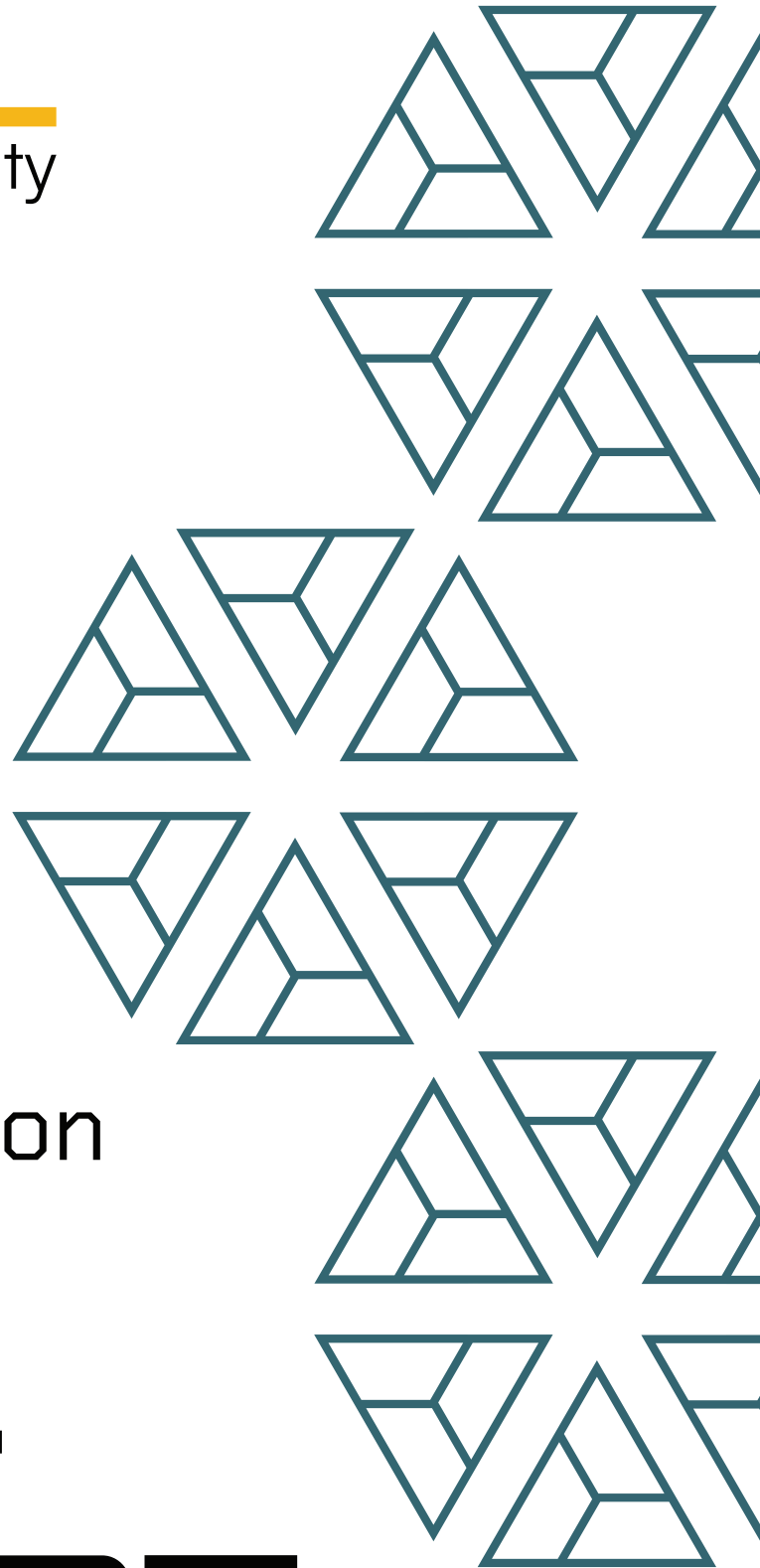




**BAIL**  
security



ListaDAO  
PCS V3 Integration

# FINAL REPORT

August '2025

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## 1. Project Details

Important:

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

Project	ListaDAO - PCS V3 Integration
Website	lista.org
Language	Solidity
Methods	Manual Analysis
Github repository	<a href="https://github.com/lista-dao/lista-dao-contracts/tree/d603a5c208cef3d0f49ce6896300701f7c5b27fe">https://github.com/lista-dao/lista-dao-contracts/tree/d603a5c208cef3d0f49ce6896300701f7c5b27fe</a>
Resolution 1	<a href="https://github.com/lista-dao/lista-dao-contracts/tree/4be38d532df425aa333010360d4be4f84c40e783">https://github.com/lista-dao/lista-dao-contracts/tree/4be38d532df425aa333010360d4be4f84c40e783</a>

## 2. Detection Overview

Due to the high amount of High/Medium issues as well as outstanding issues, we recommend a follow-up audit before deployment.

Severity	Found	Resolved	Partially Resolved	Acknowledged (no change made)	Failed resolution	Open
High	11	5		2	2	2
Medium	13	5	2	2	1	3
Low	10	4	1	5		
Informational	4	1		3		
Governance						
Total	38	15	3	12	3	5

### 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

### PancakeSwapV3LpProvider

The `PancakeSwapV3LpProvider` contract is the main contract that facilitates depositing PancakeSwap V3 positions as collateral into ListaDAO. It accepts V3 positions tokenized in the PancakeSwap `NonFungiblePositionManager`, as long as the position's token0 and token1 match what the provider expects. Each token0/token1 pair requires a separate provider contract to be deployed and integrated into the ListaDAO system.

When LP tokens are deposited, their USD value is computed using the `PcsV3LpNumbersHelper`, and an equivalent amount of `LpUsd` [a new token linked to each `PancakeSwapV3LpProvider`] is minted and deposited into the user's CDP to represent their collateral. The USD value of each LP token is periodically updated in the `PancakeSwapV3LpProvider` and synced downstream to the CDP, either when the user interacts with the provider again or through manual updates by the `BOT` role.

Upon deposit, LP tokens are transferred to the `PancakeSwapV3LpStakingHub` for reward farming.

