

Simulating Hyperledger Networks with Shadow



Learning Objectives of the project:

- Put into practice writing real software in the programming languages they have learned.
- Gain a deep understanding of how the Hyperledger blockchains are organized at the network level.
- Learn about consensus networks and how the nodes must collaborate and corroborate to always come to the same conclusion.
- Experience working closely with an open source working group to implement a tool they can use to run experiments with.

**(Note: Learning objectives taken by official project website of Hyperledger community)*



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Introduction

Shadow is a discrete event simulator which means that we can make experiments on it by writing integrated plug-ins. It runs in parallel, so creating multiple threads for handy operation is needed. Otherwise %100 percentage of the CPU consumed for one core of the computer. Since its core functionalities originally written in C and C++, it is very fast. The communication of apps and simulation environment of shadow done by defined plug-in callback functions. The application which needs to be simulated causes events, then those events intercepted by Shadow after several system calls. In Shadow, we are creating virtual nodes and networks to for different environment effects such as path loss, bandwidth, CPU frequency, geo location, latency, routing and further preferences. When the nodes created, and scenario planned to the XML files, interactions in or out of the network logged. The logs are used to extract some statistical information about the scenario. Shadow simulation engine can be summarized given figure below.

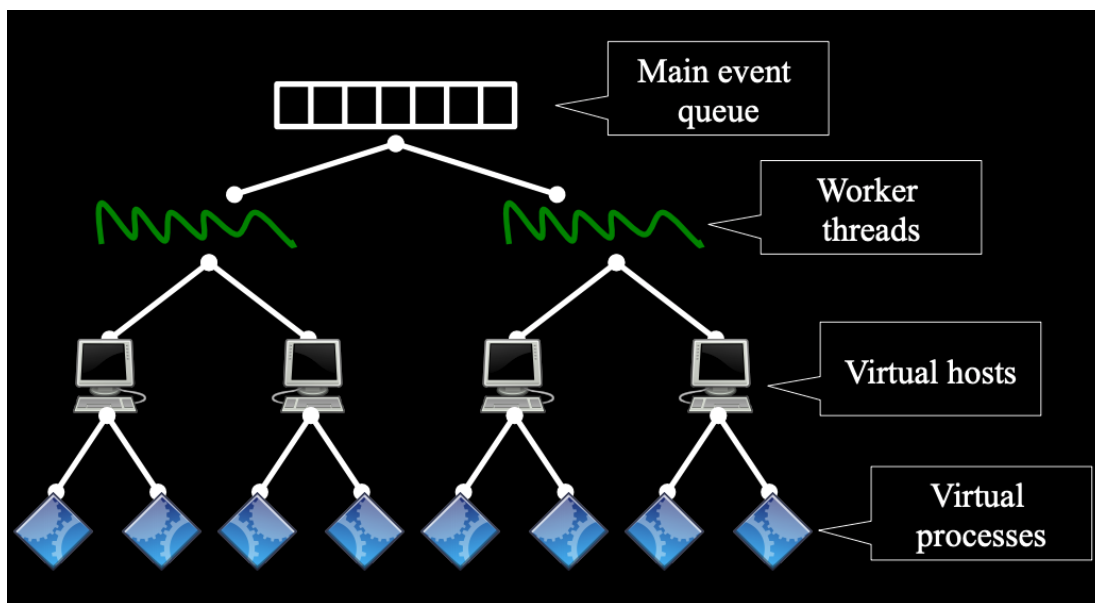
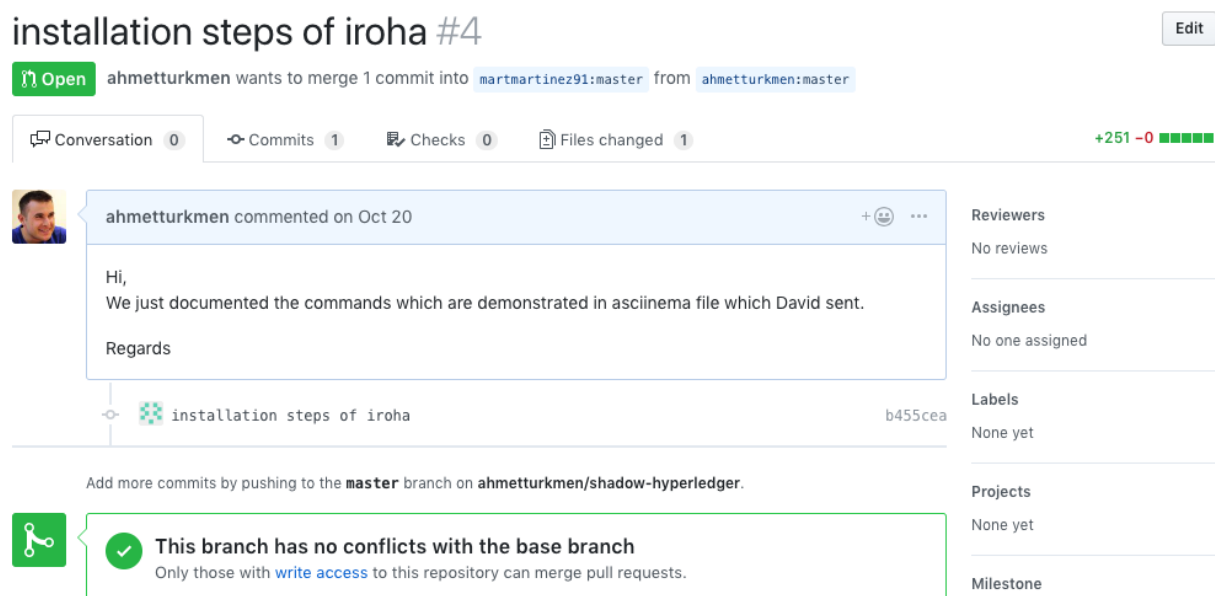


