

# Game Theoretic Challenges in Distributed Trust

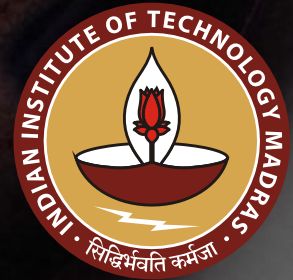
John Augustine

"ReLaX" Workshop on Games

Chennai Mathematical Institute, February 1 - February 4, 2021



Cryptography, Cybersecurity and Distributed trust



Do I need a Blockchain?

No.



“

I think there's a world market for maybe five  
computers

”

(Allegedly by) Thomas Watson, Chairman & CEO of IBM

Circa 1943

Do I need a Blockchain?

~~No.~~

Don't know, but  
a shame if we  
ignore it!



# Overview

01

BLOCKCHAIN  
AND  
DISTRIBUTED  
TRUST

02

THE MINING  
GAME



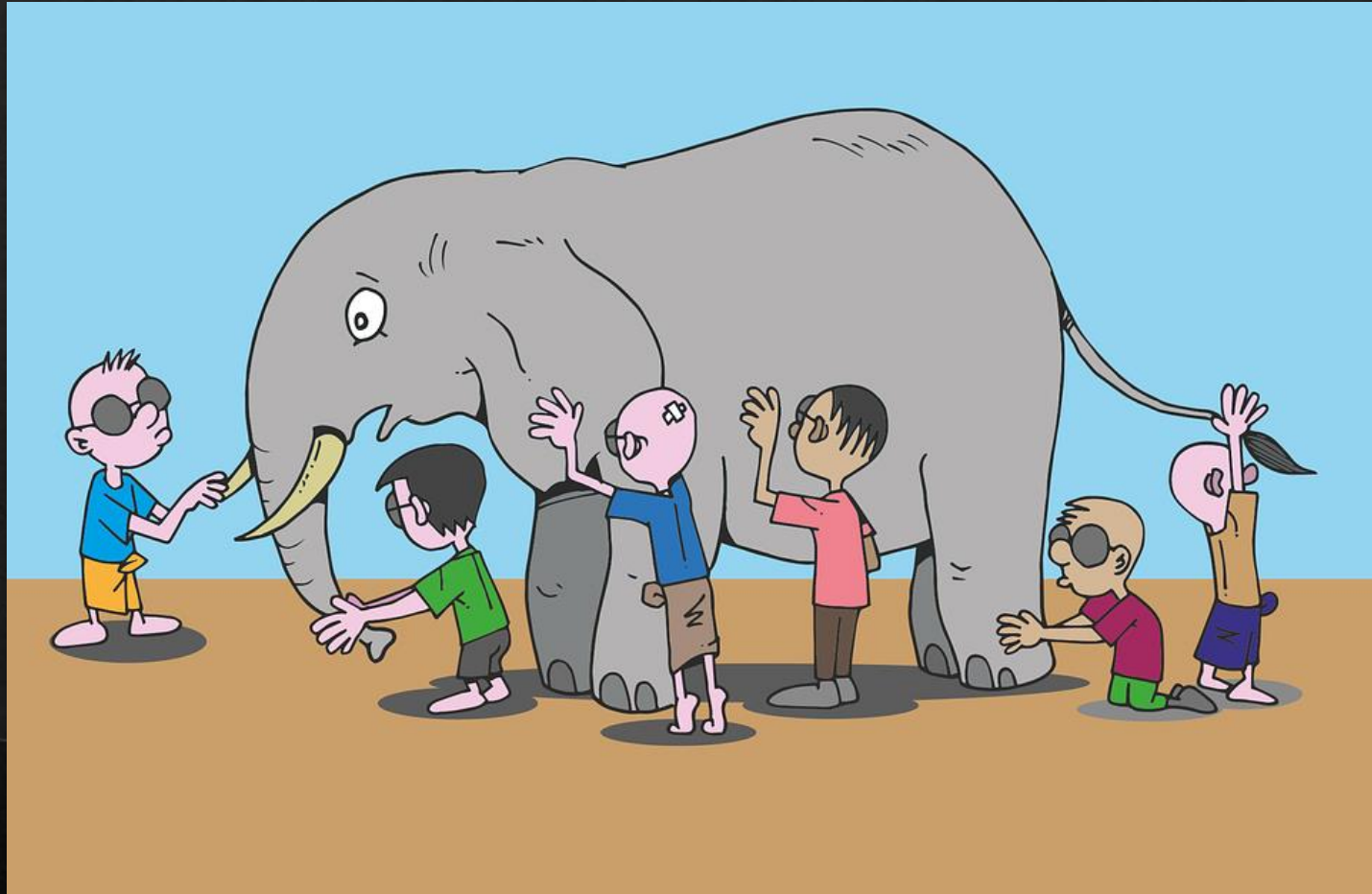
03

THE POOL  
GAME

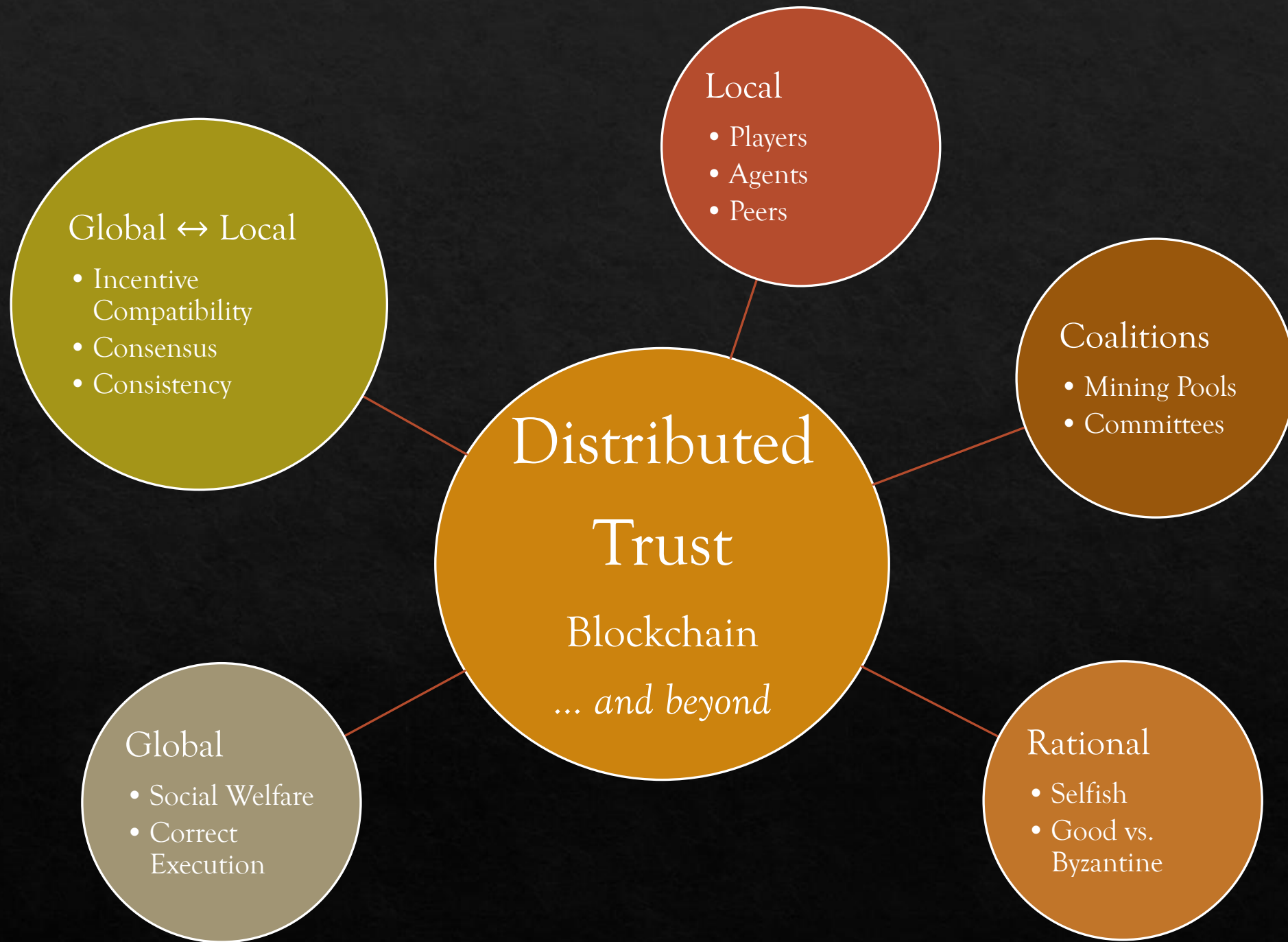


