## Impact of Network Topologies on Blockchains Performance

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#### Blockchain scenario

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- Assessing and comparing the performance of different blockchain systems.
- Presence of several tool and suite for evaluating blockchain performance.

Blockchain benchmark tools comparison

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Table 1: Comparison of several blockchain benchmark tools (∷ = not found; ○ = no match; ● = match; ● = partial match; Centr. = Centralized; Distr. = Distributed; Simul. = Simulation; Emul. = Emulation; SC = Smart Contract; TT = Transfer Transactions).

Tool	Year	settings	()rchestration	Mode	Reproducibility	Versatility	Observability	Portability	Ease to run	Workload
Shadow-Bitcoin [54]	2015		Centr.	Simul.	0	$\circ$	0	○ – Bitcoin	$\circ$	TT
HIVE [14]	2016		Distr.	Simul.	0	0	0	○ – Ethereum	0	•••
Simcoin [3]	2016		Centr.	Simul.	0	$\circ$	•	○ – Bitcoin	$\circ$	TT
Bitcoin-Simulator [39]	2016	•		Simul.	0	0	0	●– Bitcoin-like	$\circ$	TT
BlockBench [30]	2017	::	::	Simul.	0	•	0	● – Private	$\circ$	SC
Caliper [45]	2018	•	Distr.	Emul.	0	0	•	●– Ethereum,Hyperledger	$\circ$	SC
Minichain [75]	2019	•	Centr.	Emul.	0	$\circ$	0	•	$\circ$	
BlockLite [73]	2019		Centr.	Emul.	0	0	0	●– PoW-public	$\circ$	
BlockSim-f [34]	2019	•	Centr.	Simul.	0	$\circ$	0	•	$\circ$	•••
SimBlock [20]	2019	•	Centr.	Simul.	0	0	0	•	$\circ$	TT
BlockSim-m [16]	2020	•	Centr.	Simul.	0	0	0	•	$\circ$	TT
Core-Bit-Netw-Simul. [17]	2020	•	Centr.	Simul.	0	0	0	•	0	
BBB [60]	2020	•	Centr.	Emul.	0	$\circ$	0	● – Private	$\circ$	
SIMBA [35]	2020	•	Centr.	Simul.	0	0	0	•	$\circ$	•
BCTMark [65]	2020	•	Distr.	Emul.	0	$\circ$	•	•	$\circ$	TT
BlockPerf [62]	2021	0	Distr.	Both	0	0	0	○– Bitcoin	0	TT
DLPS [36]	2021	•	Distr.	Emul.	0	0	•	•	0	TT
Gromit [56]	2022	•	Distr.	Emul.	0	0	•	•	$\circ$	SC
Diablo v2 [42]	2022	0	Distr.	Emul.	•	•	•	•	•	TT,SC
JABS [77]	2023	0	Centr.	Simul.	0	0	0	•	0	TT
COCONUT [40]	2023		Distr.	Emul.	•	•	0	•	•	TT,SC
GFBE [50]	2024	0	Distr.	Emul.	•	•	•	•	•	SC
STABL [43]	2024	•	Distr.	Emul.	0	•	•	•	•	TT,SC
LILITH	2024	•	Distr.	Emul.	•	•	•	•	•	TT,SC

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 Lilith stands out as the tool that serve all the features and respect the criteria for blockchain benchmark.

## Blockchain benchmark challenges

• Framework-specific hurdles.

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- Lack of standardized benchmarks.

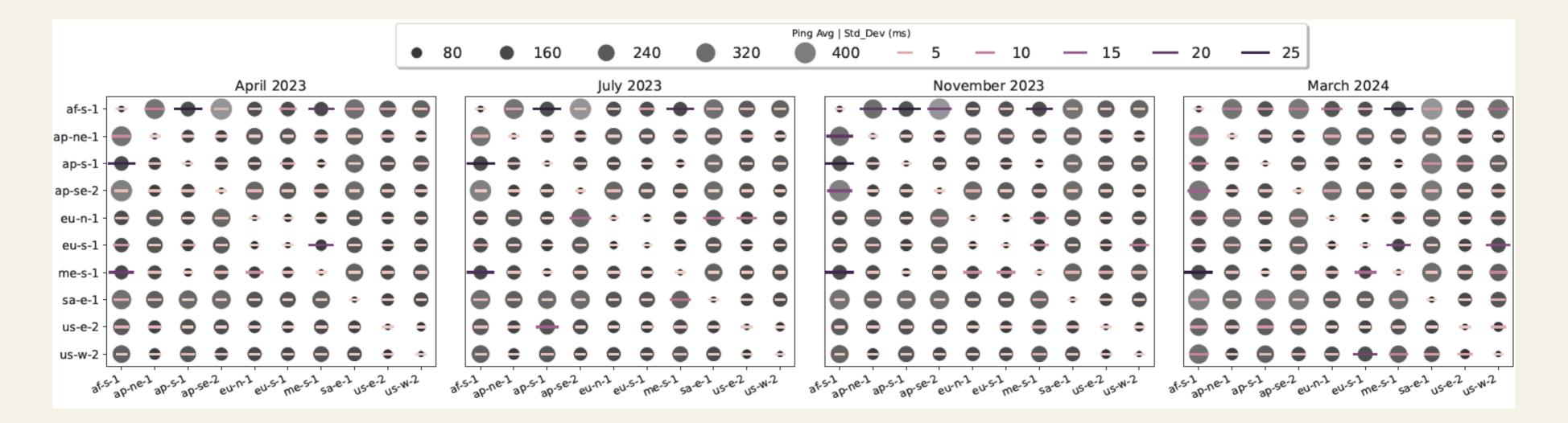
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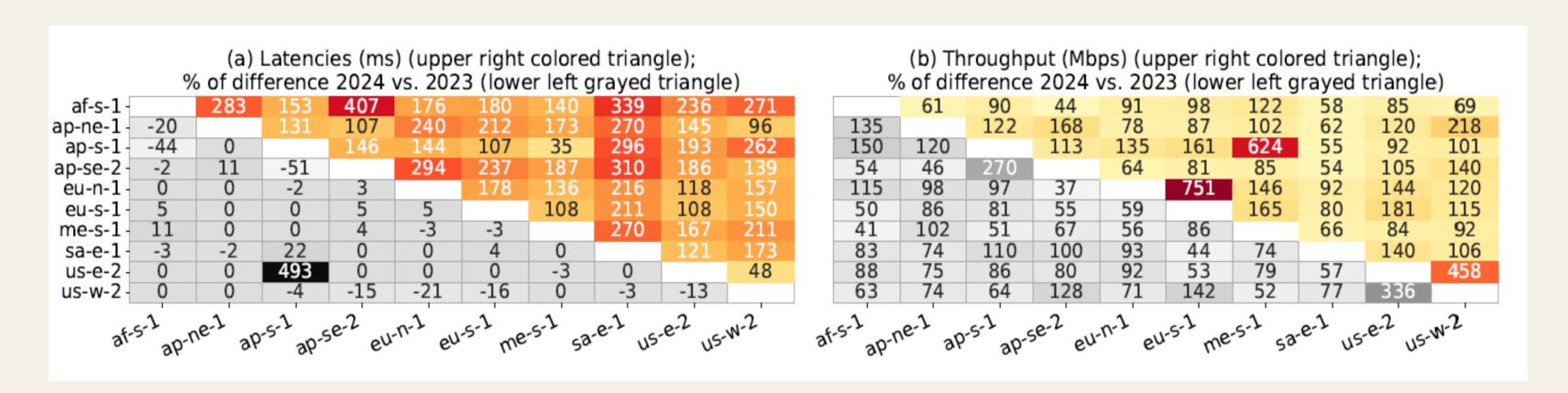
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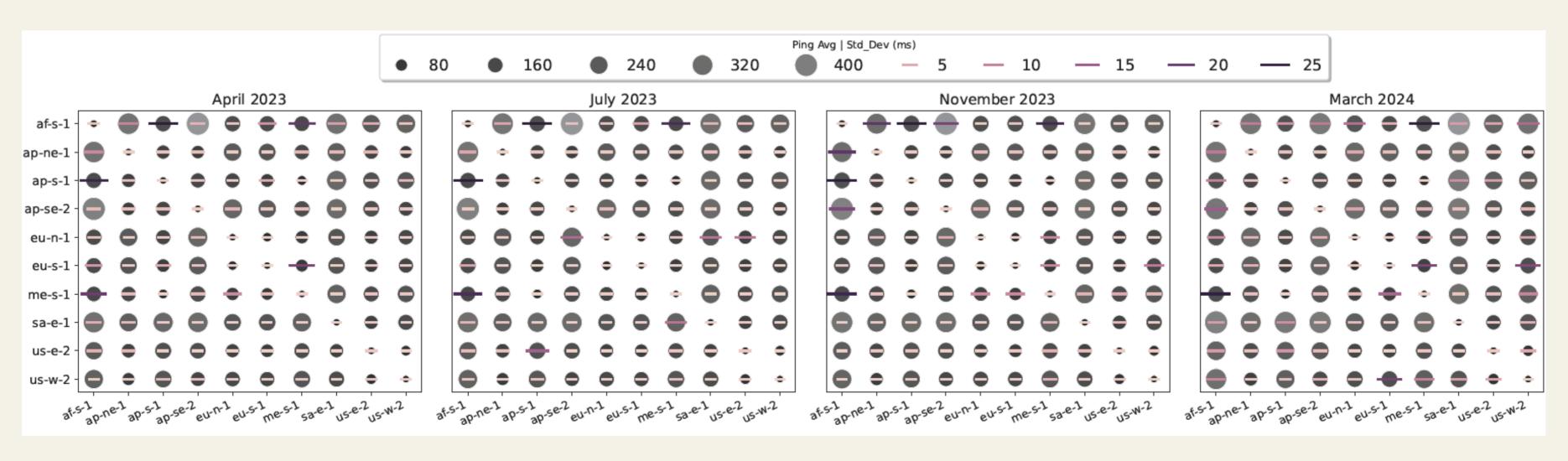
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- Steep learning curve.

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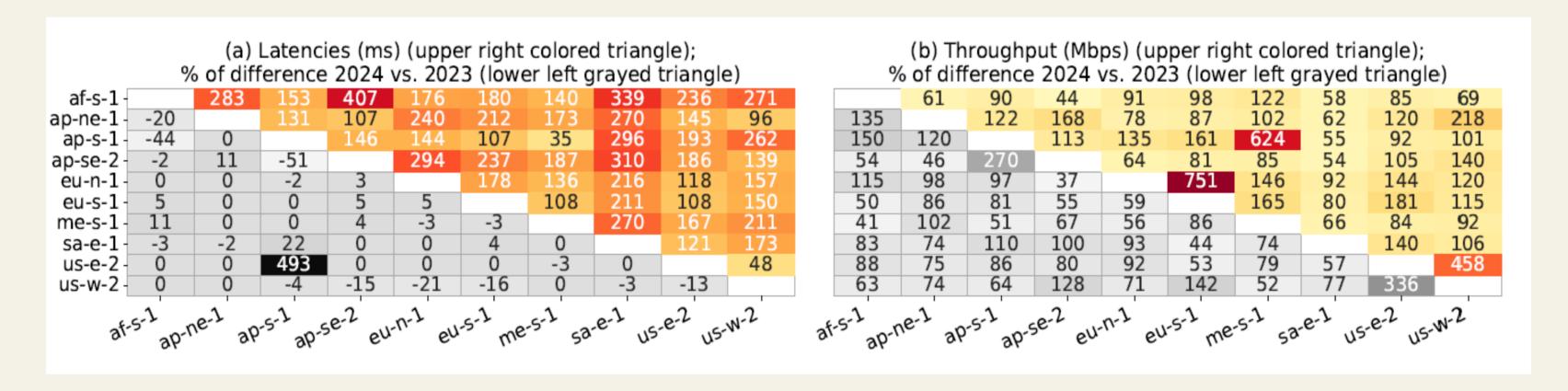


