☆ Starred by 5 users

Owner:	geoff...@chromium.org
CC:	sugoi@chromium.org adetaylor@chromium.org jgilb...@mozilla.com regiw...@sourcefire.com jmad...@chromium.org
Status:	Verified *(Closed)*
Components:	Internals>GPU>ANGLE
Modified:	Nov 4, 2022
Backlog-Rank:	----
Editors:	----
EstimatedDays:	----
NextAction:	2020-05-26
OS:	Linux
Pri:	1
Type:	Bug-Security

Hotlist-Merge-Review
Reproducible
Stability-Memory-AddressSanitizer
ClusterFuzz
Security_Impact-Stable
Security_Severity-High
allpublic
ClusterFuzz-Verified
CVE_description-submitted
M-83
merge-merged-4103
merge-merged-83
merge-merged-4147
merge-merged-84
CVE-2020-6492
Release-2-M83

Blocking:	~~Issue angleproject:4638~~ ~~Issue angleproject:4650~~

Issue 1078375: Heap-use-after-free in gl::State::reset

Reported by ClusterFuzz on Tue, May 5, 2020, 10:16 AM EDT Project Member

Code

Detailed Report: https://clusterfuzz.com/testcase?key=6324287613501440

Fuzzer: inferno_layout_test_unmodified
Job Type: linux_asan_chrome_mp
Platform Id: linux

Crash Type: Heap-use-after-free READ 8
Crash Address: 0x6160000dc3a0
Crash State:
 gl::State::reset
 gl::Context::onDestroy
 egl::Display::destroyContext

Sanitizer: address (ASAN)

Recommended Security Severity: High

Crash Revision: https://clusterfuzz.com/revisions?job=linux_asan_chrome_mp&revision=765323

Reproducer Testcase: https://clusterfuzz.com/download?testcase_id=6324287613501440

Issue manually filed by: aarya

The reproduce tool requires a ClusterFuzz source checkout. To prepare one, run:

```
git clone https://github.com/google/clusterfuzz && cd clusterfuzz && git checkout tags/reproduce-tool-stable
```

To reproduce this issue, run:

```
./reproduce.sh -t https://clusterfuzz.com/testcase-detail/6324287613501440 -b /path/to/build
```

Please use the GN arguments provided in this report when building the binary. If you have any feedback on reproducing test cases, let us know at https://forms.gle/Yh3qCYFveHj6E5jz5 so we can improve.

Comment 1 by infe...@chromium.org on Tue, May 5, 2020, 10:16 AM EDT Project Member

Status: Assigned (was: Untriaged)
Owner: sugoi@chromium.org
Components: Internals>GPU>ANGLE

Comment 2 by sugoi@chromium.org on Tue, May 5, 2020, 11:29 AM EDT Project Member

Owner: geoff...@chromium.org
Cc: sugoi@chromium.org jmad...@chromium.org

ANGLE issue, assigning to ANGLE folks.

Comment 3 by geoff...@chromium.org on Tue, May 5, 2020, 11:57 AM EDT Project Member

Labels: -Restrict-View-SecurityTeam Restrict-View-Google

Comment 4 by sheriffbot on Wed, May 6, 2020, 2:30 PM EDT Project Member

Labels: Pri-1

Setting Pri-1 to match security severity High. If this is incorrect, please reset the priority. Sheriffbot won't make this change again.

For more details visit https://www.chromium.org/issue-tracking/autotriage - Your friendly Sheriffbot

Comment 5 by cthomp@chromium.org on Tue, May 12, 2020, 1:24 PM EDT Project Member

Labels: M-83 Security_Impact-Beta

[Sheriff] Setting impact and milestone labels. Any updates on this high severity security bug?

Comment 6 by sheriffbot on Tue, May 12, 2020, 2:19 PM EDT Project Member

Labels: ReleaseBlock-Stable

This is a serious security regression. If you are not able to fix this quickly, please revert the change that introduced it.

If this doesn't affect a release branch, or has not been properly classified for severity, please update the Security_Impact or Security_Severity labels, and remove the ReleaseBlock label. To disable this altogether, apply ReleaseBlock-NA.

For more details visit https://www.chromium.org/issue-tracking/autotriage - Your friendly Sheriffbot

Comment 7 by srinivassista@google.com on Tue, May 12, 2020, 2:24 PM EDT Project Member

Cc: adetaylor@chromium.org

adetaylor@ this just came as RBS for M-83, can you ptal and see if this should block stable or can we wait for re-spin?

