

Avata AVAXStaking

smart contracts
final audit report

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1. Disclaimer

This is a limited report on our findings based on our analysis, in accordance with good industry practice at the date of this report, in relation to cybersecurity vulnerabilities and issues in the framework and algorithms based on smart contracts, the details of which are set out in this report. In order to get a full view of our analysis, it is crucial for you to read the full report. While we have done our best in conducting our analysis and producing this report, it is important to note that you should not rely on this report and cannot claim against us on the basis of what it says or doesn't say, or how we produced it, and it is important for you to conduct your own independent investigations before making any decisions. We go into more detail on this in the disclaimer below - please make sure to read it in full.

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2. Overview

HashEx was commissioned by the Avata team to perform an audit of their smart contract. The audit was conducted between 17/06/2022 and 20/06/2022.

The purpose of this audit was to achieve the following:

- Identify potential security issues with smart contracts
- Formally check the logic behind given smart contracts.

Information in this report should be used for understanding the risk exposure of smart contracts, and as a guide to improving the security posture of smart contracts by remediating the issues that were identified.

The code is available at the GitHub repository @AVATA-Network/avata-contracts after the commit [6b7882c](#).

Update: the Avata team has responded to this report.

The updated code is located in the same repository after the commit [2e3d11a](#).

2.1 Summary

Project name	Avata AVAXStaking
URL	https://avata.network
Platform	Avalanche Network
Language	Solidity

2.2 Contracts

Name	Address
AVAXStaking	

3. Found issues



● Critical	1 (10%)
● High	2 (20%)
● Low	3 (30%)
● Info	4 (40%)

C1. AVAXStaking

ID	Severity	Title	Status
C1-01	● Critical	Blocked rewards	✓ Resolved
C1-02	● High	Wrong calculations	✓ Resolved
C1-03	● High	Deposit fee isn't limited	✓ Resolved
C1-04	● Low	Gas optimizations	⚙️ Partially fixed
C1-05	● Low	Mass update is optional	✓ Resolved
C1-06	● Low	ACC_REWARD_PER_SHARE_PRECISION value	✓ Resolved
C1-07	● Info	Native currency transfers	✓ Resolved
C1-08	● Info	Possible reentrancy	✓ Resolved
C1-09	● Info	Inconsistent comment	✓ Resolved
C1-10	● Info	User's totalRewarded may be misleading	✓ Resolved

4. Contracts

C1. AVAXStaking

Overview

Staking contract with fixed staking periods and WAVAX rewards.

Issues

C1-01 Blocked rewards

● Critical

✓ Resolved

Every call to `updatePool(uint256 _pid)` for an arbitrary pid pool calculates the pool's part of reward and updates the `lastRewardBalance` variable. Since `lastRewardBalance` is shared across all the pools, part of the reward token balance would be locked forever. Assuming only 2 pools with the same allocation:

- let `lastRewardBalance = 0, wavax.balanceOf(AVAXStaking) = 100`
- call `updatePool(0): poolInfo[0].accTokenPerShare += (100 * 1/2 * ACC_REWARD_PER_SHARE_PRECISION) / depositTokenSupply, lastRewardBalance = 100`
- call `updatePool(1): poolInfo[0].accTokenPerShare += 0`

Moreover, if any user of the first pool collects their rewards, decreasing the contract's balance, then any `updatePool()` call would be reverted due to `currentRewardBalance < lastRewardBalance`.

```
function updatePool(uint256 _pid) public {
    PoolInfo storage pool = poolInfo[_pid];

    uint256 depositTokenSupply = pool.totalDeposits;
    uint256 currentRewardBalance = wavax.balanceOf(address(this));

    if (depositTokenSupply == 0 || currentRewardBalance == lastRewardBalance) {
        return;
    }
}
```

```
uint256 _accruedReward = currentRewardBalance - lastRewardBalance;

pool.accTokenPerShare = pool.accTokenPerShare + (((_accruedReward *
pool.allocPoint) / totalAllocPoint) * ACC_REWARD_PER_SHARE_PRECISION) /
depositTokenSupply;

lastRewardBalance = currentRewardBalance;
}
```

Recommendation

We strongly recommend redesigning the rewards calculation with additional testing.

C1-02 Wrong calculations

● High

✓ Resolved

Typo in `_safeTransferReward()` calculations in L439 may cause a locked WAVAX rewards.

```
function _safeTransferReward(address _to, uint256 _amount) internal {
    uint256 wavaxBalance = wavax.balanceOf(address(this));

    if (_amount > wavaxBalance) {
        lastRewardBalance = lastRewardBalance - wavaxBalance;
        paidOut += wavaxBalance;

        wavax.withdraw(wavaxBalance);
        payable(_to).transfer(wavaxBalance);
    } else {
        lastRewardBalance = lastRewardBalance - wavaxBalance;
        paidOut += _amount;

        wavax.withdraw(_amount);
        payable(_to).transfer(_amount);
    }
}
```


Recommendation

Fix the typo and increase testing coverage:

```
else {  
    lastRewardBalance = lastRewardBalance - _amount;  
    (...)  
}
```

C1-03 Deposit fee isn't limited

● High

✓ Resolved

The owner is able to add pools with any arbitrary **depositFeePercent** parameter. Setting it over the **DEPOSIT_FEE_PRECISION** value would cause a completely malfunctioning pool. The **setDepositFee()** function allows the owner to update the pool deposit fee to any value up to 100%. Users must pay attention and check the deposit fee prior to the deposit act.

