

Non Custodial Sidechains for Bitcoin utilizing Plasma Cash and Covenants

(research in progress)



Scalingbitcoin

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Slides available: gakonst.com/scalingbitcoin2019.pdf

Related Work

[Plasma: Autonomous Scalable Smart Contracts](#), Poon, Buterin

[Plasma Ethresearch](#), too many contributors

[NOCUST – A Securely Scalable Commit-Chain](#), Khalil, Gervais, Felley

[CoinCovenants using SCIP signatures, an amusingly bad idea](#), Maxwell

[Preventing Consensus Fraud with Commitments and Single-Use-Seals](#), Todd

[Minimal Viable Merged Consensus](#), Adler

...

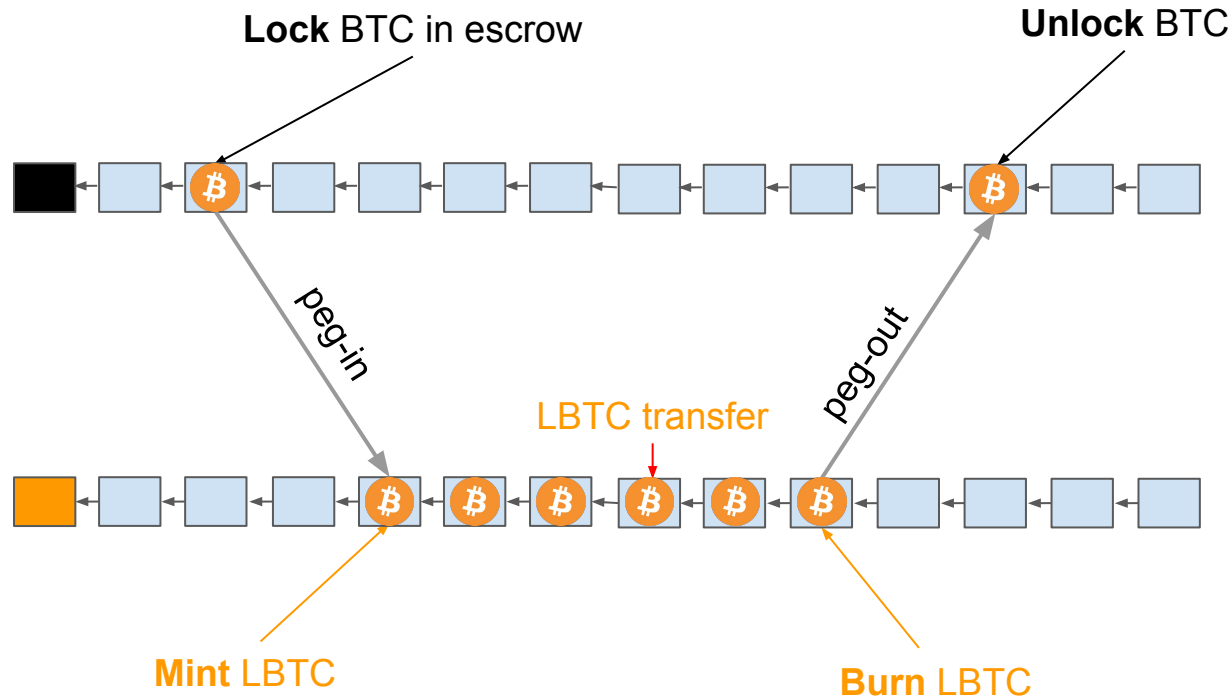
How do we scale?

1. Increase semantic density of transactions

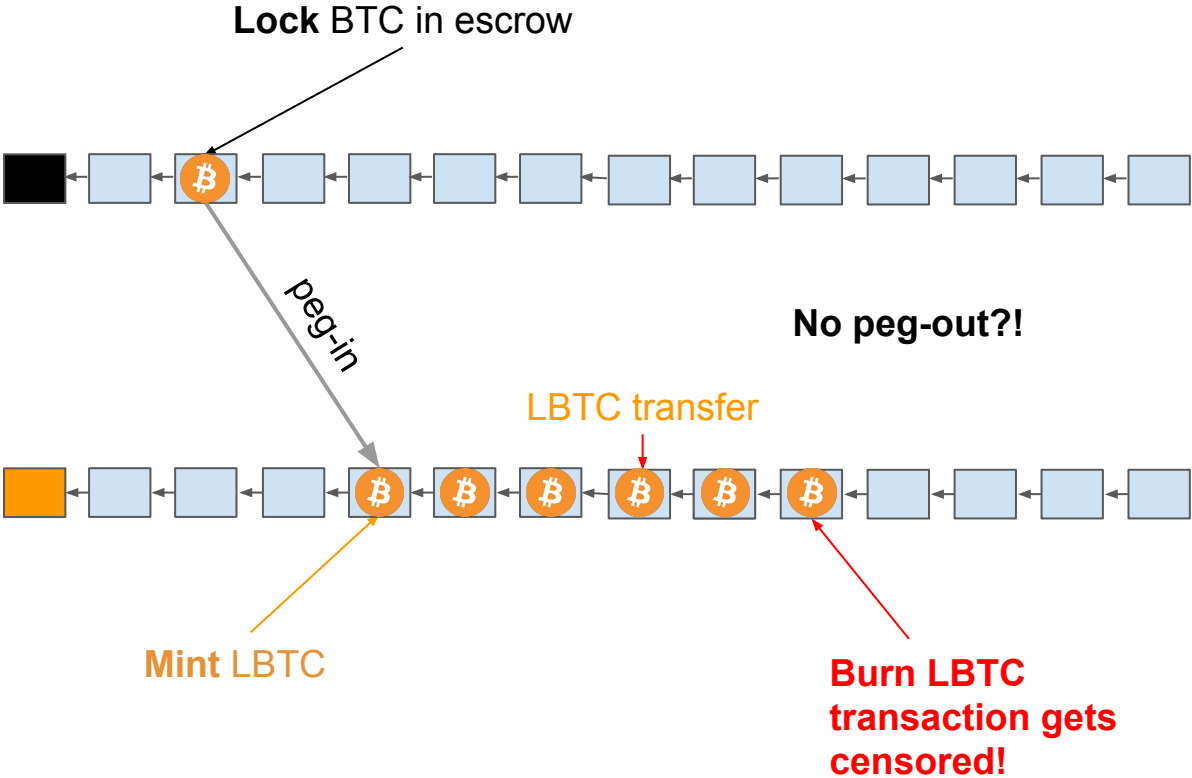
(Segwit / MAST / Schnorr / Taproot / ... / **Layer 2**)

~~2. Bigger blocks~~

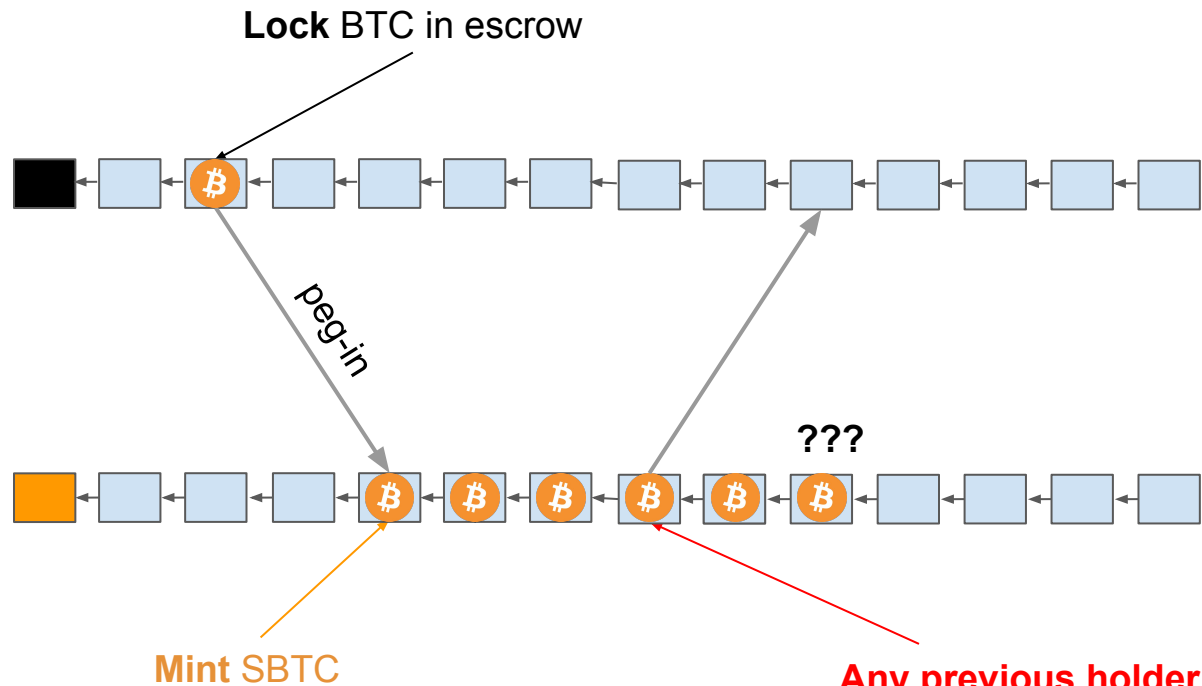
Sidechains considered harmful



Sidechains considered harmful



Statechains considered harmful



“Statechain entity”

Plasma Cash Tradeoffs

1. Operator cannot steal
2. “Finalize” arbitrary number of txs in one on-chain transaction
3. No overcollateralization requirements
4. No need to sign to receive a payment
5. Can receive funds without on-chain transaction (no notion of inbound liquidity)

