

# Permissioned Blockchain Through the Looking Glass: Architectural and Implementation Lessons Learned



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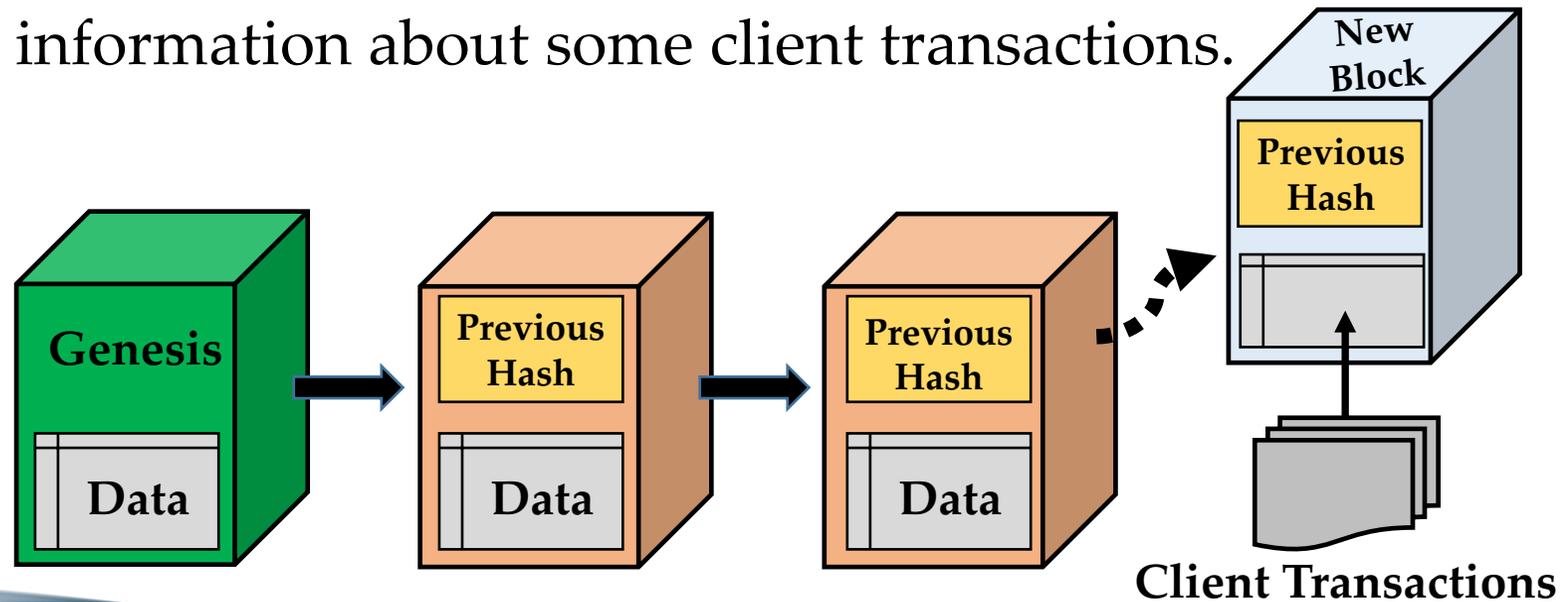
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# What is Blockchain?

- A linked list of blocks.
- Each block contains hash of the previous block.
- A block contains information about some client transactions.

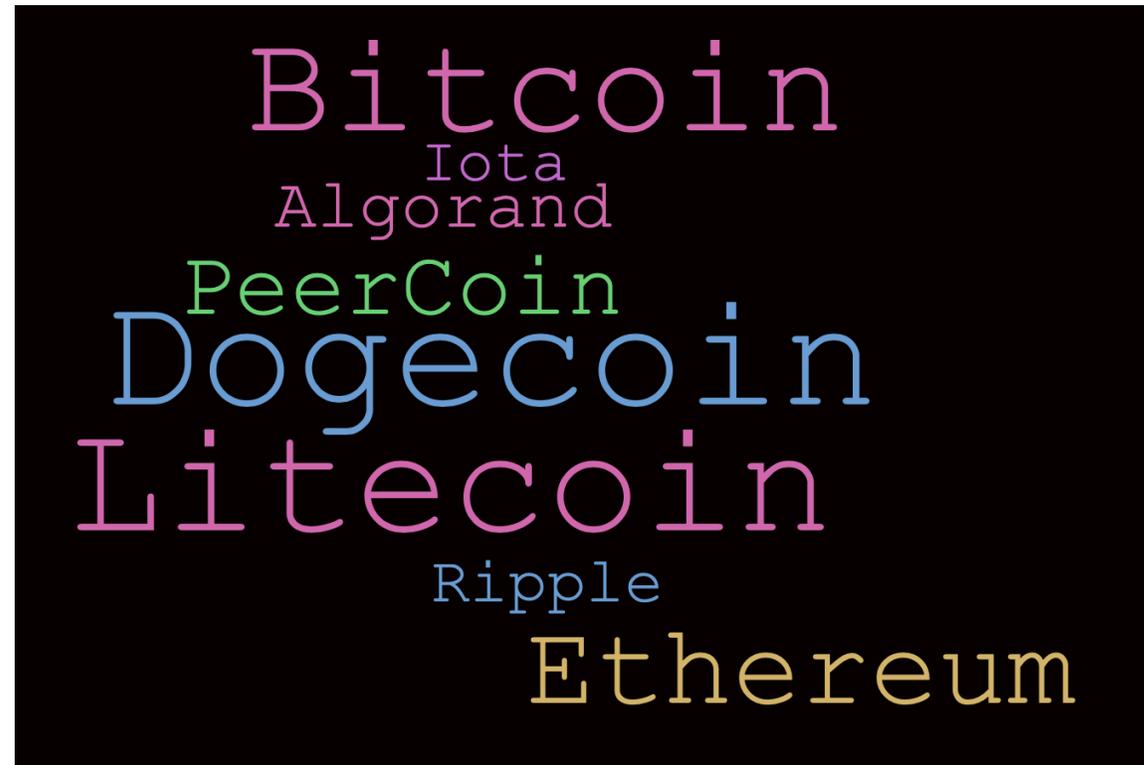


# Components of a Blockchain System

- Replicas → Store all the data.
- Client → Sends transactions to process.
- Consensus Protocol → Helps ordering transactions.
- Cryptographic Constructs → Authenticate replicas and clients.
- Ledger → Records transactions.



