Red de Bitcoin

Implementación



La única referencia que realmente necesitan:

https://en.bitcoin.it/wiki/Protocol documentation

Todo explicado bien sencillo

Pero vamos paso a paso



Nodos de Bitcoin:

- Por detrás implementan la lógica de Bitcoin (transacciones, blockchain, proof of work, direcciones de otros nodos)
- Forman una red p2p que propaga mensajes (gossip protocol)
- Nadie prohíbe que los mensajes se intercambian fuera de esta red!!!

Objetivo de esta clase:

• Implementar (parte de) la comunicación entre nodos (sean full, SPV, o usuarios singulares que en realidad no corren un nodo)



Forma de todos los mensajes

- f9beb4d9 network magic (always 0xf9beb4d9 for mainnet)
- 76657273696f6e0000000000 command, 12 bytes, human-readable
- 65000000 payload length, 4 bytes, little-endian
- 5f1a69d2 payload checksum, first 4 bytes of hash256 of the payload
- 7211...01 payload



Magic (4 bytes):

- Dónde parte el mensaje
- Por si se corta la transmission
 - Identifíca la red
 - 0x0b110907 para testnet

.332fcf0

los mensajes

- f9beb4d9 network magic (always 0xf9beb4d9 for mainnet)
- 76657273696f6e0000000000 command, 12 bytes, human-readable
- 65000000 payload length, 4 bytes, little-endian
- 5f1a69d2 payload checksum, first 4 bytes of hash256 of the payload
- 7211...01 payload



```
Command (12 bytes):
```

- e.g. 'block', 'header',...
 - ASCII string
- https://en.bitcoin.it/wiki/Protocol_d ocumentation

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<u>los</u> mensajes

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<u>los mensajes</u>

Checksum (4 bytes):
- Hash256(payload)[:4]
- Hash256(payload)[:4]
- 5050001

- f9beb4d9 network magic (2000 0xf9beb4d9 for mainnet)
- 76657273696f6e0000000000 command, 12 bytes, human-readable
- 65000000 payload length, 4 bytes, little-endian
- 5f1a69d2 payload checksum, first 4 bytes of hash256 of the payload
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<u>los</u> mensajes

- f9beb4d9 network magic (alway 9beb4d9 for mainnet)
- 65000000 payload length bytes, little-endian
- 5f1a69d2 payload chee sum, first 4 bytes of hash256 of the payload
- 7211....01 payloaď



Implemenatación – clase que guarda los mensajes

```
class NetworkEnvelope:
    def init (self, command, payload, testnet=False):
        self.command = command
        self.payload = payload
        if testnet:
            self.magic = TESTNET NETWORK MAGIC
        else:
            self.magic = NETWORK MAGIC
```



Implemenatación – clase que guarda los mensajes

```
clase Notwork Envolume.
          oclassmethod
         def parse(cls, s, testnet=False):
                                                                                                            lse):
             magic = s.read(4)
             if magic == b'':
                 raise RuntimeError('Connection reset!')
             if testnet:
                 expected magic = TESTNET NETWORK MAGIC
                 expected magic = NETWORK MAGIC
             if magic != expected magic:
                 raise RuntimeError('magic is not right {} vs {}'.format(magic.hex(), expected magic.hex()))
              command = s.read(12)
              command = command.strip(b' \times 00')
              payload length = little endian to int(s.read(4))
              checksum = s.read(4)
              payload = s.read(payload_length)
              calculated_checksum = hash256(payload)[:4]
              if calculated checksum != checksum:
                 raise RuntimeError('checksum does not match')
             return cls(command, payload, testnet=testnet)
```



Implemenatación – clase que guarda los mensajes

class NetworkEnvelope:

```
def serialize(self):
    '''Returns the byte serialization of the entire network message'''
    # add the network magic
    result = self.magic
    # command 12 bytes
    # fill with 0's
    result += self.command + b' \times 200' * (12 - len(self.command))
    # payload length 4 bytes, little endian
    result += int to little endian(len(self.payload), 4)
    # checksum 4 bytes, first four of hash256 of payload
    result += hash256(self.payload)[:4]
    # payload
    result += self.payload
    return result
```



Algunos comandos importantes

Lo que implementaremos en esta clase:

- Version
- Verack
- GetHeaders
- Headers

En implementación:

- Para enviar un mensaje: necesito tener serialize
- Para procesar mensaje recibido: necesito tener parse



Version

```
2f70726f6772616d6d696e67626c6f636b636861696e3a302e312f0000000001
7f110100 - Protocol version, 4 bytes, little-endian, 70015
000000000000000 - Network services of sender, 8 bytes, little-endian
ad17835b00000000 - Timestamp, 8 bytes, little-endian
000000000000000 - Network services of receiver, 8 bytes, little-endian
00000000000000000000ffff00000000 - Network address of receiver, 16 bytes, IPv4
       0.0.0.0
8d20 - Network port of receiver, 2 bytes, 8333
000000000000000 - Network services of sender, 8 bytes, little-endian
0000000000000000000ffff00000000 - Network address of sender, 16 bytes, IPv4
       0.0.0.0
8d20 - Network port of sender, 2 bytes, 8333
f6a8d7a440ec27a1 - Nonce, 8 bytes, used for communicating responses
1b2f70726f6772616d6d696e67626c6f636b636861696e3a302e312f - User agent
       /programmingblockchain:0.1/
00000000 - Height, 0
01 - Optional flag for relay, based on BIP37
```



00000008d2000000000000000000

2f70726f6772616d6d696e67626c6f6

Bitcoin network

Version sirve para establecer la comunicación

Version

entre dos nodos!

