

The DNS security mess

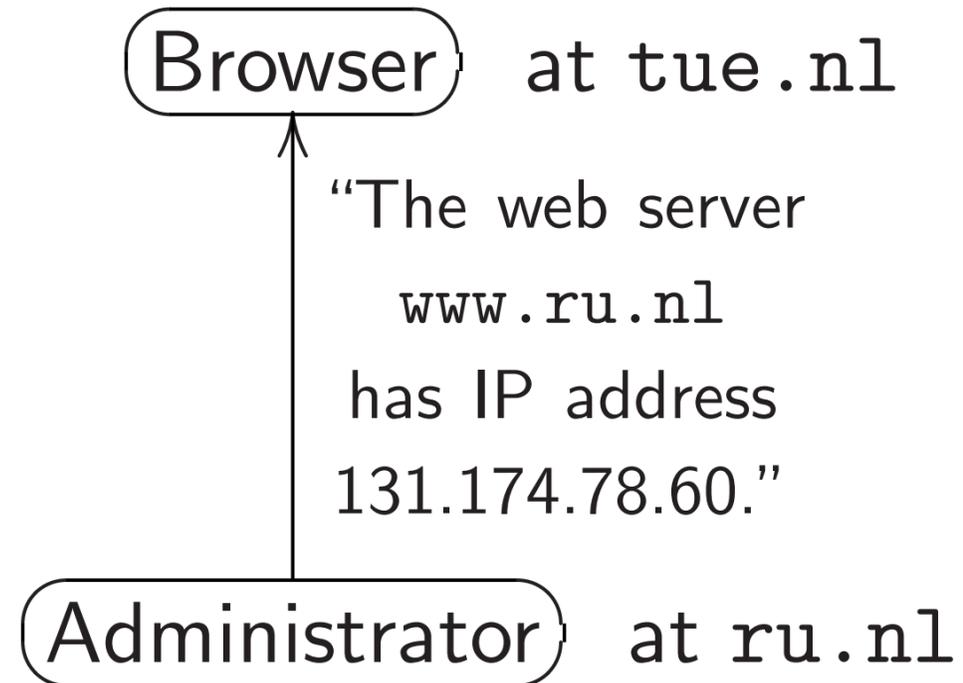
D. J. Bernstein

University of Illinois at Chicago;
Technische Universiteit Eindhoven

The Domain Name System

tue.nl wants to see

`http://www.ru.nl.`



Now tue.nl

retrieves web page from

IP address 131.174.78.60.

S security mess

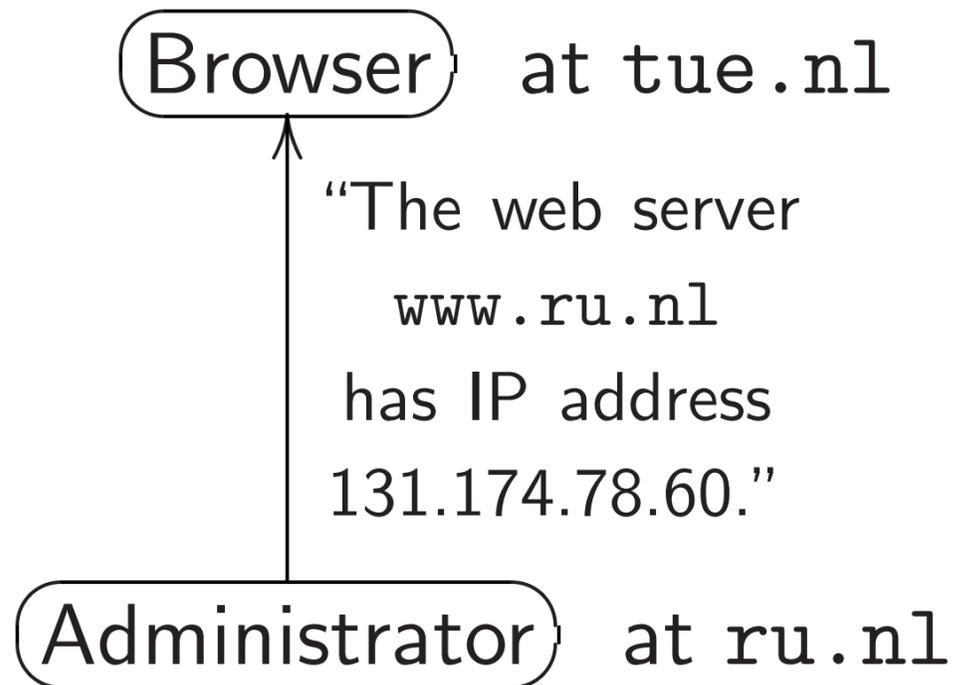
ernstein

ty of Illinois at Chicago;
the Universiteit Eindhoven

1

The Domain Name System

tue.nl wants to see
http://www.ru.nl.

