

FS20

BLOCKCHAIN, BITCOIN, ETHEREUM

Introduction, part 2

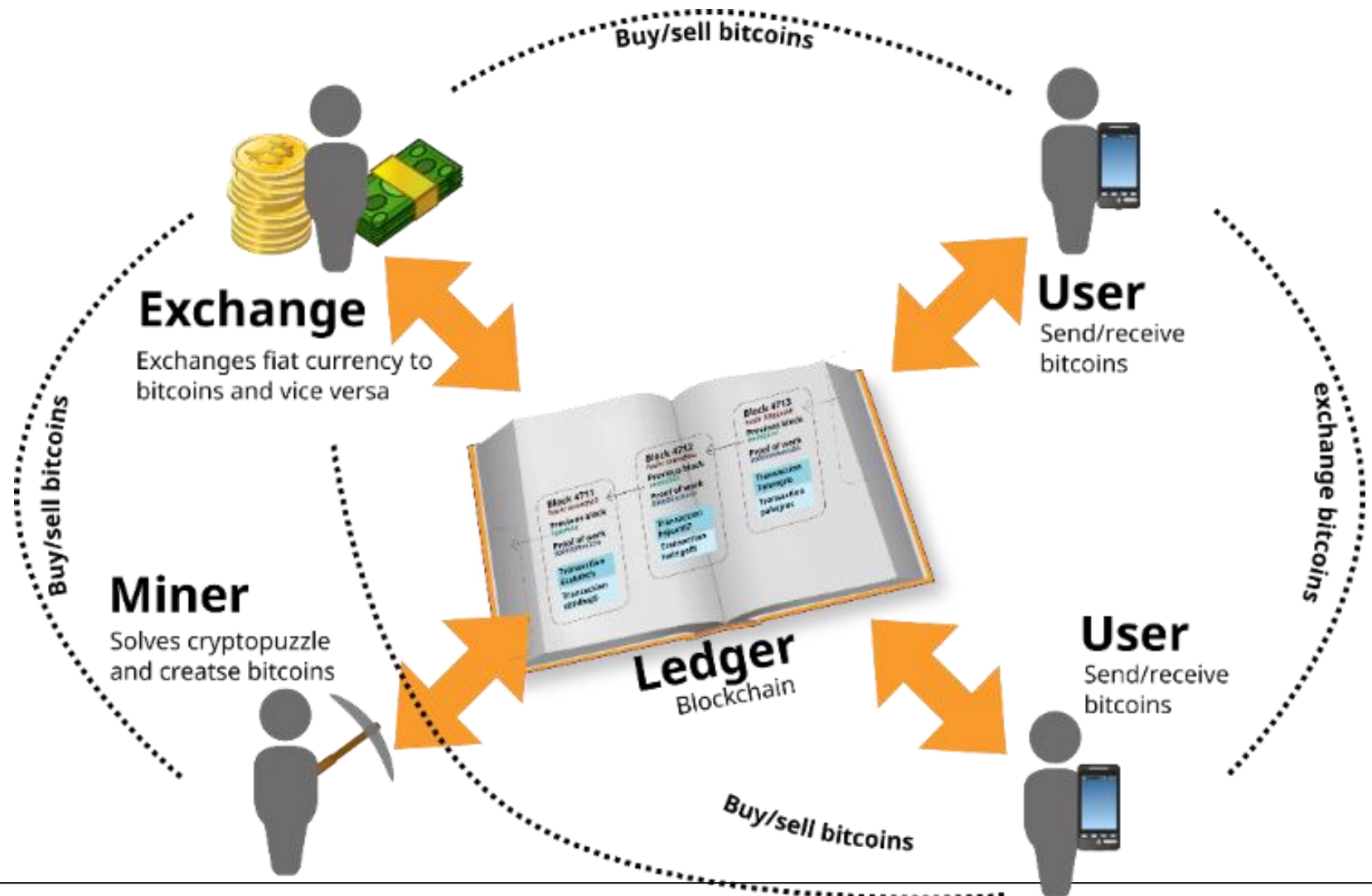
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Summary: Bitcoin Stakeholders