6a8d7a440ec27a11b

J00001

```
7f110100 - Protocol version, 4 bytes, little-endian, 70015
000000000000000 - Network services of sender, 8 bytes, little-endian
ad17835b00000000 - Timestamp, 8 bytes, little-endian
000000000000000 - Network services of receiver, 8 bytes, little-endian
00000000000000000000ffff00000000 - Network address of receiver, 16 bytes, IPv4
        0.0.0.0
8d20 - Network port of receiver, 2 bytes, 8333
000000000000000 - Network services of sender, 8 bytes, little-endian
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        /programmingblockchain:0.1/
00000000 - Height, 0
01 - Optional flag for relay, based on BIP37
```



¿Qué tipo de mensajes podemos intercambiar?

Version

ar? 000000000000ffff0 f6a8d7a440ec27a11b

```
7f110100 - Protocol version, 4 bytes, little-endian, 70015
000000000000000 - Network services of sender, 8 bytes, little-endian
ad17835b00000000 - Timestamp, 8 bytes, little-endian
000000000000000 - Network services of receiver, 8 bytes, little-endian
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8d20 - Network port of receiver, 2 bytes, 8333
000000000000000 - Network services of sender, 8 bytes, little-endian
00000000000000000000ffff00000000 - Network address of sender, 16 bytes, IPv4
        0.0.0.0
8d20 - Network port of sender, 2 bytes, 8333
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        /programmingblockchain:0.1/
00000000 - Height, 0
01 - Optional flag for relay, based on BIP37
```



¿Qué protocolo usa este nodo (segWit, Litecoin,

Version

000000000000ffff0 BCH)? 2f70726f6772616d6d696e676 J00001

6a8d7a440ec27a11b

```
7f110100 - Protocol version, 4 bytes, little-endian, 70015
000000000000000 - Network services of sender, 8 bytes, little-endian
ad17835b00000000 - Timestamp, 8 bytes, little-endian
000000000000000 - Network services of receiver, 8 bytes, little-endian
00000000000000000000ffff00000000 - Network address of receiver, 16 bytes, IPv4
        0.0.0.0
8d20 - Network port of receiver, 2 bytes, 8333
000000000000000 - Network services of sender, 8 bytes, little-endian
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        0.0.0.0
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f6a8d7a440ec27a1 - Nonce, 8 bytes, used for communicating responses
1b2f70726f6772616d6d696e67626c6f636b636861696e3a302e312f - User agent
        /programmingblockchain:0.1/
00000000 - Height, 0
01 - Optional flag for relay, based on BIP37
```



Qué tipo de cosas se necesitan para esta connexión

```
00000000000ffff0
f6a8d7a440ec27a11b
```

```
7f110100 - Protocol versi, 4 bytes, little-endian, 70015
000000000000000 - Network services of sender, 8 bytes, little-endian
ad17835b00000000 - Timestamp, 8 bytes, little-endian
00000000000000 - Network services of receiver, 8 bytes, little-endian
00000000000000000000ffff00000000 - Network address of receiver, 16 bytes, IPv4
        0.0.0.0
8d20 - Network port of receiver, 2 bytes, 8333
000000000000000 - Network services of sender, 8 bytes, little-endian
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1b2f70726f6772616d6d696e67626c6f636b636861696e3a302e312f - User agent
        /programmingblockchain:0.1/
00000000 - Height, 0
01 - Optional flag for relay, based on BIP37
```



000000000000ffff0

6a8d7a440ec27a11b

000001

¿Qué hora es? Sirve para aceptar/rechazar bloques entre otros

```
7f110100 - Protocol version ytes, little-endian, 70015
000000000000000 - Networkservices of sender, 8 bytes, little-endian
ad17835b00000000 - Timestamp, 8 bytes, little-endian
000000000000000 - Network services of receiver, 8 bytes, little-endian
00000000000000000000ffff00000000 - Network address of receiver, 16 bytes, IPv4
        0.0.0.0
8d20 - Network port of receiver, 2 bytes, 8333
000000000000000 - Network services of sender, 8 bytes, little-endian
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        0.0.0.0
8d20 - Network port of sender, 2 bytes, 8333
f6a8d7a440ec27a1 - Nonce, 8 bytes, used for communicating responses
1b2f70726f6772616d6d696e67626c6f636b636861696e3a302e312f - User agent
        /programmingblockchain:0.1/
00000000 - Height, 0
01 - Optional flag for relay, based on BIP37
```



7f11010000000000000000000000000

00000008d200000000000000000

Bitcoin network

0000000000000ffff0 6a8d7a440ec27a11b

Dirección a cual se mandan los mensajes

```
2f70726f6772616d6d696e67626c6f6
                                                          J00001
7f110100 - Protocol version, 4///, little-endian, 70015
000000000000000 - Network secs of sender, 8 bytes, little-endian
ad17835b00000000 - Timestam 8 bytes, little-endian
0000000000000000 - Network services of receiver, 8 bytes, little-endian
00000000000000000000ffff00000000 - Network address of receiver, 16 bytes, IPv4
        0.0.0.0
8d20 - Network port of receiver, 2 bytes, 8333
000000000000000 - Network services of sender, 8 bytes, little-endian
00000000000000000000ffff00000000 - Network address of sender, 16 bytes, IPv4
        0.0.0.0
8d20 - Network port of sender, 2 bytes, 8333
f6a8d7a440ec27a1 - Nonce, 8 bytes, used for communicating responses
1b2f70726f6772616d6d696e67626c6f636b636861696e3a302e312f - User agent
        /programmingblockchain:0.1/
00000000 - Height, 0
01 - Optional flag for relay, based on BIP37
```



