Smart Contract Kill Switch for Security in a Private Blockchain-based Software Transaction System

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Overview (1/3)

EU – Enforcement of the Amendment to the Data Act

- In March 2023, the EU Commission passed an amendment to the EU Data Act, which officially takes effect on January 11, 2024
- The amendment allows a transition period of 20 months and is planned to be implemented across all EU member states starting September 2025

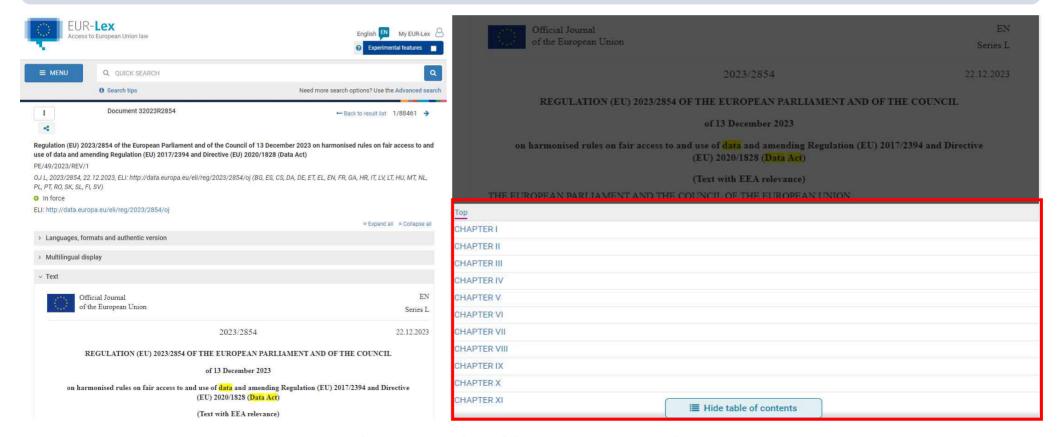


Figure 1. Overview of the EU Data Act Amendment

Overview (2/3)

Data Act – Issues related to the Smart Contract Kill Switch Provision

- Article 30 of the Data Act specifies the mandatory inclusion of a "kill switch" function in smart contracts
- Within the cryptocurrency community, the requirement for a mandatory "kill switch" in smart contracts has sparked significant concerns and ongoing debates

Article 30

Essential requirements regarding smart contracts for data sharing

The party offering smart contracts in the context of an agreement to make data available shall comply with the following essential requirements:

- (a) robustness and access control; ensure that the smart contract has been designed to offer rigorous access control
 mechanisms and a very high degree of robustness to avoid functional errors and to withstand manipulation by third parties;
- (b) safe termination and interruption: ensure that a mechanism exists to terminate the continued execution of transactions: the smart contract shall include internal functions which can reset or instruct the contract to stop or interrupt the operation to avoid future (accidental) executions; in this regard, the conditions under which a smart contract could be reset or instructed to stop or interrupted, should be clearly and transparently defined. Especially, it should be assessed under which conditions non-consensual termination or interruption should be permissible;
- (ba) equivalence;: a smart contract shall afford the same level of protection and legal certainty as any other contracts generated through different means.
- (bb) protection of confidentiality of trade secrets: ensure that a smart contract has been designed to ensure the confidentiality of trade secrets, in accordance with this Regulation.

Figure 2. EU – Provision on the Mandatory Kill Switch for Smart Contracts in the Data Act Amendment

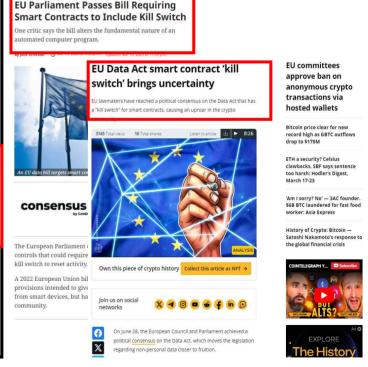


Figure 3. Issues and Debates surrounding the mandatory kill switch provision for smart contracts

Overview (3/3)

