

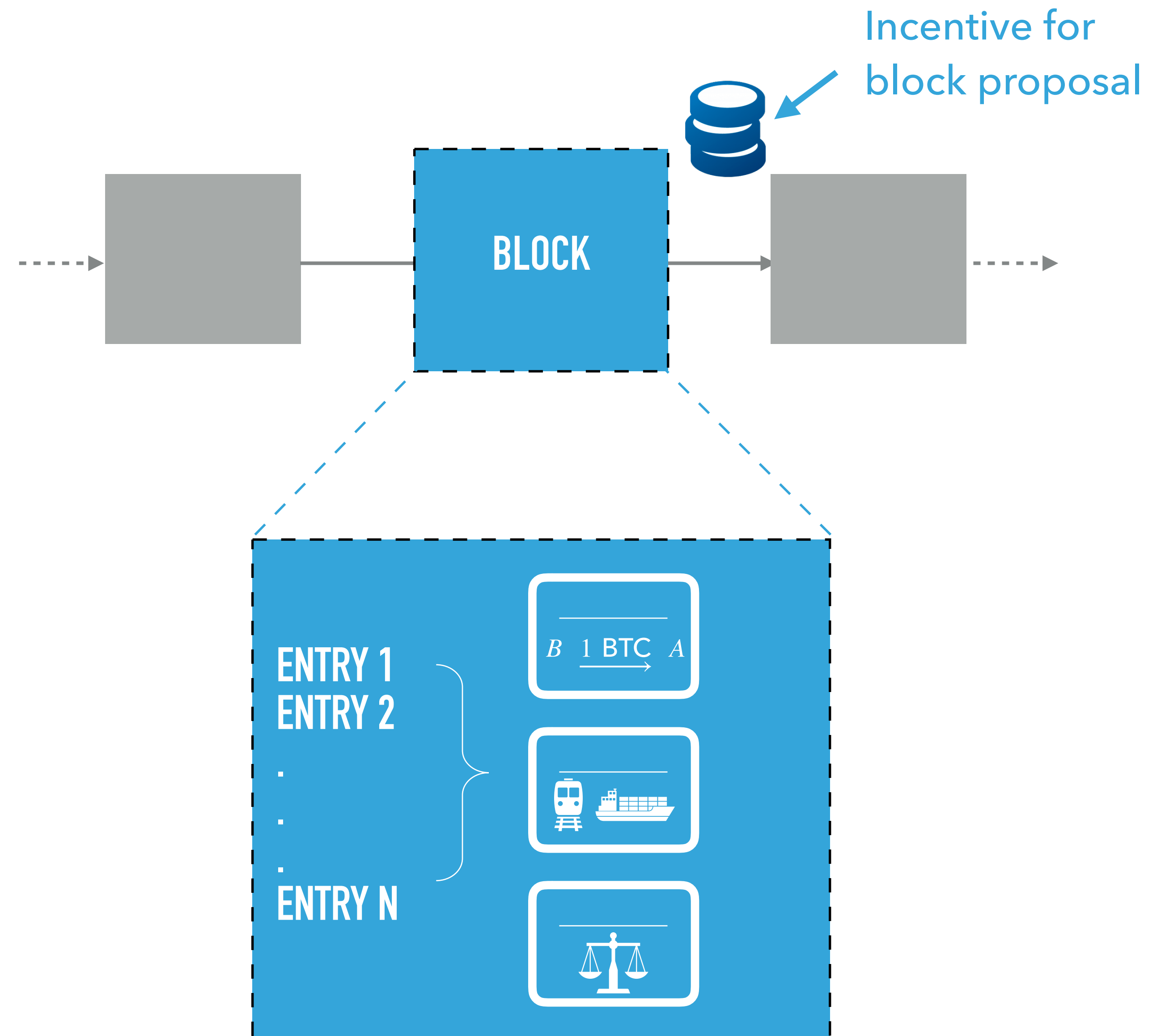
Bobtail: Improved Blockchain Security With Low-Variance Mining

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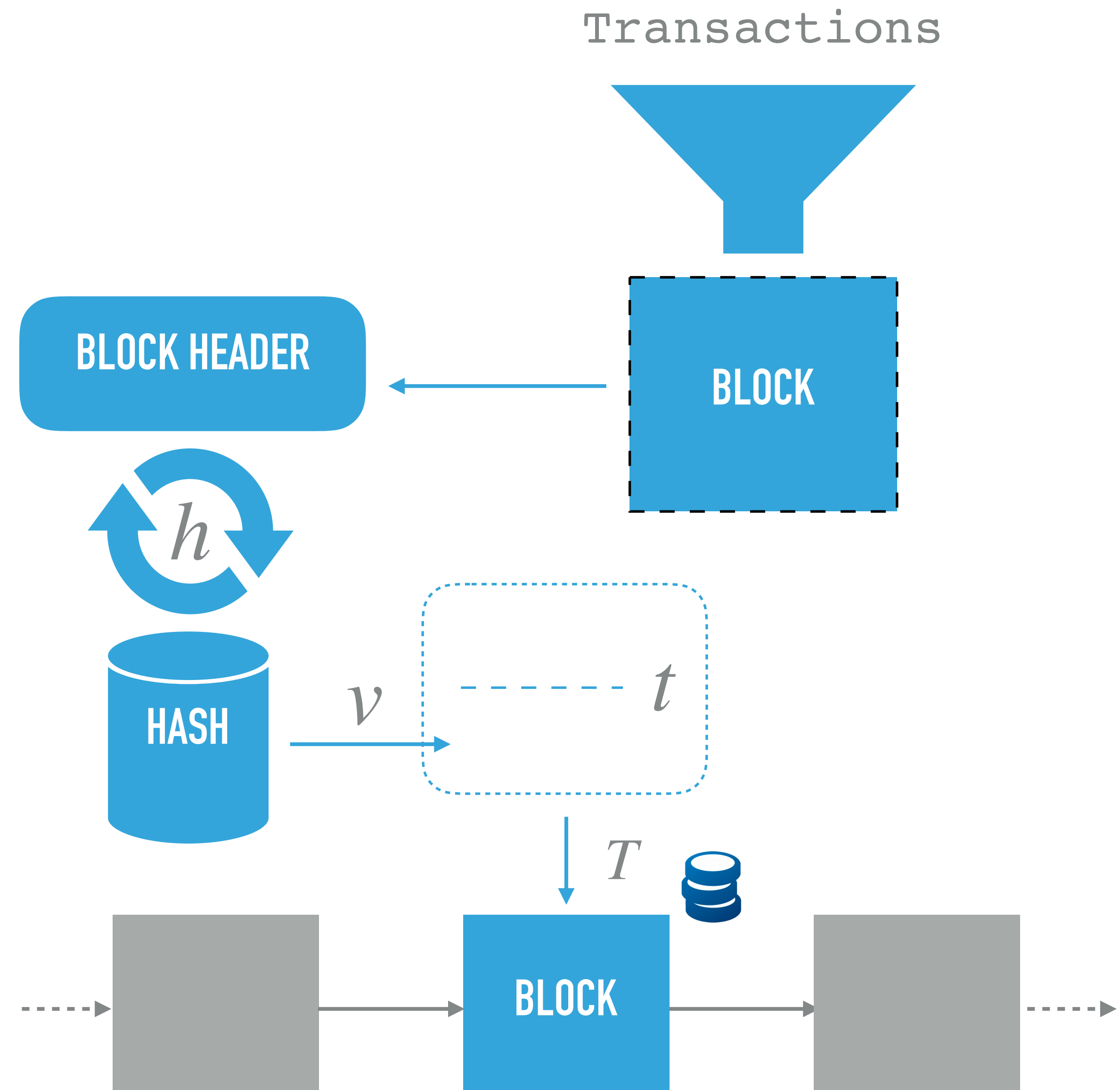
Compressed Review of Blockchains

- ▶ We focus on *public / open* blockchains that use proof-of-work (PoW)
- ▶ *Decentralized and distributed* ledgers
 - ▶ Ledger comprises set of transactions
 - ▶ Financial, logistical, legal, ...
- ▶ PoW: not the only approach, but most popular and relatively easy to analyze



Proof-of-Work Mining Basics

- ▶ Miners repeatedly hash block header
- ▶ Hashes are within $[0, S]$
- ▶ A block is mined when hash falls below t
- ▶ Block time T is function of hash rate h (seconds)
- ▶ Convention is to extend longest chain



