

Value Network Design for Internet Blockchains aka Distributed Ledger Technologies Course E7830 Aalto University

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Presentation outline

- **Introduction**
- **Distributed Ledger Technologies, aka Blockchains**
- **DLT design choices**
- **Open Business Platforms**
- **SOFIE project pilots**
- **Applying DLT to business cases**

Why blockchains?

“Blockchain *distributed consensus model* is the most important invention since the Internet itself”, Marc Andreessen



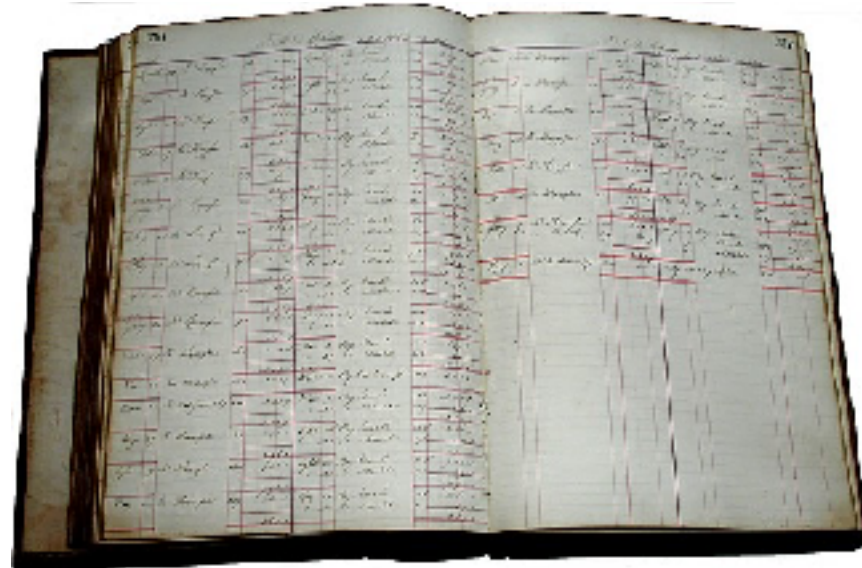
Introduction

- Research problems:
 - Is it possible to create commons-like *open business platforms* that have no owner but are jointly maintained?
- Hypotheses:
 - DLTs (aka blockchains) allow open business platforms
 - Enable business transactions across heterogeneous systems
- Two projects:
 - EU H2020 project SOFIE
 - Aalto Observatory on Digital valuation systems

Distributed Ledger Technologies aka Blockchains

- **Decentralised open ledger**
 - **Undeniable transactions**
 - **Full ordering**
- **Accumulation of history**
- **Main design choices**
 - **Identity management — anonymous or not**
 - **Consistency and consensus models**
 - **Incentive model(s)**

Open ledger



Open ledger

- **Open**
- **Decentralised**
- **Undeniable**
- **Consistent**
- **Event**
- **Sequence**