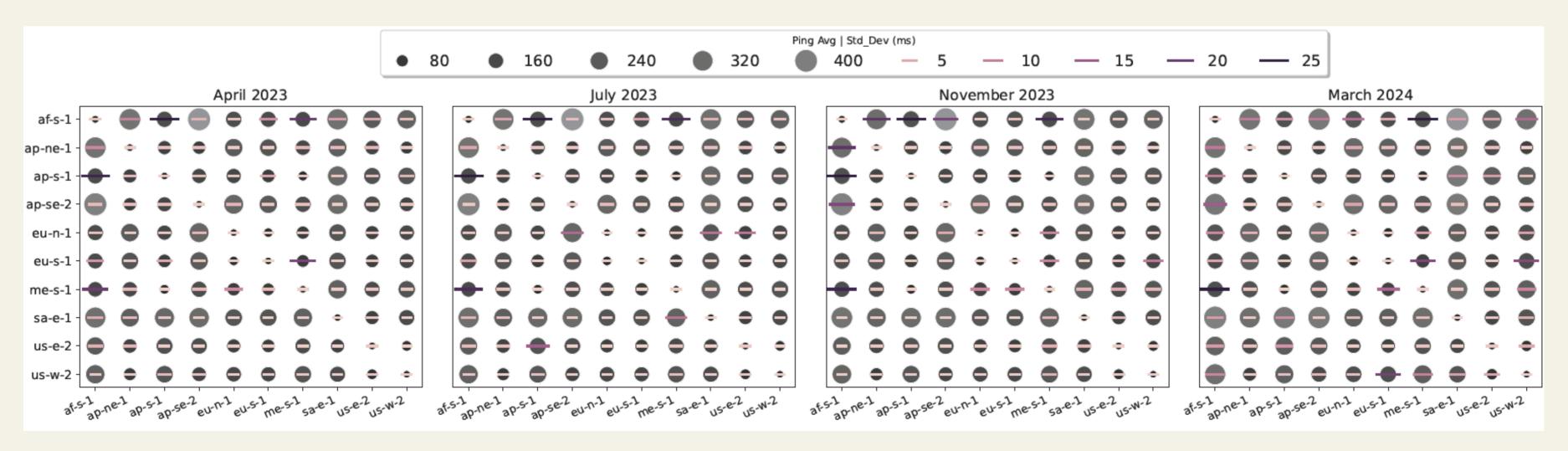
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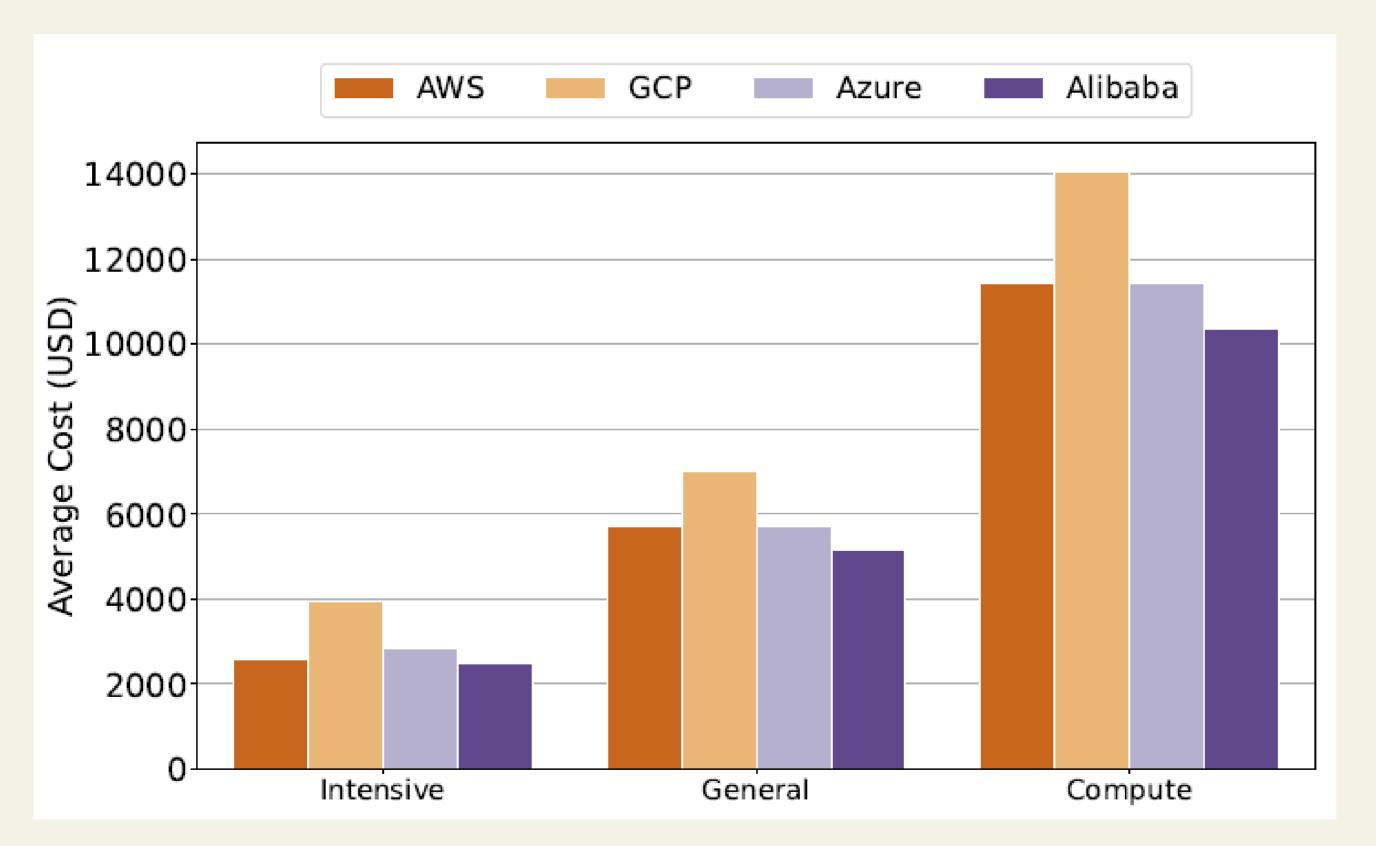


- Network links between the data centers changes throughout the day (e.g., infrastructure updates, contention on links, etc.).
- Infrastructure evolution (increased network throughput capacity and decreased latency).
- Limited opportunities to adjust network properties.



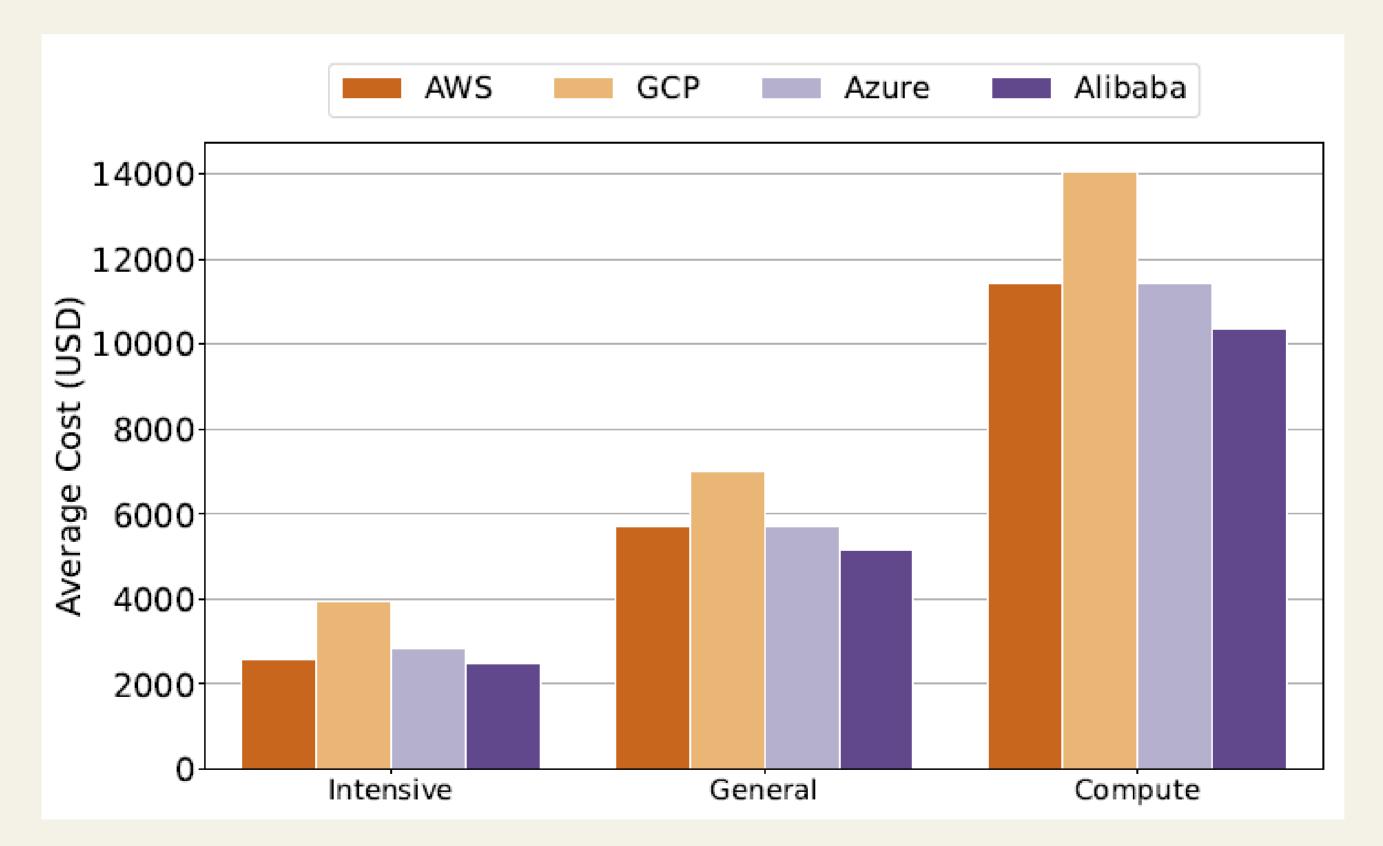


• Implementation and infrastructure costs (e.g., Amazon Web Service).



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- Network modeling/malleability.



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# LILITH: A Topology-Aware Benchmark Tool for Blockchains

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- 4. Assessing the feasibility of achieving comparable performance in a cost-effective cluster setup.

# EVALUATIONS

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#### Research Questions

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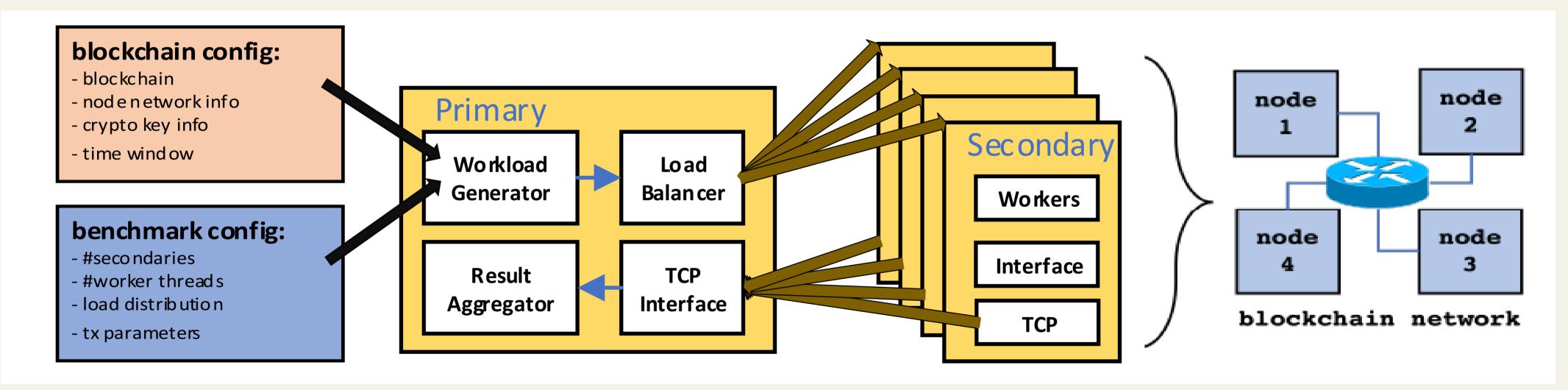
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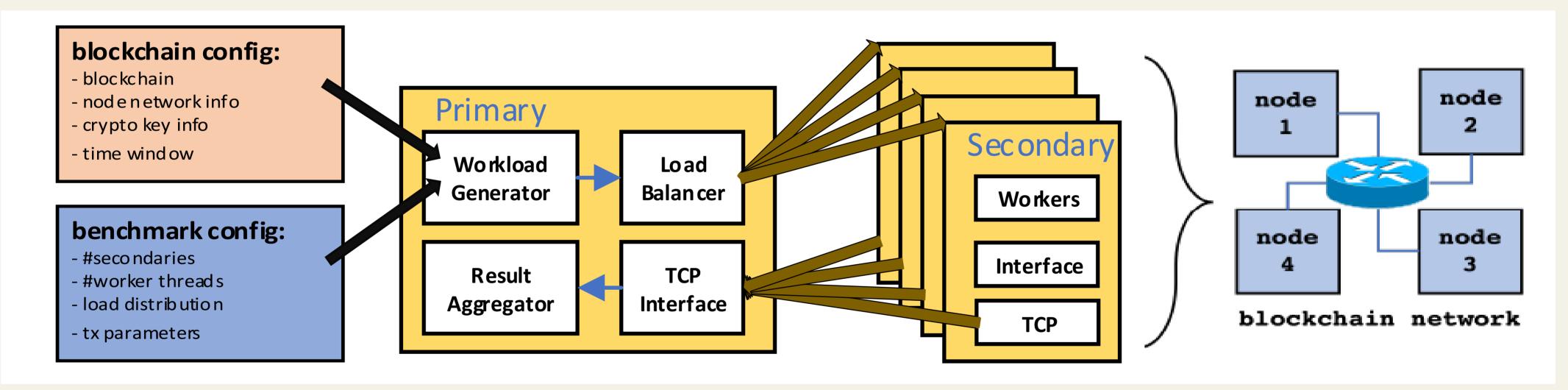
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- Versatile blockchain benchmark framework.
- Define, evaluate and compare different blockchains under realistic and tunable workloads/Dapps (e.g., Exchange, Web Service).
- Enhanced distributed workload generation.



