

CRYPTOCURRENCIES AND GO



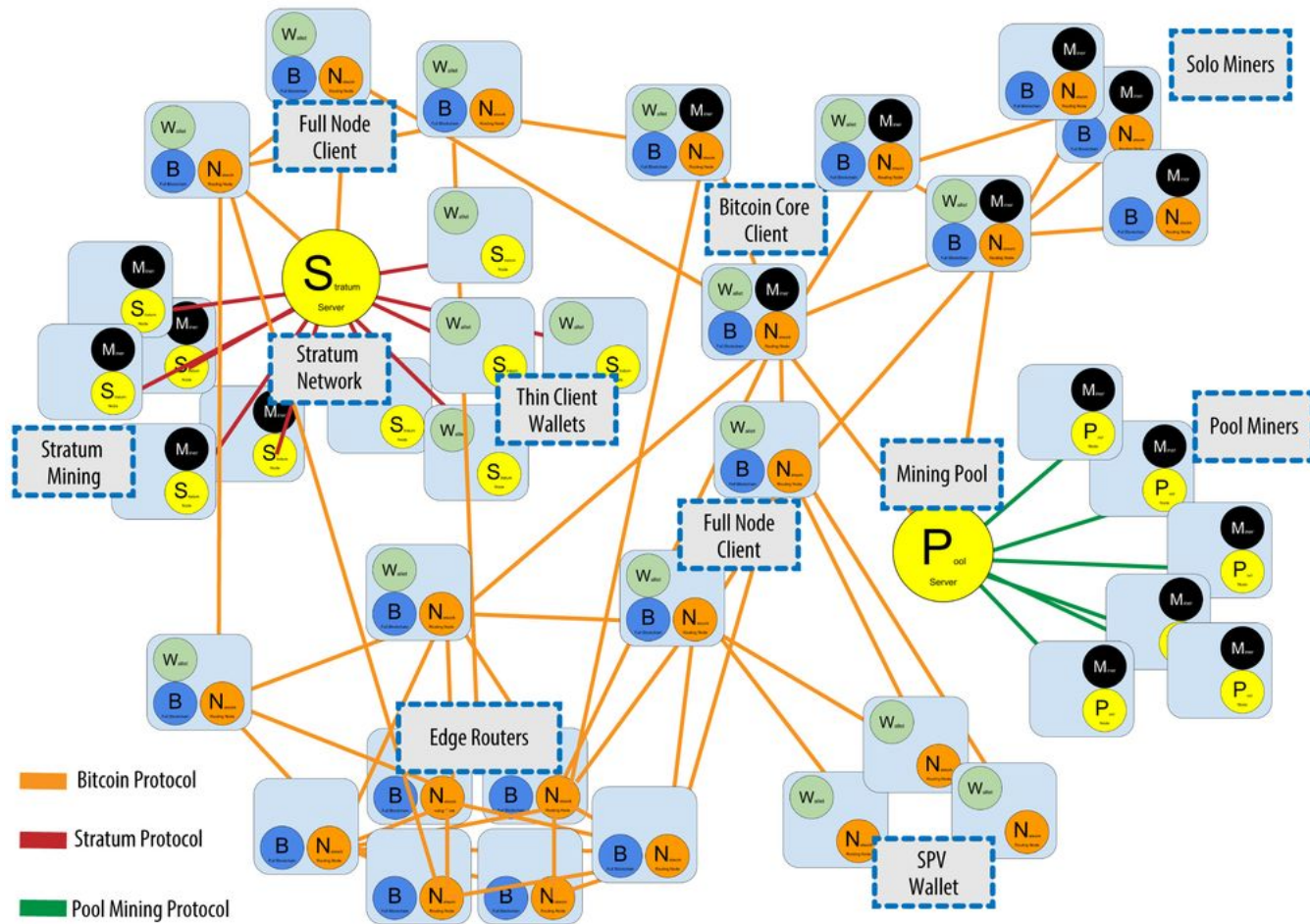
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@superstas88
15.02.2017