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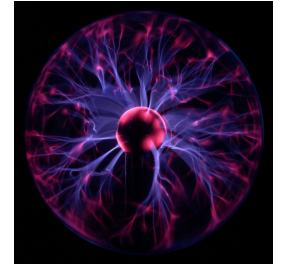
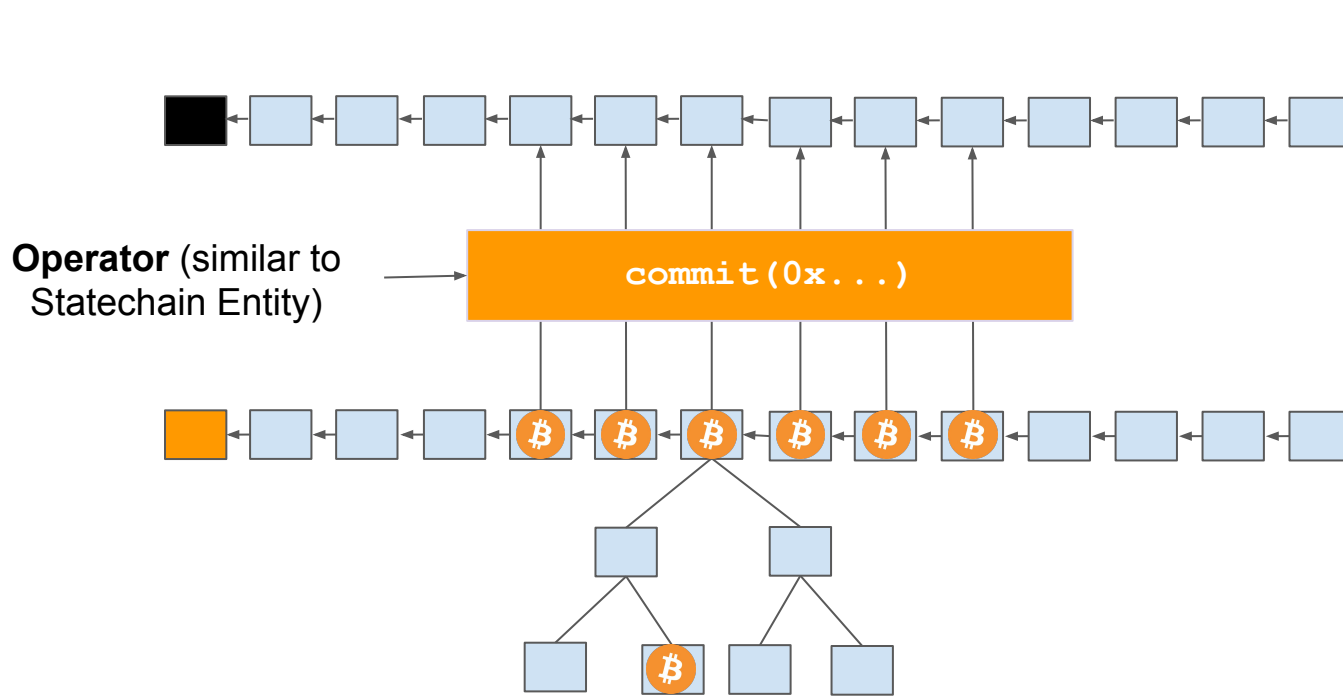
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1. Fixed denomination transfers
 2. Safe only under liveness assumption ($O(1)$ stale state fraud proof)
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Plasma Cash Tradeoffs

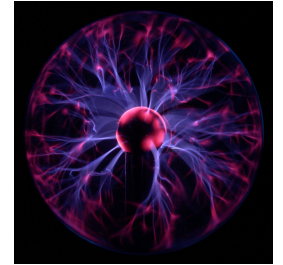
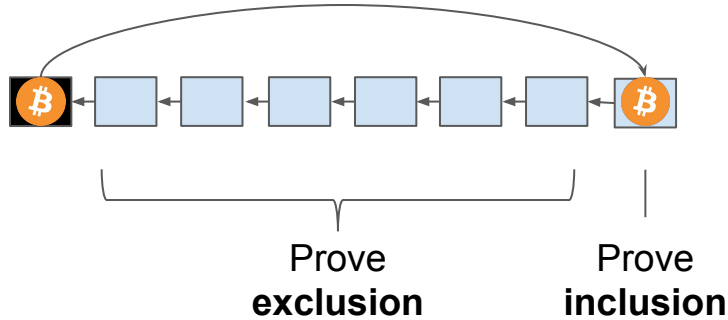
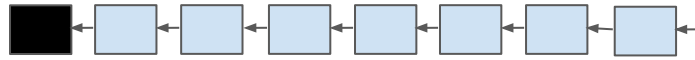
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1. Fixed denomination transfers
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“Operator” commits* each block root to “parent chain”

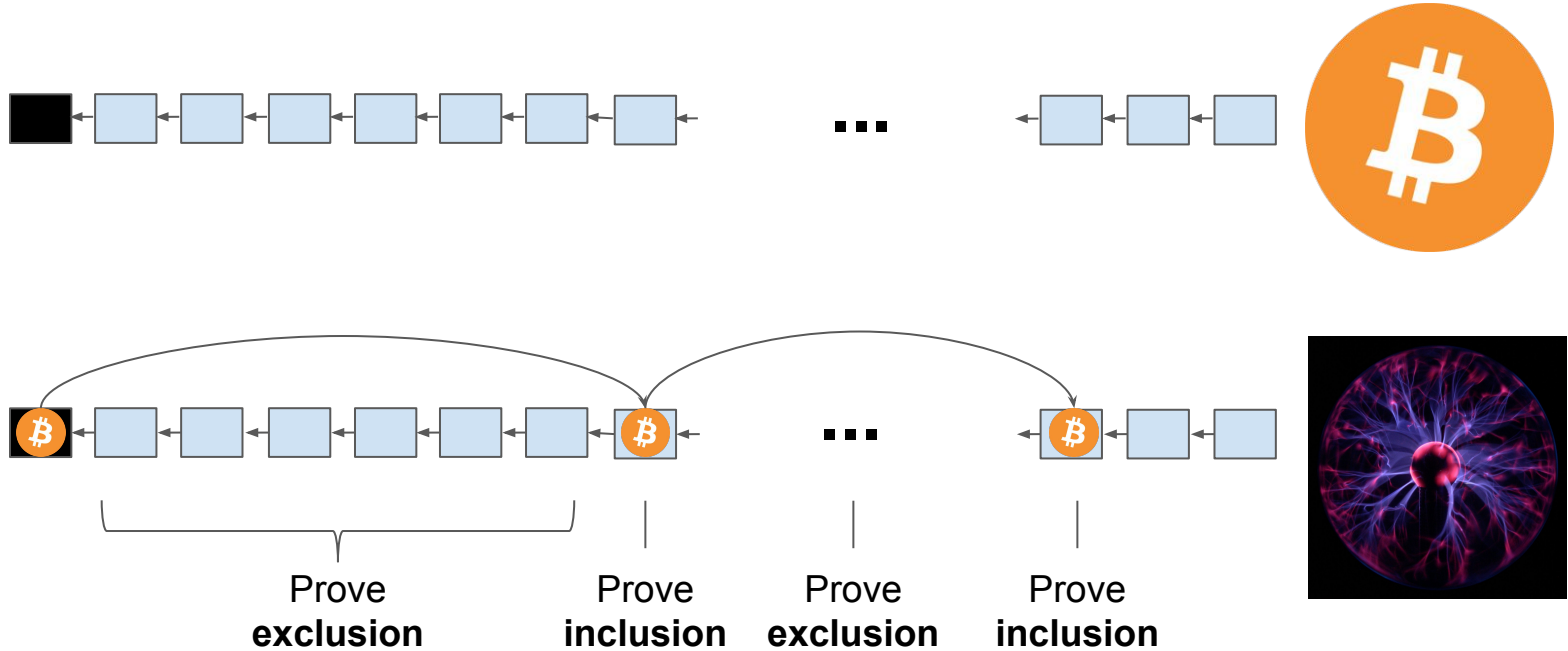


**uses accumulator that supports non-membership proofs e.g. ordered merkle tree*

Users prove coin history per transfer (off-chain)

