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# Confinement



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# Security Architecture

- We've been looking at how particular applications are secured
- We need to secure not just a few particular applications, but many applications, running on separate machines
- We need a few more primitives first

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## Confining an Application

- For Web security, we used OS permissions to protect the system against compromise via a compromised Web server
- Suppose we want to isolate the Web server still further
- More precisely, we want to limit the Web server to a small subset of the system's resources

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## Rationale

- We wish to run powerful, complex applications that we do not completely trust
- Neither Unix nor Windows file permissions are flexible enough to do what we want
- There are other resources besides files that need to be protected

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## Couldn't We Use ACLs?

- ACL usually do not have *negative* permissions
- We'd have to find and change the protections of every file on the system that was writable/readable/searchable by **other**
- We'd have to ensure that no other such files were created
- This is all possible but difficult
- More seriously, it is not high *assurance*

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## Other Resources

- What other resources need to be protected?
- CPU time
- Memory, real and virtual
- Disk space
- Network identity
- Network access rights
- More...

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## Some Are Easy

- Operating systems already regulate access to some resources
- Unix examples: `setrlimit()`, file system quotas

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## Network Identity and Access Rights

- A machine has an IP address
- A compromised application can use this address to exploit address-based access control
- If nothing else, it can confuse intrusion detection systems



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# Bypassing File Permissions

- Suppose the attacker gains root privileges
- This permits overriding file permissions
- Also allows evasion of other resource limits, plus changes to network identity
  - 👉 Change the IP address and hide from the system administrator!

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# Goals

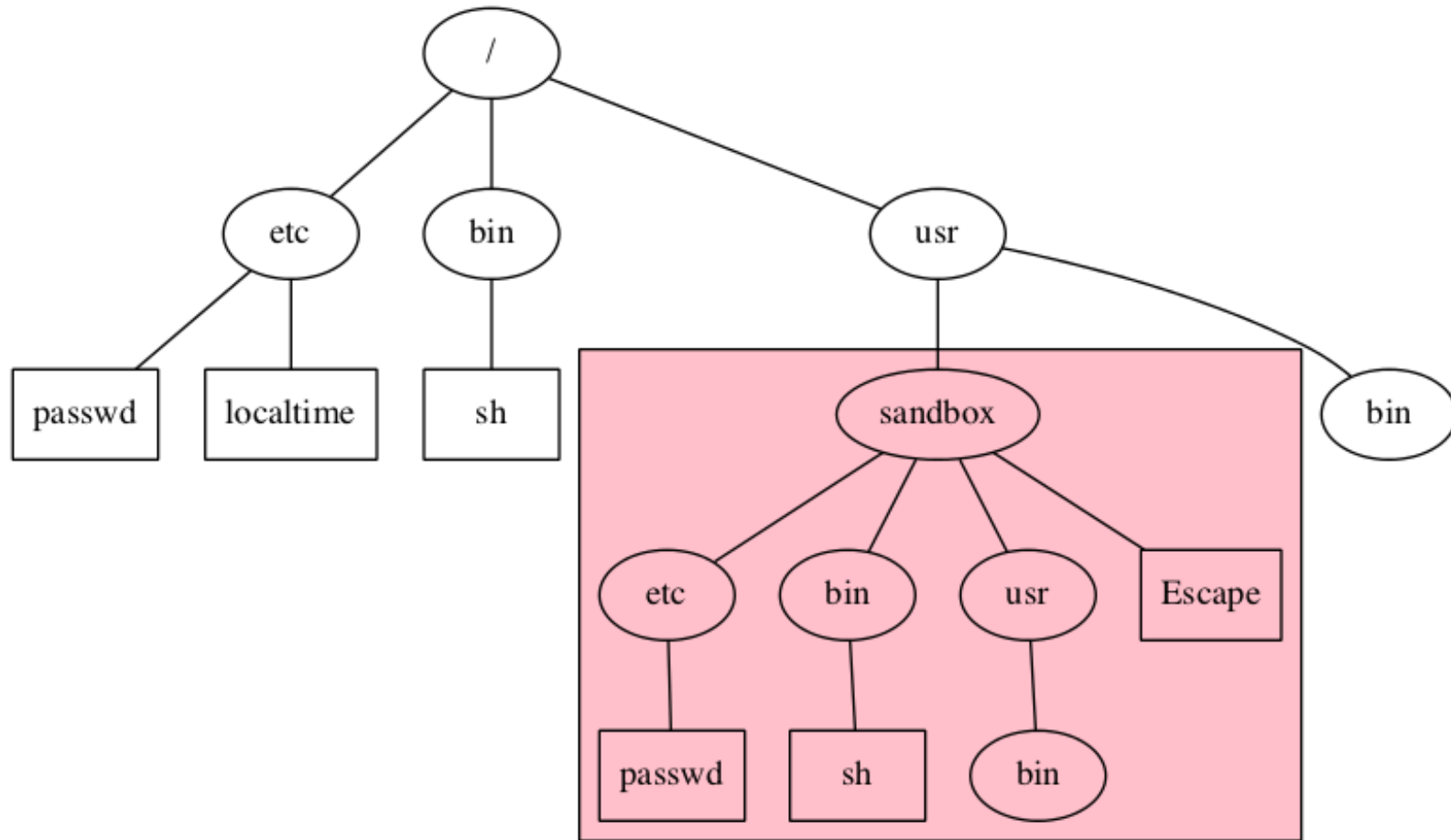
- Security
- High assurance
- Simple setup
- General-purpose mechanism
- Available to all applications
- We can't get them all...

