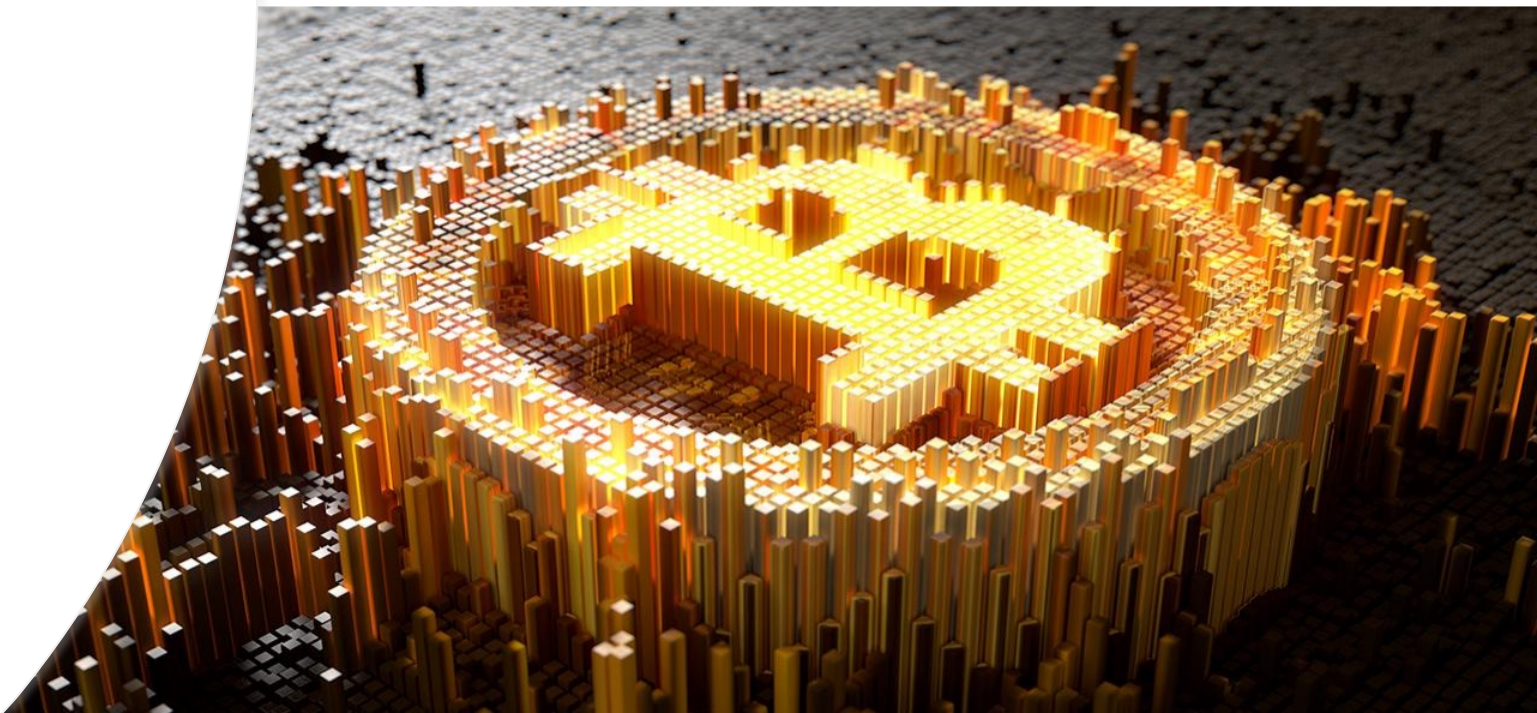


# HyperService: Interoperability and Programmability Across Heterogeneous Blockchains

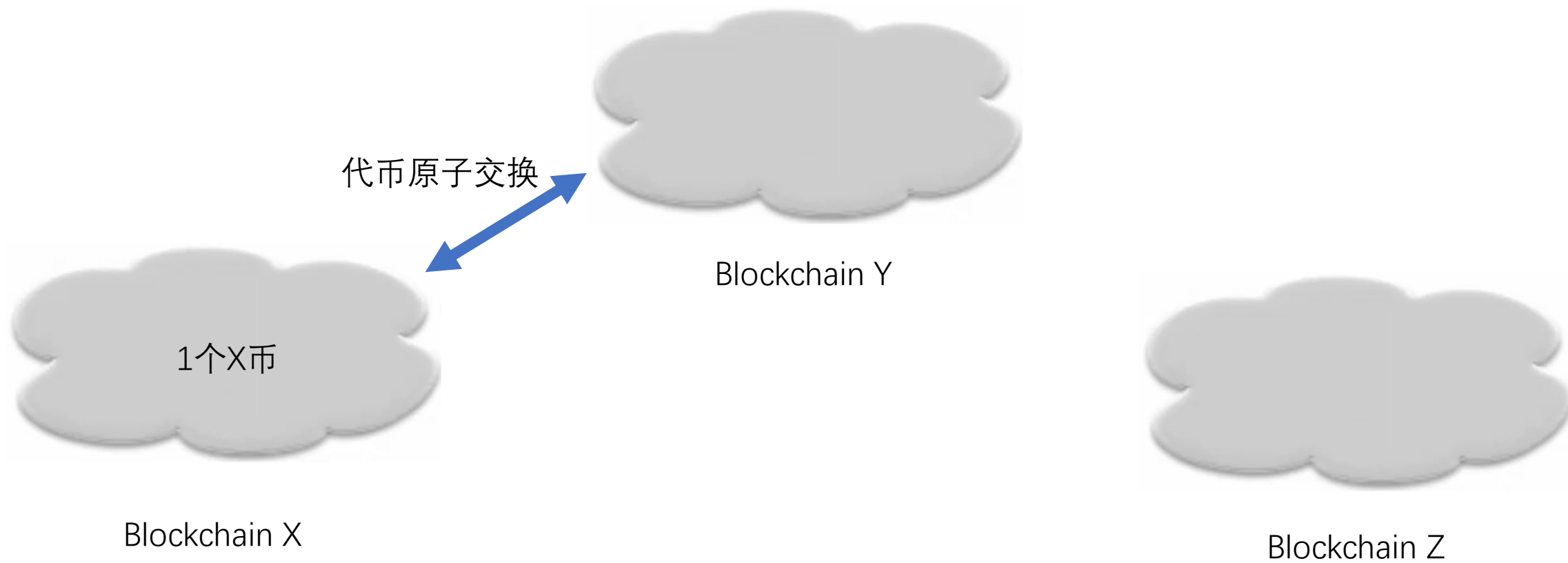
- HyperService-跨异构区块链的互操作性和可编程性
  - 汇报人：贺港龙
  - 2021年4月13日

