



# Demystifying The Ethereum World Computer





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<https://t.me/bitfwd>





# Blockchain



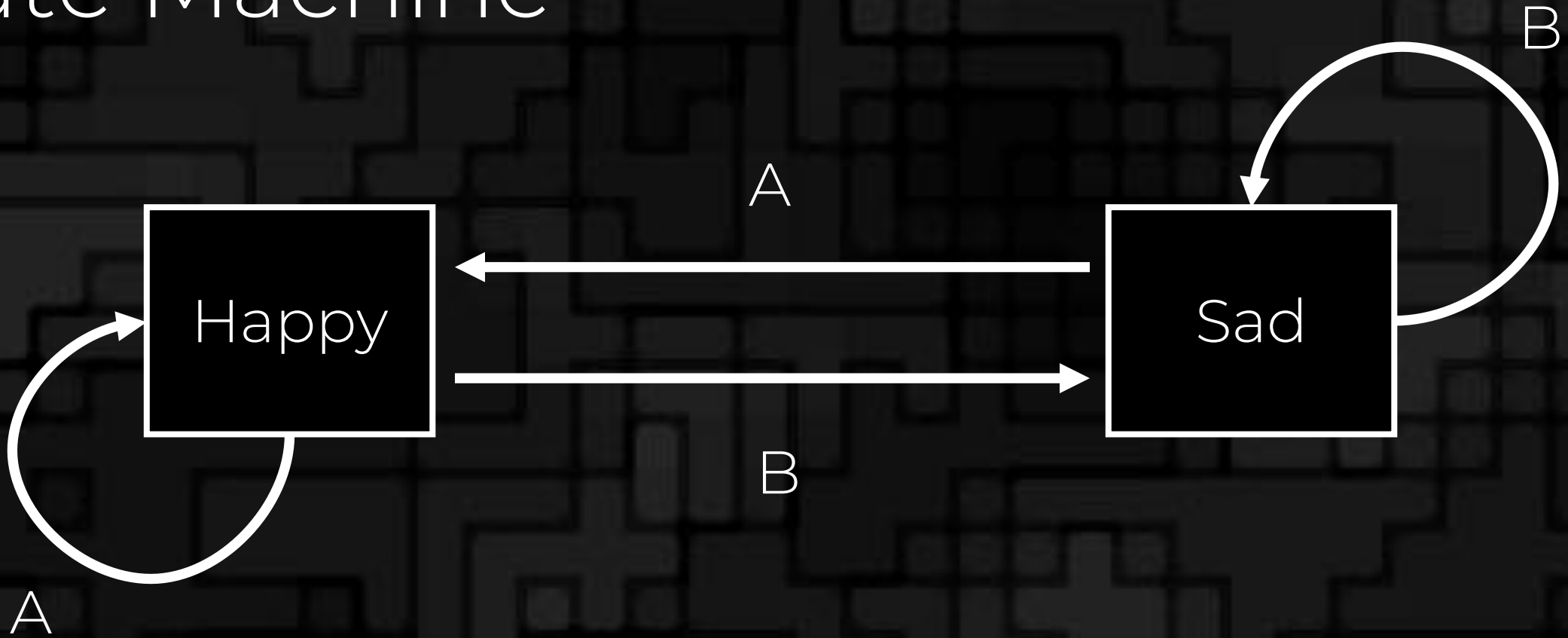


# Blockchain

- Cryptographically secure
- A single instance of the machine responsible for all transactions in the system.
- The state that this machine stores is shared and open.



# State Machine





# Ethereum

- State Machine.
- Triggered by transactions.
- Transactions must be valid to trigger a state transition.





# Ethereum

- Began with a “genesis state” or block.
- Ethereum had a coin offering, so these balances were encoded in the state.
- State transitions continue based on transactions.
- State transitions propagate forward, you cannot transition to a previous state.





# State Machine I



# State Machine II





# Ethereum

- Transactions force a state transition when validated.
- Miners compete to validate (like in Bitcoin).
- Miners are rewarded Ethers for their work.
- Forks occur just like in Bitcoin, resolved in a similar way.





