TUDEIft Delft University of Technology

Diana Micloiu - supervised by Dr. Jérémie Decouchant and Rowdy Chotkan

#### 1. Introduction

Consensus denotes the collective agreement of network participants, a mechanism needed to ensure proper functionality of distributed systems.

Byzantine Fault Tolerant (BFT) represents a family of protocols which enable systems to tolerate arbitrary node failures; in particular, protocols require 3f + 1 nodes to withstand f failures.

**Streamlined algorithms** – use leader rotation in each round to shift the communication burden from the leader.

Weighted voting – in the consensus mechanism, the voting power of a node depends on a weight metric.

#### 3. Scientific Gap

The impact of weighted voting has been applied so far only on first generation consensus algorithms, in AWARE [1].

The research aims to address the benefits of weighted voting on streamlined algorithms such as Hotstuff [4].

The research also looks into the possibility of using a generalised weighting scheme in AWARE (rather than the binary one) for optimising the recovery performance of the system.

#### 4. Methodology

#### Weighted voting on streamlined algorithms:

- Design an algorithm that would emulate **Hotstuff** behaviour, combined with the binary weighted voting mechanism presented in **WHEAT**.
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#### Generalised Weighting Scheme for AWARE:

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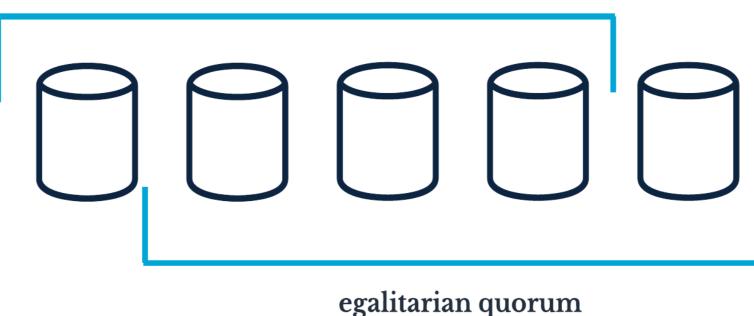
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AWARE (Adaptive Wide-Area REplication) [1]:

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# Latency of Basic Hotstuff --- Average Basic Hotstuff Latency: 3203.81 300 100 100 500 1000 1500 2000 2500 3000 3500 4000

Figure 4: Basic Hotstuff latency analysis on N = 10000 simulations in a system with n = 4, f = 1

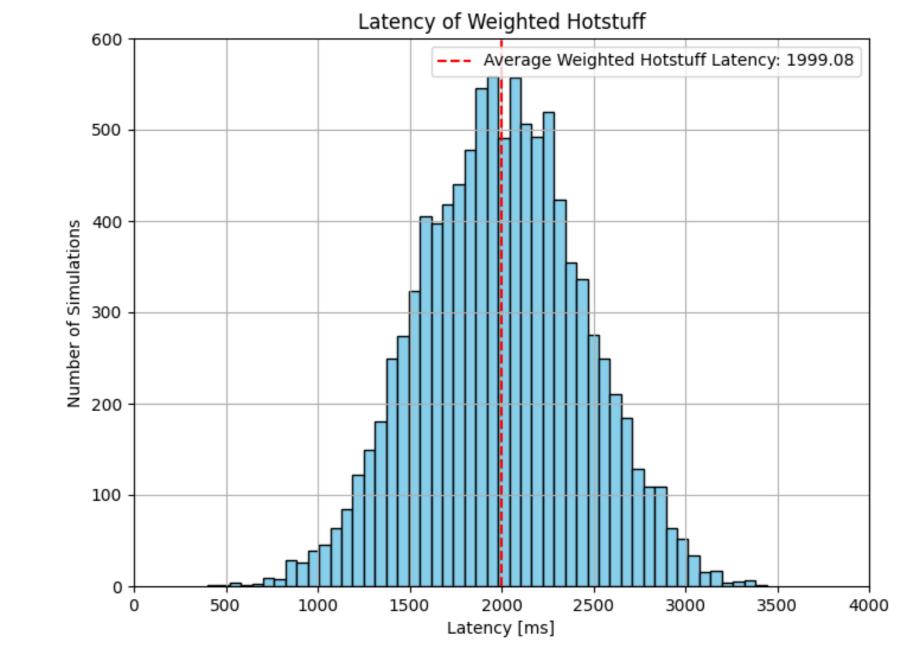


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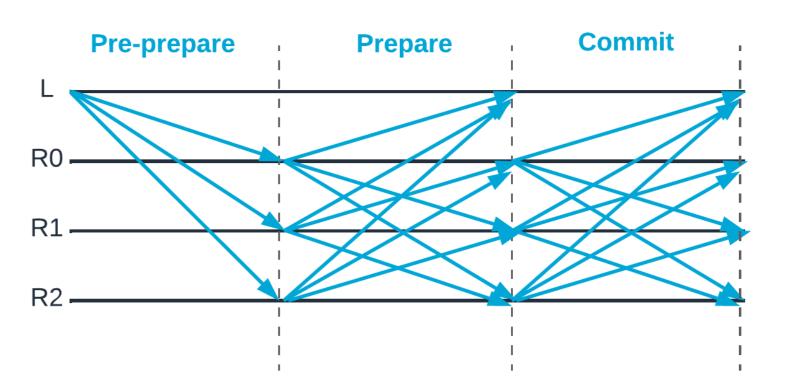


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- Streamlined algorithm comprising 5 communication phases.
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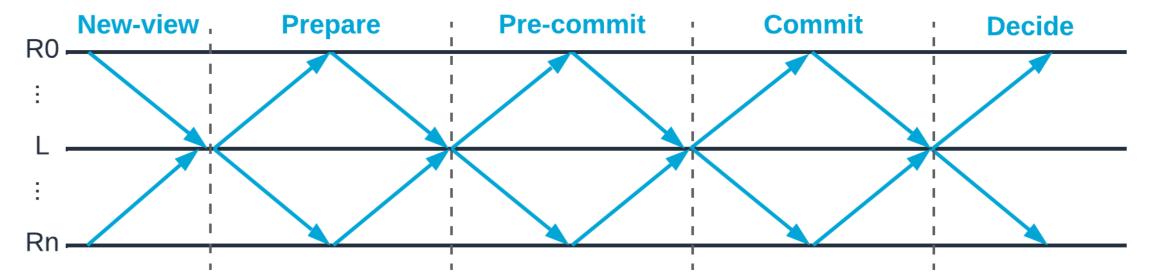


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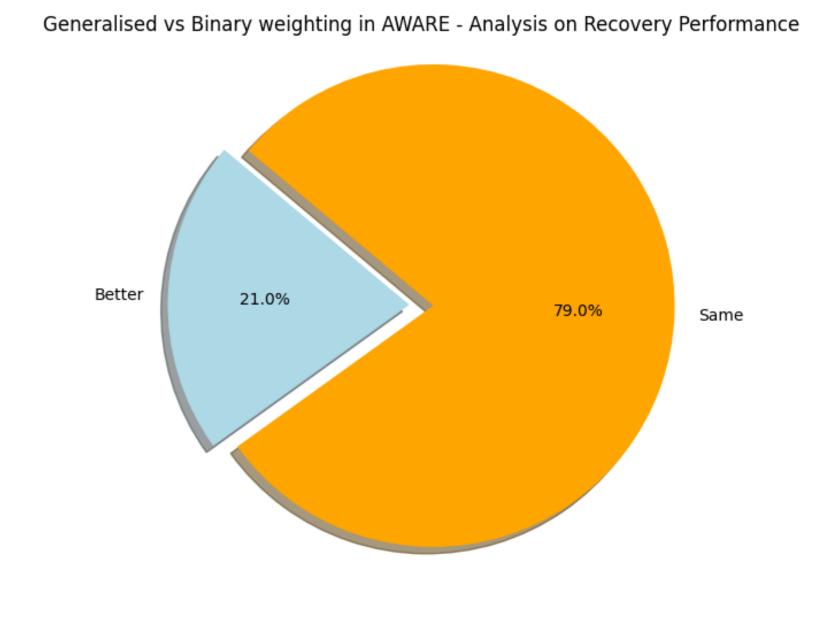


