

The Rush Dilemma: Attacking and Repairing Smart Contracts on Forking Blockchains

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Abstract use of a Blockchain

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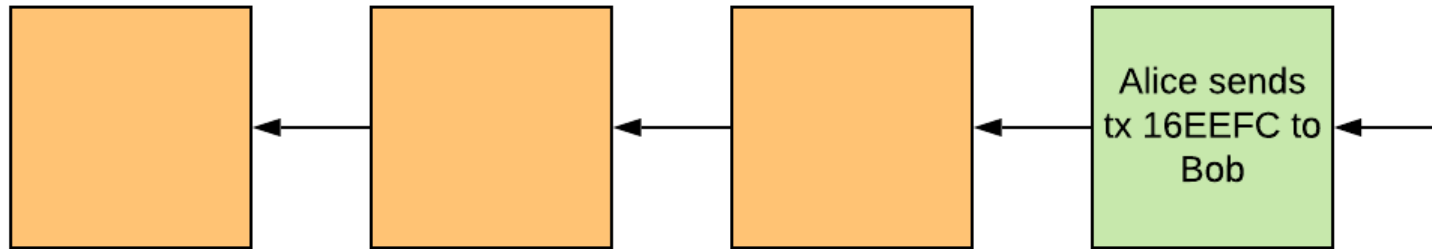
Many scientific results follow this abstraction and many implementations assume that the specific Blockchain used behaves like that

However, reality can be different...

Double Spending Attack

Double spending attack:

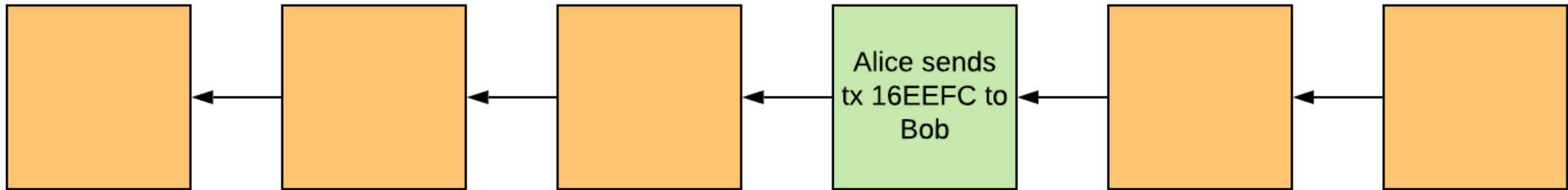
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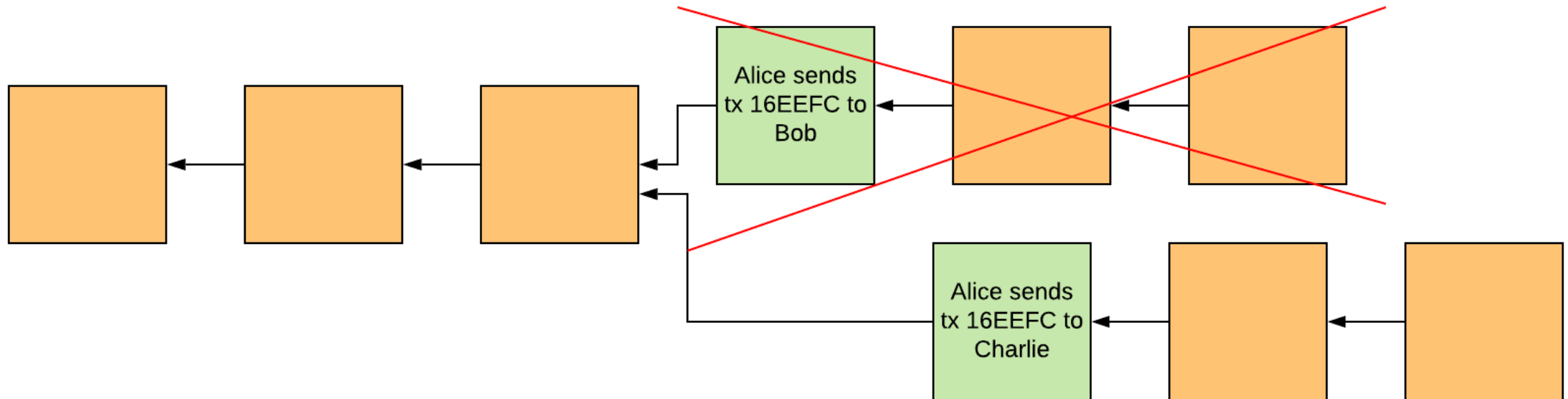
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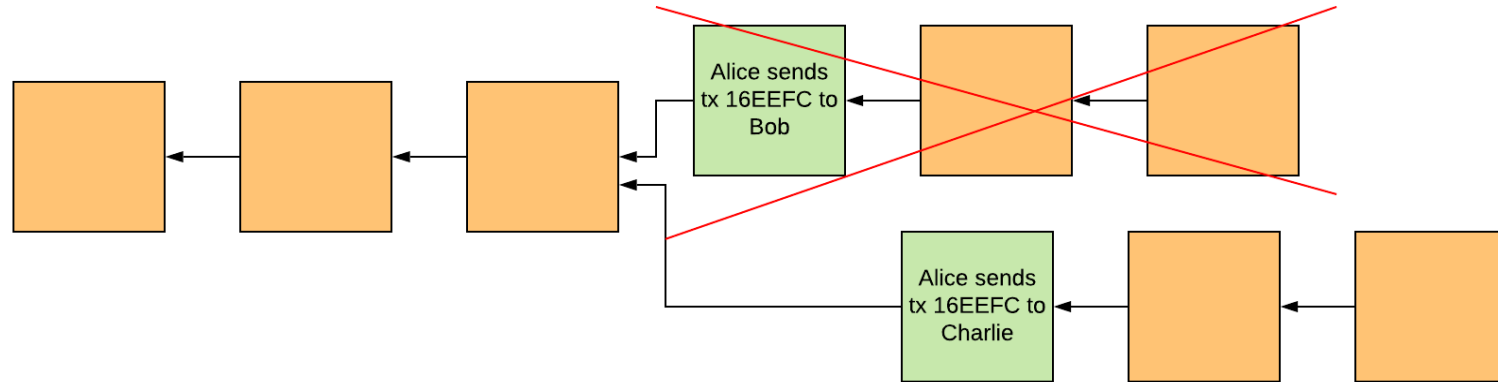
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Double Spending Attack