Core Invariants:

INV 1: Each address can deposit up to `maxLpPerUser` LP tokens

INV 2: At the time of deposit, the value of the token being deposited must be at least `minLpValue` USD

INV 3: `_getMaxCdpWithdrawable` should return the maximum `LpUsd` that can be withdrawn from the user's CDP before it becomes liquidatable

INV 4: Only LP tokens relating to token0/token1 should be depositable

Privileged Functions

- `syncUserLpValues`
- `batchSyncUserLpValues`
- `pause`
- `unpause`

- setMaxLpPerUser
- setLpDiscountRate
- setMinLpValue

Issue_01	Syncing CDP position after transferring LP token allows users to re-enter and borrow at an inflated collateral amount
Severity	High
Description	<p><code>_syncUserCdpPosition</code> is now only called after transferring the lp token to the user</p> <pre>         _withdrawAndSendRewards[tokenId, user];         // sync user position         _syncUserCdpPosition[user, false];       </pre> <p>This is flawed as the transfer happens via <code>safeTransferFrom</code> which gives the execution control to the user. Since the CDP position has not yet been synced, a user can then borrow as if they haven't withdrawn the LP token</p>
Recommendations	Invoke <code>_syncUserCdpPosition</code> before transferring the LP token but after invoking <code>_removeToken</code>
Comments / Resolution	

<b>Issue_02</b>	Users can re-enter after liquidation and borrow using collateral value that is yet to be cleared
<b>Severity</b>	<b>High</b>
<b>Description</b>	Remaining LP tokens are now transferred to the user after liquidation is finished. A user can steal value from these about to be removed LP tokens by re-entering via the onERC721Received function which will invoke _syncUserCdpPosition and hence mint lpUSD for these about to be removed LP tokens
<b>Recommendations</b>	Consider changing the code to not do the safeTransferFrom() call during the liquidation, and instead credit the user with their tokens in storage, and allow them to withdraw the tokens later on.
<b>Comments / Resolution</b>	

Issue_03	Wrong debt amount used in <code>withdrawableAmount</code> calculation
Severity	High
Description	<p>The <code>_getMaxCdpWithdrawable()</code> function calculates the maximum collateral that can be safely withdrawn from a user's CDP. This calculation involves the current debt of the user, but the code incorrectly retrieves it by calling <code>ICdp[cdp].vat().ilks[ilk]</code>. The art value from this call is actually the normalized debt for the entire collateral type, and not the normalized debt for the user's individual position.</p> <p>Because a user's individual debt will be less than the global debt, this causes the function to underestimate the withdrawable amount. As a result, if an LP token loses value, the system won't withdraw as much <code>LpUsd</code> as it should from the user's CDP (and likely wouldn't withdraw anything), effectively leaving users with free collateral for a devalued position.</p>
Recommendations	<p>Change the code to retrieve the user's debt using <code>ICdp[cdp].vat().urns[ilk, user]</code> and not <code>ICdp[cdp].vat().ilks[ilk]</code>. Also, consider adding tests with multiple users on the same ilk to test the behavior when each user's debt differs from the global debt.</p>
Comments / Resolution	<p>Fixed. Now <code>ICdp[cdp].vat().urns[ilk, user]</code> is used to retrieve the user's debt</p>



Issue_04	Oracle decimals is handled incorrectly
Severity	High
Description	<p>There is inconsistency in the expected number of decimals for the oracle price. <code>computeFairSqrtPriceX96</code> and the <a href="#">token calculation inside liquidation</a> expects the oracle to return price in <code>[8 + (18 - assetDecimals)]</code> while the value calculation inside <code>getLpValue</code> expects the price to be in <code>8 decimals</code>. When <code>assetDecimals</code> is not equal to 18, this will cause the calculations to be incorrect</p>
Recommendations	Depending on how the oracle will be setup, correct the expected number of decimals
Comments / Resolution	<p>Failed resolution. The decimal handling inside the <code>getLPValue</code> function is still incorrect because <code>getAmounts</code> returns token amount in 18 decimals while the <code>getLPValue</code> function expects the token amounts to be in asset's decimals. In more detail:</p> <ul style="list-style-type: none"> <li>- <code>getAmounts()</code> returns <code>amount0/amount1</code> values with 18 decimal places (it explicitly does a normalization calculation to achieve this)</li> <li>- <code>getTokenPrice()</code> returns <code>price0/price1</code> with <code>8 + (18 - token_decimals)</code>. The 8 is from the resilient oracle and the <code>(18 - token_decimals)</code> is from the normalization in the <code>getTokenPrice()</code> code</li> <li>- <code>ORACLE_PRICE_DECIMALS</code> is 8 decimal places So, for example, this means <code>FullMath.mulDiv(amount0, price0, ORACLE_PRICE_DECIMALS)</code> has decimals of:</li> </ul> $[18] + [8 + (18 - \text{token\_decimals})] - [8] = 18 + (18 - \text{token\_decimals})$ <p>The actual decimals should just be 18 decimals always, so this is wrong anytime the token doesn't have 18 decimals</p>

<b>Issue_05</b>	Partial liquidations can allow users to withdraw the underlying value
<b>Severity</b>	<b>High</b>
<b>Description</b>	<p>As soon as a single liquidation is completed with leftover collateral, the liquidation record is cleared and remaining tokens are sent to the user. This is flawed as in case of partial liquidations there can be other ongoing liquidations of the same user or the user could have non-zero <b>ink</b> (collateral) in the cdp system which could now be unbacked.</p> <p>Partial liquidations can occur in the cdp system either due to total liquidation limit being hit or individual collateral liquidation limit being hit</p>
<b>Recommendations</b>	<p>One naive way is to keep the liquidation limits practically infinite so that partial liquidations never occur. Otherwise the challenge is to only release the collateral and clear liquidation record when it can be confirmed that there are no pending liquidations and 0 ink/debt for the user (can be achieved by making the user repay debt). For this the existing core contracts like clip/interaction will have to be modified since currently there is no way to know if a user has pending liquidations.</p>
<b>Comments / Resolution</b>	Acknowledged.

