# 深入 Ref-Finance

合约解读

# exchange

概览

https://app.ref.finance/

https://github.com/ref-finance/ref-contracts/tree/main/ref-exchange

https://stats.ref.finance/stats/dex

#### 线性不变量 Linear Invariant

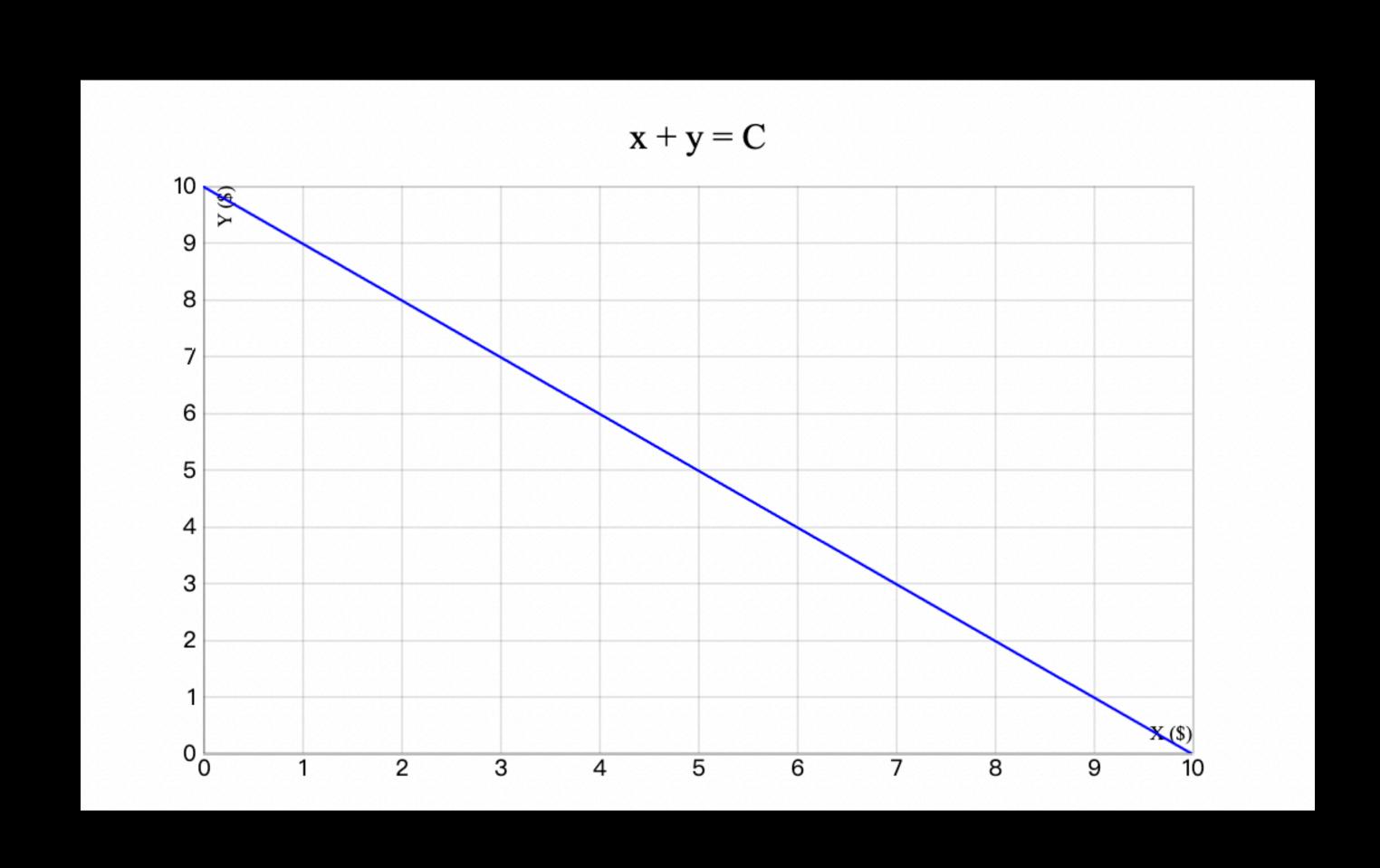
$$x + y = C$$

100 A + 100 B = 200

张三 用25枚A可以换得25枚B:

