

# L03: Bitcoin Deep Dive

Extended Slides – BSc Blockchain Course

Digital Finance

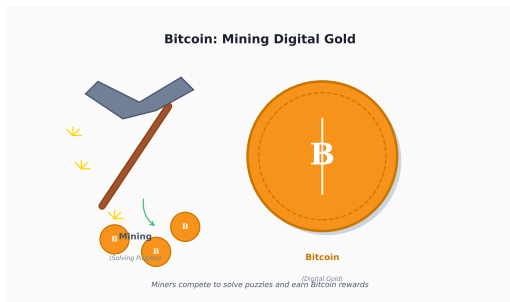
2026

## By the end of this lesson, you will be able to:

- 1 Explain the UTXO model and transaction structure
- 2 Describe Bitcoin block structure and mining process
- 3 Understand difficulty adjustment and reward schedule
- 4 Analyze the fee market and mempool dynamics
- 5 Explain chain selection rules and fork resolution

*Prerequisites: L02 Cryptographic Foundations.*

# The First Cryptocurrency



**Purpose:** Bitcoin introduced the world to decentralized digital money. Understanding its design reveals the core principles that all cryptocurrencies build upon.

*A \$1 trillion asset class built on elegant computer science.*

## Core Components

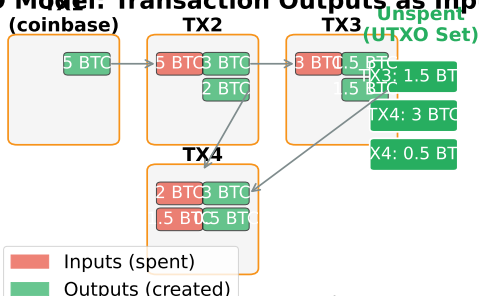
- **Transactions:** Transfer value between addresses
- **Blocks:** Bundle transactions with proof-of-work
- **Chain:** Linked blocks forming immutable history
- **Network:** P2P nodes validating and relaying
- **Miners:** Create new blocks, earn rewards

## Design Philosophy:

- Simple, conservative, secure
- Prioritize decentralization over features
- Slow, deliberate upgrades

*"Be your own bank" – Bitcoin enables self-custody.*

## UTXO Model: Transaction Outputs as Inputs



Each output can only be spent once. Total UTXO set = 5 BTC

UTXO = Unspent Transaction Output. Each can only be spent once.

## UTXO Model (Bitcoin):

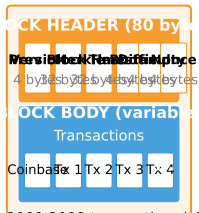
- Track individual outputs
- Better privacy (new address per tx)
- Parallel transaction validation
- More complex wallet logic

## Account Model (Ethereum):

- Track balances per address
- Simpler mental model
- Sequential nonce required
- Easier smart contract state

*Neither is objectively better – different trade-offs.*

## Bitcoin Block Structure



Average block: ~1-2 MB | ~2000-3000 transactions | Created every ~10 minutes

Block header is always 80 bytes; body size varies with transaction count.

## 80-byte Header Contains:

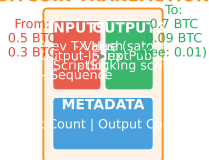
- 1 **Version (4B):** Protocol version
- 2 **Previous Block Hash (32B):** Links to parent
- 3 **Merkle Root (32B):** Summarizes all transactions
- 4 **Timestamp (4B):** Block creation time
- 5 **Difficulty Target (4B):** PoW requirement
- 6 **Nonce (4B):** Mining solution

**Block Hash:**  $\text{SHA256}(\text{SHA256}(\text{header}))$

*Only the header is hashed for proof-of-work.*

## Bitcoin Transaction Structure

### BITCOIN TRANSACTION



*Inputs unlock funds | Outputs create new UTXOs | Fee = Sum(inputs) - Sum(outputs)*

*Inputs reference previous outputs; outputs create new UTXOs.*

## Inputs (spending UTXOs):

- Previous transaction hash
- Output index (which output)
- ScriptSig (unlocking script)
- Sequence number

## Outputs (creating UTXOs):

- Value (in satoshis)
- ScriptPubKey (locking script)

## Transaction Fee:

$$\text{Fee} = \sum \text{Input Values} - \sum \text{Output Values}$$

*1 BTC = 100,000,000 satoshis.*



## Common Script Patterns:

- **P2PKH:** Pay to Public Key Hash (starts with 1)
- **P2SH:** Pay to Script Hash (starts with 3)
- **P2WPKH:** Native SegWit (starts with bc1q)
- **P2TR:** Taproot (starts with bc1p)