04

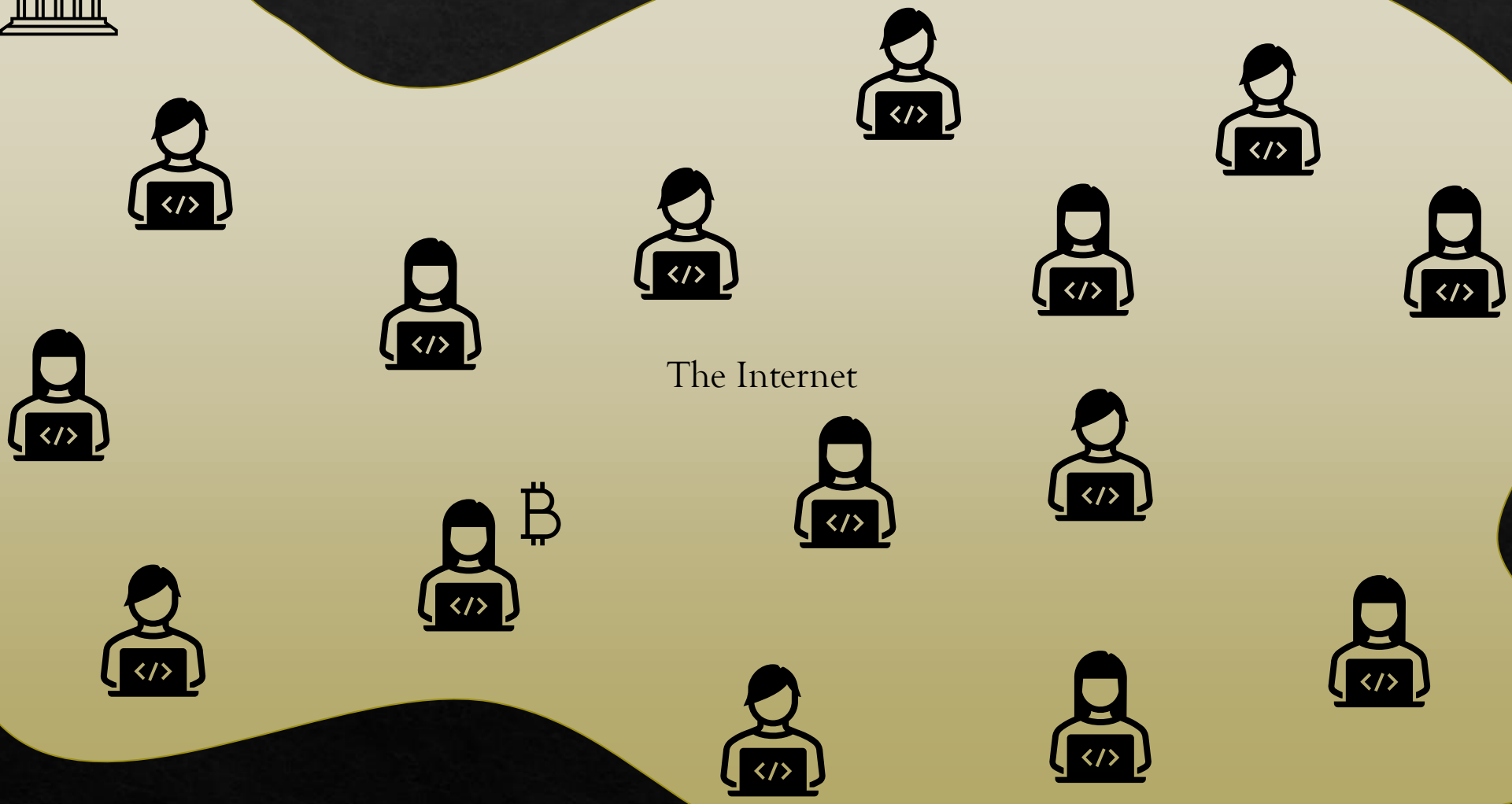
SOME  
GENERAL  
THOUGHTS



The Elephant and the Blindfolded Children



# Transacting Peers

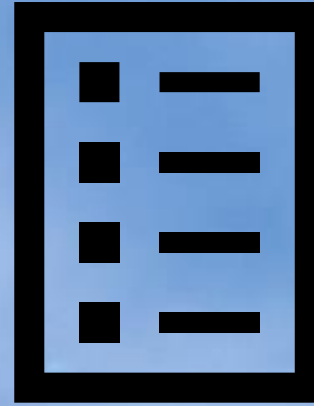




A Ledger of  
Transactions

No central  
Authority

Anonymity &  
Confidentiality



Consistent  
Everybody sees the same

