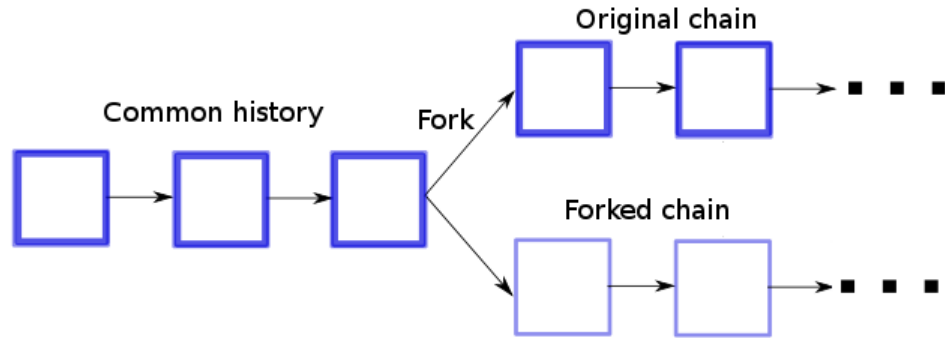


How Bitcoin Achieves Decentralization

Forks and Attacks



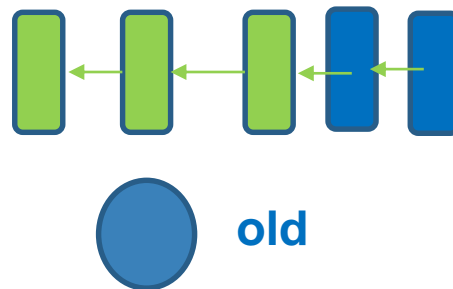
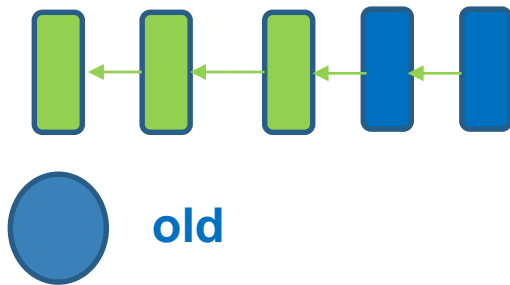
Hard forks

Relaxing the rules

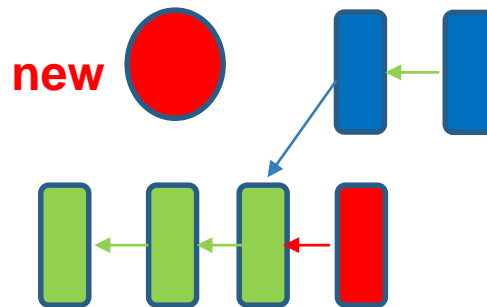
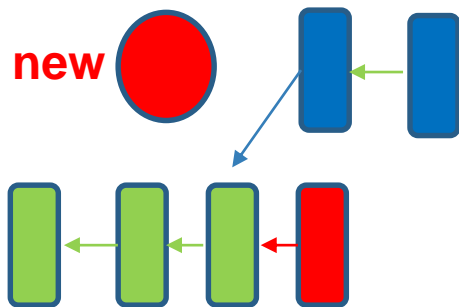
Hard fork possibilities

- New op codes
- Changes to size limits (increasing)
- Changes to mining rate
- Many small bug fixes

- 1 M bytes/block (10 min)
- >250 bytes/transaction
- 7 transactions/sec 😞



HARD FORK (block-size limit increased)

