

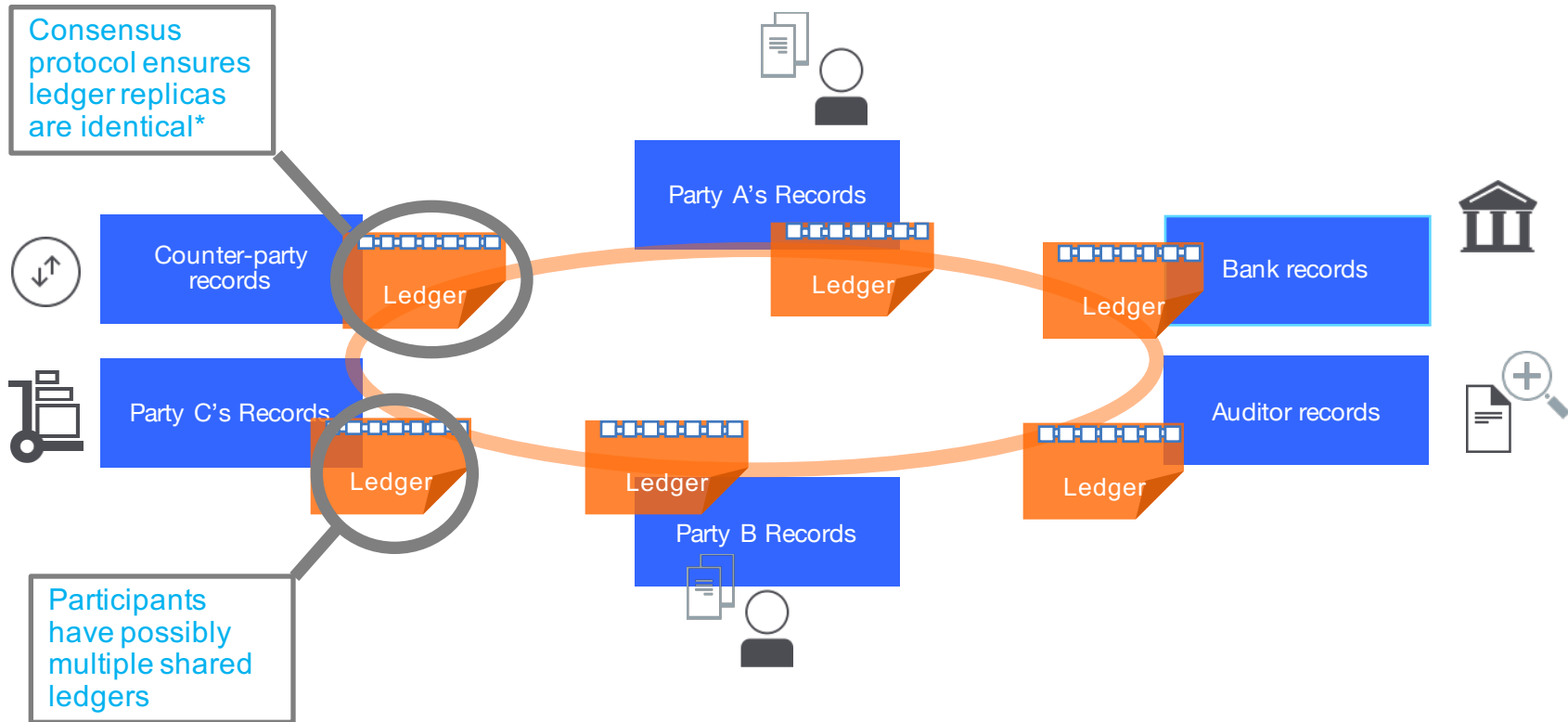
Hyperledger fabric: towards scalable blockchain for business