# Famous Blockchain Applications?



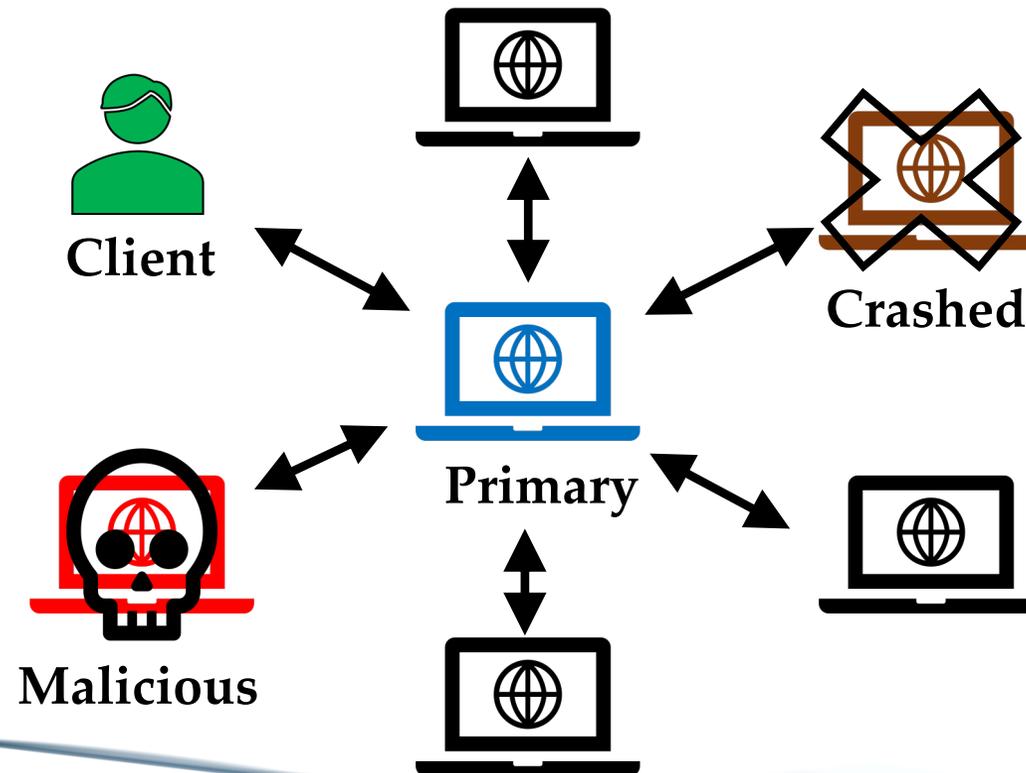
# Why only Cryptocurrencies?

- Throughput of initial cryptocurrencies  $\rightarrow < 10$  txns/s.
- Throughput of existing distributed databases  $\rightarrow 1$  million txns/s.
- Low throughput acceptable in *permissionless* applications.
- **Aim:**
  - 1) Cryptocurrency that is decentralized.
  - 2) Identities are hidden or unknown.
- **Result:**
  - 1) Forks in the chain.
  - 2) Not acceptable to industries.

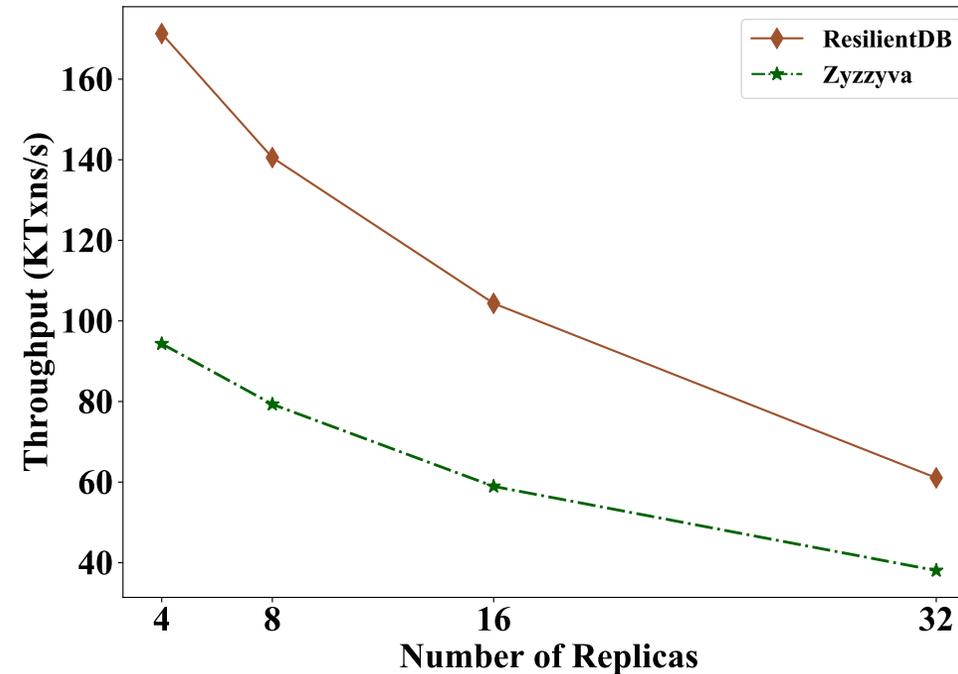
# Rise of Permissioned Blockchains

- Only a selected group of replicas, although untrusted can participate.
- Identities of the replica known a priori.
- Prevent **chain forks**.
- Suitable for needs of an industry → JP Morgan, IBM, Oracle
- Open design of *Blockchain Databases*.
- Throughput? < **10K txns/s**.
- Often cited reason → Traditional BFT consensus protocols are expensive!

At the core of *any* Blockchain application is a Byzantine Fault-Tolerant (BFT) consensus protocol.



# Can a well-crafted system based on a classical BFT protocol outperform a modern protocol?



ResilientDB employs three-phase (of which two require quadratic communication) PBFT protocol and scales better than protocol-centric permissioned blockchain system that uses single linear-phase Zyzzyva.