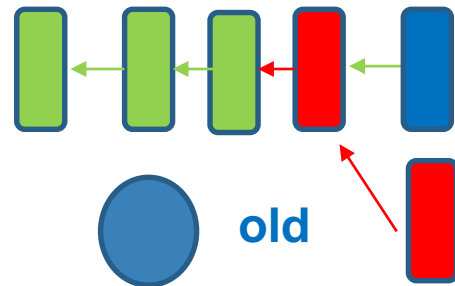
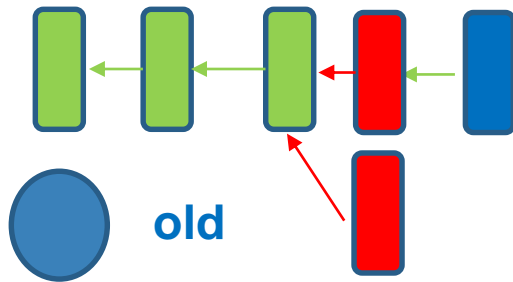


Soft forks

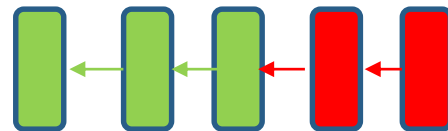
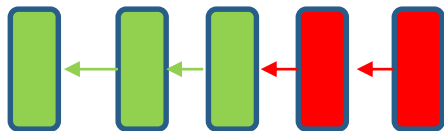
We can add new features which only *limit* the set of valid transactions

Soft fork possibilities

- New signature schemes
- Changes to size limits (decreasing)
- Extra per-block metadata
 - Shove in the coinbase parameter
 - Commit to UTXO tree in each block



SOFT FORK (block-size limit decreased)



Energy consumption & ecology

Thermodynamic limits

Landauer's principle: Any non-reversible computation must consume a minimum amount of energy.

Specifically, each bit changed requires ($kT \ln 2$) joules. K is Boltzman Constant and T is the Temperature of the circuit in kelvins

SHA-256 is not reversible

Energy consumption is inevitable

Energy aspects of Bitcoin mining

- **Embodied energy:** used to manufacture mining chips & other equipment
 - should decrease over time
 - returns to scale
- **Electricity:** used to perform computation
 - should increase over time
 - returns to scale
- **Cooling:** required to protect equipment
 - costs more with increased scale!

Estimating energy usage: top-down

- Each block worth approximately US\$6,500
- Approximately \$11/s generated
- Industrial electricity (US):
\$0.03/megajoule or \$0.10/kilowatt-hour

Upper bound on electricity consumed:

$$367 \text{ MJ/s} = 367 \text{ MW}$$

1 watt (power)=1 joule/s (energy)

Estimating energy usage: bottom-up

- Best claimed efficiency: 1 gigahashes/sec/watt
- Network hash rate: 150,000,000 gigahashes/sec
(excludes cooling, embodied energy)

Lower bound on electricity consumed:

