

FreeBSD Jailing, A Secure Virtual Machine

Sept. 1, 2004, Isaac Levy Presenter

The logo for NYCBUG features the letters 'NYC' in a bold, black, sans-serif font, followed by 'BUG' in a bold, red, italicized sans-serif font. A red curved line starts under the 'Y' and 'C', arching over the 'B' and 'U'.

NEW YORK CITY *BSD USER GROUP



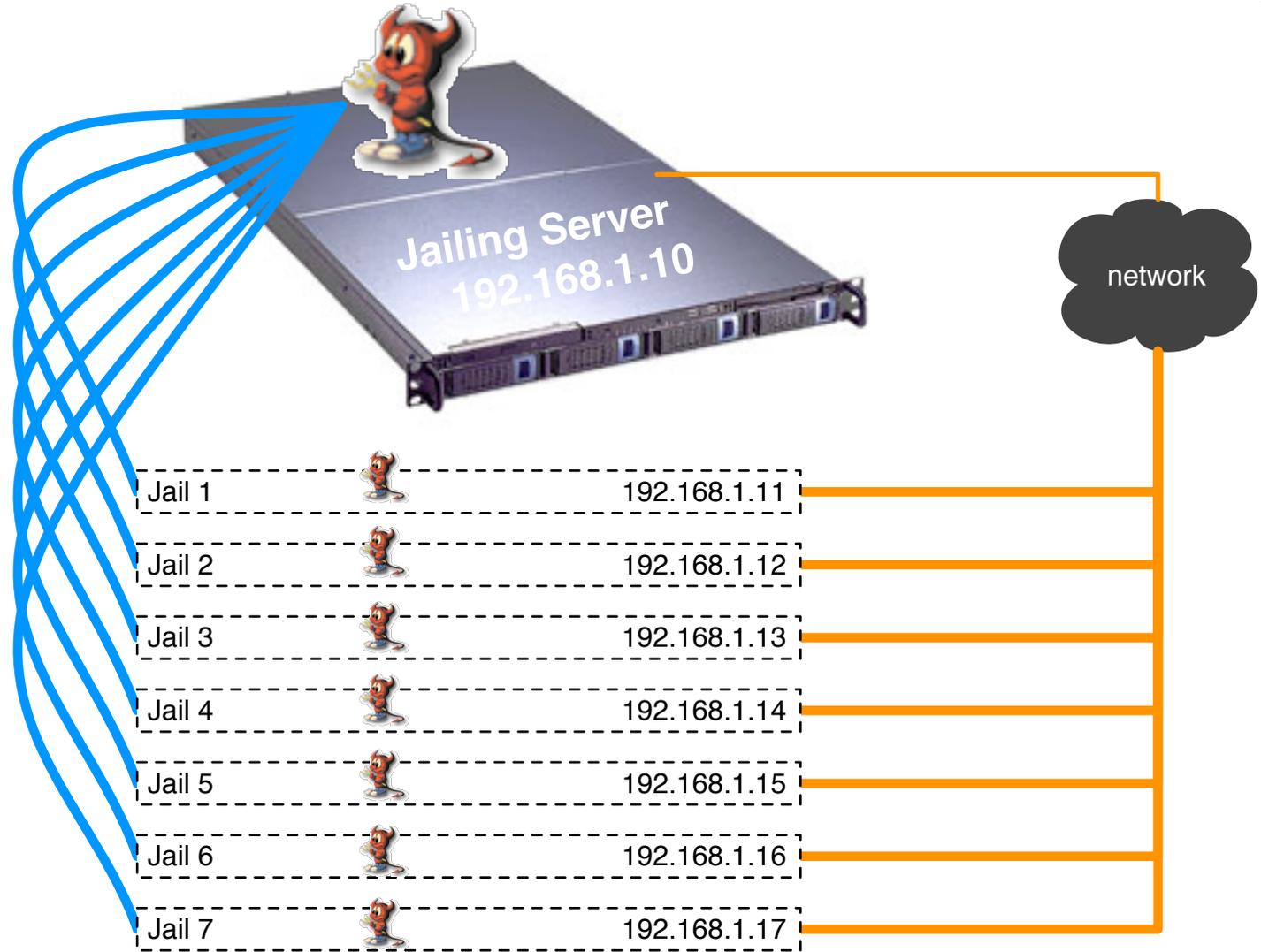
Definitions of Jailing

- what is **jail(8)**:
 - a system call in FreeBSD
 - virtual system image
 - process tree based
- what jail **jail(8)** is not:
 - chroot (ala OpenBSD vocabulary)
 - it is not a classical machine emulator

