System Programming for Linux Containers

Seccomp

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Outline

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Outline

What is seccomp?

- Kernel provides large number of system calls
  - ≈400 system calls
- Each system call is a vector for attack against kernel
- Most programs use only small subset of system calls
  - Remaining systems calls should never legitimately occur
  - If they do occur, perhaps it is because program has been compromised
- Seccomp ("**sec**ure **comp**uting") = mechanism to restrict system calls that a process may make
  - Reduces attack surface of kernel
  - A key component for building application sandboxes
- Used by many apps; e.g., Chrome, Firefox, OpenSSH, *vsftpd*, *systemd*, Docker, LXC, Flatpak, *strace*

Outline

Seccomp filtering

- Allows filtering based on system call number and argument (register) values
  - Pointers can **not** be dereferenced
    - Because of time-of-check, time-of-use race conditions
      Seccomp and deep argument inspection
      `https://lwn.net/Articles/822256/`, June 2020
    - Landlock LSM, added in Linux 5.13 (2021), addresses this restriction(?)

Seccomp filtering overview

- Steps:
  1. Construct filter program that specifies permitted syscalls
  2. Process installs filter into kernel
  3. Process executes code that should be filtered
     - For example: *exec()* new program, or invoke function in dynamically loaded library (plug-in)
- Once installed, **every syscall made by process triggers execution of filter**
- Installed filters **can't** be removed
  - Filter == declaration that we don't trust subsequently executed code

BPF byte code

- Seccomp filters are expressed as BPF (Berkeley Packet Filter) programs
- BPF is a **byte code which is interpreted by a virtual machine (VM) implemented inside kernel**

BPF origins

- BPF originally devised (in 1992) for *tcpdump*
  - Monitoring tool to display packets passing over network
  - `http://www.tcpdump.org/papers/bpf-usenix93.pdf`
- Volume of network traffic is enormous ⇒ must filter for packets of interest
- BPF allows **in-kernel selection of packets**
  - Filtering based on fields in packet header
- Filtering in kernel more efficient than filtering in user space
  - Unwanted packets are **discarded early**
  - **Avoid expense of passing every** packet over kernel-user-space boundary
- ☺ Seccomp ⇒ generalize BPF model to filter on syscall info

Generalizing BPF

- BPF originally designed to work with network packet headers
- Seccomp2 developers realized BPF could be generalized to solve different problem: filtering of system calls
  - Same basic task: test-and-branch processing based on content of a small set of memory locations

BPF virtual machine

- BPF defines a **virtual machine** (VM) that can be implemented inside kernel
- VM characteristics:
  - **Simple instruction set**
    - Small set of instructions
    - All instructions are same size (64 bits)
    - Implementation is simple and fast
  - Programs are limited to 4096 instructions
  - Only **branch-forward** instructions
    - Programs are directed acyclic graphs (DAGs)
  - Kernel can verify validity/safety of programs
    - Program completion is guaranteed (DAGs)
    - Simple instruction set $\Rightarrow$ can verify opcodes and arguments
    - Can detect dead code

Outline

Key features of BPF virtual machine

- Accumulator register (32-bit)
- Data area (data to be operated on)
  - In seccomp context: data area describes system call
- All instructions are 64 bits, with a fixed format
  - Expressed as a C structure:

```
struct sock_filter {
    __u16 code;     /* Filter code (opcode)*/
    __u8  jt;       /* Jump true */
    __u8  jf;       /* Jump false */
    __u32 k;        /* Multiuse field (operand) */
};
```

  - See `<linux/filter.h>` and `<linux/bpf_common.h>`
- **No state is preserved** between BPF program invocations
  - E.g., can't intercept *n*'th syscall of a particular type

BPF instruction set

Instruction set includes:

- Load instructions (BPF_LD)
- Store instructions (BPF_ST)
  - There is a "working memory" area where info can be stored (not persistent)
- Jump instructions (BPF_JMP)
- Arithmetic/logic instructions (BPF_ALU)
  - BPF_ADD, BPF_SUB, BPF_MUL, BPF_DIV, BPF_MOD, BPF_NEG
  - BPF_OR, BPF_AND, BPF_XOR, BPF_LSH, BPF_RSH
- Return instructions (BPF_RET)
  - Terminate filter processing
  - Report a status telling kernel what to do with syscall

