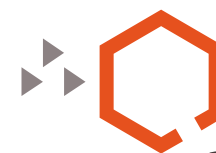




— 15 September 2018 —

Reversing Ethereum Smart Contracts

ToorCon XX



QuoScient

Digital Active Defense



ethereum



What is Ethereum?

⬡ “Ethereum is a **decentralized platform** that **runs smart contracts**: applications that run exactly as programmed without any possibility of downtime, censorship, fraud or third-party interference.”

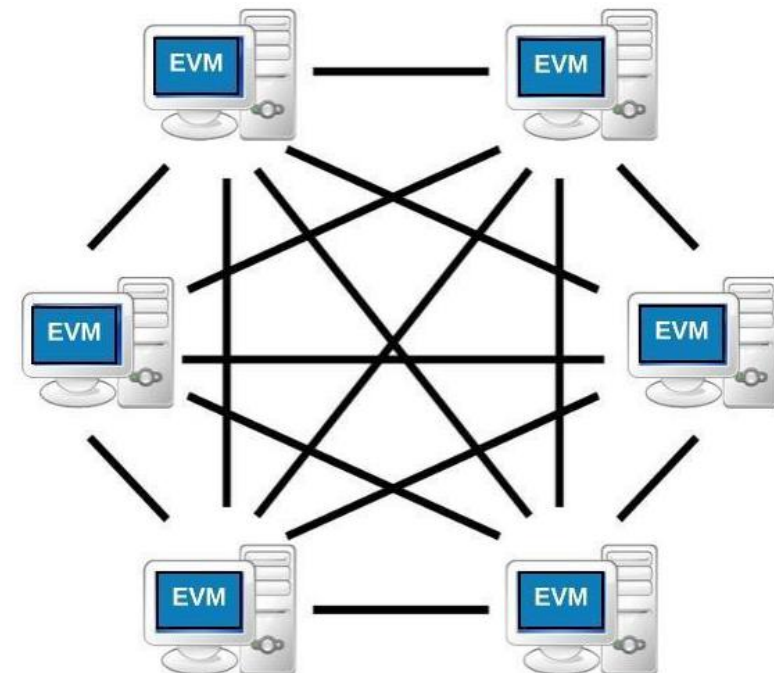
⬡ Create by Vitalik Buterin & Gavin Wood - 2013

- ▶ [White paper](#): Description of the project
- ▶ [Yellow paper](#): Ethereum's formal specification (Technical)
- ▶ [Open source](#)

⬡ Ethereum Virtual machine (EVM)

⬡ Smart contracts

- ▶ Application stored & execute on the blockchain
- ▶ DApps (Decentralized Application)

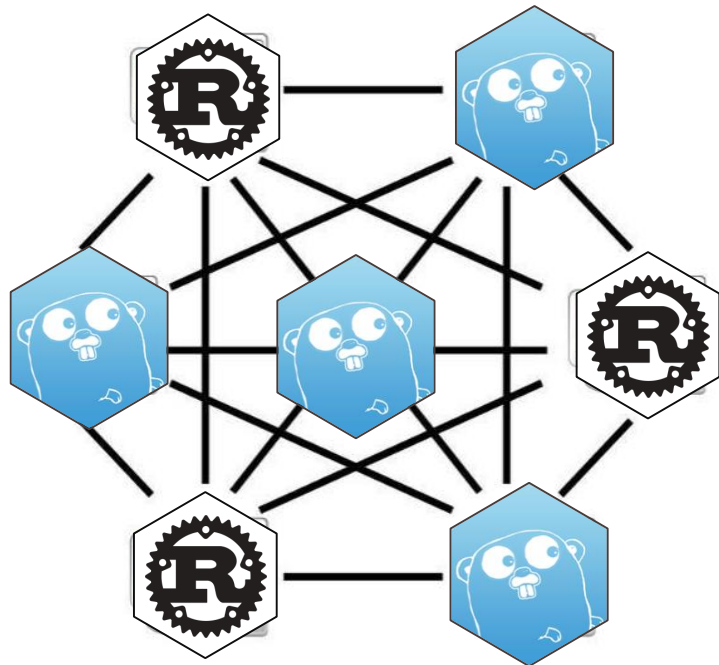




Ethereum full node

⬡ A node is:

- ▶ Piece of Software
- ▶ Connected to other nodes
- ▶ Maintains locally a copy of the blockchain



⬡ Geth
▶ Golang

- ▶ Major full node
- ▶ Ethereum foundation



⬡ Parity
▶ Rust

▶ Fast, secure, light
▶ Parity team



EVM Implementations

⬡ Geth - Official Go implementation of the Ethereum protocol

▶ <https://github.com/ethereum/go-ethereum>

⬡ Parity – Rust implementation

▶ <https://github.com/paritytech/parity>

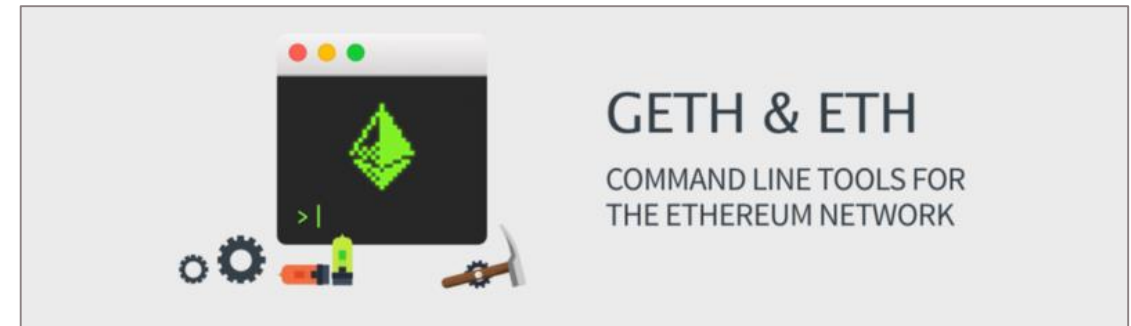
⬡ cpp-ethereum – Official C++ implementation

▶ <https://github.com/ethereum/cpp-ethereum>

▶ <http://www.ethdocs.org/en/latest/ethereum-clients/cpp-ethereum/>

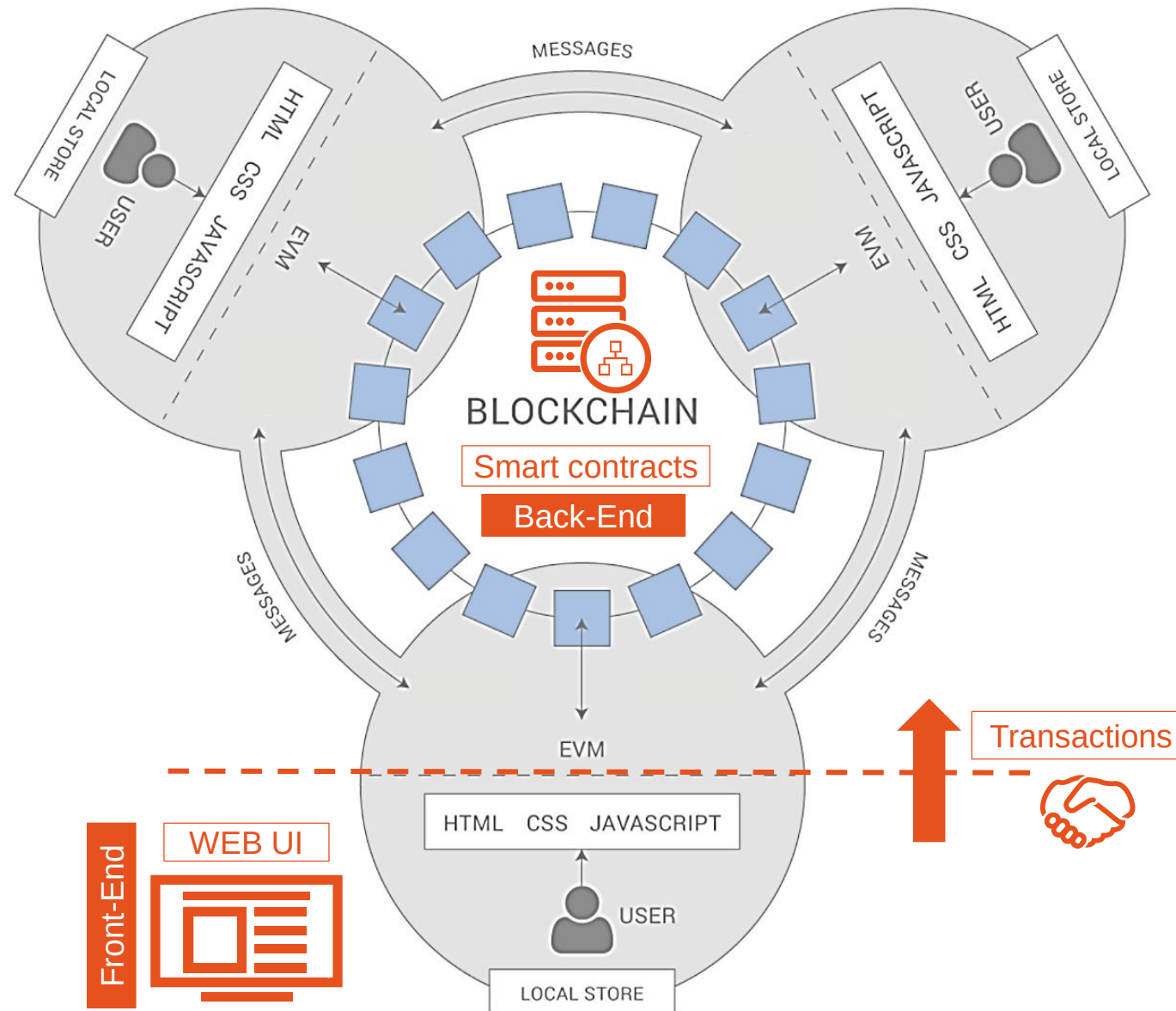
⬡ Pyethereum – Official Python implementation

