



Introduction to EVM

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/Outline

- EVM
 - State, Transactions, Block
 - Contract Deployment
 - Execution Model
- Code Immutability



<EVM>

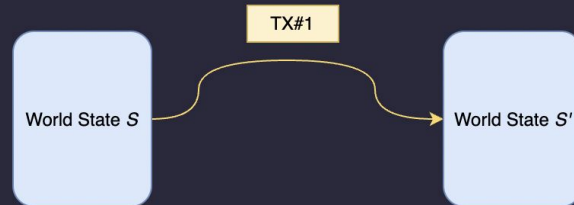
Lots of Illustrations from
<https://github.com/takenobu-hs/ethereum-evm-illustrated>



/What is EVM

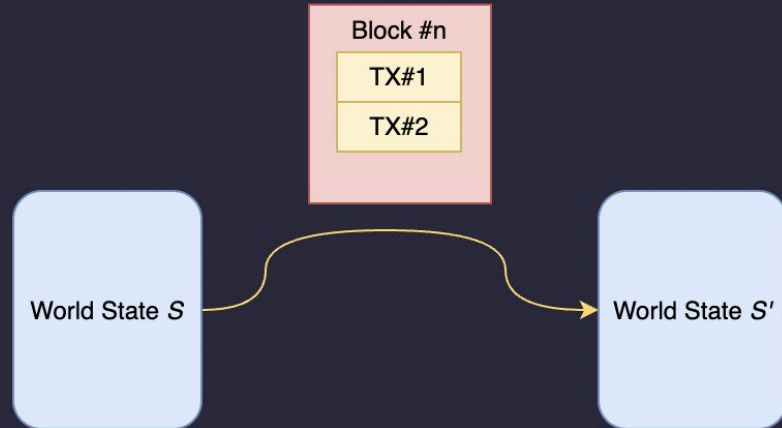
EVM, Ethereum Virtual Machine, is a transaction-based state machine. It defines a state transition function. Given an old state S , and a set of ordered transactions TXS , it will deterministically output a new state S' .

As such, we'll first need to understand the state, the transaction, and how the machine executes the transaction.



/PoV of Blocks

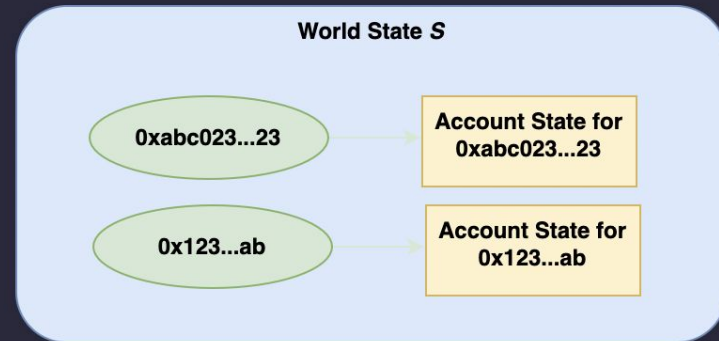
Miners / Proposers pack the transactions together as blocks, deciding the order of transactions, and transition the whole state.



/EVM World State

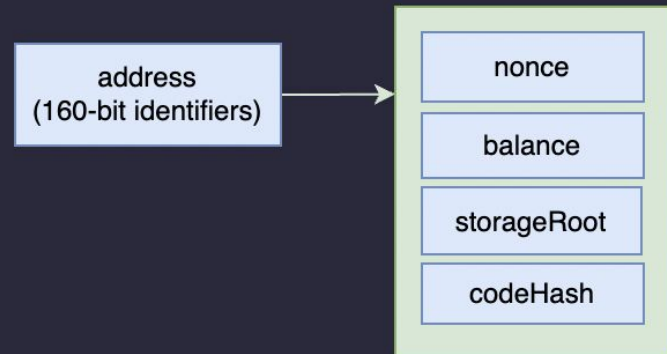
The world state is a mapping of Ethereum addresses to account states. Byte arrays to byte arrays.

The mapping is encoded in a **Merkle Patricia Tree**.

