

scaling & securing node.js apps

Maciej Lasyk AtmosphereConf 2014 Warsaw, 2014-05-19

\$ whoami

- not only sysadmin;)
- 14+ years of exp software dev / sysop
- ops lead
- contributing to Fedora Project (and couple more)
- and...

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- love AtmosphereConf been to Velocity



So what do you think about JS?

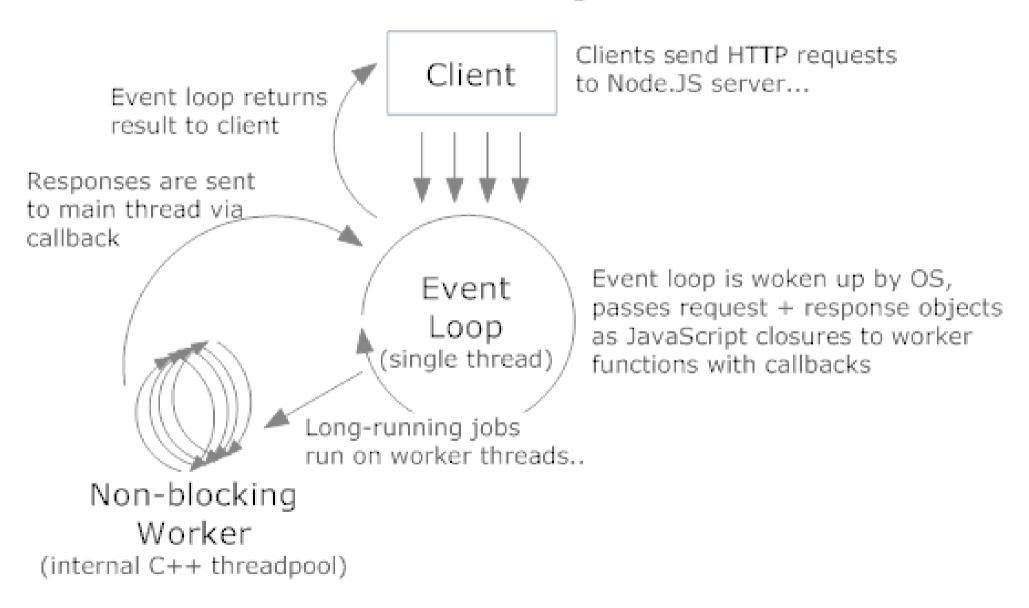
- JS is for children!
- JS is slow!
- JS is not scalable!
- JS is insecure!

