ÉCOLE POLYTECHNIQUE
FÉDÉRALE DE LAUSANNE

Fault Tolerance & Blockchain

COM-402: Information Security and Privacy

(slide credits: Lefteris Kokoris-Kogias)

Acknowledgments

These slides are partly inspired by:

- CS-522 POCS EPFL
- Highly Available Transactions VLDB 2014
- ECE-598 AM UIUC

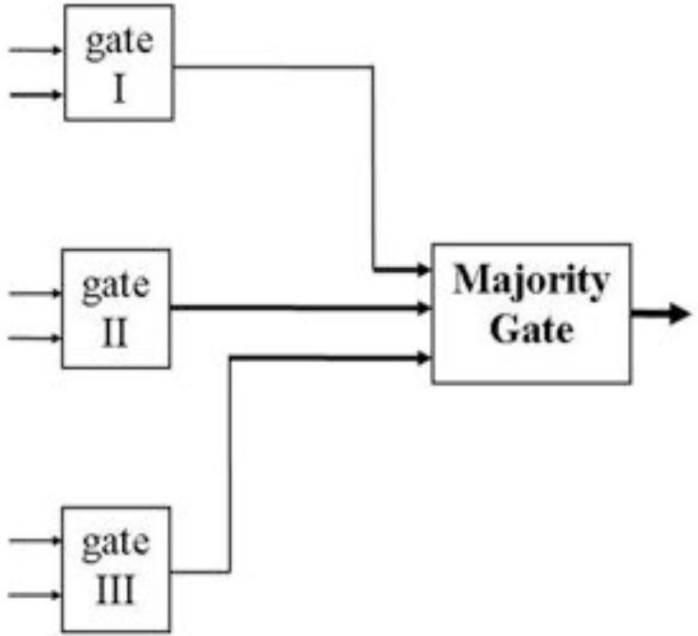
Outline

- **Redundancy and Fault-Tolerance**
- High Availability and Data Consistency
- Consensus
- Bitcoin & Blockchains
- Smart Contracts

Redundancy

Redundancy in Computer Science

- Coding
- Data replication
- N-modular programming
- Software replication

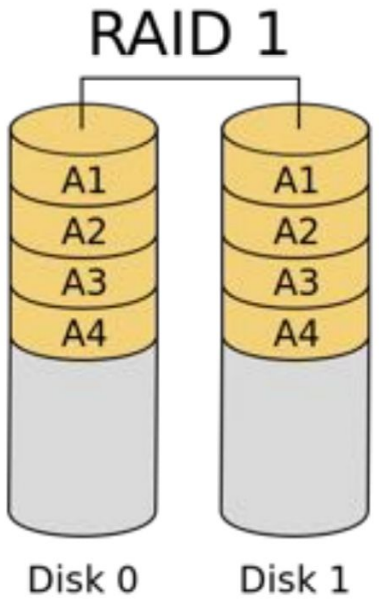


Redundancy Through Coding

- Incremental redundancy in memories:
  - DRAM ECC - correct single-bit errors, detect double-bit errors.
  - RAID5 – symmetric parity encoding to recover from single-drive failures
  - RAID6 -- Galois-field encoding to recover from dual-drive failures.
- Incremental redundancy in communication
  - Forward-Error Correction (FEC) – correct link errors on the link
  - Cyclic Redundancy Check (CRC) – detect transmission errors on the link
- Incremental redundancy at the end-to-end layer
  - TCP checksum

Data Redundancy Through Replication

- RAID 1 – “mirroring”
  - 2 copies of each sector
  - Mechanism to detect disk failures
- Replication across systems
  - Copies in different location
  - For availability, disaster recovery, or content distribution
  - Strongly or weakly consistent variants
- Example – cloud storage (HDFS, …)
  - 3 independent copies



Fault Tolerance

- Denial is not a strategy – things will fail
  - Your code
  - Your computer
  - Somebody else’s code
  - Some part of the environment

Real world data point

- Backblaze storage pods (as of 2012)
  - Backup using RAID 6 w/ 15 drive groups
    - ~20k drives; ~40PB capacity
    - RTO (recovery time objective) ~ 3days (3TB drives)
  - 60 drive failures per month

Definitions

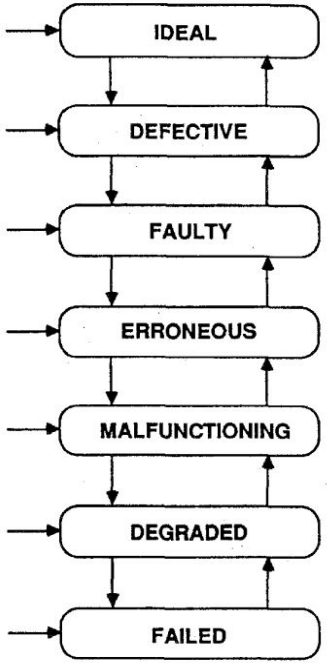
Fault = underlying defect, e.g. software (bug), hardware (fried component), operation (user error), environment (power grid)

- Can be active (generates errors) or latent

Failure = module not producing the desired result, e.g. an error

- Occurs when a fault is not detected and masked by the module

Fault Tolerance = Building reliable systems out of unreliable components



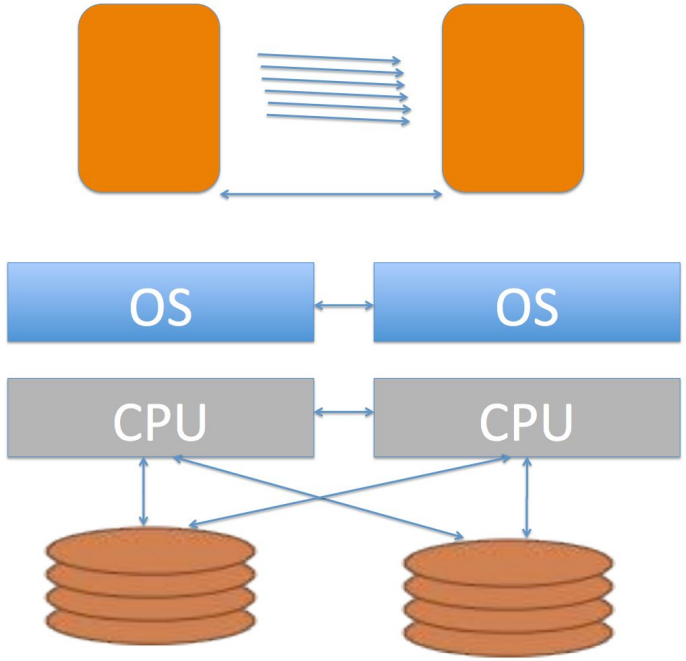
Tolerating software faults

- Applying NMR to software =>N-version programming
  - Example: DNS root servers run on different systems with different implementations
  - Flight-control systems (Swiss Boeing 777 --- N=3)

- Systematic approaches to fault tolerance in systems
  - Respond to active faults (within a system) ->containment + repair
  - Examples
    - Process pairs
    - High-availability clusters
    - Consensus algorithms

Tandem NONSTOP

- Redundant hardware components
- Process pairs
  - Each process has a backup
  - API to communicate state changes using messages
  - Process heartbeat to detect failures at all levels
- Fast detection (fail-fast)
- Fast recovery of transient software faults (process pairs)



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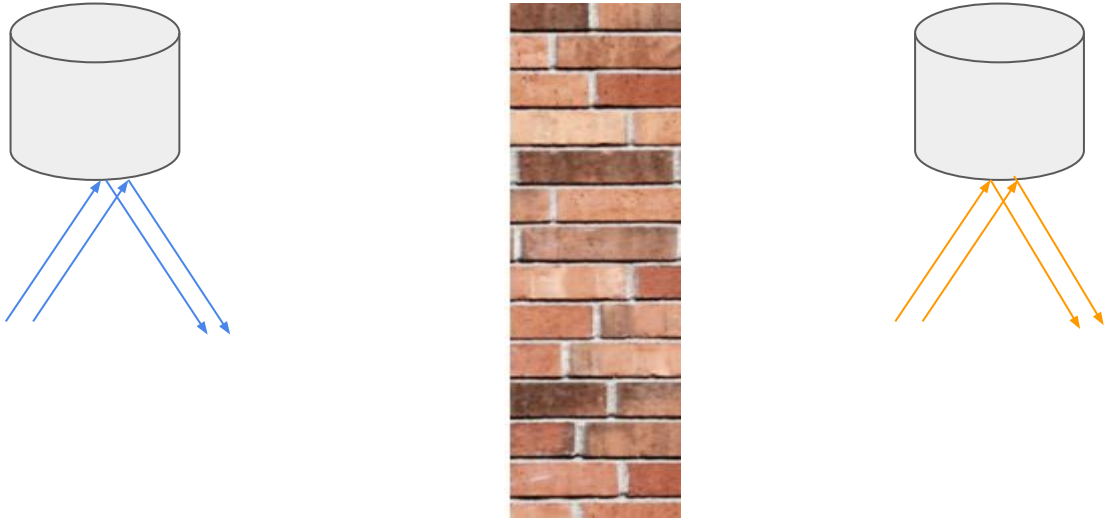
High Availability

System guarantees a response, even during network partitions (async network)

[Gilbert and Lynch, ACM SIGACT News 2002]



Network partitions

“Network partitions should be rare but net gear continues to cause more issues than it should.” --James Hamilton, Amazon Web Services [perspectives.mvdirona.com, 2010]

