

Red Hat OpenStack Platform 16.1

Deploy Fernet on the Overcloud

Deploy Fernet on the Red Hat OpenStack Platform director overcloud

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Abstract

Deploy Fernet on the Red Hat OpenStack Platform director overcloud.

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CHAPTER 1. USING FERNET KEYS IN THE OVERCLOUD

Fernet is the default token provider, replacing **uuid**. You can review your Fernet deployment and rotate the Fernet keys.

1.1. REVIEWING THE FERNET DEPLOYMENT

This procedure reviews your configuration to confirm that Fernet tokens are working correctly.

Procedure

1. Retrieve the IP address of the controller node.

2. SSH to the controller.

[heat-admin@overcloud-controller-0 ~]\$ ssh heat-admin@192.0.2.16

3. Retrieve the values of the token driver and provider settings.

[heat-admin@overcloud-controller-0 ~]\$ sudo crudini --get /var/lib/config-data/puppet-generated/keystone/etc/keystone/keystone.conf token driver sql [heat-admin@overcloud-controller-0 ~]\$ sudo crudini --get /var/lib/config-data/puppet-generated/keystone/etc/keystone/keystone.conf token provider

4. Test the Fernet provider.

fernet



The result should include the long Fernet token.

1.2. FERNET KEY ROTATION CYCLES

Red Hat recommends erring on the side of security when considering the length of rotation cycles, as the rotation process can be performed with relative ease. If you don't have any guidance from your security posture, a monthly rotation cycle is a good starting point.

Fernet uses three types of keys, which are stored in /var/lib/config-data/puppet-generated/keystone/etc/keystone/fernet-keys. The highest-numbered directory contains the primary key, which is used to generate new tokens and decrypt existing ones.

During the key rotation process, the primary key is relegated to secondary key status, and a new primary key is issued, thereby reducing the value of a compromised primary key. Secondary keys can only be used to decrypt tokens that were created with previous primary keys, and cannot issue new ones.

1.3. ROTATING THE FERNET KEYS USING MISTRAL

By default, director is configured to manage the overcloud's Fernet keys; this setting is managed in the environment file using **ManageKeystoneFernetKeys**. As a result, the Fernet keys are stored in Mistral (under **KeystoneFernetKeys**). This approach means that you can rotate the Fernet keys with Mistral, and they will still persist after stack updates.

Procedure

- 1. Review the existing Fernet keys.
 - a. Identify the Fernet key location.

SSH back to the controller [heat-admin@overcloud-controller-0 ~]\$ sudo crudini --get /var/lib/config-data/puppet-generated/keystone/etc/keystone/keystone.conf fernet_tokens key_repository /etc/keystone/fernet-keys



NOTE

The /etc/keystone/ directory refers to the container file system path.

b. Review the current Fernet key directories.

[heat-admin@overcloud-controller-0 \sim]\$ sudo ls /var/lib/config-data/puppet-generated/keystone/etc/keystone/fernet-keys 0 1 2

- **0** Contains the *staged* key, (which becomes the next primary key) and will always be numbered **0**.
- 1 Contains the secondary key.

• **2** - Contains the *primary* key. This number will increment each time the keys are rotated, with the highest number always serving as the primary key.



NOTE

- The maximum number of keys is determined by the max_active_keys property, by default 5 keys.
- The keys are propagated across all controllers.
- 2. Rotate the Fernet keys using the Mistral workflow.

3. Get the ID and ensure that the workflow was executed successfully.

4. On the controller, review the number of Fernet keys, and compare with the previous result.

[heat-admin@overcloud-controller-0 ~]\$ sudo Is /var/lib/config-data/puppet-generated/keystone/etc/keystone/fernet-keys 0 1 2 3

- **0** Contains the *staged* key, and will always be numbered **0**. This key will be promoted to a primary key during the next rotation.
- 1 & 2 Contain the secondary keys.
- **3** Contains the *primary* key. This number will increment each time the keys are rotated, with the highest number always serving as the primary key.



NOTE

- The maximum number of keys is determined by the max_active_keys property, by default 5 keys.
- The keys are propagated across all controllers.