# Hash Functions, Proofs of Work, Blockchains and Decentralization

CMSC 23280/ECON 23040, Autumn 2018 Lecture 2

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University of Chicago

#### Class logistics

- Website for weeks 1-5: <a href="https://people.cs.uchicago.edu/~davidcash/23280-winter-19/">https://people.cs.uchicago.edu/~davidcash/23280-winter-19/</a> (Or: <a href="https://david.cash">https://david.cash</a> forwards to my page, then click link)
- 2. Get on Piazza if you were not added automatically
- 3. Request access to Canvas if you were not added automatically
- 4. Assignment 1 will be out tonight and due in one week



#### Lecture 2 Outline

- 1. Cryptographic Hash Functions
  - Blockchains
  - Proofs of Work
- 2. Putting DCash "on the blockchain", with an authority
- 3. The idea of decentralization
- 4. Decentralized DCash with an Angel
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- Simple hash functions work, like  $h(x)=x \mod n$  (or slightly more complicated)
- Collisions happen:  $x\neq x'$  but h(x)=h(x'), and must be handled by table.

Hash function h



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Cryptographic hash function H



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In math notation:  $H:\{0,1\}* \rightarrow \{0,1\}^{L}$ . L is the *output length*.

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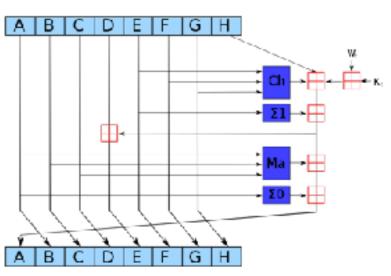
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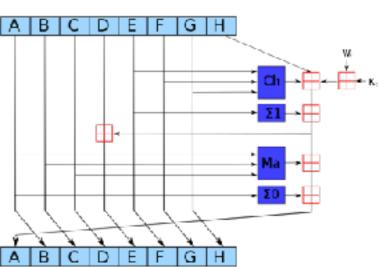
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- ... are relatively complicated (but still fast on a human scale)
- ... are much more resilient to adversarial inputs



## Aside: Huge, Astronomical, and Depressingly Large

# Steps	Who can do that many?
<b>2</b> <sup>30</sup>	Your laptop (one day)
<b>2</b> <sup>56</sup>	Strong computer with GPUs
280	All computers on Bitcoin network in a few days
2128	US Gov in ??? years, or very large quantum computer*
2256	Nobody ever?
21024	Nobody ever?

<sup>\*</sup>Not directly comparable but this is an estimate of equivalent power. Quantum computers are most effective against public-key crypto like digital signatures, but they also speed up attacks on hash functions.

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- After the market closes, you can only reveal the x you chose. Finding another x to change your prediction amounts to finding a collision.

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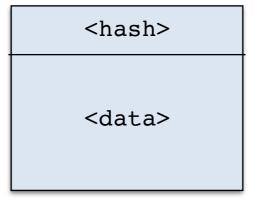
You can ignore the alphabet soup of hash function names. Bitcoin uses SHA256.

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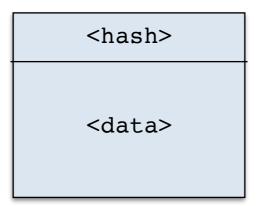
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**Definition**: A *block* is a data structure with two fields: Hash and Data.

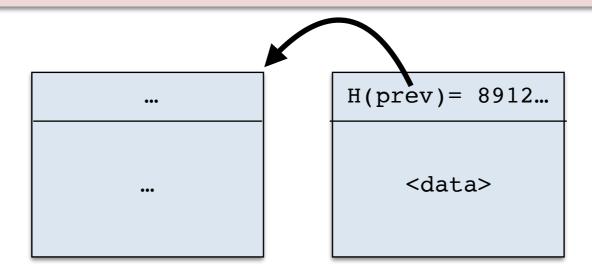


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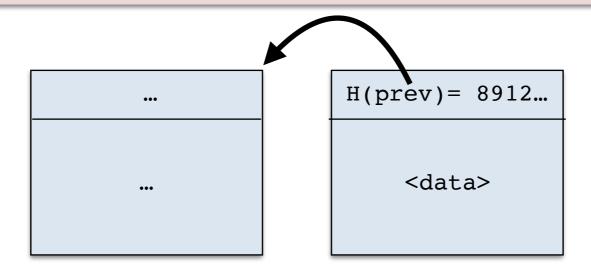


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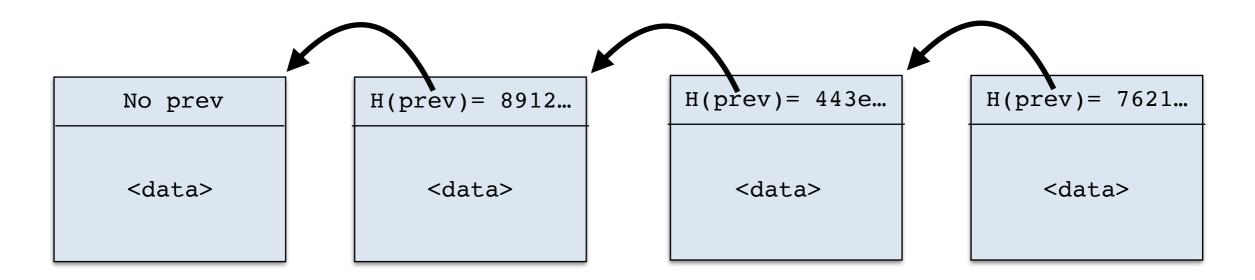
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Note: Input to H should include both fields of previous block (hash and data)

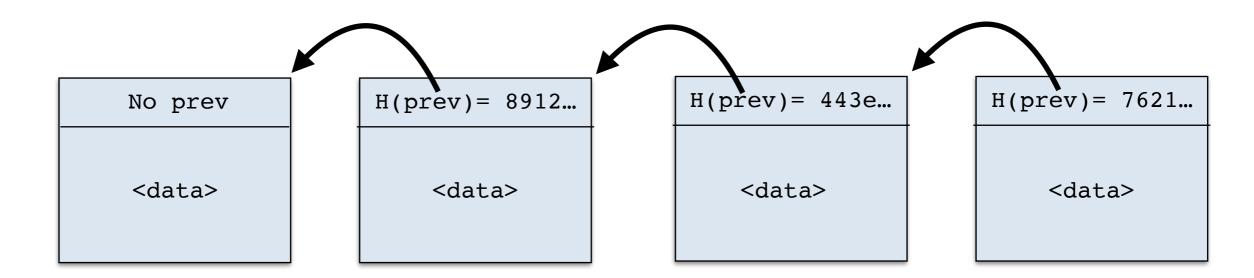
#### Blockchains

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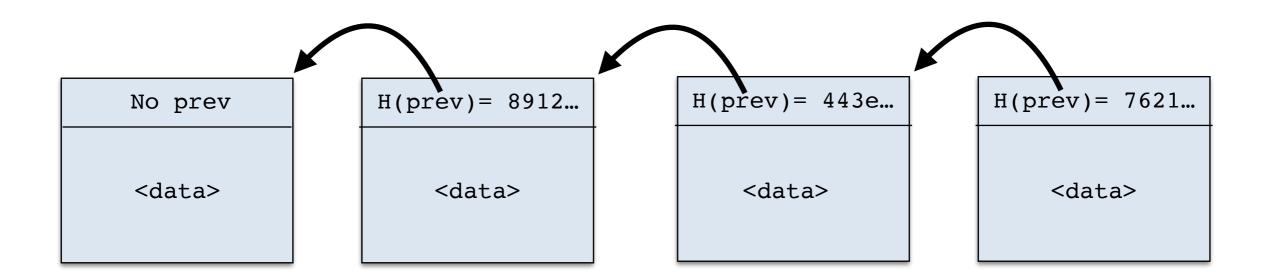


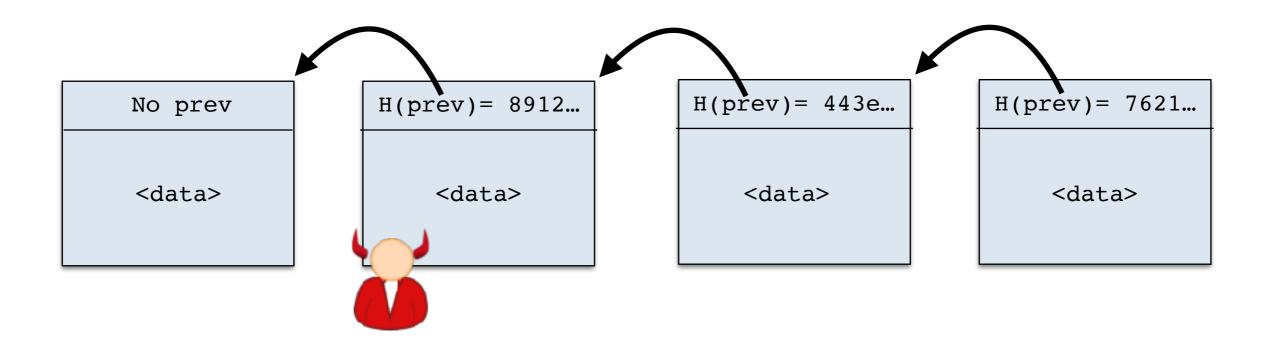
#### **Blockchains**

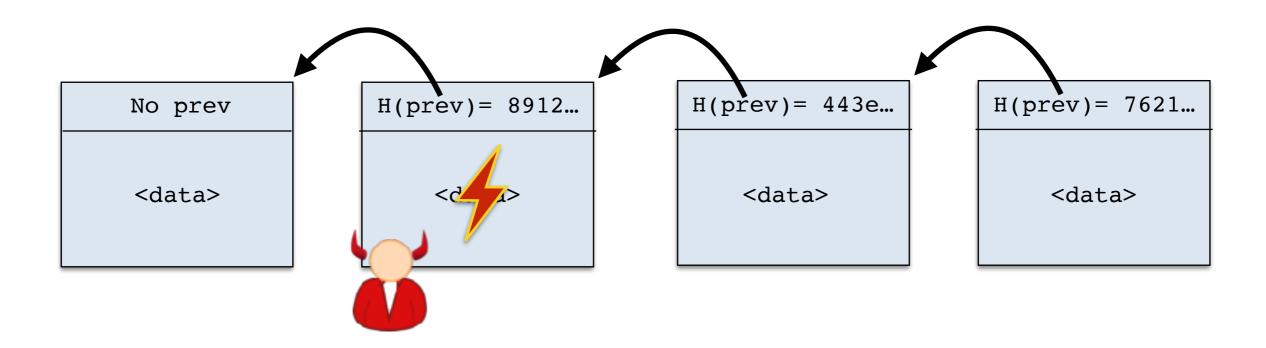
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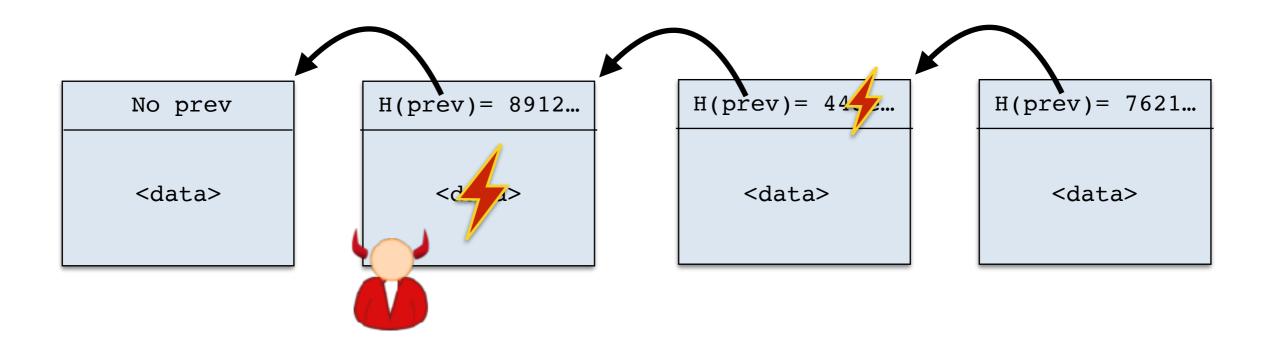


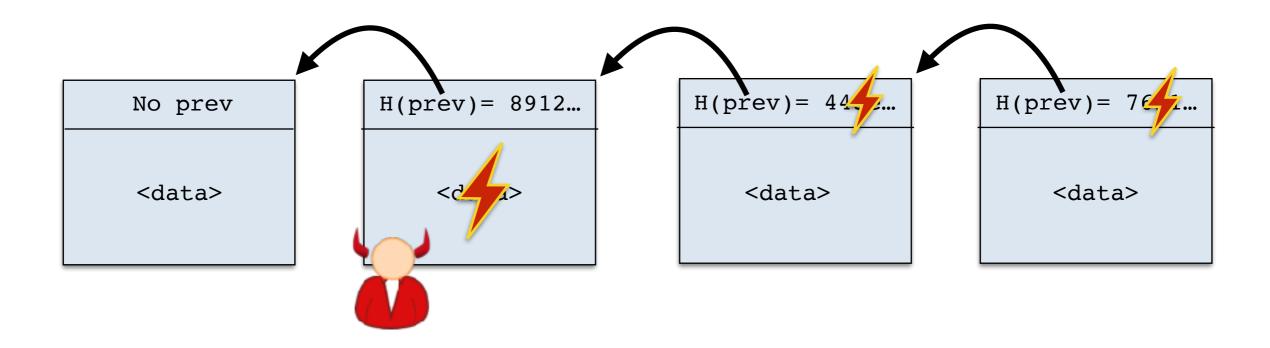
Given the last block, it's easy to add a block to a blockchain. Just evaluating H on the last block and put the result in your new block's hash field.



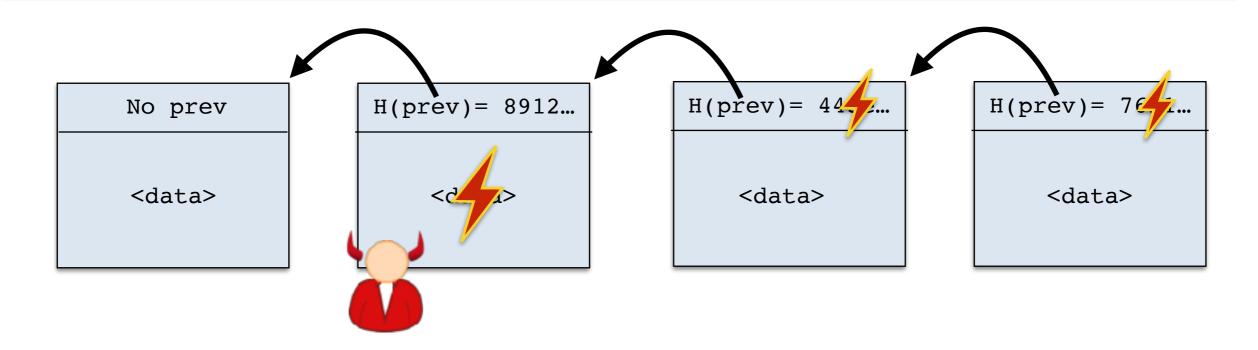








**Blockchain integrity property**: If you know the last hash field (7612... in example), you can check integrity of data in entire blockchain



Theorem that can be formalized proved: Changing/deleting/adding a block without changing the final hash requires finding a collision in H (which we believe is infeasible).

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- Probability 1/2 that it starts with at least one zero, 1/4 that it starts with at least two zeros, 1/8 for three, 1/16 for four, etc
- Once z≈80 this probability very small by computer standards
- In probability jargon: Number of starting zeros is geometric with parameter 1/2.

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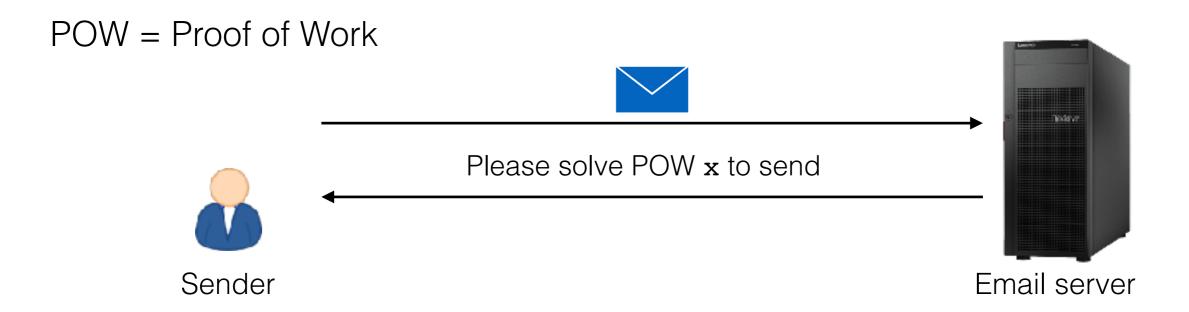
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- -z=20 is quick to solve, z=70 is solvable only by powerful computers