# Existing Permissioned Blockchain systems overlook system design!

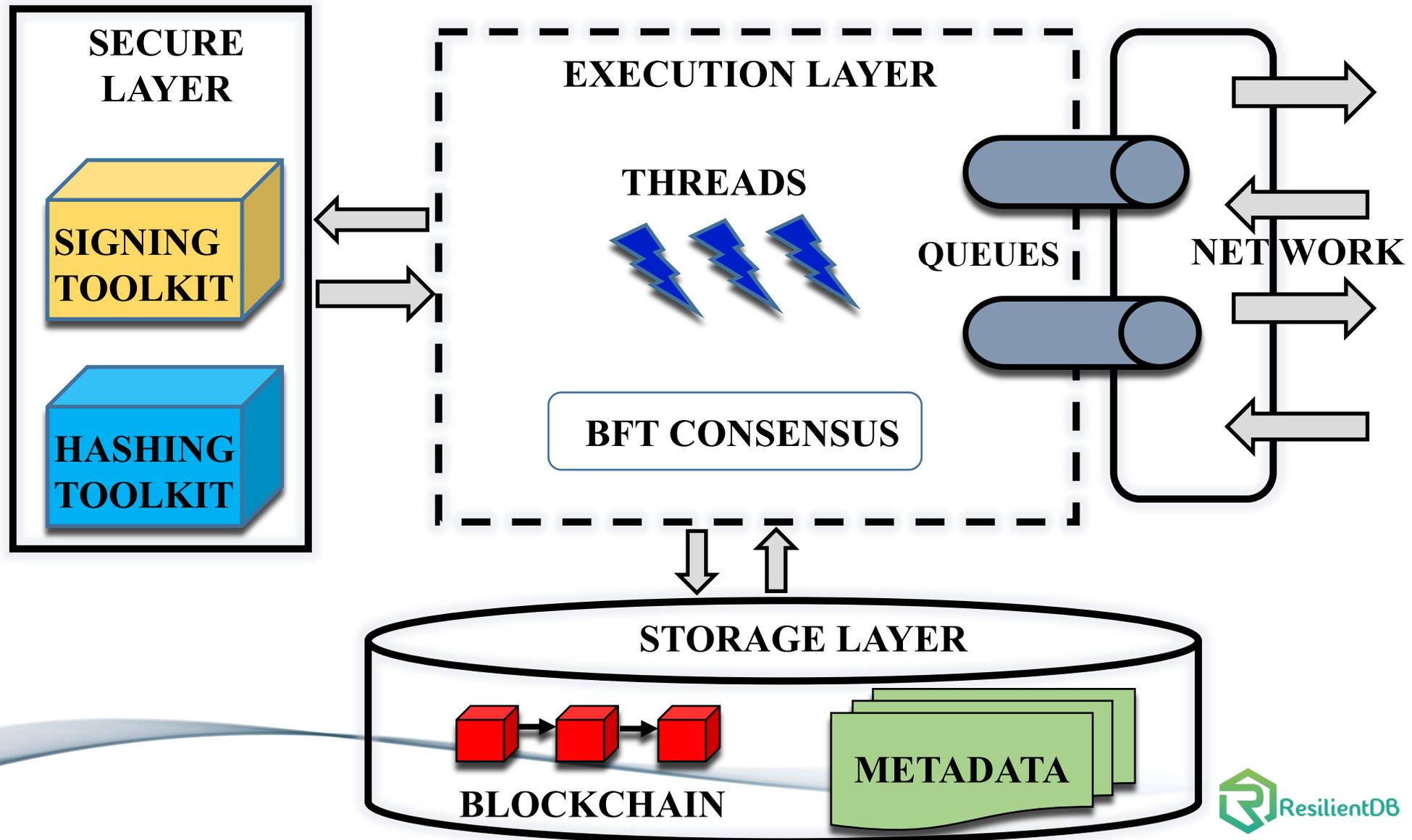
ResilientDB adopts *well-researched* database and system practices.



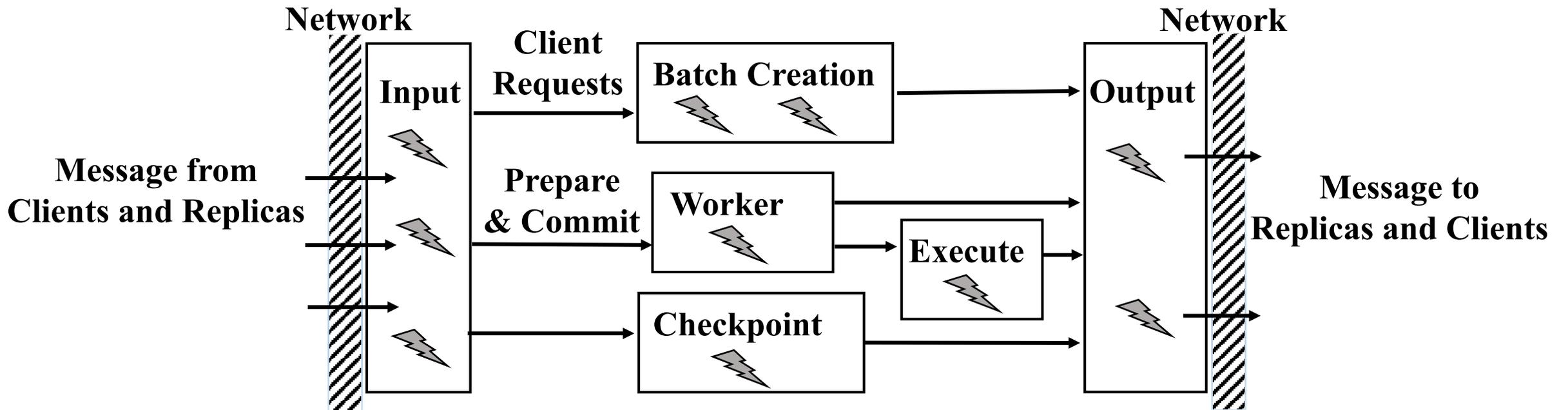
# Dissecting existing Permissioned Blockchain

- 1) Single-threaded Monolithic Design
- 2) Successive Phases of Consensus
- 3) Integrated Ordering and Execution
- 4) Strict Ordering
- 5) Off-Chain Memory Management
- 6) Expensive Cryptographic Practices

