

Analysis of the Solidity Compiler for Smart Contract Redundancy Detection

Jonas Gebele, January 11, 2020, Final Presentation Bachelor Thesis

Chair of Software Engineering for Business Information Systems (sebis)
Faculty of Informatics
Technische Universität München
www.matthes.in.tum.de

1. Motivation and Background Information
2. Problem Statement
3. Research Questions
 - 3.1. What are the internal workings of the bytecode-optimizers in the Solidity compiler?
 - 3.2. How does enabling the optimization in the compiler-instruction modify the bytecode in general?
 - 3.3. How many bytecodes and therefore smart-contracts are redundant regarding their functionality due to different or missing optimization?
4. Conclusion and Future Work

Motivation and Background Information



Solidity Code
(sourceFile.sol)

```
pragma solidity 0.5.8;  
  
contract ExampleContract {  
    uint256 number = 1;  
}
```

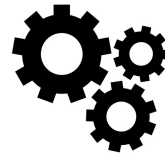


```
0x608060405260016000553480156014  
57600080fd5b50603580602260003960  
00f3fe6080604052600080fdfea16562  
7a7a723058204e048d6cab20eb0d9f95  
671510277b55a61a582250e04db7f658  
7a1bebc134d20029
```



EVM (Deployment)
Bytecode

solc - Solidity Compiler



```
$ solc --optimize --bin sourceFile.sol
```

Contract creation transaction

```
> src = web3.eth.accounts[0];  
> ourContractDeploymentBytecode = "0x608060405260016000553480156014..."
```

```
> web3.eth.sendTransaction ({  
  from: src,  
  data: ourContractDeploymentBytecode,  
  gas: 113558,  
  gasPrice: 200000000000  
})
```

Deployment workflow of a smart contract



Motivation and Background Information

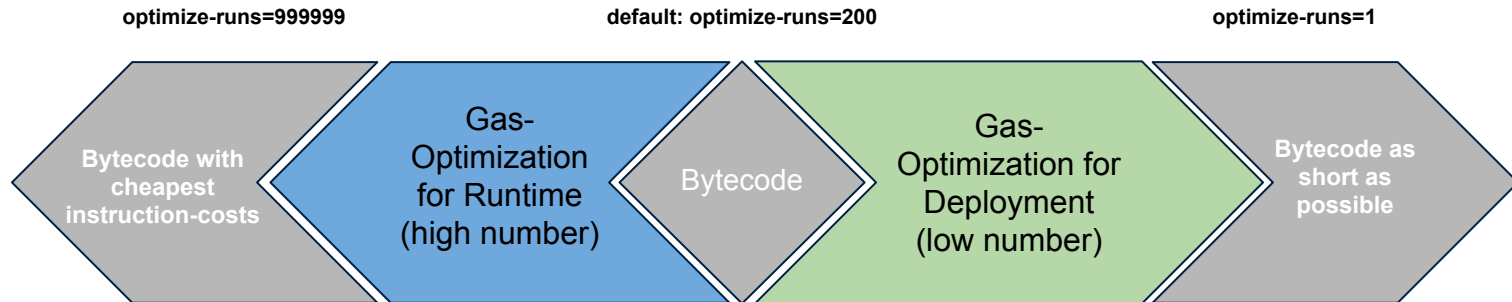
```
pragma solidity 0.5.8;

contract ExampleContract {
    uint256 number = 1;
}
```

→

```
0x608060405260016000553480156014
57600080fd5b50603580602260003960
00f3fe6080604052600080dfea16562
7a7a723058204e048d6cab20eb0d9f95
671510277b55a61a582250e04db7f658
7a1bec134d20029
```

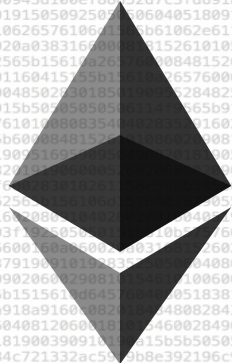
```
$ solc --optimize-runs=200 --bin sourceFile.solv
```



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Many studies in bytecode-analysis work with sets of unique smart contracts

Missing inclusion of the optimization process of the compiler



How many EVM bytecode are redundant due to different or missing optimization?

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R1: What are the internal workings of the bytecode-optimizers in the Solidity compiler?

