IS4302
Blockchain and Distributed Ledger Technology

Lecture 2

20 Jan, 2023

NUS
National University
of Singapore

Overview

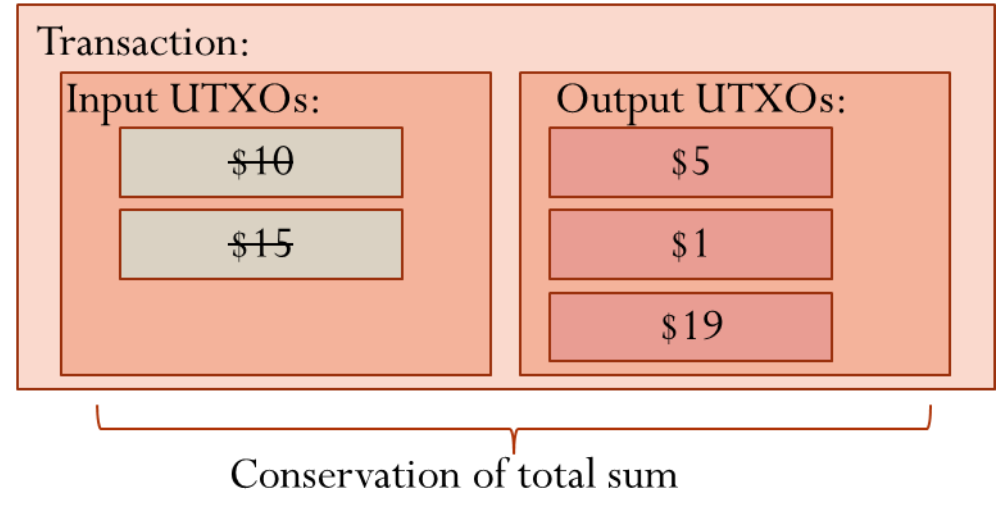
- **Ethereum basics**
- **Solidity language basics**

Key differences between bitcoin & ethereum

- **UTXO vs account-based transactions**
- **Smart contract logic (vs bitcoin script)**
- **GAS based transaction fee model**
- **Consensus parameters:**
  - Block time (12s vs 10min)
  - Block reward strategy (no end of block rewards)
  - Proof-of-stake v.s. Proof-of-work

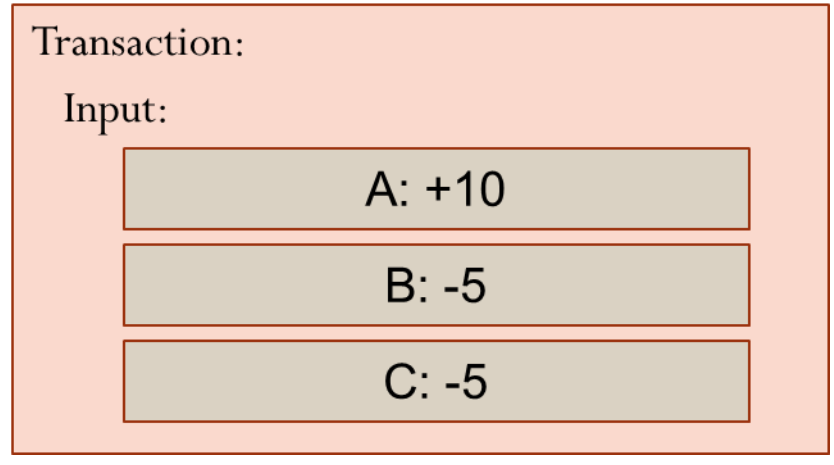
UTXO vs Account-based

- **What is UTXO?**
  - "Unspent transaction"
  - Each UTXO represents an currently 'unspent' note of a defined value
  - Each UTXO can only spent only ONCE
  - A transaction takes in unspent UTXO, and generate new ones
  - Sum of inputs and outputs is same



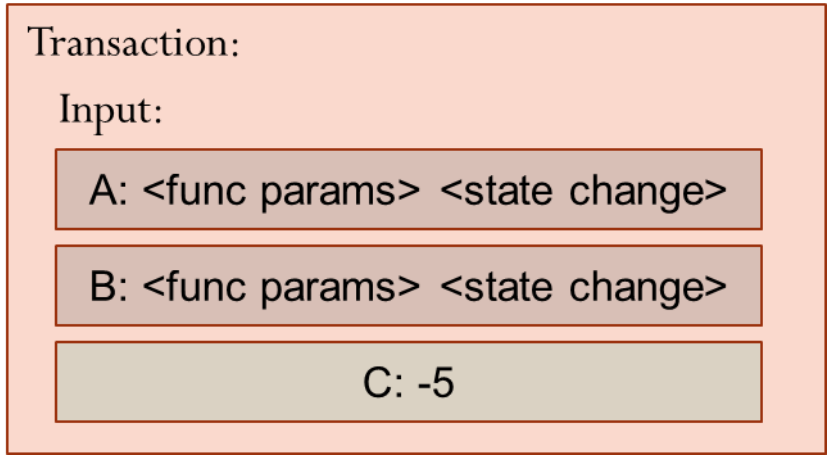
UTXO vs Account-based

- **Accounts**
  - Account keys are derived from crypto public keys
  - Keys are re-used (unlike UTXOs)
  - Balances are tied to each key
  - Key can also be used to represent an identity
  - Transactions represent state change