▶ <https://github.com/ethereum/pyethereum>





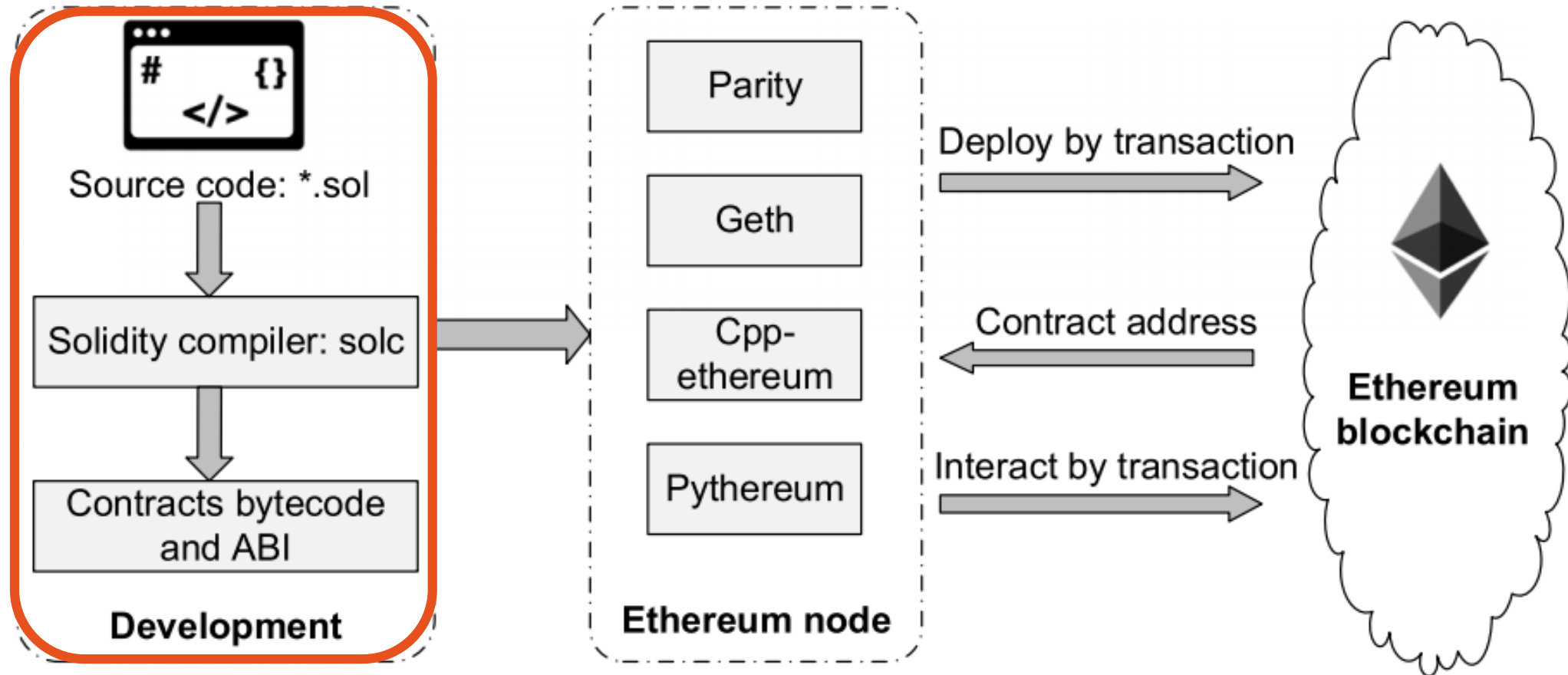
Smart contract application - DApps





Smart contract creation process

Development, deployment & interaction





Development languages

Solidity



```
contract Mortal {
    /* Define variable owner of the type address */
    address owner;

    /* This function is executed at initialization
       and sets the owner of the contract */
    function Mortal() { owner = msg.sender; }

    /* Function to recover the funds on the contract */
    function kill() {
        if (msg.sender == owner)
            selfdestruct(owner);
    }
}

contract Greeter is Mortal {
    /* Define variable greeting of the type string */
    string greeting;

    /* This runs when the contract is executed */
    function Greeter(string _greeting) public {
        greeting = _greeting;
    }

    /* Main function */
    function greet() constant returns (string) {
        return greeting;
    }
}
```



Vyper

```
1  # Vyper Greeter Contract
2
3  greeting: bytes <= 20
4
5
6  @public
7  def __init__():
8      self.greeting = "Hello"
9
10
11 @public
12 def setGreeting(x: bytes <= 20):
13     self.greeting = x
14
15
16 @public
17 def greet() -> bytes <= 40:
18     return self.greeting
```




Remix - <https://remix.ethereum.org/>

Online Web IDE for Solidity smart contracts development

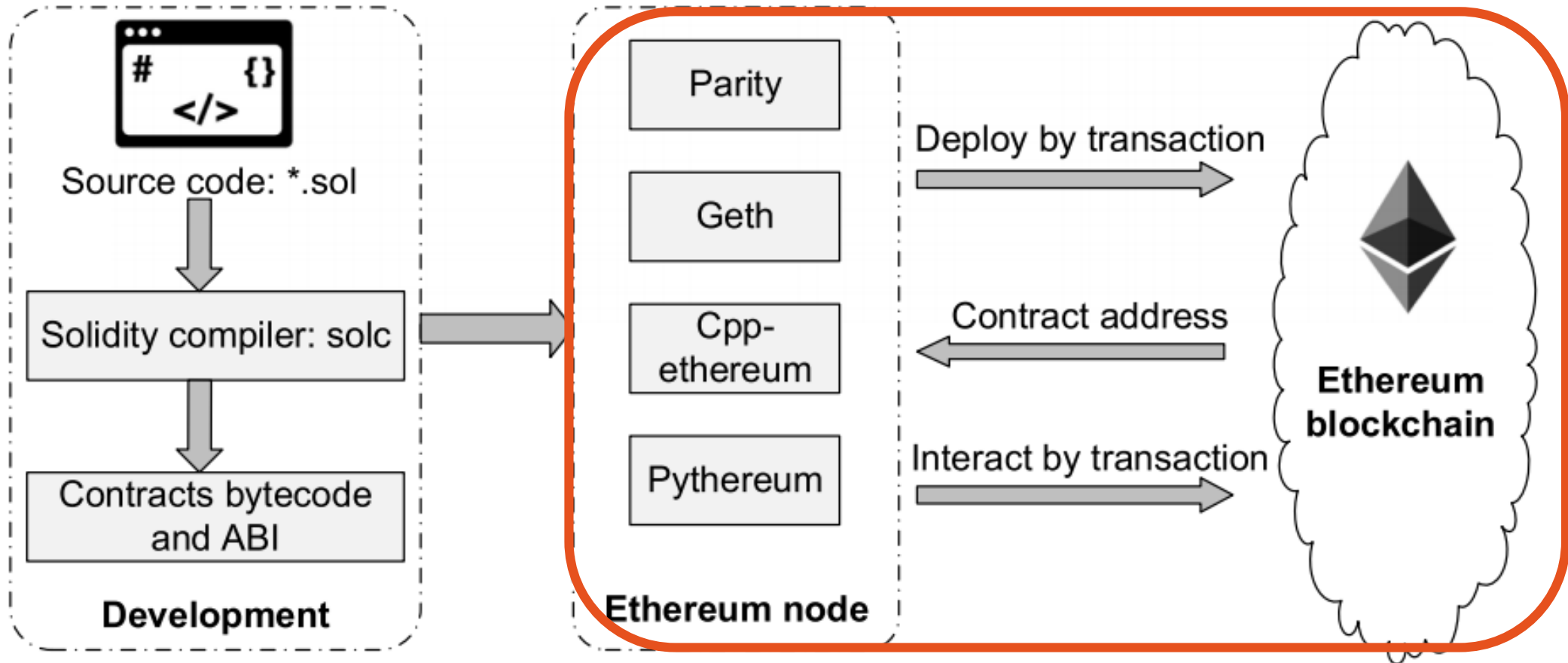
The screenshot displays the Remix IDE interface with three main panels:

- Left Panel (Editor):** Contains Solidity code for a contract named `Hello`. The code is enclosed in a yellow box, and a yellow box labeled `.sol` highlights the file extension. The code includes a pragma statement, a constructor, an event, and two functions: `setGreeting` and `greet`.
- Right Panel (Top):** Shows compilation settings. The Solidity version is `0.4.8+commit.60cc1668`. The `Auto Compile` checkbox is checked. A red box labeled `.evm` highlights the `Compile` button.
- Right Panel (Bottom):** Displays the generated bytecode and ABI. The `Bytecode` field is highlighted with a red box, and the `Interface` field is highlighted with a green box. A green box labeled `.abi` highlights the ABI section. The `Web3 deploy` section shows a JavaScript snippet for deploying the contract.



Smart contract creation process

Development, deployment & interaction





Available functions of deployed contract

browser/ballot.sol

```
1 contract mortal {
2   /* Define variable owner of the type address */
3   address owner;
4
5   /* This function is executed at initialization and sets the owner of the contract */
6   function mortal() { owner = msg.sender; }
7
8   /* Function to recover the funds on the contract */
9   function kill() { if (msg.sender == owner) selfdestruct(owner); }
10 }
11
12 contract greeter is mortal {
13   /* Define variable greeting of the type string */
14   string greeting;
15
16   /* This runs when the contract is executed */
17   function greeter(string _greeting) public {
18     greeting = _greeting;
19   }
20
21   /* Main function */
22   function greet() constant returns (string) {
23     return greeting;
24   }
25 }
```

kill() is callable

greet() is callable

Compile Run Settings Analysis Debugger Support

Environment Injected Web3 Ropsten (3)

Account 0x944...bbab1 (10.982916259 ether)

Gas limit 3000000

Value 0 wei

greeter

"hello" Create

Load contract from Address At Address

0 pending transactions

greeter at 0xcd...f4cf3 (blockchain)

kill

greet



- Contract Source Code <?>

```
1 pragma solidity ^0.4.11;
2
3
4 /**
5  * @title Ownable
6  * @dev The Ownable contract has an owner address, and provides basic authorization control
7  * functions, this simplifies the implementation of "user permissions".
8  */
9 contract Ownable {
10     address public owner;
11
12
13     /**
14      * @dev The Ownable constructor sets the original `owner` of the contract to the sender
15      * account.
16      */
17     function Ownable() {
18         owner = msg.sender;
19     }
20
21
22     /**
23      * @dev Throws if called by any account other than the owner.
24      */
25     modifier onlyOwner() {
```

Contract ABI

```
[{"constant":true,"inputs":[{"name":"_interfaceID","type":"bytes4"}],"name":"suppo
yable":false,"stateMutability":"view","type":"function"}, {"constant":true,"inputs"
ddress"]],"payable":false,"stateMutability":"view","type":"function"}, {"constant":
ame":"_preferredTransport","type":"string"}],"name":"tokenMetadata","outputs":[{"n
Mutability":"view","type":"function"}, {"constant":true,"inputs":[],"name":"promoCr
ayable":false,"stateMutability":"view","type":"function"}, {"constant":true,"inputs
g"}],"payable":false,"stateMutability":"view","type":"function"}, {"constant":false
kenId","type":"uint256"}],"name":"approve","outputs":[],"payable":false,"stateMutab
e","inputs":[],"name":"ceoAddress","outputs":[{"name":"","type":"address"}],"payabl
{"constant":true,"inputs":[],"name":"GENO_STARTING_PRICE","outputs":[{"name":"","t
true","type":"function"}, {"constant":false,"inputs":[{"name":"","type":"address"}],"payabl
true","type":"function"}, {"constant":false,"inputs":[{"name":"","type":"address"}],"payabl
```

