



# BFTRAND: Low-latency Random Number Provider for BFT Smart Contracts

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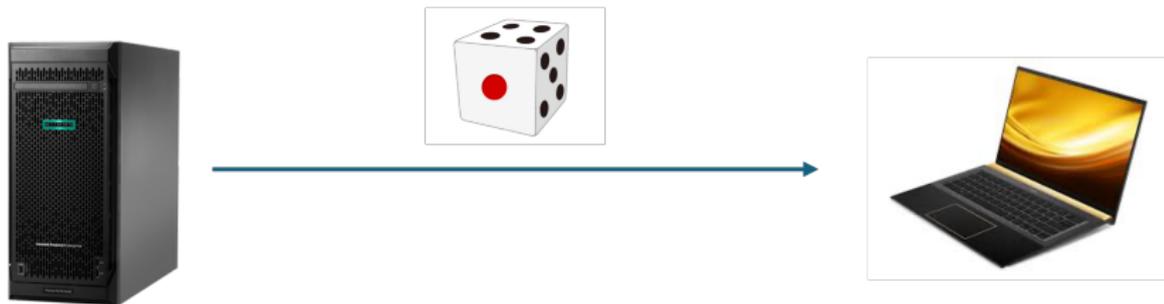
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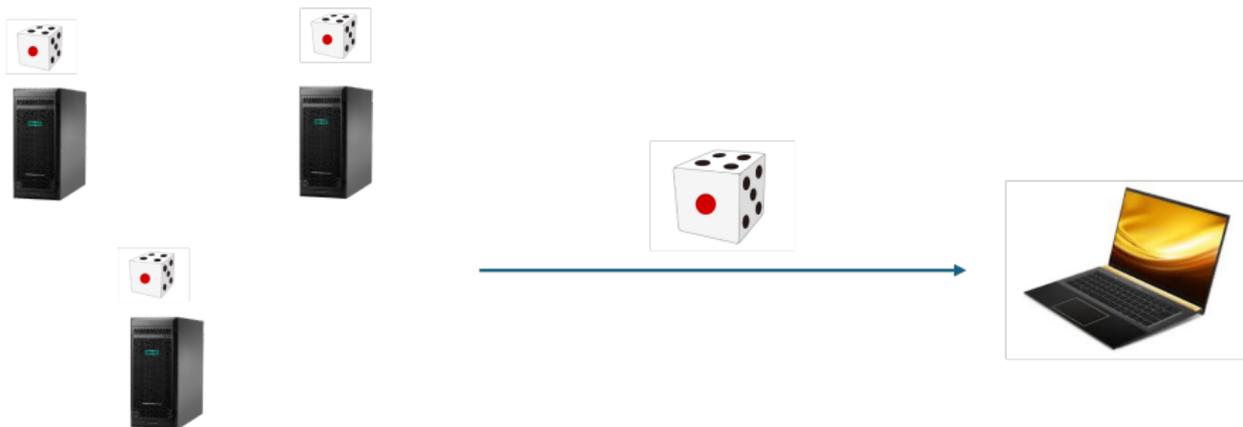


# Server Client





# Multi-Server Client



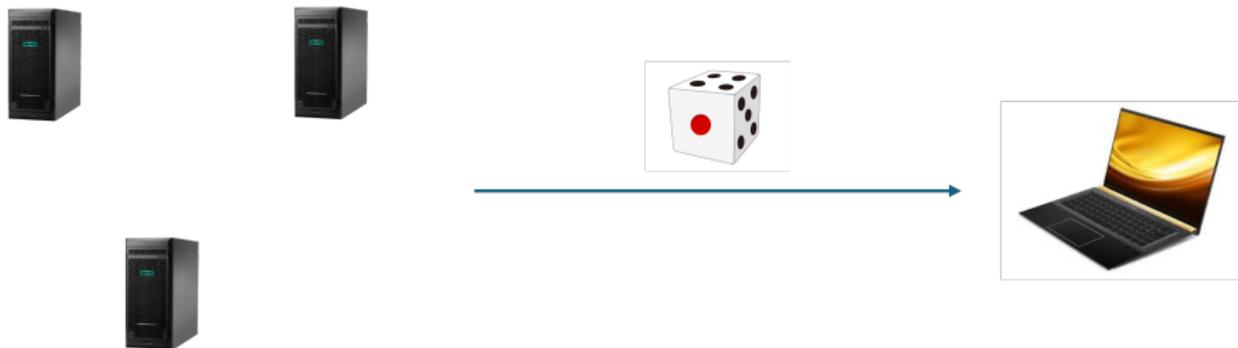
## What bad guys can do?