Open ledger

If it is in the ledger
I can believe in it

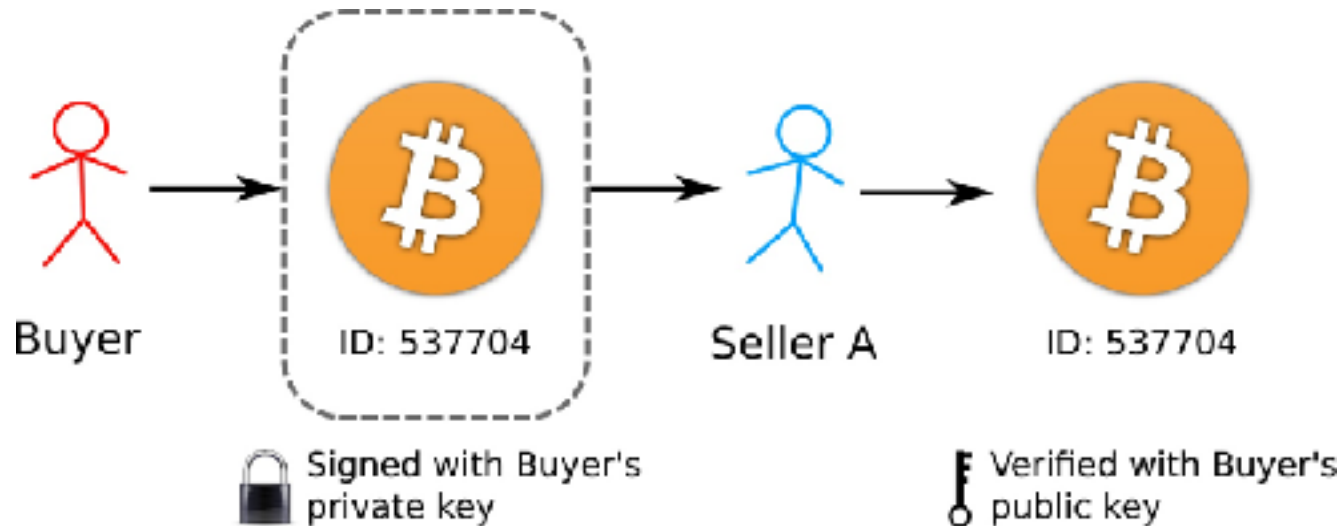


Доверяй, но проверяй
Trust, but verify

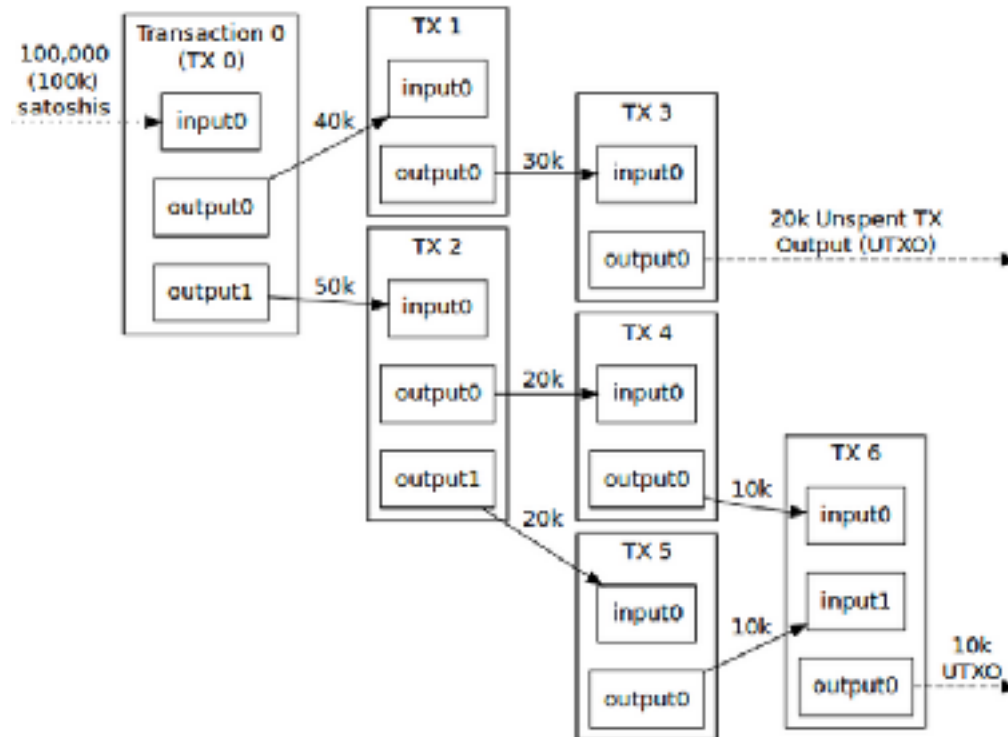
Undeniable ordered transactions



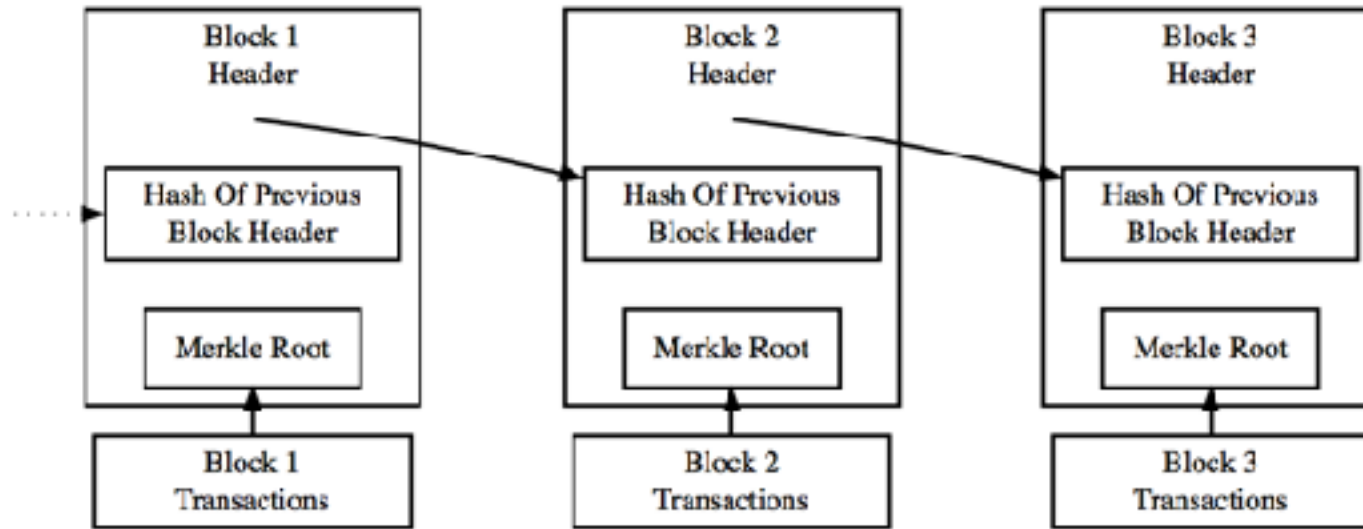
Undeniable ...



... transactions ...



... ordered with blocks



Simplified Bitcoin Block Chain

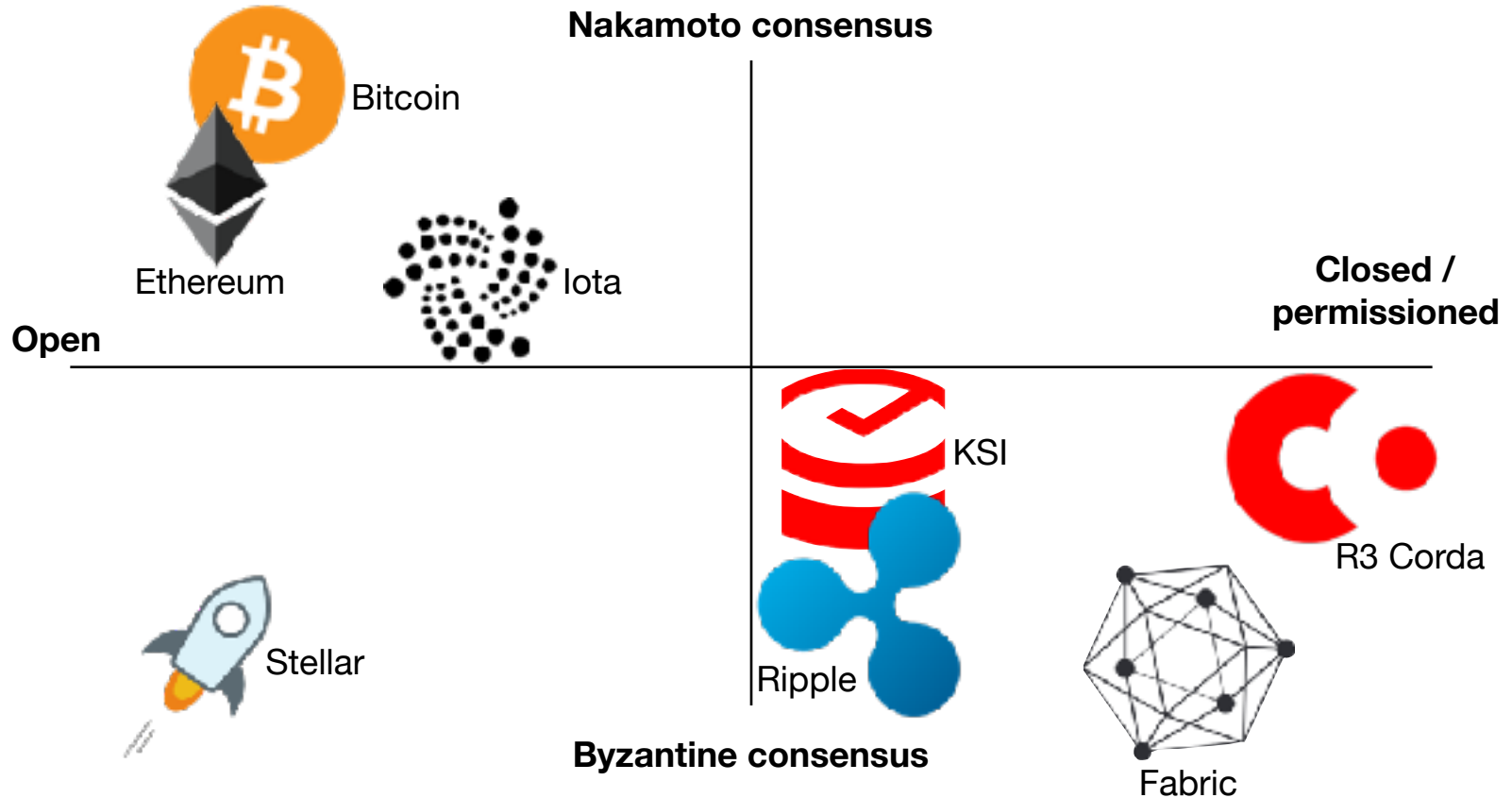
Accumulation of events

- **Unforgeable history**
Spread to the network
- **Majority consensus**
Spreading to the network
- **Forming consensus**
- **Proposed events**



The more the merrier!

