

# Non Custodial Sidechains for Bitcoin utilizing Plasma Cash and Covenants

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Slides available: [gakonst.com/scalingbitcoin2019.pdf](https://gakonst.com/scalingbitcoin2019.pdf)

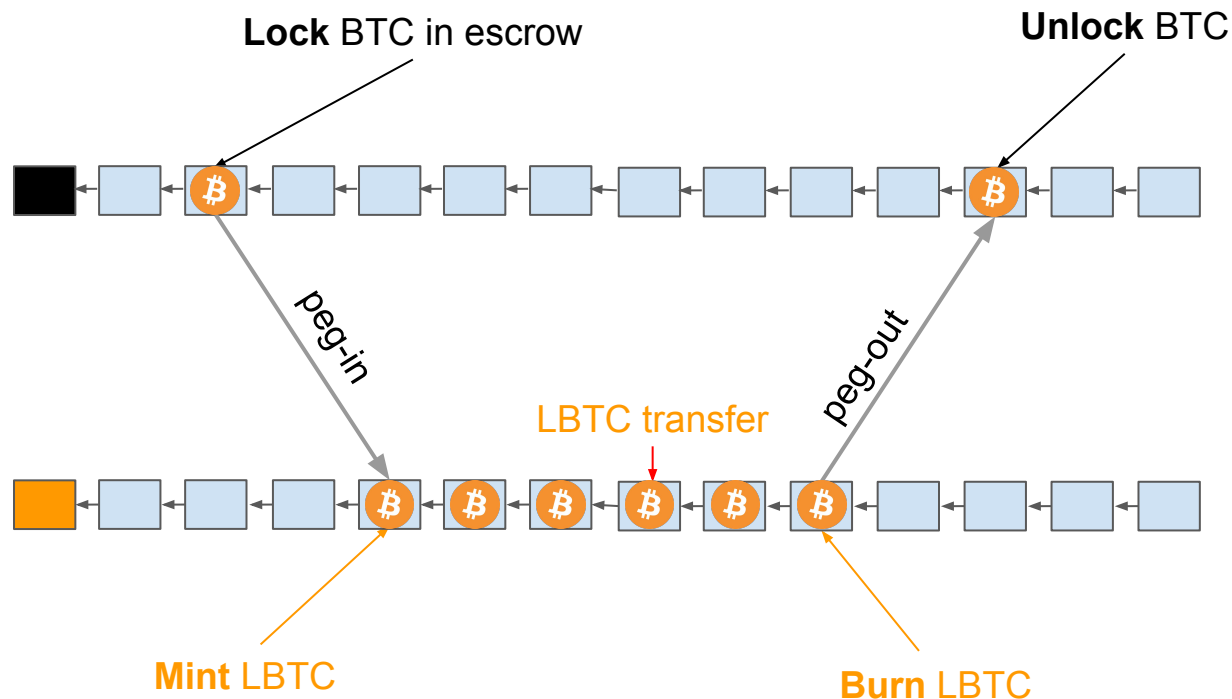
# How do we scale?

1. Increase semantic density of transactions

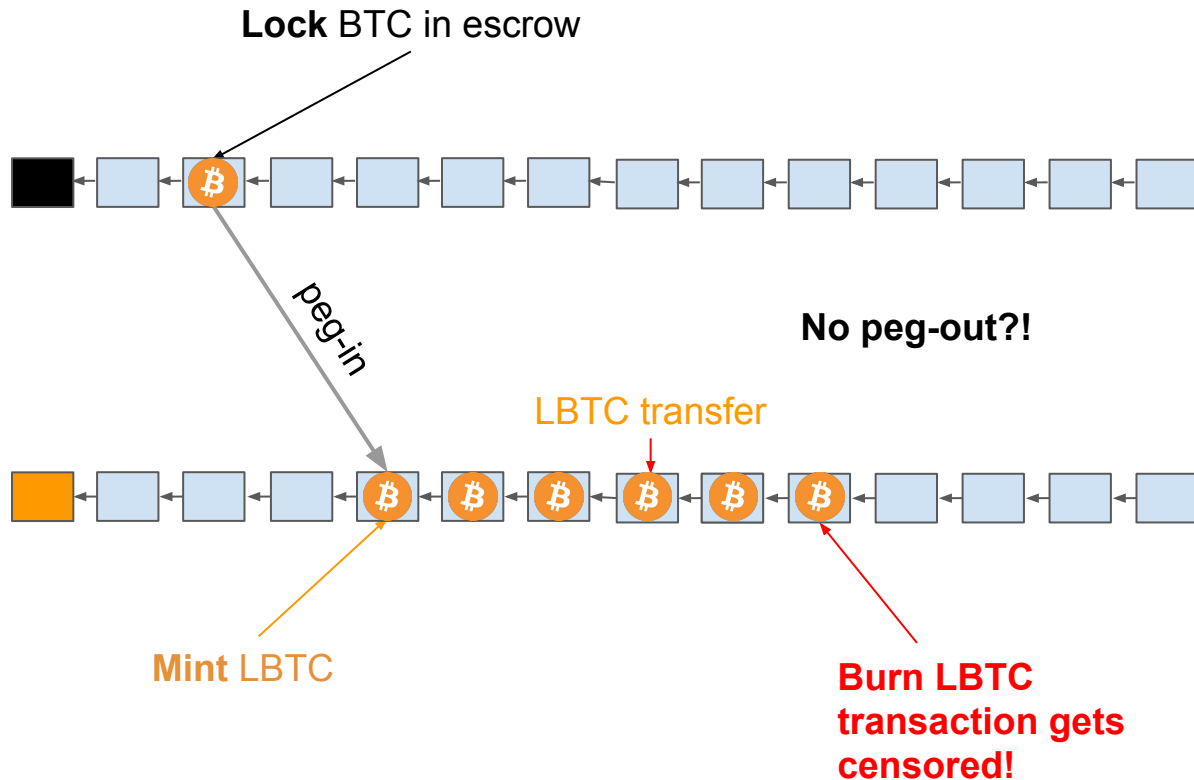
(Segwit / MAST / Schnorr / Taproot / ... / **Layer 2**)

~~2. Bigger blocks~~

# Sidechains considered harmful



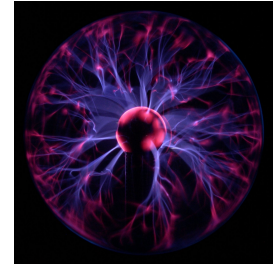
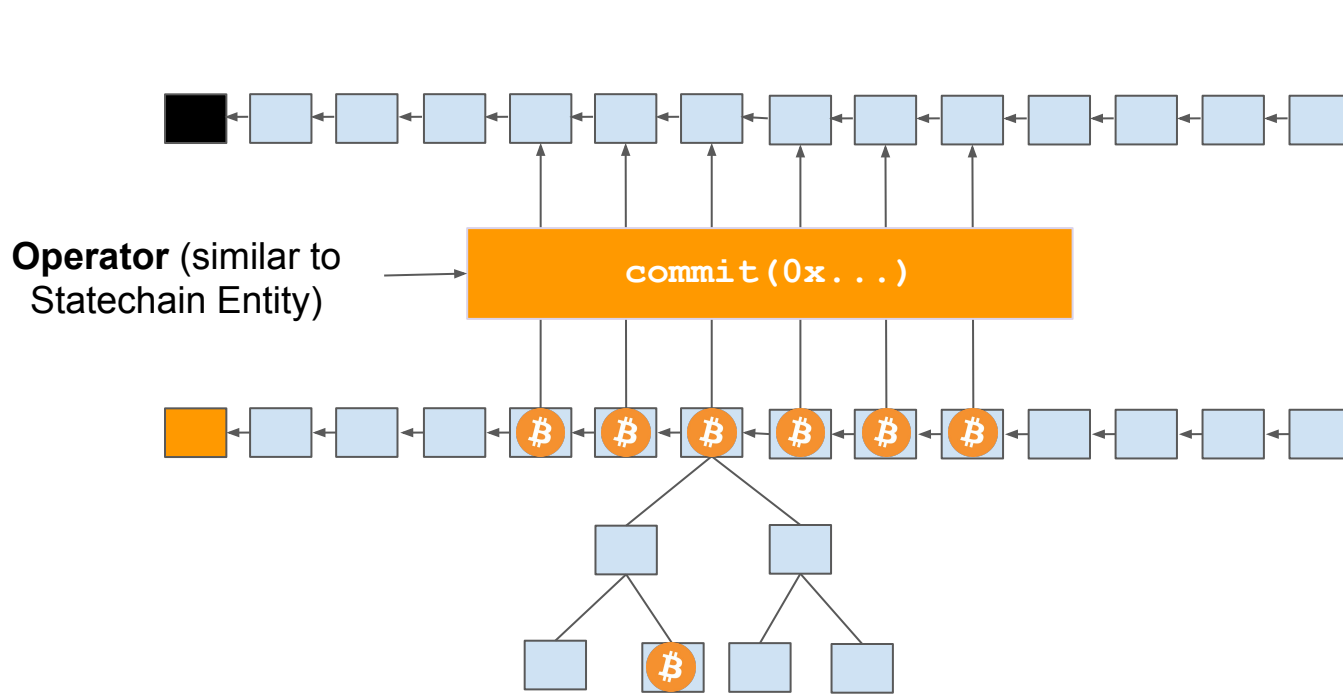
# Sidechains considered harmful