Issue_06	<code>_getMaxCdpWithdrawable()</code> rounding can block withdrawals
Severity	High
Description	<p>The <code>_getMaxCdpWithdrawable()</code> function calculates the maximum collateral that can be withdrawn from a user's CDP while keeping it healthy. This involves computing <code>minRequiredCollateral</code> from the current debt <code>FullMath.mulDiv[art, rate, RAY]</code>, which is then used in the calculation <code>FullMath.mulDiv[debt, mat, RAY]</code>. Notice that both of these steps round down.</p> <p>In contrast, the relevant check in the <code>vat</code> contract does not perform these divisions (except for computing <code>spot</code>) and simply verifies <code>rate * art &lt;= collateral * spot</code>. Because <code>_getMaxCdpWithdrawable()</code> uses intermediate calculations that round down, it can underestimate the actual collateral required according to <code>vat</code>. This underestimation would cause the function to attempt to withdraw more collateral than is actually possible, which will revert. If this occurs, the system will fail to withdraw <code>LpUsd</code> when an LP token loses value.</p>
Recommendations	Change the calculations in <code>_getMaxCdpWithdrawable()</code> to round up instead of down. Note that this may lead to a small amount of collateral not being withdrawn even if it can be, but this seems to be less of a concern compared to a blocked <code>withdraw()</code> function.
Comments / Resolution	Failed resolution. The calculation uses <code>mat</code> and doesn't consider the fact that the <code>vat</code> contract uses a rounded down <code>spot</code> (derived from price and <code>mat</code> ) which can cause the required collateral value to be even higher

Issue_07	payByToken0AndToken1 doesn't handle scenario where totalWealthCanCoverAmount == false
Severity	Medium
Description	<p>The payByToken0AndToken1 function assumes that amountLeft can always be covered by [token1Value + token0Value] and hence expects [amountLeft/token1MaxPayable] to &lt;= 1</p> <pre> if (amountLeft &gt; 0 &amp;&amp; amount1 &gt; 0 &amp;&amp; token1Value &gt; 0) {     uint256 token1MaxPayable = token1Value;     uint256 token1AmountToSend = FullMath.mulDiv(amountLeft, amount1, token1MaxPayable);     IERC20(token1).safeTransfer(recipient, token1AmountToSend);     token1Sent = token1AmountToSend;     amountLeft = 0; } </pre> <p>But since this is no longer the case when totalWealthCanCoverAmount is false, [amountLeft/token1MaxPayable] will be greater than 1 and will cause token1AmountToSend to be greater than the available token balance</p>
Recommendations	Handle shortage of token1Amount similar to how token0 is handled
Comments / Resolution	

Issue_08	Liquidators can end with in loss after a liquidation in case totalWealthCanCoverAmount == false
Severity	Medium
Description	<p>The only loss protection mechanism available for liquidators is specifying the amount0Min and amount1Min (the minimum token amounts to be obtained after burning a LP token). But in case all the LP tokens have already been burned, this check will be skipped and when totalWealthCanCoverAmount is false, the liquidator can end up getting less value than amount which can even result in a loss for them</p> <pre> if {totalWealthCanCoverAmount} {   require([token0Value + token1Value] &gt;= amount,     "PcsV3LpProvider: insufficient-lp-value"); } </pre>
Recommendations	Allow liquidators to specify a minimum to be received value and revert in case the value received is lower
Comments / Resolution	

<b>Issue_09</b>	Users can revert liquidations when liquidationEnded == true
<b>Severity</b>	<b>Medium</b>
<b>Description</b>	<p>If the liquidation() function is called and the postLiquidation() function returns liquidationEnded == true, then the user's remaining LP tokens are returned to them. This is facilitated with a safeTransferFrom() call, which can give control flow to the user via the onERC721Received() hook. If a user intentionally sets up an onERC721Received() function that reverts, the entire liquidation transaction would revert. This means that a user always has the option to revert the final step of their liquidation.</p> <p>It's likely most users would not benefit from doing this, since they would be blocking their own LP tokens from being returned to them. However a dedicated attacker may be able to use this to inflict more monetary damage to the protocol than they lose themselves, and in general, users should not be able to block liquidations.</p>
<b>Recommendations</b>	Consider changing the code to not do the safeTransferFrom() call during the liquidation, and instead credit the user with their tokens in storage, and allow them to withdraw the tokens later on.
<b>Comments / Resolution</b>	

Issue_10	Liquidation with <code>isLeftOver</code> as true might never happen
Severity	Medium
Description	<p>When a user is liquidated, their collateral is auctioned, and each purchase during the auction eventually calls <code>liquidation()</code>. This function takes an <code>isLeftOver</code> boolean that indicates whether any collateral was returned to the user after the <code>clip.take()</code> call. The idea is that if collateral was returned, the auction is known to be finished and the user's <code>userLiquidations</code> storage is cleared so they can continue as normal.</p> <p>However, this does not consider the fact that an auction can end without returning any collateral to the user. This can happen if the auction lasts long enough for the user's entire <code>LpUsd</code> balance to be sold. In this case, <code>isLeftOver</code> will never be true, and the user would be stuck in a permanent liquidating state. This could result in some assets being frozen, because even if all <code>LpUsd</code> is sold, the user may still have LP positions or <code>token0/token1</code> leftover. This is possible due to <code>lpDiscountRate</code>, which implies that the amount of <code>LpUsd</code> a user has does not match the actual value of their LP tokens.</p>
Recommendations	Instead of using <code>isLeftOver</code> to determine when an auction has completed, refactor the logic to check <code>clip.sales[auctionId]</code> after the <code>clip.take()</code> call in <code>AuctionProxy</code> . If this check shows the auction is no longer active, make the call to the provider to clear the <code>userLiquidations</code> and related logic.
Comments / Resolution	<p>Partially Resolved.</p> <p>Addressed 0 leftover scenario but the fix iterates through the entire active auctions list which is unbounded and can cause OOG/unprofitable liquidations due to high gas cost</p>

Issue_11	Deposits can bypass the <code>provide()</code> function
Severity	Medium
Description	<p>When a user deposits an LP token into the <code>PancakeSwapV3LpProvider</code>, the intended process is to approve the token to the provider and then call <code>provide()</code>. This function calls <code>safeTransferFrom()</code>, and the rest of the deposit logic runs in the provider's <code>onERC721Received()</code> function.</p> <p>However, there is currently nothing preventing a user from doing a <code>safeTransferFrom()</code> directly to the provider. This would also trigger the <code>onERC721Received()</code> function and complete the deposit as expected. The reason this is possible is because <code>onERC721Received()</code> does not check the operator address, which is the address that initiated the transfer. As a result, a user can bypass <code>provide()</code> and avoid the <code>nonReentrant</code> and <code>whenNotPaused</code> modifiers.</p>
Recommendations	<p>To enforce that the <code>provide()</code> function is used as expected, add a check in the <code>onERC721Received()</code> function that <code>operator == address(this)</code>.</p> <p>UPDATE: A proper fix should also allow <code>operator == pancakeStakingHub</code>, since the staking hub also transfers LP tokens to the provider. So, the code could check <code>operator == address(this)</code> or <code>operator == pancakeStakingHub</code>.</p>
Comments / Resolution	<p>Failed resolution. The fix only adds <code>whenNotPaused</code> modifier to <code>onERC721Received</code> function rather than disallowing direct deposits. Hence although bypassing pause is now prevented direct deposits still offer more flexibility for the user (lack of non-reentrant modifier, allows an approved user to transfer on behalf of the owner) which is better to avoid and have already enabled a new high severity issue (see: Users can re-enter after liquidation and borrow using collateral value that is yet to be cleared)</p>