# Multi-Server Client: Bias Attack



## How about aggregation algorithms?

# Multi-Server Client: DOS Attack



# How to prevent bad guys from doing bad things?

# Multi-Server Client: Threshold



# Distributed Random Beacon (DRB).

## Is DRB sufficient for Blockchain?

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# NO

# BFTRAND Overview

- A secure runtime random number generator for smart contracts
- Integrates distributed random beacons (DRB) into BFT consensus
- Achieves low latency and on-chain data savings

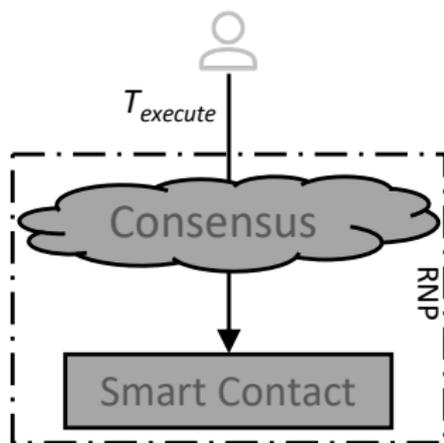


Figure: BFTRand RNP

# Motivation

- Importance of randomness in blockchain applications
- Limitations of existing commit-reveal schemes
- Need for a secure and efficient runtime RNG

# Challenges

- Integrating DRB without compromising consensus security
- Mitigating post-reveal undo attacks (PUA)
- Ensuring pseudo-randomness, uniqueness, and availability

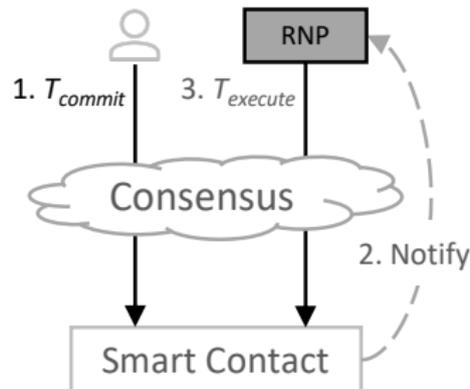
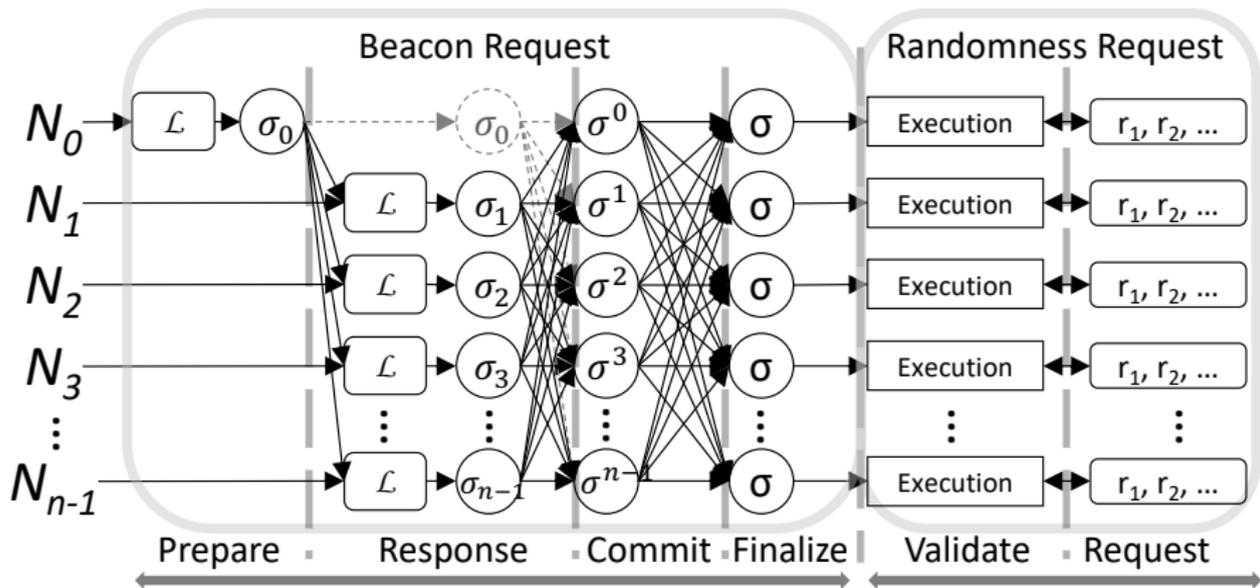


