

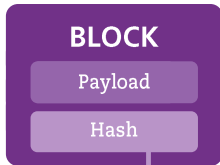
Inside of a blockchain

BLOCK

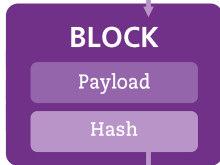
Payload

Hash

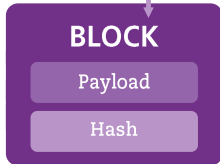
Inside of a blockchain



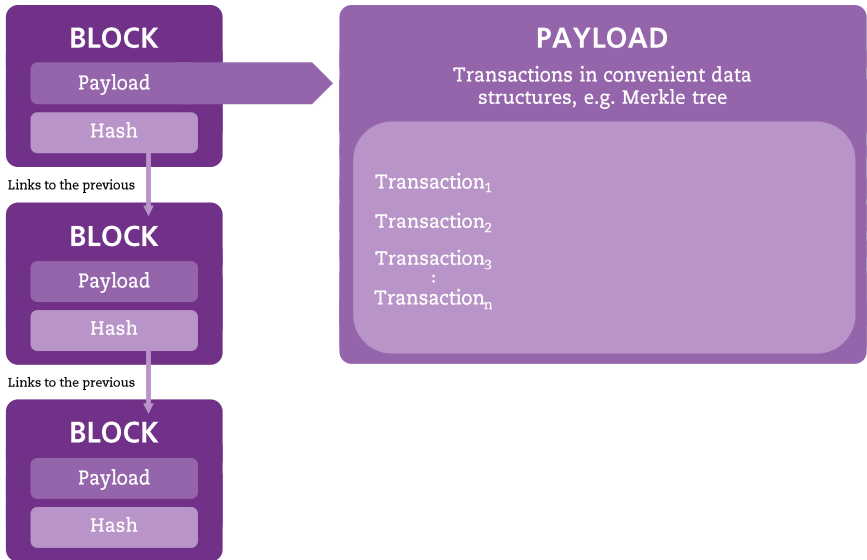
Links to the previous



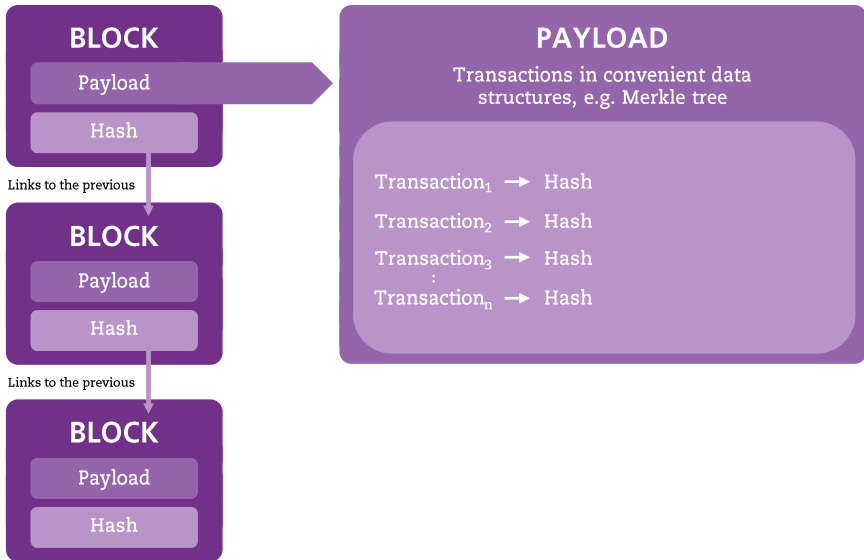
Links to the previous



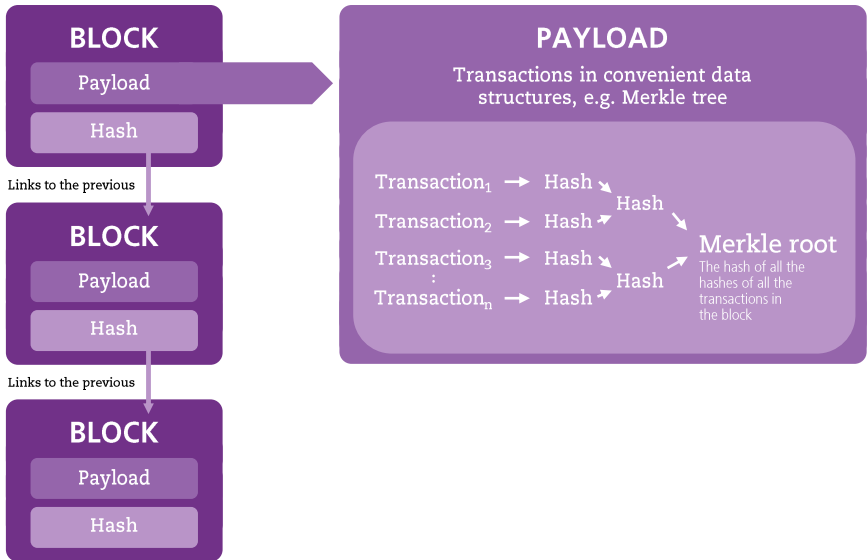
Inside of a blockchain



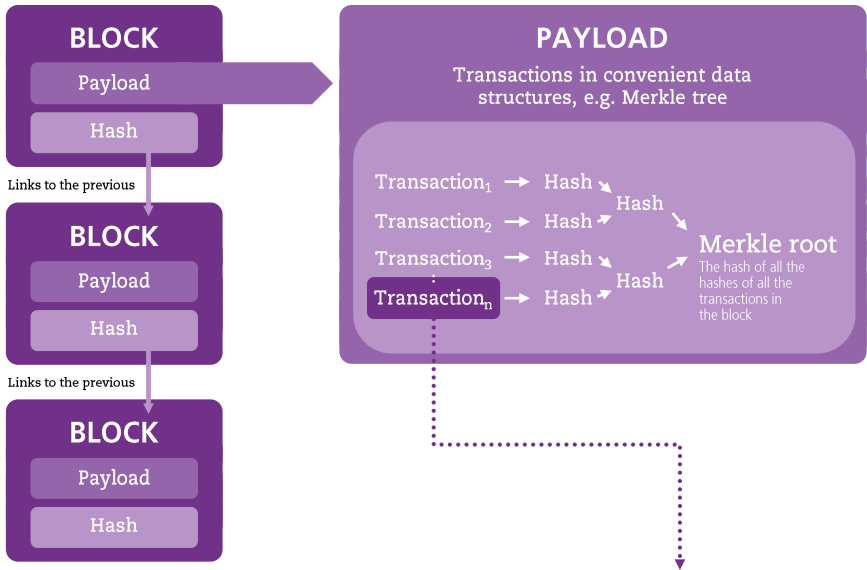
Inside of a blockchain



Inside of a blockchain



Inside of a blockchain





Transaction

Includes chaincode script that determines

- 1 Validation rules
- 2 How the global state is mutated



Transaction

Includes chaincode script that determines

- 1 Validation rules
- 2 How the global state is mutated

OLD TRANSACTION G

OLD
TRANSACTION X

Value
Output script = Output₁ (c)

OLD TRANSACTION Y

Value
Output script = Output₁ (c)

Value
Output script = Output₂ (c)

⋮

Value
Output script = Output_n (c)

Transaction

Includes chaincode script that determines

- 1 Validation rules
- 2 How the global state is mutated

NEW TRANSACTION

OLD TRANSACTION G

OLD
TRANSACTION X

Value
Output script = Output₁ (c)

OLD TRANSACTION Y

Value
Output script = Output₁ (c)
Value
Output script = Output₂ (c)
⋮

Value
Output script = Output_n (c)

New transaction is
done using
**any outputs
in any old
transactions**

Transaction

Includes chaincode script that determines

- 1 Validation rules
- 2 How the global state is mutated



NEW TRANSACTION

OLD TRANSACTION G

OLD TRANSACTION X

Value
Output script = Output₁ (C)

OLD TRANSACTION Y

Value
Output script = Output₁ (C)
Value
Output script = Output₂ (C)

Defines how that output can be spent (and by whom): Money does not change the owner but the PERMISSION to use it.