7f1101000000000000000000000000

00000000 - Height, 0

01 - Optional flag for relay, based on BIP37

00000008d200000000000000000

2f70726f6772616d6d696e67626c6f6

Bitcoin network

000000000000ffff0

6a8d7a440ec27a11b

J00001

Dirección del nodo enviando los mensajes

```
7f110100 - Protocol version, 4 byte
                                       Cle-endian, 70015
00000000000000000 - Network service
                                     Zender, 8 bytes, little-endian
                                     little-endian
ad17835b000000000 - Timestamp, 8 b
00000000000000000 - Network servi
                                  of receiver, 8 bytes, little-endian
Network address of receiver, 16 bytes, IPv4
        0.0.0.0
8d20 - Network port of receiver, 2 bytes, 8333
0000000000000000 - Network services of sender, 8 bytes, little-endian
0000000000000000000ffff00000000 - Network address of sender, 16 bytes, IPv4
        0.0.0.0
8d20 - Network port of sender, 2 bytes, 8333
f6a8d7a440ec27a1 - Nonce, 8 bytes, used for communicating responses
1b2f70726f6772616d6d696e67626c6f636b636861696e3a302e312f - User agent
        /programmingblockchain:0.1/
```



7f1101000000000000000000000000

00000008d200000000000000000

Bitcoin network

000000000000ffff0

6a8d7a440ec27a11b

Para detectar si me estoy conectando a mi mismo

```
2f70726f6772616d6d696e67626c6f6
                                                          J00001
7f110100 - Protocol version, 4 byte
                                         Ale-endian, 70015
00000000000000000 - Network service
                                       ender, 8 bytes, little-endian
                                       little-endian
ad17835b00000000 - Timestamp, 8
00000000000000000 - Network servi
                                    of receiver, 8 bytes, little-endian
000000000000000000000ffff000000
                                  Network address of receiver, 16 bytes, IPv4
        0.0.0.0
8d20 - Network port of recei, 2 bytes, 8333
000000000000000 - Network / rvices of sender, 8 bytes, little-endian
00000000000000000000ffff0 0000 - Network address of sender, 16 bytes, IPv4
        0.0.0.0
8d20 - Network port of Jender, 2 bytes, 8333
f6a8d7a440ec27a1 - Nonce, 8 bytes, used for communicating responses
1b2f70726f6772616d6d696e67626c6f636b636861696e3a302e312f - User agent
        /programmingblockchain:0.1/
00000000 - Height, 0
01 - Optional flag for relay, based on BIP37
```



000000000000ffff0

6a8d7a440ec27a11b

J00001

¿Qué software estoy usando? – var str

```
7f110100 - Protocol version, 4 bytes, little-e
                                                  70015
0000000000000000 - Network services of sender, ₹
                                                     little-endian
ad17835b00000000 - Timestamp, 8 bytes, little-end
0000000000000000 - Network services of receiver, 8
                                                    , little-endian
ceiver, 16 bytes, IPv4
       0.0.0.0
8d20 - Network port of receiver, 2 bytes, 8333
000000000000000 - Network services of sender, 8 bytes,
                                                       ttle-endian
00000000000000000000ffff00000000 - Network address of sen
                                                        r, 16 bytes, IPv4
       0.0.0.0
8d20 - Network port of sender, 2 bytes, 8333
f6a8d7a440ec27a1 - Nonce, 8 bytes, used for communicating responses
1b2f70726f6772616d6d696e67626c6f636b636861696e3a302e312f - User agent
        /programmingblockchain:0.1/
00000000 - Height, 0
01 - Optional flag for relay, based on BIP37
```



00000008d200000000000000000

2f70726f6772616d6d696e67626c6f6

Bitcoin network

000000000000ffff0

6a8d7a440ec27a11b

00001

Es último bloque que tiene el nodo enviando el mensaje!

```
7f110100 - Protocol version, 4 by
                               tle-endian, 70015
00000000000000000 - Network servi
                             sender, 8 bytes, little-endian
ad17835b000000000 - Timestamp, 8
                            , little-endian
00000000000000000 - Network se
                           of receiver, 8 bytes, little-endian
Network address of receiver, 16 bytes, IPv4
      0.0.0.0
8d20 - Network port of refer, 2 bytes, 8333
000000000000000 - Networkservices of sender, 8 bytes, little-endian
0.0.0.0
8d20 - Network port f sender, 2 bytes, 8333
f6a8d7a440ec27a1 Monce, 8 bytes, used for communicating responses
/programmingblockchain:0.1/
00000000 - Height, 0
01 - Optional flag for relay, based on BIP37
```



