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Stack-buffer-overflow in fallback-motion.cc: void put_epel_hv_fallback<unsigned short> #344

Open

FDU-Sec opened this issue on Oct 10 · 0 comments

FDU-Sec commented on Oct 10

Description

Stack-buffer-overflow (/libde265/build/libde265/liblibde265.so+0x148bb1) in void put_epel_hv_fallback(short*, long, unsigned short const*, long, int, int, int, int, short*, int)

Version

```
$ ./dec265 -h
dec265 v1.0.8
_____
usage: dec265 [options] videofile.bin
The video file must be a raw bitstream, or a stream with NAL units (option -n).
options:
 -q, --quiet
                   do not show decoded image
 -t, --threads N set number of worker threads (0 - no threading)
 -c, --check-hash perform hash check
 -n, --nal
                   input is a stream with 4-byte length prefixed NAL units
 -f, --frames N
                   set number of frames to process
 -o, --output
                   write YUV reconstruction
 -d, --dump
                   dump headers
 -0, --noaccel
                   do not use any accelerated code (SSE)
 -v, --verbose
                   increase verbosity level (up to 3 times)
 -L, --no-logging disable logging
 -B, --write-bytestream FILENAME write raw bytestream (from NAL input)
 -m, --measure YUV compute PSNRs relative to reference YUV
 -T, --highest-TID select highest temporal sublayer to decode
      --disable-deblocking disable deblocking filter
                            disable sample-adaptive offset filter
      --disable-sao
  -h, --help
                 show help
```

Replay

```
git clone https://github.com/strukturag/libde265.git
cd libde265
mkdir build
cd build
cmake ../ -DCMAKE_CXX_FLAGS="-fsanitize=address"
make -j$(nproc)
   ./dec265/dec265 poc10-1
   ./dec265/dec265 poc10-2
   ./dec265/dec265 poc10-3
```

ASAN

```
WARNING: end_of_sub_stream_one_bit not set to 1 when it should be
WARNING: CTB outside of image area (concealing stream error...)
______
==49284==ERROR: AddressSanitizer: stack-buffer-overflow on address 0x7ffd5d1376e1 at pc 0x7fc6e4cc7bb
READ of size 2 at 0x7ffd5d1376e1 thread T0
   #0 0x7fc6e4cc7bb1 in void put_epel_hv_fallback<unsigned short>(short*, long, unsigned short const
   #1 0x7fc6e4cf60de in acceleration_functions::put_hevc_epel_h(short*, long, void const*, long, int
   #2 0x7fc6e4cf8ca2 in void mc_chroma<unsigned char>(base_context const*, seq_parameter_set const*,
   #3 0x7fc6e4ce8e2e in generate inter prediction samples(base context*, slice segment header const*
   #4 0x7fc6e4cf590f in decode_prediction_unit(base_context*, slice_segment_header const*, de265_ima
   #6 0x7fc6e4d32469 in read_coding_unit(thread_context*, int, int, int, int) (/libde265/build/libde
   #7 0x7fc6e4d33250 in read_coding_quadtree(thread_context*, int, int, int, int) (/libde265/build/l
   #8 0x7fc6e4d2a726 in read_coding_tree_unit(thread_context*) (/libde265/build/libde265/liblibde265
   #9 0x7fc6e4d339ea in decode_substream(thread_context*, bool, bool) (/libde265/build/libde265/libl
   #10 0x7fc6e4d3570f in read slice segment data(thread context*) (/libde265/build/libde265/liblibde
   #11 0x7fc6e4c946d2 in decoder_context::decode_slice_unit_sequential(image_unit*, slice_unit*) (/1
   #12 0x7fc6e4c94ec1 in decoder_context::decode_slice_unit_parallel(image_unit*, slice_unit*) (/lib
   #13 0x7fc6e4c93c0f in decoder_context::decode_some(bool*) (/libde265/build/libde265/liblibde265.s
   #14 0x7fc6e4c9393d in decoder_context::read_slice_NAL(bitreader&, NAL_unit*, nal_header&) (/libde
   #15 0x7fc6e4c9643e in decoder_context::decode_NAL(NAL_unit*) (/libde265/build/libde265/liblibde26
   #16 0x7fc6e4c96ab3 in decoder_context::decode(int*) (/libde265/build/libde265/liblibde265.so+0x11
   #17 0x7fc6e4c7de95 in de265_decode (/libde265/build/libde265/liblibde265.so+0xfee95)
   #18 0x56089bc03bc9 in main (/libde265/build/dec265/dec265+0x6bc9)
   #19 0x7fc6e47afc86 in __libc_start_main (/lib/x86_64-linux-gnu/libc.so.6+0x21c86)
   #20 0x56089bc019b9 in _start (/libde265/build/dec265/dec265+0x49b9)
Address 0x7ffd5d1376e1 is located in stack of thread T0 at offset 9121 in frame
   #0 0x7fc6e4cf83b8 in void mc_chroma<unsigned char>(base_context const*, seq_parameter_set const*,
 This frame has 2 object(s):
   [32, 9120) 'mcbuffer' <== Memory access at offset 9121 overflows this variable
   [9152, 14512) 'padbuf'
HINT: this may be a false positive if your program uses some custom stack unwind mechanism or swapcon
     (longjmp and C++ exceptions *are* supported)
SUMMARY: AddressSanitizer: stack-buffer-overflow (/libde265/build/libde265/liblibde265.so+0x148bb1) i
Shadow bytes around the buggy address:
```

```
=>0x10002ba1eed0: 00 00 00 00 00 00 00 00 00 00 00 00 [f2]f2 f2 f2
 Shadow byte legend (one shadow byte represents 8 application bytes):
 Addressable:
 Partially addressable: 01 02 03 04 05 06 07
 Heap left redzone:
               fa
 Freed heap region:
              fd
 Stack left redzone:
               f1
 Stack mid redzone:
               f2
 Stack right redzone:
              f3
 Stack after return:
               f5
 Stack use after scope: f8
 Global redzone:
 Global init order:
              f6
 Poisoned by user:
               f7
 Container overflow:
 Array cookie:
 Intra object redzone:
               bb
 ASan internal:
               fe
 Left alloca redzone:
               ca
 Right alloca redzone:
               cb
==49284==ABORTING
```



POC

https://github.com/FDU-Sec/poc/blob/main/libde265/poc10-1 https://github.com/FDU-Sec/poc/blob/main/libde265/poc10-2 https://github.com/FDU-Sec/poc/blob/main/libde265/poc10-3

Environment

Ubuntu 16.04 Clang 10.0.1 gcc 5.5

Credit

Peng Deng (Fudan University)

Labels		
None yet		
Projects		
None yet		
Milestone		
No milestone		
Development		
No branches or pull requests		

1 participant

