

Freeciv - Bug #874452

AI EFT_DEFEND_BONUS evaluation illegal read with ocean cities

2020-05-20 08:29 PM - Marko Lindqvist

| | | | |
|---|-----------------|------------------------|-----------|
| Status: | Closed | Start date: | |
| Priority: | Normal | Due date: | |
| Assignee: | Marko Lindqvist | % Done: | 0% |
| Category: | AI | Estimated time: | 0.00 hour |
| Sprint/Milestone: | 2.6.3 | | |
| Description | | | |
| Running autogame of rather old codebase on valgrind: | | | |
| 78750 Invalid read of size 1 | | | |
| 78750 at 0x27AEF4: dai_effect_value (daieffects.c:486) | | | |
| 78750 by 0x254898: adjust_improvement_wants_by_effects (aicity.c:1642) | | | |
| 78750 by 0x254898: dai_build_adv_adjust (aicity.c:1909) | | | |
| 78750 by 0x177C79: building_advisor (advbuilding.c:264) | | | |
| 78750 by 0x250FA7: dai_manage_cities (aicity.c:877) | | | |
| 78750 by 0x25C19D: dai_do_last_activities (aihand.c:772) | | | |
| 78750 by 0x152D3C: end_phase (srv_main.c:1336) | | | |
| 78750 by 0x152D3C: srv_running (srv_main.c:2792) | | | |
| 78750 by 0x152D3C: srv_main (srv_main.c:3349) | | | |
| 78750 by 0x147884: main (civserver.c:482) | | | |
| 78750 Address 0xd2106ff is 1 bytes before a block of size 38 alloc'd | | | |
| 78750 at 0x483677F: malloc (vg_replace_malloc.c:309) | | | |
| 78750 by 0x37E763: fc_real_malloc (mem.c:89) | | | |
| 78750 by 0x37E8C8: fc_real_calloc (mem.c:137) | | | |
| 78750 by 0x178C55: adv_data_phase_init (advdata.c:280) | | | |
| 78750 by 0x15248A: begin_phase (srv_main.c:1199) | | | |
| 78750 by 0x15248A: srv_running (srv_main.c:2709) | | | |
| 78750 by 0x15248A: srv_main (srv_main.c:3349) | | | |
| 78750 by 0x147884: main (civserver.c:482) | | | |
| 78750 | | | |
| 78750 Invalid read of size 1 | | | |
| 78750 at 0x27B211: dai_effect_value (daieffects.c:493) | | | |
| 78750 by 0x254898: adjust_improvement_wants_by_effects (aicity.c:1642) | | | |
| 78750 by 0x254898: dai_build_adv_adjust (aicity.c:1909) | | | |
| 78750 by 0x177C79: building_advisor (advbuilding.c:264) | | | |
| 78750 by 0x250FA7: dai_manage_cities (aicity.c:877) | | | |
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| daieffects.c:486 in this codebase is: | | | |
| if ((place && ai->threats.continent[place]) | | | |
| daieffects.c:493 is: | | | |
| if (place && ai->threats.continent[place]) { | | | |
| I assume this to be a problem with an ocean city -> continent 'place' being negative. | | | |

History

#1 - 2020-05-20 10:09 PM - Marko Lindqvist

- File 0028-AI-Fix-illegal-read-on-EFT_DEFEND_BONUS-evaluation-w.patch added
- File 0012-AI-Fix-illegal-read-on-EFT_DEFEND_BONUS-evaluation-w.patch added
- File 0010-AI-Fix-illegal-read-on-EFT_DEFEND_BONUS-evaluation-w.patch added
- Status changed from New to Resolved
- Sprint/Milestone set to 2.6.3

#2 - 2020-05-25 02:48 AM - Marko Lindqvist

- Status changed from Resolved to Closed
- Assignee set to Marko Lindqvist

Files

| | | |
|--|------------|-----------------|
| 0028-AI-Fix-illegal-read-on-EFT_DEFEND_BONUS-evaluation-w.patch1.42 KB | 2020-05-20 | Marko Lindqvist |
| 0012-AI-Fix-illegal-read-on-EFT_DEFEND_BONUS-evaluation-w.patch1.42 KB | 2020-05-20 | Marko Lindqvist |
| 0010-AI-Fix-illegal-read-on-EFT_DEFEND_BONUS-evaluation-w.patch1.41 KB | 2020-05-20 | Marko Lindqvist |