

## Linux sandboxing with Landlock

Overview & workshop

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### How does a data breach happen?



## **Real-life exploits**



# Pragmatic statements

- An innocuous and trusted process can become malicious during its lifetime because of bugs exploited by attackers.
- There are multiple and different levels of trust (TCB) and different consequences in case of a breach: system, user, app data...

#### Agenda

- 1. Secure development
- 2. Sandboxing
- 3. Sandboxing on Linux
- 4. Landlock status
- 5. Landlock properties
- 6. Landlock access control
- 7. Sandboxing with Landlock
- 8. Workshop setup
- 9. Let's patch ImageMagick!
- 10. Compatibility

## Securing developments

# How to protect an application?

#### **Reactive solutions**

Fix bugs quickly and push updates widely

# How to protect an application?

#### Proactive solutions

- Look for bugs (e.g., audit, fuzzing) and fix them
- Add more tests and use them
- Use safer languages and libraries
- Leverage linters, compilers and other tools
- Consider (most) software as potentially malicious and protect the rest of the system from them

### Protect data



IF SOMEONE STEALS MY LAPTOP WHILE I'M LOGGED IN, THEY CAN READ MY EMAIL, TAKE MY MONEY, AND IMPERSONATE ME TO MY FRIENDS,

> BUT AT LEAST THEY CAN'T INSTALL DRIVERS WITHOUT MY PERMISSION.

https://xkcd.com/1200

## Sandboxing

# What is sandboxing?

"A **restricted**, controlled **execution environment** that prevents potentially malicious software [...] from accessing any system resources except those for which the software is authorized." Tailored and embedded security policy Developers are in the best position to reason about the required **accesses** according to **legitimate** behaviors:

- Application semantics
- Static and dynamic configuration
- Interactions

# Safe security mechanism

#### Principle of least privilege

- No privileged accounts or services
- No SUID binaries

#### Innocuous access control

Only increase restrictions

#### Protecting against bypasses

 Each process should be protected from less-privileged ones

## Non-Linux systems

Main sandbox mechanisms:

- XNU Sandbox (iOS)
- Pledge and Unveil (OpenBSD)
- Capsicum (FreeBSD)
- AppContainer (Windows)

## Sandboxing on Linux

## Virtual machine

Pros

• Duplicate the whole system and then mitigates its exposure

Cons

- Shipping a VM instead of an installer is a hard sell because of size, overhead and complexity
- Does not provide an access control system

## Container

Pros

- Well known developer tool
- Lighter than a VM

#### Cons

- May increase the attack surface and comes with its own vulnerabilities: namespaces and embed dependencies
- May provide some coarse-grained control for file access, but not native to apps/services: increased configuration

AppArmor, SELinux, Smack, or Tomoyo Pros

Real access control systems

Cons

 Security policy is system-wide and cannot be embedded in apps/services: complex and static configuration

### **BPF LSM**

Pros

• Dynamic security policies

Cons

- Security policy is system-wide and cannot be embedded in apps/services: complex eBPF programs
- Difficult to deal with files

## seccomp-bpf

Pros

- Dynamic security policies
- Reduces the kernel attack surface
- Embeddable in apps/services: unprivileged

#### Cons

- Not an access control system: cannot identify files nor other kernel semantic
- Fixed set of syscalls: update issues
- Scoped to a set of processes

## Landlock



#### Pros

- Real access control system
- Dynamic security policies
- Embeddable in apps/services: unprivileged

#### Cons

Scoped to a set of processes

## Candidates for a sandboxing mechanism

	Performance	Fine-grained control	Embedded policy	Unprivileged use
Virtual Machine	×	×	×	×
SELinux	<	<	×	×
namespaces	<	×	<	Į
seccomp	✓	×	<	$\checkmark$
Landlock	✓	<	<	<

Yes, compared to others



Į

No, compared to others

In some way, but with limitations

### Landlock status

## The Linux kernel development

One of the largest and most active free software projects in existence. New release every ~9 weeks 26+ million single lines of code

#### **Development statistics for Linux 6.12**:

- 2000+ developers, including 300+ new contributors
- 13000+ commits

## Landlock development

Maintainer: Mickaël Salaün

Reviewer: Günther Noack

Main contributors: Konstantin Meskhidze, Jeff Xu, Ivanov Mikhail, Jann Horn, Tahera Fahimi

