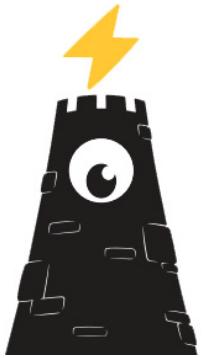


Watchtowers: from design to deployment

Sergi Delgado



Talaia Labs

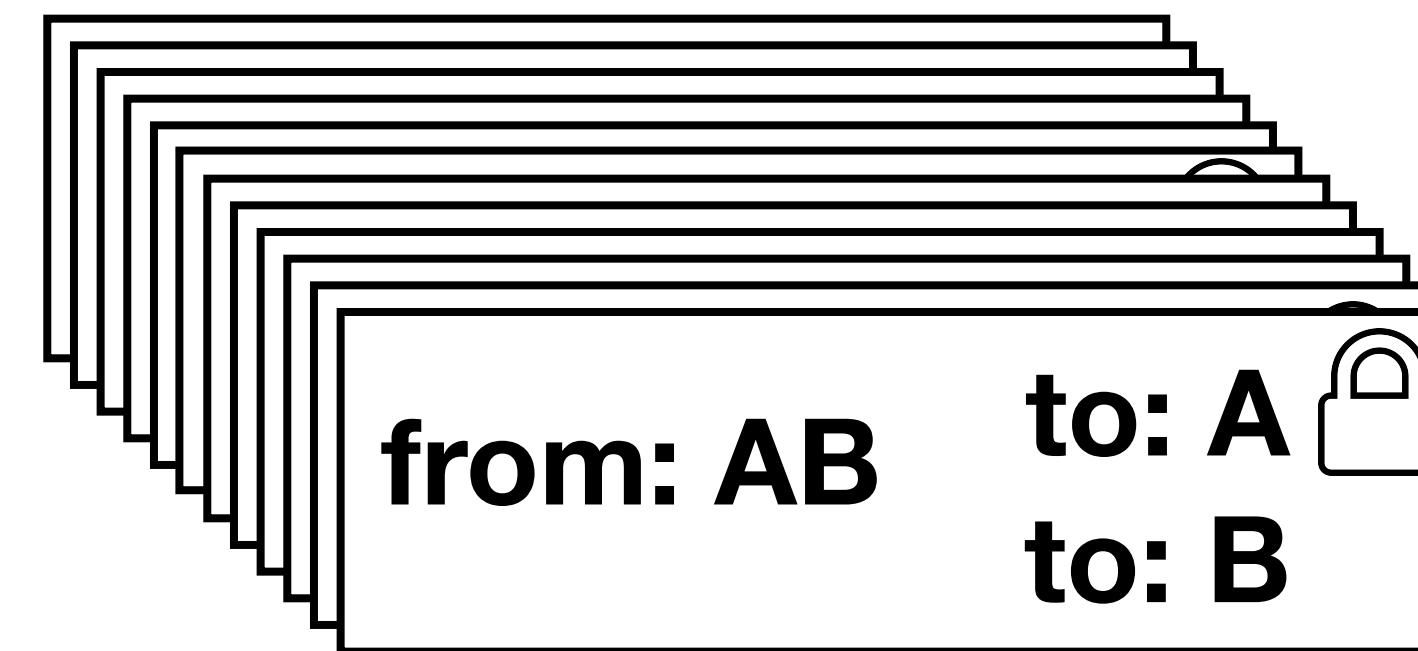
A BIT OF BACKGROUND

LIGHTNING CHANNEL LIFE CYCLE

funding transaction

from: A to: AB

commitment transactions

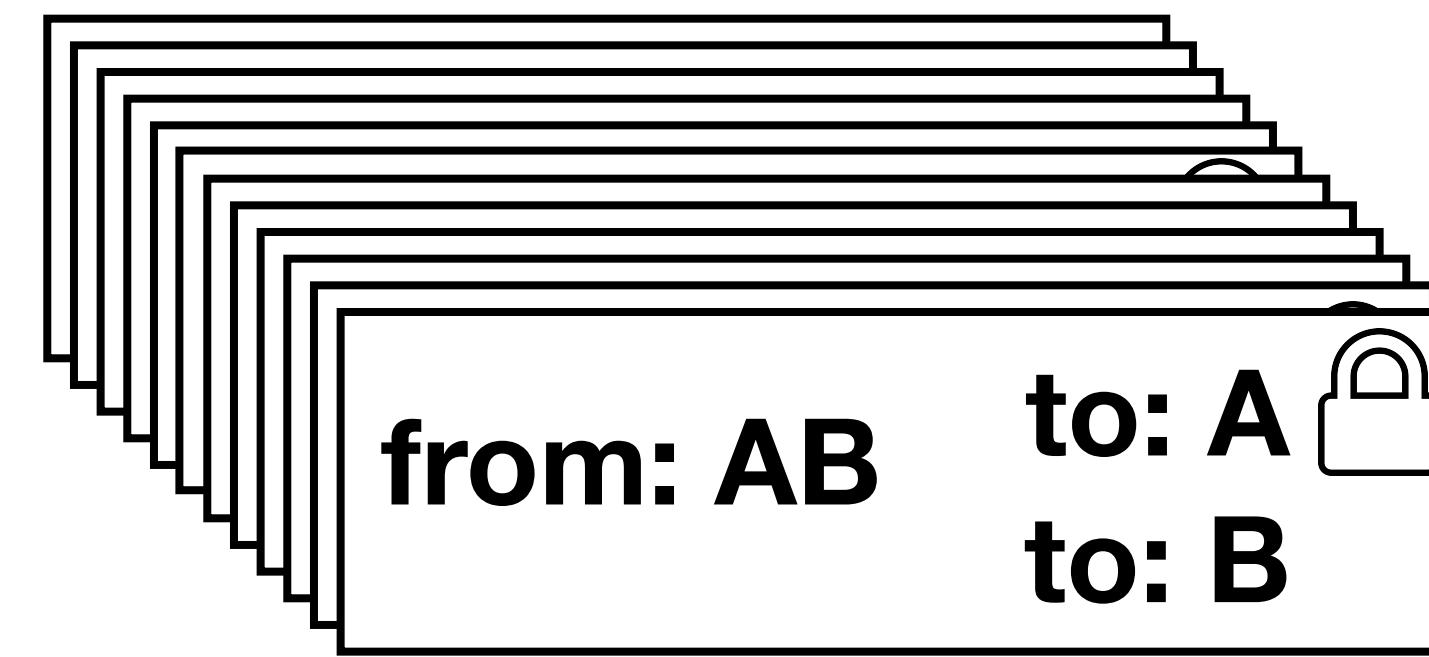


LIGHTNING CHANNEL LIFE CYCLE

funding transaction

from: A to: AB

commitment transactions



**close
channel**

LIGHTNING CHANNEL LIFE CYCLE

funding transaction

from: A to: AB

commitment transactions



**close
channel**

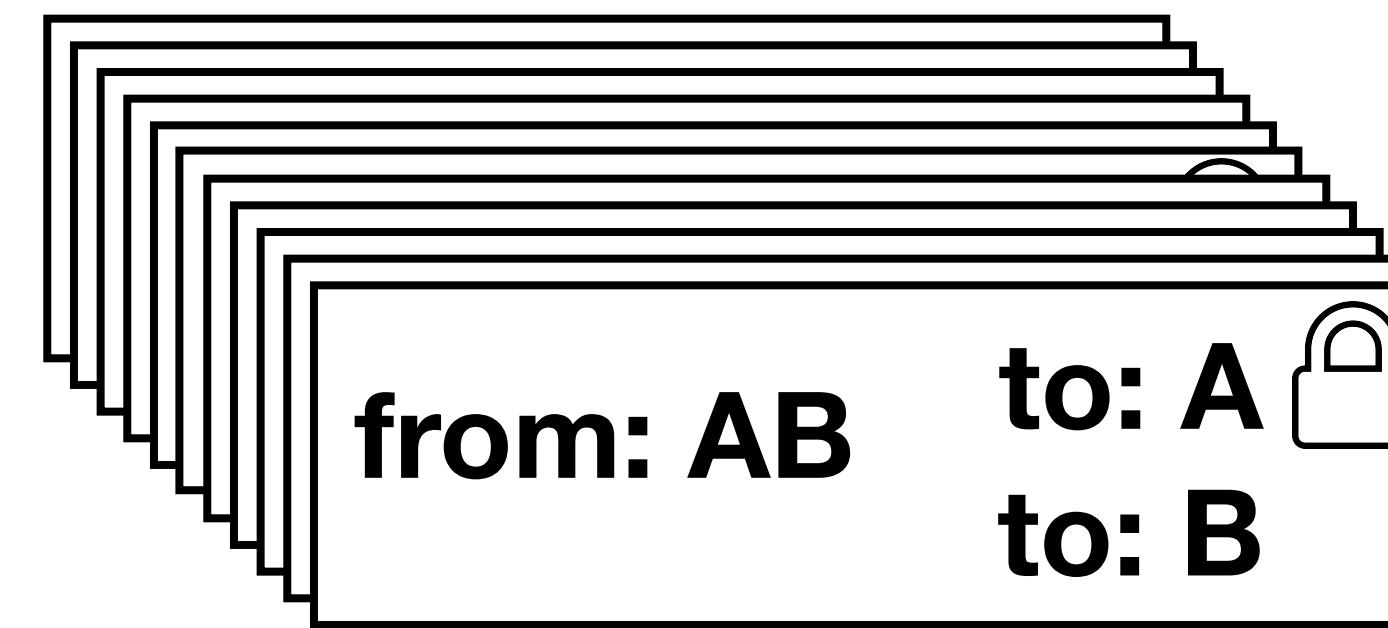
from: AB to: A
 to: B

LIGHTNING CHANNEL LIFE CYCLE

funding transaction

from: A to: AB

commitment transactions



**close
channel**

from: AB to: A
 to: B

closing transaction

LIGHTNING CHANNEL LIFE CYCLE

funding transaction

from: A to: AB

commitment transactions

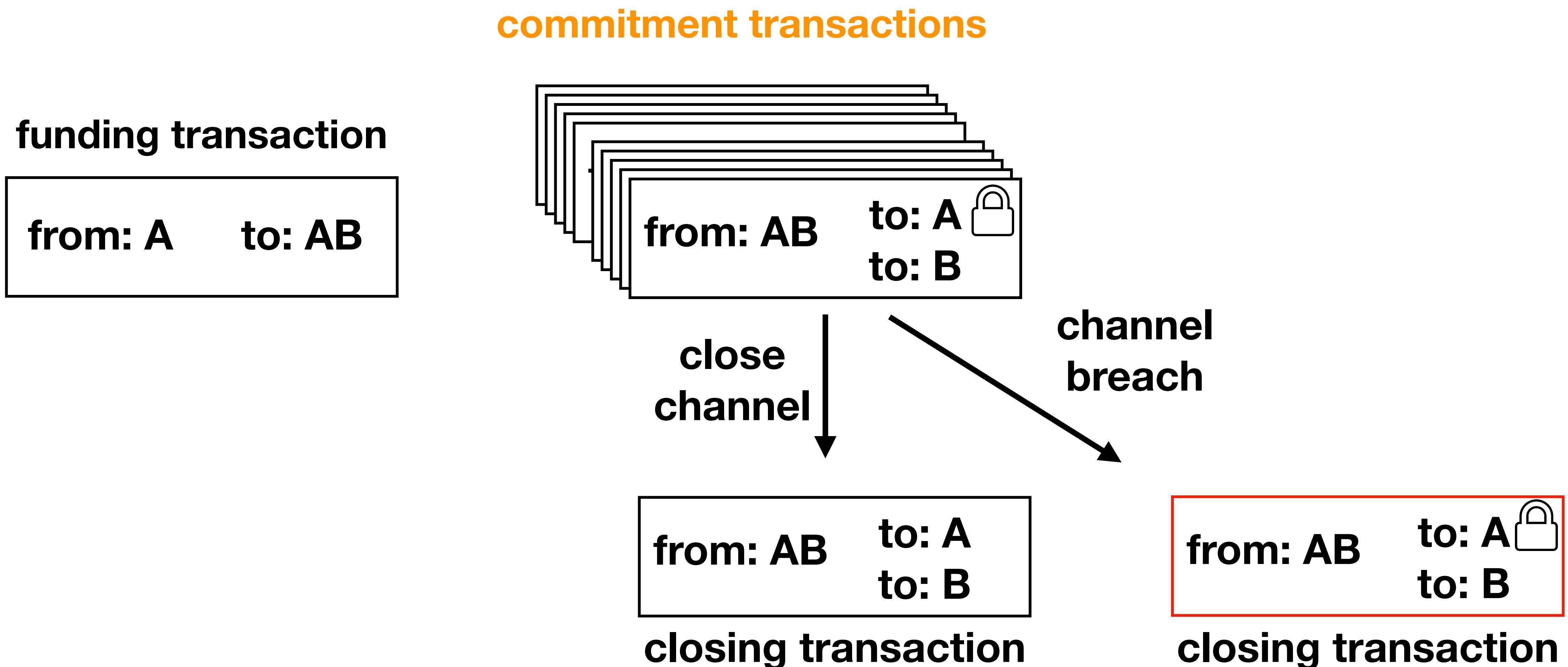


