

Getting Started with Arbitrum Stylus

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Hey, there. I'm Ben.



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Online Everywhere at



Workshop Objectives

01

Understand how Stylus extends Solidity with the MultiVM

02

Learn how to deploy Solidity contracts alongside Stylus contracts

03

Explore Solidity<>Stylus interoperability in real dApps

You're already a Web3 dev.

You bring Solidity.

Stylus brings cheaper memory and compute.



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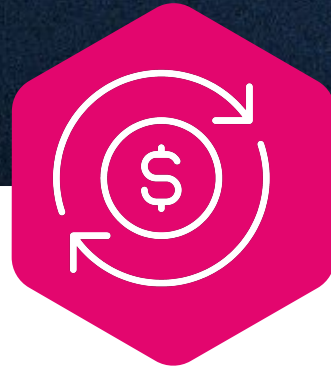
Stylus Fundamentals



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Why Stylus Exists



**EVM is limited to 256-bit,
high-cost ops leading to
higher gas costs and
inefficiencies**

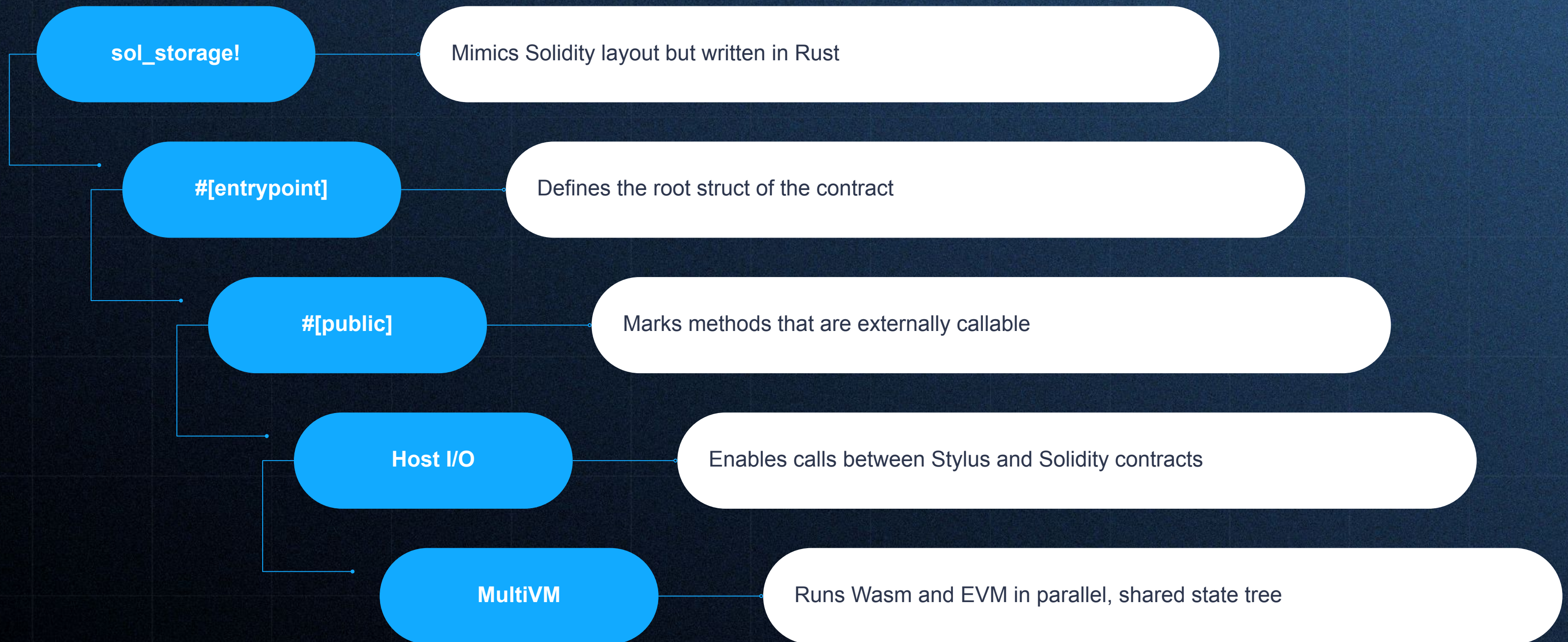


**Solidity stays. Stylus
brings scalable Wasm.**



**Stylus gives you CPU &
memory-efficient Wasm
execution, rich type
safety and Rust-based
tooling**

Key Concepts in Stylus



Solidity + Stylus: Better Together



- ✓ Interop between Wasm and EVM on-chain
- ✓ Shared storage model and state tree
- ✓ Call Stylus contracts from Solidity and vice versa
- ✓ Build hybrid dApps with minimal overhead

```
// Interface to Stylus (Rust) contract
interface IStylusCounter {
    function getCount() external view returns (uint256);
    function increment() external;
}

contract MySolidityContract {
    // Store the address of the Stylus contract
    address public stylusContract;

    // Accept Stylus contract address during deployment
    constructor(address _stylusContract) {
        stylusContract = _stylusContract;
    }

    // Read from Stylus contract
    function readStylusCount() external view returns (uint256) {
        return IStylusCounter(stylusContract).getCount();
    }

    // Write to Stylus contract
    function incrementStylusCounter() external {
        IStylusCounter(stylusContract).increment();
    }
}
```

