



CS1699: Blockchain Technology and Cryptocurrency

9. The Bitcoin Network

Bill Laboon

Bitcoin Scripts

- ❖ Recall that all transactions actually include a script (written in the Bitcoin scripting language, Script)
- ❖ The majority of transactions on Bitcoin blockchain contain a simple script to transfer UTXOs
- ❖ But we can do more!

Green Addresses

- ❖ Send bitcoin via third-party bank, even if both parties are offline
- ❖ Was exciting ten years ago... but turns out trusting third parties with bitcoin is a generally bad idea
- ❖ See: Mt. Gox - **NOT YOUR KEYS, NOT YOUR COINS**

Efficient Microtransactions

- ❖ Alice keeps signing transactions, each time adding more (e.g. 0.001 btc, 0.002 btc, 0.003 btc, etc.)
- ❖ Bob only signs final transaction - that is the only one that goes through
- ❖ Not used often - on-chain microtransactions have gone the way of the dodo
 - ❖ Microtransactions have turned out not to be used often in practice
 - ❖ Off-chain or second-tier mechanisms such as Lightning Network are taking over microtransactions

Escrow Transactions

Alice
(*buyer*)



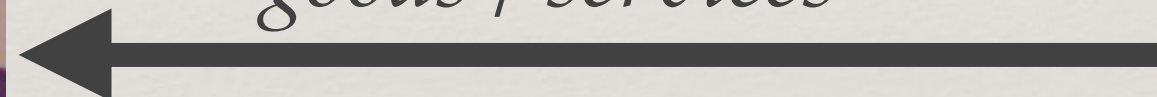
Bob
(*legitimate businessman*)



bitcoin



goods / services



Remember: Bitcoin transactions are immutable once they are completed and on the blockchain!

Escrow Transactions w/ MULTISIG

Judy
(third-party arbiter)



m-of-n (2 of 3)

Alice
(buyer)

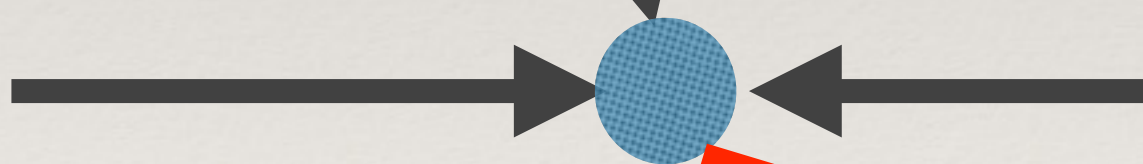


Bob

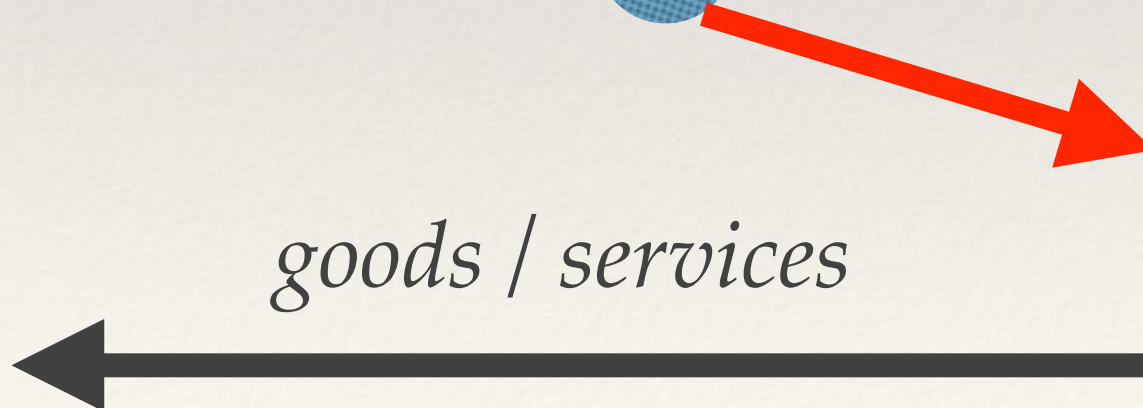
(legitimate businessman)



bitcoin (P2SH)