Different kinds of blockchains



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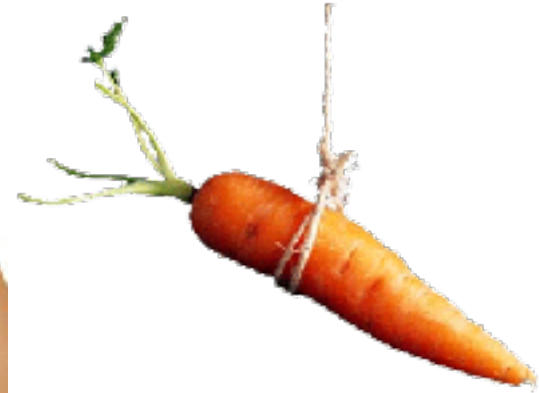
Design choices



Identity



Consensus
and
Consistency



Incentives

Identity: Joining and mining

- Who can join?
 - Propose valid transactions
- Who can mine?
 - Define transaction order



Identity: Fundamentals

- May an identity have *negative* value?
 - You need the real world
 - or entry barrier as high as highest negative value
- Is *collusion* (Sybil attack) a threat?
 - You are likely to need the real world
- Can one benefit from *affecting the order*?
 - You may need the real world for mining

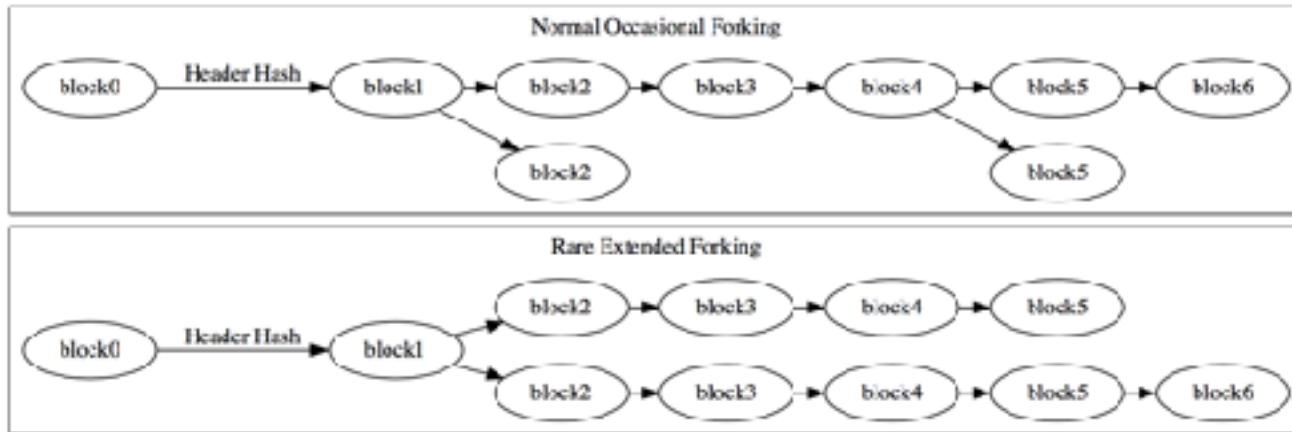
Consistency

- **Is full order / consistency really a must?**
- **How fast do you need full consistency?**
 - E.g. bitcoin reaches full consistency only in about an hour
- **Can you remodel you problem to partial order / eventual consistency?**
- **or can you do without the block chain?**

Consensus

- Usually meaning: No block chain forks ...

-



- ... but requires rethinking
with partial order or weak consistency

Incentives

- **Verification requires work**
 - **Check transaction chains, signatures, identities, ...**
- **Remember the added value?**
 - **“If it is in the ledger, I can believe in it”**
- **How to make sure there is the ledger?**
 - **Who have the incentive to contribute it?**
- **How to make sure everything in the ledger has been verified?**
 - **How to punish the lazy bookkeeper?**

Some incentive models

- **Get paid through block mining (bitcoin)**
 - Mining creates new “money”
- **Get explicitly paid in the transactions**
 - Value explicitly transferred to the miners
- **Only way to propose transactions**
 - Each transaction verifies some others randomly
 - Likely to work only with partial order

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Open business platforms

- **Examples of closed digital business platforms**
 - **Apple and Google**
 - **AirBnB**
- **Structure of digital business platforms**
- **Open business platforms**

