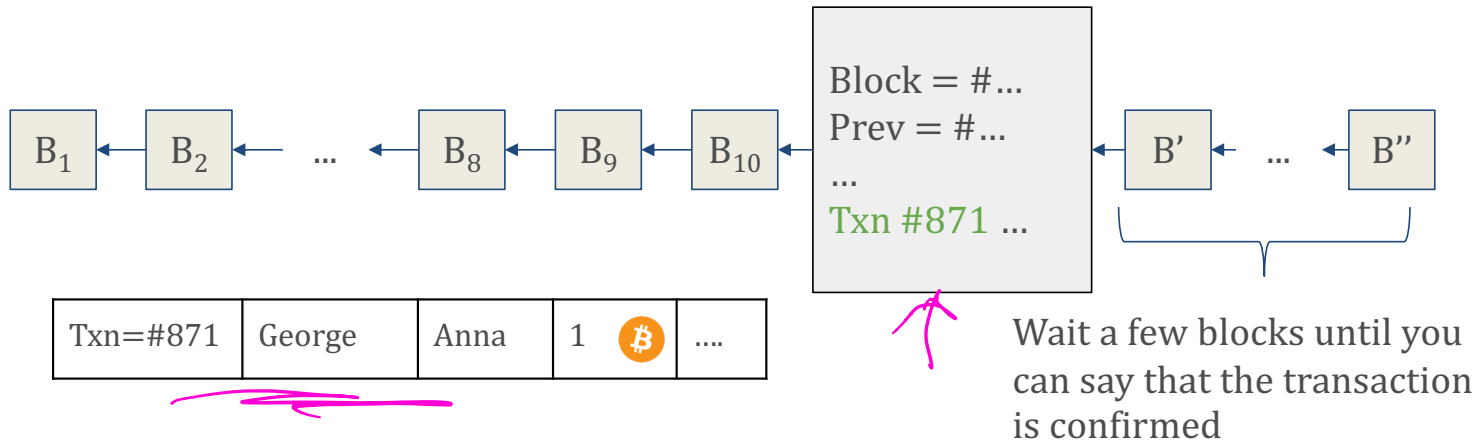


RECAP

View of someone who wants to make a transaction

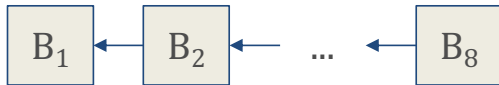


WHY?

Want some assurance that this block will be on the longest chain in the long run!

PROOF OF WORK: RECAP

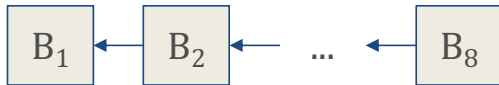
View of a miner



SHA256 (`Block = #8ae1...`
`Prev = B8`
`...`
`Txn #123 = ...`
`...`
`nonce`) = 0x0b39d9ca51f07fef3429ae15...

PROOF OF WORK: RECAP

View of a miner



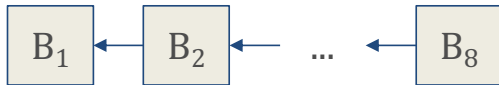
SHA256 (

Block = #8ae1...
Prev = B ₈
...
Txn #123 = ...
...
nonce'

) = 0x000000ef34244s1jd99a533g...

