# Virtuozzo Painless Live Userspace Patching

https://github.com/skinsbursky/presentations/blob/master/lup-devconf.odp

Stanislav Kinsburskiy gmail.com

#### Summary

- > What is "Live Patching"?
- > Why it's needed?
- Types of binary code
- Process state
- What can be patched?
- Binary patch creation
- When binary patch can be applied?
- Where to place new code?
- Userspace live patching in pictures
- > Why is it called "painless"?



# What is "Live Patching"?

- Change a piece of code in a process
- Preserve process state
- Do it safe



# Why it's needed?

- Get rid of heavy services restart
- > Reduce service downtime in case of critical vulnerabilities, because of:
  - No need in application restart
  - No need in migration



# Types of binary code

- Statically-linked
- Dynamically-linked
  - Load-time relocation
  - Position independent code (PIC)

```
01100111\ 111111100\ 01111101\ 01111101\ 11011001\ 11001010\ 11101000\ 10011110\ 111011111\ 10100000\ 10010111\ 00100001\ 00010111\ 0100001\ 00011100
00100011 11010010 10000111 00011000 10011101
                                                   211100001 10100100 01001000 00110111 00100001
10001100 10001101 01110101 10010000 010
                                                     ^{61011}_{-} 01001001 11100010 01011011 11000101
10100101 011111001 001111001 1100101
                                                        91010010 01100011 00000100 00001011
00100011 00011111 00001000 0101101
00100011 00011111 00001000 0101001

10111001 01010010 01100011 00001000

01000101 11010001 00100101 11110001 0

11001010 11101000 1001101 1111001 0

11001010 111011000 10011110 111101111
                         00101001 00111001 1100101

0101000 00010110 00111010

0101010 10001100 10101

0101010 10101100 01011

0101010 00101110 010001

01100101 00010111 0010001100

01100101 00010111 000101100
10001100 10001101 01110101 10010000
                                                        01001001 11100010 01011011 11000101
00100100 11010110 10101100 01011111 0011100
                                                11001010 11101000 10011110 11101111 10100000
00000010 11100100 00011010 10010010 10000010 0010001
11100001\ 10100100\ 01001000\ 00110111\ 00100001\ 0100001\ 01000101\ 011110001\ 00110111\ 00100100\ 11010110\ 0101100\ 01011111\ 0011100
```

#### Process state

- Process state is like a cards castle:
  - strongly associated
  - > accurately verified
- Contains:
  - statically allocated variables
  - dynamically allocated variables
  - stack content
- Changes during runtime



# What can be patched?

- Not any binary patch can be applied
- Fundamental Limitations:
  - Static data of different size
  - Dynamically allocated objects of different size
- Source code review is required :(



# Binary patch creation

- Information about binary is required
- Patch code on function basis:
  - Reliable
  - Relatively simple
- Information about symbols required:
  - Name
  - Size
  - Address



#### When binary patch can be applied?

- Process external stop/resume is essential
- Not at any moment of time:
  - Process can execute the code to patch
  - Code to patch can be referenced in the call stack
- Stack unwinding is essential:
  - Need to catch the process outside old code
  - Or at least outside functions to patch

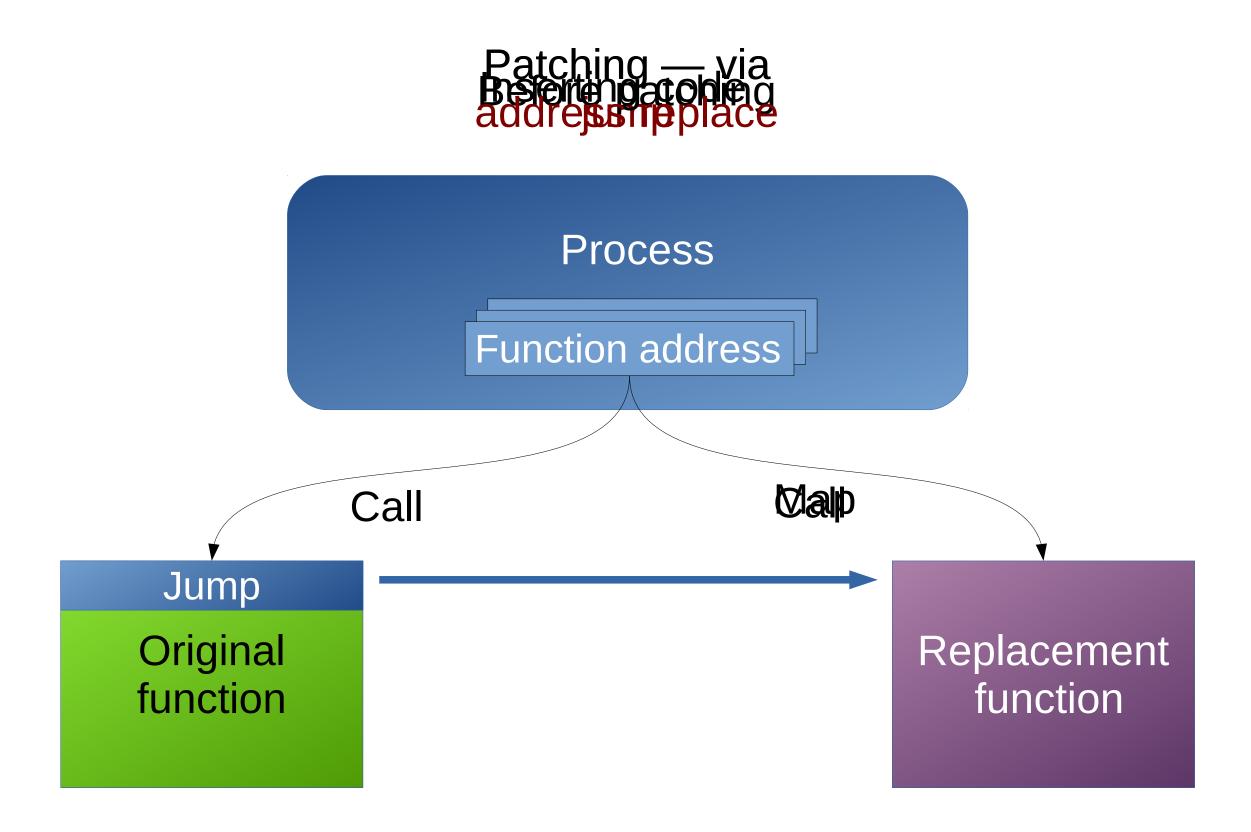


#### Where to place new code?

- > Has to be placed into process address space:
  - Either as binary blob
  - Or as a file mapping
- Static code has to be "fixed" in place
- PIC code can be mapped as is, but:
  - Initialization required: external and global symbols
  - Corresponding data has to be copied
- Need to redirect execution to the new code



# Userspace live patching in pictures



# Why is it called "painless"?

- Live patching can't be painless:)
- No kernel changes required!
- Binary patch creation can be based on ELF parsing
- Libcompel can be used for:
  - Task stop
  - Task resume
  - Code insertion
  - Source: https://github.com/xemul/criu/tree/criu-dev
- Libunwind can be used for stack unwinding
  - Source: http://git.savannah.gnu.org/cgit/libunwind.git



