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# FINAL REPORT

Defi Money  
Fee Module

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## 1. Project Details

Important:

Please ensure that the deployed contract matches the source-code of the last commit hash.

Project	DEFI MONEY - FEE MODULE
Website	defi.money
Language	Solidity
Methods	Manual Analysis
Github repository	<a href="https://github.com/defidotmoney/dfm-contracts/tree/58e83d59544f57af2719295e1d025a6b032b6c08/contracts/fees">https://github.com/defidotmoney/dfm-contracts/tree/58e83d59544f57af2719295e1d025a6b032b6c08/contracts/fees</a>
Resolution 1	<a href="https://github.com/defidotmoney/dfm-contracts/tree/56907e2b6457bd3d91c2003065e5f233bf82cb97/contracts/fees">https://github.com/defidotmoney/dfm-contracts/tree/56907e2b6457bd3d91c2003065e5f233bf82cb97/contracts/fees</a>

## 2. Detection Overview

Severity	Found	Resolved	Partially Resolved	Acknowledged (no change made)
High	4	3		1
Medium	5	2		3
Low	18	3		15
Informational	8	3		5
Governance	3			3
Total	38	11		27

### 2.1 Detection Definitions

Severity	Description
High	The problem poses a significant threat to the confidentiality of a considerable number of users' sensitive data. It also has the potential to cause severe damage to the client's reputation or result in substantial financial losses for both the client and the affected users.
Medium	While medium level vulnerabilities may not be easy to exploit, they can still have a major impact on the execution of a smart contract. For instance, they may allow public access to critical functions, which could lead to serious consequences.
Low	Poses a very low-level risk to the project or users. Nevertheless the issue should be fixed immediately
Informational	Effects are small and do not post an immediate danger to the project or users
Governance	Governance privileges which can directly result in a loss of funds or other potential undesired behavior

### 3. Detection

## Fees/dependencies

### FeeConverterBase

The **FeeConverterBase** is an abstract contract which is inherited by the **FeeConverter** and **FeeConverterWithBridge** contracts. This contract allows users to provide the **stableCoin** in exchange to one of the collateral tokens or to provide native ETH in exchange to the **stableCoin** token. This contract receives fees in form of the different collateral tokens from the main protocol.

For both conversion processes, a bonus is applied on the provided input amount which results in an increased output amount for users. The stablecoin value is assumed to be 1 USD.

#### **This has the following ideas behind it:**

a) Stablecoin -> Collateral: Whenever the **stableCoin** depegs, this swap path gives users the possibility to not only prevent losses but also experience a gain. In fact as long as the **stableCoin** is not above the peg, this trade will always be favorable for users. In reverse, this means that users need to purchase the **stableCoin** on all markets (CEX; DEX; OTC) which creates buying pressure and then helps to reach back to the peg.

The rationale behind this is to ensure that the contract has always a sufficient balance of the **stableCoin** plus it additionally serves as peg-restoring mechanism.

b) ETH -> Stablecoin: Whenever the **stableCoin** is above the peg, this trade will give users the possibility to purchase the **stableCoin** at a discount while providing ETH to the relayer. If the **stableCoin** stays at 1 USD, it will still be favorable for users to execute this swap due to the applied bonus.

The rationale behind this is to ensure that the relayer always has sufficient ETH, which is simultaneously also the limitation for this conversion: If the relayer has sufficient ETH, this conversion is not allowed.

Since the likelihood of a depeg is higher than that of the **stableCoin** being traded above the peg plus the additional fact that a bonus is applied upon Stablecoin -> Collateral swaps, users are most of the time incentivized to swap the **stableCoin** for the existing collateral. This step is essential for the functioning of the protocol because it is assumed/desired that the fee module will always have sufficient stablecoins inside in order to be able to execute its logic.

## Privileged Functions

- `setIsEnabled`
- `setPrimaryChainFeeAggregator`
- `setSwapBonusPctBps`
- `setSwapMaxBonusAmount`
- `setRelayMinBalance`
- `setRelayMaxSwapDebtAmount`

Issue_01	<code>stableCoin</code> is drainable if it has a corresponding oracle value
Severity	High
Description	<p>The <code>swapDebtForColl</code> function allows users to provide the <code>stableCoin</code> and receive a collateral token as <code>outputToken</code>.</p> <p>In the scenario where the <code>stableCoin</code> address is provided as <code>outputToken</code> AND the following call returns a valid price:</p> <pre>mainController.get_oracle_price(address(outputToken));</pre> <p>This allows users to drain the <code>stableCoin</code> token from the contract by providing for example 100e18 <code>stableCoin</code> tokens as <code>amountIn</code>. Furthermore, we assume a price of 1e18.</p> <p>Due to the fact that a bonus is applied on the provided <code>stableCoin</code> amount, this can be abused to drain <code>stableCoin</code> tokens from the contract.</p> <p>Consider a 10% bonus:</p> <ul style="list-style-type: none"> <li>-&gt; <code>debtAmountIn + bonus = 110e18</code></li> <li>-&gt; user receives 110e18 <code>stableCoin</code> tokens while having only provided 100e18 <code>stableCoin</code> tokens</li> </ul> <p>This issue is amplified if the <code>stableCoin</code> token is below peg and the <code>get_oracle_price</code> function returns a smaller price.</p>
Recommendations	Consider ensuring that <code>outputToken</code> can never be the <code>stableCoin</code> address.
Comments / Resolution	Resolved, a check has been implemented which prevents <code>outputToken</code> from being the <code>stableCoin</code> .

<b>Issue_02</b>	<code>swapMaxBonusAmount</code> safeguard can be trivially bypassed via multi swaps
<b>Severity</b>	<b>Medium</b>
<b>Description</b>	<p>The <code>swapDebtForColl</code> function allows users to swap their <code>stableCoin</code> tokens for any existing collateral within the contract. There are a few additional points to mention first:</p> <ul style="list-style-type: none"> <li>a) <math>1e18</math> of <code>stableCoin</code> is always valued at 1 USD</li> <li>b) Every swap will apply a bonus which is artificially added towards the provided <code>stableCoin</code> value</li> </ul> <p>The rationale of this function is to create buy pressure for the <code>stableCoin</code> on markets (CEX; DEX; OTC) to purchase the <code>stableCoin</code> and then sell the <code>stableCoin</code> via this function. This is specifically useful in the event of a depeg as that would mean the buy pressure will help the <code>stableCoin</code> to repeg.</p> <p>A limitation in how much bonus can be received was introduced as follows:</p> <pre>if (bonus &gt; swapMaxBonusAmount) bonus = swapMaxBonusAmount;</pre> <p>This limitation can be trivially bypassed by executing multiple consecutive calls.</p>
<b>Recommendations</b>	<p>The development of a more sophisticated implementation which also includes sybil prevention etc. is very intrusive.</p> <p>Therefore, a simple time-management limitation could be implemented (which will of course still have its own downsides).</p>
<b>Comments / Resolution</b>	Resolved, this check has been completely removed. It is now possible to swap without a limit.



Issue_03	
Sole token validation via oracle <i>can be</i> insufficient	
<b>Severity</b>	<b>Low</b>
<b>Description</b>	<p>Most of the time, exploits happen due to arbitrary user inputs or users invoking functions which are not meant to be invoked by users, one can argue that a large user flexibility is a great seed for exploits. Therefore, at BailSec, we are of the opinion that codebases should never provide more user flexibility than necessary during the normal business logic.</p> <p>This partially applies to swap functions, as users can provide an arbitrary input parameter for outputToken via the swapDebtForColl function. The only validation is non-explicit and happens via:</p> <pre>uint256 price = mainController.get_oracle_price(address(outputToken));</pre> <p>This means that users can eventually directly transfer tokens to the contract and then invoke the <b>swapDebtForColl</b> function. While for now it is clear that there is no downside to the protocol, this still falls user “unnecessary user flexibility” which <i>can potentially</i> result in unforeseen edge-cases.</p>
<b>Recommendations</b>	Consider implementing a simple whitelist mechanism to explicitly validate the <b>outputToken</b> parameter within the <b>swapDebtForColl</b> function.
<b>Comments / Resolution</b>	Acknowledged.

Issue_04	Extended time above peg will result in malfunction of fee module
Severity	Low
Description	<p>The fee module inherently assumes that the contract mostly contains the <code>stableCoin</code> in an effort to work properly (distribute fees,...)</p> <p>If the <code>stableCoin</code> is significantly above the peg for an extended time period this means that users will not be incentivized to convert their <code>stableCoin</code> to collateral tokens via the <code>swapDebtForColl</code> function. This in turn means the contract will not receive any <code>stableCoin</code> tokens and therefore the fee module will not work as desired.</p>
Recommendations	Consider increasing the bonus appropriately if the <code>stableCoin</code> is above the peg for an extended duration.
Comments / Resolution	Resolved, this will be handled manually by governance.

Issue_05	Lack of <code>address(0)</code> check during <code>_setPrimaryChainFeeAggregator()</code>
Severity	Low
Description	<p>The <code>_setPrimaryChainFeeAggregator</code> function allows for the setting of <code>primaryChainFeeAggregator</code>. Currently, there is no validation against <code>address(0)</code>, which means in the scenario where <code>primaryChainFeeAggregator</code> becomes <code>address(0)</code>, fee transfers will revert.</p>
Recommendations	Consider thinking about if this can become an issue or is desired practice to prevent fee transfers in certain emergency scenarios.
Comments / Resolution	Acknowledged.

