

# Blockchain Primitives

SPEAKER

**Dan Boneh, Stanford University**

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# What Is a Blockchain?

LAYER 3

User Interface (e.g., web3)

LAYER 2

Applications (Solidity, Move, Motoko)

LAYER 1.5

Compute Layer (blockchain computer)

LAYER 1

Consensus Layer

# LAYER 1: Consensus Layer (Informal)

**A public data structure (ledger) that provides:**

**Persistence:** once added, data can never be removed\*

**Consensus:** all honest participants have the same data\*\*

**Liveness:** honest participants can add new transactions

**Open(?)**: anyone can be a participant (no authentication)

LAYER 1

Consensus Layer

# This Not a New Problem ...

**State machine replication:**  
studied since the 1980s

Google, Amazon, Bank of America,  
all have lots of servers:

- need to ensure state is consistent  
across all servers
- Known # of servers,  
and all are authorized.

**open consensus**

e new data to the  
uth, unknown #)

e impossible!  
[Gennaro, Lindell, Pass, Rabin '05]

3]:

ypass the lower  
ng proof-of-work

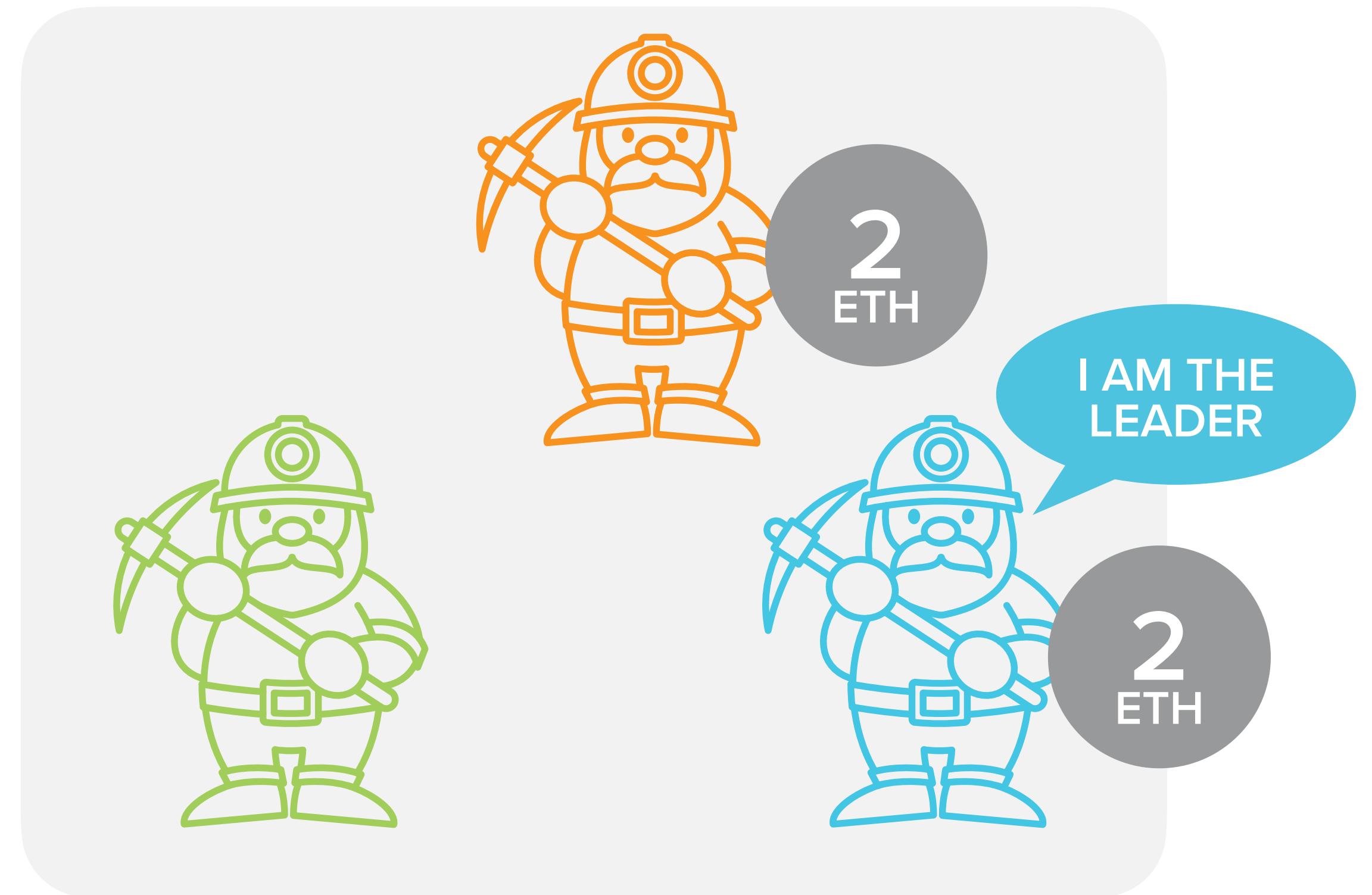
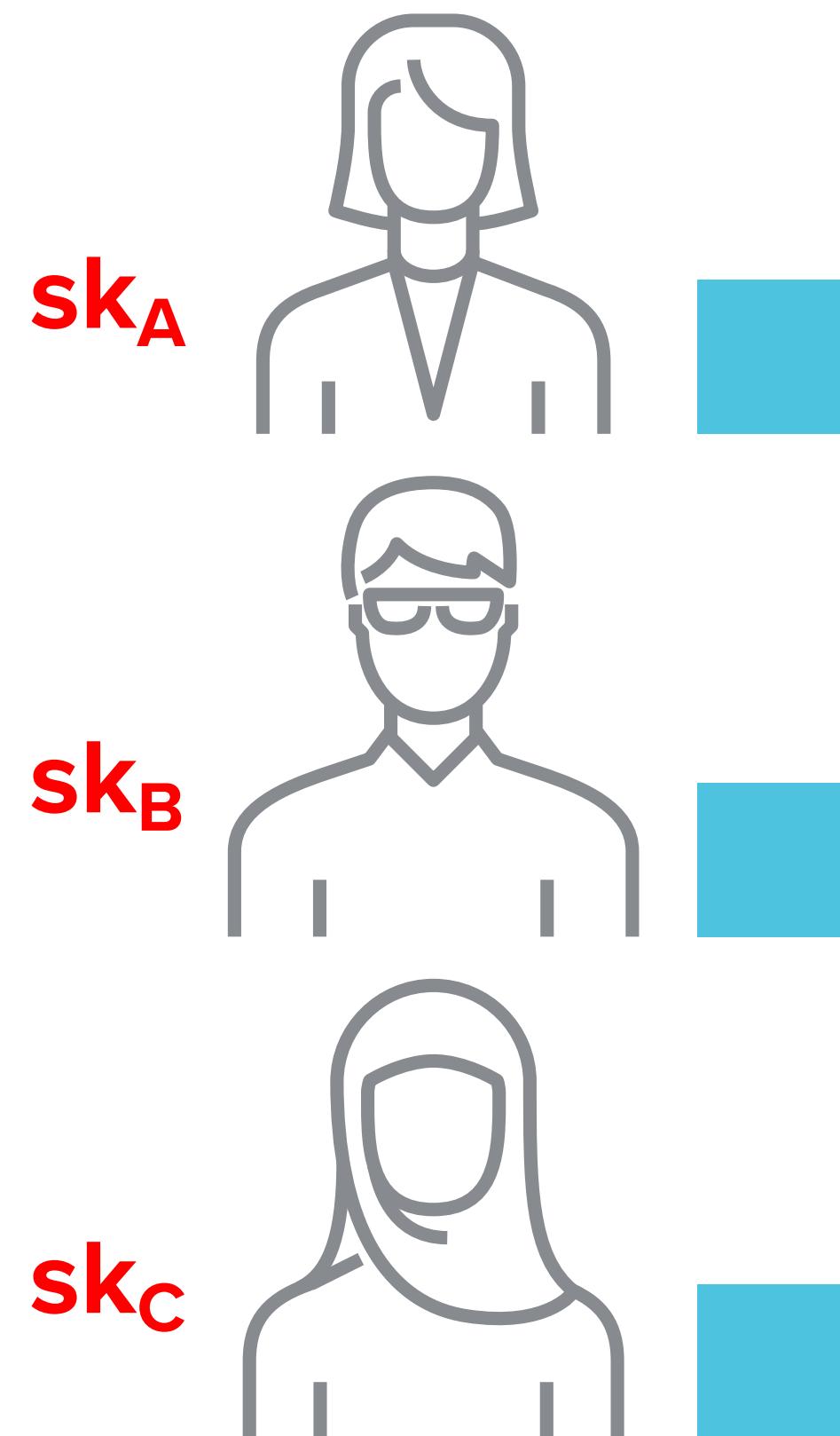
# How Are Blocks Added to Chain?

