Hyperledger Composer Playground and the Perishable Goods Network



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Introduction

The **Hyperledger Composer** Playground is a web sandbox where you can deploy, edit and test business network definitions.

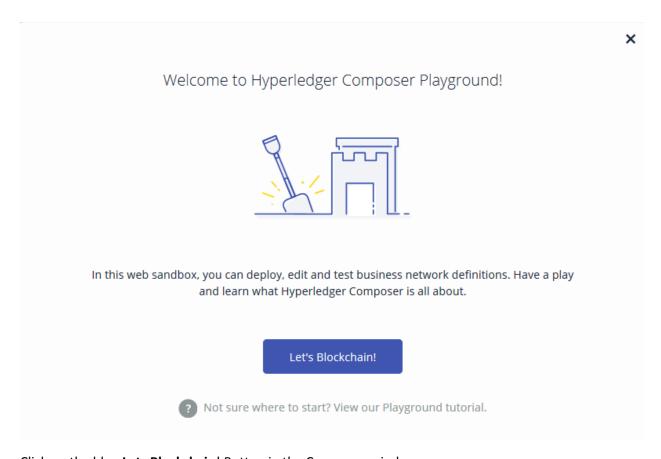
https://hyperledger.github.io/composer/tutorials/playground-guide.html

Step 1 Setting up the Perishable Goods Network

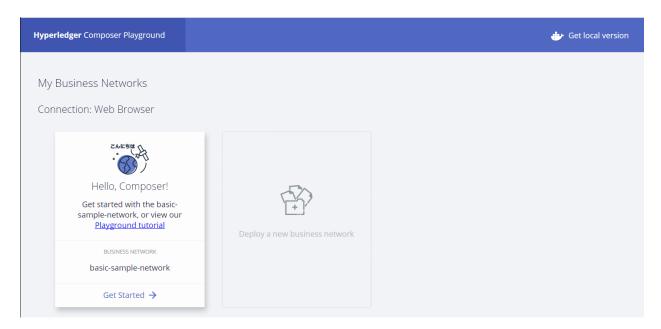
In this hands-on lab we will create a perishable Blockchain network with Hyperledger Composer.

We will then exercise the network to learn how it works.

Log into the Composer Playground: https://composer-playground.mybluemix.net/



Click on the blue Lets Blockchain! Button in the Composer window.



Click on Deploy a new business network on the right grey tile to the right of the white Hello, Composer tile.



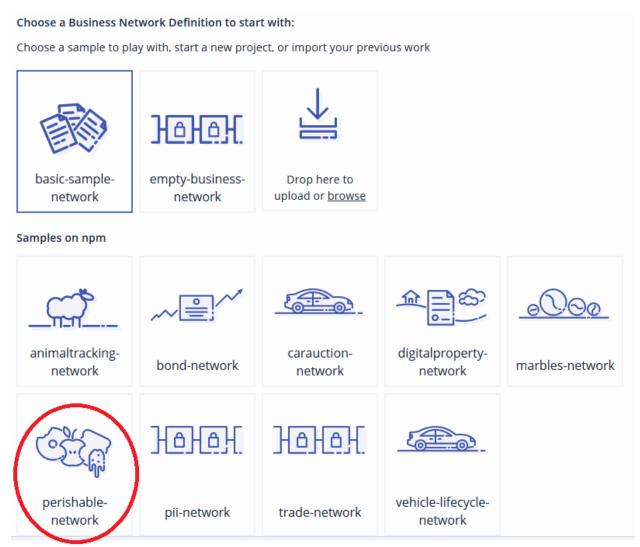
We are now in the Hyperledger Composer home screen.

We will click on the tile on the left, **Deploy a new Business Network**.

This will bring up a wizard.



Here we will name our app, see picture above.