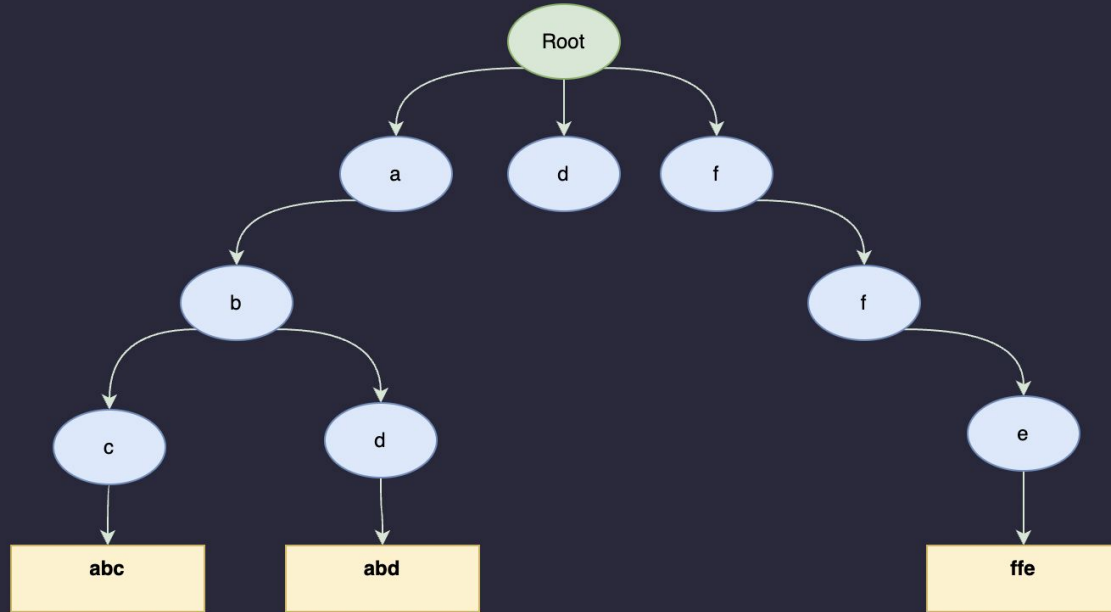


/Account State

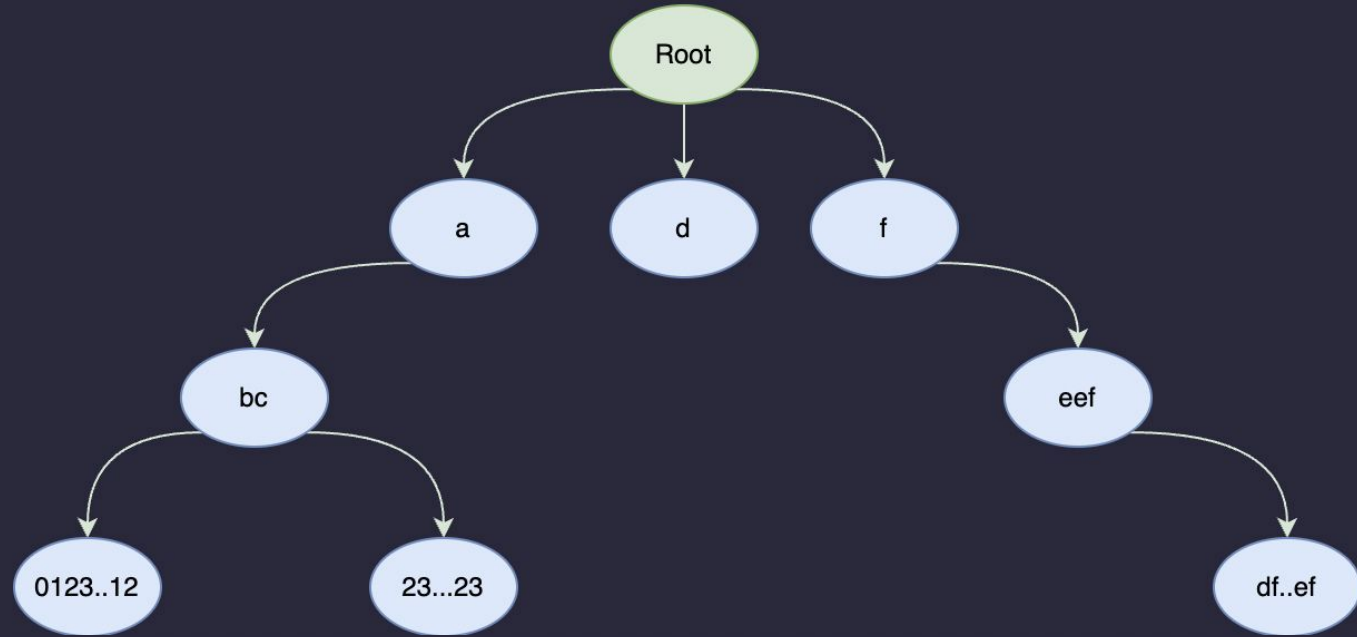
- **nonce**
- **balance:** Ether balance of the account
- **storageRoot:** hash of the root node of a **Merkle Patricia Tree** that encodes the storage of the account.
- **codeHash:** hash of the EVM code if this address is a smart contract.



