



Goal of this lecture note

- Bitcoin Script
- Tables of OP Codes
- Easy Script
- Pay-to-Public Key Hash (P2PKH) Script
- Multisignature and Smart Contracts Scripts

1 Bitcoin Script

- Bitcoin Script
 - Bitcoin uses a scripting language for transactions.
 - A script is simple, stack-based, and processed from left to right.
 - It is intentionally not Turing-complete, with no loops.
 - A script is a list of instructions.
 - The payer locks the vout value to a payee's public address.
 - The payee unlocks the lock by providing the signature.

1 Bitcoin Script

- Bitcoin Script

- Payer uses a lock script to lock the `vout` value to a destination Bitcoin address and payee uses an unlock script to spend it.

1. The `vout` value transferred to a destination address mapped from a public key is locked into the **locking script**, and

2. A **signature** is embedded in the **unlocking script** which **proves the ownership** of the private key corresponding to the locked value.

- Further reading from

<https://en.bitcoin.it/wiki/Script>

1 Bitcoin Script

- See if scriptSig unlocks scriptPubKey!
 - *Script Construction (Unlock+Lock)*
 - The **locking script** is called a *scriptPubKey*, because it contains a public key or a Bitcoin address.
 - The **unlocking script** is called *scriptSig* because it contains a digital signature.
 - When a correct unlocking script is provided to the locking script, the execution of the complete script comes out TRUE.
 - Then, the provider of scriptSig can spend the value.

1 Bitcoin Script

- Pay to Public Key Hash

- 시간 1: A's Sign (Priv. Key) → Lock to Pub. Key of B 2.0BTC.
- 시간 2: B's Sign (Priv. Key) → Lock to Pub. Key of C 1.0BTC.
- 시간 3: C's Sign (Priv. Key) → Lock to Pub. Key of D 0.5BTC.

Unlocking Script
(scriptSig)

+

Locking Script
(scriptPubKey)

<sig> <PubK>

DUP HASH160 <PubKHash> EQUALVERIFY CHECKSIG

Sign to PubK

Generate_Sign with PubKHash

1 Bitcoin Script

- Values provided by users are given in < >.
- DUP, HASH160, EQUALVERIFY, CHECKSIG are Operations.

Unlocking Script
(scriptSig)

+

Locking Script
(scriptPubKey)

<sig> <PubK>

DUP HASH160 <PubKHash> EQUALVERIFY CHECKSIG

Sign to PubK

Generate_Sign with PubKHash

2 Tables of OP Codes

- Table C-7. Cryptographic and Hashing Operations

Symbol	Value(hex)	Description
OP_RIPEMD160	0xa6	Return RIPEMD160 hash of top item
OP_SHA1	0xa7	Return SHA1 hash of top item
OP_SHA256	0xa8	Return SHA256 hash of top item
OP_HASH160	0xa9	Return RIPEMD160(SHA256(x)) hash of top item
OP_HASH256	0xaa	Return SHA256(SHA256(x)) hash of top item
OP_CODESEPARATOR	0xab	Mark the beginning of signature-checked data

2 Tables of OP Codes

- Table C-7. Cryptographic and Hashing Operations

Symbol	Value(hex)	Description
OP_CHECKSIG	0xac	Pop a public key and signature and validate the signature for the transaction's hashed data, return TRUE if matching
OP_CHECKSIGVERIFY	0xad	Same as CHECKSIG, then OP_VERIFY to halt if not TRUE
OP_CHECKMULTISIG	0xae	Run CHECKSIG for each pair of signature and public key provided. All must match. Bug in implementation pops an extra value, prefix with OP_NOP as workaround
OP_CHECKMULTISIGVERIFY	0xaf	Same as CHECKMULTISIG, then OP_VERIFY to halt if not TRUE

