

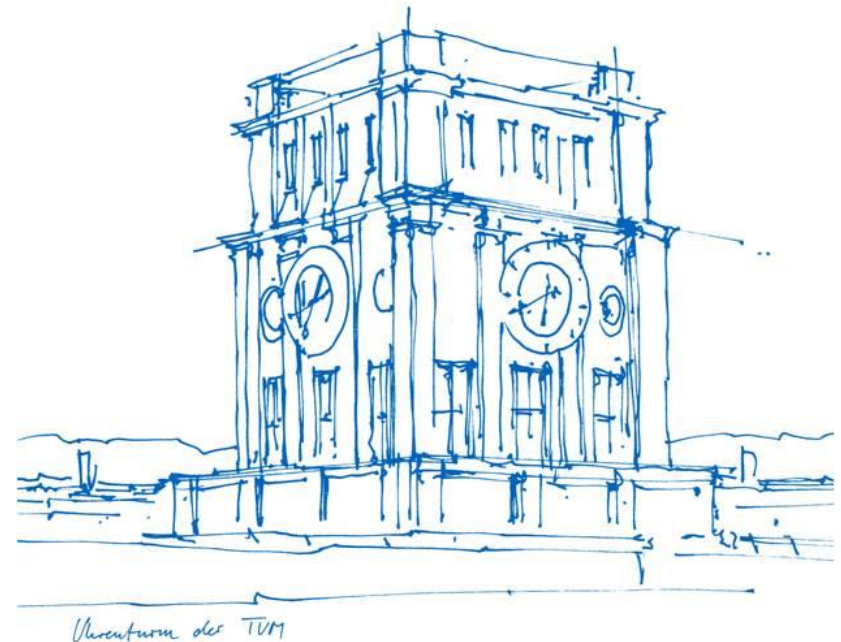
# Simulation-Based Analysis of Blockchain Architectures: Double-Spend Attacks

Technische Universität München

Bachelor's Thesis

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Garching, 17 July 2018

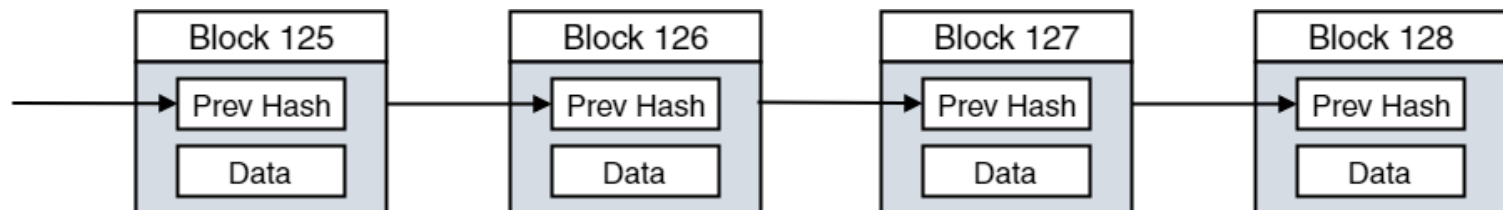


# Outline

1. Context
  - Blockchain
  - Double-Spend Attacks
  - Problem Statement
  - Approach
2. Blockchain Simulation
3. Analysis
4. Empirical Model
5. Conclusion

# Blockchain

- Distributed database
- Entries (blocks) are linked by their hashes
- Peer-to-peer network of nodes maintaining local copies of the blockchain
- Next block is chosen by “random” node and broadcasted to all peers
- No intermediate, trusted authority



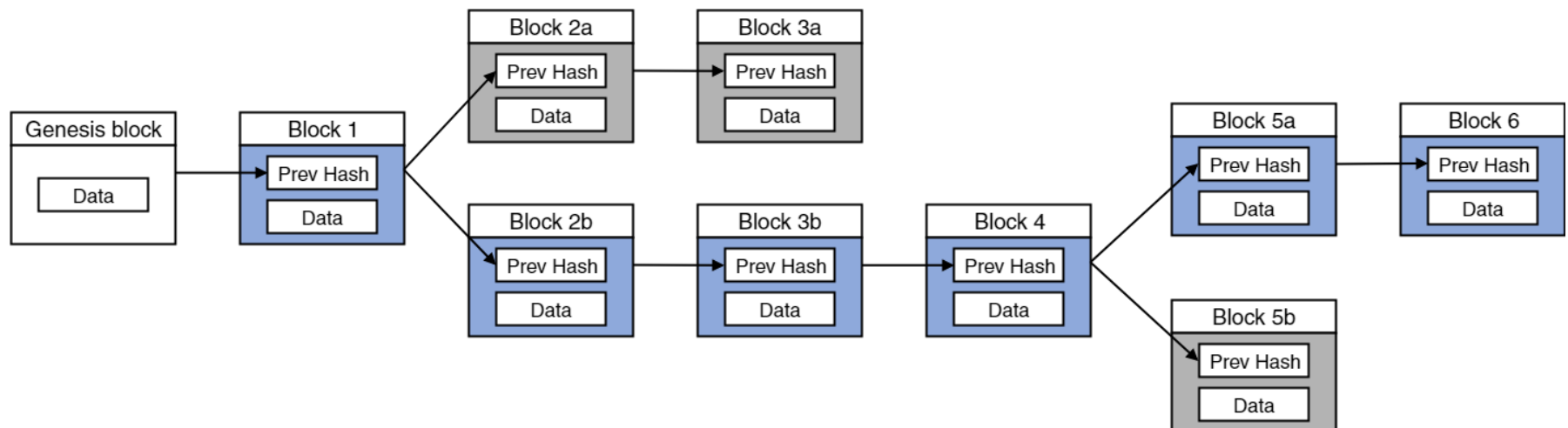
# Bitcoin

- “Random” node is represented by first node solving cryptographic puzzle (proof of work)
  - Changing nonce values in block until hash smaller than a target mining difficulty
- Requires high amount of computational power
- Node is compensated with block reward and transaction fees



# Block Propagation / Stale Blocks

- Peer-to-peer networks are influenced by latency times
  - Two blocks mined at roughly the same time: branch in blockchain
  - Consensus is eventually retained due to *longest chain rule*
  - Blocks of shorter branch turn stale
- Stale blocks indicate a *waste* of computational power

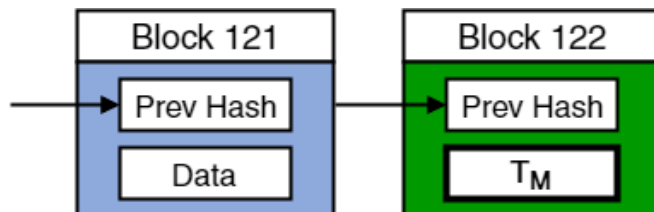


# Double-Spend Attacks

- Name related to Bitcoin:
  - Group of dishonest nodes reverts transaction to a merchant after receiving the purchased product
  - Attacker needs to mine new blocks faster than the remaining network

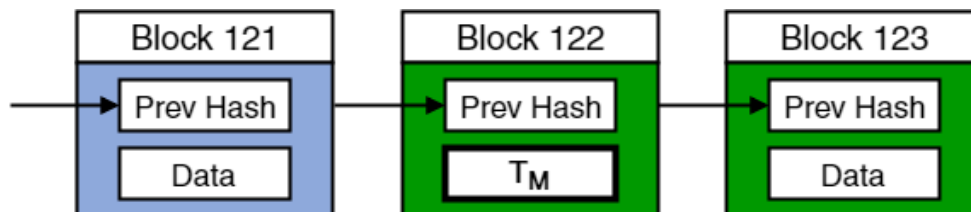
## Example DSA with 3 Confirmations

- Attacker  $A$  generates two transactions:
  - $T_M$ , to pay the merchant (  $A \rightarrow M: 500$  )
  - $T_A$ , to revert the payment (  $A \rightarrow A: 500$  )
- $T_M$  is published and mined into the next block



## Example DSA with 3 Confirmations

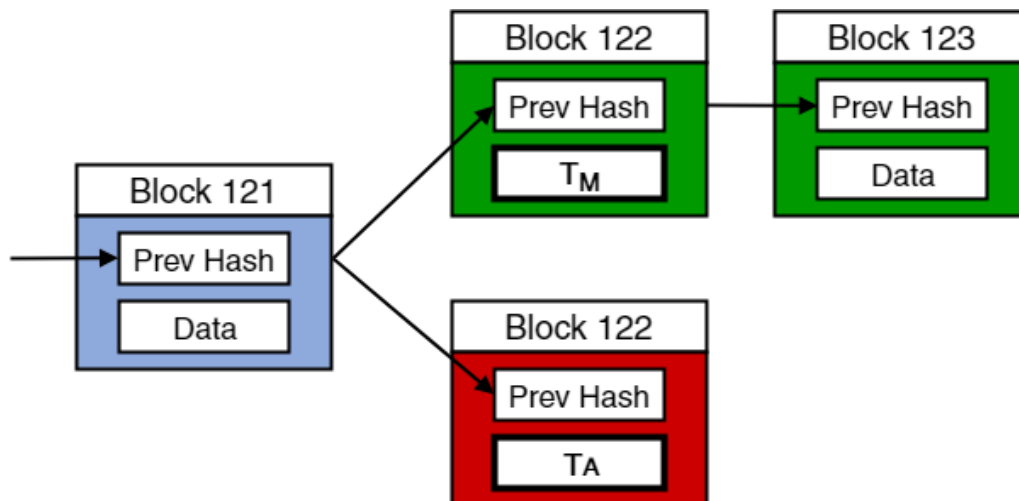
- Honest network keeps mining on the longest chain
- Merchant  $M$  waits until payment  $T_M$  is confirmed





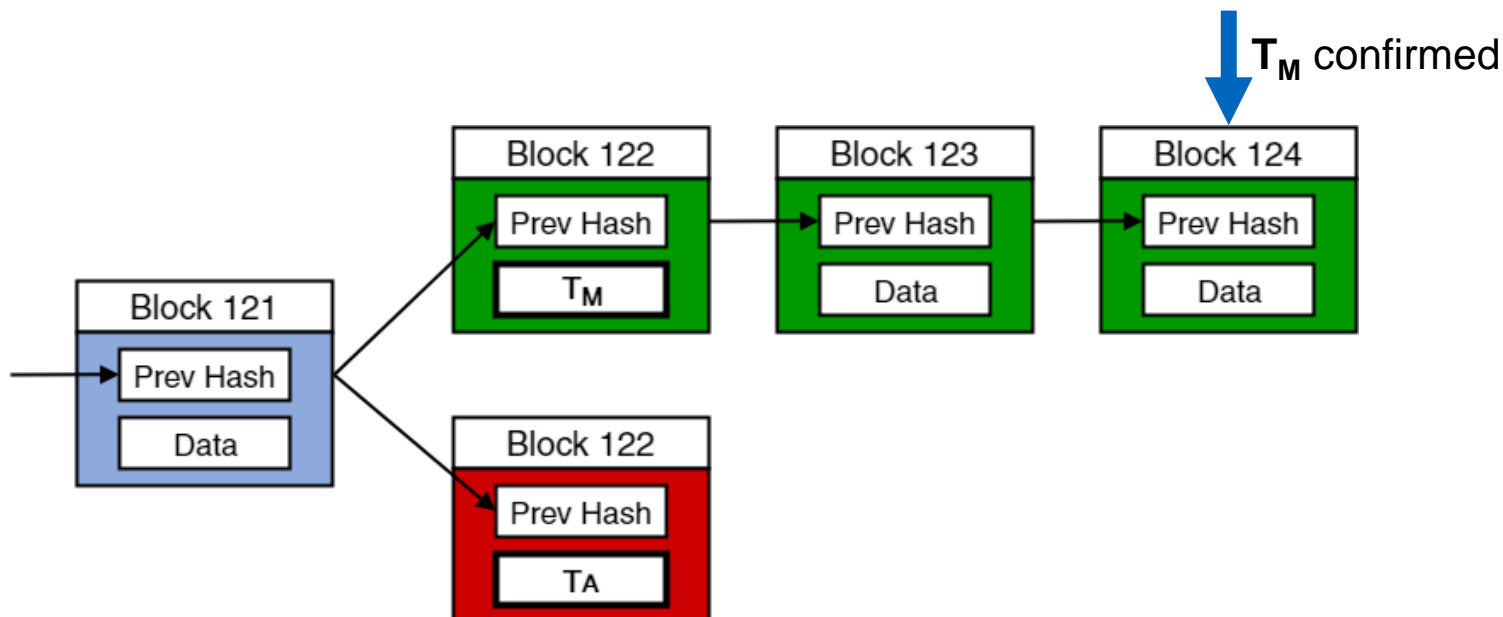
## Example DSA with 3 Confirmations

- Attacking party secretly starts mining a branch containing  $T_A$
- On top of latest block before  $T_M$  is mined into the blockchain



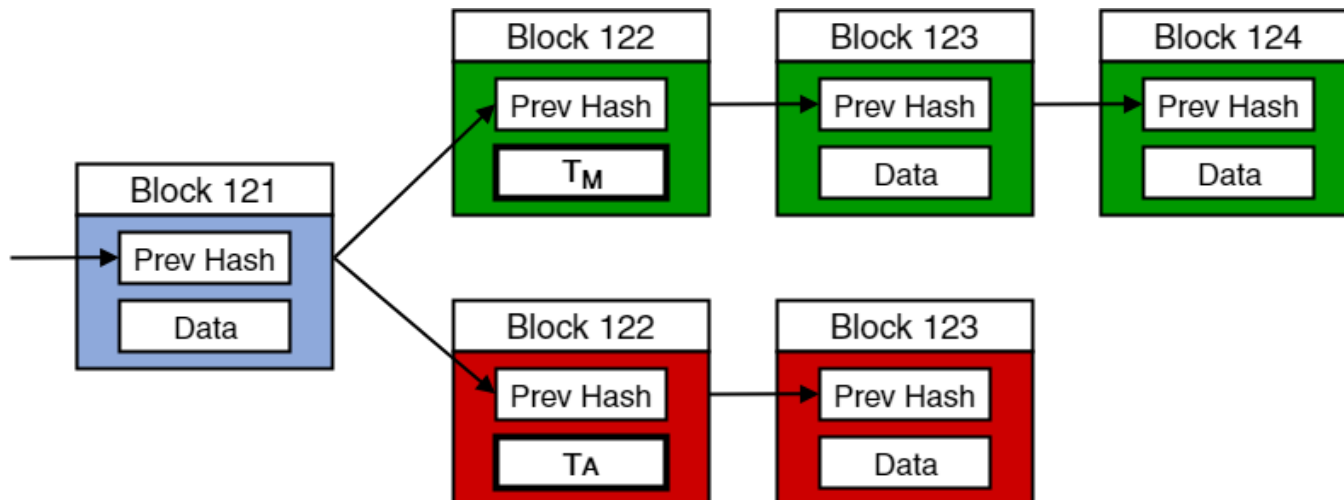
## Example DSA with 3 Confirmations

- Merchant's payment  $T_M$  is confirmed
- M delivers the purchased product (irreversible)



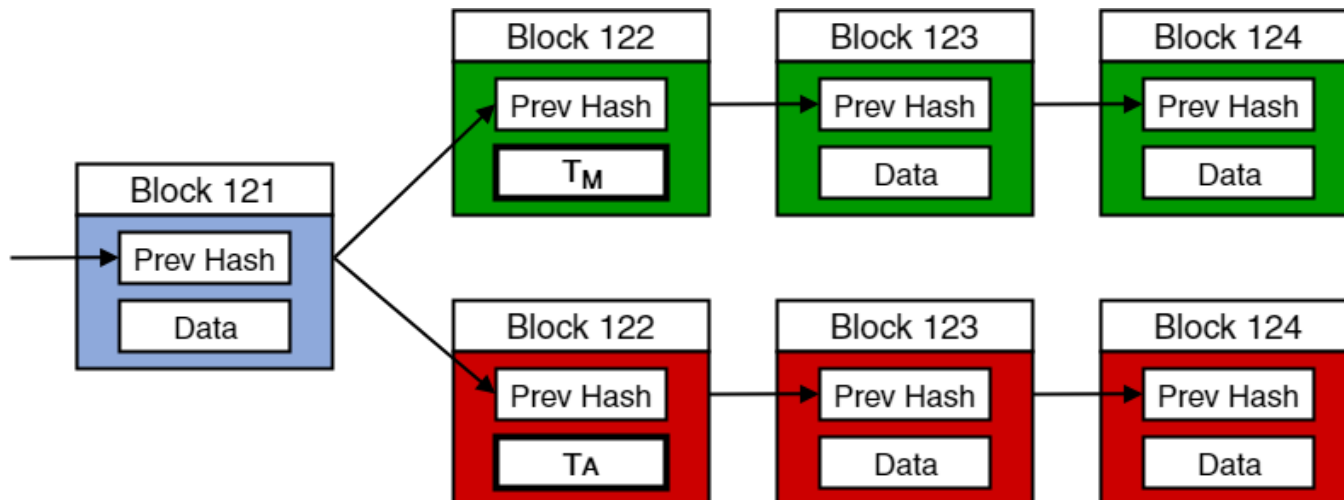
## Example DSA with 3 Confirmations

- A tries to mine more blocks than the remaining network in order to replace  $T_M$  with  $T_A$