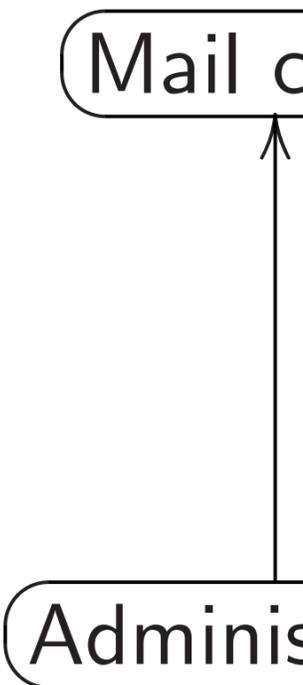


Now tue.nl
retrieves web page from
IP address 131.174.78.60.

2

Same fo

tue.nl
someone



Now tue
delivers
IP address

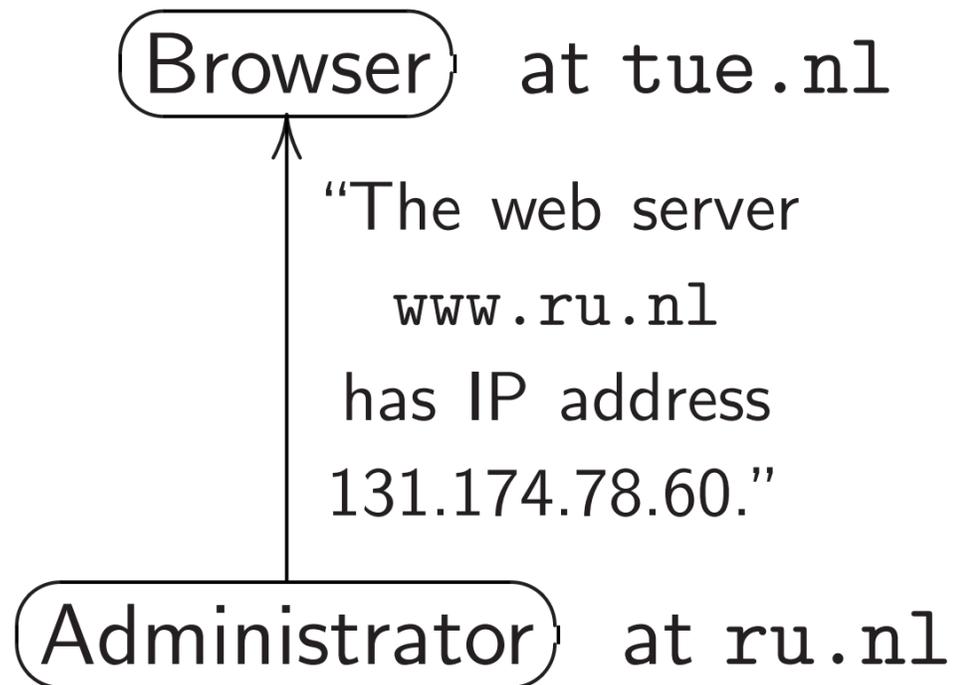
mess

is at Chicago;
siteit Eindhoven

1

The Domain Name System

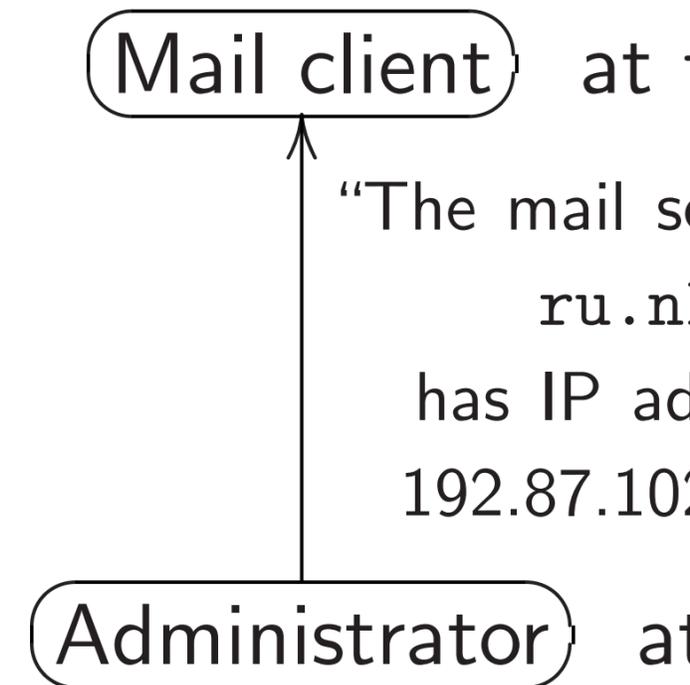
tue.nl wants to see
http://www.ru.nl.



Now tue.nl
retrieves web page from
IP address 131.174.78.60.

2

Same for Internet
tue.nl has mail to
someone@ru.nl.

