



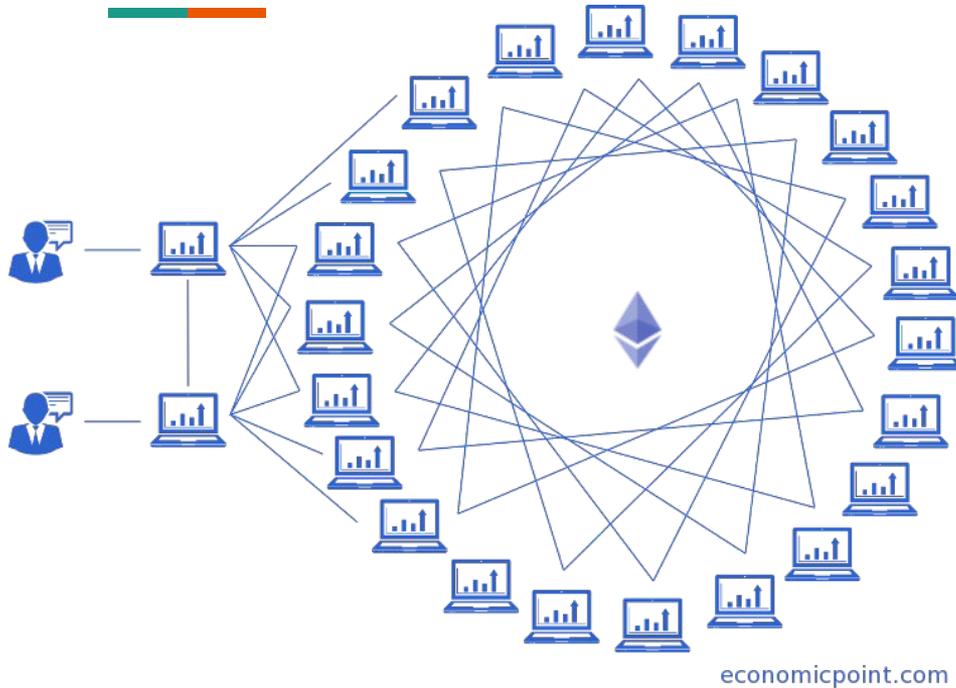
Contracts over Smart Contracts: Recovering from Violations Dynamically

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with: Christian Colombo, Gordon Pace



