



eTainter: Detecting Gas-Related Vulnerabilities in Smart Contracts

Asem Ghaleb, Julia Rubin, and Karthik Pattabiraman



ISSTA 2022

Ethereum smart contracts



Increasing adoption

- Finance (DeFi), gaming (NFTs), etc
- Hold nearly 23% of Ethereum supply (~\$32B), as of June 2022 [1] [2]

Attack incidents

- DAO: \$60M theft
- Parity: \$300M lost

[1] <https://etherscan.io/stat/supply>

[2] <https://crypto.news/23-ether-eth-supply-locked-smart-contracts>

Smart contracts

Entry
points

```
1 contract PIPOT {  
2     struct order {  
3         address player;  
4         uint betPrice;  
5     }  
6     mapping (uint => order[]) orders ;  
7  
8     → function buyTicket (uint betPrice) public payable {  
9         orders[game].push(order(msg.sender, betPrice));  
10        //some code  
11    }  
12  
13     → function pickTheWinner(uint winPrice) public{  
14        //some code  
15        for(uint i=0; i < orders[game].length; i++){  
16            if (orders[game][i].betPrice == winPrice){  
17                orders[game][i].player.transfer(toPlayer);  
18            }  
19        }  
20    }
```

Compiled

PUSH1 0x64
SWAP1
CALLVALUE
MUL
PUSH1 0x02
SLOAD
PUSH1 0x00
SWAP1
DUP2
MSTORE
PUSH1 0x08
PUSH1 0x20
MSTORE
EVM bytecode opcodes

Smart contracts: Gas concept

- Executing contract costs gas
- Gas cost for every EVM low-level instruction (opcode)
- Contract's users pay the gas cost

User specifies

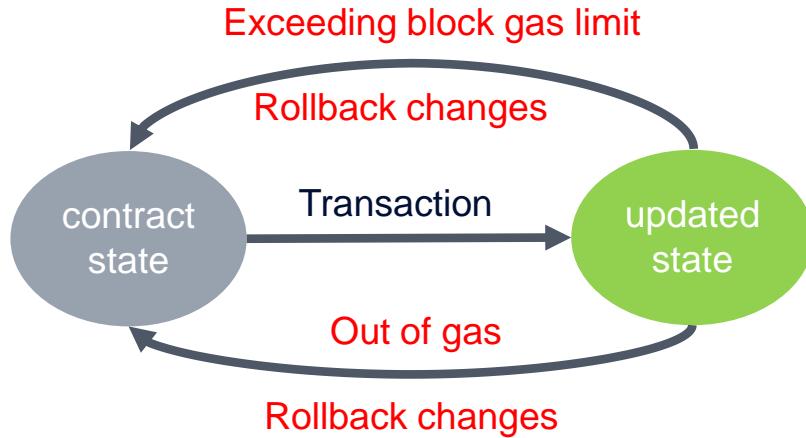
Function to call

Max gas user wants to spend on executing the function

Gas cost	
PUSH1 0x64	3
SWAP1	3
CALLVALUE	2
MUL	5
PUSH1 0x02	3
SLOAD	100/2100
PUSH1	3
SWAP1	3
DUP2	3
STORE	X
PUSH1 0x08	3
PUSH1 0x20	3
STORE	X

EVM bytecode opcodes

Smart contracts: Gas concept



- Ethereum enforces block gas limit
 - To ensure that blocks can't be arbitrarily large
 - Transactions get reverted as well when exceeding the limit

Gas-related attacks and consequences

- Dependence on gas can result in vulnerabilities
- Attackers increase gas usage to force unwanted actions (e.g., selfdestruct)



Daniel Von Fange
@danielvf

1/2 Found a critical bug today that could have blocked all future actions from a contract-owning governance system.

...
ck because it

Gas-related vulnerabilities

1. Unbounded Loop

```
1 contract PIPOT {
2     struct order {
3         address player;
4         uint betPrice;
5     }
6     mapping (uint => order[]) orders ;
7
8     function buyTicket (uint betPrice) public payable {
9         orders[game].push(order(msg.sender, betPrice));
10        //some code
11    }
12    function pickTheWinner(uint winPrice) public {
13        // arbitrary length iteration
14        for(uint i=0; i< orders[game].length; i++){
15            if (orders[game][i].betPrice == winPrice){
16                orders[game][i].player.transfer(toPlayer);
17            }
18        }
19    }
20 }
```

Bounded by dynamic array

Gas-related vulnerabilities

2. Dos with Failed Call

```
1 contract PIPOT {
2     struct order {
3         address player;
4         uint betPrice;
5     }
6     mapping (uint => order[]) orders ;
7
8     function buyTicket (uint betPrice) public payable {
9         orders[game].push(order(msg.sender, betPrice));
10        //some code
11    }
12    function pickTheWinner(uint winPrice) public {
13        // arbitrary length iteration
14        for(uint i=0; i< orders[game].length; i++){
15            if (orders[game][i].betPrice == winPrice){
16
17                orders[game][i].player.transfer(toPlayer);
18            }
19        }
20    }
```

