

# Trader Joe

## smart contracts audit report

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# Disclaimer

This is a limited report on our findings based on our analysis, in accordance with good industry practice at the date of this report, in relation to cybersecurity vulnerabilities and issues in the framework and algorithms based on smart contracts, the details of which are set out in this report. In order to get a full view of our analysis, it is crucial for you to read the full report. While we have done our best in conducting our analysis and producing this report, it is important to note that you should not rely on this report and cannot claim against us on the basis of what it says or doesn't say, or how we produced it, and it is important for you to conduct your own independent investigations before making any decisions. We go into more detail on this in the disclaimer below – please make sure to read it in full.

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The analysis of the security is purely based on the smart contracts alone. No applications or operations were reviewed for security. No product code has been reviewed.

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# Introduction

HashEx was commissioned by the TraderJoe team to perform an audit of their smart contracts. The audit was conducted between July 27 and August 01, 2021.

The code located in @traderjoe-xyz/joe-core GitHub repository was audited after [beda9cf](#) commit. Repository contains tests for major contracts, but not for DEX contracts nor for the JoeHatToken. Code was provided with brief descriptions of the contracts. MasterChefJoeV2 contract has its own [documentation](#). Team website has the [docs](#) section.

The same contracts are deployed to the Avalanche C-Chain:

JoeToken	<a href="#">0x6e84a6216eA6dACC71eE8E6b0a5B7322EEbC0fDd,</a>
JoeBar	<a href="#">0x57319d41F71E81F3c65F2a47CA4e001EbAFd4F33,</a>
JoeFactory	<a href="#">0x9Ad6C38BE94206cA50bb0d90783181662f0Cfa10,</a>
JoeRouter02	<a href="#">0x60aE616a2155Ee3d9A68541Ba4544862310933d4,</a>
MasterChefJoeV2	<a href="#">0xd6a4F121CA35509aF06A0Be99093d08462f53052,</a>
JoeHatToken	<a href="#">0x82FE038Ea4b50f9C957da326C412ebd73462077C,</a>
Cliff	<a href="#">0xaFF90532E2937fF290009521e7e120ed062d4F34,</a>
Cliff	<a href="#">0xc13B1C927565C5AF8fcaF9eF7387172c447f6796.</a>

The purpose of this audit was to achieve the following:

- Identify potential security issues with smart contracts.
- Formally check the logic behind given smart contracts.

Information in this report should be used to understand the risk exposure of smart contracts, and as a guide to improving the security posture of smart contracts by remediating the issues that were identified.

The contracts are mostly forks of SushiSwap and for this reason we focused on the unaudited parts of code, as well as modifications made by the TraderJoe team.

**Update:** TraderJoe team has responded to this report. Individual responses were added after each item in the [section](#).

## Contracts overview

libraries/BoringERC20.sol, SafeERC20.sol, SafeMath.sol;  
boringcrypto/BoringOwnable.sol

Support contracts from BoringCrypto [[1](#)] and OpenZeppelin.

rewards/ SimpleRewarderPerSec.sol

Rewarder contract (see [docs](#)) for MasterChefs interaction.

traderjoe/ JoeERC20.sol, JoeFactory.sol, JoePair.sol, JoeRouter02.sol, libraries

Similar to UniswapV2 contracts (audit available [\[7\]](#)).

Cliff.sol

Locker contract for fixed ERC20 token.

JoeBar.sol

Similar to SushiBar by SushiSwap, used for swapping JOE and xJOE tokens.

JoeHatToken.sol

Burnable ERC20 [\[8\]](#) token with initial supply of  $150 \cdot (10^{\text{decimals}})$ .

JoeMaker.sol

Similar to SushiMaker by SushiSwap, used for swapping tokens with JoePair contracts.

JoeRoll.sol

Similar to SushiRoll by SushiSwap, used for liquidity migration.