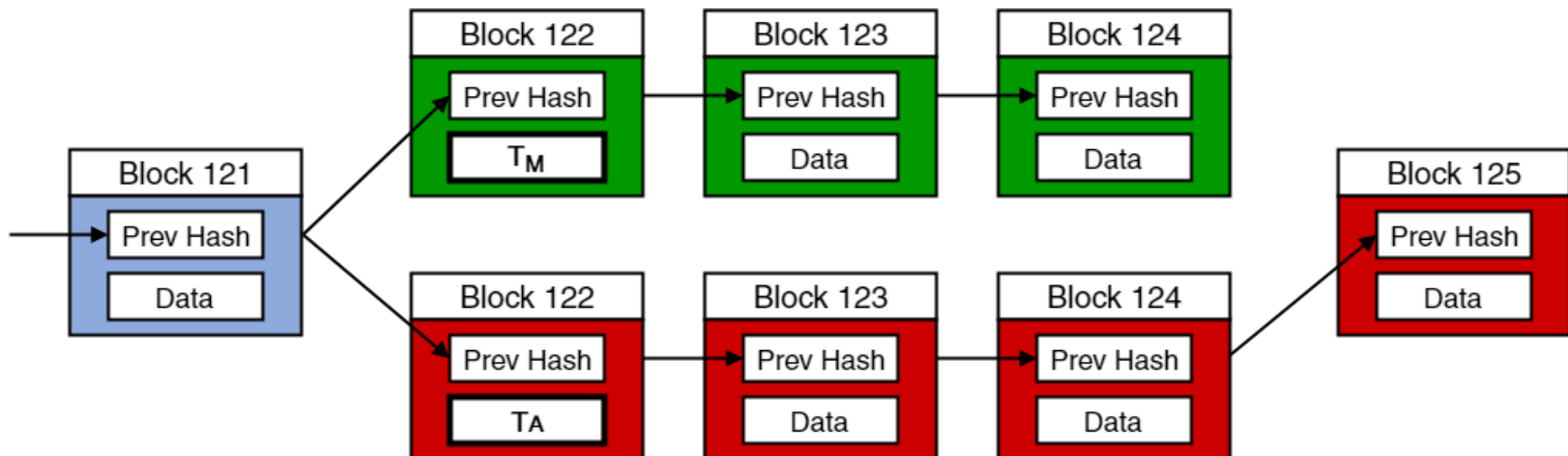
## Example DSA with 3 Confirmations

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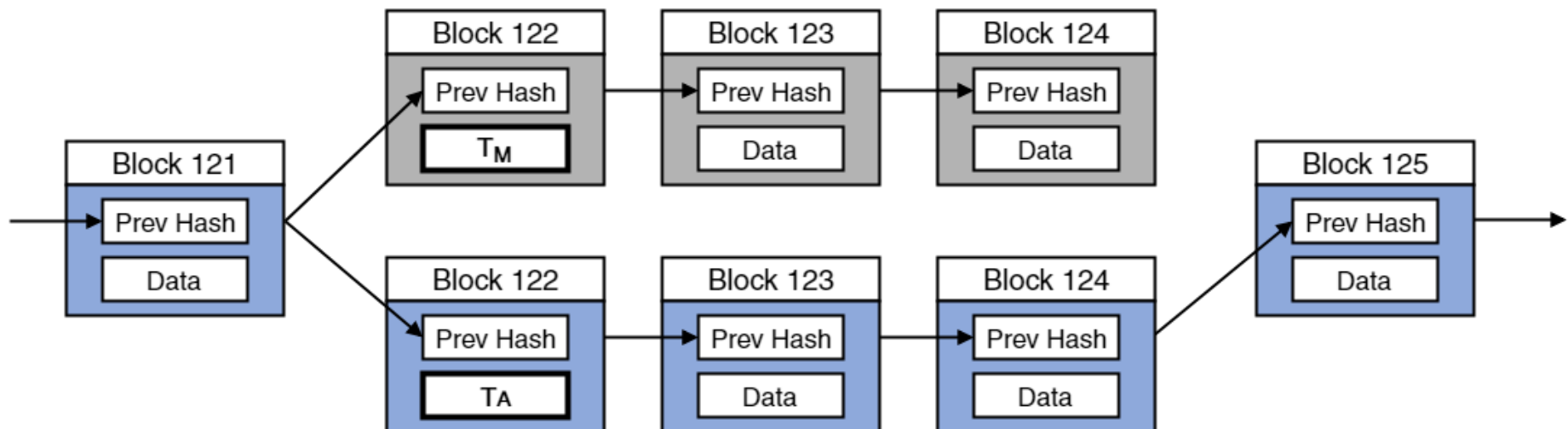
## Example DSA with 3 Confirmations

- A tries to mine more blocks than the remaining network in order to replace  $T_M$  with  $T_A$



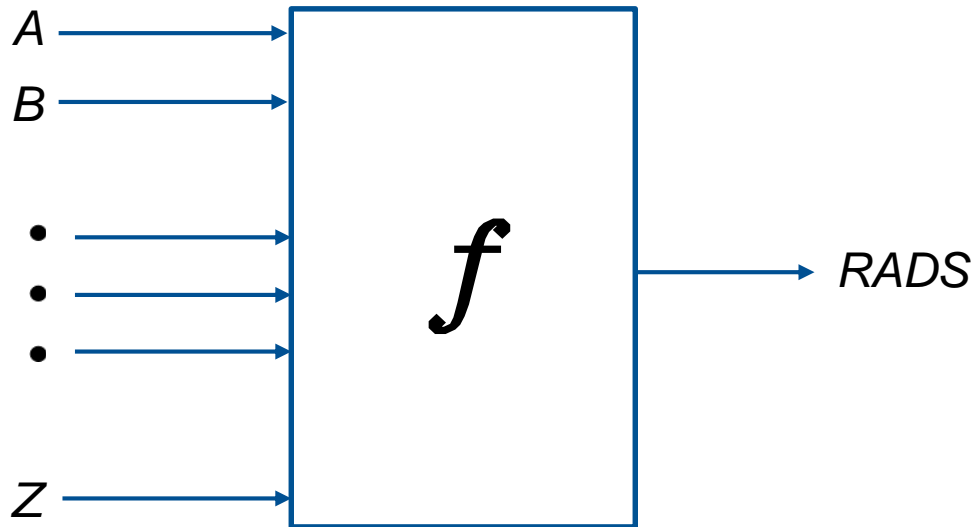
## Example DSA with 3 Confirmations

- A publishes the longer chain
- Blockchain containing more proof of work is new valid chain
- Branch containing  $T_M$  turns stale
- A keeps the delivered product and the payment



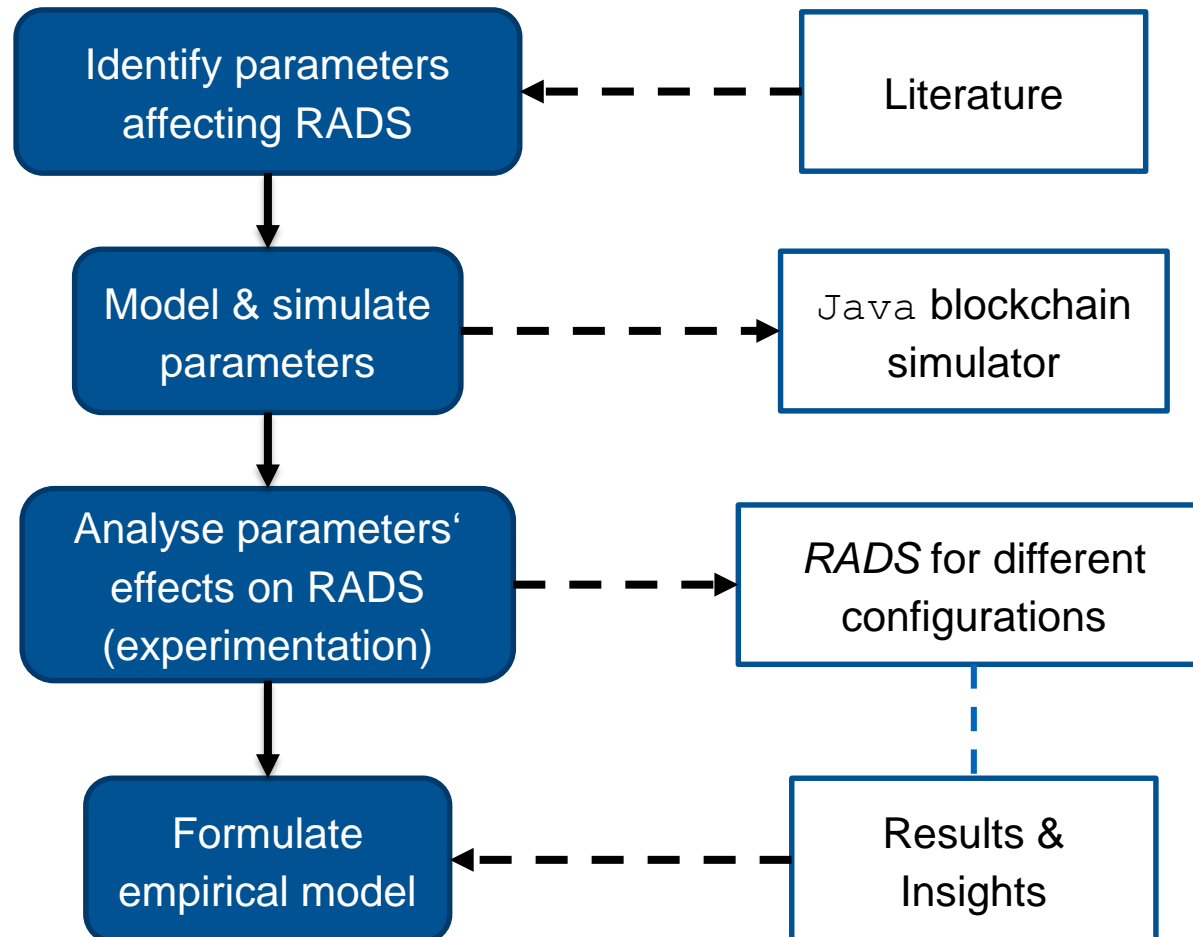
# Problem Statement

- A blockchain architecture's resistance against double-spend attacks (RADS) may depend on many factors



- Knowing more about factors affecting RADS and function  $f$  would allow architect to improve predictions

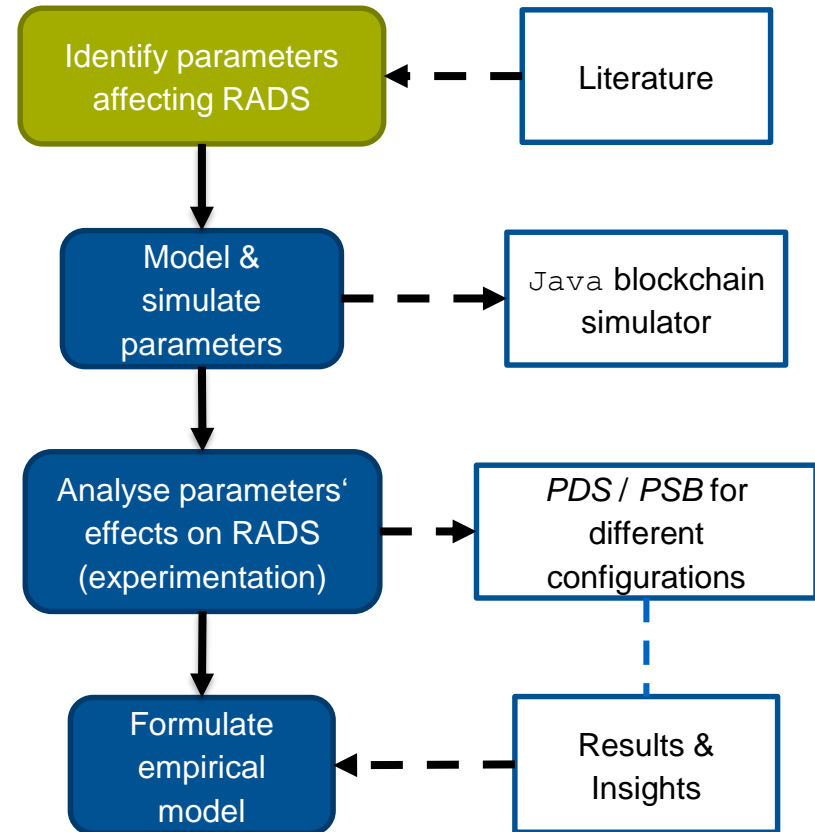
# Approach



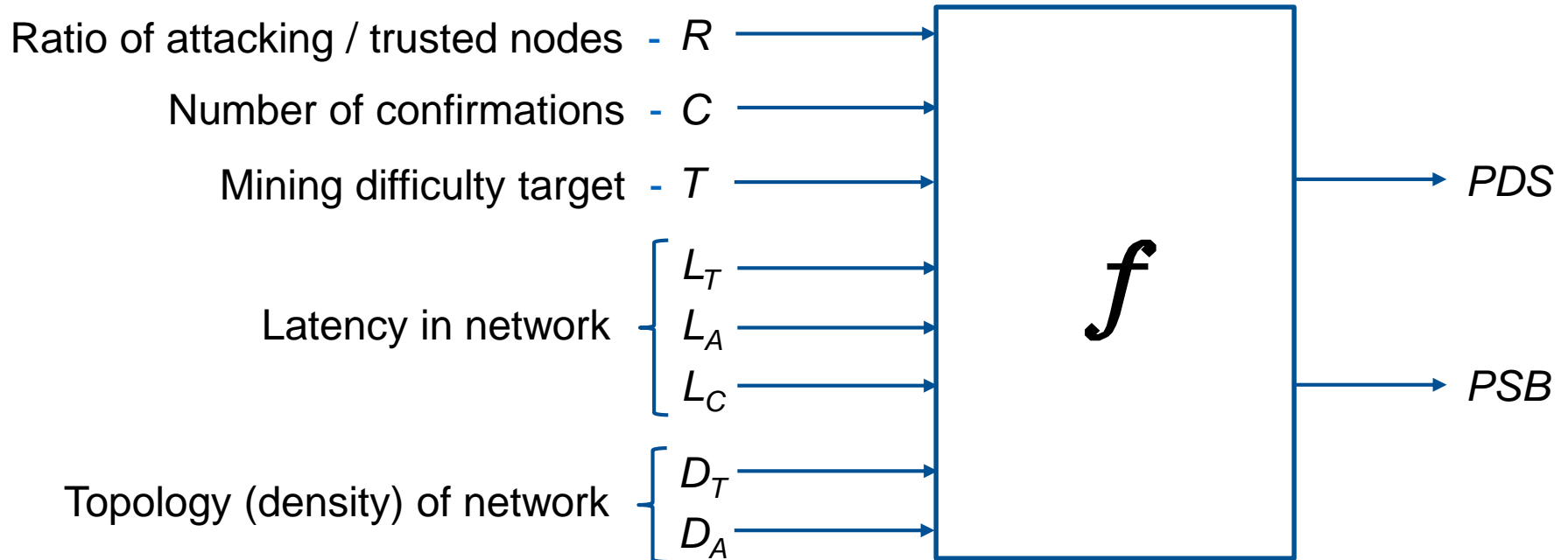


# Outline

1. Context
2. Blockchain Simulation
  - Simulation Parameters
  - Simulation Model
3. Analysis
4. Empirical Model
5. Conclusion