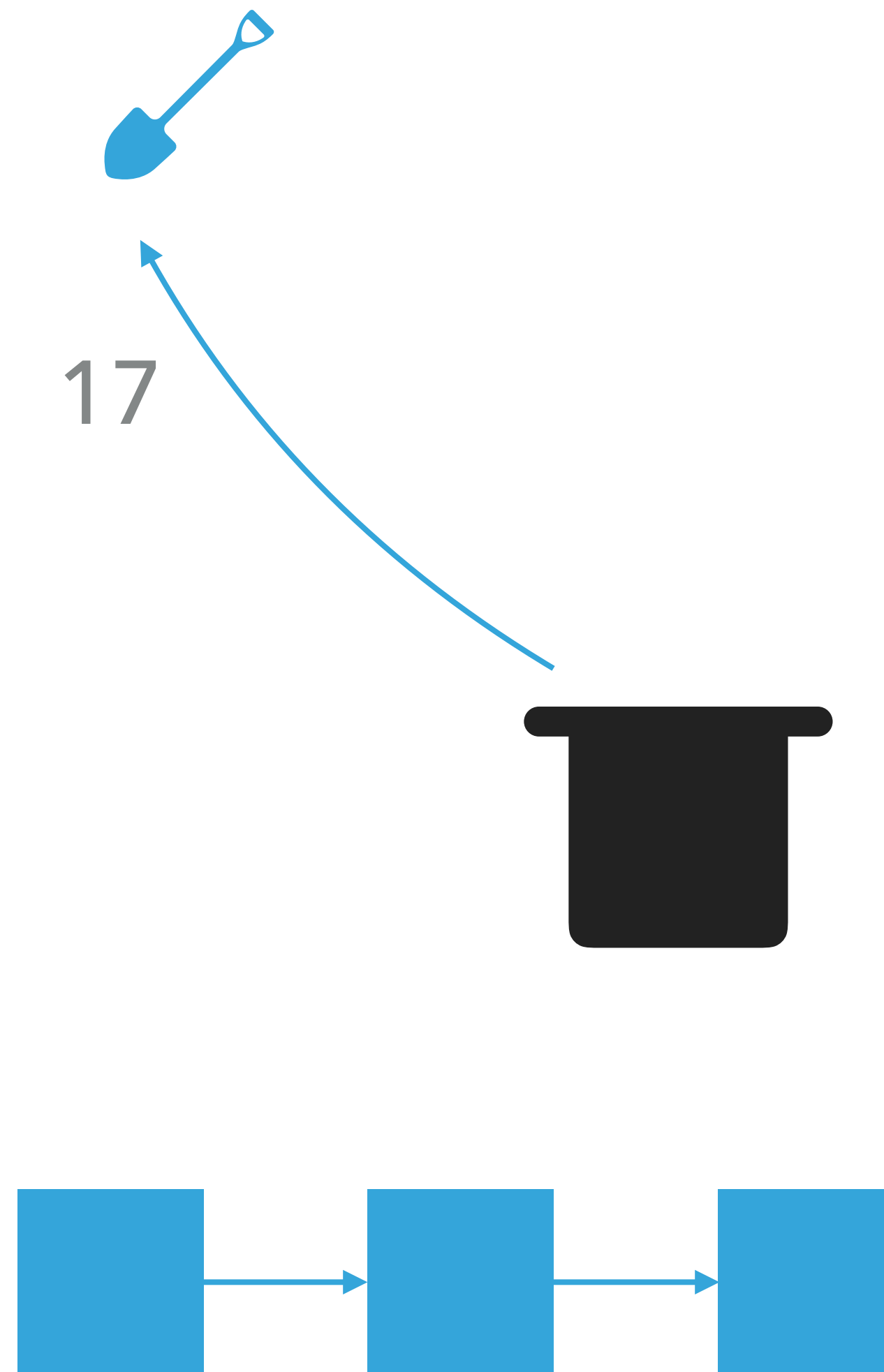
Mining is a Lottery

- ▶ Miners “draw” numbers until they cross threshold **5**



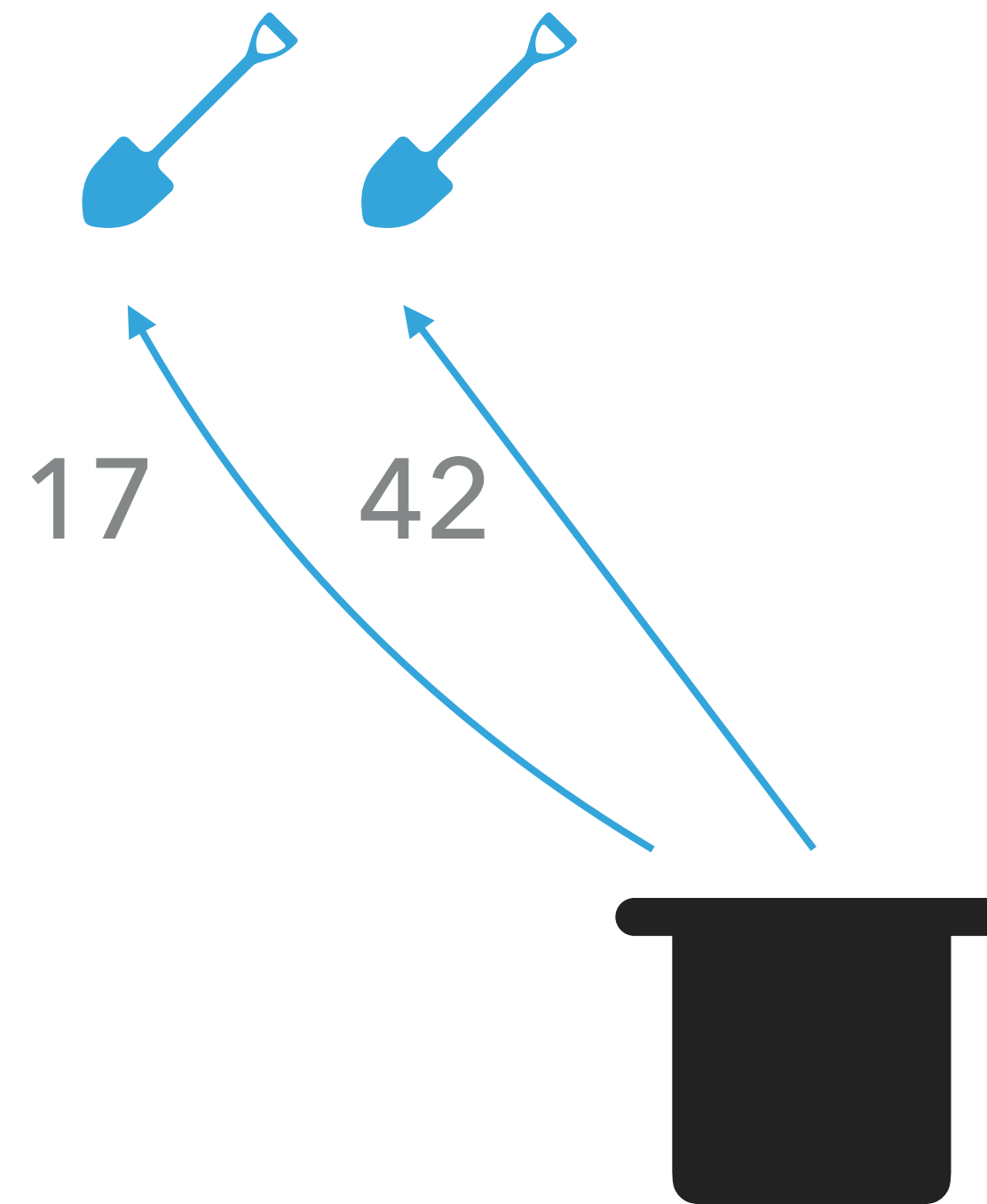
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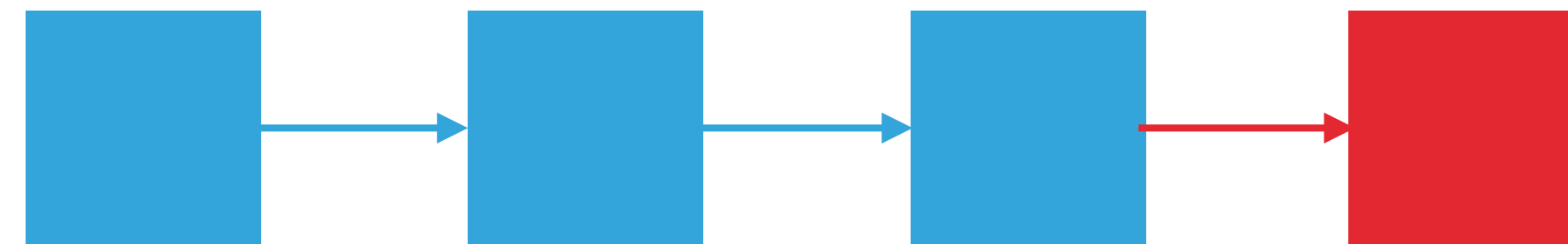
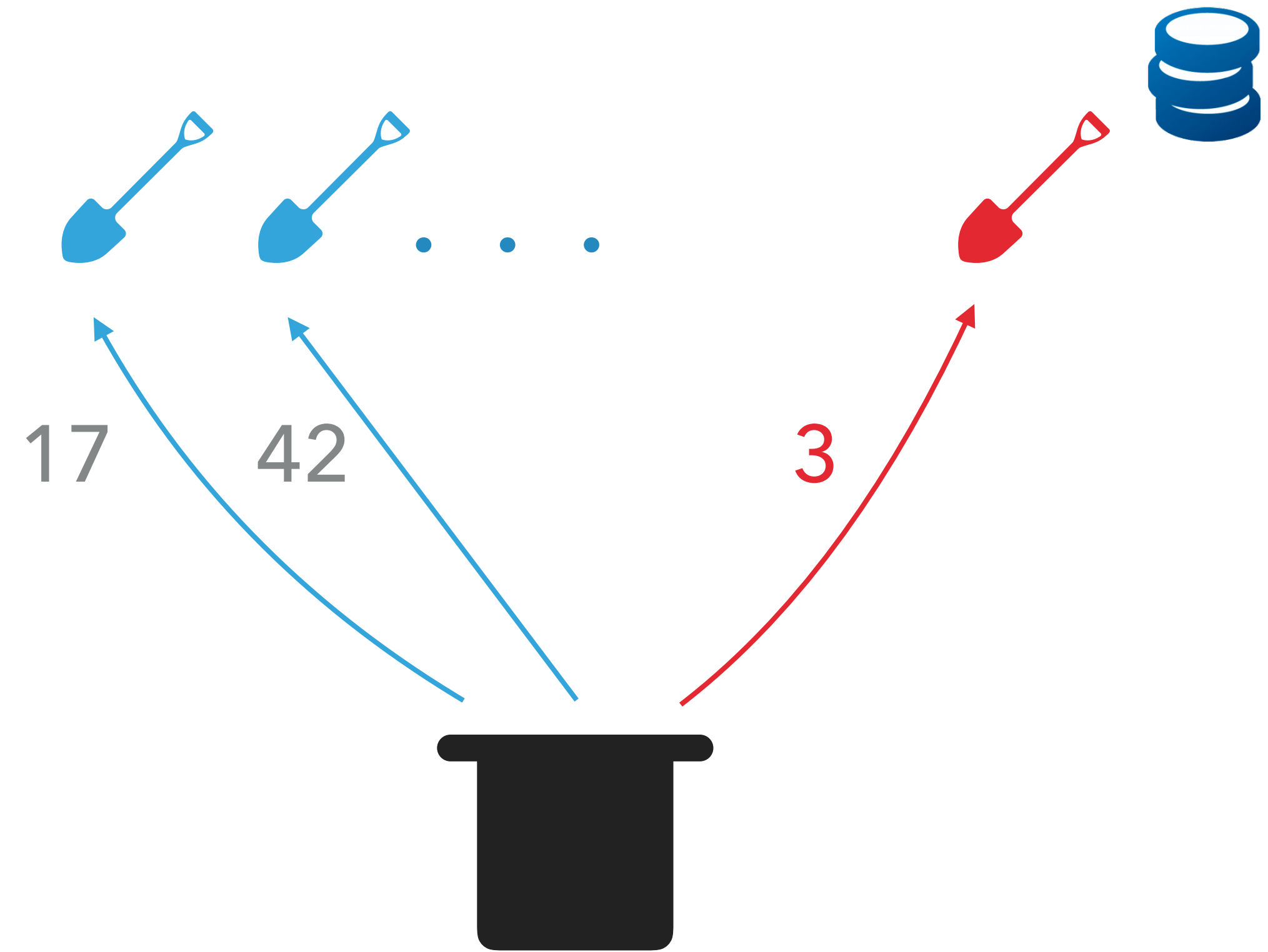
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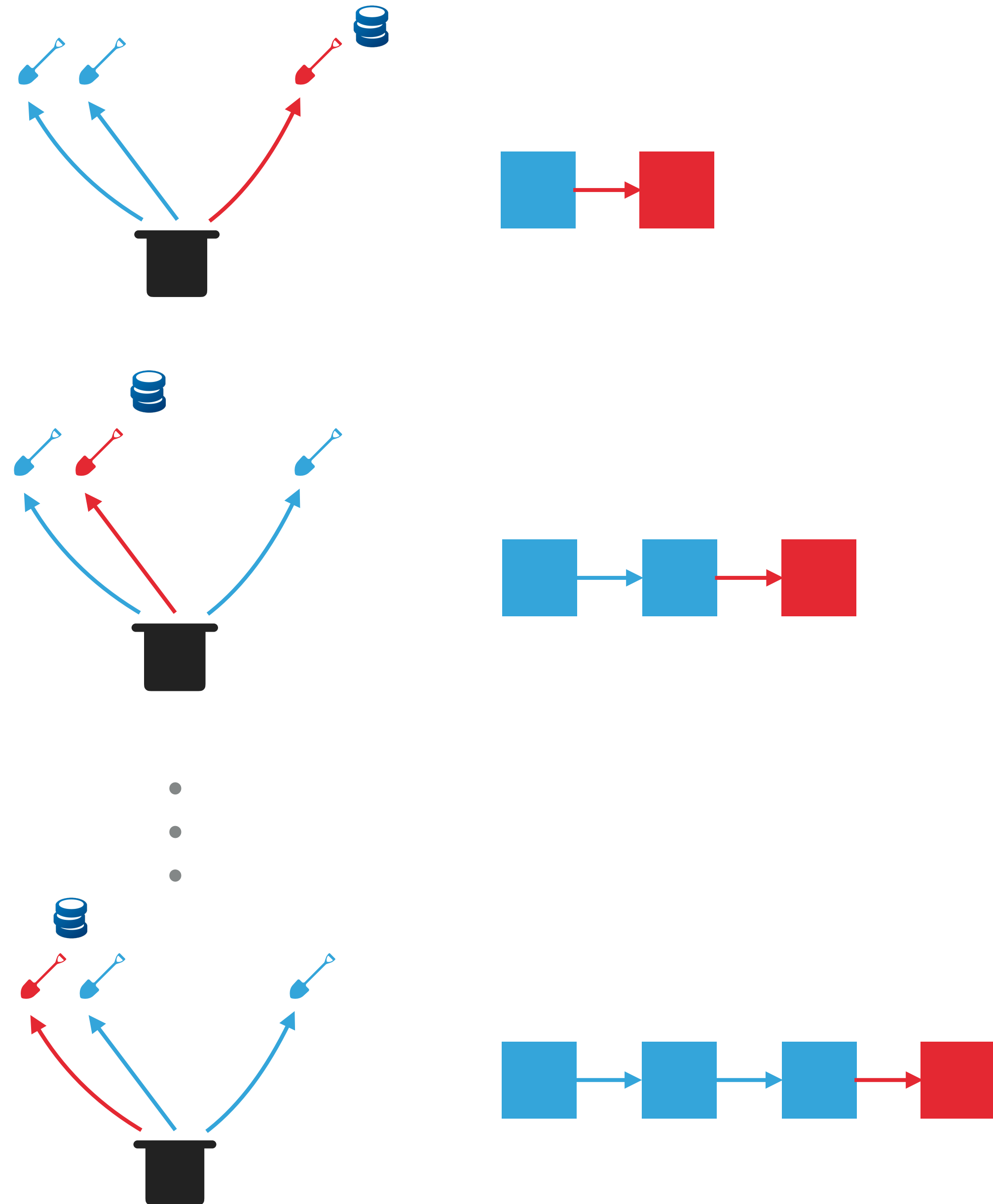
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- ▶ First to cross threshold wins
- ▶ Winner receives a reward and proposes a block



