

# Protocol Audit Report

Version 1.0

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## Protocol Summary

This project is meant to be a permissionless way for users to swap assets between each other at a fair price. You can think of T-Swap as a decentralized asset/token exchange (DEX). T-Swap is known as an Automated Market Maker (AMM) because it doesn't use a normal "order book" style exchange, instead it uses "Pools" of an asset. It is similar to Uniswap. To understand Uniswap, please watch this video: [Uniswap Explained](#)

## Risk Classification

		Impact		
		High	Medium	Low
Likelihood	High	H	H/M	M
	Medium	H/M	M	M/L
	Low	M	M/L	L

We use the CodeHawks severity matrix to determine severity. See the documentation for more details.

## Audit Details

### Scope

- Commit Hash: 1ec3c30253423eb4199827f59cf564cc575b46db
- In Scope:

```
1 ./src/  
2 #-- PoolFactory.sol  
3 #-- TSwapPool.sol
```

- Solc Version: 0.8.20
- Chain(s) to deploy contract to: Ethereum

## Executive Summary

### Issues found

- 4 High severity findings
- 1 Medium severity finding
- 8 Informational findings
- Total: 13 findings

## Findings

### High

#### [H-1] Incorrect fee calculation in `TSwapPool::getInputAmountBasedOnOutput()` causes protocol to take too many tokens from users

**Description:** The `getInputAmountBasedOnOutput()` function is intended to calculate the amount of tokens a user should deposit given an amount of tokens of output tokens. However, the function currently miscalculates the resulting amount. When calculating the fee, it scales the amount by 10\_000 instead of 1\_000.

**Impact:** Protocol takes more fees than expected.

#### Proof of Concept:

In `getInputAmountBasedOnOutput`, the fee calculation uses incorrect multiplier:

```
1 return ((inputReserves outputAmount) 10000) / ((outputReserves -  
    outputAmount) 997);
```

#### Recommendation:

```
1 - return ((inputReserves outputAmount) 10000) / ((outputReserves -  
    outputAmount) 997);  
2 + return ((inputReserves outputAmount) 1000) / ((outputReserves -  
    outputAmount) 997);
```

#### [H-2] Lack of slippage protection in `TSwapPool::swapExactOutput()` causes users to potentially receive much less tokens

**Description:** The `swapExactOutput()` function does not include any slippage protection. This means that users may receive significantly less tokens than expected, potentially leading to finan-

cial losses. This function is similar to what is done in `TSwapPool::swapExactInput()`, where the function specifies a `minOutputAmount` parameter, the `swapExactOutput` should specify a `maxInputAmount` parameter.

**Impact:** If market conditions change before the transaction processes, the user could get a much worse swap.

**Proof of Concept:** 1. The price of WETH is 1000 USDC 2. User inputs a `swapExactOutput` looking for 1 WETH 1. inputToken = USDC 2. outputToken = WETH 3. minOutputAmount = 1 WETH 4. deadline = ... 3. The function does not offer a maxInputAmount 4. As the transaction is pending in the mempool, the market changes and the price moves huge: 1 WETH is now 10000 USDC. 10x more than the user expected. 5. The transaction completes, but the user sent to the protocol 10000 USDC for 1 WETH, instead of 1000 USDC.

**Recommendation:** We should include a `maxInputAmount` parameter in the `swapExactOutput()` function. So the user only has to spend up to a specific amount, and can predict how much they will spend on the protocol.

```
1
2 function swapExactOutput(
3     IERC20 inputToken,
4 +   uint256 maxInputAmount,
5   .
6   .
7   .
8     inputAmount = getInputAmountBasedOnOutput(outputAmount,
9         inputReserves, outputReserves);
9 +   if(inputAmount > maxInputAmount) {
10 +       revert();
11 +   }
12   _swap(inputToken, inputAmount, outputToken, outputAmount);
```

### [H-3] `TSwapPool::sellPoolTokens()` mismatches input and output tokens causing users to receive incorrect amount of tokens

**Description:** The `sellPoolTokens()` function is intended to allow users to easily sell pool tokens and receive WETH in exchange. Users indicate how many pool tokens they're willing to sell in the `poolTokenAmount` parameter. However the function currently miscalculates the swapped amount.

This is due to the fact that the `swapExactOutput` function is called whereas the `swapExactInput` function is expected.

