



## **Parasite Chain Detection in the IOTA 1.0 Protocol**

**Andreas Penzkofer - Iota Foundation**

# Context IOTA



permissionless

distributed

feeless

immutable

**no miners**



scalable

backbone  
for IoT

open-source

data and value  
transfer



# Context

## Stages of Mainnet

### IOTA 1.0

Network secured through PoW

Majority of transaction issuers are honest

Currently network also secured through checkpoints (issued by coordinator node)

### IOTA 1.5 (Chrysalis)

Various modifications to the protocol:

Improved tip selection  
Autopeering  
Atomic transactions  
UTXO  
Improved throughput  
Faster confirmations  
...

<https://roadmap.iota.org/chrysalis>

### IOTA 2.0 (Coordicide)

Major changes to the protocol :

Voting protocol  
Rate and Congestion Control  
Node bootstrapping and syncing  
...

<https://coordicide.iota.org/>

**This presentation applies to the protocol version IOTA 1.0**



# Context

## Stages of Mainnet

**IOTA 1.0**



**IOTA 1.5**  
CHRYSLIS

Phase 1

Phase 2



**IOTA 2.0**  
COORDICIDE

Pollen

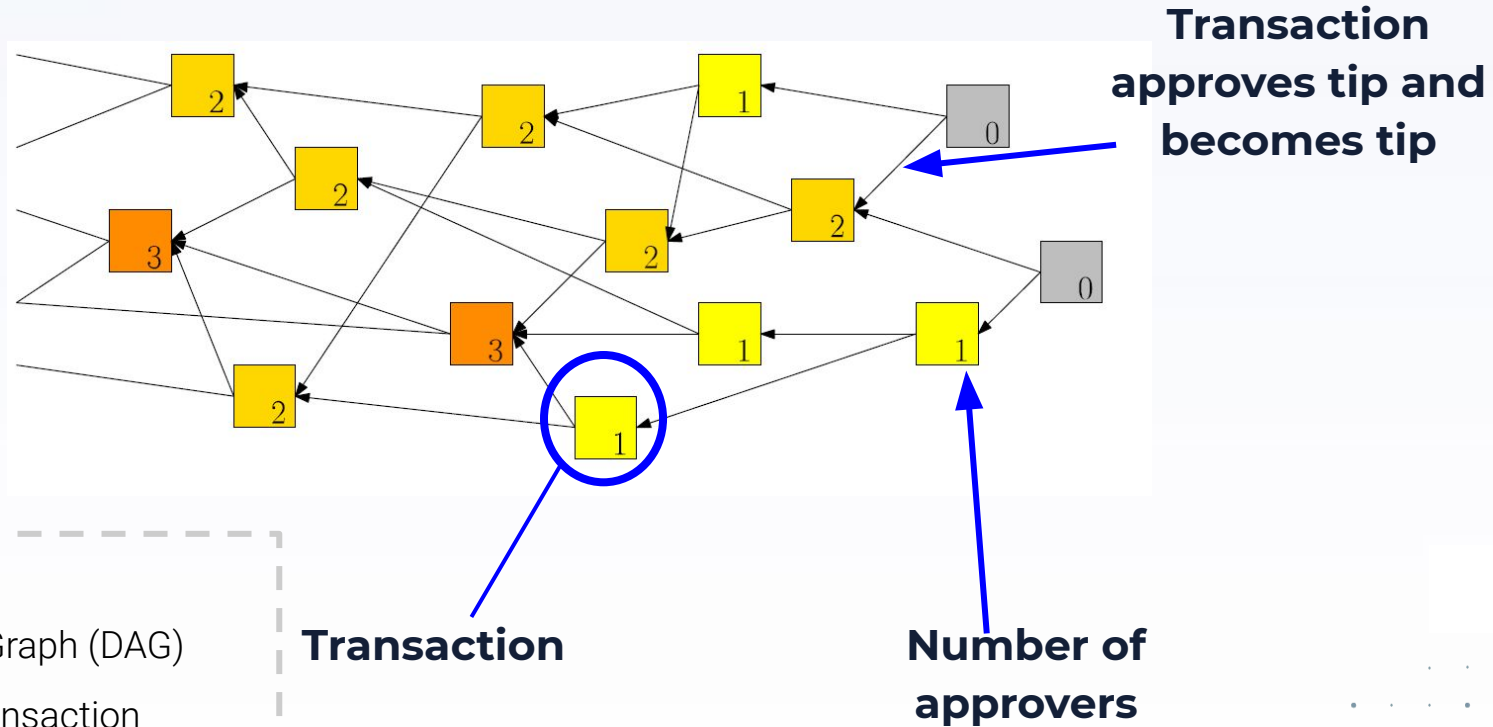
Nectar

Honey



# The Tangle

## IOTA 1.0



# The Tangle Mainnet

## The Tangle main net

Switch network: main dev unio

