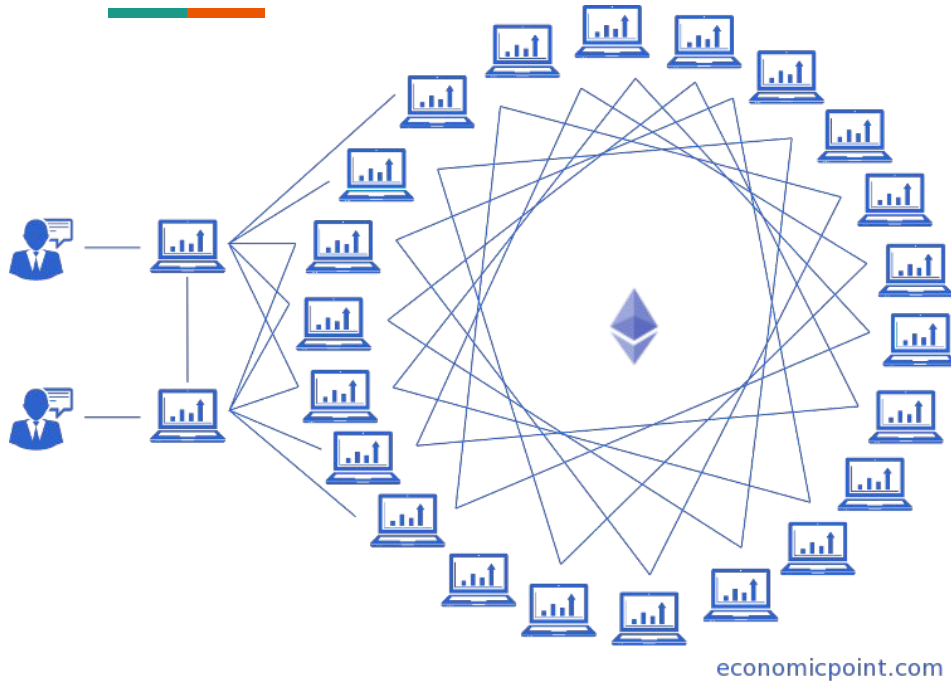




# Contracts over Smart Contracts: Recovering from Violations Dynamically

Joshua Ellul  
with: Christian Colombo, Gordon Pace

# Ethereum Blockchain Platform



Anyone can run a node (full node, or other)