150 MW

Mining pools

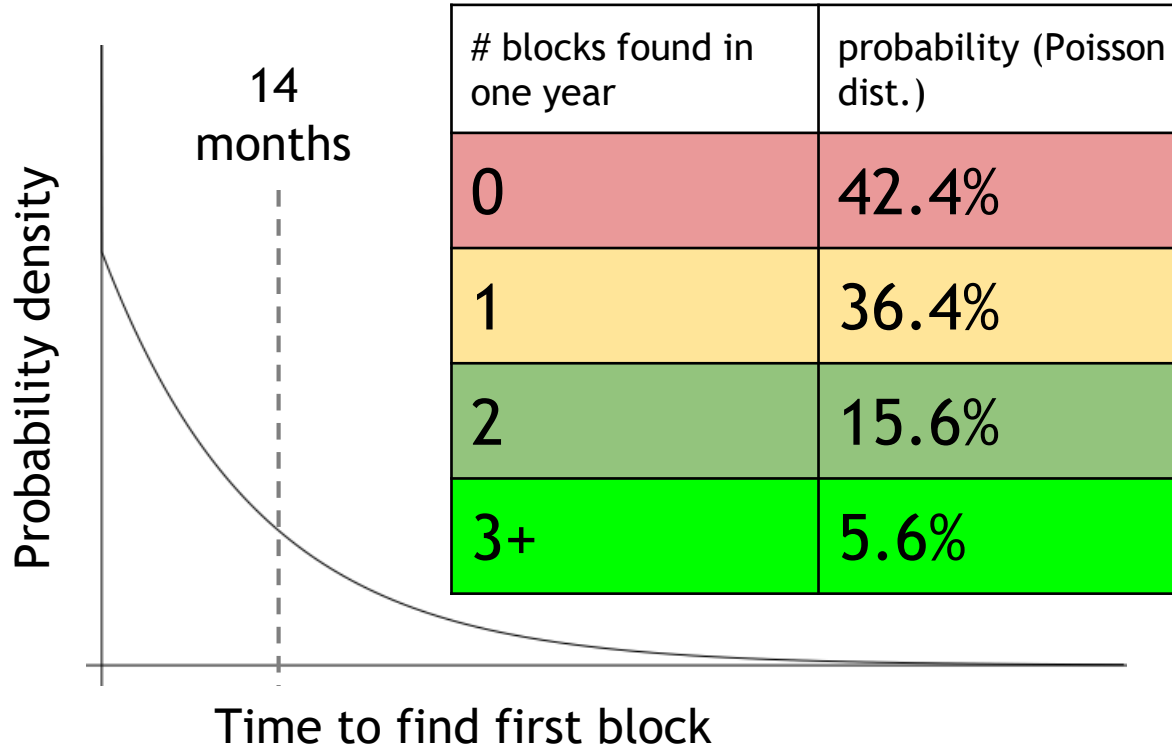
Economics of being a small miner



- Cost: \approx US\$6,000
- Expected time to find a block: \approx 14 months
- Expected revenue: \approx \$1,000/month

TerraMiner IV

Mining uncertainty



Mining pools

