A new DCERPC infrastructure for Samba
https://wiki.samba.org/index.php/DCERPC

Stefan Metzmacher <metze@samba.org>

Samba Team / SerNet

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Topics

- What is DCERPC?
- Where is DCERPC used?
- Implementations in Samba
- Why do we need a new implementation?
- Samba3 vs. Samba4 ...
- Testing
- MS-SWN: witness_AsyncNotify
- MS-FRS2: frstrans_BytePipe
- Project Status
- Thanks!
- Questions?
What is DCE-RPC?

- Distributed Computing Environment / Remote Procedure Calls
  - It is an infrastructure to call a function on a remote server
  - ”remote” is connected via some kind of socket (tcp/ip, named pipes, ...)

- As development environment
  - Function stubs are typically autogenerated from an Interface Definition Language (IDL)

- As network protocol defines how:
  - marshalling of payloads work - transfer syntax (NDR/NDR64)
  - marshalling of PDUs
  - PDUs are ordered
  - authentication and encryption works
Where is DCERPC used?

- DCERPC was designed with a reference implementation and documentation
  - Most of it is available from www.opengroup.org
  - Also see http://en.wikipedia.org/wiki/DCE/RPC

- Adaption of DCERPC in Windows
  - Windows has extended it, see [MS-RPCE], http://msdn.microsoft.com/en-us/library/cc243560.aspx
  - The SDK is available to everyone to use it, see ”RPC Technical Reference”, http://technet.microsoft.com/en-us/library/cc759499.aspx

- Typically used for:
  - Remote administration: Authentication-, File-, DNS-, ... -servers
  - Printing (Spoolss)
  - Replication protocols (WINS-REPL, Active Directory, SYSVOL)
  - Distributed Component Object Model (DCOM), see https://en.wikipedia.org/wiki/Distributed_Component_Object_Model
Implementations in Samba (Part 1)

- Samba 3.0 (and before)
  - hand written marshalling code
  - only implemented what was strictly required by Windows clients

- Samba pre 4.0 (development branch)
  - Start from scratch after 3.0.0 was released
  - First start of an async client library
  - New server infrastructure allows async execution
  - Invention of an IDL compiler, pidl
  - Marshalling, client and server code is now autogenerated
  - The server is single threaded for all services together!
Implementations in Samba (Part 2)

- **Samba 3.2**
  - pidl merged back to the 3.X release stream
  - generating bindings for the 3.X infrastructure

- **Samba 3.4**
  - Services can be moved to external processes
  - This named_pipe_auth abstraction uses unix sockets to implement SMB named pipes

- **Samba 3.6**
  - pidl generates only one set of client stubs
  - They’re based on a struct dcerpc_binding_handles abstraction, with different implementations (s3, s4, irpc, wbint)

- **Samba 4.0**
  - The single threaded server also hosts the OpenChange services as an externally provided plugin
Why do we need a new implementation? (Part 1)

- A lot of newer services require async processing in the server
  - Service Witness Protocol [MS-SWN] used for SMB3 fileserver clusters
  - Print System Asynchronous Remote Protocol [MS-PAR]
  - Distributed File System Replication Protocol [MS-FRS2] (for SYSVOL)

- Some services need support for association groups
  - Multiple transport connections can be bound to an association
  - Similar to SMB3 Multi-Channel

- Some services need support for DCERPC [pipe]
  - A remote procedure call passes a "pipe" as argument to a function
  - A "pipe" is a stream of chunks (arrays of fixed size elements)
  - It’s terminated by a zero length chunk.
  - Used in [MS-FRS2] e.g. RdcGetFileDataAsync() with byte elements.

- DCERPC callbacks (optional for now)
  - It’s possible for the server to call a callback function to the client
  - This implies a DCERPC infrastructure needs to be client and server at the same time
Why do we need a new implementation? (Part 2)

- Easier to maintain security
  - The authentication implementations are abstracted by gensec now

- Header signing
  - ready for Samba 4.2 in the old infrastructure
  - depends on support in the gensec backend

- `dcerpc_sec_verification_trailer`
  - Header signing negotiation is protected via a hidden structure after the payload

- Bindtime feature negotiation
  - SecurityContextMultiplexingSupported - like multiple session setups
  - KeepConnectionOnOrphanSupported
Goals for Samba:
- We have four separate (all incomplete) implementations of DCERPC (two servers and two clients).
- The aim is to merge the good parts of all implementations together and extend the result to be more feature complete.
- Base the whole infrastructure on talloc, tevent and tstream.
- All internals should be fully async.
- Flexible process models (single process, pre-fork)
- Implement everything we need within Samba

