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How to Handle Security Flaws in a Storage Product Using Open Source Code

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All new storage products use Open Source

- Economics drive this.
  - Underlying OS is Linux (usually) or FreeBSD.
- Unless you employ Linus or other notable names, you don't have full control over what goes into your product.
- You must have a process to coordinate with Open Source upstream developers in order to ship secure products.
  - At the very least, you need to know about vulnerabilities in the code you're using, even if you don't (or can't) fix it yourself.

Dealing with upstream vulnerabilities

- Ensure the upstream project takes security seriously.
  - This is not as common as you might think – do you have a contact point if someone reports a security flaw to you ?
  - https://www.linuxfoundation.org/blog/2018/04/software-security-is-a-shared-responsibility/
- Even projects that do security well themselves have dependencies.
  - Know what is going into your storage solution.

A story of three (Samba) flaws

- “Badlock” and industry-wide coordination.
  - “Trust no one” (with apologies to the X-files).
- Sambacry.
  - “Anything you can do, I can do better..”
- Google Project Zero bug.
  - Practicing for the real thing.

In the beginning

- The first security flaw reported in Samba (1993) was immediately caught by Andrew Tridgell (tridge) – the original author of the project.

  - He stopped the mail list processing until he had a fix.

  - Ensured the very next email contained the patch.

  - Re-started mail list processing.

- Things are a little more difficult these days..

Process, process, process

- Put a process in place to handle all security reports uniformly.
  - Start with an email alias: security@samba.org
  - Can be hard to do with a pure volunteer organization, but without it you're not professional.
- Ability to get Common Vulnerability and Exposure (CVE) number is essential for tracking.
  - Linux distributions are your friends here, their security Teams can handle this for you.

Auditing / Code quality ?

- Unless the Open Source project is large and important, no one will audit it for free.

  - Automated tools for static analysis and fuzzing are **essential**.

  - A comprehensive test suite helps automate the testing needed.

- Basic code reviews from people with security experience will help catch the worst errors.

  - If you don’t have security experience, shipping code will soon teach you :-).

The reputation game

- Use gpg encrypted email to communicate with vulnerability reporters.
  - Standard in the security world.
- Insist on transparency with security researchers and in vulnerability disclosure.
  - Don’t try and hide anything – you’re not fooling anyone.
  - Ignore vulnerability-sellers.
- Internal and external time-frames can differ, but try and stick to a schedule.

How to respond

- Insist on reproducible exploit to fully understand the threat.
  - You don’t have to publish these !
- Don’t race for the “easy” fix.
  - Take time, understand the issue and look for it in all areas of the code.
- Only fix the security bug.
  - Don’t try and fold in other bug fixes for a security release.
- Limit back-ports / Coordinate with vendors

Case study #1 – Bad, bad, badlock

- “Badlock” was a protocol-level vulnerability in DCE-RPC (remote procedure call), used by all Microsoft interoperating products.

– Complex, and almost no one understood it (except exploiters, who might have already been using it).

- Discovered indirectly during a Microsoft Interop Event by a proprietary fuzzing tool.

- Tension occurred between commercial interests of employer of discovering engineer and Samba project (my fault).

– Don’t let marketing people name bugs :-).

Badlock continued

- “Badlock” affected most SMB implementors, so coordination had to be arranged across the entire storage industry.

– Knowledge of the bug started to leak.

– Attacks on Samba bugzilla by black-hats attempting to get early advantage.

– Personal contacts essential (reputation again). I started refusing to discuss unless I personally recognized the phone number/voice.

– Seven months from discovery to coordinated released fixes. “90-day” window would have killed us here.

Badlock postmortem

- Most of the press completely failed to understand or report on the threat correctly.

  - Most security “researchers” completely failed to understand or report on the threat correctly.

- Worst-case scenario – thankless fix misunderstood by users and anyone not intimately involved in the code.

  - Hard to get management support.

- Don’t try and create catchy names and logos for bugs.

- Tod Beardsley (security researcher at Rapid7) tweeted:

“Microsoft SMB: Wow, what a week!

Samba: Hold my beer”

Case study #2 – Sambacry

- Caused when two secure subsystems - module loading and named pipe services - were connected without sufficient input checking.
  - Code was in error for seven years.
  - Externally reported.
  - Unknown how much it had been exploited.
- Fix was a one-line change.

Sambacry postmortem

- Better security review would have caught this.
  - Impossible to catch everything.
  - Logic error, not language error (safer language would not have helped).
- Tests both positive and negative would not have helped, they would only have showed the named pipe module loading worked or failed.
- Worst effect was non-upgradable embedded systems with old unfixable versions.

Case study #3 – Google Project Zero

- Project Zero Google security researcher Jann Horn (he of the “Meltdown” and “Spectre” attacks) cut his teeth on a Samba bug.

  - Even though I’m a Google employee, we didn’t get any slack :-).

- “Borderline” exploit – race condition in pathname processing (required slowing the server down with strace in order to hit the race).
- Exposed generic design flaw in user-space server code.

  - Goodness knows how or even if other servers have fixed this.

Google Project Zero mitigation

- Required redesign of all pathname processing.
  - “Natural” way to fix this turned out to be covered by a software patent.
  - Thankfully a superior solution was not covered by patents.
- Immediate fix took around one week.
  - Then we discovered the fix broke one of the critical VFS modules.
- Module was created for the needs of the patent holder covering the original solution :-).

Google Project Zero mitigation

- Ultimately took the full 90-day disclosure time, plus a 14-day extension, to get the fix created, tested and back-ported to all vulnerable versions.

  - Security work under time-pressure is when mistakes happen.

  - I am ambivalent on deadlines, they ensure concentrated effort but can do harm.

- Ensure you explore all combinations of design decisions for robustness (I know, this is impossible :-).

  - Code fail-safe. Just because “it can’t happen” doesn’t mean someone won’t find a way to do it.

Google Project Zero postmortem

- Design flaws are the hardest problems to fix.
- Don’t try and argue / push back on vulnerabilities with security researchers.

  - Even if you’re convinced you’re right, when they go public it will still damage your project reputation.

  - Work with them to agree on a mitigation strategy.

  - Don’t be embarrassed to beg and grovel to get more time.

A thankless task

- No one rates security until they don’t have it. Even then, not so much.
- The press **WILL** completely mess up all reporting – security flaws are complex even for exports.

– “*A flaw in Microsoft’s implementation of the Samba protocol..*”

- Volunteer developers will get blamed and called fools.
- Personal contacts are essential for coordinating fixes.
- Security work is like ensuring the sewers stay open.

– No one notices until you fail.

Conclusion

- Prepare for massive overwhelming security failures in your project.

  - That way, when it happens (and it **WILL** happen) at least you have a plan.

- Accept all reports, respond to all reports.

  - Even if they appear insane.
- “Untested code is broken code”
- There is no magic bullet / magic language that will protect you.

Questions and Comments ?

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