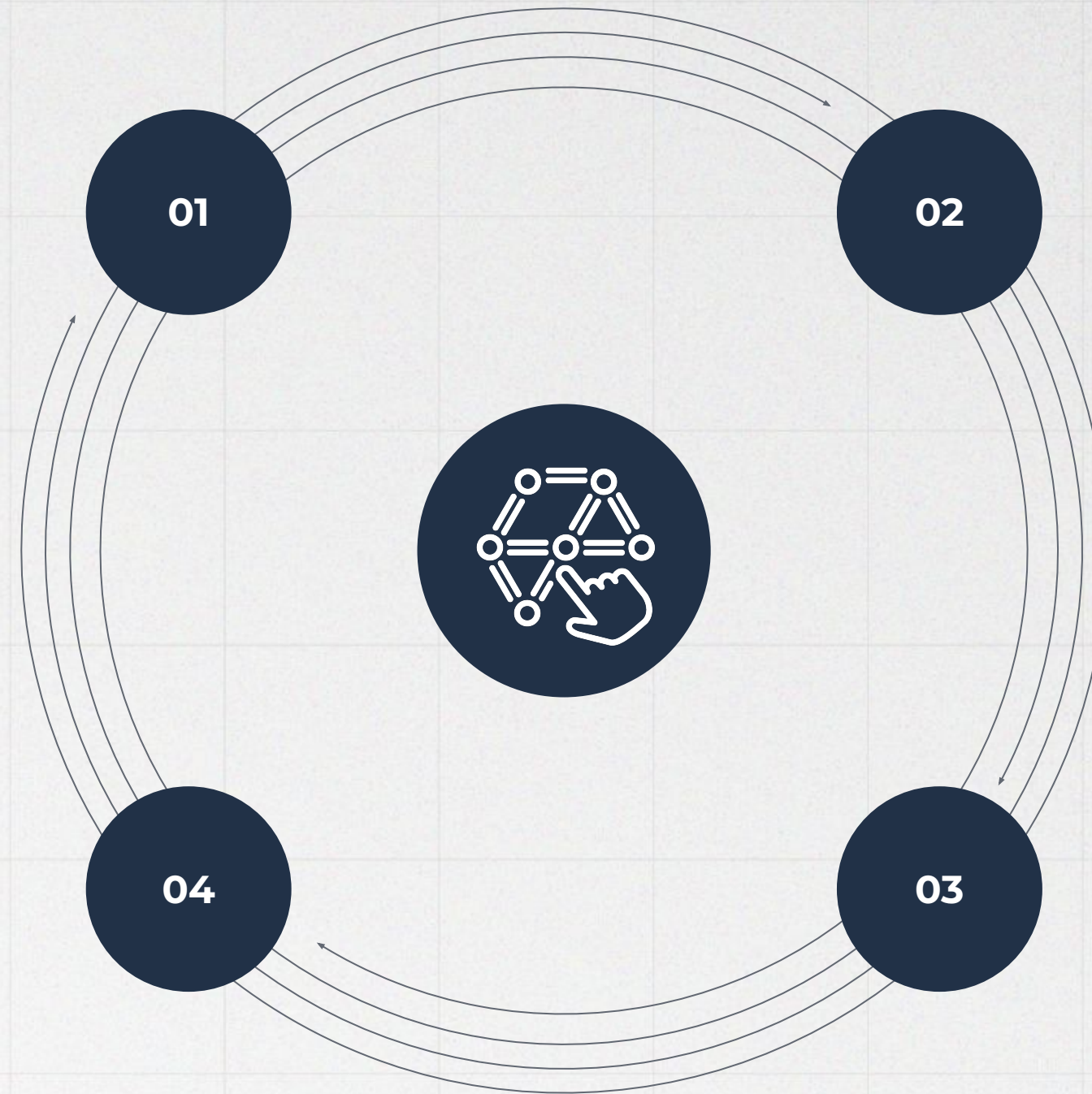

Unified Deployment & Execution

Interop: Stylus <> Solidity

Stylus enables Wasm execution while keeping compatibility with your Solidity contracts. Contracts can call each other across VMs.

Flexible Language Support

Write high-performance modules in Rust, C, or C++ to extend your Solidity dApp — no rewrite needed.



Performance Gains

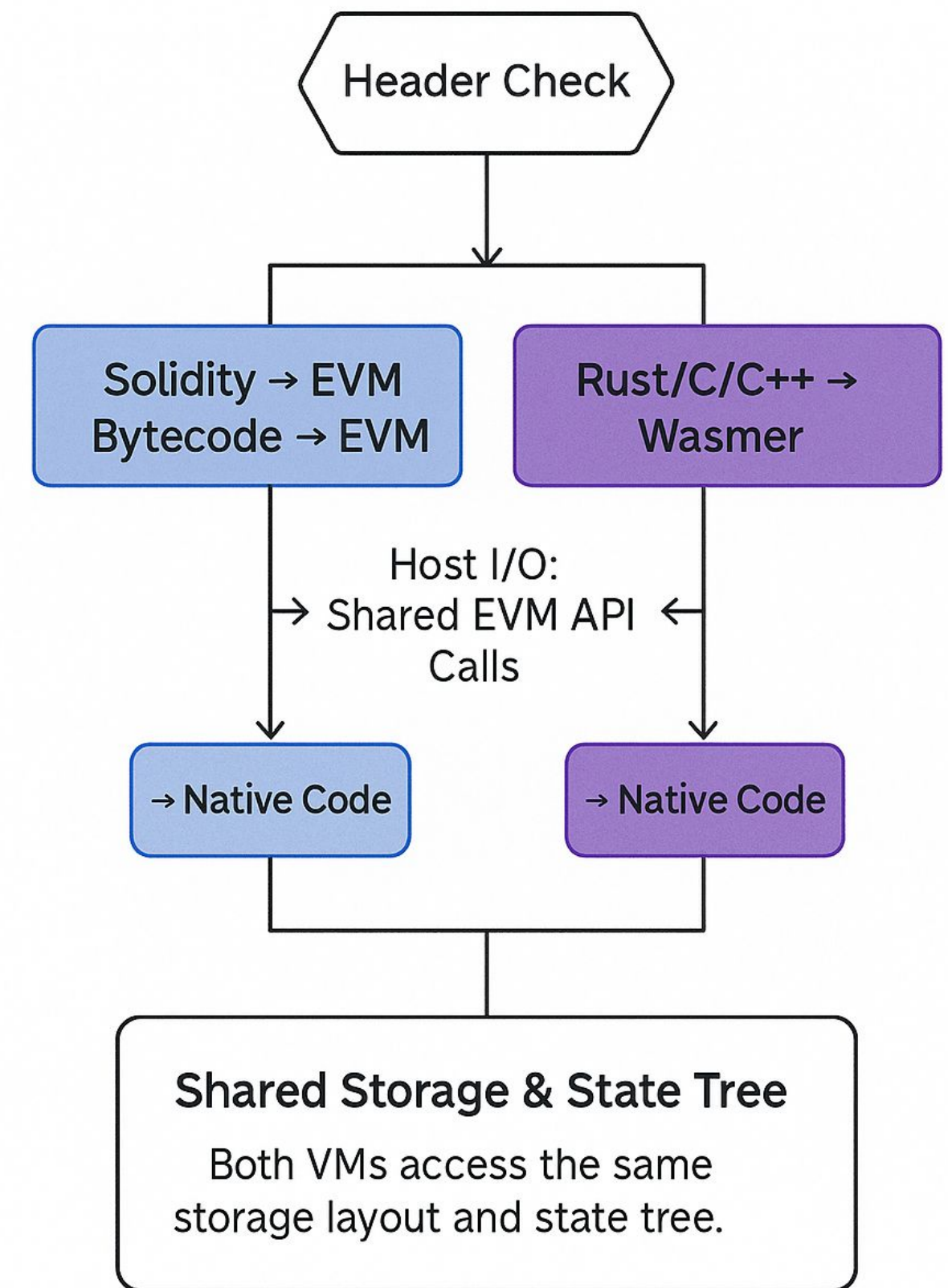
Deploy Solidity and Stylus contracts to the same Arbitrum chain. Offload expensive logic to Stylus for massive gas savings.

