

# CSE 5095-007: Blockchain Technology

## Lecture 4 Bitcoin - Part II

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# Outline

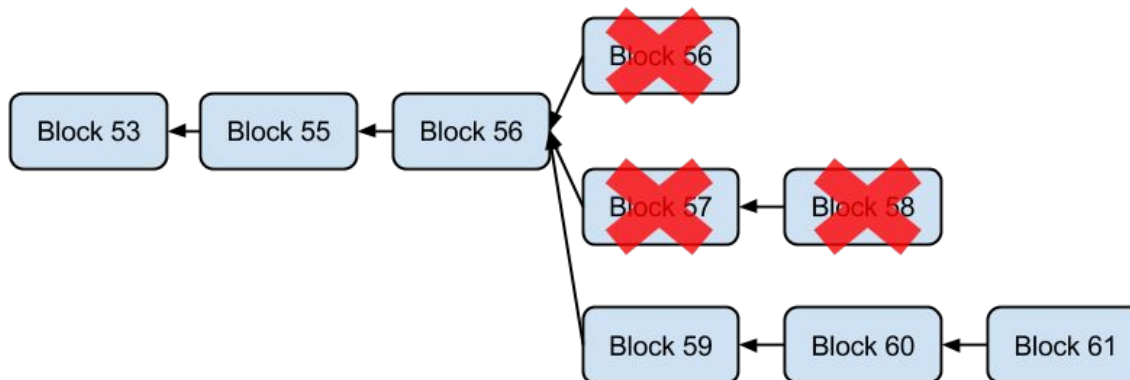
- More about Bitcoin:
  - Consensus.
  - Blockchain forking.
  - Bitcoin scripting language and transaction processing.

# Consensus

- Miners hold, hopefully, consistent copies of the blockchain.
  - Only differ in the most recent unconfirmed blocks.
- A miner votes for a block implicitly:
  - Accept it by including it in the chain and start mining on top of it.
  - Reject it by ignoring the new block and continue mining based on the older blockchain or another newly announced block.
- Remember: Bitcoin network is not perfect!
  - propagation delays, not all nodes hear all announced transactions, nodes may crash at any point of time, etc.
- Result: the blockchain may have multiple branches, i.e., forks.

# Blockchain Forking

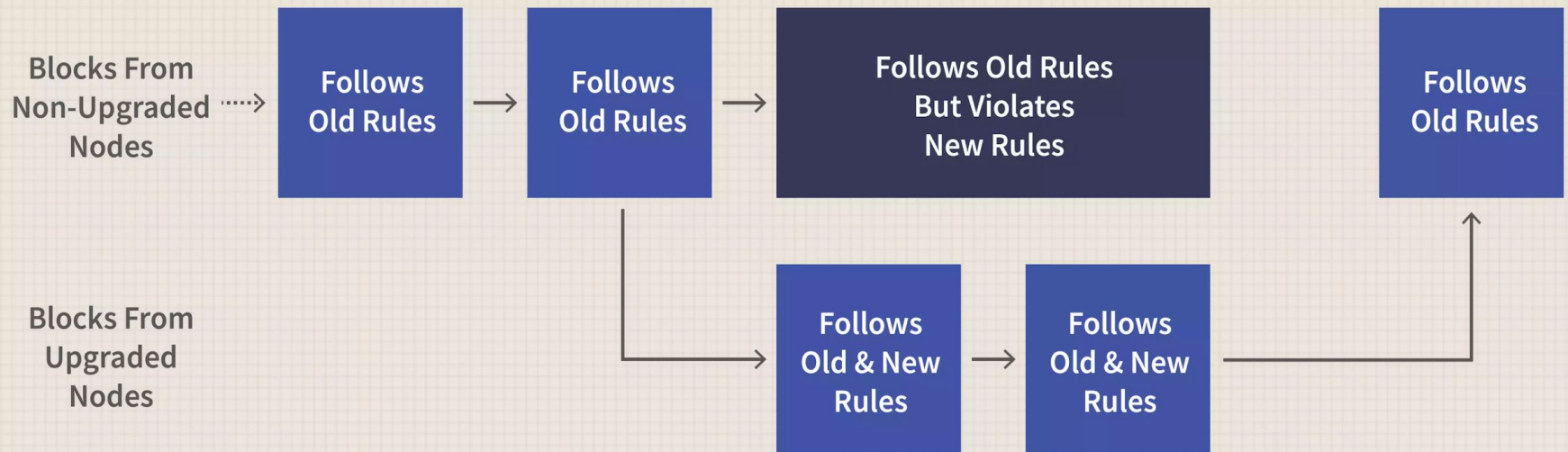
- Miners work on different branches
- Resolved by adopting the longest branch.
  - Since it means more work effort and larger history record.