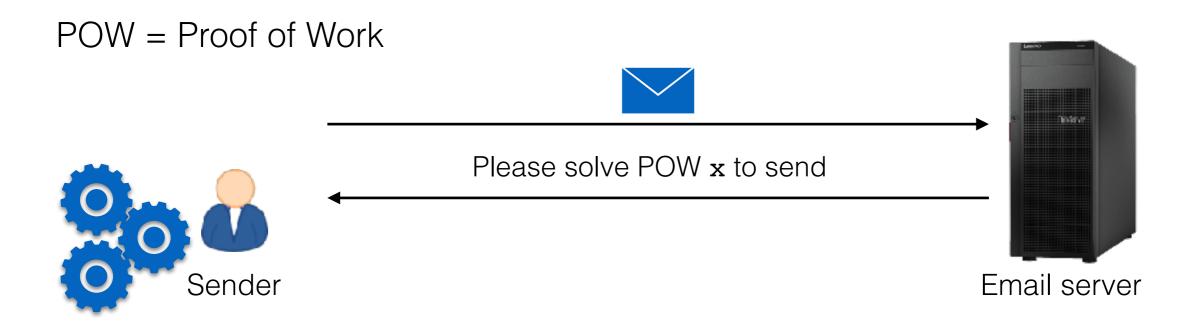
POW = Proof of Work

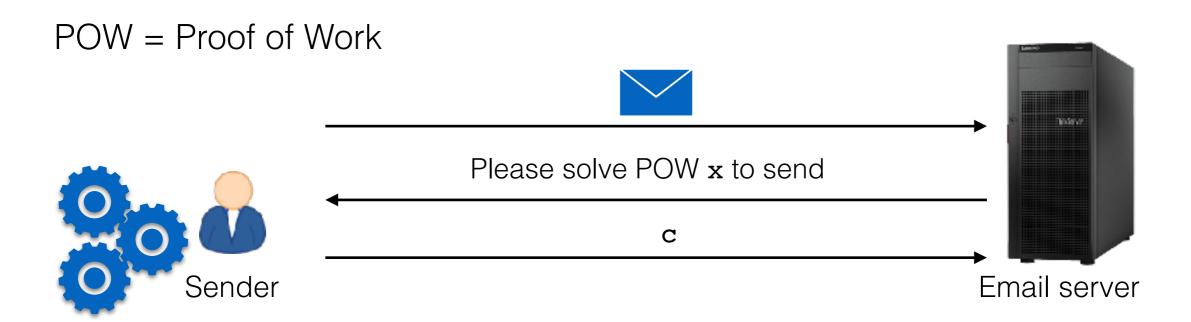


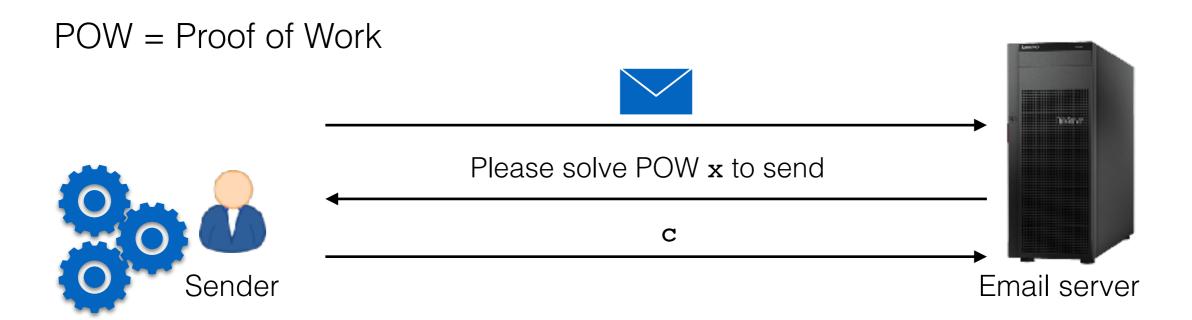






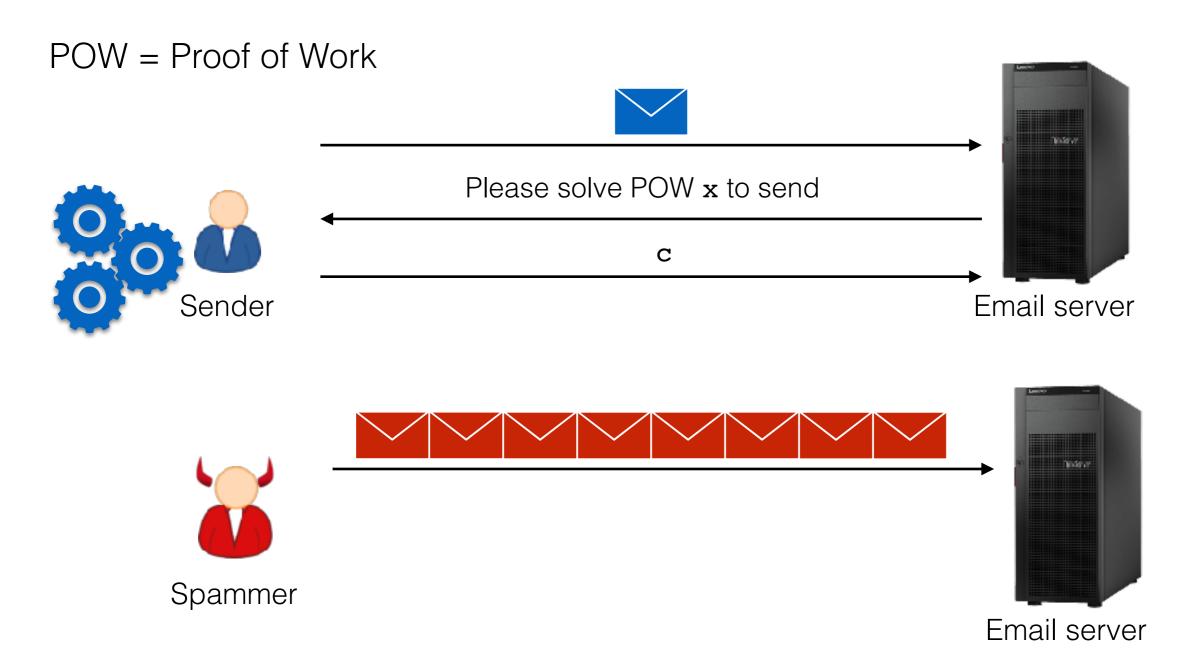


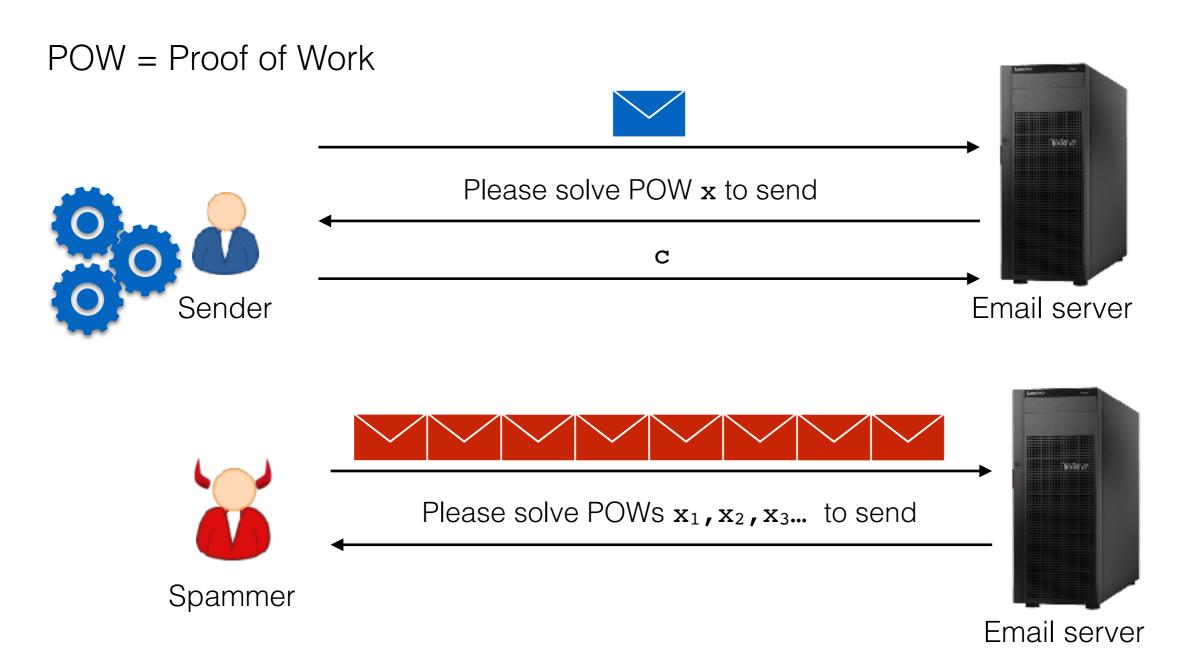


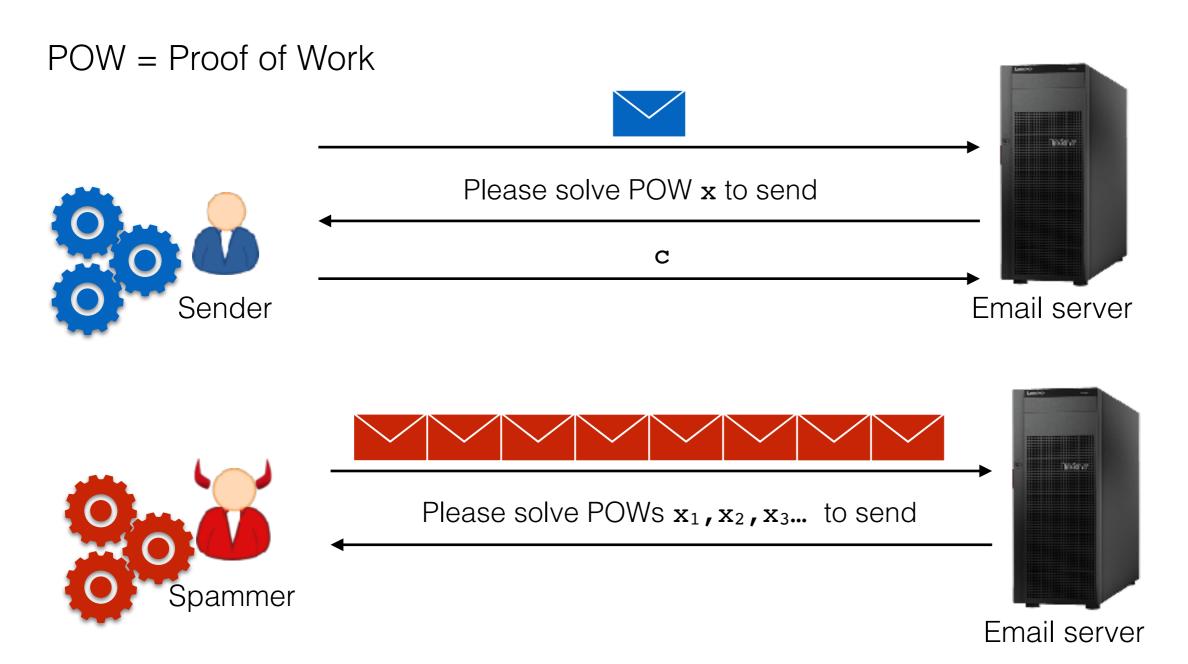


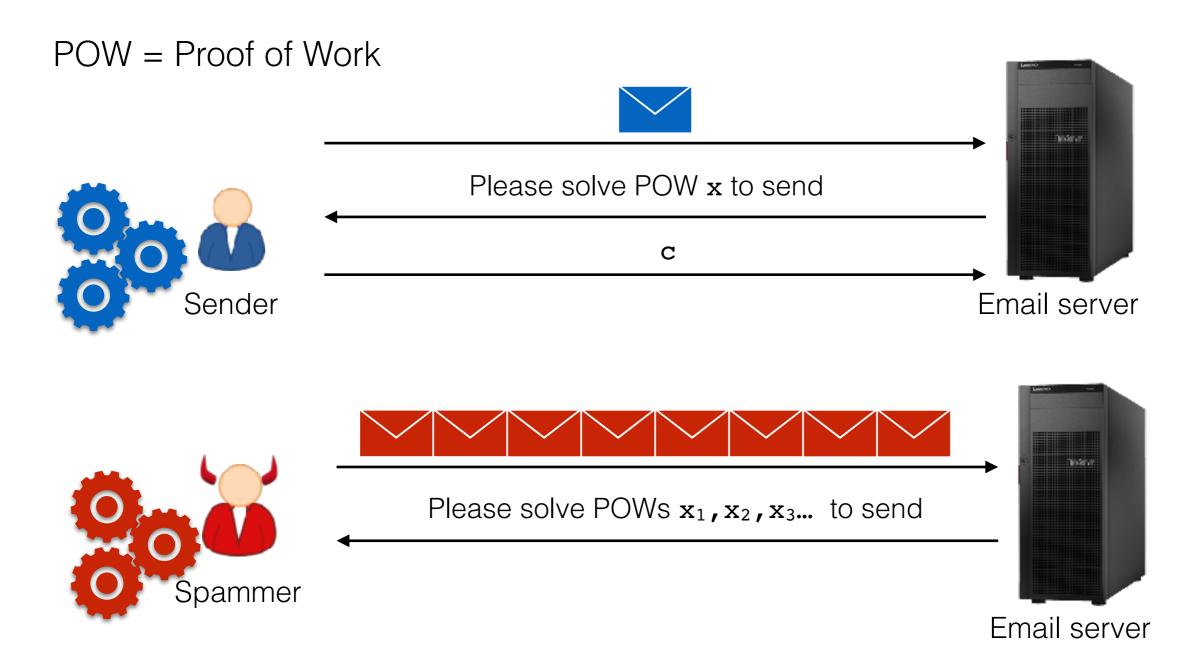




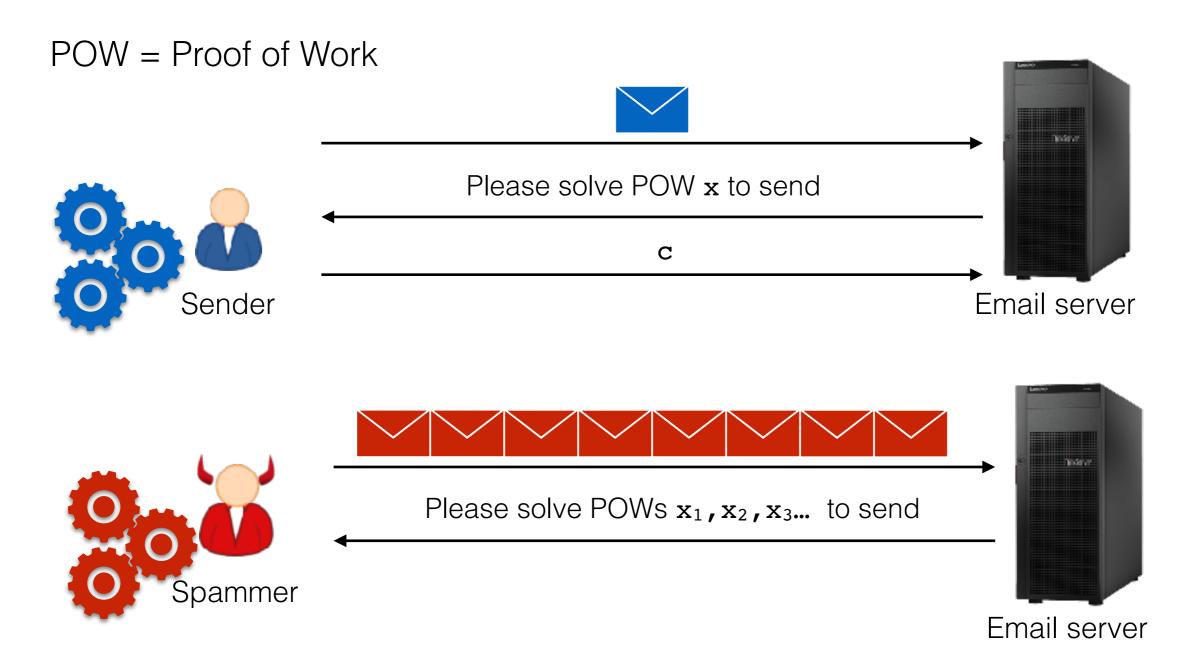








Evaluating POW takes time/money/compute hardware for good and bad parties



- Evaluating POW takes time/money/compute hardware for good and bad parties
- Set hardness parameter z so that:
  - 1. Normal senders can solve one puzzle quickly, without noticing the work
  - 2. It is unprofitable for spammers to solve millions of puzzles

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# Recalling DCash

**Initialization**: Ben, Emily, and David all generate keys for digital signatures

David's verification key:  $PK_{david} = 5e7843...$ 

Ben's verification key:  $PK_{ben} = 88f01e...$ 

Emily' verification key: PK<sub>emily</sub> = 16823a...

TranID	From	То	Amount	Signature
1	88f01e	16823a	1	91a001
2	5e7843	16823a	2	2c3118
3	88f01e	5e7843	3	7623a6
4	16823a	5e7843	6	987234
5	88f01e	5e7843	1	234b98

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4	16823a	5e7843	6	987234
5	88f01e	5e7843	1	234b98

• In the terminology of the start of Chapter 3, this is an "account-based ledger"

# Recalling DCash

**Initialization**: Ben, Emily, and David all generate keys for digital signatures

David's verification key:  $PK_{david} = 5e7843...$ 

Ben's verification key:  $PK_{ben} = 88f01e...$ 

Emily' verification key: PK<sub>emily</sub> = 16823a...

TranID	From	То	Amount	Signature
1	88f01e	16823a	1	91a001
2	5e7843	16823a	2	2c3118
3	88f01e	5e7843	3	7623a6
4	16823a	5e7843	6	987234
5	88f01e	5e7843	1	234b98

- In the terminology of the start of Chapter 3, this is an "account-based ledger"
- To determine if a transaction is valid, we must rerun entire history of ledger

# DCash 2.0 (a.k.a. Scroogecoin, Text section 1.5)

Move from "account-based ledger" to "transaction-based ledger"

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- Move from "account-based ledger" to "transaction-based ledger"
- Store transactions in a blockchain managed by a semi-trusted authority



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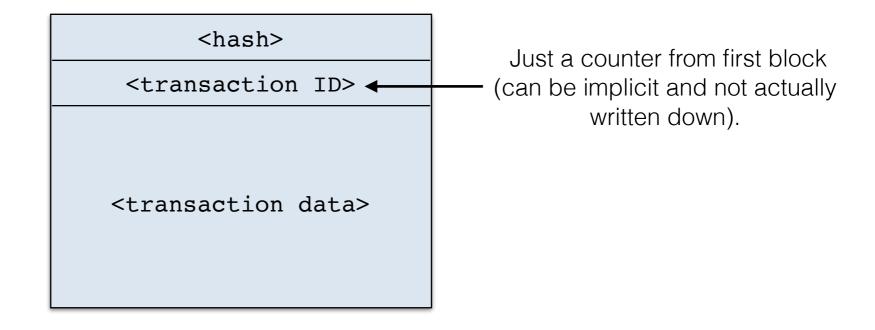
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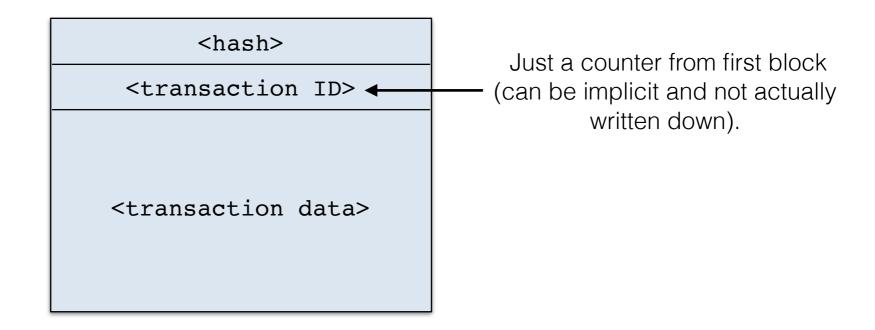
#### **Authority's responsibilities:**

- 1. Publish blockchain contents publicly.
- 2. Create coins and assign them to owners (public keys) at will.
- 3. Receive transactions notifications and commit them to the blockchain.

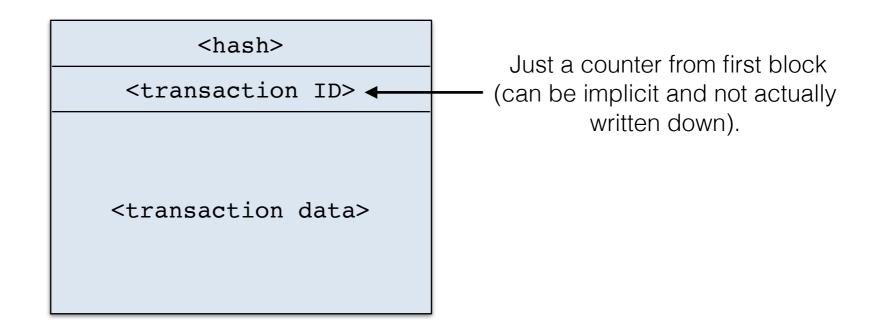
One transaction per block



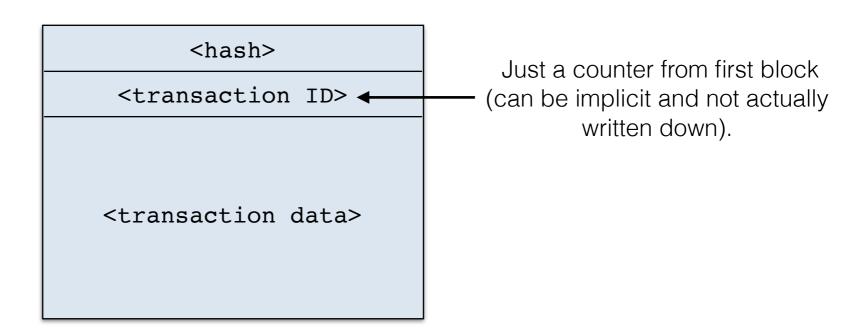
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Two types of transactions: CreateCoins and PayCoins

- CreateCoins transactions... create coins.
- Authority decides when to create coins and who gets them

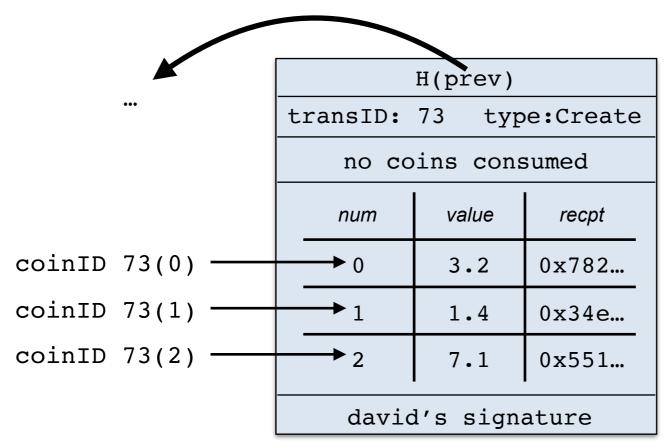
	H(prev)		
••	transID:	73 typ	e:Create
	no coins consumed		
	num	value	recpt
	0	3.2	0x782
	1	1.4	0x34e
	2	7.1	0x551
	david's signature		

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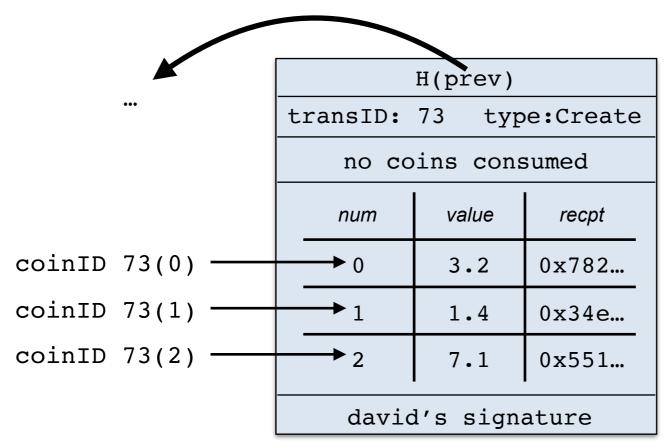
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  - coinIDs are unique and never reused

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- Every coin has a coinID consisting of transID and an index starting at zero.
  - coinIDs are unique and never reused
- Coins can have different values.