Contract Creation Code

```
.evm
```

```
Ox6060604052600436106100b95763ffffffffff7c01000000000000000000000000  
ea7b31461014957806318160ddd1461018457806323b872dd146101a957806331  
1461023957806395d89b411461025e578063a9059cbb14610271578063cae9ca5  
1610333565b604051808060200182810382528381815181526020019150805190  
5050905090810190601f16801561013b5780820380516001836020036101000a0  
1016e60048035600160a060020a031690602001356103d1565b60405190151515  
5190815260200160405180910390f35b34156101b457600080fd5b61016e60010  
7600080fd5b6101eb6104af565b60405160ff9182169091168152602001604051  
80fd5b610197600160a060020a0360043516610561565b341561024457600080  
0fd5b6100d161068e565b341561027c57600080fd5b61029660048035600160a0  
600160a060020a031690602001909190803590602001909190803590602001908  
19060208401838380828437509496506107089550505050505050565b3415610316  
008054600181600116156101000203166002900480601f016020809104026020
```

[illegible]

bzzr://5451f726cc9250998b9e11c407ba51b6401dc80c6ee37fa85a0343b008



Bytecode decomposition

⬡ Loader code

- ▶ Run the contract constructor
- ▶ Execute once to store the runtime code on the blockchain
- ▶ Can be present in “Contract creation code” on etherscan.io

⬡ Runtime code

- ▶ Stored on the blockchain
- ▶ Executed for each transaction with the contract

⬡ Swarm Hash (a.k.a. bzzhash)

- ▶ Merkle tree hash use to retrieve the content of the associated persistent storage of the contract
- ▶ Concatenated at the end of the code
- ▶ Magic number: 0x627a7a72 (**bzzr**)

```
608060405234801561001057600080fd5b5060405161039b380
38061039b833981018060405281019080805182019291905050
50336000806101000a81548173ffffffffffffffffffffffff
ffffffffffffffff021916908373ffffffffffffffffffffffff
ffffffffffffffff16021790555080600190805190602001906
10089929190610090565b5050610135565b8280546001816001
16156101000203166002900490600052602060002090601f016
020900481019282601f106100d157805160ff19168380011785
556100ff565b828001600101855582156100ff579182015b828
111156100fe5782518255916020019190600101906100e3565b
5b50905061010c9190610110565b5090565b61013291905b808
2111561012e576000816000905550600101610116565b509056
5b90565b610257806101446000396000f300608060405260043
61061004c576000357c010000000000000000000000000000
00000000000000000000000000000000900463ffffffff16806341c0e
1b514610051578063cfae321714610068575b600080fd5b3480
1561005d57600080fd5b506100666100f8565b005b348015610
07457600080fd5b5061007d610189565b604051808060200182
810382528381815181526020019150805190602001908083836
005b838110156100bd57808201518184015260208101905061
00a2565b50505050905090810190601f1680156100ea5780820
380516001836020036101000a031916815260200191505b5092
50505060405180910390f35b6000809054906101000a900473f
ffffffffffffffffffffffffffffffffffffffff1673ffffff
ffffffffffffffffffffffffffffffffffffffff163373ffffff
ffffffffffffffffffffffffffffffff161415610187576000809054
906101000a900473ffffffffffffffffffffffffffffffffffff
ffff1673ffffffffffffffffffffffffffffffffffffffff16
ff5b565b6060600180546001816001161561010002031660029
00480601f016020809104026020016040519081016040528092
919081815260200182805460018160011615610100020316600
2900480156102215780601f106101f657610100808354040283
529160200191610221565b820191906000526020600020905b8
1548152906001019060200180831161020457829003601f1682
01915b50505050509050905600a165627a7a72305820df97826
8dd1593a7bbc753bfb0404d8353b4c6ced383d8107c926d5003
e40c060029
```



Ethereum Virtual Machine

Architecture

Stack machine

Turing complete

Instruction set

~180 Opcodes

Memory type

Stack

volatile

byte-array (list [])

Memory

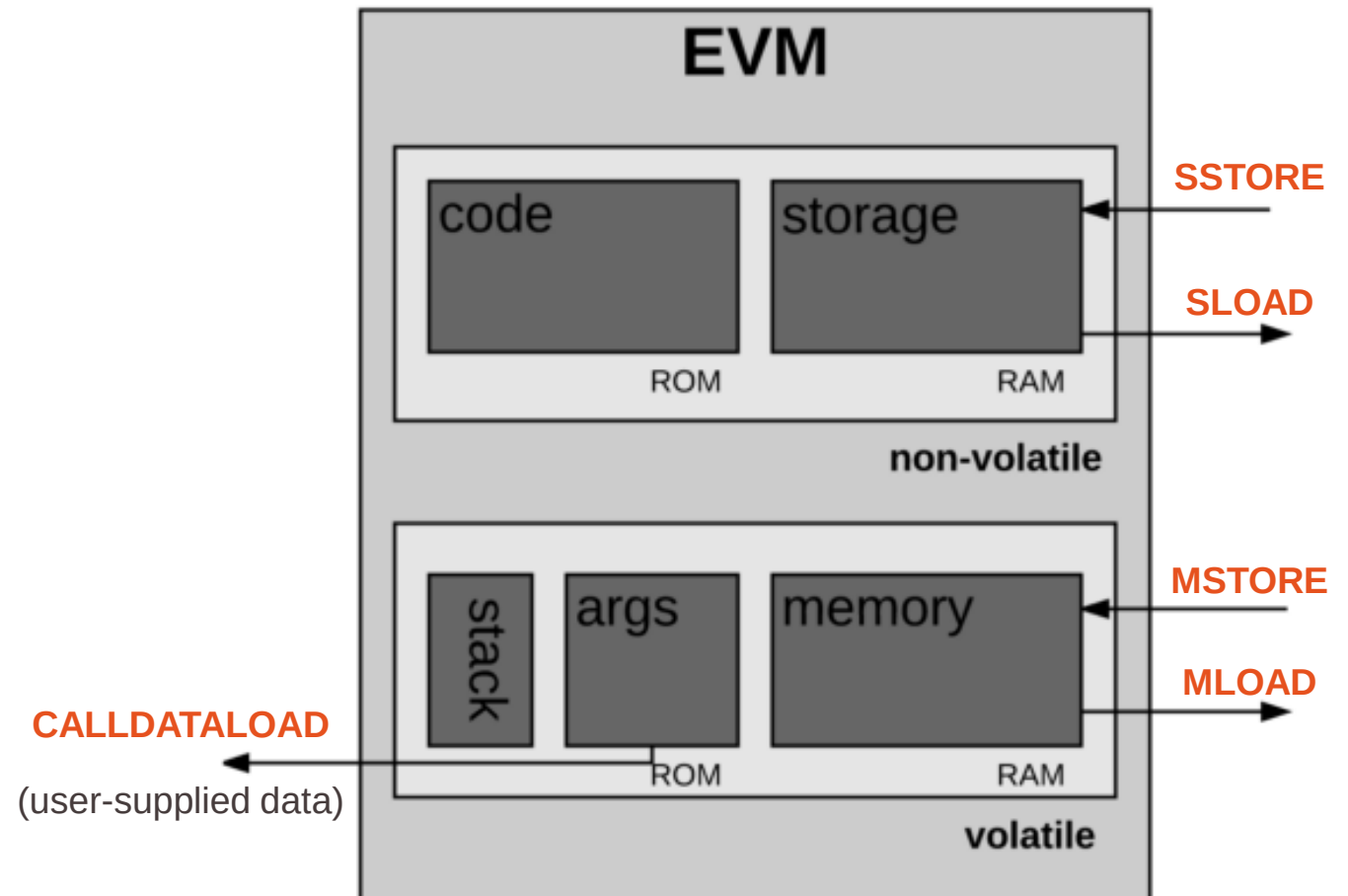
volatile

byte-array (list [])

Storage

persistent

key-value database
(dictionary {})





Control flow instructions

Opcode	Simplify description	Basic block position
JUMP	Unconditional jump	Last instruction
JUMPI	Conditional jump	Last instruction
RETURN , STOP INVALID SELFDESTRUCT , REVERT	Halt execution	Last instruction
JUMPDEST	Marks a position within the code that is a valid target destination for jumps	First instruction

EIP 615: Subroutines and Static Jumps for the EVM By [Greg Colvin](#)
New branch opcodes: JUMPTO, JUMPIF, JUMPSUB, JUMPSUBV,

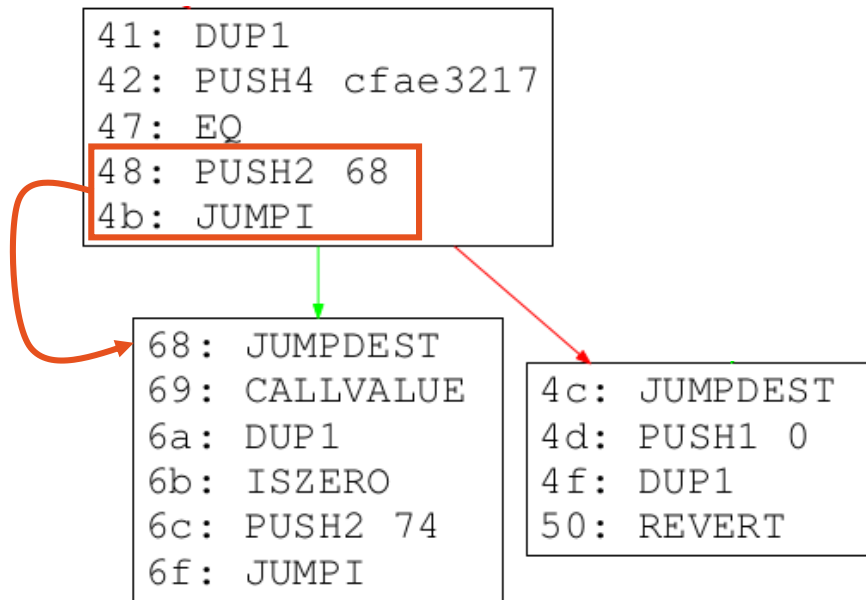


Edges identifications

Static analysis vs dynamic analysis

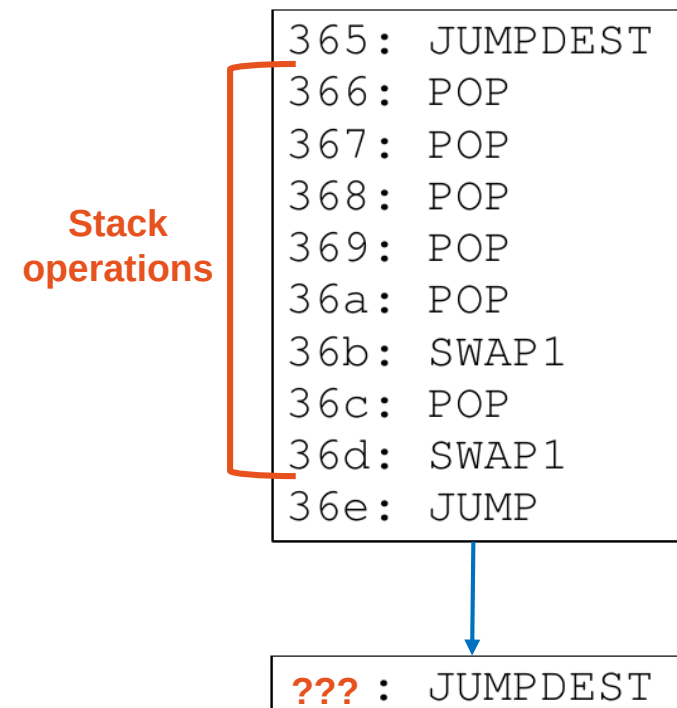
Static analysis only works if:

- ▶ Jump target offset is pushed on the stack
- ▶ Just before the JUMP/I



And fails if:

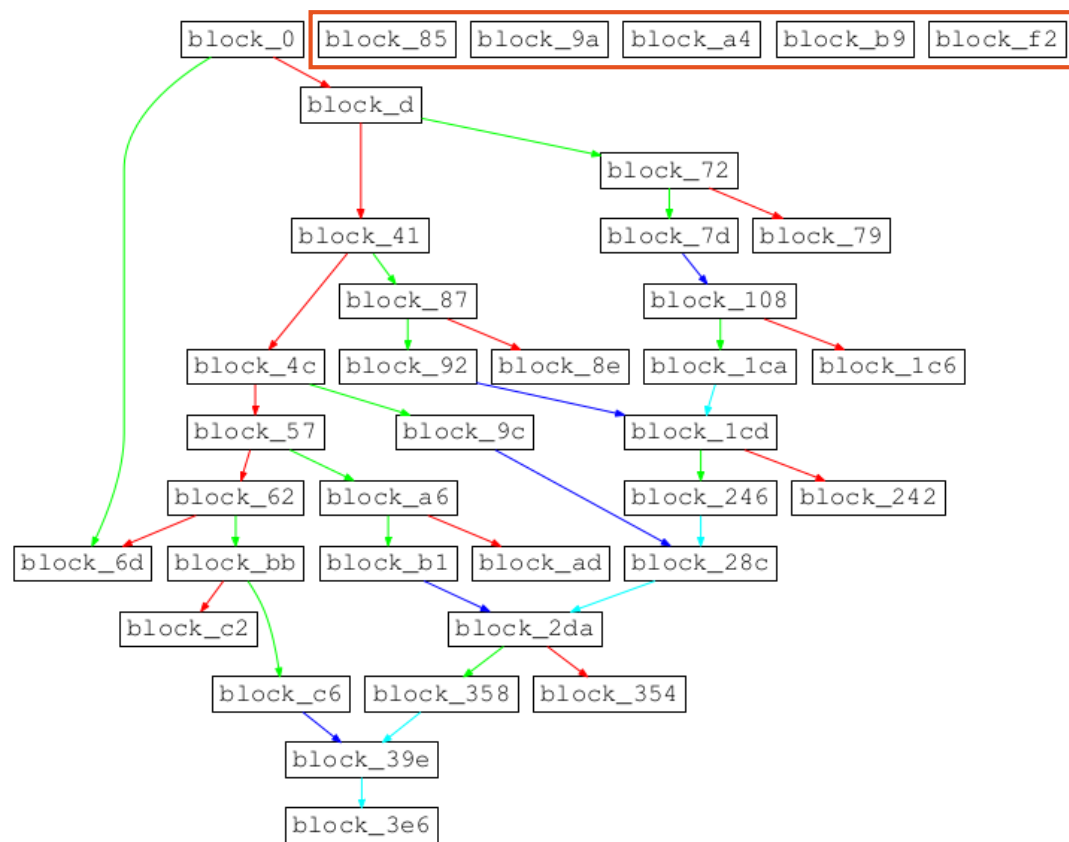
- ▶ Stack operations are used to put the jump target on top of the stack



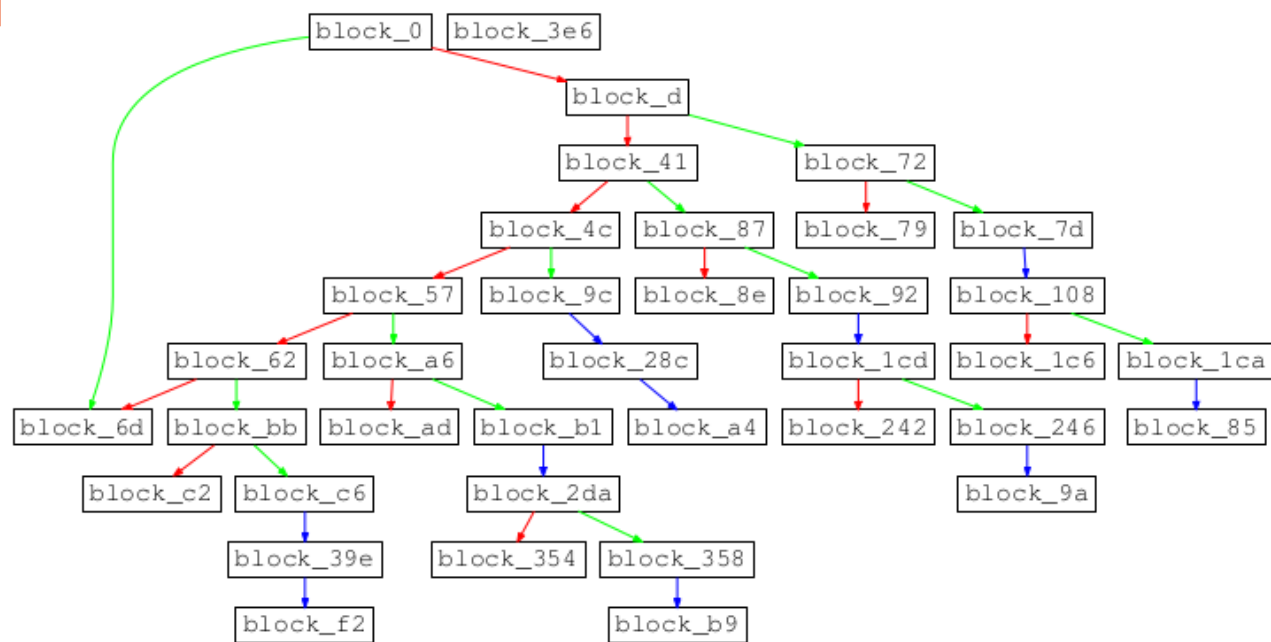


Control Flow Graph (CFG) reconstruction

Static analysis

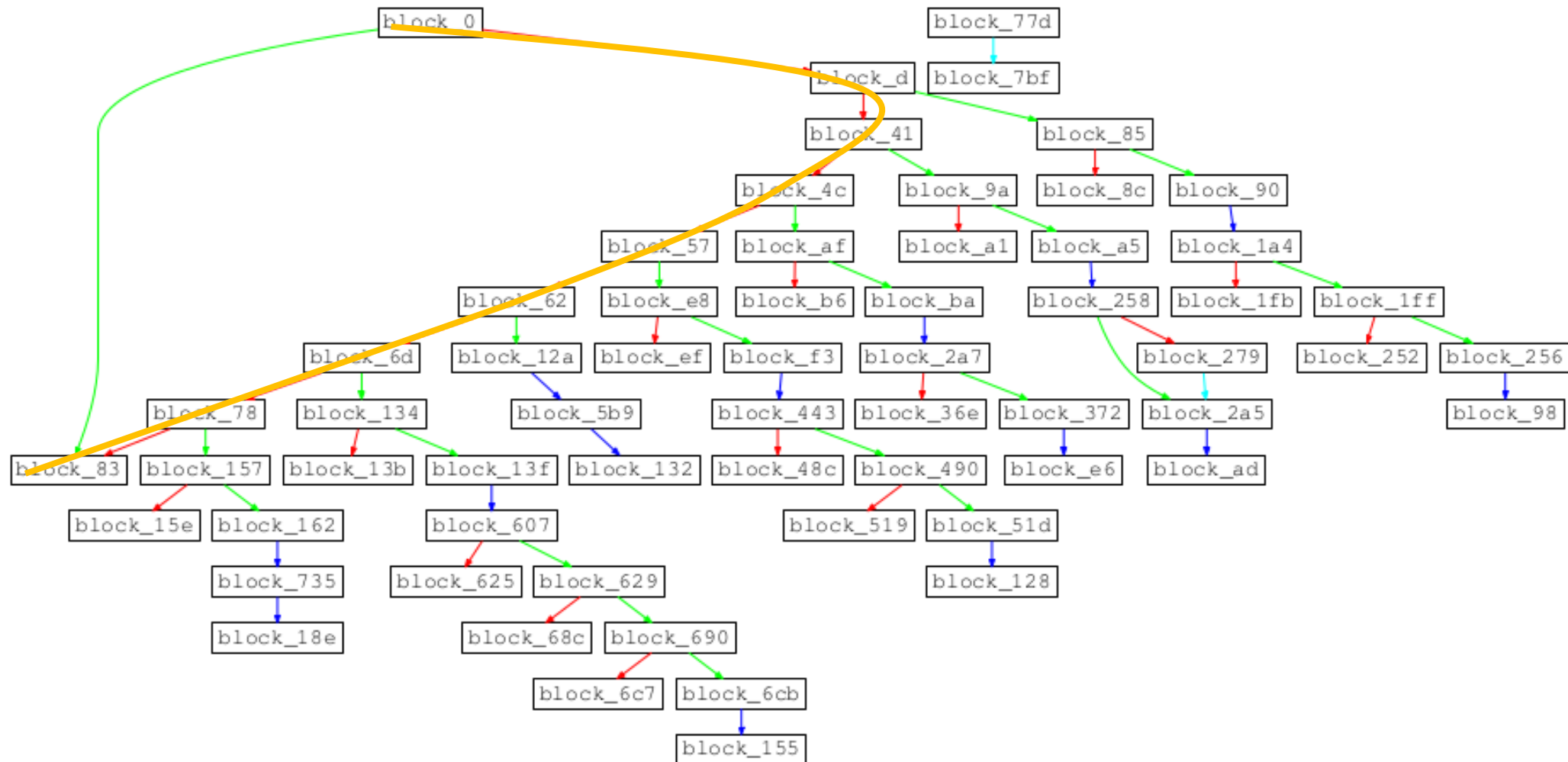


Dynamic analysis (stack evaluation)





Simplify visualization of the smart contract CFG



Dispatcher function

- Runtime code entry point is usually a Dispatcher function

- ▶ Switch on the first 4 bytes of the transaction payload
- ▶ execute the **associated code of the given function signature**.