<b>Issue_06</b>	<code>swapNativeForDebt</code> function may result in relayer being excessively overfunded
<b>Severity</b>	<b>Informational</b>
<b>Description</b>	<p>The <code>swapNativeForDebt</code> function allows users to provide native ETH in an effort to receive the <code>stableCoin</code>.</p> <p>This function can be called as long as the relayer is underfunded and has an upper limit of <code>relayMaxSwapDebtAmount</code> which represents the upper <code>stableCoin</code> amount which can be received per swap.</p> <p>Users may slightly trick this function by executing two swaps:</p> <ul style="list-style-type: none"> <li>a) Providing an ETH amount which results in the relayer balance becoming <code>relayMinBalance</code> -1</li> <li>b) Providing an ETH amount which results in receiving exactly the <code>relayMaxSwapDebtAmount</code> of <code>stableCoin</code> tokens.</li> </ul>
<b>Recommendations</b>	Consider if this can become a problem or if it is a design choice. In the latter scenario no changes should be made.
<b>Comments / Resolution</b>	Acknowledged.

Issue_07	Lack of decimal normalization during <code>getSwapNativeForDebtAmountOut</code> can result in incorrect conversion
Severity	Informational
Description	<p>The <code>getSwapNativeForDebtAmountOut</code> function calculates how much of <code>stableCoin</code> is being received based on the provided <code>nativeAmountIn</code>. Additionally, it applies a bonus on top of <code>nativeAmountIn</code> such that the user will receive more from the <code>stableCoin</code>.</p> <p>The conversion is as follows:</p> $> \text{nativeAmountIn} + \text{bonus} * \text{price} / 1e18$ <p>This has the following assumptions:</p> <ul style="list-style-type: none"> <li>a) price is returned with 18 decimals</li> <li>b) stableCoin is denominated with 18 decimals</li> </ul> <p>For this protocol, all assumptions are accurate. However, if this protocol is forked and these assumptions are not guaranteed anymore, the conversion will be broken.</p>
Recommendations	Following the path of least resistance, we do not recommend a change. However, ideally the calculation would adjust for different decimals.
Comments / Resolution	Resolved, this is just a note for potential forkers to consider.

## GaugeAllocReceiverBase

The `GaugeAllocReceiverBase` contract is an abstract contract which is inherited by the `ReceiverVoteMarket` and `ReceiverVotium` contracts.

This contract serves as a registry-like contract where the owner can craft and modify a list of gauges with corresponding weights by leveraging OpenZeppelin's `enumerableSet` library. These gauges are then used within the `ReceiverVoteMarket` and `ReceiverVotium` contracts to allocate incentives based on the overall amount of fees (`stableCoin`) in these contracts.

Furthermore, it ensures that the maximum approval to the corresponding external contract (`Votium`, `VoteMarket`) is granted upon deployment.

### Privileged Functions

- `setGauges`

No issues found.

## LocalReceiverBase

The `LocalReceiverBase` is an abstract contract which is inherited by the `LzComposeForwarder` and `ReceiverVoteMarket` contracts. These contracts are only deployed on the primary chain.

It exposes the basic functionality of fee notification as the `notifyNewFees` function which is solely invoked by the `PrimaryFeeAggregator` contract during the weekly fee procession. The only use of this contract is to expose a shared receiver base which can be inherited.

### Privileged Functions

- none

No issues found.

## LzComposeReceiverBase

The `LzComposeReceiverBase` is an abstract contract which is exclusively inherited by the `ReceiverVotium` contract on the non-primary chain.

This contract contains logic to comply with LayerZero's message compose feature after the `stableCoin` has been transferred from the `PrimaryFeeAggregator` on the primary chain to the `Votium Module` on the non-primary chain.

More information on the compose message flow can be found under: "Appendix: Cross-Chain Compose Message"

### Privileged Functions

- none

No issues found.

## TokenRecovery

The `TokenRecovery` contract is a simple abstract contract that facilitates the approval management and withdrawals of tokens. It is inherited by the following contracts:

- 1) `FeeConverterBase` (`FeeConverter`, `FeeConverterWithBridge`)
- 2) `GaugeAllocReceiverBase` (`ReceiverVoteMarket`, `ReceiverVotium`)
- 3) `LzComposeForwarder`
- 4) `PrimaryFeeAggregator`

The owner can withdraw any token via the `transferToken` function as well as granting approvals for any token to any recipient via the `setTokenApproval` function.

### Privileged Functions

- `transferTokens`
- `setTokenApprovals`

Issue_08   Governance Privilege: Owner can withdraw funds	
<b>Severity</b>	<b>Governance</b>
<b>Description</b>	<p>Any contract which inherits this abstract contract exposes functionalities for the owner to withdraw all funds.</p> <p>This will become an issue if governance is compromised or in other similar scenarios.</p>
<b>Recommendations</b>	Consider incorporating a Gnosis Multisignature contract as owner and ensuring that the Gnosis participants are trusted entities.
<b>Comments / Resolution</b>	Acknowledged.

Issue_09   Lack of native token withdrawals	
<b>Severity</b>	<b>Low</b>
<b>Description</b>	<p>Since this module allows for withdrawing ERC20 tokens, it may also be desired to withdraw the native token in some edge-scenarios where users have accidentally directly transferred the native token to the <a href="#">FeeConverterWithBridge</a> or <a href="#">PrimaryFeeAggregator</a> contracts. This is currently not possible because the contract does not expose such a functionality.</p>
<b>Recommendations</b>	Consider implementing a function which allows for the withdrawal of the native token.
<b>Comments / Resolution</b>	Acknowledged.

## Fees

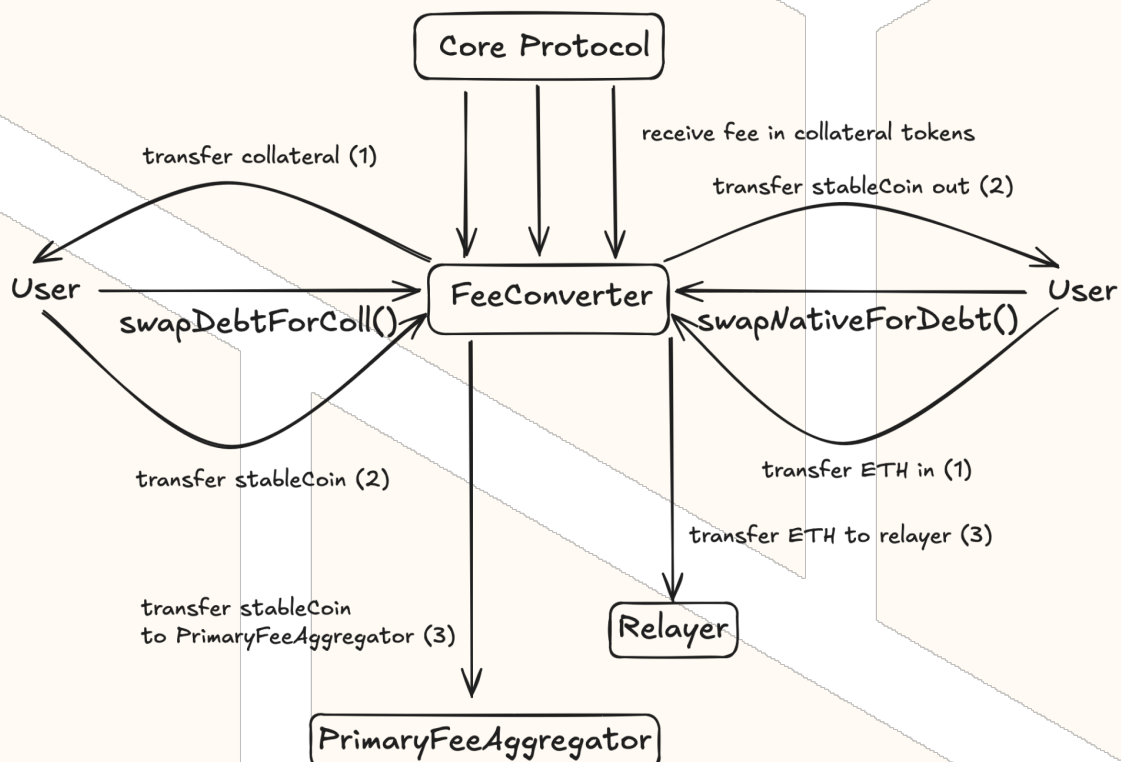
### FeeConverter

The **FeeConverter** contract inherits the **FeeConverterBase** contract and extends its functionality by overriding the **swapDebtForColl** function to include an automatic transfer of all **stableCoin** tokens in the contract to the **PrimaryFeeAggregator** where these fees will then be distributed for different purposes.

Furthermore, this contract exposes a permissionless **transferToAggregator** function that allows anyone to transfer all **stableCoin** tokens within this contract to the **primaryChainFeeAggregator**.

This contract is deployed on Optimism which is corresponding to the primary chain.