L-Università
ta' Malta

Ethereum Blockchain Platform



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

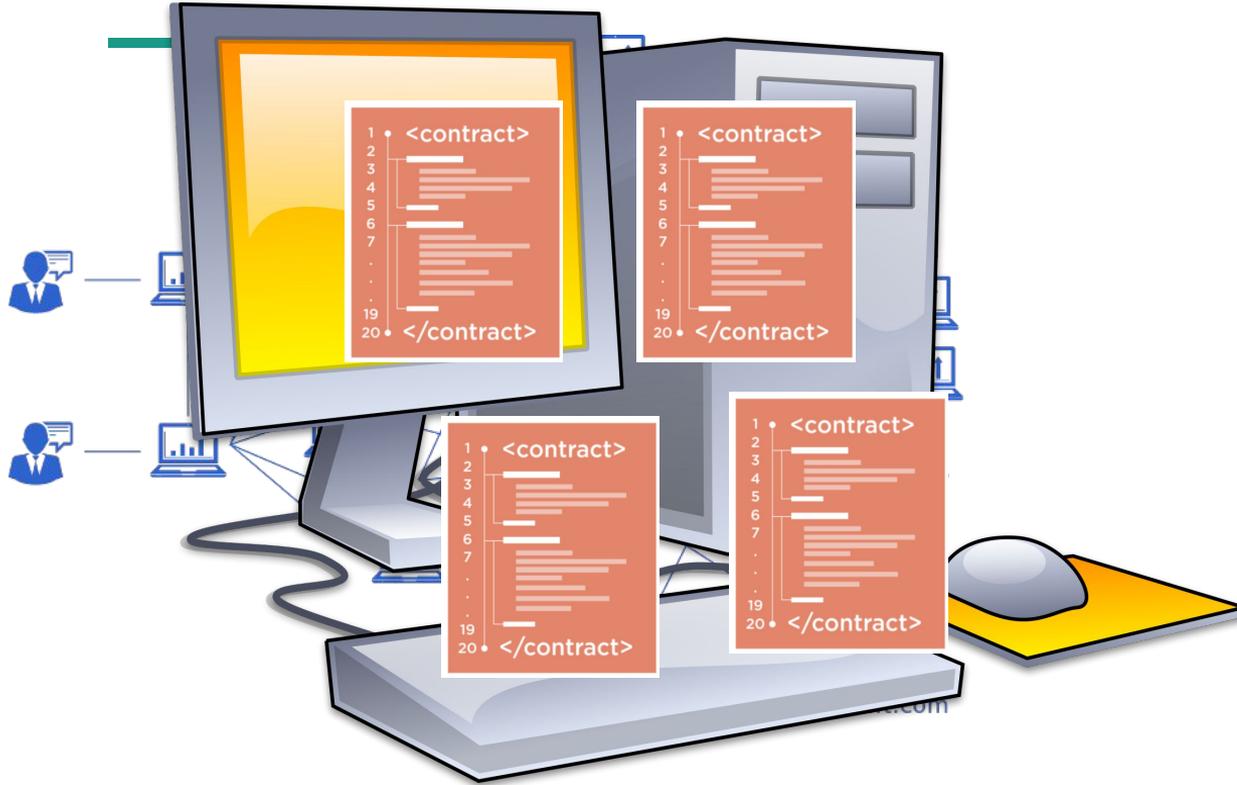
Each node stores the Ethereum Ledger

Consensus: Proof of Work

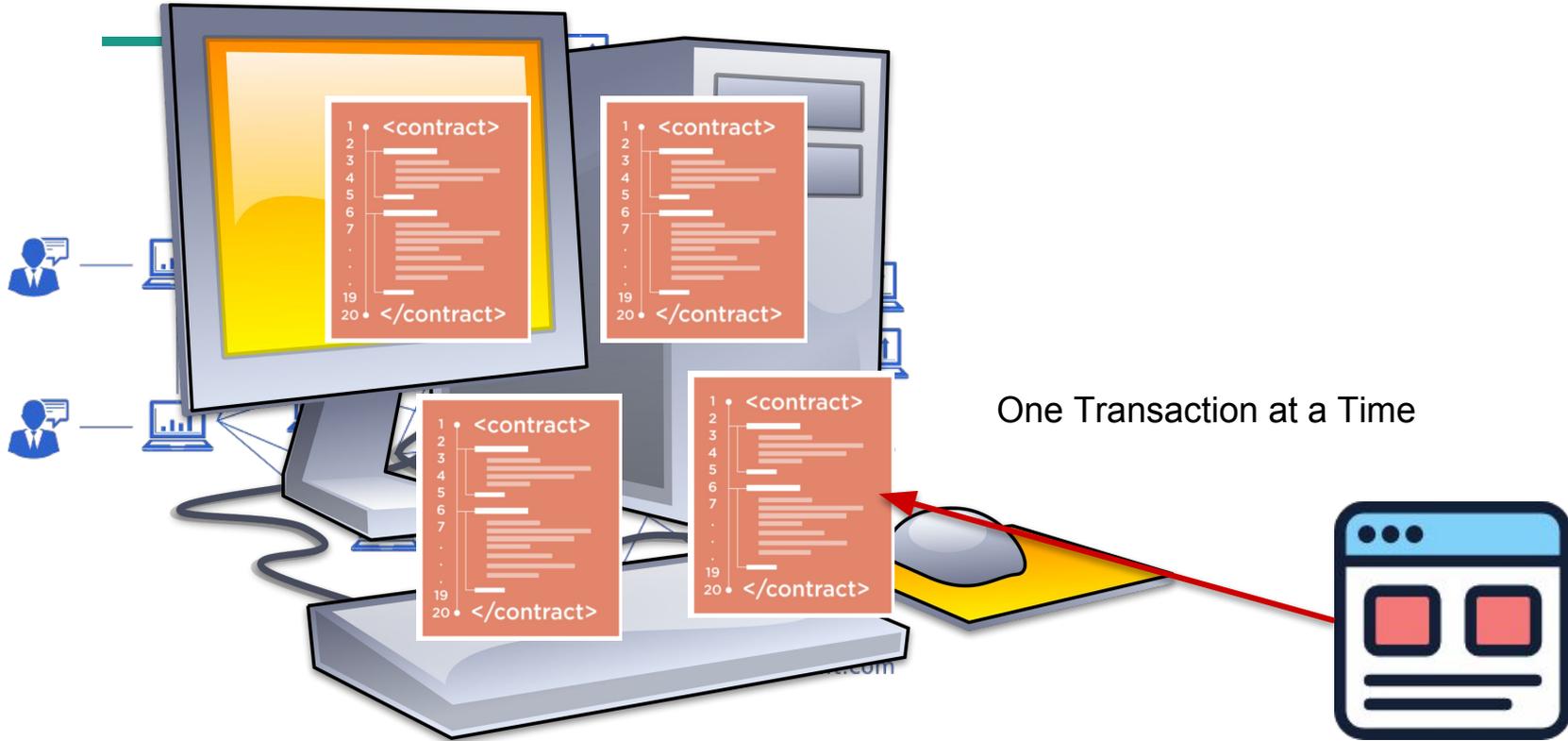
Ethereum Blockchain Platform



Ethereum Blockchain Platform



Ethereum Blockchain Platform



One Transaction at a Time

Smart Contracts



Blockchain and Smart Contracts, enable:

- Decentralised, verifiable, enforceable automation of digital processes