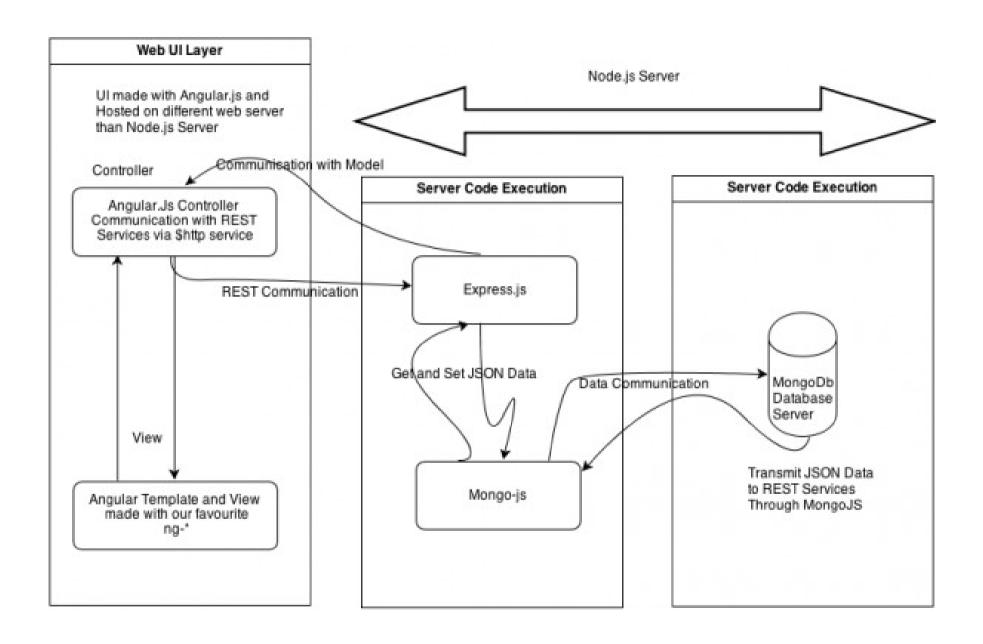


node.js: history

- 2008: Google V8 release
- 2009: Ryan Dahl & node.js
- 2011: node.js release
- later on Joyent till today
- and ^liftsecurity / nodesecurity.io

Node.JS Processing Model





(http://www.phloxblog.in)

raw node.js coding srsly?

maybe some frameworks?

- webserver: express
- client-server sync: backbone.js
- push: socket.io
- templates: swig
- i18n: babelfish
- client side: jquery
- or...
- kraken.js does the all (almost)

Biggest win here?

Biggest win here?

One Language to Rule them all!

eval() like fncs takes string argument and evalute those as source code

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srsly - who does that?

not only evals:

setInterval(code,2)

setTimeout(code,2)

str = new Function(code)

Content-Security-Policy knows about those but we're talking about server side...

Global nameSpace Pollution

- node.js is single threaded
- all variable values are common
- one could thrtically change bhv of others reqs
- watch out for globals then!

```
var auth = false;
app.get('/auth', function(reg, res) {
  if(legit) { auth = true; res.send("success");
});
app.get('/payments-db', function(req, res) {
 if (auth) res.send("legit to see all payments data");
 else res.send("not logged in");
})
app.listen(8080);
```

So now imagine...

global namespace pollution + evals & co

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global namespace pollution + evals & co



object properties:

- writable: RO/RW
- enumerable: no loops enumeration
- configurable: deletion prohibited
- all default set to True so watch out

```
var obj = \{\}; obj.prop = "LOL";
// OR:
Object.defineProperty(obj, "prop", {
   writable: true,
   enumerable: true,
   configurable: true,
   value: "LOL"
})
```

strict mode:

- let's throw all errors!
- declare variables!
- global namespaces help

```
"use strict";
function do_smt() {
   do_smt.caller; // no way :)
   do_smt.arguments; // no way :)
}
```

```
"use strict";
eval("var smt = 123");
console.log(smt); // sorry - ReferenceError
```

```
"use strict";
eval("var smt = 123");
console.log(smt); // sorry - ReferenceError
But watch out:
"use strict";
var smt = 0;
eval("smt = 123");
console.log(smt); // outputs "123" properly
```

strict mode:

- evals & co are not that insecure now
- no access to caller and args props
- enable globally or for some scope
- what about strict mode in 3rd party mods?

Static code analysis

- If not doing it already just do
- Commit hooks in (D)VCSes
- JSHint / JSLint
- Create policy for static code analysis
- Update & check this policy regularly

- http://seclists.org/bugtraq ? hits
- http://osvdb.org ? hits
- http://1337day.com, http://www.exploitdb.com ? hit
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Such security big?

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Such security big?

not exactly

node.js - what's wrong than?

node.js security is a blank page

Sessions	NO
Permanent Data Storage	NO
Caching	NO
Database Access	NO
Logging	NO
Default Error Handling	NO
	Most likely NO

http://www.slideshare.net/ASF-WS/asfws-2012-nodejs-security-old-vulnerabilities-in-new-dresses-par-sven-vetsch

node.js - exceptions / callbacks

callbacks Error object - remember to handle those

```
var fs = require("fs");
fs.readFile("/some/file", "utf8", function (err, contents) {
    // err will be null if no error occured

    // ... otherwise there will be info about error
});
```

forget about handling and die debugging

node.js - eventemitter

EventEmitter: emitting events 4 async actions

```
var http = require("http");
http.get("http://nodejs.org/", function (res) {
  res.on("data", function (chunk) {
     do something with chunk;
   });
  res.on("error", function (err) {
     // listener handling error
   });
}):
```

