



School: Campus:
Academic Year: Subject Name: Subject Code:
Semester: Program: Branch: Specialization:
Date:

Applied and Action Learning

(Learning by Doing and Discovery)

Name of the Experiment : Gas Race – Optimizing Smart Contract Efficiency

* Coding Phase: Pseudo Code / Flow Chart / Algorithm

Algorithm

- 1.Start the Solidity smart contract in Remix IDE.
- 2.Write the initial version of the contract with basic logic (e.g., storing and updating data).
- 3.Compile and deploy the contract to observe the initial gas consumption.
- 4.Analyze gas usage using Remix's "Gas Analysis" tool after each function execution.
- 5.Apply optimization techniques, such as: ○ Using memory instead of storage when possible. ○ Declaring variables with the smallest suitable data type. ○ Combining operations and reducing function calls.
- 6.Recompile and redeploy the optimized contract.
- 7.Compare gas usage before and after optimization.
- 8.Stop after verifying reduced gas consumption and correct functionality.

* Softwares used

- 1.Remix Ide
- 2.MetaMask
- 3.Web3.js/Ether.js
- 4.Sepolia testnet

* Implementation Phase: Final Output (no error)

Gas optimization in Solidity focuses on writing efficient smart contracts that reduce transaction costs and improve execution speed.

- **Efficient Storage Use:** Use `uint256` over smaller types unless packing; combine smaller variables in one slot to save gas.

```
// Inefficient:
struct Bad {
    uint128 a;
    uint256 b;
    bool c;
}

// Better:
struct Good {
    uint128 a;
    bool c;
    uint256 b; // 128 + 8 = 136 bits, fits nicely
}
```

- **Minimize SSTORE Calls:** Reduce multiple storage writes by computing values first, then storing once.

```
// Inefficient:
counter++;
mapping[user] = counter;

// Better:
uint256 newValue = counter + 1;
mapping[user] = newValue;
counter = newValue;
```

- **Avoid Unbounded Loops:** Keep loops short or replace them with pull-based mechanisms to prevent out-of-gas errors.

```
// Bad: gas cost grows with user count
function distributeRewards() public {
    for (uint i = 0; i < users.length; i++) {
        rewards[users[i]] += 100;
    }
}
```

- **Use calldata:** Prefer `calldata` over `memory` for external function inputs to avoid unnecessary copying. // Inefficient

```
function storeData(string memory _data) external { ... }

// Efficient
function storeData(string calldata _data) external { ... }
```

- **Constants & Immutables:** Use `constant` and `immutable` to save on storage reads and make execution cheaper.

```
uint256 public constant FEE = 100;
address public immutable owner;
```

- **Bitwise & Assembly:** For advanced optimization, bitwise operations can pack data efficiently (use carefully).

```
// Bit-pack a bool into a uint256
uint256 flags;
flags |= (1 << 0); // Set bit 0
```

* Implementation Phase: Final Output (no error)

Applied and Action Learning

Tip	Benefit
Use <code>calldata</code> over memory	Lower call data cost
Pack variables	Reduce storage slots
Use <code>constant</code> and <code>immutable</code>	Save storage reads
Avoid unbounded loops	Prevent OOG errors
Cache external calls	Reduce redundancy
Batch operations	Fewer transactions

* Observations

- 1.Code structure optimization leads to reduced gas costs
- 2.Better storage usage and loop optimization improves transaction performance
- 3.Benchmarking tools are effective for identifying expensive operations and measuring improvements

ASSESSMENT

Rubrics	Full Mark	Marks Obtained	Remarks
Concept	10		
Planning and Execution/ Practical Simulation/ Programming	10		
Result and Interpretation	10		
Record of Applied and Action Learning	10		
Viva	10		
Total	50		

Signature of the Student:

Name :

Regn. No. :

Signature of the Faculty:

Page No.....

** As applicable according to the experiment.
Two sheets per experiment (10-20) to be used.*