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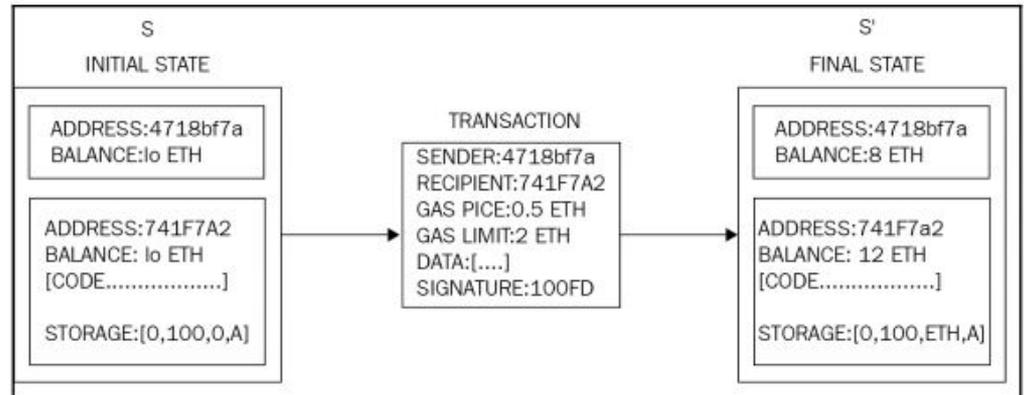
Different to contracts:

- obligations vs automated execution of obligations

Smart Contracts

One transaction at a time:

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



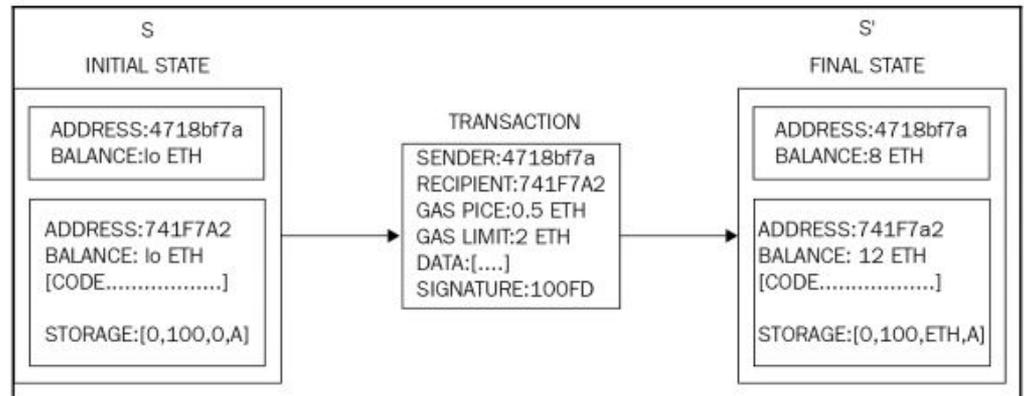
Smart Contracts

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



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Bugs



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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.