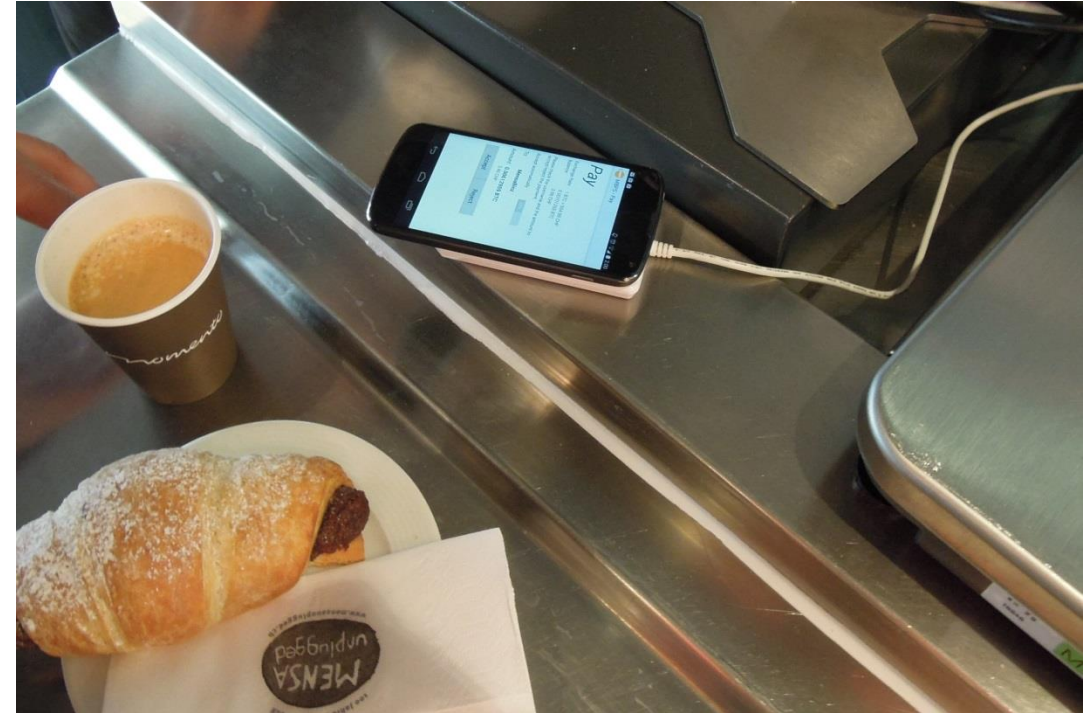
■ Building blocks

- <https://andersbrownworth.com/blockchain/>



Bitcoins at UZH: Evaluation: Mensa Test Run

- Designed and implemented a Bitcoin payment system
- One week test run from 10th to 14th of February 2014
- In collaboration with the Mensa Binzmühle
- Pay all consumptions in Mensa with Bitcoins
- Reduce Bitcoin volatility risk by immediate trades on Bitstamp.net
 - After selling Bitcoins at the exchange point → Buy the same amount of Bitcoins
 - Keep the balance of the exchange point constant
 - After the Mensa receives Bitcoins → Sell these Bitcoins
 - Since the Mensa wants to receive CHF at the end, the equivalent amount is assured in this way



Example payment at Mensa Binzmühle

Bitcoins at UZH: Evaluation: Conclusions

- NFC handling caused many problems because users are inexperienced with NFC
- Android 4.4 restriction → too big entry barrier at the moment / below 4.4 no two-way NFC possible

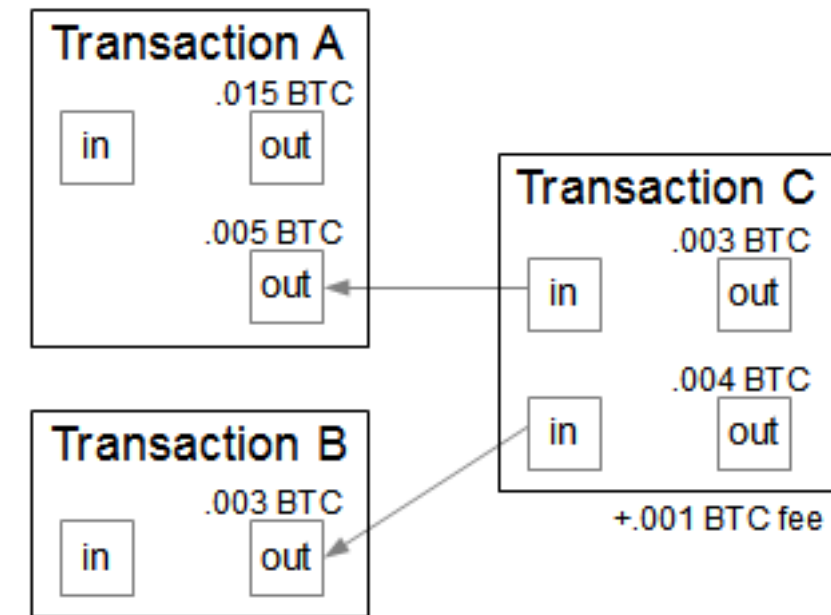
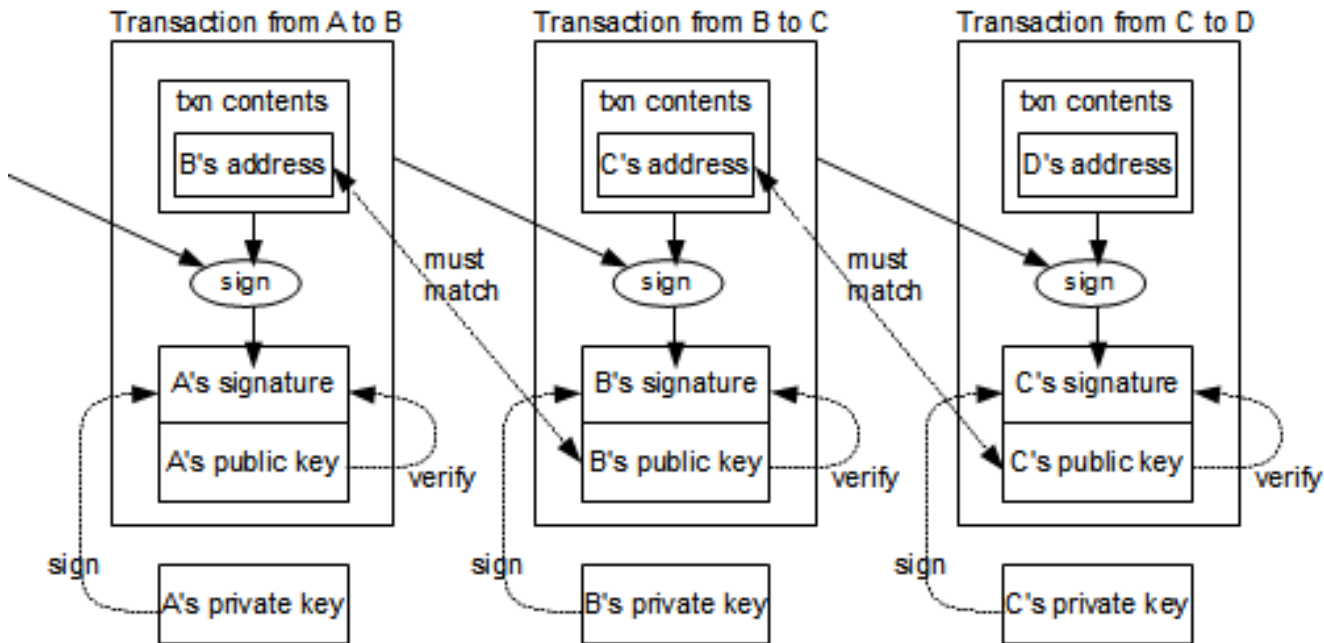