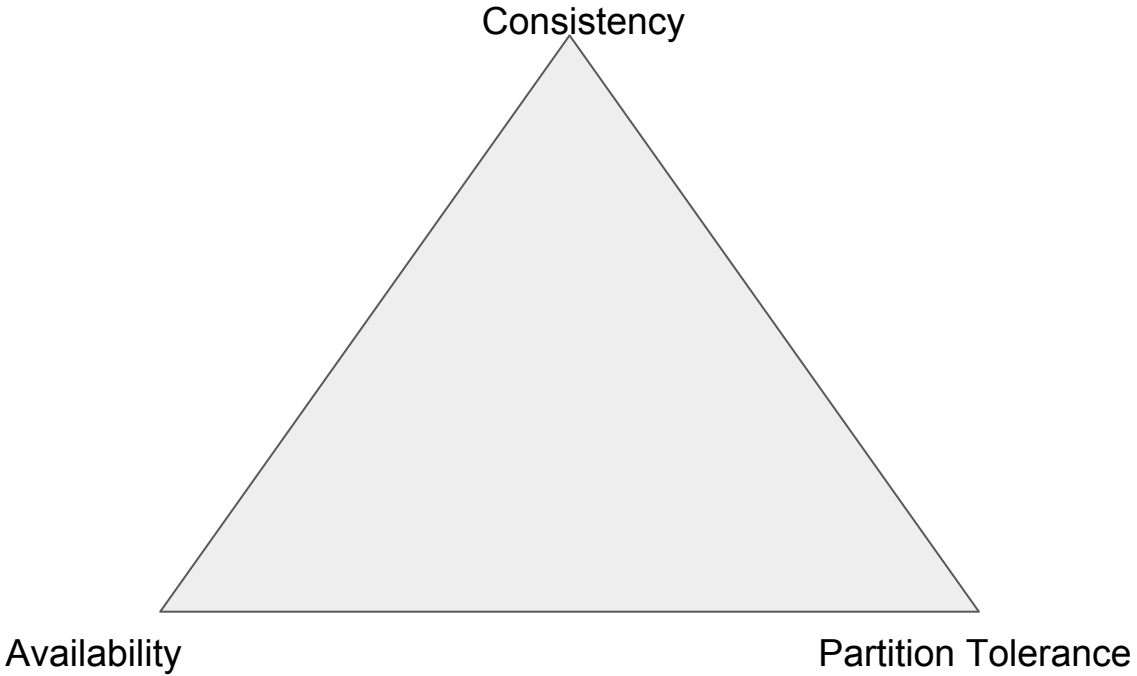
MSFT LAN: avg. 40.8 failures/day (95th %ile: 136) 5 min median time to repair (up to 1 week) [SIGCOMM 2011]

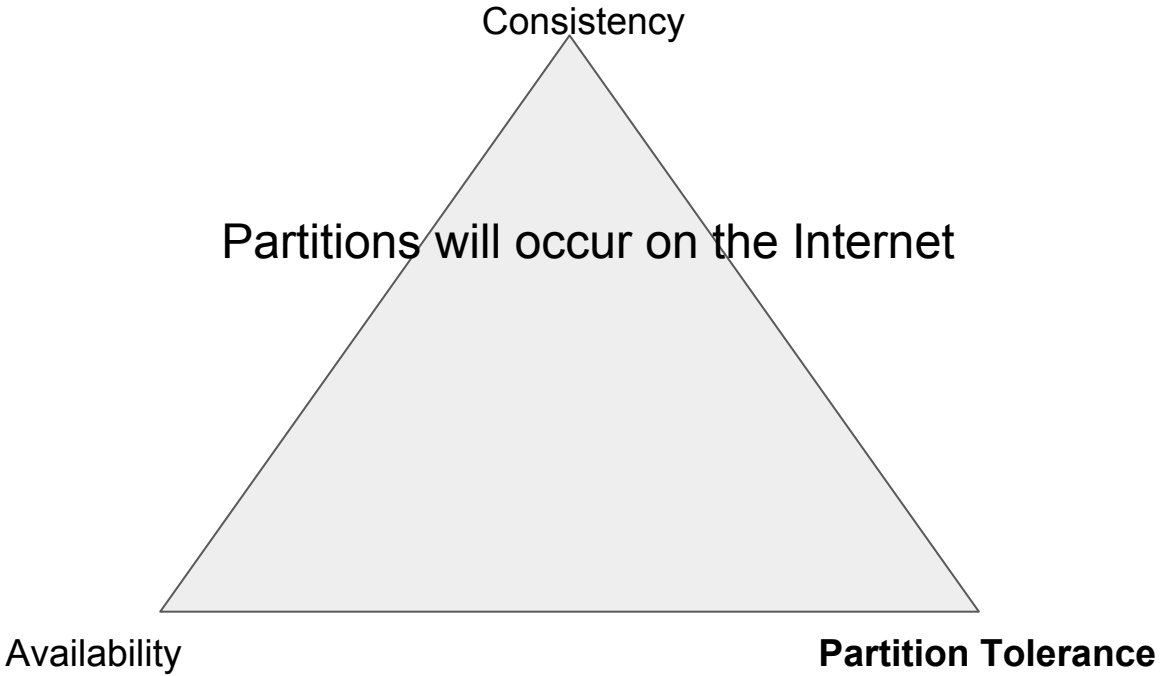
HP LAN: 67.1% of support tickets are due to network median incident duration 114-188 min [HP Labs 2012]

The CAP Theorem

Disclaimer

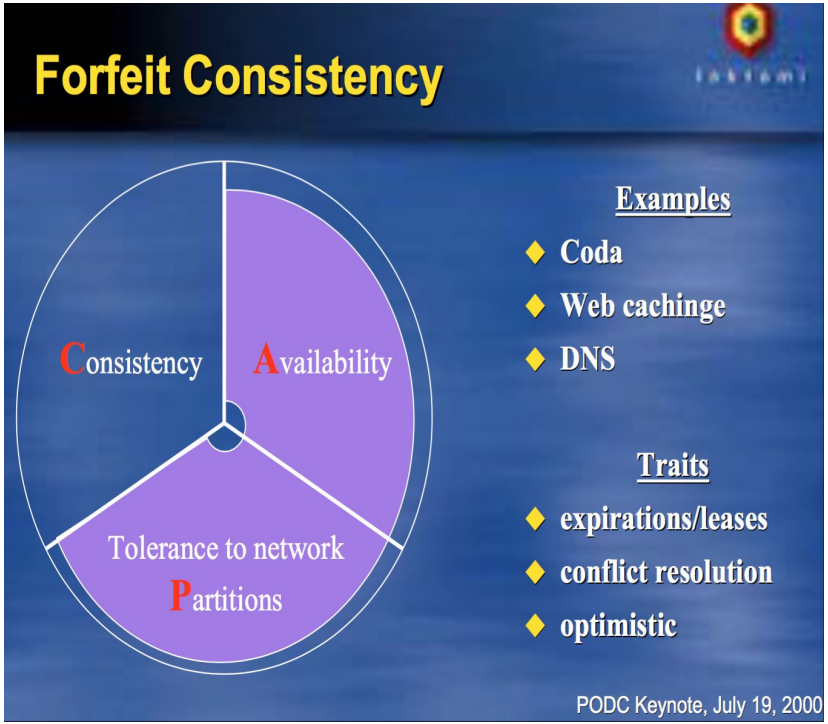
- CAP is not as absolute as many claim
  - “Highly Available Transactions: Virtues and Limitations”, P.Bailis et al. VLDB 2014
  - “CAP Twelve Years Later: How the “Rules” Have Changed”, E.Brewer, Computer 45.2 (2012)


Consistency
Availability
Partition Tolerance


Consistency
Partitions will occur on the Internet
Availability
Partition Tolerance

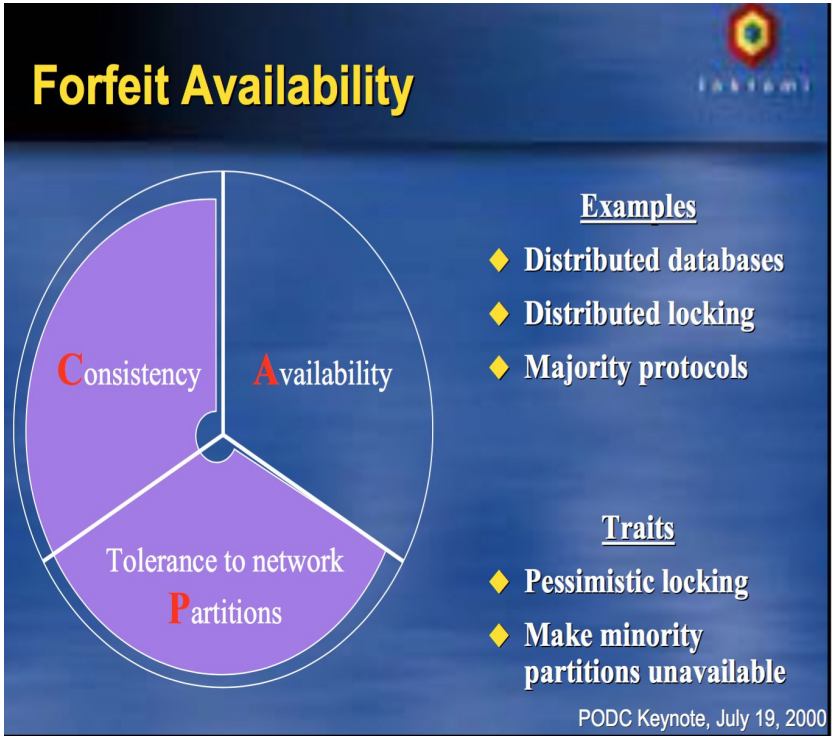
The AP Choice

- Strong Consistency is not possible
  - The system can reply with stale data
- Many applications do not care
  - DNS
  - Shopping carts
  - NoSQL Databases
- Benefits of weak consistency
  - Highly Available systems
  - Low-Latency
  - No Coordination



The CP Choise

- Strong Consistency
  - Safety first
  - System halts on partitions
- Needs Coordination
  - Consensus Protocols
- Benefits
  - Writes are atomic
  - Any data read are the freshest possible



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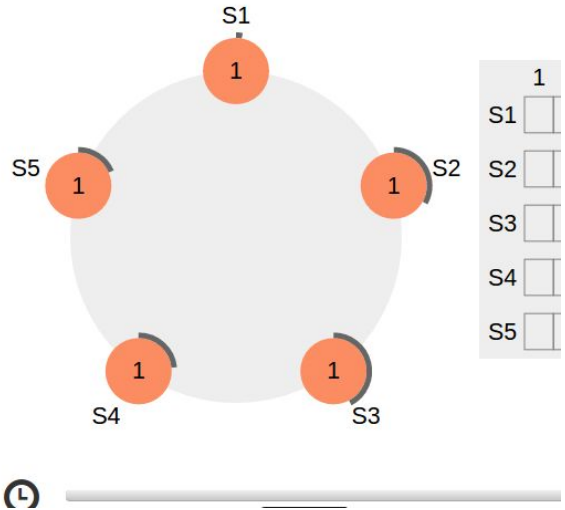
Consensus

- In the consensus problem, the processes propose values and have to agree on one among these values
- Properties
  - Validity: Any value decided is a value proposed
  - Agreement: No two correct processes decide differently
  - Termination: Every correct process eventually decides
  - Integrity: No process decides twice