## BLOCKCHAIN



# How Are Blocks Added to Chain?

BLOCKCHAIN



# Open Consensus: How?

## PROOF-OF-WORK

First party to solve puzzle creates next block

- sybil resistant selection of a random party

Problems:

- slow, wastes energy

 **bitcoin**

 ethereum

## PROOF-OF-STAKE

Fast block creation

No energy waste

But more complex



ethereum



Tendermint



D F I N I T Y



celo

 Algorand™

## PROOF-OF-SPACE

 chia

 Filecoin

## MANY MORE IDEAS

 AVA

 SOLANA

# LAYER 1.5: the Blockchain Computer

**APP logic is encoded in a program that runs on blockchain**

- Rules are enforced by a public program (public source code)
  - **transparency:** no single trusted 3rd party
- The APP program is executed by parties who create new blocks
  - **public verifiability:** anyone can verify state transitions

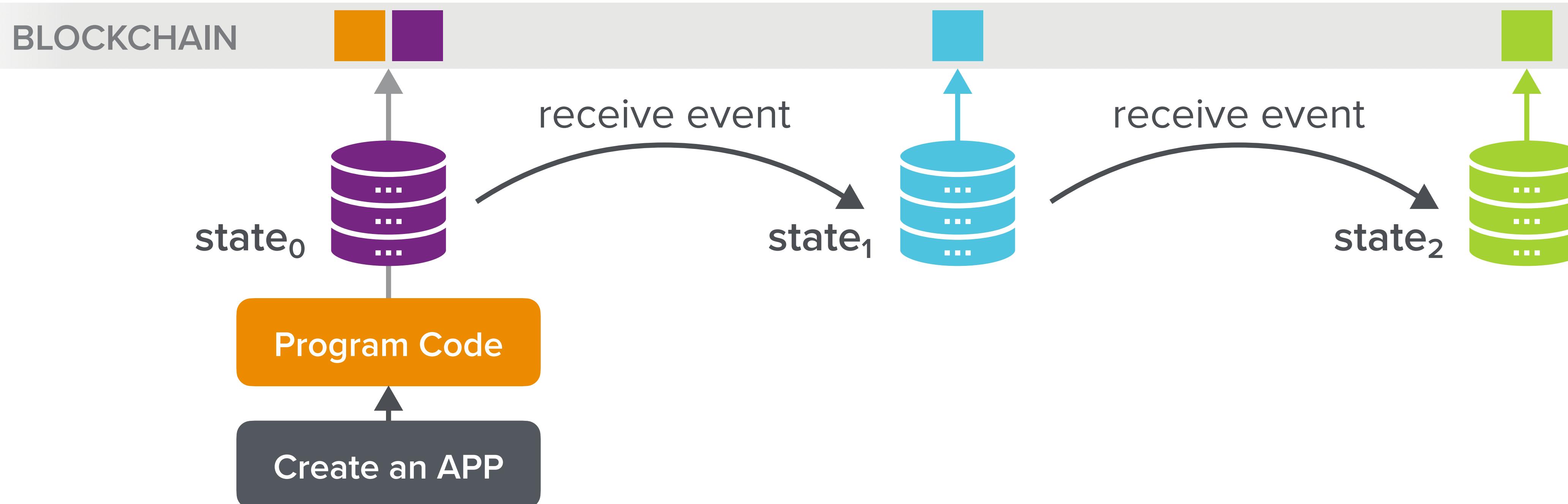
LAYER 1.5

Compute Layer (blockchain computer)

LAYER 1

Consensus Layer

# Running Programs on a Blockchain (APPs)



LAYER 1.5

Compute Layer (blockchain computer)

LAYER 1

Consensus Layer

# Execution Environment

## BITCOIN SCRIPT

### A LIMITED COMPUTING ENVIRONMENT

- Limited instruction set (no loops)
- Sufficient for some tasks:
  - atomic swaps,
  - payment channels, ...

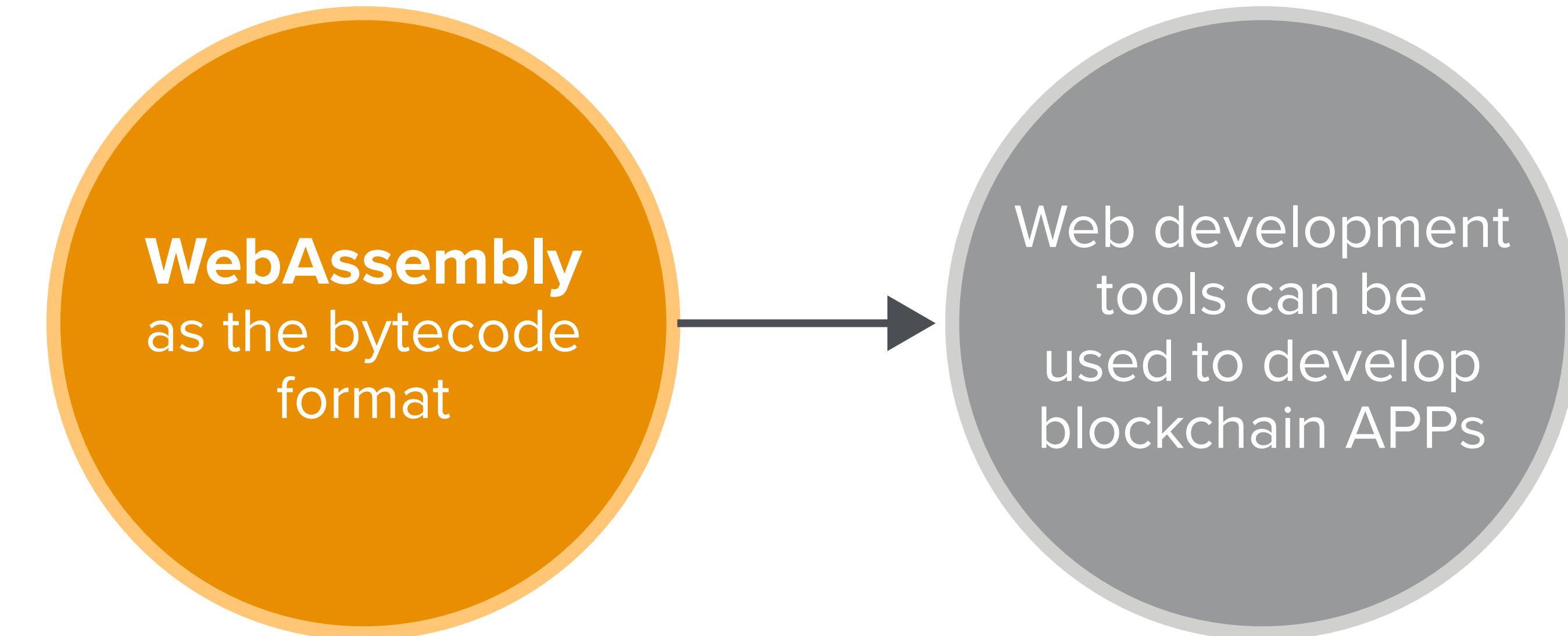
## ETHEREUM

### GENERAL PROGRAMMING ENVIRONMENT (SOLIDITY, WEB3)

- EVM is a general purpose computing environment
- APP code updates internal state in response to transactions
- Calling APP costs fees (gas)
  - prevents DoS on miners
  - **storing on-chain state costs fees**

