

# Normalize vul discovery

## 0x1 Introduction

### 0x1.1 background

Normalize is a tool for adjusting the volume of audio files to a standard level.

<https://github.com/kklobe/normalize>

### 0x1.2 Description

An issue discovered in Normalize 0.7.7. There is an FPE (divide-by-zero error) in `wiener_af.c:afGetTrackBytes`

### 0x1.3 Impact

A remote attacker, via a crafted .wav file, could cause a crash of the Normalize.

## 0x2 Fuzzing results

By using the modified AFL tools in 24hs, we found crashes with the cmd:

```
1 -i /fuzz_test/in -o /fuzz_test/out ../normalize/src/normalize @@  
/dev/null
```

Some pocs are produced in the output/crashes



id:000000,sig:08,sr  
c:000000,op:MOpt-  
havoc,rep:128



id:000001,sig:08,sr  
c:000007  
+000465,op:MOpt-  
core-splice,rep:4



id:000002,sig:08,sr  
c:000634,op:MOpt-  
havoc,rep:32

A signal SIGFPE occurred, resulting the program gets crash after executing these pocs.

```
Program received signal SIGFPE, Arithmetic exception.
0x000000000040d2f7 in afGetFrameCount (fh=0x60c00000bc80, track=0x3e9) at wiener_af.c:559
559      return tracklen / framesize;
[ Legend: Modified register | Code | Heap | Stack | String ]

$rax : 0x701
$rbx : 0x00000000000000a62 → 0x0000000000000000
$rcx : 0x0
$rdx : 0x0
$rsp : 0x0000000000000230 → 0x0000000000000d370 → 0x00000000000000000
$rbp : 0x0000000000000250 → 0x0000000000000d420 → 0x0000000000000520 → 0x0000000000000da90 → 0x000000000000041ed00
$rsi : 0x7
$rdi : 0x0000000000000bc80 → 0x0000000000000efb0 → 0x0000000000000f980 → 0xbebebebefbad2488
$rip : 0x0000000000000d2f7 → <afGetFrameCount+71> div ecx
$8 : 0x00000000000007fd3780 → 0x00000000000007fd3780 → [loop detected]
$9 : 0x00000000000000bcd → 0xbebebebe00000701
$10 : 0x00000000000007fd3780 → 0x00000000000007fd3780 → [loop detected]
$11 : 0x246
$12 : 0x0000000000000310 → 0x00000000000001b58ab3
$13 : 0x00000000000003f0 → 0x00000000000000000
$14 : 0x00000000000005a0 → 0x00000000000001b58ab3
$15 : 0x0000000000000310 → 0x00000000000001b58ab3
SeFlags: [carry PARITY adjust ZERO sign trap INTERRUPT direction overflow RESUME virtualx86 identification]
$cs: 0x0033 $ss: 0x002b $ds: 0x0000 $es: 0x0000 $fs: 0x0000 $gs: 0x0000
```

## 0x3 Cause of vulnerability

By following the stack trace in gdb, we can find the framesize calculated to zero lead a divide error in the function **afGetTrackBytes** at wiener\_af.c+559.

```
0x40d2ec <afGetFrameCount+60> mov     ecx, DWORD PTR [rbp-0x8]
0x40d2ef <afGetFrameCount+63> mov     eax, DWORD PTR [rbp-0x4]
0x40d2f2 <afGetFrameCount+66> mov     edx, 0x0
→ 0x40d2f7 <afGetFrameCount+71> div     ecx
0x40d2f9 <afGetFrameCount+73> mov     eax, eax
0x40d2fb <afGetFrameCount+75> leave
0x40d2fc <afGetFrameCount+76> ret
0x40d2fd <afSetErrorHandler+0> push    rbp
0x40d2fe <afSetErrorHandler+1> mov     rbp, rsp

554      uint32_t tracklen;
555
556      framesize = _afGetFrameSize(fh, track, 0);
557      tracklen = afGetTrackBytes(fh, track);
558
559      // framesize=0x0
→ 559      return tracklen / framesize;
560  }
561
562  static AFerrfunc _af_err_func = NULL;
563
564  AFerrfunc



[#0] Id 1, Name: "normalize", stopped, reason: SIGFPE

[#0] 0x40d2f7 → afGetFrameCount(fh=0x60c00000bc80, track=0x3e9)
[#1] 0x406bec → signal_max_power(filename=0x7fffffffdf89 "id:000000,sig:08,src:000000
[#2] 0x404cea → compute_levels(sis=0x60600000efc0, fnames=0x60200000edd0, nfiles=0x1)
[#3] 0x403736 → main(argc=0x2, argv=0x7fffffffdb78)
```

```

550 AFframecount
551 afGetFrameCount(AFfilehandle fh, int track)
552 {
553     int framesize;
554     uint32_t tracklen;
555
556     framesize = _afGetFrameSize(fh, track, 0);
557     tracklen = afGetTrackBytes(fh, track);
558
559     return tracklen / framesize;
560 }
561

```


The framesize is calculated in the function **\_afGetFrameSize**.

Thus, by controlling a crafted .wav file which channels equals to zero could cause the vulnerability.

```

372 static inline int
373 _afGetFrameSize(AFfilehandle fh, int track, int expand3to4)
374 {
375     int bytes_per_sample;
376
377     bytes_per_sample = (fh->fmt.bits_per_sample - 1) / 8 + 1;
378     if (bytes_per_sample == 3 && expand3to4)
379         bytes_per_sample = 4;
380
381     return bytes_per_sample * fh->fmt.channels;
382 }

```



## 0x4 Reproduce

Run the test cases under the poc folder to reproduce.