OST Eastern Switzerland University of Applied Sciences

Blockchain (BICh)

Repetition DSy – part 2

Thomas Bocek 25.09.2022

Lecture 10



Introduction

- Bitcoin is an <u>experimental</u> digital currency
 - Bitcoin is fully peer-2-peer (no central entity)
 - 1st Bitcoin issued on January 3, 2009
 - Smallest unit: 0.00000001 BTC (1 satoshi)
- Key characteristics
 - Maximum of ~21 million BTC
 - Every transaction broadcast to all peers
 - Every peers knows all transactions (~400 GByte as of today)
 - Validation by proof-of-work (partial hash collision)
 - Difficult to fake proof-of-work
 - No double-spending
- The initiator is unknown so far

Bitcoin

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Who is Satoshi Nakamoto?

- The New Yorker believes that Satoshi Nakamoto was Michael Clear.
 - Analyzed texts from Nakamoto and searching for linguistic clues
 - 2nd possible candidate Vili Lehdonvirta
- Fast Company argues its either Neal King, Vladimir Oksman, or Charles Bry.
- Other names suggested: Martii Malmi (involved in Bitcoins since the beginning), Jed McCaleb (founder of Ripple), Donal O'Mahony, Michael Peirce, Hitesh Tewari (authors of Electronic Payment Systems for E-Commerce 2nd edition), Shinichi Mochizuki (Math Prof. Kyoto University), Hal Finney, Michael Weber, Wei Dai, Nick Szabo, Craig Wright (wired article),
- Dorian S Nakamoto (a guy with the same name)
- Satoshi is probably rich, first miner, may have ~1mio BTC
- Craig Wright, May 2016: «I'm Satoshi Nakamoto», fails to deliver proof



Bitcoin - Introduction

- Not relying on trust, but on strong cryptography
- Weak anonymity (pseudonimity)
 - All peers know all transactions
 - Clustering: e.g. if a transaction has multiple input addresses, assume those addresses belong to the same wallet. (example)
- Not controlled by a single entity
 - Development community, no central bank forks Bitcoin Cash, SV
- BIP: Bitcoin Improvement Proposals
- Bitcoins can be exchange for real currencies
 - Several companies allow to exchange BTC for Dollar, Euro, ...
- US, CH considered Bitcoin friendly, China (energy), Turkey not that much



Mechanism

- A wallet has public-private keys (wallet.dat)
 - Public key, ECDSA 256 bit \rightarrow Bitcoin address (can receive bitcoins)
 - Simple address ~ base58(RIPEM160(Sha256(ecdsa public key)))
 - E.g. 1GCeaKuhDYnNLNR6LGmBtKhPqEJD4KeEtF
 - Private key used for signing transactions
- Transaction
 - Peer A wants to send BTC to peer B \rightarrow creates transaction message
 - Transaction contains input / output
 - where the BTC came from and where it goes
 - Peer A broadcasts the transaction to all the peers in the network
 - Transaction stored in blocks \rightarrow block is created / verified ~10min





Key Bitcoin Operations

- Private key authorizes the transaction ("access")
 - If keys are stolen, thief may use "your" coins
 - If keys are lost, coins are lost
 - In UTXO (unspent transaction output) systems, complete output is spent



Bitcoin Scripting Language

- ScriptSig
 - PUSHDATA
 - signature data and SIGHASH_ALL
 - PUSHDATA
 - public key data
 - ScriptPubKey
 - OP_DUP
 - OP_HASH160
 - PUSHDATA
 - Bitcoin address (public key hash)
 - **OP_EQUALVERIFY**
 - OP_CHECKSIG

- Non-turing complete (e.g. No loops)
- With scripts
 - Multisig, n-of-m, escrow and dispute mediation
 - Micropayment channel, refund tx in future
- Opcodes <u>all codes</u>
 - Data operations
 - OP_PUSHDATA1, OP_PUSHDATA4,...
 - Flow control
 - OP_IF, OP_ELSE, ...
 - Stack
 - OP_DUP, OP_SWAP, ...
 - Arithmetic
 - OP_ADD, OP_ABS, ...
 - Crypto
 - OP_SHA256, OP_CHECKSIGVERIFY



Blockchain

- Transactions are collected in blocks
 - New block created approximately every 10 min
- Blocks contain solved crypto puzzles
 - In the form of partial <u>hash collisions (SHA256)</u>
- A block has a pointer to previous <u>block</u> → <u>Blockchain</u>

- Creation of blocks is called mining (reward)
 - Miners use highly specialized hardware!