USD/mBTC Exchange Rate Drop – February 10, 2014

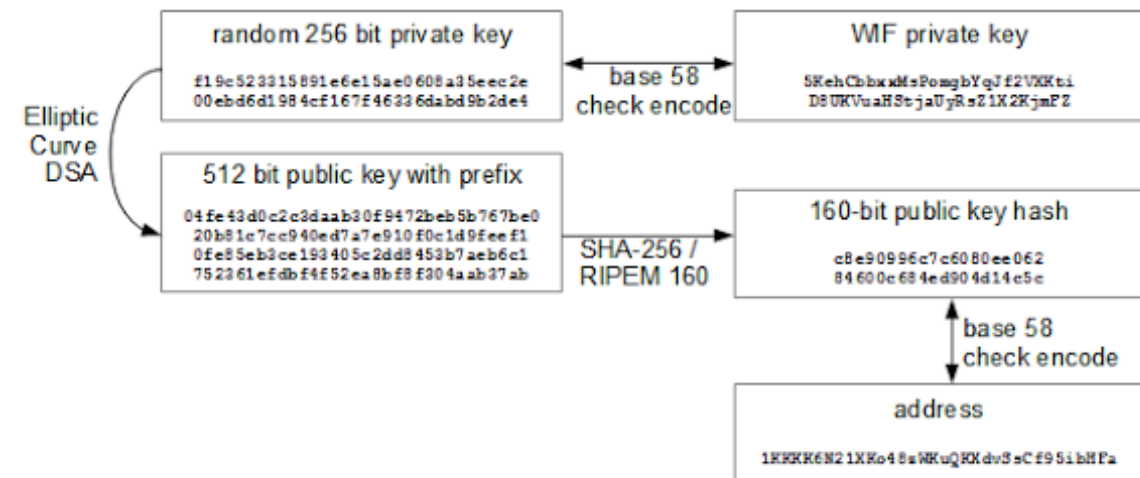
- But! wrt ASIC – *“It shows that Bitcoin is considered stable enough for a company to invest a LOT of money on design and production on it, which is very good. ASICs were bound to happen if Bitcoin survived long enough.”*
- But! Bitcoin does not intend to replace VISA
 - Still affordable by (some) individuals (buy every 2.6 weeks a new 1 TB disk storage)
 - Better comparable to wire transfers
- But! Moore's, Nielson's law, and other laws (lecture 1)
 - Moore's law: number of transistors doubles every two years
 - Nielson's law: Bandwidth grows 50% per year
 - Kryder's Law: Space per unit cost has doubled roughly every 14 months
- But! Lightning
 - TX fees up to 30 USD → micro payments
 - Multisig, hashed timelock → fast and cheap transactions
 - Multiple efforts to make a blockchain scalable

■ Good information:

<http://www.righto.com/2014/02/bitcoins-hard-way-using-raw-bitcoin.html>



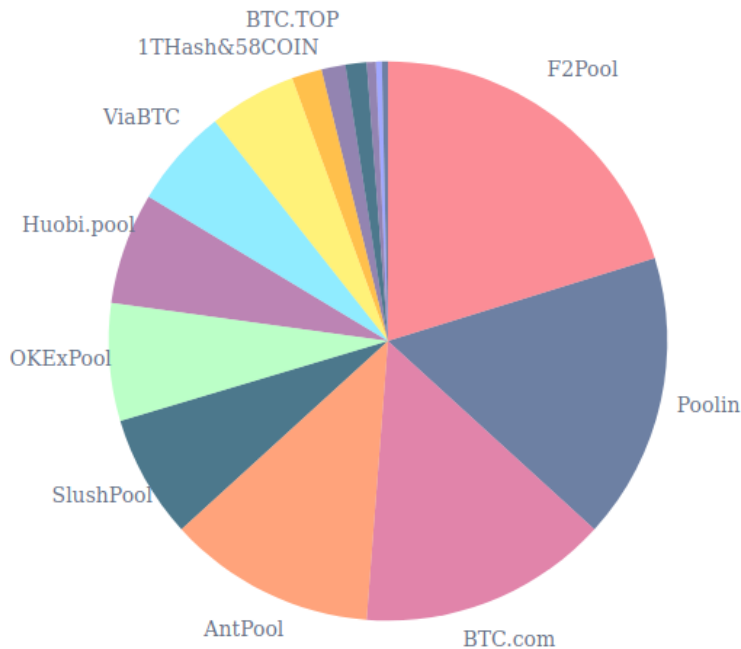
Bitcoin Keys



51% Attack

■ Control over 50% of the scarce resources

- Pools: cooperative puzzle solving
- Solo: competitive puzzle solving



<http://blockchain.info/pools>

■ 03.01.2019: BTC.TOP, Mining Pool, Controls Over 50% Of The BCH Hashrate

- Bitcoin Cash

■ 25.06.2018: Bitmain's Mining Pools Now Control Nearly 51 Percent of the Bitcoin Hashrate

- Was at ~42%, now ~30%

■ 07.01.2019: Deep Chain Reorganization Detected on Ethereum Classic (ETC)

- “The total value of the double spends that we have observed thus far is 219,500 ETC (~\$1.1M).”

■ 23.04.2020: DeFi Platform Suffers 51% Attack From Its Top Miners — or Does It?

- “resulted in \$6.7 million worth of the USD-pegged stablecoin pUSD”

51% Attack

- “If a majority of CPU power is controlled by honest nodes, the honest chain will grow the fastest and outpace any competing chains.”

- <https://bitcoin.org/bitcoin.pdf>

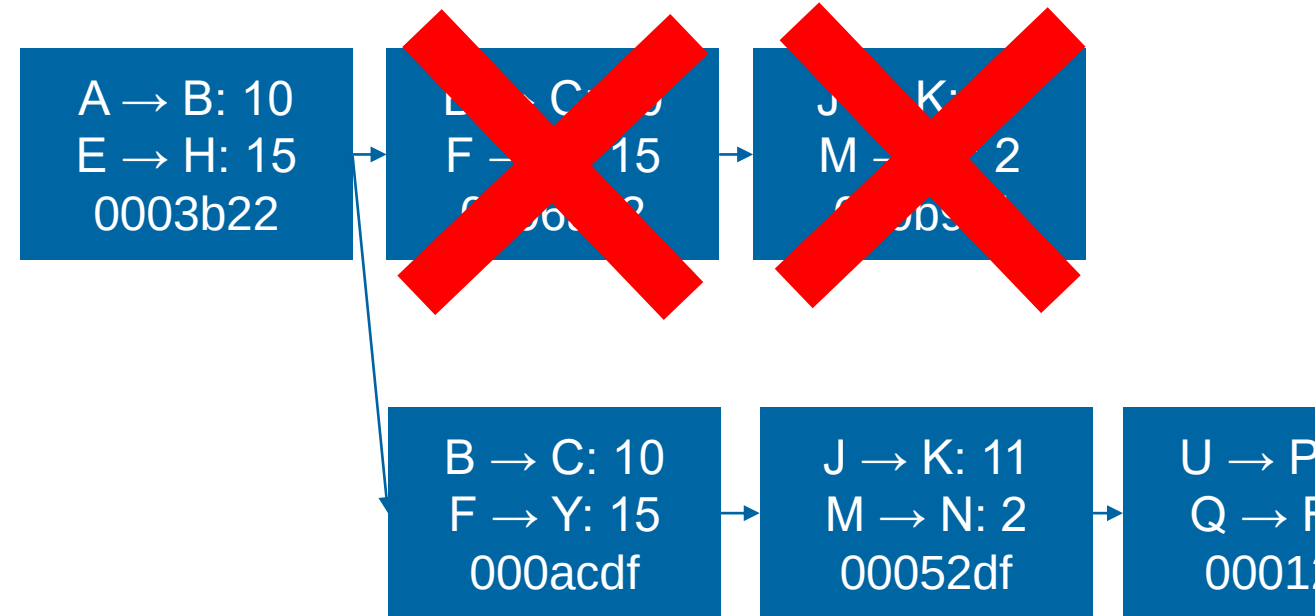
- PoW: majority of hashing power, PoS: majority of coins