# Forking Types - Soft Fork

- Temporary fork in the blockchain due to updating the consensus protocol to include additional rules on validating the blocks.
  - Generally, soft forks are related to adopting stricter rules to validate blocks/transactions.
- Why is it called soft?
  - Blocks considered valid by an old version of the protocol are not all valid by the new version.
  - But blocks considered valid by the new version are all valid based on the old version.
  - So it is still one blockchain!
- If the majority of the nodes switch to the new version of the protocol the old nodes will switch eventually since many of their mined blocks will be dropped.

# Soft Fork - Pictorially



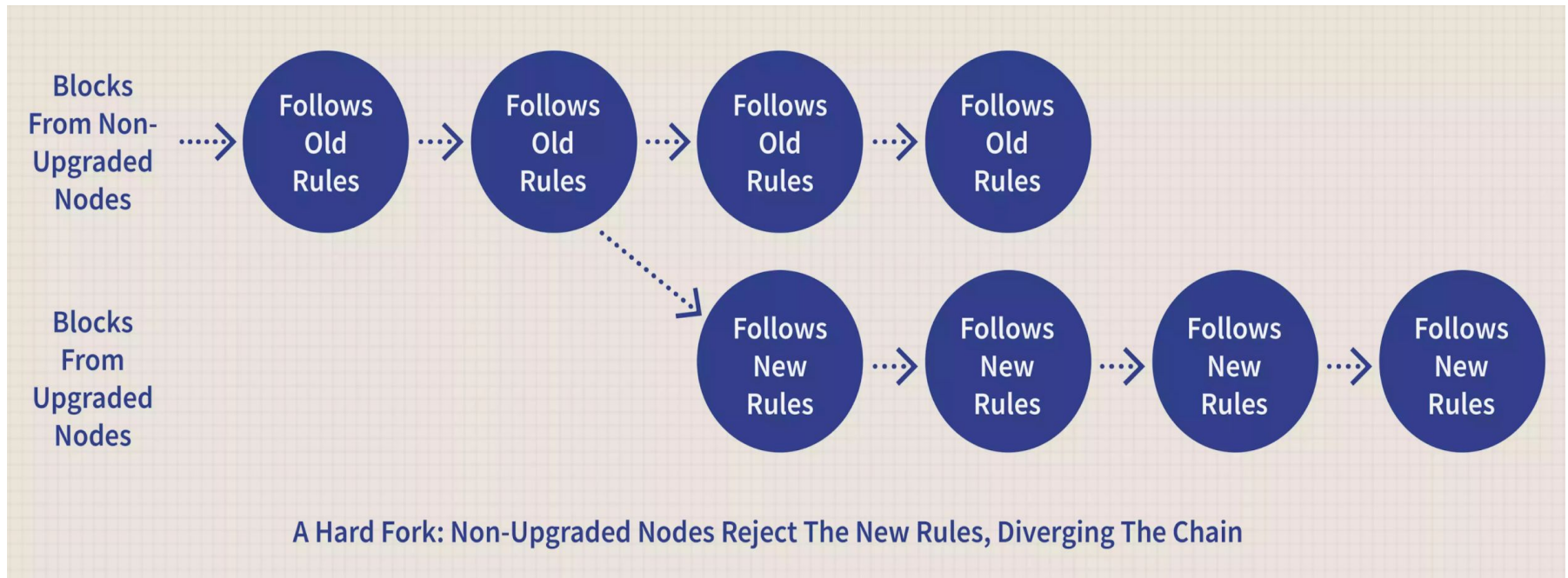
A Soft Fork: blocks violating new rules are made stale by the upgraded mining majority

From <https://www.investopedia.com/terms/s/soft-fork.asp>

# Forking Types - Hard Fork

- Permanent fork in the blockchain due to updating the consensus protocol.
- Why is it called hard?
  - All blocks that are valid according to the new version are considered invalid by the old protocol version.
  - Thus, the two branches will not have any blocks/transactions in common.
  - Results in two different blockchains.
- So, a miner can be on one branch (or basically a blockchain) but not both.

# Hard Fork - Pictorially



From <https://www.investopedia.com/terms/h/hard-fork.asp>



# Forking Types - Velvet Fork

- A conditional soft fork.
  - More strict validity rules of transactions and blocks that are applied when certain conditions are met.
  - If such conditions are not met, then the new rules are ignored.

# Bitcoin Scripting Language

# Validating Transactions

- Involves validating/checking:
  - The format of a transaction (including that total value of output does not exceed total input value,
  - and that the inputs can be spent to the outputs.
- The latter is done in a programmable way using Bitcoin scripting language.
  - This allows for greater flexibility and introduces the notion of ***programmable money***.