Consensus in a Data Center

- Not a central focus of this course
  - CS-451
  - Paxos Made Simple L.Lamport
  - Raft ->In Search of an Understandable Consensus Algorithm D.Ongaro et al, ATC 14’



https://raft.github.io/

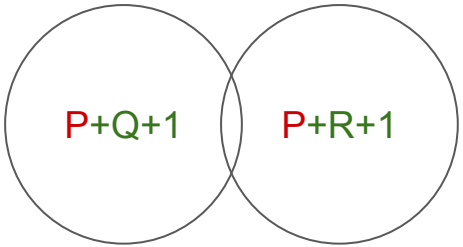
Byzantine Failures

- Assume some nodes and the network may be actively malicious
  - They might not reply at all (direct DoS attack)
  - They might be able to prevent honest nodes from communicating (indirect DoS attack)
  - They might send different messages to different nodes (equivocation
- Fundamentally need N=3f+1 for consensus in the general case
  - f out of N might not reply => Need to proceed with N-f or 2f+1
  - f out of the N-f might be malicious => Need majority
    - N-2f > f => N>3f or N=3f+1
- Can be relaxed to N=2f+1 under various stronger assumptions
  - Trusted hardware components to prevent equivocation
  - Assumptions that honest nodes can communicate within a finite time (synchronicity)

Impossibility results

No Byzantine Consensus f >= N/3,

- Counter example: divide into 3 equal groups, P Q and R.
    - P is corrupted and contains the sender
    - Temporarily partition Q and R.
    - P behaves as though the Sender says “0” and interacts with Q.
    - P behaves as though the Sender says “1” and interacts with R.
- (P and Q) must behave the same as if R has crashed (pick “0”)
- (P and R) must behave the same as if Q had crashed (pick “1”)



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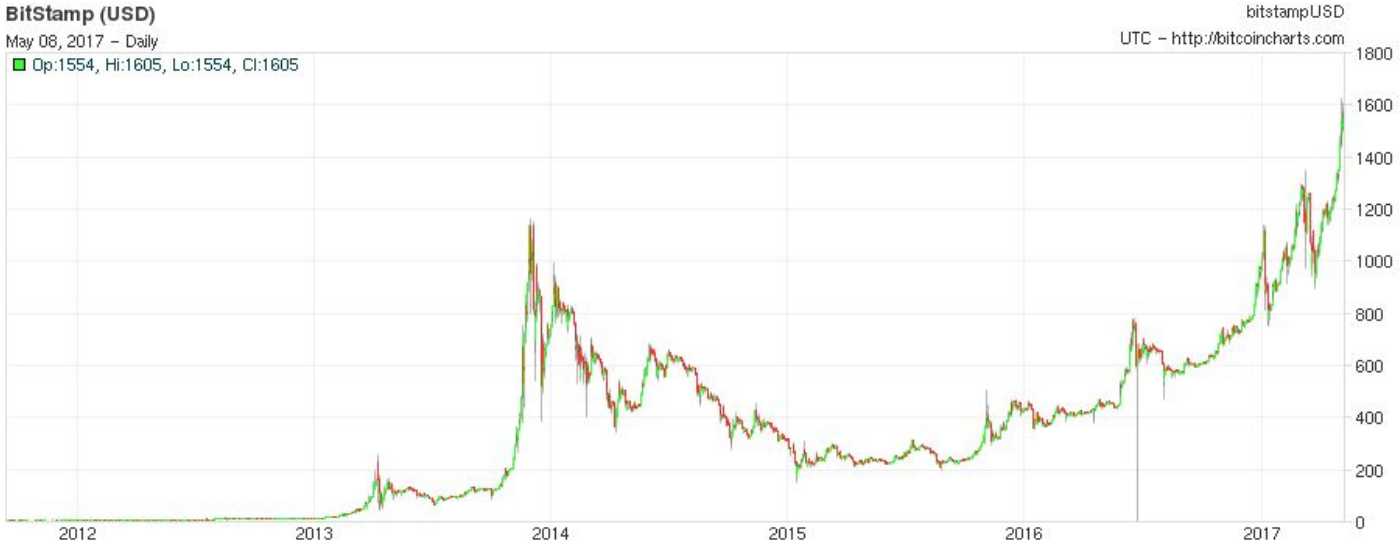
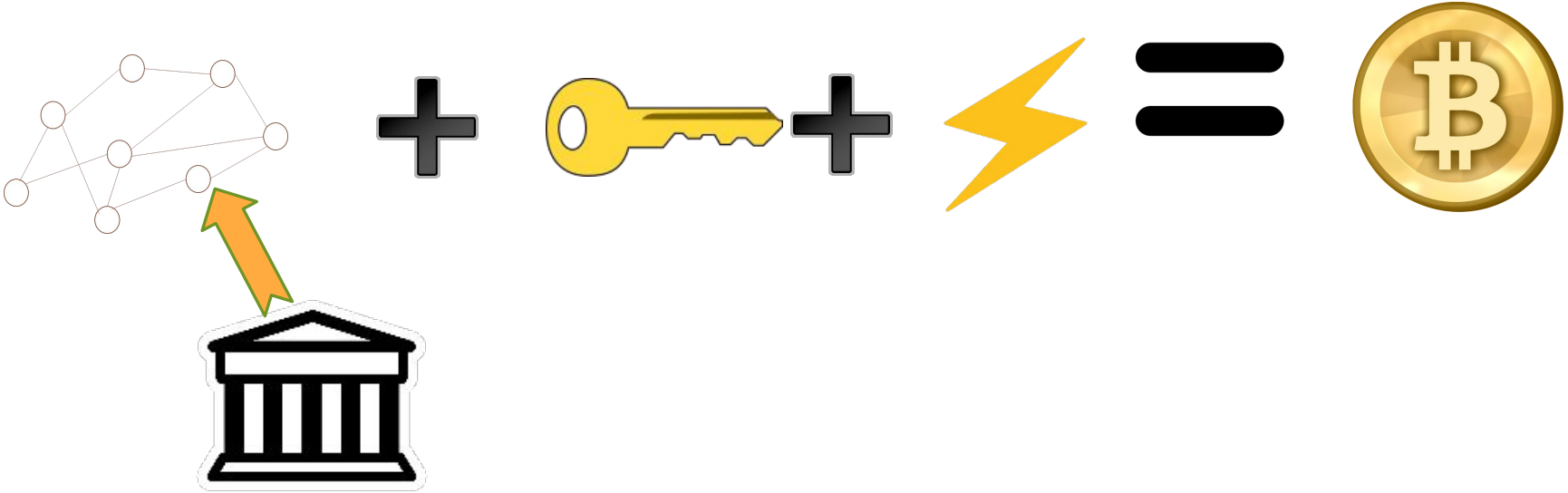
Bitcoin

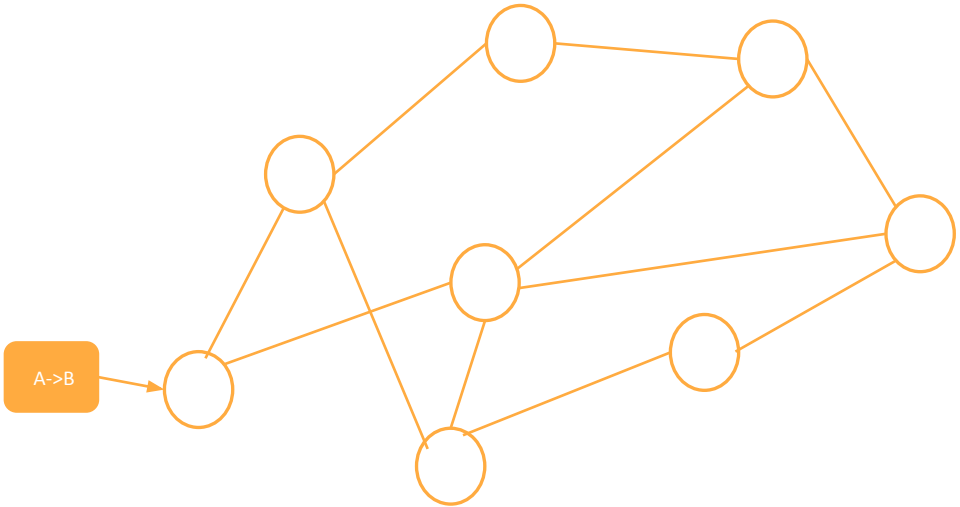
- Bitcoin is a cryptocurrency
  - Security based on asymmetric cryptography
  - Full client control over his currency



Bitcoin



Transaction Verification in Bitcoin



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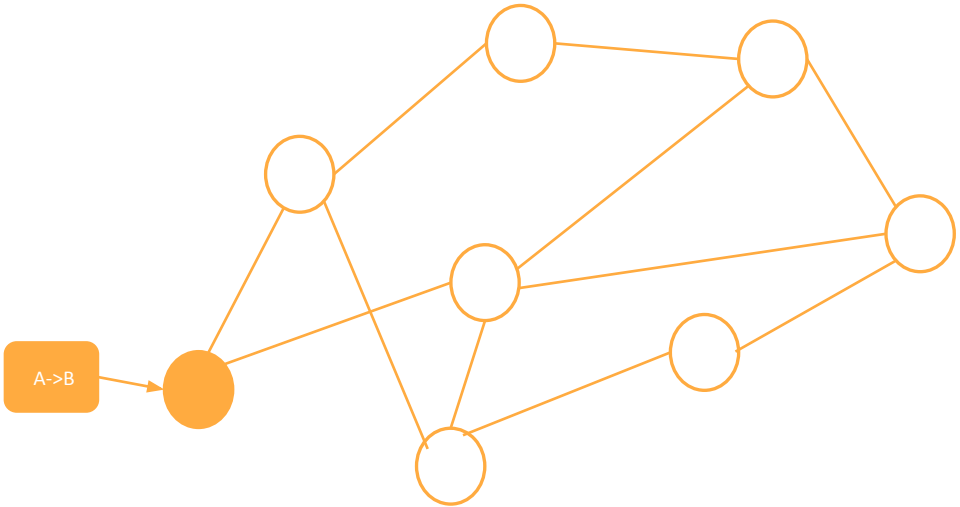

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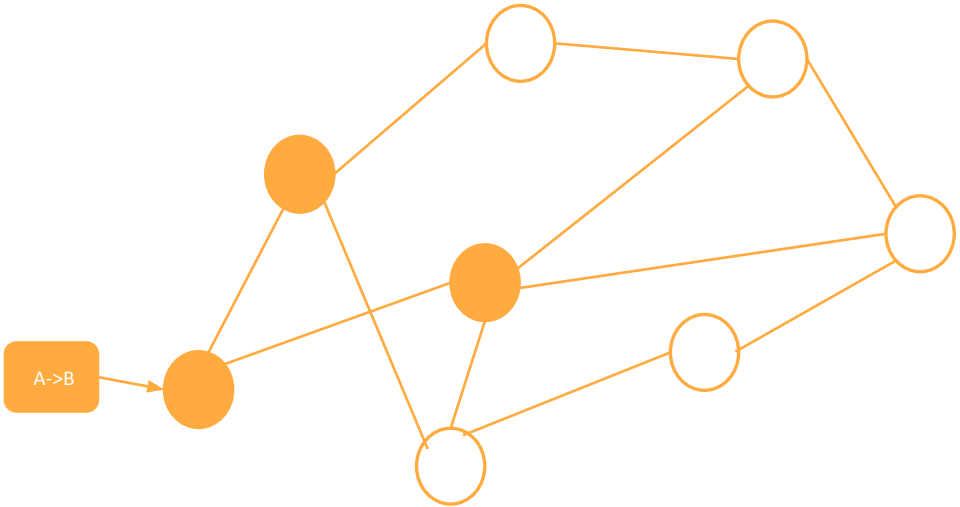