Figure: Commit-execute RNP

# BFTRAND Protocol



# Beacon Request

- Addressing semantic gaps between DRB and consensus
- Semantic Gap between DRB threshold  $k$  and BFT threshold  $t$ :  
 $t < k \leq 2t + 1$
- Semantic Gap between DRB Round and Consensus Round:  
**UpdateState**( $st_{b-1}, \perp, \perp, pk$ ) :  $st \leftarrow \sigma_{b-1} \parallel b - 1$  when  $v = 0$ , and  
**UpdateState**( $st_{b,v-1}, \perp, \perp, pk$ ) :  $st \leftarrow st_{b,v-1} \parallel b \parallel v$ , otherwise.

# Randomness Request

- Providing random numbers to smart contracts
- Utilizing pseudo-random functions (PRF) for efficiency
- Ensuring unique and unpredictable outputs

# Post-reveal Undo Attack (PUA)

- A new attack on runtime RNG schemes
- Exploiting transaction atomicity to revert unfavorable results
- Identified four types: Contract, Fallback, Fee, and Script PUA

# Post-reveal Undo Attack (PUA): Vulnerable BlindBox

```
1 function MintNFT(from, target, amount)
2   CheckWitness(from)
3   Require(amount == 1)
4   ❶ Transfer(from, this, amount)
5   rarity = GetRandom(1) % 2
6   if (rarity == 1){
7     // Cost 0.5 GAS
8     blindBox = RareBlindBox(target, rarity)
9   }else{
10    // Cost 0.6 GAS
11    blindBox = CommonBlindBox(target, rarity)
12  }
13  Mint(target, blindBox)
14  ❷ Transfer(this, target, 1, {blindBox})
15  StoreBlindBox(blindBox, rarity)
16  return blindBox
17 end function
18
19 function GetRarity(blindBox)
20   return StoreBlindBox[blindBox]
21 end function
```

# Post-reveal Undo Attack (PUA): Contract PUA

```
1 function ContractPUA(user)
2   ④ blindBox = call NFT.MintNFT with (user, 1)
3   rarity = call NFT.GetRarity with (blindBox)
4   if rarity == 0 then
5     ⑤ call revert();
6   end
7   return true
8 end function
```

# Post-reveal Undo Attack (PUA): Fallback PUA

```
1 function Fallback(from, amount, object)
2     rarity = call NFT.GetRarity with (blindBox)
3     ⑥ if rarity == 0 then
4         call revert();
5     end
6     return true
7 end function
```

# Post-reveal Undo Attack (PUA): Fee-based PUA

```
1 function MintNFT(from, target, amount)
2   CheckWitness(from)
3   Require(amount == 1)
4   Transfer(from, this, amount)
5   rarity = GetRandom(1) % 2
6   if (rarity == 1){
7     // Cost 0.5 GAS
8     blindBox = RareBlindBox(target, rarity)
9   }else{
10    // Cost 0.6 GAS
11    // revert if fee insufficient
12    blindBox = CommonBlindBox(target, rarity)
13  }
14  Mint(target, blindBox)
15  Transfer(this, target, 1, {blindBox})
16  StoreBlindBox(blindBox, rarity)
17  return blindBox
18 end function
```

# Post-reveal Undo Attack (PUA): Script-based PUA

```
1 load "Blindbox Contract"  
2 push amount  
3 push target  
4 push from  
5 call "MintNFT" // push blindBox to the stack  
6 call "GetRarity" //pop blindBox, push rarity  
7 jmpz revert() // if rarity == 0, jump to revert()
```