- How expensive is a 51% attack?

- Buy an attack?

- Double spend, or rollback transactions

- X is an exchange
- Mine secretly, Y is your address
- X arrived – payout (1 block conf.)
- You mine faster, broadcast secret chain
- Tx F→X: 15 never happened, goes to Y

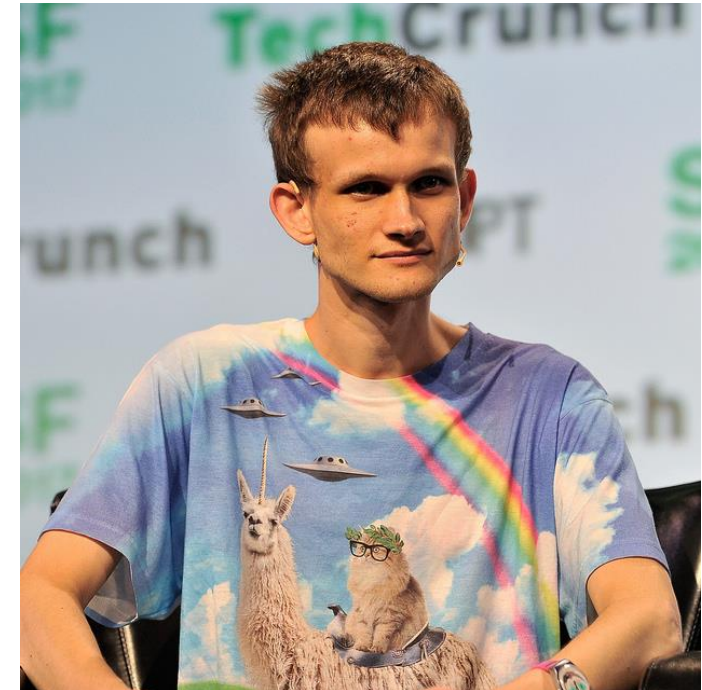


■ “Issues” with Bitcoin

- Slow development, implementing new features difficult
 - Many [Bitcoin hardforks](#) (segregated witness vs. increasing block size voting) Cash vs. SV
- Bitcoin Script limited
 - [Lightning network](#)

■ [Ethereum](#) (**1 ETH ~187\$**)

- Generalized blockchain (loops, arithmetics, etc.)
- [White paper](#) released in December 2013
- Protocols designed from scratch (not like Litecoin, Peercoin)
- Ethereum foundation located in Zug (initiator known) - non-profit foundation
- Mining reward ~ block every ~14s – ~2 ETH (“always”, unlike Bitcoin)



Vitalik Buterin

Ethereum History

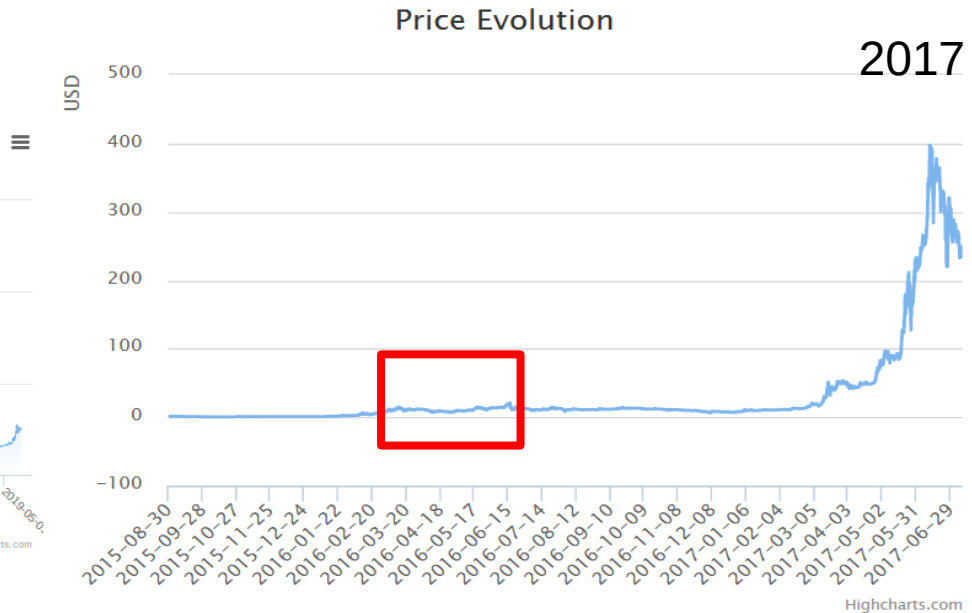
- **Olympic (past) – [released](#) 09.05.2015**
 - Last Ethereum Proof-of-Concept series
 - “Olympic will feature a total prize fund of up to 25,000 ether” (now 3.5m USD)
- **Frontier (past) - released 30.07.2015**
 - Main public network, “Beta”/use at your own risk
- **Homestead (past) - released 14.03.2016**
 - Public network considered “stable”, integrate critical protocol changes
- **Metropolis**
 - [Byzantium](#) - released 16.10.2017
 - Initial supports for ZKP (private smart contracts), reducing mining reward to 3 ETH
 - Constantinople – released 27.02.2019
 - Bitshifting, mining reward 2 ETH (delay difficulty bomb), [other optimizations](#)
 - [Istanbul](#) - released 08.12.2019, gas cost changes, [DDoS](#) resilience, Zcash interoper
 - [Muir Glacier](#)- released 01.01.2020 (delay difficulty bomb)
- **Serenity (future)**
 - Scalability, proof-of-stake, Sharding, ZKP