Trust in Digital Life

The Hague, Netherlands, June 17 2016



Blockchain – shared, replicated, ledger



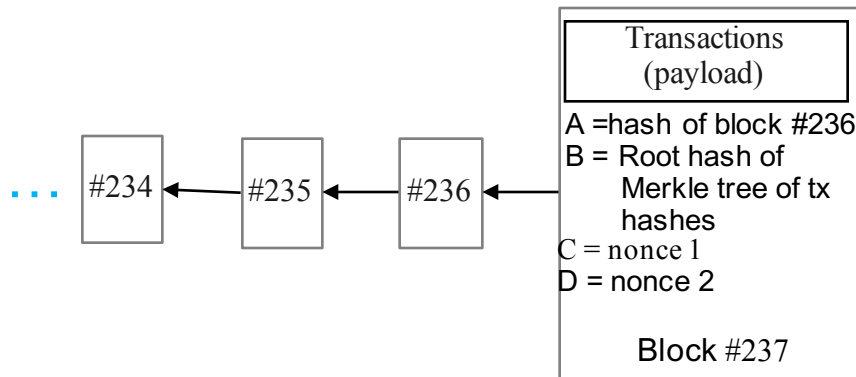
What is a Blockchain?

- **A chain (sequence) of blocks of transactions**
 - Each block consists of a number of transactions



- **Bitcoin transactions**
 - simple virtual cryptocurrency transfers
 - (address A, address B, amount)
- **Transactions do not have to be simple nor related to cryptocurrency**
 - E.g., smart contracts (Ethereum)
 - chaincode (Hyperledger)

Growing Proof-of-Work (PoW)-based Blockchain

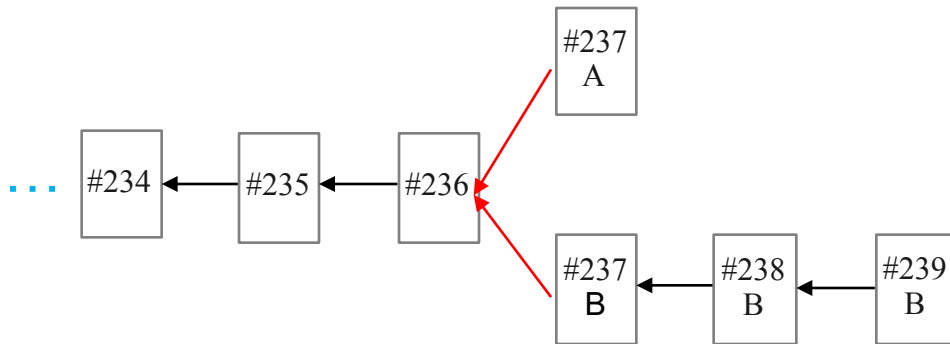


$$h = \text{hash of Block \#237} = \text{SHA256}(A||B||C||D)$$

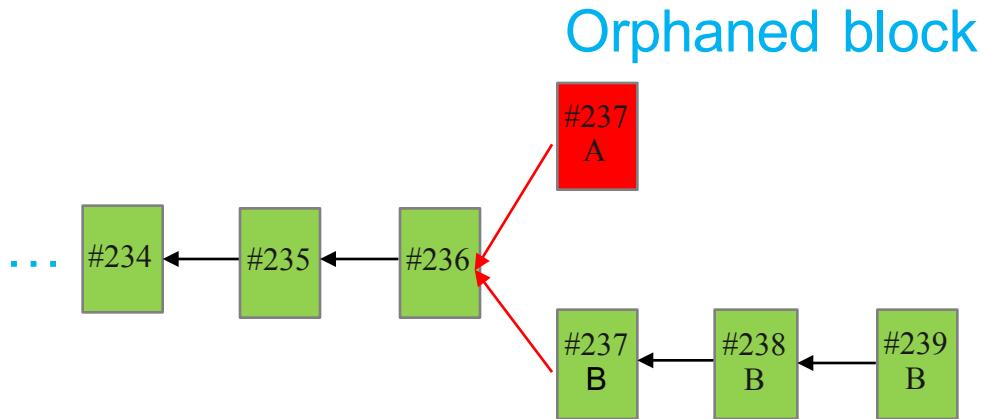
- Block “mining”:
 - Every participant (“miner”) tries to find nonces
 - such that the hash of the block h **is lower than a 256-bit target**