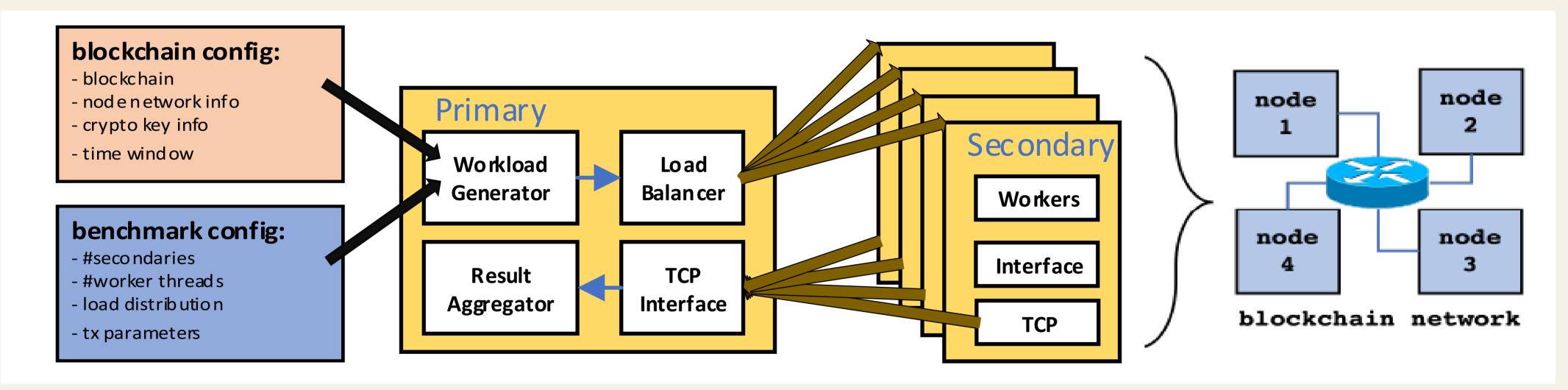
- **Primary** element transmits a description of the transactions to Secondaries elements, waits for all of them to be ready and informs when to start the benchmark.
- Each **Secondary** sends its results to the Primary and an aggregator collects them indicating the timestamps that can be used to generate time series, analyze latencies, etc.

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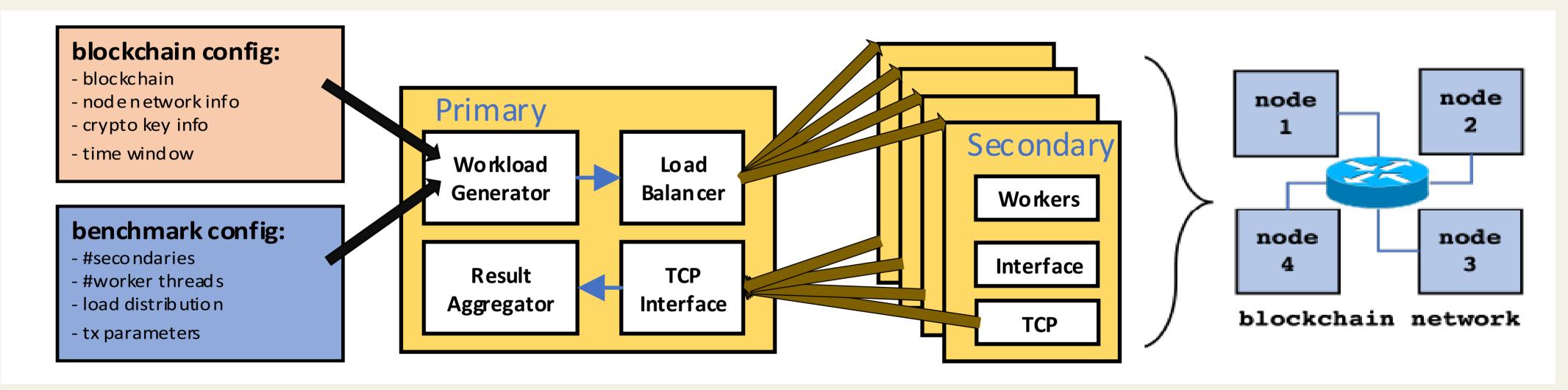
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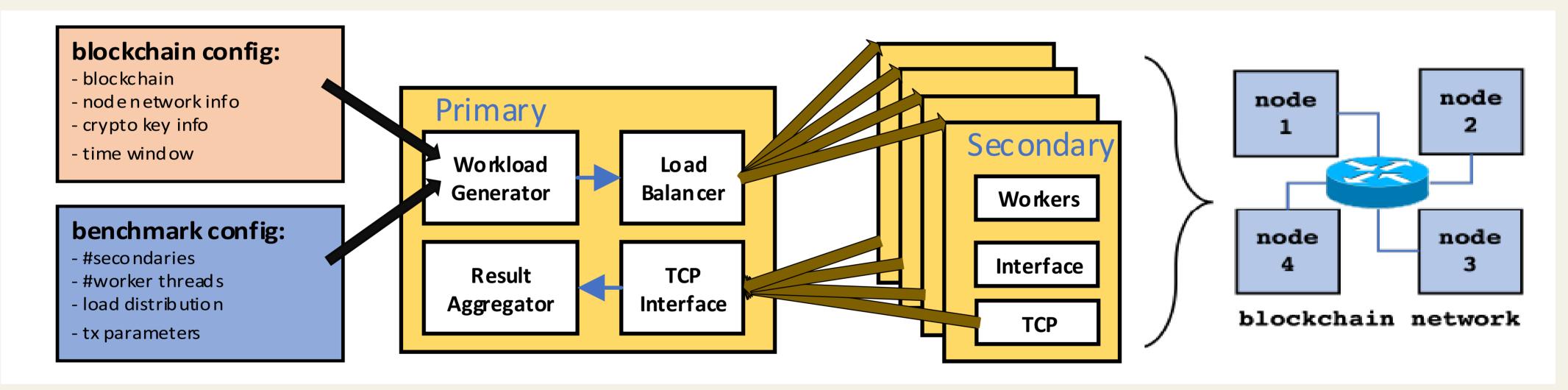
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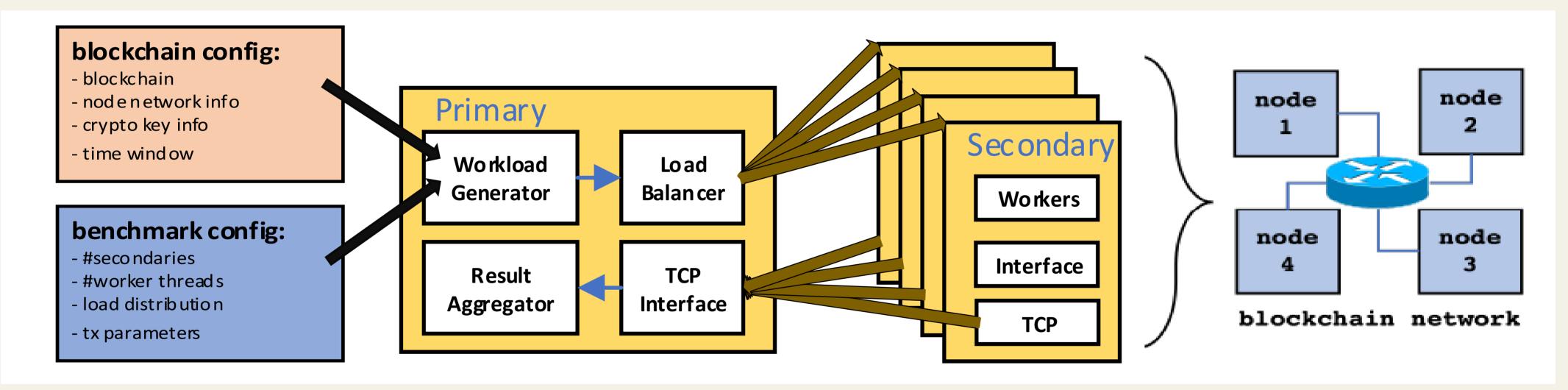
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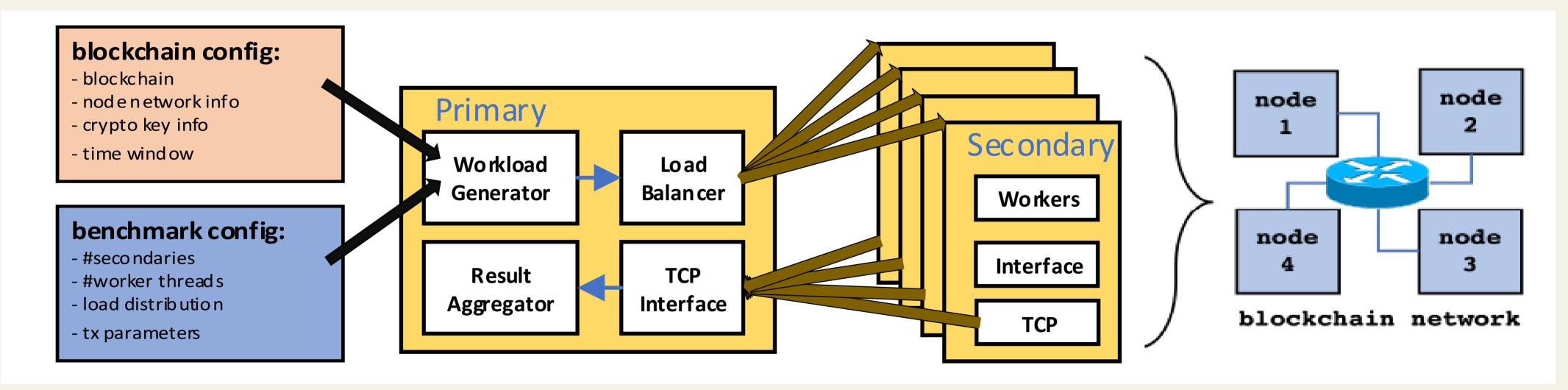
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- 5 configurations on up to 200 machines distributed in 10 countries around the world.
- Diablo emulate clients sending either native or smart-contract transactions to the blockchain during the duration of the workload, e.g., 120 seconds at a constant rate of 1000 TPS (order of magnitude as the average load of the VISA system).
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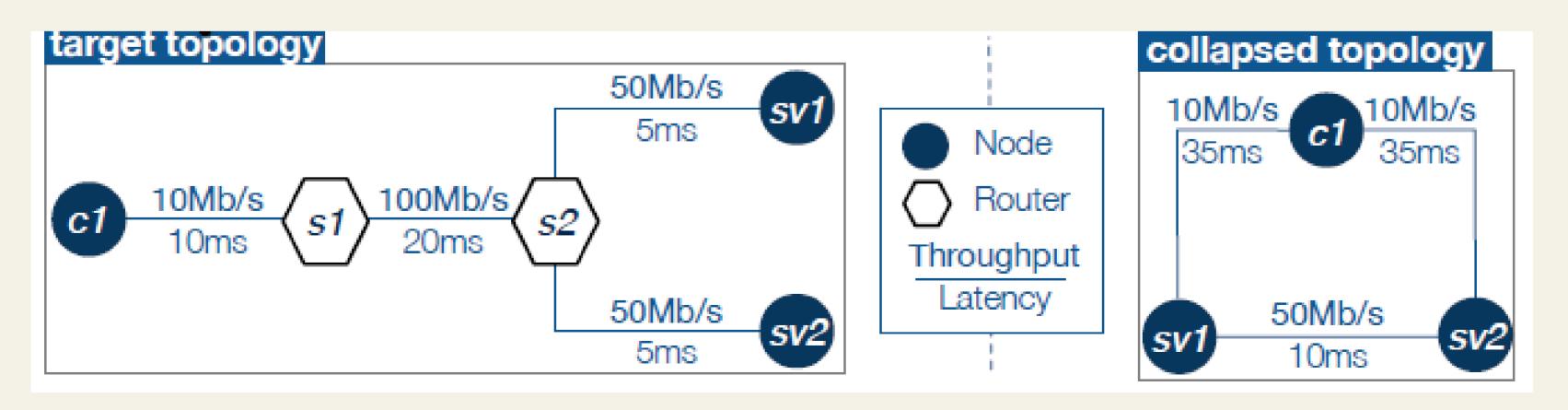
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# NETWORK EMULATION

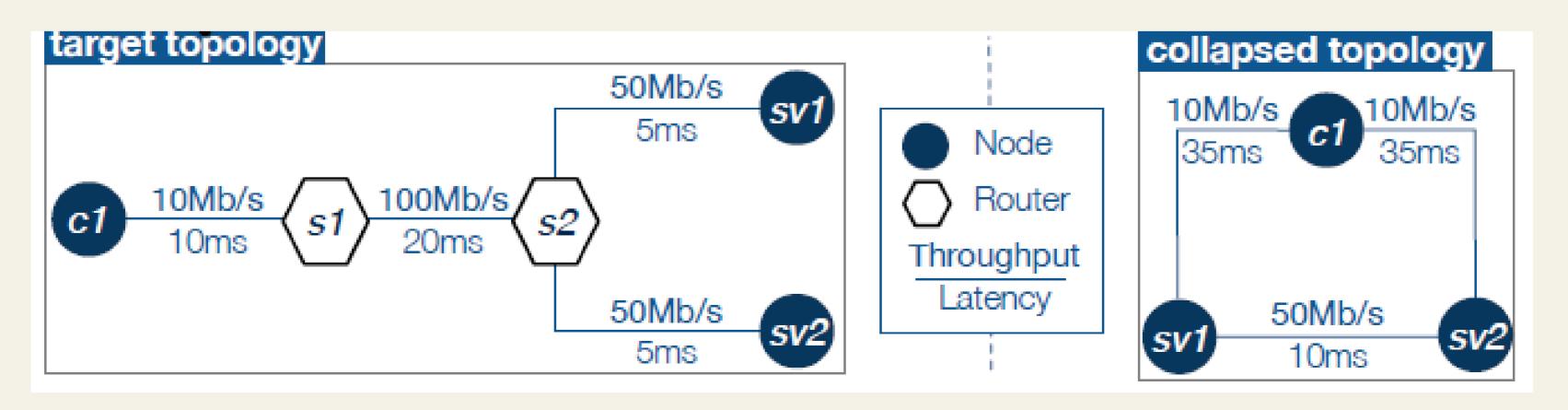
Name	Year	Orchestration	Concurrent	Path congestions	Topology dynamics	Depl. Unit
DelayLine	1994	Centralized	X	×	X	Р
ModelNet	2002	Centralized	X	-	/	Р
Nist NET	2003	Centralized	X	X	X	Р
NetEm	2005	*note1	*note1	*note1	X	Р
Trickle	2005	*note1	*note1	*note1	X	Р
EmuSocket	2006	*note1	*note1	*note1	X	Р
ACIM/FlexLab	2007	Centralized	X	/	/	V
NCTUns	2007	Centralized	X	/	X	Р
Emulab	2008	Centralized	X	/	/	V
IMUNES	2008	Centralized	X	×	×	Р
MyP2P-World	2008	Centralized	X	X	X	Р
P2PLab	2008	Centralized	X	X	×	Р
Netkit	2008	Centralized	X	/	×	V
DFS	2009	Centralized	-	X	/	Р
Dummynet	2010	Centralized	X	X	X	Р
Mininet	2010	Centralized	X	/	/	Р
SliceTime	2011	Centralized	X	/	/	V
Mininet-HiFi	2012	Centralized	X	×	/	С
SPLAYNET	2013	Decentralized	/	/	/	Р
MaxiNet	2014	Centralized	X	/	/	Р
EvalBox	2015	Centralized	X	X	/	Р
ContainerNet	2016	Centralized	X	/	/	VC
Katharà	2018	Centralized	X	/	X	С
Dockemu 2.0	2019	Centralized	X	×	×	С
NEeaaS	2020	Decentralized	X	×	×	VC
DockSDN	2021	Decentralized	X	×	X	VC
Testground	2022	Centralized	-	×	/	PC
KOLLAPS	2023	Decentralized	/	/	/	PVC

