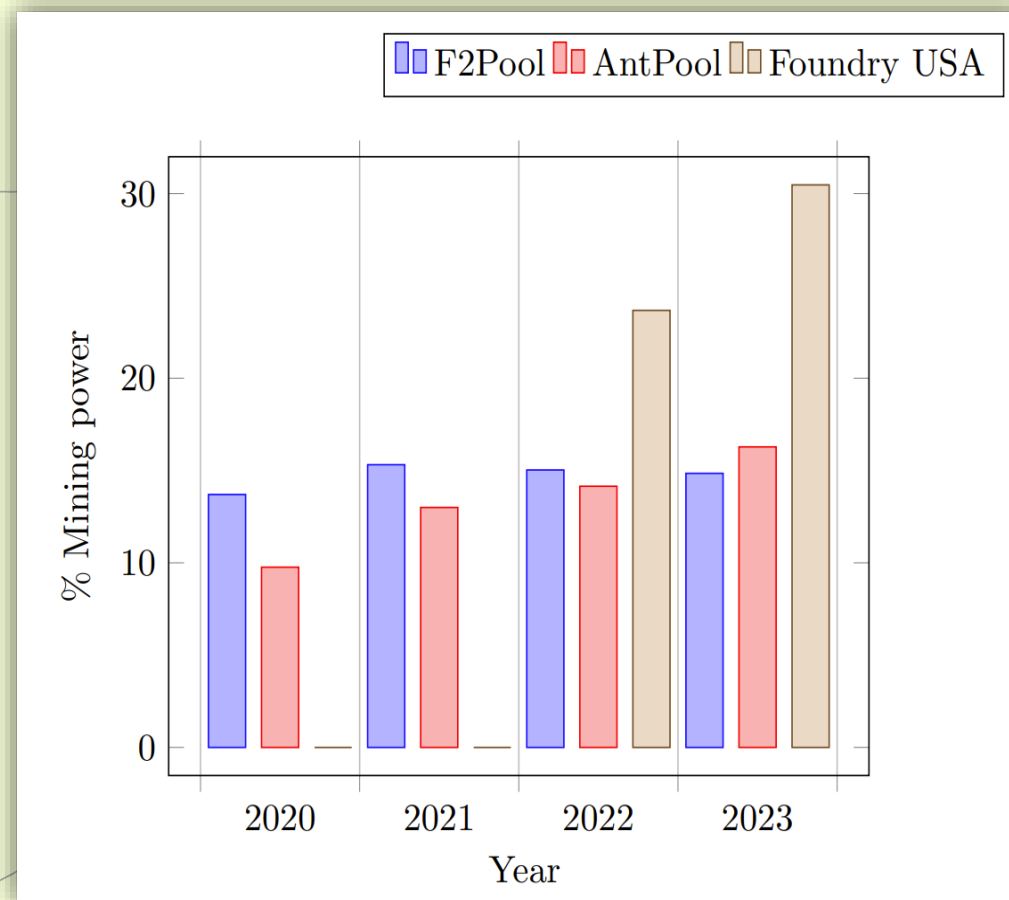
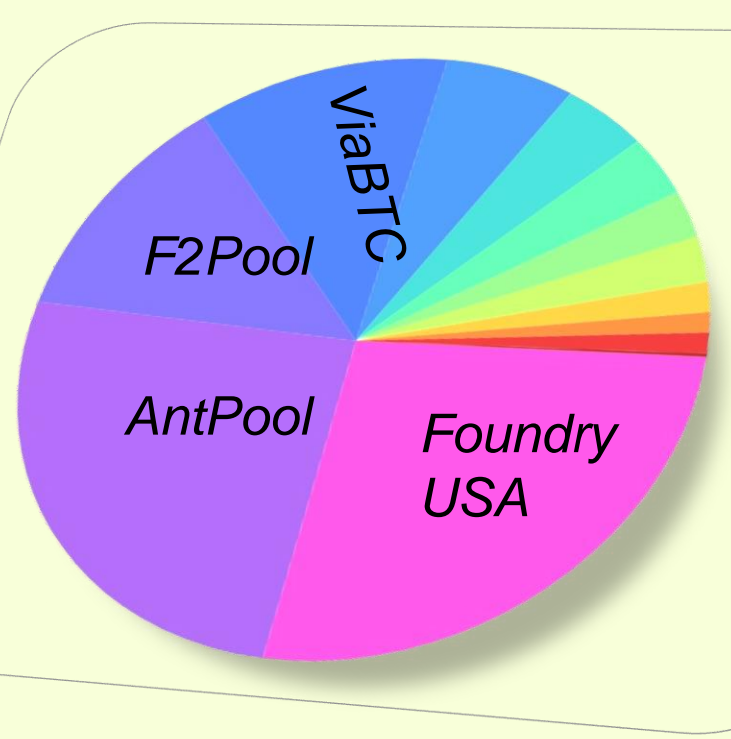