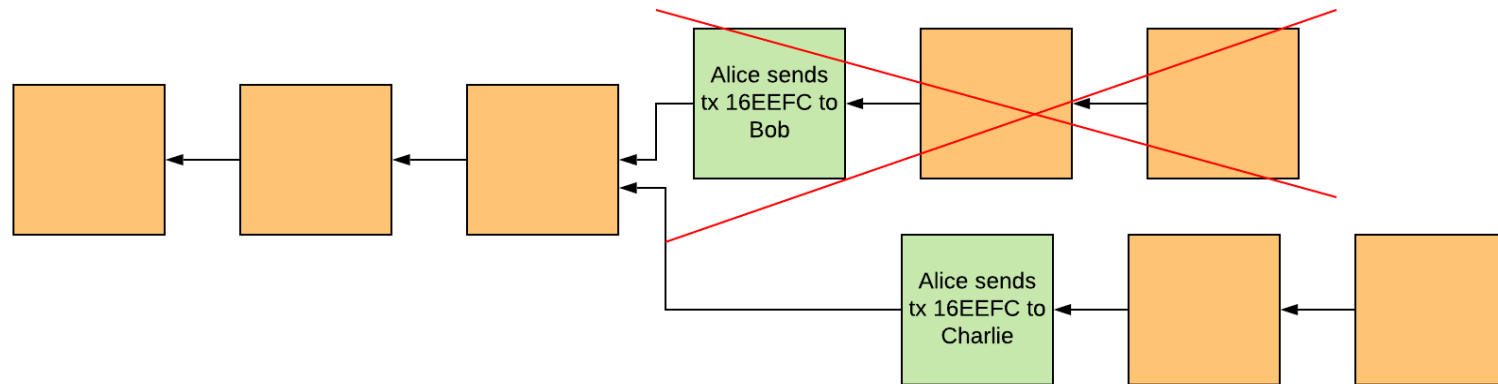
Double spending attack:



Issue in case of off-chain services

Double Spending Attack

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Issue in case of off-chain services

What happens if there is no off-chain impact?