Attach listeners to errors events or welcome unhandled exception!

node.js - uncaught exceptions

- by default node.js will print stack trace and terminate thread
- EventEmitter / process / uncaughtException

```
// it looks like this by default:
process.on("uncaughtException", function (err) {
   console.error(err);
   console.trace();
   process.exit();
});
```

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});
```

So do you <u>really</u> want to comment out the 'process.exit()' line?

node.js – domains

- error handling mechanism
- group I/O operations
- when err event -> domain is notified not process
- context clarity

node.js - domains

Using Express take look at that:

https://github.com/brianc/node-domain-middleware

Assigning each Express request to a separate domain?

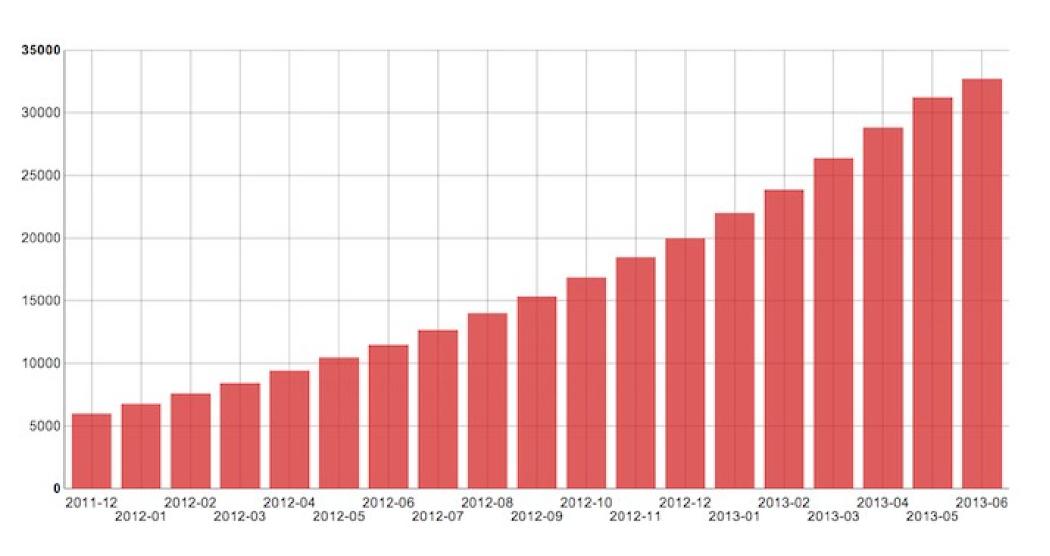
- npm install (-g)
- who creates modules?
- who verifies those?
- how to update?
 - semantic versioning in package.json
 - "connect":"~1.8.7" -> 1.8.7 1.9

--ignore-scripts

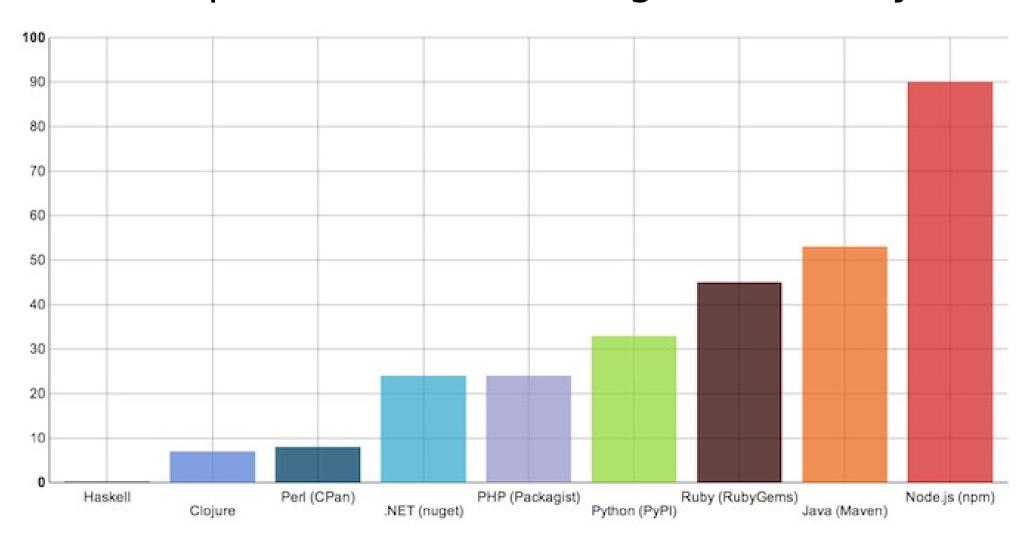
stop preinstall/prepublish scripts

mods auditing: https://nodesecurity.io/

The scale of npm modules



Comparison to other langs (mods/day):



Remember:

- use strict?
- static analysis?
- does include some test suite?
- what is the dependency tree?

node.js - express

Express – web dev framework

Built on top of connect

node.js - express - basic auth

