TRAIL OF BITS

Advanced DeFi Invariants

Upcoming workshops

Beginner

- Part 1: The Basics
- Part 2: Breaking ABDKMath (Week of Nov 21, 2022)

Intermediate

- Part 3: Breaking Uniswap I (Week of Nov 28, 2022)
- Part 4: Breaking Uniswap II (Week of Dec 5, 2022)

Advanced

- Part 5: Advanced DeFi Invariants I (Week of Dec 12, 2022)
- Part 6: Advanced DeFi Invariants II (Week of Dec 19, 2022)

Who am I?

Nat Chin, Security Engineer II

Who You Should Follow

- Troy Sargent (@0xalpharush)
- Josselin Feist (@montyly)
- Anish Naik (<u>@anishrnaik</u>)
- Justin Jacob (@technovision99)

Who are we?

Trail of Bits (<u>@trailofbits</u>)

- We help developers to build safer software
- R&D focused: we use the latest program analysis techniques
- Slither, Echidna, Tealer,
 Amarna, solc-select, ...

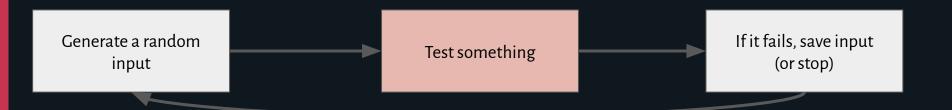
Agenda

- Recap: Fuzzing
- Recap: Primitive
- Architecture
- Finding invariants
- Writing basic invariants

So...how do I start fuzzing?

- 1. Identify your invariants / system properties in English
- 2. Convert your properties to code
- 3. Run Echidna
- 4. FIND BUGS

And... what is fuzzing?



Echidna vs Other Fuzzers

- Echidna is more mature
- Allows testing of high gas assumptions
- Works with any compilation framework
- Supports various API's for testing
- Supports hevm/dapptool cheatcodes

Tips on Identifying Invariants

- Start with the smallest component first
- Analyze all preconditions and postconditions
- Determine safe bounds of inputs
- Identify inversely-related functions
- Focus on the happy and unhappy paths

Useful Optimizations

- Tests should have precondition, action, postcondition
 - Pre-conditions: Scope the input space
 - Action: What we are testing
 - Post-conditions: The "truths" after the action

Coverage is your friend! Especially Echidna 2.0.4

```
34
             // ----- Margin.sol -----
35
             function depositIncreasesBalance(uint256 risky, uint256 stable) public {
     *r
36
     *r
                     uint256 pre deposit bal risky = margin.balanceRisky;
37
                     uint256 pre deposit bal stable = margin.balanceStable;
     *r
38
     *r
                     Margin.deposit(margin, risky, stable);
39
40
                     assert(margin.balanceRisky - pre deposit bal risky == risky);
41
                     assert(margin.balanceStable - pre deposit bal stable == stable);
42
43
             mapping (address => Margin.Data) margins;
44
             function withdrawDecreasesBalance(uint256 risky, uint256 stable) public {
45
                     margins[address(this)] = margin;
46
    r
                     uint256 pre deposit bal risky = margins[address(this)].balanceRisky;
47
                     uint256 pre deposit_bal_stable = margins[address(this)].balanceStable;
48
    r
                     Margin.withdraw(margins, risky, stable);
49
50
                     assert(pre deposit bal risky - margins[address(this)].balanceRisky == risky);
51
                     assert(pre deposit bal stable - margins[address(this)].balanceStable == stable);
52
53
```

Disclaimer

- This is complicated
- **Clone** and follow along!



Primitive

Uniswap vs Primitive

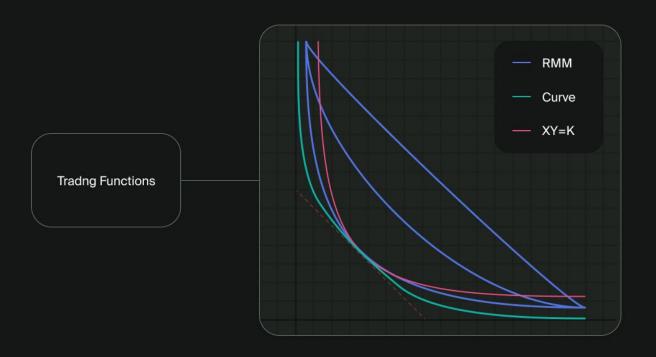
Uniswap

- Price changes on swap
- Pools don't have a concept of time

Primitive

- Price changes on swap and over time
- At expiry, pool consists of an underlying token





