



Tampering with the Delivery of Blocks and Transactions in Bitcoin

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Ghassan O. Karame', Srdjan Capkun*

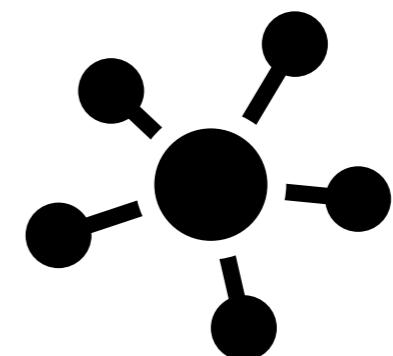
*ETH Zurich, 'NEC Laboratories Europe

Speaker: LING Xiang

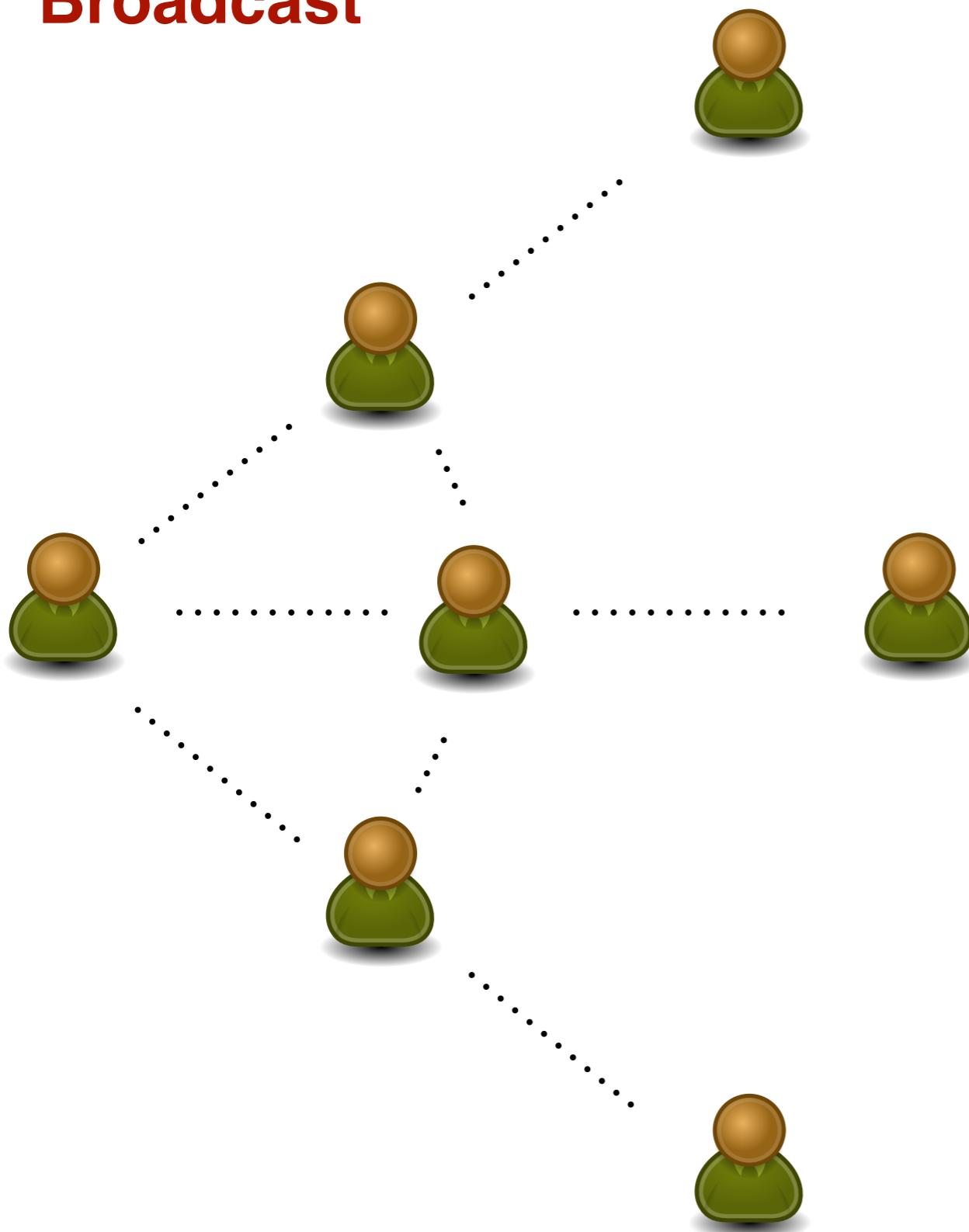
CCS 2015

Bitcoin

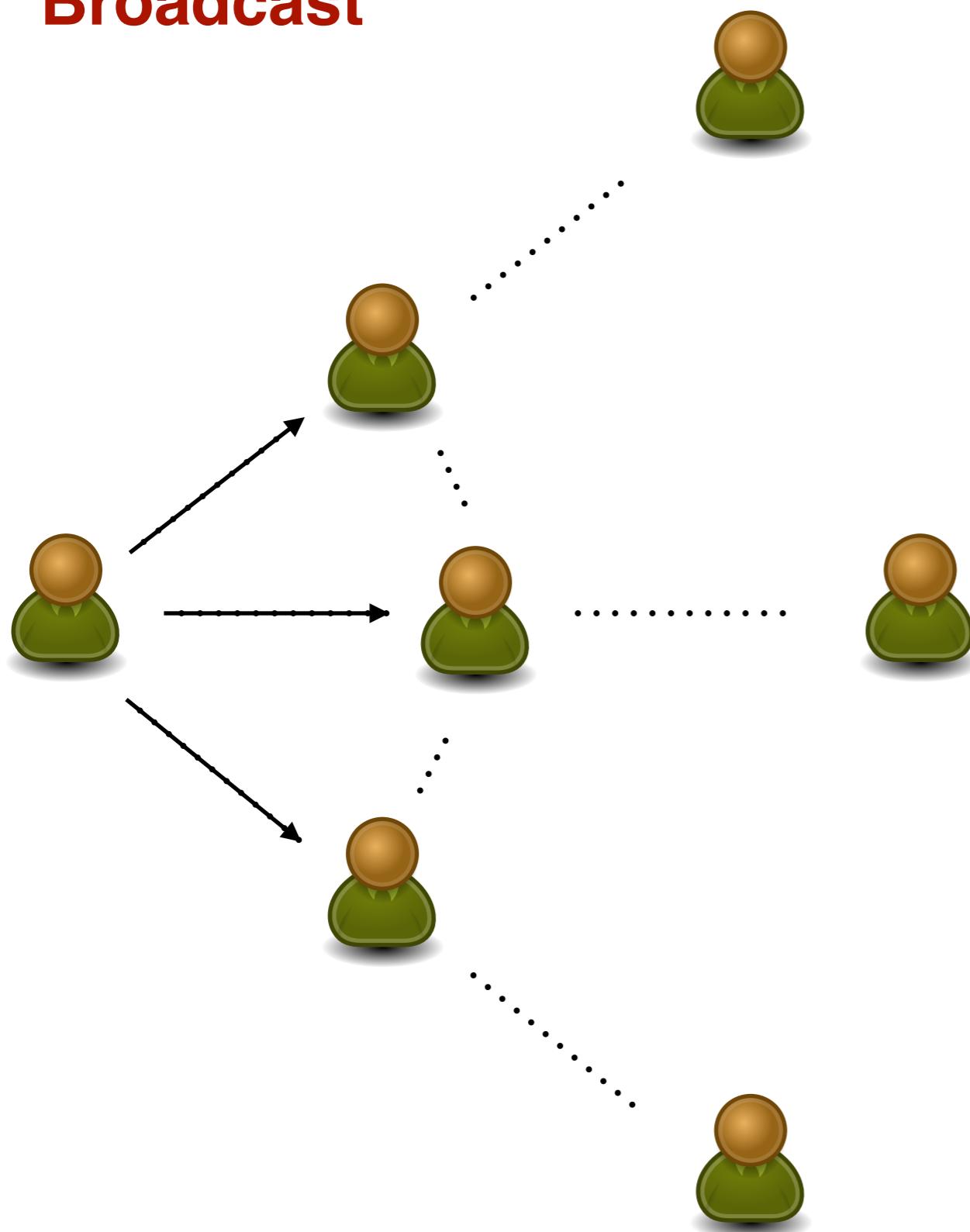
- Peer-to-peer decentralized currency
- No trusted third parties
- Blockchain: distributed DB
 - ▶ Transactions
 - ▶ Blocks
- Broadcast protocol



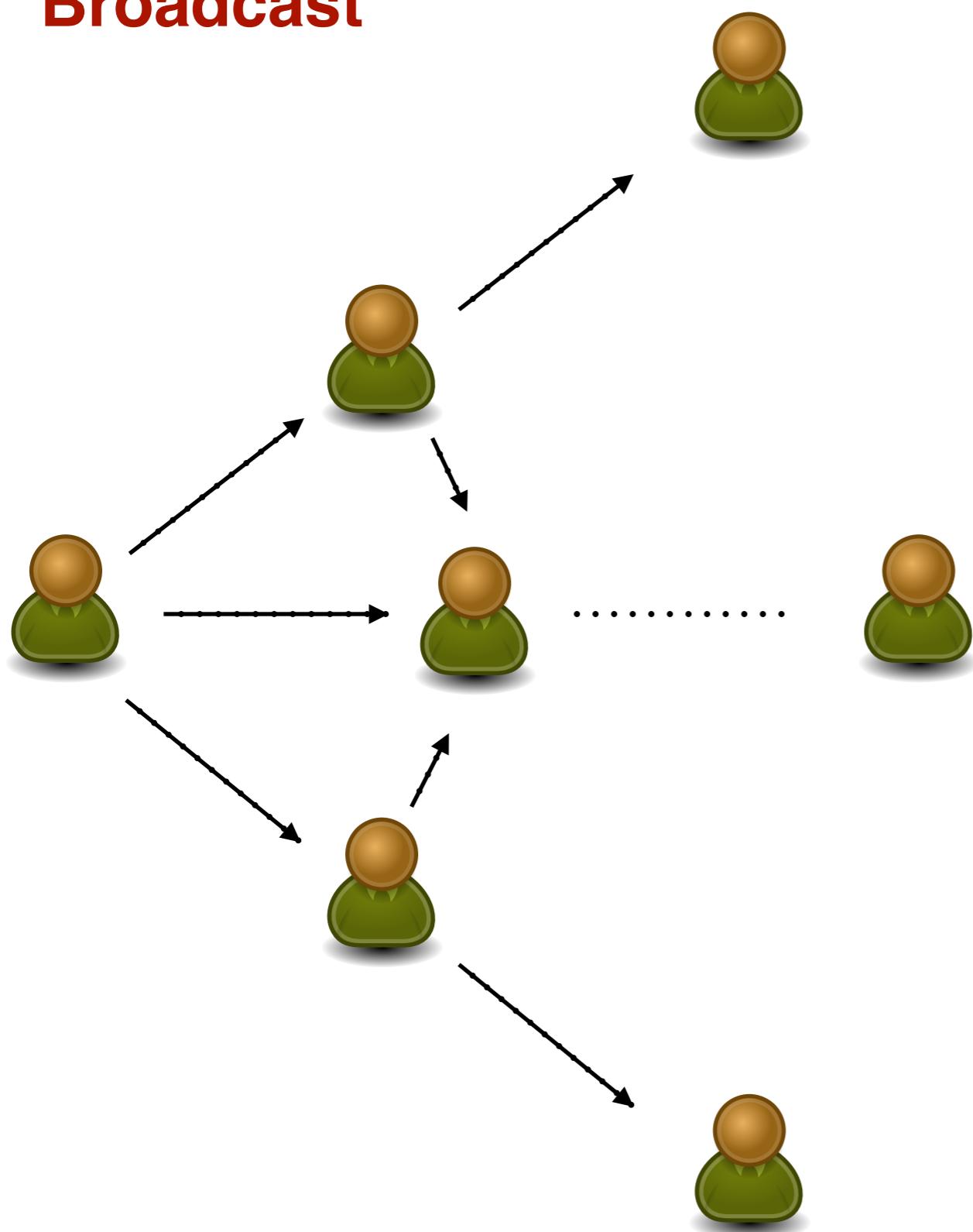
Broadcast



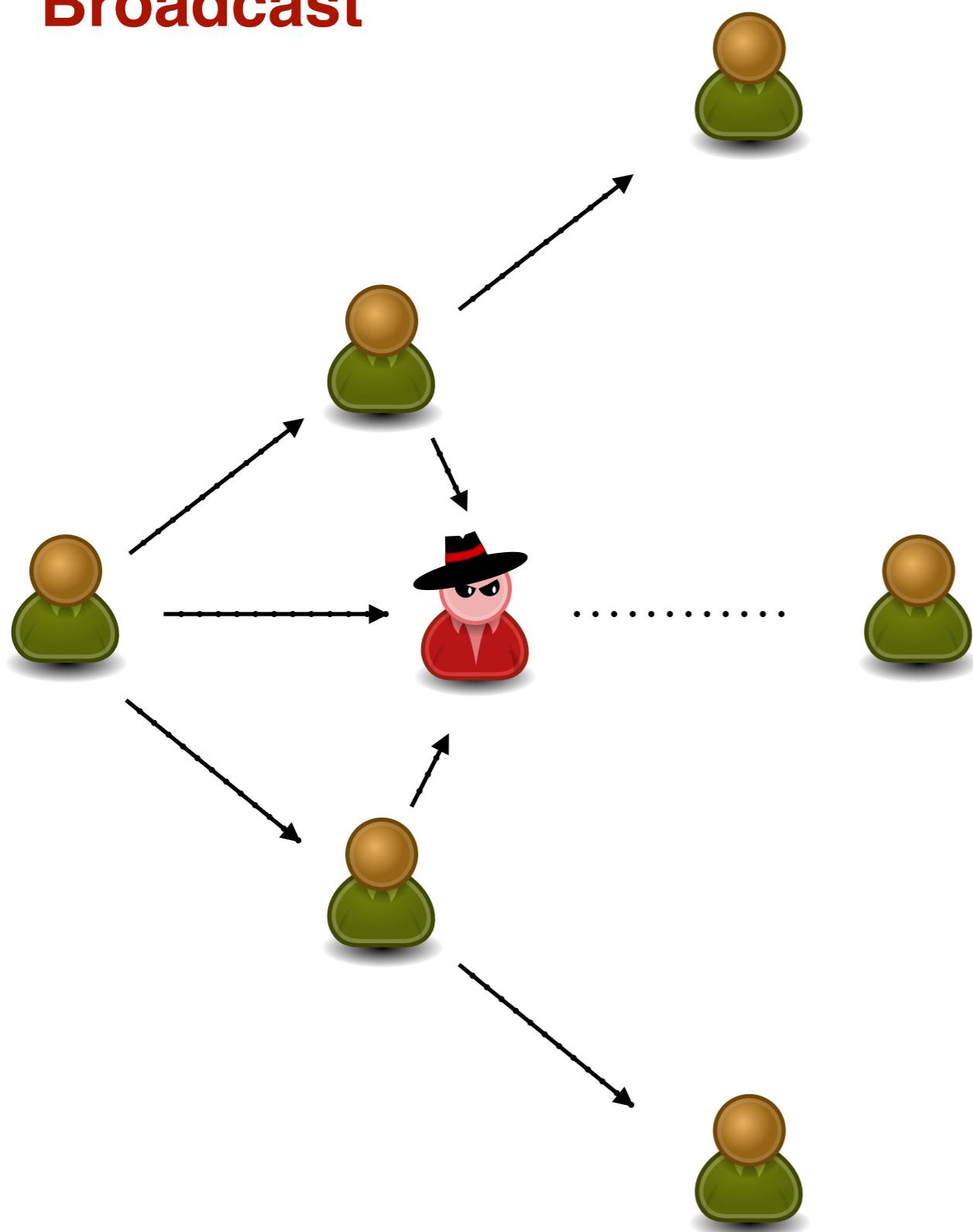
Broadcast



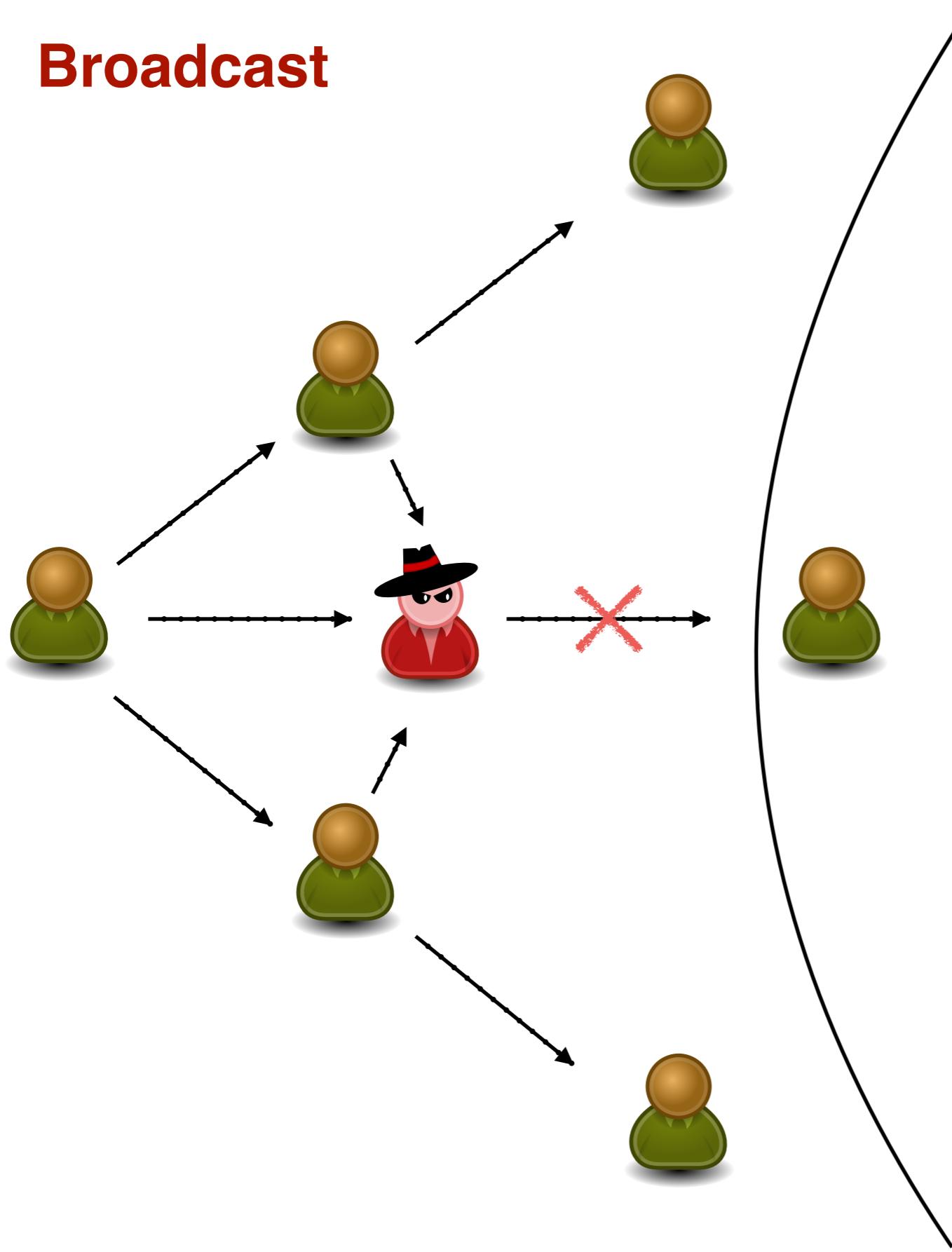
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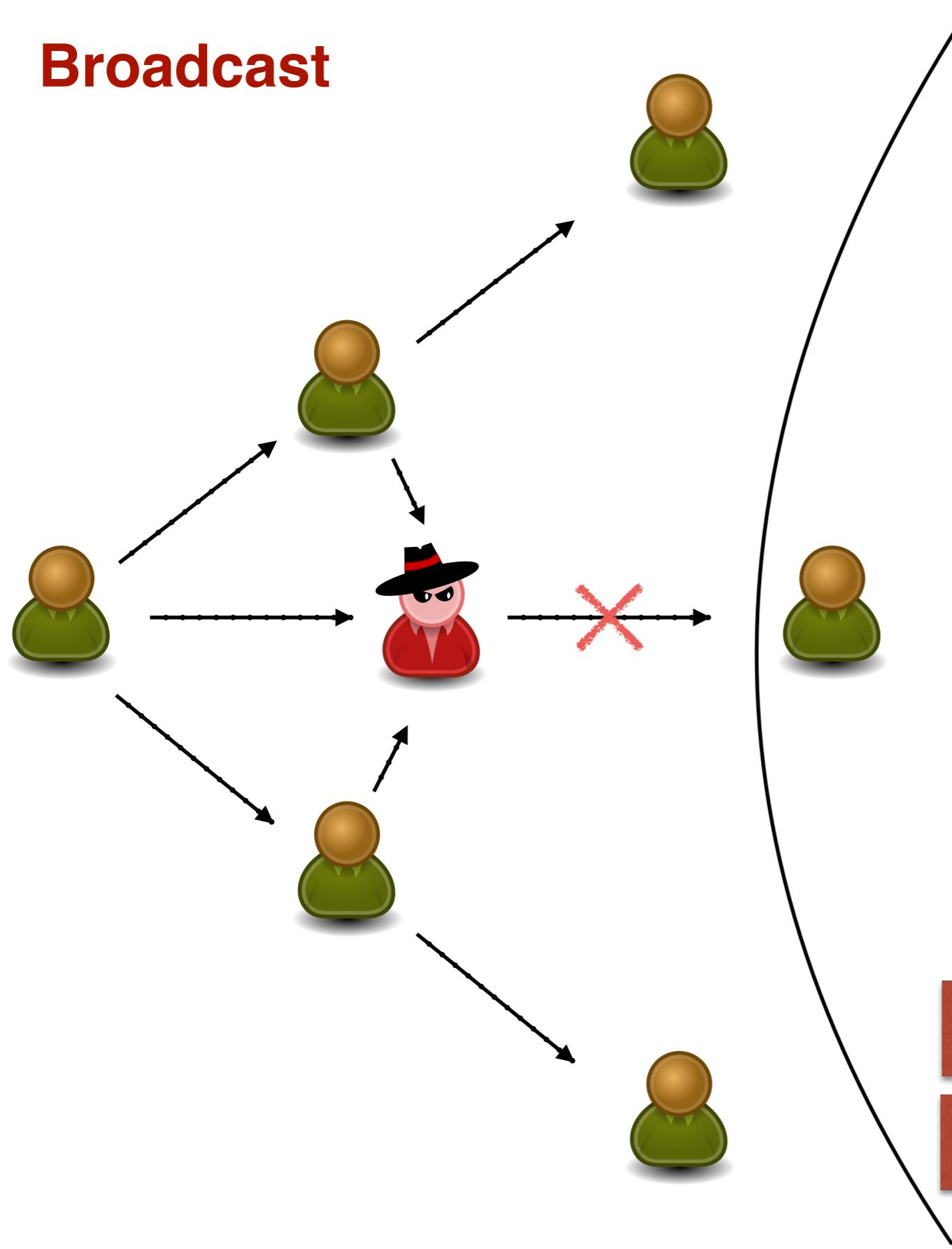
Broadcast



Broadcast



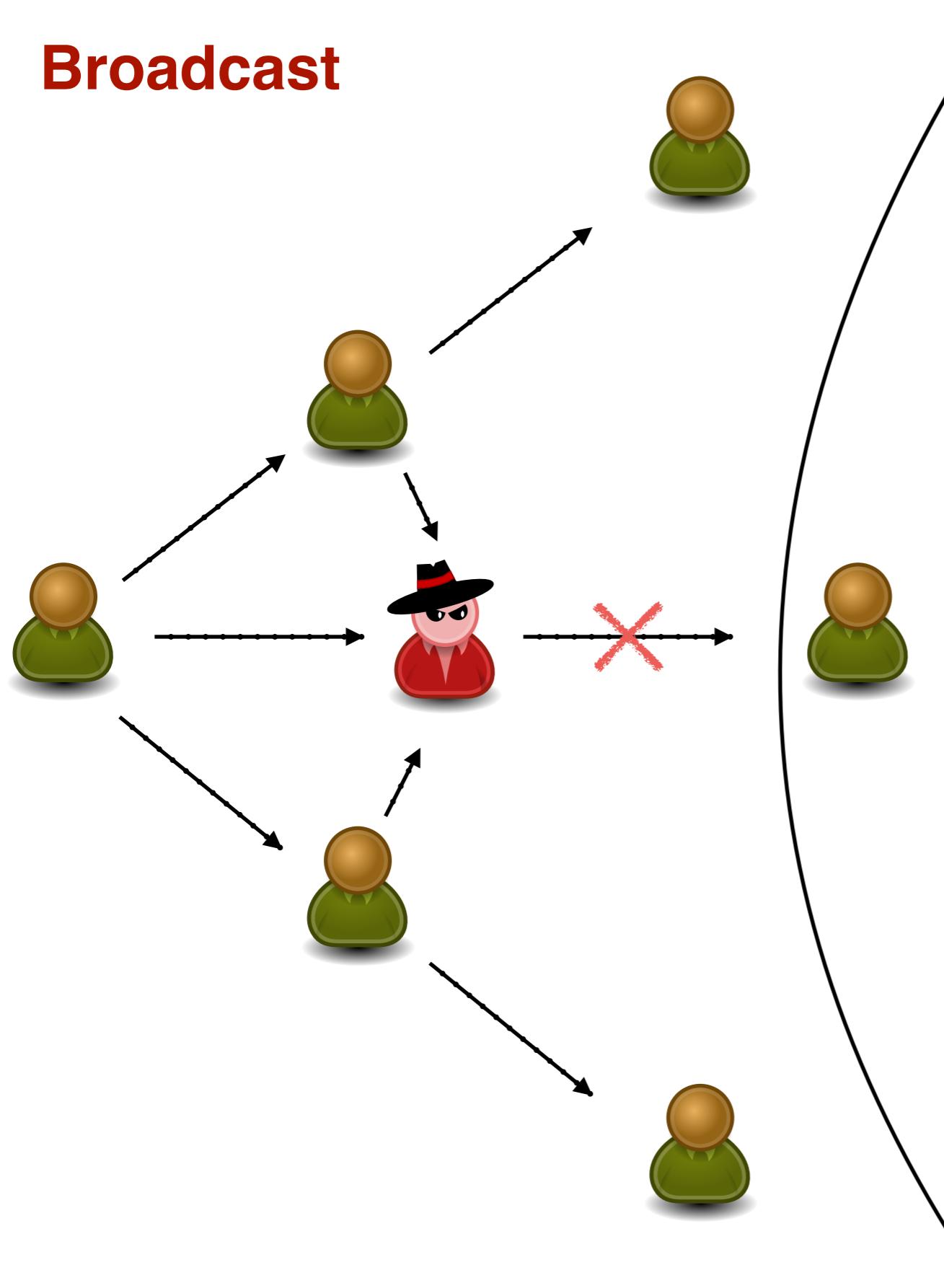
Broadcast



Denial of Service

Double Spending

Broadcast



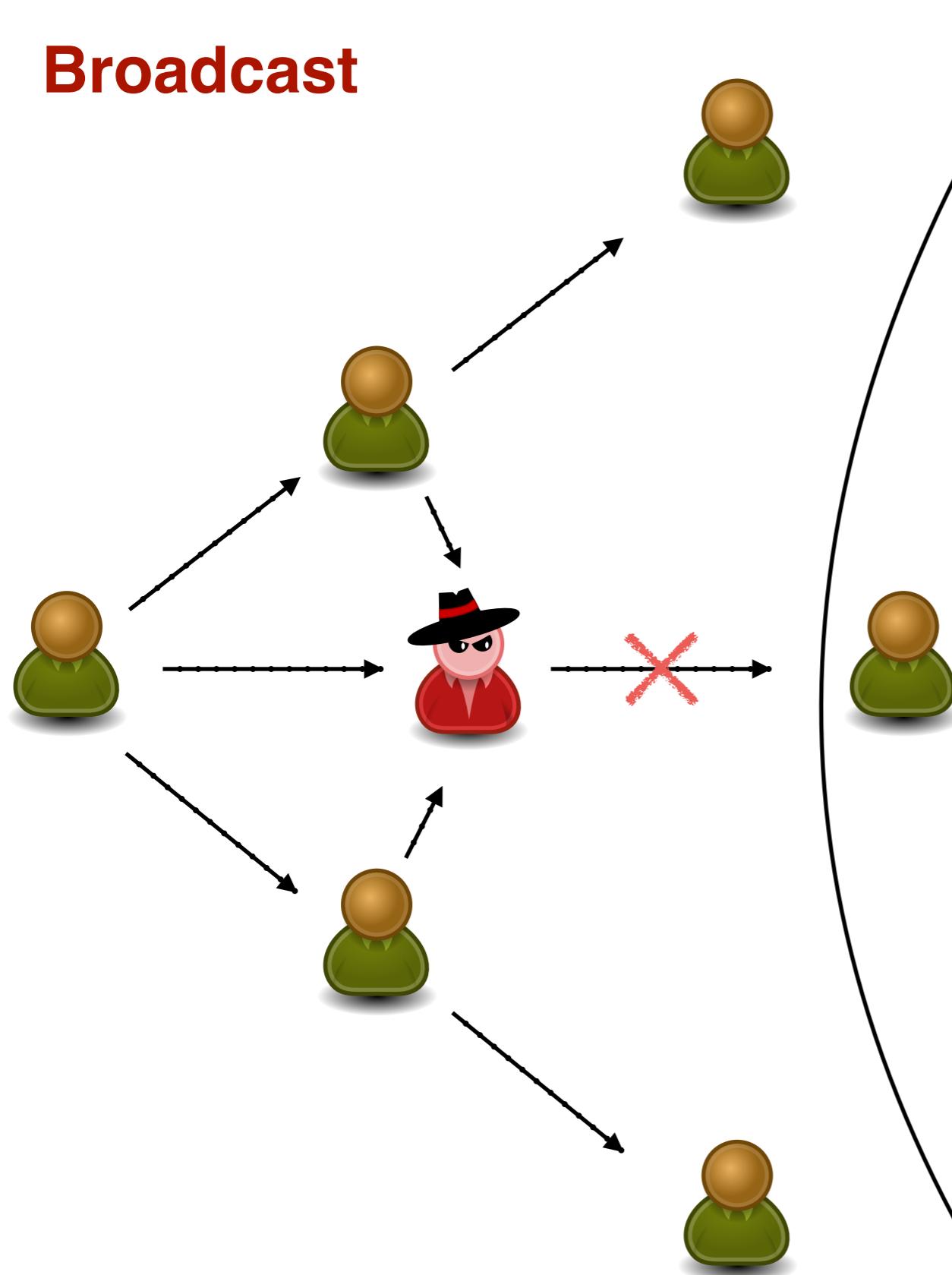
Eclipse attacks
Heilman et al., Usenix '15