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## Change Root: `chroot ()`

- Oldest Unix isolation mechanism
- Make a process believe that some subtree is the entire file system
- File outside of this subtree simply don't exist
- Sounds good, but. . .

# Chroot



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## Limitations of Chroot

- Only root can invoke it. (Why?)
- Setting up minimum necessary environment can be painful
- The program to execute generally needs to live within the subtree, where it's exposed
- Still vulnerable to root compromise
- Doesn't protect network identity

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## Root versus Chroot

- Suppose an ordinary user could use `chroot ()`
- Create a link to the `su` command
- Create `/etc` and `/etc/passwd` with a known root password
- Create links to any files you want to read or write
- Besides, root can escape from `chroot ()`

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## Escaping Chroot

- What is the current directory? If it's not under the `chroot ()` tree, try `chdir (" ../../..")`
- Better escape: create *device files*
- On Unix, all (non-network) devices have filenames
- Even physical memory has a filename
- Create a physical memory device, open it, and change the kernel data structures to remove the restriction
- Create a disk device, and mount a file system on it. Then `chroot ()` to the real root

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## Trying Chroot

```
# mkdir /usr/sandbox /usr/sandbox/bin
# cp /bin/sh /usr/sandbox/bin/sh
# chroot /usr/sandbox /bin/sh
chroot: /bin/sh: Exec format error
# mkdir /usr/sandbox/libexec
# cp /libexec/ld.elf_so /usr/sandbox/libexec
# chroot /usr/sandbox /bin/sh
Shared object "libc.so.12" not found
# mkdir /usr/sandbox/lib
# cp /lib/libc.so.12 /usr/sandbox/lib
# chroot /usr/sandbox /bin/sh
Shared object "libedit.so.2" not found
```



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## Trying Chroot (Continued)

```
# cp /lib/libedit.so.2 /usr/sandbox/lib
# chroot /usr/sandbox /bin/sh
Shared object "libtermcap.so.0" not found
# cp /lib/libtermcap.so.0 /usr/sandbox/lib
# chroot /usr/sandbox /bin/sh
# ls
ls: not found
# echo sandbox >/Escape
# ^D
# ls -l /usr/sandbox
total 4
drwxr-xr-x  2 root  wheel  512 Nov  1 21:50 bin
-rw-r--r--  1 root  wheel    7 Nov  1 22:31 Escape
drwxr-xr-x  2 root  wheel  512 Nov  1 22:31 lib
drwxr-xr-x  2 root  wheel  512 Nov  1 22:30 libexec
```

