



Blockchain - To Develop Digital Resource Management Application

Kaushik Dutta
Information Systems and Decision Sciences
Muma College of Business



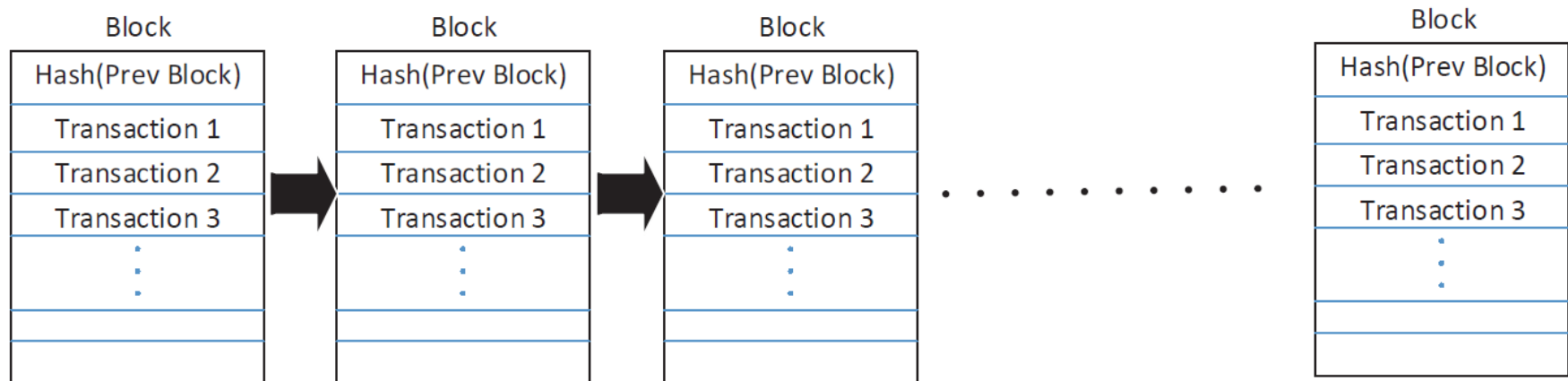
Outline

- Fundamentals of blockchain
 - Introduction
 - Data reliability
 - Cybercurrency
 - Public and private blockchain
 - Blockchain contract
 - Scalability
- Resource management using blockchain
 - Motivation
 - Generic Framework
 - Implementation using multichain
 - Use Case
- Conclusion
 - Summary



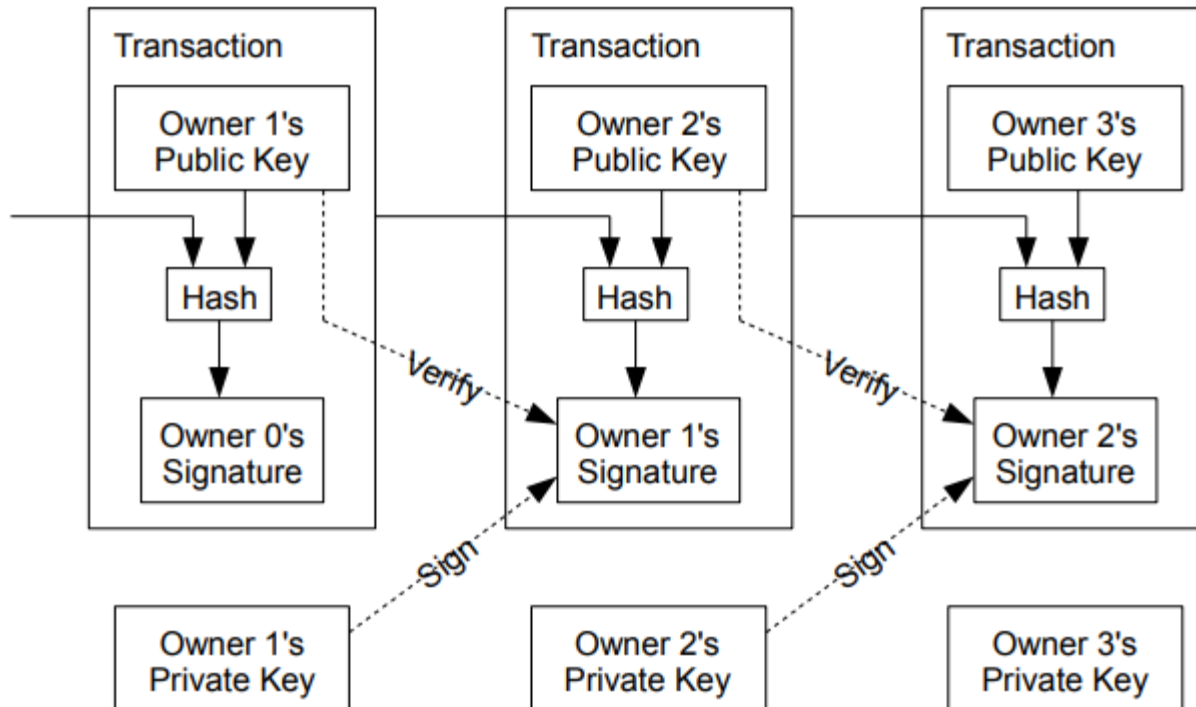
What is blockchain?

- Distributed ledger
 - A collection of transactions are written in blocks (similar to disk block or database block or HDFS block)
 - Each block is coupled with the previous block by hash value of previous block





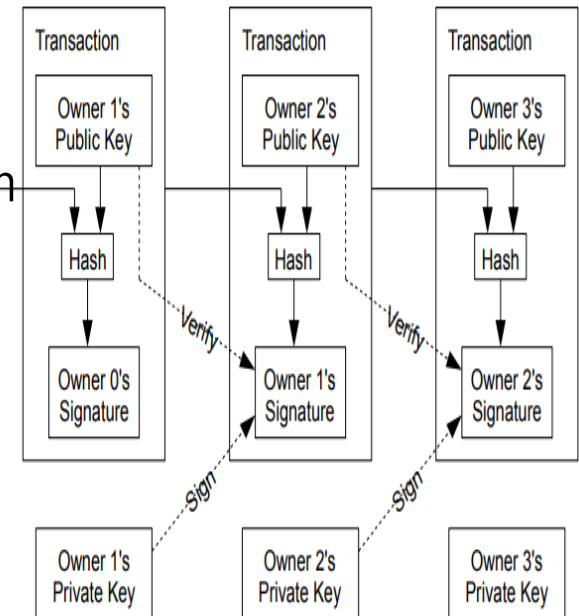
What is blockchain?





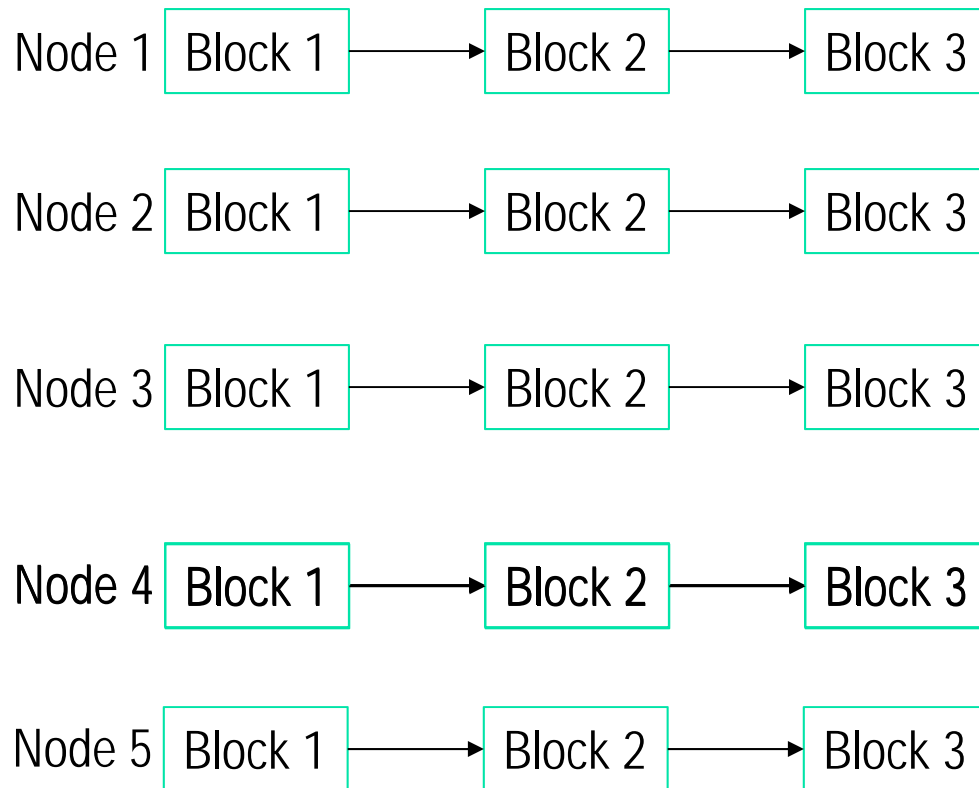
What is blockchain?

