

heap-overflow-ffmpeg-JIT(227 bytes) - added by Carl Eugen Hoyos 2 years ago.

Change History (7)

```
comment:1 by Carl Eugen Hoyos, 2 years ago
                                                                                        in reply to: description
   Component: ffmpeg → avcodec
    Keywords: aac added
   Replying to 9
         ./configure --disable-shared --enable-debug=3 --disable-ffplay --disable-ffprobe --
   This will get more readable if you use ./configure --toolchain=clang-asan && make ffmpeg_g, feel
       ./ffmpeg -y -f mov /dev/null -i @@
```

This is unfortunately useless, use ${\tt ffmpeg_g}$ instead and post everything that gets printed, not only the part you consider important (we disagree).

Please do not use zip here and please explain what "JIT" means.

Attachment: heap-overflow-ffmpeg-JITadded

comment:2 by Cigaes, 2 years ago

Just a small question: what is this "JIT code" you are referring to?

comment:3 by Zhou Anshunkang, 2 years ago

Just because although I enabled debug information and disable inline assembly, I still cannot get any source line information from the backtrace. So I think the crash point might not in the source code, but in the assembly code. So I guess that the crash point is in some "just in time generated" code. Any ideas about this?

comment:4 by Zhou Anshunkang, 2 years ago

Here is the output of ffmpeg_g, I am sorry for my previous post:

```
ffmpeg version N-98801-g3fc3d712a9 Copyright (c) 2000-2020 the FFmpeg developers built with clang version 6.0.0-lubuntu2 (tags/RELEASE 600/final) configuration: --disable-shared --enable-debug=3 --disable-ffplay --disable-ffprol libavoti 56.58.100 / 56.58.100 |
libavocadec 58.101.100 / 58.101.100 |
libavoformt 58.51.100 / 58.51.100 |
libavdevice 58.11.01 / 58.51.100 |
libavdevice 58.11.00 / 58.101.100 |
libavdevice 58.11.00 / 58.10.100 |
libavscale 5.8.100 / 5.8.100 |
libavresample 3.8.100 / 5.8.100 |
libavresample 3.8.100 / 3.8.100 |
[aac @ 0x6lb000000080] Format aac detected only with low score of 1, misdetection power of the control of the 
  Shadow byte legend (one shadow byte represents 8 application bytes): Addressable: 00 \,
           nadow byte legend (one shadow byte represents Addressable: 00
Partially addressable: 01 02 03 04 05 06 07
Heap left redzone: fa Freed heap region: fd Stack left redzone: f1
Stack left redzone: f2
Stack right redzone: f3
Stack after return: f5
Stack use after scope: f8
Global redzone: f8
Global redzone: f8
                Global redzone:
Global init order:
                                                                                                                                                                f9
                                                                                                                                                                f6
f7
                Poisoned by user:
Container overflow:
              Array cookie:
Intra object redzone:
ASan internal:
Left alloca redzone:
                                                                                                                                                              ca
cb
             Right alloca redzone:
=36919==ABORTING
                    4
```

comment:5 by Zhou Anshunkang, 2 years ago

Summary: A heap-buffer-overflow in FFmpeg JIT code \rightarrow A heap-buffer-overflow in acadec_template.c:543:15

comment:6 by Carl Eugen Hoyos, 2 years ago

 $\begin{aligned} \text{Resolution:} & \rightarrow \text{duplicate} \\ & \text{Status:} & \text{new} \rightarrow \text{closed} \end{aligned}$

Fixed by Jan Ekström in d6f293353c94c7ce200f6e0975ae3de49787f91f

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