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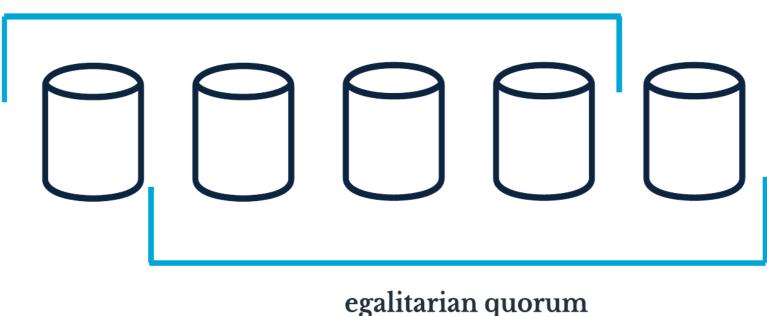
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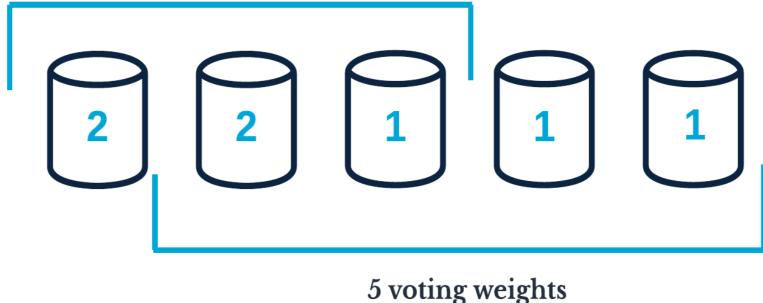
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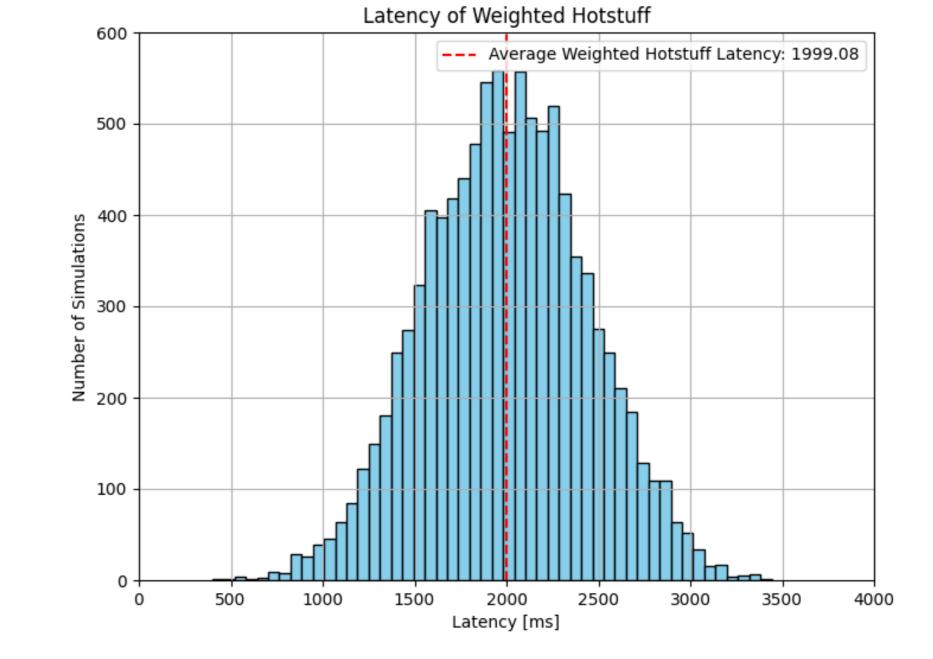


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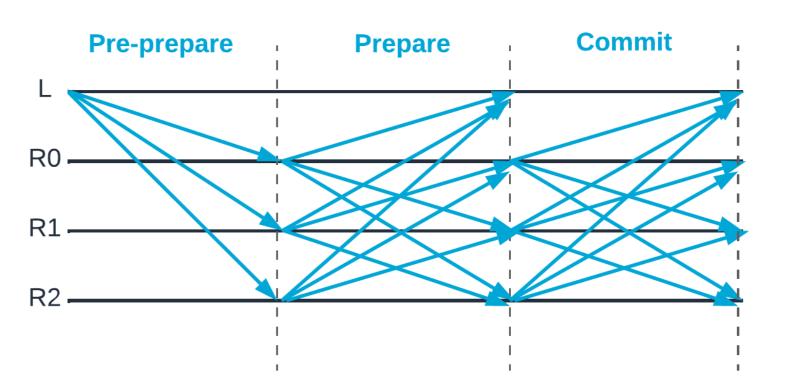


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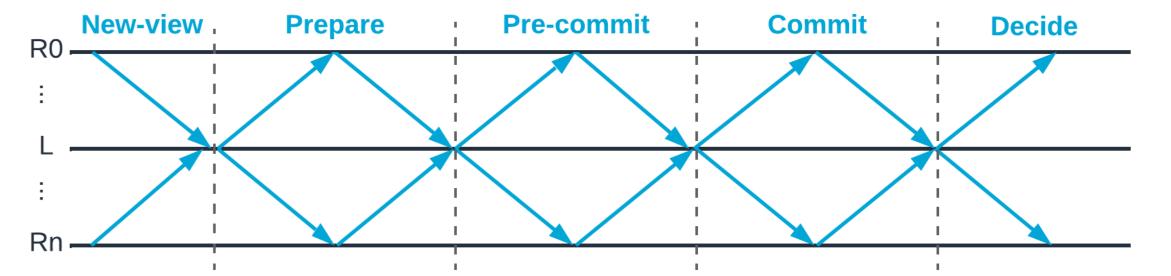


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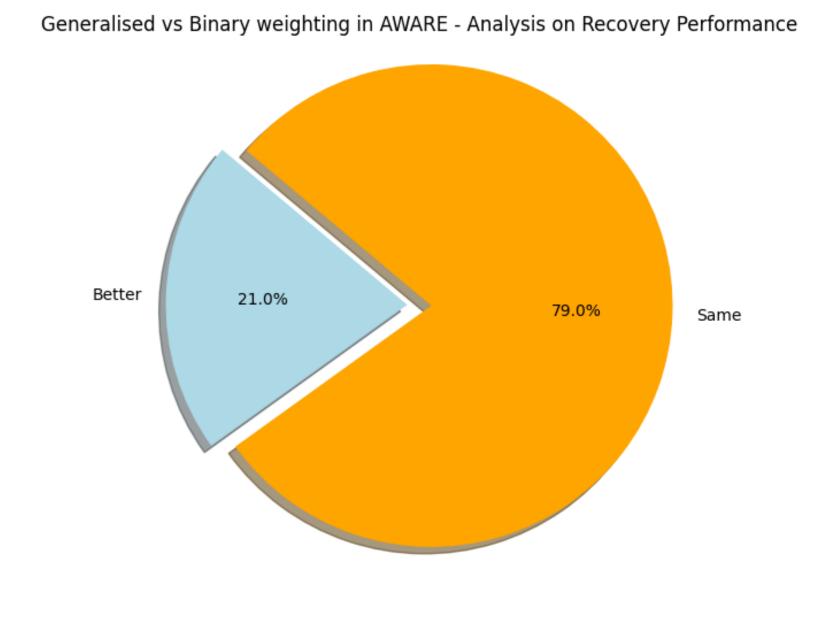