Issue_12	dust increase can allow an attacker to create non-liquidateable positions and extract value
Severity	Medium
Description	<p>The underlying cdp system has a dust (minimum debt) parameter which may be adjusted. In case a position has debt below dust, its collateral amount cannot be modified unless either the debt is fully cleared or the debt is increased above dust. An attacker can leverage this to make syncs between lpToken value and the collateral amount to fail. This allows them to bypass liquidations in case of falling LP token value and possibly eventually borrow a higher amount than collateral backing</p> <p>Eg:</p> <ol style="list-style-type: none"> <li>1. dust is being increased from 100 to 200</li> <li>2. attacker deposits lpToken currently worth 1M usd, gets 800k worth of collateral and takes a debt of 100</li> <li>3. after the dust increase, the lpToken value drops to 400k. but _syncUserCdpPosition cannot be invoked to reduce the collateral because frob call will revert since debt is below dust</li> <li>4. user now takes 600k worth of debt and will be in profit</li> </ol>
Recommendations	One naive way to fix this is to make sure that the dust value is never increased. Else a new function can be created that will exchange the collateral for paying back the dust amount of debt
Comments / Resolution	Acknowledged. The client never plans to increase dust

Issue_13	Liquidations will revert in case the token is delisted
Severity	Medium
Description	When a collateral is delisted, liquidations are meant to successfully happen but deposits will be reverted. But since <code>_syncUserCdpPosition</code> (invoked inside liquidation) always attempts to mint and deposit the remaining value the liquidations will revert until leftover amount becomes 0
Recommendations	Only attempt to deposit in case the token is not blacklisted
Comments / Resolution	Fixed. Now the liquidation function sends remaining LP tokens to the user rather than minting new ink.

Issue_14	<code>_syncUserCdpPosition()</code> withdrawing logic is fragile
Severity	Medium
Description	<p>The <code>_syncUserCdpPosition()</code> function updates a user's <code>LpUsd</code> collateral to reflect the current value of their LP positions. However, it cannot always withdraw the full amount it intends because it can't reduce collateral to the point where the CDP becomes liquidatable.</p> <p>This creates fragile behavior. If a user's LP token value drops sharply, the function can only pull <code>LpUsd</code> down to the liquidation edge, not the full loss. Users may get a short window to react to avoid liquidation, and benefit from the collateral that was not fully reduced.</p>
Recommendations	A full fix for this concern likely requires a larger refactor. One potential idea is to somehow mark the user as "ready to liquidate" when <code>_syncUserCdpPosition()</code> cannot withdraw the full desired <code>LpUsd</code> .
Comments / Resolution	Acknowledged.

<b>Issue_15</b>	Collateral cannot be recovered in case of leftover dust bad debt
<b>Severity</b>	<b>Medium</b>
<b>Description</b>	In case the debt in auction is $\leq$ chost, it has to be repaid in full (or the entire collateral has to be bought). Hence the minimum amount of collateral required for this would be $\min(\text{chost}/\text{topPrice}, \text{totalLot})$ . Unlike normal collaterals here the actual underlying collateral can be worth less than this minimum amount in case the LP token value drops sharply. If this happens, the auction can never be completed and this collateral cannot be recovered. Note that the yank function available in clip wouldn't help here to recover the collateral (unlike normal scenarios) since lpUSD is only a place holder collateral
<b>Recommendations</b>	Addressing this issue completely would require a large refactor. One partial mitigation is to set minLpValue sufficiently high so that it would require a very large value drop to create a situation where an LP token isn't worth enough to cover the minimum collateral purchase.
<b>Comments / Resolution</b>	Partially Resolved. Now the execution doesn't revert in case the collateral value obtainable is less than amount and hence the team can liquidate suffering a loss and still obtain the leftover collateral (although in case there are multiple LP tokens, the protocol can only obtain assets from one. Further edge cases of non-bad dust debt but amount not retrievable by burning a single LP token also remain). The team plans to set a sufficiently high minLpValue and low LTV as safeguards against this scenario from ever occurring.

Issue_16	Transferring leftover tokens to the owner can cause reverts if the owner is blacklisted
Severity	Low
Description	<p>When there are leftover tokens after a liquidation, the tokens are sent out to the owner. This can cause a revert in case the token is a blacklistable one and the owner was blacklisted. This usually harms the owner (ie. if an owner was blacklisted in one token, they can lose a lot more value) since the price will continue to drop till the leftover amount will be 0. But if the auction will reset before the required price drop, it can turn into an opportunity to farm <b>redo auction</b> incentives</p> <p>Eg:  lot = 100  debt = 50  if cusp == 60% (hence allowed drop == 40%), then leftover amount == 0 will only happen after a price drop of 50%, before which the auction will be reset and the incentive paid out making it farmable</p>
Recommendations	If blacklistable tokens will be used, it is better to use a pull mechanism to distribute funds ie. internal accounting + recipient retrieves funds from the contract
Comments / Resolution	Acknowledged.

Issue_17	<code>maxLpPerUser</code> check performed is off by 1
Severity	Low
Description	<p>The length check allows users to deposit tokens even when the current length is <code>maxLpPerUser</code>. After the deposit, the user will now have <code>maxLpPerUser</code> + 1 number of lpTokens in total</p> <pre>function _deposit(address user, uint256 tokenId) internal {     // check if user has reached the max LP limit     require(userLps[user].length &lt;= maxLpPerUser,         "PcsV3LpProvider: max-lp-reached"); }</pre>
Recommendations	Change the check to <code>require(userLps[user].length &lt; maxLpPerUser, "PcsV3LpProvider: max-lp-reached");</code>
Comments / Resolution	Fixed as per the recommendation.

Issue_18	<code>userTotalLpValue</code> is not decreased after lpToken burning
Severity	Low
Description	<p><code>userTotalLpValue</code> is supposed to be the sum of the lpToken values of an user. But during liquidation when a lpToken is burned its individual value is not decreased from this sum causing the value to be incorrect</p>
Recommendations	Decrease the value of the individual position from <code>userTotalLpValue</code>
Comments / Resolution	Fixed. Now <code>_syncUserLpTotalValue</code> is invoked inside <code>_burnLp</code> .