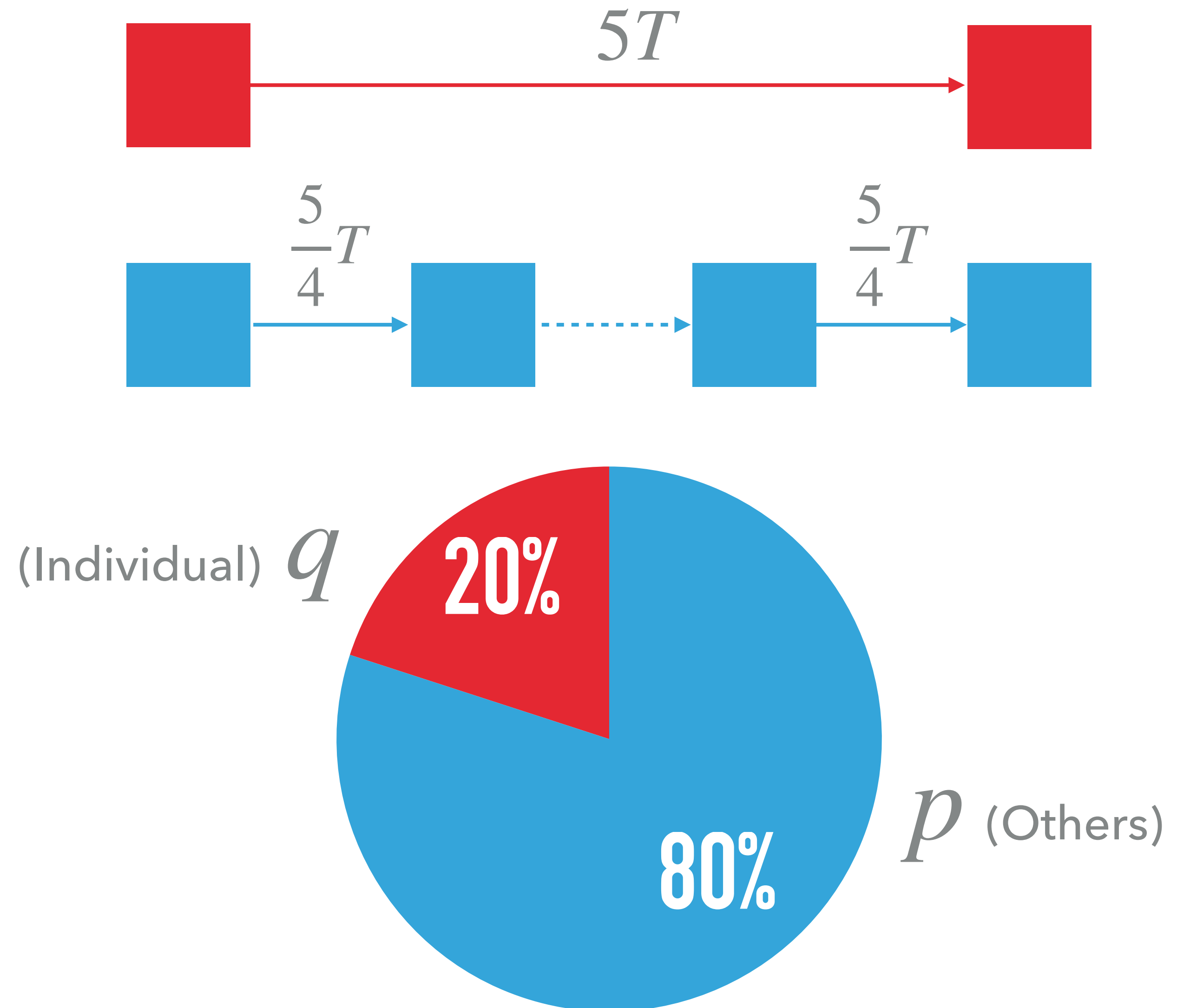
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- ▶ Game repeats