UTXO vs Account-based

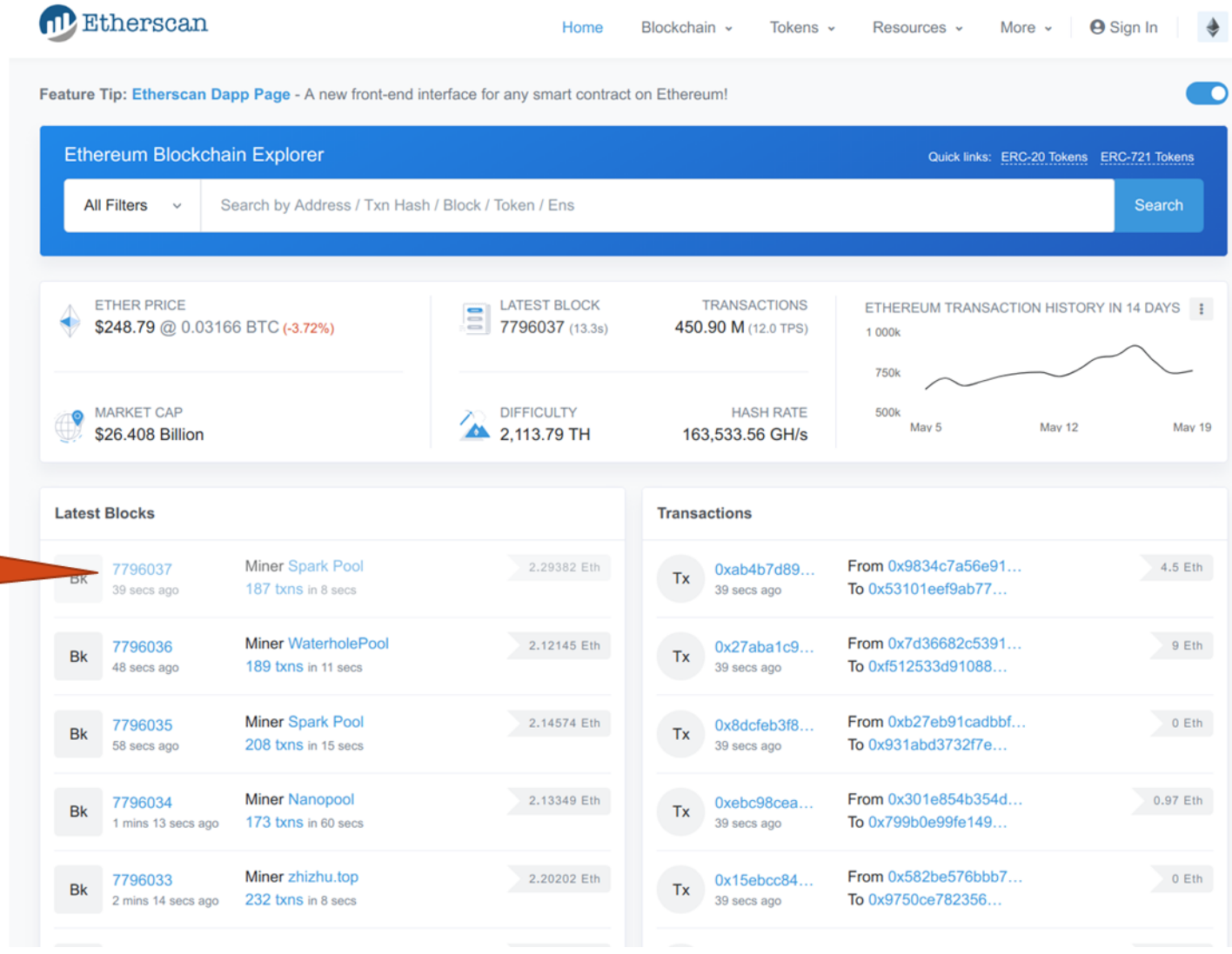
- **Generalized calls using smart contracts**
  - Ledger is history of a general state machine
  - Transactions represent valid state transitions in a [gigantic] state machine
  - Smart contracts define what valid transitions are
- **Mixed with primitive transactions (simple eth token transfer)**