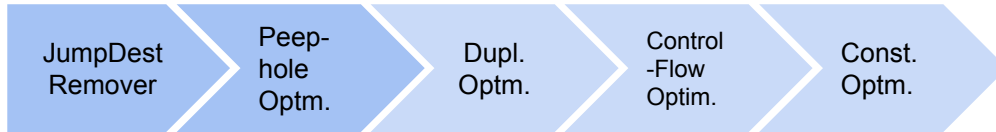
R2: How does enabling the optimization in the compiler-instruction modify the bytecode in general?

R3: How many bytecodes and therefore smart-contracts are redundant regarding their functionality due to different or missing optimization?

What are the internal workings of the bytecode-optimizers in the Solidity compiler?

Research question 1

RQ1.1 Of which sub-optimizers does the bytecode-optimizer of the Solidity compiler consist and what are their functionalities?



RQ1.2 How do the compilation-parameters affect the optimization-process of the compiler and the resulting bytecode?

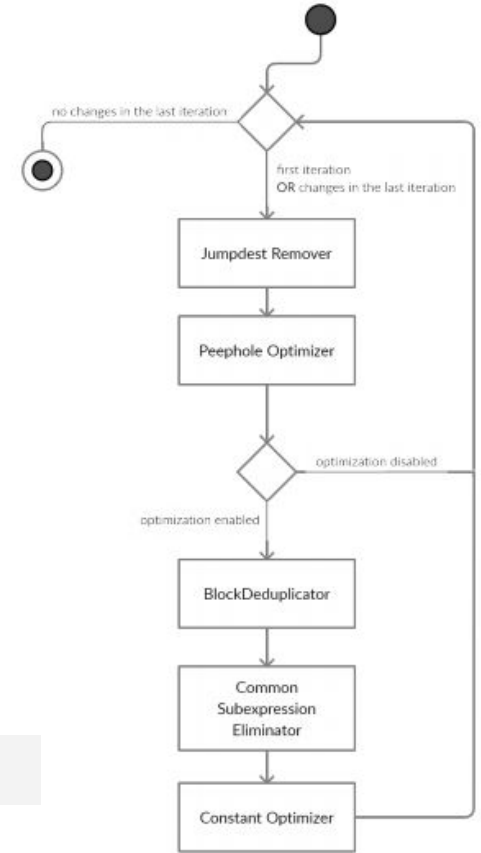
```
pragma solidity 0.5.8;

contract ExampleContract {
    uint256 number = 1;
}
```

➔

```
0x608060405260016000553480156014
57600080fd5b50603580602260003960
00f3fe6080604052600080fdfea16562
7a7a7230582040e048d6cab20eb0d9f95
671510277b55a61a582250e04db7f658
7a1bec134d20029
```

```
$ solc --optimize-runs=200 --bin sourceFile.solv
```



How does enabling the optimization in the compiler-instruction modify the bytecode in general?



Research question 2

RQ2.1 Which bytecode-sections get optimized in what way of the compilation-process?

<i>Deployment-Bytecode</i>	<code>6080604052b34801561001057600080fd5b5060405160208061021783398101604090815290516000818155338152600160205291909120556101d180610046600039f6000f300</code>
<i>Runtime-Bytecode</i>	<code>6080604052b500436106100565763fffffffff7c010060003504166318160ddd811461005b57806370a0823114610082578063a9059cbb146100b0575b600080fd5b34801561006757600080fd5b506100706100f5565b60408051918252519081900360200190f35b34801561008e57600080fd5b5061007073ffffffffffffffffffffffffffffffffffff600435166100fb565b3480156100bc57600080fd5b506100e173ffffffffffffffffffffffffffffffffffff60043516602435610123565b604080519115158252519081900360200190f35b60005490565b73ff1660009081526001602052604090205490565b600073ff8316151561014757600080fd5b3360009081526001602052604090205482111561016357600080fd5b503360009081526001602081905260408083208054859003905573ffffffffffffffffffff85168352909120805483019055929150505600a1</code>
<i>Meta-data Hash</i>	<code>65627a7a72305820a5d999f4459642872a29be93a490575d345e40fc91a7cccb2cf29c88bcdaf3be0029</code>

How does enabling the optimization in the compiler-instruction modify the bytecode in general?



