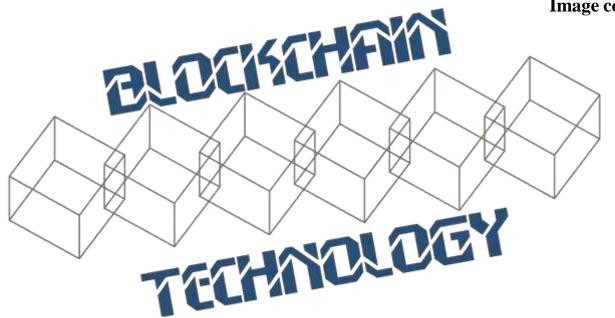
Image courtesy: <a href="http://beetfusion.com/">http://beetfusion.com/</a>





## THE MINERS

## The Life of a Miner

- Validate transactions and construct a block
- Use hash power to vote on consensus and commit transactions with a new block
- Store and broadcast the blockchain to the peers

## Mining Bitcoins

- Join the network and listen for transactions validate the proposed transactions
- Listen for new blocks validate and re-broadcast a new block when it is proposed
- Collect transactions for a predefined time and construct a new block
- Find a nonce to make the new block valid
- Broadcast the new block everybody accepts it if it is a part of the main chain
- Earn the reward for participating in the mining procedure

## Mining Difficulty

- A measure of how difficult it is to fond a hash below a given target
  - Bitcoin network has a global block difficulty
  - Mining pools also have a pool-specific share difficulty
- The difficulty changes for every 2016 blocks
  - Desired rate one block each 10 minutes
  - Two weeks to generate 2016 blocks
  - The change in difficulty is in proportion to the amount of time over or under two weeks the previous 2016 blocks took to find (en.bitcoin.it)

# Setting the Difficulty

- Compute the following for every two weeks
- ✓ Current\_difficulty = previous\_difficulty \*(2 weeks in milliseconds)/(milliseconds to mine last 2016 blocks)

## Hash-rate versus Difficulty

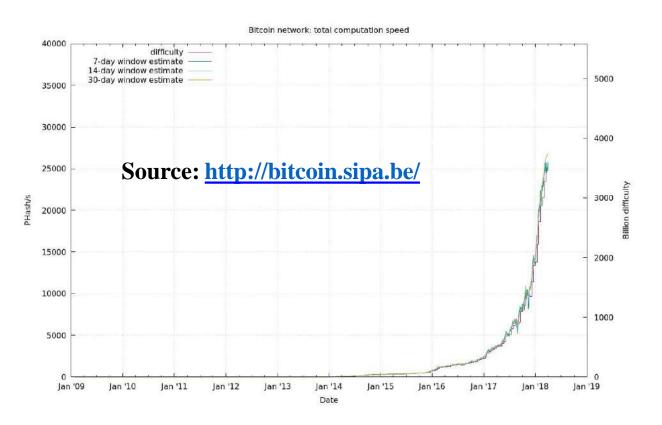
- The hash is a random number between 0 and  $2^{256}$ -1
  - To find a block, the hash must be less than a given target
- The offset for difficulty 1 is  $0xffff * 2^{208}$
- The offset for difficulty D is **0xffff** \* **2**<sup>208</sup>/**D**
- The expected number of hashes we need to calculate to find a block with difficulty D is  $(D * 2^{256}) / (0xffff * 2^{208})$

## Mining Difficulty

- Current difficulty: 3511060552899.72 (as of 2<sup>nd</sup> April, 2018)
  - <a href="https://blockexplorer.com/api/status?q=getDifficulty">https://blockexplorer.com/api/status?q=getDifficulty</a>



## **Mining Difficulty**



# Mining Hardware

- Specialized hardware
  - GPU
  - FPGA
- ASIC
  - Released in 2013
  - Fast computationof SHA256



### **Image source:**

https://steemkr.com/bitcoin/@pawank/bitcoin-mining

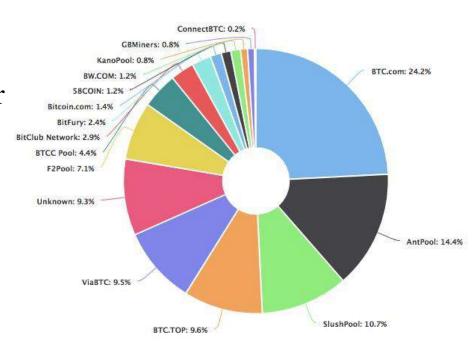
## TerraMiner IV



- ASIC based bitcoin mining rig
- 2 Terahash per second
- Cost: USD 3500 approx

## Mining Pool

- Pooling of resources by the miners
  - Share the processing power over a network to mine a new block
  - Split the reward proportionally to the amount of work they contributed



# Hash-rate Distribution: blockchain.info

- Contains hundreds or thousands of miners through special protocols
- BB: Block reward minus pool fee
- pp: Probability of finding a block in a share attempt (pp = 1/DD), DD is the block difficulty

### Pay per Share (PPS)

- Instant guaranteed payout to a miner
- Miners are paid from pool's existing balance, share of a miner is  $RR = BB \times pp$
- Miners get almost equal payment, risk is at the pool operator

### Proportional

- ✓ Miners earn share until the pool finds a block (end of mining round)
- $\checkmark$   $RR = BB \times \frac{nn}{n}$ , where nn is amount of his own share, and NN is amount of all shares in the round
- ✓ Payments are made once a pool finds out a block

- Pay per Last N Share (PPLNS)
  - Similar to proportional
  - Miner's reward is calculated on the basis of N last shares
  - Miners get more profit for a short round

## Mining Pools – Pros and Cons

#### Pros

- Small miners can participate
- Predictable mining

### • Cons

- Leads to centralization
- Discourages miners for running complete mining procedure

## Summary – Permissionless Blockchain and Bitcoin

- The permissionless or open model of blockchain any user can join the network and participate in transactions
  - Bitcoin is developed on this principle
- The blockchain provides the backbone of the permissionless digital currency
  - Provides a decentralized architecture
  - Tamper-proof through hash-chain
- Miners ensures the consensus in the system