Key Perspectives on the Smart Contract Kill Switch Provision

- By September 2025, when the law is applied across all EU member states, existing deployed smart contracts may risk being deemed illegal; This is expected to have a particularly detrimental impact on DeFi, which is fundamentally rooted in transparency and decentralization
- However, with financial losses continually arising from smart contract security issues, the implementation of a smart contract kill switch offers the advantage of minimizing damage caused by security incidents



Related Work

Software Transaction Revenue Settlement/Distribution Process

- 1. Service providers such as Apple or Google develop and upload a Software Development Kit (SDK) to the software sales server
- 2. Developers or development companies use the SDK to develop software and register it on the software sales server
- 3. When a buyer purchases the software, the software sales server deducts a certain fee and settles and distributes the sales revenue accordingly

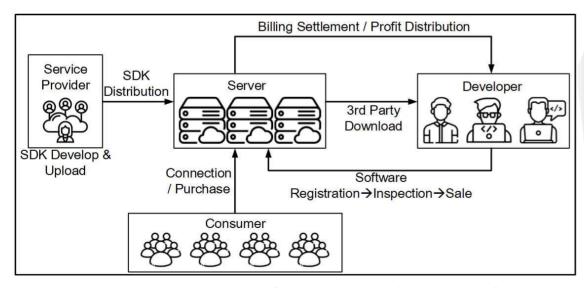


Figure 4. The Existing Process for Settling and Distributing Software Transaction Revenue

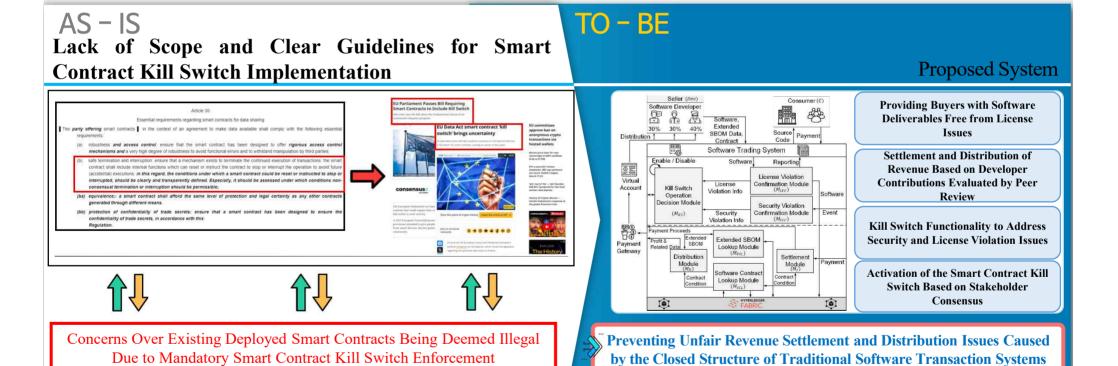
Table 1. Limitations of the Software Transaction Revenue Settlement and Distribution Process

Limitation	Description		
Centralized Method for Revenue Settlement and Distribution	• Developers or development companies cannot transparently verify the revenue settlement and distribution efforts for their software due to centralized sales servers		
Issues with Unclear Revenue Settlement and Distribution	• Development companies may provide incentives to developers from the additional revenue generated by the software, but developers cannot verify the evidence of settlement and distribution		

Proposed Framework (1/8)

Motivation

• The ongoing disputes and issues surrounding the smart contract kill switch stem from the lack of clear guidelines and the undefined scope of its application in the legislation



Lack of Scope and Guidelines for Smart Contract Kill Switch

Implementation in the Data Act Amendment

Minimizing Financial Losses in the Event of Security Incidents or

License Violations

Proposed Framework (2/8)

