





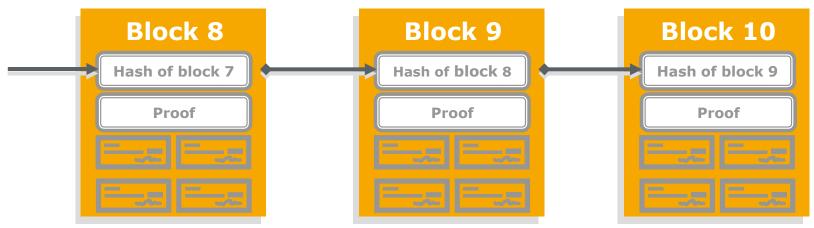
Review:

- We have no central authority and no trusted third party
- All transactions are publicly announced
- Users are pseudonymous
- We have a system for participants to agree on a single history
 of the order in which transactions were received
- The majority decision is represented by the **longest chain**, in which the **greatest proof-of-work effort** is invested
- To prevent double-spendings a peer-to-peer distributed timestamping is used that generates a computational proof of the chronological order of transactions
- Transactions that are computationally impractical to reverse protect sellers from fraud

Block of Transactions Chain of Blocks



- The system would be far too slow if, every time a new transaction arrives, users have to solve a computationally complex task and to cryptographically link (by generating hashes) all transactions individually with each other
- To make the process more efficient, each user first collects received transactions into a list "block" of a specified size
- Then work on finding a difficult **proof-of-work** for this **new block**. This **proof** together with the **hash** of the previous block are added to the new block



Proof-of-Work Nonce

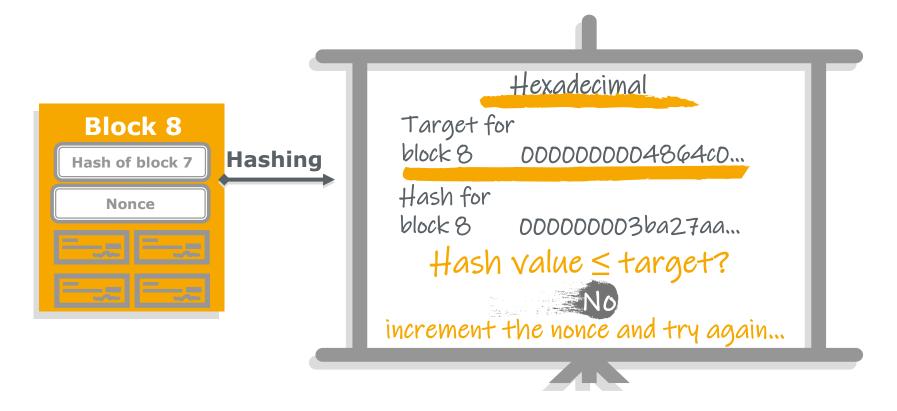


- Like previously mentioned, the **work** consists of a **computational task** demanding a huge **CPU effort**
- Computational task consists of simply trying out a number of hash values to find a value that corresponds to a given target
- To do this user computes the hash of the **block together with**an arbitrary number called nonce and checks whether the resulting number is below given target
 - "nonce" is a combination of symbols that is only used once in the respective context

Proof-of-Work Incrementing the Nonce



■ If the resulted hash isn't below target, user keeps trying by incrementing the nonce in the block until a value is found that gives the block's hash the required zero bits



Proof-of-Work Target



- If the proof-of-work is to easy to solve, a large amount of forks would occur
- A gap between blocks of 10 minutes is considered safe for the stability of the network
- The solution implemented in bitcoin is to vary the proof-of-work difficulty (adjust the target) according to the change in the hashrate of the network
- Target adjusts every 2016 blocks (roughly two weeks) such that 10 minutes are required for the creation of a new block
- If the computing power of the entire network increases (or decreases) and the 2016 blocks are found in less (or more) than two weeks, then the level of difficulty is raised or lowered accordingly

What is the Incentive to Stay Honest?



- What is the **incentive** for user's to encourage them **to stay** honest and expend the electricity by the CPU effort?
- It would definitively be wrong to assume that all users act rationally and follow the set rules strictly only to have the option of doing without a third party and using a peer-to-peer electronic cash system

It is time to take a closer look at our network



Chain of Blocks Proof-of-Work



Summary

- To make the process of cryptographically linking more efficient, all user's first collect transactions received into a block
- Then they need to generate a hash of the block and work on finding a difficult proof-of-work for this new block.
 This proof together with the hash of the previous block are added to the new block

■ The **proof** is represented by a **nonce** which, in combination with a block, after a hash function, gives a value that's **below**

current target