**close
channel**

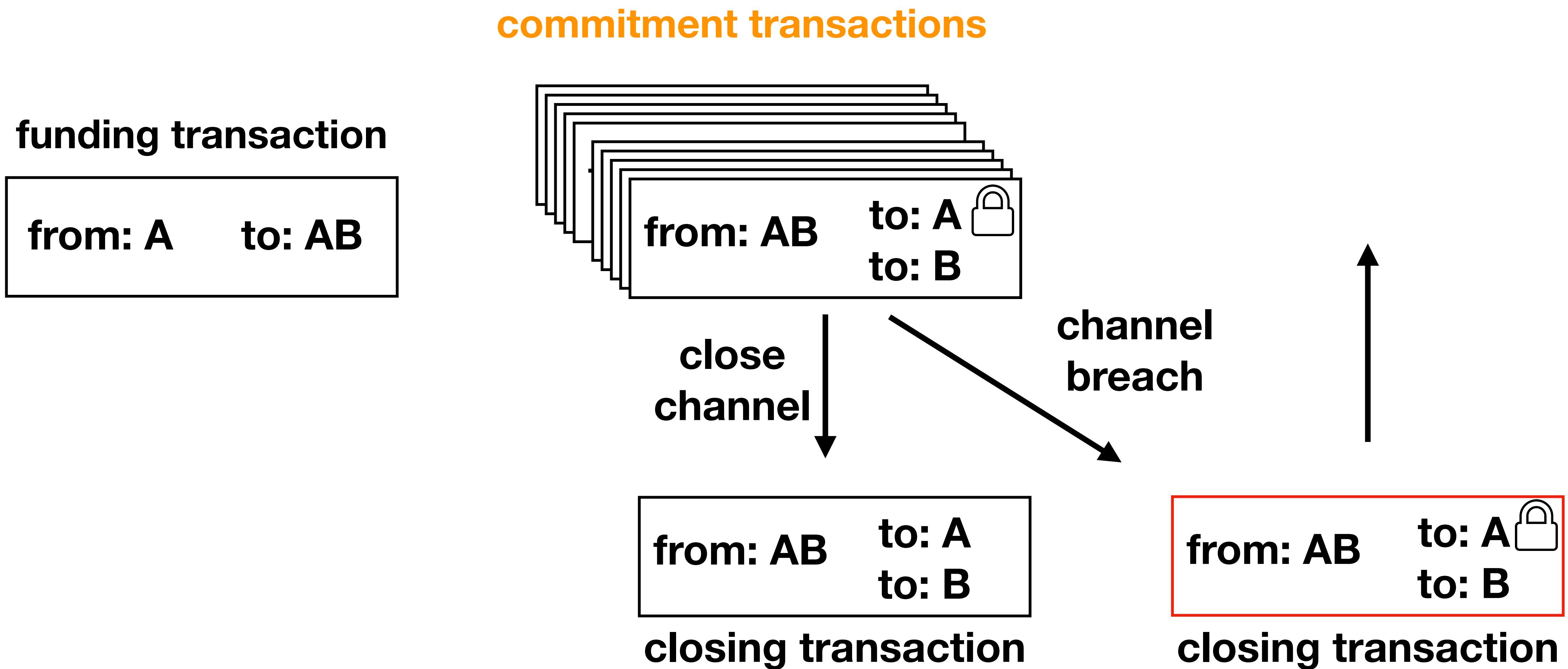
from: AB to: A
 to: B

closing transaction

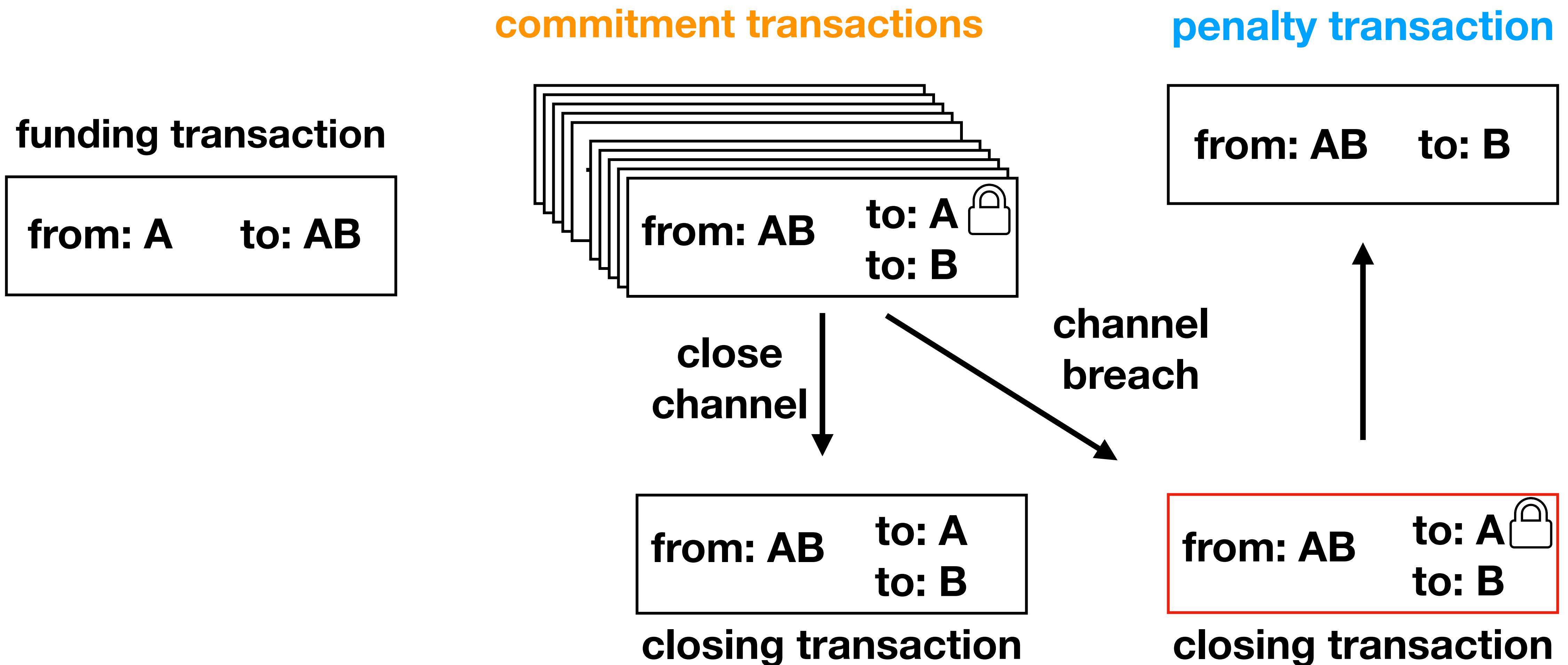
LIGHTNING CHANNEL LIFE CYCLE



LIGHTNING CHANNEL LIFE CYCLE



LIGHTNING CHANNEL LIFE CYCLE



THE THEORY

WATCHTOWERS

What is the general paradigm behind third party watching systems
(AKA Watchtowers)?

User:

- Sends **data** to the server alongside a **trigger** condition

Server:

- **Looks for triggers** on a communication channel
- If the a trigger is seen, perform **an action** with the provided data

BASIC WATCHTOWER PROTOCOL

BASIC WATCHTOWER PROTOCOL



BASIC WATCHTOWER PROTOCOL



BASIC WATCHTOWER PROTOCOL



[...]
commitment_txid,
penalty_tx,
[...]



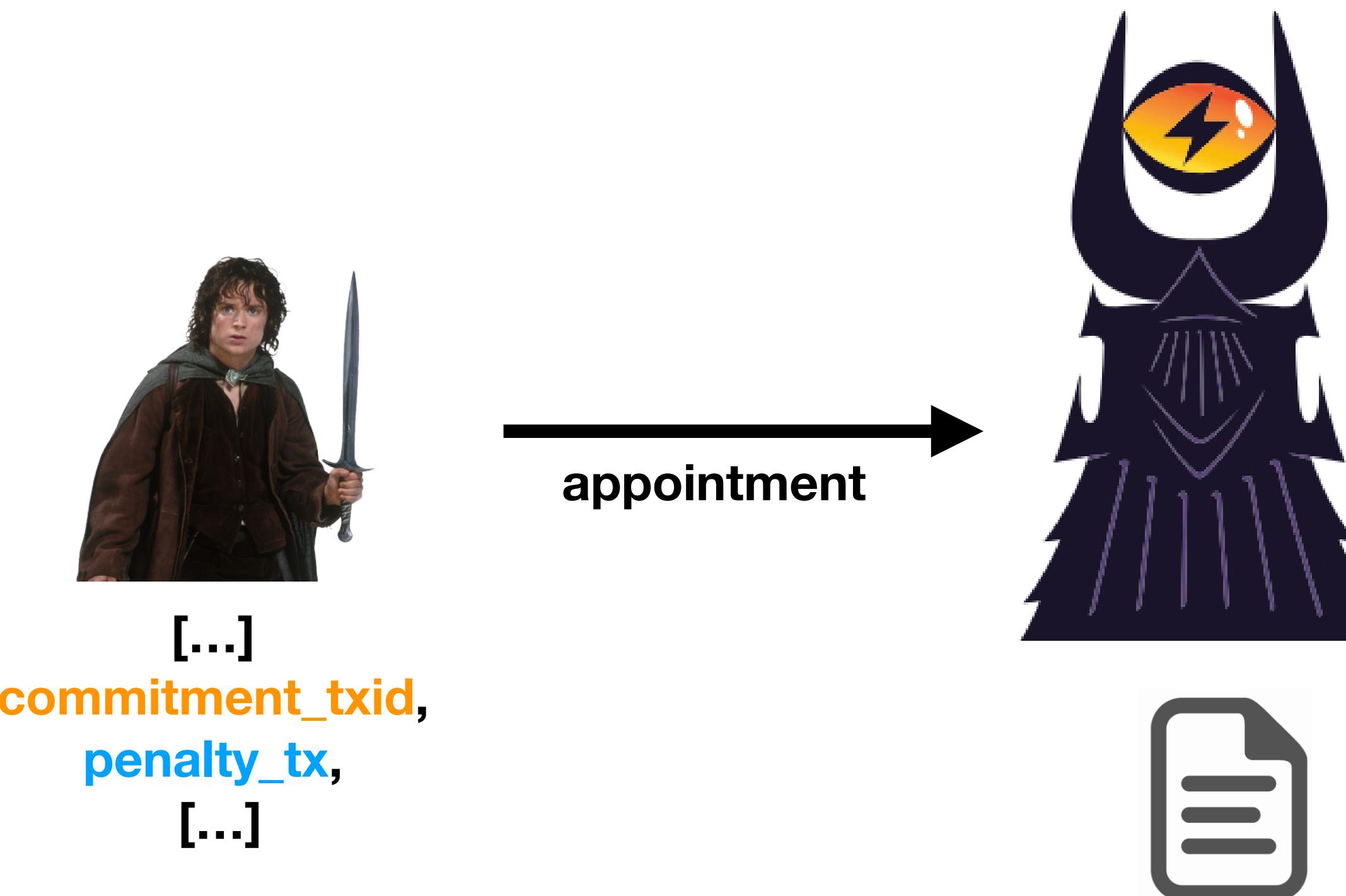
BASIC WATCHTOWER PROTOCOL



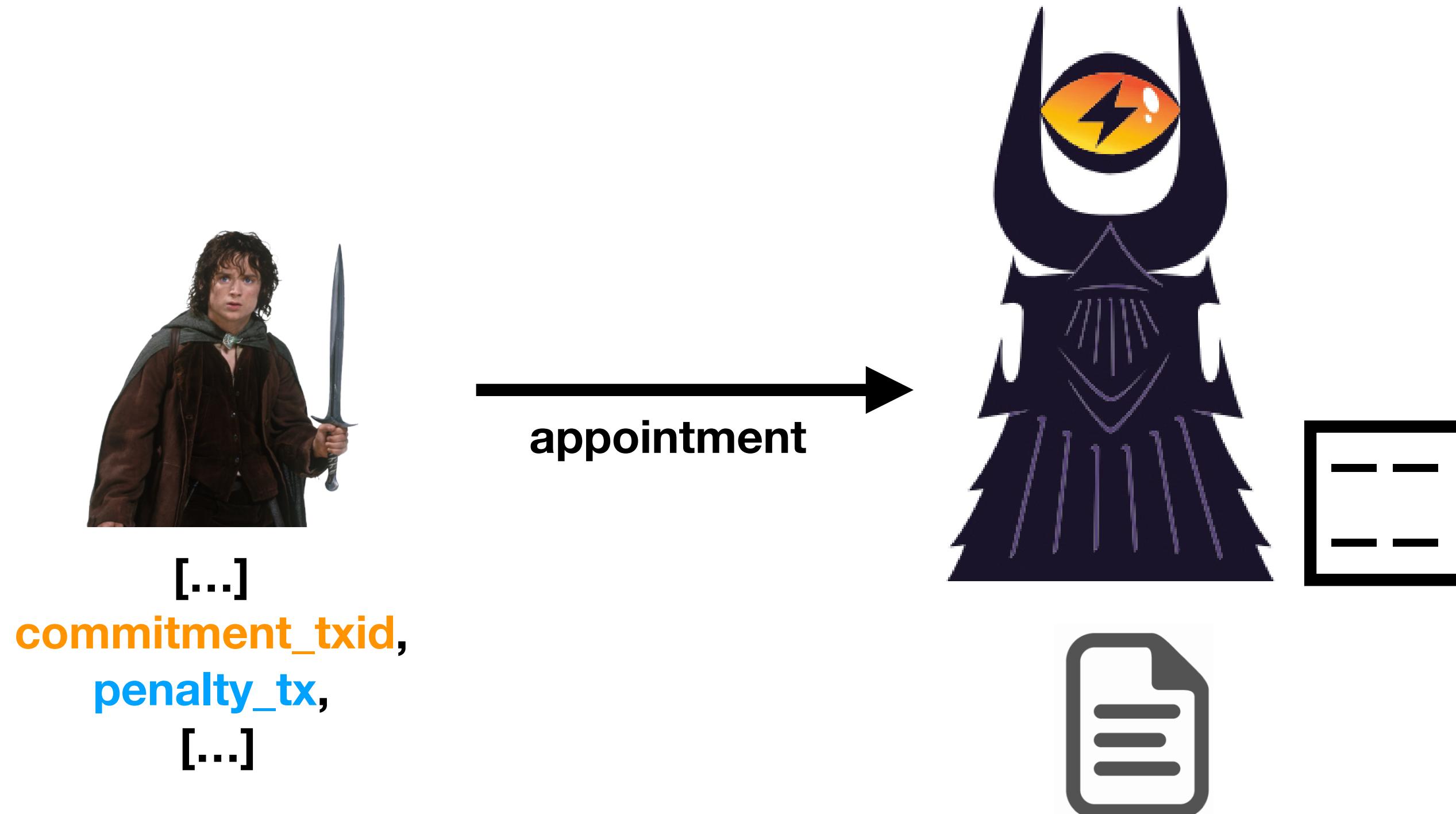
[...]
commitment_txid,
penalty_tx,
[...]