AGENDA

- Theory
- Practice

slides



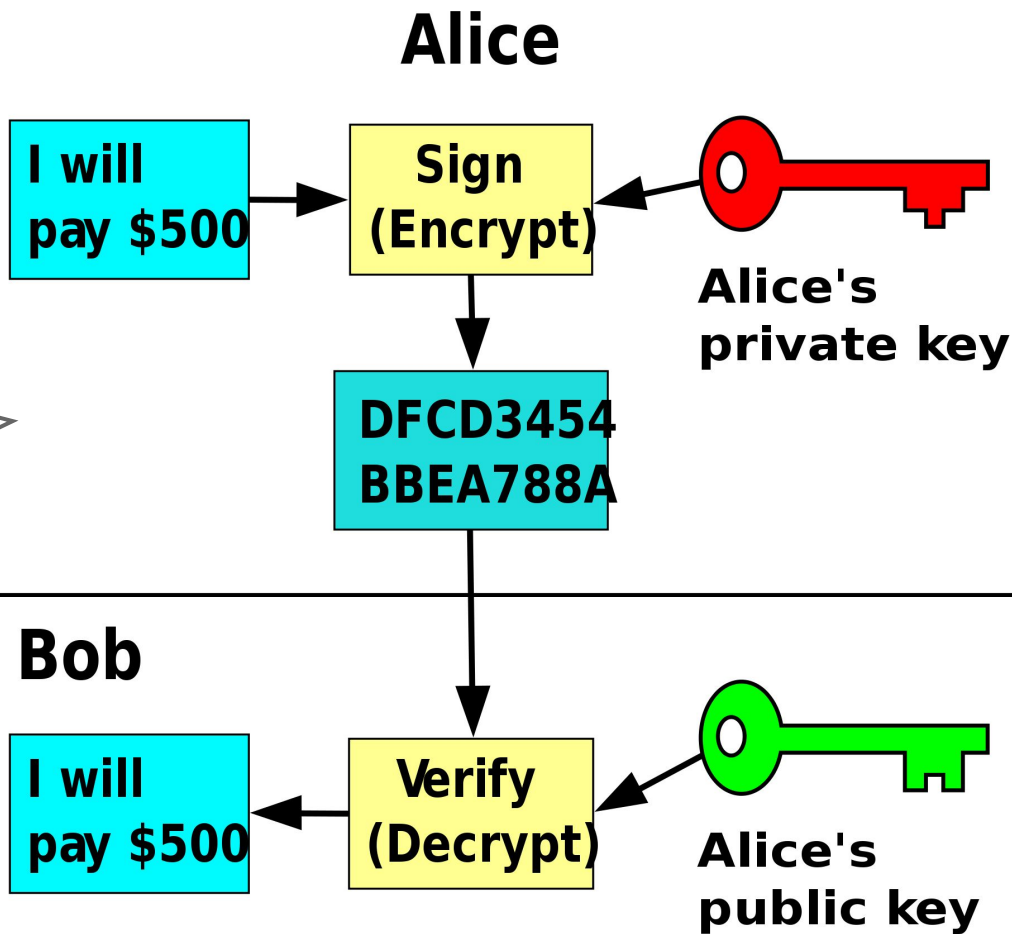


PART 1
THEORY

CRYPTOGRAPHIC KEYS

- ECDSA (SECP256k1)

It's important
to understand



Why not RSA?

Elliptic Curve Cryptography: a gentle introduction

ADDRESSES

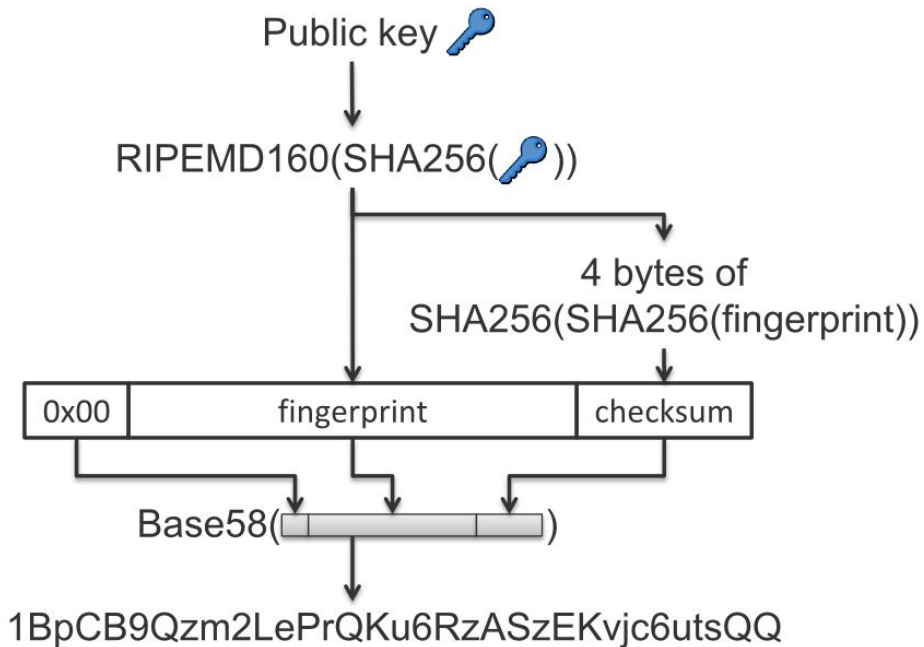
- RIPEMD160
- SHA256
- Base58 (“001l” are not used)

Base58:

1EiK2ZgptmS5HZ2hDnQvEXC93L1JSnbtY

Base64:

AJZpvN5wxZC7duwu17DB2WR3Lq3l04yU2Q==



Just
compare

Address

Base58Check encoding

Why does Bitcoin use two hash functions (SHA-256 and RIPEMD-160)?