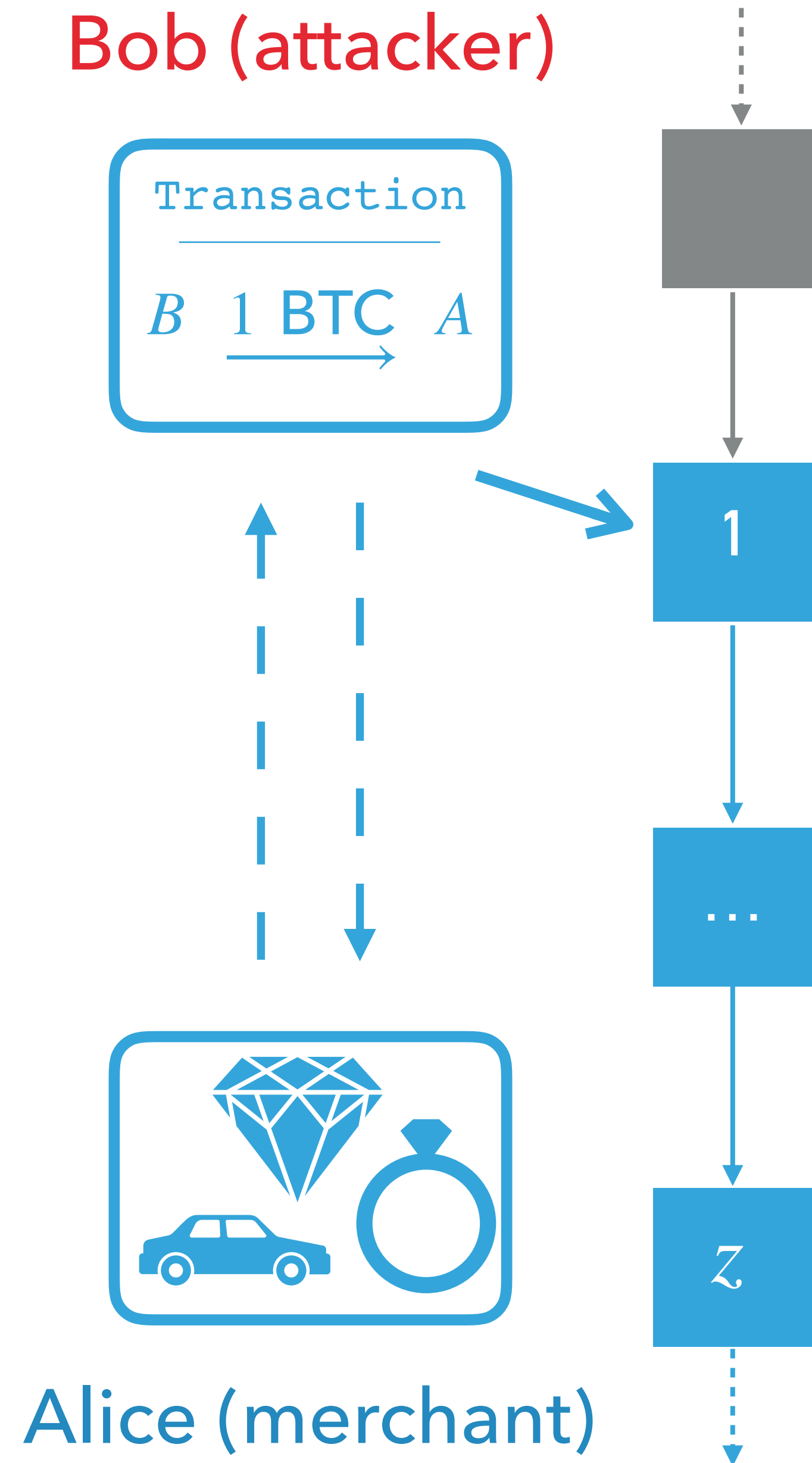
Mining statistics

- ▶ Time to draw below threshold is approximately $\text{Expon}\left(\frac{T}{q}\right)$
- ▶ 20% miner expects to take 4 times as long to mine a block as others



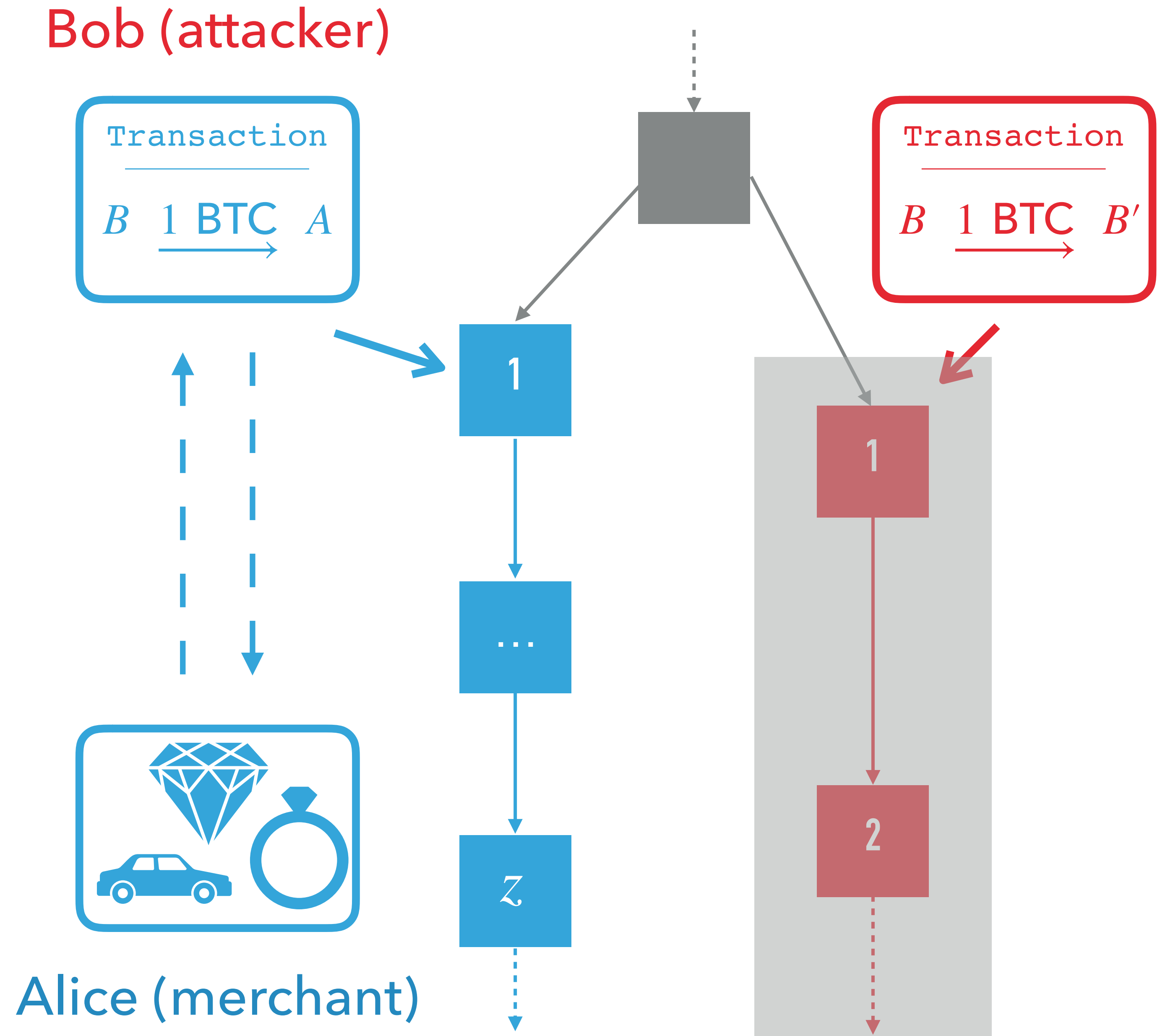
Double-spending Attack

- ▶ Alice trades car for 1 BTC
- ▶ Transaction appears in block 1
- ▶ Assumes majority are mining chain
- ▶ Alice knows about law of large numbers
- ▶ Goods are released only once payment has z "confirmations"



Double-spending Attack

- ▶ Bob steals goods if red chain grows longer than blue
- ▶ Relies on high variance of the exponential distribution
- ▶ **Goods worth more than cost of attack?**

