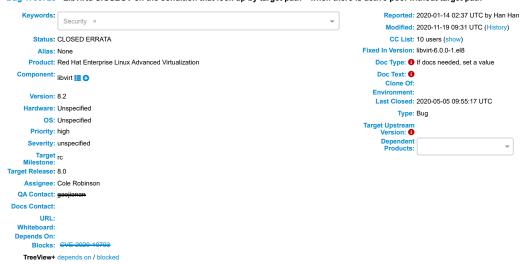
## Bug 1790725 - Libyirtd SIGSEGV on the condition that look up by target path " when there is active pool without target path



Attachments (Terms of Use)
Add an attachment (proposed patch, testcase, etc.)

## Links

System	ID	Private	Priority	Status	Summary	Last Updated
	RHBA- 2020:2017		None	None		2020- 05-05 09:56:58 UTC

Han Han 2020-01-14 02:37:29 UTC Description of problem: As subject Version-Release number of selected component (if applicable): libvirt-5.10.0-2.module+el8.2.0+5274+60f836b5.x86\_64 How reproducible: Steps to Reproduce:

1. Create a pool without target path, such as gluster pool # cat /tmp/gluster-pool.xml

<pre </pool> # virsh pool-create /tmp/gluster-pool.xml
Pool mygluster created from /tmp/gluster-pool.xml 2. Try lookup storage pool with target path '' by readonly connection #! /usr/bin/python3 import libvirt conn=libvirt.openReadOnly('qemu+ssh://root.84.11/system') conn.storagePoolLookupByTargetPath('') id 3f82872a3321aa5ee63161d02bf714e983e00968 reason: \_strcmp\_sse2(): libvirtd killed by SIGSEGV Tue 14 Jan 2020 10:16:23 AM CST time: /usr/sbin/libvirtd --timeout 120 libvirt-daemon-5.10.0-2.module+e18.2.0+5274+60f836b5 cmdline: package: uid: 0 (root) Directory: /var/spool/abrt/ccpp-2020-01-14-10:16:23-3035
Run 'abrt-cli report /var/spool/abrt/ccpp-2020-01-14-10:16:23-3035' for creating a case in Red Hat Customer Portal Backtrace: 2 0x00007ff553e3e5f990 in storagePoolLookupByTargetPathCallback (obj=0x7ff53c0039a0, opaque=0x7ff53003c400) at ../../src/storage/storage\_driver.c:1708
3 0x00007ff559ca6848 in virStoragePoolDpiListSearchC (payload=0x7ff53c0039a0, name=<optimized out>, opaque=0x7ff542050780) at ../../src/conf/virstoragepobj.c:488
4 0x00007ff559be416c5 in virHashSearch (name=<optimized out>, data=<optimized out>, ctable=<optimized out>) at ../../src/util/virhash.c:745
5 0x00007ff559be416c5 in virHashSearch (table=0x7ff59c5470 <virStoragePoolObjListSearchC), data=data@entry=0x7ff542050780, name=name@entry=0x0) at ../../src/util/virhash.c:729
6 0x0007ff559c66f0 in virStoragePoolObjListSearch (pool=e0x7ff4e407e450, searcher=searcher@entry=0x7ff538c9f960 <storagePoolLookupByTargetPathCallback>, opaque=opaque@entry=0x7ff53003c400) at ../../src/conf/virstoragepoolLookupByTargetPath (conn=0x7ff53c002530, path=0x7ff53003c2d0 "") at ../../src/storage/storage\_driver.c:1735
8 0x00007ff559c66f0 in virStoragePoolLookupByTargetPath (conn=0x7ff53c002530, path=0x7ff53003c2d0 "") at ../../src/storage/storage\_driver.c:1735
8 0x00007ff559d5955 in virStoragePoolLookupByTargetPath (conn=0x7ff53c002530, path=0x7ff53003c2d0 "") at ../../src/libvirt-storage.c:531
9 0x0000555b8826e1c in remoteDispatchStoragePoolLookupByTargetPath
(server=0x555bb9a62950, mag=0x555bb9a94040, rer=0x7ff53004f7d0, rer=0x7ff53003d4e0, ret=0x7ff53003fd0)
at ./remote/remote\_daemon\_dispatch\_stubs.h:1756
10 0x0000555b8826e1c in remoteDispatchStoragePoolLookupByTargetPathHelper
(server=0x555bb9a62950, mag=0x555bb9a6460, msg=0x555bb9a9440, rer=0x7ff53003de0, ret=0x7ff53003de0, ret=0x7ff53003fd0)
