CSci 4271W Development of Secure Software Systems Day 15: OS Protection and Isolation

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Outline

OS: protection and isolation

Announcements intermission

More choices for isolation

Time permitting: qmail

OS security topics

- Resource protection
- Process isolation
- User authentication (will cover later)
- Access control (already covered)

Protection and isolation

- Resource protection: prevent processes from accessing hardware
- Process isolation: prevent processes from interfering with each other
- Design: by default processes can do neither
- Must request access from operating system

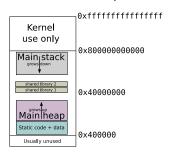
Reference monitor

- Complete mediation: all accesses are checked
- Tamperproof: the monitor is itself protected from modification
- Small enough to be thoroughly verified

Hardware basis: memory protection

- Historic: segments
- Modern: paging and page protection
 - Memory divided into pages (e.g. 4k)
 - Every process has own virtual to physical page table
 - Pages also have R/W/X permissions

Linux example



Hardware basis: supervisor bit

- Supervisor (kernel) mode: all instructions available
- User mode: no hardware or VM control instructions
- Only way to switch to kernel mode is specified entry point
- Also generalizes to multiple "rings"

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Wheeler reading reminder

- The external reading on OS security is chapters from a web-hosted book by David A. Wheeler
- Recall reading questions are due Thursday evening

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Ideal: least privilege

- Programs and users should have the most limited set of powers needed to do their job
- Presupposes that privileges are suitably divisible
 Contrast: Unix root

Least privilege: privilege separation

- Programs must also be divisible to avoid excess privilege
- Classic example: multi-process OpenSSH server

"Trusted", TCB

- In security, "trusted" is a bad word
- "Untrusted" = okay if it's evil
- Trusted Computing Base (TCB): minimize

Restricted languages

- Main application: code provided by untrusted parties
- Packet filters in the kernel
- JavaScript in web browsers
 - Also Java, Flash ActionScript, etc.

SFI

- Software-based Fault Isolation
- Instruction-level rewriting
 - Analogous to but predates control-flow integrity
- Limit memory stores and sometimes loads
- Can't jump out except to designated points
- E.g., Google Native Client

Separate processes

- OS (and hardware) isolate one process from another
- Pay overhead for creation and communication
- System call interface allows many possibilities for mischief

System-call interposition

- Trusted process examines syscalls made by untrusted
- Implement via ptrace (like strace, gdb) or via kernel change
- Easy policy: deny

Interposition challenges

- Argument values can change in memory (TOCTTOU)
- OS objects can change (TOCTTOU)
- How to get canonical object identifiers?
- Interposer must accurately model kernel behavior
- Details: Garfinkel (NDSS'03)

Separate users

- Reuse OS facilities for access control
- Unit of trust: program or application
- Older example: qmail
- Newer example: Android
- Limitation: lots of things available to any user

chroot

- Unix system call to change root directory
- Restrict/virtualize file system access
- Only available to root
- Does not isolate other namespaces

OS-enabled containers

- One kernel, but virtualizes all namespaces
- FreeBSD jails, Linux LXC, Solaris zones, etc.
- Quite robust, but the full, fixed, kernel is in the TCB

(System) virtual machines

- Presents hardware-like interface to an untrusted kernel
- Strong isolation, full administrative complexity
- I/O interface looks like a network, etc.

Virtual machine designs

- (Type 1) hypervisor: 'superkernel' underneath VMs
- Hosted: regular OS underneath VMs
- Paravirtualization: modify kernels in VMs for ease of virtualization

Virtual machine technologies

- Hardware based: fastest, now common
- Partial translation: e.g., original VMware
- Full emulation: e.g. QEMU proper
 - Slowest, but can be a different CPU architecture

Modern example: Chrom(ium)

- Separates "browser kernel" from less-trusted "rendering engine"
 - Pragmatic, keeps high-risk components together
- Experimented with various Windows and Linux sandboxing techniques
- Blocked 70% of historic vulnerabilities, not all new ones
- http://seclab.stanford.edu/websec/chromium/

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Historical background

- Traditional Unix MTA: Sendmail (BSD)
 - Monolithic setuid root program
 - Designed for a more trusting era
 - In mid-90s, bugs seemed endless
- Spurred development of new, security-oriented replacements
 - Bernstein's qmail
 - Venema et al.'s Postfix

Distinctive qmail features

- Single, security-oriented developer
- Architecture with separate programs and UIDs
- Replacements for standard libraries
- Deliveries into directories rather than large files

Ineffective privilege separation

- Example: prevent Netscape DNS helper from accessing local file system
- Before: bug in DNS code
 - $\rightarrow \ \text{read user's private files}$
- After: bug in DNS code
 - ightarrow inject bogus DNS results ightarrow man-in-the-middle attack

Effective privilege separation

- Transformations with constrained I/O
- General argument: worst adversary can do is control output
 - Which is just the benign functionality
- MTA header parsing (Sendmail bug)
- jpegtopnm inside xloadimage

Eliminating bugs

- Enforce explicit data flow
- Simplify integer semantics
- Avoid parsing
- Generalize from errors to inputs

Eliminating code

- Identify common functions
- Automatically handle errors
- Reuse network tools
- Reuse access controls
- Reuse the filesystem

qmail today

- Originally had terms that prohibited modified redistribution
 - Now true public domain
- Latest release from Bernstein: 1998
- Patches and successors still continue
- Does not have large market share
- All MTAs, even Sendmail, are more secure now

The "qmail security guarantee"

- 5500, later \$1000 offered for security bug
- Never paid out
- Issues proposed:
 - Memory exhaustion DoS
 - Overflow of signed integer indexes
- Defensiveness does not encourage more submissions