CSci 4271W
Development of Secure Software Systems
Day 12: OS Protection and Isolation

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Outline

Secure OS interaction, cont'd

Lab review question

OS: protection and isolation

Print server threat modeling (2)

More choices for isolation

Don't separate check from use

- Avoid pattern of e.g., `access` then `open`
- Instead, just handle failure of open
  - You have to do this anyway
- Multiple references allow races
  - And `access` also has a history of bugs

Be careful with temporary files

- Create files exclusively with tight permissions and never reopen them
  - See detailed recommendations in Wheeler (q.v.)
- Not quite good enough: reopen and check matching device and inode
  - Fails with sufficiently patient attack

Give up privileges

- Using appropriate combinations of `set*id` functions
  - Alas, details differ between Unix variants
- Best: give up permanently
- Second best: give up temporarily
- Detailed recommendations: Setuid Demystified (USENIX'02)

Allow-list environment variables

- Can change the behavior of called program in unexpected ways
- Decide which ones are necessary
  - As few as possible
- Save these, remove any others

For more details…

- The first external reading will be chapters from a web-hosted book by David A. Wheeler
- Reading questions will be due one week after they are posted on Canvas, next Thursday

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Review question

Which of these is safe to assume about a filename on Linux x86-64?

A. The filename will not contain the user's password

B. A single component will not be more than 64 characters long

C. Any bytes with the high bit set will be legal UTF-8

D. An entire path will not be more than 512 characters

E. The filename will not contain the address of a global variable

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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

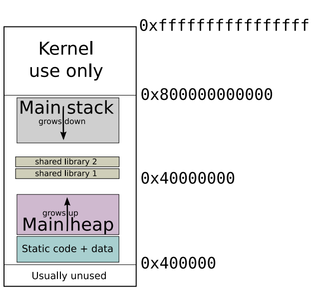
Reference monitor

- 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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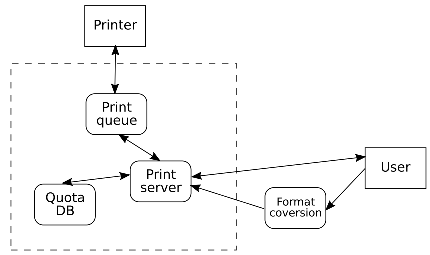
Data flows and trust boundaries



STRIDE threat taxonomy

- Spoofing
- Tampering
- Repudiation
- Information disclosure
- Denial of service
- Elevation of privilege

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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`

"Trusted", TCB

- In security, "trusted" is a bad word
- X is trusted: X can break your security
- "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
- Paravirtualizaion: 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/`