#### John Lindsay

Blockchain: Peer-to-peer distributed ledger that is cryptographically secure,append-only, immutable, and updated by consensus among peer nodes



- Various blockchain based technologies and problem that they solve
  - **Bitcoin** (decentralized currency)
  - Ethereum (highly decentralized currency, Turing complete scripting language)
    - "Smart Contracts"
- Applications
  - Toll tag logging and payment
  - Smart City sensor data sharing in Singapore
  - Sexual consent logging
  - Walmart supply chain tracking

- Loose Plan
  - 1<sup>st</sup> Presentation Blockchain Basics
    - Mile wide/inch deep
    - At least not wholly conflate Bitcoin and Blockchain
  - 2<sup>nd</sup> Presentation Ethereum overview
    - Overview of Ethereum, "Smart Contracts,"
  - 3<sup>rd</sup> Presentation Code along
    - Bring laptop and follow along

- What is it?
  - Database (storage)
  - Distributed (across many nodes)
  - Immutable (extremely hard to change)
- What is a blockchain?
  - A series of linked blocks
  - Sequentially updated but not erased
  - Cryptographic hashes assure integrity of data
- What is a block?
  - A block with a (hash) pointer to a prior block
- Blockchain-ish permutations
  - Tangle (IOTA), Hashgraph, others

- Various blockchain based technologies alter different aspects of:
  - Data
  - Distribution
  - Immutability
- Platform vs application (or hybrid)
- "Whitepapers" often address key questions:
  - Data
  - Distribution/Actors
  - Level of immutability
  - Interfaces/programming language

### **Blockchain Basics - Scenarios**

- Bitcoin
  - Decentralized cryptocurrency
- Recording and settling toll tag transactions
  - Decreased toll infrastructure
- Smart City sensor array data access/exchange
  - Citizens access, entrepreneurs build upon
- Sexual consent logging/LegalFling
  - Sexual partners log consent to blockchain

#### **Blockchain Basics - Data**

- What is the data?
- It's "just data" that would be stored in any database
  - Cryptocurrency transactions (signed transaction)
  - Toll tag number, toll gate, timestamp
  - Smart city data sensor ID, sensor type, value, timestamp
  - Sexual consent signature, audio/video, ???



- Chain of "blocks"
- Block
  - Block number/index
  - Data
  - Hash/hash as pointer
- Immutability



Demo (Data -> Hashes, -> Block -> Blockchain)

# Blockchain Basics – Distribution & Immutability & Longest Chain

- Distributed/decentralized
  - Who are the actors? What is decentralized?
  - Extent of distribution/decentralization
    - Public vs permissioned
  - Anyone who has computation and/or storage resources?
- "Mining" determines what is the next block in the blockchain
  - Incentive/reward for miners
    - By computing power (proof of work)
    - By rewards are proportional to the size of a user's holdings (proof of stake)
  - Lag in adding the block

# Blockchain Basics – Distribution & Immutability & Longest Chain

- Immutability
  - Extent of immutability
  - Do we want 100% immutability?
    - Ethereum vs Ethereum classic
  - "Forks"
    - Who will the ecosystem actors follow?
- Demo (Multiple chains, consensus)

# Blockchain Basics – Factors in Selection/Creation of a Blockchain

- Use Case? Simplicity/complexity?
- Who are the actors and what are their roles?
- What is the data? How much? How frequent?
- What interfaces are available?
- Do you need an existing ecosystem?
- What programming languages are available?
- What is the consensus mechanism for conflicts?

### **Blockchain Basics - Implementations**

- Bitcoin Use: Decentralized cryptocurrency
  - White papers "Bitcoin: A Peer-to-Peer Electronic Cash System"
  - Platform vs application (Hybrid)
  - Data (signed bitcoin transactions)
  - Actors (bitcoin holders, miners)
  - Distribution ( anyone can mine(\*), anyone can own bitcoin )
  - Immutability (highest)
  - Interface (miners, "wallets", "script")

### **Blockchain Basics - Implementations**

- Ethereum Use: "Smart Contracts"
  - White papers "A Next-Generation Smart Contract and Decentralized Application Platform"
  - Platform vs application (Platform)
  - Data (signed ethereum transactions, smart contracts, ... )
  - Actors (ethereum holders, parties to contracts, )
  - Distribution ( anyone can mine(\*), anyone can own bitcoin )
  - Immutability (high)
  - Interface (miners, "wallets", "Smart Contract", Solidity)

### Blockchain Basics – Pseudocode Walkthrough (a Block)

	untitled	•	untitled	•	
	// Basic Block				
2	class Block {				
	constructor(blockIn	dex, data,	previousBlockHash,	timestamp = ''	) {
	<pre>this.blockIndex = blockIndex;</pre>				
	<pre>this.previousBlockHash = previousBlockHash;</pre>				
	this.timestamp	= timestam	ıp;		
	this.data = dat	a;			
	this.hash = thi	s.calculat	eHash();		
	}				
1 calculateHash() {					
	return SHA256(b	lockIndex	+ previousBlockHash	+ data + times	tamp + ;
	}				
	}				H( )
				prev: H(1) prev: H(1)	prev: H(
			-	🚽 data 🗲 data 🕇	el data 🚽

## Blockchain Basics – Pseudocode Walkthrough (the

// Ruilding the block

2

```
class Blockchain{
constructor() {
    this.chain = [this.createGenesisBlock()]; // special case
addBlock(newBlock) {
    newBlock.previousHash = this.getLatestBlock().hash;
    newBlock.hash = newBlock.calculateHash();
    this.chain.push(newBlock);
isChainValid() {
    for (let i = 1; i < this.chain.length; i++){</pre>
        retrieve currentBlock
        retrieve previousBlock
        if (currentBlock.hash !== currentBlock.calculateHash()) {
            return false;
        if (currentBlock.previousHash !== previousBlock.hash) {
            return false;
    return true;
```

H(1)

prev: H()

data

H()

ita

### Blockchain Basics – Pseudocode Walkthrough (Usage)

- let johnCoin = new Blockchain();
- johnCoin.addBlock(new Block(1, "20/07/2017", { amount: 4 }));
- johnCoin.addBlock(new Block(2, "20/07/2017", { amount: 8 }));
- 4 // some stuff happens over time
- 5 console.log('Blockchain still valid: ', johnCoin.isChainValid() );



# What can you bring to the table where IoT and blockchain truly add to world?

**Questions?** 

John Lindsay Patent Attorney Coaster, Smooth Driver Application