2 Tables of OP Codes

- Table C-3. Stack Operations

Symbol	Value(hex)	Description
OP_TOALTSTACK	0x6b	Pop top item from stack and push to alternative stack
OP_FROMALTSTACK	0x6c	Pop top item from alternative stack and push to stack
OP_2DROP	0x6d	Pop top two stack items
OP_2DUP	0x6e	Duplicate top two stack items
OP_3DUP	0x6f	Duplicate top three stack items
OP_2OVER	0x70	Copies the third and fourth items in the stack to the top
OP_2ROT	0x71	Moves the fifth and sixth items in the stack to the top
OP_2SWAP	0x72	Swap the two top pairs of items in the stack
OP_IFDUP	0x73	Duplicate the top item in the stack if it is not 0
OP_DEPTH	0x74	Count the items on the stack and push the resulting count

2 Tables of OP Codes

- Table C-3. Stack Operations

Symbol	Value(hex)	Description
OP_DROP	0x75	Pop the top item in the stack
OP_DUP	0x76	Duplicate the top item in the stack
OP_NIP	0x77	Pop the second item in the stack
OP_OVER	0x78	Copy the second item in the stack and push it on to the top
OP_PICK	0x73	Pop value N from top, then copy the Nth item to the top of the stack
OP_ROLL	0x7a	Pop value N from top, then move the Nth item to the top of the stack
OP_ROT	0x7b	Rotate the top three items in the stack
OP_SWAP	0x7c	Swap the top three items in the stack
OP_TUCK	0x7d	Copy the top item and insert it between the top and second item

2 Tables of OP Codes

- Table C-6. Numeric Operators

Symbol	Value(hex)	Description
OP_1ADD	0x8b	Add 1 to the top item
OP_1SUB	0x8c	Subtract 1 from the top item
OP_2MUL	0x8d	Disabled (Multiply top item by 2)
OP_2DIV	0x8e	Disabled (Divide top item by 2)
OP_MEGATE	0x8f	Flip the sign of top item
OP_ABS	0x90	Change the sign of the top item to positive
OP_NOT	0x91	If top item is 0 or 1 boolean flip it, otherwise return 0
OP_ONOTEQUAL	0x92	If top item is 0 return 0, otherwise return 1
OP_ADD	0x93	Pop top two items, add them and push result

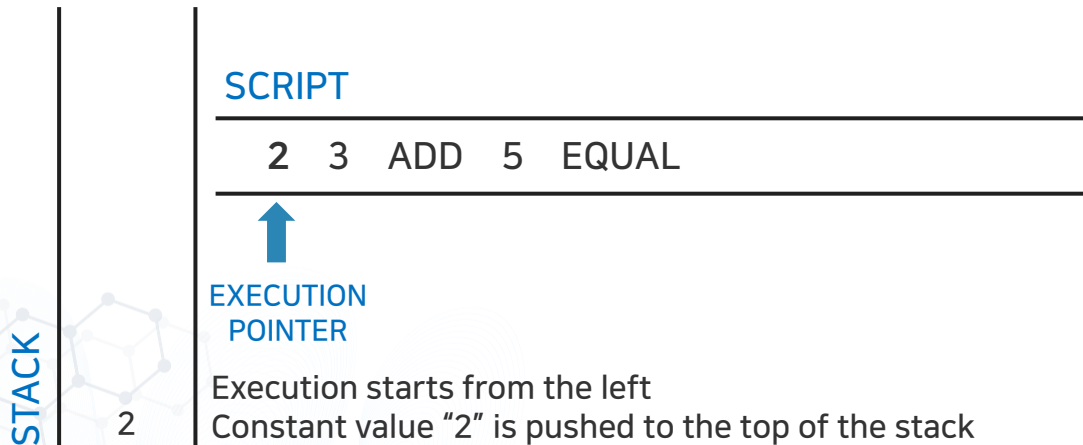
2 Tables of OP Codes

- Table C-2. Conditional Flow Control

Symbol	Value(hex)	Description
OP_NOP	0x61	Do nothing
OP_VER	0x62	Halt - Invalid transaction unless found in an unexecuted OP-IF clause
OP_IF	0x63	Execute the statements following if top of stack is not 0
OP_NOTIF	0x64	Execute the statements following if top of stack is 0
OP_VERIF	0x65	Halt - Invalid transaction
OP_VERMPTIF	0x66	Halt - Invalid transaction
OP_ELSE	0x67	Execute only if the previous statements were not executed
OP_ENDIF	0x68	Ends the OP_IF, OP_NOTIF, OP_ELSE block
OP_VERIFY	0x69	Check the top of the stack, Halt and Invalidate transaction if not TRUE