- Each node collects new transactions into a block.
- When node creates a block, it broadcasts the block to all nodes.
 - Blocks are created by nodes in randomized round robin fashion
 - Each block is signed by the creator
- Nodes express their acceptance of the block by working on creating the next block in the chain, using the hash of the accepted block as the previous hash.
 - In case of conflict, the longest chain only survives.
 - Longest chain means more nodes have accepted the blocks
 - Majority consensus
 - Improves reliability and authenticity



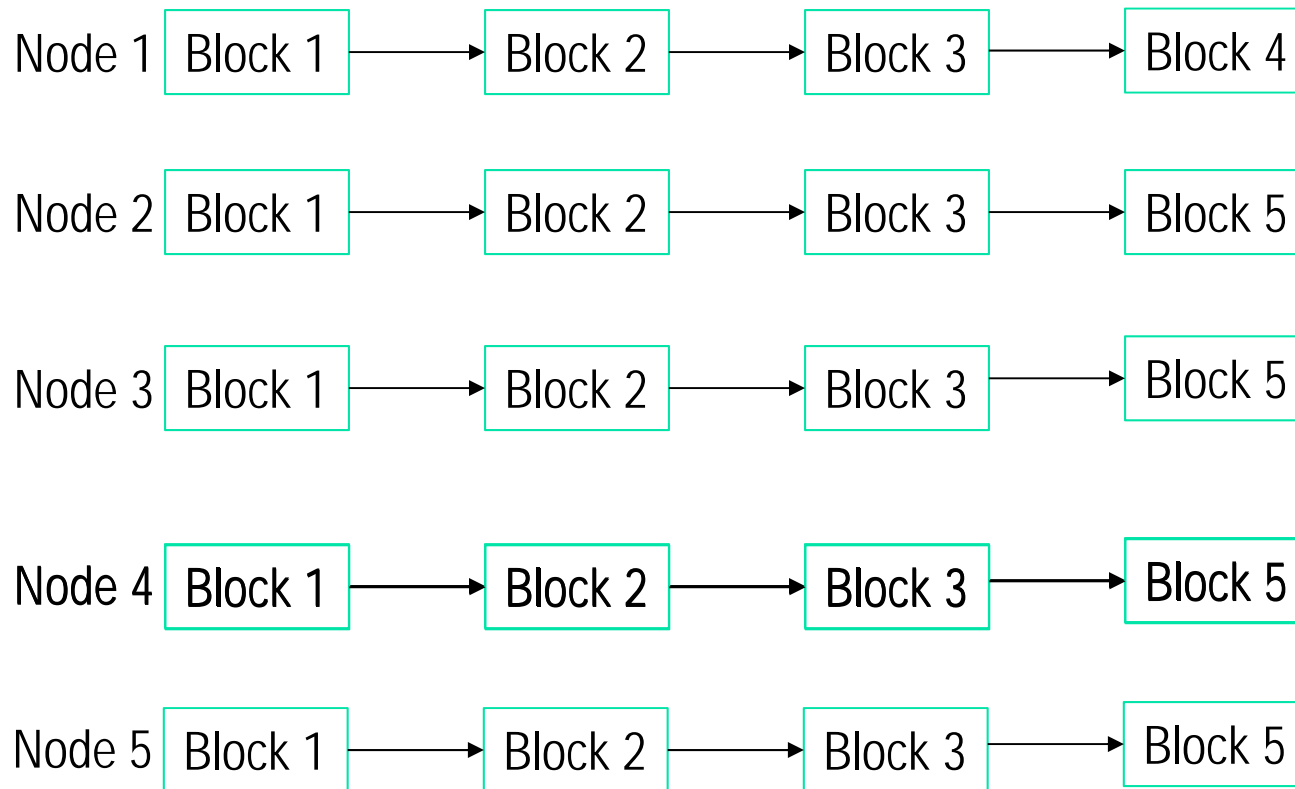


Majority Consensus



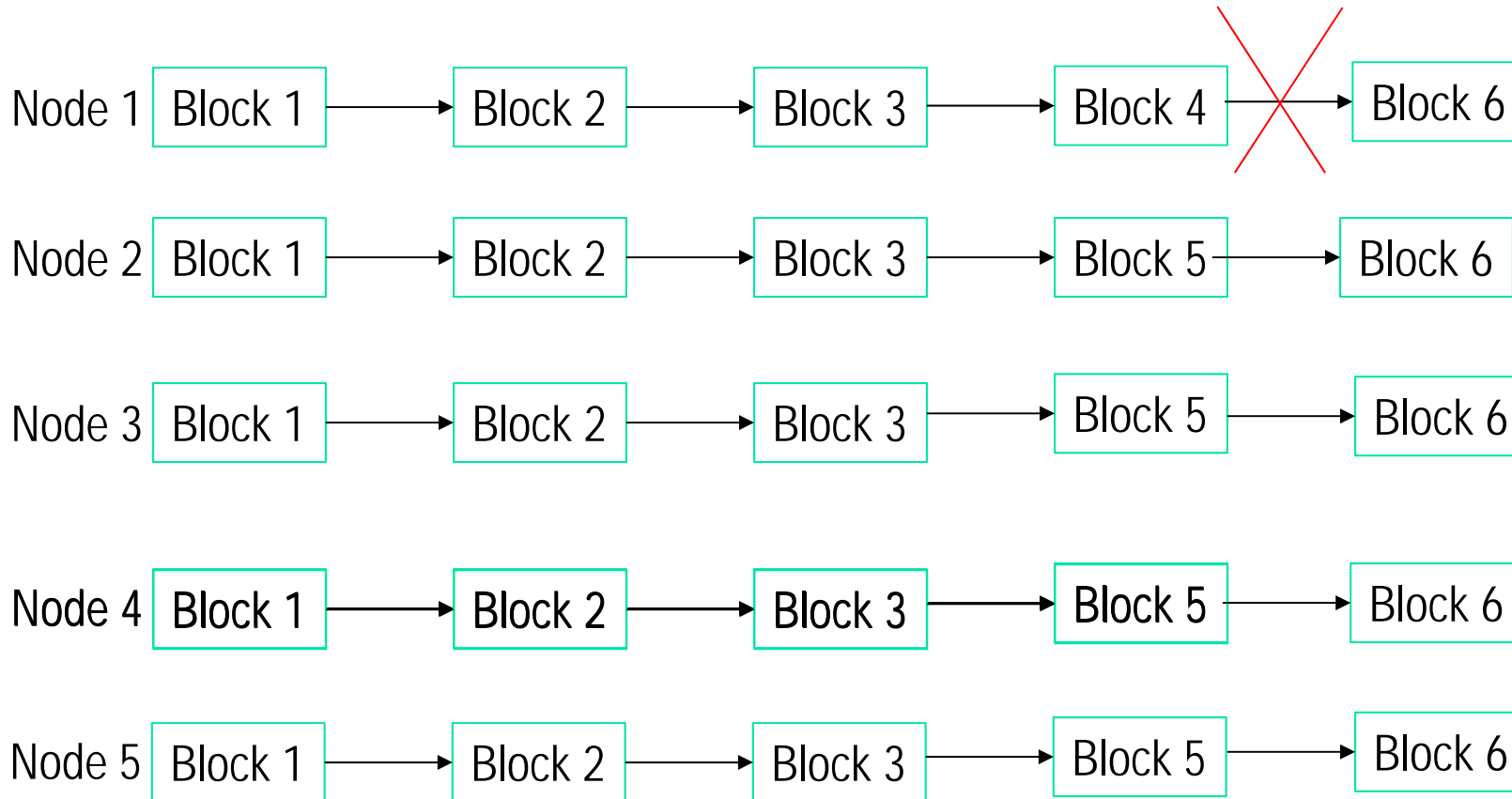


Majority Consensus



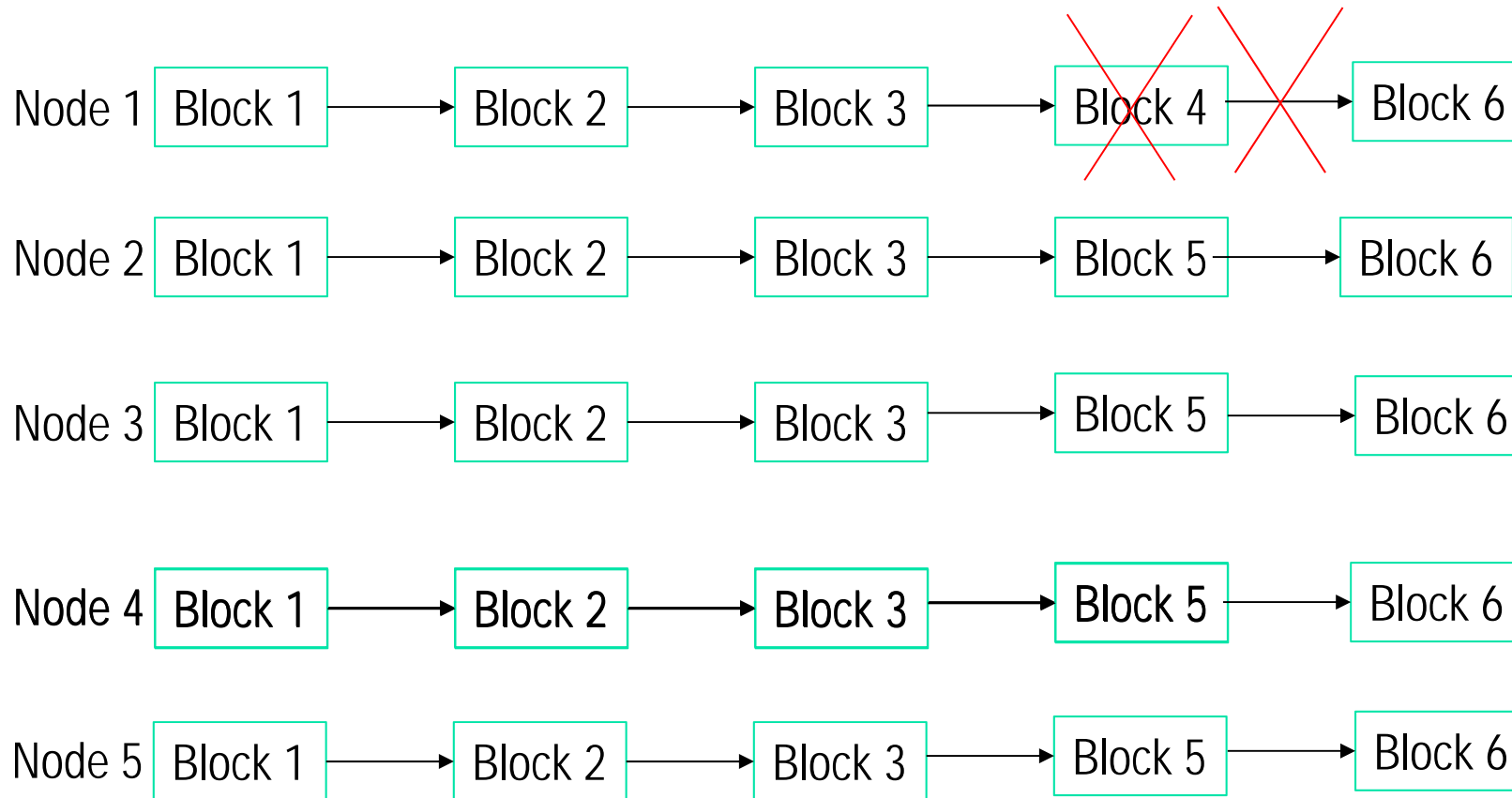


Majority Consensus



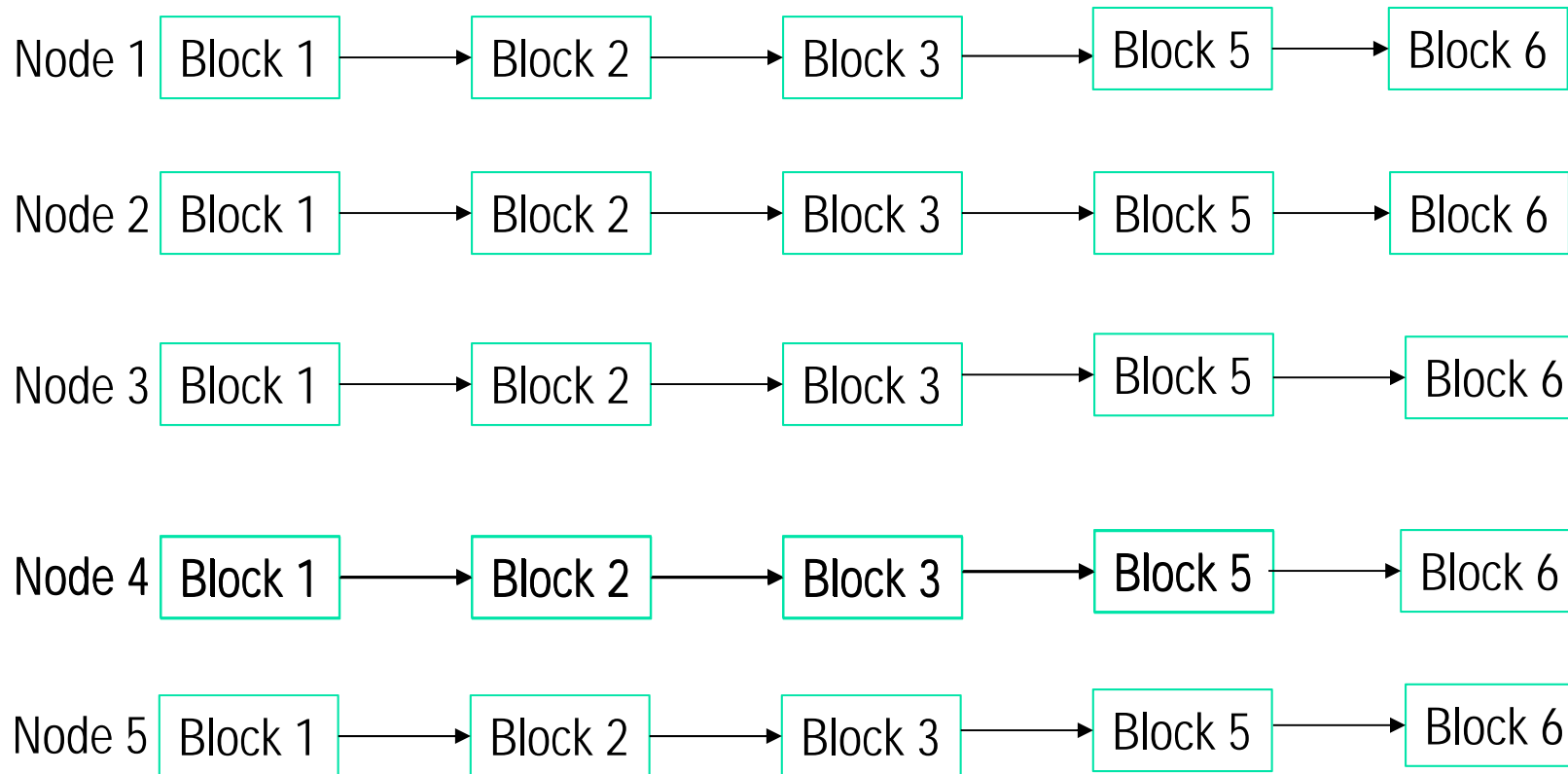


Majority Consensus





Majority Consensus





Reliability of Data in Blockchain

- Depends on the collective good behavior of nodes
- What if majority nodes collude?
 - System can't protect from such scenarios
- Modifying a particular transaction in a block will require modifying all the previous blocks in that chain.
 - A computationally expensive but not impossible task
 - All other nodes need to agree on that change and continue to write in that modified chain



Bitcoin / Ethereum

- Need further protection than nodes colluding
- Creation of each block requires a predefined meaningless computation, as proof of work
 - Distributes the onus of creating blocks across the network
 - A level of difficulty is associated with each block
- The chain with higher proof of work survives