## History

- 1. Initial RFC (Mar. 2016)
- 2. 34 patch series with different designs: seccomp, eBPF, cgroups...
- 3. Merged in Linux 5.13 (Apr. 2021)

# Landlock in numbers

Single lines of code (Linux 6.12):

- <u>Kernel</u>: ~2500
- <u>Tests</u>: ~7160 (without <u>LTP</u>)

Tests coverage: 92% Fuzzing coverage with <u>syzkaller</u>: 72%

**Documentation**: 29 pages

Article: 34 pages

## Linux distributions

Most distros support Landlock by default:

- Arch Linux
- Ubuntu
- Debian
- Fedora
- chromeOS
- WSL2
- Azure Linux
- Gentoo
- Flatcar
- RHEL (WIP)...

## Container runtimes

Most container runtimes supporting Landlock:

- Docker
- Podman
- runc
- LXC
- systemd-nspawn

## Landlock helpers

Examples of sandbox tools:

- setpriv
- Minijail
- Firejail

#### Examples of sandbox libraries:

- Landlock Rust crate
- Landlock Go library
- Minijail
- Pledge for Linux

# Landlocked apps

Examples of sandboxed apps:

- Zathura (document viewer)
- Pacman (package manager)
- Cloud Hypervisor (VM monitor)
- Suricata (network IDS)
- Polkadot (blockchain SDK)
- wireproxy (Wireguard client)
- GNOME LocalSearch (search engine)
- XZ Utils (archive manager)

## Getting noticed by attackers too!

Landlock support in XZ Utils:

- 5.6.0 (2024-02-24) 🖋
- 5.6.1 (2024-03-09) 🗙
- 5.6.2 (2024-05-29) 🖌



<ul> <li>CMake: Fix sabotaged Landlock sandbox check.</li> </ul>		
It never enabled it.		
운 master		
😁 Larhzu committed on Mar 30		

Showing 1 changed file with 1 addition and 1 deletion.

~ ‡	- 2 💶	CMakeLists.txt 🖸
†	•	@@ -1001,7 +1001,7 @@ if(NOT SANDBOX_FOUND AND ENABLE_SANDBOX MATCHES
1001	1001	<pre>#include <linux landlock.h=""></linux></pre>
1002	1002	<pre>#include <sys syscall.h=""></sys></pre>
1003	1003	<pre>#include <sys prctl.h=""></sys></pre>
1004		

## Try Landlock

# WARNING: The "sandboxer" is a demonstration program, # not a tool with a stable interface.

\$ cargo install landlock --examples

\$ sandboxer

## Landlock properties

### Use case #1

**Untrusted applications**: protect from potentially malicious third-party code.

Candidates:

- Container runtimes
- Init systems

### Use case #2

**Exploitable bugs in trusted applications**: protect from vulnerable code maintained by developers.

Candidates:

- Parsers: archive tools, file format conversion, renderers...
- Web browsers
- Network and system services














Sandbox domain





Sandboxed process

Sandbox domain









Useful development properties Embedded policies: **testable with a Cl** and always synchronized with **app semantic** 

Set of small policies: **easier to maintain** and audit

# Composable policies: lockless concurrent policy development

Well-defined backward compatibility with ABI versions: stable and **consistent results** 

#### How does Landlock work?

Restrict ambient rights according to the kernel semantic (e.g., global filesystem access) for a set of processes, thanks to **3 dedicated syscalls**.

Security policies are inherited by all new children processes.

A one-way set of restrictions: cannot be disabled once enabled.

#### Landlock access control

# Current access control

#### Implicit restrictions

- Process impersonation (e.g., ptrace)
- Filesystem topology changes (e.g., mounts)

#### Explicit access rights

- Filesystem
- Networking
- Signaling
- Abstract unix socket

#### **IPC** scoping

Scope sandboxes:

- Connect to abstract UNIX sockets
- Send signals

Current networking access rights

- Connect to a TCP port
- Bind to a TCP port

Current filesystem access rights

- Execute, read or write to a file
- List a directory or remove files
- Create files according to their type
- Rename or link files
- Send IOCTL commands to devices













#### Sandboxing with Landlock

#### How to patch an application?

- 1. Define the threat model: which data is trusted or untrusted?
- 2. Identify the complex parts of the code: where there is a good chance to find bugs?
- 3. Identify and patch the configuration handling to infer a security policy.
- 4. Identify and patch the most generic places to enforce the security policy for the rest of the lifetime of the thread.