Overview

- In response to the ongoing issues caused by centralized software sales servers, a decentralized and transparent software transaction system is proposed
- To address potential license issues and security threats arising from smart contract vulnerabilities in the software transaction system, a smart contract kill switch is implemented

license violations occur during operation,

the smart contract kill switch functionality is

utilized to effectively respond to such

incidents

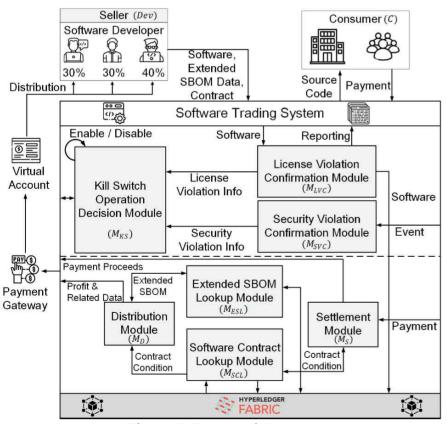
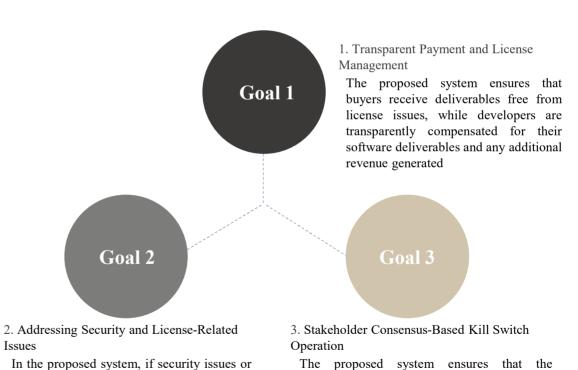


Figure 5. Proposed System



stakeholders

transaction

activation of the smart contract kill switch is

processed based on the consensus of

involved in the software

Proposed Framework (3/8)

Key Phases

• The proposed system operates in three phases: 'Software Registration Stage', 'Settlement and Distribution Stage', and 'Incident Response Stage'

Software
Registration
Phase

- In this phase, developers register their developed software in the software transaction system

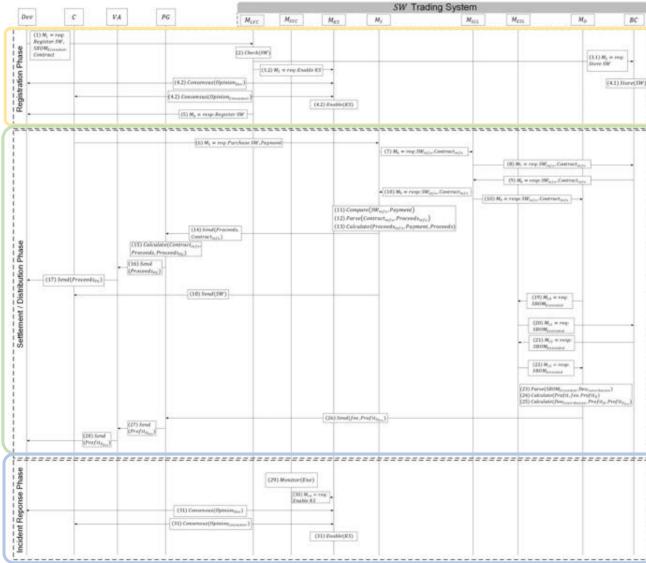
• Clients pay for software that meets their needs, and the software transaction system performs settlement and distribution based on the transaction information

Settlement and Distribution Phase

Incident Response Phase If a security issue or license violation arises within the software transaction system, the smart contract kill switch is activated through consensus to address the issue immediately

Proposed Framework (4/8)

Detailed Operational Process



Phase 1: SW Registration

The developer registers the software they wish to distribute, along with the Software Bill of Materials (SBOM), in the software transaction system

Phase 2: Settlement/Distribution

- This phase involves the settlement and distribution of sales revenue for the software developed by the developer, as well as the settlement and distribution of any additional revenue generated from the sold software
- 1. Developer's Contribution to SW

$$\lambda_i = 1 + \left(\sum_{j=1}^n t_j\right) \underset{t_j = 1}{\text{\times t_j: Work performed by the developer per task}} t_j = \frac{pd}{\sum_{i=1}^n ad_i} \text{ (ad: Deadline for the task, pd} \text{ Exception of the task)}$$