# 区块链两大职能

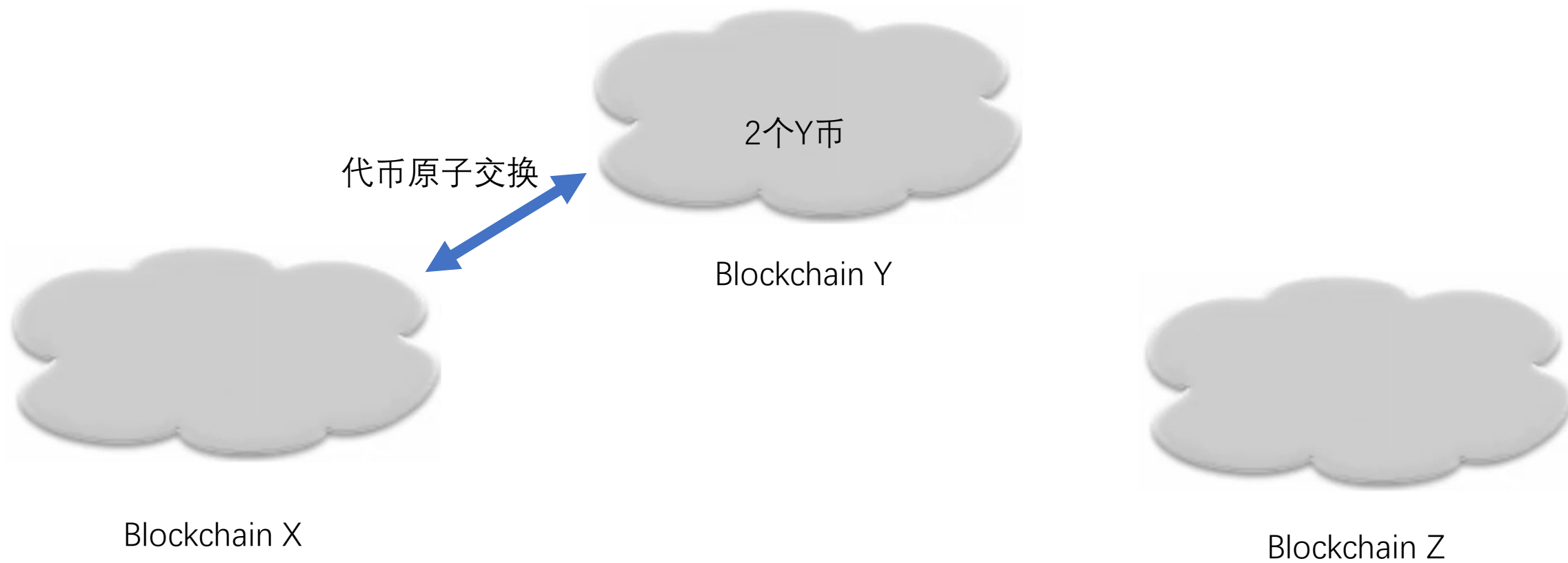
- 交易网络（加密数字货币）
- 智能合约平台



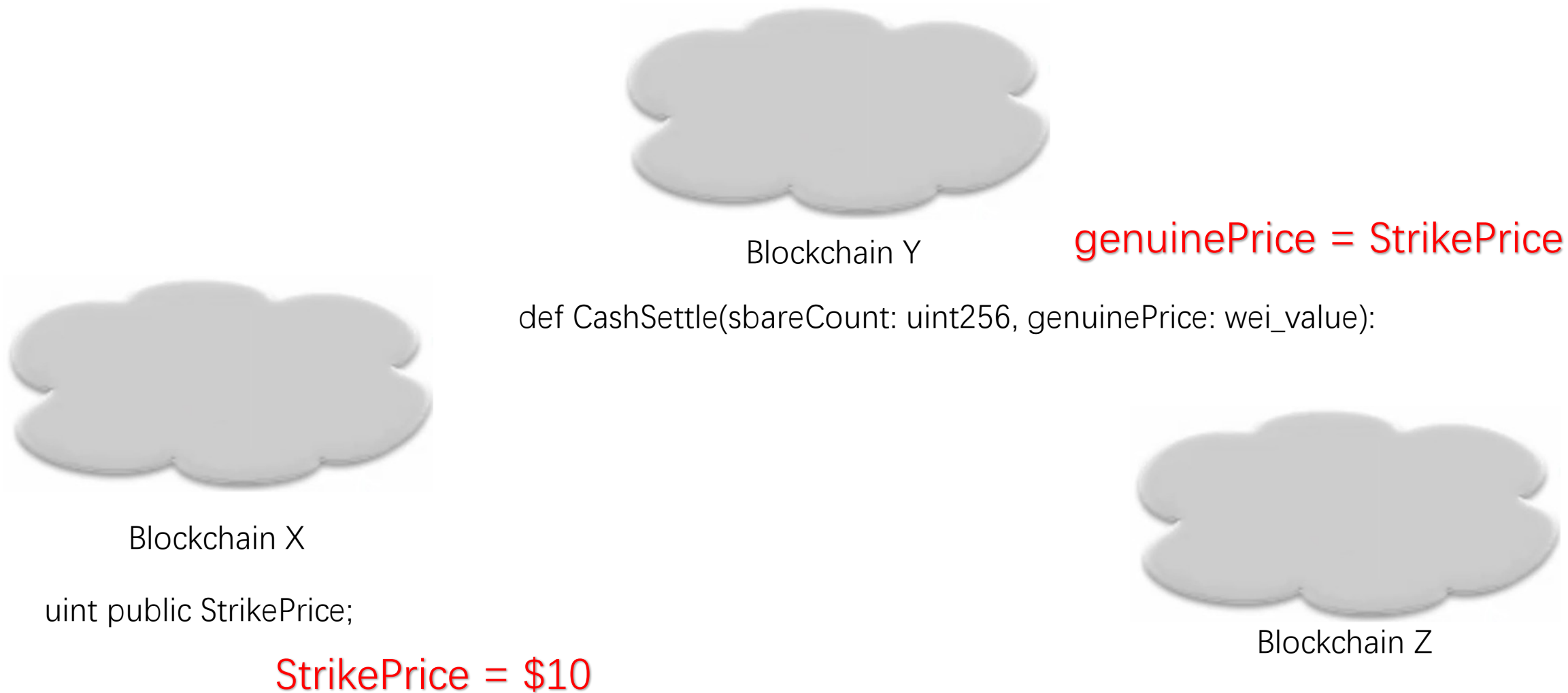
# 跨链代币原子交换



# 跨链代币原子交换



# 跨链智能合约调用



智能合约： 分布式账本  可编程状态机

# 互操作性和可编程性的挑战：

- 区块链的异构性

**Contract language**



Blockchain X

**Consensus Efficiency & Finality**



Blockchain Y

**Transactions  
Not-Synchronized**



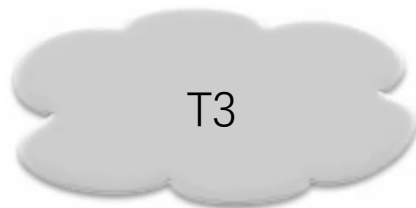
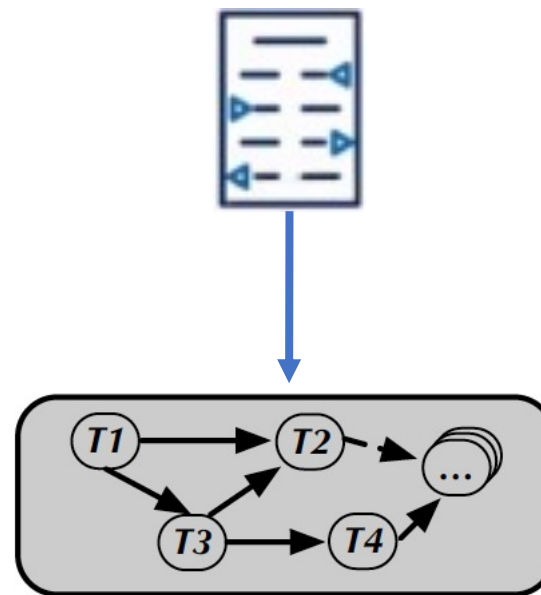
Blockchain Z

# 互操作性和可编程性的挑战：

**跨链dApps**：不仅包含令牌转移，还包含更复杂的操作

**dApp交易执行：**

- 不同区块链上的交易
- 按指定顺序执行交易
- 下游交易依赖上流交易产生的区块链状态



Blockchain X



Blockchain Y



Blockchain Z

# HyperService架构

- 面向开发者：一个编程框架
  - Universal State Model (USM, 通用状态模型)：封装区块链的异构性
  - HyperService Language (HSL)：编写dApps的高级语言
- 面向底层区块链：
  - Network Status Blockchain (NSB, 网络状态区块链)：为跨链操作提供去中心化的trust anchor
  - Insurance Smart Contract (ISC, 保险智能合约)：保证跨链操作正确执行



# Programming Framework – Universal State Model

$$\mathcal{M} = \{\mathcal{E}, \mathcal{P}, \mathcal{C}\} = \{Entities, Operations, Constraints\}$$

实体：可以参与到跨链操作的独立对象

Entities	Attributes
account	address, balance, uint
contract	state variables[], interfaces[], source

```
1  pragma solidity 0.4.22;
2
3  contract Broker {
4      uint constant public MAX_OWNER_COUNT = 50;
5      uint constant public MAX_VALUE_PROPOSAL_COUNT = 5;
6
7      // The authoritative output provided by this Broker contracts.
8      uint public StrikePrice; X::Broker.StrikePrice
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84  @public
85  @payable Y::Option.CashSettle(uint256, wei_value)
86  def CashSettle(shareCount: uint256, genuinePrice: wei_value):
87      assert self.remainingFund > MIN_STAKE
88      assert self.optionBuyers[msg.sender].valid
89      assert not self.optionBuyers[msg.sender].executed
90
91      if genuinePrice > self.strikePrice:
```