Experiments: TimeMachine custom Tangle

- ☐ tip
- ☒ milestone
- ☐ transaction
- ☒ confirmed

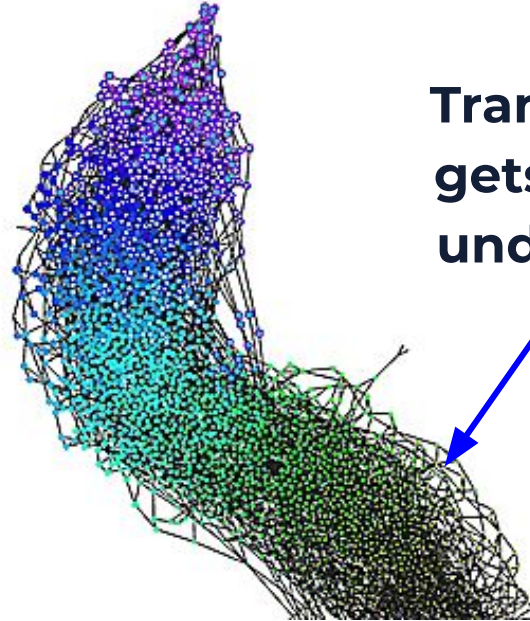
select a transaction to view

- ☒ confirmed by tx
- ☐ confirming tx
- ☐ same bundle

enter a tx hash

enter a tag

enter a bundle-hash



Transaction  
gets buried  
under PoW

- ☒ remove floating tx
- ☐ limit to 4k tx
- ☐ pin old tx
- ☒ center tangle
- ☒ reduce movement
- ☐ size by # of confirms
- ☐ size by weight
- ☐ size by value
- ☒ color by order
- ☐ lighten links
- ☐ dark mode
- ☐ pause layouting

tips ratio: 4.73%  
confirmed ratio: 72.60%  
(30s avg) tps: 10.47  
transactions: 2786

[Star on GitHub](#) 50



# Tip selection methods

Nodes are FREE to choose which transactions to approve.

## Considered tip selection algorithms



# Tip selection methods

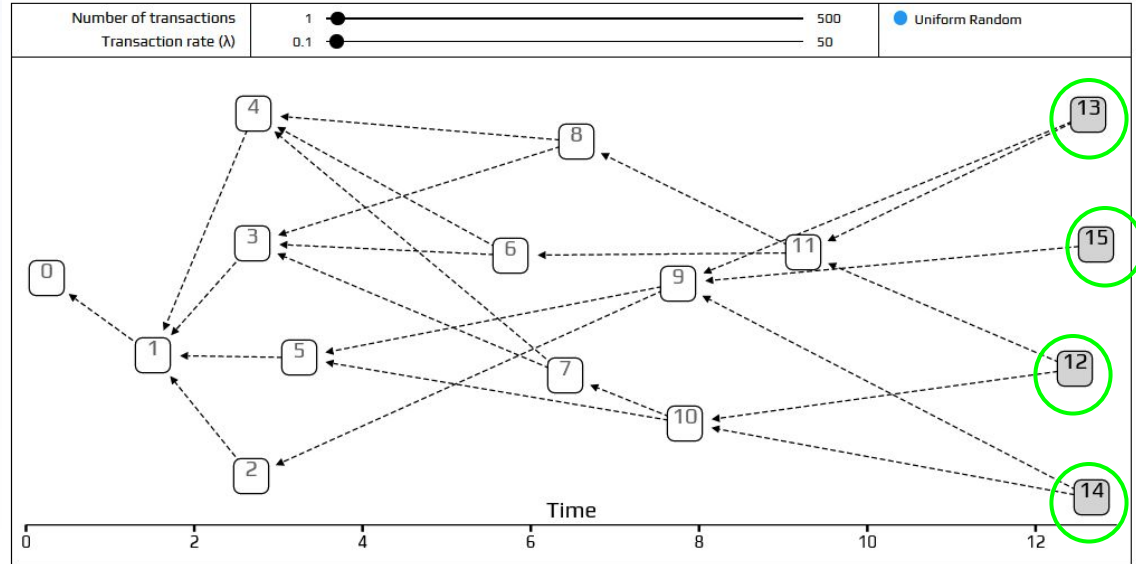
Nodes are FREE to choose which transactions to approve.

## Considered tip selection algorithms



### Procedure:

- 1) Select tip at random





# Tip selection methods

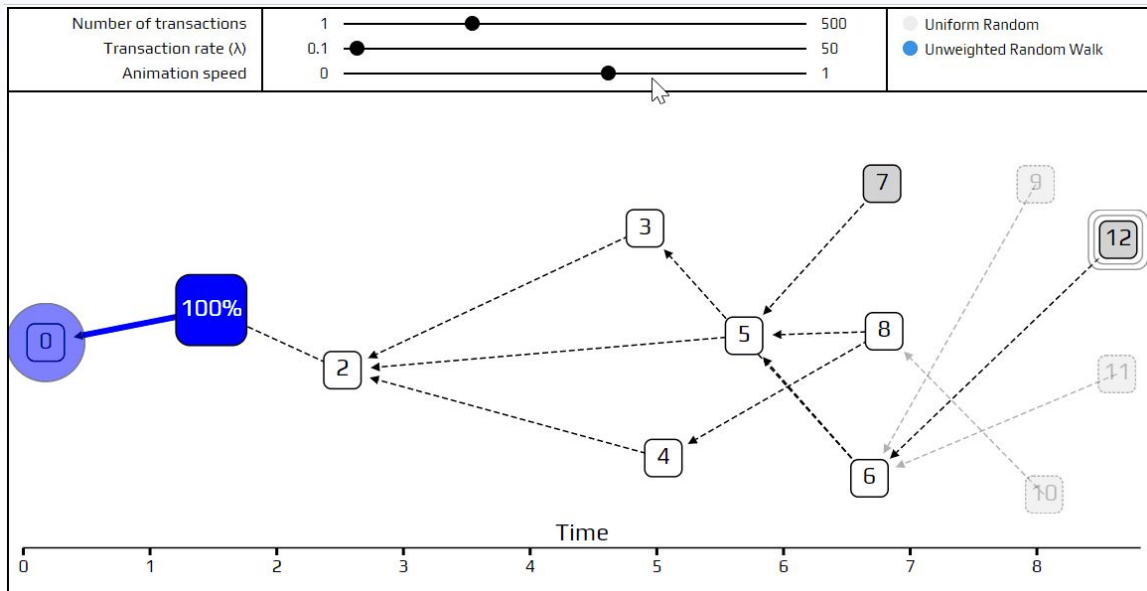
Nodes are FREE to choose which transactions to approve.