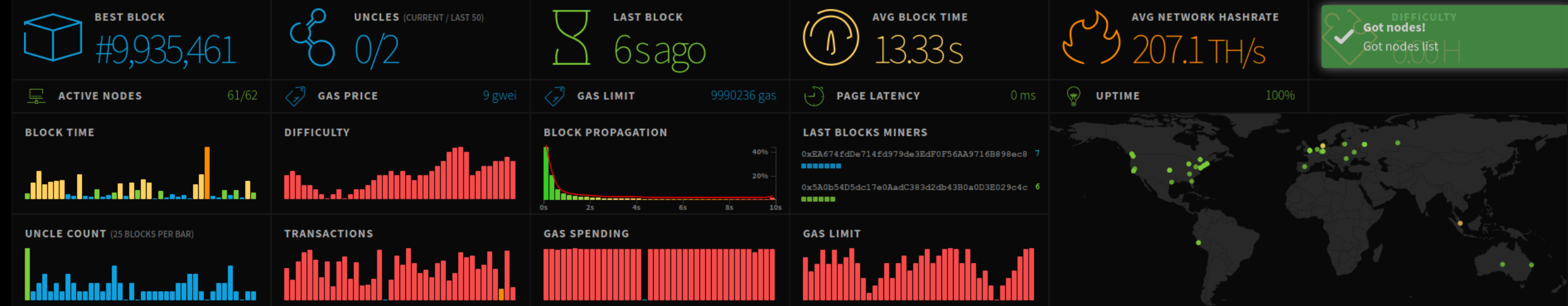


Ethereum Stats

■ Basic Stats

- 2nd in market cap ~ 20b USD
- Transactions (highest ~15.5 TPS)
now ~826'000 per day
- Node count (~7'000 nodes)
- Blocksize ~25KB
- Accounts (95mio)



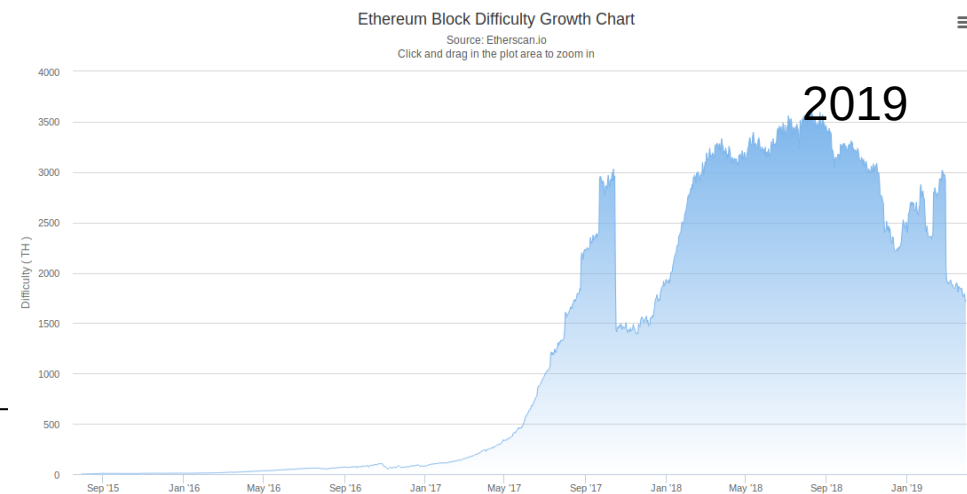
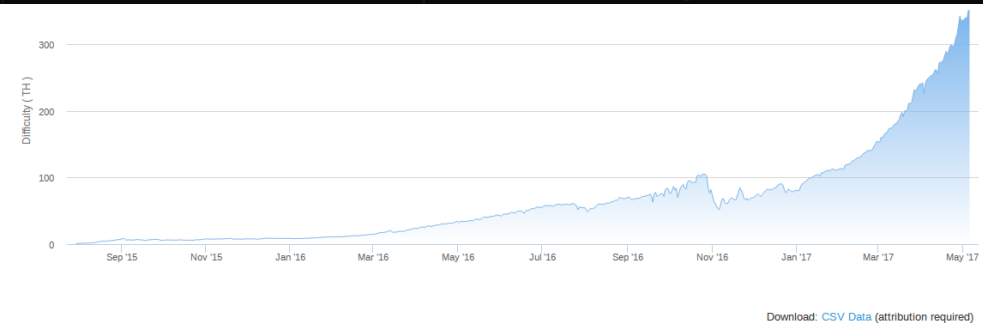
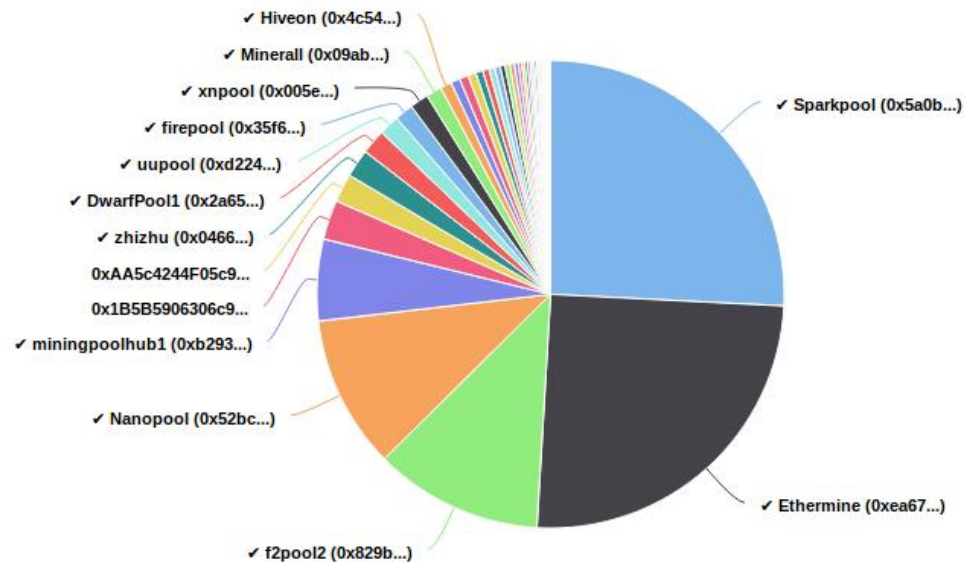