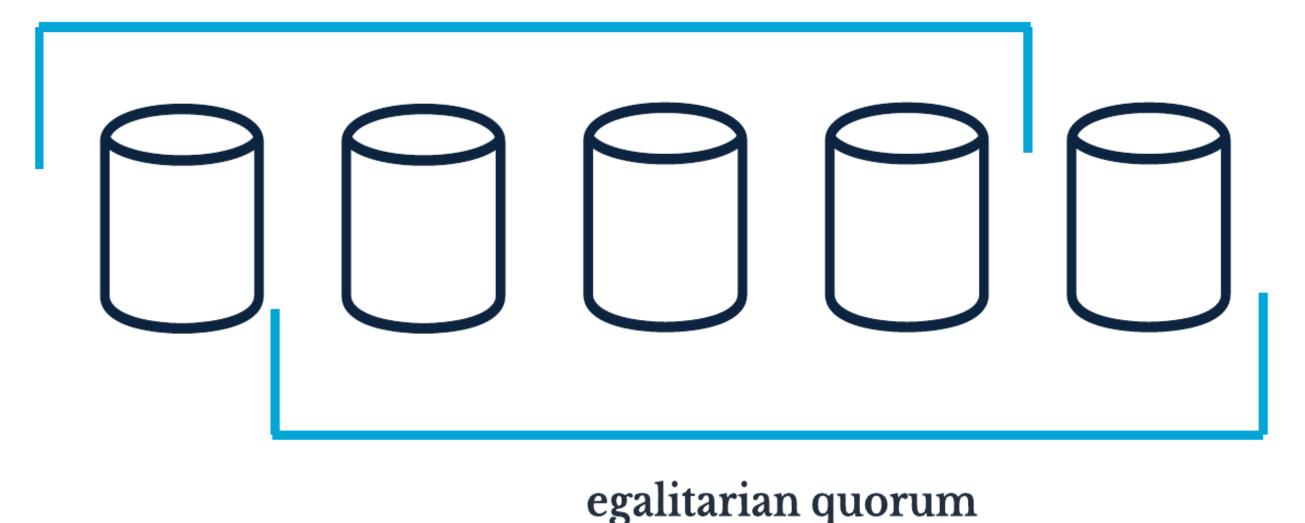
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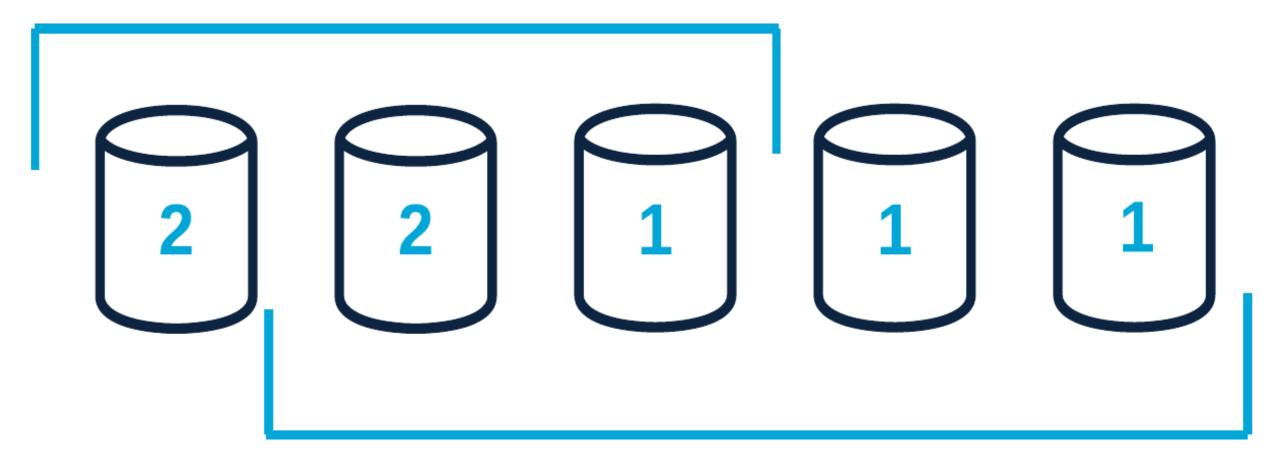
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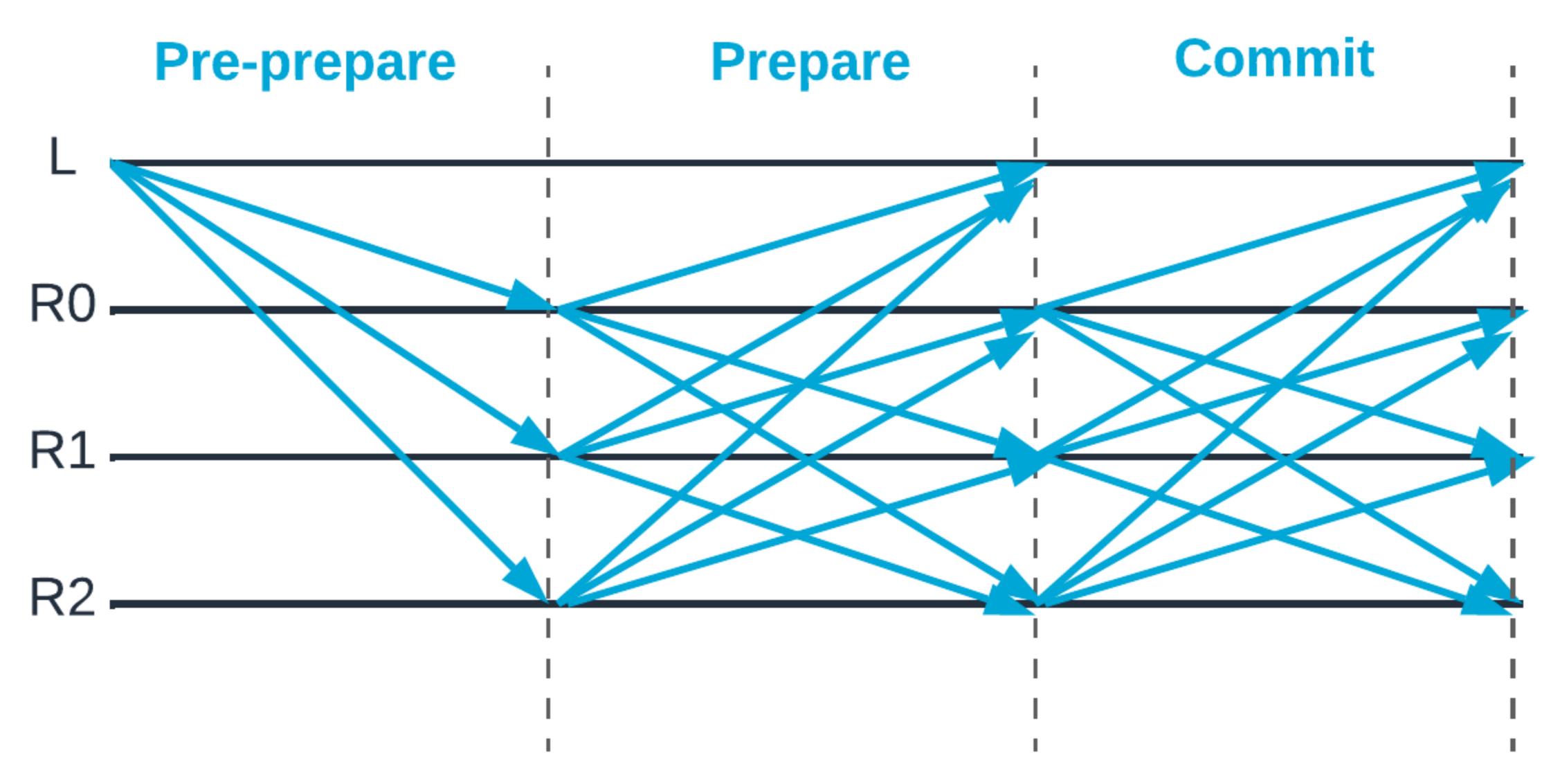