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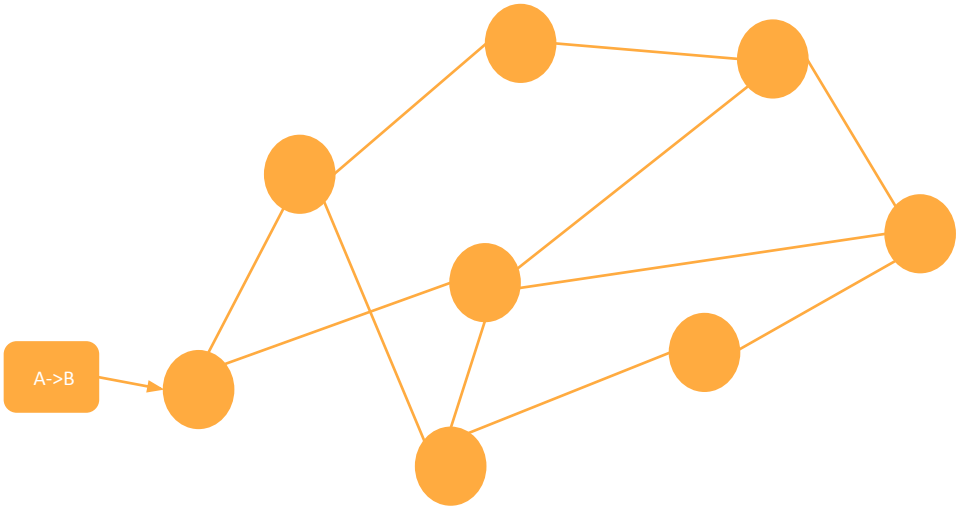
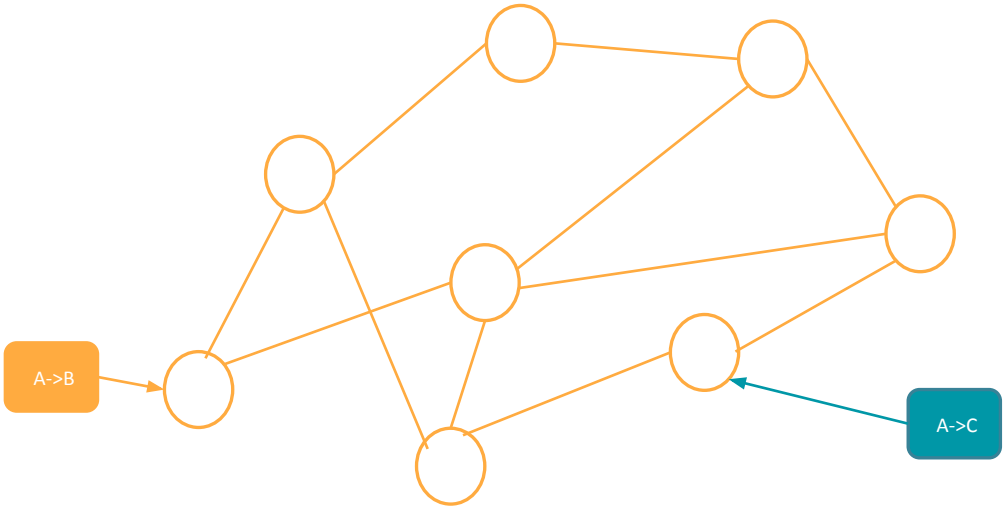
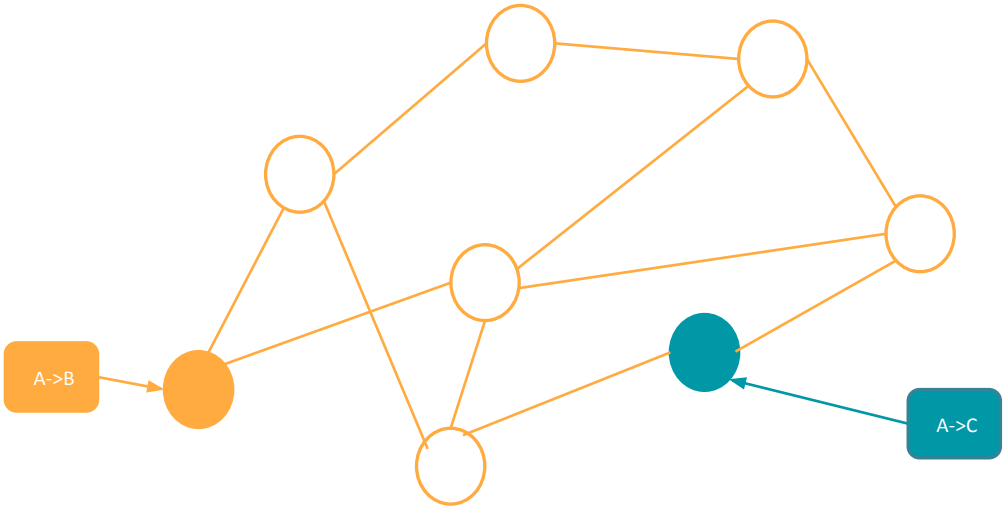


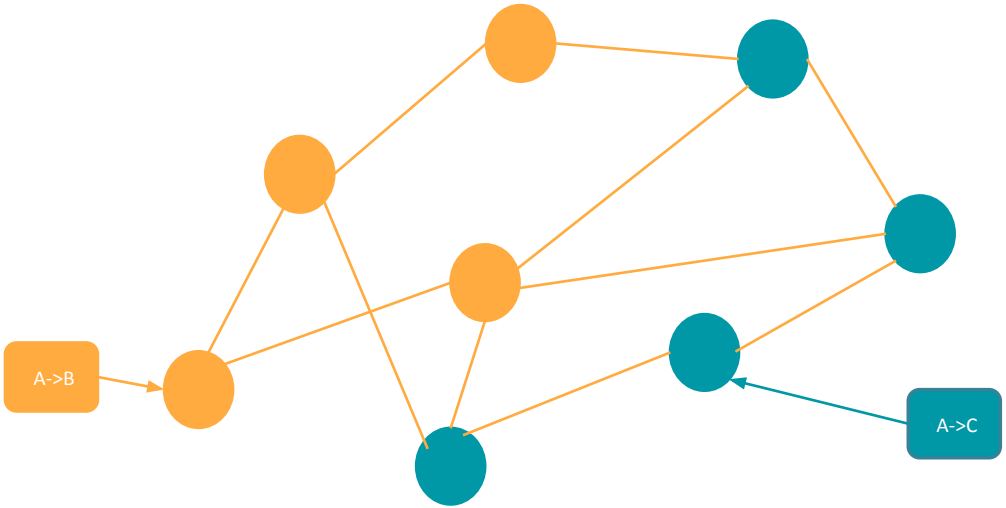
Conflict Resolution



Conflict Resolution



Conflict Resolution



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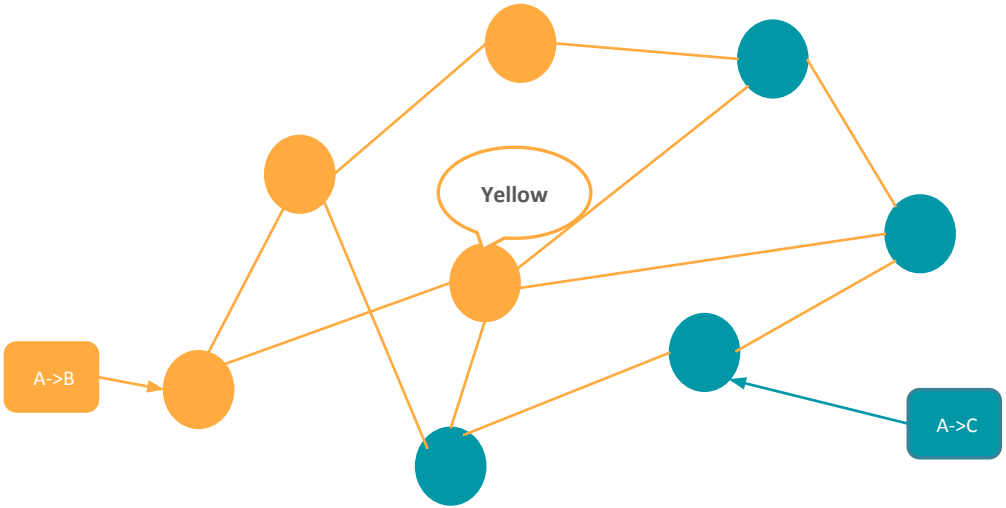
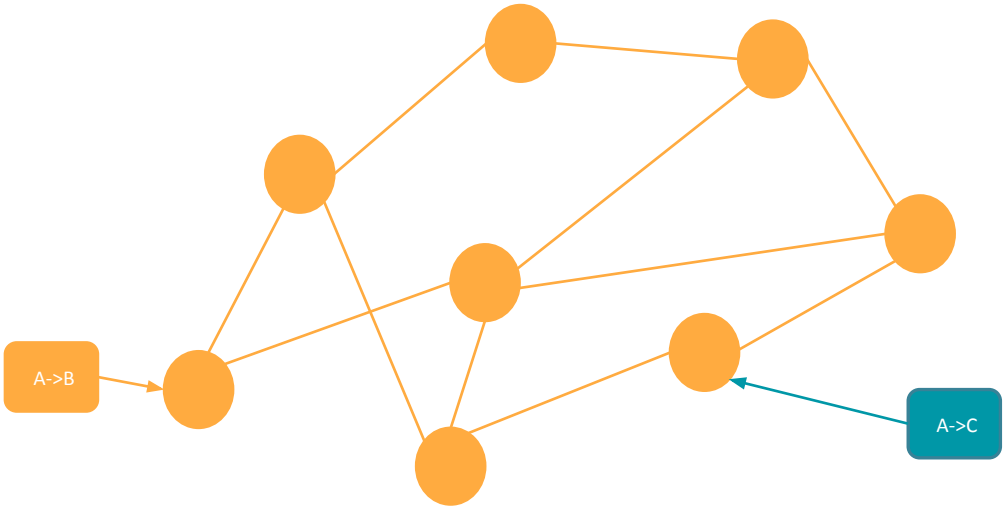
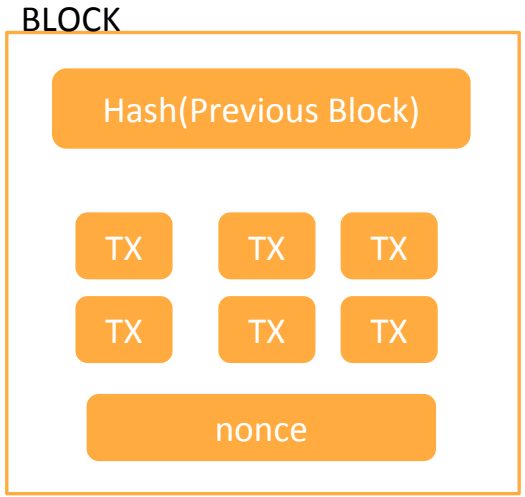


Conflict Resolution



Leader Election

Proof-of-Work



H(Block, nonce=0) =abc3426fe31233

H(Block, nonce=1) =fe541200abc229

H(Block, nonce=2) =0bc3429831233

.

