## **Byzantine Agreement**

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### Overview

- 1 Types of Failures covered so far
- 2 Impossibility Theorem
- 3 Solving Byzantine Agreement
- 4 More on Byzantine Agreement
- 5 Byzantine Agreement: Take Away

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### **Failure Models**

- Fail stop
- Fail crash (Paxos)
- Byzantine Failure

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# Terminology

### **Byzantine Fault**

Running system can arbitrarily deviate from its protocol.

System can lie, conspire, send wrong messages etc.

#### **Byzantine Failure**

The loss of a system service due to a Byzantine fault in systems that require consensus. (Driscoll et al. 2003)

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Worst type of failure

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## Motivating Problem

- You are managing a critical system (power grid, ballistic missile shield)
- There are several systems each listening to input from its sensors/radar or a common source.





# Motivating Problem

- You are managing a critical system (power grid, ballistic missile shield).
- There are several systems each listening to input from its sensors/radar or a common source.
- Systems should achieve consensus
  - reduce the load or do not reduce it.
  - fire all missiles at the enemy or fire none.
- Be able to handle a few sensors/radar or systems behaving arbitrarily.





### Several Possibilities

- **1** Single faulty input source, giving different input to different systems.
- ② Different input sources with some of them being faulty.
- Single faulty input source which is consistently lying. [Cannot do anything here]
- A system getting hacked or corrupt but keeps running.

Situation 1,2,4 come under *Byzantine failure*.

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#### **Observation:**

- Cannot use majority voting.
- No way to achieve consensus without systems talking to each other.
- Need to tell each other what they observed.

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## **Problem Statement**

### System:

- Directed graph
- Nodes are devices/processes/complex systems
- Every node has an input
- Edges represent communication

#### **Byzantine Agreement:**

Let there be protocol  $A_u$  for every node u in the system.

Every correct node follows the protocol.

Protocols solve the Byzantine Agreement iff

Agreement: Every correct node chooses the same value.

**Validity:** If all the correct nodes have the same input then that input must be the value chosen.

# Impossibility Theorem

Intuition: Consensus should be possible with sufficiently few faulty nodes.

Maybe 2f + 1 as majority (f + 1) of nodes are not faulty.

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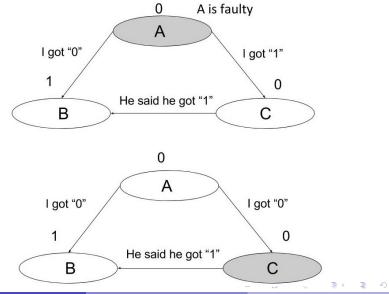
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#### Theorem

In order to tolerate f Byzantine faulty nodes, one needs  $n \ge 3f + 1$  systems.

Intuition

Special Case: Consensus not possible in 3 systems if 1 is faulty.



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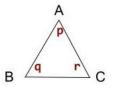
Byzantine Agreement

## Formal Proof

Special Case: Consensus is not possible with 3 nodes when 1 is faulty.

Known as the *three general problem*.

Say there is a protocol for node p, q, r which solves the problem.

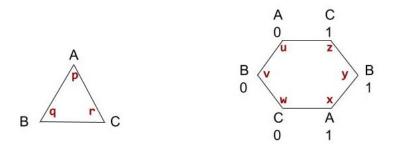


Protocol should work any input and atmost one faulty node.

### Formal Proof

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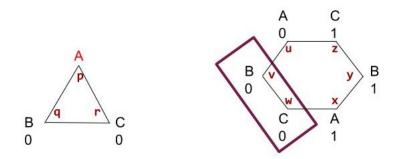
Let us say there is a protocol for A, B, C which solves the problem.



Derive contradiction from a construction.

Case 1: Consider the nodes v and w

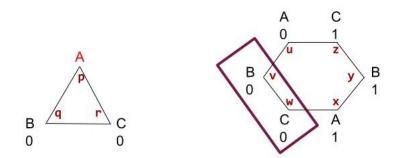
Same condition as q, r with p as Byzantine.



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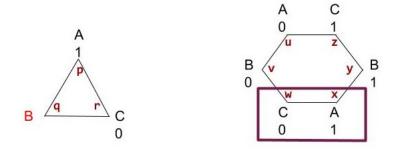
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**Validity** dictates that q, r decide 0 and hence v, w must decide 0.

