An Overview of Substrate

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Web3 Foundation | https://web3.foundation | @web3foundation

Parity Technologies | https://parity.io | @paritytech

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Bill Laboon is the Technical Education Lead at the Web3 Foundation. Before this, he was a lecturer in the Computer Science Department of the University of Pittsburgh, teaching courses in software quality assurance, software engineering, and blockchain technology. He is a frequent speaker at conferences on a variety of topics, including cryptocurrency, software quality, and the ethics of software development. He is the author of two books: A Friendly Introduction to Software Testing, an undergraduate textbook; and Strength in Numbers, a near-future novel set in a world in which cryptocurrency has eliminated traditional money. Bill has a BS in Computer Science and Political Science from the University of Pittsburgh, as well as an MS in Software Design & Management from Carnegie Mellon University.

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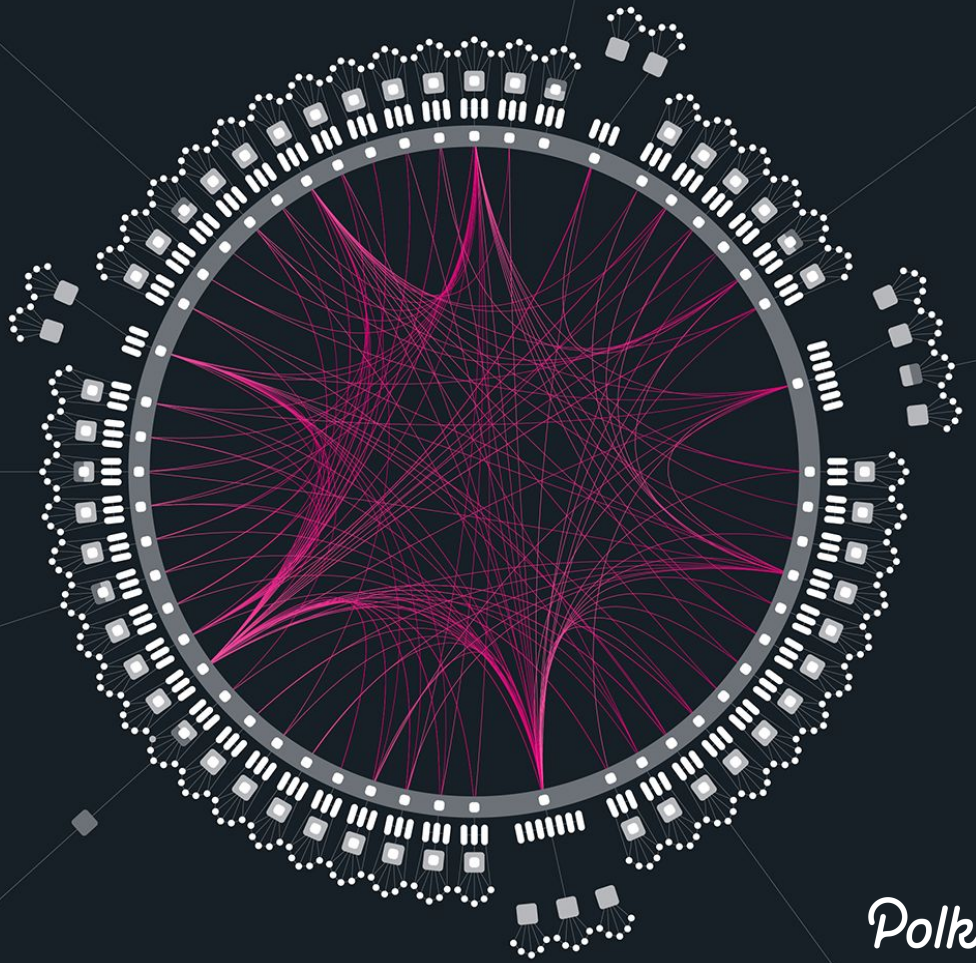
Web3 Foundation is a Switzerland-based foundation dedicated to "nurturing and stewarding cutting-edge technologies and applications in the fields of cryptographically-powered decentralized software protocols."