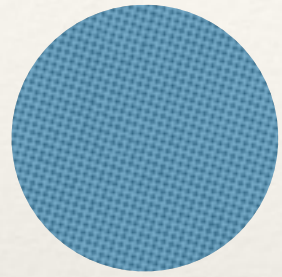


goods / services



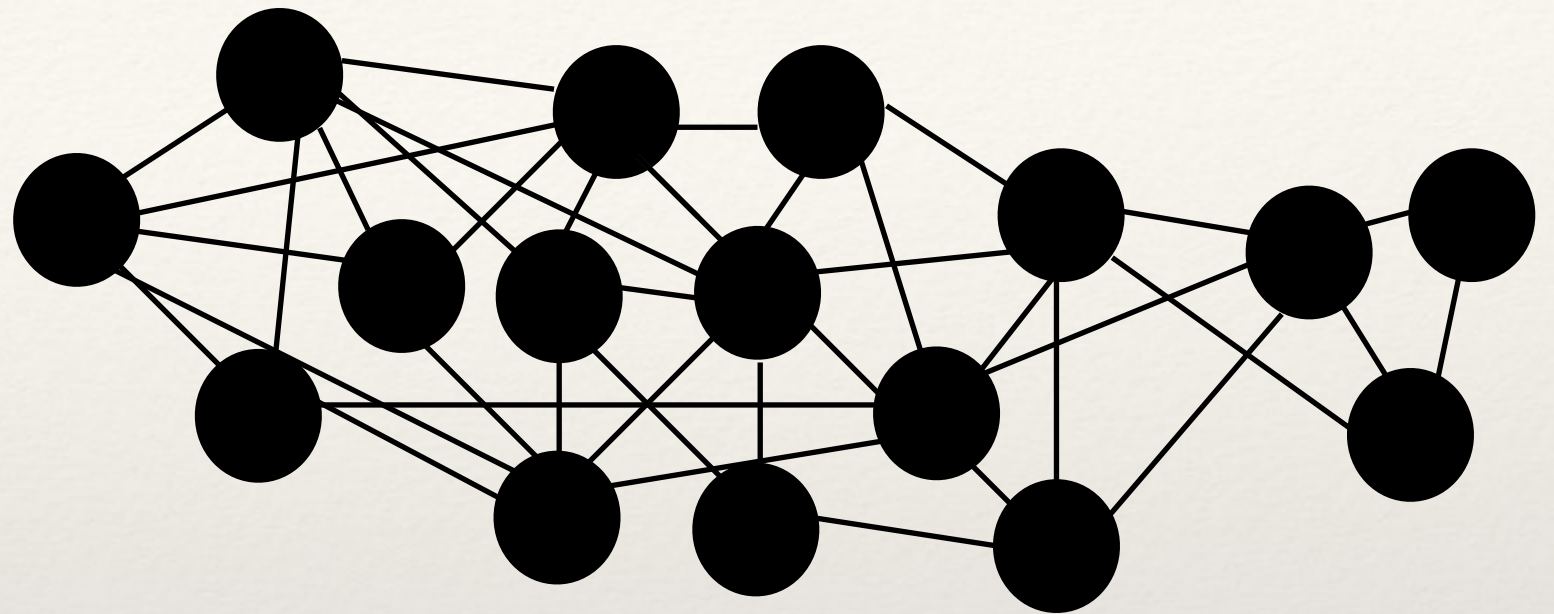
Joining the Bitcoin Network

Where should I connect?