```
var express = require('express'),
app = express();
app.use(express.basicAuth("user", "pwd"));
app.get("/", function (req, res) {
    res.send('Hello World');
});
app.listen(8080);
```

Plain text and simple auth issues

node.js - express - SSL auth

```
var express = require('express'), routes = require('./routes'), fs = require('fs')
var opts = {
       key: fs.readFileSync('ssl/server/keys/server.key'),
       cert: fs.readFileSync('ssl/server/certificates/server.crt'),
       ca: fs.readFileSync('ssl/ca/ca.crt'),
       crl: fs.readFileSync('ssl/ca/ca.crl'),
       requestCert: true,
       rejectUnauthorized: true
       passphrase: "pwd" // <<<< really here?
};
var app = module.exports = express.createServer(opts);
app.configure(function() {
   app.set('views', dirname + '/views');
});
app.get('/', routes.index);
app.listen(8443);
```

node.js - express - passport.js

- provides API for authentication and authorization
- authentication:
 - LocalStrategy
 - OpenIDStrategy
 - OAuth / FacebookStrategy

node.js - express - authorization

```
var users = [
   { id: 1, name: "user1", role: "admin" },
   { id: 2, name: "user2", role: "common" },
function loadUser(req, res, next) {
   req.userData = users[req.params.user];
   return next();
function requireRole(role) {
   return function (req, res, next) {
      if (req.user.role === role) {
      return next();
   } else {
      return next(new Error("Unauthorized"));
};}
```

node.js - express - authorization

```
app.get("/users/:user", loadUser, function (req, res) {
    res.send(req.user.name);
});
app.del("/users/:user", requireRole("admin"), loadUser,
function (req,res) {
    res.send("User deleted");
});
```

node.js - express - logging

OWASP will tell you what should be logged:)

https://www.owasp.org/index.php/Logging_Cheat_Sheet

- authentication & authorisation
- session management
- errors & weirdo events
- events (startups, shutdowns, slowdowns etc)
- high risk functionalities (payments, privileges, admins)

node.js - express - logging

Try Winston module (Github -> flatiron/winston)

- logging to console
- logging to file
- sending logs over HTTP
- CouchDB, Redis, MongoDB, Riak etc

node.js - express - sessions