## Why Not Turing-Complete?

- Prevents infinite loops
- Deterministic execution
- Simpler security analysis
- Lower attack surface

*Bitcoin Script has 100 opcodes, many disabled for safety.*

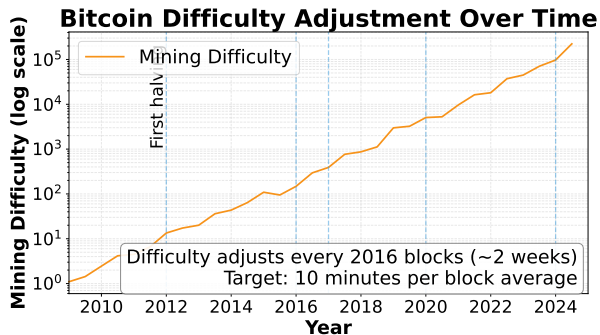
## Proof-of-Work Algorithm:

- 1 Collect transactions from mempool
- 2 Build block with coinbase transaction
- 3 Hash header:  $H = \text{SHA256}^2(\text{header})$
- 4 Check if  $H < \text{target}$
- 5 If not, increment nonce and repeat
- 6 If found, broadcast block to network

## Current Statistics (2025):

- Hash rate:  $\sim 1 \text{ ZH/s}$  (zettahash per second, or 1000+ EH/s)
- Energy:  $\sim 170 \text{ TWh/year}$
- Block time: 10 minutes average

*Mining is a lottery – more hashes = more tickets.*



*Adjusts every 2016 blocks (~2 weeks) to maintain 10-minute target.*

## Adjustment Formula:

$$D_{new} = D_{old} \times \frac{T_{actual}}{T_{target}}$$

- $T_{target} = 2016 \times 10 \text{ minutes} = 20160 \text{ minutes}$
- Capped at 4x increase or 0.25x decrease per period

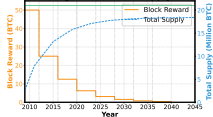
## Example:

- If last 2016 blocks took 10080 min (7 days)
- Blocks are too fast (should be 14 days)
- Difficulty doubles to slow things down

*Self-adjusting system maintains stability as hash rate changes.*

# Mining Reward Schedule

Bitcoin Mining Rewards and Supply Schedule



21M Cap

Block reward halves every 210,000 blocks (~4 years).

# Bitcoin Supply Schedule

Year	Block Reward	Supply (%)
2009-2012	50 BTC	50%
2012-2016	25 BTC	75%
2016-2020	12.5 BTC	87.5%
2020-2024	6.25 BTC	93.75%
2024-2028	3.125 BTC	96.875%

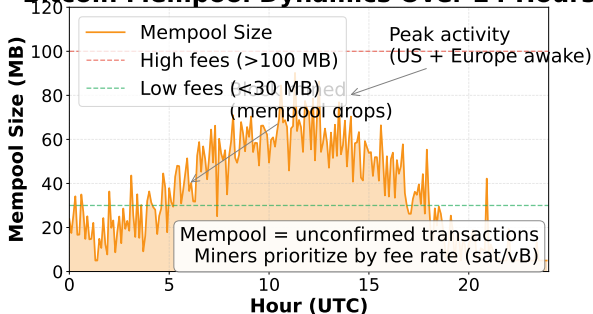
**Halving Events:**

**Key Facts:**

- Total supply: 21,000,000 BTC
- Current supply: ~20M BTC (95%)
- Last bitcoin: ~year 2140

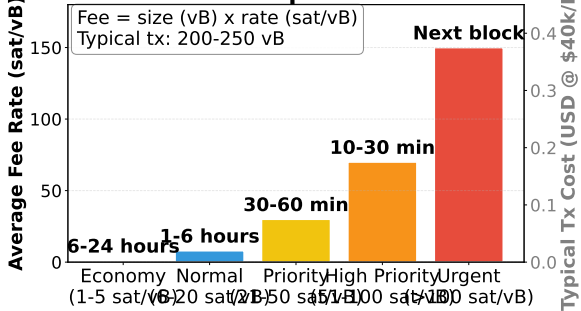
*Predictable monetary policy – no central bank discretion.*

