

SERVICE MANAGEMENT AND SYSTEMD MC LPC '22

#snapsafe: restoring uniqueness in Virtual Machine clones

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We start from a VM with some state





Take a snapshot of the VM

- Back-up VM
- Scale-out a service
- Use snapshot for fast cold-boots





Spawn one new VM from snapshot

aws



... or more of those

aws

Snapshot safety: Affected applications

- Applications that use PRNGs
 - ≻Kernel-space
 - >User-space libraries, e.g. OpenSSL
 - Language runtimes, e.g. Java
- Applications that use "unique" data

Snapshot safety

- Real world problem
- Increasingly important
 - >(micro)VMs used more and more to isolate workloads
- Both Kernel and User-space affected
- Need for end-to-end generic solution



Agenda

- 1. Current Linux Landscape
- 2. User-space considerations
- 3. System-wide snapshot safety
- 4. Summary & Next steps



Current Linux Landscape



• Emulated device providing a generation ID to guest

Cryptographically random 128-bits integer

- Changes every time the VM *"executes from a different configuration file"*
- Notification mechanism for VM-lifecycle events
- Can be used as source of entropy
- Defined as an ACPI device





Linux Implementation

- ACPI driver mapping the Generation ID
- Handles ACPI notifications
- Uses Generation ID to re-seed PRNG

Control Plane



1. VM lifecycle event arrives



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- 1. VM lifecycle event arrives
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- 3. Kernel driver handles notification. If generation ID changed use it as entropy
- 4. User-space getting random bits from PRNG "safely":
 - Small race-window with ACPI notification handling



But we have user-space PRNGs!

No mechanism to "let the user-space know"



User-space considerations



Virtual Machine Generation ID – User-space Concerns

- No user-space facing mechanism at the moment
- Generation ID consumed in kernel as entropy for PRNG
 Not safe to expose to user-space (?)
- Race-condition on ACPI notification
 - For example, RNG will produce identical results until ACPI notification is handled



Virtual Machine Generation Counter

Extend the device with word-size counter which increases every time the Generation ID changes

Not a source of entropy

>No leaking of potentially sensitive data

mmap() interface for user-space applications

> Directly observe changes in value, no need to wait for ACPI notification

- Can add as well poll() interface for applications with event loops
- Word-size means we can read it with a single instruction



Virtual Machine Generation Counter



Control Plane

User-space PRNG can now monitor Generation counter before returning random values

Virtual Machine Generation Counter – Alternatives

- Generation ID is used as entropy but it isn't clear whether revealing it to user-space is actually harmful
- We could actually read Generation ID directly without waiting for notification
- Word-size reads are faster but maybe not that much (?)

Idea: Just expose Virtual Machine Generation ID

• Need to clarify security concerns with exposing Generation ID



System-wide snapshot safety





Application uses safe getrandom()

Control Plane



And creates some state

Control Plane



And then VM snapshot event arrives:

- Data received from getrandom() are ok
- Application's state is now duplicated





Not an RNG-specific issue

System-wide snapshot safety

VMGenID mechanism allows us to detect world changes, but it is not enough:

- To ensure uniqueness/secrecy across all layers we would need to validate (some) VMGenID along every step of the way
- Nothing we can do for operations that are already in-flight



System-wide snapshot safety – Observations

- 1. VMGenID-like mechanisms are post-mortem
 - React after snapshot & restore
 - We should probably do "something" before the VM event



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System-wide snapshot safety – Observations

- 1. VMGenID-like mechanisms are post-mortem
 - React after snapshot & restore
 - We should probably do "something" before the VM event
- 2. Problem arises by allowing take-a-snapshot events arriving at arbitrary points in time
- 3. Problem is important only when we communicate with the outter world



System-wide snapshot safety – Solution

- 1. Control the timing of snapshot events
- 2. Only perform the event when it is safe
 - > No communication with outer world (e.g. cut the network)
- 3. During snapshot-restore allow applications to re-adjust before marking the system as *safe*
 - e.g. restart the network



System-wide snapshot safety - systemd

- Model this in systemd by defining four states: running → quiescing → quiesced → unquiescing → running
- Define inhibitors for quiescing/unquiescing transitions
 - Similar to inhibitors for systemctl suspend
 - > Network Manager, networkd, etc. would get inhibitor locks for the former
 - Avahi, openssh, language runtimes etc, would get inhibitor locks for the latter
- Paravirtual interface and system service to orchestrate everything



System-wide snapshot safety – Snapshot path



Paravirtual agent receives the snapshot-request and initiates system quiescing

System-wide snapshot safety – Snapshot path



quiesce service shuts down the network

 Any other service that needs to do something pre-snapshot could participate

System-wide snapshot safety – Snapshot path



It is safe to snapshot now!

System-wide snapshot safety – Restore path



Paravirtual agent receives the restore-request and initiates system unquiescing

System-wide snapshot safety – Restore path



Applications with unique/secret state adapt to new world (through a VMGenID-like mechanism) and acknowledge they are ready

System-wide snapshot safety – Restore path



Start-up network, we 're up, running and safe!

Summary & Next steps



Summary

- 1. Snaphot safety is a real problem
- 2. No user-space mechanism to address the issue
- 3. Need for system-wide solutions



Next Steps

1. Work with the community to define suitable user-space notification mechanisms and APIs

Provide the basic components of an end-to-end solution

2. Design and implement system-wide solution

Make systemd #snapsafe

>Hopefully, more service management systems will follow



#SNAPSAFE: RESTORING UNIQUENESS IN VIRTUAL MACHINE CLONES - SERVICE MANAGEMENT AND SYSTEMD MC LPC '22







Thank you!

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