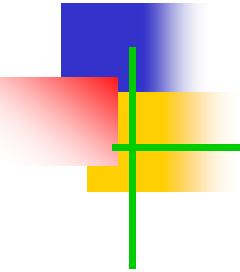


Blockchain 101



Lecture Outline

- Distributed Systems Design
- Blockchain defined
- Consensus
- CAP theorem and Blockchain
- Decentralization

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- Distributed Systems Design
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Distributed Systems

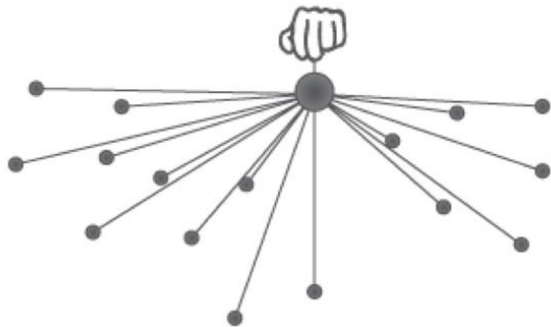
- Understanding distributed systems is essential to understand blockchain, as blockchain was a distributed system at its core.
- It is a distributed ledger that can be centralized or decentralized.
- It can be thought of as a system that has properties of the both **decentralized** and **distributed** paradigms. It is a decentralized-distributed system (**decentralized vs. distributed?**)

Distributed Systems

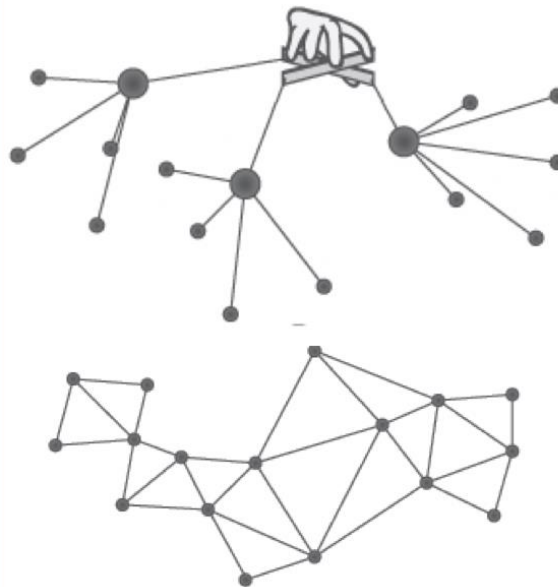
- **Centralized systems** are conventional (client-server) IT systems in which there is a single authority that controls the system, and who is solely in charge of all operations on the system.
- All users of a centralized system are dependent on a single source of service.
- In a **distributed system**, data and computation are spread across multiple nodes in the network.
- A **decentralized system** is a type of network where nodes are not dependent on a single master node; instead, control is distributed among many nodes.

Decentralization using blockchain

Centralized



Distributed



Decentralized

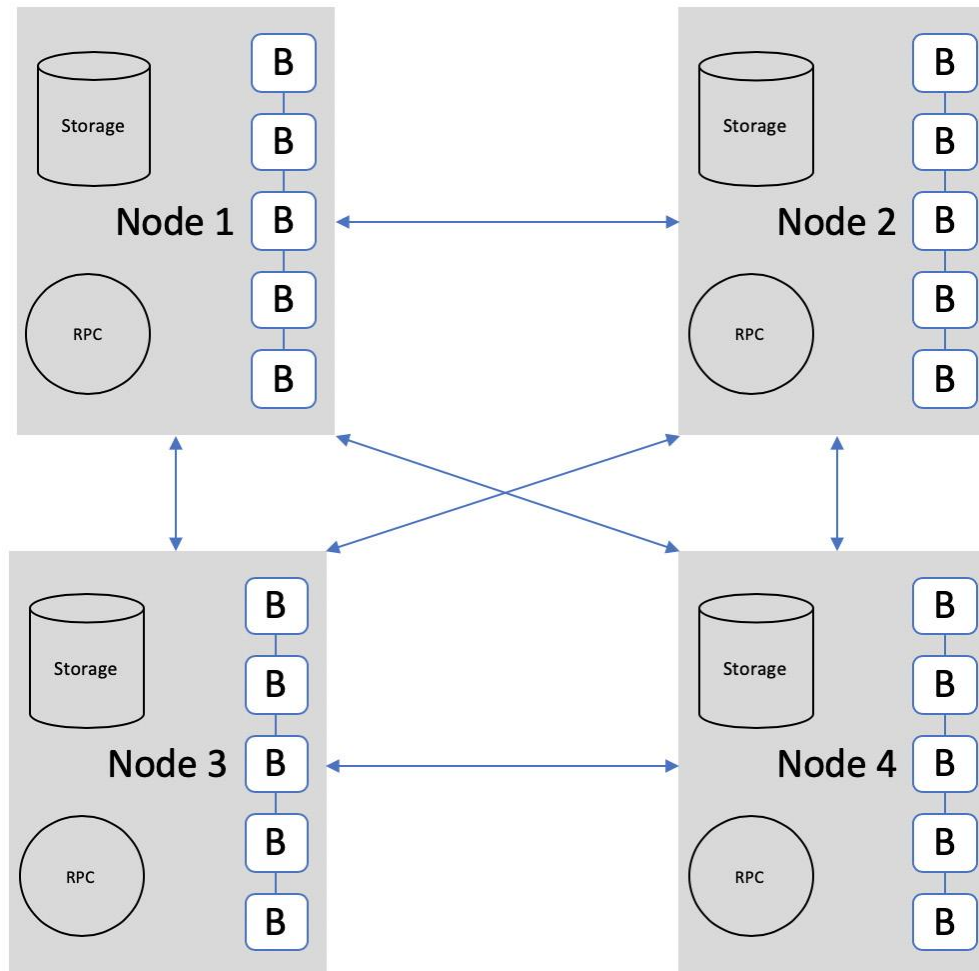


Notice no hand
means no central controller / authority

In a distributed system, there is still a central authority that governs the entire system, whereas in a decentralized system, no such authority exists

