Building a trustful voting system on a blockchain

Michael Heinrichs

@netopyr

- Java Champion
- Leader of JUG Freiburg
- Contractor for Swirlds Labs
- Founder of Netopyr GmbH

Hedera™

Java Champions

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SwirldsLabs.com

Michael Heinrichs

@netopyr

- I ❤️ coding
- I ❤️ my family
- I ❤️ cooking
- I ❤️ travelling

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Hendrik Ebbers

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- Java Champion
- Eclipse Adoptium WG
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- Founder of Open Elements
- Eclipse Board Member

Hedera™ OpenElements ADOPTIUM Java Champions ECLIPSE FOUNDATION

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Hendrik Ebbers

@hendrikEbbers

- I ❤️ Star Wars
- I ❤️ dogs
- I ❤️ boardgames
- I ❤️ open source

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What you will learn today

- What is a smart contract
- How to use public ledgers

What you will **NOT** learn today

- How to trade Bitcoins
- How to get rich with NFTs

Public Ledgers

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The Hype started...

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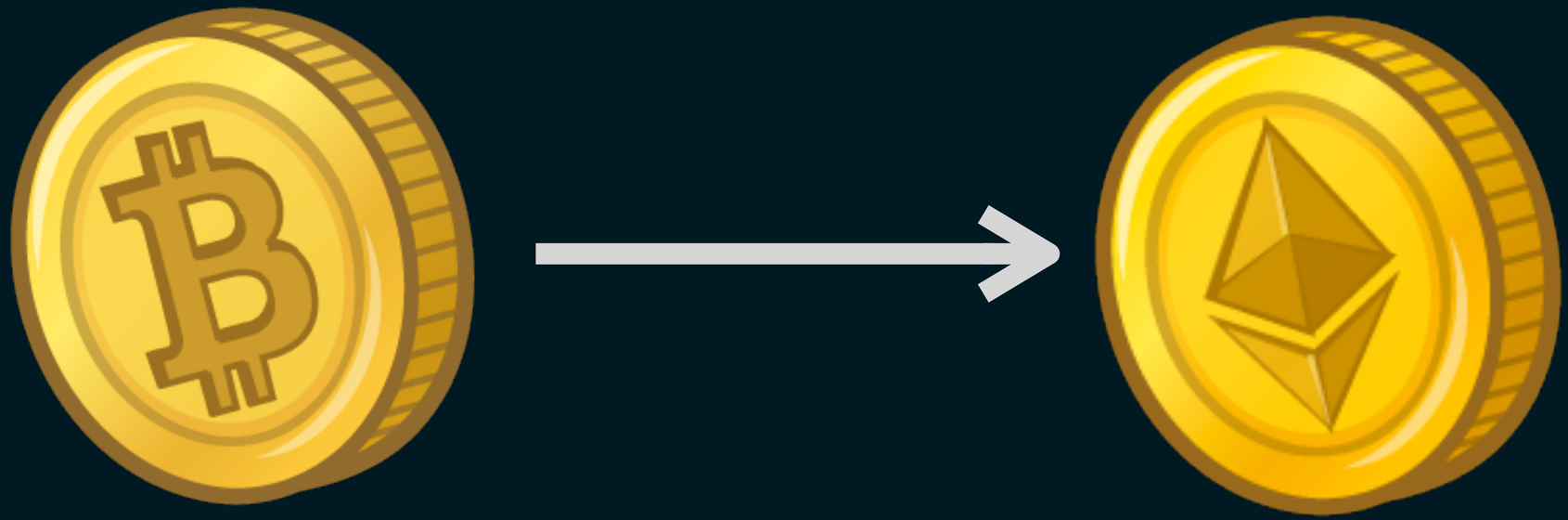
The next generation

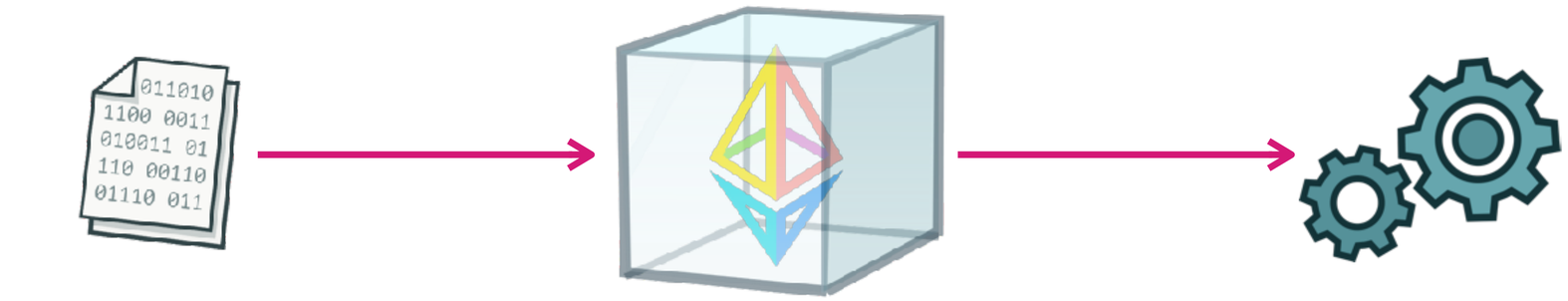


1st generation

2nd generation

Ethereum

- The big difference to Bitcoin is the Ethereum Virtual Machine (EVM)
- The EVM can be used to execute code (smart contracts) on the network



Smart Contracts and Tokens

- Ethereum (and the EVM) allows you to define any kind of token
- Non-Fungible Tokens (NFTs) are supported
- Tokens and NFTs are based on smart contracts

Crypto Sustainability

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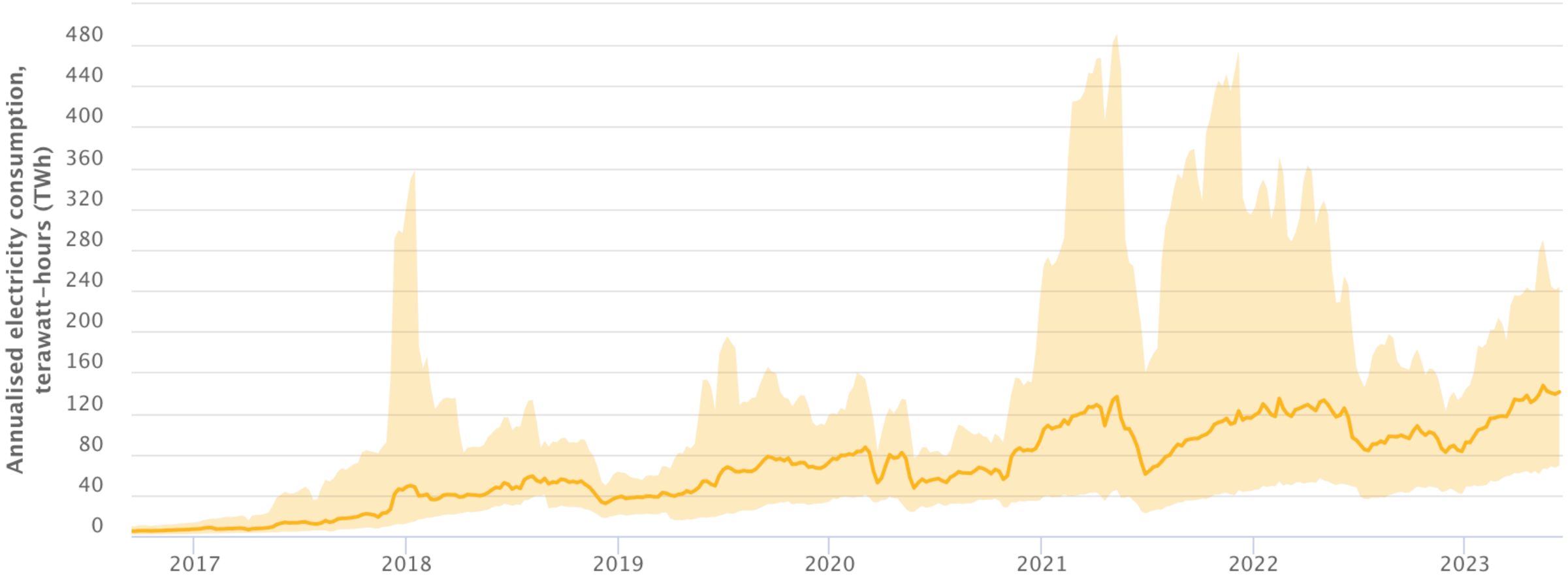
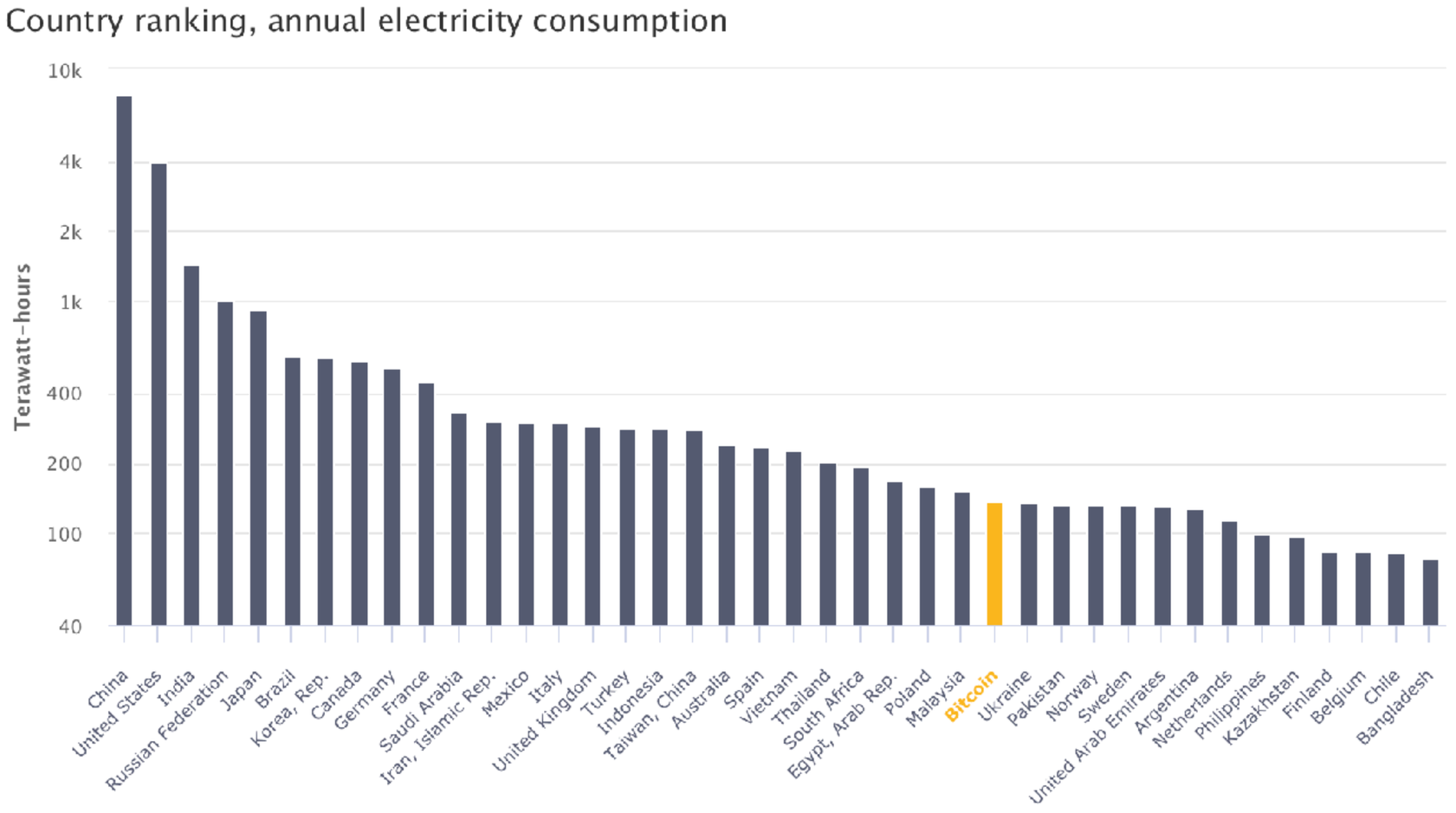
Sustainability of Bitcoin