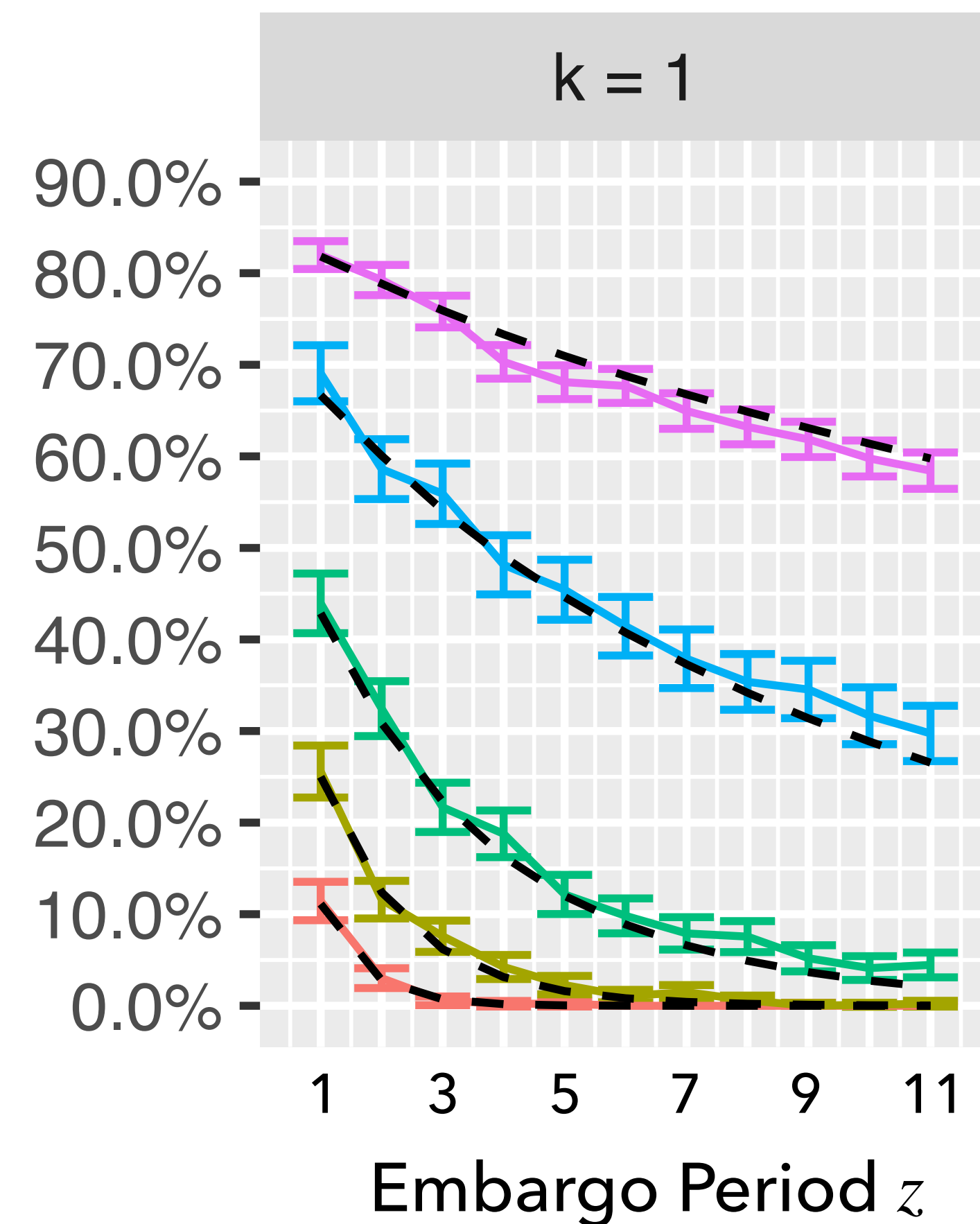


Attack Success Probability

- ▶ Attacker needs to get ahead by at least one block sometime after the first z blocks
- ▶ Even a 20% miner has 5% chance of winning after 6 blocks

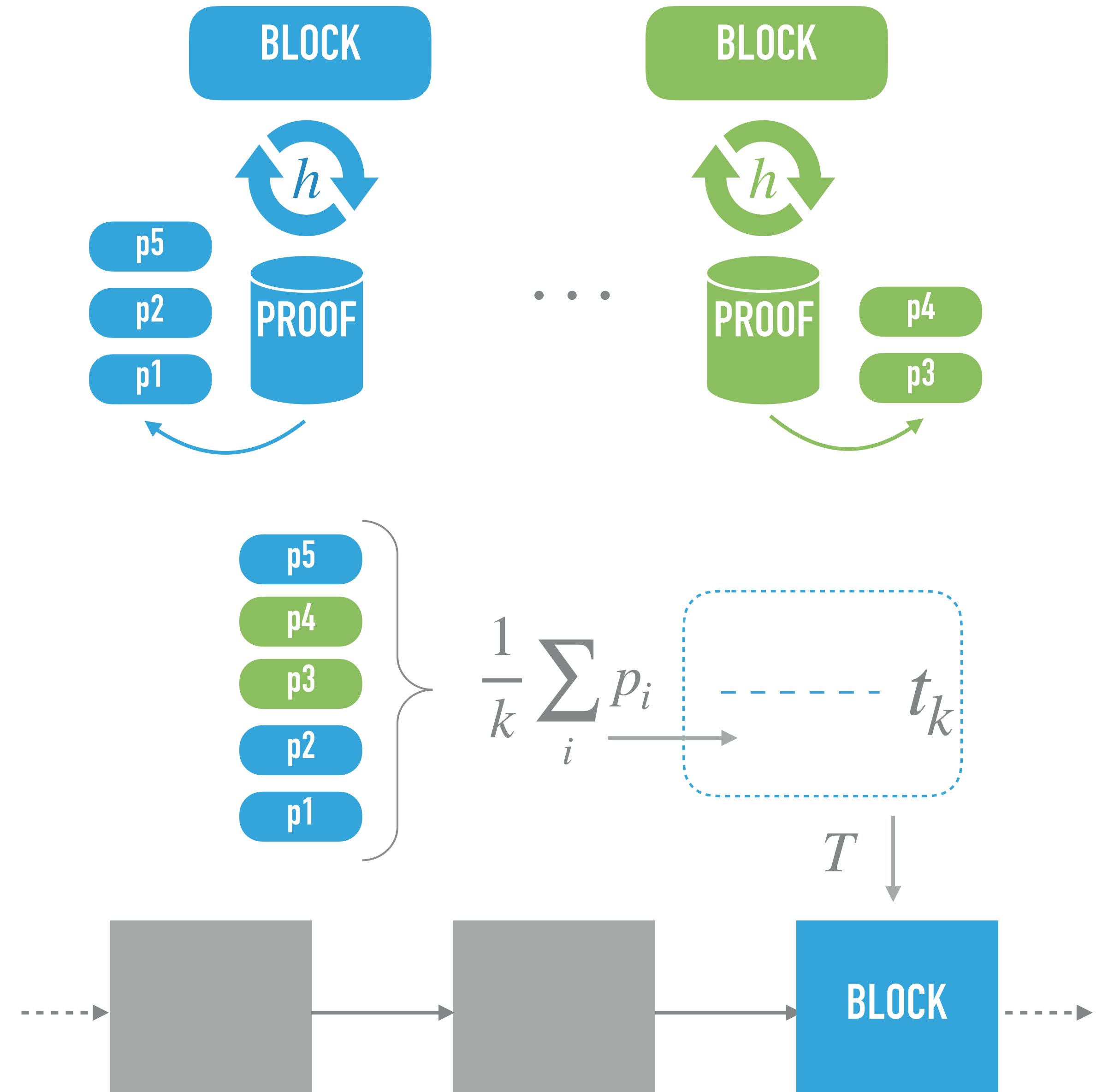
attacker mining power

0.1	0.2	0.3	0.4	0.45
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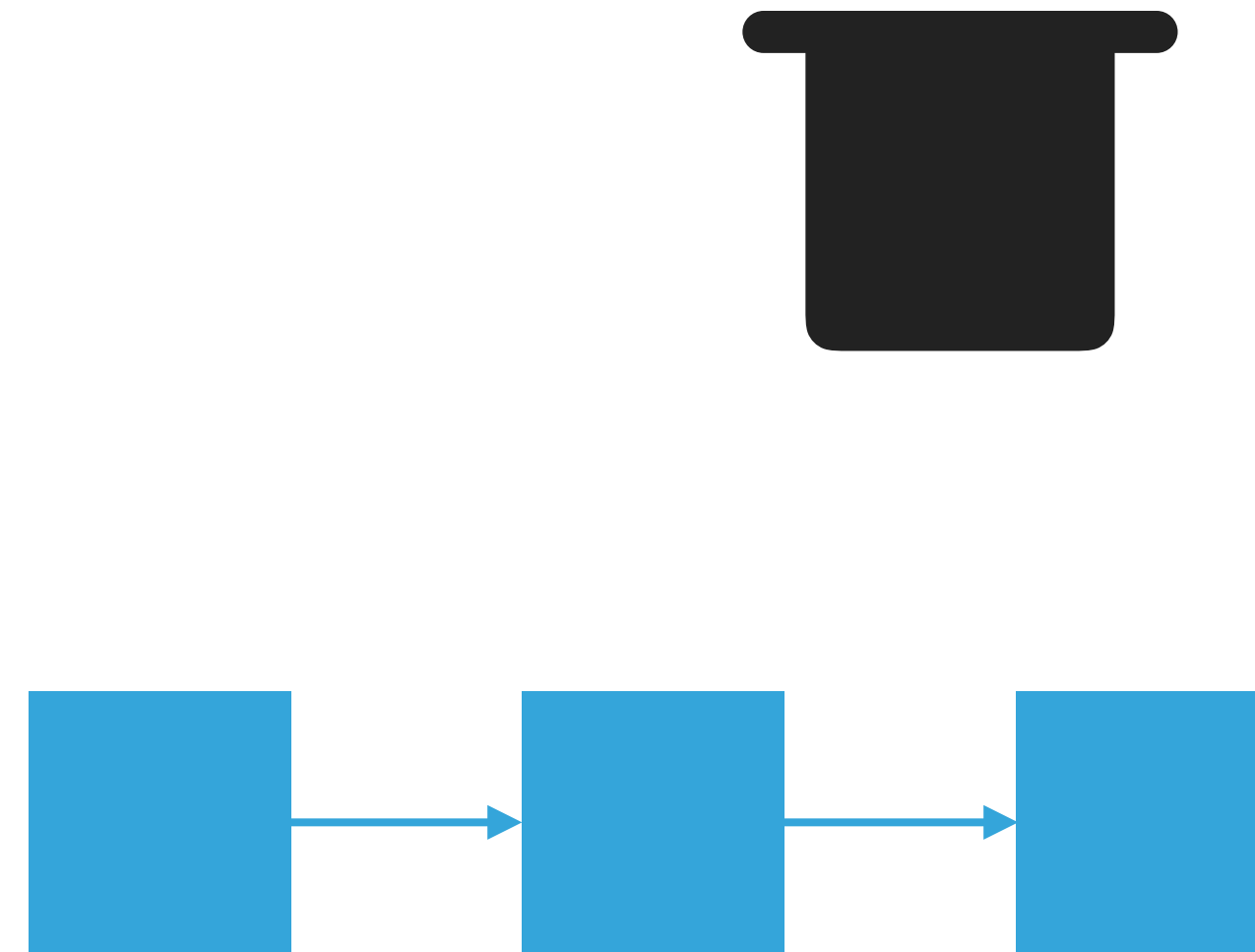
Bobtail Protocol Details