■ 110mio ETH supply ([stats](#))

■ Increasing difficulty

■ [Mining in pools](#)

■ Ethermine + Sparkpool ~55%



Blocktime and Gas

■ Block time: ~14-15s

■ [Ice age](#)

■ Smart Contracts are turing complete

■ Every instruction needs to be paid for ([example](#))

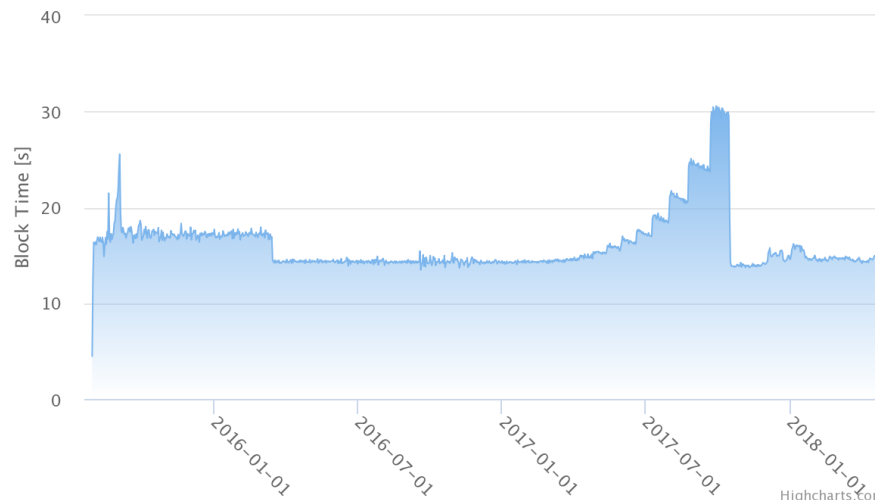
■ [Gas price](#) ~13 [gwei](#)

■ [Gas price](#) / Gas limit by miners

■ If you run out of gas, state is reverted, ETH gone

Average block time of the Ethereum Network

Source: etherchain.org
Click and drag in the plot area to zoom in



APPENDIX G. FEE SCHEDULE

The fee schedule G is a tuple of 31 scalar values corresponding to the relative costs, in gas, of a number of abstract operations that a transaction may effect.

Name	Value	Description*
G_{zero}	0	Nothing paid for operations of the set W_{zero} .
G_{base}	2	Amount of gas to pay for operations of the set W_{base} .
$G_{verylow}$	3	Amount of gas to pay for operations of the set $W_{verylow}$.
G_{low}	5	Amount of gas to pay for operations of the set W_{low} .
G_{mid}	8	Amount of gas to pay for operations of the set W_{mid} .
G_{high}	10	Amount of gas to pay for operations of the set W_{high} .
$G_{extcode}$	700	Amount of gas to pay for operations of the set $W_{extcode}$.
$G_{balance}$	400	Amount of gas to pay for a BALANCE operation.
G_{sload}	200	Paid for a SLOAD operation.
$G_{jumpdest}$	1	Paid for a JUMPDEST operation.
G_{sset}	20000	Paid for an SSTORE operation when the storage value is set to non-zero from zero.
G_{sreset}	5000	Paid for an SSTORE operation when the storage value's zeroness remains unchanged or is set to zero.
R_{clear}	15000	Refund given (added into refund counter) when the storage value is set to zero from non-zero.
$R_{suicide}$	24000	Refund given (added into refund counter) for suiciding an account.
$G_{suicide}$	5000	Amount of gas to pay for a SUICIDE operation.
G_{create}	32000	Paid for a CREATE operation.
$G_{codeDeposit}$	200	Paid per byte for a CREATE operation to succeed in placing code into state.
G_{call}	700	Paid for a CALL operation.
$G_{callvalue}$	9000	Paid for a non-zero value transfer as part of the CALL operation.
$G_{callstipend}$	2300	A stipend for the called contract subtracted from $G_{callvalue}$ for a non-zero value transfer.
$G_{newaccount}$	25000	Paid for a CALL or SUICIDE operation which creates an account.
G_{exp}	10	Partial payment for an EXP operation.
$G_{expbyte}$	10	Partial payment when multiplied by $\lceil \log_{256}(\text{exponent}) \rceil$ for the EXP operation.
G_{memory}	3	Paid for every additional word when expanding memory.
$G_{txcreate}$	32000	Paid by all contract-creating transactions after the Homestead transition.
$G_{txdatazero}$	4	Paid for every zero byte of data or code for a transaction.
$G_{txdatanonzero}$	68	Paid for every non-zero byte of data or code for a transaction.
$G_{transaction}$	21000	Paid for every transaction.
G_{log}	375	Partial payment for a LOG operation.
$G_{logdata}$	8	Paid for each byte in a LOG operation's data.
$G_{logtopic}$	375	Paid for each topic of a LOG operation.
G_{sha3}	30	Paid for each SHA3 operation.
$G_{sha3word}$	6	Paid for each word (rounded up) for input data to a SHA3 operation.
G_{copy}	3	Partial payment for *COPY operations, multiplied by words copied, rounded up.
$G_{blockhash}$	20	Payment for BLOCKHASH operation.