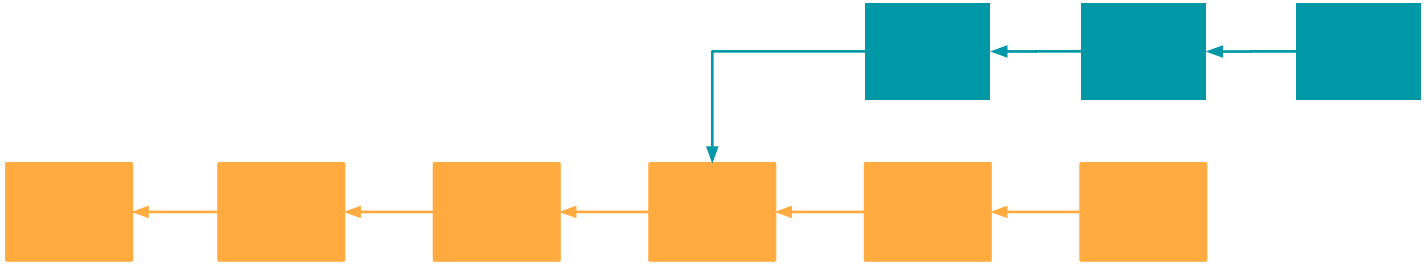
.

.

.

H(Block, nonce=f23) =0000fed98312

Unstable Consensus (Forks)



Question?

What happens if there is a network partition

a)The protocol halts preserving safety
b) Now we have 2 versions of bitcoin that will never merge back
c) The clients do not realize it and can be attacked
d) Free money for everyone

Risk or Wait

In order for a transaction to be valid it needs to be confirmed by the blocks.

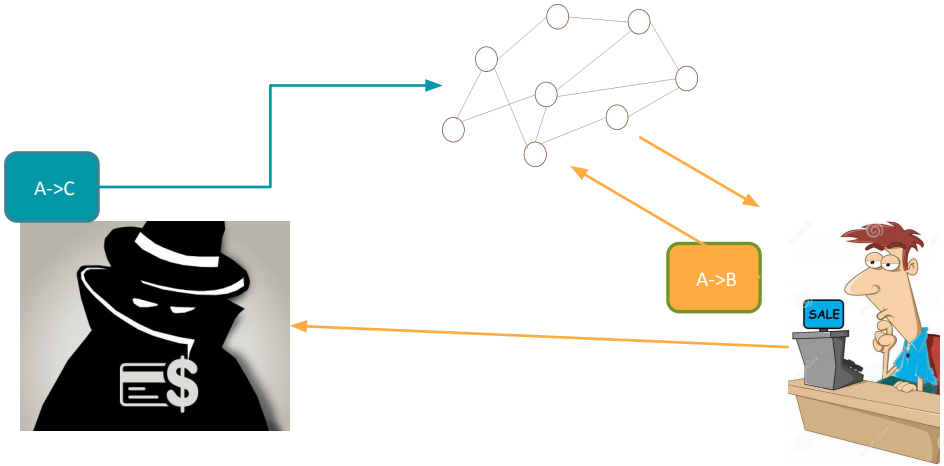
- Each confirmation takes **10 minutes**
- Wait **one hour** to spend your money
- Real time transactions are risky, **double-spending** them is not a hard thing to do.

What's new about Bitcoin?

- We do not assume that we know all of the node IDs ahead of time!
  - This undercuts ~30 years of work.
- "Honest majority" measured as a fraction of "hashpower"
- Incentives for following the protocol (though this is an incomplete story)
- Nodes do not need to output a final decision (aka "stabilizing consensus")

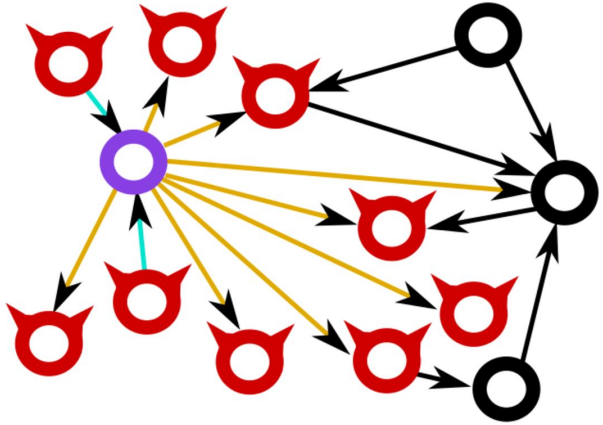
Double Spending Attack

1) Give transaction to seller
2) Take the product
3) Send a 2nd transaction and create a longer chain

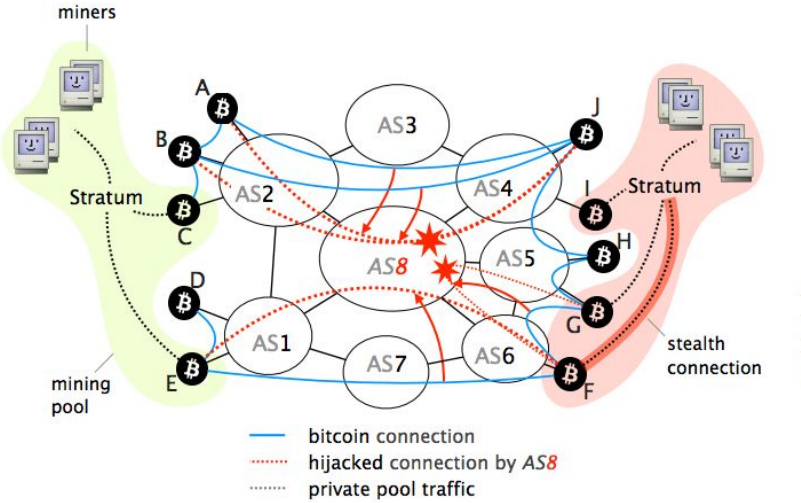


Is an AP system safe? Eclipsing

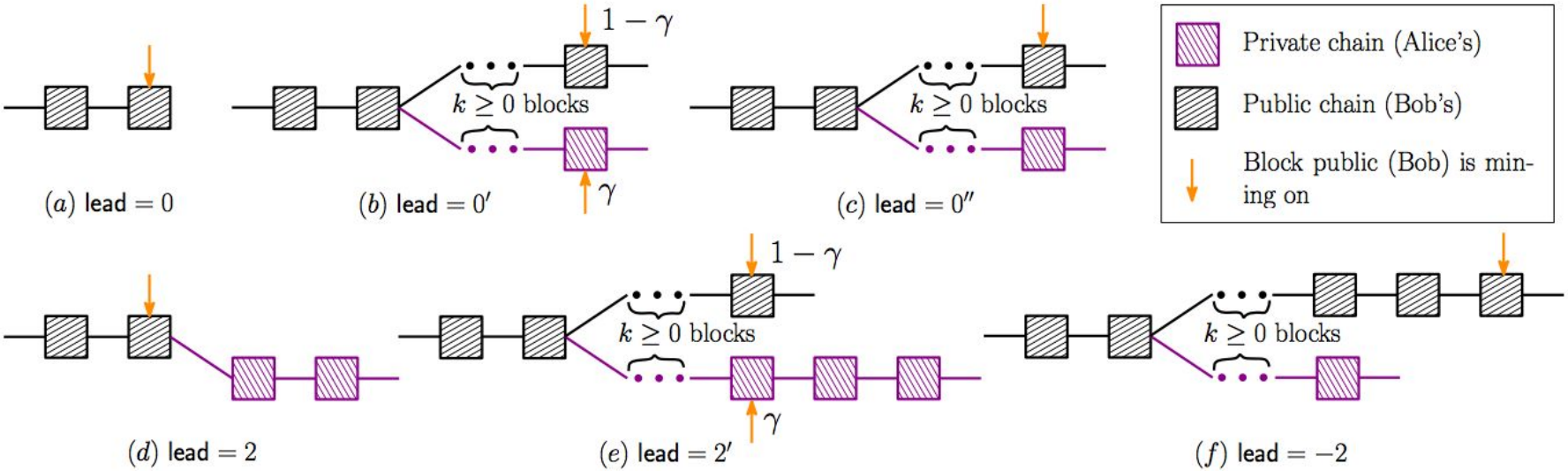
Eclipse Attacks on Bitcoin's Peer-to-Peer Network



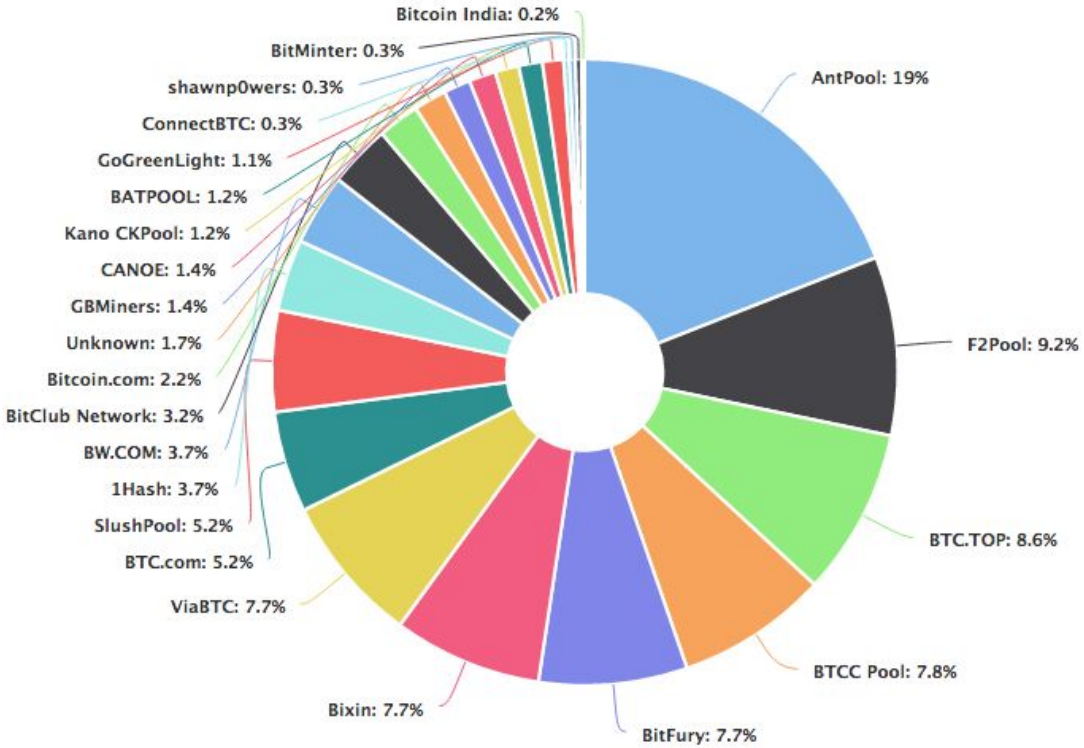
Hijacking Bitcoin: Routing Attacks on Cryptocurrencies



Is an AP system safe? Strategic Mining



Is Bitcoin Decentralized?