- **Goal:** pool participants all attempt to mine a block with the same coinbase recipient
 - send money to key owned by pool manager
- **Distribute revenues to members based on how much work they have performed**
 - minus a cut for pool manager

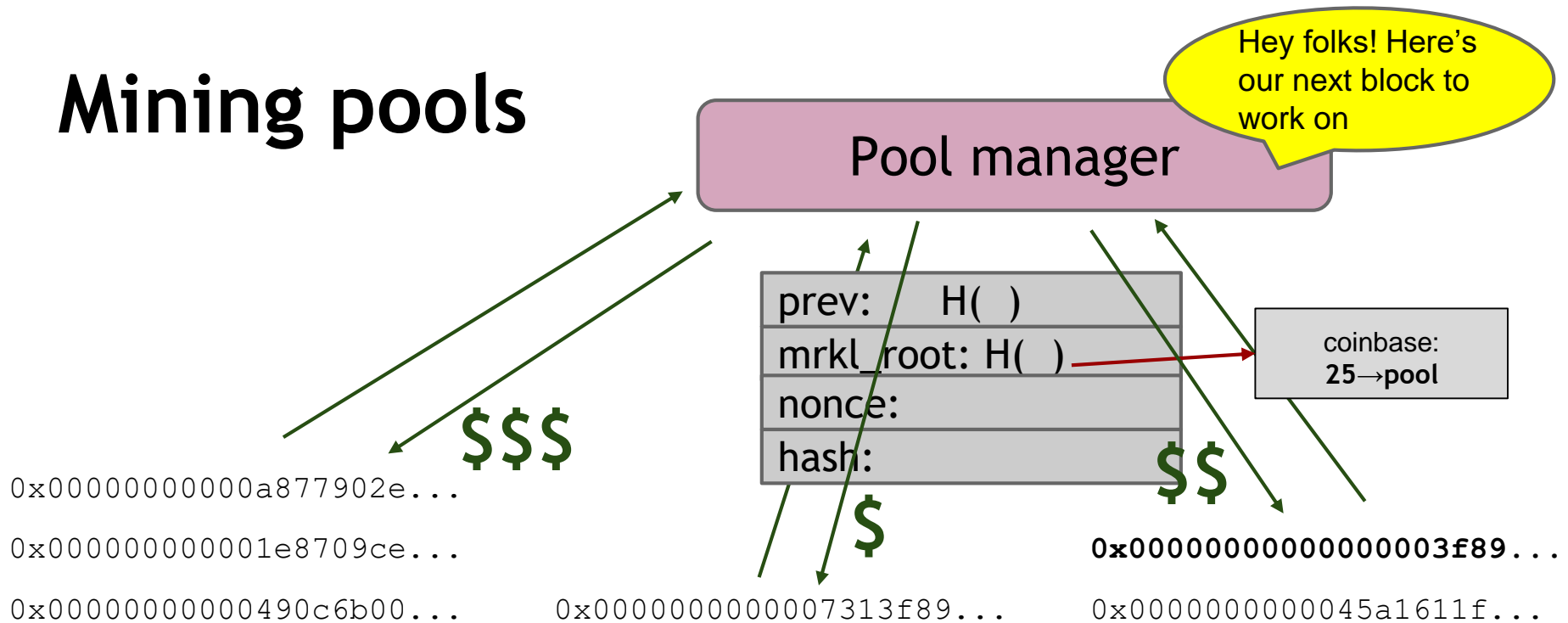
How do we know how much work members perform?

