DNS Transport over TCP -Implementation Requirements

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DNS Transport over TCP

- This is a -bis of RFC5966
- Aim of draft is to put TCP on the same footing as UDP for use as a DNS transport
- In support of
 - Privacy efforts
 - Preventing amplification attacks
 - Packet size limitations

DNS Transport over TCP

- Major changes in -bis include:
 - DNS implementations are recommended not only to support TCP but to support it on an equal footing with UDP
 - DNS implementations are recommended to support reuse of TCP connections
 - DNS implementations are recommended to support pipelining and out of order processing of the query stream
 - A non-normative discussion of use of TCP Fast Open

Connection Handling

- One perceived disadvantage to DNS over TCP is the added connection setup latency, generally equal to one RTT.
 - Both clients and servers SHOULD support connection reuse by sending multiple queries and responses over a single TCP connection.
- DNS currently has no connection signalling mechanism. Clients and servers may close a connection at any time. Clients MUST be prepared to retry failed queries on broken connections.

Connection Handling

- To mitigate the risk of unintentional server overload, it is RECOMMENDED that for any given client - server interaction there SHOULD be no more than one connection for
 - regular queries [One for each client application]
 - one for zone transfers
 - one for each protocol that is being used on top of TCP, for example, if the resolver was using TLS.

Query Pipelining

- In order to achieve performance on par with UDP, it is RECOMMENDED that DNS clients pipeline their queries.
 - Do not wait for an outstanding reply before sending the next query.
- DNS servers SHOULD expect to receive pipelined queries. The server should process TCP queries in parallel, just as it would for UDP.

Query Pipelining

- Authoritative servers and recursive resolvers are RECOMMENDED to support the sending of responses in parallel and/or out-of-order, regardless of the transport protocol in use.
- Stub and recursive resolvers MUST be able to process responses that arrive in a different order to that in which the requests were sent, regardless of the transport protocol in use.
- Recursive resolvers SHOULD process TCP queries in parallel and return individual responses as soon as they are available, possibly out-of-order.

TCP Fast Open

- This section is non-normative.
- TCP fastopen [I-D.ietf-tcpm-fastopen] (TFO) allows data to be carried in the SYN packet.
 - It saves up to one RTT compared to standard TCP.
- Currently Linux only. 3.16.0 added IPv6 support.

TCP Fast Open

- TFO Code changes
 - On the client, the call to connect() is replaced with a TFO aware version of sendmsg() or sendto().
 - On server, set a socket option between the bind() and listen() calls.

TCP Fast Open

- TFO kernel config
 - change the kernel parameter net.ipv4.tcp_fastopen (A bitmap)
 - 1= client
 - 2 = server

TCP Fast Open - query

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1 0.00000000	192.168.11.1	192.168.11.3		.Standard query 0x0000 A www.sinodun.com			
2 0.000058000	192.168.11.3	192.168.11.1		43211→56822 [SYN, ACK] Seq=0 Ack=36 Win=2896			
3 0.000239000	192.168.11.1	192.168.11.3		56822-43211 [ACK] Seq=36 Ack=1 Win=29312 Len			
4 0.000293000	192.168.11.3	192.168.11.1		Standard query response 0x0000 A 192.168.11	.5		
5 0.000392000	192.168.11.1	192.168.11.3		Standard query 0x0001 A www.sinodun.com			
	192 168 11 3	192 168 11 1	TCP 66	43211_56822 [ACK] Sen=88 Ack=71 Win=29856 Le	n=A TSval=252757636 TSecr=27/		
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0000 0000 0010 = Flags: 0x002 (SYN)							
Window size value:							
[Calculated window size: 29200]							
Checksum: 0xa7d4 [validation disabled]							
Urgent pointer: 0 ▼ Options: (32 bytes), Maximum segment size, SACK permitted, Timestamps, No-Operation (NOP), Window scale, Experimental							
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▷ Maximum segment size: 1460 bytes							
TCP SACK Permitted Option: True							
▷ Timestamps: TSval 274228253, TSecr 0							
▷ No-Operation (NOP)							
▷ Window scale: 7 (multiply by 128)							
TCP Option - Experimental: fe0cf9892bff04fd01dd53c1							
[SEQ/ACK analysis]							
▽ Domain Name System (query)							
[Response In: 4]					Ŧ		
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0040 64 1d 00 00 00 01 03 03 07 fe 0c f9 89 2b ff d+.							
0050 04 fd 01 dd 53 c1 00 21 00 00 01 20 00 01 00 00							
0060 00 00 00 03 77 77 77 07 73 69 6e 6f 64 75 6ewww.sinodun 0070 03 63 6f 6d 00 00 01 00 01 .com							
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🕽 🖄 TCP Options (tcp.options), 🛛 Packets: 16 · Displayed: 16 (100.0%) · Load time: 0:00.000 🔹 Profile: Default							

TCP Pipelining Multiple queries in one packet

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7 0.000501	000 192.168.11.1	192.168.11.3	TCP 66 56822-43211 [ACK] Seq=71 Ack=88 Win=29312 Len=0 TSval=274228253 TSecr=252				
8 0.000527		192.168.11.1	DNS 153 Standard query response 0x0001 A 192.168.11.5				
9 0.000624	000 192.168.11.1	192.168.11.3	DNS 171 Standard query 0x0004 A www.sinodun.com				
10 0.037256	000 192.168.11.3	192.168.11.1	TCP 66 43211-56822 [ACK] Seq=175 Ack=176 Win=29056 Len=0 TSval=252757646 TSecr=2				
11 0.038073	000 192.168.11.1	192.168.11.3	TCP 66 56822-43211 [ACK] Seq=176 Ack=175 Win=29312 Len=0 TSval=274228263 TSecr=2				
		192 168 11 1	10000				
12 0 03800000 102 168 11 3 192 168 11 1 DNS 327 Standard query resonance 0x0001 & 102 168 11 5 1 p Frame 9: 171 bytes on wire (1368 bits), 171 bytes captured (1368 bits) on interface 0 p Frame 9: 171 bytes on wire (1368 bits), 171 bytes captured (1368 bits) on interface 0 p Frame 9: 171 bytes on wire (1368 bits), 171 bytes captured (1368 bits) on interface 0 p Frame 9: 171 bytes on wire (1368 bits), 171 bytes captured (1368 bits) on interface 0 p Frame 9: 171 bytes on wire (1368 bits), 171 bytes captured (1368 bits) on interface 0 p Frame 9: 171 bytes on wire (1368 bits), 171 bytes captured (1368 bits) on interface 0 p Frame 9: 171 bytes on wire (1368 bits), 171 bytes captured (1368 bits), 181 bytes captured (1368							
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DNS Transport over TCP

• We are seeking adoption of this draft...