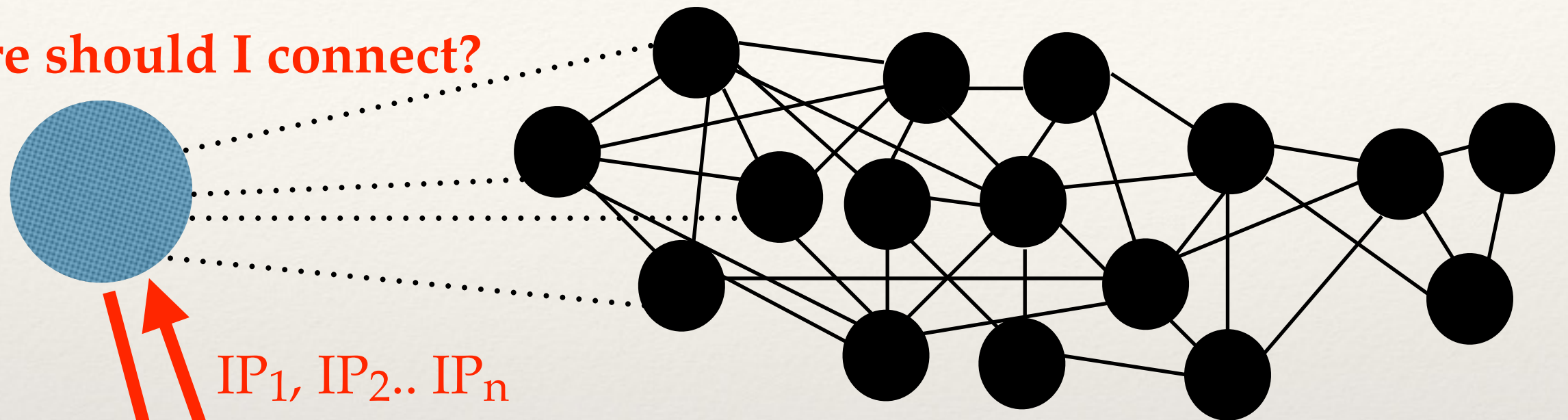
Seeds:

seed.bitcoin.sipa.be
dnsseed.bluematt.me
dnsseed.bitcoin.dashjr.org
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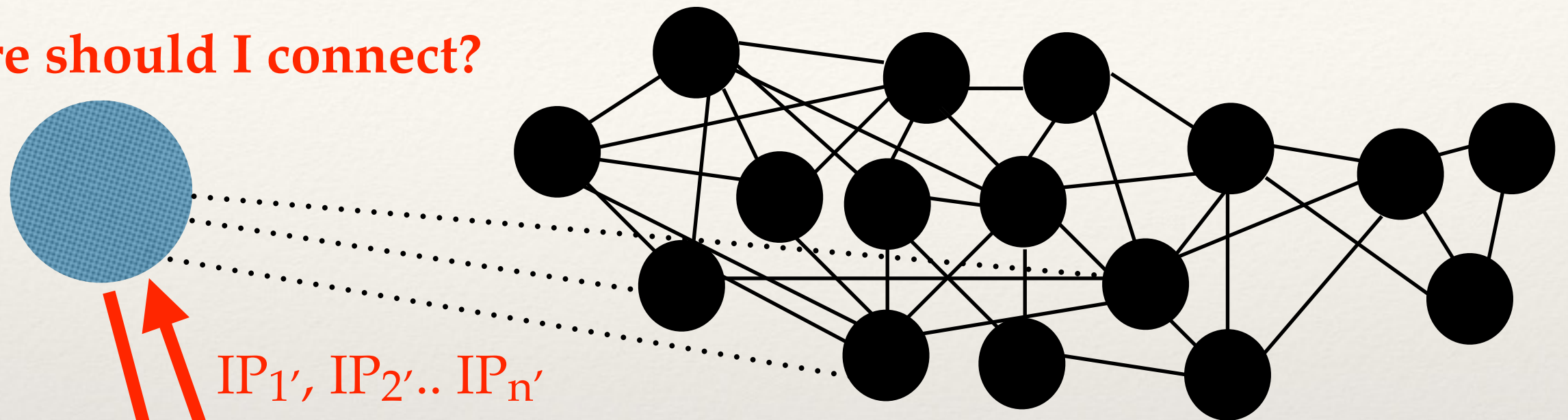
btc.petertodd.org

seed.bitcoin.sprovoost.nl

Seeds taken from: <https://github.com/bitcoin/bitcoin/blob/master/src/chainparams.cpp>

Dynamic Random Topology

Where should I connect?



