# High quality SBOMs for C/C++



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#### The Problem

Compiled languages like C/C++ without a standard package manager means that the tactics used to build SBOMs in other ecosystems doesn't really work

(this includes a lot of important infrastructure today)

### The Challenge

- Minimal changes to the existing build system
- Reasonably exact i.e. we include all dependencies\*
- Support custom build configurations (i.e. optional modules)
- Document build tools used

### The Opinion

All tools that provide material to build artifacts are potential attack vectors!

Which means that in most cases SBOMs should include (with documented scope):

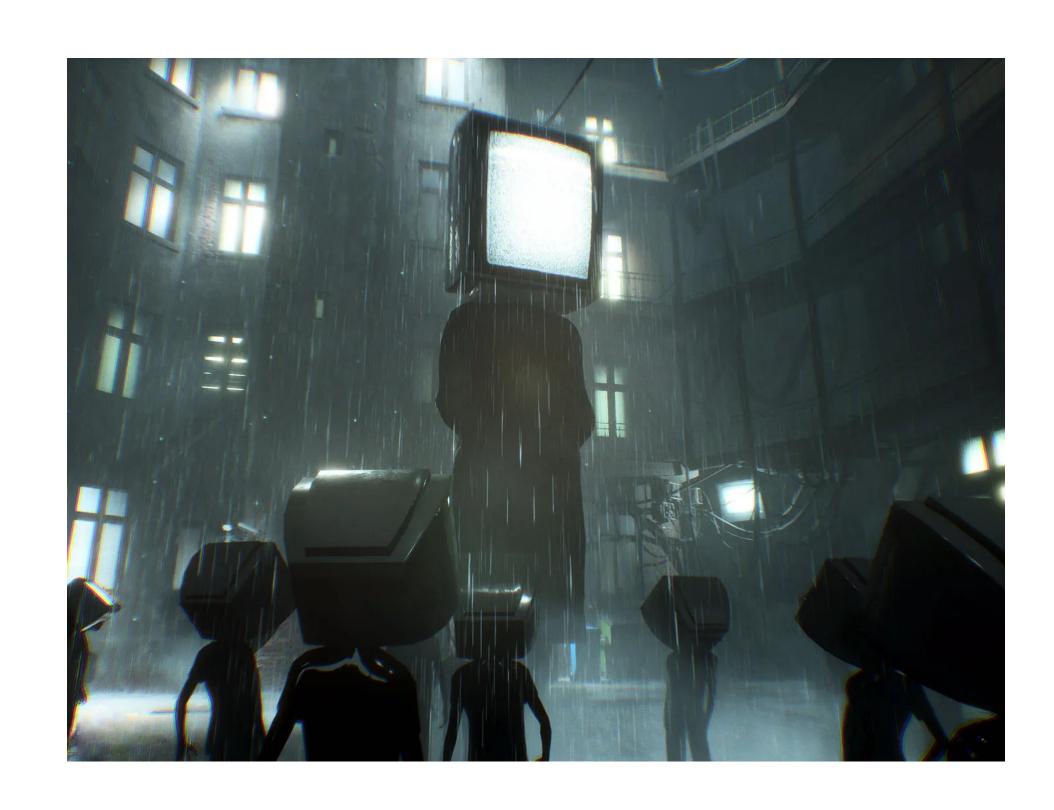
- Library dependencies
- Standard library & Runtime dependencies
- Compilers & Linkers

#### Possible solutions

- Manually updated BOM, maybe with the help of some internal tooling
- Retrofit a dependency manager into the project (vcpkg, conan)
- Instrument the test-suite
- Instrument the compiler and linker