# Ethereum vs. Bitcoin

	Ethereum	Bitcoin
Block Time	~15 seconds	~10 minutes
Block Reward	3 ETH, down from 5	12.5 BTC
Adjustment	Never, until PoS	Every 4 years.
Uncle Reward	7/8 of block reward	No reward
Difficulty	Per block	Per 2 weeks.

Check out stats on [ethstats.net](https://ethstats.net)





# Uncles?

- Bitcoin -> Orphan
- Ethereum's block times are short.
- Encourage solo mining by rewarding blocks that are included as uncles.
- Miner including uncle is also rewarded  $1/32$  ETH per uncle (max 2).





# Accounts





# Accounts

- Ethereum state has many “accounts” which interact with each other via transactions/messages.
- Each account has a state and a 20 byte address.
  - E.g.  
0x5e55aFde2E20b2547E052466A97f4EcDF11381A1
- Two types of accounts: contract account + externally owned account.







# Externally Owned Accounts

- Can send transactions to other EOA.
  - Transaction to EOA is value transfer.
- Can send transactions to contract.
  - Transaction to contract activates code.
- Requires signature by private key.







# Contract Accounts

- Can only respond to other messages.
- Can make calls to other contracts.





# Nonce

- Prevents double spending.
- Incrementing nonce.





# Hash Function

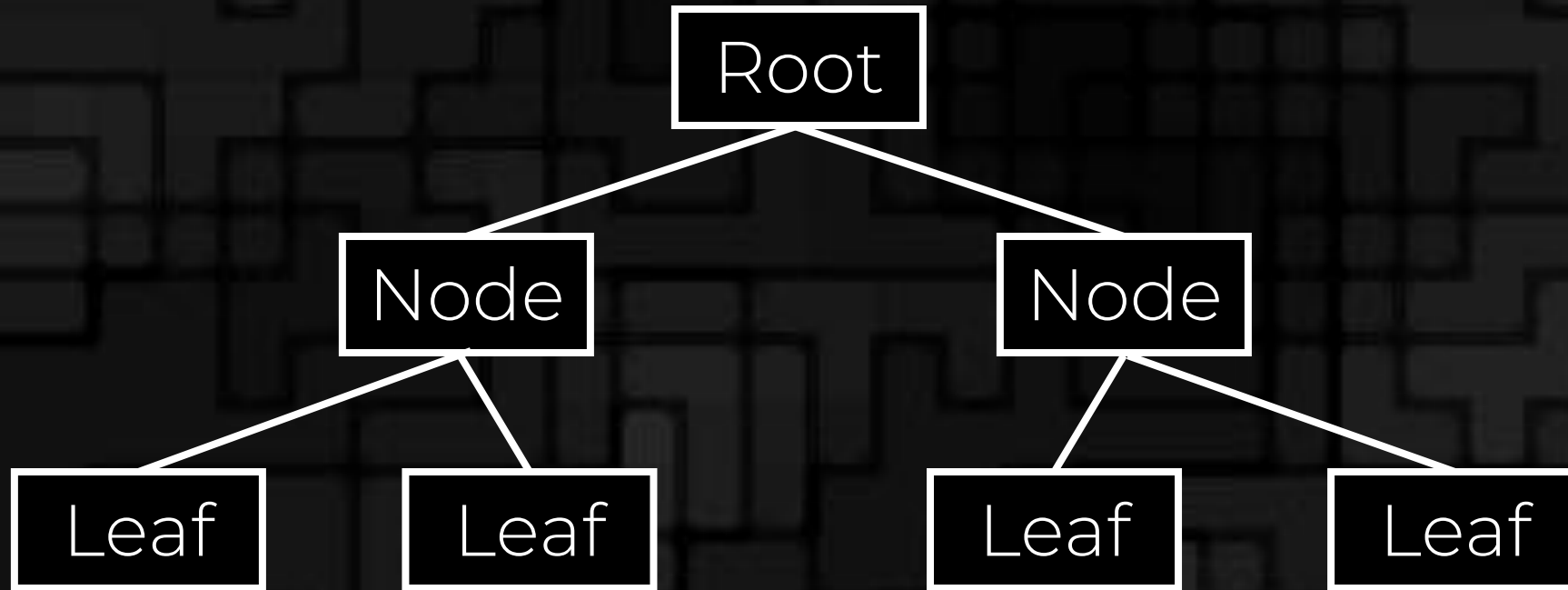
- Unique number generator.
- Easy to compute going forward.
- Hard to compute going backwards.