125 A + 75 B = 200

滑点 slippage = 0



#### 乘积不变量 Product Invariant

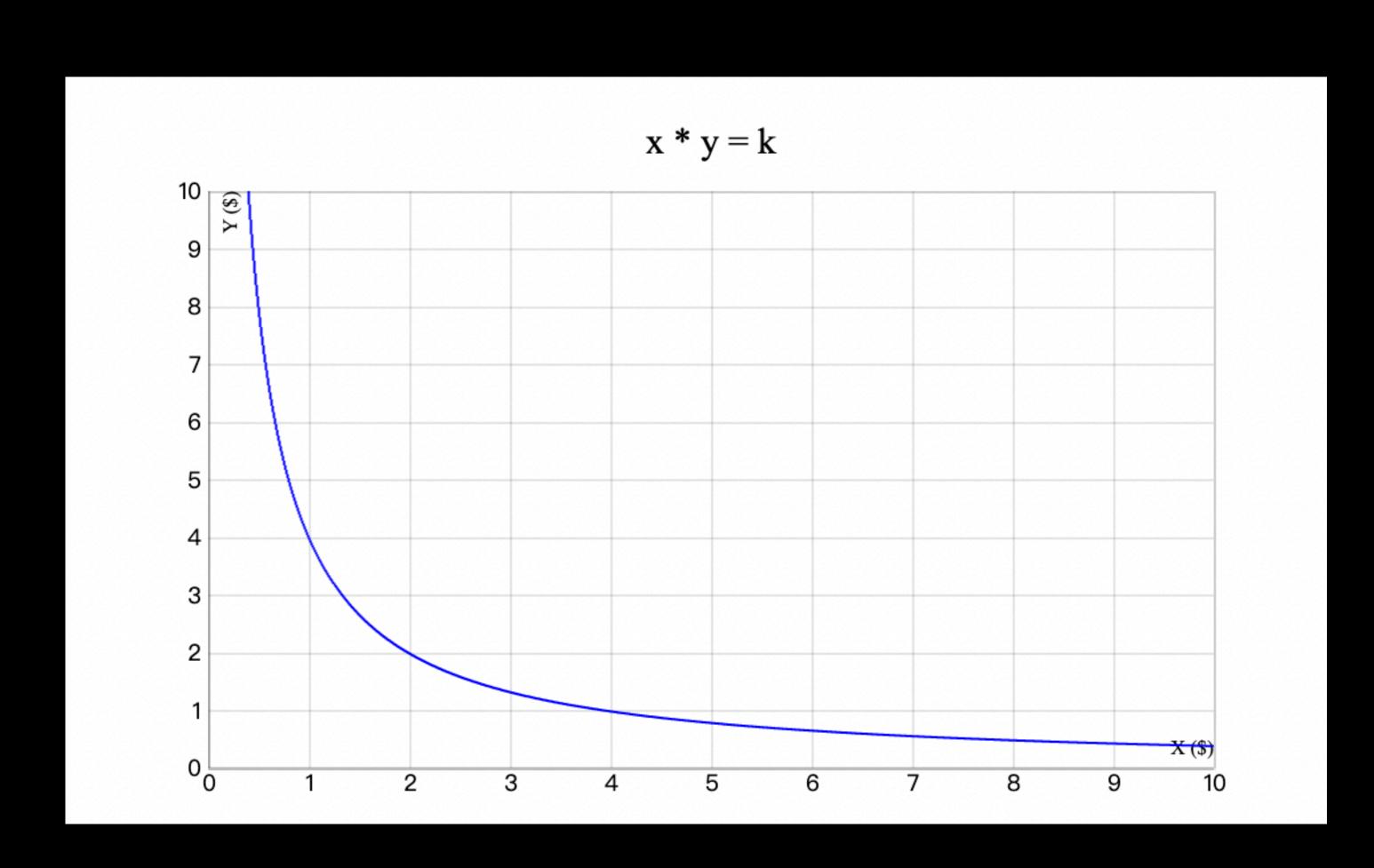
$$x * y = K$$
$$y = K/x$$

100 A \* 100 B = 10 K

张三用25枚A可以换得20枚B (price=0.8):