Mechanism - Mining

- Couple of big miners
 - Miners specialized, AMD GPUs, FPGA, ASIC (application-specific integrated circuit) [1][2][3]



- Mining = creating valid blocks
- Blocks are linked to previous blocks
 - Longest block survive (most difficult)
- Different level of confirmations
 - 3-6 block conf. is considered secure
- Dangerous if someone has more than 50% computing power
 - Can exclude and modify the ordering of transactions



Lecture 13



51% Attack

- "If a majority of CPU power is controlled by honest nodes, the honest chain will grow the fastest and outpace any competing chains."
 - https://bitcoin.org/bitcoin.pdf
- PoW: majority of hashing power, PoS: majority of coins
- How expensive is a 51% attack?
 - Buy an attack?
- Double spend, or rollback transactions
 - X is an exchange
 - Mine secretly, Y is your address
 - X arrived payout (1 block conf.)
 - You mine faster, broadcast secret chain
 - Tx $F \rightarrow X$: 15 never happened, goes to Y





51% Attack

- Control over 50% of the scarce resources
 - Pools: cooperative puzzle solving
 - Solo: competitive puzzle solving



- 07.08.2021: Bitcoin SV rocked by three 51% attacks in as many months [link]
- 30.08.2020: Ethereum Classic suffers another 51% attack [link]
 - "The total value of the double spends that we have observed thus far is 219,500 ETC (~\$1.1M)."
- 23.04.2020: DeFi Platform Suffers 51% Attack From Its Top Miners — or Does It? [link]
 - "resulted in \$6.7 million worth of the USD-pegged stablecoin pUSD"
- 08.11.2020: Grin network hit with 51% attack while GRIN token remains resilient [link]



http://blockchain.info/pools

Bitcoin / Ethereum

- Bitcoin vs. Ethereum
 - · Implementing new features slow
 - Many Bitcoin hardforks (segregated witness vs. increasing block size voting) Cash vs. SV
 - Bitcoin Script limited
 - Lightning network
 - Pros and Cons no silver bullet
- Ethereum (1 ETH ~1900\$)
 - · Generalized blockchain (loops, arithemitcs, etc.)
 - White paper released in December 2013
 - Protocols designed from scratch (not like Litecoin, Peercoin)
 - Ethereum foundation located in Zug (initiator known) non-profit foundation
 - Mining reward ~ block every ~14s ~2 ETH ("always", unlike Bitcoin)



Vitalik Buterin



Appendix G. Fee Schedule

The fee schedule G is a tuple of 31 scalar values corresponding to the relative costs, in gas, of a number of abstract operations that a transaction may effect.