PROOF OF WORK: RECAP

View of a miner



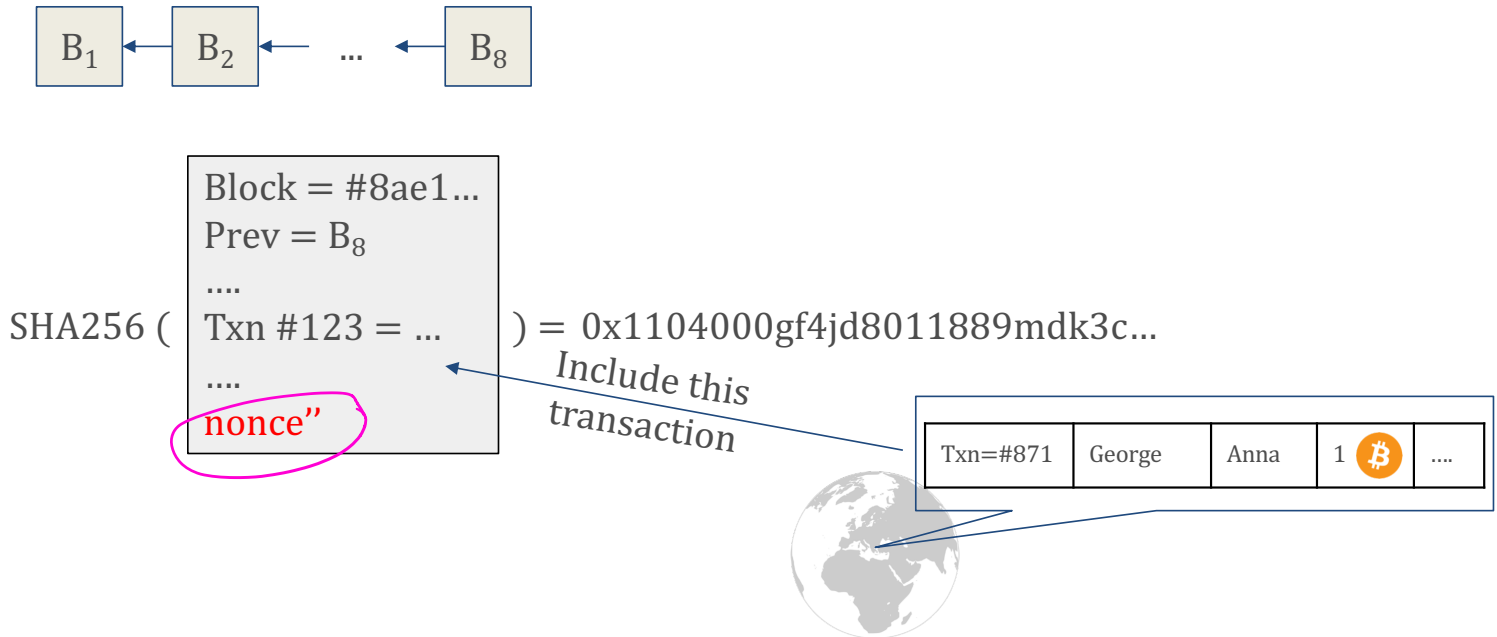
SHA256 (

Block = #8ae1...
Prev = B ₈
....
Txn #123 = ...
....
nonce

) = 0x1104000gf4jd8011889mdk3c...