# ResilientDB Architecture



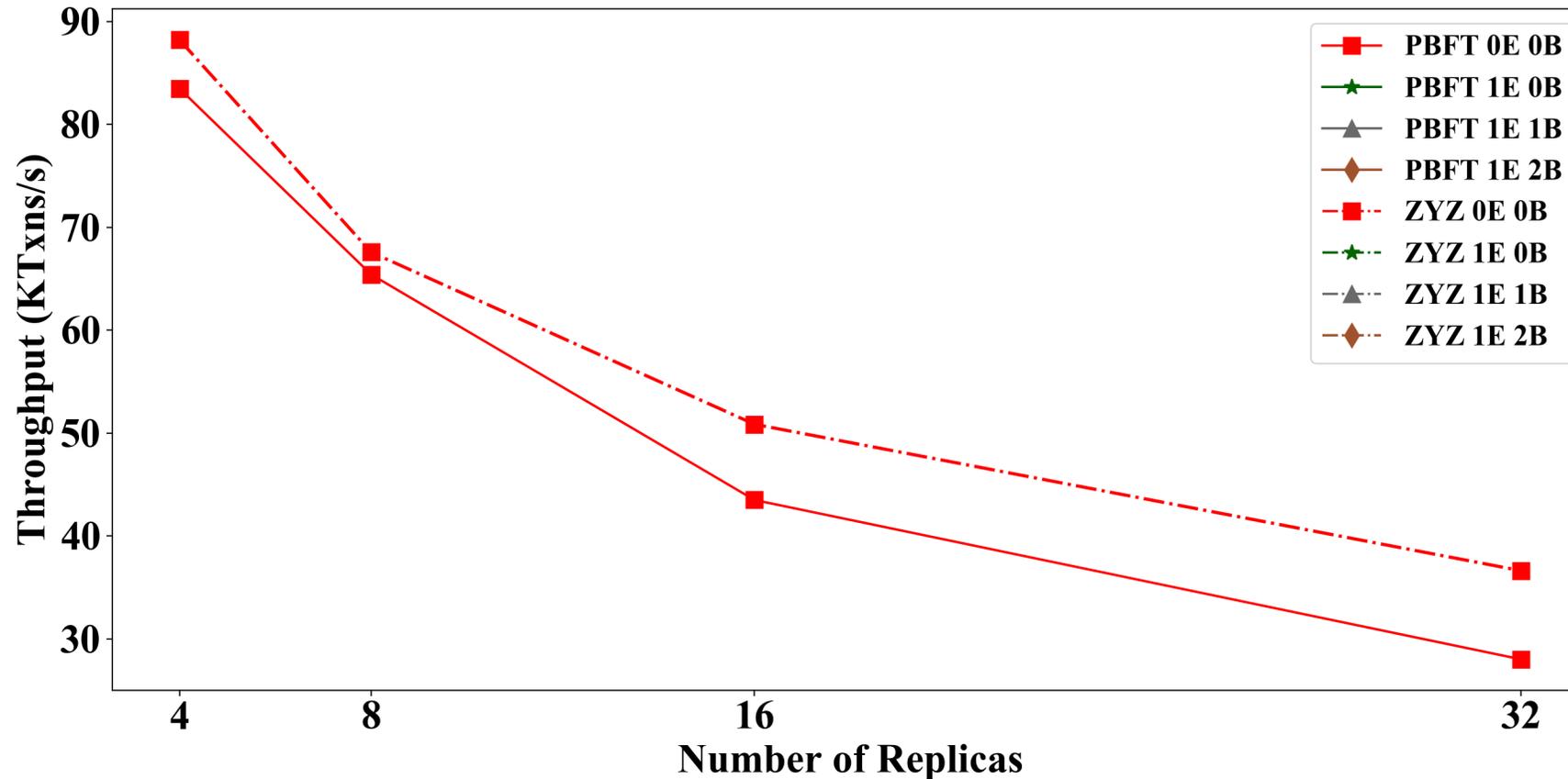
# Multi-Threaded Deep Pipeline at Replicas



# Evaluation and Analysis

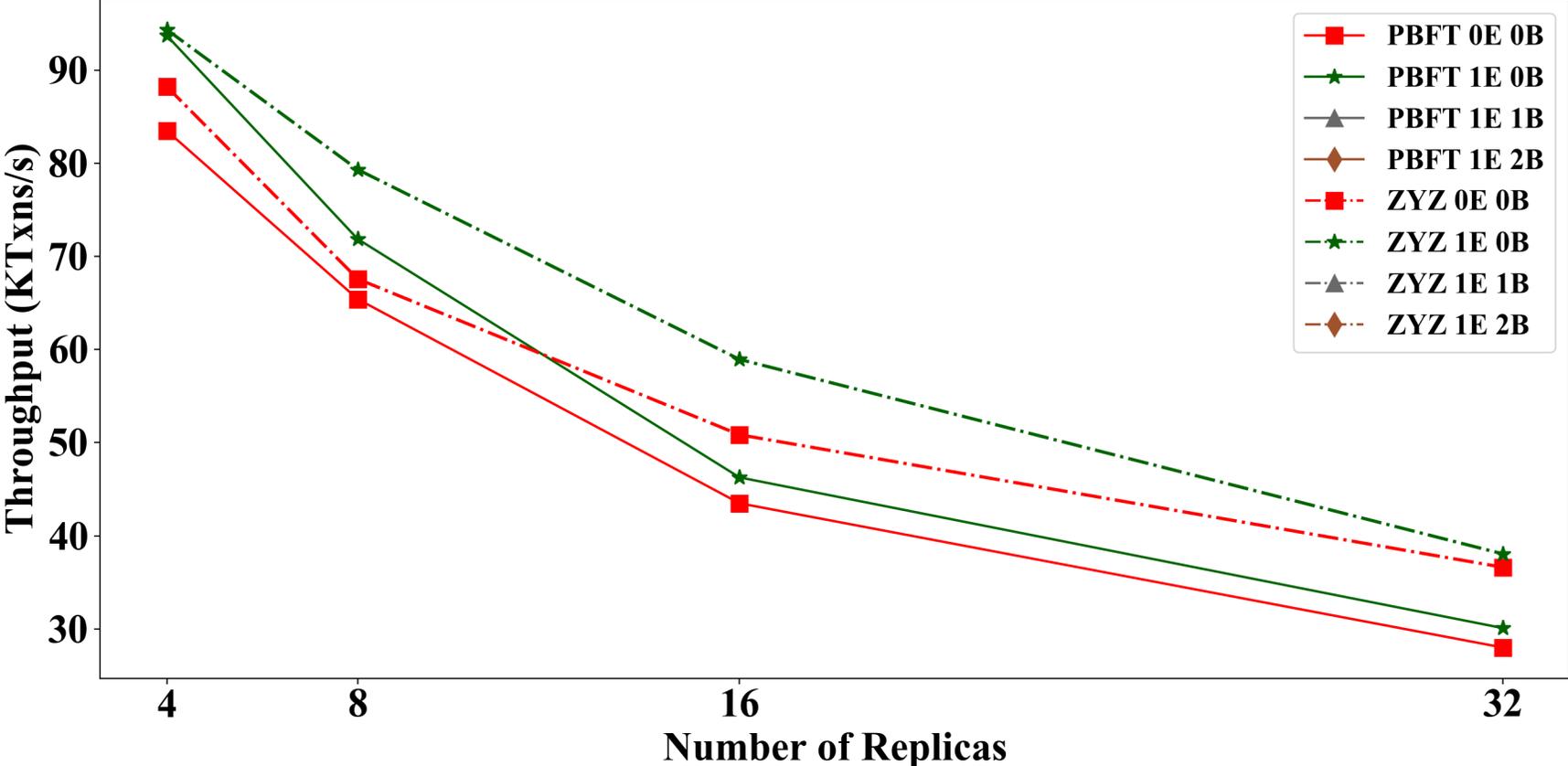
- We ask eleven distinct questions that affect performance of a Permissioned Blockchain.
- Workload provided by Yahoo Cloud Serving Benchmark (YCSB).
- PBFT to achieve BFT consensus among replicas.
- General Setup (unless stated otherwise):
  - 8-core Intel Xeon Cascade Lake CPU.
  - Requests sent by 80K clients deployed on 4 machines.
  - Employed batching → Batch size set at 100.
  - At each replica → one worker-thread, one execute-thread and two batch-threads