#### Application compatibility in a nutshell

Forward compatibility: kernel

Backward compatibility: responsibility of application developers

Each new Landlock feature increments the ABI version, which is useful to leverage available features in a **best-effort security** approach.

Will see more at the end of this talk...

# Landlock ABI versions

- 1. Linux 5.13: Initial set of FS access rights
- 2. Linux 5.19: Rename and link
- 3. Linux 6.2: Truncation
- 4. Linux 6.7: TCP connect and bind
- 5. Linux 6.10: IOCTL for devices
- 6. Linux 6.12: Signal and abstract UNIX socket

#### Landlock interface (in C and Rust)

#### Step 1: Check backward compatibility

int abi = landlock\_create\_ruleset(NULL, 0, LANDLOCK\_CREATE\_RULESET\_VERSION);

**if** (abi < 0)

return 0;

#### Step 2: Create a ruleset

```
int ruleset_fd;
struct landlock_ruleset_attr ruleset_attr = {
    .handled_access_fs =
    LANDLOCK_ACCESS_FS_EXECUTE |
    LANDLOCK_ACCESS_FS_WRITE_FILE,
};
```

```
error_exit("Failed to create a ruleset");
```

#### Step 3: Add rules

int err;

```
struct landlock_path_beneath_attr path_beneath = {
    .allowed_access = LANDLOCK_ACCESS_FS_EXECUTE,
};
```

```
err = landlock_add_rule(ruleset_fd,
                  LANDLOCK_RULE_PATH_BENEATH, &path_beneath, 0);
close(path_beneath.parent_fd);
if (err)
```

```
error_exit("Failed to update ruleset");
```

```
Ruleset::default()
.handle_access(make_bitflags!(
        AccessFs::{Execute | WriteFile}))?
.create()?
.add_rule(
        PathBeneath::new(PathFd::new("/usr")?)
        .allow_access(AccessFs::Execute)
)?
```

#### **Step 4: Enforce the ruleset**

- if (prctl(PR\_SET\_NO\_NEW\_PRIVS, 1, 0, 0, 0))
   error\_exit("Failed to restrict privileges");
- if (landlock\_restrict\_self(ruleset\_fd, 0))
   error\_exit("Failed to enforce ruleset");

close(ruleset\_fd);

```
Ruleset::default()
.handle_access(make_bitflags!(
        AccessFs::{Execute | WriteFile}))?
.create()?
.add_rule(
        PathBeneath::new(PathFd::new("/")?)
        .allow_access(AccessFs::Execute)
)?
.restrict_self()?
```

Workshop setup

#### VM setup

See <a href="https://github.com/landlock-lsm/workshop-imagemagick">https://github.com/landlock-lsm/workshop-imagemagick</a>

If you already cloned the repository:

git pull vagrant up vagrant ssh


#### Connect to the VM

# Once set up, take a snapshot and log in

vagrant snapshot push vagrant ssh

# We can now also use virt-manager to connect to the VM

Steps done by the VM provisioning

- 1. Set up the build environment
- 2. Build a vulnerable version of ImageMagick

## Let's patch ImageMagick!

#### ImageMagick

Pretty common set of tools to transform or display pictures: parse a lot of file formats

Use cases: CLI tool or (web) server

#### Attack scenario

<u>CVE-2016-3714/ImageTragick</u>: insufficient shell characters filtering that can lead to (potentially remote) code execution.

Let's say we have a vulnerable version, not necessarily this one. For this workshop we use an old and vulnerable (long-beenfixed) ImageMagick version.

Sandboxing this kind of tool can help mitigate the impact of such vulnerability: e.g., deny access to secret files

#### Agenda

- 1. Test an exploit
- 2. Find the sweet spot to restrict the process
- 3. Patch + build + test

#### Test exploit with vulnerable version

# Convert from one image format to another

convert /vagrant/exploit/malicious.mvg /tmp/out.png

# Solution patches are available in /vagrant/imagemagick-patches/\*.patch

# Main steps to patch

- 1. Declare the Landlock syscalls
- 2. Find what we want to sandbox and where it would make sense
- 3. Create a ruleset
- 4. Add static rules
- 5. Add dynamic rules
- 6. Restrict the task before potentiallyharmful computation

