

# MediaTek M4U Driver Arbitrary Memory Overwrite

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Software	MediaTek M4U Driver
Affected Versions	MediaTek 6735
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Severity	High
Vendor	MediaTek
Vendor Response	Fix Released

## Description:

MediaTek is a company that provides system-on-chip solutions for wireless communications, HDTV, DVD and Blu-ray. A number of MediaTek clients including Huawei, and Neffos were found to be affected by a vulnerability in the MediaTek M4U driver code.

The '/proc/m4u' file provides an IOCTL interface which is vulnerable to a one-byte kernel memory overwrite while processing the 'MTK\_M4U\_T\_CONFIG\_TF' command.

## Impact:

Local attackers can exploit this issue to gain root privileges or achieve kernel mode code execution.

## Cause:

This vulnerability is due to lack of input validation of user supplied data.

## Solution:

MediaTek clients can receive the security fix directly from the vendor.

## Technical details

In the code listed below we can see that the user controlled data is copied into 'rM4UTF' and is subsequently passed to the 'm4u\_enable\_tf' function. The 'm4u\_enable\_tf' function has an argument 'port' which is controlled by an attacker and it is used as an array index without any validation. The code below demonstrates this:

```
static long MTK_M4U_ioctl(struct file *filp, unsigned int cmd, unsigned long arg)
{
    int ret = 0;
    ...
    switch (cmd)
    {
        ...
        case MTK_M4U_T_CONFIG_TF:
        {
            M4U_TF_STRUCT rM4UTF;
            ret = copy_from_user(&rM4UTF, (void *)arg,
sizeof(M4U_TF_STRUCT));
            ...
            ret = m4u_enable_tf(rM4UTF.port, rM4UTF.fgEnable);
        }
        ...
    }

    int m4u_enable_tf(int port, bool fgenable)
    {
        gM4uPort[port].enable_tf = fgenable;
        return 0;
    }
}
```

## Detailed Timeline

Date	Summary
2016-10-22	Issue reported to MediaTek.
2016-11-16	MediaTek responded with confirmation of the issue.
2016-11-25	MWR queried MediaTek for the issue status and patch release plan.
2017-03-30	MWR queried MediaTek for the issue status and patch release plan.
2017-03-30	MediaTek confirmed that issue was fixed and a patch was available to its customers.