# Insight 1: Multi-Threaded pipeline Gains



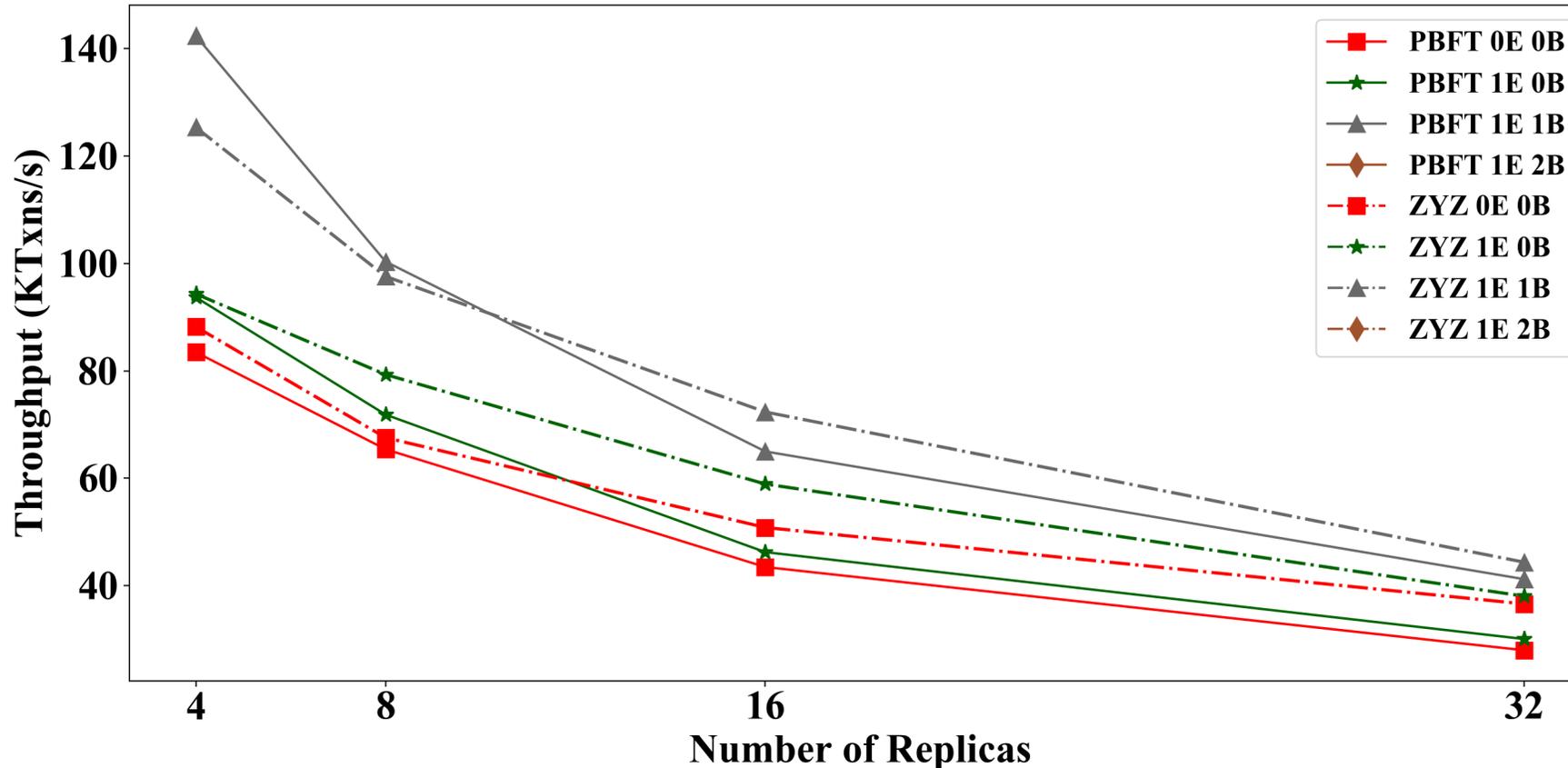
Parallelizing and Pipelining tasks across worker, execution (E) and batch-threads (B).