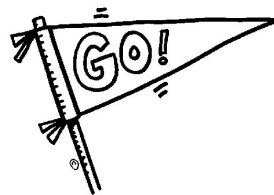
TRANSACTIONS

- ID
- Inputs
- Outputs
- P2PKH

```
type Transaction struct {  
    ID      string  
    Inputs  []Input  
    Outputs []Output  
}
```

```
type Input struct {  
    TransactionID string  
    OutIndex      int  
    Sign          string  
    PubKey        string  
}
```

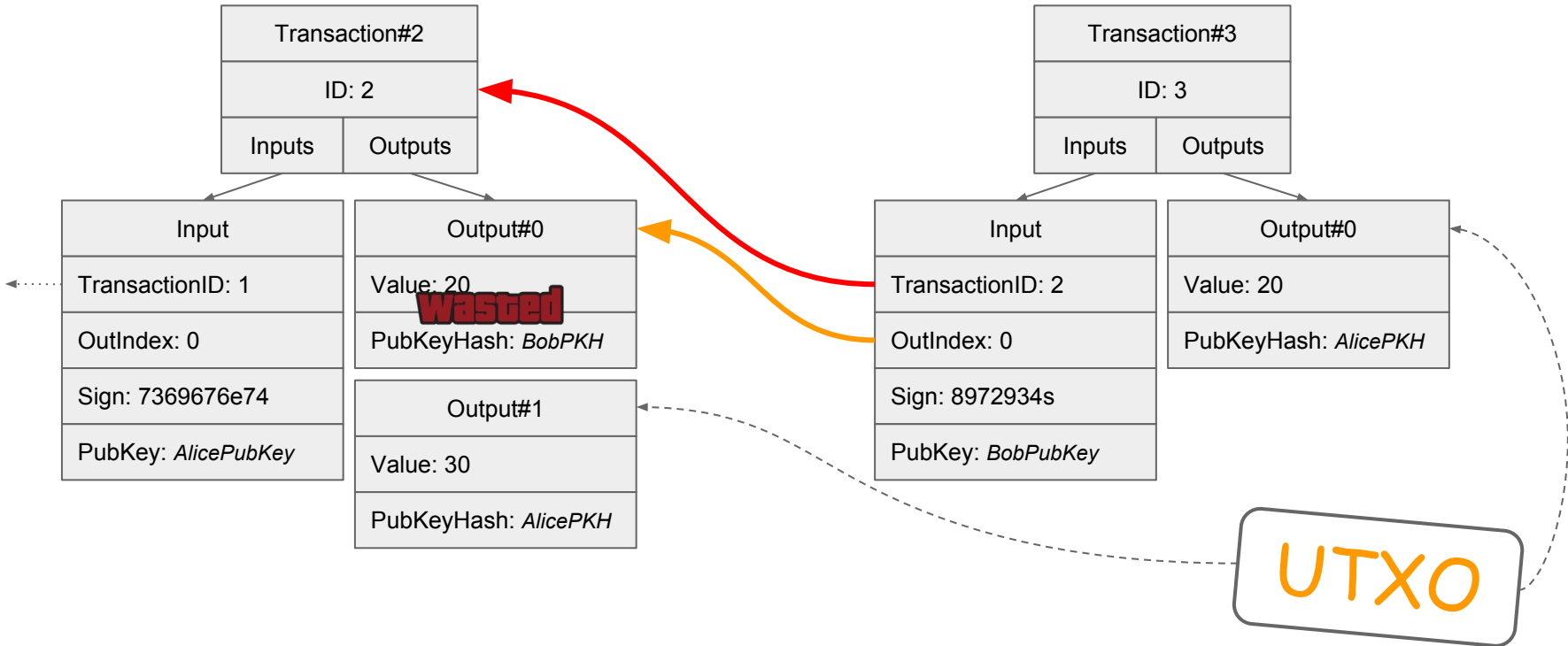
```
type Output struct {  
    Value      int  
    PubKeyHash string  
}
```