# Plasma Cash in 1 slide

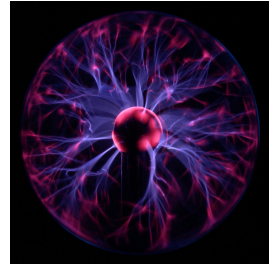
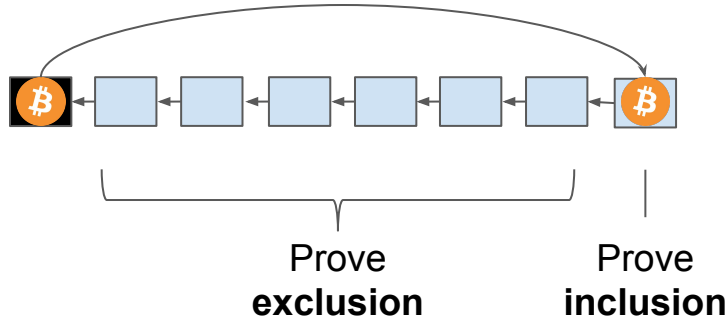
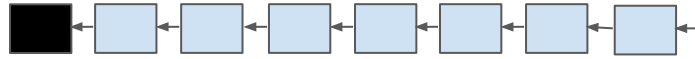
- Untrusted operator notarizes off-chain state
- Operator can censor but cannot steal
- Fixed denomination transfers like cash
- Safe under liveness assumption (~2KB stale state fraud proof)
- Watchtower compatible
- No overcollateralization requirements
- No need to sign to receive a transfer
- Can receive funds without on-chain transaction (no notion of inbound liquidity)

# “Operator” commits\* each block root to “parent chain”

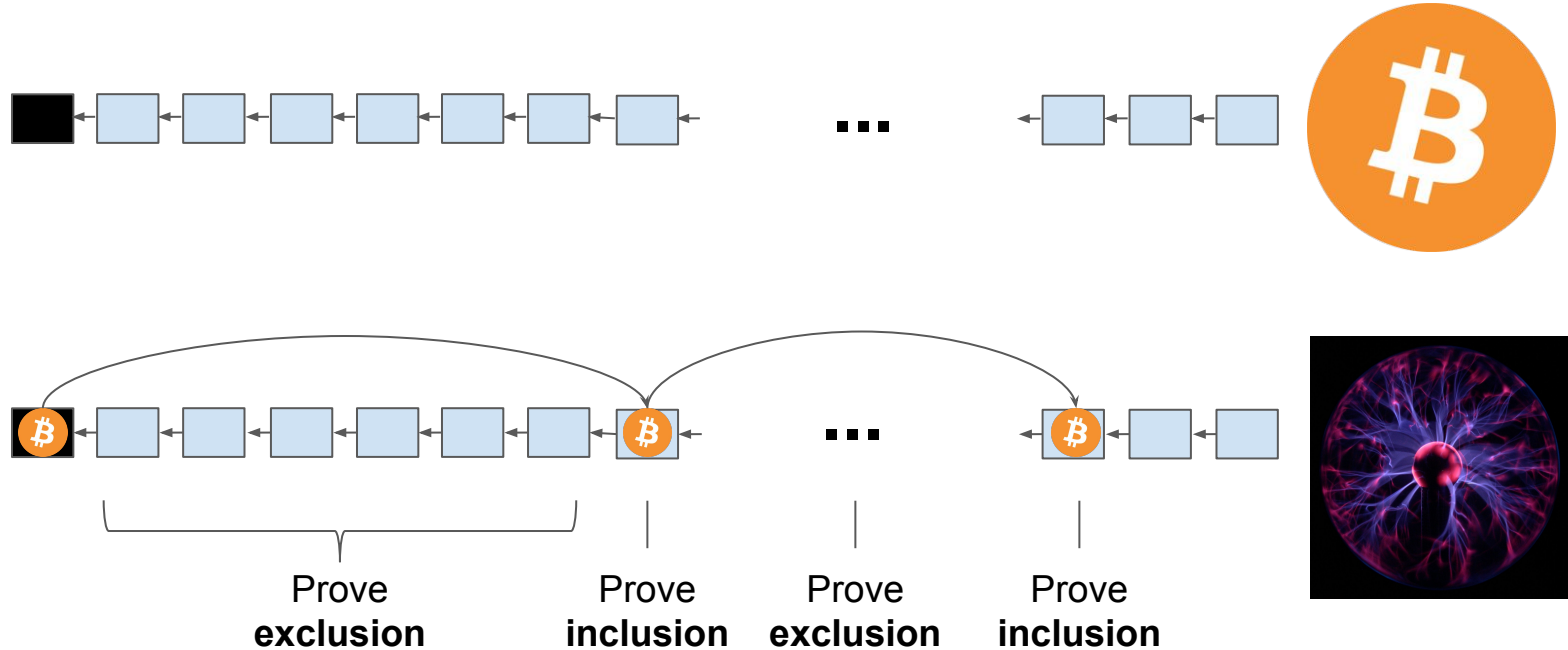


*\*uses accumulator that supports non-membership proofs e.g. ordered merkle tree*

# Prove coin history per transfer (off-chain)



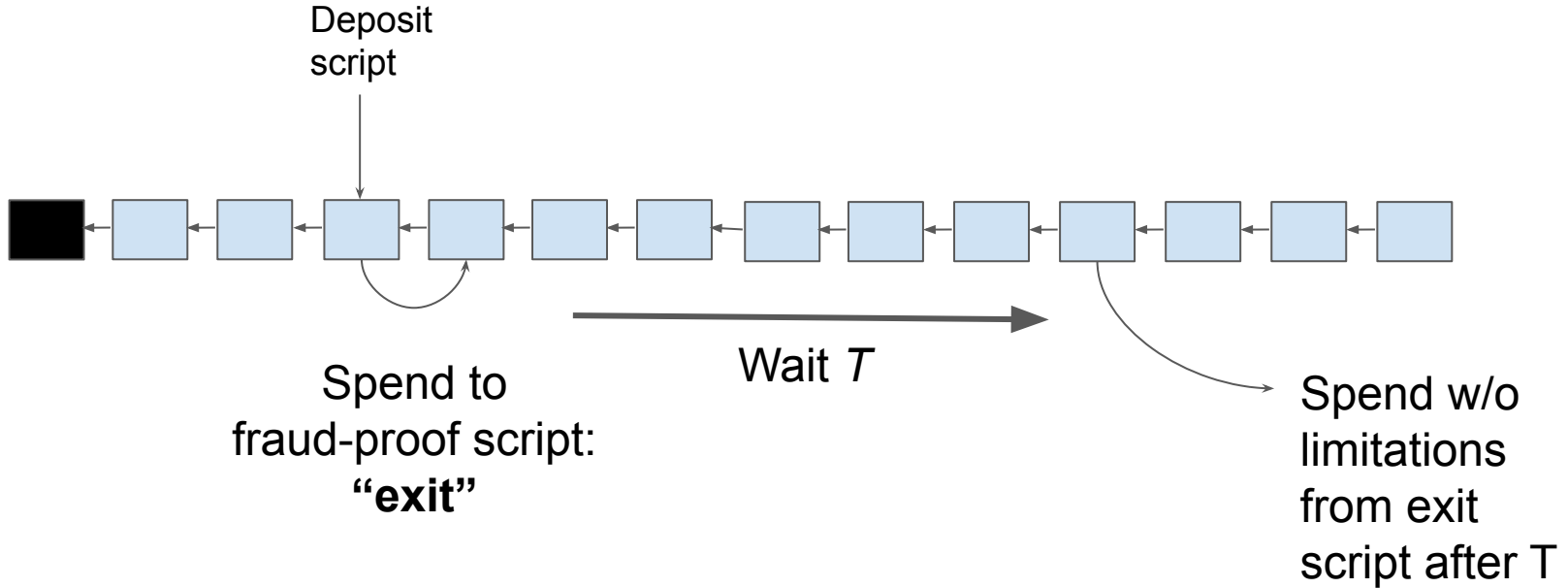
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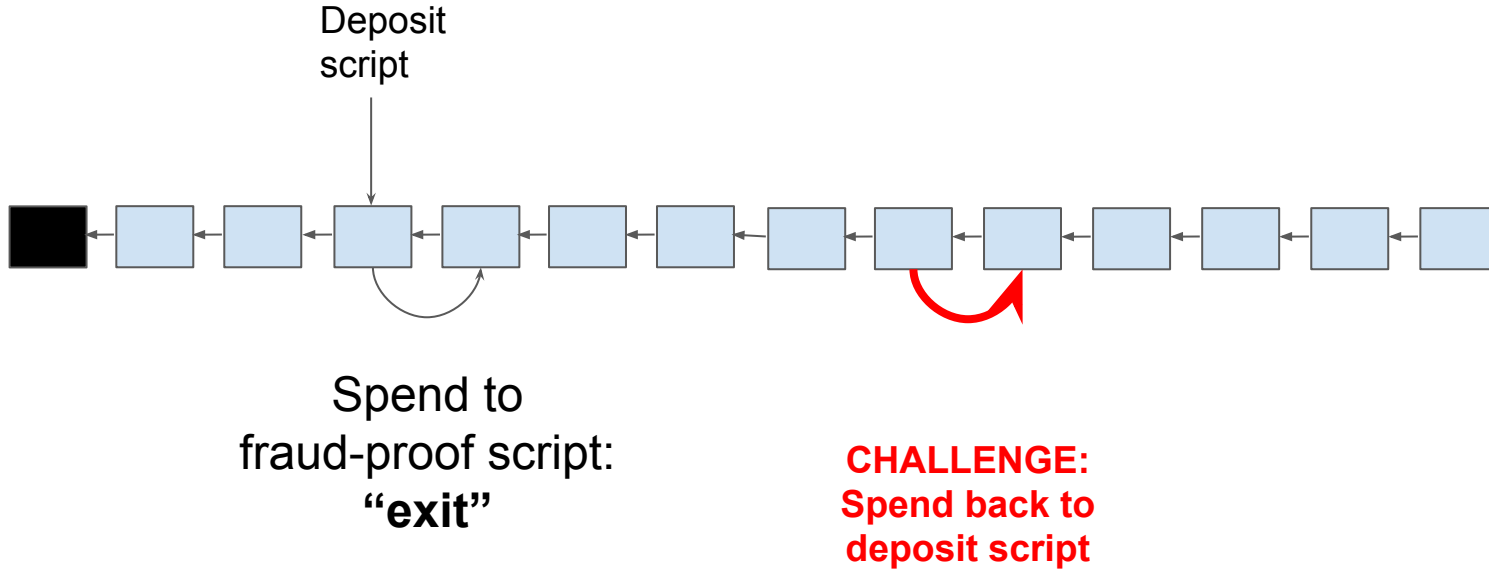
Coin history grows linearly with number of blocks  
TXO Commitments? RSA Accumulators?