Issue_19	Liquidators cannot enforce the actual token0/token1 minimum returned to them
Severity	Low
Description	<p>When a liquidator calls <code>buyFromAuction()</code> for a <code>PancakeSwapV3LpProvider</code> liquidation, they pass <code>amount0Min</code>, <code>amount1Min</code>, and <code>tokenId</code>. The <code>amount0Min</code> and <code>amount1Min</code> checks only apply if the LP token is actually burned, and they only constrain the tokens returned from that burn. They do not constrain the total token0/token1 the liquidator ultimately receives from the liquidation flow.</p> <p>As a result, liquidators cannot express the true minimum amounts of token0/token1 they want to receive from the entire liquidation. If conditions change before their transaction executes, they may receive more or less of each token than expected.</p>
Recommendations	Consider allowing the user to specify the minimum token0/token1 amount returned to them from the liquidation, not just the burn step.
Comments / Resolution	Acknowledged.

Issue_20	<code>PancakeSwapV3LpProvider</code> does not enforce a specific fee tier
Severity	Low
Description	Each <code>PancakeSwapV3LpProvider</code> is linked to a specific token0/token1 pair, and deposited LP positions must be from pools with that token pair. However, nothing enforces that the position comes from a pool with a specific fee tier. Since <code>PancakeSwapV3</code> distinguishes pools by both tokens and fee, positions from different pools can be deposited into the same provider.
Recommendations	Consider whether this behavior is expected. If it is only intended for LP positions to be from one pool, then consider restricting to a specific fee in the <code>_verifyLp()</code> function.
Comments / Resolution	Acknowledged.

Issue_21	<code>LpUsd</code> is not burned when <code>isLeftOver</code> is false
Severity	Low
Description	When the <code>liquidation()</code> function is called with <code>isLeftOver == false</code> , the <code>AuctionProxy</code> sends the purchased <code>LpUsd</code> to the provider contract. However, the current implementation of the <code>isLeftOver == false</code> case doesn't burn these tokens, so they remain in the <code>PancakeSwapV3LpProvider</code> and accumulate over time.
Recommendations	In the <code>isLeftOver == false</code> case, add logic to burn the <code>LpUsd</code> that the provider receives from <code>AuctionProxy</code> .
Comments / Resolution	Fixed. Now the lpUSD is burned inside liquidation.

Issue_22	Incorrect error description
Severity	Informational
Description	The <code>onlyStakingVault</code> modifier has <code>PancakeSwapStakingHub: only-staking-vault</code> as the error description instead of <code>PcsV3LpProvider: caller-only-staking-vault</code>
Recommendations	Change the error description to <code>PcsV3LpProvider: caller-only-staking-vault</code>
Comments / Resolution	Acknowledged. The error changed “only-staking-vault” -> “caller-only-staking-vault” but didn’t change “PancakeSwapStakingHub” -> “PcsV3LpProvider”.



Issue_23	decimals is incorrectly mentioned as 8 instead of 18 in several places
Severity	Informational
Description	<p>Throughout the codebase asset values are eventually scaled to 18 decimals but return value description of several functions incorrectly mention 8 decimals</p> <p><i>@return appraisedValue the appraised value in USD with 8 decimal places</i></p>
Recommendations	Change the error description to 18 decimals
Comments / Resolution	<p>Acknowledged.</p> <p>The description is still incorrect in multiple places:</p> <p><a href="https://github.com/lista-dao/lista-dao-contracts/blob/4be38d532df425aa333010360d4be4f84c40e783/c_ontracts/ceros/provider/pancakeswapLpProvider/PancakeSwapV3LpProvider.sol#L784-L786">https://github.com/lista-dao/lista-dao-contracts/blob/4be38d532df425aa333010360d4be4f84c40e783/c_ontracts/ceros/provider/pancakeswapLpProvider/PancakeSwapV3LpProvider.sol#L784-L786</a> [the USD value should be 18 decimal places]</p> <p><a href="https://github.com/lista-dao/lista-dao-contracts/blob/4be38d532df425aa333010360d4be4f84c40e783/c_ontracts/ceros/provider/pancakeswapLpProvider/libraries/PcsV3LpNumbersHelper.sol#L177-L179">https://github.com/lista-dao/lista-dao-contracts/blob/4be38d532df425aa333010360d4be4f84c40e783/c_ontracts/ceros/provider/pancakeswapLpProvider/libraries/PcsV3LpNumbersHelper.sol#L177-L179</a> [the USD value should be 18 decimal places]</p> <p><a href="https://github.com/lista-dao/lista-dao-contracts/blob/4be38d532df425aa333010360d4be4f84c40e783/c_ontracts/ceros/provider/pancakeswapLpProvider/libraries/PcsV3LpNumbersHelper.sol#L134-L143">https://github.com/lista-dao/lista-dao-contracts/blob/4be38d532df425aa333010360d4be4f84c40e783/c_ontracts/ceros/provider/pancakeswapLpProvider/libraries/PcsV3LpNumbersHelper.sol#L134-L143</a> [the price returned from getTokenPrice() has decimals of 8 + (18 - token_decimals)]</p> <p><a href="https://github.com/lista-dao/lista-dao-contracts/blob/4be38d532df425aa333010360d4be4f84c40e783/c_ontracts/ceros/provider/pancakeswapLpProvider/libraries/PcsV3LpNumbersHelper.sol#L86">https://github.com/lista-dao/lista-dao-contracts/blob/4be38d532df425aa333010360d4be4f84c40e783/c_ontracts/ceros/provider/pancakeswapLpProvider/libraries/PcsV3LpNumbersHelper.sol#L86</a> [the price returned from getTokenPrice() has decimals of 8 + (18 - token_decimals)]</p>

Issue_24	<code>lpValue</code> will always be 0 in <code>WithdrawLp</code> event
Severity	Low
Description	The <code>WithdrawLp</code> event emits <code>lpValues[tokenId]</code> which will always be 0 since the storage is cleared inside the <code>_removeToken</code> function
Recommendations	Cache the value before clearing the storage and emit this
Comments / Resolution	Acknowledged. The value emitted is the old value and not the current value. If the current value has to be emitted, it should be cached after invoking <code>_syncUserCdpPosition</code> .

Issue_25	The <code>_removeToken</code> function consumes excessive gas for large user LP lists.
Severity	Low
Description	The <code>_removeToken</code> function iterates over all userLps to remove a specific token. If the list of userLps is large and the target token is near the end, the gas cost may become high. Currently, the check that the list is smaller than <code>maxLpPerUser</code> helps prevent <code>_syncUserLpTotalValue</code> from running out of gas.
Recommendations	Consider using an <code>EnumerableSet</code> , which enables adding and removing tokenIds in $O(1)$ time complexity, instead of the current $O(n)$ approach.
Comments / Resolution	Acknowledged.