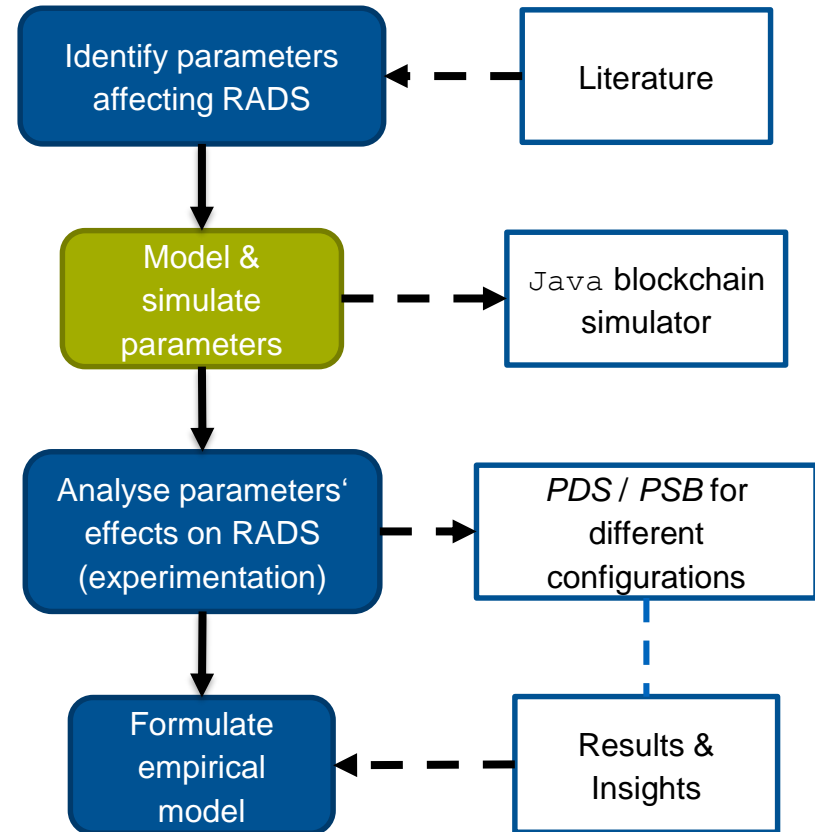
# Simulation Parameters



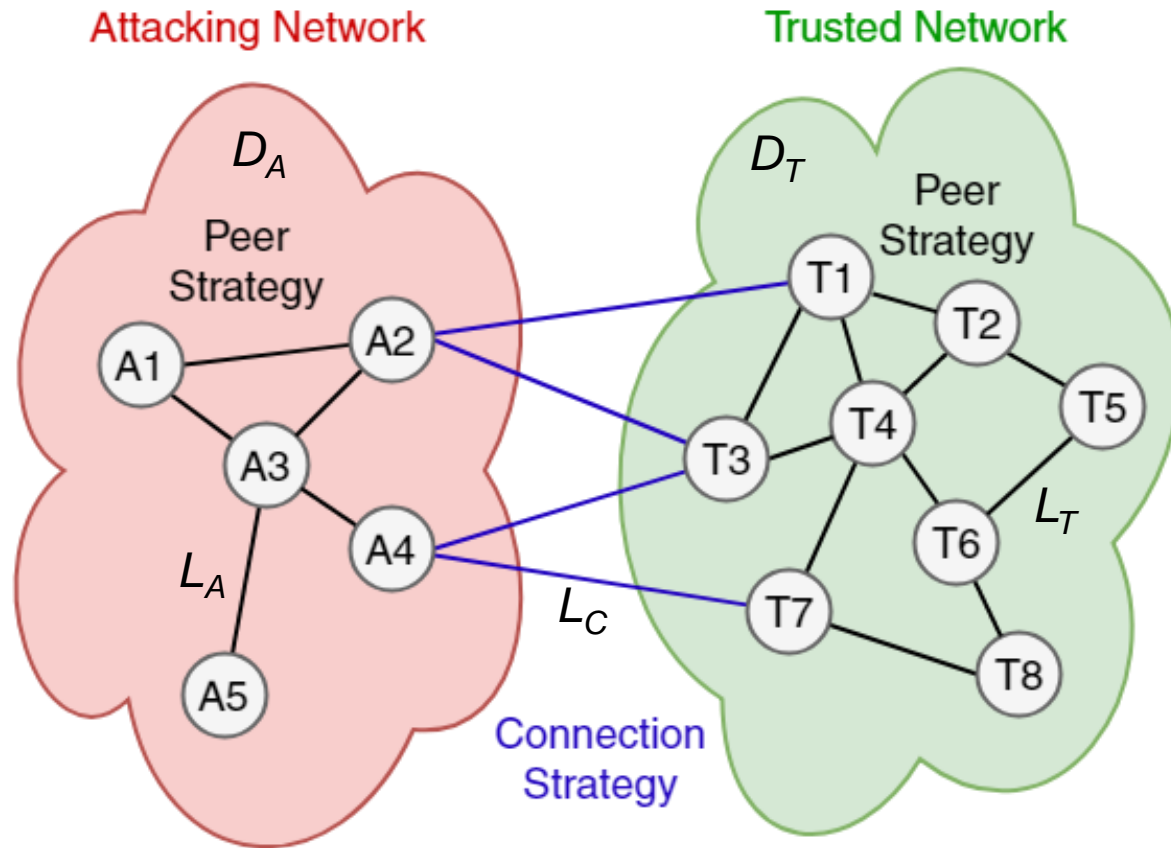
- $PDS$ : Percentage of successful double-spend attacks
- $PSB$ : Percentage of stale blocks

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  - **Simulation Model**
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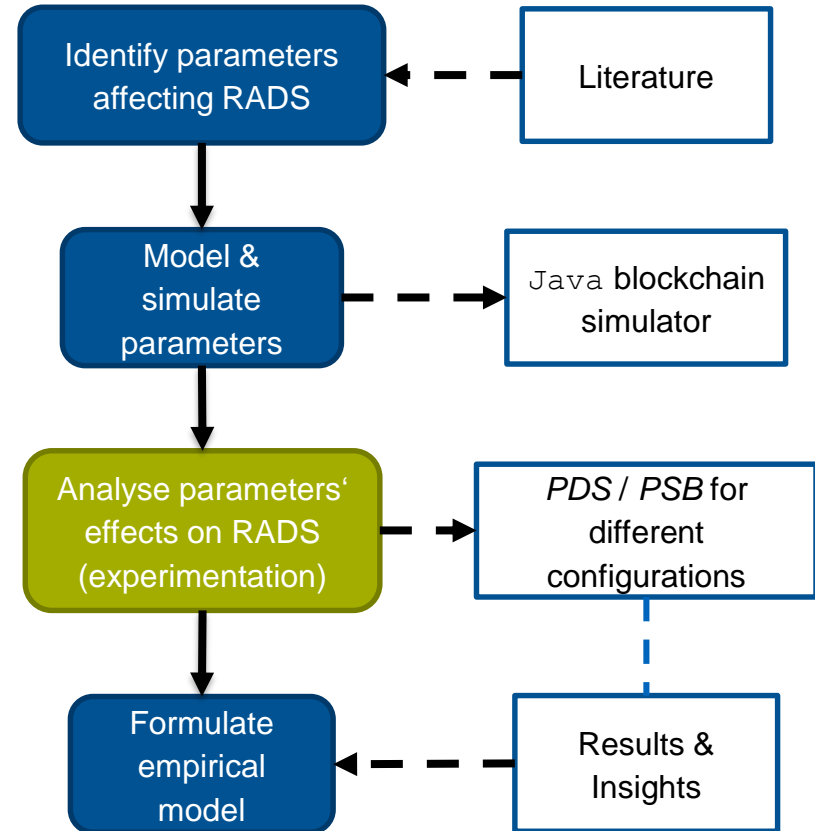


# Simulation Model



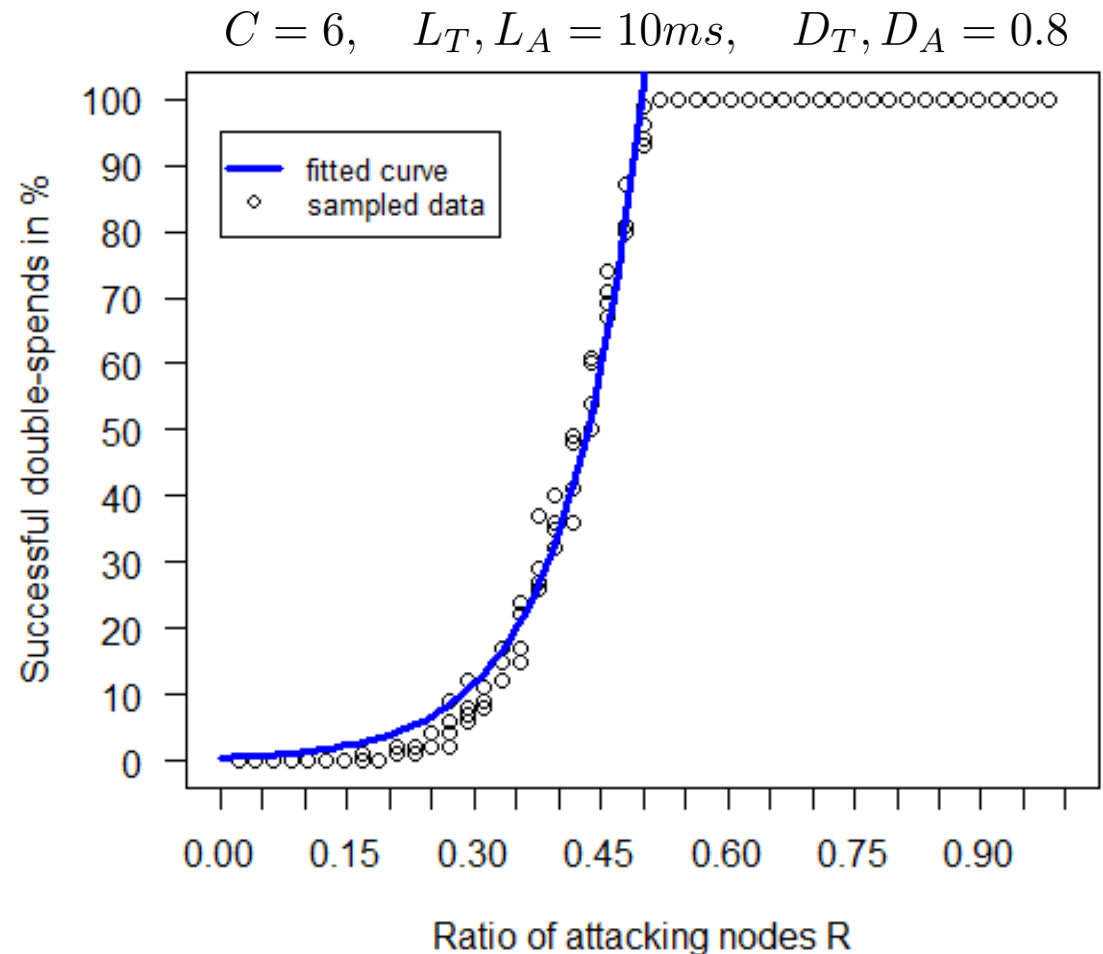
# Outline

1. Context
2. Blockchain Simulation
3. Analysis
  - Experiments
  - Summary
4. Empirical Model
5. Conclusion



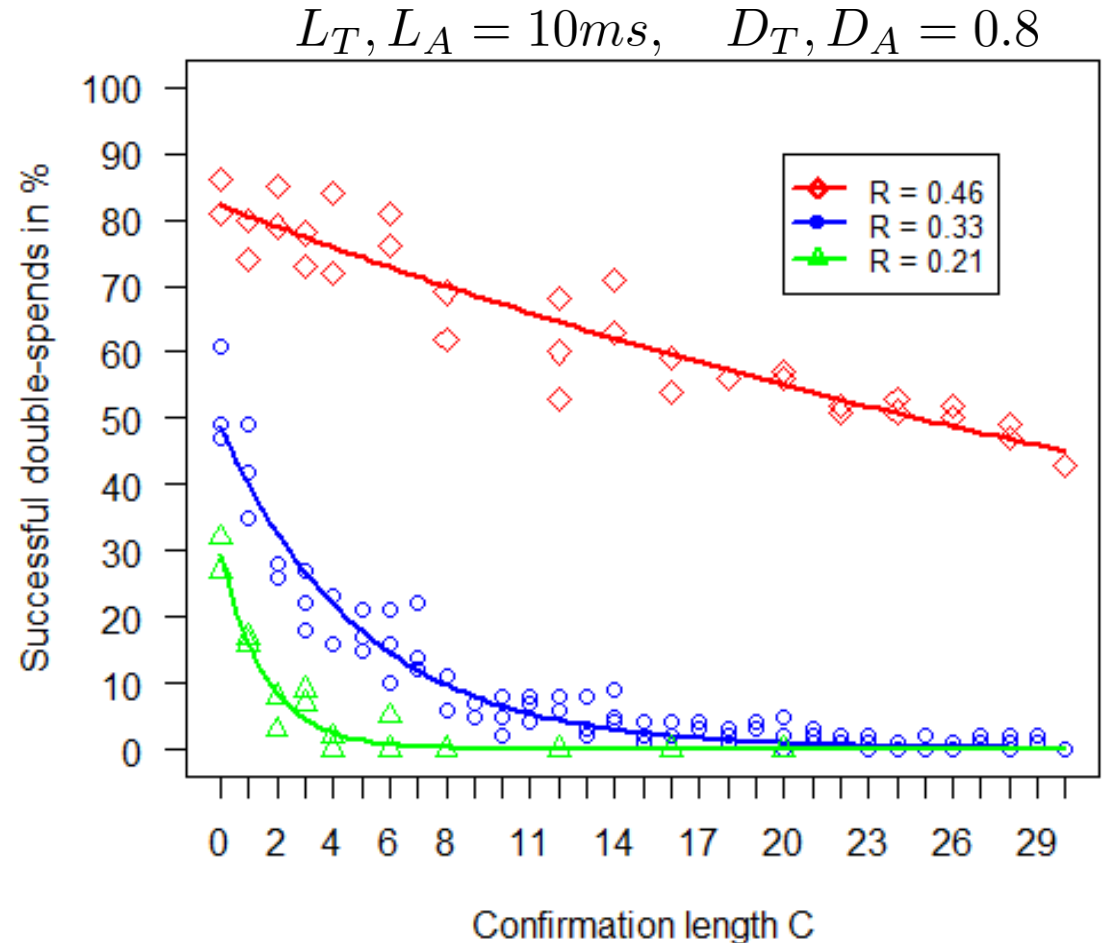
# Ratio of attacking nodes $R$

- Double-spends for  $R > 0.5$  always succeed
- But: DSA at  $R = 0.5$  not guaranteed
  - Simulator end condition?
  - Influence of other Parameters?



