

Privacy, DEXs, and DeFi, oh my!

zkSessions: DeFi + Privacy

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~~February 15~~ February 22, 2021

Outline

A (very) quick intro to CFMMs and AMMs

Can we make it private?

Some solutions

Conclusion

Trading with Uniswap and friends

- ▶ CFMM is a contract with *reserves* of coin A and B
(We will call them R_α and R_β)
- ▶ And some *trading function*, or ‘invariant,’ $\varphi(R_\alpha, R_\beta)$

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(We will call them R_α and R_β)
- ▶ And some *trading function*, or ‘invariant,’ $\varphi(R_\alpha, R_\beta)$
- ▶ Traders are allowed to remove (or add) coin A (or B) so long as

$$\varphi(R_\alpha, R_\beta) = k$$

Uniswap

- ▶ For example, Uniswap (or 'constant product markets') have

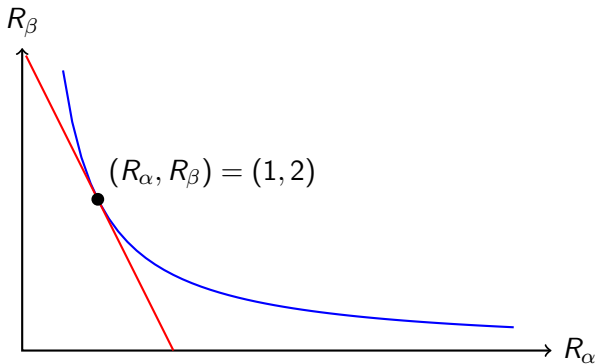
$$\varphi(R_\alpha, R_\beta) = R_\alpha R_\beta = k.$$

- ▶ Which means the price of A in terms of B is

$$p(R_\alpha, R_\beta) = \frac{R_\beta}{R_\alpha}.$$

Uniswap (continued)

- The price of a CFMM is equal to the *slope* of the trading function



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- ▶ Curve:

$$\varphi(R_\alpha, R_\beta) = (R_\alpha + R_\beta) - C(R_\alpha R_\beta)^{-1}$$

with $C > 0$

Many others... (continued)

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- ▶ We will only note that (most) AMMs can be written this way
- ▶ Now we can go to the more important question

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- ▶ (Sorry!)

Our adversary (Eve)

- ▶ **Can't** access any external balances (including CFMM reserves)
- ▶ **Can** read public data
 - Marginal price of CFMM
 - Check if a trade is feasible
- ▶ **Can** interact with CFMM contract
- ▶ **Knows** the CFMM trading function
- ▶ Wants to know Alice's trade

Result

- ▶ Eve knows *when* Alice trades \implies game over

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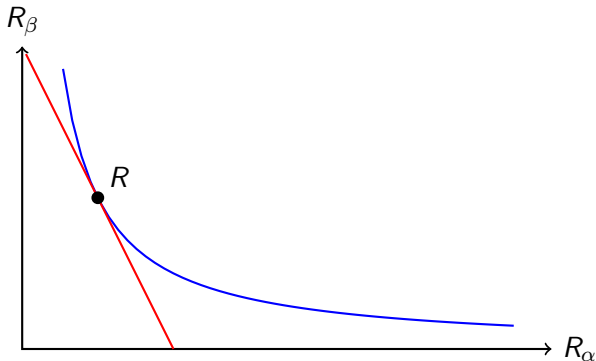
- ▶ Eve knows *when* Alice trades \implies game over
- ▶ Why?
- ▶ Eve knows price before Alice's trade and after Alice's trade
- ▶ (And any nonzero trade)
- ▶ Gives simple system of equations!

Result (continued)

- ▶ This happens even when the marginal price is **not revealed**!