Recommendation

Limit the maximum fee value to significantly less than 100% and/or transfer the ownership to a [Timelock](#)-like contract.

C1-04 Gas optimizations

● Low

🔧 Partially fixed

a. Multiple reads from storage: **user.stakesCount** in L133-158, **stake.id** in L162, **stake.amount** in L182, L190, L217-228, **pool.accTokenPerShare** in L223-228, **ACC_REWARD_PER_SHARE_PRECISION** in L182-190, L223-228, **lastRewardBalance** in L363-364, L412-416.

b. Excessive calculations in L190 (always zero), L228.

c. **ACC_REWARD_PER_SHARE_PRECISION** should be declared constant.

d. The **initialize()**, **add()**, **deposit()**, **withdraw()**, **collect()**, **setAllocation()**, **userStakesCount()**, **getPool()**, **getUserStakes()**, **getUserStake()**, **getUserStakeIds()**, **deposited()**, **totalDeposited()**, **pending()**, **totalPending()** functions can be declared as

external to save gas.

C1-05 Mass update is optional

● Low

✓ Resolved

An optional boolean flag for `massUpdatePools()` in `add()` and `setAllocation()` functions allows the owner to redistribute unclaimed rewards, e.g. disabling the pool's allocation. Freshly added pools receive historical rewards after the `lastRewardBalance` timestamp. We recommend mandatory enabling mass update with every change in allocation scheme, taking in mind possible gas limit problems in case of an extremely large `poolInfo[]` array.

C1-06 ACC_REWARD_PER_SHARE_PRECISION value

● Low

✓ Resolved

`ACC_REWARD_PER_SHARE_PRECISION` float multiplier has the immutable value of `1e36`, making it plausible to overflow in `rewardDebt` calculations, see L151, L182, L368. The problem is prominent if `pool.depositToken.decimals()` is significantly less than `wavax.decimals()`.

```
function updatePool(uint256 _pid) public {
    (...)
    pool.accTokenPerShare += _accruedReward * pool.allocPoint / totalAllocPoint *
    ACC_REWARD_PER_SHARE_PRECISION / depositTokenSupply;
}
```

We recommend decreasing the multiplier value in order to support wider range of staking tokens.

C1-07 Native currency transfers

● Info

✓ Resolved

Using the `transfer()` method is discouraged in favor of `call()` with gas customization and/or reentrancy protection.

C1-08 Possible reentrancy

● Info

✓ Resolved

Reentrancy is possible in the `withdraw()` function if the `pool.depositToken` token contains transfer hooks. The owner must avoid adding pools with such tokens.

C1-09 Inconsistent comment

● Info

✓ Resolved

The comment says that `depositFeePercent` is limited both from below and above, but the owner is able to set any value, see Deposit fee isn't a limited issue. A minimum value check isn't implemented either.

```
uint256 depositFeePercent; // Percent of deposit fee, must be >= depositFeePrecision / 100
and less than depositFeePrecision
```

C1-10 User's totalRewarded may be misleading

● Info

✓ Resolved

In the `collect()` function, there's an update of the `user.totalRewarded` variable, but the actual transferred amount during the `_safeTransferReward()` may differ from the `pendingAmount`:

```
function collect(uint256 _pid, uint256 _stakeId) public whenNotPaused {
    (...)
    _safeTransferReward(msg.sender, pendingAmount);
    user.totalRewarded = user.totalRewarded + pendingAmount;
    (...)
}

function _safeTransferReward(address _to, uint256 _amount) internal {
    uint256 wavaxBalance = wavax.balanceOf(address(this));
    if (_amount > wavaxBalance) {
        (...)
        payable(_to).transfer(wavaxBalance);
    } else {
        (...)
        payable(_to).transfer(_amount);
    }
}
```

```
}
```

5. Conclusion

1 critical, 2 high, and 3 medium severity issues were found, all of them were fixed with the code update.

This audit includes recommendations on code improvement and the prevention of potential attacks. We strongly suggest adding unit and functional tests with at least 80% coverage.

Appendix A. Issues' severity classification

- **Critical.** Issues that may cause an unlimited loss of funds or entirely break the contract workflow. Malicious code (including malicious modification of libraries) is also treated as a critical severity issue. These issues must be fixed before deployments or fixed in already running projects as soon as possible.
- **High.** Issues that may lead to a limited loss of funds, break interaction with users, or other contracts under specific conditions. Also, issues in a smart contract, that allow a privileged account the ability to steal or block other users' funds.
- **Medium.** Issues that do not lead to a loss of funds directly, but break the contract logic. May lead to failures in contracts operation.
- **Low.** Issues that are of a non-optimal code character, for instance, gas optimization tips, unused variables, errors in messages.
- **Informational.** Issues that do not impact the contract operation. Usually, informational severity issues are related to code best practices, e.g. style guide.

Appendix B. List of examined issue types

- Business logic overview
- Functionality checks
- Following best practices
- Access control and authorization
- Reentrancy attacks
- Front-run attacks
- DoS with (unexpected) revert
- DoS with block gas limit
- Transaction-ordering dependence
- ERC/BEP and other standards violation
- Unchecked math
- Implicit visibility levels
- Excessive gas usage
- Timestamp dependence
- Forcibly sending ether to a contract
- Weak sources of randomness
- Shadowing state variables
- Usage of deprecated code

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