# Automated Market Maker Liquidity 

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April 2021

## 1 Automated Market Maker (AMM)

An Automated Market Maker (AMM) is a contract that holds two or more assets in a "pool". A pool acts as a decentralised exchange, facilitating exchange between the two assets without the need for an orderbook. For most types of AMMs, the quantities of two assets will always satisfy the equation:

$$
\begin{equation*}
A \times B=k \tag{1}
\end{equation*}
$$

where $A$ is the number of token A in the pool, and $B$ is the number of token B . K is held constant.

For example, if we start a pool with 100 of token A, and 1 of token B with an initial price $\mathrm{A} / \mathrm{B}$ of $1 / 100=0.01$, and $k=100$. If someone goes to buy 20 of token A from the pool then this would reduce $A_{n}$ to 80 , requiring that $B_{n}$ increases to $B_{n}=\frac{100}{80}=1.25$. This means that those 20 of token A would cost 0.25 of token B. A trade price A/B of $0.25 / 20=0.0125$. You can see where the slippage is coming in, the price of the tokens increases with the number of tokens you are buying.

### 1.1 Liquidity

We can generalise this further, with an initial pool state:

$$
\begin{equation*}
A_{1} B_{1}=k \tag{2}
\end{equation*}
$$

and initial price $P_{1}=B_{1} / A_{1}$.
Suppose the number of token A in the pool changes by some factor x such that $A_{2}=x A_{1}$. If someone buys $10 \%$ of tokens, $A_{2}=0.9 A_{1}$. As k is constant, the updated pool will be

$$
\begin{equation*}
A_{1} B_{1}=A_{2} B_{2}=x A_{1} B_{2} \tag{3}
\end{equation*}
$$

so

$$
\begin{equation*}
x A_{1} B_{2}=A_{1} B_{1} \tag{4}
\end{equation*}
$$

then

$$
\begin{equation*}
B_{2}=\frac{B_{1}}{x} \tag{5}
\end{equation*}
$$

This makes sense as:

$$
\begin{equation*}
A_{2} B_{2}=x A_{1} \frac{B_{1}}{x}=A_{1} B_{1} \tag{6}
\end{equation*}
$$

The updated price $P_{2}$ will be

$$
\begin{equation*}
P_{2}=B_{2} / A_{2}=\frac{\frac{B_{1}}{x}}{x A_{1}}=\frac{1}{x^{2}} \frac{B_{1}}{A_{1}}=\frac{P_{1}}{x^{2}} \tag{7}
\end{equation*}
$$

For example, if you buy $20 \%$ of the remaining token A in the pool, the price change of token A in the pool will be $\frac{1}{(1-0.2)^{2}}=1.5625$, a $+56.25 \%$ increase.
Or if you sell heaps of token A to the pool, increasing its token A balance by 10 x , then this is a price change of $\frac{1}{10^{2}}=0.01$, a $99 \%$ decrease in price.

### 1.2 Money received from selling Y tokens

If we sell $y$ of token A via the pool, how many of token B will we receive? Let $A_{2}=x A_{1}=A_{1}+y$, because we're adding y tokens to the pool. So $x=1+\frac{y}{A_{1}}$. From (5) we have

$$
\begin{equation*}
B_{2}=\frac{B_{1}}{x}=B_{1}\left(\frac{1}{1+\frac{y}{A_{1}}}\right) \tag{8}
\end{equation*}
$$

So $B_{2}=B_{1}\left(\frac{1}{1+\frac{y}{A_{1}}}\right)$. In otherwords, selling $y=A_{2}-A_{1}$ of token A , gives $z$ of token B:

$$
\begin{equation*}
z=B_{2}-B_{1}=B_{1}\left(\frac{1}{1+\frac{y}{A_{1}}}-1\right) \tag{9}
\end{equation*}
$$

For example, if there is a pool with 20 of token $A$ and 5 of token $B$, and we sell 2 of token A then we get

$$
\begin{equation*}
z=B_{1}\left(\frac{1}{1+\frac{y}{A_{1}}}-1\right)=5\left(\frac{1}{1+\frac{2}{20}}-1\right)=-0.45454 \ldots \tag{10}
\end{equation*}
$$

Checking:

$$
\begin{gather*}
20 * 5=100=k  \tag{11}\\
(20+2) *(5-0.4545 . .)=100=k \tag{12}
\end{gather*}
$$