Differences between distributed and decentralized systems

Decentralized



Distributed Systems (Cont.)

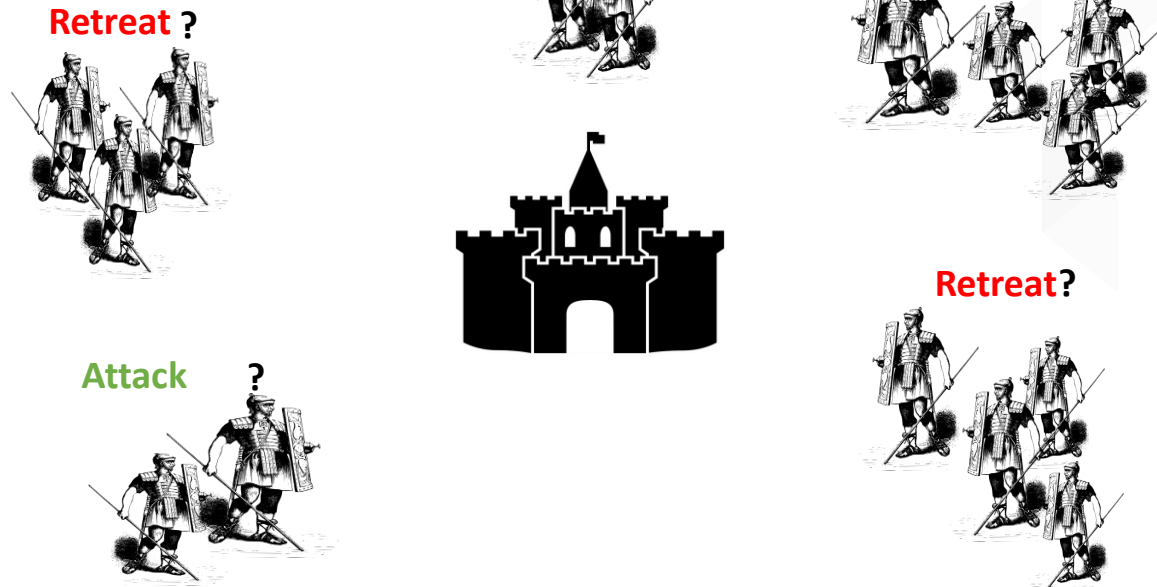
- Understanding distributed systems is essential to understand blockchain, as blockchain was a distributed system at its core.
- **Distributed systems** are a computing paradigm whereby two or more nodes work with each other in a coordinated fashion to achieve a common outcome.
- It is modeled in such a way that end users see it as a single logical platform.
- A **node** can be defined as an individual player in a distributed system.

Distributed Systems (Cont.)

- All nodes are capable of sending and receiving messages to and from each other. Nodes can be honest, faulty, or malicious, and they have memory and a processor
- A node that exhibits irrational behavior is also known as a *Byzantine node* after the **Byzantine Generals** problem



The Byzantine Generals problem



Attack or retreat?
Consensus required to
win

The Byzantine Generals Problem

- A group of army generals who lead different parts of the Byzantine army is planning to attack or retreat from a city, where they only communicate among them is via a messenger.
- They need to agree to strike at the same time in order to win.
- The issue is that one or more generals might be traitors who could send a misleading message.
- There is a need for a viable mechanism that allows for **agreement among the generals**, even in the presence of the treacherous ones, so that the attack can take place at the same time.