Goals useful for others
- Make it easier for external projects e.g. OpenChange to use
- Try to provide a stable ABI for them
- struct dcerpc_binding became a private structure recently
- We will include ncacn_http support in 4.2 (contributes by the OpenChange developers)
Testing

- Low-level protocol testing
  - python/samba/tests/dcerpc/raw_protocol.py
  - This uses our python bindings to marshall PDUs and use raw sockets

- Rely on our existing application level tests
  - all smbtorture rpc tests
  - additional python tests
The IDL function definition:

```c
WERROR witness_AsyncNotify(
    [in] policy_handle context_handle,
    [out] witness_notifyResponse **response
);
```

The generated C structure:

```c
struct witness_AsyncNotify {
    struct {
        struct policy_handle context_handle;
    } in;
    struct {
        struct witness_notifyResponse **response;/* [ref] */
        WERROR result;
    } out;
};
```
The structure based client stubs:

```c
struct tevent_req *dcerpc_witness_AsyncNotify_r_send(TALLOC_CTX *mem_ctx,
    struct tevent_context *ev,
    struct dcerpc_binding_handle *h,
    struct witness_AsyncNotify *r);
NTSTATUS dcerpc_witness_AsyncNotify_r_recv(struct tevent_req *req, TALLOC_CTX *mem_ctx);
NTSTATUS dcerpc_witness_AsyncNotify_r(struct dcerpc_binding_handle *h,
    TALLOC_CTX *mem_ctx,
    struct witness_AsyncNotify *r);
```

The argument based client stubs:

```c
struct tevent_req *dcerpc_witness_AsyncNotify_send(TALLOC_CTX *mem_ctx,
    struct tevent_context *ev,
    struct dcerpc_binding_handle *h,
    struct policy_handle context_handle /*[in]*/,
    struct witness_notifyResponse **response /*[out,ref]*/);
NTSTATUS dcerpc_witness_AsyncNotify_recv(struct tevent_req *req,
    TALLOC_CTX *mem_ctx,
    WERROR *result);
NTSTATUS dcerpc_witness_AsyncNotify(struct dcerpc_binding_handle *h,
    TALLOC_CTX *mem_ctx,
    struct policy_handle context_handle /*[in]*/,
    struct witness_notifyResponse **response /*[out,ref]*/,
    WERROR *result);
```
The '_state' structure:

```c
struct _witness_AsyncNotify_state {
    struct _witness_AsyncNotify_state *prev, *next;
    struct tevent_context *ev;
    struct dcerpc_call_handle *call;
    struct witness_AsyncNotify *r;
    struct tevent_req *req;
};
```

The _send function:

```c
static struct tevent_req * _witness_AsyncNotify_send(TALLOC_CTX *mem_ctx ,
    struct tevent_context *ev ,
    struct dcerpc_call_handle *call ,
    struct witness_AsyncNotify *r)
{
    struct tevent_req *req;
    struct _witness_AsyncNotify_state *state;
    struct witness_service *service = witness_get_service(call);

    /* TODO: ... */

    DLIST_ADD_END(service->pending, state);
    tevent_req_deferr_callback(req, ev);
    return req;
}
```
The 'service' structure:

```c
struct witness_service {
    /* list of pending requests */
    struct _witness_AsyncNotify_state *pending;
};
```

The service monitor function:

```c
static void witness_service_ipchange_handler(struct witness_service *service,
                                            /* TODO: ... */) {
    while (service->pending != NULL) {
        /* TODO: ... */
        tevent_req_done(service->pending->req);
        /* TODO: ... */
    }
}
```

The _recv function:

```c
static NTSTATUS _witness_AsyncNotify_recv(struct tevent_req *req) {
    return tevent_req_simple_recv_ntstatus(req);
}
```
DCERPAC server glue

The entry point (dispatch) functions pointers (an async function pair):

```c
typedef struct tevent_req *(*dcerpc_call_entry_point_send_fn_t)( TALLOC_CTX * mem_ctx,
                                        struct tevent_context * ev,
                                        struct dcerpc_call_handle * call,
                                        void * r);

typedef NTSTATUS (*dcerpc_call_entry_point_recv_fn_t)(struct tevent_req * req);

struct dcerpc_call_entry_point_fns {
    dcerpc_call_entry_point_send_fn_t fn_send;
    dcerpc_call_entry_point_recv_fn_t fn_recv;
};
```

The entry point vector which represent a logic behind a "manager":

```c
struct dcerpc_call_entry_point_vector {
    const char * name;
    const struct ndr_interface_table * table;
    uint32_t num_fns;
    const struct dcerpc_call_entry_point_fns * fns;
};
```