Comment 8 by sugoi@chromium.org on Tue, May 12, 2020, 3:05 PM EDT Project Member

Labels: -Security_Severity-High -Security_Impact-Beta -ReleaseBlock-Stable Pri-2

Hi all,

Tests ran with "--use-gl=angle --use-angle=swiftshader" have no visibility or impact on Chrome users. These test are being run with the intent of shipping ANGLE on top of SwiftShader Vulkan in the future, to get coverage prior to shipping the feature, but this use case is UNUSED at the moment.

It has no security or stability implications at all.

We still need to fix this issue before we ship the new feature, but it is not part of this release and we don't know exactly which release it will ship into yet.

Comment 9 by jmad...@chromium.org on Tue, May 12, 2020, 3:33 PM EDT Project Member

I wonder if this could affect shipping Chrome Alexis. Even if these fuzzer tests are only run with SwS.

Comment 10 by adetaylor@chromium.org on Tue, May 12, 2020, 4:05 PM EDT Project Member

Labels: Security_Impact-Beta Security_Severity-High ReleaseBlock-Stable Pri-1

jmadill@ sugoi@ - per #c9 I've reverted the label changes from #c8. But if you become certain that this has no impact on stable Chrome, please change the Security_Impact label to "None", and then it's OK to remove the ReleaseBlock-Stable label. (Please make sure you DO adjust Security_Impact, though, or Sheriffbot and/or the human sheriffs will put back RBS).

Comment 11 by srinivassista@google.com on Wed, May 13, 2020, 12:41 PM EDT Project Member

jmadill@ sugoi@ pls help confirm on comment #10, if not, we would need to get a fix for this soon as stable promotion is next tuesday.

Comment 12 by geoff...@chromium.org on Wed, May 13, 2020, 1:16 PM EDT Project Member

I'm going to look at this today.

Comment 13 by geoff...@chromium.org on Wed, May 13, 2020, 1:18 PM EDT Project Member

The configuration that this ran in is quite different than shipping ones. ANGLE isn't shipping on Linux yet, nor are our Vulkan backends or SwiftShader so there is a pretty good chance this won't affect stable. That said, the use-after-free does occur in code that does run on shipping configurations.

Comment 14 by geoff...@chromium.org on Wed, May 13, 2020, 6:56 PM EDT Project Member

I found the source the bug, it does affect shipping configurations. This is not a recent regression though.

I will try to have a fix by tomorrow but we may want to wait for a 83 respin before merging it so it has a chance to sit in Canary for a few weeks.

Comment 15 by srinivassista@google.com on Wed, May 13, 2020, 7:08 PM EDT Project Member

adetaylor@ are you ok targeting this for first re-spin in 2 weeks ?

Comment 16 by adetaylor@chromium.org on Thu, May 14, 2020, 12:04 PM EDT Project Member

Labels: -Security_Impact-Beta -ReleaseBlock-Stable Security_Impact-Stable

Altering security impact per #c14 which also means this is not RBS, as it's not a regression.

Comment 17 by bugdroid on Fri, May 15, 2020, 12:36 PM EDT Project Member

The following revision refers to this bug:
https://chromium.googlesource.com/angle/angle/+/99db3471173e97f264b9f31b47d3b50a912f115e

commit 99db3471173e97f264b9f31b47d3b50a912f115e
Author: Geoff Lang <geofflang@chromium.org>
Date: Fri May 15 16:35:48 2020

Unset the ActiveTextureCache entry if the program does not reference it

When changing uniforms of a program, State::onActiveTextureChange is
called to update the ActiveTextureCache. If the sampler uniform type
changes to TextureType::InvalidEnum, the entry in ActiveTextureCache was
not cleared. This causes stale entries in ActiveTextureCache because the
cache no longer matches what textures are bound and the cache does not
add references to the textures in it.

