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What are the rules that determine the capabilities that a process has in a given user namespace?
**User namespace hierarchies**

- User NSs exist in a hierarchy
  - Each user NS has a parent, going back to initial user NS
- Parental relationship is established when user NS is created:
  - `clone()`: parent of new user NS is NS of caller of `clone()`
  - `unshare()`: parent of new user NS is caller’s previous NS
- Parental relationship is significant because it plays a part in determining capabilities a process has in user NS

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**User namespaces and capabilities**

- Whether a process has an effective capability inside a “target” user NS depends on several factors:
  - Whether the capability is present in the process’s effective set
  - Which user NS the process is a member of
  - The process’s effective UID
  - The effective UID of the process that created the target user NS
  - The parental relationship between the process’s user NS and the target user NS
- See also `namespaces/ns_capable.c`
  - (A program that encapsulates the rules described next)
A process has a capability in a user NS if:

- it is a member of the user NS, and
- capability is present in its effective set
- Note: this rule doesn’t grant that capability in parent NS

A process that has a capability in a user NS has the capability in all descendant user NSs as well

- I.e., members of user NS are not isolated from effects of privileged process in parent/ancestor user NS

(All) processes in parent user NS that have same eUID as eUID of creator of user NS have all capabilities in the NS

- At creation time, kernel records eUID of creator as “owner” of user NS
  - Can discover via ioctl(fd, NS_GET_OWNER_UID)
- By virtue of previous rule, capabilities also propagate into all descendant user NSs

Demonstration of capability rules

Set up following scenario; then both `userns_setns_test` processes will try to join Child namespace 1 using `setns()`
Creates a child in a new user NS
Both processes then call `setns()` to attempt to join user namespace identified by argument
  * `setns()` requires `CAP_SYS_ADMIN` capability in target NS

```c
int main(int argc, char *argv[]) {
    ...
    fd = open(argv[1], O_RDONLY);
    child_pid = clone(childFunc, stack + STACK_SIZE,
                       CLONE_NEWUSER | SIGCHLD, (void *) fd);
    test_setns("parent: ", fd);
    printf("\n");
    waitpid(child_pid, NULL, 0);
    exit(EXIT_SUCCESS);
}
```

Open `/proc/PID/ns/user` file specified on command line
Create child in new user NS
  * `childFunc()` receives file descriptor as argument
Try to join user NS referred to by `fd` (`test_setns()`)
static int childFunc (void *arg) {
    long fd = (long) arg;
    usleep(100000);
    test_setns("child: ", fd);
    return 0;
}

- Child sleeps briefly, to allow parent’s output to appear first
- Child attempts to join user NS referred to by \textit{fd}

static void display_symlink (char *pname, char *link) {
    char target [PATH_MAX];
    ssize_t s = readlink(link, target, PATH_MAX);
    printf("%s%s == > %*s
", pname, link, (int) s, target);
}

static void test_setns (char *pname, int fd) {
    display_symlink (pname, "/proc/self/ns/user");
    if (setns(fd, CLONE_NEWUSER) == -1)
        printf("%s setns() failed: %s\n", pname, strerror(errno));
    else {
        printf("%s setns() succeeded\n", pname);
        display_symlink (pname, "/proc/self/ns/user");
        display_creds_and_caps (pname);
    }
}

- Fetch and display caller’s user NS symlink
- Try to \textit{setns()} into user NS referred to by \textit{fd}
- On success, display user NS symlink, credentials, capabilities
namespaces/userns_functions.c

```c
static void display_creds_and_caps(char *msg) {
    cap_t caps;
    char *s;
    printf("%seUID = %ld; eGID = %ld; ", msg,
        (long) geteuid(), (long) getegid());
    caps = cap_get_proc();
    s = cap_to_text(caps, NULL)
    printf("capabilities: %s\n", s);
    cap_free(caps);
    cap_free(s);
}
```

- Display caller’s credentials and capabilities
  - (Different source file)

namespaces/userns_setns_test.c

In one terminal window (in initial user NS), we run the following commands:

```
$ id -u
1000
$ readlink /proc/$$/ns/user
user:[4026531837]
$ PS1='sh2# '
    ./usersns_child_exec
    -U -M '0 1000 1' -G '0 1000 1' bash
sh2# echo $$
30623
sh2# id -u
0
sh2# readlink /proc/$$/ns/user
user:[4026532638]
```

- Show UID and user NS for initial shell
- Start a new shell in a new user NS
  - Show PID of new shell
  - Show UID and user NS of new shell
In a second terminal window, we run our `setns()` test program:

- Results of `readlink()` calls show:
  - Parent `userns_setns_test` process is in initial user NS
  - Child `userns_setns_test` is in another user NS
  - `setns()` in parent succeeded, and parent gained full capabilities as it moved into the user NS

- `setns()` in child failed:
  - Rule 3: “processes in parent user NS that have same eUID as creator of user NS have all capabilities in the NS”
  - Parent `userns_setns_test` process was in parent user NS of target user NS and so had `CAP_SYS_ADMIN`
  - Child `userns_setns_test` process was in sibling user NS and so had no capabilities in target user NS
Quiz (who can signal a process in a child user NS?)