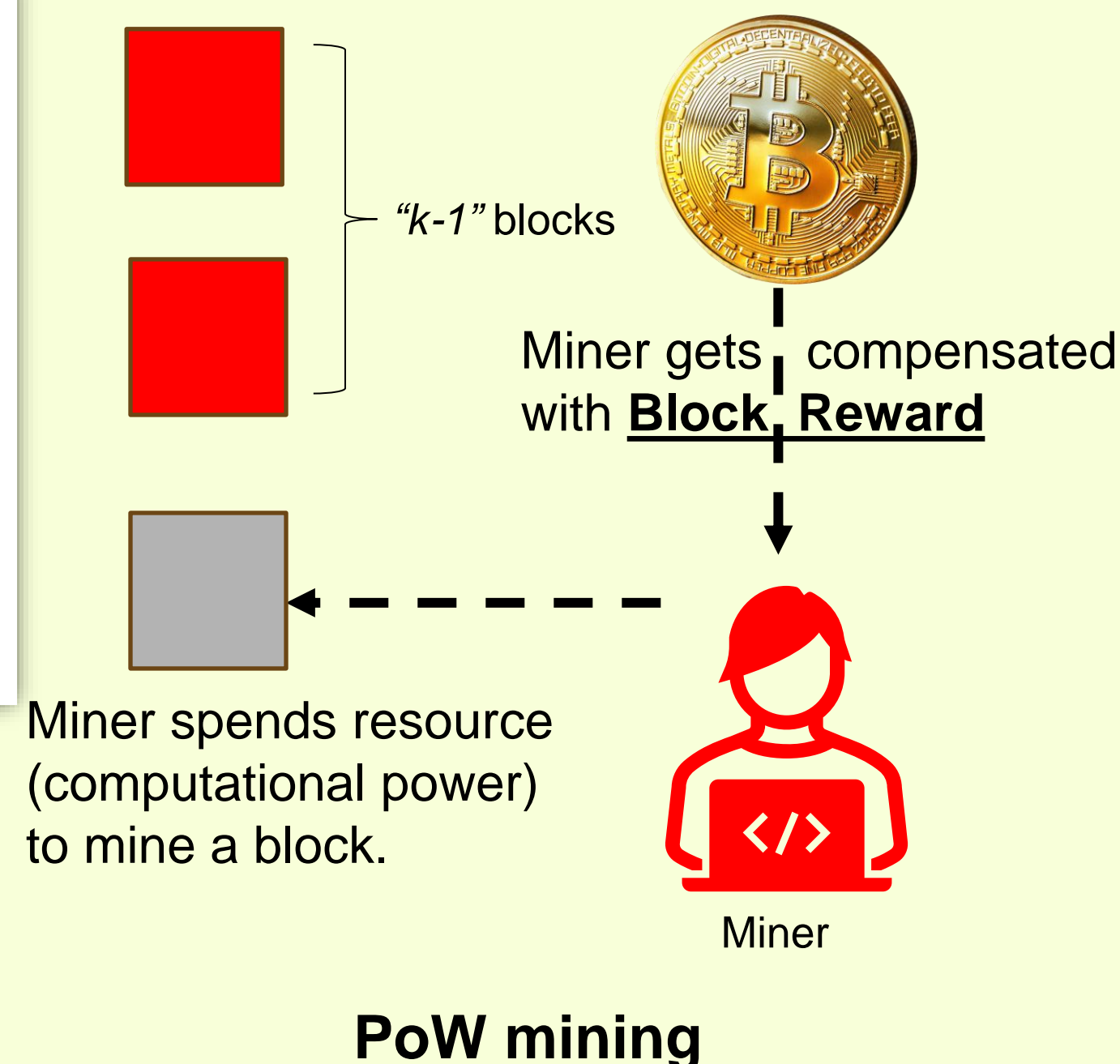
## Question: Are Proof-of-Work (PoW) Blockchains truly decentralized?