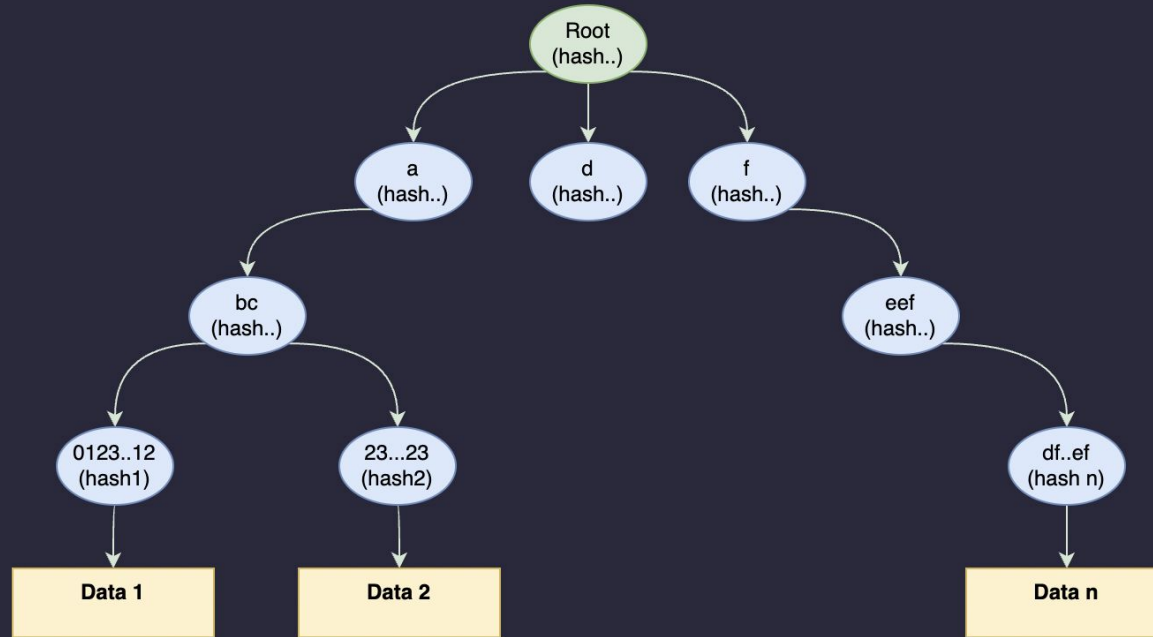
/Trie



/Radix Tree

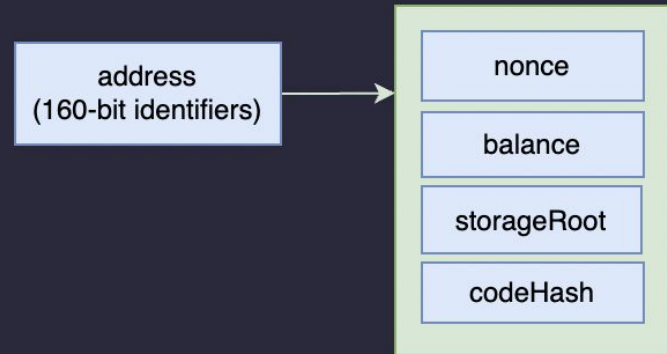


/Merkle Patricia Tree

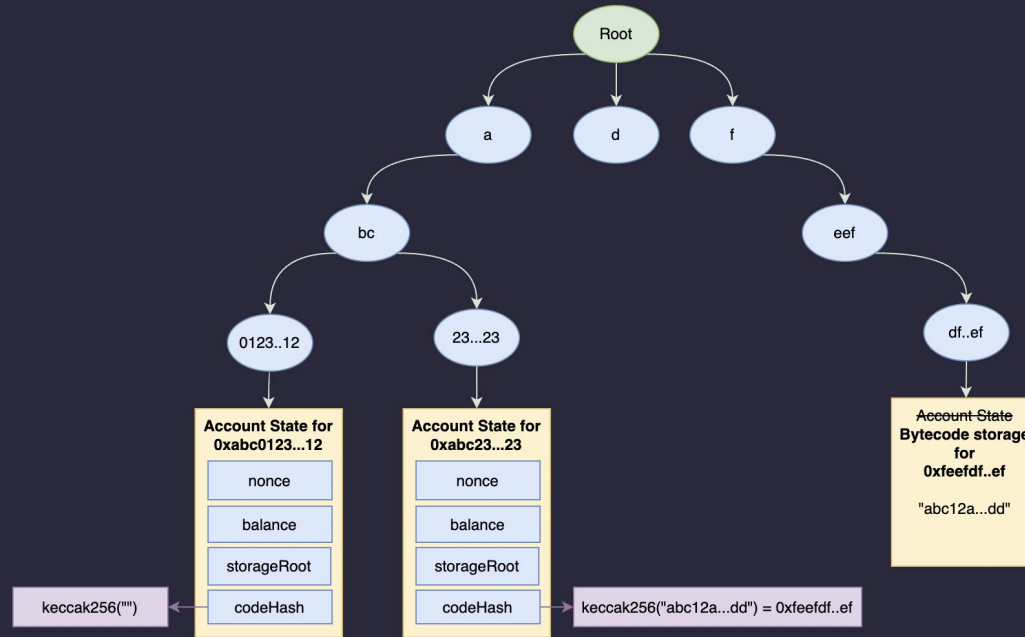


/Account State

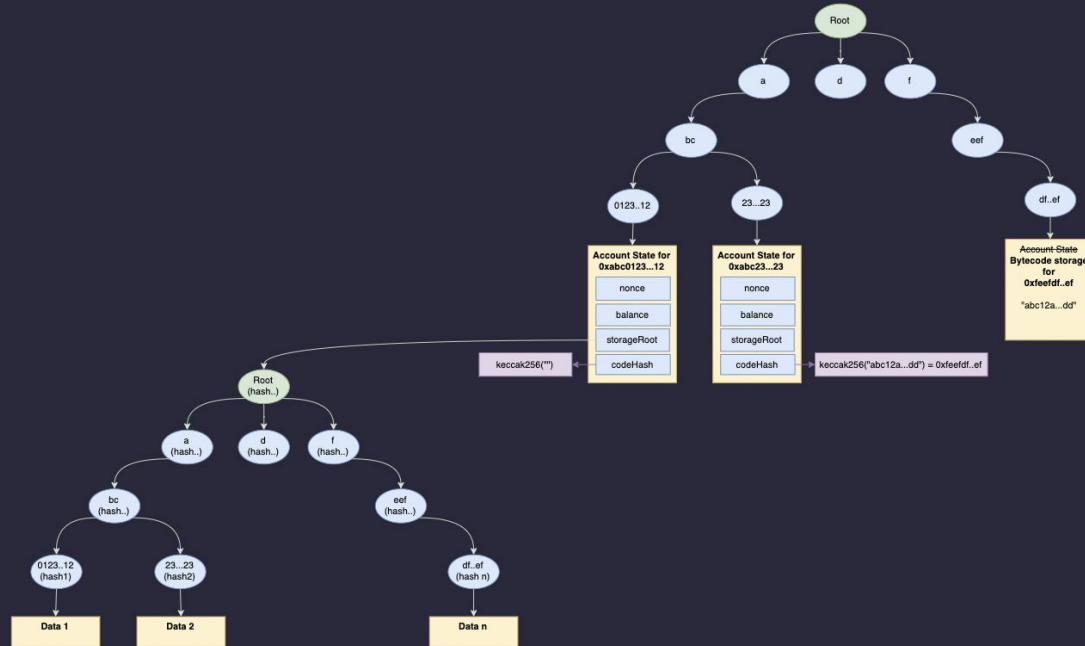
- **codeHash**: hash of the EVM code if this address is a smart contract.
Where is the code stored?