$IP_1', IP_2'.. IP_n'$

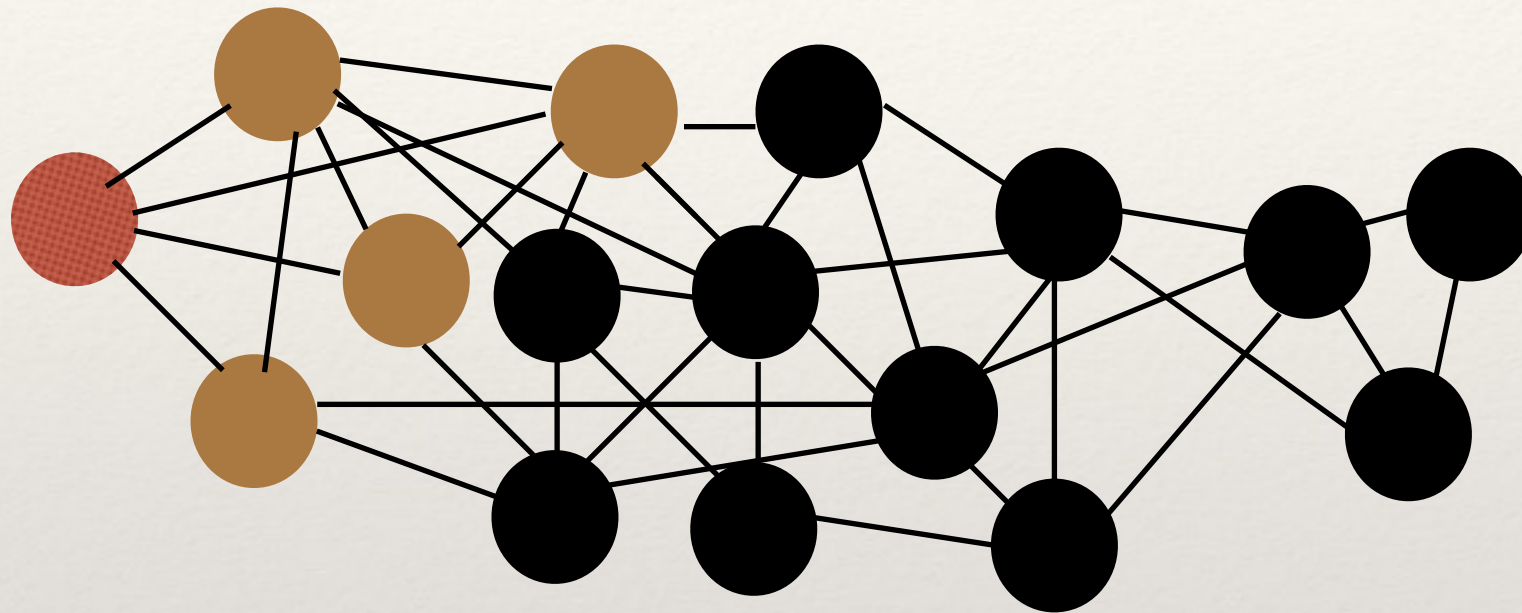
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Pseudorandomly selected!