Research question 2

RQ2.2 Which opcode-patterns and bytecode-methods can be simplified through setting optimization in the compiler-instruction?

```
CALLER  
PUSH20  
0xffffffffffffffffffffffffffffffff  
AND
```

```
CALLER  
PUSH1 0x01  
PUSH1 0xA0  
PUSH1 0x02  
EXP  
SUB  
AND
```

Dynamic Calculations on the stack instead of hardcoding constants

```
608060405234801561001057600080fd5b50604051602080610217833981016040908152905160  
00818155338152600160205291909120556101d1806100466000396000f300
```

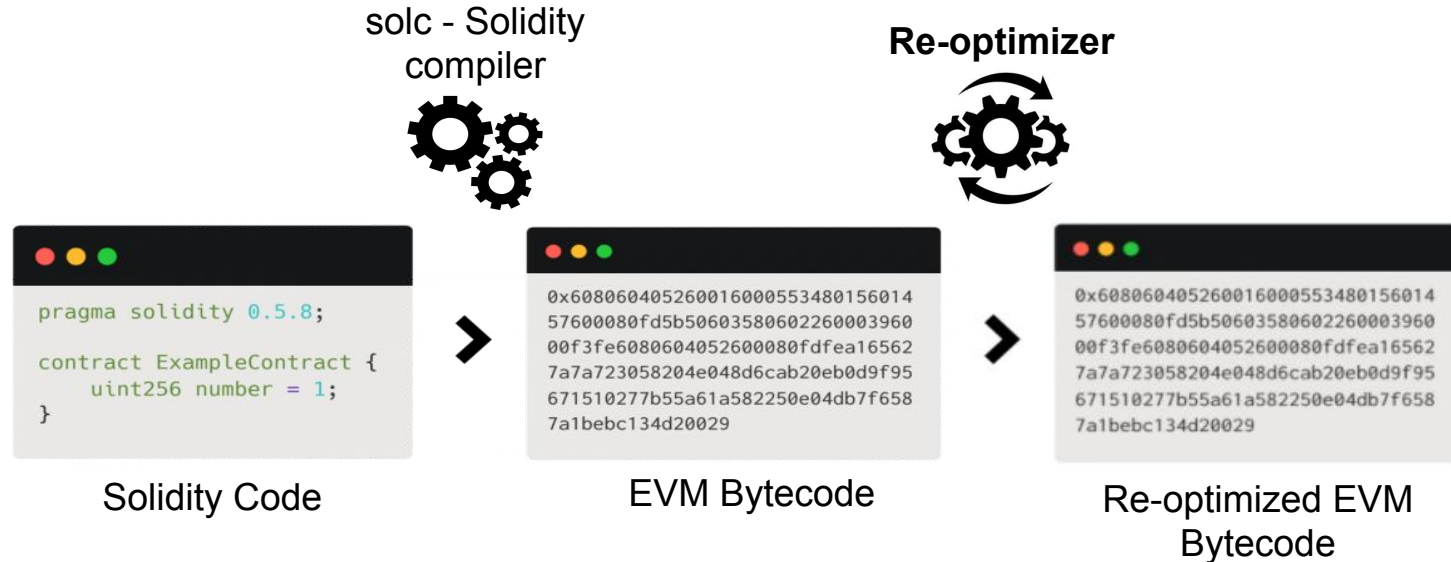
```
6080604052600436106100565763ffffffff7c0100000000000000000000000000000000000000  
0000000000000000000060003504166318160dd811461005b57806370a0823114610082578063a9  
059cbb146100b0575b600080fd5b34801561006757600080fd5b506100706100f5565b60408051  
918252519081900360200190f35b34801561008e57600080fd5b5061007073ffffffffffffffff  
ffffffffffffffffffffffff600435166100fb565b3480156100bc57600080fd5b506100e173ff  
ffffffffffffffffffffffffffffffffffffffffffffffff60043516602435610123565b6040805191151582  
52519081900360200190f35b60005490565b73ffffffffffffffffffffffffffffffffffffffff  
1660009081526001602052604090205490565b600073ffffffffffffffffffffffffffffffffffff  
fffff8316151561014757600080fd5b3360009081526001602052604090205482111561016357  
600080fd5b503360009081526001602081905260408083208054859003905573ffffffffffff  
ffffffffffffffffffff85168352909120805483019055929150505600a1
```

```
65627a7a72305820a5d999f4459642872a29be93a490575d345e40fc91a7cccb2cf29c88bcdaf3  
be0029
```

How many bytecodes and therefore smart-contracts are redundant regarding their functionality due to different or missing optimization?

Research question 3

RQ3.1 What design could a re-optimizer have and what restrictions on the re-optimization are there?



How many bytecodes and therefore smart-contracts are redundant regarding their functionality due to different or missing optimization?