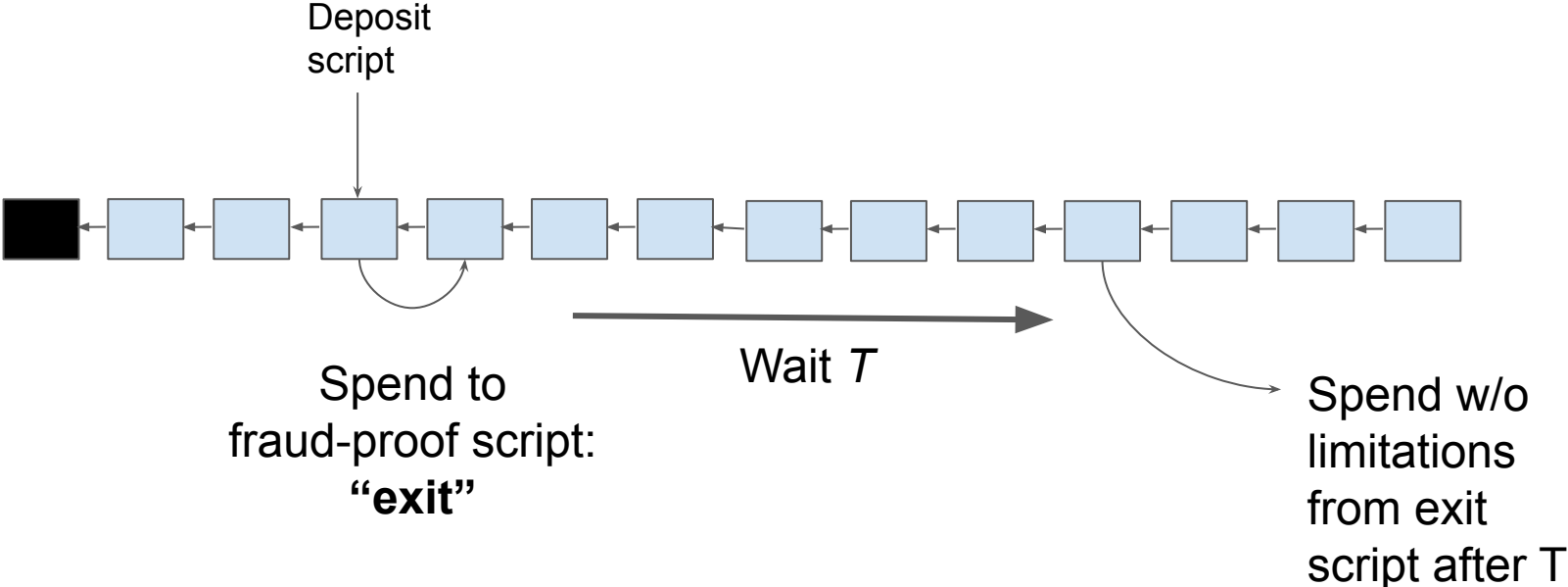


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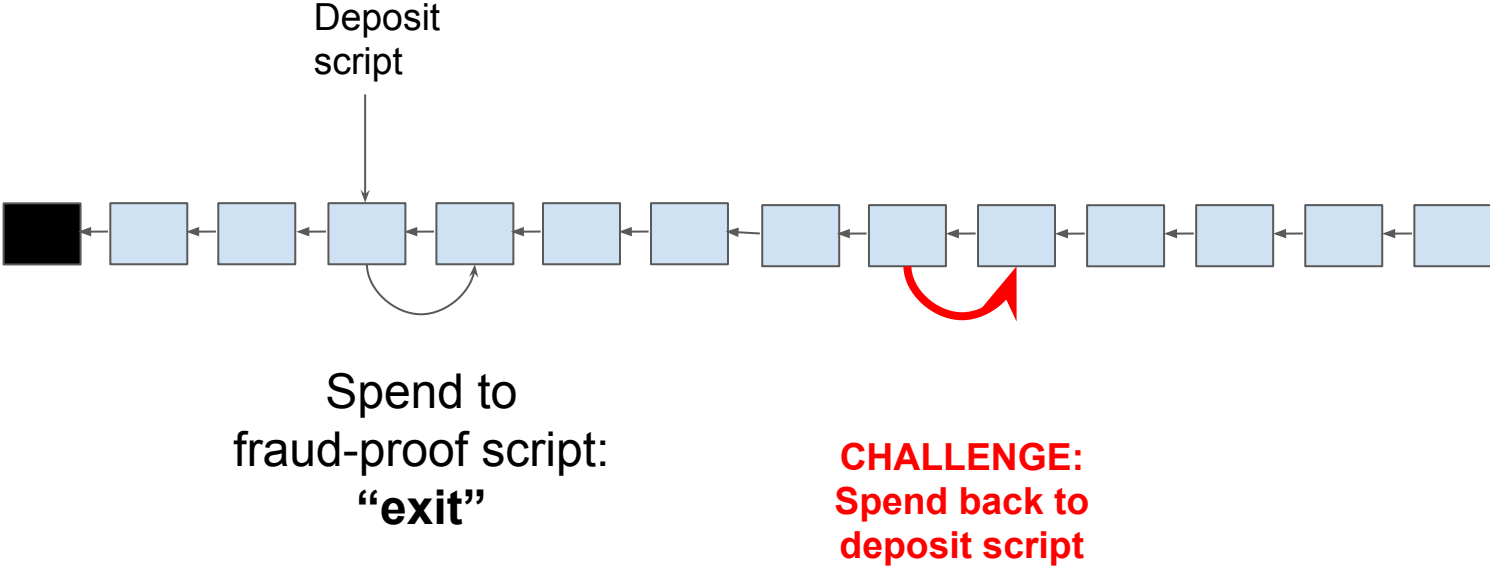


Coin history grows linearly with number of blocks
TXO Commitments? RSA Accumulators?

Exit Game: Delayed Withdrawals



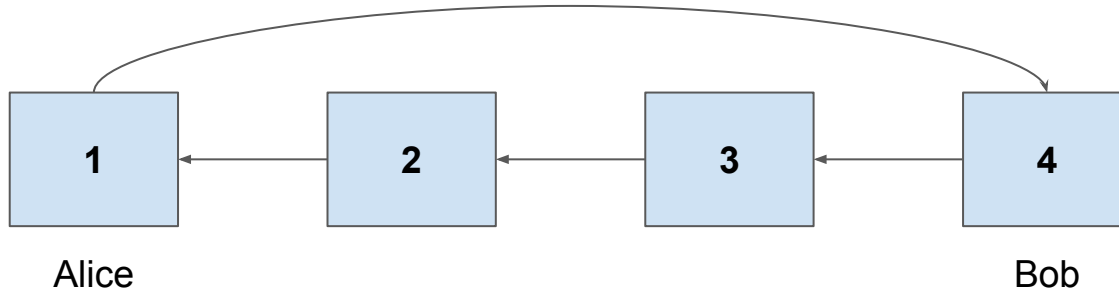
Exit Game: Delayed Withdrawals



Transaction Format: 1 input 1 output UTXO

(UTXO_ID, PARENT_BLOCK, NEW_OWNER, PREV_OWNER_SIG)
(0x123, 1, Bob, Alice_sig)

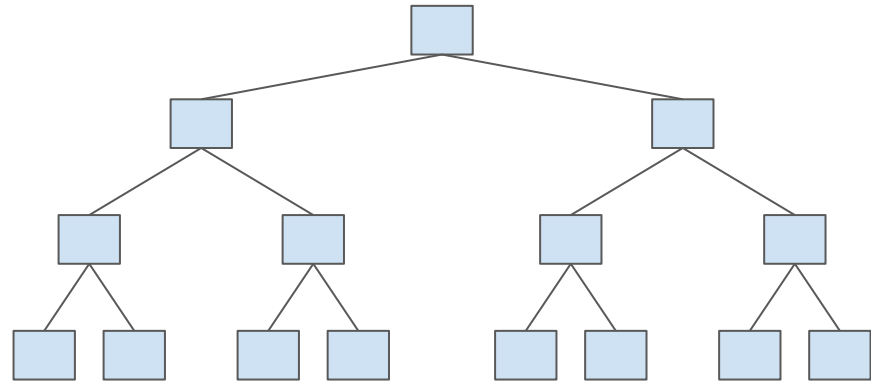
UTXO ID: 0x123



Merkle Tree: TxHash at each UTXO_ID index

Current Block: 2

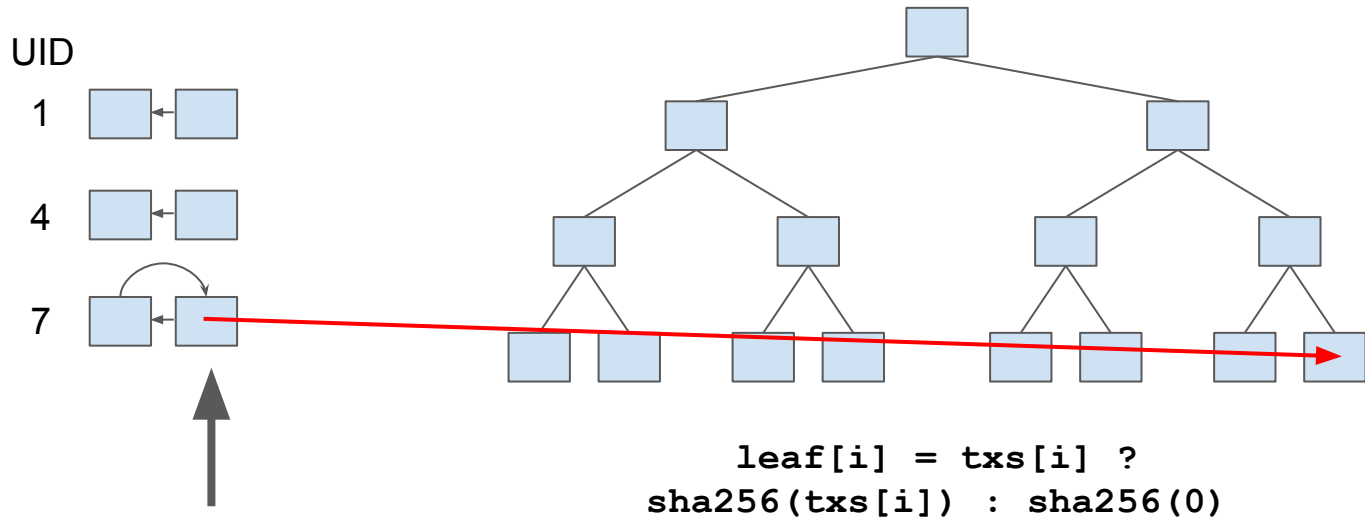
UID



leaf[i] = txs[i] ?
sha256(txs[i]) : sha256(0)