JoeToken.sol

Similar to SushiToken by SushiSwap, ERC20 standard [\[8\]](#) token with governance from YAM/Compound.

MasterChefJoeV2.sol

MasterChef contract modified to interact with other MasterChefs via Rewarder contracts (e.g. MasterChefRewarderPerBlock).

Zap.sol

Similar to Zap contract by PancakeBunny, used for swapping tokens, LP tokens and system currency.

## Found issues

ID	Title	Severity	Response
<a href="#">01</a>	MasterChefJoeV2: fees are not limited	High	Fixed
<a href="#">02</a>	MasterChefJoeV2: emission rate not limited	High	Fixed
<a href="#">03</a>	JoeToken: delegates not transferred	High	Acknowledged
<a href="#">04</a>	MasterChefJoeV2: massUpdatePools() gas	Medium	Acknowledged
<a href="#">05</a>	MasterChefJoeV2: pool token support	Medium	Acknowledged
<a href="#">06</a>	JoeToken: minting capped token	Medium	Acknowledged
<a href="#">07</a>	SimpleRewarderPerSec: rewarding model	Medium	Acknowledged
<a href="#">08</a>	Zap: sweep() may exceed gas limit	Medium	Acknowledged
<a href="#">09</a>	Zap: no checks for slippage and deadline	Medium	Acknowledged
<a href="#">10</a>	MasterChefJoeV2: checks uint>=0	Low	Acknowledged
<a href="#">11</a>	MasterChefJoeV2: Rewarder tokens not checked	Low	Acknowledged
<a href="#">12</a>	MasterChefJoeV2: excessive computations	Low	Acknowledged
<a href="#">13</a>	MasterChefJoeV2: console import	Low	Acknowledged
<a href="#">14</a>	SimpleRewarderPerSec: inconsistent comments	Low	Acknowledged
<a href="#">15</a>	SimpleRewarderPerSec & MasterChefJoeV2: experimental features	Low	Acknowledged
<a href="#">16</a>	JoeLibrary: inconsistent comment	Low	Acknowledged
<a href="#">17</a>	Cliff: library not used	Low	Acknowledged
<a href="#">18</a>	Cliff: input parameters not checked	Low	Acknowledged
<a href="#">19</a>	Cliff: locked third-party tokens	Low	Acknowledged
<a href="#">20</a>	JoeMaker: inconsistent comments	Low	Acknowledged
<a href="#">21</a>	JoeMaker: excessive computations	Low	Acknowledged

<a href="#">22</a>	JoeMaker: convertMultiple() arrays length	Low	Acknowledged
<a href="#">23</a>	General recommendations	Low	Acknowledged

#### #01 MasterChefJoeV2: fees are not limited High

Set functions `changeDevPercent()`, `setTreasuryPercent()` and `setInvestorPercent()` [L418-464](#) update fees without filtering the input data. The owner can use this function to take 100% of rewards.

**Recommendation:** limit the fees sum from above. We recommend checking input data in the constructor/initializer too.

**Update:** the issue was fixed by transferring ownership to a custom Timelock contract with the parameters filtered by signature and capped values of the fees.

#### #02 MasterChefJoeV2: emission rate not limited High

`updateEmissionRate()` function [L468](#) is used for updating the `joePerSec` parameter. Although it's the onlyOwner function, we recommend adding safety guards — capping the new value. If the owner's account gets compromised or the owner acts maliciously, the attacker can set an arbitrary big value for the `joePerSec` variable. In such a case the number of tokens till cap will be minted soon and the token price will drop.

**Recommendation:** add requirements for input data in `updateEmissionRate()`.

**Update:** the issue was fixed by transferring ownership to a custom Timelock contract with the parameters filtered by signature and capped value of the emission rate.

#### #03 JoeToken: delegates not transferred High

`_moveDelegates()` function in [L203](#) of JoeToken contract is designed to be used with every token transfer. However, in JoeToken it's called with minting new tokens, but not with the usual transfers. The origin (SushiToken) has a warning ([L8](#)) about this issue. Issue allows to mint any number of delegation votes.

