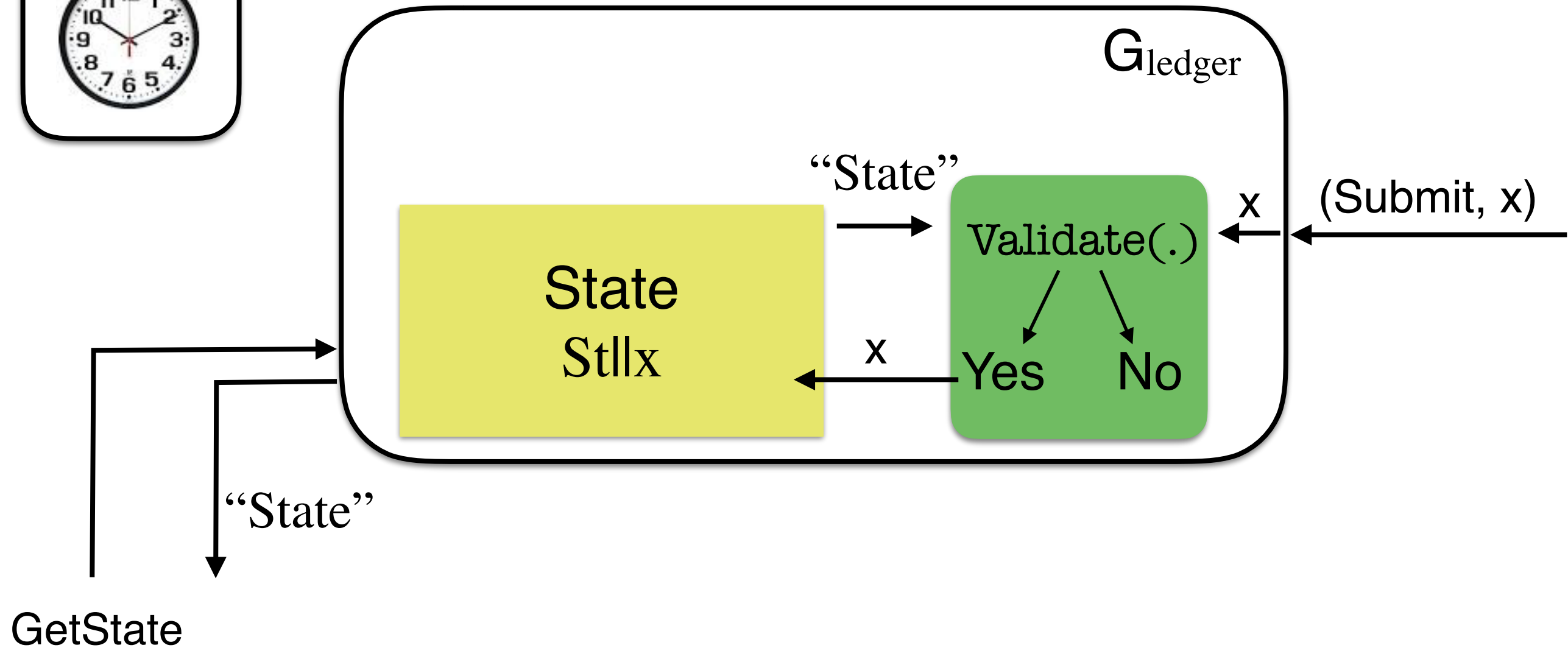
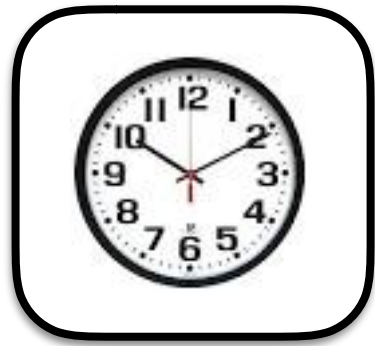
# The Public Transaction Ledger



- In reality: Not a Bulletin Board
  - Inputs (transactions) are filtered
  - The order in which transactions in "State" are inserted might be adversarial ... but not too adversarial