### Appendix: Fee Accumulation and Flow (Primary Chain)





## Privileged Functions

- transferToken
- setTokenApproval
- setIsEnabled
- setPrimaryChainFeeAggregator
- setSwapBonusPctBps
- setSwapMaxBonusAmount
- setRelayMinBalance
- setRelayMaxSwapDebtAmount

Issue_10	Griefing: Malicious user can permanently keep relay underfunded
Severity	High
Description	<p>The function <code>swapNativeForDebt</code> is fundamental within the contract and ensures that the relay is permanently and sufficiently funded with ETH to function properly.</p> <p>A problem arises due to the fact that the <code>transferToAggregator</code> function is permissionless, thus a malicious user can invoke this function which then automatically transfers the whole balance of <code>stableCoin</code> out:</p> <pre>stableCoin.transfer(primaryChainFeeAggregator, stableCoin.balanceOf(address(this)));</pre> <p>If the contract has an empty <code>stableCoin</code> balance, the <code>swapNativeForDebt</code> function constantly reverts which then results in the relay being permanently under-funded.</p> <p>Furthermore, if the relay is permanently underfunded that means that the <code>swapDebtForColl</code> function can never be invoked which would then result in a negative feedback loop because the contract ends with only collateral inside while no one can get this collateral out:</p>

	<pre>require(!canSwapNativeForDebt(), "DFM: swapNativeForDebt first");</pre>
<b>Recommendations</b>	<p>In the current implementation, the best solution is to mark the <code>transferToAggregator</code> function as internal because it is then only invoked upon the <code>swapDebtForColl</code> function which beforehand ensures that the relayer is sufficiently funded.</p> <p>However, if the issue below is considered, this recommendation will not work anymore.</p> <p>Whatever solution is chosen, it must be ensured that the <code>stableCoin</code> balance can never be transferred out in the scenario where the relayer is insufficiently funded.</p>
<b>Comments / Resolution</b>	<p>Resolved, the <code>_transferToAggregator</code> function has been marked as internal and an external <code>transferToAggregator</code> function has been implemented which can be disabled to prevent such abusive behavior plus is only be callable when the relayer is sufficiently funded.</p>

Issue_11	<code>swapDebtForColl</code> does automatically transfer out all <code>stableCoin</code> tokens, rendering the contract empty for <code>swapNativeForDebt</code> calls
Severity	High
Description	<p>The only possibility of how the contract accumulates the <code>stableCoin</code> tokens is via the <code>swapDebtForColl</code> function which allows users to provide <code>stableCoin</code> tokens in exchange for collateral tokens.</p> <p>At the end of the <code>swapDebtForColl</code> function, all <code>stableCoin</code> tokens are being transferred out to the <code>primaryChainFeeAggregator</code> contract:</p> <pre>transferToAggregator();</pre> <p>This means, the contract is always in a state where there are no funds left to transfer out during the <code>swapNativeForDebt</code> function.</p> <p>While it is clear that the <code>swapDebtForColl</code> function can only be called if the relayer is sufficiently funded, at some point the relayer will become underfunded and then it is necessary to invoke <code>swapNativeForDebt</code>, which will however not work because there are no <code>stableCoin</code> tokens within the contract.</p> <p>This state is permanently existent besides someone manually transfers some <code>stableCoin</code> tokens to the contract.</p>
Recommendations	Consider keeping a small threshold of <code>stableCoin</code> tokens inside the contract to ensure that the <code>swapNativeForDebt</code> function can be invoked.
Comments / Resolution	Acknowledged.

<b>Issue_12</b>	Mandatory <code>canSwapNativeForDebt</code> check within <code>swapDebtForColl</code> can result in desired fee module state never being reached		
<b>Severity</b>	<b>Medium</b>		
<b>Description</b>	<p>The contract aims to transfer out collateral tokens and attract the <code>stableCoin</code> token in an effort to work properly. This only works via the <code>swapDebtForColl</code> function.</p> <p>The <code>swapDebtForColl</code> function can however only be invoked if the relayer is sufficiently funded to execute certain actions. If the <code>stableCoin</code> is too heavily depegged, users will never invoke the <code>swapNativeForDebt</code> function because they will essentially lose money with this trade, thus, without governance intervention, the relayer will not receive any funds.</p> <p>This means that the protocol is in a state where it urgently incentivizes users to buy the <code>stableCoin</code> on the market to restore the peg which means users will attempt to trade in the <code>stableCoin</code> via the <code>swapDebtForColl</code> function, which however never works because the relayer will not be funded due to a lack of incentives for users to invoke <code>swapNativeForDebt</code> (due to <code>stableCoin</code> depeg).</p>		
<b>Recommendations</b>	Consider re-thinking this design choice.		
<b>Comments / Resolution</b>	Acknowledged.		

<b>Issue_13</b>	<b><code>transferToAggregator</code> is not guarded with <code>whenEnabled</code> modifier</b>
<b>Severity</b>	<b>Low</b>
<b>Description</b>	The <code>transferToAggregator</code> function remains unguarded which is inconsistent in the broader contract context, as all functions are guarded with the <code>whenEnabled</code> modifier.
<b>Recommendations</b>	Consider guarding this function accordingly.
<b>Comments / Resolution</b>	Resolved.

<b>Issue_14</b>	<b>Unused variables</b>
<b>Severity</b>	<b>Informational</b>
<b>Description</b>	<p>Variables which are unused will unnecessarily increase the contract size for no reason and will confuse third-party reviewers.</p> <pre><code>uint16 public bridgeBonusPctBps; uint256 public maxBridgeBonusAmount;</code></pre>
<b>Recommendations</b>	Consider removing these unused variables.
<b>Comments / Resolution</b>	Resolved.

## FeeConverterWithBridge

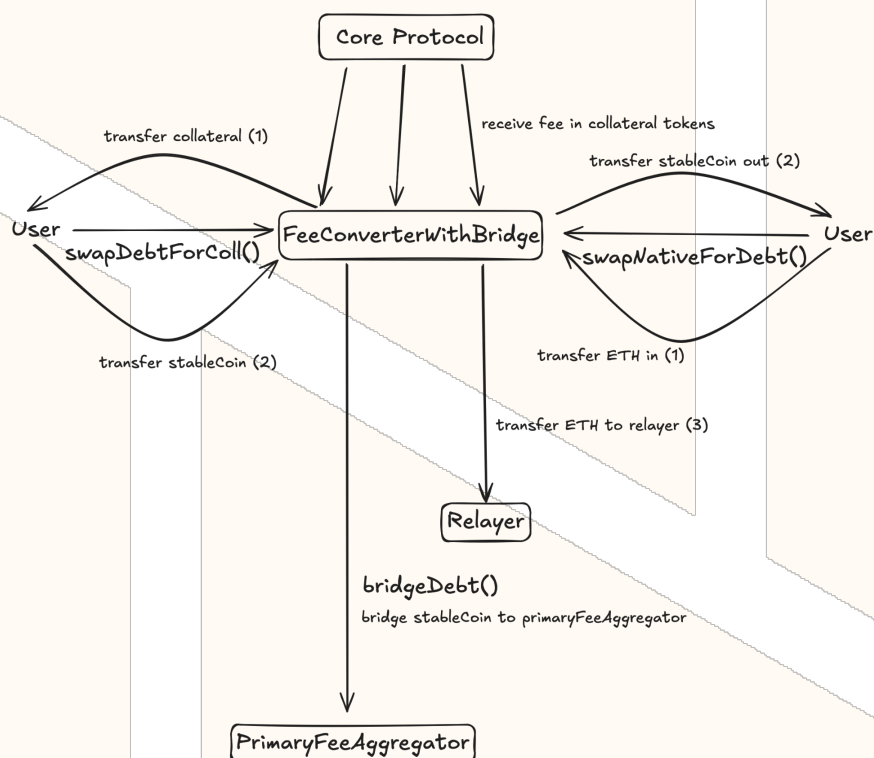
The `FeeConverterWithBridge` contract inherits the `FeeConverterBase` and extends its functionality with a cross-chain transfer of the `stableCoin` token to the `primaryFeeAggregator` contract on the primary chain.

The `bridgeDebt` function is permissionless and can be invoked whenever the relayer is sufficiently refunded. During this bridge call, all `stableCoin` tokens in the contract will be transferred out and the caller will receive a small reward as incentive to do so.

The reward is calculated based on the `bridgeBonusPctBps` variable and the total amount of `stableCoin` tokens within this contract.

An additional safeguard was implemented which limits the maximum bonus amount a user will receive per `bridgeDebt` call and is defined as `bridgeMaxBonusAmount`.