5 Mining pools can collectively attack the system.

Bitcoin Mining Calculator

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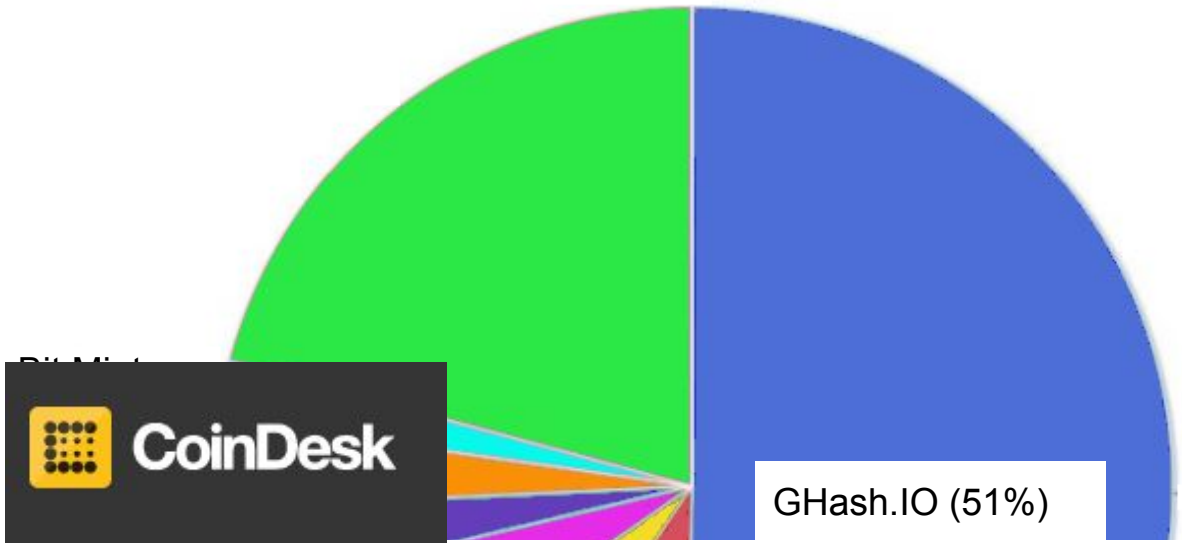
Hash Rate (GH/s):	**Power (Watts):**
300.00	900.00
Power Cost ($/kWh):	**Pool Fees %:**
0.10	0.00
Difficulty:	**Block Reward:**
46684376316.860300(	25.00000000
Exchange Rate (USD):	**Hardware Costs (USD):**
243.12000000	0.00

7.948 years

Convert: 2,900.87 days

Days to generate one block mining solo: **2900.87 Day(s)**

(can vary greatly depending on your luck)



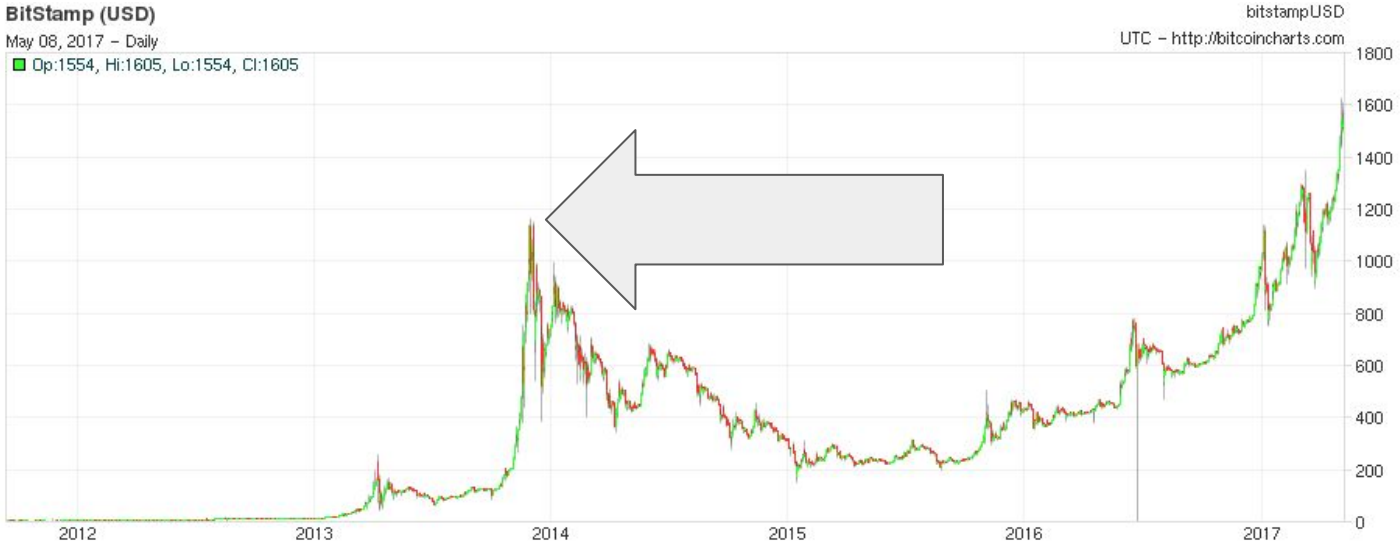
June 12, 2014
GHash.IO large mining pool crisis

MINING • NEWS

GHash Commits to 40% Hashrate Cap at Bitcoin Mining Summit

Stan Higgins | Published on July 16, 2014 at 18:40 GMT

Bitcoin Crash



Mt-Gox

- Still no definite answer on what happened
- Malleability attack?
  - However, while MtGox claimed to have lost 850,000 bitcoins due to malleability attacks, we merely observed a total of 302,000 bitcoins ever being involved in malleability attacks.

FEBRUARY 25, 2014

MT GOX ALLEGEDLY LOSES $350 MILLION IN BITCOIN (744,400 BTC)

Speculation mounts following the publication of a leaked report, which states enormous losses and indicates the exchange will close amid its attempts to rebrand.

Bitcoin Wallets

- Hot wallet for a few dozen CHF → Mobile


Copay


Airbitz


breadwallet


Bither

- Cold wallet for < 1k CHF → Multi-Sig Desktop


Armory


Electrum

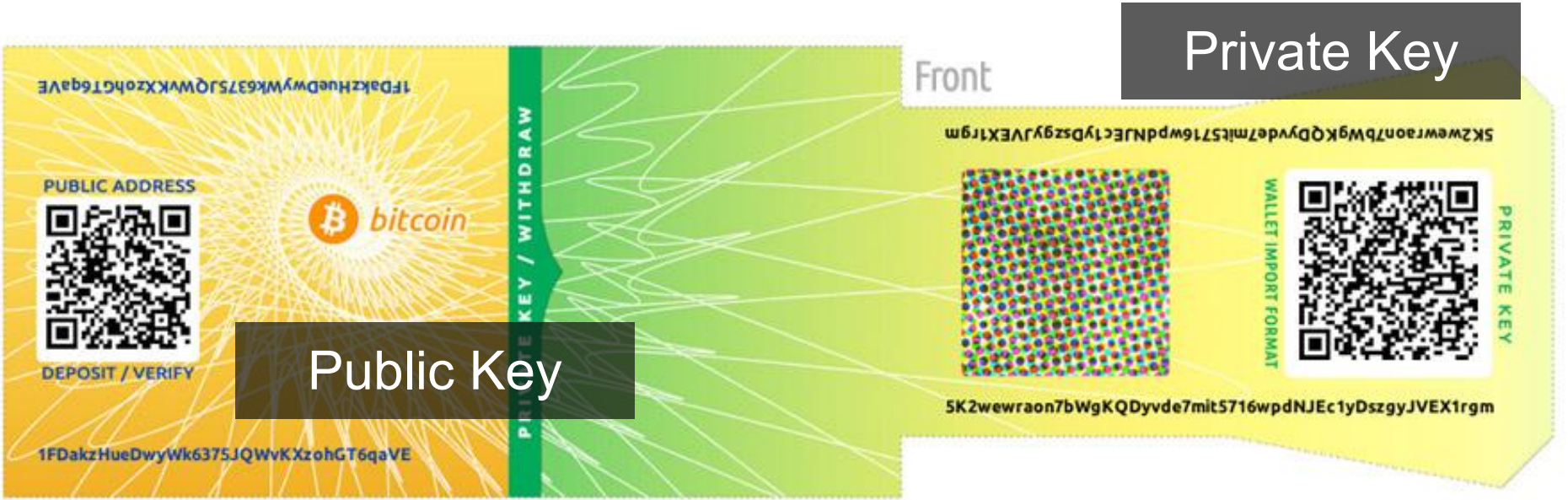

mSIGNA

- Cold wallet for > 1k CHF → Hardware

KeepKey

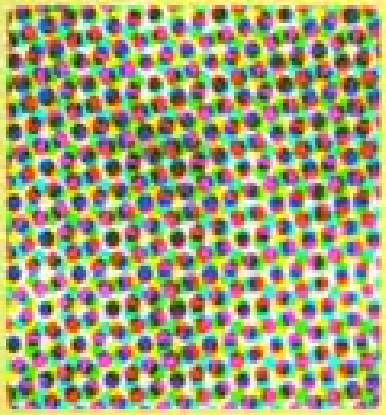

Trezor

Bitcoin Paper Wallet



Private Key

Front



WALLET IMPORT FORMAT

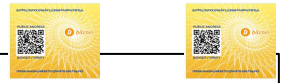
PRIVATE KEY

5K2wewraon7bWgKQDyvde7mit5716wpdNJEc1yDszgyJVEX1rgm

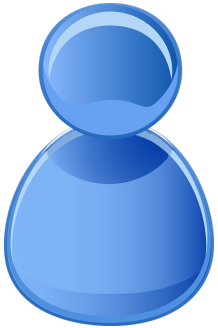

1FDakzHueDwyWk6375JQWvKXzohGT6qaVE
PUBLIC ADDRESS
bitcoin
DEPOSIT / VERIFY
1FDakzHueDwyWk6375JQWvKXzohGT6qaVE