Ethereum transactions - Block explorer

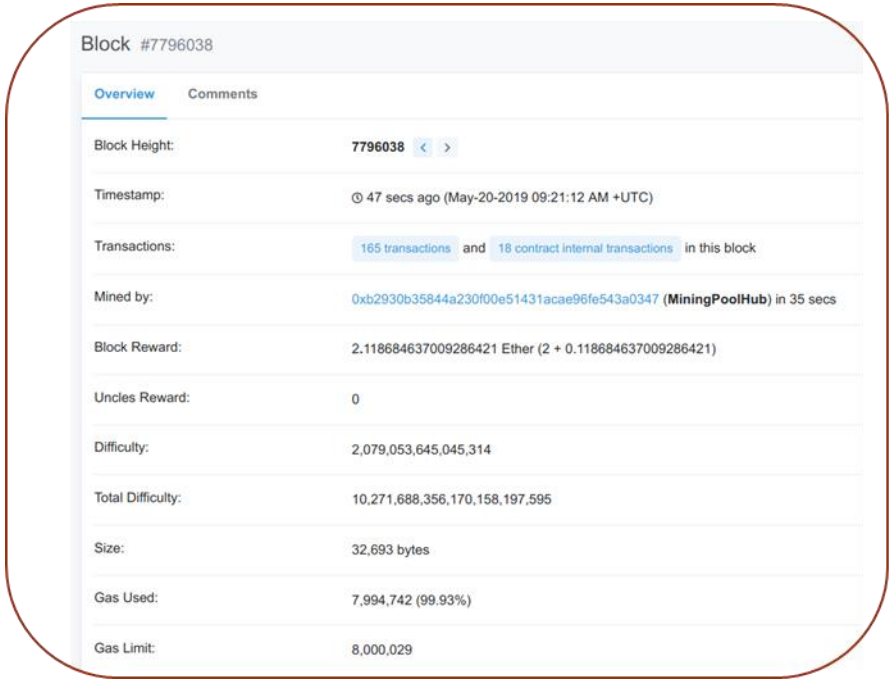
- **Since (public) blockchain transactions are transparent and publicly accessible**
- **Block explorer – allow general public to view all blocks and transactions (in a human readable form), eg:**
  - https://www.blockchain.com/explorer (bitcoin)
- **Ethereum:**
  - https://etherscan.io/
  - https://ethplorer.io/
  - https://www.etherchain.org/
  - https://amberdata.io/
  - …

Understanding a block explorer



Block height (sequential block number)

Understanding a block explorer



Block #7796038

Overview | Comments

Block Height:	7796038
Timestamp:	47 secs ago (May-20-2019 09:21:12 AM +UTC)
Transactions:	165 transactions and 18 contract internal transactions in this block
Mined by:	0xb2930b35844a230f00e51431acae96fe543a0347 (MiningPoolHub) in 35 secs
Block Reward:	2.118684637009286421 Ether (2 + 0.118684637009286421)
Uncles Reward:	0
Difficulty:	2,079,053,645,045,314
Total Difficulty:	10,271,688,356,170,158,197,595
Size:	32,693 bytes
Gas Used:	7,994,742 (99.93%)
Gas Limit:	8,000,029