- ▶ Assemble a block containing transactions
- ▶ Hash header as usual to generate "proofs"
- ▶ Disseminate proofs that are "low enough" to neighbors
- ▶ Maintain queue of lowest k proofs
- ▶ Assemble k proofs whose mean is below t
- ▶ Each proof miner receives reward



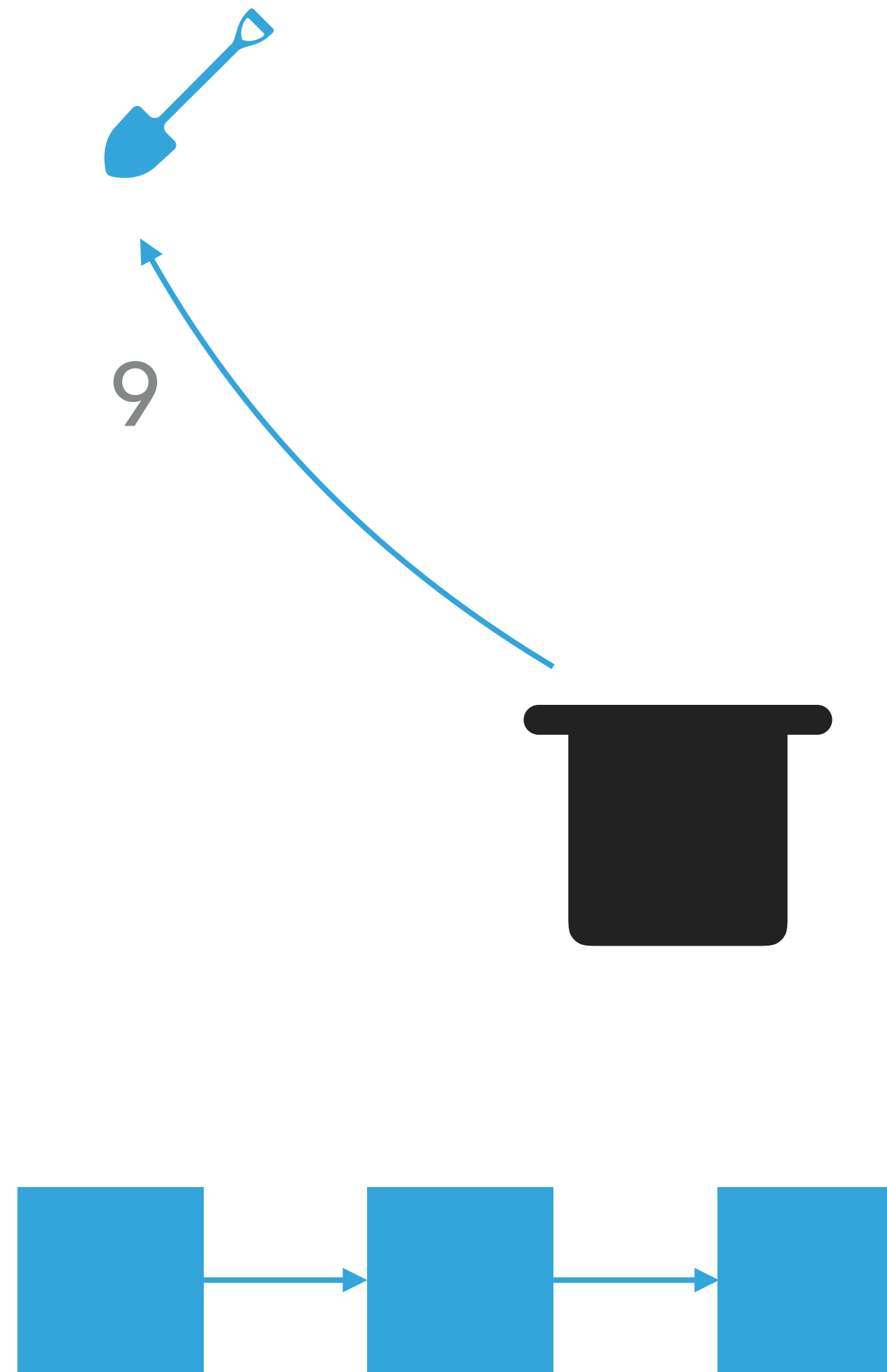
New Lottery: Bobtail

- ▶ Miners draw numbers until the average of any 2 cross threshold 5



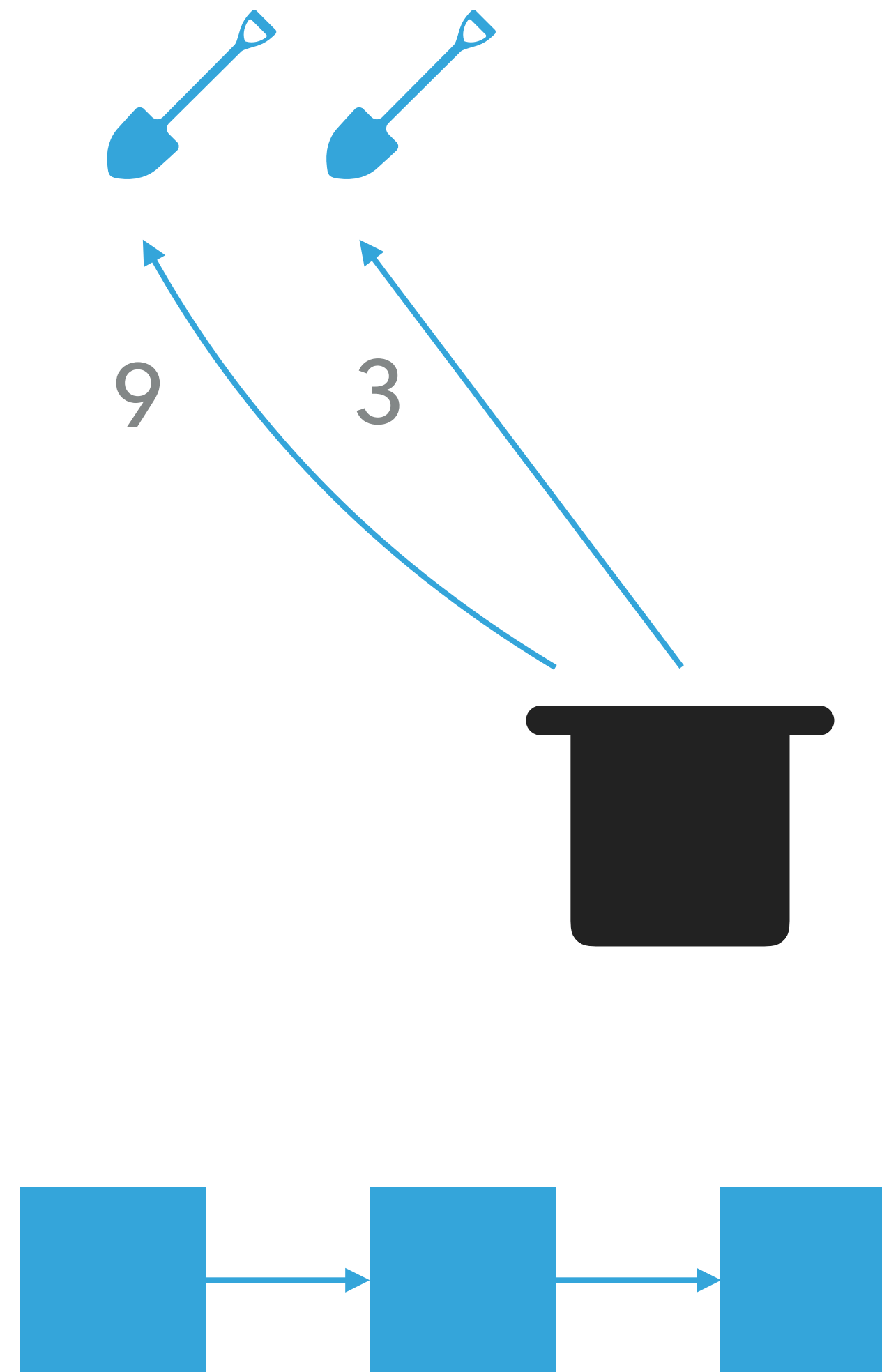
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- ▶ Each draw still "costs" a hash