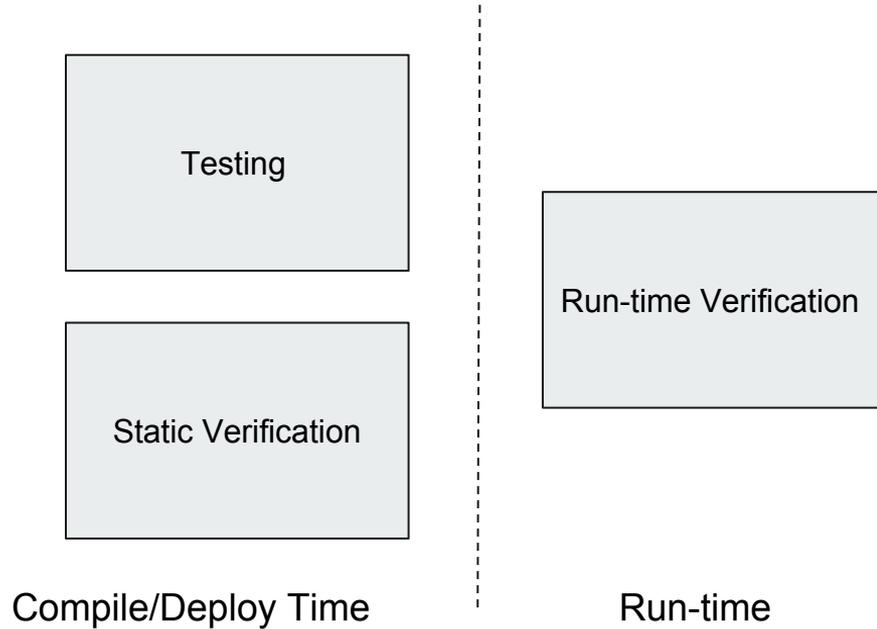
Challenge: Immutability



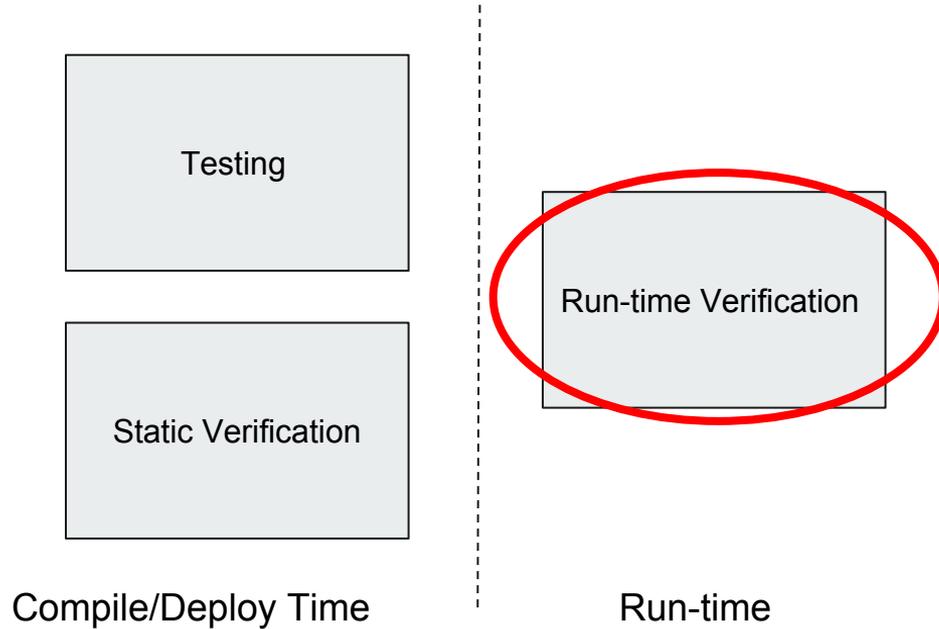
Contracts cannot be changed even if a bug is detected!