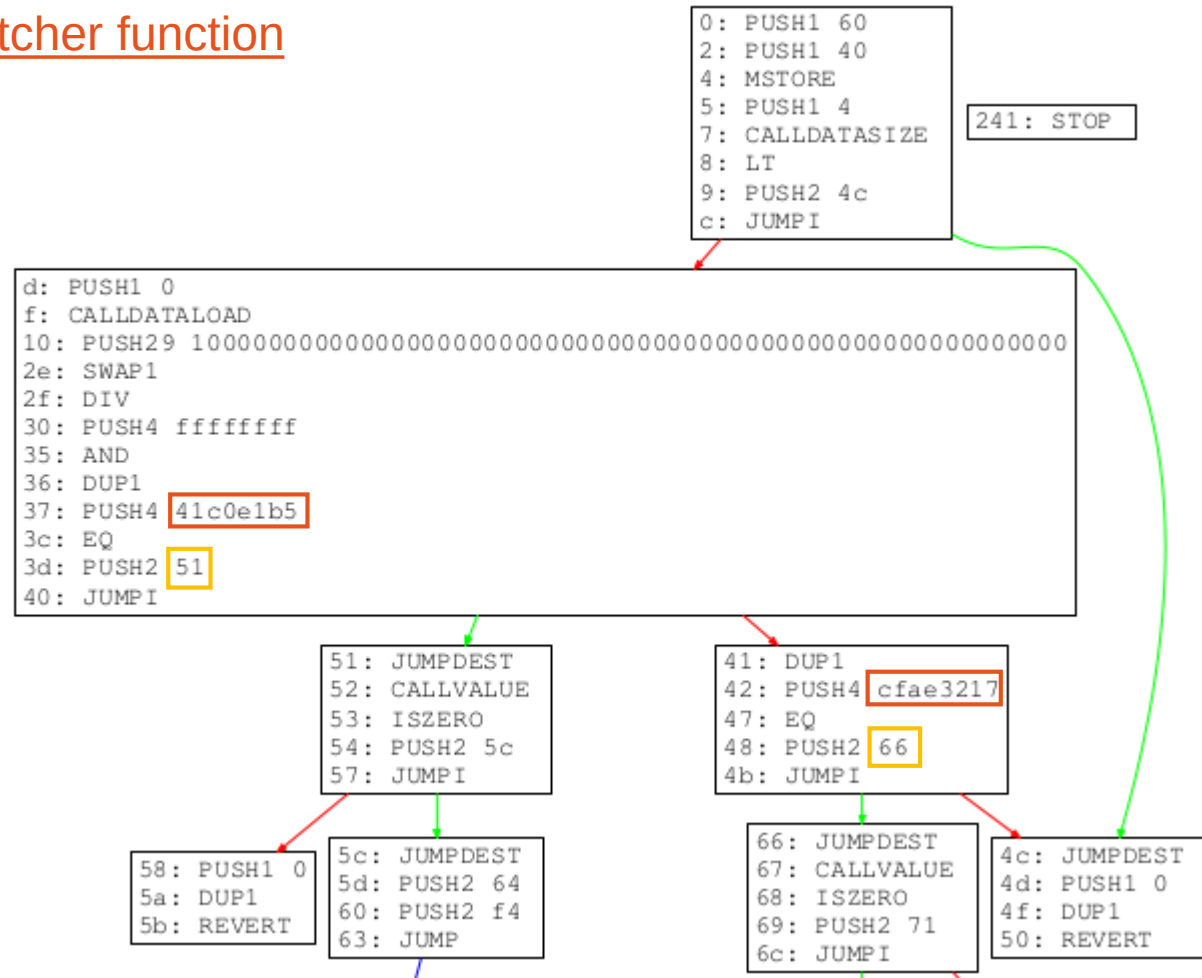
Two functions signatures here:

- ▶ 41c0e1b5
- ▶ cfae3217

```
41: DUP1
42: PUSH4
47: EQ
48: PUSH2
4b: JUMPI
```

FUNC HASH

FUNC OFFSET



Dispatcher function

- Runtime code entry point is usually a Dispatcher function

- ▶ Switch on the first 4 bytes of the transaction payload
- ▶ execute the **associated code of the given function signature**.

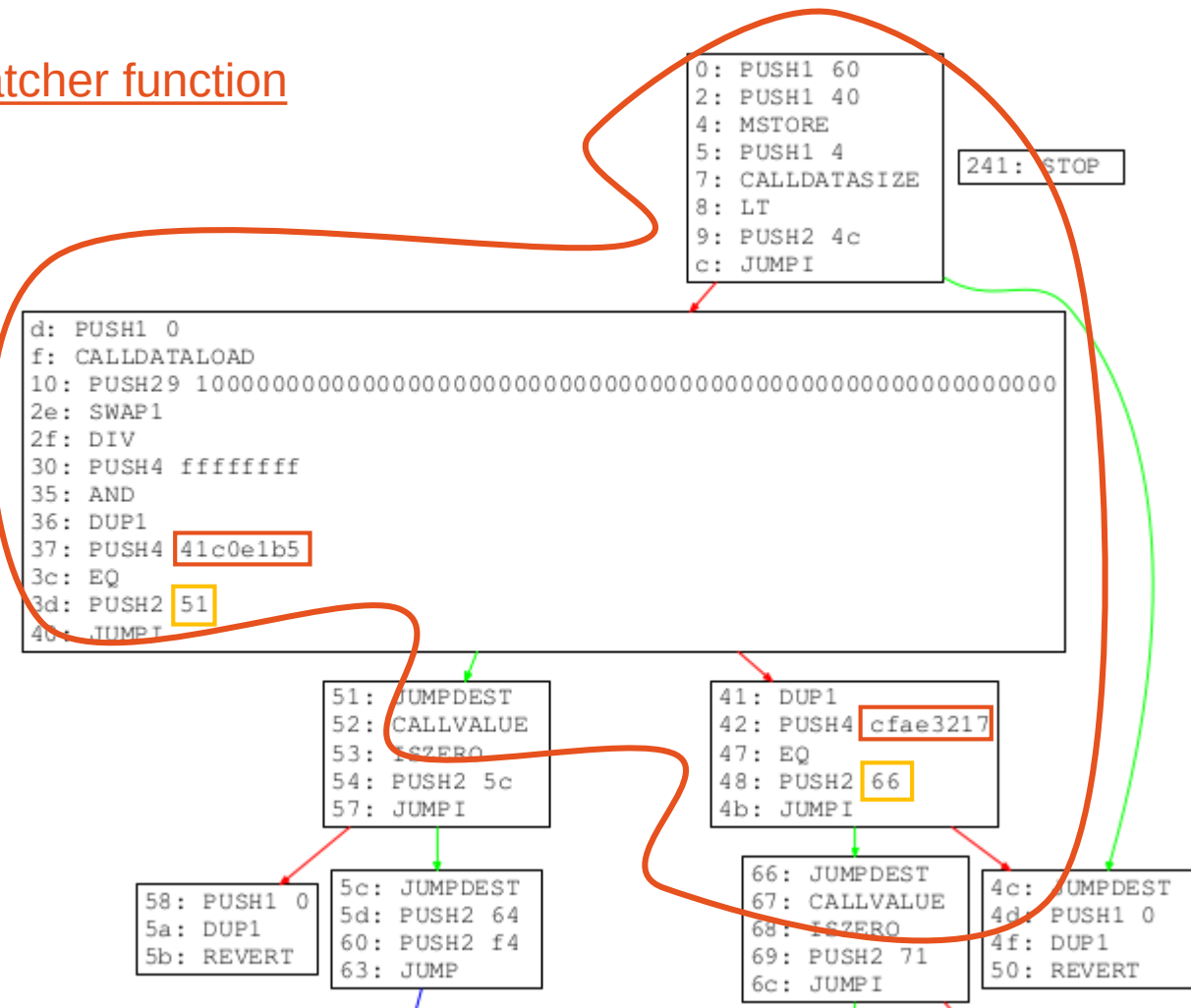
Two functions signatures here:

- ▶ 41c0e1b5
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41: DUP1
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```

FUNC_HASH

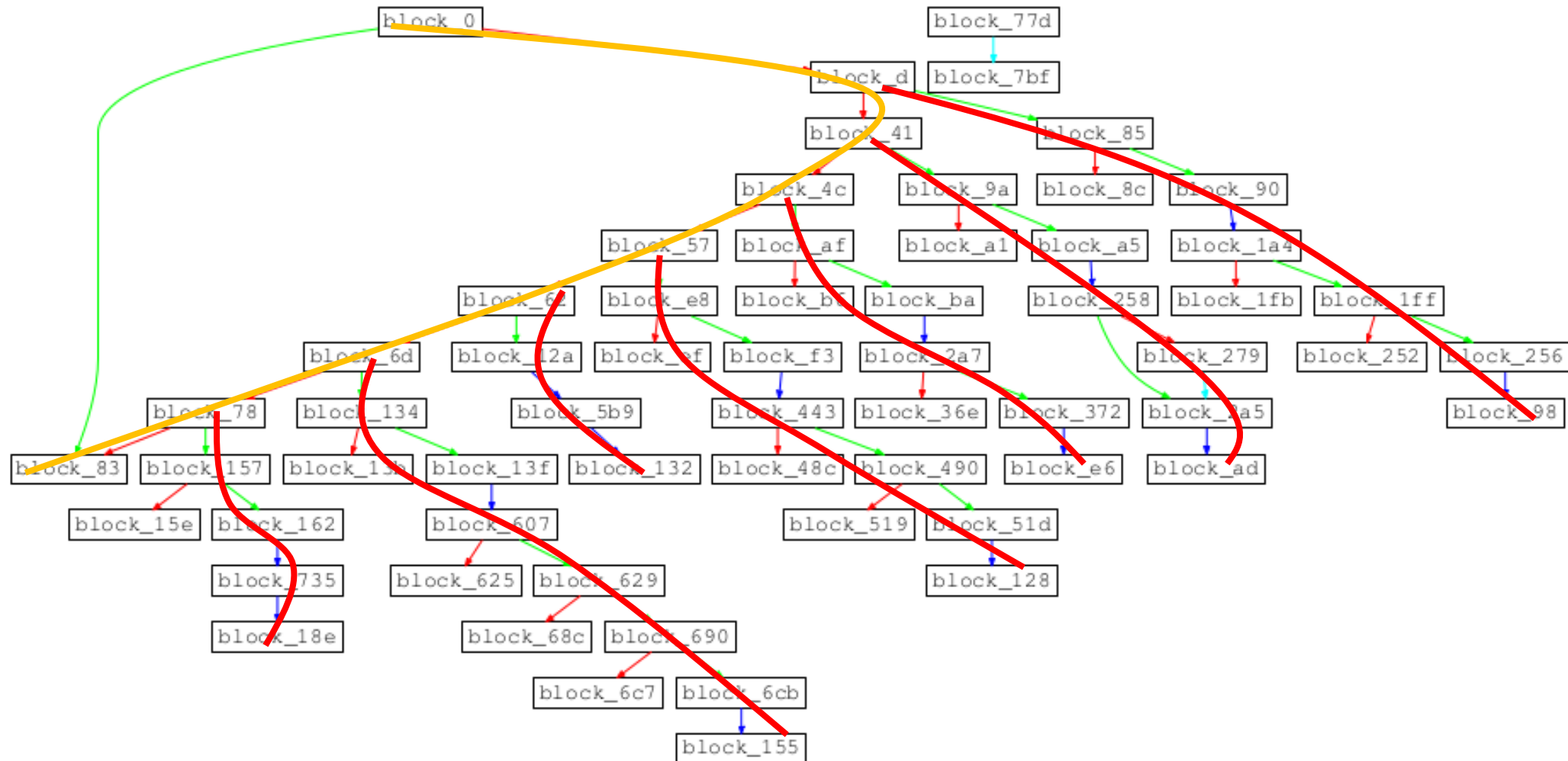
FUNC_OFFSET





Functions identification - Depth First Search

◊ Dispatcher function & 7 callable functions





- ```
In [51]: explorer.web3_sha3('0x' + 'attack(address,uint8)'.encode("utf-8").hex())
Out[51]: '0x6ebb6d8020dbdaad3245b82b9ed99905876002f2e6cc8216cd475a481e0b7414'
```