Shared Tooling and Infra

Use existing EVM infra (e.g., Foundry, Hardhat) alongside cargo stylus. ArbWasm handles Wasm contract activation under the hood.

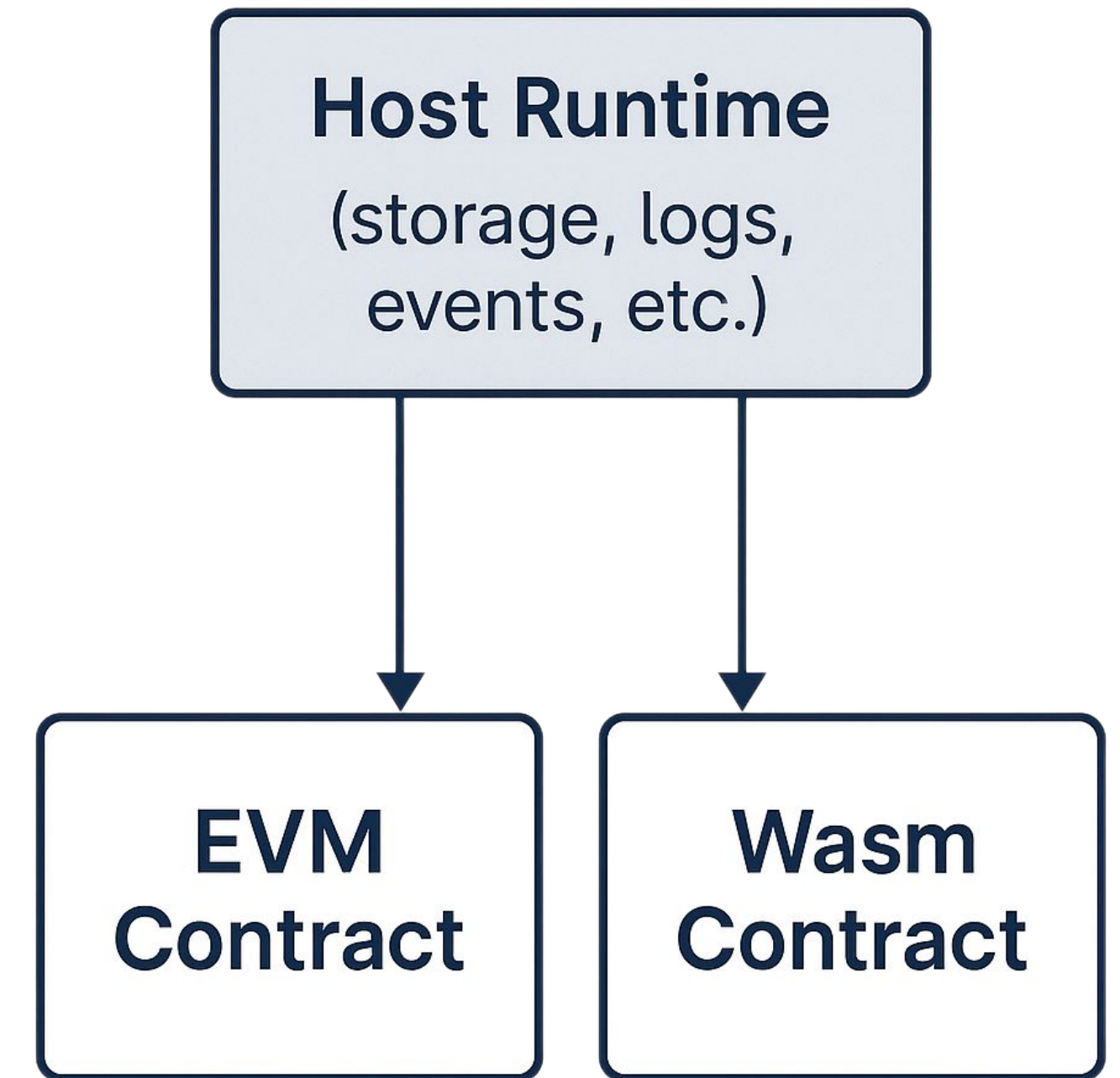
Stylus Execution Paths

- MultiVM Architecture
 - Both EVM and Wasm execution
 - Select VM based on header
- Interoperable Calls
- Unified Store Access