Figure 1 Simulation Engine of Shadow

In similar approach, Shadow can be applied for IROHA network, which is an Hyperledger framework for creating assets, transactions and validating documents. In other words, before implementing IROHA network in real life, we can plan the scenario on Shadow and analysis the results of the situation that we have. Since Shadow is still under development, there is lack of resources for implementing it to various areas. In this perspective, we have started to contribute this Open Source project to make it better.

Experimental techniques and methods

We have started this project by contacting David Houseby, who is Senior Security Maven at Hyperledger. At the first stage of the project, as David requested to prepare documentation for installation of Iroha to Debian 9.0 from saved terminal session which is attached by David to mail. We started to build required environment for the Shadow and Iroha, besides preparing installation steps of Iroha. It actually took longer time than we have estimated because of missing libraries of C and changed library download links. When we done with it, we have made pull request to repository of Shadow, as you can observe from the image below.



The screenshot shows a GitHub pull request interface. At the top, it says 'installation steps of iroha #4' with an 'Edit' button. Below this, a green 'Open' button is next to the text 'ahmetturmken wants to merge 1 commit into martmartinez91:master from ahmetturmken:master'. A progress bar shows '+251 -0' with green squares. Below the progress bar, there's a comment from 'ahmetturmken' dated 'Oct 20'. The comment text is: 'Hi, We just documented the commands which are demonstrated in asciinema file which David sent. Regards'. To the right of the comment, there are sections for 'Reviewers' (No reviews), 'Assignees' (No one assigned), 'Labels' (None yet), 'Projects' (None yet), and 'Milestone'. Below the comment, there's a commit link 'installation steps of iroha' with the hash 'b455cea'. At the bottom, a green box with a checkmark icon contains the text: 'This branch has no conflicts with the base branch. Only those with write access to this repository can merge pull requests.'

After a while, the repository of the project officially opened under Hyperledger community and we have added as initial committers of the project. *(<https://github.com/orgs/hyperledger-labs/teams/umbra-committers>)


Initial Committers

- <https://github.com/martmartinez91> (maintainer)
- <https://github.com/dhuseby> (maintainer)
- <https://github.com/ahmetturmken>
- <https://github.com/veyselpehlivan>
- <https://github.com/tapasweni-pathak>

Sponsor

- mwagner at redhat dot com - Mark Wagner

Along the way, we have prepared the required environment to run shadow, after this point, we requested our main goal from David and his response was :

 **dhuseby** 3:51 PM
So if you have a an irohad executable built, the next step is to build shadow and try running irohad under shadow. We haven't tried that yet. It is likely to fail, but it is important to try to that we know what we need to fix next.
You should also read the Iroha documentation to figure out what other servers/components are needed to run the Iroha blockchain.
I think they use a PostgreSQL server as well.

