International Journal of Combined Research & Development (IJCRD)
eISSN:2321-225X; pISSN:2321-2241 Volume: 14; Issue: 8; August- 2025

DECENTRALIZED INCENTIVE FRAMEWORK FOR MOBILE CROWDSENSING USING BLOCKCHAIN TECHNOLOGY

D M DARSHAN
PG, Student
The Oxford College of Engineering,
Bommanahalli,
Bengaluru- 560068
dmdarshanmca2025@gmail.com

ASHOK B P
Associate Professor
Dept. of MCA
The Oxford College of Engineering,
Bommanahalli, Bengaluru- 560068
ashokbpmca82@gmail.com

ABSTRACT

Mobile crowd-sensing is viewed as an effective means to conceal computer crimes because mobile devices can obtain information about people in the vicinity. This technique or MCS is now widespread in the digital space, health care and earth surveillance. In MCS trusted people are selected to draw in genuine information in a selected region by providing them with gifts. Such gift plans are quite useful in motivating people to enroll and provide beneficial information. However, the clandestine items and personal secret set of information can be quite dangerous in case price formation or when carrying out mapping on the main machine because of bad starters, joiners, and hackers. This being the case, we are initiating an app on a new blockchain build that introduces trust, and enables the preservation of the privacy and security of both the information gatherer and the price tool through the new blockchain technology, we are unable to disrupt the data once it is released. Such a technical design of the price medium of mobile crowdsensing on the premises of the blockchain has shown that the pausing is growing in a favorable direction when the number of participants increases and hence, we have also considered the further evolution of the design of the current application.

Keywords: Mobile crowd-sensing, mobile application, reward system, blockchain innovation, target area.

INTRODUCTION

It gets very touchy when the price tool is chased on the host's site. To deal with this, we suggest a new mobile plan using simple block chain tech that gives cover and keeps things safe. It also adds security to the price tool and the sensor by using strong block chain tech, because once data is put in, it stays true and safe. This mix of price mobile crowdsensing with blockchain use has shown that the delay grows straight as more people join in. So, we think about making this app better in the future. Yet, hackers or tricksters might try to sneak in

and steal secret data when giving out rewards. Our blockchain build cuts this danger by hiding who the users are, making weak spots less, and speeding up the steps. The Ethereum network was picked as it fits best for such deals, especially since we'll be paying the folks taking part in ethers. The contractor of the task decides how much ether to credit to pay special contribution basing on this model. Every new transaction is imprinted in a new block forever. No-change rule in the blockchain ensures that what is in cannot be altered. This makes the system secure and it develops confidence. The proposed mobile application system uses the state-of-the-art blockchain-based architecture that secures the rewarding scheme and sensor readings by ensuring reliability, security, and privacy. It has been tested and the latency of the system has been found consistent and predictable as the numbers of the participants hence suitable to future scalability and improvement..

LITERATURE SURVEY

Gather and evaluate research articles, concepts, books and professional lectures that are available and synthesize them into a coherent report. It sounds like it is merely a matter of scouting out particular writers and their work of relevance to your field of study. It is not an issue of retrieving all the writings in the market right now; it is a matter of identifying the ones that relate to your subject and reading them. Performing the literature review allows you to explore the aims of the project and to know more about the area of study as well as acquaint the fundamental concepts and most effective practices in this area. To increase the resistance of the system to attack methods, we developed a blockchain-Inspired rewards system which sources crowdsensing architecture that is decentralized. As the incentive structure, we propose a more integrated system, which envisages not only financial rewards but also reputation scores, and data quality measurements in order not only to engage more people but also incite them to provide helpful sensing information and deter negative tendencies. We demonstrate the effectiveness of our incentive model with the help of the ideas on mechanism design theory. In our paper, we consider the significant issue, the way of motivating workers to contribute to experiments in mobile crowdsensing (MCS).

We design an honest, individualized and computationally efficient mechanism that approximates the socially optimal payoff in single-minded cases. The foundation of the incentive system of many crowd sensing apps is based on this system. Our solution is users anonymous, because they can send

information and receive payment with Ether without the need to use their names and link them to transactions.

EXISTING WORK

- much attention and recruitment of crowdsourcing models that leverage human intelligence to address challenging tasks.
- A majority of the current crowdsourcing systems, however, rely on centralized servers and have the same issues as conventional trust-based systems, such as single points of failure.
- Since the bad users can obtain, they too are associated with attacks such as Distributed Denial of Service (DDoS), and Sybil attacks.
- high service fees crowdsourcing platforms impose can potentially make such systems difficult to expand and sustain.
- It is a matter at the point of researching and in real life.