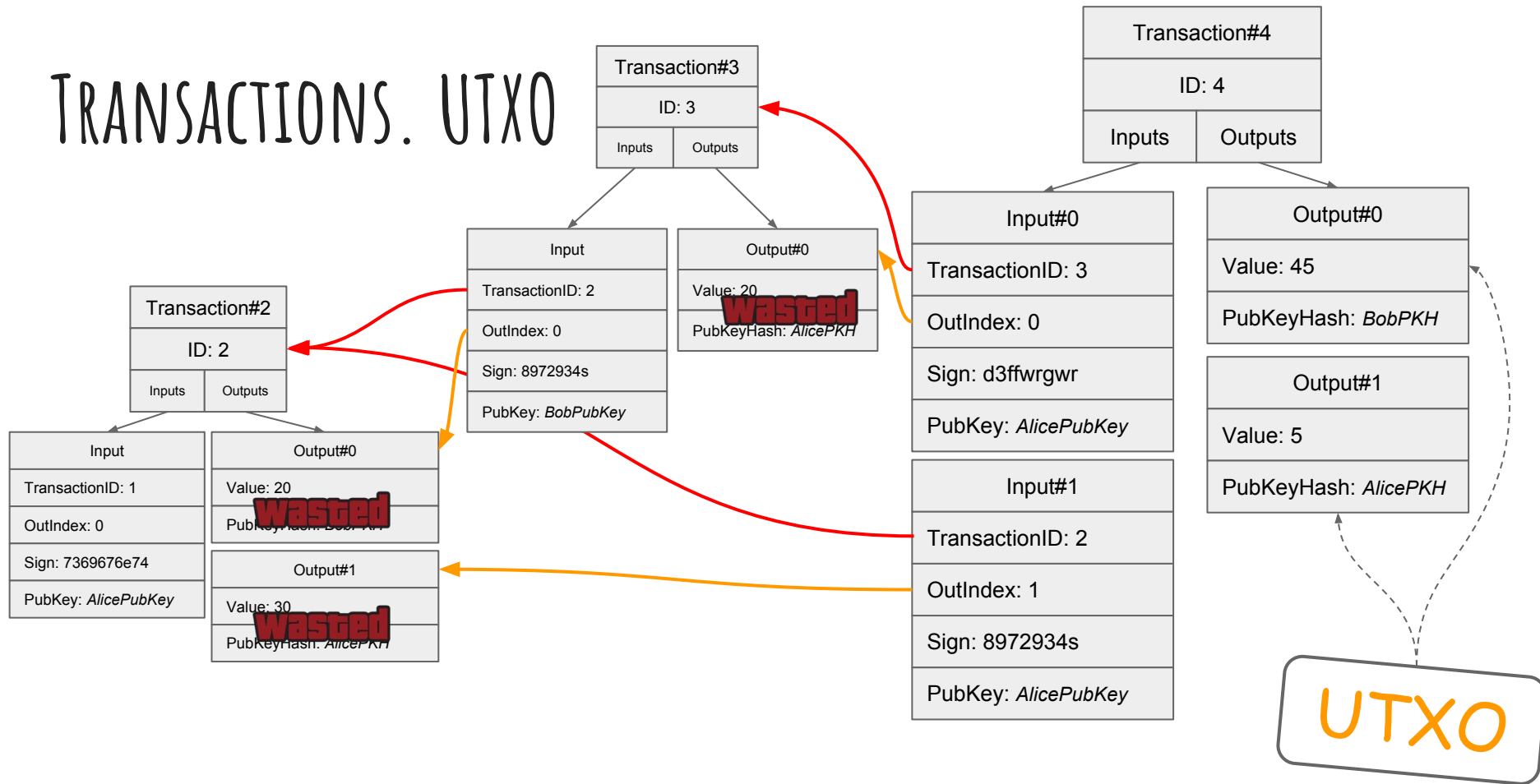
<https://en.bitcoin.it/wiki/Transaction>

<https://en.bitcoin.it/wiki/Script>

TRANSACTIONS. UTXO

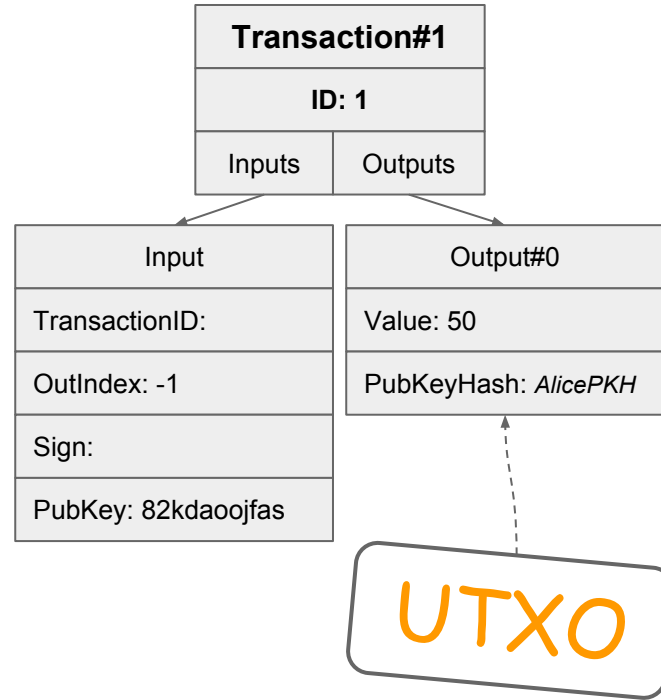
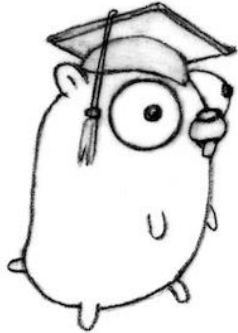