KECCAK-256('hello0') =

'ee12c92f437d27fa1773b76e46274dcd440943065a2be5e  
c279abb2cea20aceb'



# Merkle Tree





# Merkle Tree

- Block header stores hash of the root node of three different Merkle trees.
- State, Transaction & Receipts.



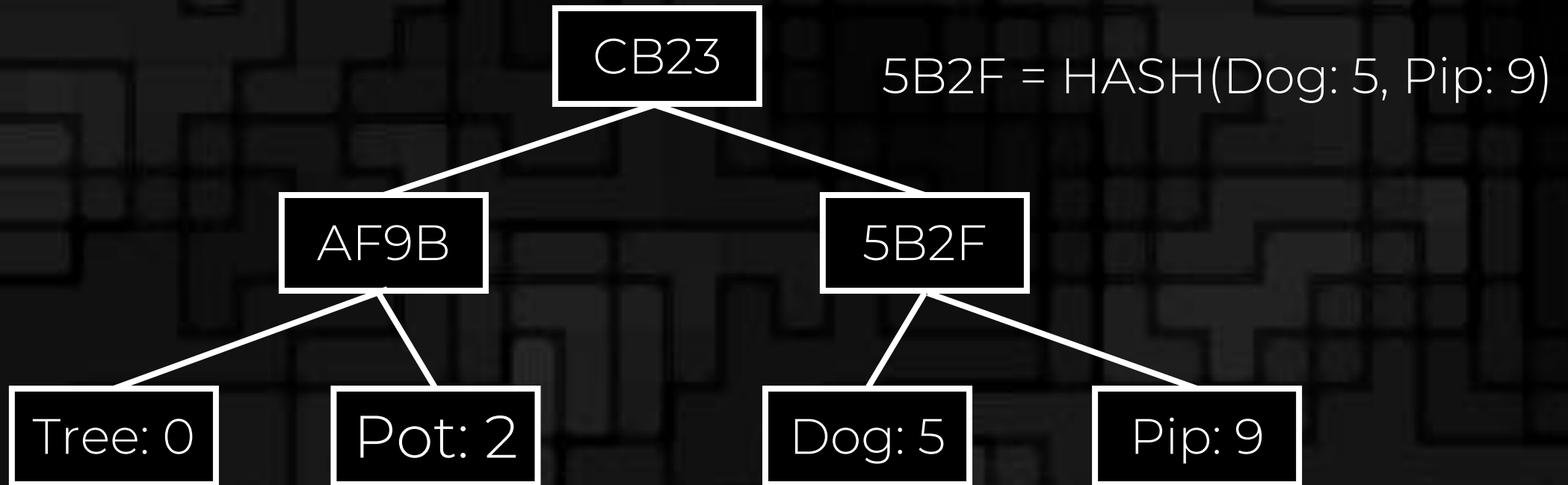


# Nodes

- Archive: full node, downloads everything from genesis to the current, executing each transaction. Takes ages.
- Light: instead of downloading and executing full chain/tx's, downloads only list of chain headers, from genesis block to current head.