Apple and Google



AirBnB

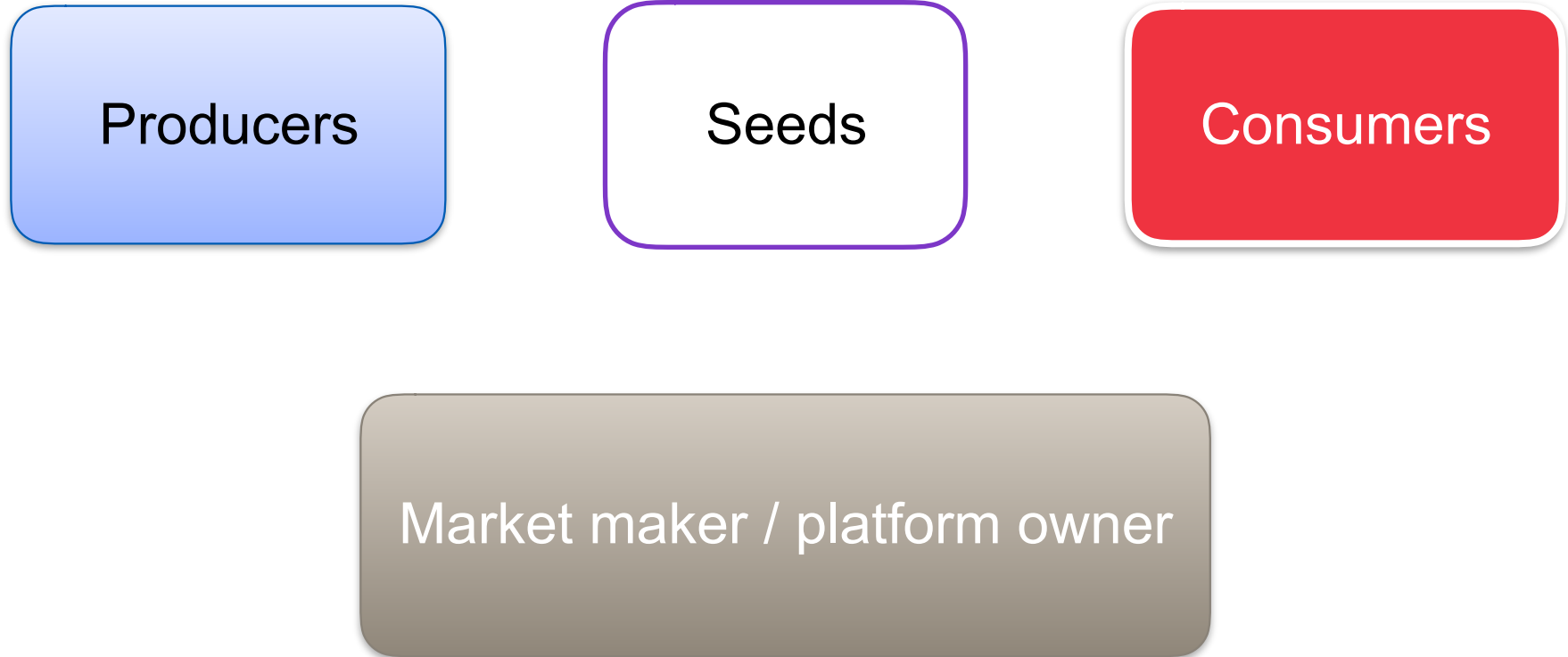
Hosts



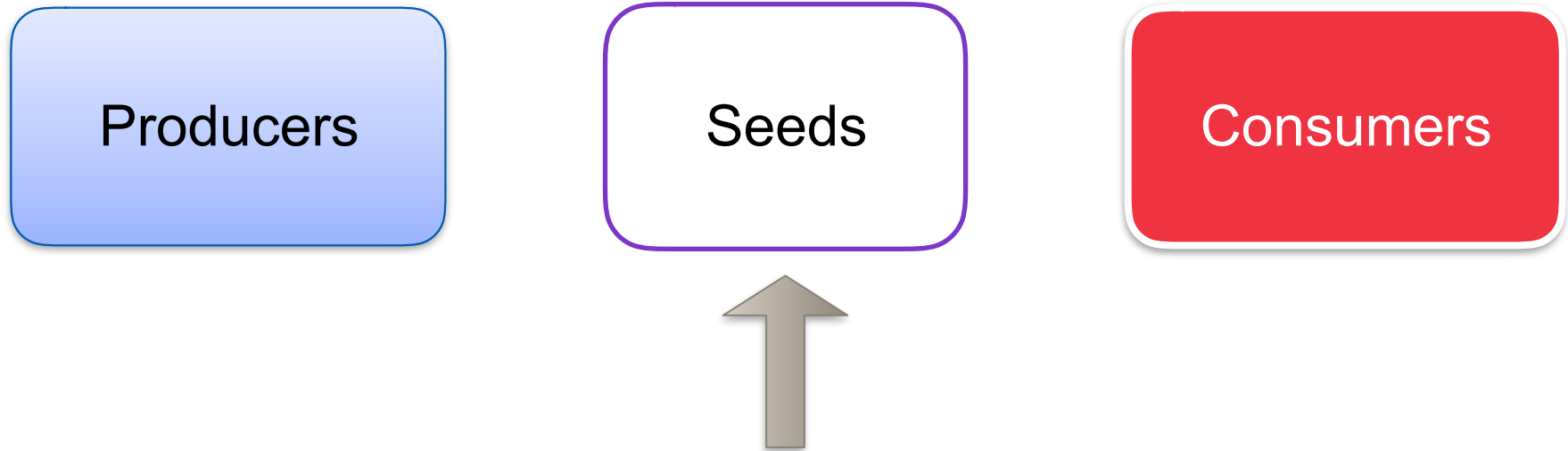
Travellers



Platform structure

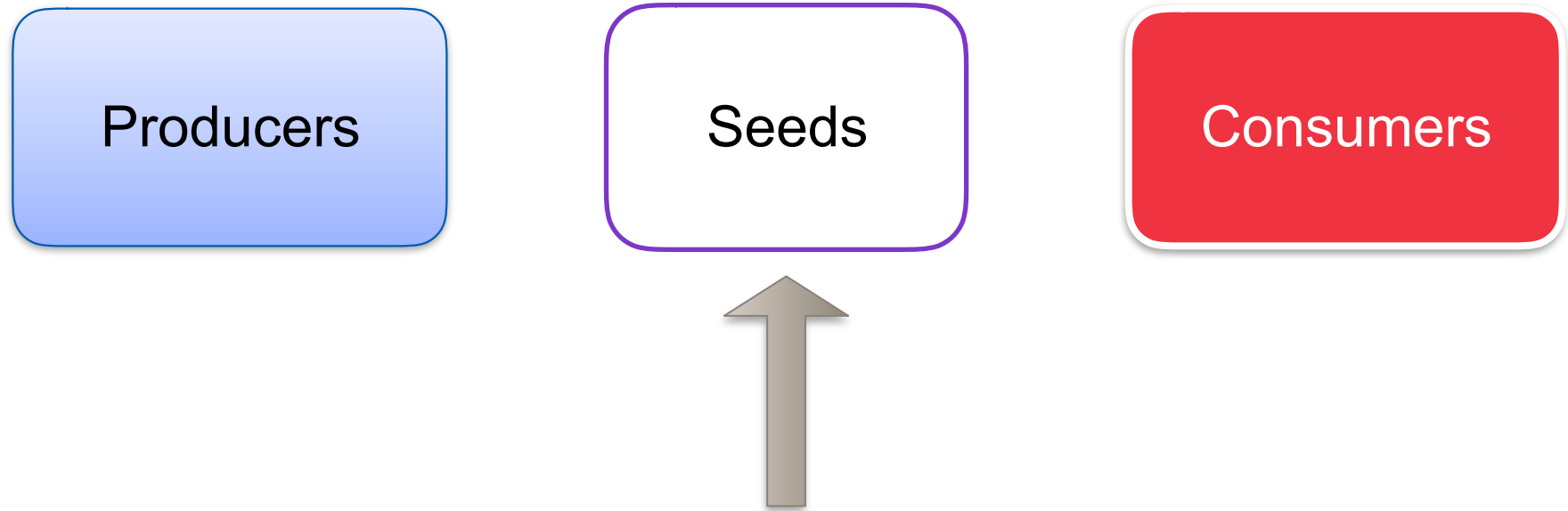


Seeds



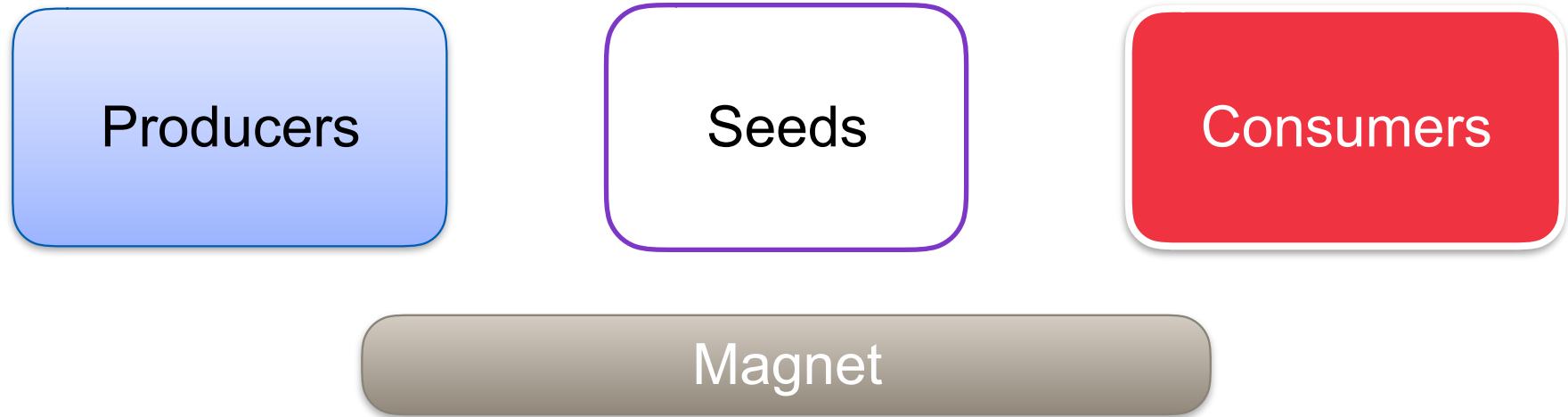
Minimum information/content
required to start an interaction

Seeds



Focus on the primary interaction

Seeds: The magnet



What brings produces and consumers on board?

