

## Properties Specification of AuctionManager

This document specifies the invariants and function properties of the `AuctionManager` contract. Properties are universally quantified by the state and additional variables, which allows for brevity while describing an essentially infinite number of scenarios. The focus is on having a strong collection of invariants and supplement with a small number of function properties.

### Utilities

We will use the `tokenBalance` utility function to compute the expected amount of `_token` ERC20 tokens owned by the `AccountManager` contract.

```
function tokenBalance(address _token) public view returns (uint256) {
    uint256 total;
    for (uint256 i; i < auctions.length; ++i) {
        if (bestBids[i].bidder == address(0))
            continue; // This auction has been settled
        if (auctions[i].itemToken == _token)
            total += auctions[i].amount;
        if (auctions[i].bidToken == _token)
            total += bestBids[i].amount;
    }
    return total;
}
```

The `depositedTokenAmount` function will serve to compute the amount of ERC20 tokens expected to be deposited into to `AuctionManager` by a given `_user` address.

```
function depositedTokenAmount(address _token, address _user)
public view returns (uint256) {
    uint256 total;
    for (uint256 i; i < auctions.length; ++i) {
        if (bestBids[i].bidder == address(0))
            continue; // This auction has been settled
        if (auctions[i].itemToken == _token && auctions[i].seller == _user)
            total += auctions[i].amount;
        if (auctions[i].bidToken == _token && bestBids[i].bidder == _user)
            total += bestBids[i].amount;
    }
    return total;
}
```

### Invariants

There are as many best bids as there are auctions,

$$\text{auctions.length} = \text{bestBids.length}.$$

All of the auction manager token amounts are accounted for (solvency),

for each address  $t$  which is the address of an ERC20 token,  
 $\text{IERC20}(t).\text{balanceOf}(\text{address(this)}) = \text{tokenBalance}(t).$

An auction can only be settled after the end time stamp,

for any  $i < \text{auctions.length}$ , if  $\text{bestBids}[i].\text{bidder} = \text{address}(0)$  then  
 $\text{auctions}[i].\text{endTime} \leq \text{block.timestamp}$ .

For unsettled auction, if best bid is 0 then best bidder is the seller,

for any  $i < \text{auctions.length}$ ,  
if  $\text{bestBids}[i].\text{amount} = 0$  and  $\text{bestBids}[i].\text{bidder} \neq \text{address}(0)$  then  
 $\text{bestBids}[i].\text{bidder} = \text{auctions}[i].\text{seller}$ .

For unsettled auction, the best bid is lower bounded,

for any  $i < \text{auctions.length}$ ,  
if  $\text{bestBids}[i].\text{bidder} \neq \text{address}(0)$  and  
either  $\text{bestBids}[i].\text{bidder} \neq \text{auctions}[i].\text{seller}$  or  $\text{bestBids}[i].\text{amount} > 0$ , then  
 $\text{bestBids}[i].\text{amount} \geq \text{auctions}[i].\text{minBidAmount}$ .

Auction info is constant,

for any  $i < \text{auctions.length}$ , the auction  $\text{auctions}[i]$  is a constant.

## Function Properties of openAuction

A non-reverting call

`openAuction(amount, itemToken, endTime, bidToken, minBidAmount)`

returns  $\text{auctions.length} - 1$  and the state is updated such that

- $\text{auctions}[\text{auctions.length} - 1]$  is

```
Auction({
  seller: msg.sender,
  amount: amount,
  itemToken: itemToken,
  endTime: endTime,
  bidToken: bidToken,
  minBidAmount: minBidAmount
})
```
- $\text{bestBids}[\text{auctions.length} - 1]$  is

```
Bid({
  bidder: msg.sender,
  amount: 0
})
```

## Function Properties of auctionBid

Before calling `auctionBid`, let  $\text{prevBid} = \text{bestBids}[\text{auctionId}]$ .

The call `auctionBid(auctionId, amount)` reverts if

$$\text{amount} \leq \text{bestBids}[\text{auctionId}].\text{amount}.$$

A non-reverting call `auctionBid(auctionId, amount)` will update the state by

- Updating the best bid,

`bestBids[auctionId].bidder = msg.sender` and  
`bestBids[auctionId].amount = amount`

- If `prevBid.bidder  $\neq$  bestBids[auctionId].bidder` then

`auctions[auctionId].bidToken.balanceOf(prevBid.bidder)`  
is increased by `prevBid.amount`.

- If `prevBid.bidder = bestBids[auctionId].bidder` then

`auctions[auctionId].bidToken.balanceOf(prevBid.bidder)`  
is decreased by `bestBids[auctionId].amount - prevBid.amount`.

## Function Properties of `settleAuction`

Before calling `settleAuction`, let `bid = bestBids[auctionId]`.

A non-reverting call `settleAuction(auctionId)` will

- set `bestBids[auctionId].bidder = address(0)`
- transfer `bid.amount` of `auctions[auctionId].bidToken` to `auctions[auctionId].seller`
- transfer `auctions[auctionId].amount` of `auctions[auctionId].itemToken` to `bid.bidder`.