## Considered tip selection algorithms



### Procedure:

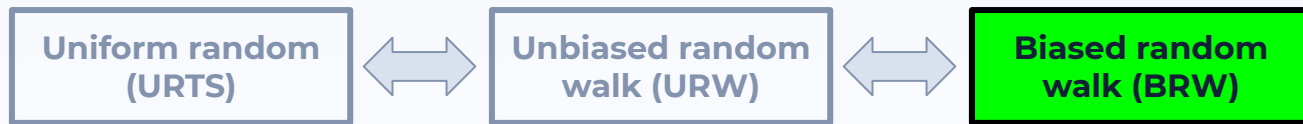
- 1) start random walk deep in the Tangle
- 2) pick one of the children transactions with equal probability
- 3) repeat 2 - 4 until reaching a tip



# Tip selection methods

Nodes are FREE to choose which transactions to approve.

## Considered tip selection algorithms



### Procedure:

- 1) start random walk deep in the Tangle
- 2) for each step, calculate the transition probability  $P_{xy}$  to all children transactions
- 3) pick one of the children transactions with probability  $P_{xy}$
- 4) repeat 2 - 4 until reaching a tip

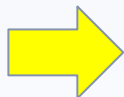
$$P_{xy} = \frac{\exp(\alpha \mathcal{H}_y)}{\sum_{z: z \rightarrow x} \exp(\alpha \mathcal{H}_z)}$$

# Biased random walk

## Parameter choice



**$\alpha$  small**



**suitable  $\alpha$**



**$\alpha$  large**

same as uniform  
random tip selection

Allows for lazy tip  
selection

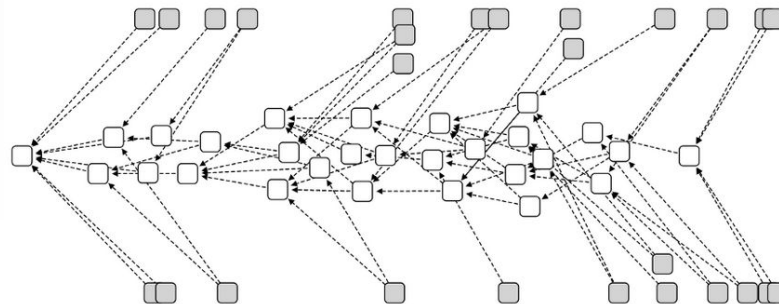
More vulnerable to  
attacks

**Value in IOTA 1.0 :**  
 $\alpha = .001$

Transactions left behind  
(Orphanage)

Need for reattachments  
and promotions

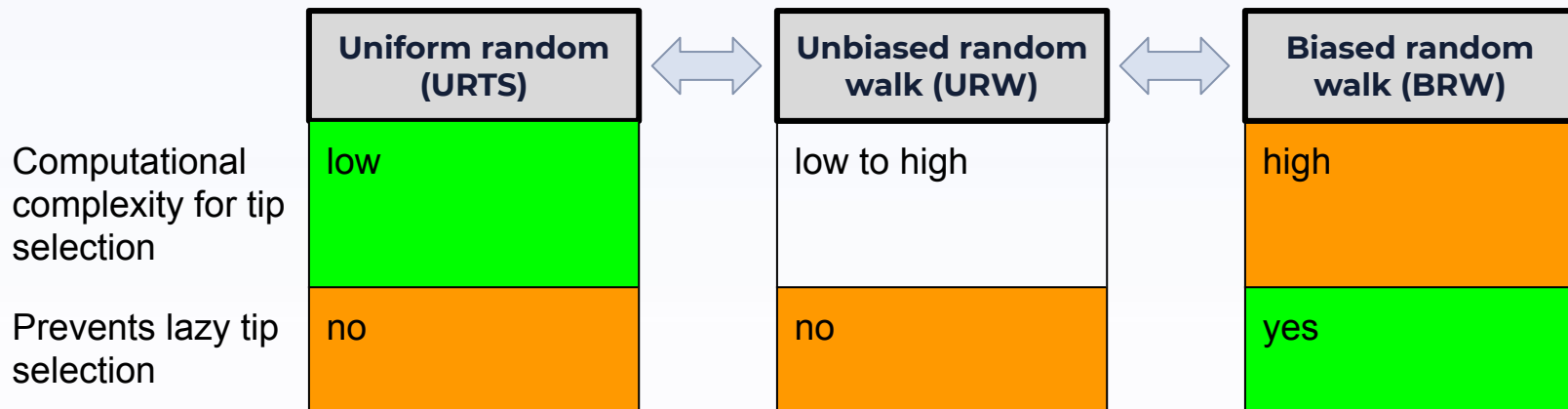
Decreased maximum  
throughput



# Tip selection methods

Nodes are FREE to choose which transactions to approve.