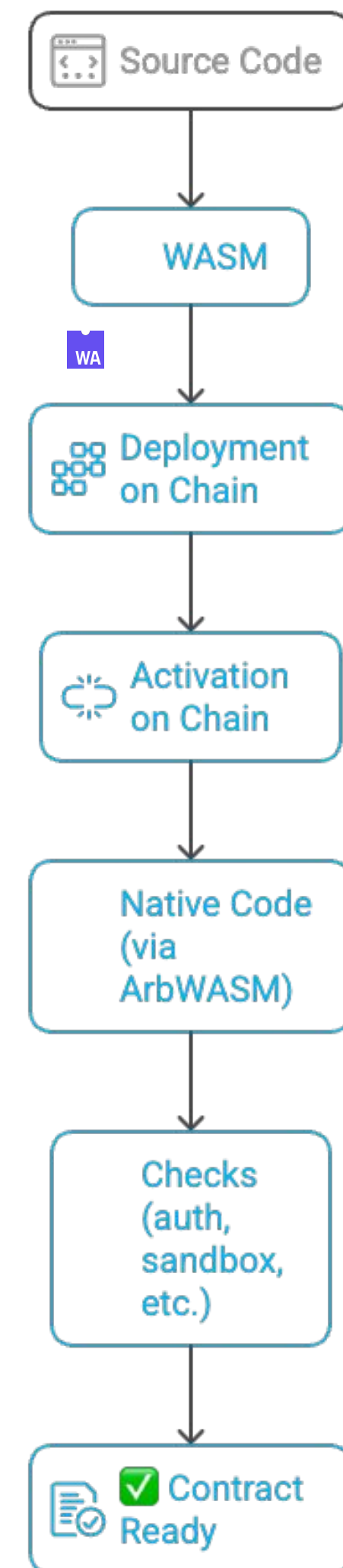
Shared Access Between VMs

- Co-equal VMs share the same host interface
- Shared ABI and host environment
- Consistent behavior across VMs



Stylus Deployment Path

- Written in any language that compiles to Wasm
- Compile to Wasm
- Deploy On-Chain
- Activate via ArbWasm



What is WebAssembly?

- **Portable:** Runs the same across devices and operating systems
- **Fast:** Near-native execution speeds
- **Safe:** Sandboxed, memory-safe execution
- **Language-agnostic:** Compile from many languages
- **Well-supported:** Large and growing developer ecosystem



Why Wasm is Ideal



WA



Optimized for short, deterministic operations



Reduces gas costs for compute-heavy logic



Enables safer execution with stricter compile-time checks



Supports modern toolchains (like Rust and cargo)

What's Being Built with **Stylus** x



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Stylus Highlights in Production

Lit Protocol

Onchain access control:
Keys, permissions, and
identity

Superposition

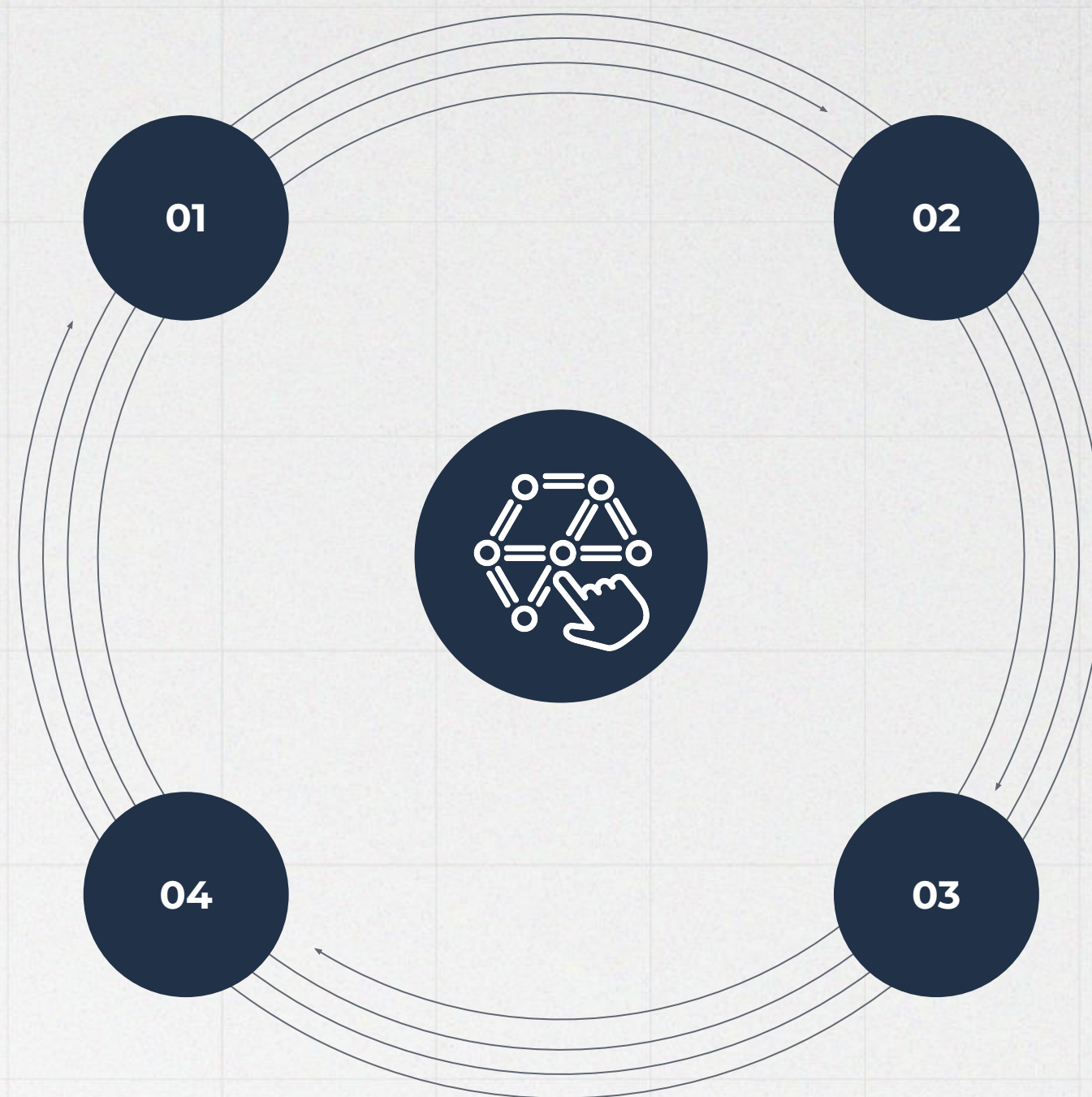
A chain that pays users and
devs for onchain activity