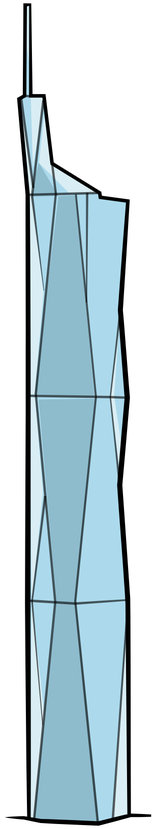
https://ccaf.io/cbnsi/cbeci

Sustainability of Bitcoin

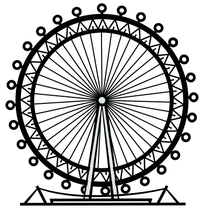


https://ccaf.io/cbnsi/cbeci

Sustainability of Ethereum

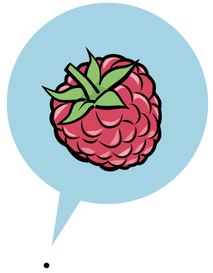


Bitcoin



Ethereum 1.0

From Proof-of-Work to Proof-of-Stake



Ethereum 2.0

Sustainability of cloud services

- **PayPal:** yearly electricity consumption of **0.28 TWh**
- **Netflix:** yearly electricity consumption of **0.45 TWh**
- **YouTube:** yearly electricity consumption of **12 TWh**

- **Bitcoin:** yearly electricity consumption of **131 TWh**
- **Ethereum:** yearly electricity consumption of **0.0026 TWh**

https://ethereum.org/en/energy-consumption/

The next generation

1st generation

2nd generation

3rd generation

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The Hedera Network

- The Hedera Network is a network that is based on several nodes
- Nodes running on machines of the Hedera Foundation council members

Node 0 (account 0.0.3)	Hosted by LG | Seoul, South Korea	Operational
Node 1 (account 0.0.4)	Hosted by Swirlds | North Carolina, USA	Operational
Node 2 (account 0.0.5)	Hosted by FIS | Florida, USA	Operational
Node 3 (account 0.0.6)	Hosted by Wipro | Mumbai, India	Operational
Node 4 (account 0.0.7)	Hosted by Nomura | Tokyo, Japan	Operational
Node 5 (account 0.0.8)	Hosted by Google | Helsinki, Finland	Operational
Node 6 (account 0.0.9)	Hosted by Zain Group | Kuwait City, Kuwait	Operational
Node 7 (account 0.0.10)	Hosted by Magalu | São Paulo, Brazil	Operational
Node 8 (account 0.0.11)	Hosted by Boeing | Washington, USA	Operational
Node 9 (account 0.0.12)	Hosted by DLA Piper | London, UK	Operational
Node 10 (account 0.0.13)	Hosted by Tata Communications | California, USA	Operational
Node 11 (account 0.0.14)	Hosted by IBM | Washington, USA	Operational
Node 12 (account 0.0.15)	Hosted by Deutsche Telekom | Berlin, Germany	Operational
Node 13 (account 0.0.16)	Hosted by UCL | London, UK	Operational
Node 14 (account 0.0.17)	Hosted by Avery Dennison | Pennsylvania, USA	Operational
Node 15 (account 0.0.18)	Hosted by Dentons | Singapore	Operational
Node 16 (account 0.0.19)	Hosted by Standard Bank | Johannesburg, South Africa	Operational
Node 17 (account 0.0.20)	Hosted by eftpos | Sydney, Australia	Operational

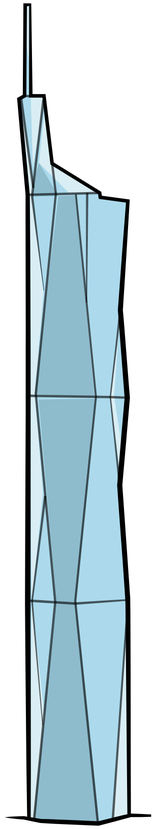
Sustainability of Hedera

- **0.000003 kWh** per transaction

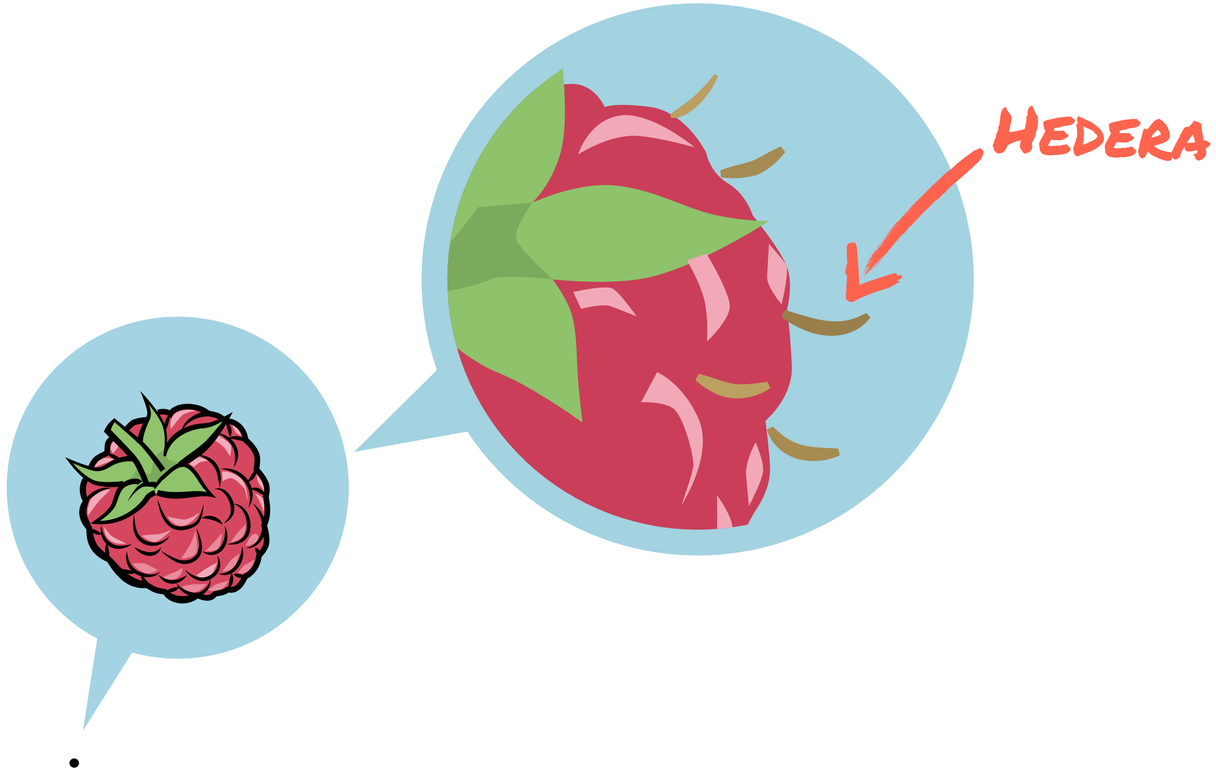
0.006 kWh at Ethereum

- Hedera is committed to **carbon-negative** network operations by purchasing carbon offsets quarterly

Sustainability of Ethereum



Bitcoin



Ethereum 2.0

The Hedera Network

- > **40,000,000** transactions per day

1,000,000 at Ethereum

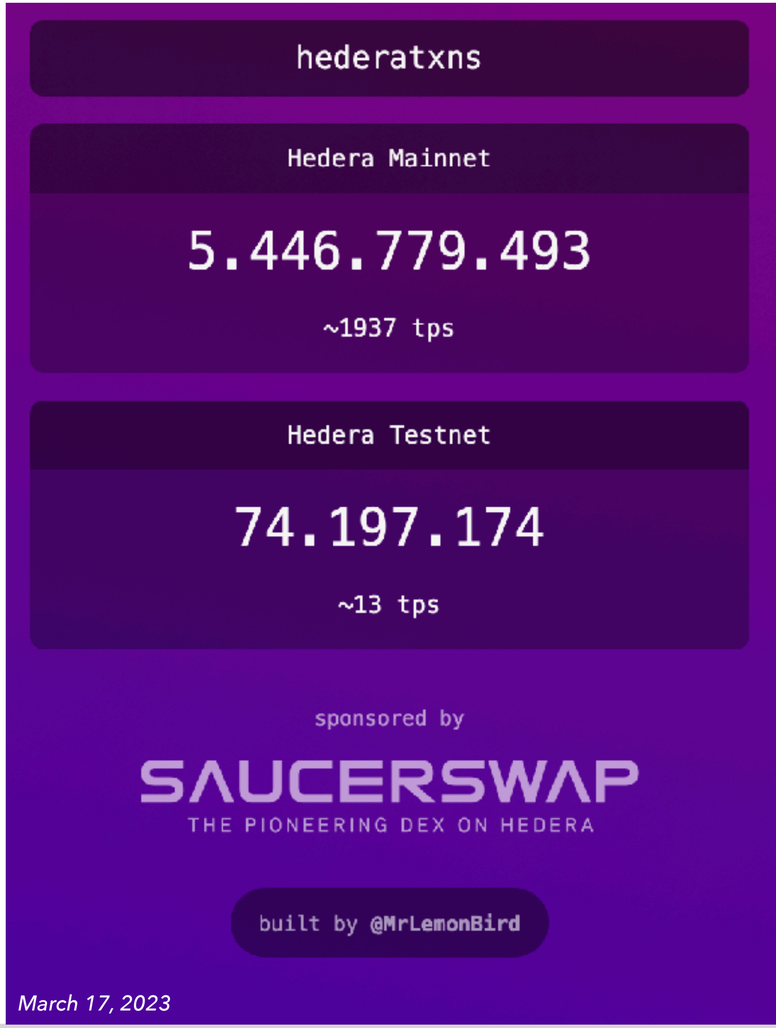
- **0.001$** cost per transaction

1.31 $ at Ethereum (24.07.2023)

https://ycharts.com/indicators/ethereum_average_transaction_fee_eth
https://ycharts.com/indicators/ethereum_transactions_per_day

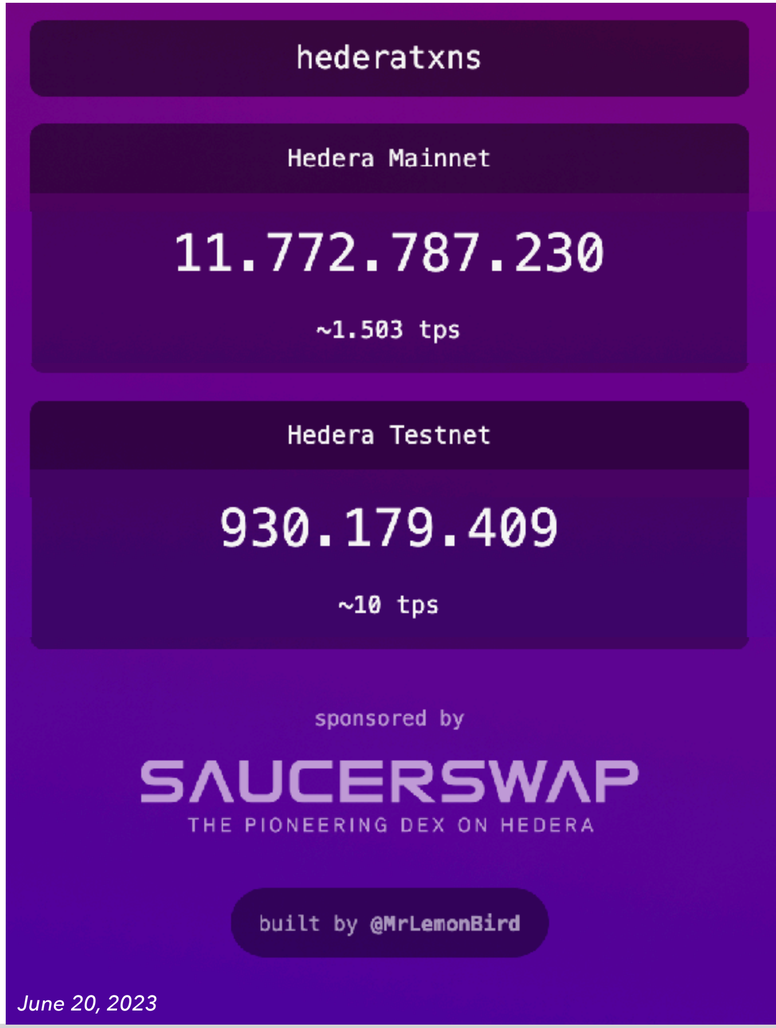
The Hedera Network

- MainNet can handle **> 1.000 tps** (transaction per second)
- Over **5.000.000.000** transactions have been handled in production
- In near future it will be **> 10 Billion** transactions