/World State



/World State



/Discussion

- The benefits of Merkle Patricia Tree in World state?
- Bytecode storage..clashing?

/Transactions in EVM

- A transaction represents the intention of the external party:
 - is it interacting with other accounts or creating a contract?
 - how much **operation cost** does the external party willing to pay for the transaction.
- A transaction **has to be signed** by the external party.

/Transactions, more formally



Common fields

- type: legacy or eip-2930
- nonce
- gasPrice
- gasLimit
- to
- value
- r,s: signatures

Legacy fields

- w: (chainId and yParity) (EIP-155)

EIP-2930 fields

- accessList
- chainId
- yParity

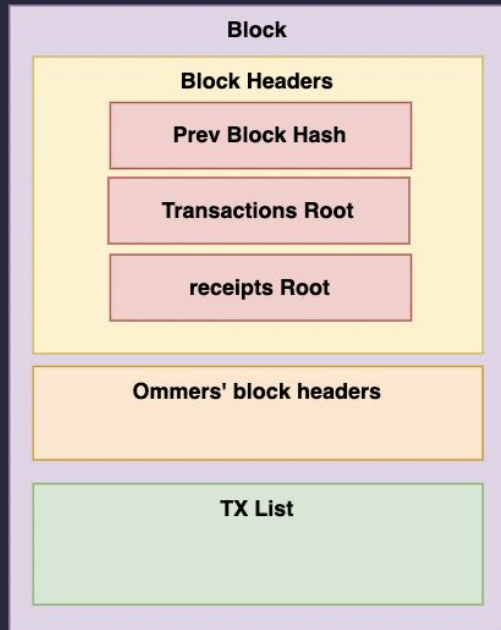
Fields for Contract Creation

- init

Fields for Message Call

- data

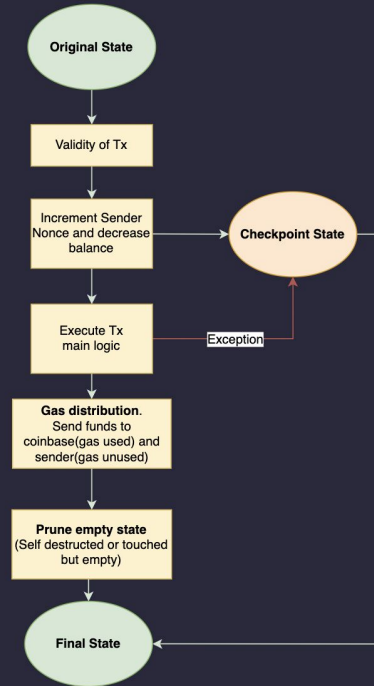
/Block



Block Headers

- incorporates information needed by the consensus.
- incorporates commitment of the world state and the transactions included in the block.

/Transaction Execution Stages



- Note that any exception during the execution goes back to the checkpoint state \Rightarrow Either the transaction is executed, or not at all.

/Validity of Transaction

The transaction itself is valid

1. The transaction is properly formatted
2. The transaction is properly signed
3. Gas Limit has to be greater than **intrinsic gas**.

The transaction is valid against the current state

1. The transaction nonce matches the sender account's nonce
2. The sender account has no contract deployed (EIP-3607)
3. The sender account balance contains at least the cost that is required as an up-front payment.

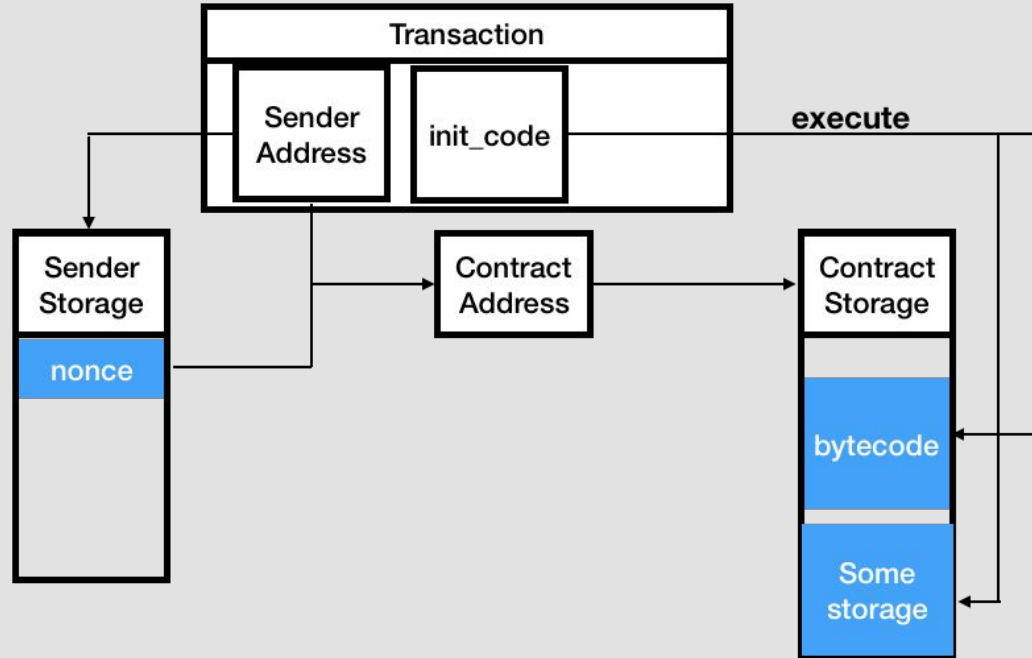
/Intrinsic Gas of a transaction

- Upfront cost of a transaction.
- Tx Basic Gas + Contract Creation Basic Gas // Basic Tax
+ Tx Data Gas // per Data Tax
+ Tx Warming Address + Tx Warming Storage