Fairblock

Onchain decryption:
Unlock data only when rules
are met

CVEX

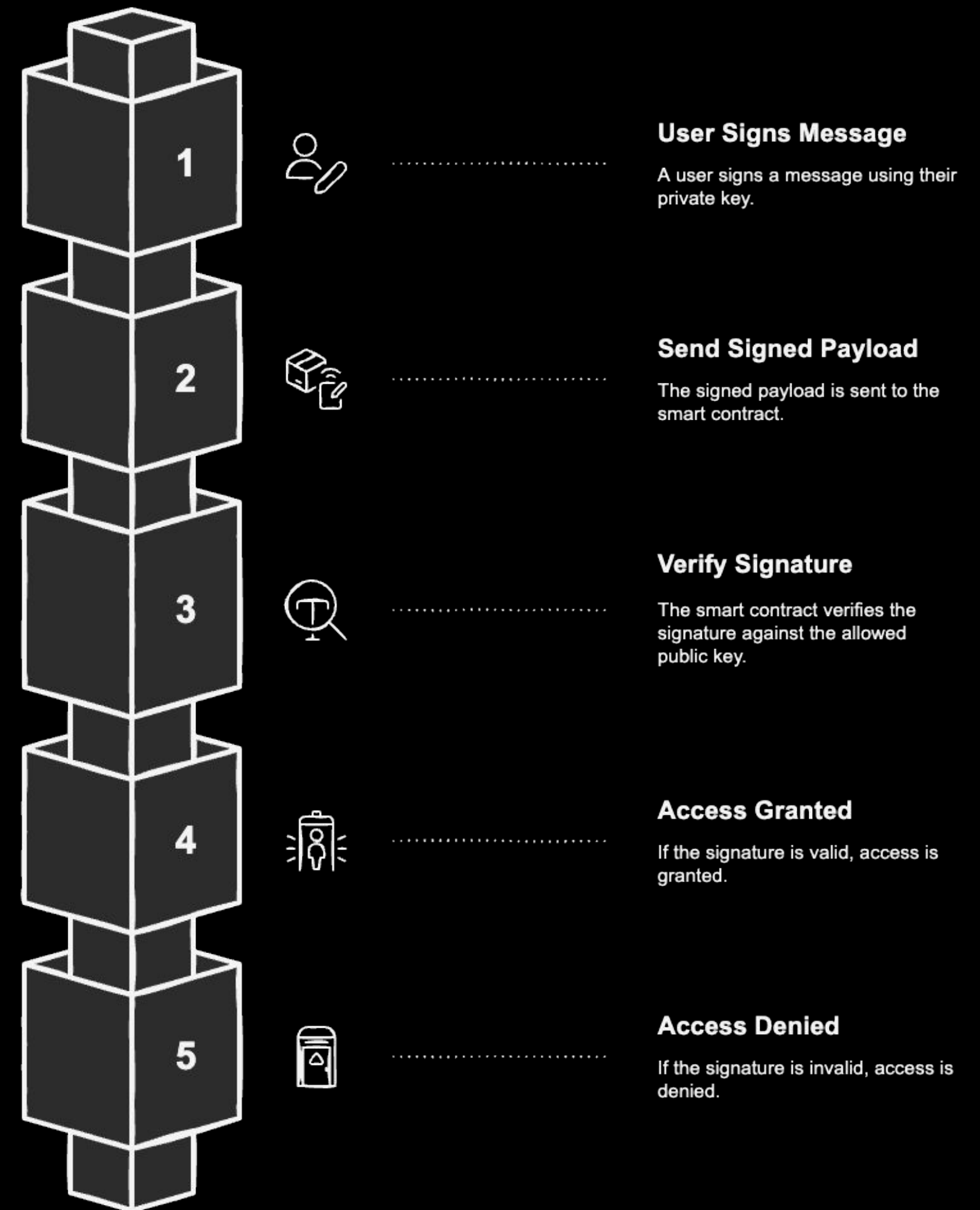
Trading platform using Stylus
for faster and cheaper
transactions





Access Control with Precompiles

- Key generation and derivation
- Signature checks using precompiled cryptography
- Conditional access logic written in Rust
- Controlled decryption only when conditions are met
- Secure verification of signed requests