### WHAT is Centralization?



**Solo Mining:** Get 1 Bitcoin  
1/100 times.  
**Join Mining Pool:** Get 0.1  
Bitcoin 1/10 times.

### WHY does it happen?



What would you rather pick  
\$100 bill or a lottery ticket?

**Choice 1:** Get \$1 million with a probability  
of 1/10,000  
**Choice 2:** Get \$100 with certainty.

Both choices have same expected reward,  
but **Choice 2** is preferred by many as has  
lesser variance.

Takeaway: Out of different strategies with  
same expected payoff, **risk-averse** players  
opt for a lower variance strategy.

### HOW does it impact blockchain?

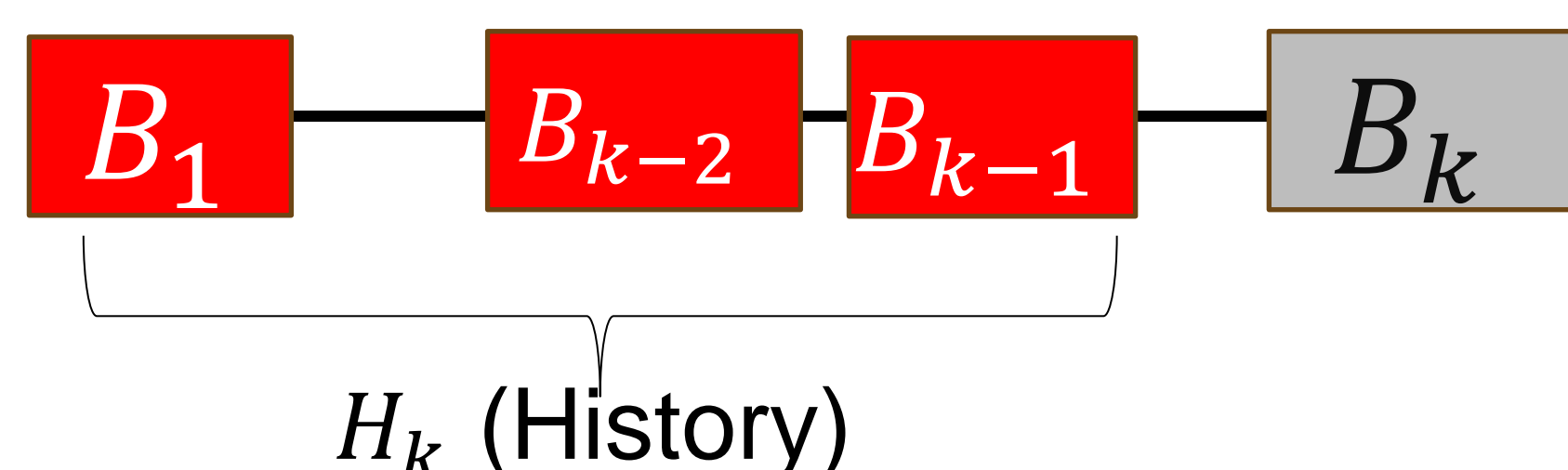
Centralized  
Bitcoin



Insecure  
Bitcoin

PoW blockchain security  
relies on honest majority.  
Mining pools pose a threat  
to this through  
“centralization of power”

## Block Reward Mechanisms (BRM)



$$\text{BRM} = \Gamma(H_k, B_k)$$

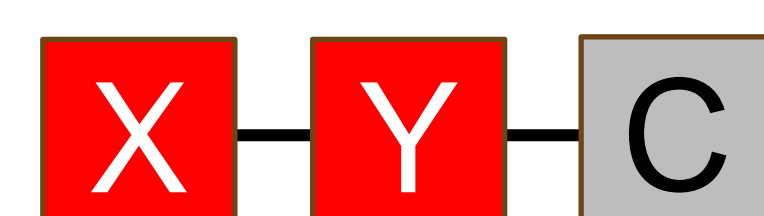
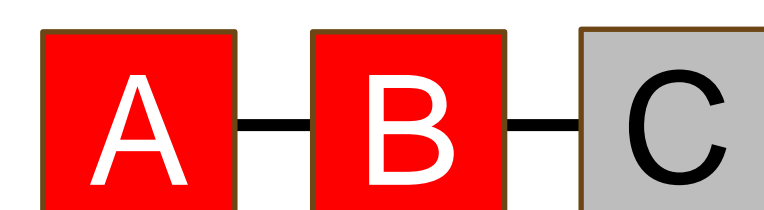
- Memoryless BRM  $\Gamma(H_k^1, B_k) = \Gamma(H_k^2, B_k)$
- Retentive BRM  $\Gamma(H_k^1, B_k) \neq \Gamma(H_k^2, B_k)$

Rewards for a block are  
independent of history of  
the blockchain ledger.