Well, we started to search existing plug-ins for shadow to investigate and implement in order to understand what's going on under the hood. Of course, before it, we also dealt with database and its configuration for Debian 9, which was Postgres because it is required to run Iroha. As we mentioned before, in order to understand the concept of Shadow under the hood, we choose to implement Tor Network on our local Shadow.

In this stage, to gather as much as information from this implementation, first we have to understand what is it and how a Tor network works, let's dive in to it.

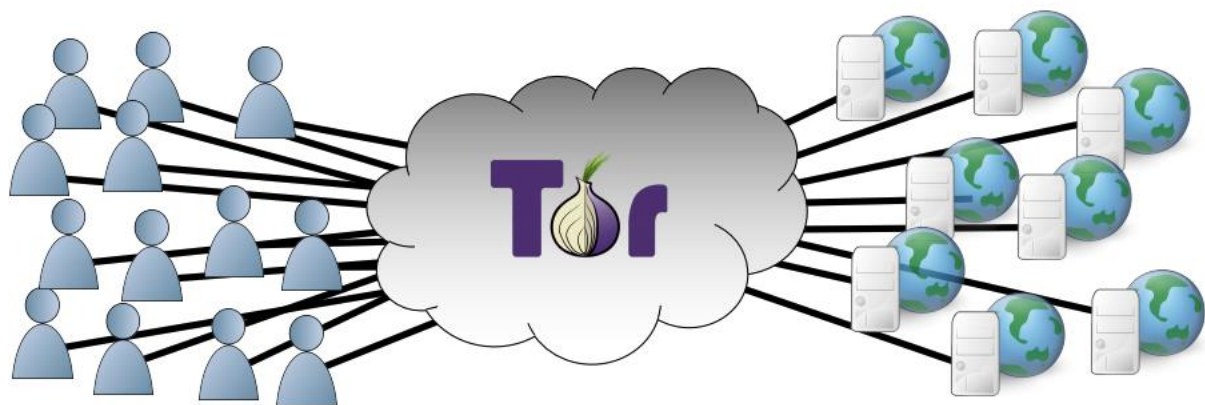


Figure 2 Tor Network Representation

Tor network provides anonymous communication over internet by routing internet traffic to overlay network which contains thousands of relays.

How an anonymous communication work inside Tor; following figure explains very well.