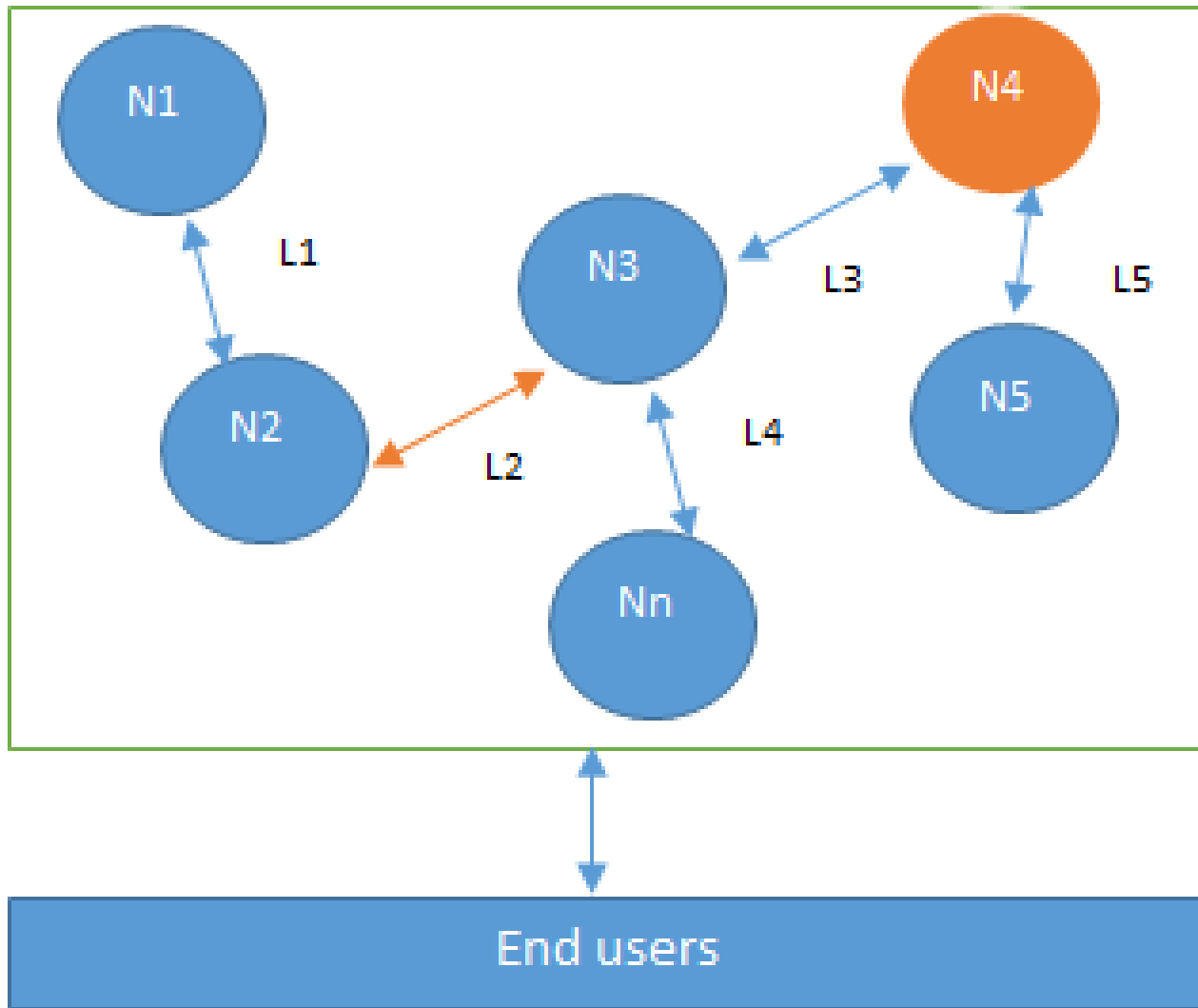
The Byzantine Generals Problem

- In 1999, Castro and Liskov presented the **Practical Byzantine Fault Tolerance (PBFT)** algorithm, **which solves the consensus problem** in the presence of Byzantine faults in asynchronous networks by utilizing the state machine replication protocol.
- PBFT goes through **a number of rounds** to eventually reach an agreement between nodes on the proposed value.

The Byzantine Generals Problem

- This type of inconsistent behavior of Byzantine nodes can be intentionally malicious, which is detrimental to the operation of the network.
- Any unexpected behavior by a node on the network, whether malicious or not, can be categorized as Byzantine.

Design of a distributed system



N4 is a Byzantine node, L2 is broken or a slow network link

Lecture Outline

- Distributed Systems Design
- **Blockchain defined**
- Consensus
- CAP theorem and Blockchain
- Decentralization

Defining 'Blockchain'

Layman's definition: Blockchain is an ever-growing, secure, shared recordkeeping system in which each user of the data holds a copy of the records, which can only be updated if all parties involved in a transaction agree to update.

Technical definition: Blockchain is a peer-to-peer distributed ledger that is cryptographically-secure, append-only, immutable (extremely hard to change), and updateable only via consensus or agreement among peers.