Toolbox: Means to interact

Producers

Seeds

Consumers

Magnet

Toolbox

Use data to create matches

Producers

Seeds

Consumers

Magnet

Toolbox

Matchmaker

Conditions for repeatable interactions

Producers

Seeds

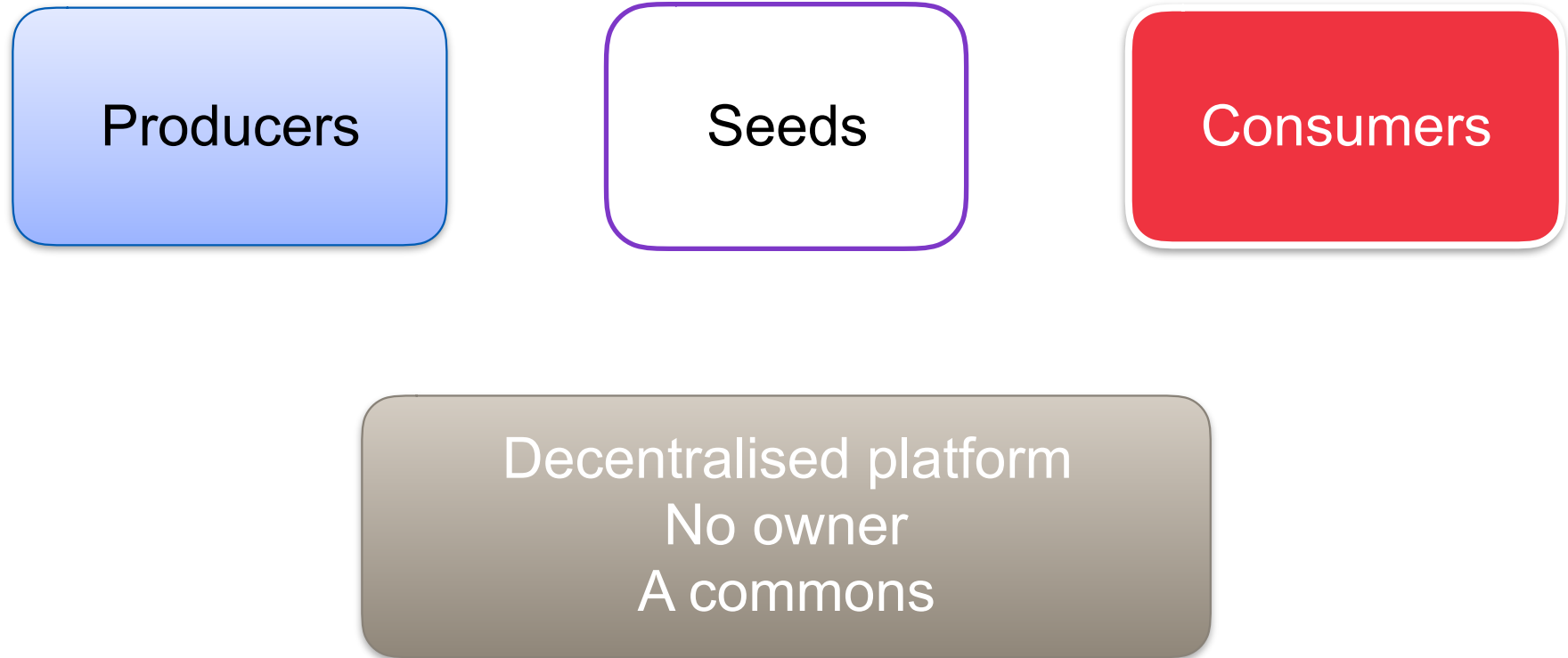
Consumers

Matchmaking
Curation / reputation
Trust

Open business platforms

- Examples of closed digital business platforms
 - Apple and Google
 - AirBnB
- Structure of digital business platforms
- **Open business platforms**

Open platform structure



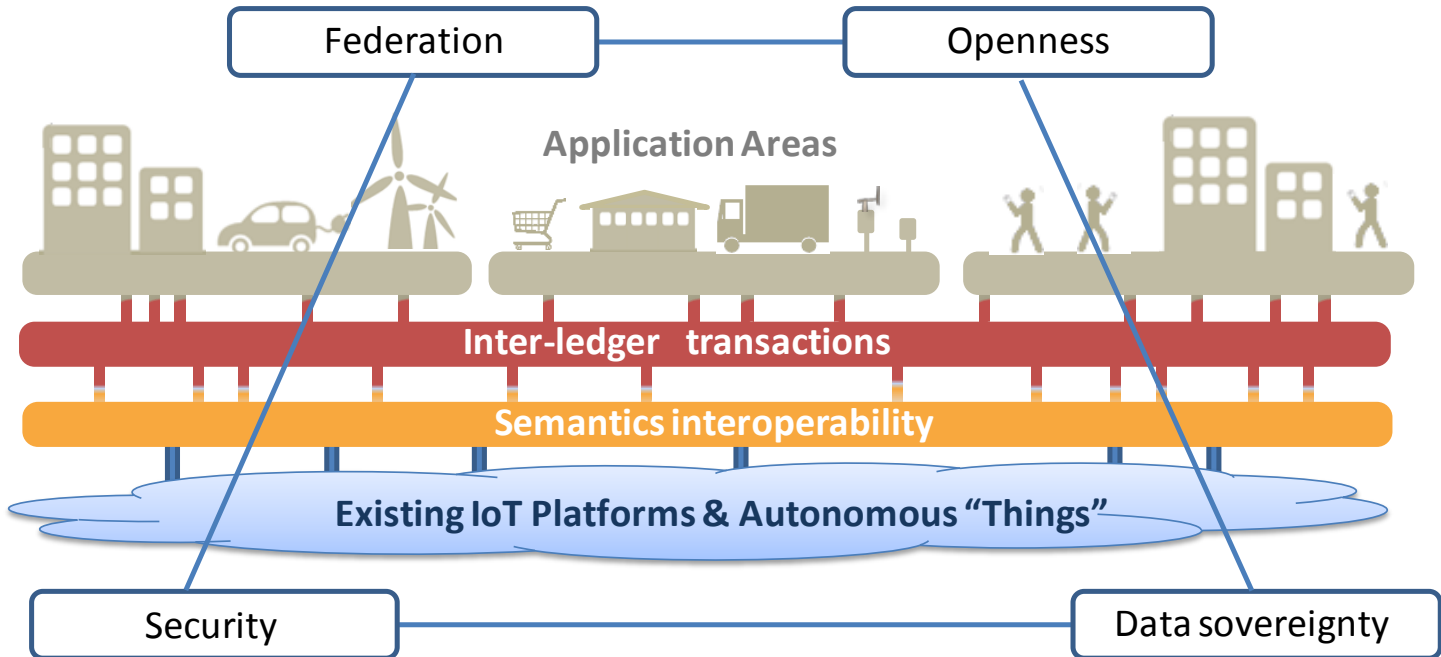
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SOFIE: Introduction and goals

- EU H2020 IoT-03 R&I project
- 3 years 2018–2020
- Key idea: Secure Open Federation, using DLTs
- Stated concrete objectives:
 - Define an IoT federation *architecture* and develop a corresponding *framework*
 - *Deploy and evaluate* the federation framework *in field trials*
 - Evaluate the *commercial viability*
 - Establish the IoT federation approach as *a major enabler*