- | Function prototype string | 4-bytes signature |
|---------------------------|-------------------|
| “kill()”                  | 0x41c0e1b5        |
| “greet()”                 | 0xcfae3217        |
| “attack(address,uint)”    | 0x6ebb6d80        |

- [illegible]



# Functions name & arguments type recovery

Function signature reverse lookup database - <https://www.4byte.directory/signatures/>

Ethereum Function Signature Database   Browse Signatures   Submit Signatures   Submit ABI   Submit Solidity Source File   API Docs

## Welcome to the Ethereum Function Signature Database

Function calls in the Ethereum Virtual Machine are specified by the first four bytes of data sent with a transaction. These 4-byte signatures are defined as the first four bytes of the Keccak hash (SHA3) of the canonical representation of the function signature. Since this is a one-way operation, it is not possible to derive the human readable representation of the function from the 4-byte signature. This database is meant to allow mapping those 4-byte signatures back to their human readable versions.

There are 107,474 signatures in the database

Search Signatures      Search

### TOS and Licensing

The data from this service is given free of any license or restrictions on how it may be used.

Usage of the API is also granted with the single restriction that your usage should not disrupt the service itself. If you wish to scrape this data, feel free, but please do so with limited concurrency. You are encouraged to scrape your own copy of this data if your use case is likely to produce heavy load on the API.





## Search Signatures

Search

Two functions signatures here:

- [illegible]

```
51: JUMPDEST
52: CALLVALUE
53: ISZERO
54: PUSH2 5c
57: JUMPI
```

```
41: DUP1
42: PUSH4 cfae3217
47: EQ
48: PUSH2 66
4b: JUMPI
```

```
58: PUSH1
5a: DUP1
5b: REVERT
```

```

0 5c: JUMPDEST
 5d: PUSH2 64
 60: PUSH2 f4
 63: JUMP

```

```
66: JUMPDEST
67: CALLVALUE
68: ISZERO
69: PUSH2 71
6c: JUMPI
```

```
4c: JUMPDEST
4d: PUSH1 0
4f: DUP1
50: REVERT
```

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# EVM Disassembler available



✧ [Etherscan.io](#)

- ▶ [ByteCode To Opcode Disassembler](#)



✧ [Quolab](#)

- ▶ [Octopus](#)/IDA/BinaryNinja integrate



✧ [Capstone](#)

- ▶ Support EVM



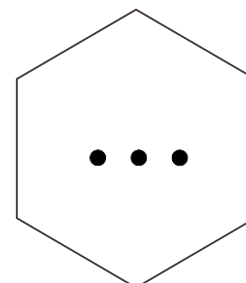
✧ [IDA-EVM](#)

- ▶ IDA Processor Module for the Ethereum Virtual Machine (EVM)



✧ [Ethersplay](#)

- ▶ Binary ninja plugin



✧ [evmdis](#)

✧ [ethdasm](#)

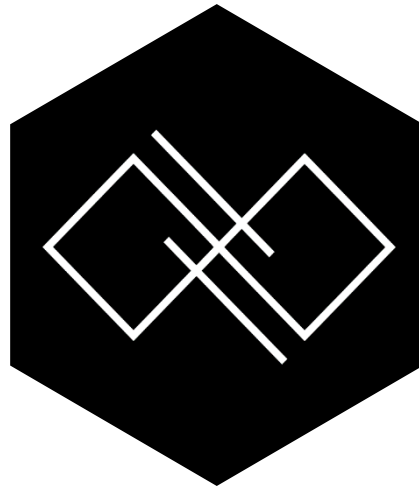
# Decompilation & IR SSA



Porosity by Comae

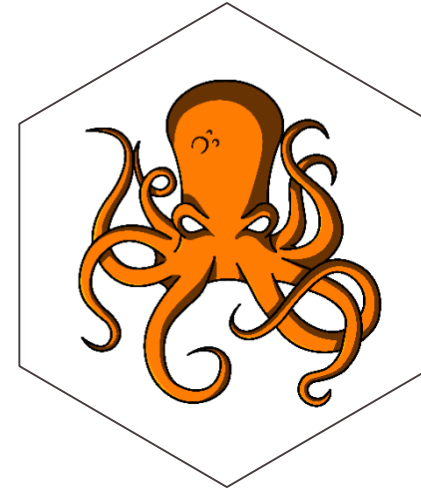
🔲 Decompiler

🔲 [Github](#)



EthRays by Ret2

🔲 Decompiler



Octopus by QuoScient

🔲 IR SSA (WIP)

🔲 Quolab or [Github](#)



Rattle by Trail of bits

🔲 IR SSA

🔲 [Github](#)



# Simplify your analysis with IR

## Static single assignment (SSA)

- IR (Intermediate representation)
- each variable is assigned once
- each variable is defined before being used

| Instruction | SSA              | Optimize SSA           |
|-------------|------------------|------------------------|
| PUSH1 0x03  | %0 = #0x03       |                        |
| PUSH1 0x05  | %1 = #0x05       |                        |
| ADD         | %2 = ADD(%1, %0) | %0 = ADD(#0x05, #0x03) |
| PUSH1 0x09  | %3 = #0x08       |                        |
| MUL         | %4 = EQ(%3, %2)  | %1 = EQ(#0x08, %0)     |

**Ryan Stortz**  
@withzombies

Follow

There are contracts on the blockchain that calculate 1 with exponentiation. This actually costs people money...

```
JUMPI(#0x200, %13),
],
<SSA:BasicBlock ofs:0x24c insns:[
 %14 = SLOAD(#0x3),
 %15 = EXP(#0x100, #0x0),
 %16 = DIV(%14, %15),
 %17 = EXP(#0x2, #0xA0),
 %18 = SUB(%17, #0x1),
```

7:39 PM - 6 Mar 2018



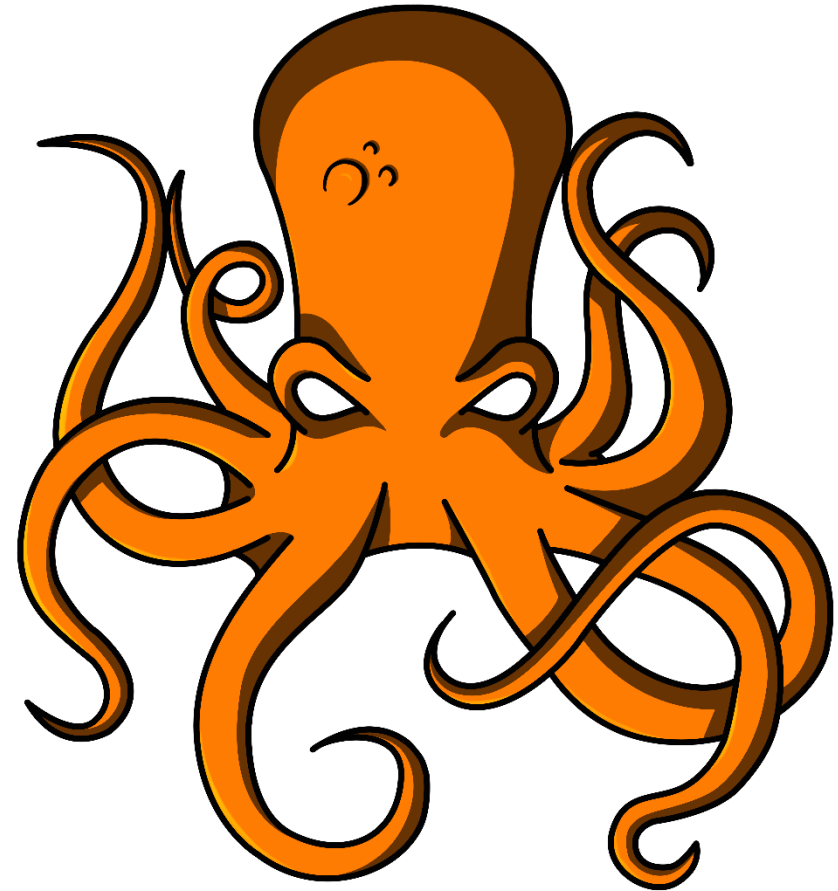
# Octopus - Ethereum

```
from octopus.api.graph import CFGGraph
from octopus.platforms.ETH.cfg import EthereumCFG

bytecode contract
bytecode_hex = "60606040526000357c...900480635f"

create the CFG
cfg = EthereumCFG(bytecode_hex)

generic visualization api
graph = CFGGraph(cfg)
graph.view()
```





# Extra resources

to learn and practice even more



# Ethernaut CTF



## Web3/Solidity based wargame by Zeppelin

- ▶ <https://ethernaut.zeppelin.solutions/>
- ▶ Hands on: <https://blog.trailofbits.com/2017/11/06/hands-on-the-ethernaut-ctf/>

```
Elements Console Sources Network Performance Memory >> 1
top Filter Default levels 1 item hidden by filters
Console was cleared activateLevel.js:25
Hello Ethernaut ^^,js:59
Type help() for a listing of custom web3 addons ^^,js:116
Annoying 'Slow network detected' message? Try Dev Tools settings -> User messages ^^,js:124
only or disable 'chrome://flags/#enable-webfonts-intervention-v2'
=> Level address; ^^,js:38
0xdf51a9e8ce57e7787e4a27dd19880fd7106b9a5c;
=> Player address; ^^,js:38
0xf25e4e156ec12450b8102061be2c1b0590723717;
⚠ (*_*) Yikes, you have no ether! Get some at https://faucet.metamask.io/ ^^,js:106
=> Ethernaut address; ^^,js:38
0xc833a73d33071725143d7cf7dfd4f4bba6b5ced2;
>
```



# Vulnerable Smart Contracts Examples

## 🔗 A CTF Field Guide for Smart Contracts

- ▶ By Sophia D'Antoine
- ▶ Video: <https://www.youtube.com/watch?v=tl-m44Wcm7s>

## 🔗 Examples of Solidity security issues

- ▶ <https://github.com/trailofbits/not-so-smart-contracts>

## 🔗 GreHack 2017

- ▶ <https://github.com/trailofbits/ctf-challenges/tree/master/grehack-2017>

## 🔗 ZeroNights 2017

- ▶ ZeroNights ICO Hacking Contest Writeup
- ▶ <https://blog.positive.com/zeronights-ico-hacking-contest-writeup-63afb996f1e3>