# Exit Game: Delayed Withdrawals



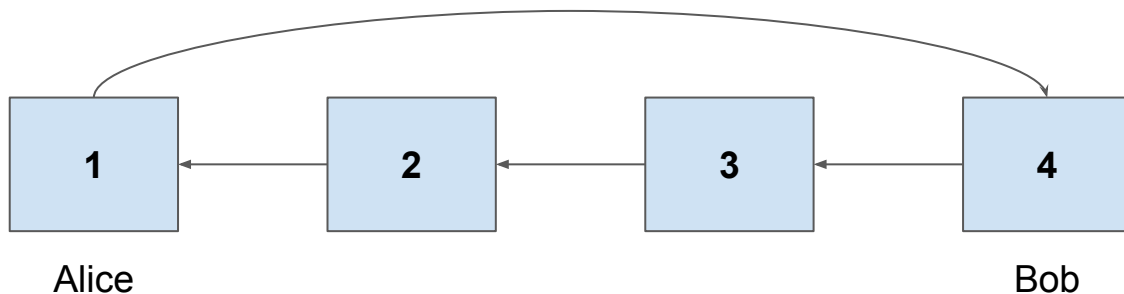
# Exit Game: Delayed Withdrawals



# Transaction Format: 1 input 1 output UTXO

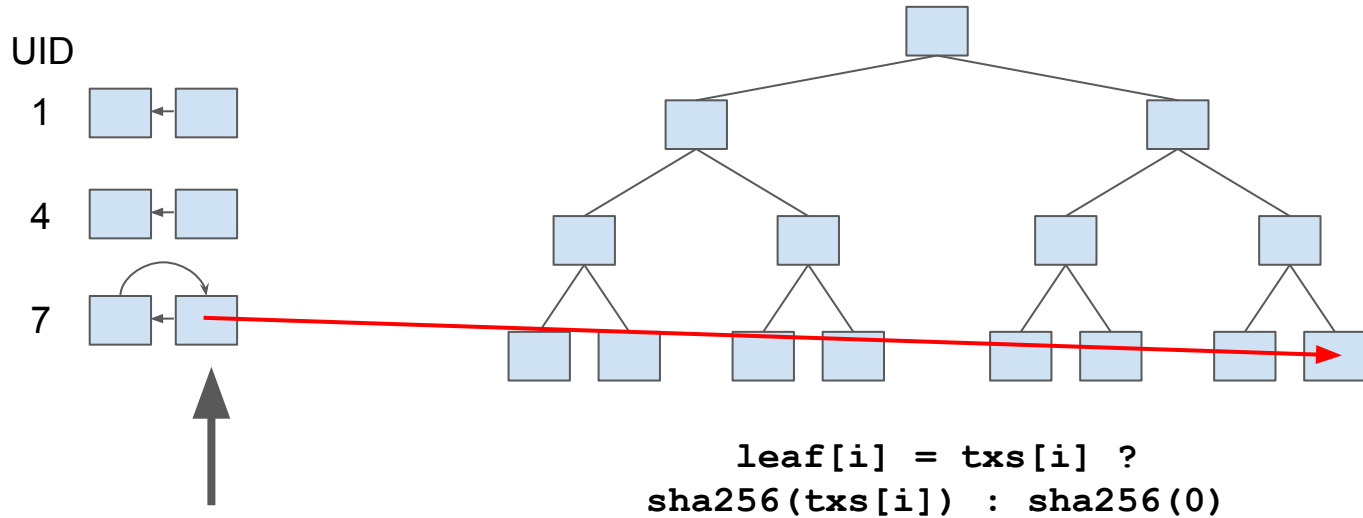
*(UTXO\_ID, PARENT\_BLOCK, NEW\_OWNER, PREV\_OWNER\_SIG)*  
**( 0x123, 1, Bob, Alice\_sig)**

UTXO ID: 0x123



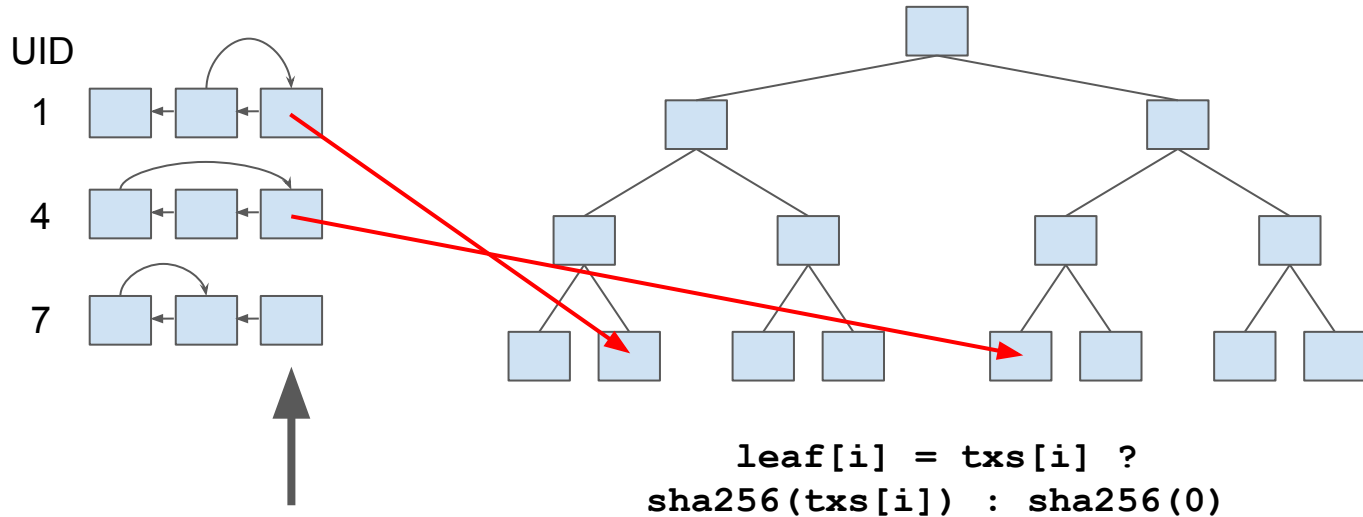
# Merkle Tree: TxHash at each UTXO\_ID index