125 A \* 80 B = 10K

滑点 slippage = 0.2 = (1.0 - 0.8)/1.0

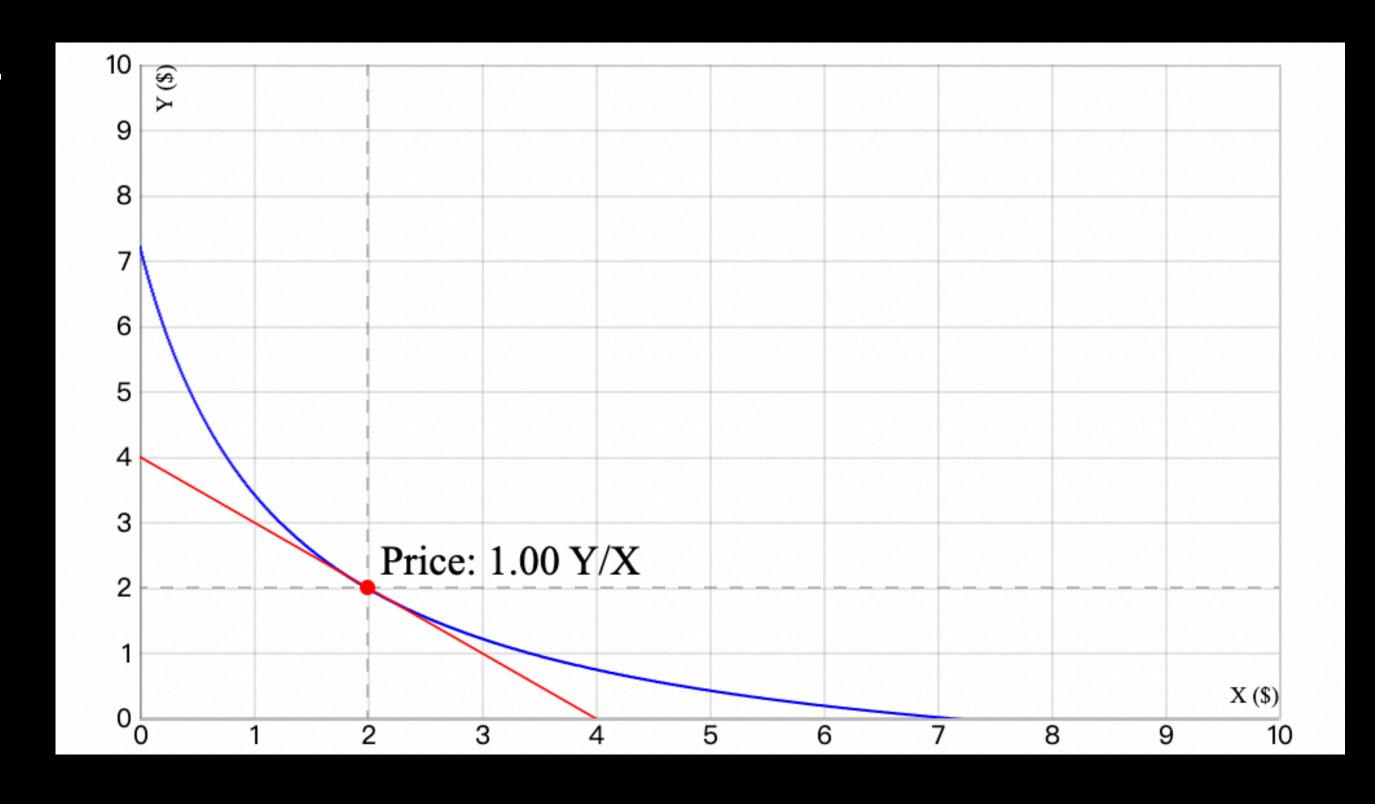


#### 稳定池模型

$$An^{n} \sum x_{i} + D = ADn^{n} + \frac{D^{n+1}}{n^{n} \prod x_{i}}$$

$$4A(x + y) + D = 4AD + \frac{D^3}{4xy}$$

https://curve.fi/files/stableswap-paper.pdf



#### 稳定池模型

#### **Invairant D**

$$An^n\sum x_i+D=ADn^n+rac{D^{n+1}}{n^n\prod x_i}$$

Newton迭代法演算:

$$egin{cases} f(D) = rac{D^{n+1}}{n^n \prod x_i} + (An^n - 1)D - An^n \sum x_i = 0 \ f'(D) = rac{n+1}{n^n \prod x_i} D^n + An^n - 1 = 0 \ \ D_{k+1} = D_k - rac{f(D_k)}{f'(D_k)} \end{cases}$$

记:

$$D_{prod} = rac{D^{n+1}}{n^n \prod x_i}$$

则:

$$D_{k+1} = rac{D_k(An^n\sum x_i + nD_{k,prod})}{D_k(An^n-1) + (n+1)D_{k,prod}}$$

记:
$$\left\{ egin{array}{l} \sum x_i = y + \sum x_i \ \prod x_i = y \prod x_i' \end{array} 
ight.$$

则:

$$An^n(y+\sum x_i')+D=ADn^n+rac{D^{n+1}}{n^ny\prod x_i'}$$

Newton迭代法演算:

$$egin{cases} An^ny^2 + [An^n\sum x_i' - (An^n-1)D]y = rac{D^{n+1}}{n^n\prod x_i'} \ y^2 + (\sum x_i' + rac{D}{An^n} - D)y = rac{D^{n+1}}{An^{2n}\prod x_i'} \ 2y + \sum x_i' + rac{D}{An^n} - D = 0 \ y_{k+1} = y_k - rac{f(y_k)}{f'(y_k)} \end{cases}$$