2. Adjustment of Evaluation Scores based on Significance Levels

$$\tau_{j} = \frac{a_{j}}{\sum_{j=1}^{n} a_{j}}$$
 $\approx a_{j}$: Significance weight for evaluator j
$$a_{j} = \Pr(P^{2}(n-1) \ge S_{j}^{2} : \text{Score assigned to developer by evaluator;}$$

3. Fairness-Validated Peer Review
$$S_j^2 = \sum_{i=1}^n \frac{\left(P_{(i,j)} - \bar{P}_{(i,j)}\right)^2}{\bar{P}_{(i,j)}}$$
 Score
$$CP_i = \sum_{i=1}^n \tau_j P_{(i,j)}$$
 4. Developer Contribution Score Calculation
$$C_i = CP_i \lambda_i$$

Phase 3: Incident Response Phase

A stage where the system responds to abnormal behavior detected during the monitoring of the software transaction system

Proposed Framework (5/8)

Smart Contract Kill Switch Activation Decision Algorithm

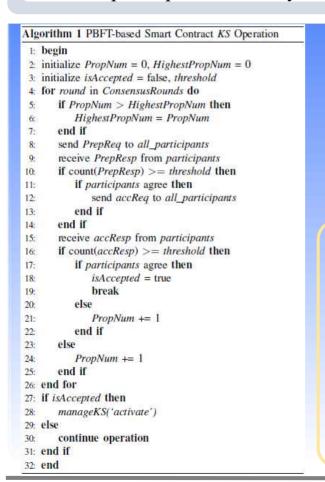
- If the activation of a smart contract kill switch is carried out by a third party, it could compromise the decentralization of the blockchain
- A solution for activating the smart contract kill switch based on a consensus algorithm is proposed