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## Summary of Chroot

- It's a good, but imperfect means of restricting file access
- It's fairly useless against root
- It doesn't provide other sorts of isolation
- Setting up a usable environment is more work than you might think

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## FreeBSD “Jail”

- Like `chroot ()` on steroids
- Assign a separate network identity to a jail partition
- Restrict root’s abilities within a jail
- Intended for nearly-complete system emulation
- Network interactions with main system’s daemons

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# Sandboxes

- Very restricted environment, especially for network daemons
- *Assume* that the daemon will do *anything*
- Example: Janus traps each system call and validates it against policy
- Can limit I/O to certain paths

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# The Java Virtual Machine

- Java executables contain *byte code*, not machine language
- Java interpreter can enforce certain restrictions
- Java *language* prevents certain dangerous constructs and operations (unlike, for example, C)
- In theory, it's safe enough that web browsers can download byte code from arbitrary web sites
- But that's in theory...

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## Is the JVM Secure?

- Heavy dependency on the semantics of the Java language
- The *byte code verifier* ensures that the code corresponds only to valid Java
- The *class loader* ensures that arguments to methods match properly
- Very complex process — not high assurance
- Bugs have been found, but they're fairly subtle
- But — there have been buffer overflows in the C support library
- Currently, the JVM is considered to be *very* insecure

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## Using the JVM For Servers

- The dangers come from untrusted executables
- If you write your applications in Java, you don't have to worry about that
- The strict type system, the array bounds-checking, and the (optional) file access control all protect you from your own bugs
- Java is a very secure language for applications (if, of course, you're not too fussy about performance)

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# Virtual Machines

- Give the application an entire “machine”, down to the (virtual) bare silicon
- Run an entire operating system on this
- Run the untrusted application on that OS
- It can be *very* safe



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## How VMs Work

- Recall the hardware access control mechanisms: privileged operations and memory protection
- Run the guest operating system unprivileged
- Any time the guest OS issues a privileged operation, it traps to the *virtual machine monitor* (VMM) (sometimes known as a *hypervisor*)
- The VMM emulates the operation. For example, an attempt at disk I/O is mapped to I/O to a real file that represents the virtual disk

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## Virtual Devices

- Virtual disks (or part or all of a real disk)
- Virtual screens, keyboards, and mice
- Virtual Ethernets
- Other virtual devices as needed

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## Virtual Machine Security

- *Very* strong isolation
- *Very* high overhead. . .
- Must set up and administer an entire OS
- ☞ Guest copies of Microsoft Windows require just as many patches as do native copies
- Performance can be bad, though some hardware architectures have special instructions to improve VM performance

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## Using Virtual Machines

- Great for testing OS changes
- Great for student use
- Internet hosting companies
- Can use them for executing suspected viruses and worms — but some viruses detect the presence of the VMM and hide

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## Interacting with a Virtual Machine

- Often don't want perfect isolation.
- Example: cut-and-paste between windows
- Performance can be dramatically enhanced if the guest OS signals the VMM
- Example: add a virtual “graphics” driver that calls the VMM, via the equivalent of a system call

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## Calling the VMM

- Need an analog to a system call (sometimes known as a *hypercall*)
- Use some instruction that will cause a trap — but not an instruction used by a guest OS
- Example: IBM's original VM system relied on an instruction used only to run hardware diagnostics; never used by a real OS
- Can you run a virtual VMM? Sometimes. . .