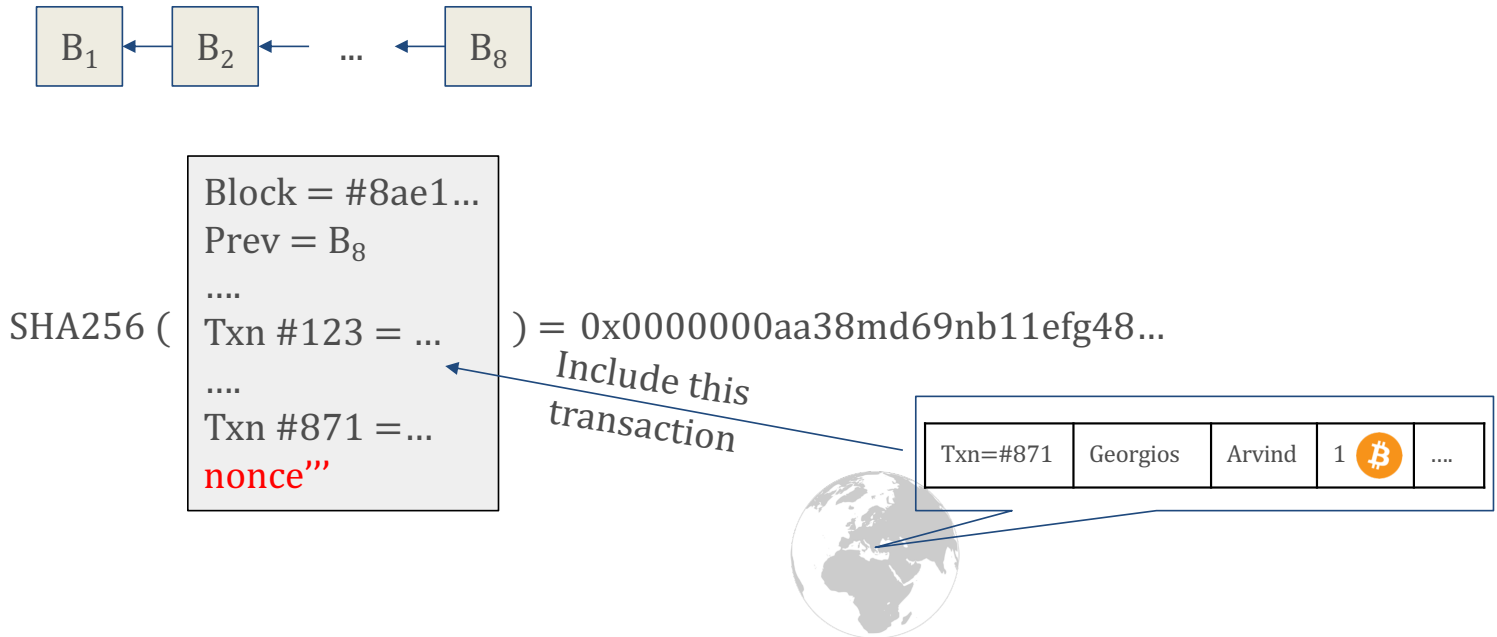
PROOF OF WORK: RECAP

View of a miner



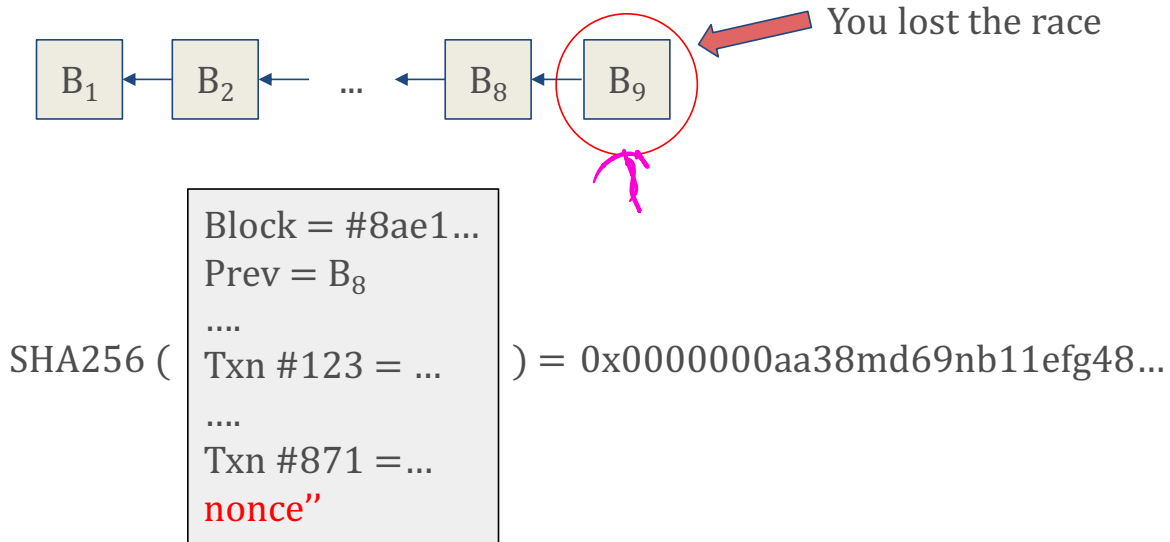
PROOF OF WORK: RECAP

View of a miner



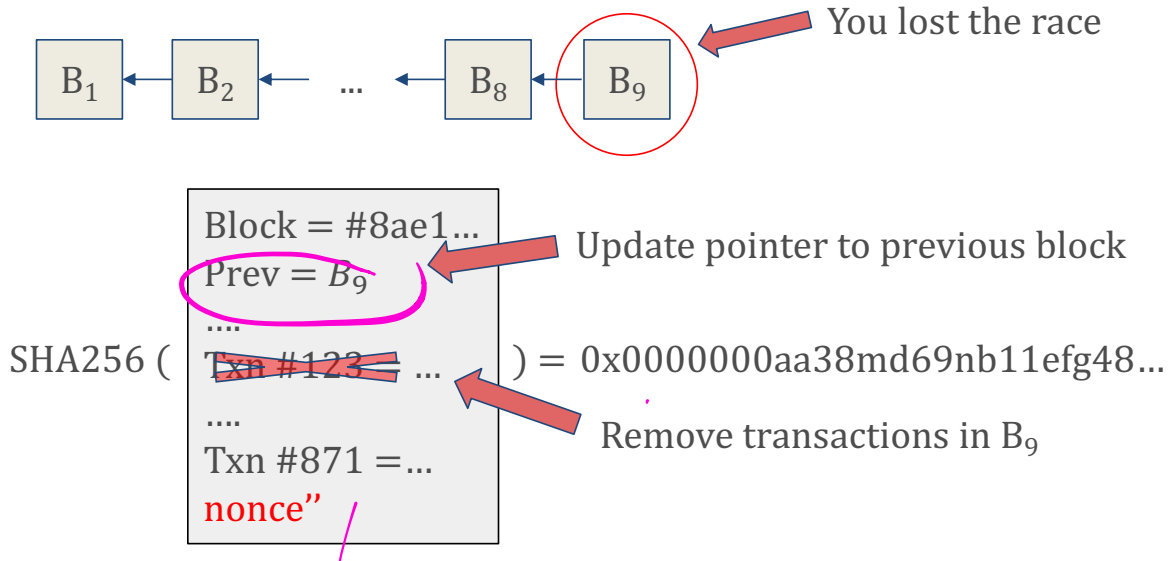
PROOF OF WORK: RECAP

View of a miner



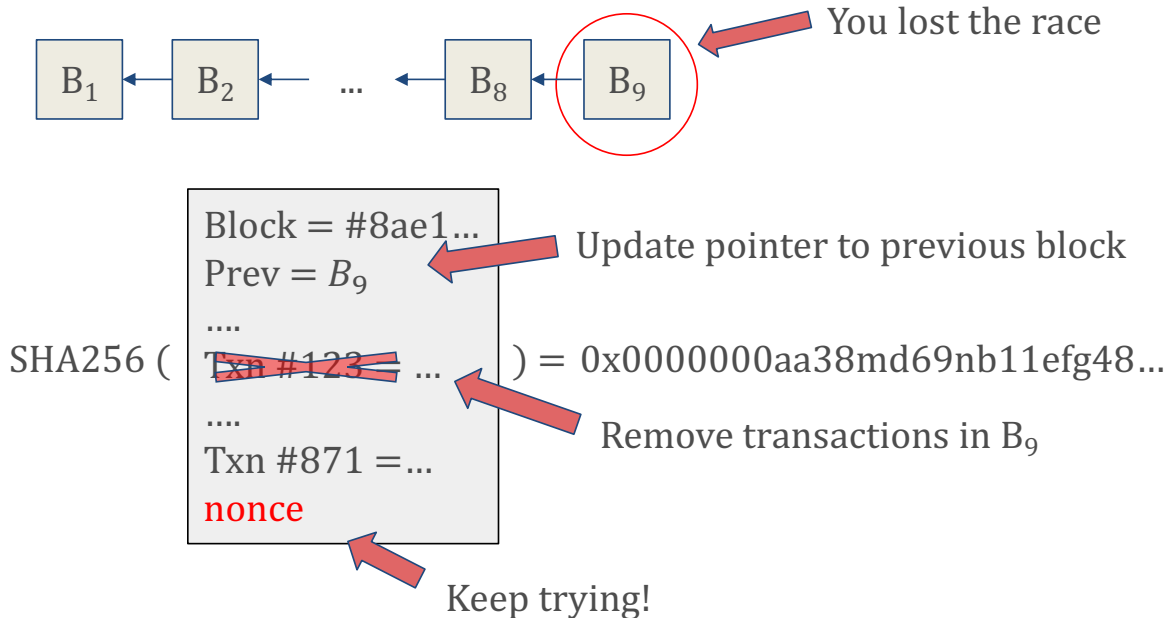
PROOF OF WORK: RECAP

View of a miner



PROOF OF WORK: RECAP

View of a miner



RECAP OF BITCOIN

- **Transactions:** At any time, any buyer b can generate a transaction to pay d BTC to seller s .
- **Block:** A block consists of
 - A set of transactions
 - A cryptographic hash of the previous block (pointer to previous block)
 - An ID of the miner for this block
 - A nonce.
- A set of properly signed transactions is **valid** if no account ever overspent its limit.
- A block is valid if
 - It points to a valid block.
 - All transactions on the chain to B are valid.
 - $\text{SHA256}(\text{nonce} || \text{info in block})$ has k leading zeros.