Each node stores the Ethereum Ledger

Consensus: Proof of Work

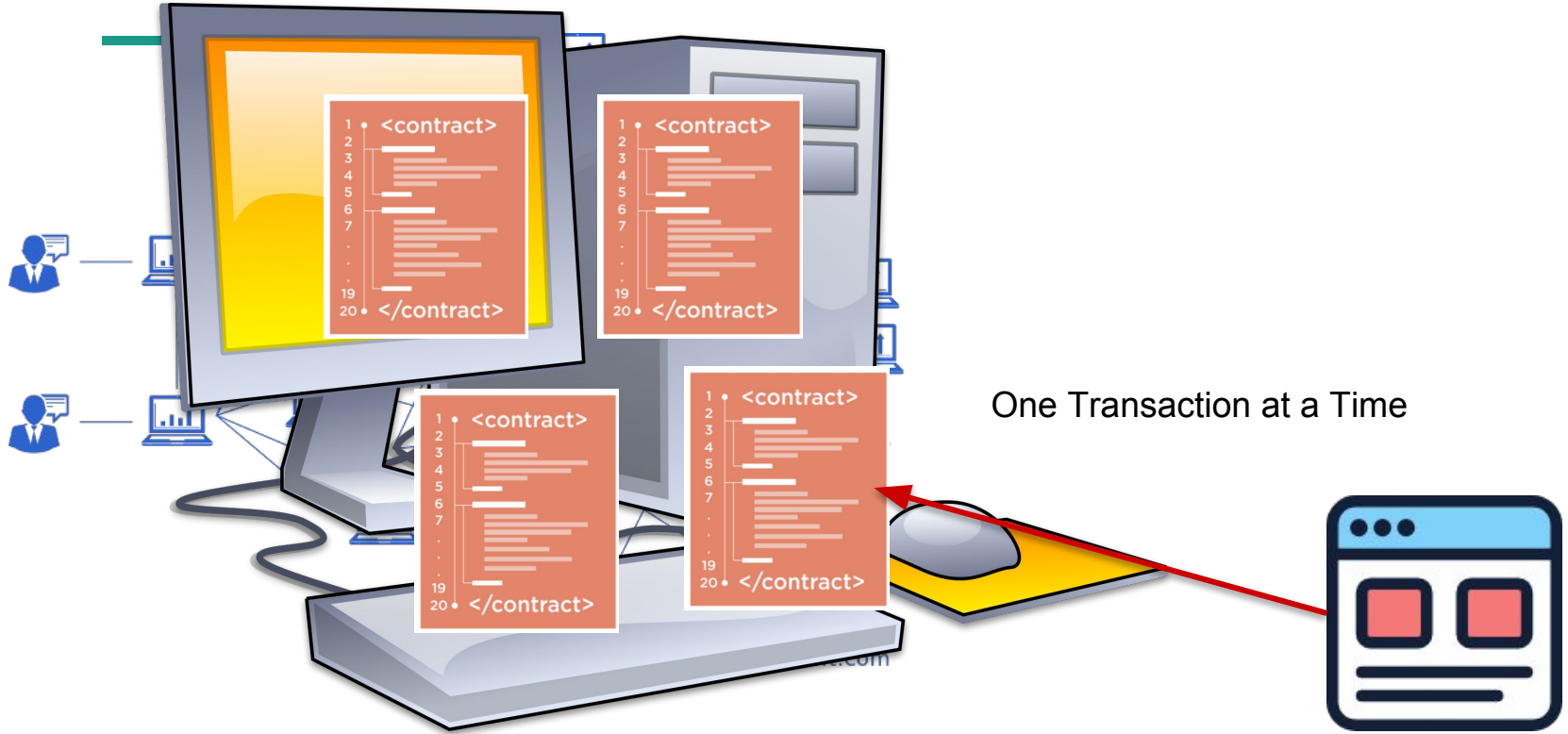
# Ethereum Blockchain Platform



# Ethereum Blockchain Platform



# Ethereum Blockchain Platform



# Smart Contracts



Blockchain and Smart Contracts, enable:

- Decentralised, verifiable, enforceable automation of digital processes

# Smart Contracts



Blockchain and Smart Contracts, enable:

- Decentralised, verifiable, enforceable automation of digital processes

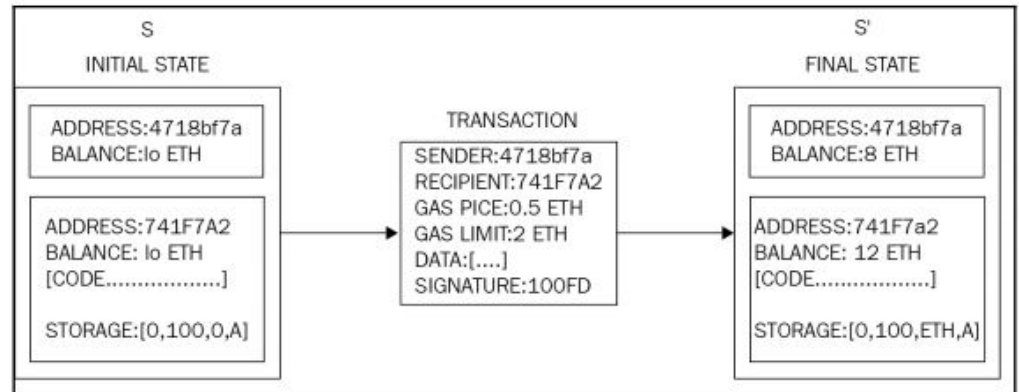
Different to contracts:

- obligations vs automated execution of obligations

# Smart Contracts

One transaction at a time:

- Initial state + new Transaction (sender, receiver, data) => Final State





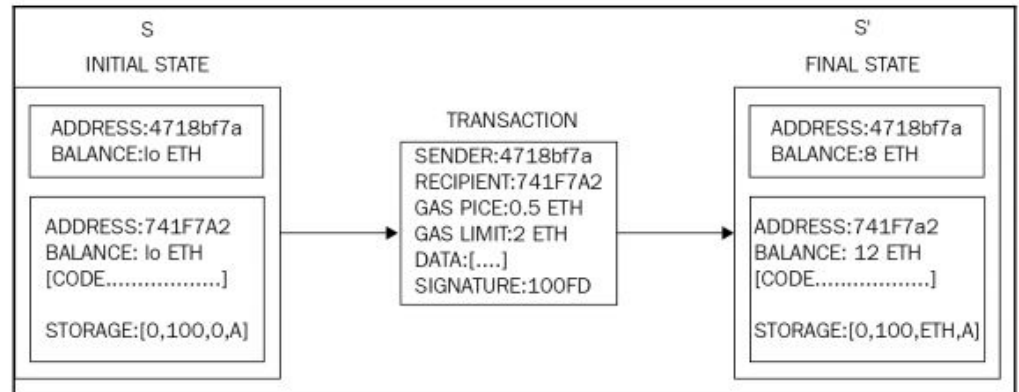
# Smart Contracts

One transaction at a time:

- Initial state + new Transaction (sender, receiver, data) => Final State

Simple -- false sense of security?