Denial of Service

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Broadcast



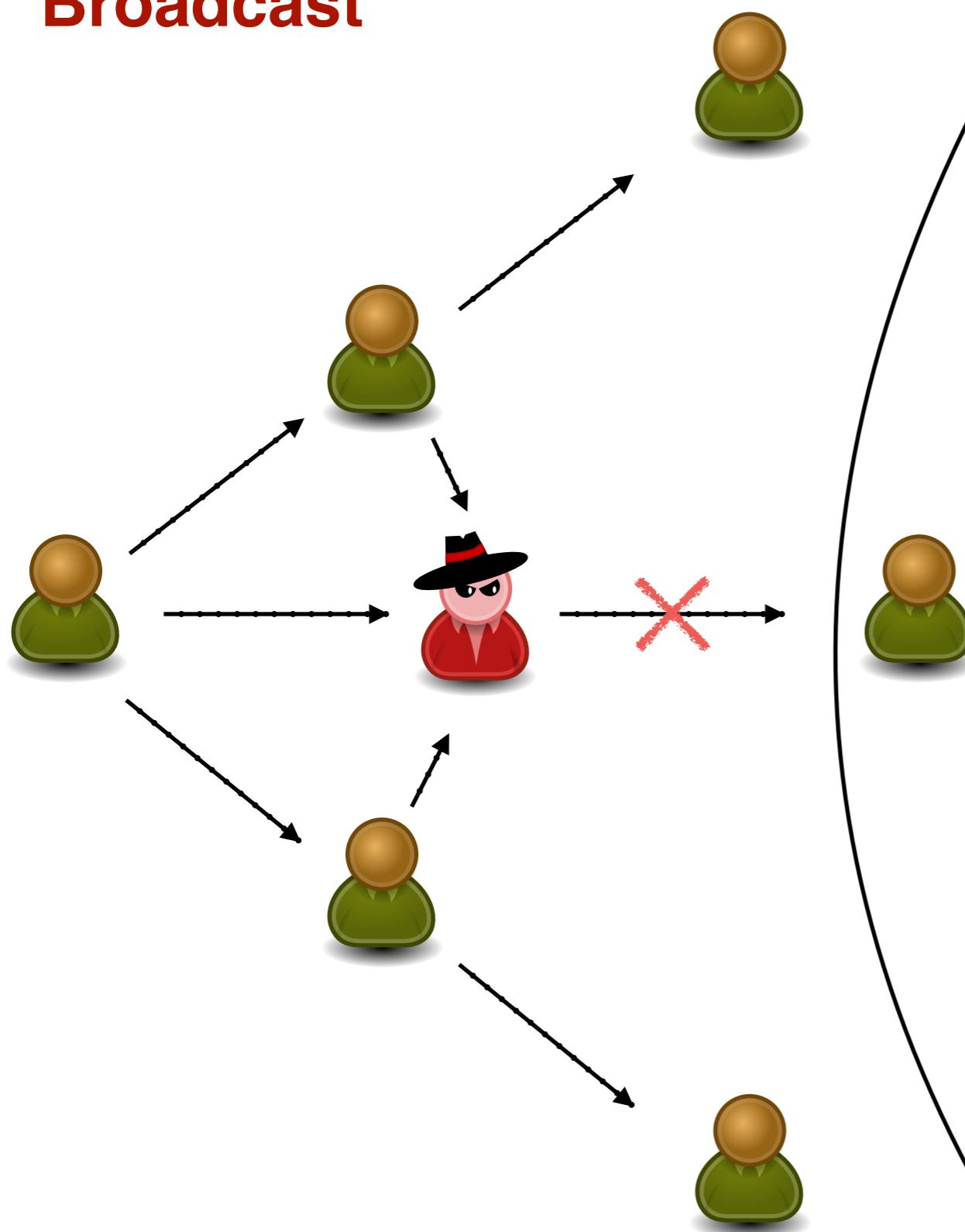
Eclipse attacks
Heilman et al., Usenix '15
Monopolize connections
Spamming addresses
Forcing node restart
Requires many bots

Denial of Service

Double Spending



Broadcast



This paper

1 connection sufficient
No victim restart necessary



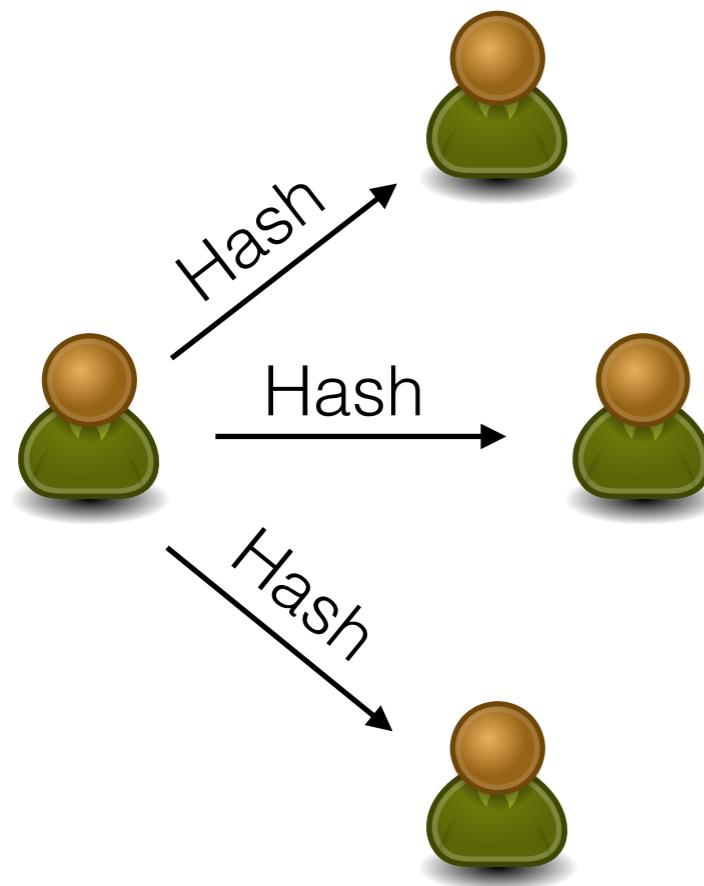
Eclipse attacks
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Monopolize connections
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Denial of Service

Double Spending

Transaction/Block advertisement

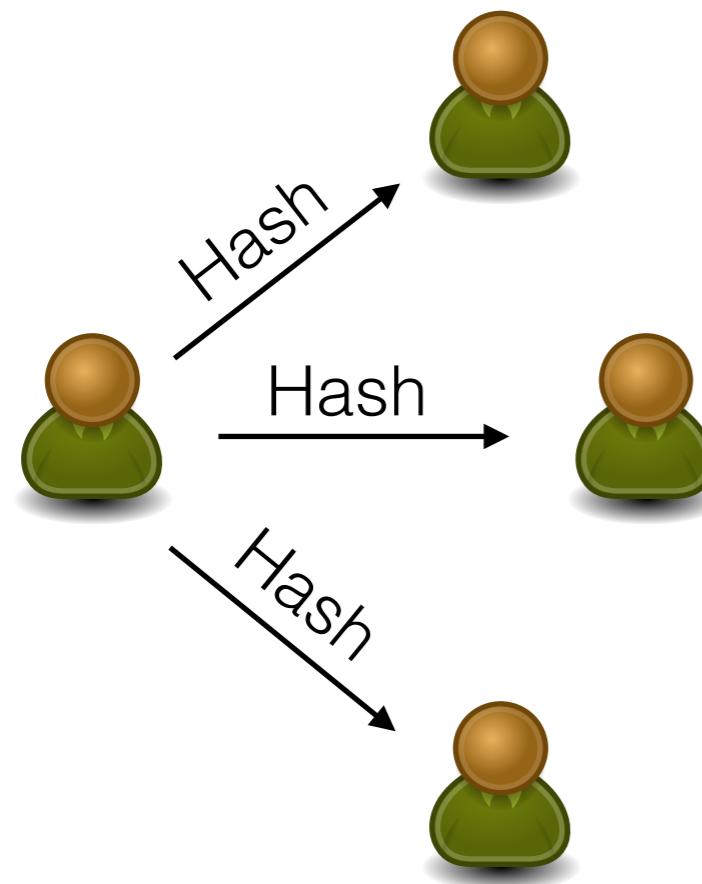
1. Transaction/Block hash broadcast



Broadcast

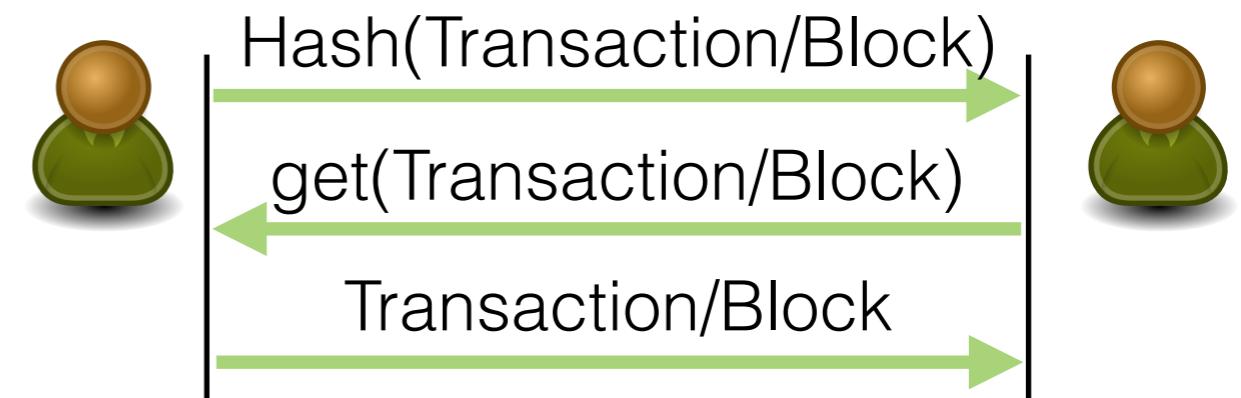
Transaction/Block advertisement

1. Transaction/Block hash broadcast



Broadcast

2. Transaction/Block request

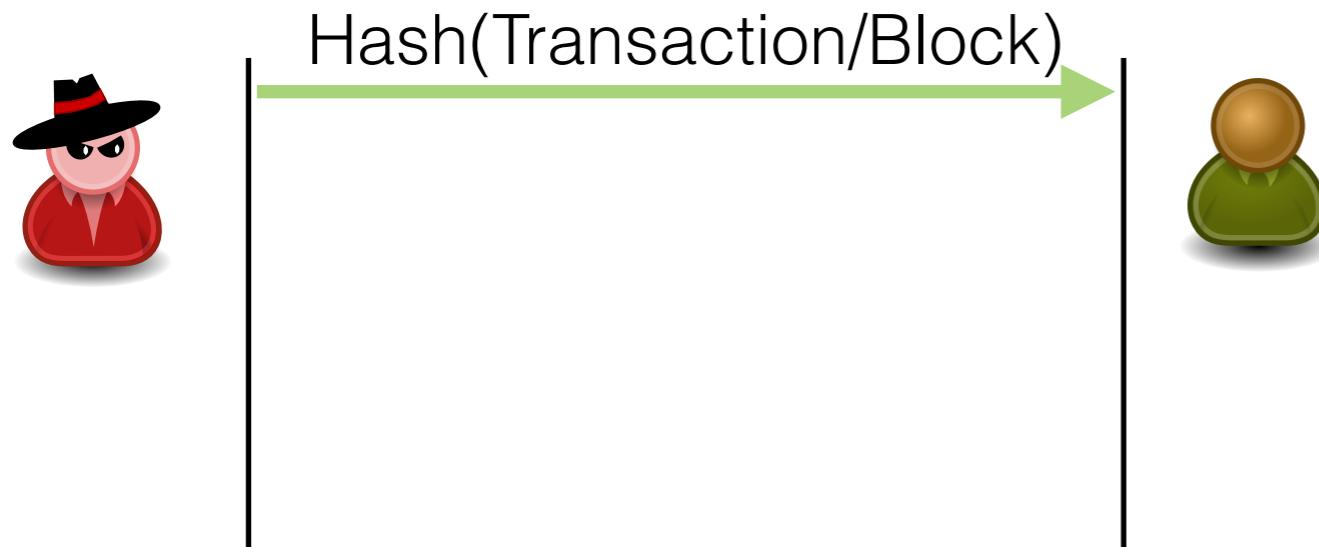


Request from only 1 peer!

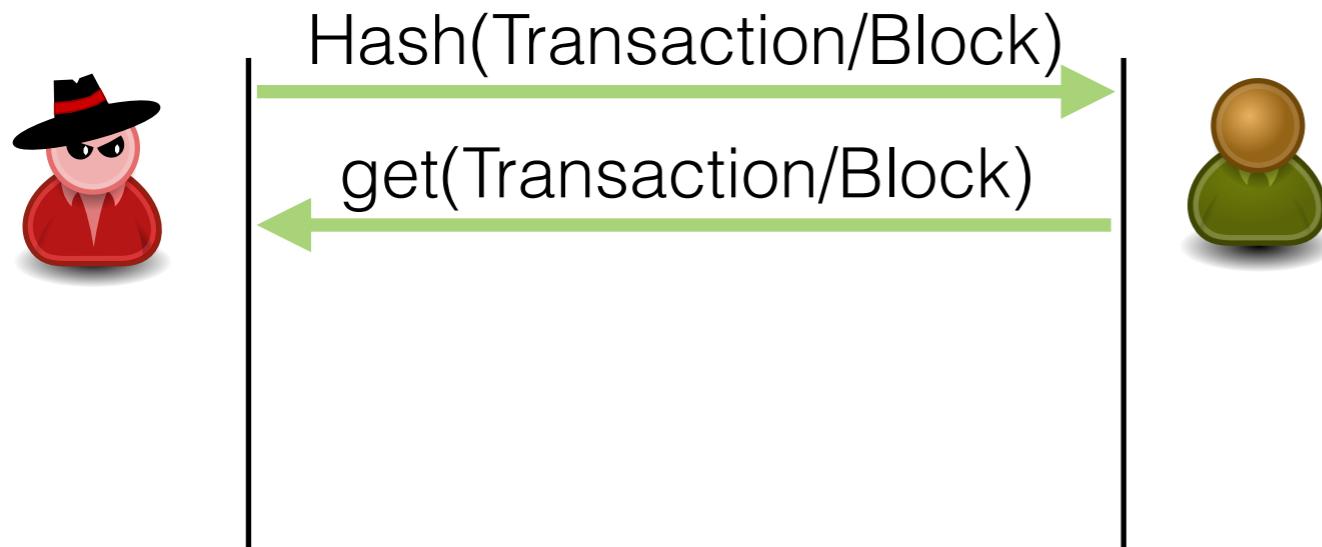
Request timeouts



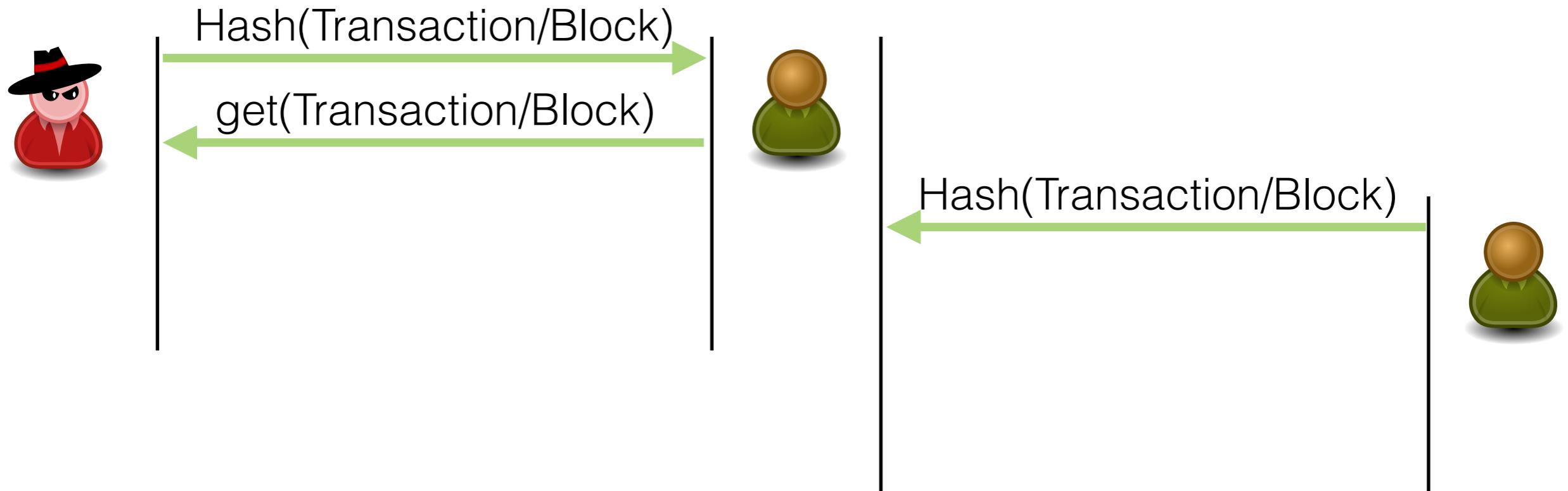
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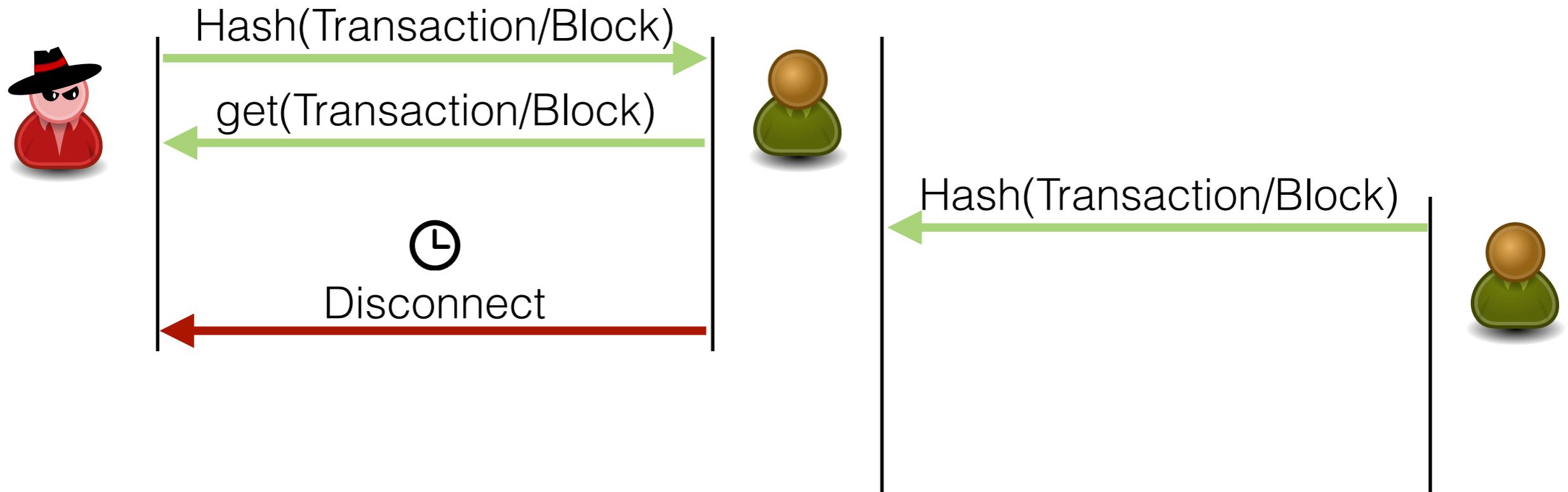
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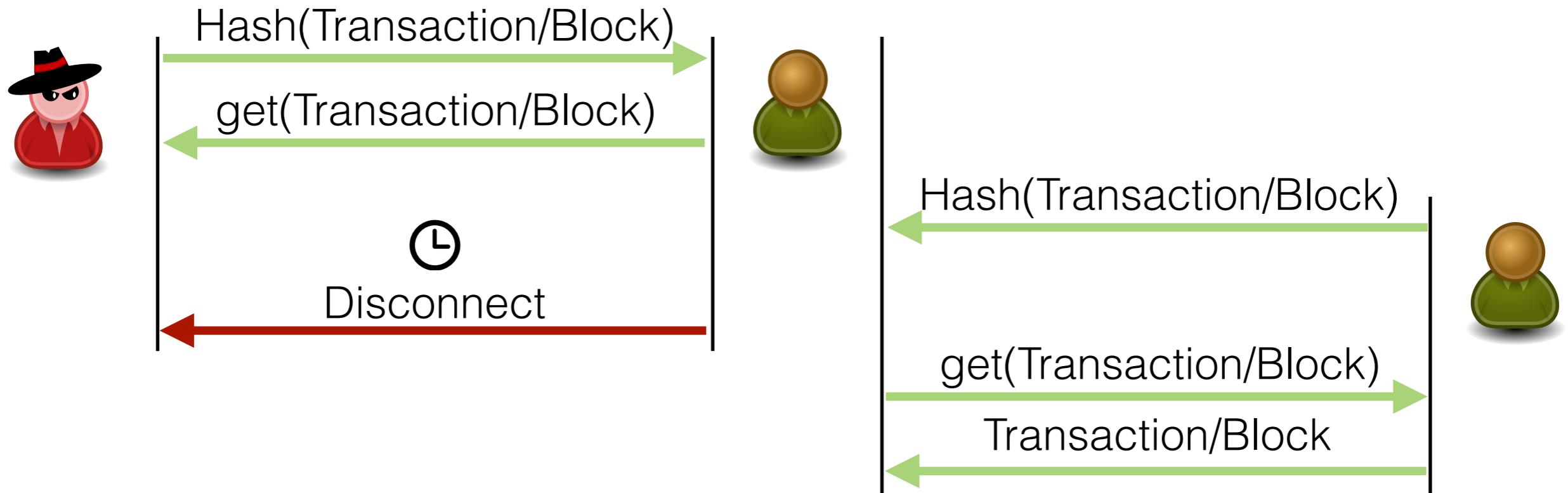
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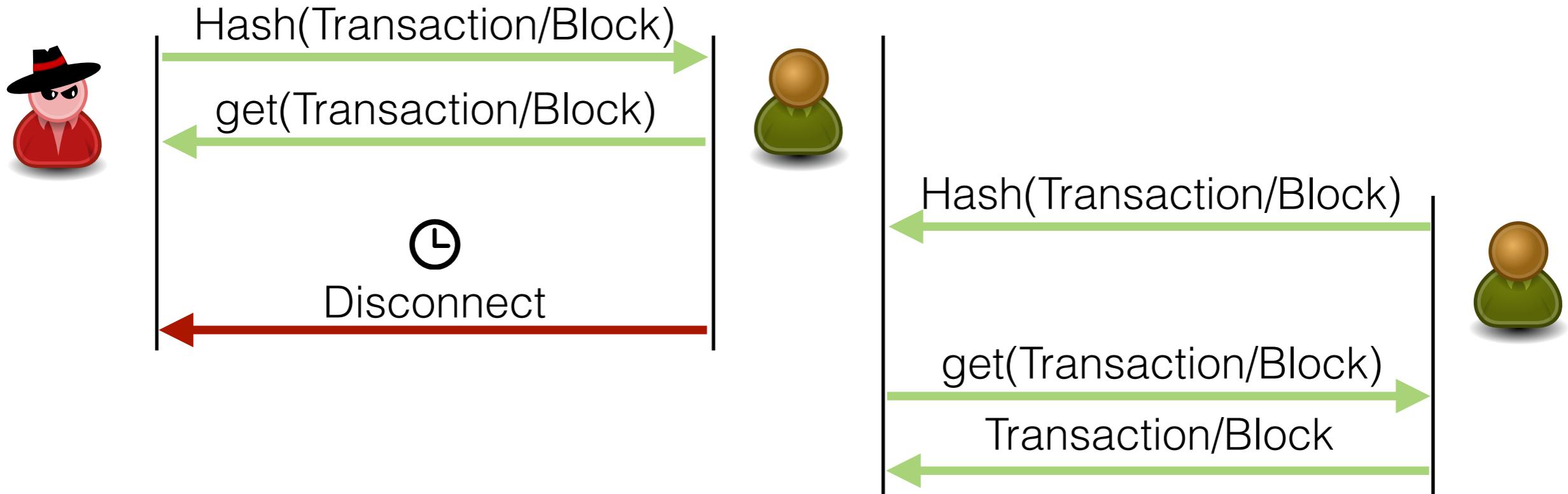
Request timeouts



