

The Definitive Guide to Rounding in DeFi

WhoAmI

- Josselin Feist ([@Montyly](#))
- Independent security researcher
 - Trail of Bits: 2017 - 2025
 - Reviewed DeFi/L1/L2
 - Created Slither
- *“I am a hacker and a scholar”*

Why a talk about rounding?

- Difficult to reason with, yet critical:
 - JetProtocol
 - Solana Program Library (SPL)
 - Yield V2
 - PRBMath
 - Bunny
 - Balancer (twice)
- Lack of systematic approach
 - “Just round in favor of the protocol” -> not that easy

Agenda

- Rounding 101
- Case study
- Favor the protocol?
- Recommendations

Rounding 101

101 on precision loss

- Finite bit representation of number
- Division truncates

$$\frac{a * b}{c} \quad \text{ \leftrightarrow } \quad a * \frac{b}{c}$$

101 on precision loss

- Finite bit representation of number
- Division truncates

$$\frac{a * b}{c} \neq a * \frac{b}{c}$$

```
uint a = 8;
uint b = 12;
uint c = 5;
uint v0 = (a*b)/c; // 19
uint v1 = a*(b/c); // 16
```

101 fixed point arithmetic

- Fixed point arithmetic
 - Decimals is fixed
 - 123.456789 with a decimals of 6 -> “123456789”
 - Floating repr. equivalent: “4638387916139006731” (IEEE 754 - 64 bits)
- “Simple” implementations
 - DSmath, Prb-math, solmate, .

$$mul(a, b) = \frac{a * b}{decimals} \quad div(a, b) = \frac{a * decimals}{b}$$

101 fixed point arithmetic

- Multiplication loss precision, can round up or down
- Same for pow, sqrt, ...

```
function mulWadDown(uint256 x, uint256 y) internal pure returns (uint256) {
    return mulDivDown(x, y, WAD); // Equivalent to (x * y) / WAD rounded down.
}

function mulWadUp(uint256 x, uint256 y) internal pure returns (uint256) {
    return mulDivUp(x, y, WAD); // Equivalent to (x * y) / WAD rounded up.
}
```

Solmate's FixedPointMathLib.sol

Case Study

Case study: Balancer (2021)

- swap out
- ~ the number of token I receive (out) depends on how much I increase the second token's supply (in)
 - Token out: what you receive
 - Token in: what you pay

$$token_{out} = balance_{out} * \left(1 - \frac{balance_{in}}{balance_{in} + token_{in}} \right)$$

Case study: swap out

- Ratio is less than 1
- ~ “ratio based on how much the token supply increase”
 - More you sent, the lower the result
- What if it rounds toward zero?

$$token_{out} = balance_{out} * \left(1 - \frac{balance_{in}}{balance_{in} + token_{in}} \right)$$

Case study: swap out

- Token out = balance out
- You receive all the tokens
 - But you pay a lot

$$token_{out} = balance_{out} * \left(1 - \frac{balance_{in}}{balance_{in} + token_{in}} \right)$$

$$token_{out} = balance_{out} * (1 - 0)$$

$$token_{out} = balance_{out}$$

Case study: swap out

- And so?
 - “It’s just a trade”
 - “It won’t happen”

Case study: swap out

- And so?
 - “It’s just a trade”
 - “It won’t happen”
- Attack
 - Force the pool to be unbalanced
 - Make a profit from receiving all the balance out

