Security at Stake?

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Nakamoto consensus

- Blocks of transactions, in a chain
- Miners/bakers vote on a history
  - PoW: hashpower
  - PoS: signatures
  - Voting must be scarce
  - Also produce blocks (non-essential)
- Fork choice rule
- Probabilistic threshold (*n* confirmations)

Desideratum: Progress

- Blocks continue to be appended
- Meaningfully: also non-censorship
  - One proposer censoring: ok
  - Lots of proposers censoring: not great
  - >=50% (Nakamoto) censoring: terrible

Desideratum: Agreement

- Any two network participants agree on value
  - Otherwise: double-spend!
- Subjective confirmation threshold
  - More difficult to “undo” over time - more work / more signatures

Breaking progress

- Network-layer
  - Partial network control - slow down
- Consensus-layer
  - Selfish mining
    - Hide higher-fitness chain temporarily
    - Reveal once block published
    - Force other baker to waste time, maybe slot
    - Also other direction: build on lower-priority block
      - Maybe ask for a bribe!
  - Nil-voting (threshold BFT)
  - Nakamoto consensus: harder to stop, can slow
- Selective censorship
  - See tx to exchange, censor, front-run
  - Oracles too

Breaking agreement

- Network-layer attacks
  - Total control: eclipse (although ~detectable)
- Consensus-layer attacks
  - Nakamoto consensus: “51%”
  - Then can arbitrary censor, deep fork
  - More stake, deeper possible fork
  - PoS: stake is not scarce!
    - Nothing-at-stake problem
    - Bonding period
  - Opportunistic bribery: cheaper
    - Especially if services use flat threshold
    - Can be automated, hard to punish

Proof-of-stake incentive design

- Carrot and/or stick
  - Lots of design space, all in the state machine
- Incentivize uptime
  - Block reward, endorsement rewards
- Punish any cause of consensus-at-risk
  - Slash a lot for double-signing
- Punish “selfish mining” attack class as possible
  - Endorsement rewards decrease on later-priority blocks
- Some things are hard
  - Punishing censorship not easily possible (yet)
    - Maybe: threshold decryption

Edge cases

- Easy analysis with <<½ stake
  - Consensus attacks not damaging
  - Can incentivize secure setups
- More difficult at threshold
  - No effective double-signing penalty due to censorship
- Intricate incentives hard to get right
  - Want: rewards linear in stake
  - Likely: slightly superlinear
- Bribery
  - Impossible to know off-chain incentives ahead of time
  - Maybe service providers should cost attacks explicitly

Countermeasures

- Detection / mitigation
  - Speed tradeoffs
- Reducing baker power
  - Threshold tx decryption
  - “Social punishment” from delegators
- Encourage attacks
  - Reward for hacking
  - Increase real-world consensus-attack cost
- Hybrid consensus
  - Different attack surfaces
- Fork threat
  - Certain attack class = only option
  - Dependent on off-chain social consensus

Possible future directions

- PoS derivatives
  - Tokenized bonds, index funds
  - “Bet” on baker, endorser performance
    - Consensus participants can influence results
  - Derivative market > base market = dangerous
    - Buy some network token
    - Short more than you bought
    - Break consensus!
    - Who will lend?
- Cross-chain consensus
  - Notarization (PoW, PoS)
  - Easier: backup coordination mechanism

Informed stakeholder tips

- PoS is very experimental
  - Promise vs PoW: quiescent, less centralized, faster
  - Way more design space
  - Not stress-tested yet: may totally break!
- Understand network roles
  - Delegation = voting, not just rewards
    - More relevant long-term
    - Tragedy-of-the-commons problems
- Multiplayer game
  - Unlike nation-state governance, no finite resource (eqv. land)
  - Fitness selection function on blockchains: governance quality
    - Proposing helpful changes
    - Passing the right proposals
    - Rejecting the wrong proposals

Further resources

- Tezos PoS [Official Gitlab]
  - https://tezos.gitlab.io/tezos/whitedoc/proof_of_stake.html
- Tezos Governance [Jacob Arluck]
  - https://medium.com/tezos/amending-tezos-b77949d97e1e
- How to Write Protocol Upgrades [Cryptium Labs]
  - Coming soon!