

<> Code ○ Issues 24 រំៗ Pull requests () Actions (!) Security / Insights

> Jump to bottom New issue

Floating point exception in PackLinuxElf32::elf_lookup #393

⊘ Closed giantbranch opened this issue on Jul 23, 2020 · 1 comment

```
giantbranch commented on Jul 23, 2020 • edited 💌
Author: giantbranch of NSFOCUS Security Team
What's the problem (or question)?
Floating point exception was found in PackLinuxElf32::elf_lookup of p_lx_elf.cpp (the latest commit of the devel branch)
through debugging, because of div 0
                                                                        -[ DISASM ]-
   ► 0x44d810 div dword ptr [rbp - 0xe8]
    ► 0x44d810
                   div dword ptr [rbp - 0xe8]
                                                                   -[ SOURCE (CODE) ]-
      5395 {
5396
                if (hashtab && dynsym && dynstr) {
                     unsigned const nbucket = get_te32(&hashtab[0]);
unsigned const *const buckets = &hashtab[2];
unsigned const *const chains = &buckets[nbucket];
      5397
      5398
5399
      5400
5401
                     unsigned const m = elf_hash(name) % nbucket; if (!nbucket
                     5402
      5403
                         char msg[80]; snprintf(msg, sizeof(msg),
    "bad nbucket %#x\n", nbucket);
      5404
                                                                        -F STACK 1-
                  00:0000 rsp
   02:0010
                   0x7fffffffd2d8 ← 0x0
  03:0018
                  04:0020
  05:0028
   06:0030
                   0x7fffffffd2f8 → 0x4507b8 ← leave
  07:0038
                                                                      - F BACKTRACE 1
                      4377de PackLinuxElf32::PackLinuxElf32help1(InputFile*)+1632
                      450a5b PackLinuxElf32Le::PackLinuxElf32Le(InputFile*)+79
                      44b371 PackLinuxElf32x86::PackLinuxElf32x86(InputFile*)+35
                      44b47b PackBSDElf32x86::PackBSDElf32x86(InputFile*)+35
                      44b533 PackFreeBSDElf32x86::PackFreeBSDElf32x86(InputFile*)+35
      f 5
                      49a936
49c2be PackMaster::getUnpacker(InputFile*)+40
                      49c362 PackMaster::unpack(OutputFile*)+32
      f 10
                       4b9663
   Program received signal SIGFPE
   pwndbg> x /gx $rbp - 0xe8
   0x7fffffffd2d8: 0x00000000000
ASAN reports:
  ==5426==ERROR: AddressSanitizer: FPE on unknown address 0x0000005d93dc (pc 0x0000005d93dc bp 0x7fffd6ee8580 sp 0x7fffd6ee8200 T0)
       ##0 0x5d93dc in PackLinuxElf32::elf_lookup(char const*) const /src/upx=multi/src/p_lx_elf.cpp:5400:43
##1 0x588c27 in PackLinuxElf32::PackLinuxElf32help1(InputFile*) /src/upx=multi/src/p_lx_elf.cpp:318:26
       #2 0x5d5e74 in PackLinuxElf32Le::PackLinuxElf32Le(InputFile*) /src/upx-multi/src/./p_lx_elf.h:395:9
       #3 0x5d5e74 in PackLinuxElf32x86::PackLinuxElf32x86(InputFile*) /src/upx-multi/src/p_lx_elf.cpp:4838:54 #4 0x5d6261 in PackBSDElf32x86::PackBSDElf32x86(InputFile*) /src/upx-multi/src/p_lx_elf.cpp:4855:50 #5 0x5d6261 in PackFreeBSDElf32x86:PackFreeBSDElf32x86(InputFile*) /src/upx-multi/src/p_lx_elf.cpp:4866:58
       #6 0x6e4460 in PackMaster::visitAllPackers(Packer* (*)(Packer*, void*), InputFile*, options_t const*, void*) /src/upx-multi/src/packmast.cpp:190:9
#7 0x6e8ff1 in PackMaster::getUnpacker(InputFile*) /src/upx-multi/src/packmast.cpp:248:18
       #8 0x6e8ff1 in PackMaster::unpack(OutputFile*) /src/upx-multi/src/packmast.cpp:266:9
#9 0x75826b in do_one_file(char const*, char*) /src/upx-multi/src/work.cpp:160:12
#10 0x7597c2 in do_files(int, int, char**) /src/upx-multi/src/work.cpp:271:13
#11 0x555aed in main /src/upx-multi/src/main.cpp:1538:5
       #12 0x7f999579b83f in __libc_start_main /build/glibc-e6zv40/glibc-2.23/csu/../csu/libc-start.c:291
       #13 0x41ce98 in _start (/out/upx-multi/upx-multi+0x41ce98)
   AddressSanitizer can not provide additional info.
  SUMMARY: AddressSanitizer: FPE /src/upx-multi/src/p_lx_elf.cpp:5400:43 in PackLinuxElf32::elf_lookup(char const*) const
   ==5426==ABORTING
What should have happened?
```

Check if the file is normal, exit if abnormal

Do you have an idea for a solution?

Add more checks