Request timeouts



Request timeouts



Block timeout: 20 minutes
Transaction timeout: 2 minutes

Contributions

Adversary

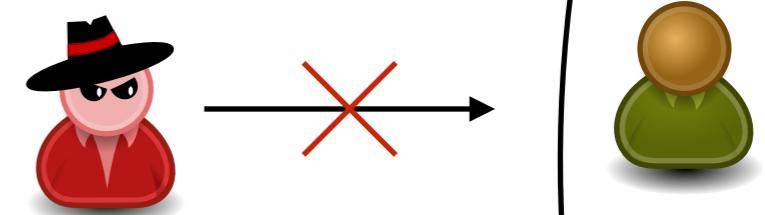
- Blinds victim from blocks and transaction > 20 min
- Experimental validation

Impact

- **Double spend transactions**
- Aggravated selfish mining
- **Network wide Denial of Service**

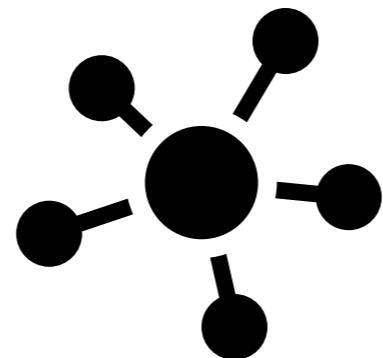
Mitigations

- **Hardening measures**
- Estimate waiting time for secure transactions



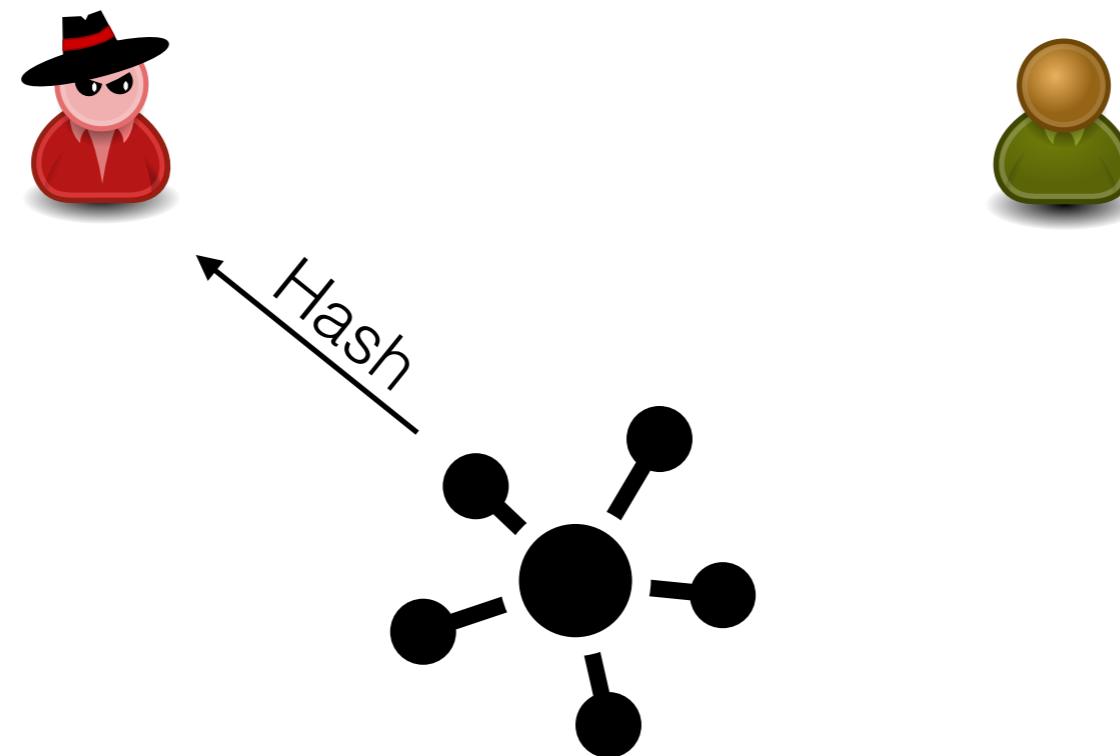
Necessary requirements

1. Must be **first** peer to advertise Transaction/Block



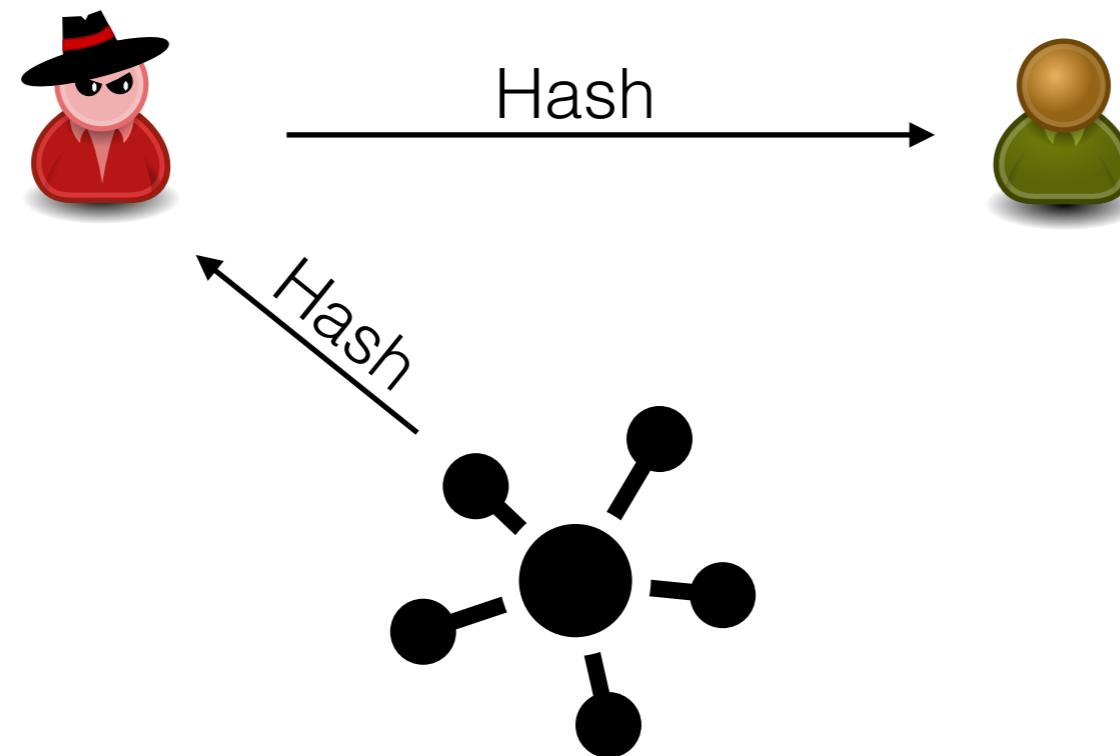
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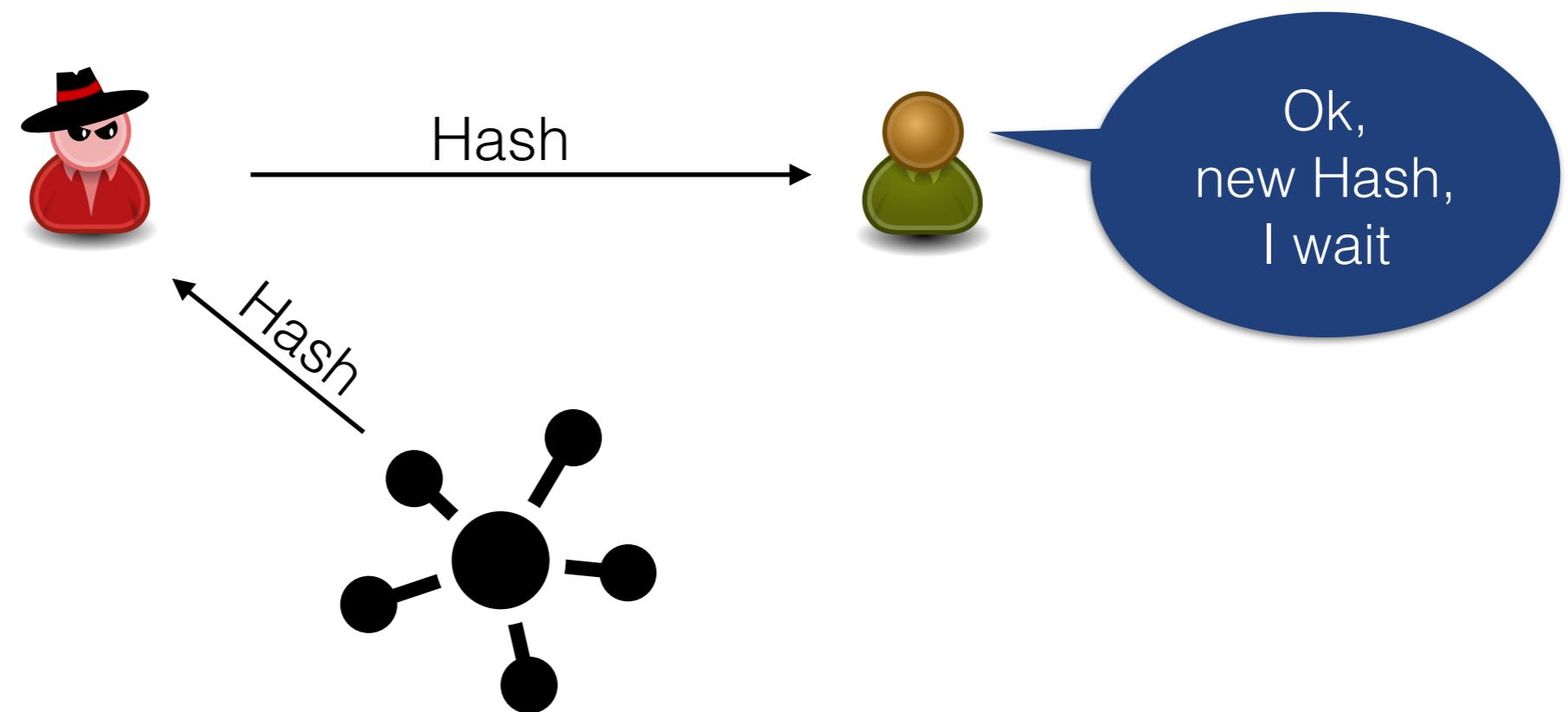
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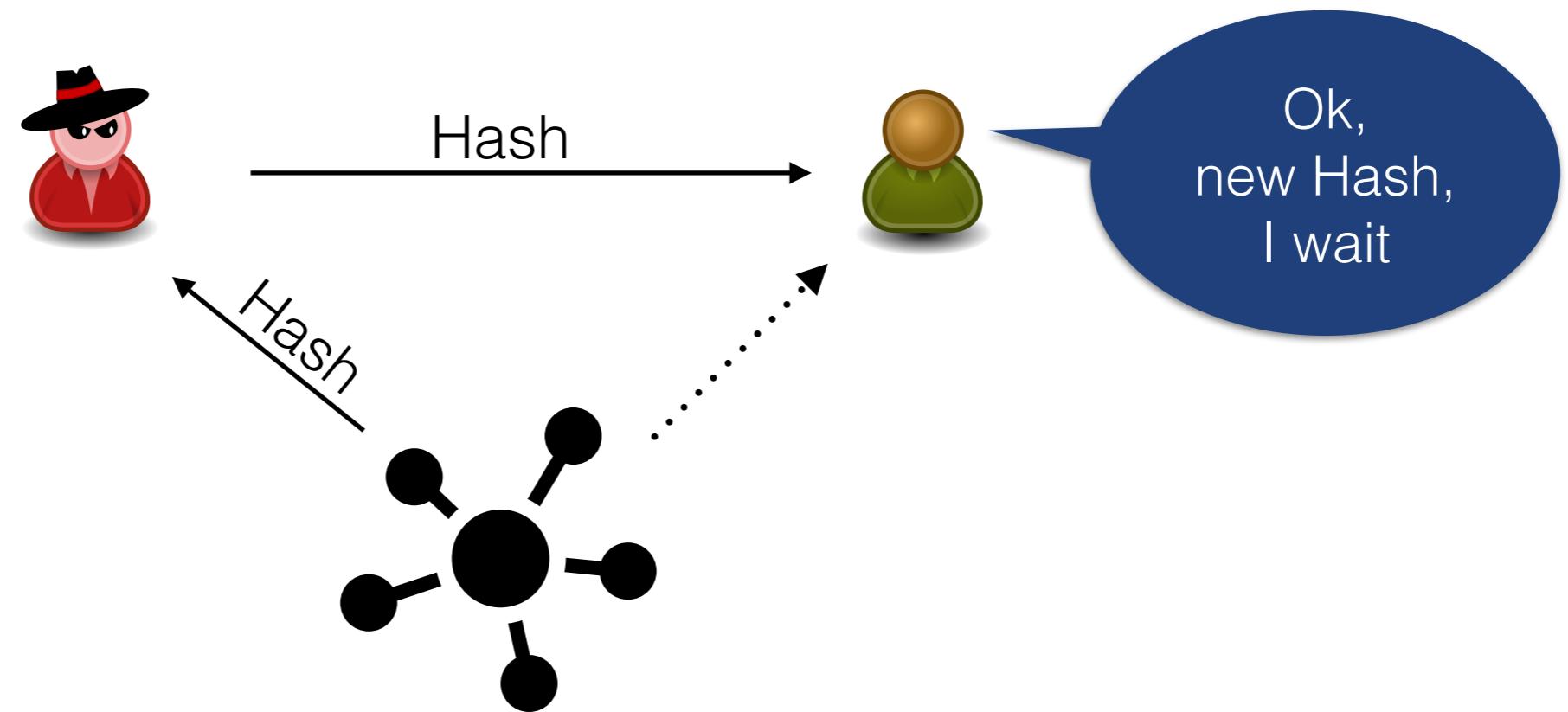
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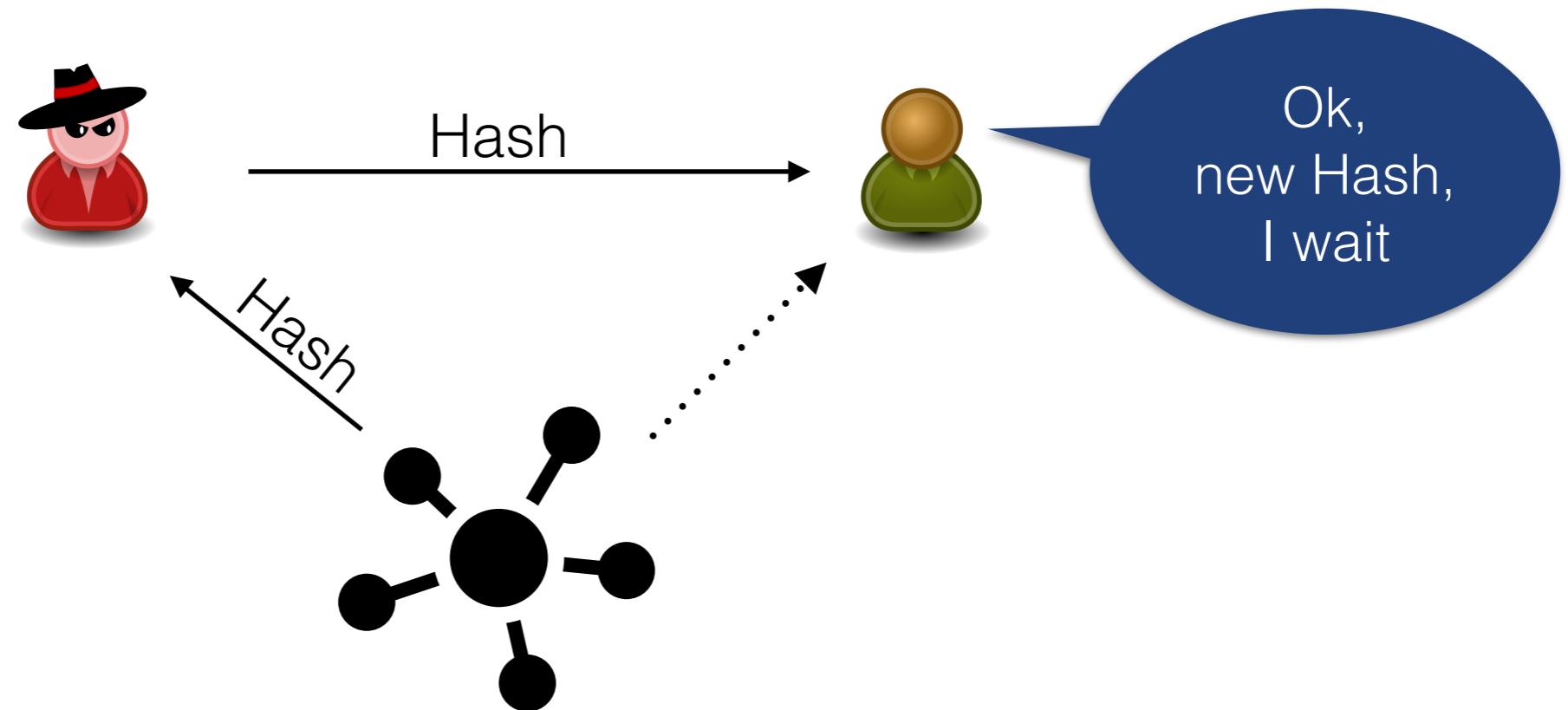
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Necessary requirements

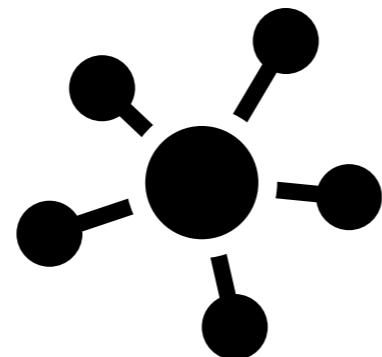
1. Must be **first** peer to advertise Transaction/Block