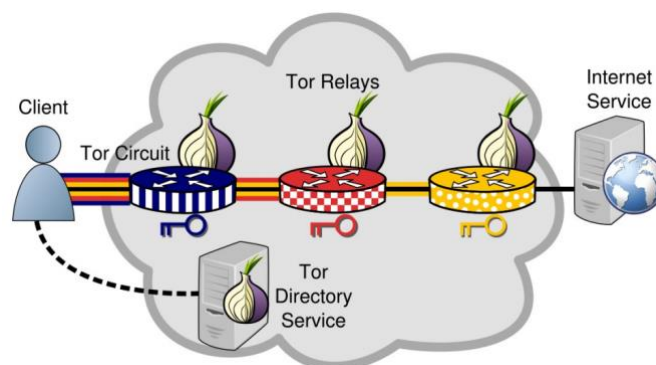


Figure 3 Anonymous Communication

Since Tor Network consists of multi hops, it becomes slow, to prevent delays and unwanted acts such as attacks. We can first fictionalize the scenario then run it on Shadow, then see the results which cannot harm any environment or anyone, since it is all simulated and virtualized. In this manner, an implementation is done on Debian 9, with Vanilla and Priority each of them contains 598 hosts. Settings and parameters of the hosts set to XML configuration files, example snippet is given below.

```
shadow stoptime="3600" preload="/.shadow/lib/libshadow-interop.so" environment="OPENSSL_1a32cap=0x200000200000000;EVENT_NOSELECT=1;EVENT_NOPOLL=1;EVENT_NOKQU
<topology path="/.shadow/share/topology.graphml.xml"/>
<plugin id="tor" path="/.shadow/lib/libshadow-plugin-tor.so"/>
<plugin id="tor-preload" path="/.shadow/lib/libshadow-preload-tor.so"/>
<plugin id="torctl" path="/.shadow/lib/libshadow-plugin-torctl.so"/>
<plugin id="tgen" path="/.shadow/lib/libshadow-plugin-tgen.so"/>
<host id="server1" iphint="74.125.228.3" geocodehint="US" typehint="server" bandwidthup="102400" bandwidthdown="102400" quantity="1" cpufrequency="10000000">
  <process plugin="tgen" starttime="1" arguments="conf/tgen.server.graphml.xml"/>
</host>
<host id="server2" iphint="213.92.16.101" geocodehint="IT" typehint="server" bandwidthup="102400" bandwidthdown="102400" quantity="1" cpufrequency="10000000">
  <process plugin="tgen" starttime="1" arguments="conf/tgen.server.graphml.xml"/>
</host>
<host id="server3" iphint="173.252.120.6" geocodehint="US" typehint="server" bandwidthup="102400" bandwidthdown="102400" quantity="1" cpufrequency="10000000">
  <process plugin="tgen" starttime="1" arguments="conf/tgen.server.graphml.xml"/>
</host>
<host id="server4" iphint="74.125.228.7" geocodehint="US" typehint="server" bandwidthup="102400" bandwidthdown="102400" quantity="1" cpufrequency="10000000">
  <process plugin="tgen" starttime="1" arguments="conf/tgen.server.graphml.xml"/>
</host>
<host id="server5" iphint="98.138.253.109" geocodehint="US" typehint="server" bandwidthup="102400" bandwidthdown="102400" quantity="1" cpufrequency="10000000">
  <process plugin="tgen" starttime="1" arguments="conf/tgen.server.graphml.xml"/>
</host>
<host id="server6" iphint="110.75.115.70" geocodehint="CN" typehint="server" bandwidthup="102400" bandwidthdown="102400" quantity="1" cpufrequency="10000000">
  <process plugin="tgen" starttime="1" arguments="conf/tgen.server.graphml.xml"/>
</host>
<host id="server7" iphint="123.125.114.224" geocodehint="CN" typehint="server" bandwidthup="102400" bandwidthdown="102400" quantity="1" cpufrequency="10000000">
  <process plugin="tgen" starttime="1" arguments="conf/tgen.server.graphml.xml"/>
</host>
<host id="server8" iphint="192.26.15.3" geocodehint="US" typehint="server" bandwidthup="102400" bandwidthdown="102400" quantity="1" cpufrequency="10000000">
  <process plugin="tgen" starttime="1" arguments="conf/tgen.server.graphml.xml"/>
</host>
<host id="server9" iphint="195.8.215.137" geocodehint="FR" typehint="server" bandwidthup="102400" bandwidthdown="102400" quantity="1" cpufrequency="10000000">
  <process plugin="tgen" starttime="1" arguments="conf/tgen.server.graphml.xml"/>
</host>
<host id="server10" iphint="77.75.72.3" geocodehint="CZ" typehint="server" bandwidthup="102400" bandwidthdown="102400" quantity="1" cpufrequency="10000000">
  <process plugin="tgen" starttime="1" arguments="conf/tgen.server.graphml.xml"/>
</host>
```

Figure 4 Configuration of Shadow XML

As observed from the configuration file above, there are plenty of hosts, precisely 598 hosts, each of them has geo location, IP, id, bandwidth up/down, CPU frequency and tgen XML config file. Before running it plugin ids, paths and topology file path to raise up shadow network and creating defined hosts with specified features.

To be able to run the code and get some logs which will be created for seeing transactions and actions between each other, in order to run it, supplied code below used.

```
cd vanilla
shadow -w 3 shadow.config.xml > shadow.log
```

The code basically says that raise up three threads in computer with given configuration file XML and write the output of conversation between nodes to shadow.log file which will be investigated by parsing and investigating for different metrics such as throughput, recv, goodput and etc. In same manner, similar produce process is done for priority also.