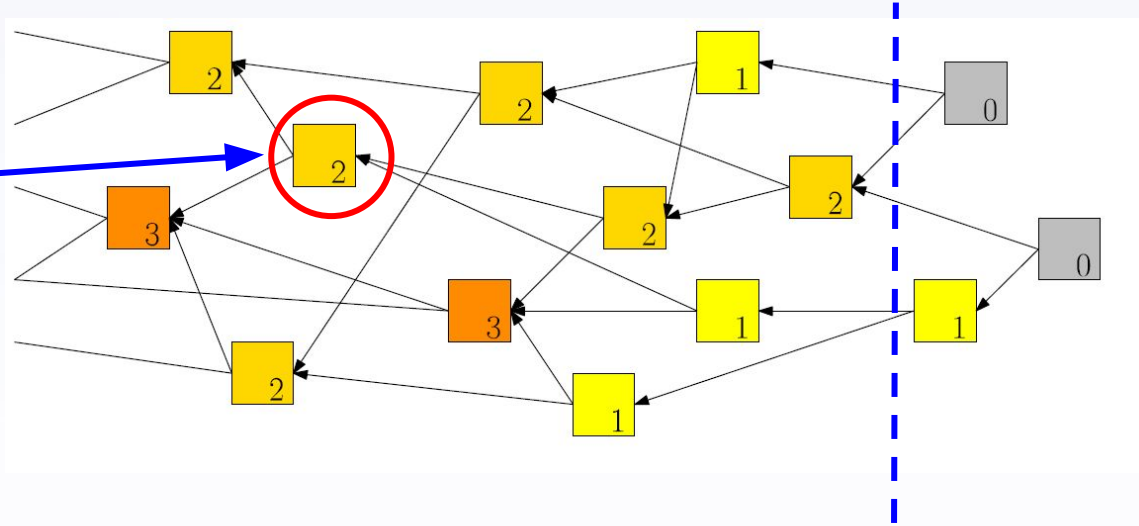
## Considered tip selection algorithms



# Parasite Chain attack

## Concept

**Attacker spends  
the funds**



**Sometime later the merchant  
accepts the funds**



## Concept



# Tip selection methods

Nodes are FREE to choose which transactions to approve.

## Considered tip selection algorithms

	Uniform random (URTS)	Unbiased random walk (URW)	Biased random walk (BRW)
Computational complexity for tip selection	low	low to high	high
Prevents lazy tip selection	no	no	yes
Attack to attempt double spend	Create many tips	PC by creating many links to the past	PC with high amount of PoW
Necessary PoW for attack	low	low	high



# Uniform Random tip selection Model

## Number of tips

Transactions arrive through Poisson process:

$$P(\gamma, n) = e^{-\gamma} \frac{\gamma^n}{n!}$$

Number of tips modelled by  $L = 1 + 2\lambda$

**Tx rate**





# Uniform Random tip selection Model

## Number of tips

Transactions arrive through Poisson process:

Number of tips modelled by  $L = 1 + 2\lambda$

$$P(\gamma, n) = e^{-\gamma} \frac{\gamma^n}{n!}$$

## Number of approvers

$$N_i = 1 + Pois(\lambda_i)$$

$$\lambda_i = \lambda \int_{t_i}^{t_i+h} dt (2p_i(t) - p_i(t)^2)$$



# Uniform Random tip selection Model

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Number of tips modelled by  $L = 1 + 2\lambda$

## Number of approvers

$$N_i = 1 + Pois(\lambda_i)$$

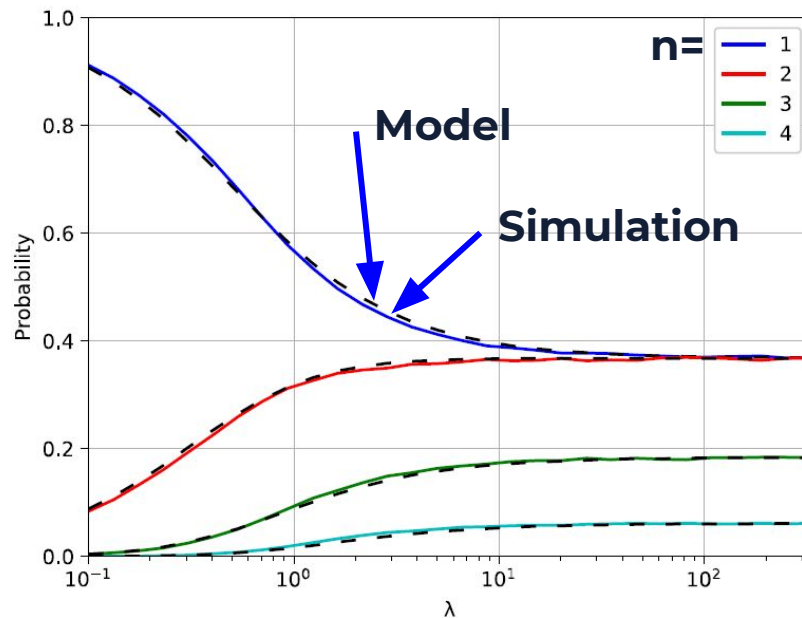
$$\lambda_i = \lambda \int_{t_i}^{t_i+h} dt (2p_i(t) - p_i(t)^2)$$

