# **SELinux Reference Policy**



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#### Motivations

- Policies are too difficult to develop / maintain
  - no coherent structure
  - application policies are closely coupled
    - no mechanism for creating 3<sup>rd</sup> party policies
- Strict policy is not strict enough
  - does not meet needs of high security systems
  - situation is only getting better slowly
- Targeted policy is not simple enough
  - creating new targets is very difficult
- Policy needs to support binary modules



#### **Issues with Current Policies**

- Lacks clear and consistent security goals
  - some goals implied, but not rigorously applied
  - focused on functionality and preserving legacy behavior
  - macros are ambiguous and inconsistent
    - often over-privilege for convenience
- Roles and administration poorly addressed
  - adding or changing roles is very difficult
- Tight coupling among policy modules
  - type and attribute declaration / use are undisciplined
- Result is difficult to write and understand
  - both for developers and analysts



# **Reference Policy Goals**

- Security goals
  - self-protection
  - assurance
  - improved role separation
- Functional goals
  - enable application policy development
    - including separately distributed applications
  - support system evaluation and accreditation
  - reduce the policy development complexity
    - enable users to make security relevant decisions
  - improve readability and comprehensibility
    - capture lessons learned
  - support source and binary modules



## Approach

- Multi-step, incremental improvement of strict policy
  - strict policy contains important information
    - result of years of testing and evolution
  - preserve most existing conventions (e.g., naming)
    - ease conversion and adoption
- Add rigor by restructuring the strict policy
  - layering, modularity, abstraction and encapsulation
  - required to support later steps
- Iteratively tighten policy
  - systematic application of security goals
  - create multiple variations of the same application policy
    - each with different security / functionality tradeoffs
- Add targeted functionality
  - strict and targeted policy from single source
- Use on real systems immediately



## Layering

- Not strict computer science layering
- Group similar modules
  - according function in the system
  - ordered from lowest to highest abstraction
- Lower layer modules included most system policies
  - protect kernel resources
  - startup / shutdown the system
- Higher layer modules are included as needed, e.g.,
  - mail daemon included on systems that send mail
  - X windows included desktops



### **Current Layers**

- Kernel layer
  - protects the basic system and resources
    - including kernel image, devices, bootloader
  - does not include init
- System layer
  - lowest level user-space systems and resource
  - included on almost all system
  - covers init to multi-user login
- Key services layer
  - higher level system services
  - included based on system function
- Application layer
  - all other modules



## Modularity Definition

- Smallest component in reference policy
- Groups related application policies
  - based primarily on similarity of functionality
  - includes policy rules and labeling
- Basis for encapsulation and abstraction
- Rough correspondence with RPMs
  - practical decision to ease system configuration
  - sometimes requires compromises
- Modules can be dependent on other modules
  - e.g., locallogin depends on authlogin
  - cannot be dependent on modules in higher layers



## Module Examples

- Kernel layer
  - kernel
  - devices
- System layer
  - init
  - logging
- Key services layer
  - cron
  - backup
- Application layer
  - apache
  - postfix



### Encapsulation and Abstraction

- Encapsulation hides module implementation details
  - allows module changes without effecting dependents
  - reduces close-coupling of policies
- Abstraction creates higher-level concepts
  - allows writers to make security relevant decisions
  - three types of macros
    - type transformation: e.g., make a type a domain or file
    - access: e.g., read all log files
    - template: common policy pattern
- Enforced by conventions
  - macros are used to create module 'interfaces'
  - set of clearly defined policy writing rules



## **Policy Conventions**

- Each module has three components
  - private policy: declarations and rules private to a module
  - interfaces: macros defining abstract access to module resources
  - Iabeling: file contexts
- Most important policy writing rules
  - types and attributes are private to a module
    - never referenced outside of the module
  - macros never declare types
  - available access defined by the module that owns the type
    - encoded in interface
  - interfaces following clear naming conventions
    - module name is prefixed
    - consistent verbs describing access: e.g., read, write, modify



### Strict Policy Example

type initrc\_t, domain, ...;

allow initrc\_t domain:process signal\_perms; allow initrc\_t random\_device\_t:chr\_file rw\_file\_perms; can\_setenforce(initrc\_t) allow initrc\_t lockfile:dir rw\_dir\_perms; allow initrc\_t lockfile:file { getattr unlink }; allow initrc\_t var\_log\_t:dir rw\_dir\_perms; allow initrc\_t logfile:file { read append };



#### **Example Module Policy**

type initrc\_t; domain\_make\_domain(initrc\_t)

kernel\_set\_selinux\_enforcement\_mode(initrc\_t)
domain\_kill\_all\_domains(initrc\_t)
devices\_get\_random\_data(initrc\_t)
devices\_add\_entropy(initrc\_t)
files\_remove\_all\_lock\_files(initrc\_t)
logging\_read\_all\_logs(initrc\_t)
logging\_append\_all\_logs(initrc\_t)



#### **Example Module Interface**

```
define(`devices_get_random_data',`
    requires_block_template(devices_get_random_data_depend)
    allow $1 device_t:dir { getattr search read };
    allow $1 random_device_t:chr_file { getattr read ioctl };
')
```

```
define(`devices_get_random_data_depend',`
   type device_t, random_device_t;
   class dir { getattr search read };
   class chr_file { getattr read ioctl };
')
```



# Policy File and Directory Structure

- Preserve top level conventions (e.g., make targets)
- Three files per module
  - modulename.te
    - declarations
    - private policy
  - modulename.if
    - interfaces
  - modulename.fc
    - file contexts
- Separate directory for each layer
  - all three module files in the layer directory



#### Questions?



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