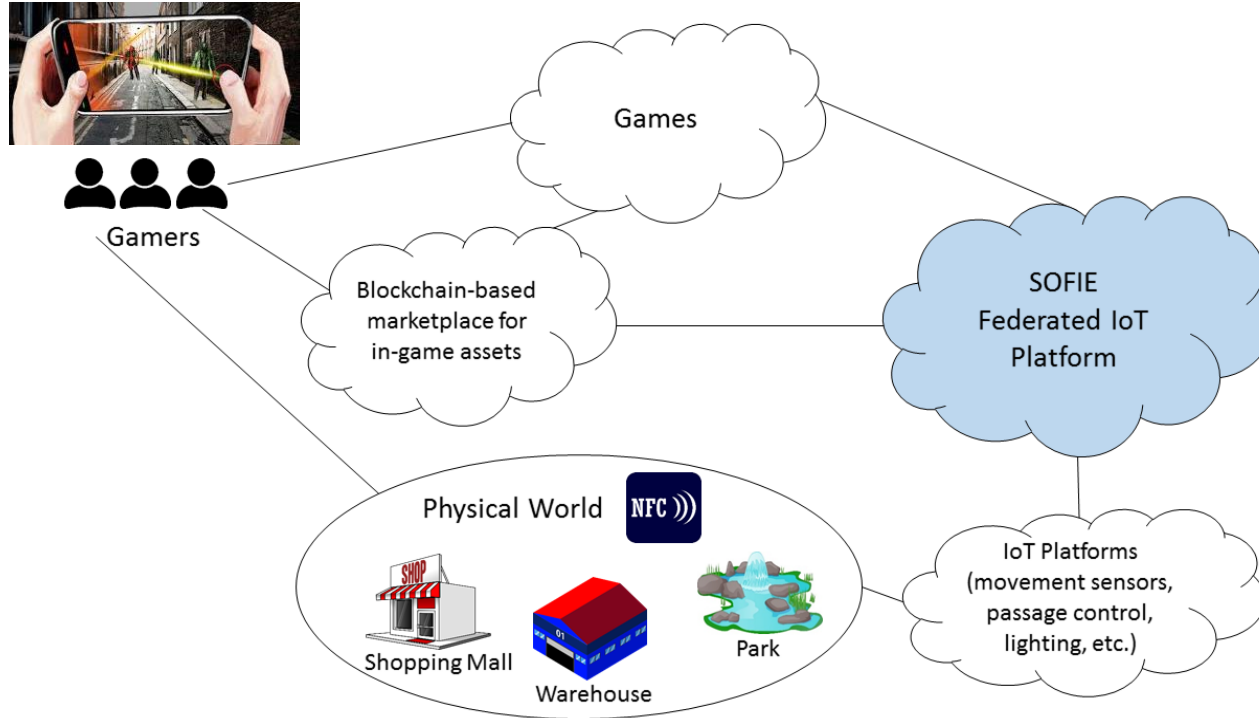
SOFIE core concept



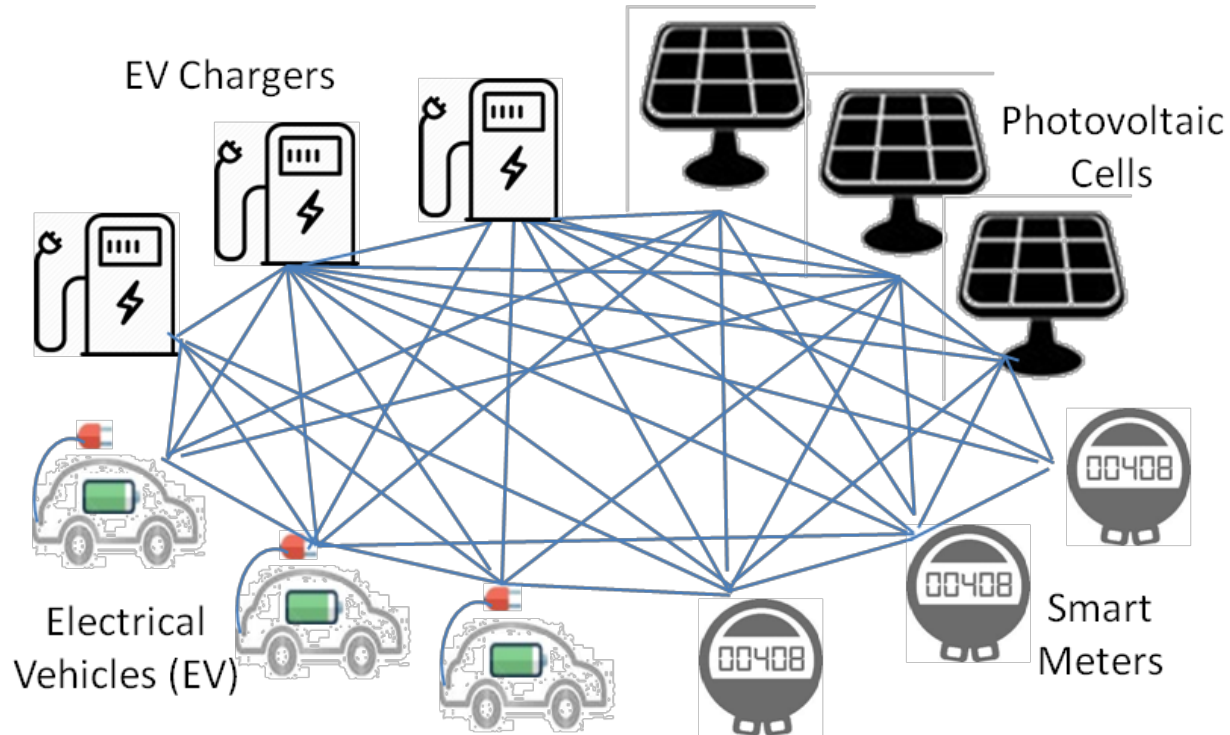
SOFIE field trials

- **Mixed reality gaming**
 - **Rovio; AUEB for deployment**
- **Energy**
 - **Guardtime, Italian partners**
- **Food chain**
 - **Synelixis, Optimum**