The Gossip Protocol

*Initial node -
Broadcasts
transactions
to all of
its peers*



Each receiving node checks for validity

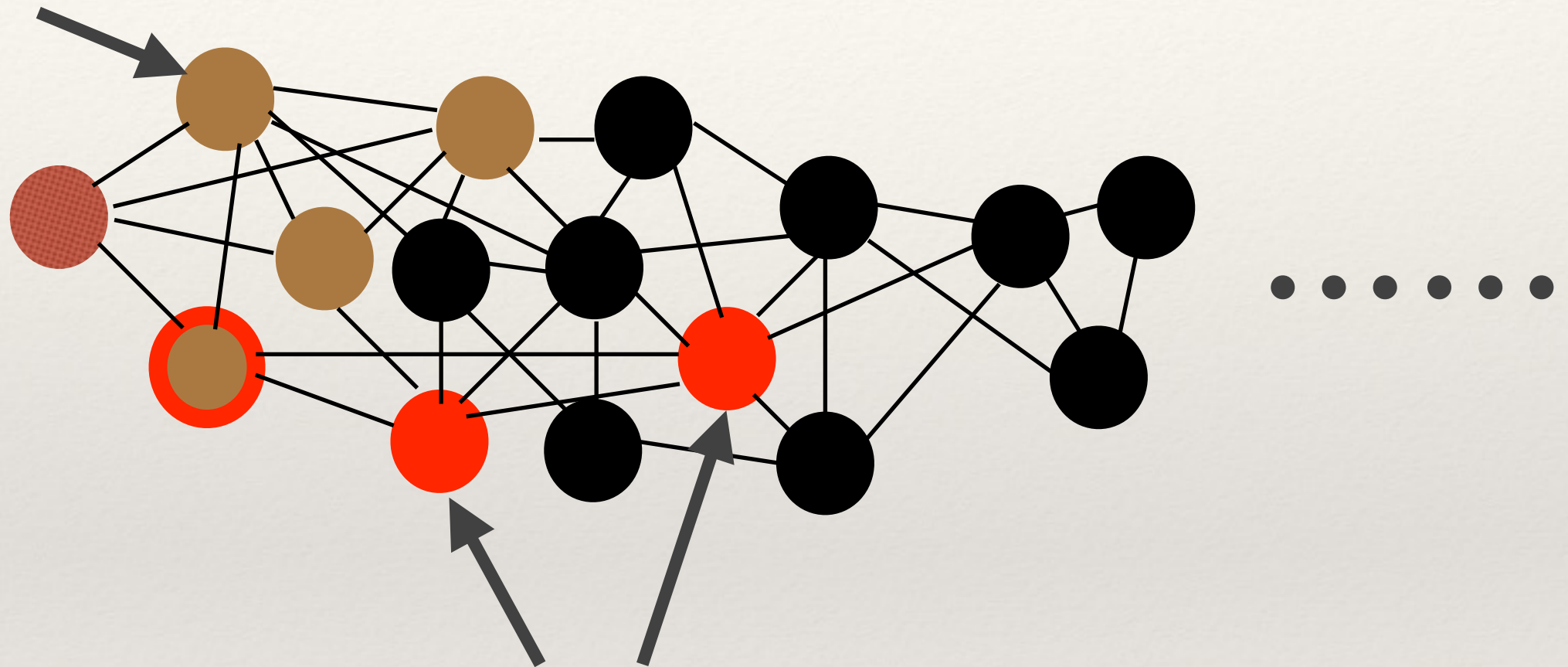
- If valid, passes to its peers**
- If invalid, drops it**

Valid Transactions at the Gossip Level

- ❖ Is the transaction valid within the current block chain? (i.e., does `scriptSig || scriptPubKey` return true?)
- ❖ Have the transaction outputs being used as inputs not already been redeemed (i.e., are they unspent?)
- ❖ Has this node not seen this transaction before?
- ❖ Is the script whitelisted?

The Gossip Protocol

"I already have this tx (checked against hash), I will ignore it"



"New valid transaction!"