Mining shares

Idea: prove work with “near-valid blocks” (shares)

```
4AA087F0A52ED2093FA816E53B9B6317F9B8C1227A61F9481AFED67301F2E3FB
D3E51477DCAB108750A5BC9093F6510759CC880BB171A5B77FB4A34ACA27DEDD
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000000000000000078FB7E1F7E2E4854B8BC71412197EB1448911FA77BAE808A
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785526402143A291CFD60DA09CC80DD066BC723FD5FD20F9B50D614313529AF3
000000000041EE593434686000AF77F54CDE839A6CE30957B14EDEC10B15C9E5
9C20B06B01A0136F192BD48E0F372A4B9E6BA6ABC36F02FCED22FD9780026A8F
```


Mining pools



Mining pool variations

- **Pay per share:** flat reward per share
 - Typically minus a significant fee
 - What if miners never send valid blocks?
- **Proportional:** typically since last block
 - Lower risk for pool manager
 - More work to verify and distribute rewards
- Many others....

Mining pool protocols

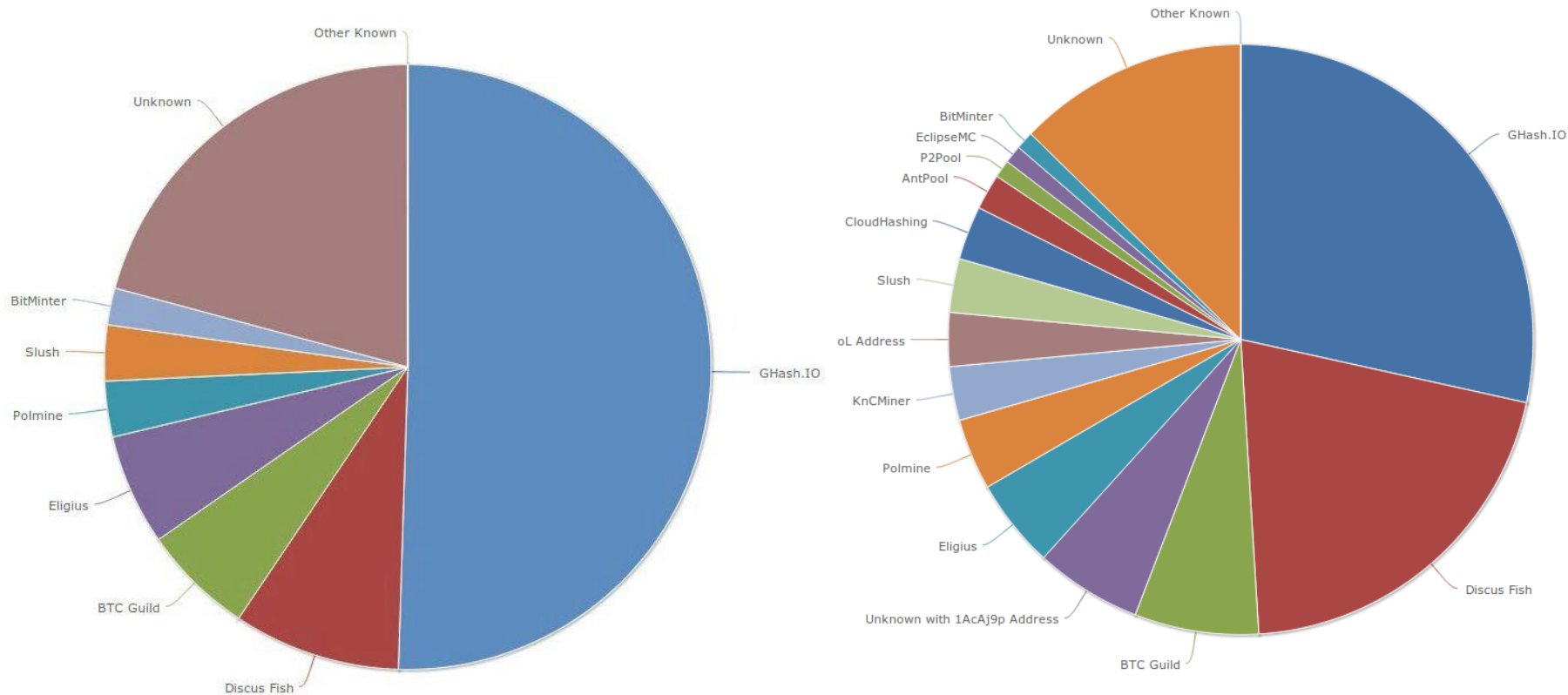
- API for fetching blocks, submitting shares
 - Stratum
 - Getwork
 - Getblockshare
- Proposed for standardization with a BIP (Bitcoin Improvement Proposal)
- Increasingly important; some hardware support

Mining pool history

- First pools appear in late-2010
 - Back in the GPU era!
- By 2014: around 90% of mining pool-based
- June 2014: GHash.io exceeds 50%

Mining pools Hash Power

(as of June 2014, August 2014)



Are mining pools a good thing?

- Pros

- Make mining more predictable
- Allow small miners to participate
- More miners using updated validation software

- Cons

- Lead to centralization
- Discourage miners from running full nodes (offload the validation tasks to pool mangrs)

Mining incentives and strategies

Why identity?

Pragmatic: some protocols need node IDs

Security: assume less than 50% malicious

Why don't Bitcoin nodes have identities?

No Central Authority

Identity is hard in a P2P system — Sybil attack

Pseudonymity is a goal of Bitcoin

Weaker assumption: select random node

Analogy: lottery or raffle

When tracking & verifying identities is hard,
we give people tokens, tickets, etc.

Now we can pick a random ID & select that
node

Key idea: implicit consensus

In each round, random node is picked

This node proposes the next block in the chain

Other nodes implicitly accept/reject this block

- by either extending it
- or ignoring it and extending chain from earlier block

Every block contains hash of the block it extends

Game-theoretic analysis of mining

Several strategic decisions

- Which transactions to include in a block
 - Default: any above minimum transaction fee
- Which block to mine on top of
 - Default: longest valid chain
- How to choose between colliding blocks
 - Default: first block heard
- When to announce new blocks
 - Default: immediately after finding them