2. Victim should wait
 - Block timeout: 20 minutes
 - Transaction timeout: 2 minutes

Being First

Zurich



Bitcoin Network



California

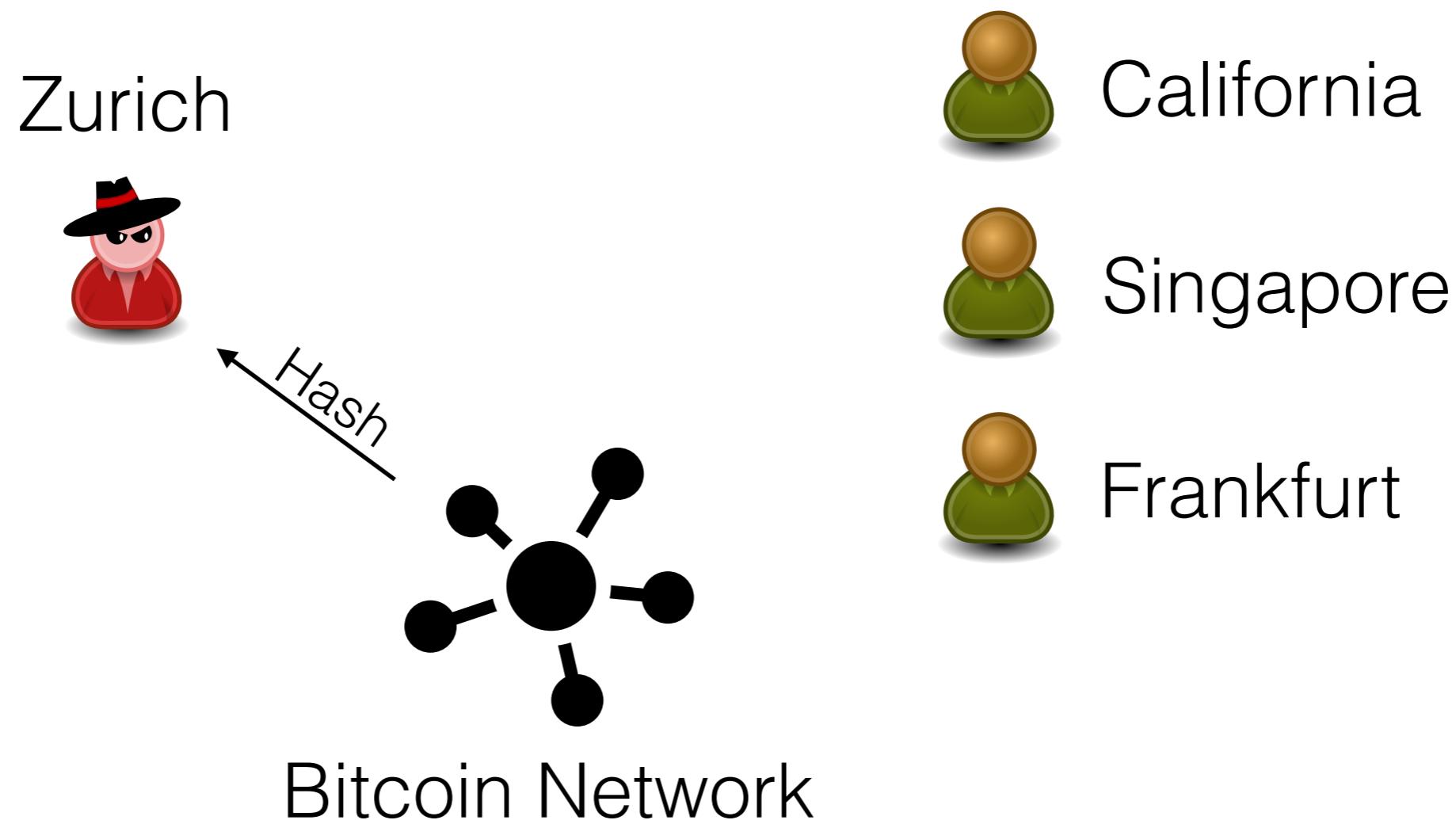


Singapore

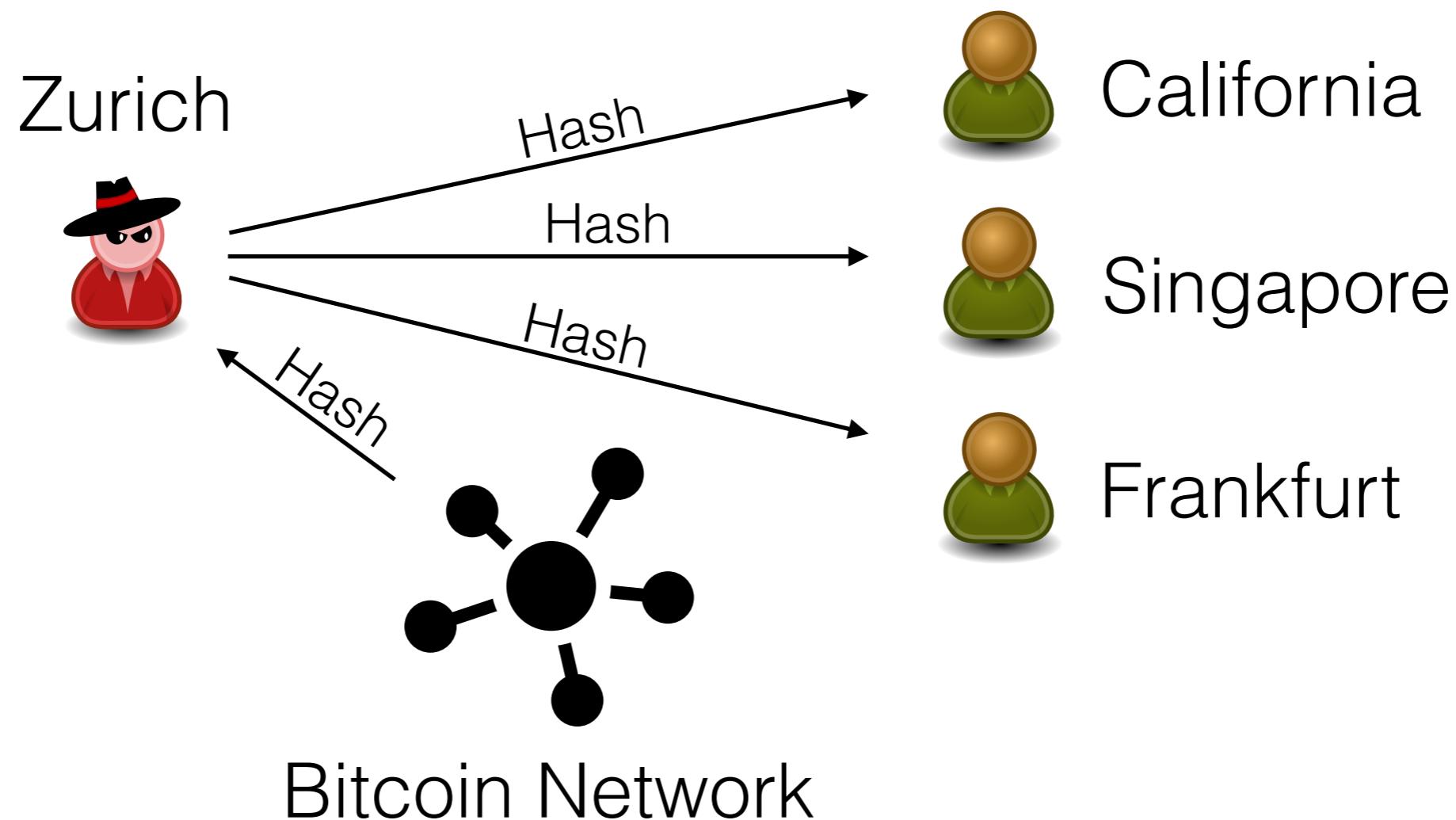


Frankfurt

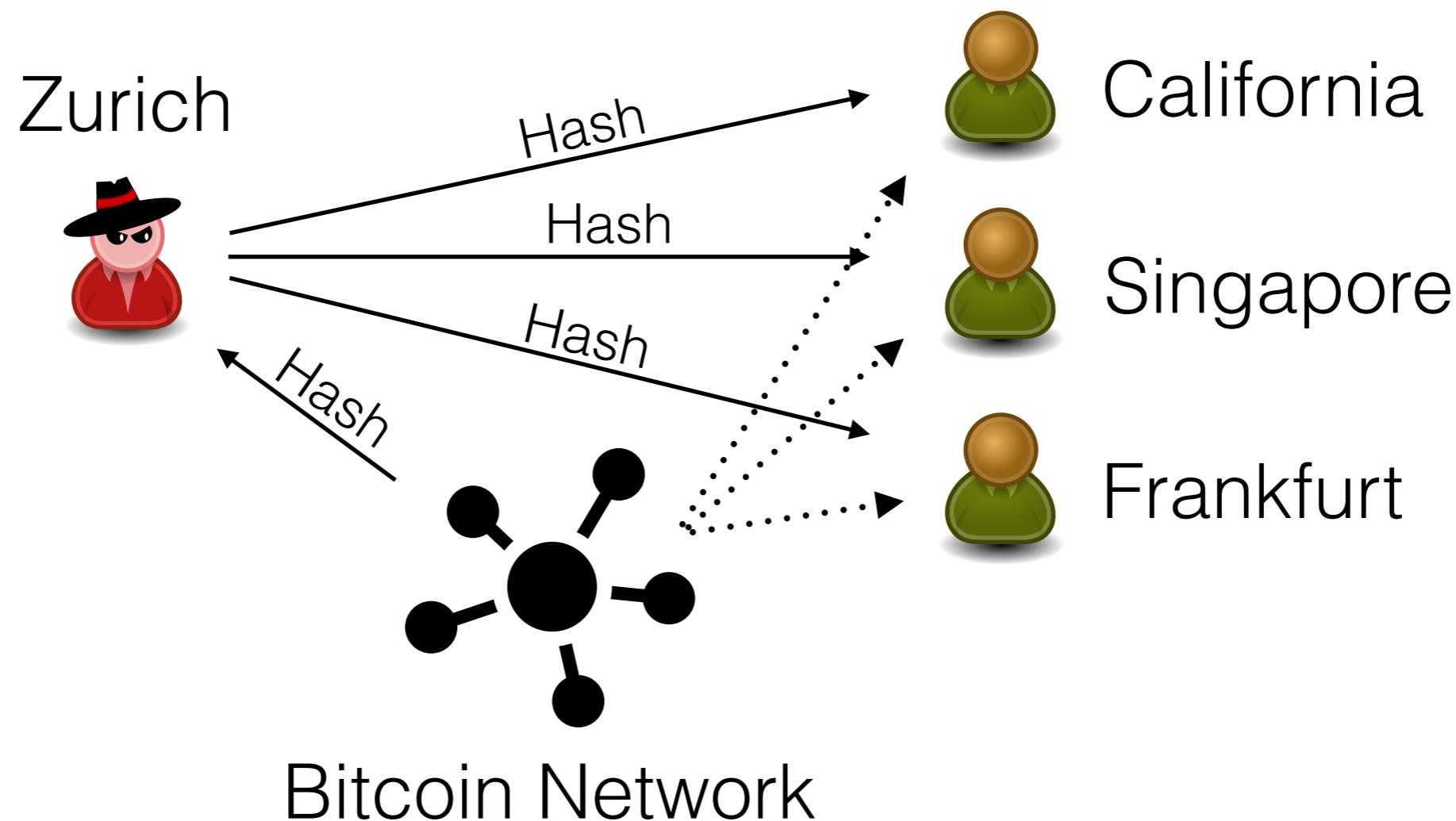
Being First



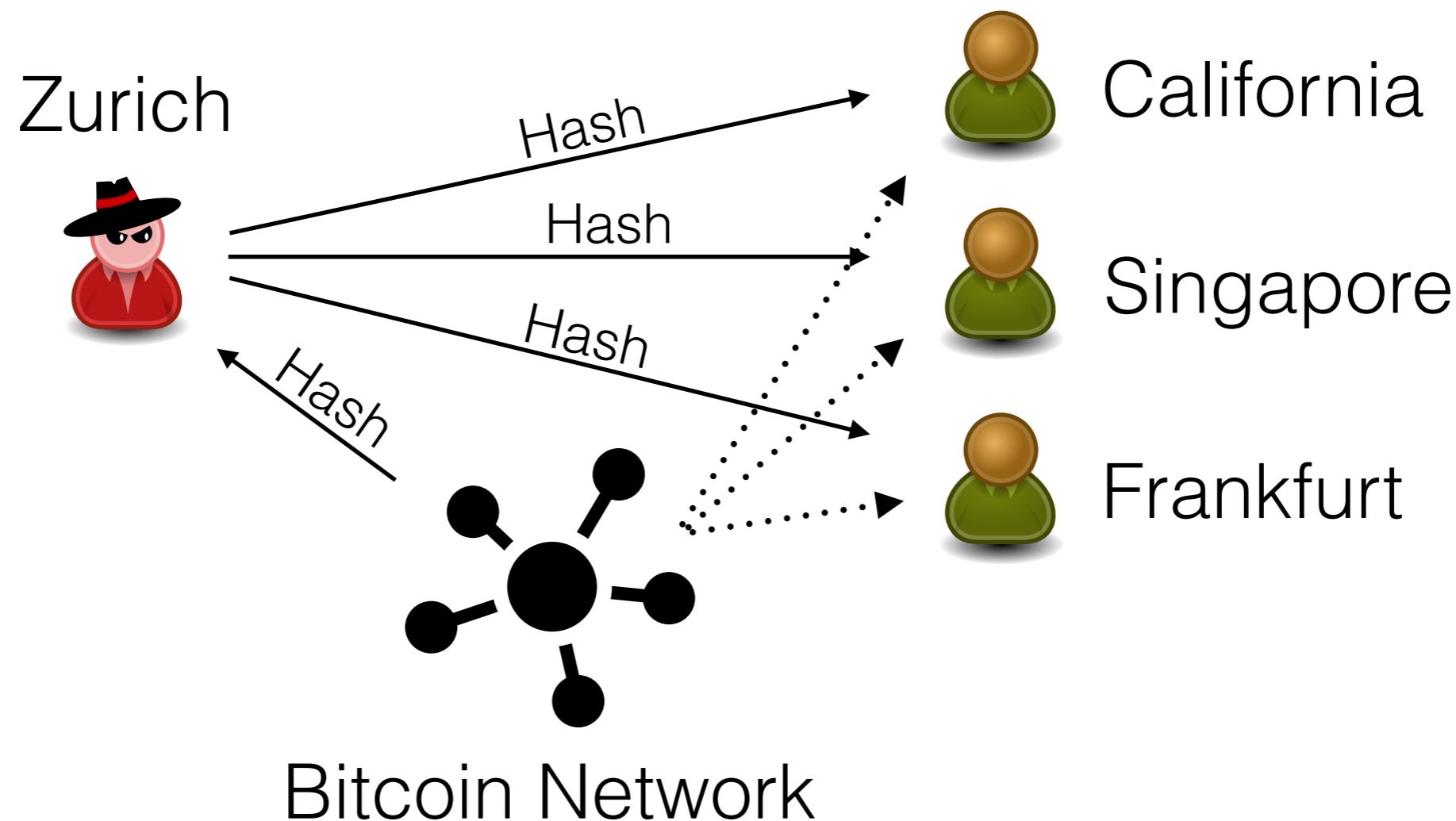
Being First



Being First



Being First



Connections of Adversary	40	80	200	800
Connections of Victim	40	40	40	40
Average success in being first	0.44 ± 0.14	0.57 ± 0.20	0.80 ± 0.14	0.89 ± 0.07

Waiting

Transactions

- After 2 minutes request from other peer (FIFO)

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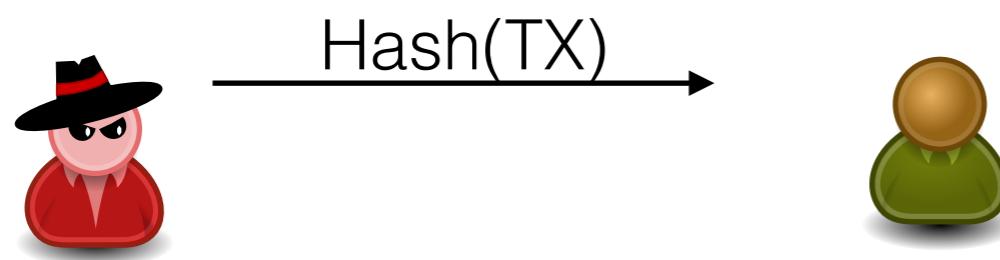
FIFO queue



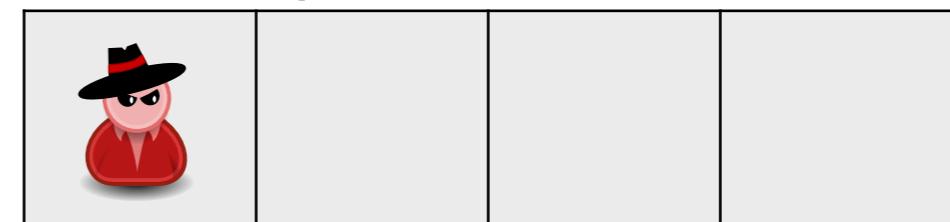
Waiting

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- After 2 minutes request from other peer (FIFO)



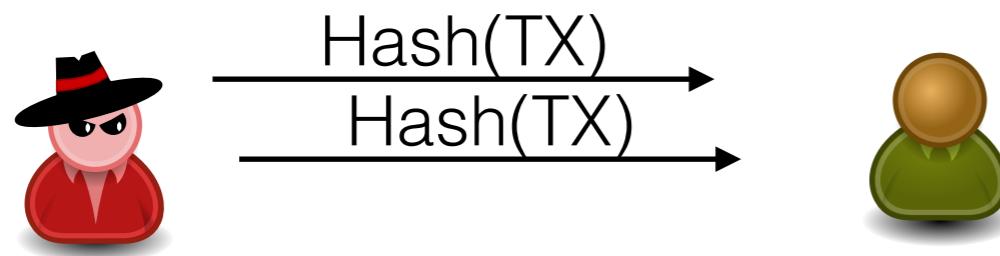
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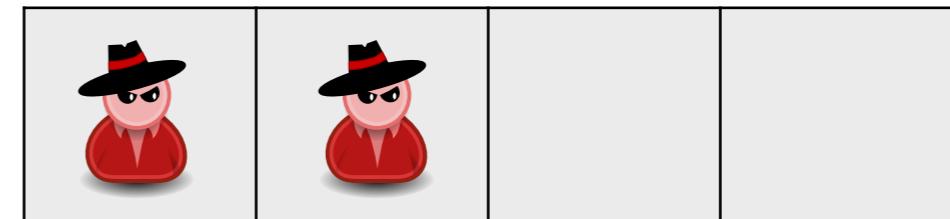
Waiting

Transactions

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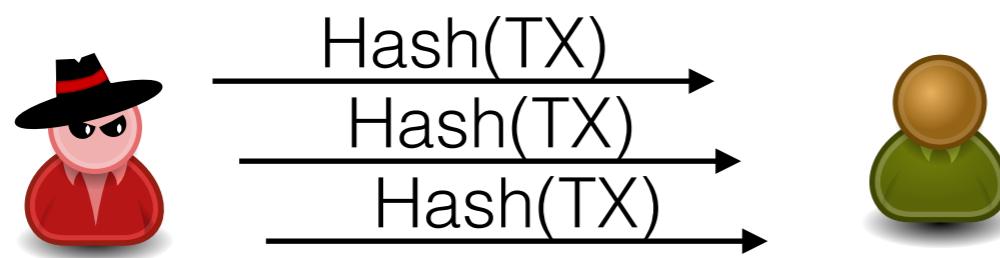
FIFO queue



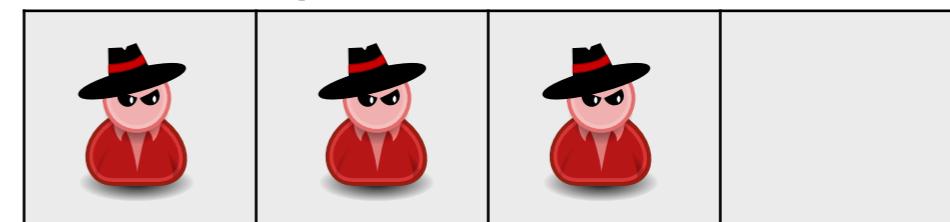
Waiting

Transactions

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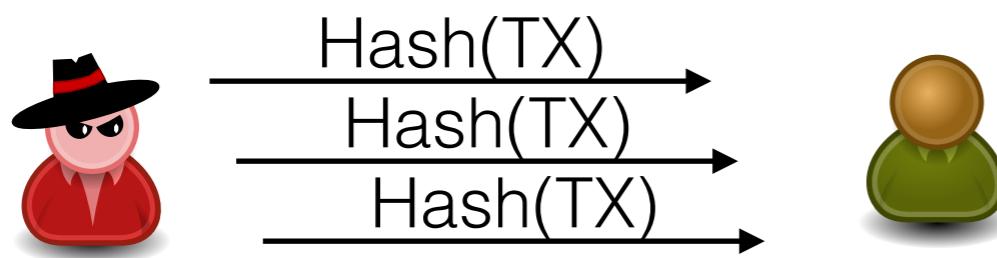
FIFO queue



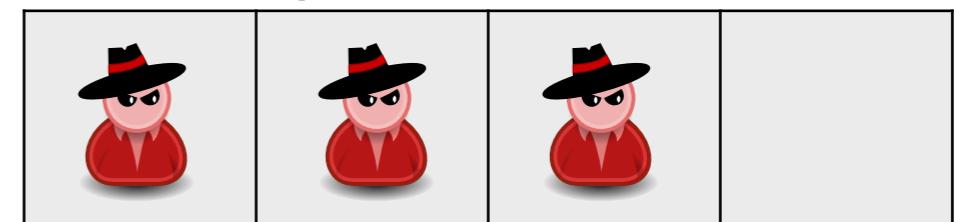
Waiting

Transactions

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FIFO queue

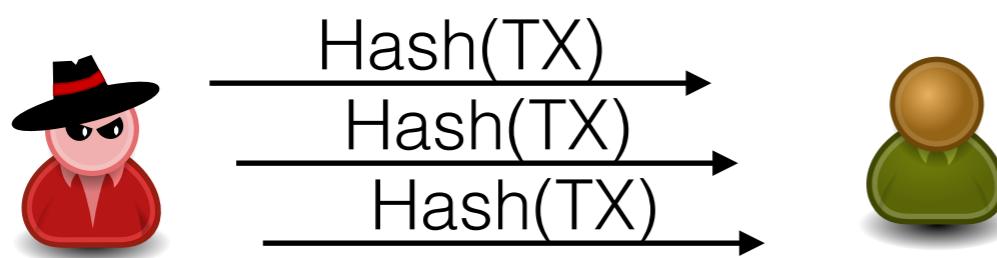


→ 6 minutes timeout

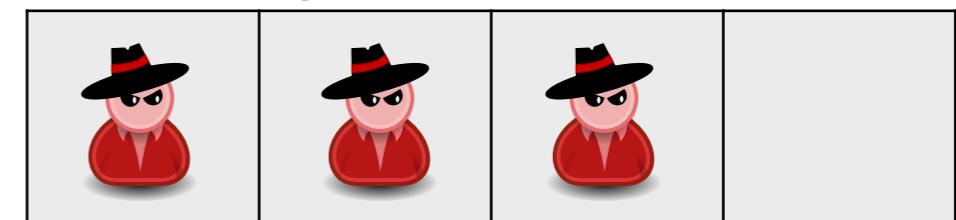
Waiting

Transactions

- After 2 minutes request from other peer (FIFO)



FIFO queue



→ 6 minutes timeout

Blocks

- After 20 minutes disconnect and do nothing
- If received header, disconnect and request block from another peer

Block delivery time > 20 min

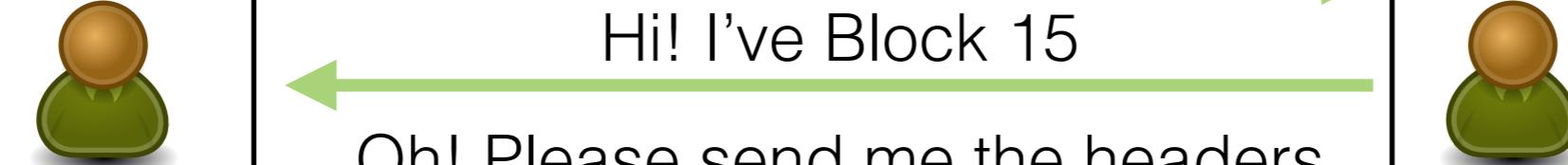
1. Requirement for victim



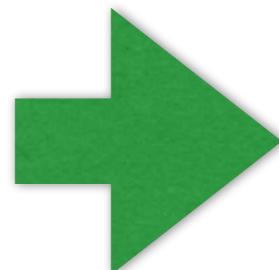
- Must not receive block header
- Must not receive version message