I will add it to the transaction pool, then pass it on."

Transaction Propagation

- ❖ Relatively slow process (decentralization and efficiency are often at loggerheads)
- ❖ Note that block propagation nowadays is much faster than in the book: <https://bitnodes.earn.com/dashboard/?days=90>
- ❖ Interestingly, though the number of fully validating nodes has remained about the same! (~10,000)

Storage (as of 26 September 2018)

- ❖ Current size of the Bitcoin blockchain:
~ 183,897 megabytes (monotonically increasing)
- ❖ <https://www.blockchain.com/charts/blocks-size?>
- ❖ Size of the Bitcoin transaction pool over the last week:
192,629 bytes - 9,112,522 bytes (Max: 12 Jan 2018 - 126 MB)
- ❖ <https://www.blockchain.com/charts/mempool-size>
- ❖ If you really want to get down in the weeds:
<https://jochen-hoenicke.de/queue/#1,24h>

Fully Validating Nodes

- ❖ Fully validating nodes:
 - ❖ Connect to the Bitcoin network and act as a full peer
 - ❖ Download and verify the entire blockchain (generally > 24 hours to do so)
 - ❖ Verify / propagate / drop transactions
 - ❖ Broadcast transactions

SPV (“Lightweight”) Nodes

- ❖ Simple Payment Verification
- ❖ Not as secure as a fully validating node - only downloads headers of blocks, so checks that blocks and their hashes are valid, but not every single transaction in the block
- ❖ Can ONLY validate transactions that “affect them”, not the entire network
- ❖ The majority of nodes on the Bitcoin network are SPV nodes - if you use a Bitcoin wallet, chances are it is an SPV node.

Why Run a Lightweight Node?

- ❖ Storage / CPU usage savings - ~ three orders of magnitude (1 / 1000th) compared to a fully validating node
- ❖ Very little “lag time” when spinning up a node

The Evolution of Bitcoin

- ❖ Want to change Bitcoin? File a BIP (<https://github.com/bitcoin/bips/blob/master/README.mediawiki>). Some notable active BIPs:
 - ❖ Already mentioned BIP-34: Changed coinbase attribute to include current height
 - ❖ BIP-11: Added MULTISIG support (<https://github.com/bitcoin/bips/blob/master/bip-0011.mediawiki>) - Used for escrow
 - ❖ BIP-13: Added P2SH (<https://github.com/bitcoin/bips/blob/master/bip-0013.mediawiki>)
 - ❖ BIP-141: Added SegWit support (<https://github.com/bitcoin/bips/blob/master/bip-0141.mediawiki>) - Prevent transaction malleability, allow second-tier scaling to take place

Kinds of Forks

- ❖ **Hard fork:** Introduce new features were previously considered invalid; previous versions of software will not accept new blocks
 - ❖ Can lead to chain splits (“coin forks”, e.g. Bitcoin Cash, Bitcoin Gold, Bitcoin Private)
- ❖ **Soft fork:** Make validation rules stricter; previous versions of software will still accept blocks produced under the stricter rules

Changes to Consensus

- ❖ How do people decide?
- ❖ If nodes accept changes, that change continues
- ❖ Other nodes can follow along or go off on their own - which has happened before!
- ❖ Bitcoin Classic, Bitcoin XT, Bitcoin Unlimited - all are now subsumed under Bitcoin Cash

Limitations of Bitcoin Network

- ❖ Known implementation bugs (e.g. MULTISIG instruction popping multiple values off of the stack)
- ❖ Transactions per second (~ 7)
- ❖ Fixed cryptographic hashing algorithms (SHA-256, RIPEMD-160, ECDSA / secp256k1)
- ❖ Future / minor issues: divisibility smaller than satoshis, number of operations per block
- ❖ Not likely to ever be modified: number of bitcoin produced, mean time between blocks, block rewards / halvening
- ❖ Difficult / impossible to fix most of these without a hard fork