- Modifying a particular transaction in a block or replacing with alternate data will require more computational power than other nodes combined together
 - Just collusion is not enough, the colluded nodes need to invest to mine
 - \$\$\$\$\$\$\$\$
 - A non-trivial but not impossible task
 - Possible by large rogue organizations with financial power



Private vs. Public Blockchain

- Public blockchain – Bitcoin, Ethereum
 - Anyone with \$ can participate
 - \$ is needed to compensate the miner (block creator for doing the work of creating blocks – “proof of work”)
 - Protected by “proof of work” or the “work to be done” to modify
 - Associated with a currency to compensate the “proof of work”
 - The underline asset of the currency is “computational work” that has been done
 - Like gold backed currency – backed by the work that has been done to mine the gold.
- Private Blockchain – Multichain, Hyperledger
 - Restricted to a group
 - Participation is based on common business interest
 - Protected by various consensus mechanism
 - Does not need to be associated with a currency



Blockchain Contract

- Contract is an executable code like a PL/SQL code
- Contract can be written in various languages and is run in Virtual Machines in Blockchain (EVM in case of Ethereum)
- Contract is executed by blockchain nodes based on incoming transactions and can write more transactions in the blockchain
- Serves following purpose:
 - ❑ expressing business logic as a computer program
 - ❑ representing the events which trigger that logic as messages to the program
 - ❑ using digital signatures to prove who sent the messages
 - ❑ putting all of the above on a blockchain.

