

# Merkle Trees

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# A Brief History

- 1979 — The patent a 'Method of providing digital signatures' is filed by Ralph C. Merkle [4].
- 1999 — The original patent expires.
- 2009 — Bitcoin uses Merkle Trees for 'block header commitment.' [3]
- 2023 — Twenty students taking a cryptography class .



# Definition

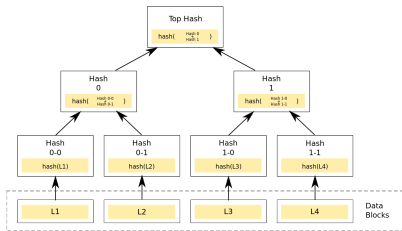


Figure: Basic Merkle Tree [8]

- Merkle trees provide proof of membership that can be publicly verified using a minimal number of hashes.
- The value of the parent for each node is the hash of the left and right child.



# Applications

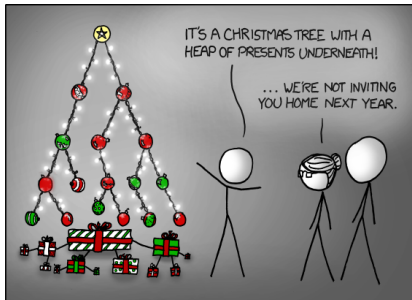


Figure: XKCD: "Tree" [6]

Merkle trees are secured data structures whose operations can be used to prove/verify membership of a node in  $\mathcal{O}(\log(n))$  hashes.



# Proving Membership (*singular*)

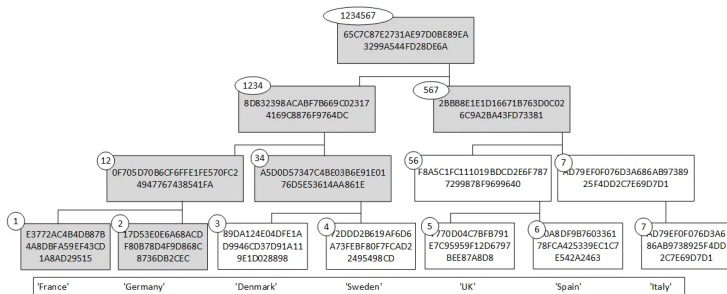


Figure: Show Germany exist in the tree [2]



# Proving Membership (*multiple*)

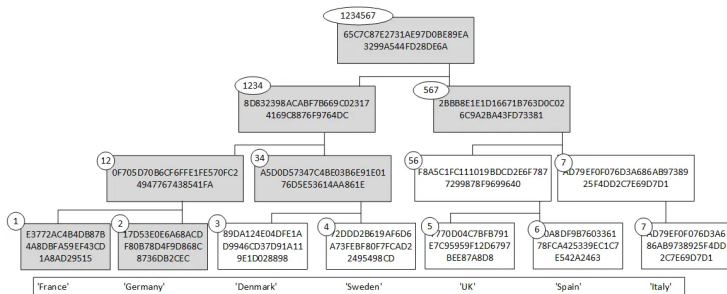


Figure: Show Germany **and** France exist in the tree [2]



# Proving non-membership

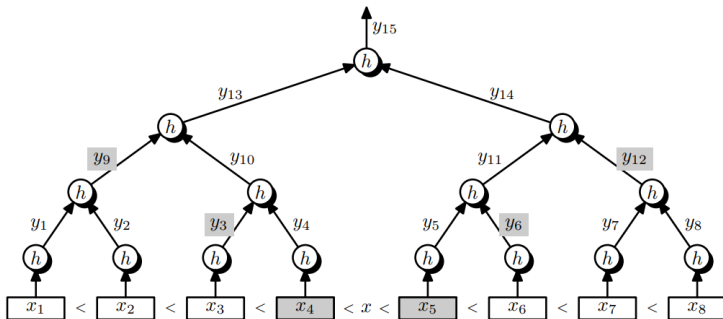


Figure: Show  $x$  is not in the tree [1]



# Joining trees

See blackboard

**Figure:** Create a new root node and connect trees  $A$  and  $B$  [1]





# Equality

See blackboard

**Figure:** Show trees  $A$  and  $B$  are equal.



# Building a tree

input:  $x_1, \dots, x_n \in \mathcal{X}$ , where  $n$  is a power of 2

output:  $y \in \mathcal{Y}$

for  $i = 1$  to  $n$ :  $y_i \leftarrow h(x_i)$  // initialize  $y_1, \dots, y_n$

for  $i = 1$  to  $n - 1$ :  $y_{i+n} \leftarrow h(y_{2i-1}, y_{2i})$  // compute  $y_{n+1}, \dots, y_{2n-1}$

output  $y_{2n-1} \in \mathcal{Y}$  [1]



# Is it a secure authenticated data structure

*We next define security. We say that an adversary defeats the scheme if it can output a hash value  $y \in Y$  and then fool the verifier into accepting two different elements  $x$  and  $x'$  in  $X$  at some position  $i$ . [1]*

**We assume the underlying hash function  $h$  is collision resistant.**



# Authenticated data structure scheme syntax

An authenticated data structure scheme  $\mathcal{D} = (H, P, V)$  defined over  $(\mathcal{X}^n, \mathcal{Y})$  is a tuple of three efficient deterministic algorithms:

- $H$  is an algorithm that is invoked as  $y \leftarrow H(T)$ , where  $T := (x_1, \dots, x_n) \in \mathcal{X}^n$  and  $y \in \mathcal{Y}$ .
- $P$  is an algorithm that is invoked as  $\pi \leftarrow P(i, x, T)$ , where  $x \in \mathcal{X}$  and  $1 \leq i \leq n$ . The algorithm outputs a proof  $\pi$  that  $x = x_i$ , where  $T := (x_1, \dots, x_n)$ .
- $V$  is an algorithm that is invoked as  $V(i, x, y, \pi)$  and outputs accept or reject.
- We require that for all  $T := (x_1, \dots, x_n) \in \mathcal{X}^n$ , and all  $1 \leq i \leq n$ , we have that

$$V(i, x_i, H(T), P(i, x_i, T)) = \text{accept}$$

[1]



# Attack Game

For Merkle tree  $D = (H, P, V)$  defined over  $(\mathcal{X}^n, \mathcal{Y})$ , and a given adversary  $\mathcal{A}$ :

*The adversary  $\mathcal{A}$  outputs a  $y \in \mathcal{Y}$ , a position  $i \in \{1, \dots, n\}$ , and two pairs  $(x, \pi)$  and  $(x', \pi')$  where  $x, x' \in \mathcal{X}$ .*

$\mathcal{A}$  wins the game if  $x \neq x'$  and  $V(i, x, y, \pi) = V(i, x', y, \pi') = \text{accept}$ . Define  $\mathcal{A}$ 's advantage with respect to  $\mathcal{D}$ , denoted  $\text{ADSadv}[\mathcal{A}, \mathcal{D}]$ , as the probability that  $\mathcal{A}$  wins the game. [1]



# Merkle hash tree scheme is a Secure Authenticated Data Structure Scheme

*The Merkle hash tree scheme is a secure authenticated data structure scheme, assuming the underlying hash function  $h$  is collision resistant. [1]*



# "The proof is essentially the same as the proof of a parallel Merkle-Damgård"

**8.9 (A parallel Merkle-Damgård).** The Merkle-Damgård construction in Section 8.4 gives a *sequential* method for extending the domain of a secure CRHF. The tree construction in Fig. 8.16 is a parallelizable approach: all the hash functions  $h$  within a single level can be computed in parallel. Prove that the resulting hash function defined over  $(\mathcal{X}^{\leq L}, \mathcal{X})$  is collision resistant, assuming  $h$  is collision resistant. Here  $h$  is a compression function  $h : \mathcal{X}^2 \rightarrow \mathcal{X}$ , and we assume the message length can be encoded as an element of  $\mathcal{X}$ . More precisely, the hash function is defined as follows:

```

input:  $m_1 \dots m_s \in \mathcal{X}^s$  for some  $1 \leq s \leq L$ 
output:  $y \in \mathcal{X}$ 

let  $t \in \mathbb{Z}$  be the smallest power of two such that  $t \geq s$  (i.e.,  $t := 2^{\lceil \log_2 s \rceil}$ )
for  $i = s + 1$  to  $t$ :  $m_i \leftarrow \perp$ 
for  $i = t + 1$  to  $2t - 1$ :
     $\ell \leftarrow 2(i - t) - 1, \quad r \leftarrow \ell + 1$            // indices of left and right children
    if  $m_\ell = \perp$  and  $m_r = \perp$ :  $m_i \leftarrow \perp$          // if node has no children, set node to null
    else if  $m_r = \perp$ :  $m_i \leftarrow m_\ell$                // if one child, propagate child as is
    else  $m_i \leftarrow h(m_\ell, m_r)$                    // if two children, hash with  $h$ 
output  $y \leftarrow h(m_{2t-1}, s)$                        // hash final output and message length
  
```

Figure: The Merkle-Damgård proof [1].



# Lessons from Bitcoin

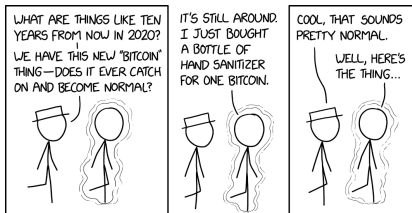


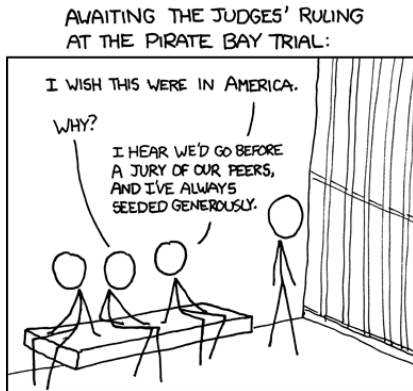
Figure: XKCD: "2010 and 2020" [7]

- All cryptocurrencies are Ponzi schemes
- The *chain* is actually collection of root nodes.
- Bitcoin incorrectly implemented their merkle trees and it resulted in DOS attacks due to over hashing and duplicate nodes (CVE-2012-2459).





# BitTorrent Data Integrity



- Finding errors in  $\mathcal{O}(\log(n))!$
- Only needing to compare nodes below incorrect nodes.

Figure: XKCD: "Pirate Bay" [5]



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