00000008d200000000000000000

2f70726f6772616d6d696e67626c6f6

Bitcoin network

0000000000000ffff0 6a8d7a440ec27a11b

00001

Filtros de Bloom!

```
7f110100 - Protocol version, 4 by
                                      Ztle-endian, 70015
00000000000000000 - Network servi
                                     sender, 8 bytes, little-endian
                                   5. little-endian
ad17835b000000000 - Timestamp,
00000000000000000 - Network se
                                  of receiver, 8 bytes, little-endian
Network address of receiver, 16 bytes, IPv4
        0.0.0.0
8d20 - Network port of r
                         er, 2 bytes, 8333
0000000000000000 - Netw
                         services of sender, 8 bytes, little-endian
                       √0000000 - Network address of sender, 16 bytes, IPv4
000000000000000000000f
        0.0.0.0
8d20 - Network por of sender, 2 bytes, 8333
f6a8d7a440ec27a1 Nonce, 8 bytes, used for communicating responses
1b2f70726f67726 3d6d696e67626c6f636b636861696e3a302e312f - User agent
        /prog/ammingblockchain:0.1/
00000000 - Height, 0
01 - Optional flag for relay, based on BIP37
```



```
class VersionMessage:
   command = b'version'
   def init (self, version=70015, services=0, timestamp=None,
                receiver_services=0,
                receiver ip=b'\x00\x00\x00\x00', receiver port=8333,
                sender services=0,
                 sender ip=b'\x00\x00\x00\x00', sender_port=8333,
                 nonce=None, user_agent=b'/programmingbitcoin:0.1/',
                 latest block=0, relay=False):
       self.version = version
       self.services = services
       if timestamp is None:
           self.timestamp = int(time.time())
           self.timestamp = timestamp
       self.receiver services = receiver services
       self.receiver_ip = receiver_ip
       self.receiver port = receiver port
       self.sender_services = sender_services
       self.sender ip = sender ip
       self.sender port = sender port
       if nonce is None:
           self.nonce = int to little endian(randint(0, 2**64), 8)
           self.nonce = nonce
       self.user agent = user agent
       self.latest block = latest block
       self.relav = relav
```



```
class VersionMessage:
    command = b'ver[
                       def serialize(self):
    def init (se
                           result = int_to_little_endian(self.version, 4)
                           result += int_to_little_endian(self.services, 8)
                   se
no
                           result += int_to_little_endian(self.timestamp, 8)
                           result += int to little endian(self.receiver services, 8)
        self.versio
                           # IPV4 is 10 00 bytes and 2 ff bytes then receiver ip
                           result += b'\x00' * 10 + b'\xff\xff' + self.receiver_ip
        self.servic
        if timestam
                           result += self.receiver_port.to_bytes(2, 'big')
             self.ti
                           result += int to little endian(self.sender services, 8)
             self.ti
                           # IPV4 is 10 00 bytes and 2 ff bytes then sender ip
                           result += b'\x00' * 10 + b'\xff\xff' + self.sender_ip
        self.receiv
        self.receiv
                           result += self.sender port.to bytes(2, 'big')
        self.receiv
                           # nonce should be 8 bytes
        self.sender
                           result += self.nonce
        self.sender
         self.sender
                           result += encode_varint(len(self.user_agent))
         if nonce is
                           result += self.user_agent
             self.no
                           result += int_to_little_endian(self.latest_block, 4)
             self.no
                           if self.relav:
        self.user a
                               result += b'\x01'
        self.latest
                               result += b'\x00'
         self.relay
                           return result
```

Version

Solo mandaremos!



Verack

verack

The *verack* message is sent in reply to *version*. This message consists of only a message header with the command string "verack". Hexdump of the verack message:

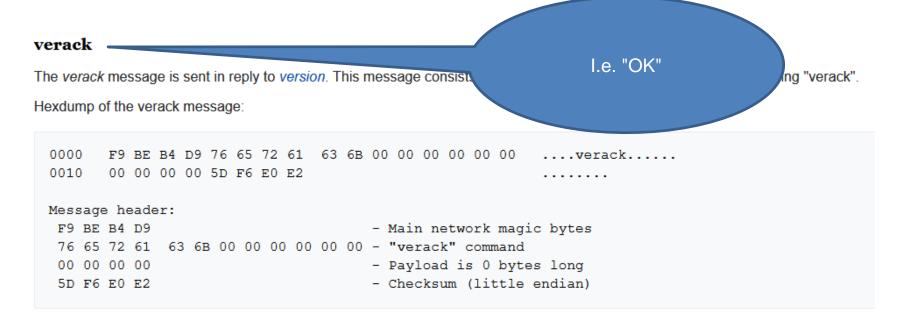
```
0000 F9 BE B4 D9 76 65 72 61 63 6B 00 00 00 00 00 ...verack.....

0010 00 00 00 5D F6 E0 E2 ......

Message header:
F9 BE B4 D9 - Main network magic bytes
76 65 72 61 63 6B 00 00 00 00 - "verack" command
00 00 00 00 - Payload is 0 bytes long
5D F6 E0 E2 - Checksum (little endian)
```



Verack





Verack

```
class VerAckMessage:
    command = b'verack'
    def __init__(self):
        pass
    @classmethod
    def parse(cls, s):
        return cls()
    def serialize(self):
        return b''
```



```
class SimpleNode:
    def __init__(self, host, port=None, testnet=False, logging=False):
        if port is None:
            if testnet:
                port = 18333
            else:
                port = 8333
        self.testnet = testnet
        self.logging = logging
        # connect to socket
        self.socket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
        self.socket.connect((host, port))
        # create a stream that we can use with the rest of the library
        self.stream = self.socket.makefile('rb', None)
```



```
class SimpleNode:
      def wait_for(self, *message_classes):
                                                                                 alse):
          command = None
          command_to_class = {m.command: m for m in message_classes}
          while command not in command_to_class.keys():
              envelope = self.read()
              command = envelope.command
              if command == VersionMessage.command:
                                                                                 STREAM)
                  # send verack
                  self.send(VerAckMessage())
                                                                                 ibrary
              elif command == PingMessage.command:
                  self.send(PongMessage(envelope.payload))
          # return the envelope parsed as a member of the right message class
          return command to class[command].parse(envelope.stream())
```



Oing pong

```
class PingMessage:
    command = b'ping'
    def __init__(self, nonce):
        self.nonce = nonce
    @classmethod
    def parse(cls, s):
        nonce = s.read(8)
        return cls(nonce)
    def serialize(self):
        return self.nonce
class PongMessage:
    command = b'pong'
    def __init__(self, nonce):
        self.nonce = nonce
    def parse(cls, s):
        nonce = s.read(8)
        return cls(nonce)
    def serialize(self):
        return self.nonce
```



class SimpleNode:

```
def wait_for(self, *message_classes):
    # initialize the command we have, which should be None
    command = None
   command_to_class = {m.command: m for m in message_classes}
   while command not in command_to_class.keys():
       # get the next network message
       envelope = self.read()
       command = envelope.command
       if command == VersionMessage.command:
           # send verack
            self.send(VerAckMessage())
       elif command == PingMessage.command:
           self.send(PongMessage(envelope.payload))
    # return the envelope parsed as a member of the right message class
   return command to class[command].parse(envelope.stream())
```

Para simplificar las cosas, nuestra implementación es síncrona! (i.e. mando mensaje y espero la respuesta)