Some structures available on dcerpc_call_handle:

```c
struct dcerpc_server_context; /* top level abstract context for a server instance */
struct dcerpc_server_auth_type; /* an auth_type including the server credentials state */
struct dcerpc_server_endpoint; /* endpoints for the server to listen on */
struct dcerpc_server_manager; /* registered interface with the entry point vector */
struct dcerpc_server_object; /* object to allow multiple managers per interface */
```
The IDL function definition:

```c
typedef [flag(NDR_PAHEX)] pipe uint8 frstrans_BytePipe;
```

The generated pipe push/pull functions:

```c
struct frstrans_BytePipe_chunk {
    uint32_t count;
    uint8_t *array;
} /* [flag(LIBNDR_PRINT_ARRAY_HEX)] */;
struct frstrans_BytePipe *dcerpc_frstrans_BytePipe_create(TALLOC_CTX *mem_ctx);
struct tevent_req *dcerpc_frstrans_BytePipe_chunk_push_send(TALLOC_CTX *mem_ctx,
    struct tevent_context *ev,
    struct frstrans_BytePipe *p,
    const struct frstrans_BytePipe_chunk *chunk);
NTSTATUS dcerpc_frstrans_BytePipe_chunk_push_recv(struct tevent_req *req);
struct tevent_req *dcerpc_frstrans_BytePipe_chunk_pull_send(TALLOC_CTX *mem_ctx,
    struct tevent_context *ev,
    struct frstrans_BytePipe *p);
NTSTATUS dcerpc_frstrans_BytePipe_chunk_pull_recv(struct tevent_req *req,
    TALLOC_CTX *mem_ctx,
    struct frstrans_BytePipe_chunk **chunk);
```
The IDL function definition:

```c
WERROR frstrans_RawGetFileDataAsync(
    [in,ref] policy_handle *server_context,
    [out,ref] frstrans_BytePipe *byte_pipe
);
```

The generated client stub:

```c
struct tevent_req *dcerpc_frstrans_RdcGetFileDataAsync_send(TALLOC_CTX *mem_ctx,
    struct tevent_context *ev,
    struct dcerpc_binding_handle *h,
    struct policy_handle *server_context /*[in,ref]*/,
    struct frstrans_BytePipe *byte_pipe /*[out,ref]*/);
NTSTATUS dcerpc_frstrans_RdcGetFileDataAsync_recv(struct tevent_req *req,
    TALLOC_CTX *mem_ctx,
    WERROR *result);
```
The pull service code:

```c
state->byte_pipe = dcerpc_frstrans_BBytePipe_create(state);
if (state->byte_pipe == NULL) {
    return;
}

subreq = dcerpc_frstrans_RawGetFileDataAsync_send(state,
    session->service->task->event_ctx,
    session->conn->dcerpc_pipe->
    binding_handle,
    &state->server_context,
    state->byte_pipe);

if (subreq == NULL) {
    return;
}
teevent_req_set_callback(subreq, dfsrsrv_download_loop_read_done, state);

subreq2 = dcerpc_frstrans_BBytePipe_chunk_pull_send(state,
    session->service->task->event_ctx,
    state->byte_pipe);

if (subreq2 == NULL) {
    return;
}
teevent_req_set_callback(subreq2, dfsrsrv_download_loop_chunk_done, state);
```
The pull service code:

```c
/* TODO: ... */

error = dcerpc_frstrans_BytePipe_chunk_pull_recv(subreq2, state, &chunk);
TALLOC_FREE(subreq2);
if (!NT_STATUS_IS_OK(error)) {
    return;
}

/* TODO: ... */

if (chunk->count == 0) {
    TALLOC_FREE(chunk);
    return;
}
TALLOC_FREE(chunk);

subreq2 = dcerpc_frstrans_BytePipe_chunk_pull_send(state,
    session->service->task->event_ctx,
    state->byte_pipe);
if (subreq2 == NULL) {
    return;
}
tevent_req_set_callback(subreq2, dfsrsrv_download_loop_chunk_done, state);
```
Project Status

- See https://wiki.samba.org/index.php/DCERPC
- Some code is already upstream
- A lot more in work in progress branches
- Sadly not much progress since my talk at the SambaXP Conference
- This is currently a sparetime project
- Hopefully more progress in the next months
Thanks!

- People who assist:
  - Gregor Beck
  - Andreas Schneider
  - Günther Deschner
  - David Disseldorp
  - Others
Questions?

- Stefan Metzmacher, metze@samba.org, sm@sernet.de
- http://www.sernet.com

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