### Appendix: Fee Accumulation and Flow (Secondary Chain)



## Appendix: Simple Bridge

Below we will illustrate the simple bridge flow when stableCoin tokens are transferred from secondary chains to the primary chain:

### > FeeConverterWithBridge.bridgeDebt

- > OFT.sendSimple(primaryId, receiver)

### > OFT.sendSimple(\_eid, \_target, \_amount)

- > \_debit(\_amountLd, \_minAmountLd, \_dstEid)
  - > \_debitView(\_amountLd, \_minAmountLd, \_dstEid)
  - > \_burn(msg.sender, amountSendLd)
- > encode(\_sendTo, \_amountShared, \_composeMsg)
- > \_lzSend(\_eid, message, options, MessagingFee)
  - > \_payNative(fee.nativeFee)
  - > Endpoint.send(MessagingParams, \_refundAddress)

### > Endpoint.send(MessagingParams, \_refundAddress)

- > \_send(msg.sender, \_params)
  - > \_outbound(\_sender, dstEid, receiver)
  - > getSendLibrary(\_sender, dstEid)
  - > SendLibrary.send
- > \_payNative(nativeFee, suppliedNative, \_sendLibrary, \_refundAddress)

### > OFFCHAIN

### > Endpoint.verify(Origin, \_receiver, \_payloadHash)

- > \_inbound(\_origin, \_receiver, \_payloadHash)

### > Endpoint.lzReceive(\_origin, \_receiver, \_guid, \_message, \_extraData)

- > \_clearPayload(\_receiver, \_srcEid, \_sender, \_nonce, \_payload)
- > OFT.lzReceive(\_origin, \_guid, \_message, msg.sender, \_extraData)

### > OFT.lzReceive(\_origin, \_guid, \_message, \_executor, \_extraData)

- > \_lzReceive(\_origin, \_guid, \_message, \_executor, \_extraData)
  - > \_credit(toAddress, amountLD, srcEid)
  - > \_mint(\_to, \_amountLD)

## Privileged Functions

- transferToken
- setTokenApproval
- setIsEnabled
- setPrimaryChainFeeAggregator
- setSwapBonusPctBps
- setSwapMaxBonusAmount
- setRelayMinBalance
- setRelayMaxSwapDebtAmount
- setBridgeBonusPctBps
- setBridgeMaxBonusAmount



<b>Issue_15</b>	Bridging will not work if <b>stableCoin</b> is depegged
<b>Severity</b>	<b>Low</b>
<b>Description</b>	<p>The <b>bridgeDebt</b> function allows for bridging the <b>stableCoin</b> token from the non-primary chain to the primary chain's <b>primaryChainFeeAggregator</b> address.</p> <p>This will only be allowed if the relayer on the non-primary chain is sufficiently funded:</p> <pre>require(!canSwapNativeForDebt(), "DFM: swapNativeForDebt first");</pre> <p>This check is accurate and reasonable as it prevents users from bridging <b>stableCoin</b> tokens while the relayer is underfunded (which would mean the contract has no <b>stableCoin</b> tokens left to exchange for native ETH).</p> <p>However, at the same time, this methodology implements an edge-case. If the <b>stableCoin</b> token is depegged, this means that users will not invoke the <b>swapNativeForDebt</b> function because this essentially results in a loss (depending on the depeg intensity)</p> <p>In such a scenario, the relayer may become underfunded and bridging would not be allowed until the <b>stableCoin</b> token is sufficiently pegged again to be a net-negative trade for users to invoke the <b>swapNativeForDebt</b> function (or someone transfers manually ETH to the relayer).</p>
<b>Recommendations</b>	We do not recommend a change at this point. However, this situation should be carefully considered and monitored for.
<b>Comments / Resolution</b>	Acknowledged.

<b>Issue_16</b>	<b>bridgeMaxBonusAmount</b> safeguard can be bypassed using multiple subsequent calls
<b>Severity</b>	<b>Low</b>
<b>Description</b>	<p>The reward which is received upon each <b>bridgeDebt</b> call is safeguarded with the <b>bridgeMaxBonusAmount</b> variable. If the reward exceeds this amount, it will simply be downsized to it:</p> <pre> debtReward = (amount * bridgeBonusPctBps) / MAX_BPS; if (debtReward &gt; bridgeMaxBonusAmount) debtReward = bridgeMaxBonusAmount;  return debtReward; </pre> <p>This can be trivially circumvented by calling the <b>bridgeDebt</b> function with a higher frequency. This issue was only rated as low severity because users cannot input the desired amount but the amount is rather determined by the contract balance.</p>
<b>Recommendations</b>	Consider if that becomes a problem, if yes consider implementing time-based limitations on how often this function can be called per user (even though that will not guard against sybil attacks).
<b>Comments / Resolution</b>	Acknowledged.

<b>Issue_17</b>	Lack of upper limit for bridgeBonusPctBps during constructor
<b>Severity</b>	<b>Low</b>
<b>Description</b>	The constructor sets bridgeBonusPctBps without any upper validation, this could result in this value becoming > 10_000, effectively breaking the contract.
<b>Recommendations</b>	Consider executing the same check as within setBridgeBonusPctBps.
<b>Comments / Resolution</b>	Resolved.

## LzComposeForwarder

The `LzComposeForwarder` contract is deployed on the primary chain and inherits the `LocalReceiverBase`. The goal of this contract is to receive the `stableCoin` from the `PrimaryFeeAggregator` in the same fashion as other fee modules receive it, via the `notifyNewFees` function. Once fees are received and this function is invoked there are two possible scenarios:

1. Every x weeks: Bridge the `stableCoin` with a compose message to the secondary chain and invoke the `ReceiverVotium` contract's `_notifyNewFees` function (via `lzCompose`) to deposit funds into the `Votium` contract.
2. Every "non-x" weeks: Receive the `stableCoin` and only accumulate it

These scenarios solely depend on the `bridgeEpochFrequency` variable, as this is the frequency of how often tokens are bridged (in weeks).

The cross-chain flow can be found under "Appendix: Cross-Chain Compose Message"

## Privileged Functions

- `transferToken`
- `setTokenApproval`

<b>Issue_18</b>	quoteNotifyNewFees function may return incorrect quote due to logical blunder
<b>Severity</b>	<b>Medium</b>
<b>Description</b>	<p>The <code>quoteNotifyNewFees</code> function is invoked during <code>PrimaryFeeAggregator.quoteProcessWeeklyDistribution</code> to determine the fee which must be provided as <code>msg.value</code>.</p> <p>Due to the fact that the at the time of the quote, no tokens have been transferred into the contract yet, this may return 0:</p> <pre>uint256 amount = stableCoin.balanceOf(address(this));      if (amount &gt;= MIN_AMOUNT) { ... }</pre> <p>Which then in turn results in an incorrect quote for the weekly distribution.</p>
<b>Recommendations</b>	Consider incorporating the “to be transferred” balance into this function.
<b>Comments / Resolution</b>	Resolved.

<b>Issue_19</b>	Immutability of <code>bridgeEpochFrequency</code> will significantly reduce flexibility
<b>Severity</b>	<b>Low</b>
<b>Description</b>	<p>The <code>_notifyNewFees</code> function only triggers bridging of the stableCoin every X weeks, this is determined via the <code>bridgeEpochFrequency</code> variable and the following condition:</p> <pre>if (getWeek() % bridgeEpochFrequency == 0)</pre> <p>There are two downsides of this implementation:</p> <ul style="list-style-type: none"> <li>a) If the <code>_notifyNewFees</code> function is not triggered during the target week, one needs to wait another x weeks until it can be triggered (unlikely to happen due to permissionless nature)</li> <li>b) In any future scenarios, the frequency can never be changed. This may become a significant problem if the initial frequency was for example 4 weeks and the protocol grows significantly which now requires a more frequent bridging approach.</li> </ul>
<b>Recommendations</b>	Consider removing the immutability from the <code>bridgeEpochFrequency</code> variable and introduce a setter function (onlyOwner).
<b>Comments / Resolution</b>	Acknowledged.

## PrimaryFeeAggregator

The **PrimaryFeeAggregator** is the main contract which aggregates all fees. It receives fees indirectly from the main protocol via the **FeeConverter** and **FeeConverterWithBridge**.

The contract owner can determine different fee receivers and corresponding weights which are sectioned in **priorityReceiver(s)** and one **fallbackReceiver**. In the current development state these are namely the following:

- a) **ReceiverVoteMarket** (priorityReceiver)
- b) **ReceiverVotium** (priorityReceiver)
- c) **StableStaker** (fallbackReceiver)

All addresses within the **priorityReceivers** array will have an assigned **pctInBps** weight whereas the overall share of tokens for **priorityReceivers** is determined by all aggregated **pctInBps** variables into the **totalPriorityReceiverPct** value. Furthermore, each priorityReceiver has a corresponding **maximumAmount** which serves as the upper limit on each distribution iteration.

Once receivers are set, anyone can invoke the **processWeeklyDistribution** function once per week to distribute any aggregated fees among all recipients. The distribution is happening using the old-fashioned loop technique where it first loops over all **priorityReceivers** and distributes the total balance on their corresponding weights. Any remaining leftover balance is then afterwards distributed to the **fallbackReceiver** address.

In an effort to incentivize users to execute the fee distribution, users will receive a fixed amount of the **stableCoin** token as refund, which is determined as **callerIncentive**.

## Privileged Functions

- **transferToken**
- **setTokenApproval**
- **addPriorityReceivers**
- **removePriorityReceiver**

- setFallbackReceiver
- setCallerIncentive

Issue_20	
Lack of address(0) check during <code>setFallbackReceiver</code> function	
Severity	Low
Description	The <code>setFallbackReceiver</code> function allows for the setting of the <code>fallbackReceiver</code> address . Currently, there is no validation against <code>address(0)</code> , which means in the scenario where <code>fallBackReceiver</code> becomes <code>address(0)</code> , the <code>processWeeklyDistribution</code> function reverts.
Recommendations	Consider implementing the aforementioned check.
Comments / Resolution	Acknowledged.

Issue_21	
Lack of priorityReceiver duplication check	
Severity	Informational
Description	The <code>addPriorityReceivers</code> function allows the owner to add addresses to the <code>priorityReceivers</code> array. Currently there is no check which avoids duplicate addresses in the array.
Recommendations	This is a best-practice recommendation and does not expose any risk in the current iteration. Therefore we do not recommend a fix to ensure the codebase does not experience any change post-audit. For future iterations, we recommend simply switching to an <code>enumerableSet</code> .
Comments / Resolution	Acknowledged.