Forks and Double Spending Attack

Classic solution:

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Classic solution:

wait until the associated transaction is confirmed on the
blockchain

Forks and Double Spending Attack

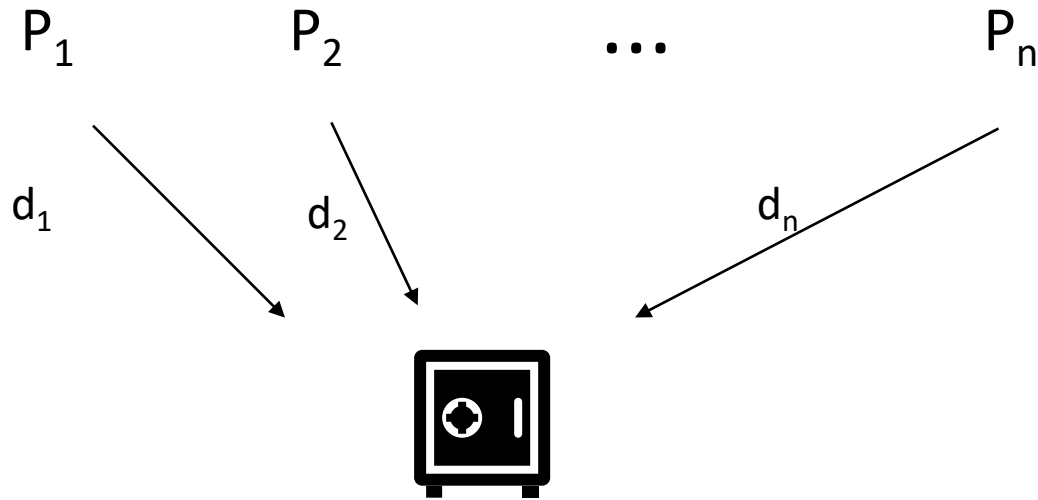
Classic solution:

wait until the associated transaction is confirmed on the
blockchain

huge delays

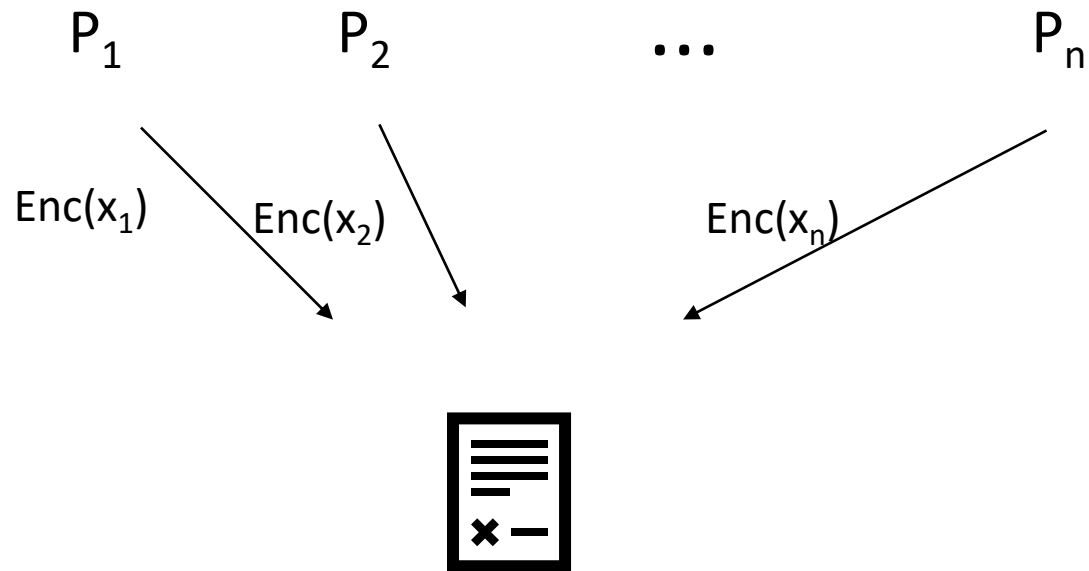
Lottery Protocol(IEEE S&P 2014)

Step 1:



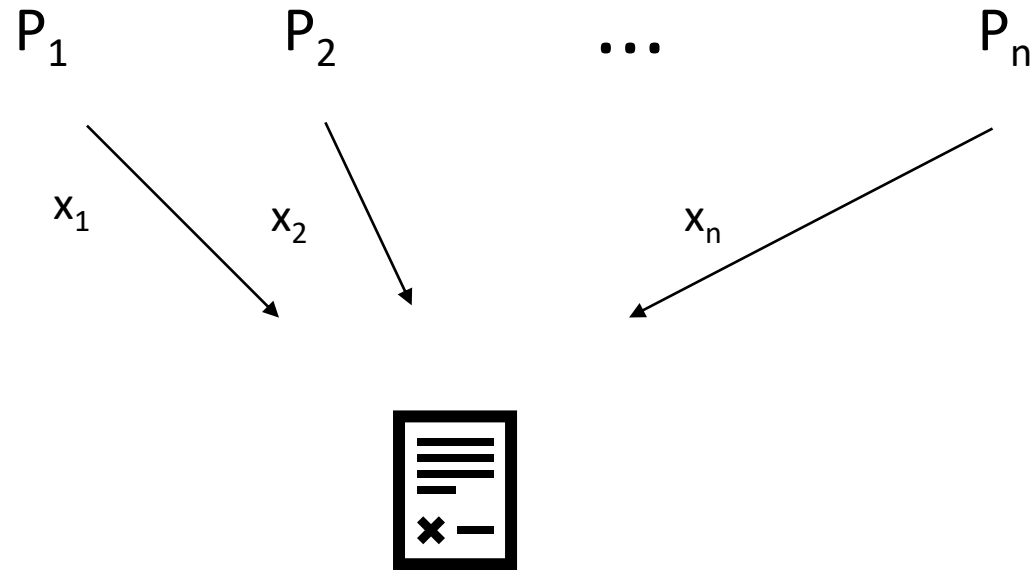
Lottery Protocol (IEEE S&P 2014)

Step 2:



Lottery Protocol (IEEE S&P 2014)

Step 3:



Lottery Protocol (IEEE S&P 2014)

Step 4:



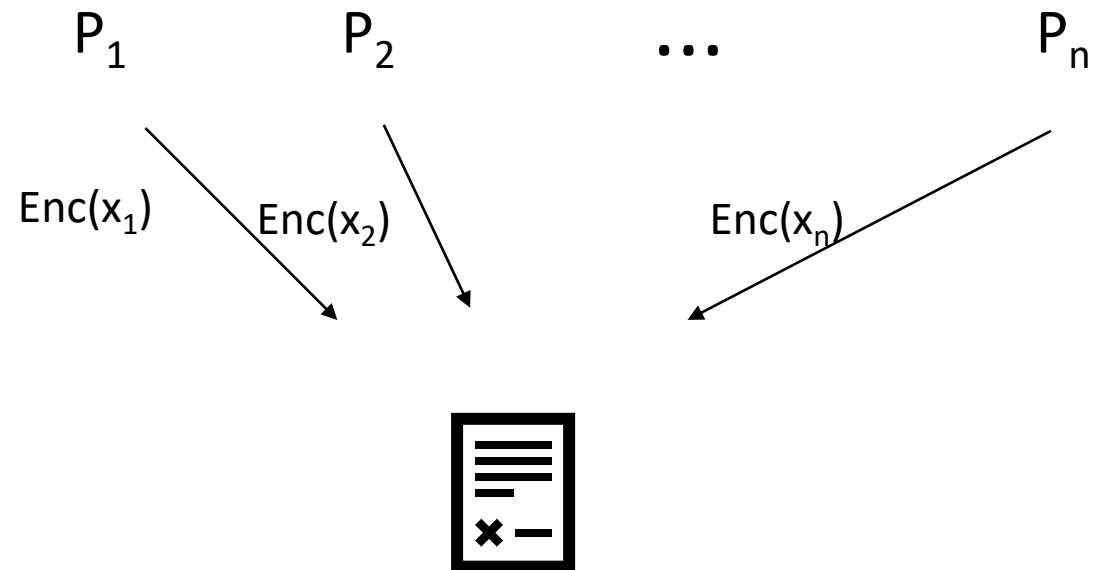
Computes the winner of the lottery as

$$w = x_1 + \dots + x_n \bmod n$$

and sends the moneys to P_w

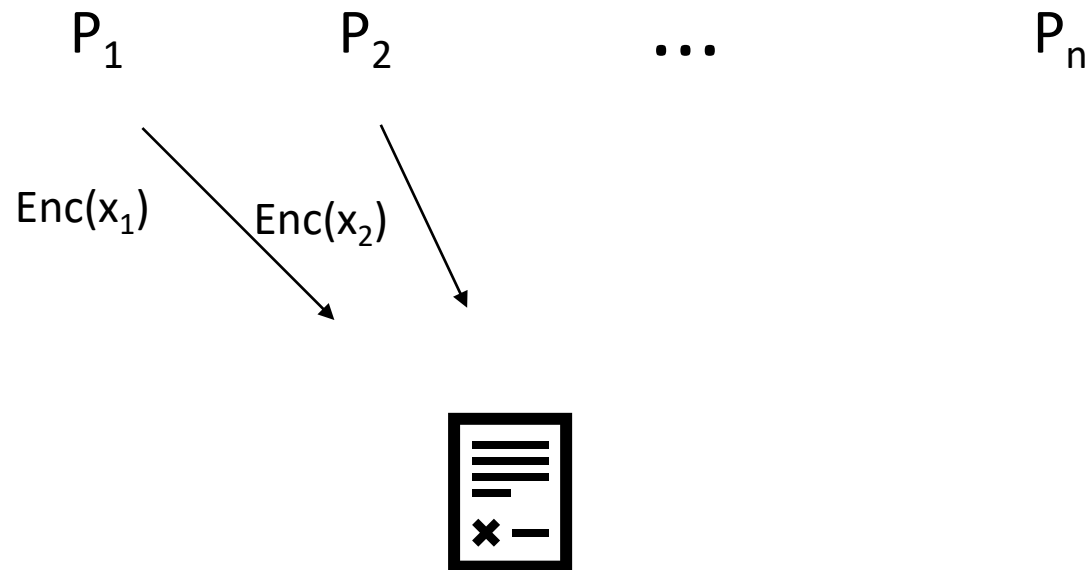
Lottery Protocol with Rushing Players

Step 2:



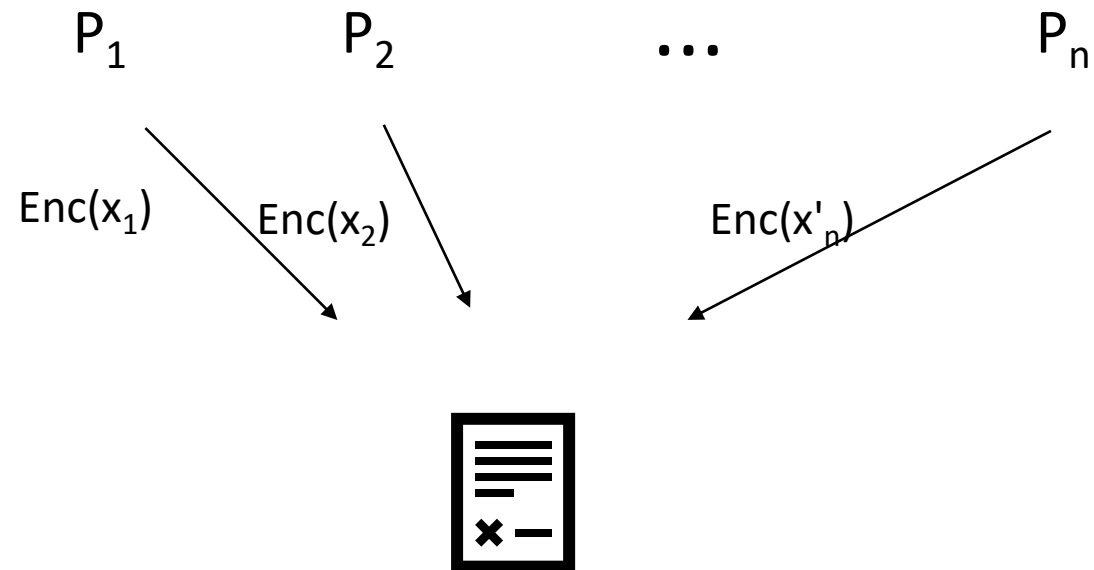
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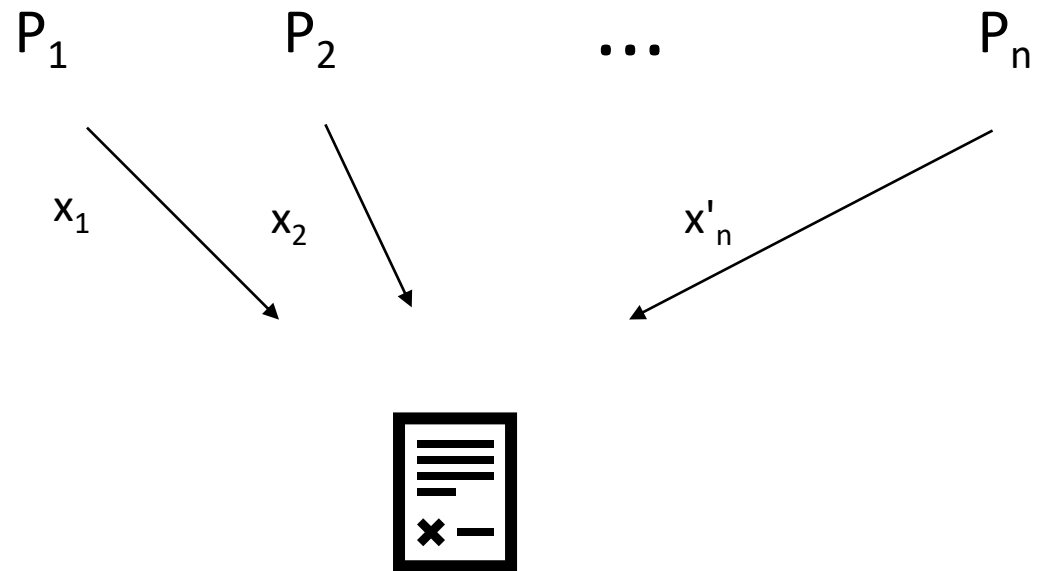
Lottery Protocol with Rushing Players