Public Key

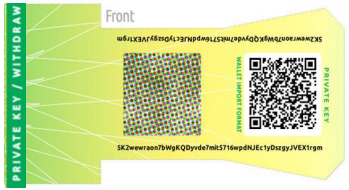
Alice and Bob are only identified by public keys



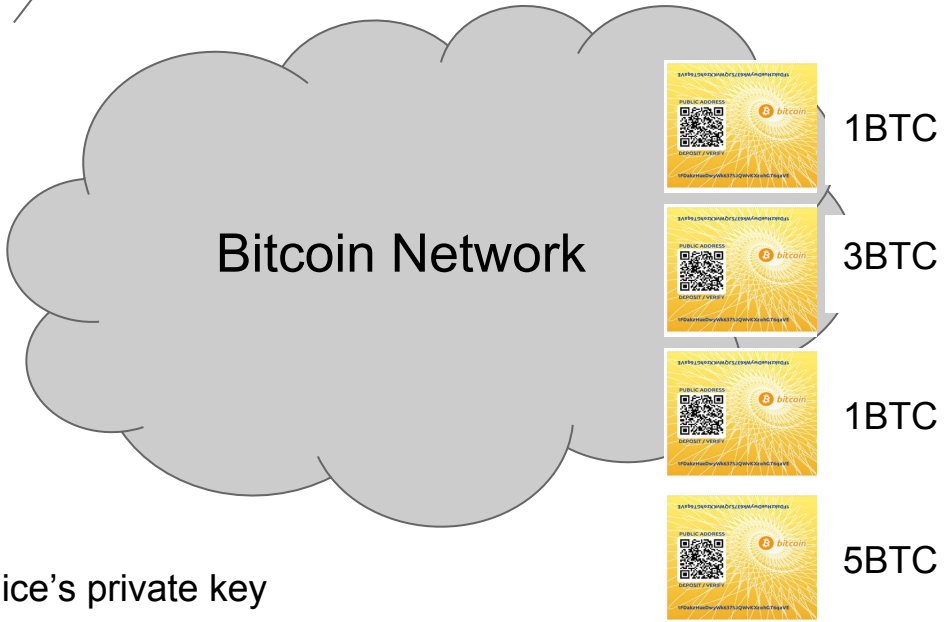
Transfer 10 Bitcoins from me to Bob.



Alice



Signed with Alice's private key



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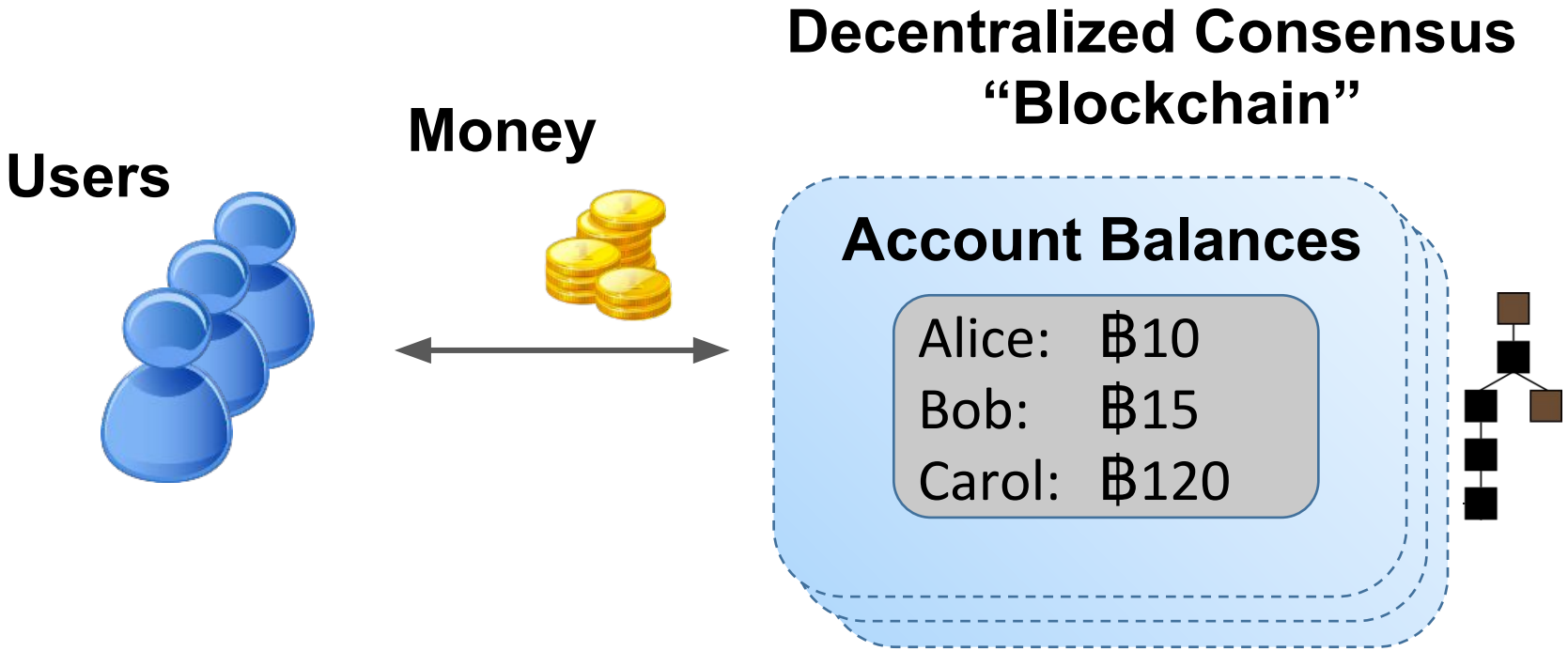
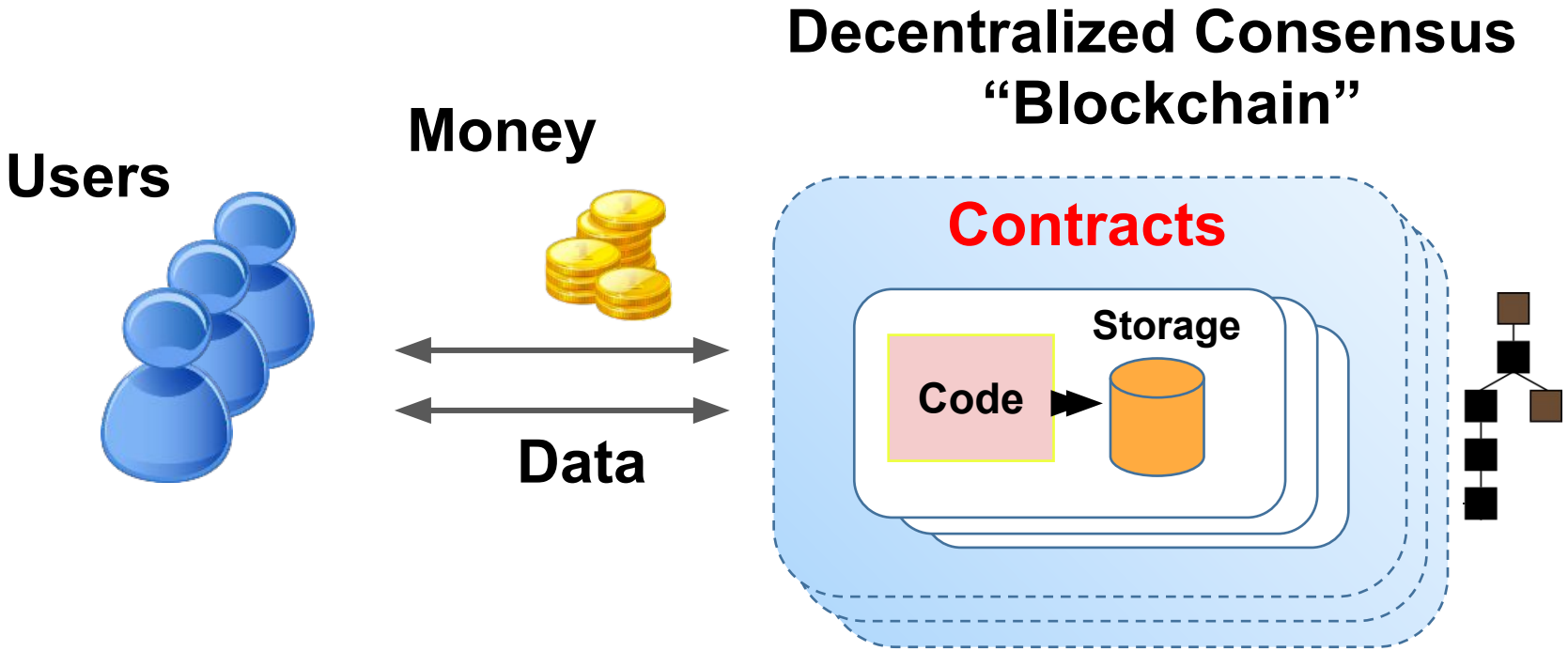
- **Smart Contracts**

Digital currency is just one application on top of a blockchain



Smart Contracts: user-defined programs running on top of a blockchain

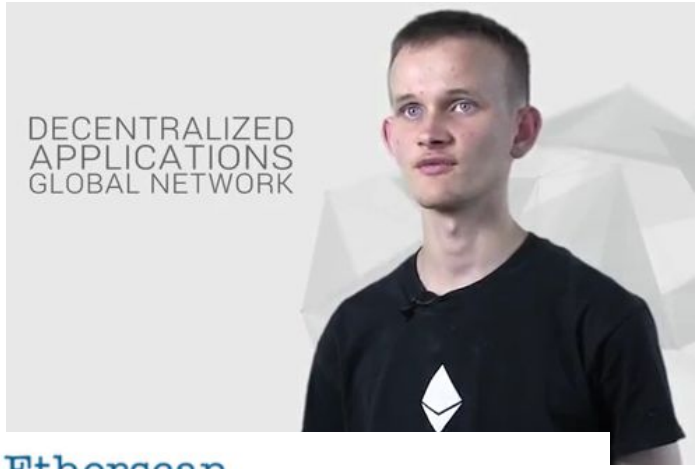


About Ethereum

Crowdfunded ~$20M in ~ a month

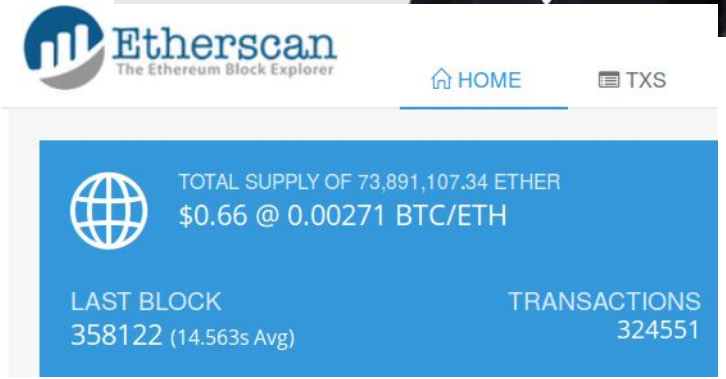
Popularized a grand vision of

"generalized" cryptocurrency



Flexible scripting language

"pyethereum" simulator, 2014



Key challenges in smart contract design:

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- Smart Contracts in Ethereum can be trusted for correctness and availability, but not **privacy**
- Blockchain resources are expensive
- Race conditions and temporary forks

Examples

- “Namecoin”: a DNS replacement
  - Initially, all names are unregistered.
  - Anyone can claim an unregistered name.
  - Once it’s registered, no one can change it.