## PancakeSwapV3LpStakingHub

The `PancakeSwapV3LpStakingHub` contract is the middle man between `PancakeSwapV3LpProviders` and `MasterChefV3`. It handles all the interactions [this includes depositing, withdrawing, harvesting CAKE rewards and burning] with `MasterChefV3`. An `emergencyMode` is also introduced which can be triggered by the `owner` when `MasterChefV3` is in emergency. In this mode all the tokens are withdrawn from `MasterChefV3` and remain in the staking hub contract until `MasterChefV3` comes out of emergency. This contract is shared by all the `PancakeSwapV3LpProviders`

Core Invariants:

INV 1: All LP tokens in the system should be held in the `PancakeSwapV3LpStakingHub`

INV 2: Each LP token held in the contract should exist in the `tokenIds` array

Privileged Functions

- `transferOwnership`
- `renounceOwnership`
- `emergencyWithdraw`
- `stopEmergencyMode`
- `registerProvider`
- `deregisterProvider`

Issue_26	<code>harvest</code> function is not invoked before burning causing liquidations to revert
Severity	High
Description	The <code>_burnAndCollectTokens</code> function attempts to burn the <code>lpToken</code> from <code>masterChefV3</code> without harvesting its rewards. This is flawed as the <code>burn</code> call will revert due to non-zero reward which will upstream cause the liquidations to revert as well
Recommendations	Invoke <code>masterChefV3.harvest</code> before calling <code>burn</code>
Comments / Resolution	Fixed. Now <code>harvest</code> is invoked before <code>burn</code> in case <code>pendingCake</code> is <code>&gt; 0</code>

Issue_27	The fee on rewards can be bypassed if the pair contains the reward as one of its token
Severity	Medium
Description	<p>If <code>_burnAndCollectTokens</code> correctly collects the rewards as intended (i.e., during the <code>decreaseLiquidity</code> call), those rewards are included in the position's tokens through the before-and-after balance calculation.</p> <p>Subsequently, the tokens are transferred directly to the provider. As a result, the before-and-after balance calculation for the rewards yields zero, and no fee will be deducted in the provider contract.</p>
Recommendations	Consider harvesting the rewards <i>after</i> the before-and-after balance calculation.
Comments / Resolution	Fixed. Now reward is harvested before performing the before-and-after balance calculation to determine the positions's token amounts

Issue_28	Already accrued rewards are not handled in case of <code>emergencyWithdraw</code>
Severity	Medium
Description	In emergency mode all the tokens are withdrawn from <code>masterchef</code> . This will send the already accrued rewards to the <code>PancakeSwapV3LpStakingHub</code> contract. But these rewards are not handled in any way and will remain in the contract forever unclaimed
Recommendations	If rewards have to be distributed to the users themselves, consider adding an additional function inside <code>PancakeSwapV3LpStakingVault</code> that allows the owner to harvest rewards for any user. This can then be invoked before calling the <code>emergencyWithdraw</code> function. Or add a <code>sweep</code> function so that the rewards are not lost
Comments / Resolution	Fixed. The <code>emergencyWithdraw</code> function has been removed and withdrawals happen as if normally even when <code>MasterChef</code> is in <code>emergencyMode</code> . Note that the <code>emergencyMode</code> boolean is still defined but no longer used in the code.

Issue_29	<code>emergencyMode</code> doesn't integrate with core Provider functionalities properly causing DOS
Severity	Medium
Description	<p>When the underlying <code>masterchef</code> goes into emergency, the owner can trigger <code>emergencyMode</code> in the <code>PancakeSwapV3LpStakingHub</code> contract. In this mode all the tokens are withdrawn from the <code>masterchef</code> contract to the <code>PancakeSwapV3LpStakingHub</code> contract. But the current codebase doesn't handle token deposits, withdrawals and liquidation/burning correctly</p> <ol style="list-style-type: none"> <li>1. deposits: Users can still deposit new LP tokens during <code>emergencyMode</code> via the provider. This newly deposited token will now be present in <code>masterchef</code> rather than the <code>stakingHub</code> contract. Since the <code>stakingHub</code> contract attempts to deposit all the tokenIds to the <code>masterChef</code> inside <code>stopEmergencyMode</code>, this will revert and the contract can never come out of <code>emergencyMode</code> causing a permanent DOS</li> <li>2. Withdrawals and liquidation: Both withdrawals and liquidation will attempt to either withdraw or burn the <code>tokenId</code> from <code>masterChef</code> contract. Since the token is no longer present in the <code>masterChef</code> contract, these calls will revert</li> </ol>
Recommendations	Always check the <code>emergencyMode</code> flag before attempting to deposit into or withdrawing/burning from the <code>masterchef</code> contract. In case the flag is on, expect the token to be/have to be present in the <code>PancakeSwapV3LpStakingHub</code> contract
Comments / Resolution	Fixed. Now tokens are only deposited to <code>masterChef</code> if it is not in emergency and withdrawals/burning only attempts to withdraw/burn the <code>tokenId</code> from <code>masterChef</code> in case it was staked earlier.

Issue_30	Unbounded tokenId array iteration
Severity	Medium
Description	<p>In the <code>PancakeSwapV3LpStakingHub</code> contract, the <code>_removeTokenRecord()</code>, <code>emergencyWithdraw()</code>, and <code>stopEmergencyMode()</code> functions may iterate over the entire <code>tokenIds</code> array. Although each user can only deposit up to <code>maxLpPerUser</code> LP tokens, there can be arbitrarily many users, so this array could grow to be arbitrarily large. This means it is technically possible for these functions to become uncallable if iterating through the full array requires more gas than the block gas limit.</p> <p>An attacker might be incentivized to intentionally exploit this with the <code>_removeTokenRecord()</code> function. If the array becomes large enough, tokens near the end would not be reachable within the block gas limit, which would make their liquidation impossible. A rough estimate suggests this limit could be reached with somewhere between a few thousand and several tens of thousands of entries, given typical block gas limits are in the tens of millions and since SLOAD costs 2,100 gas. Since each LP token must be worth at least <code>minLpValue</code> USD at deposit time, setting <code>minLpValue</code> sufficiently high would likely make such an attack economically infeasible.</p>
Recommendations	<p>Consider refactoring the code to not require iterating through the entire <code>tokenIds</code> array, especially for the <code>_removeTokenRecord()</code> function. Alternatively, consider imposing a cap on the length of the <code>tokenIds</code> array to prevent it from growing large enough to block function execution. Finally, ensure that <code>minLpValue</code> is set high enough to make such an attack prohibitively expensive.</p>
Comments / Resolution	<p>Fixed. <code>tokenIds</code> array is now deprecated and no longer used. Note that the <code>tokenIds</code> variable is still defined even though it is not used.</p>