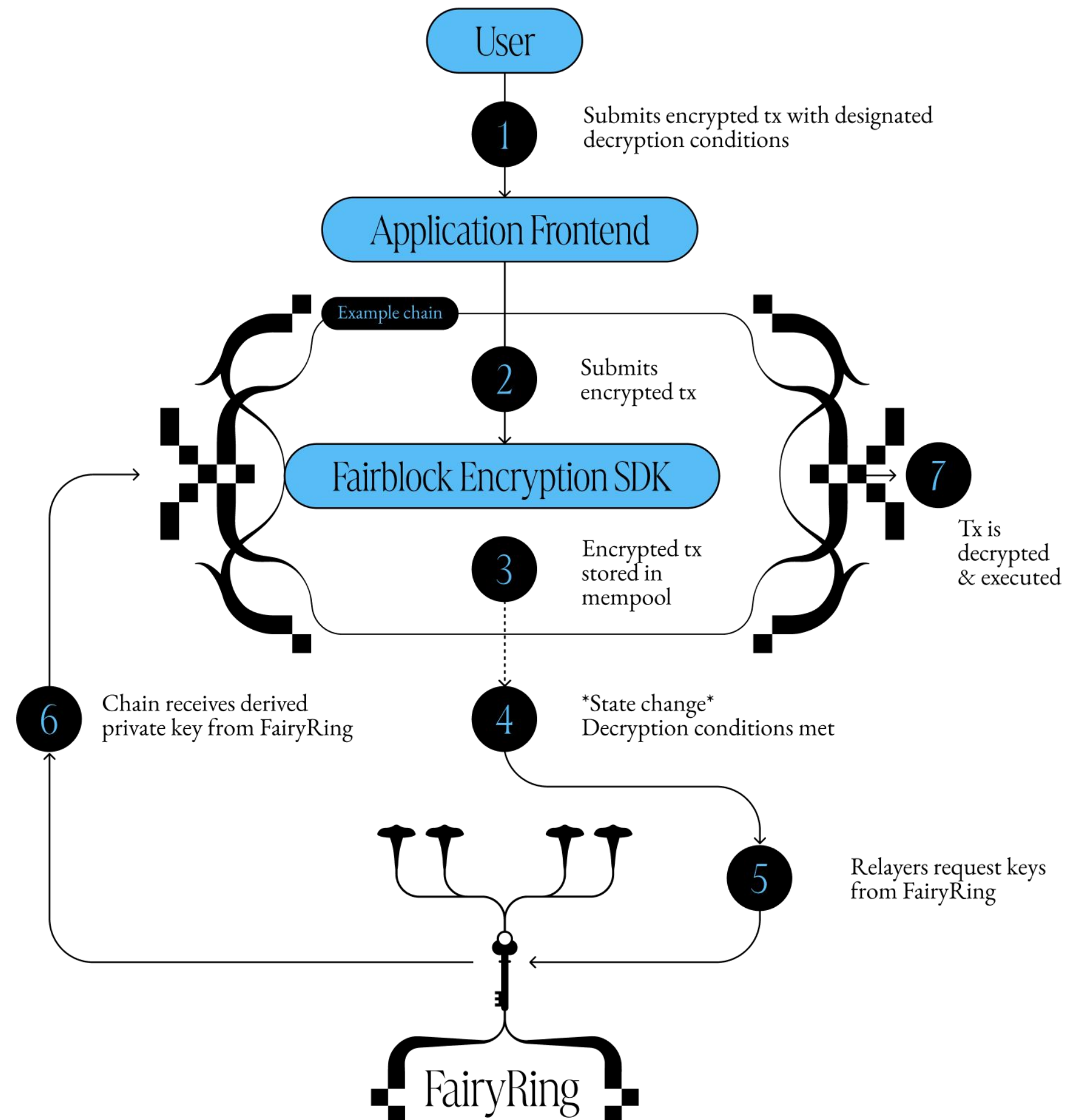




Policy-Based Decryption

- Onchain keygen, derivation, and cryptographic logic written in Rust
- Efficient signature checks using Stylus for high-perf Wasm execution
- Conditional access and decryption policies encoded in standard Rust
- Real-time decryption now viable within a block's gas limits
- Enabling private AI, transactions, etc.