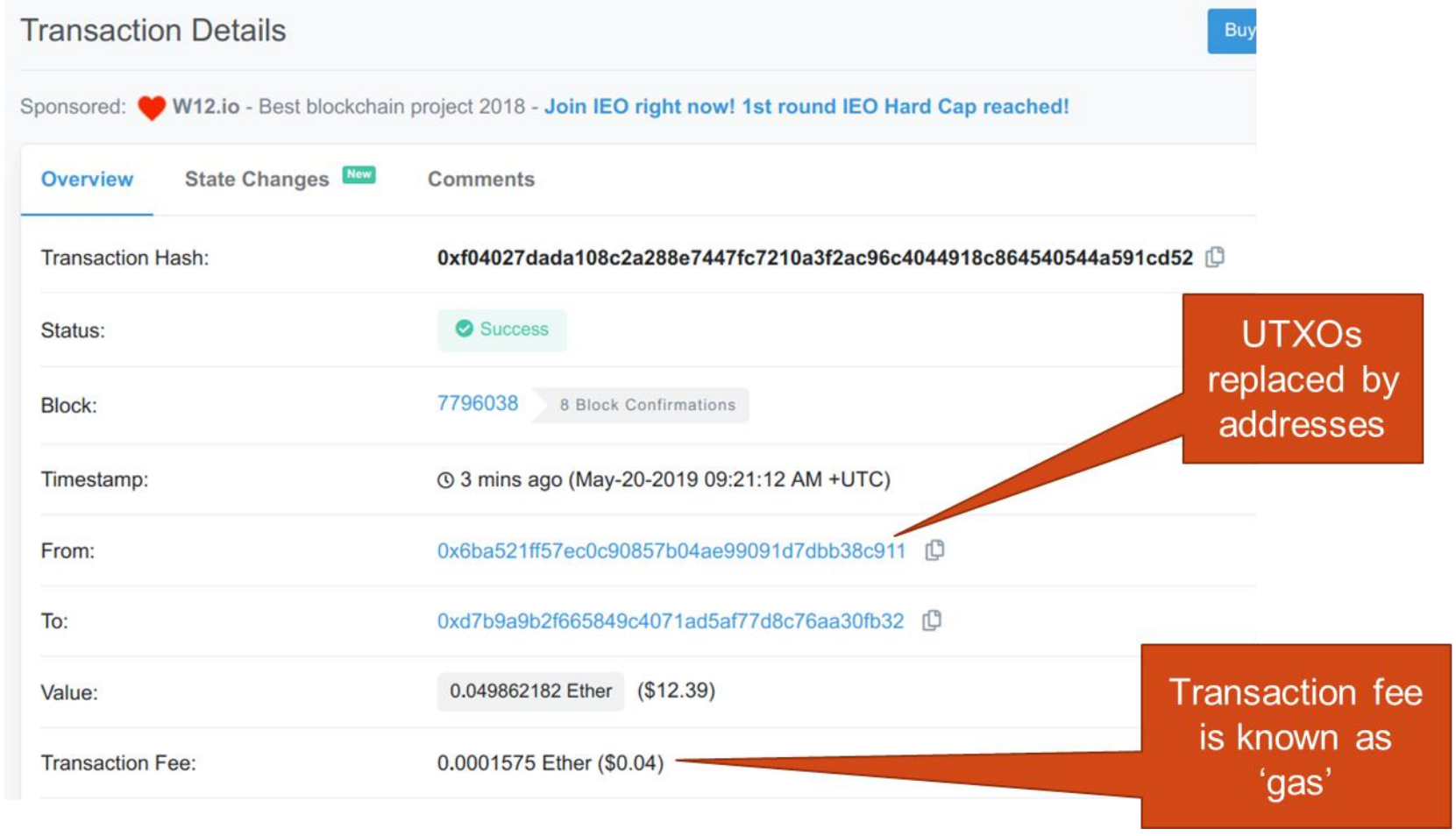
Details of the block

List of transactions

A total of 165 transactions found — First | < | Page 1 of 4 | > | Last

Txn Hash	Block	Age	From		To	Value	[Txn Fee]
0x521d4f88c6aca...	7796038	1 min ago	0x54ca5caec818...	SELF	0x54ca5caec818...	0.000327 Ether	0.000126
0xf04027dada108...	7796038	1 min ago	0x6ba521ff57ec0...	→	0xd7b9a9b2f6658...	0.049862182 Ether	0.0001575
0xfd608ec24a1bd...	7796038	1 min ago	Nanopool	→	0xcdc2d958d57d...	0.100175833112144 Ether	0.00021
0xd3c81b3ae164...	7796038	1 min ago	Nanopool	→	0x7c9f39d8164e7...	0.050033670285582 Ether	0.00021
0x9f75ff2b858589...	7796038	1 min ago	0x300b1dcf79d6c...	→	0xf113fc1ebf8de5...	1.307011 Ether	0.00021
0x39b0275189ed...	7796038	1 min ago	Nanopool	→	0x4217457ae70c...	0.200820478957174 Ether	0.00021

