Bitcoin Lightning Workshop

757BTC

https://www.757btc.org/



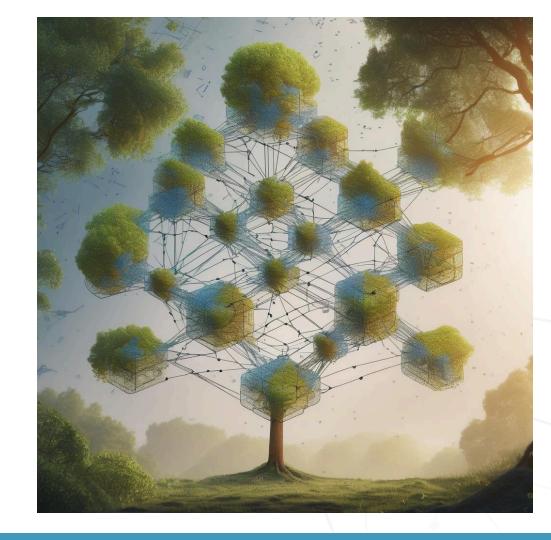
Topics

- Onchain Prereq
- Layer 2
- Types of Nodes
- Lightning Channels
- Liquidity
- Lightning Transaction
- Unilateral Exit
- Tools/Resources



Bitcoin Onchain

- UTXO (address with sats)
- Signing a transaction
- Multi-Sig
- Broadcasting a transaction
- Time and Money
- Most secure, finality, source of truth



Bitcoin Layer 1 (Base Layer, On-chain)

- The most secure, decentralized, and self interacting layer
- Base Layer because this should be the anchor of all other layers
- On-chain because this layer is the bitcoin blockchain
 - You can send and receive bitcoin to the blockchain using wallet applications
 - Transactions are broadcasted and blocks are verified with Full Node servers
 - Transactions are stored and managed in Full Nodes' Mempool
 - Bitcoin blocks are created with Miner servers

Onchain Fee Market

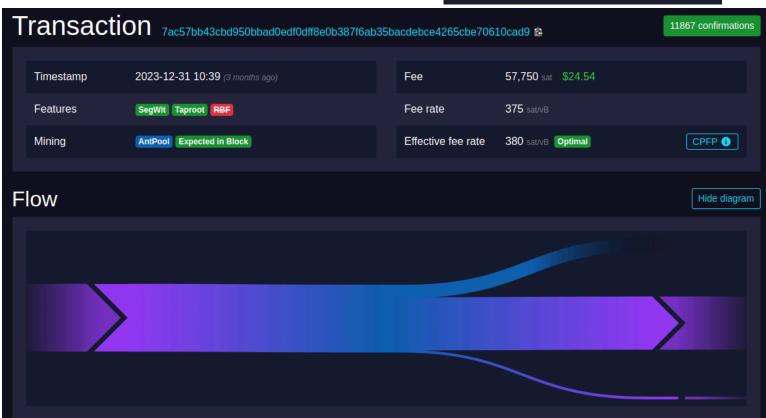




- When demand is high, onchain fees can be high (fees based on block space)
- Unspent Transactions (UTXO) or Bitcoin address with sats needs to hold large amounts of sats (roughly at least 20,000 sats)

Transaction Example





What is a layer 2?

- Another way to represent bitcoin that is not on chain
- Could be:
 - I.O.U. with your friends (do you trust your friends)
 - Bar tab (do you trust the bar, does the bar trust you)
 - How can we keep track of the the state and how can we do it in a trustless way?

- Desired:

- Anchored to on-chain (source of truth)
- Unilateral exit
- Privacy
- Cheaper fees
- Faster transactions

Bitcoin Layer 2

- Base layer is too slow and too expensive (for small transactions)
- On-chain is great for wealth storage but not so great for day to day spending
- Shared UTXO concept
 - How can we more efficiently utilize a single UTXO of bitcoin for transactions with a group of people?
 - How can we maintain control to each user (unilateral exit to base layer)
- You don't get speed and cheap fees for free, there will be trade off's
 - Everyone must choose what <u>risk/reward</u> is best for them based on their needs of Bitcoin
 - Understanding the risks is difficult

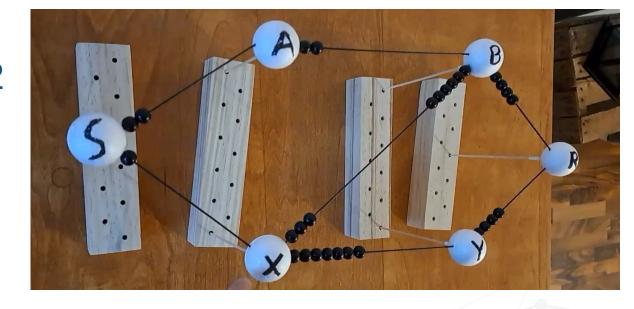


Lightning Layer 2

- Peer-to-Peer Channel
- Multisig shared UTXO
 - onchain is truth!
- Near Instant Tx (in ms)

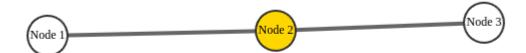


- Both peers (lightning node server) need to be online for a transaction
- Unilateral Exit



Types of Lightning Nodes (Routing)

- Routing Node (Clear-net or Tor)
 - Is the backbone of the network and handles the routing of sats across the network
 - Clear-net address or domain (https://example.com)
 - Tor address generated: fgb7kdu523n5c5v6bwwipovubdwaiqvkofgsgjwjedfbhdx5umtf22yd.onion:9735