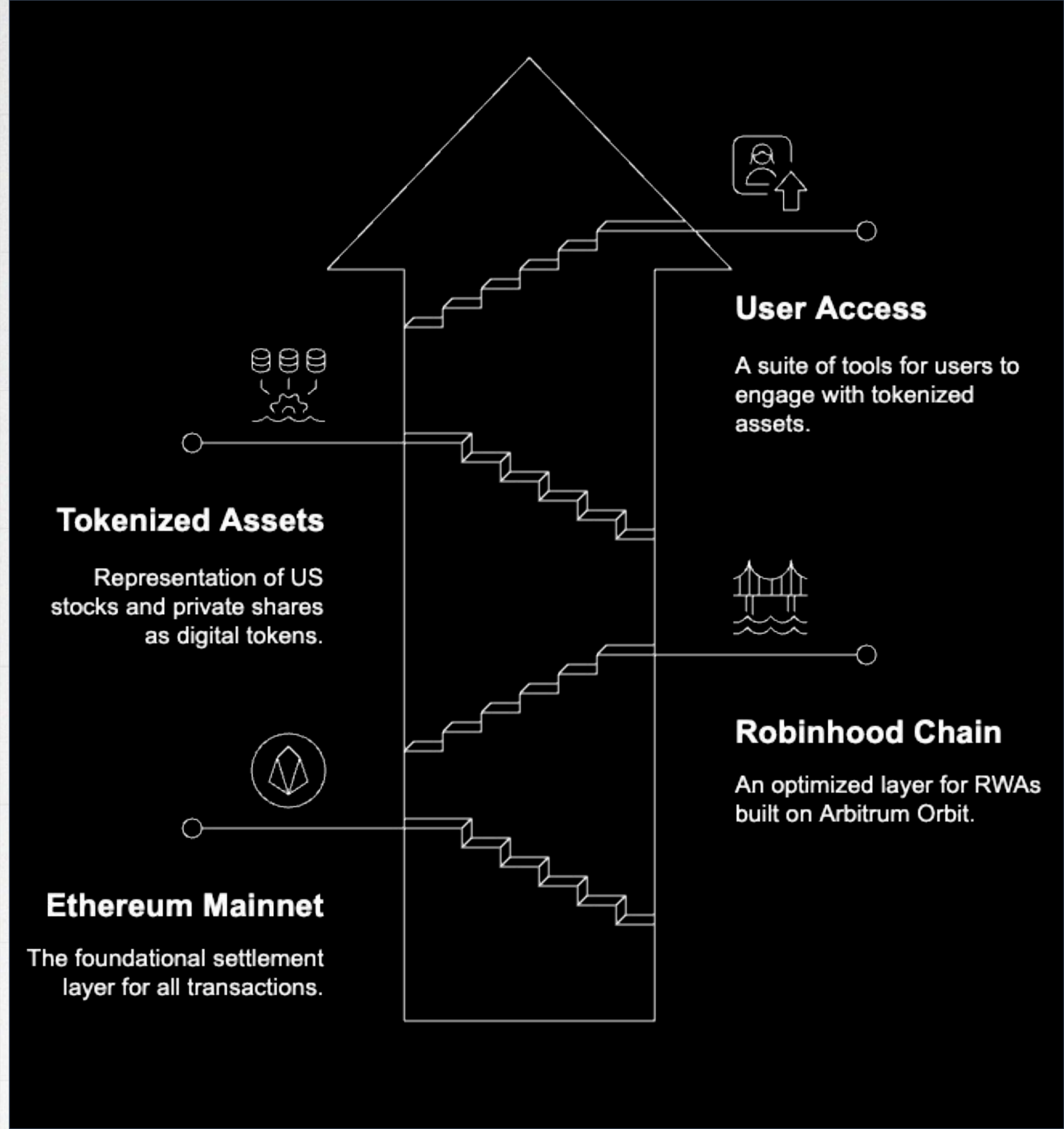
Example User Flow





Real-World Assets Onchain

- Launched US stock and ETF tokens for EU users
- Tokens issued on Arbitrum, bringing real-world assets onchain
- Announced custom Layer 2 blockchain based on Arbitrum, optimized for RWA trading
- New chain will support 24/7 trading, seamless bridging, and self-custody





What We're Building



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Game of Life

- Conway's Game of Life is a cellular automaton with simple rules and evolving complexity
- In this workshop, the **smart contract simulates the game's logic**
- You'll implement:
 - Grid setup
 - Step mechanics
 - Read/write state logic
- The Solidity contract becomes the game engine

Balance 0x3f1E...2d0E

999.87016121422948775 ETH

Game of Life (Rust Implementation)

Mint

NFTs (1):



0

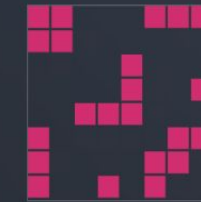
Game of Life (Solidity Implementation)

Mint

NFTs (3):