~~BUG=chromium:1078375~~
BUG=chromium:1072406
~~BUG=chromium:1078866~~

Change-Id: If9719dcd4fc865b2301db450eb8115e7cfe46c4a
Reviewed-on: https://chromium-review.googlesource.com/c/angle/angle/+/2199654

Reviewed-by: Tim Van Patten <timvp@google.com>
Commit-Queue: Geoff Lang <geofflang@chromium.org>

[modify] https://crrev.com/99db3471173e97f264b9f31b47d3b50a912f115e/src/tests/angle_end2end_tests.gni
[add] https://crrev.com/99db3471173e97f264b9f31b47d3b50a912f115e/src/tests/gl_tests/ActiveTextureCacheTest.cpp
[modify] https://crrev.com/99db3471173e97f264b9f31b47d3b50a912f115e/src/libANGLE/State.cpp

Comment 18 by bugdroid on Fri, May 15, 2020, 6:35 PM EDT Project Member

The following revision refers to this bug:
https://chromium.googlesource.com/chromium/src.git/+/70652fc2e19e1e6a9d6b941dd9c88d4acbf3cd9e

commit 70652fc2e19e1e6a9d6b941dd9c88d4acbf3cd9e
Author: chromium-autoroll <chromium-autoroll@skia-public.iam.gserviceaccount.com>
Date: Fri May 15 22:35:01 2020

Roll src/third_party/angle 8f6d1af9957f..ab8d424a9621 (4 commits)

https://chromium.googlesource.com/angle/angle.git/+log/8f6d1af9957f..ab8d424a9621

git log 8f6d1af9957f..ab8d424a9621 --date=short --first-parent --format='%ad %ae %s'
2020-05-15 spang@chromium.org Vulkan: Remove unused onExternalLayoutChange declaration
2020-05-15 timvp@google.com Handle null ProgramExecutable in ValidateDrawInstancedANGLE()
2020-05-15 tobine@google.com Vulkan:Add trace marker in finishToSerial()
2020-05-15 geofflang@chromium.org Unset the ActiveTextureCache entry if the program does not reference it

Created with:
gclient setdep -r src/third_party/angle@ab8d424a9621

If this roll has caused a breakage, revert this CL and stop the roller
using the controls here:
https://autoroll.skia.org/r/angle-chromium-autoroll
Please CC geofflang@chromium.org on the revert to ensure that a human
is aware of the problem.

To report a problem with the AutoRoller itself, please file a bug:
https://bugs.chromium.org/p/skia/issues/entry?template=Autoroller+Bug

Documentation for the AutoRoller is here:
https://skia.googlesource.com/buildbot/+/master/autoroll/README.md

Cq-Include-Trybots:
luci.chromium.try:android_optional_gpu_tests_rel;luci.chromium.try:linux_optional_gpu_tests_rel;luci.chromium.try:mac_optional_gpu_tests_rel;luci.chromium.try:win-asan;luci.chromium.try:win_optional_gpu_tests_rel;luci.chromium.try:linux-swangle-try-x64;luci.chromium.try:win-swangle-try-x86
Bug: chromium:1072406,~~chromium:1078375~~,~~chromium:1078866~~,~~chromium:1079336~~
Tbr: geofflang@chromium.org
Change-Id: I1f2698e24345c22e9e6de94b273e0546a17432b6
Reviewed-on: https://chromium-review.googlesource.com/c/chromium/src/+/2204411
Reviewed-by: chromium-autoroll <chromium-autoroll@skia-public.iam.gserviceaccount.com>
Commit-Queue: chromium-autoroll <chromium-autoroll@skia-public.iam.gserviceaccount.com>
Cr-Commit-Position: refs/heads/master@{#769467}

[modify] https://crrev.com/70652fc2e19e1e6a9d6b941dd9c88d4acbf3cd9e/DEPS

Comment 19 by kbr@chromium.org on Fri, May 15, 2020, 7:44 PM EDT Project Member

Blocking: angleproject:4638

Comment 20 by ClusterFuzz on Sat, May 16, 2020, 4:20 PM EDT Project Member

Status: Verified (was: Assigned)
Labels: ClusterFuzz-Verified

ClusterFuzz testcase 6324287613501440 is verified as fixed in https://clusterfuzz.com/revisions?job=linux_asan_chrome_mp&range=769451:769472

If this is incorrect, please add the ClusterFuzz-Wrong label and re-open the issue.

Comment 21 by sheriffbot on Sun, May 17, 2020, 2:59 PM EDT Project Member

Labels: Restrict-View-SecurityNotify

Comment 22 by sheriffbot on Sun, May 17, 2020, 3:25 PM EDT Project Member

Labels: Merge-Request-83

Requesting merge to beta M83 because latest trunk commit (769467) appears to be after beta branch point (756066).