- PayCoins transactions consume some number of coins and create new coins owned by (potentially) different keys
- Payers must sign transaction

		H(prev)		
•••	transID:	74 ty	ype:Pay	
		consumed coinIDs: 68(1),42(0),72(3)		
	num	value	recpt	
	0	2.0	0x782	
	1	0.4	0x34e	
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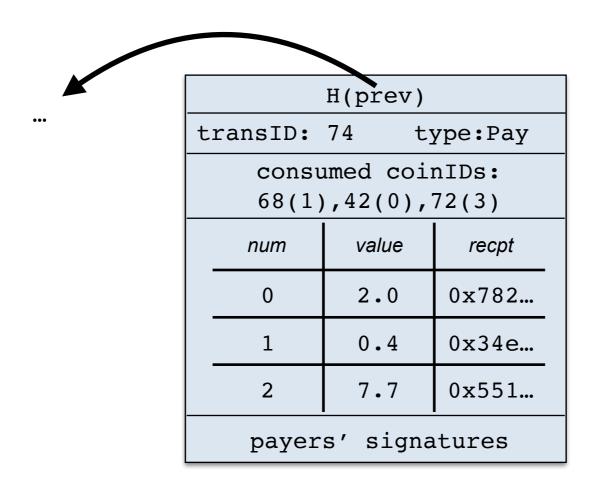
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- Consumed coins should sum to value as created coins
- Intuitively, consumed coins 68(1),42(0),72(3) are destroyed (melted down) and coins 74(0),74(1),74(2) are newly created with possibly different owners.
- This is "transaction oriented": Each transaction says where its funds came from.

### Valid transactions in DCash 2.0

- CreateCoins transactions are valid if the authority signed them and the hash matches the previous block
- PayCoins transactions are valid if:
  - 1. Consumed coins were indeed created previously
  - 2. Consumed coins have not been consumed in a previous block
  - 3. Consumed coins sum to same value as created created coins
  - 4. Signatures from payers are all valid
  - 5. Hash matches previous block

## Quickly validating PayCoins Transactions

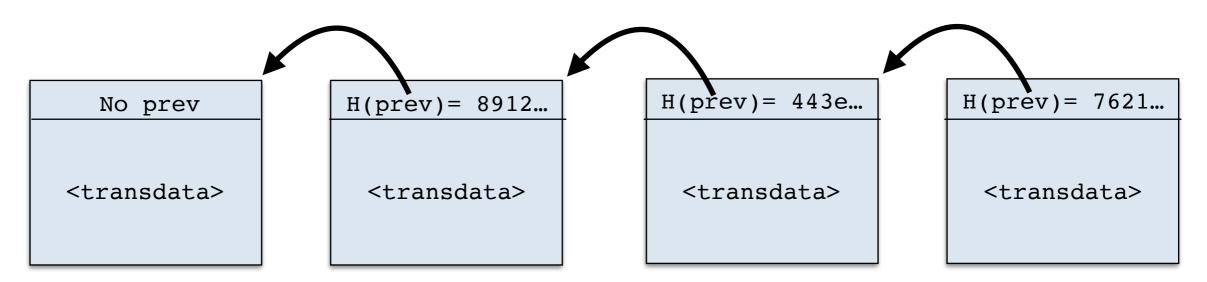


- 1. Step backwards and check if consumed coins were spent since transaction 42
- 2. Look up consumed coins, sum up their values, compare to output sum
- 3. Check sigs (using public keys of owners of consumed coin)
- This is easier than with our original ledger: We don't have to compute how much value each account has.

## Tricks with PayCoins Transactions

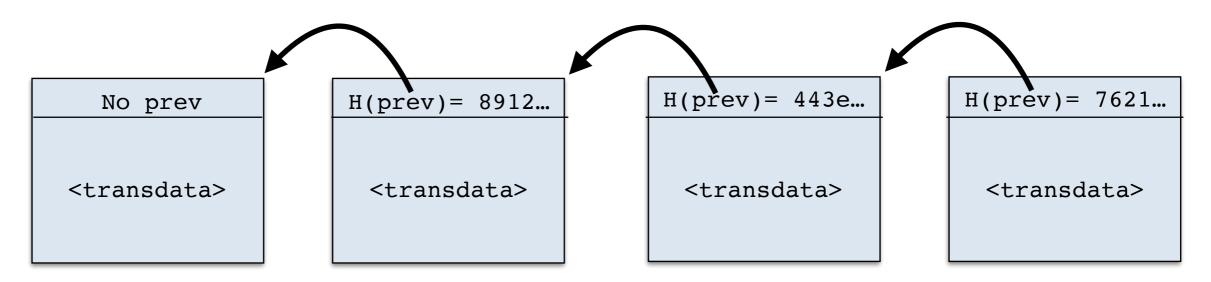
- Can consume a coin, pay someone, and pay yourself the change.
- Can split coins by paying yourself twice in one transaction.
- Easy to extend DCash 2.0 to allow multiple transactions in a block.





• Can the authority steal coins?

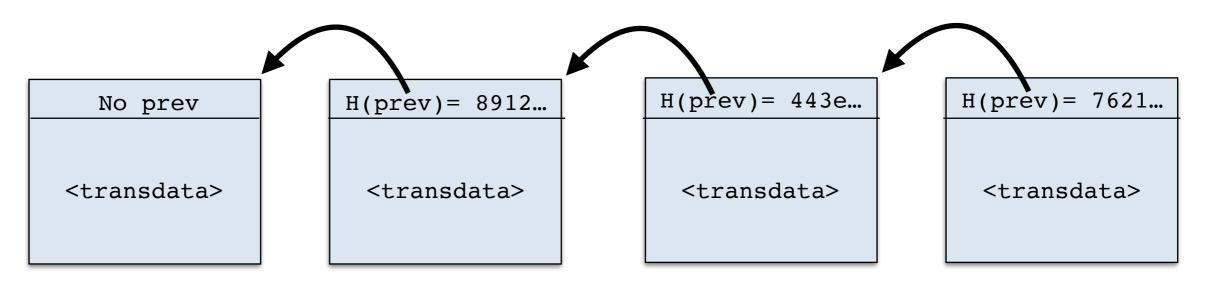




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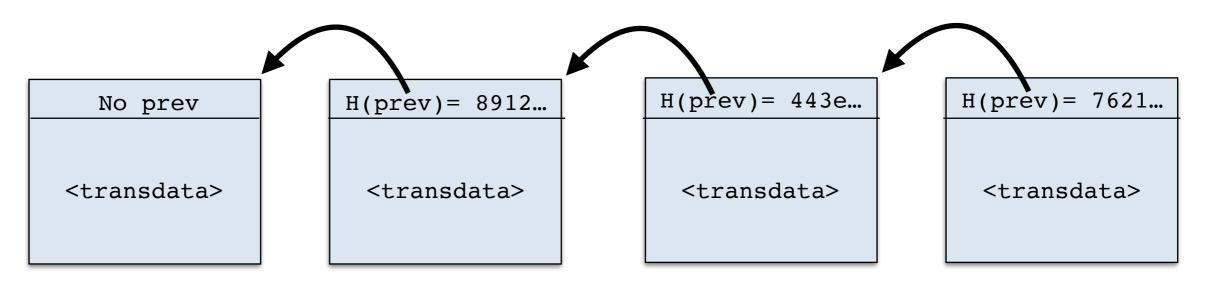
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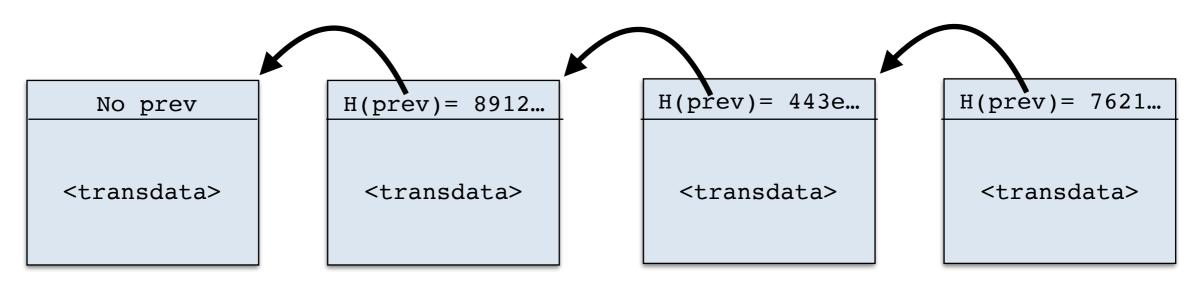




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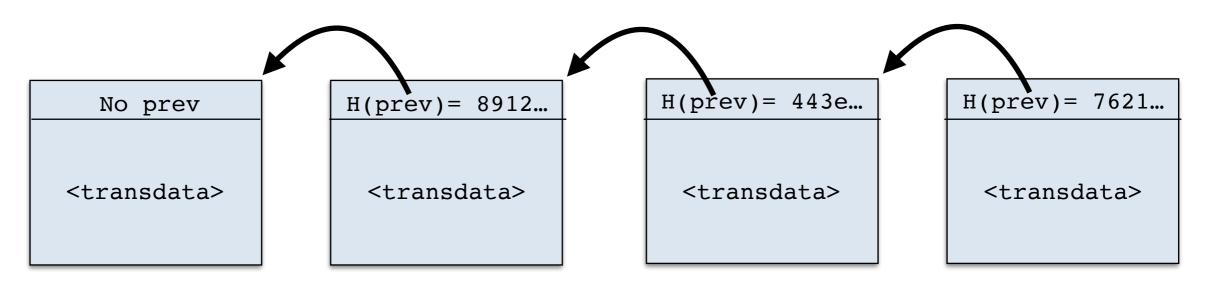


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#### But the authority *can*:





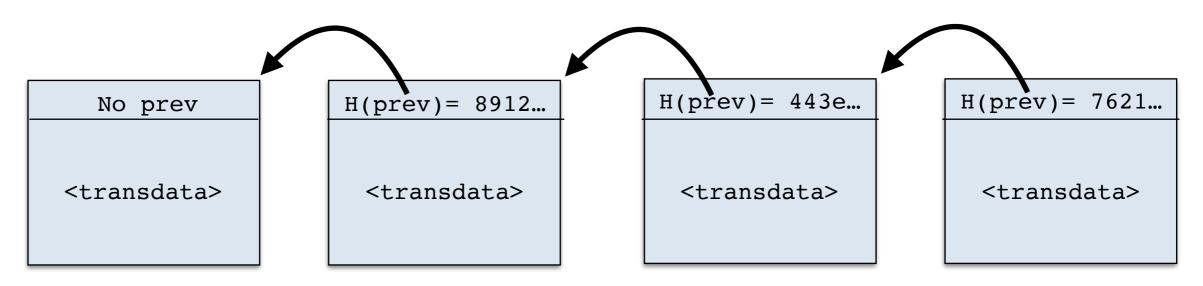
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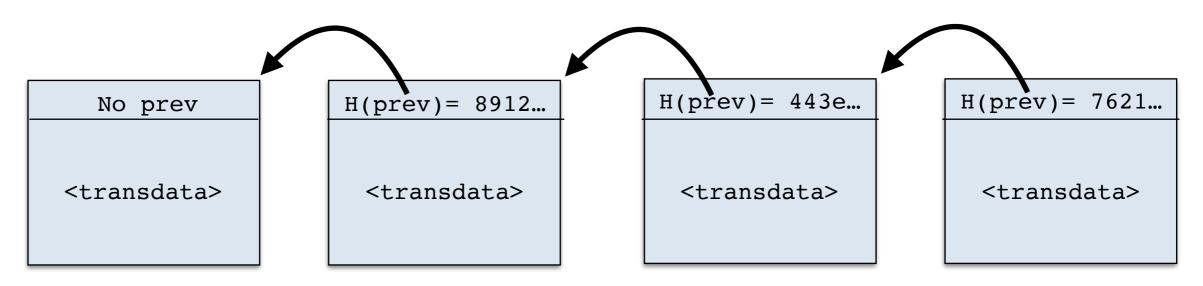
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#### But the authority can:

- 1. Create as many coins as it likes.
- 2. Refuse transactions, locking people out or extorting them.
- 3. Walk away from the entire affair, rendering all coins worthless.

### Lecture 2 Outline

- 1. Cryptographic Hash Functions
  - Blockchains
  - Proofs of Work
- 2. Putting DCash "on the blockchain", with an authority

#### 3. The idea of decentralization

- 4. Decentralized DCash with an Angel
- 5. Decentralized DCash via proofs-of-work

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- 2. Email
- 3. The Web
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**Note:** A system may run on thousands of different computers yet still be centralized and controlled by one organization.

## Decentralization as Studied in Computer Science

- Computer scientists of studied decentralized systems since the 1970's.
- The news was mostly bad: In many models it is impossible to distribute decisions
- The relevant problem for us called distributed concensus

## Impossibility of Distributed Consensus with One Faulty Process

MICHAEL J. FISCHER

Yale University, New Haven, Connecticut

NANCY A. LYNCH

Massachusetts Institute of Technology, Cambridge, Massachusetts

AND

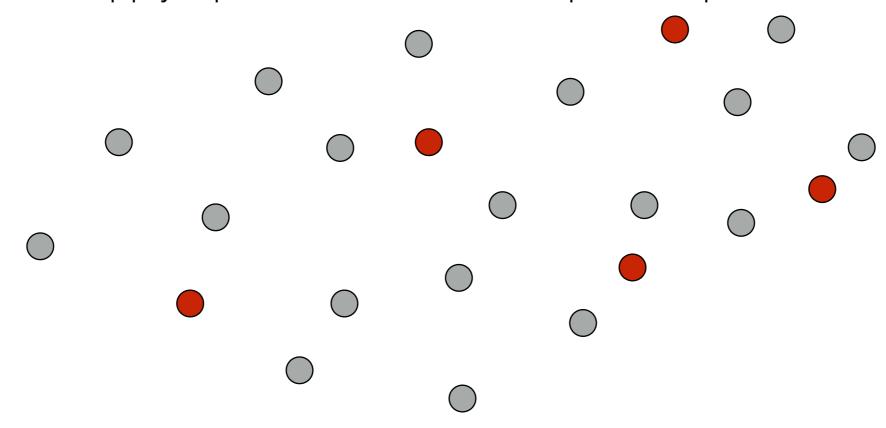
MICHAEL S. PATERSON

University of Warwick, Coventry, England

Abstract. The consensus problem involves an asynchronous system of processes, some of which may be unreliable. The problem is for the reliable processes to agree on a binary value. In this paper, it is shown that every protocol for this problem has the possibility of nontermination, even with only one faulty process. By way of contrast, solutions are known for the synchronous case, the "Byzantine Generals" problem.

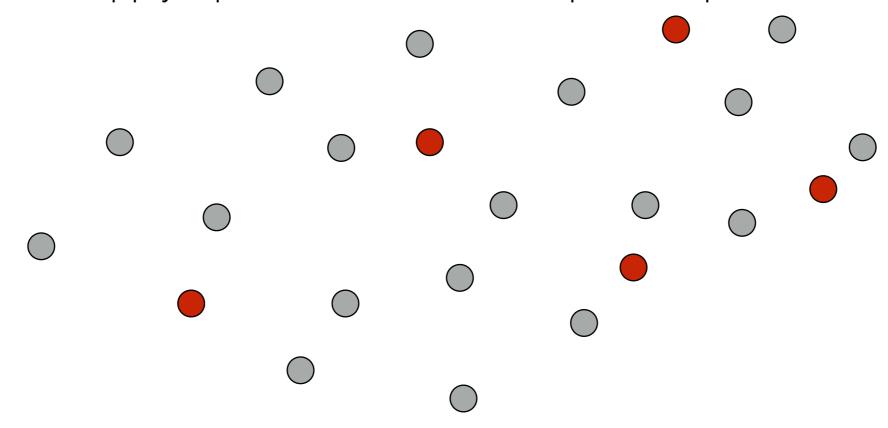
### **Distributed Consensus**

- Several nodes communicate asynchronously
- Every node is either *honest* or *malicious*
- Honest nodes supply input values and follow specified protocol



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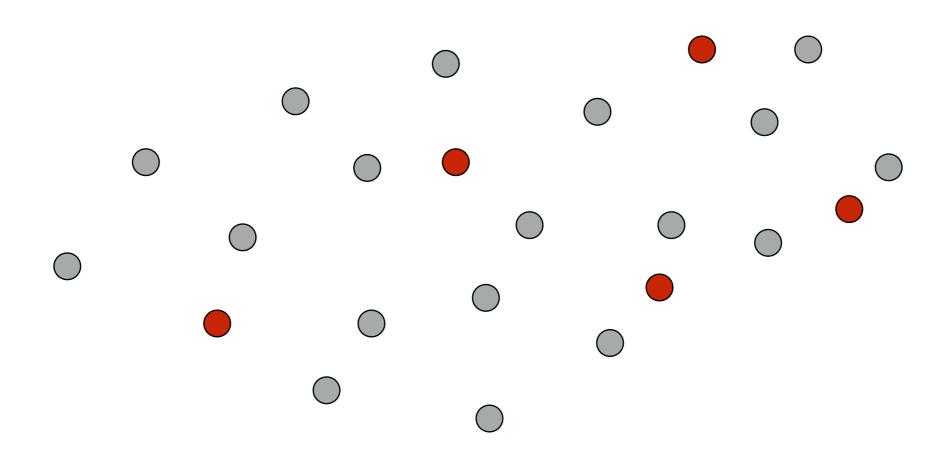
#### Distibuted consensus problem:

At start: All honest nodes have input value

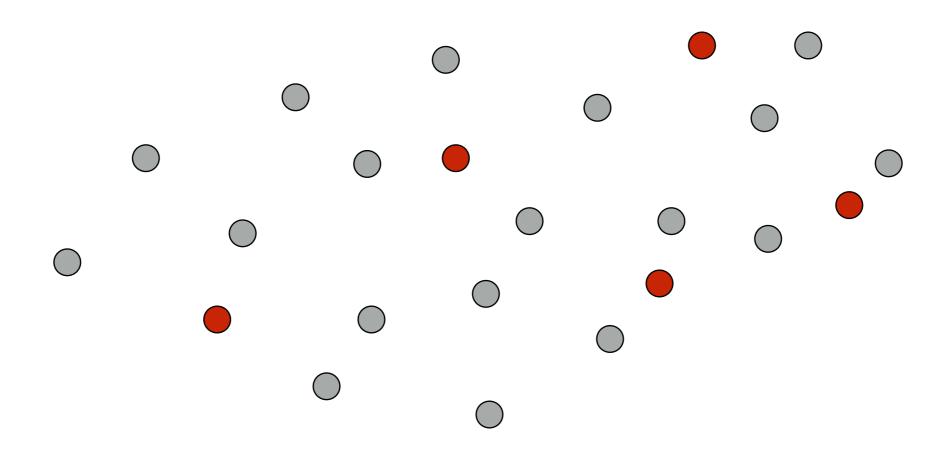
At end: Protocol terminates and

- 1. All honest nodes agree on same value
- 2. The agreed-on value originated from an honest node.