RECAP OF BITCOIN II

- **Mining:** the process of extending the blockchain from some block B.
- Longest Chain Protocol (for miners):
 - Choose B to be the block furthest from the root, tie-breaking in favor of the first block you heard about.
 - Include all valid transactions you've heard about.
 - As soon as valid block created, announce it to the network.
- Miners are paid for creating valid blocks with freshly minted Bitcoins and with transaction fees.
- Difficulty of the puzzle is adjusted every 2016 blocks with the objective of making it so that a block takes 10 minutes to make in expectation.

KEY IDEA

- Trust the ledger that has the most “computational work” put into it.
- Ensure that fraudulent transactions/conflicting ledgers would require an infeasible amount of computation to create.

BITCOIN

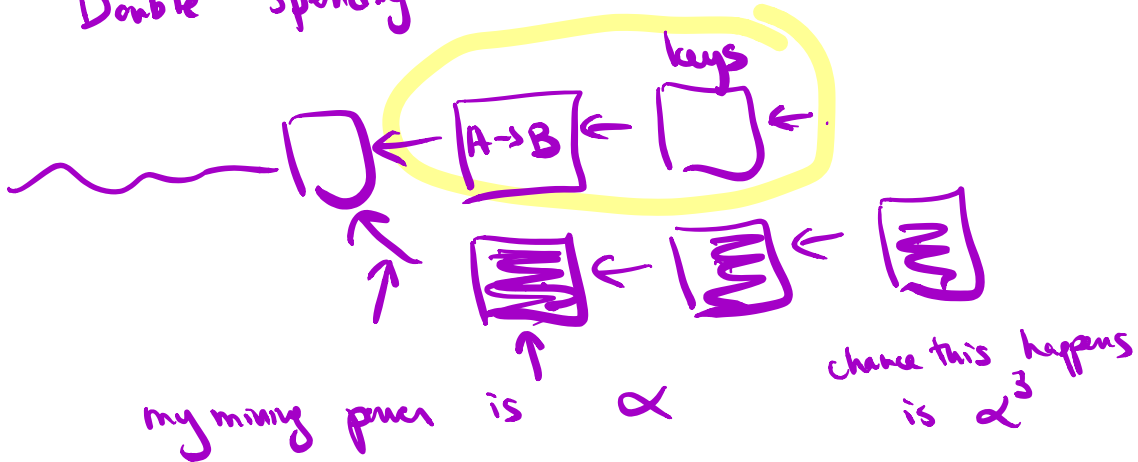
- Is a mechanism.
- Question for us: are there beneficial deviations that can help a miner earn more than his fair share of rewards?

difficulty adjustment:
longest chain gets extended by block
on avg every 10 mins.

What can a miner do?

- choose any block they know about to mine on.
- deliberately fork, "distorted tie-breaking"
- hide a block once they find it.
- include any ^{valid} transactions you want.

Double spending attacks



$\alpha > 51\%$

Selfish Mining.

Mining game:

Set of miners

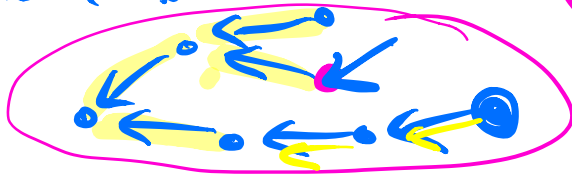
x_m fraction of mining power that miner m has

$$\sum_m x_m = 1$$

At all times, each miner is aware of tree directed towards root



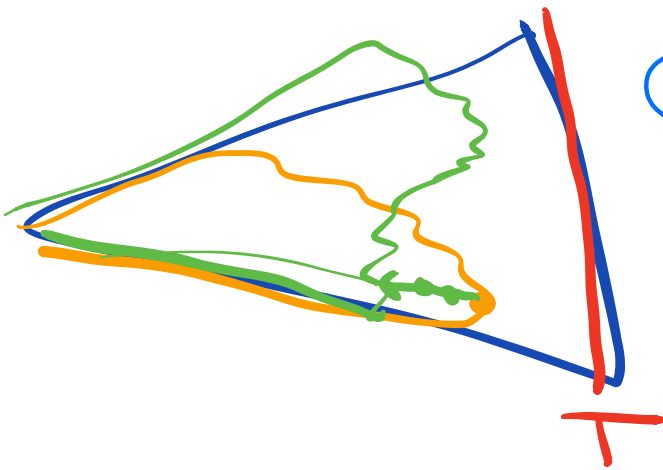
[graph] tree miner m is aware of



nodes represent blocks.

at each time t , a random miner is selected to mine a block. Miner m is selected w/ prob x_m

at each step, each miner m can pick any node v in G_m & broadcast path from v to root.