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;
    }
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Coin flipping casino example (Solidity excerpt)



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Casino Owner is caller

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Casino Owner is caller

Coin chosen initially is still the same

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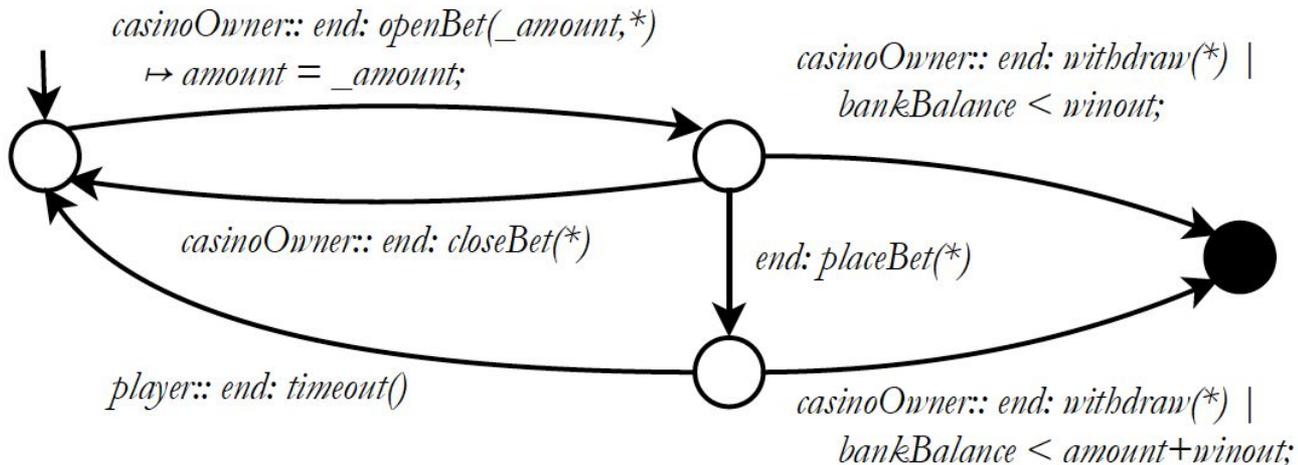
At least 1 player played

Example property: Casino's Bank can support bet

Dynamic Event Automaton:

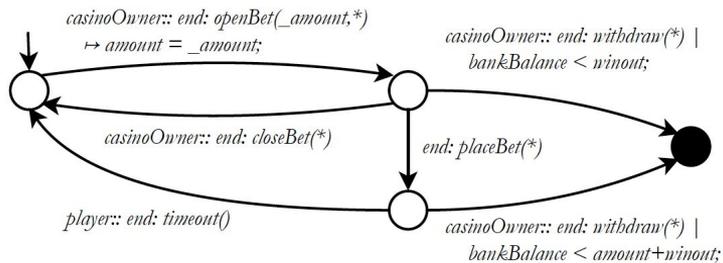
DEA: event | condition => action

event: agent :: modality : solidity function

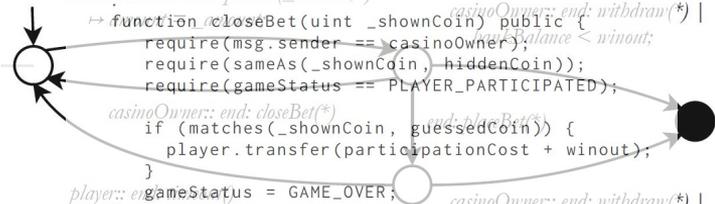


ContractLarva

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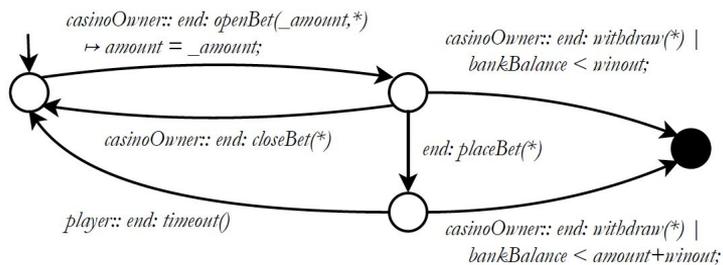


```
contract Casino {  
  :  
  address private hiddenCoin;  
  
  casinoOwner:: end: openBet(_amount,*)  
  ↦ function closeBet(uint _shownCoin) public {  
    require(msg.sender == casinoOwner);  
    require(sameAs(_shownCoin, hiddenCoin));  
    require(gameStatus == PLAYER_PARTICIPATED);  
  
 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



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```



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);
}
```

