

# **DISPOSITION 10: ASYNCHRONOUS BYZANTINE AGREEMENT**

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Mathias Ravn Tversted

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# TABLE OF CONTENTS

Asynchronous Model

Asynchronous Broadcast

From signatures

Bracha Broadcast

# **ASYNCHRONOUS MODEL**

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# THE ASYNCHRONOUS MODEL

With the asynchronous model, we have no notion of clocks.

We have no timeouts

We only have eventual delivery of messages.

# THE ASYNCHRONOUS MODEL

- **Agreement:** All honest parties make the same decision
- **Validity:** Decision made must be sensible in some sensible
- **Termination:** If all parties run the protocol, eventually all honest parties will make a decision

Additionally, we say that the protocol does not guarantee liveness until all parties start running it, since people can fail arbitrarily long behind.

# **ASYNCHRONOUS BROADCAST**

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# ASync BROADCAST FROM SIGNATURES

- We build it with ACast and a simple *ToyPKI*
- We will use signatures. A broadcaster  $P_i$  will ask all parties to sign the message
- To broadcast, wait for  $n - t$  signatures.
- Receiver outputs only if it has  $n - t$  signatures

## ASYNCH BROADCAST FROM SIGNATURES 2: THIS TIME IT'S PROTOCOL

- **Request signatures:** To send a message, send it on ACast. We ask that  $n - t$  sign that message.
- **Grant signatures:** When receiving a message, add your signature to it and send it back to the receiver (on the flooding network)
- **Collect signatures:** The sender collects  $n - t$  signatures.
- **Send signatures:** When sender has collected  $n - t$  signatures, broadcast it. When receiving a message signed by  $n - t$ , output it.



## AGREEMENT

If two honest  $P_j, P_k$  output  $m_j, m_k$ , then we want  $m_j = m_k$ . If there are  $t$  corrupted (possibly including sender  $P_i$ ) then we have the following argument: Each party sees  $n - t$  distinct signatures. If all corrupt  $t$  parties sign both  $m_j, m_k$  (causing them to be output), this gives us at most  $2t$  signatures. This gives us a total of  $(n - t) + 2t = n + t$  distinct signatures on either  $m_j$  or  $m_k$ .

## VALIDITY

Honest parties output  $m$  from  $P_i$  if it sees at least  $n - t$  signatures. But then it saw at least  $(n - t) - t = t + 1$  signatures from honest parties. But then  $t + 1 \geq 1$  honest parties signed  $m$ . And honest parties only sign the  $m$  that comes from  $P_i$ .

## TERMINATION

If  $P_i$  is honest, it asks all honest parties to sign  $m$ . At least  $n - t$  honest grant signatures.  $P_i$  at some point receives  $n - t$  signatures on  $m$ . it then forwards them so all honest  $P_j$  receives  $m$  with  $n - t$  signatures, and so they output  $m$ .

# ASync BROADCAST FROM AUTHENTICATED CHANNELS

Actually implementing it with an authenticated channel can be done with Bracha broadcast. It goes as follows:  
Assume  $P_1$  is the broadcaster.

- $P_1$  gets input  $(P_1, bid, m)$  on  $ACast_i$  to start. We say it got  $(Broadcast, P_1, bid, m)$
- When party outputs  $P_n, bid, m$  on  $ACast_j$  we say it has output  $(Deliver, P_n, bid, m)$
- There are no rounds, only activation rules

## BRACHA BROADCAST

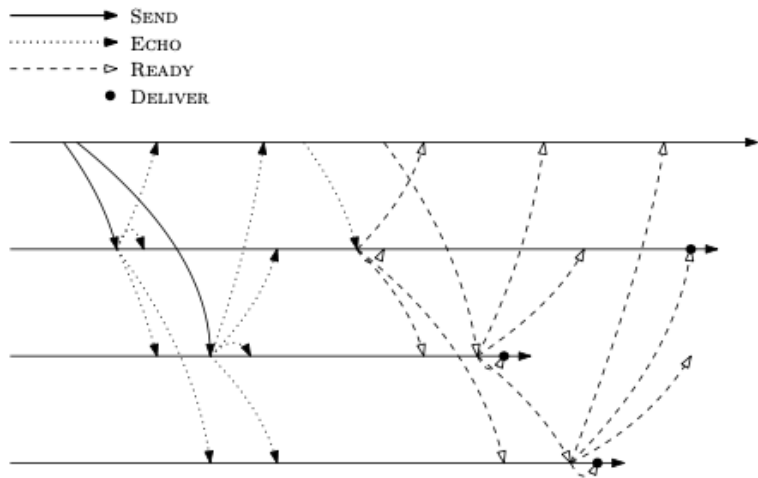
**Send:**  $P_1$ : On input (BROADCAST,  $P_1$ , bid,  $m$ ), send (SEND,  $P_1$ , bid,  $m$ ) to all parties

**Echo:**  $P_i$ : On message (SEND,  $P_1$ , bid,  $m$ ) from  $P_1$ , send (ECHO,  $P_1$ , bid,  $m$ )

**Ready 1:**  $P_i$  once message (ECHO,  $P_1$ , bid,  $m$ ) has been received from  $n - t$  parties, send (READY,  $P_1$ , bid,  $m$ )

**Ready 2:**  $P_i$  once message  $(\text{READY}, P_1, \text{bid}, m)$  has been received from  $t + 1$  parties, send  $(\text{READY}, P_1, \text{bid}, m)$  to all parties if not yet done

**Deliver:** Once message  $(\text{READY}, P_1, \text{bid}, m)$ , has been received from  $n - t$  parties, output  $(\text{DELIVER}, P_1, \text{bid}, m)$  and terminate the protocol



**Figure 9.4** Example execution of Bracha Broadcast with a corrupted  $P_1$ .

## ABOUT BRACHA BROADCAST

Each of the preceding rules are activation rules. There are no rounds. The rules can be activated in any order (READY 2 before READY 1 for example).

We also wait for  $n - t$  messages, and not  $n$  messages, because we cannot distinguish between late and never arriving messages. When we have enough information we act.

If you wait for  $t + 1$  parties, you are also ensuring you hear from one correct party. We use this to learn that someone honest saw the message  $m$ .

We also need  $n > 3t$  to ensure common correct party between two parties. (BEVIS SIDE 210?)