BPF jump instructions

- Conditional and unconditional jump instructions provided
- Conditional jump instructions consist of
  - **Opcode** specifying condition to be tested
  - **Value** to test against
  - **Two** jump targets
    - *jt*: target if condition is true
    - *jf*: target if condition is false
- Conditional jump instructions:
  - BPF_JEQ: jump if equal
  - BPF_JGT: jump if greater
  - BPF_JGE: jump if greater or equal
  - BPF_JSET: bit-wise AND + jump if nonzero result
  - *jf* target ⇒ no need for BPF_{JNE,JLT,JLE,JCLEAR}

BPF jump instructions

- Targets are expressed as relative offsets in instruction list
  - 0 == no jump (execute next instruction)
  - *jt* and *jf* are 8 bits ⇒ 255 maximum offset for conditional jumps
- Unconditional `BPF_JA` ("jump always") uses *k* as offset, allowing much larger jumps

Seccomp BPF data area

- Seccomp provides data describing syscall to filter program
  - Buffer is **read-only**
    - I.e., seccomp filter can't change syscall or syscall arguments
- Can be expressed as a C structure...

Seccomp BPF data area

```
struct seccomp_data {
    int   nr;                      /* System call number (4 bytes) */
    __u32 arch;                    /* AUDIT_ARCH_* value */
    __u64 instruction_pointer;     /* CPU IP */
    __u64 args[6];                 /* System call arguments */
};
```

- *nr*: system call number (architecture-dependent); 4-byte *int*
- *arch*: identifies architecture
  - Constants defined in `<linux/audit.h>`
    - `AUDIT_ARCH_X86_64`, `AUDIT_ARCH_ARM`, etc.
- *instruction_pointer*: CPU instruction pointer
- *args*: system call arguments
  - System calls have maximum of six arguments
  - Number of elements used depends on system call

Building BPF instructions

- One could code BPF instructions numerically by hand...
- But, header files define convenience macros (and symbolic constants) to ease the task:

```
#define BPF_STMT(code, k) \
                { (unsigned short)(code), 0, 0, k }
#define BPF_JUMP(code, k, jt, jf) \
                { (unsigned short)(code), jt, jf, k }
```

  - These macros just plug values together to form *sock_filter* structure initializer

```
struct sock_filter {
    __u16 code;     /* Filter code (opcode)*/
    __u8  jt;       /* Jump true */
    __u8  jf;       /* Jump false */
    __u32 k;        /* Multiuse field (operand) */
};
```

Building BPF instructions: examples

- Load architecture number into accumulator

```
BPF_STMT(BPF_LD | BPF_W | BPF_ABS,
         offsetof(struct seccomp_data, arch))
```

- Opcode here is constructed by ORing three values together:
  - `BPF_LD`: load
  - `BPF_W`: operand size is a word (4 bytes)
  - `BPF_ABS`: address mode specifying that source of load is data area (containing system call data)
  - See `<linux/bpf_common.h>` for definitions of opcode constants
- Operand is *architecture* field of data area
  - `offsetof()` yields byte offset of a field in a structure

Building BPF instructions: examples

- Test value in accumulator

```
BPF_JUMP(BPF_JMP | BPF_JEQ | BPF_K, AUDIT_ARCH_X86_64, 1, 0)
```

  - `BPF_JMP | BPF_JEQ`: jump with test on equality
  - `BPF_K`: value to test against is in generic multiuse field (*k*)
  - *k* contains value `AUDIT_ARCH_X86_64`
  - *jt* value is 1, meaning skip one instruction if test is true
  - *jf* value is 0, meaning skip zero instructions if test is false
    - I.e., continue execution at following instruction

Building BPF instructions: examples

- Return a value that causes kernel to kill process

```
BPF_STMT(BPF_RET | BPF_K, SECCOMP_RET_KILL_PROCESS)
```

- Arithmetic/logic instruction: add one to accumulator

```
BPF_STMT(BPF_ALU | BPF_ADD | BPF_K, 1)
```

- Arithmetic/logic instruction: right shift accumulator 12 bits

```
BPF_STMT(BPF_ALU | BPF_RSH | BPF_K, 12)
```

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Filter return value

- Once filter is installed, every syscall is tested against filter
- Seccomp filter must return a value to kernel indicating whether syscall is permitted
  - Otherwise `EINVAL` when attempting to install filter
- Return value is 32 bits, in two parts:
  - Most significant 16 bits specify an action to kernel
    - `SECCOMP_RET_ACTION_FULL` mask
  - Least significant 16 bits specify "data" for return value
    - `SECCOMP_RET_DATA` mask

```
#define SECCOMP_RET_ACTION_FULL 0xffff0000U
#define SECCOMP_RET_DATA        0x0000ffffU
```

Filter return action

Possible filter return actions include:

- SECCOMP_RET_ALLOW: system call is allowed to execute
- SECCOMP_RET_KILL_PROCESS (since Linux 4.14, 2017): process (all threads) is immediately killed
  - Terminated *as though* process had been killed with SIGSYS
    - There is no actual SIGSYS signal delivered, but...
    - To parent (via *wait()*) it appears child was killed by SIGSYS
  - Core dump is also produced
- SECCOMP_RET_ERRNO: return an error from system call
  - System call is not executed
  - Value in SECCOMP_RET_DATA is returned in *errno*
    - But, capped to 4095
- There are other possible return actions....
  - See *seccomp(2)* manual page

Outline

Installing a BPF program

- A process installs a filter for itself using one of:
  - `seccomp(SECCOMP_SET_MODE_FILTER, flags, &fprog)`
    - Since Linux 3.17 (2014)
    - Provides additional features unavailable with *prctl()*
  - `prctl(PR_SET_SECCOMP, SECCOMP_MODE_FILTER, &fprog)`
    - Legacy mechanism for installing seccomp filter
- *&fprog* is a pointer to a BPF program:

```
struct sock_fprog {
    unsigned short len;          /* Number of instructions */
    struct sock_filter *filter;  /* Pointer to program
                                    (array of instructions) */
};
```

Installing a BPF program

To install a filter, one of the following must be true:

- Caller is privileged (CAP_SYS_ADMIN in its user namespace)
- Caller has to set the no_new_privs process attribute:

```
prctl(PR_SET_NO_NEW_PRIVS, 1, 0, 0, 0);
```

  - Causes set-UID/set-GID bit / file capabilities to be ignored on subsequent *execve()* calls
    - Once set, no_new_privs can't be unset
    - Per-thread attribute
  - Prevents possibility of attacker starting privileged program and manipulating it to misbehave using a seccomp filter
  - ! no_new_privs && ! CAP_SYS_ADMIN ⇒ *seccomp()*/*prctl(PR_SET_SECCOMP)* fails with EACCES

Example: seccomp/seccomp_deny_open.c

```
int main(int argc, char *argv[]) {
    prctl(PR_SET_NO_NEW_PRIVS, 1, 0, 0, 0);

    install_filter();

    open("/tmp/a", O_RDONLY);

    printf("We shouldn't see this message\n");
    exit(EXIT_SUCCESS);
}
```

Program installs a filter that prevents *open()* and *openat()* being called, and then calls *open()*

- Set no_new_privs bit
- Install seccomp filter
- Call *open()*

Example: seccomp/seccomp_deny_open.c

```
static void install_filter(void) {
    struct sock_filter filter[] = {

        /* Architecture-check code not shown */

        BPF_STMT(BPF_LD | BPF_W | BPF_ABS,
                 offsetof(struct seccomp_data, nr)),
        ...
```

- BPF filter program consists of a series of *sock_filter* structs
- For now we ignore some BPF code that checks the architecture that BPF program is executing on
  - ⚠ **This is an essential part of every BPF filter program**
- Load system call number into accumulator
- (BPF program continues on next slide)

Example: seccomp/seccomp_deny_open.c

```
#ifdef __NR_open        /* Not all architectures have open() */
        BPF_JUMP(BPF_JMP | BPF_JEQ | BPF_K, __NR_open, 2, 0),
#endif
        BPF_JUMP(BPF_JMP | BPF_JEQ | BPF_K, __NR_openat, 1, 0),
        BPF_STMT(BPF_RET | BPF_K, SECCOMP_RET_ALLOW),
        BPF_STMT(BPF_RET | BPF_K, SECCOMP_RET_KILL_PROCESS)
    };
```

- Test if system call number matches `__NR_open`
  - True: advance 2 instructions ⇒ kill process
  - False: advance 0 instructions ⇒ next test
  - (*open()* is absent on some architectures, because it can be implemented using *openat()*)
- Test if system call number matches `__NR_openat`
  - True: advance 1 instruction ⇒ kill process
  - False: advance 0 instructions ⇒ allow syscall
- (Note: *creat()* + *open_by_handle_at()* are still not filtered)

Example: seccomp/seccomp_deny_open.c

```
    struct sock_fprog prog = {
          .len = sizeof(filter) / sizeof(filter[0]),
          .filter = filter,
    };

    if (seccomp(SECCOMP_SET_MODE_FILTER, 0, &prog) == -1)
        errExit("seccomp");
}
```