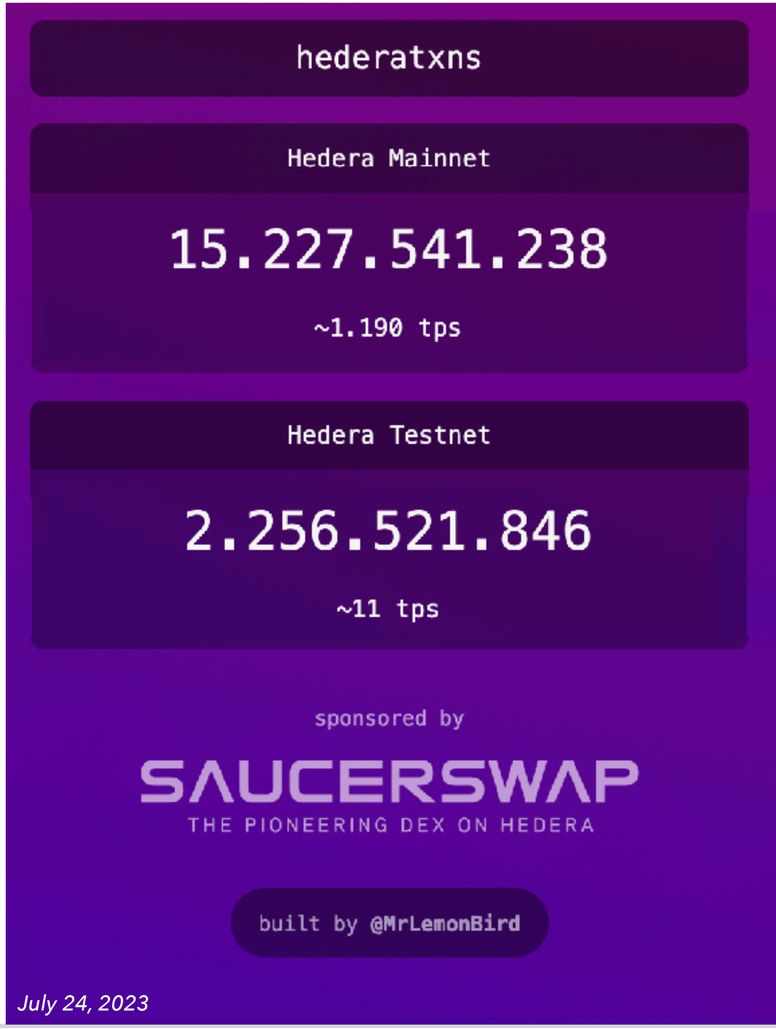
The Hedera Network

- MainNet can handle **> 1.000 tps** (transaction per second)
- Over ~~**5.000.000.000**~~ 10.000.000.000 transactions have been handled in production
- In near future it will be **>** ~~**10**~~ 20 **Billion** transactions



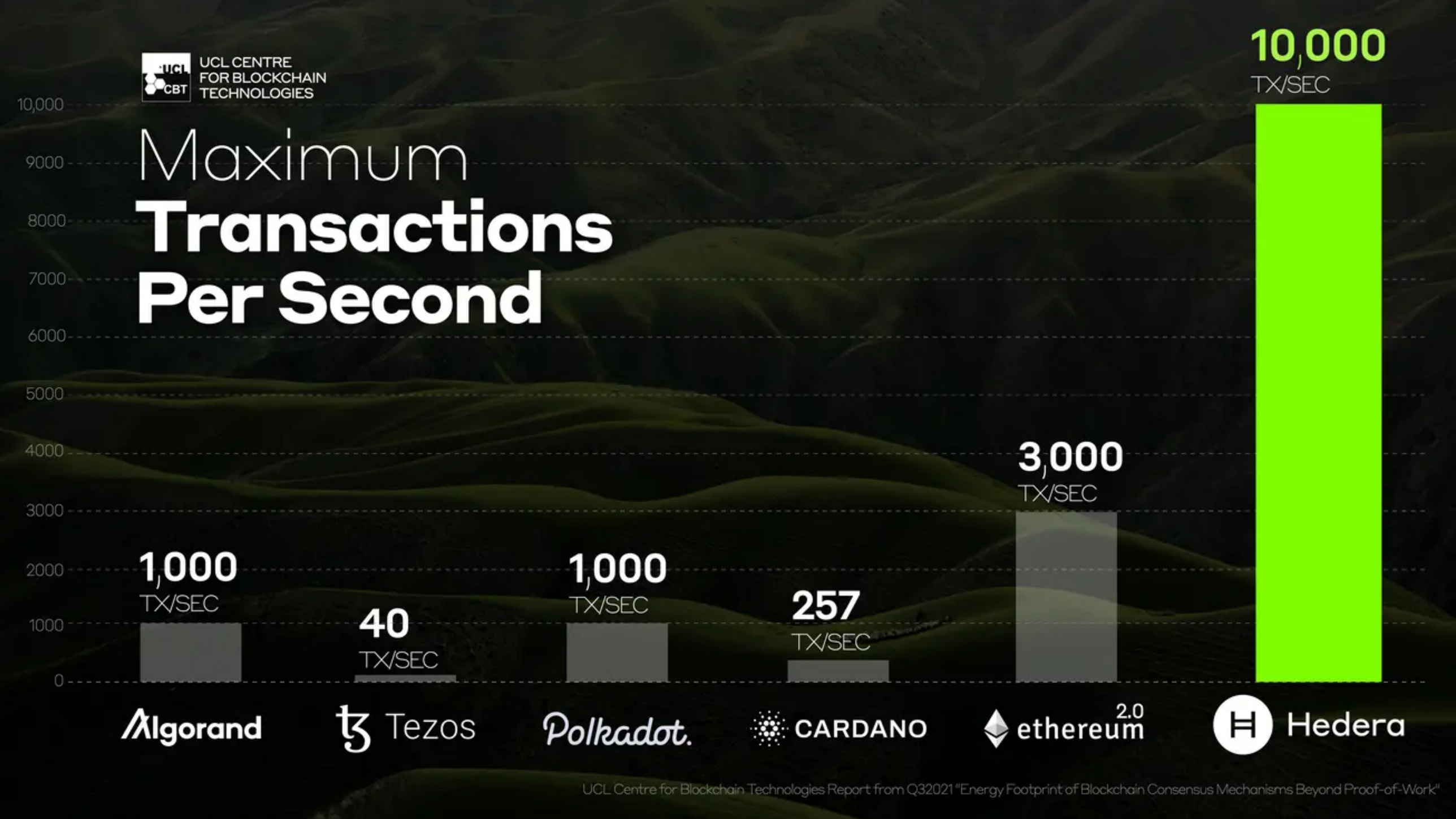
The Hedera Network

- MainNet can handle **> 1.000 tps** (transaction per second)
- Over ~~**5.000.000.000**~~ 15.000.000.000 transactions have been handled in production
- In near future it will be **>** ~~**10**~~ 20 **Billion** transactions



UCL CENTRE FOR BLOCKCHAIN TECHNOLOGIES

Maximum **Transactions Per Second**



UCL Centre for Blockchain Technologies Report from Q32021 "Energy Footprint of Blockchain Consensus Mechanisms Beyond Proof-of-Work"

AVERY DENNISON

The world's leading connected product cloud

A platform that unlocks the power of connected products by assigning unique digital IDs to everyday items, providing unparalleled end-to-end transparency by tracking, storing and managing all the events associated with each individual product — from source to consumer and beyond to enable circularity.

Request a demo

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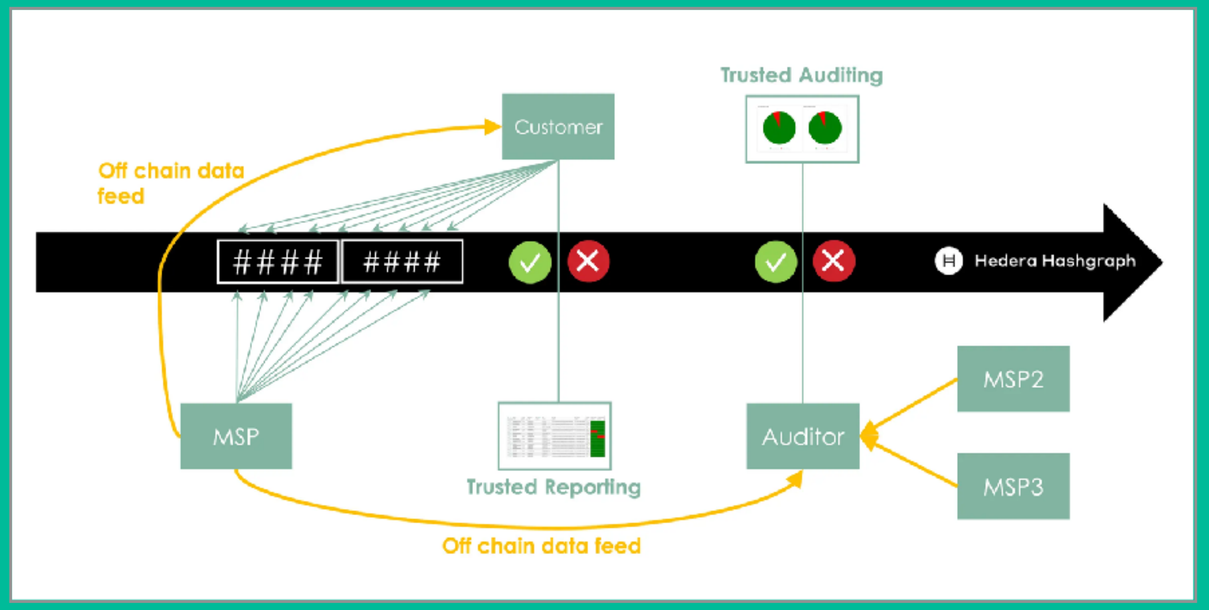
servicenow

Trusted SLAs

"Service Level Agreements (SLAs) are a classic friction point in the relationship, where the MSP has a conflict of interest between transparency and the need to meet contractual obligations. Moreover, in the long-term, MSPs need to avoid relationship degradation with their customers and, at the same time, differentiate their offerings against the competition."



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Liithos

The Last of Us, Uncharted and Days Gone Veterans from PlayStation Re-unite to form AAA Gaming and Entertainment Studio Liithos, Announce Ashfall for PC, Console, and Web 3

ASHFALL

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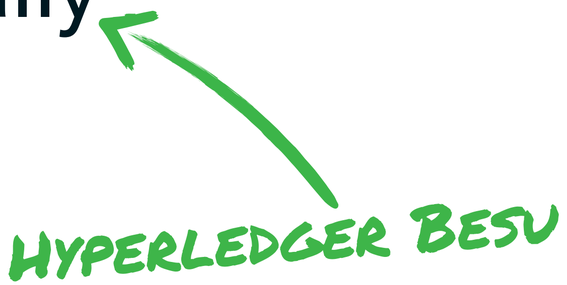
Hedera EVM Compatibility

- The same smart contracts can be deployed and executed on Ethereum and Hedera
- Hedera uses an EVM implementation internally

