

ETHER ANALYSIS OF SOLIDITY FUNCTIONS

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THE OBJECTIVE

analyze assets movements of Solidity functions

evaluate the i/o behaviour of functions wrt contract balances

THE TECHNIQUE

1. extract an abstract description out of programs

- 1.1. the descriptions – behavioural type – are extracted by means of a type system
- 1.2. the behavioural types are cost equations – **recurrence relations constrained by formulas** – that compute ether movements of Solidity functions

2. use existing tools to solve cost equations about ether movements of functions

we have applied the same technique to

- * compute **overapproximations of resource usage** in cloud programs
- * compute **upper bounds of computational time** of concurrent programs (with synchronizations)

COST ANALYSIS

there are cost equations

linear constraints: conjunctions of $l \geq l'$ or $l = l'$ or $l \leq l'$
 l is a linear expression: $k_0 + k_1x_1 + \dots + k_nx_n$

$$C(\mathbf{x}) = e + \sum_{i \in 1..n} D_i(\mathbf{y}) \quad [\varphi]$$

expression $e ::= k \mid x \mid e + e \mid \text{nat}(e - e) \mid e * k \mid e / k \mid \max(e, e)$

presburger arithmetics expressions

example: compute products of factorial

$$\text{fact}(n) = 0 \quad [n=0]$$

$$\text{fact}(n) = 1 + \text{fact}(n-1) \quad [n>0]$$

output: Maximum cost of $\text{fact}(n)$: $\max([1*n, 0])$

A SUBSET OF SOLIDITY

Programs ::= (Contract)* Body

```
Contract ::= contract C {
    Variables
    Functions
    [ function () payable { } ] // fallback function: empty body!
    [ constructor (T x) public { Body } ]
}
```

Variables ::= (T x ;)*

Functions ::= (function f (T x) (payable)? { Body })* // no return value!

T ::= uint | bool // no Address type!

Body ::= (Stm)+

```
Stm ::= x = E ; | E.f[.value(E)](E) ; | if (E){ Stm } else { Stm }
      | E.transfer(E) ; | revert() ; // no return statement!
```

```
E ::= n | true | false x | this | msg.sender | msg.value | E.balance | E # E | E op
     | - E | !E
```

```
# ::= + | - | > | = | ≥ | ≤ | && | || op ::= *k | /k
```

AN EXAMPLE: THE THIEF CODE

```
1 contract Bank {
2     function pay(uint n) payable {
3         if ((msg.value >= 1) && (this.balance >= n)){
4             msg.sender.transfer(n) ;
5             msg.sender.ack() ;
6         } else { n = n ; }
7     }
8     function init(){
9         Thief.ack() ;
10    }
11    function() payable { }
12 }
13 contract Thief {
14     function ack() {
15         msg.sender.pay.value(1)(2) ;
16     }
17     function() payable { }
18 }
19 balance = 101 ;
20 Bank.transfer(100) ;
21 Thief.transfer(1) ;
22 Bank.init() ;
```

you can drain the whole bank account!

A QUICK DEMO

FUTURE WORK

we address a very basic subset of Solidity

1. we must consider addresses and mappings
2. continuations
3. extend the compiler to CoFloCo

THE END