Transfer ETH within
the loop

Related work

MadMaX [OOPSLA, 2018]

- Uses pre-specified code patterns and rules
- Fails to detect variations in the patterns; results in high false-positives

```
for(uint i=0; i<orders[game].length; i++){
```

MadMax's rule

```
.decl PossibleArrayIterator(loop: Block, resVar:Variable, arrayId:Value)
// A loop, looping through an array
// Firstly, the loop has to be dynamically bound by some storage var(resVar)
// And this must be the array's size variable.
PossibleArrayIterator(loop, resVar, arrayId) :-
    StorageDynamicBound(loop, resVar),
    PossibleArraySizeVariable(resVar, arrayId).
```

Our goal

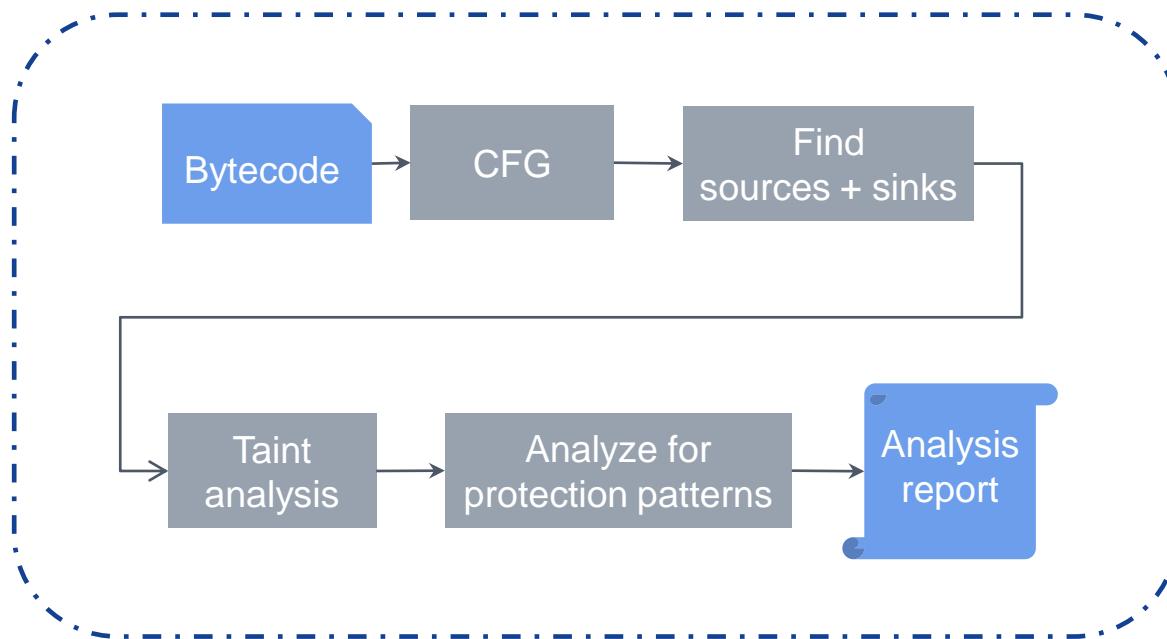
Goal:

- An approach for **detecting** smart contract **gas-related vulnerabilities using static taint analysis**

Observation:

- Gas-related vulnerabilities:
 - Caused by dependency on **user data sources manipulated by users**
 - Can be discovered by **tracking taints** without any pre-existing rules

Proposed approach: eTainter



Research challenges

- Patterns of use (e.g., implicit benign loops to handle strings)
- Propagating taints through persistent contract storage
- Unconventional way to access storage dynamic items (e.g. arrays) through hash calculation

Tainted data flow: Example

```
1 contract PIPOT {
2     struct order {
3         address player;
4         uint betPrice;
5     }
6     mapping (uint => order[]) orders ;
7
8     function buyTicket (uint betPrice) public payable {
9         orders[game].push(order(msg.sender, betPrice));
10        //some code
11    }
12
13    function pickTheWinner(uint winPrice) public {
14        //some code
15        for(uint i=0; i< orders[game].length; i++){
16            if (orders[game][i].betPrice == winPrice){
17                orders[game][i].player.transfer(toPlayer);
18            }
19        }
20    }
```

Taint tracking

Sink: `i < orders[game].length`

Sources:

`msg.sender`
`betPrice`
`winPrice`



Tainted data flow: Example

```
1 contract PIPOT {
2     struct order {
3         address player;
4         uint betPrice;
5     }
6     mapping (uint => order[]) orders ;
7
8     function buyTicket (uint betPrice) public payable {
9         orders[game].push(order(msg.sender, betPrice));
10        //some code
11    }
12
13    function pickTheWinner(uint winPrice) public {
14        //some code
15        for(uint i=0; i< orders[game].length; i++){
16            if (orders[game][i].betPrice == winPrice){
17                orders[game][i].player.transfer(toPlayer);
18            }
19        }
20    }
```