Smart contract code uploaded is immutable



# Bugs



## **2 June 2016: Decentralized Autonomous Organization Hack**

A vulnerability in the DAO code resulted in \$60 million in Ether being stolen

# Bugs



## **2 June 2016: Decentralized Autonomous Organization Hack**

A vulnerability in the DAO code resulted in \$60 million in Ether being stolen

## **3 July 2017 \$30 Million: Ether Reported Stolen Due to Parity Wallet Breach**

# Bugs



## **2 June 2016: Decentralized Autonomous Organization Hack**

A vulnerability in the DAO code resulted in \$60 million in Ether being stolen

## **3 July 2017 \$30 Million: Ether Reported Stolen Due to Parity Wallet Breach**

## **1 November 2017: '\$300m in cryptocurrency' accidentally lost forever due to bug**

More than \$300m of cryptocurrency has been lost after a series of bugs in a popular digital wallet service led a curious developer to, without intention, take control of and then lock up the funds, according to reports.

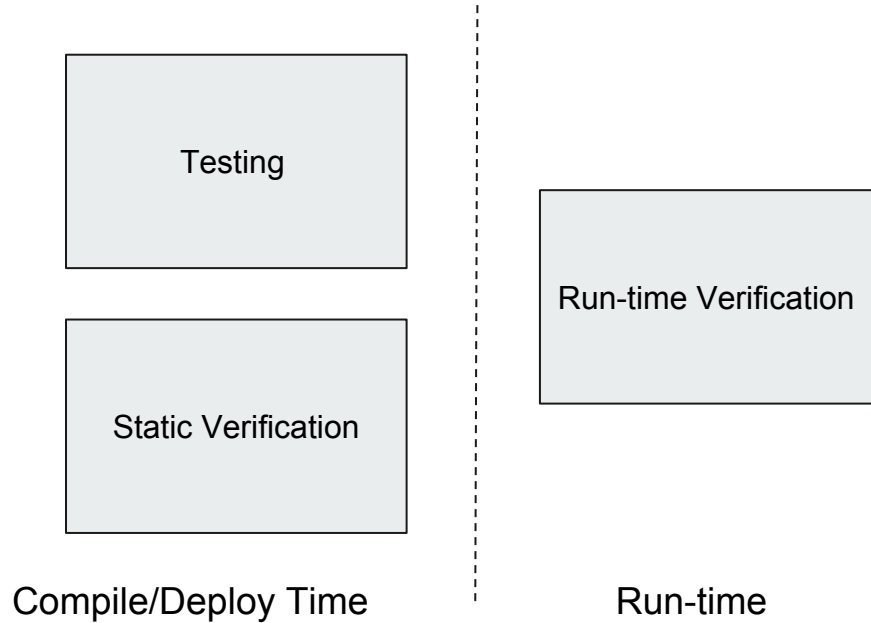
# Challenge: Immutability



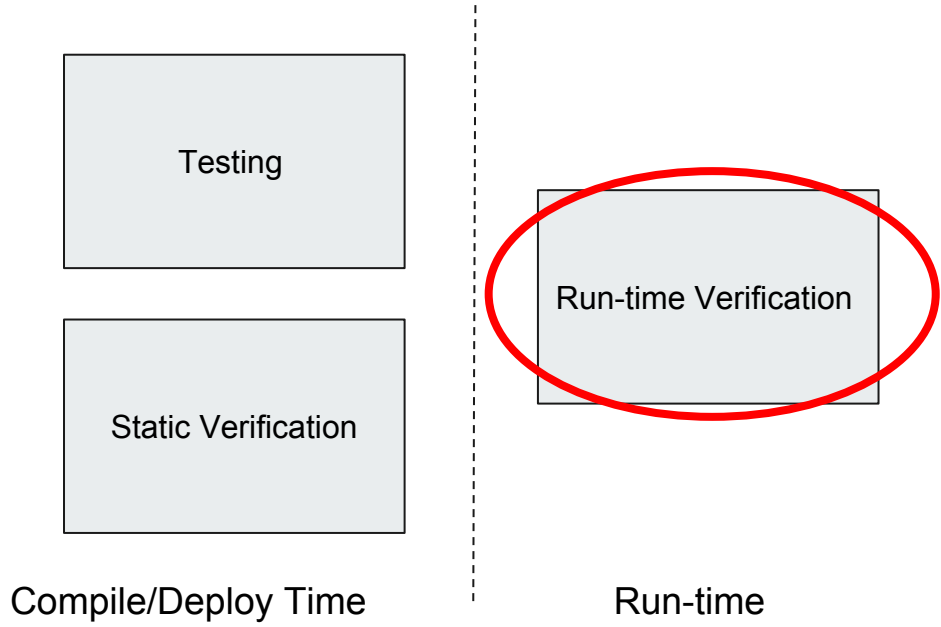
Contracts cannot be changed even if a bug is detected!