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## Limitations of Virtual Machines

- They can be *too* real
- Would you let your enemy put a machine inside your data center?
- VMs can spread viruses, launch DoS attacks, etc.
- VMs require just as much care, administration, and monitoring as do real machines
- In many situations, they represent an *economic* mechanism rather than a security mechanism
- (Save on power, cooling, etc.)
- But — may be less painful when wiping the disk and starting over

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## The MacOS App Sandbox

- Requested permissions are specified at compile time
- Permissions (and the program) are part of a digitally signed object; system can verify the signature at execution time
- Fairly simple set of permissions to allow access to certain files
- App cannot request other files outside of its sandbox directory
- 👉 Programs sold via Apple's App Store *must* use sandboxing



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# App Permissions

## ▼ App Sandbox

Network:  Incoming Connections (Server)  
 Outgoing Connections (Client)

Hardware:  Camera  
 Microphone  
 USB  
 Printing

App Data:  Contacts  
 Location  
 Calendar

File Access:

Type	Permission & Access
User Selected File	None ↕
Downloads Folder	None ↕
Pictures Folder	None ↕
Music Folder	None ↕
Movies Folder	None ↕

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Steps: ✓ Add the "App Sandbox" entitlement to your entitlements file

There are other permissions related to Apple's online services, e.g., to permit in-app purchases or to be part of their "Game Center".

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## HTML5 Sandboxing

- HTML5 allows IFRAMEs to be sandboxed:
- Plugins, applets, etc., are disabled
- Cookies aren't shared with the sandbox
- No pop-ups, new browser windows, etc.

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## Windows Sandboxing

- Some apps (e.g., Internet Explorer, Adobe Acrobat Reader) split into trusted/untrusted halves; the untrusted half is sandboxed
- Many add-on programs to run arbitrary applications in a sandbox
- “Metro” apps on Windows 8 are sandboxed

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## Other Isolation Mechanisms

- Light-weight VM systems, such as Solaris Zones
- Domain and type enforcement: limit file accesses by each executable
- Systrace (on some BSD operating systems) is similar
- Many options on Linux
- Sub-operating system: permission overlay on top of file system, based on *subUIDs*
- All require fairly complex permission-setting

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## The Limits of Isolation

- All of the mechanisms we've described are complex (but canned scripts can help)
- Older ones typically require root privileges to set up and often to invoke
- As a consequence, they're useful for complex system designs, but not for general application isolation
- Newer ones are better, but still very complex

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## Covert Channels

- We can block ordinary file accesses and network communication
- Are there other ways to leak information?
- Yes — *covert channels*: mechanisms for communication that don't use “normal” communications channels
- Very important issue in a MAC world

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## MAC and Covert Channels

- One goal of MAC is to prevent leakage of information between a high-security process and a low-security process
- It's (relatively) easy to close the explicit communication channels, such as shared files or network connections
- There are more subtle ways to communicate
- Two types: *storage channels* and *timing channels*

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## Storage Channels

- Modulate some shared resource
- Example: create and delete files in a shared directory
- The files themselves need not be readable
- MAC systems often have per-level and/or per-user /tmp directories, to help avoid this problem



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## Timing Channels

- Modulate system timing in detectable way
- Example: do heavy disk I/O or refrain
- Receiver times how long it takes to do I/O operations

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## The Password-Checking Channel

- An old operating system (Tenex, for the PDP-10) checked (unhashed) passwords one byte at a time.
- It returned a failure indication as soon as a byte didn't match
- Locate the password overlapping the end of virtual memory; ask the OS to check it
- If the first byte was wrong, it would return "fail".
- If the byte was right, it would try to fetch the next byte, but take a page fault because it was past the edge
- Repeat as needed

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## Falling Off the Edge of the Earth

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				s	3		c	r	e
--	--	--	--	---	---	--	---	---	---

			s	3	c		r	e	t
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## Defeating Covert Channels

- One approach — find them and eliminate them
- Bandwidth-limit them — cap the rate at which certain operations can be done
- Add noise to the channel

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## Defense Limits

- They're hard to find
- Will bandwidth limits interfere with legitimate use?
- Shannon showed that noise can't completely block a channel, just reduce its bandwidth