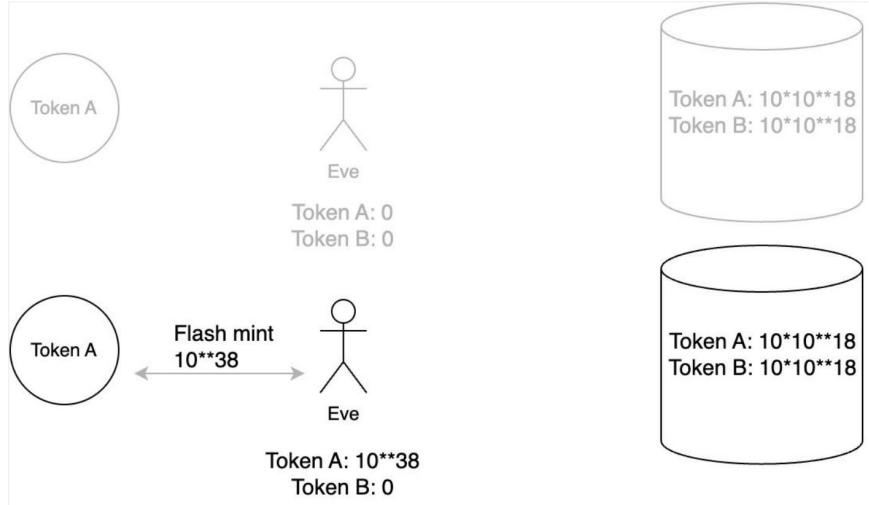
Case study: attack



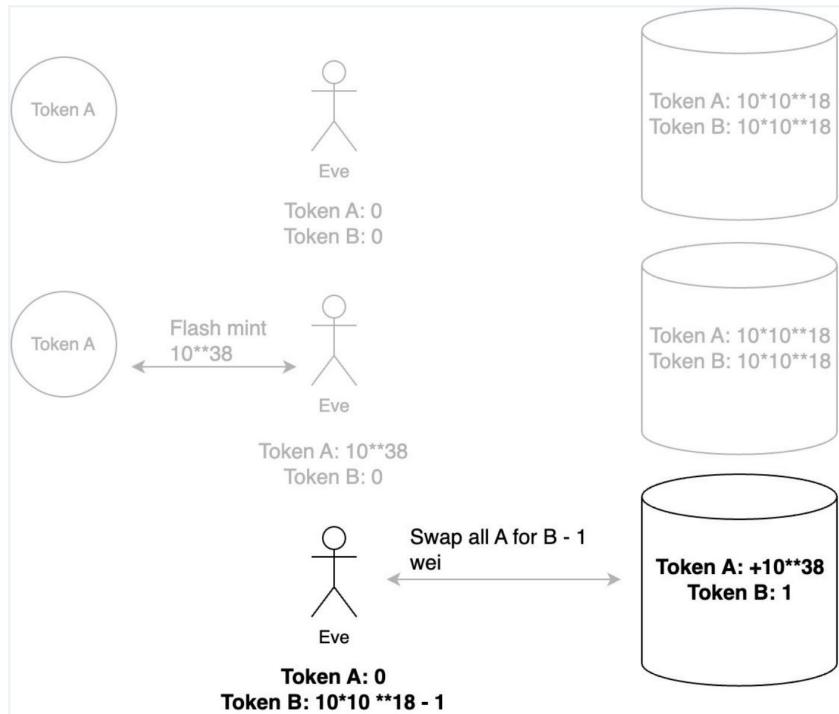
Token A: 0
Token B: 0



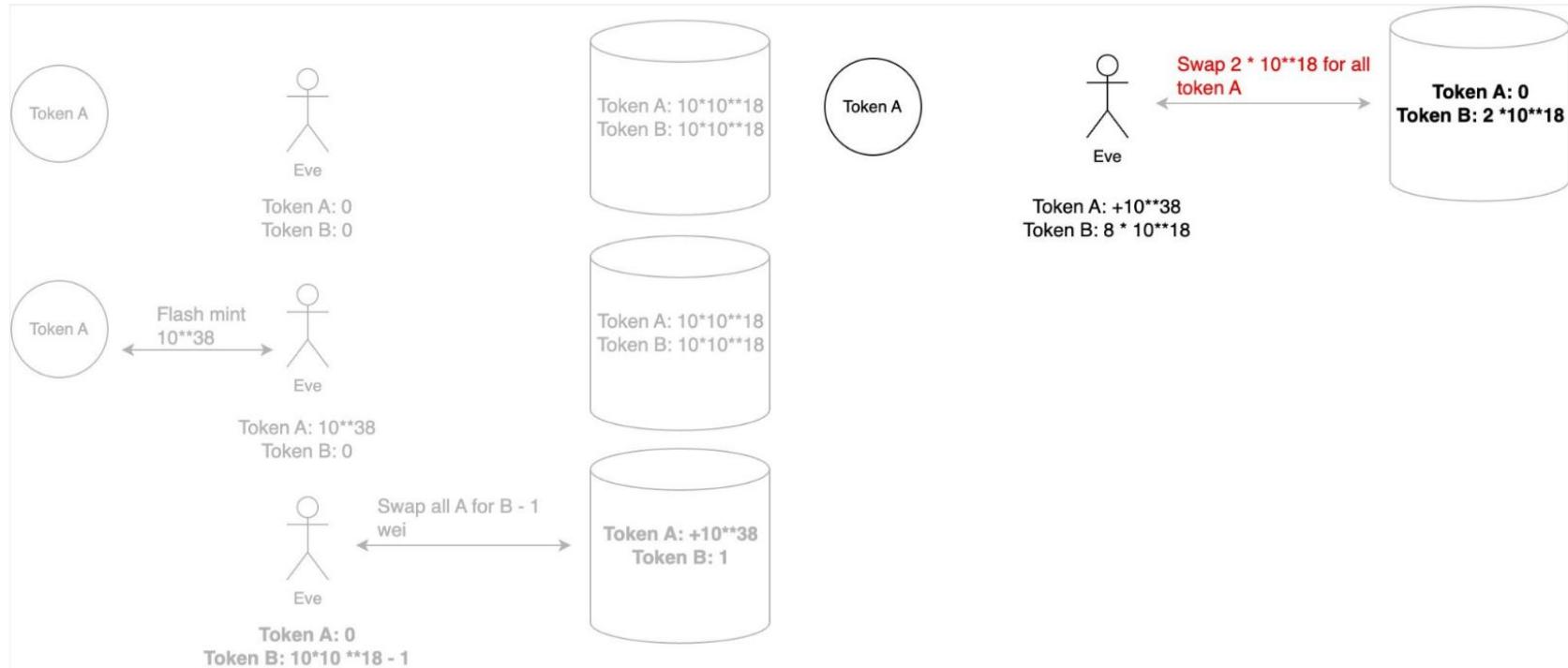
Case study: attack



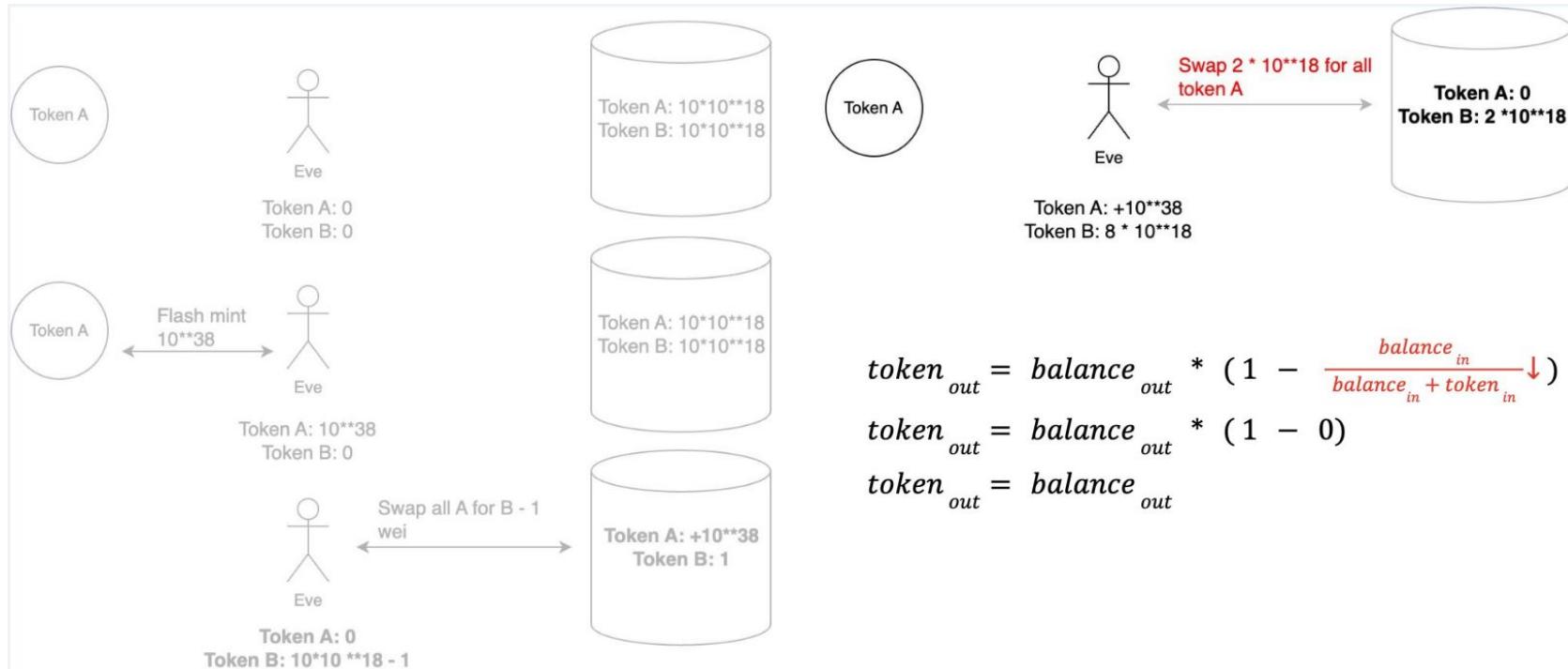
Case study: attack



