

# Blockchain-based enterprise applications

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## MOTIVATION

- Sophisticated consumption monitoring is a challenge for the energy sector
- The issues related to the security and privacy of consumption data present serious challenges
- Consumers, property management companies, heating distributors and heating companies together form a **business network**
- Such a business network must be **decentralized** in order to prevent decision-making from becoming concentrated in the hands of a single party.

## INTRODUCTION

- Blockchain is a **decentralized immutable ledger** that forbids any member from unilaterally processing transactions or making decisions on the network.
- Transactions are kept in blocks, with each block containing the hash of the previous one, making the **ledger verifiable**.
- Network participants in permissioned networks, such as Hyperledger Fabric, are identified and authenticated. Resource-intensive approaches like Proof of Work are no longer required and the **need to deploy cryptocurrency is eliminated**.

## THESIS GOALS

- Design of blockchain-based enterprise application for real-world use case.
- Implement and evaluate a proof-of-concept solution.
- Evaluate performance of developed solution.

## MONITORING

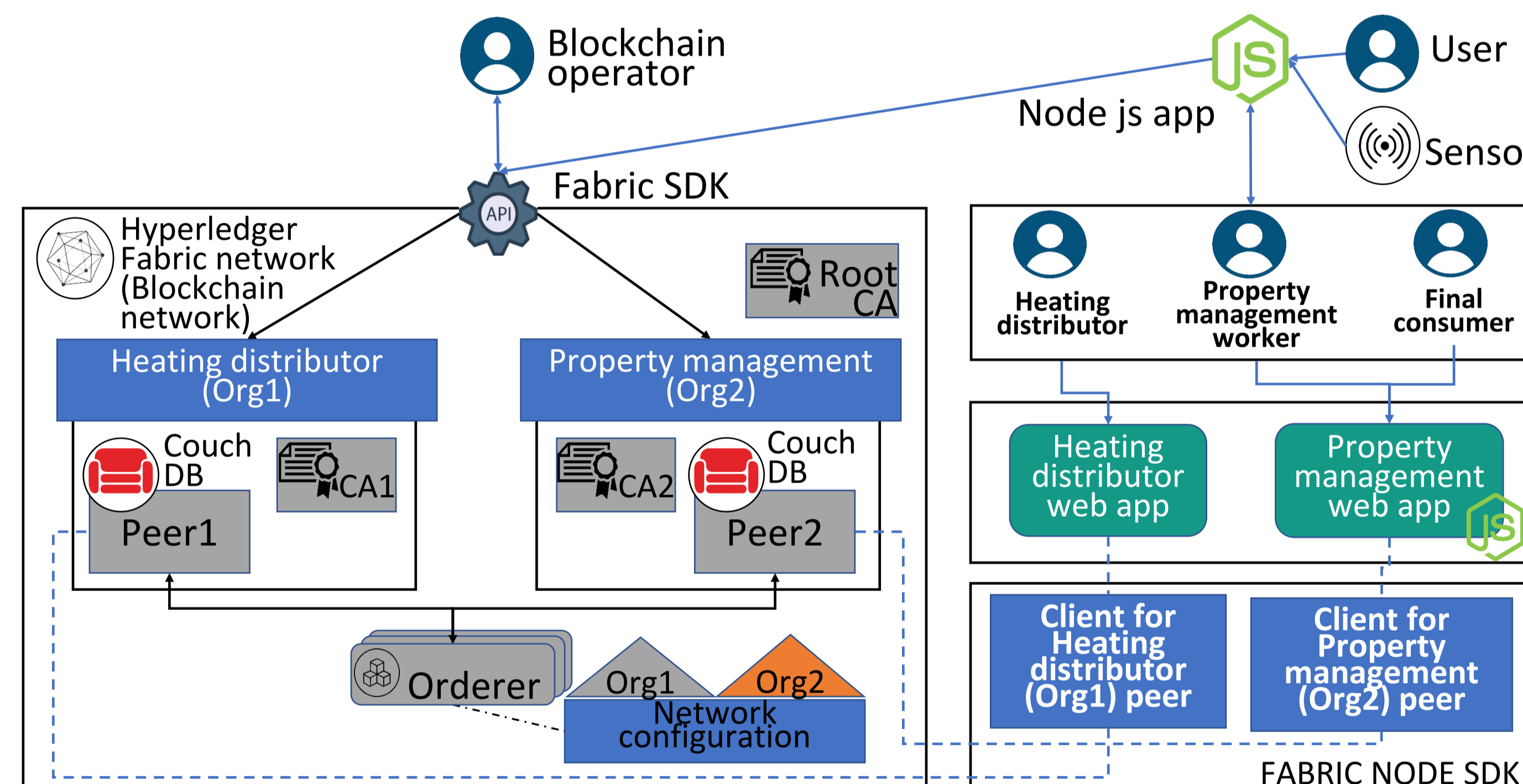