## ReceiverVoteMarket

The `ReceiverVoteMarket` contract inherits `LocalReceiverBase` and `GaugeReceiverBase` contracts in an effort to build a full module for accepting fees and keeping track of assigned gauges.

Funds are received from the `PrimaryFeeAggregator` during the `processWeeklyDistribution` call in the form of the `stableCoin` token. Whenever the `_notifyNewFees` function is invoked it will first calculate the corresponding amount for each gauge based on the weight and then either create a new bounty or extend an existing bounty in the `Platform` contract.

The contract does furthermore expose a list of excluded addresses which can be modified by the contract owner. This list is then used upon bounty creation to prevent these addresses from participating in the bounty.

### Appendix: Platform Usage

The `Platform` contract is the external contract which is invoked by the `ReceiverVoteMarket` contract upon bounty creation and bounty extension.

Using this contract, anyone can create bounties for specific gauges and users can claim rewards for a bounty period by providing a Merkle proof of their gauge voting record. The contract verifies the proof against a trusted snapshot, calculates the user's share of rewards based on their voting power, and transfers tokens to them.

Additionally to the pure creation of a bounty, an already existing bounty can be increased in duration and amount which then takes effect from the next period. This functionality is also used within the `ReceiverVoteMarket` contract.

Furthermore, this contract exposes a permissionless `closeBounty` function, which refunds any remaining funds from a bounty to the original manager contract which is the `ReceiverVoteMarket` in our scenario.

## Privileged Functions

- `transferToken`

- setTokenApproval
- setExclusionList
- setGauges

<b>Issue_22</b>	<code>getExclusionList()</code> is rendered useless because bounty extension does not adhere to eventual modifications
<b>Severity</b>	<b>Medium</b>
<b>Description</b>	<p>The contract exposes an exclusion list where the owner can add/remove addresses to/from. This is then used upon new bounty creations and prevents certain addresses from participating in the bounty.</p> <p>A problem arises if a bounty is extended and new addresses are added to the list. This would mean any newly added address should not be able to participate in bounties created by this contract. (The same goes for removed addresses)</p> <p>However, if a bounty for a gauge is steadily increased before it has expired, it will never reflect the newly added addresses in the exclusion list, effectively rendering this feature useless (specifically because the fee distribution is permissionless, users can always trigger the extension of a bounty each week, while the bounty period is 4 weeks).</p>
<b>Recommendations</b>	<p>Consider never extending bounties if the exclusion list has been modified. In that scenario it should always create a new bounty.</p> <p>Optionally, one could simply remove the bounty extension logic and create a new bounty every week.</p>
<b>Comments / Resolution</b>	Acknowledged.

## ReceiverVotium

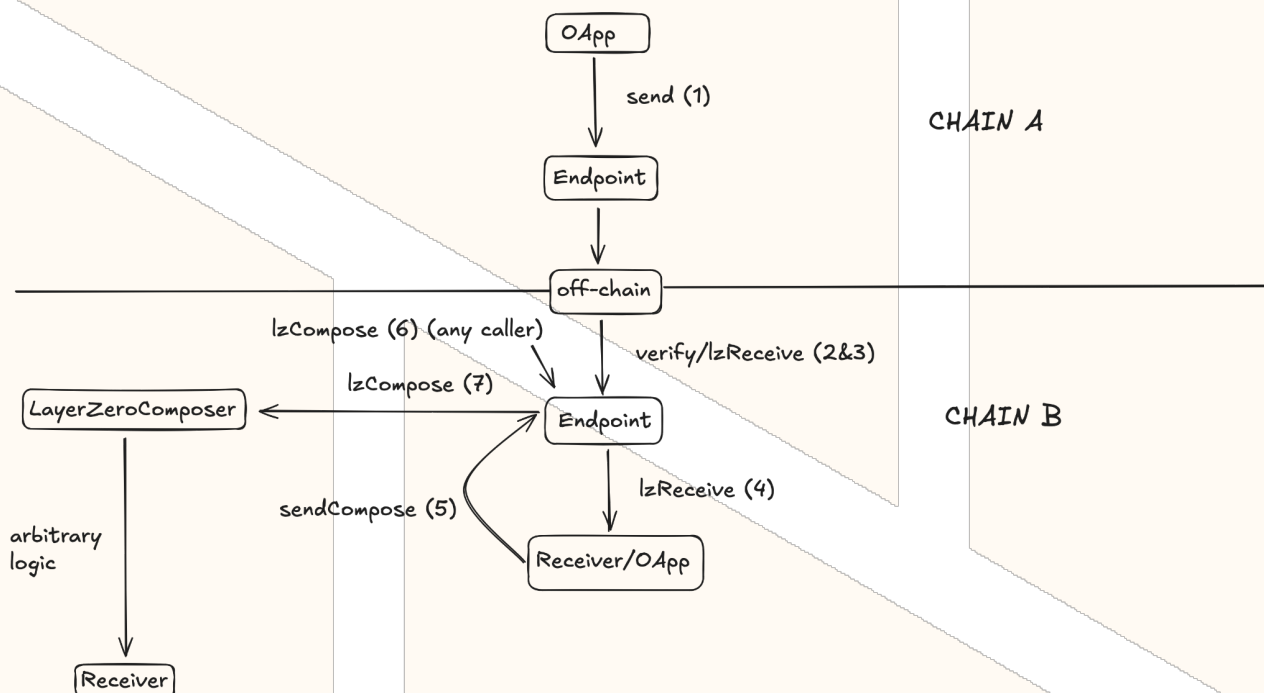
The **ReceiverVotium** contract inherits the **GaugeAllocReceiverBase** and **LzComposeReceiverBase** contracts in an effort to incorporate a list of gauges and to be able to receive compose messages from the **LzComposeForwarder** contract on Optimism.

The main logic of this contract is to receive fees in the form of the **stableCoin** and deposit these into the **Votium** contract based on the provided gauge list and corresponding allocations.

Fees are received from the **PrimaryFeeAggregator** via bridging from the primary chain to the secondary chain. The cross-chain flow is highlighted below within “Appendix: Cross-Chain Compose Message”

### Appendix: Cross-Chain Compose Message

A general overview of the flow for LayerZero’s compose message feature:



The specific flow for sending compose messages to successfully distribute fees is as follows:

**> PrimaryFeeAggregator.processWeeklyDistribution**

-> LocalReceiverBase.notifyFees

**> LocalReceiverBase.notifyNewFees**

-> LzComposeForwarder.\_notifyNewFees

-> OFT.send

**> OFT.send**

-> \_debit

-> \_debitView

-> \_burn

-> \_buildMsgAndOptions

-> encode

-> combineOptions

-> MsgInspector.inspect

-> \_lzSend

-> \_payNative

-> Endpoint.send

**> Endpoint.send**

-> \_send

-> \_outbound

-> getSendLibrary

-> SendLib.send

-> \_suppliedNative

-> \_assertMessagingFee

-> \_payNative

**> Offchain**

**> Endpoint.verify**

-> \_inbound

**> Endpoint.lzReceive**

- > \_clearPayload
- > OFT.lzReceive

- > **OFT.lzReceive**

- > \_lzReceive
    - > \_credit
    - > \_mint
    - > encode
    - > Endpoint.sendCompose

- > **Endpoint.sendCompose**

- > **Endpoint.lzCompose**

- > LzComposeReceiverBase.lzCompose

- > **LzComposeReceiverBase.lzCompose**

- > \_notifyNewFees

- > **VotiumFeeReceiver.\_notifyNewFees**

- > **Votium.depositUnevenSplitGaugesSimple**

## Appendix: **Votium Usage**

The **ReceiverVotium** contract deposits funds for specific gauges into the **Votium** contract via the **depositUnevenSplitGaugesSimple** function. The rationale behind this logic is to deposit tokens as voting incentives for different gauges.

Whenever a round has been surpassed, funds are transferred to a distributor contract where these are likely distributed to users based on their votes.

With this methodology, fees will be used to incentivize users to vote for gauges.

## Privileged Functions

- transferToken
- setTokenApproval
- setGauges

Issue_23	Funds within <b>Votium</b> contract can remain permanently stuck if not processed within a round
Severity	High
Description	<p>The <b>Votium</b> contract exposes a <b>withdrawUnprocessed</b> function which allows the initial depositor (<b>ReceiverVotium</b> contract in this case) to withdraw any funds which have not been processed in the corresponding round.</p> <p>This can happen if a gauge was killed which is presumably handled in a different contract but then rolled over to this contract whenever the <b>endRound</b> function is called with the <b>_gauges</b> array.</p> <p>However, the <b>ReceiverVotium</b> contract does not expose such a function call towards the <b>Votium</b> contract.</p> <p>In such a scenario, funds will remain in the <b>Votium</b> contract without the possibility to ever withdraw them. The same goes for the <b>recycleUnprocessed</b> function.</p>
Recommendations	Consider implementing a <b>withdrawUnprocessed</b> call to the <b>Votium</b> contract to recover eventually stuck funds.
Comments / Resolution	Resolved.

