

# Proof of Work Consensus

BSc Blockchain, Crypto Economy & NFTs

Course Instructor

Module A: Blockchain Foundations

By the end of this lesson, you will be able to:

- Explain the proof-of-work consensus mechanism
- Describe the mining process and nonce searching
- Understand difficulty adjustment and its purpose
- Calculate mining profitability and hash rate economics
- Recognize the security guarantees and vulnerabilities of PoW
- Evaluate the 51% attack threat model
- Discuss energy consumption and environmental impact

# The Byzantine Generals Problem

## Distributed Consensus Challenge:

Byzantine generals surround a city and must coordinate attack or retreat:

- Generals communicate via messengers
- Some generals may be traitors (malicious)
- Traitors send conflicting messages
- How to reach consensus despite traitors?

## Blockchain Analogy:

- Nodes = generals
- Transaction ordering = attack/retreat decision
- Malicious nodes = traitors
- Network delays and partitions = unreliable messengers

## Proof-of-Work Solution:

- Make message creation costly (computational work)
- Honest majority by hash power (not node count)
- Longest chain rule resolves conflicts
- Economic incentives align honest behavior

# What is Proof of Work?

## Core Concept:

- Find a nonce such that hash of block header meets difficulty target
- Target: hash must be below a specific value (equivalently, N leading zeros)
- No shortcut: must try nonces randomly until one works
- Verification is instant: anyone can check hash validity

## Mathematical Formulation:

$$\text{SHA-256}(\text{SHA-256}(\text{BlockHeader})) < \text{Target}$$

## Key Properties:

- ① **Asymmetry:** Hard to find, easy to verify
- ② **Probabilistic:** Expected time to find solution, no guarantee
- ③ **Adjustable difficulty:** Target changes to maintain block time
- ④ **Progress-free:** Past attempts do not help future attempts

## Analogy:

- Rolling dice until you get 10 sixes in a row
- Each roll is independent
- Expected number of attempts:  $6^{10}$  (very large)
- Verification: just look at the result

## Block Header (80 bytes):

- 1 **Version** (4 bytes): Protocol version
- 2 **Previous Block Hash** (32 bytes): Hash of previous block
- 3 **Merkle Root** (32 bytes): Root of transaction Merkle tree
- 4 **Timestamp** (4 bytes): Current time (Unix epoch)
- 5 **Difficulty Target** (4 bytes): Compact representation of target
- 6 **Nonce** (4 bytes): Random value to vary hash

## Mining Process:

- 1 Construct block with transactions
- 2 Compute Merkle root
- 3 Set timestamp and difficulty
- 4 Try nonce = 0, compute hash
- 5 If hash  $\leq$  target: success (broadcast block)
- 6 If hash  $>$  target: increment nonce, repeat

## Nonce Space Exhaustion:

- 4 bytes =  $2^{32}$  = 4.3 billion possible nonces
- Modern ASICs exceed this in milliseconds
- Solution: modify coinbase transaction (extra nonce), recompute Merkle root

# Merkle Trees: Efficient Transaction Commitment

## Purpose:

- Commit to all transactions in block with single hash (32 bytes)
- Enable efficient transaction verification (SPV clients)
- Modify single transaction  $\rightarrow$  Merkle root changes

## Construction:

- 1 Hash each transaction:  $H(tx_1), H(tx_2), \dots, H(tx_n)$
- 2 Pair hashes and hash again:  $H(H(tx_1) || H(tx_2))$
- 3 Repeat until single root hash remains

## Properties:

- Tree height:  $\log_2(n)$  for  $n$  transactions
- Proof size:  $\log_2(n)$  hashes to prove transaction inclusion
- Example: 1000 transactions  $\rightarrow$  10 hashes ( 320 bytes proof)

## Extra Nonce Trick:

- Miners modify coinbase transaction (includes extra nonce field)
- Recompute Merkle root (different root for each extra nonce)
- Expands search space beyond  $2^{32}$  nonces

# Difficulty Target and Adjustment

## Difficulty Target:

- 256-bit number representing maximum valid hash
- Lower target = harder mining (fewer valid hashes)
- Difficulty = how hard current target is relative to maximum