Name	Value	Description*
G_{zero}	0	Nothing paid for operations of the set W_{zero} .
G_{base}	2	Amount of gas to pay for operations of the set W_{base} .
$G_{verylow}$	3	Amount of gas to pay for operations of the set $W_{verylow}$.
G_{low}	5	Amount of gas to pay for operations of the set W_{low} .
G_{mid}	8	Amount of gas to pay for operations of the set W_{mid} .
G_{high}	10	Amount of gas to pay for operations of the set W_{high} .
$G_{extcode}$	700	Amount of gas to pay for operations of the set $W_{extcode}$.
$G_{balance}$	400	Amount of gas to pay for a BALANCE operation.
G_{sload}	200	Paid for a SLOAD operation.
$G_{jumpdest}$	1	Paid for a JUMPDEST operation.
G_{sset}	20000	Paid for an SSTORE operation when the storage value is set to non-zero from zero.
G_{sreset}	5000	Paid for an SSTORE operation when the storage value's zeroness remains unchanged or is set to zero
R_{sclear}	15000	Refund given (added into refund counter) when the storage value is set to zero from non-zero.
$R_{suicide}$	24000	Refund given (added into refund counter) for suiciding an account.
$G_{suicide}$	5000	Amount of gas to pay for a SUICIDE operation.
G_{create}	32000	Paid for a CREATE operation.
$G_{codedeposit}$	200	Paid per byte for a CREATE operation to succeed in placing code into state.
G_{call}	700	Paid for a CALL operation.
$G_{callvalue}$	9000	Paid for a non-zero value transfer as part of the CALL operation.
$G_{call stipend}$	2300	A stipped for the called contract subtracted from $G_{callvalue}$ for a non-zero value transfer.
$G_{newaccount}$	25000	Paid for a CALL or SUICIDE operation which creates an account.
G_{exp}	10	Partial payment for an EXP operation.
$G_{expbyte}$	10	Partial payment when multiplied by $\lceil \log_{256}(exponent) \rceil$ for the EXP operation.
G_{memory}	3	Paid for every additional word when expanding memory.
G_{txcreate}	32000	Paid by all contract-creating transactions after the <i>Homestead transition</i> .
$G_{txdatazero}$	4	Paid for every zero byte of data or code for a transaction.
$G_{txdatanonzero}$	68	Paid for every non-zero byte of data or code for a transaction.
$G_{transaction}$	21000	Paid for every transaction.
G_{log}	375	Partial payment for a LOG operation.
$G_{logdata}$	8	Paid for each byte in a LOG operation's data.
$G_{logtopic}$	375	Paid for each topic of a LOG operation.
G_{sha3}	30	Paid for each SHA3 operation.
$G_{sha3word}$	6	Paid for each word (rounded up) for input data to a SHA3 operation.
G_{copy}	3	Partial payment for *COPY operations, multiplied by words copied, rounded up.
$G_{blockhash}$	20	Payment for BLOCKHASH operation.



source

Blocktime and Gas

- Block time: ~14-15s
 - Ice age
- Smart Contracts are turing complete
 - Every instruction needs to be paid for (example)
- Gas price
 - If you run out of gas, state is reverted, ETH gone

$$\begin{split} & W_{zero} = \{ \text{STOP, RETURN} \} \\ & W_{base} = \{ \text{ADDRESS, ORIGIN, CALLER, CALLVALUE, CALLDATASIZE, CODESIZE, GASPRICE, COINBASE, TIMESTAMP, NUMBER, DIFFICULTY, GASLIMIT, POP, PC, MSIZE, GAS \} \\ & W_{verylow} = \{ \text{ADD, SUB, NOT, LT, GT, SLT, SGT, EQ, ISZERO, AND, OR, XOR, BYTE, CALLDATALOAD, MLOAD, MSTORE, MSTORE8, PUSH*, DUP*, SWAP* \} \\ & W_{low} = \{ \text{MUL, DIV, SDIV, MOD, SMOD, SIGNEXTEND} \} \\ & W_{mid} = \{ \text{ADDMOD, MULMOD, JUMP} \} \\ & W_{high} = \{ \text{JUMPI} \} \\ & W_{extcode} = \{ \text{EXTCODESIZE} \} \end{split}$$

Account vs UTXO - Introduction

Account-based

- Global state stores a list of accounts with balances and code
- Transaction is valid if the sending account has enough balance
 - Balance on sender is deducted, new balance
- If the receiving account has code, the code runs, and state may be changed
 - Signature must match sending account

UTXO-based

- Every referenced input must be valid and not yet spent
- Total value of the inputs must equal or exceed the total value of the outputs
 - You always spend all outputs
- Transaction must have a signature matching the owner of the input for every input
 - Script determines if input is valid



MetaMask

- MetaMask
 - Web3 browser plugin to make Ethereum transactions in browsers
 - Manage your key pairs and sign blockchain transactions
 - MetaMask injects javascript library ethers.js
 - Uses infura
- Remix IDE: https://remix.ethereum.org
- Testnet: rinkeby/goerli/ropsten merge on 02.06.2022)
 - https://rinkeby.etherscan.io/ (blockchain explorer)