<b>Issue_24</b>	Call of <code>depositUnevenSplitGaugesSimple</code> can revert due to change of <code>allowToken</code> settings within the <code>Votium</code> contract
<b>Severity</b>	<b>Low</b>
<b>Description</b>	<p>Whenever the <code>depositUnevenSplitGaugesSimple</code> function is invoked on the <code>Votium</code> contract, the <code>_takeDeposit</code> function will be invoked which then transfers the token in. This function exposes the following check:</p> <pre>if (requireAllowlist == true) {     require(tokenAllowed[_token] == true, "!allowlist"); }</pre> <p>Furthermore, governance of the <code>Votium</code> contract can deny previously allowed tokens:</p> <pre>function allowToken(address _token, bool _allow) public onlyTeam {      tokenAllowed[_token] = _allow;     emit TokenAllow(_token, _allow);  }</pre> <p>In such a scenario, the <code>depositUnevenSplitGaugesSimple</code> call will revert.</p> <p>Fortunately, that will not expose an issue due to the fact that the cross-chain-transfer has already been successfully finalized.</p>
<b>Recommendations</b>	<p>Since the only negative impact in that scenario is the need to manually recover stuck tokens, we do not recommend any change.</p> <p>However, it is optionally possible to check the current allowance setting beforehand and in such a case where allowance is denied for</p>

	this token, simply transfer the token back to the fee recipient contract.
<b>Comments / Resolution</b>	Acknowledged.



<b>Issue_25</b>	Game Theory: Anyone can trigger incentive creation
<b>Severity</b>	<b>Low</b>
<b>Description</b>	<p>As we have elaborated within “Appendix: Votium Usage”, the idea behind this methodology is to create incentives for votes.</p> <p>While this is out of scope, the possibility remains that a malicious user creates incentives right before the end of a round, then vote accordingly and pockets the majority of the just deposited incentives.</p>
<b>Recommendations</b>	Consider if this can become a problem, if yes that would mean the fee procession must become permissionless.
<b>Comments / Resolution</b>	Acknowledged.

## StableStaker

The **StableStaker** contract is a vault-akin contract which allows users to deposit the **stableCoin** in exchange for a receipt token which is also an OFT.

Contrary to the standard ERC4646 vault concept, the value aggregation of this contract is not periodically but rather streamlined over the course of 2 days whenever new fees are accrued. Similar to the Votium Module and VoteMarket module, fees are received from the **PrimaryFeeAggregator**. These fees are in the form of the **stableCoin** and will be used to increase the underlying value of the vault.

Users can deposit funds into the contract via the deposit and mint function and withdraw funds from the contract by either invoking **cooldownAssets()** or **cooldownShares()** with then subsequently invoking the **unstake** function once the cooldown period has been surpassed.

### Appendix: Streamline Process:

As within most vaults, the exchange rate is determined via the underlying balance, which is mostly stored in the **totalAssets()** function. Exchange rate calculations are the following:

```
> shares = assets * supply / totalAssets()
```

```
> assets = shares * totalAssets() / supply
```

With most vaults, any fees/rewards are simply added to the return value of **totalAssets()**. In fact, most of the time this is simply the balance of the underlying ERC20 token. Such a practice is vulnerable for flash-theft attacks where malicious users deposit a large amount of tokens right before a reward distribution and withdraw immediately afterwards, profiting from a beneficial exchange rate after rewards have been distributed.

The **StableStaker** vault does not follow that practice, instead, rewards are streamlined linearly over the period of two days which prevents such flash-theft attacks.

Whenever the **PrimaryFeeAggregator** processes fees, the **notifyNewFees** amount within the **StableStaker** is invoked which will store how much rewards for the upcoming week are received (\*including eventual leftover rewards from non-created streams):

```
uint256 weekAmount = asset.balanceOf(address(this)) - totalStoredAssets - totalCooldownAssets  
- residualAmount;
```

```
lastWeeklyAmountReceived = weekAmount;
```

A new reward stream over the next 2 days is then created by the pro-rata amount based on the days which have been passed since the beginning of the week and the `lastWeeklyAmountReceived` value:

```
uint256 updateDays = getDay() - (getWeek() * 7) + 1;
```

```
uint256 newAmount = (weekAmount / 7) * updateDays;
```

If we are for example in the 7th day of a week when the `notifyNewFees` function is invoked, a new reward stream with the full weekly rewards is created for the next 48 hours.

On another hand, on the 1st day of a week, a reward stream with 1/7th of the weekly rewards is created for the next 48 hours.

On each contract interaction, the `_updateDailyStream` function is invoked with the goal to ensure that there is always an active stream if `lastWeeklyAmountReceived` was not yet fully consumed. This is done by fetching the upper limit as last possible day for a week when rewards can be updated:

```
uint256 lastUpdateDay = (lastDistributionDay / 7 + 1) * 7 - 1;
```

The logic here is trivial, if the distribution is from the first week, `lastUpdateDay` will become 6, if the distribution is from the second week, `lastUpdateDay` will be 13 and so on and so forth. This basically acts as an upper safeguard to not accidentally distribute more than `lastWeeklyAmountReceived` within a single week.

If in any update, either within `notifyNewFees` or `_updateDailyStream`, there is a pending reward stream, the leftover tokens from this reward stream will be calculated and incorporated in the new stream.

\*Edge-Case: Leftover rewards from last week:

Whenever `lastWeeklyAmountReceived` has not been completely consumed in the stream creation logic in the case where `_updateDailyStream` is not invoked until `lastUpdateDay`, any remaining undistributed funds will flow into the `lastWeeklyAmountReceived` variable for the upcoming fee distribution.

**The following cases were identified and formally verified:**

## SCENARIO REWARD NOTIFICATIONS

SCENARIO 1: `notifyNewFees` is invoked the very first time

SCENARIO 2: `notifyNewFees` is invoked subsequent times with no remaining streams and no remaining weekly rewards

SCENARIO 3: `notifyNewFees` is invoked subsequent times with remaining streams but consumed weekly rewards

SCENARIO 4: `notifyNewFees` is invoked subsequent times with expired streams and remaining weekly rewards

SCENARIO 5: `notifyNewFees` is invoked subsequent times with remaining streams and remaining weekly rewards

## SCENARIO STREAM UPDATES

SCENARIO 1: `_updateDailyStream` is invoked before 24 hours have passed after last update

SCENARIO 2: `_updateDailyStream` is invoked after 24 hours have passed and before end of the week (within 7th day)

SCENARIO 3: `_updateDailyStream` is invoked after 24 hours have passed and somewhere in next week

## Appendix: Cooldown Methodology:

Contrary to the standard vault contract, this contract exposes a cooldown period before users can actually withdraw their assets. Users can either invoke the `cooldownAssets` or `cooldownShares` functions to burn their shares and create a withdraw “request”. This request can then be fulfilled after the `cooldownDuration` has surpassed by calling `unstake()`.

During the request creation via the `_cooldown` function, all important storage adjustments such as decreasing `totalStoredAssets` and decreasing `totalMintedSupply` are already handled such that during the actual withdrawal only the `cooldowns` mapping for the user is deleted and funds are transferred out.

This means that any funds which are in the cooldown period will not further accumulate value from fees.

## Privileged Functions

- `setPeer`
- `setDelegate`
- `setPreCrime`
- `setEnforcedOptions`
- `setMsgInspector`
- `setPeers`
- `setDefaultOptions`
- `setBridgeEnabled`
- `setCooldownDuration`
- `setFeeAggregator`
- `setRewardRegulator`
- `setGovStaker`

Issue_26   Governance Privilege: Setting of peer	
<b>Severity</b>	<b>Governance</b>
<b>Description</b>	<p>Currently, governance of this contract has several privileges for invoking certain functions that can drastically alter the contracts behavior.</p> <p>For example, the <code>setPeer</code> function can be used to add a malicious peer and then receive tokens from another chain without having burned the origin amount. (This would only work if original tokens have been bridged out from the main chain to side-chains by any user)</p>
<b>Recommendations</b>	Consider incorporating a Gnosis Multisignature contract as owner and ensuring that the Gnosis participants are trusted entities.
<b>Comments / Resolution</b>	Acknowledged.

Issue_27	Vault Inflation Attack: Malicious user can manipulate the exchange rate for the <b>deposit</b> function
Severity	Medium
Description	<p>The standard calculation within the deposit function to calculate the received amount of shares is as follows:</p> $assets * totalMintedSupply / totalAssets()$ <p>While the <b>totalAssets()</b> function is not trivially manipulatable by donating the token, it is still theoretically possible to inflate the divisor due to the fee accrual process.</p> <p>This will then result in the standard vault inflation attack where it is possible to manipulate the ratio in such a way that it rounds significantly down for subsequent users (zero shares are forbidden).</p> <p>This can especially become an issue if fees are accrued while there has been no deposit made yet.</p>
Recommendations	Consider implementing a minSharesOut parameter and/or mint an initial amount to the dead address.
Comments / Resolution	Acknowledged, the first deposit will be made by governance.