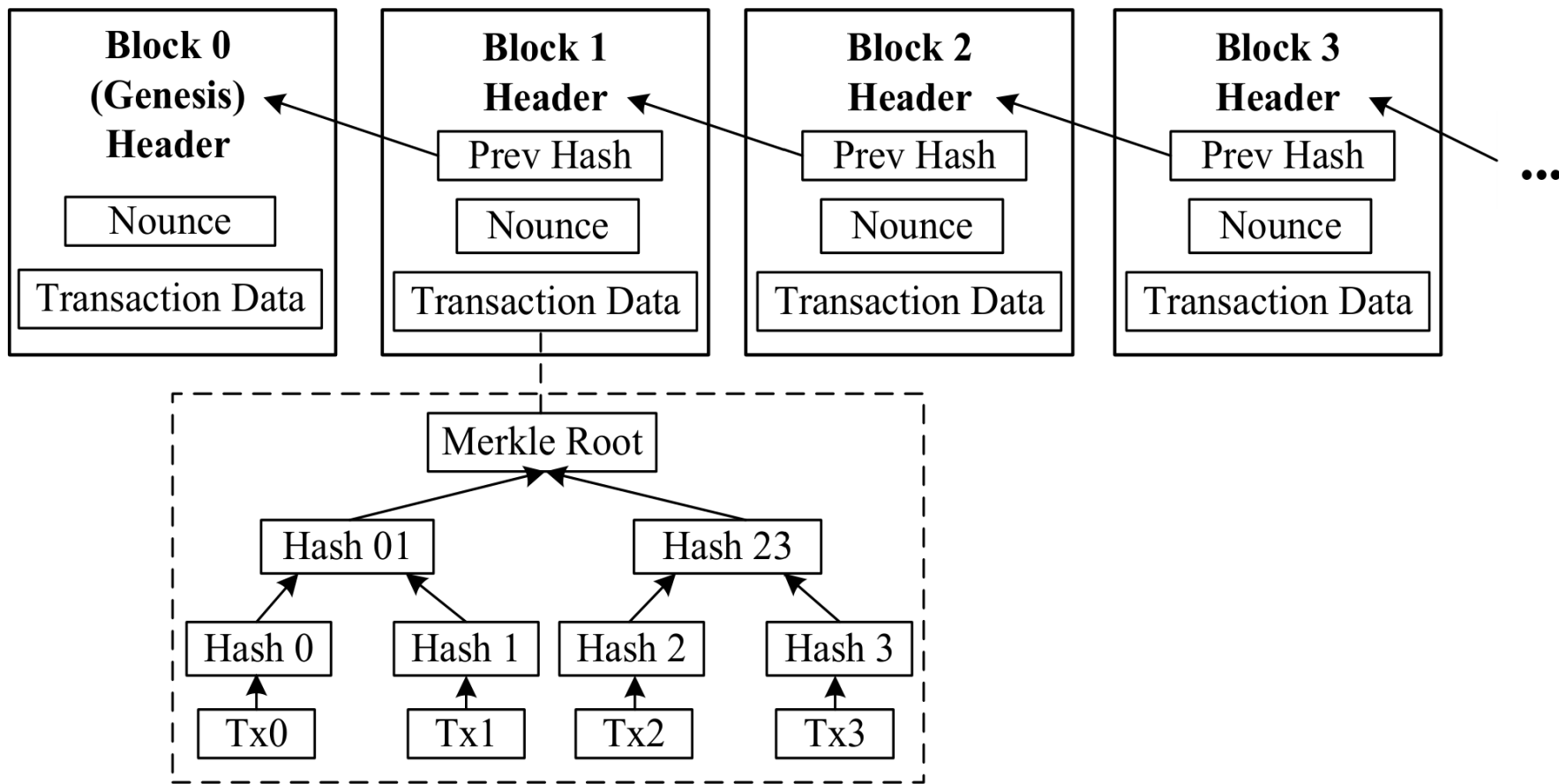
No Double  
Spending

Integrity of  
Transactions

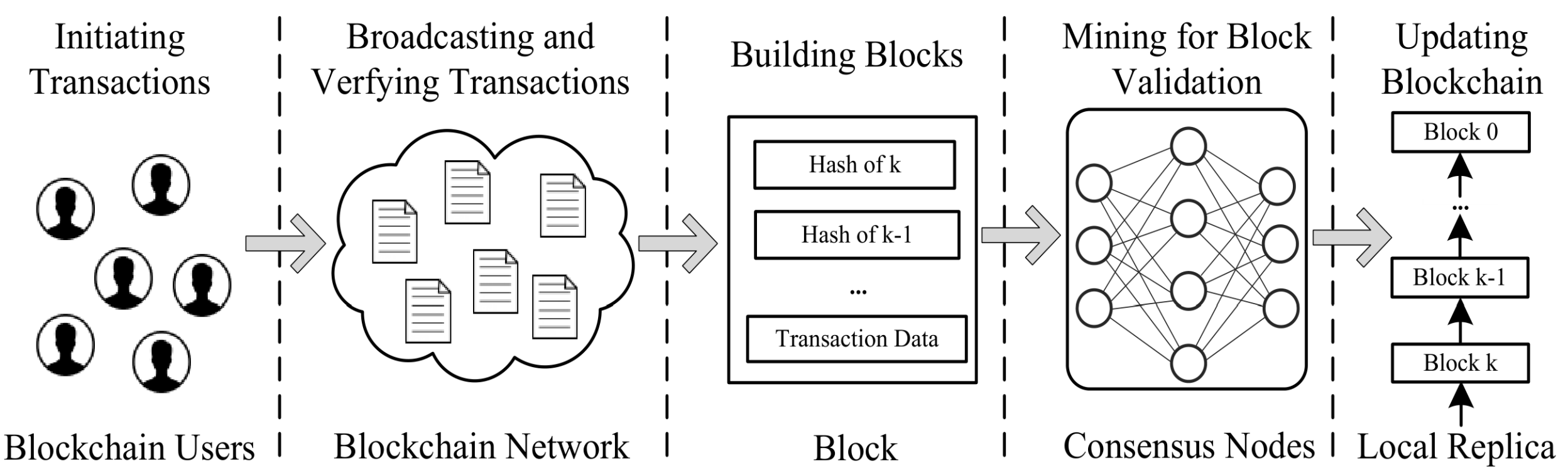
Ease and  
Availability

# The Blockchain System

A brief primer



An illustrative example of blockchain data structure where the transactions are included in the block and the block is represented by a merkle root.