# General Execution Environments

Recent projects



# Decentralized Applications (APPs)



LAYER 2

**Applications** (Solidity, Move, Motoko)

LAYER 1.5

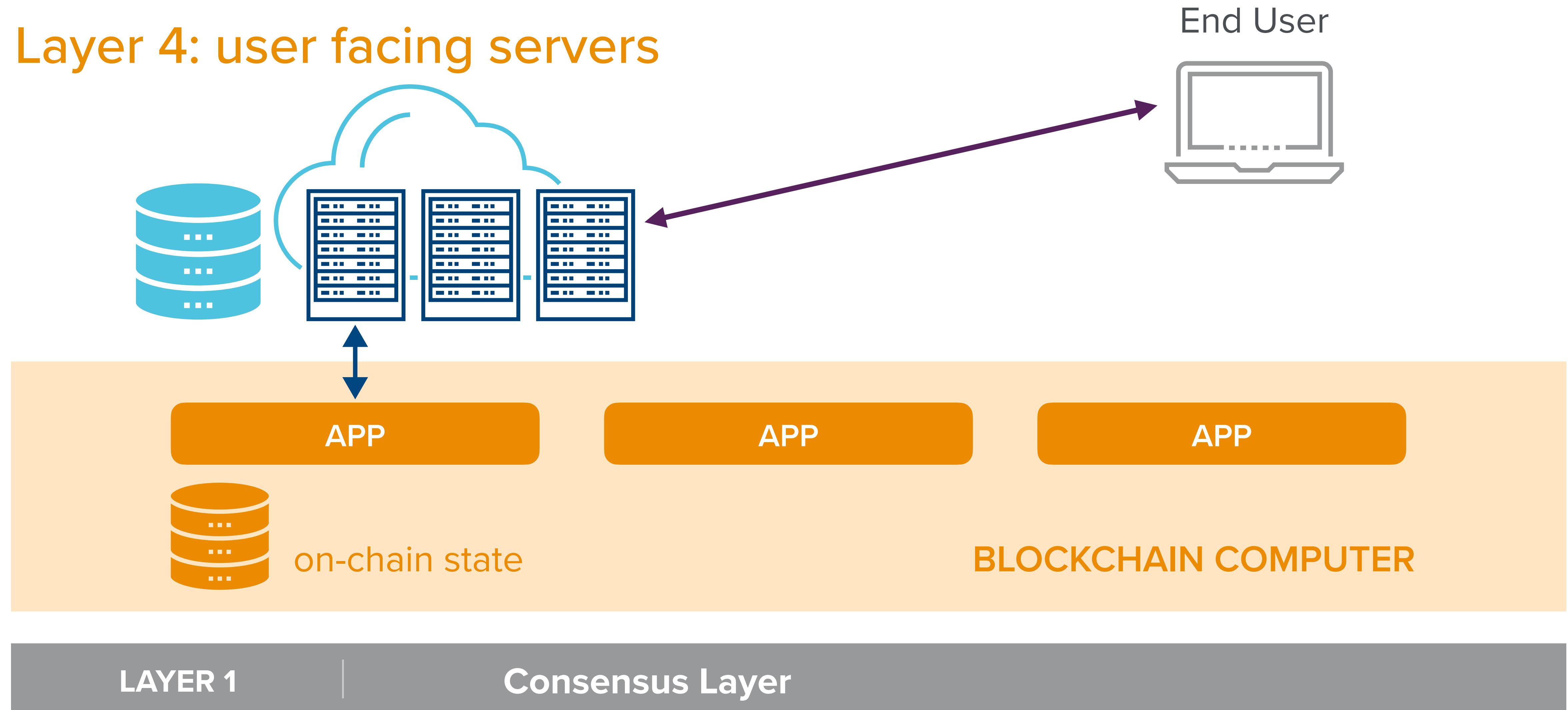
**Compute Layer** (blockchain computer)