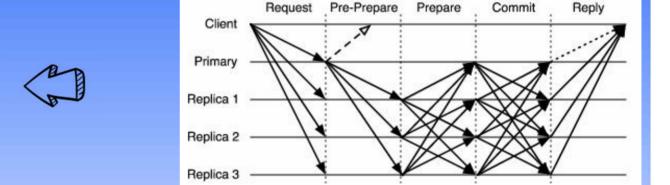
```
Algorithm 1 PBFT-based Smart Contract KS Operation
                                                                                                                                                        Algorithm 3 Raft-based Smart Contract KS Operation
                                                                    Algorithm 2 Paxos-based Smart Contract KS Operation
                                                                     1: begin
                                                                                                                                                         2: initialize term = 0. VotedFor = None
 2: initialize PropNum = 0, HighestPropNum = 0
                                                                     2: initialize VoteCount = 0, threshold
                                                                                                                                                         3: initialize isLeader = false, votes = 0
 3: initialize isAccepted = false, threshold
                                                                                                                                                         4: while True do
                                                                     3: initialize log = [], faulty = []
4: for round in ConsensusRounds do
                                                                                                                                                               if not isLeader then
       if PropNum > HighestPropNum then
                                                                     4: for each participant in participants do
                                                                                                                                                                  term += 1
          HighestPropNum = PropNum
                                                                                                                                                                  VotedFor = self
                                                                                                                                                         7:
                                                                             send VoteReq to participant
7:
                                                                                                                                                                  votes = 1
                                                                             if not receive VoteRes within timeout then
       send PrepReq to all_participants
                                                                                                                                                                  send VoteReq to all_participants
       receive PrepResp from participants
                                                                     7:
                                                                                 add participant to faulty
                                                                                                                                                        10:
                                                                                                                                                                  receive VoteResp from participants
       if count(PrepResp) >= threshold then
10:
                                                                                 continue
                                                                                                                                                        11:
                                                                                                                                                                  if VoteResp is affirmative then
                                                                     8:
          if participants agree then
11:
                                                                                                                                                        12:
                                                                                                                                                                     votes += 1
                                                                             end if
                                                                     9:
12:
              send accReq to all participants
                                                                                                                                                                  end if
                                                                                                                                                        13:
                                                                            if verifySig(VoteRes) is false then
13:
          end if
                                                                     10:
                                                                                                                                                                  if votes >= participants then
                                                                                                                                                        14:
14:
       end if
                                                                                 add participant to faulty
                                                                                                                                                        15:
                                                                                                                                                                     isLeader = True
                                                                    11:
15:
       receive accResp from participants
                                                                                                                                                        16:
                                                                                                                                                                     send logEntry to all participants
                                                                                 continue
                                                                    12:
       if count(accResp) >= threshold then
                                                                                                                                                        17:
                                                                                                                                                                     if isLeader then
16:
                                                                             end if
                                                                    13:
17:
          if participants agree then
                                                                                                                                                        18:
                                                                                                                                                                         receive logResp from participants
                                                                             log.append(VoteRes)
                                                                                                                                                        19:
                                                                                                                                                                        if logResp is successful then
18:
              isAccepted = true
                                                                    14:
                                                                                                                                                        20:
                                                                                                                                                                            manageKS('activate')
19:
             break
                                                                    15:
                                                                             if VoteRes is yes then
                                                                                                                                                                            break
                                                                                                                                                        21:
20:
          else
                                                                                 VoteCount += 1
                                                                    16:
                                                                                                                                                        22:
                                                                                                                                                                        end if
21:
             PropNum += 1
                                                                                                                                                        23:
                                                                             end if
                                                                                                                                                                     else
                                                                    17:
22:
          end if
                                                                                                                                                                        isLeader = False
                                                                                                                                                        24:
23:
                                                                             if VoteCount >= threshold then
                                                                    18:
                                                                                                                                                        25:
                                                                                                                                                                        reset votes
24:
          PropNum += 1
                                                                    19:
                                                                                 manageKS('activate')
                                                                                                                                                        26:
                                                                                                                                                                        wait for timeout
25:
       end if
                                                                                                                                                        27:
                                                                                                                                                                     end if
                                                                             else
                                                                    20:
26: end for
                                                                                                                                                        28:
                                                                                                                                                                  end if
                                                                                 continue operation
                                                                    21:
27: if isAccepted then
                                                                                                                                                        29:
                                                                                                                                                              end if
       manageKS('activate')
                                                                             end if
                                                                    22:
                                                                                                                                                        30:
                                                                                                                                                              if not isLeader then
29: else
                                                                    23: end for
                                                                                                                                                        31:
                                                                                                                                                                  continue
       continue operation
                                                                                                                                                        32:
                                                                                                                                                              end if
                                                                    24: logResult(log)
31: end if
                                                                                                                                                        33: end while
                                                                    25: end
32: end
                                                                                                                                                        34: end
```

Proposed Framework (6/8)

PBFT-based Smart Contract Kill Switch Activation Decision Algorithm

- A Byzantine Fault Tolerant (BFT) consensus algorithm designed to address the Byzantine problem, where 51% of the nodes are malicious
 - With a total of N participants, the system can function without issues in an environment where F participants are faulty, as long as N=3F+1





- 1. Initialize voteCount to calculate the number of agreement votes, consensusThreshold as the minimum number of agreement votes required for consensus, a messageLog array to store vote responses, and a faultyParticipants array to record faulty participants
- 2. Send signed vote requests to all participants and add verified responses to the messageLog
- 3. If the voteCount for responses agreeing to activate the kill switch meets or exceeds the consensusThreshold, activate the KS. If not, maintain the existing system operation

X Note: If responses agreeing to activate the KS are not received within the timeout period, the corresponding participant is added to faultyParticipants. Similarly, participants providing invalidly signed vote responses are also added to faultyParticipants

Proposed Framework (7/8)

Paxos-based Smart Contract Kill Switch Activation Decision Algorithm

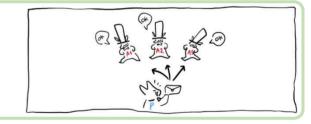
- A protocol for reaching consensus on a single value among multiple processes in a distributed system
 - Multiple values may be proposed simultaneously, but only one value is chosen

