
Algorithm 1: Handling Inconsistent Blockchain Views (G_0, B_0)

Input: Blockchain graph G_0 , genesis block B_0
Output: Target close-sibling s
// Collecting all whole-siblings to a set S_0

```
1  $S_0 \leftarrow \emptyset$ 
2 foreach  $B \in G_0$  do
3    $s \leftarrow \text{BLOCKTOWHOLESIBLING}(B)$ 
4   if  $s \in S_0$  then
5     continue
6   else
7      $S_0 \leftarrow S_0 \cup \{s\}$ 
8   end
9 end
  // Initialize weights of each whole-sibling as 0
10 foreach  $s \in S_0$  do
11    $W(s) \leftarrow 0$ 
12 end
  // Calculate weights of all whole-siblings
13 foreach  $B \in G_0$  do
14   foreach  $s \in S_0$  do
15     foreach  $v \in \text{SUBVIEWSBEGINWITH}(s)$  do
16       if  $B \in v$  then
17          $W(s) \leftarrow W(s) + \text{MININGPOWER}(B)$ 
18         break
19       end
20     end
21   end
22 end
  // Find the target whole-sibling
23  $s \leftarrow \text{BLOCKTOWHOLESIBLING}(B_0)$ 
24 if  $\text{CHILDWHOLESIBLINGS}(s) = \emptyset$  then
25   return  $s$ 
26 else
27   Update  $s \leftarrow \arg \max_{s' \in \text{CHILDWHOLESIBLINGS}(s)} W(s')$ 
28   Go to line 24
29 end
```

Function: Subviews Begin with

```
// Function to find all subviews that begin with s
1 Function SUBVIEWSBEGINWITH( $s$ ):
2    $V \leftarrow \emptyset$ 
3   if CHILDWHOLESIBLINGS( $s$ ) =  $\emptyset$  then
4      $v \leftarrow \text{WHOLESIBLINGSTOSUBVIEW}(s)$ 
5      $V \leftarrow V.\text{APPEND}(v)$ 
6     return  $V$ 
7   else
8     foreach  $c \in \text{CHILDWHOLESIBLINGS}(s)$  do
9       foreach  $v \in \text{SUBVIEWSBEGINWITH}(c)$  do
10         $V.\text{APPEND}(v.\text{APPEND}(s))$ 
11      end
12    end
13  end
14 return  $V$ 
```

Function: Child Whole Siblings

```
// Function to find child whole siblings
1 Function CHILDWHOLESIBLINGS( $s$ ):
2    $C \leftarrow \emptyset$ 
3   foreach  $s' \in S_0$  do
4     foreach  $B' \in s'$  do
5       foreach  $B \in s$  do
6         if  $B \in B'.\text{predecessors}$  then
7            $C.\text{APPEND}(s')$ 
8         end
9       end
10    end
11  end
12 return  $C$ 
```