Blockchain X

Blockchain Y

# Programming Framework – Universal State Model

$$\mathcal{M} = \{\mathcal{E}, \mathcal{P}, \mathcal{C}\} = \{Entities, Operations, Constraints\}$$

操作：多个实体执行

Operations	Attributes
payment	from, to, value, exchange rate
invocation	interface, parameters[], invoker

```
1  pragma solidity 0.4.22;
2
3  contract Broker {
4      uint constant public MAX_OWNER_COUNT = 50;
5      uint constant public MAX_VALUE_PROPOSAL_COUNT = 5;
6
7      // The authoritative output provided by this Broker contracts.
8      uint public StrikePrice; X::Broker.StrikePrice
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84  @public
85  @payable Y::Option.CashSettle(uint256, wei_value)
86  def CashSettle(shareCount: uint256, genuinePrice: wei_value):
87      assert self.remainingFund > MIN_STAKE
88      assert self.optionBuyers[msg.sender].valid
89      assert not self.optionBuyers[msg.sender].executed
90
91      if genuinePrice > self.strikePrice:
```

Blockchain X

Blockchain Y

调用实例：

Y::Option.CashSettle(10, X::Broker.StrikePrice)

# Programming Framework – Universal State Model

$$\mathcal{M} = \{\mathcal{E}, \mathcal{P}, \mathcal{C}\} = \{Entities, Operations, Constraints\}$$

限制：操作之间依赖关系

Entities	Attributes	Operations	Attributes	Dependency
account	address, balance, uint	payment	from, to, value, exchange rate	Precondition
contract	state variables[], interfaces[], source	invocation	interface, parameters[], invoker	deadline