Fix miner m
 $x_m = \alpha$

Payoff to a miner is $\alpha \times$ # of blocks they've mined on the longest public chain at time T

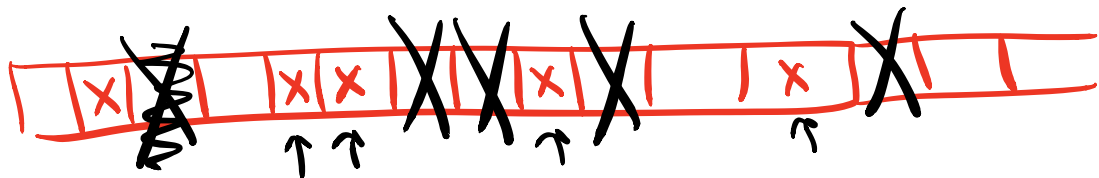
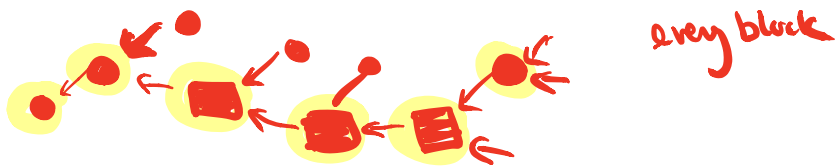
T

m

12

Assumptions: if miner m is in a tie with
 any other block for longest chain,
 everyone else mines on m 's chain.

miner m will mine on longest chain,
 breaking ties in favor of his own blocks,
 but will only broadcast a block he has found
 if \exists another block at same distance from
 root



reward fraction of his blocks on longest chain.

$T\alpha$ blocks in T time steps.

kills $T\alpha$ blocks on longest chain

$$\frac{T\alpha}{T(1-\alpha)} = \frac{\alpha}{1-\alpha} > \alpha$$

$$\alpha = \frac{1}{2}$$

$$\frac{1/2}{1-1/2} = \frac{1/2}{1/2} = 1$$

G_m his view
 G public view

$h_m = \text{height}(G_m)$
length of longest chain
 $h = \text{height}(G)$

Assure that all ties lost by m
 This improves rewards for m for any $\alpha > .3$

- Miner m strategy
- always work on longest chain in G_m in choosing what to mine.
 - Break ties in favor of his own blocks
 - Block announcing strategy
 - If another ^{honest} miner finds a block at height h , then
 - if $h_m \geq h+2$, announce h
 - if $h_m = h+1$, announce h & $h+1$
 - if $h_m = h$, announce h . Moreover, if m finds next block immediately announce it.

