

## Forks

### Rate control and difficulty adjustment

Problem:

- More nodes may join the system.
- Nodes may leave the system.

Example: 100 nodes create a block every 10 sec.

1000 nodes  $\rightarrow$  every 1 sec.

10 nodes  $\rightarrow 1\frac{1}{2}$  min.

$\rightarrow$  fewer transactions.

Idea: • Include a timestamp in every block

• set target block interval (BTC 10 min)

• if blocks come faster  $\rightarrow$  increase difficulty

• " " slower  $\rightarrow$  reduce " "

BTC: Every 2016 block, look at average block interval  $\rightarrow$  adjust difficulty.

$\rightarrow$  When receiving new block, check timestamp.

In BTC Expected time to next block is 10 min

$$P[\text{block is created in one sec}] = p_{\text{sec}}$$

$$\frac{1}{p_{\text{sec}}} = 600$$

$$p_{\text{sec}} = \frac{1}{600}$$

Bitcoin Blocks: <https://www.blockchain.com/explorer?view=btc>

Ethereum Blocks: <https://ethblockexplorer.org/blocks?page=1>

## Fees

- What transaction to put into a block?
- Why not publish an empty block?

→ Transactions pay a fee:

$$\sum \text{Input}_{\text{value}} - \sum \text{Output}_{\text{value}} = \text{Fee}$$

- Creator of a block gets

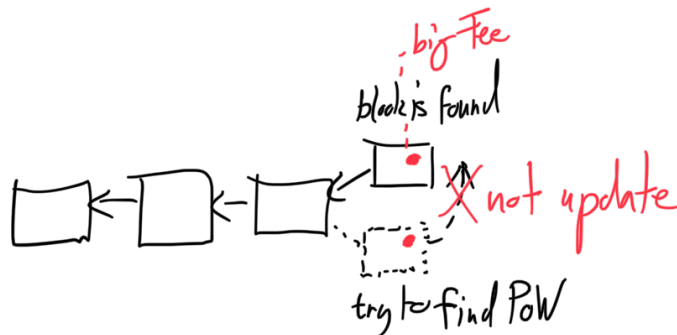
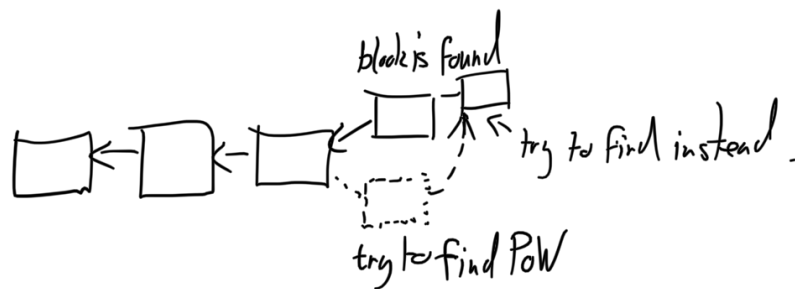
$$\sum_{\text{tx in block}} \text{Fee} + \text{block reward}$$

## Block reward

- creates money
- pays for mining (PoW)
- gives small fees

## Bitcoin:

- Initially block reward was 25 bitcoin
- Halved every 4 years.



## Coin base transaction

↳ Fees + reward new output, no input  
includes miners pub key

→ No two miners have the same block.

## How big is the fee

- Mining payed for by reward
- Fee covers cost (send/verify/apply)
- Independent of amount
- Cost depends on size  
Many inputs/outputs  $\rightarrow$  high fee
- High fee  $\leadsto$  fast inclusion