Block delivery time > 20 min

Version message exchange
on connection initiation



Occupy all open connection slots
No new connections



Block delivery time > 20 min

1. Requirement for victim



- Must not receive block header
- Must not receive version message

Block delivery time > 20 min

1. Requirement for victim



- Must not receive block header
- Must not receive version message

2. Requirements for adversary



- Must be first relayer for all blocks
- Should perform connection depletion

Extending the block delivery time - Example



Adversary

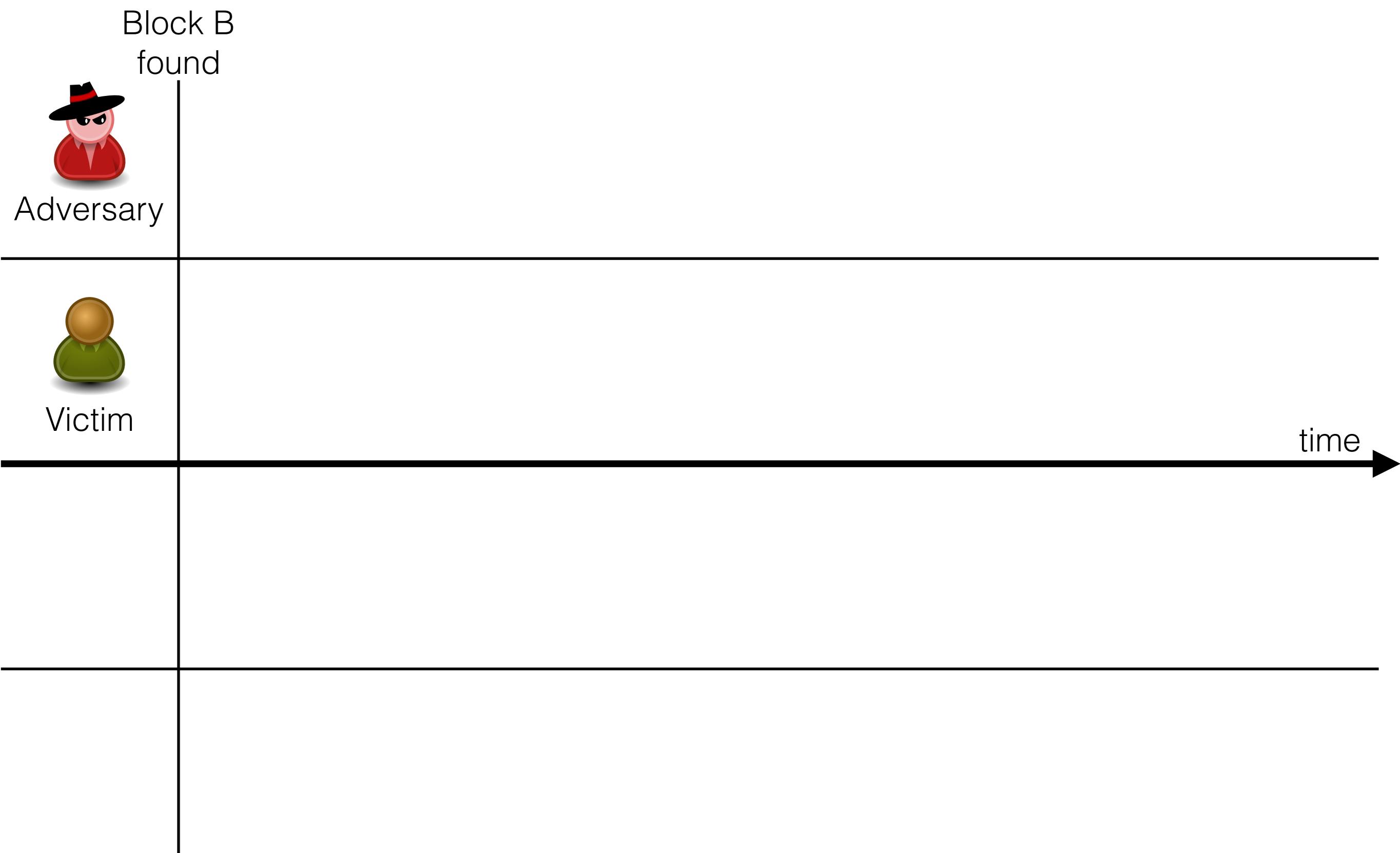


Victim

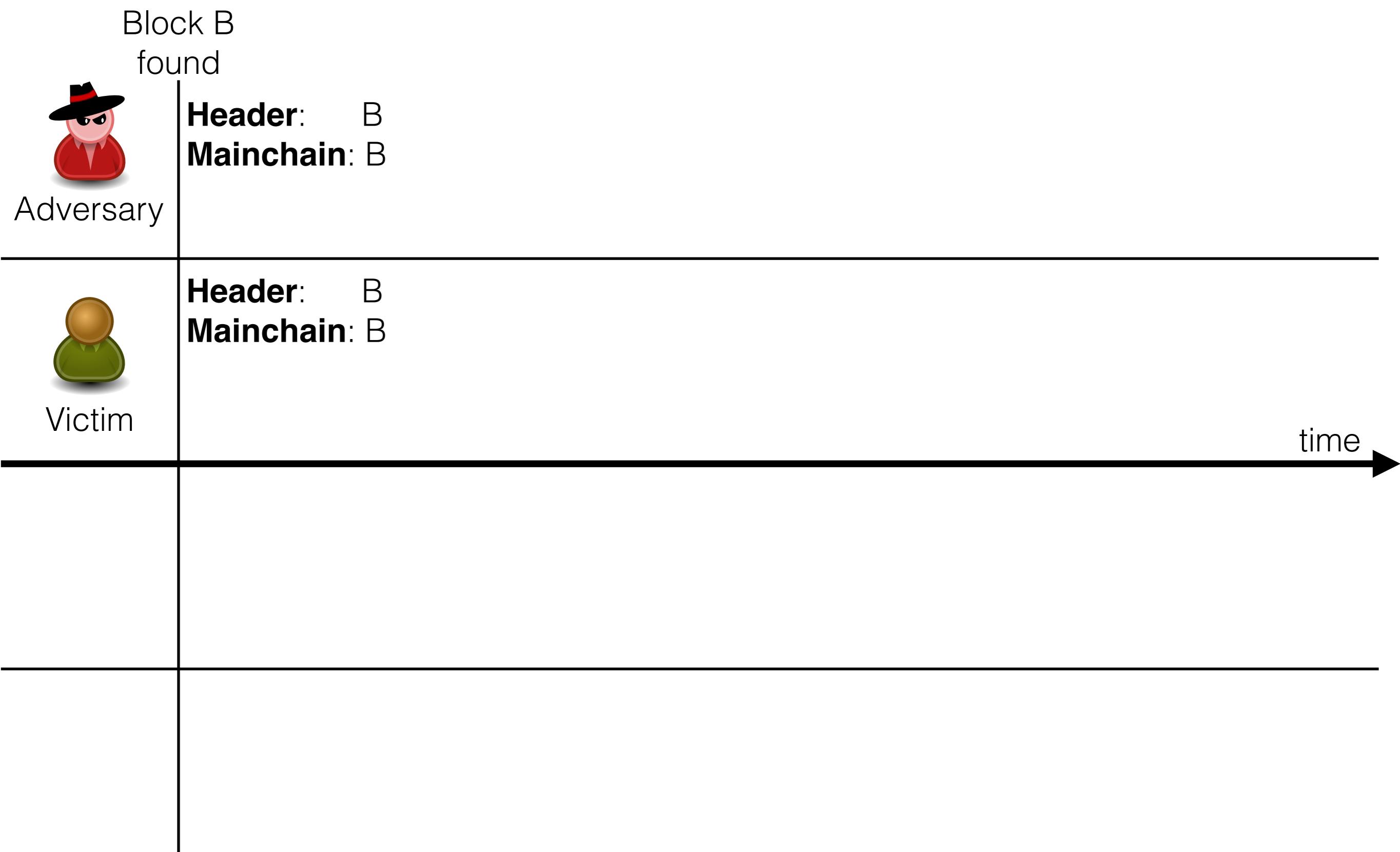
time



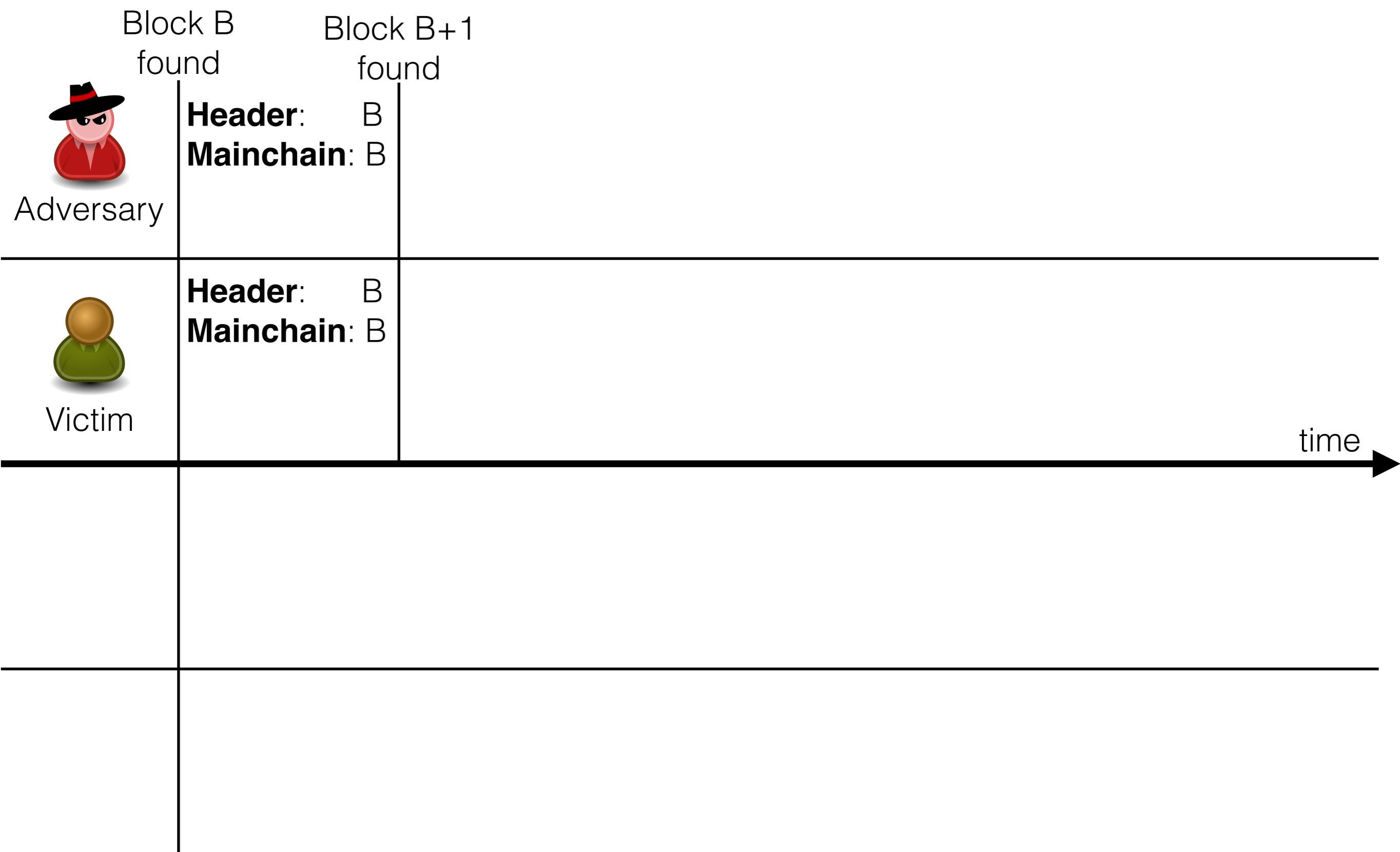
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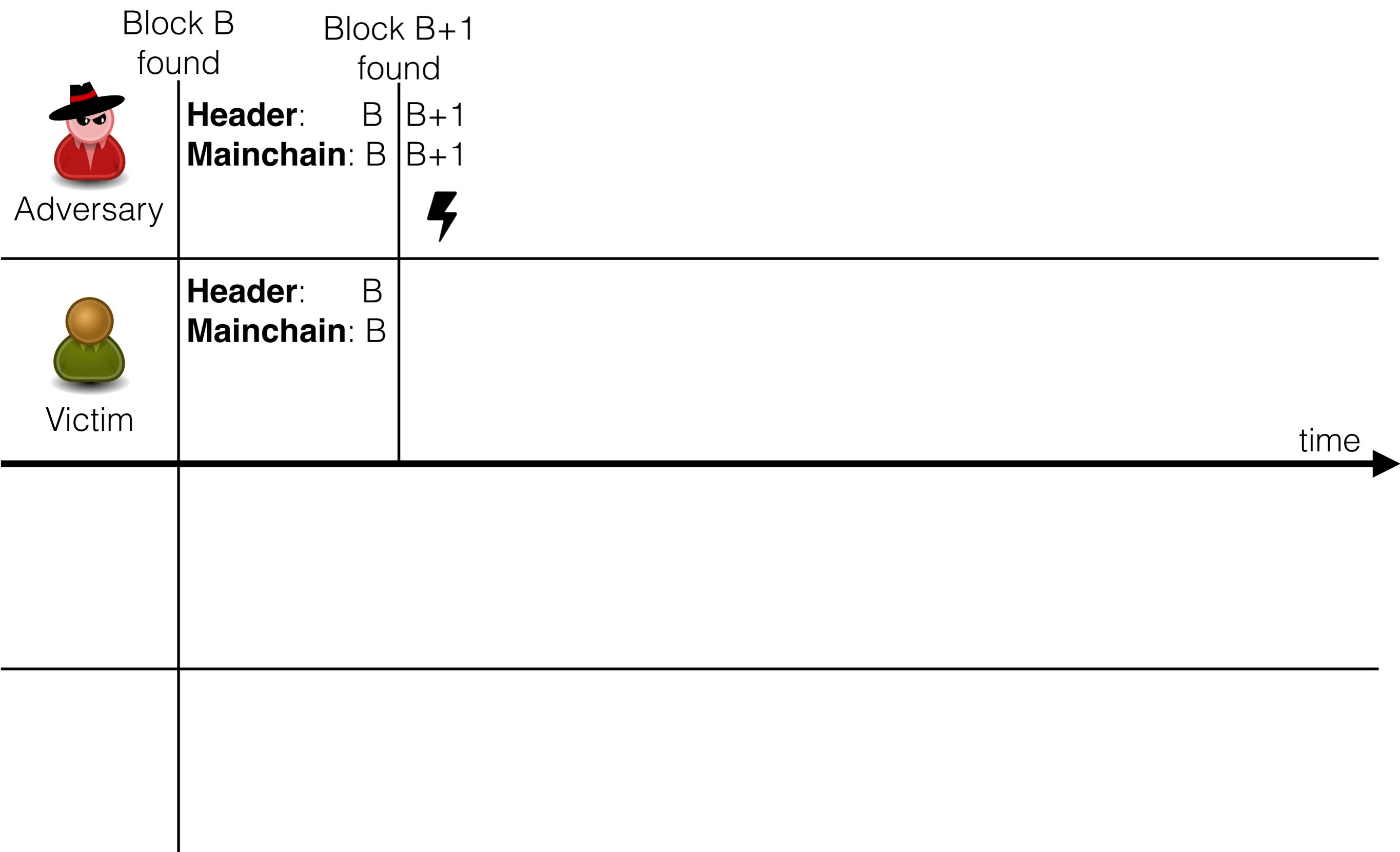
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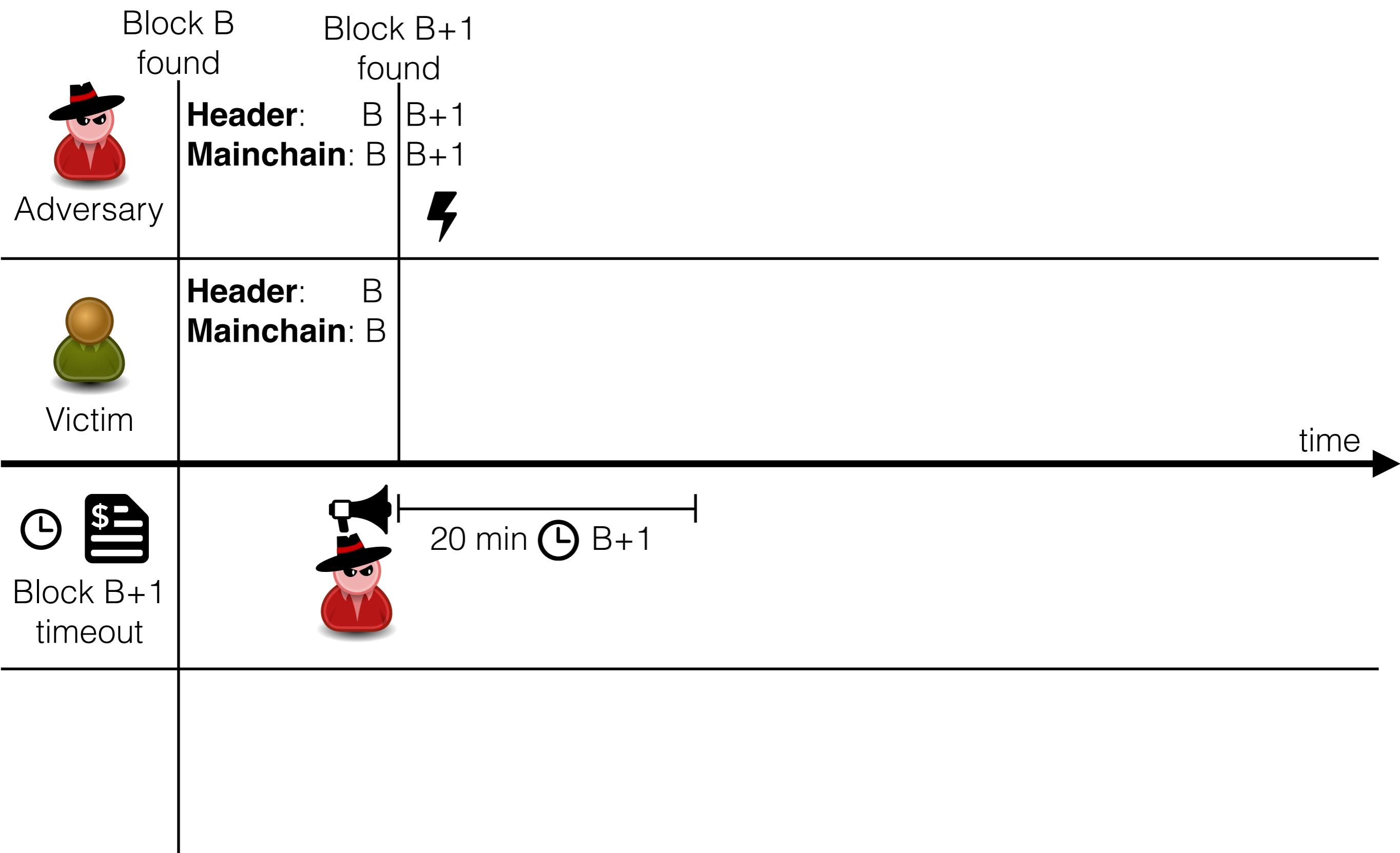
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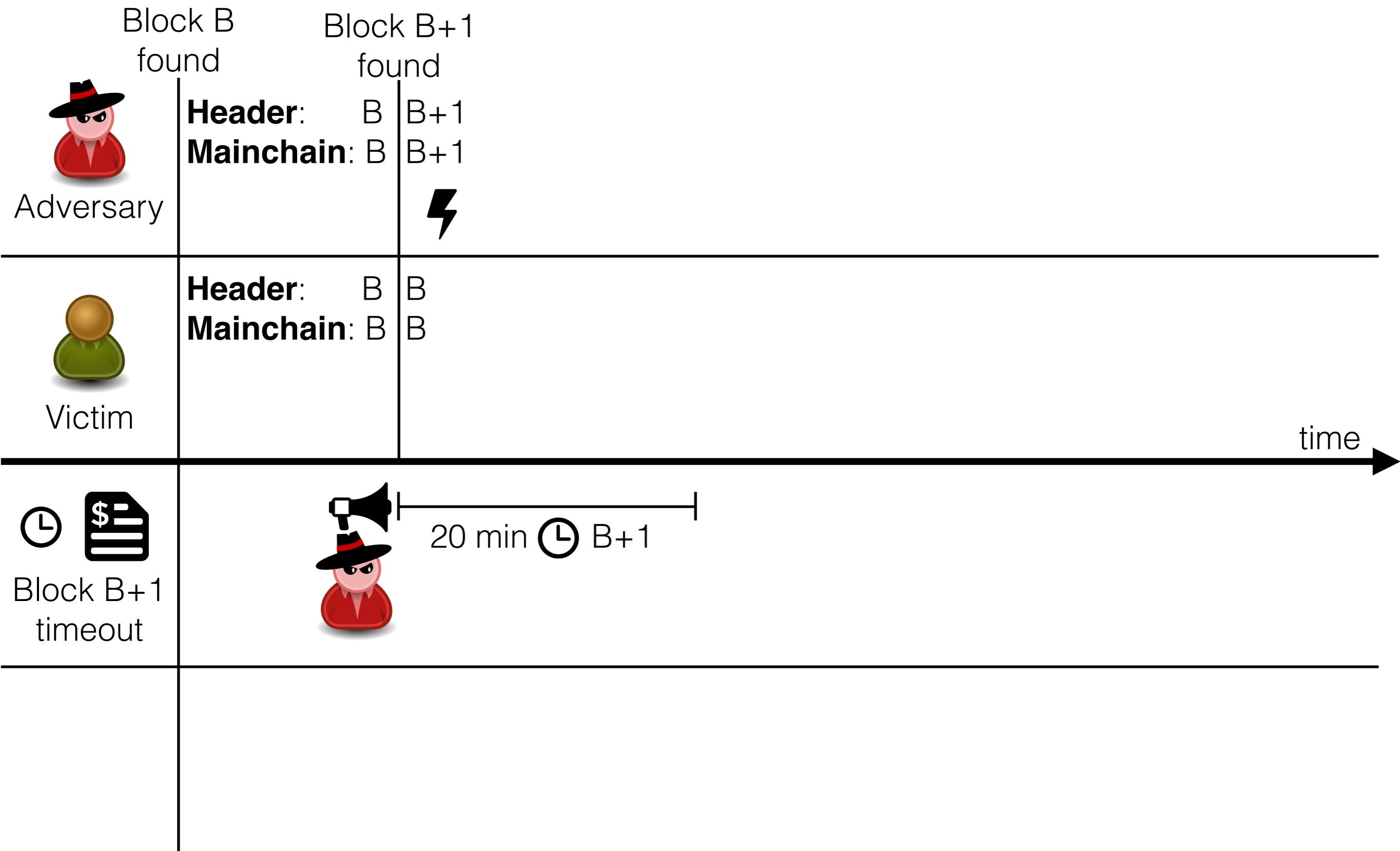
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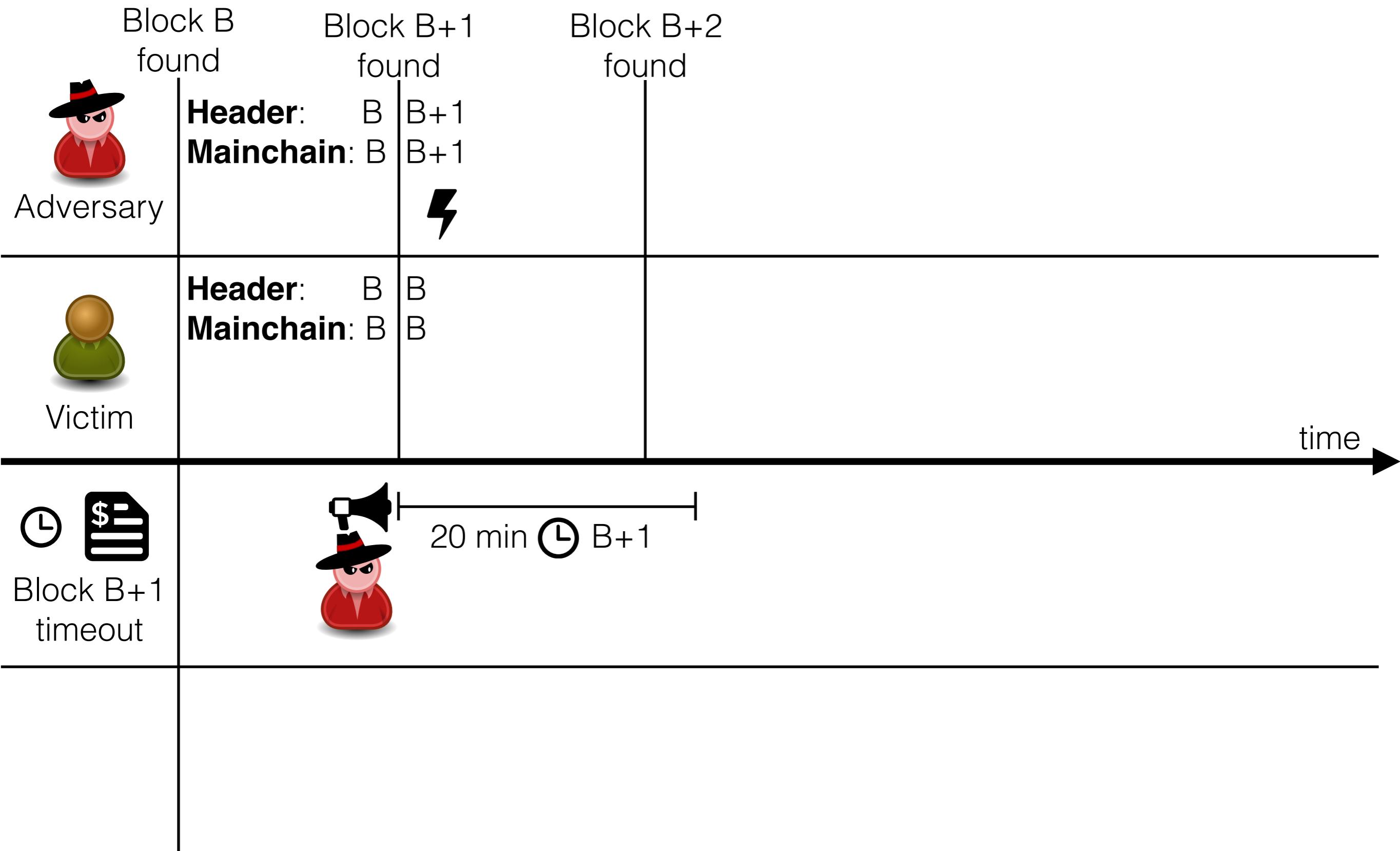
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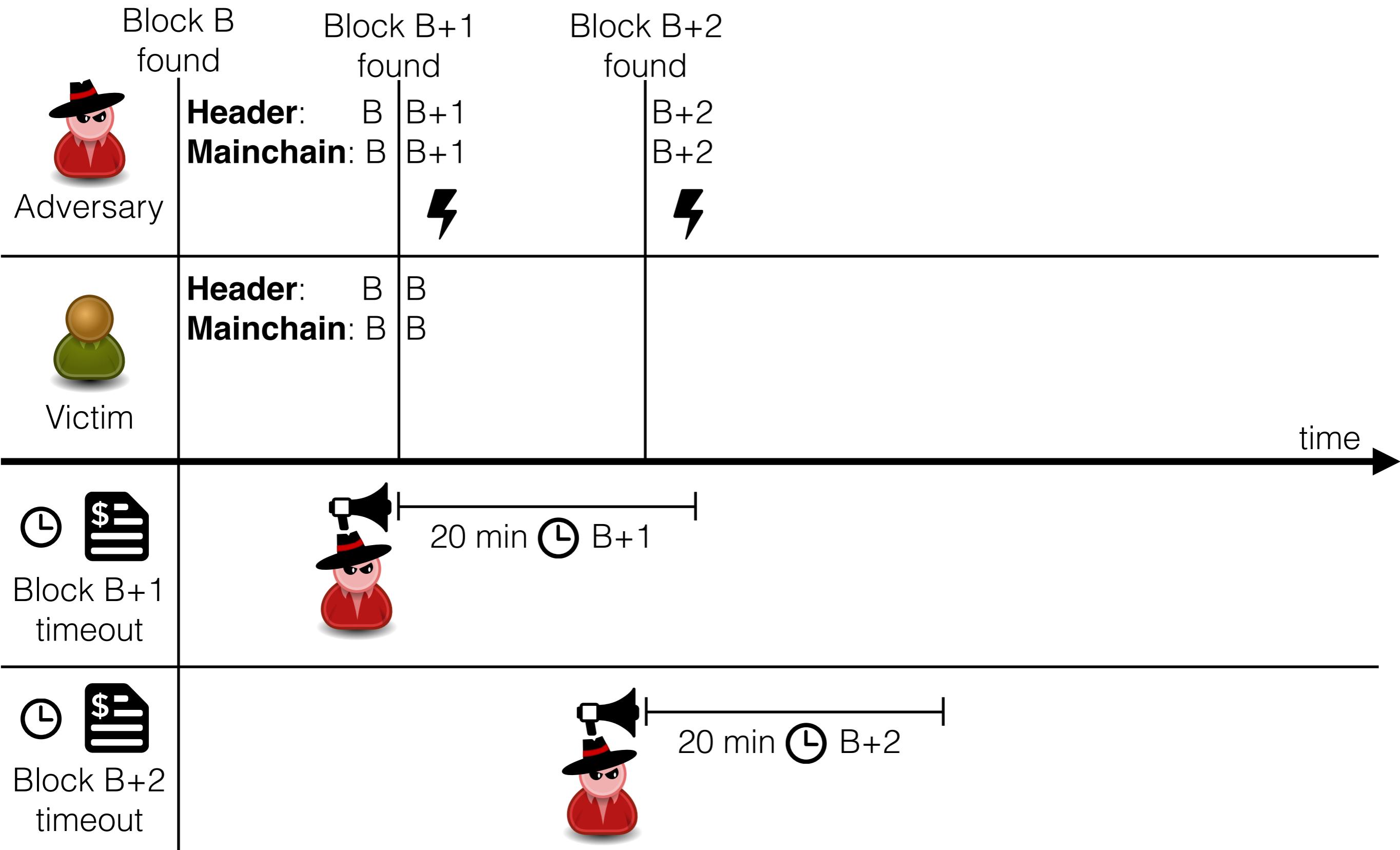
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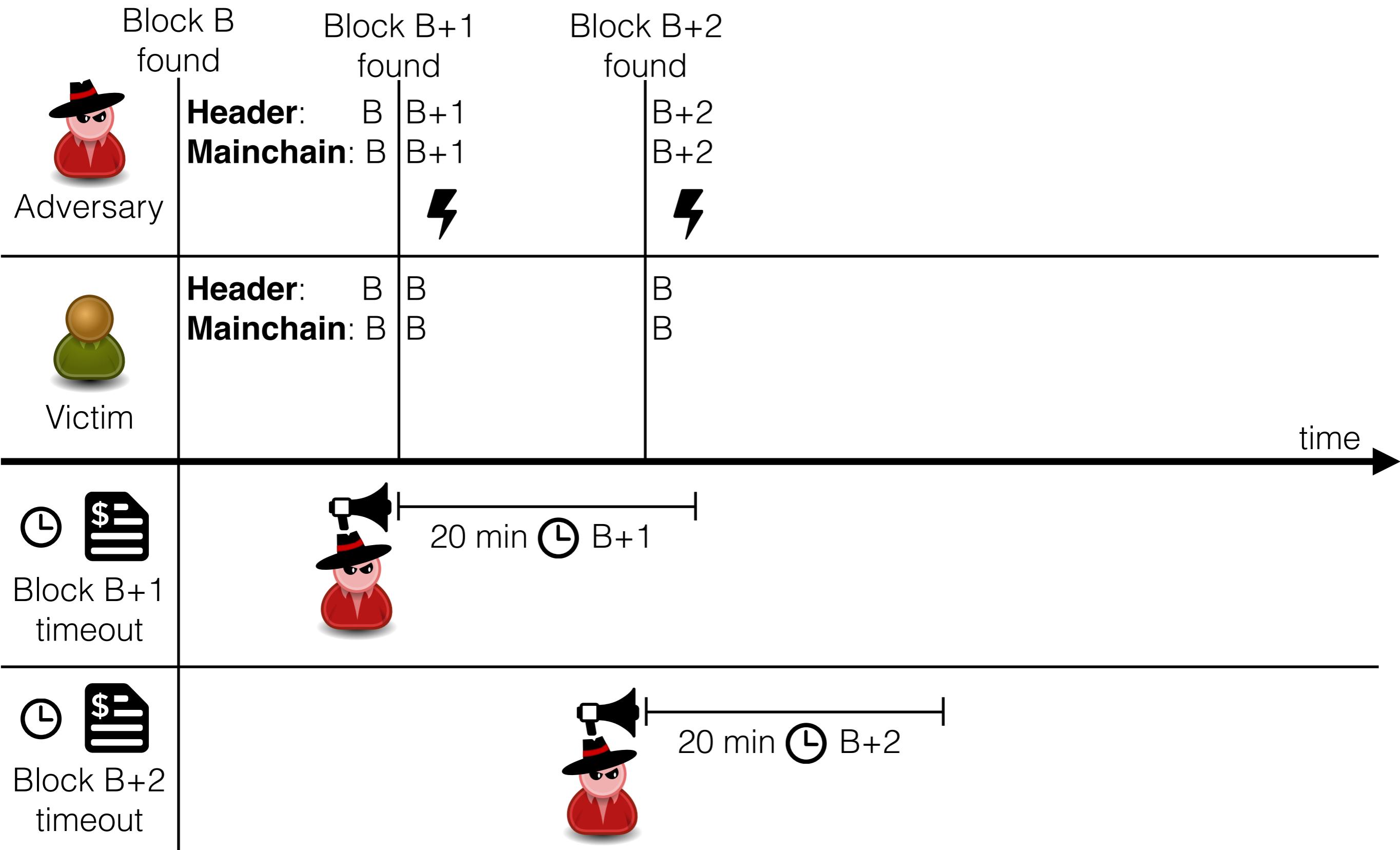
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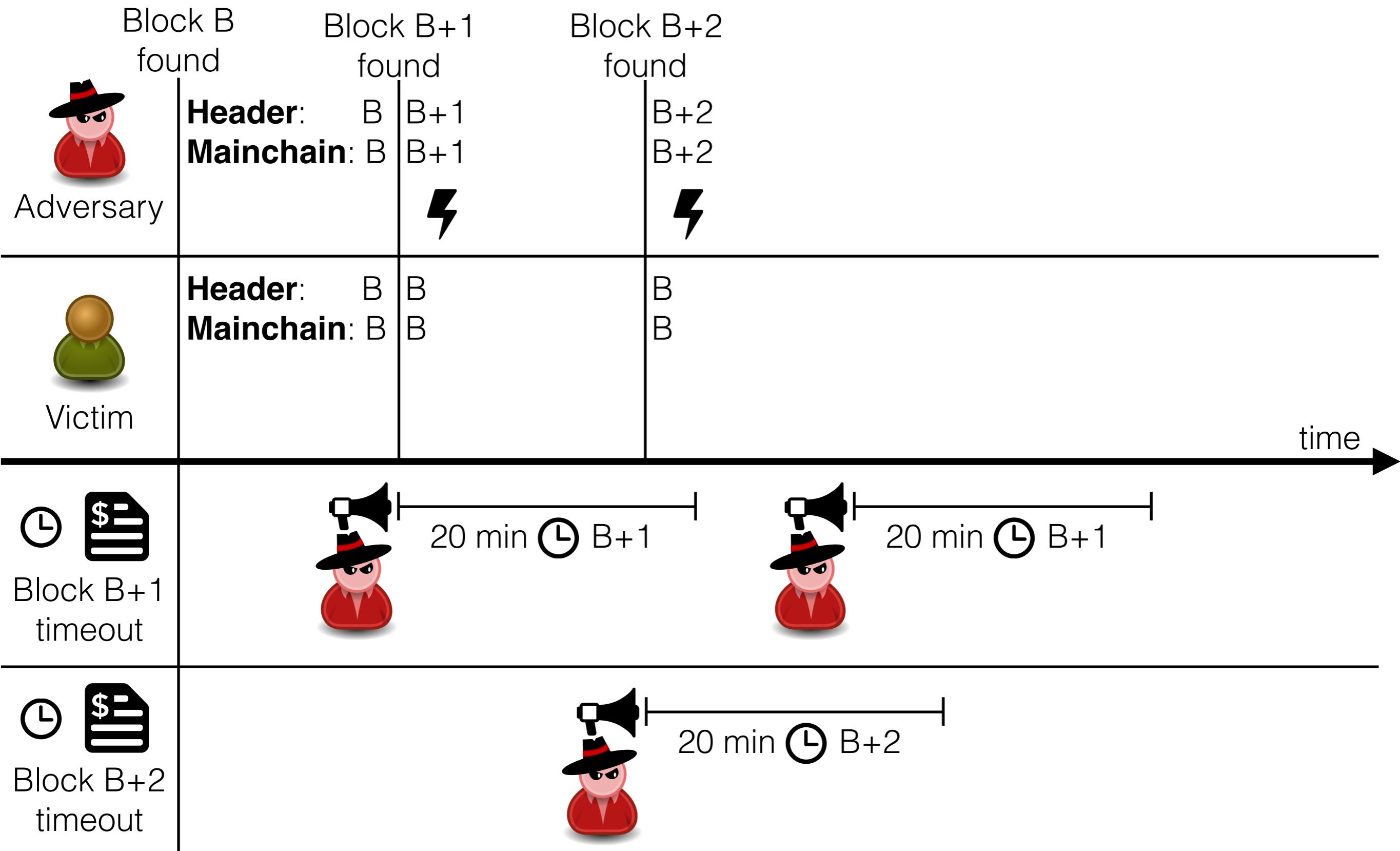
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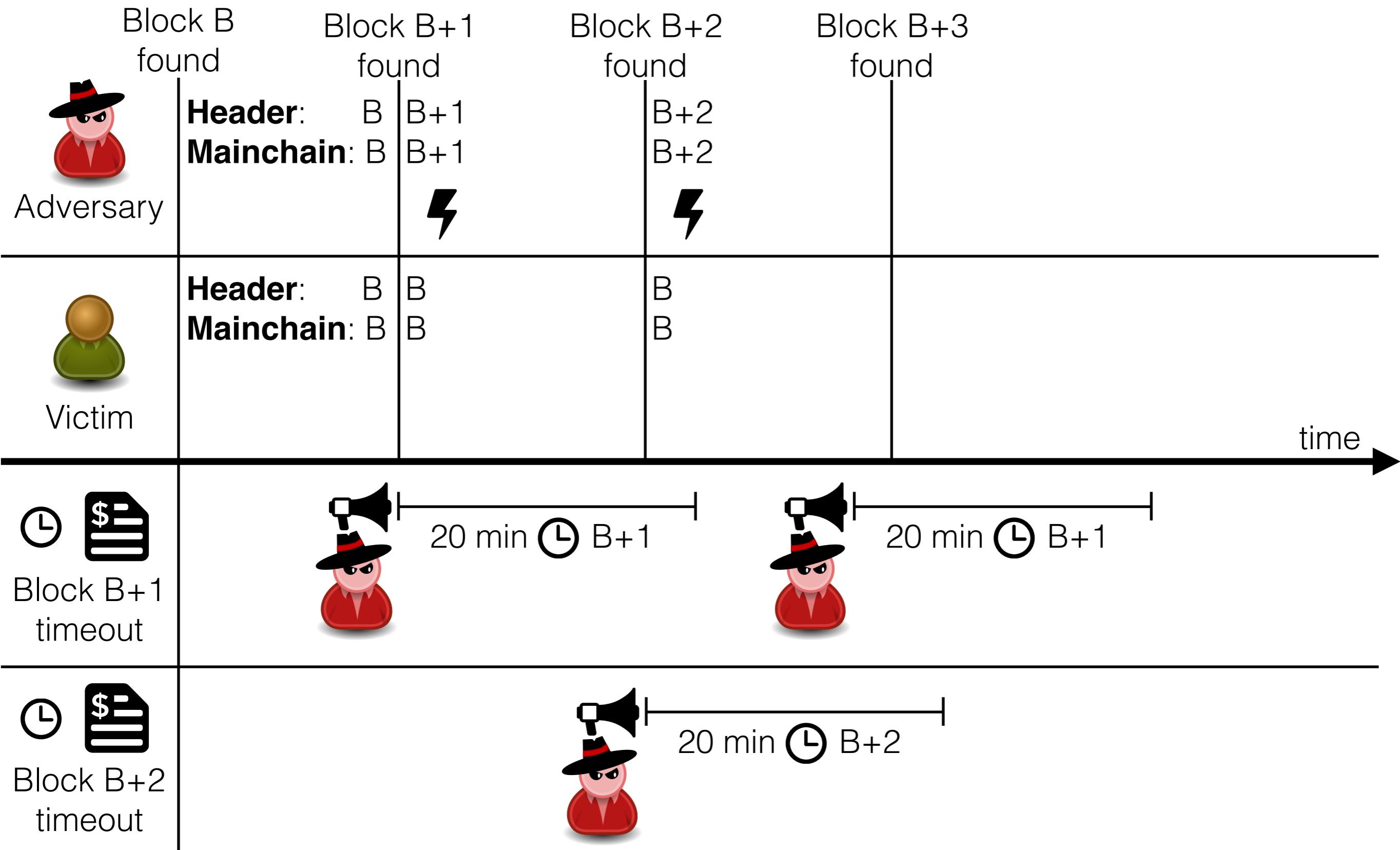
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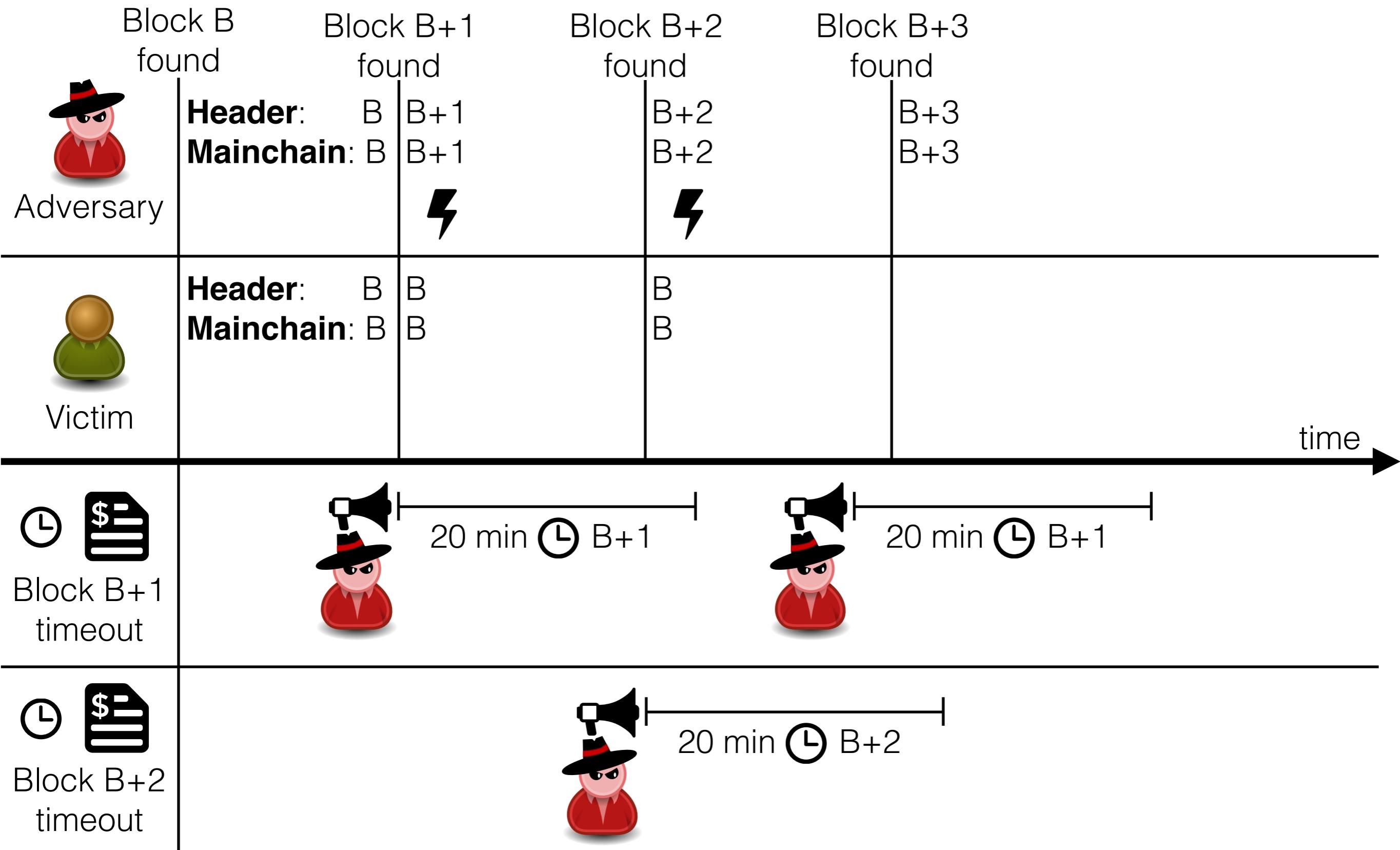
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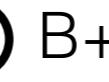
Extending the block delivery time - Example



