**A Stable Consensus Protocol in Wireless Blockchain System**

**Abstract**

# Introduction

With the rapidly development of wireless communication technology and blockchain technology, many researches have exploring the applications of blockchain technology in wireless field, such as mobile edge computing [1], intelligent 5G technology [2], Internet of vehicles [3], and others. Reliable and secure resource sharing services can be provided in distributed environment by using blockchain, which has received great attention from both academia and industry. Applications that built on wireless network face with significantly challenge of security and trust. Blockchain that is decentralization, persistence and traceability provide a new way to solve these problems. In this case, secure, trust and efficient services of data interaction, secure access control, data traceability, identity authentication in wireless field can be supported by integrating blockchain technology into wireless networks.

Currently, many studies on wireless blockchain system are directly enabling popular blockchain protocols that are deployed in the Internet to wireless network environment. Such blockchain protocols make use of consensus algorithm that always rely on massive resources consumption(e.g. Proof of Work[4]), complicated design(e.g. Proof of Stake [5]), and reliable communication(e.g. Practical Byzantine Fault Tolerant [6] ). Although theses consensus algorithms work well in the Internet, they are not suitable for wireless networks with limited resources and unstable channel. The open communication of wireless networks is heavily impacted by environment. Both unstable channel bandwidth and vulnerable to Jamming attacks are the bottlenecks of wireless communication network. Theses barriers limit the application of combining traditional blockchain consensus algorithms and wireless networks, which is the motivation of researching blockchain protocol over wireless networks.

Recently, some researches on wireless blockchain systems leverage the natures of wireless networks to design efficient wireless blockchain consensus protocols. In order to adapt to the high dynamics of the mobile ad-hoc network, Z.Jiao et al. [7] design a PoW-based stability-aware consensus protocol, whose leader election is based on node information and proof of work. This novel design can make sure wireless blockchain system work efficiently and steadily. According to the characteristics of wireless communication, Z.Jiang et al [5], Q.Xu et al[6] and Y.Zou et al[7] propose consensus protocols that suitable for wireless networks. In addition, considering the features of wireless channel, M.Xu et al. propose BLOWN[8] that is based on Proof-of-Channel consensus algorithm for single-hop wireless networks under an adversarial SINR model, and design wChain[9] that is a fast fault-tolerant blockchain protocol for multi-hop wireless network. These blockchain protocols either rely on the resources of participants, or work in interactive and leaderness way that leader can influence the consensus process freely.

In this paper, we propose a stable blockchain consensus for single-hop wireless networks, to solve above problems. The stable blockchain consensus protocol is analogy with Proof-of-Stake consensus algorithm, and adopts randomness selection scheme and threshold signature scheme to achieving consensus. In the protocol, a single proposer is randomly and non-interactively selected according to nodes' stability, which is defined by the lifetime and the number of generated blocks of nodes. All nodes only know whether itself be block proposer, and can verify the legality of real block proposer independently. Such design can greatly reduce the communication cost of choosing block proposer. Besides, we adopt threshold BLS(Boneh-Lynn-Shacham) signature scheme to decouple block proposer and block verification process. Block finalization can be achieved by all correct nodes that obtain sufficient votes within , not only relies on block proposer's announcement. This will increase the stability and efficiency of consensus process.

We make the following main contributions:

* + We allow hundreds of wireless nodes to participate in a consensus process by using verified random function and threshold BLS signature.
  + The process of block proposer selection is determined by the stability of nodes. We define the stability of nodes by the lifetime and the number of generated blocks of nodes. We determine the weight coefficient and analyze the sensitivity of stability.
  + The block finalization process can be completed by only on round of partial signatures exchanges. Thus, the strong consistency of our consensus protocol can efficiently avoid blockchain forks.
  + When adversary controls less than 50% of voting power, our protocol guarantees persistence and liveness to correct nodes.
  + Finally, massive simulation studies are supported our theoretical analysis.

The rest of this paper is composed as follows. Section 2 introduces the most related works on state-of-art blockchain protocols, wireless consensus algorithms and threshold BLS signature scheme. The models and assumption of this paper is presented in Section 3. In section 4, we discuss the details of the stable consensus protocol. Security analysis and performance analysis of our protocol is discussed in section 5. We report the result of our simulation in section 6 and give the conclusion of this paper in section 7.

# Related Work

## 2.1 Blockchain Consensus Protocols

We divide the current blockchain consensus protocols into proof of resource consensus protocols and communication-based consensus protocols, and briefly introduce in this section. More comprehensive survey has been introduced in [10].