## Target Representation:

- Compact format: 4 bytes (exponent-mantissa encoding)
- Example:  $0x1b0404cb = 0x0404cb \times 2^{8 \times (0x1b - 3)}$
- Full 256-bit target reconstructed during validation

## Difficulty Adjustment (Every 2016 Blocks):

$$\text{New Target} = \text{Old Target} \times \frac{\text{Actual Time}}{\text{Expected Time}}$$

- Expected time:  $2016 \text{ blocks} \times 10 \text{ minutes} = 20,160 \text{ minutes (2 weeks)}$
- Actual time: measured from timestamps
- Clamped to prevent extreme changes:  $[T/4, T \times 4]$

## Purpose:

- Maintain 10 minute average block time
- Adapt to changing total hash rate
- Self-stabilizing system

# Hash Rate and Mining Economics

## Hash Rate:

- Number of hashes computed per second
- Units: H/s (hashes), KH/s, MH/s, GH/s, TH/s, PH/s, EH/s
- Bitcoin network (late 2024): 700 EH/s (all-time high)

## Mining Probability:

$$P(\text{find block in 10 min}) = \frac{\text{Your Hash Rate}}{\text{Network Hash Rate}}$$

## Example:

- Miner hash rate: 100 TH/s
- Network hash rate: 500 EH/s = 500,000,000 TH/s
- Probability:  $\frac{100}{500,000,000} = 0.0000002 = 0.000002\%$
- Expected blocks per year:  $0.0000002 \times 52,560 \approx 0.01$  blocks
- Expected time to find block: 100 years

## Solution: Mining Pools

- Aggregate hash rate from many miners
- Share block rewards proportionally
- Reduce payout variance



# Mining Profitability

## Revenue:

$$\text{Daily Revenue} = \frac{\text{Your Hash Rate}}{\text{Network Hash Rate}} \times 144 \text{ blocks/day} \times (\text{Block Reward} + \text{Avg Fees})$$

## Costs:

- **Hardware:** ASIC miner cost (e.g., Antminer S19 Pro: \$2000-5000)
- **Electricity:** power consumption  $\times$  electricity rate
- **Cooling:** additional power for air conditioning
- **Maintenance:** repairs, facility costs

## Example Calculation (Antminer S19 Pro):

- Hash rate: 110 TH/s
- Power consumption: 3250 W = 78 kWh/day
- Electricity cost:  $\$0.05/\text{kWh} \times 78 = \$3.90/\text{day}$
- Revenue (BTC = \$40,000):  $\frac{110}{500,000,000} \times 144 \times 6.25 \times 40,000 \approx \$7.92/\text{day}$
- Profit:  $\$7.92 - \$3.90 = \$4.02/\text{day}$
- Payback period (hardware cost \$3000):  $\frac{3000}{4.02} \approx 746 \text{ days ( 2 years)}$

## Risk Factors:

- BTC price volatility
- Difficulty increases (hash rate growth)
- Hardware obsolescence
- Electricity price changes

# ASIC Mining Hardware Evolution

## CPU Mining (2009-2010):

- Early Bitcoin mining on personal computers
- Hash rate: 1-10 MH/s per CPU
- Quickly became unprofitable

## GPU Mining (2010-2013):

- Graphics cards (NVIDIA, AMD)
- Hash rate: 100-1000 MH/s per GPU
- Parallel processing advantage

## FPGA Mining (2011-2013):

- Field-Programmable Gate Arrays
- Hash rate: 100-1000 MH/s
- More efficient than GPUs

## ASIC Mining (2013-Present):

- Application-Specific Integrated Circuits
- Designed solely for SHA-256 hashing
- Hash rate: 1-200 TH/s (2024 models)
- 1000x more efficient than GPUs
- Dominates Bitcoin mining

## Implications:

## Why Pools Exist:

- Solo mining: high variance (might wait years for block)
- Pooled mining: steady income (proportional to hash rate)
- Risk mitigation for small miners

## Pool Operation:

- 1 Pool coordinator distributes mining tasks (shares)
- 2 Miners submit partial solutions (lower difficulty)
- 3 Pool tracks contribution of each miner
- 4 When pool finds block, reward distributed proportionally
- 5 Pool takes fee (1-3%)

