Release of getdns-0.1.0
APPAREA, IETF 89

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Outline

• Background: getdns-api spec
• Open source implementation
• Major features of this release
• Coming soon
Background of getdns-api

• Paul Hoffman edited as an app-oriented DNS API, first publication April 2013. His slide from APPAREA, IETF 86:
  — “Fully asynchronous,* has multiple ways of using DNSSEC, supports new DNS types”
  — Expanded points
    • Default async
    • Eased leveraging of DANE, DNSSEC, SRV, etc
    • Extensible
• Updated getdns-api February 2014
  • Extensive discussions during the implementation
Acknowledgements

• Paul Hoffman, along with the original getdns-api design group, and the denizens of the getdns-api mailing list
• Matt Larson, who first envisioned this open source project
Open Source Implementation

• Two research labs, Verisign Labs and NLnet Labs, with long-standing interest in enabling DNS innovation and DNS-supported security
  – Also on team: OSS development and QA engineers

• Open source implementation in C with BSD-New license
  – https://github.com/getdnsapi/getdns

• Overview site
  – https://getdnsapi.net
  – Downloads and documentation available
  – https note – best with DANE TLSA
Dependencies

• Are linked outside the build tree, with configure finding them
• We strive to minimize them
• Current set
  • libldns and libunbound from Nlnet Labs (libldns requires openssl headers and libraries)
  • libexpat
  • libidn from FSF, version 1
• Packagers are at work - as of IETF 89
  • brew – formula exists
  • RHEL – in review
    • https://bugzilla.redhat.com/show_bug.cgi?id=1070510
Major features of this release

- Works with a variety of event loops, each built as a separate shared library
  - Details in wiki of the github repo
  - libevent
  - libev
  - libuv
- DNSSEC support fully implemented with well-tested Unbound at base
- Platforms as of IETF 89
  - RHEL/CentOS, MacOS
  - Soon to drop: FreeBSD, iOS (now rough but usable)
  - Windows, Android in view
**DNSSEC in the API and implementation**

- DNSSEC validation is off by default for stub mode (by design group consensus), but easy to turn on – use of extensions defined in API
  - `dnssec_return_status`
  - `dnssec_return_only_secure`
  - `dnssec_return_validation_chain`

- The API spec allows enabling DNSSEC on a per-request basis via setting the `dnssec_return_status` extension. For convenience, the implementation provides a means to enable this extension for every request in a given context
  - Documented in getdnsapi repo community wiki
Coming soon

- Planned series of updates (0.1.1, 0.1.2, ...) along with more platforms
  - Several fixes ready, plus a patch was contributed by community the day after the release.
- Language bindings
  - Soon after IETF 89: github/getdnsapi/getdns-python
  - TBA: Node.js
  - TBA: Java
  - Join in!
- Release 0.1.0 hasn’t implemented all of spec yet
  - MDNS and NetBIOS namespaces – included in spec
  - DNS search suffixes – getdns_context_set_append_name, getdns_context_set_suffix – following DNSOP discussions...
  - GETDNS_TRANSPORT_TCP_ONLY_KEEP_CONNECTIONS_OPEN
  - Full set of EDNS(0) and OPT extensions
  - Full list in README
API examples – getdns_general()

• Some API examples are included for Extra Reading
• getdns_general is typical of public entry points
• Handle arbitrary resource record types

```c
getdns_return_t
getdns_general(
    getdns_context_t context,
    const char *name,
    uint16_t request_type,
    struct getdns_dict *extensions,
    void *userarg,
    getdns_transaction_t *transaction_id,
    getdns_callback_t callbackfn
);
```
API examples - `getdns_address()`

- Handles requests by host name
- Always returns both IPv4 and IPv6 addresses
- Uses all name spaces from the context

```c
getdns_return_t
getdns_address(
    getdns_context_t     context,
    const char           *name,
    struct getdns_dict   *extensions,
    void                  *userarg,
    getdns_transaction_t *transaction_id,
    getdns_callback_t    *callbackfn
);
```
API examples - getdns_hostname()