If a smart contract is doing something wrong... it'll keep doing something wrong forever

# Need for more assurances



# Need for more assurances



# Verification



Static checking - ideal given immutability

Solidity is not formally specified (yet?)



# Runtime Verification



Checking the smart contract as it executes

# ContractLarva



# Coin flipping casino example (Solidity excerpt)



```
contract Casino {
    :
    :
    address private hiddenCoin;
    :
    :
    function closeBet(uint _shownCoin) public {
        require(msg.sender == casinoOwner);
        require(sameAs(_shownCoin, hiddenCoin));
        require(gameStatus == PLAYER_PARTICIPATED);

        if (matches(_shownCoin, guessedCoin)) {
            player.transfer(participationCost + winout);
        }
        gameStatus = GAME_OVER;
    }
    :
    :
}
```

# Coin flipping casino example (Solidity excerpt)



```
contract Casino {
  :
  :
  address private hiddenCoin;
  :
  :
  function closeBet(uint _shownCoin) public {
    require(msg.sender == casinoOwner);
    require(sameAs(_shownCoin, hiddenCoin));
    require(gameStatus == PLAYER_PARTICIPATED);

    if (matches(_shownCoin, guessedCoin)) {
      player.transfer(participationCost + winout);
    }
    gameStatus = GAME_OVER;
  }
  :
  :
}
```

Casino Owner is caller

# Coin flipping casino example (Solidity excerpt)



```
contract Casino {  
    :  
    :  
    address private hiddenCoin;  
    :  
    :  
    function closeBet(uint _shownCoin) public {  
        require(msg.sender == casinoOwner);  
        require(sameAs(_shownCoin, hiddenCoin));  
        require(gameStatus == PLAYER_PARTICIPATED);  
  
        if (matches(_shownCoin, guessedCoin)) {  
            player.transfer(participationCost + winout);  
        }  
        gameStatus = GAME_OVER;  
    }  
    :  
    :  
}
```

Casino Owner is caller

Coin chosen initially is still the same

# Coin flipping casino example (Solidity excerpt)

```
contract Casino {
    :
    :
    address private hiddenCoin;
    :
    :
    function closeBet(uint _shownCoin) public {
        require(msg.sender == casinoOwner);
        require(sameAs(_shownCoin, hiddenCoin));
        require(gameStatus == PLAYER_PARTICIPATED);

        if (matches(_shownCoin, guessedCoin)) {
            player.transfer(participationCost + winout);
        }
        gameStatus = GAME_OVER;
    }
    :
    :
}
```

Casino Owner is caller

Coin chosen initially is still the same

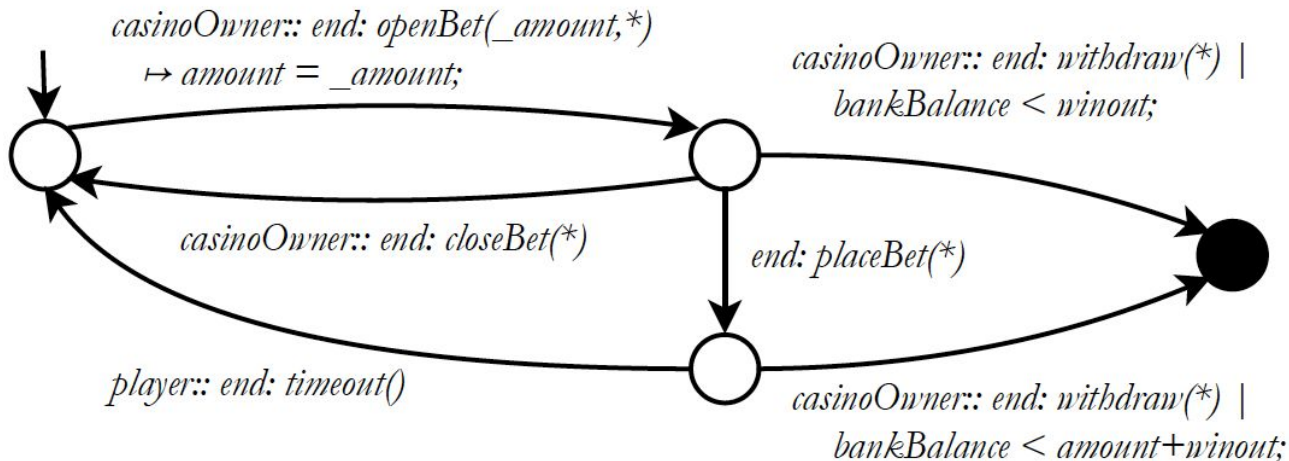
At least 1 player played

# Example property: Casino's Bank can support bet

Dynamic Event Automaton:

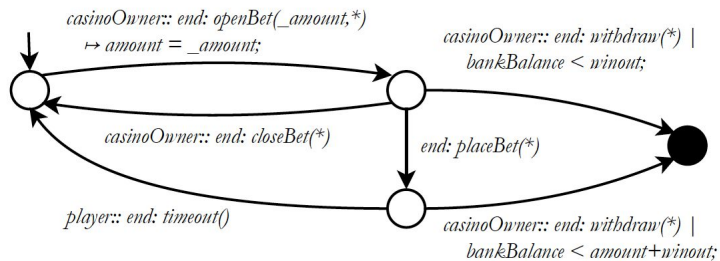
DEA: event | condition => action

event: agent :: modality : solidity function

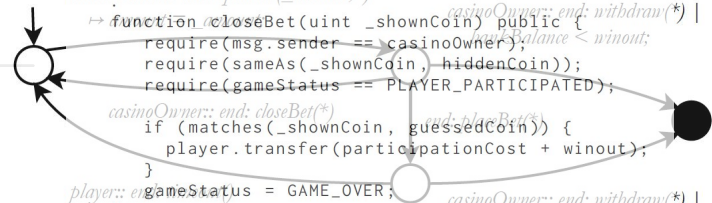


# ContractLarva

```
contract Casino {  
  :  
  address private hiddenCoin;  
  :  
  :  
  function closeBet(uint _shownCoin) public {  
    require(msg.sender == casinoOwner);  
    require(sameAs(_shownCoin, hiddenCoin));  
    require(gameStatus == PLAYER_PARTICIPATED);  
  
    if (matches(_shownCoin, guessedCoin)) {  
      player.transfer(participationCost + winout);  
    }  
    gameStatus = GAME_OVER;  
  }  
  :  
  :  
}
```



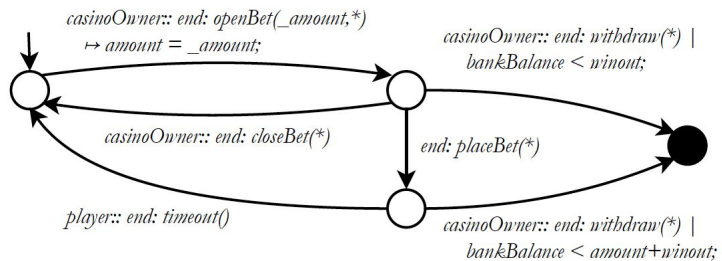
```
contract Casino {  
  :  
  address private hiddenCoin;  
  
  casinoOwner:: end: openBet(_amount,*)  
   $\mapsto$  function closeBet(uint _shownCoin) public {  
    require(msg.sender == casinoOwner);  
    require(sameAs(_shownCoin, hiddenCoin));  
    require(gameStatus == PLAYER_PARTICIPATED);  
  
    if (matches(_shownCoin, guessedCoin)) {  
      player.transfer(participationCost + winout);  
    }  
    gameStatus = GAME_OVER;  
  }  
  
  casinoOwner:: end: withdraw(*) |  
  bankBalance < winout;  
  
  player:: end: closeBet(*)  
  casinoOwner:: end: withdraw(*) |  
  bankBalance < amount + winout;  
  
  :  
  :  
}
```





# ContractLarva

```
contract Casino {  
  :  
  address private hiddenCoin;  
  :  
  :  
  function closeBet(uint _shownCoin) public {  
    require(msg.sender == casinoOwner);  
    require(sameAs(_shownCoin, hiddenCoin));  
    require(gameStatus == PLAYER_PARTICIPATED);  
  
    if (matches(_shownCoin, guessedCoin)) {  
      player.transfer(participationCost + winout);  
    }  
    gameStatus = GAME_OVER;  
  }  
  :  
  :  
}
```



Safe Smart Contract

# Two challenges upon violation



BUT how do you deal with violations?

You cannot change the smart contract code!