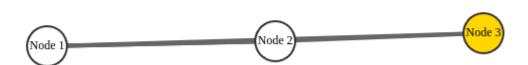
Types of Lightning Nodes (Private Node)

- Private Node (edge node)
 - Specific use node for individuals or for organizations (relies on private channels that are hidden and can't be routed with)
 - channel is not broadcasted over the lightning network



Types of Lightning Nodes (Loop Node)

- Lightning Loop Node (edge node)
 - Special service node run by large liquidity nodes to facilitate moving sats on and off of the lightning network



Lightning Channel Open

- Channels are established as a 2x2 multisig between two peers
 - Onchain Transaction
- When the channel is opened all sats are with the peer that opened the channel
 - Outbound capability





Lightning Liquidity

- potential to move sats from one end of the channel to the other
 - inbound
 - outbound
- Starts as all outbound to the peer that opens the channel
- Inbound is the most challenging to get
 - LSP's and Routing nodes offer inbound liquidity for sale (they open a channel to you)
 - Spend sats from your channel increases inbound liquidity
 - Loop out sats to get inbound liquidity
- Routing nodes have to manage channels



Lightning Transaction (Not Push)

- Routing and path discovery
 - handled by the sender
 - only the sender knows the full path
 - (every intermediary node and final node don't know)
- Onion routed transaction
- Hashed Time Lock Contract (Requires Invoice)
 - Hash function is one way compressed function (black box analogy)
 - Time constraint
 - Incentive propagation to prevent cheating and encourage cooperation
- Lightning channel state and updated close tx signed by both peers



Channel Closure

- Broadcasting the channel close tx (defaults to on chain wallet of node, can be specified as different for example cold storage)
- Cooperative both peers agree to the closure, low fee and fast close time
- Forced one peer just closes the channel, higher fee and time lock
 - Unilateral
 - time lock to allow settlement and agreement of any pending htlc's
- Justice Transaction (special case in forced closure)
 - If node is caught cheating (closing channel state is not the latest)
 - all the sats allocated to that channel go to the victim

Lighting closure comparison

Feature	Collaborative Close	Forced Close
Who initiates	Both parties	One party (unilateral)
On-chain fee	Low	High
Speed of fund access	Fast (1 block)	Slower (due to timelocks)
Used when	Cooperative shutdown	Peer is offline/unresponsive
HTLC handling	Off-chain clean settlement	On-chain, messy resolution
Risk of penalty	None	Yes, if you broadcast stale state

Lightning Node Recovery

- **Seed phrase** of on chain wallet of lightning node
 - All channel closures will default to that wallet
 - back this up like any seed phrase
- If node goes offline seed phrase will always work, but channels remain open
- Static Channel Backup (encrypted with seed phrase)
 - file that has the list of channels
 - the peers associated with each channel
 - the ability to message the channel peers and initiate a force closure through them
 - back this up every time a channel is opened or closed (keep somewhere safe digital)

Resources (Nodes)

- Lightning Nodes (LND, CLightning, LDK, BreezSDk)
 - LND (most common)
 - https://github.com/lightningnetwork/Ind
 - Core Lightning (Clnd)
 - https://corelightning.org/
 - Lightning Development Kit (LDK)
 - https://lightningdevkit.org/
 - Breez Software Development Kit (Breez SDK)
 - https://breez.technology/sdk/

Resources (Mobile Nodes)

- Mobile Nodes (Zeus, Breez, Phoenix)
 - Zeus
 - https://zeusln.com/
 - Breez
 - https://breez.technology/
 - Phoenix (Just recently allowed back in the US)
 - https://phoenix.acinq.co/

Resources (LSP Based Apps)

- LSP Based apps (Strike, Cashapp, Wallet of Satoshi, Lnbits, Alby hub)
 - Strike
 - https://strike.me/
 - Cashapp
 - https://cash.app/
 - Wallet of Satoshi (WoS)
 - https://www.walletofsatoshi.com/
 - LnBits (Self hosted LSP)
 - https://lnbits.com/
 - Alby Hub (Self hosted LSP)
 - https://albyhub.com/

Resources (Loop Services)

- Loop services (Loop, Boltz)
 - Loop
 - https://lightning.engineering/loop/
 - Boltz
 - https://boltz.exchange/

Resources (Node Management)

- Chantools (open source terminal tools to recover lightning funds)
 - https://github.com/lightninglabs/chantools
- Node Management (Balance of Satoshis, Lightning Terminal, Ride the Lightning, Thunderhub)
 - https://github.com/alexbosworth/balanceofsatoshis
 - https://terminal.lightning.engineering/
 - https://github.com/Ride-The-Lightning/RTL
 - https://www.thunderhub.io/

Lightning Torch Fun!



Got the latest #Lightning torch 161 sats currently
Who wants to send me an invoice for 162?!
#LightningKillsShitcoins



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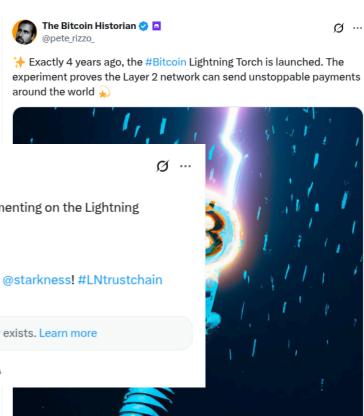
Cool example of #BitcoinTwitter experimenting on the Lightning Network.

★ Torch received, now passing along to @starkness! #LNtrustchain t.co/YVMAv62fCN

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