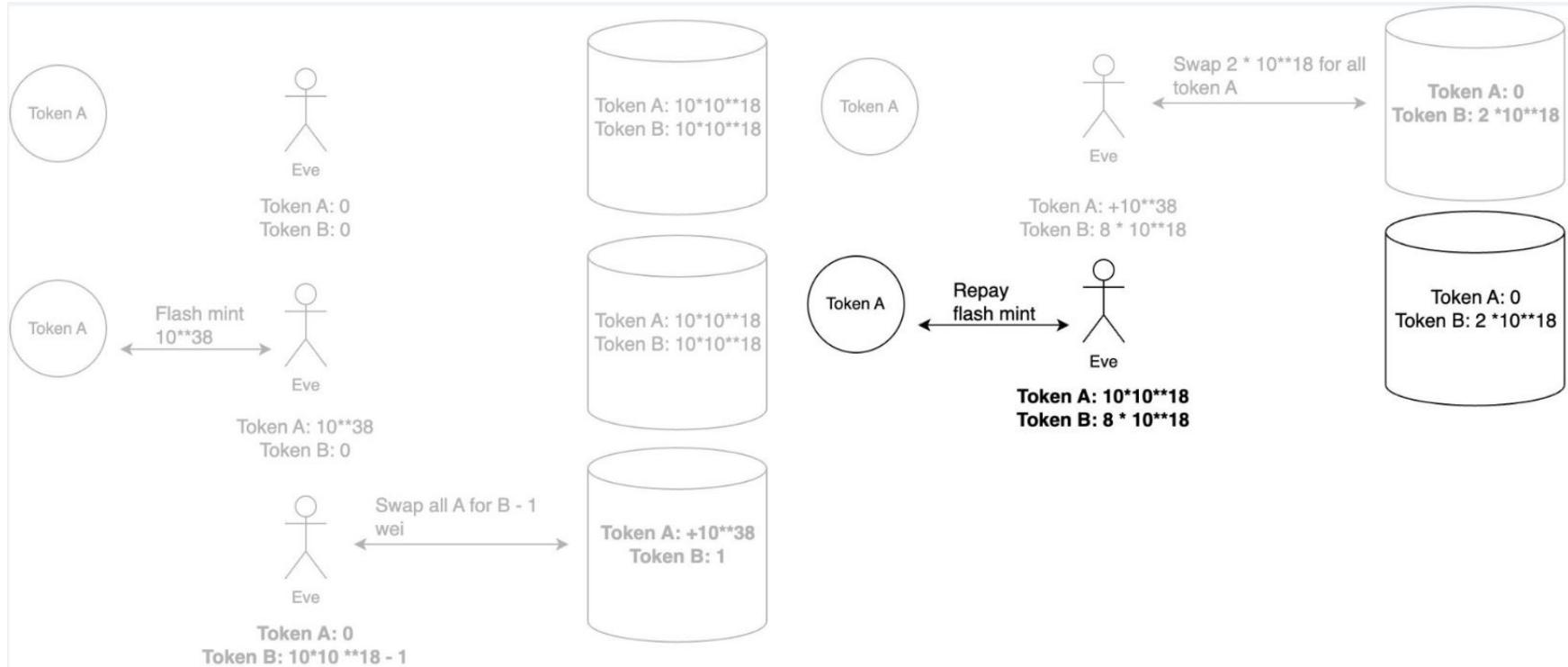
Case study: attack



Case study: attack



Case study: attack



Case study: attack

- Round down (\downarrow)
 - Swap $2 \cdot 10^{18}$ B for $\sim 10^{38}$
- If round up (\uparrow)
 - Swap $2 \cdot 10^{18}$ B for $\sim 10^{38} - 100 \cdot 10^{18}$

$$token_{out} = balance_{out} * \left(1 - \frac{balance_{in}}{balance_{in} + token_{in}} \right)$$

$$token_{out} = balance_{out} * (1 - 0)$$

$$token_{out} = balance_{out}$$

Favor the protocol

“Round to favor the protocol”