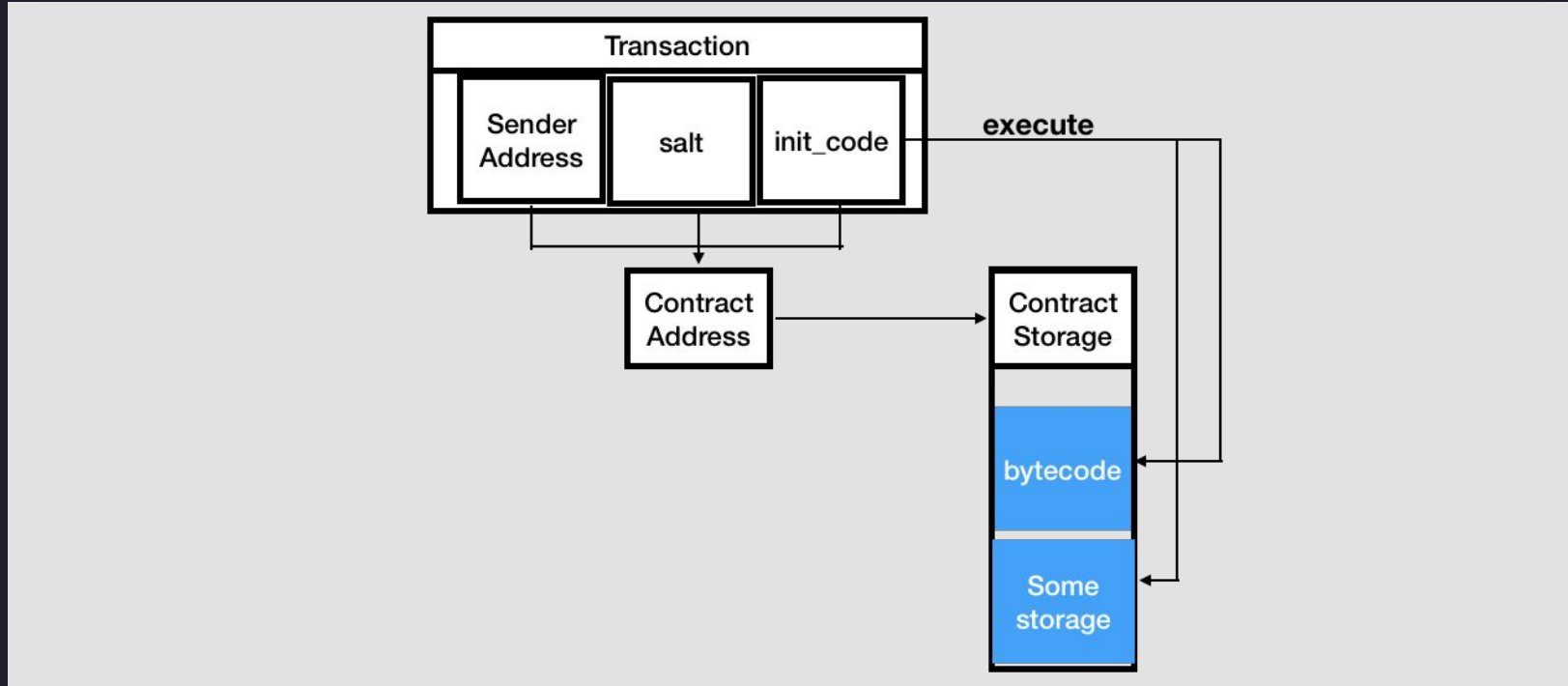
/Processing Contract Creation

- Calculate Account Address
 - Create1 (nonce, sender account)
 - Create2 (salt, initCode, sender account)
- EVM executes the `initialization code`, initialization code returns the deployed code.
- A `code deposit cost` is being paid according to the size of the code.