Issue_28	Edge-case where unused rewards from last week are rolled over to next week will result in decreased reward rate
Severity	Low
Description	<p>There is one specific edge-case scenario where the <code>lastWeeklyRewardsAmount</code> was not completely used for stream updates within 7 days after <code>notifyNewRewards</code> was called.</p> <p>More specifically, this scenario can happen when the <code>_updateDailyStream</code> function was not invoked post beginning of 7th day after reward distribution (<code>getDay = 6</code>).</p> <p>This will then result in 1/7th of <code>lastWeeklyRewardsAmount</code> being rolled over to the next week. If we trivially consider <code>lastWeeklyRewardsAmount</code> being 70e18, that means 10e18 will be rolled over to the next week.</p> <p>During the normal business logic, if the <code>_updateDailyStream</code> function is invoked during the 7th day, it would streamline these 10e18 rewards over the next 2 days.</p> <p>If this is however not happening but instead the <code>notifyNewFees</code> amount is invoked during day 8 (<code>getDay = 7</code>), these 10e18 tokens are not streamlined over 2 days but are rather incorporated into <code>weekAmount</code> (assuming next week also receives 70e18 tokens):</p> <pre>uint256 weekAmount = asset.balanceOf(address(this)) - totalStoredAssets - totalCooldownAssets - residualAmount;</pre> <p>&gt; 140e18 - 60e18 - 0 - 0 &gt; 80e18</p> <p>This means 80e18 tokens are now allocated to 11.42e18 tokens / day.</p> <p>The result of this is that these 10e18 tokens which would have</p>



	<p>previously been distributed over 2 days, will now be distributed over 7 days, significantly flattening the reward curve.</p> <p>A similar issue is present if during week 1 (as example) 100e18 tokens are present to distribute. On the 7th day all 100e18 tokens would then be distributed over the next 48 hours. If we however don't distribute them (at all) during week 1 and wait until week 2 and there was only an influx of 10e18 tokens, the next created reward stream (as example on the first day of this week) would be created with <math>110e18 / 7 * 1</math> tokens, which is significantly smaller than the reward stream which would have been created on the 7th day during week 1.</p>
<b>Recommendations</b>	We consider this as a design choice and as expected by the developer. However, in our opinion it is still important to mention this to ensure it is desired and can be safely acknowledged.
<b>Comments / Resolution</b>	Acknowledged.

Issue_29	Decreased <code>cooldownDuration</code> can be used to exit earlier
Severity	Low
Description	<p>Whenever the <code>_cooldown</code> function is invoked, the following struct will be set to a user's cooldown mapping:</p> <pre>cooldowns[msg.sender] = AssetCooldown({     underlyingAmount:     uint224(cooldowns[msg.sender].underlyingAmount + assets),     cooldownEnd: cooldownEnd });</pre> <p>Notably, <code>cooldownEnd</code> is determined as follows:</p> <pre>uint32 cooldownEnd = uint32(block.timestamp + cooldownDuration);</pre> <p>So far, it is perfectly handled that the <code>cooldownEnd</code> is calculated using the <code>cooldownDuration</code> as this ensures even if the <code>cooldownDuration</code> is changed and a position has already been prepared for withdrawal, the actual withdrawal cannot happen earlier (due to the usage of <code>cooldownDuration</code> at the time of the withdrawal preparam).</p> <p>This can however be tricked by simply invoking the <code>_cooldown</code> function again because then it will override the old <code>cooldownEnd</code> using the potentially smaller <code>cooldownDuration</code> which results in the possibility to withdraw earlier.</p> <p>This can either be an intended design-choice or an unexpected side-effect.</p> <p>However, in our opinion the withdrawal time should always be determined by the <code>cooldownDuration</code> at the time of the withdrawal initiation, even if the <code>cooldownDuration</code> is decreased/changed at a later point.</p>

<b>Recommendations</b>	Consider if this is expected by design or if this is unintended. In the latter scenario, the logic must be refactored to not allow for overriding a pending withdrawal.
<b>Comments / Resolution</b>	Acknowledged.

<b>Issue_30</b>	Lack of <code>address(0)</code> check for multiple setter functions
<b>Severity</b>	<b>Low</b>
<b>Description</b>	<p>The contract exposes multiple setter functions, namely:</p> <pre> setFeeAggregator setRewardRegulator setGovStaker </pre> <p>None of these functions has an <code>address(0)</code> validation which can result in a DoS of the business logic.</p>
<b>Recommendations</b>	Consider implementing such a validation.
<b>Comments / Resolution</b>	Acknowledged.

<b>Issue_31</b>	<b>govStaker</b> address is not set upon deployment
<b>Severity</b>	<b>Low</b>
<b>Description</b>	<p>The <b>_setNewStream</b> function invokes the <b>StakerRewardRegulator</b> contract to fetch the amount of tokens which shall be allocated to the vault contract. The leftover amount is meant to be allocated to the <b>GovStaker</b> contract:</p> <pre>       if (govAmount &gt; 0) {         address _govStaker = govStaker;         asset.transfer(_govStaker, govAmount);         IFeeReceiver(_govStaker).notifyNewFees(govAmount);       }     </pre> <p>However, during the deployment, the <b>GovStaker</b> contract is accidentally not set which means the contract does not work without governance calling <b>setGovStaker()</b> first.</p>
<b>Recommendations</b>	Consider setting the <b>govStaker</b> address during the constructor.
<b>Comments / Resolution</b>	Acknowledged.

Issue_32	<code>convertToShares()</code> does not handle edge-case where shares are non-zero and <code>totalAssets()</code> returns zero
Severity	Low
Description	<p>After careful consideration we were not able to reproduce such a state where shares are non-zero and <code>totalAssets()</code> returns zero, as this would effectively mean that circulating shares are unbacked. While this may happen with vaults which can decrease in underlying value, this vault does not expose such a scenario.</p> <p>Nevertheless, the original ERC4646 implementation accounts for such a scenario:</p> <pre> function _convertToShares(uint256 assets, Math.Rounding rounding) internal view virtual returns (uint256 shares) {     uint256 supply = totalSupply();     return     (assets == 0    supply == 0)         ? _initialConvertToShares(assets, rounding)         : assets.mulDiv(supply, totalAssets(), rounding); } </pre> <p>In our opinion, this codebase should be as near as possible to the standard ERC4646 implementation and therefore the same edge-case should be considered.</p> <p>A similar issue is present within <code>previewWithdraw()</code>, however, that does not expose a problem because if that would be adjusted it means users will simply burn shares for zero output amount, therefore the current implementation is even beneficial for users as they are forced to wait until <code>totalAssets()</code> becomes <code>!= 0</code> to withdraw.</p>
Recommendations	Consider following the same practice as highlighted above.

<b>Comments / Resolution</b>	Acknowledged.
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<b>Issue_33</b>	Lack of <b>RewardRegulatorSet</b> event during constructor
<b>Severity</b>	<b>Informational</b>
<b>Description</b>	The <b>RewardRegulatorSet</b> event is not emitted during contract deployment. Important events should be emitted to allow users to retrace all flows.
<b>Recommendations</b>	Consider emitting the said event.
<b>Comments / Resolution</b>	Resolved.

## StakerRewardRegulator

The **StakerRewardRegulator** contract is a simple helper contract which is responsible for calculating the share of fees which is allocated to the vault and the share which is allocated to the **GovStaker** contract. The contract owner can set all important boundaries.

### Appendix: Staker Reward Calculation

Whenever a new reward stream is created within the **StableStaker** contract, the nominal amount for this reward stream is determined as:

>  $\text{newAmount} = (\text{lastWeeklyAmount} / 7) * \text{updateDays}$

Based on this amount, a conversion is applied which is determined by the price of the **stableCoin** token. There are three different scenarios.

- Price is above/equal **maxPrice**: use **maxStakerPct** to calculate the pro-rata amount:  
>  $\text{amount} * \text{maxStakerPct} / \text{MAX\_PCT}$
- Price is below/equal **minPrice**: use **MinStakerPct** to calculate the pro-rata amount:  
>  $\text{amount} * \text{minStakerPct} / \text{MAX\_PCT}$
- Price is below **maxPrice** and above **minPrice**: The following mathematical formula is used to derive the **stakerPct**:

>  $\text{stakerPct} = ((\text{price} - \text{minPrice}) * \text{MAX\_PCT}) / (\text{maxPrice} - \text{minPrice});$

> Calculate difference between price and minPrice

> Multiply result by 10\_000

> Divide result by price range

>  $\text{stakerPct} = \text{minStakerPct} + ((\text{stakerPct} * (\text{maxStakerPct} - \text{minStakerPct})) / \text{MAX\_PCT});$

> Calculate the difference between the maximum and minimum staker percentages

> Scales it by stakerPct from previous step

> Divides by MAX\_PCT



> Add to minStakerPct

The core logic of this is to calculate `stakerPct` based on the price position of the current price in the range between `minPrice` and `maxPrice`.

This means the price position scaled by `MAX_PCT` is multiplied with the delta of (`maxPrice` - `minPrice`) and then applied on `minStakerPct`. The higher the price, the higher will be `stakerPct` and more funds are being allocated to the `GovStaker`.

### EXAMPLE VALUES:

\* We are using extreme values, ignoring `MAX_PRICE_RANGE` to highlight the logic

```
minPrice = 0.8e18
maxPrice = 1.1e18
minStakerPct = 7000
maxStakerPct = 9000
price = 0.9e18
```

The price is at 33.3% range between 0.8e18 and 1.1e18. This means we apply 33.3% on (`maxStakerPct`-`minStakerPct`) and add this to `minStakerPct` to represent the `stakerPct` value.

$$7000 + (0.333 * (9000 - 7000)) = 7666$$

### Using the formula in the code:

```
stakerPct = ((price - minPrice) * MAX_PCT) / (maxPrice - minPrice);
stakerPct = ((0.9e18 - 0.8e18) * 10_000) / (1.1e18 - 0.8e18);
stakerPct = (0.1e18 * 10_000) / 0.3e18;
stakerPct = 3333
```

```
stakerPct = minStakerPct + ((stakerPct * (maxStakerPct - minStakerPct)) / MAX_PCT);
stakerPct = 7000 + ((3333 * (9000 - 7000)) / 10_000);
stakerPct = 7000 + (6666000 / 10_000);
stakerPct = 7666
```

## Privileged Functions

- setPriceBounds
- setStakerPctBounds

No issues found.

