

# PoolTogether

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## 1 Executive Summary

This report presents the results of our engagement with **Pool Together** to review POOL governance token, A fork of the Uniswap merkle distributor, and Pool liquidity mining program.

The review was conducted over 5 days, from **February 1, 2021** to **February 5, 2021** by **Shayan Eskandari** and **Sergii Kravchenko**. A total of 10 person-days were spent.

## 2 Scope

This is a best-effort review on the following repositories (in order of priority):

- **Liquidity Mining Contract** - `TokenFaucet.sol` - Commit hash `956b9e9dfd41dacd4040c08b5061354cc11897fc`.
- **Pool Together Governance Contracts** which is a fork of Uniswap's governance contracts "with a few changes" - Commit hash `6750ca9974740e4123189ab6df10b2e8ff422c46`. To review the changes and deployment approach
- **Merkle Distributor** which is an unmodified fork of Uniswap Merkle Distributor - Commit hash `ec5ab6fb55791fdab0a1f20fdf1201c72b902965`.
- **Employee Vesting Contracts**, which is an unmodified fork of **Uniswap Employee Vesting Contracts**.

## 3 System Overview

### 3.1 Liquidity Mining Contract

- `TokenFaucet.sol` Disburses a token at a fixed rate per second to holders of another token. This contract allows users to receive token based on their proportion of `measure` tokens balance in the faucet (e.g. Drip governance token to Liquidity Providers). The main

focus on this review has been on this contract. For more details review [Findings section](#).

## 3.2 Pool Together Governance Contracts

A fork of the Uniswap governance contracts to which ownership of the prize pools will be transferred.

Changes from Uniswap fork

- **GovernorAlpha**
  - Require **1%** of POOL Token votes in support of a proposal in order for a quorum to be reached and for a vote to succeed (Uniswap is 4%)
  - Require **0.1%** of POOL token votes in order for a voter to become a proposer (Uniswap is 1%)
  - Changes to the constructor and the TimeLock contract initial setup
- **Token (POOL)**
  - totalSupply is 10 million POOL (Uniswap is 1 billion UNI)
  - Replace `Uni` with `Pool` on all error messages and variable names
- Minor changes to **Timelock** contract, mainly name changes and constant implementation nuances.
- Only naming changes to **TreasuryVester** contract (`Uni` -> `Pool`).
- Note that the fee structure that are present in Uniswap version, are removed from PoolTogether fork.

## 3.3 Deployment Process

As requested, we reviewed the deployment script in `deploy/deploy.js`, which uses *hardhat* as the main framework for deployment. Here's the process of how it deploys currently:

- Prior to the execution of the deploy script, the following (contract) addresses need to be known:
    - `MultiSig` wallet address. This address will initially hold all Pool tokens
    - All vested employee addresses (and the number of their vested shares)
  - *Deployer* will be the main address of the HDWallet. Deployer has these roles:
    - Temporary *minter* of Pool token contract, and can change the minter to any desired address
    - `hermes` temporary admin of the governance contract
1. The script uses environment variables for storing private key and the required API keys:
    - `HDWALLET_MNEMONIC` for the deployer address
    - Connecting to the Ethereum network is done via Infura `INFURA_API_KEY`
  2. Deployment of governance contract `GovernorAlpha` (*GovernorZero*) with deployer as *hermes*

2. Deployment of governance contract `Governance` (Governance) with `deployer` as `hermes`
3. Deployment of timelock contract `Timelock` with *2 days* delay, and the governance contract address as admin. The admin can add other admins and change the timelock delay.
4. Using the address of timelock contract, `deployer` calls the governance contract to set the `TimeLock` address and nullify *hermes*
5. The minter of Pool token is changed from *deployer* to *timelock* contract
  - Note that if this transaction fails to execute successfully, the `deployer` will keep the minter role on the Pool contract. An addition check to verify the minter address is suggested.
6. Deployment of the vesting contracts `TreasuryVester` with *two years* vesting period:
  1. Deploying the treasury vesting contracts with timelock contract address as the Treasury address
  2. Deploying the employees vesting contracts with their hardcoded token numbers and addresses
    - Due to the way the script is written, the employees might have slightly different vesting periods (`recentBlock.timestamp + 600` as `recentBlock` is queried every time and might differ from the previous ones)