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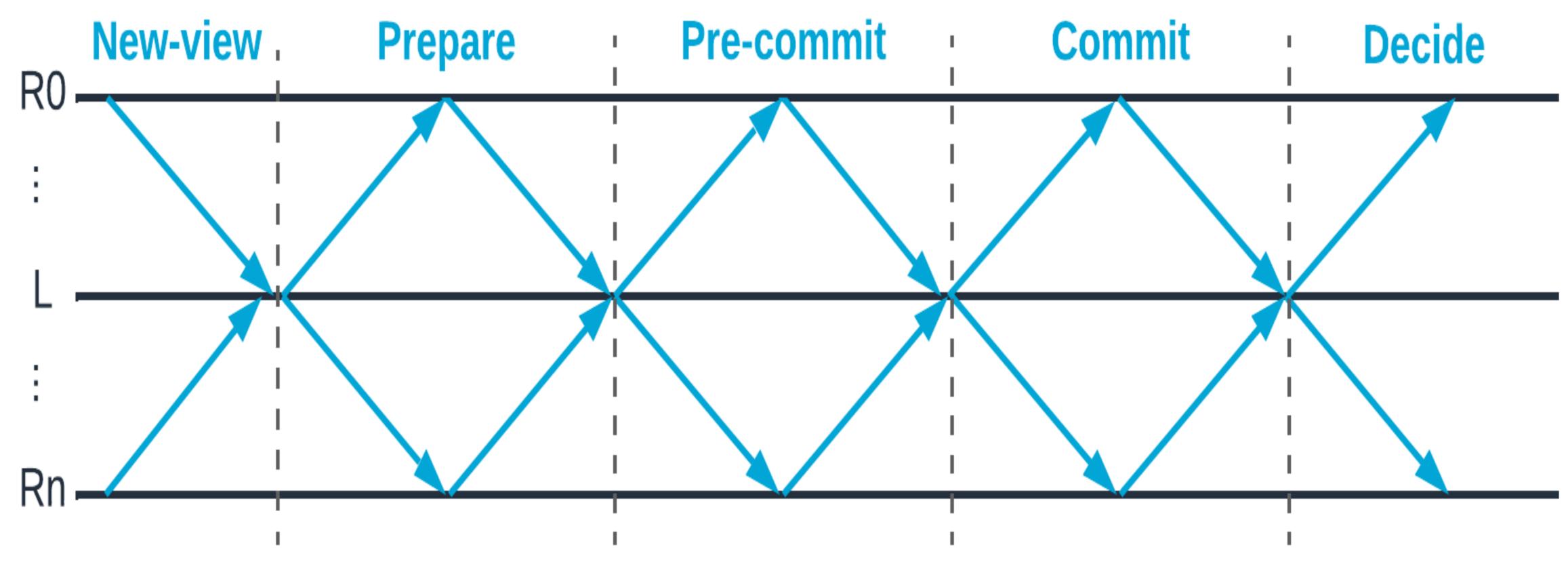


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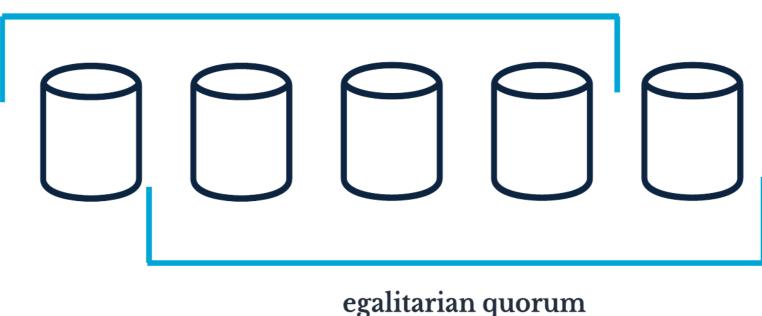
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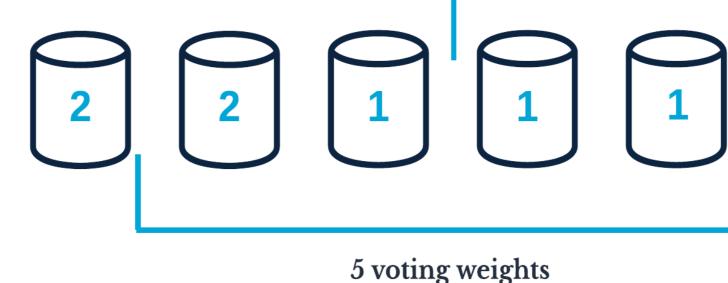
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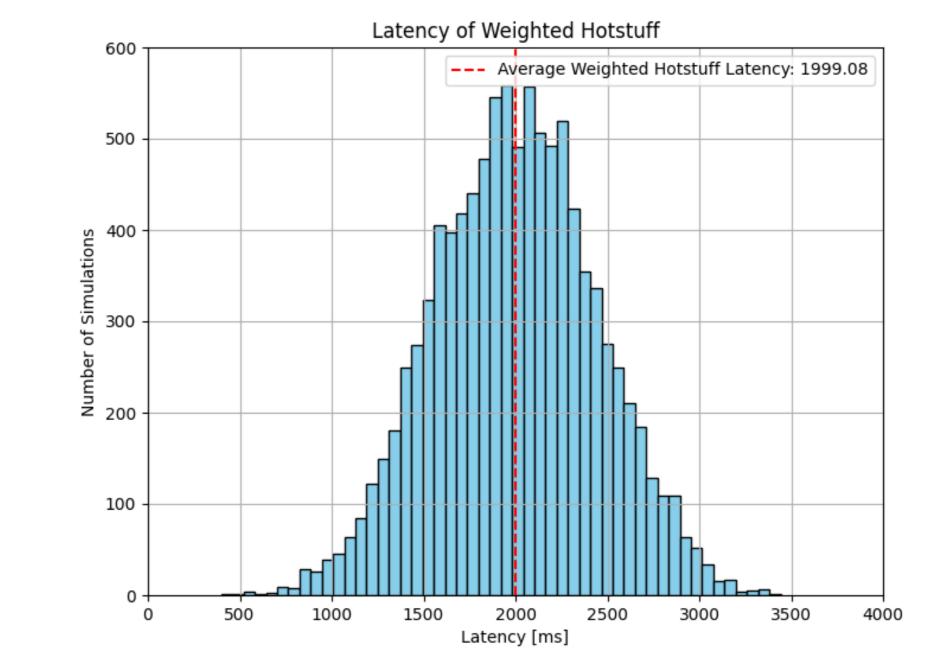


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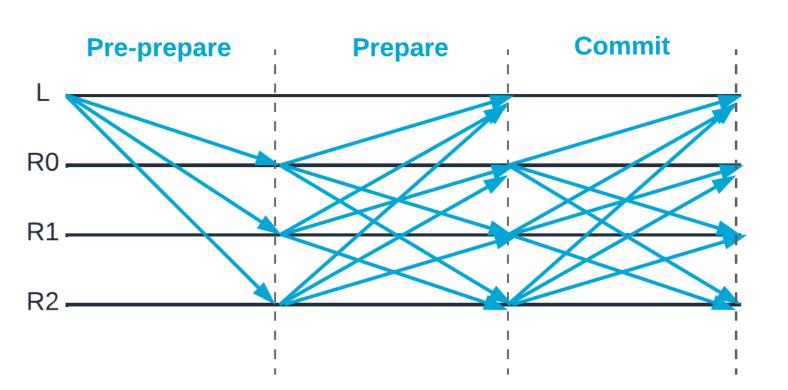


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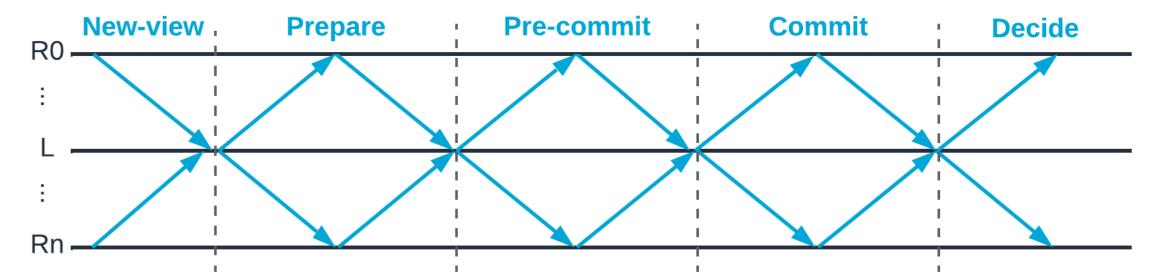


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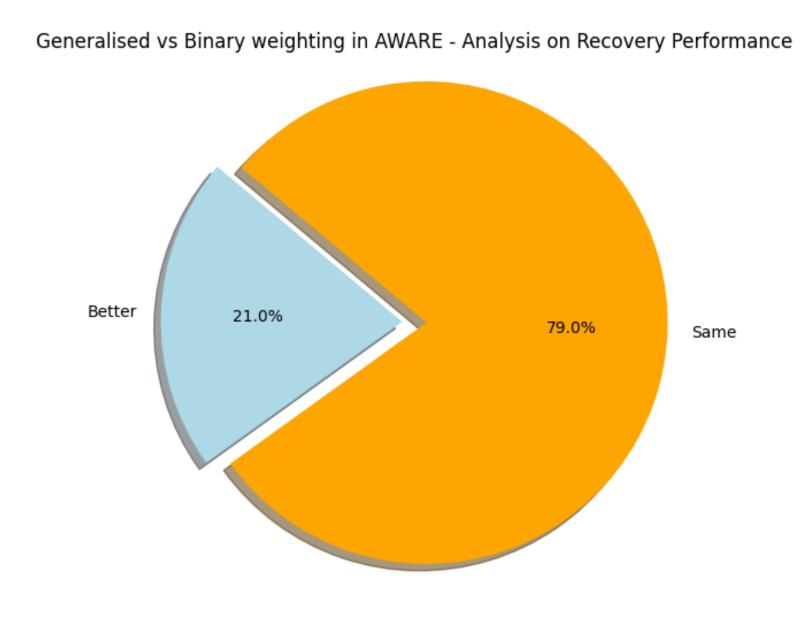