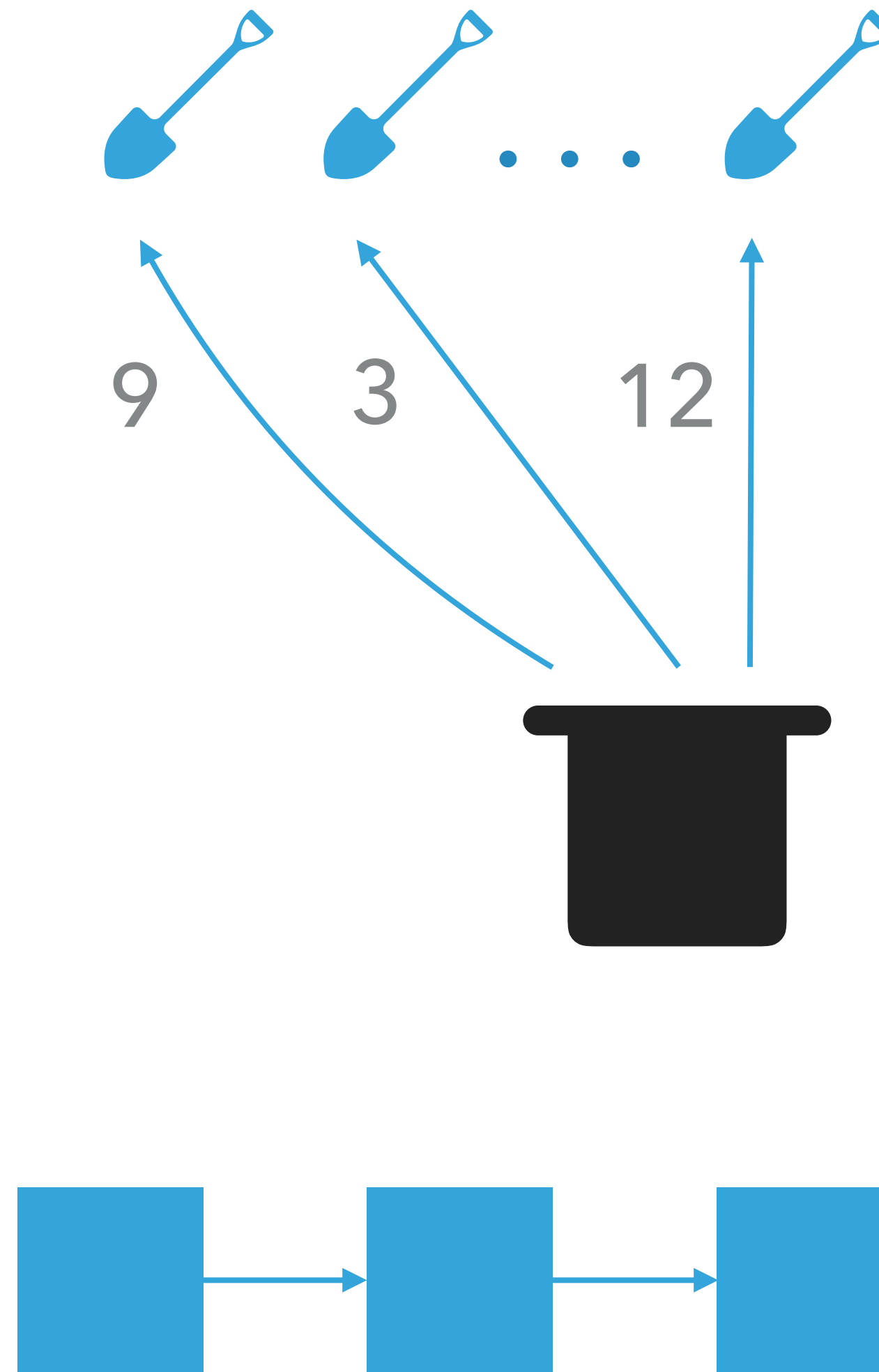
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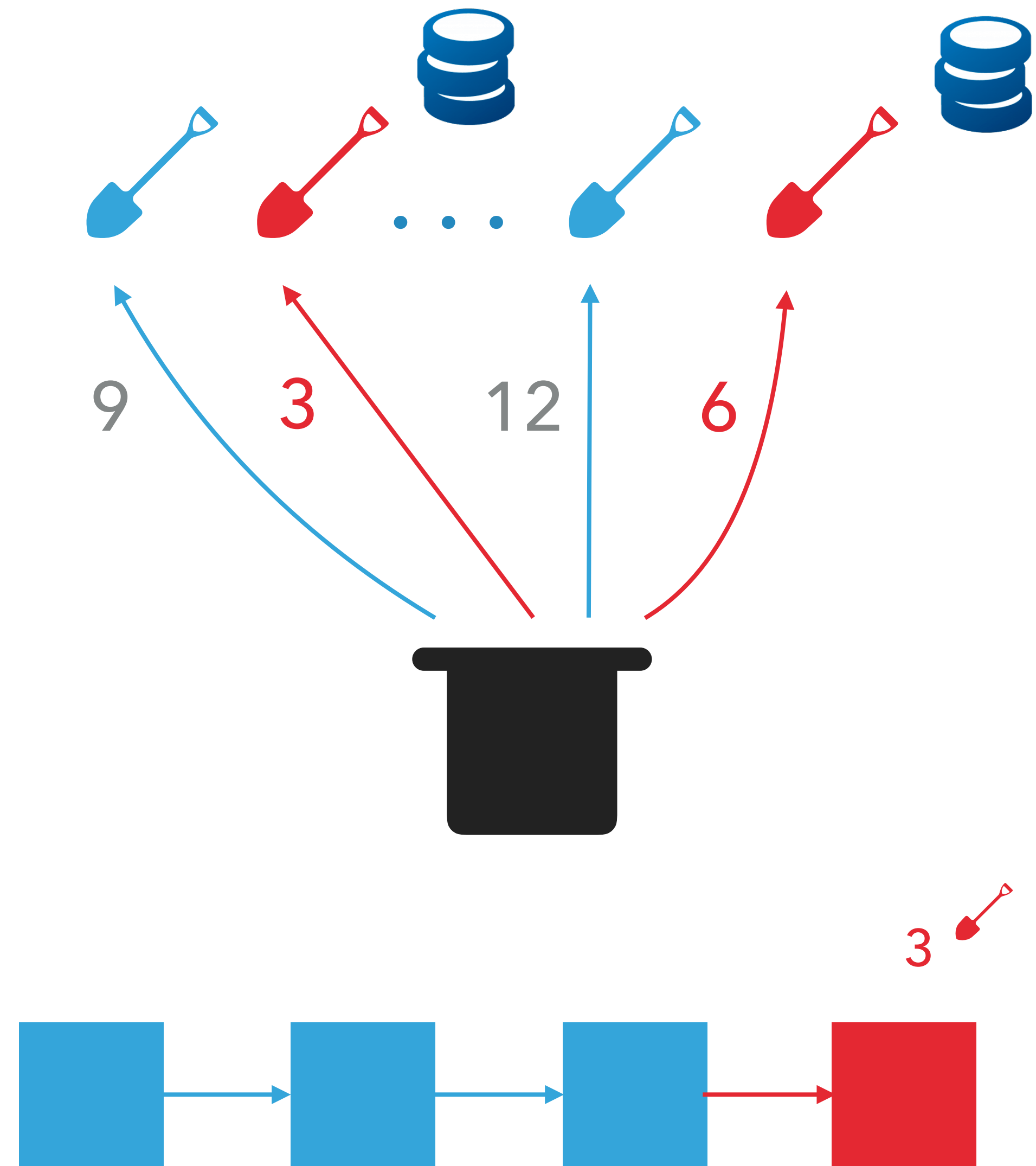
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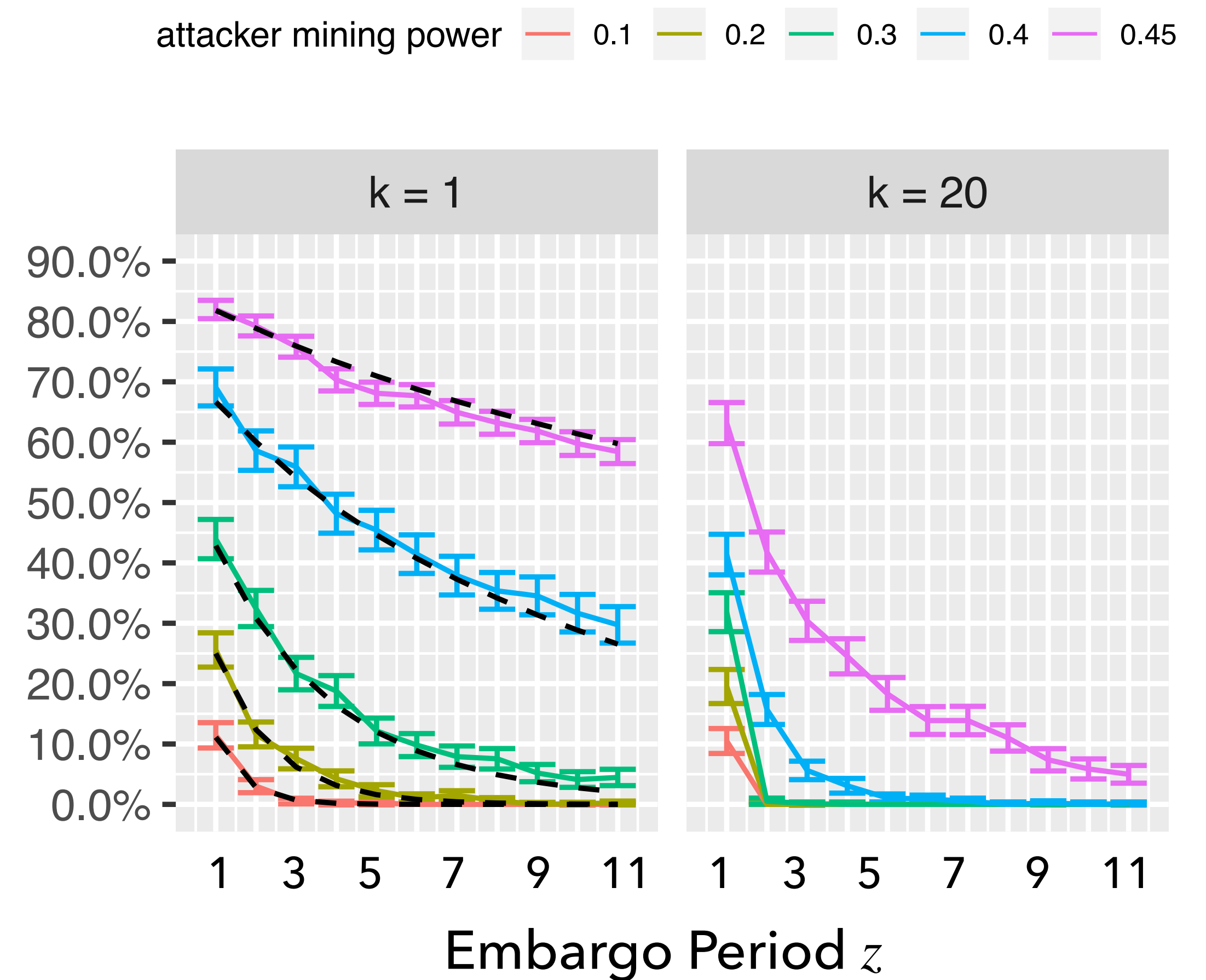
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- ▶ Each draw still "costs" a hash
- ▶ First 2 to cross threshold win
- ▶ Winners receive a reward and lowest proposes a block