Examples: Namecoin

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```
def register(k, v):

   if !self.storage[k]: # Is the key not yet taken?
       # Then take it!

       self.storage[k] = v

       return(1)

   else:

       return(0) // Otherwise do nothing
```

Reasons to be excited about this

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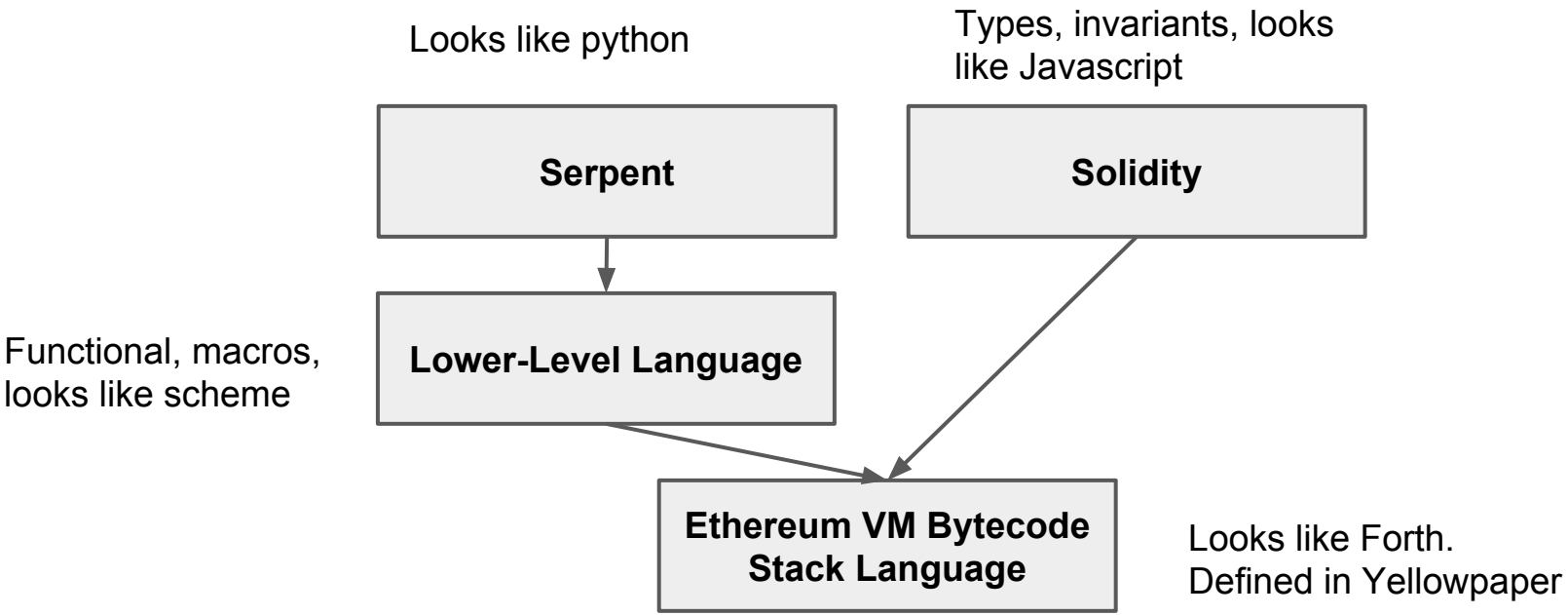
- Programmable money is an excellent idea
  - Doesn’t strictly require a cryptocurrency, but it’s here first
- Exists outside mainstream business culture / jurisdictions
  - Could avoid government overreach and monopolies
- We might agree on a standard business database format

Ethereum Languages



Basics

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- Submit a transaction to the blockchain in order to create a new contract
  - transaction contains the *code* as data
  - contracts have an “account balance” denominated in Ether
  - contracts have a persistent “storage” file
- Submit transactions to the blockchain to interact with the contract
  - transactions can contain monetary “value,” added to the account
  - procedure calls

Gas

Every **Tx** defines:

recipient, from, data, amount, ***gasPrice, gasLimit***

Validity: amount + gas*price <= accounts[from].balance

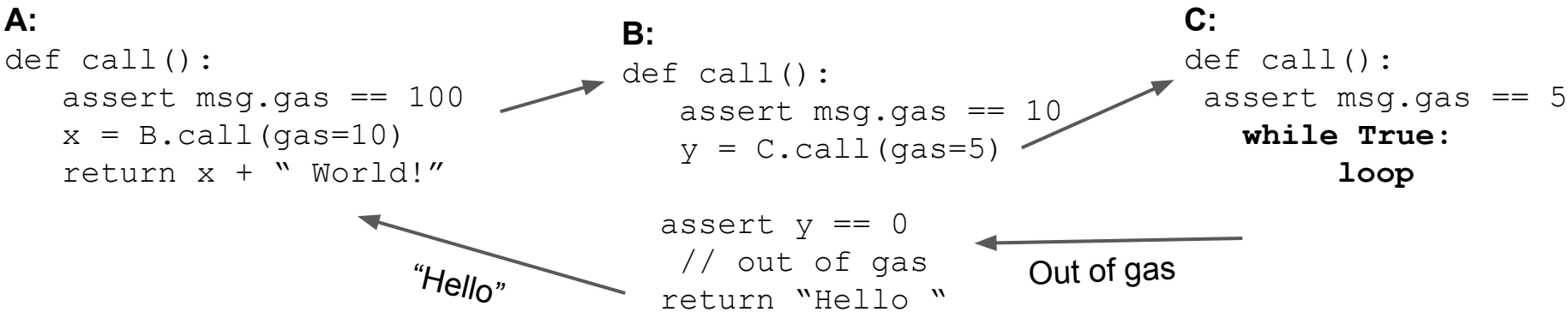
Update: recipient.balance += amount

from.balance -= amount **+ gas*price**

execute(code, amount, balance, mem, **gas**)

from.balance += unusedGas * price

Contract Call Stack



Returns “Hello World!”

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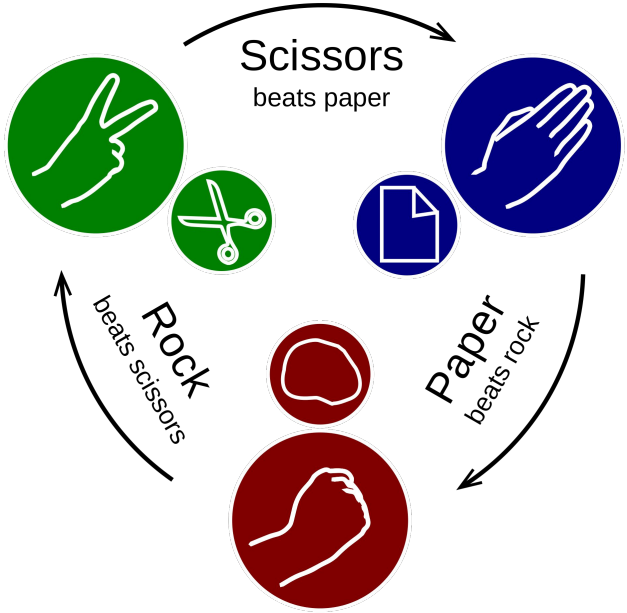
Application Example: Rock Paper Scissors

using Hash Commitments and Collateral

Rock paper scissors



- Intended behavior:
  - Any two parties sign up to play, deposit $1
  - Each party chooses Rock,Paper,Scissors
  - Both parties reveal their choice
  - Winner gets $2
- Threat model: the other party is ***malicious***
- Goals: an honest party is guaranteed an equal or better payoff distribution

Problem 1: Race conditions

What happens when 3 people try to sign up at once?

Problem 2: Money leaks

- Easy to lose money with invalid arguments
  - What happens if we send more than 1$?
- Tradeoff:
  - Use at own risk?
  - Costs (slightly) more gas to check

Problem 3: Front running!

Whoever goes second can always win

Problem 4: Fairness

- Whoever reveals second can quit

- Solution: collateral deposits
  - but how much?

- Difference between malicious vs. greedy threat

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What's the deal with The DAO?

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- Crowdfunding instrument that raised $150+ million dollars of ETH
  - Initially, the goal was $10,000 to fund a Bike Lock company
- TheDAO contract is ambitious! Lets users pool their investments and vote
- A subtle bug in TheDAO led to the loss of $50 million worth of tokens
- The Ethereum community developed a "Hard Fork" to cancel the theft
- A faction of dissenters are maintaining "Eth Classic", also traded on exchanges

More to see?

Lectures from Andrew Miller.

http://soc1024.ece.illinois.edu/teaching/ece598am/fall2016/

Online Coursera Course

https://www.coursera.org/learn/cryptocurrency

Conclusion

- **Redundancy and Fault-Tolerance**
- High Availability and Data Consistency
- Consensus
- Bitcoin & Blockchains
- Smart Contracts

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Backup slides

Clarifications about Gas

- Each opcode consumes a certain amount of gas
- Tx determines gas price, maximum gas.

    Any transaction is “valid” if it pays its gas,

    even if the gas runs out
- Any exception “rolls back”, returns to caller
- Maximum gas limit per block

    (miners vote to slowly raise it)

Question

What is the difference between an error, a fault and a failure?

a) They are the same
b) A user experiences failures, but cannot see faults or errors directly
c) Failures may or may not cause errors
d) Errors may or may not cause failures