Ethereum Version	Hedera Version
Shanghai	0.38
London	0.19
Berlin	0.19



Smart Contracts

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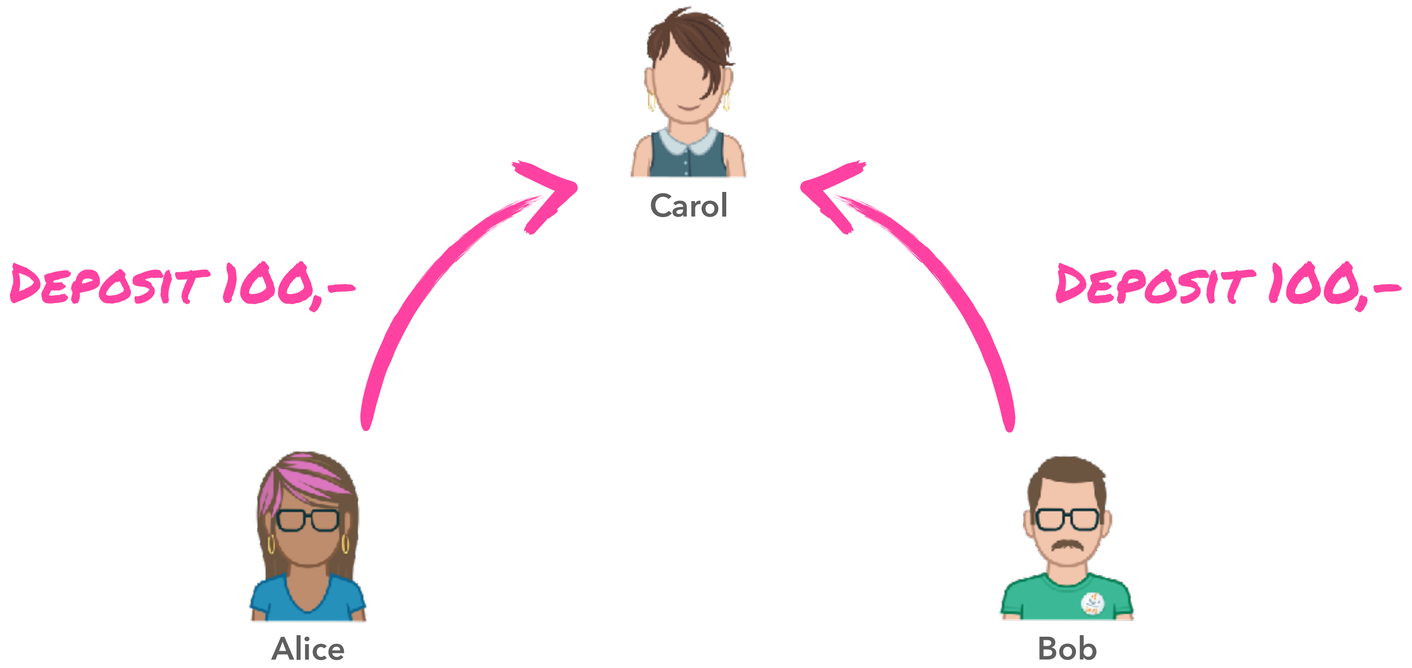
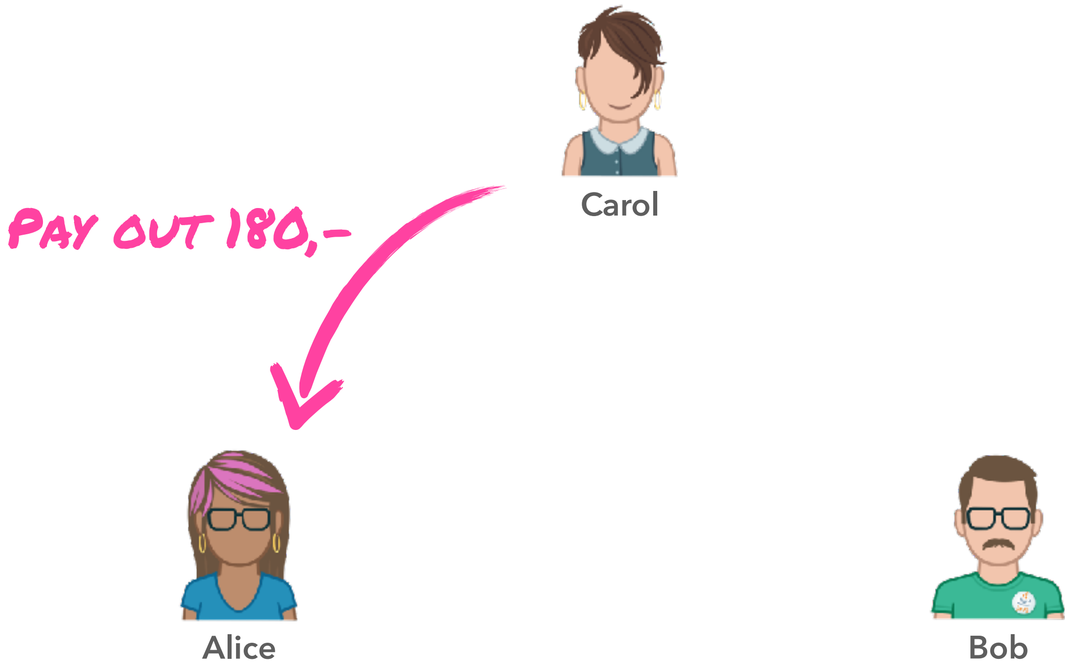
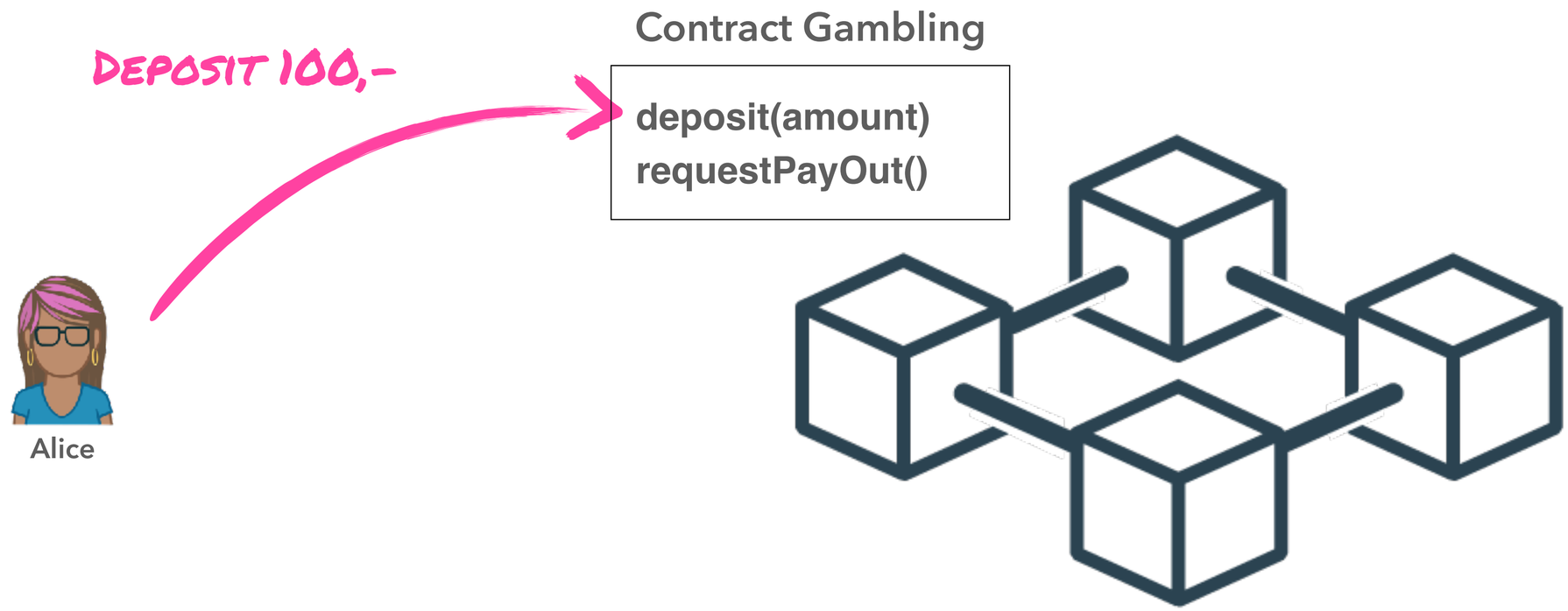
Gambling Example