\*P=process, V=virtual machine, C=container \*note1:(N/A: single link emulation only)

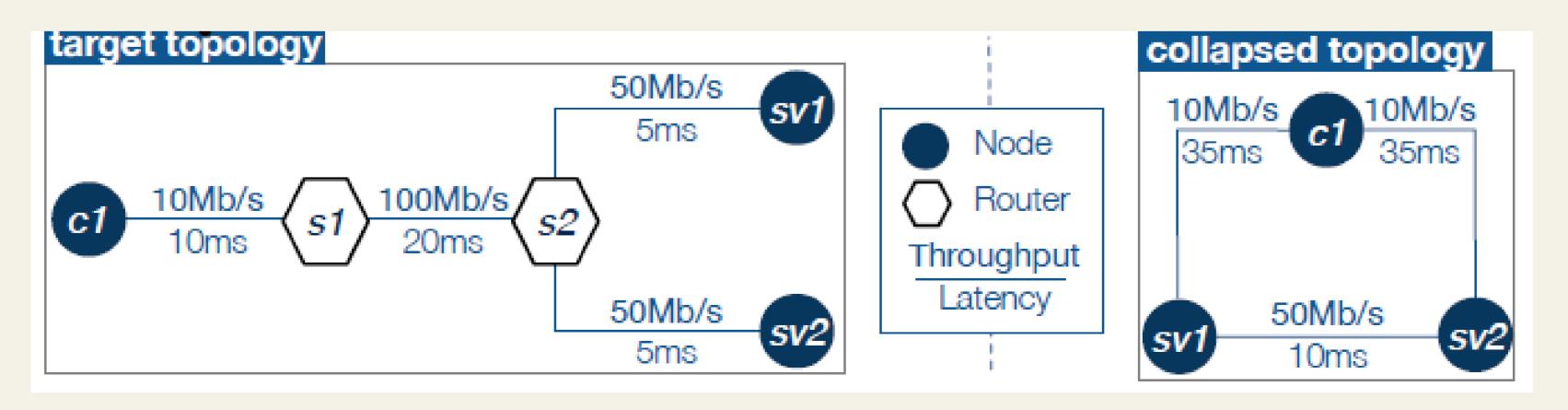
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- Fully-distributed emulation model allowing to scale without sacrificing accuracy.
- Quick changes to emulate dynamic events (e.g., link removals).
- Obtain a collapsed network topology.



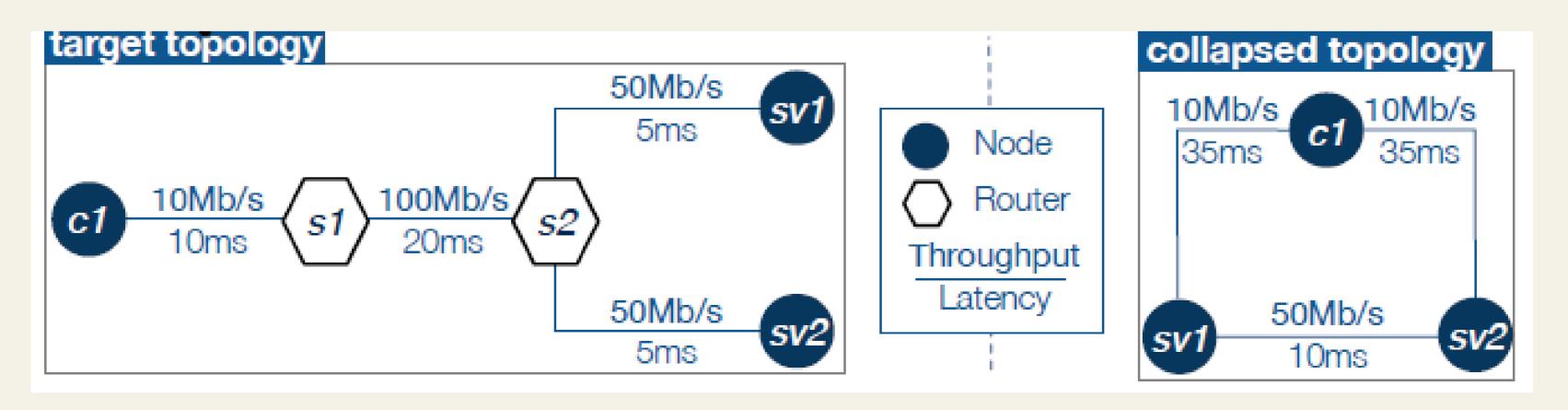
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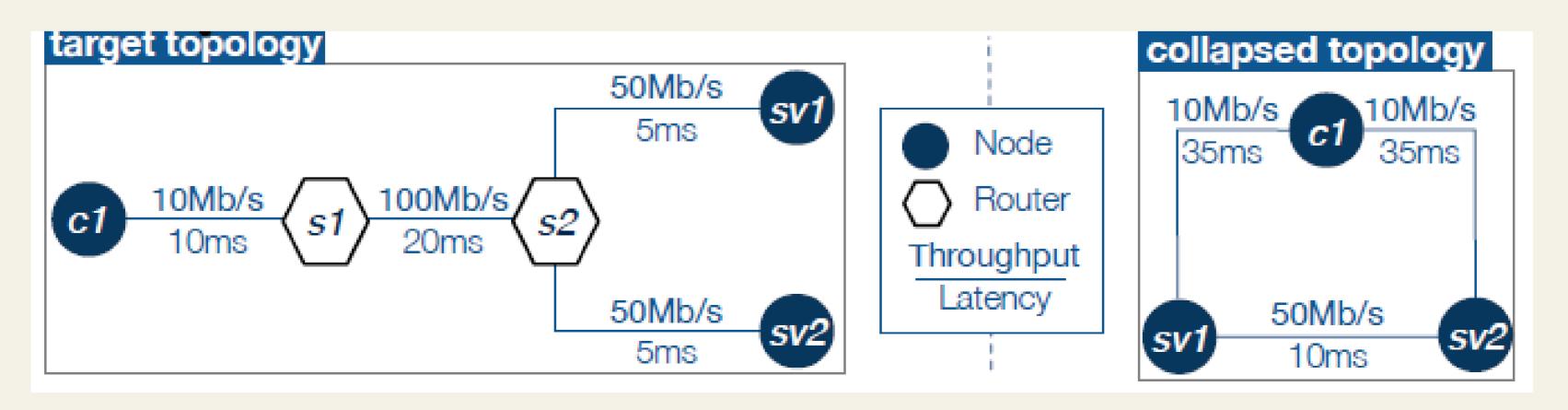
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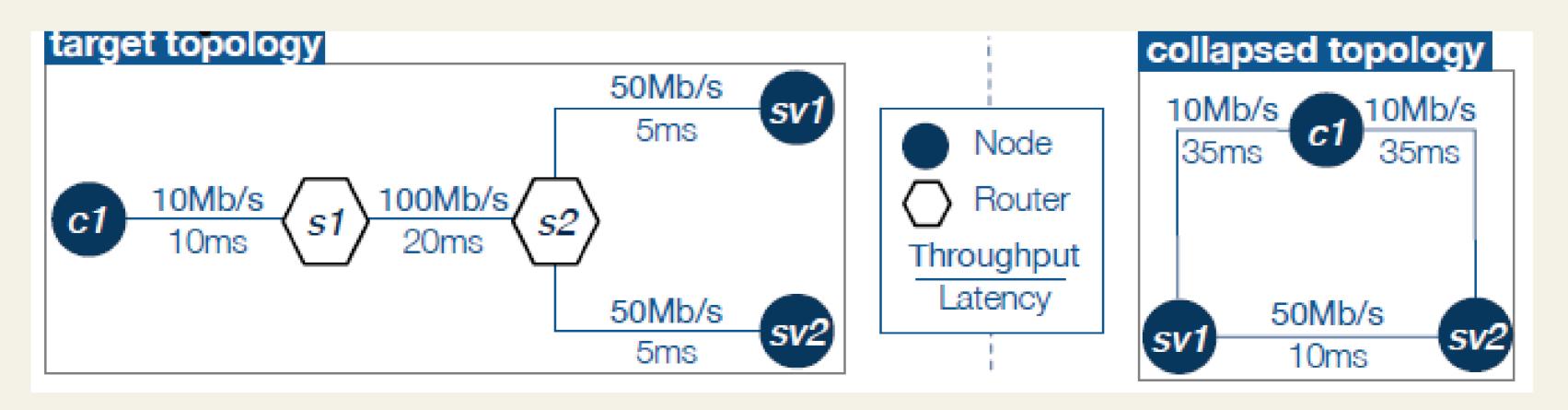
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- Emulation Manager, a single instance per physical machine responsible for maintaining the emulation model.
- TC Abstraction Layer (TCAL), once per application container, it retrieves and sets the link properties.
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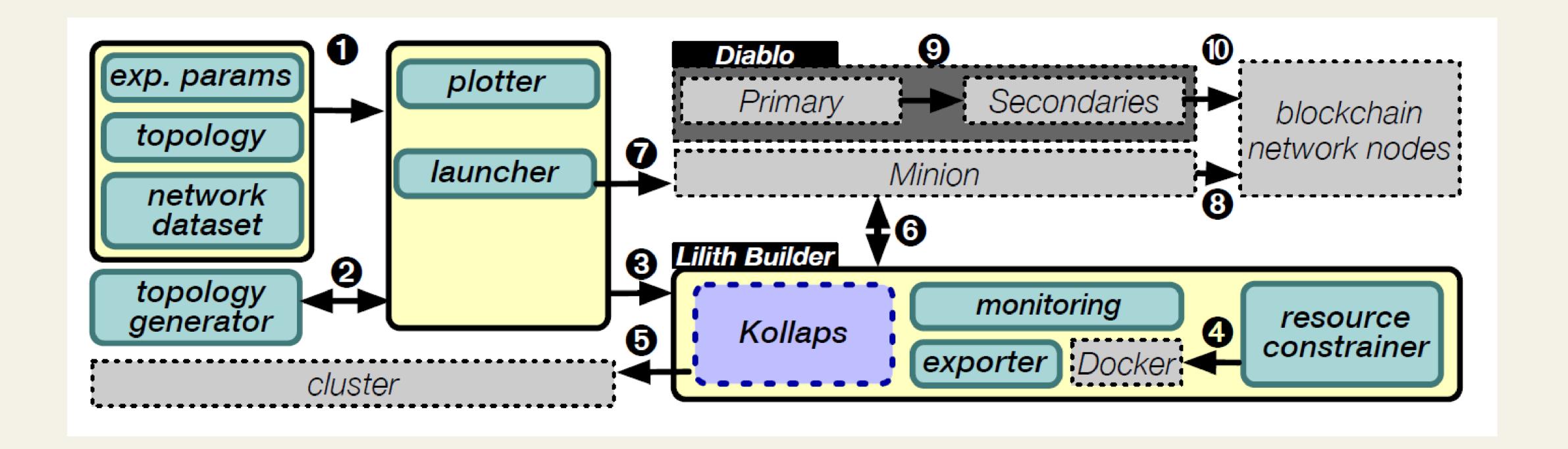
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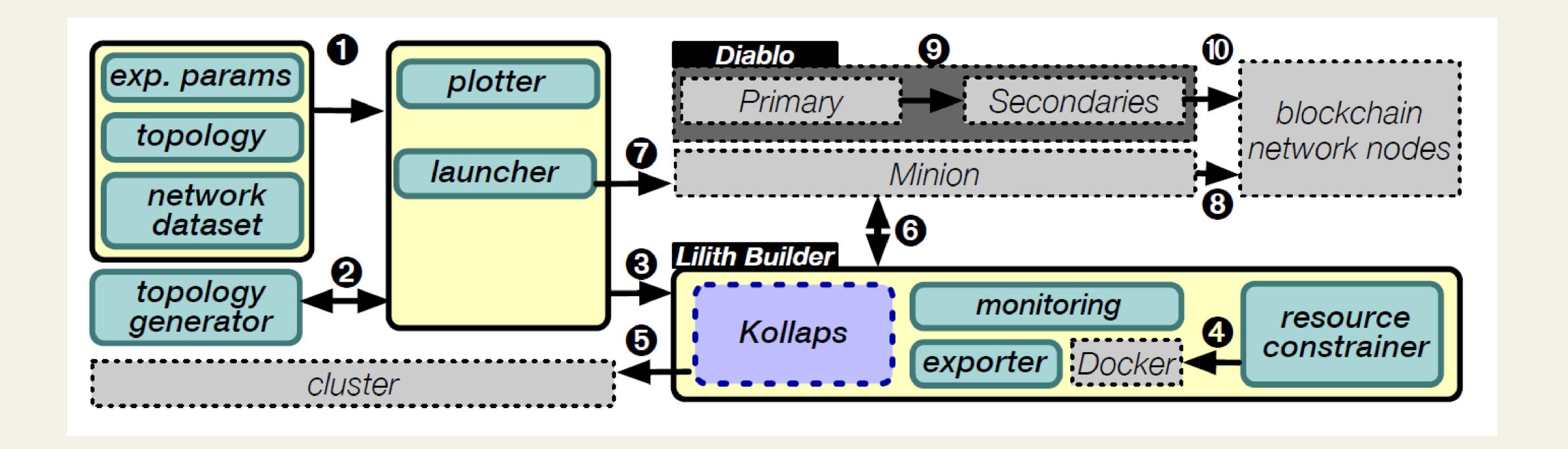
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#### Benchmarking process