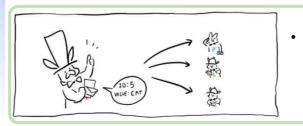
Algorithm 2 Paxos-based Smart Contract KS Operation

```
1: begin
 2: initialize VoteCount = 0, threshold
 3: initialize log = [], faulty = []
 4: for each participant in participants do
       send VoteReq to participant
       if not receive VoteRes within timeout then
 7:
           add participant to faulty
           continue
 8:
       end if
       if verifySig(VoteRes) is false then
10:
11:
           add participant to faulty
           continue
12:
       end if
13:
       log.append(VoteRes)
14:
       if VoteRes is yes then
15:
16:
           VoteCount += 1
       end if
17:
       if VoteCount >= threshold then
18:
           manageKS('activate')
19:
20:
       else
           continue operation
21:
       end if
22:
23: end for
24: logResult(log)
25: end
```



- (PREPARE) The Proposer sends a proposal number (ID) to the Accepters to propose agreement on whether to activate the kill switch
 - (PROMISE) The Accepter promises not to accept any values lower than the proposed number
- (ACCEPT) If a majority of Accepters send a PROMISE message with the same ID to the Proposer, the Proposer sends the VALUE associated with that ID to the Accepters.



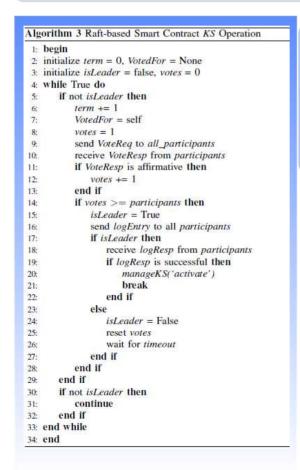


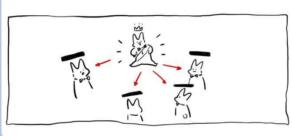
(ACCEPTED) The Accepter accepts the VALUE only if the ID matches the last promised value, and then propagates the VALUE to both the Proposer and the Learner, completing the consensus

Proposed Framework (8/8)

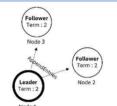
Raft-based Smart Contract Kill Switch Activation Decision Algorithm

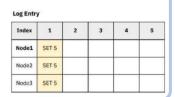
• An algorithm designed to ensure that all nodes in a distributed system maintain the same state and that the entire system continues to operate seamlessly even if some nodes experience failures

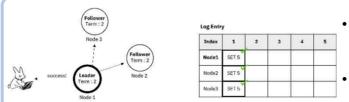




- The Leader periodically sends empty AppendEntries RPC messages to Followers to signal that it is alive
- If a Follower does not receive a signal from the Leader within a specified timeout period (150ms–300ms), it nominates itself to become the Leader
- The Follower transitions to a Candidate, votes for itself, and sends vote requests to other Followers
- 1. The Client sends changes to the Leader
- 2. The changes are stored in the Leader's log entries
- 3. The Leader calls the AppendEntries RPC to replicate the log to the Followers
- 4. The Followers save the newly received log entries and send a success response