```
var express = require('express');
var app = express();
var RedisStore = require('connect-redis')(express);
app.use(express.cookieParser());
app.use(express.session({
 store: new RedisStore({
  host: '127.0.0.2',
  port: 6379,
  db: 3,
  pass: 'pwd'
 }),
 secret: 'this-is-very-secret'
}));
app.get('/somewhere', function(req, res) {
 res.send('In the middle of nowhere');
});
app.listen(process.env.PORT | 8080);
```

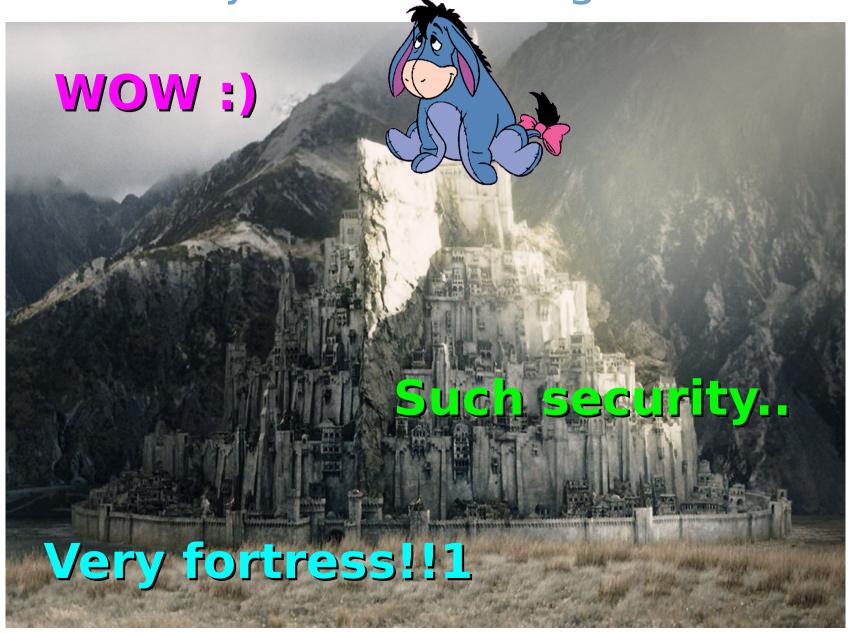
node.js - common threats

- CSRF
- input validation
- XSS
- DoS
- ReDoS
- HPP
- request size

node.js - monitoring anyone?

- is app functional? :)
- is app overloaded?
- app should provide monitoring interface
- how many errors caught?
- are forks alive and OK?





SElinux sandbox:

- legit r/w from stdin/out + only define FDs
- no network access