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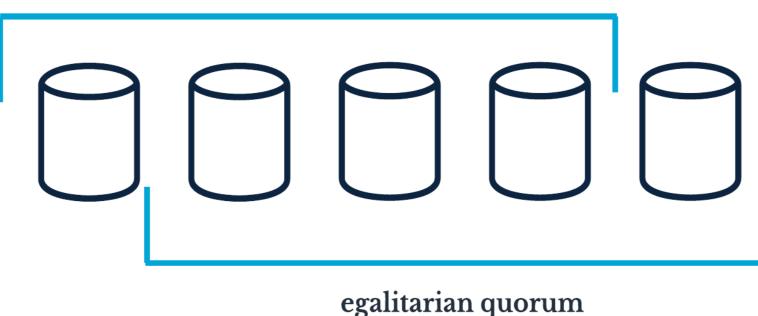
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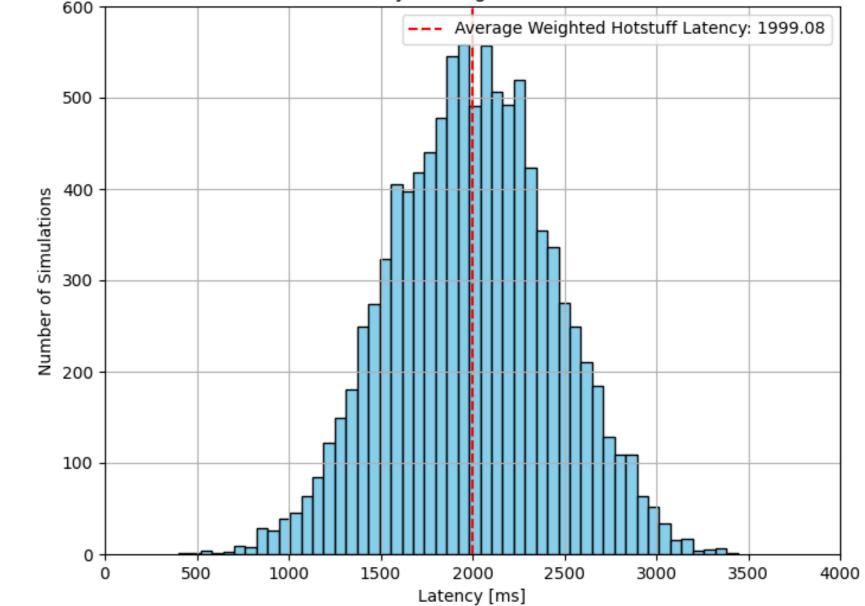
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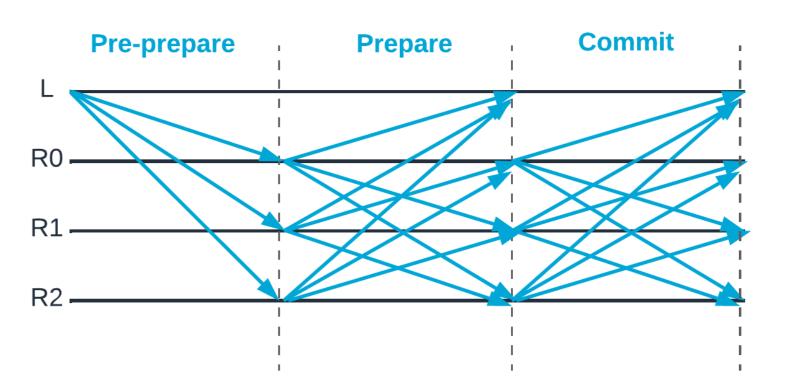


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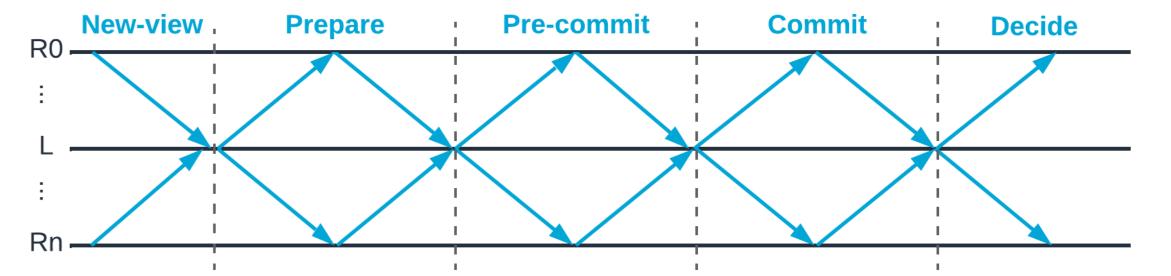


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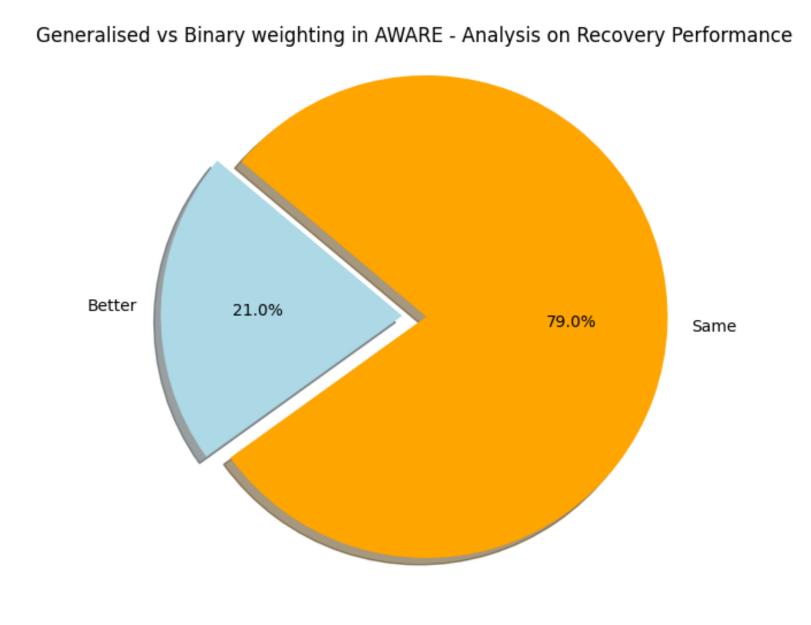


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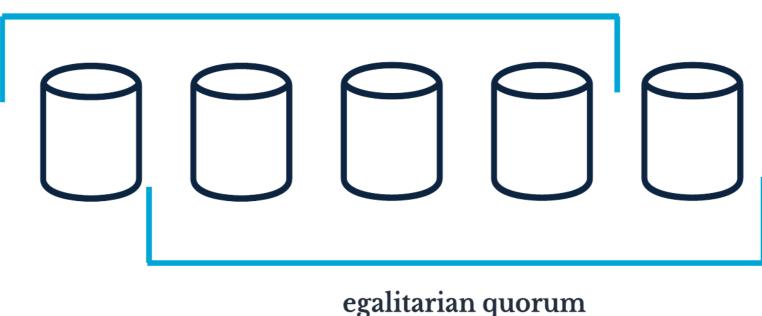
[3] J. Sousa and A. Bessani, "Separating the wheat from the chaff: An empirical design for georeplicated state machines," in 2015 IEEE 34th Symposium on Reliable Distributed Systems (SRDS). IEEE, 2015, pp. 146–155

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#### 2. Background

AWARE (Adaptive Wide-Area REplication) [1]:

- Deterministic, self-monitoring and self-optimising algorithm for optimising the latency of the blockchain.
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- Self-monitoring is achieved through deterministic latency prediction.
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(a) Egalitarian: all quorums contain  $\left[\frac{n+f+1}{2}\right]$  replicas.