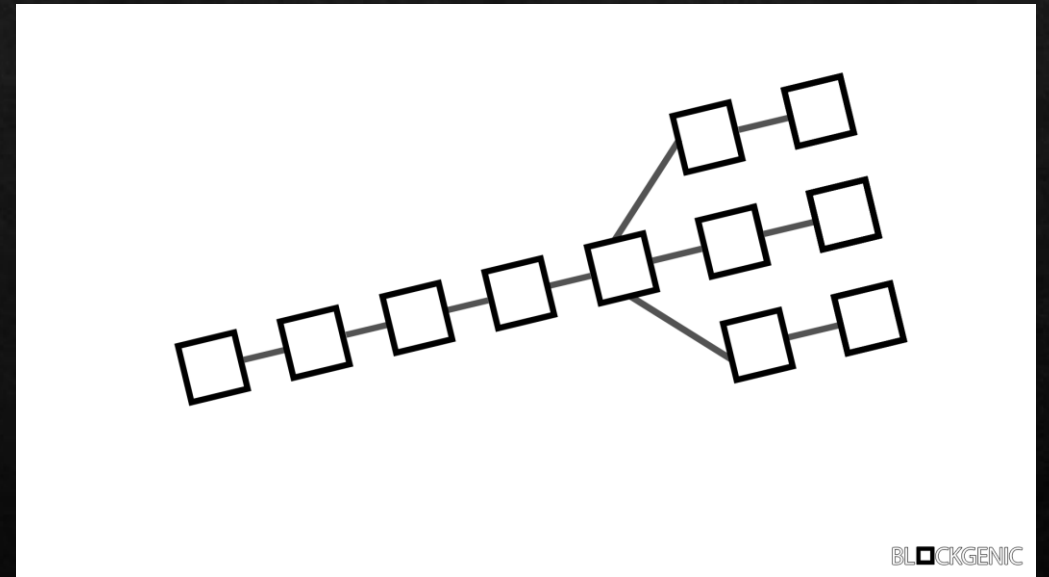
An overview of the blockchain workflow.

Figure taken from:  
 Z. Liu *et al.*, "A Survey on Blockchain: A Game Theoretical Perspective,"  
 in *IEEE Access*, vol. 7, pp. 47615-47643, 2019

# The Mining Game

# Where to Mine in a Forked World?

- ◆ Kiayias, Koutsoupias, Kyropoulou, and Tselekounis
- ◆ EC 2016



# Why do forks appear?

- ◇ Inadvertently when multiple miners mine blocks in parallel
- ◇ Frontier Strategy (proposed by Nakamoto): Mine on the longest chain
- ◇ Strategically to increase the number of blocks mined → our focus.
- ◇ Maliciously to double spend → Not our focus.

When is Frontier no longer optimal?

# The Mining Game

- ◇ Stochastic Game
- ◇ States are rooted trees (represents the blockchain; root is the genesis block)
- ◇ Players are the  $n$  miners.
- ◇ Strategy set: nodes in the state
- ◇ Probability of solving puzzle:  $p_1, p_2, \dots, p_n$ .
  - ◇ Assume one winner per round.
  - ◇  $\sum_i p_i = 1$
- ◇ Variants: Immediate Release or Strategic Release



# Immediate Release Variant

- ◇ When a miner succeeds,
  - ◇ the block is released and is part of the state.
  - ◇ State is always common knowledge
- ◇ Theorem: Frontier is a Nash Equilibrium when every miner has relative computational power  $p_i \leq 0.361$ .
- ◇ Theorem: When all other players play Frontier  
and  $p_i \geq 0.455$   
Frontier is NOT player  $i$ 's best response.

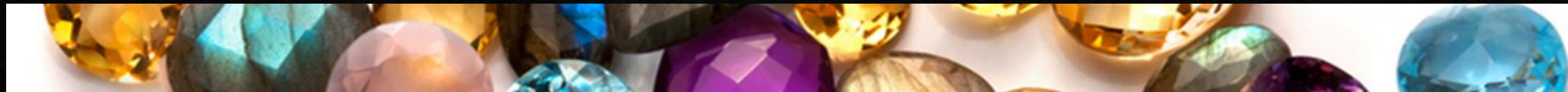
# Strategic Release Variant

- ◇ When a miner  $i$  succeeds,
  - ◇ everyone knows she succeeded
  - ◇ Miner  $i$  can choose to postpone releasing the block
  - ◇ Consequence: others cannot mine from that block
- ◇ Unrealistic, but useful. [Miners can also hide success]
- ◇ Theorem: Frontier is a Nash equilibrium when  $p_i \leq 0.308 \forall i$ . [Kiayias et al.]
- ◇ Theorem: ..... When  $p_i \leq 0.329 \forall i$ . [Sapirstein et al.]