We will then select a Business Network Definition, and we choose, perishable- network,

Food Safety, of which the Perishable Network is an example, is an important Use Case for Blockchain.

https://www.ibm.com/blogs/blockchain/category/blockchain-in-food-safety/



Shipping Perishable Goods Business Network

CONNECTION PROFILE

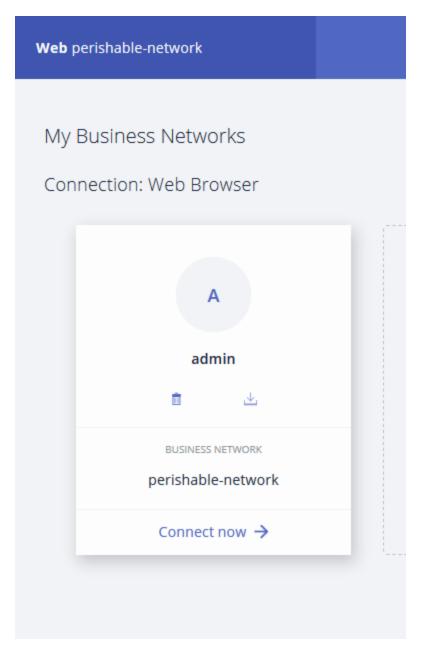
BASED ON perishable-network

Shipping Perishable Goods Business Network

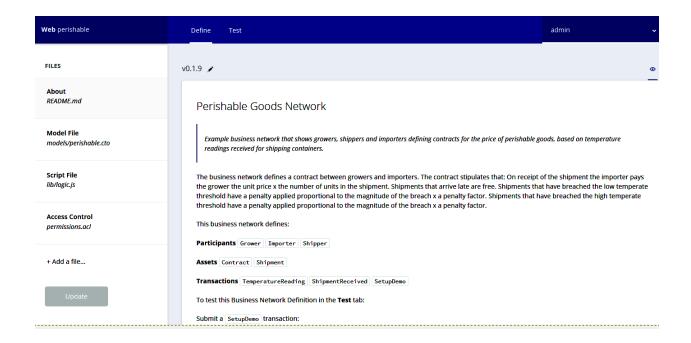
Contains: 4 Participant Types, 2 Asset Types, and 4 Transaction Types

Deploy

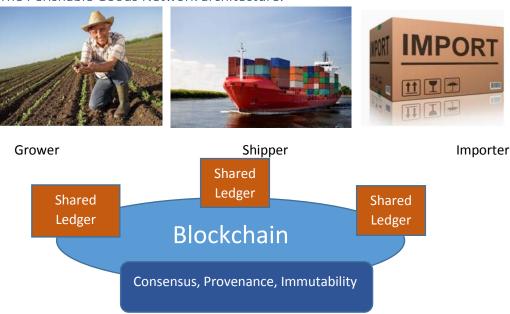
We will click on Deploy.



We will then click on Connect Now



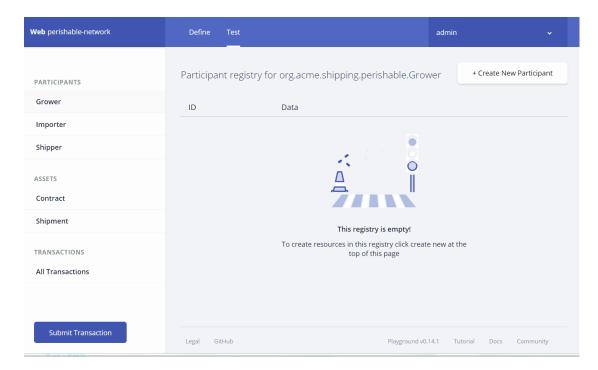
The Perishable Goods Network architecture:



Let's look at the Perishable Goods Network

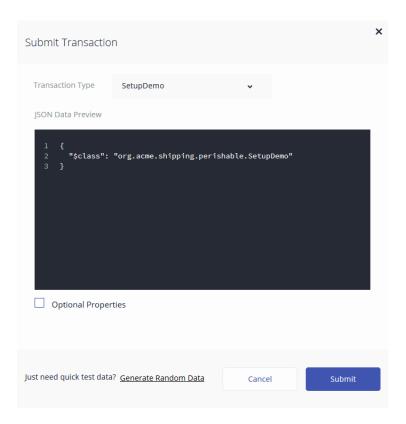
The Perishable Goods Network is written in the Hyperledger Composer Modeling Language https://hyperledger.github.io/composer/reference/cto_language.html

We will now install the Perishable Goods Network components.



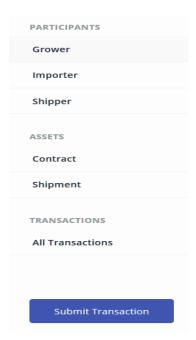
We click on the **Test tab** in the Blue action bar at the top of the window. (see above)

We then click on the **Submit Transaction** in the blue button at the lower left hand corner (see above)



We then click on **Submit Transaction** and select SetupDemo from the drop-down list. We then click on the **Submit** button.