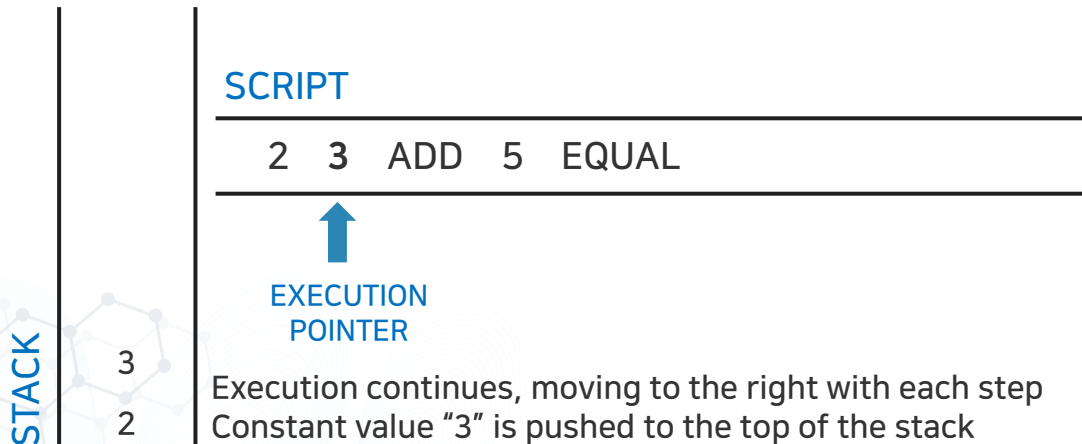
3 Easy Script

- Example script: $2 + 3 = 5$



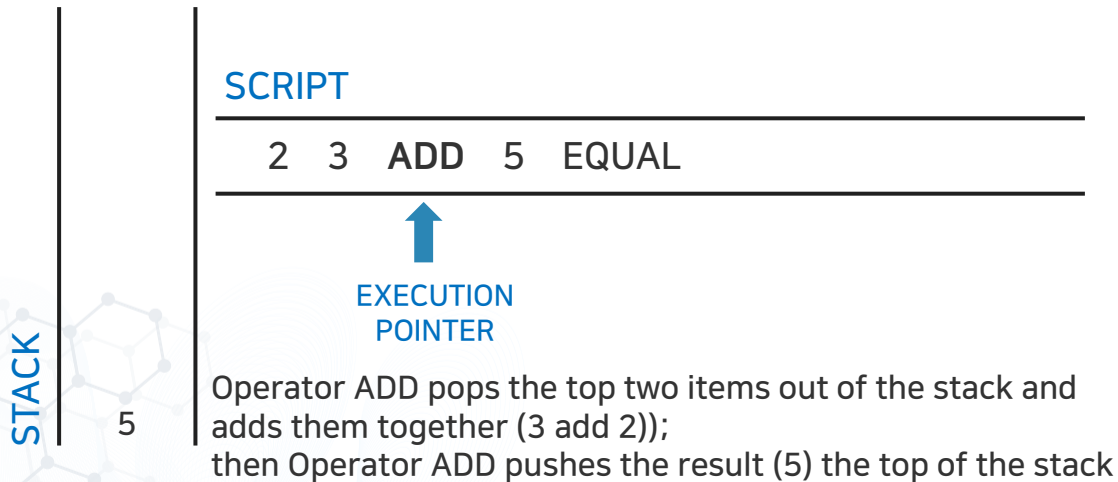
3 Easy Script

- Example script: $2 + 3 = 5$



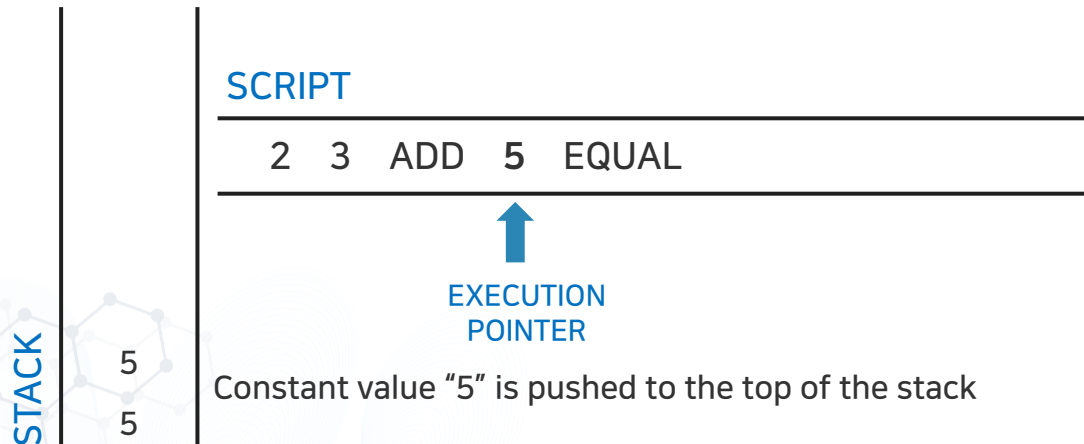
3 Easy Script

- Example script: $2 + 3 = 5$



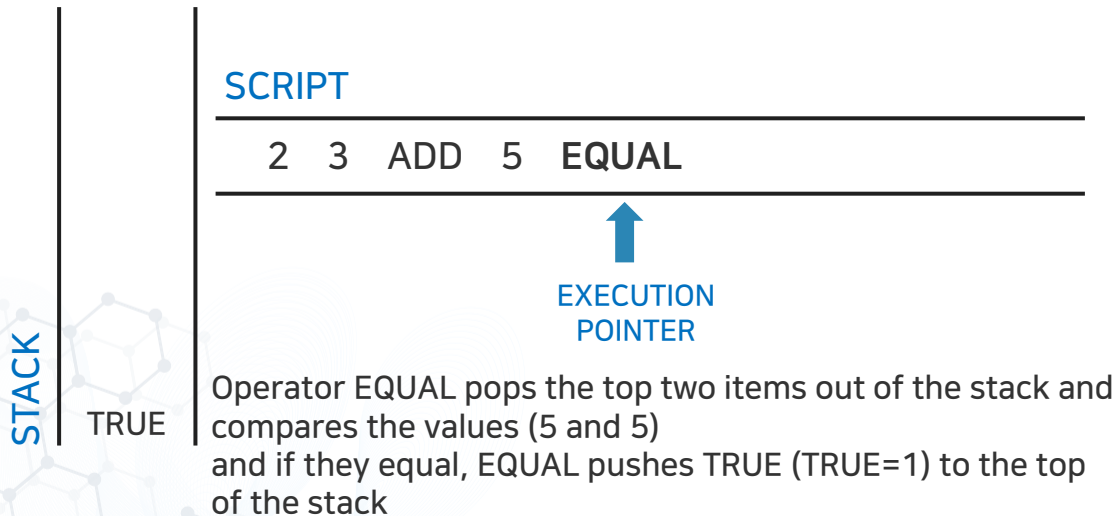
3 Easy Script

- Example script: $2 + 3 = 5$



3 Easy Script

- Example script: $2 + 3 = 5$



3 Easy Script

- Unlock + Lock Pair, shows a proof of ownership
 - Use a part of the arithmetic example script as the locking script:

```
3 OP_ADD 5 OP_EQUAL
```

- Which can be satisfied by a transaction containing an input with the unlocking script:

```
2
```

- Put them together, we have the complete script.

```
2 3 OP_ADD 5 OP_EQUAL
```

- This pair will produce an outcome of TRUE.