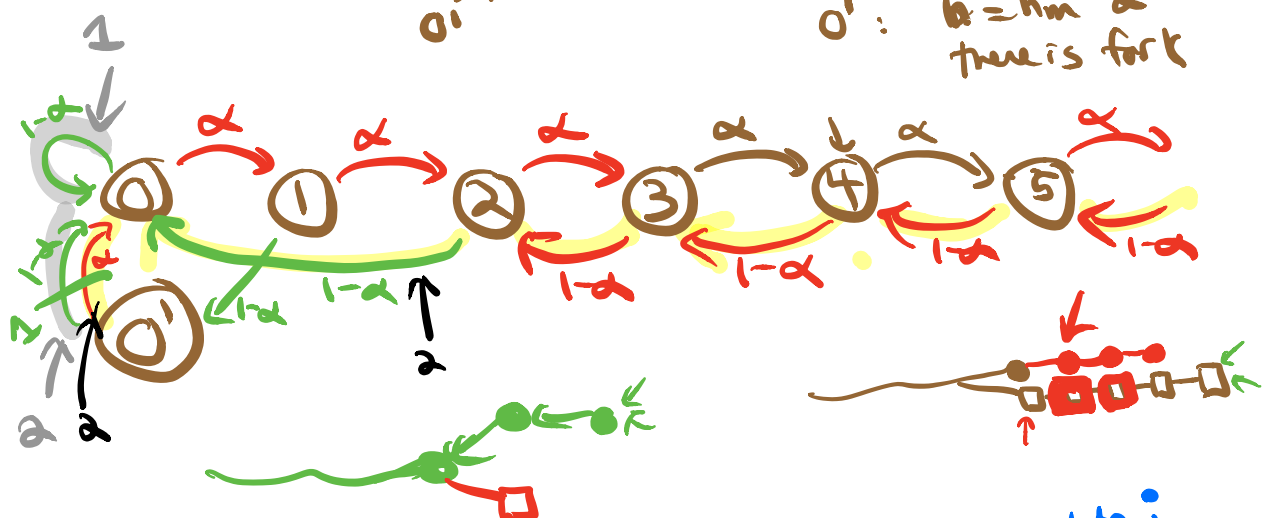
Markov Chain has Set of states S

\forall state u ,
 $q_{uv} = \text{Prob next state is } v \mid \text{current state is } u$

$\sum_v q_{uv} = 1$

state $i = 0, 1, 2, \dots$
 $0'$

state i means $h_m = h + i$
 $0'$: $h = h_m$ & there is fork



Let p_i be long run (stationary) prob of being in state i

$$p_0 = p_0(1-\alpha) + p_{0'} + p_2(1-\alpha)$$

$$p_{0'} = p_0\alpha$$

$$p_i = p_0\alpha^i$$

$$p_i = p_{i-1}\alpha + p_{i+1}(1-\alpha) \quad i \geq 2$$

stationary distn: long-run prob of being in each state

long run prob $\forall v$ $p_i = \frac{p_v q_{iv}}{\sum_{u \in S} p_u q_{uv}}$ (pr of being in state v)

$$p_0 + \sum_{i=0}^{\infty} p_i = 1$$

Selfish payoff: $\sum_{x \in S} p_x \sum_{y \in S} q_{xy} S_{xy}$

selfish reward on transition for x to y

Honest payoff

$$\sum_{x \in S} p_x \sum_{y \in S} q_{xy} H_{xy}$$

honest reward on transition for x to y

we'll count a block when it is first announced & guaranteed to be on longest chain

Selfish payoff

Selfish payoff + honest payoff

exp payoff of selfish miner w/ mining power α assuming loses all ties is

$$4\alpha^2(1-\alpha)^2 - \alpha^3$$

$$\frac{4\alpha^2(1-\alpha)^2 - \alpha^3}{1 - \alpha(1 + \alpha(2-\alpha))}$$

?

> α

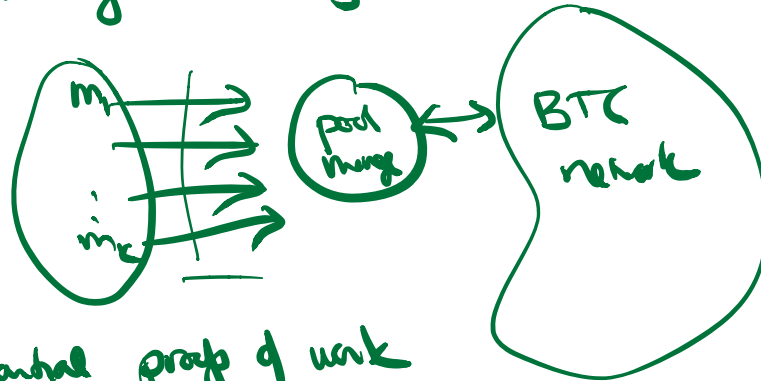
true when $\alpha > 0.3$

$$\left(\frac{\alpha}{1-\alpha} \right) > \alpha$$

The Miner's Dilemma.