- Bitcoin
 - Target dynamically adjusted: **1 block generated roughly every 10 minutes**
 - **Already in 2014, this required more than 2^{80} expected hashes**

Example (longest/most difficult chain wins)



Example (longest/most difficult chain wins)



Implications and the performance issue

PoW way of extending the ledger heavily and negatively impacts system scalability and overall throughput

- Bitcoin: With 1 block every 10 minutes and fixed block size of 1 MB
 - Peak throughput: **only 6-7 tx/sec**
 - Latency (of 6 block confirmations): **about 1h**
- Better performance by tuning PoW parameters?
 - shorter block generation times (increasing block frequency)?
 - larger blocks?
 - Different conflict resolution rules?
 - **Limited benefits, potentially weaker security**

Introducing smart contracts/chaincode

Modern crypto ledgers (e.g., Ethereum, Hyperledger)
aim at supporting “smart contracts” or “chaincodes”

A smart contract is an event driven program, with state, which runs on a replicated, shared ledger and which can take custody over assets on that ledger. [Swanson2015]

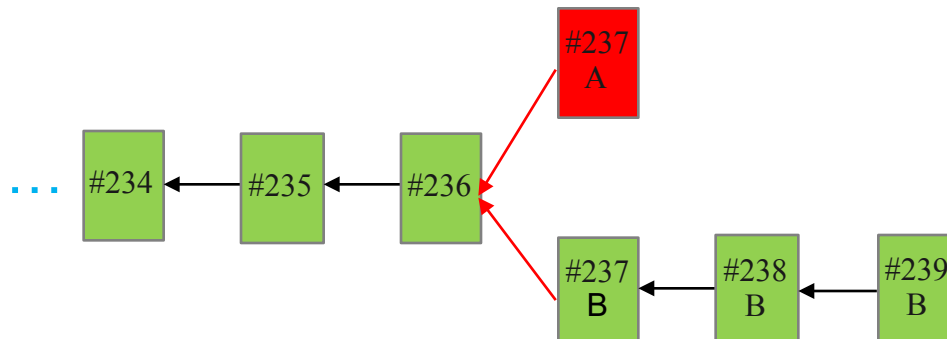
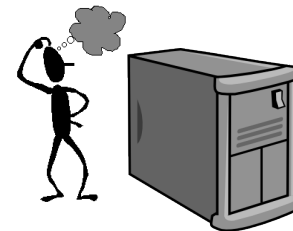
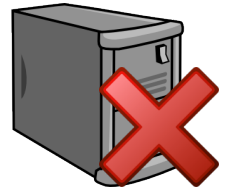
“Smart contract” → (replicated) state machine

State machine replication (SMR)