Blockchain – Issues of Scalability



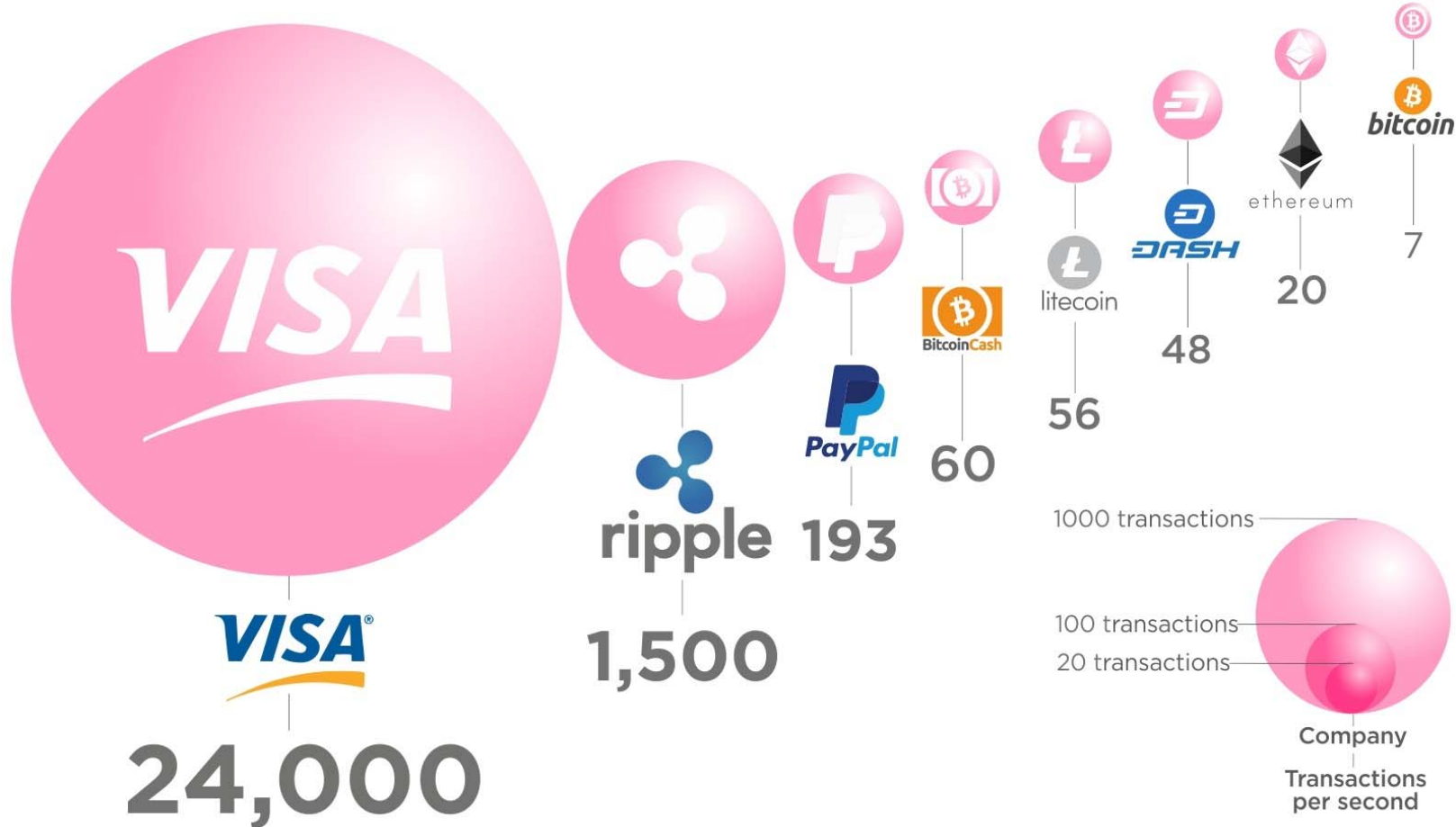
- Blockchain is not a true distributed system, it is a replicated system
 - all of the nodes that maintain the blockchain do *exactly the same thing*
 - They verify the same transactions
 - They record the same items into a blockchain
 - They store the entire history, which is the same for all of them, for all time
- Blockchain contract is executed independently in each and every node

- Bitcoin: 7 Transactions per seconds
- Ethereum: 10-30 Transactions per seconds
- Multichain: 500-1000 transactions per seconds



Blockchain – Issues of Scalability

Cryptocurrencies Transaction Speeds Compared to Visa & Paypal



Article & Sources:

<https://howmuch.net/articles/crypto-transaction-speeds-compared>
<https://howmuch.net/sources/crypto-transaction-speeds-compared>

howmuch.net

Blockchain – Issues of Scalability

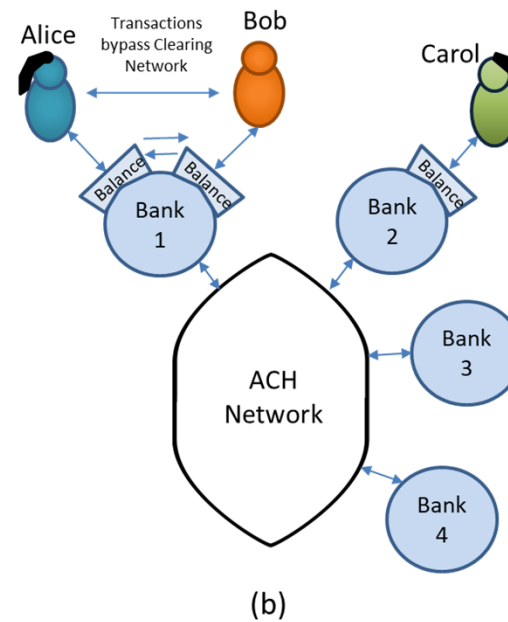
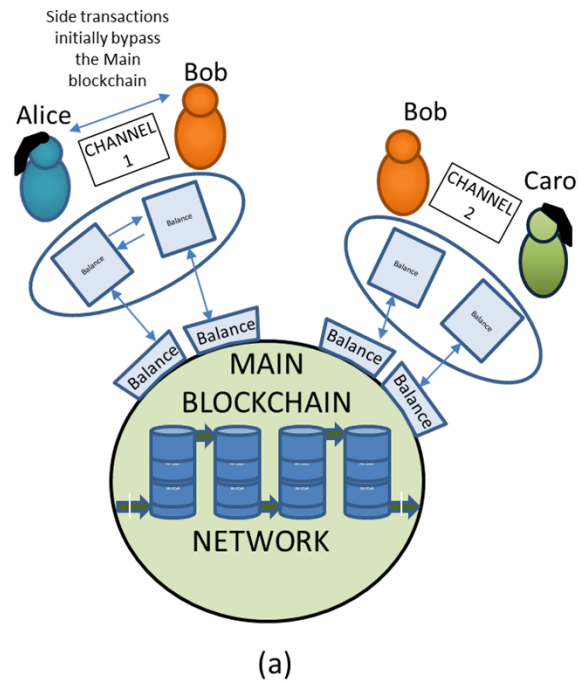


- Culprits:
 - ❑ Proof of work
 - ❑ Contract Execution
 - ❑ Each node stores and executes everything

Blockchain – Solution to Scalability



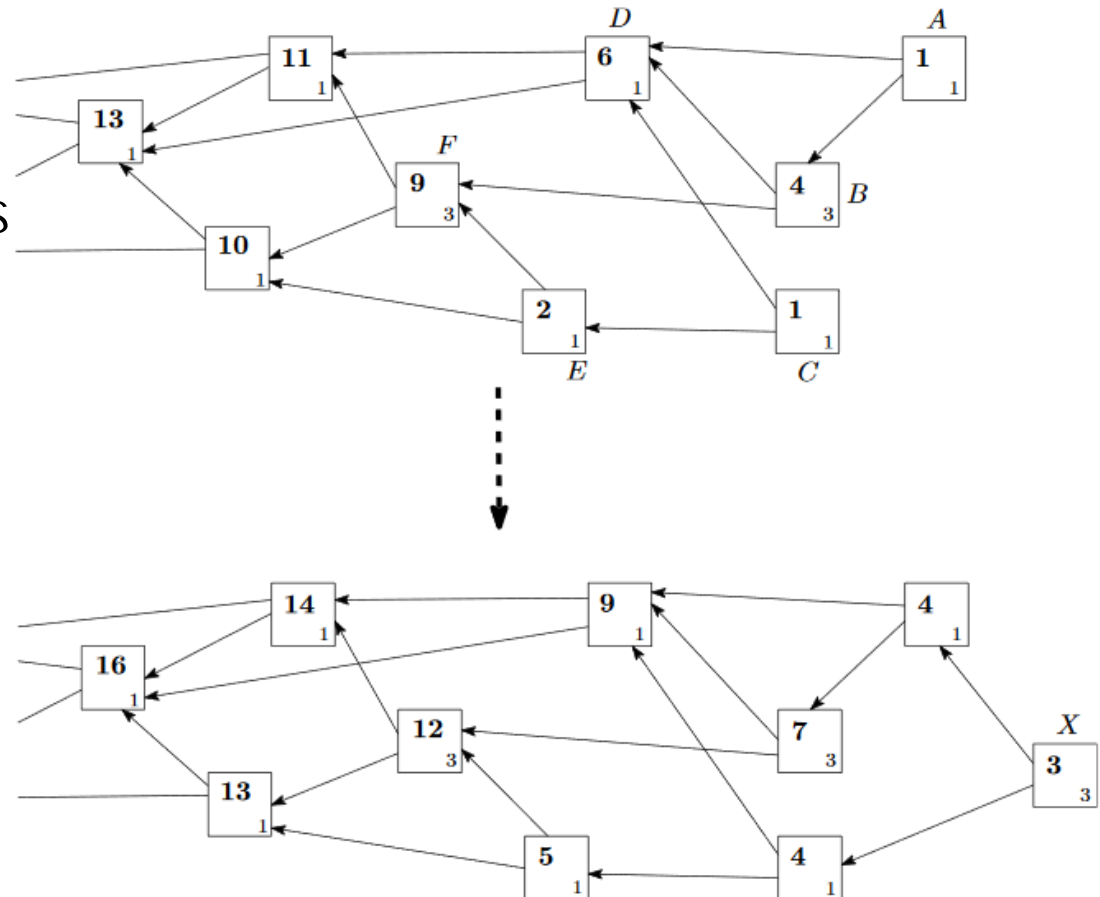
- Sidechain



Blockchain – Solution to Scalability



- Tangle / IOTA
 - ❑ No mining
 - ❑ No blocks
 - ❑ No real-time consensus
- Nodes validate two old transactions to conduct their own
- To be in the network you have to participate actively in validating transactions