# Tutorials & talks

## 🏠 Porosity - Decompiling Ethereum Smart-Contracts

- ▶ <https://www.comae.io/reports/dc25-msuiche-Porosity-Decompiling-Ethereum-Smart-Contracts.pdf>

## 🏠 Reversing Ethereum Smart Contracts

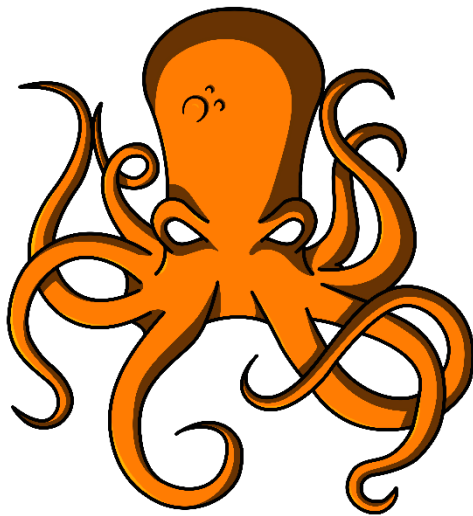
- ▶ <https://arvanaghi.com/blog/reversing-ethereum-smart-contracts/>

## 🏠 Diving Into The Ethereum VM

- ▶ <https://blog.qtum.org/diving-into-the-ethereum-vm-6e8d5d2f3c30>



# Thanks & Question



📍 Patrick Ventuzelo / @Pat\_Ventuzelo / [patrick.ventuzelo@quoscient.io](mailto:patrick.ventuzelo@quoscient.io)

📍 Octopus - <https://github.com/quoscient/octopus>



# Exercices



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# Bytecode 1

How many instructions in this contract?



▶ 342

```
[1] PUSH1 0x60
[3] PUSH1 0x40
[4] MSTORE
[6] PUSH1 0x04
[7] CALLDATASIZE
[8] LT
[11] PUSH2 0x004c
[12] JUMPI
[14] PUSH1 0x00
[15] CALLDATALOAD
[45] PUSH29 0x0100
[46] SWAP1
[47] DIV
[52] PUSH4 0xffffffff
[53] AND
[54] DUP1
[59] PUSH4 0x41c0e1b5
[60] EQ
[63] PUSH2 0x0051
[64] JUMPI
[65] DUP1
[70] PUSH4 0xcfae3217
[71] EQ
[74] PUSH2 0x0066
[75] JUMPI
```

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# Bytecode 1

🔲 How many functions in this contract?



# Bytecode 1 – Dispatcher function

## How many functions in this contract?

- ▶ 41c0e1b5
- ▶ cfae3217

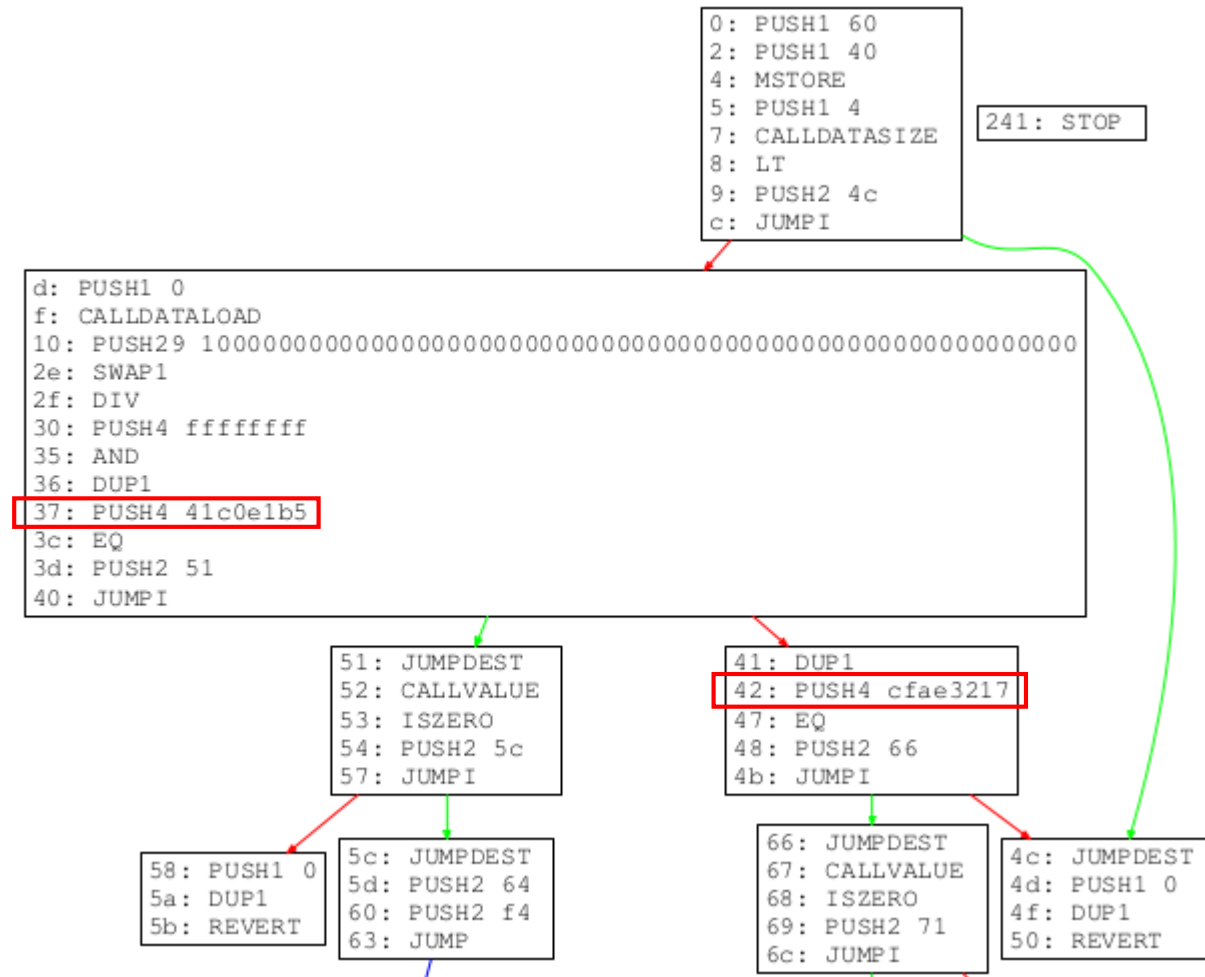
 Pattern:

- ▶ DUP1 = 0x80
- ▶ PUSH4 = 0x63
- ▶ EQ = 0x14
- ▶ PUSH2 = 0x61
- ▶ JUMPI = 0x57
- ▶ 8063XXXXXXXX1461XXXX57

```
import re
```

```
regex = r'8063.{8}1461.{4}57'
```

```
re.findall(regex, bytecode)
```





# Bytecode 1

Can you find the names of those function??



# Bytecode 1

Can you find the names of those function??

- ▶ Using octopus
- ▶ Using 4byte website
- ▶ [https://www.4byte.directory/signatures/?bytes4\\_signature=41c0e1b5](https://www.4byte.directory/signatures/?bytes4_signature=41c0e1b5)

```
In [11]: [x.preferred_name for x in cfg.functions]
Out[11]: ['Dispatcher', 'kill()', 'greet()']
```

Search Signatures

| ID   | Text Signature | Bytes Signature |
|------|----------------|-----------------|
| 1907 | kill()         | 0x41c0e1b5      |

- ▶ [https://www.4byte.directory/signatures/?bytes4\\_signature=cfae3217](https://www.4byte.directory/signatures/?bytes4_signature=cfae3217)

Search Signatures

| ID   | Text Signature | Bytes Signature |
|------|----------------|-----------------|
| 2009 | greet()        | 0xcfae3217      |



# Bytecode 1

How many basicblocks in this contract?



# Bytecode 1 - CFG

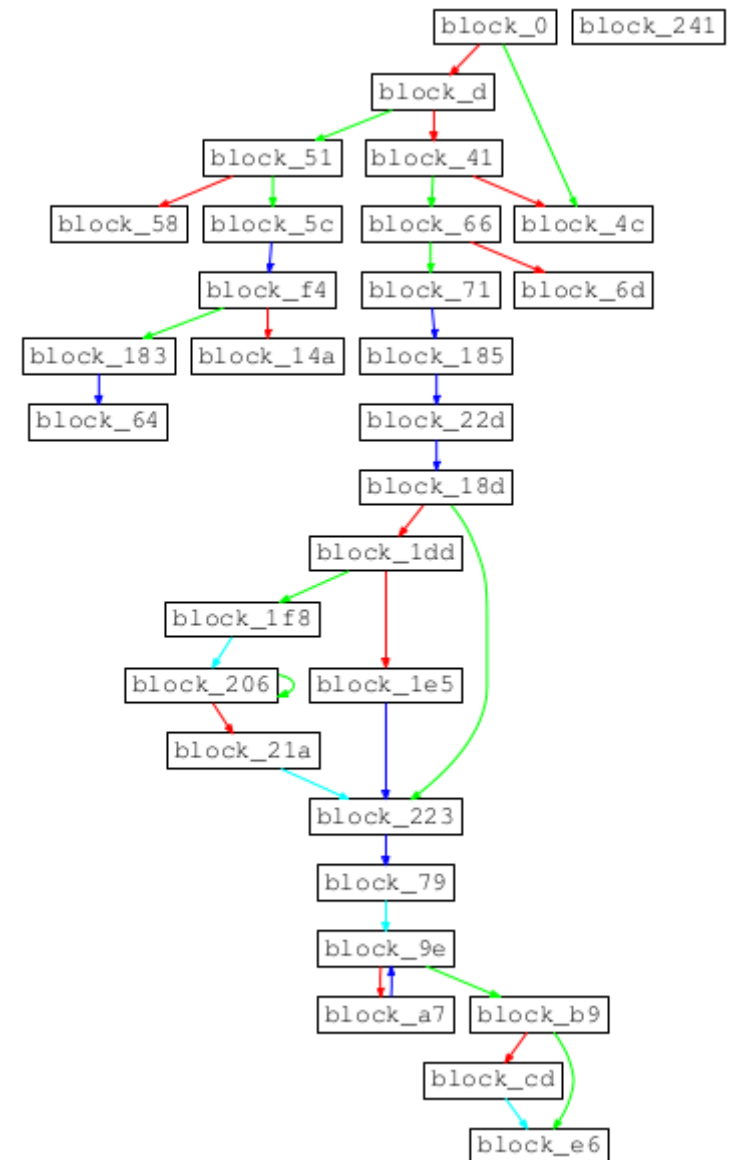
How many basicblocks in this contract?