- Classical Distributed Computing problem

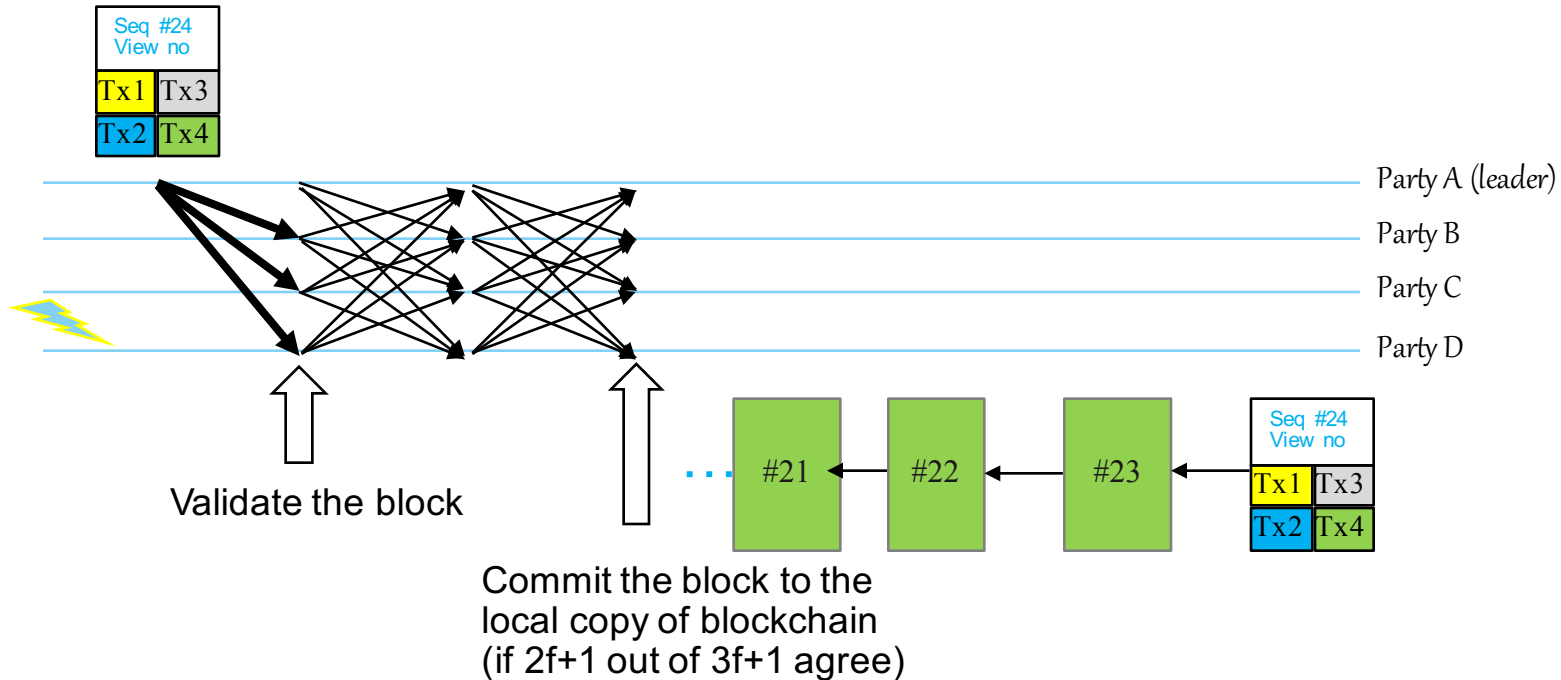
What machine faults?

- Crash faults (CFT): A machine simply stops execution and halts
 - Paxos, RAFT, Zookeeper AB,...
- Non-crash (a.k.a. Byzantine) faults (BFT)
 - A model that cryptocurrencies adopt**



No forks!

BFT Consensus (example of PBFT [TOCS2002])



Many other things burden the implementation (it is not simple as it might look)

