

Trading Network Performance for Cash in the Bitcoin Blockchain

subtitle

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Master Thesis in Computer Science



Abstract

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My list of definitions

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Introduction

Blockchain technology opens up to usages in several important sectors such as trading, file storage, and identity management. This technology is widely used in decentralized digital currencies, and at the present, the most common are Bitcoin (2008) and Ethereum (2013), but many more are emerging.

Blockchains essentially implements a distributed consensus protocols that enable a set of untrusted processes to agree on the content of an append only data structures. These ledgers are divided into blocks and linked together in sequence by hashes. They facilitate transactions between consenting individuals who would otherwise have no means to trust each other and deal with geographical separation and interfacing difficulties. This technology promises a highly resilient and communication substrate where messages are kept potentially for a long time.

Nonetheless, decentralized digital currencies also have some side effects. The most relevant is *scalability*, due to the steady growth of the blockchain. It should be also considered that decentralized cryptocurrencies operate in open (or permissionless) networks in which the ledger of data could be manipulated from arbitrary adversaries and according also to the paper from University of Singapore [36] security of smart contracts has not received much attention yet. And since the only part not protected from cryptography is the *order of transactions* [10], an attacker would try to convince the network that a transaction occurred earlier than another one to gain money. The security bugs in smart contracts are classified as *Transaction-Ordering Dependence, Timestamp*

Dependence, Mishandled Exceptions and Reentrancy Vulnerability [36].

Scalability and network performances are urgent concern in existing Blockchain-based cryptocurrencies [24]. It is true that Bitcoin has lower fees than centralized currency schemes, but these properties come at a performance and scalability cost. According to [10], if Bitcoin would have the same amount of transactions of a VISA circuit, its blockchain would grow about 1 MB per 3 seconds. Centralized schemes, like VISA are immediate, while having a throughput of 2,000 transactions/sec up to 56,000 transactions/sec [24]. In this thesis we presents some of our observation of the performance of the Bitcoin blockchain. We provide detailed insights and analysis on how Bitcoin's characteristics have changed over time, and provide an updated model describing how the Bitcoin blockchain will grow. We analyse the correlation between the fee paid to the miner and block creation time, the time it takes for a transaction to be visible in the whole network. Three different models are proposed to describe how applications best can spend money to improve network characteritics, this affects average bandwidth available to an application.

1.1 Problem Statement

1.2 Method / Context

1.3 Outline

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Related Works - SotA

Scalability and analysis on the blockchain has been taken into consideration by many researchers in the past years. This chapter summarizes the most relevant papers or works that talks about Bitcoin, decentralized cryptocurrencies, concepts behind them and statistical analysis on the blockchain. In a previous paper that we wrote [44], we enhanced the importance of paying for having a certain bandwidth in the Bitcoin network. A paper from Peter R. Rizun [40], explains how a rational Bitcoin miner should select transactions from his node mempool, when creating a new block, in order to maximize his profit. Analysis on the blockchain in matter of scalability is showed in the Position Paper of Kyle Croman [24], they analyze how fundamental bottlenecks in Bitcoin limit the ability of its current peer-to-peer overlay network to support substantially higher throughputs and lower latencies. We are going to test the throughput as well, comparing it with the one showed in this paper. Furthermore, to fully understand how is possible to make money out of the blockchain and mining, is necessary to have a view of how VISA [11] makes money as well.

2.1 A Transaction Fee Market Exists Without a Block Size Limit

This paper shows how a Bitcoin miner should select transactions from his node's mempool, when creating a new block, in order to maximize his profit

in the absence of a block size limit. *Block space supply curve* and *mempool demand curve* are explained, and the paper shows how the supply and demand curves from classical economics are related to the derivatives of these two curves.