▶ 30

```
create the CFG
cfg = EthereumCFG(bytecode_hex)

generic visualization api
graph = CFGGraph(cfg)
graph.view()
```

You can do **graph.view\_simplify()** to get this output





# Bytecode 1 was in reality THE GREETER

## Building a smart contract using the command line

- ▶ Keywords: solc, remix, geth, web3js
- ▶ <https://www.ethereum.org/greeter>
- ▶ [tutorial](#)

## Wiki: <https://github.com/ethereum/go-ethereum/wiki/Contract-Tutorial#your-first-citizen-the-greeter>

```
contract mortal {
 /* Define variable owner of the type address */
 address owner;

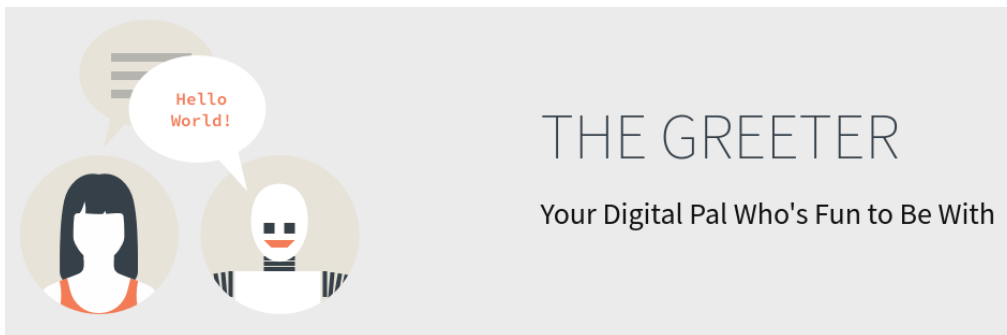
 /* This function is executed at initialization and sets the owner of the contract */
 function mortal() { owner = msg.sender; }

 /* Function to recover the funds on the contract */
 function kill() { if (msg.sender == owner) selfdestruct(owner); }
}

contract greeter is mortal {
 /* Define variable greeting of the type string */
 string greeting;

 /* This runs when the contract is executed */
 function greeter(string _greeting) public {
 greeting = _greeting;
 }

 /* Main function */
 function greet() constant returns (string) {
 return greeting;
 }
}
```





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# Bytecode 2

- ⬡ How many functions in this contract?
- ⬡ How many basicblocks in this contract?





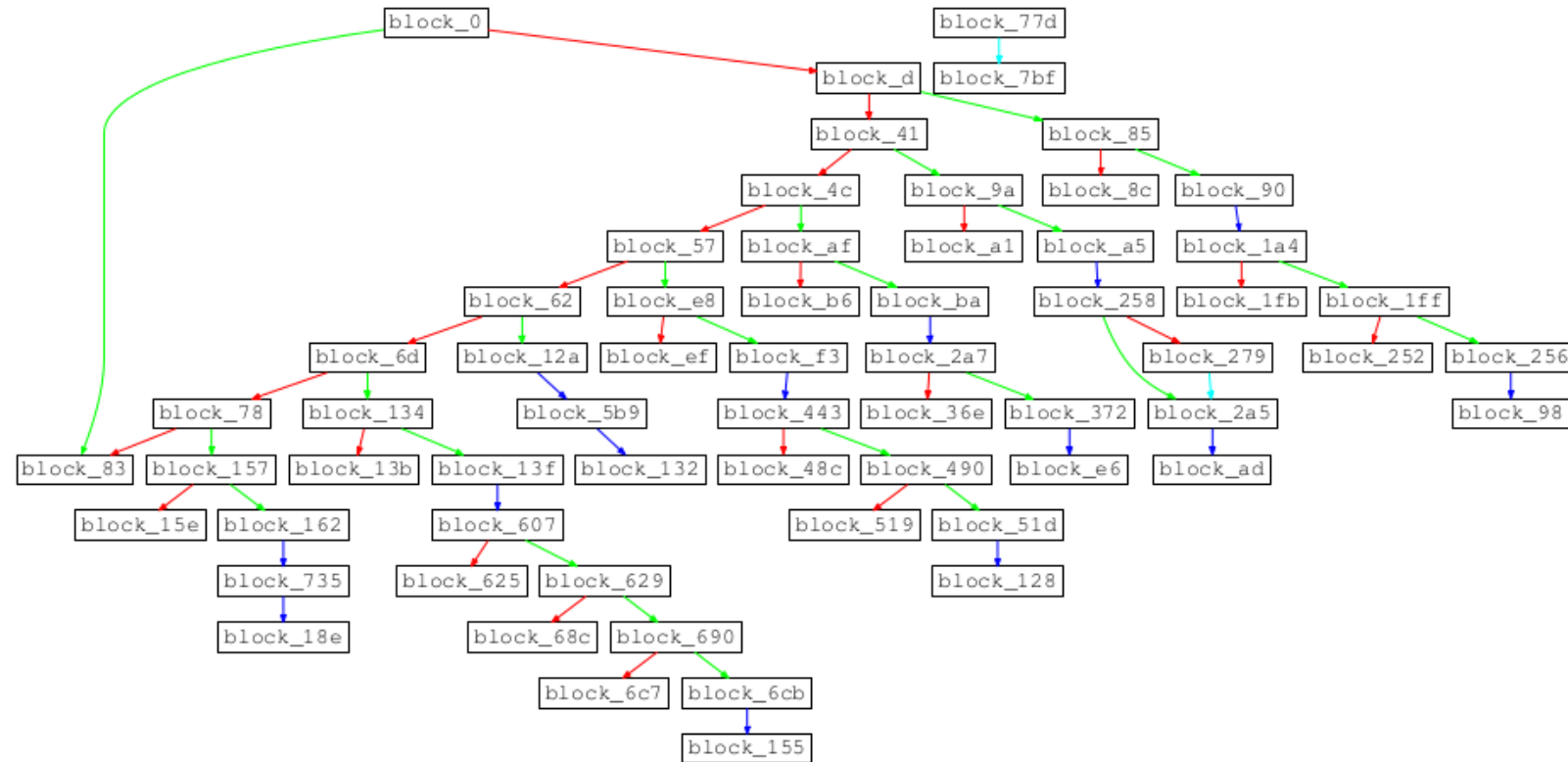
# Bytecode 2

How many functions in this contract?

► `'Dispatcher' + 'func_41c0e1b5', 'func_473ca96c', 'func_a3a7e7f3', 'func_a9059cbb', 'func_c0e317fb', 'func_da76d5cd', 'func_f8b2cb4f' == 1 + 7`

How many basicblocks in this contract?

► 62





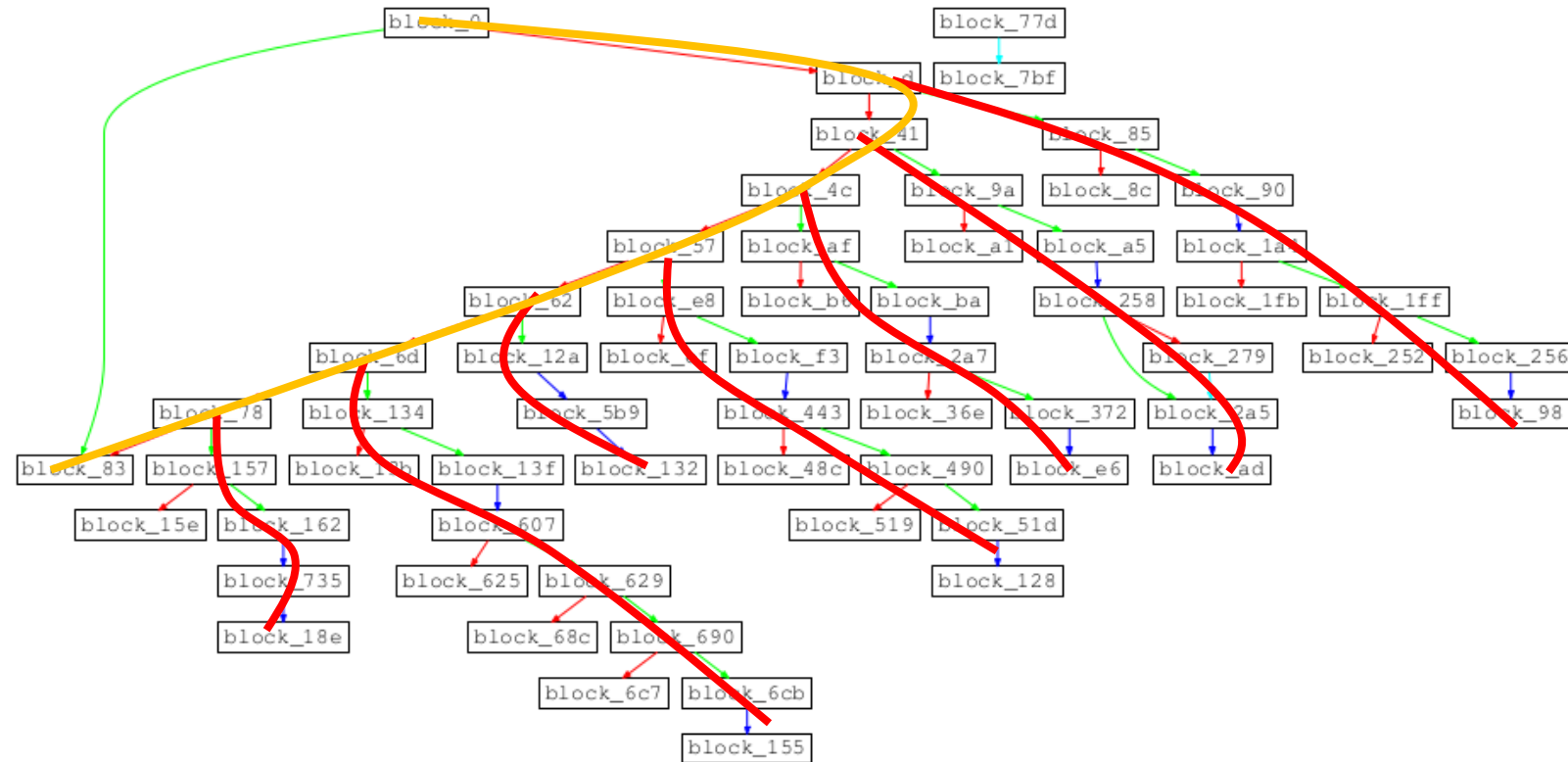
# Bytecode 2

How many functions in this contract?

- ▶ `'Dispatcher' + 'func_41c0e1b5', 'func_473ca96c', 'func_a3a7e7f3', 'func_a9059cbb', 'func_c0e317fb', 'func_da76d5cd', 'func_f8b2cb4f' == 1 + 7`

How many basicblocks in this contract?

- ▶ 62



# Continued your analysis

- What does this smart contract do?
- Try to find the original solidity source code?
- Is this smart contract is optimize?
- How many path on this smart contract?

Try some tools on it:

- ▶ [Octopus](#)
- ▶ [Rattle](#)
- ▶ [Manticore](#)
- ▶ [Mythril](#)
- ▶ ...