A few notes on the deployment script:

- Move all constants to top of the script code, to make it clear when reading the script (e.g. `twoYearsInSeconds` instead of 172800 in the code)
- The employee names for vesting are clear when explained, it might make sense to include these numbers in the token distribution documentation.
- A check after each step to verify the set values is suggested.
- Suggesting to use a unified `vestingCliff` for all employees to prevent any timing issues in the future.

### 3.4 Merkle Distributor

The main solidity contract `MerkleDistributor.sol` is an unmodified copy of [Uniswap Merkle Distributor](#). This contract will allow users to claim governance tokens allocated to them retroactively.

## 4 Security Specification

This section describes, from a security perspective, the expected behavior of the system under audit. It is not a substitute for documentation. The purpose of this section is to identify specific security properties that were reviewed by the audit team.

- Anyone can create a new `TokenFaucet` using the `Factory` contract. However the tokens used could be malicious or using a `totalSupply` (`UInt256` as in default ERC20 standard) might overflow in some functions (`UInt112`), which could cause issues. This should be explicitly mentioned in the documentation and warn users when using any UI component for the factory. This is mainly important if a new Prize Pool is introduced to the system in

which behaves differently from the tested tokens.

## 5 Findings

Each issue has an assigned severity:

- **Minor** issues are subjective in nature. They are typically suggestions around best practices or readability. Code maintainers should use their own judgment as to whether to address such issues.
- **Medium** issues are objective in nature but are not security vulnerabilities. These should be addressed unless there is a clear reason not to.
- **Major** issues are security vulnerabilities that may not be directly exploitable or may require certain conditions in order to be exploited. All major issues should be addressed.
- **Critical** issues are directly exploitable security vulnerabilities that need to be fixed.

### 5.1 TokenFaucet refill can have an unexpected outcome **Medium**

#### Description

The `TokenFaucet` contract can only disburse tokens to the users if it has enough balance. When the contract is running out of tokens, it stops dripping.

`code/pool-contracts/contracts/token-faucet/TokenFaucet.sol:L119-L138`

```
uint256 assetTotalSupply = asset.balanceOf(address(this));
uint256 availableTotalSupply = assetTotalSupply.sub(totalUnclaimed);
uint256 newSeconds = currentTimestamp.sub(lastDripTimestamp);
uint256 nextExchangeRateMantissa = exchangeRateMantissa;
uint256 newTokens;
uint256 measureTotalSupply = measure.totalSupply();

if (measureTotalSupply > 0 && availableTotalSupply > 0 && newSeconds > 0) {
    newTokens = newSeconds.mul(dripRatePerSecond);
    if (newTokens > availableTotalSupply) {
        newTokens = availableTotalSupply;
    }
    uint256 indexDeltaMantissa = measureTotalSupply > 0 ? FixedPoint.calculateMantissa(newTokens, measur
    nextExchangeRateMantissa = nextExchangeRateMantissa.add(indexDeltaMantissa);

    emit Dripped(
        newTokens
    );
}
```

The owners of the faucet can decide to refill the contract so it can disburse tokens again. If there's been a lot of time since the faucet was drained, the `lastDripTimestamp` value can be far behind the `currentTimestamp`. In that case, the users can instantly withdraw some amount (up to all the balance) right after the refill.

#### Recommendation

To avoid uncertainty, it's essential to call the `drip` function before the refill. If this

call is made in a separate transaction, the owner should make sure that this transaction was successfully mined before sending tokens for the refill.

