# HTLC-Griefing Penalty protocol

Final project of course 67513 - Introduction to cryptocurrencies

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# What is HTLC-GP protocol?

- One of the problems of Lightning Network is Griefing Attack.
- HTLC Griefing Penalty is a new protocol to replace the current HTLC.
- The protocol require users that participates in a payment to lock funds to ensure compensation to honest users in case of griefing.

# Why is it interesting?

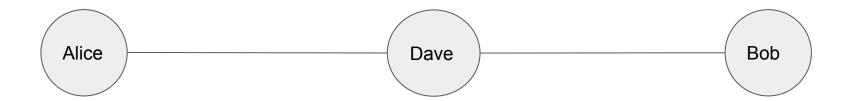
- Lightning Network aimed to improve the scalability problem of Blockchain.
- Problem with the Lightning Network like Griefing attack might prevent people from adopting the Network.
- HTLC-GP protocol might make the attack not profitable and help to make the Network more widespread.

# What is the project about?

- In this project we created a simulation to run Lightning Network with the current HTLC protocol and the new HTLC-GP protocol.
- We compare the effects of the new HTLC-GP protocol against the HTLC protocol.
- Examine the effectiveness of the new protocol against old and new attacks.

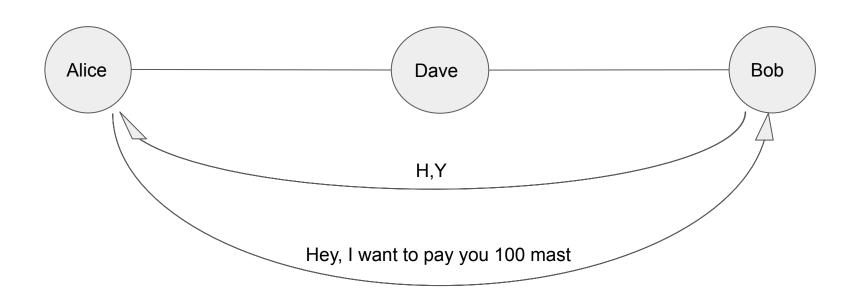
Suppose Alice has Lightning channel with Dave, that has channel with Bob.

Alice want to transfer to Bob 100 msat.

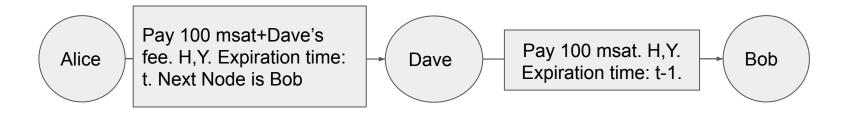


Alice sends message to Bob stating that she wants to send him some money.

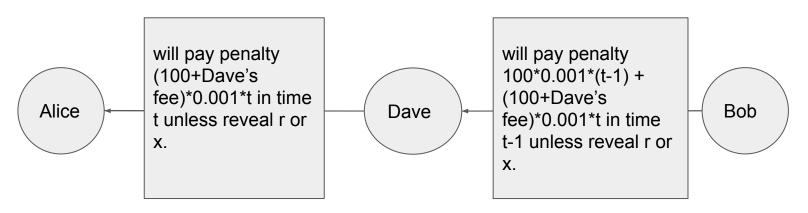
Bob replies with H and Y s.t H=h(x) and Y=h(r), and keeps x and r (h is a hash function).



Alice finds a path to Bob through Dave and send message about the amount, time lock, H, Y and the next node to Dave, that sends a similar message to Bob.

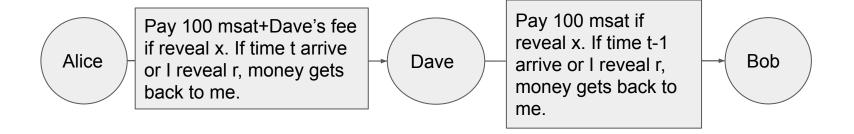


In order to receive the money, Bob establishes a cancellation contract with Dave and after Dave receives the contract, he establishes a similar contract with Alice.

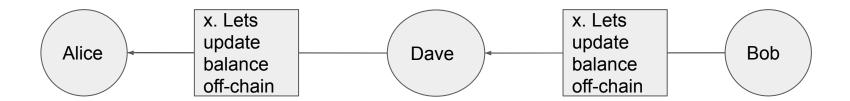


Alice now sends a Forward contract to Dave that sends one to Bob.