# HyperService Programming Language - HSL

import

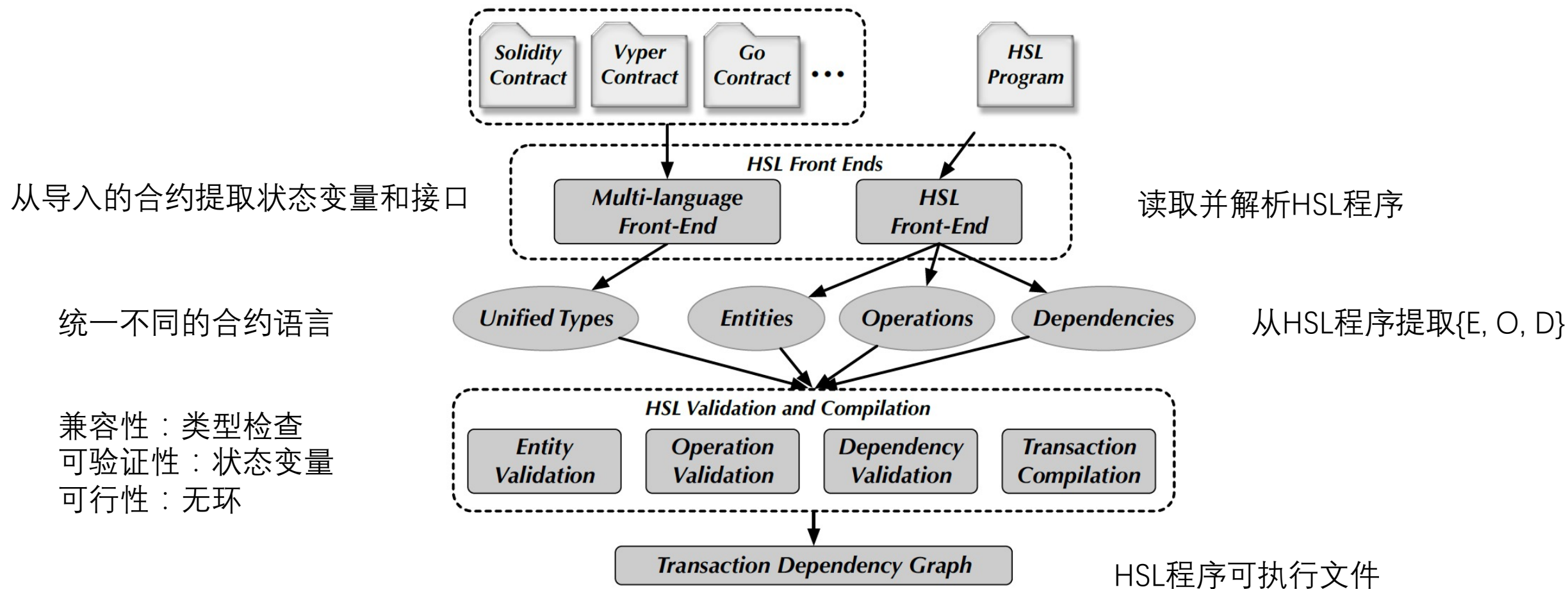
实体：可以参与到跨链操作的独立对象  
account & contract

操作：多个实体执行  
payment & invocation

限制：操作之间依赖关系  
before, after & deadline

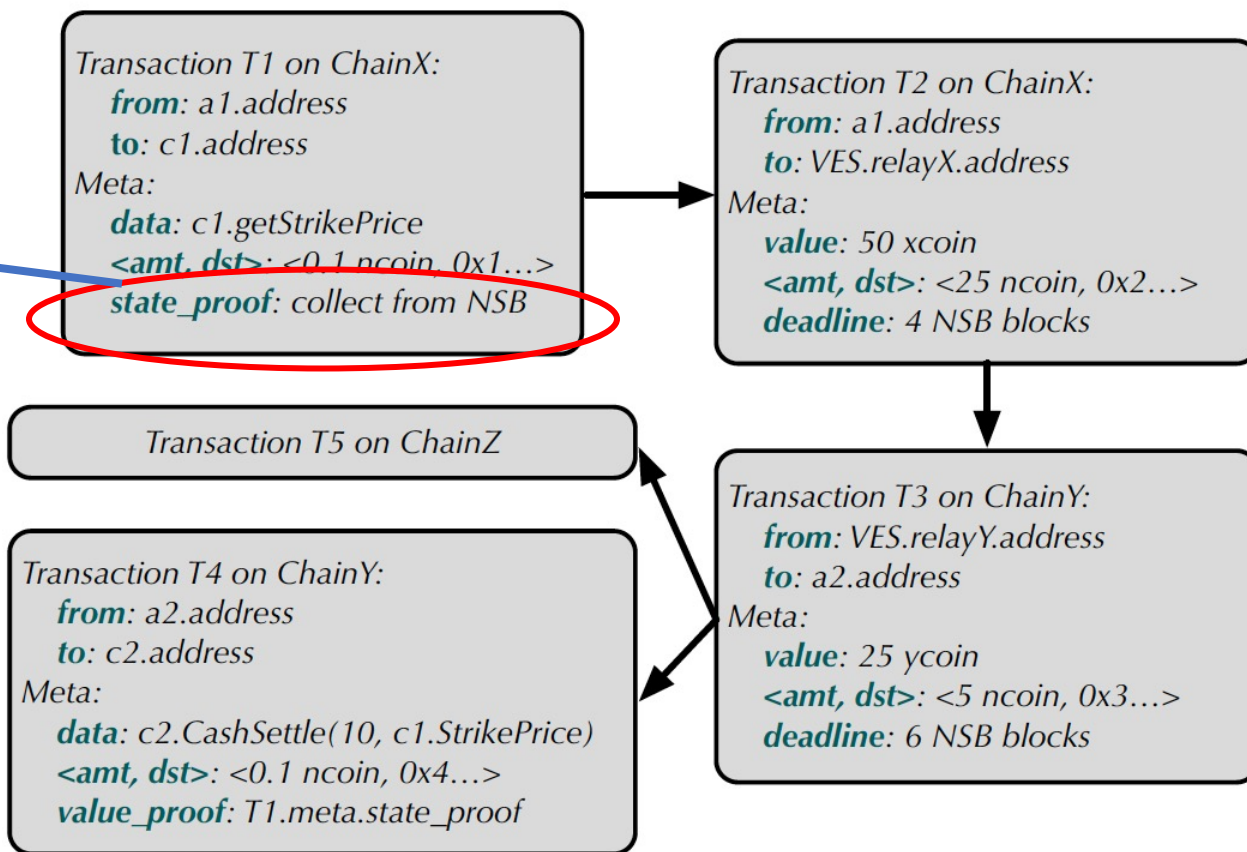
```
1 # Import the source code of contracts written in different languages.
2 import ("broker.sol", "option.vy", "option.go")
3 # Entity definition.
4 # Attributes of a contract entity are implicit from its source code.
5 account a1 = ChainX::Account(0x7019..., 100, xcoin)
6 account a2 = ChainY::Account(0x47a1..., 0, ycoin)
7 account a3 = ChainZ::Account(0x61a2..., 50, zcoin)
8 contract c1 = ChainX::Broker(0xbba7...)
9 contract c2 = ChainY::Option(0x917f...)
10 contract c3 = ChainZ::Option(0xefed...)
11 # Operation definition.
12 op op1 invocation c1.GetStrikePrice() using a1
13 op op2 payment 50 xcoin from a1 to a2 with 1 xcoin as 0.5 ycoin
14 op op3 invocation c2.CashSettle(10, c1.StrikePrice) using a2
15 op op4 invocation c3.CashSettle(5, c1.StrikePrice) using a3
16 # Dependency definition.
17 op1 before op2, op4; op3 after op2
18 op1 deadline 10 blocks; op2, op3 deadline default; op4 deadline 20 mins
```

# Programming Framework Core – HSL Program Compilation



# Transaction Dependency Graph(TDG) – HSL程序可执行文件

T1产生的状态会在后续使用,  
需要提交状态变量证明



节点定义：

执行区块链交易的全部信息  
确保正确执行的元信息

边定义：交易执行顺序



# Universal Inter-Blockchain Protocol (UIP)

- 所有跨链dApps需要遵守
- 完全去中心化：无权威，相互之间无需信任
- 提供安全属性：正确性、金融原子性、可结算性（问责）
- 两大组件：
  - Network Status Blockchain（NSB）：去中心化trust anchor
  - Insurance Smart Contract（ISC）：无需信任的仲裁决策