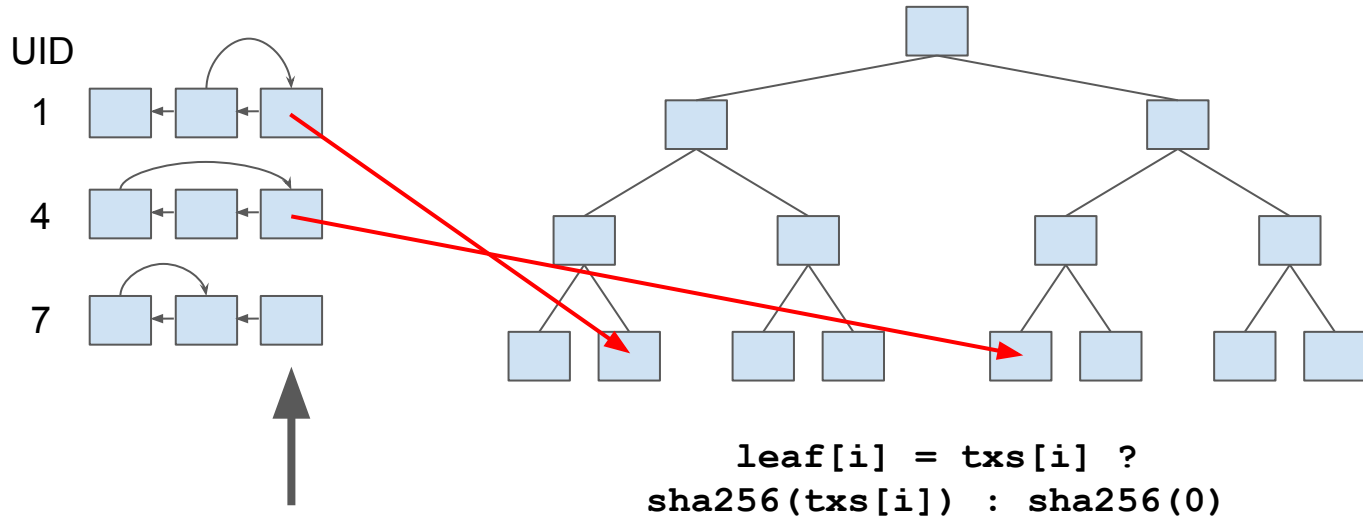
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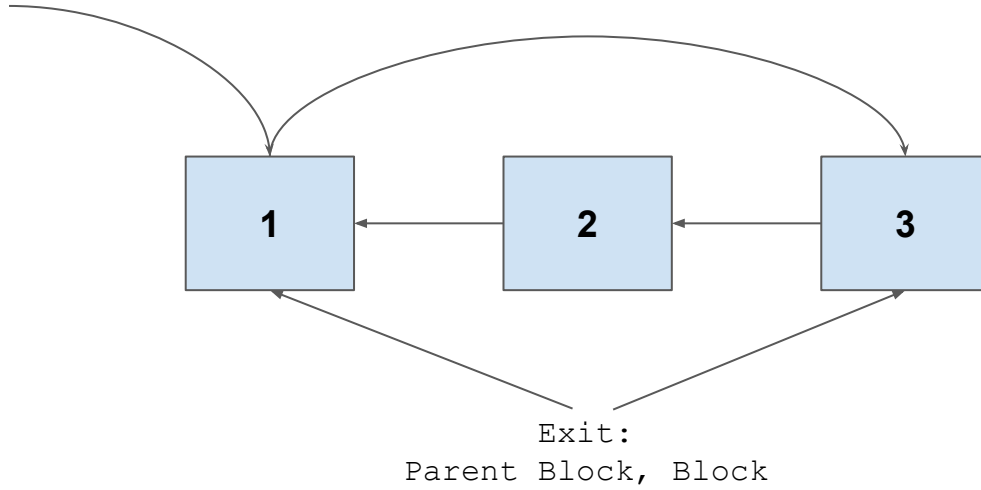


Merkle Tree: TxHash at each UTXO_ID index

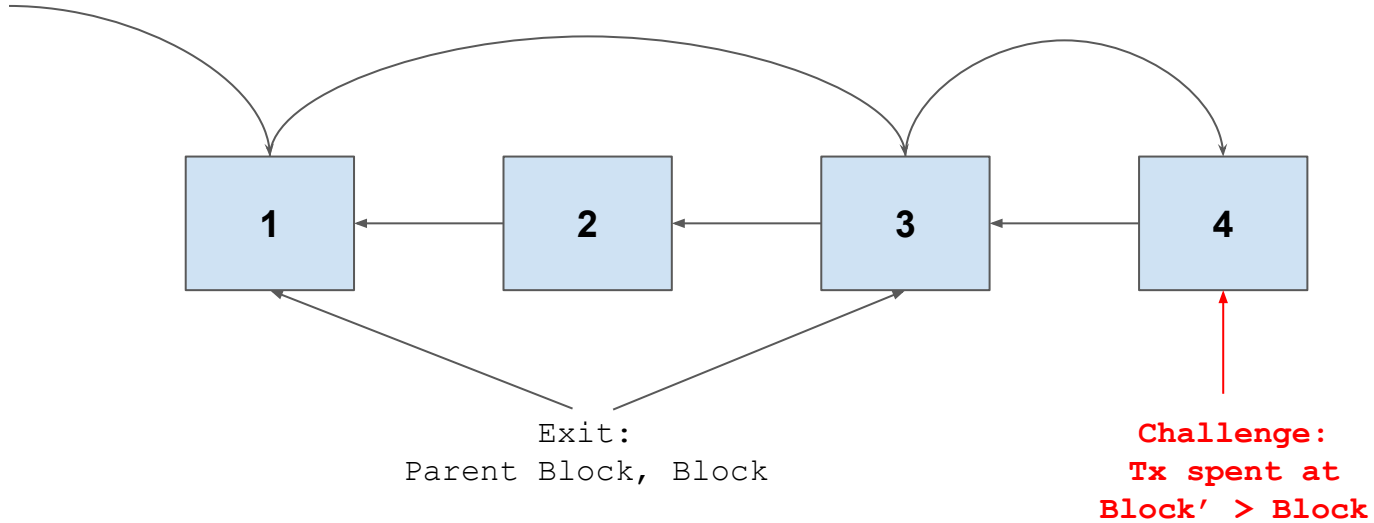
Current Block: 3



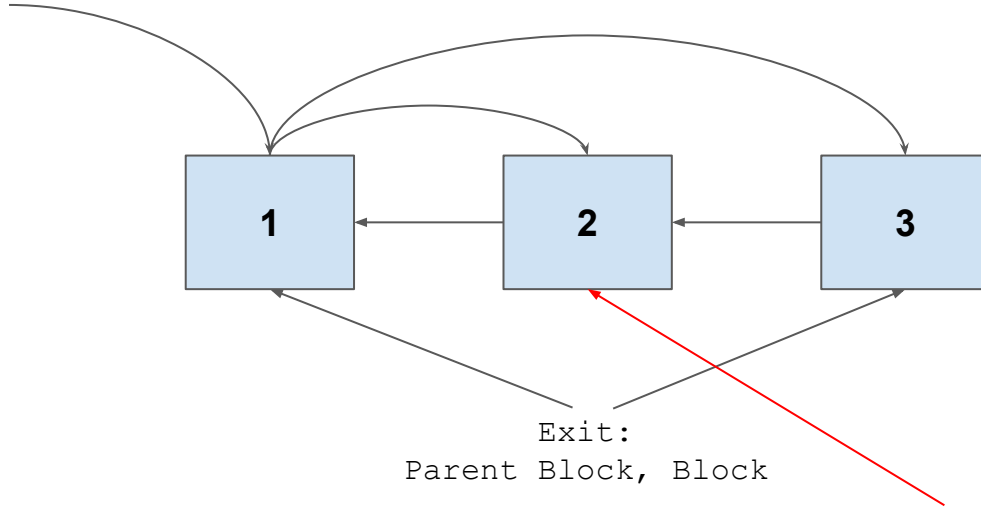
Exit



“Exit Spent Coin”

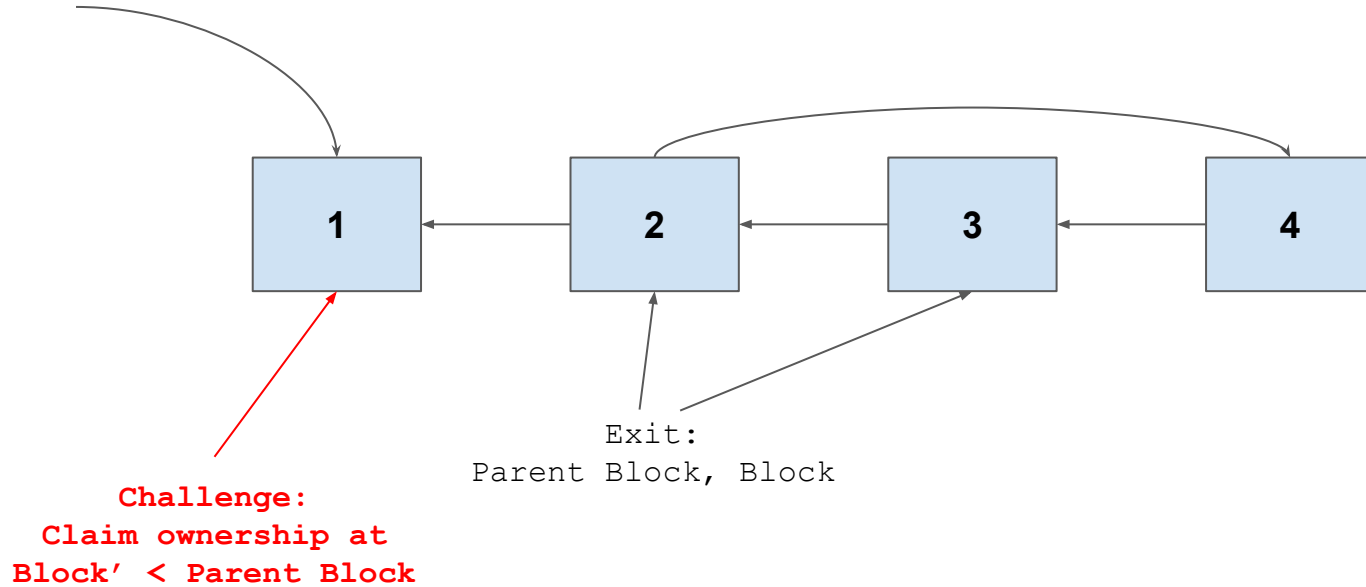


“Exit Double Spend”