Some comparisons

Characteristic	Ethereum	Hyperledger Fabric	R3 Corda
Description of platform	– Generic blockchain platform	– Modular blockchain platform	– Specialized distributed ledger platform for financial industry
Governance	– Ethereum developers	– Linux Foundation	– R3
Mode of operation	– Permissionless, public or private ⁴	– Permissioned, private	– Permissioned, private
Consensus	– Mining based on proof-of-work (PoW) – Ledger level	– Broad understanding of consensus that allows multiple approaches – Transaction level	– Specific understanding of consensus (i.e., notary nodes) – Transaction level
Smart contracts	– Smart contract code (e.g., Solidity)	– Smart contract code (e.g., Go, Java)	– Smart contract code (e.g., Kotlin, Java) – Smart legal contract (legal prose)
Currency	– Ether – Tokens via smart contract	– None – Currency and tokens via chaincode	– None



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Resources

- Any digital asset that can be accessed and used for business purposes
 - ❑ Patient record in EHR system
 - ❑ Educational Transcripts
 - ❑ Bills, Orders, Invoices



Resource Management Using Blockchain

- Access to digital resources is not under the owner's control.
- Third party sellers have made a business out of obtaining and selling information
- Proposed framework
 - The owner maintains control over the access of the resource.



Why Blockchain

- To manage the ground truth
 - Which data is the truth
 - *Truth* – that majority agrees on (democracy!!)
 - *Alternate truth* – other data that few agrees on
- To have a multi-node storage where all nodes are equal
 - Important for databases to support a consortium of multiple organizations
 - No third party entity with overhead is needed
 - Reduces the cost of data management

Resources - Creator, Owner, User



- **Creator (c)** : This entity is responsible for creating the resource
- **Owner (o)**: This entity is the owner of the resource and has the right to control who can access which of his resource
- **User (u)**: The user is a user of the resource

Steps

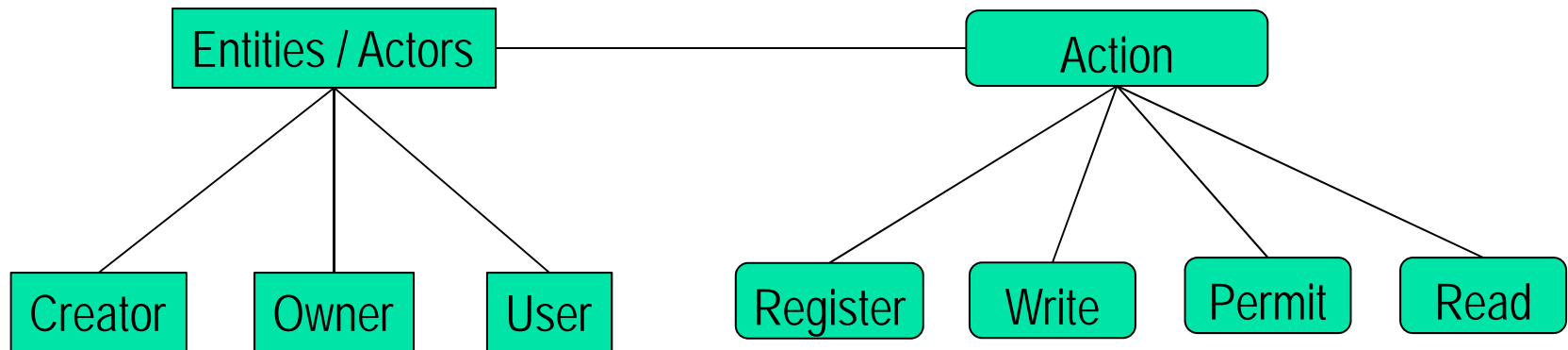
- **Creator, Owner and User** register with the system
- **Creator** writes a resource and assigns to **owner**
- **Owner** permits a resource to be accessed by a **user**
- **User** reads the resource and use it for business purpose



Operations

- Register(u) / Register (o)
 - Register a user $u \in U$ or owner $o \in O$
- Write (d, c, o)
 - Creator $c \in C$ writes the data d associated with the owner $o \in O$.
- Permit (d, o, u)
 - Owner $o \in O$ provides the read access of information d for the user $u \in U$.
- Read(d, u)
 - User $u \in U$ can read the information d .

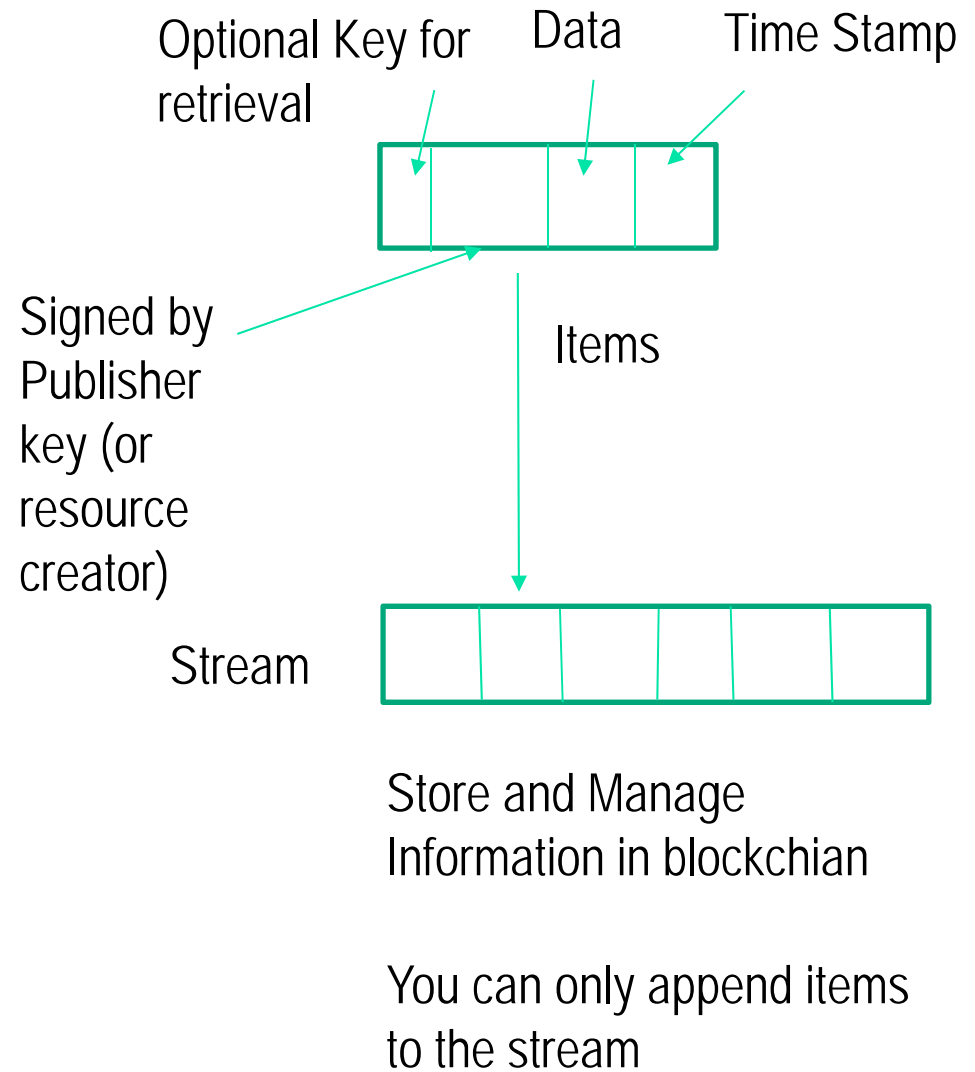
Resource Management Framework





Multichain Implementation

- Multichain – private blockchain
 - Stream
 - Hashtable mechanism in multichain for fast lookup of a transaction
 - Used to manage, store and lookup information in multichain
 - Each item in a stream is
 - Digitally signed by the publisher (Resource Creator)
 - Can be associated with an optional key, which can be used later for retrieval by the user u.
 - Some data (or information) can be stored in each item.
 - Is associated with a timestamp when the item is being written