When something goes wrong: Recovery action

Then, how to: Fix the code



# Recovery

# Immutability is not new



Other areas such as financial transactions already deal with immutability

\* draw inspiration from existing work

( Colombo 2012 )

# 'Checkpointing' in Ethereum



Ethereum natively supports checkpointing at the granularity of a function/transaction

If a violation is detected, reverting to initial state can be an option

This is useful but very coarse grained

# Fine-grained checkpointing example



What if, you want to undo the transfer but keep the fee

```
function withdraw(uint _amount) public {
    require(msg.sender == owner);
    ...
    // Pay transaction fee
    developer.transfer(transactionFee);
    // Withdraw specified amount
    checkpoint(BEFORE_WITHDRAWAL);
    casinoOwner.transfer(_amount);
}
```

# Fine-grained checkpointing example



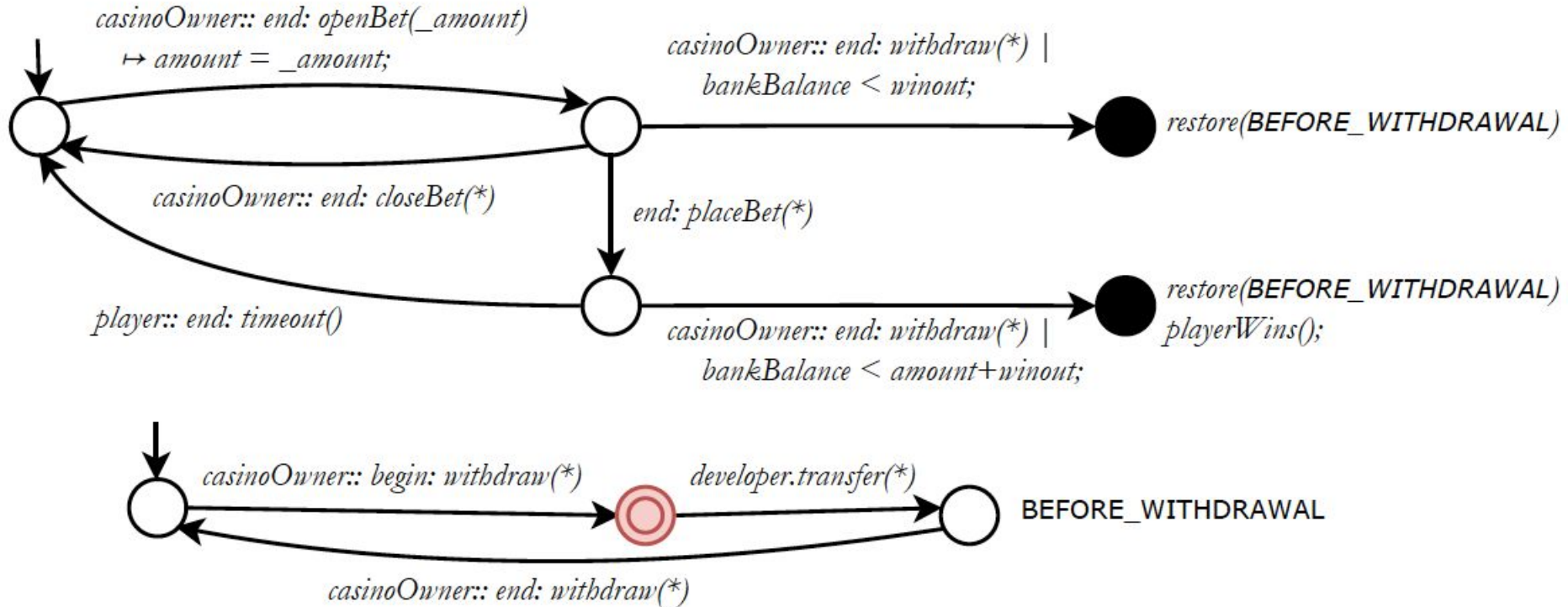
What if, you want to undo the transfer but keep the fee

```
function withdraw(uint _amount) public {  
    require(msg.sender == owner);  
    ...  
    // Pay transaction fee  
    developer.transfer(transactionFee);  
    // Withdraw specified amount  
    checkpoint(BEFORE_WITHDRAWAL);  
    casinoOwner.transfer(_amount);  
}
```