If we now click on the Test tab at the top of the window we will see the participants of our network.



1. We have three participants that all access the Blockchain network: a **Grower**, an **Importer** and a **Shipper**. Let's look at them. The important field is accountBalance, which will change as we shortly exercise the network.

Participant registry for org.acme.shipping.perishable.Grower

```
farmer@email.com
{
    "$class": "org.acme.shipping.perishable.Grower",
    "email": "farmer@email.com",
    "address": {
        "$class": "org.acme.shipping.perishable.Address",
        "country": "USA"
    },
    "accountBalance": 0
}
```

Participant registry for org.acme.shipping.perishable.lmporter

```
"$class": "org.acme.shipping.perishable.Importer",
  "email": "supermarket@email.com",
  "address": {
        "$class": "org.acme.shipping.perishable.Address",
        "country": "UK"
    },
    "accountBalance": 0
}
```

Participant registry for org.acme.shipping.perishable.Shipper

```
{
   "$class": "org.acme.shipping.perishable.Shipper",
   "email": "shipper@email.com",
   "address": {
        "$class": "org.acme.shipping.perishable.Address",
        "country": "Panama"
   },
   "accountBalance": 0
}
```

What binds these three participants together is a **Smart Contract** that describes the rules that determines what the parties expect of the transactions involved in shipping fruit from the grower to the importer and which is stored in the Blockchain.

1. There are two assets: the Contract and the Shipment

The **Contract** defines the participants in the network and their obligations. In this case an arrival date, a unit price, a minimum and maximum temperature as well as a minimum and maximum penalty factor. Which are all encapsulated in the Smart Contract and visible to all participants in the network, which have agreed them the contract through the **consensus** mechanism.

Asset registry for org.acme.shipping.perishable.Contract

```
"$class": "org.acme.shipping.perishable.Contract",
   "contractId": "CON_001",
   "grower": "resource:org.acme.shipping.perishable.Grower#farmer@email.com",
   "shipper":
"resource:org.acme.shipping.perishable.Shipper#shipper@email.com",
   "importer":
"resource:org.acme.shipping.perishable.Importer#supermarket@email.com",
   "arrivalDateTime": "2017-10-10T16:31:48.653Z",
   "unitPrice": 0.5,
   "minTemperature": 2,
   "maxTemperature": 10,
   "minPenaltyFactor": 0.2,
   "maxPenaltyFactor": 0.1
}
```

The **shipment** defines the type of goods being shipped, the unit count and the shipping status and encapsulates the temperature readings during the shipment. There is also a link to the **Smart Contract**.

Asset registry for org.acme.shipping.perishable.Shipment

Let's look at the supporting files:

```
* A business network for shipping perishable goods
  * The cargo is temperature controlled and contracts
  * can be negociated based on the temperature
  * readings received for the cargo
namespace org.acme.shipping.perishable
/**
 * The type of perishable product being shipped
enum ProductType {
  o BANANAS
  o APPLES
  o PEARS
  o PEACHES
  o COFFEE
}
 * The status of a shipment
*/
enum ShipmentStatus {
  o CREATED
  o IN TRANSIT
  o ARRIVED
}
* An abstract transaction that is related to a Shipment
abstract transaction ShipmentTransaction {
    --> Shipment shipment
}
* An temperature reading for a shipment. E.g. received from a
* device within a temperature controlled shipping container
*/
transaction TemperatureReading extends ShipmentTransaction {
  o Double centigrade
}
```

```
* A notification that a shipment has been received by the
 * importer and that funds should be transferred from the importer
 * to the grower to pay for the shipment.
 */
transaction ShipmentReceived extends ShipmentTransaction {
 * A shipment being tracked as an asset on the ledger
asset Shipment identified by shipmentId {
  o String shipmentId
  o ProductType type
  o ShipmentStatus status
  o Long unitCount
  o TemperatureReading[] temperatureReadings optional
  --> Contract contract
}
 * Defines a contract between a Grower and an Importer to ship using
 * a Shipper, paying a set unit price. The unit price is multiplied by
 * a penality factor proportional to the deviation from the min and max
 * negociated temperatures for the shipment.
 */
asset Contract identified by contractId {
  o String contractId
  --> Grower grower
  --> Shipper shipper
  --> Importer importer
  o DateTime arrivalDateTime
  o Double unitPrice
  o Double minTemperature
  o Double maxTemperature
  o Double minPenaltyFactor
  o Double maxPenaltyFactor
}
 * A concept for a simple street address
 */
concept Address {
  o String city optional
  o String country
  o String street optional
  o String zip optional
}
```

```
* An abstract participant type in this business network
abstract participant Business identified by email {
  o String email
  o Address address
  o Double accountBalance
}
 * A Grower is a type of participant in the network
participant Grower extends Business {
/**
 * A Shipper is a type of participant in the network
participant Shipper extends Business {
 * An Importer is a type of participant in the network
participant Importer extends Business {
 * JUST FOR INITIALIZING A DEMO
transaction SetupDemo {
```