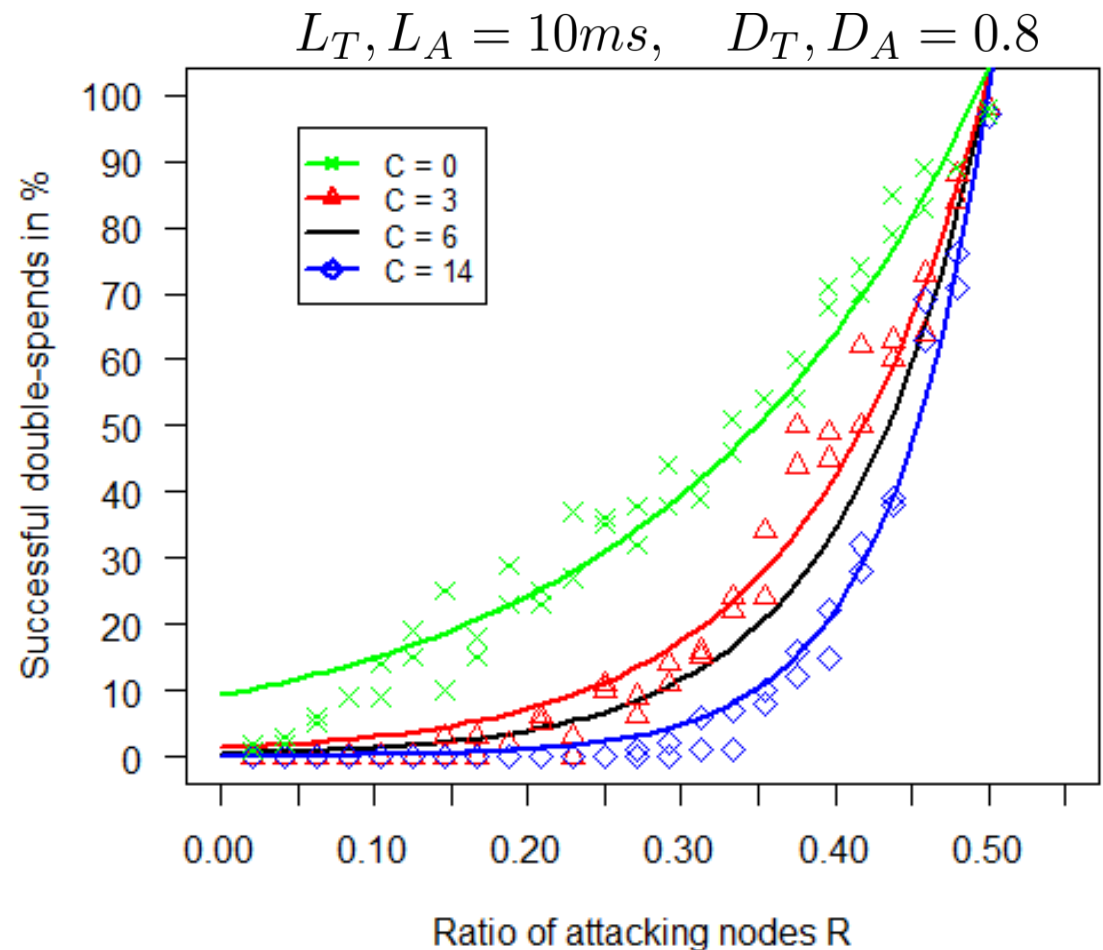
# Confirmations C

- PDS decreases exponentially



# Confirmations C

- PDS decreases exponentially
- No effect once majority of computing power under attackers' control

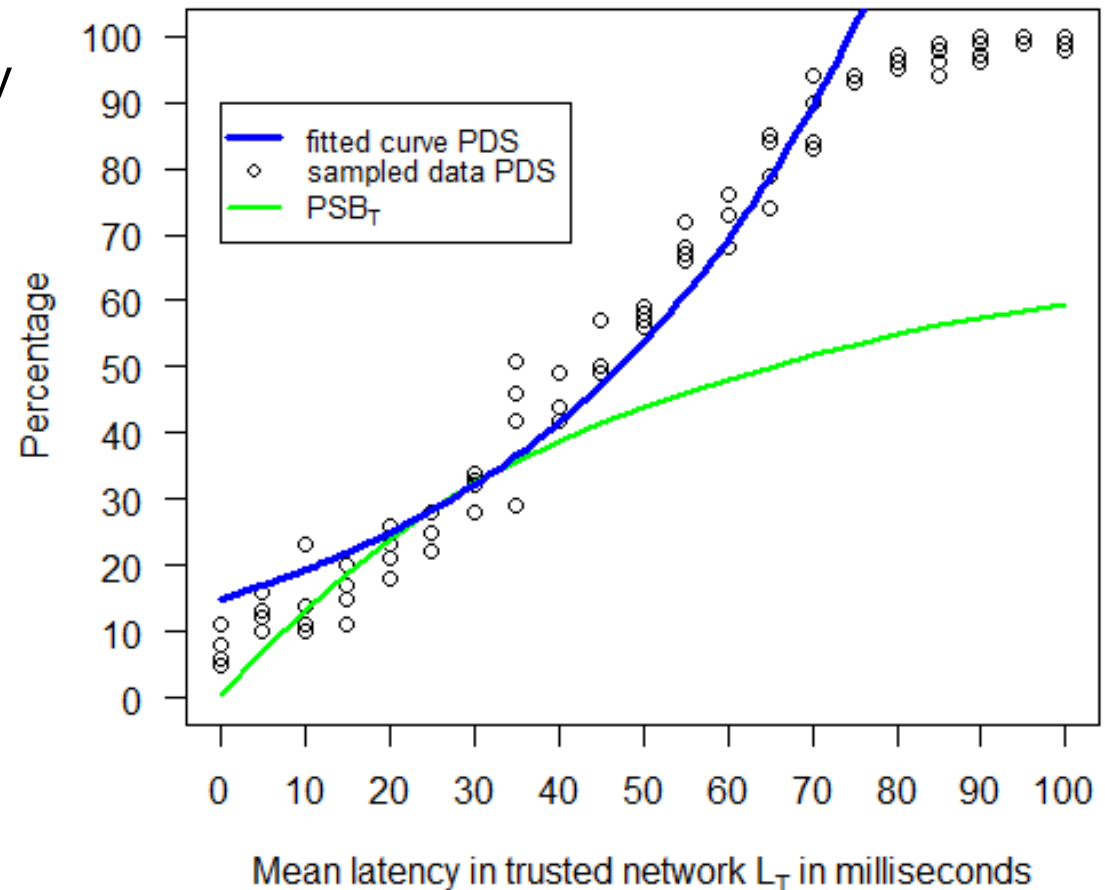




# Trusted Latency $L_T$

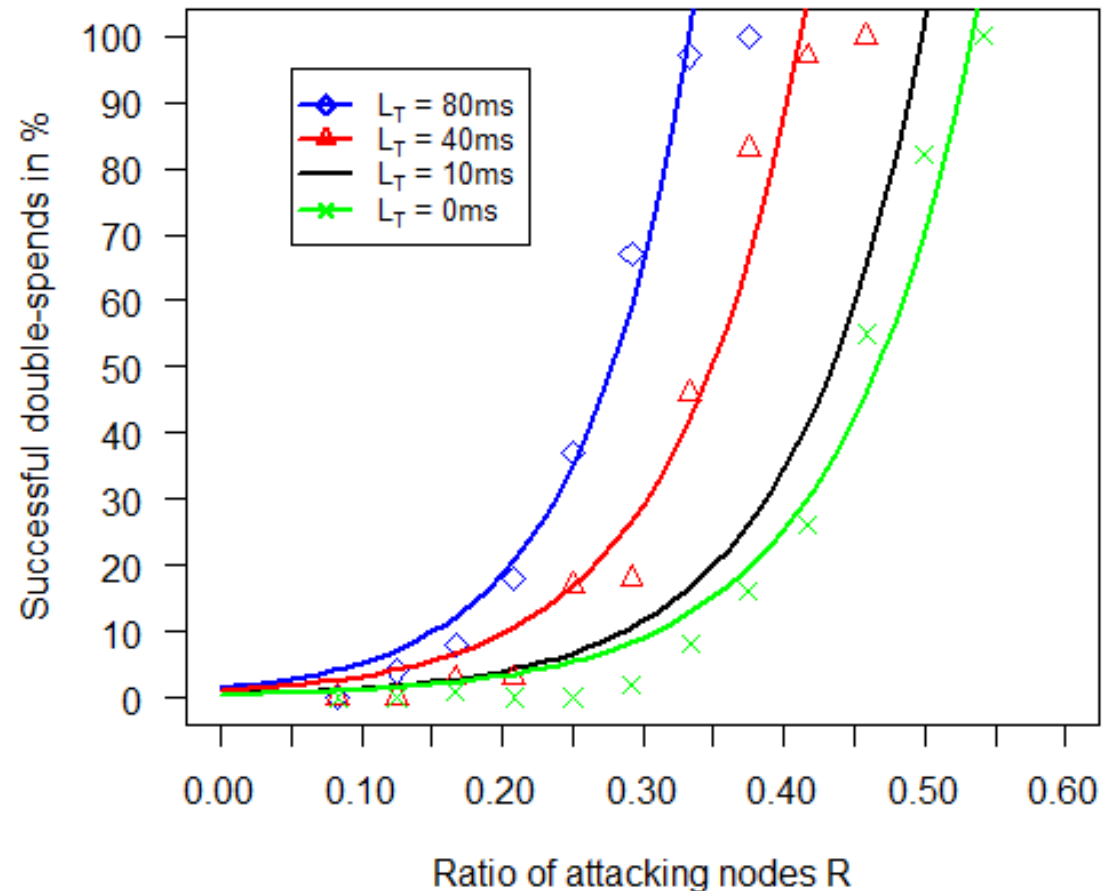
- Percentage of stale blocks increases with rising latency
- More computing power is wasted on generation of stale blocks
- Lower resistance against double-spend attacks

$$R = \frac{1}{3}, \quad C = 6, \quad L_A = 10ms$$



# Trusted Latency $L_T$

- Direct effect on value of  $R$
- Network density  $D_T$  produces similar effects
- Effect can be reduced by higher mining difficulty

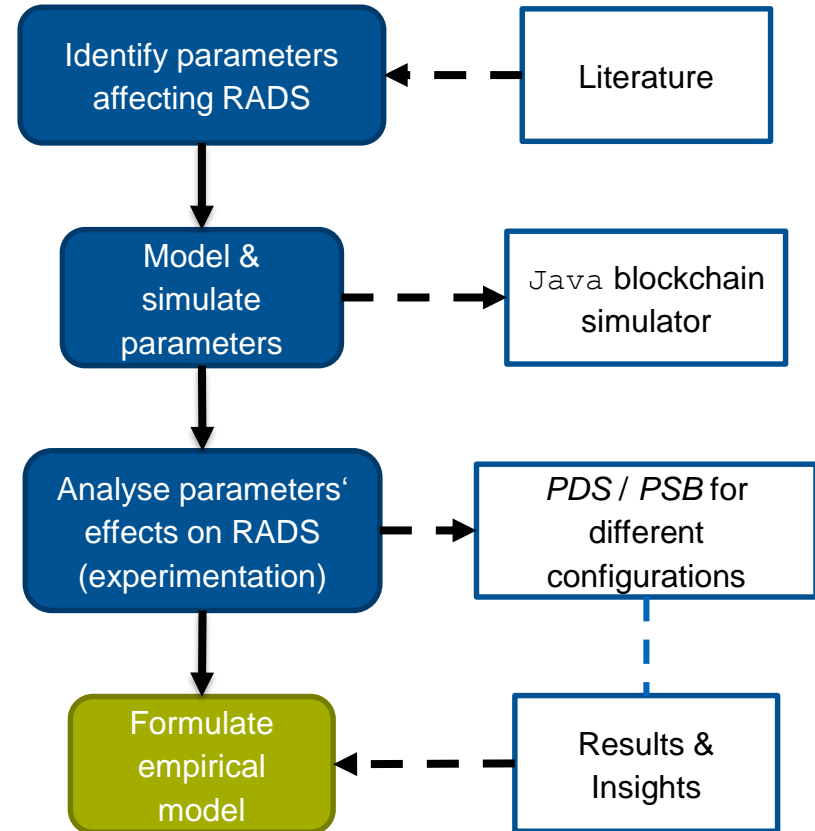


# Summary

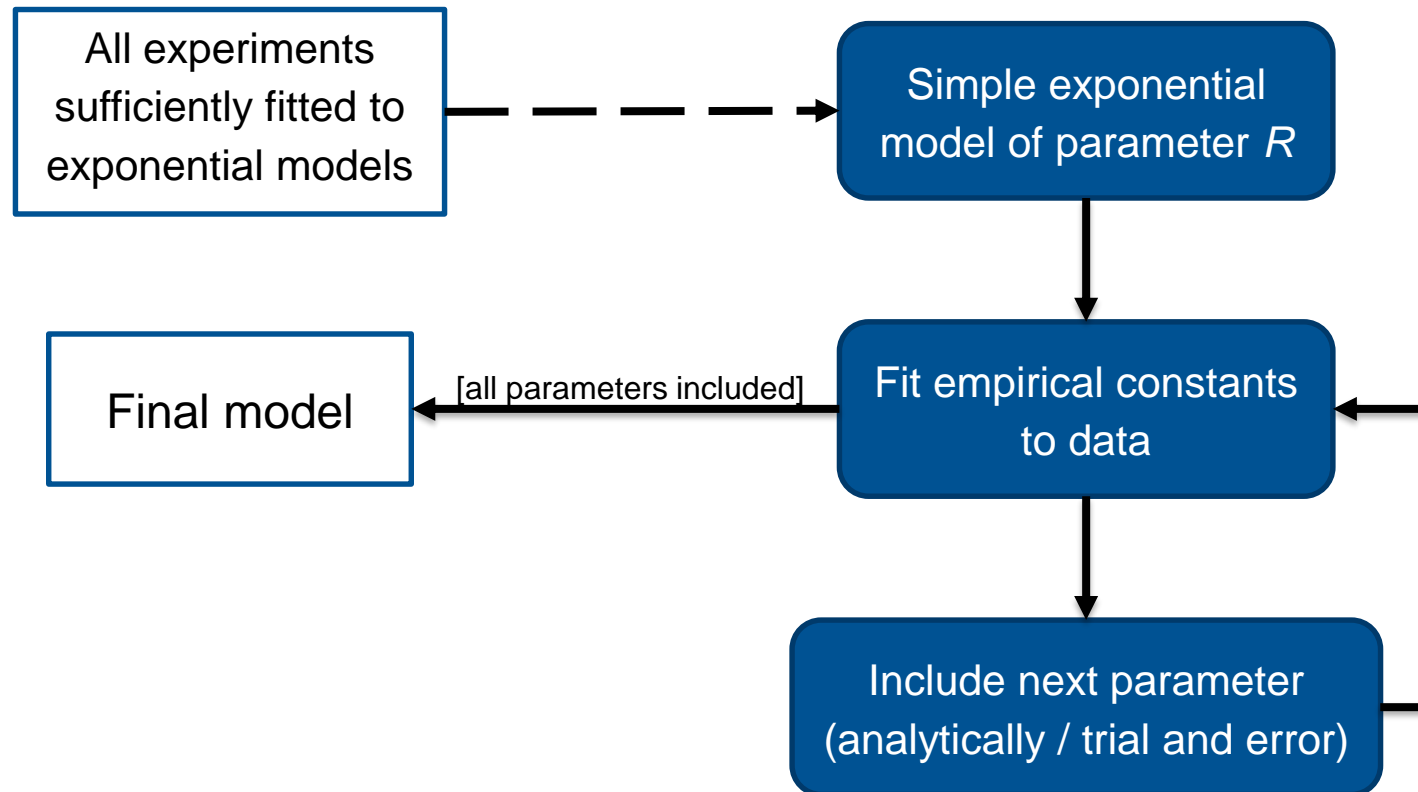
- $PDS$  increases exponentially with increasing  $R$
- Effective value of  $R$  is influenced by  $PSB$  of both networks
- $PSB$  depends on latency, density and mining difficulty parameters
- Confirmations  $C$  successfully reduce  $PDS$  exponentially, as long as *effective* value of  $R$  less than 50%

# Outline

1. Context
2. Blockchain Simulation
3. Analysis
4. Empirical Model
  - Building the Model
  - Model formula
5. Conclusion



# Building the Model



## Model

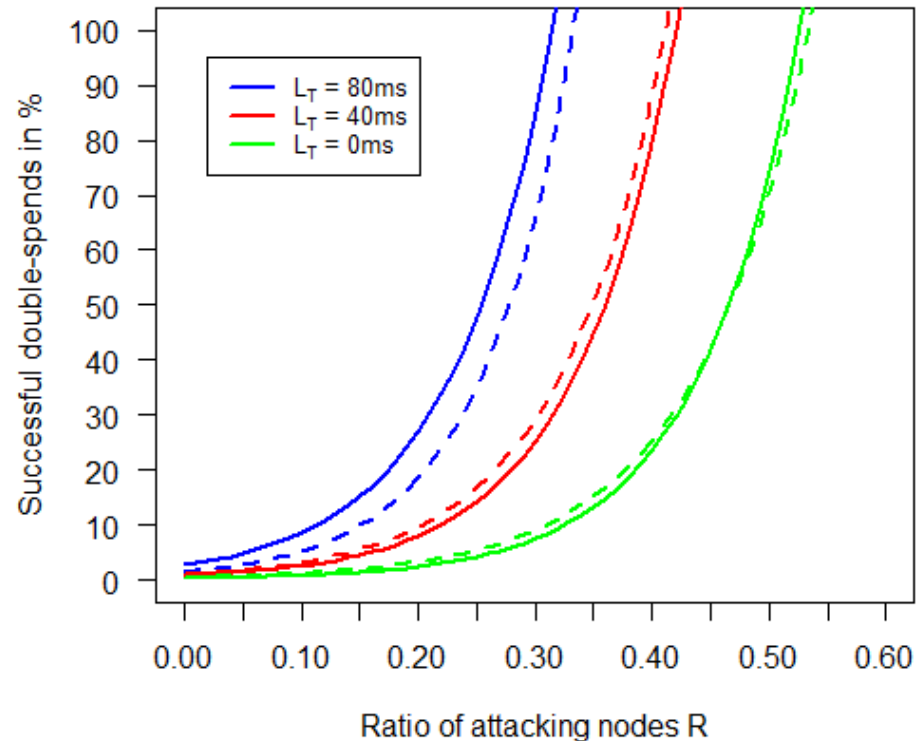
$$PDS = 100 \cdot \exp \left( \left( R - \frac{T \cdot L_A}{D_A} + \frac{T \cdot L_T}{D_T} \right) \cdot C \cdot L_C \right)$$

- *PDS* indicative of RADS
- Empirical constants omitted
- Multiplied by 100 to receive percentage
- $\exp(x)$  corresponds to  $e^x$