**Named  
checkpoints**

# RV with checkpointing





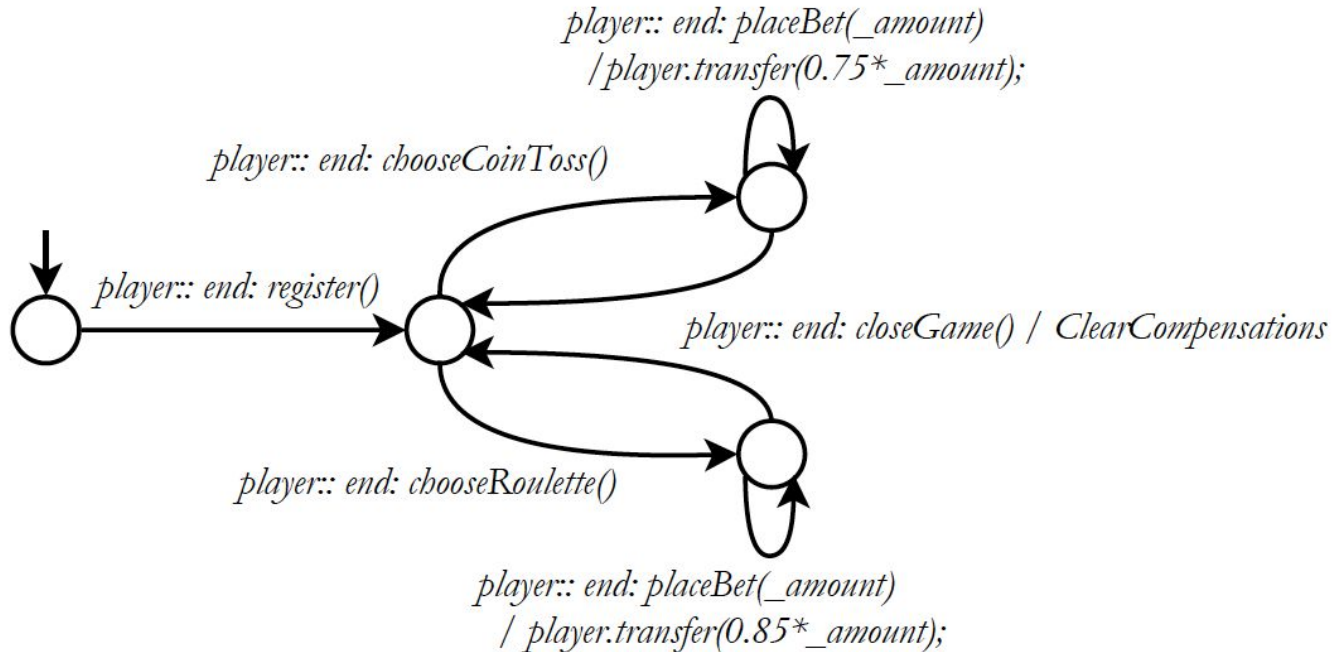
# Compensations



Not all actions can be simply rolled back (as if they never happened)

At times preferable to run a “counter-action” - compensation

# Compensations example



# Fixing code

---

# Fixing smart contract code

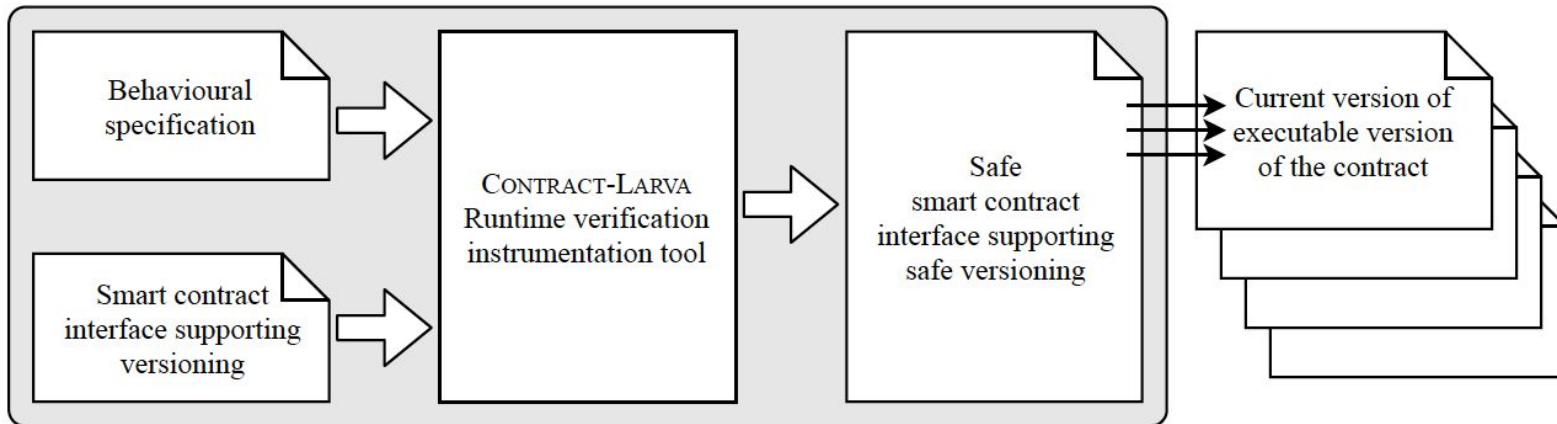


Once violation is detected (through RV) how can we fix the code for good?