Current Block: 2

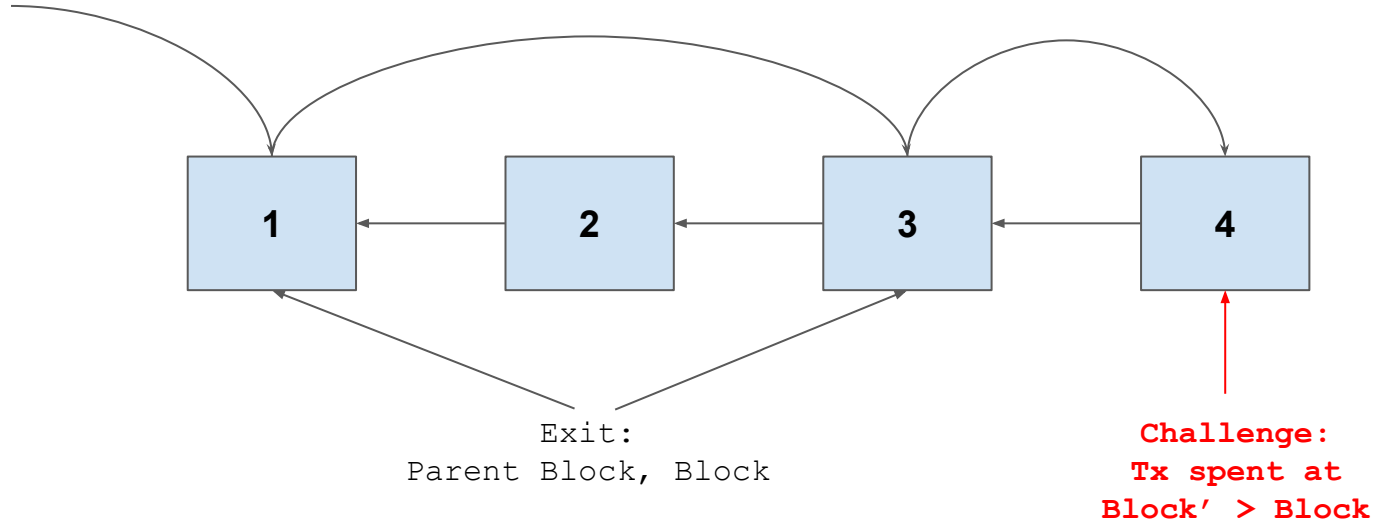


# Merkle Tree: TxHash at each UTXO\_ID index

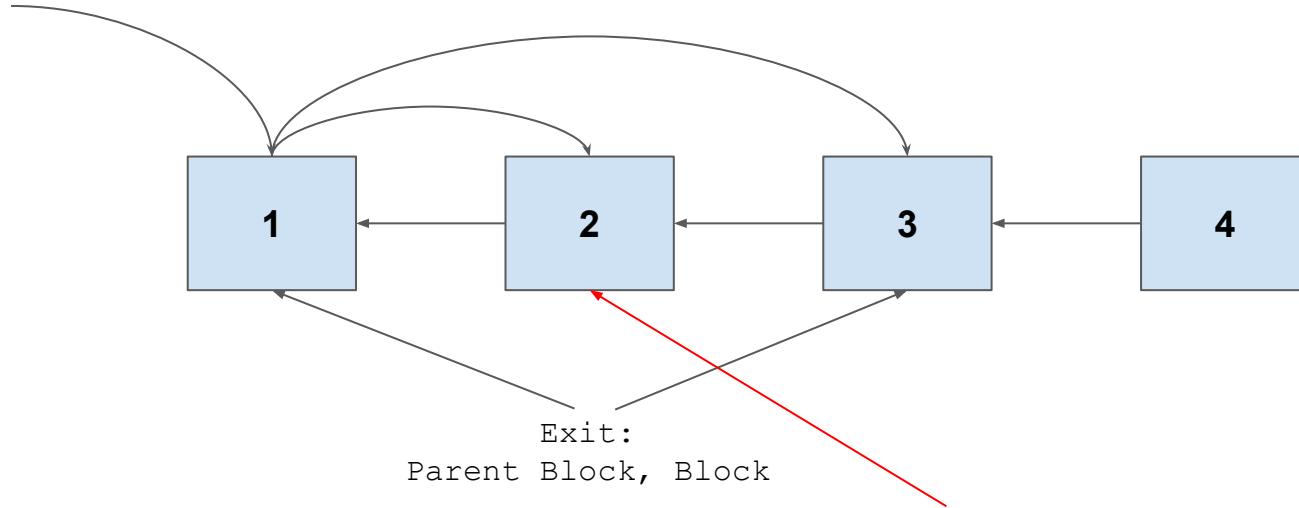
Current Block: 3



# “Exit Spent Coin”

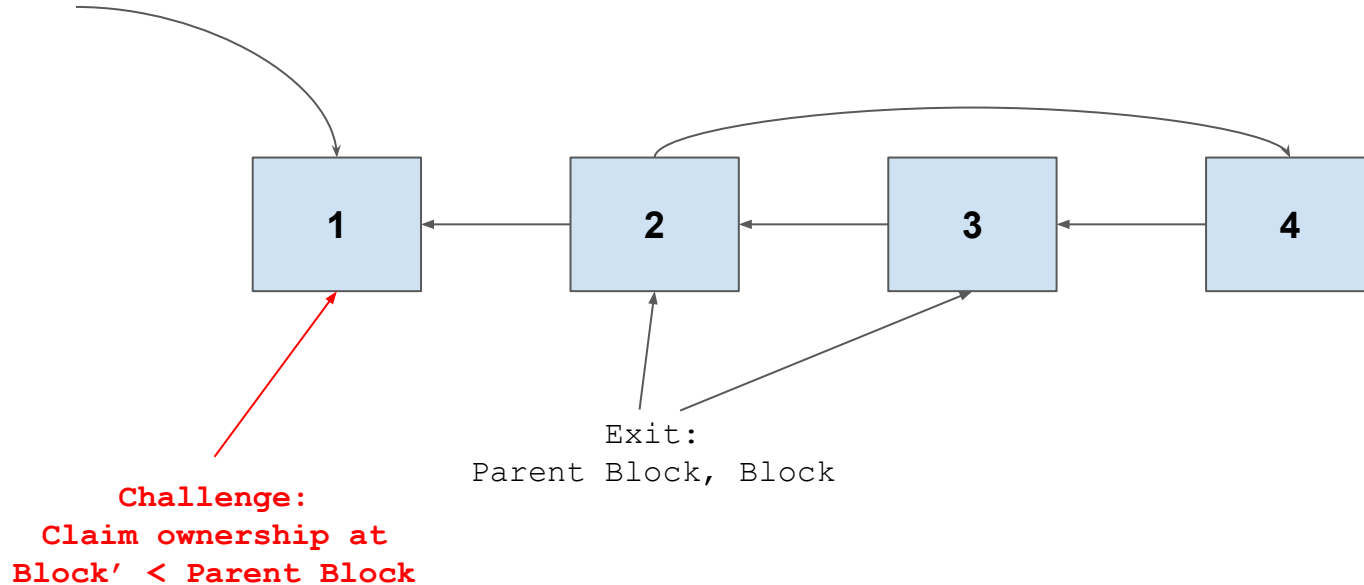


# “Exit Double Spend” (malicious operator)



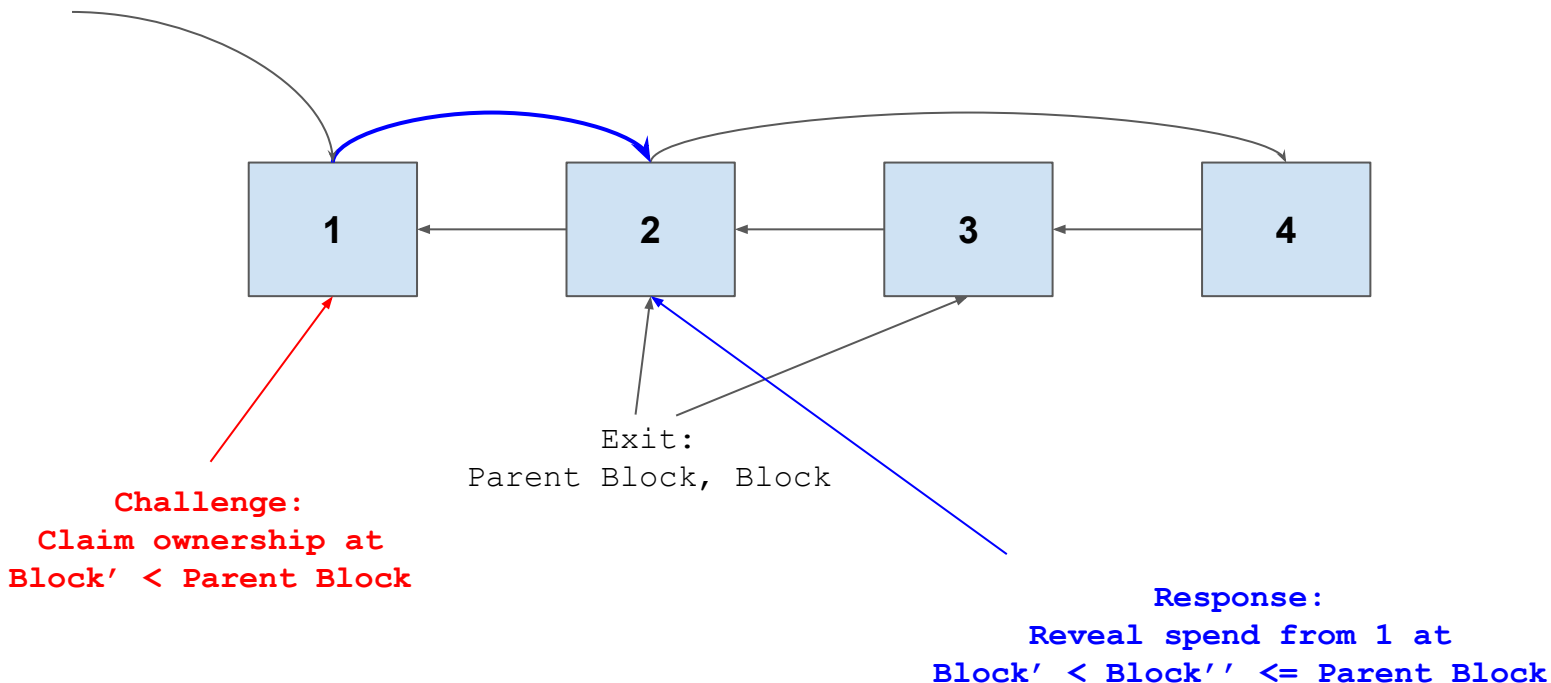
**Challenge:**  
Parent Tx spent at  
Parent Block < Block' < Block

# “Invalid History Challenge” (malicious operator)

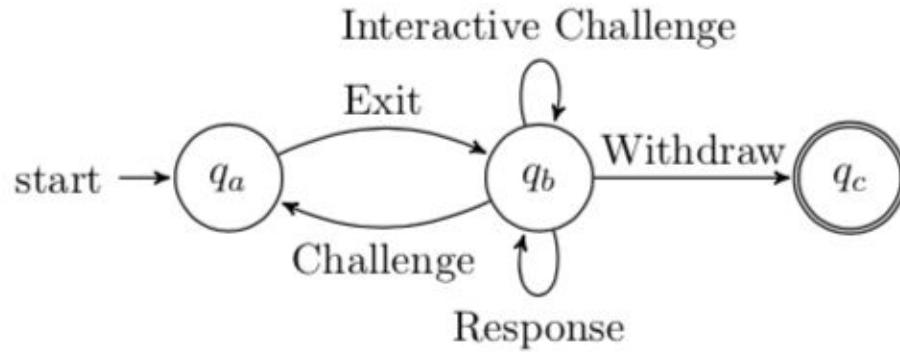




# Response to Invalid History Challenge



# Exit Game state machine (per coin)



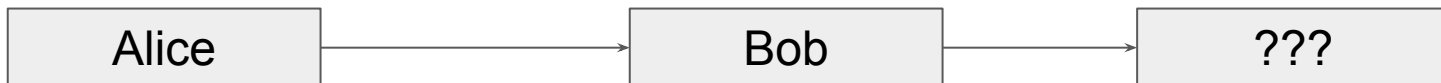
# **Background literature on covenants**

# What is a covenant?

Restriction on the outputs spending a UTXO.

*O'Connor @ Bitcoin Workshop 2017:*

- Digital signatures: **WHO** can spend Bitcoin
- Timelocks: **WHEN** Bitcoin can be spent

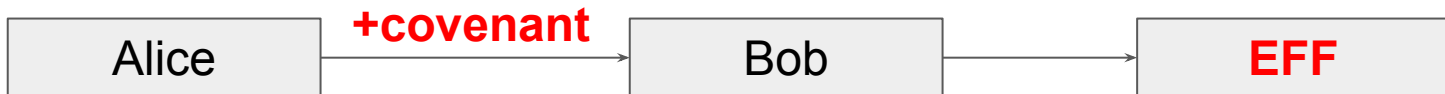


# What is a covenant?

Restriction on the outputs spending a UTXO.