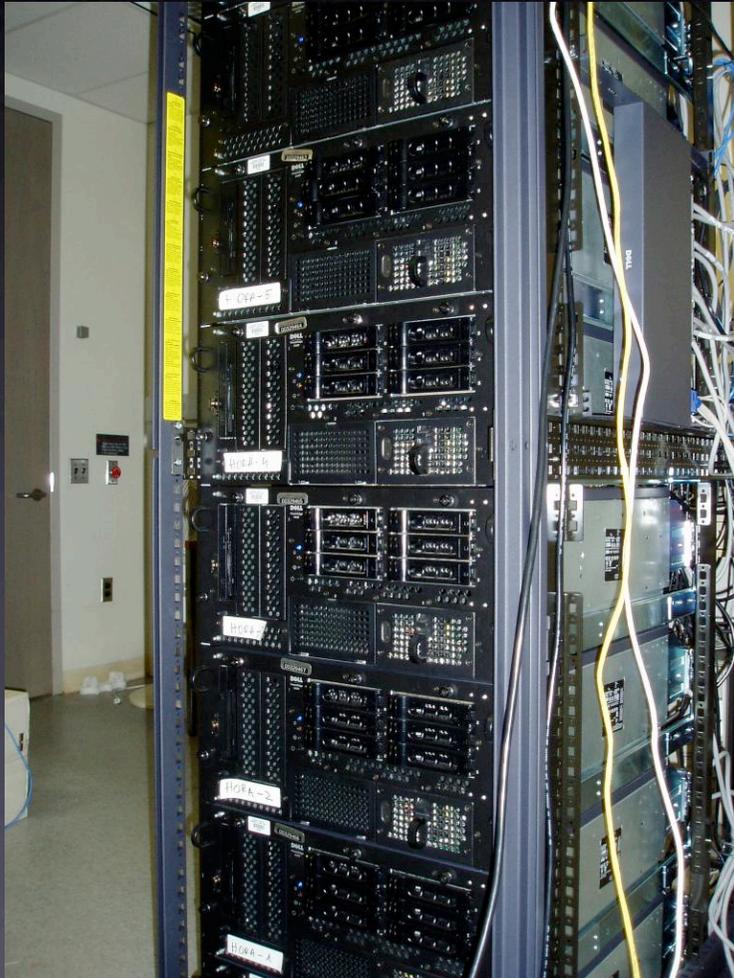
Process Tree:

JailingServer:

```
\_init
  \_daemon/process etc...
  \_daemon/process etc...
  \_daemon/process etc...
  \_daemon/process etc...
  \_jail (Jail 1)
    \_daemon/process etc...
    \_daemon/process etc...
    \_daemon/process etc...
  \_jail (Jail 2)
    \_daemon/process etc...
    \_daemon/process etc...
    \_daemon/process etc...
  \_jail (Jail 3)
    \_daemon/process etc...
    \_daemon/process etc...
    \_daemon/process etc...
  \_jail (Jail 4)
    \_daemon/process etc...
    \_daemon/process etc...
    \_daemon/process etc...
```



maintaining old junk?



- 3 webservers
- 1 local-use dns cache
- fileserver (for 2 people)
- 2 dev servers



jail(8)!

(special thanks to jail(2)!)

