## **SSH Keys**

Zuul starts each job with an SSH agent running and at least one key added to that agent. Generally you won’t need to be aware of this since Ansible will use this when performing any tasks on remote nodes. However, under some circumstances you may want to interact with the agent. For example, you may wish to add a key provided as a secret to the job in order to access a specific host, or you may want to, in a pre-playbook, replace the key used to log into the assigned nodes in order to further protect it from being abused by untrusted job content.

A description of each of the keys added to the SSH agent follows.

### **Nodepool Key**

This key is supplied by the system administrator. It is expected to be accepted by every node supplied by Nodepool and is generally the key that will be used by Zuul when running jobs. Because of the potential for an unrelated job to add an arbitrary host to the Ansible inventory which might accept this key (e.g., a node for another job, or a static host).

### **Project Key**

Each project in Zuul has its own SSH keypair. This key is added to the SSH agent for all jobs running in a post-review pipeline. If a system administrator trusts that project, they can add the project’s public key to systems to allow post-review jobs to access those systems. The systems may be added to the inventory using the add\_host Ansible module, or they may be supplied by static nodes in Nodepool.

Zuul serves each project’s public SSH key using its build-in webserver. They can be fetched at the path /api/tenant/<tenant>/project-ssh-key/<project>.pub where <project> is the canonical name of a project and <tenant> is the name of a tenant with that project.