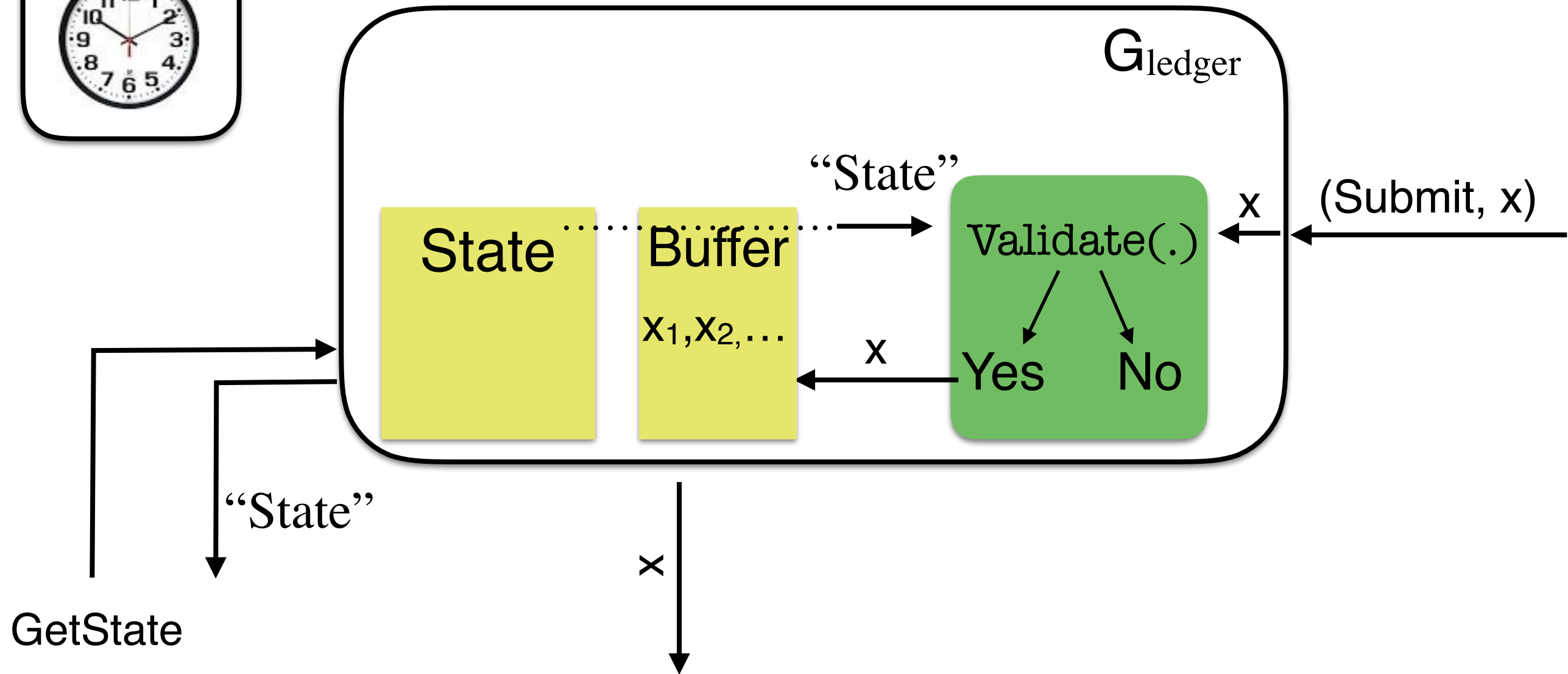
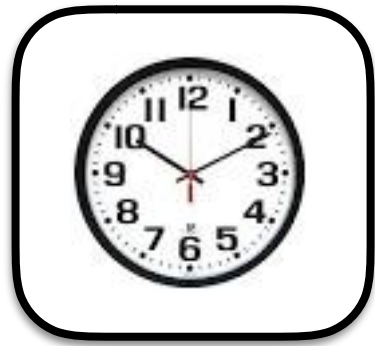


