

Digital Signatures

Public & Private Key pairs
↳ needed to sign a message
↳ used to verify a message & signature

3 protocols: ↳ secret signing key
① Key Gen() → s, v ↳ (public) verif. key
② Sign(m, s) → t
③ Verif. (v, t, m) → pass or fail

What are wallet ids?

- Public (verif) keys
- ① Pubkey of block miner
 - ② Recipients of transactions

What do we sign?

Whoever's paying signs a transaction.

Ed25519 Signatures
(nacl.signing) Pynacl

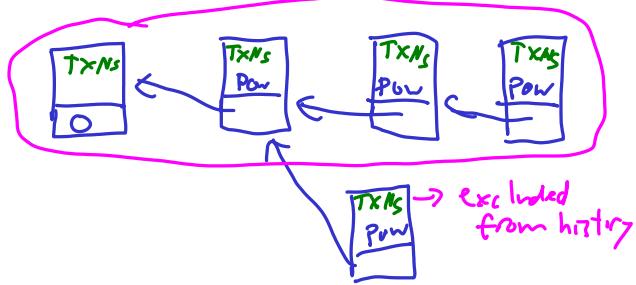
Private, pub keys: 32 bytes each

Signature: 64 bytes

ECDSA, RSA

↳ works both ways
↳ huge key sizes

Transactions



Longest chain: send - chat (arbitrary)
Server / push
(prefer current head)

Bitcoin solved:

① Consensus (distributed)

- Previous block hash
linear history

- Longest chain rule

- Proof of work
(10 mins per block)

Bitcon Paper solves:

② "Double spend problem"

- Prevent a valid, signed transaction from being duplicated.

Transaction contents

- Signature of payer
- Acct no. of payer (pub key)
- Pub key of recipient
- Amount
- Unique Id, avoid cashing twice
- Date (we won't focus on)
↳ earliest that txn may be included

Validity checks

- Hasn't been spent in same chain
- Date not in future
- Signature is valid
- Amount \leq amount available

Bitcoin Transaction

Version num. (features & improvements)

Inputs - $\begin{cases} \text{UTXO} \rightarrow \text{unspent transaction output} \\ \text{Signature} \end{cases}$
(list)

Outputs - $\begin{cases} \text{Publiz Key (who gets paid)} \\ \text{Amount} \end{cases}$
(list)
Date (locktime)

→ Single transaction has multiple ins + outs.

Why multiple inputs?

May have multiple smaller amounts to combine

Why multiple outputs?

→ Pay yourself the "change"

Fees

Must have

$$\sum \text{Input amts} \geq \sum \text{Output amts}$$



difference is a "fee"
paid to block miner

Coinbase transaction

- first txn in a block
- No inputs
(Implicitly: Block reward + all fees)
- Outputs as usual

How to refer to transaction?

[txid : Hash of entire transaction
index : which output
block id (can't know in advance)
↳ UTXO