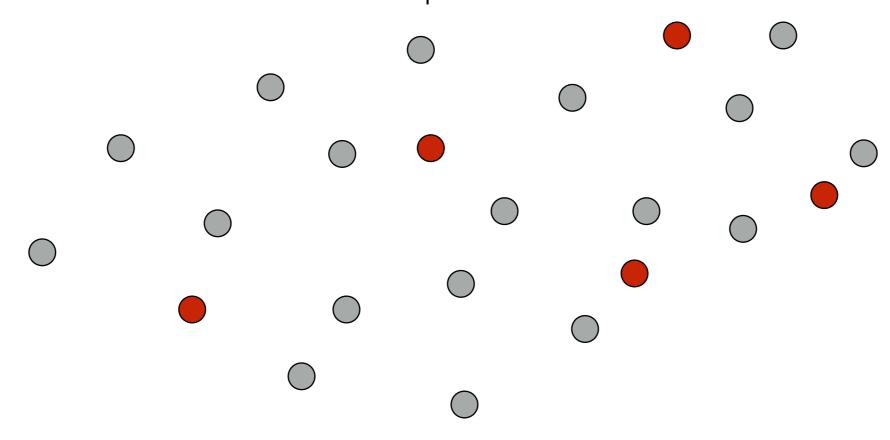
### Distributed Consensus of Blockchain State



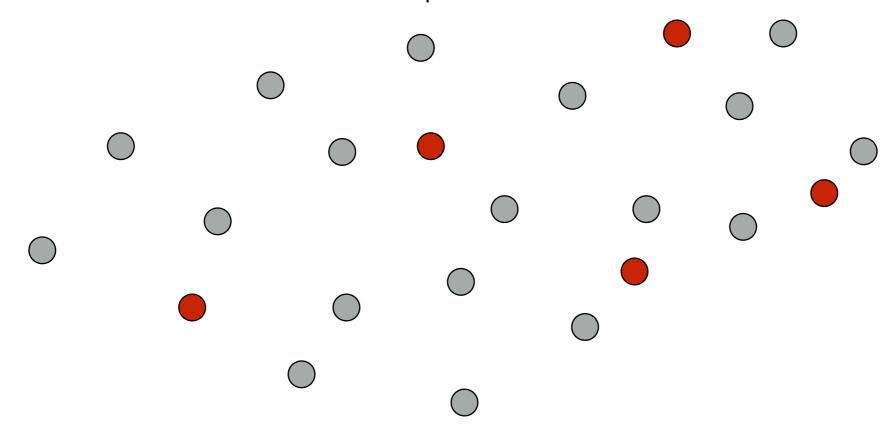
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- Nodes connected to network broadcast transaction information
- Specified protocol says how to decide on the state of blockchain, but some nodes are malicious and don't follow protocol.

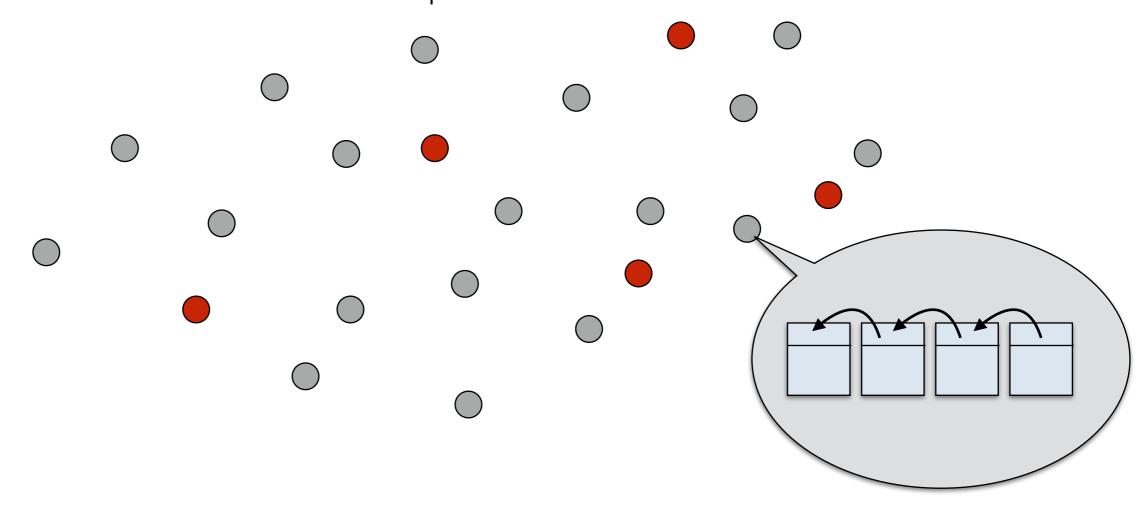


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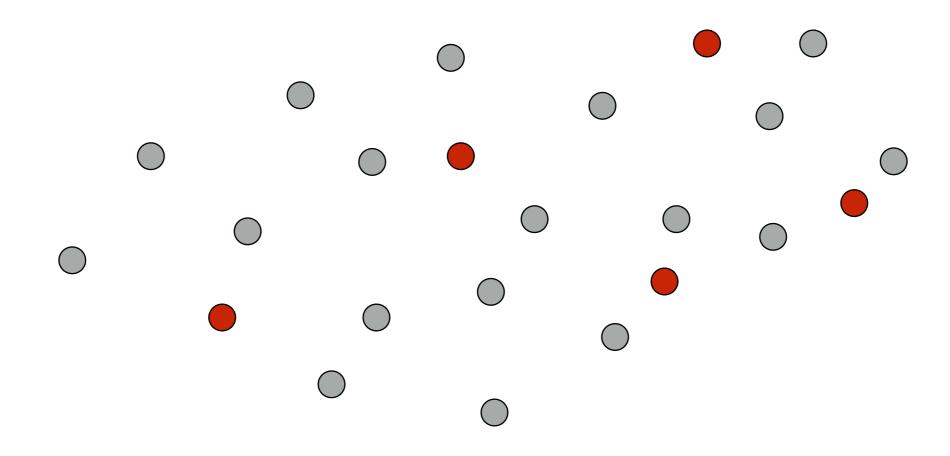
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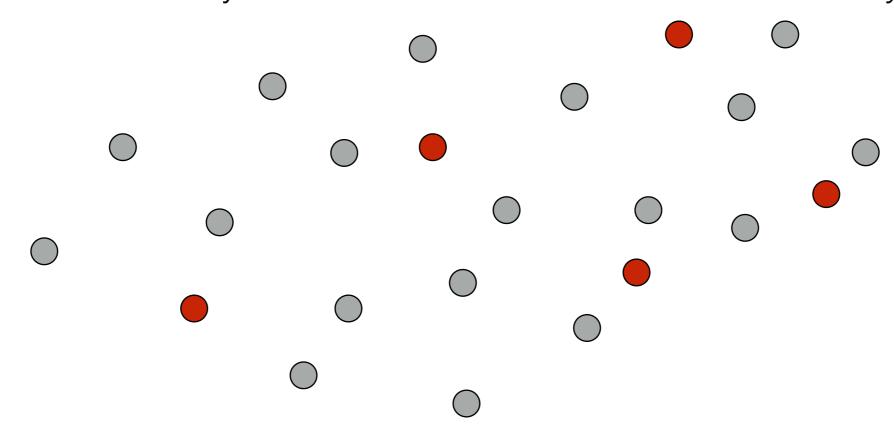


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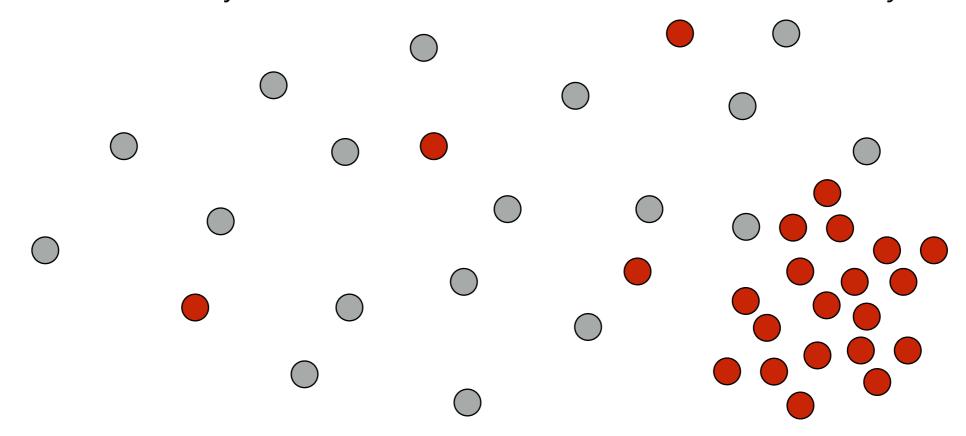
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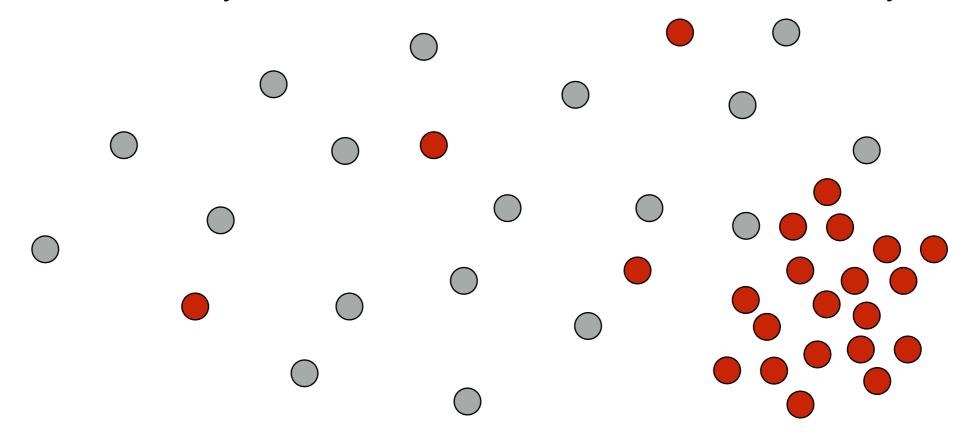
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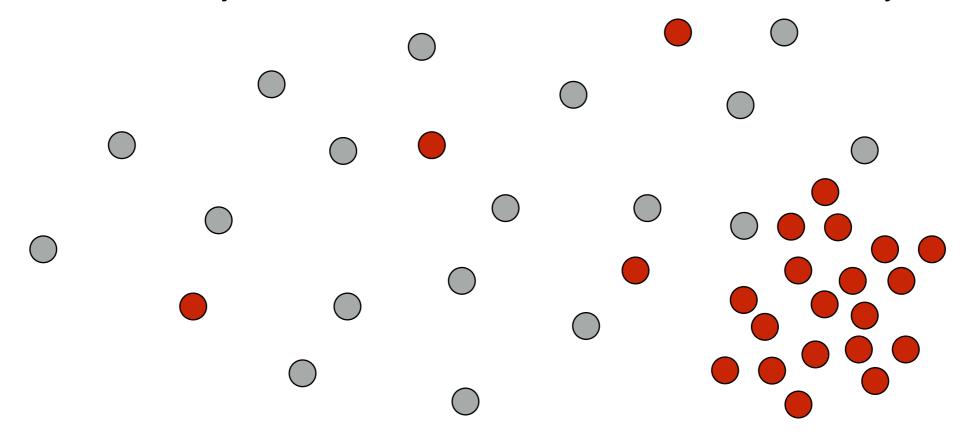


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Goal: Have all honest nodes agree on one of their views of the blockchain.

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Exception: Malicious nodes are a hive-mind and share one personal view.

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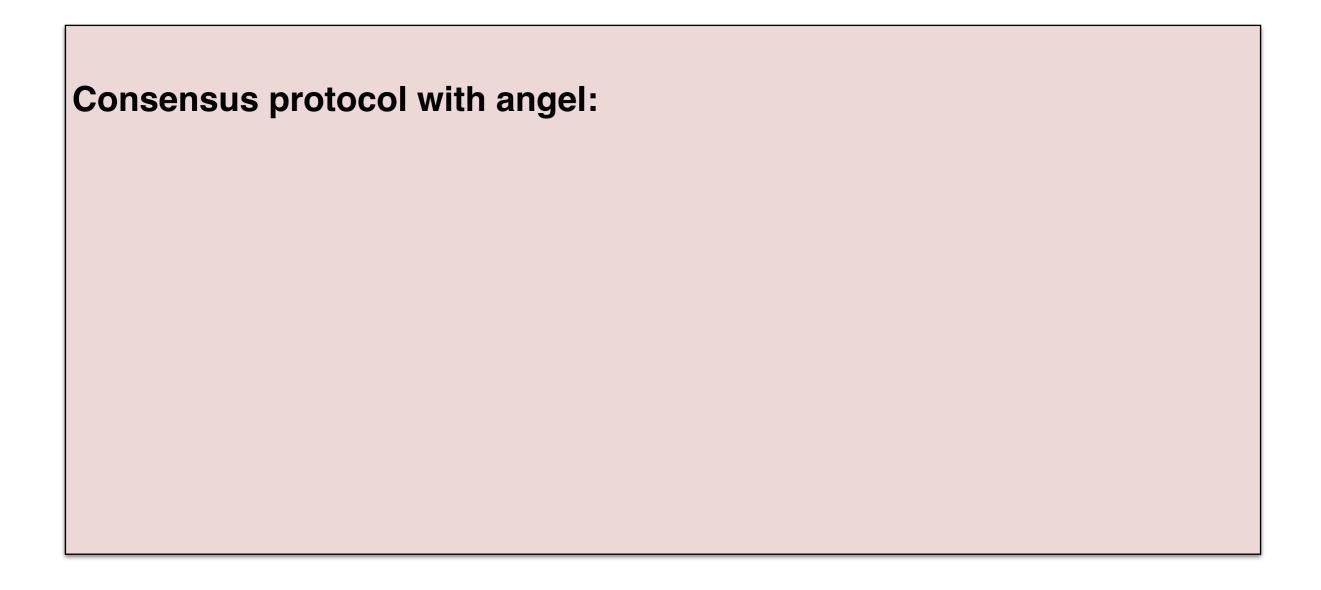


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This protocol doesn't exist in reality! We will build the angel and personal views using POWs later.