# Insight 1: Multi-Threaded pipeline Gains



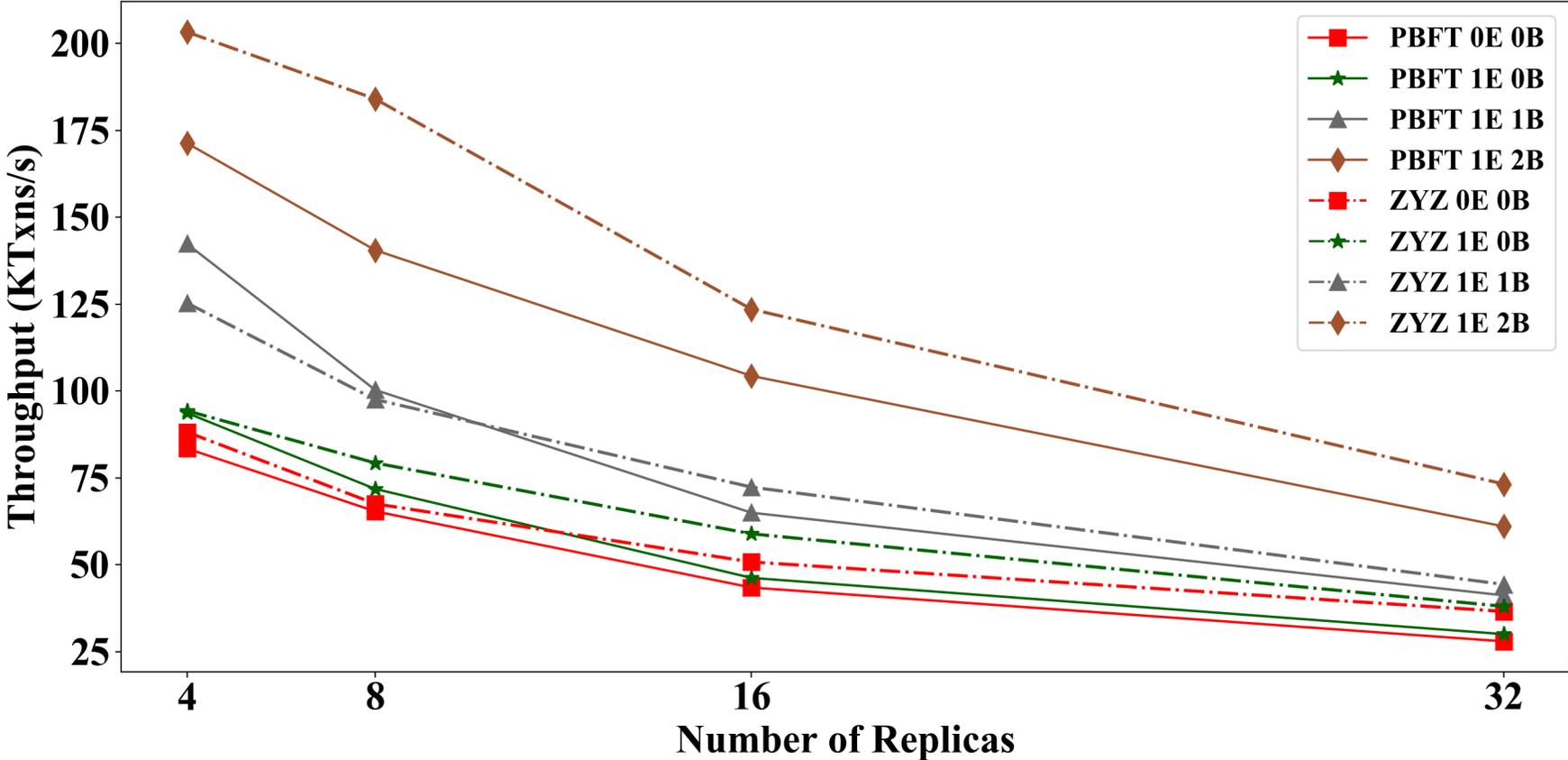
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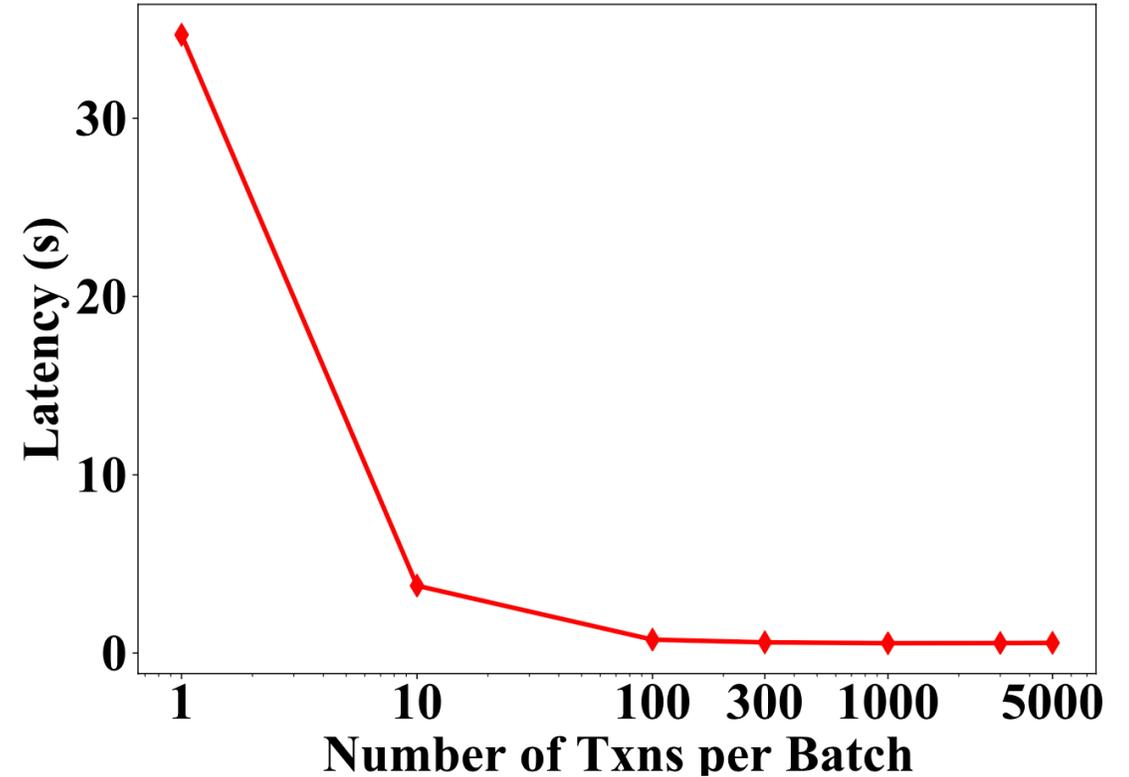
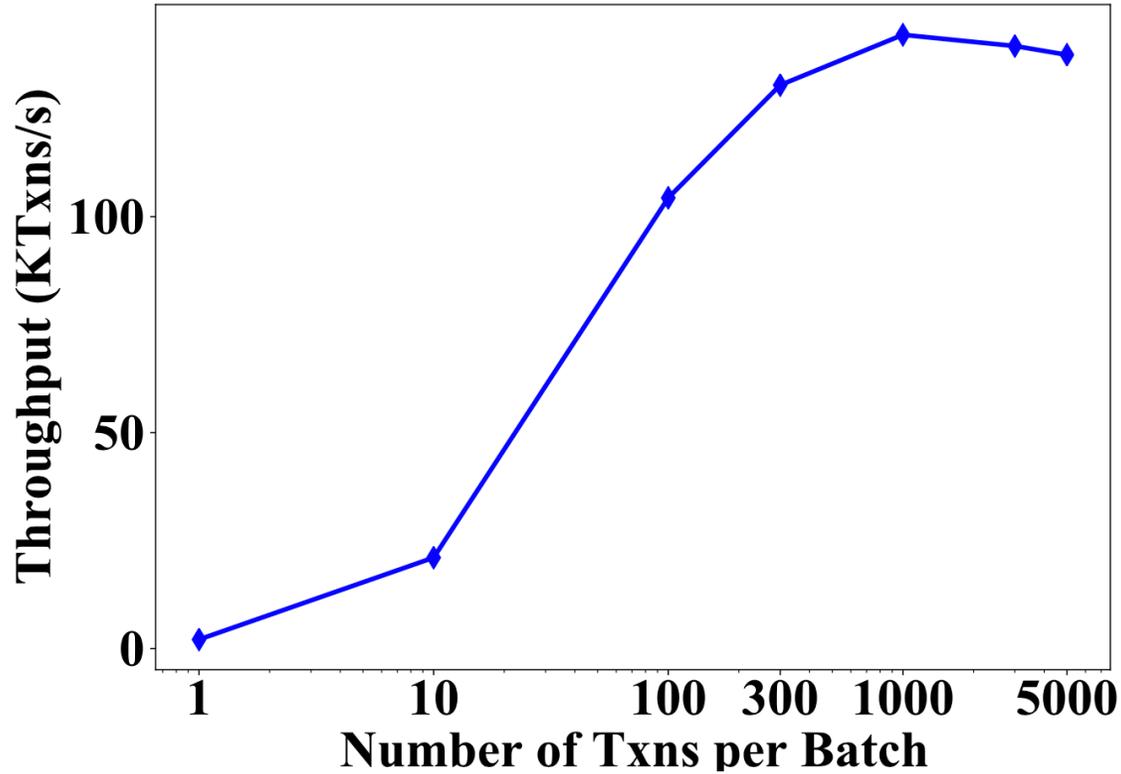