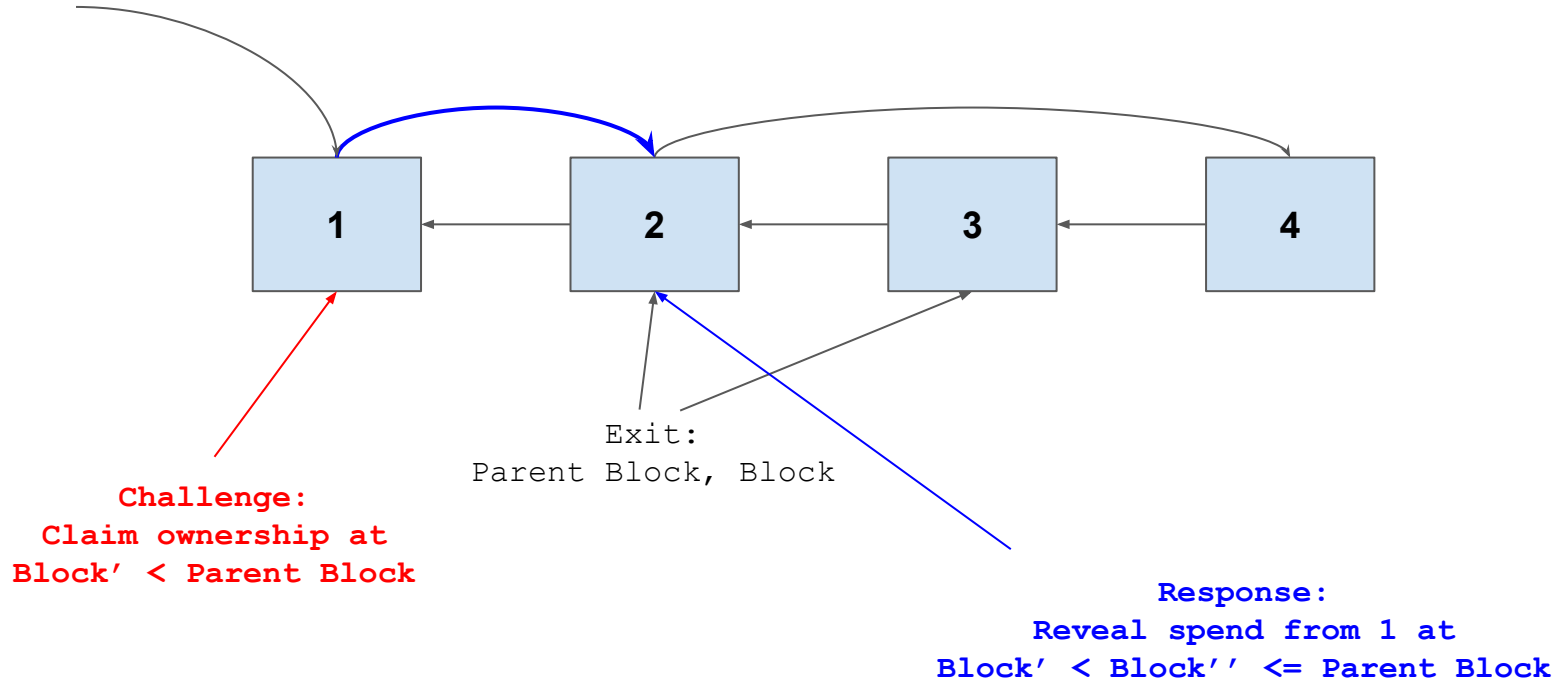


Challenge:
Parent Tx spent at
Parent Block < Block' < Block

“Invalid History Challenge”



Response to Invalid History Challenge



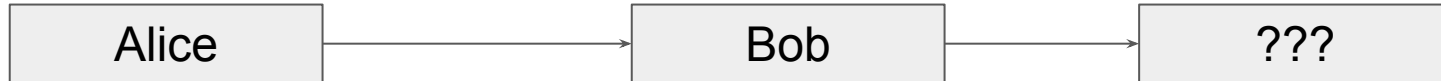
Background literature on covenants

What is a covenant?

Restriction on the outputs spending a UTXO.

O'Connor @ Bitcoin Workshop 2017:

- Digital signatures: **WHO** can spend Bitcoin
- Timelocks: **WHEN** Bitcoin can be spent

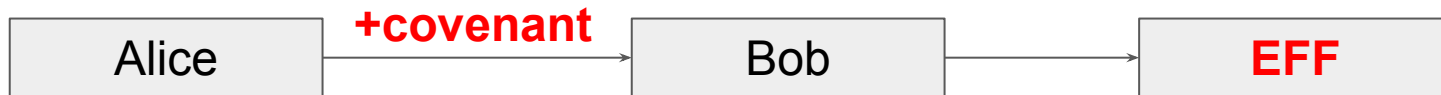


What is a covenant?

Restriction on the outputs spending a UTXO.

O'Connor @ Bitcoin Workshop 2017:

- Digital signatures: **WHO** can spend Bitcoin
- Timelocks: **WHEN** Bitcoin can be spent
- Covenants: **HOW** and **WHERE** Bitcoin can be spent



Use Cases

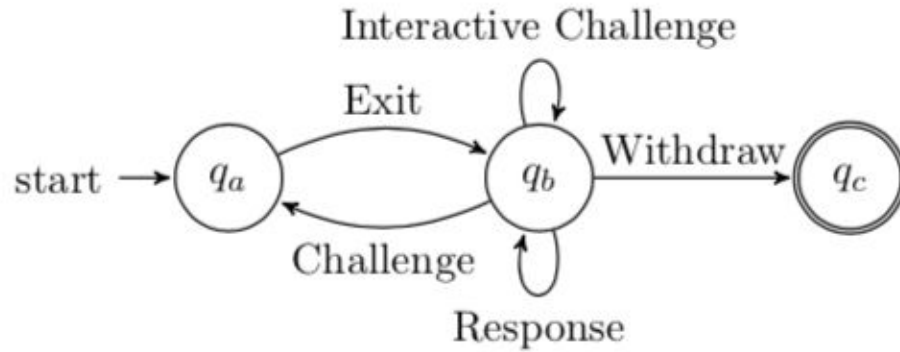
- Vaults
- Paralysis Proofs
- Colored Coins (non-fungible tokens)
- Congestion Control
- **Fraud proofs → Sidechains with trust-minimized reverse peg**
- ...more in the [mailing list](#)

Covenant Designs

- OP_CHECKOUTPUT (MES'16)
- OP_CAT + OP_CHECKSIGFROMSTACK (O'Connor, Piekarska '17)
- OP_CHECKOUTPUTHASHVERIFY / OP_SECURETHEBAG (Rubin '19)
- OP_PUSHTXDATA (Lau '17)
- Presigned Transactions (..? [mailing list spec](#))

Implementing Plasma Cash on Bitcoin

UTXO State Machine



Merkle Proof Verification

`VerifyIncluded(UTXO_ID, ROOT, TX_HASH, PROOF) :`

`ROOT`

`TX_HASH`

`PROOF`

`UTXO_ID`

`MERKLEBRANCHVERIFY`

Verify block root was signed by Operator

VerifySignedByOperator (BLOCK_NUM, ROOT, SIG) :

BLOCK_NUM

ROOT

CAT

SIG

<OPERATOR_ADDRESS>

CHECKSIGFROMSTACKVERIFY

Verify transaction was signed by previous owner

VerifyTxSigned(TX)

UTXO_ID

PARENT_BLOCK_NUM

NEW_OWNER

CAT CAT SHA256

SIG

<PREV_OWNER_PUBKEY>

CHECKSIGFROMSTACKVERIFY

Enforce UTXO is spent to next state

`EnforceSpentTo (ARGS, NEXT_STATE_PATTERN) :`

`ARGS`

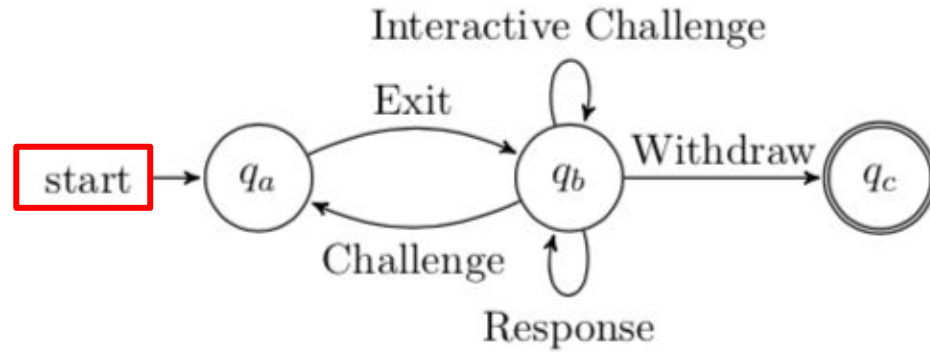
`NEXT_STATE_PATTERN`

`CHECKOUTPUTVERIFY`

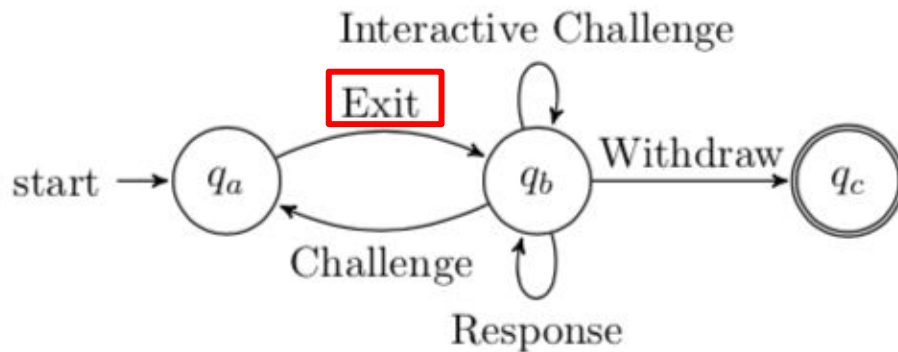
(use PICK to dynamically construct the covenant with scriptSig args)

Deposit = Spend to covenant

Spend to EnforceSpentTo (EXIT)



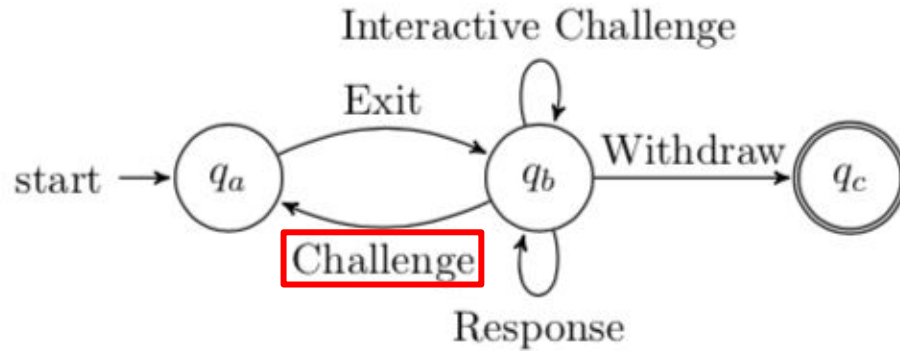
Exit = Spend from Deposit to Exit Script