Case 2: Consider the nodes w and x

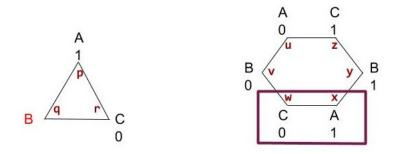
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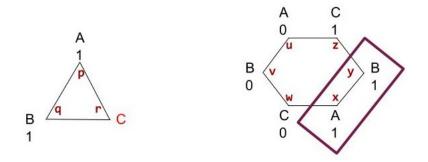


**Agreement** dictates that *p*, *r* decide one value.

As w decides 0 hence x decides 0.

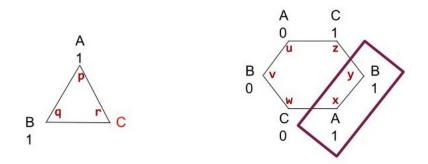
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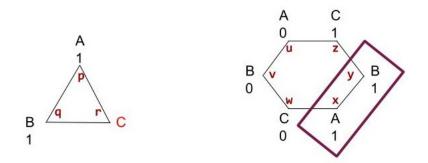
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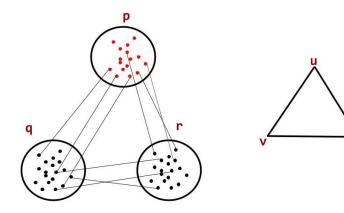


**Validity** dictates that p, q must decide 1 hence x, y must decide 1.

#### Wait! we already concluded that *x* must decide 0

# Formal Proof (General Case)

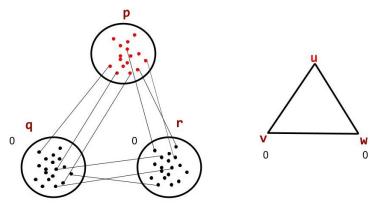
- Say a protocol achieves agreement with  $\leq 3f$  nodes ( $\leq f$  are faulty).
- Create 3 groups *p*, *q*, *r* containing atmost *f* nodes each.
- w.l.o.g. all faulty nodes reside in group p.
- Simulate solution for 3 general problem.



# Formal Proof (General Case)

### Simulating solution for 3 general problem

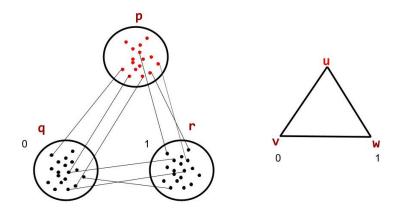
- *u*, *v*, *w* simulate group *p*, *q*, *r* resp.
- Given input 0 to node v, w run the protocol with input to all nodes in q, r as 0.



• Eventually all nodes in q, r accept 0 hence v, w accept 0.

# Formal Proof (General Case)

• Do similarly when v, w are given input as 0, 1 resp.



We have found a solution to three general problem. Contradiction.

So how to achieve agreement when  $n \ge 3f + 1$ 

### **Oral Message Algorithm**

Due to Lamport, Shostak and Pease (1982)

#### Assumption

- Every message that is sent is delivered correctly.
- The receiver of a message knows who sent it.
- The absence of a message can be detected.

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### Assumption

- Every message that is sent is delivered correctly.
- The receiver of a message knows who sent it.
- The absence of a message can be detected.

Are these assumptions realistic?

## Rephrasing the problem

- System as a graph with nodes taking input.
- Agreement: All correct nodes accept same value.
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- Commander node sending order to a set of lieutenant nodes in a graph.
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- Validity: If the commander is loyal then every loyal lieutenant obeys the order he/she sends.

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From formulation 2 to 1

- 1. Input to a node is then the order given by the commander.
- 2. Loyal commander orders and obeys the input given to it.

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# Problem Statement (Fully Connected Graph)

There are n nodes in a fully connected graph.

One node is a commander and remaining are lieutenants.

Find a protocol for every node such that following holds:

- Agreement: All correct lieutenant nodes accept the same value.
- Validity: If the commander is loyal then every loyal lieutenant obeys the order he/she sends.