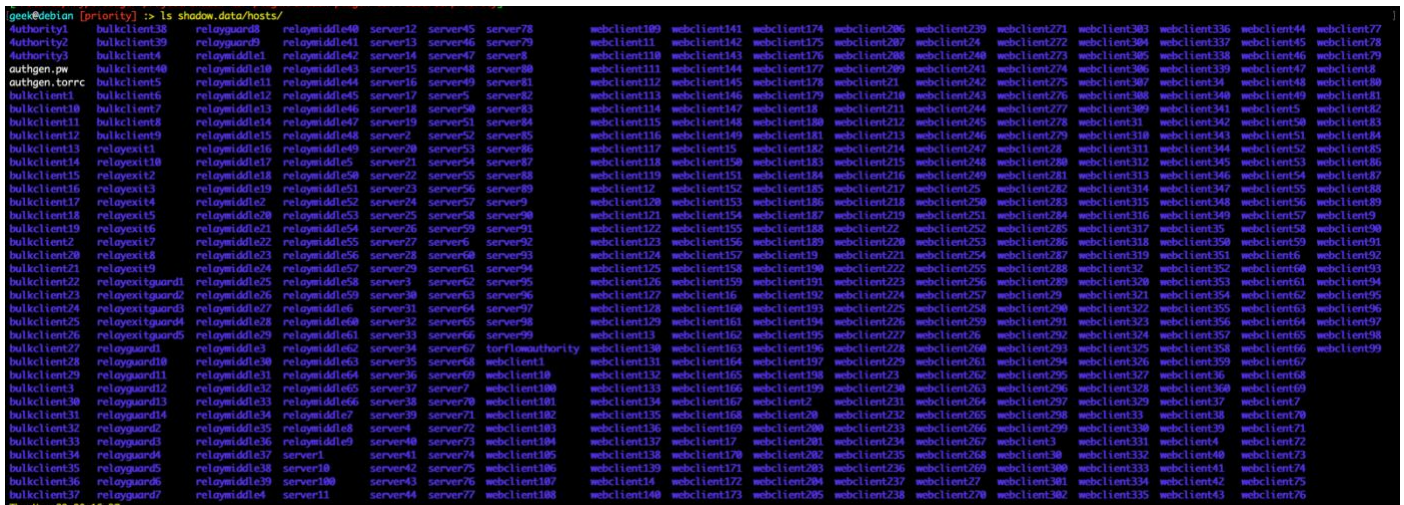


Figure 7 Hosts to test metrics of configured network under Shadow

To extract traffic behaviors from given data, Tgen is used which provides traffic behavior of network with help of action-dependency graph, which is stored under graphml.xml. Action dependency graph basically describes how a network should be designed, it has **vertices**, **edges** and **vertex** attributes and these are corresponds **actions**, **dependencies** and **parameters** of the network in sequence. TGen is an module which is written in C. So in order to observe traffic behaviors of the supplied data we have tried following code in order. In vanilla directory following codes implied.

```
cd vanilla
python ~/shadow/src/tools/parse-shadow.py --prefix vanilla-results shadow.log
python ~/shadow/src/tools/parse-tgen.py --prefix vanilla-results shadow.data/hosts
```

In priority directory following command implied.

```
cd ../priority
python ~/shadow/src/tools/parse-shadow.py --prefix priority-results shadow.log
python ~/shadow/src/tools/parse-tgen.py --prefix priority-results shadow.data/hosts
```

After given commands created results from given data, we ran compare and plot code in order to compare results.

```
python ~/shadow/src/tools/plot-shadow.py --prefix "scheduler" --data vanilla-results/ "vanilla" --data priority-results/ "priority"
```

The plotted graphs and results given in **Appendices**.

Outcomes of this experiment can be listed as follow:

- Learnt how to place nodes configuration in XML files which are given as parameter to Shadow
- Learnt how to deal with C shared libraries in order to bypass errors
- Learnt how to get experimental simulation and its results.

- Learnt how is the plugin characteristics for integrating Shadow.

Challenges

There is no doubt that having first researchers for a new started project is compeller. Along the way, we have faced many failures and bugs which sourced by either operating system or not up to date OS or network failures such as ICA*(BTK) blocks tor repositories to access. These issues created problems during the development and research, but we had to find solutions to them.