LAYER 1

**Consensus Layer**

# Common APP Architecture

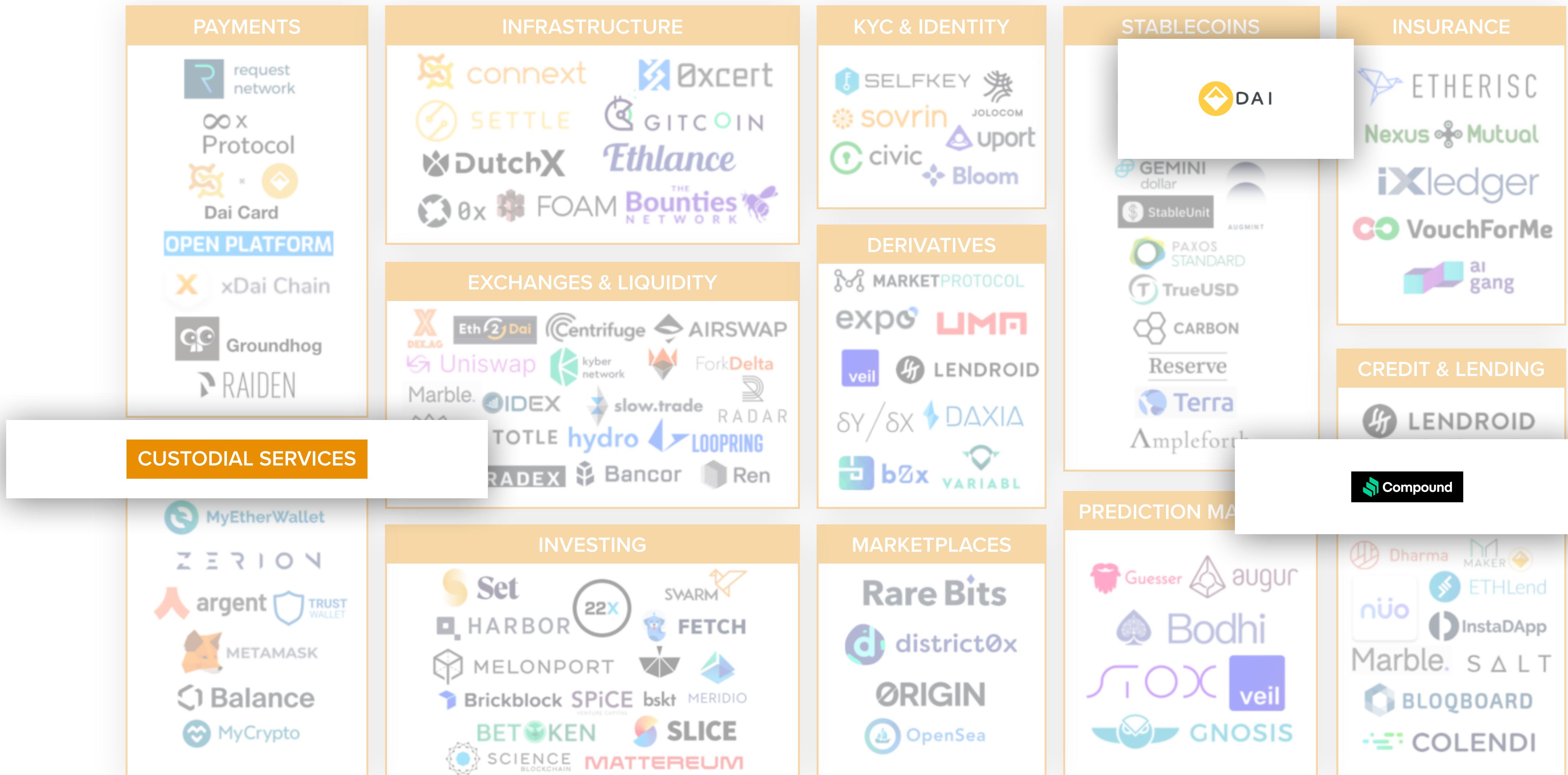
## Layer 4: user facing servers



LAYER 1

Consensus Layer

# Ethereum's DeFi



Source: <https://www.theblockcrypto.com/genesis/15376/mapping-out-ethereums-defi>  
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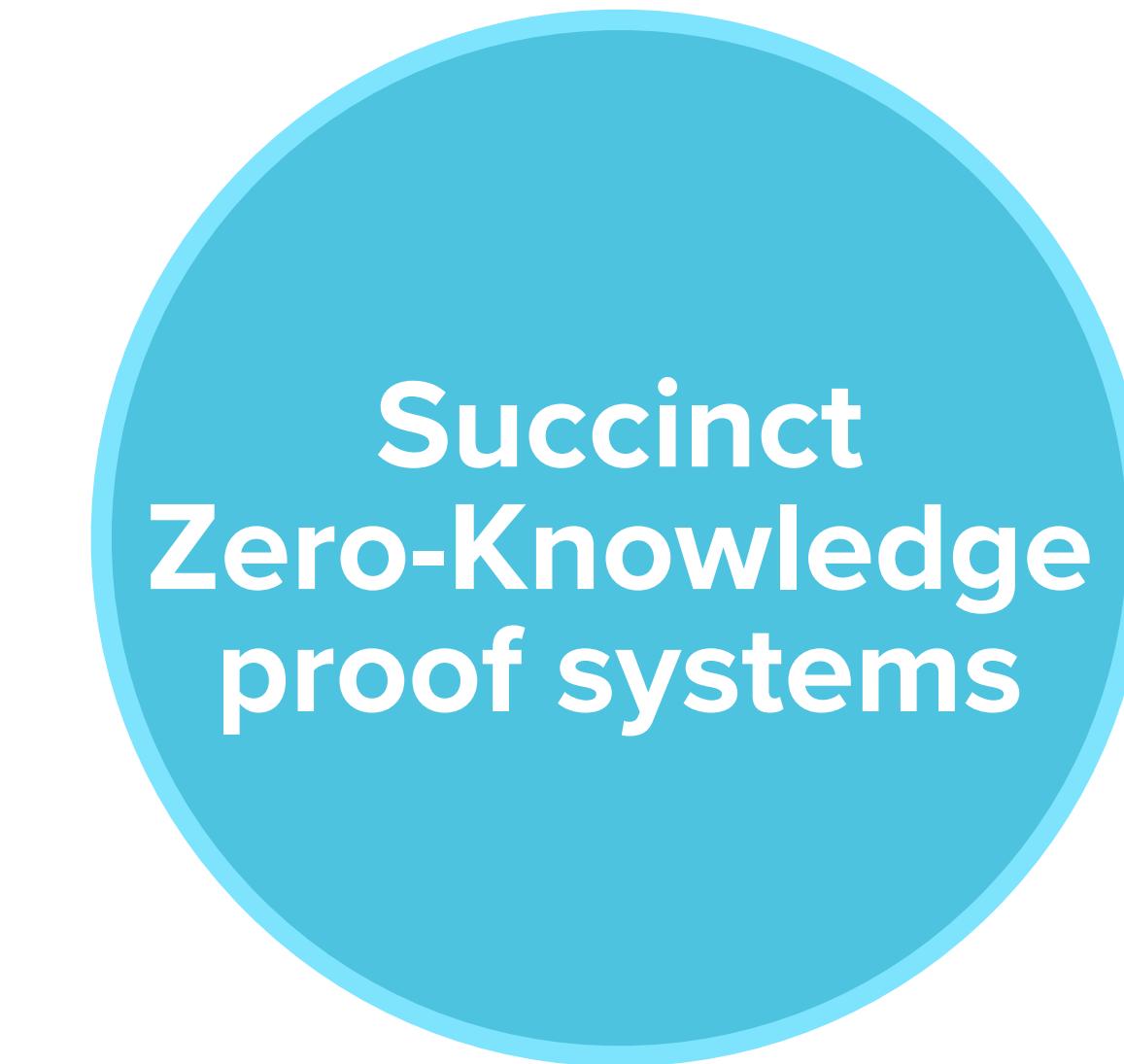
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Detailed APPs in Coming Lectures...