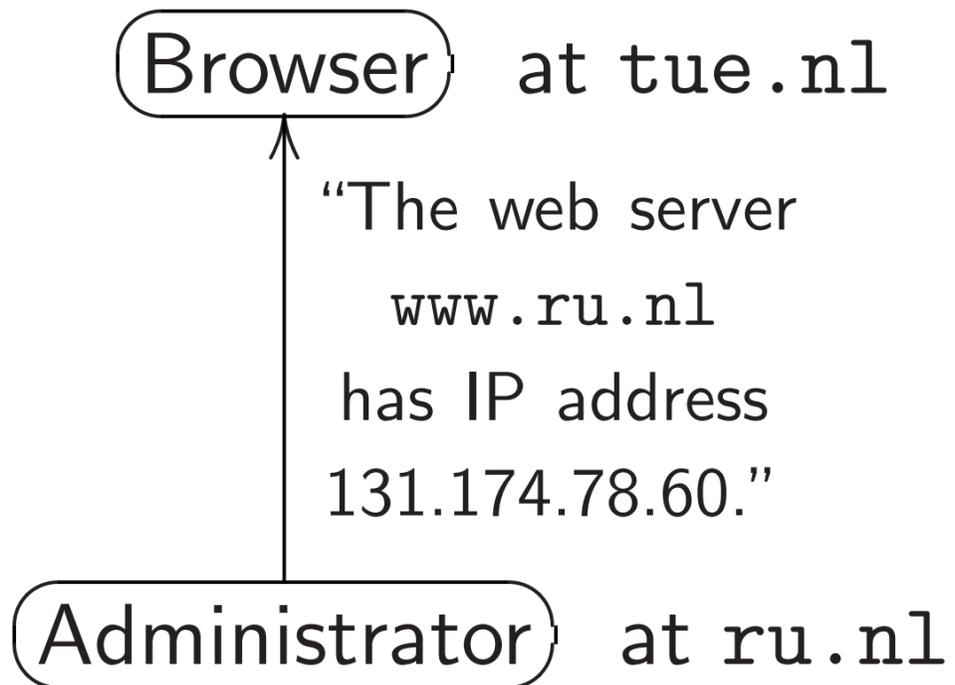


Now tue.nl
delivers mail to
IP address 192.87.102.10.

1

The Domain Name System

tue.nl wants to see
http://www.ru.nl.

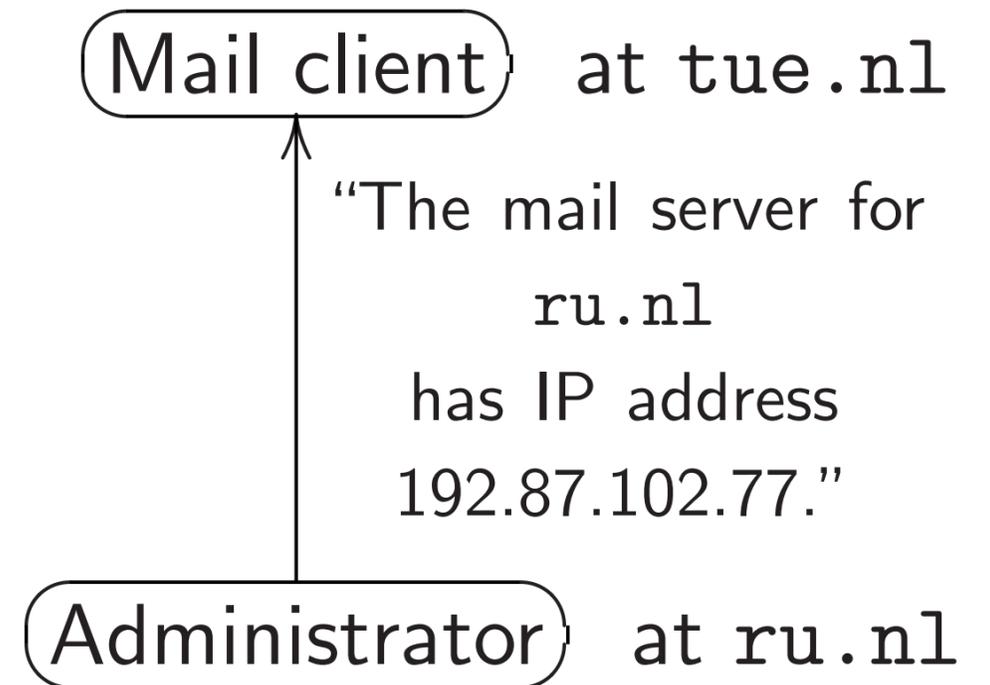


Now tue.nl
retrieves web page from
IP address 131.174.78.60.

2

Same for Internet mail.

tue.nl has mail to deliver to
someone@ru.nl.