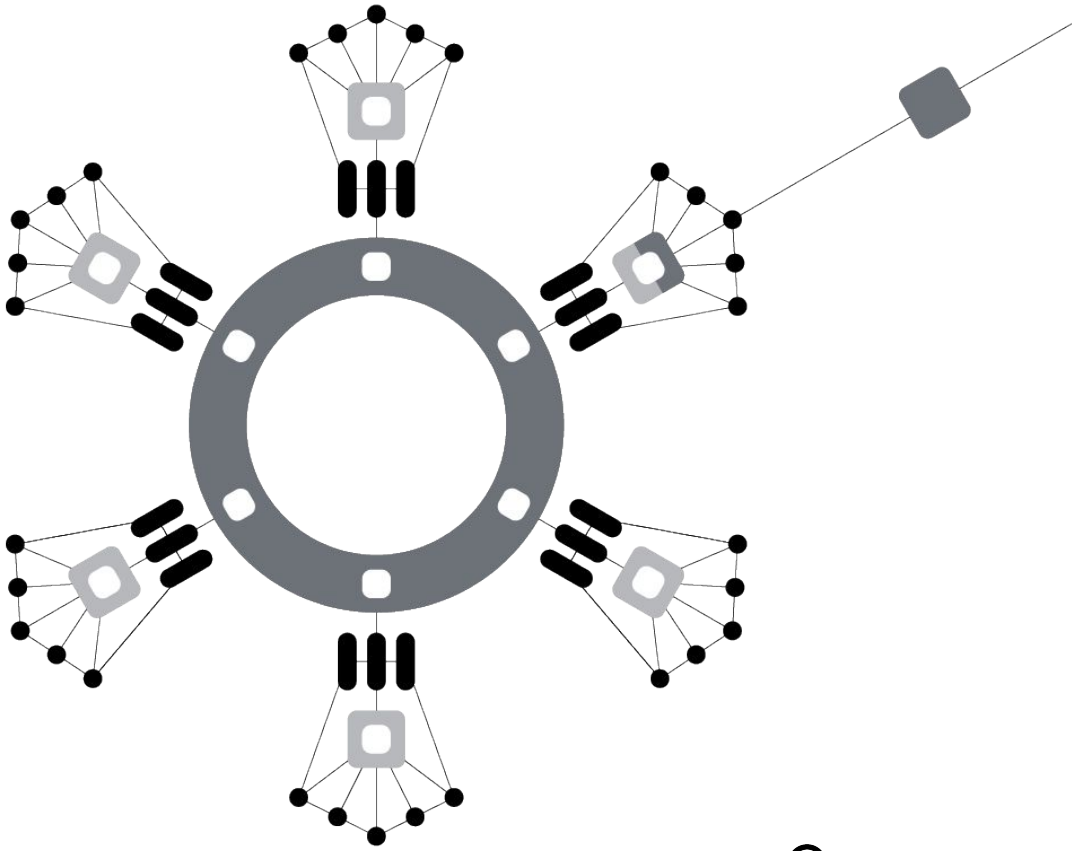
POLKADOT BASICS



Polkadot.

INTRODUCTION
Polkadot

- Validators
- Collators
- Relaychain
- Parachains
- Parathreads
- Bridges
- Other Blockchains



Polkadot.

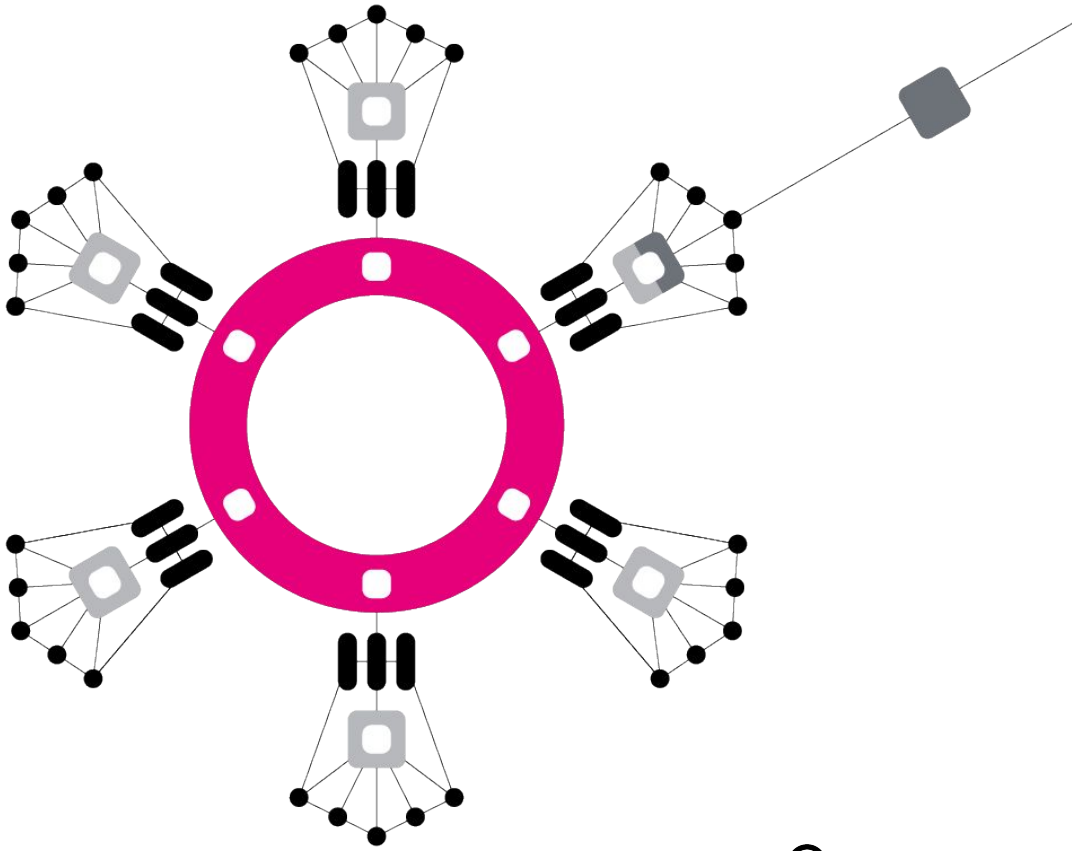
INTRODUCTION
Relay Chain

The relay chain is the main chain of Polkadot.

- *Other connected “parachains” are heterogenous shards - blockchains which share security and communicate with each other*