- Leader election
- State transfer (new, slow Party)
- Reconfiguration

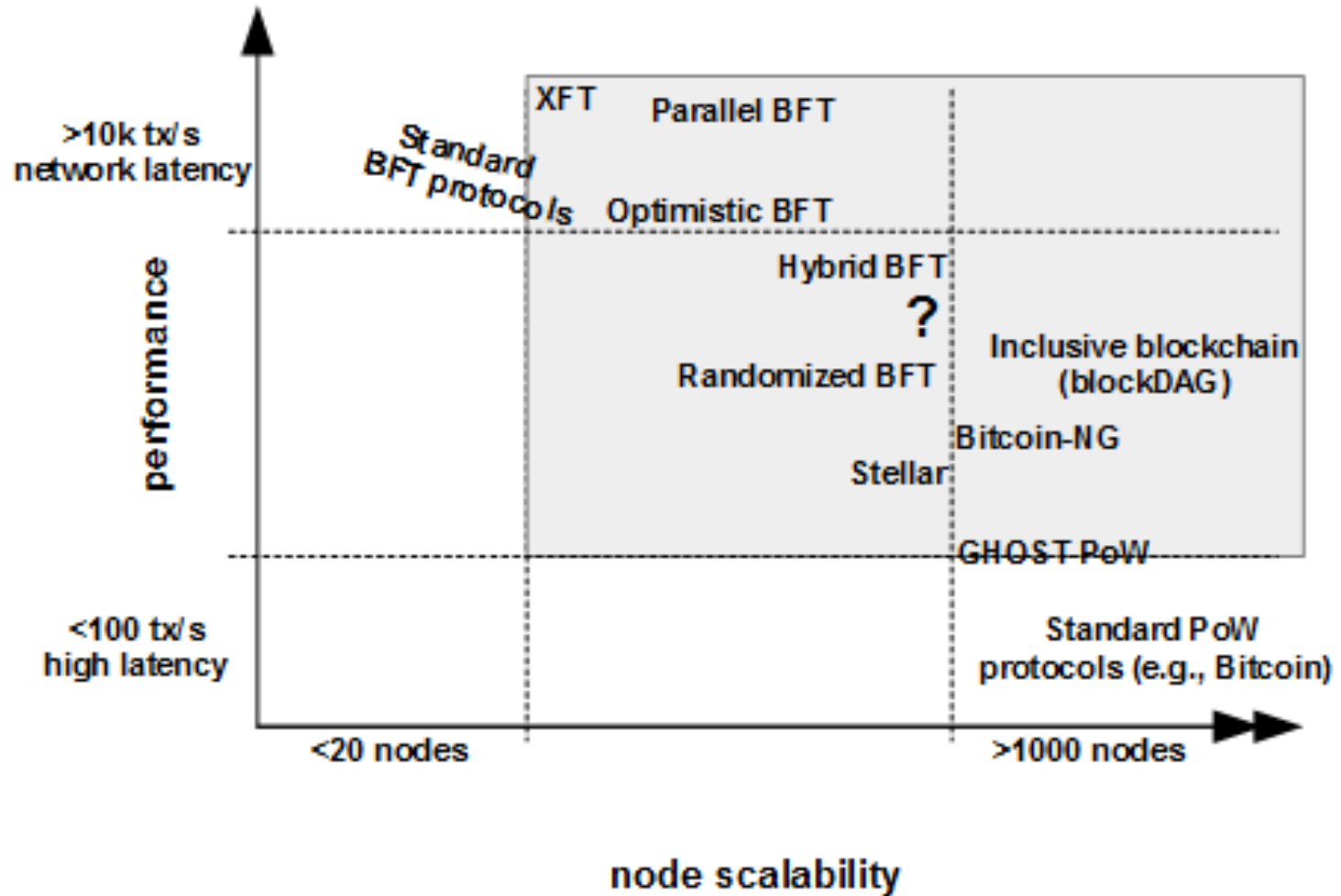
PoW vs. SMR for Blockchain (simplified overview)

	Proof of Work (Bitcoin, Ethereum,...)	State machine replication (Ripple, Hyperledger, ...)
Membership type	Permissionless	Permissioned
User IDs (Sybil attack)	Decentralized, Anonymous (Decentralized protection by PoW compute/hash power)	Centralized, all Nodes know all other Nodes (Centralized identity management protects against Sybil attacks)
Scalability	Excellent >100k Nodes	Verified up to few tens (or so) Nodes

Open research problem:

Given the use case, network, no. of nodes
What is the most suitable and scalable Blockchain technology/protocol?

Throughput	7 tx/sec upper bound (Bitcoin)	>10k tx/sec with existing implementations in software
Power efficiency	>1 GW (Bitcoin)	Good (commodity hardware)
Temporary forks in blockchain	Possible (leads to double-spending attacks)	Not possible
Consensus Finality	No	Yes



Marko Vukolić. *The Quest for Scalable Blockchain Fabric: Proof-of-Work vs. BFT Replication*
Proceedings of the 2015 International workshop on open problems in network security (iNetSec 2015).