Extending the block delivery time - Example

	Block B found	Block B+1 found	Block B+2 found	Block B+3 found	
Adversary	Header: B Mainchain: B	Header: B+1 Mainchain: B+1	Header: B+2 Mainchain: B+2	Header: B+3 Mainchain: B+3	
Victim	Header: B Mainchain: B	Header: B Mainchain: B	Header: B Mainchain: B	Header: B+3 Mainchain: B	Learns B+3
					time →
Block B+1 timeout		 20 min  B+1		 20 min  B+1	
Block B+2 timeout			 20 min  B+2		

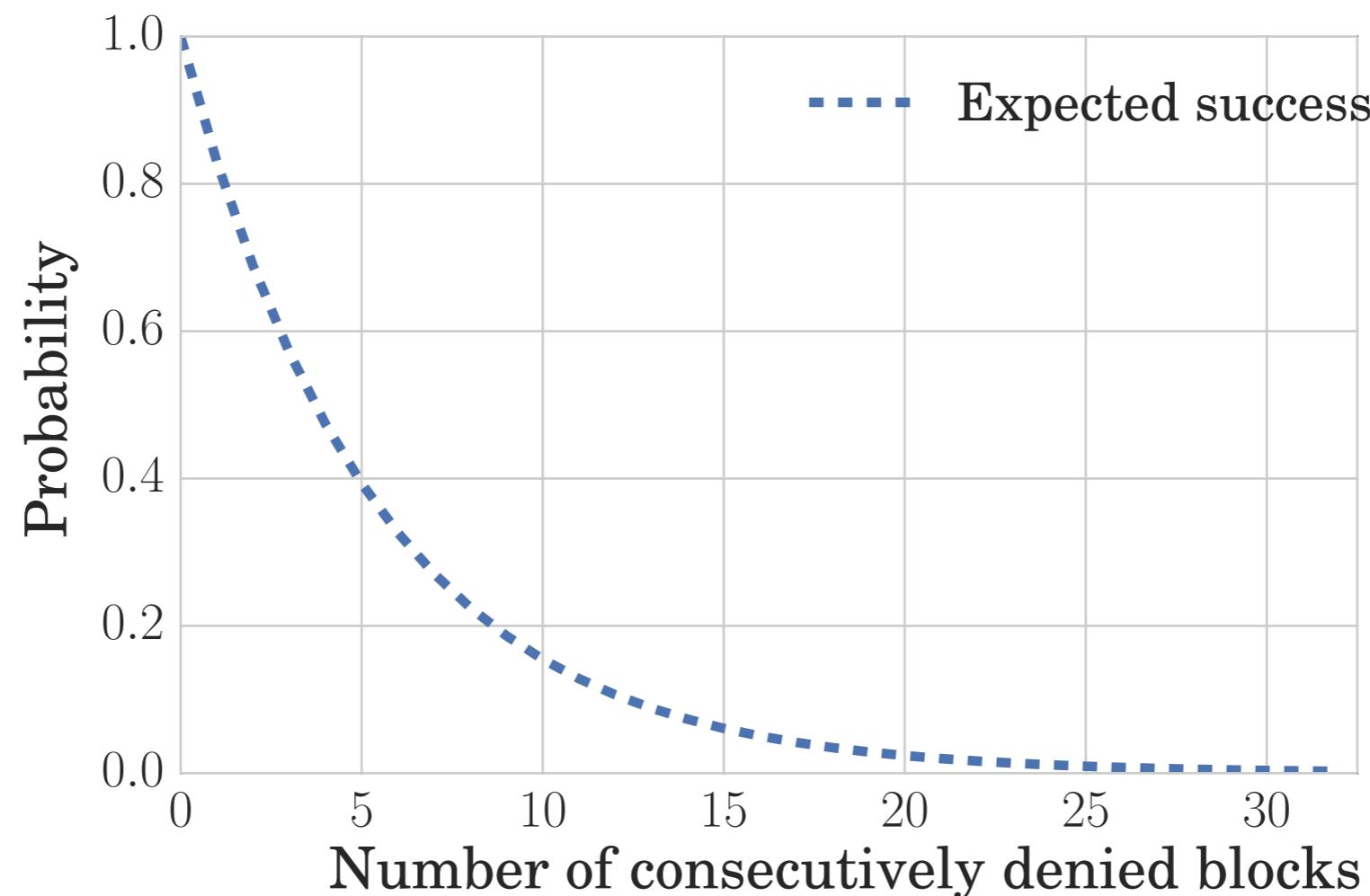
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Victim	Header: B Mainchain: B	Header: B Mainchain: B	Header: B Mainchain: B	Header: B+3 Mainchain: B
				time →
Block B+1 timeout		 20 min  B+1		 20 min  B+1
Block B+2 timeout			 20 min  B+2	Learns B+2

Extending the block delivery time - Example

	Block B found	Block B+1 found	Block B+2 found	Block B+3 found	
Adversary	Header: B Mainchain: B	Header: B+1 Mainchain: B+1	Header: B+2 Mainchain: B+2	Header: B+3 Mainchain: B+3	
Victim	Header: B Mainchain: B	Header: B Mainchain: B	Header: B Mainchain: B	Header: B+3 Mainchain: B	Header: B+3 Mainchain: B+3
					time →
Block B+1 timeout		 20 min  B+1		 20 min  B+1	Learns B+1
Block B+2 timeout			 20 min  B+2		Learns B+2

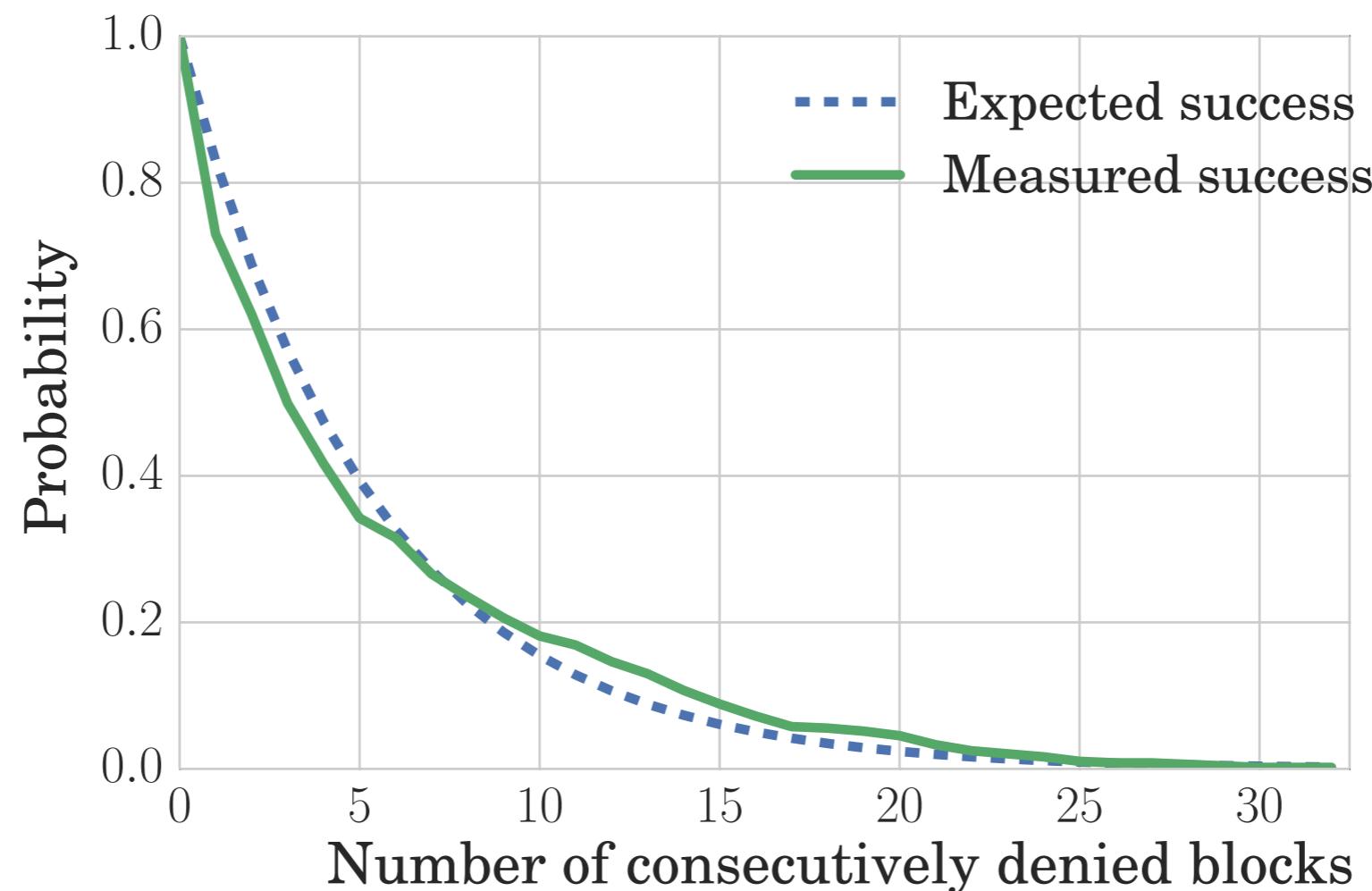
Experimental validation - Continuous block denial



Probability for N blocks = P^N

based on $P = 0.83$

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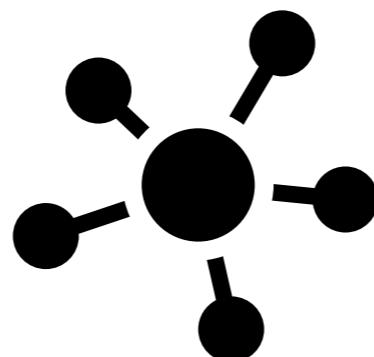
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What is Double Spending?

Spending money more than once

$\text{TX}_{\text{legitimate}}$ - Pays the vendor

$\text{TX}_{\text{doublespend}}$ - Pays the adversary

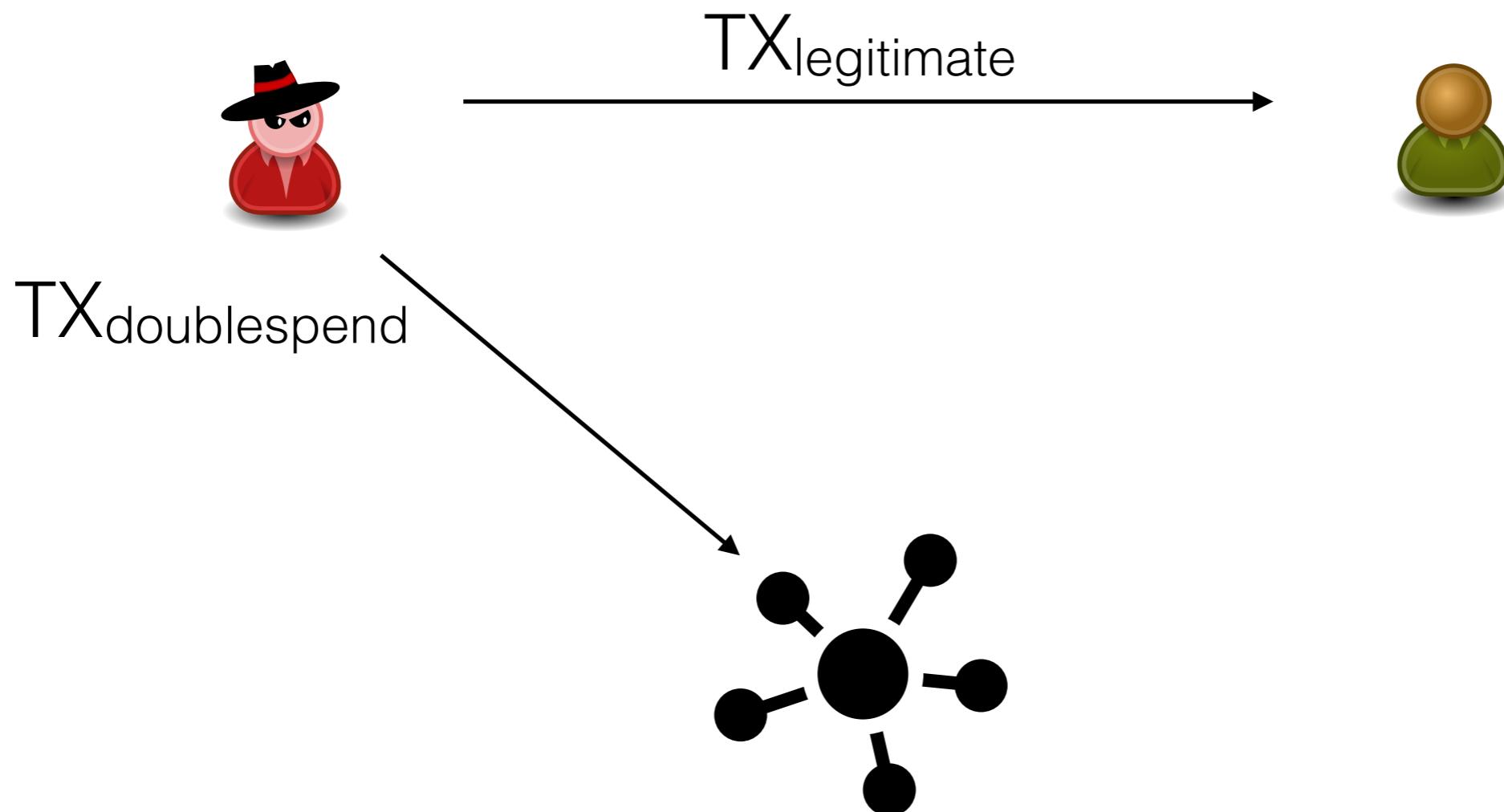


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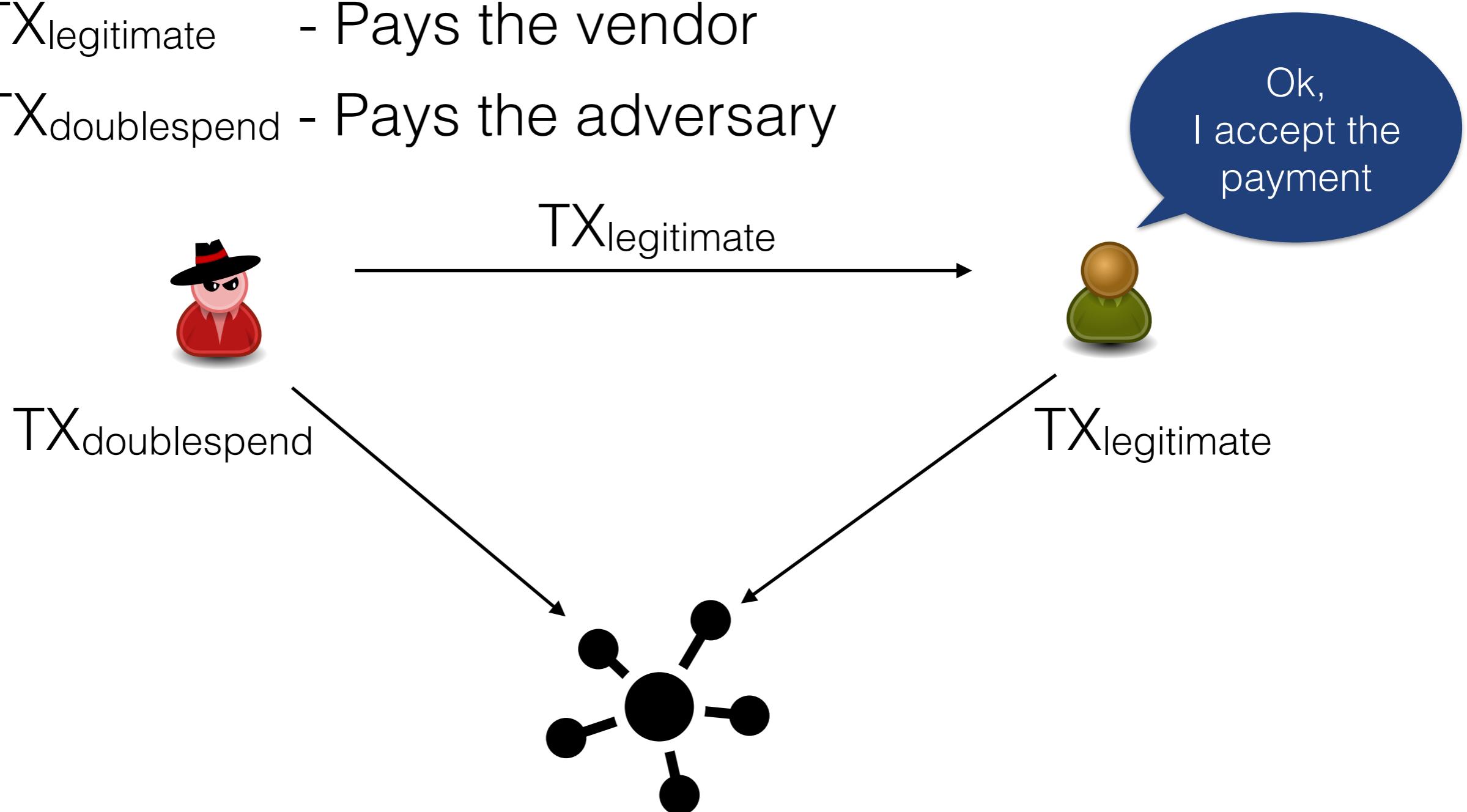


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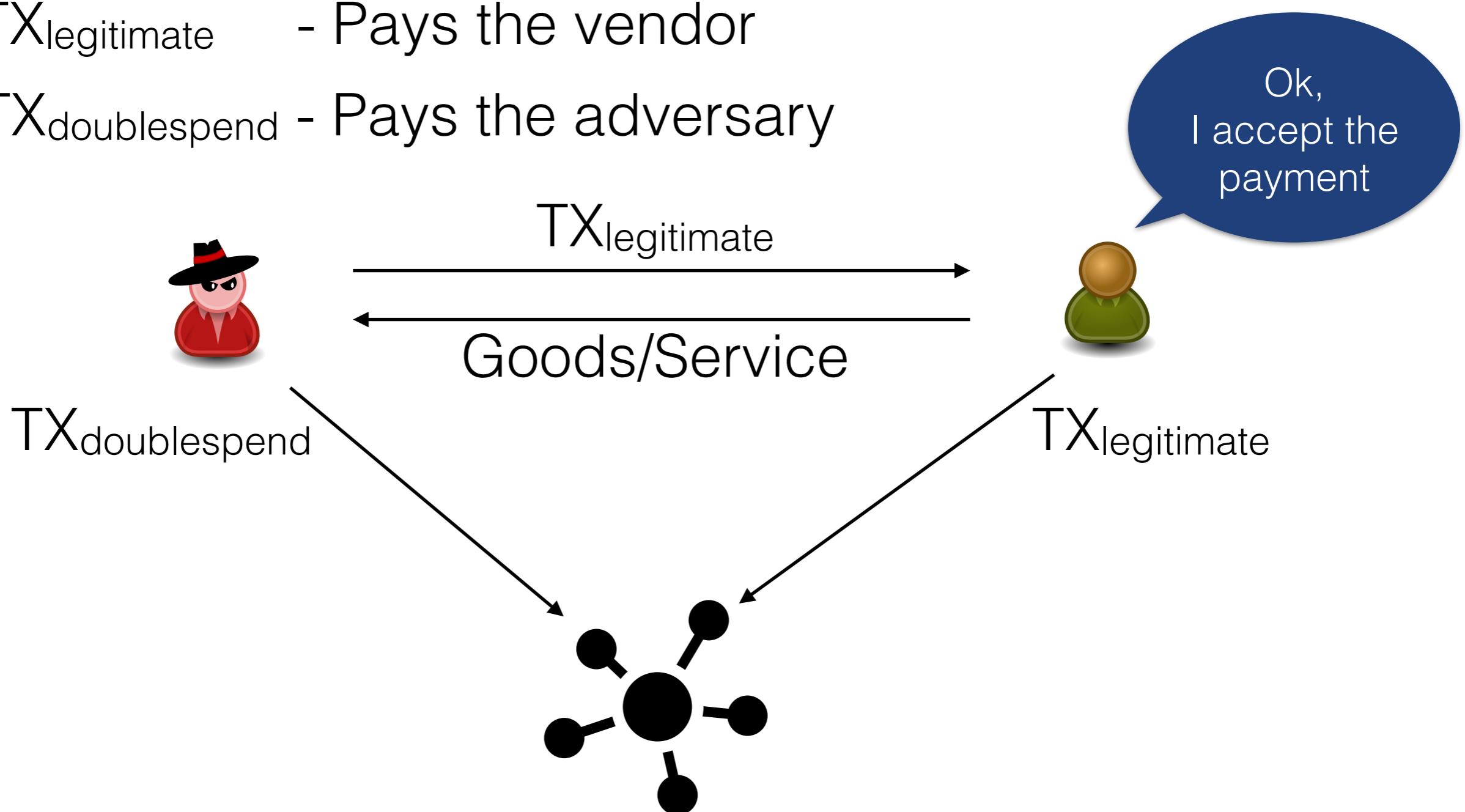