# The Public Transaction Ledger



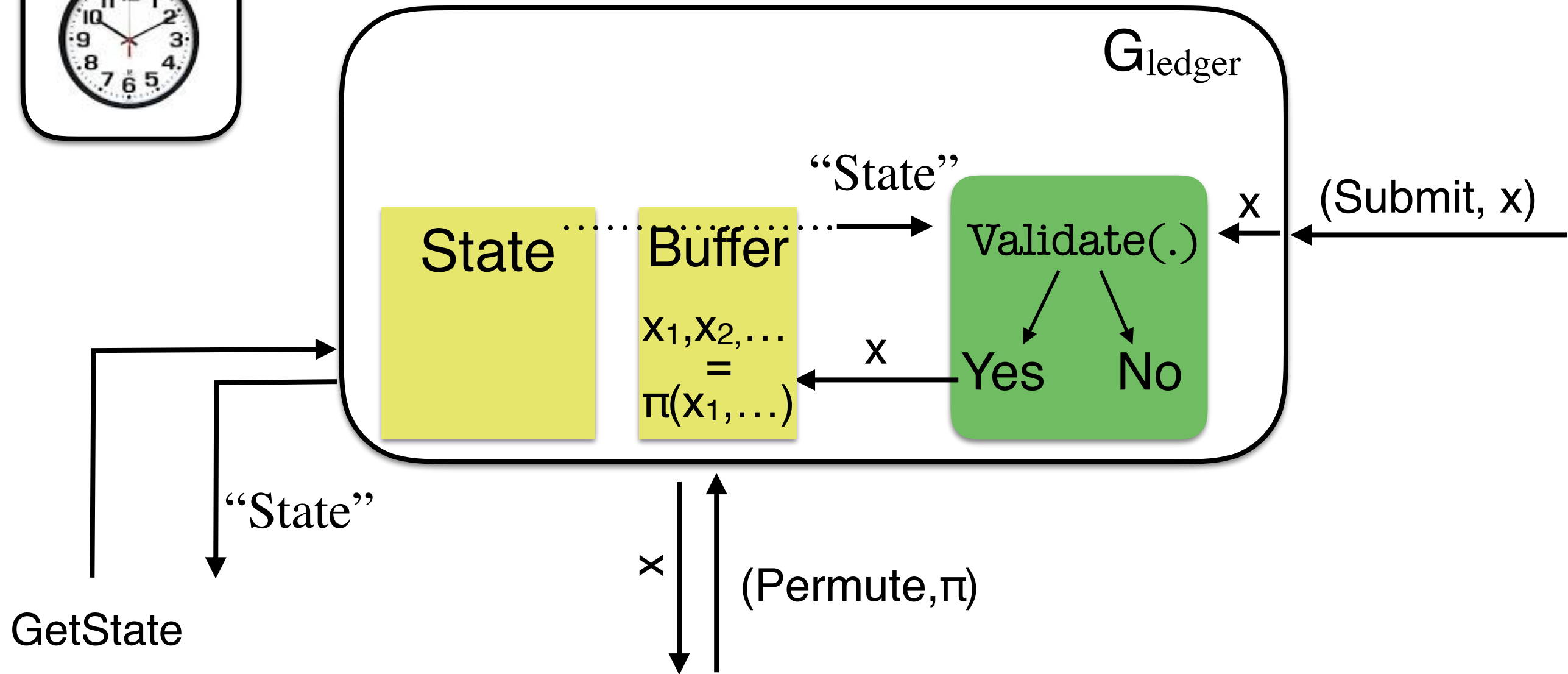
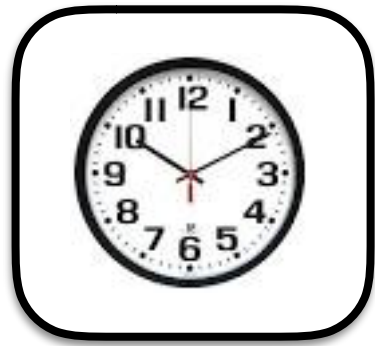
Can reorder **the recently inserted** transactions

