

...  
unsigned char \*data;  
...

(a) struct sk\_buff



4 KB page

void (\*callback)(struct ubuf\_info \*,...);  
...

(c) struct ubuf\_info

(d)  
Malicious Code

...

void \*destructor\_arg;

(b) struct  
skb\_shared\_info

skb\_frag\_t frags[MAX\_SKB\_FRAGS];



Leaked  
Bytes...