# Oral Message Algorithm

Algorithm OM(0)

- The commander sends his/her value to every lieutenant.
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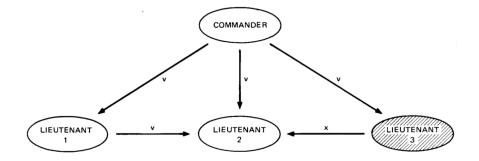
Algorithm OM(m), m > 0

- The commander sends his/her value to every lieutenant.
- For each *i*, let  $v_i$  be the value Lieutenant received from the commander else RETREAT if no value is received. Lieutenant acts as the commander and sends the value  $v_i$  to each of the n-2 other lieutenants using OM(m-1).
- For each *i*, and each *j* ≠ *i*, let v<sub>j</sub> be the value lieutenant received from Lieutenant *j* in step(2) or else RETREAT if he received no such value. Lieutenant *i* uses the value majority {v<sub>1</sub>, v<sub>2</sub>, · · · , v<sub>n-1</sub>}.

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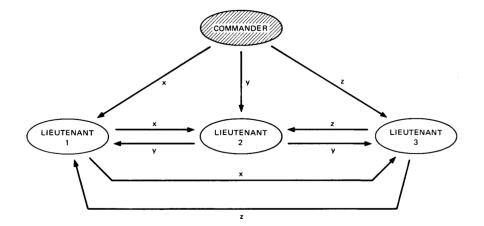
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For any m, k Algorithm OM(m) satisfies validity if there are more than 2k + m generals and at most k traitors.

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- As n-1 > 2k + m 1 hence OM(m-1) works in step 2.
- Therefore, all loyal lieutenant get v from every other loyal lieutenant and the loyal commander.
- Hence, each loyal lieutenant receives at least n k copies of value v. As n - k > k + m > n/2 and hence he/she chooses v.

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- When commander is loyal
  - Previous lemma shows that validity holds.
  - When validity holds then agreement holds as well.

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  - 3m > 3(m-1) hence OM(m-1) satisfies validity and agreement.

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- ► Each loyal lieutenant accepts the same value given by majority {v<sub>1</sub>, v<sub>2</sub>, · · · v<sub>n-1</sub>}.

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Exponential in number of traitors!

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### Can we do better?

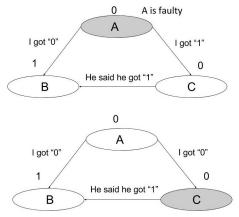
• Why did we need  $\geq 3f + 1$  generals?

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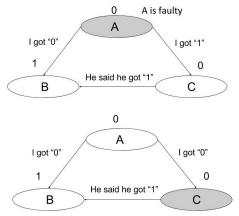


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#### Add digital signature to messages.

## Digital Signature Assumptions

- *i*<sup>th</sup> general signs a message *m* as *m* : *i* before sending.
- A loyal general's message cannot be forged.
- Anyone can verify the authenticity of a general's signature.

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#### Theorem

Using above assumptions, one can handle f traitors with  $\geq f + 2$  generals.

- $V_i = \emptyset \ \forall_i \in \{1, 2, \cdots n\}$
- Commander signs and sends his/her value to every lieutenant.

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  - If a Lieutenant receives a message v : 0 from the commander and he/she has not received any order then.
    - **1** Let  $V_i = \{v\}$ .

2 Send message v : 0 : i to other lieutenant.

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    - Let  $V_i = \{v\}$ .
    - Send message v : 0 : i to other lieutenant.
  - if Lieutenant receives a message  $v : 0 : j_1 : j_2 : \cdots : j_k$  and  $v \notin V_i$ .
    - add v to V<sub>i</sub>.
    - **3** if k < m then send message  $v : 0 : j_1 : j_2 : \cdots : j_k : i$  to every lieutenant other than  $j_1, j_2 \cdots j_k$ .

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- For each *i*: lieutenant *i* accepts  $majority(V_i)$  (0 if  $V_i$  is empty).

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#### Let commander be loyal

- Each lieutenant receives v : 0.
- No lieutenant can forge v' : 0 hence every lieutenant receives only value v.
- Every lieutenant end up choosing v.