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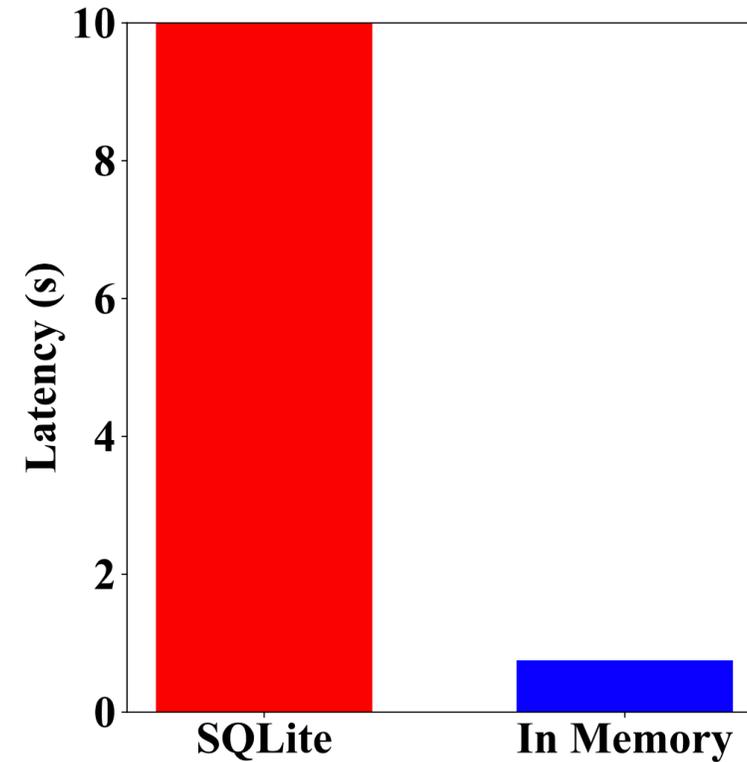
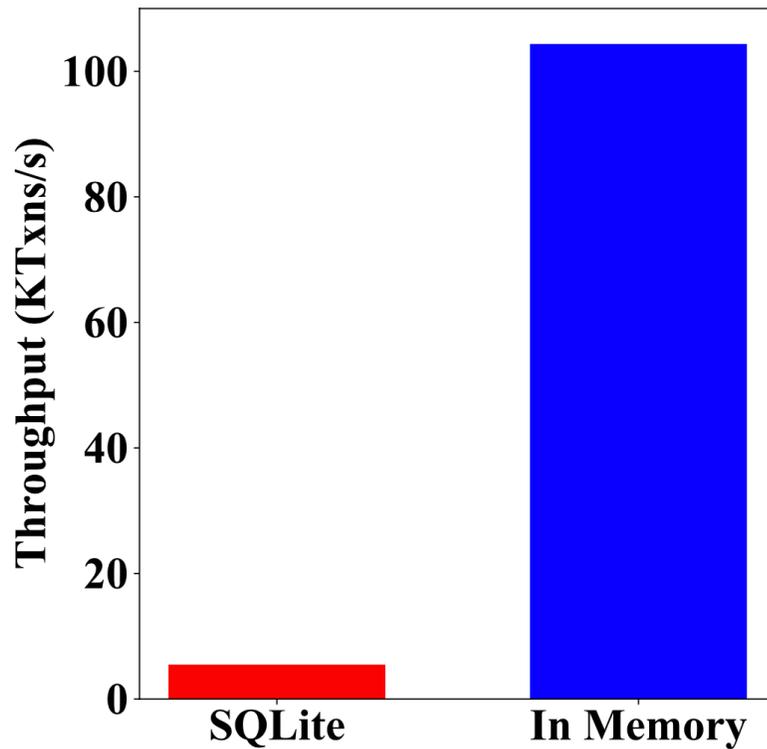
# Insight 2: Optimal Batching Gains



More transactions batched together → increase in throughput  
→ reduced phases of consensus.