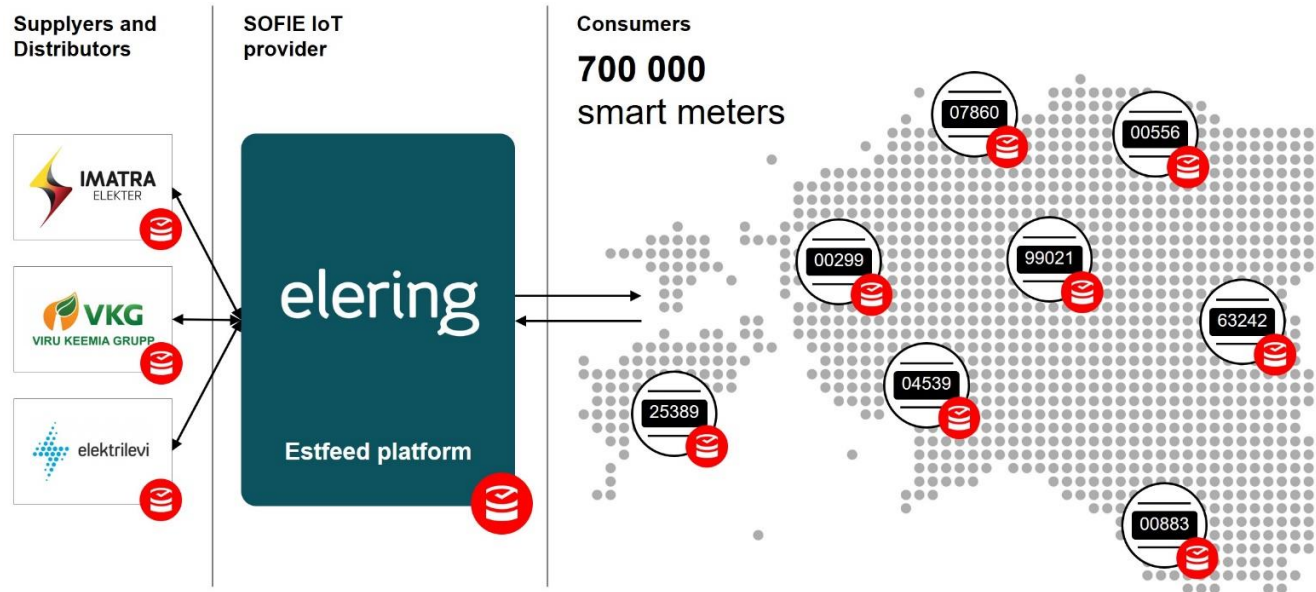
Mixed reality gaming



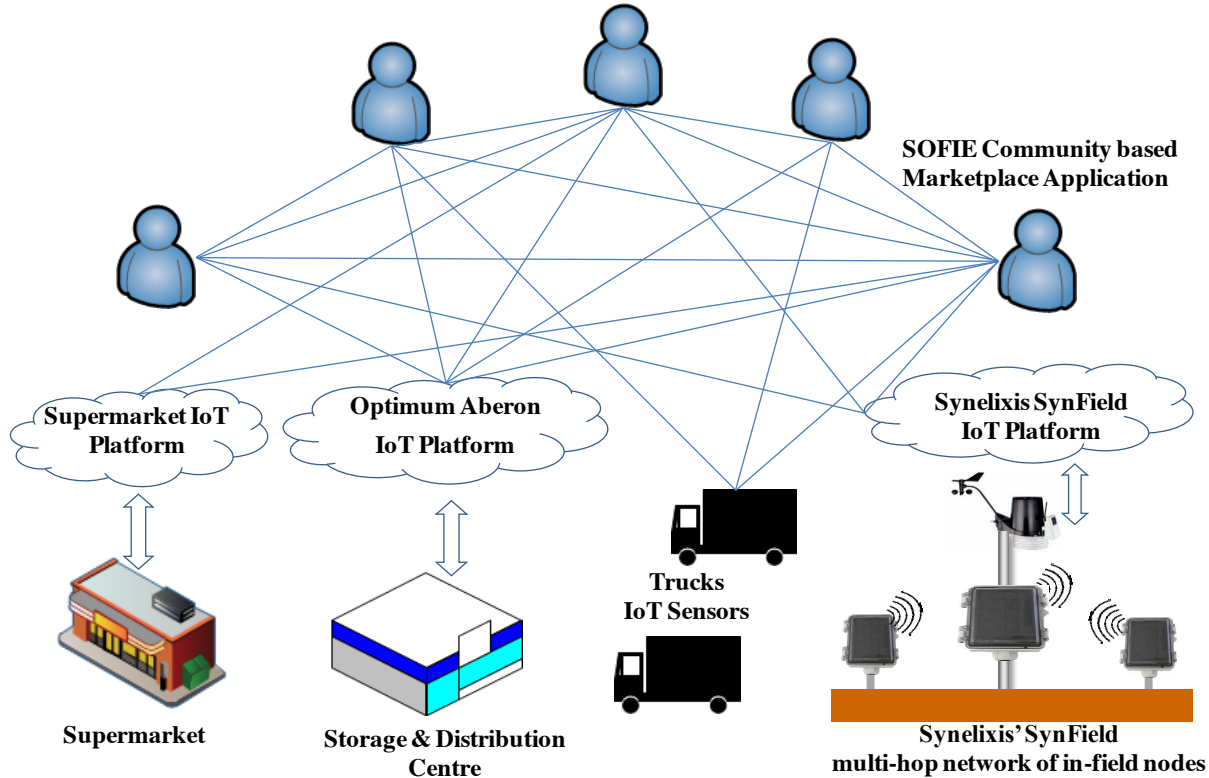
Energy: Terni



Energy: Estonia



Food chain: From field to fork



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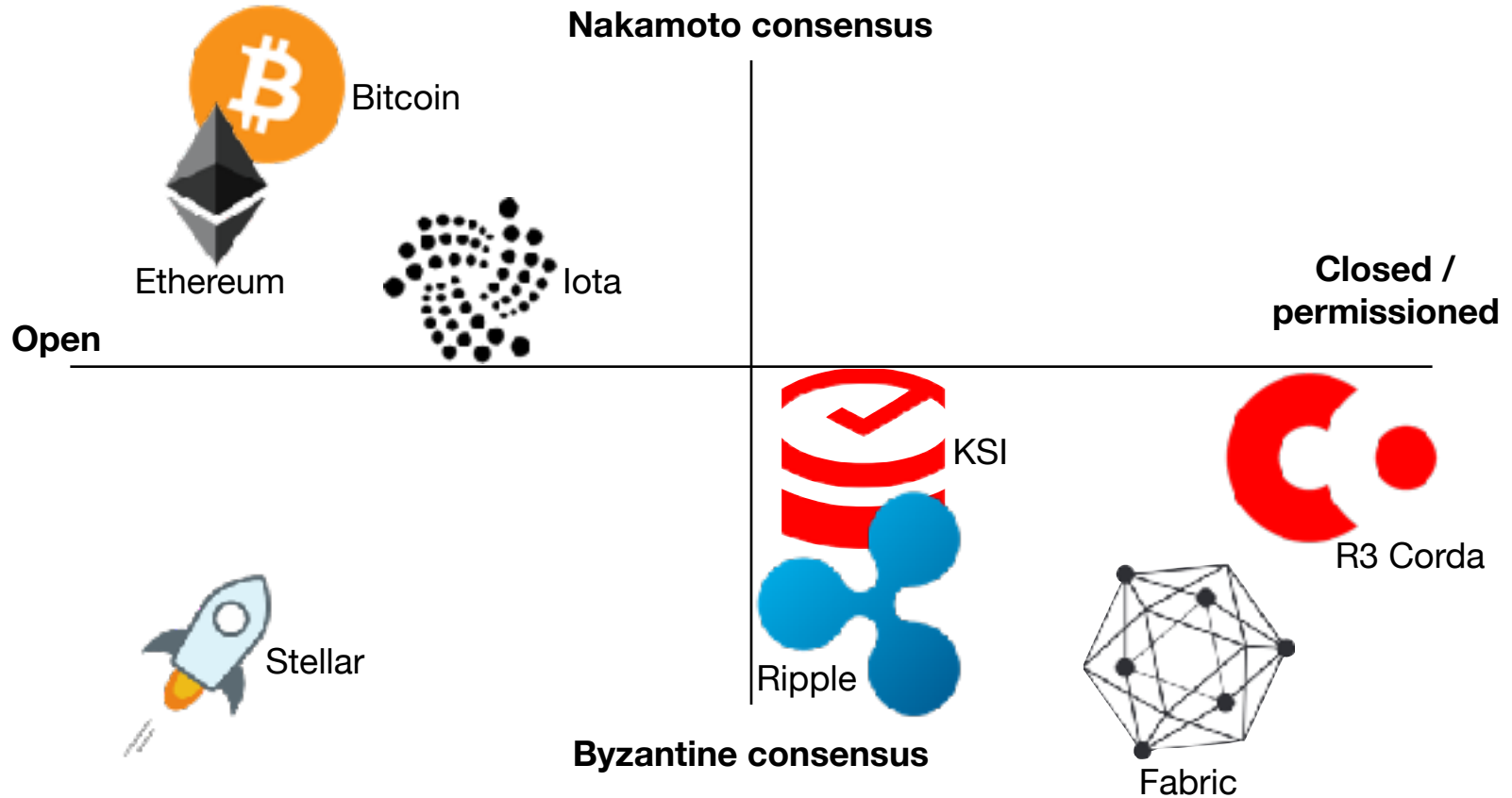
DLTs are not silver bullets

These four conditions must apply for a DLT to be useful:

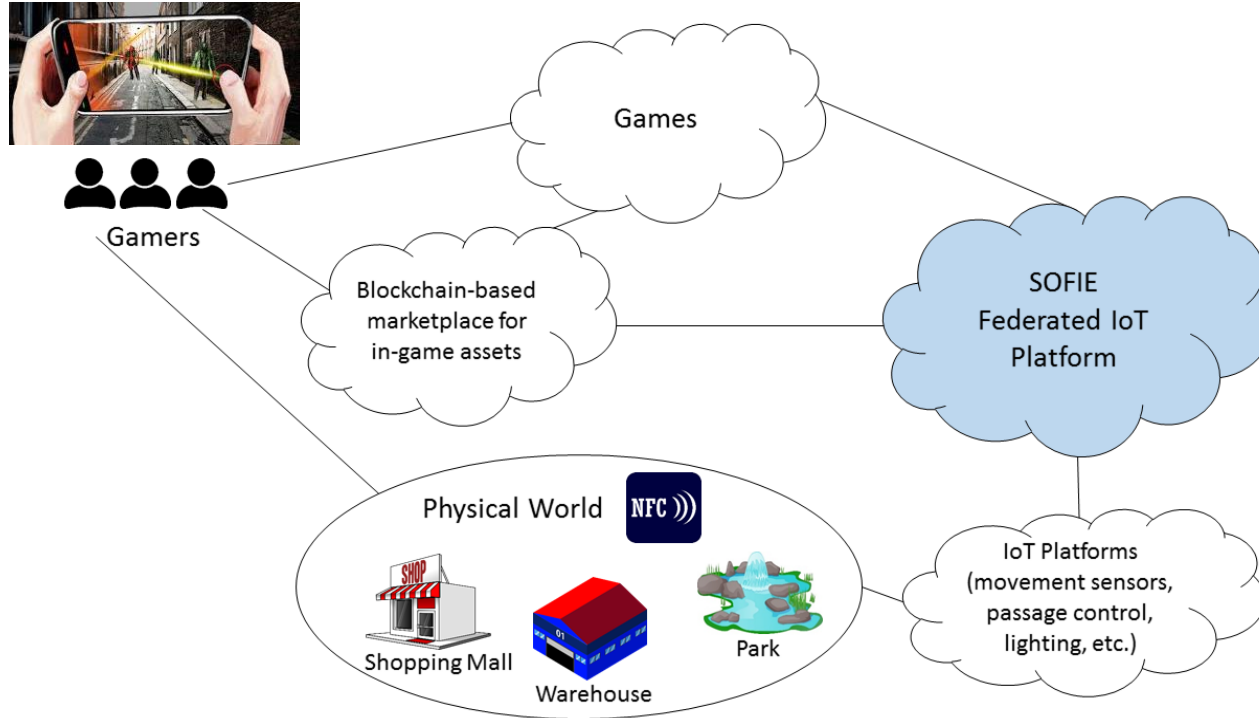
1. Shared database between multiple parties
2. Absence of trust ("trustless")
3. Need explicit consensus
 - *Conflicting* transactions must be resolved
4. Desirability of no intermediation
 - E.g. issues with trust or cost structure



DLTs are different



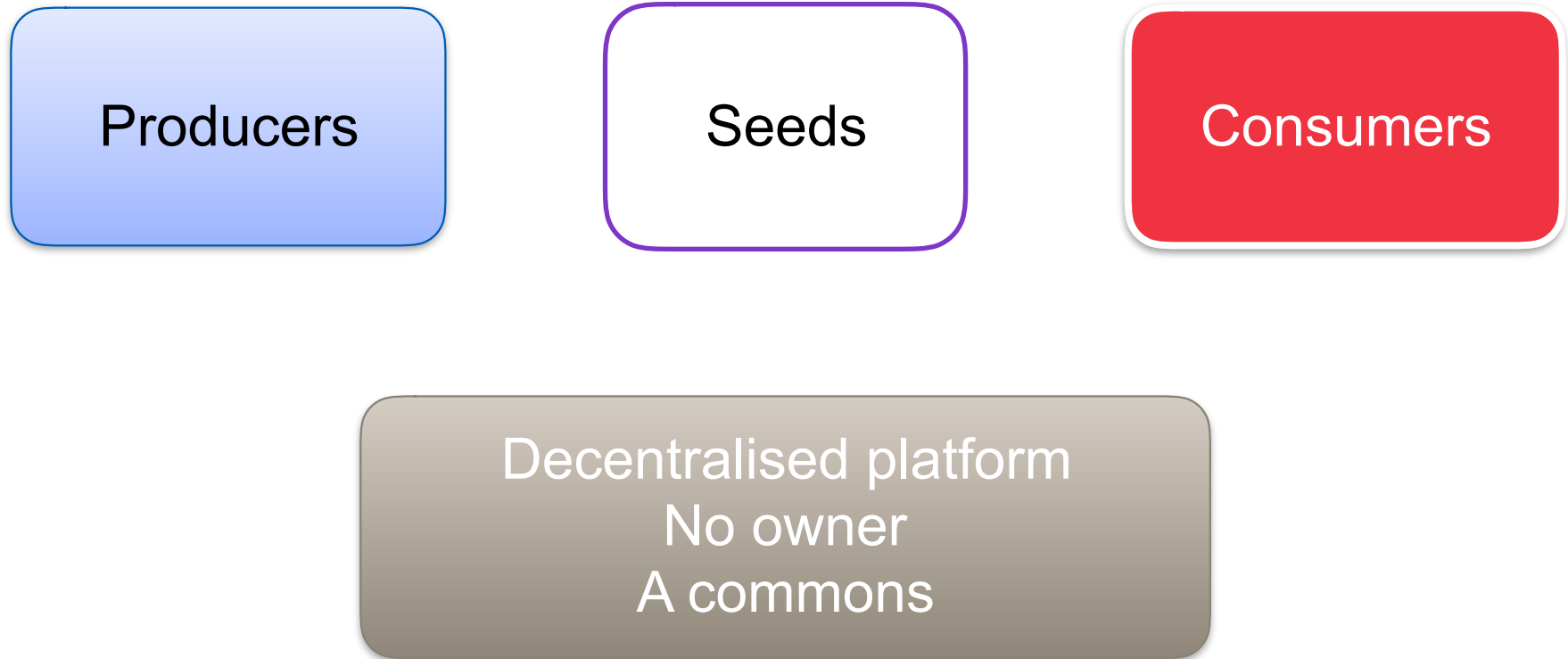
Example: Mixed reality gaming



Example: Mixed reality gaming

1. **Shared database between multiple parties**
 - Gamers, gaming company, building owners, ...
2. **Absence of trust (“trustless”)**
 - Multiple gaming companies?
3. **Need explicit consensus**
 - Who owns the in game asset, right now?
4. **Desirability of no intermediation**
 - A super-gaming company instead?
 - Or would an unforgeable audit trail be enough?

Example: Mixed reality gaming



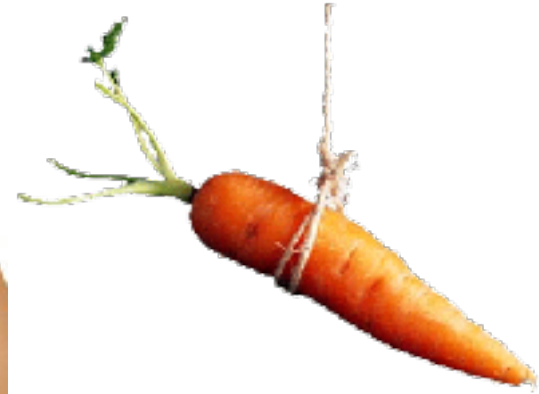
Example: Mixed reality gaming



Identity



Consensus
and
Consistency



Incentives

Summary