/Create1



/Create2



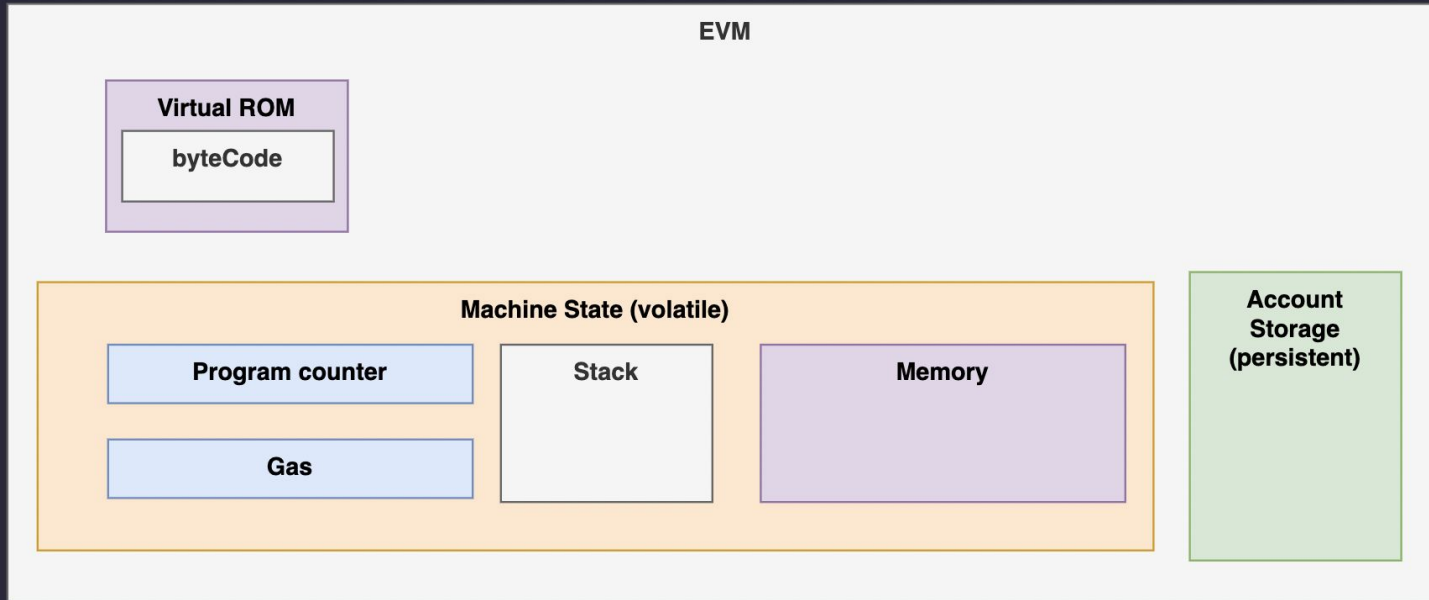
/Important Properties for Create2

- Contract address can be predetermined before deployment
 - To get the same address, `init_code` cannot change
- If a contract is **self-destructed**, it can be re-deployed again at the same address
 - However, the same `init_code` can produce a different runtime bytecode!
- A contract can be redeployed **at the same address** but end up having a **different runtime bytecode!**

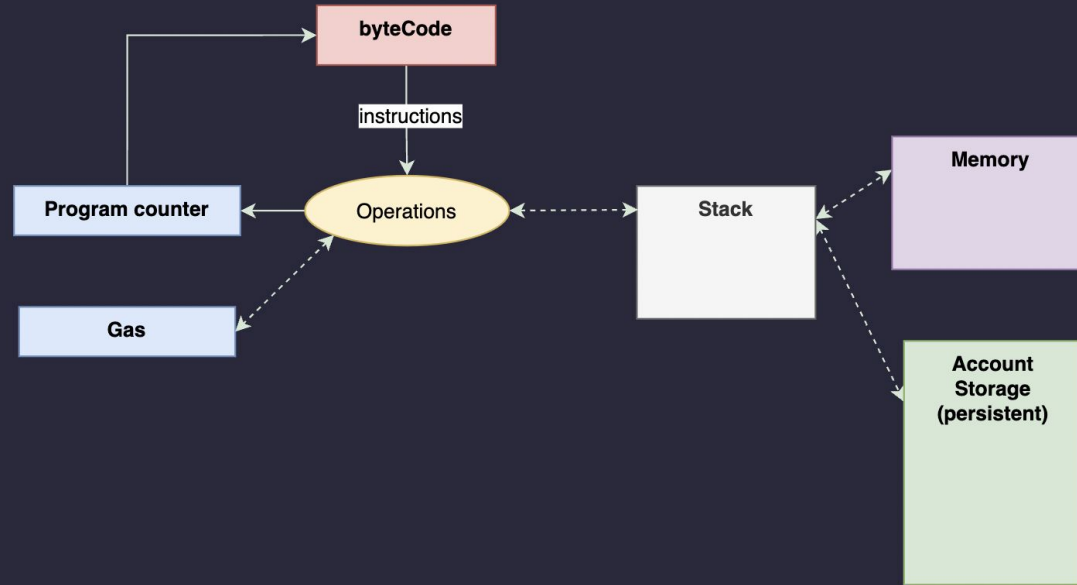
/Processing Message Calls

- 4-byte signatures are defined as the first four bytes of the Keccak hash (SHA3) of the canonical representation of the function signature.