They claim that the block-size limit determines the transaction throughput and one of their concern regards whether, in the absence of such a limit or if that limit is far above the transactional demand, a *healthy transaction fee market* would develop which charges users the full cost to post transactions. The object of this paper is indeed to consider whether or not such a fee market is likely to emerge if miners, rather than the protocol, limit the block size. In this paper they derive the *miner's profit equation* and then they introduce two novel concepts called the *mempool demand curve* and the *block space subbly curve*.

2.1.1 Miner's Profit Equation

Every time a block is mined, the miner expects to generate a revenue $\langle V \rangle$ at hashing cost $\langle C \rangle$ to earn profit per block

$$\langle \Pi \rangle = \langle V \rangle - \langle C \rangle. \quad (2.1)$$

Miner's profit equation in 2.1 shows the gain of a miner $\langle \Pi \rangle$, where the hashing cost is represented as follows:

$$\langle C \rangle = \eta h T. \quad (2.2)$$

So the hashing cost $\langle C \rangle$ is directly dependent from the miner's individual hash rate, h , the cost per hash, η , and the creation time, T . Moreover, is important to consider the expectation value of a miner's revenue per block, this value is represented with $\langle V \rangle$ and is equal to the amount he would earn if he won the block multiplied by his probability of winning. So the expected revenue would be: $\langle V \rangle = (R + M)h/H$, where the amount he would earn is the sum of the block reward, R , and the transaction fees, M . His probability of winning, assuming all blocks propagating instantly, is equal to the ration of his hash rate, h , to the total hash rate of the Bitcoin network, H . The problem with this equation is that it does not reflect the miner's diminished chances of winning if he chooses to publish a block that propagates slowly to the other miners. If a miner finds first a valid block, but his solution is received after most miners are working on another, then his block will likely be discarded. This effect is called *orphaning*. The equation, considering the orphaning factor, $\mathbb{P}_{\text{orphan}}$, is the following:

$$\langle V \rangle = (R + M) \frac{h}{H} (1 - \mathbb{P}_{\text{orphan}}). \quad (2.3)$$

Where the chance that a block gets orphaned increases with the amount of time it takes the block to propagate to the other miners. Indeed, if τ is the block propagation time, the probability of orphaning is defined as:

$$\mathbb{P}_{\text{orphan}} = 1 - e^{-\frac{\tau}{T}}. \quad (2.4)$$

In conclusion the *miner's profit equation* is defined as:

$$\langle \Pi \rangle = (R + M) \frac{h}{H} e^{-\frac{\tau}{T}} - \eta h T \quad (2.5)$$

A *rational miner* selects which transactions to include in his block in a manner that maximizes the expectation value of his profit. This selection is explained with the *mempool demand curve* and the *block space supply curve*.

2.1.2 The Mempool Demand Curve

The set of transactions that still need to be approved and included in a block is called *mempool*. The mempool set is denoted with \mathcal{N} and the number of transactions contained within it as n . According to the size limit, a block can select a $b \leq n$ transactions from \mathcal{N} to create a new block $\mathcal{B} \subset \mathcal{N}$.

A block first includes transactions with a higher *fee density*. This last, is a ratio between the *transaction fee* and the *transaction size*. To construct the mempool demand curve, is necessary first sorting the mempool from greatest fee density to least and then associating an index $\{i : 1, 2, \dots, n - 1, n\}$ with each transaction in the resulting list.

The mempool demand curve will be then a graphical representation of the sum of the fees offered by each transaction in this sorted list:

$$M_{\text{demand}}(b) \equiv \sum_{i=1}^b \text{fee}_i, \quad (2.6)$$

and the sum of each transaction's size in bytes:

$$Q(b) \equiv \sum_{i=1}^b \text{size}_i. \quad (2.7)$$

2.1.3 The Block Space Supply Curve

The size of the block a miner elects to produce controls the fees he attempts to claim, $M(Q)$, and the propagation time he chooses to risk, $\tau(Q)$. The block space supply curve represents the fees a miner requires to cover the additional cost of

supplying block space Q . This cost grows exponentially with the propagation time. The equation which represents this curve is the following:

$$M_{\text{Supply}}(Q) = R \left(e^{\frac{\Delta\tau(Q)}{T}} - 1 \right), \quad (2.8)$$

where $\Delta\tau(Q) \equiv \tau(Q) - \tau(0)$. The propagation time τ , is just an esteem from the propagation delay versus the block size.