$W_{zero} = \{\text{STOP, RETURN}\}$

$W_{base} = \{\text{ADDRESS, ORIGIN, CALLER, CALLVALUE, CALLDATASIZE, CODESIZE, GASPRICE, COINBASE, TIMESTAMP, NUMBER, DIFFICULTY, GASLIMIT, POP, PC, MSIZE, GAS}\}$

$W_{verylow} = \{\text{ADD, SUB, NOT, LT, GT, SLT, SGT, EQ, ISZERO, AND, OR, XOR, BYTE, CALLDATALOAD, MLOAD, MSTORE, MSTORE8, PUSH*, DUP*, SWAP*}\}$

$W_{low} = \{\text{MUL, DIV, SDIV, MOD, SMOD, SIGNEXTEND}\}$

$W_{mid} = \{\text{ADDMOD, MULMOD, JUMP}\}$

$W_{high} = \{\text{JUMPI}\}$

$W_{extcode} = \{\text{EXTCODESIZE}\}$

Blocktime and Gas

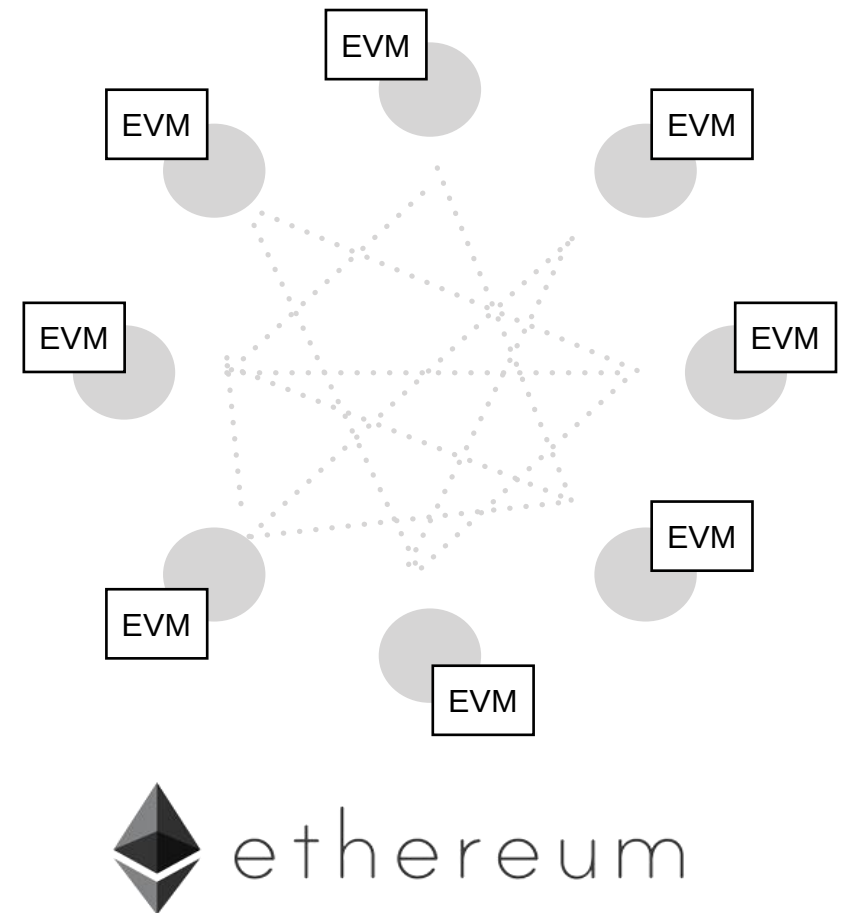
- **Gas Price** set by Miner
 - Gas price ~13 gwei
- Miner decides which transaction at which gas price to include
 - Market for TX
- Gas price too low, longer waiting time until TX will be included

■ Units:

1 ether =	
1000000000000000000	wei
1000000000000000	Kwei
1000000000000	Mwei
1000000000	Gwei
1000000	szabo
1000	finney
1	ether
0.001	Kether
0.000001	Mether
0.000000001	Gether
0.000000000001	Tether

Ethereum smart contract

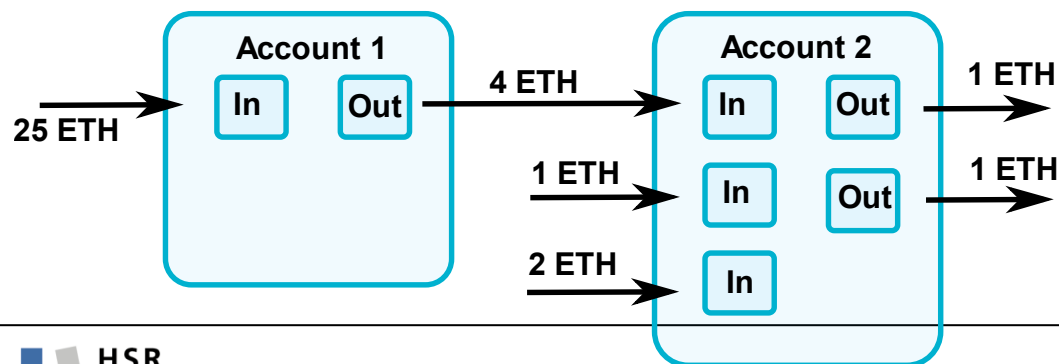
- Computation on [EVM](#) is "very expensive": every contract is run on every full Ethereum node
 - Result on every node is the same
 - Global computer, always running, always correct
- For now, [proof of work \(PoW\)](#)
 - But difficult with ASIC (memory-hard), starts at 1GB RAM for full node and miner ([2GB RAM should be enough](#))
- [Account-based](#)
 - 2 types: externally controlled, contract
 - Both can have and send ether
 - External accounts: controlled by private keys
 - Contract accounts never executed on their own
 - Contract accounts: controlled by code
 - All action fired from externally controlled accounts



Account vs UTXO - Introduction

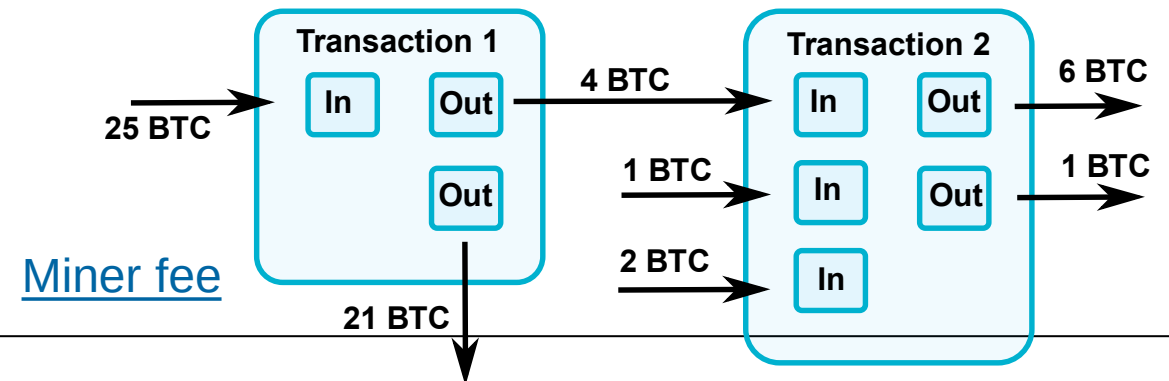
Account-based

- Global state stores a list of accounts with balances and code
- Transaction is valid if the sending account has enough balance
 - Balance on sender is deducted, new balance
- If the receiving account has code, the code runs, and state may be changed
 - Signature must match sending account