1



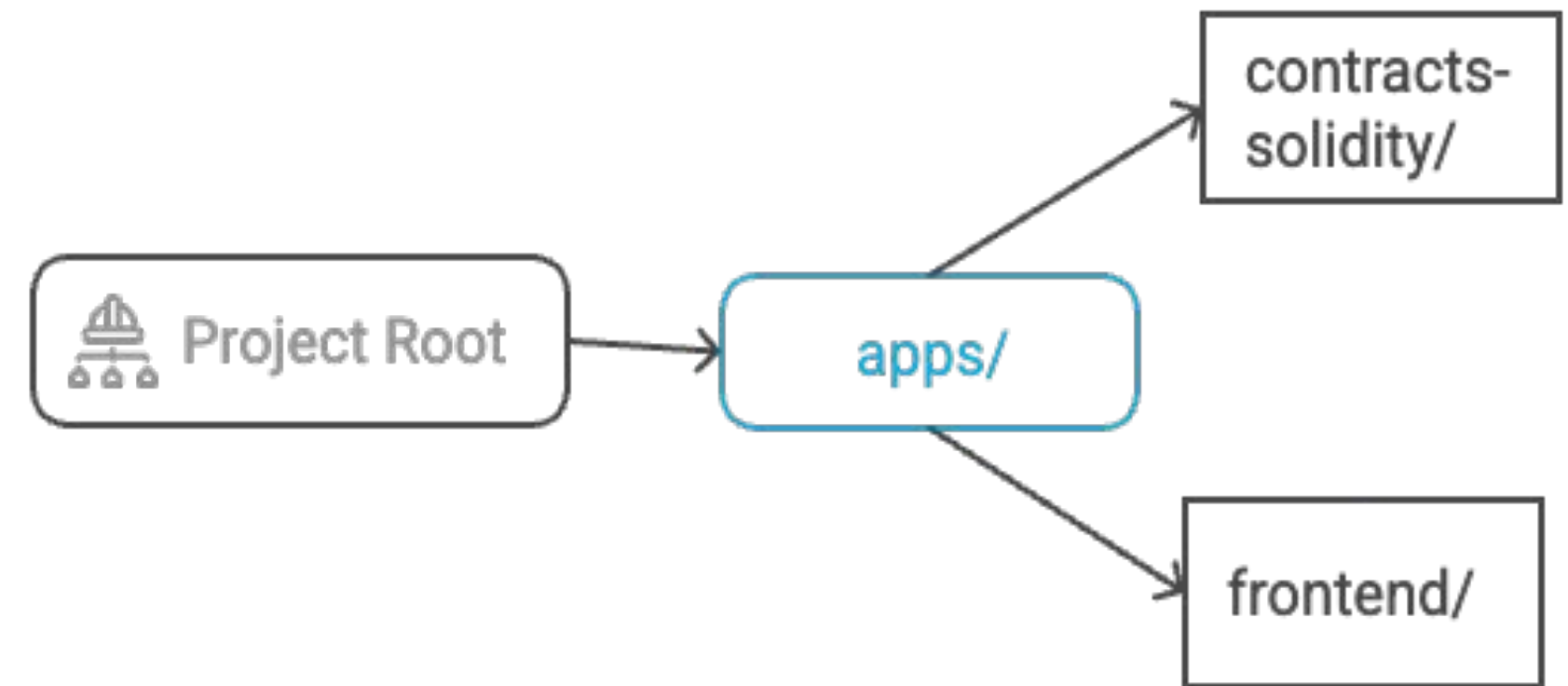
2



3

Project Structure

- **contracts-solidity/**: Your Solidity smart contract lives here. You'll finish the logic for the Game of Life.
- **frontend/**: A prebuilt UI to visualize and interact with the contract. You'll connect it using RPC.



Workshop Flow Overview

Step	Action	Details
1	Setup the Workspace	Open the repo in GitHub Codespaces
2	Explore the Project	Review the contract and frontend existing code
3	Build the Solidity Contract	Implement the TBC sections of the contract logic in <code>contracts-solidity/src/NFT.sol</code>
4	Connect to the Frontend	Hook up the React app to call the smart contract functions
5	Interact	Launch Anvil, deploy contract locally, use UI to interact with the contract

Are You Ready?



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Launch the Codespace



<https://qr.me-qr.com/oxUGndDq>

--help

- <https://docs.arbitrum.io/stylus/stylus-overview>
- <https://github.com/OffchainLabs/awesome-stylus>
- <https://github.com/ArbitrumFoundation/stylus-workshop-gol>



Want to Stay Informed?

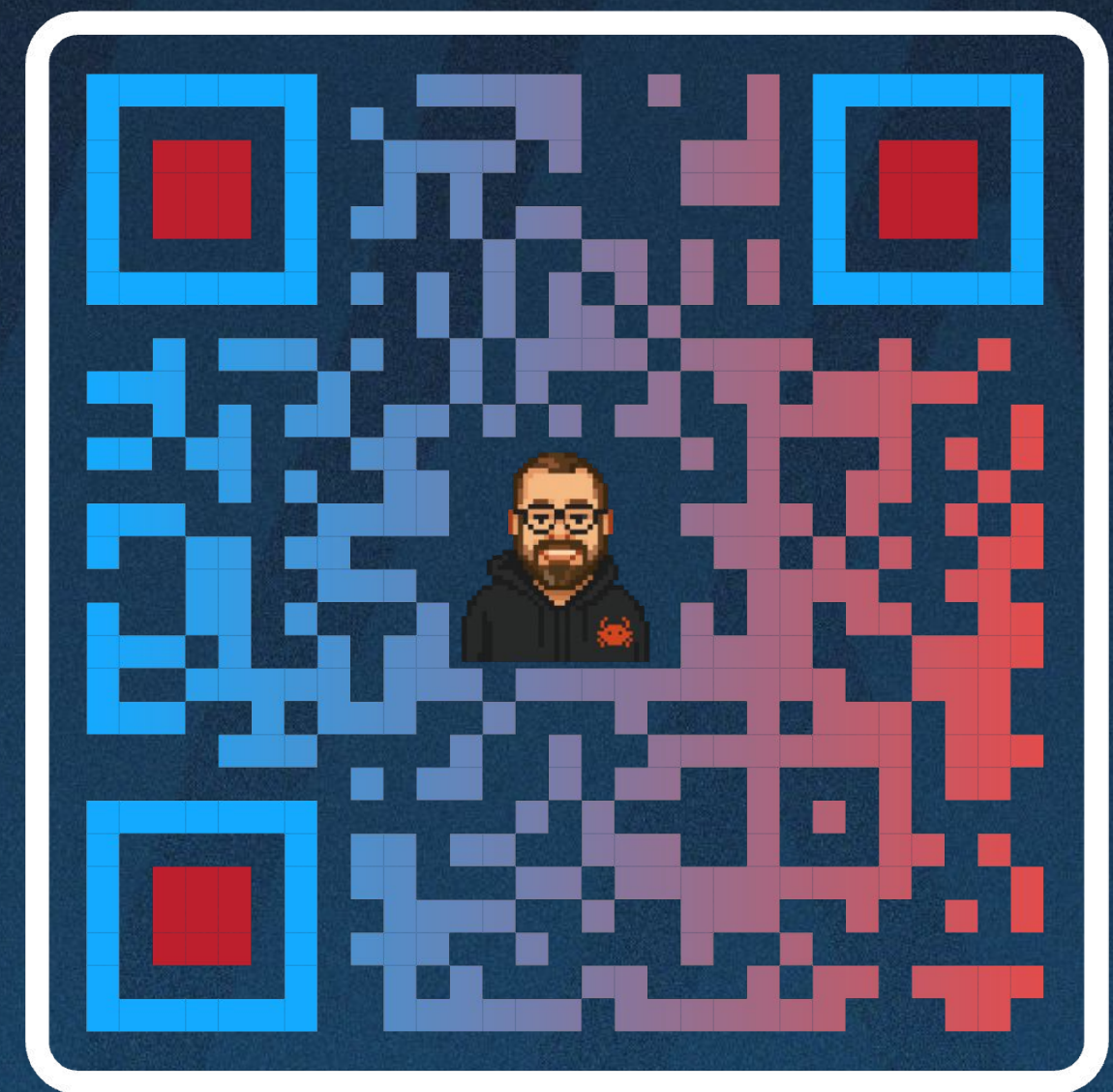


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The Builder's Block Newsletter



Thank you!



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