

# How to use OpenZeppelin Contracts Account Abstract framework

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#### Agenda

- Introduction to Account Abstraction framework
- Repository Setup
- ECDSA Account
- Replayability protection
- Bonus: Factory Setup

#### **Introducing OpenZeppelin**

#### **Account Abstraction framework**

#### **OpenZeppelin Comunity Contracts**

An extension of OpenZeppelin
Contracts to host experimental
implementations and rapidly changing
ERCs.



Community Contracts repository

#### Goals of our framework

#### **Secure**

Our go-to recommendation is a **solid base layer** for developers who're writing their own Solidity implementations of accounts.

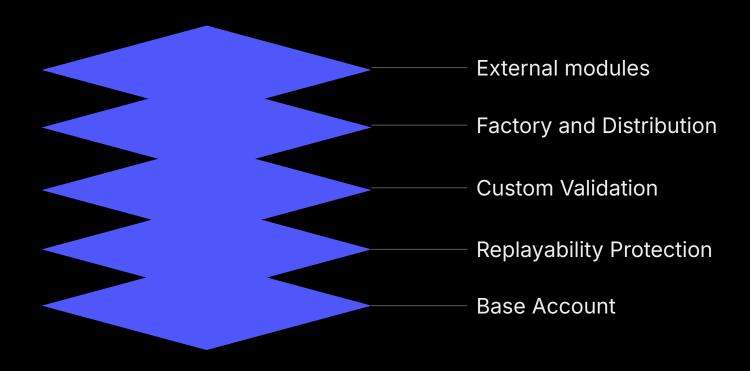
#### Layered

To accomodate developers building with our libraries, the Account contracts **must** be consumed in layers.

#### **Extensible**

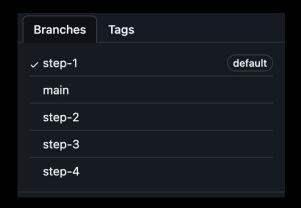
Modularity has become a massive source of innovation that developers should have easy access to.

#### How does it work?



#### Let's setup







Workshop Repository

# Step 1 Repository Setup

#### What's in here?

The basic Foundry template with the following 2 dependencies:

- 1. OpenZeppelin Contracts
- 2. OpenZeppelin Community Contracts

### Step 2 ECDSA Account

#### Filling custom validation

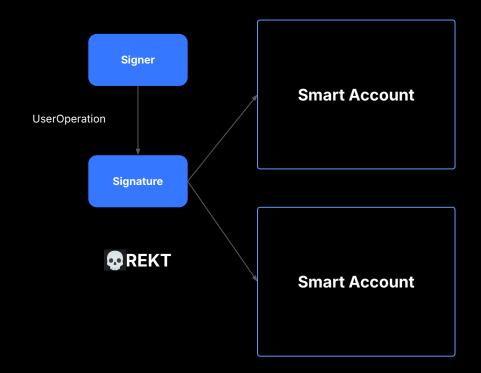
```
abstract contract AccountBase is IAccount, IAccountExecute {
     * @dev Validation logic for {validateUserOp}.
     * IMPORTANT: Implementing a mechanism to validate user operations is a security-sensitive operation
     * as it may allow an attacker to bypass the account's security measures. Check out {AccountECDSA},
     * {AccountP256}, or {AccountRSA} for digital signature validation implementations.
    function _validateUser0p(
        PackedUserOperation calldata userOp,
        bytes32 user0pHash
    ) internal virtual returns (uint256 validationData);
```

# Step 3 Protecting against replayability

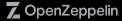
### Replayability across same-key accounts

Given 2 accounts controlled by the same private key, an user operation could be replayed\* on the other account unless the signature is tied to the contract address and chain id.

Best way to do this is with EIP-712.



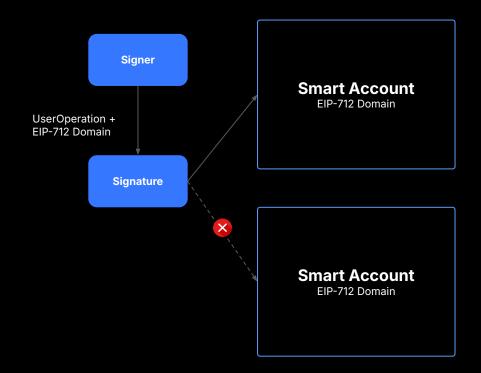
\*Issue initially discovered by curiousapple.eth



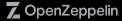
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# Step 4 Bonus: Creating a factory

#### **Thank You**

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**7** OpenZeppelin