# Cryptographic Primitives

# Blockchain Crypto Primitives

Blockchains are a consumer of advanced cryptographic primitives

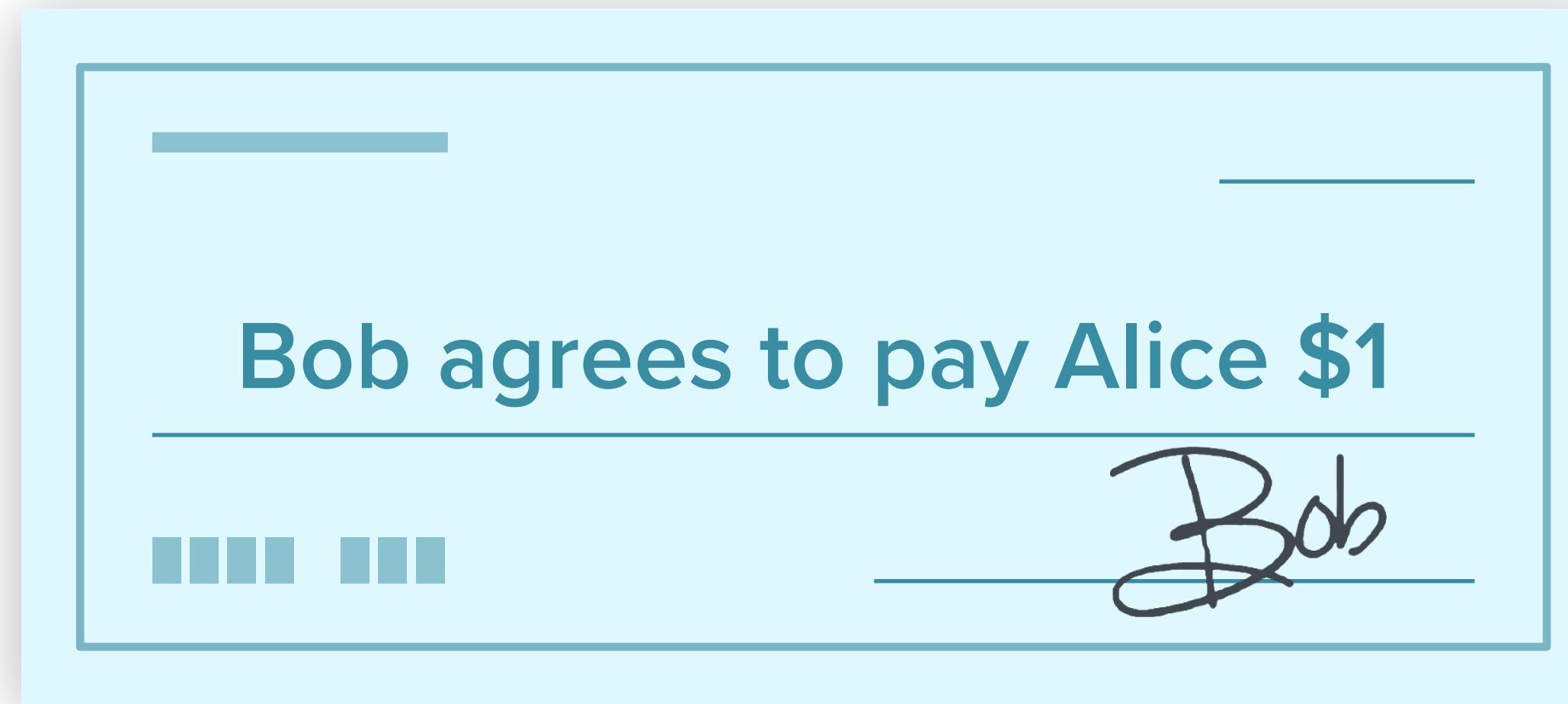


Important Primitives

# Digital Signatures

# Physical Signatures

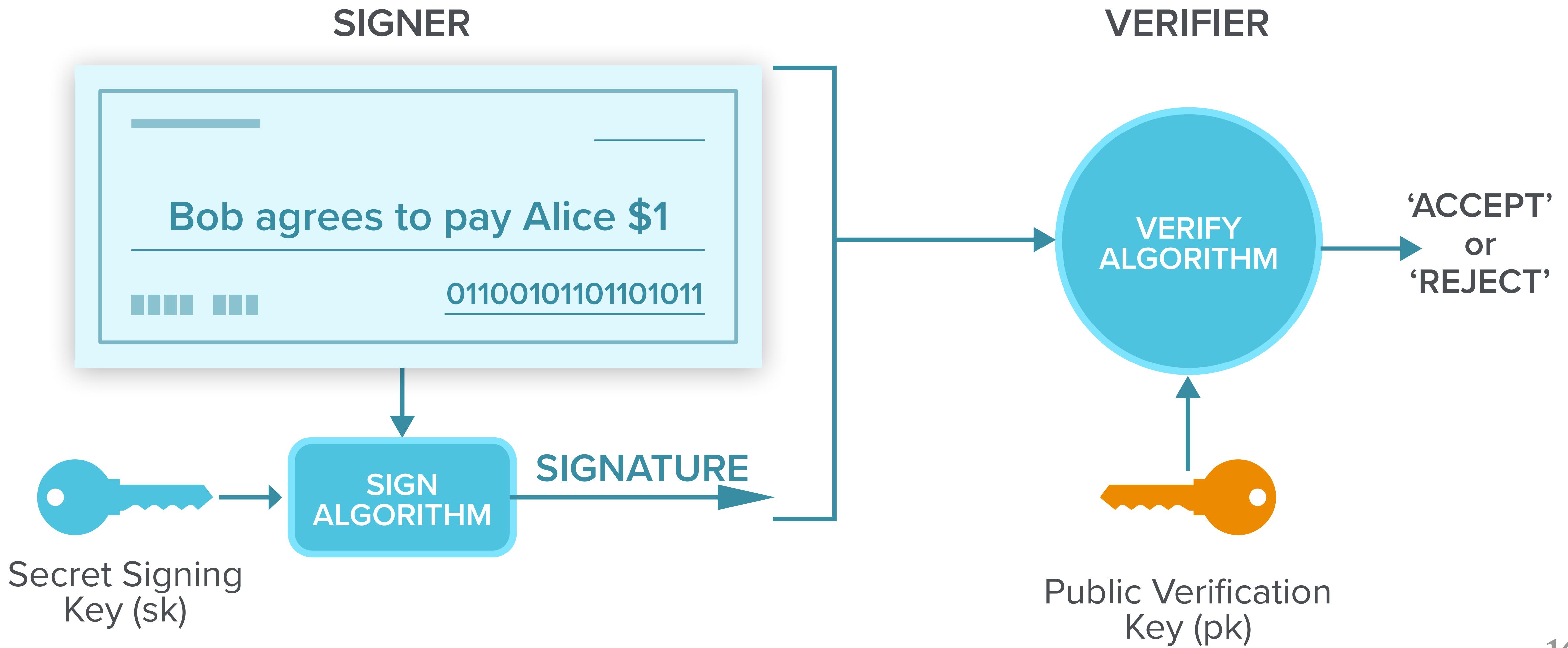
Goal: bind transaction to author



Problem in the digital world...anyone can copy Bob's signature from one doc to another

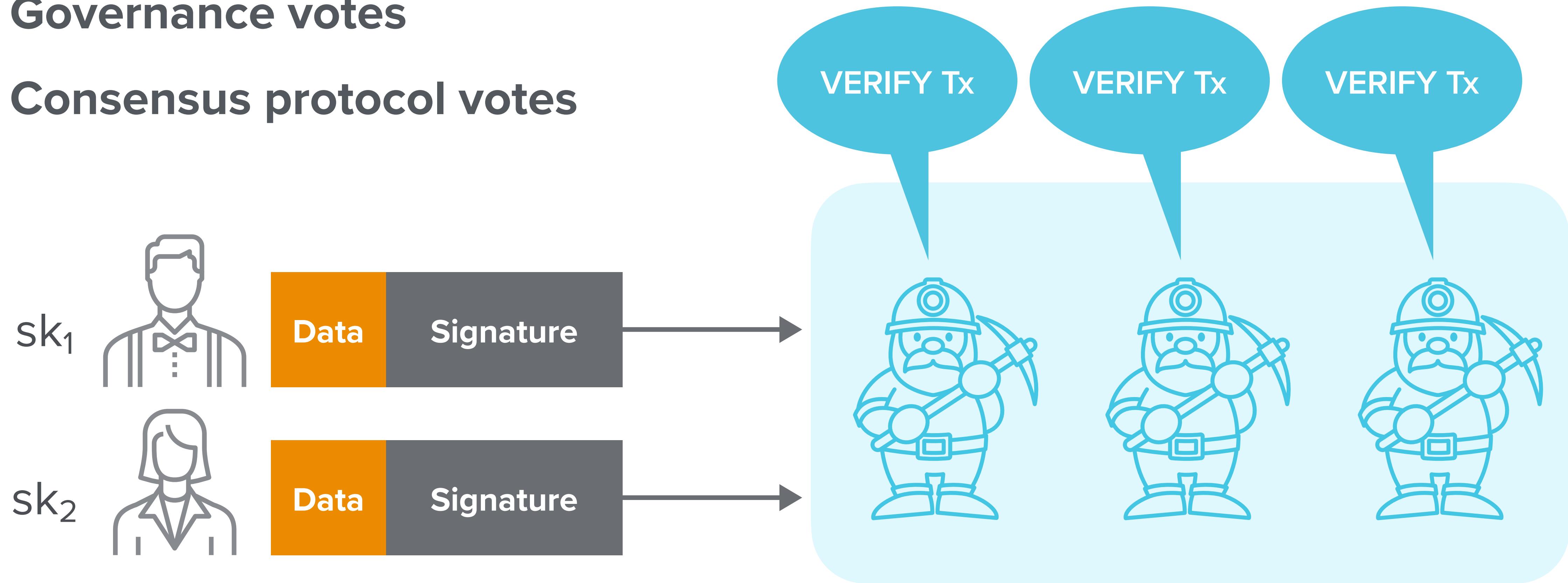
# Digital Signatures

Solution: make signature depend on document



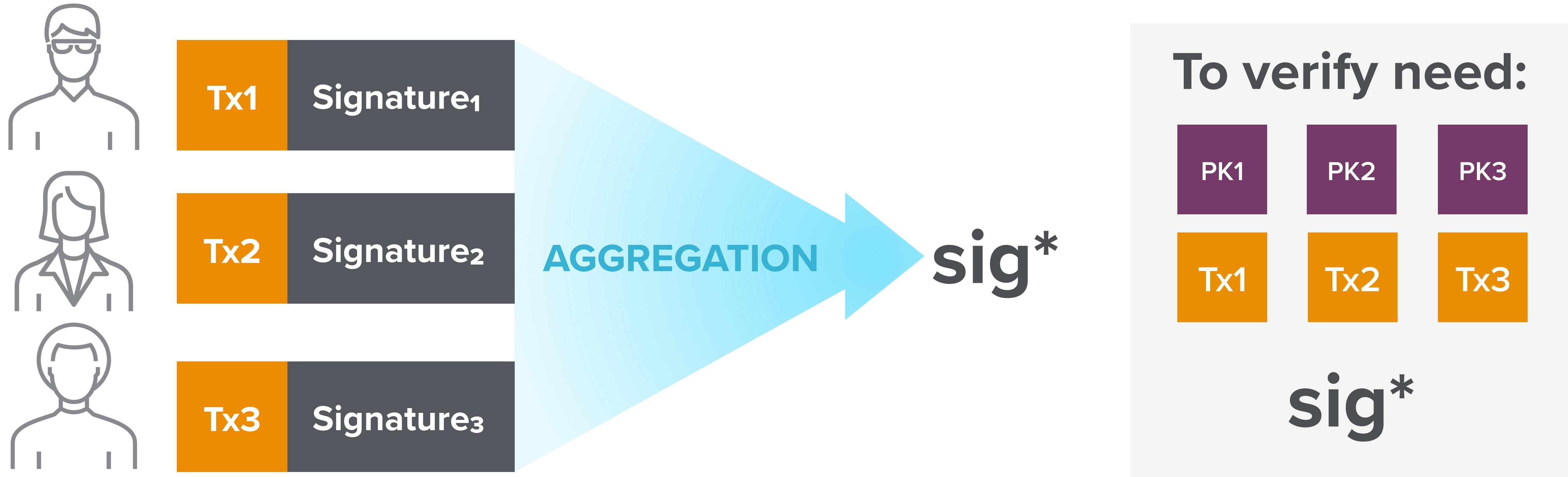
# Signatures on the Blockchain: Used Everywhere