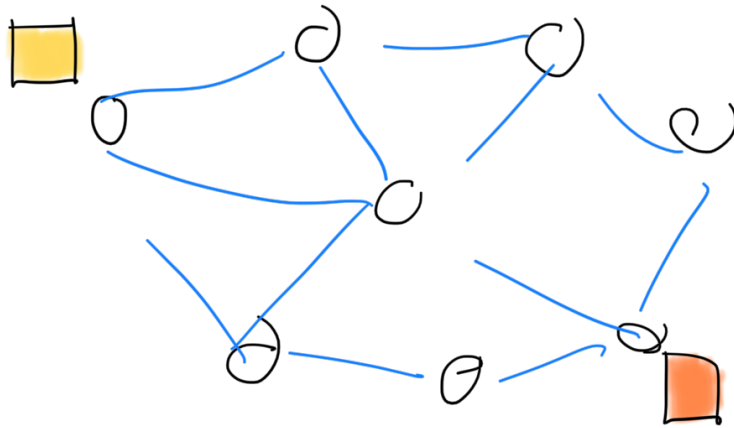
Ex 1

## Forks

Def Fork is if multiple blocks have same predecessor

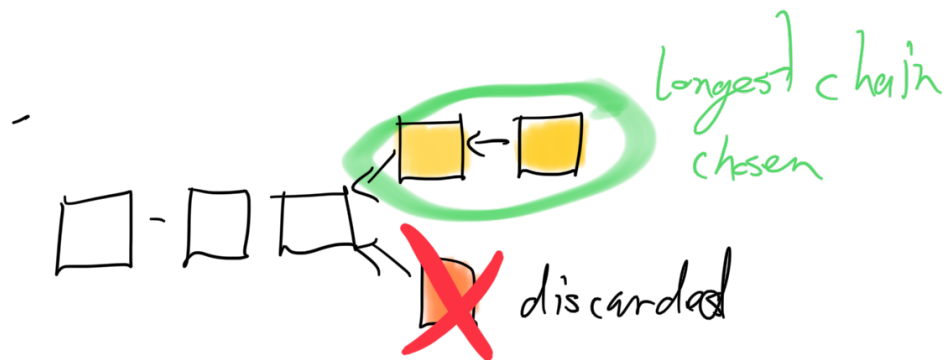


Why? Two blocks are found at the



## Bitcoin: 2013

$\sim 12.6 \text{ sec}$  to receive a block.



### Longest Chain Rule:

If a fork exists, all nodes should adopt longest chain

For 2 problems:

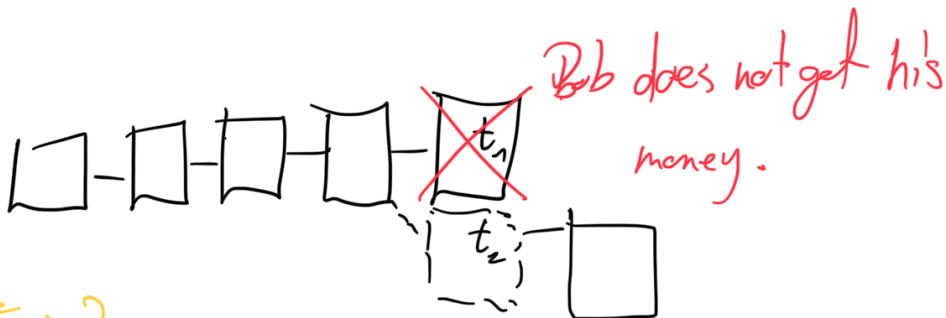
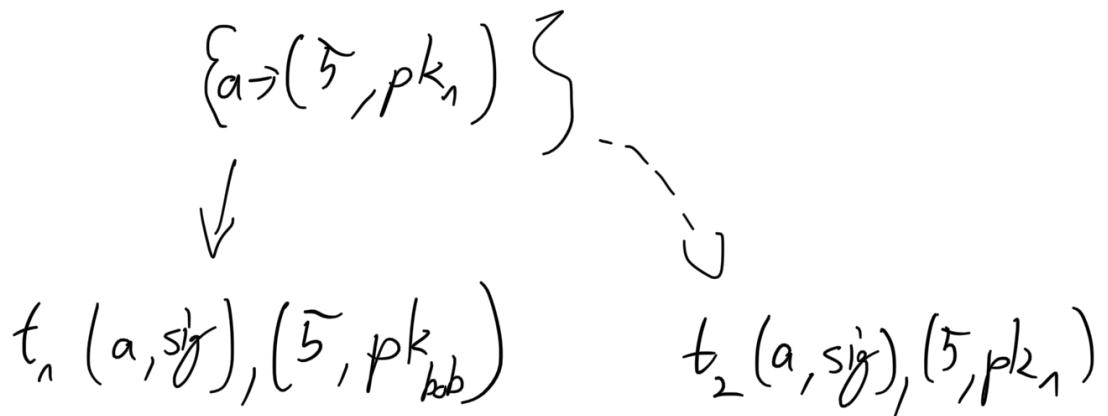
Smaller chain is discarded

- Miner loses reward
- Some transactions may be only in the fork.