Taint tracking

Sink: `i < orders[game].length`

Sources:

`msg.sender`

`betPrice`

`winPrice`

`orders[game]<needs validation>`

Storage sink: `orders[game]`



Tainted data flow: Example

```
1 contract PIPOT {
2     struct order {
3         address player;
4         uint betPrice;
5     }
6     mapping (uint => order[]) orders ;
7
8     function buyTicket (uint betPrice) public payable {
9         orders[game].push(order(msg.sender, betPrice));
10        //some code
11    }
12
13    function pickTheWinner(uint winPrice) public {
14        //some code
15        for(uint i=0; i< orders[game].length; i++){
16            if (orders[game][i].betPrice == winPrice){
17                orders[game][i].player.transfer(toPlayer);
18            }
19        }
20    }
```

Taint written to orders[game] array

Taint tracking

Sink: `i < orders[game].length`

Sources:

`msg.sender`

`betPrice`

`winPrice`

`orders[game]<needs validation>`

Storage sink: `orders[game]` tainted

Tainted data flow: Example

```
1 contract PIPOT {
2     struct order {
3         address player;
4         uint betPrice;
5     }
6     mapping (uint => order[]) orders ;
7
8     function buyTicket (uint betPrice) public payable {
9         orders[game].push(order(msg.sender, betPrice));
10        //some code
11    }
12
13    function pickTheWinner(uint winPrice) public {
14        //some code
15        for(uint i=0; i< orders[game].length; i++){
16            if (orders[game][i].betPrice == winPrice){
17                orders[game][i].player.transfer(toPlayer);
18            }
19        }
20    }
```

Taint written to orders[game] array

Taint tracking

Sink: `i < orders[game].length`

Sources:

`msg.sender`

`betPrice`

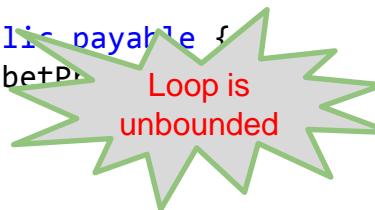
`winPrice`

`orders[game]<source of taints>`

Storage sink: `orders[game]` tainted

Tainted data flow: Example

```
1 contract PIPOT {
2     struct order {
3         address player;
4         uint betPrice;
5     }
6     mapping (uint => order[]) orders ;
7
8     function buyTicket (uint betPrice) public payable {
9         orders[game].push(order(msg.sender, betP
10        //some code
11    }
12
13    function pickTheWinner(uint winPrice) public {
14        //some code
15        for(uint i=0; i< orders[game].length; i++){
16            if (orders[game][i].betPrice == winPrice){
17                orders[game][i].player.transfer(toPlayer);
18            }
19        }
20    }
```



Taint tracking

Sink: `i < orders[game].length`

Sources:

`msg.sender`

`betPrice`

`winPrice`

`orders[game]<source of taints>`

Storage sink: `orders[game]` tainted

Taint reaches sink (loop exit condition)

eTainter evaluation

RQ1: Effectiveness of eTainter compared to prior work (MadMax)?

RQ2: Performance of eTainter?

RQ3: Prevalence of gas-related vulnerabilities in the wild?

Dataset	Contract Num.	Used for
Annotated dataset	28	RQ1
Ethereum dataset	60, 612	RQ2 & RQ3
Popular-contracts dataset	3,000	RQ3

eTainter evaluation

RQ1 (Effectiveness compared to MadMax)

	MadMax	eTainter
Precision	64.9%	90.4%
Recall	74%	94%
F1 score	69.2%	92.2%

eTainter achieves better recall and precision

eTainter evaluation

RQ2 (Performance of eTainter)

- Average analysis time: 8 seconds
- Memory: 118 MB

Practical analysis time

< 60 seconds for 97% of successfully
analyzed contracts

eTainter evaluation

RQ3 (Prevalence of gas-related vulnerabilities)

Vulnerability	Ethereum dataset	Popular-contracts dataset
Unbounded loops	4.1%	1.8%
DoS with failed call	1.2%	0.8%
Total vulnerable contracts	2,763	71

Gas-related vulnerabilities are prevalent in both datasets

Summary

Goal: Effective approach for detecting gas-related vulnerabilities

- Introduced eTainter; a static taint analyzer
- eTainter achieved 92% F1 score compared to 69% for MadMax
- Flagged 2,800 unique contracts on Ethereum as vulnerable

eTainter & datasets: <https://github.com/DependableSystemsLab/eTainter>



Asem Ghaleb, PhD Candidate at University of British Columbia
aghaleb@ece.ubc.ca