Beginning of the implementation of Tor network under shadow, we should install required dependencies and libraries from torproject.org website however since it is blocked in Turkey. We had to build an OpenVPN on Debian 9 and wrote a script which scans provided files who has *.ovpn extension and try to connect them. Used and tried ovpn files given in figure below, note that these are used to have access to torproject.org repositories in order to download its required libraries and shared libs.

```
geek@debian [openvpn-locations] :> ls
PARIS.ovpn          vpngate_shooran.opengw.net_tcp_443.ovpn  vpngate_vpn235719104.opengw.net_tcp_443.ovpn  vpngate_vpn495061584.opengw.net_tcp_1831.ovpn
SlickVPN.ovpn       vpngate_tokyo-rugeles.opengw.net_tcp_443.ovpn  vpngate_vpn382126541.opengw.net_tcp_995.ovpn  vpngate_vpn518465074.opengw.net_tcp_1873.ovpn
USA_45.32.253.161_tcp.ovpn  vpngate_vpn-master5.opengw.net_tcp_443.ovpn  vpngate_vpn405638323.opengw.net_tcp_1195.ovpn  vpngate_vpn518465074.opengw.net_udp_1688.ovpn
USA_73.223.137.132_tcp.ovpn  vpngate_vpn116298668.opengw.net_tcp_995.ovpn  vpngate_vpn482996591.opengw.net_udp_3297.ovpn  vpngate_vpn544704864.opengw.net_tcp_995.ovpn
gw1.cdg2.slickvpn.com.ovpn  vpngate_vpn220245170.opengw.net_tcp_995.ovpn  vpngate_vpn483385501.opengw.net_tcp_443.ovpn  vpngate_vpn622548209.opengw.net_tcp_1816.ovpn
vpngate_219.79.200.179_tcp_1450.ovpn  vpngate_vpn224237132.opengw.net_tcp_1195.ovpn  vpngate_vpn485242046.opengw.net_tcp_443.ovpn  vpngate_vpn964881365.opengw.net_udp_1514.ovpn
```

Figure 8 OPENVPN acces files

After we have access to tor project repository, we have downloaded required ones and uploaded them to our Gitlab account.

Another one on challenge part was modifying existing Python scripts because some of them has out-dated packages and links which are blocked in Turkey. We have re-configured Python scripts in order to run them correctly and it also took some time.

Since the project is under beta version and there is lack of documentation about Shadow and its plugins, it is hard to find a way to implement good approaches. Nevertheless, we are investigating Python scripts to make further development on them. Some other challenges can be summarized as seen below.

- Proficient C/C++ knowledge required
- Debian configuration should be completed according to needs.
- Parallel programming skills need to be at good level.

Technologies

In further steps of this project, we will try to implement Iroha framework under Shadow, Iroha is a blockchain platform which uses unique quorum-based Byzantine Fault Tolerant consensus algorithm and BFT ordering service. Now, we have installed required libraries and database to Debian 9.0, it might be easy think to do

however if you do not have any C programming language experience then it may come handy to you. Iroha's core functionalities mainly written in C++ and some features written in different programming languages such as Python, Javascript and Java. It uses Postgresql database as its main database. Our main tech is basically Hyperledger tech which is kind of umbrella for blockchain based open source projects. The validations of nodes on Iroha distributed half-signed transactions over the Gossip protocol. Used tools and programming languages for this project up to now, can be summarized as following:

- Python programming language to interact with nodes in client side
- C programming language is used to build shared libraries on Debian 9.0 in order to have running platform.
- XML config files and its integration with running Python script; writing nodes and their specs to the XML files.
- Linux skills are used during building C files and adjusting paths of the libraries.

We have just started to implement Iroha on local Debian 9.0 machine, by that we will create some transactions and validations, if required a Python script will be written to automate the process. So, in this point we will try to catch very-well understanding of Iroha under the hood, we will try to write appropriate plugin in order to run it under Shadow.