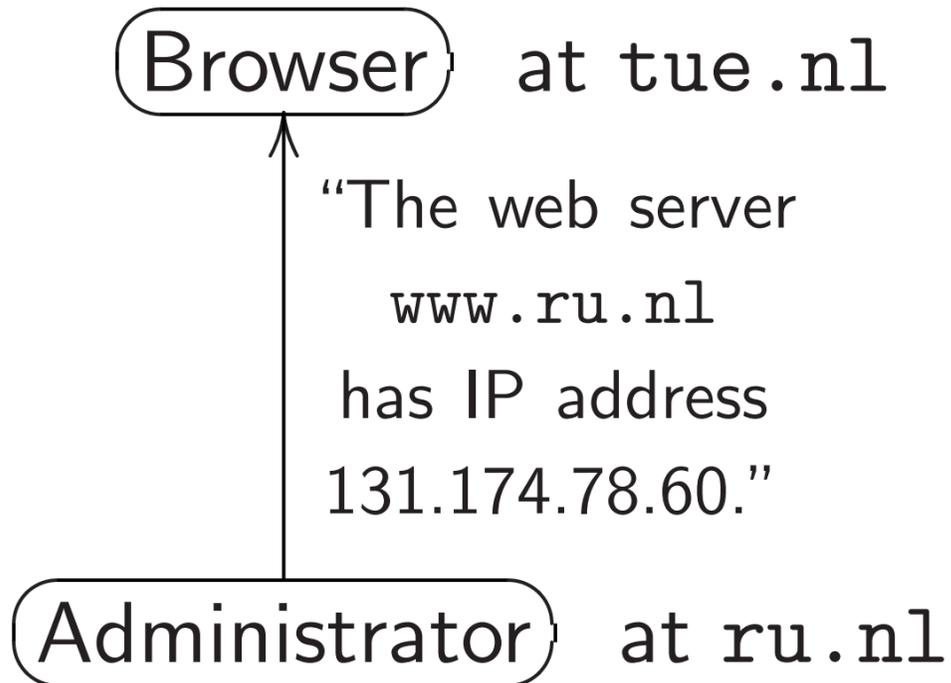


Now tue.nl
delivers mail to
IP address 192.87.102.77.

ago;
hoven

The Domain Name System

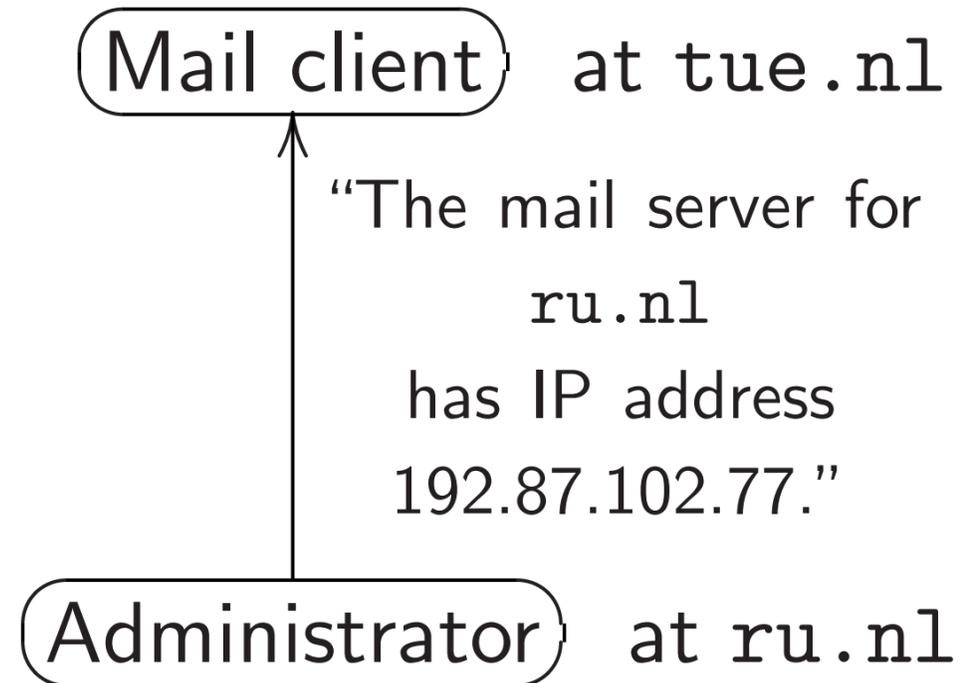
tue.nl wants to see
http://www.ru.nl.



Now tue.nl
retrieves web page from
IP address 131.174.78.60.

Same for Internet mail.

tue.nl has mail to deliver to
someone@ru.nl.



Now tue.nl
delivers mail to
IP address 192.87.102.77.

main Name System

wants to see
/www.ru.nl.

user at tue.nl

“The web server
www.ru.nl
has IP address
131.174.78.60.”

