

# **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 ([@anishrnaik](#))
- Justin Jacob ([@technovision99](#))

## Who are we?

**Trail of Bits ([@trailofbits](#))**

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

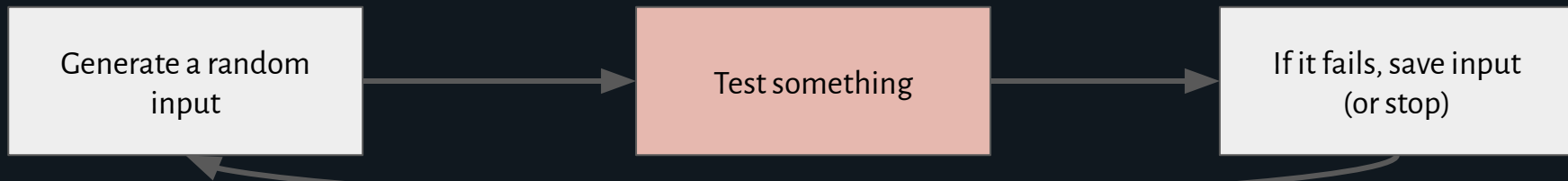
# Agenda

- **Recap: Fuzzing**
- **Introduction to Primitive**
- **Architecture**
- **How to find invariants**
- **Code Walkthrough**
- **Invariant Search**
- **Implementing 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!**
  - Echidna saves coverage in corpus

# Corpus **is** your friend! Especially Echidna 2.0.4

```
34 // ----- Margin.sol -----
35 *r function depositIncreasesBalance(uint256 risky, uint256 stable) public {
36 *r     uint256 pre_deposit_bal_risky = margin.balanceRisky;
37 *r     uint256 pre_deposit_bal_stable = margin.balanceStable;
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 r function withdrawDecreasesBalance(uint256 risky, uint256 stable) public {
45 r     margins[address(this)] = margin;
46 r     uint256 pre_deposit_bal_risky = margins[address(this)].balanceRisky;
47 r     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
```

# Primitive

## Primitive: What is it?

- **Replicating Market Maker**
- **Implements Black-Scholes interest options**

*words, words, words*

# Primitive vs Uniswap

## Primitive

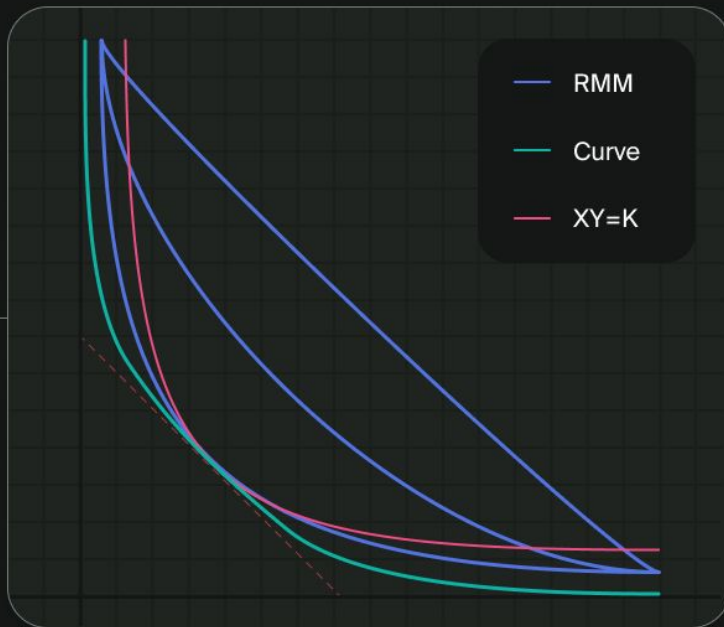
- Price changes on swap and over time
- At expiry, pool consists of an underlying token