/EVM Architecture



/EVM Architecture



/EVM Bytecode

604260005260206000F3

PUSH1 0x42

PUSH1 0

MSTORE

PUSH1 32

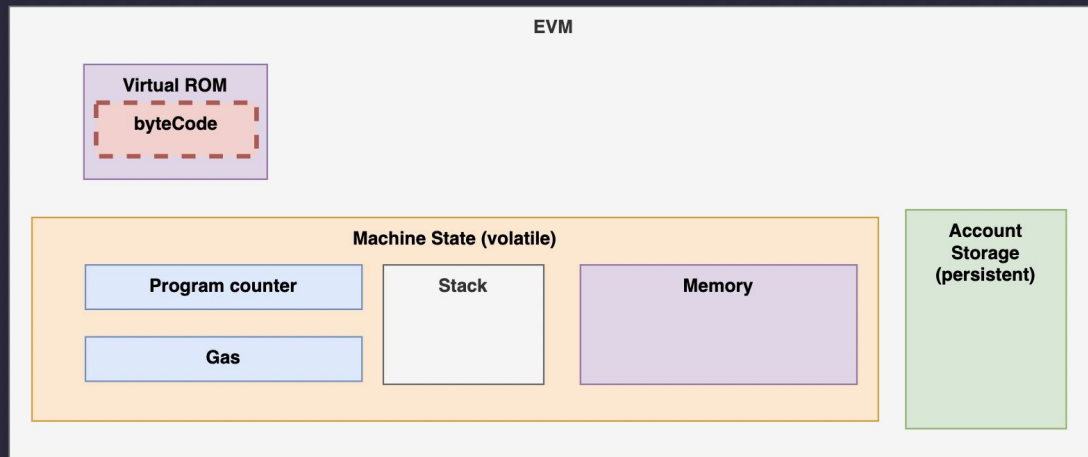
PUSH1 0

RETURN

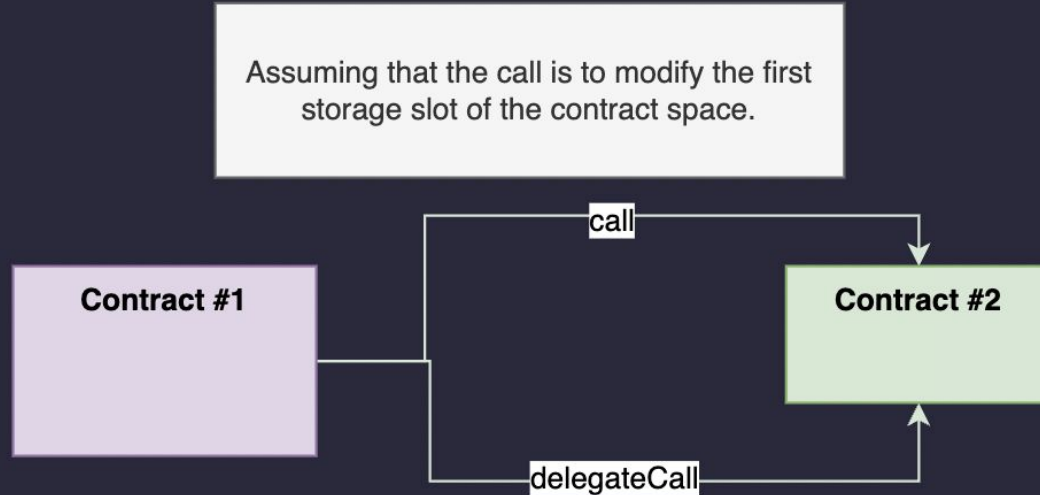
<https://www.evm.codes/playground?fork=merge>

/DelegateCall

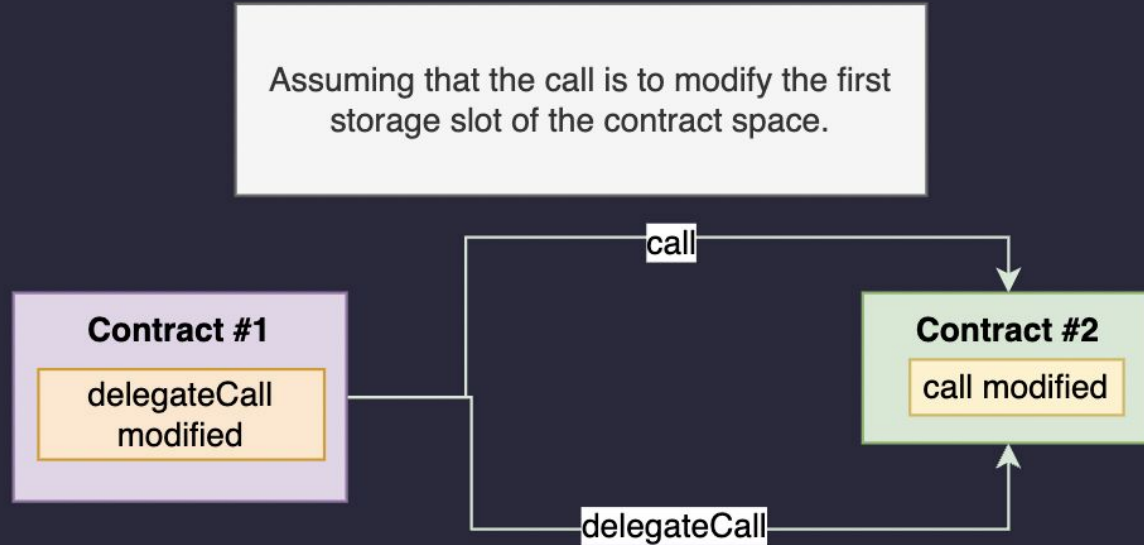
Message-call into this account with an alternative account's code, but persisting the current values for sender and value.



