Using samba base libraries
SSSD as an example application

Simo Sorce
Samba Team,
Red Hat, Inc.
The objective of this talk is to show how some of the samba base libraries can be used and integrated successfully in other projects.

We use SSSD as an example application.
Why samba libraries?

There are a few reasons why I decided to use the samba libraries in this project.

Part of it is because I wanted to use LDB as our internal directory. LDB depends on talloc, tdb and tevent.

Part of it is because I think these libraries are extremely useful and powerful, and has been largely tested within samba.

Also initially SSSD was going to use a process model close to that of samba4. It meant a lot of infrastructure was already in place w/o having to reinvent all from scratch.

So what is great with these libraries?
Talloc is Samba's memory allocation library.

- Does not replace malloc, but (so far) uses malloc underneath
- Each memory allocation with talloc generates a talloc context
- Each talloc context can be a child of another context
- Each talloc context can be a parent of other contexts

```
mem1 = talloc_new();
mem2 = talloc(mem1, foo_t);
mem3 = talloc(mem1, bar_t);
mem4 = talloc(mem3, baz_t);
mem5 = talloc_strdup(mem4, "last");
```
Why are memory hierarchies useful?

- Deep function nesting and cleanup on error conditions
- State/Context based code
- Async code
- Destructors

```c
int destructor4(void *mem) {
    struct fid *mem4 = mem;
    close(mem4->file_descriptor);
    return 0;
}
```

```c
talloc_set_destructor(mem4, destructor4);
...;
talloc_free(mem1);
```
Tevent
Tevent is a recent addition to the pool of 'T'-libraries.

It is an implementation of an event engine:

- extremely useful in event driven, async programs (such as Samba or SSSD)

- supports different backends for polling file events (based on epoll, or select, or DIY)

- support non-file based events too
  - timers
  - signals

- uses talloc for all memory management
The main actor in tevent is the event context
- holds all references to the currently instantiated events
- returned by the init function:

```c
struct tevent_context *tev;
TALLOC_CTX *mem_ctx;
...
tev = tevent_context_init(mem_ctx);
```

It is needed to instantiate new events:

```c
/* a new timer event */
timer = tevent_add_timer(tev, mem_ctx, timeval, callback, private_data);
```

It is normally the key context in the main loop:

```c
/* this loops until there are events */
tevent_loop_wait(tev);
```
Tevent supports 3 main events types

file related events (uses epoll/select):

```c
void recv_data(struct tevent_context *ev, struct tevent_fd *fde, 
               uint16_t flags, void *private_data);
...
fd = socket(AF_UNIX, SOCK_STREAM, 0);
connect(fd, (struct sockaddr *)&namedpipe, sizeof(namedpipe));
fde = tevent_add_fd(tev, mem_ctx, fd, TEVENT_FD_READ, recv_data, pvt);
```

Once you have a file handler you can tell tevent to check if the file descriptor is readable and/or writeable and to call a function when that happens.
Timer events:

```c
void run_alarm(struct tevent_context *ev, struct tevent_timer *te,
               struct timeval current_time, void *private_data);
...
timer = tevent_add_timer(tev, mem_ctx, timeval, run_alarm, pvt);
```

A timer event lets you tell tevent to run a function after waiting an arbitrary amount. Very useful to handle situations where you have to wait before retrying an operation over the network. Also extremely useful to schedule task you want to run once in a while (all kind of checks against remote servers, or other resources that cannot be polled through a file descriptor)
signals (in a safe way):

```c
void my_sighup(struct tevent_context *ev, struct tevent_signal *se,
                int signum, int count, void *siginfo, void *private_data);
...
```

sig = tevent_add_signal(tev, mem_ctx, SIGHUP, 0, my_sighup, pvt);

Signals are normally extremely annoying to deal with. You can't do many operations within a signal handler (you can't use malloc() for example). With tevent it becomes very simple to handle signals as just any other event. Tevent catches and stores the fact that an event has happened and calls your signal handler as soon as control is returned to the main event loop.
TDB – Trivial/Tiny Database

TDB is a very mature component of Samba
Used in samba to share all kind of information between process
Used also as storage for data (like accounts, secrets, preinters)
The API/ABI and file formats are quite stable.

It is a very fast database.
Uses MMAP (also support file operations)
It's basically a huge, in memory, hash table.
Supports multiple write locks on separate records.
Since some time now it also support transactions.
But this is not a general purpose database
Similar to BDB
Supports only single key operations
Data is treated as a blob.
The app is responsible for formatting the data records.

Continued development
Recently there has been interest in making it thread safe
Some work is being done on supporting nesting transactions
(Howard Chu (OpenLDAP) sent some interesting patches)
LDB
LDB – Ldap-like DataBase

LDAP-like
Data stored in entries.
Entries are organized in a directory.
Each entry can have any number of attributes.
Powerful search filters.
Supports plug-ins to add functionality.

But unlike LDAP
Can store everything in a single local file
   (a tdb for example)
Does not enforce a schema
Can work both as a server and as a client library
   (EX: against a remote LDAP server)
Supports transactions
   (only when a tdb is used for now)
Integration Challenges
Integration challenges

- Library API/ABI stability
- Interfaces documentation
- Libraries packaging
- Build system
- Mixing std malloc and talloc
- DBUS
DBUS – The System bus

DBUS is not a samba library

But it is a very interesting IPC mechanism

It was also needed to “talk” to the rest of a modern Linux system.

Unfortunately it added a few challenges:

Integration with Tevent – done!
Integration in a fork-w-no-exec model – not done!

For some reason DBUS upstream insist that just forking w/o immediately exec()ing something is not a working model they want to support.
SSSD stands for System Security Service Daemon.
(Name may still be subject to change)

SSSD is a client agent that implements NSS and PAM (*)
- isolate applications from the network
- implement a better, intelligent caching
- implement offline capabilities for all backends
- hopefully improve authentication configurations

Initial urge was to replace modules like nss LDAP.

Many aspects of SSSD have been deeply inspired by Winbinddd
But it is not a Winbinddd replacement
I plan to use libwbclient to use winbinddd as a backend in future.

(*) It also implements other interfaces over DBUS but they are not yet stable
Why nss_ldap is bad?

Problems with nss_ldap:
- Includes ldap libraries
  - Requires to link them statically to avoid symbol issues
  - Requires a rebuild when there is an issue with ldap libraries
- Lives within the process space
  - Very complex code, a bug means we can crash the app.
- No pooling of connections
  - A server with many processes may end up with many connections to the remote LDAP server unnecessarily
- Access credentials
  - nss_ldap lives in the user process space, any credential needed to access the ldap server is exposed to all users

Nsswitch.conf is never reloaded, requiring a restart of all applications on configuration changes or modules updates.
What is “wrong” in nsswitch?

Things nsswitch gets wrong in today's networked computing:

- Assumes data is always present, available, and reachable without significant delays.
- No concept of identity domains, all users/groups are stored in a single name space.
- Assumes enumerating users/groups is possible/desirable.
What is “wrong” in PAM?

Things PAM gets wrong:

- assumes a text interface and basically a login/password access scheme
- no concept of identity/authentication domains.
- Static interface, does not cope with dynamic environments
- Too complex and yet no ideal to configure “stacks”
Thank you!

Thank YOU for attending this talk.

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Contacts

Simo Sorce

Samba Team <idra@samba.org>
Red Hat, Inc. <ssorce@redhat.com>

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