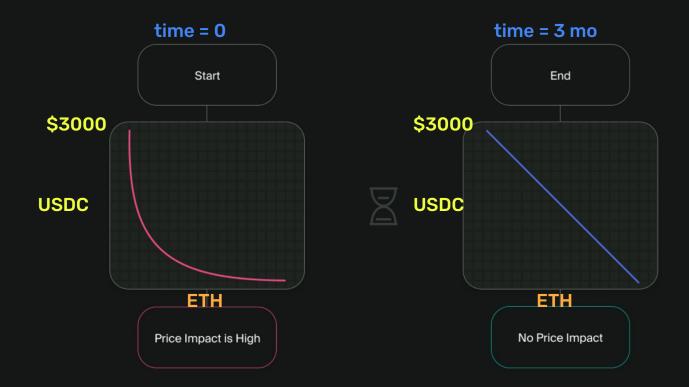
Features

- Allows creation of pools against 2 tokens
- Relies on spot price no oracles
- Price curve continues to changes until expiry
- Price will converge to strike price at maturity

Concrete Example

- Pool consists of USDC (underlying) ETH (quote)*
- Strike price = 3000 USDC
- Maturity of 100 days
- Implied volatility 150%



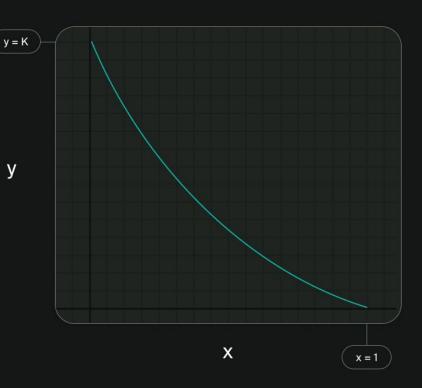


Primitive RMM Curve



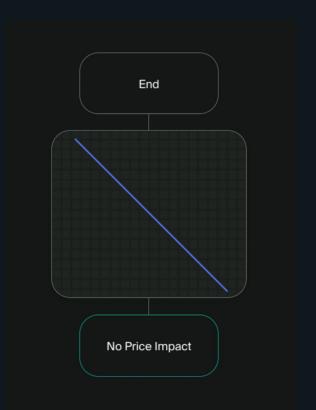
- K Strike Price x Underlying Asset Reserve
- σ Implied Volatility y Quote Asset Reserve
- τ Time until Expiry Φ CDF
- k Invariant Φ⁻¹ Inverse CDF

$$y - KΦ(Φ-1(1 - x) - σ√τ) = k$$
Trading Function



At maturity

- Assets cannot be bought/sold
- Sells the second asset
- Pool prices at the strike price



System Architecture

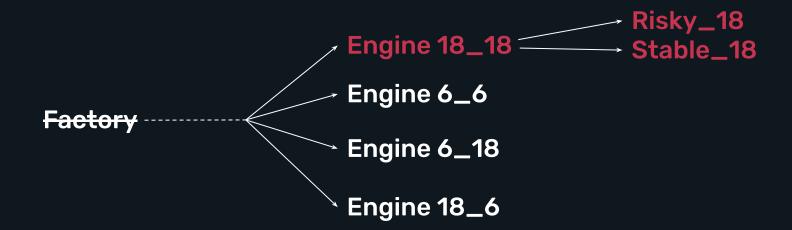
System Architecture

function deposit() external { }
function withdraw() external { }
function allocate() external { }
function remove() external { }
function swap() external { }
function swap() external { }
Version 0.8.0+

Engine



Factory



System Setup

Etheno Setup

- Install Etheno: https://github.com/crytic/etheno
- Allows us to track deployments
- Test against an E2E script

pip3 install --user etheno

Why is it useful?

- Run a deployment script of the repo
- Save the addresses
- Tests against the instance each time

Internal Tests vs E2E Approach

Internal Tests

- Test in isolation
- Code auto-updates* (usually)

E2E Approach

- Allows you to explore entire code flows
- Requires re-initialization when target code changes

Primitive - Deposits/Withdrawals

Actors

- Sender (msg.sender)
- Recipient
- Engine

State Deposits - Withdrawals

Pre-Deposit

margins[recipient] = x

sender risky, stable = a, b

engine risky, stable = c, d

Post-Deposit

margins[recipient] = $x+\Delta$

sender risky, stable = $a-\Delta r$, $b-\Delta s$

engine risky, stable = $c+\Delta r$, $d+\Delta s$

No Changes in State

- No change in engine margins
- No change in sender margins
- No change in recipient token balance

No State Changes - Withdrawal

Pre-Withdraw

margins[sender] = x

recipient risky, stable = a, b

engine risky, stable = c, d

Post-Withdraw

margins[sender] = $x-\Delta$

recipient risky, stable = $a+\Delta r$, $b+\Delta s$

engine risky, stable = $c-\Delta r$, $d-\Delta s$

No Changes in State – Withdrawal

- No change in engine margins
- No change in recipient margins
- No change in sender token balance



Lessons Learned

- Start with a monolithic contract
- Take a step back and think first
- Add preconditions on custom Natspec for clarity*

So on your own time.....

- Implement <u>more Primitive invariants</u>
- Create PR's against echidna-streaming-series
- Check out <u>Primitive's full E2E</u>

Thank you for tuning in!

- Look out for some new streams in the future!
- Use Echidna on your own codebase