

Echidna Workshop Series: Part 4

Justin Jacob - Security Engineer I

Previous & Upcoming Workshops



Beginner

- Part 1: The Basics (Nov 16, 2022)
- Part 2: Breaking ABDK Math (Nov 22, 2022)

Intermediate

- Part 3: Breaking Uniswap I (Nov 30, 2022)
- Part 4: Breaking Uniswap II (Today)

Advanced

- Part 5: Breaking Primitive Finance I (Week of Dec 12, 2022)
- Part 6: Breaking Primitive Finance II (Week of Dec 19, 2022)

Who am I?

Justin Jacob, Security Engineer I

Who You Should Follow

- Troy Sargent (<u>@0xalpharush</u>)
- Josselin Feist (@montyly)
- Nat Chin (<u>@0xicingdeath</u>)
- Anish Naik (<u>@anishrnaik</u>)

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, ...

Recap-



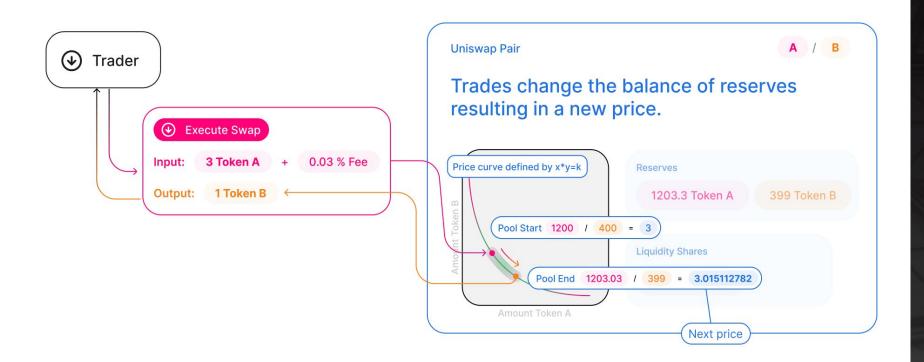
- What is an AMM?
- Uniswap v2 Core

What is an AMM?



AMM Model:

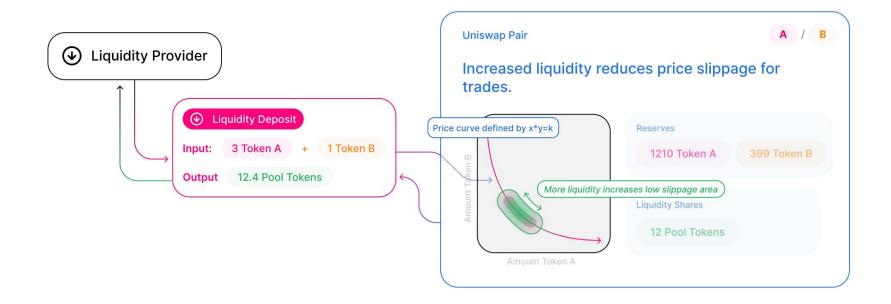
- Exchange without orderbook
- Pricing is based on pool's liquidity formula
 - Simplest example: xy = k (Uniswap!)
 - Price is calculated as ratio between two assets
- Exchanges keep k (pool invariant) constant







- People provide ratio of tokens to the pool, get minted special LP token
- This LP token represents provided liquidity to the pool
- Initial LP Provider sets k => sets token price
- To get tokens back, must burn these LP tokens



Core



- Two contracts: factory and pairs
- Factory: creates pairs
 - Creates unique pair contracts for each pool via CREATE2
 - Also has logic to turn on fees
- Pairs:
 - Represent liquidity pool, keep track of token balances
 - Also an ERC20 token
 - Contains the basic swapping logic

Today's Agenda



- Testing Swaps
- Uniswap v2 Periphery
- More invariants...
- (simplified) End to end testing





- Transferring 0 tokens should net you 0 tokens out
 - Otherwise bad things would happen





- Swapping 0 tokens should net you 0 tokens out
 - Otherwise bad things would happen
- Swapping decreases and increases token balances appropriately

Swap Invariants:



- Swapping 0 tokens should net you 0 tokens out
 - Otherwise bad things would happen
- Swapping decreases and increases token balances appropriately
- Swapping x of token A for y token of B and back should give you x of token A
 - Called "Path Independence"
 - In practice not necessarily true b/c fees, rounding

Swap Invariants:



- Swapping 0 tokens should net you 0 tokens out
 - No such thing as free money :(
- Swapping decreases and increases token balances appropriately
- Swapping x of token A for y token of B and back should give you x of token A
 - Called "Path Independence"
 - In practice not necessarily true b/c fees, rounding
- Pool invariant stays constant during swaps
 - Otherwise tokens can be drained from the pool

Periphery



- Set of contracts that interact with Core
- Provide safety checks and helper functions

Periphery



- Library: mainly contains helper functions
 - Sort Tokens, calculate amounts in/out
 - Can calculate amounts in/out for chained swaps

Periphery



- Library: mainly contains helper functions
 - Sort Tokens, calculate amounts in/out
 - Can calculate amounts in/out for chained swaps
- Router: "routes" trades
 - Provides safety checks for minimal core contracts
 - In charge of transferring tokens properly
 - If you've done a swap/provided liquidity before, you went through the router

Swap Invariants:



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LP Invariants:



- Providing liquidity increases invariant
 - x*y =k => increasing x and y increases k!
- LP tokens are minted either:
 - Proportional to the pool share (if there is liquidity already)
 - Proportional to the sqrt of the token amounts (if creating a pool)

LP Invariants:



- Providing liquidity increases invariant

 x*y = k => increasing x and y increases k!
- LP tokens are minted either:
- Proportional to the pool share (if there is liquidity already)
 Proportional to the sqrt of the token amounts (if creating a pool)
 Providing and removing liquidity should give you starting amount (sans fees)
 - Similar to "path independence" but for LPs
 - Account for rounding errors





Removing liquidity decreases invariant





- Removing liquidity decreases invariant
- Removing liquidity decreases LP token balance





- Removing liquidity decreases invariant
- Removing liquidity decreases LP token balance
- LP's token balance should be monotonically increasing

Homework:



Test more invariants!

Write system properties!

Write your own tests and make PRs!