- no access to any other processes files
- cgroups friendly :)
- lightweight!

libvirtd sandbox:

- use LXC, Qemu or KVM
- provides high level API
- don't need to know virt internals
- integrates with systemd inside the sandbox
- virt-sandbox -c lxc:/// /bin/sh

Docker:

- very easy learning curve just run & go
- it just works
- big community
- growing rapidly
- almost stable ;)

node.js - one more thing

Just...

node.js - one more thing

Just...

Don't run as `root`!!!

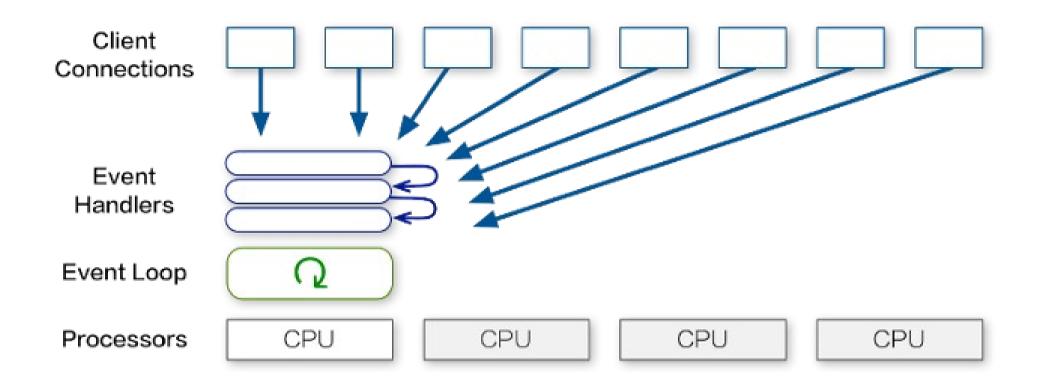
node.js - tracing execution

- SmartOS / Joyent: debugging
- Bunyan / Dtrace
- strace of course...

node.js - testing

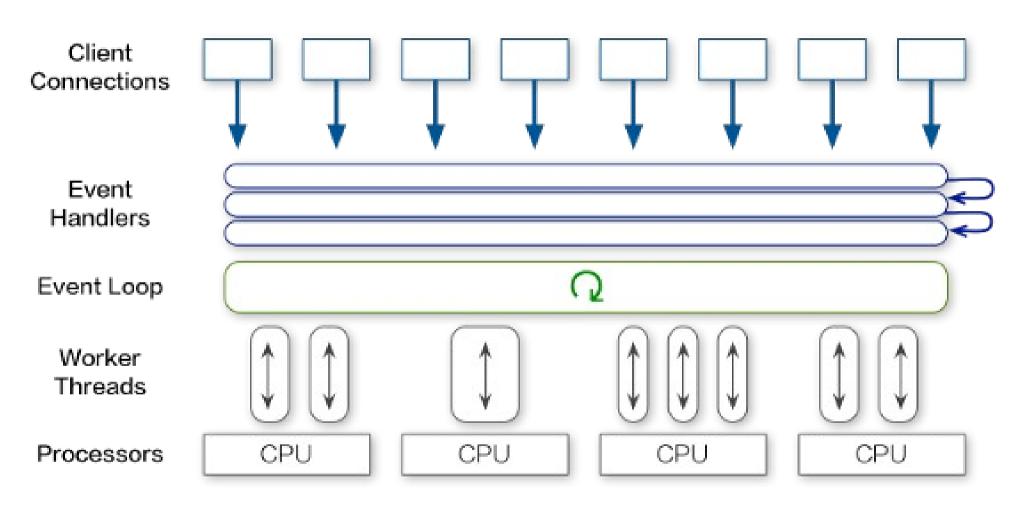
- maybe some interface for white-box pentests?
- unit-testing 4 the sake! (Mocha, supertest, should.js)
- OWASP Zed Attack Proxy

scaling node.js - cluster module