Multichain Implementation

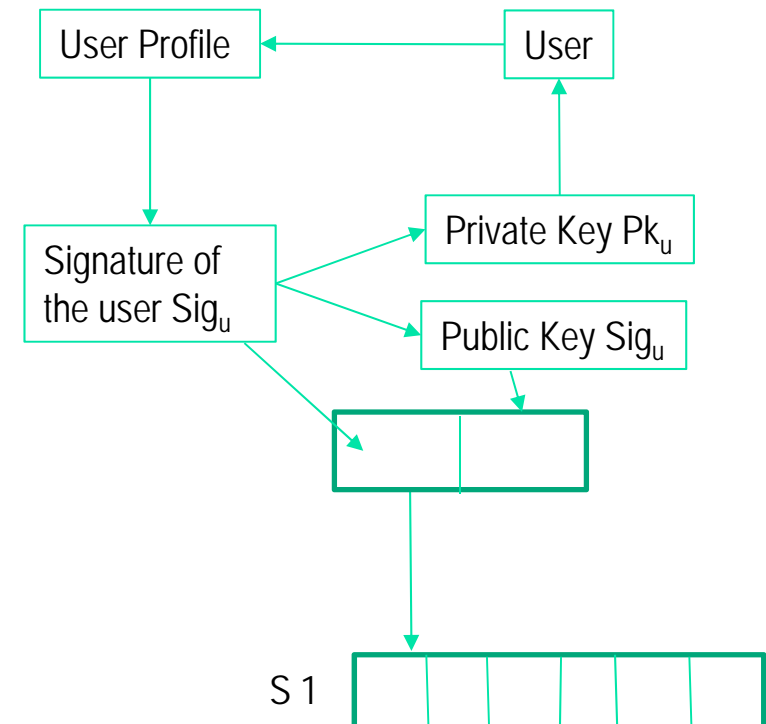
- S1 – To store and manage user's public key and profile
- S2 – Store the digital resource
- S3 – Assigns owner to digital resource
- S4 – Provides access to digital resource to other users



Register(u) / Register(o) – S1

- A user u creates profile after registration;
- Generate the *signature* sig_u of the user u from a hash of his profile data
- Generate **public and private key** for the user u from the user signature
- Send the private key pk_u to the user
- Publish the *signature* sig_u , along with the *public key of the user* sk_u to Stream 1

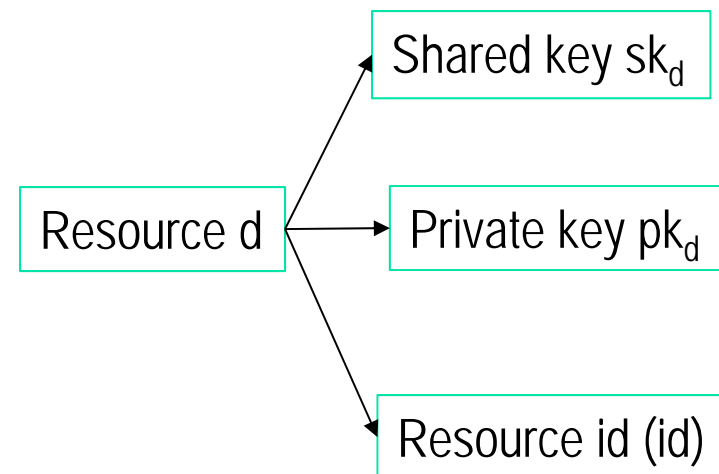
- Goal – All users (resource owners and users) are registered





Create Resource d by Creator c

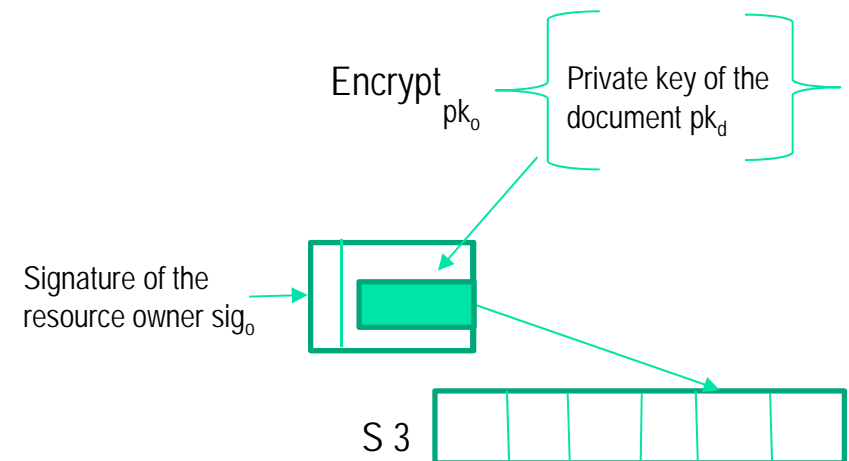
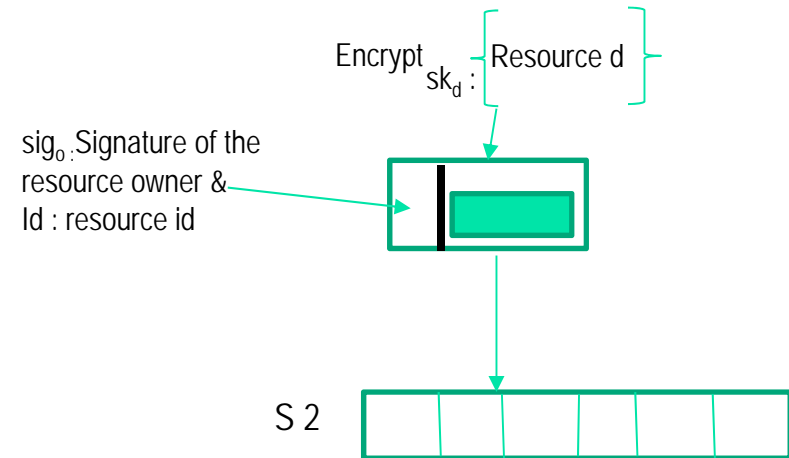
- Resource creator generates shared and private keys for the resource
 - Generates unique resource id -id
 - Generates shared key and private key (sk_d and pk_d) for the resource d





Write (resource d, by creator c, for owner o)

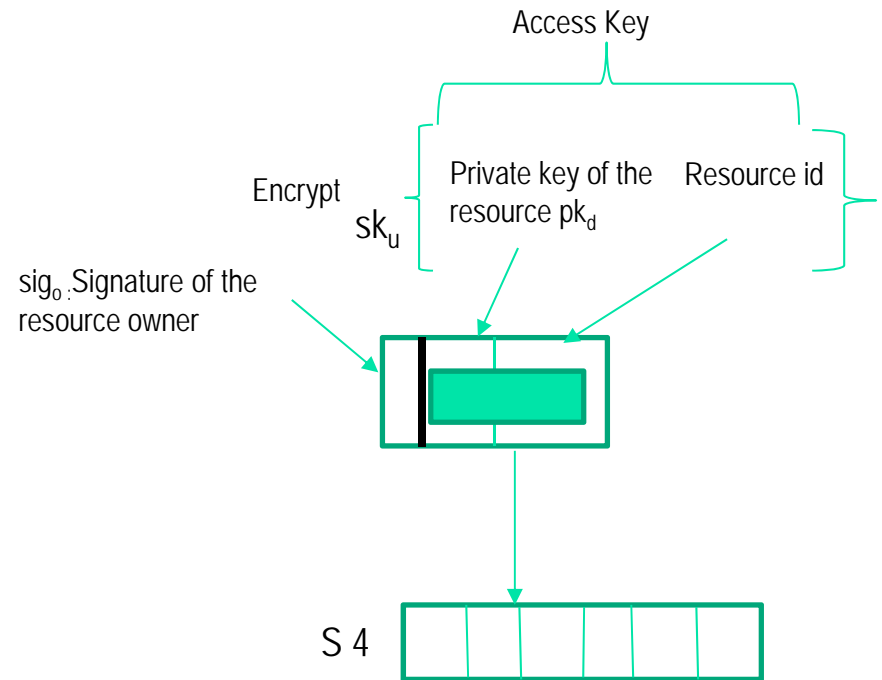
- Write resource to S2
 - ❑ Encrypt the resource d with the shared key of the resource (sk_d)
 - ❑ Publish the encrypted resource to stream S2 with the signature of the resource owner sig_o , and the resource id (id) as the key
- Assign resource to owner in S3
 - ❑ Encrypt the private key of the document pk_d with the public key of the resource owner pk_o
 - ❑ Publish the encrypted resource pk_d to stream S3, with the signature of the resource owner sig_o



Permit (Resource d , by owner o , to user u)