Understanding a block explorer



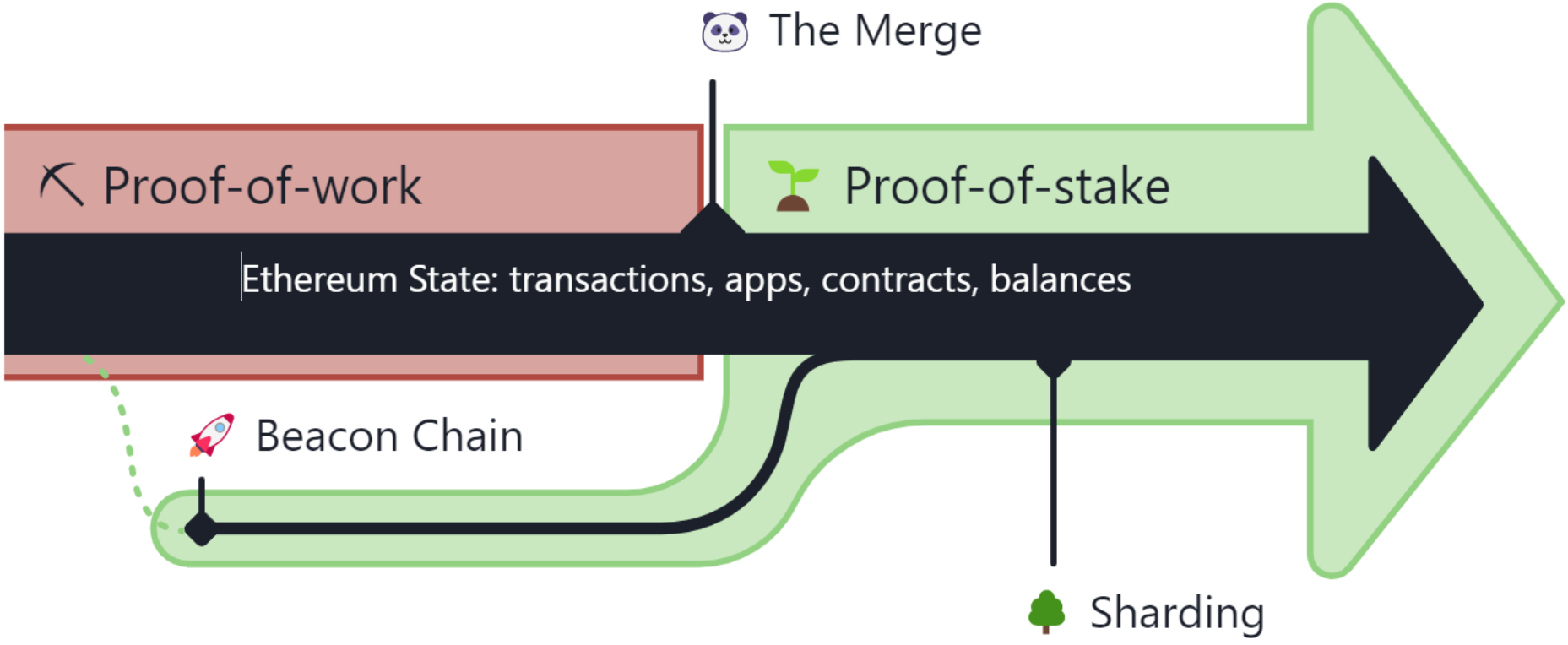
Smart contracts in Ethereum

- **The ledger can record executable codes**
- **Defined by low-level byte code of EVM (ethereum virtual machine)**
  ≈ java / JVM
- **Languages: solidity, viper, LLL, etc**

PoS v.s. PoW

- **With PoS, cryptocurrency owners validate block transactions based on the number of staked coins.**
- **While PoW mechanisms require miners to solve cryptographic puzzles, PoS mechanisms require validators to hold and stake tokens for the privilege of earning transaction fees.**
- **PoS could be more secure since it aligned interests of validators better with the security of the system**
- **PoS uses much less energy (saves ~99.95% energy)**

Ethereum 2.0


The Merge
Proof-of-work
Proof-of-stake
Ethereum State: transactions, apps, contracts, balances
Beacon Chain
Sharding

Layer 2

- **Blockchain trilemma: decentralization, security and scalability cannot be achieved simultaneously**

- **Layer 1 blockchain (Bitcoin network, Ethereum,…)**
  - decentralization and security
  - lack of scalability

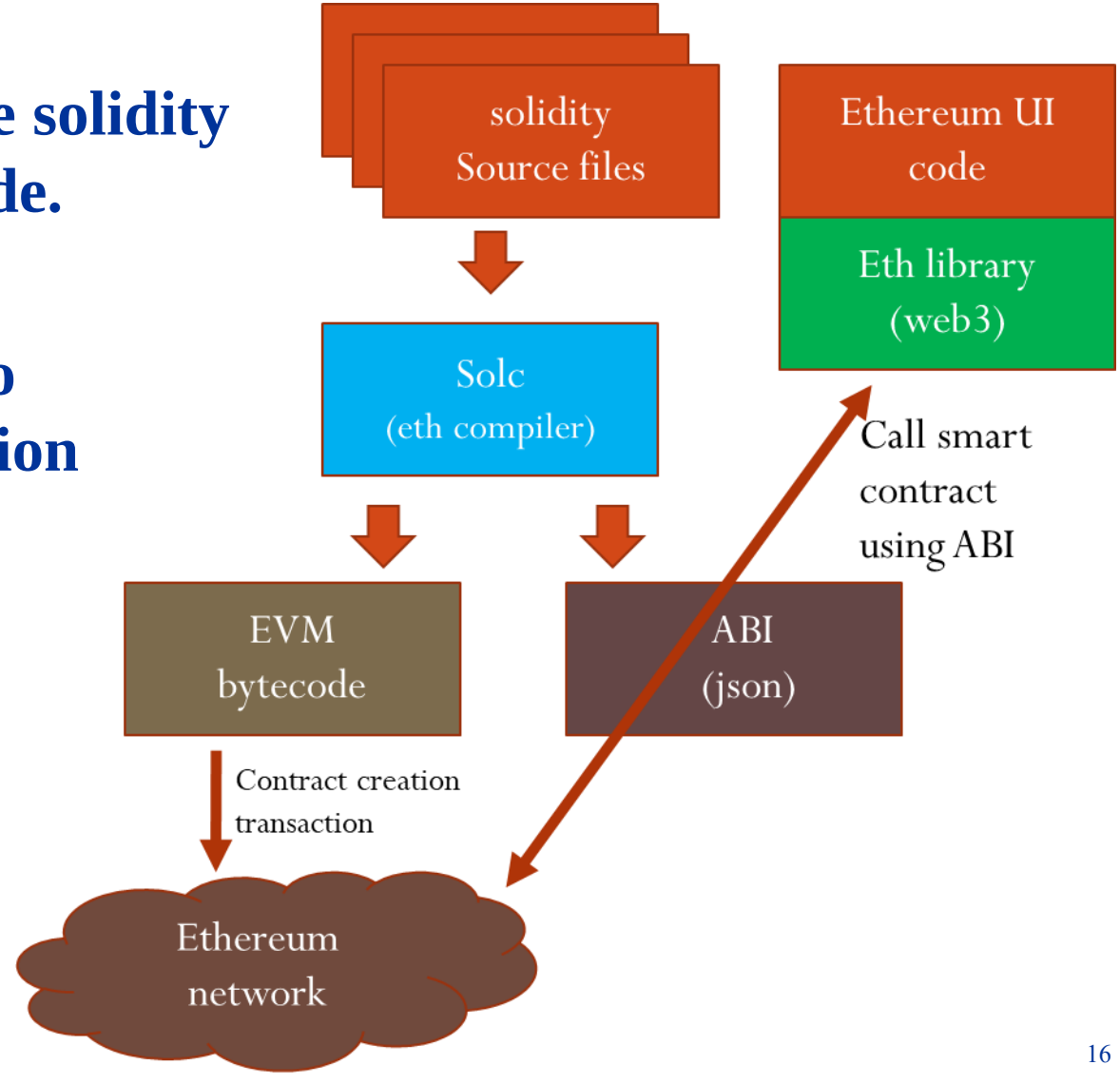
- **Layer 2 blockchain**
  - regularly communicates with the layer 1 network
  - Submit bundles of transactions to the layer 1 network
  - Provides scalability