*O'Connor @ Bitcoin Workshop 2017:*

- Digital signatures: **WHO** can spend Bitcoin
- Timelocks: **WHEN** Bitcoin can be spent
- Covenants: **HOW** and **WHERE** Bitcoin can be spent



# Use Cases

- Vaults
- Paralysis Proofs
- Colored Coins (non-fungible tokens)
- Congestion Control
- **Fraud proofs → Sidechains with trust-minimized reverse peg**
- ...more in the mailing list

# Covenant Designs

- OP\_CHECKOUTPUT (MES'16)
- OP\_CAT + OP\_CHECKSIGFROMSTACK (O'Connor, Piekarska '17)
- OP\_CHECKOUTPUTSHASH / OP\_SECURETHEBAG (Rubin)
- OP\_PUSHTXDATA (Lau)
- Presigned Transactions (McElrath / Bishop)

# **Implementing Plasma Cash on Bitcoin**



# Merkle Proof Verification

`VerifyIncluded(UTXO_ID, ROOT, TX_HASH, PROOF) :`

`ROOT`

`TX_HASH`

`PROOF`

`UTXO_ID`

**`MERKLEBRANCHVERIFY`**

# Verify block root was signed by Operator

`VerifySignedByOperator (BLOCK_NUM, ROOT, SIG) :`

`BLOCK_NUM`

`ROOT`

`CAT`

`SIG`

`<OPERATOR_ADDRESS>`

`CHECKSIGFROMSTACKVERIFY`

# Verify transaction was signed by previous owner

VerifyTxSigned(tx)

UTXO\_ID

PARENT\_BLOCK\_NUM

NEW\_OWNER

CAT CAT SHA256

SIG

<PREV\_OWNER\_ADDRESS>

CHECKSIGFROMSTACKVERIFY

# Enforce UTXO is spent to next state

`EnforceSpentTo (ARGS, NEXT_STATE_PATTERN) :`

`ARGS`

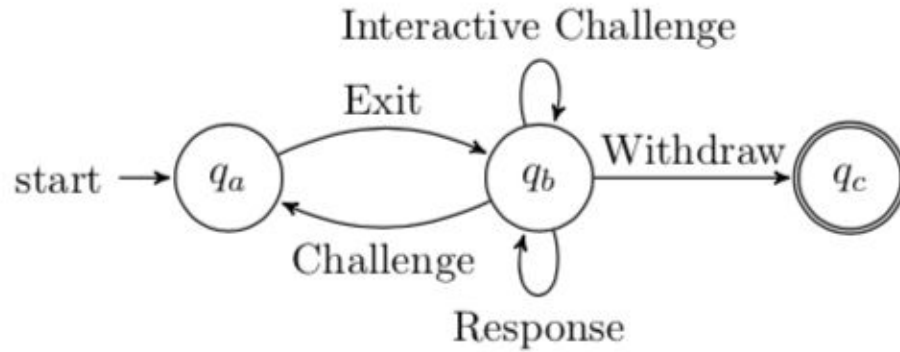
`NEXT_STATE_PATTERN`

`CHECKOUTPUTVERIFY`

(use PICK etc. to put <ARGS> in OUTPUT\_PATTERN / dynamically construct the covenant during redemption)

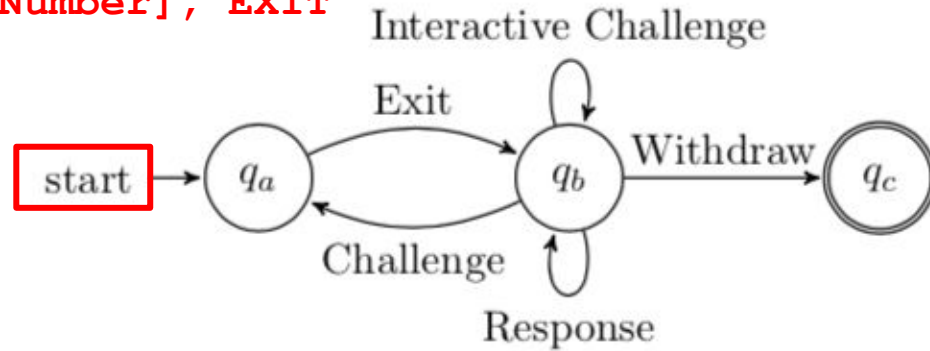
# Putting it all together

(verify tx merkle proofs, operator & transaction signatures w/ previous scripts)

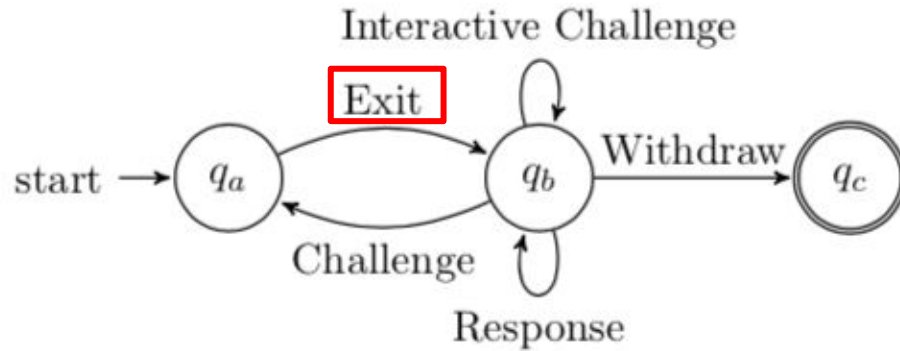


# Deposit = Spend to covenant

```
Spend to EnforceSpendTo (  
  [SidechainBlockNumber], EXIT  
)
```



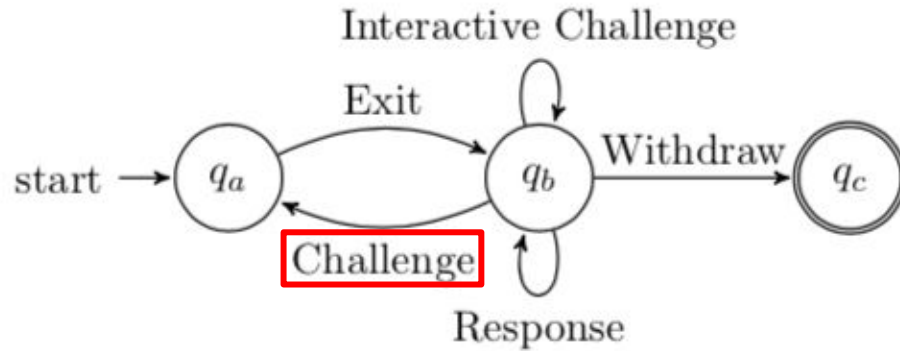
# Exit = Spend from Deposit to Exit Script



**Spend to**

**EXIT (parentIncludedTx, includedTx)**

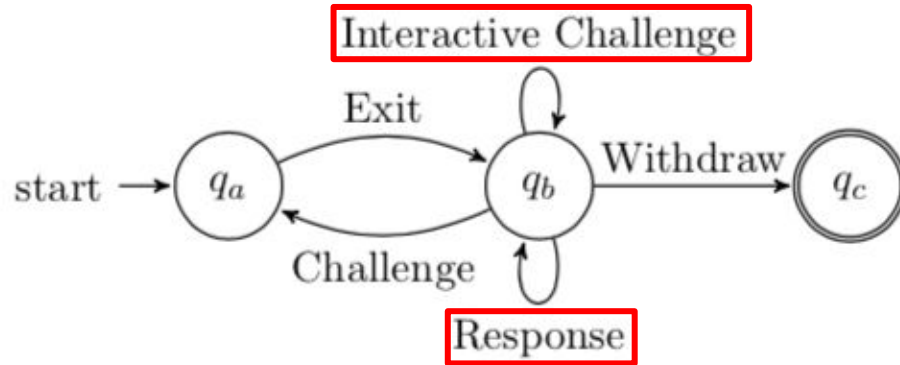
# Challenge Spent Coin / Double Spend = Spend back to Deposit



**Spend to DEPOSIT, show includedTx  
according to exit game**

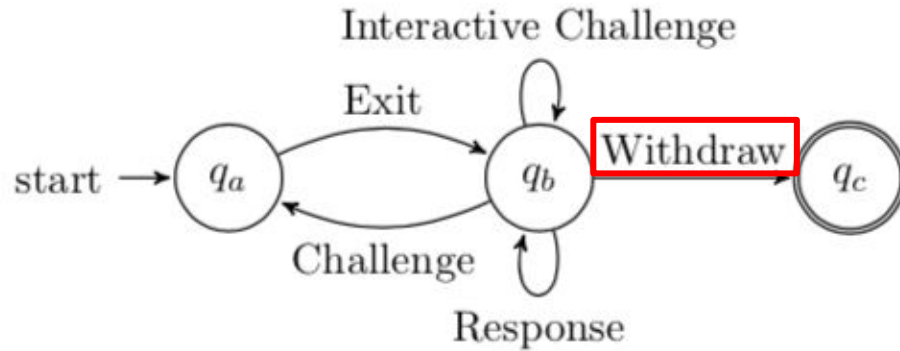


# Challenge Invalid History = Increment Counter, Response = Decrement Counter



**Spend to CHALLENGED' , show includedTx according to exit game. New CHALLENGED state = previous state with 1 extra IF condition for the Response.**

**Withdraw = Spend wherever after T if counter = 0**



**CSV 150 BENEFICIARY\_ADDRESS CHECKSIG**

# Summary

- Off-chain fixed-denomination payments
- “Compression” mechanism (more txs settle per block)
- Operator can censor cannot steal (under liveness assumption)
- No on-chain transaction to join
- Can receive payments when offline
- Capital efficient
- Users must audit **Bitcoin-chain** for fraud (*light* client side validation)
- Implementation WIP! Complex & Secure scripts are hard. Has been implemented on Ethereum since June '18.

Forked @kalewoof's btcdeb for prototyping (<https://github.com/gakonst/btcdeb>, rust CLI interpreter for opcode experimentation WIP!)