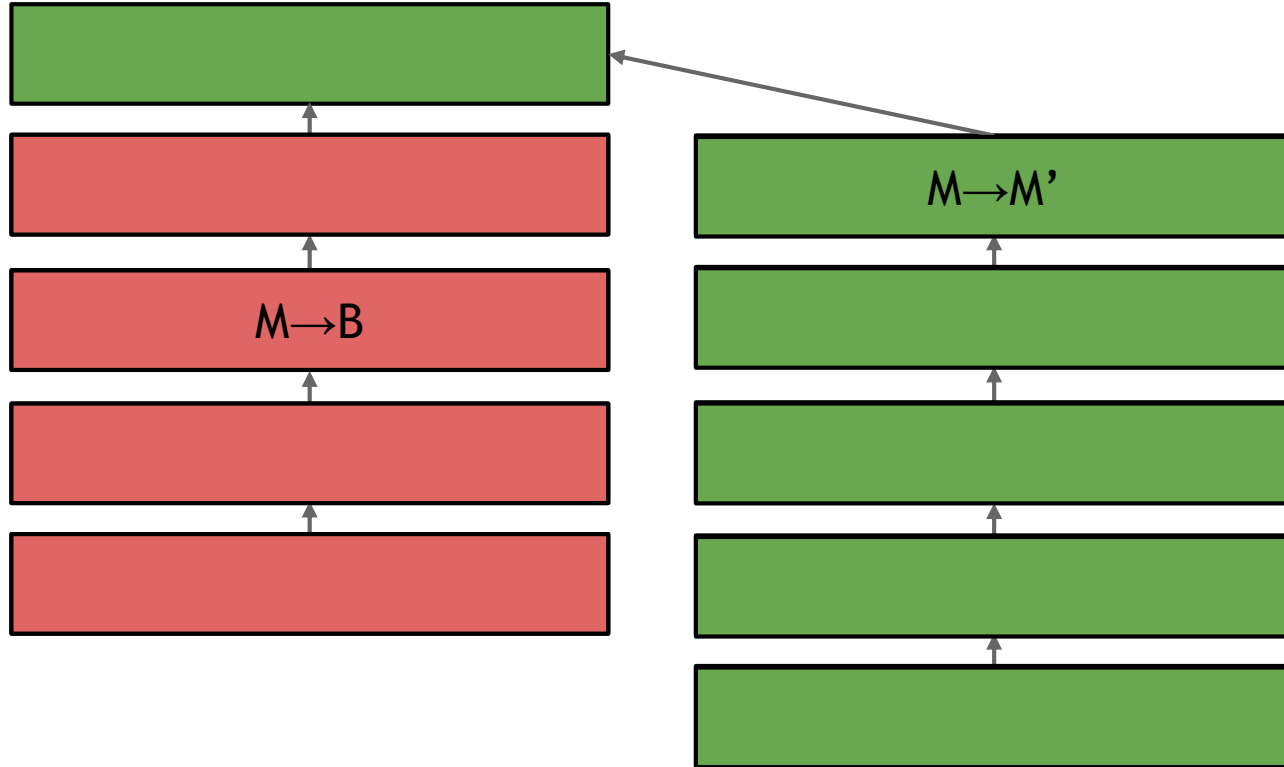
Game-theoretic analysis of mining

Assume you control $0 < \alpha < 1$ of mining power

Can you profit from a non-default strategy?

For some α , YES, though analysis is ongoing!

Forking attacks



Forking attacks

- Certainly possible if $\alpha > 0.5$
 - may be possible with less
 - avoid block collisions
- Attack is detectable
- Might be reversed
- Might crash exchange rate