4 P2PKH Script

- Now let us make a more realistic pair **focusing on B.**
 - 시간 1: A's Sign (Priv. Key) → **Lock to Pub. Key of B 2.0BTC.**
 - 시간 2: **B's Sign (Priv. Key)** → Lock to Pub. Key of C 1.0BTC.
 - the signature.

Unlocking Script
(scriptSig)

<sig> <PubK>

Sign to PubK

+

Locking Script
(scriptPubKey)

DUP HASH160 <PubKHash of B> EQUALVERIFY CHECKSIG

Check_Sign with PubKHash

4 P2PKH Script

- P2PKH of B
 - Unspent value belongs to Pay to Public Key Hash(P2PKH) script.

`OP_DUP OP_HASH160 <Public Key Hash of B> OP_EQUAL OP_CHECKSIG`

- Unlocking script is a digital sign created by corresponding private key.

`<sig of B> <PubK of B>`

4 P2PKH Script

- Locking script with a single <input>
 - One input, four operations
 - OP_DUP: duplicate
 - OP_Hash160(x) = RIPEMD(SHA256(x))
 - <Public Key Hash of B>
 - OP_EQUAL: return TRUE if the two top most values are equal
 - OP_CHECKSIG: checks to see if the provided sign and pubkey are valid

4 P2PKH Script

- Locking script with <input>

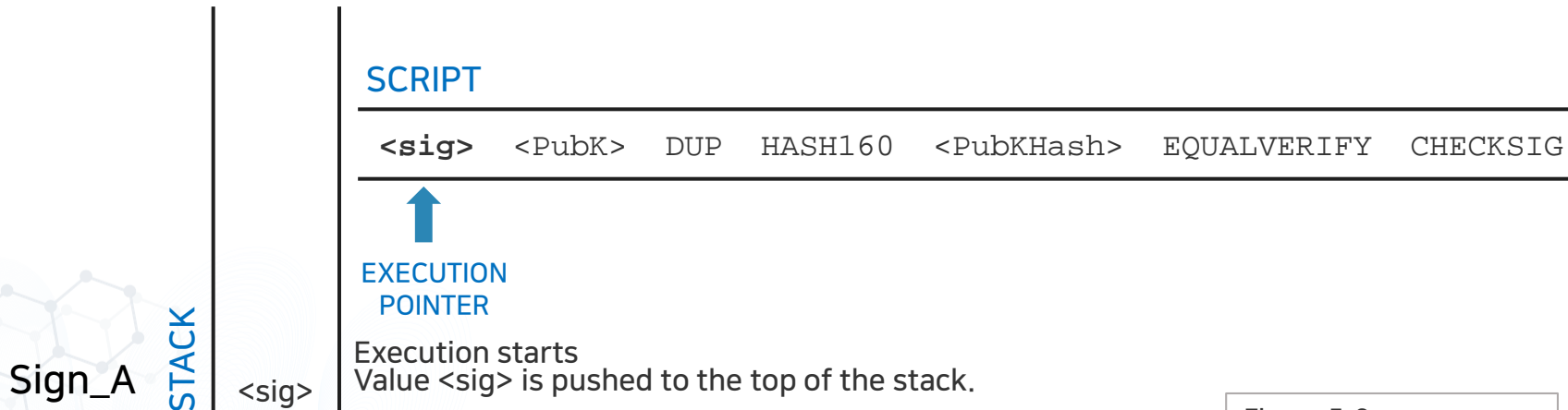


Figure 5-3.
Evaluating a script for a
Pay-to-Public-Key-Hash
transaction (Part 1 of 2)