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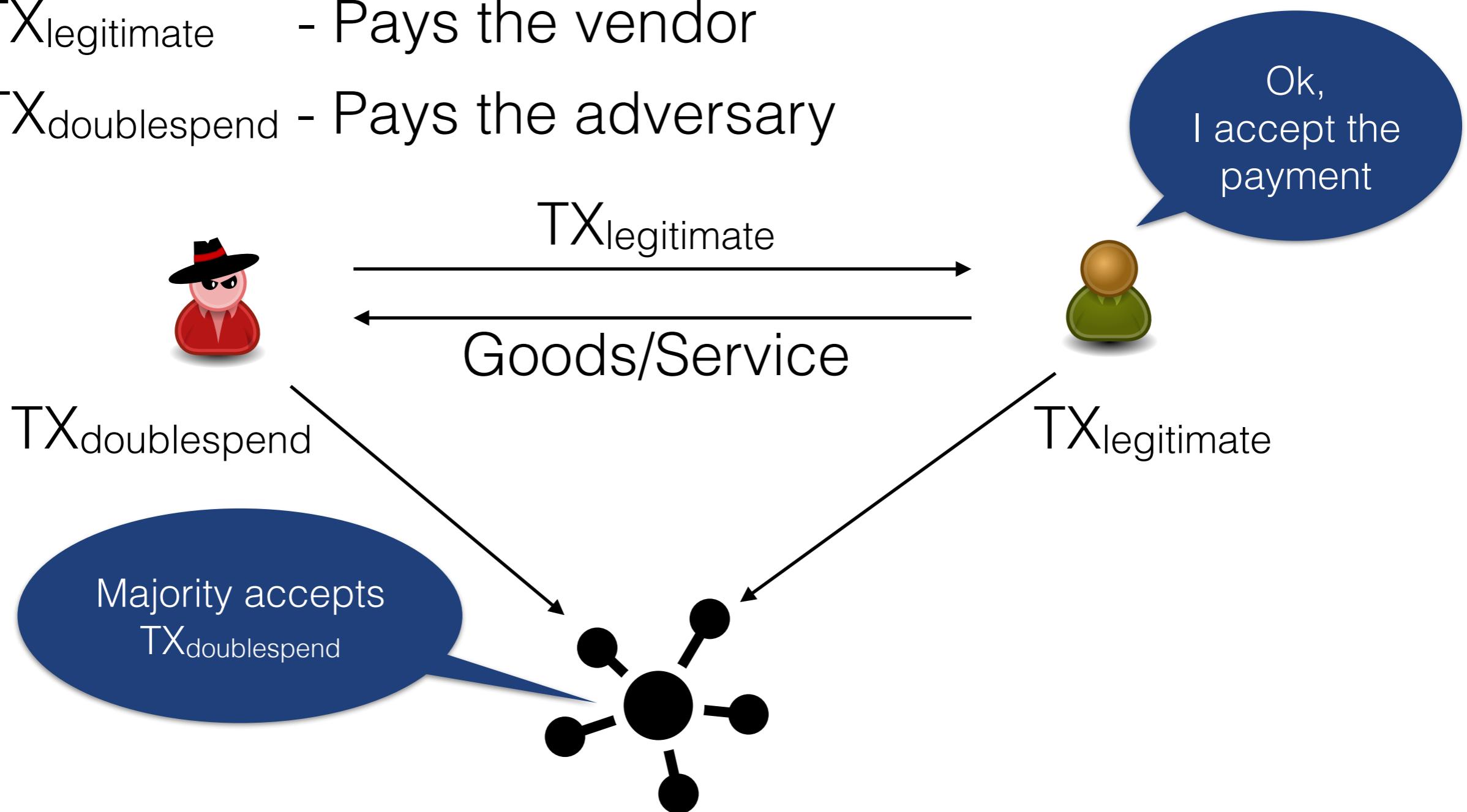


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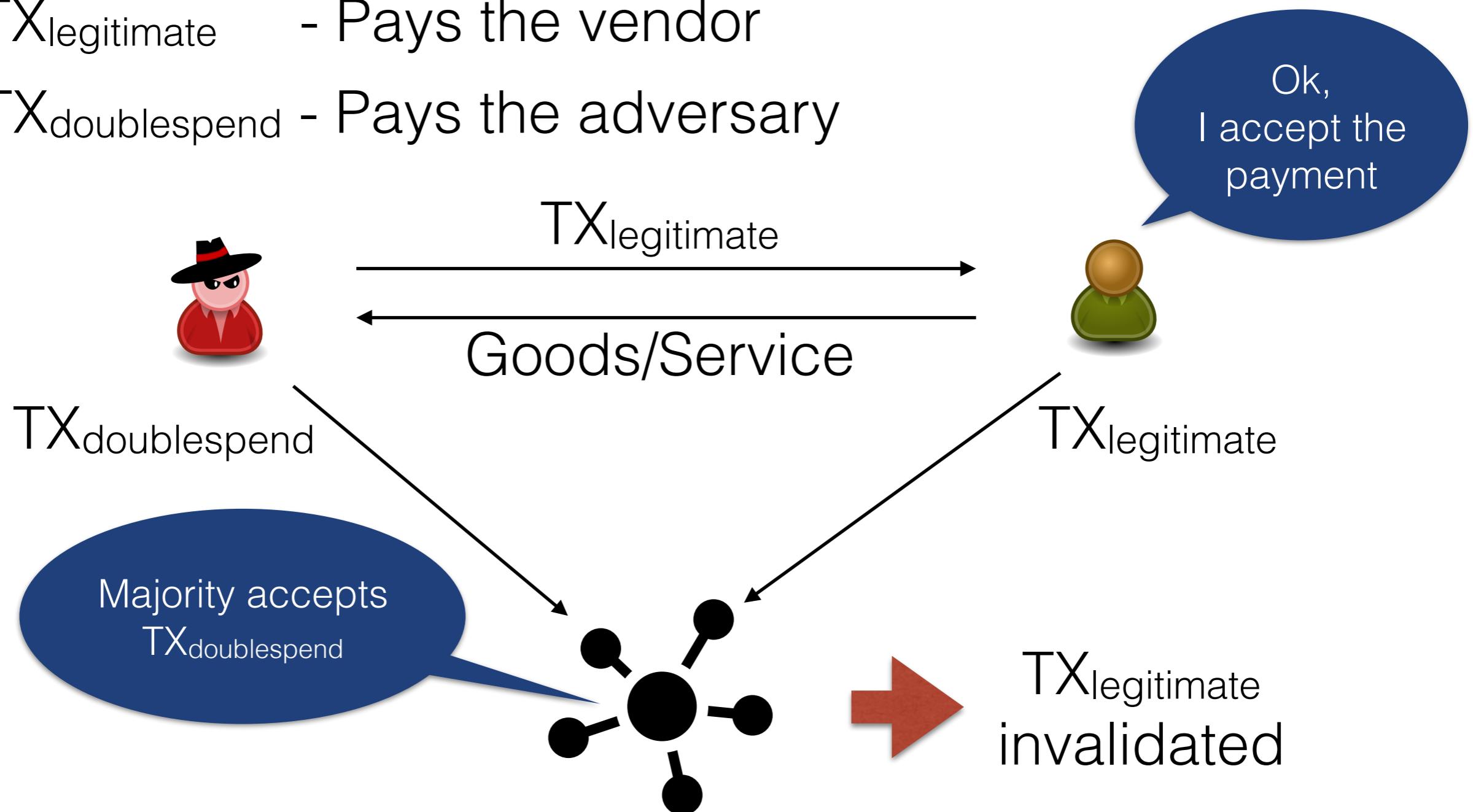


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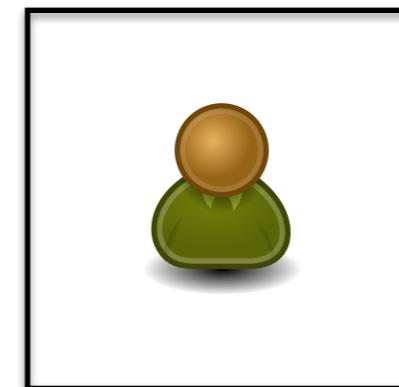
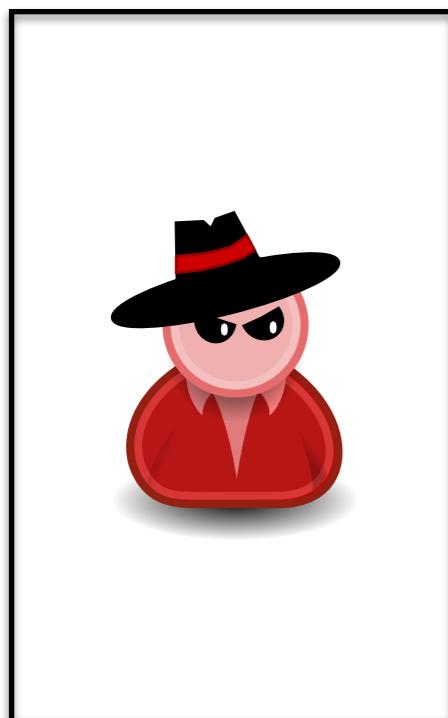
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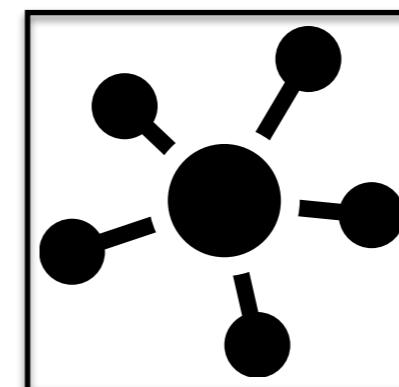


Double Spending 0 Confirmation Transactions

- Very reliable attack
- Regardless of protection (double spend relay)



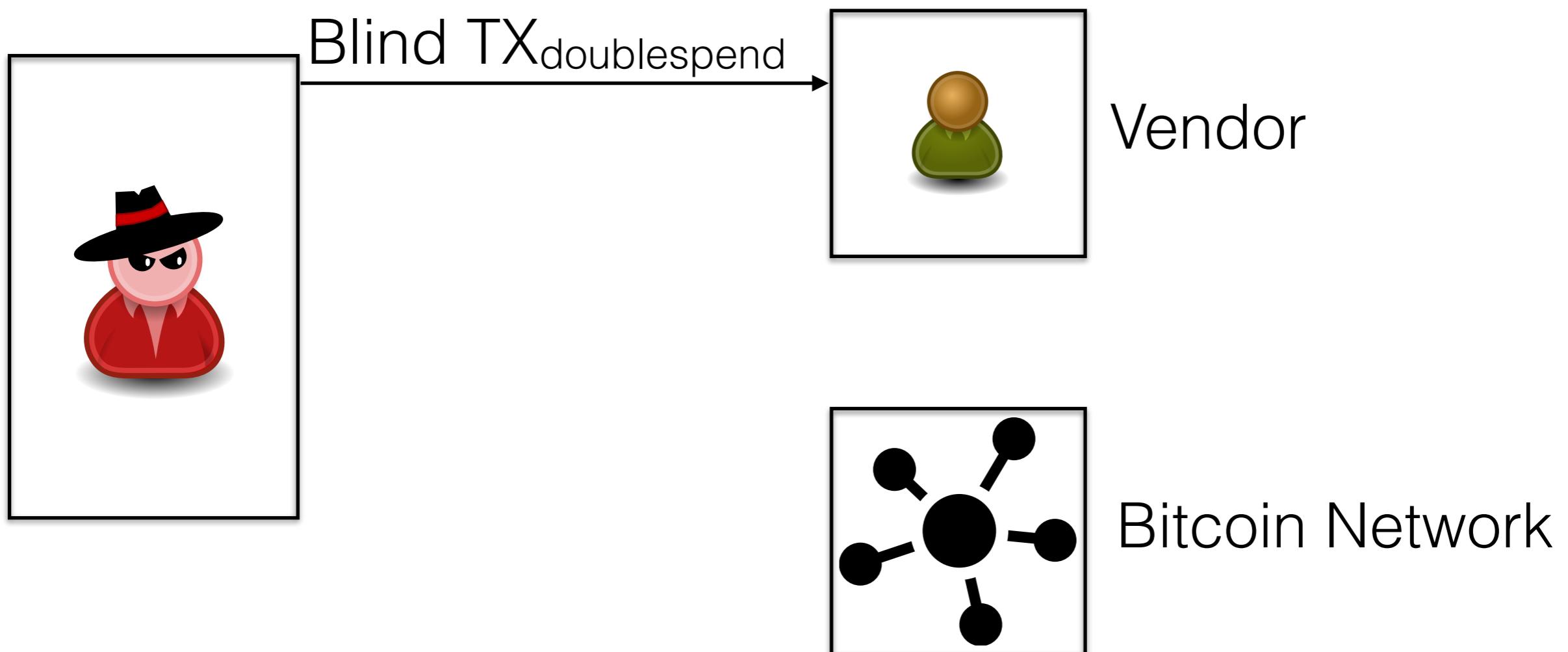
Vendor



Bitcoin Network

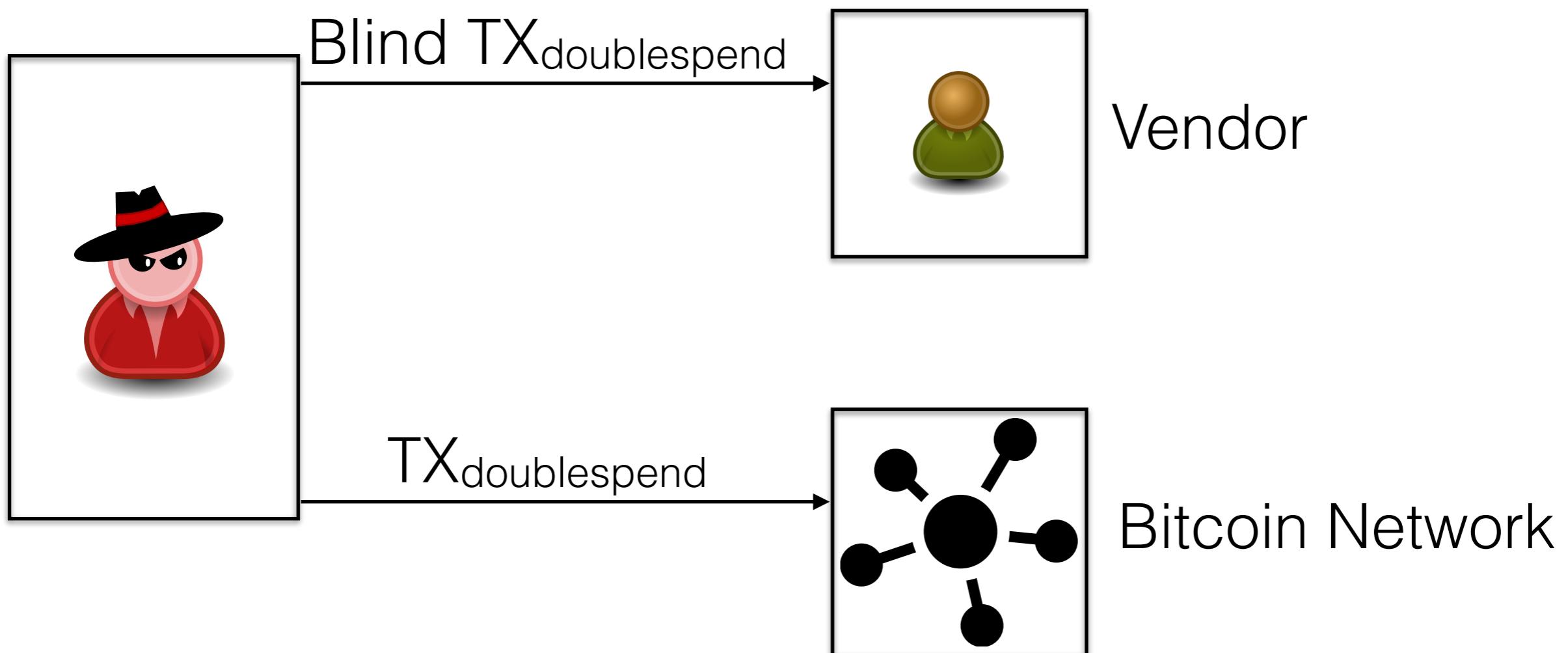
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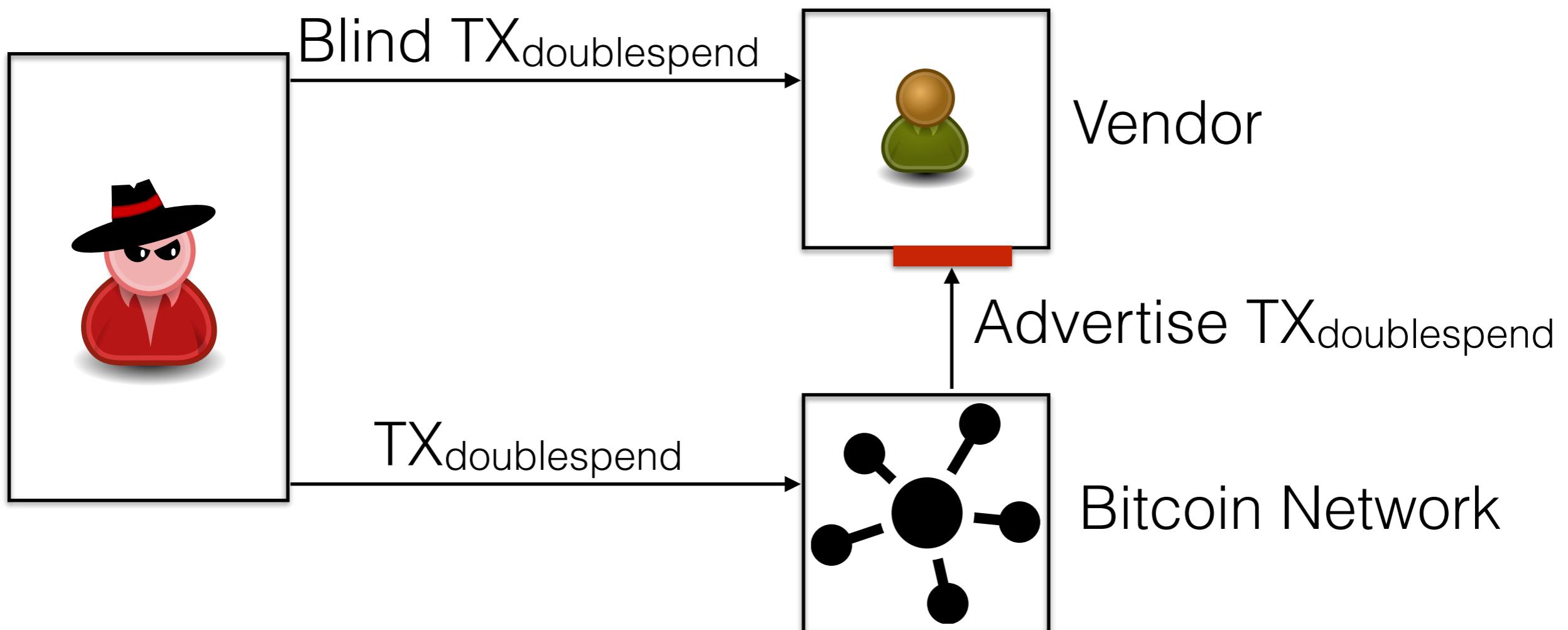
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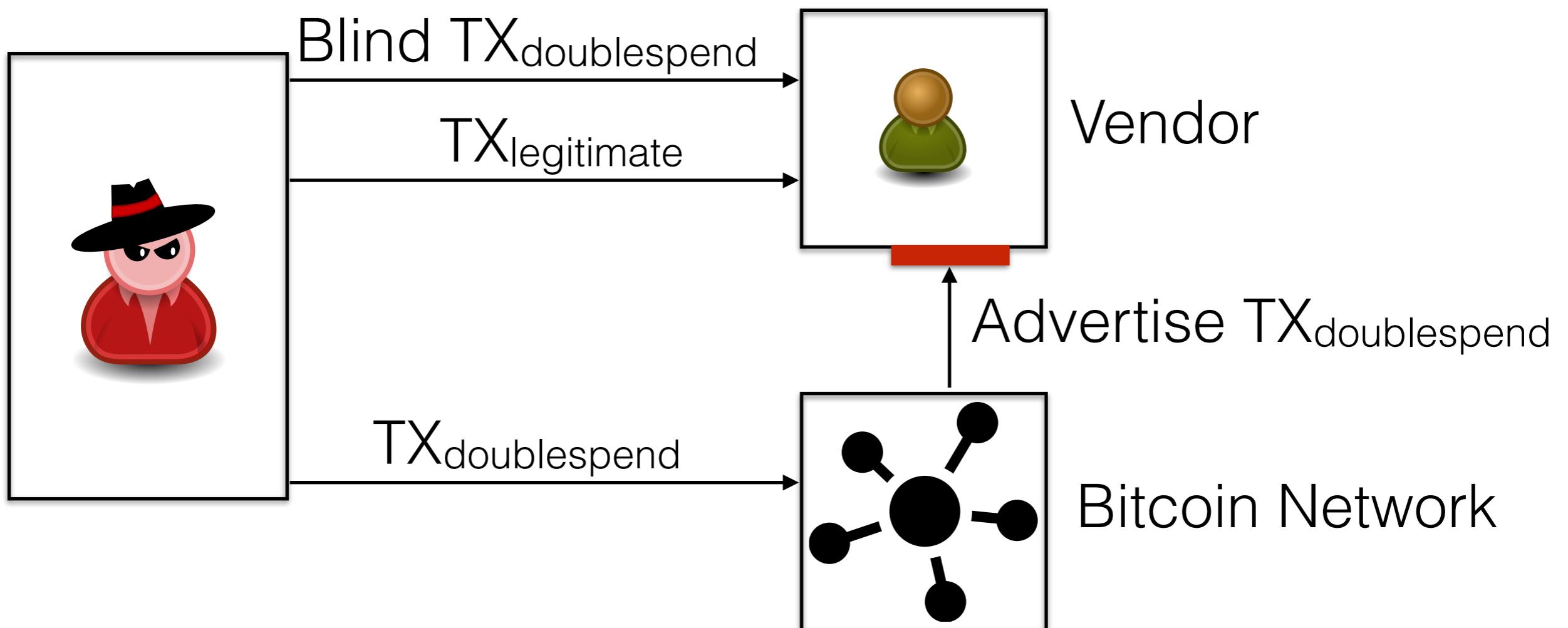
Double Spending 0 Confirmation Transactions

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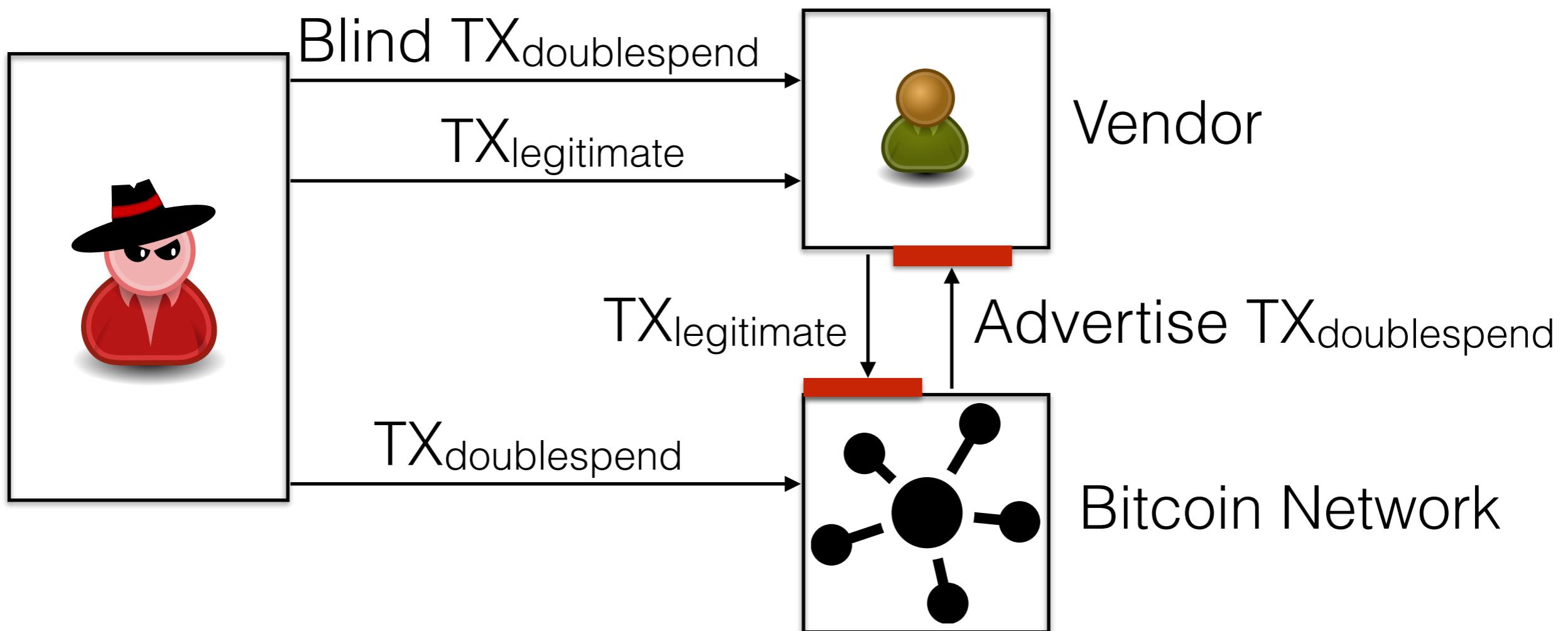
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Denial of Service

6000 reachable Bitcoin nodes

Preventing the delivery of blocks to these

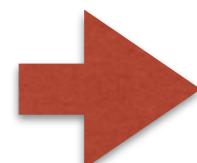
- 450 000 TCP connections required
- 600 KB of advertisement / block / 20 min

Denial of Service

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Network wide Denial of Service

Hardening the P2P overlay network

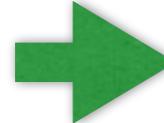
1. Why not smaller static timeouts?
2. Why not requesting from multiple peers?
3. What about alternative relay networks?

Security vs Scalability tradeoffs

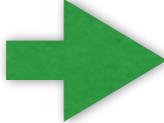
Hardening the P2P overlay network

1. Dynamic timeouts

Hardening the P2P overlay network

1. Dynamic timeouts
 2. Handling Transaction Advertisements
 - **Filtering by IP address**
 - Randomly choosing sender
-  First request from one peer, then two, then three...

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Scalability measures impact security

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- Minimum 20 minutes
- 1 connection sufficient per target

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Proposal to harden the network

- Hardening measures
- Estimation of waiting time for secure transactions

Scalability measures impact security

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Thank you!