- *Relay chain holds the states of the parachains.*

- *It is secured via nominated proof of stake*



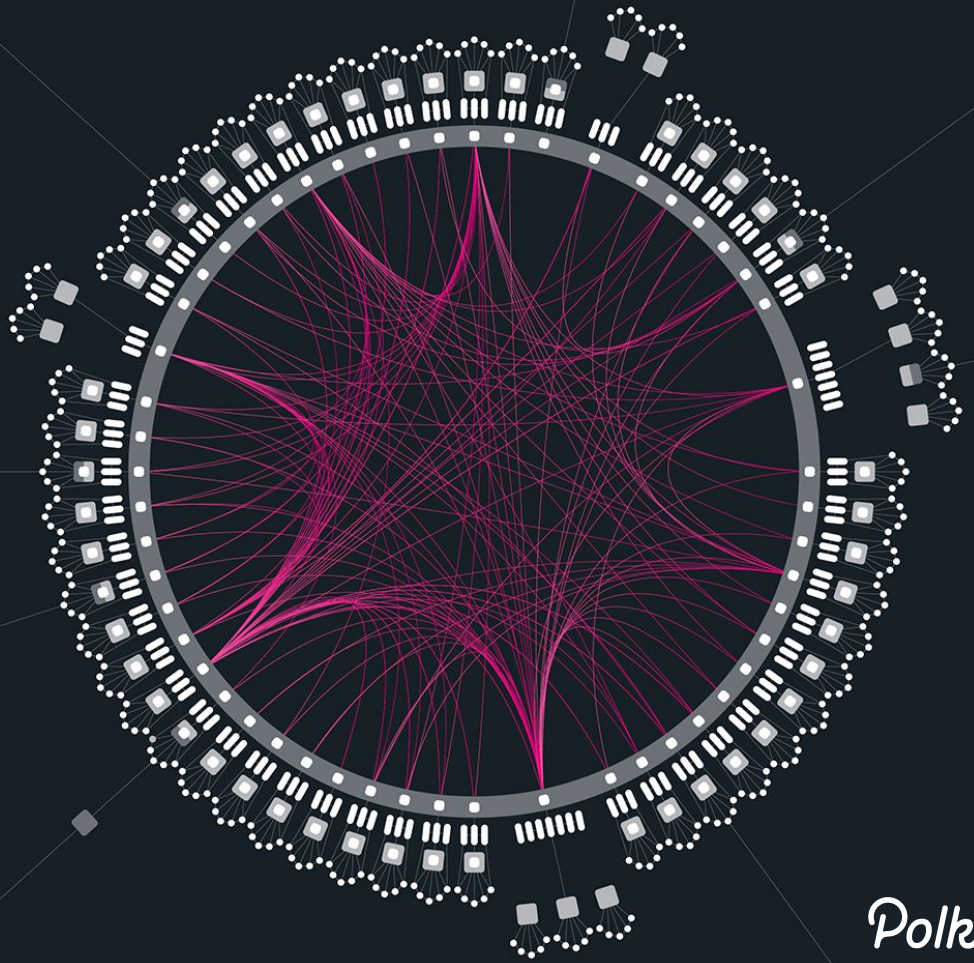
Polkadot.

WHY POLKADOT?

- Heterogenous shards - develop chains to your specification
- Shared security across all parachains
- Cross-chain communication built in to the protocol
- Nominated proof-of-stake
- Thought-through, on-chain governance
- Large and growing ecosystem
- Substrate!

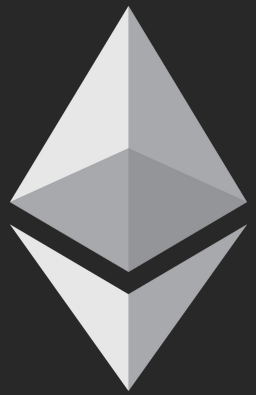
Polkadot.

SUBSTRATE BASICS



Polkadot.

Parity has a lot of blockchain building experience...

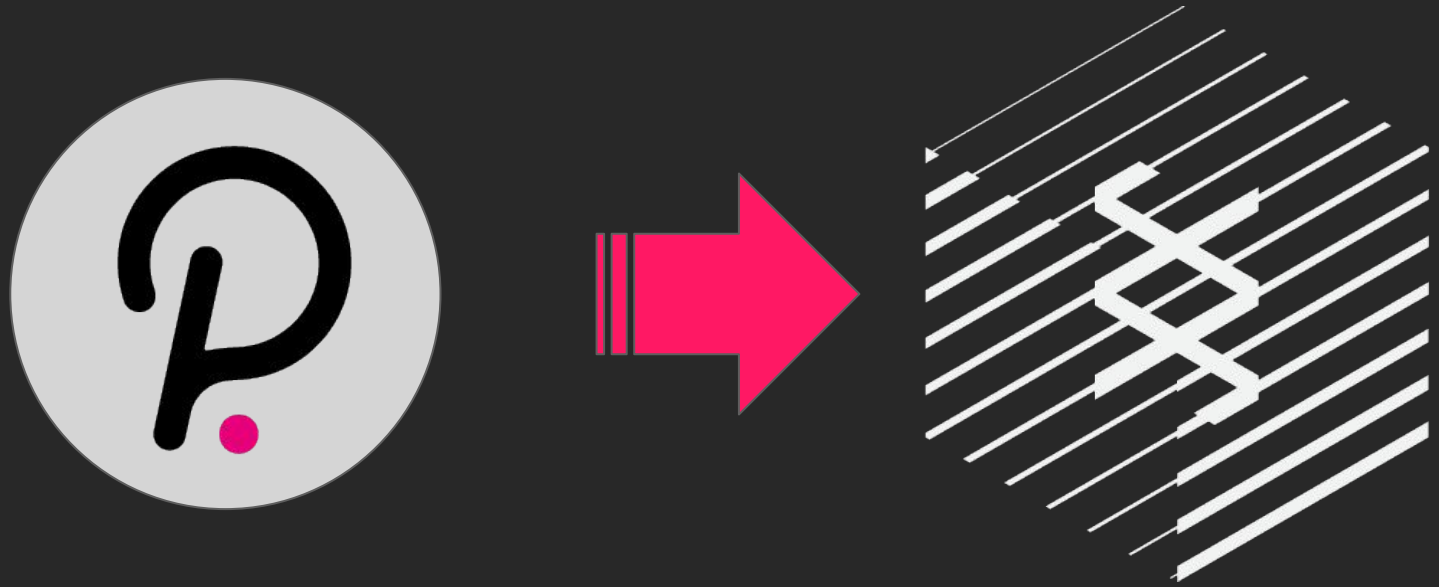


github.com/paritytech/
parity-ethereum

github.com/paritytech/
parity-bitcoin

github.com/paritytech/
polkadot

From Polkadot, came Substrate.



What is Substrate?

Substrate is an **open source**, **modular**, and **extensible** framework for building blockchains.

What is Substrate?

Substrate provides all the core components of a Blockchain:

- Database Layer
- Networking Layer
- Consensus Engine
- Transaction Queue
- Library of Runtime Modules

Each of which can be customized and extended.

Why Substrate?