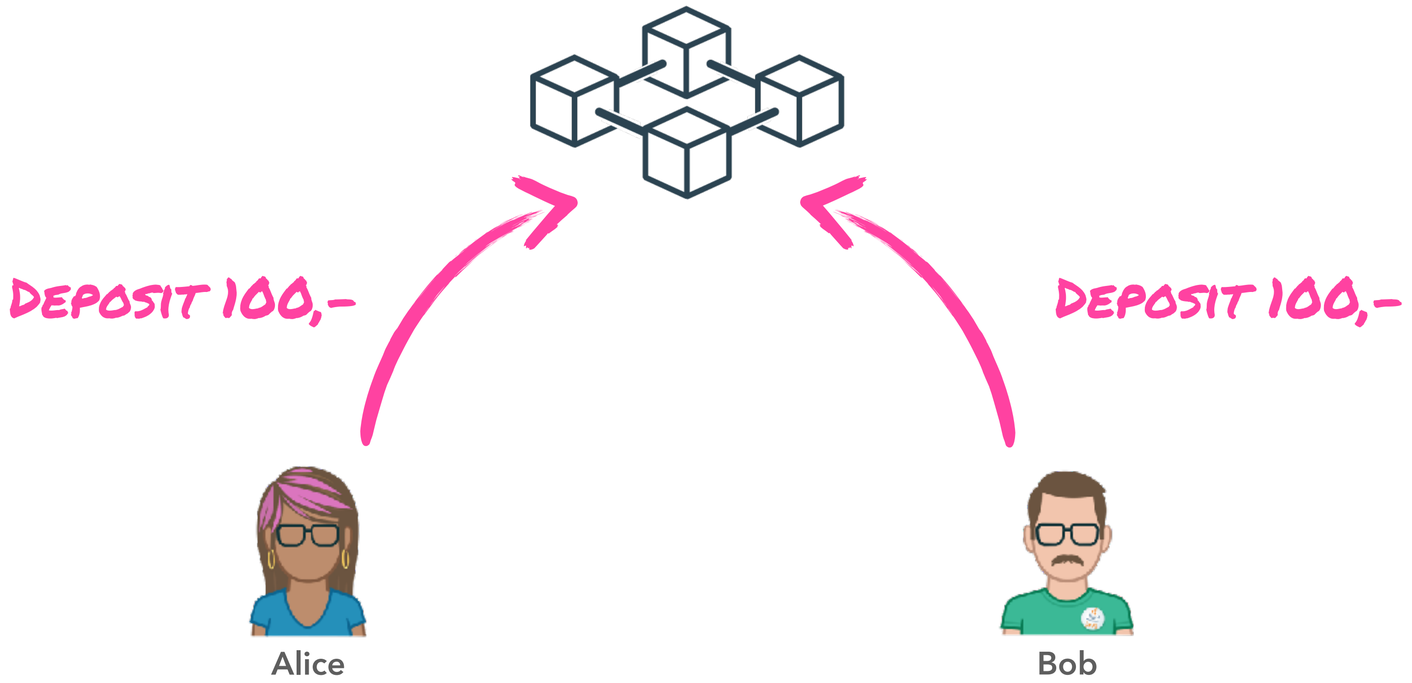
Gambling Example



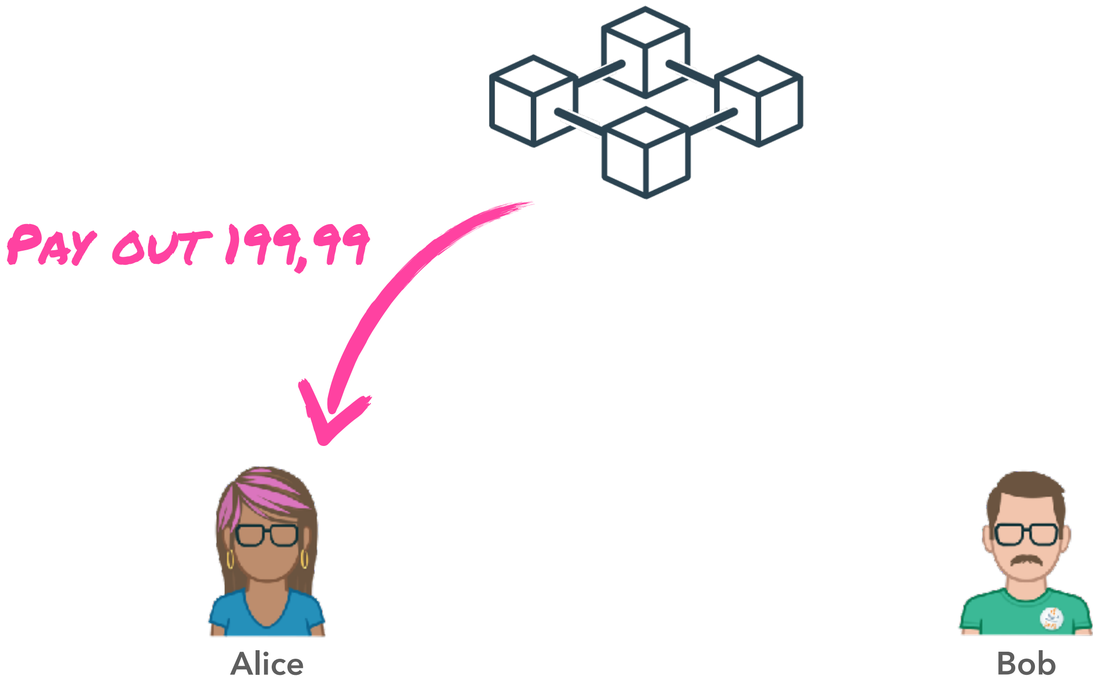
Gambling Example



Gambling Example



Gambling Example



Etherum Virtual Machine

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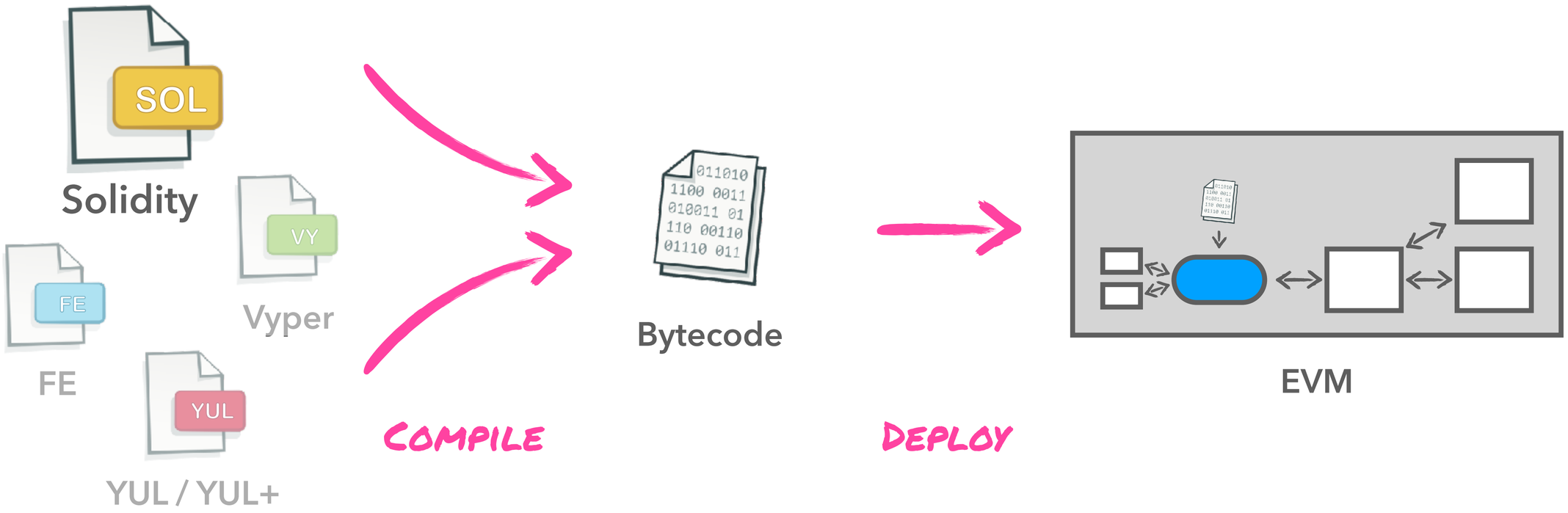
EVM Code



OpCodes

Stack	Name	Gas	Initial Stack	Resulting Stack	Notes
00	STOP	0			halt execution
01	ADD	3	a, b	a + b	(u)int256 addition modulo 2**256
02	MUL	5	a, b	a * b	(u)int256 multiplication modulo 2**256
03	SUB	3	a, b	a - b	(u)int256 addition modulo 2**256
04	DIV	5	a, b	a // b	uint256 division
05	SDIV	5	a, b	a // b	int256 division
06	MOD	5	a, b	a % b	uint256 modulus
07	SMOD	5	a, b	a % b	int256 modulus

OpCodes

Stack	Name	Gas	Initial Stack	Resulting Stack	Notes
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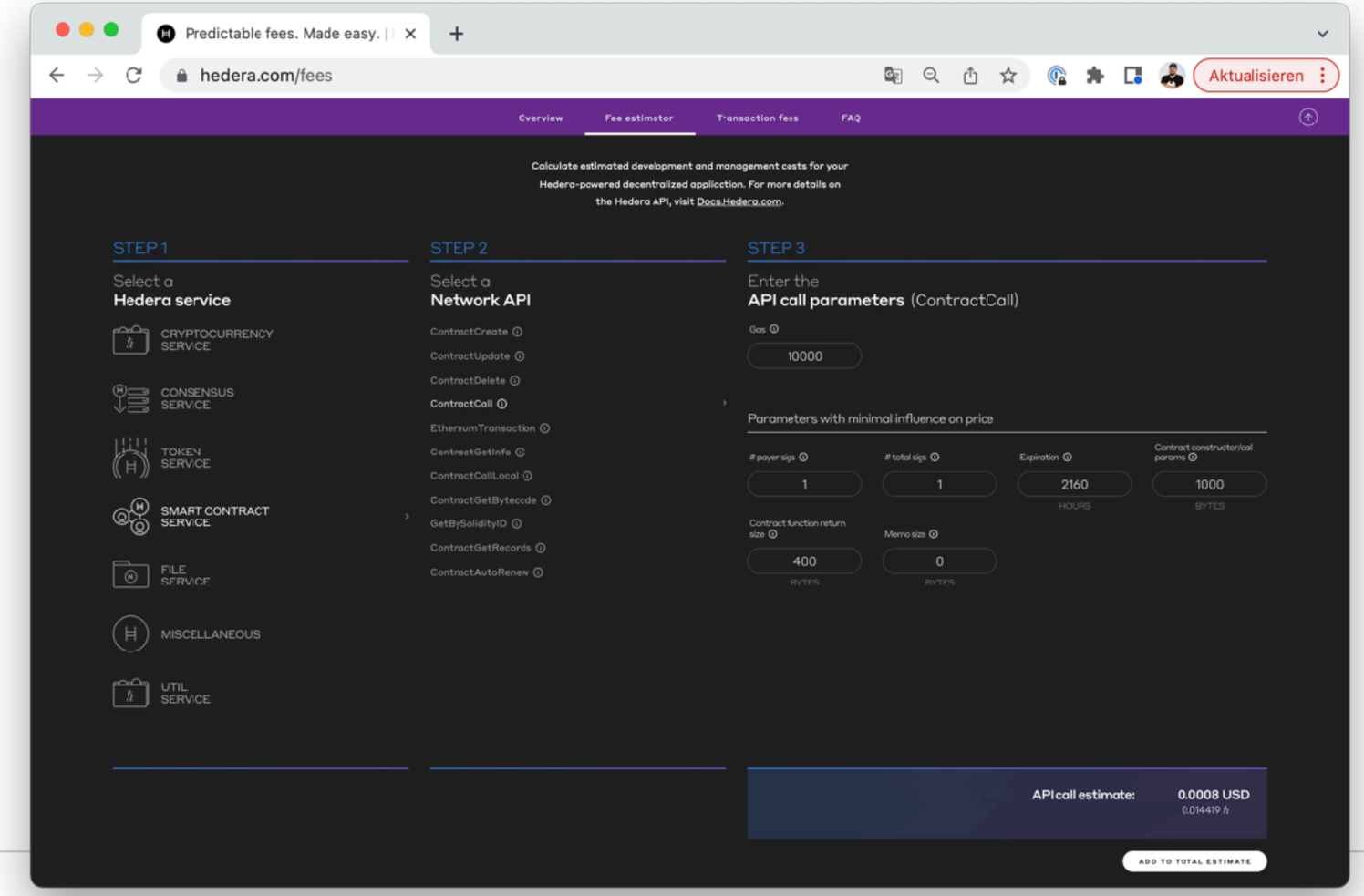
06	MOD	5	a, b	a % b	uint256 modulus
07	SMOD	5	a, b	a % b	int256 modulus

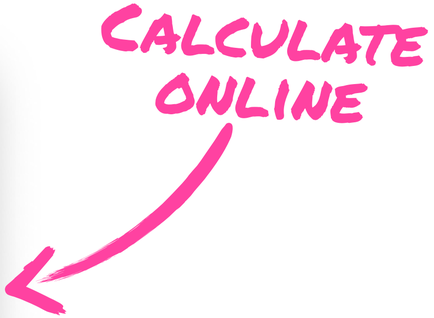
Gas definition

- When creating a transaction a gas value needs to be defined
- The value defines the maximum of gas that the transaction can cost
- Transaction will be aborted if the cost is too high

```
transaction failed pre-check with
the status `INSUFFICIENT_GAS`
```

HAPI - Gas definition





Compiling the first Smart Contracts

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Hello World Contract

```
// SPDX-License-Identifier: MIT
pragma solidity ^0.8.0;

contract HelloWorldContract {

    function say_hello() public pure returns (string memory) {
        return "Hello, World!";
    }
}
```

Compile Solidity

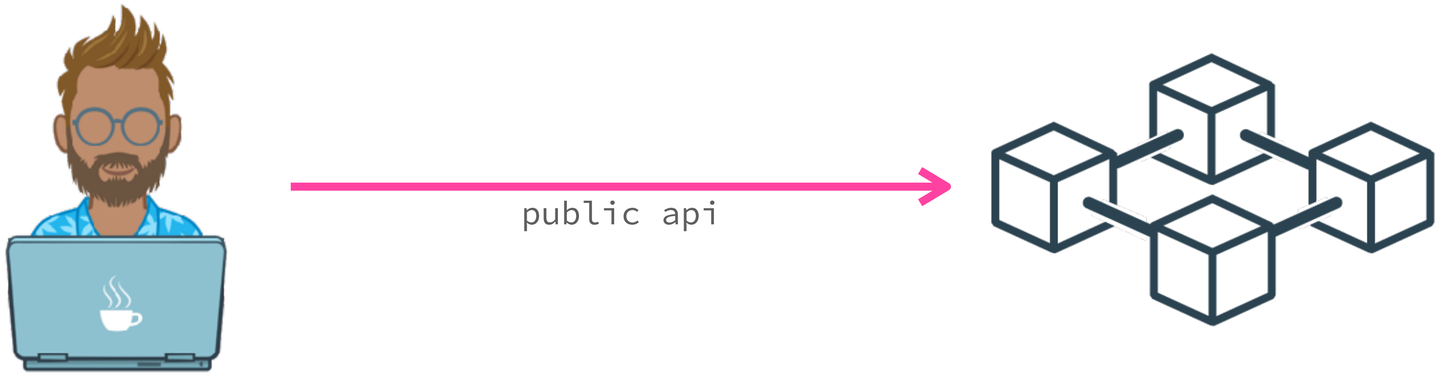
- To execute the smart contract we need to compile it
- The compilation is normally stored in a binary BIN file

Compile Solidity with Maven

- As a Java developer I want to integrate the compilation in my build

Deploying a smart contract

- To execute a smart contract we need to deploy it on a ledger
- Public ledgers like Ethereum or Hedera provide public APIs to interact with the ledger



Accessing
Hedera Hashgraph

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HAPI - Hedera API

- Rich documentation available online

  `https://docs.hedera.com/guides/docs/hedera-api`

- API libraries available for several languages

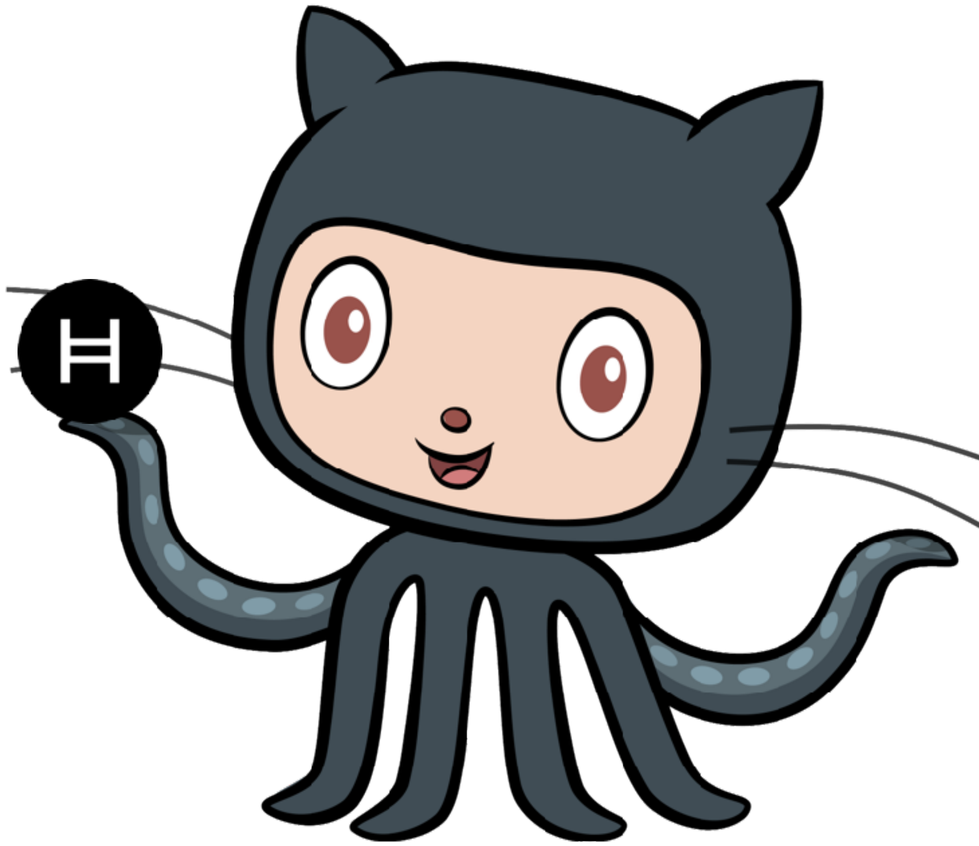
HAPI - Hedera API

- We will concentrate on Java

```
<dependency>
    <groupId>com.hedera.hashgraph</groupId>
    <artifactId>sdk</artifactId>
    <version>2.17.0</version>
</dependency>
```