Blockchain definition

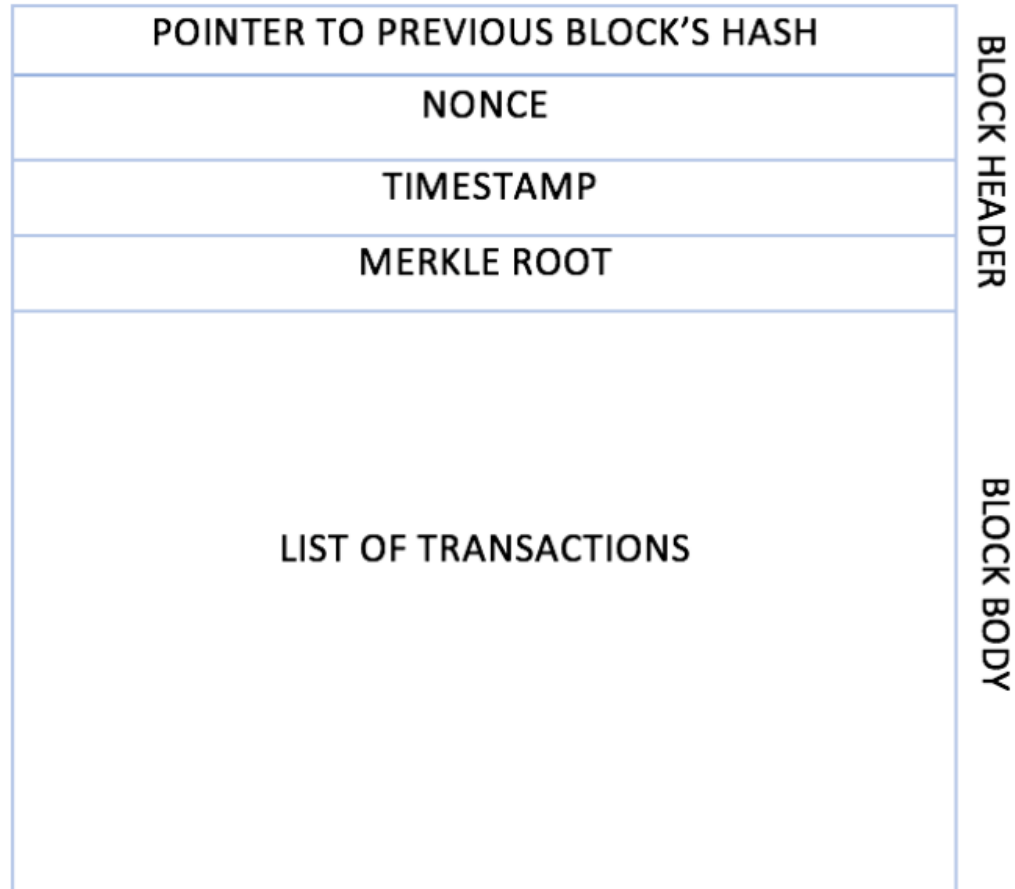
- **Peer-to-peer:** This means that there is no central controller in the network , and all participants (nodes) talk to each other directly. (Implication?)
- **Distributed ledger:** means that a ledger is spread across the network among all peers in the network, and each peer holds a copy of the complete ledger.
- **Cryptographically secure:** which means that cryptography has been used to provide security services that make this ledger secure against tampering and misuse. (e.g., non-repudiation, data integrity)

Blockchain definition

Can they
be changed?

- **Append only:** that blockchain is "append-only," which means that data can only be added to the blockchain in *time-sequential order*. Blocks added to the chain **cannot be changed**, thus making the blockchain **practically** immutable.
- **Updateable via consensus (consensus-driven):** In this scenario, no central authority is in control of updating the ledger.
- Any update made to the blockchain is validated against **strict criteria defined by the blockchain protocol** and added to the blockchain only after a **consensus** has been reached among all participating peers/nodes on the network. (**Consensus algorithms**)

The Generic Structure of a Block



The Generic Structure of a Block

- **Address:** Addresses are unique identifiers used in a blockchain transaction to denote senders and recipients. An address is usually a public key or derived from a public key.
- **Transaction:** A transaction is the fundamental unit of a blockchain. A transaction represents a transfer of value from one address to another.

Peer A

[illegible]

Block:

2

Nonce:

82590

Tx:

\$ 97.67	From:	Ripley	->	Lamb
\$ 48.61	From:	Kane	->	Ash
\$ 6.15	From:	Parke	->	Dallas
\$ 10.44	From:	Hicks	->	Newt
\$ 88.32	From:	Bishop	->	Burke
\$ 45.00	From:	Hudson	->	Gorm
\$ 92.00	From:	Vasquez	->	Aponso

Prev:

000049015089c7b64125575f5cf78fa3d2bba

Block:	#	3		
Nonce:	40596			
Tx:	\$	3.14	From:	Sy
	\$	2.12	From:	Tw
	\$	1.99	From:	Da
Prev:	0000f843c73a7b3f5f3af6			
Hash:	0000a9dd50de891b2de86			
<div>Mine</div>				

The Generic Structure of a Block

- **Block:** A block is composed of a block header and a selection of transactions bundled together and organized logically. A block contains several elements, which we introduce as follows:
 - A reference to a previous block is also included in the block unless it is a genesis block. This reference is the hash of the header of the previous block.
 - A **genesis block** is the first block in the blockchain that is hardcoded at the time the blockchain was first started. The structure of a block is also dependent on the type and design of a blockchain.

The Generic Structure of a Block

Block: A block contains several elements, which we introduce as follows:

- A **nonce** is a number that is generated and used only once. A nonce is used extensively in many cryptographic operations to provide replay protection, authentication, and encryption. In blockchain, it's used in PoW consensus algorithms and for transaction replay protection. A block also includes the nonce value.
- A **timestamp** is the creation time of the block.
- **Merkle root** is a hash of all of the nodes of a Merkle tree. In a blockchain block, it is the combined hash of the transactions in the block. Merkle trees are widely used to validate large data structures securely and efficiently