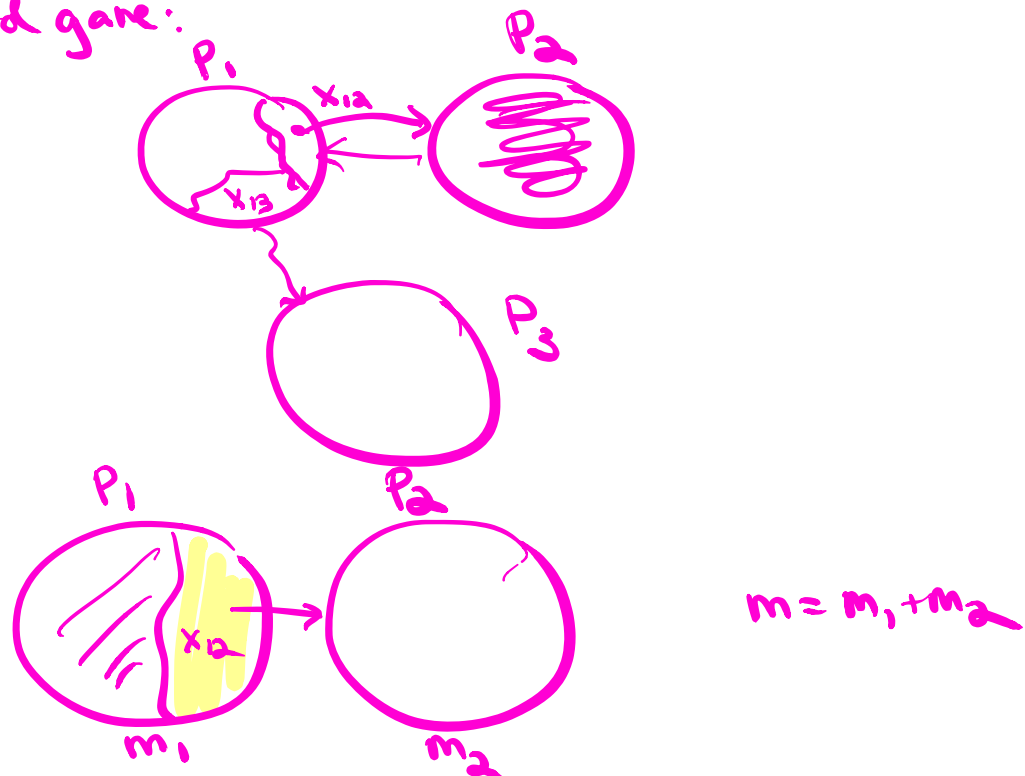
mining pools used to reduce the variance.

pool manager that joins Bitcoin as a single miner



use partial proof of work to figure out how to split rewards among miners

The pool game:

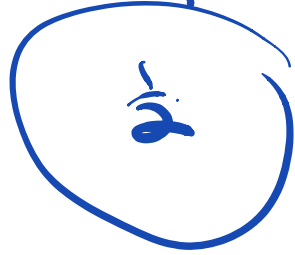


block rewards $R_1 = \frac{m_1 - x_{12}}{m - x_{12}}$
 $R_2 = \frac{m_2}{m - x_{12}}$
 $r_1 = \frac{R_1 + x_{12}r_2}{m_1}$
 $r_2 = \frac{R_2}{m_2 + x_{12}}$

Pool 1 attacks Pool 2 w/ $\frac{1}{2}$ of its total power

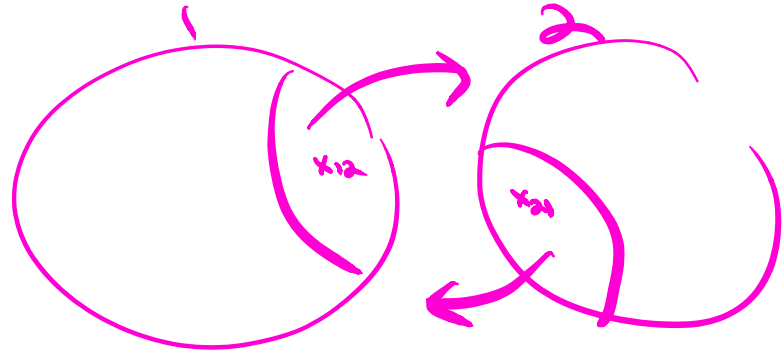
Pool 1: $\frac{\frac{1}{4}}{\frac{1}{4} + \frac{1}{4}} = \frac{1}{3}$

Pool 2: $\frac{2}{3}$ of block reward



Pool 1 also gets $\frac{\frac{1}{4}}{\frac{1}{4} + \frac{1}{2}} = \frac{1}{3}$

Pool 1 makes $\frac{1}{3} + \frac{1}{3} \cdot \frac{2}{3} = \frac{5}{9}$



NE as long as both pools < 80%

	pool 2 doesn't	pool 2 does
pool 1 doesn't attack	(a, b)	$(a - 2\epsilon, b + 2\epsilon)$
pool 1 does	$(a + \epsilon, b + \epsilon)$	$(a - \epsilon, b - \epsilon)$