记:
$$egin{cases} b = \sum x_i' + rac{D}{An^n} \ c = rac{D^{n+1}}{An^{2n} \prod x_i'} \end{cases}$$

则:

$$y_{k+1} = \frac{y_k^2+c}{2y_k+b-D}$$

#### 交易费

#### swap fee

用 dx 换 dy, 部分dx作为fee预先扣除, 留在 pool 中, D 因此缓慢增加

$$(x + (1 - f)dx)(y - dy) = xy \implies dy = \frac{(1 - f)dx * y}{(x + (1 - f)dx)}$$

#### protocol fee

从swap fee中收取一定比例,以流动性的方式归属合约本身

### LP Token 流动性代币

Nep-141 扩展

流动性的添加(mint)和移除(burn)

初始流动性的定价作用

https://stats.ref.finance/leaderboards/liquidityproviders

流动性代币的代币特性

ref-exchange/src/multi fungible token.rs

# 存储分析

存储费管理和存储分布

内部用户存储与 instant swap

ref-exchange/src/storage\_impl.rs

#### LP的存储

添加流动性: 预付+返还机制+auto-register internal\_check\_storage

token层面: register机制

# Farming

概览

https://github.com/ref-finance/ref-contracts/tree/main/ref-farming

https://app.ref.finance/farms

https://stats.ref.finance/leaderboards/farmers

# Farming

#### 一币多挖

#### Seed

LP Token, NEP-141

#### Farm

Seed->Farm => 1:N

#### Reward

```
#[derive(BorshSerialize, BorshDeserialize, Clone)]
2 implementations
pub struct SimpleFarmTerms {
    pub seed_id: SeedId,
    pub reward_token: AccountId,
    pub start_at: TimestampSec,
    pub reward_per_session: Balance,
    pub session_interval: TimestampSec,
}
```

```
#[derive(Debug, Serialize, Deserialize
#[serde(crate = "near_sdk::serde")]
4 implementations
pub struct SeedInfo {
    pub seed_id: SeedId,
    pub seed_type: String,
    pub farms: Vec<FarmId>,
    pub next_index: u32,
    pub amount: U128,
    pub min_deposit: U128,
}
```

```
#[derive(BorshSerialize, BorshDeserialize)]
1 implementation
pub struct SimpleFarm {
    pub farm_id: FarmId,
    pub terms: SimpleFarmTerms,
    pub status: SimpleFarmStatus,
    pub last_distribution: SimpleFarmRewardDistribution,
    /// total reward send into this farm by far,
        every time reward deposited in, add to this field
    pub amount_of_reward: Balance,
    /// reward token has been claimed by farmer by far
    pub amount_of_claimed: Balance,
    /// when there is no seed token staked, reward goes to beneficiary
    pub amount_of_beneficiary: Balance,
```

## Farming 奖励分配

基于 per-seed-reward 的分配机制

https://github.com/ref-finance/ref-contracts/blob/main/ref-farming/how does it work.md#reward-distribution

```
/// Account deposits information and storage cost.
#[derive(BorshSerialize, BorshDeserialize)]
#[cfg_attr(feature = "test", derive(Clone))]
1 implementation
pub struct Farmer {
    /// Native NEAR amount sent to this contract.
    /// Used for storage.
    pub amount: Balance,
    /// Amounts of various reward tokens the farmer claimed.
    pub rewards: HashMap<AccountId, Balance>,
    /// Amounts of various seed tokens the farmer staked.
    pub seeds: HashMap<SeedId, Balance>,
    /// record user_last_rps of farms
    pub user_rps: LookupMap<FarmId, RPS>,
    pub rps_count: u32,
   Reward Distribution Record
#[derive(BorshSerialize, BorshDeserialize, Clone, Default)]
2 implementations
```

```
/// Reward Distribution Record
#[derive(BorshSerialize, BorshDeserialize, Clone, Default)]
2 implementations
pub struct SimpleFarmRewardDistribution {
    /// unreleased reward
    pub undistributed: Balance,
    /// the total rewards distributed but not yet claimed by farmers.
    pub unclaimed: Balance,
    /// Reward_Per_Seed
    /// rps(cur) = rps(prev) + distributing_reward / total_seed_staked
    pub rps: RPS,
    /// Reward_Round
    /// rr = (cur_block_timestamp in sec - start_at) / session_interval
    pub rr: u32,
}
```

# 谢姚观看

May 2022