- All Hedera sources can be found at GitHub

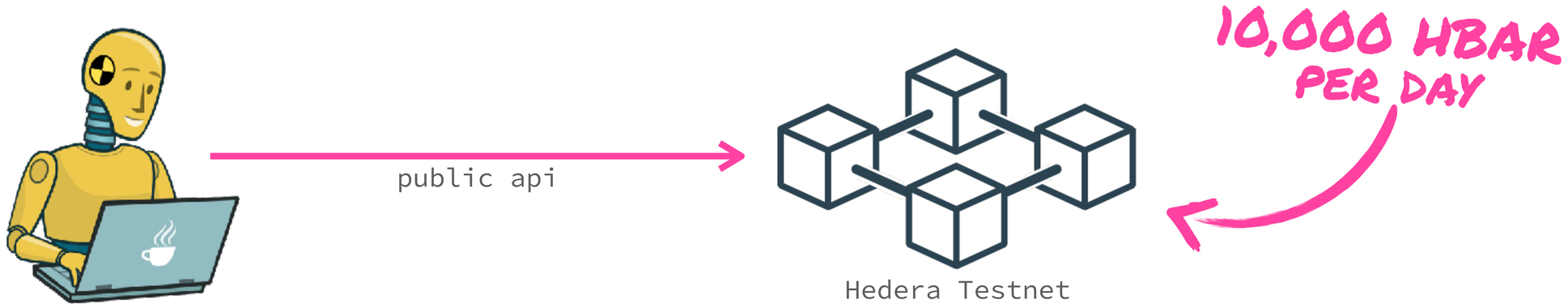
```
https://github.com/hashgraph/hedera-sdk-java
```



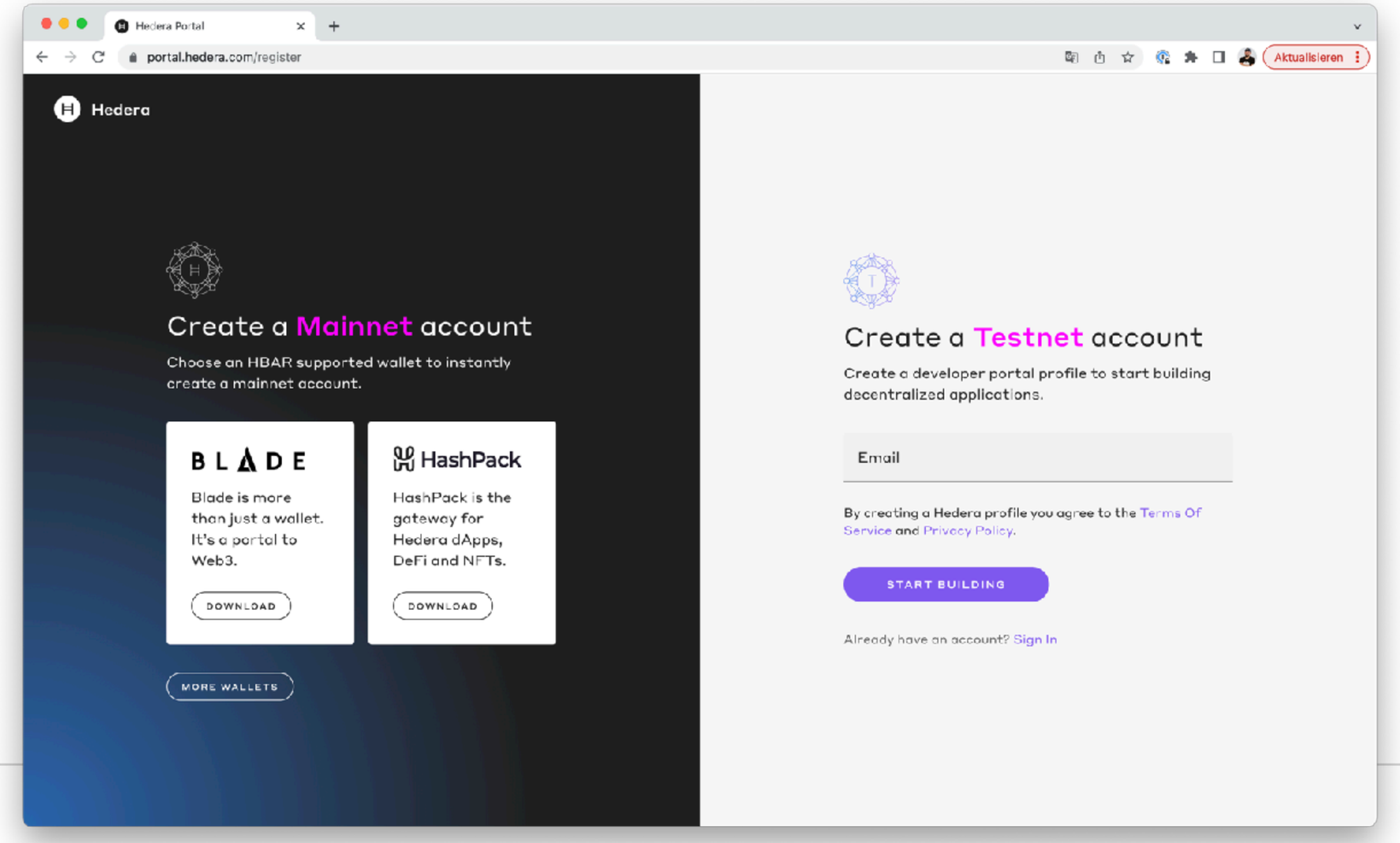
Hedera Testnet

- We do not want to execute our contracts on the real Hedera ledger at devolpment time
- Hedera provides a test instance - Hedera Testnet

`https://docs.hedera.com/guides/testnet/testnet-access`

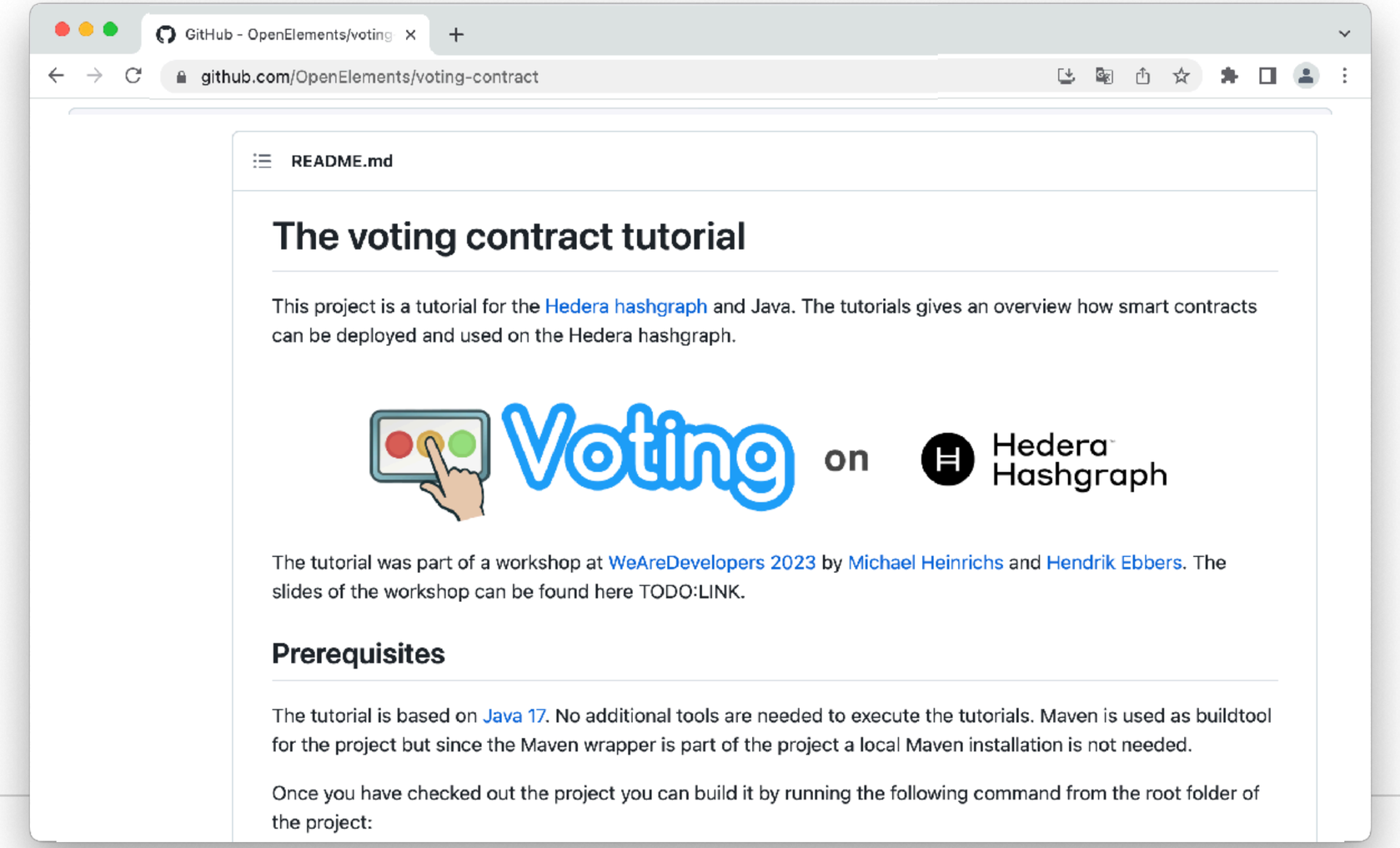


Hedera Testnet



SCAN FOR URL

Our GitHub Repository



SCAN FOR URL

Let's code

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Contracts with Solidity

Solidity

- The Solidity language documentation can be found at

`https://docs.soliditylang.org/`

Solidity

```
pragma solidity >= 0.7.0;

contract Coin {

    address public minter;
    mapping (address => uint) public balances;

    event Sent(address from, address to, uint amount);

    constructor() {
        minter = msg.sender;
    }

    function mint(address receiver, uint amount) public {
        require(msg.sender == minter);
        balances[receiver] += amount;
    }

    function send(address receiver, uint amount) public {
        require(amount <= balances[msg.sender]);
        balances[msg.sender] -= amount;
        balances[receiver] += amount;
        emit Sent(msg.sender, receiver, amount);
    }
}
```

Building Blocks

Version Pragma

```
pragma solidity >= 0.7.0;

contract Coin {

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```

Building Blocks

CONTRACT

```
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}
```

Building Blocks

Events

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```

Building Blocks


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Building Blocks

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    }
}
```

Solidity

```
pragma solidity >= 0.7.0;

contract Coin {

    address public minter;
    mapping (address => uint) public balances;

    event Sent(address from, address to, uint amount);

    constructor() {
        minter = msg.sender;
    }

    function mint(address receiver, uint amount) public {
        require(msg.sender == minter);
        balances[receiver] += amount;
    }

    function send(address receiver, uint amount) public {
        require(amount <= balances[msg.sender]);
        balances[msg.sender] -= amount;
        balances[receiver] += amount;
        emit Sent(msg.sender, receiver, amount);
    }
}
```

Value Types

- Boolean
- Integers
  (int, int8, int16, ..., int256, uint, uint8, uint16, ..., uint256)
- Fixed Point Numbers (👷)
- Address
- Byte Arrays (fixed and dynamically-sized)
- Enums

Reference Types

- Array
- Map
- Struct

Control Structures

- if, else
- while, do
- for
- break, continue
- return

Error Handling

- state-reverting
- try-catch
- require
- revert

Compile Solidity

- The Solidity compiler **`solc`** can easy be installed locally

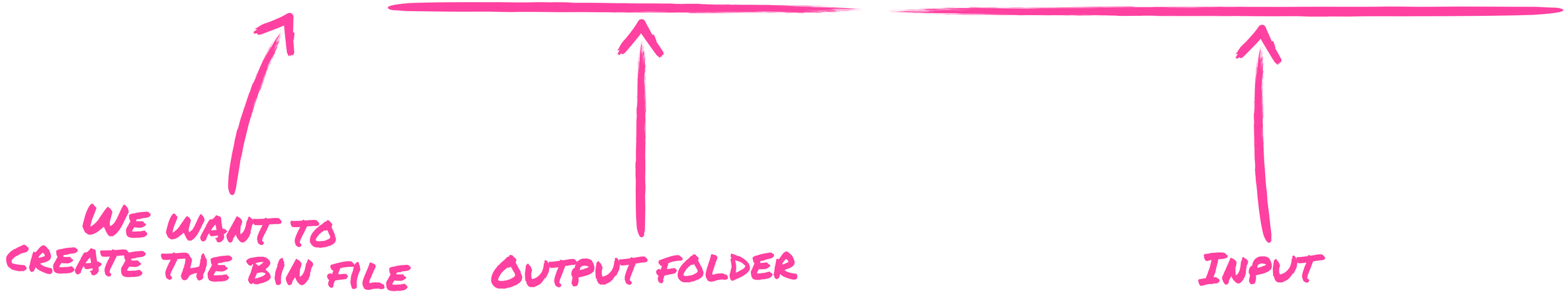
`https://docs.soliditylang.org/`

- The compiler provides different ways how it can be installed locally (brew, npm, ...)