Proof of resource consensus protocols require nodes compete for proposing blocks through physical resources(e.g. computational powers and memories etc.) or virtual resources(e.g. shares, reputation and wealth etc.). The most classical proof of physical resources is Proof of Work

## 2.2 Consensus Protocols for Wireless Networks

在无线多跳网络环境中，单节点共识算法共识过程缓慢，且只具有弱一致性。为了提高共识效率降低区块链出现分叉的可能性，需要设计一个适用于无线多跳网络中的委员会共识算法。

## 2.3 Threshold Signature Scheme

设计伪代码，并对每个功能模块进项详细的设计分析。基于委员会的共识算法主要包括委员会成员选举、一致性协议、委员会重置。

仿真验证区块链的性能：吞吐量和确认延时。仿真设置；节点数量、带宽大小、区块大小、任期长度、轮长度等。

# Models And Assumptions

## 3.1 Blockchain Basics

【简单描述区块链模型】

【简单描述区块生成过程】

【重点剖析与研究问题紧密相关的几个部分】

## 3.2 Network Model

对于大型无线多跳网络，由于巨大的通信开销和交易的多样性，采用单一委员会的机制完全无法满足性能的需求。为了提高交易处理效率，降低区块确认延时，需要设计一个适用于大型组网的区块链共识算法。

## 3.3 Interference Model

由于大规模无线多跳网络通信都非常复杂，需要的通信资源都非常地巨大，因此可以根据节点的特性（位置、功能等），将节点分片降低节点之间的通信能耗。对于分片的无线多跳网络中的共识算法将面临新的问题，需要相应的解决方案。

区块奖励和交易费用将会平均分发给委员会成员。如果节点在未到活动时间结束之前离开系统，则会扣除部分押金，如果发现有节点作恶，也会扣除押金，从而降低节点离线和作恶的机会。

## 3.4 Adversary

仿真验证区块链的性能：吞吐量和确认延时。仿真设置参数：节点数量、网络分区设置、带宽大小，区块大小等。

# The Stable Consensus Protocol

## 4.1 Overall Architecture

【简单描述区块链模型】

【简单描述区块生成过程】

【重点剖析与研究问题紧密相关的几个部分】

## 4.2 The Stable Consensus Protocol

### 4.2.1 Protocol Basic Setup

对于无线多跳网络环境下的区块链，通常会随着节点数量的增加而降低性能，且具有区块链分叉的危险。为了提高区块链的扩展性，加快交易处理效率，采用DAG区块链不经能够允许分叉，随着节点数量的增加还能降低交易的确认时延。

### 4.2.2 Distributed Randomness Generation Mechanism

1. 带宽：原因？【由于无线通信协议MAC（例如CSMA/CA）的限制，导致区块传输受限，影响最终一致性的达成】方案？【保持无线通讯协议，使用类PoS的共识算法（打包区块不消耗算力），通过减少区块的大小，提到区块传输的成功率；】
2. 分叉：原因

### 4.2.3 Block Proposer Election and proposal Process

### 4.2.4 Block Verification and Finalization Process

### 4.2.5 Protocol Operation Under Faults

#### (1) Sibil Attack

#### (2) Jamming Attack

## 4.3 Reward and Punishment Mechanism

DAG区块链由于允许分叉，因此需要主链机制来为交易分配一个主链序，从而防止交易双花。此外还需要一个交易确认机制使得交易能够在交易流小的情况下也能够最终被确认。

### 4.3.1 Reward Mechanism

### 4.3.2 Punishment Mechanism

共识算法包括见证委员会选举机制、一致性协议、见证委员会重置。

1. 根据节点的稳定度选举出见证委员会成员，随后根据节点的位置、网络延时等作为委员会首领选举的影响因素，给出选举函数，并通过实验得到相应的权重系数。
2. 采用基于可验证随机函数和门限签名一致性协议，需要了解这两种机制的原理，并且根据一致性协议的执行流程设计出相应的功能函数，并给出伪代码。
3. 主链可以采用见证委员会交易来确定。合理的实际主链机制，给出相应的主链号。给出主链的选择原则，并一一讨论。

# Protocol Analysis

## 5.1 Security Analysis

### 5.1.1 Persistence Analysis

### 5.1.2 Liveness Analysis

### 5.1.3 Sybil Attack Analysis

### 5.1.4 Jamming Attack Analysis

## 5.2 Performance Analysis

## 5.2.1 Computational Cost Analysis

## 5.2.2 Communication Cost Analysis

## 5.2.3 Stability Analysis

# Simulation Result

区块确认可以采用门限签名，避免节点之间二次通信。对于门限签名机制需要了解，并且看能否进习性改进使得这个机制具有动态自适应的功能，可以很好的用于我们的场景中。

## 6.1 Weight Coefficient

## 6.2 Block Size

## 6.3 Number of Nodes

## 6.4 Bandwidth

## 6.5 Sybil Attack

## 6.6 Jamming Attack

# Conclusion and Future Research

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