## Payout Schemes:

- **PPS (Pay-Per-Share)**: fixed payment per share (lowest variance)
- **PPLNS (Pay-Per-Last-N-Shares)**: share revenue from recent blocks
- **FPPS (Full PPS)**: PPS + transaction fees

## Centralization Concern:

- Top 5 pools control 70% of hash rate
- Pools do not own hardware (miners can switch pools)
- Risk: pool operator could censor transactions
- Mitigation: decentralized pool protocols (P2Pool, Stratum V2)

# Block Rewards and the Halving Schedule

## Block Reward Components:

$$\text{Total Reward} = \text{Block Subsidy} + \text{Transaction Fees}$$

## Block Subsidy (New Bitcoins):

- Initial reward (2009): 50 BTC per block
- Halves every 210,000 blocks ( 4 years)
- 4th halving (April 19, 2024): reward reduced to 3.125 BTC
- Current (2025): 3.125 BTC per block
- Asymptotic limit: 21 million BTC

## Halving Timeline:

Period	Reward	Cumulative Supply
2009-2012	50 BTC	10.5M BTC
2012-2016	25 BTC	15.75M BTC
2016-2020	12.5 BTC	18.375M BTC
2020-2024	6.25 BTC	19.6875M BTC
2024-2028 (current)	3.125 BTC	20.34M BTC
2028-2032	1.5625 BTC	20.67M BTC

## Implication:

- Transaction fees must eventually sustain mining
- Security model shifts over time

# Transaction Fees as Mining Incentive

## Current State (2025):

- Block subsidy: 3.125 BTC (since April 2024 halving)
- Transaction fees: 0.1-0.5 BTC per block (typical)
- Fees: 3-15% of total reward (increasing importance)

## Future Scenario (2140):

- Block subsidy: 0 BTC (last bitcoin mined)
- Transaction fees: 100% of mining revenue
- Security depends entirely on fee market

## Challenges:

- Will fees be sufficient to secure the network?
- Fee volatility: low during quiet periods, high during congestion
- Miner revenue stability concerns

## Potential Solutions:

- Layer 2 solutions (Lightning) move small transactions off-chain
- Base layer becomes settlement layer (high-value transactions)
- Higher fee-per-transaction compensates for lower transaction count
- Debate ongoing in Bitcoin community

# The 51% Attack

## Threat Model:

- Attacker controls  $\geq 50\%$  of network hash rate
- Can mine blocks faster than honest miners
- Longest chain rule allows attacker to dominate

## What Attacker CAN Do:

- **Double-spend:** reverse own transactions
  - Send transaction to merchant (gets product)
  - Mine secret chain without transaction
  - Broadcast longer chain (reverses payment)
- **Censor transactions:** refuse to include specific transactions
- **Block other miners:** prevent competitors from earning rewards

## What Attacker CANNOT Do:

- Steal bitcoins from others (requires private keys)
- Create bitcoins out of thin air (violates consensus rules)
- Change transaction history beyond attack start (infeasible to rewrite years of blocks)

## Cost of Attack:

$$\text{Cost} = \text{Hash Rate} \times \text{Duration} \times \text{Electricity Cost} + \text{Hardware Cost}$$

## Example (Bitcoin):

- Network hash rate: 500 EH/s
- 51% attack: need 255 EH/s
- Hardware:  $\frac{255,000,000 \text{ TH/s}}{110 \text{ TH/s}} \approx 2.3$  million Antminer S19 Pro
- Hardware cost:  $2.3\text{M} \times \$3000 = \$6.9$  billion
- Electricity (1 hour):  $2.3\text{M} \times 3.25 \text{ kW} \times \$0.05/\text{kWh} = \$373,750$
- Total (1 week attack):  $\$6.9\text{B} + \$62.6\text{M} = \$7$  billion

## Consequences:

- Attack becomes public knowledge immediately
- Bitcoin price crashes (attacker's hardware becomes worthless)
- Community may hard fork to new algorithm (bricks attacker's ASICs)
- Rational attacker: cost  $\gg$  benefit for major cryptocurrencies