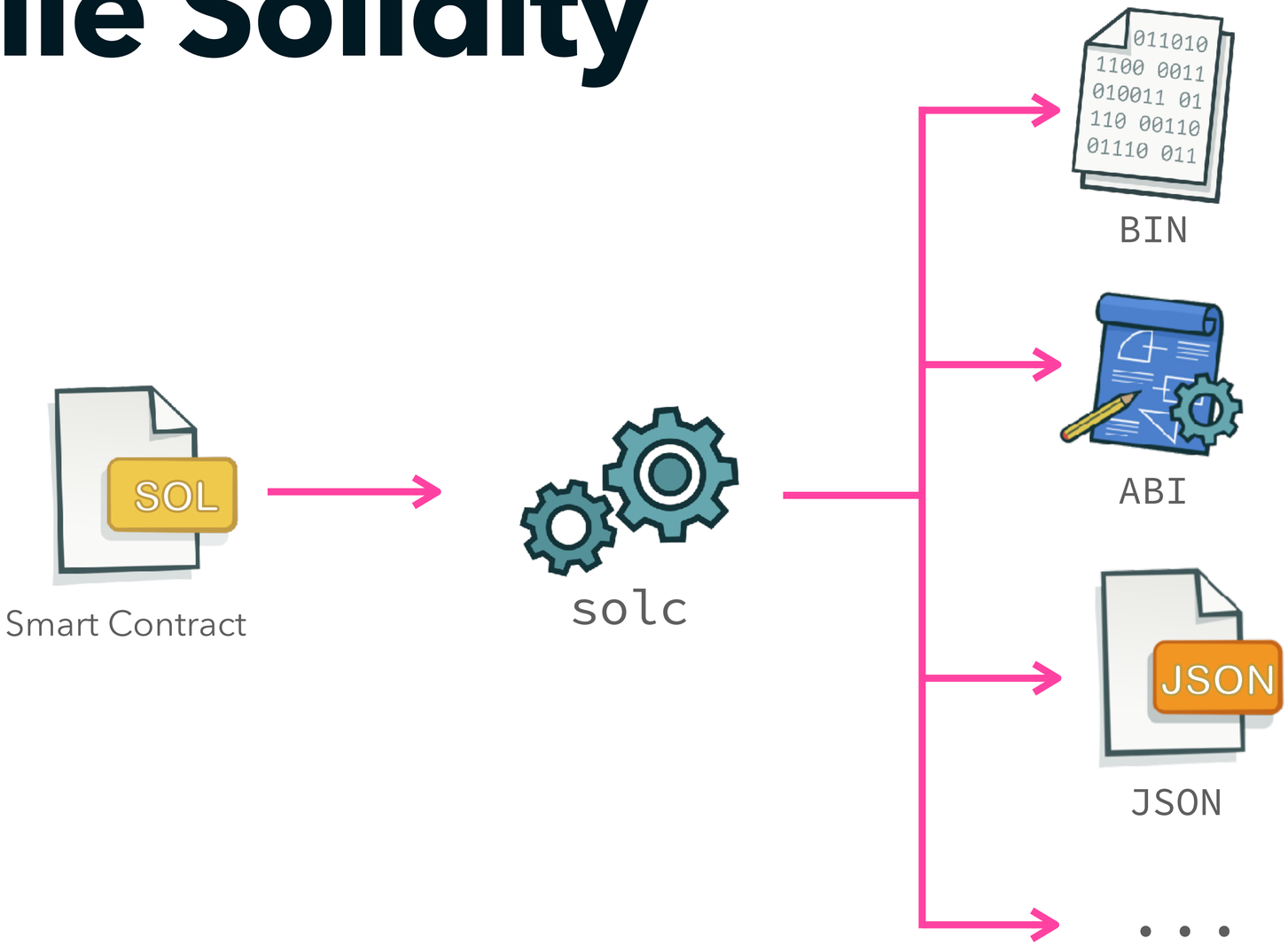
Compile Solidity

- We can easily compile our smart contract by using solc from the commandline:

```
solc --bin -o build/contracts contracts/hello_world.sol
```



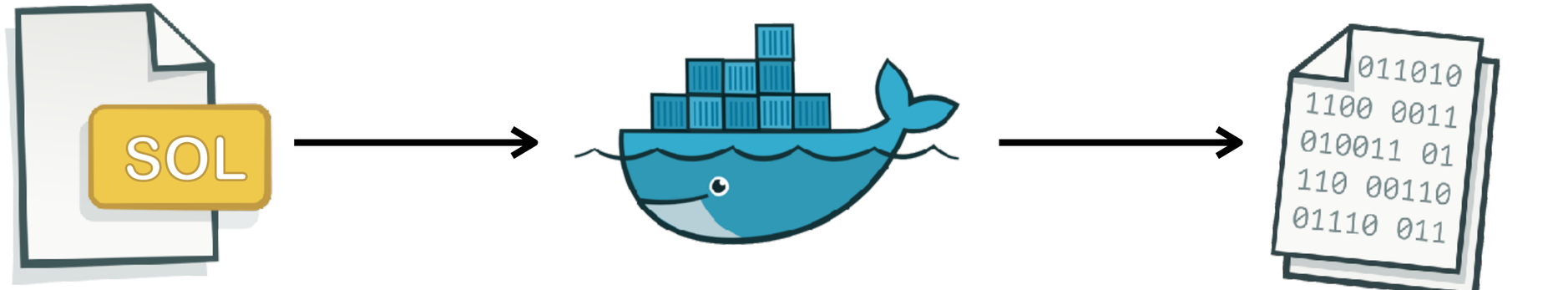
Compile Solidity



Compile Solidity

- Instead of installing the compiler locally you can use it wrapped in a docker container

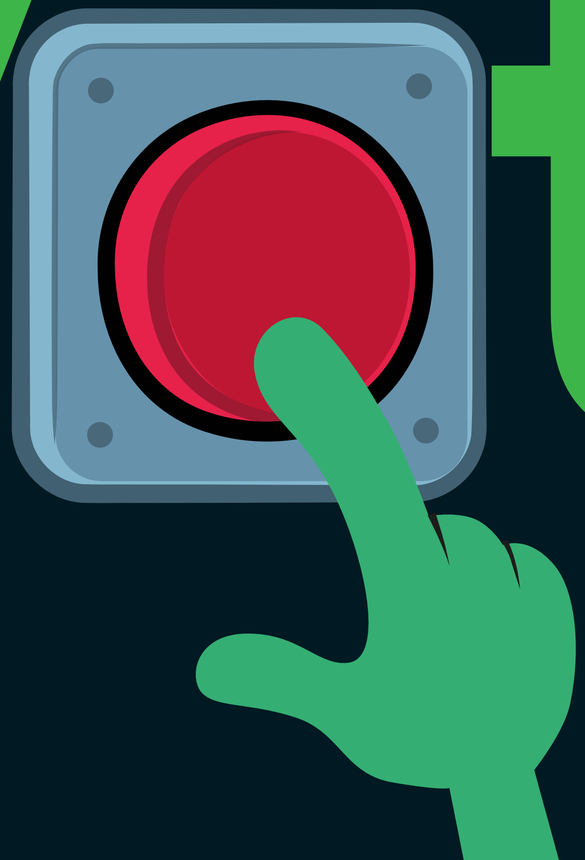
```
docker run -v $(pwd)/contracts:/contracts ethereum/solc:stable -o /contracts/output --abi --bin
```



Smart Contract → solc container → compiled contract

A contract for

Voting



SWIRLDS LABS

Voting Contract V1

- Setup proposals
- Vote for a proposal
- Show winner

```
pragma solidity >= 0.7.0 <0.9.0;

contract Poll {

    constructor(bytes32[] memory proposalNames) {

    function vote(uint proposal) public {}

    function winner() public view returns (bytes32 result) {}
}
```

Data Structure

- Proposal has name and counter
- Several proposals stored in array
- Proposals are publicly readable

```
pragma solidity >= 0.7.0 <0.9.0;

contract Poll {

    struct Proposal {
        bytes32 name;
        uint count;
    }

    Proposal[] public proposals;

    constructor(bytes32[] memory proposalNames) {}

    function vote(uint proposal) public {}

    function winner() public view returns (bytes32 result) {}
}
```

Setup proposals

- Iterate over all proposal names
- Create a Proposal
- Add the proposal to the proposal-array

```
pragma solidity >= 0.7.0 <0.9.0;

contract Poll {

    ...

    constructor(bytes32[] memory proposalNames) {
        for (uint i = 0; i < proposalNames.length; i++) {
            Proposal memory proposal = Proposal({
                name: proposalNames[i],
                count: 0
            });
            proposals.push(proposal);
        }
    }

    function vote(uint proposal) public {}

    function winner() public view returns (bytes32 result) {}
}
```

Vote for a proposal

- Increase the counter

```
pragma solidity >= 0.7.0 <0.9.0;

contract Poll {

    ...

    constructor(bytes32[] memory proposalNames) {}

    function vote(uint proposal) public {
        proposals[proposal].count++;
    }

    function winner() public view returns (bytes32 result) {}
}
```

Show winner

- Iterate over all proposals
- Find proposal with most votes
- Check condition:
  `if (condition) {}`

```
pragma solidity >= 0.7.0 <0.9.0;

contract Poll {

    ...

    constructor(bytes32[] memory proposalNames) {}

    function vote(uint proposal) public {}

    function winner() public view returns (bytes32 result) {
        result = "";
        ...
```

```
    }
}
```

Show winner

- Iterate over all proposals
- Find proposal with most votes
- New elements:
  `if (condition) {}`

```
pragma solidity >= 0.7.0 <0.9.0;

contract Poll {

    ...

    constructor(bytes32[] memory proposalNames) {}

    function vote(uint proposal) public {}

    function winner() public view returns (bytes32 result) {
        result = "";
        uint maxCount = 0;
        for (uint i = 0; i < proposals.length; i++) {
            if (proposals[i].count > maxCount) {
                maxCount = proposals[i].count;
                result = proposals[i].name;
            }
        }
    }
}
```

Voting Contract V2

- Authorize voters
- One vote per user

Setup admin

- Creator of contract becomes admin
- Users identified by address
- `msg` contains metadata of message

```
pragma solidity >= 0.7.0 <0.9.0;

contract Poll {

    address public admin;

    ...

    constructor(bytes32[] memory proposalNames) {
        admin = msg.sender;
        ...
    }

    function vote(uint proposal) public {}

    function winner() public view returns (bytes32 result) {}
}
```

Safeguard vote()

- Voter can have one of three states
- State for all voters is stored in mapping
- `require` checks condition

```
pragma solidity >= 0.7.0 <0.9.0;

contract Poll {

    enum VoterState { NotAuthorized, Authorized, Voted }

    mapping(address => VoterState) public voters;

    ...

    constructor(bytes32[] memory proposalNames) {}

    function vote(uint proposal) public {
        require(
            voters[msg.sender] == VoterState.Authorized,
            "Not authorized“
        );

        voters[msg.sender] = VoterState.Voted;
        proposals[proposal].count++;
    }

    function winner() public view returns (bytes32 result) {}
}
```