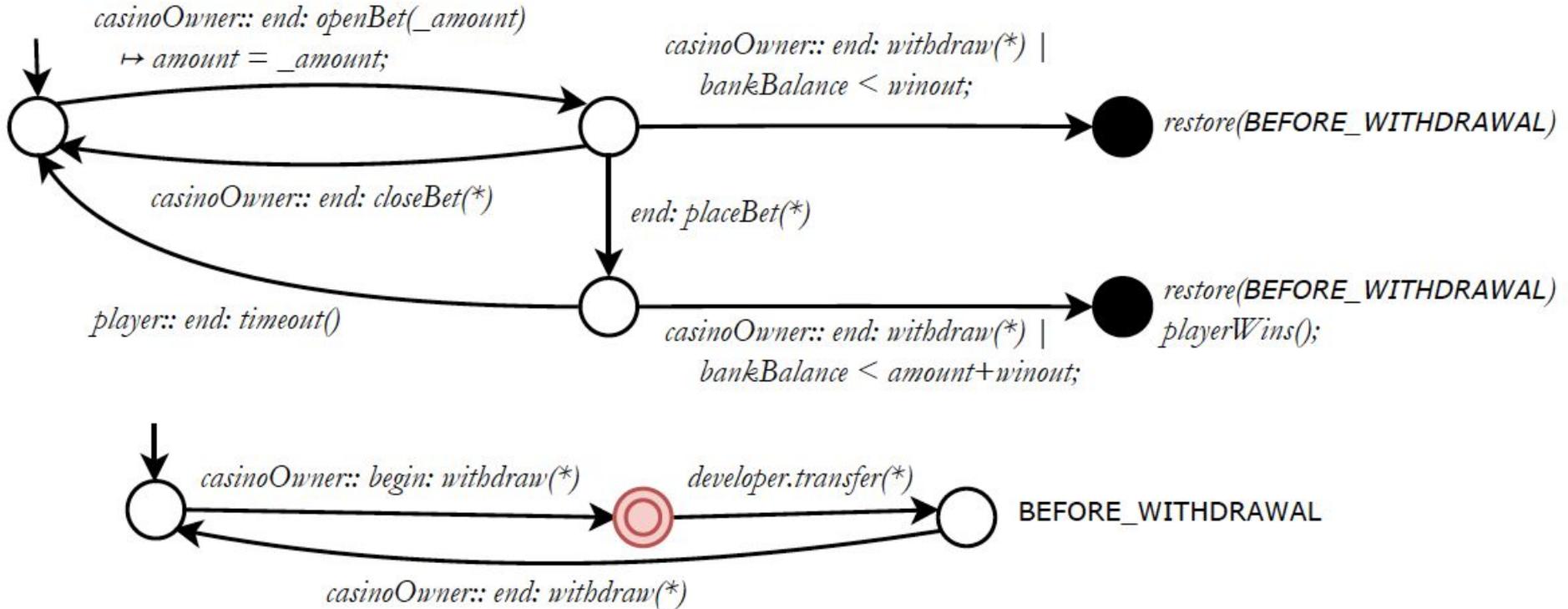
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**Named
checkpoints**