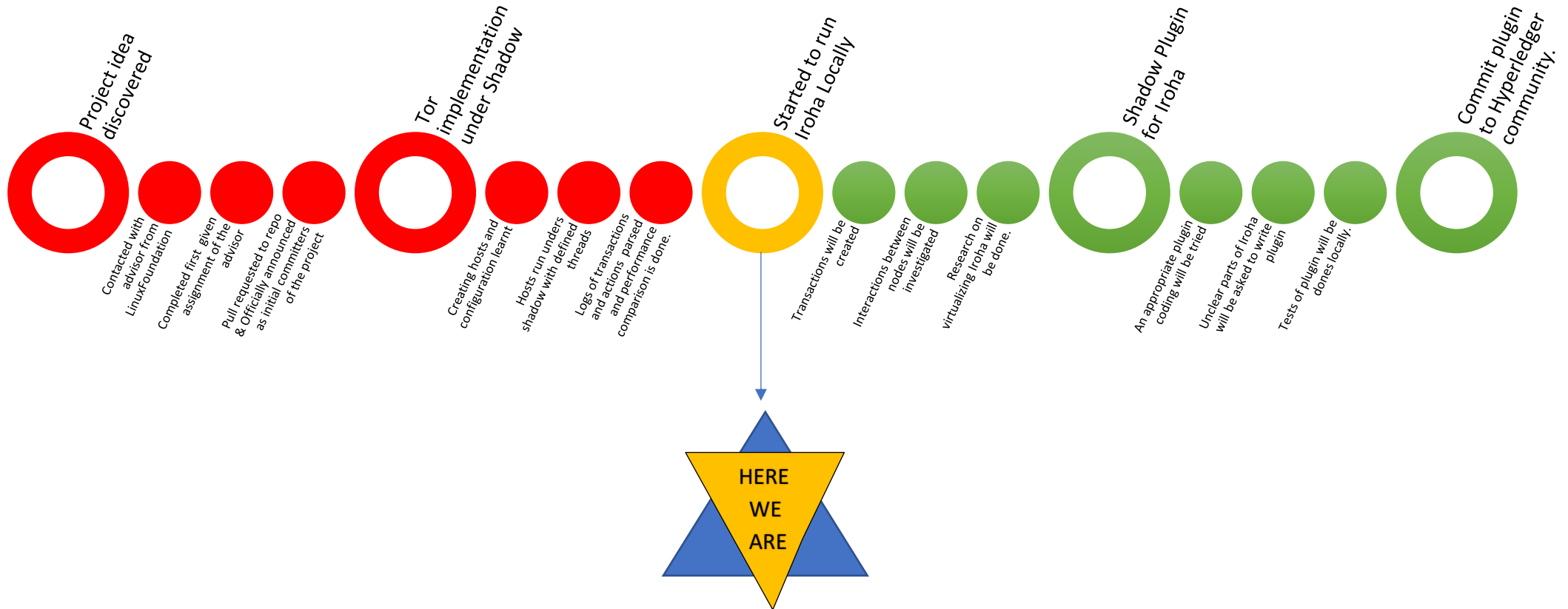
Since it is hard to keep local computers alive 7/24, we just rented a server on Google Cloud, in further steps, all studies will be moved to Cloud.

The advantages of having studies on Cloud will be ;

- 7/24 Operational
- No data loss
- Easy access with static IP
- Do not need to rebuild libraries for every other computers

Roadmap

The estimated road map of this project is given in next page, the planned studies are estimated so they may change time to time.



Conclusion

There are a lot of open source projects to contribute and create your own project by drawing inspiration from them. Our idea was, when we decided to start to this project, being visionary and not limited to simple projects to grow up our minds and skills by having conversation with developers and advisors from all around the world who have different backgrounds.

Up to now, we have made several experiments and documentations for open source project in order to contribute. Completed tasks can be summarized as following:

- Installation steps of Iroha re-wrote based on David requests and created pull request to Martin's repo as mentioned before.
- Created proper environment to run Shadow and its dependencies, Debian 9.0 configured with C/C++ libraries
- In order to understand how Shadow works, Tor Network is implemented under Shadow, along the way, connection blocked for Tor project, so we have downloaded OpenVPN configuration files and wrote auto assign Python script from defined path, which basically scans OpenVPN configuration files and connect it, if connection failed, then it tries next one.
- Downloaded Tor dependencies added to FTP server located in home and some of them published to Gitlab account to easily download it from anywhere.
- Some Python scripts of Shadow needed to be modified because of Internet blocks in Turkey.
- The results of implemented Tor network printed out as logs, which contains transactions between nodes, then it is parsed to plot performance analysis of different Tor networks. *(Vanilla & Priority)
- Iroha is installed to Debian 9.0 in order to explore its features and tech specifications.
- While dealing with implementation Tor network under shadow, we have learned content structure of XML configuration files and how to communicate shadow with Python.
- Server rented from Google Cloud to create Debian 9.0 on cloud and accessing it from anywhere, now we are working on configuring it, besides Iroha.

APPENDIX

- Performance analysis results of Vanilla & Priority under Shadow.

*(*Note : Since the graphs of it kept over 20 pages, we prefer to provide download link of the file, you can download it from this link:*

https://www.dropbox.com/s/8o3wx5oiqzifx4a/shadow_experiment_results.pdf?dl=0)