## Vulnerable Chains:

- Small PoW chains (low hash rate)
- Shared mining algorithms (rent hash power from NiceHash)
- Historical attacks: Bitcoin Gold, Ethereum Classic, Verge

## Attack Strategy:

- Miner finds block but does not broadcast immediately
- Continues mining on top of secret block
- If honest miner finds block: race to propagate
- Attacker reveals secret chain if it is longer

## Potential Profit:

- Attacker can earn  $i$  fair share of rewards with  $i$  50% hash rate
- Theoretical threshold: 33% hash rate (with optimal strategy)
- Wastes honest miners' work (reduces network security)

## Mitigation:

- Random block propagation delays
- Penalize late-arriving blocks
- Timestamp-based block acceptance rules
- Not observed in practice (rational miners prioritize short-term honesty)

## Open Question:

- Selfish mining debate ongoing since 2013
- Real-world evidence limited
- Game theory suggests instability at certain hash rate thresholds



# Energy Consumption and Environmental Impact

## Bitcoin Energy Usage (2024):

- Estimated annual consumption: 150 TWh (terawatt-hours)
- Comparable to countries: Argentina, Netherlands
- Percentage of global electricity: 0.6%

## Sources of Energy:

- Renewable energy: 40-60% (hydroelectric, solar, wind)
- Fossil fuels: 40-60% (coal, natural gas)
- Nuclear: 5-10%
- Geographic concentration: areas with cheap electricity (Iceland, China, Kazakhstan, USA)

## Environmental Concerns:

- Carbon emissions from fossil fuel usage
- Electronic waste from obsolete mining hardware
- Water usage for cooling in some regions

## Counterarguments:

- Incentivizes renewable energy development (monetizes stranded energy)
- Facilitates grid balancing (flexible load)
- Energy usage proportional to security value
- Traditional banking system also consumes significant energy

## Motivation:

- Prevent mining centralization
- Enable consumer hardware mining (GPUs, CPUs)
- Increase decentralization

## ASIC-Resistant Algorithms:

- **Scrypt (Litecoin):** memory-hard hashing
  - Requires significant RAM
  - ASIC eventually developed (2014)
- **Ethash (Ethereum, pre-merge):** memory-hard with large DAG
  - GPU-friendly, ASIC-resistant initially
  - ASICs developed but less dominant than Bitcoin
- **RandomX (Monero):** CPU-optimized
  - Frequently updated to thwart ASICs
  - Best performance on general-purpose CPUs

## Trade-offs:

- ASIC resistance  $\rightarrow$  lower security per watt
- Easier for botnets to attack (commodity hardware)
- Algorithm changes create hard fork risks
- Debate: specialization increases security investment

- Proof-of-work provides Sybil resistance via computational cost
- Mining searches for nonces to produce valid block hashes
- Difficulty adjusts every 2016 blocks to maintain 10-minute block time
- Mining profitability depends on hash rate, electricity cost, and BTC price
- 51% attacks are economically infeasible for large PoW chains
- Block rewards halve every 4 years, shifting incentives toward transaction fees
- Energy consumption is a significant concern but incentivizes renewable energy
- Mining centralization and pool dominance pose governance risks

## Core Insight:

Proof-of-work converts energy into cryptographic security. The cost of attacking the network is proportional to the cumulative computational work invested by honest miners.

- 1 Why is proof-of-work described as “progress-free”?
- 2 How does difficulty adjustment make Bitcoin resilient to hash rate fluctuations?
- 3 What would happen if block rewards fell to zero but transaction fees remained low?
- 4 Is ASIC mining centralization a threat to Bitcoin’s decentralization?
- 5 How does mining pool concentration differ from miner concentration?
- 6 Can proof-of-work be justified from an environmental perspective?
- 7 Why has no successful 51% attack occurred on Bitcoin?

### Lab activities:

- Install and configure MetaMask wallet
- Understand seed phrase security and backup
- Connect to Ethereum testnet (Sepolia or Goerli)
- Obtain testnet ETH from faucets
- Execute first testnet transaction
- Explore wallet features and settings
- Best practices for wallet security

### Preparation:

- Install a modern web browser (Chrome, Firefox, Brave)
- Review public-private key concepts from Lesson 5
- Prepare a secure location for seed phrase backup