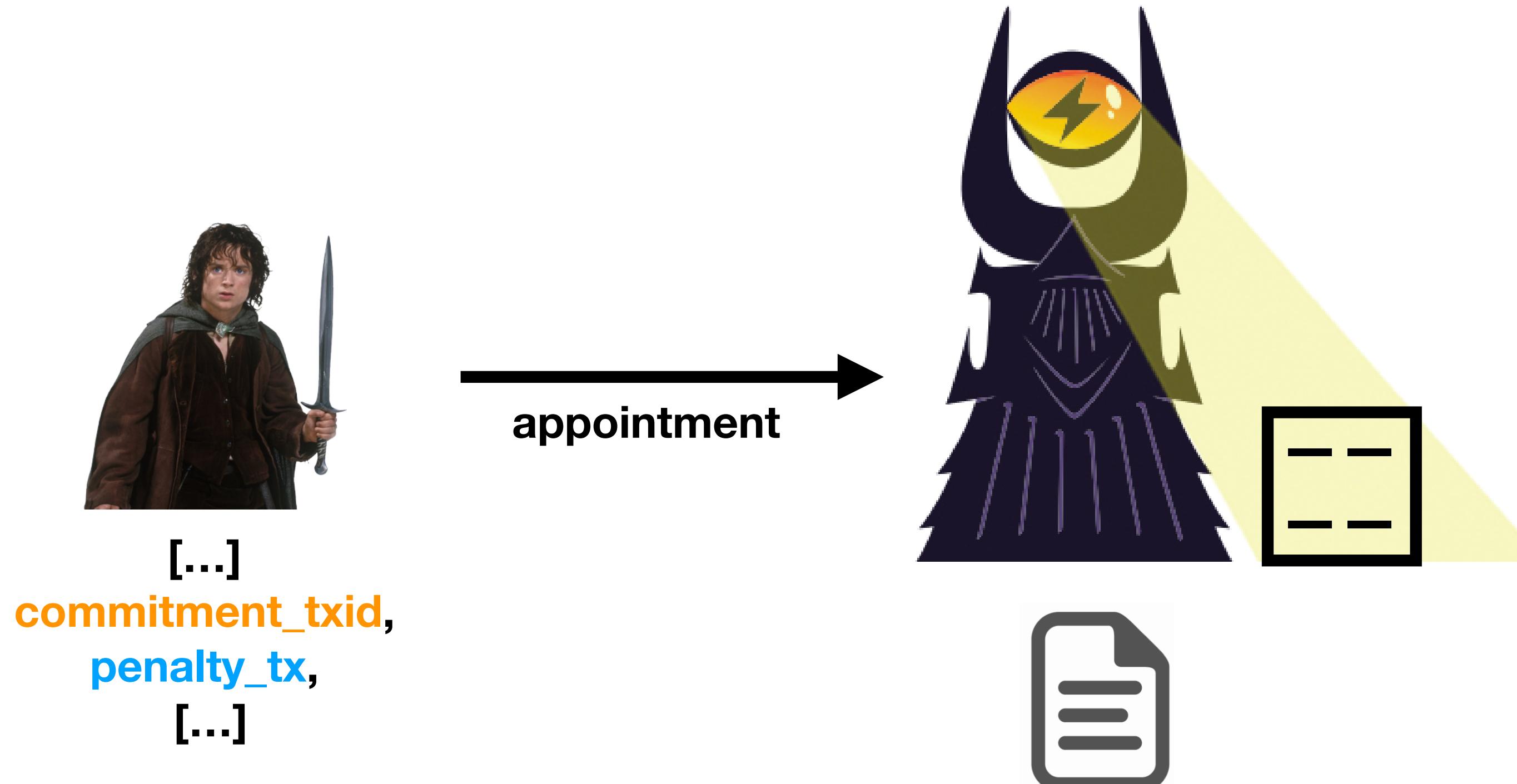
BASIC WATCHTOWER PROTOCOL



BASIC WATCHTOWER PROTOCOL



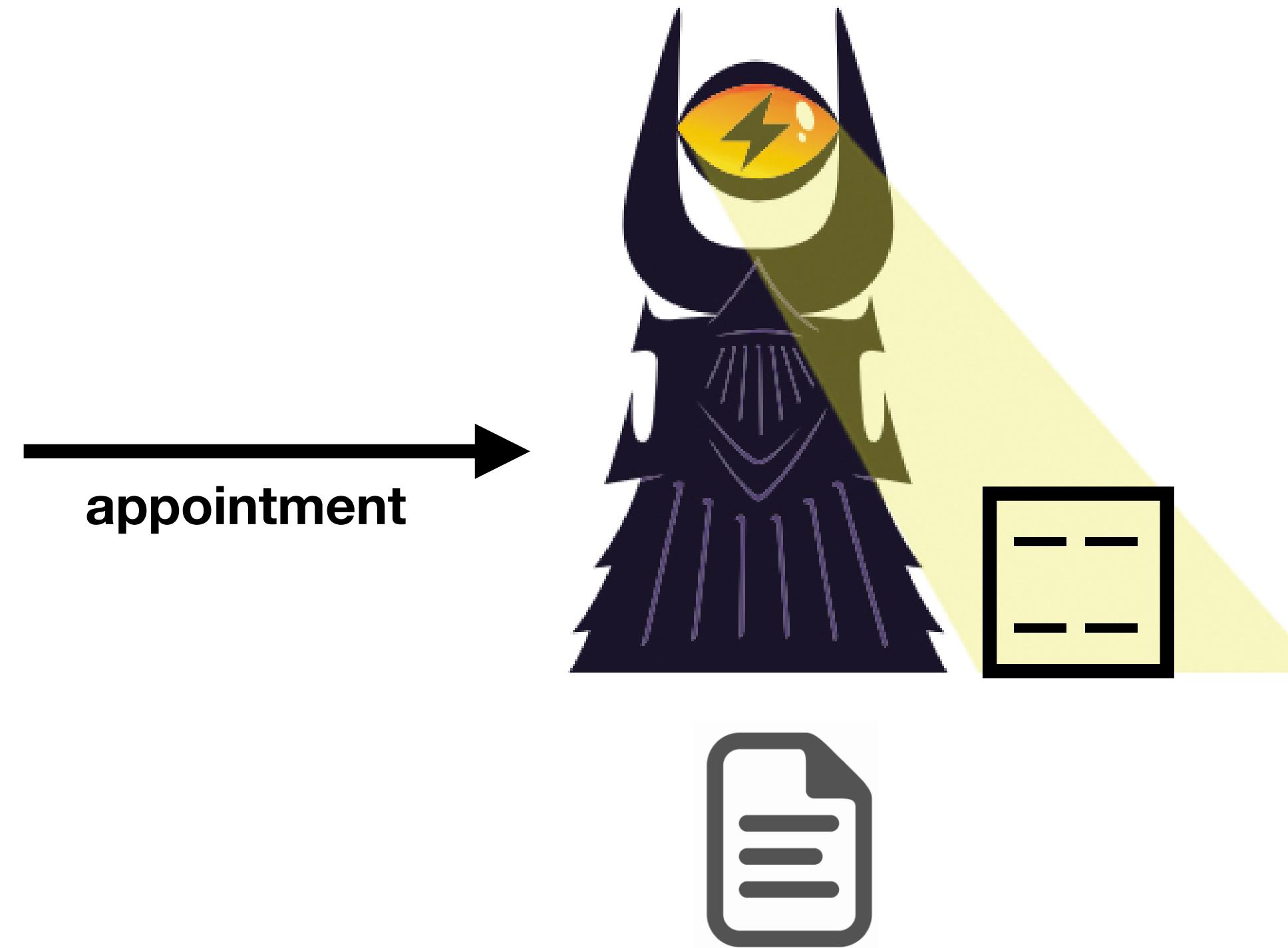
BASIC WATCHTOWER PROTOCOL



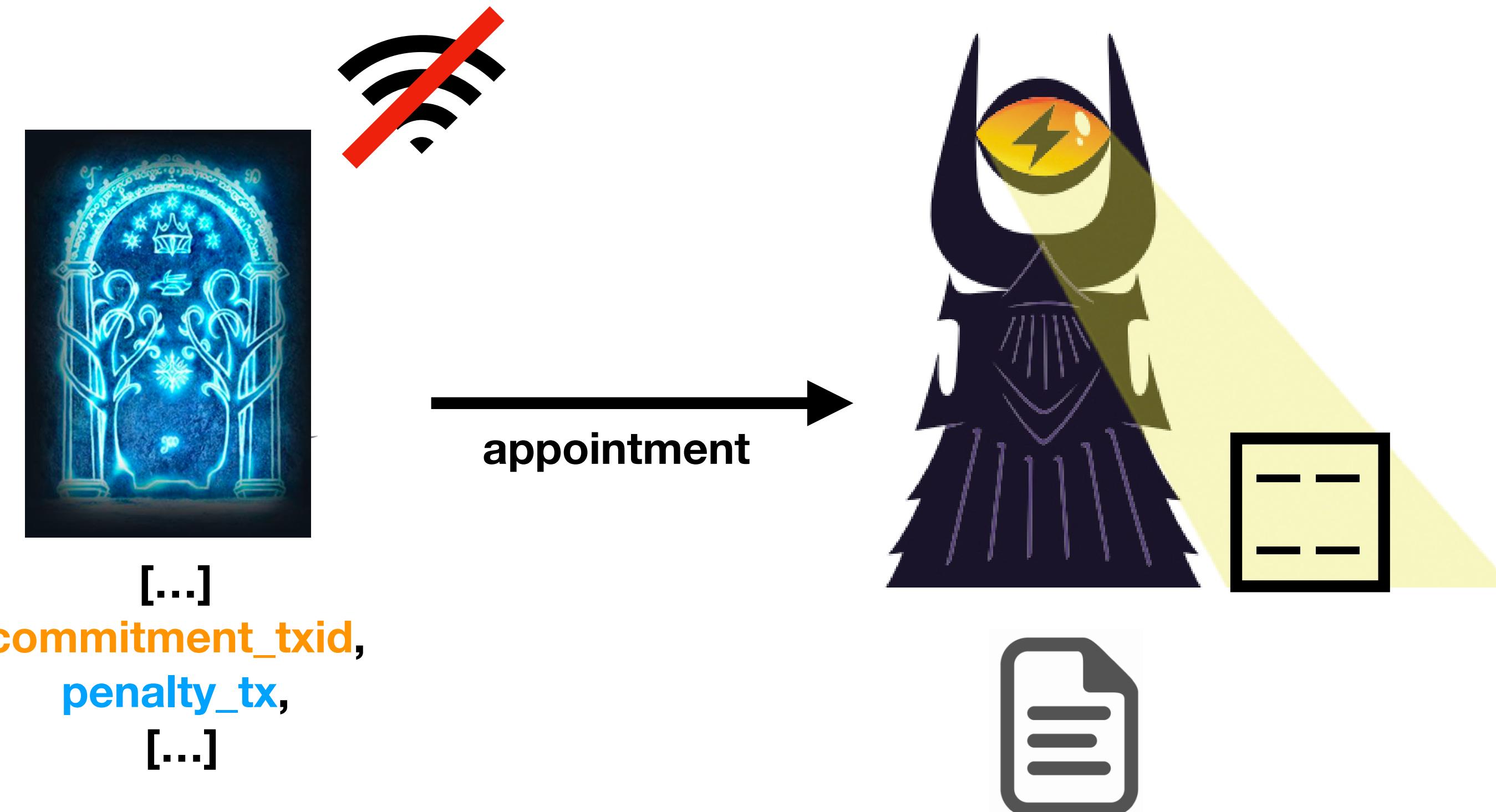
BASIC WATCHTOWER PROTOCOL



[...]
commitment_txid,
penalty_tx,
[...]



