BBSF: Blockchain Benchmarking Standardized Framework

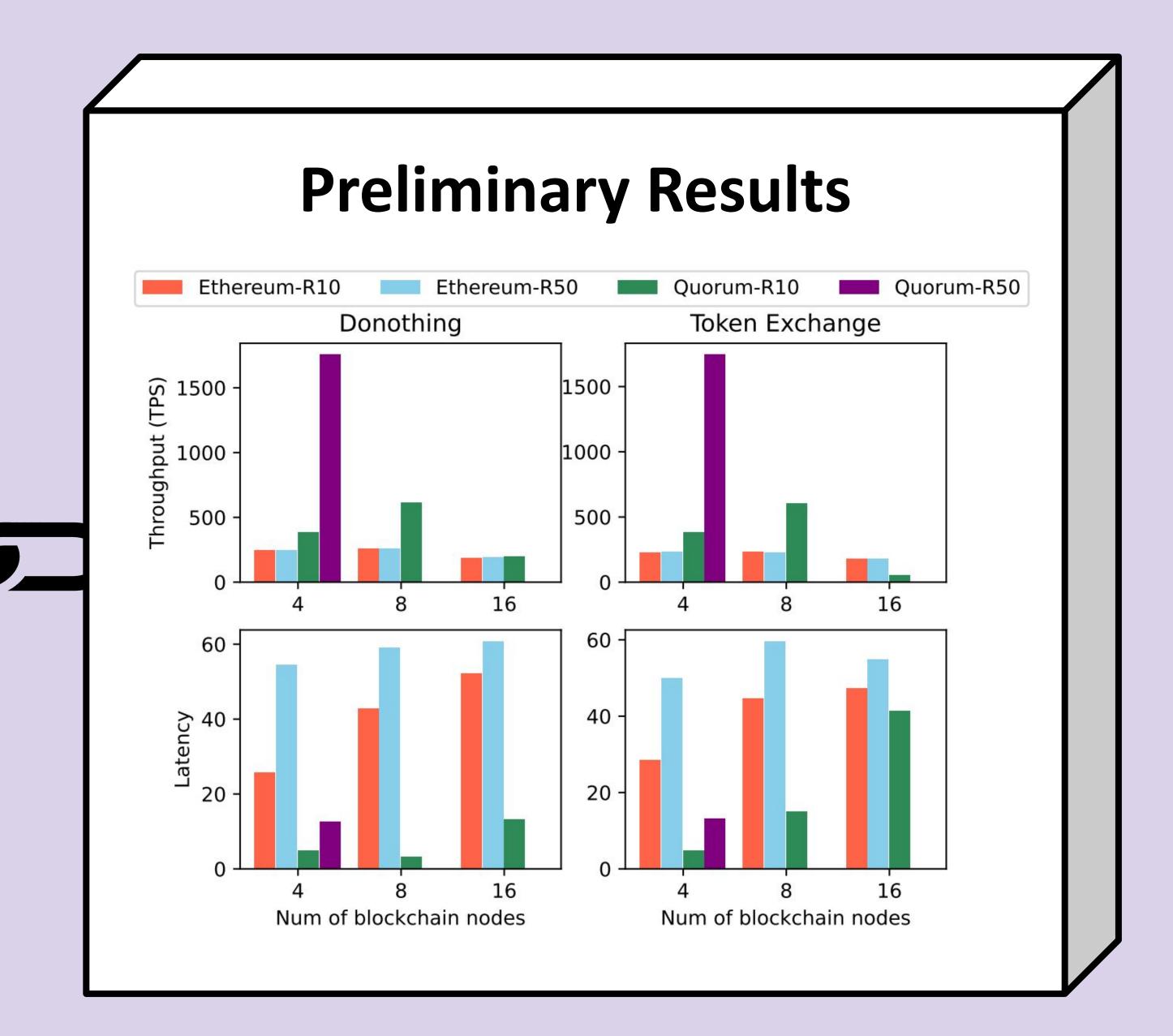
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Problem Statement

- Blockchain benchmarks are "in-house", non-standardized benchmarks
- Blockchain organizations' claimed results
 - Ethereum: 15 TPS (Transactions Per Second)
 - Solana: 29,000 TPSAlgorand: 1000 TPS
- Results are not comparable to each other
 - How is "transaction" defined?
 - What workloads were these results measured under?
 - What runtime environment and hardware was used?

Implementation: Blockbench v3

- •A blockchain benchmark focused around web3 applications composed of 4 workloads with a range of transaction types, arrival distributions, and metrics
- Token Exchange
 - Trading tokens, supplying liquidity, and withdrawing liquidity
- NFT Marketplace
 - Listing, bidding, and exchanging of NFTs
- NFT Minting
 - Minting NFTs
- Sports Betting
 - Paying out the winners after a completed game



Blockchain Benchmarking Issues

- A transaction can represent many things
 - Sending tokens
 - Invoking smart contract
 - Minting tokens
- •Finality When is a transaction complete?
 A transaction has a statistical probability of being done after so many blocks, when do we measure its completion?
- •Blockchains are decentralized and thus open to attacks, important to find a way to measure the "robustness" of a system

Our Solution: BBSF

- A standardized framework for developing blockchain benchmarks
- Workload Framework
 - Definition of transaction
 - Explicit workload size, transaction mix, arrival distribution
 - Standardized micro-metrics
- Standardized Metrics
 - Ensure that all metrics create comparable results
 - Micro metrics that compose macro metrics
- Driver to run workloads and aggregate measurements
- Standardized reporting format for easy comparison of results