# Bitcoin Scripting Language

- Non Turing-complete, does not support loops.
  - Limited complexity and it has a predictable execution times.
  - Stack based.
- Kept simple for security reasons.
  - More complex scripting languages, or better saying Turing-complete, provide greater flexibility for the programmer to build complicated functionalities.
  - It is hard to get it right!! Write fully secure scripts or programs is not easy.
- Attackers are financially motivated to dig into these programs and find security bugs.

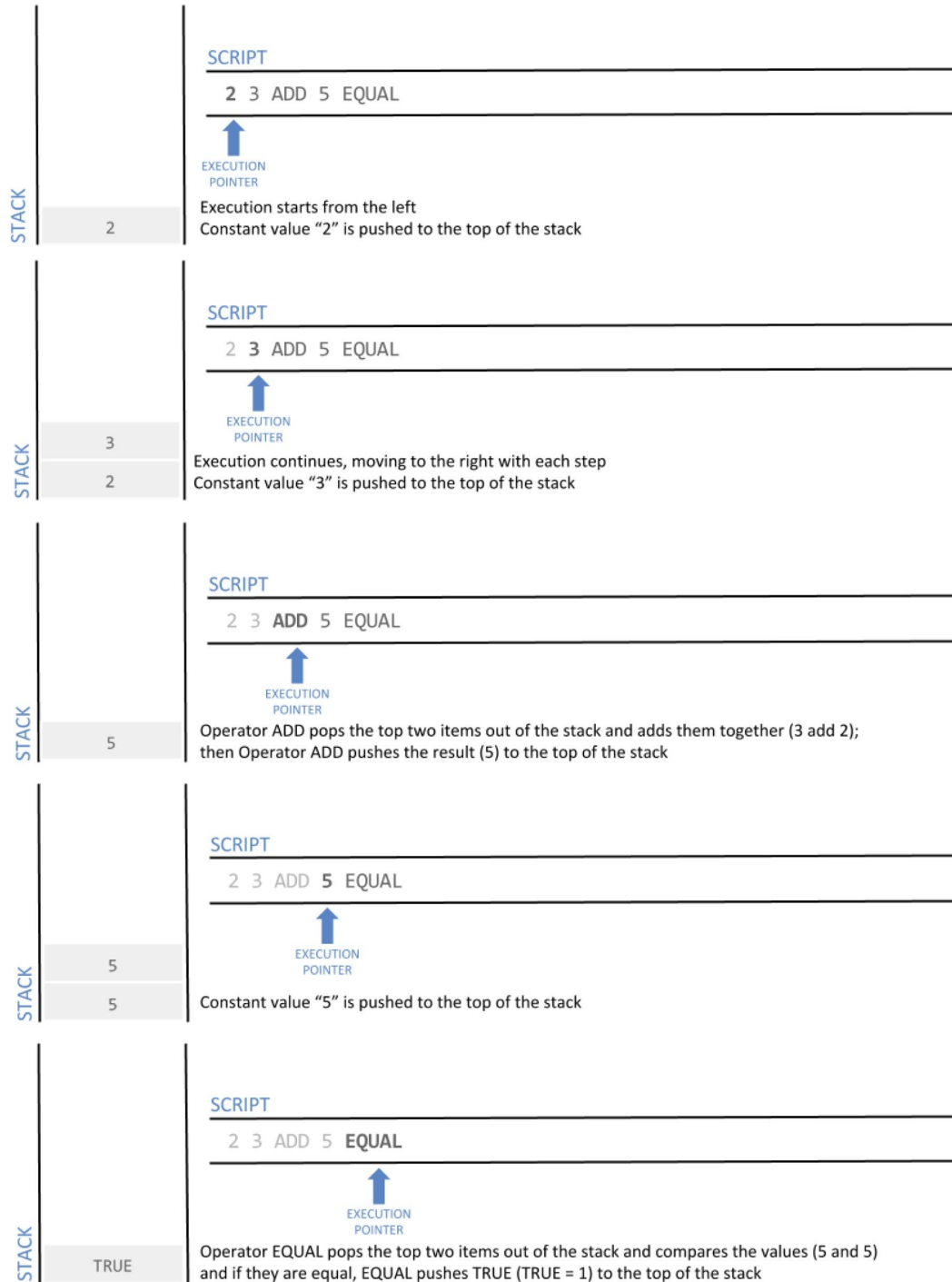
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# Script Construction

- Two parts: unlocking and locking scripts.
  - Locking: specify conditions that when met a given input (akak coins) can be spent.
  - Unlocking: a proof that the conditions have been met (i.e., provide inputs for the locking script to unlock it).
- Thus, a transaction has an unlocking script for each of its inputs that is processed alongside a locking script for the output of the referenced input transaction.
  - Recall that an input for a (new) transaction is an output of an unspent (previous) transaction.
  - The concatenated unlocking and locking scripts have to evaluate to **TRUE** in order to consider the transaction as valid.

