



Smart contracts security assessment

Final report

[Tariff: Standard](#)

Arbius Protocol

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0xguard.com



hello@0xguard.com

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Introduction

The report has been prepared for **Arbius Protocol**.

The project consists of:

- upgradable project's BaseToken: an ERC-20 token with [Permit](#) and [Votes](#) extensions, it can be minted by a single privileged **12Gateway** account;
- L1Token: an ERC-20 standard token contract without minting, upgradability, and modifications in transfer functions;
- TimelockV1: a direct import of OpenZeppelin's [TimelockController](#), can't be upgraded;- GovernorV1: a governance contract inheriting OpenZeppelin's [Governor](#), [GovernorSettings](#), [GovernorVotes](#), [GovernorCompatibilityBravo](#), [GovernorVotesQuorumFraction](#), and [GovernorTimelockControl](#), can't be upgraded;
- upgradable EngineV1: the main contract to store models, tasks, and solutions. It also administers rewards, fees, and solution's contestations.

The code is available at the GitHub [repository](#) and was audited after the commit [eba18c2b437a0408c67bba1a003de4c6cc3055e8](#).

The audit scope excludes the following contracts:

all contracts in the **Example** folder.

Report Update.

The contract's code was updated according to this report and rechecked after the commit [e17188236e37488154484c7167616d525c915c07](#).

Name	Arbius Protocol
Audit date	2024-01-01 - 2024-01-29
Language	Solidity
Platform	Arbitrum Nova

Contracts checked

Name	Address
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GovernorV1

EngineV1

BaseTokenV1

L1Token

TimelockV1

Libraries: IPFS.sol,
PoolAddress.sol

Procedure

We perform our audit according to the following procedure:

Automated analysis

- Scanning the project's smart contracts with several publicly available automated Solidity analysis tools
- Manual verification (reject or confirm) all the issues found by the tools

Manual audit

- Manually analyze smart contracts for security vulnerabilities
- Smart contracts' logic check

Known vulnerabilities checked

Title	Check result
<u>Unencrypted Private Data On-Chain</u>	passed
<u>Code With No Effects</u>	passed
<u>Message call with hardcoded gas amount</u>	passed
<u>Typographical Error</u>	passed
<u>DoS With Block Gas Limit</u>	passed
<u>Presence of unused variables</u>	passed
<u>Incorrect Inheritance Order</u>	passed
<u>Requirement Violation</u>	passed
<u>Weak Sources of Randomness from Chain Attributes</u>	passed
<u>Shadowing State Variables</u>	passed
<u>Incorrect Constructor Name</u>	passed
<u>Block values as a proxy for time</u>	passed
<u>Authorization through tx.origin</u>	passed
<u>DoS with Failed Call</u>	passed
<u>Delegatecall to Untrusted Callee</u>	passed
<u>Use of Deprecated Solidity Functions</u>	passed
<u>Assert Violation</u>	passed
<u>State Variable Default Visibility</u>	passed
<u>Reentrancy</u>	passed
<u>Unprotected SELFDESTRUCT Instruction</u>	passed
<u>Unprotected Ether Withdrawal</u>	passed
<u>Unchecked Call Return Value</u>	passed

<u>Floating Pragma</u>	passed
<u>Outdated Compiler Version</u>	passed
<u>Integer Overflow and Underflow</u>	passed
<u>Function Default Visibility</u>	passed

🛡️ Classification of issue severity

High severity	High severity issues can cause a significant or full loss of funds, change of contract ownership, major interference with contract logic. Such issues require immediate attention.
Medium severity	Medium severity issues do not pose an immediate risk, but can be detrimental to the client's reputation if exploited. Medium severity issues may lead to a contract failure and can be fixed by modifying the contract state or redeployment. Such issues require attention.
Low severity	Low severity issues do not cause significant destruction to the contract's functionality. Such issues are recommended to be taken into consideration.