**Recommendation:** stick with the original governance logic and move delegates with transfers.

#### #04 MasterChefJoeV2: massUpdatePools() gas Medium

Unlimited length of the `poolInfo[]` array may block the `massUpdatePools()` calls in `add()`, `set()` and `updateEmissionRate()` public functions.

#05 MasterChefJoeV2: pool token support Medium

lpToken parameter of pools in the MasterChefJoeV2 contract intend to be used with LP tokens, i.e. ERC20 tokens generated with SwapPair contracts. Although tokens with transfer commission are ERC20 in most cases, they aren't supported by the original MasterChef as the real transferred amount isn't checked in the deposit() function.

#06 JoeToken: minting capped token Medium

Capped ERC20 JoeToken is meant to be used with MasterChef contracts, so once the cap is reached the chef contract will fail on minting, and reward withdrawals will be unavailable.

#07 SimpleRewarderPerSec: rewarding model Medium

Fair rewards are possible only in case of uniform distribution of second rewards in SimpleRewarder contracts. Otherwise may update their rewardDebt but receive less than the others or nothing at all.

#08 Zap: sweep() may exceed gas limit Medium

With the growing of the tokens[] array sweep() function may become uncallable due to block gas limit [L384](#).

#09 Zap: no checks for slippage and deadline Medium

The zap contract is a helper contract to swap tokens. It uses the JoeRouterV2 contract (fork of UniwapRouterV2 contract) to do the conversion, but it calls the router's functions with 100% slippage and no deadline set. The transactions sent from this contract may be frontrun resulting in swaps with an undesired rate (sandwich attacks). Also if a transaction is sent with a small gas price it can be mined for a long time resulting in swaps with a significantly changed rate against the moment the transaction was added to the block.

#10 MasterChefJoeV2: checks uint>=0 Low

Both MasterChefJoe contracts perform checks on input uint256 parameters to be greater or equal zero.



#11 MasterChefJoeV2: Rewarder tokens not checked Low

Adding or updating address of Rewarder contract to the pool of MasterChefJoeV2 should also check the rewardToken and/or lpToken of Rewarder contract.

#12 MasterChefJoeV2: excessive computations Low

Check for duplication in add() function [L186](#) should require the success of EnumerableSet.add() method.

#13 MasterChefJoeV2: console import Low

Import of the Hardhat console should be removed.

#14 SimpleRewarderPerSec: inconsistent comments Low

All 4 Rewarders contracts contain the interface of IMasterChefJoeV2 with comments from SUSHI. MasterRewarderPerBlock's comment [L38](#) is about block number but placed near lastRewardTimestamp variable.

#15 SimpleRewarderPerSec & MasterChefJoeV2:  
experimental features Low

We recommend avoiding experimental features of the Solidity compiler.

#16 JoeLibrary: inconsistent comment Low

Comment in [L39](#) of the JoeLibrary contract was removed in the deployed JoeRouter02 contract.

#17 Cliff: library not used Low

Math.sol library is imported in the Cliff contract but never used.

#18 Cliff: input parameters not checked Low

Input parameters in the constructor of the Cliff contract aren't checked. Deployed parameters should be checked before locking funds in the Cliff instances. Timestamps should be checked if setted in milliseconds.

#### #19 Cliff: locked third-party tokens

Low

Locker contract usually magnets the third-party ERC20 tokens. We recommend adding recover function that allows to transfer arbitrary ERC20 with `require(recoveredToken != vestedToken)`.

#### #20 JoeMaker: inconsistent comments

Low

Addresses in comments of the JoeMaker contract [L24-33](#) are for Ethereum and SushiSwap contracts. TODO comments in [L111](#), [243](#), [250](#).