#### The Plan

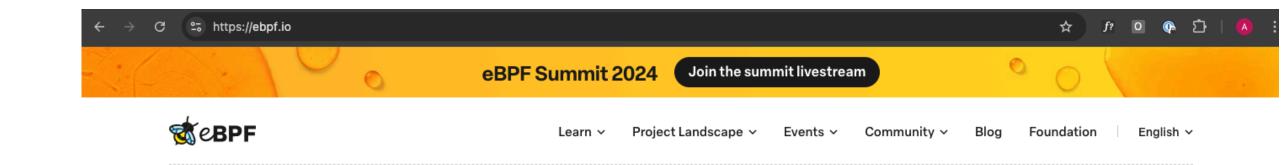
- Watch all files the build process opens and executes to complete the build
- Map observed files to dependencies
- Report any files that can't be mapped
- Create an SBOM



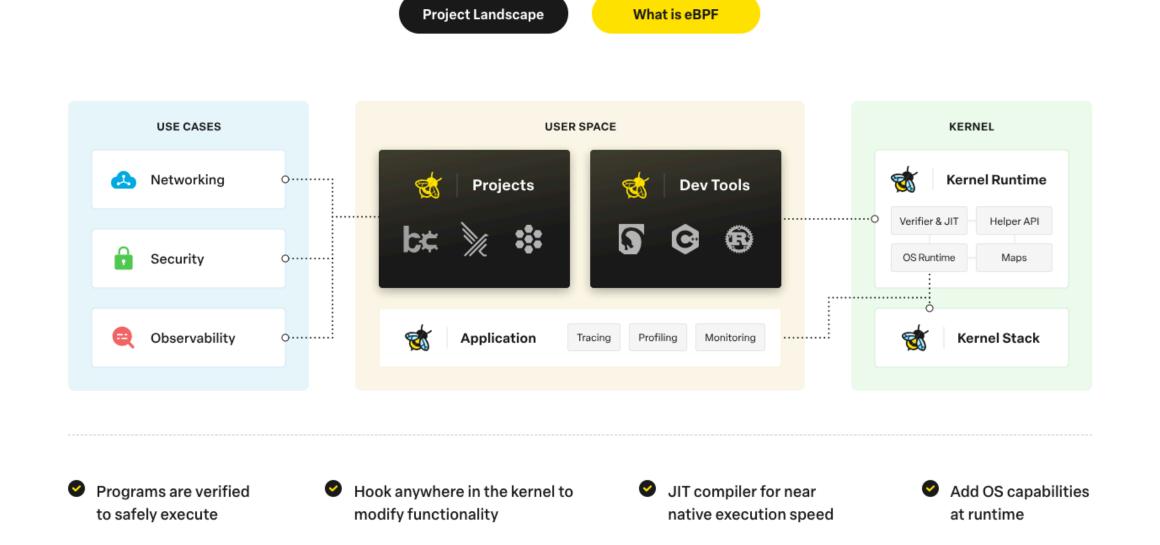
#### eBPF

"eBPF is a revolutionary technology with origins in the Linux kernel that can run sandboxed programs in a privileged context such as the operating system **kernel**.

It is used to **safely** and **efficiently** extend the capabilities of the kernel without requiring to change kernel source code or load kernel modules."



#### Dynamically program the kernel for efficient networking, observability, tracing, and security



#### eBPF is fast

- Instrument kernel to observe all opened and executed files (syscalls)
- 10% build time overhead (~30 sec added for 5 min Asterisk build)

\$ sudo build-observer --user cicd -- make -f Makefile.linux build-examples

### build-observer output

```
"start": "2025-03-24T14:08:58.975120568Z",
workingDirectory": "/usr/local/src/nginx-1.25.3",
"opened": [
 "/usr/include/crypt.h",
 "/usr/include/ctype.h",
 "/usr/include/openssl/asn1.h",
 "/usr/include/openssl/asn1err.h",
 "/usr/include/openssl/async.h",
 "/usr/include/openssl/asyncerr.h",
 "/usr/include/openssl/bio.h",
 "/usr/include/openssl/bioerr.h",
 "/usr/include/openssl/bn.h",
 "/usr/include/openssl/bnerr.h",
 "/usr/local/src/nginx-1.25.3/src/core/nginx.c",
 "/usr/local/src/nginx-1.25.3/src/core/nginx.h",
 "/usr/local/src/nginx-1.25.3/src/core/ngx_array.c",
 "/usr/local/src/nginx-1.25.3/src/core/ngx_array.h",
 "/usr/local/src/nginx-1.25.3/src/core/ngx_bpf.c",
 "/usr/local/src/nginx-1.25.3/src/core/ngx_bpf.h",
 "/usr/local/src/nginx-1.25.3/src/core/ngx_buf.c",
```

```
"executed": [
"/usr/bin/cc",
 "/usr/bin/ld",
 "/usr/bin/make",
"/usr/bin/sed",
 "/usr/lib/gcc/x86_64-linux-gnu/12/cc1",
 "/usr/lib/gcc/x86_64-linux-gnu/12/collect2"
```