- Ensure Tx authorization
- Governance votes
- Consensus protocol votes



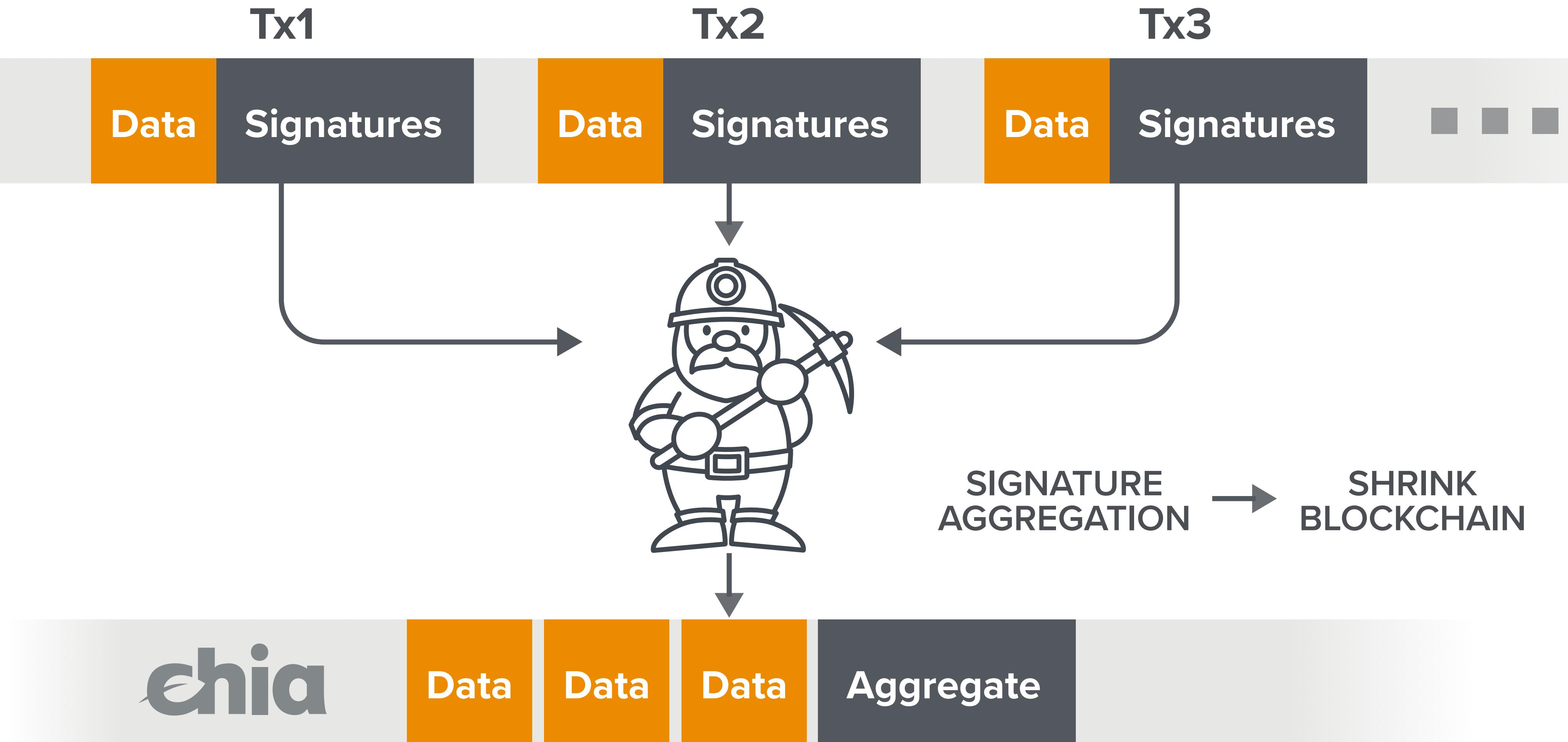
# BLS Signature Aggregation

Anyone can compress n signatures into a single signature



No need to store list of signatures on the blockchain

# Aggregation on the Blockchain



# Merkle Commitments

# Commitments

Cryptographic commitment: emulates an envelope

Many applications: e.g., an APP for a **sealed bid auction**

- Every participant **commits** to its bid,
- Once all bids are in, everyone opens their commitment



# Crypto Commitments

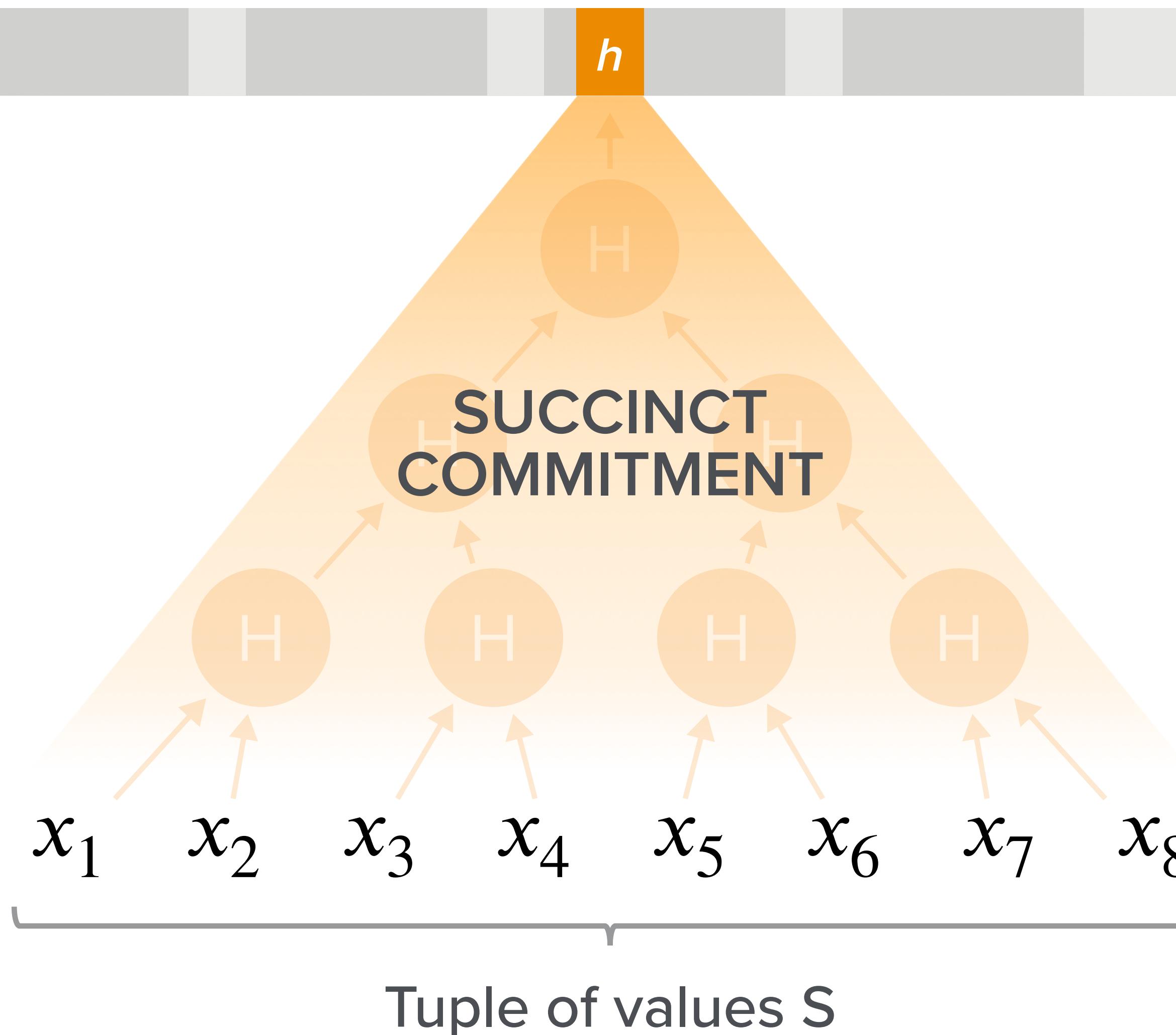
**Syntax: a commitment scheme is two algorithms**