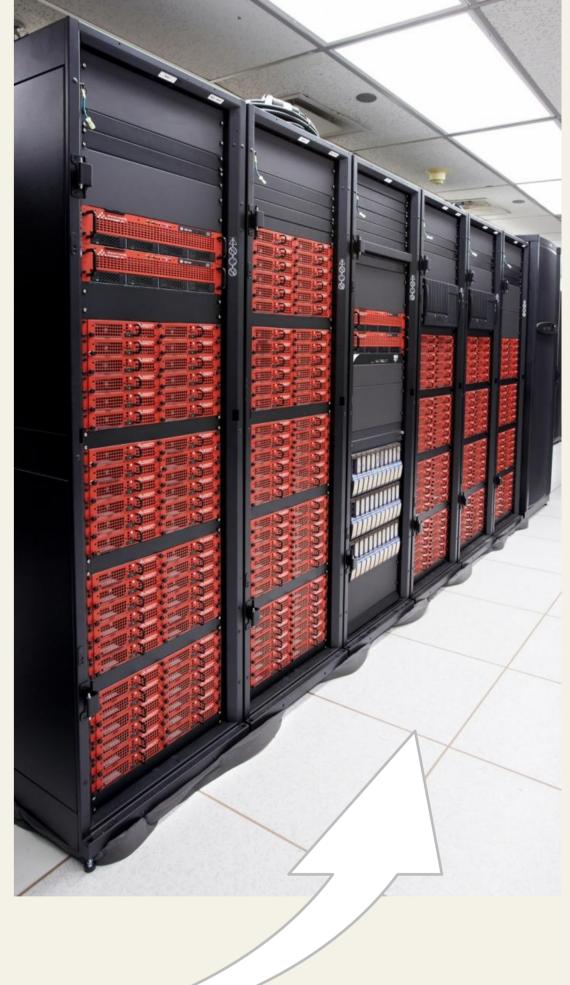


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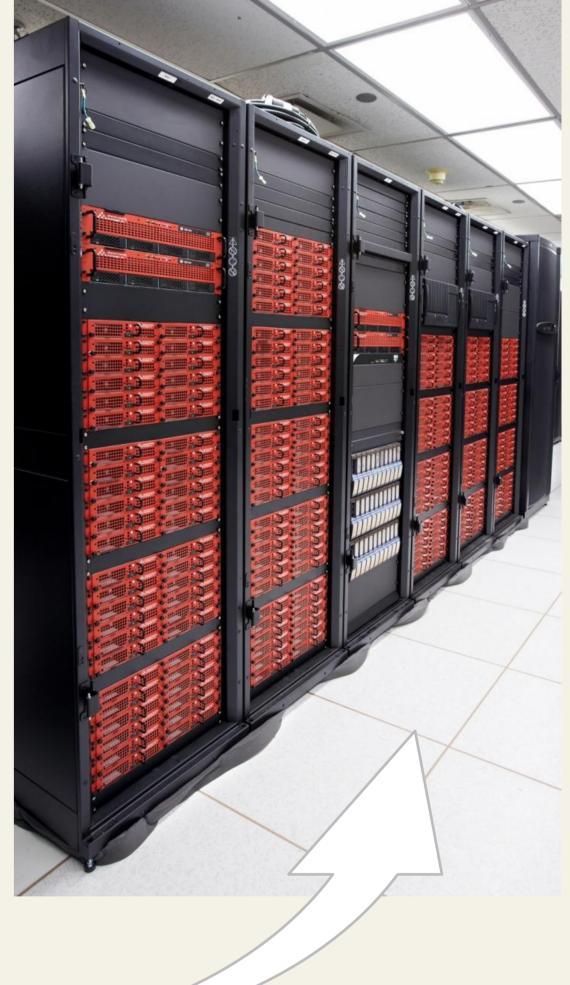
















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- Obtain a cost-effective infrastructure to benchmark blockchain solutions.
- Integration of multiple blockchain systems.
- Improved result analytics alongside blockchain node log files.
- Transitioning from cloud to cluster, resulting in cost reduction.
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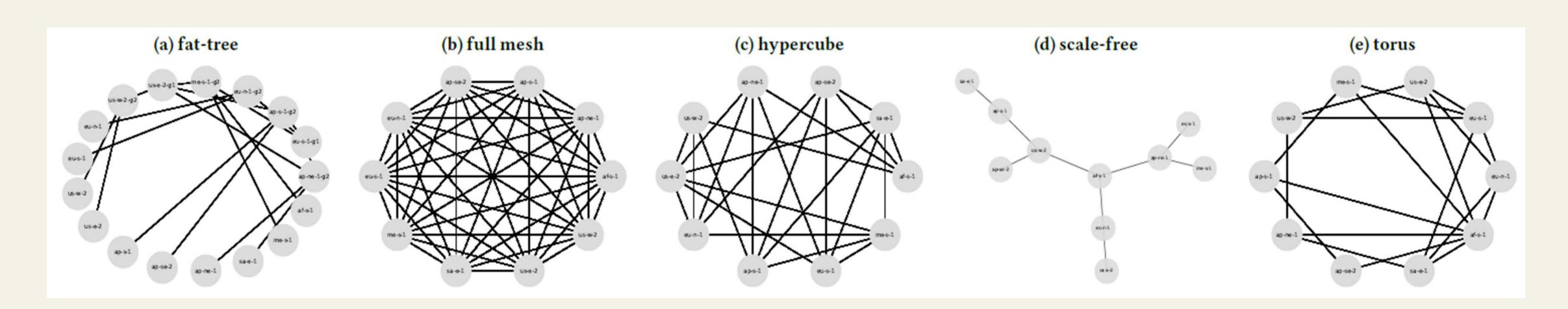
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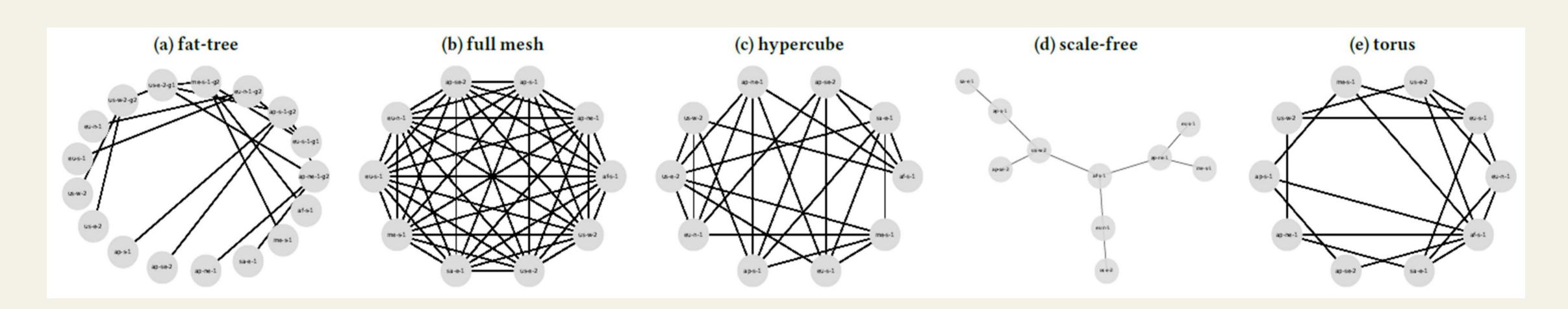
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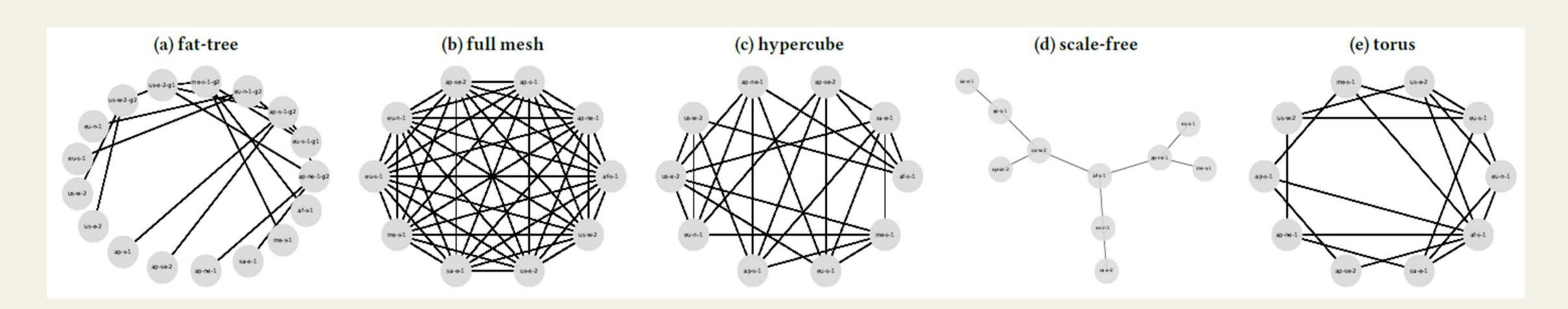
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- Full mesh. Each node is connected to every other node, ensuring maximum connectivity.
- Hypercube. Each node is connected to its adjacent nodes in a binary-like fashion, forming a multidimensional cube.
- Scale-free. A few nodes have significantly more connections than others.
- Torus. Resembling a grid where each node is connected to its adjacent nodes in a wrap-around fashion.



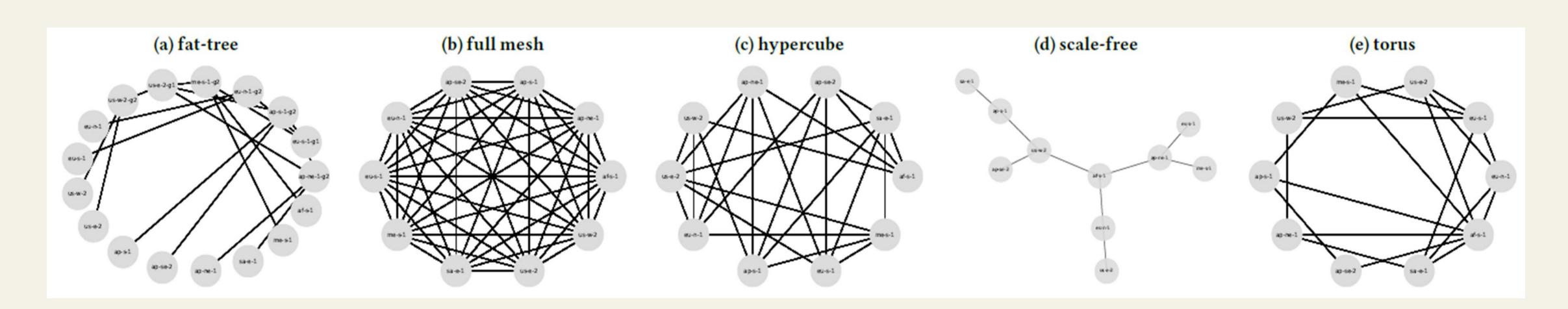
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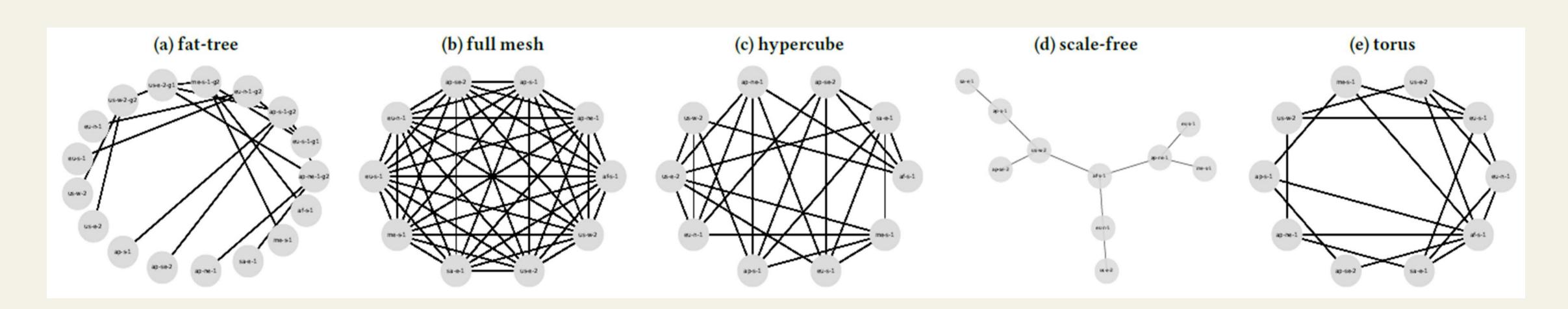
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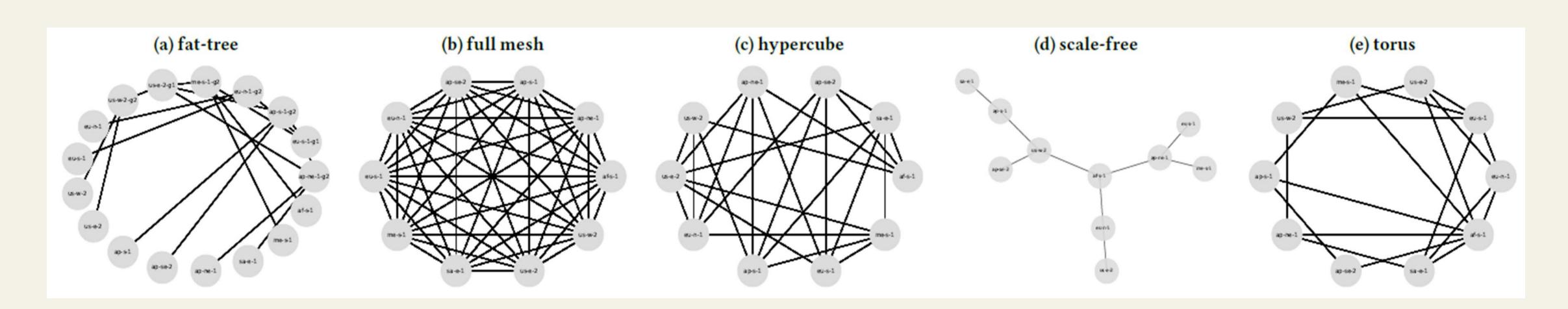
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#### Kollaps Network construction

- Network measurements in the cloud don't provide much insight into the underlying infrastructure.
- Having node with degree >= 2 in Kollaps, it is not possible to obtain the same network performance (Kollaps activates a best-route selection mechanism).
- This confirms that measurements in the cloud only show a part of its network infrastructure design.