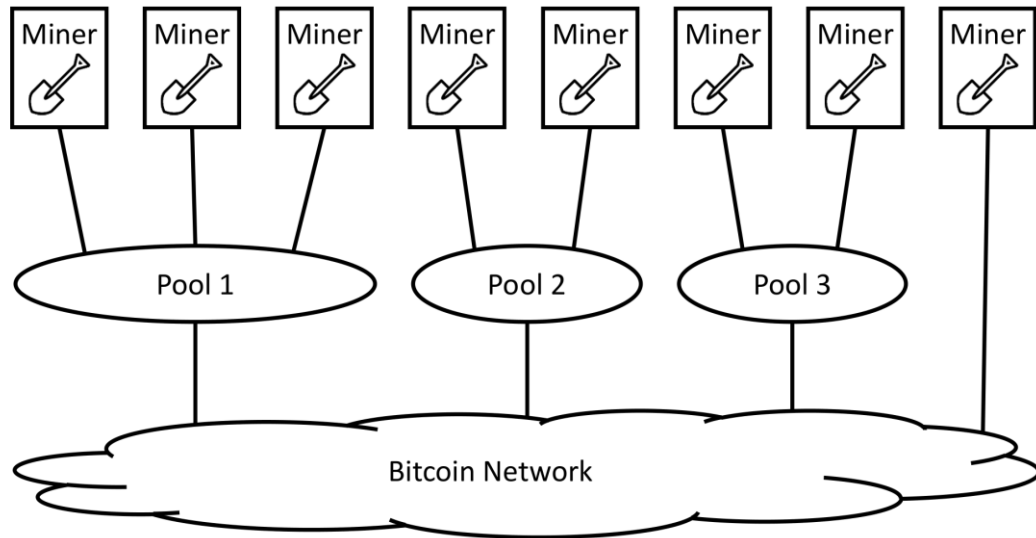
# The Pool Game

Ittay Eyal

SSP (Oakland), 2015



# Mining in Pools



A system with 8 miners and 3 honest pools. Pool 1 has 3 registered miners, pools 2 and 3 have 2 registered miners each, and one miner mines solo.

- ◇ Group of miners
- ◇ Share revenue
- ◇ Mitigate individual risk
- ◇ Open system – any peer welcome
  
- ◇ How to ensure fair payment for individual miners?
- ◇ Ans: allow partial proofs

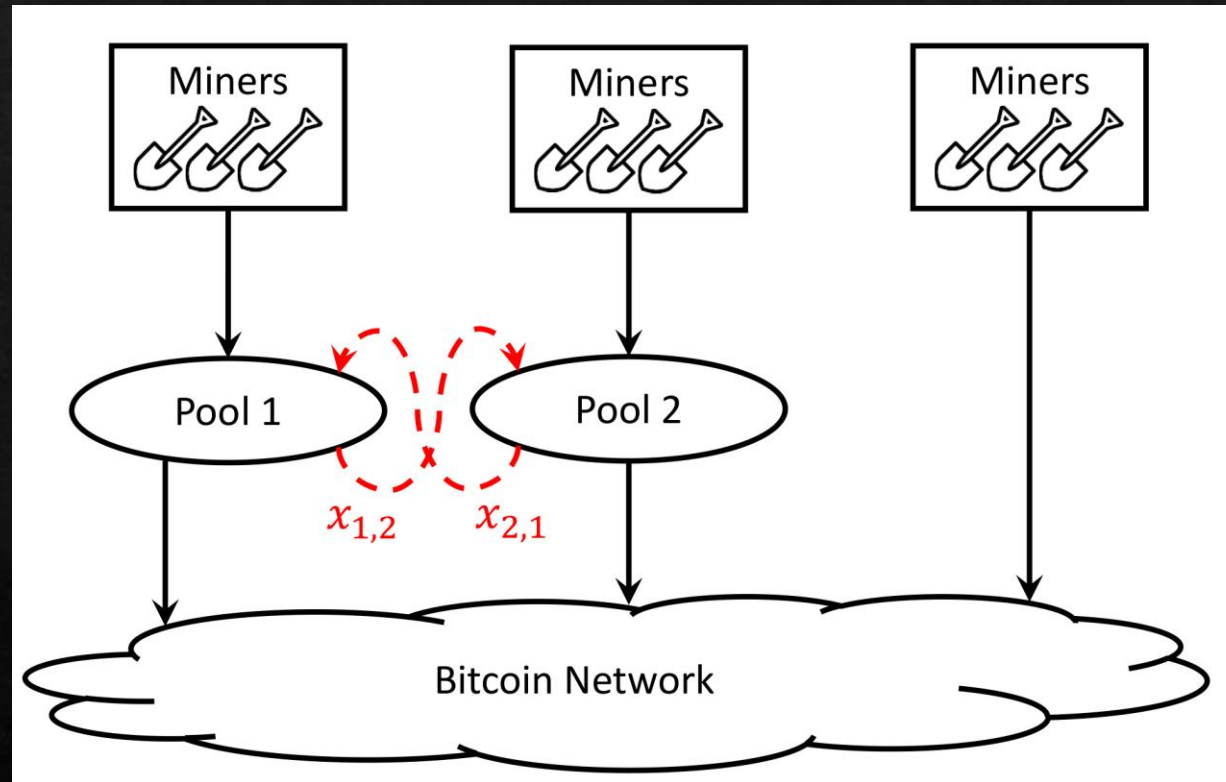
I. Eyal, "The Miner's Dilemma," *2015 IEEE Symposium on Security and Privacy*, San Jose, CA, 2015, pp. 89-103



# Pool Block Withholding (PBWH) Attack

- ◇ Miners infiltrate pool
  - ◇ Mine but only release partial solutions and withhold full proofs
  - ◇ Revenue based on partial solutions
  - ◇ Hard to detect because full proofs are rare.
- 
- ◇ Pools can sabotage each other through PBWH
- 
- ◇ An infiltrated pool
    - ◇ Can (statistically) sense the rate of infiltration, but
    - ◇ Cannot detect infiltrators

# Two Pools Infiltrating Each Other



# The Pool Game

- ◇ The goal is to model pools infiltrating each other
- ◇ Pools  $p_1$  and  $p_2$  (for simplicity).
  - ◇ Other miners exist, but do not interact with  $p_1$  and  $p_2$
- ◇ Strategy set: fraction of loyal peers infiltrating other pool
- ◇ Time in round (time taken for a unit of revenue earned)
- ◇ Each round, a pool (chosen via round robin) updates its infiltration rate.