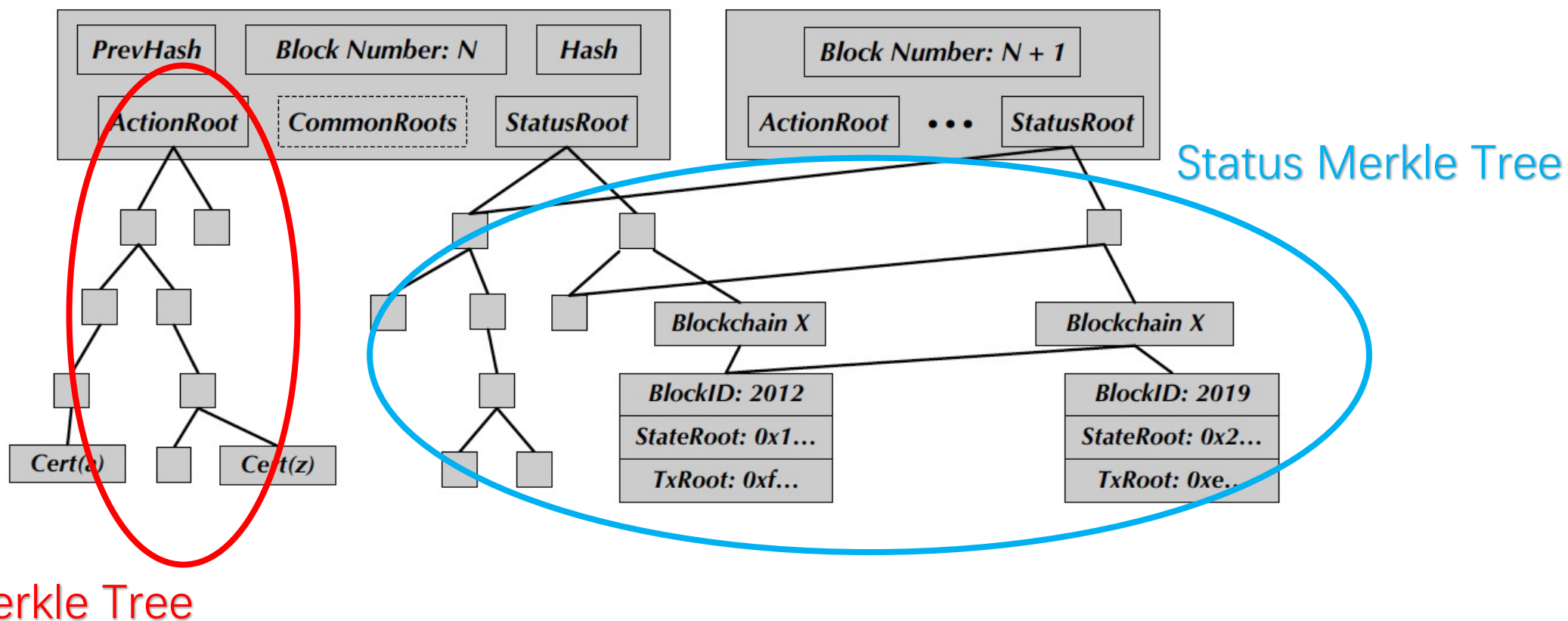
# Universal Inter-Blockchain Protocol (UIP)

## UIP安全属性

- 金融原子性：dApp执行要么正确执行，要么金融可逆
- 可结算性：dApp执行到任意状态中止都可以进行结算和追责
- 正确性：如果所有交易都在有限时间内完成，那么遵守UIP的可信的实体可以保证dApp会正确执行