2.1.4 Maximizing the Miner's Profit

To maximize his profit, the miner construct a mempool demand curve and a space supply curve. The block size Q^* where the miner's surplus, $M_{\text{demand}} - M_{\text{Supply}}$, is largest represents the point of maximum profit. In the Figure 2.1 are represented the mempool demand curve and the space supply curve, calculated using our analitic system.

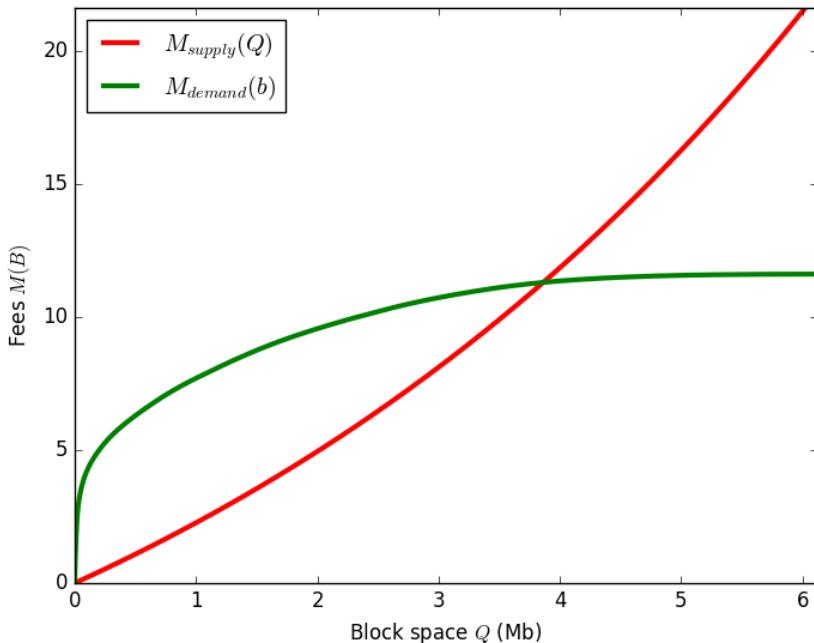


Figure 2.1: Maximizing the profit of a miner evaluating the unconfirmed transactions from the Bitcoin blockchain. Mempool demand, $M_{\text{demand}}(b)$, and space supply, $M_{\text{Supply}}(Q)$, curve are represented with our analytics system, and the block space Q^* for a maximum profit is around 1 Mb. There the gap between the two curves is bigger.



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Technical Background

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Blockchain Analytics System

4.1 Blockchain Data Sources

4.2 System Architecture

4.2.1 Data Retrieval

4.2.2 Data Manipulations

4.2.3 Methods

4.3 Version Control

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Blockchain Observations

- 5.1 Blockchain Growth**
- 5.2 Retrieval Block Time**
- 5.3 Block Analysis**
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- 5.6 Models**

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Conclusions

6.1 Discussion

6.2 Future Implementation

6.3 Comments

show bibliography [39], [46], [20], [27], [36], [25], [10], [14], [37], [41], [31], [33], [16], [29], [45], [35], [1], [6], [23], [7], [43], [21], [42], [4], [8], [9], [15], [18], [17], [34], [19], [12], [24], [28], [30], [13], [2], [3], [40] [5], [44], [26], [32], [11], [22], [38].

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Terminology

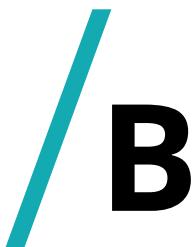
RLP: Stands for recursive length prefix. It is a serialization method for encoding arbitrary structured binary data (byte arrays).

