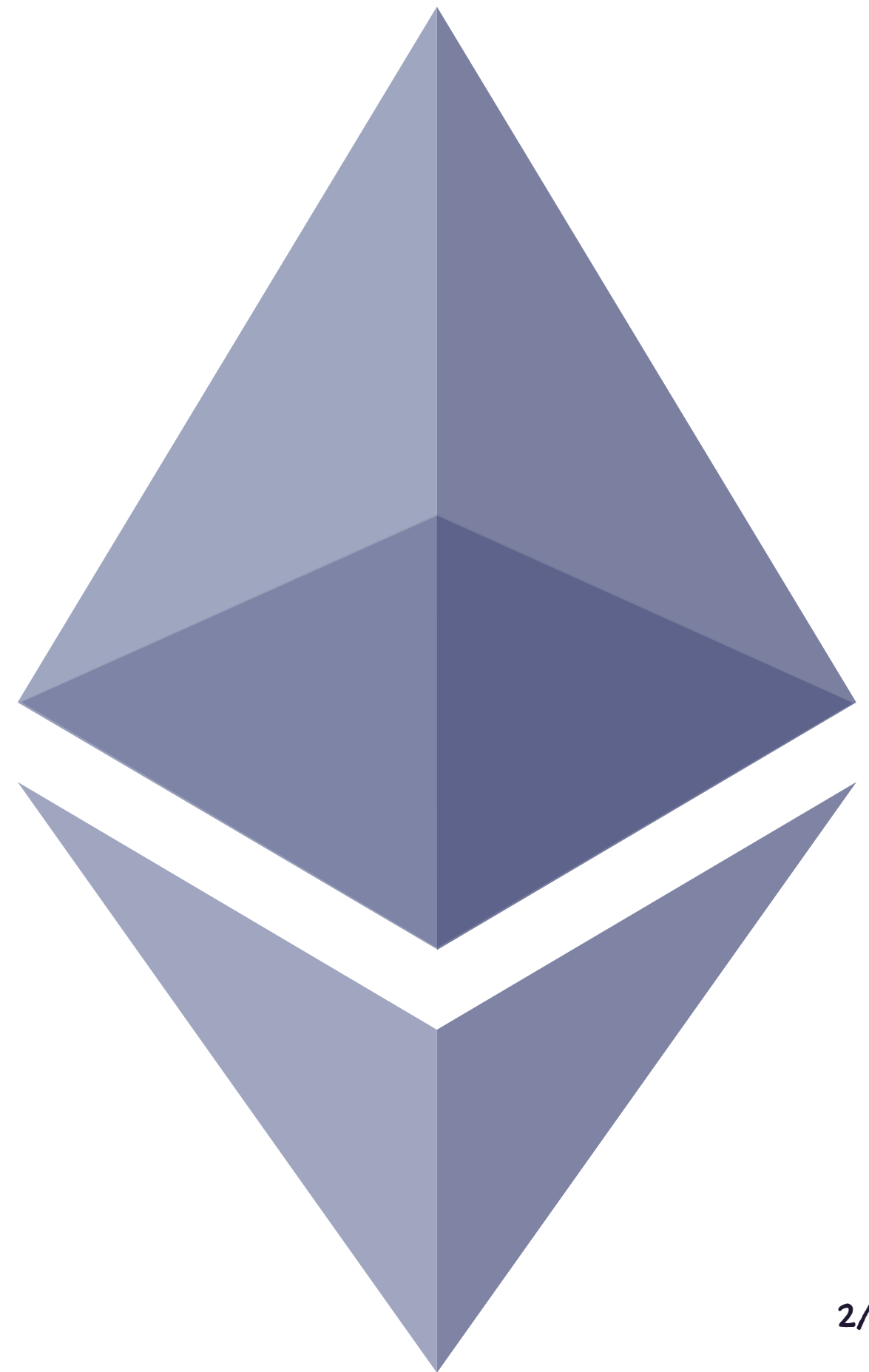


CS4215 Pontevedra



Source To EVM Compiler

- **Ethereum Virtual Machine** is part of the **Ethereum Network** that handles *smart contract* deployment and execution.
- Helps to maintain and update the states of the entire blockchain, containing millions of executable objects, each with its own permanent data store.
- Abstraction of computation and storage.



quasi-Turing complete

- Upper bound of execution processes by available gas.
- **gas** == 💰
- All program executions will halt.



EVM Architecture

*applicable to this project

- Word Size: 256 bits
- Stores all in-memory values on a **STACK***.
- A volatile **MEMORY***.
- A permanent **STORAGE**.

Instruction Set (Bytecodes)

1. Arithmetic and bitwise logic operations
2. Stack, memory and storage access.
3. Control flow operations

Bytecode	Stack Input	Stack Output	Effect
MLOAD	offset	value	reads a uint256 from memory
MSTORE	offset, value		writes a uint256 to memory
JUMPDEST			annotate possible jump destination
JUMP	destination		unconditional jump
JUMPI	destination, condition		jump if true
PC		PC	program counter
SWAPx	a ... b		swap the top of the stack with the x-th last element
DUP1	value	value, value	clones the last value on the stack
RETURN	offset, length		Halt execution and return output data

function PC

function arguments

⋮

function captures

⋮

return point PC

constants

Initialize stack;

Jump to **MAIN**

functions

...