#### Consensus protocol with angel:

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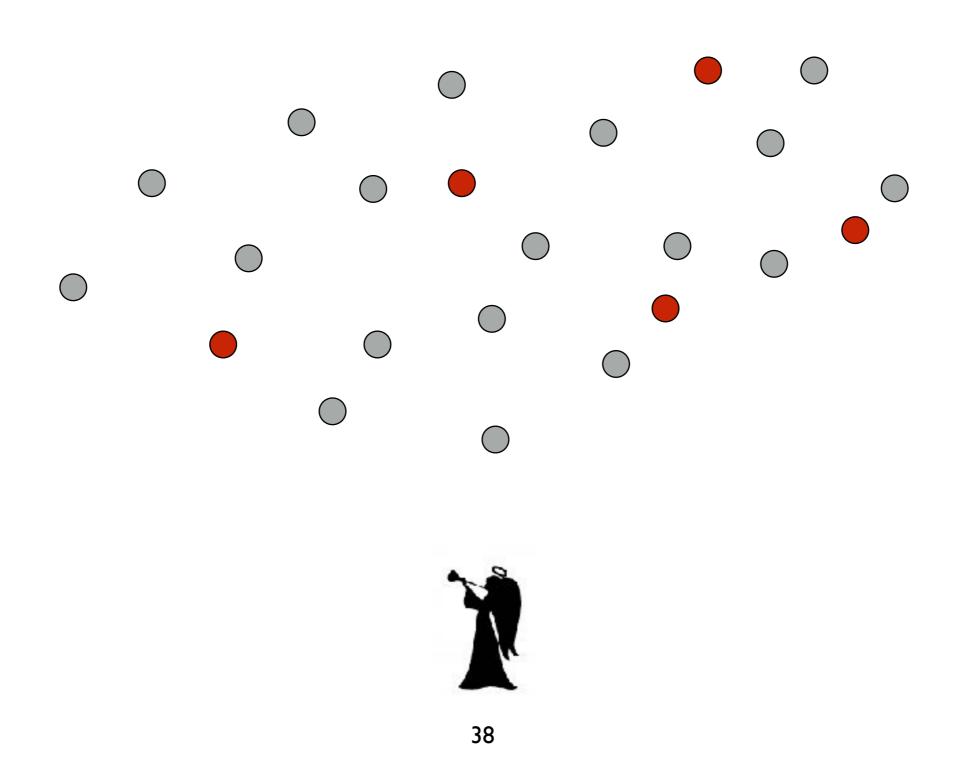
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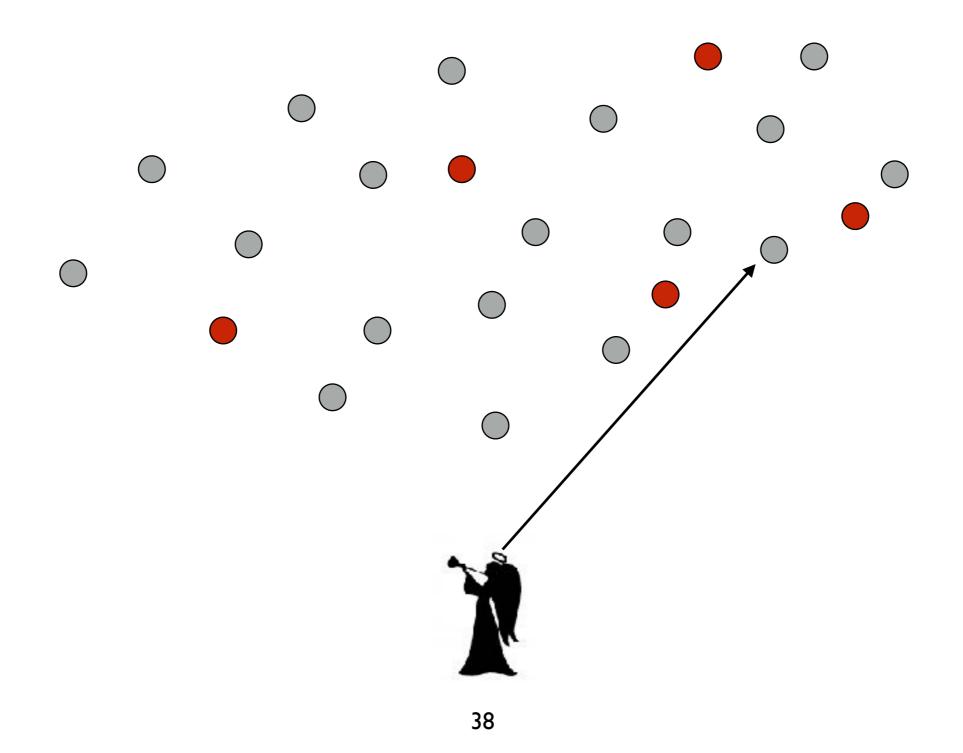
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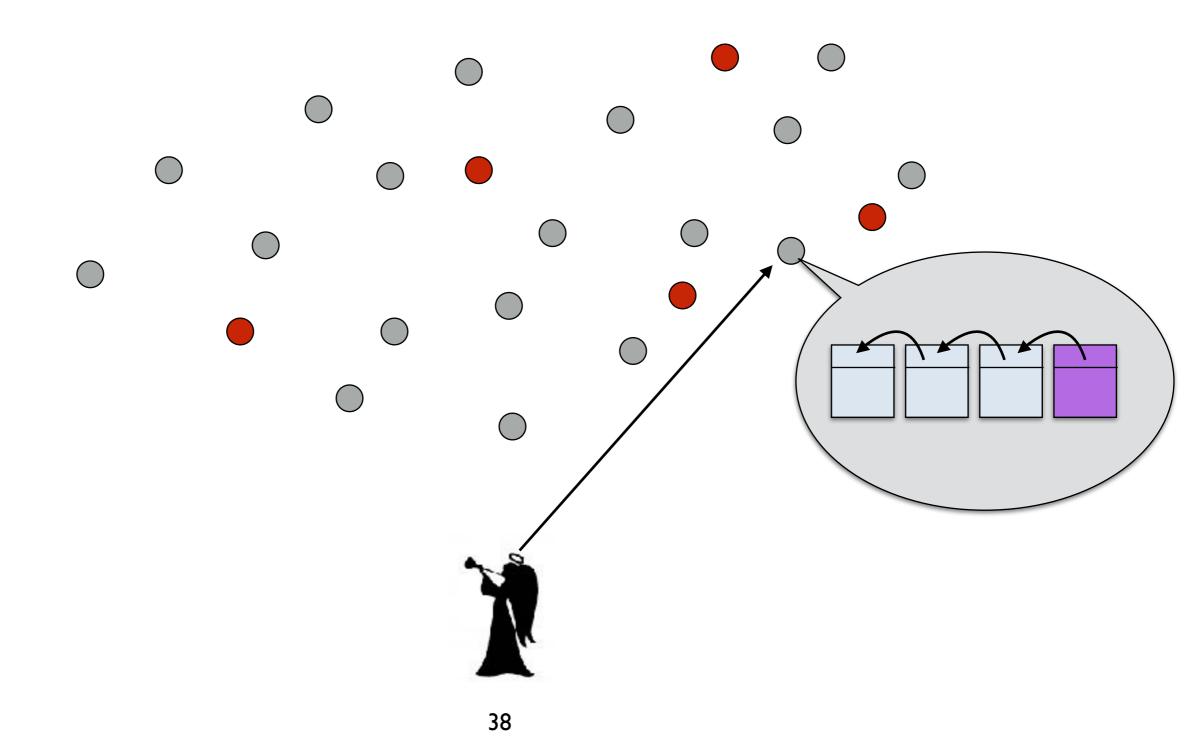
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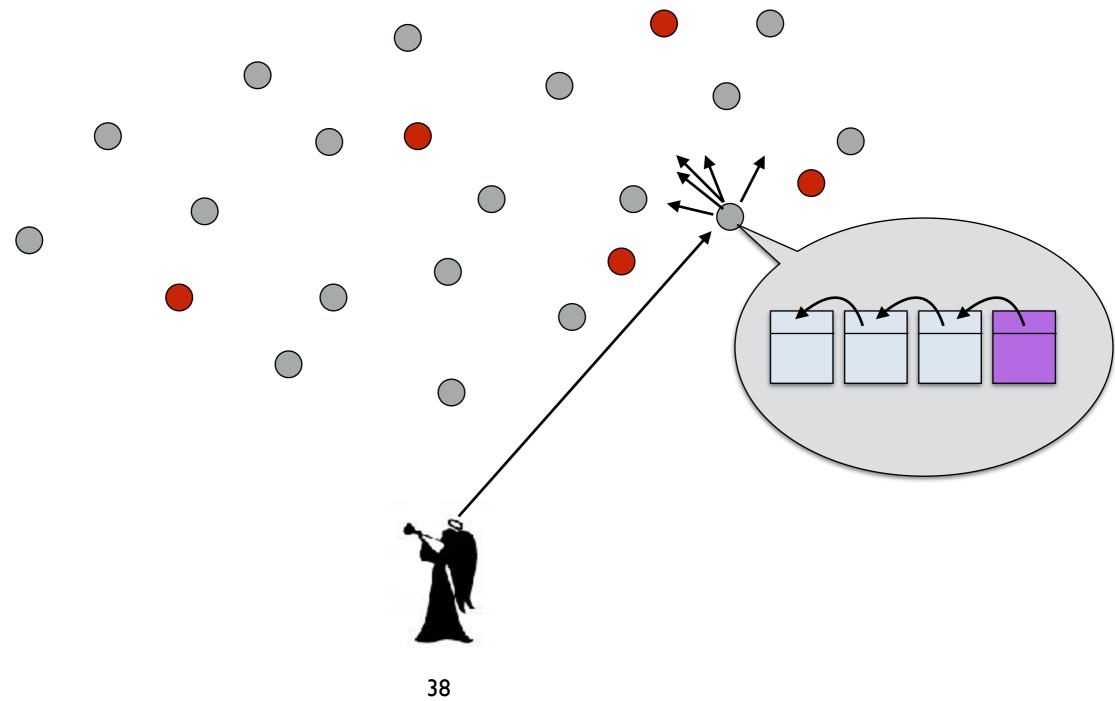
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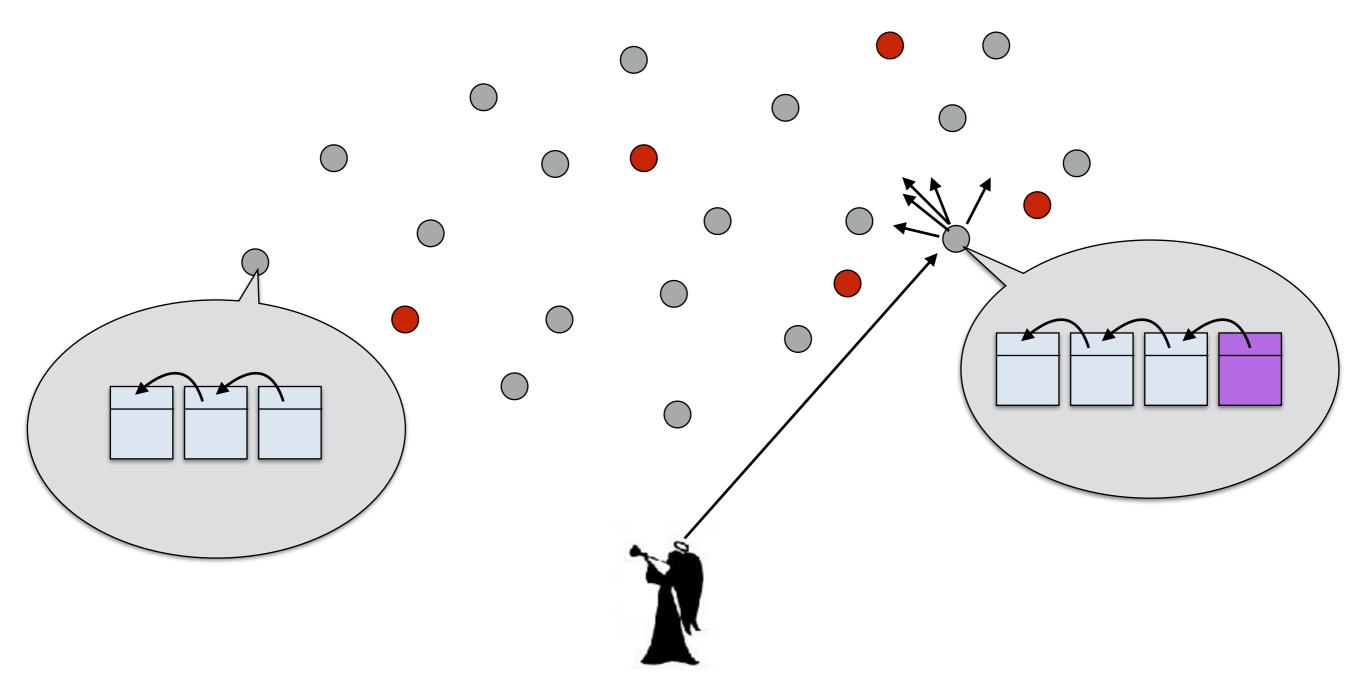
Note 2: A node may only add a block to its view when the angel chooses it.