Step 2':



Lottery Protocol

Step 3':



Lottery Protocol

Step 4':



Computes the winner of the lottery as

$$w' = x_1 + \dots + x'_n \bmod n$$

and sends the moneys to $P_{w'}$

Our solution

The previous scenarion is insecure in presence of forks and rushing players

But we have **good news!**

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But we have **good news!**

Using crittographic tools we can produce an efficient protocol that evaluates a random string in presence of forks and rushing players!

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The contribution to the coin-tossing protocol of each player P_i depends on the identifiers of other players

Our solution

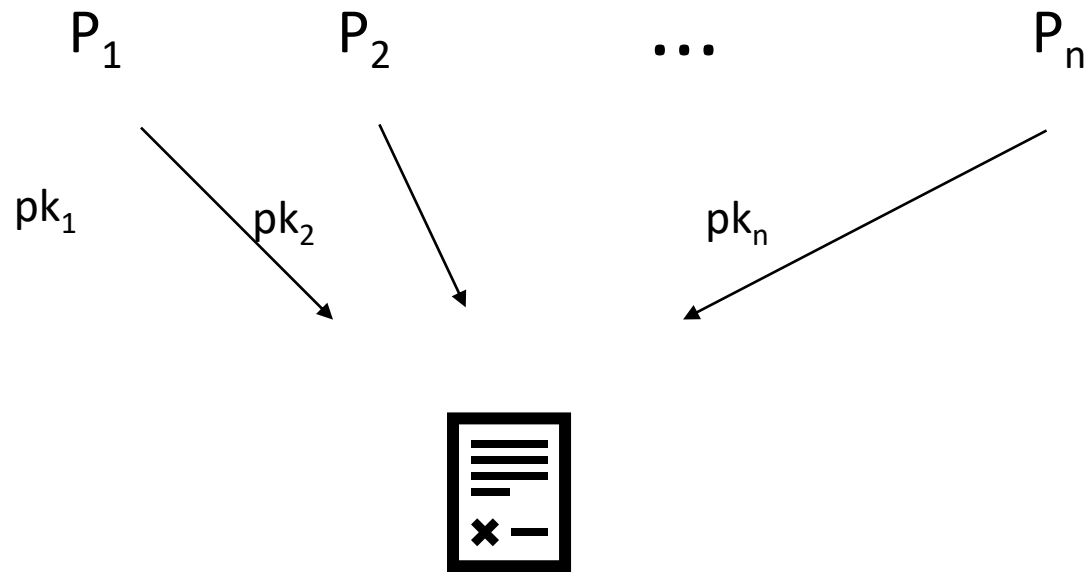
The contribution to the coin-tossing protocol of each player P_i depends on the identifiers of other players

If an adversary changes its input all honest parties will automatically change their inputs too