For more details visit https://www.chromium.org/issue-tracking/autotriage - Your friendly Sheriffbot

Comment 23 by sheriffbot on Sun, May 17, 2020, 3:29 PM EDT Project Member

Labels: -Merge-Request-83 Merge-Review-83 Hotlist-Merge-Review

This bug requires manual review: We are only 1 days from stable.
Before a merge request will be considered, the following information is required to be added to this bug:

1. Does your merge fit within the Merge Decision Guidelines?
- Chrome: https://chromium.googlesource.com/chromium/src.git/+/master/docs/process/merge_request.md#when-to-request-a-merge
- Chrome OS: https://goto.google.com/cros-release-branch-merge-guidelines
2. Links to the CLs you are requesting to merge.
3. Has the change landed and been verified on master/ToT?
4. Why are these changes required in this milestone after branch?
5. Is this a new feature?
6. If it is a new feature, is it behind a flag using finch?

Please contact the milestone owner if you have questions.
Owners: benmason@(Android), bindusuvarna@(iOS), cindyb@(ChromeOS), srinivassista@(Desktop)

For more details visit https://www.chromium.org/issue-tracking/autotriage - Your friendly Sheriffbot

Comment 24 by adetaylor@google.com on Mon, May 18, 2020, 9:17 PM EDT Project Member

geofflang@, as well as answering the questions above, please could you comment more generally on your confidence in the fix? I can't see an obvious reason why this wouldn't be exploitable, so it does seem like a legitimate high severity bug, and it would be great to put it into the first M83 refresh: but only if you're completely confident that the fix won't have any unexpected side-effects. Please let me know - and also keep an eye on Canary for a few days. If it's all OK in Canary in a few days then I will approve the merge.

Comment 25 by geoff...@chromium.org on Tue, May 19, 2020, 9:52 AM EDT Project Member

1. Does your merge fit within the Merge Decision Guidelines?
- Chrome: https://chromium.googlesource.com/chromium/src.git/+/master/docs/process/merge_request.md#when-to-request-a-merge
- Chrome OS: https://goto.google.com/cros-release-branch-merge-guidelines
Yes: covered by tests, been in canary for multiple days and this area of the code is relatively untouched.

2. Links to the CLs you are requesting to merge.
https://crrev.com/99db3471173e97f264b9f31b47d3b50a912f115e

3. Has the change landed and been verified on master/ToT?
Landed in ToT since 2020/05/15 no regressions in tests. It's been in 1 canary release (85.0.4149.0).

4. Why are these changes required in this milestone after branch?
Security fixes.

5. Is this a new feature?
No.

adetaylor@: I'm confident that the fix correctly targets the bug but there are fairly complex interactions in this area of our code so I'm not completely confident there are no side effects. I wrote the fix fairly defensively so if there are unexpected issues I think they are likely to be rendering problems, not crashes. I'm leaning towards thinking it's safe if we let it sit in Canary for a few days/week.

It's definitely could be exploitable so I agree that it's a high severity bug.

Comment 26 by geoff...@chromium.org on Tue, May 19, 2020, 4:24 PM EDT Project Member

~~Issue 1078866~~ has been merged into this issue.

Comment 27 by geoff...@chromium.org on Tue, May 19, 2020, 4:25 PM EDT Project Member

Issue 1072406 has been merged into this issue.

Comment 28 by adetaylor@chromium.org on Wed, May 20, 2020, 12:42 AM EDT Project Member

NextAction: 2020-05-26

Thanks. It sounds to me like the right level of caution would be to let this go through a beta cycle as well as a few days of canary, before approving merge. I'll set NextAction to a week from now.

Comment 29 by sugoi@chromium.org on Mon, May 25, 2020, 1:26 PM EDT Project Member

Blocking: angleproject:4659

Comment 30 by jmad...@chromium.org on Mon, May 25, 2020, 4:36 PM EDT Project Member

Just a note that this bug popped up as detected by an external dev in ~~issue 1084616~~ . Good evidence that a merge would be warranted.

Comment 31 by adetaylor@google.com on Tue, May 26, 2020, 10:49 PM EDT Project Member

Labels: -Merge-Review-83 Merge-Approved-83

geofflang@ - how's this looking? I'm approving merge to M83 here (branch 4103). Merging this into M83 now would get this released in a security refresh early next week. But please first check for any signs of trouble in Canary/Beta. If you have any stability concerns at all, please err on the side of not merging.