Overview

- **Ethereum basics**
- **Solidity language basics**

Solidity – compilation

- **`Solc` is used to compile solidity code into EVM bytecode.**
- **Bytecode is deployed to ethereum in a transaction**



Solidity – basic structure

- **pragma**
  - Defines solidity version
- **Contract / Library**
- **Features:**
  - Class Inheritance
  - functions
  - visibility/scope
  - Strongly typed
  - Aspect oriented
- **Language reference:**
  https://docs.soliditylang.org/en/v0.8.11/

```
pragma solidity 0.5.0;

contract ReadWriter {
 uint data;

 function set(uint x) public {
  data = x;
 }

 function get() public view
  returns (uint) {
   return data;
 }
}
```

Solidity – basic structure

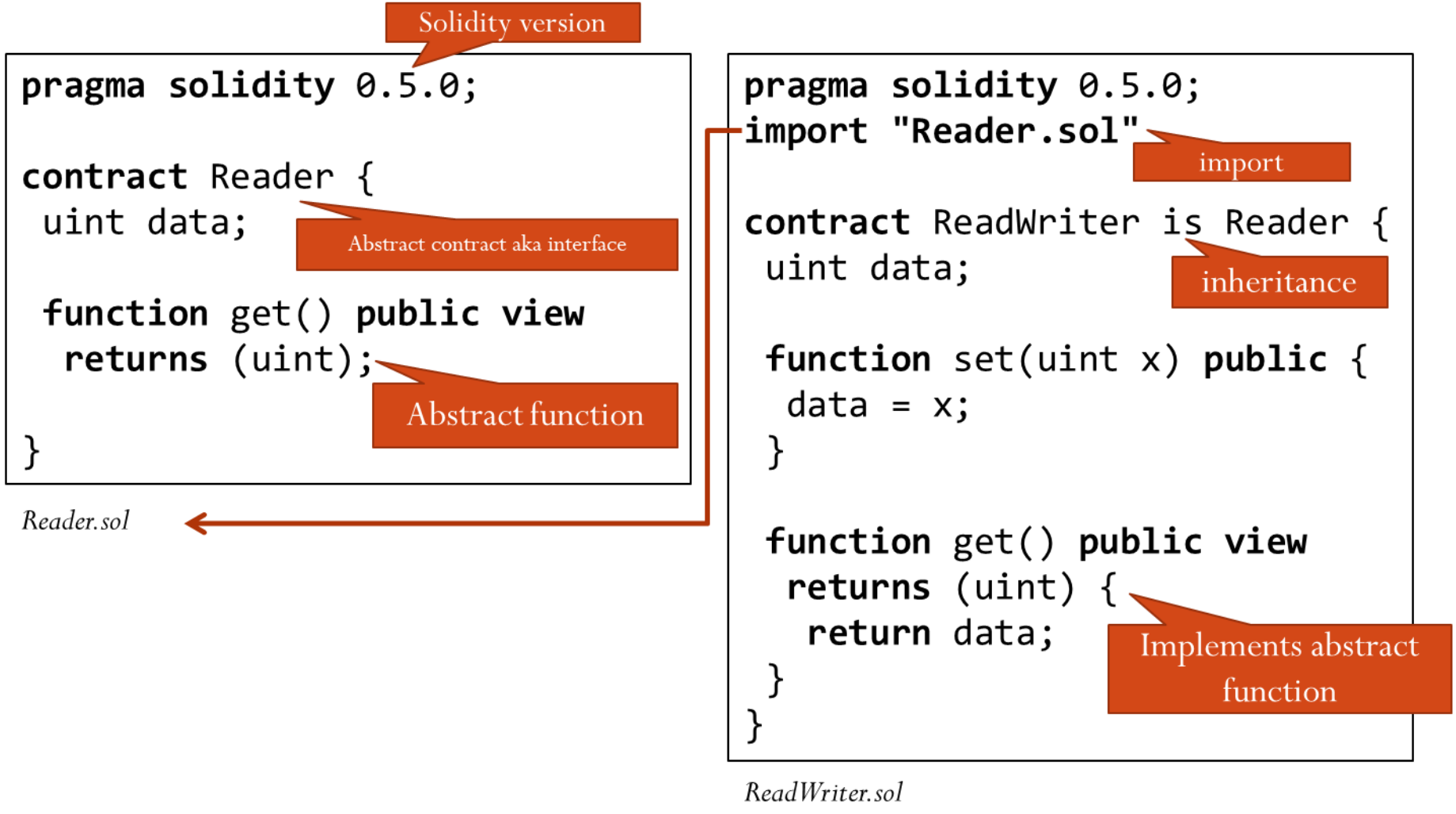
```
pragma solidity 0.5.0;

contract Reader {
 uint data;

 function get() public view
  returns (uint);

}
```