### Input Validation-based Detection (IVD) ( $C, \mathcal{T}, \sigma$ )

For simplicity, we use the name of the contract as the contract address and the abstract invoking function of  $C$  as invoking  $C$ :

```

if ( $\{C, tx\} \neq \perp$ ) {
    // Minimum transaction fee
    // and maximum script size from  $C$ 
    ( $\$G_{min}, S_{max}$ )  $\leftarrow C$ ;

    ( $\$g_{max}, S$ )  $\leftarrow tx$ 
    // Fee PUA Detected
    if ( $\$G_{min} \leq \$g_{max}$ ) Revert ();
    // Script PUA Detected
    if ( $S_{max} \geq |S|$ ) Revert ();
    // Acquire the entry script
    // from the virtual machine
     $C_{entry} \leftarrow EntryScriptFromVM$ ;
    // Contract PUA Detected
    if ( $C_{entry} \neq S$ ) Revert ();
} else {
    // Get the script from the blockchain
     $S \leftarrow GetContract(Addr)$ 
    // Fallback PUA Detected
    if ( $S \neq \perp$ ) Revert ();
}

```









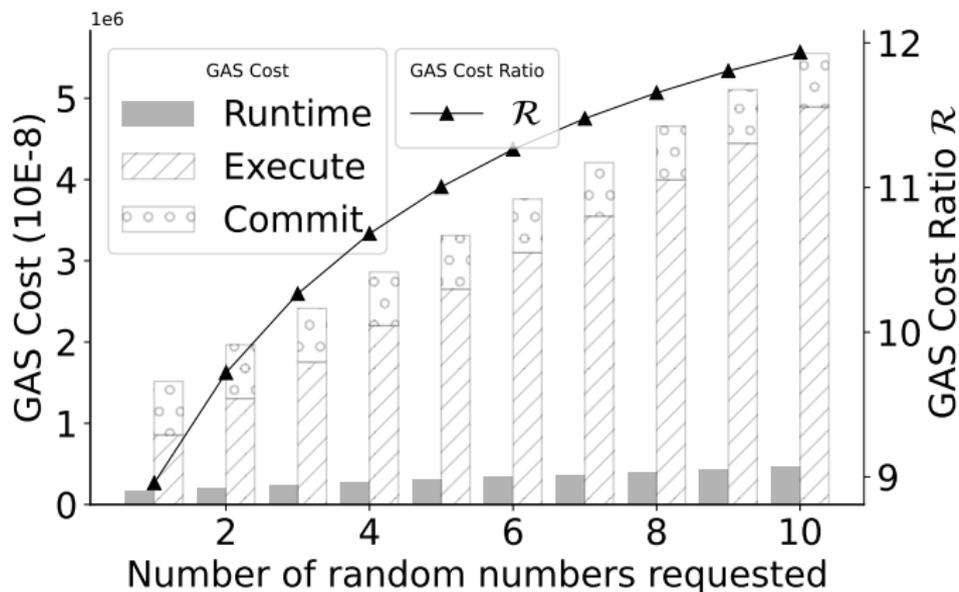
# Evaluation - Transaction Cost

Table: Applications Transaction Fee (GAS/\$).