### Creating an SBOM

- We now have a logfile of syscalls (opens, and executions)
- Use some heuristics to prune and deduplicate file dependencies
- Lookup which OS package each file belongs to
  - Optionally track transitive dependencies (depending on use case)
- Lookup any Git repo dependencies
- Create a dependency tree
- Output an SBOM

### Example: nginx

- 14 source dependencies
- 3 tool dependencies
- 51 transitive dependencies
- 0 unattributed dependencies

### Library Dependency

```
"type": "library",
"name": "libcodec2-dev",
"version": "1.0.5-1",
"purl": "pkg:deb/debian/libcodec2-dev@1.0.5-1?arch=amd64&distro=debian-12.5",
"licenses": [
  "license": {
   "id": "LGPL-2.1-or-later"
  "license": {
   "id": "BSD-3-Clause"
```

# Compiler Dependency

```
"type": "application",
"scope": "excluded",
"name": "cpp-12",
"version": "12.2.0-14",
"purl": "pkg:deb/debian/cpp-12@12.2.0-14?arch=amd64&distro=debian-12.5",
"components": [
  "type": "file",
  "name": "/usr/lib/gcc/x86_64-linux-gnu/12/cc1",
  "hashes": [
    "alg": "SHA-256",
    "content": "a9d27bdb13cfcae82035677c84a28ad3b35fd5e6b3f5e19060d3ba1a69f3c3fe"
```

### Mixed language applications

- Applications built from a mix of languages, like Javascript or Python, mixed with C/C++
- Make sure to observe the complete build, including installing dependencies
- Force recompilation of dependencies (you should already be doing this)
- Merge build-observer SBOM with dependencies for the other ecosystem
- Works surprisingly well!

# Example: npm (Javascript)

- 7 (debian) + 59 (npm) source dependencies
- 4 tool dependencies
- 49 transitive dependencies
- 0 unattributed dependencies

```
"name": "npm-with-native-dependencies",
"version": "1.0.0",
"dependencies": {
 "leftpad": "^0.0.1",
 "bcrypt": "5.1.1" <— contains C++ cod
```

```
$ sudo observer build —user cicd — npm install --build-from-source --no-progress
```

#### **Current Status**

- Production Ready
  - Support for Debian and RPM based build machines
  - Tested on a growing number of real-world projects
- Work in progress
  - Support for Git dependencies
  - Support for vendored dependencies
  - Windows and FreeBSD support

#### Future work

- Generating Runtime SBOMs using eBPF
  - Dynamic/late linking introduces another supply chain
  - Runtimes (nodejs, python, php etc)
- Runtime SBOM compliance/enforcement
- Capture other assertions about build environment
  - Compiler flags
  - Security related build steps (SAST tools etc)

#### Resources

- Find me
  - andreas@sbom.observer
  - https://www.linkedin.com/in/andreas-bielk/
- Day job
  - https://sbom.observer/
  - Consulting
- Source Code
  - <a href="https://github.com/sbom-observer/build-observer">https://github.com/sbom-observer/build-observer</a>
  - <a href="https://github.com/sbom-observer/observer-cli">https://github.com/sbom-observer/observer-cli</a>
  - <a href="https://github.com/sbom-observer/observer-benchmarks">https://github.com/sbom-observer/observer-benchmarks</a>





