Transaction simulation

The Good, the bad & the ugly

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The BAD: A naive approach to simulation

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- Simulating a transaction is easy
 - eth_call, debug_traceCall and more
- Adversarial environment
 - Malicious or malformed tokens
 - Fake transfer events
 - Red-pill attacks
 - Contracts altering behavior based on global variables like tx.gasprice, block.coinbase & block.basefee¹
- BAD simulation can do more harm than good

The UGLY: The current state of simulation

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- Custom EVM execution environment
 - Mirror on-chain environment as closely as possible
 - Look at changes in state rather instead of events
 - Makes multi chain support difficult
- Does this solve the simulation problem?

The UGLY: Simulation manipulation

- Exploiting simulation with bit-flip attacks
 - One of the common attacks we see on Solana and similar issues apply to EVM
- Use a private mempool?
 - Attack can still succeed with timing heuristics from the dapp UI

- Enforcing simulation results on-chain?
 - If execution deviates significantly from the simulation we revert
 - We have been experimenting with this on Solana
 - Showing great potential in the wild



Enforcing simulation results on-chain ≈ intents

We start thinking about what the user wants to achieve with the interaction. The transaction input becomes secondary.

The GOOD: Simulate user outcomes

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- Intents may be the future of <u>safe onchain interactions</u>.
- How do we get there?
 - Standardized frameworks for translating intent messages into human readable outcomes
 - This is an opportunity to offer a WYSIWYG experience for the user: Swap 1 ETH for at least 5000 USDC within 1 hour
- We could eliminate a significant portion of the scams and loss of funds incidents we see today
 - Today users are signing transactions without a full understanding of the potential consequences



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