5 voting weights

5 voting weights

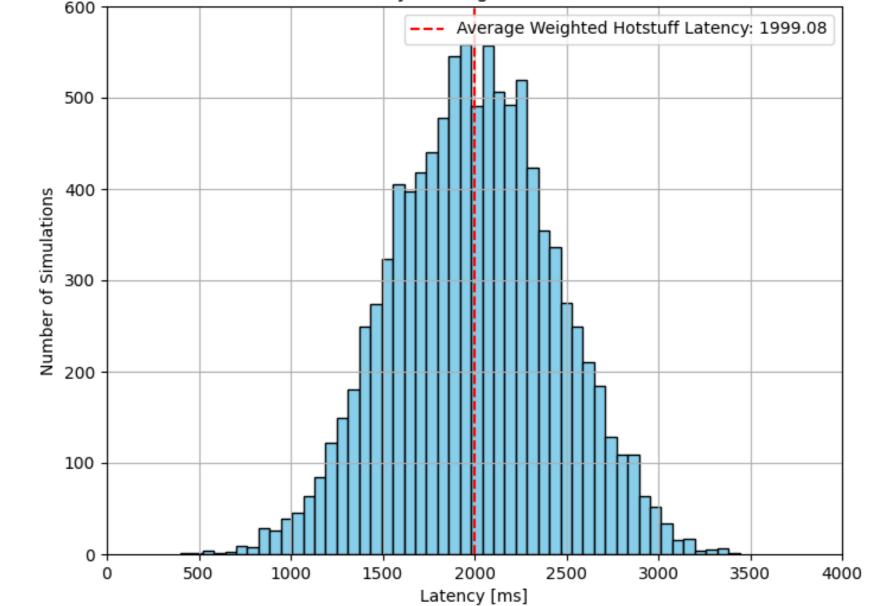
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Figure 1: Possible quorums for n = 5, f = 1,  $\Delta = 1$  additional weights

#### 5. Results

## Latency of Basic Hotstuff --- Average Basic Hotstuff Latency: 3203.81 Latency [ms]

Figure 4: Basic Hotstuff latency analysis on N = 10000simulations in a system with n = 4, f = 1



Latency of Weighted Hotstuff

Figure 5: Weighted Hotstuff latency analysis on N = 10000simulations in a system with n = 5, f = 1,  $\Delta = 1$ 

#### PBFT (Practical Byzantine Fault Tolerance) [4]:

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- One leader which gets re-elected in later rounds *if idle*.
- $O(n^2)$  communication complexity

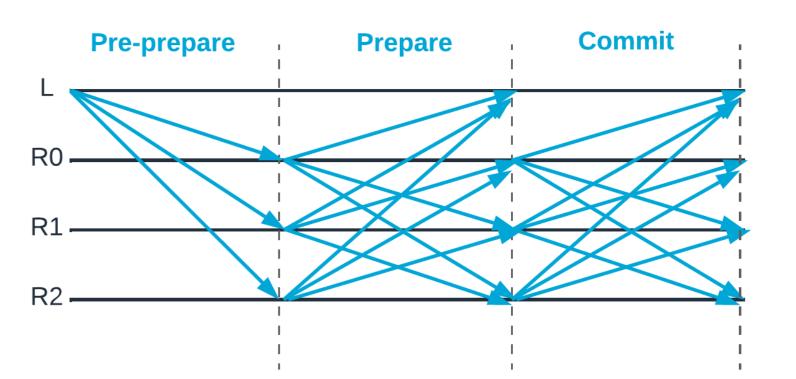


Figure 2: PBFT communication phases.

#### Hotstuff [5]:

- Streamlined algorithm comprising 5 communication phases.
- New leader is randomly assigned in each round.
- O(n) communication complexity
- Basic Hotstuff nodes vote on a single block per round.
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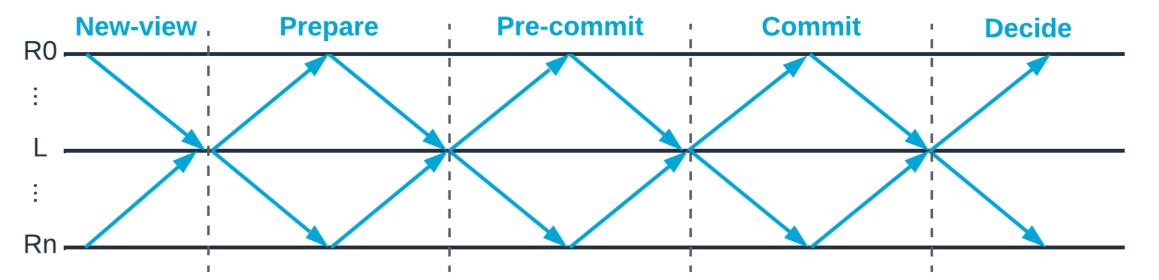


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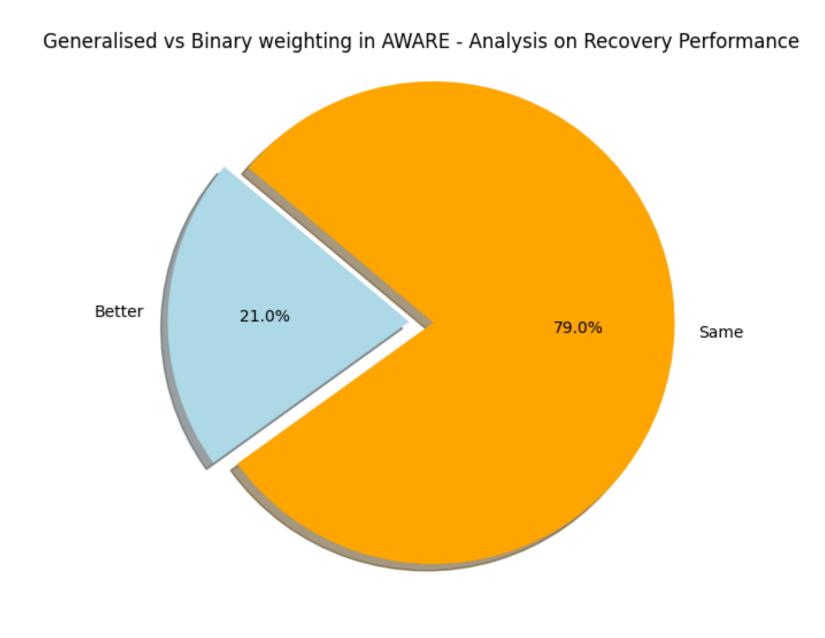


Figure 6:

Recovery performance of Generalised Weighting Scheme on AWARE in a system with n = 5, f = 1,  $\Delta = 1$ 