4 P2PKH Script

- Locking script with <input>

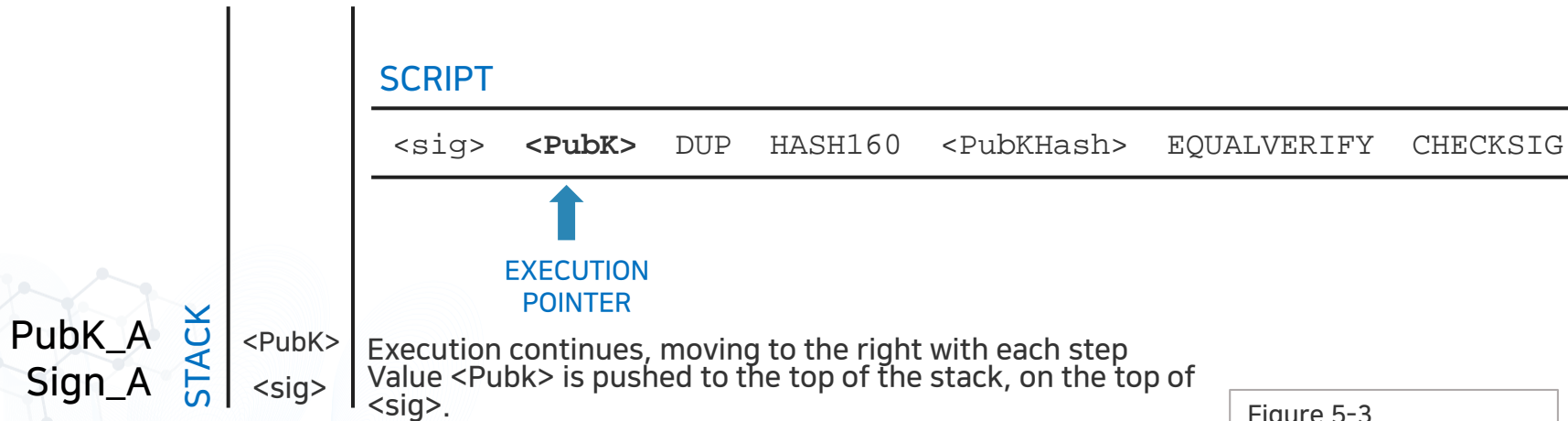


Figure 5-3.
Evaluating a script for a
Pay-to-Public-Key-Hash
transaction (Part 1 of 2)