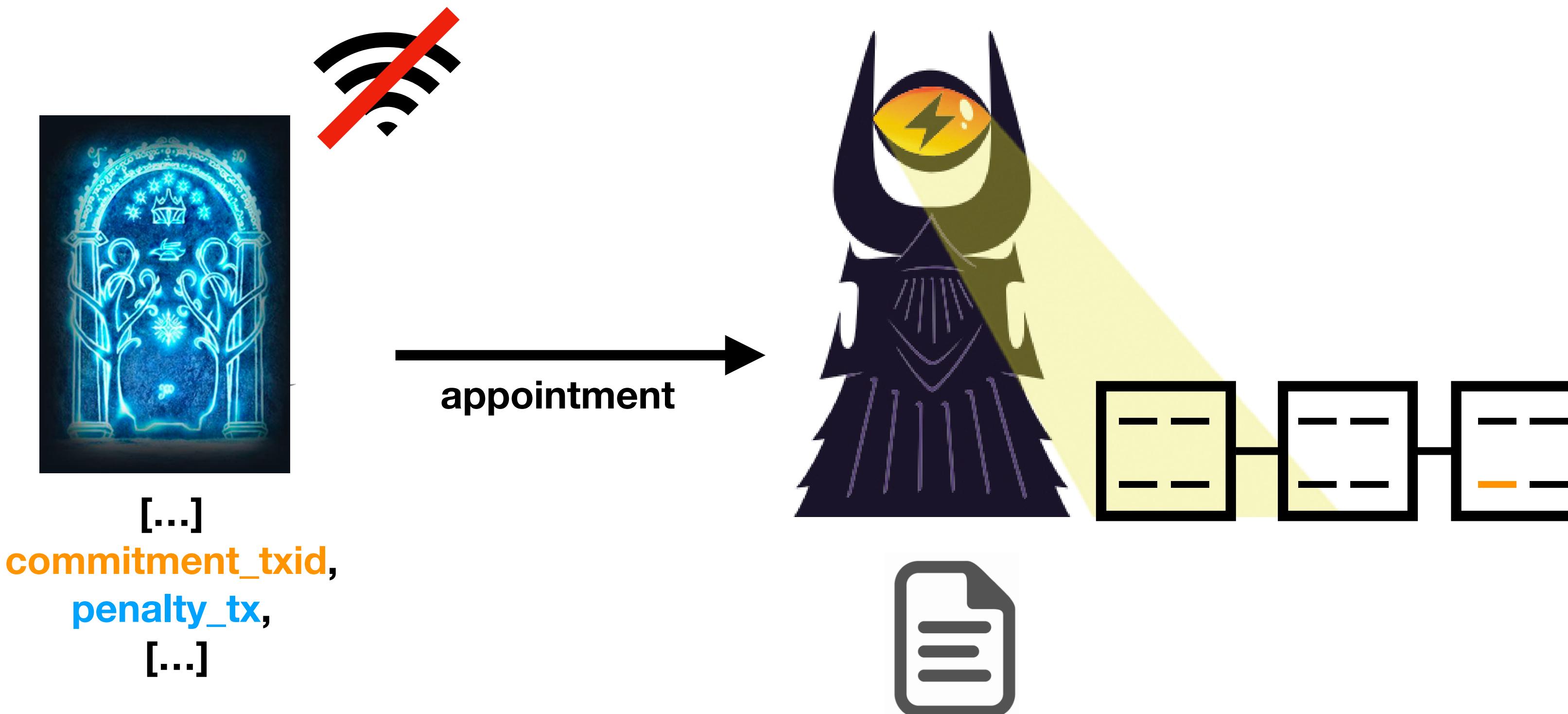
BASIC WATCHTOWER PROTOCOL



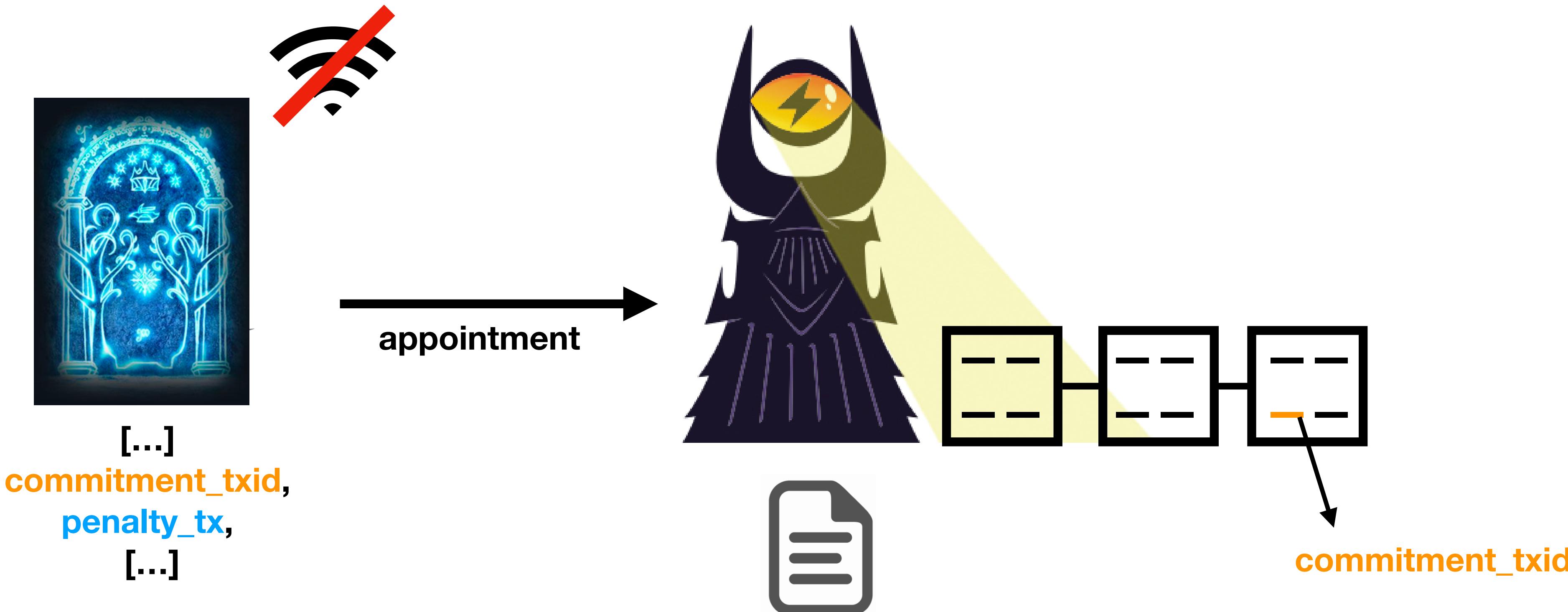
BASIC WATCHTOWER PROTOCOL



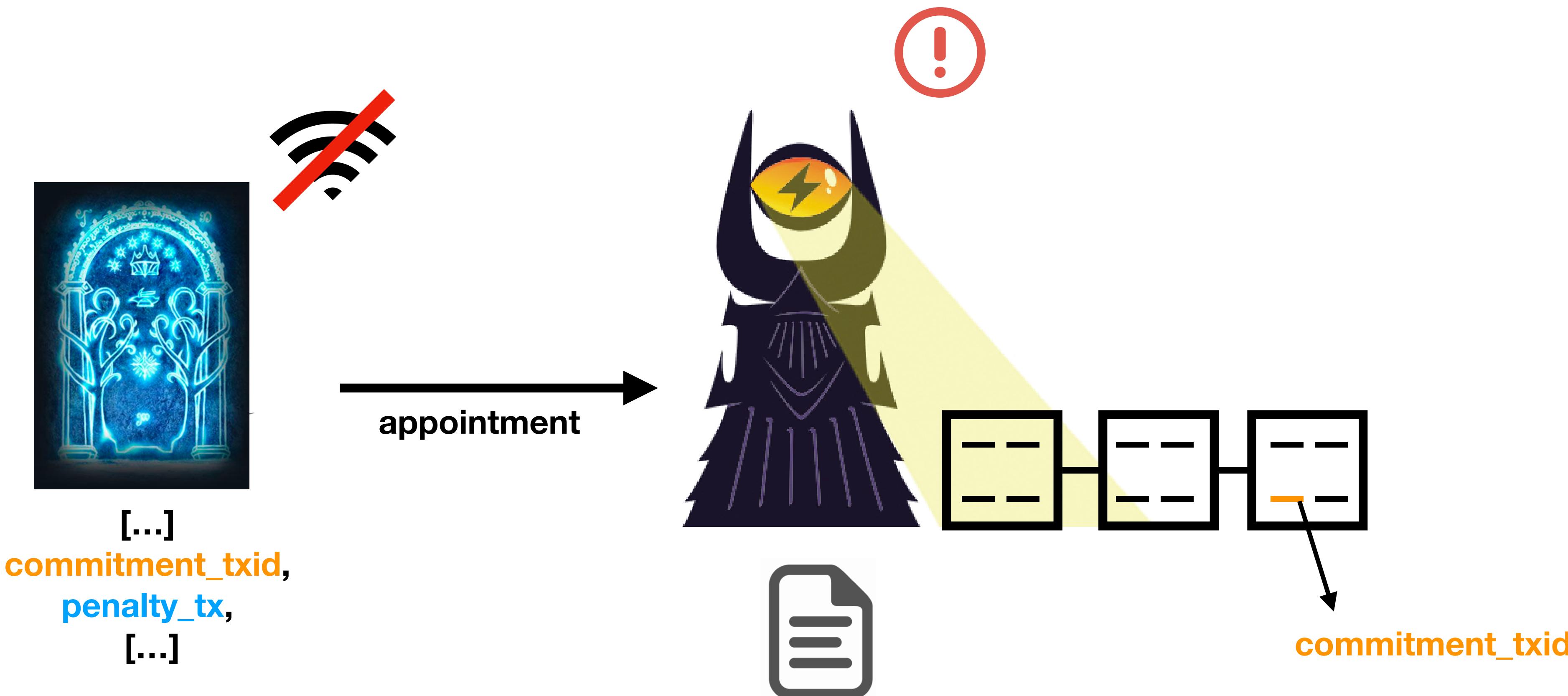
BASIC WATCHTOWER PROTOCOL



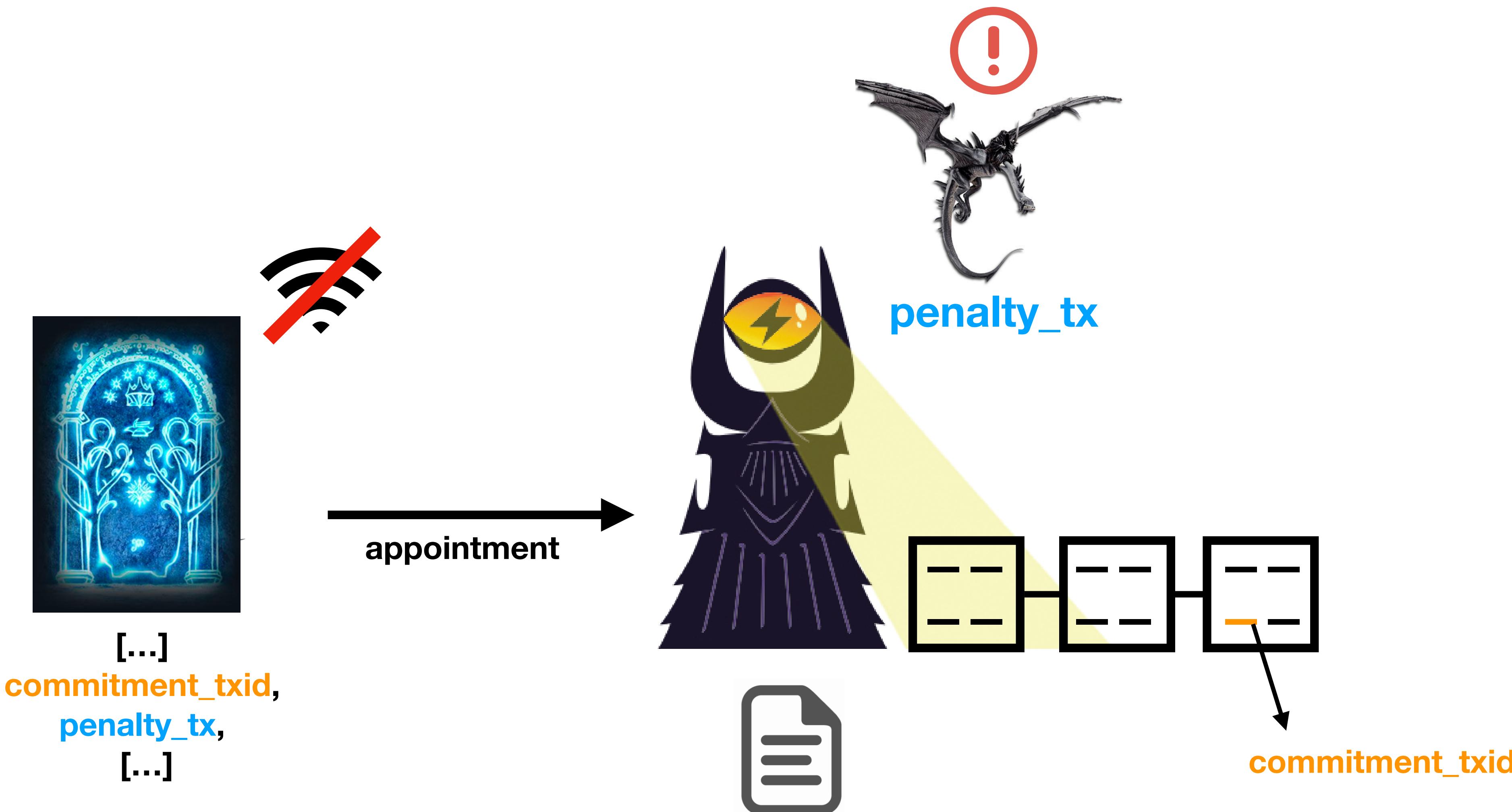
BASIC WATCHTOWER PROTOCOL



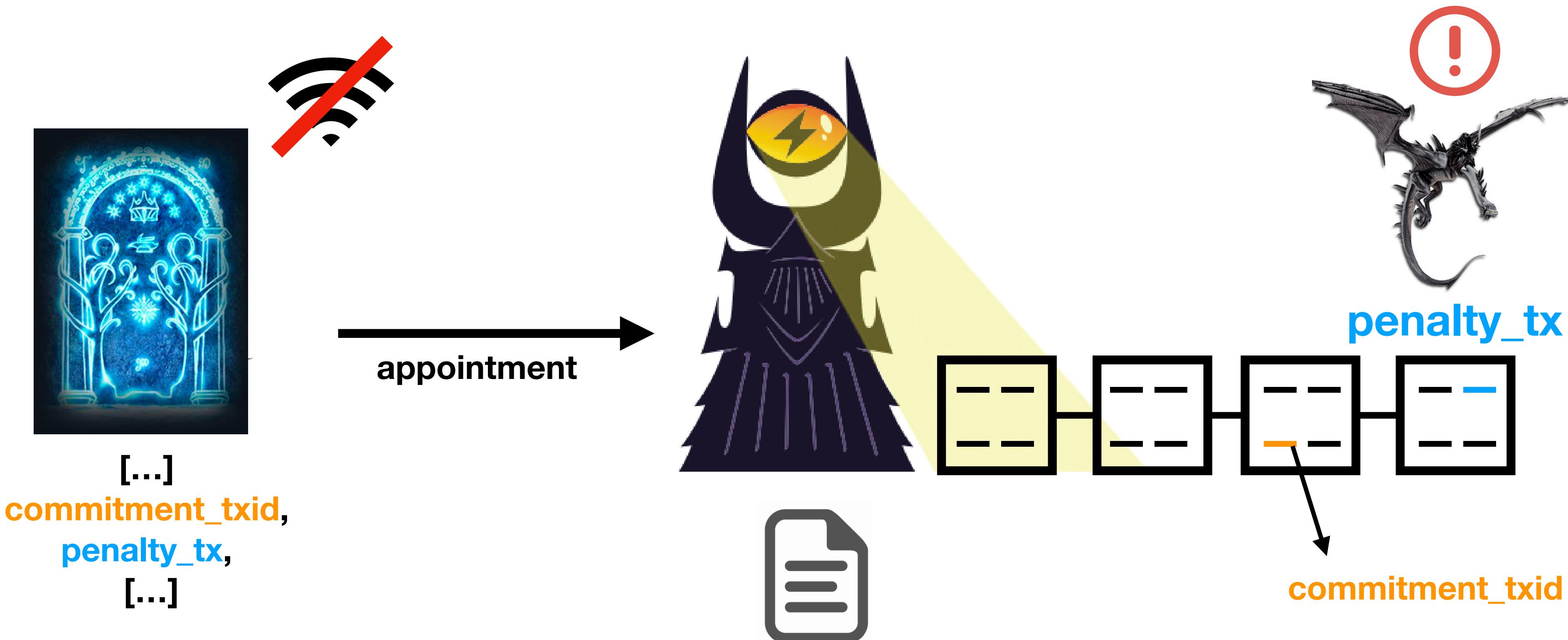
BASIC WATCHTOWER PROTOCOL



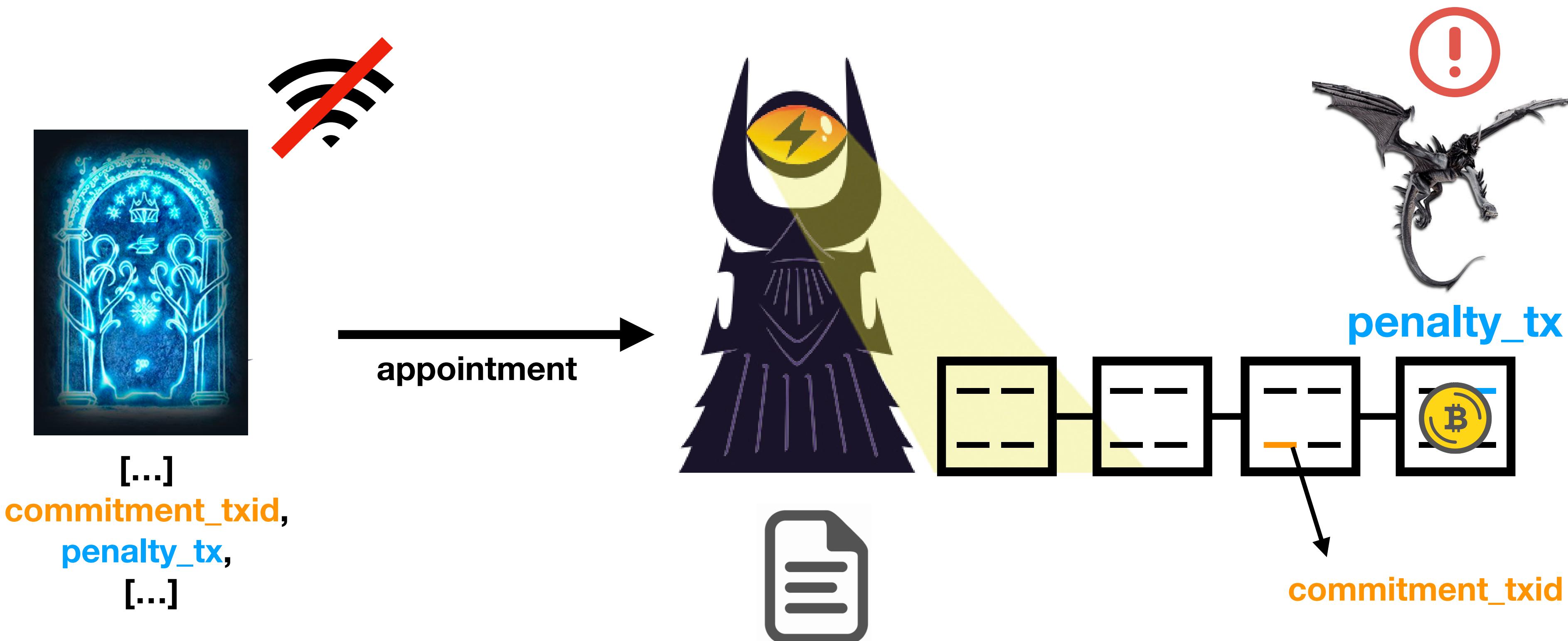
BASIC WATCHTOWER PROTOCOL



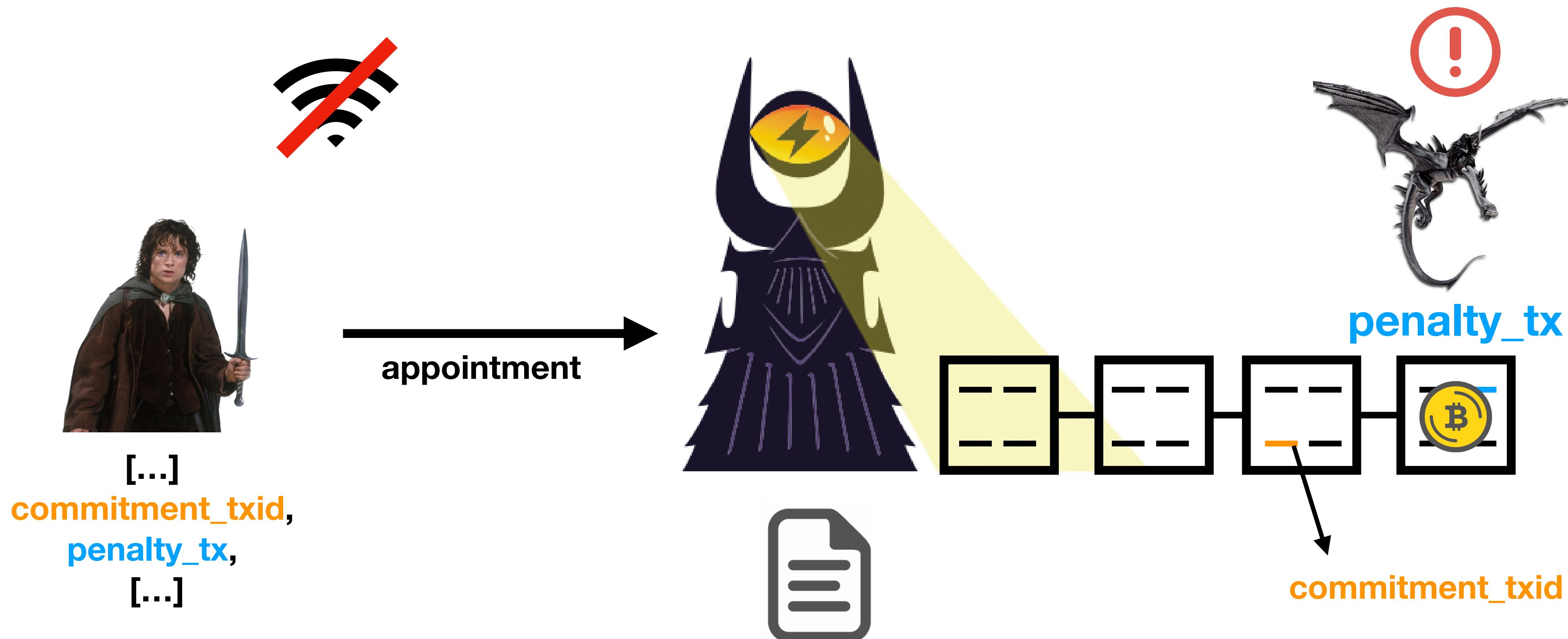
BASIC WATCHTOWER PROTOCOL



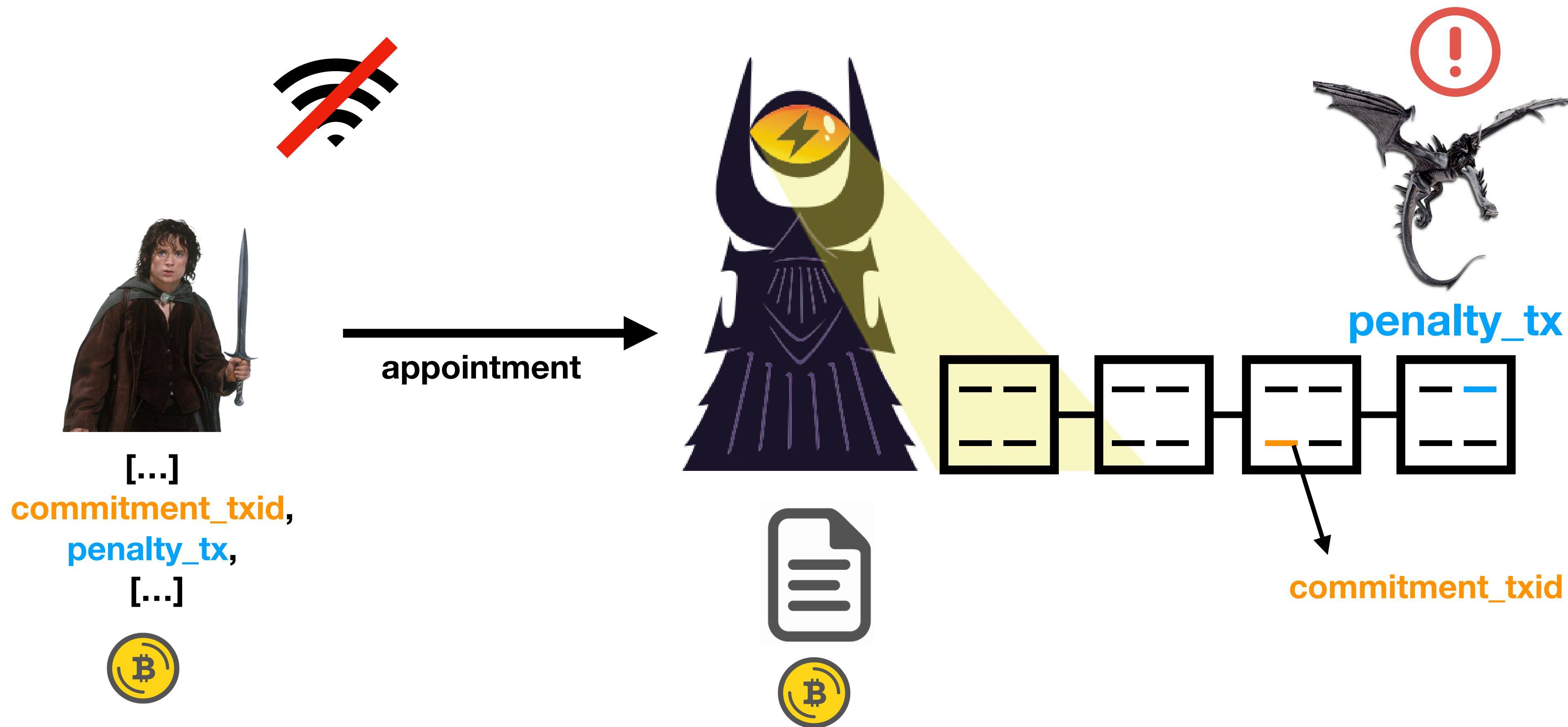
BASIC WATCHTOWER PROTOCOL



BASIC WATCHTOWER PROTOCOL



BASIC WATCHTOWER PROTOCOL



WATCHTOWERS: HOW DO THEY WORK (I)

For every channel update:

- The penalty transaction is **encrypted** under a key derived from the commitment transaction id (**sk and iv**)
- A **locator** is also derived from the commitment transaction id
- The tower receives the **encrypted blob and the locator**



WATCHTOWERS: HOW DO THEY WORK (II)

User side



WATCHTOWERS: HOW DO THEY WORK (II)

User side



penalty_tx = 020000000001010d8b7512b1f530338ca886...1f9624914fb8a6800000000

WATCHTOWERS: HOW DO THEY WORK (II)