## Uniswap

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



Trading Functions

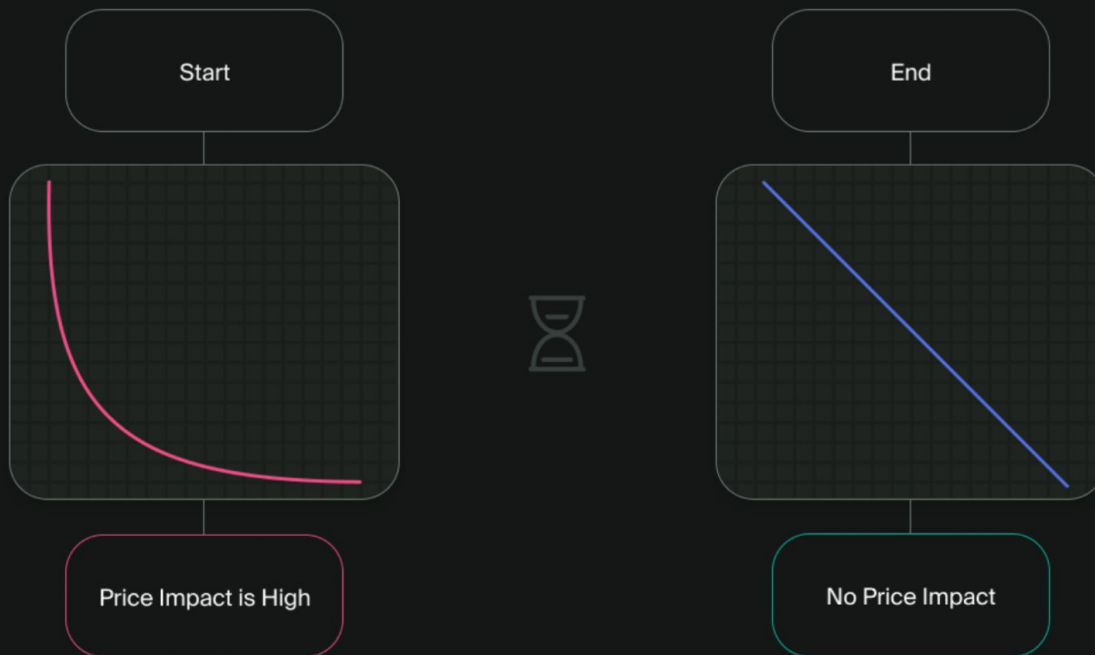




# Features

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

## Liquidity Compression - Concentration Over Time



# Black-Scholes Options

- **This is how the price changes over time**
- **European Option – right to exercise at expiration**
- **Pricing model depends on:**
  - Strike price ( $K$ )
  - Implied volatility (over a period of time)
  - Time to expiry ( $t$ )
  - Spot price of underlying ( $S$ )

# Primitive RMM Curve



K Strike Price      x Underlying Asset Reserve

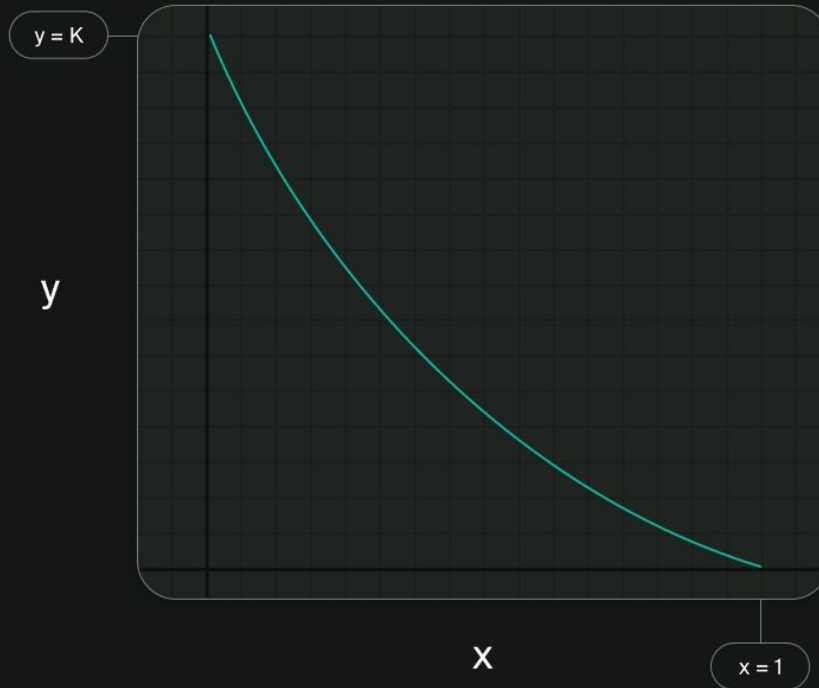
$\sigma$  Implied Volatility      y Quote Asset Reserve