STREAM)

ibrary



class SimpleNode:

```
def wait_for(self, *message_classes):
    # initialize the command we have, which should be None
    command = None
   command_to_class = {m.command: m for m in message_classes
   while command not in command_to_class.keys():
       # get the next network message
       envelope = self.read()
       command = envelope.command
       if command == VersionMessage.command:
            # send verack
           self.send(VerAckMessage())
       elif command == PingMessage.command:
            self.send(PongMessage(envelope.payload))
    return command to class[command].parse(envelope.stream())
```

Para simplificar las cosas, nuestra implementación es síncrona! (i.e. mando mensaje y espero la respuesta)

Nodos de verdad se comunican de manera asíncrona!



class SimpleNode:

Un nodo simple

```
def handshake(self):
    '''Do a handshake with the other node.
   Handshake is sending a version message and getting a verack back.'''
    # create a version message
    version = VersionMessage()
    # send the command
    self.send(version)
    # wait for a verack message
    self.wait_for(VerAckMessage)
```



Un nodo simple

```
class SimpleNode:
def handshake(self):
    '''Do a handshake with the other node.
    Handshake is sending a version have age and getting a verack back.'''
    # create a version message
    version = VersionMessage()
    # send the command
    self.send(version)
                                                   Para emepezar
    # wait for a verack message
    self.wait for(VerAckMessage)
```



Un nodo simple

Conexión inicial

```
# Establish a connection to a testnet node
node = SimpleNode('testnet.programmingbitcoin.com', testnet=True)
node.handshake()
```

Necesito conocer la dirección de al menos un nodo!



Nodos SPV

Si soy un nodo SPV necesito el blockchain de headers!

- Version
- Verack
- GetHeaders
- Headers



GetHeaders

Con getheaders puedo pedir los headers (max 2000!)

Payload:

```
- 7f110100 - Protocol version, 4 bytes, little-endian, 70015
```

- 01 Number of hashes, varint
- a35b...00 Starting block, little-endian
- 0000...00 Ending block, little-endian



GetHeaders

Con getheaders puedo pedir los headers (p

En realidad, puedo partir desde más de un bloque (e.g. para forks)

Payload:

7f110100**01**a35bd0ca2f4a88c4eda6d213e2378a575

- 7f110100 Procol version, 4 bytes, little-endian, 70015
- 01 Number of hashes, varint
- a35b...00 Starting block, little-endian
- 0000...00 Ending block, little-endian



GetHeaders

Con **getheaders** puedo pedir los headers

Si igual a 0, deberíamos recibir hasta los próximos 2000 bloques

Payload:

7f11010001a35bd0ca2f4a88c4eda6d213e2378a5758dfcd6a7

- 7f110100 Protocol version, 4 by , litt
- 01 Number of hashes, varint
- a35b...00 Starting block, little-endian
- 0000...00 Ending block, little-endian

00000000

Depende del nodo!



GetHeaders

```
class GetHeadersMessage:
    command = b'getheaders'
    def __init__(self, version=70015, num hashes=1, start block=None, end block=None):
        self.version = version
        self.num_hashes = num_hashes
        if start block is None:
            raise RuntimeError('a start block is required')
        self.start block = start block
        if end block is None:
            self.end_block = b' \times 200' * 32
            self.end block = end block
    def serialize(self):
        '''Serialize this message to send over the network'''
        # protocol version is 4 bytes little-endian
        result = int_to_little_endian(self.version, 4)
        # number of hashes is a varint
        result += encode_varint(self.num_hashes)
        result += self.start_block[::-1]
        # end block is also in little-endian
        result += self.end_block[::-1]
        return result
```



headers

Respuesta a getheaders es headers

Payload:

0200000020df3b053dc46f162a9b00c7f0d5124e2676d47bbe7c5d0793a50000000000000000ef445fef 2ed495c275892206ca533e7411907971013ab83e3b47bd0d692d14d4dc7c835b67d8001ac157e67**00** 00000002030eb2540c41025690160a1014c577061596e32e426b712c7ca00000000000000768b89f07 044e6130ead292a3f51951adbd2202df447d98789339937fd006bd44880835b67d8001ade092046**00**

- 02 Number of block headers
- 00...67 Block header
- 00 Number of transactions (always 0)



headers

Respuesta a getheaders es headers

Hay que definir como parsear esto!!!

Payload:

0200000020df3b053dc46f162a9b00c7f0d5124e2 47bbe7c5d0793a50000000000000000ef445fef 2ed495c275892206ca533e7411907971013ab8 47bd0d692d14d4dc7c835b67d8001ac157e67**00** 00000002030eb2540c41025690160a1014c 061596e32e426b712c7ca000000000000000768b89f07 044e6130ead292a3f51951adbd2202df d98789339937fd006bd44880835b67d8001ade092046**00**

- 02 Number of block headers
- 00...67 Block header
- 00 Number of transactions (always 0)



Block Headers

Block headers are sent in a headers packet in response to a getheaders message.

Field Size	Description	Data type	Comments
4	version	int32_t	Block version information (note, this is signed)
32	prev_block	char[32]	The hash value of the previous block this particular block references
32	merkle_root	char[32]	The reference to a Merkle tree collection which is a hash of all transactions related to this block
4	timestamp	uint32_t	A timestamp recording when this block was created (Will overflow in 2106 ^[2])
4	bits	uint32_t	The calculated difficulty target being used for this block
4	nonce	uint32_t	The nonce used to generate this block to allow variations of the header and compute different hashes
1+	txn_count	var_int	Number of transaction entries, this value is always 0



Nuestra implementación verificara esto en el payload de header message!

Block Headers

Block headers are sent in a headers packet in response to a getheaders message.