- Construct argument for *seccomp()*
- Install filter

Example: seccomp/seccomp_deny_open.c

Upon running the program, we see:

```
$ ./seccomp_deny_open
Bad system call    # Message printed by shell
$ echo $?          # Display exit status of last command
159
```

- "Bad system call" was printed by shell, because it looks like its child was killed by SIGSYS
- Exit status of 159 (== 128 + 31) also indicates termination as though killed by SIGSYS
  - Exit status of process killed by signal is 128 + *signum*
  - SIGSYS is signal number 31 on this architecture
    - (List signals and their numbers with: kill -l)

Example: seccomp/seccomp_control_open.c

- A more sophisticated example
- Filter based on *flags* argument of *open()* / *openat()*
  - O_CREAT specified ⇒ kill process
  - O_WRONLY or O_RDWR specified ⇒ cause call to fail with ENOTSUP error
- *flags* is arg. 2 of *open()*, and arg. 3 of *openat()*:

```
int open(const char *pathname, int flags, ...);
int openat(int dirfd, const char *pathname, int flags, ...);
```

  - *flags* serves exactly the same purpose for both calls

Example: seccomp/seccomp_control_open.c

```
struct sock_filter filter[] = {
    /* Architecture-check code not shown */

    BPF_STMT(BPF_LD | BPF_W | BPF_ABS,
             offsetof(struct seccomp_data, nr)),
    ...
#ifdef __NR_open        /* Not all architectures have open() */
    /* Is this an open() syscall? */
    BPF_JUMP(BPF_JMP | BPF_JEQ | BPF_K, __NR_open, 0, 2),
    BPF_STMT(BPF_LD | BPF_W | BPF_ABS,
             offsetof(struct seccomp_data, args[1])),
    BPF_JUMP(BPF_JMP | BPF_JA, 3, 0, 0),
#endif
```

- Load system call number
- For *open()*, load *flags* argument (*args[1]*) into accumulator, and then skip to *flags* processing
  - (Some architectures don't have *open()*)

Example: seccomp/seccomp_control_open.c

```
    /* Is this an openat() syscall? */
    BPF_JUMP(BPF_JMP | BPF_JEQ | BPF_K, __NR_openat, 1, 0),

    BPF_STMT(BPF_RET | BPF_K, SECCOMP_RET_ALLOW),

    BPF_STMT(BPF_LD | BPF_W | BPF_ABS,
            offsetof(struct seccomp_data, args[2])),
```

- For *openat()*, load *flags* argument (*args[2]*) into accumulator and continue to *flags* processing
- Allow all other system calls

Example: seccomp/seccomp_control_open.c

```
    BPF_JUMP(BPF_JMP | BPF_JSET | BPF_K, O_CREAT, 0, 1),
    BPF_STMT(BPF_RET | BPF_K, SECCOMP_RET_KILL_PROCESS),

    BPF_JUMP(BPF_JMP | BPF_JSET | BPF_K, O_WRONLY | O_RDWR, 0, 1),
    BPF_STMT(BPF_RET | BPF_K, SECCOMP_RET_ERRNO | ENOTSUP),

    BPF_STMT(BPF_RET | BPF_K, SECCOMP_RET_ALLOW)
};
```

Process *flags* value:

- Test if `O_CREAT` bit is set in *flags*
  - True: skip 0 instructions ⇒ kill process
  - False: skip 1 instruction
- Test if `O_WRONLY` **or** `O_RDWR` is set in *flags*
  - True: cause call to fail with `ENOTSUP` error in *errno*
  - False: allow call to proceed

Example: seccomp/seccomp_control_open.c

```
int main(int argc, char *argv[]) {
    prctl(PR_SET_NO_NEW_PRIVS, 1, 0, 0, 0);
    install_filter();

    if (open("/tmp/a", O_RDONLY) == -1)
        perror("open1");
    if (open("/tmp/a", O_WRONLY) == -1)
        perror("open2");
    if (open("/tmp/a", O_RDWR) == -1)
        perror("open3");
    if (open("/tmp/a", O_CREAT | O_RDWR, 0600) == -1)
        perror("open4");

    exit(EXIT_SUCCESS);
}
```

- Test *open()* calls with various flags

Example: seccomp/seccomp_control_open.c

```
$ touch /tmp/a
$ ./seccomp_control_open
open2: Operation not supported
open3: Operation not supported
Bad system call
$ echo $?
159
```

- First *open()* succeeded
- Second and third *open()* calls failed
  - Kernel produced ENOTSUP error for call
- Fourth *open()* call caused process to be killed
  - ($159 == 128 + 31$; SIGSYS is signal 31)