**Thank you for your attention**  
**Q & A ?**

[@gakonst](#) / [me@gakonst.com](mailto:me@gakonst.com)  
[gakonst.com/scalingbitcoin2019.pdf](https://gakonst.com/scalingbitcoin2019.pdf)

# Appendix

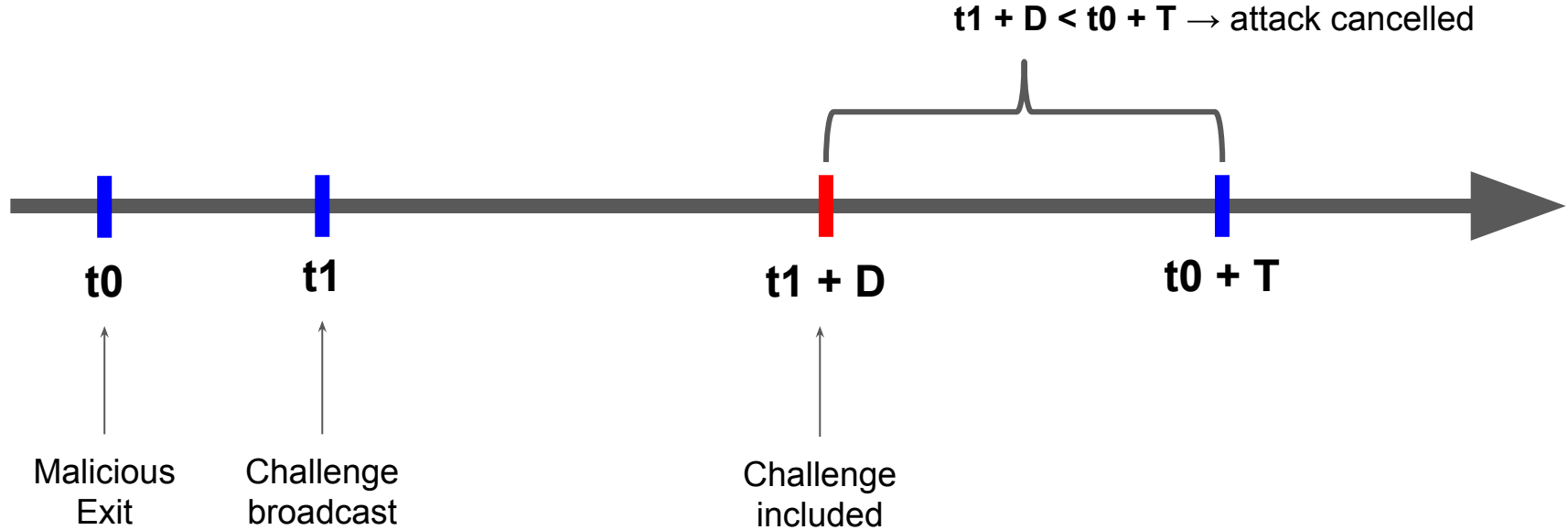
# Security & Incentive Compatibility of Layer 2 games requirements\*:

- **liveness (somebody must challenge)**
- **expected reward of attacker  $\leq 0$**

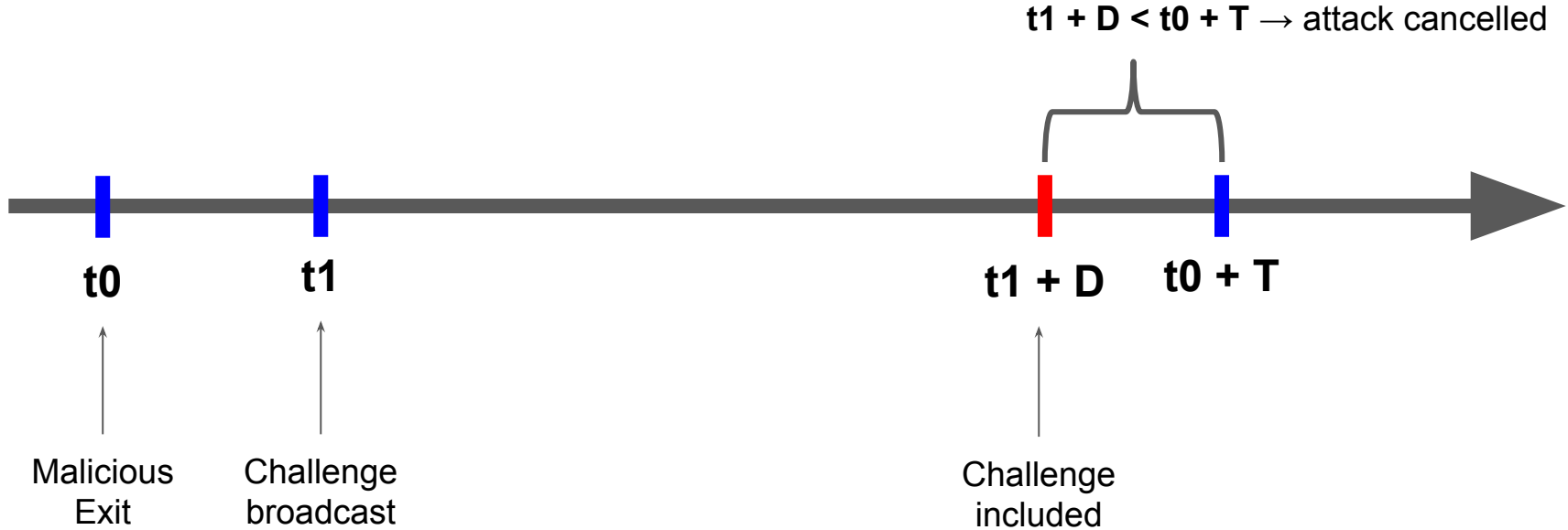
\*L2 games are implemented as deferred optimists:

<https://medium.com/@decanus/optimistic-contracts-fb75efa7ca84>

# Secure iff challenge included before $t_0 + T$



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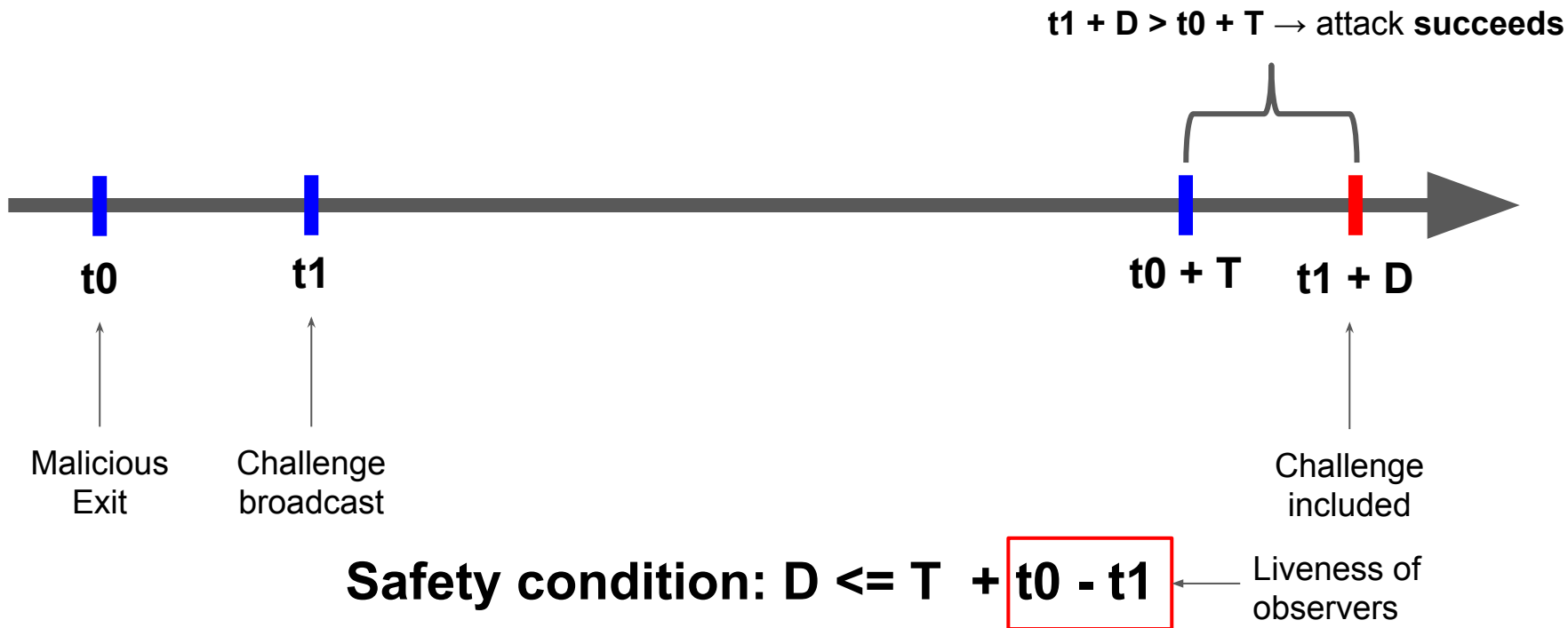