## Probability for n approver

Poisson distribution  $P(\lambda_U, n - 1)$

$$\lambda_U = 2\lambda L^{-1}(1 - 0.5L^{-1})$$

$$P(\gamma, n) = e^{-\gamma} \frac{\gamma^n}{n!}$$

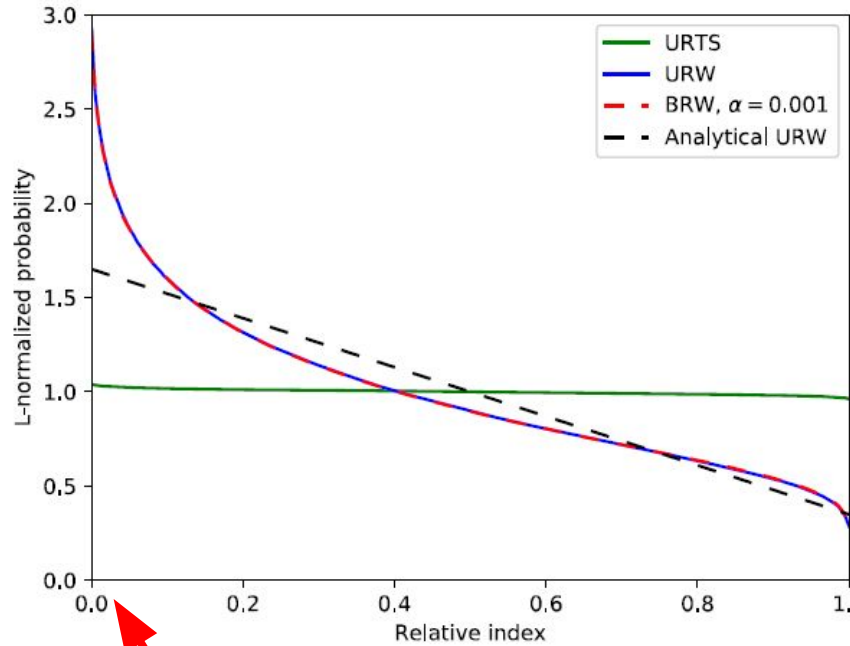


Transaction rate



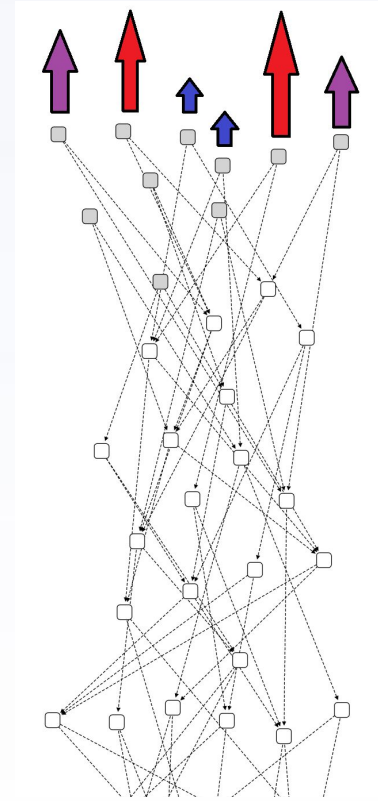
# Unbiased Random Walk tip selection Model

*Exit probability*



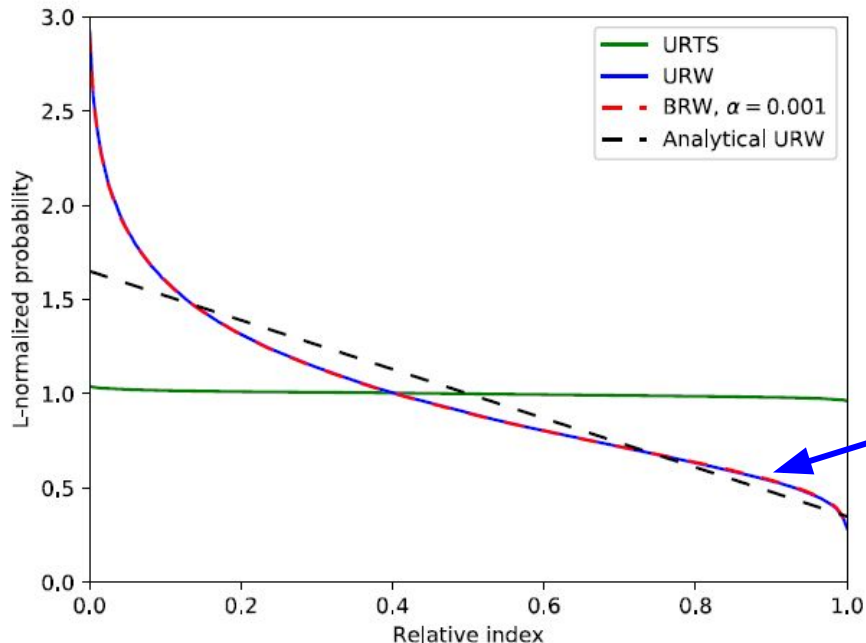
most likely tip

least likely tip



# Unbiased Random Walk tip selection Model

*Exit probability*



At the time of paper submission :