KEC-256: Another serialization method generating a 256-bit hash.

full node: A full node in a decentralized digital currency peer-to-peer network, is a node that stores and processes the entirety of every block, storing locally the entire size of the blockchain.

light node: A light node in a decentralized digital currency peer-to-peer network, is a node that only stores the part of the blockchain it needs.

satoshi: Unit of the Bitcoin currency. 100,000,000 satoshi are 1 BTC (Bitcoin).



Listing

Listing B.1: Smart contract transaction code in Ethereum.

```
1 function transfer(address _to, uint256 _value) {
2     /* Add and subtract new balances */
3     balanceOf[msg.sender] -= _value;
4     balanceOf[_to] += _value;
5 }
```

Listing B.2: Example of a smart contract that rewards users who solve a computational puzzle [?].

```

1  contract Puzzle {
2      address public owner ;
3      bool public locked ;
4      uint public reward ;
5      bytes32 public diff ;
6      bytes public solution ;
7
8      function Puzzle () // constructor {
9          owner = msg. sender ;
10         reward = msg . value ;
11         locked = false ;
12         diff = bytes32 (11111); // pre - defined
13             difficulty
14     }
15
16     function (){ // main code , runs at every
17         invocation
18         if ( msg. sender == owner ){ // update reward
19             if ( locked )
20                 throw ;
21             owner . send ( reward );
22             reward = msg . value ;
23         }
24         else
25             if ( msg . data . length > 0){ // submit a
26                 solution
27             if ( locked ) throw ;
28             if ( sha256 (msg. data ) < diff ){
29                 msg. sender . send ( reward ); // send
                     reward
                 solution = msg. data ;
                 locked
             }}}}
```

Listing B.3: Application usage.

```

1 Usage: observ.py -t number
2   -h | --help      : usage
3   -i              : gives info of the blockchain in
4     the file .txt
5   -t number       : add on top a number of blocks.
6     The blocks retrieved will be the most recent
7     ones. If the blockchain growth more than the
8     block requested do -u (update)
9   -e number       : append blocks at the end of the .
10    txt file. Fetch older blocks starting from the
11    last retrieved
12   -P              : plot all
13   -p start [end] : plot data in .txt file in a
14     certain period of time, from start to end. If
15     only start then consider from start to the end
16     of the .txt file
17   -R              : plot the regression and the
18     models that predict the blockchain
19   -r start [end] : plot the regression and the
20     models in a certain period of time, from start
21     to end. If only start then consider from start
22     to the end of the .txt file
23   -u              : update the local blockchain to
24     the last block created

```

Listing B.4: Block object represented in Python according to api-v1-client-python to retrieve data on the blockchain. The function get_block() will return an object of this type [1].

```
1 class Block:
2     def __init__(self, b):
3         self.hash = b['hash']
4         self.version = b['ver']
5         self.previous_block = b['prev_block']
6         self.merkle_root = b['mrkl_root']
7         self.time = b['time']
8         self.bits = b['bits']
9         self.fee = b['fee']
10        self.nonce = b['nonce']
11        self.n_tx = b['n_tx']
12        self.size = b['size']
13        self.block_index = b['block_index']
14        self.main_chain = b['main_chain']
15        self.height = b['height']
16        self.received_time = b.get('received_time', b['time'])
17        self.relayed_by = b.get('relayed_by')
18        self.transactions = [Transaction(t) for t in b['tx']]
19        for tx in self.transactions:
20            tx.block_height = self.height
```

