

# OS Security

## SELinux and Ethos

Radboud University Nijmegen, The Netherlands



Winter 2014/2015

## Next week's lecture

Guest lecture by Jordy Kersten and Frans Kollée  
(Madison Ghurka)

## 31C3 Recommendations

- ▶ Tobias Engel: “SS7: Locate. Track. Manipulate.”
- ▶ Karsten Nohl: “Mobile self-defense”
- ▶ Daniel J. Bernstein, Tanja Lange: “ECCHacks”
- ▶ Jacob Appelbaum, Laura Poitras: “Reconstructing narratives”
- ▶ Starbug: “Ich sehe, also bin ich . . . Du”

Videos of talks online at

<http://media.ccc.de/browse/congress/2014/>

## A short recap

- ▶ Various programs to detect/prevent intrusion (IDS, IPS, AV)
- ▶ Different categories of malware:
  - ▶ Virus (self-reproducing, needs host program)
  - ▶ Worm (spreading routine, no host program)
  - ▶ Trojan (no spreading routine, usually comes with useful masquerading functionality)
- ▶ Correction: Viruses do *not* have to print their own source code!
- ▶ Self-reproducing programs and “quines” are still related
- ▶ Rootkits are used to hide the results of an attack
- ▶ Particularly dangerous: kernelspace root kits
- ▶ Even worse: bootkits infect the MBR
- ▶ Even worse: hardware/firmware malware
- ▶ Malware detection either signature-based or heuristic
- ▶ Code polymorphism (and self-modifying code) to counter signature-based AV
- ▶ AV can hurt security: larger attack surface, false positives, user perception of security

# LSM

- ▶ Linux security traditionally follows the UNIX security model
- ▶ Around 2000, various projects worked on MAC (and generally stronger security) for Linux
- ▶ Linus Torvalds about inclusion of SELinux: “make it a module”
- ▶ Since Kernel 2.6: API for *Linux Security Modules* (LSMs)
- ▶ Hooks to module functions when accessing security-critical resources
- ▶ An LSM sets function pointers in a data structure called `security_operations`
- ▶ Global table of this type called `security_ops` defined in `include/linux/security.h`

## Criticism of LSM

LSM is in the mainline kernel and various LSM implementations exist, however, there is some criticism of the API:

- ▶ Small overhead even if no LSM is loaded
- ▶ LSM is designed for access control, but can be abused, for example, for bypassing GPL license
- ▶ “Because LSM is compiled and enabled in the kernel, its symbols are exported. Thus, every rootkit and backdoor writer will have every hook he ever wanted in the kernel.”  
(<https://grsecurity.net/lsm.php>)
- ▶ LSM provides hooks only for access control
- ▶ Systems like grsecurity and RSBAC need more than just access control
- ▶ “Stacking” multiple security modules is problematic
- ▶ LSM hooks expose kernel internal data structures as parameters

# Implementations of LSM

- ▶ AppArmor (see lecture on virtualization)
- ▶ Linux Intrusion Detection System (LIDS)
- ▶ POSIX capabilities
- ▶ Simplified Mandatory Access Control Kernel (Smack)
- ▶ TOMOYO
- ▶ Security-Enhanced Linux (SELinux)

# Ethos OS

- ▶ All previous security features of an OS were “add-on”
- ▶ System calls, shells interface, utilities etc. implement the POSIX standards for UNIX OSs
- ▶ UNIX goes back to the 70s, not designed for security
- ▶ Ethos is a new operating-system design
- ▶ Project started in 2007 by Jon Solworth at UIC
- ▶ Ethos does *not* implement the POSIX standard, it's radically “clean-slate”
- ▶ Ethos is designed for security

# Motivation

- ▶ “A secure OS by itself is meaningless”
- ▶ Main goal and motivation of Ethos: make it easy to write *robust applications*:

*A program is robust if it continues to operate as intended even in the face of an intelligent adversary.*

- ▶ Typical security-critical application-level failures:
  - ▶ Fail to provide adequate security services, e.g., encryption, authentication, authorization
  - ▶ Programming flaws like buffer overflows, race conditions, missing or incorrectly used security services
  - ▶ Failures at the intersection of mechanisms
- ▶ Problem: Too much responsibility for application programmers
- ▶ Example: Hundreds of LoC to use OpenSSL in typical server applications
- ▶ Solution in Ethos: provide higher-level API (system calls) that takes care of security issues
- ▶ Ethos is designed for network (Internet) applications

## Design on top of Xen

- ▶ Ethos is not running on bare hardware
- ▶ Ethos is running inside the Xen Virtual Machine Monitor (VMM)
- ▶ Xen Dom0 OS is typically Linux
- ▶ Virtualization allows to run Ethos alongside Linux
- ▶ Ethos started with Mini-OS (provided by Xen)
- ▶ Additions of Ethos to Mini-OS:
  - ▶ Processes and system calls
  - ▶ Networking and Inter-process communication (IPC)
  - ▶ Filesystem
  - ▶ Cryptography
  - ▶ Authentication
  - ▶ Types
  - ▶ User-space Debugger
- ▶ Also cleaned up lots of code

# “Laziness”

Building on top of Xen makes development of a new OS feasible:

- ▶ Use a Linux program called `shadowdæmon` that provides services to Ethos running in another Xen domain
- ▶ Use RPC over Xen’s virtual network interfaces
- ▶ Eventually replace `shadowdæmon` by native Ethos implementations
- ▶ **Filesystem:** Use existing filesystem in Dom0 and `shadowdæmon` calls to read/write. `ext4` has >25000 LoC; Ethos file-system component has 1754 + 814 in `shadowdæmon`
- ▶ **Networking:** Use ARP implementation in Dom0 with static ARP tables
- ▶ **Drivers:** >5 Mio. LoC for drivers in Linux. Ethos’ network driver is 462 LoC, console driver is 296 LoC
- ▶ **Debugging:** Use `gdbsx` debugger of Xen
- ▶ **Testing:** “Fast” to get a prototype working, can automate testing from Dom0