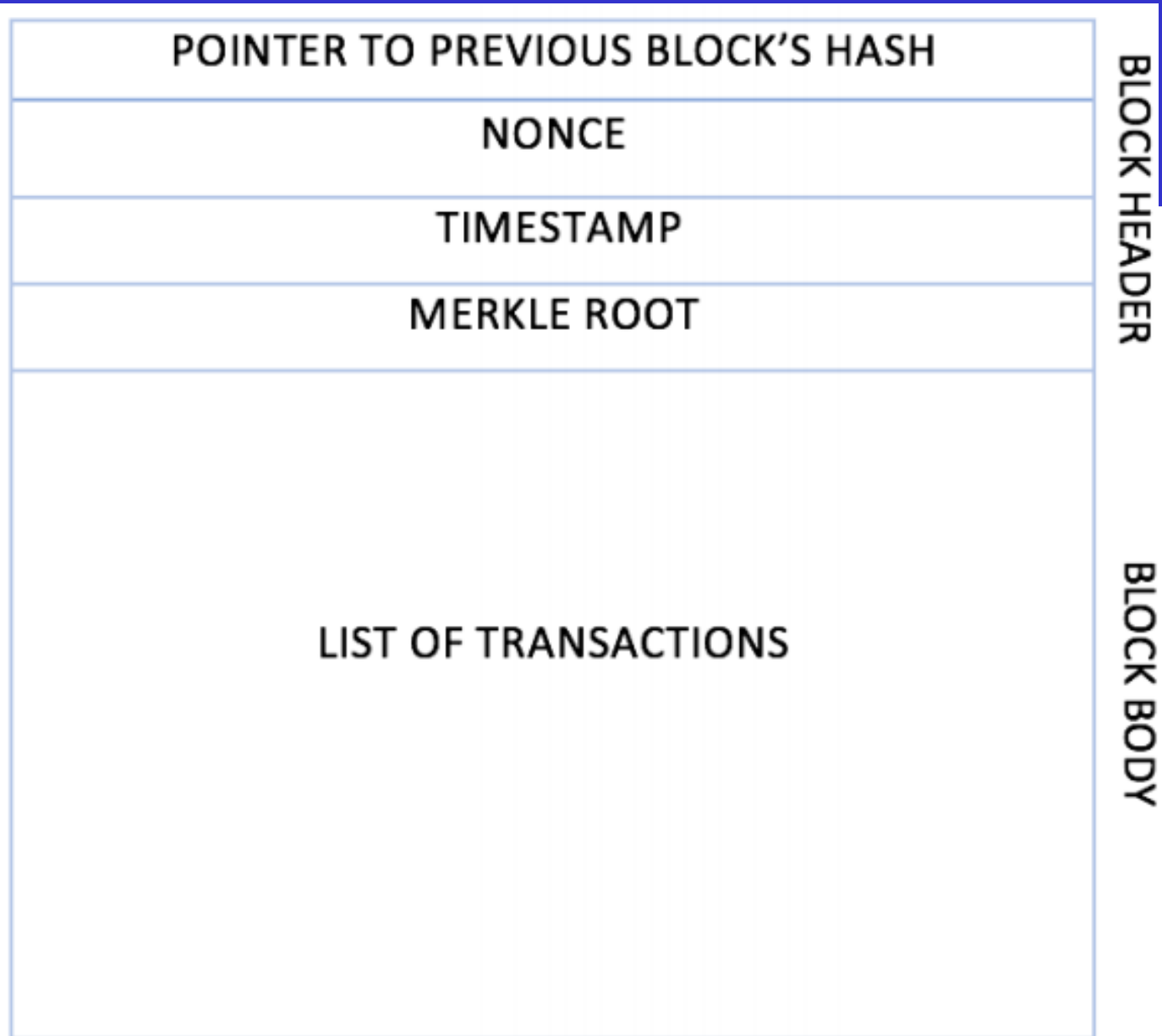
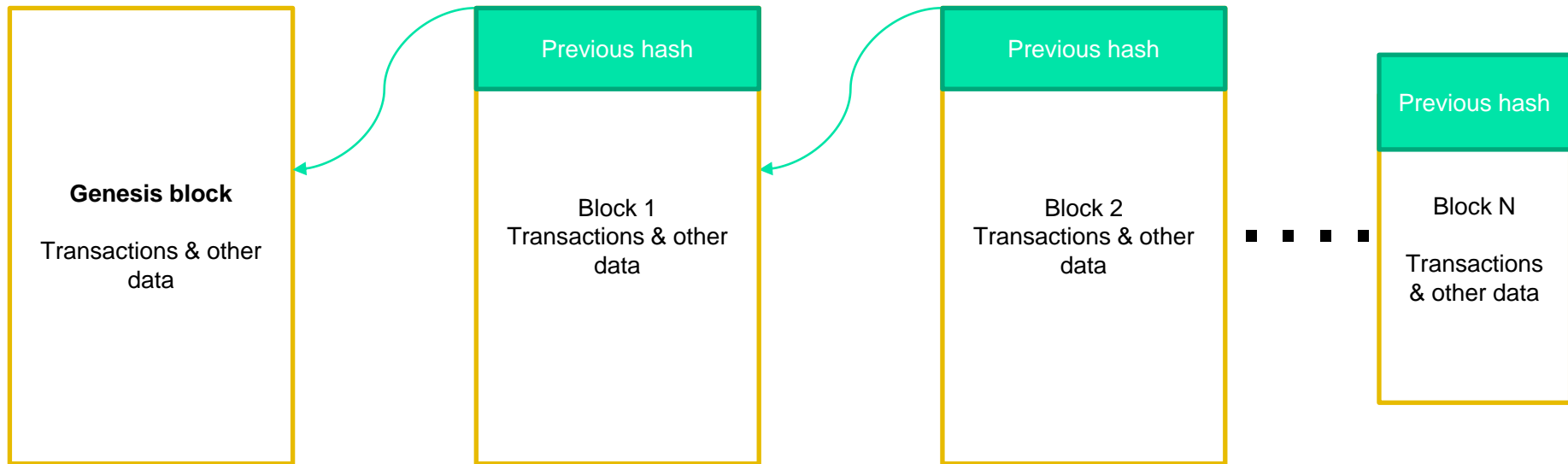