A Forward contract is similar to a regular HTLC contract.



In order to receive the money, Bob reveals x. Dave would reveal x to Alice. All parties would prefer now to update balance off-chain and cancel the Cancellation and Forward contract.



Overall Alice pays 100+Dave's fee to Dave, and Dave pays 100 to Bob.

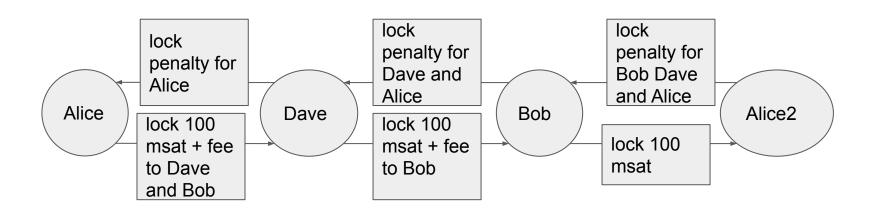
# How Soft Griefing in HTLC-GP work?

Alice wants to attack Bob and locks funds in the Bob-Dave channel. Alice connected with 2 nodes to Dave and to Bob (it even could be the same node).



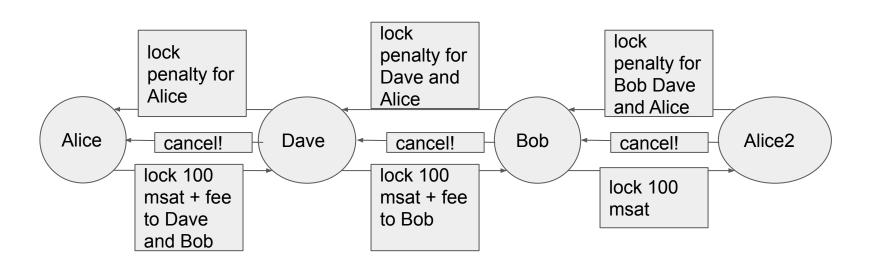
# How Soft Griefing in HTLC-GP work?

Alice starts HTLC-GP transaction to Alice2 in order to pay 100 msat (for example).



# How Soft Griefing in HTLC-GP work?

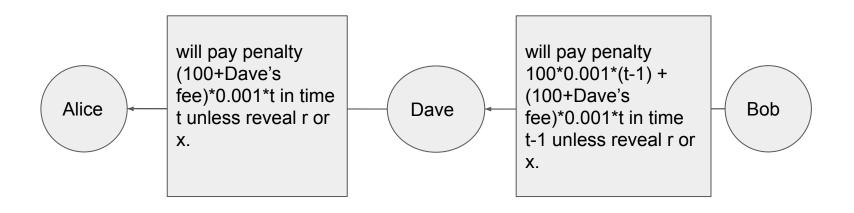
Now Alice2 wait for the last moment, and reveals r to cancel the cancellation contract and the transaction.



# How Dos Attack in HTLC-GP work?

Alice would tell Bob that she wants to send him some money.

Bob will now create a cancellation contract with Dave, locking up funds, when Dave tries to establish a cancellation contract with Alice, she ignores him and locks the funds for delta amount of time.



#### Simulations Runs

Ran the following simulations (all compares made on the exactly same run):

- A few levels of possible delays in the network, compared the HTLC and the HTLC-GP.
- Different values of Delta parameter with Dos attacking a specific node.
   Compare HTLC-GP with the attack and without.
- Soft griefing attack a specific node. Compare HTLC-GP with the attack and without.
- Soft griefing attack all network trying to lock as mush funds as possible.
   Compare HTLC-GP with the attack and without.