Spend to

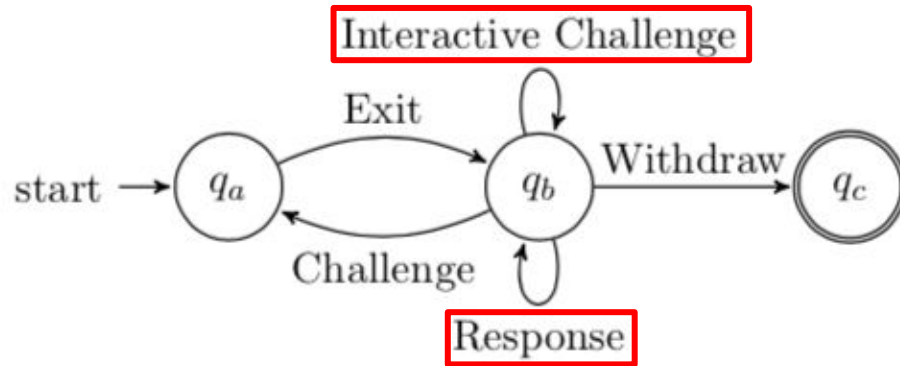
EXIT (parentIncludedTx, includedTx)

Challenge Spent Coin / Double Spend = Spend back to Deposit



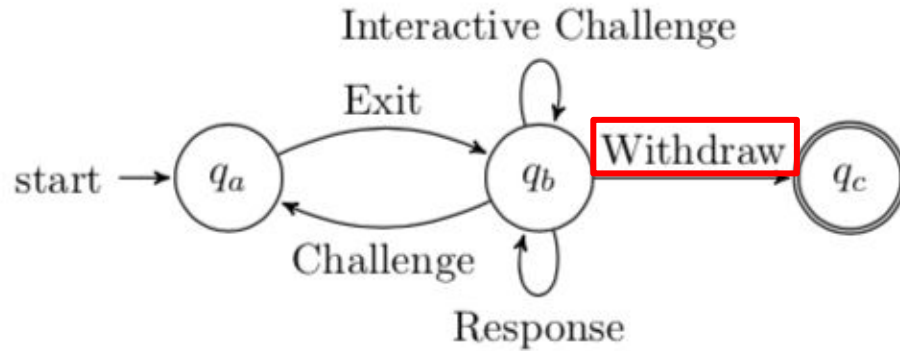
Spend to DEPOSIT, show includedTx according to exit game

Challenge Invalid History = Increment Counter, Response = Decrement Counter



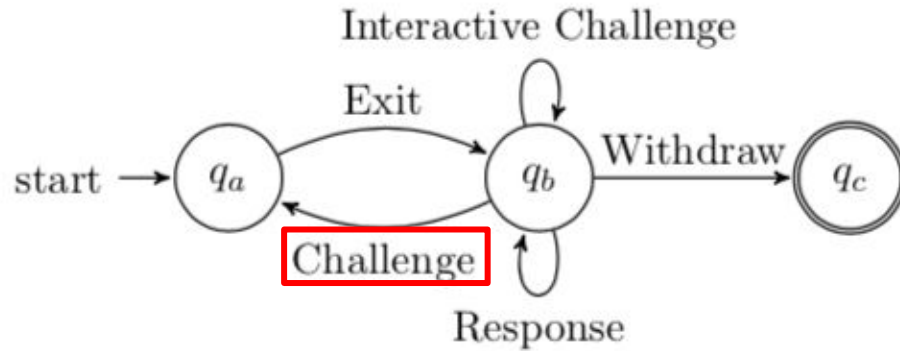
Spend to EXIT' , show includedTx according to exit game. New EXIT state = previous state with 1 extra IF condition for the Response.

Withdraw = Spend anywhere after T if counter = 0



CSV 1000 BENEFICIARY_ADDRESS CHECKSIG

**Finalize Challenge = Spend to Deposit after T if
counter > 0**



Summary

- Off-chain fixed-denomination payments
 - Safe under liveness assumption
 - “Compression” mechanism (more txs settle per block)
 - No on-chain transaction to join
 - Can receive payments when keys are cold
 - Capital efficient
 - Implementation WIP (done on Ethereum since last year)
- Complex & secure scripts are hard

Thank you for your attention

Q & A ?

[@gakonst](#) / me@gakonst.com

gakonst.com/scalingbitcoin2019.pdf

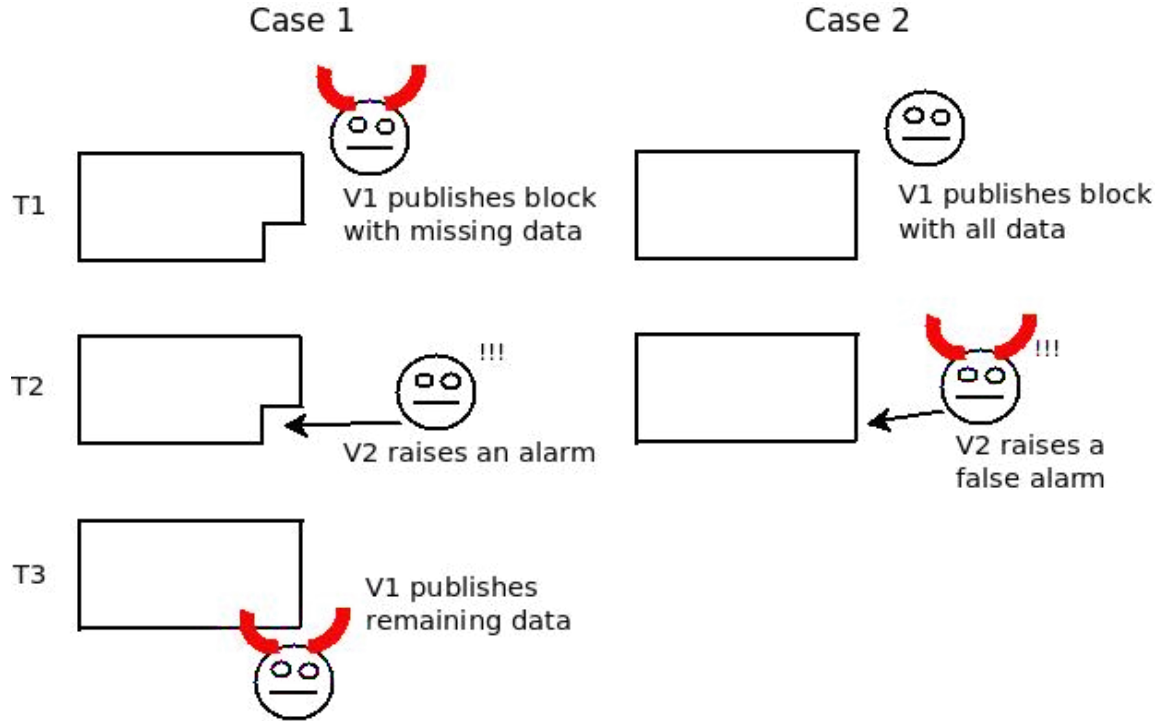
gakonst.com/plasmacash.pdf

Appendix

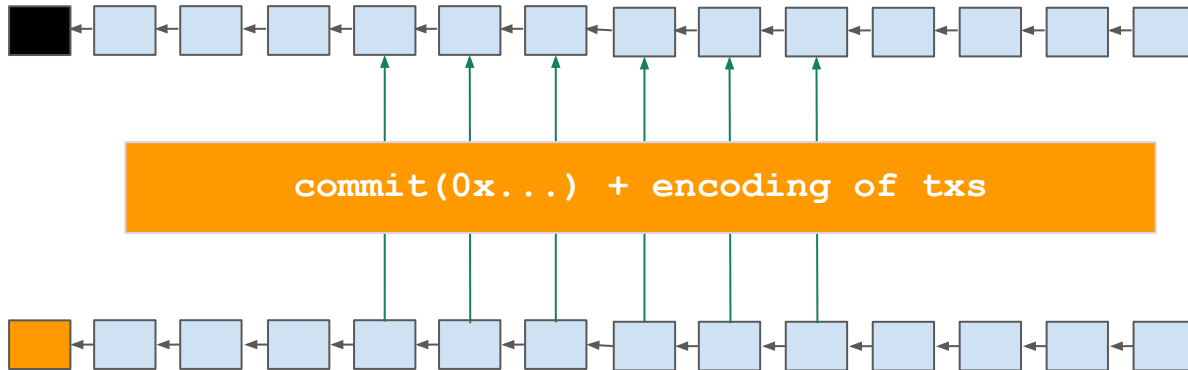
More general State Transitions?

Data unavailability breaks safety...

NOCUST - Data unavailability challenge



“Optimistic Rollup” - Put all the data on-chain



Use the Layer 1 as a data availability and dispute layer. Do not perform any computations on the txs themselves.