### BEFORE Blockchain

- MANUAL EASY TO MANIPULATE READINGS
- EVERY PARTICIPANT HAS HIS OWN "VIEW OF TRUTH"
- UNRELIABLE RECORDS, QUESTIONABLE AUDITABILITY
- ABILITY TO FAKE PROBLEMS
- INTERMEDIARIES

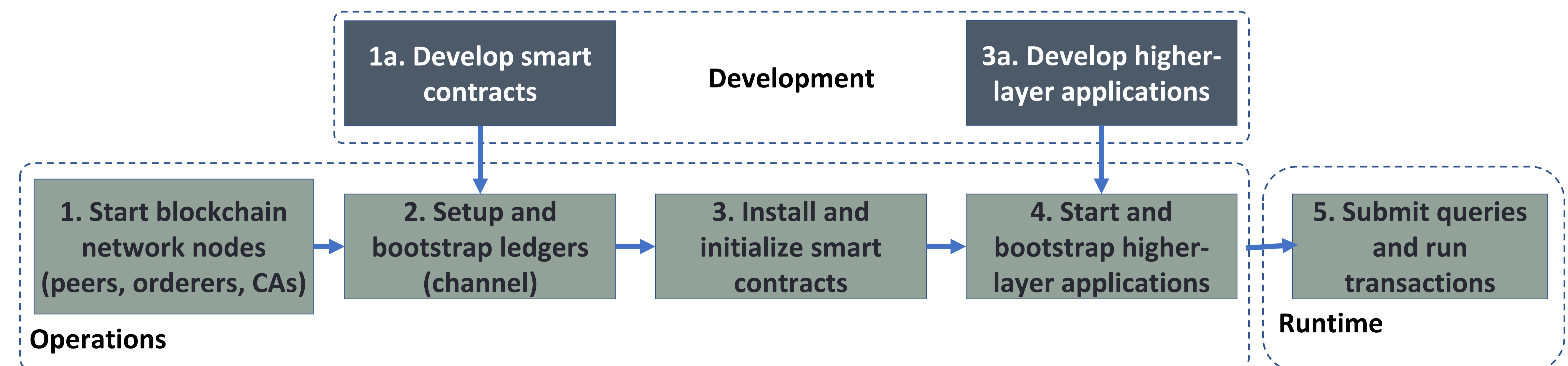
### AFTER Blockchain

- MORE FREQUENT IMMUTABLE READINGS
- EVERY PARTICIPANT HAS THE SAME "VIEW OF TRUTH"
- RELIABLE RECORDS, AUDITABILITY
- INABILITY TO FAKE PROBLEMS
- NO INTERMEDIARIES

## HIGH LEVEL ARCHITECTURE



## SOLUTION BUILDING



## EVALUATION – PERFORMANCE CALIPER

### EXPERIMENT 1

- Determines Caliper's highest possible actual send rate
- Fixed-rate rate controller
- Higher amount of workers should lead to higher send rate

### EXPERIMENT 2

- Measurable metric - throughput
- Fixed-load rate controller
- Highest possible success rate

Name	Workers	TRXN succ	TRXN Fail	Throughput (TPS)
EXPERIMENT 1 readFixed	1	10000	0	280.8
	2	10000	0	397.9
	3	9130	869	461.8
	4	7676	2324	463.6
	5	7510	2490	447.8
EXPERIMENT 1 getHistoryFixed	1	9216	784	143.2
	2	5729	4271	185.8
	3	6273	3726	317.1
	4	5318	4682	288.9
	5	4943	5057	291.9
EXPERIMENT 2 readLoad	1	10000	0	292.8
	2	10000	0	449.6
	3	9999	0	487.4
	4	10000	0	408.5
	5	10000	0	416.7
EXPERIMENT 2 getHistoryLoad	1	10000	0	170.3
	2	10000	0	153.9
	3	9999	0	138.7
	4	10000	0	132.3
	5	10000	0	130.7