Algorand Smart Contracts

Algorand Smart Contract Design and Features

September 27, 2022

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Algorand™ FOUNDATION

Tech Stack

- Algorand Virtual Machine (AVM)
  - Running on every node
  - Not compatible with Ethereum Virtual Machine
- Transaction Execution Approval Language
  - Assembly-like language for writing smart contracts
- PyTeal and beaker
  - Python library and framework for writing Algorand smart contracts
  - Ultimately compiles down to teal

Algorand Virtual Machine

- Available data
  - Transaction information
    - Sender, fee, amount, etc.
  - Global variables
    - Current round, latest timestamp, etc.
  - Application state
- TEAL is turing complete
- Constraints
  - Static fees mean we need to constrain execution in another way
  - Constraints are hardcoded into AVM to limit computational complexity

Modes of Use

- Stateless - Smart Signature
  - Signs transactions conditionally based on smart contract logic
  - Delegated approval: sign transactions from any account that signs the logic
  - Contract account: sign transactions from contract-specific account
- Stateful - Applications
  - Saved state
  - Logging
  - Inner transactions

Minimum balance requirement (MBR)

- Every account has a minimum balance
  - Starts at 0.1 ALGO
- Any transaction that would result in an account going under the MBR will fail
  - Exception is when an account makes an account to specifically close out the entire balance
- MBR is a way to rent space in the current state of the blockahin
  - Since ALGO is capped, the active state of the blockchain is also capped

Application State: Global Storage

- 64 key/value pairs
- Limited to 128 bytes per key/value pair
- Can be read by any app on-chain
- MBR funded during app creation by creator

Application State: Local Storage

- 16 key/value pairs *per account*
- Limited to 128 bytes per key/value pair
- Can be read by any app on-chain
- MBR funded during opt-in by end-user
- Accounts must opt-in
- Can be cleared by end-user

Application State: Box Storage

- "Unlimited" named storage segments
- Up to 32kb per box
- Can only be read by the app that created the box
- MBR funded during *box* creation by contract account

Inner Transactions

- An application can send any transaction type
  - This includes application calls
- An application can send up to 16 transactions
  - Inner transactions are atomic with the outer transactions
  - One failure will cause all to fail
- Every application has its own contract address it can send transactions from

Logging

- Applications can log data during execution
- Logs are only saved upon completion
- Other applications can read logged data

Randomness

- Random numbers can be generated off-chain
- `vrf_verify` opcode can be used verify number on-chain
- Oracles can provide random numbers through smart contracts

Constraints

- Opcode budget
  - Every opcode has a cost proportional to computational complexity
  - Budget is pooled in grouped application calls
- State access
  - Caller must predefine what the smart contract will be accessing
    - accounts
    - applications
    - assets
    - boxes

On Completions

OnComplete	Program	Action
NoOp	Approval	Nothing
OptIn	Approval	Allocates local state for sender
CloseOut	Approval	Clear local state of sender
ClearState	Clear	Clear local state of sender regardless of logic result
UpdateApplication	Approval	Updates the approval and clear programs
DeleteApplication	Approval	Deletes the application

App Call Anatomy

- App arrays
  - Defines what state can be accessed
  - Accounts, assets, apps, and boxes
- Arguments array
  - Arguments that can be read by the application
- OnComplete
  - Action to take upon execution of the logic

App Creation Anatomy

- TEAL Programs
  - Approval program defines primary logic for application creation/calls
  - Clear program defines logic for clearing local application state
- Schema
  - Defines the number of key/value pairs that store integers or bytes
  - Defined for both global state and local state
  - Schema can not be updated

ARC-0004: ABI

- Standardizes encoding/decoding methods for types beyond Uint64 and Bytes
  - UintN, tuples, decimals, booleans, etc.
- Provides standard way of method calling
- JSON schema for defining available methods
- Logging for return values

TEAL

```
#pragma version 6
byte "hello " // ["Hello "]
byte "world" // ["World", "Hello "]
concat // ["Hello World"]
log // [] "Hello World" will be logged on chain
int 1 // [1]
return
```

PyTeal

```
return Seq(
  Log(Bytes("Hello World")),
  Approve()
)
```