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Using seccomp to limit the kernel attack surface

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Outline

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Who am I?

- Contributor to Linux *man-pages* project since 2000
  - Maintainer since 2004
  - Project provides 1050 manual pages, primarily documenting system calls and C library functions
- Author of a book on the Linux programming interface
- Trainer/writer/engineer
  - Lots of courses at *http://man7.org/training/*

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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 available system calls
  - Remaining systems calls should never legitimately occur
  - If they do occur, perhaps it is because program has been compromised
- Seccomp = mechanism to restrict system calls that a process may make
  - Reduces attack surface of kernel
  - A key component for building application sandboxes

Introduction and history

- First version in Linux 2.6.12 (2005)
  - Filtering enabled via `/proc/PID/seccomp`
    - Writing "1" to file places process (irreversibly) in "strict" seccomp mode
- **Strict mode**: only permitted system calls are *read()*, *write()*, *_exit()*, and *sigreturn()*
  - Note: *open()* not included (must open files before entering strict mode)
  - *sigreturn()* allows for signal handlers
- Other system calls ⇒ `SIGKILL`
- Designed to sandbox compute-bound programs that deal with untrusted byte code
  - Code perhaps exchanged via pre-created pipe or socket

Introduction and history

- Linux 3.5 (2012) adds "filter" mode (AKA "seccomp2")
  - `prctl(PR_SET_SECCOMP, SECCOMP_MODE_FILTER, ...)`
  - Can control which system calls are permitted to caller
    - Control based on system call number and argument values
  - By now used in a range of tools
    - E.g., Chrome browser, OpenSSH, *vsftpd*, *systemd*, Firefox OS, Docker, LXC, Flatpak, Firejail
- Linux 3.17 (2014):
  - *seccomp()* system call added
    - (Rather than further multiplexing of *prctl()*)
  - *seccomp()* provides superset of *prctl(2)* functionality

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Seccomp filtering overview

- Allows filtering based on system call number and argument (register) values
  - Pointers are **not** dereferenced
- Steps:
  1. Construct filter program that specifies permitted syscalls
     - Filters expressed as BPF (Berkeley Packet Filter) programs
  2. Install BPF filter using *seccomp()* or *prctl()*
  3. *exec()* new program or invoke function inside dynamically loaded shared library (plug-in)
- Once installed, **every syscall triggers execution of filter**
  - Installed filters **can't** be removed
    - Filter == declaration that we don't trust subsequently executed code

BPF origins

- Seccomp filters are expressed as BPF (Berkeley Packet Filter) programs
- 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 packet are **discarded early**
  - ⇒ Avoids passing **every** packet over kernel-user-space boundary

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
  - Only **branch-forward** instructions
    - Programs are directed acyclic graphs (DAGs)
  - Easy to verify validity/safety of programs
    - Program completion is guaranteed (DAGs)
    - Simple instruction set ⇒ can verify opcodes and arguments
    - Can detect dead code
    - Can verify that program completes via a "return" instruction
    - BPF filter programs are limited to 4096 instructions

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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, that format is:

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

- See `<linux/filter.h>` and `<linux/bpf_common.h>`

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
    - Working memory is not persistent between filter invocations
- 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 */
  __u32 arch;                  /* AUDIT_ARCH_* value */
  __u64 instruction_pointer; /* CPU IP */
  __u64 args[6];               /* System call arguments */
};
```

- *nr*: system call number (architecture-dependent)
- *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

- Obviously, one could code BPF instructions numerically by hand
- But, header files define symbolic constants and convenience macros (`BPF_STMT()`, `BPF_JUMP()`) 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 structure initializer

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 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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Checking the architecture

- Checking architecture value should be first step in any BPF program
- Syscall numbers differ across architectures!
  - May have built seccomp BPF BLOB for one architecture, but accidentally load it on different architecture
- Hardware may support multiple system call conventions
  - E.g. modern x86 hardware supports three(!) architecture+ABI conventions
  - System call numbers may differ under each convention
  - For an example, see `seccomp/seccomp_multiarch.c`

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Filter return value

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

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

Filter return action

Various possible filter return actions, including:

- SECCOMP_RET_ALLOW: system call is allowed to execute
- SECCOMP_RET_KILL_PROCESS: process (all threads) is 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
- SECCOMP_RET_KILL_THREAD: calling thread is killed
  - Terminated *as though* thread had been killed with SIGSYS
- SECCOMP_RET_ERRNO: return an error from system call
  - System call is not executed
  - Value in SECCOMP_RET_DATA is returned in *errno*
- Also: SECCOMP_RET_TRACE, SECCOMP_RET_TRAP, SECCOMP_RET_LOG

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Installing a BPF program

- A process installs a filter for itself using one of:
  - `seccomp(SECCOMP_SET_MODE_FILTER, flags, &fprog)`
    - Only since Linux 3.17
  - `prctl(PR_SET_SECCOMP, SECCOMP_MODE_FILTER, &fprog)`
- *&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 (has CAP_SYS_ADMIN in its user namespace)
- Caller has to set the no_new_privs 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