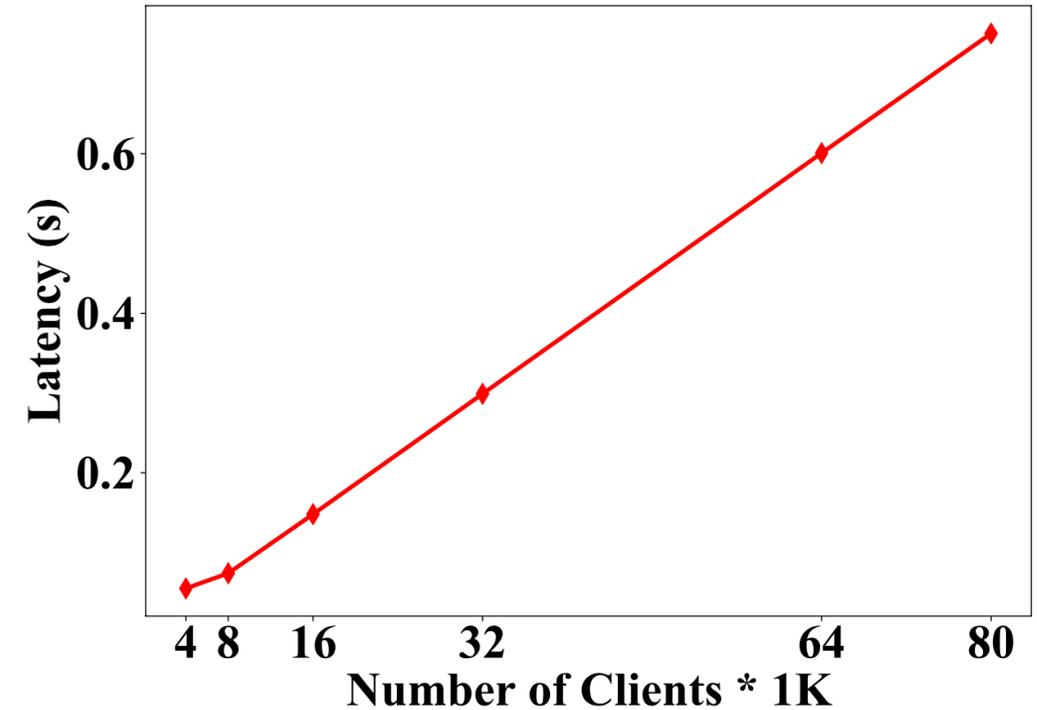
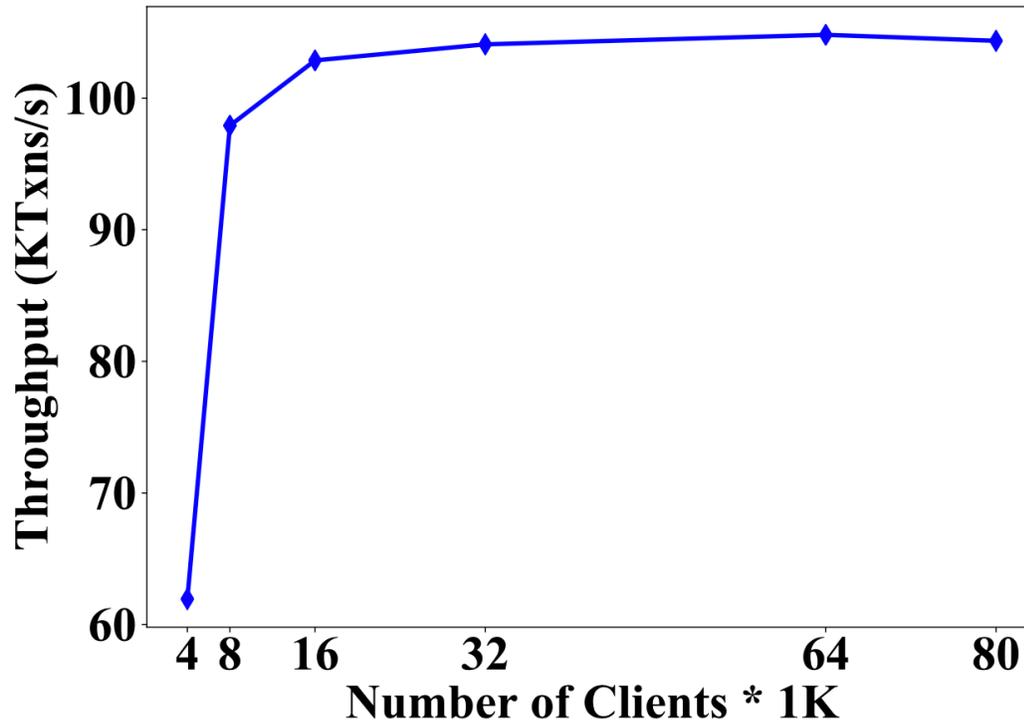


# Insight 3: Memory Storage Gains



In-memory blockchain storage → reduces access cost.

# Insight 4: Number of Clients



Too many clients → increases average latency.

# Conclusions and Final Remarks

- There are several factors that affect throughput of a blockchain system.
- Fast consensus does not always implies an efficient blockchain system.
- We show that a well-crafted system-centric permissioned blockchain system can outperform a protocol-centric blockchain system.
- System designers need to dissect their application to find performance bottlenecks.

**Thank You**