Field Size	Description	Data type	omments
4	version	int32_t	Block version information (possing signed)
32	prev_block	char[32]	The hash value of the lock this particular block references
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4	timestamp	uint32_t	A time tamp recording when this block was created (Will overflow in 2106 ^[2])
4	bits	uint32	The calculated difficulty target being used for this block
4	nonce	uint32_t	The nonce used to generate this block to allow variations of the header and compute different hashes
1+	txn_count	var_int	Number of transaction entries, this value is always 0



En bytes

020000208ec39428b17323fa0ddec8e887b4a7c53b8c0a0 a220cfd00000000000000005b0750fce0a889502d4050 8d39576821155e9c9e3f5c3157f961db38fd8b25be1e77a 759e93c0118a4ffd71d

- 02000020 version, 4 bytes, LE
- 8ec3...00 previous block, 32 bytes, LE
- 5b07...be merkle root, 32 bytes, LE
- 1e77a759 timestamp, 4 bytes, LE
- e93c0118 bits, 4 bytes
- a4ffd71d nonce, 4 bytes



En bytes

020000208ec39428b17323fa0ddec8e887b4a7c53b8c0a0 a220cfd00000000000000005b0750fce0a889502d4050 8d39576821155e9c9e3f5c3157f961db38fd8b25be1e77a 759e93c0118a4ffd71d

- 02000020 version, 4 bytes, LE
- 8ec3...00 previous block, 32 bytes, LE
- 5b07...be merkle root, 32 bytes, LE
- 1e77a759 timestamp, 4 bytes, LE
- e93c0118 bits, 4 bytes
- a4ffd71d nonce, 4 bytes



En Python

```
class Block:
   def __init__(self, version, prev_block, merkle_root,
                 timestamp, bits, nonce):
        self.version = version
        self.prev_block = prev_block
        self.merkle_root = merkle_root
        self.timestamp = timestamp
        self.bits = bits
        self.nonce = nonce
```



En Python

```
class Block:
     @classmethod
     def parse(cls, s):
         '''Takes a byte stream and parses a block. Returns a Block object'''
         # s.read(n) will read n bytes from the stream
         # version - 4 bytes, little endian, interpret as int
         version = little endian to int(s.read(4))
         prev_block = s.read(32)[::-1]
         # merkle_root - 32 bytes, little endian (use [::-1] to reverse)
         merkle_root = s.read(32)[::-1]
         # timestamp - 4 bytes, little endian, interpret as int
         timestamp = little_endian_to_int(s.read(4))
         # bits - 4 bytes
         bits = s.read(4)
         # nonce - 4 bytes
         nonce = s.read(4)
         # initialize class
         return cls(version, prev_block, merkle_root, timestamp, bits, nonce)
```



En Python

```
class Block:
     def serialize(self):
         '''Returns the 80 byte block header'''
         # version - 4 bytes, little endian
         result = int to little endian(self.version, 4)
         # prev block - 32 bytes, little endian
         result += self.prev_block[::-1]
         # merkle_root - 32 bytes, little endian
         result += self.merkle_root[::-1]
         # timestamp - 4 bytes, little endian
         result += int to little endian(self.timestamp, 4)
         # bits - 4 bytes
         result += self.bits
         # nonce - 4 bytes
         result += self.nonce
         return result
```

https://github.com/jimmysong/programmingbitcoin/blob/master/ch09.asciidoc



headers

Respuesta a getheaders es headers

Ahora sabemos como parsear esto!!!

Payload:

0200000020df3b053dc46f162a9b00c7f0d5124e2 47bbe7c5d0793a50000000000000000ef445fef 2ed495c275892206ca533e7411907971013ab8 47bd0d692d14d4dc7c835b67d8001ac157e67**00** 00000002030eb2540c41025690160a1014c 061596e32e426b712c7ca000000000000000768b89f07 044e6130ead292a3f51951adbd2202df d98789339937fd006bd44880835b67d8001ade092046**00**

- 02 Number of block headers
- 00...67 Block header
- 00 Number of transactions (always 0)



Recibiremos headers message

```
class HeadersMessage:
    command = b'headers'
    def __init__(self, blocks):
        self.blocks = blocks
    @classmethod
    def parse(cls, stream):
        # number of headers is in a varint
        num headers = read varint(stream)
        # initialize the blocks array
        blocks = []
        # loop through number of headers times
        for _ in range(num_headers):
            # add a block to the blocks array by parsing the stream
            blocks.append(Block.parse(stream))
            # read the next varint (num txs)
            num_txs = read_varint(stream)
            # num txs should be 0 or raise a RuntimeError
            if num txs != 0:
                raise RuntimeError('number of txs not 0')
        # return a class instance
        return cls(blocks)
```



Recibiremos headers message

```
class HeadersMessage:
    command = b'headers'
    def __init__(self, blocks):
        self.blocks = blocks
    @classmethod
    def parse(cls, stream):
        # number of headers is in a varint
        num headers = read varint(stream)
        blocks = []
        # loop through number of headers times
        for _ in range(num_headers):
            # add a block to the blocks array by parsing the stream
            blocks.append(Block.parse(stream))
            # read the next varint (num txs)
            num_txs = read_varint(stream)
            # num txs should be 0 or raise a RuntimeError
            if num txs != 0:
                raise RuntimeError('number of txs not 0')
        # return a class instance
        return cls(blocks)
```

Blockchain de headers



Recibiremos headers message

```
class HeadersMessage:
    command = b'headers'
    def __init__(self, blocks):
        self.blocks = blocks
                                                                            Numero de headers
    @classmethod
    def parse(cls, stream):
        # number of headers is in a varint
        num_headers = read_varint(stream)
        blocks = []
        # loop through number of headers times
        for _ in range(num_headers):
            # add a block to the blocks array by parsing the stream
            blocks.append(Block.parse(stream))
            # read the next varint (num txs)
            num_txs = read_varint(stream)
            # num txs should be 0 or raise a RuntimeError
            if num txs != 0:
                raise RuntimeError('number of txs not 0')
        # return a class instance
        return cls(blocks)
```