$\tau$  Time until Expiry       $\Phi$  CDF

k Invariant       $\Phi^{-1}$  Inverse CDF

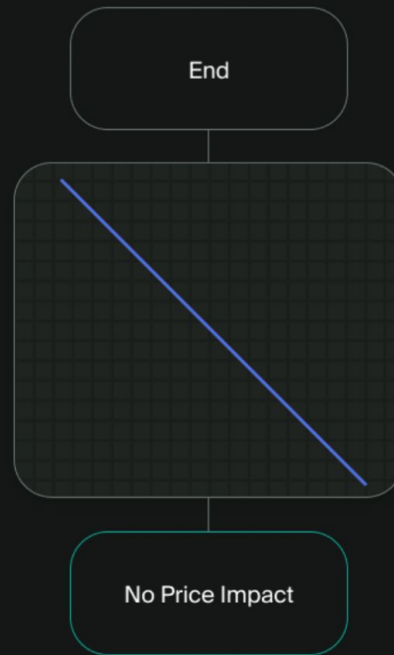
$$y - K\Phi(\Phi^{-1}(1 - x) - \sigma\sqrt{\tau}) = k$$

Trading Function



## At maturity

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



# System Architecture

# Architecture

- **Core system**
  - PrimitiveEngine – controls pools
  - PrimitiveFactory – creates engines
- **Manager: Periphery**

# Primitive Engine

- **Create a new pool (curve)**
- **Allocate and remove liquidity from a pool**
- **Swap between tokens**
- **Deposit and withdraw from system**



## Creating New Pool

- **Tokens** – underlying and quote token
- **Strike price** – asset's worth at maturity
- **Implied Volatility** – how much price changes for swaps
- **Maturity** – expiration
- **Gamma** – trading fee percentage

Reference: [Primitive Whitepaper](#)

## What can you do with a curve?

- **Allocate liquidity – supply tokens to curve**
- **Remove liquidity – remove tokens to curve**
- **Create liquidity position – deposit money to Engine**
- **Swap between tokens**

# System Architecture

## Engine

```
function deposit() external { }  
function withdraw() external { }  
function allocate() external { }  
function remove() external { }  
function swap() external { }
```

## Pool

```
function allocate() external { }  
function remove() external { }  
function swap() external { }
```

**Version 0.8.0+**

## Splitting up Deposit and Allocate

- **Allows users to deposit into the system first**

# Libraries

- **ABDK Math**
- **Primitive Math\***
- **Margin balances**
- **Reserve balances**
- **SafeCast**
- **Transfers**
- **Unit conversions**

# Let's look at code!

# Margin Library: Balance Tracking

```
struct Data {  
    uint128 balanceRisky; // Balance of the risky token, aka underlying asset  
    uint128 balanceStable; // Balance of the stable token, aka "quote" asset  
}
```

# Margin Library: Deposit into Margin

```
/// @notice           Adds to risky and stable token balances
/// @param  margin     Margin data of an account in storage to manipulate
/// @param  delRisky    Amount of risky tokens to add to margin
/// @param  delStable   Amount of stable tokens to add to margin
function deposit(
    Data storage margin,
    uint256 delRisky,
    uint256 delStable
) internal {
    if (delRisky != 0) margin.balanceRisky += delRisky.toUint128();
    if (delStable != 0) margin.balanceStable += delStable.toUint128();
}
```



# Margin Library: Withdraw from Margin

```
/// @notice           Removes risky and stable token balance from `msg.sender`'s internal margin account
/// @param  margins    Margin data mapping, uses `msg.sender`'s margin account
/// @param  delRisky    Amount of risky tokens to subtract from margin
/// @param  delStable   Amount of stable tokens to subtract from margin
/// @return margin      Data storage of a margin account
function withdraw(
    mapping(address => Data) storage margins,
    uint256 delRisky,
    uint256 delStable
) internal returns (Data storage margin) {
    margin = margins[msg.sender];
    if (delRisky != 0) margin.balanceRisky -= delRisky.toUint128();
    if (delStable != 0) margin.balanceStable -= delStable.toUint128();
}
```

## Margins Library: First Invariants

- **Deposit should result in balance increase**
- **Withdraw should result in balance decrease**
- **Deposit then withdraw should be identical**

# Lessons Learned

- Use the corpus!
- Start with the libraries
- Don't be afraid to mock
- Understand the system *first*

Let's give it a try! :)

# So on your own time.....

- **Brainstorm invariants**