# Insecure iff no challenge included before $t_0 + T$

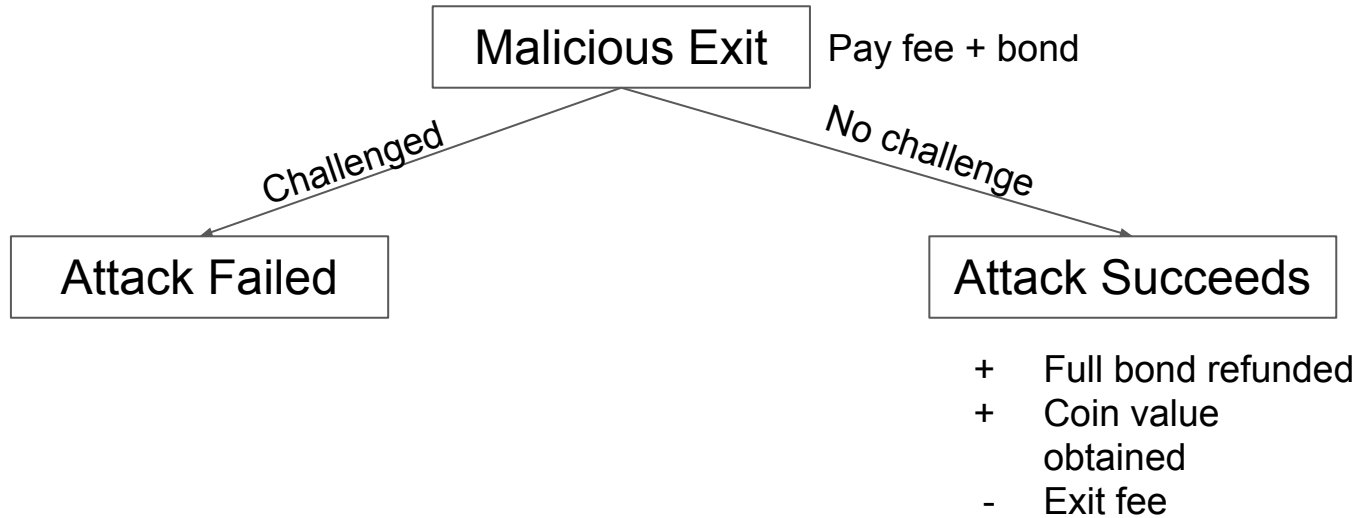
$t_1 + D > t_0 + T \rightarrow$  attack **succeeds**



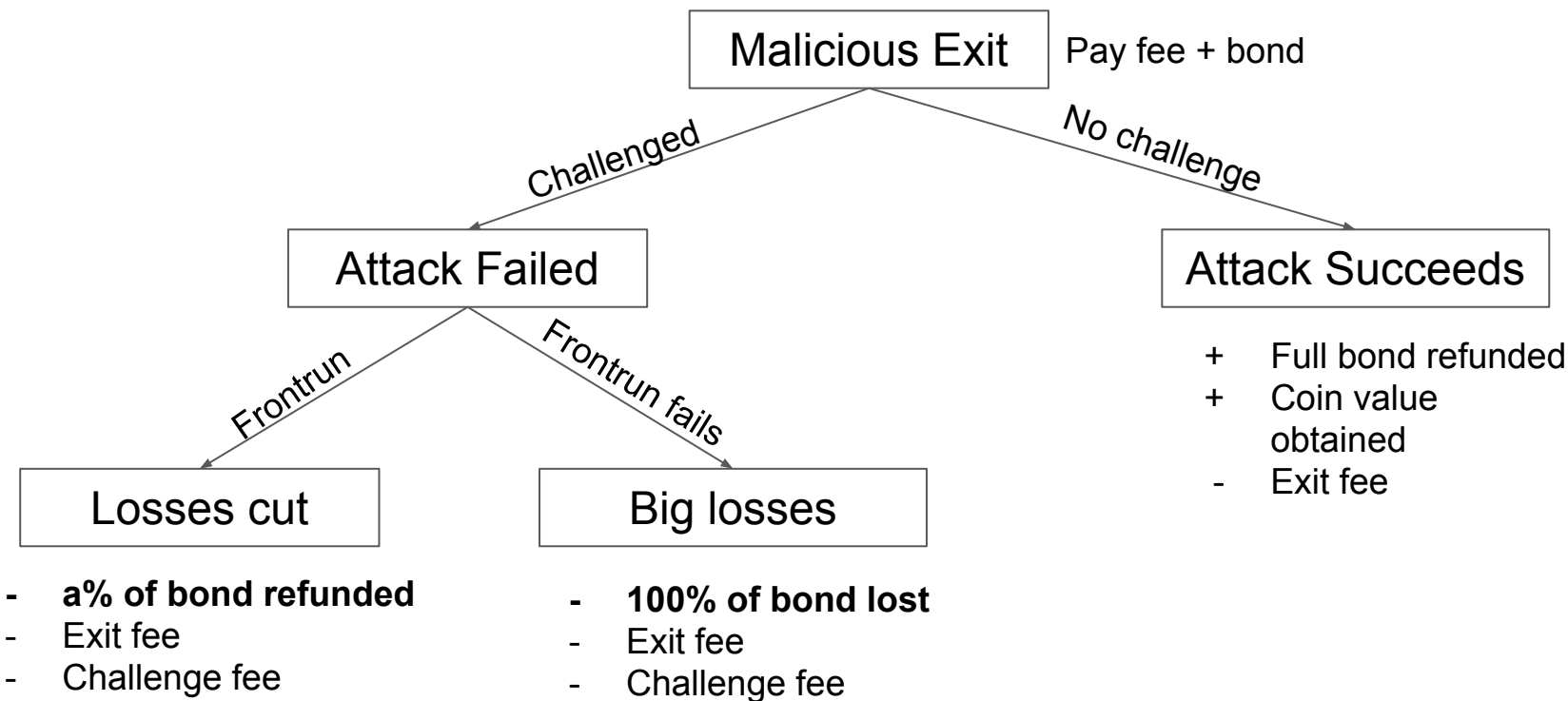
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# Attacker Decision Flow



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# Incentive Compatibility of the Exit Game

$$E(R) = P(\overline{C})v \leq 0$$



No challenges = success:

- ↑ onchain congestion / censorship
- ↑ block withholding
- ↓ liveness of participants
- ↓ **challenge period  $T$**



**Large  $T$  = Secure but bad UX!**

# Incentive Compatibility of the Exit Game

$$E(R) = P(\overline{C})v - \underbrace{[gas + P(C) * bond]}_{\text{cost to attack}} \leq 0$$



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Cost to Attack =

- Tx fees (constant)
- **Fidelity Bond**  
(goes to challenger)

# Incentive Compatibility of the Exit Game

$$E(R) = P(\overline{C})v - \underbrace{[gas + P(C) * bond]}_{\text{cost to attack}} + \underbrace{P(C)P(F | C) * bond}_{\text{reward from frontrunning}} \leq 0$$

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from cost if successful

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Attacker won't frontrun  
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if nobody challenged