#### #21 JoeMaker: excessive computations

Low

`_swap()` function of the JoeMaker contract calculates local variable `amountInWithFee` L236, but never uses it performing the same multiplication twice later.

#### #22 JoeMaker: `convertMultiple()` arrays length

Low

`convertMultiple()` function of the JoeMaker contract should check matching of the input arrays' lengths.

#### #23 General recommendations

Low

We recommend avoiding experimental features of the Solidity compiler, e.g. in `SimpleRewarderPerSec` & `MasterChefJoeV2`.

`MasterChefJoeV2` contract performs excessive checks on fee percents input data in constructor and in separate set functions. Only the sum of all fees should be checked.

Input data in constructors should be checked with `require` statements where possible.

We recommend using fixed Pragma versions, see Cliff contract.

Cliff contract contains comment 'Optionally revocable by the owner', but it's not even `Ownable`.

# Conclusion

3 high severity issues were found.

Audit includes recommendations on the code improving and preventing potential attacks.

Audited contracts are deployed to Avalanche C-Chain:

JoeToken	<a href="#">0x6e84a6216eA6dACC71eF8E6b0a5B7322EEbC0fDd,</a>
JoeBar	<a href="#">0x57319d41F71E81F3c65F2a47CA4e001EbAFd4F33,</a>
JoeFactory	<a href="#">0x9Ad6C38BE94206cA50bb0d90783181662f0Cfa10,</a>
JoeRouter02	<a href="#">0x60aE616a2155Ee3d9A68541Ba4544862310933d4,</a>
MasterChefJoeV2	<a href="#">0xd6a4F121CA35509aF06A0Be99093d08462f53052,</a>
JoeHatToken	<a href="#">0x82FE038Ea4b50f9C957da326C412ebd73462077C,</a>
Cliff	<a href="#">0xaFF90532E2937fF290009521e7e120ed062d4F34,</a>
Cliff	<a href="#">0xc13B1C927565C5AF8fcaF9eF7387172c447f6796.</a>

**Update:** TraderJoe team has responded to this report. The Timelock contract was deployed and gained the ownership of the MasterChefJoeV2 to fix [01](#) and [02](#) issues. The contract was deployed with the minimum delay of 12 hours and limits of 20%, 20% and 10% for dev, treasury and investor fees. Address of the Timelock contract in Avalanche C-Chain:

Timelock [0xAdaF18d79f316005542da4eCb1624B59c4e6e398.](#)

The JoeToken governance is subject to delegation error, see [03](#).

Users should pay attention to the possible MasterChefJoeV2's ownership transfer due to low minimal delay of the Timelock contract.

## References and forks

1. [BoringCrypto GitHub](#)
2. [CompoundFinance's Timelock contract](#)
3. [Timelock audit by OpenZeppelin](#)
4. [SushuSwap's MasterChef contract](#)
5. [SushiSwap audit by PeckShield](#)
6. [SushiSwap audit by Quantstamp](#)
7. [Uniswap audit](#)
8. [ERC-20 Token Standard](#)

## Appendix A. Issues' severity classification

We consider an issue critical, if it may cause unlimited losses or break the workflow of the contract and could be easily triggered.

High severity issues may lead to limited losses or break interaction with users or other contracts under very specific conditions.

Medium severity issues do not cause the full loss of functionality but break the contract logic.

Low severity issues are typically nonoptimal code, unused variables, errors in messages. Usually, these issues do not need immediate reactions.

## Appendix B. List of examined issue types

Business logic overview

Functionality checks

Following best practices

Access control and authorization

Reentrancy attacks

Front-run attacks

DoS with (unexpected) revert

DoS with block gas limit

Transaction-ordering dependence

ERC/BEP and other standards violation

Unchecked math

Implicit visibility levels

Excessive gas usage

Timestamp dependence

Forcibly sending ether to a contract

Weak sources of randomness

Shadowing state variables

Usage of deprecated code