# Stack-based Scripting

- A clarifying example (and the figure) from “Mastering Bitcoin” book, Chapter 5.
- Locking and Unlocking scripts will be written similarly.



# Script Construction - An Example I

- Most popular transaction type in Bitcoin is pay to public key hash.
  - Simply it means sending coins to some public key.

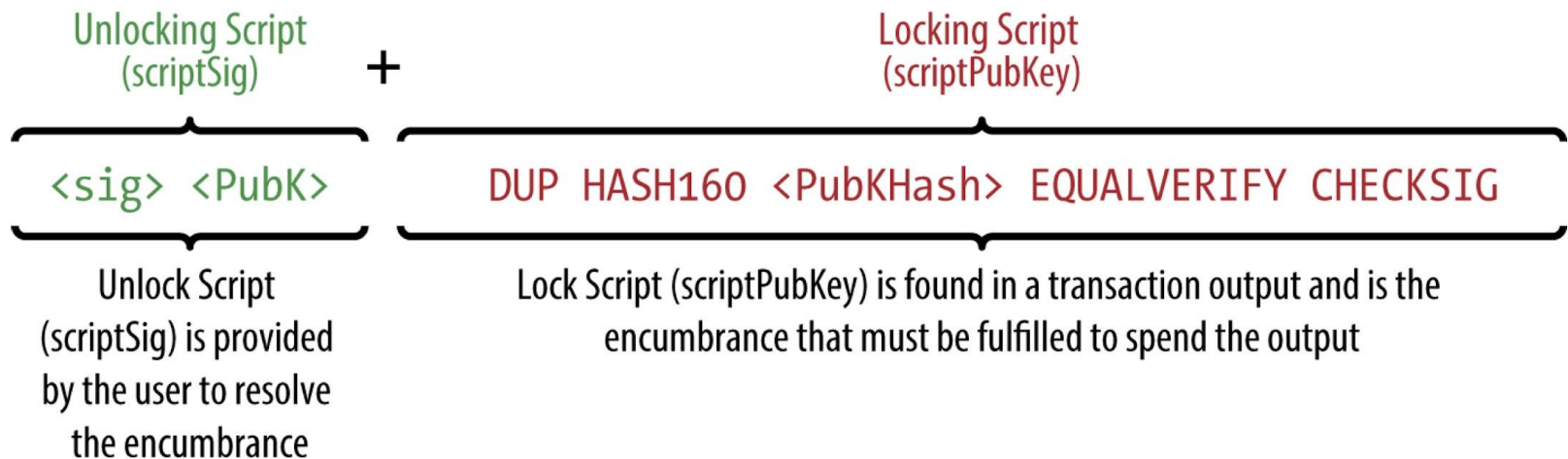


Figure taken from "Mastering Bitcoin" book, Chapter 5.

# Script Construction - An Example II



Figure taken from “Mastering Bitcoin” book, Chapter 5.



# Bitcoin Standard Transactions

- Pay to public key hash.
  - Vast majority of Bitcoin transactions are of this type.
  - X pays Y a Z value of Bitcoins.
- Pay to public key.
  - Same as above but instead of using addresses (hashed public keys), use the public key it self.
  - Hashed public keys are more efficient as they are shorter.
- Data output.
  - Use OP\_RETURN to store up to 40 byte data on the blockchain (e.g., document timestamping).
- Pay to script hash.
- Pay to multi-signature.
  - More about the above two in the next slides.

# Pay to Script Hash (P2SH)

- Provides ways to implement advanced operations in Bitcoin beyond the standard currency transfer transactions.
- The address is the hash of some script, thus, these addresses start with 3 to differentiate them from normal addresses.
- To spend the currency locked under the script hash address you must present an unlocking script that makes this locking script evaluate to TRUE.
  - If the result is indeed true the currency is transferred to the destination address you specify.
- The scripts that you can code are limited by the primitives/opcodes supported in Bitcoin Scripting language (check <https://en.bitcoin.it/wiki/Script> ).

# Pay to Multi-signature (P2MS)

- One of the very useful and widely implemented scripts in P2SH.
- The script requires signatures of a set of users to unlock the currency instead of one user signature.
- Can be built also in a threshold based way, like 2 out of 3 signatures are enough to spend the currency.
- Mostly used to create escrows while trading using Bitcoin.

# P2MS - An Example

- Locking, unlocking, and concatenated scripts for a 2 out of 3 multisig transaction (from “Mastering Bitcoin”, Chapter 5).

```
2 <Public Key A> <Public Key B> <Public Key C> 3 CHECKMULTISIG
```

```
<Signature B> <Signature C>
```

```
<Signature B> <Signature C> 2 <Public Key A> <Public Key B> <Public Key C> 3 CHECKMULTISIG
```