4 P2PKH Script

- Locking script with <input>

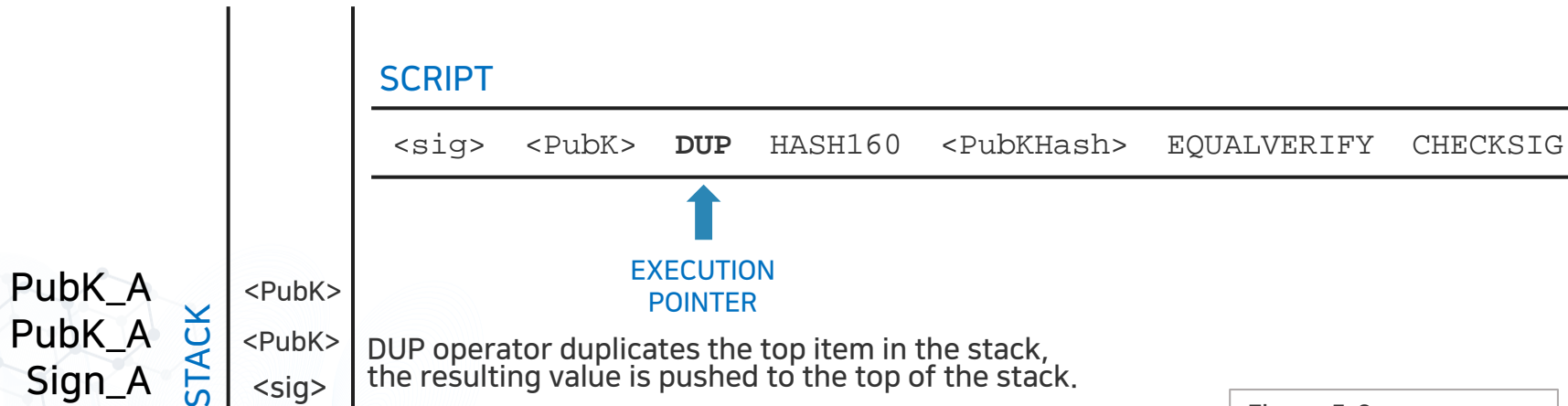
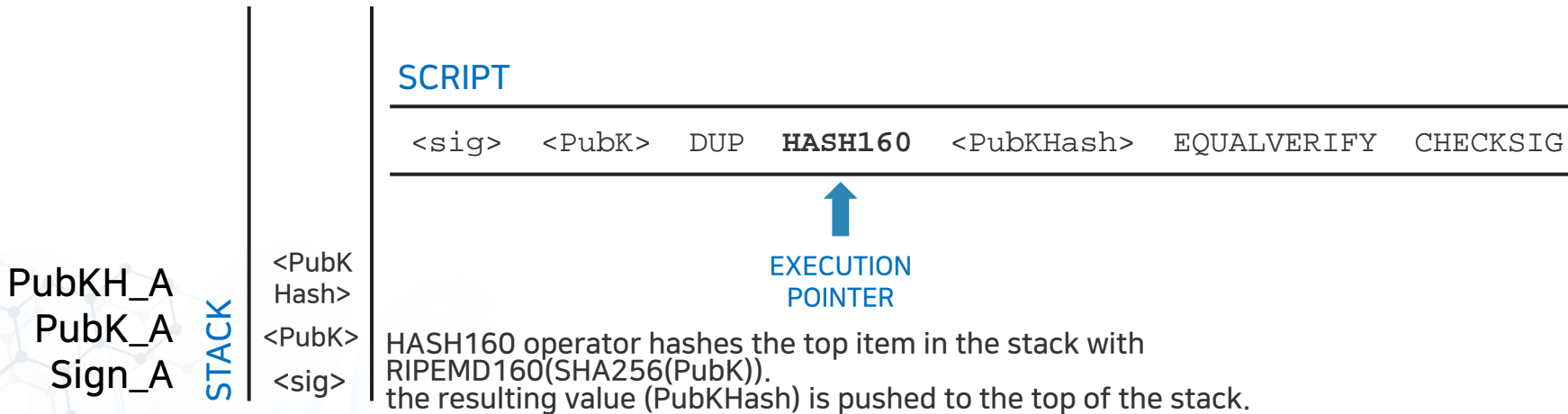


Figure 5-3.
Evaluating a script for a
Pay-to-Public-Key-Hash
transaction (Part 1 of 2)

4 P2PKH Script

- See if two PubKH_As match



4 P2PKH Script

- See if the two PubKH_As match

PubKH_A
= ab3813c
PubKH_A
PubK_A
Sign_A

STACK

<PubK
Hash>
<PubK
Hash>
<PubK>
<sig>

SCRIPT

<sig> <PubK> DUP HASH160 <PubKHash> EQUALVERIFY CHECKSIG

EXECUTION
POINTER

The value PubKHash from the script is pushed on top of the value PubKHash calculated previously from the HASH160 of the PubK.

4 P2PKH Script

- Check Signature

PubK_A
Sign_A

STACK

<PubK>
<sig>

SCRIPT

<sig> <PubK> DUP HASH160 <PubKHash> **EQUALVERIFY** CHECKSIG



EXECUTION
POINTER

The EQUALVERIFY operator compares the PubKHash encumbering the transaction with the PubkHash calculated from the user's <Pubk>. If they match, both are removed and execution continues.