Topology	Degree	Links	Avg. Lat. (ms)	Avg. TPut (Mbps)
fat-tree (k ports=4, l level=2)	k	$k^l/2$	102	712
full mesh (N nodes)	N-1	$N\times(N-1)/2$	194	600
hypercube (n dimensions=4)	n	$n \cdot 2^{(n-1)}$	208	560
scale-free (N nodes)	(Based on Power Law)		218	432
torus (N nodes/row=5, n dim.=2)	2 <b>n</b>	$n \cdot N^n$	197	728

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- **Diem.** Formerly known as Libra (Facebook), employs a modified HotStuff consensus protocol to ensure deterministic resolution of the consensus problem, reduce communication overhead, and imposes a memory pool limit of 100 transactions per signer, with a sequence number in each transaction, akin to Ethereum.
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- Quorum IBFT. A permissioned Ethereum variant maintained by ConsenSys for enterprise use, provides a web socket streaming API for accessing real-time blockchain data with a 1-second block period.
- **Solana.** A high-performance blockchain utilizing Proof-of-History combined with Proof-of-Stake for scalability and throughput, requires 30 confirmations for transaction finality and appends blocks every 400 milliseconds by replacing both Merkle Patricia Trie and ECDSA.

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				(s)	TPS
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Diem	HotStuff [82]	MoveVM	Move	100 [61]	60-1K [83]
Ethereum	Clique [70]	geth	Solidity	10-20 [4]	10-15 [67]
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- Based on both native transactions and smart contract requests.
- **DDoS.** To test the robustness of the specific blockchain under high request scenarios.
- FIFA. A customization implementation of the FIFA website workload during the 1998 soccer world cup, and implemented as a simple (but contended) counter smart contract with an add function.
- **GAFAM.** Implemented as a decentralized exchange smart contract with functions to buy and check the availability of the stocks for Google, Apple, Facebook, Amazon and Microsoft.
- **Gaming.** Executing the trace of an online battle arena video game comprising players who interact with each other and with the environment.
- PayPal and VISA. To test their transactions capacity to a blockchain.

Workload	Type	Scenario	Duration	Injected
			(s)	TPS
DDoS	Transfer Tx	Constant rate	120	10,000
FIFA	Smart contract	High sending rate	100	45,000
GAFAM	Smart contract	Burst	180	20,000 down to 100
Gaming	Smart contract	Intensive	276	13,000
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- Based on both native transactions and smart contract requests.
- **DDoS.** To test the robustness of the specific blockchain under high request scenarios.
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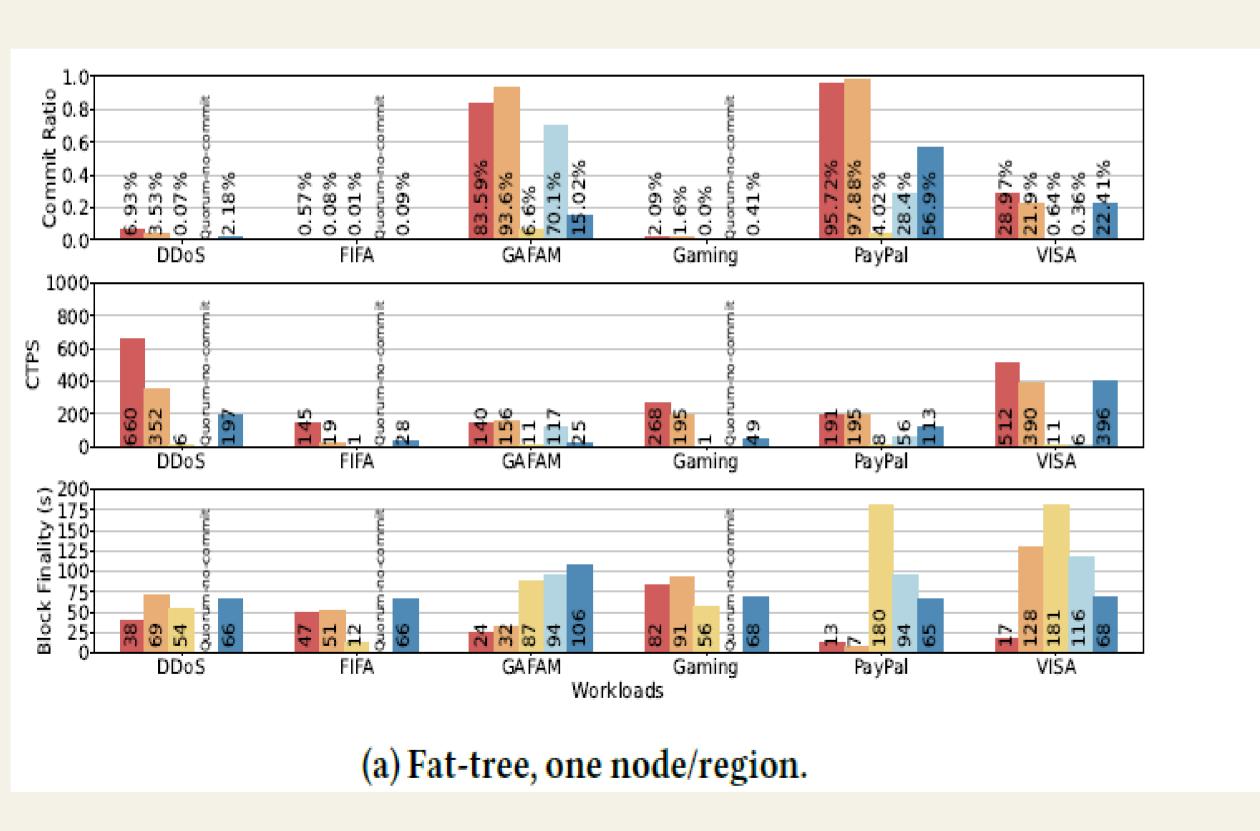
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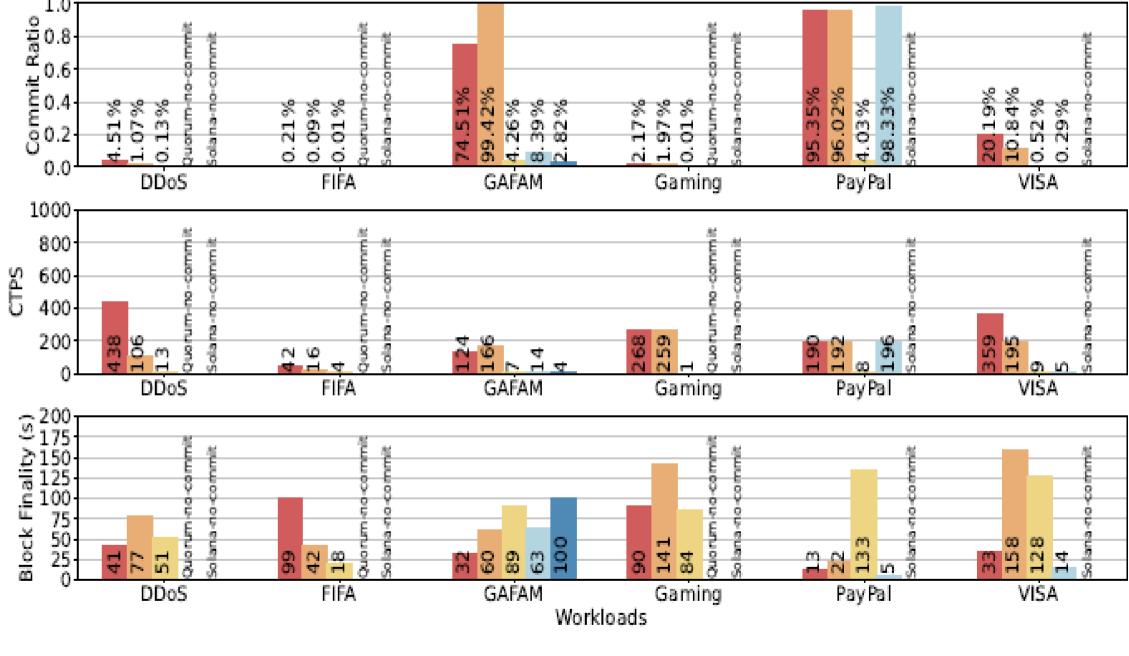
#### FINDINGS

**RQ1** Torus allows generally for better results with more demanding workloads. We achieve the best overall results, across the five tested blockchains, atop full mesh and hypercube, due to their high degree and link capacity.

RQ2 Our results demonstrate that Diem and Solana are the most affected by packet loss, followed by Quorum and Algorand. Classical consensus mechanism, as in Quorum, are less reactive to increasing latencies. Despite consistently exhibiting lower CTPS compared to the others, Ethereum is the least affected by these dynamic network events.

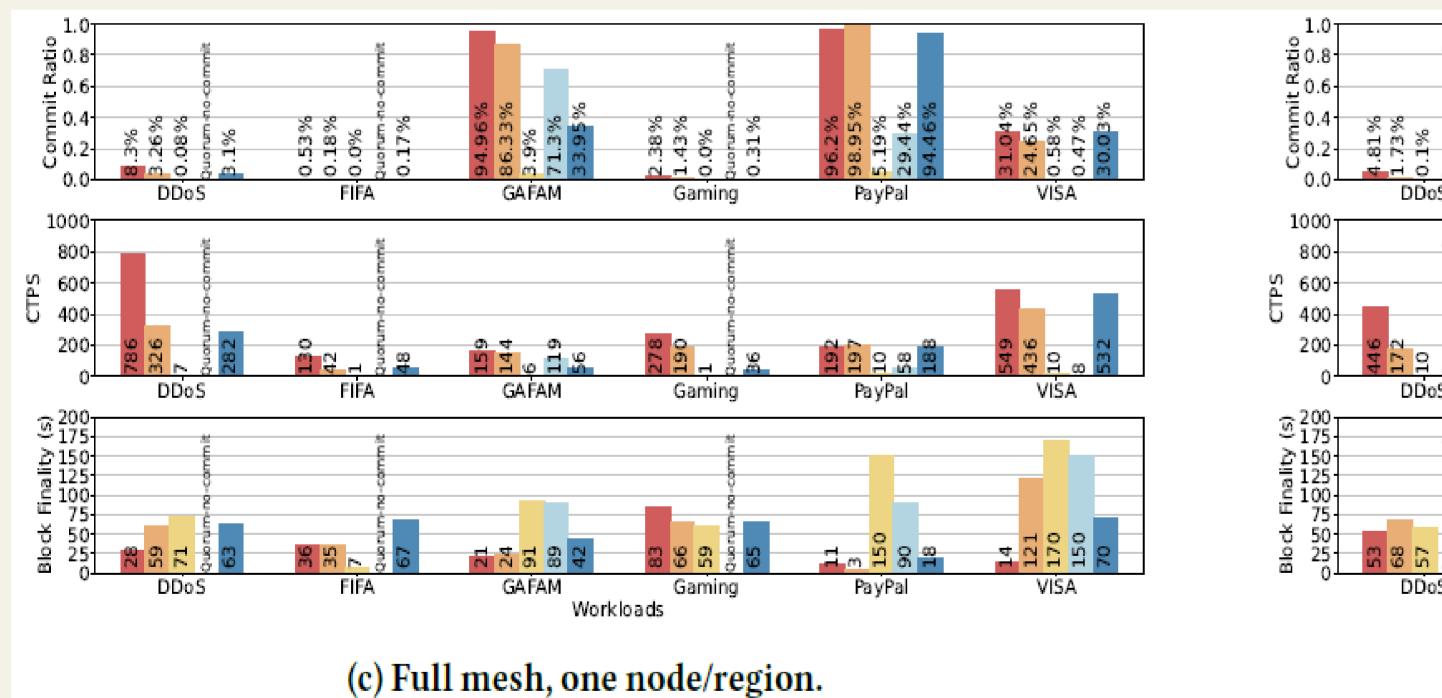
## Benchmark on a fat-tree topology with different blockchain network size