# The Public Transaction Ledger & Time



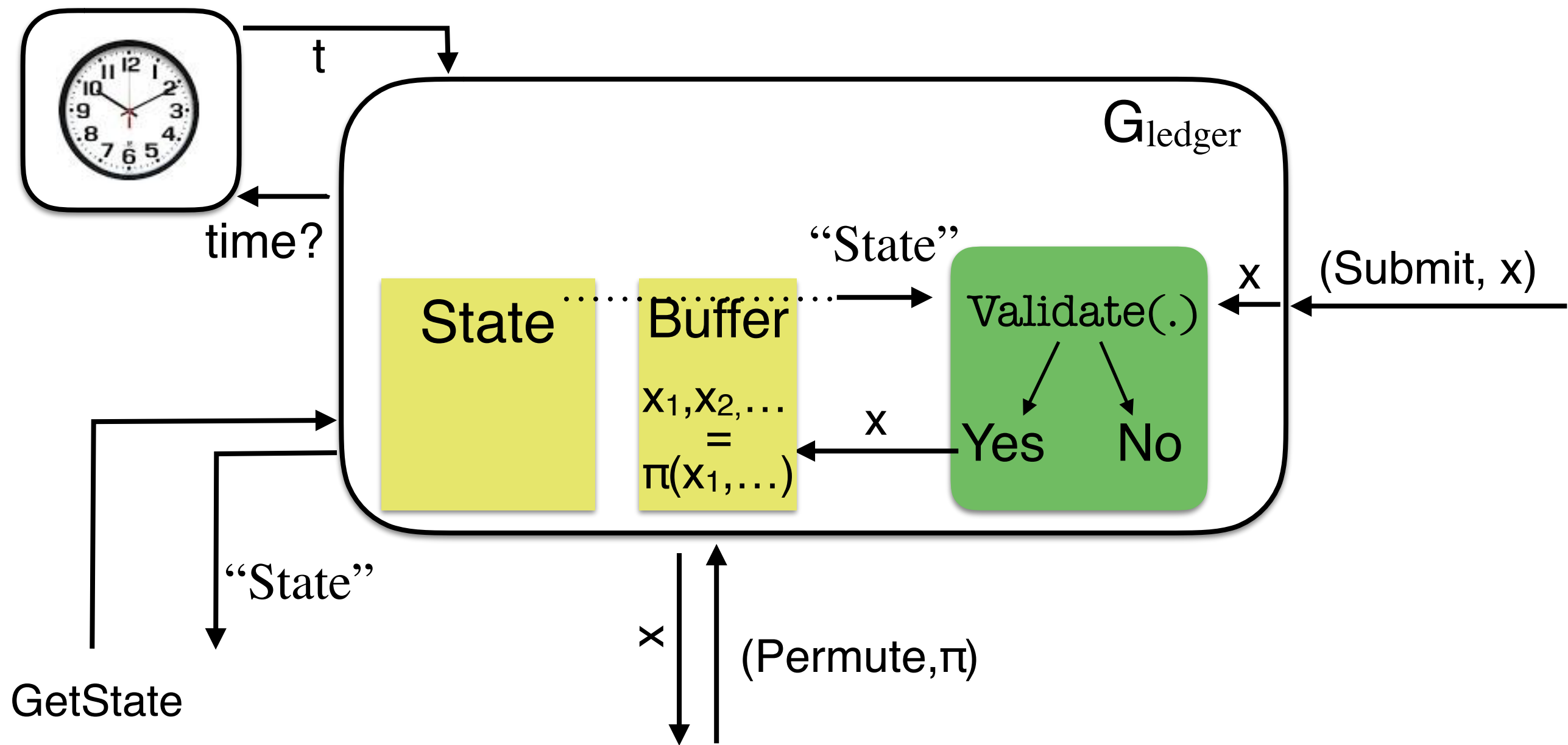
Can reorder **the recently inserted** transactions