## 5.2 Gas Optimization on transfers Minor

### Description

In TokenFaucet, on every transfer `_captureNewTokensForUser` is called twice. This function does a few calculations and writes the latest `UserState` to the storage. However, if

`lastExchangeRateMantissa == exchangeRateMantissa`, or in other words, two transfers happen in the same block, there are no changes in the newToken amounts, so there is an extra storage store with the same values.

### Examples

`deltaExchangeRateMantissa` will be 0 in case two transfers (no matter from or to) are in the same block for a user.

/pool-contracts/contracts/token-faucet/TokenFaucet.sol

```
uint256 deltaExchangeRateMantissa = uint256(exchangeRateMantissa).sub(userState.lastExchangeRateMantissa);
uint128 newTokens = FixedPoint.multiplyUintByMantissa(userMeasureBalance, deltaExchangeRateMantissa);
userStates[user] = UserState({
    lastExchangeRateMantissa: exchangeRateMantissa,
    balance: uint256(userState.balance).add(newTokens).toUint128()
});
```

### Recommendation

Return without storage update if `lastExchangeRateMantissa == exchangeRateMantissa`, or by another method if `deltaExchangeRateMantissa == 0`. This reduces the gas cost for active users (high number of transfers that might be in the same block)

## 5.3 Handle transfer tokens where `from == to` Minor

### Description

In TokenFaucet, when calling `beforeTokenTransfer` it should also be optimized when `to == from`. This is to prevent any possible issues with internal accounting and token drip calculations.

/pool-contracts/contracts/token-faucet/TokenFaucet.sol

```
...
if (token == address(measure) && from != address(0)) { //add && from == to
    drip();
}
...
```

### Recommendation

As ERC20 standard, `from == to` can be allowed but check in `beforeTokenTransfer` that if `to == from`, then do not call `_captureNewTokensForUser(from)` again.

## 5.4 Redundant/Duplicate checks Minor

### Description

There are a few checks (require) in TokenFaucet that are redundant and/or checked twice.

### Examples

- `_dripRatePerSecond > 0` checked twice, no need to check it in `initialize`

`pool-contracts/contracts/token-faucet/TokenFaucet.sol`

```
require(_dripRatePerSecond > 0, "TokenFaucet/dripRate-gt-zero");
asset = _asset;
measure = _measure;
setDripRatePerSecond(_dripRatePerSecond);
```

```
function setDripRatePerSecond(uint256 _dripRatePerSecond) public onlyOwner {
    require(_dripRatePerSecond > 0, "TokenFaucet/dripRate-gt-zero");
```

- `lastDripTimestamp == uint32(currentTimestamp)` and `newSeconds > 0` are basically the same check.
- `measureTotalSupply` can never be `< 0`, as in the if statement enforces that

`/pool-contracts/contracts/token-faucet/TokenFaucet.sol#L111-L117`

```
function drip() public returns (uint256) {
    uint256 currentTimestamp = _currentTime();

    // this should only run once per block.
    if (lastDripTimestamp == uint32(currentTimestamp)) {
        return 0;
    }
    ...
    uint256 newSeconds = currentTimestamp.sub(lastDripTimestamp);
    ...
    if (measureTotalSupply > 0 && availableTotalSupply > 0 && newSeconds > 0) {
        ...
        uint256 indexDeltaMantissa = measureTotalSupply > 0 ? FixedPoint.calculateMantissa(newTokens,
```

### Recommendation

Remove the redundant checks to reduce the code size and complexity.

## 5.5 Unnecessary use of upgradability Fixed

### Resolution

These contracts are part of [OpenZeppelin Contracts Upgradeable](#).

### Description

Libraries such as `SafeMath` and `SafeCast` should not be upgradable as they should be used as pure functions.

Upgradable libraries used in TokenFaucet contract:

- `SafeMathUpgradeable`
- `SafeCastUpgradeable`
- `IERC20Upgradeable`

## Recommendation

Remove the upgradability functionality from any part of the system that is unnecessary, as they add complexity and centralization power to the admins.

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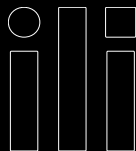
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