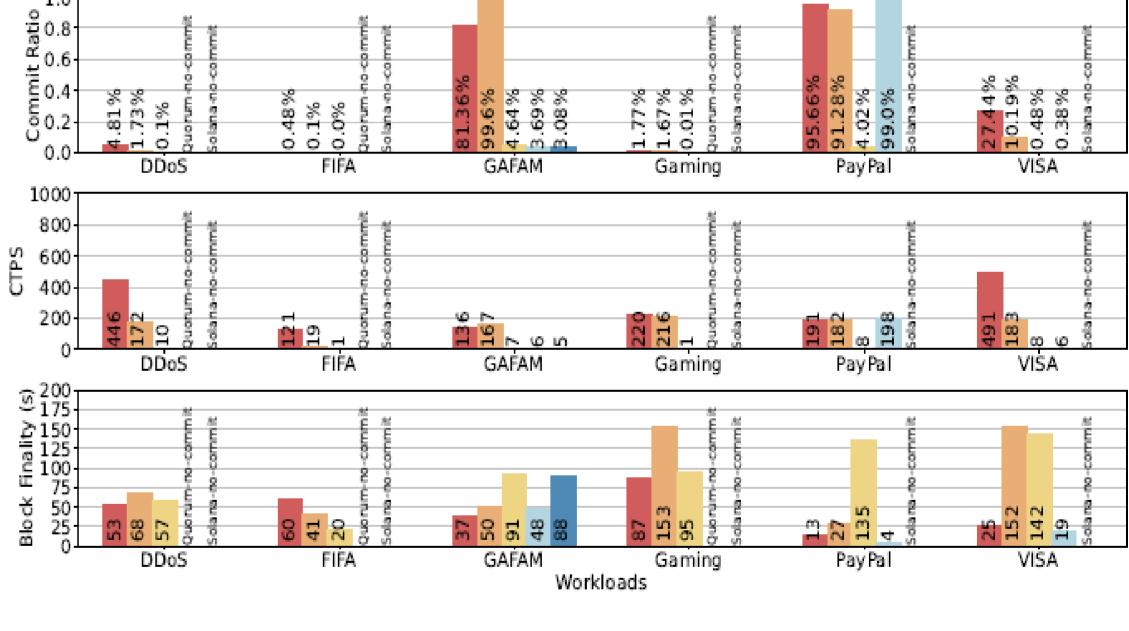




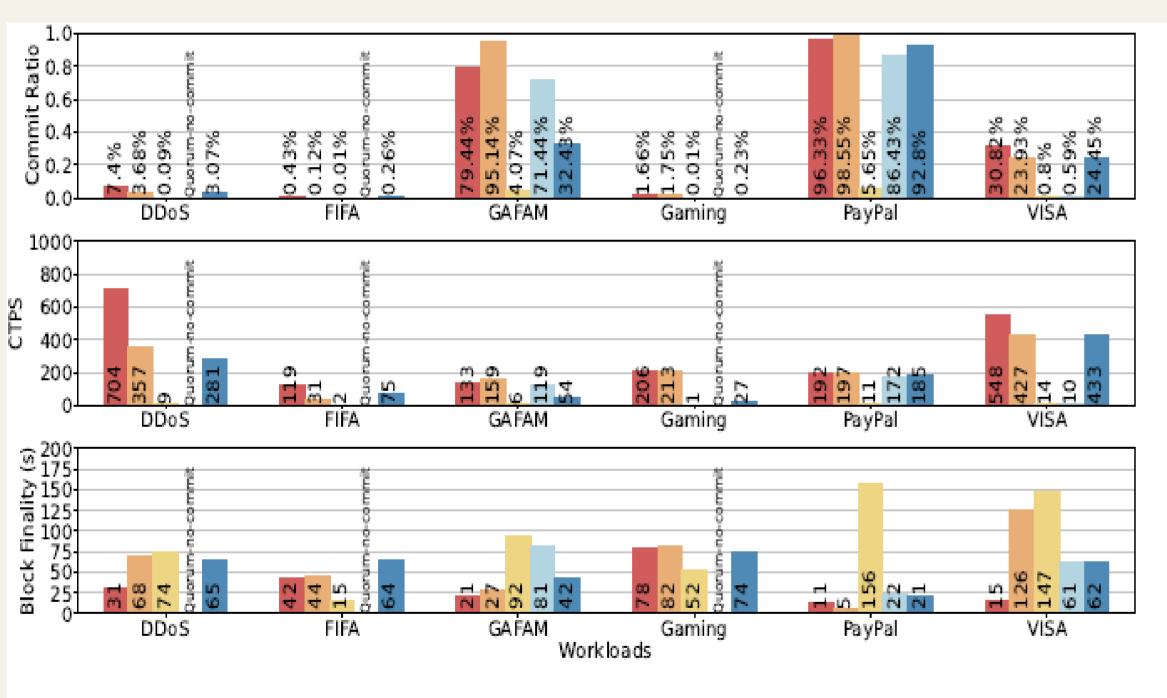
(b) Fat-tree, four nodes/region.

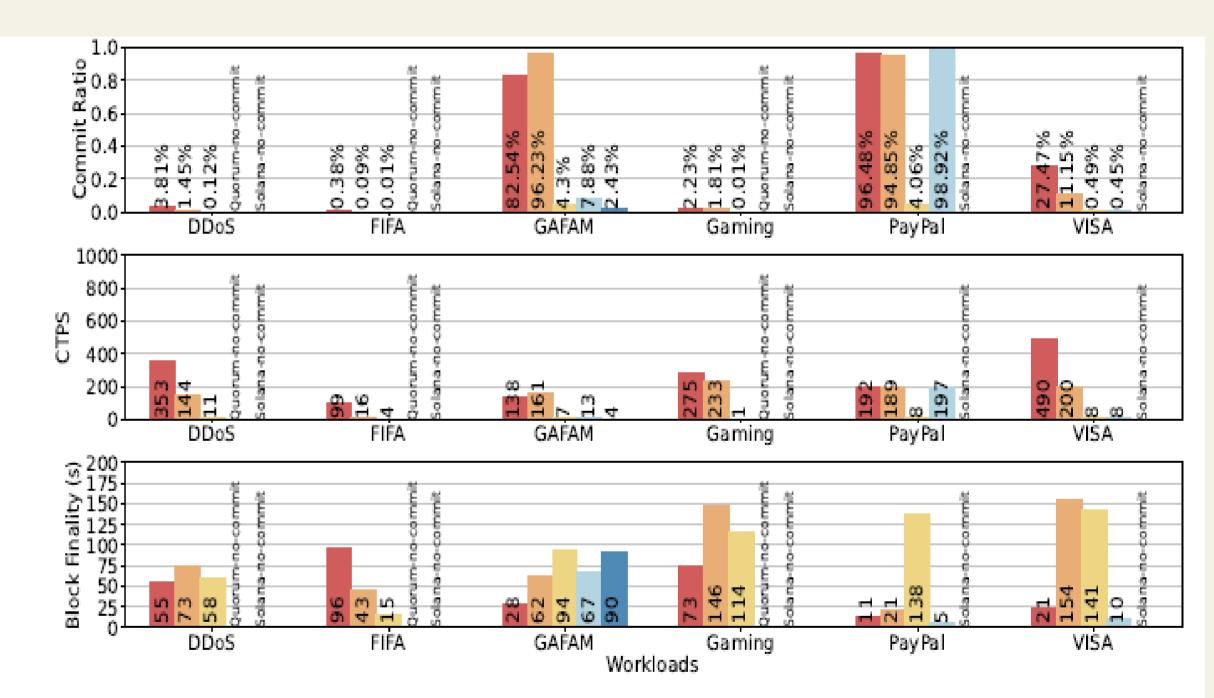
## Benchmark on a full mesh topology with different blockchain network size





## Benchmark on a hypercube topology with different blockchain network size

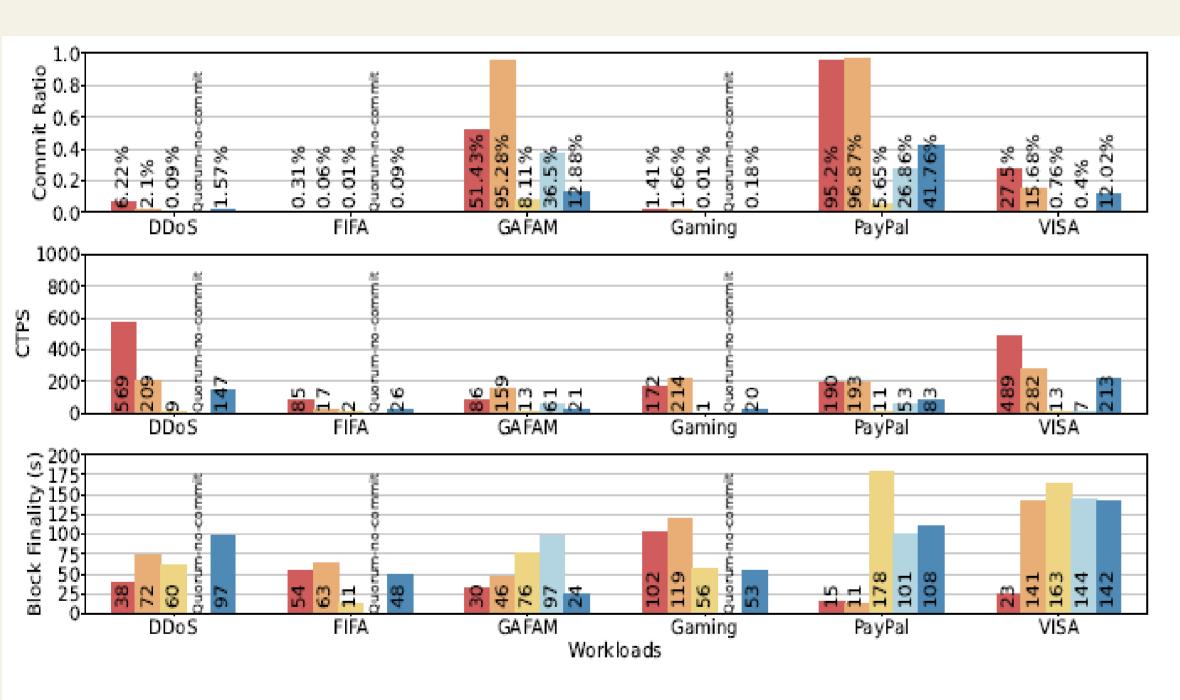




(e) Hypercube, one node/region.

(f) Hypercube, four nodes/region.

#### Benchmark on a scale-free topology with different blockchain network size



1000-191 166 8 194 129 186 1 272 155 10 232 75 16 Gaming Pay Pal

Gaming

Gaming

GAFAM

0.25% 0.06% 0.01%

FIFA

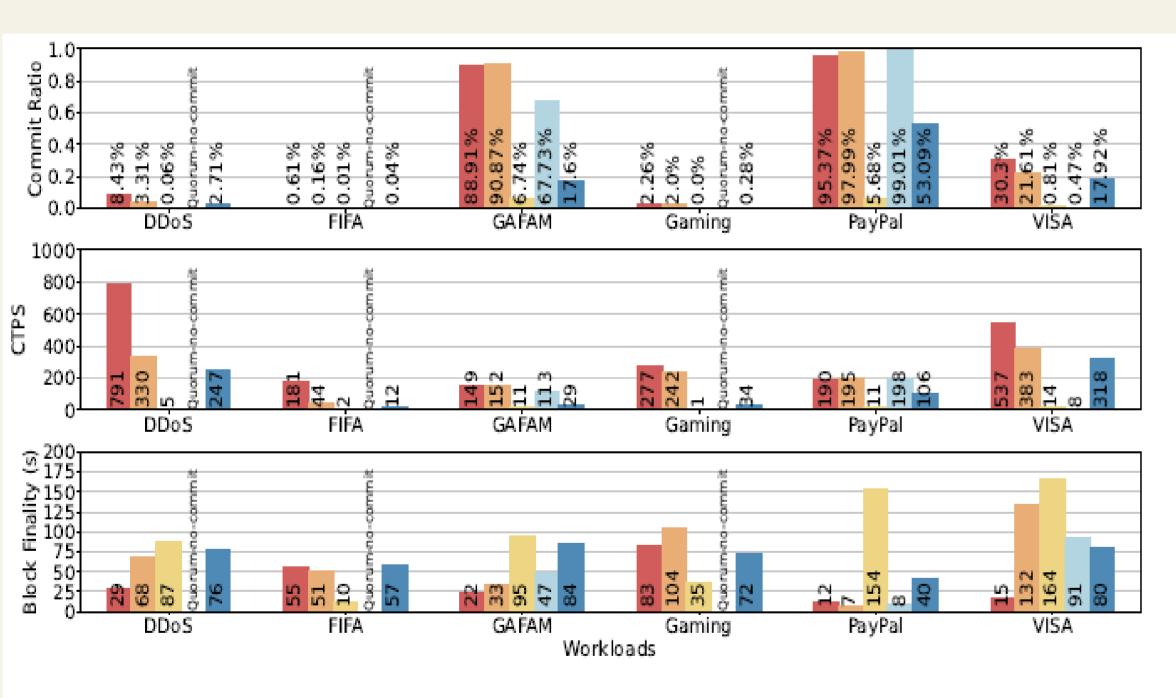
(g) Scale-free, one node/region.