Figure 1.7: The generic structure of a block

Generic structure of a blockchain



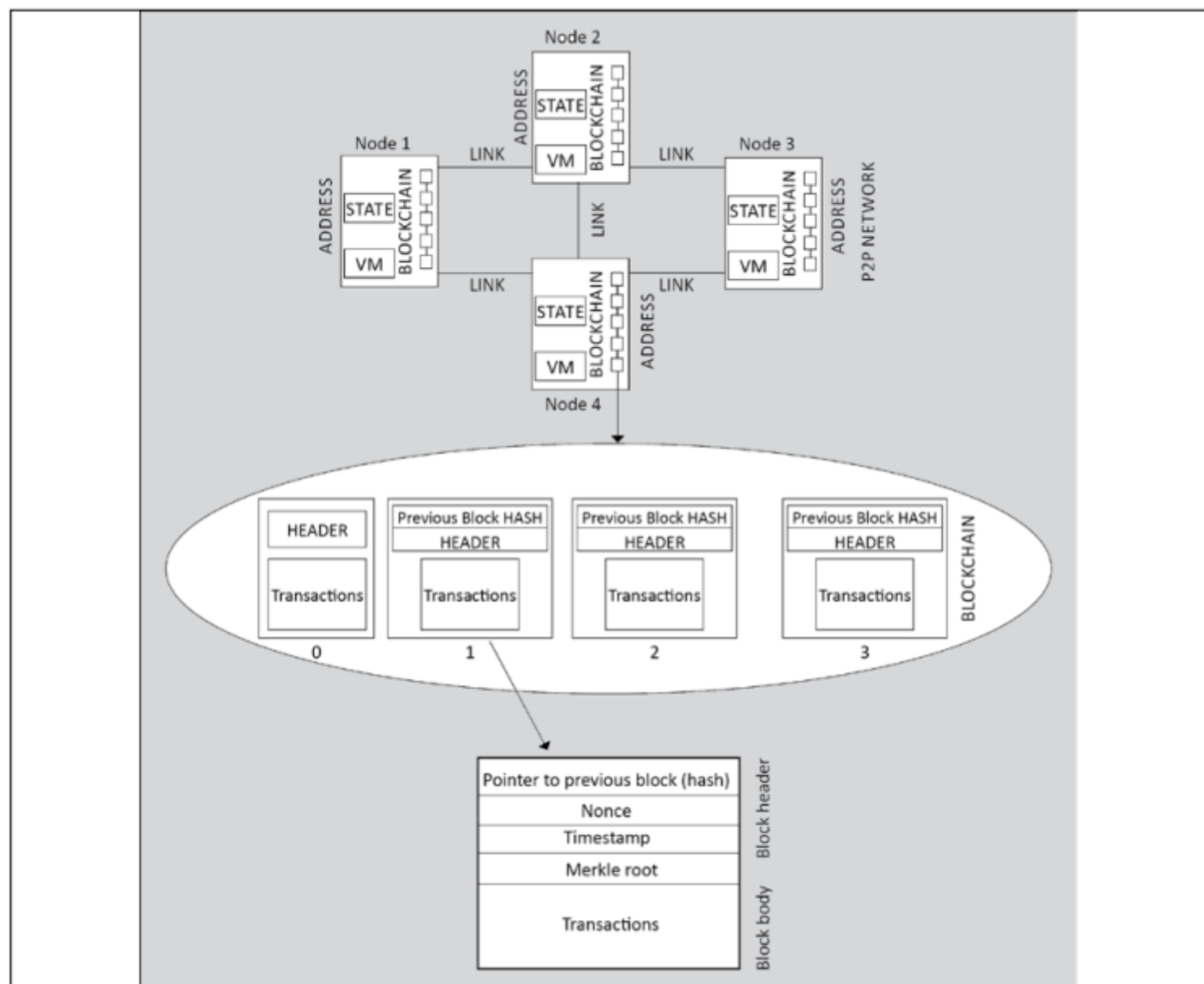
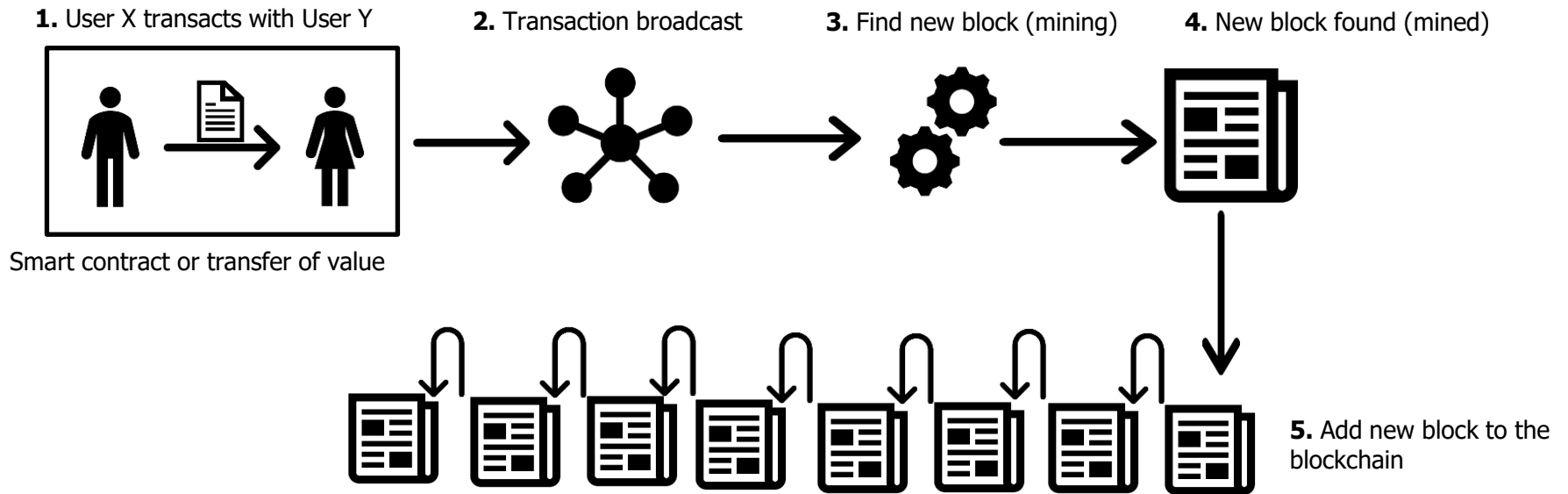