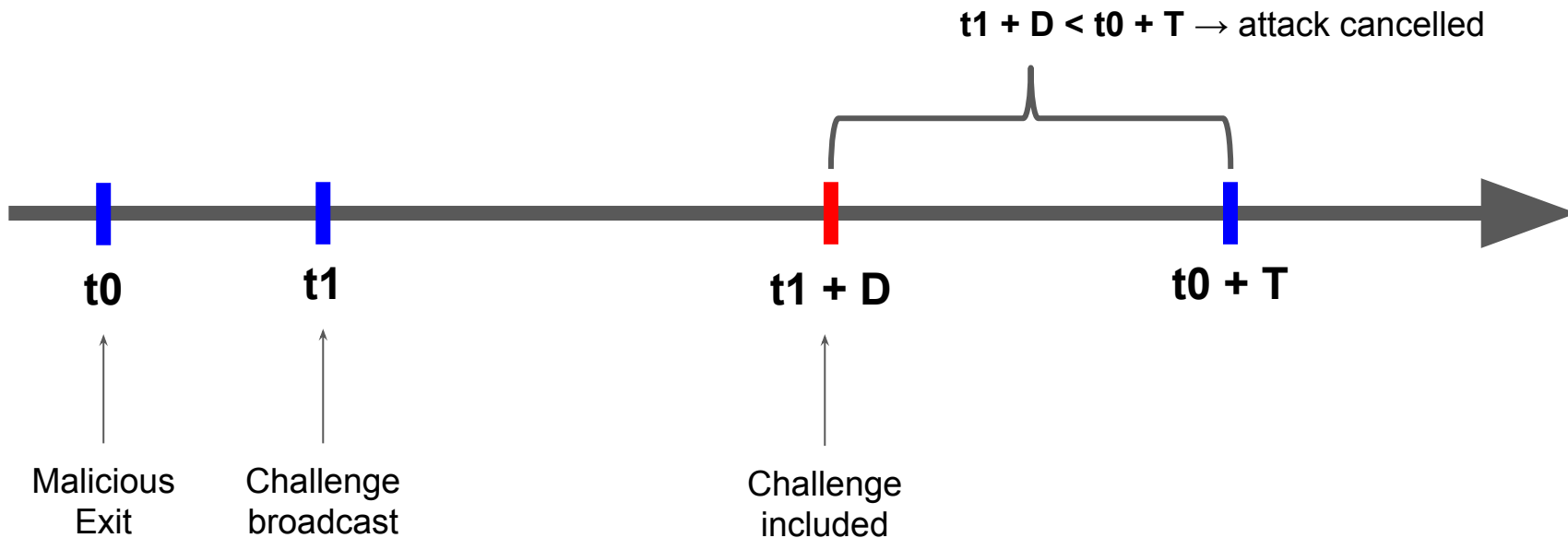
Security & Incentive Compatibility of Layer 2 games requirements*:

- **liveness (somebody must challenge)**
- **expected reward of attacker ≤ 0**

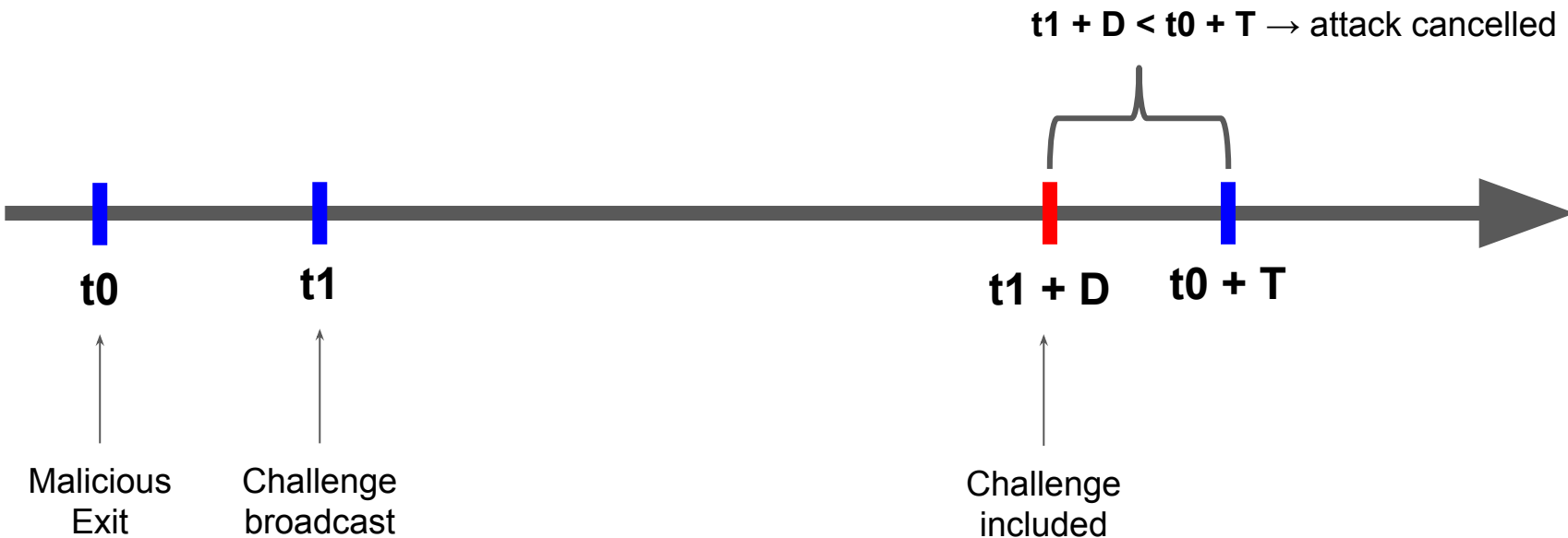
*L2 games are implemented as deferred optimists:

<https://medium.com/@decanus/optimistic-contracts-fb75efa7ca84>

Secure iff challenge included before $t_0 + T$



Secure iff challenge included before $t_0 + T$



Insecure iff no challenge included before $t_0 + T$

$t_1 + D > t_0 + T \rightarrow$ attack **succeeds**



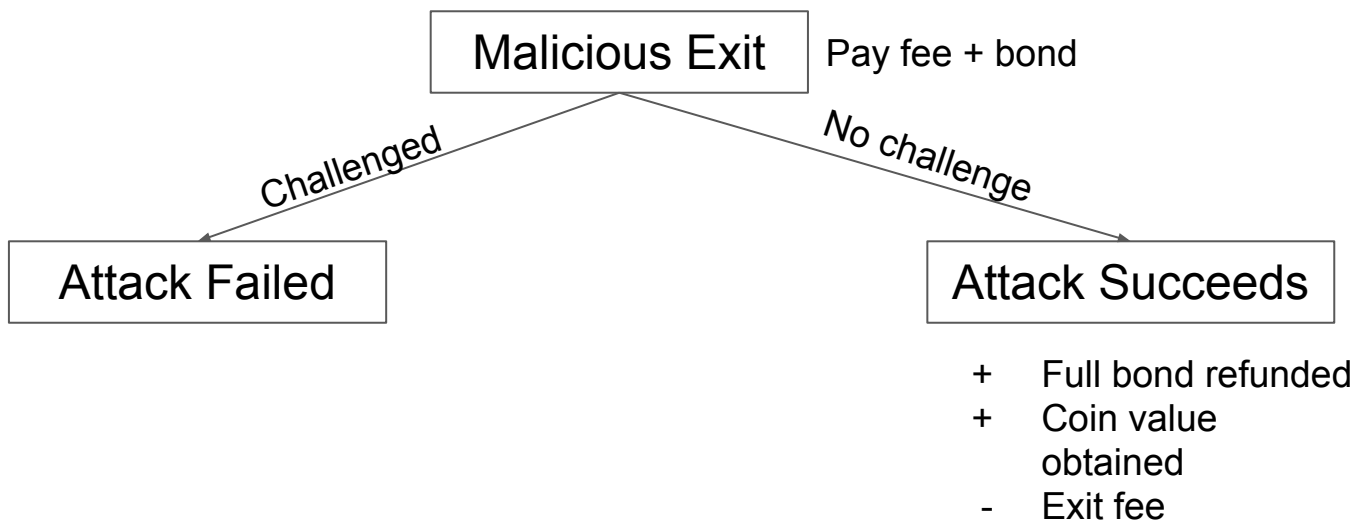
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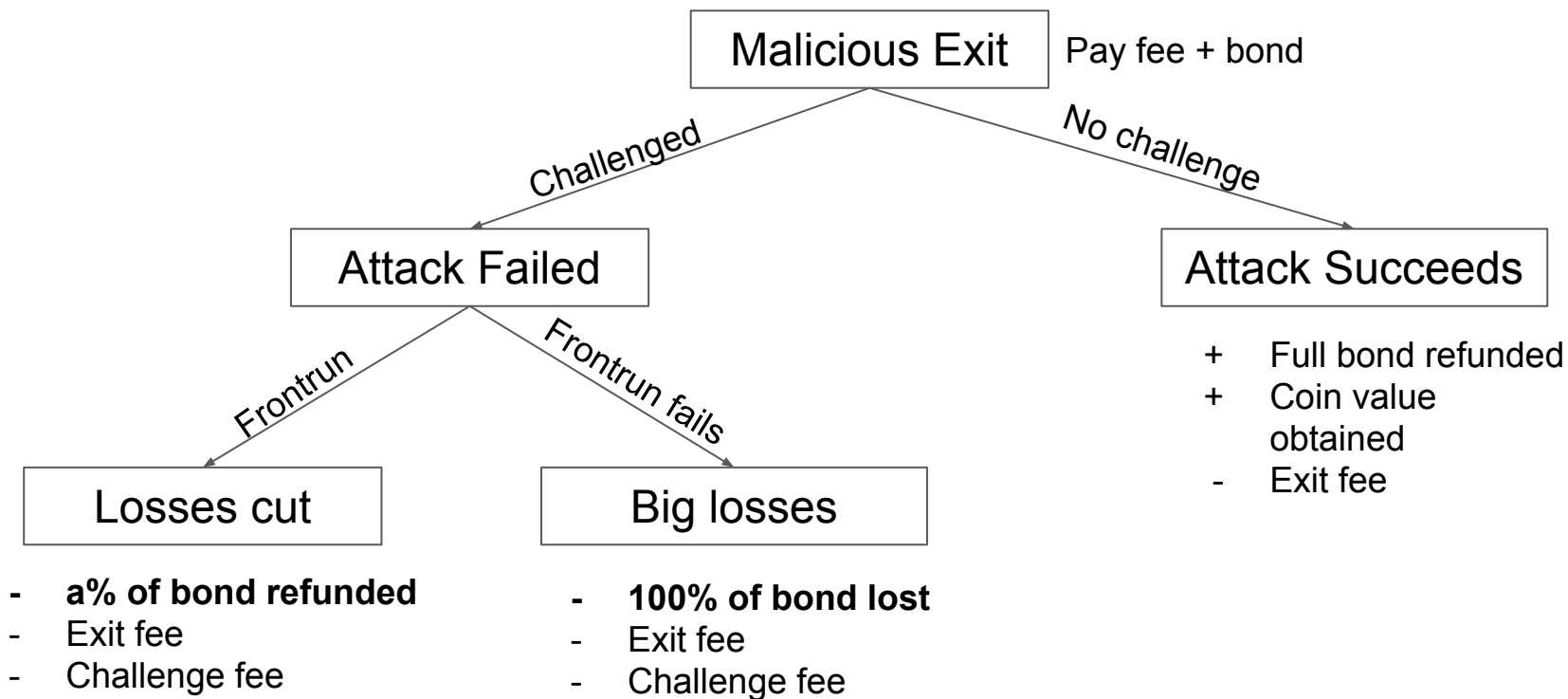


Safety condition: $D \leq T + t_0 - t_1$ ← Liveness of observers

Attacker Decision Flow



Attacker Decision Flow



Incentive Compatibility of the Exit Game

$$E(R) = P(\overline{C})v \leq 0$$



No challenges = success:

- ↑ onchain congestion / censorship
- ↑ block withholding
- ↓ liveness of participants
- ↓ **challenge period T**



Large T = Secure but bad UX!