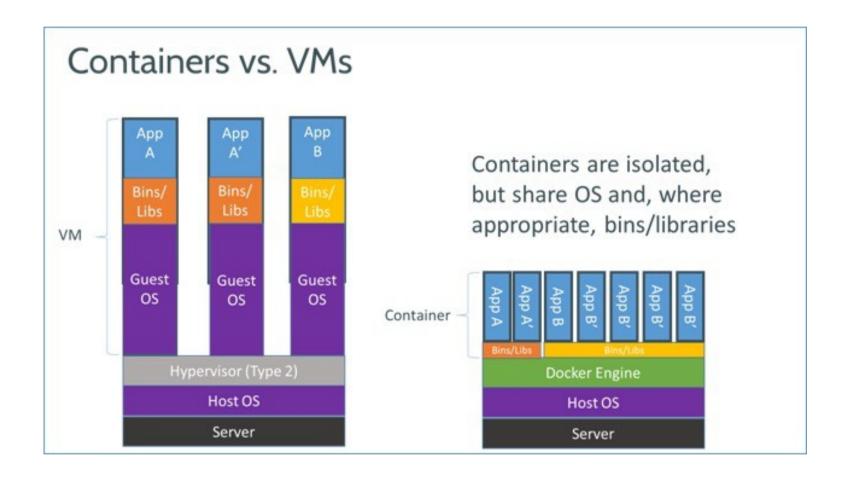
http://aosabook.org

scaling node.js - cluster module



http://aosabook.org

scaling node.js – containers



scaling node.js - resources

Just use cgroups

node.js performance

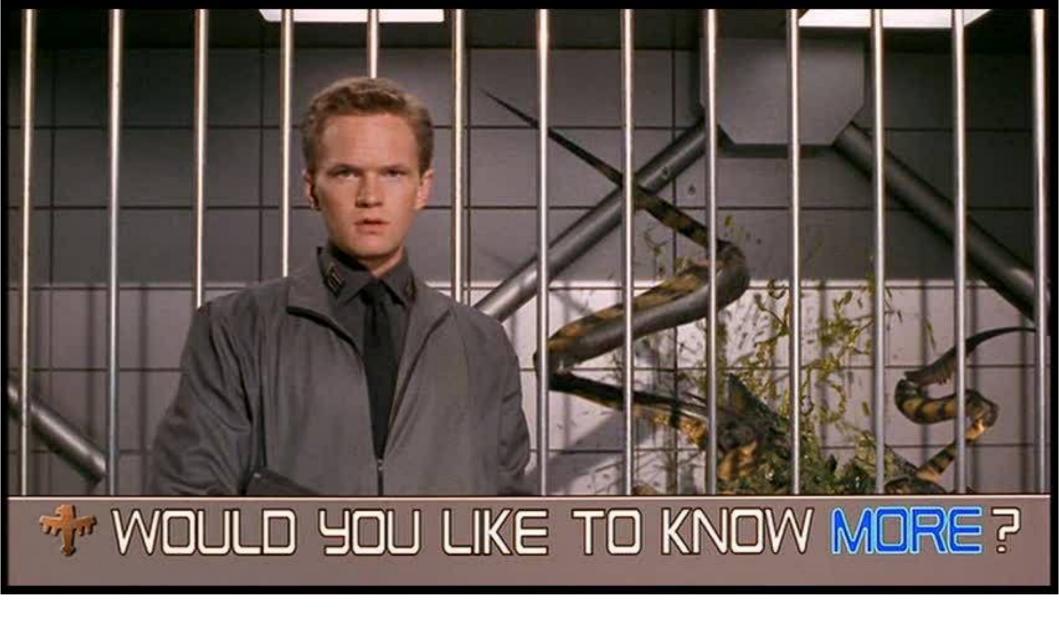
- c10k problem!
- paypal release the Kraken & stories

So what do you think about JS?

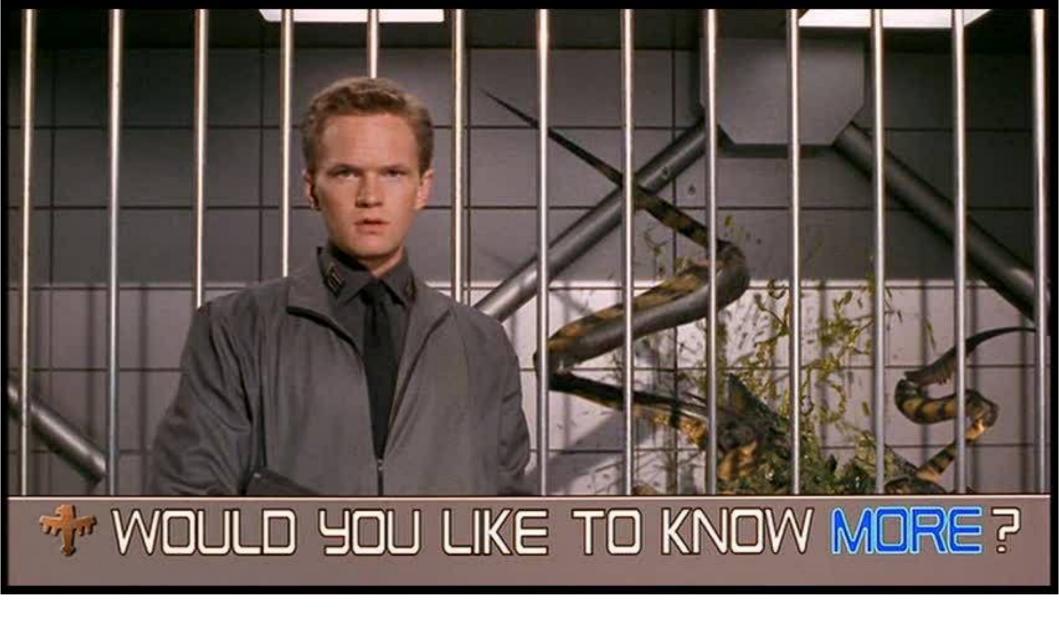
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- JS is slow? wrong V8!
- JS is not scalable? wrong we'll JS the world!
- JS is insecure? wrong people do

node.js.learning

- Node Security Book
- OWASP Node Goat (top10)
- nodesecurity.io (Twitter, RSS)



Infosec & meet.js meetups @krakow meetup.com



Docker workshops with node.js! #dockerkrk #nodekrk

Thank you:)

Any Qs?

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