- Automatically become a parachain or parathread
- Or run as an independent blockchain
- Benefit from features added to Substrate in the future
- Share modules (pallets) developed by you or others

The Substrate Runtime

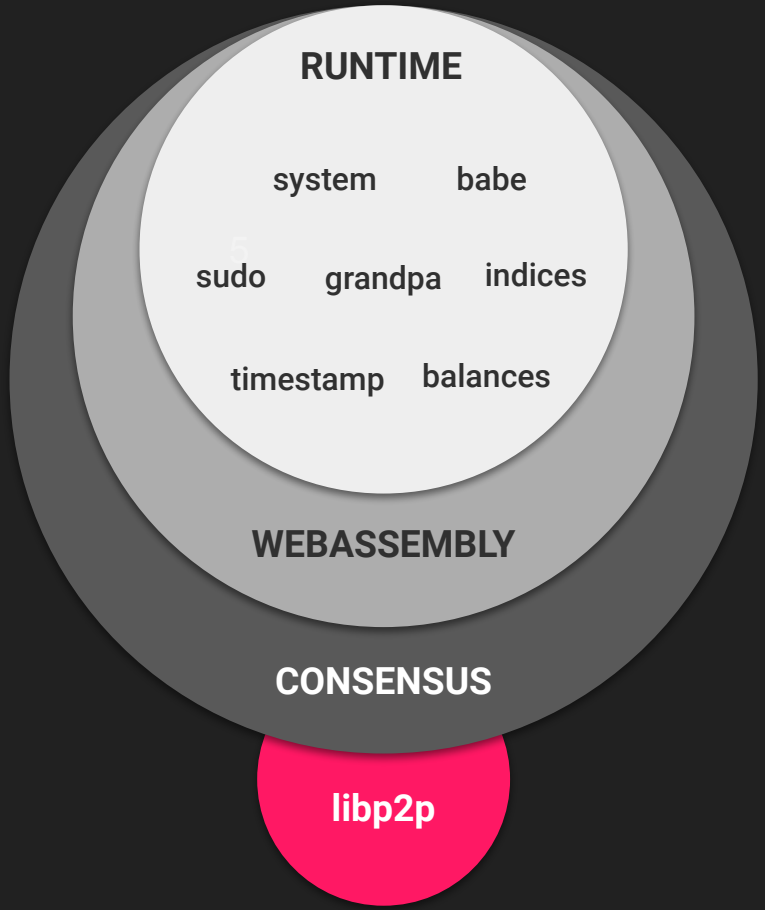
The runtime is the **block execution logic** of the blockchain, a.k.a. the State Transition Function.

It is composed of **FRAME Pallets**.

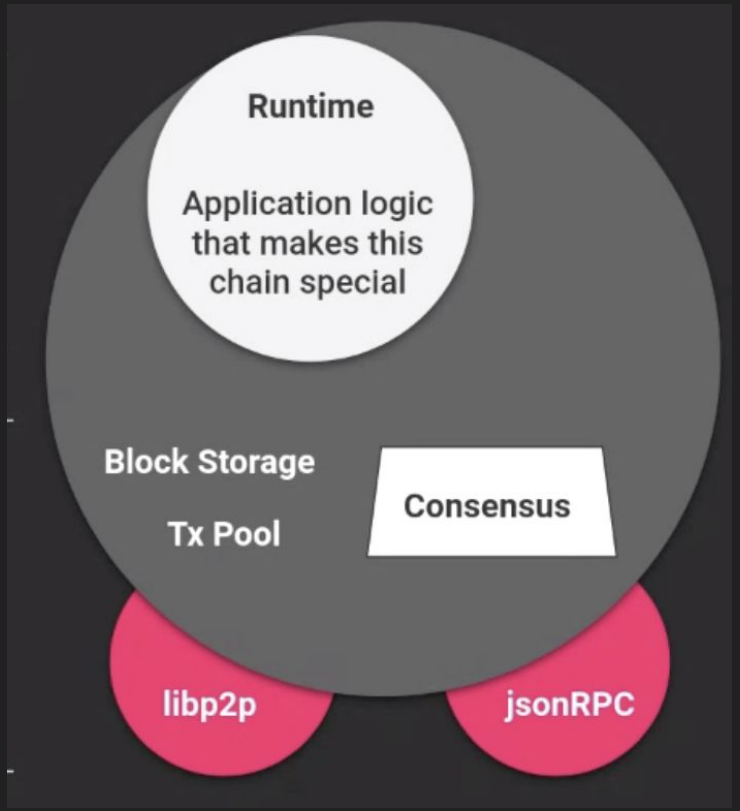
Pallets built with FRAME			
assets	babe	balances	collective
contract	democracy	elections	grandpa
indices	grandpa	indices	membership
offences	session	staking	sudo
system	timestamp	treasury	and more...

Substrate Node Template

- A working Substrate node.
- Basic cryptocurrency chain with administrative governance.
- Easily add and remove pallets built with FRAME.
- Create your own modules to customize your chain functionality.