RV with checkpointing



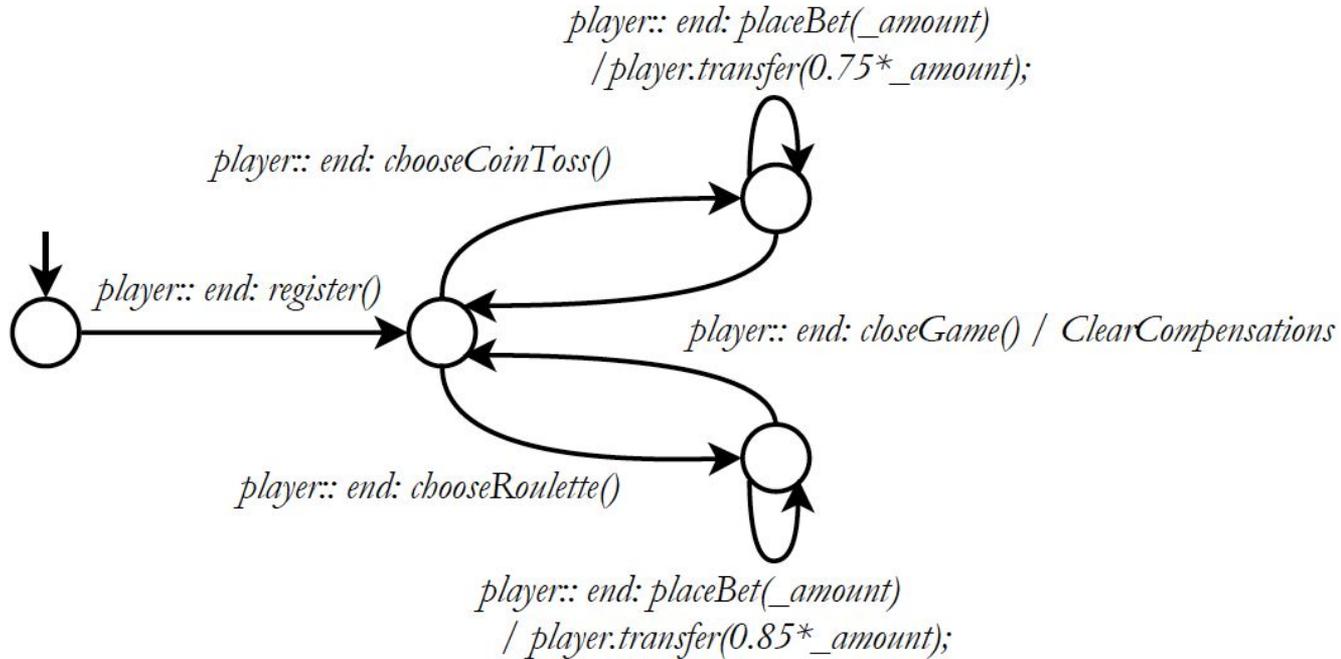
Compensations



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

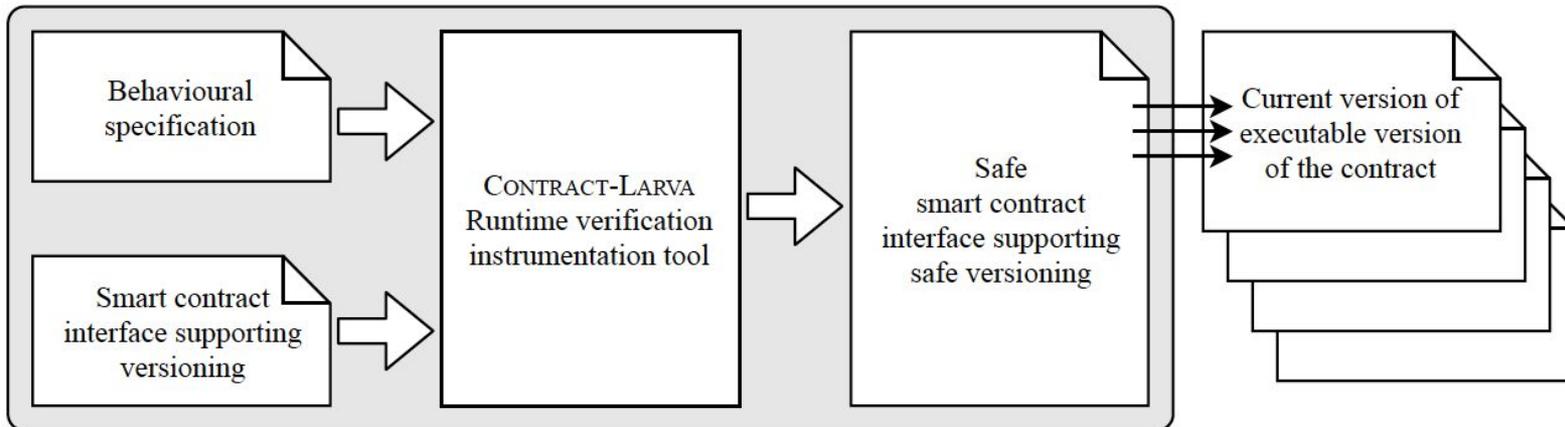


Once violation is detected (through RV) how can we fix the code for good?

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

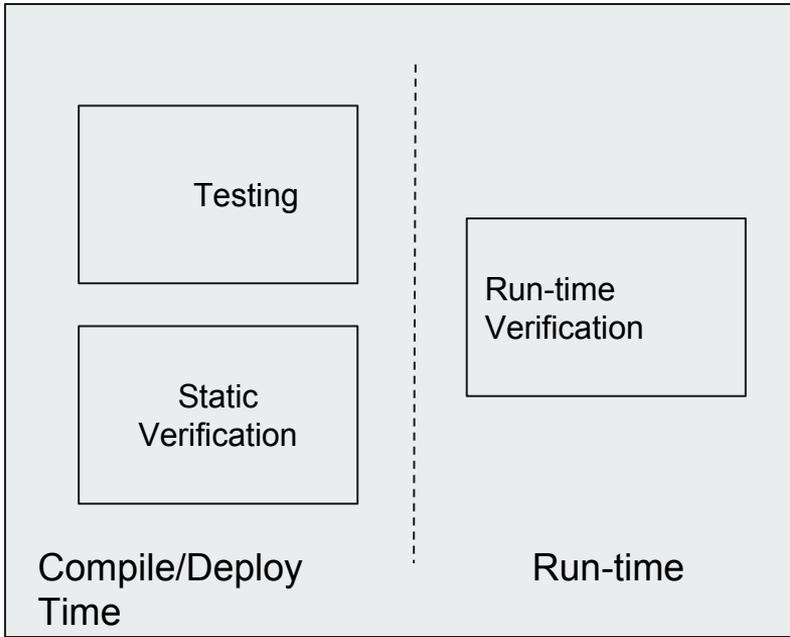
- Fixing code

Compensations can provide flexible yet automated recovery