The Script file containing the application logic

```
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* limitations under the License.

*/
```

```
/**
 * A shipment has been received by an importer
 * @param {org.acme.shipping.perishable.ShipmentReceived} shipmentReceived - the
ShipmentReceived transaction
 * @transaction
 */
function payOut(shipmentReceived) {
    var contract = shipmentReceived.shipment.contract;
    var shipment = shipmentReceived.shipment;
    var payOut = contract.unitPrice * shipment.unitCount;
    console.log('Received at: ' + shipmentReceived.timestamp);
    console.log('Contract arrivalDateTime: ' + contract.arrivalDateTime);
    // set the status of the shipment
    shipment.status = 'ARRIVED';
    // if the shipment did not arrive on time the payout is zero
     if (shipmentReceived.timestamp > contract.arrivalDateTime) {
          payOut = 0;
         console.log('Late shipment');
    } else {
          // find the lowest temperature reading
         if (shipment.temperatureReadings) {
              // sort the temperatureReadings by centigrade
              shipment.temperatureReadings.sort(function (a, b) {
                    return (a.centigrade - b.centigrade);
              });
              var lowestReading = shipment.temperatureReadings[0];
              var highestReading =
shipment.temperatureReadings[shipment.temperatureReadings.length - 1];
              var penalty = 0;
               console.log('Lowest temp reading: ' + lowestReading.centigrade);
               console.log('Highest temp reading: ' + highestReading.centigrade);
              // does the lowest temperature violate the contract?
              if (lowestReading.centigrade < contract.minTemperature) {</pre>
                    penalty += (contract.minTemperature - lowestReading.centigrade) *
contract.minPenaltyFactor;
                    console.log('Min temp penalty: ' + penalty);
              }
              // does the highest temperature violate the contract?
               if (highestReading.centigrade > contract.maxTemperature) {
                    penalty += (highestReading.centigrade - contract.maxTemperature) *
contract.maxPenaltyFactor;
```

```
console.log('Max temp penalty: ' + penalty);
               }
               // apply any penalities
               payOut -= (penalty * shipment.unitCount);
               if (payOut < 0) {
                    payOut = 0;
               }
         }
    }
    console.log('Payout: ' + payOut);
    contract.grower.accountBalance += payOut;
    contract.importer.accountBalance -= payOut;
    console.log('Grower: ' + contract.grower.$identifier + ' new balance: ' +
contract.grower.accountBalance);
    console.log('Importer: ' + contract.importer.$identifier + ' new balance: ' +
contract.importer.accountBalance);
    return getParticipantRegistry('org.acme.shipping.perishable.Grower')
          .then(function (growerRegistry) {
              // update the grower's balance
               return growerRegistry.update(contract.grower);
         })
          .then(function () {
               return getParticipantRegistry('org.acme.shipping.perishable.Importer');
         })
          .then(function (importerRegistry) {
              // update the importer's balance
               return importerRegistry.update(contract.importer);
         })
          .then(function () {
               return getAssetRegistry('org.acme.shipping.perishable.Shipment');
         })
          .then(function (shipmentRegistry) {
               // update the state of the shipment
               return shipmentRegistry.update(shipment);
         });
 * A temperature reading has been received for a shipment
 * @param {org.acme.shipping.perishable.TemperatureReading} temperatureReading - the
TemperatureReading transaction
 * @transaction
```

```
function temperatureReading(temperatureReading) {
    var shipment = temperatureReading.shipment;