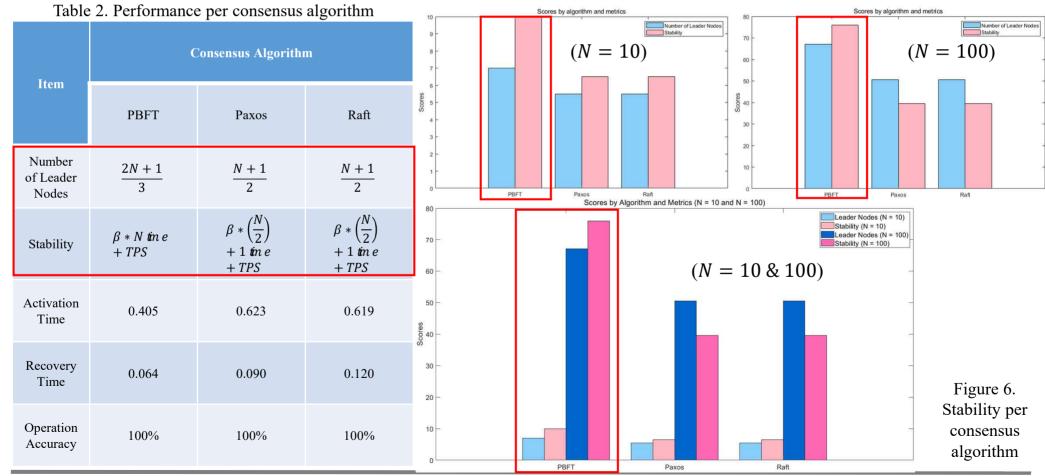


- When the Leader receives responses from a majority of Followers, it commits its log entry and sends a response to the Client
- The Leader also notifies the Followers that the changes have been committed

Analysis (1/2)

Evaluation of the Suitability of the Smart Contract Kill Switch Activation Decision Algorithm

Determining the suitability of each consensus algorithm based on the number of nodes performing the leader role for each algorithm and the stability indicators of the consensus algorithms



Analysis (2/2)

Evaluation of the Suitability of the Smart Contract Kill Switch Activation Decision Algorithm

• To evaluate the suitability of the smart contract kill switch activation decision algorithm, the activation time, recovery time, and operational accuracy of the smart contract kill switch are assessed

Table 2. Performance per consensus algorithm

Item	Consensus Algorithm			
	PBFT	Paxos	Raft	
Number of Leader Nodes	$\frac{2N+1}{3}$	$\frac{N+1}{2}$	$\frac{N+1}{2}$	
Stability	$\beta * N \text{ tin } e + TPS$	$\beta * \left(\frac{N}{2}\right) + 1 \text{ tin } e$ $+ TPS$	$\beta * \left(\frac{N}{2}\right) + 1 \text{ tin } e$ $+ TPS$	
Activation Time	0.405	0.623	0.619	
Recovery Time	0.064	0.090	0.120	
Operation Accuracy	100%	100%	100%	

```
Kill Switch Activated Status (before attack): False
Attempting attack ...
Attack succeeded in 0.3422248363494873 seconds (unexpected result).
Security Threat Detected! Starting Kill Switch Voting ...
Node 1 voting...
Node 2 voting ...
Node 3 voting...
Node 1 voted: YES
Node 2 voted: NO
Node 3 voted: YES
Kill Switch has been ACTIVATED in 0.40548062324523926 seconds!
Attempting attack after Kill Switch activation ...
Attack failed after Kill Switch activation (expected result): ('execution reverted: VM
Exception while processing transaction: revert Kill switch activated', ('stack': 'c: VM
Exception while processing transaction: revert Kill switch activated\n
c.fromResults (/root/.nvm/versions/node/v20.17.0/lib/node_modules/ganache-cli/build/gan
ache-core.node.cli.js:4:192416) \n
                                    at e.exports (/root/.nvm/versions/node/v20.17.0/li
b/node_modules/ganache-cli/build/ganache-core.node.cli.js:55:2089395)', 'name': 'c'))
Starting Kill Switch recovery ...
Kill Switch Recovery Time: 0.06463050842285156 seconds
```

Figure 7. PBFT-based Smart Contract Kill Switch Operation

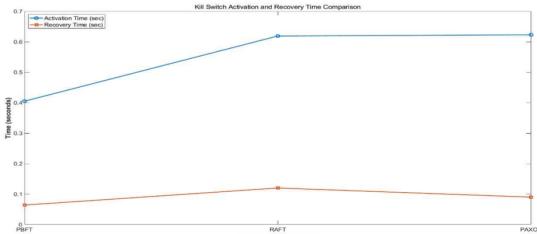


Figure 8. Kill switch activation and recovery time comparison

Conclusion

Key Contributions

- Trust Assurance: Ensures buyers receive software free from licensing issues
- Transparent Settlement: Provides fair payment and additional revenue distribution to developers
- Risk Minimization: Prevents financial loss through the smart contract kill switch mechanism
- EU Data Act Compliance: Addresses regulatory requirements and ensures cross-national scalability
- Future Research
 - Multi-Chain Scalability: Analyze the suitability of the smart contract kill switch in multi-blockchain environments

Thanks!

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