Ghosts



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A (much) stronger invariant

Before the break:

Tried to show that each user balance is at most the total supply

Now:

We'll show that the total supply is the sum of all user balances

$$\texttt{totalSupply()} = \sum_{a \in \texttt{address}} \texttt{balanceOf(a)}$$

It's hard to track infinite sum

we'll track changes to balances instead



Hooks

A CVL hook allows running CVL code when the contract updates storage

```
    Syntax:
hook Sstore <pattern> <new variable> (<old variable>) STORAGE {
        <body>
    }
    Example:
hook Sstore _balances[KEY address a] uint new_value (uint old_value) STORAGE {
        ...}
```

- Pattern is a field followed by any number of:
 - array lookups (using [INDEX <type> <name>]),
 - mapping lookups (using [KEY <type> <name>]),
 - struct field lookups (using .field)

Hook can update our tracked sum of balances



Ghosts

A ghost variable is an additional variable that doesn't exist in the contract

Primarily useful for keeping track of changes from hooks

Example:

ghost mathint sum_of_balances;

You can also declare ghost mappings:

ghost mapping(address => mapping(address => uint256)) balances_by_token;

Prover considers every possible value of ghost (just like storage)



Putting ghost and hook together

Example (results link):

```
ghost mathint sum_of_balances {
    init_state axiom sum_of_balances == 0;
}
hook Sstore _balances[KEY address a] uint new_value (uint old_value) STORAGE {
    // when balance changes, update ghost
    sum_of_balances = sum_of_balances + new_value - old_value;
}
invariant totalSupplyIsSumOfBalances()
    totalSupply() == sum_of_balances
```

Rule passes on preservation but fails on initialization

Prover chooses non-zero initial value for the ghost

Initial state axiom tells prover to make assumptions about the intial value of the ghost (before the constructor)



Exercise

- Create a ghost to track the number of changes to users' balances
- Use it to prove that no method changes more than two balances