Memoryless BRMs

Rewards for a block is  
dependent of history of the  
blockchain ledger.

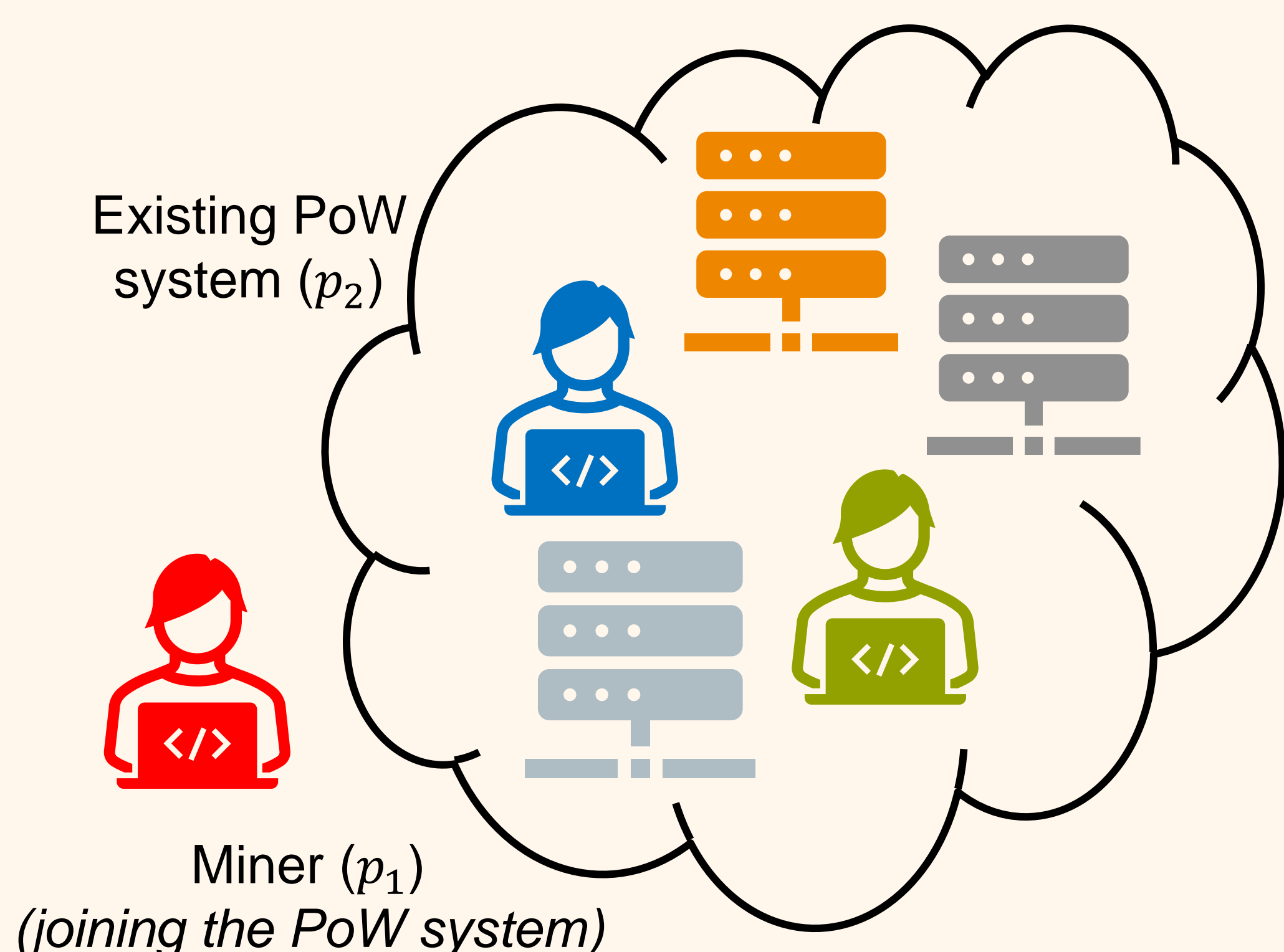
Retentive BRMs



Reward for block C in both chains is same in Memoryless  
BRMs and (can be) different for Retentive BRMs.