$\alpha = .001$

PoW time = 4.1s

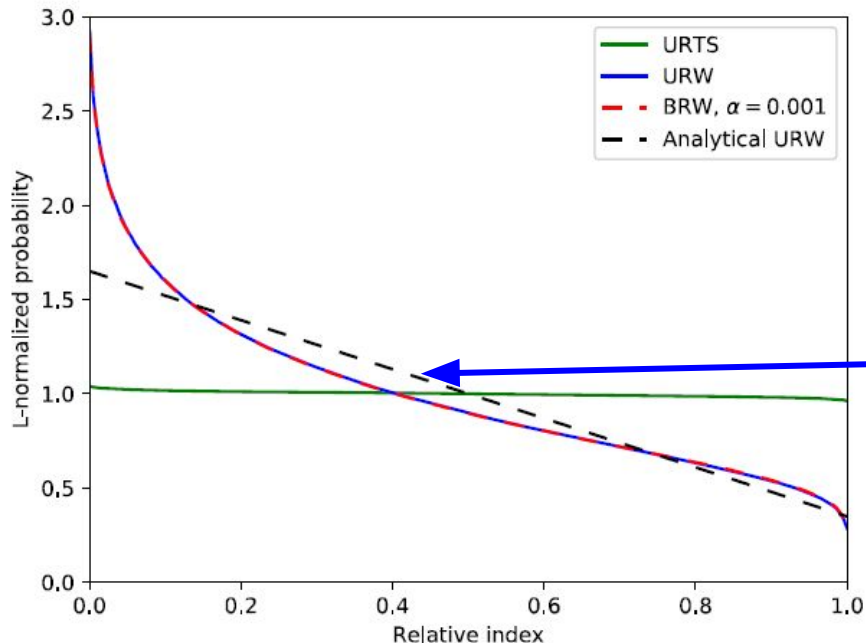
Tx rate = 5tps

**For this setting the exit probabilities of BRW and URW are almost identical.**



# Unbiased Random Walk tip selection Model

*Exit probability*



Relative index exit probability

$$e(x) = 1 + f(x)$$

Probability to have  $n$  approvers  
(Integral over relative index space)

$$P_{URW}(n) = P_U(n) \int_0^1 dx e^{-f(x)\lambda_U} (1 + f(x))^{n-1}$$

**Linear approach**

$$P_{URW}(n) = P_U(n)g(n-1)$$

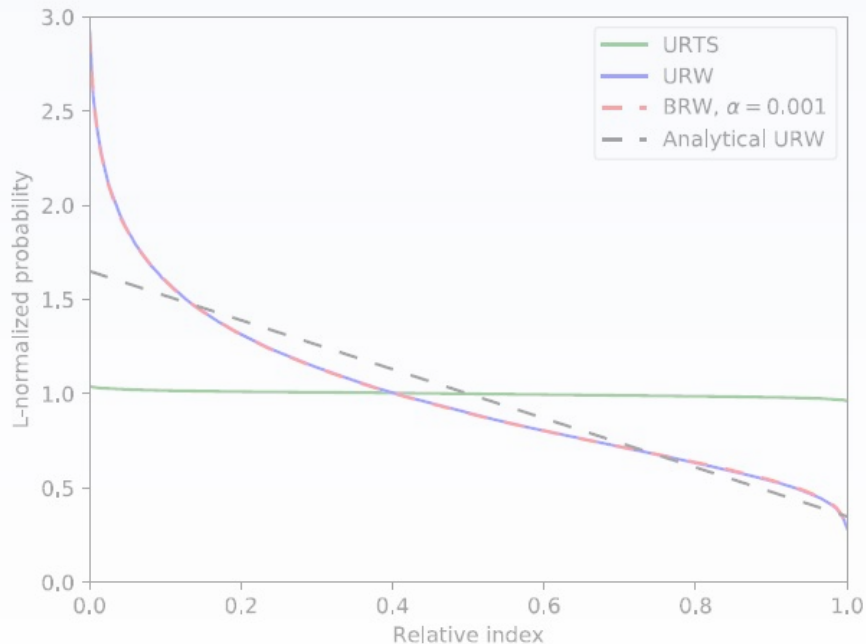
$$g(n) = \frac{1}{a} \sum_{j=0}^n \lambda_U^{-j-1} \frac{n!}{(n-j)!} [e^{-y\lambda_U} (1+y)^{n-j}]^{-0.5a}_{0.5a}$$