## Base/Dependencies

### CoreOwnable

The **CoreOwnable** contract serves as a handler contract which aggregates all important data from the **ProtocolCore** contract:

(<https://github.com/defidotmoney/dfm-contracts/blob/58e83d59544f57af2719295e1d025a6b032b6c08/contracts/base/ProtocolCore.sol>)

Notably, it exposes the following parameters:

- **owner**: The owner of the ProtocolCore contract
- **bridgeRelay**: The determined bridge relay
- **feeReceiver**: The determined fee recipient
- **guardian**: The determine guardian

Furthermore, it exposes necessary modifiers to ensure proper access controls:

- **onlyOwner**
- **onlyBridgeRelay**
- **ownerOrGuardianToggle**

In the current scope, the **feeReceiver** and **guardian** addresses as well as the **onlyBridgeRelay** and **ownerOrGuardianToggle** modifiers remain unused. However, we assume these variables are used in other contracts throughout the architecture that are not scope of this audit. This usage should be carefully checked and eventually audited as well.

### Privileged Functions

- none

No issues found

## SystemStart

The `SystemStart` contract is a simple auxiliary contract that fetches the `START_TIME` from the core protocol upon deployment and then exposes getter functions to return the amount of weeks and days passed since the `START_TIME`.

The `getWeek` and `getDay` functions are primarily used for the following purposes:

- Check for bridge frequency
- Check if fees have been already distributed for a week
- Used for reward calculation within the `StableStaker` contract

## Appendix: Truncation

In an effort to receive the current day / week, the time which has passed is simply divided by the corresponding divisor (day/week). This will then trivially return the amount of days/weeks which have passed since the start time. The truncation always happens based on the `START_TIME`.

## Privileged Functions

- none

No issues found.

## Bridge/Dependencies

### BridgeTokenBase

The `BridgeTokenBase` contract extends LayerZero's OFT standard:

<https://github.com/LayerZero-Labs/LayerZero-v2/tree/main/packages/layerzero-v2/evm>

The following additions/modifications have been introduced:

- Bridging was made pausable
- A `sendSimple` function was introduced which allows for bridging tokens without the option of a compose message, using native ETH as the fee token. A corresponding `quoteSimple` function was developed.
- Access Control was revised: Only the owner within the `CORE_OWNER` contract can execute `onlyOwner` functions. The functions `transferOwnership` and `renounceOwnership` were overridden with a revert.
- An enumerableSet for all EIDs has been implemented
- Default options for `msgType = 1 (SEND)` can be set. These are specifically used within the `sendSimple` function.

This audit partially includes the OFT contract but does not involve an in-depth audit of it.

## Appendix: Default Options

As explained, the contract exposes a `_setDefaultOptions` function which allows the contract owner to set the `defaultOptions` variable:

```
function _setDefaultOptions(bytes memory options) internal {  
    if (options.length > 0) _assertOptionsType3(options);  
    defaultOptions = options;  
}
```

The `defaultOptions` variable is then used whenever a new peer is added as `enforcedOption` for the corresponding EID and `msgType = 1` which translates into SEND (simple cross-chain transfers without a compose message):

```
enforcedOptions[_eid][1] = defaultOptions;
```

This ensures that the correct amount of gas is quoted and not accidentally more (as it would be the case with compose messages).

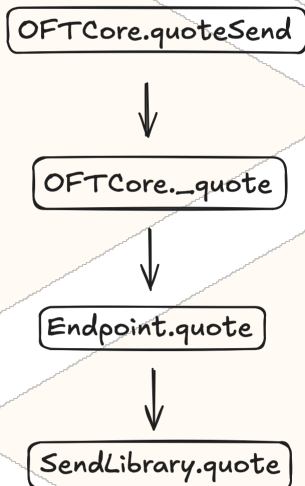
## Appendix: Quoting Mechanism

Cross-Chain messages and transfers require executors to execute actions on the destination chain. Since these executions cost gas, there is a need to fund these transactions.

In LayerZero, the funding of transactions is directly handled whenever a cross-chain transaction is initiated, either with provided `msg.value` to the `Endpoint.send` call or via a `transferFrom` of the `LzToken` from the `msg.sender` to the `Endpoint`.

In an effort to provide an accurate quotation of how much a cross-chain transaction will cost, the LayerZero Endpoint provides a `quote` function which gauges the gas cost based on the `MessagingParams`.

The default flow to gauge gas cost is as follows:



## Privileged Functions

- setPeer
- setDelegate
- setPreCrime
- setEnforcedOptions
- setMsgInspector
- setPeers
- setDefaultOptions
- transferOwnership
- renounceOwnership

Issue_34   Governance Privilege: Setting of <b>peer</b>	
<b>Severity</b>	<b>Governance</b>
<b>Description</b>	<p>Currently, governance of this contract has several privileges for invoking certain functions that can drastically alter the contracts behavior.</p> <p>For example, the <b>setPeer</b> function can be used to add a malicious peer and then receive tokens from another chain without having burned the origin amount.</p>
<b>Recommendations</b>	Consider incorporating a Gnosis Multisignature contract as owner and ensuring that the Gnosis participants are trusted entities.
<b>Comments / Resolution</b>	Acknowledged.



Issue_35   Access Control inconsistency between <code>setPeer</code> and <code>setPeers</code>	
<b>Severity</b>	<b>Low</b>
<b>Description</b>	<p>The <code>setPeer</code> and <code>setPeers</code> functions are logically the same, the only difference is that the latter function allows for setting multiple iterations in the same function call.</p> <p>The first function uses the following access control mechanism:</p> <pre>require(msg.sender == owner()    msg.sender == CORE_OWNER.bridgeRelay(), "DFM:T Only owner or relay")</pre> <p>while the second function uses the <code>onlyOwner</code> modifier. Therefore, the first access control mechanism is loose, allowing the relayer to change peers.</p>
<b>Recommendations</b>	Consider using the <code>onlyOwner</code> modifier for <code>setPeer()</code> as well.
<b>Comments / Resolution</b>	Acknowledged.

Issue_36   <code>sendSimple()</code> does not return <code>OFTReceipt</code>	
<b>Severity</b>	<b>Informational</b>
<b>Description</b>	<p>The <code>sendSimple</code> function allows users to trivially invoke cross-chain transfers using the native token as fund token. Contrary to the <code>send</code> function, it only returns <code>amountSentLD</code> instead of the <code>OFTReceipt</code> struct.</p>
<b>Recommendations</b>	Consider following LO's practice and returning the <code>OFTReceipt</code> .
<b>Comments / Resolution</b>	Acknowledged.

<b>Issue_37</b>	Bridge process will not work on chains where alternative endpoint is deployed
<b>Severity</b>	<b>Informational</b>
<b>Description</b>	<p>LayerZero has an alternative endpoint contract for blockchains where the native token is worthless. In such a scenario the <code>_payNative</code> function is overridden to transfer in an alternative token:</p> <p><a href="https://github.com/LayerZero-Labs/LayerZero-v2/blob/main/packages/layerzero-v2/evm/protocol/contracts/EndpointV2Alt.sol#L10">https://github.com/LayerZero-Labs/LayerZero-v2/blob/main/packages/layerzero-v2/evm/protocol/contracts/EndpointV2Alt.sol#L10</a></p> <p>While this does not apply to this scope, it should still be considered when deploying on other blockchains.</p>
<b>Recommendations</b>	Consider keeping this scenario in mind.
<b>Comments / Resolution</b>	Acknowledged.

Issue_38	Old OFT version is used for current implementation
Severity	Informational
Description	<p>Currently, the following LO versions are used:</p> <pre>"@layerzerolabs/lz-evm-oapp-v2": "=2.3.16", "@layerzerolabs/lz-evm-protocol-v2": "=2.3.16",</pre> <p>These are outdated and do not align with the current version:</p> <p><a href="https://github.com/LayerZero-Labs/LayerZero-v2/tree/592625b9e5967643853476445ffe0e777360b906/packages/layerzero-v2/evm">https://github.com/LayerZero-Labs/LayerZero-v2/tree/592625b9e5967643853476445ffe0e777360b906/packages/layerzero-v2/evm</a></p> <p>Most specifically, this can be seen here:</p> <p>The <code>sendSimple</code> function invokes the <code>_debit</code> function as follows:</p> <pre>_debit(msg.sender, _amount, 0, _eid);</pre> <p>which then invokes the override <code>_debit</code> function:</p> <pre>function _debit(     address _from,     uint256 _amountLD,     uint256 _minAmountLD,     uint32 _dstEid ) internal virtual override returns (uint256 amountSentLD, uint256 amountReceivedLD) {     require(isBridgeEnabled, "DFM:T Bridging disabled");     return super._debit(_from, _amountLD, _minAmountLD, _dstEid); }</pre> <p>The most recent implementation of the OFT <code>_debit</code> function has the following function selector:</p>

```
function _debit(  
    uint256 _amountLD,  
    uint256 _minAmountLD,  
    uint32 _dstEid  
)
```

While there are - from our knowledge - no issues with the previous version, we always recommend using the most updated version. (exceptions prove the rule)

**Recommendations**

Given that the whole testing suite was based on the current implemented version, we do not recommend a change at this point. However, for the future it might make sense to always incorporate the most recent version.

**Comments /  
Resolution**

Acknowledged.