# Model

$$PDS = 100 \cdot \exp \left( \left( R - \frac{T \cdot L_A}{D_A} + \frac{T \cdot L_T}{D_T} \right) \cdot C \cdot L_C \right)$$

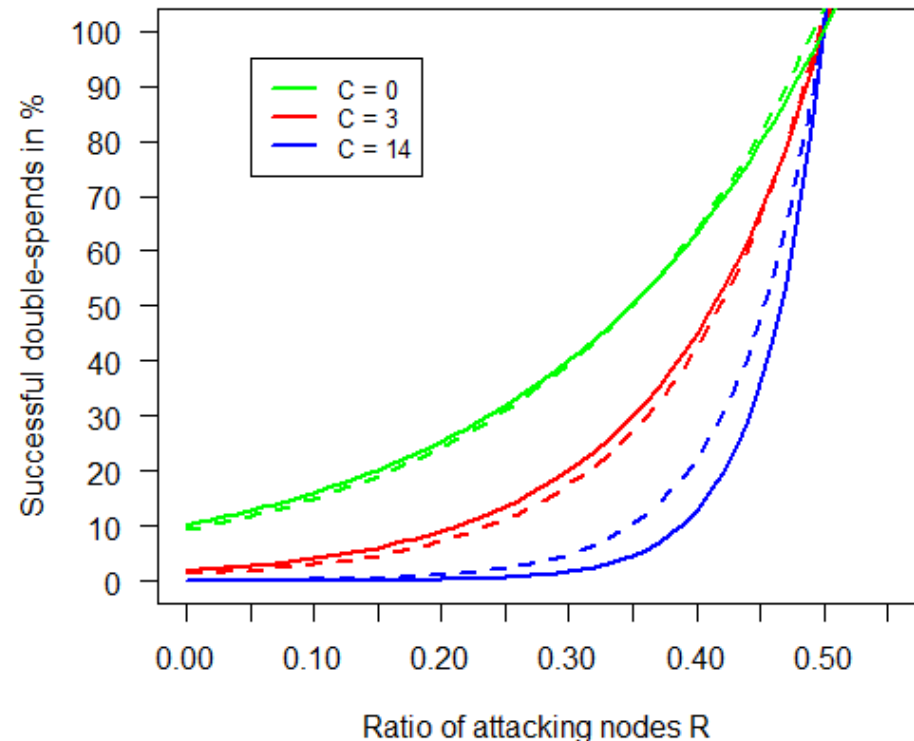
- Effects of latency are amplified by density and mining difficulty
- Computation of more stale blocks influences effective value of Nodes



# Model

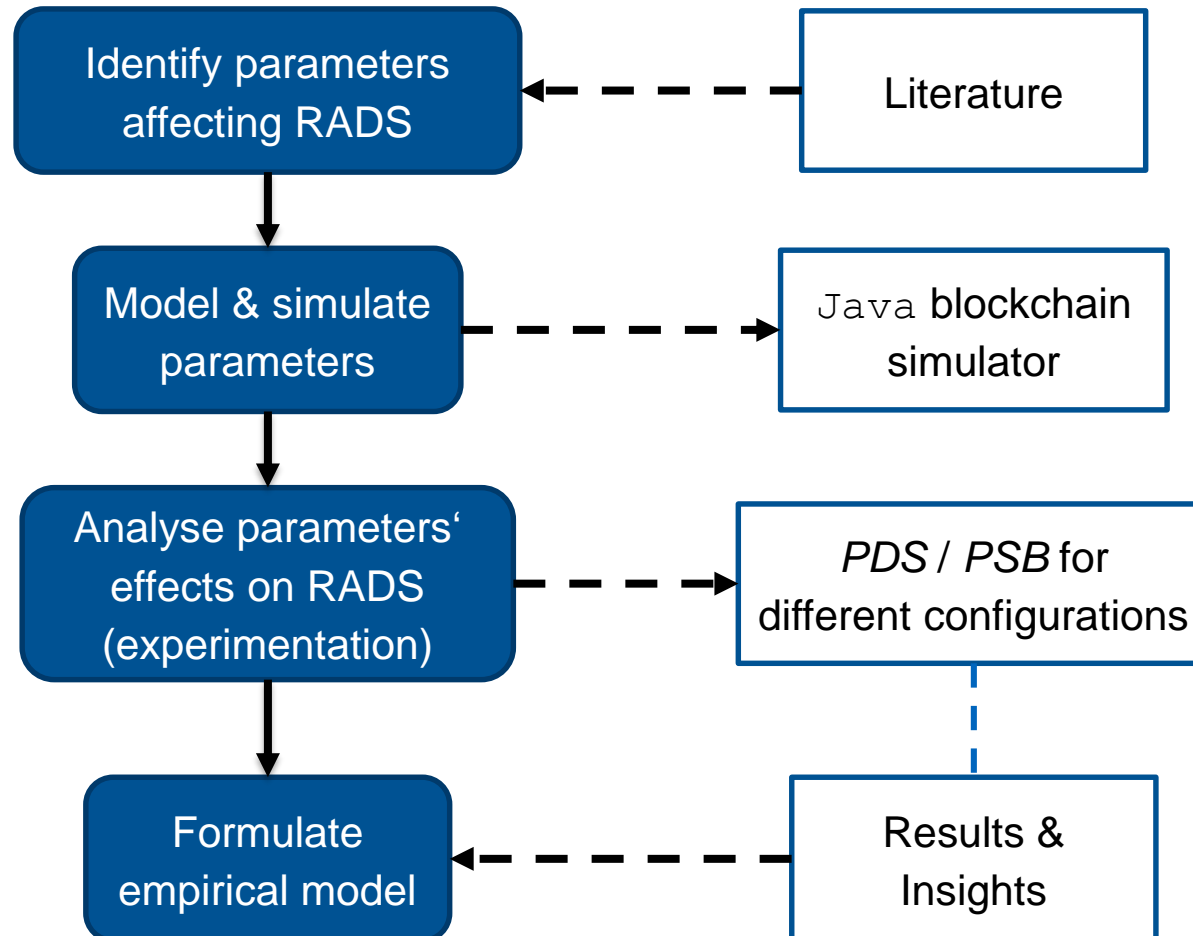
$$PDS = 100 \cdot \exp \left( \left( R - \frac{T \cdot L_A}{D_A} + \frac{T \cdot L_T}{D_T} \right) \cdot C \cdot L_C \right)$$

- $C$  and  $L_C$  produce dampening effect
- No effect once majority of effective mining power controlled by attacker





# Conclusion



# Conclusion

## Additional findings:

- Definition of double-spend attack as 51% or majority attack is misleading
- Capability of conducting double-spend attacks depends on distribution of *effective* mining power
- Architectures with higher stale block rates are more vulnerable

## Implication:

- Simulator and model can be used to predict a blockchain architecture's resistance against double-spend attacks

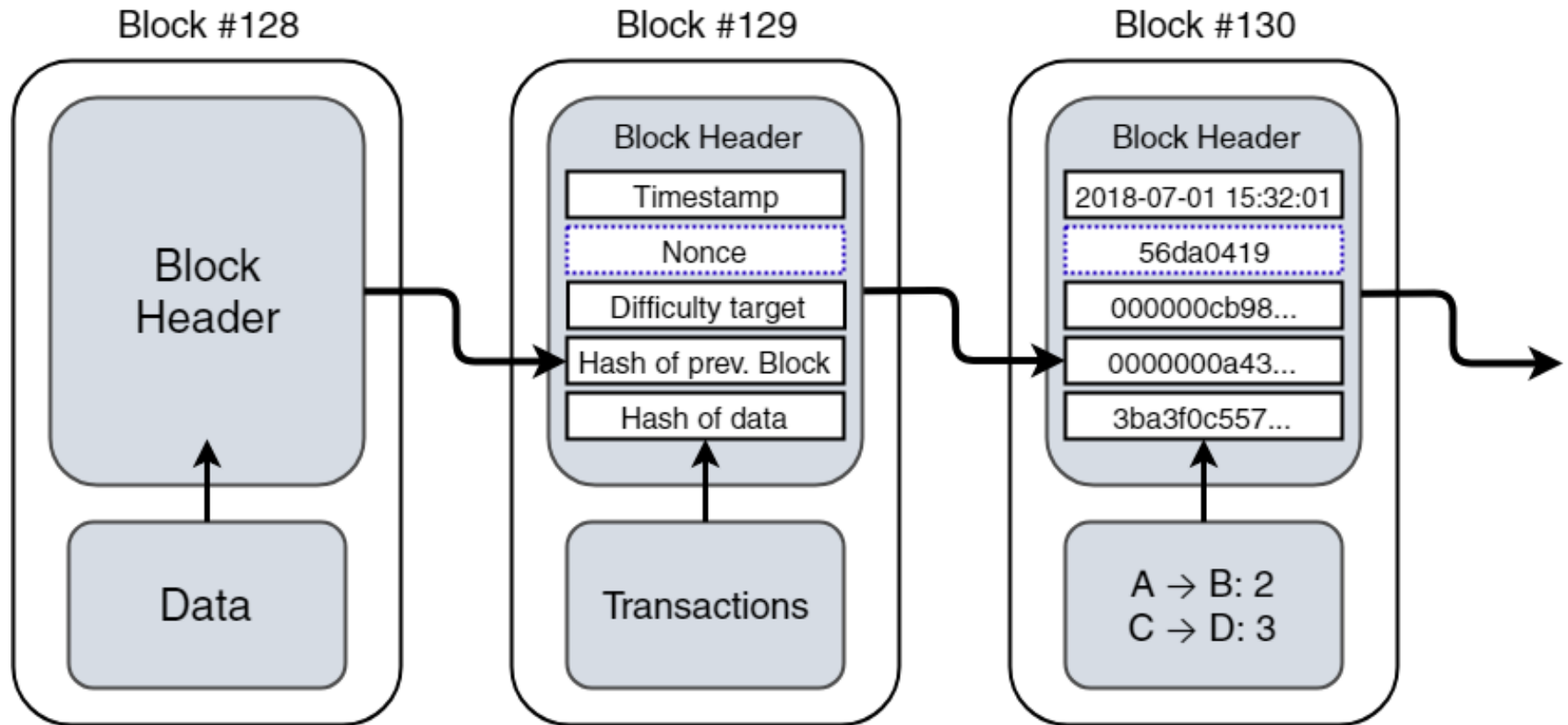
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- Andreas M. Antonopoulos. *Mastering Bitcoin: Programming the Open Blockchain*. "O'Reilly Media, Inc.", 2017.
- C. Decker and R. Wattenhofer. Information propagation in the Bitcoin network. In *IEEE P2P 2013 Proceedings*, pages 1-10, 2013.
- Satoshi Nakamoto. Bitcoin: A peer-to-peer electronic cash system. 2008.
- Carlos Pinzon and Camilo Rocha. Double-spend attack models with time advantage for bitcoin. *Electronic Notes in Theoretical Computer Science*, 329:79-103, 2016. CLEI 2016 - The Latin American Computing Conference.
- Meni Rosenfeld. Analysis of hashrate-based double spending. *CoRR*, abs/1402.2009, 2014.

Thank you!

# Backup

# Blockchain Structure (Bitcoin)



# Transaction Structure (Bitcoin)

Transaction 534				
Inputs			Outputs	
Transaction	Account	Value	Account	Value
198	$A_0$	1.70	B	2.00
432	$A_1$	0.26	$A_0$	0.10
258	$A_1$	0.16		
Transaction fee: 0.02				
Digitally signed by $A_0$ and $A_1$				

Transaction 817				
Inputs			Outputs	
Transaction	Account	Value	Account	Value
534	$A_0$	0.10	C	0.1
534	B	2.00	$A_0$	0.05
			B	1.95
Transaction fee: 0.0				
Digitally signed by $A_0$ and B				

# Experiments

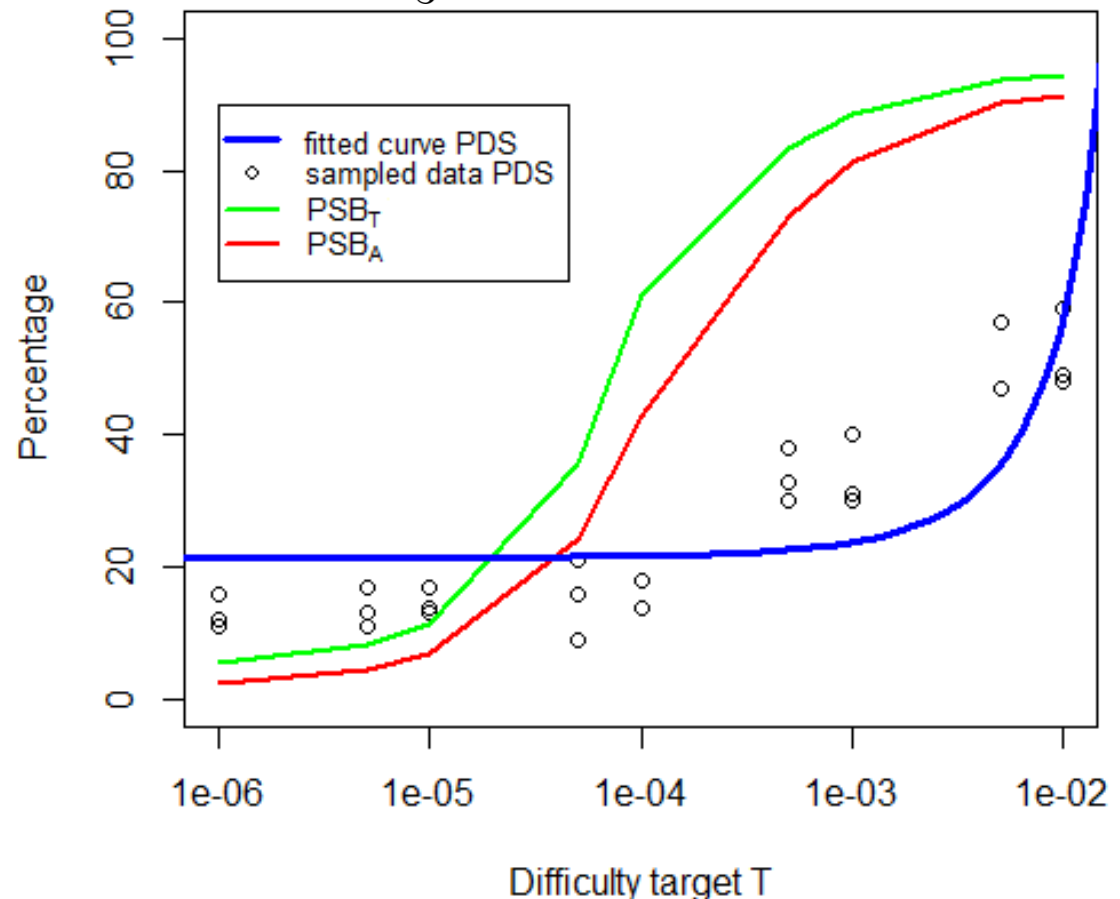


# Difficulty target $T$

- High  $T$  increases the rate of new blocks

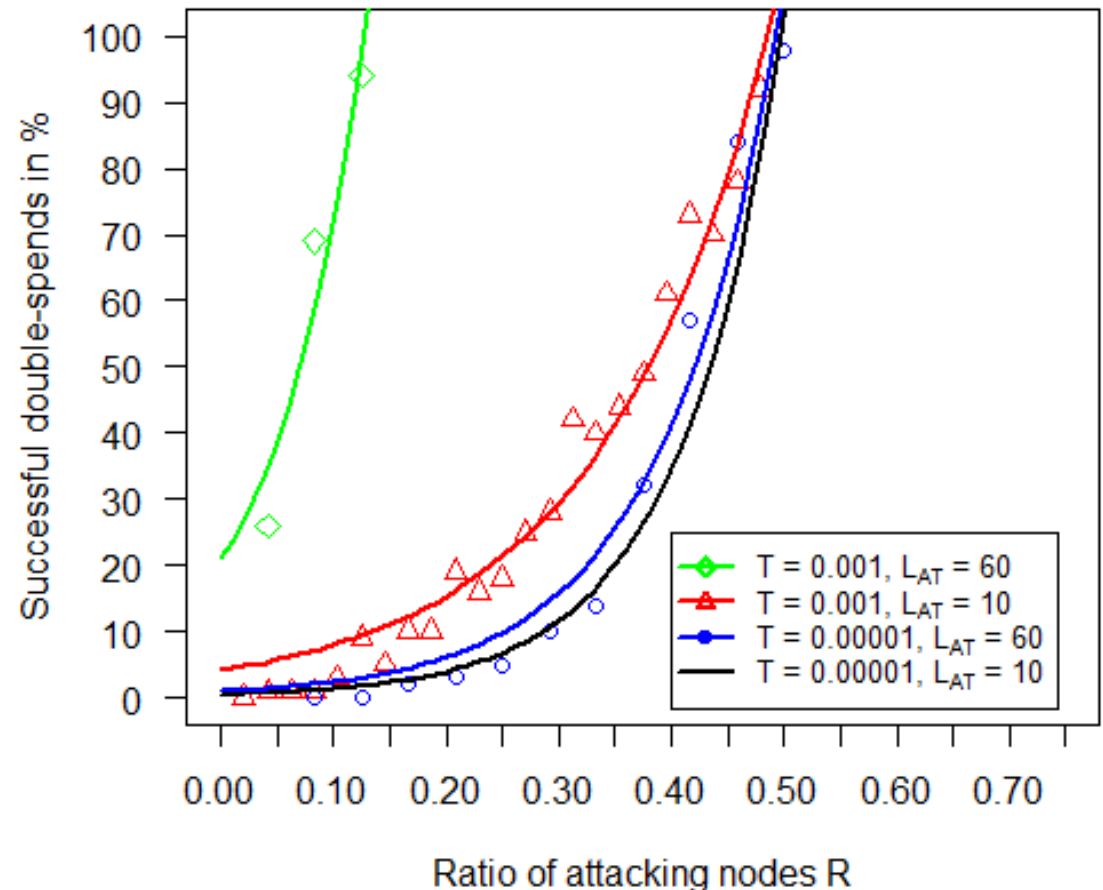
➤ Amplifies effect of network topology resulting in more stale blocks