Listing B.5: Transaction object represented in Python according to api-v1-client-python to retrieve data on the blockchain. The function get_transaction() will return an object of this type [1].

```

1  class Transaction:
2      def __init__(self, t):
3          self.double_spend = t.get('double_spend', False)
4          self.block_height = t.get('block_height')
5          self.time = t['time']
6          self.relayed_by = t[' relayed_by ']
7          self.hash = t['hash']
8          self.tx_index = t['tx_index']
9          self.version = t['ver']
10         self.size = t['size']
11         self.inputs = [Input(i) for i in t['inputs']]
12         self.outputs = [Output(o) for o in t['out']]
13
14         if self.block_height is None:
15             self.block_height = -1

```

Listing B.6: Json object returned from the method `get_block()` in the Bitcoin Application Programming Interface (API) class blockexplorer.py [1]

```

hash : str
version : int
previous_block : str
merkle_root : str
time : int
bits : int
fee : int
nonce : int
n_tx : int
size : int
block_index : int
main_chain : bool
height : int
received_time : int
relayed_by : string
transactions : array of Transaction objects

```

Listing B.7: Structure of the latest block retrieved. The function `get_latest_block()` will return an object with this structure.

```

1 class LatestBlock:
2     def __init__(self, b):
3         self.hash = b['hash']
4         self.time = b['time']
5         self.block_index = b['block_index']
6         self.height = b['height']
7         self.tx_indexes = [i for i in b['txIndexes']]
```

Listing B.8: Collecting data starting from the last element in the `blockchain.txt` file.

```

1 earliest_hash = get_earliest_hash()
2 get_blockchain(n, earliest_hash)
3
4 def get_blockchain(n, hash = None):
5     [...]
6     if (hash): # start the retrieval from the hash
7         append_end = True # in that way the
8             write_blockchain method knows that has to
9                 append blocks and not write them at the
10                  beginning
11     last_block = blockexplorer.get_block(hash)
12     [...]
13
14 def get_earliest_hash():
15     hash_list = get_list_from_file("hash") # method to
16         collect data from blockchain.txt file having
17             as attribute "hash"
18     length = len(hash_list)
19     earliest_hash = hash_list[length - 1]
20     return earliest_hash
```

Listing B.9: Calling blockchain.info through python API and retrieving part of the blockchain.

```

1 from blockchain import blockexplorer
2 # get the last block
3 last_block = blockexplorer.get_latest_block()
4 hash_last_block = last_block.hash
5
6 # current block now is the last block
7 current_block = blockexplorer.get_block(
    hash_last_block)

```

Listing B.10: How read bandwidth is calculated, using the function `datetime.now()` before and after the API call.

```

1 start_time = datetime.datetime.now() # -----
2 current_block = blockexplorer.get_block(
    current_block.previous_block)
3 end_time = datetime.datetime.now() # -----
4 time_to_fetch = end_time - start_time
5 time_in_seconds = get_time_in_seconds(time_to_fetch)
6
7 #latency
8 fetch_time_list.append(time_in_seconds)
9
10 # calculate Bandwidth with MB/s
11 block_size = float(current_block.size) / 1000000
12 bandwidth = block_size / time_in_seconds
13 bandwidth_list.append(bandwidth)

```

Listing B.11: Function that get the average write bandwidth of the block, calculating the time for each transaction to be visible in the public ledger of data.

```
1 def get_avg_transaction_time(block):
2     # take transactions the block
3     transactions = block.transactions
4
5     # get block time -- when it is visible in the
6     # blockchain, so when it was created
7     block_time = block.time
8
9     # list of the creation time for all the
10    # transaction in the block
11    transactions_time_list = []
12
13    # list of the time that each transaction needs
14    # before being visible in the blockchain
15    time_to_be_visible = []
16
17    for t in transactions:
18        transactions_time_list.append(float(t.time))
19
20        for t_time in transactions_time_list:
21            time_to_be_visible.append(float(block_time -
22                t_time))
23
24    average_per_block = sum(time_to_be_visible) / len(
25        time_to_be_visible)
26
27    return average_per_block
```