Frontrunning removes bond  
from cost if successful

**Burn part of the bond.**



**Plasma Cash → Fixed-denomination.  
Arbitrary denomination payments?**



<https://github.com/plasma-group/plasma-core>

# Plasma Cash + Fragmentation = Plasma Cashflow



1 Euro

# Plasma Cash + Fragmentation = Plasma Cashflow

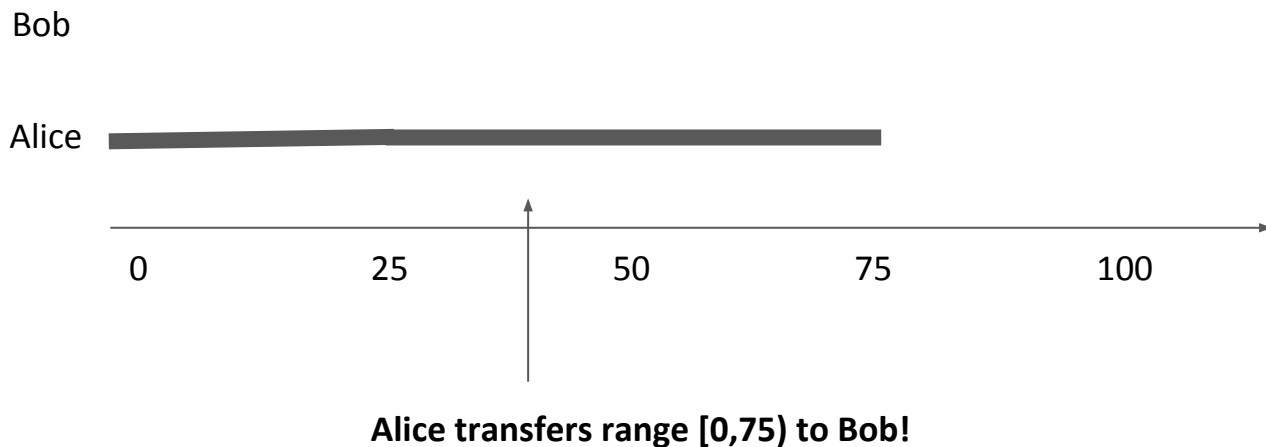


1 Euro

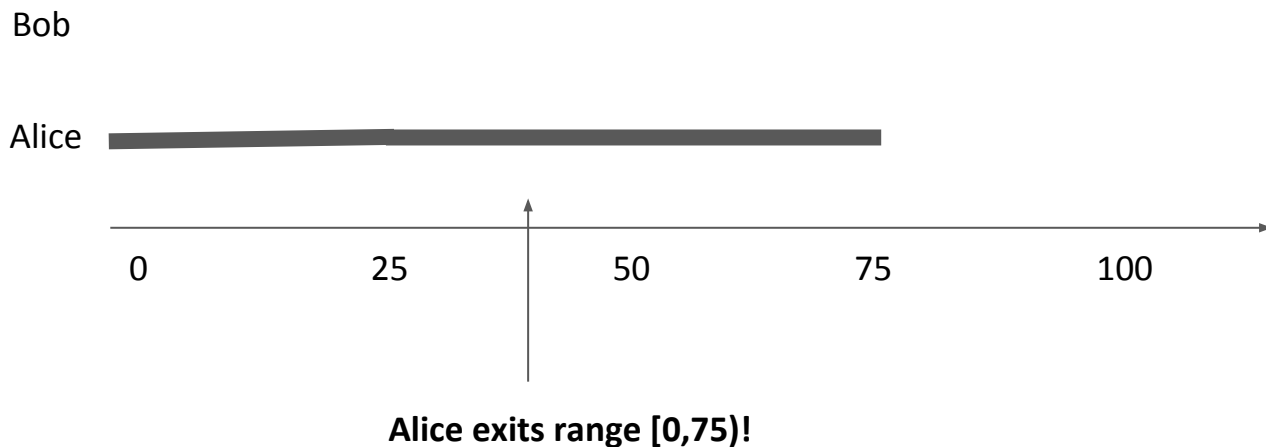


range of 10 x 10 cent fragments

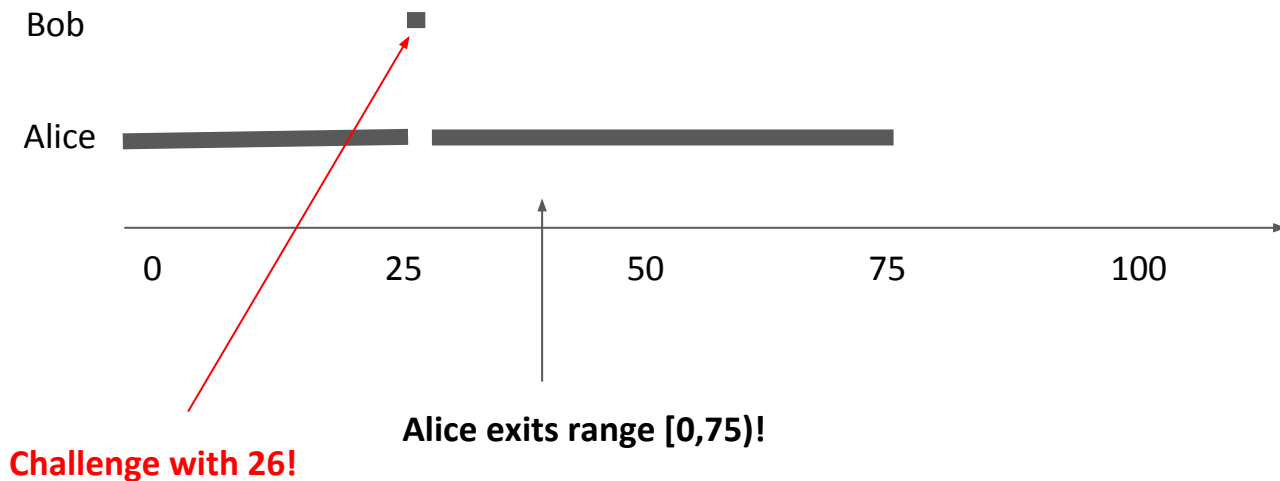
# A non-interrupted range can be transferred in 1 tx



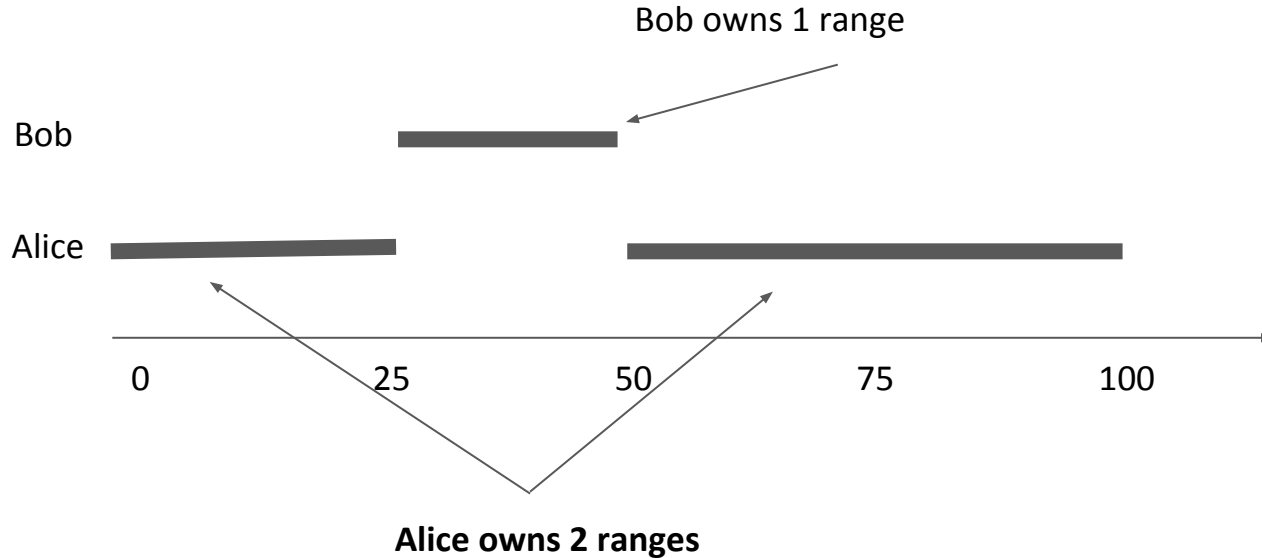
# A non-interrupted range can be exited in 1 tx



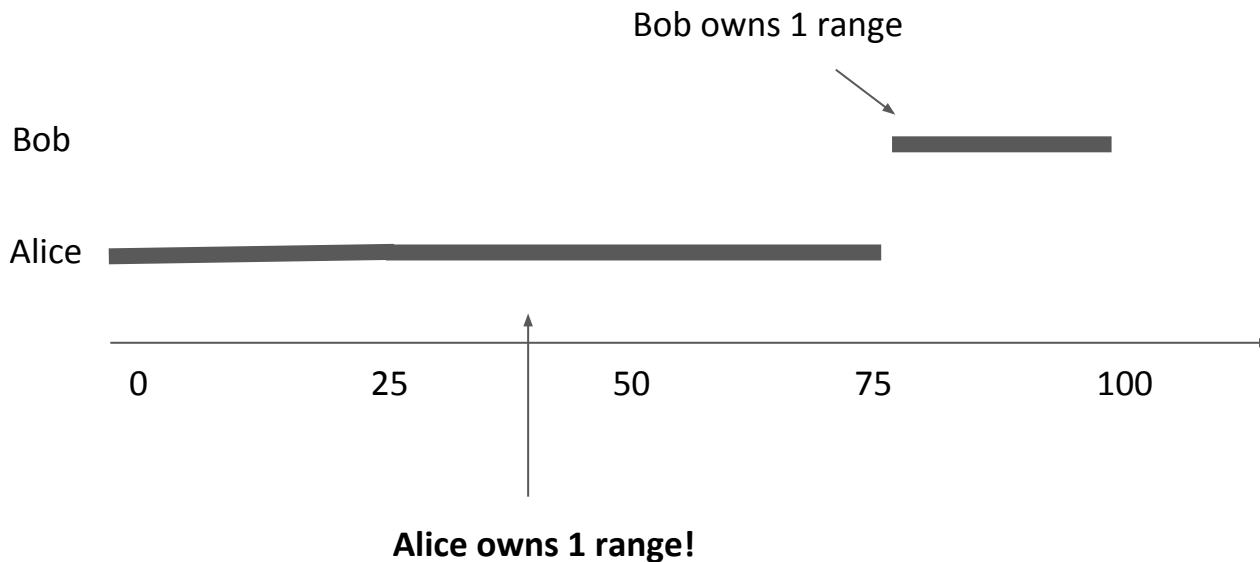
# Any 1 coin inside the range is a valid challenge!



# Defragmentation of ranges



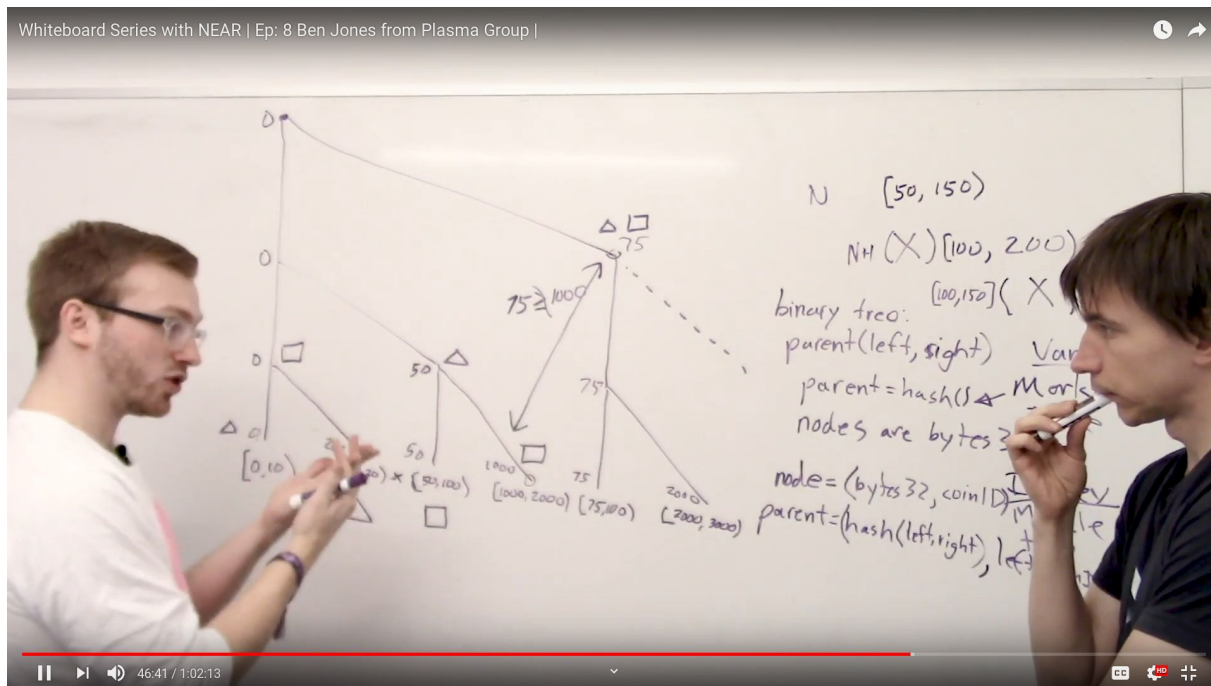
# Defragmentation of ranges





# Merkle Index Tree

## Inclusion / exclusion proofs for ranges w/ light client support!



<https://www.youtube.com/watch?v=-8Jp7VjSpQE>