$$R = \frac{1}{3}, \quad C = 6, \quad L_T, L_A = 10ms$$

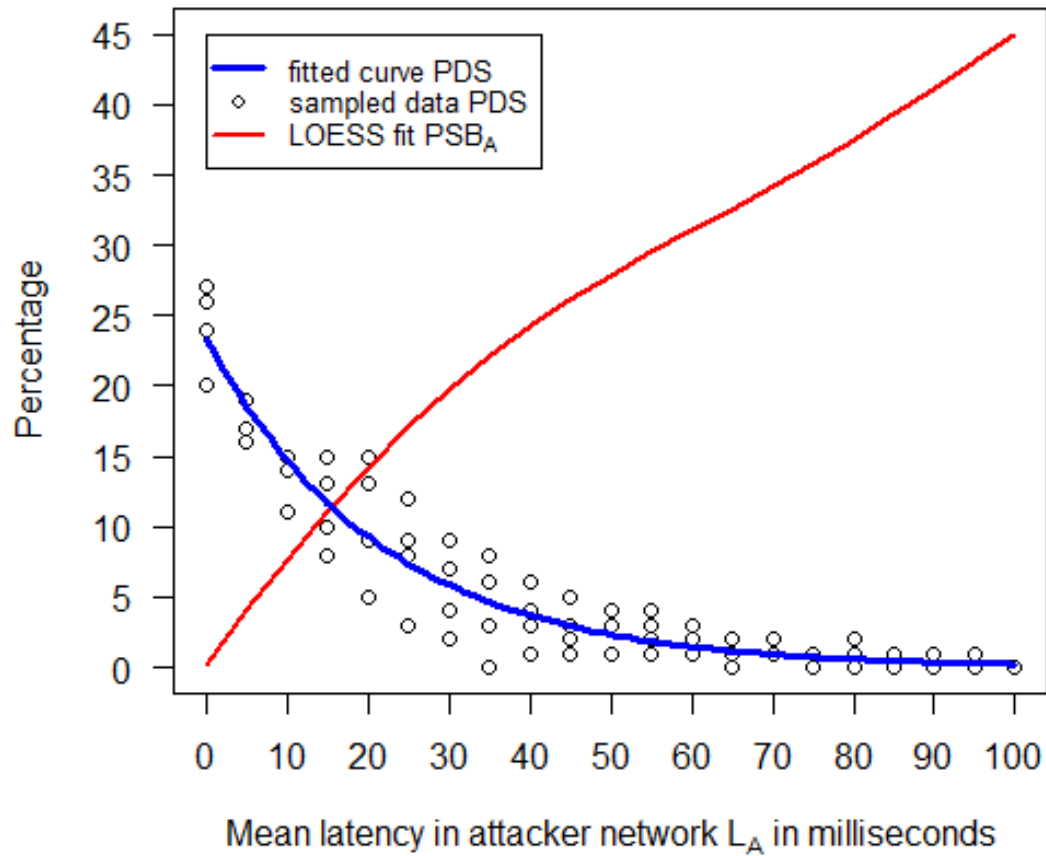


# Difficulty target $T$

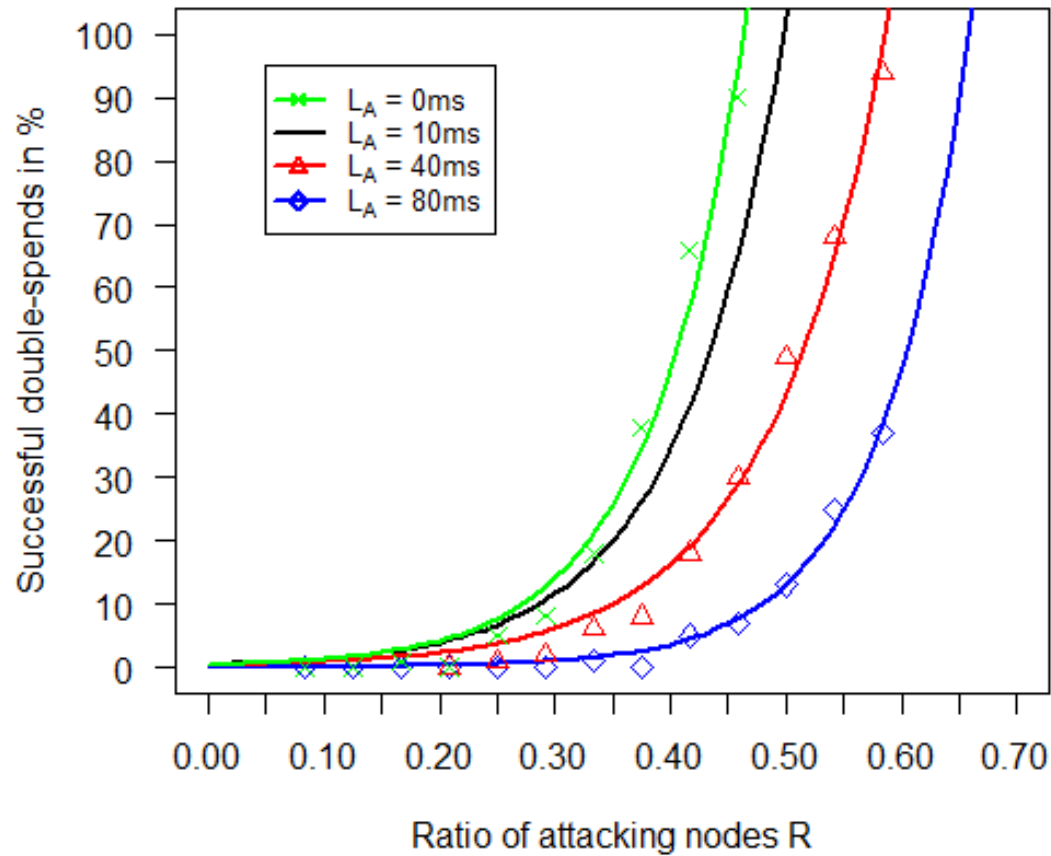
- $T$  can be used to reduce effect of topology
- Low difficulty target creates more time between block creations
- Less stale blocks even at higher latencies