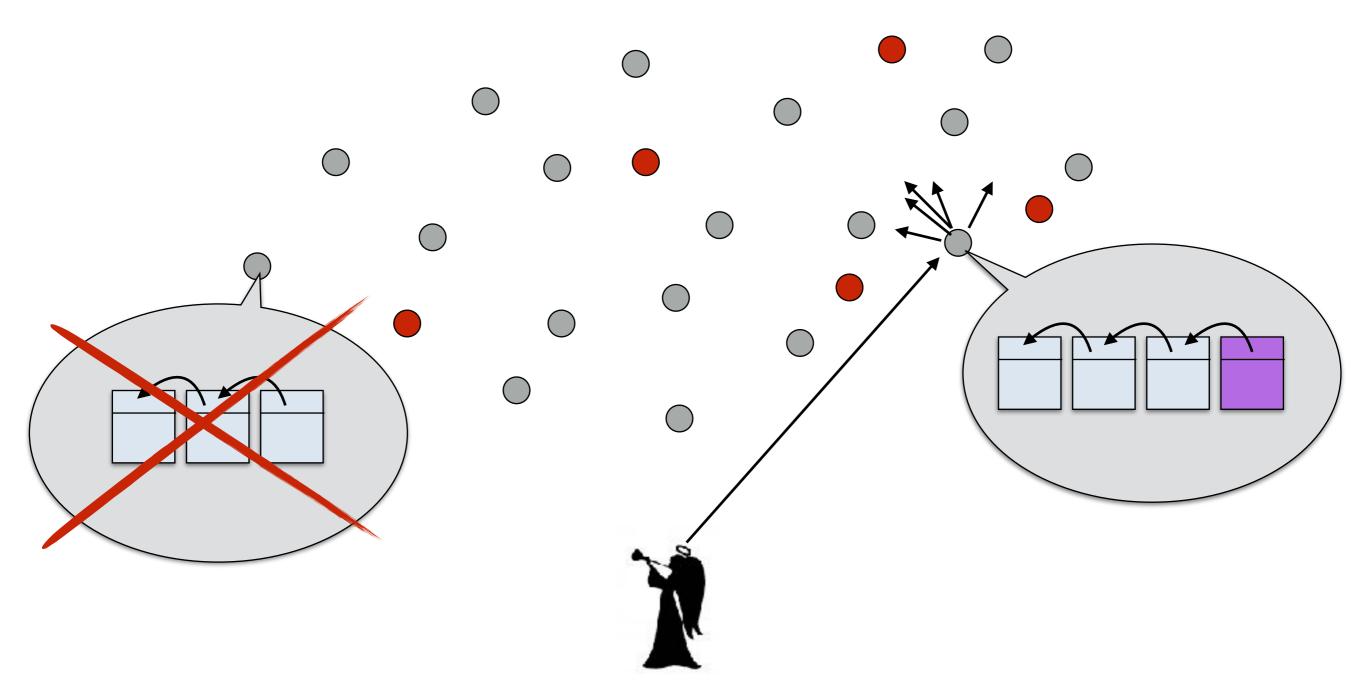


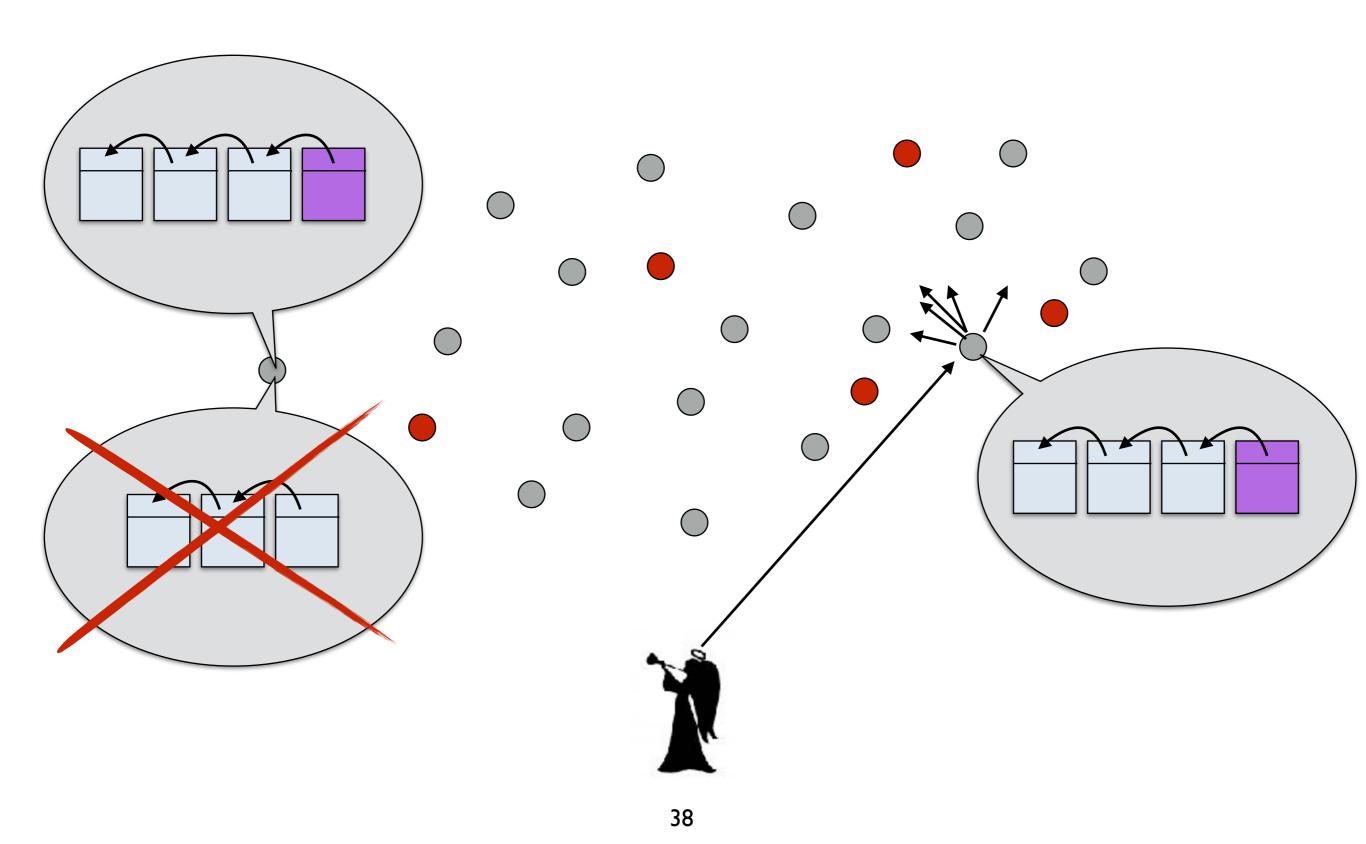


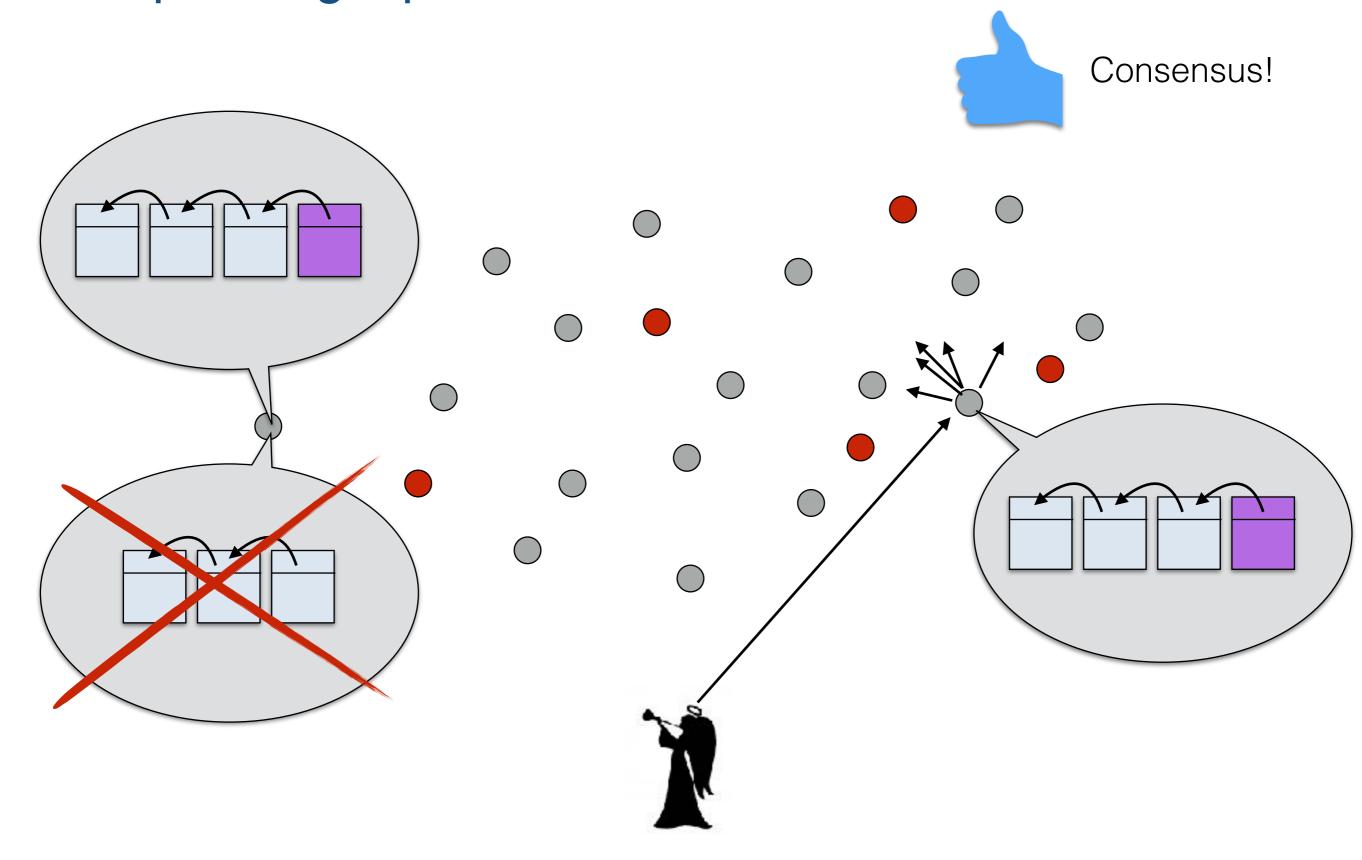




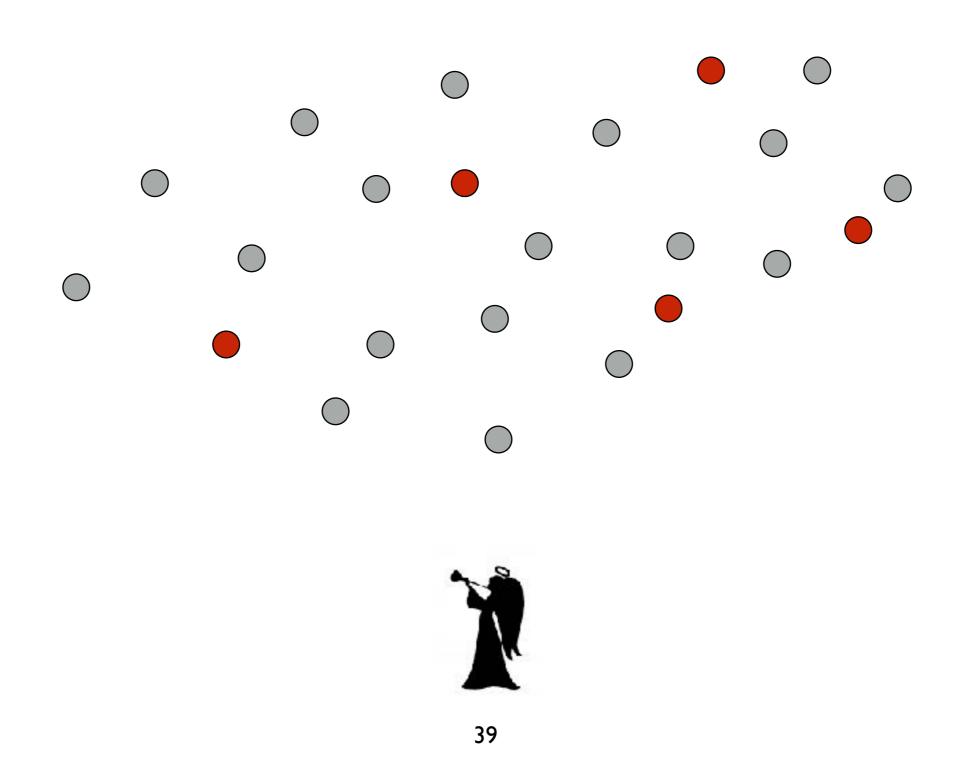




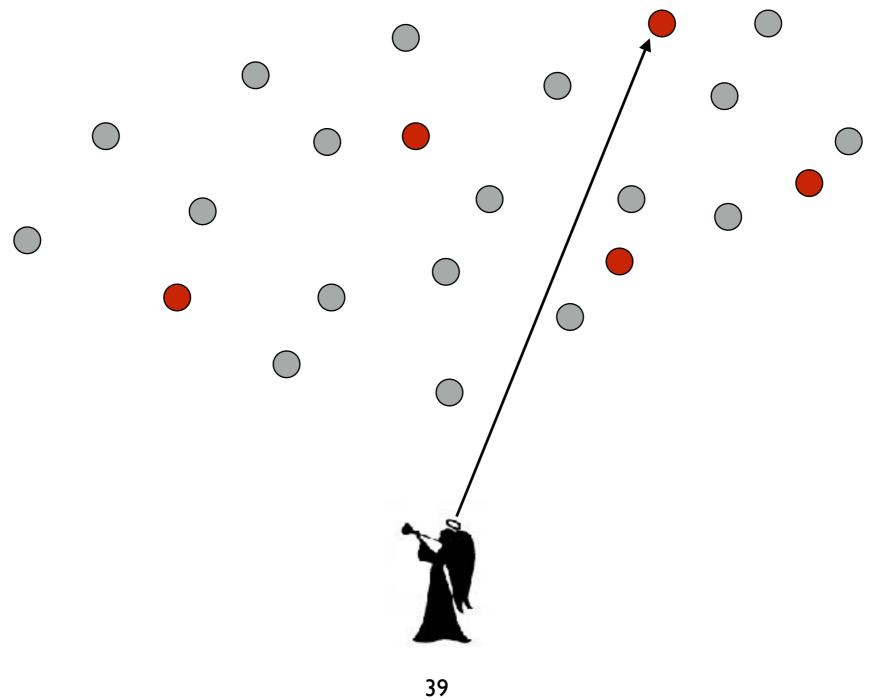


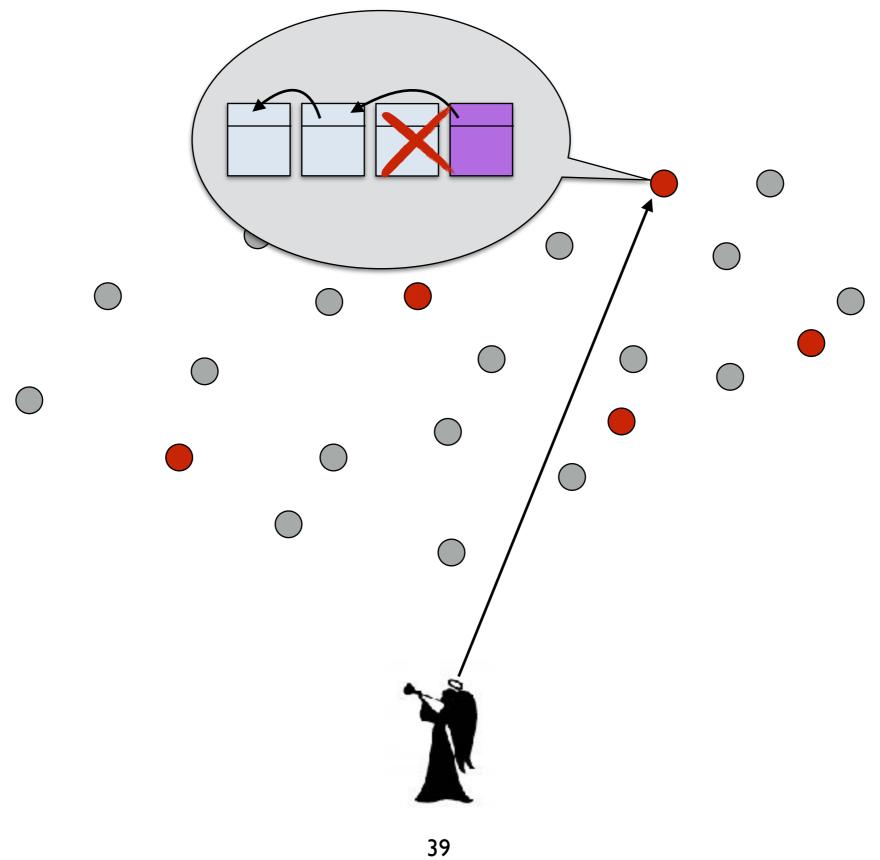


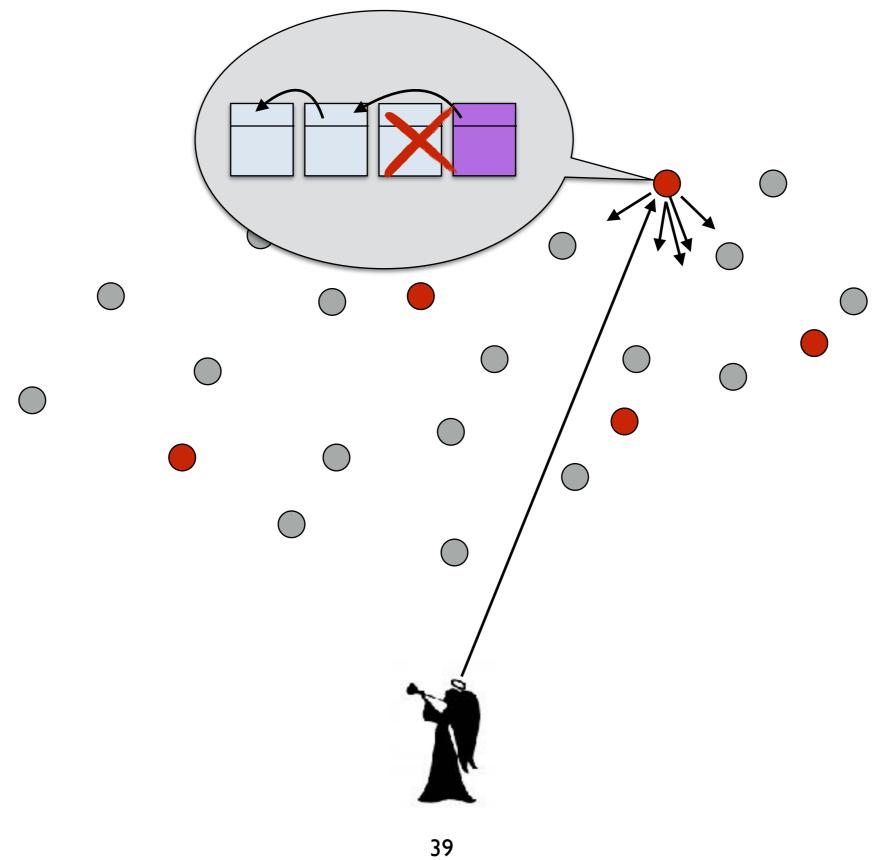
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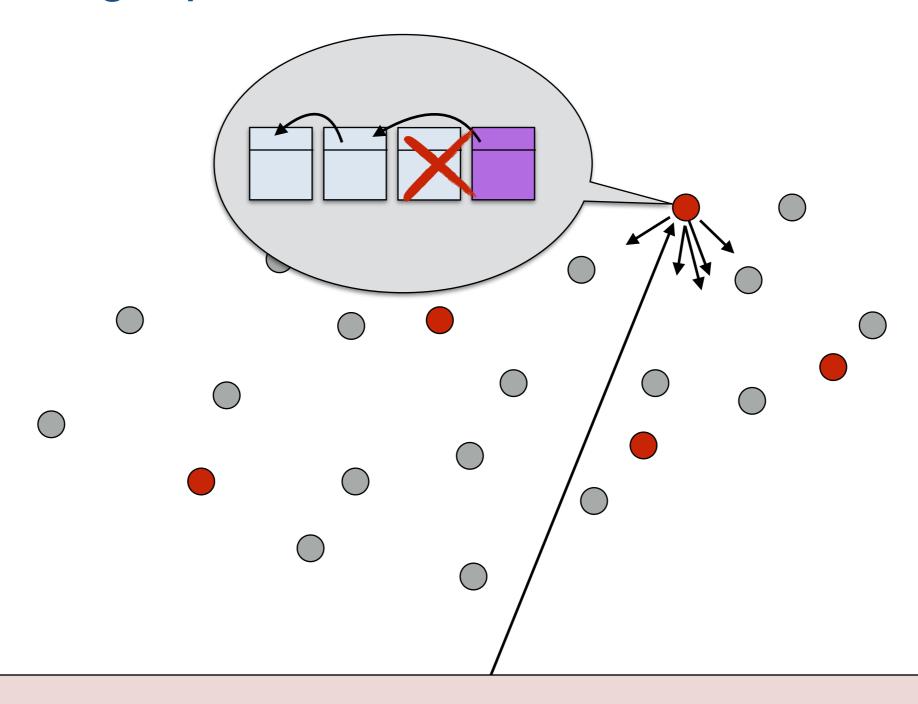


## Example: Angel picks an malicious node



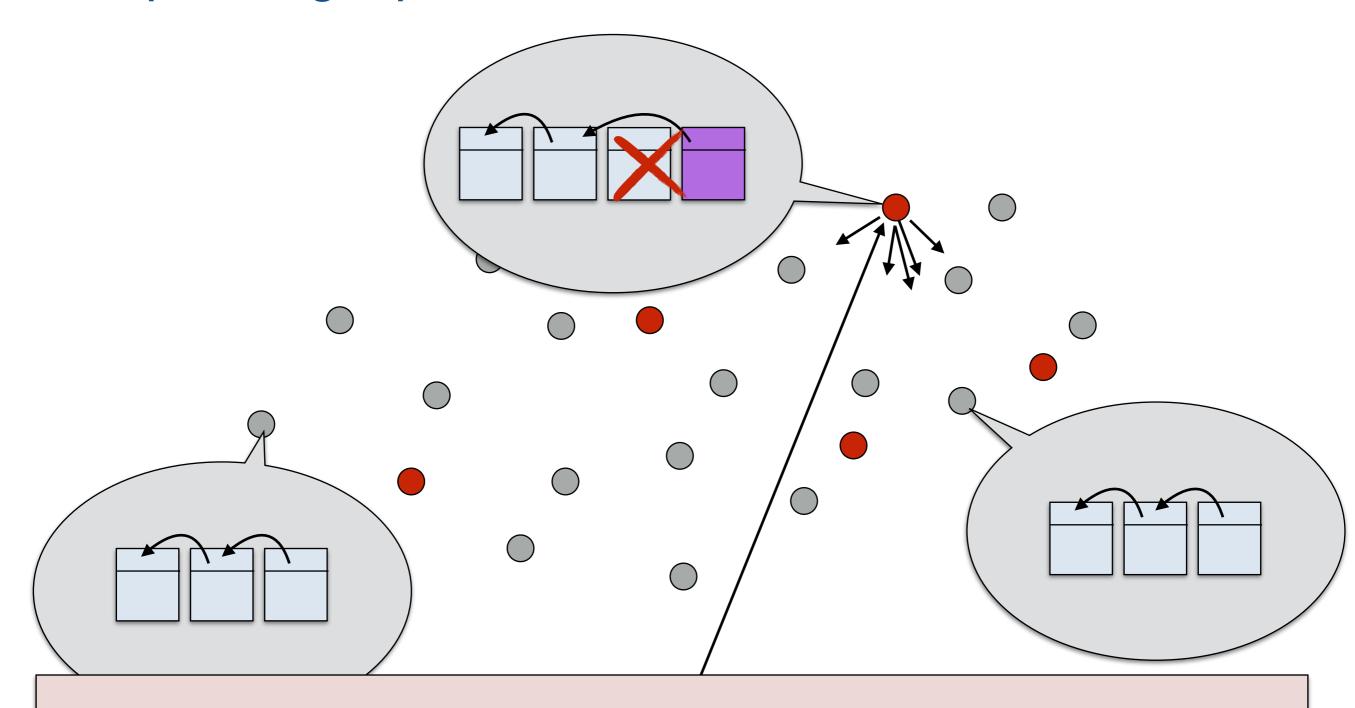






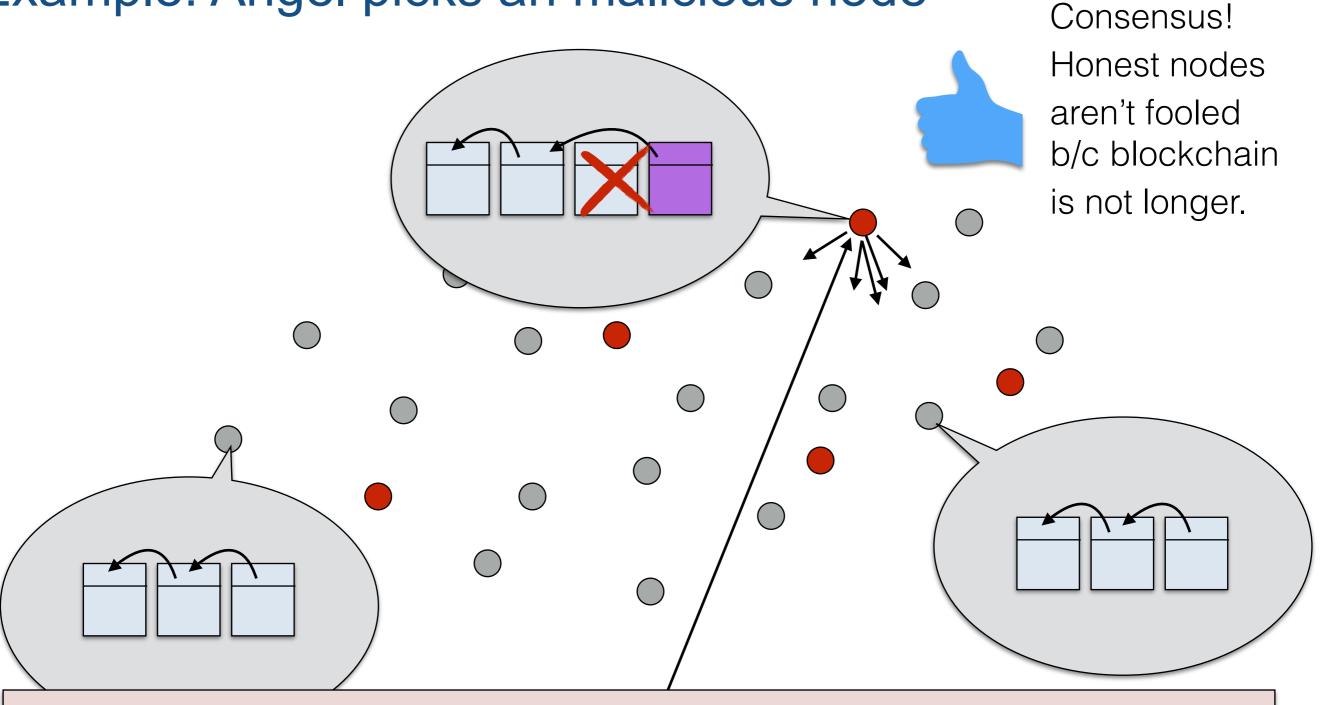
Malicious node tries to delete a block by omitting it from announced view.





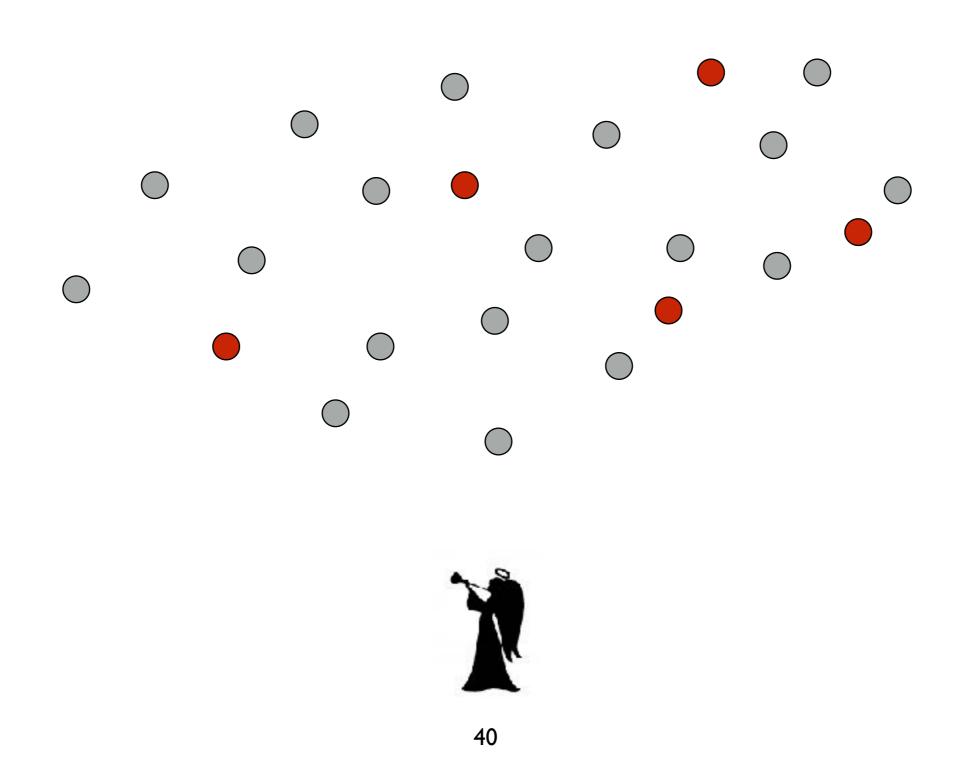
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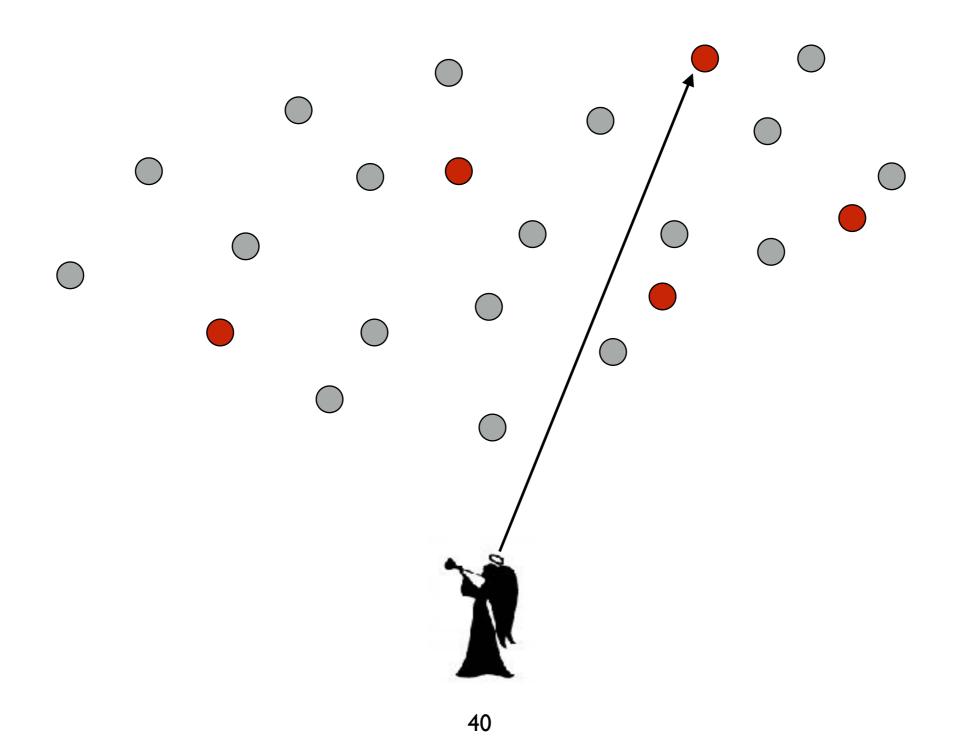