Issue_31	Liquidation availability when paused is inconsistent
Severity	Low
Description	Even though the <code>liquidation</code> function of <code>PancakeSwapV3LpProvider</code> doesn't have <code>whenNotPaused</code> modifier the function will revert incase <code>PancakeSwapV3LpStakingHub</code> contract is paused as <code>burnAndCollect</code> has the <code>whenNotPaused</code> modifier. Also note that the liquidation/daoBurn availability is inconsistent when comparing different type of providers as well (eg: <code>mbtcProvider</code> doesn't allow daoBurn when paused but not so in <code>HelioETHProvider</code> and <code>PancakeSwapV3LpProvider</code> )
Recommendations	Maintain consistency for the liquidation function availability
Comments / Resolution	Partially Resolved. <code>whenNotPaused</code> modifier is now explicitly added to the liquidation function. But the inconsistency b/w different providers still remain



## PancakeSwapV3LpStakingVault

The `PancakeSwapV3LpStakingVault` contract handles reward harvesting and fee collection. Users wanting to collect CAKE rewards from their deposited `PCSV3LpToken` should invoke the `batchClaimRewards` function of this contract which then invokes `vaultClaimStakingReward` function of the specific `PancakeSwapV3LpProvider` contract. A portion of the reward is collected as fees and the fee percentage is custom for each provider. If the `PCSV3LpToken` is being withdrawn directly from the provider contract, the fee is still captured by this contract through the `feeCut` function

Core Invariants:

INV 1: Reward claiming operations (outside of minting/burning flow) must be initiated by calling the `PancakeSwapV3LpStakingVault`

INV 2: All harvested rewards must have a fee applied, based on the LP token's provider contract

Privileged Functions

- `collectFees`
- `setLpProxy`
- `setLpProviderFeeRate`
- `registerLpProvider`
- `deregisterLpProvider`
- `pause`
- `unpause`

Issue_32	<code>batchClaimRewardsWithProxy()</code> is not currently callable
Severity	Informational
Description	The <code>batchClaimRewardsWithProxy()</code> function is callable by the <code>LpProxy</code> contract, which is out of scope for this review. However, it can be seen that the current <code>LpProxy</code> implementation cannot call <code>batchClaimRewardsWithProxy()</code> on the <code>PancakeSwapV3LpStakingVault</code> because it does not support passing the required argument types. As a result, <code>batchClaimRewardsWithProxy()</code> is currently unusable.
Recommendations	Consider updating the <code>LpProxy</code> in a future upgrade to the codebase.
Comments / Resolution	Acknowledged.

Issue_33	<code>_batchClaimRewards()</code> does not validate <code>providers</code> array
Severity	High
Description	The <code>_batchClaimRewards()</code> function does not enforce that the elements of the <code>providers</code> array are registered in the <code>lpProviders</code> storage. This can allow for stealing any reward tokens that exist in the contract by using a malicious provider contract that implements <code>vaultClaimStakingReward()</code> to return an arbitrary <code>amount</code> to steal. This can be used to steal the <code>availableFees</code> specifically, since the <code>availableFees</code> are reward tokens that are held by the contract.
Recommendations	To prevent theft of reward tokens, add a check that each element of the <code>providers</code> input array exists in the <code>lpProviders</code> storage.
Comments / Resolution	Acknowledged.  No changes as of resolution commit 4be38d532df425aa333010360d4be4f84c40e783.

## PcsV3LpNumbersHelper

The `PcsV3LpNumbersHelper` is a library used by the `PancakeSwapV3LpProvider` contract to obtain the fair underlying amounts of a LP token. The concept of fair amounts is used in order to be resilient against underlying pool manipulations. It is inspired by [Maker's GUniLpOracle](#). The amounts returned are always scaled to 18 decimals

Core Invariants:

INV 1: The values returned from `getAmounts` don't depend on the pool state, and only depend on the position and the oracle price of each token

Privileged Functions

- none

Issue_34	Using unchecked can save gas and maintain perfect match with original implementation
Severity	Informational
Description	The original implementation uses solidity version 0.6.12 which is similar to unchecked by default. Hence performing the calculations inside an unchecked block will maintain perfect match with the original implementation and also save on gas
Recommendations	Wrap the calculations inside an unchecked block
Comments / Resolution	Fixed, however note that this suggestion does not apply to the <code>getAmounts()</code> function and its unchecked block can be removed.

## PcsV3LpLiquidationHelper

The `PcsV3LpLiquidationHelper` is a library used by the `PancakeSwapV3LpProvider` during liquidations. It has two functions. The `payByToken0AndToken1()` function handles repaying the liquidator with the token0 and token1 amounts from burned LP tokens. The `sweepLeftoverLpUsd()` function removes any remaining `LpUsd` tokens after a liquidation auction completes.

INV 1: Liquidators are always paid with token0 first, and token1 is used only if token0 alone is insufficient

### Privileged Functions

- none

Issue_35	<code>sweepLeftoverLpUsd()</code> attempts to burn from wrong location
Severity	Low
Description	The <code>sweepLeftoverLpUsd()</code> function attempts to burn any free <code>LpUsd</code> that was returned to the user after the liquidation auction finished. However, this is incorrect based on the logic in the <code>AuctionProxy</code> . In the <code>AuctionProxy</code> code, the user's leftover <code>LpUsd</code> is transferred from them to the <code>Interaction</code> contract, which then holds it as an actual <code>LpUsd</code> balance. Because of this, <code>sweepLeftoverLpUsd()</code> will never burn any tokens, since they are in the <code>Interaction</code> contract and not in the user's balance.
Recommendations	Change the code to burn the <code>LpUsd</code> from the <code>Interaction</code> contract. Alternatively, change the <code>AuctionProxy</code> code to not move the user's free <code>LpUsd</code> balance to the <code>Interaction</code> contract.
Comments / Resolution	Fixed. Now <code>lpUSD</code> is burned inside the liquidation function.