TRANSACTIONS. UTXO



COINBASE TRANSACTION

- Mining reward
- $TxID = sha256(sha256(TX))$



BLOCKS

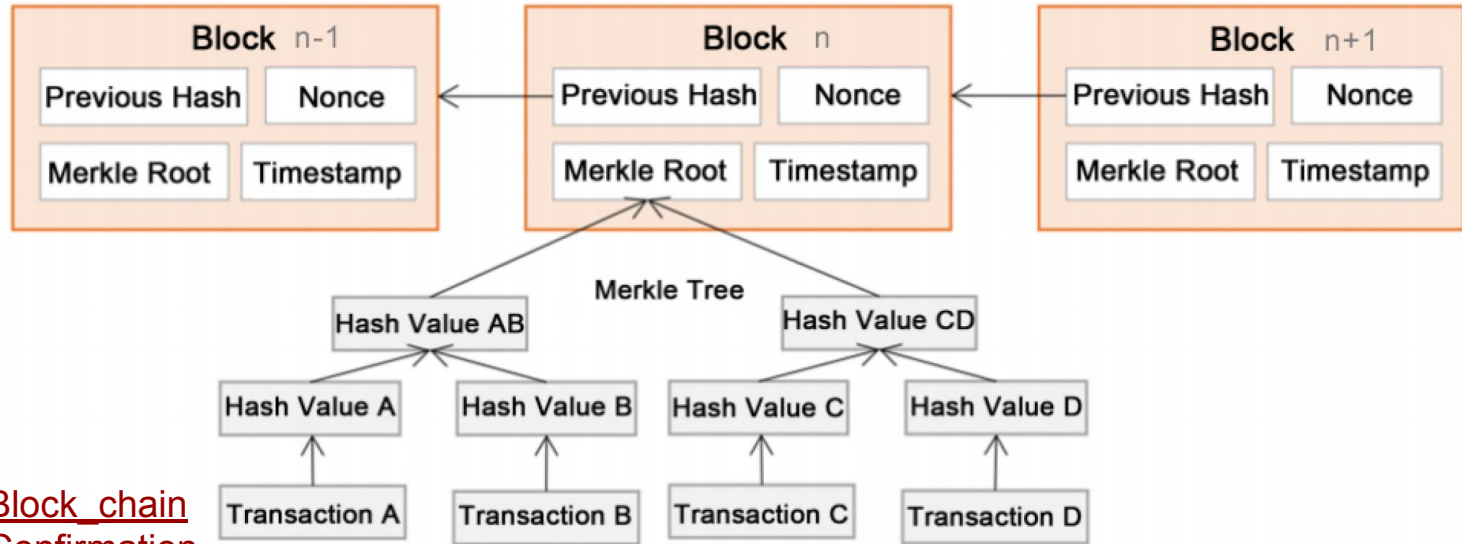
- Coinbase transaction
- `Block.Hash = Sha256(Sha256(BlockHeader))`
- Merkle tree
- Block size / Bits

```
type BlockHeader struct {  
    PreviousBlockHash string  
    MerkleRootHash    string  
    Timestamp          int64  
    Nonce              int  
}  
  
type Block struct {  
    BlockHeader  
    Hash        string  
    Transactions []Transaction  
}
```

https://en.bitcoin.it/wiki/Protocol_documentation#Merkle_Trees
https://en.bitcoin.it/wiki/Protocol_documentation#Block_Headers

BLOCKCHAIN

- Genesis block
- TX confirmations
- P2P



https://en.bitcoin.it/wiki/Block_chain
<https://en.bitcoin.it/wiki/Confirmation>
https://en.bitcoin.it/wiki/Genesis_block

PROOF-OF-WORK (POW)

- Time block
- Target
- $\text{Difficulty} = \text{MaxTarget (8 leading zeros)} / \text{Target}$



Mining

Round 1: $\text{Sha256}(\text{Sha256}(\text{BlockHeader with Nonce}=0)) < \text{Target}$

Round 2: $\text{Sha256}(\text{Sha256}(\text{BlockHeader with Nonce}=1)) < \text{Target}$

...