Listing B.12: How the file.write is performed in the blockchain analytics system. Differences with add and append.

```

1 if (append):
2     for i in range(n):
3         file.write("block_informations")
4
5 else: # add on top
6     hash_list_in_file = get_list_from_file("hash")
7     first_hash = hash_list_in_file[0]
8     elements = len(hash_list_in_file)
9     last_hash = hash_list_in_file[elements - 1]
10    met_first = False
11    with io.FileIO(file_name, "a+") as file:
12        file.seek(0) # place at the beginning of the
13        file
14        existing_lines = file.readlines() # read the
15        already existing lines
16        file.seek(0)
17        file.truncate() # delete all the file
18        file.seek(0)
19        i = 0
20        while (i < n):
21            if (first_hash == hash[i]):
22                met_first = True
23            while((met_first == False) and (i < n)):
24                # append on top
25                file.write("block_informations")
26                i = i + 1
27                if ((i < n) and (first_hash == hash[i])):
28                    met_first = True
# when the block retrieved meets the one
# already in the blockchain write the old file
file.writelines(existing_lines)

```

Listing B.13: Changing all the values inside a Python list in one code line.

```

1 # size_list from byte to MB
2 size_list[:] = [x / 1000000 for x in size_list]
3 # time_list from seconds in minutes
4 time_list[:] = [x / 60 for x in time_list]

```

Listing B.14: Method that allows, given an attribute present in the blockchain.txt file, to create a list containing informations only about this quality using *regular expressions*.

```
1 hash_list = get_list_from_file("hash")
2
3 def get_list_from_file(attribute):
4     list_to_return = []
5     if (os.path.isfile("blockchain.txt")):
6         # open the file and read in it --
7         blockchain_file
8         with open("blockchain.txt", "r") as
9             blockchain_file:
10                for line in blockchain_file:
11                    # regular expression that puts in a list the
12                    # line just read: eg. ['hash', '<block_hash
13                    >']
14                    list = re.findall(r"\w'+'\w", line)
15                    # list[0] --> contains the attribute
16                    # list[1] --> contains the value
17                    if ((list) and (list[0] == attribute)):
18                        list_to_return.append(list[1])
19
20 return list_to_return
```

Listing B.15: Generation of the growing size and time lists. Calculated following the Equations ??, ??.

```

1 def create_growing_time_list(time_list):
2     reversed_time_list = time_list[::-1]
3     time_to_append = 0
4     previous_time = 0
5     growing_time_list = []
6     growing_time_list.append(previous_time)
7     for time_el in reversed_time_list:
8         time_to_append = (float(time_el) / (60 * 60)) +
9             previous_time # time in hours
10        growing_time_list.append(time_to_append)
11        previous_time = time_to_append
12    return growing_time_list
13
14 def create_growing_size_list(size_list):
15     reversed_size_list = size_list[::-1]
16     growing_size_list = []
17     value_to_append = 0
18     size_back = 0
19     growing_size_list.append(value_to_append)
20     for size_el in reversed_size_list:
21         value_to_append = size_el + size_back
22         growing_size_list.append(value_to_append)
23         size_back = value_to_append
24     return growing_size_list

```

Listing B.16: Example of a polynomial interpolation of two lists using NumPy libraries.

```

1 import numpy as np
2
3 model = np.polyfit(list1, list2, deg) # polynomial
4         interpolation between list1 and list2 with the
5         degree of the return polynomial
6 # deg = 1 --> linear interpolation
7 # deg = 2 --> quadratic
8 # deg = 3 --> cubic
9 # ...
8 predicted = np.polyval(model, list1)
9 plt.plot(list1, predicted, 'b-', label="pol_interp")

```

Listing B.17: Check the status of the local blockchain, True if valid, False if not.

```
1 def check_blockchain():
2     check = True
3     list = get_list_from_file("height")
4     number = int(list[0])
5     length_list = len(list)
6     for i in range(length_list):
7         if (number != int(list[i])):
8             check = False
9         number = number - 1
10    return check
```