- Sending a signal requires UID match or CAP_KILL capability
- Assume A and B have no capabilities in initial user NS
- Assume C was first process in child NS and has all capabilities in NS
- To which of B, C, D can process A send a signal?
- Can process B send a signal to process D?
- Can process X send a signal to processes C and D?
- Can process C send a signal to A? To B? To D?

A can’t signal B, but can signal C (matching credentials) and D (because A has capabilities in D’s namespace)
B can signal D (matching credentials)
X can signal C and D (because it has capabilities in parent user NS)
C can signal A (credential match), but not B
**Exercises**

1. As an unprivileged user, start two `sleep` processes, one as the unprivileged user and the other as UID 0:

   ```
   $ id -u
   1000
   $ sleep 1000 &
   $ sudo sleep 2000
   ```

   **As superuser**, create a user namespace with root mappings and run a shell in that namespace:

   ```
   $ PS1="ns2# " sudo unshare -U -r bash --norc
   ```

   Verify that the shell has a full set of capabilities and a UID map “0 0 1”:

   ```
   ns2# egrep 'Cap\(Prm|Eff\)' /proc/$$/status
   ns2# cat /proc/$$/uid_map
   ```

   [Exercises continue on next slide]

2. Write a program to set up two processes in a child user namespace as in the scenario shown in the previous “Quiz” slide

   [template: namespaces/ex.userns_cap_sig_expt.c]

   After compiling the program, assign capabilities to the executable as follows:

   ```
   sudo setcap cap_setuid,cap_setgid=pe <program-file>
   ```

   While running the program, try sending signals to processes “C” and “D” from a shell in the initial user namespace, in order to verify the answers given for the Quiz.
Kernel grants initial process in new user NS a full set of capabilities

But, those capabilities are available **only for operations on objects governed by the new user NS**
User namespaces and capabilities

- Kernel associates each non-user NS instance with a specific user NS instance
  - When creating new network NS (for example), kernel associates user NS of creating process with new network NS
  - Suppose a process operates on global resources governed by new NS:
    - Permission checks are done according to that process’s capabilities in user NS that kernel recorded for new NS
  - User NSs can safely deliver full capabilities inside a NS without allowing users to damage wider system
    - (Barring kernel bugs)

User namespaces and capabilities–an example

- Initial user namespace
  - Creator eUID: 0

- Initial network namespace

- Child user namespace
  - Creator eUID: 1000

- Second UTS namespace

- Initial UTS namespace

- Initial network namespace

- Process X
  - eUID inside NS: 0
  - eUID in outer NS: 1000
  - Capabilities: =ep

Example scenario; X was created with: `unshare -Ur -u <prog>`
- X is in a new user NS, created with root mappings
- X is in a new UTS NS, which is owned by new user NS
- X is in initial instance of all other NS types (e.g., network NS)
Suppose X tries to change host name (CAP_SYS_ADMIN)

X is in second UTS NS

Permissions checked according to X’s capabilities in user NS that owns that UTS NS ⇒ succeeds (X has capabilities in user NS)

Suppose X tries to bind to reserved socket port (CAP_NET_BIND_SERVICE)

X is in initial network NS

Permissions checked according to X’s capabilities in user NS that owns network NS ⇒ attempt fails (no capabilities in initial user NS)
Discovering namespace relationships

- Recall that there are various `ioctl()` operations that can be used to discover namespace relationships and other info
  - **NS_GET_USERNS**: get user NS that owns a nonuser NS
  - **NS_GET_PARENT**: get parent NS (for PID and user NSs)
  - **NS_GET_OWNER_UID**: get UID of creator of a user NS
  - **NS_GET_NSTYPE**: get NS type (CLONE_NEW*)
  - Details in `ioctl_ns(2)`
- These operations can be used to build visualization tools for namespaces and their relationships
  - An example: `namespaces/namespaces_of.go`
  - Scans `/proc/PID/ns/*` symlinks and uses above `ioctl()` operations to discover namespace relationships

Discovering namespace relationships

- Commands to replicate scenario shown in earlier diagram:
  - $ echo $$ # PID of a shell in initial user NS
    - 327
  - $ unshare -Ur -u sh # Create new user and UTS NSs
  - # echo $$ # PID of shell in new NSs
    - 353
- We can inspect using `namespaces/namespaces_of.go`
  - Shows namespace memberships of specified processes, in context of user NS hierarchy
Discovering namespace relationships

- Inspect with `namespaces/namespaces_of.go` program:

```bash
$ go run namespaces_of.go --namespaces=net,uts 327 353
user {3 4026531837} <UID: 0>
  [ 327 ]
  net {3 4026532008}
  [ 327 353 ]
  uts {3 4026531838}
  [ 327 ]
  user {3 4026532760} <UID: 1000>
  [ 353 ]
  uts {3 4026532761}
  [ 353 ]
```

- Shells are in same network NS, but different UTS NSs
- Second UTS NS is owned by second user NS
- NS IDs includes device ID (3) from underlying (hidden) NS filesystem
  - As described in `ioctl_ns(2)`, it is the combination of device ID + inode number that uniquely identifies a NS

What about resources not governed by namespaces?

- Some privileged operations relate to resources/features not (yet) governed by any namespace
  - E.g., change system time, load kernel modules, raise process nice values
- Having all capabilities in a (noninitial) user NS doesn’t grant power to perform operations on features not currently governed by any NS
  - E.g., can’t change system time, load/unload kernel modules, raise process nice values