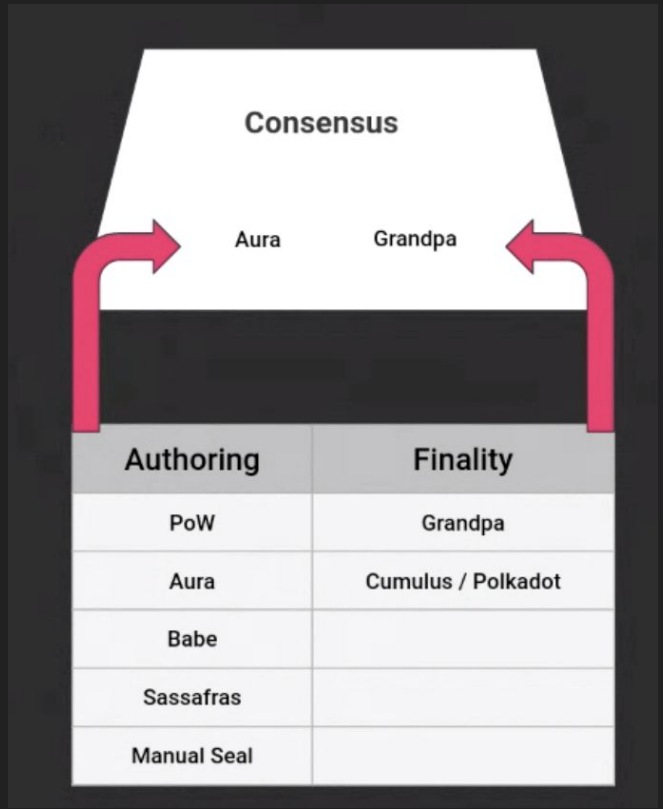


Architecture of a Node



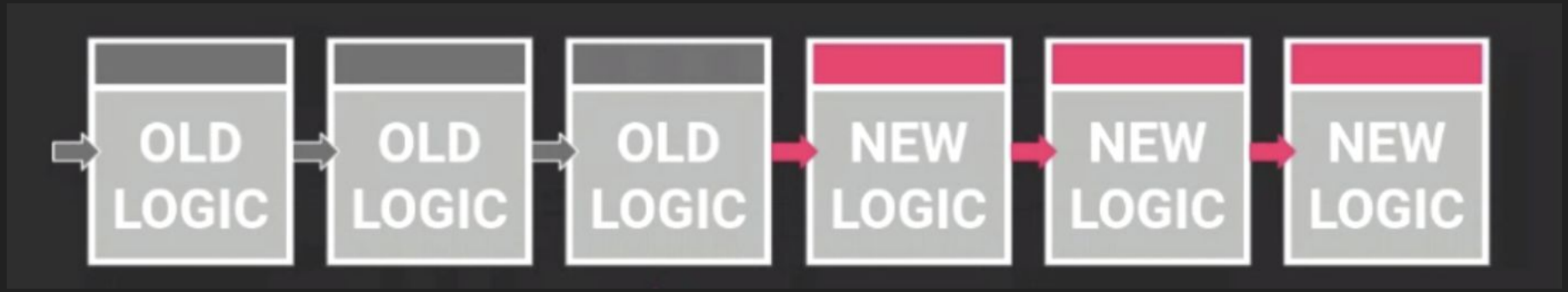
Consensus

1. Who can author blocks?
2. When are blocks considered final?



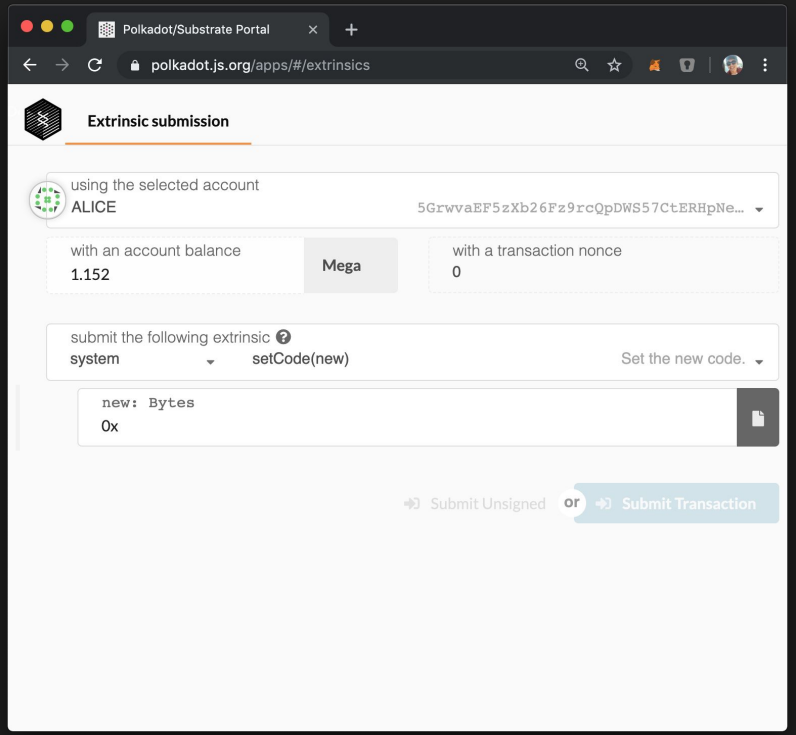
Authoring	Finality
PoW	Grandpa
Aura	Cumulus / Polkadot
Babe	
Sassafras	
Manual Seal	

