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## RUSTSEC-2020-0078

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`net2` invalidly assumes the memory layout of `std::net::SocketAddr`

**Reported** November 7, 2020

**Issued** December 2, 2020 (last modified: October 19, 2021)

**Package** [net2](#) ([crates.io](#))

**Type** INFO Unsound

**Keywords** [#memory](#) [#layout](#) [#cast](#)

**Aliases** [CVE-2020-35919](#)

**Details** <https://github.com/deprecrated/net2-rs/issues/105>

**CVSS Score** 5.5 MEDIUM

### CVSS Details

|                     |           |
|---------------------|-----------|
| Attack vector       | Local     |
| Attack complexity   | Low       |
| Privileges required | Low       |
| User interaction    | None      |
| Scope               | Unchanged |
| Confidentiality     | None      |
| Integrity           | None      |
| Availability        | High      |

**CVSS Vector** [CVSS:3.1/AV:L/AC:L/PR:L/UI:N/S:U/C:N/I:N/A:H](#)

**Patched** [>=0.2.36](#)

### Description

The `net2` crate has assumed `std::net::SocketAddrV4` and `std::net::SocketAddrV6` have the same memory layout as the system C representation `sockaddr`. It has simply casted the pointers to convert the socket addresses to the system representation. The standard library does not say anything about the memory layout, and this will cause invalid memory access if the standard library changes the implementation. No warnings or errors will be emitted once the change happens.