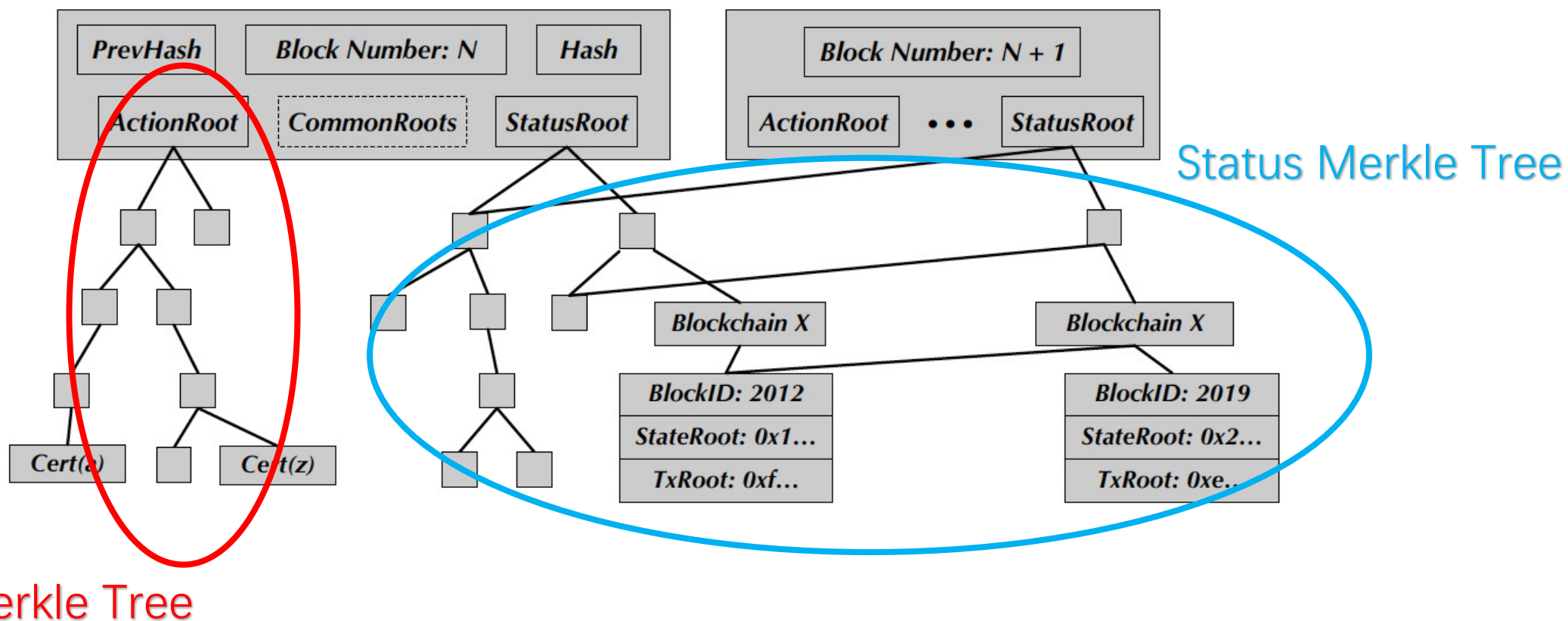


# Network Status Blockchain – NSB设计



Proof of Actions(PoAs):对交易执行状态提供证明

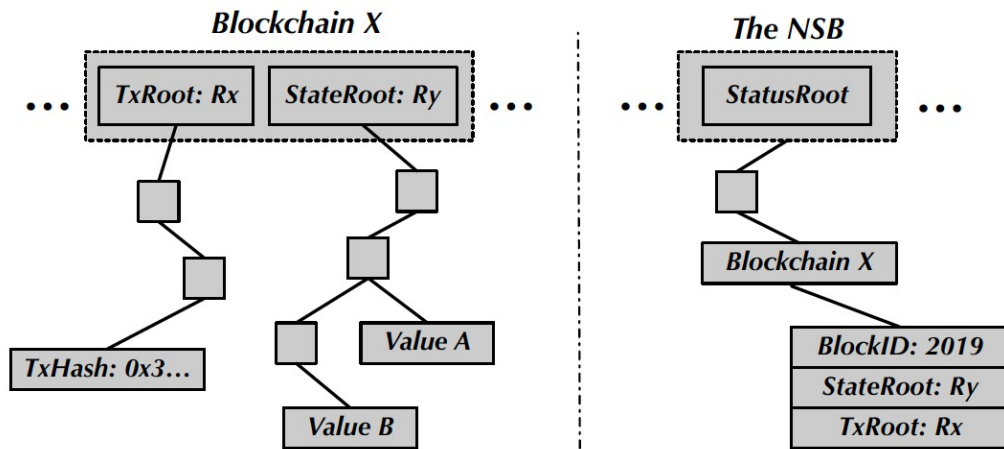
# Network Status Blockchain – NSB设计



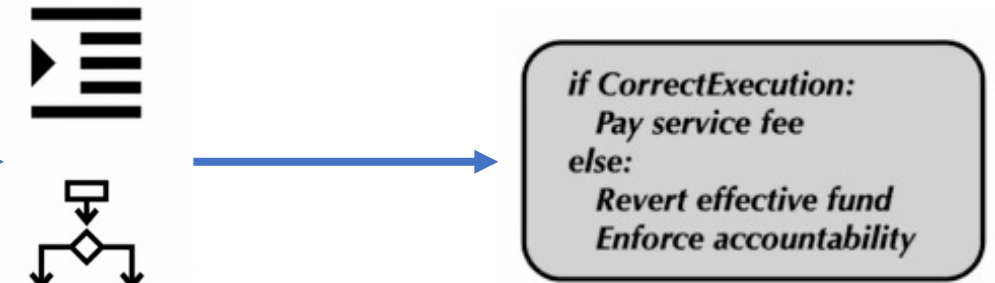
Proof of Actions(PoAs):对交易执行状态提供证明

# Insurance Smart Contract (ISC)

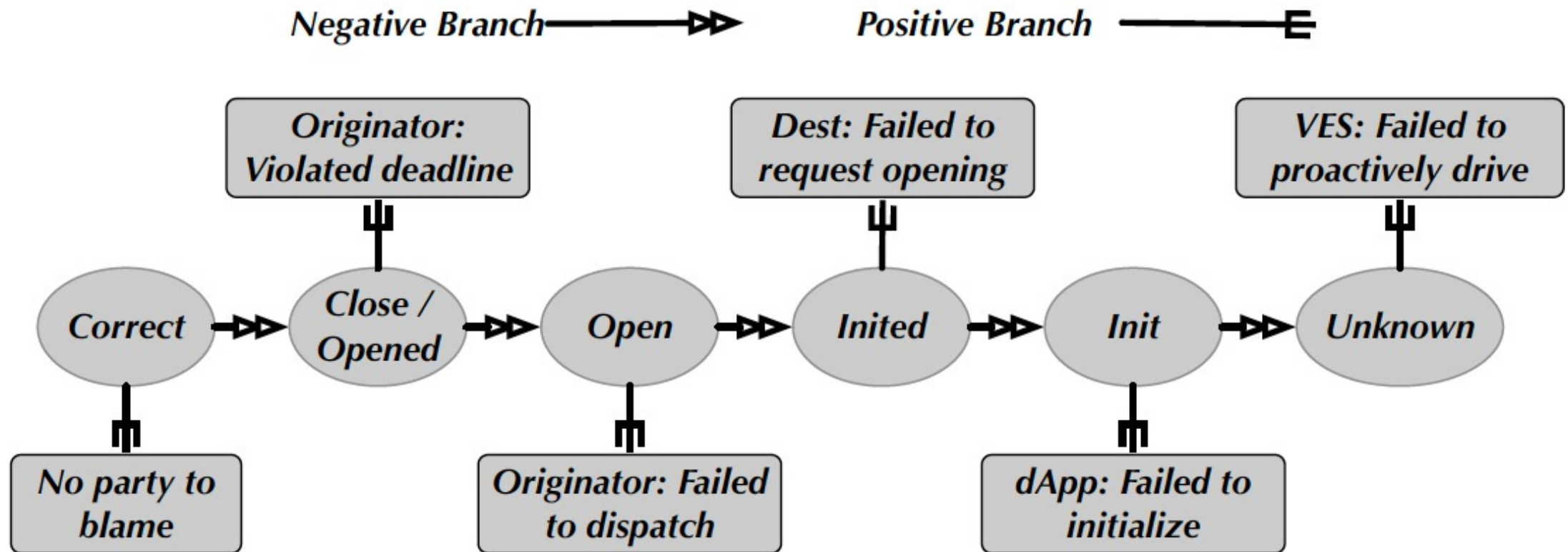
## Merkle Proofs



## Decision Logic



# Insurance Smart Contract (ISC)



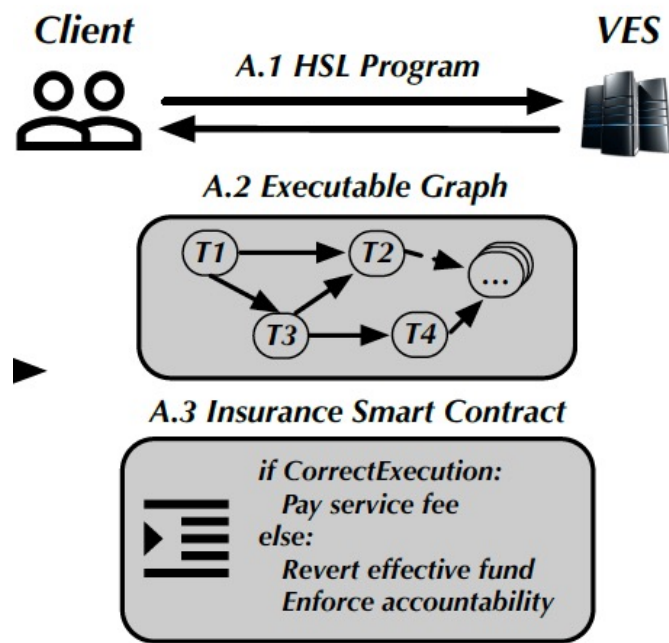