### • Double spend:

- Two transactions spending the same output may be in different forks.

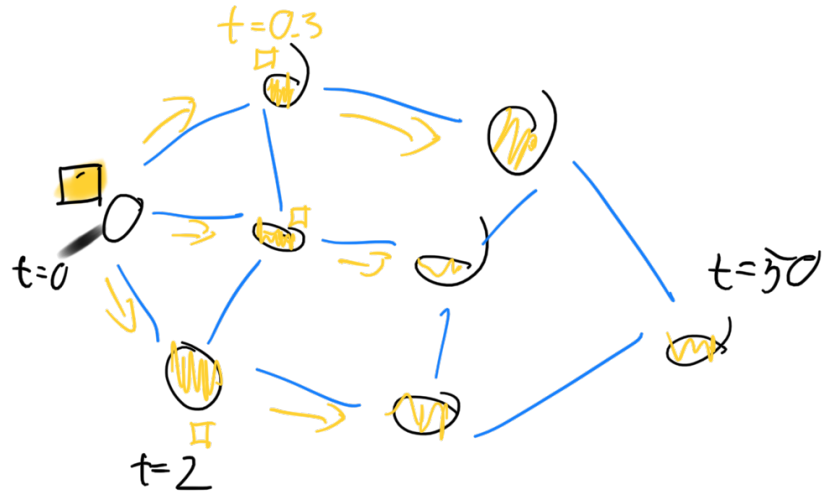
### Double spend:



Ex 2

Forks & Network latency

Let  $\delta$  be avg. time until a miner receives a new block.



Bitcoin (2013)  $\delta = 12.6 \text{ sec}$

Theorem:

$$P[\text{fork}] = 1 - (1-p)^\delta$$

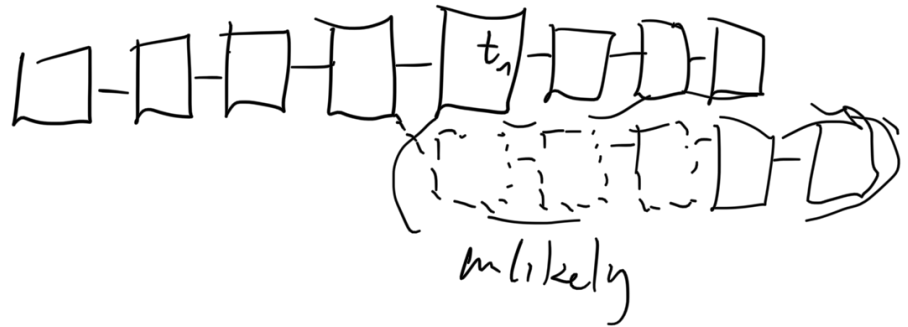
$$p = P[\text{block is found in 1 sec}]$$

$$1 - \underbrace{(1-p)^\delta}_{\text{no block in } \delta \text{ sec}}$$

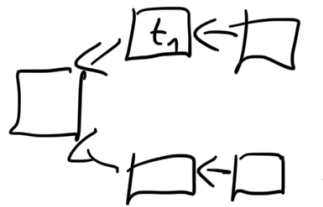
no block in 1s

block in  $\delta \text{ sec}$

Bob should wait for more blocks



why

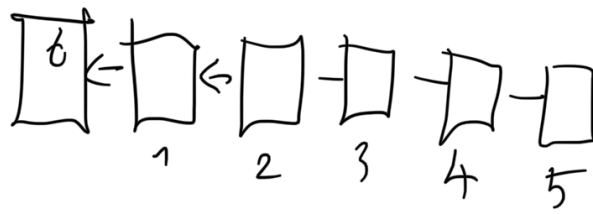


Corollary: Length  $l$  fork has  

$$P[l \text{ fork}] \leq P[\text{fork}]^l$$

Bitcoin: Transaction is confirmed if  
 $\hat{b}$  blocks are added on top





Ex 3