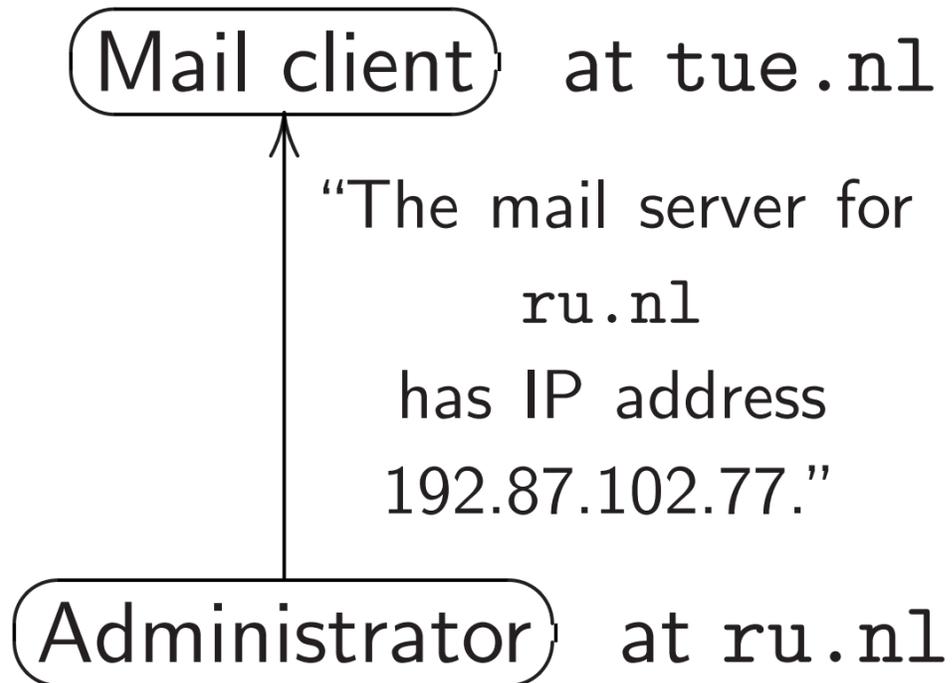
Administrator at ru.nl

e.nl
web page from
IP address 131.174.78.60.

2

Same for Internet mail.

tue.nl has mail to deliver to
someone@ru.nl.



Now tue.nl
delivers mail to
IP address 192.87.102.77.

3

Forging

tue.nl
someone

Mail client

“T

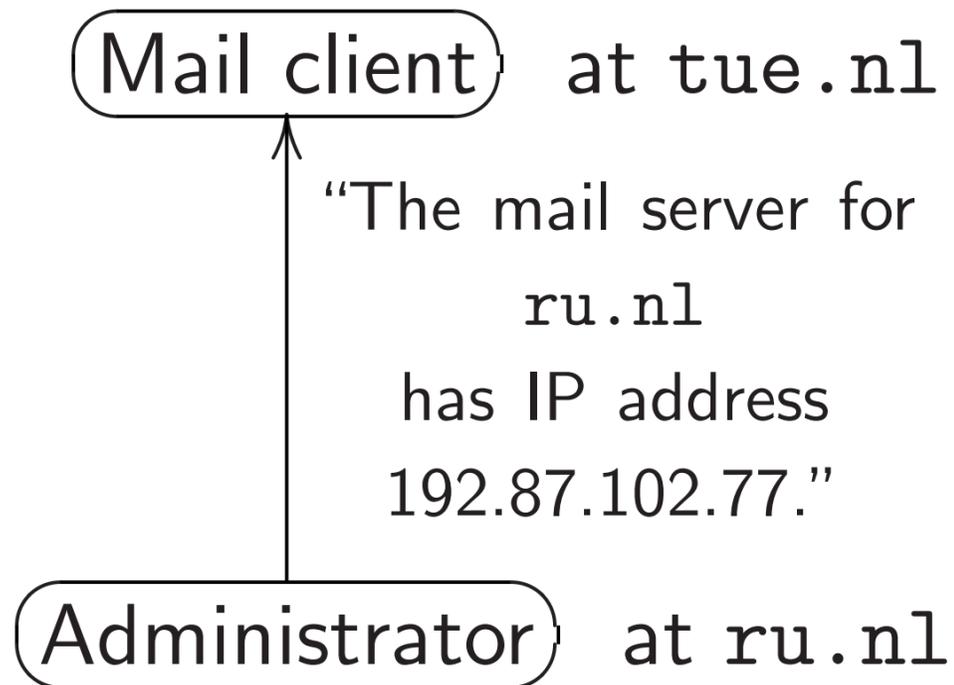
Attack

Now tue
delivers
IP address
actually

2

Same for Internet mail.

tue.nl has mail to deliver to someone@ru.nl.