Figure 1.8: Generic structure of a blockchain network

How a blockchain works



What is a Hash Function

Cryptographic Hash Functions

Digital Fingerprints for Data

- General Properties
 - Maps Input x of any size to an Output of fixed size – called a 'Hash'
 - Deterministic: Always the same Hash for the same x
 - Efficiently computed
- Cryptographic Properties
 - Preimage resistant (One way): infeasible to determine x from $\text{Hash}(x)$
 - Collision resistant: infeasible to find x and y where $\text{Hash}(x) = \text{Hash}(y)$
 - Avalanche effect: Change x slightly and $\text{Hash}(x)$ changes significantly
 - Puzzle friendliness: knowing $\text{Hash}(x)$ and part of x it is still very hard to find rest of x

Timestamped Append-only Log - Blockchain

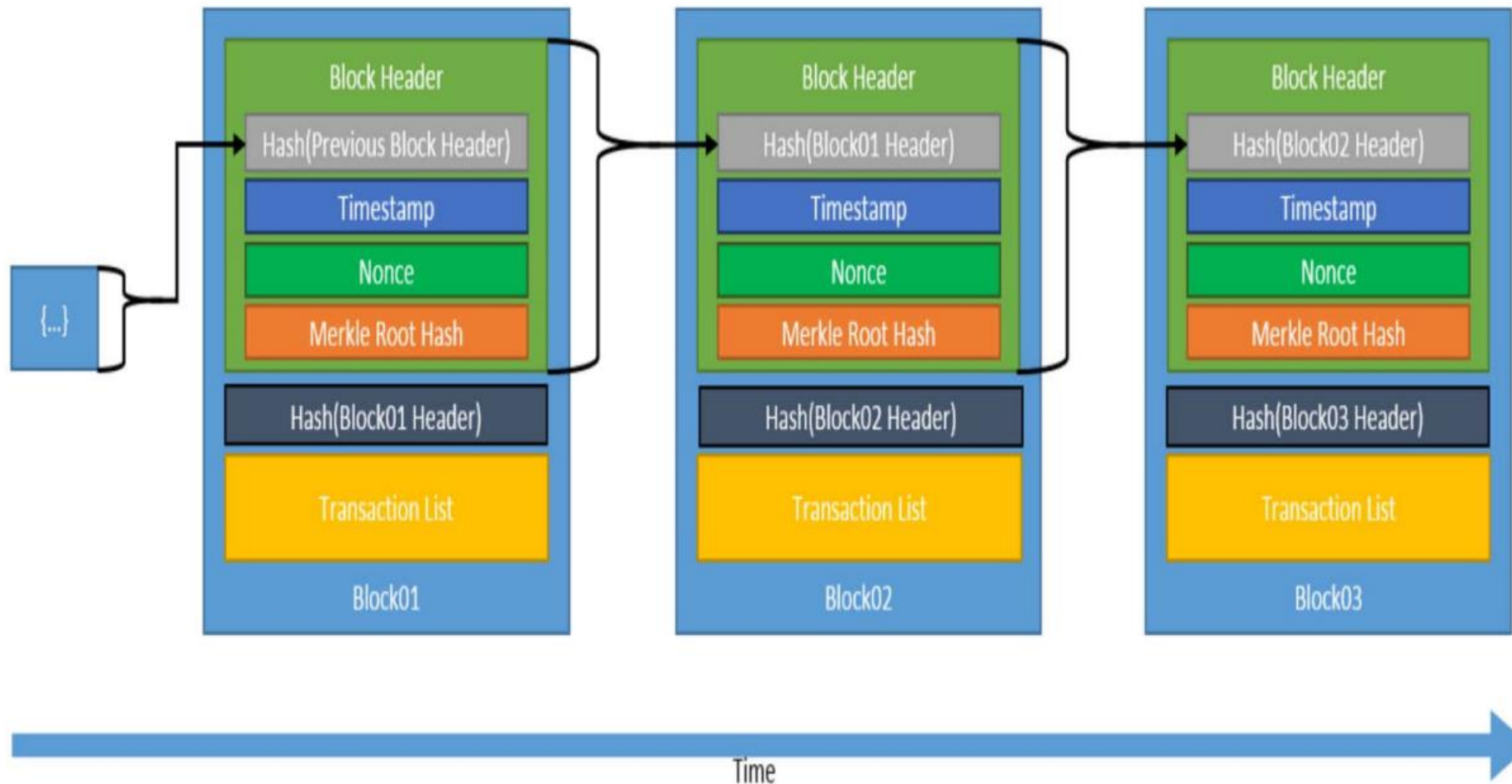


Image is in the public domain by National Institute of Standards and Technology.