PROPOSED SYSTEM

- This technology not only promotes the privacy of the participants but also it promotes the safety of sensing process and prize delivery.
- In this model half the base stations act as "miners," verifying the identities, tasks, procedures and payouts distributed among the participants. Second, we implement the blockchain technology and multiple execution of sensing operations and develop the workflow of the rewards system.
- Once the blockchain makes sure that the names of the participants are validated, sensing process commences. When the data has been collected by the one who started the task in the first place, the rewards are shared. The smart contracts help oversee the MCS system self-governing and safe.
- Contributors are categorized into three; task initiators, regular monthly, and instant. This paper provides an economic perspective of examining and enhancing the system of incentives.

METHODOLOGY

The offered decentralized incentive mechanism of mobile crowdsensing with the blockchain technology is systematic. The first is the mobile crowdsensing environment where users are able to send sensing information, such as traffic and environment or health information, using their smartphones. Smart contracts are used to register each participant on the blockchain network, allowing the secure maintenance of identity, and tamper-proof record keeping.

Then, data contributors make the upload of the sensed data and it is being checked by validators appointed to take control of its quality and authenticity. Once confirmed, the information is recorded in a distributed ledger in order to assure transparency and immutability. Blockchain-based tokens are

used to realise the incentive mechanism. The definition of rewards to the participants is automatically allocated by smart contracts based on predetermined criteria of data accuracy, frequency of contribution and timing of the accomplishment of the task. This will imply fairness and the elimination of third parties. To test the system, experimentation of the system by simulating multiple users in real life scenarios is undertaken. Performance measurements that are applicable include throughput, latency, scalability, security and financial incentive fairness. Comparative analysis with reference to centralized techniques is done to bring out areas of improvement in terms of trust, transparency, and resilience.

EXPERIMENTAL RESULTS

Implementation is considered to be all actions that take place during the course of the project development. This necessitates adequate planning and adequate development stage which will see things go well.The tools picked to meet the project's needs and check what users want are matched up against each task. Since proper installation directly affects the success of the computerized system, proper implementation is essential to providing a dependable system that satisfies all requirements. In addition files are available and that potential problems—like document loss, data formats that aren't compatible between old and new files, data conversion errors, or data loss—are foreseen and resolved, this step offers a comprehensive overview of all the steps required to deploy and run the new system. Determining all the information required to generate new files and incorporate new programs into the system is crucial.

The framework needs to be checked to make sure it is operating as intended after it has been run. Techniques like event log analysis and access pattern monitoring are used to assess system performance, user trust, and quality assurance. In addition to evaluating the efficacy of the suggested system design and implementation, the review process. Since modifications are frequently required after the system is deployed, system analysis at this point is essential for identifying future enhancements. System usability and user confirmation are also crucial, as the system can identify program.