Reader.sol

```
pragma solidity 0.5.0;
import "Reader.sol"

contract ReadWriter is Reader {
 uint data;

 function set(uint x) public {
  data = x;
 }

 function get() public view
  returns (uint) {
   return data;
 }
}
```

ReadWriter.sol

Solidity – basic structure



Solidity – basic data types

- **bool – boolean**
- **enum <name> { <member names> … }**
  - Eg:
    enum direction { left, right, up, down }
- **int, uint, int8, uint8, int16, uint16 … uint256**
  - signed and unsigned integers (with size, defaults to 256)
  - int = int256, uint = uint256
  - int8 => 1 byte signed integer
- **address – holds a 20 byte address**
- **contract**
- **Bytes1 .. Bytes32 – fixed size byte array**
- **String**

Solidity – complex data types

- **bytes – dynamic array of bytes**
- **<type>[] – dynamic array**
  - Eg:
    uint[] numberArray;
- **mapping(<key type> => <value type>) – hash map of <key type> to <value type>**
  - Eg:
    mapping(address => uint) balance;
- **struct <name> { <member types> }**
  - Eg:
    struct record {
      uint id;
      address addr;
    }

Solidity – storage scope

- **State variables – defined within scope of a contract. Persistent storage, stored in Ethereum's ledger**
  - Eg.

```
contract ReadWriter {
  uint data;
}
```

Solidity – storage scope

- **Local variables – defined within scope of a function. Working variables during smart contract execution. Consumes EVM stack memory during execution, discarded after the call.**
  - Eg.

```
contract ReadWriter {
 function foo() {
   uint temp;
 }
}
```

Solidity – storage scope

- **Function parameters and local variables can also be defined as storage or memory explicitly.**
- **`storage` – EVM's persistent storage (expensive for GAS). Default for state variables**
- **`memory` – EVM temporary storage. Default for local variables**

Solidity – language syntax

- **Operators on `bool`: `! && || == !=`**
- **Comparison for numerals: `<= < == != >=`**
- **Bit operators: `& | ^`**
- **Shift operators: `<< >>`**
- **Arithemetic operators: `+ - * / % **` (power)**
- **Address function calls: `send call delegatecall staticcall`**
- **Control structures(same as c/c++/java/javascript):**
  `if, else, while, do, for, break, continue, return`
- **Comments:**

```
//comment
/* more
comments */
```

Solidity – function syntax

```
function <name> (<params>) <visibility /
  modifier>  <return type> {
    <function body> …
}

eg.:
 function get(uint id) public view
  returns (uint) {
   …
    return data;
 }
```

Solidity –visibility

- **`external` – can be called from another contract using `call` or `delegatecall`**
- **`public` – public function or state variables that is callable (eg. using `web3`)**

- **`internal` – function or state variables accessible from current or inherited contracts**
- **`private` – function or state variables accessible from current contract**

Solidity – function modifier

- **`payable` – able to receive ether. Otherwise, the call will throw an error if ether is provided.**

- **`view` – does not change state variables. Can be called without transaction fee (read-only functions, does not modify state at all)**

- **`pure`– does not access state variables at all. Can be called without transaction fee. 'pure' calculation function.**

Solidity – function modifier using _

```
contract favoriteColor {
  uint favColor;

 function setColor(uint x) public {
 require(msg.sender == owner);
 favColor = x;
 }

 function get() public view
  returns (uint) {
   return favColor;
 }
}
```

Used for commonly re-used snippets of code.