Forkless Upgrades

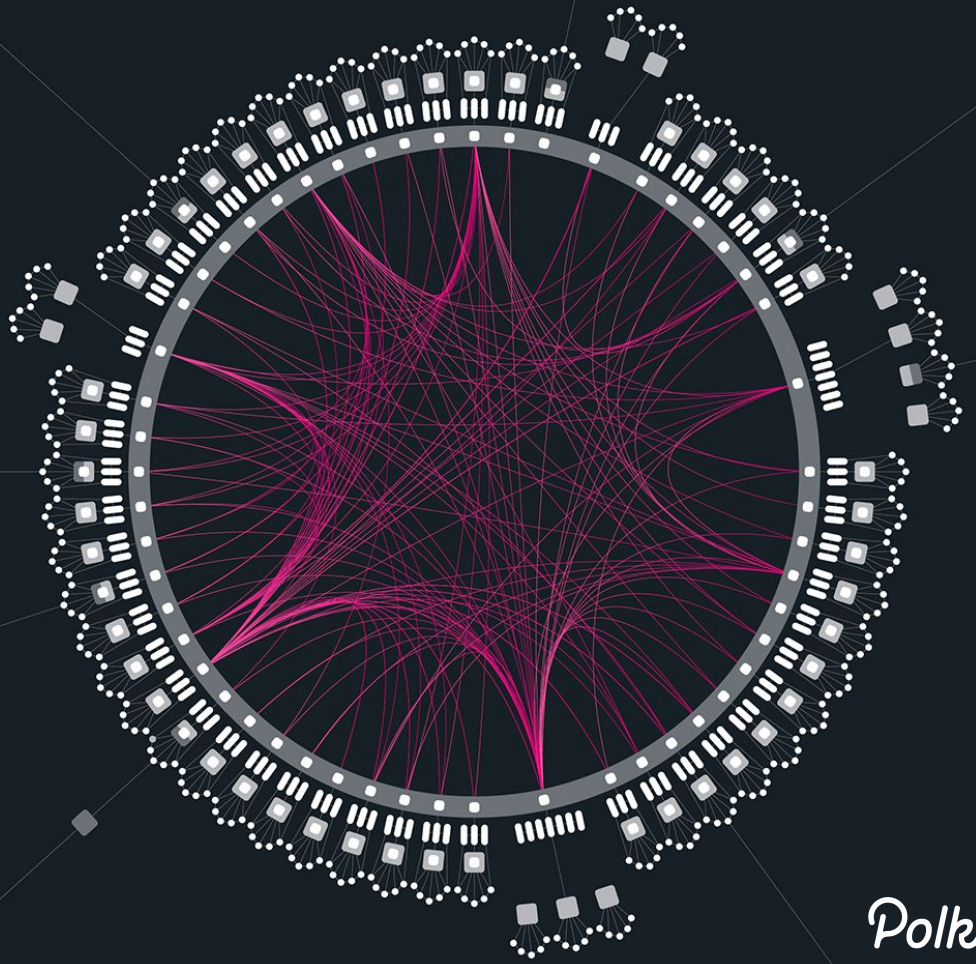


Polkadot JS Apps

- Generalized and hosted UI
- Quickly test new functionality
- Loaded with general tools like:
  - Creating transactions
  - Read storage
  - See events
  - and way more…
- Great for development



SOME SUBSTRATE PROJECTS

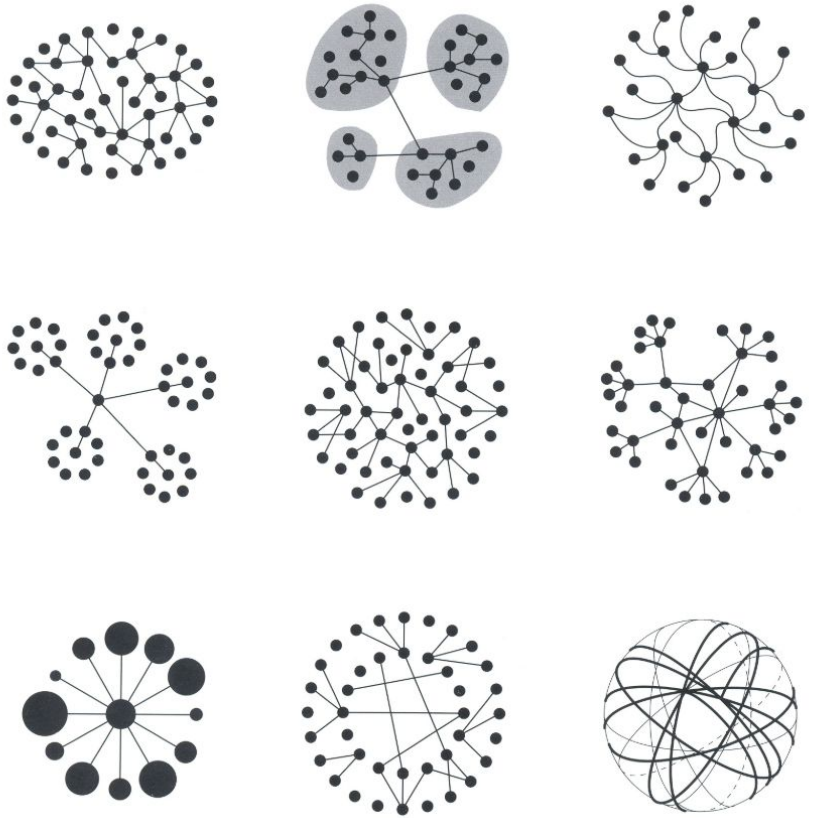


Polkadot.