RV can help again...

# Specification-oriented approach

1. Expose an interface of the contract
2. Pass interface calls to the **current implementation** (can be updated)
3. Instrument implementation to **ensure specification is adhered to**



# ContractLarva



<https://github.com/gordonpace/contractLarva>

# Conclusion



Smart contracts pose new challenges due to their immutability:

- Recovery

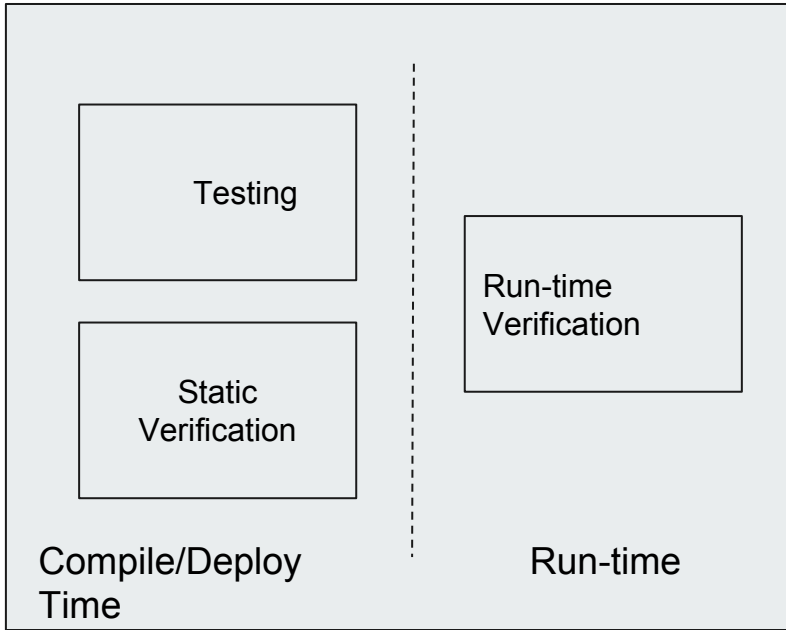
- Fixing code

Compensations can provide flexible yet automated recovery

RV can provide assurance that specification is respected even after code updates

# Need for More Software Assurances

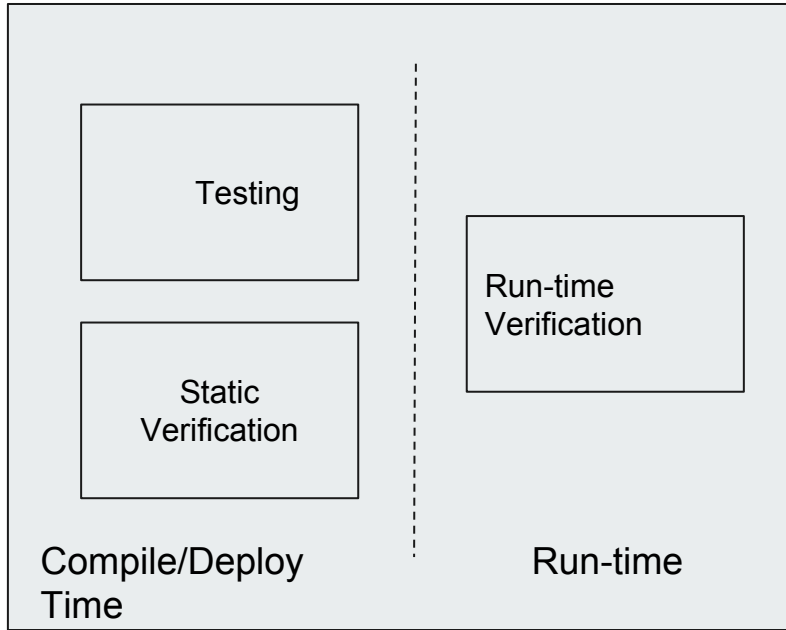
If a smart contract is doing something wrong, it'll keep doing so forever  
(bug, illegalities)





# Need for More Software Assurances

If a smart contract is doing something wrong, it'll keep doing so forever  
(bug, illegalities)



Is this good enough?

- Static verification and RV are as good as the specification

Proxy calls?

Trade-offs? What guarantees are Users agreeing to?

Can ContractLarva-like specifications help here?

More testing?

More eyes?

# Contact Us

---

Joshua Ellul



[joshua.ellul@um.edu.mt](mailto:joshua.ellul@um.edu.mt)

Christian Colombo



[christian.colombo@um.edu.mt](mailto:christian.colombo@um.edu.mt)

Gordon Pace



[gordon.pace@um.edu.mt](mailto:gordon.pace@um.edu.mt)