Recibiremos headers message

```
class HeadersMessage:
    command = b'headers'
    def __init__(self, blocks):
        self.blocks = blocks
    @classmethod
    def parse(cls, stream):
        num_headers = read_varint(stream)
        blocks = []
        # loop through number of headers times
        for _ in range(num_headers):
            # add a block to the blocks array by prosing the stream
            blocks.append(Block.parse(stream))
            # read the next varint (num txs)
            num_txs = read_varint(stream)
            # num txs should be 0 or raise a RuntimeError
            if num txs != 0:
                raise RuntimeError('number of txs not 0')
        # return a class instance
        return cls(blocks)
```

Headers (lo guardaremos como objetos de la clase block)



Recibiremos headers message

```
class HeadersMessage:
    command = b'headers'
    def __init__(self, blocks):
        self.blocks = blocks
                                                                    Número de transacciones tiene que
    @classmethod
                                                                                   ser 0!
    def parse(cls, stream):
        num_headers = read_varint(stream)
        blocks = []
        # loop through number of headers times
        for _ in range(num_headers):
            # add a block to the blocks array by parsing
            blocks.append(Block.parse(stream))
            # read the next varint (num txs)
            num_txs = read_varint(stream)
            # num txs should be 0 or raise a RuralmeError
            if num txs != 0:
                raise RuntimeError('number of txs not 0')
        # return a class instance
        return cls(blocks)
```



```
# Establish a connection to a testnet node
node = SimpleNode('testnet.programmingbitcoin.com', testnet=True)
node.handshake()
# Get the first 2000 blocks of Bitcoin:
previous = Block.parse(BytesIO(GENESIS_BLOCK))
getheaders = GetHeadersMessage(start_block = previous.hash())
node.send(getheaders)
headers = node.wait for(HeadersMessage)
for x in headers.blocks:
    print(x.hash().hex(),x.prev_block.hex())
```



```
# Establish a connection to a testnet
node = SimpleNode('testnet.programming
                                               Necesitamos el genesis block!
node.handshake()
# Get the first 2000 blocks of Bitcoin:
previous = Block.parse(BytesIO(GENESIS_BLOCK))
getheaders = GetHeadersMessage(start_block = previous.hash())
node.send(getheaders)
headers = node.wait_for(HeadersMessage)
for x in headers.blocks:
    print(x.hash().hex(),x.prev_block.hex())
```



```
# Establish a connection to a testnet
node = SimpleNode('testnet.programming)
                                                    Pido bloques!
node.handshake()
# Get the first 2000 blocks of
previous = Block.parse(Byte GENESIS_BLOCK))
getheaders = GetHeader_message(start_block = previous.hash())
node.send(getheaders)
headers = node.wait_for(HeadersMessage)
for x in headers.blocks:
    print(x.hash().hex(),x.prev_block.hex())
```



```
# Establish a connection to a testnet
node = SimpleNode('testnet.programming
                                            Espero recibir bloques
node.handshake()
# Get the first 2000 blocks of Bitch
getheaders = GetHeadersMessa___start_block = previous.hash())
node.send(getheaders)
headers = node.wait for(HeadersMessage)
for x in headers.blocks:
   print(x.hash().hex(),x.prev_block.hex())
```



Permiten verificar si POW vale!

Block Headers

Block headers are sent in a headers

(no confundir con bits de Merkle tree)

Field Size	Description	Data type	reillS
4	version	int32_t	Block versign (note, this is signed)
32	prev_block	char[32]	The hash the previous block this particular block references
32	merkle_root	char[32]	The ref ence to a Merkle tree collection which is a hash of all transactions related to this block
4	timestamp	uint32_t	A timestamp recording when this block was created (Will overflow in 2106 ^[2])
4	bits	uint32_t	The calculated difficulty target being used for this block
4	nonce	uint32_t	The nonce used to generate this block to allow variations of the header and compute different hashes
1+	txn_count	var_int	Number of transaction entries, this value is always 0



¿Cómo validar si POW de un bloque está válido?

- hash(header) < target
- 2. bits son correctos (según el ajuste de dificultad)



¿Cómo validar si POW de un bloque está válido?

- hash(header) < target
- 2. bits son correctos (según inste de dificultad)

Para computar el hash de un bloque necesito solo el header (contiene el MerkleRoot)



¿Cómo validar si POW de un bloque está válido?

- hash(header) < target
- 2. bits son correctos (según el ajuste de dificultad)

Ajuste de dificultad es determinista!

Todos los nodos lo pueden verificar!

Aquí se usa el timestamp de un bloque!



¿Cómo validar si POW de un bloque está válido?

- hash(header) < target
- bits son correctos (según iuste de dificultad)

Target se computa usando bits (que salen en el block header)



¿Cómo validar si POW de un bloque está válido?

- hash(header) < target
- bits son correctos (según iuste de dificultad)

Target se computa usando bits (que salen en el block header)



Target

¿Cómo computar target?

Usando bits = 4 bytes

bits son dos números distintos:

- 1. Byte 4 es el exponente: exp
- 2. Bytes 1,2,3 son el coeficiente: coeff (en Little-endian)

target = $coeff \cdot 256^{exp-3}$



Target

```
target = coeff \cdot 256^{exp-3}
```

```
def bits_to_target(bits):
    '''Turns bits into a target (large 256-bit integer)'''
    # last byte is exponent
    exponent = bits[-1]
    # the first three bytes are the coefficient in little endian
    coefficient = little_endian_to_int(bits[:-1])
    # the formula is:
    # coefficient * 256**(exponent-3)
    return coefficient * 256**(exponent - 3)
```

Función implementada en helper.py



¿Cómo validar si POW de un bloque está válido?