at ./remote/remote\_daemon\_dispatch\_stubs.h:1756
11 0x00007ff559d169 in virNetServerProgramDispatch (prog=0x555bb9a04040, rer=0x555bb9a62950, client=0x555bb9a62950, prog=0x555bb9a0640)
at ../../src/rpc/virnetserverprogram.c:302
11 0x00007ff559d169 in virNetServerProgramDispatch (prog=0x555bb9a0640, prog=0x555bb9a62950)
at ../../src/rpc/virnetserver.c:136
11 0x00007ff559d130c in virNetServerPro

```
#16 0x00007ff559c32b8c in virThreadHelper (data=<optimized out>) at ../../src/util/virthread.c:196
#17 0x00007ff5563882de in start thread (arg=<optimized out>) at pthread create.c:486
#18 0x00007ff5560b9803 in clone () at ../sysdeps/unix/sysv/linux/x86_647cione.S:95
 Actual results:
 Expected results: no SIGSEGV
 Additional info:
A patch has been committed to fix it in libvirt-6.0
 Author: Yi Li <yili>
Date: Sat Dec 21 08:33:33 2019 +0800
      storage: Fix daemon crash on lookup storagepool by targetpath
      Causing a crash when storagePoolLookupByTargetPath beacuse of
      Some types of storage pool have no target elements.
Use STREQ NULLABLE instead of STREQ
Avoids segfaults when using NULL arguments.
      Core was generated by `/usr/sbin/libvirtd'.
Program terminated with signal 11, Segmentation fault.
     Reviewed-by: Cole Robinson <crobinso>
Signed-off-by: Yi Li <yili>
Add security flag since unprivileged user could exploit it to make libvirtd down. Reproduced on RHEL7.8 libvirt-4.5.0-28.e17.x86_64. Please check if it should be fixed on all the \overline{\rm RHEL7} and RHEL8 z stream.
 Han Han 2020-01-14 02:39:19 UTC
Step2 should be a locale connection:
conn=libvirt.openReadOnly('qemu+ssh:///system')
 Han Han 2020-02-04 02:27:09 UTC
                                                                                                                                                                                                                          Comment 3
Hi Cole, Since it can cause libvirtd segment fault by readonly connection, do we need to request a CVE and clone it to z stream versions of RHEL7 and RHEL8?
          2020-02-05 06:23:33 UTC
 Verified on :
libvirt-6.0.0-2.virtcov.el8.x86_64
2.Try lookup storage pool with target path '' by readonly connection:
#!/usr/bin/python3
import libvirt
conn-libvirt.openReadOnly('qemu+ssh:///system')
conn.storagePoolLookupByTargetPath('')
ret = conn.storagePoolLookupByTargetPath('')
print(ret)
 print (ret)
No SIGSEGV found, work as expected
errata-xmlrpc 2020-05-05 09:55:17 UTC
                                                                                                                                                                                                                          Comment 9
Since the problem described in this bug report should be resolved in a recent advisory, it has been closed with a resolution of ERRATA.
 For information on the advisory, and where to find the updated files, follow the link below.
If the solution does not work for you, open a new bug report.
https://access.redhat.com/errata/RHBA-2020:2017
```

Note—You need to log in before you can comment on or make changes to this bug.