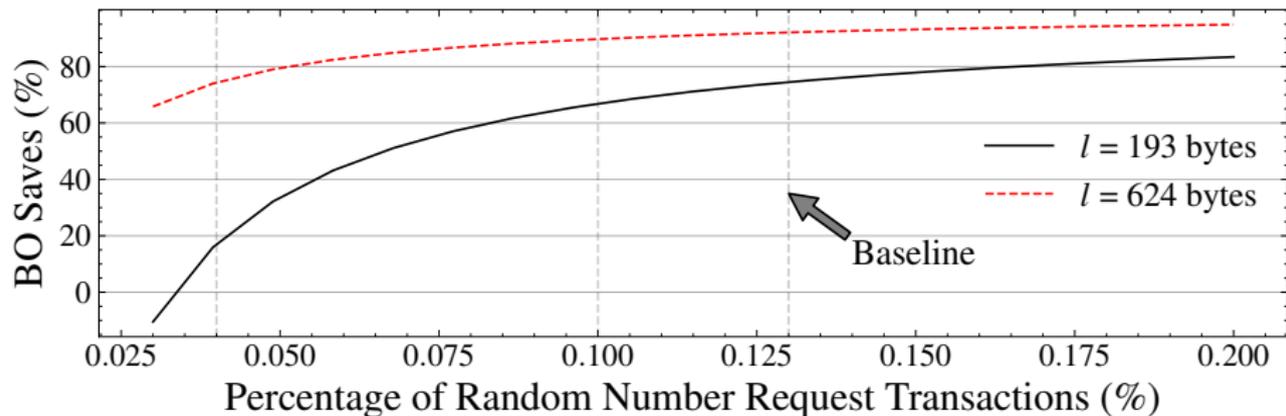
Method	Network Fee	System Fee
<b>Loot::tokenURI</b>	0.00593250/0.013	0.20694257/0.459
<b>Neoverse::UnBoxing</b>	0.00119552/0.002	0.07313472/0.162
<b>Neoverse::BulkUnBoxing</b>	0.00125752/0.002	0.36183988/0.803
<b>RPS::Play</b>	0.00616260/0.013	0.06588677/0.146

# Evaluation - GAS Cost

- The left y-axis is the total GAS consumption, while the right y-axis is the GAS cost ratio  $R = (\text{Commit} + \text{Execute})/\text{Runtime}$ .



# Evaluation - Blockchain Overhead



# Comparison with Existing RNG Solutions

- Superior efficiency and scalability
- Lower on-chain storage and computational overhead
- Secure against various random number attacks

Protocol	Platform Consensus	Method(s)	Resistance (t)	# random values (r)	Latency (Consensus round)
Drand [31]	PABFT	Threshold SecretBLS	$t < n/2$	$\mathcal{O}(\sigma)$	$\geq 2$
HERB [36]	$\emptyset$	Threshold ElGamal	$t < n/3$	$\mathcal{O}(\sigma)$	$\geq 2$
RandChain [56]	Sequential PoW	PoW	$t < n/3$	$\mathcal{O}(\sigma)$	$\geq 2$
RandHerd [93]	BFT	Threshold Schnorr	$t < n/3$	$\mathcal{O}(\sigma)$	$\geq 2$
RandHound [93]	BFT	Client based, PVSS	$t < n/3$	$\mathcal{O}(\sigma)$	$\geq 2$
BRandRiper [19]	BFT	VSS, q-SDH	$t < n/2$	$\mathcal{O}(\sigma)$	$\geq 2$
Dfinity [2]	BFT	Threshold BLS	$t < n/2$	$\infty$	$\geq 2$
Secret [24]	DPoS	Scrt-RNG, TEE	$t < n/2$	$\infty$	$\geq 2$
Elrond [21]	Secure PoS	BLS, onchain data	$t < n/3$	$\infty$	$\geq 2$
Klaytn [23]	Istanbul BFT	VRF	$t < n/3$	$\mathcal{O}(\sigma)$	$\geq 2$
Harmony [22]	Fast BFT	VRF, VDF	$t < n/3$	$\mathcal{O}(\sigma)$	$\geq 2$
*Chainlink VRF [35]	$\emptyset$	VRF, TEE	$t < n/2$	$\mathcal{O}(\sigma)$	$\geq 2$
*Automata [76]	$\emptyset$	VRF, TEE	$t < n/2$	$\infty$	1
<b>BFTRAND</b> <small>commit-execute</small>	BFT	$\emptyset$	$t < n/3$	$\mathcal{O}(\sigma)$	$\geq 2$
<b>BFTRAND</b>	BFT	Threshold BLS	$t < n/3$	$\infty$	1 <sup>§</sup>

In the table,  $n$  denotes the number of consensus nodes,  $t$  is the maximum number of Byzantine nodes allowed in the system, and  $\sigma$  denotes the beacon. **Resistance** refers to the tolerance of the system for Byzantine faults. \* is the off-chain third-party Oracle RNP.  $\infty$  means the number of random numbers is upper-bounded by consensus. <sup>§</sup>BFTRAND is the first smart contract solution in runtime RNP on a BFT-based blockchain.

# Thank You!

Questions and Comments are Welcome.