

#Description: vault inflation mechanism

Inflation Attack

ERC 2646 basic calculation

deposit()

```
function deposit(uint _amount) public {
    uint256 _pool = balance();
    uint256 _before = token.balanceOf(address(this));
    token.safeTransferFrom(msg.sender, address(this), _amount);
    uint256 _after = token.balanceOf(address(this));
    _amount = _after.sub(_before); // Additional check for deflationary tokens
    uint256 _shares = 0;
    if (totalSupply() == 0) {
        _shares = _amount;
    } else {
        _shares = (_amount.mul(totalSupply())).div(_pool);
    }
    _mint(msg.sender, _shares);
    earn();
}
```

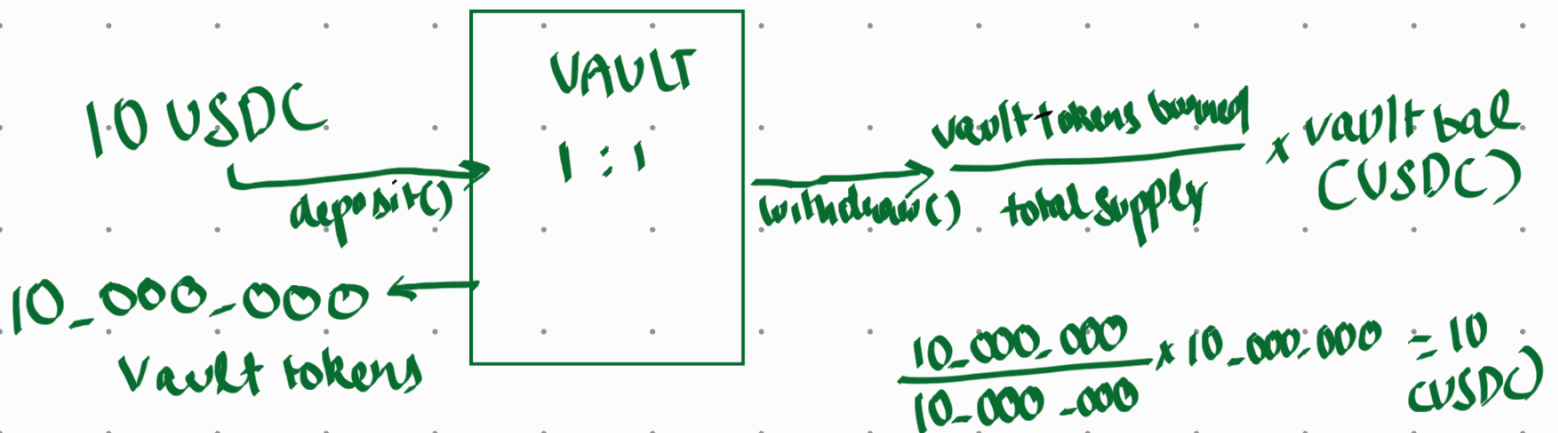
withdraw()

```
function withdraw(uint256 _shares) public {
    uint256 r = (balance().mul(_shares)).div(totalSupply());
    _burn(msg.sender, _shares);

    uint b = token.balanceOf(address(this));
    if (b < r) {
        uint _withdraw = r.sub(b);
        IStrategy(strategy).withdraw(_withdraw);
        uint _after = token.balanceOf(address(this));
        uint _diff = _after.sub(b);
        if (_diff < _withdraw) {
            r = b.add(_diff);
        }
    }
}
```

1 USDC = 1,000,000

For 1st deposit :