Round N: $\text{Sha256}(\text{Sha256}(\text{BlockHeader with Nonce}=N)) < \text{Target}$

Hash = 0x000000000019d6689c085ae165831e934ff763ae46a2a6c172b3f1b60a8ce26f

Target = 0x00000000ff

Hash < Target = **We've found a hash!**

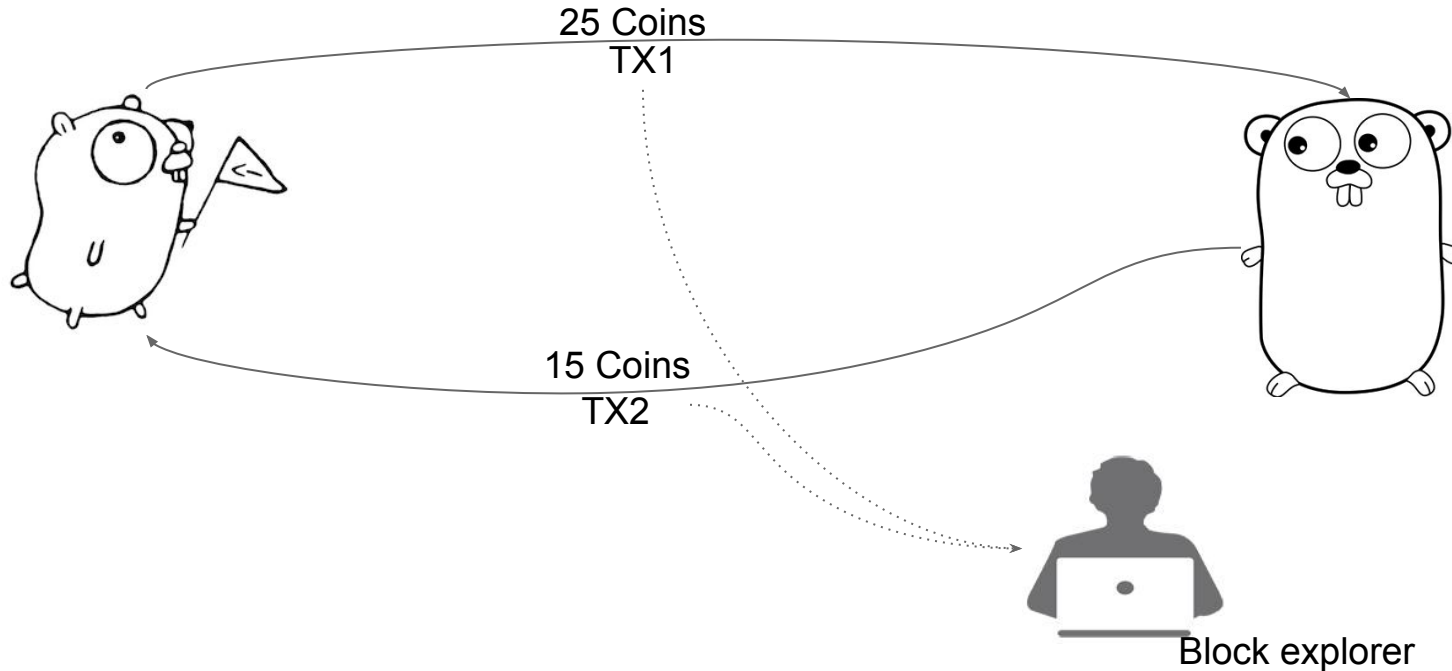
<https://en.bitcoin.it/wiki/Target>

<https://en.bitcoin.it/wiki/Consensus>

PART 2

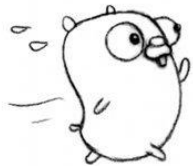
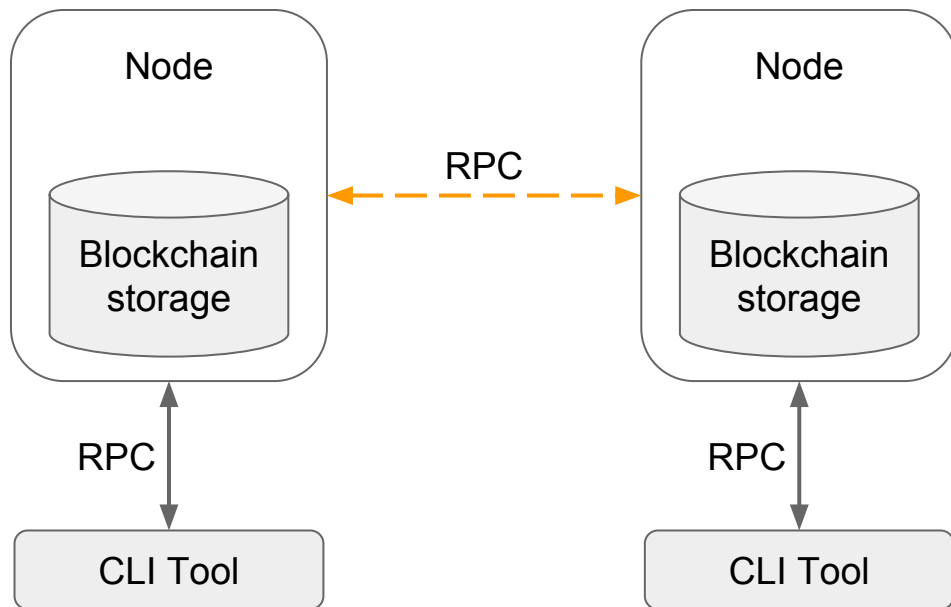
PRACTICE

LET'S SEND SOME COINS...