#### Theorem

For any m, SM(m) solves the Byzantine agreement if there are atmost m traitors.

#### If commander is a traitor

• show that  $V_i = V_j$  for every loyal lieutenant i, j.

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## Digital Signature Algorithm: Formal Proof

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# Digital Signature Algorithm: Formal Proof

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- if  $j \in \{j_1, j_2 \cdots j_k\}$  then lieutenant j received the message.
- else:
  - ▶ if k < m then i sends this message to j in next step.</p>
  - if k = m then there is atleast one loyal lietenant in  $\{j_1, j_2 \cdots j_m\}$ .
  - ▶ this loyal lieutenant must have send this message to lieutenant *j*.

• We assumed fully connected graph in OM, SM algorithm.

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#### Theorem

Cannot achieve Byzantine agreement in a graph with  $\leq$  2f node connectivity and f traitors.

Proof technically similar to the one presented.

- Can we solve a simpler problem?
- Can we weaken the validity condition

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- Can we solve a simpler problem?
- Can we weaken the validity condition

**Weak Validity:** Only when all nodes are correct and have the same input, that input is the value chosen.

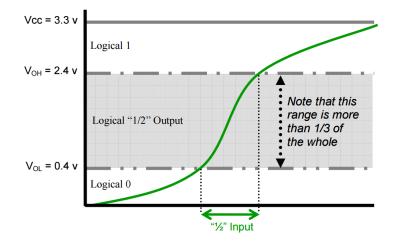
#### Theorem

Cannot achieve weak Byzantine agreement in a graph with  $\leq$  3f nodes with f traitors.

## Byzantine Agreement: Take Away

- Used in places where security takes precedence over performance.
- Example credentials system, space shuttle.
- Modern protocols are less expensive than OM, SM algorithms.
- Whenever possible use less expensive models such as fail-by-halt.

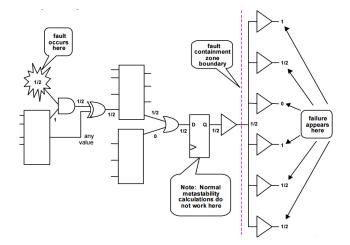
# Byzantine Failure: An example Bit value 1/2



#### (taken from Driscoll et al. 2003)

## Byzantine Failure: An example

## **Byzantine Failure Propagation**



#### (taken from Driscoll et al. 2003)

Dipendra K. Misra (Cornell University)

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Byzantine Failure: Be Realistic

Murphys Law: "If anything can go wrong, it will go wrong."

Dipendra K. Misra (Cornell University)

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## Conclusion

- Byzantine fault and Byzantine agreement
- 3f + 1 theorem
- Oral Message algorithm
- Digital Signature algorithm
- Protocols are expensive
- Byzantine failures can occur in strange places

## References



Michael J. Fischer, Nancy A. Lynch and Michael Merritt (1986) Easy impossibility proofs for distributed consensus problems *Distributed Computing* 1.1, 26-39.



Leslie Lamport, Robert Shostak, and Marshall Pease (1982) The Byzantine Generals Problem, (*TOPLAS*) 4.3 : 382-401.

Kevin Driscoll, Brendan Hall, Hakan Sivencrona, Phil Zumsteg (2003) Byzantine fault tolerance, from theory to reality *Reliability, and Security* 12(3), 235-248.

**Figure on slide 5-6**: Power Grid: http://www.jmccp.com/strategy/ Ballistic Missile: http://manglermuldoon.blogspot.com/

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Backup Slide: Rephrasing the problem

From formulation 1 to 2

- We go in *n* rounds.
- In *i<sup>th</sup>* round, node *i* acts as commander and sends his/her input to the *j<sup>th</sup>* node.
- We then run the protocol for formulation 2.
- At the end of all rounds, each node accepts the majority decisions of the *n* rounds.

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- We then run the protocol for formulation 2.
- At the end of all rounds, each node accepts the majority decisions of the *n* rounds.

#### Why this works?

**Agreement:** In all rounds, all loyal nodes accept the same value. Hence, at the end of the round; they all accept the same value.

**Validity:** If all correct nodes have the same input, then that input will be accepted by all loyal nodes in atleast 2f + 1 rounds and hence will be the majority at the end.

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