UTXO-based

- Every referenced input must be valid and not yet spent
- Total value of the inputs must equal or exceed the total value of the outputs
 - You always spend all outputs
- Transaction must have a signature matching the owner of the input for every input
 - Script determines if input is valid



Account vs UTXO – Pros and Cons

Account-based

- Large space savings
 - One input – one output – one signature
- Simplicity
 - Easier to code and understand
 - Easier for smart contracts (stateful scripting language)

UTXO-based

- Higher degree of privacy
 - New address for each TX
- No replay attacks – no nonce required
- Allows transactions to be processed in parallel
 - If outputs / inputs are separate

■ Version Pragma - reject compiled with specific compiler versions

```
pragma solidity ^0.4.23; //not before 0.4.23, not after 0.5.0
```

■ Comments

```
// This is a single-line comment.  
/*  
This is a  
multi-line comment.  
*/
```

■ Contract with State Variables (state change is expensive!)

```
pragma solidity ^0.5.7;  
//minimal contract  
contract Example1 {  
    uint256 counter;  
}
```

<https://learnxinyminutes.com/docs/solidity/>

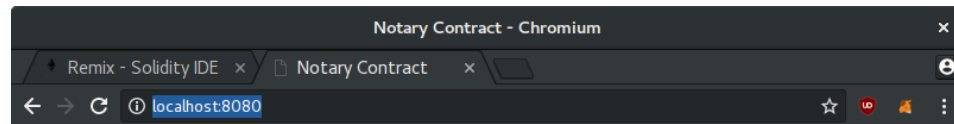
<https://solidity.readthedocs.io/en/v0.5.7/>

Example

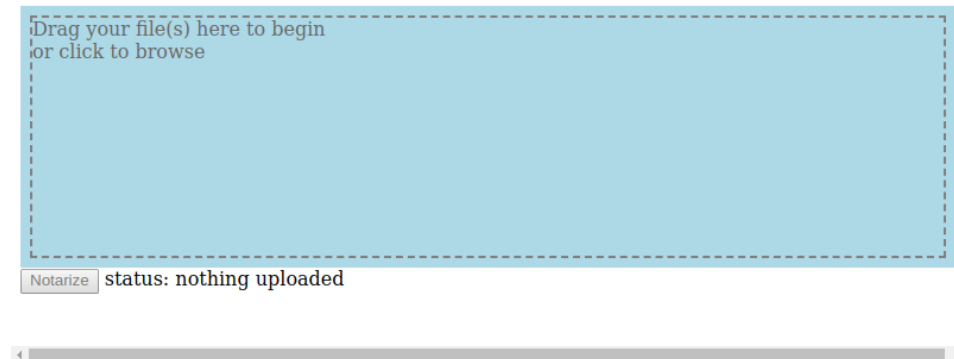
■ Installation

- yarn install
- ./node_modules/.bin/webpack-dev-server

■ Open Browser: <http://localhost:8080/>



Notarize PDF



```
draft@home: ~/git/VSS-web3js
File Edit View Search Terminal Help
draft@home:~/git/VSS-web3js$ ./node_modules/.bin/webpack-dev-server
i [wds]: Project is running at http://localhost:8080/
i [wds]: webpack output is served from /
i [wdm]: Hash: c4c7c0d3279286de6649
Version: webpack 4.7.0
Time: 1139ms
Built at: 2018-05-06 12:57:52
    Asset      Size  Chunks             Chunk Names
main.c4c7c0d3279286de6649.js  947 KiB          0  main
index.html    395 bytes          0
Entrypoint main = main.c4c7c0d3279286de6649.js
[./node_modules/ansi-html/index.js] 4.16 KiB {main} [built]
[./node_modules/loglevel/lib/loglevel.js] 7.68 KiB {main} [built]
[./node_modules/strip-ansi/index.js] 161 bytes {main} [built]
[./node_modules/url/url.js] 22.8 KiB {main} [built]
[./node_modules/vue/dist/vue.esm.js] 286 KiB {main} [built]
[./node_modules/webpack-dev-server/client/index.js?http://localhost:8080] (webpack)-dev-server/client?http://localhost:8080 7.75 KiB {main} [built]
[./node_modules/webpack-dev-server/client/overlay.js] (webpack)-dev-server/client/overlay.js 3.58 KiB {main} [built]
[./node_modules/webpack-dev-server/client/socket.js] (webpack)-dev-server/client/socket.js 1.05 KiB {main} [built]
[./node_modules/webpack/hot sync ^\\.\\.\\log$] (webpack)/hot sync nonrecursive ^\\.\\.\\log$ 170 bytes {main} [built]
[./node_modules/webpack/hot/emitter.js] (webpack)/hot/emitter.js 77 bytes {main} [built]
[./node_modules/webpack/hot/log.js] (webpack)/hot/log.js 1010 bytes {main} [optional] [built]
[./src/App.vue] 908 bytes {main} [built]
[./src/App.vue?vue&type=template&id=7ba5bd90] 194 bytes {main} [built]
[0] multi (webpack)-dev-server/client?http://localhost:8080 ./src 40 bytes {main} [built]
[./src/index.js] 129 bytes {main} [built]
+ 63 hidden modules
Child html-webpack-plugin for "index.html":
  1 asset
  Entrypoint undefined = index.html
  [./node_modules/html-webpack-plugin/lib/loader.js!./index.html] 527 bytes {0} [built]
  [./node_modules/lodash/lodash.js] 527 KiB {0} [built]
  [./node_modules/webpack/buildin/global.js] (webpack)/buildin/global.js 489 bytes {0} [built]
  [./node_modules/webpack/buildin/module.js] (webpack)/buildin/module.js 497 bytes {0} [built]
i [wdm]: Compiled successfully.
```

Questions?



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