Incentive Compatibility of the Exit Game

$$E(R) = P(\bar{C})v - \underbrace{[gas + P(C) * bond]}_{\text{cost to attack}} \leq 0$$



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- Tx fees (constant)
- **Fidelity Bond**
(goes to challenger)

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Frontrunning removes bond
from cost if successful

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Burn part of the bond.

**Plasma Cash → Fixed-denomination.
Arbitrary denomination payments?**

Plasma Cash + Channels = Plasma Debit

- Each coin is a channel with the operator

Example:

A has a 5/5 coin. B has a 0/5 coin. A can pay B by atomically decreasing her coin by 1 and increasing B's coin by 1. Capped liquidity. Also receiver needs to sign the state update.

Plasma Cash + Fragmentation = Plasma Cashflow



1 Euro

Plasma Cash + Fragmentation = Plasma Cashflow

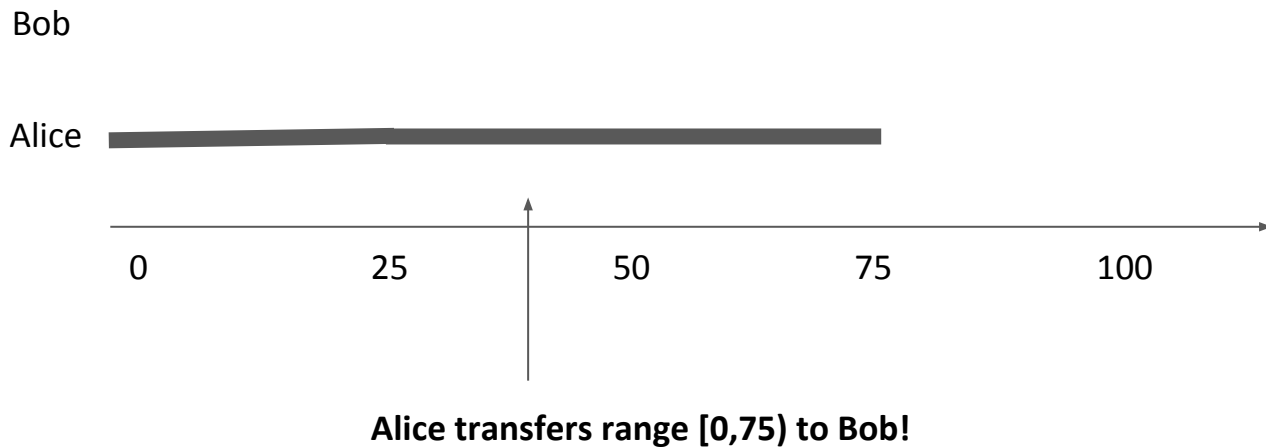


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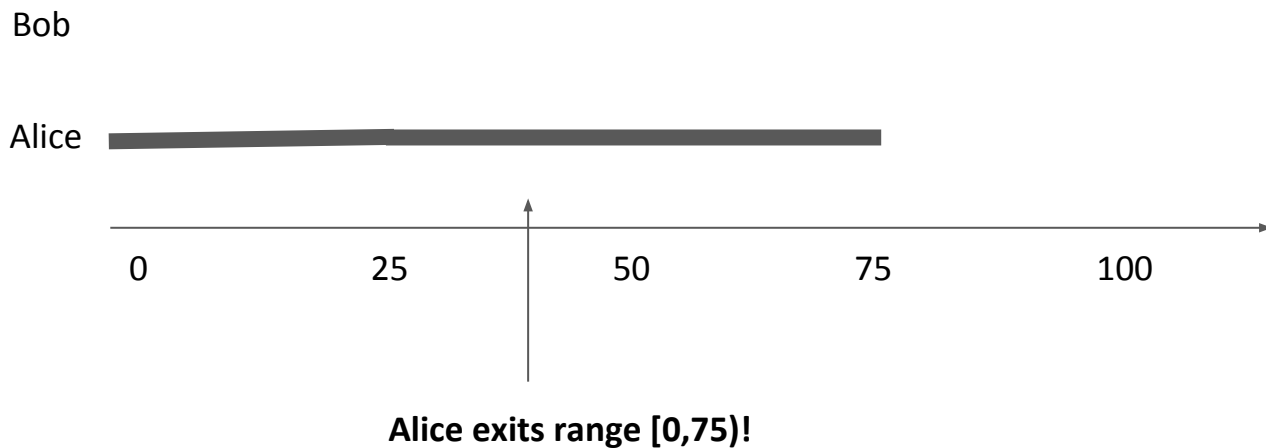


range of 10 x 10 cent fragments

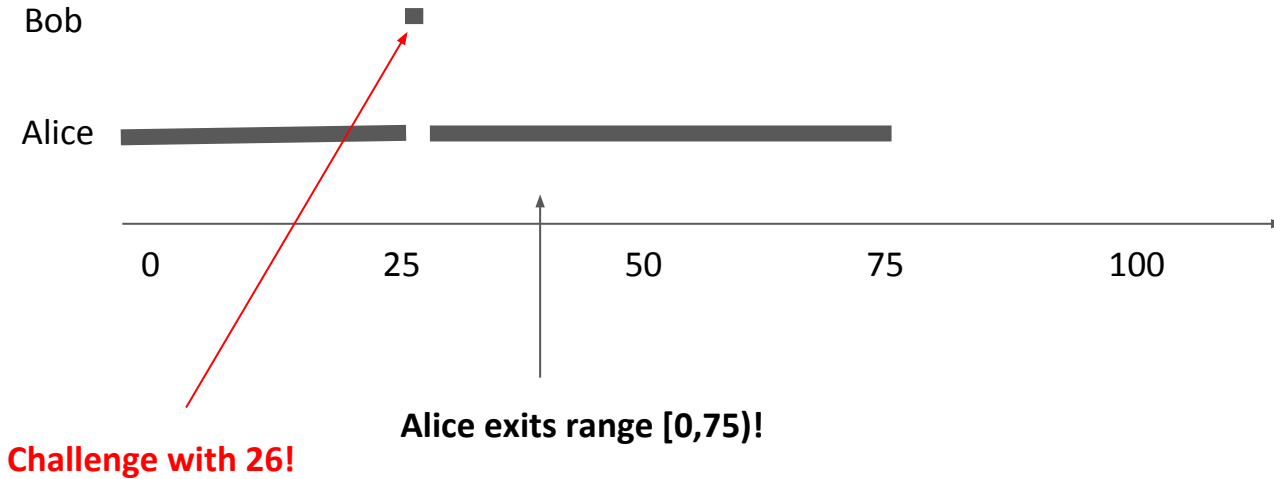
A non-interrupted range can be transferred in 1 tx



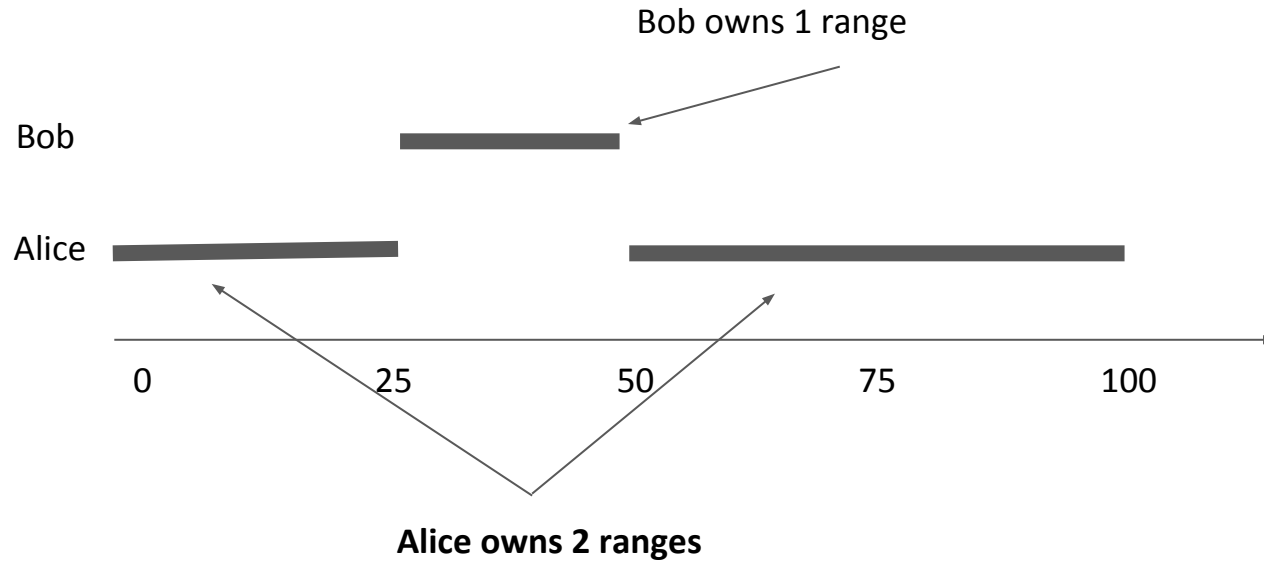
A non-interrupted range can be exited in 1 tx



Any 1 coin inside the range is a valid challenge!



Defragmentation of ranges



Defragmentation of ranges