# Verifiable Execution Systems (VES)

ISC执行中，承担桥接作用

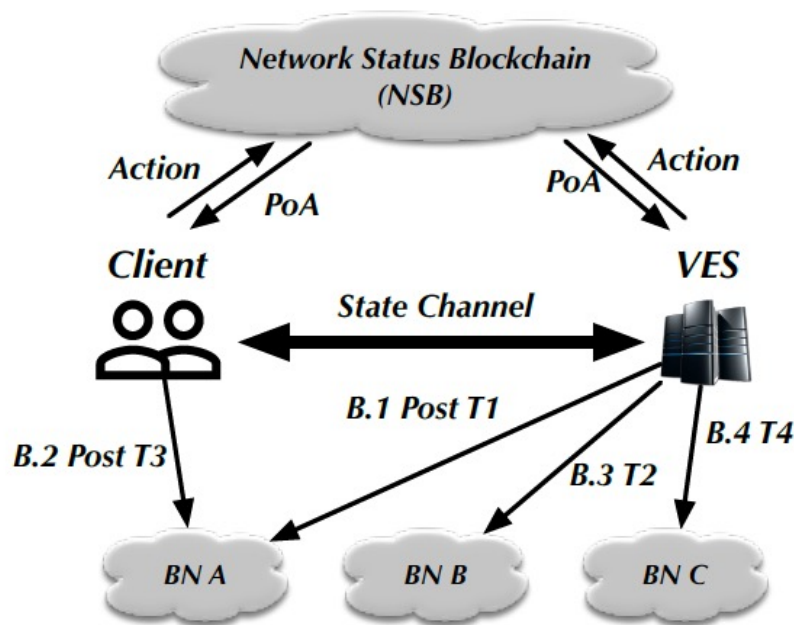
相当于用户实体+链下服务器

dApps和VES都运行UIP协议

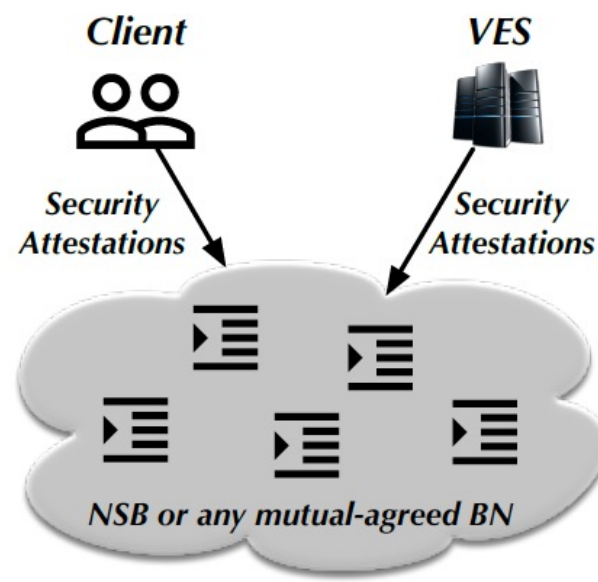
# HyperService workflow



Phase A. HSL Program Compilation



Phase B. Cross-Chain Execution



Phase C. Insurance Claim

# HyperService应用场景

不同链之间参数转移

区块链分片

小型私链与大型公链交互

# 实验

- 逻辑代码实现：
- 论文发表时：3w+行代码
- <https://github.com/HyperService-Consortium>