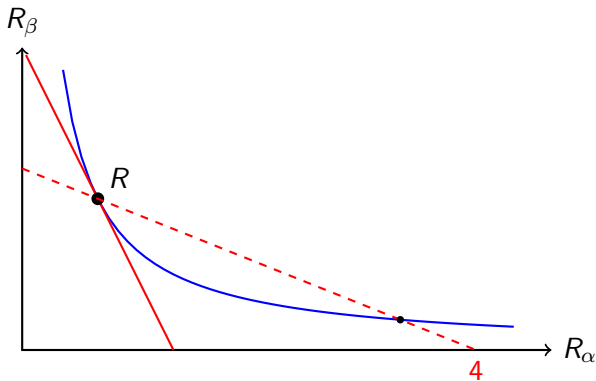
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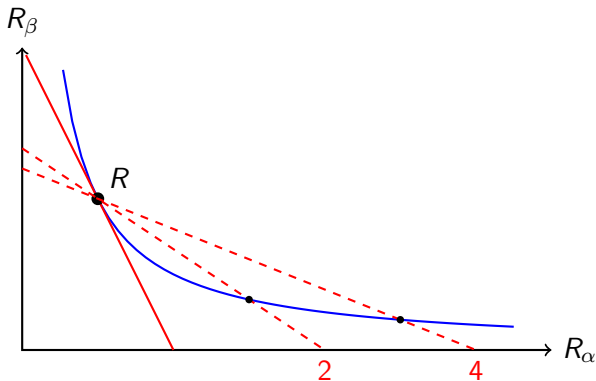
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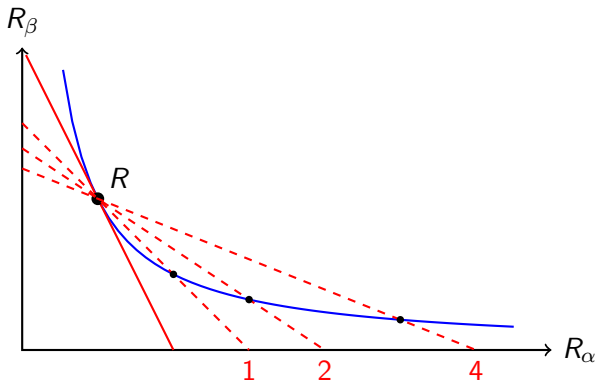
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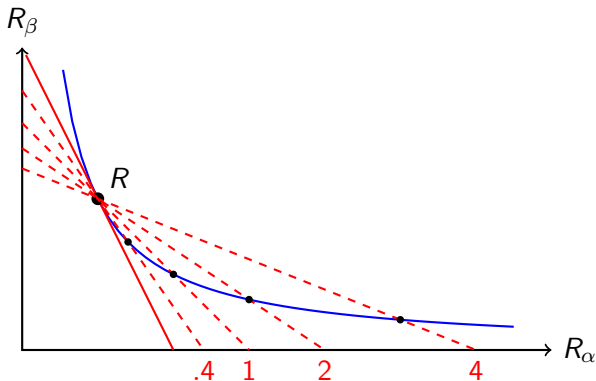
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Proof caveats

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- ▶ Known trade time (*i.e.*, Eve knows when Alice traded)

Adding noise

- ▶ To preserve privacy, we can add *randomness* to the price
- ▶ Prevents Eve from guessing exact marginal price
- ▶ \implies (more work) that Eve cannot know true price change

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- ▶ **Downside:** requires that the noise is \sim trade size!
Could be very expensive for traders or LPs

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- ▶ Prevents Eve from knowing which trade is Alice's
- ▶ **Downside**: requires batch trade \gg Alice's trade
If not, Eve knows most of Alice's trade!
- ▶ Also can be **very slow** in practice

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- ▶ Proof applies in **many cases**, where price impact is known
- ▶ But there are some (reasonable) **solutions**!
- ▶ Maybe there are even better mechanisms...?

Acknowledgements

- ▶ Tarun Chitra (Gauntlet)
- ▶ Alex Evans (Placeholder)
- ▶ zkSessions team!