New issue

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Heap-buffer-overflow in sse-motion.cc: ff_hevc_put_weighted_pred_avg_8_sse #339

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

FDU-Sec commented on Oct 10

Description

Heap-buffer-overflow (/libde265/build/libde265/liblibde265.so+0x25f5ed) in ff_hevc_put_weighted_pred_avg_8_sse(unsigned char*, long, short const*, short const*, long, int, 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-sao          disable sample-adaptive offset filter
  -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 poc5
```

ASAN

```
WARNING: non-existing PPS referenced
WARNING: non-existing PPS referenced
WARNING: non-existing PPS referenced
WARNING: CTB outside of image area (concealing stream error...)
WARNING: non-existing PPS referenced
WARNING: non-existing PPS referenced
=================================================================
==13339==ERROR: AddressSanitizer: heap-buffer-overflow on address 0x62b0000145b0 at pc 0x7f6f8c4ec5ee
WRITE of size 16 at 0x62b0000145b0 thread T0
    #0 0x7f6f8c4ec5ed in ff_hevc_put_weighted_pred_avg_8_sse(unsigned char*, long, short const*, shor
    #1 0x7f6f8c403bbe in acceleration_functions::put_weighted_pred_avg(void*, long, short const*, sho
    #2 0x7f6f8c3f7c6a in generate_inter_prediction_samples(base_context*, slice_segment_header const*
    #3 0x7f6f8c40390f in decode_prediction_unit(base_context*, slice_segment_header const*, de265_ima
    #4 0x7f6f8c43e7e3 in read_prediction_unit(thread_context*, int, int, int, int, int, int, int, int
    #5 0x7f6f8c440264 in read_coding_unit(thread_context*, int, int, int, int) (/libde265/build/libde
    #6 0x7f6f8c441250 in read_coding_quadtree(thread_context*, int, int, int, int) (/libde265/build/l
    #7 0x7f6f8c438726 in read_coding_tree_unit(thread_context*) (/libde265/build/libde265/liblibde265
    #8 0x7f6f8c4419ea in decode_substream(thread_context*, bool, bool) (/libde265/build/libde265/libl
    #9 0x7f6f8c44370f in read_slice_segment_data(thread_context*) (/libde265/build/libde265/liblibde2
    #10 0x7f6f8c3a26d2 in decoder_context::decode_slice_unit_sequential(image_unit*, slice_unit*) (/l
    #11 0x7f6f8c3a2ec1 in decoder_context::decode_slice_unit_parallel(image_unit*, slice_unit*) (/lib
    #12 0x7f6f8c3a1c0f in decoder_context::decode_some(bool*) (/libde265/build/libde265/liblibde265.s
    #13 0x7f6f8c3a193d in decoder_context::read_slice_NAL(bitreader&, NAL_unit*, nal_header&) (/libde
    #14 0x7f6f8c3a443e in decoder_context::decode_NAL(NAL_unit*) (/libde265/build/libde265/liblibde26
    #15 0x7f6f8c3a4ab3 in decoder_context::decode(int*) (/libde265/build/libde265/liblibde265.so+0x11
    #16 0x7f6f8c38be95 in de265_decode (/libde265/build/libde265/liblibde265.so+0xfee95)
    #17 0x560fb29a0bc9 in main (/libde265/build/dec265/dec265+0x6bc9)
    #18 0x7f6f8bebdc86 in __libc_start_main (/lib/x86_64-linux-gnu/libc.so.6+0x21c86)
    #19 0x560fb299e9b9 in _start (/libde265/build/dec265/dec265+0x49b9)

0x62b0000145b0 is located 160 bytes to the right of 25360-byte region [0x62b00000e200,0x62b000014510)
allocated by thread T0 here:
    #0 0x7f6f8c8b4790 in posix_memalign (/usr/lib/x86_64-linux-gnu/libasan.so.4+0xdf790)
    #1 0x7f6f8c3dd1cb in ALLOC_ALIGNED(unsigned long, unsigned long) (/libde265/build/libde265/liblib
    #2 0x7f6f8c3dd99d in de265_image_get_buffer(void*, de265_image_spec*, de265_image*, void*) (/libd
    #3 0x7f6f8c3dfd1a in de265_image::alloc_image(int, int, de265_chroma, std::shared_ptr<seq_paramet
    #4 0x7f6f8c3c40cc in decoded_picture_buffer::new_image(std::shared_ptr<seq_parameter_set const>,
    #5 0x7f6f8c3ab3ff in decoder_context::process_slice_segment_header(slice_segment_header*, de265_e
    #6 0x7f6f8c3a1246 in decoder_context::read_slice_NAL(bitreader&, NAL_unit*, nal_header&) (/libde2
    #7 0x7f6f8c3a443e in decoder_context::decode_NAL(NAL_unit*) (/libde265/build/libde265/liblibde265
    #8 0x7f6f8c3a4ab3 in decoder_context::decode(int*) (/libde265/build/libde265/liblibde265.so+0x117
    #9 0x7f6f8c38be95 in de265_decode (/libde265/build/libde265/liblibde265.so+0xfee95)
    #10 0x560fb29a0bc9 in main (/libde265/build/dec265/dec265+0x6bc9)
```

```
    #11 0x7f6f8bebdc86 in __libc_start_main (/lib/x86_64-linux-gnu/libc.so.6+0x21c86)

SUMMARY: AddressSanitizer: heap-buffer-overflow (/libde265/build/libde265/liblibde265.so+0x25f5ed) in
Shadow bytes around the buggy address:
  0x0c567fffa860: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
  0x0c567fffa870: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
  0x0c567fffa880: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
  0x0c567fffa890: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
  0x0c567fffa8a0: 00 00 fa fa fa fa fa fa fa fa fa fa fa fa fa fa
=>0x0c567fffa8b0: fa fa fa fa fa fa[fa]fa fa fa fa fa fa fa fa fa
  0x0c567fffa8c0: fa fa fa fa fa fa fa fa fa fa fa fa fa fa fa fa
  0x0c567fffa8d0: fa fa fa fa fa fa fa fa fa fa fa fa fa fa fa fa
  0x0c567fffa8e0: fa fa fa fa fa fa fa fa fa fa fa fa fa fa fa fa
  0x0c567fffa8f0: fa fa fa fa fa fa fa fa fa fa fa fa fa fa fa fa
  0x0c567fffa900: fa fa fa fa fa fa fa fa fa fa fa fa fa fa fa fa
Shadow byte legend (one shadow byte represents 8 application bytes):
  Addressable:           00
  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:          f9
  Global init order:       f6
  Poisoned by user:        f7
  Container overflow:      fc
  Array cookie:            ac
  Intra object redzone:    bb
  ASan internal:           fe
  Left alloca redzone:     ca
  Right alloca redzone:    cb
==13339==ABORTING
```

POC

https://github.com/FDU-Sec/poc/blob/main/libde265/poc5

Environment

```
Ubuntu 16.04
Clang 10.0.1
gcc 5.5
```

Credit

Peng Deng (Fudan University)

Assignees

No one assigned

Labels

None yet

Projects

None yet

Milestone

No milestone

Development

No branches or pull requests

1 participant