**Impact:** Users will swap the wrong amount of tokens, which is a severe disruption of the protocol functionality.

**Proof of Concept:**

**Recommendation:** Consider changing the function to use `swapExactInput()` instead of `swapExactOutput()`.

```

1  function sellPoolTokens(
2      uint256 poolTokenAmount,
3 +   uint256 minWethToReceive
4  ) external returns (uint256 wethAmount) {
5 -     return swapExactOutput(i_poolToken, i_wethToken, poolTokenAmount,
6 +     return swapExactInput(i_poolToken, poolTokenAmount,
7         minWethToReceive, uint64(block.timestamp));
8     }

```

Additionally we need to add a deadline to the function, as there is currently no deadline.

**[H-4] In `TSwapPool::_swap()` the extra tokens given to users after every `swapCount` breaks the protocol invariant of  $x * y = k$**

**Description:** The protocol follows a strict invariance of  $x * y = k$  where  $x$  is the balance of pool tokens and  $y$  is the amount of WETH. This means, that whenever the balances change in the protocol, the ratio between the two amounts should remain constant, hence the  $k$ . However, this is broken due to the extra incentive in the `_swap()` function. meaning that over time the protocol funds will be drained. The following block of code is responsible for the issue:

```

1  swap_count++;
2  if (swap_count >= SWAP_COUNT_MAX) {
3      swap_count = 0;
4      outputToken.safeTransfer(msg.sender, 1_000_000_000_000_000_000);
5  }

```

**Impact:** A user could maliciously drain the protocol of funds by doing a lot of swaps and collecting the extra tokens.

**Proof of Concept:** 1. A user swaps 10 times, and collects the extra incentive of `1_000_000_000_000_000_000`. 2. That user continues to do swaps, until all the protocol funds are drained.

**Proof Of Code**

```

1  function testInvariantBroken() public {
2      vm.startPrank(LiquidityProvider);
3      weth.approve(address(pool), 100e18);
4      poolToken.approve(address(pool), 100e18);
5      pool.deposit(100e18, 100e18, 100e18, uint64(block.timestamp));
6      vm.stopPrank();
7      uint256 outputWeth = 1e17;

```

```
8     poolToken.mint(user, 100e18);
9
10    vm.startPrank(user);
11
12    poolToken.approve(address(pool), type(uint256).max);
13    pool.swapExactOutput(poolToken, weth, outputWeth, uint64(block.
    timestamp));
14    pool.swapExactOutput(poolToken, weth, outputWeth, uint64(block.
    timestamp));
15    pool.swapExactOutput(poolToken, weth, outputWeth, uint64(block.
    timestamp));
16    pool.swapExactOutput(poolToken, weth, outputWeth, uint64(block.
    timestamp));
17    pool.swapExactOutput(poolToken, weth, outputWeth, uint64(block.
    timestamp));
18    pool.swapExactOutput(poolToken, weth, outputWeth, uint64(block.
    timestamp));
19    pool.swapExactOutput(poolToken, weth, outputWeth, uint64(block.
    timestamp));
20    pool.swapExactOutput(poolToken, weth, outputWeth, uint64(block.
    timestamp));
21    pool.swapExactOutput(poolToken, weth, outputWeth, uint64(block.
    timestamp));
22
23    int256 startingY = int256(weth.balanceOf(address(pool)));
24    int256 expectedDeltaY = int256(-1) * int256(outputWeth);
25    pool.swapExactOutput(poolToken, weth, outputWeth, uint64(block.
    timestamp));
26
27    vm.stopPrank();
28
29    uint256 endingY = weth.balanceOf(address(pool));
30
31    int256 actualDeltaY = int256(endingY) - int256(startingY);
32
33    assertEq(actualDeltaY, expectedDeltaY);
34 }
```

**Recommendation:** Remove the extra incentive in the `_swap()` function.

## Medium

### [M-1] deadline not being used in `Tswap::deposit()` function causing transaction to complete even after the deadline

**Description:** The `deposit()` function accepts a deadline parameter which according to the documentation is “The deadline for the transaction to be completed by”. However, this parameter is never

used. As a consequence, operations that add liquidity to the pool might be executed at unexpected times, in market conditions that are not optimal for the user.

**Impact:** Transactions could be sent when market conditions are not optimal for the user even when adding a deadline parameter.

