

Security Assessment Report Monaco Protocol vo.10.0

June 23, 2023

Summary

The sec3 team (formerly Soteria) was engaged to do a thorough security analysis of the Monaco Protocol Solana smart contract at https://github.com/MonacoProtocol/protocol. The initial audit was done on the source code of the following version

- Contract "monaco_protocol":
 - o v0.10.0, commit 3555b8469a3327b73b89f3b9b34129fd17dc93e9

The review revealed 3 issues, which have been fixed. The review was finalized and concluded with commit b1054206aea85a808339aa6109b8388dfbdf1d85.

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Result Overview

In total, the audit team found the following issues.

MONACO PROTOCOL v0.10.0		
Issue	Impact	Status
[L-1] Negative profit after commission	Low	Resolved
[I-1] market_matching_pool inplay check	Informational	Resolved
[I-2] Typo – inconsistent error type	Informational	Resolved

Findings in Detail

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[L-1] Negative profit after commission

When calculating the total payout amount, the profit after commission can become a negative number. In particular, position_profit may be smaller than the two parts of the commissions: protocol_commission and total_product_commission

In that case, the profit after commission will be smaller than 0. After adding max_exposure, the total_payout may still be larger than 0 such that the type conversion won't fail.

```
/* instructions/market position/settle market position.rs */
057 | let total_payout = position_profit
058
         // protocol_commission > 0 only if position_profit > 0
059
          .checked sub(i128::from(protocol commission))
          .ok_or(CoreError::SettlementPaymentCalculation)?
060
          .checked_sub(i128::from(total_product_commission))
061
          .ok_or(CoreError::SettlementPaymentCalculation)?
062
          .checked_add(i128::from(max_exposure))
063
          .ok or(CoreError::SettlementPaymentCalculation)?;
064
```

Test

```
#[test]
fn calculate_commission_payments_one_product_multiple_rates() {
    let protocol_product = Product {
        authority: Default::default(),
        payer: Default::default(),
        commission_escrow: Pubkey::new_unique(),
        product_title: "".to_string(),
        commission rate: 45.0,
    };
    let market_escrow = Pubkey::new_unique();
    let product_pk = Pubkey::new_unique();
    let matched_risk_for_product = vec![
        ProductMatchedRiskAndRate {
            product: product_pk,
            risk: 5,
            rate: 62.0,
        },
        ProductMatchedRiskAndRate {
```

```
product: product_pk,
            risk: 5,
            rate: 62.0,
        },
    ];
    let market position = MarketPosition {
        purchaser: Default::default(),
        market: Default::default(),
        paid: false,
        market_outcome_sums: vec![],
        outcome_max_exposure: vec![],
        payer: Default::default(),
        matched risk: 10,
        matched_risk_per_product: matched_risk_for_product,
    };
    let position_profit = 100;
    let protocol_commission = calculate_commission(
        protocol_product.commission_rate,
        position_profit,
    );
    let (total_product_commission, payments) = calculate_product_commission_payments(
        protocol_product.commission_rate,
        market escrow,
        &market_position,
        position_profit,
    );
    println!("position profit = {}, protocol commission = {}, total product commission = {}",
position profit, protocol commission, total product commission);
    let after_commission : i128 = position_profit - i128::from(protocol_commission) -
i128::from(total_product_commission);
    println!("after_commission = {}", after_commission);
```

Result

```
running 1 test
position_profit = 100, protocol_commission = 45, total_product_commission = 56
after_commission = -1
```

Resolution

This issue has been fixed by commit <u>9fd2d08</u>. Calculating the remainder using Decimals instead of u64 avoided unnecessary rounding issues.

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[I-1] market_matching_pool inplay check

Orders may still be in the pool if the inplay status is not set for market_matching_pool.

```
/* instructions/order/cancel_preplay_order_post_event_start.rs */
009 | pub fn cancel preplay order post event start(
         ctx: Context<CancelPreplayOrderPostEventStart>,
011 | ) -> Result<()> {
012 I
         let order = &ctx.accounts.order;
         let market = &ctx.accounts.market;
013
014
015
         // market is open + in inplay mode + and cancellation is the intended behaviour
         require!(
916 L
017
              [MarketStatus::Open].contains(&market.market status),
             CoreError::CancelationMarketStatusInvalid
018
019
          );
         require!(market.inplay, CoreError::CancelationMarketNotInplay);
929
021
             MarketOrderBehaviour::CancelUnmatched.eq(&market.event_start_order_behaviour),
022
             CoreError::CancelationMarketOrderBehaviourInvalid
023
024
         );
025
         // order is (open or matched) + created before market event start
026
027
         require!(
             [Open, Matched].contains(&order.order_status),
028
029
             CoreError::CancelationOrderStatusInvalid
030
          );
          require!(
031
032
             order.creation_timestamp < market.event_start_timestamp,</pre>
033
             CoreError::CancelationOrderCreatedAfterMarketEventStarted
034
```

Consider adding the pool's inplay check in cancel_preplay_order_post_event_start after L34.

```
if !market_matching_pool.inplay {
    market_matching_pool.move_to_inplay(&market.event_start_order_behaviour);
}
```

Resolution

This issue has been fixed by commit <u>3b78d39</u>.

MONACO_PROTOCOL

[I-2] Typo – inconsistent error type

At line 230, CancelationPurchaserMismatch should be CancelationMarketMismatch.

```
/* MonacoProtocol/programs/monaco_protocol/src/context.rs */
217 | pub struct CancelPreplayOrderPostEventStart<'info> {
230 | #[account(mut, address = order.market @ CoreError::CancelationPurchaserMismatch)]
231 | pub market: Box<Account<'info, Market>>,
```

Resolution

This issue has been fixed by commit <u>c5eef54</u>.

Appendix: Methodology and Scope of Work

The sec3 (formerly Soteria) audit team, which consists of Computer Science professors and industrial researchers with extensive experience in Solana smart contract security, program analysis, testing, and formal verification, performed a comprehensive manual code review, software static analysis, and penetration testing.

Assisted by the sec3 Scanner developed in-house, the audit team particularly focused on the following work items:

- Check common security issues.
 - Missing ownership checks
 - Missing signer checks
 - Signed invocation of unverified programs
 - Solana account confusions
 - Arithmetic over- or underflows
 - Numerical precision errors
 - Loss of precision in calculation
 - Insufficient SPL-Token account verification
 - Missing rent exemption assertion
 - Casting truncation
 - Did not follow security best practices
 - Outdated dependencies
 - Redundant code
 - Unsafe Rust code
- Check program logic implementation against available design specifications.
- Check poor coding practices and unsafe behavior.
- The soundness of the economics design and algorithm is out of the scope of this work

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ABOUT

Founded by leading academics in the field of software security and senior industrial veterans, sec3 (formerly Soteria) is a leading blockchain security company that currently focuses on Solana programs. We are also building sophisticated security tools that incorporate static analysis, penetration testing, and formal verification.

At sec3, we identify and eliminate security vulnerabilities through the most rigorous process and aided by the most advanced analysis tools.

For more information, check out our website and follow us on twitter.