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

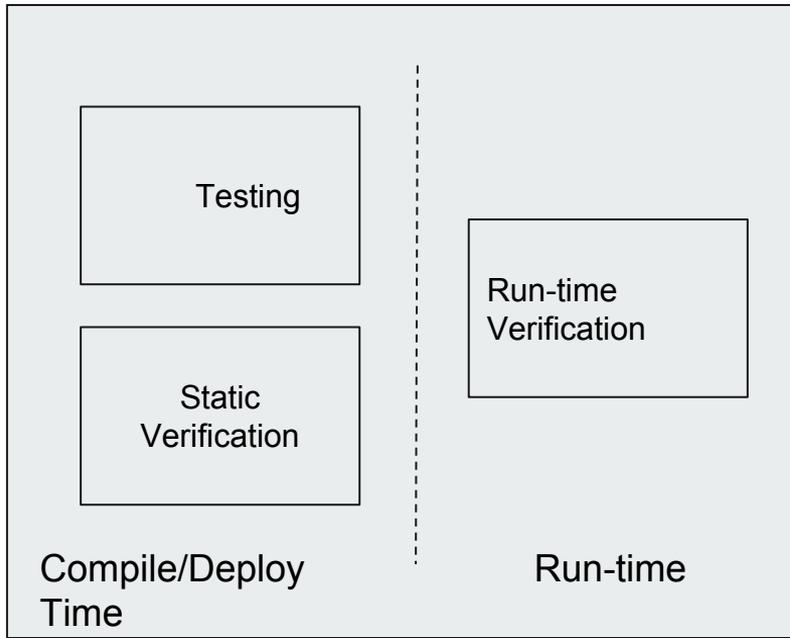
Need for More Software Assurances

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(bug, illegalities)



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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

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