User side



penalty_tx = 020000000001010d8b7512b1f530338ca886...1f9624914fb8a6800000000

commitment_txid = 4a5e1e4baab89f3a32518..cc77ab2127b7afdeda33

WATCHTOWERS: HOW DO THEY WORK (II)

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penalty_tx = 020000000001010d8b7512b1f530338ca886...1f9624914fb8a6800000000

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16 MSB

WATCHTOWERS: HOW DO THEY WORK (II)

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commitment_txid = 4a5e1e4baab89f3a32518...cc77ab2127b7afdeda33

16 MSB → locator

WATCHTOWERS: HOW DO THEY WORK (II)

User side



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commitment_txid = 4a5e1e4baab89f3a32518...cc77ab2127b7afdeda33

16 MSB → locator

cipher = CHACHA20POLY1305

sk = SHA256(**commitment_txid**)

IV = 0

WATCHTOWERS: HOW DO THEY WORK (II)

User side



penalty_tx = 020000000001010d8b7512b1f530338ca886...1f9624914fb8a6800000000

commitment_txid = 4a5e1e4baab89f3a32518...cc77ab2127b7afdeda33

16 MSB → locator

cipher = CHACHA20POLY1305

sk = SHA256(**commitment_txid**)

encrypt (penalty_tx, sk, IV)