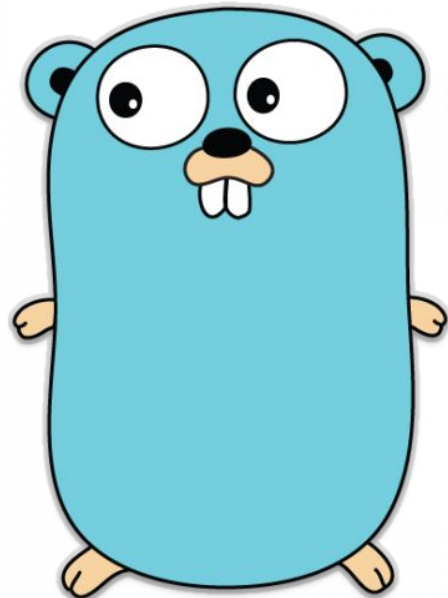
PROOF-OF-CONCEPT. TODOLIST

- Blockchain storage
- Business logic
 - Types
 - Wallet
 - Transactions
 - Blocks/Blockchain
 - PoW
 - Mempool
- Network layer
- Daemon / CLI modes
- Network discovery
- Block explorer



STORAGE

- Block, Transactions
- UTXOSet
- LevelDB
- BoltDB



Why is Bitcoin Core using LevelDB instead of Redis or SQLite?

What are the keys used in the blockchain levelDB?

<https://github.com/avelino/awesome-go#database>

PKG/HASH

```
type Hash interface {  
    // Write (via the embedded io.Writer interface) adds more data to the running hash.  
    // It never returns an error.  
    io.Writer  
  
    // Sum appends the current hash to b and returns the resulting slice.  
    // It does not change the underlying hash state.  
    Sum(b []byte) []byte  
  
    // Reset resets the Hash to its initial state.  
    Reset()  
  
    // Size returns the number of bytes Sum will return.  
    Size() int  
  
    // BlockSize returns the hash's underlying block size.  
    // The Write method must be able to accept any amount  
    // of data, but it may operate more efficiently if all writes  
    // are a multiple of the block size.  
    BlockSize() int  
}
```

<https://github.com/golang/go/wiki/Hashing>

PKG/HASH

func Sum256

```
func Sum256(data []byte) [Size]byte
```

Sum256 returns the SHA256 checksum of the data.

```
func DoubleHash(h hash.Hash, data []byte) []byte {  
    h.Reset()  
    h.Write(data)  
    ch := h.Sum(nil)  
    h.Reset()  
    h.Write(ch)  
    return h.Sum(nil)  
}
```

```
func main() {  
    blockHeader := []byte("blockHeader1")  
    sha256.Sum256(sha256.Sum256(blockHeader)[:])  
    // invalid operation sha256.Sum256(blockHeader)[:]  
    (slice of unaddressable value)  
}
```

```
func WrongDoubleHash(h hash.Hash, data []byte) []byte {  
    h.Reset()  
    h.Write(data)  
    h.Write(h.Sum(nil))  
    return h.Sum(nil)  
}
```

MATH/BIG

```
func main() {  
    blockHash, _ := hex.DecodeString("00000000019d6689c085ae165831e934ff763ae46a2a6c172b3f1b60a8ce26f")  
    targetHash, _ := hex.DecodeString("00000000FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF")  
  
    blockHashInt := big.NewInt(0).SetBytes(blockHash)  
    targetHashInt := big.NewInt(0).SetBytes(targetHash)  
  
    fmt.Printf("BlockHashInt: %s\n", blockHashInt.String())  
    fmt.Printf("TargetHashInt: %s\n", targetHashInt.String())  
    fmt.Printf("BlockHashInt < TargetHashInt: %v\n", blockHashInt.Cmp(targetHashInt) == -1)  
}  
// BlockHashInt: 10628944869218562084050143519444549580389464591454674019345556079  
// TargetHashInt: 26959946667150639794667015087019630673637144422540572481103610249215  
// BlockHashInt < TargetHashInt: true
```

<https://golang.org/pkg/math/big/>

NETWORK LAYER

- gRPC
- go-libp2p

```
service Messenger {  
  rpc Message (Request) returns (Response) {}  
  rpc Send (SendRequest) returns (SendResponse) {}  
  rpc GetBalance (GetBalanceRequest) returns (GetBalanceResponse) {}  
  rpc GetBlock (GetBlockRequest) returns (GetBlockResponse) {}  
  rpc GetTX (GetTXRequest) returns (GetTXResponse) {}  
  rpc GetAddress (GetAddressRequest) returns (GetAddressResponse) {}  
}
```