Transaction

Includes chaincode script that determines

- 1 Validation rules
- 2 How the global state is mutated

OLD TRANSACTION G

OLD TRANSACTION X

Value
Output script = Output₁ (c)

OLD TRANSACTION Y

Value
Output script = Output₁ (c)
Value
Output script = Output₂ (c)

NEW TRANSACTION

(c) Input₁

(c) Input₂

(c) Input_n

Defines how that output can be spent (and by whom): Money does not change the owner but the PERMISSION to use it.



Transaction

Includes chaincode script that determines

- 1 Validation rules
- 2 How the global state is mutated

OLD TRANSACTION G

OLD TRANSACTION X

Value
Output script = Output₁ (c)

OLD TRANSACTION Y

Value
Output script = Output₁ (c)
Value
Output script = Output₂ (c)

Defines how that output can be spent (and by whom): Money does not change the owner but the PERMISSION to use it.



NEW TRANSACTION

Output reference = (c) Input₁
Signature script

Output reference = (c) Input₂
Signature script

Output reference = (c) Input_n
Signature script

Transaction

Includes chaincode script that determines

- 1 Validation rules
- 2 How the global state is mutated

OLD TRANSACTION G

OLD TRANSACTION X

Value
Output script = Output₁ (c)

OLD TRANSACTION Y

Value
Output script = Output₁ (c)
Value
Output script = Output₂ (c)

Reference to
an output of
the old transaction

NEW TRANSACTION

Output reference = (c) Input₁
Signature script
Output reference = (c) Input₂
Signature script
⋮
Output reference = (c) Input_n
Signature script

Defines how that output can be spent (and by whom): Money does not change the owner but the PERMISSION to use it.



Transaction

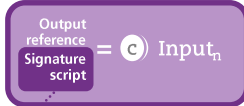
Includes chaincode script that determines

- 1 Validation rules
- 2 How the global state is mutated

OLD TRANSACTION X

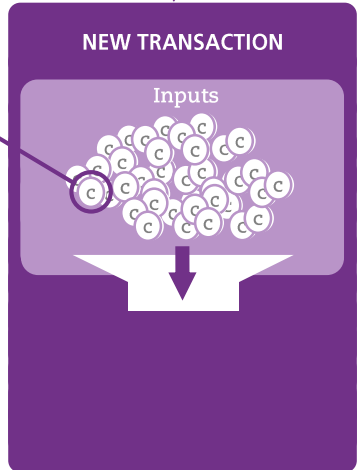


NEW TRANSACTION



Signature script + output script
= valid

NEW TRANSACTION



Transaction

Includes chaincode script that determines

- 1 Validation rules
- 2 How the global state is mutated

OLD TRANSACTION X

Value
Output script =  Output_n

NEW TRANSACTION

Output reference
Signature script =  Input_n

Signature script + output script
= valid

Coins transferred

NEW TRANSACTION

Outputs



Transaction

Includes chaincode script that determines

- 1 Validation rules
- 2 How the global state is mutated

OLD TRANSACTION X

Value
Output script = \textcircled{c} Output_n

NEW TRANSACTION

Output reference
Signature script = \textcircled{c} Input_n

Signature script + output script
= valid

Coins transferred

NEW TRANSACTION

Value
Output script = \textcircled{c} Output₁

Value
Output script = \textcircled{c} Output_x