Authorize users

- Only admin can authorize voters
- Only unauthorized users can be authorized

```
pragma solidity >= 0.7.0 <0.9.0;

contract Poll {

    ...

    constructor(bytes32[] memory proposalNames) {}

    function vote(uint proposal) public {}

    function winner() public view returns (bytes32 result) {}

    function authorize(address voter) public {

                ?

    }
}
```

Authorize users

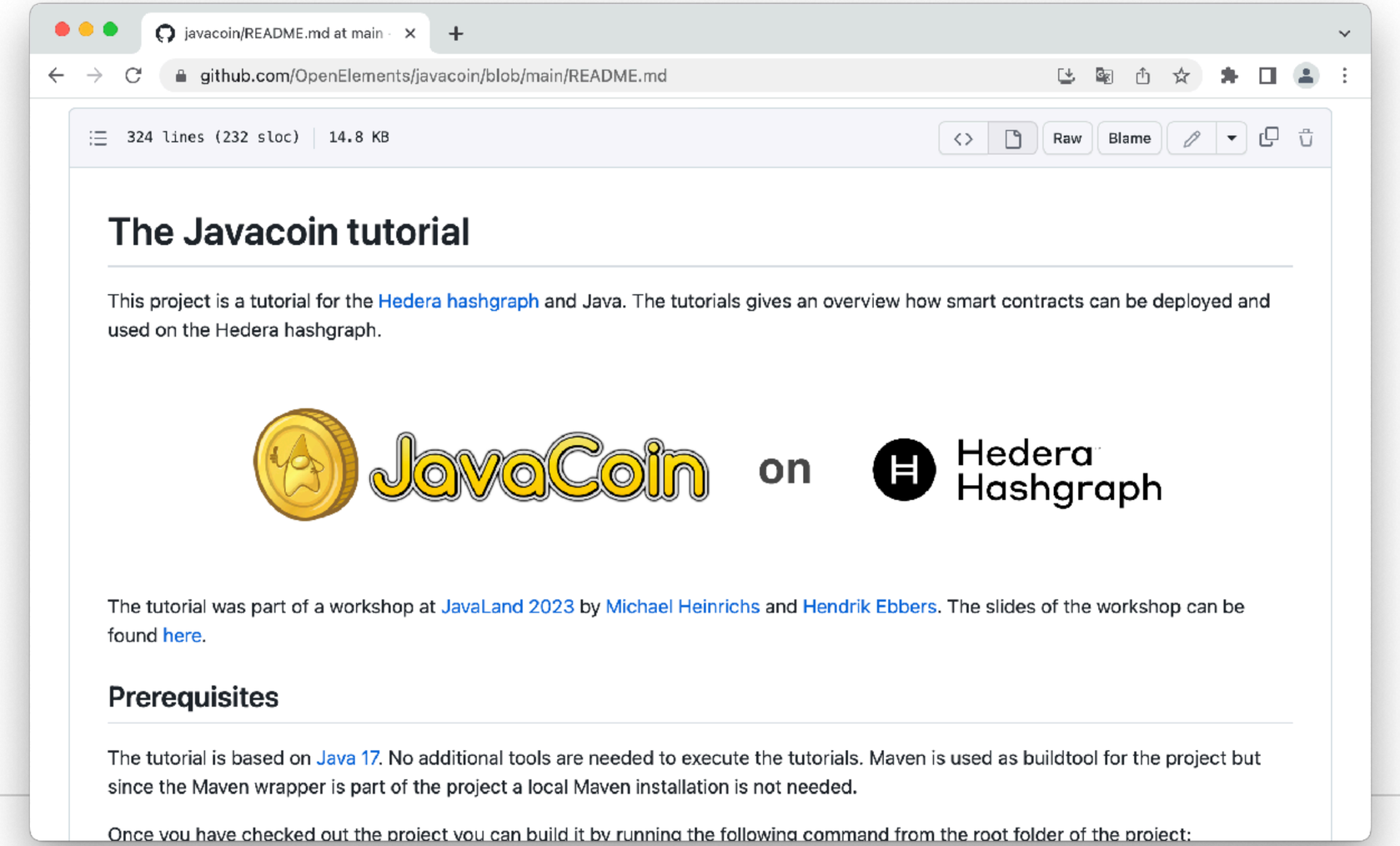
- Only admin can authorize voters
- Only unauthorized users can be authorized

```
pragma solidity >= 0.7.0 <0.9.0;

contract Poll {

    ...

    constructor(bytes32[] memory proposalNames) {}

    function vote(uint proposal) public {}

    function winner() public view returns (bytes32 result) {}

    function authorize(address voter) public {
        require(
            msg.sender == admin,
            "Only admin can authorize"
        );
        require(
            voters[voter] == VoterState.NotAuthorized,
            "Already authorized"
        );

        voters[voter] = VoterState.Authorized;
    }
}
```

Additional Ressources

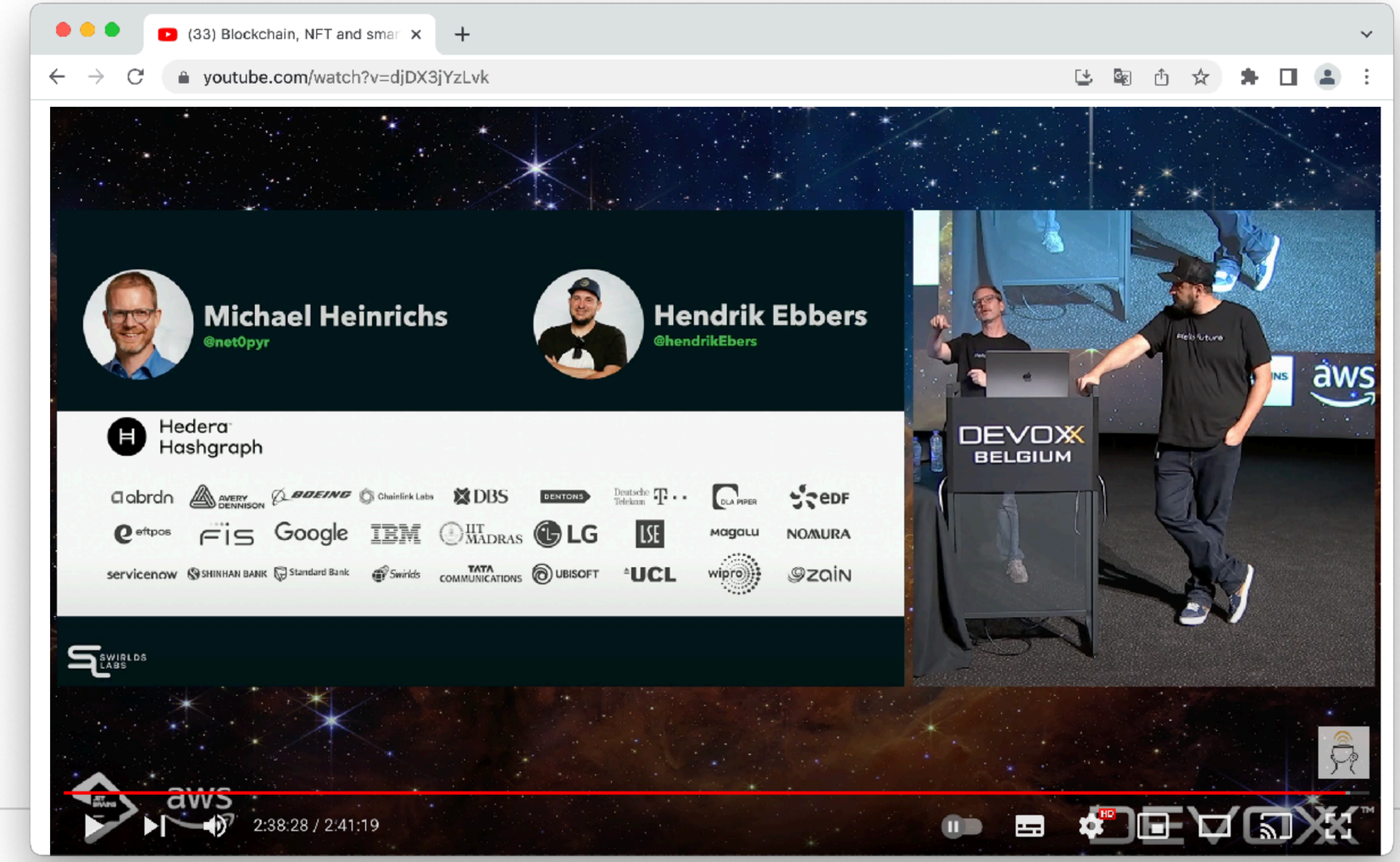
SWIRLDS LABS

Our Token Workshop



SCAN FOR URL

Our Crypto Deep Dive



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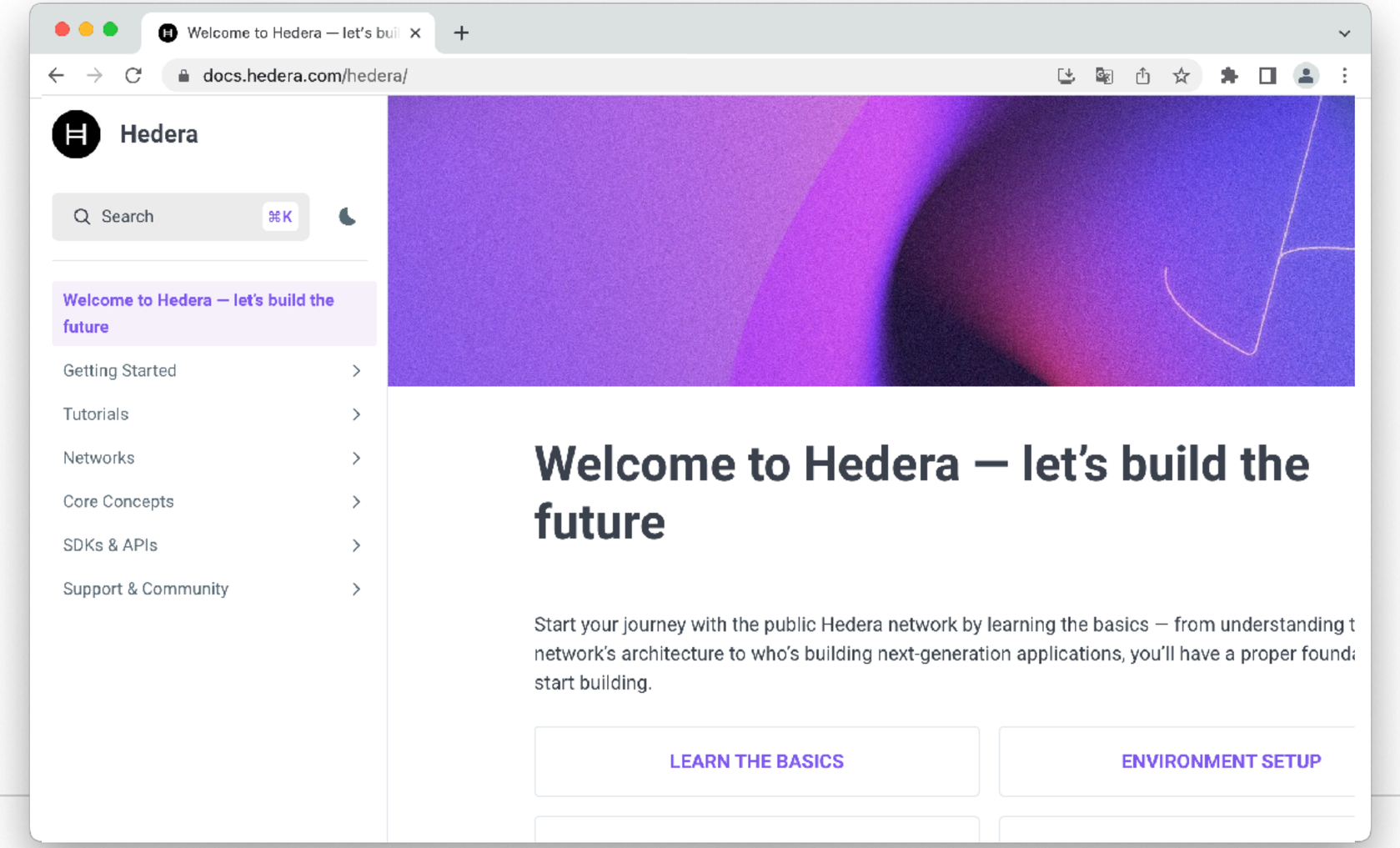
The Hedera Documentation



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Hedera™
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