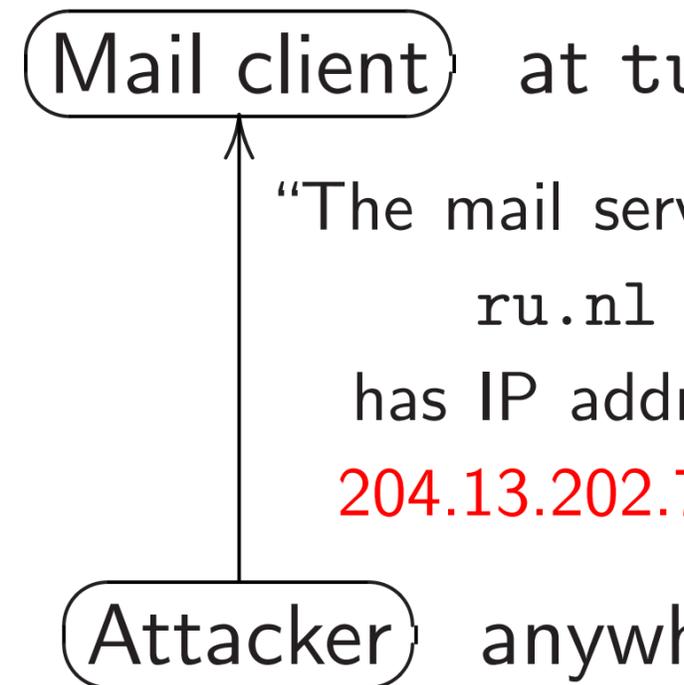


Now tue.nl delivers mail to IP address 192.87.102.77.

3

Forging DNS pack

tue.nl has mail to deliver to someone@ru.nl.

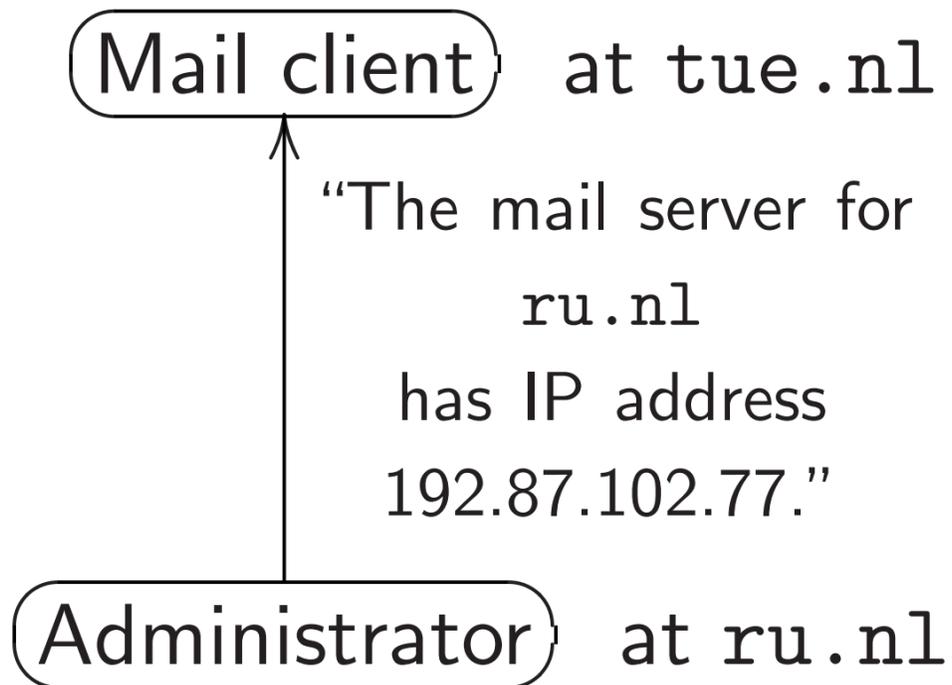


Now tue.nl delivers mail to IP address 204.13.202.77. actually the attack

2

Same for Internet mail.

tue.nl has mail to deliver to
someone@ru.nl.