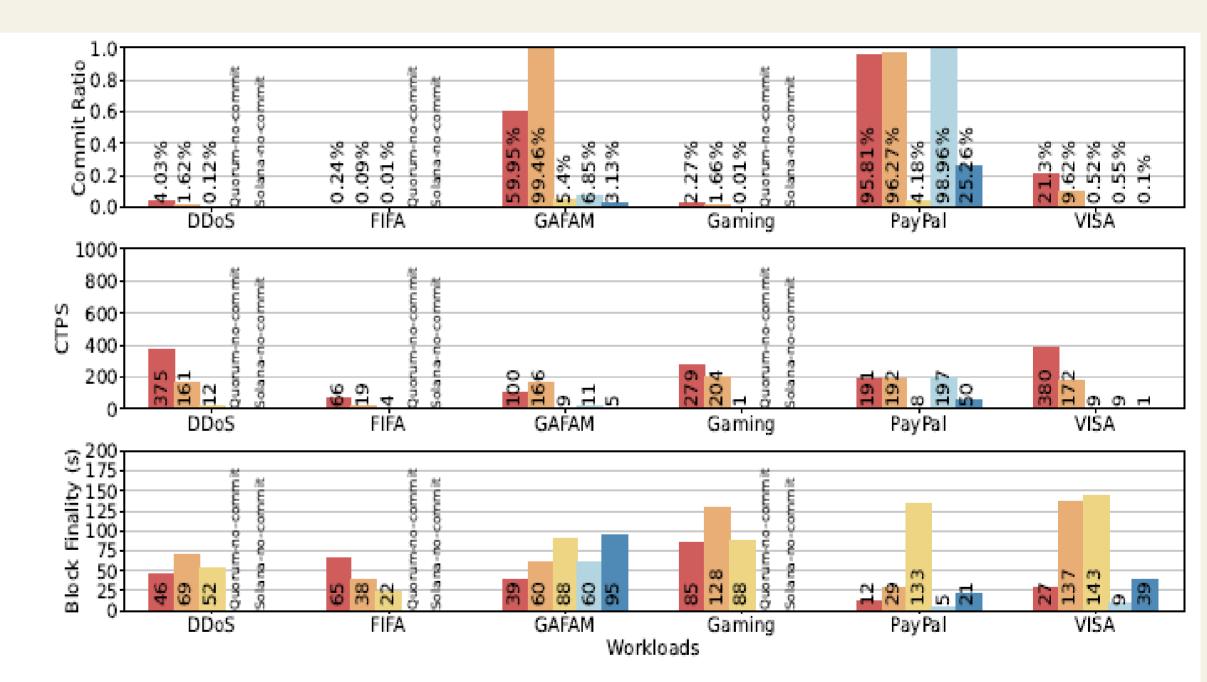
(h) Scale-free, four nodes/region.

Workloads

GAFAM

## Benchmark on a torus topology with different blockchain network size

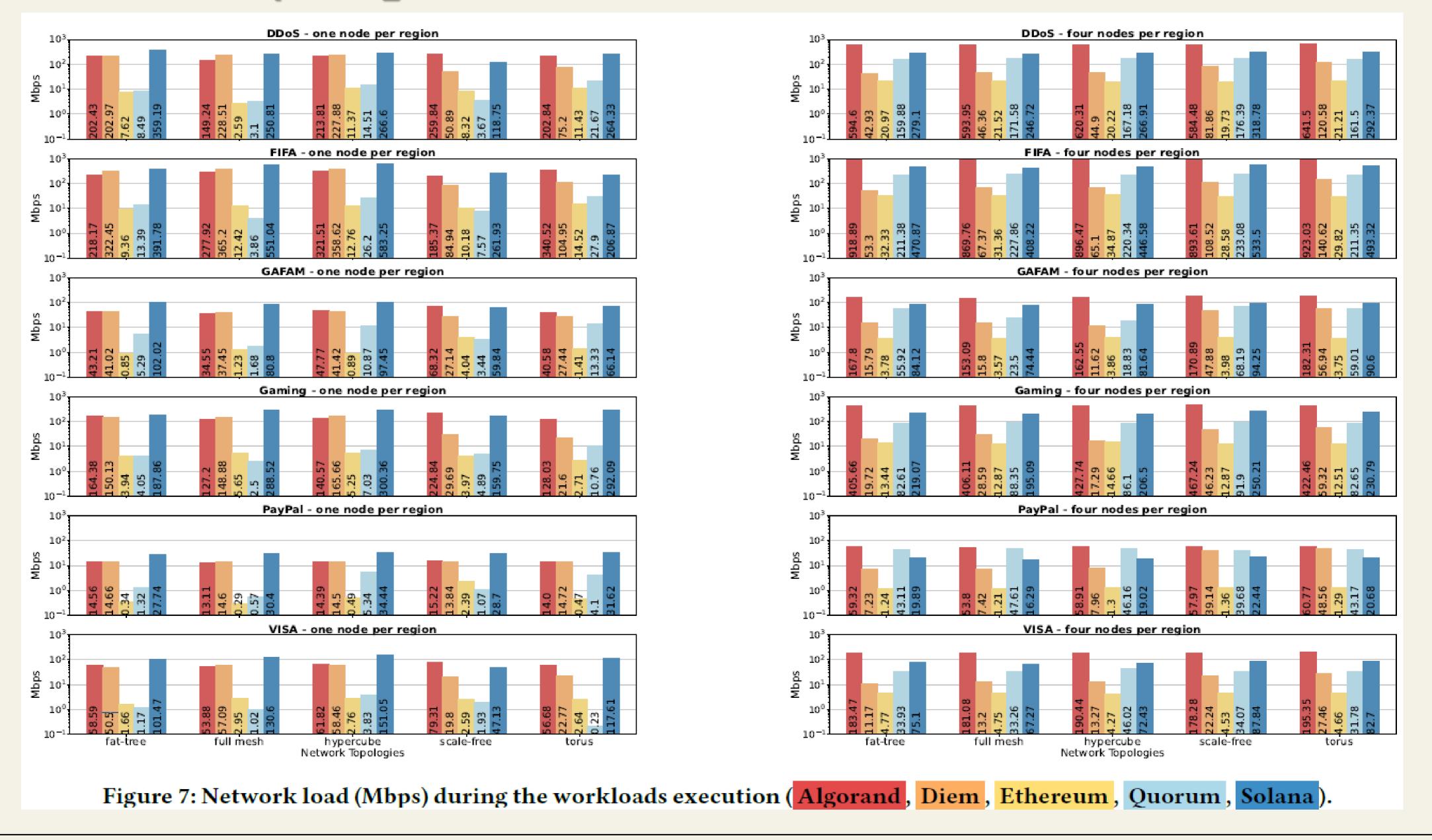




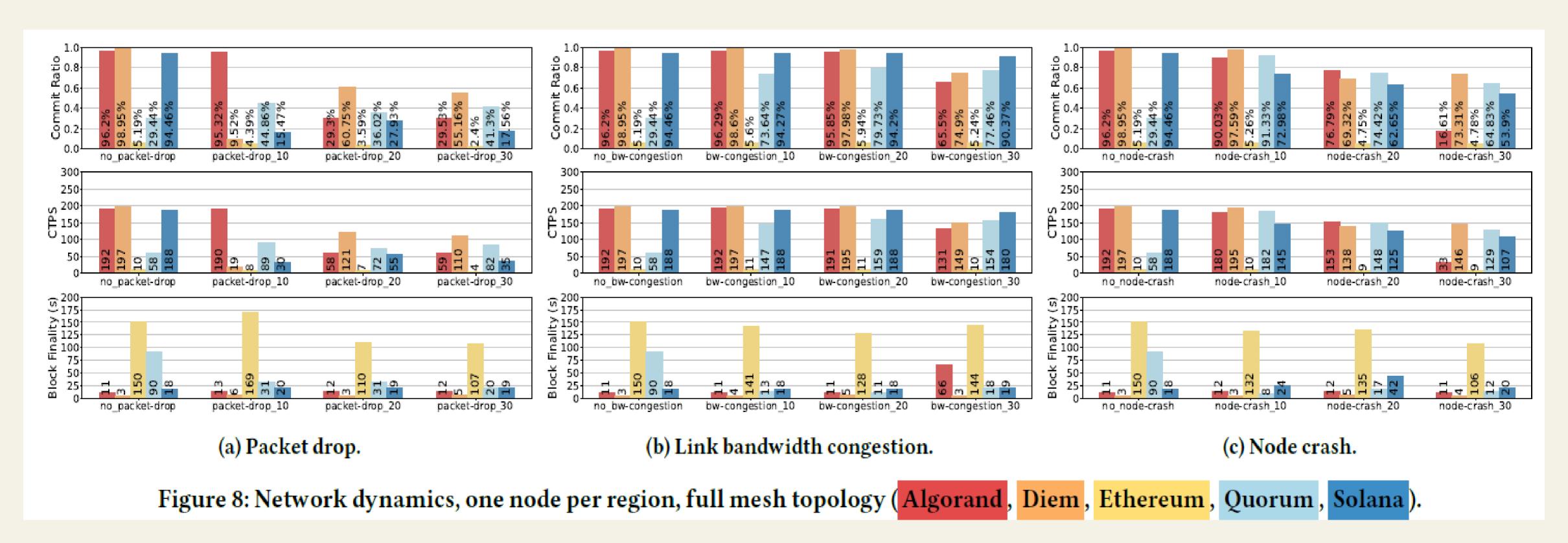
(i) Torus, one node/region.

(j) Torus, four nodes/region.

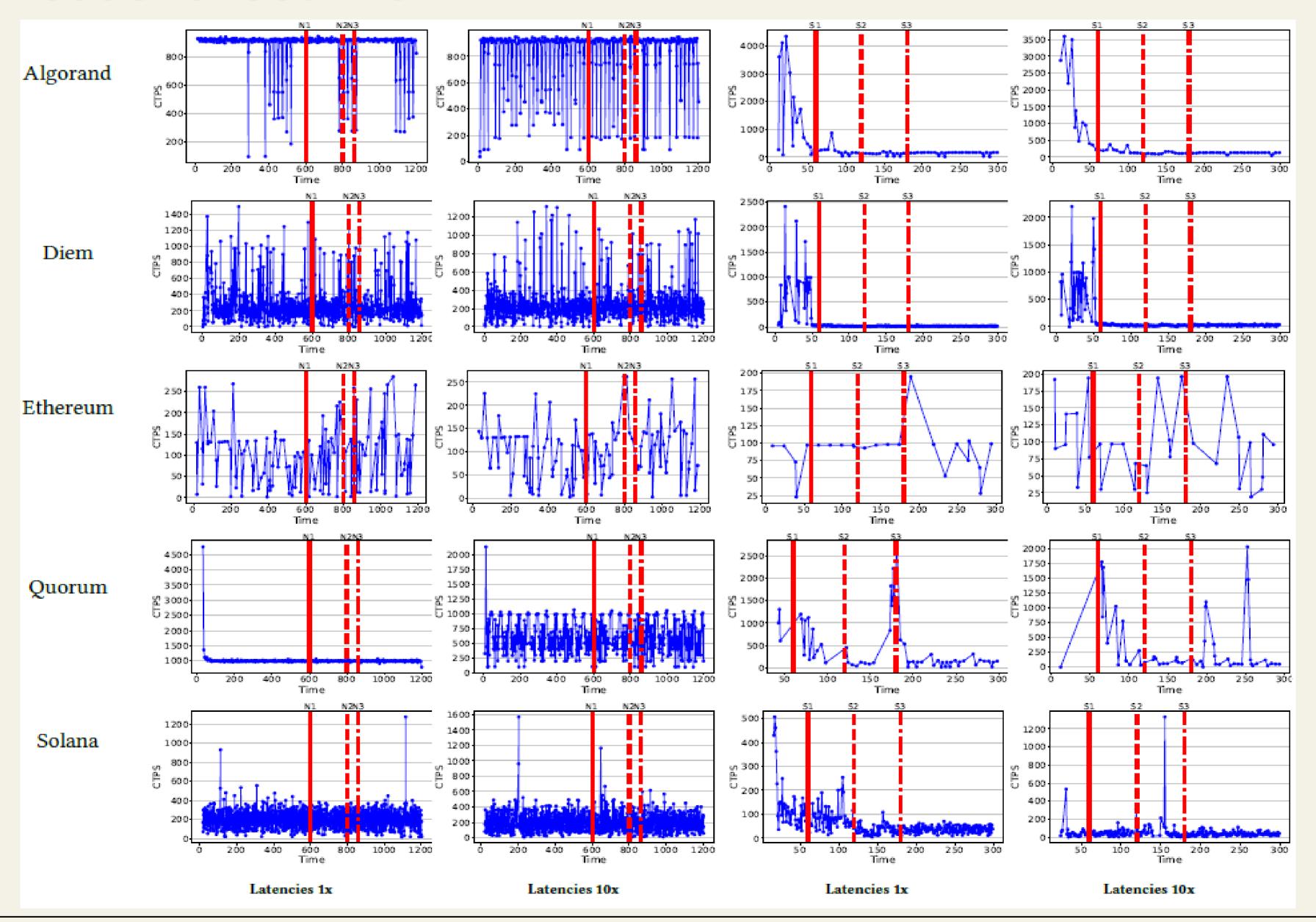
Network load based on the different workload executed on the topologies set



Benchmark on a full mesh topology with different packet drop percentage, link bandwidth congestion and node crash during the workload execution



Benchmark on a full mesh topology with increasing latencies during the PayPal (left) and GAFAM (right) workloads execution



• Lilith enables reproducible evaluation of blockchain performance across realistic, geo-distributed network topologies.

Collect and utilize real blockchain data (from specific periods)

Use temporal data to simulate dynamic network events

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# Thanks for your attention

#### References

Vincent Gramoli, Rachid Guerraoui, Andrei Lebedev, Chris Natoli, and Gauthier Voron. 2023. *Diablo: A Benchmark Suite for Blockchains*. In *Proceedings of the Eighteenth European Conference on Computer Systems* (EuroSys '23). Association for Computing Machinery, New York, NY, USA, 540-556. https://doi.org/10.1145/3552326.3567482

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