- Accepts either IPv4 or IPv6 address

```c
getdns_return_t
getdns_hostname(
    getdns_context_t context,
    struct getdns_dict *address,
    struct getdns_dict *extensions,
    void *userarg,
    getdns_transaction_t *transaction_id,
    getdns_callback_t callbackfn
);
```
API examples - getdns_service()

- Returns the relevant SRV information

```c
getdns_return_t getdns_service(
    getdns_context_t context,
    const char *name,
    struct getdns_dict *extensions,
    void *userarg,
    getdns_transaction_t *transaction_id,
    getdns_callback_t callbackfn);
```
Python Bindings
Repo open before April, 2014
**getdns-python (in progress)**

- getdns already uses very Python-friendly data structures
- **Goals**
  - Provide easy-to-use interface to advanced DNS features for developers who are not necessarily DNS experts
  - remain as Pythonic as possible
Basic use - getdns-python

- **Currently:**
  ```python
  import getdns
  c = getdns.context_create()
  ext = {  "return_both_v4_and_v6" : \
         getdns.GETDNS_EXTENSION_TRUE,  "dnssec_return_status" : \
         getdns.GETDNS_EXTENSION_TRUE }
  getdns.address(c,  "www.google.com",  getdns.GETDNS_RRTYPE_A,  ext)
  ```

- **Soon:**
  ```python
  import getdns
  c = getdns.Context()
  ext = {  "return_both_v4_and_v6" : \
         getdns.GETDNS_EXTENSION_TRUE,  "dnssec_return_status" : \
         getdns.GETDNS_EXTENSION_TRUE }
  c.address("www.google.com",  getdns.GETDNS_RRTYPE_A,  ext)
  ```
sync vs. async

• Same basic interface, can make async calls by providing a callback function and optionally a transaction_id to identify the particular query

c.address("www.google.com", getdns.GETDNS_RRTYPE_A, ext, \ reply_processor)
Data structures

- Inputs to queries are
  - strings
  - Dictionaries
  - lists
- Query replies are basically JSON documents (we haven’t yet run the format through a JSON validator yet, though …)
- We expose standard and complete RDATA returned by the API
- Complete set of getdns constants and return types
- Throw Python exceptions on errors
  - Currently generic exception
  - Will be adding getdns exception class
What replies look like

- "replies_tree" dictionary element from query response

```json
"replies_tree": [
{
  # This is the first reply
  "header": { "id": 23456, "qr": 1, "opcode": 0, ... },
  "question": { "qname": <bindata for "www.google.com">,
    "qtype": 1, "qclass": 1 },
  "answer": [ {
    "name": <bindata for "www.google.com">,
    "type": 1,
    "class": 1,
    "ttl": 300,
    "rdata":
    { "ipv4_address": <bindata of 0x0a0b0c01>
      "rdata_raw": <bindata of 0x0a0b0c01>
    }
  } ],
}]
```
Replies_tree queried from Python (cont’d)

• Usage from Python

```python
import getdns
c = getdns.context_create()
ext = { "return_both_v4_and_v6" : \
    getdns.GETDNS_EXTENSION_TRUE, "dnssec_return_status" : \
    getdns.GETDNS_EXTENSION_TRUE }
ret = getdns.address(c, "www.google.com", getdns.GETDNS_RRTYPE_A, ext)

print ret['replies_tree'][0]

'{answer':
  '{rdata': '{ipv4_address': '74.125.131.104'}, 'type': 1,
  'class': 1, 'name': '\www.google.com', 'ttl': 300}'

print ret['replies_tree'][0][answer'][rdata][ipv4_address']

74.125.131.104
```
Questions?

Most answers will be found at getdnsapi.net and github.com/getdnsapi
Backup Material
One API, two modes

- **Stub resolver**
  - Often implemented via local library (e.g. libresolv)
  - Provides entry points for applications (e.g. gethostbyname)
  - Relies on a recursive name server
  - May not cache, but may implement e.g. single local cache

- **Recursive Resolver**
  - Typically receives DNS requests via wire protocol
  - Iterates on behalf of clients
  - Typically leverages caching

- `getdns-api` context controls which of these (2 modes)
- When DNSSEC is enabled for stub mode, the stub can iterate just DNSSEC validation on its own behalf
Stub resolver inDNS ecosystem