## Patch ImageMagick 1/9

# 1/ Go to the source directory

cd ~/src/ImageMagick-6.9.3-8

### Patch ImageMagick 2/9

# 3/ Import Landlock syscall stubs and access right groups

```
cp /vagrant/sandboxer.c magick/landlock.h
vim magick/landlock.h
```

git add -A git commit

# 4/ Look at the system's Landlock definitions and types (updated with up-todate 6.12 headers)

vim /usr/include/linux/landlock.h

## Patch ImageMagick 3/9

- # 5/ Look at the *convert* code and find a sweat spot for sandboxing
- vim wand/convert.c
- # Imagemagick doesn't have a clear separation between argument parsing and their evaluation: we need to patch the loop parsing arguments.
- # 6/ Include landlock.h and create the ruleset in ConvertImageCommand()
- (void) CopyMagickString(image\_info->filename,filename,MaxTextExtent);
- + const struct landlock\_ruleset\_attr ruleset\_attr = {
  + .handled\_access\_fs = ACCESS\_FS\_ROUGHLY\_READ | ACCESS\_FS\_ROUGHLY\_WRITE,
  + };

### Build and test the patched ImageMagick

# Regularly build and check convert

make

# Test conversion (the convert tool points to ./utilities/convert)

convert /vagrant/exploit/malicious.mvg /tmp/out.png

# Debug

strace convert /vagrant/exploit/malicious.mvg /tmp/out.png

## Patch ImageMagick 4/9

# 7/ Create the ruleset

int ruleset\_fd = landlock\_create\_ruleset(&ruleset\_attr, sizeof(ruleset\_attr), 0);

```
# 8/ Check for errors and log them
```

```
if (ruleset_fd < 0) {
    perror("LANDLOCK: Failed to create a ruleset");
    return MagickFalse;
}</pre>
```

```
# 9/ Close the ruleset
```

```
close(ruleset_fd);
```

0003-WORKSHOP-Create-a-ruleset.patch

## Patch ImageMagick 5/9

#### # 10/

}

```
if (prctl(PR_SET_NO_NEW_PRIVS, 1, 0, 0, 0)) {
    perror("LANDLOCK: Failed to lock privileges");
    return MagickFalse;
}
```

```
if (landlock_restrict_self(ruleset_fd, 0)) {
    perror("LANDLOCK: Failed to restrict thread");
    return MagickFalse;
```

0004-WORKSHOP-Restrict-and-break-everything.patch

### Build and test the patched ImageMagick

# Regularly build and check convert

make && convert /vagrant/exploit/malicious.mvg /tmp/out.png

## Patch ImageMagick 6/9

# 11/ Add static rules: exceptions to the denied-by-default policy

```
struct landlock_path_beneath_attr rule;
+
```

```
printf("LANDLOCK: Adding rule for /usr");
+
```

```
rule.parent fd = open("/usr", 0 PATH | 0 CLOEXEC);
+
```

```
rule.allowed access = ACCESS FS ROUGHLY READ;
+
```

```
if (landlock add rule(ruleset fd, LANDLOCK RULE PATH BENEATH, &rule, 0)) {
+
+
```

```
perror("LANDLOCK: Failed to create rule");
```

```
return MagickFalse;
```

```
close(rule.parent fd);
+
```

+

+

+

}

if (prctl(PR SET NO NEW PRIVS, 1, 0, 0, 0))

## Patch ImageMagick 7/9

# 12/ Add more static rules: /dev/null and /tmp (with appropriate access)

- + printf("LANDLOCK: Adding rule for /dev/null");
- + rule.parent\_fd = open("/dev/null", 0\_PATH | 0\_CLOEXEC);
- + rule.allowed\_access = LANDLOCK\_ACCESS\_FS\_READ\_FILE;
- + if (landlock\_add\_rule(ruleset\_fd, LANDLOCK\_RULE\_PATH\_BENEATH, &rule, 0)) {
  + perror("LANDLOCK: Failed to create rule");

```
+ return MagickFalse;
```

```
+
```

}

```
+ close(rule.parent_fd);
```

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

0005-WORKSHOP-Add-static-restrictions.patch

### Patch ImageMagick 8/9

# 13/ Add a dynamic rule according to CLI arguments

- + printf("LANDLOCK: Adding rule for %s", filename);
- + rule.parent\_fd = open(filename, O\_PATH | O\_CLOEXEC);
- + rule.allowed\_access = LANDLOCK\_ACCESS\_FS\_READ\_FILE;
- + if (landlock\_add\_rule(ruleset\_fd, LANDLOCK\_RULE\_PATH\_BENEATH, &rule, 0)) {
  + perror("LANDLOCK: Failed to create rule");

```
+ return MagickFalse;
```

```
+ close(rule.parent fd);
```