- Commit (**data**)  $\Rightarrow$  (**com**, **open**)
- Verify (**data**, **com**, **open**)  $\Rightarrow$  ‘accept’ or ‘reject’

**Security properties (informal):**

- **Binding:** Bob cannot produce two valid openings
- **Hiding:** **com** reveals nothing about committed data

# Committing to a Tuple of Values: Merkle Trees



## GOAL:

- Commit to tuple  $S$
  - Later, provide a short proof that  $x_4$  is the 4th element in  $S$
- Proof length =  $O(\log |S|)$

# Many Applications: 1) Short Proof of Payment



Merkle Tree commitment  
to all Tx in block

ALICE → BOB: 2 ETH

DAVID → CAROL: 2 ETH

**Bob:** has all block hashes  
**Alice:** wants to prove she paid Bob 2ETH

- Alice sends a short Merkle proof to Bob
- 1000 Tx in block → short proof



## 2) Keeping State off the Chain

### Database of account balances

Alice	10	$pk_A$
Bob	5	$pk_B$
Carol	12	$pk_C$
:	:	:
Zoe	8	$pk_Z$



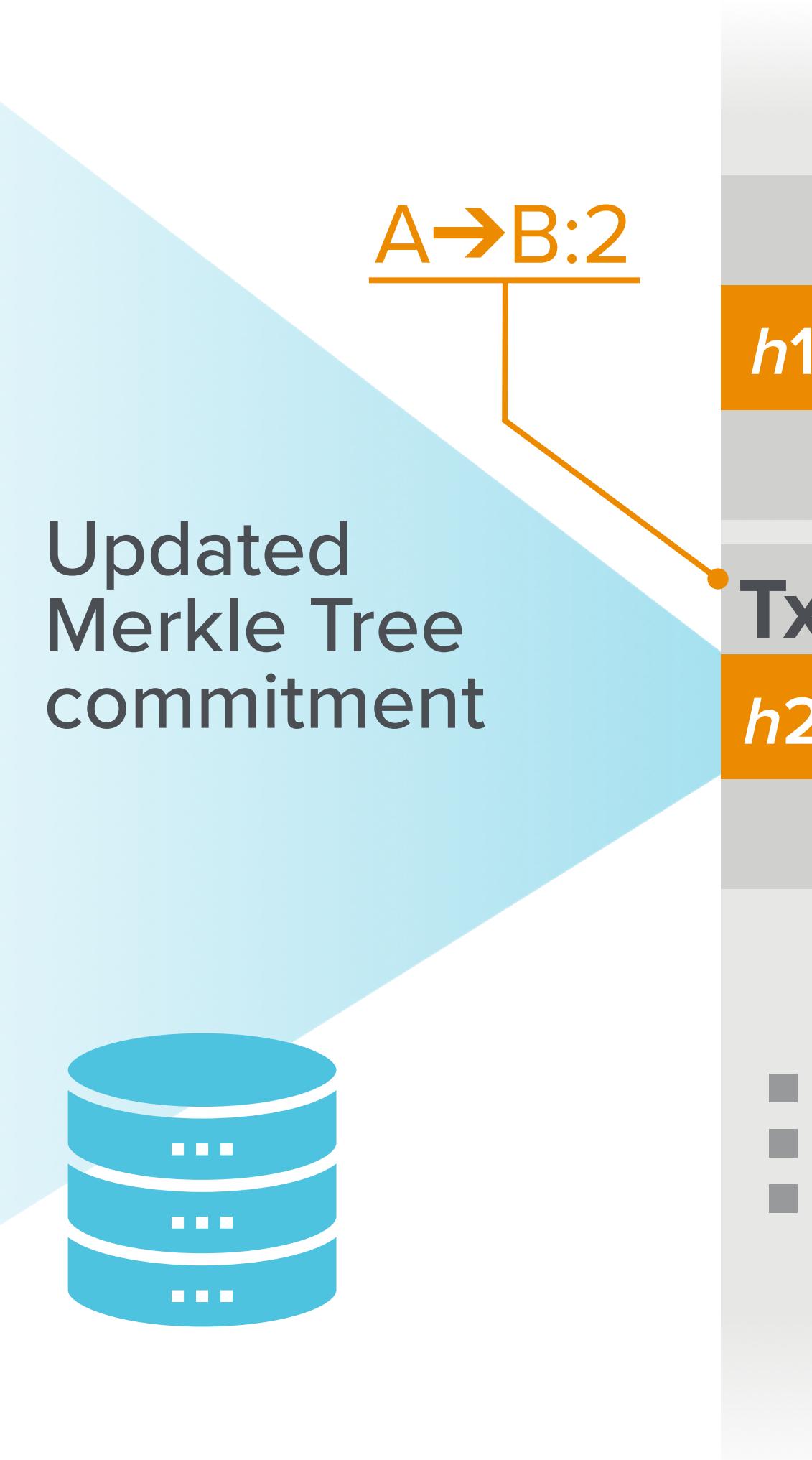
off-chain servers store balances,  
on-chain:  
only **short** commitment

Alice can prove her balance (10) to anyone with a **short** proof

## 2) Keeping State off the Chain

### Database of account balances

Alice	8	$pk_A$
Bob	7	$pk_B$
Carol	12	$pk_C$
:	:	:
Zoe	8	$pk_Z$



off-chain servers store balances,  
on-chain:  
only **short** commitment

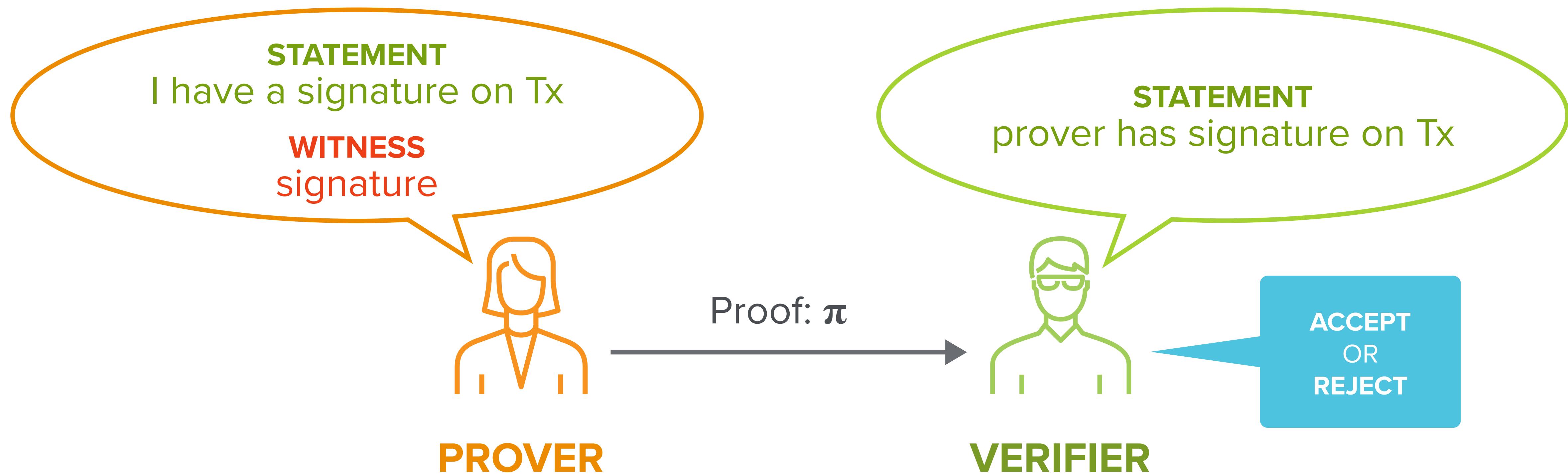
Alice can prove her balance (10) to anyone with a **short** proof

Tx can update committed state. Chain validates Tx.