MAIN

Body code (not in functions)

...

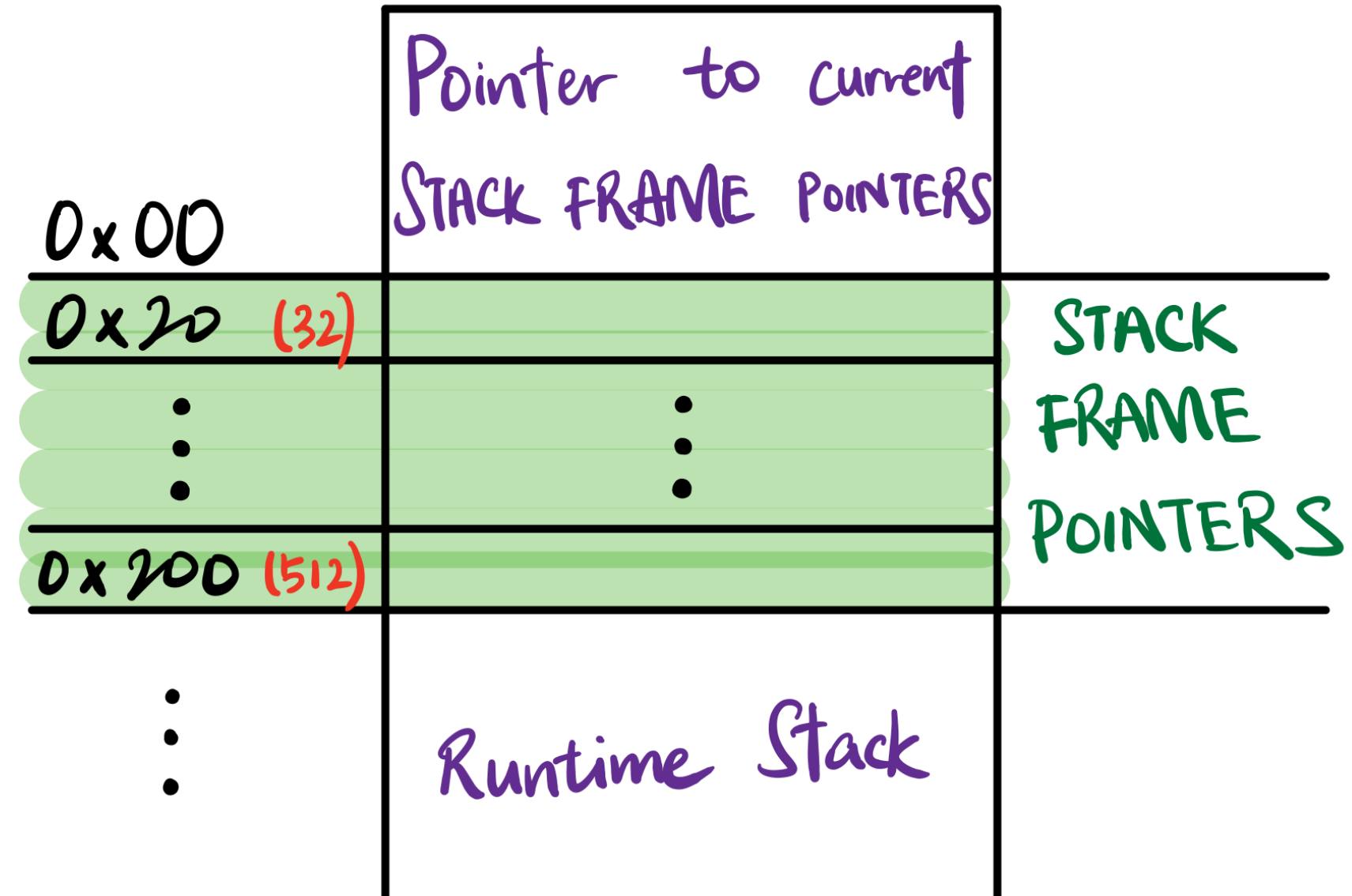
final_return

STOP; RET top value of
stack

END

Example

```
let x = 10;  
function f(a) {  
    return x + a;  
}  
f(1);
```



Example

```
let x = 10;  
function f(a) {  
    return x + a;  
}  
f(1);
```

// f(a) → f(a, x)

// must be a variable named `x`!

0x240		start of MAIN
0x260	10	x
0x280	21	f
0x300		frame of f
:	:	
	1	a
	10	captured f

Demo

Highlights

- Functions
 - Named, anonymous
 - Nested
 - Recursion, mutual recursion, tail call optimisation
 - Functions as parameters and return values

Variable capture

- Create minimal closure by scanning free variables
- Convert free variables to arguments
- Capture variables by passing them as arguments
- All passed by value, no side effects
- Name of current function passed as additional variable
 - To support mutual recursion