Figure 5-4.
Evaluating a script for a Pay-to-Public-Key-Hash transaction (Part 2 of 2)

4 P2PKH Script

- Recall `SignGenerate` and `isSignatureValid` routines
 - $m = \{\text{TXID}, \text{output } [n] = \{\text{value}, \text{a locking script with PKH_A}\}\}$
 - `Sign_A = SignGenerate(m, k_A);`
 - `isSignatureValid(m, Sign_A, PK_A) = TRUE/False`

4 P2PKH Script

- Check Signature

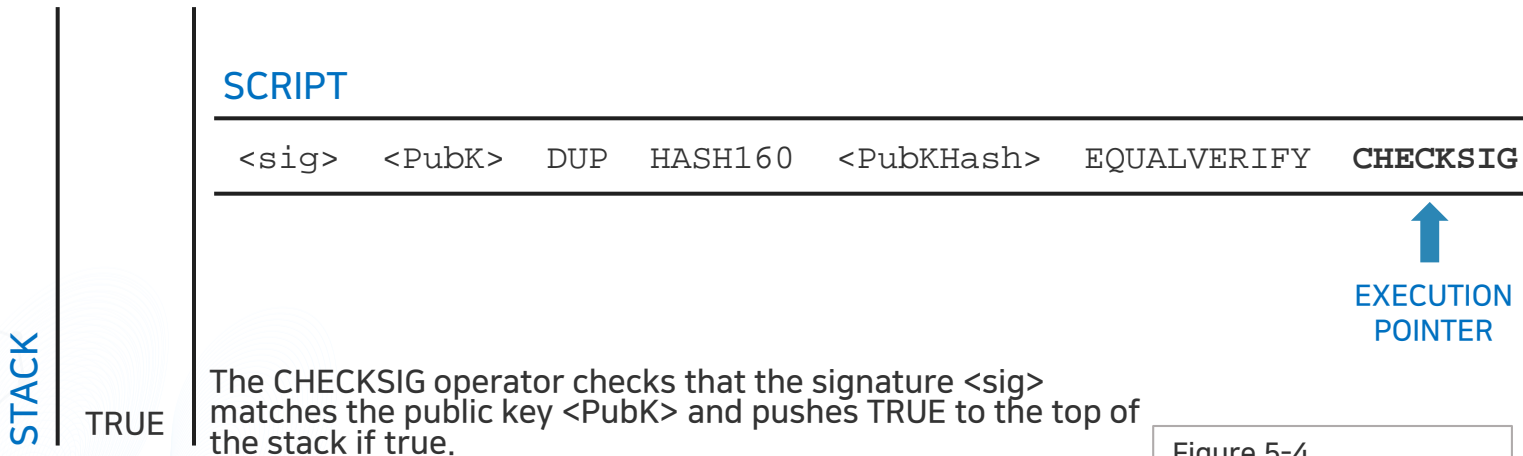


Figure 5-4.
Evaluating a script for a
Pay-to-Public-Key-Hash
transaction (Part 2 of 2)

5 Multisignature and Smart Contracts Scripts

- Other Scripts

- Pay to Public Key (P2PK), introduced in the Bitcoin white paper.
- Pay to Public Key Hash (P2PKH), used in the code by Satoshi Nakamoto.
- Pay to Script Hash (P2SH), introduced winter of 2012.
 - These Bitcoin addresses are beginning with 3.
 - Hash of a script is the beneficiary.
 - It can be used for a `multisignature` script.
 - M out of N keys are needed to spend the value.
 - Useful for joint accounts

5 Multisignature and Smart Contracts Scripts

- Bitcoin uses scripts for Smart Contracts
 - There are many different possibilities that can be expressed with this scripting language.
 - **Smart contracts** can be programmed in to code which expresses more complex conditions for spending and how these conditions can be satisfied by unlocking scripts.
 - *This language allows for a nearly infinite variety of conditions to be expressed.*
 - *This is how bitcoin gets the power of "programmable money." (Mastering Bitcoin)*

5 Multisignature and Smart Contracts Scripts

- Bitcoin does not allow any loop for stable operations.
- Ethereum does.
 - `Jump` and `JumpTo` are used in the list of OP codes.
 - <https://github.com/crytic/evm-opcodes>.
- Bitcoin is more prudent and focuses on safety.