7 Appendix

Here we show an example of smart contract code generated for the Paper Review collaboration.

Code 1.2. Part of contract code for Paper Review collaboration.

```
function AssignPaper() external { // a SMST
1
            if (isActiveAssignPaper) { // check the state
2
                emit mesag("", "", "AssignPaper"); // sending msg to blockchain
3
                isEnabledReceivePaper++; // enable the receive task
                CountAssignPaper ++; // increase the instance count
5
                if (CountAssignPaper == 5){ // enough instances
                    isActiveAssignPaper = false; // no more insatnce for this task
                    isActiveReceiveReviews = true; // next task can start
                    // time window for next task
                    \overrightarrow{DDLReceiveReviews} = block.timestamp + DurationReceiveReviews;
10
11
13
        function ReceivePaper() external{ // a task in a PMP
14
            if ((isActiveReceivePaper) && (isEnabledReceivePaper > 0)) { // check the state
15
                emit mesag("", "", "ReceivePaper"); // sending msg to blockchain
16
                CountReceivePaper ++; // increase the instance count
                isEnabledReceivePaper —;
18
                isActivatedSubmitReview ++; // next task can have a instance
19
                if (CountAssignPaper == 5){ // enough instances
                    isActiveReceivePaper = false; // no more insatnce for this task
21
23
24
        function ReceiveReviews() external { // a TPMRT
25
            // check the state and time
26
            if (isActiveReceiveReviews && (block.timestamp < DDLReceiveReviews)) {
                emit mesag("", "", "ReceiveReviews"); // sending msg to blockchain
28
                CountReceiveReviews ++; // increase the instance count
                if (CountReceiveReviews == 3){ // enough instances
30
                    isActiveReceiveReviews = false; // no more insatnce for this task
                    isActiveSendResult = true; // next tasks can start
                    isActiveteSendFeedback = true;
33
34
           }
35
36
```