    console.log('Adding temperature ' + temperatureReading.centigrade + ' to shipment ' +
shipment.$identifier);
    if (shipment.temperatureReadings) {
         shipment.temperatureReadings.push(temperatureReading);
    } else {
         shipment.temperatureReadings = [temperatureReading];
    }
    return getAssetRegistry('org.acme.shipping.perishable.Shipment')
         .then(function (shipmentRegistry) {
              // add the temp reading to the shipment
              return shipmentRegistry.update(shipment);
         });
}
 * Initialize some test assets and participants useful for running a demo.
 * @param {org.acme.shipping.perishable.SetupDemo} setupDemo - the SetupDemo transaction
 * @transaction
 */
function setupDemo(setupDemo) {
    var factory = getFactory();
    var NS = 'org.acme.shipping.perishable';
    // create the grower
    var grower = factory.newResource(NS, 'Grower', 'farmer@email.com');
    var growerAddress = factory.newConcept(NS, 'Address');
    growerAddress.country = 'USA';
    grower.address = growerAddress;
    grower.accountBalance = 0;
    // create the importer
    var importer = factory.newResource(NS, 'Importer', 'supermarket@email.com');
    var importerAddress = factory.newConcept(NS, 'Address');
    importerAddress.country = 'UK';
    importer.address = importerAddress;
    importer.accountBalance = 0;
    // create the shipper
    var shipper = factory.newResource(NS, 'Shipper', 'shipper@email.com');
    var shipperAddress = factory.newConcept(NS, 'Address');
    shipperAddress.country = 'Panama';
```

```
shipper.address = shipperAddress;
    shipper.accountBalance = 0;
    // create the contract
    var contract = factory.newResource(NS, 'Contract', 'CON 001');
    contract.grower = factory.newRelationship(NS, 'Grower', 'farmer@email.com');
    contract.importer = factory.newRelationship(NS, 'Importer', 'supermarket@email.com');
    contract.shipper = factory.newRelationship(NS, 'Shipper', 'shipper@email.com');
    var tomorrow = setupDemo.timestamp;
    tomorrow.setDate(tomorrow.getDate() + 1);
    contract.arrivalDateTime = tomorrow; // the shipment has to arrive tomorrow
    contract.unitPrice = 0.5; // pay 50 cents per unit
    contract.minTemperature = 2; // min temperature for the cargo
    contract.maxTemperature = 10; // max temperature for the cargo
    contract.minPenaltyFactor = 0.2; // we reduce the price by 20 cents for every degree below the
min temp
    contract.maxPenaltyFactor = 0.1; // we reduce the price by 10 cents for every degree above the
max temp
    // create the shipment
    var shipment = factory.newResource(NS, 'Shipment', 'SHIP 001');
    shipment.type = 'BANANAS';
    shipment.status = 'IN TRANSIT';
    shipment.unitCount = 5000;
    shipment.contract = factory.newRelationship(NS, 'Contract', 'CON 001');
     return getParticipantRegistry(NS + '.Grower')
          .then(function (growerRegistry) {
               // add the growers
               return growerRegistry.addAll([grower]);
         })
          .then(function() {
               return getParticipantRegistry(NS + '.Importer');
         })
          .then(function(importerRegistry) {
              // add the importers
               return importerRegistry.addAll([importer]);
         })
          .then(function() {
               return getParticipantRegistry(NS + '.Shipper');
         })
          .then(function(shipperRegistry) {
              // add the shippers
               return shipperRegistry.addAll([shipper]);
         })
          .then(function() {
               return getAssetRegistry(NS + '.Contract');
         })
          .then(function(contractRegistry) {
```

```
// add the contracts
    return contractRegistry.addAll([contract]);
})
.then(function() {
    return getAssetRegistry(NS + '.Shipment');
})
.then(function(shipmentRegistry) {
    // add the shipments
    return shipmentRegistry.addAll([shipment]);
});
}
```