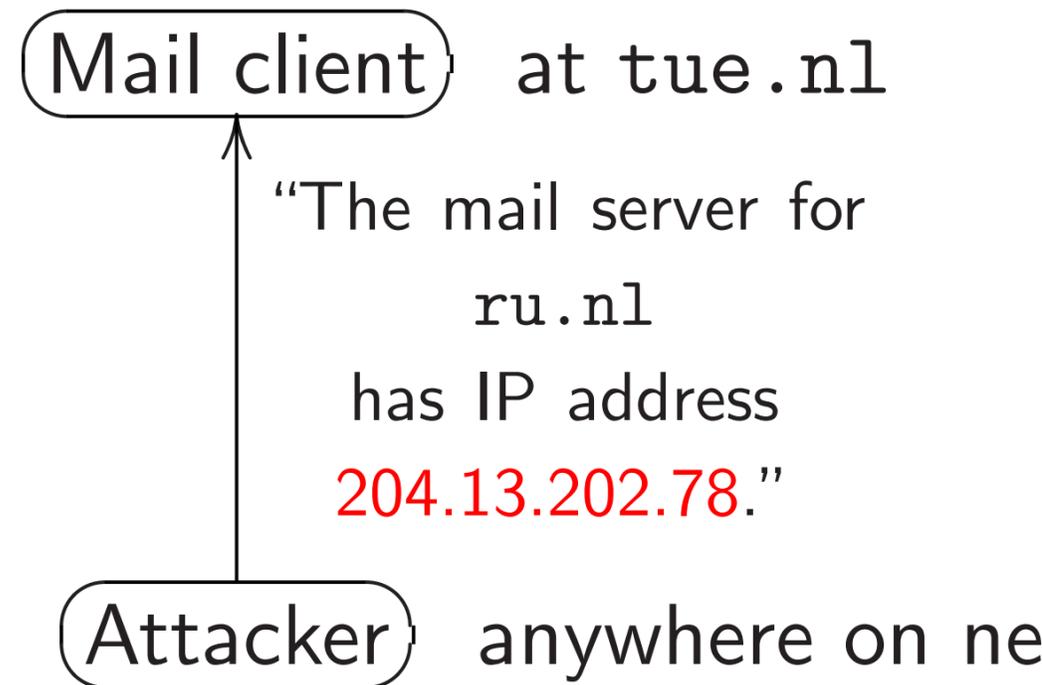


Now tue.nl
delivers mail to
IP address 192.87.102.77.

3

Forging DNS packets

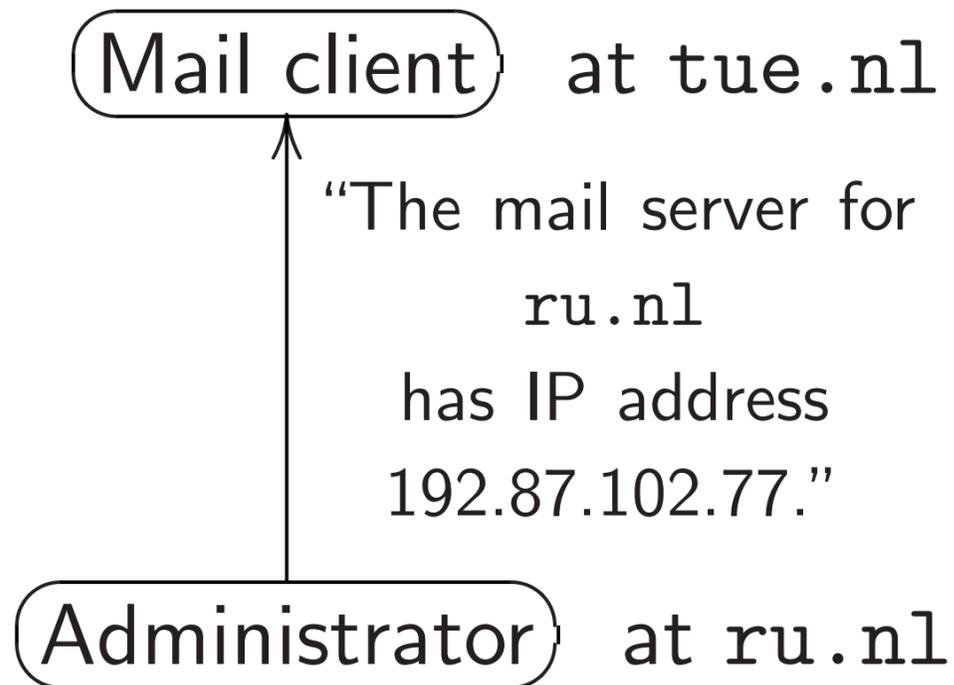
tue.nl has mail to deliver to
someone@ru.nl.



Now tue.nl
delivers mail to
IP address 204.13.202.78,
actually the attacker's mach

Same for Internet mail.

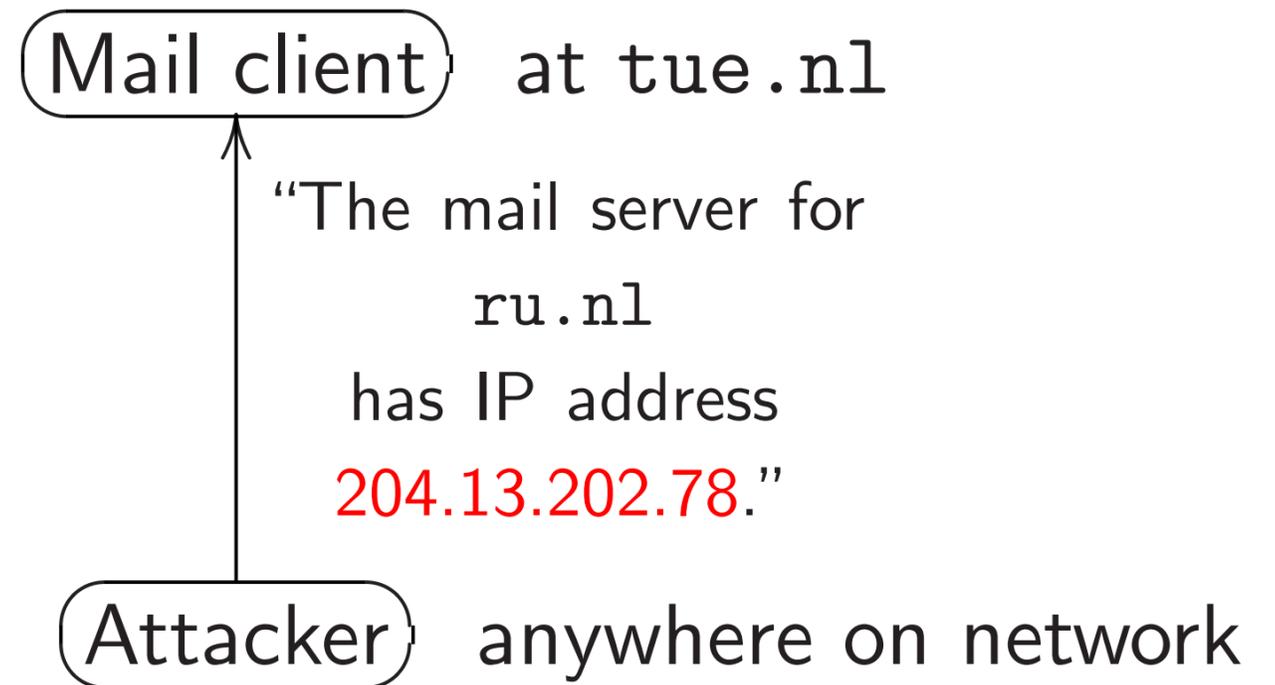
tue.nl has mail to deliver to
someone@ru.nl.