# Optimal Infiltration Rate for Pool 1 As a Function of Pool Size

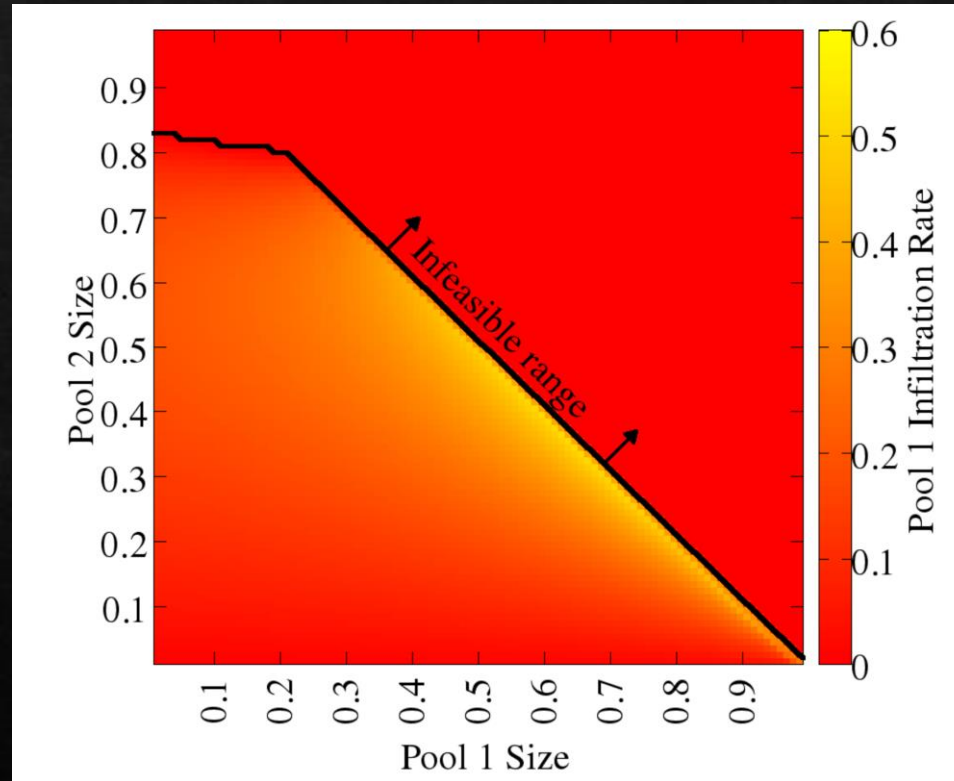
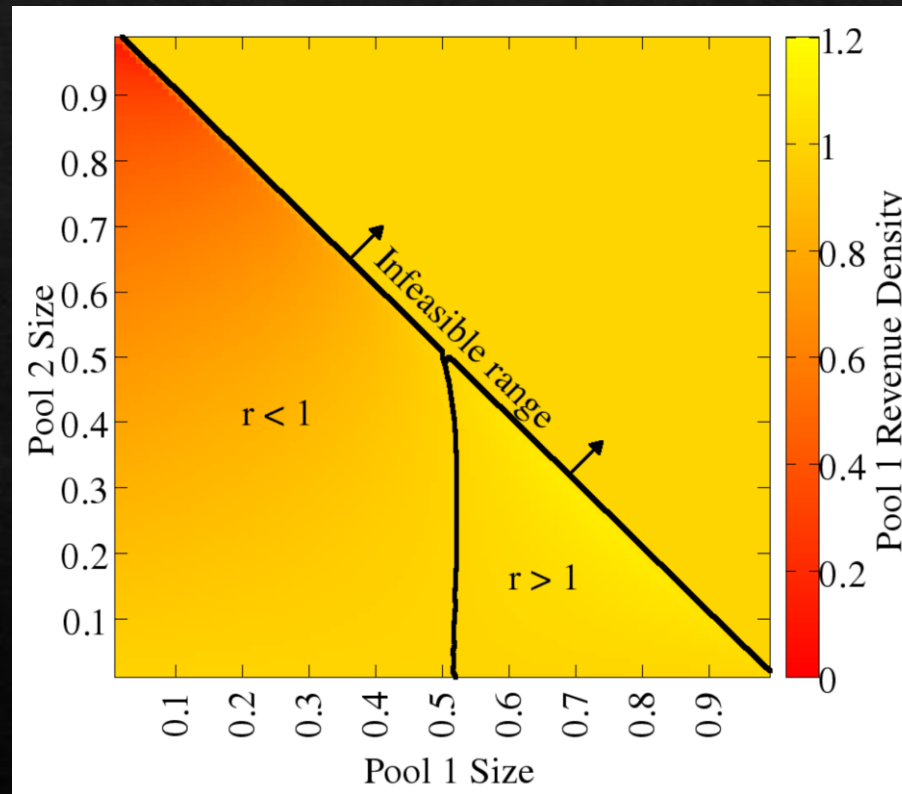