## Bitcoin Mempool Dynamics Over 24 Hours



*Mempool = unconfirmed transactions waiting to be mined.*

## Bitcoin Fee Market: Speed vs Cost Trade-off



*Fee rate (sat/vB) determines priority, not absolute fee.*

## How Miners Select Transactions:

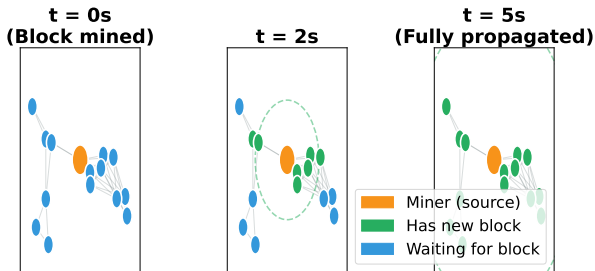
- 1 Sort mempool by fee rate (sat/vB)
- 2 Fill block with highest-paying transactions
- 3 Stop when block is full (1 MB / 4 MW)

## Fee Estimation:

- Wallets estimate based on recent blocks
- APIs: mempool.space, blockchain.info
- RBF (Replace-By-Fee) allows fee bumping

*SegWit and batching reduce effective transaction size.*

## Block Propagation Through Bitcoin Network



*Blocks propagate globally in 2-5 seconds via P2P network.*

## Node Types:

- **Full nodes:** Validate everything, store full chain
- **Mining nodes:** Full nodes that create blocks
- **SPV clients:** Light clients, trust headers only
- **Archive nodes:** Store all historical states

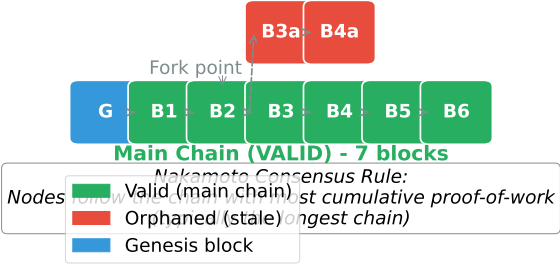
## Current Network (2025):

- ~20,000–25,000 reachable full nodes
- ~50,000+ total nodes
- Majority run Bitcoin Core

*Anyone can run a full node – this is decentralization.*

# Bitcoin Chain Selection: Longest Chain Wins

Orphaned Fork (INVALID) - 5 blocks



Nakamoto consensus: follow the chain with most proof-of-work.

## Types of Forks:

- **Temporary:** Two miners find blocks simultaneously
- **Soft fork:** Backward-compatible rule tightening
- **Hard fork:** Non-backward-compatible change

## Resolution Process:

- 1 Nodes see competing chains
- 2 Each builds on the chain they saw first
- 3 Once one chain gets ahead, others switch
- 4 Orphaned blocks are discarded

*Confirmations reduce reorganization risk exponentially.*

## Probability of Reorganization:

Confirmations	Attacker Needs	Risk Level
1	51% hashrate	High
2	26% (with luck)	Moderate
6	Extremely unlikely	Low
12	Near zero	Very low

**Common**

## Standards:

- Small tx: 1-2 confirmations
- Medium tx: 3-4 confirmations
- Large tx: 6+ confirmations
- Exchanges: Often 3-6 confirmations

*"6 confirmations" became standard from Satoshi's analysis.*

# SegWit (Segregated Witness)

## What Changed (2017):

- Witness data moved outside main block
- New weight metric: 4 MW limit (was 1 MB)
- Fixes transaction malleability
- Enables Lightning Network

## Benefits:

- ~40% more transactions per block
- Lower fees for SegWit transactions
- Better script versioning

*SegWit was a soft fork – old nodes still validate.*

## Latest Major Upgrade:

- Schnorr signatures (more efficient than ECDSA)
- MAST (Merkelized Abstract Syntax Trees)
- Better privacy for complex scripts
- Key aggregation for multisig

## Benefits:

- All transactions look similar on-chain
- Cheaper multisig and complex contracts
- Foundation for future upgrades

*Adoption growing steadily – check [mempool.space](https://mempool.space) for current statistics.*

## Remember These Points

- 1 UTXO model: track outputs, not balances
- 2 Blocks: 80-byte header + variable body
- 3 Mining: SHA256 lottery with difficulty adjustment
- 4 Supply: 21M cap via halving schedule
- 5 Fees: market-based priority system
- 6 Chain: longest (most work) wins

**Next Lesson:** Consensus Mechanisms – PoW, PoS, and alternatives.

*Bitcoin's design choices prioritize security and decentralization.*