# The Public Transaction Ledger & Time



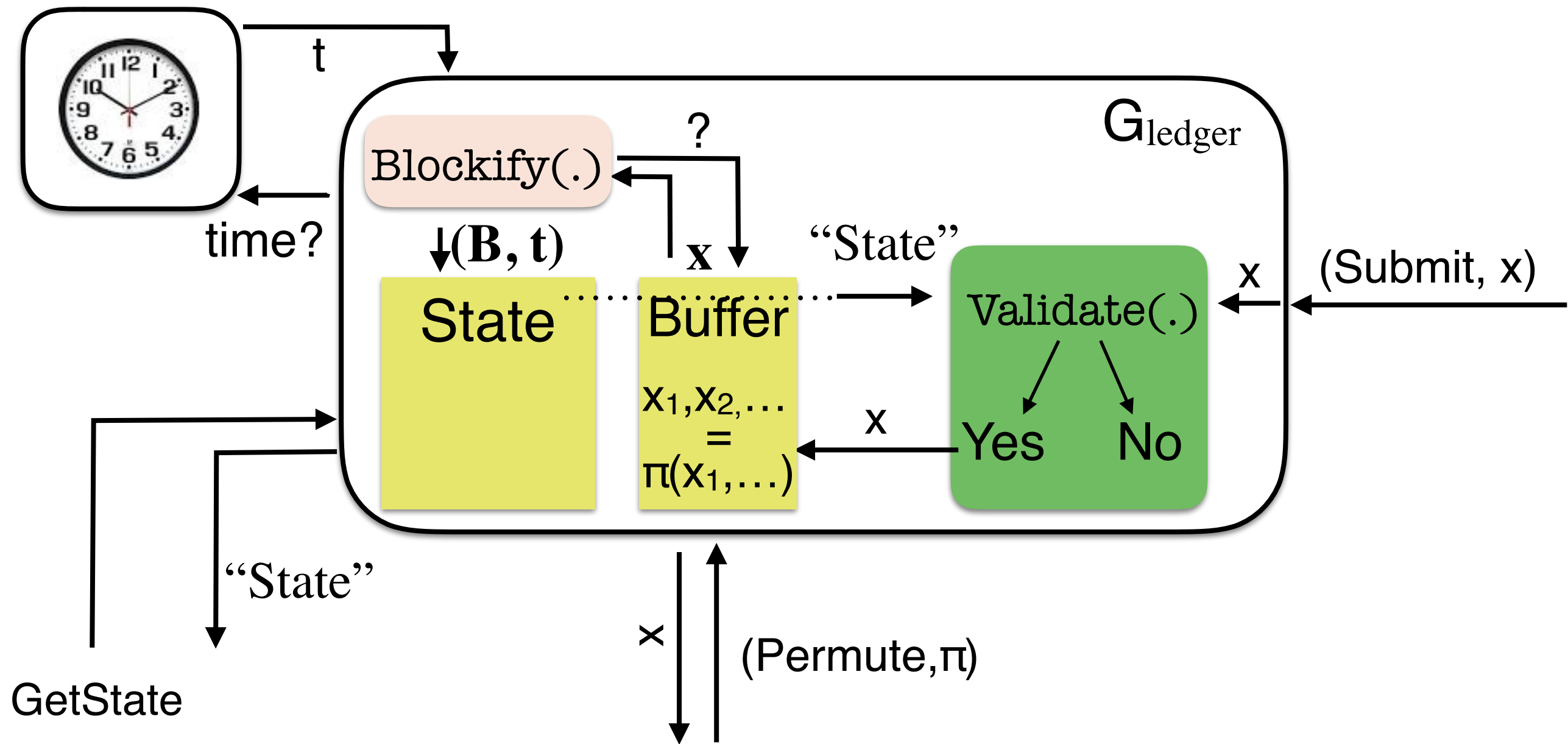
Can reorder **the recently inserted** transactions

# The Public Transaction Ledger & Time



Can reorder **the recently inserted** transactions

# The Public Transaction Ledger & Time



Can reorder **the recently inserted** transactions

# my efforts along this line

## **Blockchain based applications**

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- Duong, Fan, Zhou, *2-hop Blockchain: Combining Proof-of-Work and Proof-of-Stake Securely*. IACR ePrint 2016
- Chepurnoy, Duong, Fan, Zhou, *TwinsCoin: A Cryptocurrency via Proof-of-Work and Proof-of-Stake*. IACR ePrint 2017
- Blocki, Zhou, *Designing Proof of Human-work Puzzles for Cryptocurrency and Beyond*. TCC 2016
- Duong, Zhou, Chepurnoy, *Multi-Mode Cryptocurrency Systems*. Manuscript.
- Katz, Garay, Kumaresan, Zhou, *Adaptively Secure Broadcast, Revisited*. PODC, 2011

**<https://cryptographylab.bitbucket.io/blockchain.html>**

# Thanks

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