## LpUsd

The **LpUsd** contract is an ERC20 token that represents the liquidity in Usd for a specific collateral via a provider. It inherits Openzeppelin's ERC20 contract and adds **mint** and **burn** functionalities that are both guarded by **onlyMinter** modifier. The minter is usually the corresponding provider contract. A **setMinter** function is also added which allows the **owner** to update the **minter**

Core Invariants:

INV 1: The sum of all user's balance equals the total supply of the token

INV 2: Only the minter contract can call mint and burn

Privileged Functions

- transferOwnership
- renounceOwnership
- setMinter
- mint
- burn

No issues found.

## Interaction

The `Interaction` contract is the primary entry point for users and is the only way they can interact with the `vat`, `jar`, `join`, and related components. Only minor changes were made to this contract within the audit scope. This part of the review was performed as a differential audit, and any issues present in the original implementation outside the modified code are not in scope.

The changes in scope for this review include the removal of the `setDutyCalculator()` and `getNextDuty()` functions, and the addition of logic allowing a liquidator to pass bytes data in a liquidation call.

Issue_36	Users can block calls to <code>withdraw()</code> and <code>buyFromAuction()</code>
Severity	High
Description	<p>The <code>Interaction</code> contract transfers tokens from a user's balances and operates on their <code>urn</code>, which requires authorization in the <code>vat</code> contract. This is set in the <code>deposit()</code> function, where <code>vat.behalf()</code> is called to authorize the <code>Interaction</code> contract on behalf of the user.</p> <p>Although this authorization is established during <code>deposit()</code>, the user can revoke it at any time by calling <code>nope()</code> directly on the <code>vat</code> contract. If revoked, the <code>Interaction</code> contract cannot operate on the user's behalf. This would block functions like <code>withdraw()</code>, which the <code>PancakeSwapV3LpProvider</code> relies on to remove <code>LpUsd</code> collateral when the LP token loses value. It would also block the final step of <code>buyFromAuction()</code>, which transfers leftover collateral from the user at the end of a liquidation. This means that a user can intentionally disrupt the final stage of the liquidation process.</p> <p>Note that this issue is outside the defined scope of the review but was identified during the audit and communicated to the team.</p>
Recommendations	In any <code>Interaction</code> contract function that operates on behalf of the user, ensure a call to <code>vat.behalf()</code> is included within that function rather than relying solely on the call in <code>deposit()</code> . Additional functions that would require this call include <code>withdraw()</code> , <code>buyFromAuction()</code> , and <code>borrow()</code> .
Comments / Resolution	Fixed as recommended. This change does not alter the user's ability to call <code>vat.nope()</code> . The only difference is the addition of extra <code>vat.behalf()</code> calls in the core functions of the <code>Interaction</code> contract. This ensures that even if the <code>Interaction</code> contract is the target of a <code>vat.nope()</code> , the core functionality remains unaffected, since <code>vat.behalf()</code> will re-establish the required authority for it to operate on the user's vat.

## AuctionProxy

The `AuctionProxy` library is used by the `Interaction` contract during liquidation calls. It contains functions for interacting with the `dog` and `clip` components during liquidations, and also integrates with each provider (including the `PancakeSwapV3LpProvider`) if configured. Only minor changes were made to this contract within the audit scope. This part of the review was performed as a differential audit, and any issues present in the original implementation outside the modified code are not in scope.

The changes in scope for this review include refactoring existing logic into the `_payMaxHay()` helper function, and adding logic to allow a liquidator to pass bytes data to provider contracts during liquidation.

Issue_37	Leftover tokens are sent incorrectly to the liquidator specified address rather than the position owner
Severity	High
Description	In case leftover amount is non-zero, <code>AuctionProxy</code> invokes the <code>liquidation()</code> function of <code>BaseTokenProvider</code> (this is applicable to some other providers as well) with <code>_recipient</code> set to <code>param.receiverAddress</code> rather than <code>urn</code> . This will cause the leftover tokens to be sent to the <code>param.receiverAddress</code> rather than the position owner/ <code>urn</code>
Recommendations	Either pass in <code>urn</code> as the <code>_recipient</code> or modify <code>BaseTokenProvider</code> (and other providers) to send assets to the user in case <code>_isLeftover</code> is true
Comments / Resolution	Fixed. Now recipient address is set to <code>urn</code>



## BaseTokenProvider

The `BaseTokenProvider` contract is an abstract contract that is meant to be inherited by specific collateral provider contracts. Only minor changes were made to this contract within the audit scope. This part of the review was performed as a differential audit, and any issues present in the original implementation outside the modified code are not in scope

The changes in scope for this review include adding a new `liquidation()` function to conform to the new liquidation interface.

No issues found.

## PumpBTCProvider

The `PumpBTCProvider` contract is the provider contract for `PumpBTC` collateral. Only minor changes were made to this contract within the audit scope. This part of the review was performed as a differential audit, and any issues present in the original implementation outside the modified code are not in scope

The changes in scope for this review include refactoring the original `liquidation()` function to be public, and introducing a wrapper function that conforms to the new liquidation interface.

No issues found.

## mBTCProvider

The `mBTCProvider` contract is the provider contract for `mBTC` collateral. Only minor changes were made to this contract within the audit scope. This part of the review was performed as a differential audit, and any issues present in the original implementation outside the modified code are not in scope

The changes in scope for this review include refactoring the original `liquidation()` function to be public, and introducing a wrapper function that conforms to the new liquidation interface.

No issues found.

## HelioETHProvider

The `HelioETHProvider` contract is the provider contract for `ETH` collateral. Only minor changes were made to this contract within the audit scope. This part of the review was performed as a differential audit, and any issues present in the original implementation outside the modified code are not in scope

The changes in scope for this review include adding a new `liquidation()` function to conform to the new liquidation interface.

Issue_38	Incorrect liquidation function parameters
Severity	High
Description	The new liquidation function in <code>HelioETHProvider</code> is declared as <code>liquidation(address,address,uint256,bool)</code> . This is incompatible with the <code>AuctionProxy</code> , which now calls <code>liquidation(address,address,uint256,bytes,bool)</code> . Because the bytes parameter is missing, every liquidation attempt involving the <code>HelioETHProvider</code> will revert.
Recommendations	Change the <code>liquidation()</code> function to take the correct number and types of parameters to match <code>liquidation(address,address,uint256,bytes,bool)</code> . Ensure this is thoroughly tested before upgrading.
Comments / Resolution	Fixed as recommended.

## HelioProviderV2

The `HelioProviderV2` contract is the provider contract for `BNB` collateral. Only minor changes were made to this contract within the audit scope. This part of the review was performed as a differential audit, and any issues present in the original implementation outside the modified code are not in scope

The changes in scope for this review include refactoring the original `liquidation()` to conform to the new liquidation interface.

No issues found.