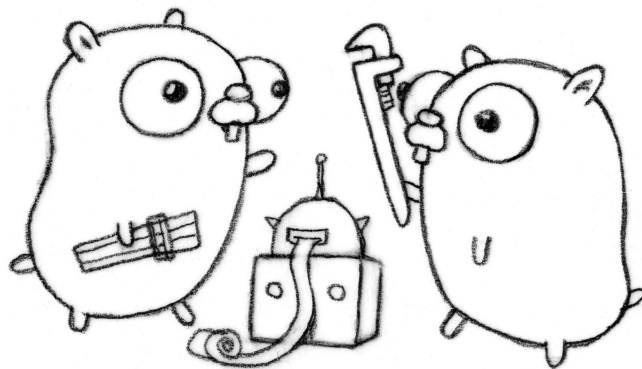
<https://github.com/grpc/grpc-go>

<https://mycodesmells.com/post/pooling-grpc-connections>

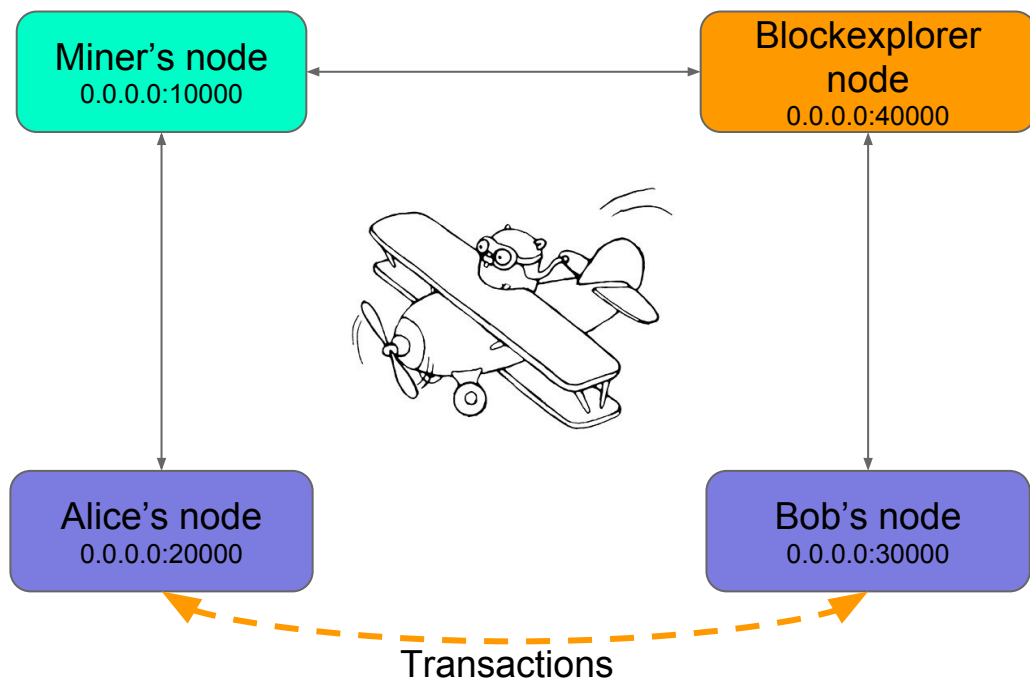
<https://github.com/libp2p/go-libp2p>

BLOCK EXPLORER

```
func main() {  
    e := network.NewHTTPBlockExplorer(storage, memPool)  
    http.HandleFunc("/tx/", e.ViewTXHandler)  
    http.HandleFunc("/block/", e.ViewBlockHandler)  
    http.ListenAndServe(l, nil)  
}
```



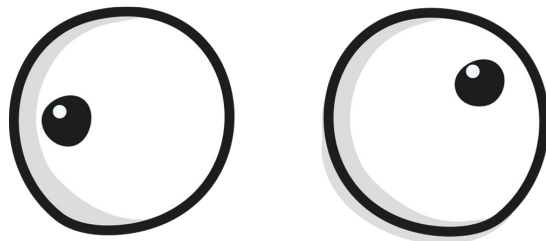
THE PLAN OF DEMO



DEMO

CONCLUSION. LINKS

- <https://github.com/btcsuite/btcd>
- <https://github.com/tendermint/tendermint>
- <https://github.com/cosmos/cosmos-sdk>
- <https://github.com/hyperledger/fabric-sdk-go>
- <https://github.com/amir20/sha-miner>
- https://github.com/Jeiwan/blockchain_go



THE END. THANK YOU!

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