}

+

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

0006-WORKSHOP-Handle-input-and-output-files.patch

#### Patch ImageMagick 9/9

```
# 14/ Add more dynamic rules
```

```
+ char *out_path = strdup(argv[i+1]);
+ const char *out_dir = dirname(out_path);
+ [...]
```

**if** (prctl(PR\_SET\_NO\_NEW\_PRIVS, 1, 0, 0, 0))

0006-WORKSHOP-Handle-input-and-output-files.patch

#### Build and test the final version

# Build and check convert

make && convert /vagrant/exploit/malicious.mvg /tmp/out.png

# Exercise left to the readers

- Make the code more generic and maintainable
- Support the "fd:" URI scheme
- Support more commands
- Test with different kernel versions with help from the Landlock test tools

• ...and send your patch upstream!

### **Compatibility and best-effort security**

# Incremental development

Because it is complex, a new kernel access control system cannot implement everything at once.

Landlock is useful as-is and it is gaining new features over time, which may enable to either add or remove restrictions.

#### **Restrictions evolution over versions**



#### Landlock v1

#### **Restrictions evolution over versions**

#### Always denied

- Get new privileges
- Ptrace a parent sandbox
- Change FS topology
- Reparent files

#### Configurable

- Read file
- Write file
- ...
- Reparent files

#### **Always allowed**

- Change directory
- Read file metadata
- Change file ownership
- IOCTL
- Truncate file

•••

Landlock v1 Landlock v2

#### **Restrictions evolution over versions**



- Get new privileges
- Ptrace a parent sandbox
- Change FS topology
- Reparent files

#### Configurable

- Read file
- Write file
- ...
- Reparent files
- Truncate file

#### **Always allowed**

- Change directory
- Read file metadata
- Change file ownership
- IOCTL
- Truncate file

•••

Landlock v1 Landlock v2 Landlock v3

## Application compatibility

Forward compatibility for applications is handled by the kernel development process.

Backward compatibility for applications is the responsibility of their developers, who may not be aware of the **kernel on which their application will run**.

Each new Landlock feature increments the Landlock ABI version, which is useful to implement a fallback mechanism: **best-effort** approach.

#### Good sandboxing rules

- 1. Transparent to users
- 2. Best-effort with minimal requirement
- 3. Handle strict restrictions
- 4. Runtime configuration with maximum execution

Rule #1: Transparent to users Most of the time, configurations are not updated.

Requirements:

- Leverage the current application's configuration as much as possible
- Dynamic checks to identify required runtime resources

Rule #2: Besteffort with minimal requirement Don't break my application!

#### Enforce restrictions as much as possible

according to the running kernel, and being able to disable the whole sandboxing if a required feature is not supported (e.g., the refer access right for file reparenting).

Use case:

• For end users, **opportunistically sandbox** applications without error

Rule #3: Handle strict restrictions Create an option to force sandboxing and error out if anything goes wrong (not enabled by default).

Use cases:

- 1. For developers and CI **tests**, to be sure that sandboxing is not an issue for legitimate use
- 2. For security software, to be sure that a set of security properties are **guarantee**

Rule #4: Runtime configuration with maximum execution

#### Help identify sandboxing specific code issues.

Run the same code as much as possible (i.e., same behavior: check same files, make same syscalls...) but only enforce restrictions when requested.

Should be simple to set or unset at run time according to:

- Test environment (e.g., build profile, variables)
- User configuration

# Wrap-up

## ImageMagick patch

- Use the native CLI arguments:
  - Transparent for users
  - Well integrated with all supported use cases
- Quick to implement a first PoC
- Quicker when we already know the app code

#### Roadmap

Ongoing and next steps:

- Add new access-control types: socket creation, UDP port use...
- Add audit support to ease debugging and provide metrics
- Develop a new sandboxer tool
- Improve adoption



#### Contribute

- Develop new new access types
- Improve libraries: <u>Rust</u>, <u>Go</u>...
- $\cdot$  Challenge the implementation
- Improve documentation or tests
- · Sandbox your applications and others'
  - <u>Secure Open Source Rewards</u>
  - Google Patch Rewards


## **Questions?**



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Thank you!