HYPERLEDGER PROJECT

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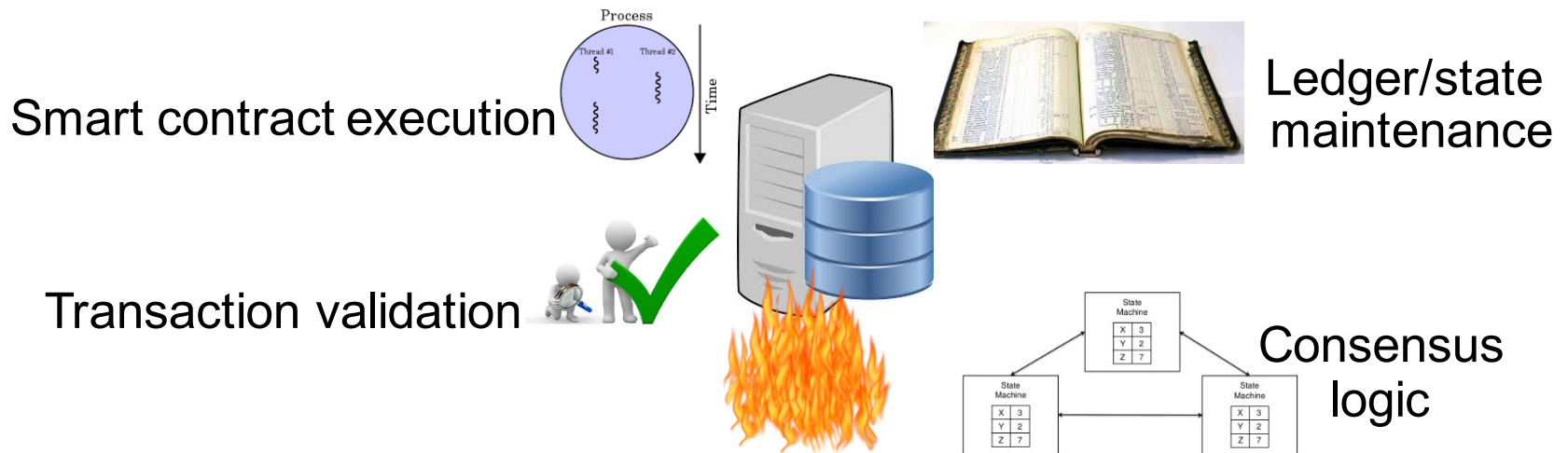
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