**Definition:** BRMs are mechanisms to  
distribute cryptocurrency (payment)  
among miners for participating in the  
(cost consuming) mining process.

## Modelling as a Game/Optimization Problem



### Players:

$p_1$  is the miner joining the system.  
 $p_1$  has mining power  $M_1$  and risk  
averseness  $\rho$

$p_2$  is the current PoW system.  
 $p_2$  has mining power  $M_2$  ( $M_2 \gg M_1$ )

There are  $n$  mining pools, each  
controlling  $f_i$  fraction of  $M_2$

### Strategy Space:

Strategy for  $p_1$  is choosing

$$g := \{g_0, g_1, g_2, \dots, g_n\}$$

$g_i$  is fraction of  $M_1$  given to pool  $i$

Strategy for  $p_2$  is choosing

$$f := \{f_1, f_2, \dots, f_n\}$$

### Game Progression: (Stackelberg type game)

- $p_2$  chooses  $f$
- $p_1$  chooses  $g$  with the knowledge of  $f$

**Reward:** Each block is mined by pool  $i$  with  
probability  $z_i := \frac{f_i M_2 + g_i M_1}{M_1 + M_2}$ . Reward for round  $k$ :

$$R_k = \Gamma(H_k, B_k) \psi_i \quad w.p. z_i$$

**Utility:** Utility is given for  $p_1$  with  $(M_1, \rho)$  is:

$$U = \underbrace{aE[R_k]}_{\text{Expected Reward}} + \underbrace{b(E[R_k^\rho])^{1/\rho}}_{\text{RISK}} - \underbrace{cD(g)}_{\text{Switching Cost (Penalty)}}$$

**Decentralization:** A PoW blockchain is  
decentralized if the following holds:

$$\arg \max_i f_i \geq \arg \max_i \frac{f_i M_1 + g_i M_2}{M_1 + M_2}$$

## Theoretical Results

For Memoryless BRMs

**Theorem (Informal).** It is impossible to have a  
decentralized PoW system using a Memoryless  
Reward Mechanism when  $c \geq \underline{c}$ .

$$c \geq \underline{c} = \frac{b \cdot R_{block} \cdot M_1 \cdot \rho}{M_2 \cdot D_{min}} \quad \text{open}$$

$\leftarrow$  centralized decentralized

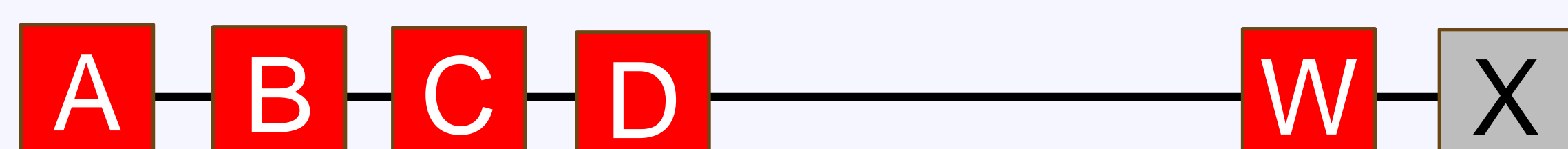
For Retentive BRMs

For Retentive BRMs:

- Risk is reduced (still non-zero).
- Fruitchain<sup>1</sup> is still centralized (pool formation incentivized)

## DecentBRM<sup>2</sup>

**DecentBRM** A Retentive BRM which has higher utility for solo  
mining than pool formation.



**Block Reward Rule:** For any new block X, total reward  $R_{block}$   
for block X is distributed equally among all miners till block X  
equally.

**Theorem (Informal).** Following solo-mining in  
DecentBRM is (weakly dominant) equilibrium  
strategy for  $p_1$  after  $T$  rounds of the protocol.

DecentBRM serves as existence proof for decentralized  
Retentive BRMs.

<sup>1</sup>Rafael Pass and Elaine Shi. 2017. FruitChains: A Fair Blockchain. In Proceedings of the ACM Symposium on Principles of Distributed Computing (PODC '17).

<sup>2</sup>Srivastava, Varul, and Sujit Gujar. "DECENT-BRM: Decentralization through Block Reward Mechanisms." *arXiv preprint arXiv:2401.08988* (2024).