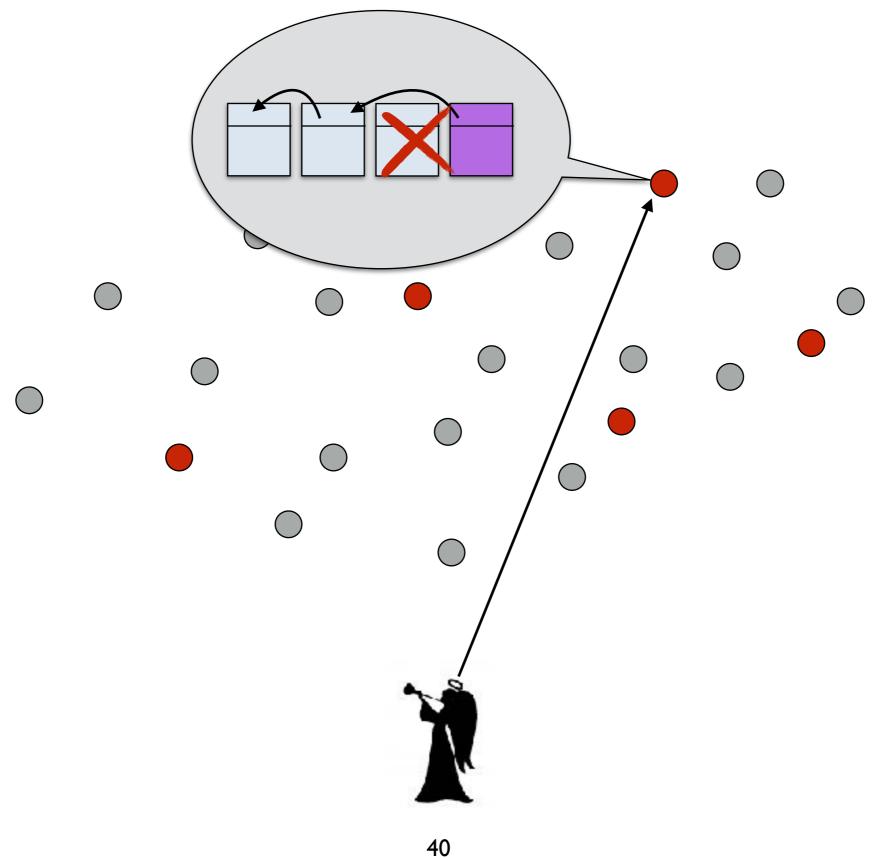


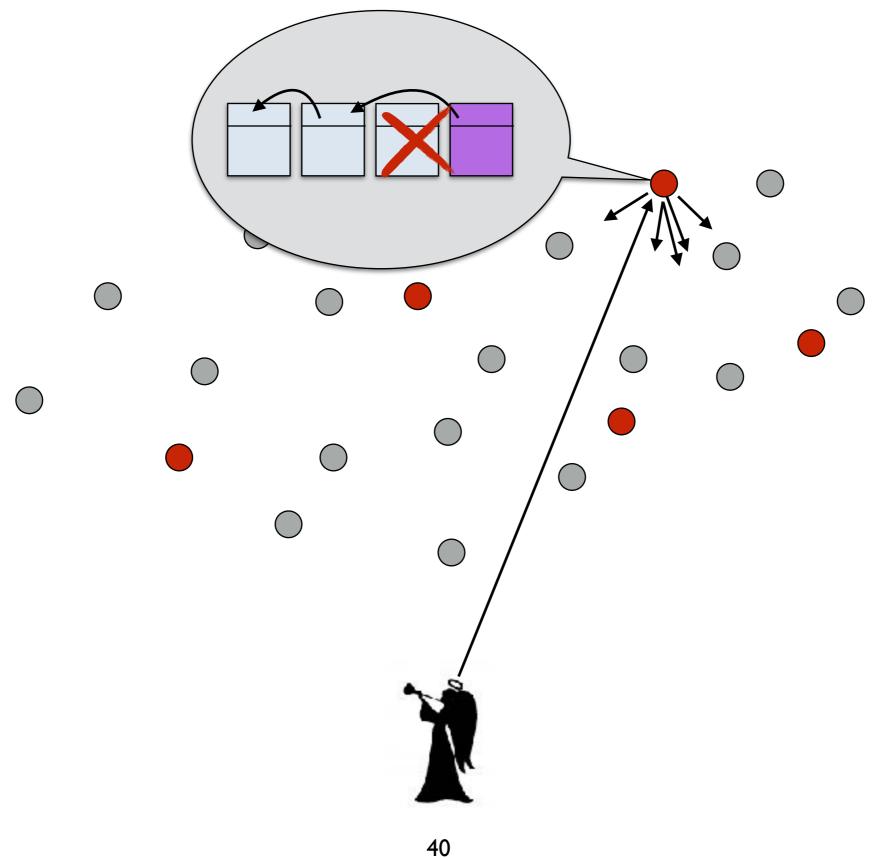
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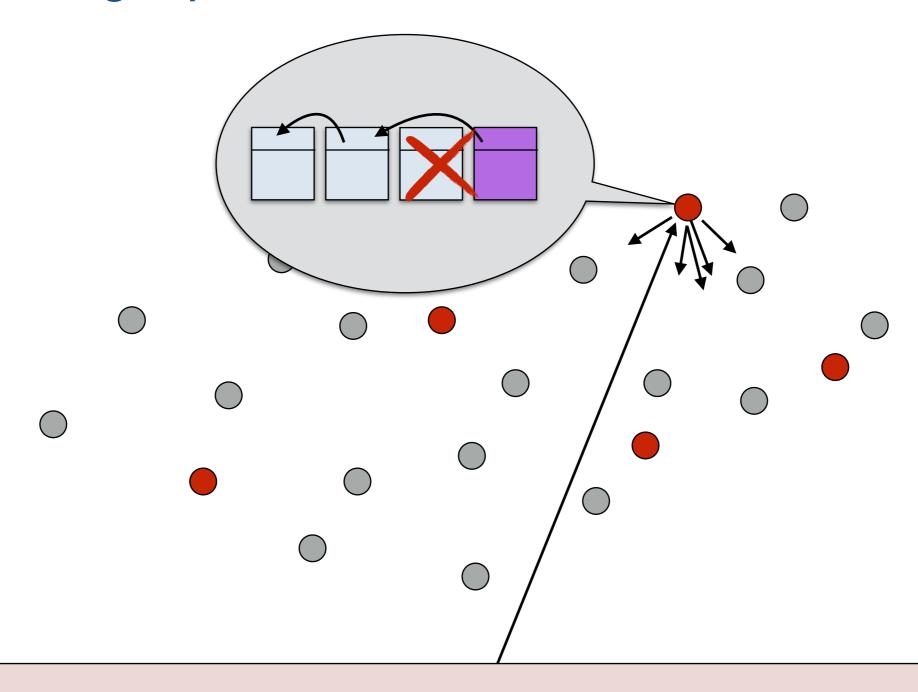




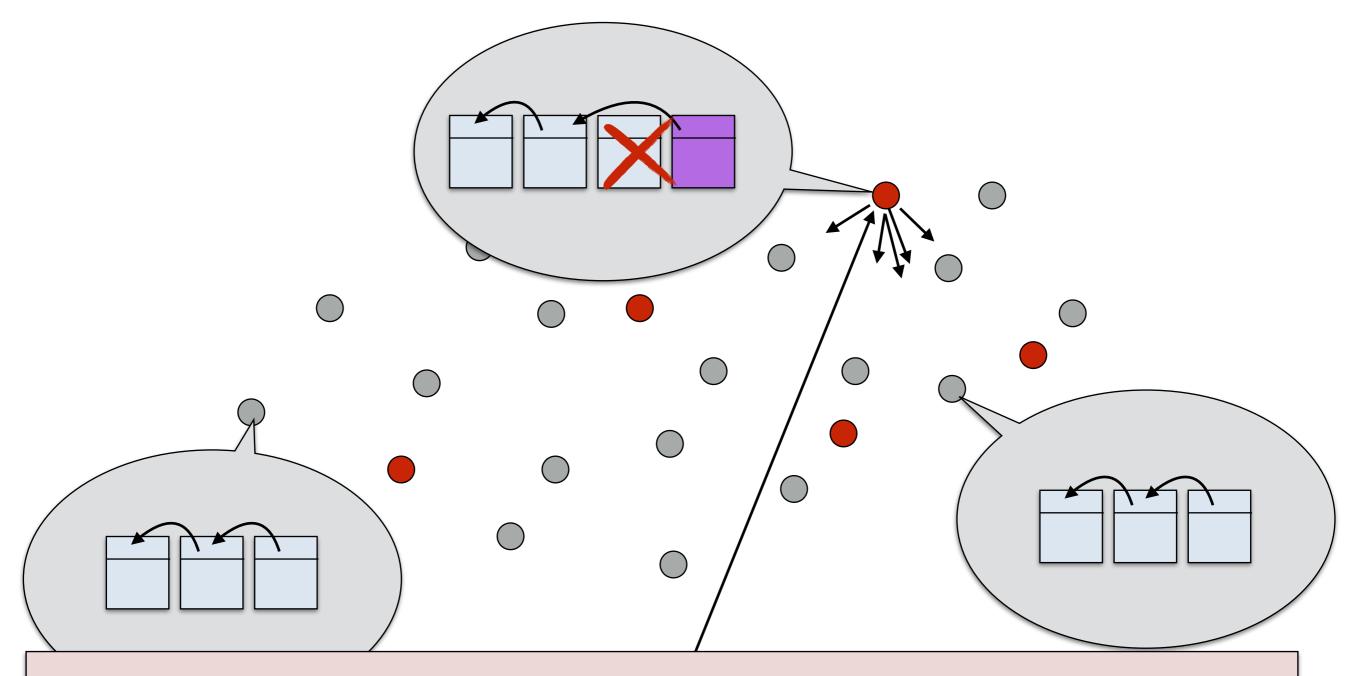






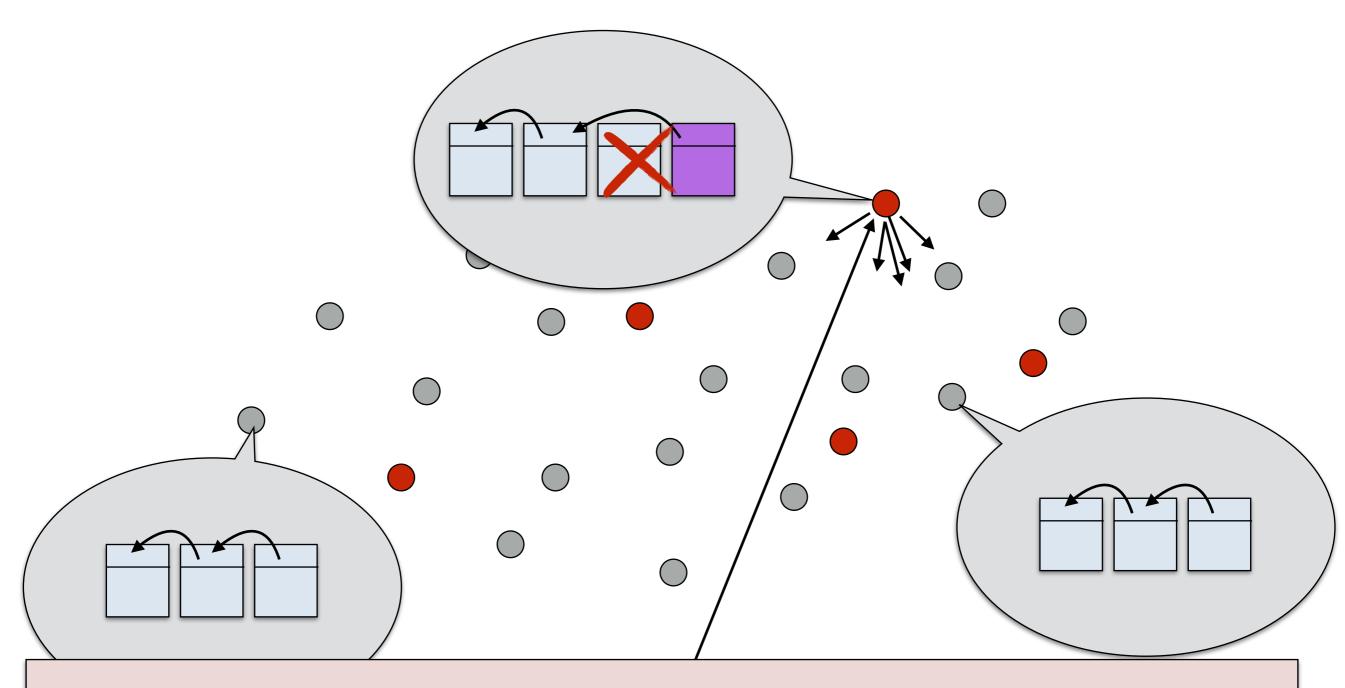


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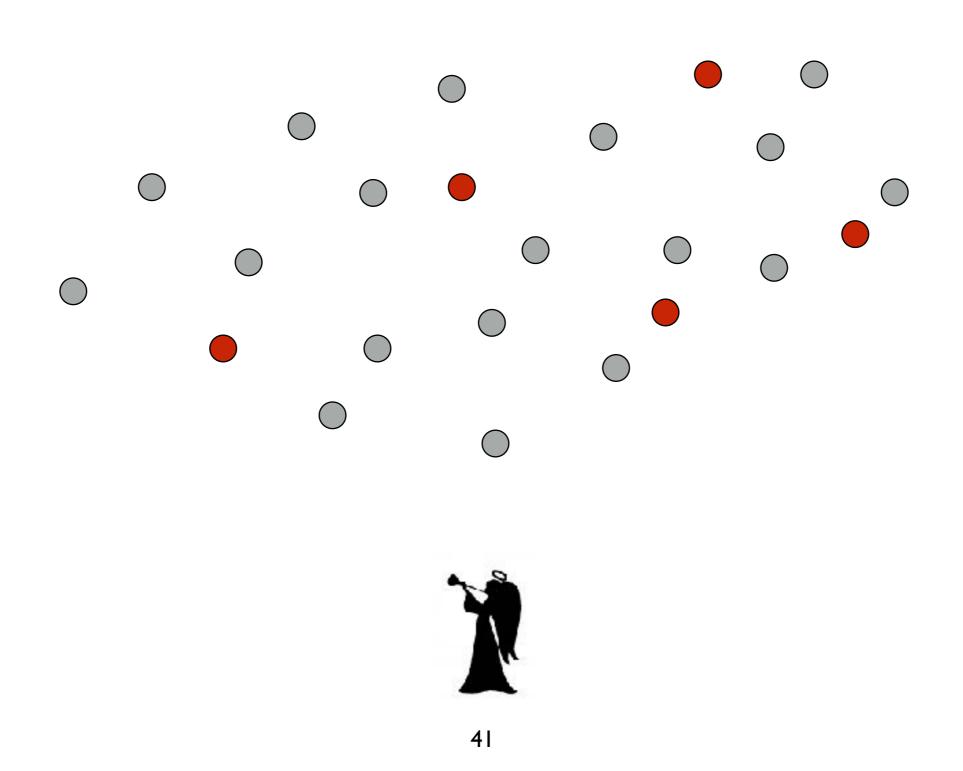


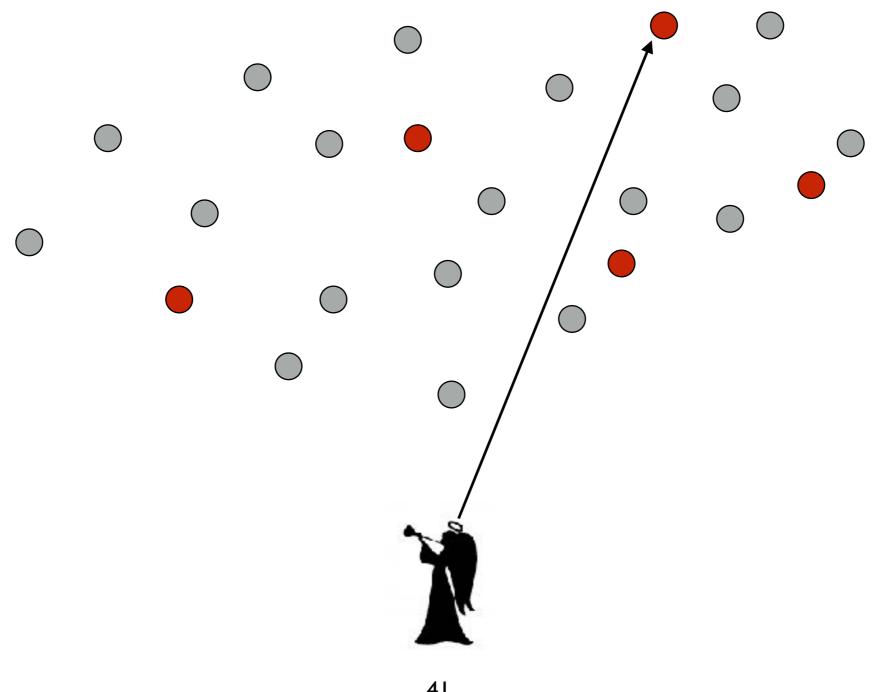


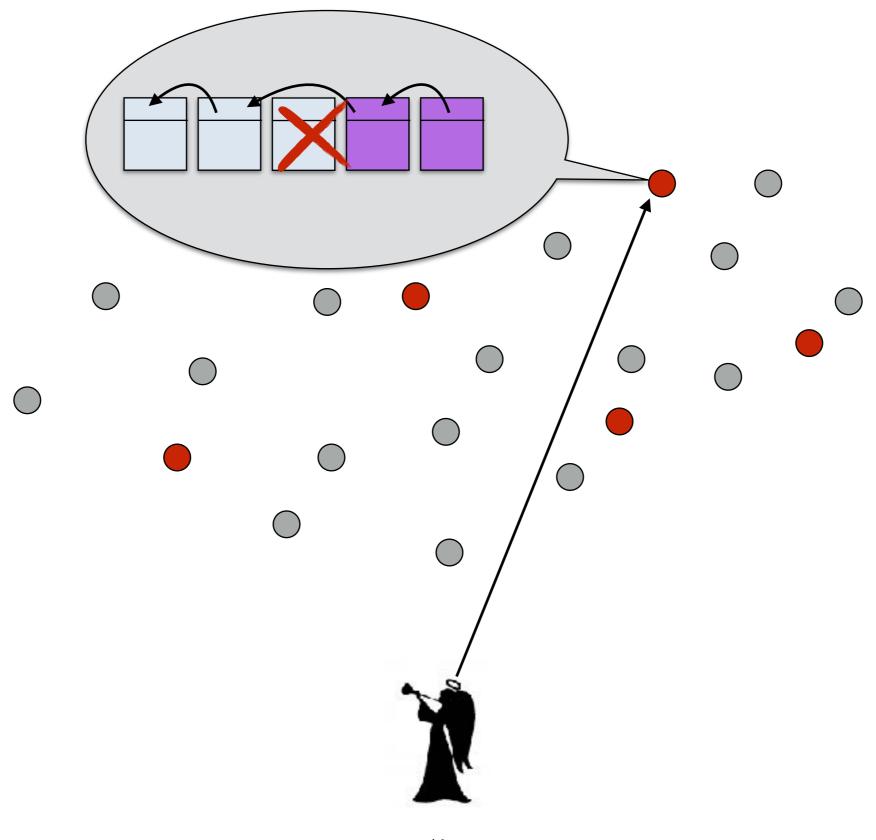
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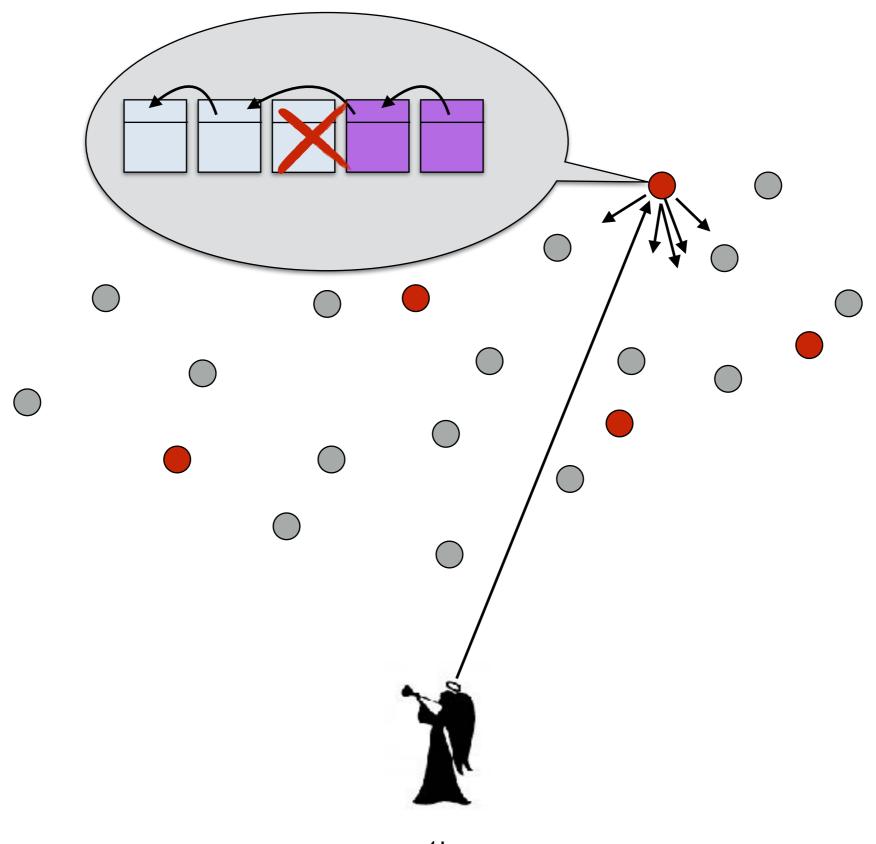
However, the malicious node adds the block to its view of the chain.