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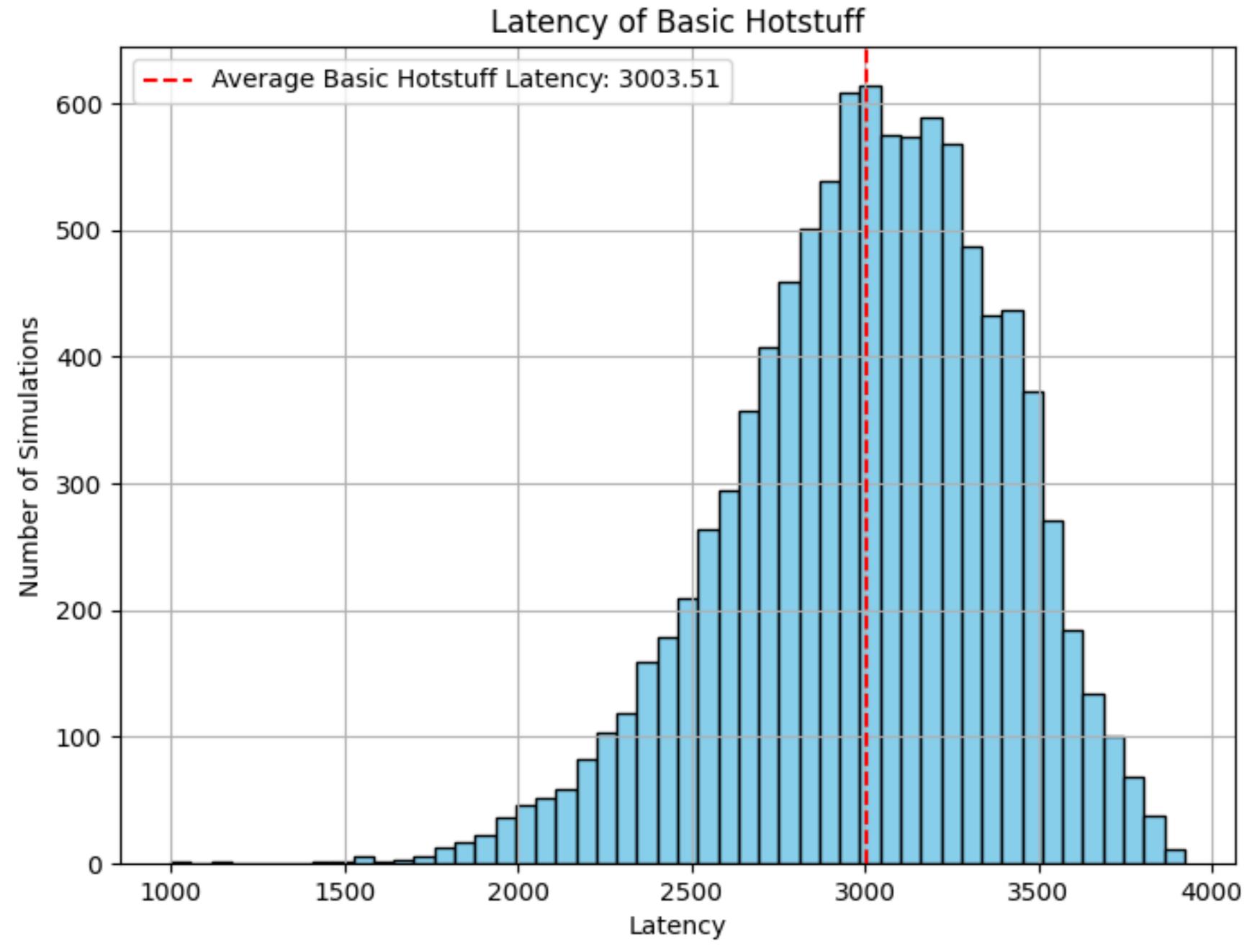


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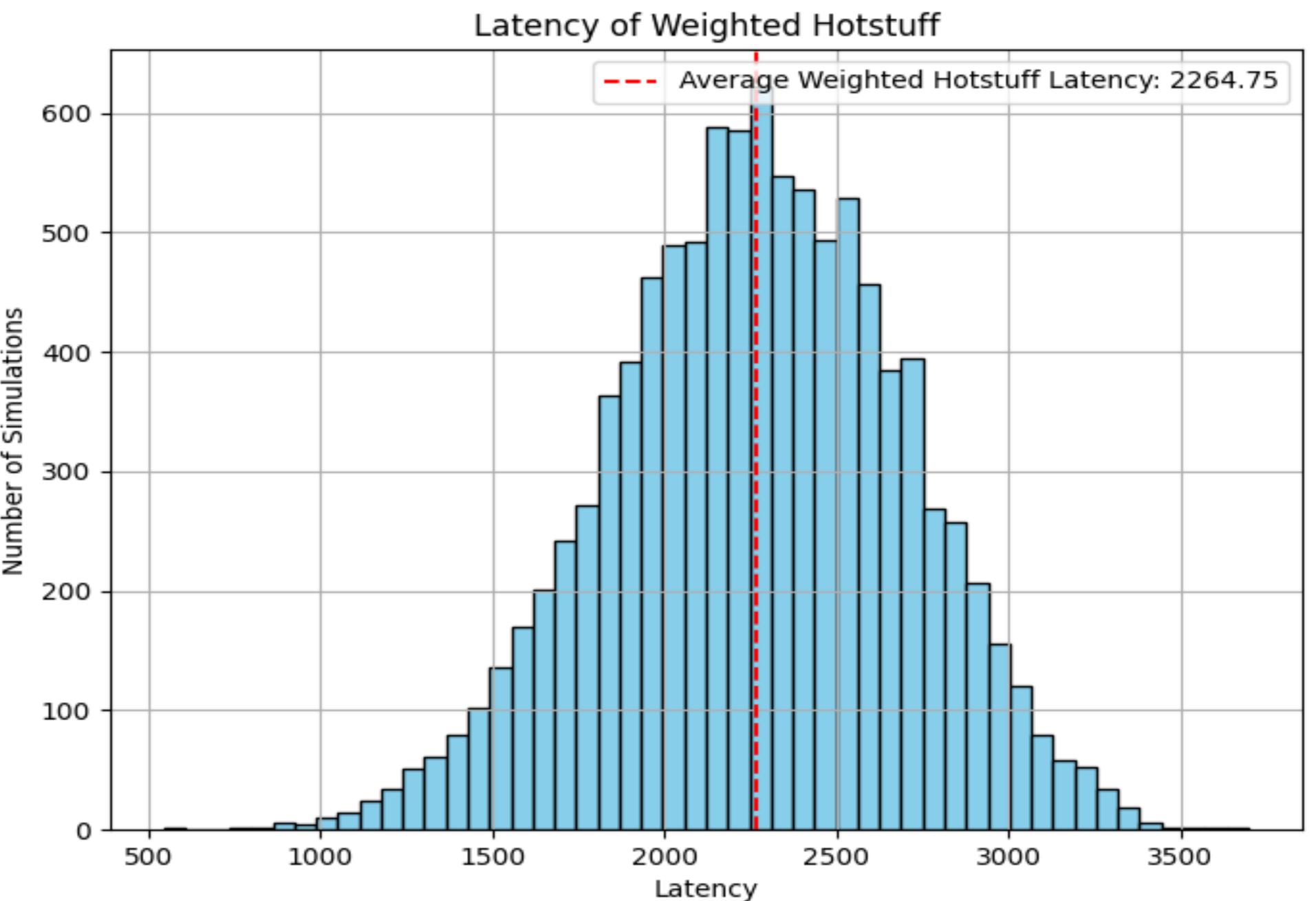


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Generalised vs Binary weighting in AWARE - Analysis on Recovery Performance