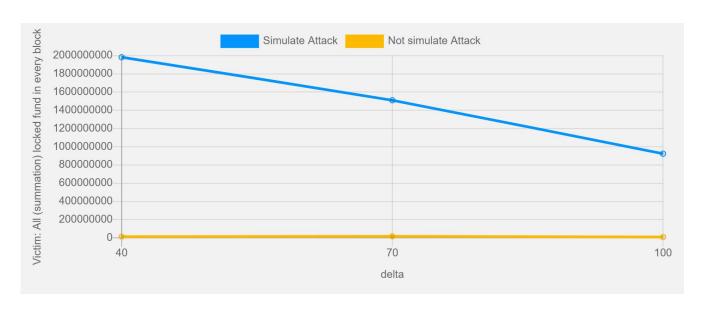
#### Simulations Parameters

- Network with 1000 nodes connected between with redundancy topology, each node has 6 channels and can reach to any other node with not a lot of hops.
- Simulate 15 days, each block runs 1 transaction.
- Fee, amount to send, capacity of channel, Griefing penalty rate are all constant numbers.

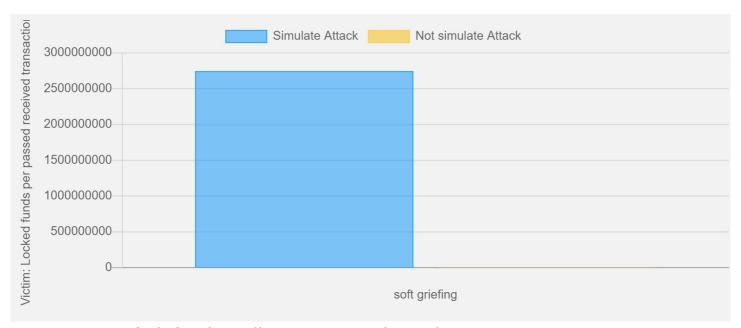
# Not all is great

- We wanted to run the simulation on a real snapshot of Lightning Network (the code still exists) but it ran for too long, and it was hard to see significant difference within few iterations.
- At first we used parameters (fee, amount to send, capacity) distributed like a
  in the real snapshot of Lightning, but it had a big variance in the results, and
  the long running time was making it hard to show the difference along many
  runs.

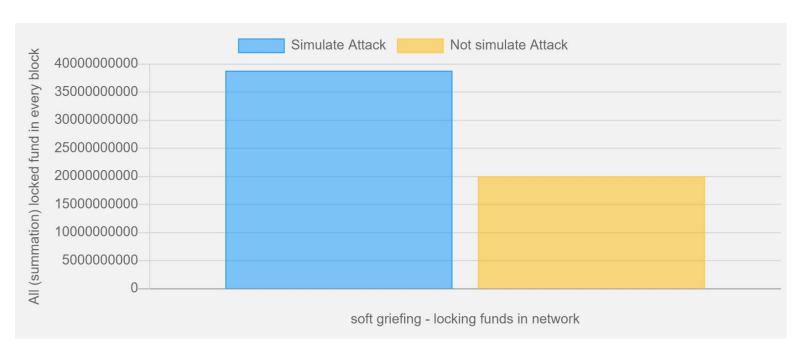
All results showed in UI we built.



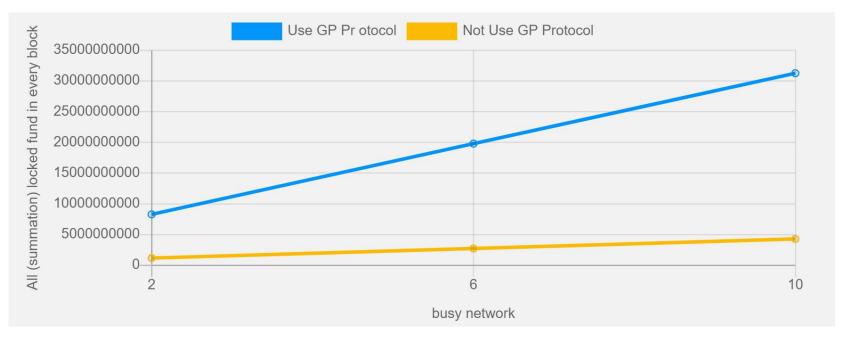
Delta parameter effect how Dos attack on specific node locked many more funds



Soft Griefing affect the locked fund of the victim



Soft Griefing attack on network affect sum locked funds of all the network.



Busy network parameter show how HTLC-GP locked many more fund along the simulation as we increase the parameter

# The End

Thanks!

The code is hiding here: https://github.com/avivbaru/cryptocurrencies\_final\_project