



Read-only Reentrancy

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ChainSecurity

About ChainSecurity

- We are focused on blockchain security
- Smart contract audits
- Some of our clients:
 - Maker
 - Curve.fi
 - Compound
 - Aave
 - Yearn
 - 1inch
 - Lido



Why we should care

- It's a novel attack often neglected by developers and auditors
- More and more protocols interact with one another
- It has affected DeFi protocols integrating with Curve.fi
- Total of over \$100 million dollars at risk

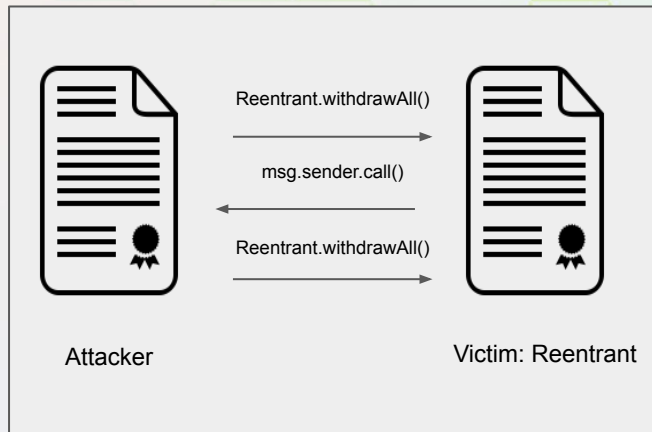
Affected Protocol	Funds (\$) At Risk
MakerDAO	~5M
Enzyme	~1M
Abracadabra	~100M
TribeDAO	~20M
Oryn	~6M

What is Reentrancy

- Execution is interrupted e.g. ETH or ERC777 transfers
- The state has not been fully updated
- The control flow is passed to another contract
- DAO hack: One of the most famous attacks!
- We are usually concerned with entry points that modify the state!

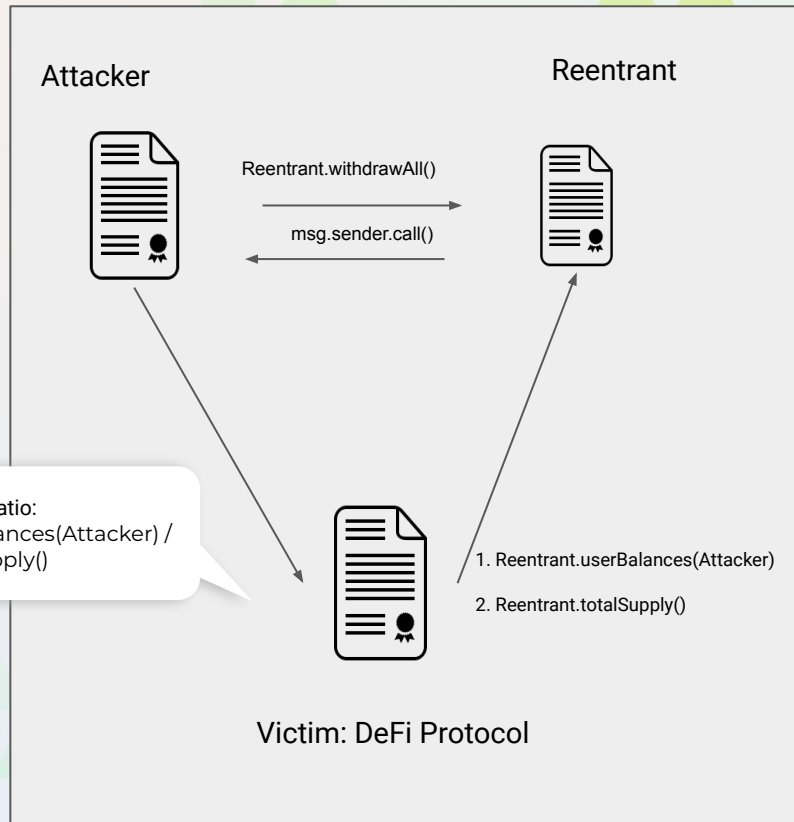
What is Reentrancy

```
contract Reentrant {  
    ...  
    mapping (address => uint256) private userBalances;  
    uint256 totalSupply;  
  
    function withdrawAll() external {  
        uint256 balance = userBalances[msg.sender];  
        require(balance > 0, "Insufficient balance");  
        totalSupply -= balance;  
        (bool success, ) = msg.sender.call{value: balance}("");  
        require(success, "Failed to send Ether");  
        userBalances[msg.sender] = 0;  
    }  
    ...  
}
```



What is read-only Reentrancy

```
1 contract Reentrant {
2   ...
3   bool private lock;
4   mapping (address => uint256) public userBalances;
5   uint256 public totalSupply;
6
7   modifier nonReentrant() {
8     require(!lock);
9     lock = true;
10    _;
11    lock = false;
12  }
13
14  function withdrawAll() external nonReentrant {
15    uint256 balance = userBalances[msg.sender];
16    require(balance > 0, "Insufficient balance");
17    totalSupply -= balance;
18    (bool success, ) = msg.sender.call{value: balance}("");
19    require(success, "Failed to send Ether");
20    userBalances[msg.sender] = 0;
21  }
22  ...
23 }
```



Curve.fi: StableSwapSTETH

The pool holds ETH (native) and stETH (ERC20)

```
1 @nonreentrant(lock)
2 def remove_liquidity(_amount: uint256, _min_amounts: uint256[N_COINS]) ->
  uint256[N_COINS]:
3   ...
4   CurveToken(lp_token).burnFrom(msg.sender, _amount)
5   ...
6   for i in range(N_COINS):
7       ...
8       ...
9       if i == 0:
10          raw_call(msg.sender, b"", value=value)
11       else:
12          ...
13   ...
```

The token_supply of the lp_token is modified but not all the balances have been updated.

```
1 def get_virtual_price() -> uint256:
2     ...
3     D: uint256 = self.get_D(self._balances(), self._A())
4     ...
5     return D * PRECISION / token_supply
```

get_virtual_price() depends on the balances and the token_supply

Final thoughts

- The storage update is not yet finalized
- We just READ the state and make a decision based on it!
- Reentrancy locks for state changing functions is NOT enough!
- For new protocols: The view functions should revert if the lock is taken or make the lock public
- For the rest: try to call a function with non-reentrant modifier



Thank you!

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Non-technical read



Technical read