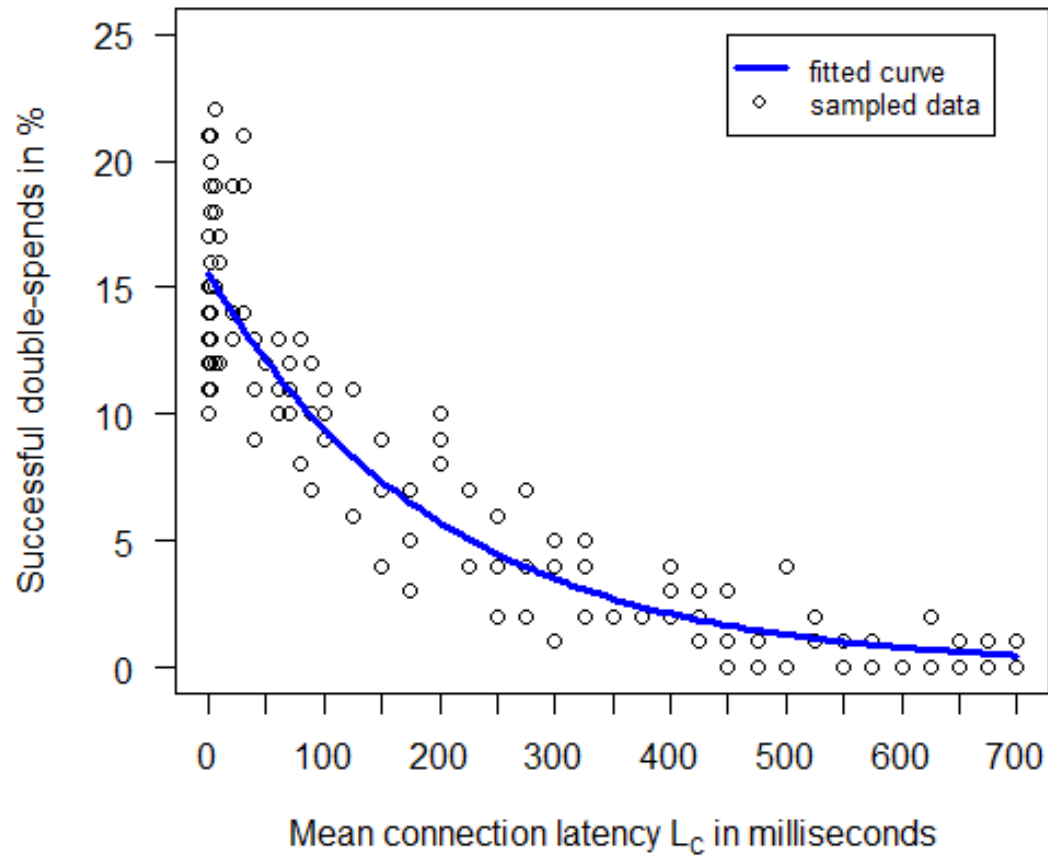
# Attacker Latency $L_A$



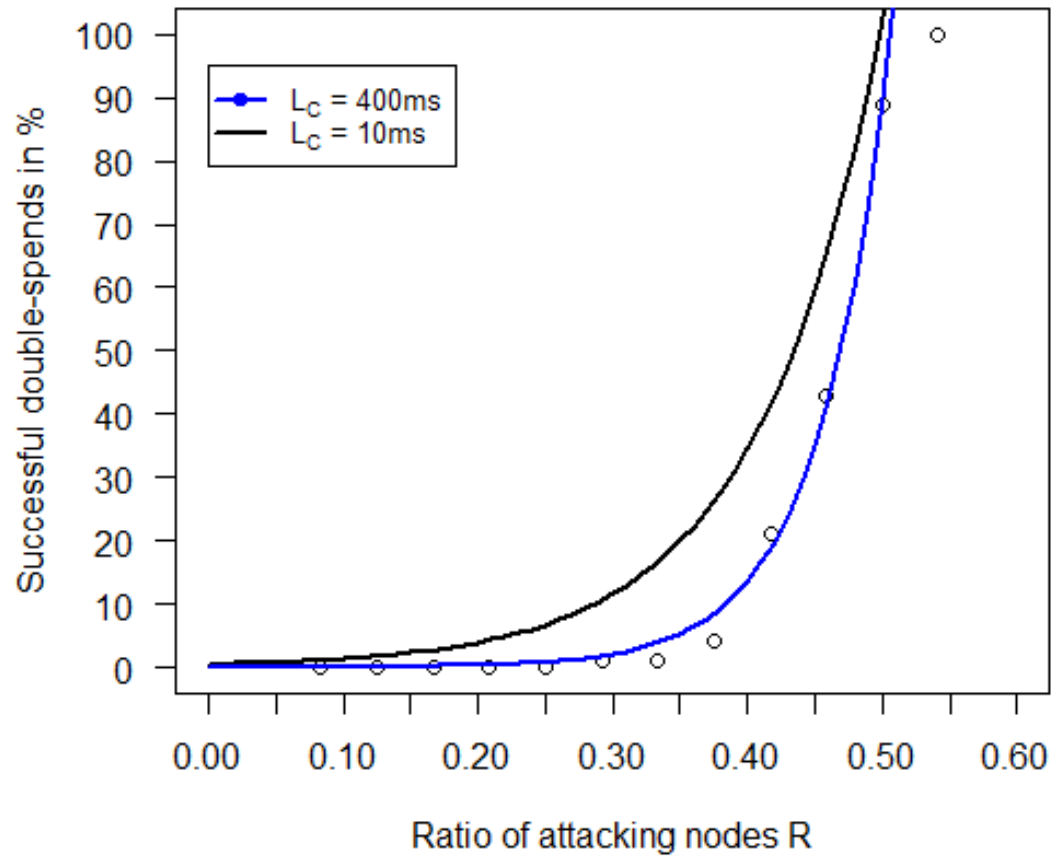
# Attacker Latency $L_A$



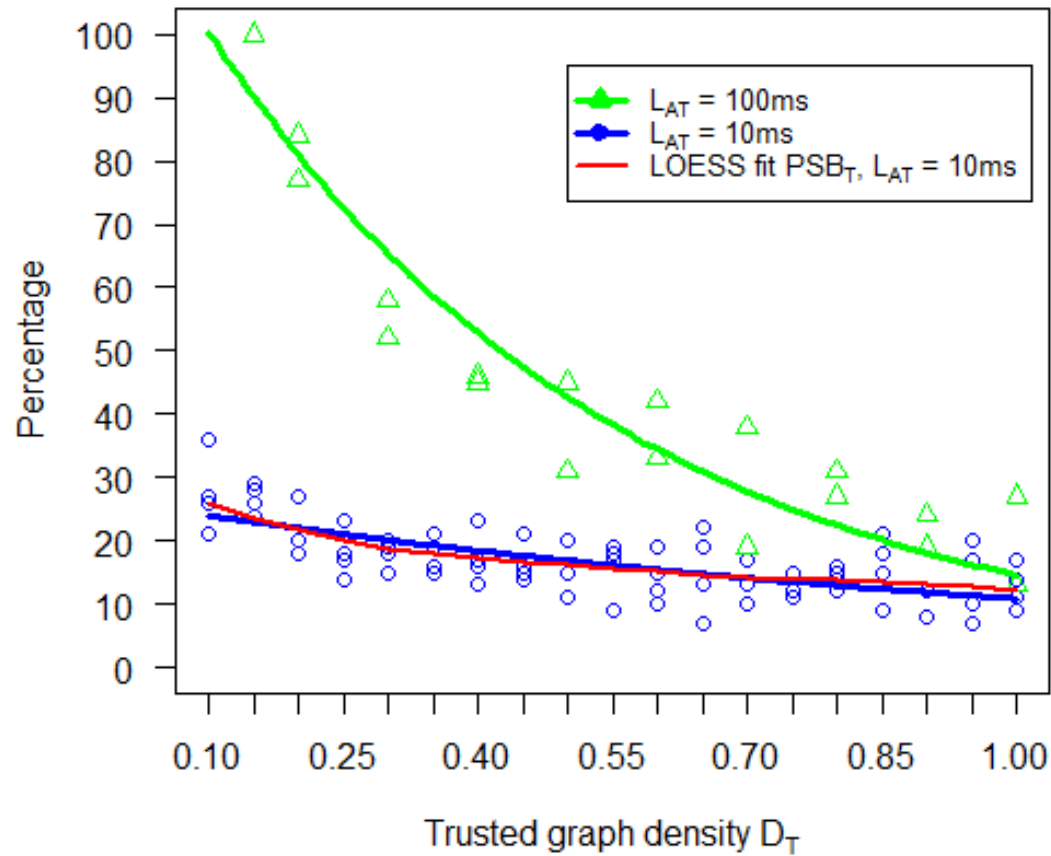
# Connection Latency $L_C$



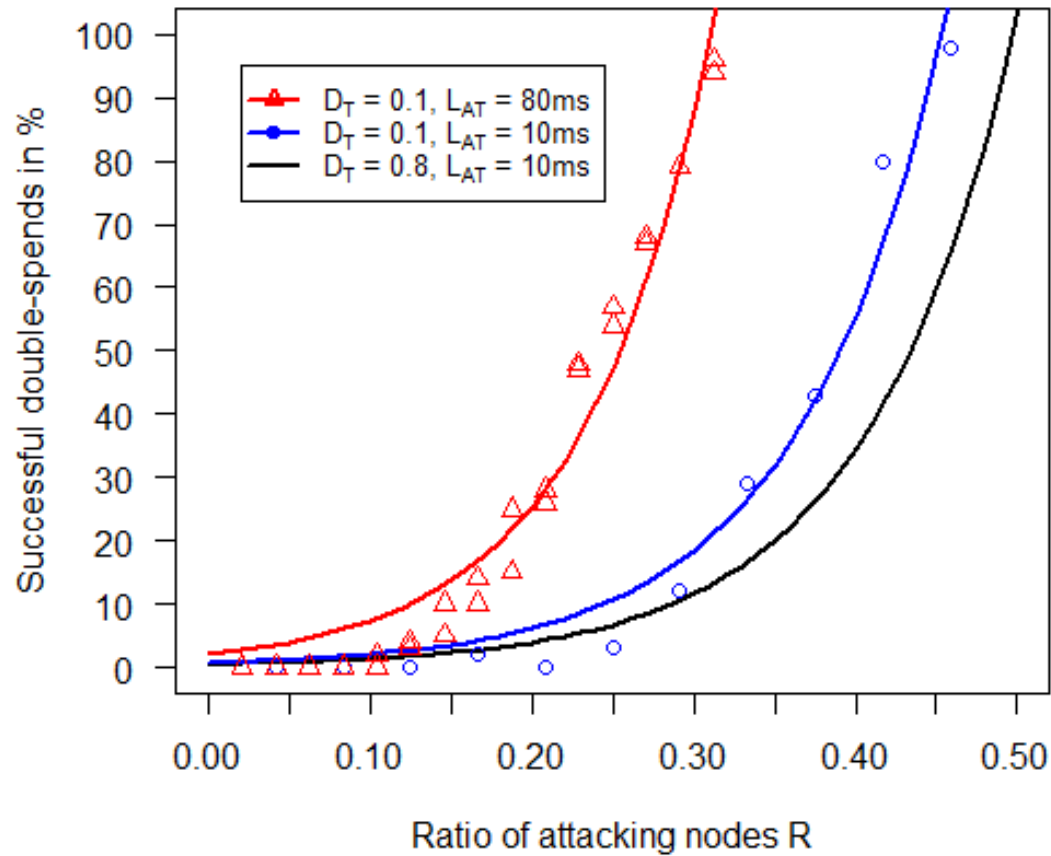
# Connection Latency $L_C$



# Trusted Density $D_T$

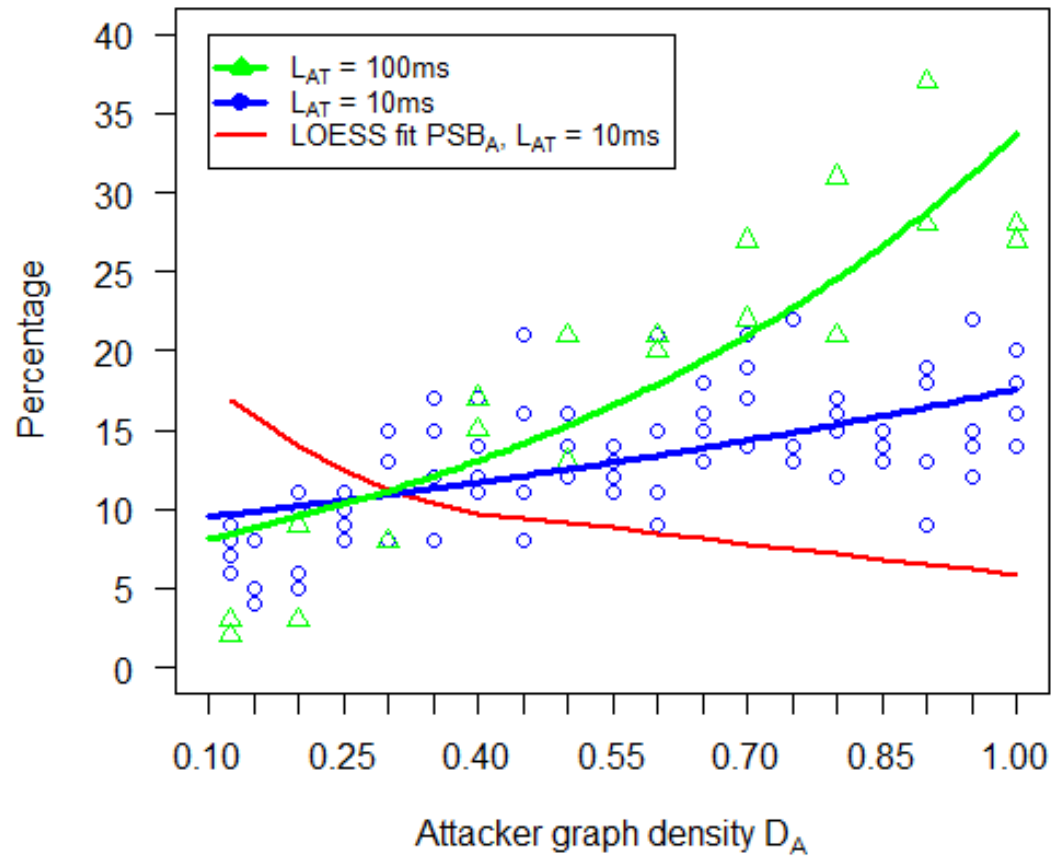


# Trusted Density $D_T$

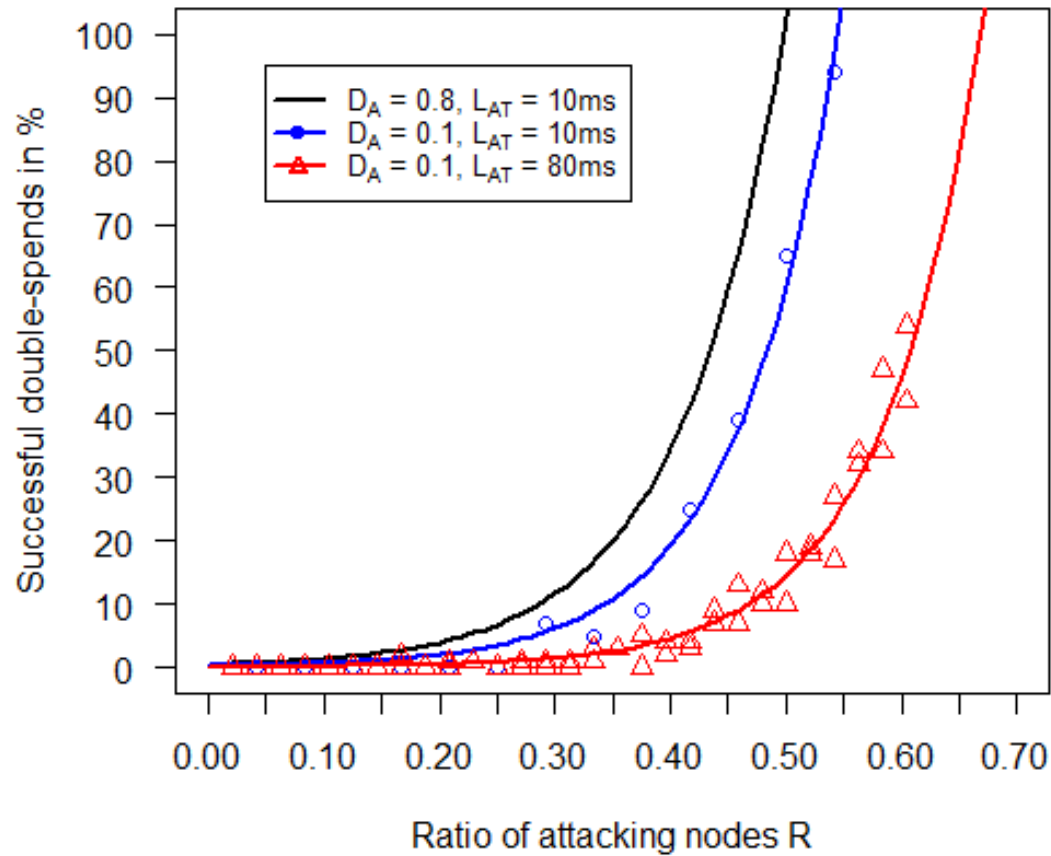




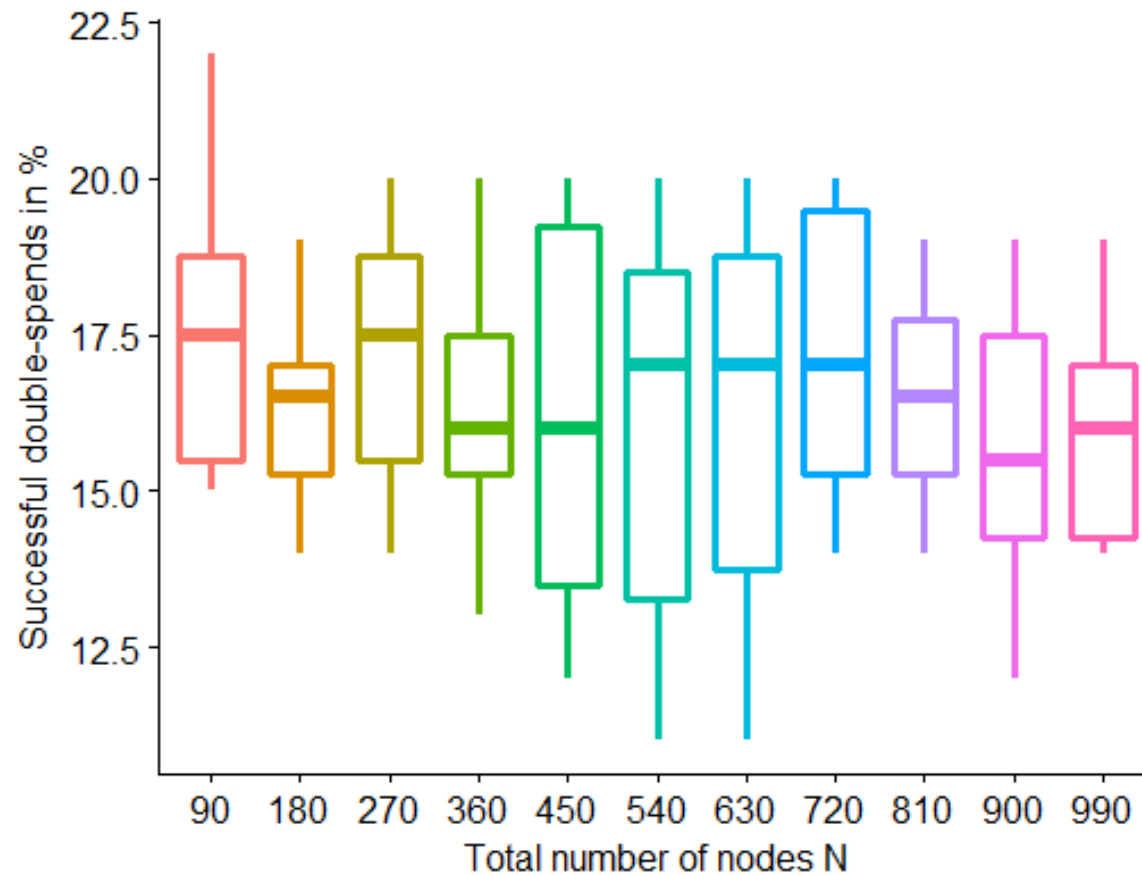
# Attacker Density $D_A$



# Attacker Density $D_A$

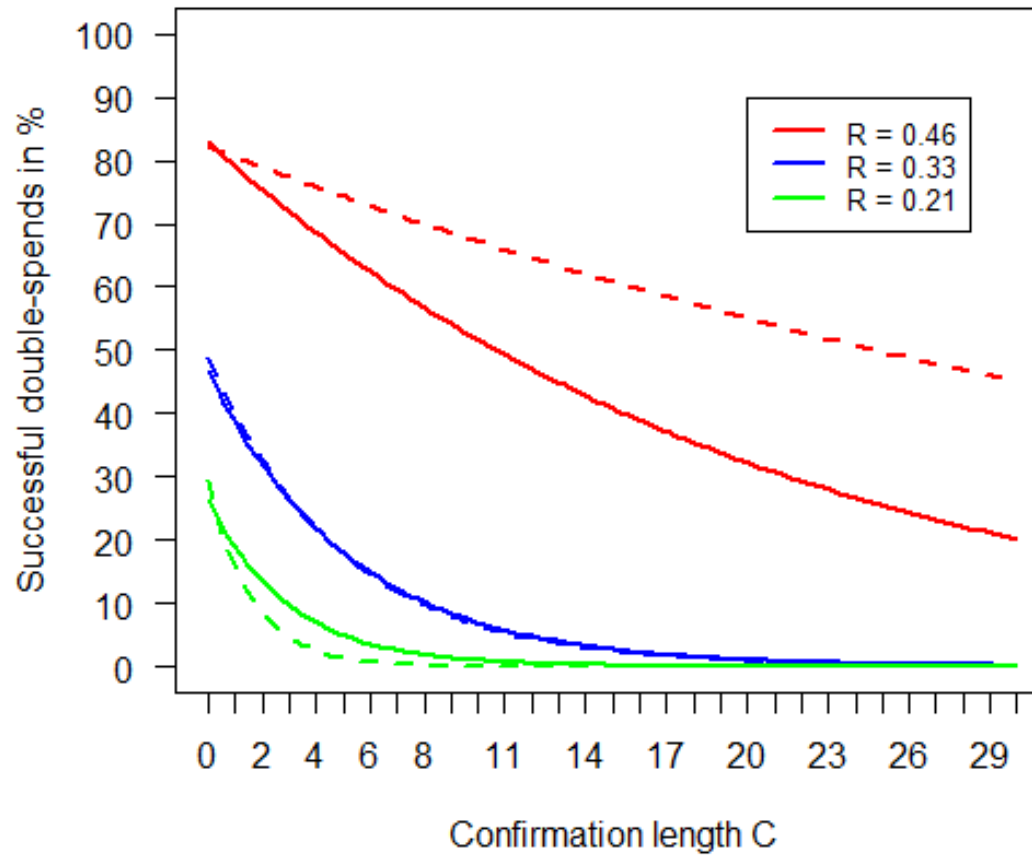