Comment 32 by pbommana@google.com on Wed, May 27, 2020, 12:30 AM EDT Project Member

Labels: Merge-Request-84

This will need a merge to M84, Since there was ~~issue#1078866~~ which was merged into this as duplicate.

+adetaylor@ (Security TPM) for M84 merge review. Thank you.

Comment 33 by sheriffbot on Wed, May 27, 2020, 12:33 AM EDT Project Member

Labels: -Merge-Request-84 Merge-Review-84

This bug requires manual review: DEPS changes referenced in bugdroid comments.
Before a merge request will be considered, the following information is required to be added to this bug:

1. Does your merge fit within the Merge Decision Guidelines?
- Chrome: https://chromium.googlesource.com/chromium/src.git/+/master/docs/process/merge_request.md#when-to-request-a-merge
- Chrome OS: https://goto.google.com/cros-release-branch-merge-guidelines
2. Links to the CLs you are requesting to merge.
3. Has the change landed and been verified on master/ToT?
4. Why are these changes required in this milestone after branch?
5. Is this a new feature?
6. If it is a new feature, is it behind a flag using finch?

Please contact the milestone owner if you have questions.
Owners: govind@(Android), bindusuvarna@(iOS), marinakz@(ChromeOS), pbommana@(Desktop)

For more details visit https://www.chromium.org/issue-tracking/autotriage - Your friendly Sheriffbot

Comment 34 by adetaylor@google.com on Wed, May 27, 2020, 11:50 AM EDT Project Member

Labels: -Merge-Review-84 Merge-Approved-84

Agreed - https://chromiumdash.appspot.com/commit/99db3471173e97f264b9f31b47d3b50a912f115e landed in M85. Approving merge to M84, branch 4147.

Comment 35 by geoff...@chromium.org on Wed, May 27, 2020, 1:16 PM EDT Project Member

Ok, going ahead with the merge. Haven't seen any issues pop up in the form of user reports or crashes since it landed.

Comment 36 by kbr@chromium.org on Wed, May 27, 2020, 2:49 PM EDT Project Member

Cc: jgilb...@mozilla.com

Comment 37 by bugdroid on Wed, May 27, 2020, 3:02 PM EDT Project Member

Labels: -merge-approved-84 merge-merged-84 merge-merged-4147

The following revision refers to this bug:
https://chromium.googlesource.com/angle/angle/+/5d07722a4fec04450610d0ddd5af415fe97cc21e

commit 5d07722a4fec04450610d0ddd5af415fe97cc21e
Author: Geoff Lang <geofflang@chromium.org>
Date: Wed May 27 19:02:24 2020

Unset the ActiveTextureCache entry if the program does not reference it

When changing uniforms of a program, State::onActiveTextureChange is
called to update the ActiveTextureCache. If the sampler uniform type
changes to TextureType::InvalidEnum, the entry in ActiveTextureCache was

not cleared. This causes stale entries in ActiveTextureCache because the
cache no longer matches what textures are bound and the cache does not
add references to the textures in it.

~~BUG=chromium:1078375~~
BUG=chromium:1072406
~~BUG=chromium:1078866~~

Change-Id: If9719dcd4fc865b2301db450eb8115e7cfe46c4a
Reviewed-on: https://chromium-review.googlesource.com/c/angle/angle/+/2199654
Reviewed-by: Tim Van Patten <timvp@google.com>
Commit-Queue: Geoff Lang <geofflang@chromium.org>
(cherry picked from commit 99db3471173e97f264b9f31b47d3b50a912f115e)
Reviewed-on: https://chromium-review.googlesource.com/c/angle/angle/+/2218689
Reviewed-by: Geoff Lang <geofflang@chromium.org>

[modify] https://crrev.com/5d07722a4fec04450610d0ddd5af415fe97cc21e/src/tests/angle_end2end_tests.gni
[add] https://crrev.com/5d07722a4fec04450610d0ddd5af415fe97cc21e/src/tests/gl_tests/ActiveTextureCacheTest.cpp
[modify] https://crrev.com/5d07722a4fec04450610d0ddd5af415fe97cc21e/src/libANGLE/State.cpp

Comment 38 by adetaylor@chromium.org on Wed, May 27, 2020, 3:43 PM EDT Project Member

Labels: CVE-2020-6492 CVE_description-missing

Adding CVE per discussion on ~~issue 1084616~~.