```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[] = {
    BPF_STMT(BPF_LD | BPF_W | BPF_ABS,
            (offsetof(struct seccomp_data, arch))),
    BPF_JUMP(BPF_JMP | BPF_JEQ | BPF_K,
             AUDIT_ARCH_X86_64, 1, 0),
    BPF_STMT(BPF_RET | BPF_K, SECCOMP_RET_KILL_PROCESS),
    ...
```

- Initialize array (of structs) containing BPF filter program
- Load architecture into accumulator
- Test if architecture value matches `AUDIT_ARCH_X86_64`
  - True: jump forward one instruction (i.e., skip next instr.)
  - False: skip no instructions
- Kill process on architecture mismatch
- (BPF program continues on next slide)

Example: seccomp/seccomp_deny_open.c

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

    BPF_JUMP(BPF_JMP | BPF_JEQ | BPF_K, __NR_open, 2, 0),
    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)
};
```

- Load system call number into accumulator
- Test if system call number matches `__NR_open`
  - True: advance two instructions ⇒ kill process
  - False: advance 0 instructions ⇒ next test
- Test if system call number matches `__NR_openat`
  - True: advance one instruction ⇒ kill process
  - False: advance 0 instructions ⇒ allow syscall

Example: seccomp/seccomp_deny_open.c

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

    seccomp(SECCOMP_SET_MODE_FILTER, 0, &prog);
}
```

- 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" indicates process 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

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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[] = {
    BPF_STMT(BPF_LD | BPF_W | BPF_ABS,
            (offsetof(struct seccomp_data, arch))),
    BPF_JUMP(BPF_JMP | BPF_JEQ | BPF_K,
            AUDIT_ARCH_X86_64, 1, 0),
    BPF_STMT(BPF_RET | BPF_K, SECCOMP_RET_KILL_PROCESS),

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

- Load architecture and test for expected value
- Load system call number

Example: `seccomp/seccomp_control_open.c`

```
BPF_JUMP(BPF_JMP | BPF_JEQ | BPF_K, __NR_open, 2, 0),
BPF_JUMP(BPF_JMP | BPF_JEQ | BPF_K, __NR_openat, 3, 0),
BPF_STMT(BPF_RET | BPF_K, SECCOMP_RET_ALLOW),

/* Load open() flags */
BPF_STMT(BPF_LD | BPF_W | BPF_ABS,
         (offsetof(struct seccomp_data, args[1]))),
BPF_JUMP(BPF_JMP | BPF_JA, 1, 0, 0),

/* Load openat() flags */
BPF_STMT(BPF_LD | BPF_W | BPF_ABS,
         (offsetof(struct seccomp_data, args[2]))),
```

- (Syscall number is already in accumulator)
- Allow system calls other than *open()* / *openat()*
- For *open()*, load *flags* argument (*args[1]*) into accumulator, and then jump over next instruction
- For *openat()*, load *flags* argument (*args[2]*) into accumulator

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 & SECCOMP_RET_DATA)),

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

- 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

```
$ ./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

Outline

Installing multiple filters

- If existing filters permit *prctl()* or *seccomp()*, further filters can be installed
  - 32k maximum for total instructions in all filters
- **All** filters are always executed, in reverse order of registration
- Each filter yields a return value
- Value returned to kernel is first seen action of highest priority (along with accompanying data)
  - `SECCOMP_RET_KILL_PROCESS` (highest priority)
  - `SECCOMP_RET_KILL_THREAD` (`SECCOMP_RET_KILL`)
  - `SECCOMP_RET_TRAP`
  - `SECCOMP_RET_ERRNO`
  - `SECCOMP_RET_TRACE`
  - `SECCOMP_RET_LOG`
  - `SECCOMP_RET_ALLOW` (lowest priority)

fork() and *execve()* semantics

- If seccomp filters permit *fork()* or *clone()*, then child inherits parent's filters
- If seccomp filters permit *execve()*, then filters are preserved across *execve()*