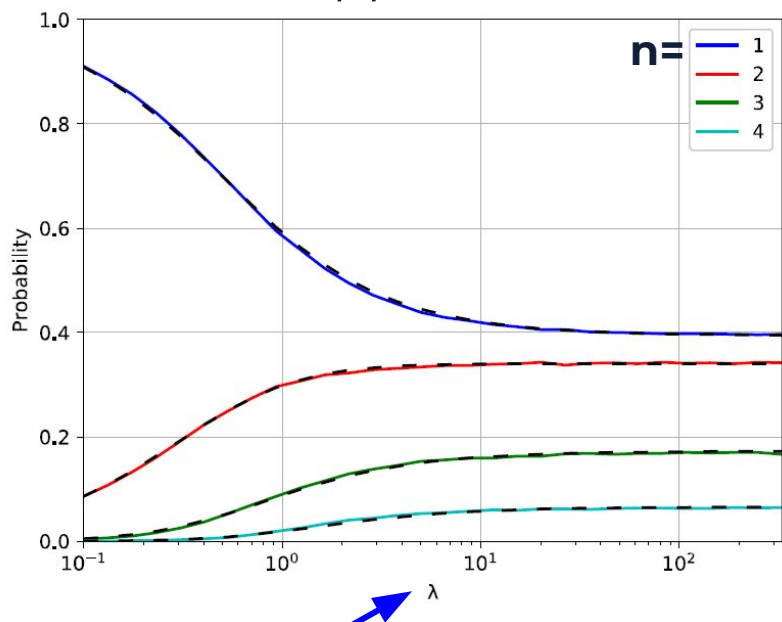
# Unbiased Random Walk tip selection

## Expected number of approvers

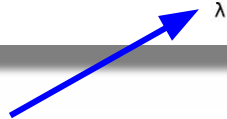
*Exit probability*



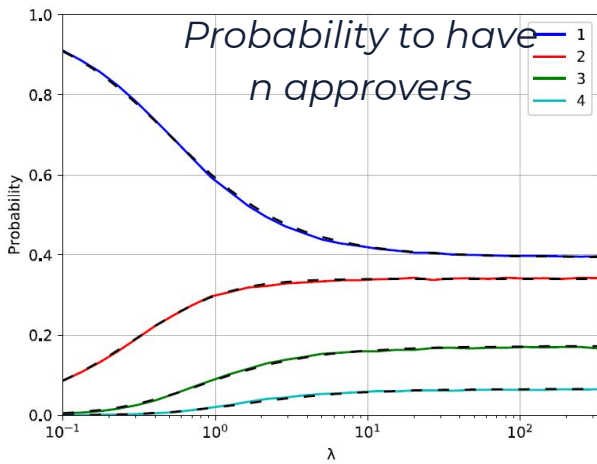
*Probability to have  $n$  approvers*



Transactions rate



# Parasite Chain detection



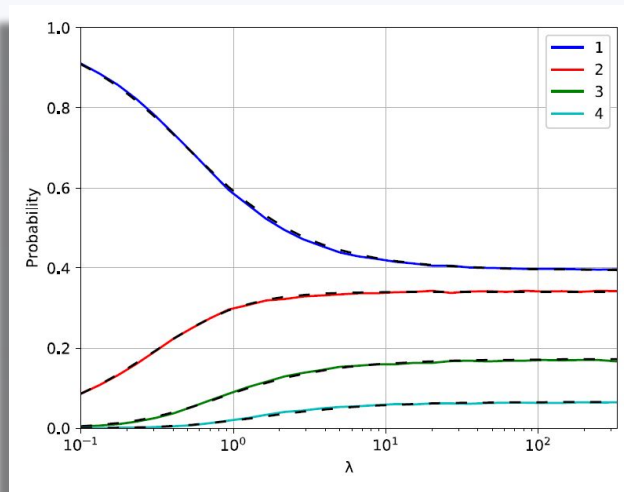
**Perform  
Random Walk  
sample**

**Expected distribution  
Random Walk**

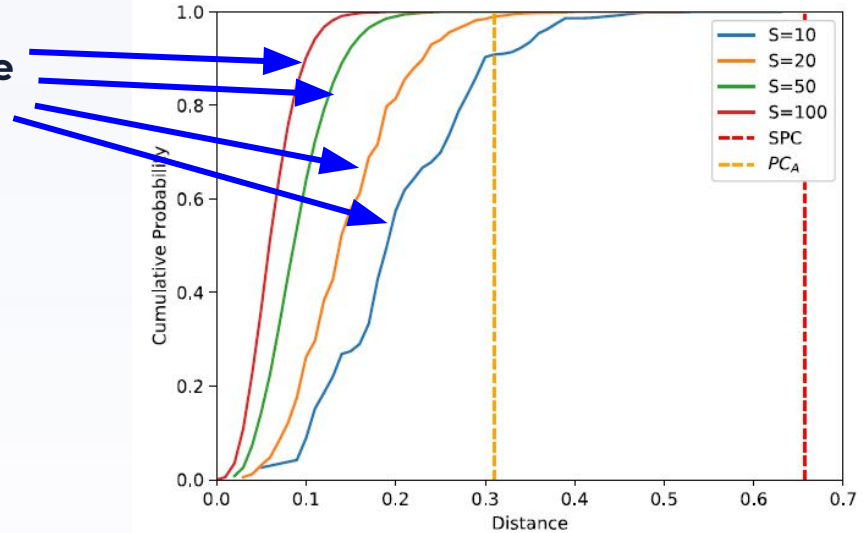
$$d_P = \frac{1}{2} \sum_{n=0}^{\infty} |P(n, S) - P_{ref}(n)|$$