Forking attacks via bribery

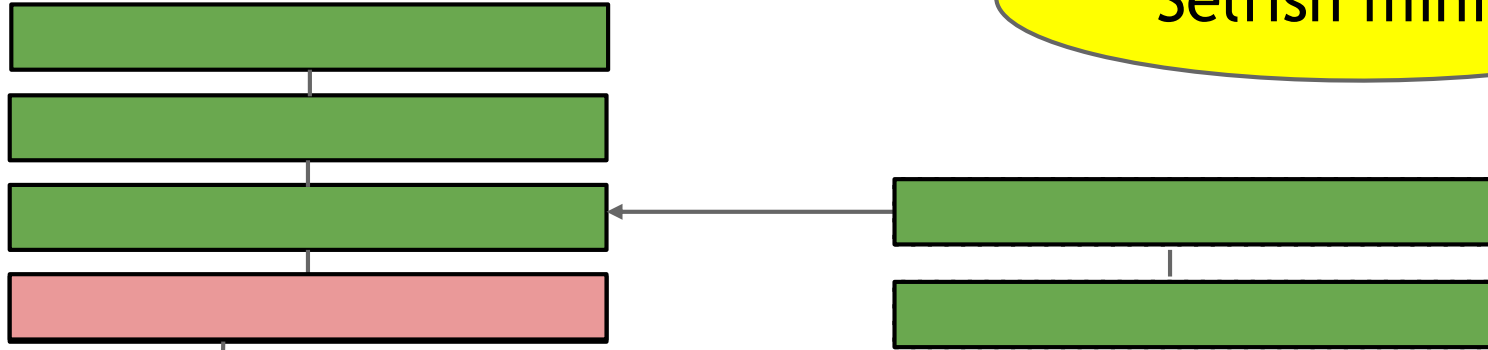
- **Idea:** building $\alpha > 0.5$ is expensive. Why not rent it instead?
- **Payment techniques:**
 - Out-of-band bribery
 - Run a mining pool at a loss
 - Insert large “tips” in the block chain

This is an open problem!

Block-withholding attacks

Strategy: don't announce blocks right away

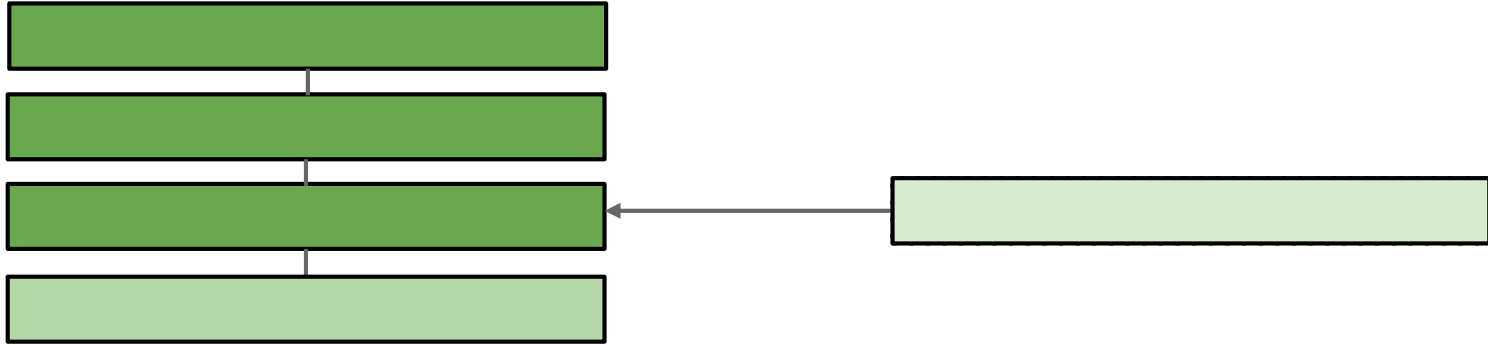
“Selfish mining”



All other miners are
wasting effort here!

Block-withholding attacks, take 2

What happens if a block is announced when you're ahead by 1?



The race is on!

Block-withholding attacks

- Improved strategy for any α if you can win every race
 - Ideal network position
 - Bribery?
- With a 50% chance of winning races, improved strategy for $\alpha > 0.25$
- Not yet observed in practice!

Surprising departure from previous assumptions