Research question 3

RQ3.1 What is a possible design of such a re-optimizer?

Re-optimizer

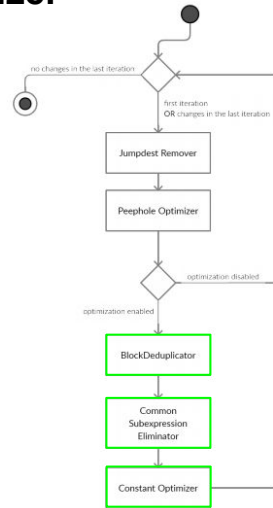
```
0x608060405260016000553480156014
57600080fd5b50603580602260003960
00f3fe6080604052600080fdfea16562
7a7a723058204e048d6cab20eb0d9f95
671510277b55a61a582250e04db7f658
7a1bebc134d20029
```

EVM Bytecode



```
{
  "m_items": [
    0: {solidity::evmasm::AssemblyItem},
    1: {solidity::evmasm::AssemblyItem},
    2: {solidity::evmasm::AssemblyItem},
    3: {solidity::evmasm::AssemblyItem},
    4: {solidity::evmasm::AssemblyItem},
    5: {solidity::evmasm::AssemblyItem},
    ...
  ]
}

{
  "0": {
    m_modifierDepth = 0,
    m_type = solidity::evmasm::Push,
    m_instruction = -3,
    m_data = {m_data},
    m_location = {m_location},
    m_jumpType = solidity::evmasm::AssemblyItem::JumpType::Ordinary,
    ...
  }
}
```



```
0x608060405260016000553480156014
57600080fd5b50603580602260003960
00f3fe6080604052600080fdfea16562
7a7a723058204e048d6cab20eb0d9f95
671510277b55a61a582250e04db7f658
7a1bebc134d20029
```

Re-optimized EVM Bytecode

How many bytecodes and therefore smart-contracts are redundant regarding their functionality due to different or missing optimization?

Research question 3

RQ3.2 Which restrictions does such a re-optimization have?

Technical restrictions

```
0x608060405260016000553480156014
57600080fd5b50603580602260003960
00f3fe6080604052600080fdfea16562
7a7a723058204e048d6cab20eb0d9f95
671510277b55a61a582250e04db7f658
7a1bebc134d20029
```



```
{
  "m_items": [
    0: {solidity::evmasm::AssemblyItem},
    1: {solidity::evmasm::AssemblyItem},
    2: {solidity::evmasm::AssemblyItem},
    3: {solidity::evmasm::AssemblyItem},
    4: {solidity::evmasm::AssemblyItem},
    5: {solidity::evmasm::AssemblyItem},
    ...
  ]
}

{
  "0": {
    m_modifierDepth = 0,
    m_type = solidity::evmasm::Push,
    m_instruction = -3,
    m_data = {m_data},
    m_location = {m_location},
    m_jumpType = solidity::evmasm::AssemblyItem::JumpType::Ordinary,
    ...
  }
}
```

EVM Bytecode

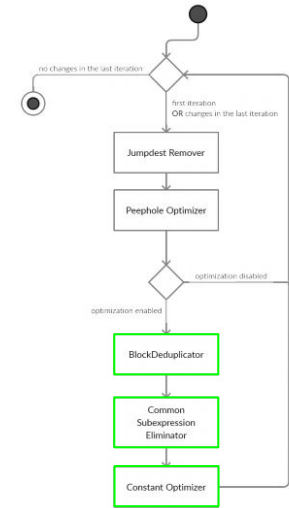
Conceptual restrictions

Yul Optimizer

Bugfixes and modifications in the Solidity compiler

Runtime bytecodes

Standard optimization



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Conclusion and Future Work

Conclusion

First comprehensive description of the inner workings of the Solidity optimizer

Insights are already outdated with the introduction of the Yul-optimizer

- Analysis of deployed smart-contracts in the past

Compilation-parameters affect the optimization and the resulting bytecode

Possible design of an bytecode re-optimizer

Conclusion and Future Work

Future Work

Actual implementation of such an re-optimizer

- use the re-optimization in combination with statistical methods to determine the redundancy of smart-contracts deployed on Ethereum

Integration of the Yul-optimizer



Jonas Gebele

jonas.gebele@in.tum.de

Technische Universität München
Faculty of Informatics
Chair of Software Engineering for
Business Information Systems

Boltzmannstraße 3
85748 Garching bei München

INFORMATIK INFORMATIK