# Parasite Chain detection



Main Tangle



Perform  
Random Walk  
sample

Expected distribution  
Random Walk

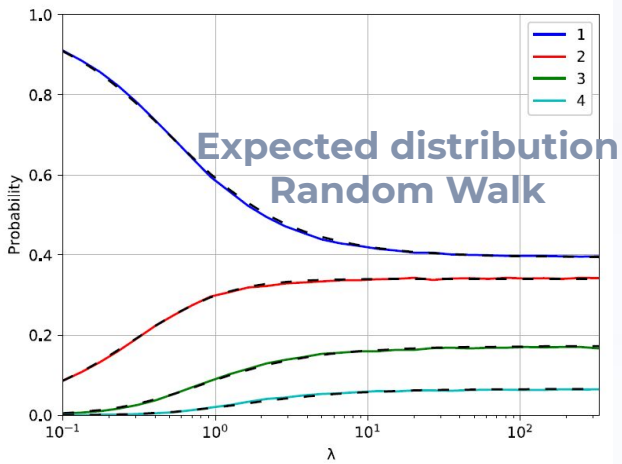
$$d_P = \frac{1}{2} \sum_{n=0}^{\infty} |P(n, S) - P_{ref}(n)|$$

a) Distance metric  $d_P$





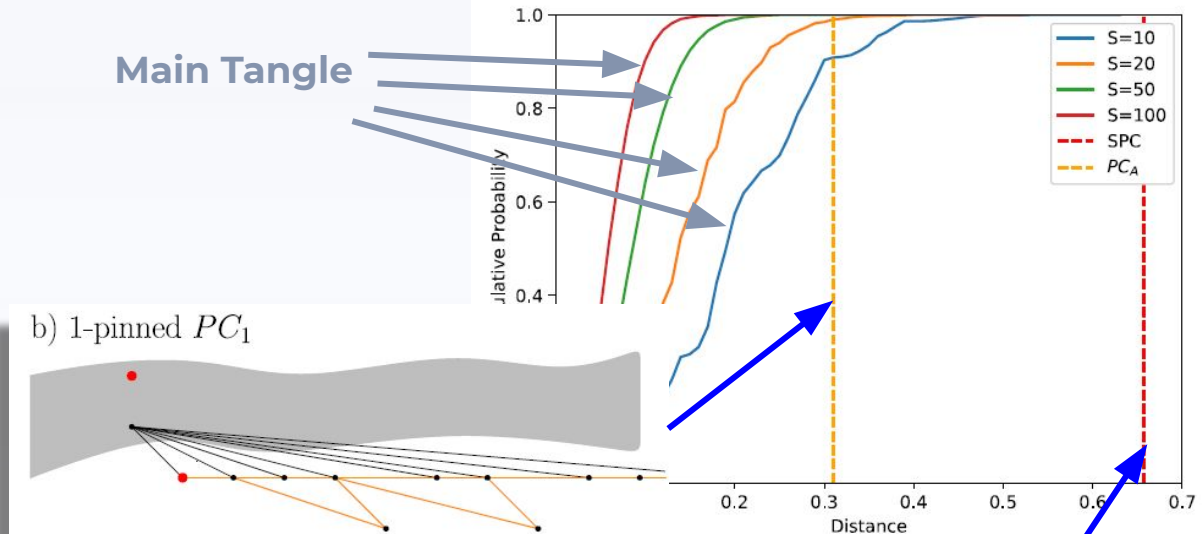
# Parasite Chain detection



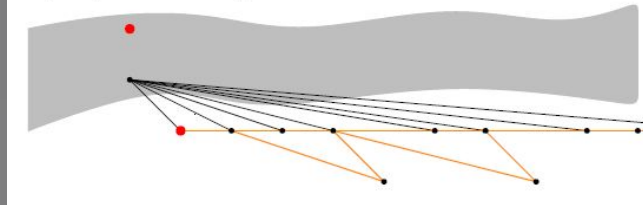
Perform  
Random Walk  
sample

$$d_P = \frac{1}{2} \sum_{n=0}^{\infty} |P(n, S) - P_{ref}(n)|$$

Main Tangle

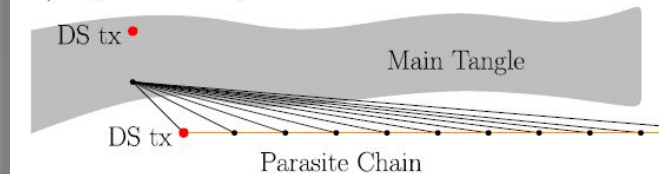


b) 1-pinned  $PC_1$



a) Distance metric  $d_P$

a) 1-pinned simple PC



# Remarks

- **Counter measures upon successful detection**

- rerun BRW from start (with increased  $\alpha$ ),  
e.g. "IOTA-based Directed Acyclic Graphs without Orphans" <https://arxiv.org/abs/1901.07302>  
by P. Ferraro, C. King, and R. Shorten
- revert several steps to exit the Parasite Chain,
- introduce probability to go step backwards
- etc..

- **Improvements**

- expensive to build a Parasite Chain with high number of approvers  
⇒ The difference  $|P(n, S) - P_{ref}(n)|$  is larger for higher  $n$   
⇒ Reward having many approvers, change distance metric  $Q(n) = \sum_{m=n}^{\infty} P(m)$
- Future cone detection :
  - average number of approvers in PC is lower than in main tangle
  - computationally expensive (requires traverse algorithm to collect sample)
  - can e.g. be employed when Parasite Chain is suspected  
(increase confirmation certainty)





## Parasite Chain Detection in the IOTA 1.0 Protocol

# Thank You!

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