Fig 1. login page

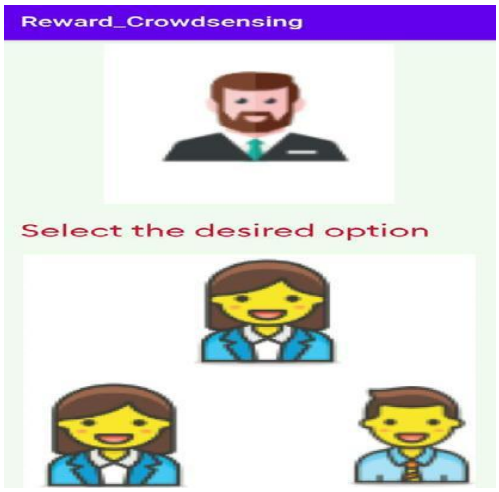

Fig 2. chooses type of u

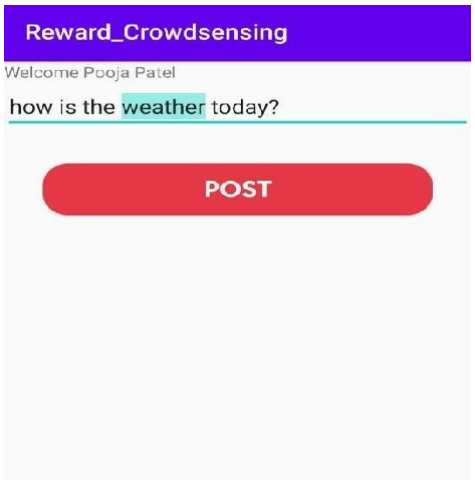

Fig 6.2.8 Post Task

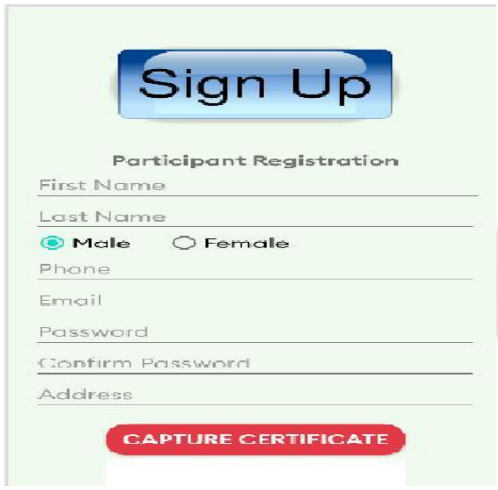

Fig 6.2.5 clients sign up

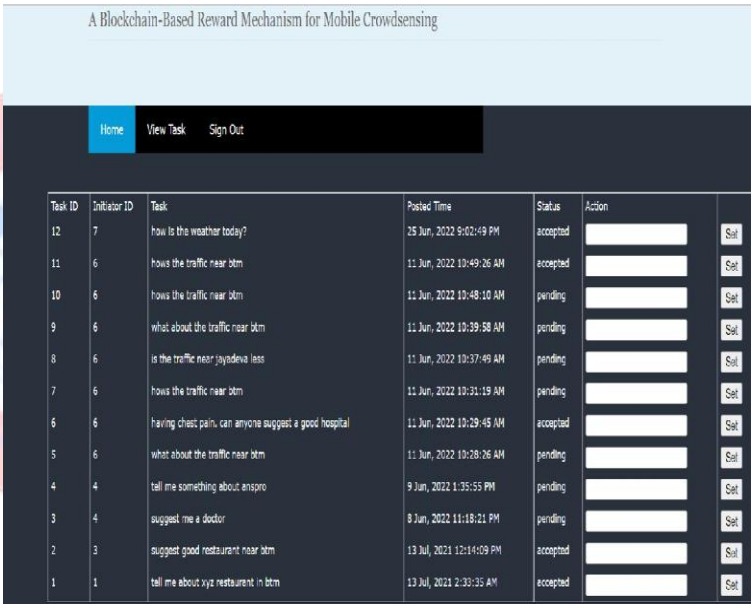

Fig 6.2.9 Giving task id

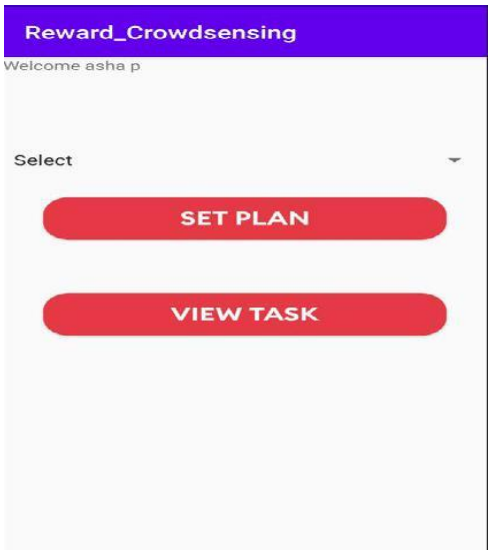

Fig 2. Set a plan and view a task

CONCLUSION

A major shift is the utilization of the type of incentive system in mobile crowdsensing that is new using blockchain technology. It aids in curbing numerous problems in the former modes. Such issues as lack of reliability of the data, lack of trust, insufficient clear information, excessive expenses, lack of reasonable rewards, etc. are most typical of old central systems. They can be largely resolved using the style of blockchain that is free of control of any group, cannot be modified and transparent. In this, blockchain ensures that everyone- both the individuals providing the information and those seeking it- is able to collaborate without the need to trust a single party in control. Reward is given automatically and without a bias since it is done based on the merit and quantity of information provided using smart contracts. This reduces the occurrence of cheats or delays or injustice in payments. Also, blockchain preserves user information and ensures that individuals may be liable thus essential in the case of location or personal data.

One of the major advantages associated with blockchain rewards is that it introduces the idea of digital currency or token rewards, which would encourage people to participate in the activity and make small payments in other parts of the world possible. This causes The crowdsensing projects are supposed to be bigger and less opaque as a larger number of people might join and carry on. In addition, the fact that it is decentralized system makes it resilient enough such that it is even capable of not collapsing at a certain point and even capable of surviving even during periods of hardships. All in all, there is a high potential that this new decentralized reward model might actually revolutionize the current use of mobile crowdsensing, especially through an environment of trust, heightened engagement of participation and well-managed rewarding. It augments the discrepancy between demand and supply of data in a just, secure and transparent manner.

REFERENCES

Text Book Reference:

1. "Blockchain revolution," by Don and Alex Tapscot, published by Portfolio, ISBN: 10.101980133, Edition 3, 2016.
2. Let us Java, Fourth Edition, Copyright 2018 by BPB Publications, India

Web Reference:

1. F. Y. Wang, "The growth of intelligent enterprises: From CPS to CPSS," IEEE Intell. Syst., vol. 25, no. 4, July/Aug. 2010.
2. K. Yang and N. Vastardis, "Mobile Social Networks: Architectures, Social Features, and Important Research Problems," IEEE Communications Surveys Tutorials, Edition 15, Number 3, Third Quarter 2013
3. "Mobile crowd sensing in clinical and psychological trials—A case study," IEEE 28th International Symposium on Computer-Based Medical Systems Proceedings, June 201