Comment 39 by adetaylor@google.com on Wed, May 27, 2020, 6:49 PM EDT Project Member

~~Issue 1084616~~ has been merged into this issue.

Comment 40 by srinivassista@google.com on Thu, May 28, 2020, 1:02 PM EDT Project Member

Please complete the merge to M83 branch asap, as we will cut the re-spin RC tomorrow.

Comment 41 by srinivassista@google.com on Thu, May 28, 2020, 11:22 PM EDT Project Member

can u ptal at the CQ failures for the CL merging to M83, https://chromium-review.googlesource.com/c/angle/angle/+/2219141

and help get the merge complete by tomorrow 12pm PST.

Comment 42 by bugdroid on Fri, May 29, 2020, 11:27 AM EDT Project Member

Labels: -merge-approved-83 merge-merged-4103 merge-merged-83

The following revision refers to this bug:
https://chromium.googlesource.com/angle/angle/+/a4b21cf26074967ff502a30ae2d52578ce649938

commit a4b21cf26074967ff502a30ae2d52578ce649938
Author: Geoff Lang <geofflang@chromium.org>
Date: Fri May 29 15:25:20 2020

Unset the ActiveTextureCache entry if the program does not reference it

When changing uniforms of a program, State::onActiveTextureChange is
called to update the ActiveTextureCache. If the sampler uniform type
changes to TextureType::InvalidEnum, the entry in ActiveTextureCache was
not cleared. This causes stale entries in ActiveTextureCache because the
cache no longer matches what textures are bound and the cache does not
add references to the textures in it.

~~BUG=chromium:1078375~~
BUG=chromium:1072406
~~BUG=chromium:1078866~~

Change-Id: If9719dcd4fc865b2301db450eb8115e7cfe46c4a
Reviewed-on: https://chromium-review.googlesource.com/c/angle/angle/+/2199654
Reviewed-by: Tim Van Patten <timvp@google.com>
Commit-Queue: Geoff Lang <geofflang@chromium.org>
(cherry picked from commit 99db3471173e97f264b9f31b47d3b50a912f115e)
Reviewed-on: https://chromium-review.googlesource.com/c/angle/angle/+/2219141
Reviewed-by: Geoff Lang <geofflang@chromium.org>

[modify] https://crrev.com/a4b21cf26074967ff502a30ae2d52578ce649938/src/tests/angle_end2end_tests.gni
[add] https://crrev.com/a4b21cf26074967ff502a30ae2d52578ce649938/src/tests/gl_tests/ActiveTextureCacheTest.cpp
[modify] https://crrev.com/a4b21cf26074967ff502a30ae2d52578ce649938/src/libANGLE/State.cpp

Comment 43 by adetaylor@google.com on Tue, Jun 2, 2020, 5:54 PM EDT Project Member

Labels: Release-1-M83

Comment 44 by adetaylor@google.com on Tue, Jun 2, 2020, 7:15 PM EDT Project Member

Labels: -Release-1-M83 Release-2-M83

Comment 45 by adetaylor@chromium.org on Thu, Aug 20, 2020, 12:20 PM EDT Project Member

Cc: regiw...@sourcefire.com

Comment 46 by sheriffbot on Sun, Aug 23, 2020, 3:03 PM EDT Project Member

Labels: -Restrict-View-SecurityNotify allpublic

This bug has been closed for more than 14 weeks. Removing security view restrictions.

For more details visit https://www.chromium.org/issue-tracking/autotriage - Your friendly Sheriffbot

Comment 47 by regiw...@sourcefire.com on Mon, Aug 24, 2020, 6:34 AM EDT

Thanks for the update. Public disclosure will take place today 2020-08-24

Comment 48 by geoff...@chromium.org on Tue, Nov 2, 2021, 10:14 AM EDT Project Member

Labels: -Restrict-View-Google

Comment 49 by pgrace@google.com on Fri, Nov 4, 2022, 10:31 AM EDT Project Member

Labels: -CVE_description-missing CVE_description-submitted

Looks like description has been submitted: https://cve.mitre.org/cgi-bin/cvename.cgi?name=CVE-2020-6492

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