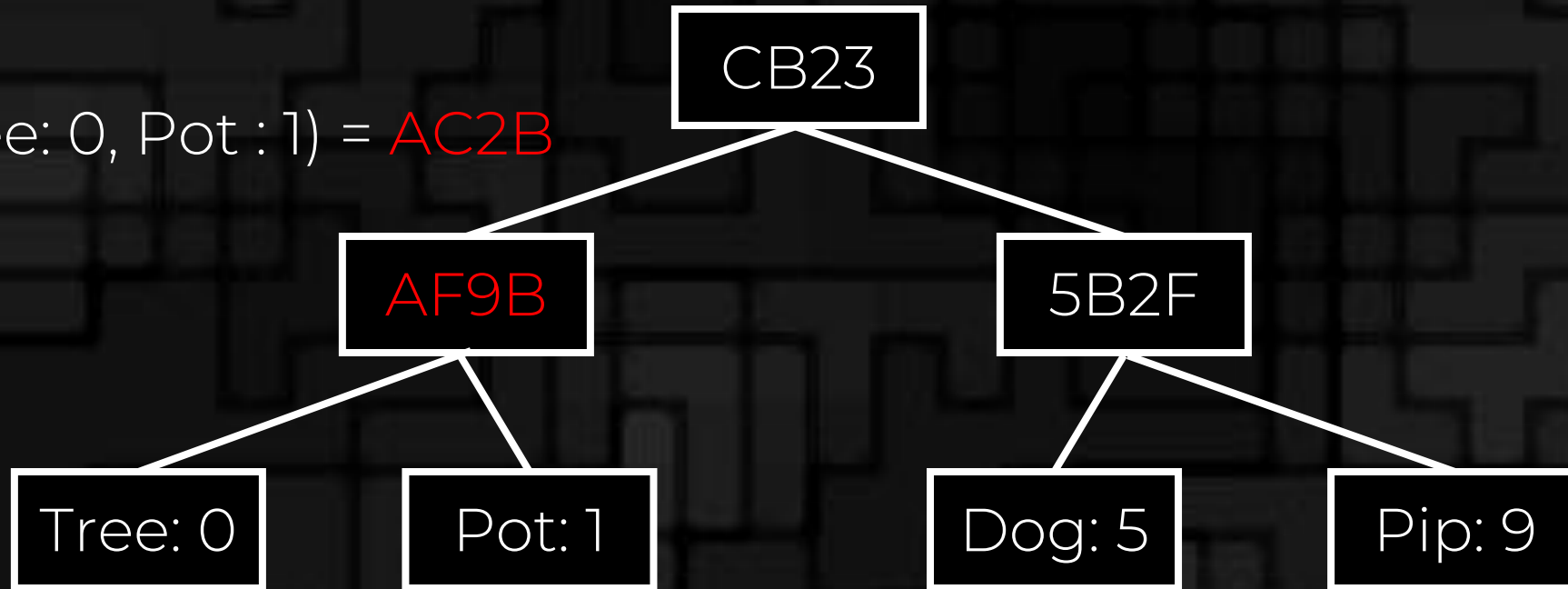


# Merkle Tree: Intuition I



# Merkle Tree: Intuition II

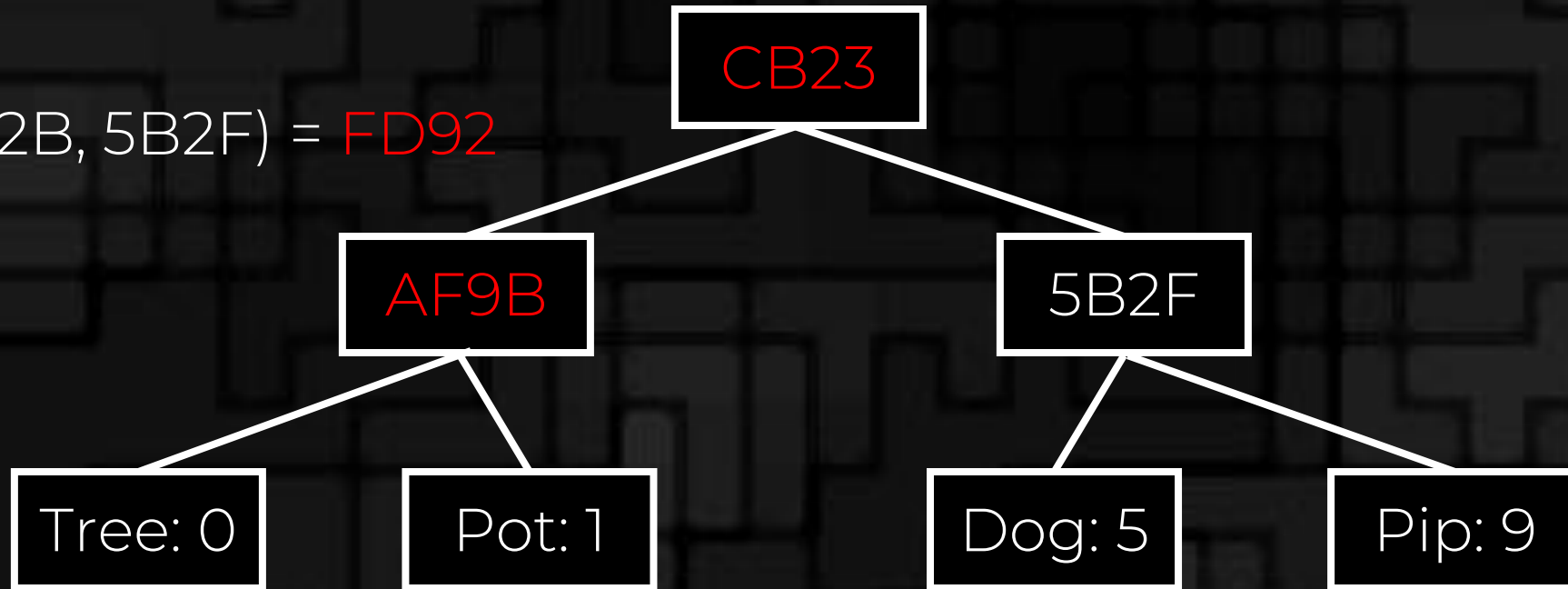
Hash(Tree: 0, Pot: 1) = **AC2B**





# Merkle Tree: Intuition III

Hash(AC2B, 5B2F) = FD92





Gas





# Gas

- Gas is used to pay for computational power.
- Gas is the unit used to measure amount of fees required per computation.
- Gas price is the amount of Ether you are willing to spend.
- Gas price denominated in gwei (i.e. 1 000 000 000 Wei)

[myetherwallet.com/helpers.html](https://myetherwallet.com/helpers.html) // [ethgasstation.info](https://ethgasstation.info)



# Gas

- Gas Limit: maximum amount of gas you are willing to pay for a tx.

Gas  
Limit:  
21000

\*

Gas  
Price:  
50 gwei

=

Cost:  
0.00105  
ETH





# Gas

- Gas is also used to pay for storage.
- Fees exist to prevent DDoS attacks.
- Inadequate pricing of specific operations led to DDoS attack in 2016.





# Transactions & Messages





# Transactions

- Cryptographically signed instruction generated by an EOA.
- Transactions are how we access the Ethereum network from the outside.
- Contracts talk to each other using “messages”





# Messages

- Messages allow contracts to call other contracts in a chain.
- Do not contain gasLimit.
- These are not directly included in the blockchain.







# Blocks





# Logs

- Allows tracking of various transactions.
- Logs contain
  - Logger address
  - Topics defined by the contract
  - Data associated with these events.