- Formula can become complex

$$token_{out} = (a^{\frac{c}{d}} * (1 - (\frac{e}{e+f+g})^{\frac{h*k}{j}}))$$

“Round to favor the protocol”

- Formula can become complex
 - Start from the outer result
 - Token out => round down (\downarrow)

$$token_{out} = (a^{\frac{c}{d}} * (1 - (\frac{e}{e+f+g})^{\frac{h*k}{j}}))$$

“Round to favor the protocol”

- Formula can become complex
 - Start from the outer result
 - Token out => round down (\downarrow)
 - Decompose

$$token_{out} = \left(a^{(\frac{c}{d})} * \left(1 - \left(\frac{e}{e+f+g} \right)^{\left(\frac{h*k}{j} \right)} \right) \right)$$

“Round to favor the protocol”

- Formula can become complex
 - Start from the outer result
 - Token out => round down (\downarrow)
 - Decompose
 - $a^{(\frac{c}{d})}$ needs to round down

$$token_{out} = (a^{(\frac{c}{d})} * (1 - (\frac{e}{e+f+g}^{(\frac{h*k}{j})})))$$

“Round to favor the protocol”

- $a^{(\frac{c}{d})}$ needs to round down
 - If $a \geq 1$
 - to ↓, c/d needs to ↓
 - If $a < 1$
 - to ↓, c/d needs to ↑

$$token_{out} = (a^{(\frac{c}{d})} * (1 - (\frac{e}{e+f+g}^{(\frac{h*k}{j})})))$$

“Round to favor the protocol”

- $a^{(\frac{c}{d})}$ needs to round down
 - If $a \geq 1$
 - to ↓, c/d needs to ↓
 - If $a < 1$
 - to ↓, c/d needs to ↑
- The rounding direction depends on the value's context

$$token_{out} = (a^{(\frac{c}{d})} * (1 - (\frac{e}{e+f+g}^{(\frac{h*k}{j})})))$$

“Round to favor the protocol”

- Intermediate steps can be tricky
 - B needs to round down
 - C needs to round up
 - What to do with A?

$$B = A * (...)$$

$$C = A * (...)$$

Rounding - In practice

- For security researchers
 - Hard to find
 - Hard to demonstrate impact
- For developers
 - Afterthought for most of the teams
 - Can require a lot of refactoring to fix

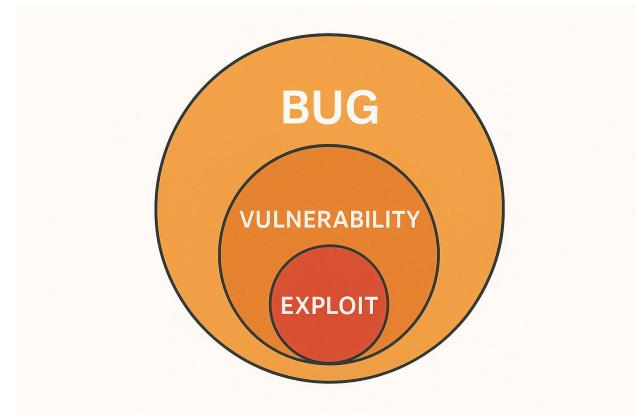
Recommendations

Rounding - What we need

1. Paradigm shift
2. Design
3. Implementation

Recommendations - Paradigm shift

- Bug -> vulnerability -> exploit
 - All incorrect roundings are bugs
 - Some roundings bugs are vulnerabilities
 - Some vulnerabilities can lead to exploit
- **Consider all every incorrect rounding as a bug**



Recommendations - Design

- “Round to favor the protocol”
- Think ahead how the code will be structured
 - Rounding of intermediate steps -> might contradict
- Look for math property
- Consider “trapping” paths
 - Ex: rounding in favor of the protocol that blocks liquidation
- Customized vuln matrix
 - Is rounding down on fees acceptable?

Recommendations - Implementation

- Use explicit name
 - mul_down(...)
 - Or mul(..., rounding)
- Document & test every decision
- Use fuzzing or formal verification

Conclusion

- Rounding is hard
- Tldr:
 - Every incorrect rounding is a bug
 - Always round to favor the protocol