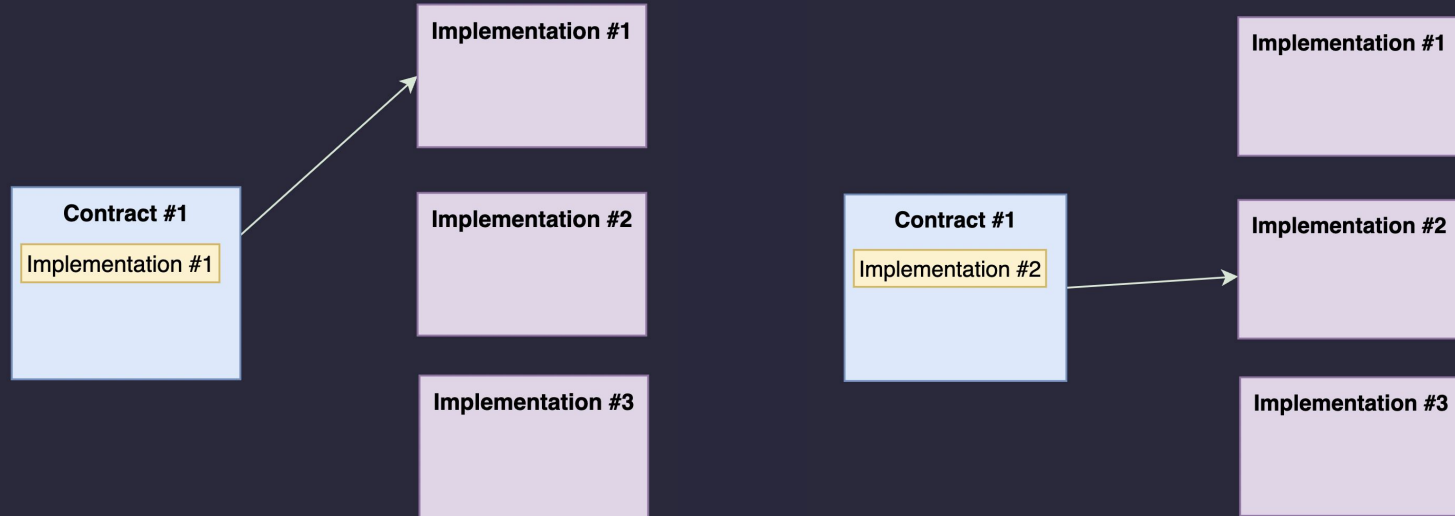
/DelegateCall in practice



/DelegateCall in practice



/Proxy Pattern



/Proxy

```
// This code has not been professionally audited, therefore I cannot make any promises about
// safety or correctness. Use at own risk.
contract Proxy {

    address delegate;
    address owner = msg.sender;

    function upgradeDelegate(address newDelegateAddress) public {
        require(msg.sender == owner);
        delegate = newDelegateAddress;
    }

    function() external payable {
        assembly {
            let _target := sload(0)
            calldatacopy(0x0, 0x0, calldatasize)
            let result := delegatecall(gas, _target, 0x0, calldatasize, 0x0, 0)
            returndatacopy(0x0, 0x0, returndatasize)
            switch result case 0 {revert(0, 0)} default {return (0, returndatasize)}
        }
    }
}
```

/Security Issue around Proxy pattern

- Clash of function signatures
- Clash of storage

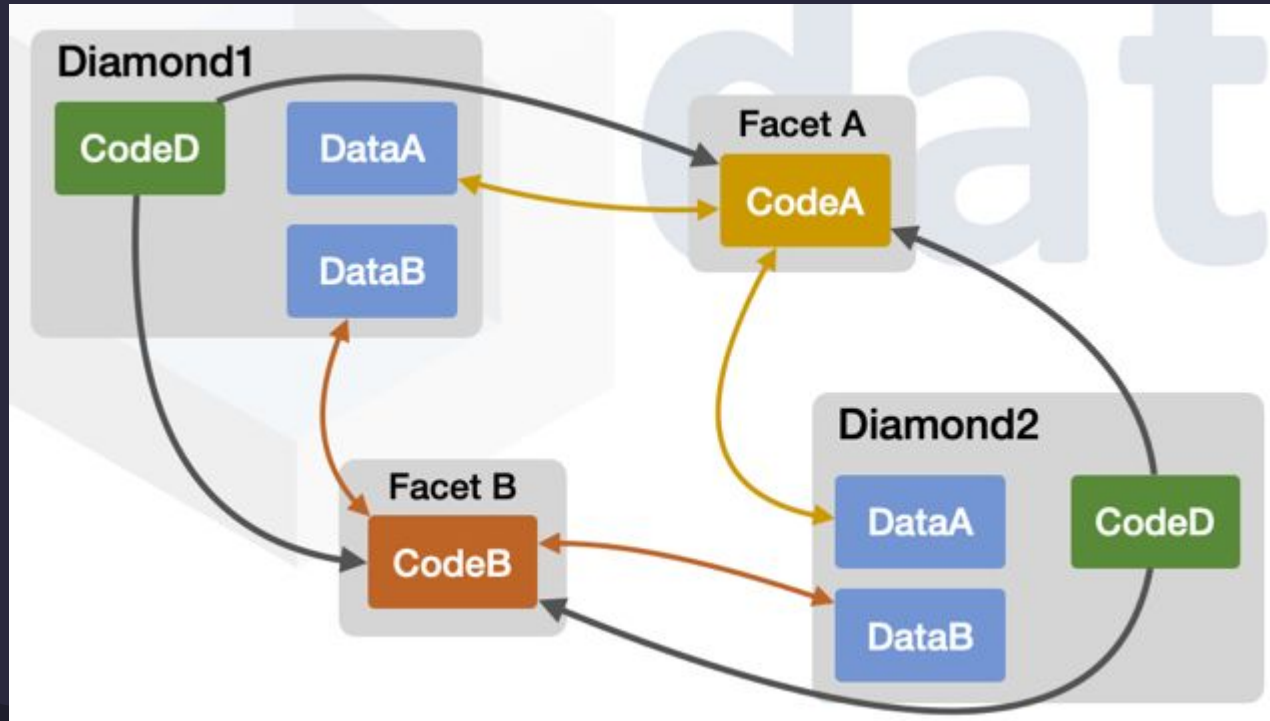
/EIP-170 Contract Code Size Limit

24kB

when a contract is called, even though the call takes a constant amount of gas, the call can trigger $O(n)$ cost in terms of reading the code from disk, preprocessing the code for VM execution, and also adding $O(n)$ data to the Merkle proof for the block's proof-of-validity

<https://eips.ethereum.org/EIPS/eip-170>

/Diamond Standard





/THAT'S A WRAP! (mic drop)



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