

Understanding DNSCurve

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Disclaimer: I haven't
released DNSCurve software yet.

But you can try prototypes:

@mdempsy's DNSCurve cache,

@hhavt's CurveDNS server.

See also related projects: NaCl,
DNSECrypt, CurveCP, MinimaLT.

Varying release levels.

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Has to ask root server.
- `twitter.com` server name is actually `ns2.p34.dynect.net`.
Is browser allowed to accept `ns2.p34.dynect.net` address from the `.com` server?
Does it have to ask `.net`?

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Is browser allowed to accept `ns2.p34.dynect.net` address from the `.com` server?
Does it have to ask `.net`?
- Browser actually pulls from a laptop-wide DNS cache.
Or a site-wide DNS cache.

DNS in the real world

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The user wants to
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The big picture:

**DNS is just one small part
of any real Internet protocol.**

Typical examples:

HTTP starts with DNS.

SMTP starts with DNS.

SSH starts with DNS.

Real Internet protocol example:

User asks browser for

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Many levels of redirection:

root DNS \mapsto

`.com` DNS \mapsto

`.theguardian.com` DNS \mapsto

`http://theguardian.com` \mapsto

`http://www.theguardian.com` \mapsto

`http://www.theguardian.com/uk.`

And then the hard work begins:

browser receives page,

displays page for user.

What does DNS security mean?

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Consider DNSSEC marketing:
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Consider DNSSEC marketing:
`isc.org` is “signed” by DNSSEC.

Reality: What DNSSEC signs
is an IP-address redirection:

`isc.org` A `149.20.64.69`.

This is meaningless for users.

Example of bogus “security” :

“You can’t trust online servers.
Our DNS data is signed offline
by a Hardware Security Module
in a fortress in Maryland
protected by machine guns.
Signing procedure requires
3 out of 16 smart cards held
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Does this protect users? No!

The **web server** is online,
and most web pages are dynamic.

The **mail server** is online.

The **shell server** is online.

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Offline creation and signing: impossible for most user data.

By insisting on signatures, DNSSEC creates problems for lookups of dynamic DNS data; lookups of nonexistent names; speed; robustness; availability; freshness; confidentiality.

Analogy: imagine HTTPSEC.

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DNS with DNSCurve,
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All client data is authenticated + encrypted to server's public key from client's public key.

All server data is authenticated + encrypted to client's public key from server's public key.

Crypto layer is very close to network layer.

Each packet is authenticated + encrypted just before it is sent.

Each packet is verified + decrypted immediately after it is received.

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Separate authenticator on every packet also improves availability.

No more RST attacks.

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Server sneaks public key into that mechanism.

No extra packets.

Serious crypto for each packet, but state-of-the-art crypto

(Curve25519, Salsa20, Poly1305)

easily keeps up with the network.