Impact on Double-spend Attack Efficacy

- ▶ Status quo (**Bitcoin**)
 - ▶ 20% attacker succeeds approximately 5% of the time after 6 confirmations
- ▶ **Bobtail** with $k=20$
 - ▶ 20% attacker succeeds less than 1% of the time with just 2 confirmations



Relative Statistics

- ▶ Mining time with Bobtail for fixed target t :

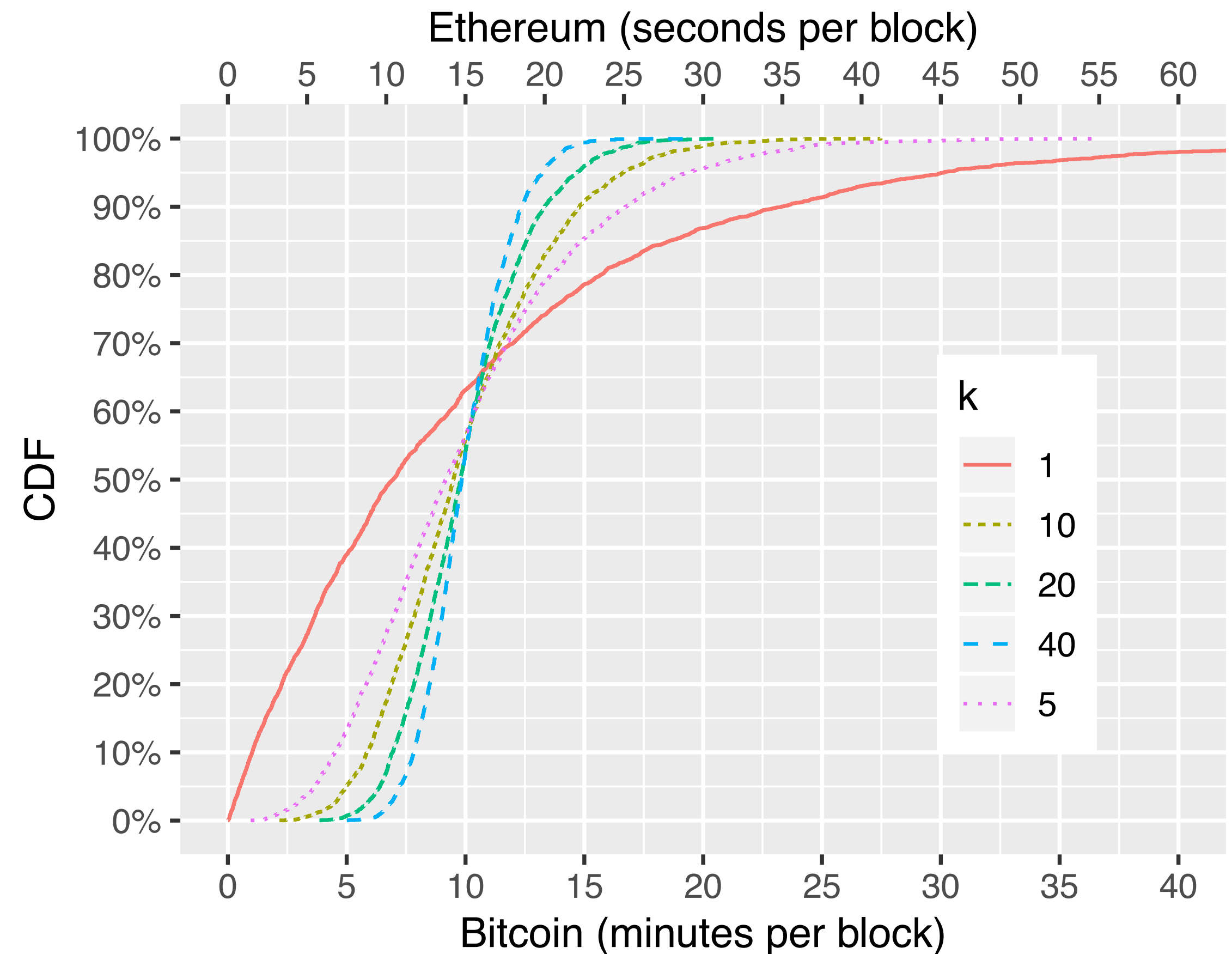
- ▶ Expected value increases by $\frac{k+1}{2}$

- ▶ Variance increases by $\frac{(k+1)(2k+1)}{6k}$

- ▶ When expected times are aligned:

- ▶ $t_k = \frac{k+1}{2}t$

- ▶ Relative variance $O(1/k)$

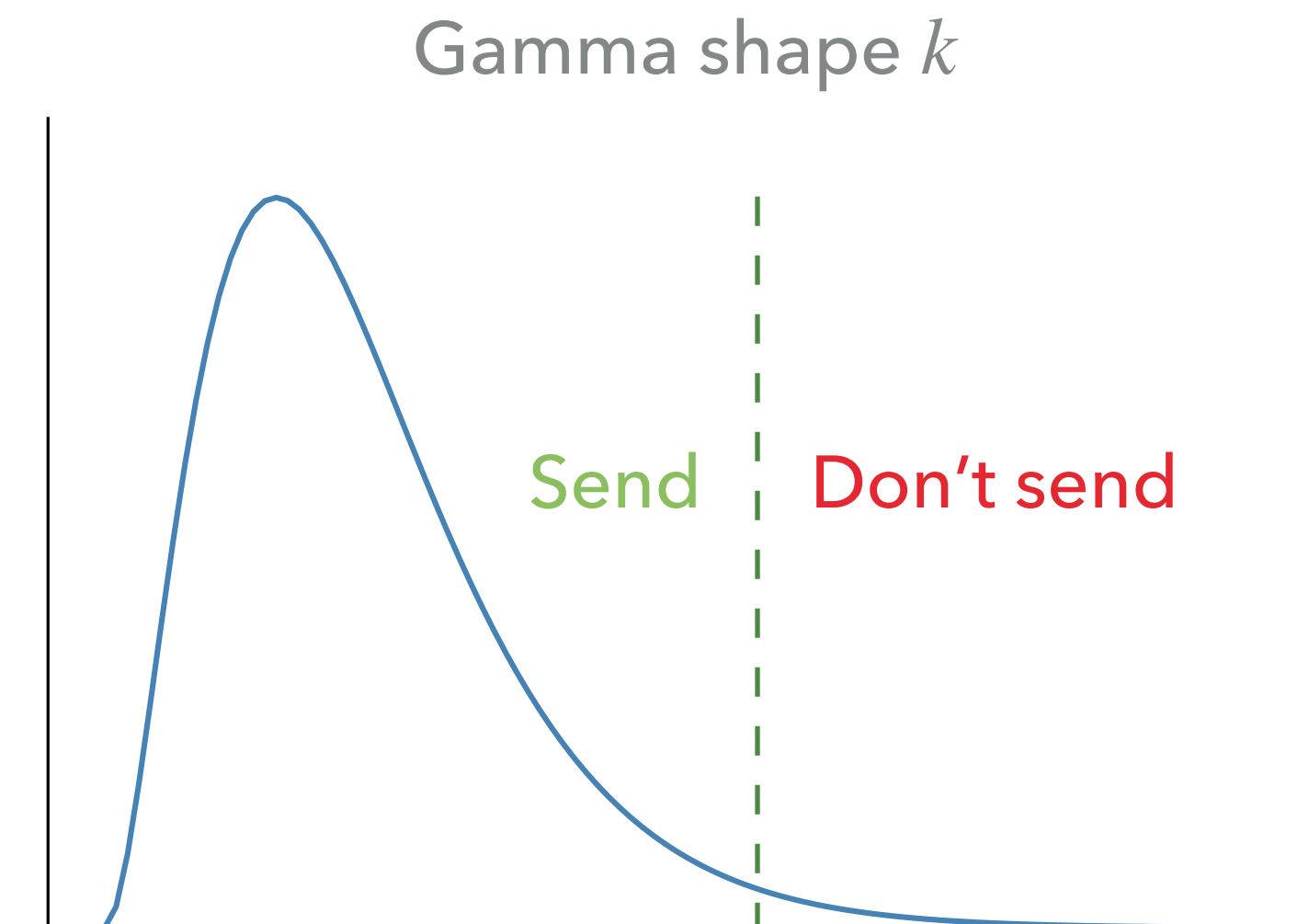


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- ▶ Size of meta data increases by $k \cdot 160\text{B}$
- ▶ **Increased network overhead**
 - ▶ Mitigated by not sending proofs in the “tail”
 - ▶ Graphene can be used to reduce redundancy



What is the Cost?

- ▶ Size of meta data increases by $k \cdot 160\text{B}$
- ▶ Increased network overhead
- ▶ **New attacks must be considered**
 - ▶ Proof withholding
 - ▶ Denial-of-Service (DoS)

Summary

- ▶ Mining process is akin to a lottery
- ▶ We can skew statistics in favor of honest majority
- ▶ This greatly mitigates fundamental attacks
 - ▶ Double-spend susceptibility reduced by orders of magnitude
- ▶ Primary cost is increased network and block overhead