Improves readability.

```
contract favoriteColor {
  uint favColor;

modifier ownerOnly() {
  require(msg.sender == owner);
  _;
}

 function setColor(uint x) public
ownerOnly {
   favColor = x;
 }

 function get() public view
  returns (uint) {
   return favColor;
 }
}
```

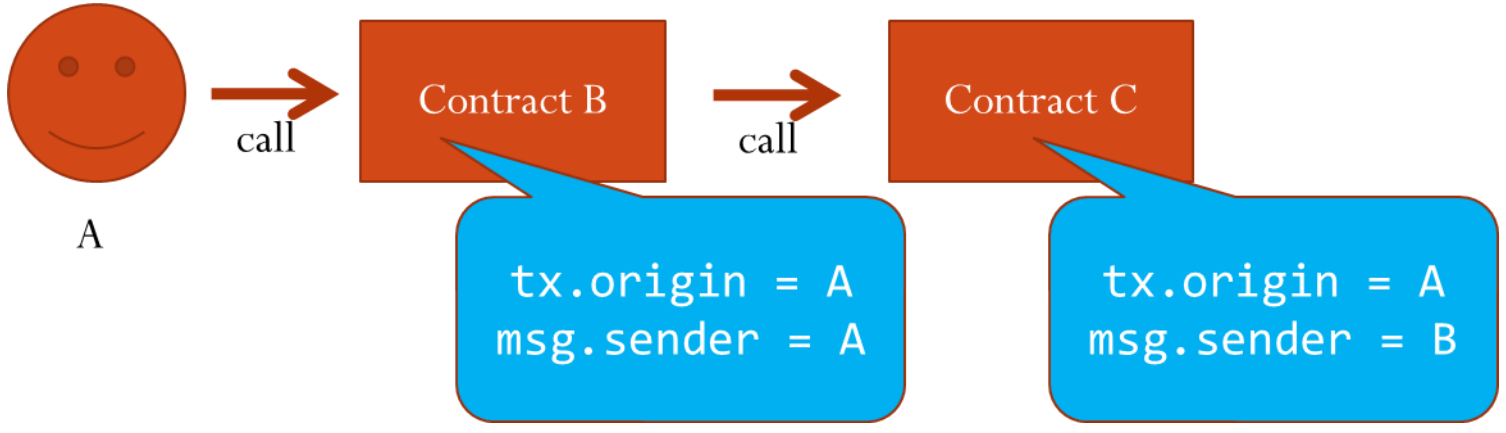
Solidity – some special functions & variables

- `function ()` – fallback function, for all calls without defined function name
- `selfdestruct()` – permanently disable contract
- `block.timestamp = now` – timestamp at miner's execution time
- `msg.value` – amount of ether sent in transaction call
- `msg.sender` – caller of current transaction
- `tx.origin` – original caller of transaction chain
- `tx.gasprice` – gas price specified by caller

Solidity – fallback function

- **Contracts can accept direct ether transfers with the payable fallback function, `function() payable`.**
- **When possible, it's best to avoid including a payable fallback function. This helps to prevent people from sending ether to your contract by mistake.**
- **When a contract has to act the same as an Externally-Owned Accounts (EOA) in terms of accepting ether (e.g. when it's going to "withdraw" ether from another contract), then it needs to have a payable fallback function to accept the ether.**
- **The fallback function is often invoked as a simple transfer with very limited gas, so minimize how much code your fallback function includes.**

Solidity – msg.sender vs tx.origin



Solidity – Library re-use

- **`library` - does have its own persistent storage and cannot hold ether. It is used in the storage context of the calling contract.**

```
library libColor {
  uint favColor;

 function setColor(uint x) public {
favColor = x;
 }
}
```

```
pragma solidity 0.5.0;
import " favoriteColor.sol"

contract john {
 function set(uint x) public {
   libColor.setColor(x);
 }

 function get() public view
  returns (uint) {
   return libColor.favColor;
 }
}
```

Solidity - events

- **Events – allow applications to subscribe and listen to these events through an Ethereum client.**
  Definition:
  `event <name> (<parameters>)`

  send event:
  `emit <name> (<parameters>)`

*You can add **`indexed`** to up to three parameters which adds them to a special data structure known as "topics" - for ease of subscribing to events

Thank you!

Reminder: the first lab session will be next week, before the lecture.

Slides based on work by Dr Suen Chun Hui