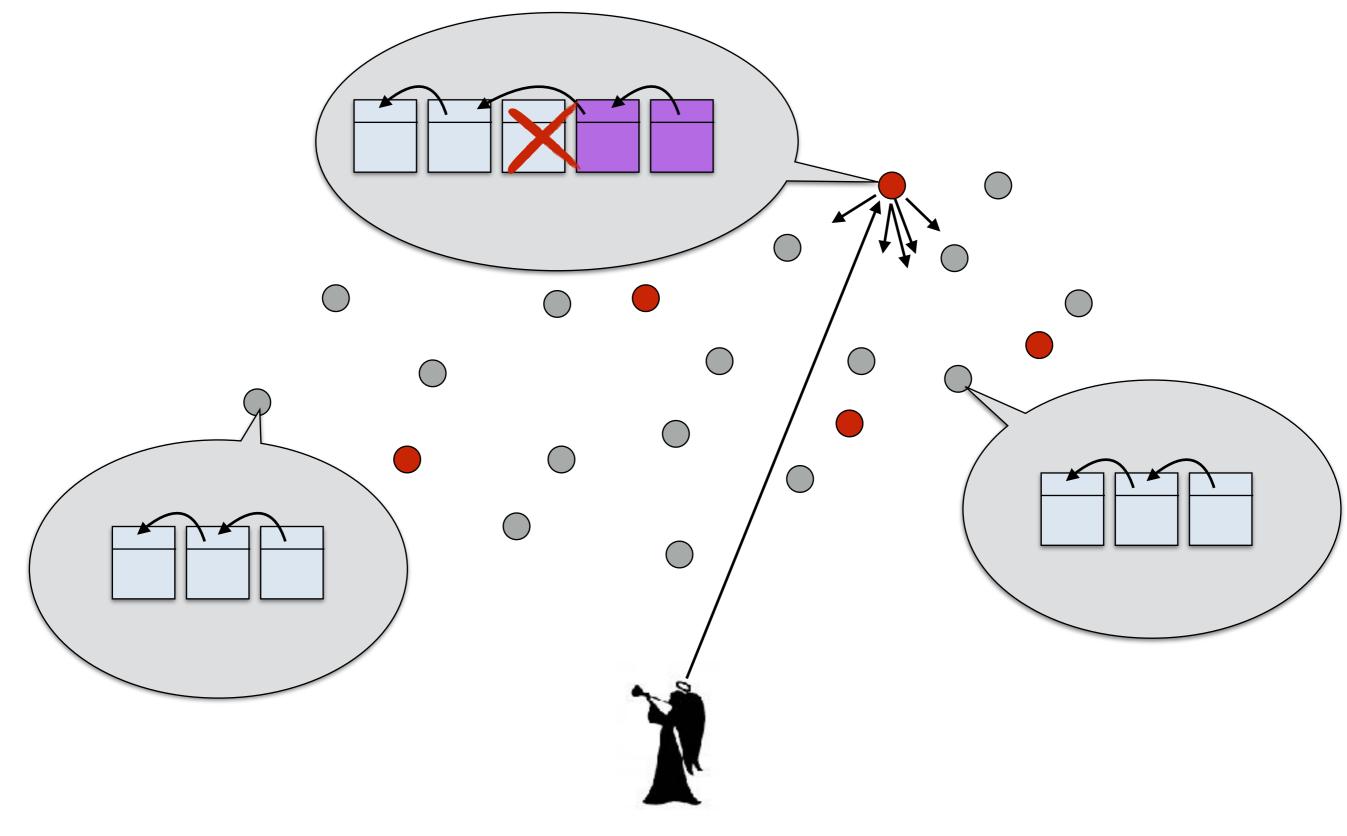
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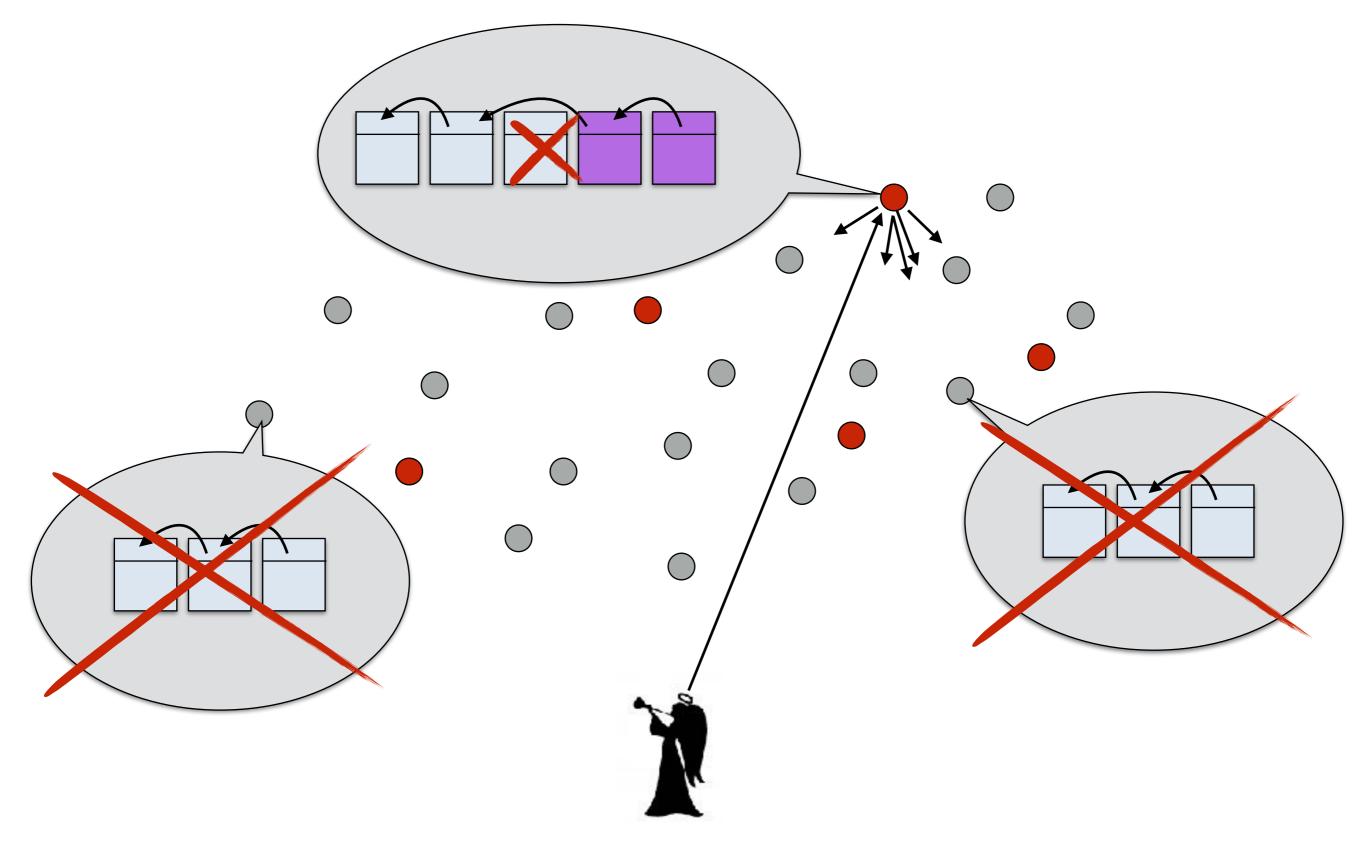


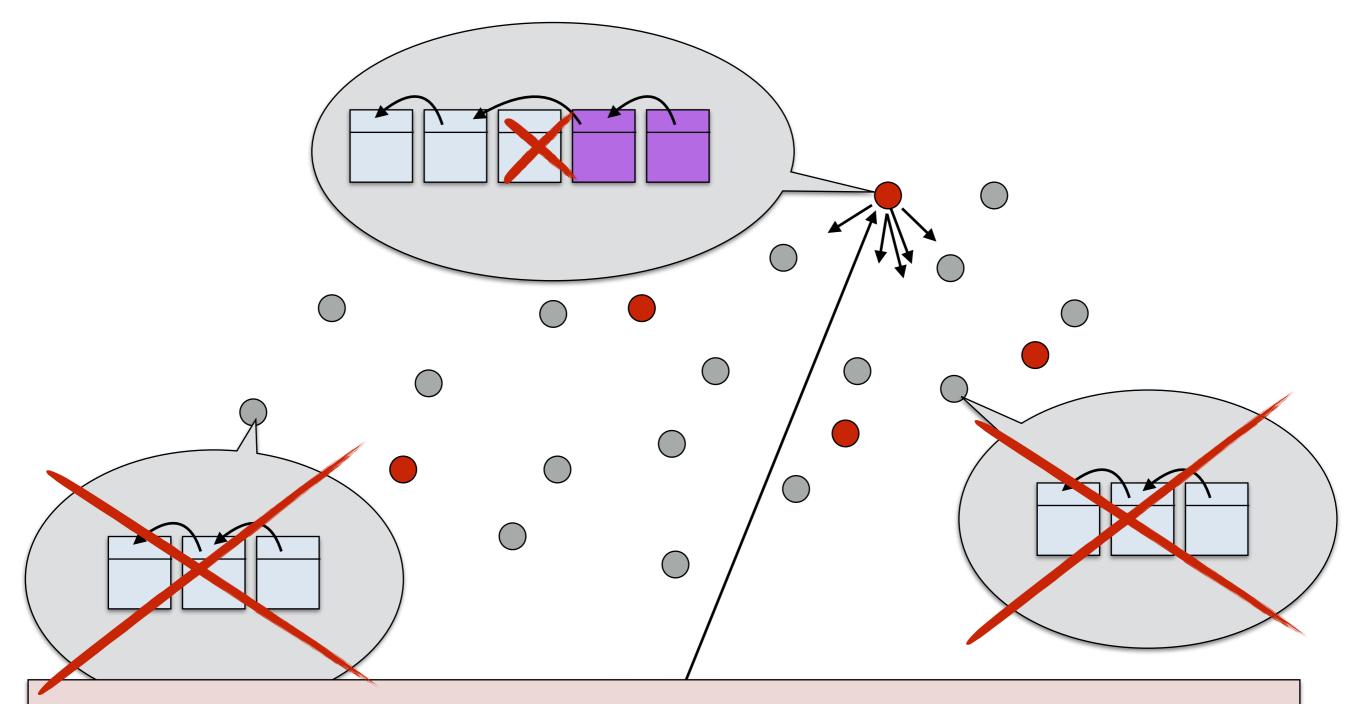




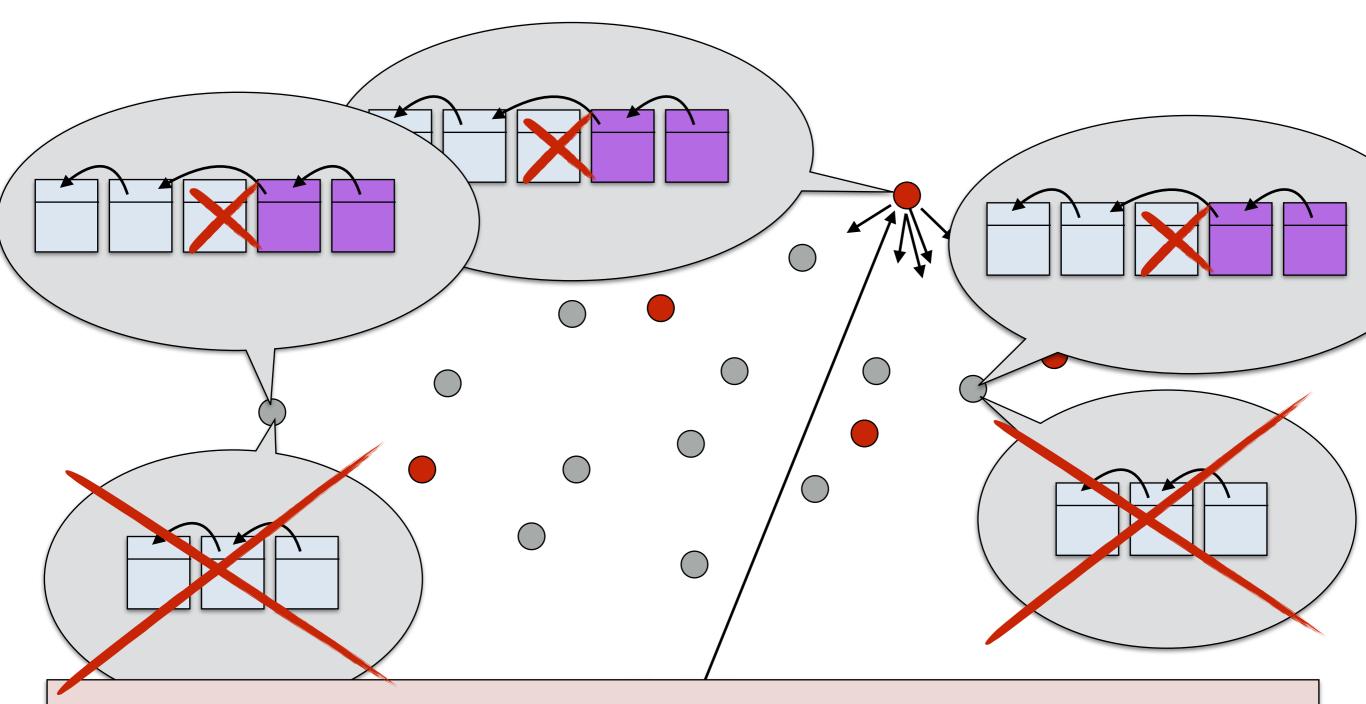




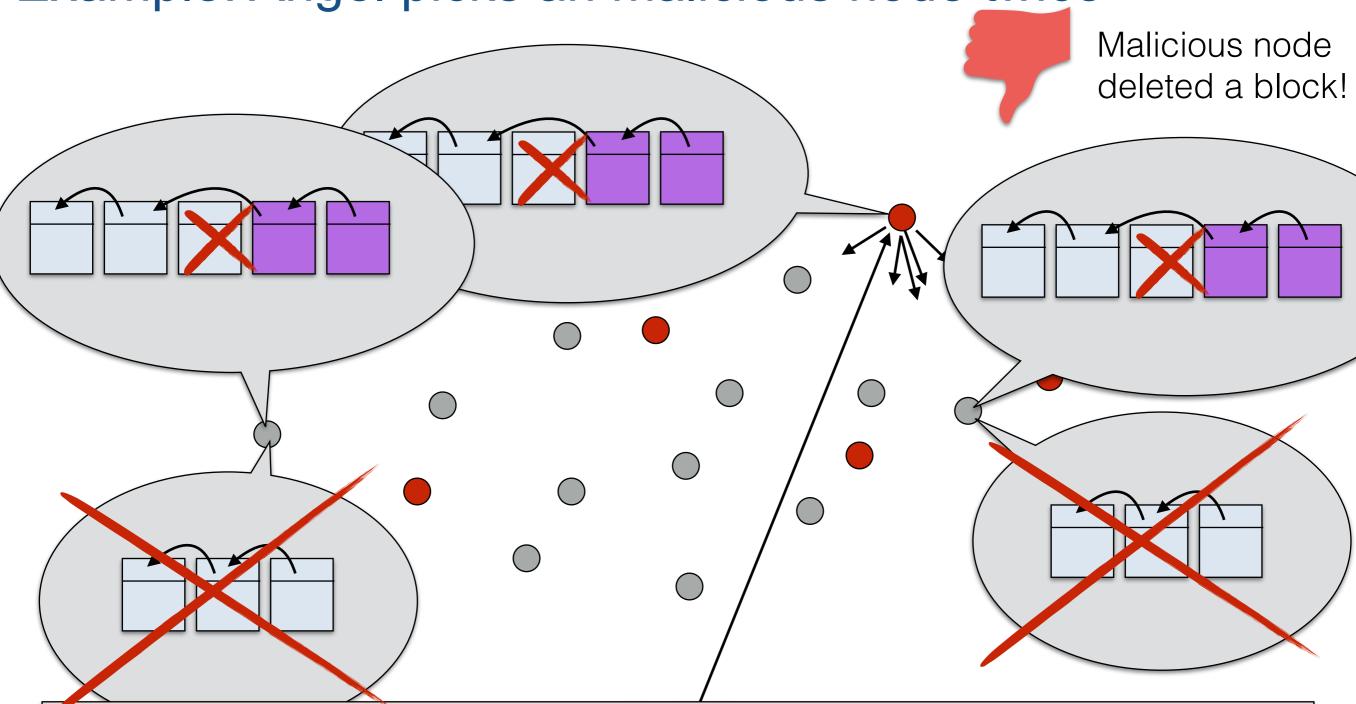




Malicious node adds **another** block to its personal view with a deleted block. Now it has more blocks than other views, so they accept it.



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**Going forward:** "Confirmations" for a transaction are subsequent blocks that follow the transaction's block. More confirmations mean the transaction is "more official".

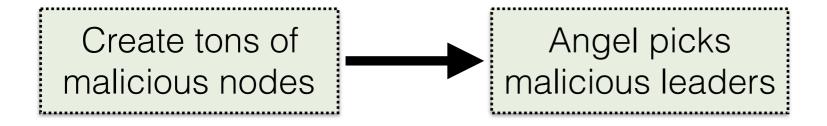
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Probability that angel picks honest node = # honest / total Probability that angel picks malicious node = # malicious / total

Create tons of malicious nodes

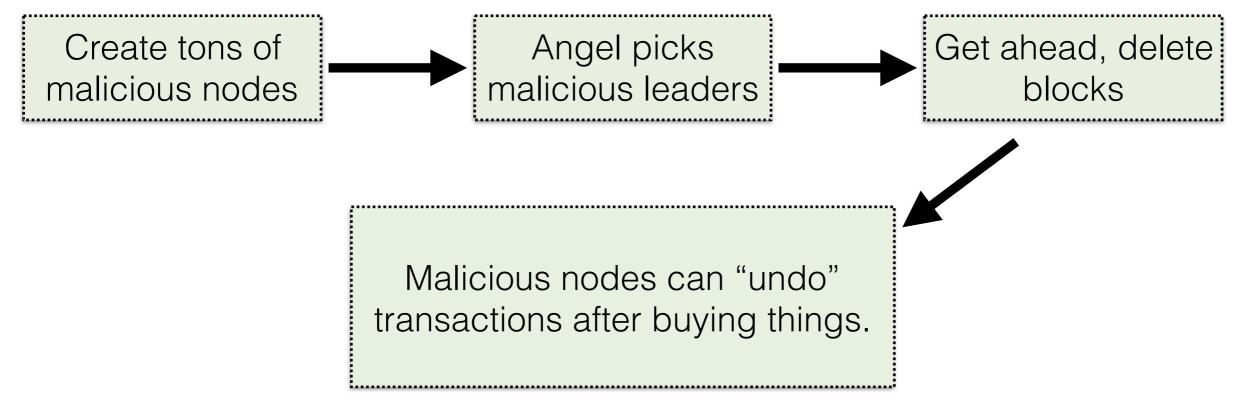
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### Lecture 2 Outline

- 1. Cryptographic Hash Functions
  - Blockchains
  - Proofs of Work
- 2. Putting DCash "on the blockchain", with an authority
- 3. The idea of decentralization
- 4. Decentralized DCash with an Angel
- 5. Decentralized DCash via proofs-of-work Next time.

# The End