# Number of Nodes $N$

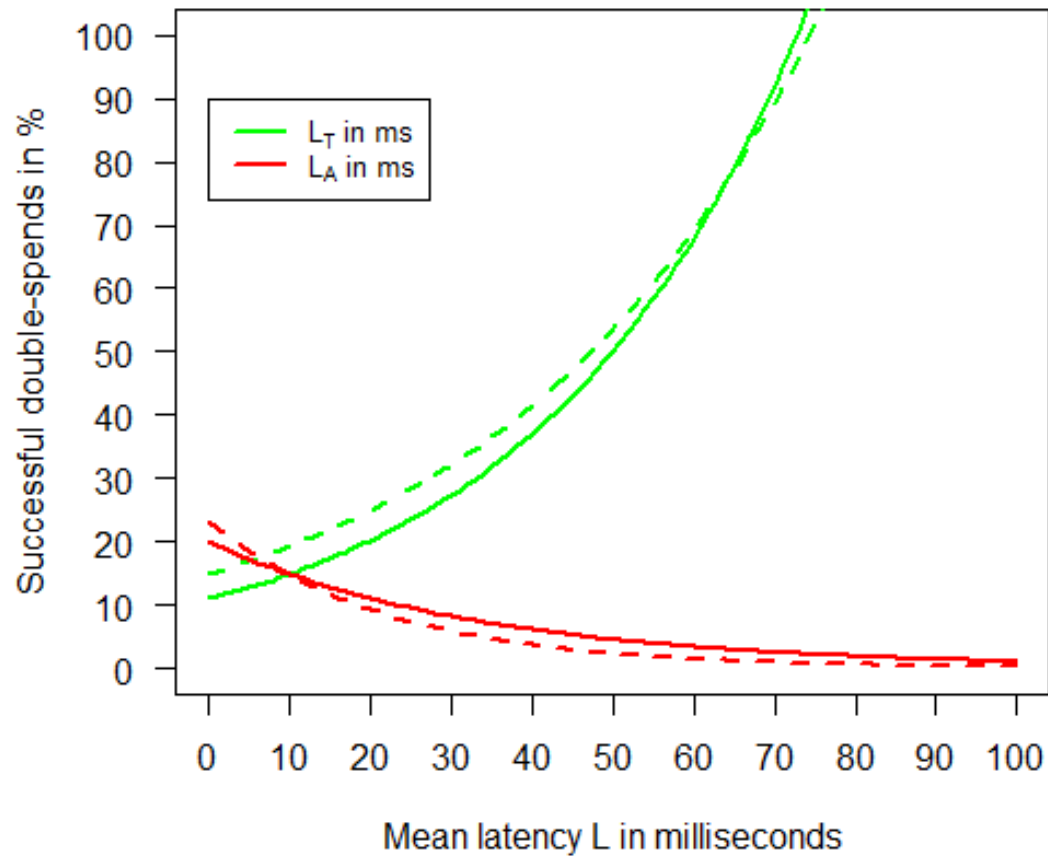


# Comparison

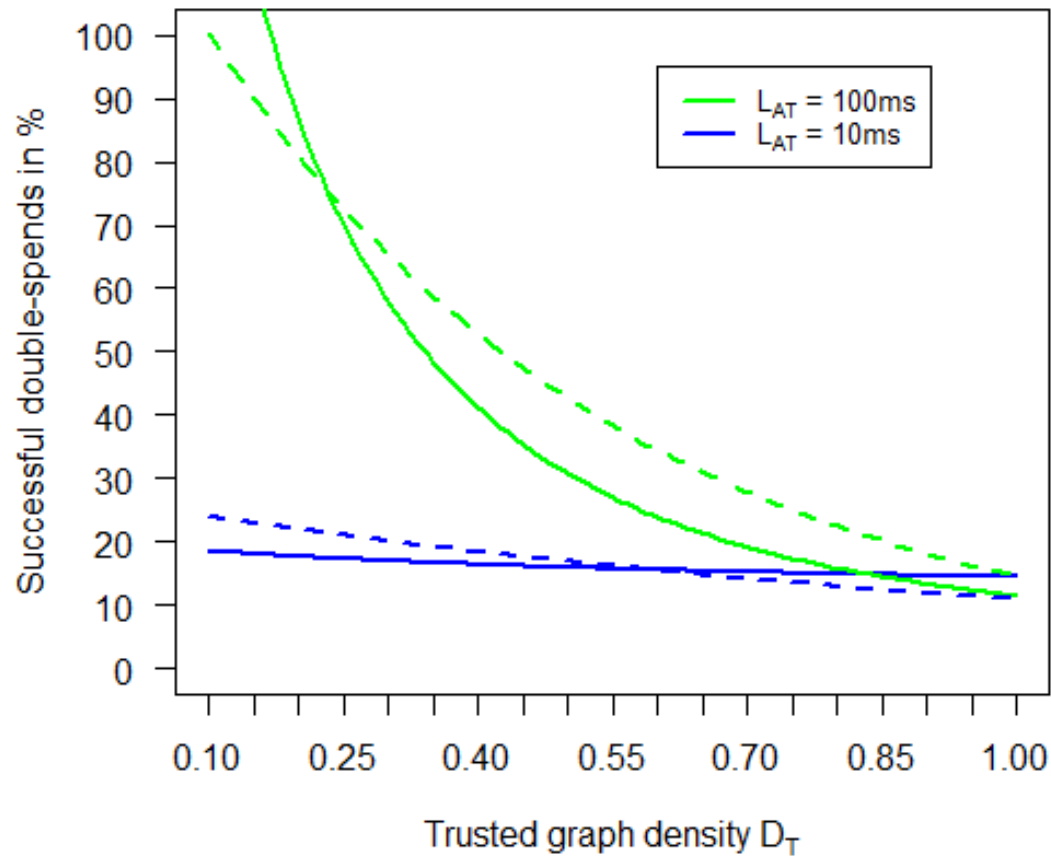
# Confirmation length C



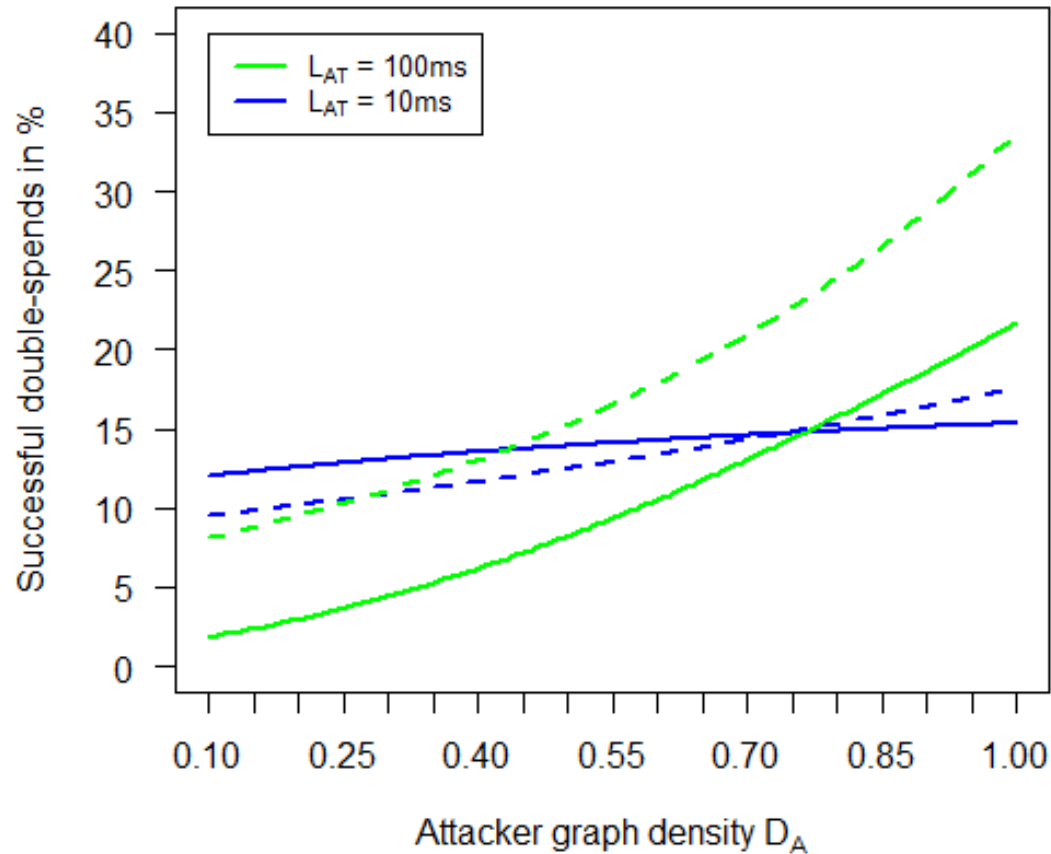
# Latency $L_T, L_A$



# Trusted Density $D_T$



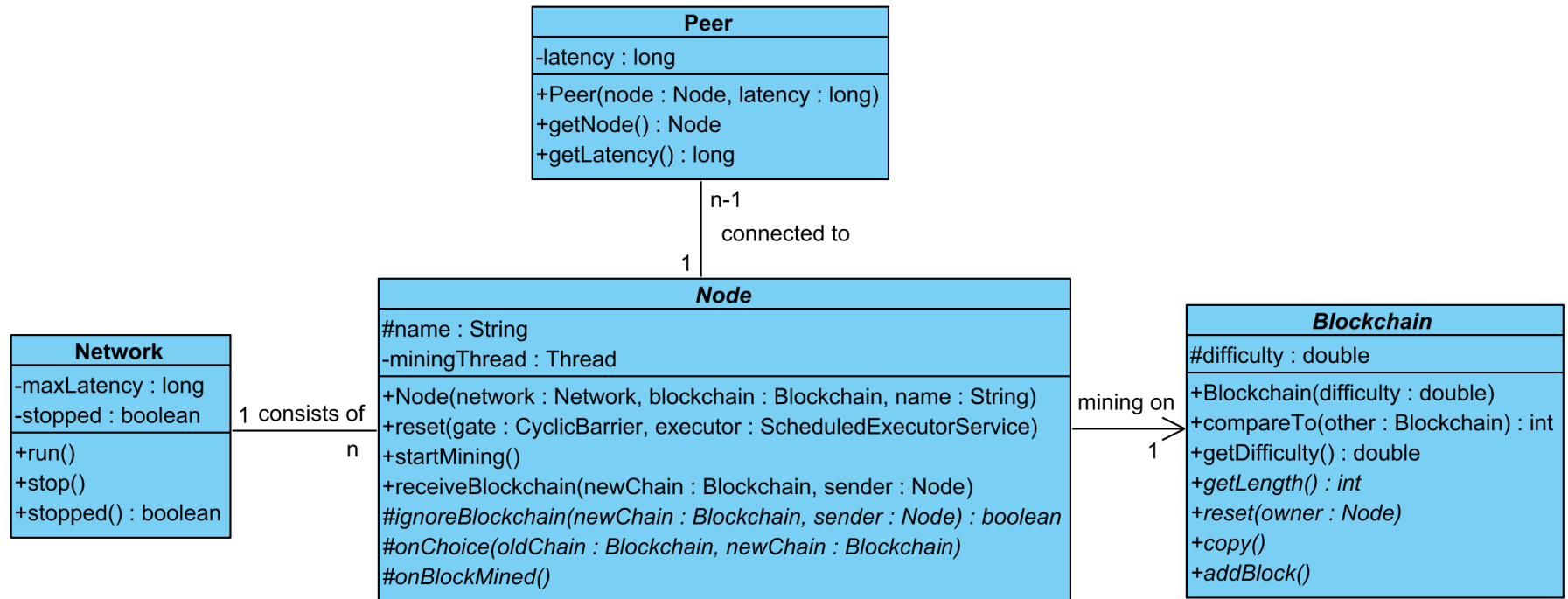
# Attacker Density $D_A$



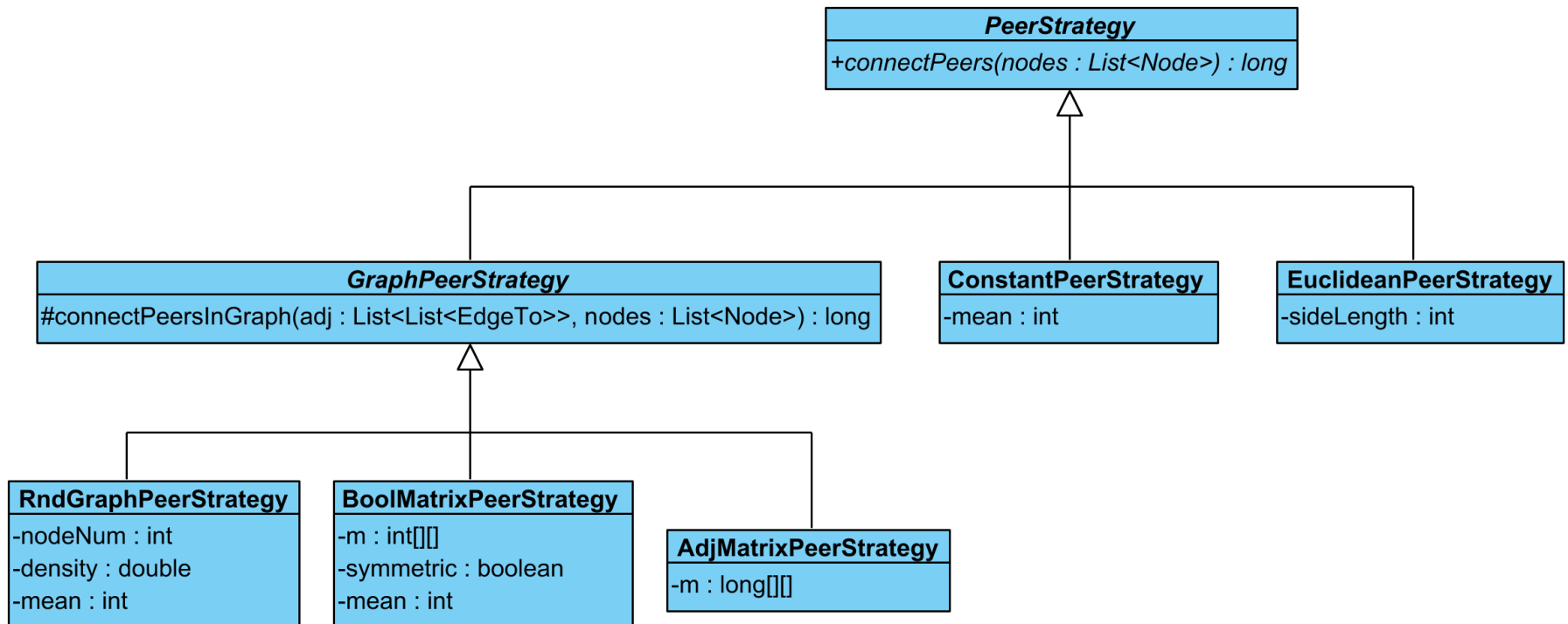


# Simulator

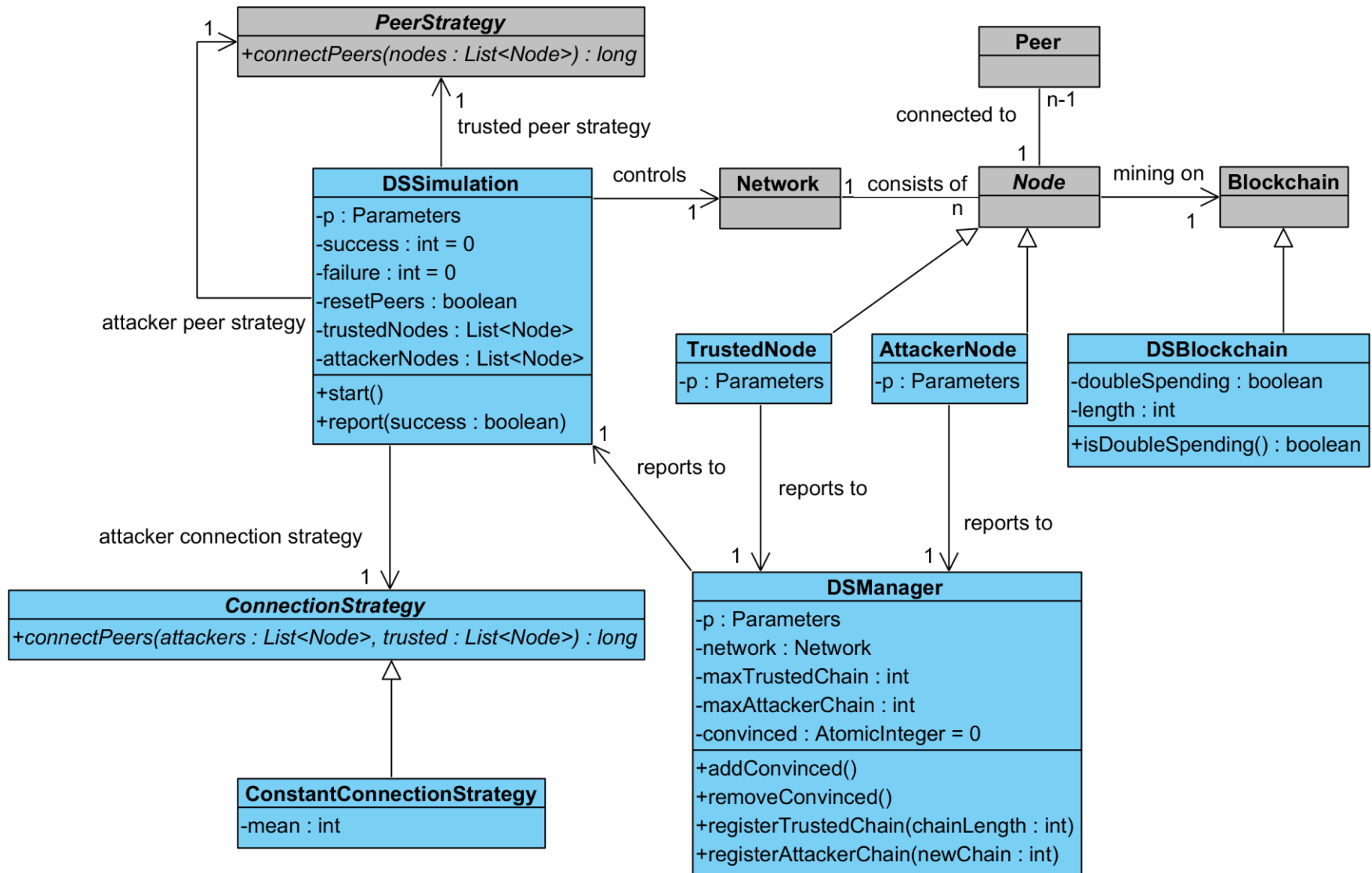
# Simulator Framework



# PeerStrategy



# Double-Spend Simulator



# Activity Diagram