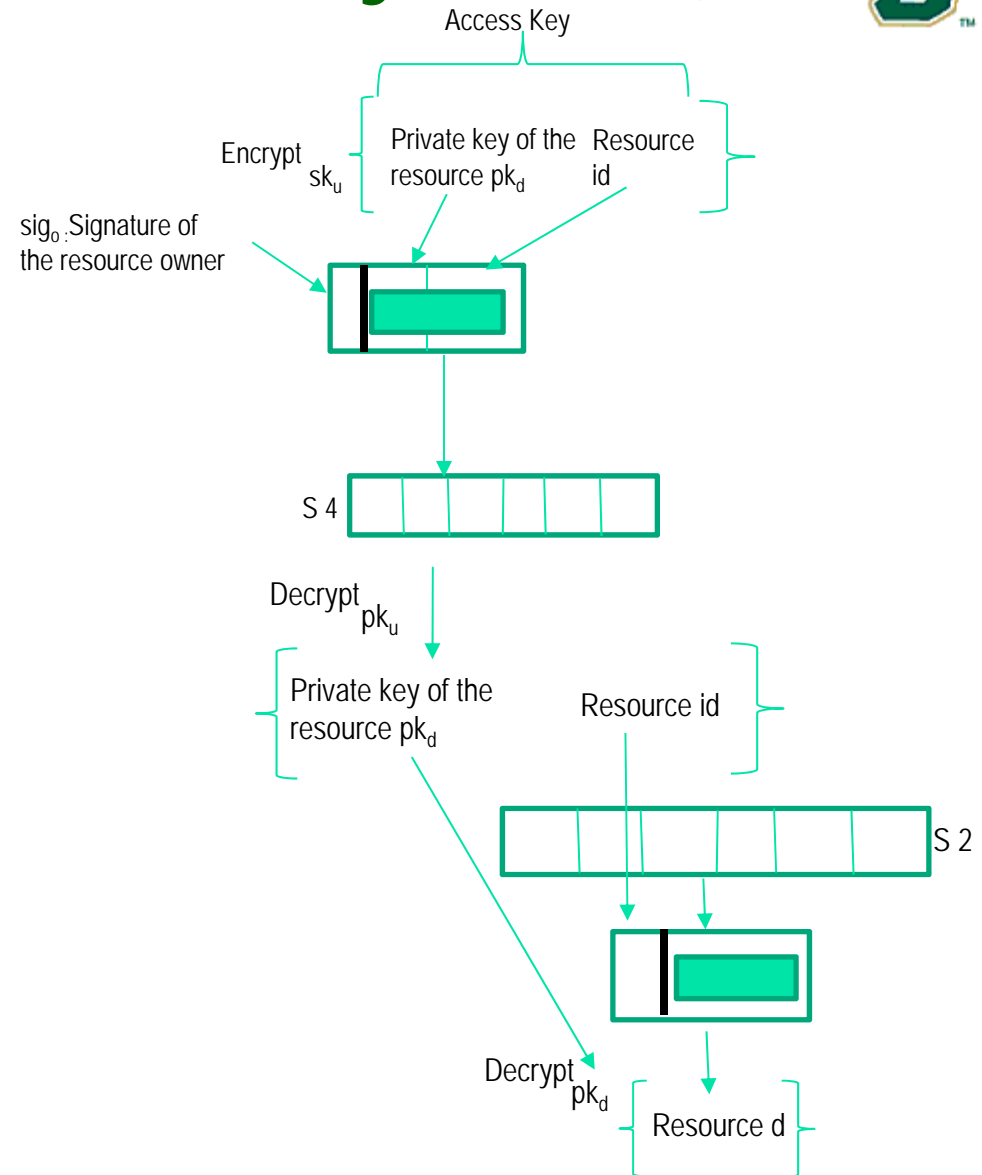
- Encrypt the combination of private key of the resource (pk_d) and resource id, with the shared key of the user u (sk_u)
 - Access key
- The access key is published to the Stream S_4 by resource owner o along with the signature of the owner sig_o as the key



Read (Resource d, by user u)



- The user u , using his own private key pk_u , retrieves access key by decrypting the *access key* published on Stream S_4
- The private key of the resource pk_d , is retrieved from the access key by the user u
- The private key of the resource pk_d along with the resource identified id is then used to retrieve the resource stored in Stream S_2 ;





Example Blockchain Use-Case

- We propose a course and certification management system as a use case for resource management using blockchain.
 - A prospective employer has no easy way to verify the authenticity of many of the certificates that a candidate claims to have from multiple education platforms.
 - A blockchain-based system to address the problem as mentioned above without relying on a single authority or platform.

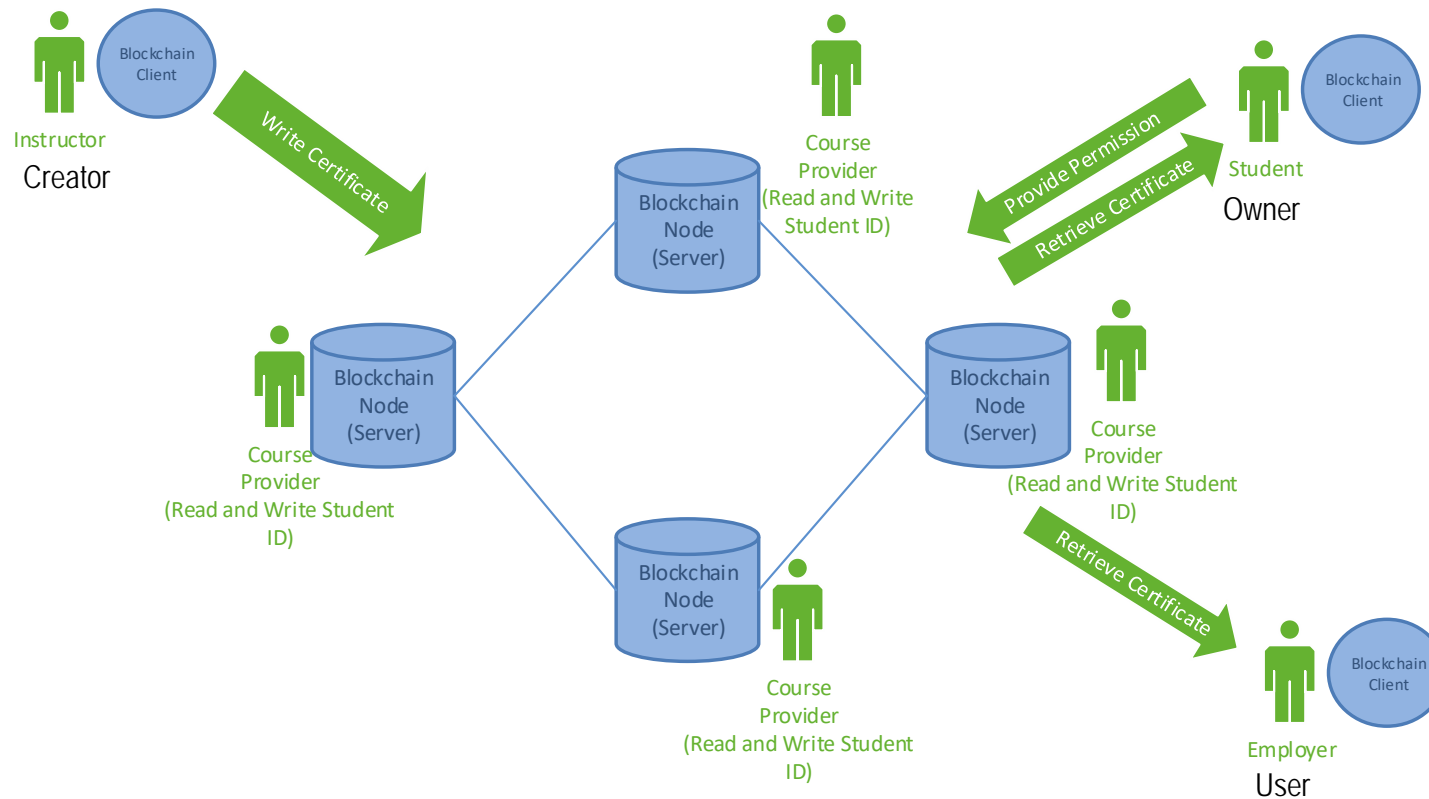


An Example Blockchain Use-Case

- ❑ **Course providers** : hosts of the course management system
 - Hosts of blockchain nodes
- ❑ **Students**: users who register into the system, enroll in courses and gain certificates upon completion of said courses.
 - Resource (digital educational certificates) owner
- ❑ **Instructors**: Users who grant the certificate to the Student upon them completing the requirement of a course
 - Resource Creator
- ❑ **Employers**: Users who with the permission from the students look to validate their certificates on the Blockchain.
 - User