Show impact

- Double Spending
- Aggravated selfish mining
- Affordable Denial of Service

Proposal to harden the network

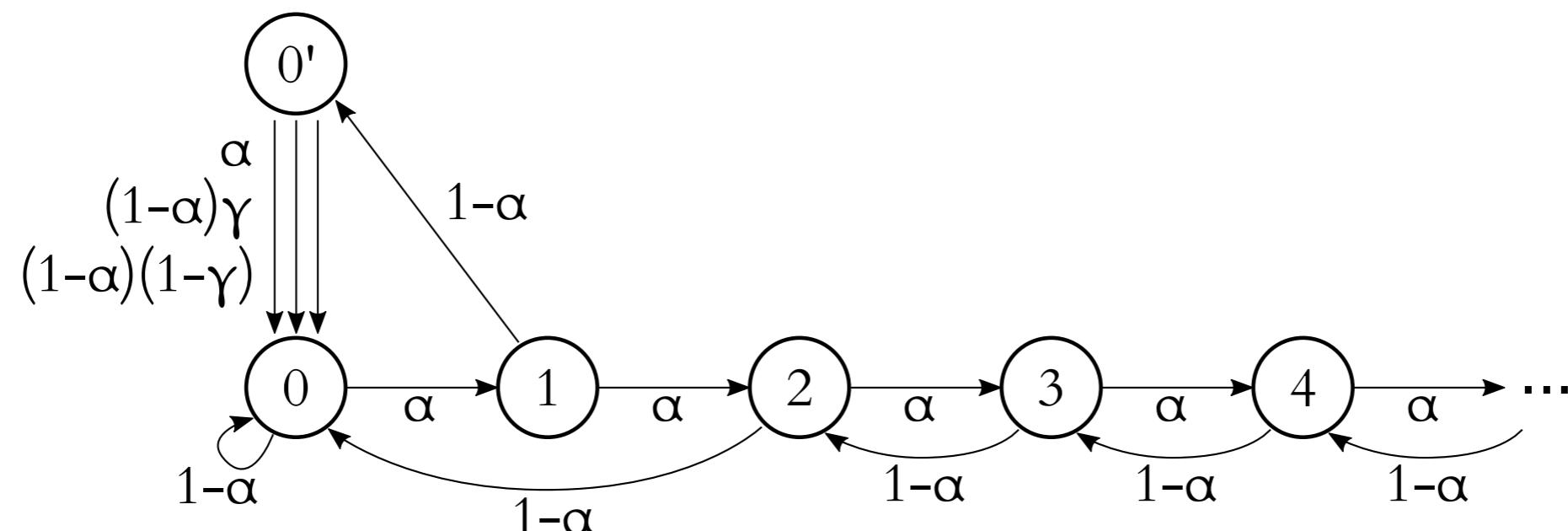
- Hardening measures
- Estimation of waiting time for secure transactions

Implications - Increasing Mining Advantage

Idea from Eyal et. al:

- Instead of publishing, keep a block private

→ Other miners will perform wasteful computations

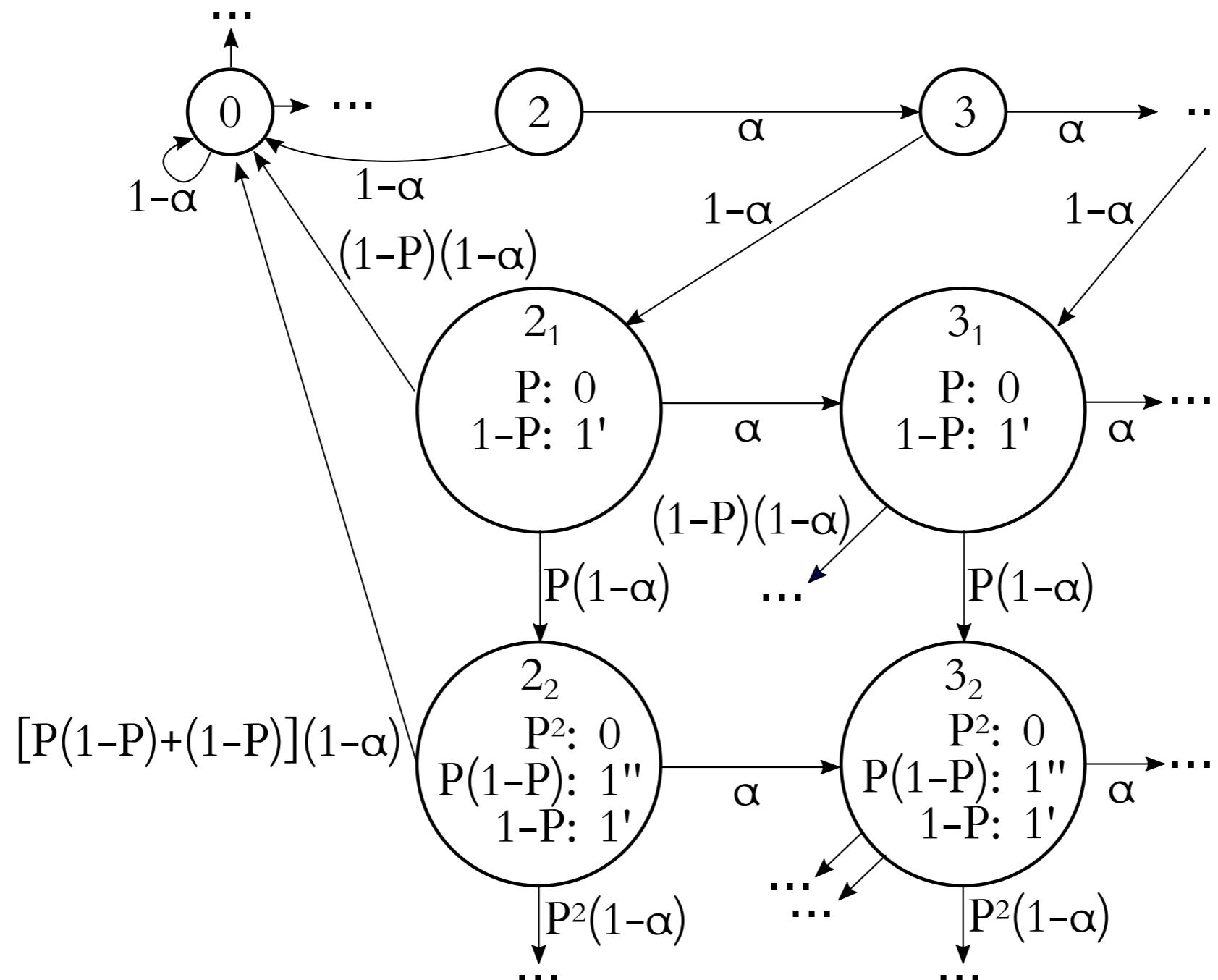


α : hashing power of adversary



γ : propagation parameter

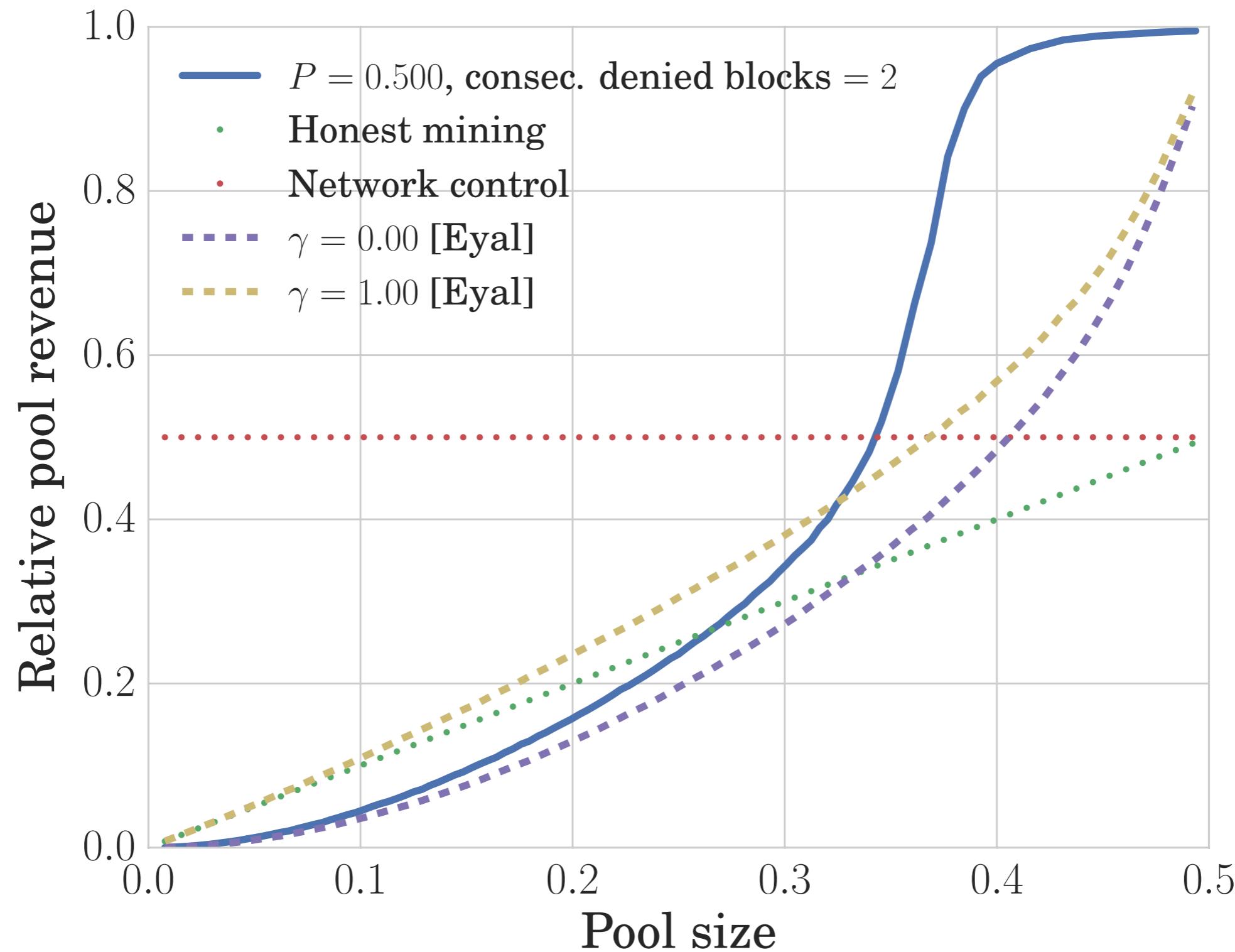
Implications - Increasing Mining Advantage



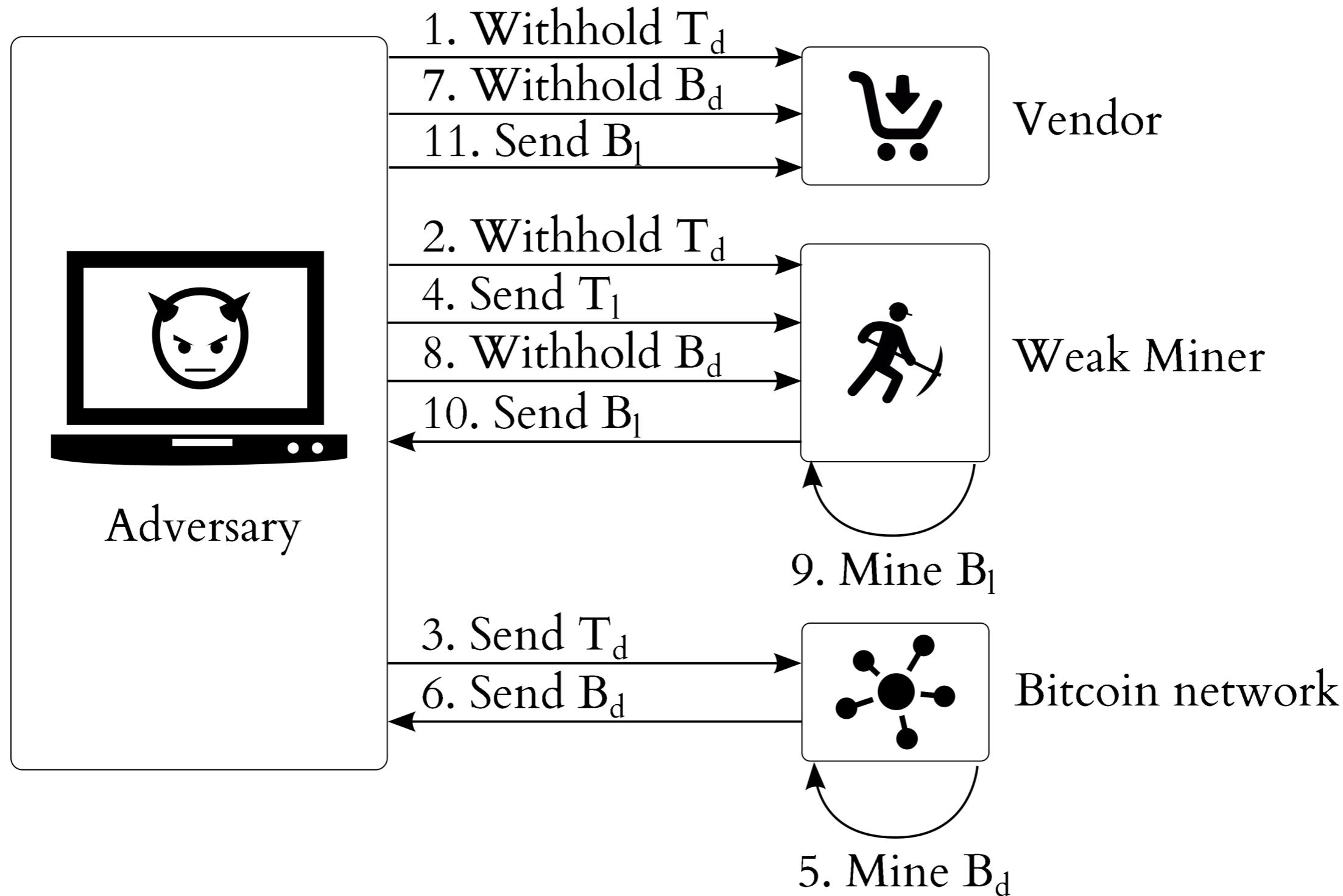
P: probability to deny a block to a miner



Implications - Increasing Mining Advantage

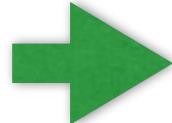


Implications - Double Spending 1 Confirmation Transactions



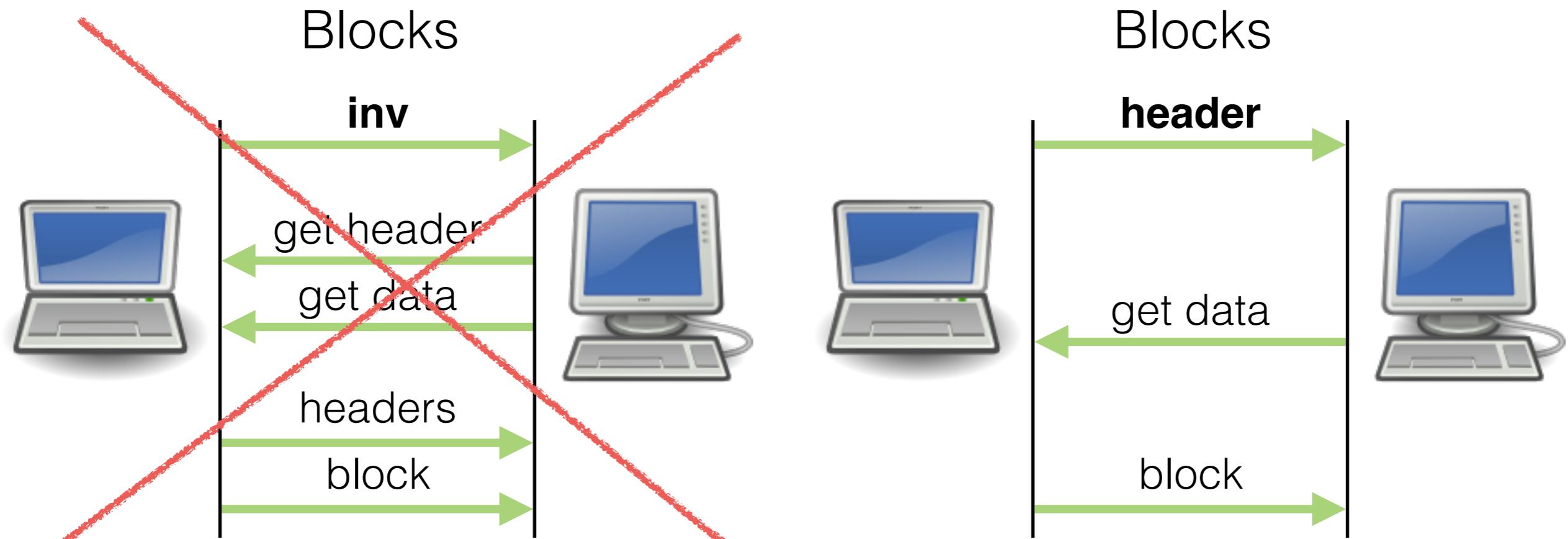
Xl = legitimate
 Xd = double spend attempt

Hardening the P2P overlay network

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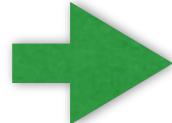
Hardening the P2P overlay network

Better Block request management

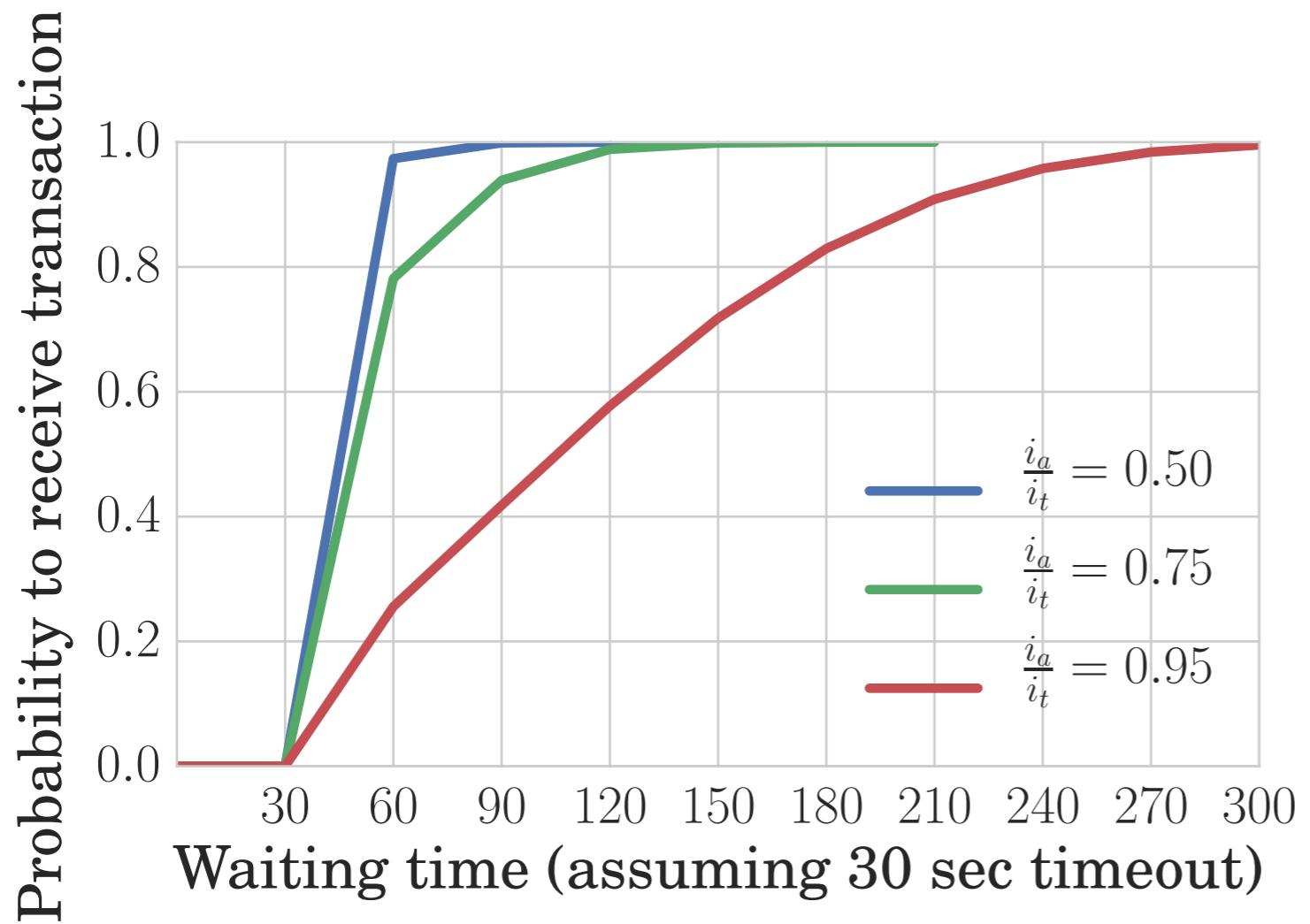


$\text{size(inv)} = 36 \text{ bytes}$
 $\text{size(header)} = 80 \text{ bytes}$

Hardening the P2P overlay network

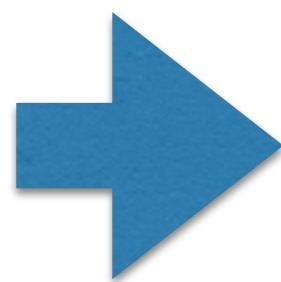
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Hardening the P2P overlay network



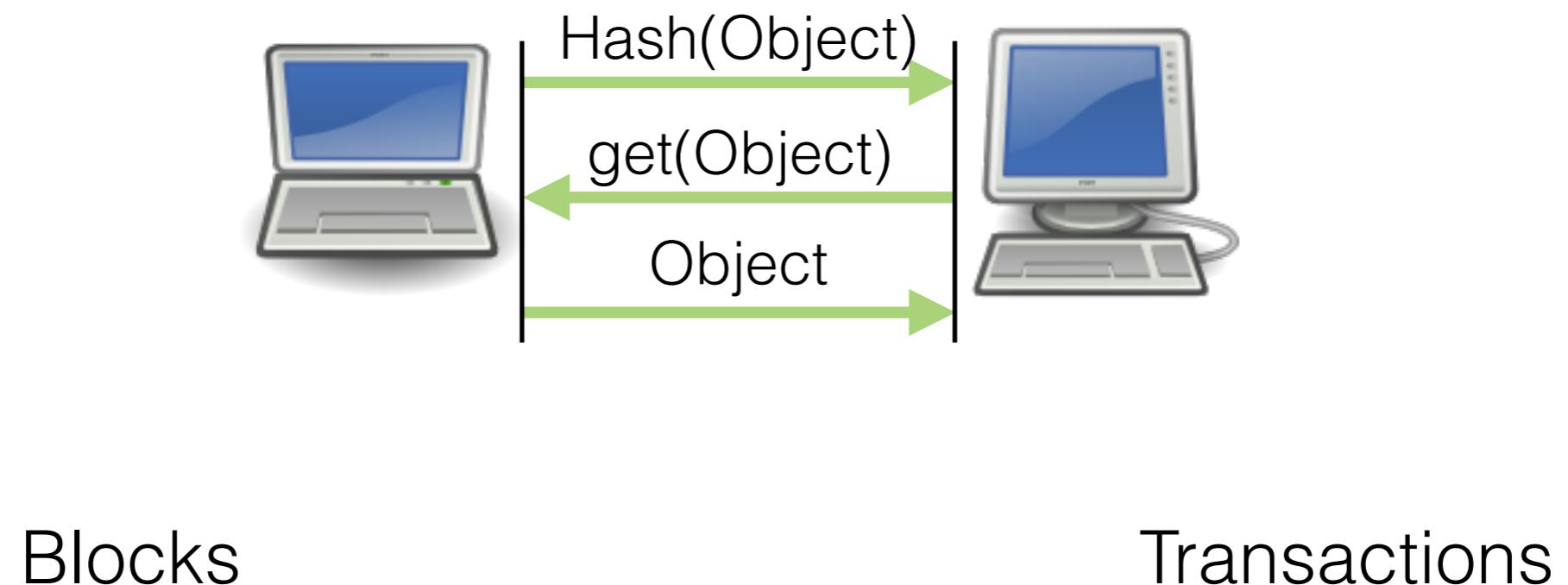
$i_a = \mathbf{inv}$ messages sent by adversary

$i_t = \mathbf{total inv}$ messages

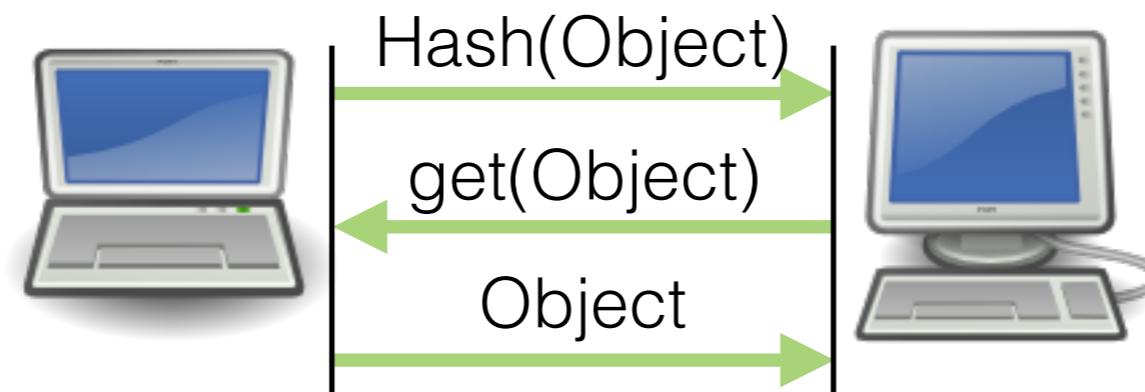


After 5 minutes, transaction is received, even if the adversary controls 95% of the inv

Advertisement-based request management system

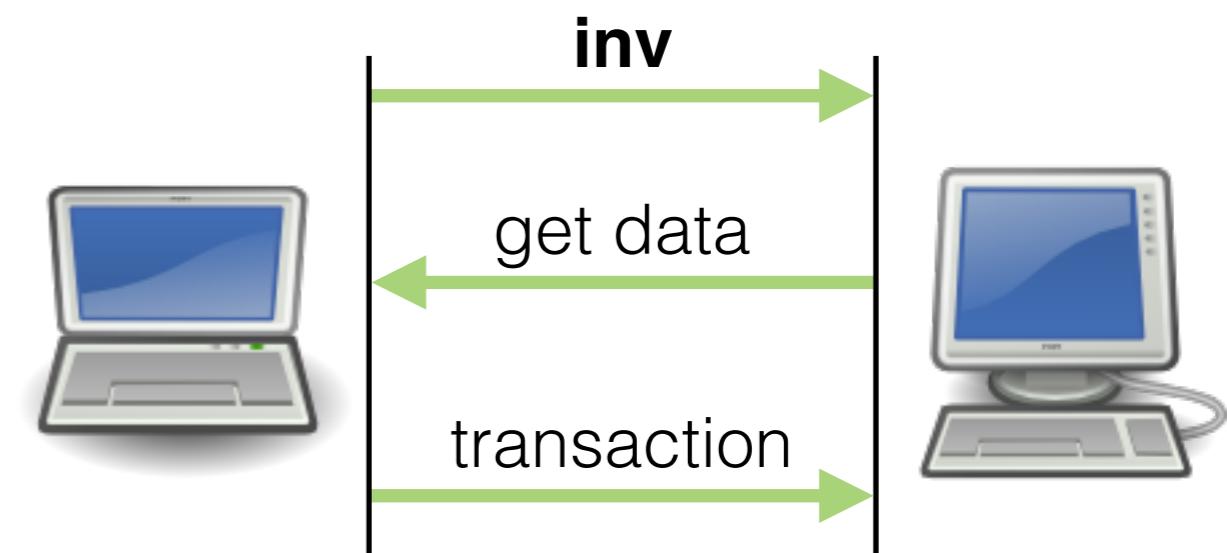


Advertisement-based request management system



Blocks

Transactions



Advertisement-based request management system