IV = 0

WATCHTOWERS: HOW DO THEY WORK (II)

User side



penalty_tx = 020000000001010d8b7512b1f530338ca886...1f9624914fb8a6800000000

commitment_txid = 4a5e1e4baab89f3a32518...cc77ab2127b7afdeda33

16 MSB → locator

cipher = CHACHA20POLY1305

sk = SHA256(**commitment_txid**)

encrypt (penalty_tx, sk, IV)

→ encrypted blob

IV = 0

WATCHTOWERS: HOW DO THEY WORK (II)

User side



penalty_tx = 020000000001010d8b7512b1f530338ca886...1f9624914fb8a6800000000

commitment_txid = 4a5e1e4baab89f3a32518...cc77ab2127b7afdeda33

16 MSB → **locator**

cipher = CHACHA20POLY1305

sk = SHA256(**commitment_txid**)

encrypt (penalty_tx, sk, IV)

IV = 0

encrypted blob

WATCHTOWERS: HOW DO THEY WORK (II)

User side



penalty_tx = 020000000001010d8b7512b1f530338ca886...1f9624914fb8a6800000000

commitment_txid = 4a5e1e4baab89f3a32518...cc77ab2127b7afdeda33

16 MSB →

locator

**APPOINTMENT
(SEND TO TOWER)**

cipher = CHACHA20POLY1305

sk = SHA256(**commitment_txid**)

encrypt (penalty_tx, sk, IV)

encrypted blob

IV = 0

WATCHTOWERS: HOW DO THEY WORK (III)

Tower side



WATCHTOWERS: HOW DO THEY WORK (III)

Tower side

for every **transaction_id** in every block

locator = 16 MSB transaction_id



WATCHTOWERS: HOW DO THEY WORK (III)

Tower side

for every **transaction_id** in every block

locator = 16 MSB **transaction_id**

if **locator** in appointments:

sk = **SHA256(transaction_id)**

IV = 0



WATCHTOWERS: HOW DO THEY WORK (III)

Tower side

for every **transaction_id** in every block

locator = 16 MSB **transaction_id**

if **locator** in appointments:

sk = **SHA256(transaction_id)**

IV = 0

decrypt (**encrypted blob**, **sk**, **IV**)



WATCHTOWERS: HOW DO THEY WORK (III)

Tower side

for every **transaction_id** in every block

locator = 16 MSB **transaction_id**

if **locator** in appointments:

sk = **SHA256(transaction_id)**

IV = 0

decrypt (**encrypted blob**, **sk**, **IV**)

penalty_tx



RECAP: CONCEPTS

appointment: collection of information sent to the tower from every payment. Contains an encrypted penalty transaction.

locator: user-picked identifier for appointments. Corresponds to the first half of the commitment_txid.

channel breach: a unilateral channel closed using an old commitment_tx.

commitment_txid: txid of a given commitment transaction. May correspond to a channel breach.

penalty_tx: transaction sent in response to a channel breach.

DESIGN TRADEOFFS

(NON CUSTODIAL) TOWER DESIGN TRADEOFFS

PRIVACY



What does the Watchtower know about the node?

ACCESS



Who can use the Watchtower?

STORAGE



What does the Watchtower have to store?

COST



What is the user cost to use the Watchtower?

PRIVACY

NO PRIVACY



The user sends the penalty transaction as clear text

- ✓ Can verify data is a transaction
- ✗ Cannot verify transaction is valid
- ✗ Payment information is leaked
- ✗ Data can be leaked to third parties

HIGH PRIVACY



The user sends an encrypted penalty transaction

- ✓ Data only revealed on a breach
- ✓ Harder to leak your data
- ✗ Cannot verify data is a transaction
- ✗ Heavier computation

PRIVACY

NO PRIVACY



Can sell all your data

HIGH PRIVACY



Can sell data about your breaches

PRIVACY

NO PRIVACY



Can sell all your data

HIGH PRIVACY



Can sell data about your breaches

STORAGE



PRIVACY

NO PRIVACY



Can sell all your data

HIGH PRIVACY



Can sell data about your breaches

STORAGE



Therefore, privacy by design IS a better approach

ACCESS



PRIVATE ACCESS



A limited number of (trusted) users can use the tower

- ✓ No DoS risk
- ✓ Potentially free service
- ✗ Cannot accommodate the whole network

PUBLIC ACCESS



Anyone can use the tower

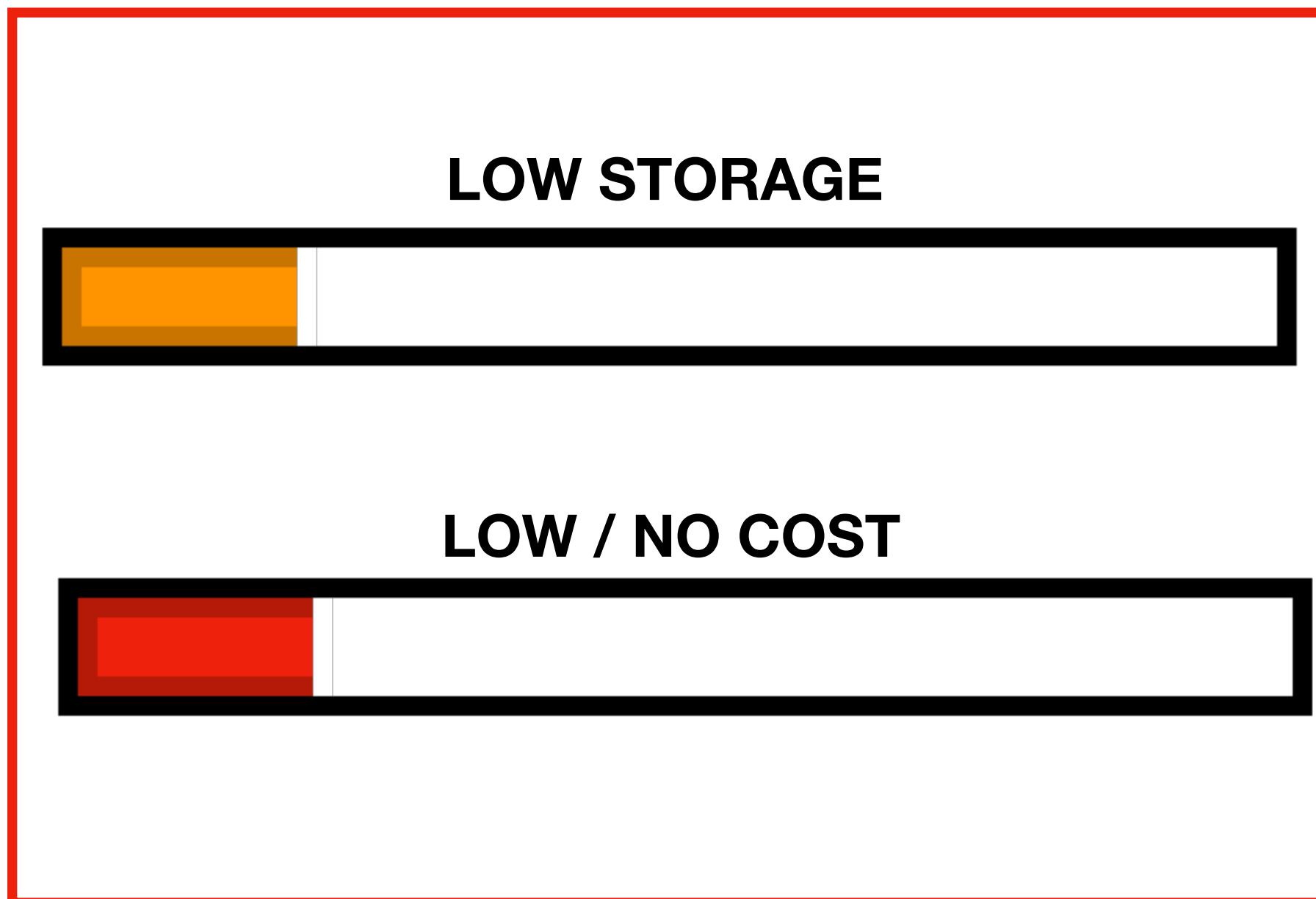
- ✓ Tower as a service
- Access control required
- ✗ Paid service (high DoS surface if not properly priced)

ACCESS

PRIVATE ACCESS



A limited number of (trusted) users can use the tower



PUBLIC ACCESS



Anyone can use the tower

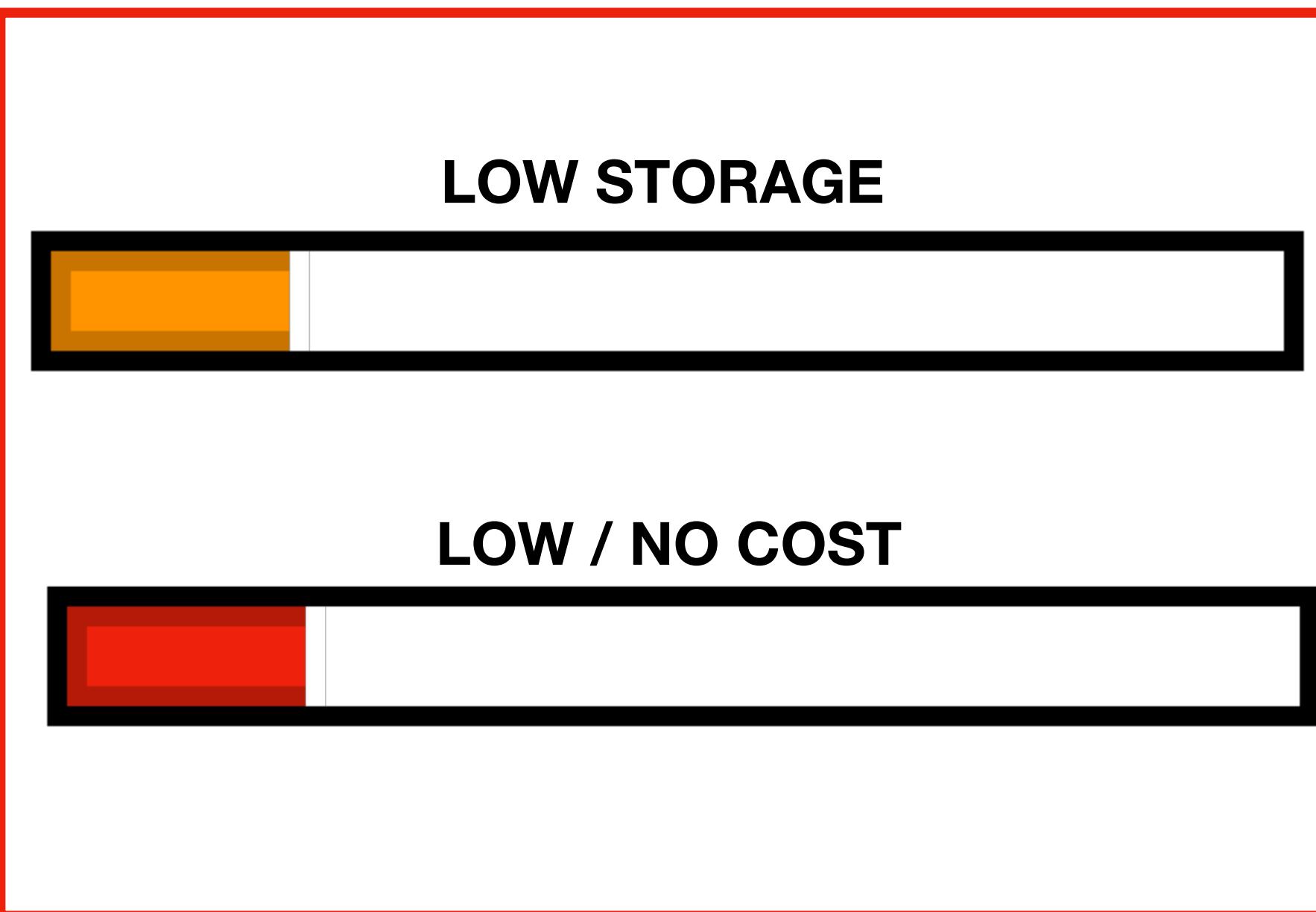
- ✓ Tower as a service
- Access control required
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ACCESS

