
Subject: [PATCH][SCTP]: IPv4 vs IPv6 addresses mess in sctp_inet[6]addr_event.
Posted by [Pavel Emelianov](#) on Wed, 09 Apr 2008 14:22:17 GMT

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All IP addresses that are present in a system are duplicated on struct sctp_sockaddr_entry. They are linked in the global list called sctp_local_addr_list. And this struct unions IPv4 and IPv6 addresses.

So, there can be rare case, when a sockaddr_in.sin_addr coincides with the corresponding part of the sockaddr_in6 and the notifier for IPv4 will carry away an IPv6 entry.

The fix is to check the family before comparing the addresses.

Signed-off-by: Pavel Emelyanov <xemul@openvz.org>

```
diff --git a/net/sctp/ipv6.c b/net/sctp/ipv6.c
index b1e05d7..85f1495 100644
```

```
--- a/net/sctp/ipv6.c
```

```
+++ b/net/sctp/ipv6.c
```

```
@@ -110,8 +110,9 @@ static int sctp_inet6addr_event(struct notifier_block *this, unsigned long ev,
```

```
    spin_lock_bh(&sctp_local_addr_lock);
    list_for_each_entry_safe(addr, temp,
        &sctp_local_addr_list, list) {
-   if (ipv6_addr_equal(&addr->a.v6.sin6_addr,
-       &ifa->addr)) {
+   if (addr->a.sa.sa_family == AF_INET6 &&
+       ipv6_addr_equal(&addr->a.v6.sin6_addr,
+       &ifa->addr)) {
        found = 1;
        addr->valid = 0;
        list_del_rcu(&addr->list);
```

```
diff --git a/net/sctp/protocol.c b/net/sctp/protocol.c
```

```
index f90091a..c2dd65d 100644
```

```
--- a/net/sctp/protocol.c
```

```
+++ b/net/sctp/protocol.c
```

```
@@ -647,7 +647,9 @@ static int sctp_inetaddr_event(struct notifier_block *this, unsigned long ev,
```

```
    spin_lock_bh(&sctp_local_addr_lock);
    list_for_each_entry_safe(addr, temp,
        &sctp_local_addr_list, list) {
-   if (addr->a.v4.sin_addr.s_addr == ifa->ifa_local) {
+   if (addr->a.sa.sa_family == AF_INET &&
+       addr->a.v4.sin_addr.s_addr ==
```

```
+ ifa->ifa_local) {  
    found = 1;  
    addr->valid = 0;  
    list_del_rcu(&addr->list);
```