[illegible]



# Transaction Execution I

## Requirements

- Transaction must be formatted correctly (using RLP encoding).
- Transaction signature must be valid.
- Transaction nonce must be valid.
- Gas limit has to be high enough.
- Sender's balance has to be high enough to pay the gas costs.





# Transaction Execution II

Then:

- Deduct upfront cost of execution from sender's balance.
- Increment sender's account nonce by 1.
- Calculate gas remaining by subtracting amount used from gas limit.





# Transaction Execution III

Begin execution:

- Computations are processed.
- If no invalid state, state is finalized.
- Gas is refunded.







# Developing On Ethereum





# Tools

IDE: web based IDE [remix.ethereum.org](https://remix.ethereum.org), client

Testnets: Ropsten/Rinkeby/Kovan/Ganache

Testing Wallets: Use

[myetherwallet.com](https://myetherwallet.com)/[mycrypto.com](https://mycrypto.com)/[metamask](https://metamask.io)  
browser extension

Ropsten Faucet: [ropsten.bitfwd.xyz](https://ropsten.bitfwd.xyz)

Frameworks: Truffle/Dappole etc.

Remember: interfacing is super important







# Getting Started

bitfwd community tutorials on how to deploy your own token contract

- Play with cryptokitties.co (will teach you how metamask works)
- Try to interact with token contracts and send transactions through MEW.
- Write custom contracts/play with them on remix.ethereum.org
- <https://github.com/bitfwdcommunity/bitfwd-exercises>





# Questions