🛡️ Issues

High severity issues

1. Slashing amount can be manipulated (EngineV1)

Status: Fixed

Stake slashing occurs when a submitted solution is contested and both parties for and against contested solution vote by `getSlashAmount` amount of their stakes. The initial account who has submitted contested solution is forced to participate in voting if his stake is enough. The problem is `getSlashAmount` function calculates slashing amount as percentage of total staked token. This means that during the voting each voter reduces his stake by slashing amount calculated at the moment of voting, but actual slashing and refunding during the `contestationVoteFinish` execution will use different slashing amount.

```
/// @notice Get slash amount
/// @return Slash amount
function getSlashAmount() public view returns (uint256) {
    uint256 ts = getPseudoTotalSupply();
    if (ts < MIN_SUPPLY_FOR_SLASHING) {
        return 0;
    }
    return ts - ((ts * (1e18 - slashAmountPercentage)) / 1e18);
}
```

Recommendation: Fix the logic, increase test coverage.

2. Voting can be manipulated (EngineV1)

Status: Fixed

The contestation of a solution can be finished at any moment after the

minContestationVotePeriodTime time passed since contestation (and voting) has started.

During the voting period, any account can become a validator and participate in voting. Thus, as soon as contestation is ready for finalization, any malicious actor can increase his voting power and won contestation, slashing all opponents, including honest validators.

Recommendation: Fix the voting logic. For example, there can be introduced a preparation window for voting, after which all new validators can't vote for that particular contestation.

Medium severity issues

1. Outdated imports (GovernorV1)

Status: Fixed

The inherited OpenZeppelin contracts are outdated (v4.3 release), they don't include several bug fixes and improvements for Governor contracts, check [v4.4.0](#), [v4.4.2](#), [v4.5.0](#), [v4.6.0](#), [v4.7.2](#), [v4.8.0](#), [v4.8.3](#), [v4.9.0](#), [v4.9.1](#), [v5.0.0](#) releases.

Recommendation: Use newer release of OpenZeppelin's contracts.

2. Possible math underflow (EngineV1)

Status: Fixed

The function `getPsuedoTotalSupply` subtract contract's BaseToken current balance from `STARTING_ENGINE_TOKEN_AMOUNT` constant, which is 60% of total supply. There's no guarantee, that this operation succeeds. Thus, all functions containing `getPsuedoTotalSupply` call (`getReward`, `getSlashAmount`, `getValidatorMinimum`, `submitContestation`, `voteOnContestation`, `contestationVoteFinish`, `signalSupport`, `submitSolution`, `claimSolution`) can fail too.

```
/// @notice Because we are using a token which is fully minted upfront we must
calculate total supply based on the amount remaining in Engine
/// @return Total supply of Engine tokens
function getPsuedoTotalSupply() public view returns (uint256) {
    return STARTING_ENGINE_TOKEN_AMOUNT - baseToken.balanceOf(address(this));
}
```

Recommendation: Consider case of `baseToken.balanceOf(address(this)) > STARTING_ENGINE_TOKEN_AMOUNT`.

Low severity issues

1. Not following guidelines (EngineV1)

Status: Fixed

The EngineV1 contract is designed to be upgradable with use of OpenZeppelin's library and Upgrades Plugin. However, EngineV1 contract doesn't follow the OpenZeppelin [guideline](#) for writing upgradable contracts: it neither have storage gaps, nor it initializes the implementation (`_disableInitializers` in the constructor).

Recommendation: Follow the guideline to ease future upgrades.

2. Inconsistent comment (EngineV1)

Status: Fixed

L23 comment contains wrong link to external documentation.


```
// https://github.com/OffchainLabs/arbitrum/blob/master/docs/sol_contract_docs/md_docs/  
arb-os/arbos/builtin/ArbSys.md
```

Recommendation: Correct link is https://github.com/OffchainLabs/arbitrum-classic/blob/master/docs/sol_contract_docs/md_docs/arb-os/arbos/builtin/ArbSys.md.

Conclusion

Arbius Protocol GovernorV1, EngineV1, BaseTokenV1, L1Token, TimelockV1, Libraries: IPFS.sol, PoolAddress.sol contracts were audited. 2 high, 2 medium, 2 low severity issues were found. 2 high, 2 medium, 2 low severity issues have been fixed in the update.

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