Detection, Prevention, and **Containment:** A Study of grsecurity **Brad Spengler** http://www.grsecurity.net spender@grsecurity.net

The Problem

The Problem

- Bugs in software cause unexpected results
- Unexpected functionality can result from errors in design, implementation, or configuration
- Bugs can often be wielded for malicious purposes by an attacker

Problems With the Current Solution

Avoid / Identify / Fix

Current state of security is a never ending rat race

Endless cycle of vulnerability discovery and fixing

Problems With the Current Solution

 Ultimate goal of today's security – removal of software bugs through auditing
 Security utopia – greatest result, though impossible to achieve

Problems With the Current Solution

Auditing is expensive, slow, and requires a great deal of knowledge
 Auditing provides no guarantees about the security of the software
 Auditing cannot be fully automated
 EXAMPLE: format-string vulnerabilities

The (Attainable) Solution

The (Attainable) Solution

Detection

Prevention

Containment

Advantages of the (Attainable) Solution

Inexpensive

Can be mostly automated
Works for known and unknown bugs
Allows administrators to focus more on administration (checking logs..etc) instead of rushing for the newest patch

Our solution: grsecurity

Overview of grsecurity

Background on grsecurity

Started in February 2001
Initial release was for Linux 2.4.1
Originally a port of Openwall to Linux 2.4

Goals of grsecurity

 Configuration-free operation
 Complete protection against all forms of address space modification bugs
 Feature-rich ACL and auditing systems
 Operation on multiple processor architectures and Operating Systems

Features of grsecurity

A robust ACL system with an intelligent userspace administration tool Extensive auditing capabilities Measures to stop the most common methods of exploiting a system: Address space modification Races (specifically filesystem races, most) common of which are /tmp races) Breaking a chroot(2) jail

Features of grsecurity

Supports sysctl so that it can be included with Linux distributions and allow the user to modify the options to his/her liking

- Netfilter module that drops connections to unserved TCP and UDP ports
- Many of the same randomness features as OpenBSD

An enhanced implementation of Trusted Path Execution (TPE)

Detection in grsecurity

Detection in grsecurity

Implemented in two forms

 Auditing
 Logging of real attacks

 Inode and device numbers used wherever possible
 Parent process info logged

Auditing

Audited events include:
Exec (with arguments)
Chdir(2)
Mount(2)/unmount(2)
IPC (semaphore, message queue, shared memory) creation and deletion

Auditing

- Signals: SIGSEGV, SIGABRT, SIGBUS, SIGILL
- Failed forks
- Ptrace(2)
- Time changes (stime(2), settimeofday(2))
- Execs inside chroot(2)
- Denied capabilities

Prevention is implemented through PaX and hardening certain sections of the kernel Hardened syscalls include: Chroot(2) Ptrace(2) Mmap(2) Link(2)/symlink(2) Sysctl(2)

What is PaX?

- PaX implements non-executable VM pages on architectures that do not support the nonexecutable bit (currently only ia-32, more to come)
- PaX makes use of hardware-supported nonexecutable bits (still to be tested, but should work for alpha, parisc, and ia-64)
- PaX provides full address space layout randomization (ASLR) for ELF binaries

How does PaX accomplish this?

 Include/asm-<arch>/processor.h is modified to support executable and non-executable pages (if they don't already exist)

 Rest of kernel is modified to use the nonexecutable pages, applied to ELF and a.out binaries if they carry the required PaX flags (enabled by default)

Non-executable pages are made supervisor in the TLB; executable pages are left as user If CPU is in user mode, access to the nonexecutable pages causes a page-fault which PaX handles Makes up the core logic of how PaX works Makes PaX ineffective against kernel overflows Mmap(2) and mprotect(2) restrictions/features Disallows anonymous mappings with PROT_EXEC present - stops one method of arbitrary code execution (another method, mapping a file with PROT_EXEC, is handled by ACL system)

 Causes mmaps (applies to libraries) to be mapped at random locations below 0x01000000 until it's full, then above 0x4000000

- Causes exploits to have to guess the library function address
- Makes the address contain a NULL byte, which stops ASCII shellcode from calling a library function
- Keeps non-executable pages from being mprotected to executable
- No performance impact

Prevention in grsecurity - PaX Full Address Space Layout Randomization (ASLR) Randomizes the base of mmaps, stack, and executable (if the binary is ET_DYN) Makes the leftover methods of exploitation a guessing game

	With no-exec	Without no-exec
Stack smashing	Impossible	Guess 16-bit
Heap overflow	Impossible	Guess 32-bit
Ret-to-libc	Guess 32 or 48-bit	Guess 32 or 48- bit

PaX with Full ASLR

Without PaX

	0-0012400 0-00201000	Libuarias		
\searrow	0x0012d00 - 0x00391000	Libraries		
	0x08048000 – 0x0fd6b000		Executable	0x08048000 -0x08049000
	0x0fd6b000 – 0x0fefc000	Executable		
	0x00fefc000 - 0x18048000			
	0x40000000 – 0x50000000		Libraries	0x40000000 – 0x40168000
	0xbff00000 – bfff2000			
	0xbfff2000 – 0xbfffa000 0xbfffa000 – 0xc0000000	Stack	Stack	0xbfffe0000- 0xc0000000

 Full ASLR can only be bypassed in the case of information leak. While there's nothing that can be done about software vulnerabilities that allow information leaking without crashing, we've implemented the following features to stop local users from obtaining information about the random base addresses:

Ptrace(2) restrictions in ACL system

Restricted /proc

For 64-bit architectures, the randomness provided by full ASLR could be increased to 48/64/80 bits (the amount the attacker has to overcome is determined by the type of exploit)

What's in it for me?
No more arbitrary code execution
No more stack smashing, heap or bss overflow exploitation
No more return-to-libc exploitation

 (Soon) no more arbitrary execution flow redirection

- What's coming for this section of grsecurity?
 - New segmentation-based implementation of non-executable pages with an insignificant performance hit
 - Increased stack base address randomness to 24 bits
 - Binary instrumentation
 - Stops ret-to-libc by checkpointing execution flow changes
 - Ability to handle other vulnerabilities (eg. Stack based overflows, format string, info-leak)

OpenBSD randomness features
Random IP IDs
Random RPC XIDs
Random RPC privileged ports
Random PIDs

Random IP IDs
 Uses Niels Provos' random IP ID generation function ported to Linux

 Little entropy use
 Values are not reused quickly

 Useful for preventing OS fingerprinting and spoofed scans

Random RPC XIDs Uses same random IP ID code Useful for preventing RPC connection hijacking Random PIDs Uses same random IP ID code Properties of returned values make the function almost always return an unused PID even on heavily loaded servers

 Prevents filesystem races since getpid() is sometimes used as part of a temporary filename

 Adds additional randomness to programs that use getpid(2) for srandom(3) seeding

Stealth netfilter module

- Based on the fact that OS fingerprinting relies greatly on the packets sent in reply to those sent to unserved TCP or UDP ports
- Matches unserved ports dynamically, so it can be used in shell-server environments
 Slows down blocking port-scanners

Problems with chroot(2)
 Easy to use it insecurely
 Generally only filesystem-related functions care if a process is chrooted
 Easy for a root user in chroot to break out

How we strengthen chroot(2): Make syscalls unrelated to the filesystem chroot-aware Deny double-chroots, pivot_root(2) Restrict signals outside of chroot Deny fchdir(2) outside of chroot Deny mounting Enforce chdir("/") upon chroot Lower capabilities upon chroot

Trusted Path Execution (TPE)

- Keeps users from executing untrusted binaries (those not in root-owned non-world writable directories)
- Hardened against evasion
 - Silent removal of glibc environment variables that allow arbitrary code execution (eg. LD_PRELOAD)
 TPE checks implemented in mmap(2) (stops /lib/ld.so <executable> evasion)

Grsecurity's ACL system

- Process-based : Allowed for a large reduction in code base
- ACL parsing handled via userspace, interacts with kernel via a /proc entry
 - Include directive
 - ACL analysis
 - \$PATH
 - /etc/ld.so.conf
 - Auto-add libraries for ELF executables
 - /etc/lilo.conf

Uses LEX/YACC

Sends data to kernel in ready-to-use structures – further reduces necessary kernel code size
Enable, disable, and administrator modes
Hidden and protected processes
Read, write, append and execute modes for file objects

Inherit and hidden flags for file objects

Capability support (including inheritance)

 Hardened against ACL evasion and privilege leaking

Ptrace restriction – user can only ptrace a process if the default ACL allows writing to it

Glibc environment variable handling

- Performs correct handling, not just a denied exec if LD_ is found
- Checks each path in glibc environment to see if the default ACL allows writing to it; if so, deny the exec and log pathname and environment variable used

Applies executable restrictions in mmap(2), not just execve

 Human readable configuration files
 Insignificant performance impact due to efficient searching algorithms (hash tables == O(1))

What's coming for the ACL system?

- Redesign to become more modular and allow quicker implementation of new features
- Intelligent learning mode resulting in a leastprivilege system with little or no configuration necessary
- Support of fine-grained resource restrictions and something similar to nergal's segvguard
 Time-based ACLs
- Merging of GID-based grsecurity features
- Role-Based Access Control (RBAC)

Containment in grsecurity Domain-based authentication support

Performance

Performance of ACL system

- Completed 150 runs of 16 dbench processes
- Average throughput with ACL system was larger than a clean kernel
- Standard deviation was 5MB/s, which was larger than the difference of throughput
- RESULT: The ACL system causes no noticeable performance hit on filesystem access

Performance of ACL system

Results of kernel compile benchmark: Total time with ACL system – 265.86 seconds Total time w/o ACL system – 264.94 seconds .4% performance hit Performance hit only due to execs in compiling and making – search is called twice, acl label is copied, acl label is set, checks are performed on the environment

Memory load latency microbenchmarks MySQL benchmarks (real life example) Test system: Dual AMD XP 1600+ 512MB PC2100 ECC DDR registered RAM 266mhz FSB 80GB ATA100 5400RPM HD

2.4.18 memory load latency



grsecurity w/ PaX memory load latency



- Athlons encounter less performance hit partially due to their 256 entry DTLB (4KB page x 256 = 1MB)
- PaX starts showing its performance impact when the DTLB is full and expired entries are replaced
- Performance with PaX can only be determined by the size and type of memory accesses performed by an application

Linux 2.4.18 MySQL benchmark



% of CPU time

grsecurity w/ PaX MySQL benchmark



grsecurity MySQL benchmark



A result weighted according to an actual system's load shows that for MySQL, PaX caused an overall performance hit of 13%
 Since the memory access patterns of each test were different, the performance hits

for each test ranged from 3% - 20%

For More Information...

 grsecurity's ACL documentation: http://www.grsecurity.net/gracldoc.htm
 PaX http://pageexec.virtualave.net

THANKS

PaX Team
Tim Yardley
Michael Dalton - grsecurity