We achieved this result using a unique signature scheme

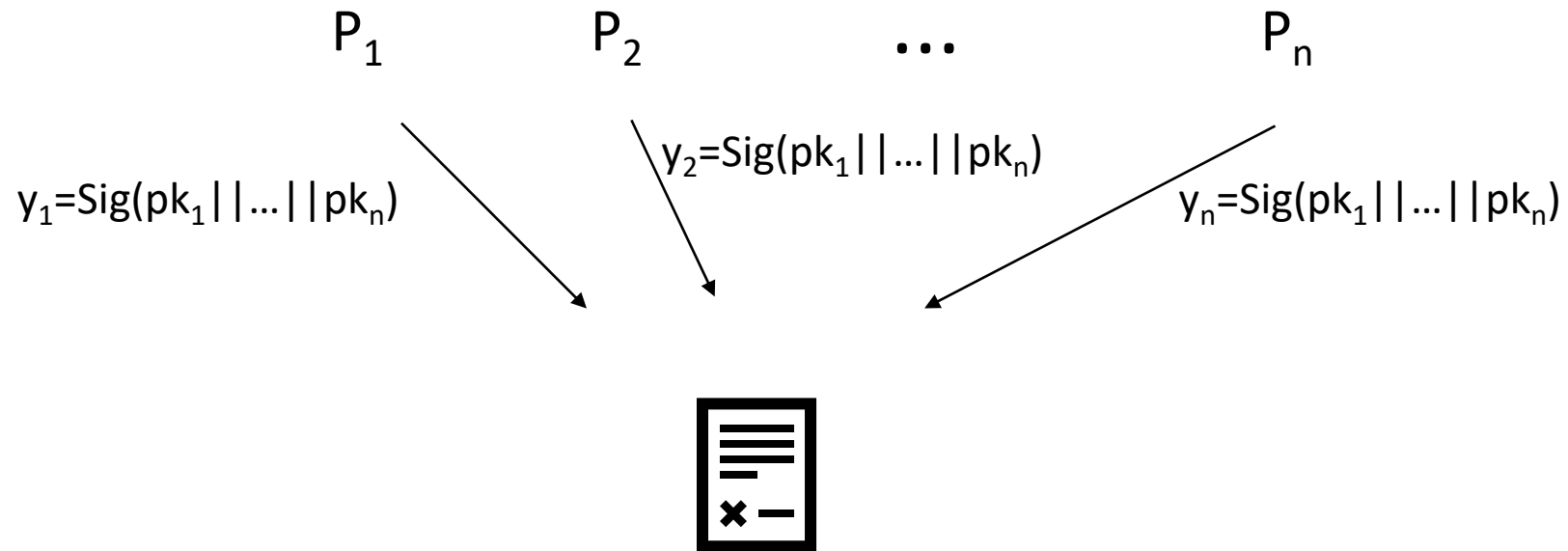
Our Solution

Step 1:



Our Solution

Step 2:



Our Solution

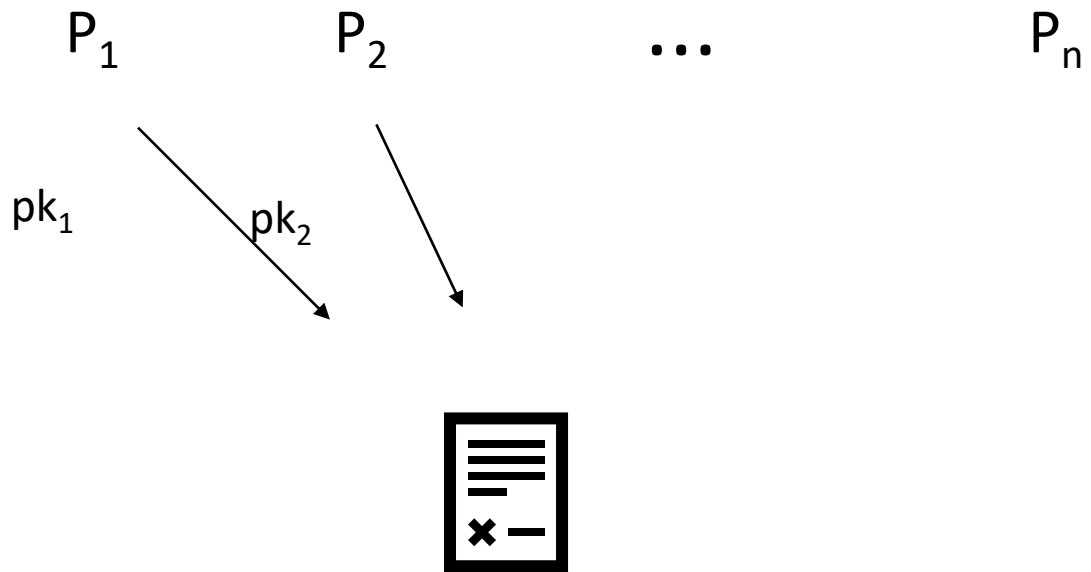
Step 3:



Computes $\text{Hash}(y_1 || \dots || y_n)$

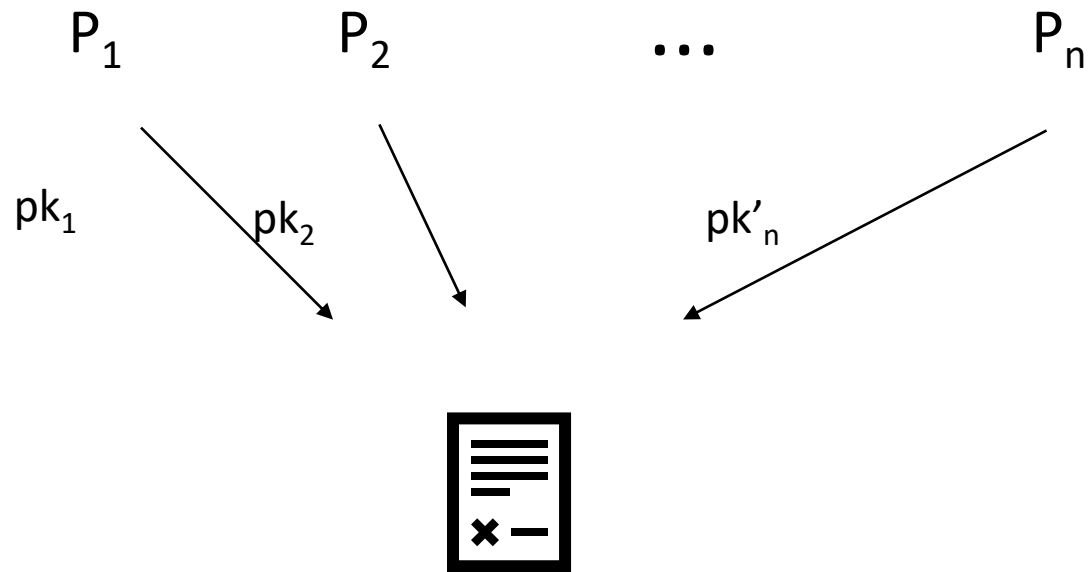
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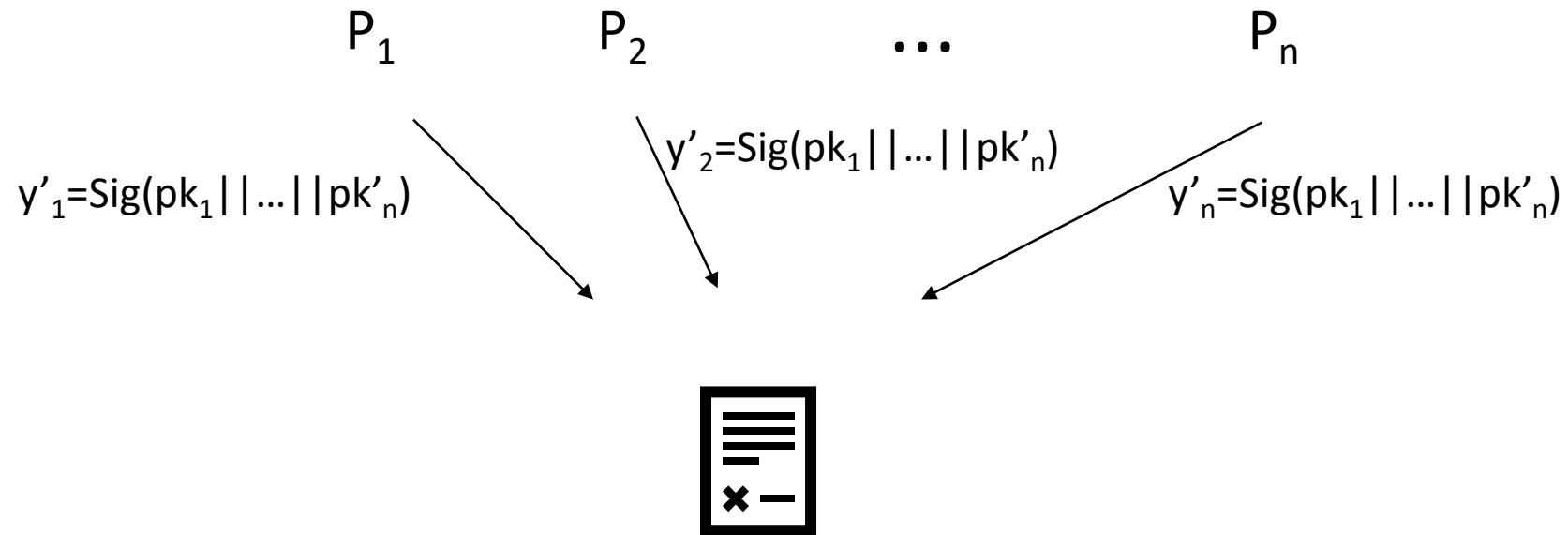
Our Solution

Step 1':



Our Solution

Step 2':



Our Solution

Step 3:



Computes Hash($y'_1 || \dots || y'_n$)

Questions?