Figure from:  
I. Eyal, "The Miner's Dilemma," *2015 IEEE Symposium on Security and Privacy*, San Jose, CA, 2015, pp. 89-103



# Optimal Revenue Increase Factor for Pool 1 As a Function of Pool Size

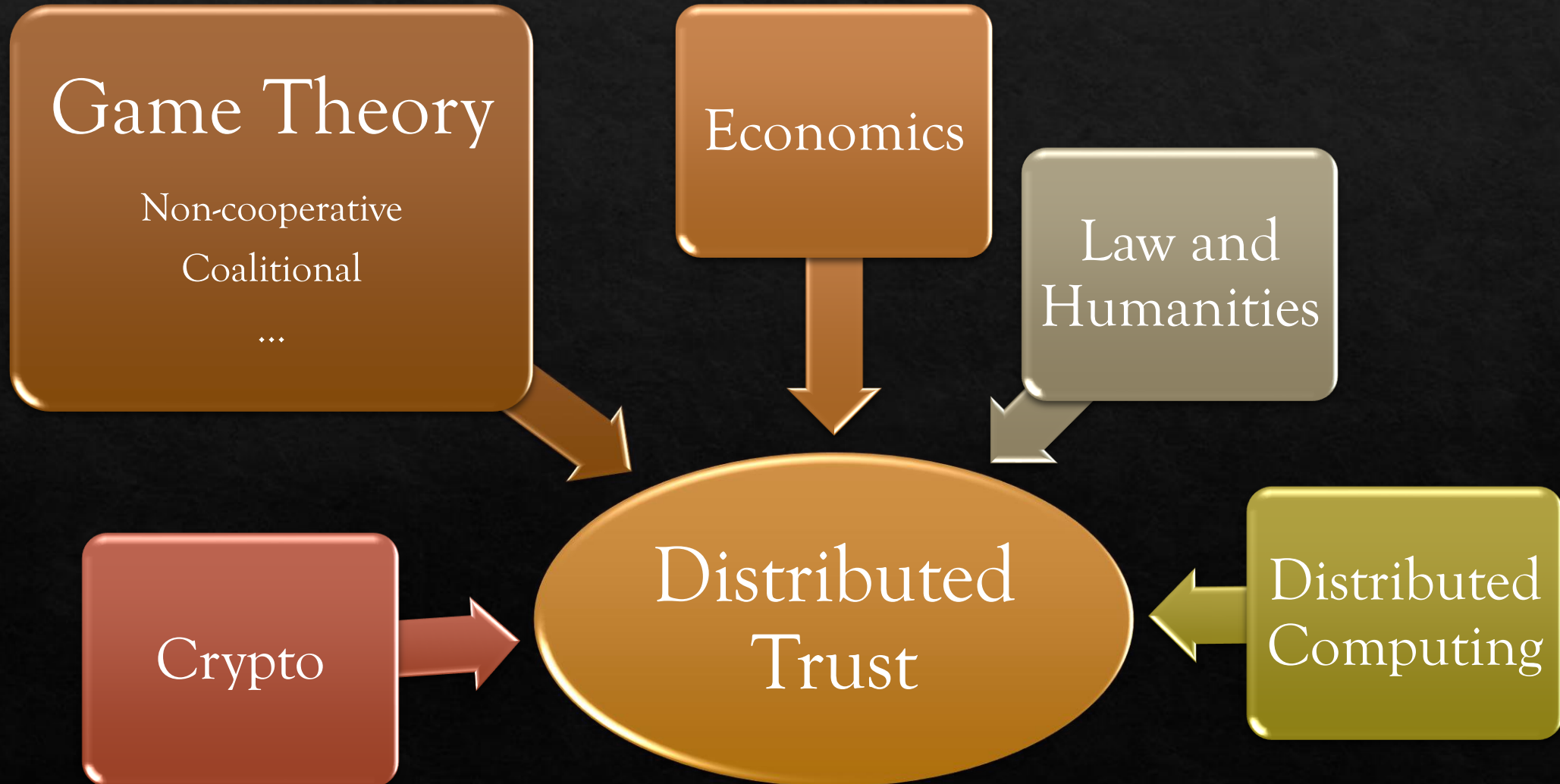


# Summary of Insights

- ◇ Nash equilibrium exists
- ◇ No infiltration is not a Nash equilibrium
- ◇ Consequence: Suboptimal social welfare
- ◇ No incentive to infiltrate only when other pool is too large
- ◇ Improved revenue only when pool controls a strict majority of the total mining power.

# Some General Thoughts

# Amalgamation of Ideas



Distributed Trust

Blockchain

Consensus

- POW
- POS
- PBFT
- ...