■ Block header:

- Version
- Previous block hash
- Merkle root hash(hash for the current block)
- Timestamp
- Nonce

Merkle Tree – Binary Data Tree with Hashes

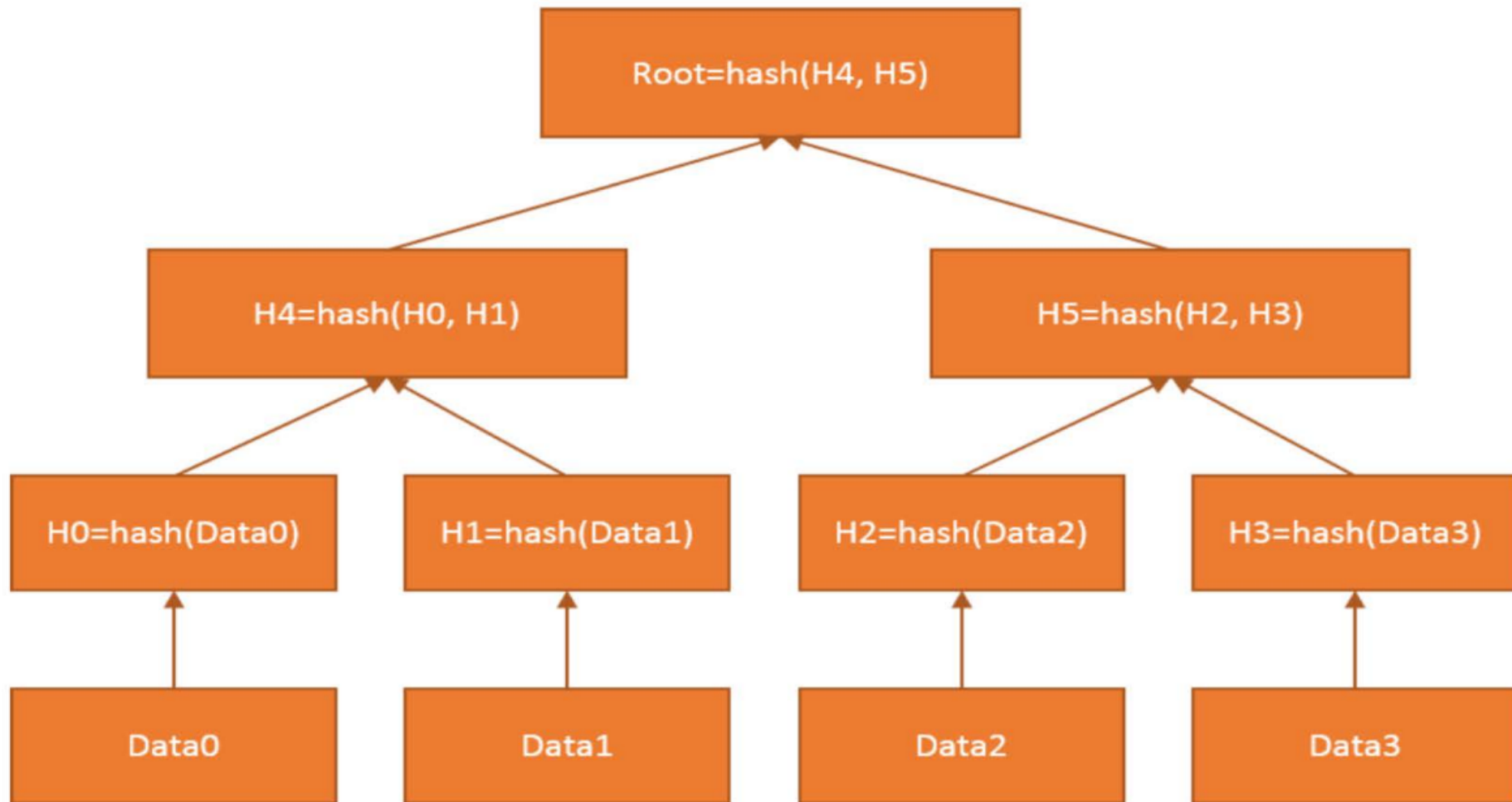


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Required Readings/Videos

- Blockchain 101 – A Visual Demo:
https://www.youtube.com/watch?v=_160oMzbIY8&t=183s
- Live Demo
<https://andersbrownworth.com/blockchain/block>
- Chapter 1 from “Mastering Blockchain: A deep dive into distributed ledgers, consensus protocols, smart contracts, DApps, cryptocurrencies, Ethereum, and more, 3rd Edition”. Imran Bashir. Packt Publishing