Cost of filtering, construction of filters

- Installed BPF filter(s) are executed for every system call
  - $\Rightarrow$ there's a performance cost
- Example on x86-64:
  - Use our "deny open" seccomp filter
    - Requires 6 BPF instructions / permitted syscall
  - Call *getppid()* repeatedly (one of cheapest syscalls)
  - +25% execution time (with JIT compiler disabled)
    - (Looks relatively high because *getppid()* is a cheap syscall)
- Obviously, order of filtering rules can affect performance
  - Construct filters so that most common cases yield shortest execution paths
  - If handling many different system calls, binary chop techniques can give *O(logN)* performance

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Caveats

- Adding a seccomp filter can **cause** bugs in application:
  - What if filter disallows a syscall that should have been allowed?
    - ⇒ **causes a legitimate application action to fail**
  - These buggy filters may be hard to find in testing, especially in rarely exercised code paths
- Filtering is based on **syscall numbers**, but **applications normally call C library wrappers** (not direct syscalls)
  - Wrapper function behavior may change across glibc versions or vary across architectures
    - E.g., in glibc 2.26, the *open()* wrapper switched from using *open(2)* to using *openat(2)* (and don't forget *creat(2)*)
  - See https://lwn.net/Articles/738694/, *The inherent fragility of Seccomp*

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Tools: *libseccomp*

- High-level API for kernel creating seccomp filters
  - *https://github.com/seccomp/libseccomp*
  - Initial release: 2012
- Simplifies various aspects of building filters
  - Eliminates tedious/error-prone tasks such as changing branch instruction counts when instructions are inserted
  - Abstract architecture-dependent details out of filter creation
  - Can output generated code in binary (for seccomp filtering) or human-readable form ("pseudofilter code")
  - Don't have full control of generated code, but can give hints about which system calls to prioritize in generated code
    - *seccomp_syscall_priority()*
- *http://lwn.net/Articles/494252/*
- Fully documented with man pages that contain examples (!)

libseccomp example (seccomp/libseccomp_demo.c)

```
scmp_filter_ctx ctx;

ctx = seccomp_init(SCMP_ACT_ALLOW);
seccomp_rule_add(ctx, SCMP_ACT_ERRNO(EPERM),
                 SCMP_SYS(clone), 0);
seccomp_rule_add(ctx, SCMP_ACT_ERRNO(ENOTSUP),
                 SCMP_SYS(fork), 0);
seccomp_load(ctx);

if (fork() != -1)
    fprintf(stderr, "fork() succeeded?!\n");
else
    perror("fork");
```

- Create seccomp filter state whose default action is to allow every syscall
- Disallow *clone()* and *fork()*, with different errors
- Load filter into kernel
- Try calling *fork()*

Example run (seccomp/libseccomp_demo.c)

```
$ ./libseccomp_demo
fork: Operation not permitted
```

- *fork()* fails, as expected
- EPERM error ⇒ *fork()* wrapper in glibc calls *clone()* (!)

Other tools

- *bpfc* (BPF compiler)
  - Compiles assembler-like BPF programs to byte code
  - Part of *netsniff-ng* project (*http://netsniff-ng.org/*)
- In-kernel JIT (just-in-time) compiler
  - Compiles BPF binary to native machine code at load time
    - Execution speed up of 2x to 3x (or better, in some cases)
  - Disabled by default; enable by writing "1" to `/proc/sys/net/core/bpf_jit_enable`
    - Some distros build kernels with `CONFIG_BPF_JIT_ALWAYS_ON` option (available since Linux 4.15), which makes `bpf_jit_enable` immutably 1
  - See *bpf(2)* man page

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Applications

Possible applications:

- Building sandboxed environments
  - Whitelisting usually safer than blacklisting
    - Default treatment: block all system calls
    - Then allow only a limited set of syscall / argument combinations
  - Various examples mentioned earlier
    - E.g., default Docker profile restricts various syscalls; chromium browser sandboxes rendering processes, which deal with untrusted inputs
- Failure-mode testing
  - Place application in environment where unusual / unexpected failures occur
  - Blacklist certain syscalls / argument combinations to generate failures

Resources

- Kernel source files:
  - `Documentation/userspace-api/seccomp_filter.rst`
  - `Documentation/networking/filter.txt` BPF VM in detail
- *http://outflux.net/teach-seccomp/*
- *seccomp(2)* man page
- "Seccomp sandboxes and memcached example"
  - blog.viraptor.info/post/seccomp-sandboxes-and-memcached-example-part-1
  - blog.viraptor.info/post/seccomp-sandboxes-and-memcached-example-part-2
- *https://lwn.net/Articles/656307/*
  - Write-up of a version of this presentation...

Thanks!

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Slides at http://man7.org/conf/
Source code at http://man7.org/tlpi/code/

Training: Linux system programming, security and isolation APIs, and more; http://man7.org/training/

The Linux Programming Interface, http://man7.org/tlpi/