Edgeware

A high-performance, self-upgrading WASM smart contract platform

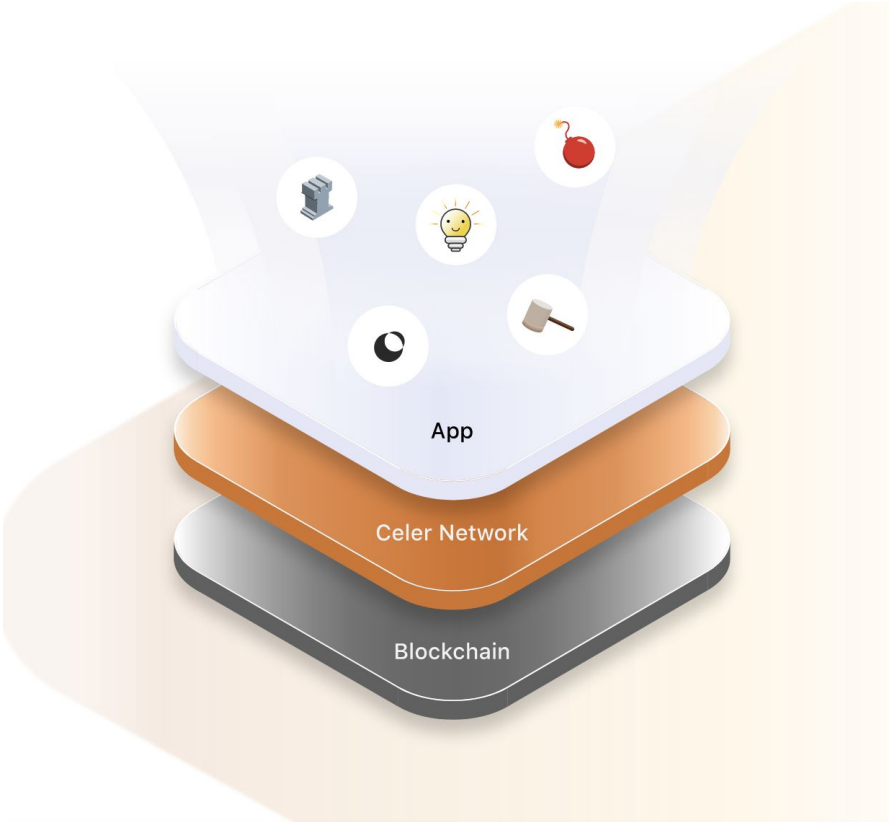
https://edgewa.re/



Celer Network

Layer-2 Scaling for Polkadot

https://www.celer.network/



Plasm

Plasma Scaling for Polkadot
From Stake Technologies

https://github.com/staketechnologies

Sunshine

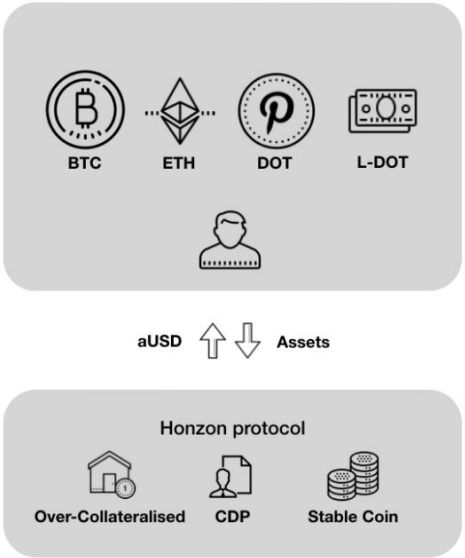
Chain for fund coordination DAOs from Web3 Garden

https://github.com/web3garden/sunshine-node

Acala Network

Decentralized Stablecoin And Defi Network

https://acala.network/

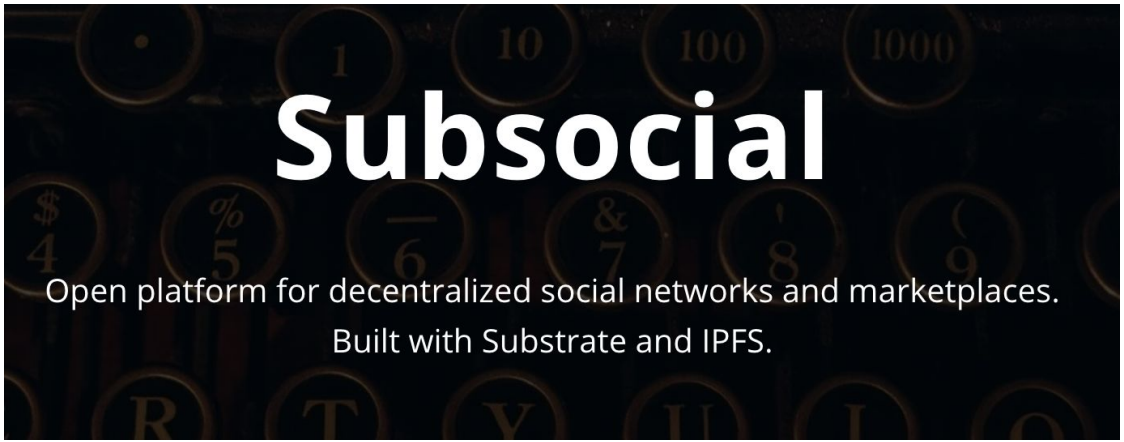


1 Acala Dollar = 1 US Dollar

Ticker : aUSD

Subsocial

Allows anyone to launch a decentralized censorship-resistant community on their own blockchain.



http://subsocial.network/

ChainLink

Decentralized oracle service and payments processor

https://chain.link/

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An In-Depth Look At Substrate

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Why Rust?

Setting up Substrate

```
curl https://getsubstrate.io -sSf | bash -s -- --fast
```

```
WINDOWS: http://bit.ly/substrate-win
```

(~15-20 min)

Rust / Wasm

```
# Update Rust

rustup update nightly

rustup update stable

# Add Wasm target

rustup target add wasm32-unknown-unknown --toolchain nightly
```

Node template

```
cd substrate-node-template/

git checkout -b my-first-substrate-chain

cargo build --release
```

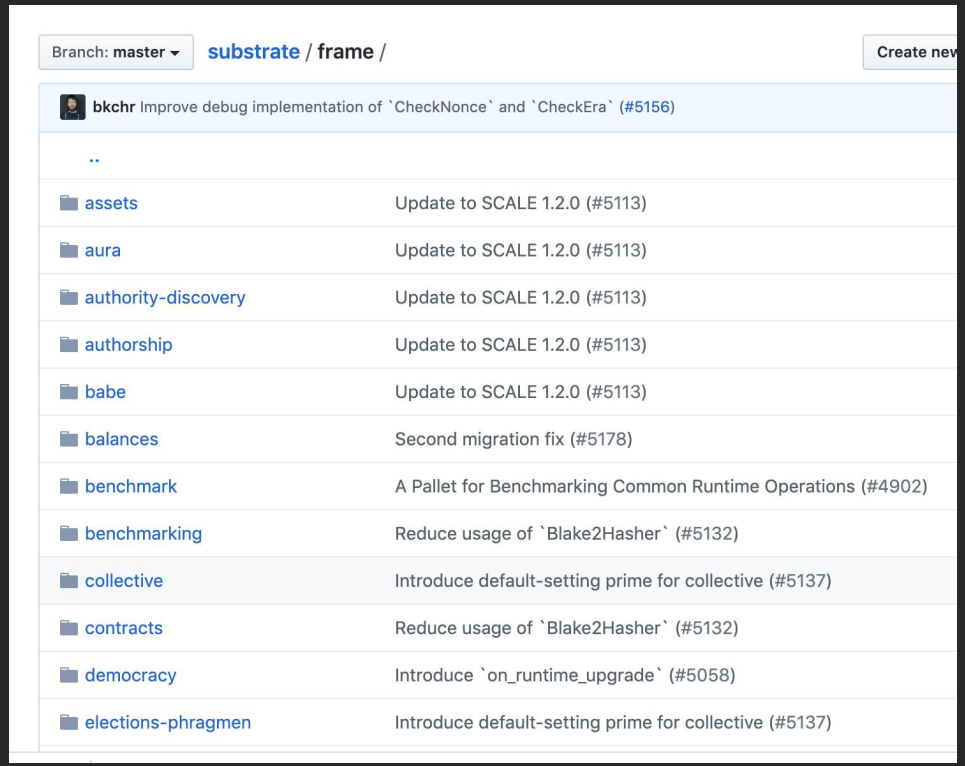
(~15-35 min)

Alternatively

https://substrate-playground.w3f.community/

(bookmark your URL after entry!)