# Zero Knowledge Proof Systems

# What Is a Proof System? (Informal)

**GOAL:** prover wants to convince a verifier that a statement is true



What is a statement: **program(statement, witness) → '0' or '1'**

# Properties of a Proof System

**Complete:** if statement is true, prover can convince verifier

**Succinct proof:** proof is short (logarithmic in statement size)

**Fast verification:** verification is fast (logarithmic in statement size)

**Efficient proof generation:** generating the proof takes linear time

SNARK

**SECURITY:**

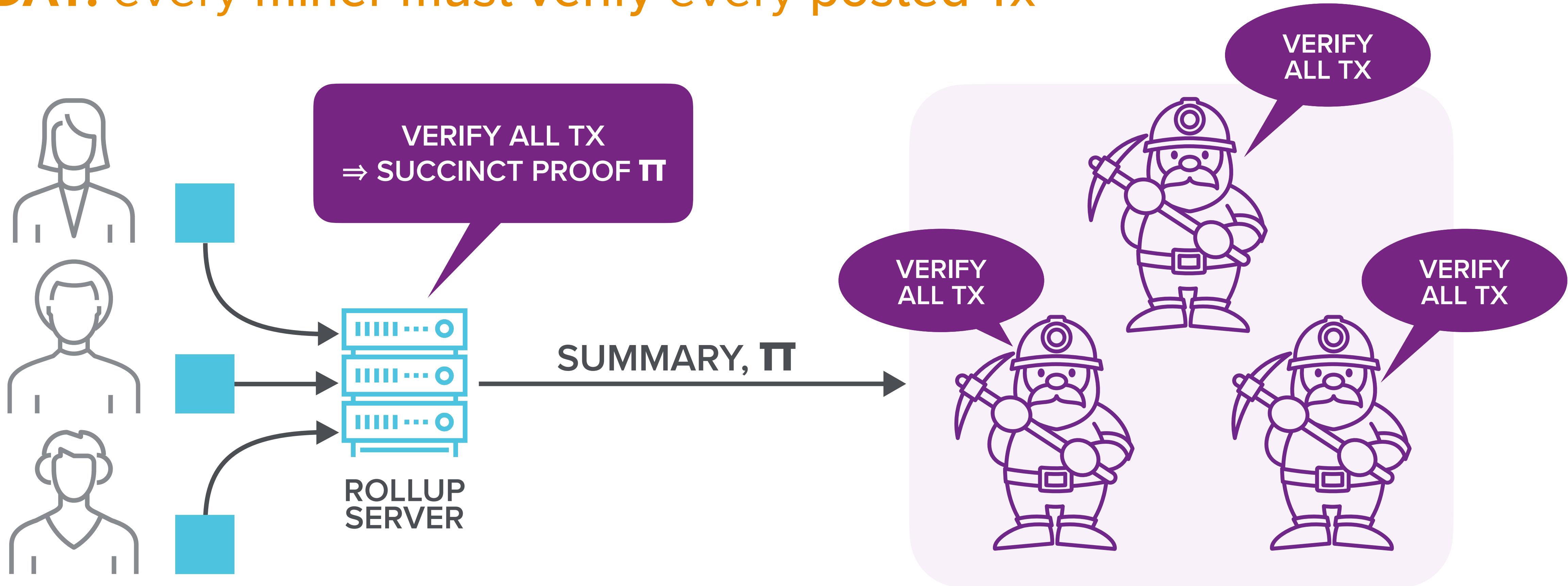
**Sound:** prover cannot convince verifier of a false statement

**Zero knowledge (optional):** verifier learns nothing about the witness

zkSNARK

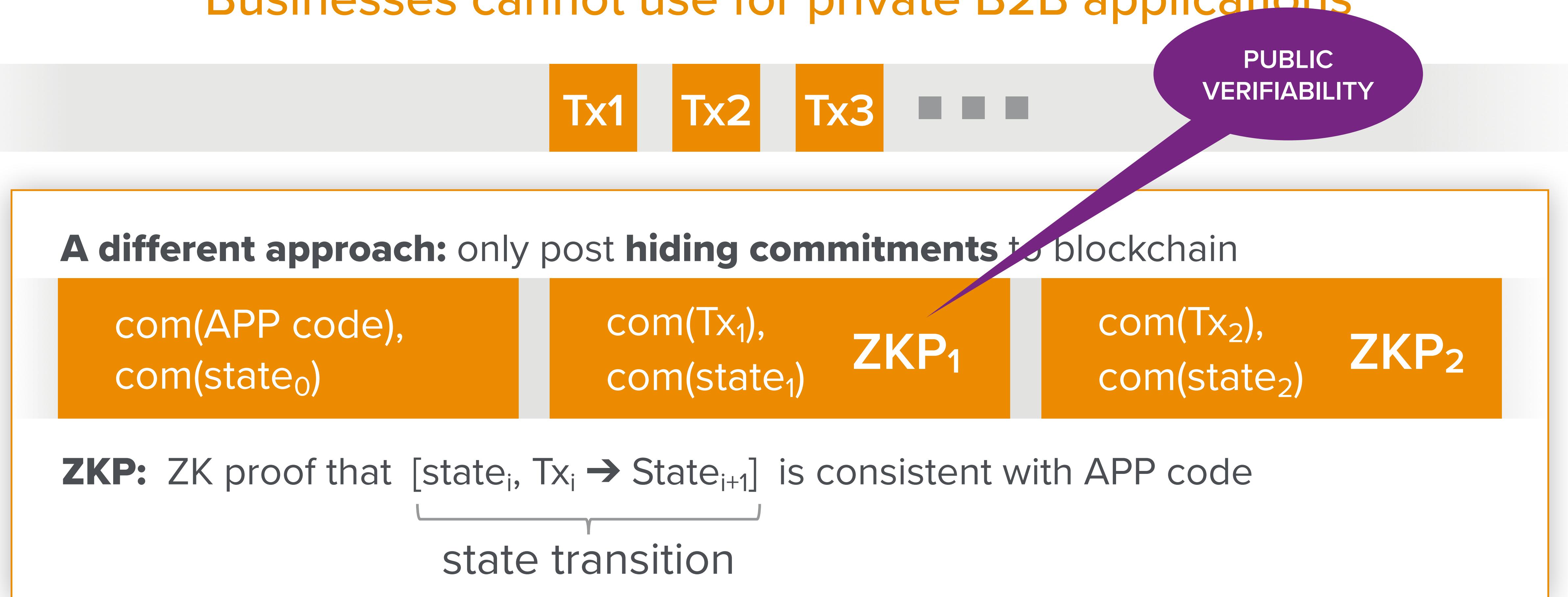
# Application 1: Scalability (Rollup) ... no ZK

**TODAY:** every miner must verify every posted Tx



# Application 2: Private Data on a Public Blockchain

**TODAY:** Data on blockchain is public →  
Businesses cannot use for private B2B applications



# Final Thoughts

# When To Use a Blockchain?

**BLOCKCHAIN ≠ DATABASE**

**Always ask: why not use a centralized system?**

- **Blockchain positives:**
  - used when there is no single party trusted by everyone
- **Negatives:** slower and more complex than a centralized system

# Trends



The End

Excited To See Your Blockchain Apps!!