The access control file

```
**

* Sample access control list.

*/

rule Default {

    description: "Allow all participants access to all resources"
    participant: "ANY"
    operation: ALL
    resource: "org.acme.shipping.perishable.*"
    action: ALLOW
}

rule SystemACL {
    description: "System ACL to permit all access"
    participant: "org.hyperledger.composer.system.Participant"
    operation: ALL
    resource: "org.hyperledger.composer.system.**"
    action: ALLOW
}
```

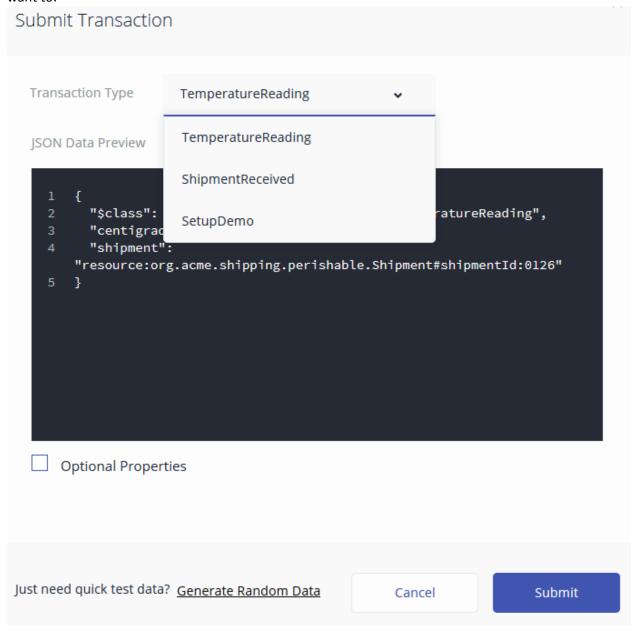
We now have our business network running.

Important, out of the box the Grower, Importer and Shipper all have an account balance of \$0.

Step 2. Running the Perishable Goods Network

We run the Perishable Goods Network by issuing Transactions from the **Test** tab in the blue action bar at the top of the window.

Let's begin by issuing a Temperature reading Transaction. We can modify the temperature any way we want to.



Submit a TemperatureReading transaction

TemperatureReading is a stand-in for temperature sensors on board the plane or ship that transports the fruit. And allows us to modify the temperature so that it violates the provisions in the **Smart Contract.**

```
{
    "$class": "org.acme.shipping.perishable.TemperatureReading",
    "centigrade": 0,
```

```
"shipment": "resource:org.acme.shipping.perishable.Shipment#shipmentId:9227"
}
```

If the temperature reading falls outside the min/max range of the contract, the price received by the grower will be reduced. You may submit several readings if you wish. Each reading will be aggregated within SHIP 001 Shipment Asset Registry.

Submit a ShipmentReceived transaction

For the SHIP_001 shipment. It triggers the payout to the grower, based on the parameters of the CON 001 contract.

```
{
    "$class": "org.acme.shipping.perishable.ShipmentReceived",
    "shipment": "resource:org.acme.shipping.perishable.Shipment#shipmentId:2356"
}
```

The Grower's and Importer's account balance will change

If the date-time of the ShipmentReceived transaction is after the arrivalDateTime on CON_001 then the grower will not receive any payment for the shipment.

Congratulations!

Step 3 Installing the Composer locally

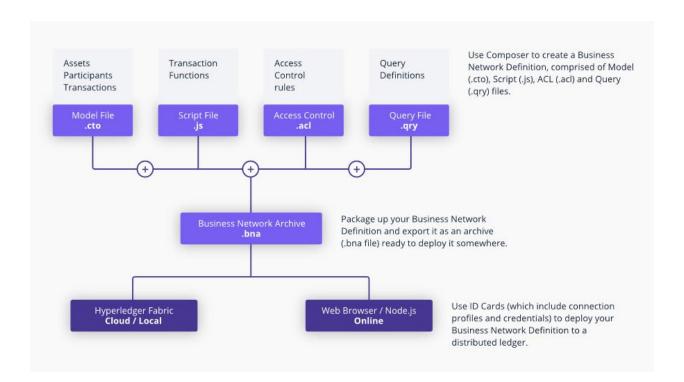
https://hyperledger.github.io/composer/reference/composer.network.deploy.html

Step 4 Where do we go from here?

Create your own Business Network Definitions from scratch.

https://hyperledger.github.io/composer/introduction/introduction.html

The next step would be to add a User Interface that would hide the Blockchain network.



Export BNA file.

https://hyperledger.github.io/composer/business-network/bnd-deploy.html



Appendix

https://hyperledger.github.io/composer/tutorials/tutorials.html https://hyperledger.github.io/composer/introduction/introduction.html