<https://github.com/hyperledger>
<https://www.hyperledger.org/>

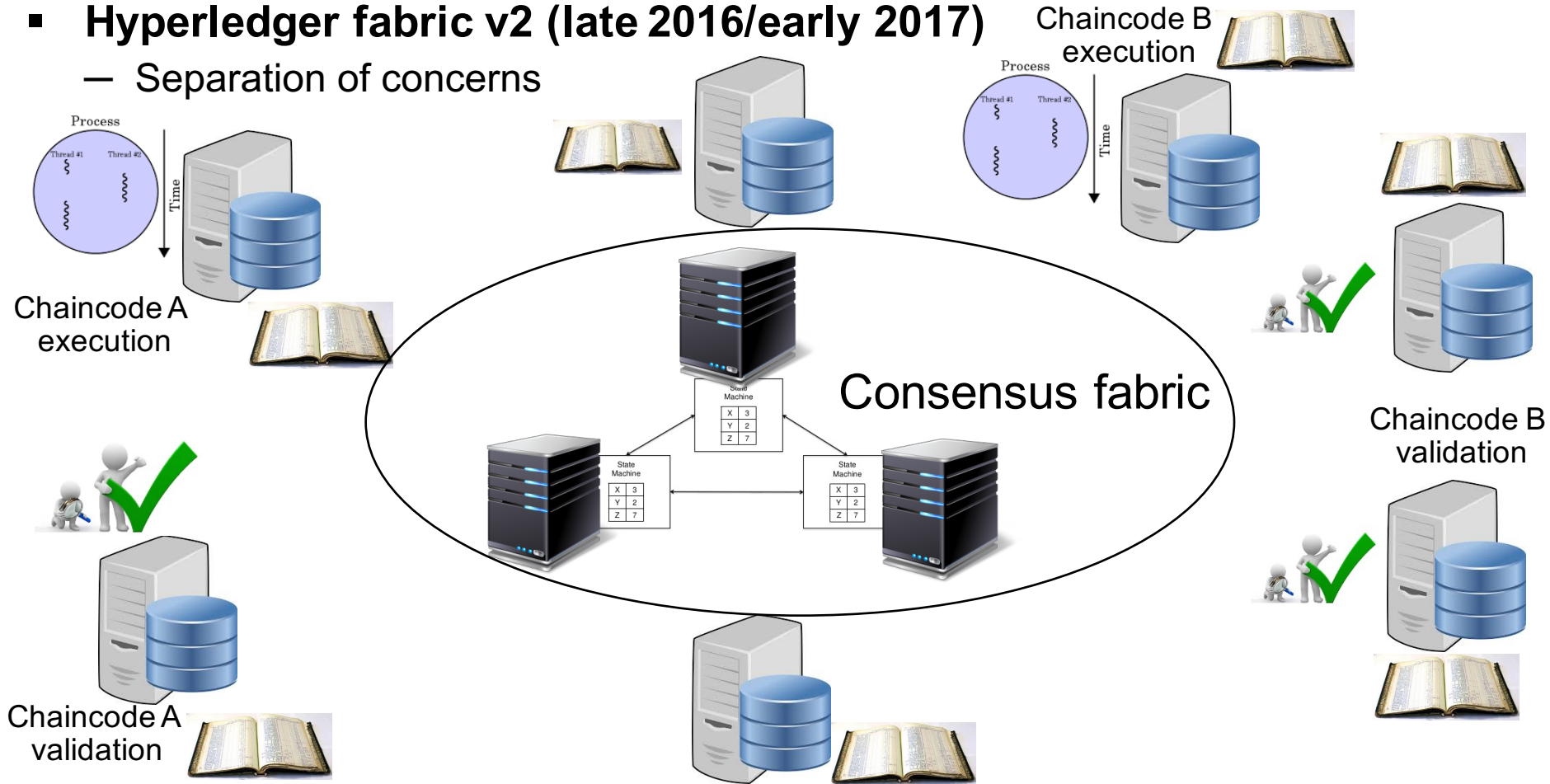
Existing blockchains unify many functionalities in one node