INFO [05-08 17:14:43] Commit new mining work	number=891910 txs=0 uncles=0 elapsed=392.257µs	
INFO [05-08 17:15:06] Imported new chain segment	blocks=1 txs=0 mgas=0.000 elapsed=17.225ms mgasps=0.000	number=891910
INFO [05-08 17:15:06] Commit new mining work	number=891911 txs=2 uncles=0 elapsed=6.039ms	
INFO [05-08 17:15:16] Successfully sealed new block	number=891911 hash=9efde07642c5	
INFO [05-08 17:15:16] 🔨 mined potential block	number=891911 hash=9efde07642c5	
INFO [05-08 17:15:16] Commit new mining work	number=891912 txs=0 uncles=0 elapsed=507.117µs	
TNEO [05-08]17.15.23] Imported new chain segment	blocks=1 txs=0 moas=0 000 elansed=6 596ms moasns=0 000	pumber=891912 hash=c80dc0 5fbfde

No mining (use twitter with https://www.rinkeby.io)



Example

Installation

- npm install
- ./node_modules/.bin/webpack
- ./node_modules/.bin/webpack serve
- Open Browser: http://localhost:8080/

Notary Contract - Chromium									
Remix - Solidity IDE ×				θ					
\leftarrow \rightarrow C \odot localhost:8080	☆	•	ä						

Notarize PDF



```
2
                                     draft@home: ~/git/VSS-web3js
File Edit View Search Terminal Help
draft@home:~/git/VSS-web3js$ ./node_modules/.bin/webpack-dev-server
   wdsj: Project is running at http://localhost:8080/
  wds_: webpack output is served from /
  Wdm1: Hash: c4c7c0d3279286de6649
Version: webpack 4.7.0
Time: 1139ms
Built at: 2018-05-06 12:57:52
                       Asset
                                   Size Chunks
                                                             Chunk Names
                                947 KiB
                                                  [emitted]
ain.c4c7c0d3279286de6649.js
                                           main
                                                            main
                  index.html 395 bytes
                                                  [emitted]
Entrypoint main = main.c4c7c0d3279286de6649.js
[./node_modules/ansi-html/index.js] 4.16 KiB {main} [built]
 ./node_modules/loglevel/lib/loglevel.js] 7.68 KiB {main} [built]
 ./node_modules/strip-ansi/index.js] 161 bytes {main} [built]
 ./node_modules/url/url.js] 22.8 KiB {main} [built]
[./node_modules/vue/dist/vue.esm.js] 286 KiB {main} [built]
 ./node_modules/webpack-dev-server/client/index.js?http://localhost:8080] (webpack)-dev-server/c
lient?http://localhost:8080 7.75 KiB {main} [built]
[./node_modules/webpack-dev-server/client/overlay.js] (webpack)-dev-server/client/overlay.js 3.5
8 KiB {main} [built]
[./node_modules/webpack-dev-server/client/socket.js] (webpack)-dev-server/client/socket.js 1.05
KiB {main} [built]
[./node_modules/webpack/hot sync ^\.\/log$] (webpack)/hot sync nonrecursive ^\.\/log$ 170 bytes
{main} [built]
[./node_modules/webpack/hot/emitter.js] (webpack)/hot/emitter.js 77 bytes {main} [built]
 ./node_modules/webpack/hot/log.js] (webpack)/hot/log.js 1010 bytes {main} [optional] [built]
 ./src/App.vue] 908 bytes {main} [built]
[./src/App.vue?vue&type=template&id=7ba5bd90] 194 bytes {main} [built]
[0] multi (webpack)-dev-server/client?http://localhost:8080 ./src 40 bytes {main} [built]
 ./src/index.js] 129 bytes {main} [built]
    + 63 hidden modules
Child html-webpack-plugin for "index.html":
    1 asset
   Entrypoint undefined = index.html
    [./node_modules/html-webpack-plugin/lib/loader.js!./index.html] 527 bytes {0} [built]
    [./node_modules/lodash/lodash.js] 527 KiB {0} [built]
    [./node_modules/webpack/buildin/global.js] (webpack)/buildin/global.js 489 bytes {<mark>0</mark>} [built]
    [./node_modules/webpack/buildin/module.js] (webpack)/buildin/module.js 497 bytes {0} [built]
   vdmj: Compiled successfully.
```