PRIVATE ACCESS



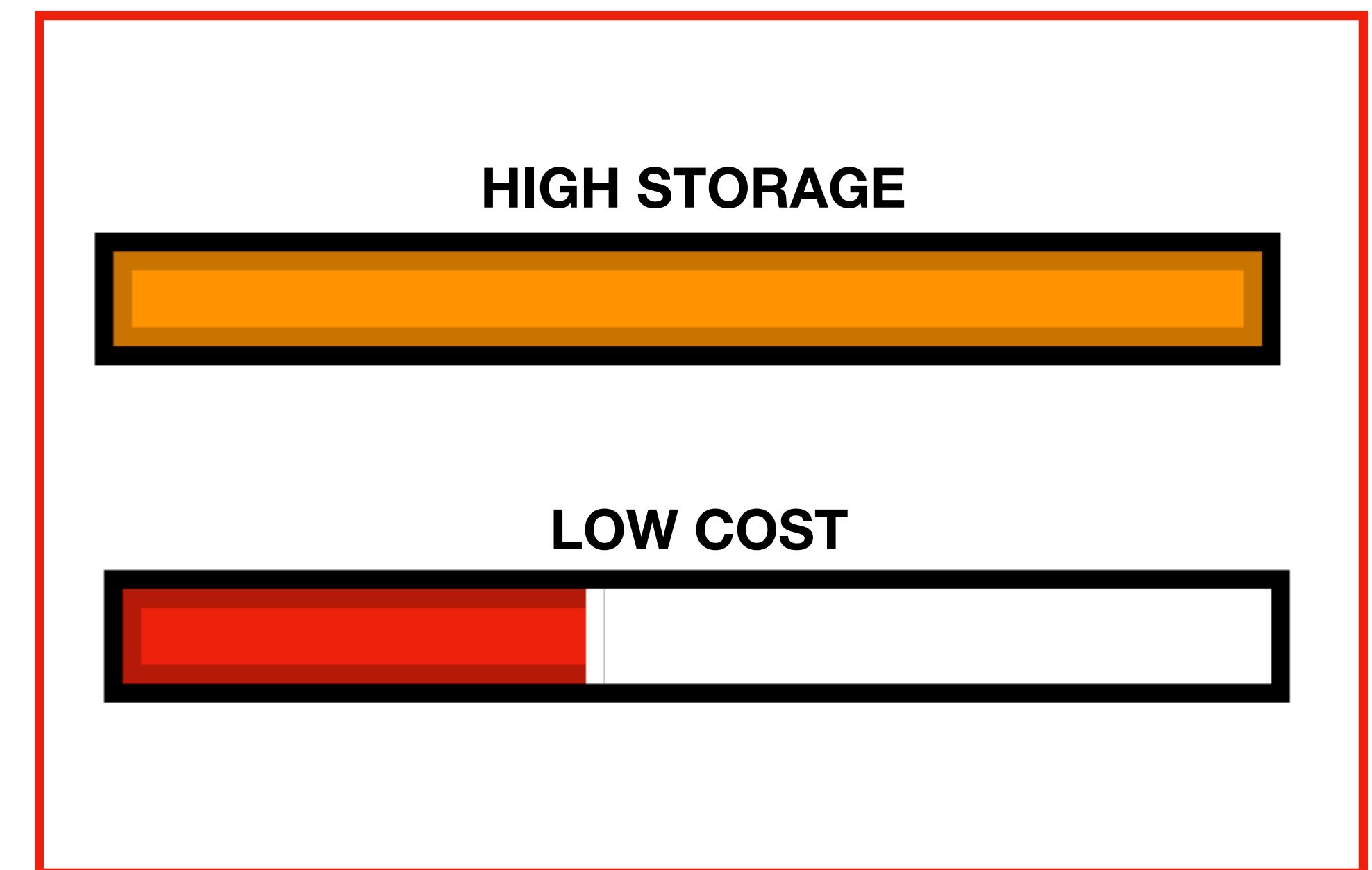
A limited number of (trusted) users can use the tower



PUBLIC ACCESS



Anyone can use the tower



STORAGE

STORAGE



The required storage is always going to be big (modulo the number of channel updates).

- Highly linked to price
- Strategies to align the incentives of the user and the tower are required
- ✗ One appointment per channel update

COST



NO COST



LOW COST



Using the tower is free

- ✓ OK for private towers
- ✗ Highly unviable for public towers (highest cost and DoS surface)

The tower charges a fee

- ✓ High traffic = profit
(if properly priced)
- ✓ Data can be deleted
(if incentives are aligned)

COST

NO COST



LOW COST



Using the tower is free

PRIVATE ACCESS AND LOW STORAGE



The tower charges a fee

- ✓ High traffic = profit
(if properly priced)
- ✓ Data can be deleted
(if incentives are aligned)

COST

NO COST

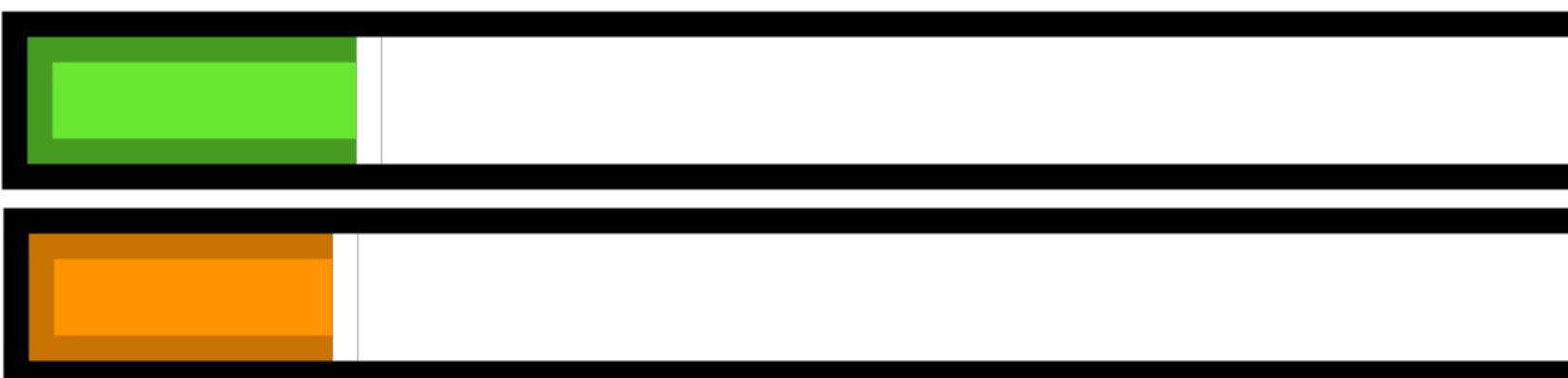


LOW COST



Using the tower is free

PRIVATE ACCESS AND LOW STORAGE



OR
PUBLIC ACCESS AND &^%\$ STORAGE



The tower charges a fee

- ✓ High traffic = profit
(if properly priced)
- ✓ Data can be deleted
(if incentives are aligned)

COST

NO COST



LOW COST



Using the tower is free

PRIVATE ACCESS AND LOW STORAGE



OR
PUBLIC ACCESS AND &^%\$ STORAGE



The tower charges a fee

HIGH STORAGE



IDEAL WATCHTOWER (NO ELTOO)

PRIVACY



High privacy

ACCESS



Public access

STORAGE



Non-exploitable O(N) storage

COST



Low cost

IDEAL WATCHTOWER (NO ELTOO)

PRIVACY



High privacy

ACCESS



Public access

STORAGE



Non-exploitable O(N) storage

COST



Low cost



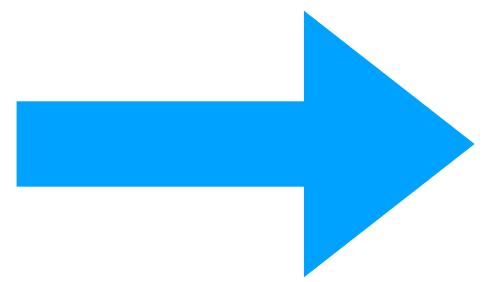
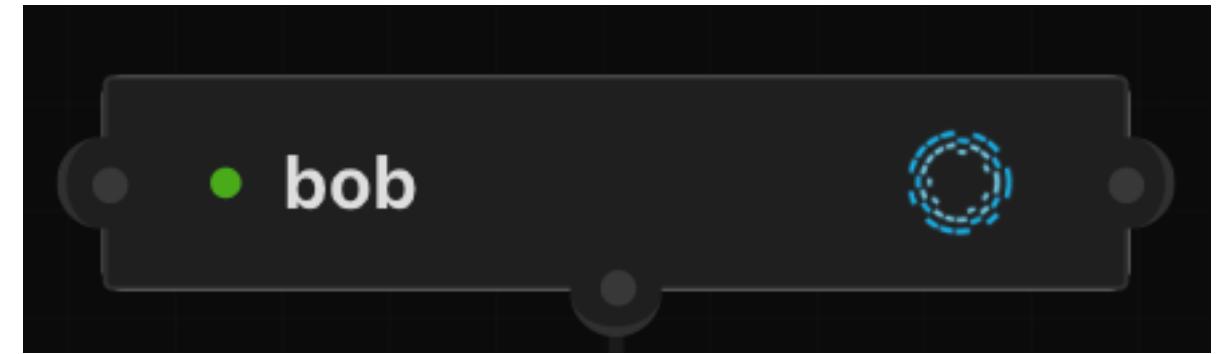
INTEROPERABLE!

THE PRACTICE



WHAT WILL WE DO?

- Install The Eye of Satoshi (rust-teos)
- Explore the tower APIs
- Install watchtower-client plugin for CoreLN and interact with the tower
- Deploy a test network with two CoreLN node and see the tower / client
- See a live mainnet watchtower in action



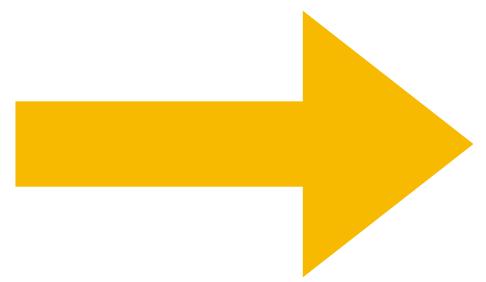
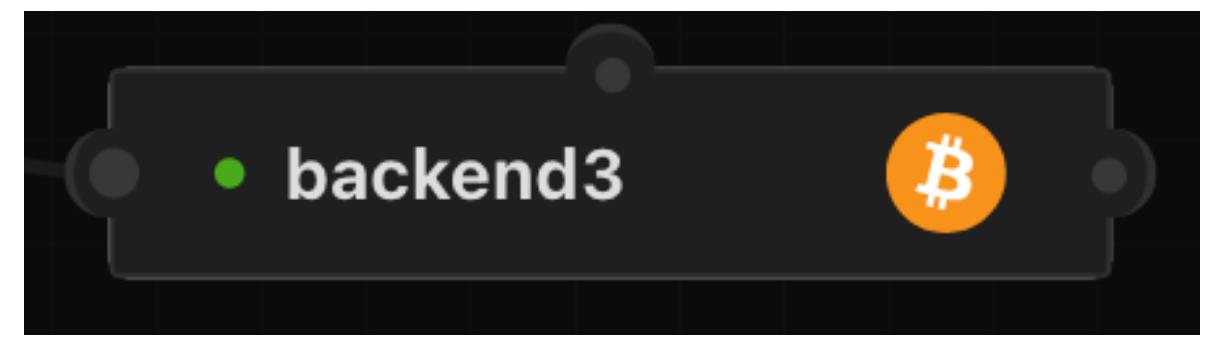
```
# Install system dependencies (as root)
apt-get update && apt-get install build-essential vim tor

# Switch to bitcoin user
su - clightning

# Install rustlang
curl --proto '=https' --tlsv1.2 -sSf https://sh.rustup.rs | sh -s -- -y

# Install the plugin
git clone https://github.com/talaia-labs/rust-teos.git && \
cd rust-teos && \
cargo install --locked --path watchtower-plugin

# Create the plugins folder and link the plugin
mkdir -p .lightning/plugins && \
cd .lightning/plugins && \
ln -s /home/clightning/.cargo/bin/watchtower-client
```



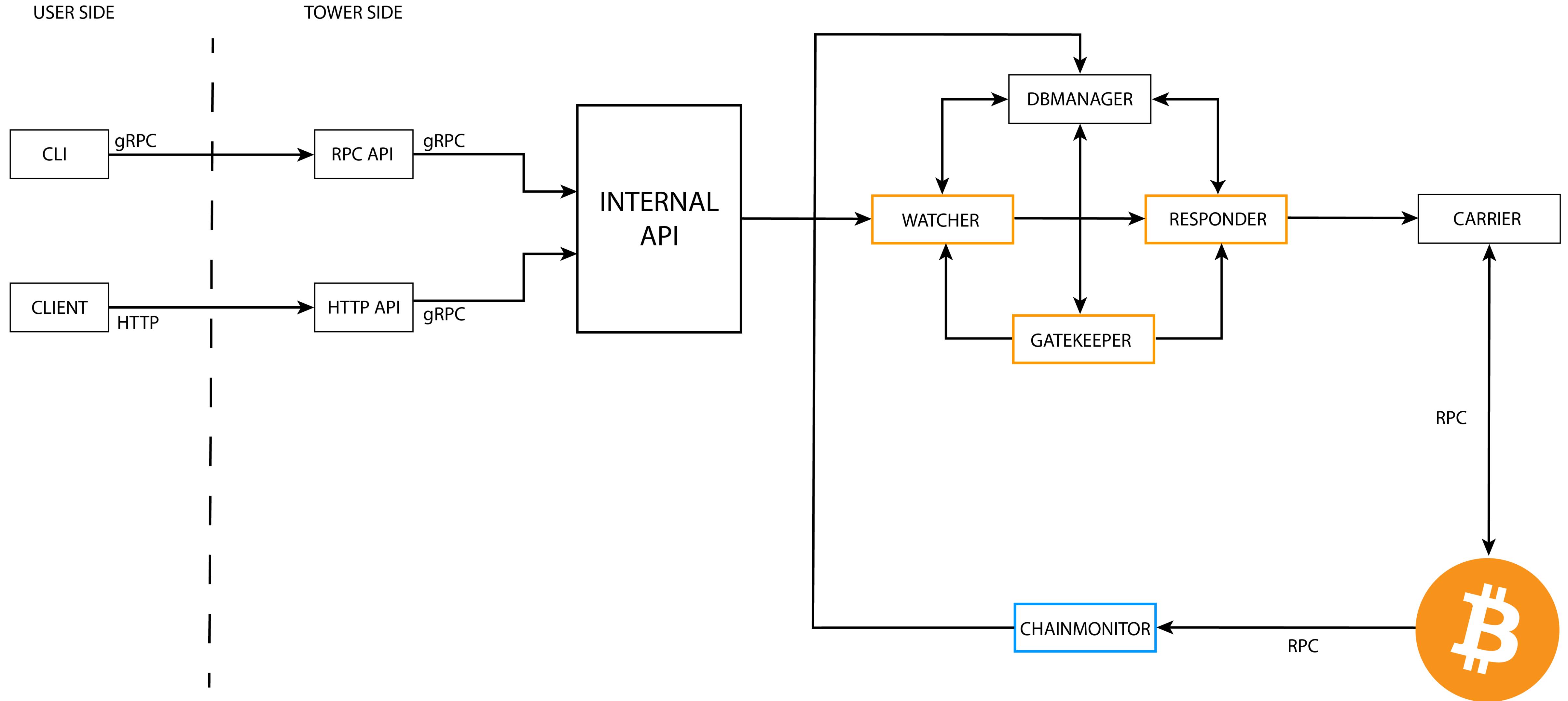
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● ● ●