- 1. hash(header) < target
- 2. bits son correctos (según el ajuste de dificultad)





class Block: def serialize(self): '''Returns the 80 byte block header''' # version - 4 bytes, little endian result = int to little endian(self.version, 4) # prev block - 32 bytes, little endian result += self.prev_block[::-1] # merkle root - 32 bytes, little endian result += self.merkle_root[::-1] # timestamp - 4 bytes, little endian result += int_to_little_endian(self.timestamp, 4) # bits - 4 bytes result += self.bits # nonce - 4 bytes result += self.nonce return result

Block header ya contiene todo!!!



```
class Block:
     def hash(self):
         '''Returns the hash256 interpreted little endian of the block'''
         # serialize
         s = self.serialize()
         # hash256
         h256 = hash256(s)
         # reverse
         return h256[::-1]
```



```
class Block:
     def check_pow(self):
         '''Returns whether this block satisfies proof of work'''
         # get the hash256 of the serialization of this block
         h256 = hash256(self.serialize())
         # interpret this hash as a little-endian number
         proof = little endian to int(h256)
         # return whether this integer is less than the target
         return proof < self.target()</pre>
```



¿Cómo validar si POW de un bloque está válido?

- hash(header) < target
- 2. bits son correctos (según el ajuste de dificultad)

¿Estamos resolviendo el puzzle correcto?



Ajuste de dificultad

bits son correctos (según el ajuste de dificultad)

- Cada grupo de 2016 bloques en Bitcoin se llama difficulty adjustment period
- Target se ajusta según la siguiente formula:

```
time_diff = (timestamp del último bloque) – (timestamp del primer bloque)
```

```
new_target = prev_target ·time_diff/(2 semanas)
```



iuste de dificultad

and difficulty adjustment period

E.g. para el periodo bloques: 2017 hasta 4032 new_target se computa con la diferencia de los bloques 2016 y 1

bits son corre

- Cada grupo de 201
- **Target** se ajusta se siguiente formula:

time diff = (timestamp del último bloque) - (timestamp del primer bloque)

new_target = prev_target ·time_diff/(2 semanas)



iuste de dificultad

ma difficulty adjustment period

E.g. para el periodo bloques: 2017 hasta 4032 Esto es el target para el periodo 1 - 2016

bits son corre

- Cada grupo de 2010
- Target se ajusta seg alente formula:

```
time_diff = (timestar_ael último bloque) – (timestamp del primer bloque)
```

```
new_target = prev_target ·time_diff/(2 semanas)
```



iuste de dificultad

ma difficulty adjustment period

Nota:

Si time_diff>8 semanas se usa 8 semanas Si time_diff<3.5 días se usa 3.5 días

bits son corre

- Cada grupo de 2017
- Target se ajusta s
 siguiente formula:

time_diff = (timestamp del último bloque) – (timestamp del primer bloque)

new_target = prev_target ·time_diff/(2 semanas)



and difficulty adjustment period

juste de dificultad

Nota:

Otro one-off bug de Satoshi: la diferencia se ve entre bloques 2015 bloques aparte, entonces no 2 semanas!

bits son corre

- Cada grupo de 2017
- Target se ajusta s
 siguiente formula:

time_diff = (timestamp del último bloque) – (timestamp del primer bloque)

new_target = prev_target ·time_diff/(2 semanas)



Ajuste de dificultad

```
def calculate_new_bits(previous_bits, time_differential):
    '''Calculates the new bits given
    a 2016-block time differential and the previous bits'''
    # if the time differential is greater than 8 weeks, set to 8 weeks
    if time differential > TWO WEEKS * 4:
        time differential = TWO WEEKS * 4
    if time_differential < TWO_WEEKS // 4:</pre>
        time_differential = TWO_WEEKS // 4
    # the new target is the previous target * time differential / two weeks
    new_target = bits_to_target(previous_bits) * time_differential // TWO_WEEKS
    # if the new target is bigger than MAX_TARGET, set to MAX_TARGET
    if new_target > MAX_TARGET:
        new target = MAX TARGET
    # convert the new target to bits
    return target to bits(new target)
```

Función implementada en helper.py



Suste de dificultad

```
Target de genesys block; nunca puede ser
                            más fácil que esto!
def cald
    a 2016-block
    # if the time differen
                                            weeks, set to 8 weeks
    if time_differential
        time_differential
    # if the time differe
                                 less than half a week, set to half a week
    if time_differential
                              WEEKS // 4:
        time differentia
                           WO WEEKS // 4
    # the new target is previous target * time differential / two weeks
    new_target = bits_t// carget(previous_bits) * time_differential // TWO_WEEKS
    # if the new target is bigger than MAX_TARGET, set to MAX_TARGET
    if new_target > MAX_TARGET:
        new target = MAX TARGET
    # convert the new target to bits
    return target_to_bits(new_target)
```



Ajuste de dificultad

```
def target_to_bits(target):
    '''Turns a target integer back into bits, which is 4 bytes'''
    raw_bytes = target.to_bytes(32, 'big')
    raw_bytes = raw_bytes.lstrip(b'\x00')
   if raw_bytes[0] > 0x7f:
        exponent = len(raw_bytes) + 1
        coefficient = b'\x00' + raw_bytes[:2]
   else:
        # otherwise, we can show the first 3 bytes
        # exponent is the number of digits in base-256
        exponent = len(raw bytes)
        # coefficient is the first 3 digits of the base-256 number
        coefficient = raw_bytes[:3]
   # we've truncated the number after the first 3 digits of base-256
    new_bits = coefficient[::-1] + bytes([exponent])
   return new_bits
```



Con esto nuestra implementación puede descargar los block headers y verificar que todos cumplen el proof-of-work que corresponde a este bloque!

Como un ejercicio, pueden usar nuestra implementación para verificar esto!



Referencias

Leer:

- Programming Bitcoin, capítulos 9,10
- https://en.bitcoin.it/wiki/Protocol_documentation