**This limits achievable performance and harms scalability
At odds with confidentiality**

Hyperledger fabric v2 – architecting a scalable blockchain

- Hyperledger fabric v2 (late 2016/early 2017)
 - Separation of concerns



Architecture-level approach to scalable and confidential blockchain

Goal: Towards hundreds of consenters/peers running many thousands tps

<https://github.com/hyperledger/fabric/wiki/Next-Consensus-Architecture-Proposal>

Blockchain fabric comparison

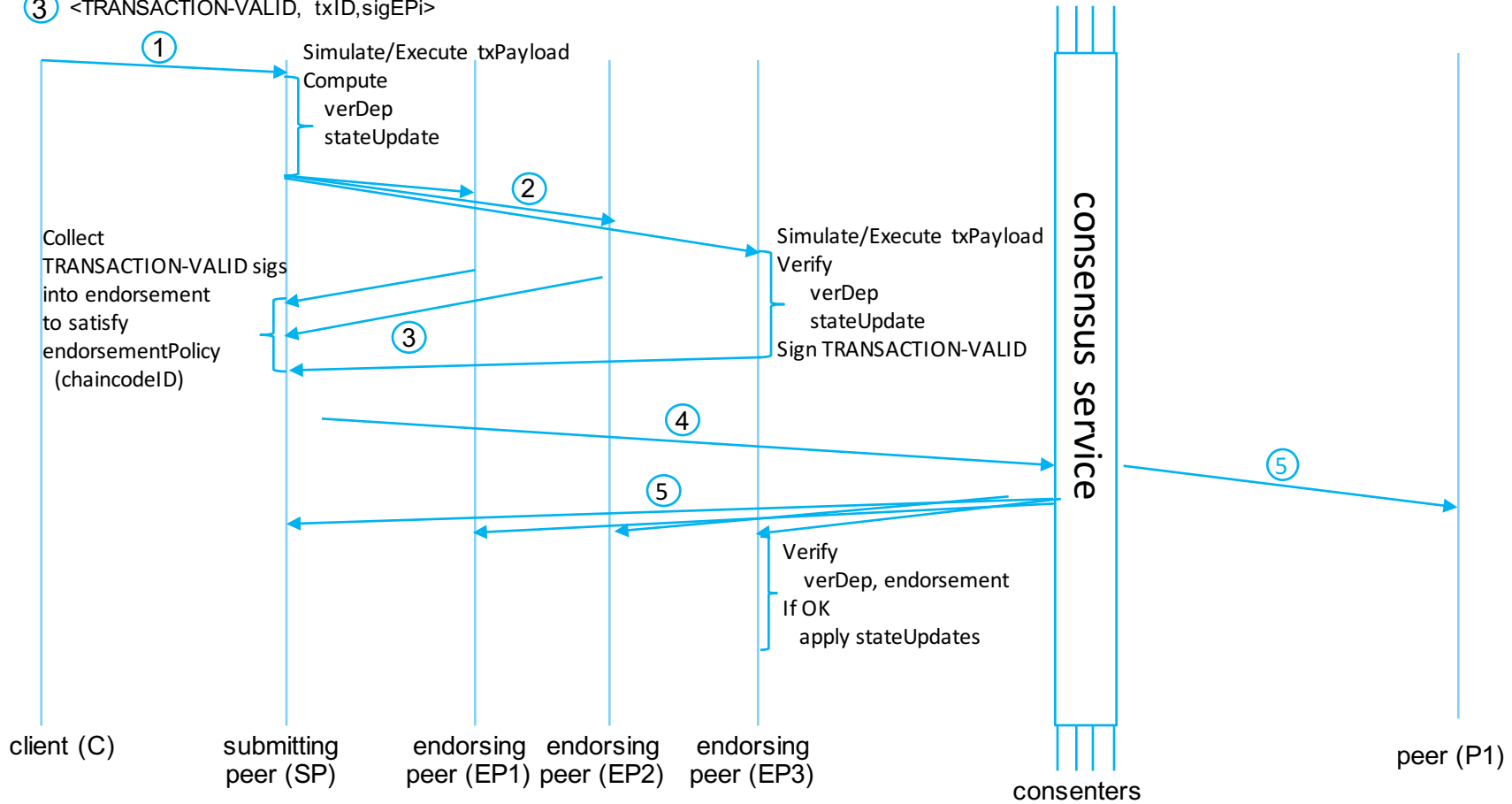
Feature	Attribute	Bitcoin (digital cash)	Ripple (inter-bank remittances)	Ethereum (distributed applications)	Hyperledger fabric (generic blockchain fabric)
Open Membership	<i>Permissioned vs. Permissionless</i>	Permissionless	Permissioned	Permissionless	Permissioned
No transaction, once verified, can be changed by any party	<i>Consensus algorithm</i>	Proof of work	(custom-made) Byzantine fault-tolerant (BFT) consensus	Proof of work, Proof of stake	Pluggable consensus framework (currently: proven practical BFT)
Prevention of asset double-spending					
Business logic can self-execute with assurance that the terms can not be altered by any party without agreement from stakeholders	<i>Smart contracts support</i>	Very limited (stack-based scripting language)	None (had Codius, but discontinued)	Solidity domain specific language (DSL) (Turing-complete)	Go (golang), Java (in progress) + Support for other languages and DSLs envisioned in future
Transaction execution evolves around a blockchain-specific digital currency	<i>Native cryptocurrency</i>	Yes (BTC)	Yes (XRP)	Yes (ETH)	No
Transaction confidentiality	<i>Encryption, key-distribution Cryptographic mechanisms</i>	No	No	Smart contract level confidentiality	Smart contract (chaincode) level + fabric-level confidentiality

<https://github.com/hyperledger/fabric>

Thank You!

Hyperledger (v2) transaction flow

- ① <SUBMIT,cID,chaincodeID,txPayload,sigC>
- ② <PROPOSE,txPayload,tran-proposal,sigSP> (tran-proposal := (spID,clientID,chaincodeID,HASH(txPayload),stateUpdate,verDep))
- ③ <TRANSACTION-VALID, txID,sigEPi>



Consensus service API:

- Broadcast(blob) ④
- Deliver(seqno,prevHash,blob) ⑤

blob=(tran-proposal, endorsement)