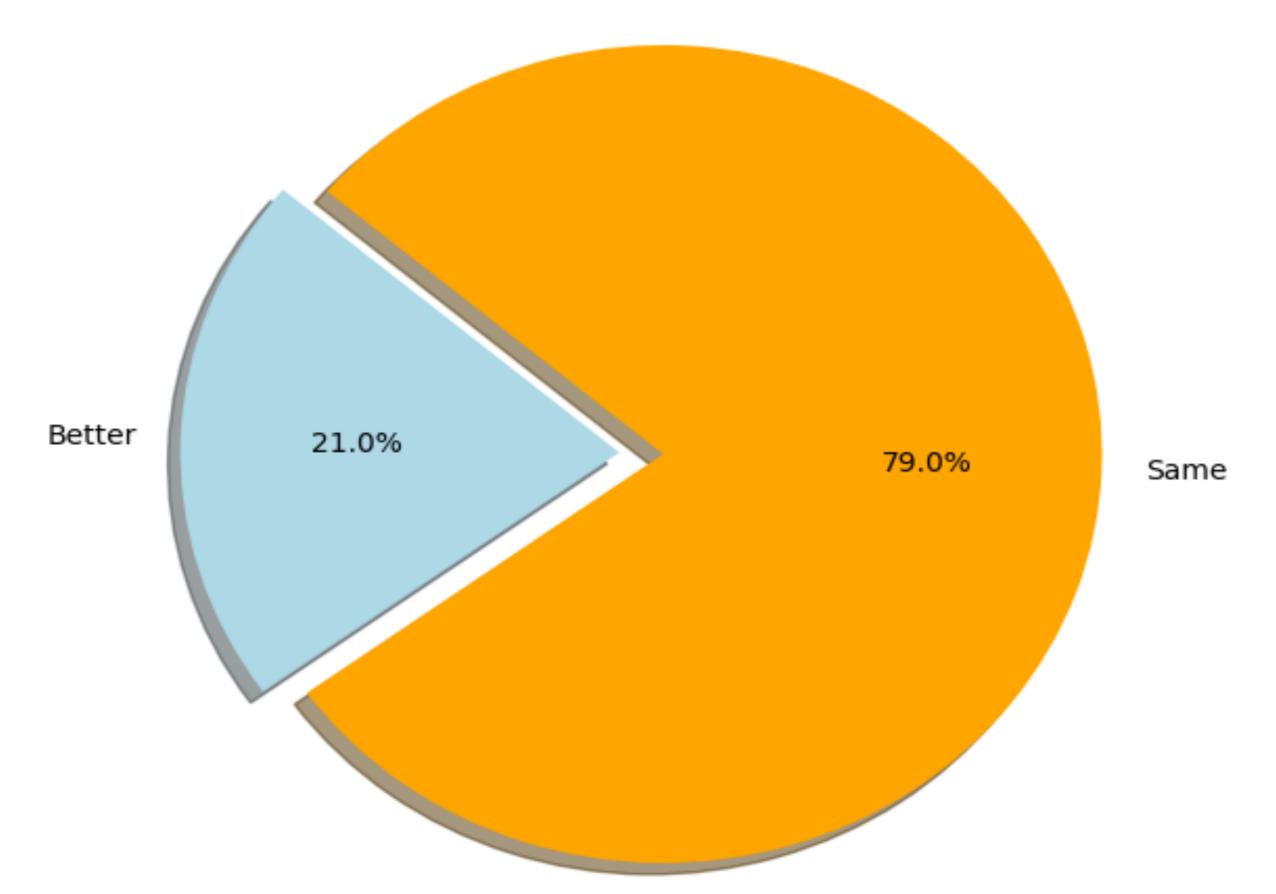


Figure 6: Recovery performance of *Generalised Weighting Scheme* on AWARE in a system with n = 5, f = 1,  $\Delta = 1$ 

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Diana Micloiu – supervised by Dr. Jérémie Decouchant and Rowdy Chotkan

#### 1. Introduction

Consensus denotes the collective agreement of network participants, a mechanism needed to ensure proper functionality of distributed systems.

Byzantine Fault Tolerant (BFT) represents a family of protocols which enable systems to tolerate arbitrary node failures; in particular, protocols require 3f+1nodes to withstand f failures.

Streamlined algorithms - use leader rotation in each round to shift the communication burden from the leader.

Weighted voting - in the consensus mechanism, the voting power of a node depends on a weight metric.

#### 3. Scientific Gap

The impact of weighted voting has been applied so far only on first generation consensus algorithms, in AWARE [1].

The research aims to address the benefits of weighted voting on streamlined algorithms such as Hotstuff [4].

The research also looks into the possibility of using a generalised weighting scheme in AWARE (rather than the binary one) for optimising the recovery performance of the system.

#### 4. Methodology

#### Weighted voting on streamlined algorithms:

- Design an algorithm that would emulate Hotstuff behaviour, combined with the binary weighted voting mechanism presented in WHEAT.
- Develop a latency prediction method for a given distributed scenario.
- Use Exhaustive Search or Simulated Annealing for finding out the best weight distribution that would minimise latency given a network setting.

#### Generalised Weighting Scheme for AWARE:

- Design a Simulated Annealing approach for finding a weighting scheme that performs at least as well as the AWARE binary one.
- Assess the system's recovery performance by introducing faulty nodes.
- Ensure quorum system properties: availability and consistency.

#### References

[1] C. Berger, H. P. Reiser, J. Sousa, and A. Bessani, "Aware: Adaptive wide-area replication for fast and resilient byzantine consensus," IEEE Transactions on Dependable and Secure Computing, vol. 19, no. 3, pp. 1605–1620, 2020.

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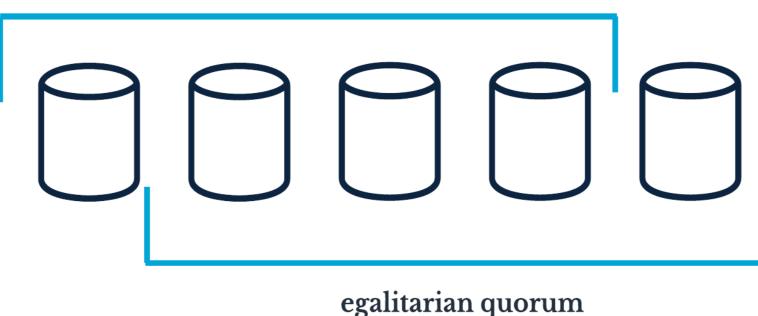
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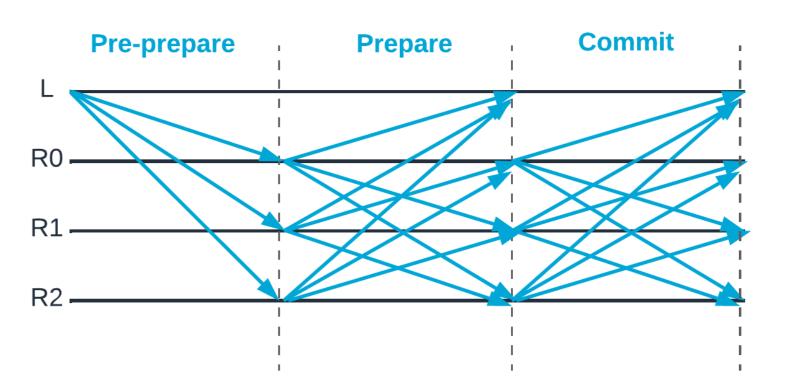


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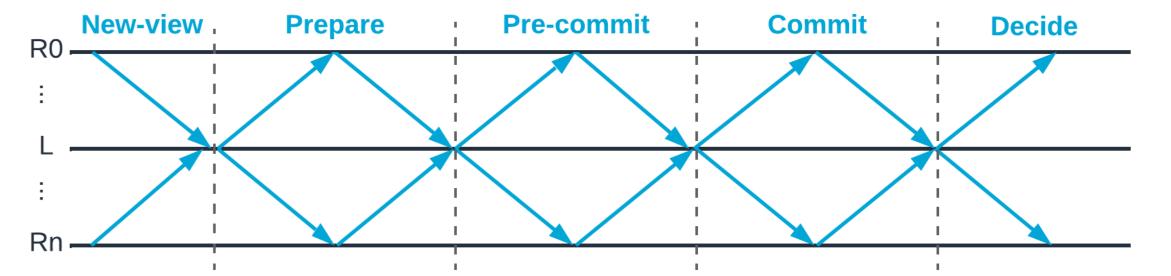


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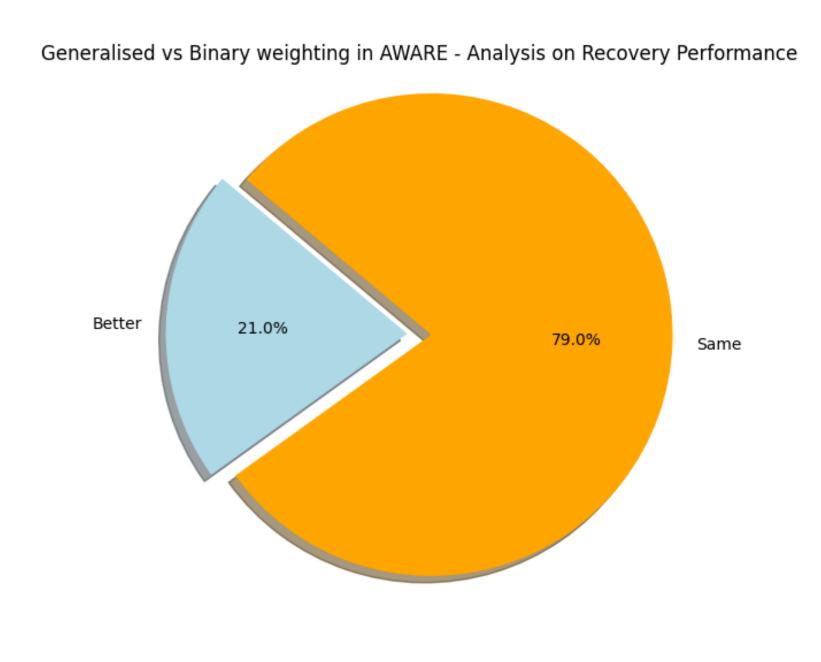


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