# Pitfalls of using a VMM

- ▶ VMM itself can have bugs (Ethos helped one such problem)
- ▶ Dom0 in Xen has direct access to
  1. hardware I/O devices
  2. the virtual memory of other virtual machines
- ▶ Address problem 1 by encrypting all data sent to communication devices and file systems
- ▶ Problem 2 could be addressed in Xen by encrypting memory pages before Dom0 access
- ▶ Long-term plans (ideas) for Ethos:
  - ▶ Microkernel implementation
  - ▶ Develop minimalist VMM
  - ▶ Verify VMM

## What Ethos ensures

Protection mechanisms are *compulsory*, most important ones:

- ▶ **P1:** Processes cannot change owners; instead, processes spawn special children that run as a different owner from inception
- ▶ **P2:** Applications do not have access to secret keys; instead, Ethos isolates keys and provides access to cryptographic operations through system calls
- ▶ **P3:** All network connections are authenticated
- ▶ **P4:** Authentication uses strong techniques
- ▶ **P5:** Confidentiality of authentication databases is not essential to security because Ethos uses public-key cryptography
- ▶ **P6:** All communication made (client-side/local user) or received (server-side/remote user) are subject to authorization based on the requesting host and user
- ▶ **P7:** All data written to disk or network devices is protected using strong cryptography

# Etypes

- ▶ Typical input to programs in UNIX are byte arrays (from the network, from files, from stdin)
- ▶ Parsing to typed inputs is left to applications
- ▶ Improper handling of ill-formed (e.g., malicious) inputs is common source of security issues
- ▶ Ethos offers *distributed types* in the *Etypes* subsystem:
  - ▶ A notation, ETN, for specifying types
  - ▶ a machine-readable type description (“type graph”)
  - ▶ A single wire format (ETE)
  - ▶ Tools (userspace and kernelspace) to transform ETN into code that will encode, decode, and recognize types
  - ▶ Extensions to read and write system calls to check input and output
- ▶ Programs specify what input types they allow
- ▶ Validity of input (and outputs) enforced by OS

## Available types

- ▶ Primitive types (byte, int32)
- ▶ Vectors (tuples, strings, arrays)
- ▶ Composites (structs, dictionaries, unions)
- ▶ Pointers
- ▶ RPC interfaces
- ▶ Any

## Directories and types

- ▶ Directories “know” what types they may contain
- ▶ Typing is enforced for all non-directory contents of a directory
- ▶ Network connections, IPC, are using the filesystem
- ▶ Example: All file objects in a directory for IPv4 addresses must have type `int32`
- ▶ “Any” type allows traditional directories

## System calls

UNIX		Ethos	
mkdir	Create directory, given path and mode	createDirectory	Create directory, given parent FD, name, label, and type hash
open	Open file for successive read/write	read/writeVar	Read/Write object in its entirety
read	Read a number of bytes	read	Read an object
write	Write a number of bytes	write	Write an object
seek	Seek within a file	n/a	Seek at object level by using directory as streaming object

# Networking in Ethos

## Server

```
fdListen = advertise("ping"); // bind
fd , user = import(fdListen); // accept
write (fd, "Hello");
```

## Client

```
// connect
fd = ipc("ping", "example.com");
v = read(fd);
```

- ▶ Syntax similar to POSIX, but with some cleanups (names instead of numbers, remove excess calls)
- ▶ Core difference: semantics! (e.g., user for import is the *remote* user)

# Properties of Ethos networking

- ▶ All network communication encrypted and authenticated
- ▶ Uses Networking and Cryptography library (NaCl) for crypto
- ▶ MinimaLT network protocol (faster than unencrypted TCP/IP)
- ▶ Authentication is public-key based
  - ▶ user IDs are public keys
  - ▶ users can mint as many identities as they like
- ▶ Services are named by paths in the file system (readability)
- ▶ Directory authorizes both
  - ▶ hosts (incoming and outgoing)
  - ▶ users (incoming)
- ▶ All data passed through Ethos is directory-specified type
  - ▶ avoid input vulnerabilities
  - ▶ encoder/decoder makes automatically achieves host-independence
- ▶ Ethos uses a distributed efficient public-key infrastructure called sayl

# Implications

- ▶ Attackers cannot read/modify network communication
- ▶ Supports anonymous or pseudonymed users
- ▶ Unwanted communication eliminated before application code
- ▶ Zero LoC in applications for crypto and type conversions
- ▶ Applications cannot bypass security services
- ▶ Semantics eliminate many security holes
- ▶ Simplicity from deep integration of authentication, authorization, and networking

# Present and future work in Ethos

## Present

- ▶ Nearly complete prototype
- ▶ Ported Go programming language to Ethos
- ▶ Beginning of user-space foundation (EI shell language, graphics)
- ▶ Some small applications
- ▶ Close to releasing MinimalT and sayl

## Future

- ▶ From prototype to production kernel
- ▶ Develop EI, tools, graphics
- ▶ Build secure Ethos applications

# Advertisement

## Interested in working on Ethos?

Jon is looking for students who are interested in working on Ethos in their

- ▶ Bachelor's thesis
- ▶ Master's thesis
- ▶ Ph.D. thesis

More details on Ethos are on

<http://ethos-os.org>