[Live-devel] Memory Leak in AC3AudioStreamFramer

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Dear Ross Finlayson,
  Sorry for many emails and thanks for your reply.
  I want to report another memory leak bug in the AC3AudioStreamFramer.
 In liveMedia/AC3AudioStreamFramer.cpp:306, fSavedFrame pointer is assigned to a new allocated heap memory. There are two delete[] operations to free this memory: AC3AudioStreamParser::parseFrame() and AC3AudioStreamParser::onSavedFrameClosurel(). However, sometimes, the class destructor function AC3AudioStreamFramer:-AC3AudioStreamFramer() is executed before the two delete[] operations and incurs the leak of the heap memory fSavedFrame points to.
 Mass memory leaks may incur DoS attack and crash the server.
  The call stack of the memory leak:
Direct leak of 4000 byte(s) in 1 object(s) allocated from:
#0 0x4c751d in operator new[](unsigned long) (/home/ubuntu/experiments/live555-libfuzzer/testProgs/testOnDemandRTSPServer+0x4c751d)
#1 0x59b65a in Aci3AudioStreamFramer::samplingRate() /home/ubuntu/experiments/live555-libfuzzer/liveMedia/Aci3AudioStreamFramer.cpp:306:17
#2 0x59b65a in Aci3AudioStreamFramer::samplingRate() /home/ubuntu/experiments/live555-libfuzzer/liveMedia/Aci3AudioStreamFramer.cpp:112:14
#3 0x52b316 in Aci3AudioFileServerMediaSubbession::createNewRTPSInk(Groupsock*, unsigned char, FramedSource*) /home/ubuntu/experiments/live555-
libfuzzer/liveMedia/Aci3AudioFileServerMediaSubbession.cpp:60:22
#4 0x5e5635 in OnDemandServerMediaSubbession:sdpLines(int) /home/ubuntu/experiments/live555-libfuzzer/liveMedia/ServerMediaSubsession:opp:71:29
#5 0x5lda33 in ServerMediaSubsession:sdpLines(int) /home/ubuntu/experiments/live555-libfuzzer/liveMedia/ServerMediaSession:opp:254:42
#6 0x4d562a in RTSPServer::RTSPCClientConnection::handleCmd_DESCRIBE_afterLookup(ServerMediaSession*) /home/ubuntu/experiments/live555-libfuzzer/liveMedia/RTSPServer:cpp:380:31
#7 0x4d52a7 in RTSPServer::RTSPCClientConnection::handleCmd_DESCRIBE_const*, char const*, char const*) /home/ubuntu/experiments/live555-libfuzzer/liveMedia/RTSPServer.cpp:796:2
#8 0x4df930 in RTSPServer::RTSPCClientConnection::handleCmd_DESCRIBE_const*, char const*) /home/ubuntu/experiments/live555-libfuzzer/liveMedia/RTSPServer.cpp:796:2
#8 0x4df930 in RTSPServer::RTSPCClientConnection::handleCmd_DESCRIBE_const*, char const*) /home/ubuntu/experiments/live555-libfuzzer/liveMedia/GenericMediaServer.cpp:796:2
#8 0x4df930 in RTSPServer::RTSPCClientConnection::incomingRequestHandler() /home/ubuntu/experiments/live555-libfuzzer/liveMedia/GenericMediaServer.cpp:796:2
#8 0x4df930 in RTSPServer::RTSPCLientConnection::incomingRequestHandler() /home/ubuntu/experiments/live555-libfuzzer/liveMedia/GenericMediaServer.cpp:796:2
#8 0x4df930 in RTSPServer::RTSPCLientConnection::incomingRequestHandler() /home/ubuntu/
  To reproduce it, please download the attachment:
        1. Build the docker image:
  docker build . -t live555 bug
1. Start a container on the image and open two terminals.
2. In one terminal, run the live555:
cd live/testProgs/; ./testOnDemmandRTSPServer
Now we can see the memory usage from the top command:
[cid:image001.png at 01079028.E331EAF0]
       1. On the other terminal, run the poc:
                                                      After 20 seconds, the memory usage:
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