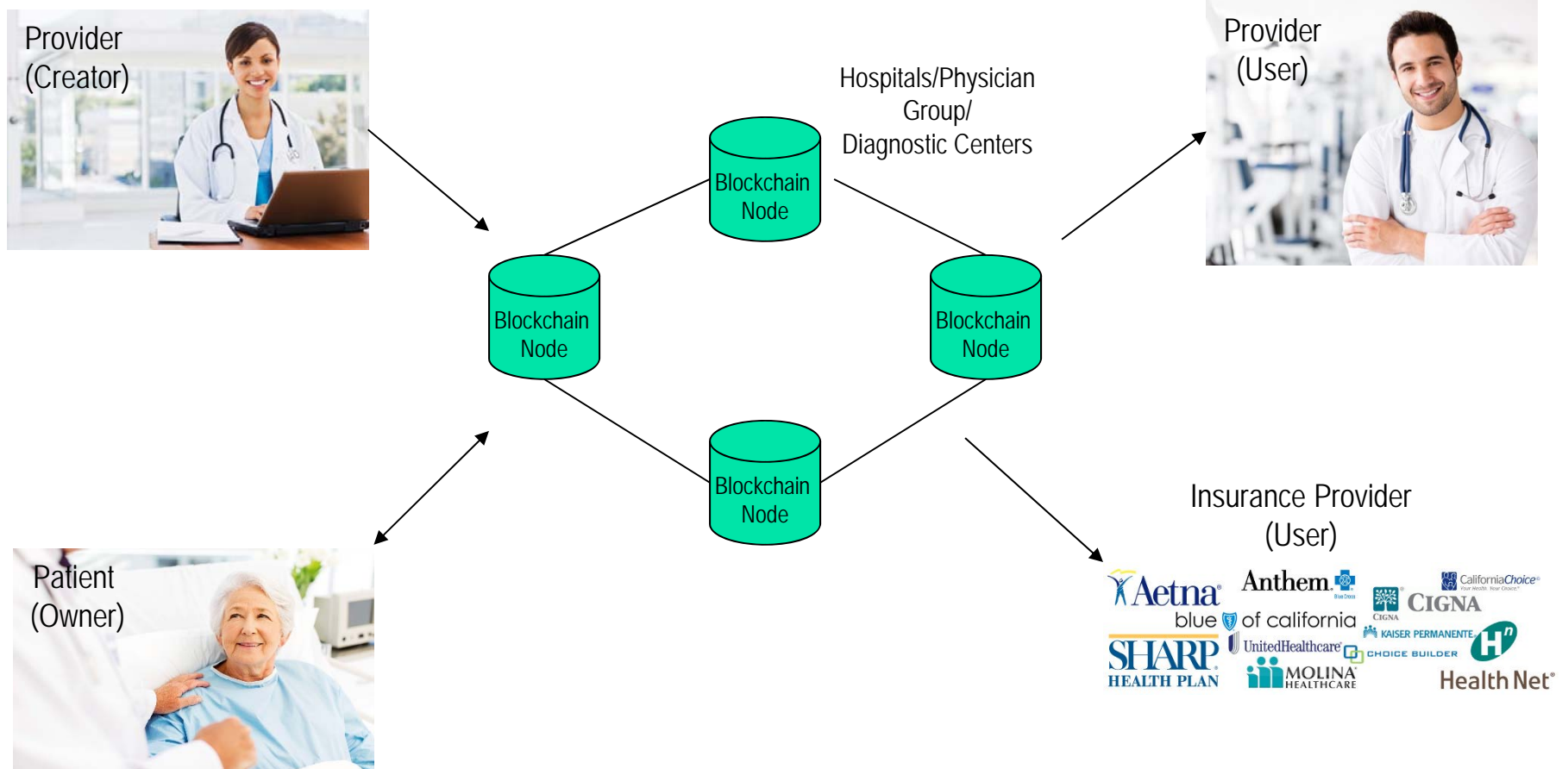


Blockchain Architecture for the Credential Management System





Blockchain for Patient Record Sharing (EHR)





Blockchain Contract

- Execute (Event e, EventHandler f, Message m):
 - When an event “e” (a specific type of transaction) occurs, the blockchain executes the event-handler f (contract) and passes a message “m” into the blockchain (writing another transaction in the blockchain)
 - Pharmacy fulfills a prescription (record) and writes a transaction “prescription filled” with the prescription id (record id) as the key

Implementation on Hyperledger



- Model
 - Assets – Resources
 - Participants
 - Healthcare – Providers, Patients
 - Transactions
 - Providing access details
 - Events – Transactions emit events when conditions match
- Logic – to check the validity of transaction
- Query – find assets
- Access (ACL) – who can do what



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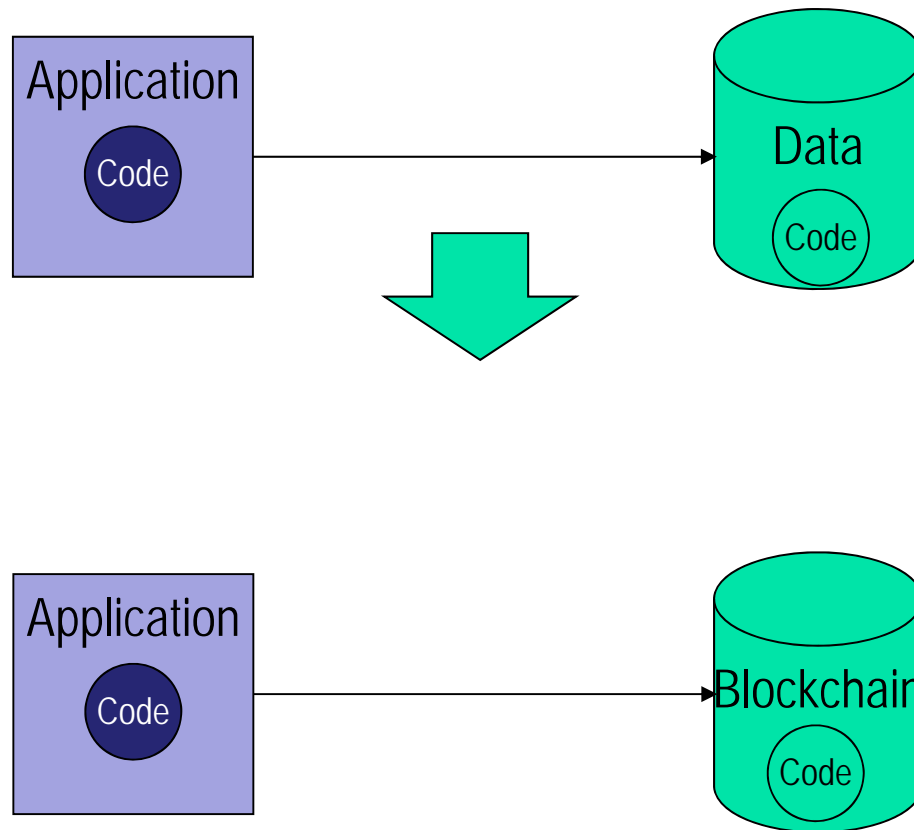
Blockchain

- What it is vs. what it is not?
 - Not a distributed system
 - All data are replicated in all nodes
 - Contract (EVM) - Not a distributed computing system
 - The same code is executed in all nodes
 - Immutable – for all practical purposes it is true
 - With sufficient financial resource it can be hacked
 - Data storage system for parties that don't trust each other – trust by consensus / proof of work / validated by others
 - For trusted parties
 - Do we need anything other than centralized data storage?
 - What's the advantage of blockchain in this case???
 - Incentivized system - custom coin / coupons



Food for thoughts

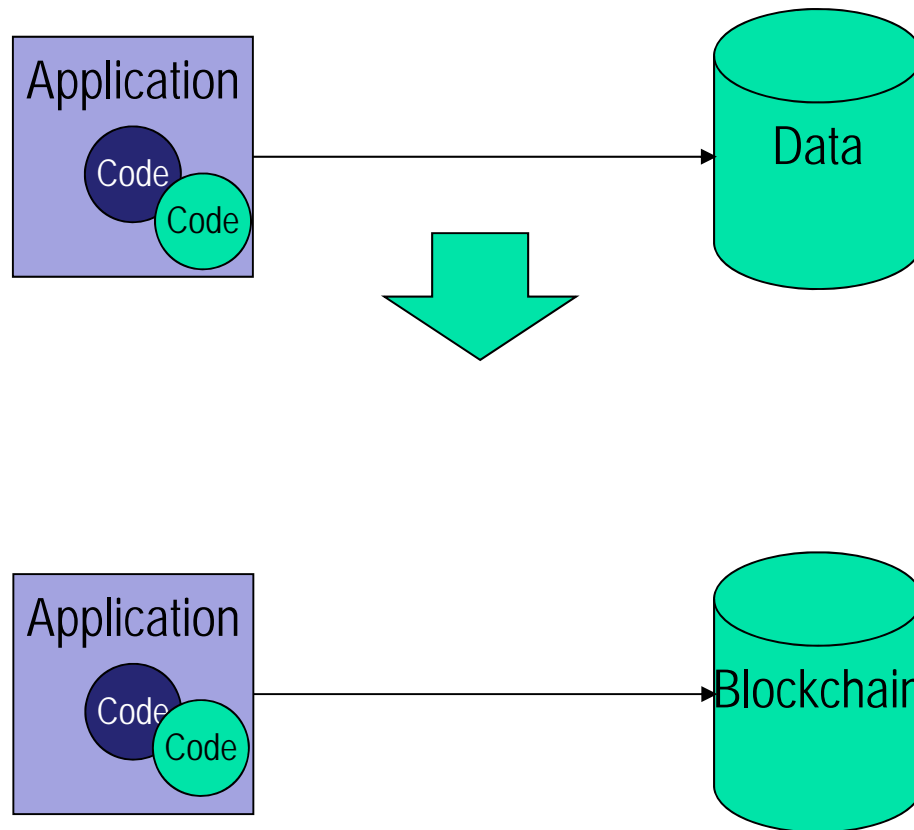
- Contracts vs. Stored Procedures





Food for thoughts

- Contracts vs. Stored Procedures





Conclusion

- Blockchain can be used to manage digital resources involving multiple parties where parties do not trust each other
 - Fine grained access control mechanism
 - Event and notification handling through blockchain contract

- Proposed a generic resource management framework
 - That will work on multiple private and public blockchain platforms
 - Multichain, Hyperledger



Thank You!!