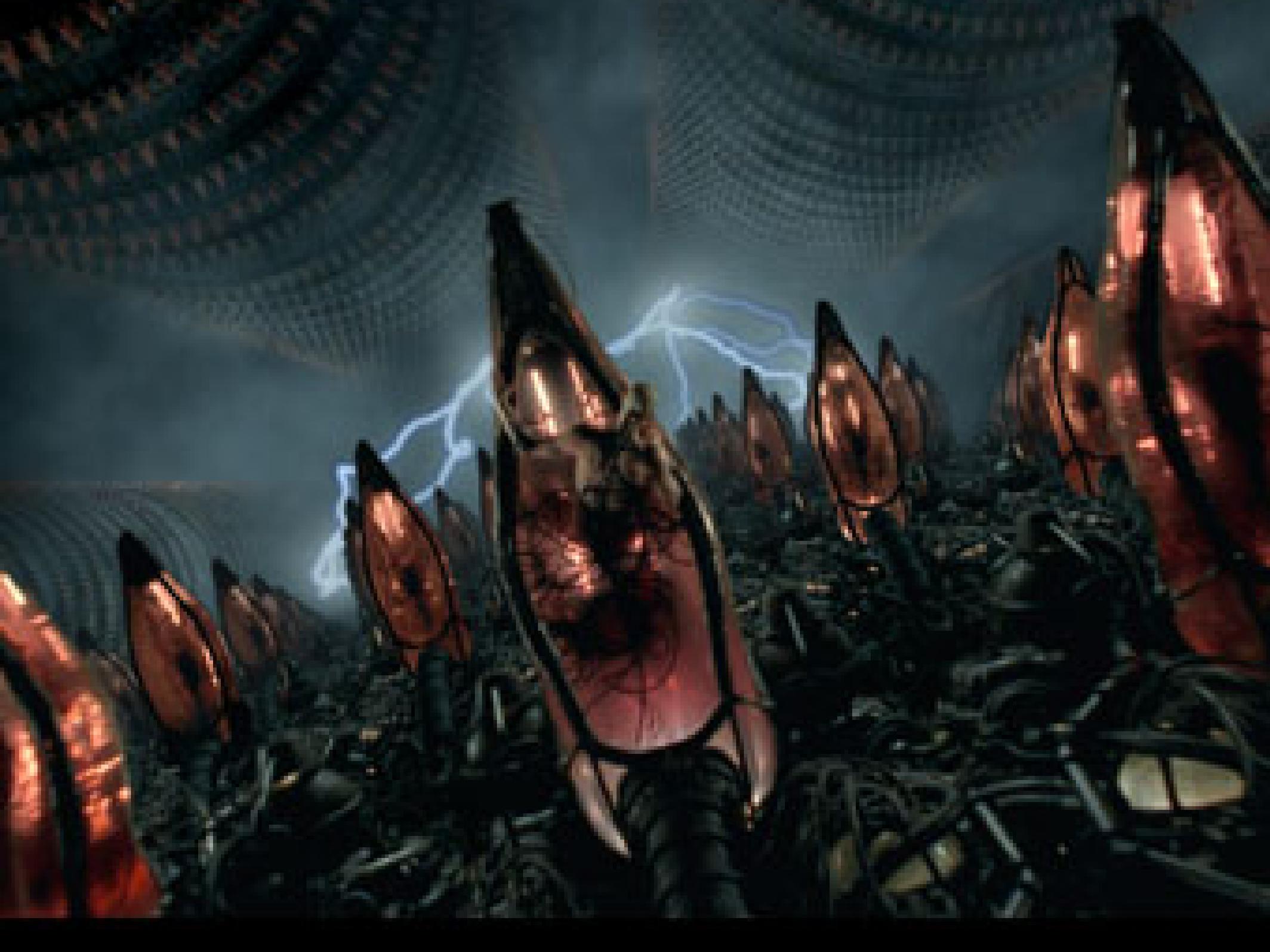


Jailing Server		192.168.1.10
Jail 1		192.168.1.11
Jail 2		192.168.1.12
Jail 3		192.168.1.13
Jail 4		192.168.1.14
Jail 5		192.168.1.15
Jail 6		192.168.1.16
Jail 7		192.168.1.17

3 webservers

1 local-use dns cache
fileserver (for 2 people)

2 dev servers



Some Uses for `jail(8)`

- when entire OS is needed for a small service
- separating specific services securely
- Learning/Development Servers
- Hardware Resource Sharing
- High Availability / Low Cost

Poor Uses for `jail(8)`

- Kernel Access
- Network Interface Access
- Device Driver Access
- Some Applications require particular low-level system calls:
 - Notably, PostgreSQL doesn't run securely until FreeBSD 5.x stable
- when `chroot(8)` will do the job **simpler**

How To jail(8)

- GREAT instructions in **man jail**, but nutshell,
 - build a FreeBSD userland from source somewhere on host machine, minor tweaks.
 - create an IP alias interface
 - run the jail call with the IP, and userland, the jail 'boots', so to speak.

Best Practices

- ssh into jails to manage their processes!
- You always can see straight filesystem/userland from master jail
- Design your jailing system carefully, be creative (Hans note about readonly mounts)
- Use highest secure practices possible for master server...

Process Tree:

JailingServer

_init

_daemon/process etc...

_daemon/process etc...

_daemon/process etc...

_daemon/process etc...

_jail (Jail 1)

_daemon/process etc...

_daemon/process etc...

_daemon/process etc...

_jail (Jail 2)

_daemon/process etc...

_daemon/process etc...

_daemon/process etc...

_jail (Jail 3)

_daemon/process etc...

_daemon/process etc...

_daemon/process etc...

_jail (Jail 4)

_daemon/process etc...

_daemon/process etc...

_daemon/process etc...



<http://www.samag.com/documents/s=1151/sam0105d/0105d.htm>

OpenRoot Project, fork-bombs, FreeBSD
SecureLevels, reality, truth, and process control

PostgreSQL *sigh*

- Time At iMeme, people want PostgreSQL
- if you give jails sysvipc,
 - `/sbin/sysctl -w jail.sysvipc_allowed=1`
 - EXCEPT this *fix* lets jails access main system memory directly, therefore shooting security in the foot...
- This kind of issue *can* arise elsewhere.

Questions/Discussion



(the following urls will hit nycbug-talk late tonight)

http://www.freebsd.org/doc/en_US.ISO8859-1/books/arch-handbook/jail.html

<http://www.samag.com/documents/s=1151/sam0105d/0105d.htm>

<http://www.the-labs.com/FreeBSD/JailTools/>

<http://www.bpfh.net/simes/computing/chroot-break.html>

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Special Thanks:

- **Jon Ringuette** of iMeme, taught me to jail.
- The jail feature was written by **Poul-Henning Kamp** for R&D Associates <http://www.rndassociates.com/> who contributed it to FreeBSD.
- **Robert Watson** wrote the extended documentation, found a few bugs, added a few new features, and cleaned up the userland jail environment.