**Proof of Concept:** The `deadline` parameter is not used in the `deposit()` function.

**Recommendation:** Consider making the following changes:

```
1     function deposit(  
2         uint256 wethToDeposit,  
3         uint256 minimumLiquidityTokensToMint,  
4         uint256 maximumPoolTokensToDeposit,  
5         uint64 deadline  
6     )  
7     external  
8     revertIfZero(wethToDeposit)  
9 +     revertIfDeadlinePassed(deadline)  
10    returns (uint256 liquidityTokensToMint)  
11    {
```

## Informationals

**[I-1] PoolFactory::PoolFactory\_\_PoolDoesNotExist is not used and should be removed**

```
1 -     error PoolFactory__PoolDoesNotExist(address tokenAddress);
```

**[I-2] Lacking zero address check in constructor of PoolFactory and TSwapPool**

```
1     constructor(  
2         address poolToken,  
3         address wethToken,  
4         string memory liquidityTokenName,  
5         string memory liquidityTokenSymbol  
6     )  
7     ERC20(liquidityTokenName, liquidityTokenSymbol)  
8     {  
9 +     require(poolToken != address(0), "TSwapPool: Pool token cannot  
10 +     be the zero address");  
11     require(wethToken != address(0), "TSwapPool: WETH token cannot  
12     be the zero address");  
13     i_wethToken = IERC20(wethToken);  
14     i_poolToken = IERC20(poolToken);  
15 }
```



```
1     constructor(address wethToken) {
2 +     require(wethToken != address(0), "PoolFactory: WETH token
    cannot be the zero address");
3         i_wethToken = wethToken;
4     }
```

**[I-3] PoolFactory::createPool should use symbol() instead of name()**

```
1 - string memory liquidityTokenSymbol = string.concat("ts", IERC20(
    tokenAddress).name());
2 + string memory liquidityTokenSymbol = string.concat("ts", IERC20(
    tokenAddress).symbol());
```

**[I-4] TSwapPool::Swap should be indexed**

```
1 - event Swap(address indexed swapper, IERC20 tokenIn, uint256
    amountTokenIn, IERC20 tokenOut, uint256 amountTokenOut);
2 + event Swap(address indexed swapper, IERC20 indexed tokenIn, uint256
    amountTokenIn, IERC20 indexed tokenOut, uint256 amountTokenOut);
```

**[I-5] In TSwapPool::deposit() poolTokenReserves can be removed**

**Description:** The `poolTokenReserves` variable is not used in the `deposit()` function. So it can be removed because it uses some gas.

```
1 - uint256 poolTokenReserves = i_poolToken.balanceOf(address(this));
```

**[I-6] In TSwapPool::\_addLiquidityMintAndTransfer() emit LiquidityAdded(msg.sender, poolTokensToDeposit, wethToDeposit); is backwards**

**Description:** The `LiquidityAdded` event is emitted with the parameters in the reverse order. `event LiquidityAdded(address indexed liquidityProvider, uint256 wethDeposited, uint256 poolTokensDeposited);`

```
1 - emit LiquidityAdded(msg.sender, poolTokensToDeposit, wethToDeposit);
2 + emit LiquidityAdded(msg.sender, wethToDeposit, poolTokensToDeposit);
```

**[I-7] In TSwapPool::getOutputAmountBasedOnInput() there are magic numbers**

**Description:** In `TSwapPool::getOutputAmountBasedOnInput()` there are magic numbers.

```
1 uint256 inputAmountMinusFee = inputAmount * 997;  
2 uint256 numerator = inputAmountMinusFee * outputReserves;  
3 uint256 denominator = (inputReserves * 1000) + inputAmountMinusFee;
```

**Recommendation:** Add constants for the magic numbers.

```
1 + uint256 constant FEE_DENOMINATOR = 1000;  
2 + uint256 constant FEE_NUMERATOR = 997;
```

**[I-8] Default value returned by TSwapPool::swapExactInput() results in incorrect return value given**

**Description:** The `swapExactInput()` function is expected to return the actual amount of tokens bought by the caller. However, while it declares the named return value `output` it is never assigned a value, nor uses an explicit return statement.

**Impact:** The return value will always be 0, giving incorrect information to the caller.

**Recommendation:**

```
1 {  
2     uint256 inputReserves = inputToken.balanceOf(address(this));  
3     uint256 outputReserves = outputToken.balanceOf(address(this));  
4  
5 -     uint256 outputAmount = getOutputAmountBasedOnInput(inputAmount,  
6 +     uint256 output = getOutputAmountBasedOnInput(inputAmount,  
       inputReserves, outputReserves);  
7  
8 -     if (outputAmount < minOutputAmount) {  
9 -         revert TSwapPool__OutputTooLow(outputAmount, minOutputAmount);  
10 +     if (output < minOutputAmount) {  
11 +         revert TSwapPool__OutputTooLow(outputAmount, minOutputAmount);  
12     }  
13  
14 -     _swap(inputToken, inputAmount, outputToken, outputAmount);  
15 +     _swap(inputToken, inputAmount, outputToken, output);  
16 }
```