# Install system dependencies (as root)
apt-get update && apt-get install git build-essential net-tools vim tor

# Switch to bitcoin user
su - bitcoin

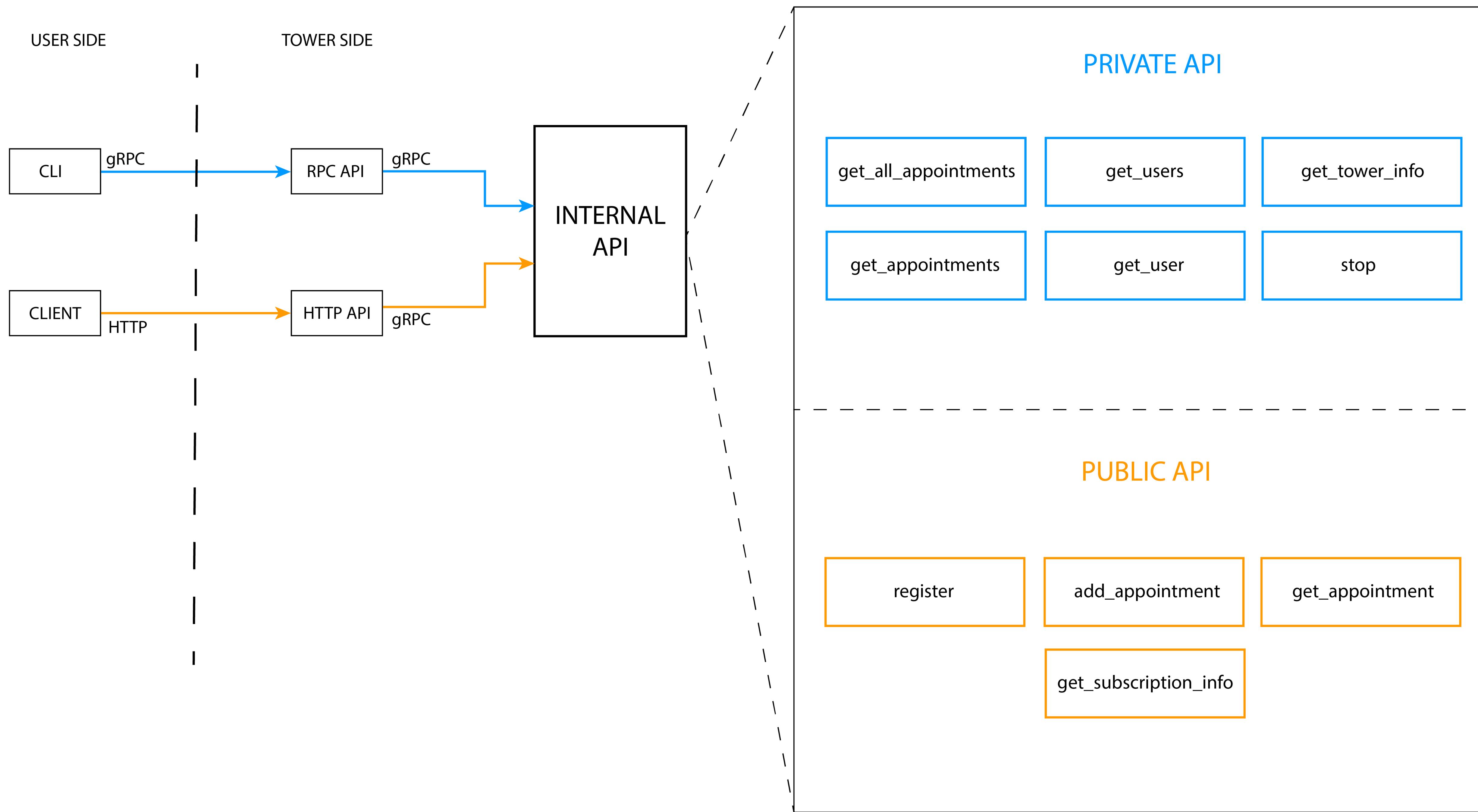
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curl --proto '=https' --tlsv1.2 -sSf https://sh.rustup.rs | sh -s -- -y

# Install the tower backend
git clone https://github.com/talaia-labs/rust-teos.git && \
cd rust-teos && \
cargo install --locked --path teos
```

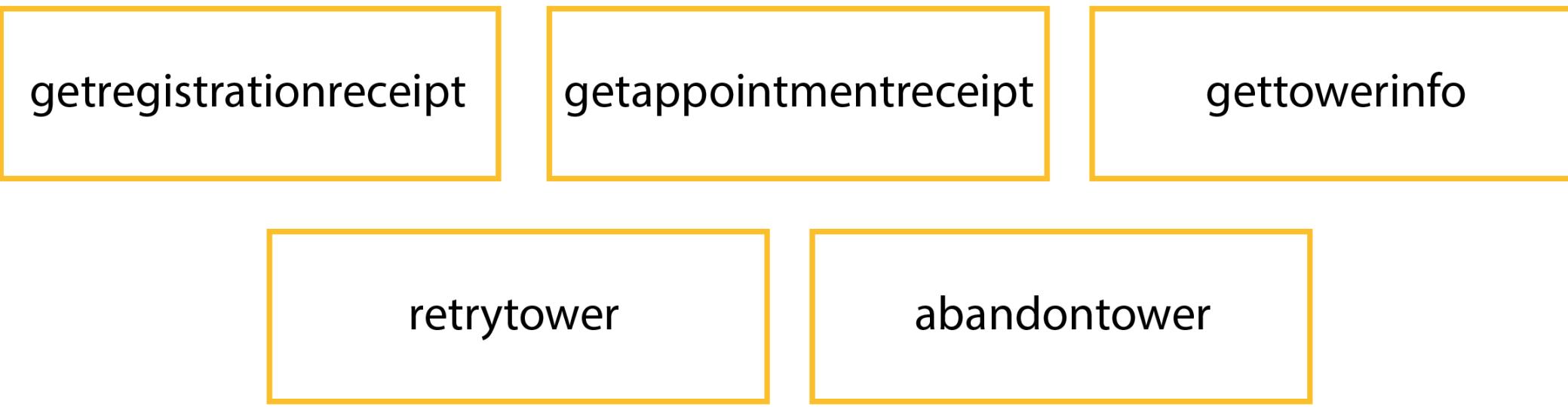


orange square: lightning::chain::Listen

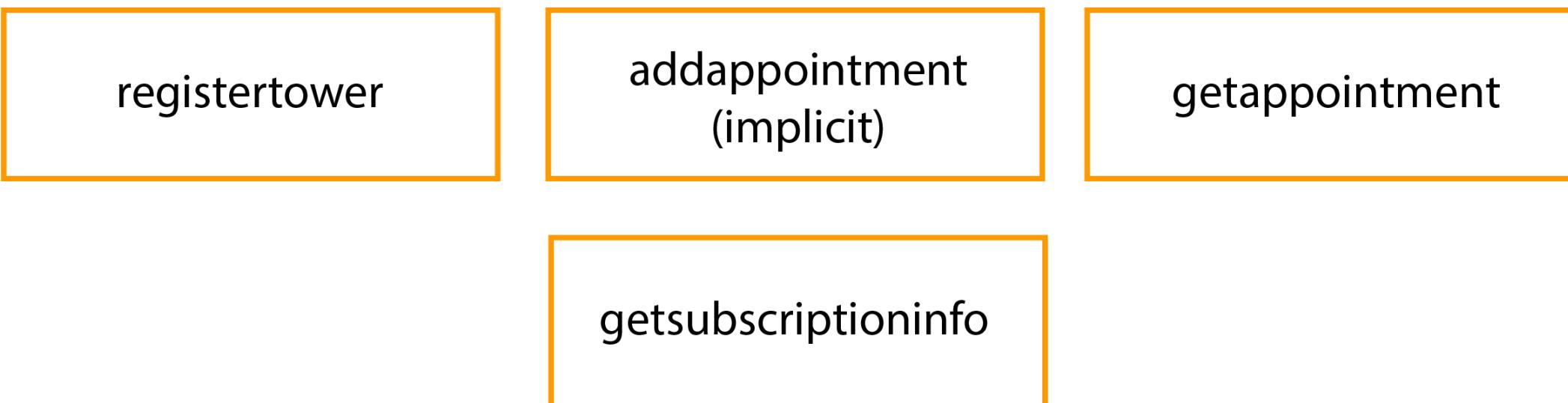
blue square: lightning-block-sync::ChainPoller



CUSTOM (LOCAL) COMMANDS



GENERIC COMMANDS



USER SIDE

CLI

gRPC

RPC API

gRPC



HTTP

HTTP API

gRPC

INTERNAL API

TOWER SIDE

QUESTIONS

BONUS TRACK

REVENUE MODELS

BOUNTY APPROACH



The tower is paid only if a breach happens and the penalty makes it to the chain



Multiple towers can be hired for the price of one



The tower **can** use CPFP to bump the fee of the penalty transaction



It's easy to spam/DoS the tower with junk



SUBSCRIPTION APPROACH



The tower is paid beforehand, even if it does not respond to the breach



A rational user will only hire so many towers



The tower **cannot** use CPFP to bump the fee of the penalty transaction



Spamming the tower has a cost



Exploiting requires paying for a subscription



SUBSCRIPTION VS BOUNTY

BOTH MODELS HAVE THEIR PROS AND CONS...

SUBSCRIPTION VS BOUNTY

BOTH MODELS HAVE THEIR PROS AND CONS...



BOUNTY & SUBSCRIPTION



The tower is paid **a fraction of the cost** beforehand, the rest is paid as a bounty



A rational user will only hire so many towers



The tower **can** use CPFP to bump the fee of the penalty transaction



Spamming the tower has a cost



Exploiting requires paying for a subscription



ATTACKS ON TOWERS

ATTACKS ON TOWERS



ATTACKS ON TOWERS



ATTACKS ON TOWERS



ATTACKS ON TOWERS



Bounty approach

ATTACKS ON TOWERS



Bounty approach

ATTACKS ON TOWERS



Bounty approach

ATTACKS ON TOWERS



Bounty approach

ATTACKS ON TOWERS



Bounty approach

ATTACKS ON TOWERS



Bounty approach

ATTACKS ON TOWERS



- A) Keep first
- B) Update first w/ second
- C) Wipe both
- D) Keep both

Bounty approach

ATTACKS ON TOWERS



- A) **Keep first**
- B) **Update first w/
second**
- C) **Wipe both**
- D) **Keep both**

Bounty approach

ATTACKS ON TOWERS



Bounty approach



- A) **Keep first**
- B) **Update first w/
second**
- C) **Wipe both**
- D) **Keep both**

ATTACKS ON TOWERS



Appointment front-running



Bounty approach

- A) Keep first
- B) Update first w/ second
- C) Wipe both
- D) Keep both

ATTACKS ON TOWERS



- A) Keep first
- B) Update first w/
second
- C) Wipe both
- D) Keep both

Bounty approach

ATTACKS ON TOWERS



Bounty approach



- A) Keep first
- B) Update first w/
second
- C) Wipe both
- D) Keep both

ATTACKS ON TOWERS



Appointment rewriting



Bounty approach



- A) Keep first
- B) Update first w/
second
- C) Wipe both
- D) Keep both

ATTACKS ON TOWERS



- A) Keep first
- B) Update first w/
second
- C) Wipe both
- D) Keep both

Bounty approach

ATTACKS ON TOWERS



Bounty approach



- A) Keep first
- B) Update first w/
second
- C) Wipe both
- D) Keep both

ATTACKS ON TOWERS



Bounty approach



- A) Keep first
- B) Update first w/
second
- C) Wipe both
- D) Keep both

ATTACKS ON TOWERS



- A) Keep first
- B) Update first w/
second
- C) Wipe both
- D) Keep both

Bounty approach

ATTACKS ON TOWERS



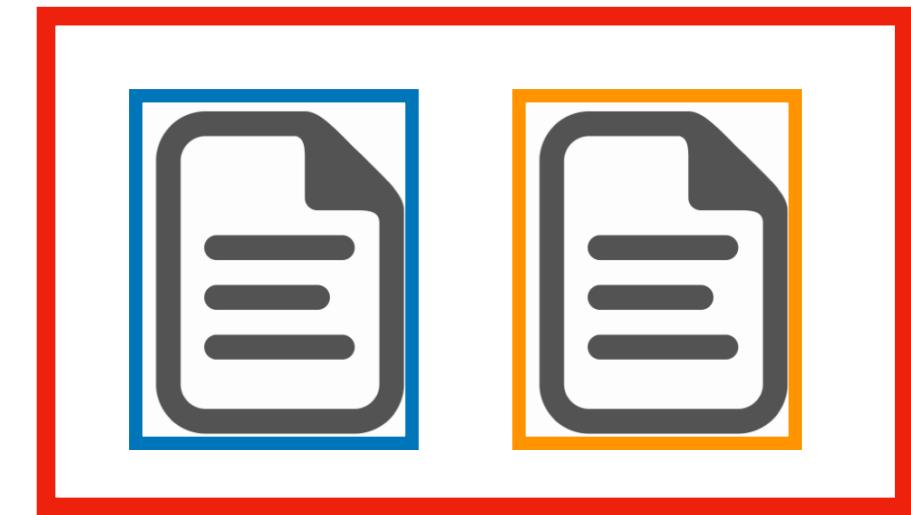
- A) Keep first
- B) Update first w/
second
- C) Wipe both
- D) Keep both

Bounty approach

ATTACKS ON TOWERS



Bounty approach



- A) Keep first
- B) Update first w/
second
- C) Wipe both
- D) **Keep both**