Selecting Pallets



Adding Pallets

```
Cargo.toml -

[features]
default = ["std"]
std = [
    "aura/std",
    "balances/std",
    "codec/std",
    "frame-executive/std",
    "frame-support/std",
    "grandpa/std",
    "randomness-collective-flip/std",
...
```

Building Your Own Pallet

```
// 1. Imports
use frame_support::{decl_module, decl_storage, decl_event,
dispatch::DispatchResult};
use system::ensure_signed;

// 2. Pallet Configuration
pub trait Trait: system::Trait { /* --snip-- */ }

// 3. Pallet Events
decl_event! { /* --snip-- */ }

// 4. Pallet Storage Items
decl_storage! { /* --snip-- */ }

// 5. Callable Pallet Functions
decl_module! { /* --snip-- */ }
```

Macros

`decl_storage!` `decl_module!` `decl_event!` `decl_error!`

- Rust code which can generate more code
- Used to simplify the creation of modules
- Can use custom syntax, not defined in Rust
- Hard to read the source code
- Treat them like magic

Rust is Explicit

You must tell Rust what to do in the case of any errors.

```
// Computes addition, returning the max value if overflow.
pub fn saturating_add(self, rhs: u8) -> u8;
// Computes addition, returning wrapped value if overflow.
pub fn wrapping_add(self, rhs: u8) -> u8;
// Computes addition, returning `None` if overflow.
pub fn checked_add(self, rhs: u8) -> Option<u8>;
```

Handling Errors in Your Runtime

- Your Runtime should never panic:
  - An unrecoverable error in Rust, which immediately terminates the thread
- Instead, you must perform “safe” operations which explicitly handles errors
- For example, safe math:

```
// BAD
let a = u8::max_value() + 1; // What should Rust do?
// GOOD
let a = u8::max_value().checked_add(1).ok_or("Overflow!")?;
```

Option Instead of Null

- Options let you be explicit about variables having some or no value

```
// Definition of Option type
enum Option<T> {
    Some(T),
    None,
}
```

```
let a = u8::max_value().checked_add(1)
a == None // True
let b = u8::max_value().checked_sub(1)
b == Some(254) // True
```

Result Instead of Panic

- Result is a richer version of Option that describes possible error instead of possible absence.

```
// Definition of Result type
enum Result<T, E> {
    Ok(T),
    Err(E),
}
```

```
// Result in Substrate found in support::dispatch::Result
pub type Result = result::Result<(), &'static str>;
```

Verbose Error Handling

```
fn check_can_add(origin, x: u8, y: u8) -> Result {
    let a = match x.checked_add(y) {
        Some(v) => v,
        // Function caught an error, return Err(“message”)
        None => return Err("Overflow occurred")
    };
    // Function ran successfully, return Ok(())
    Ok(())
}
```

Simplified Result Handling

```
// These two expressions are equivalent
let sender = match ensure_signed(origin) {
    Ok(s) => s,
    Err(e) => return Err(e),
};

// Note the question mark (?) operator
let sender = ensure_signed(origin)?;
```

Basics of Runtime Development

Skeleton of a Module

```
use support::{decl_module, decl_storage, decl_event,...};
pub trait Trait: system::Trait {...}

decl_storage! {...}
decl_module! {...}
decl_event! {...}
decl_error! {...}
impl<T: Trait> Module<T> {...}
```

Declaring Storage

```
decl_storage! {
    trait Store for Module<T: Trait> as TemplateModule {
        // Here we are declaring a StorageValue, `SomeValue` as a u32
        // `get(some_value)` defines a getter function
        // Getter called with `Self::some_value()`
        SomeValue get(fn some_value): u32;
        // Here we are declaring a StorageMap from an AccountId to a Hash
        // Getter called with `Self::some_map(account_id)`
        SomeMap get(fn some_map): map T::AccountId => u32;
    }
}
```

Declaring Events

```
decl_event!(
    pub enum Event<T>
    where
        <T as system::Trait>::AccountId
    {
        // Event `ValueStored` deposits values of type `AccountId` and `u32`
        ValueStored(AccountId, u32),
    }
);
```

Declaring Dispatchable Functions

```
decl_module! {
  pub struct Module<T: Trait> for enum Call  where origin: T::Origin {
    fn deposit_event() = default; // The default deposit_event definition

    pub fn store_value(origin, input: u32) -> Result {
      let sender = ensure_signed(origin)?; // Check for transaction
      SomeValue::put(input); // Put a value into a StorageValue
      <SomeMap<T>>::insert(sender, input); // Insert key/value in StorageMap
      Self::deposit_event(RawEvent::ValueStored(sender, input)); // Emit
Event
      Ok(()) // Return Ok at the end of a function
}}}
```

Declaring Errors

```
decl_error! {
    /// Error for the identity module.
    pub enum Error for Module<T: Trait> {
        /// You can't do that!
        YouCantDoThat,
        /// There was an overflow in the calculation.
        Overflow,
    }
}
```

Verify First, Write Last

- A “bad transaction” does not work the same as Ethereum
- Ethereum: State is reverted, storage is untouched, and a fee is paid
- Substrate: State changes will persist if an `Err` is returned
- Needed for situations like:
  - Increasing Account transaction nonce, even with failed transactions
  - Charging transaction fees even when “out of gas”
- Need to be conscious of this pattern when making “sub-functions”

Tutorials and More

Substrate.dev

- substrate.dev/recipes
- substrate.dev/seminar

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