Attack

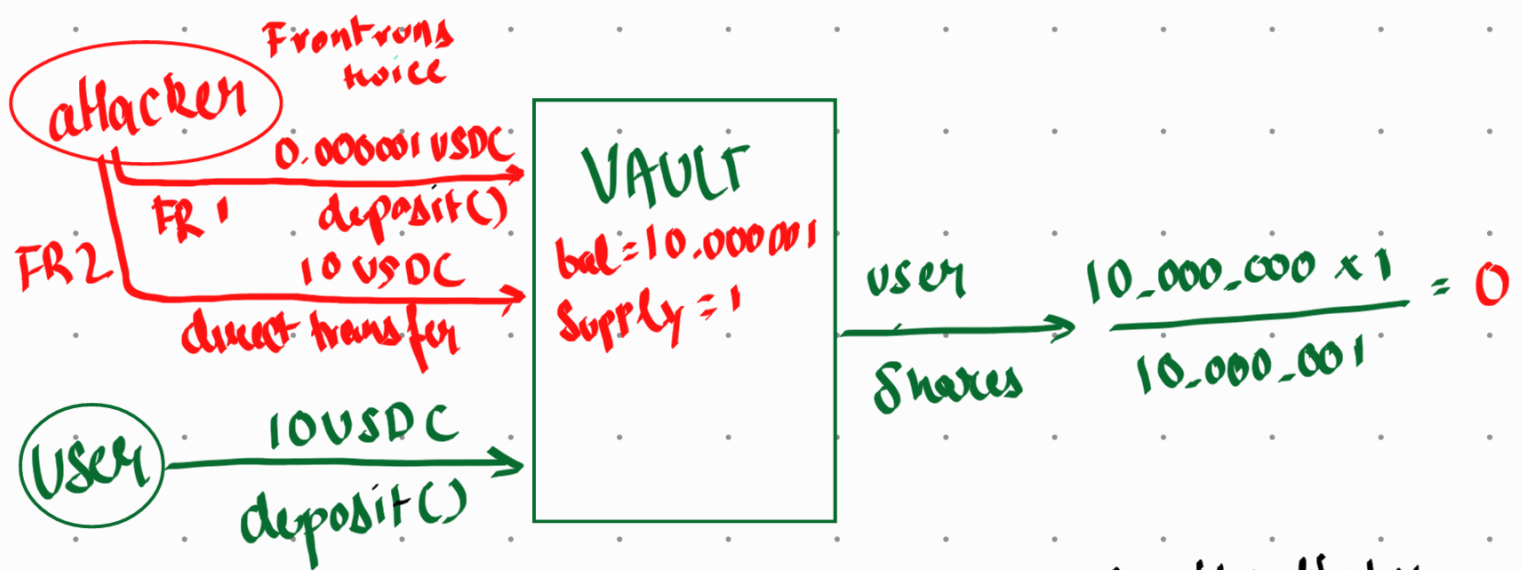
If an attacker is somehow able to increase vault balance without increasing

Vault balance
'total supply' then

$$\text{amount deposited} \times \frac{\text{total supply}}{\text{contract balance}}$$

for 10 USDC deposited.

$$1,000,000 \times \frac{1}{1,000,000} = 0$$



Attacker at this time has all the shares and can run away with vault balance.

Mitigation (Openzeppelin):

- Virtual Offset
- more decimals in total supply than balance
- Use virtual shares to virtual balance on first
to make the attack non profitable

deposit to mine

Canonical

$$\text{amount deposited} \times \frac{\text{total supply}}{\text{balance}}$$

Openzeplin

$$\text{amount deposited} \times \frac{\text{total supply} + 1}{\text{balance} + 1}$$

$$10,000,000 \times \frac{2}{10,000,001} = 1$$

$$\text{Attacker } 10,000,001 = 1 \text{ VT}$$

$$\text{User } 10,000,000 = 1 \text{ VT}$$

Scenario:

| | | |
|----------|------------|------|
| Attacker | 20,000,001 | 1 VT |
| User | 10,000,000 | 0 VT |

$$\frac{\text{VT Burned}}{1 + \text{Total Supply}} \times \text{Vault balance}$$

$$\frac{1}{2} \times 30,000,001 = 15,000,000$$

15 < 20 attacker lost money