Now tue.nl
delivers mail to
IP address 192.87.102.77.

Forging DNS packets

tue.nl has mail to deliver to
someone@ru.nl.



Now tue.nl
delivers mail to
IP address 204.13.202.78,
actually the attacker's machine.

Internet mail.

has mail to deliver to
someone@ru.nl.

Mail client at tue.nl

“The mail server for
ru.nl
has IP address
192.87.102.77.”

Administrator at ru.nl

Mail client at tue.nl
delivers mail to
IP address 192.87.102.77.

3

Forging DNS packets

tue.nl has mail to deliver to
someone@ru.nl.

Mail client at tue.nl

“The mail server for
ru.nl
has IP address
204.13.202.78.”

Attacker anywhere on network

Now tue.nl
delivers mail to
IP address 204.13.202.78,
actually the attacker’s machine.

4

How forging

Client sends
Attacker

some packets

Attacker

- the name
- the query
- \approx the

so client

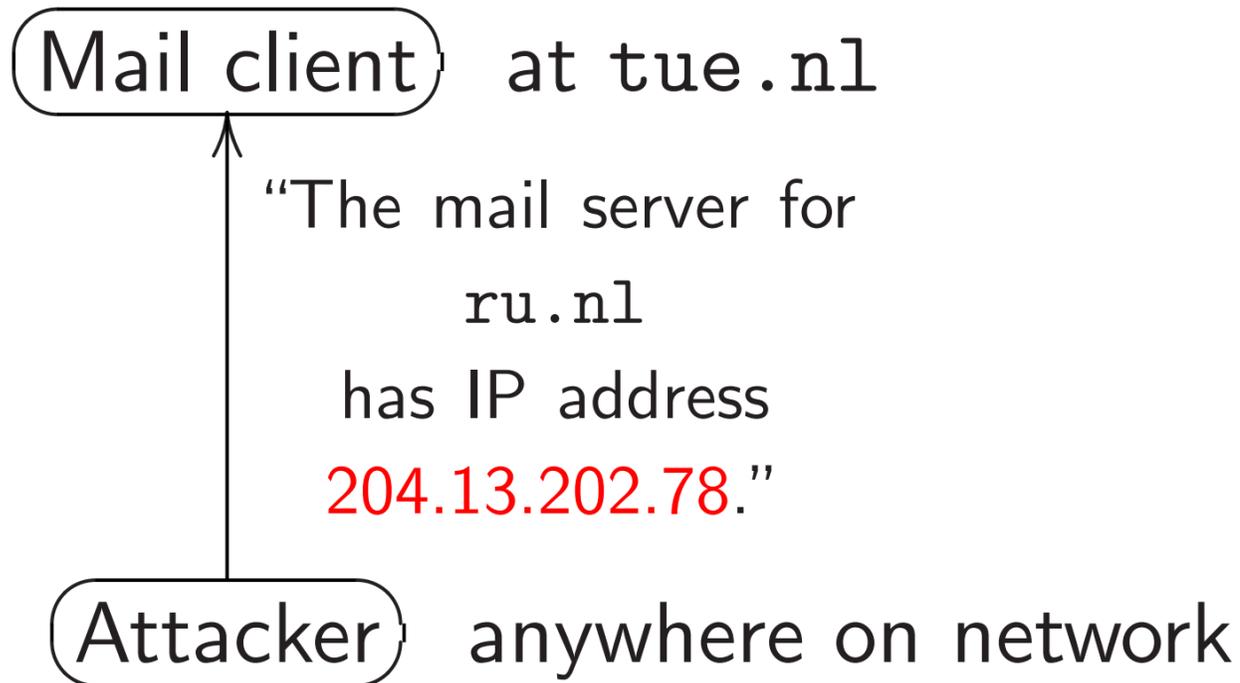
before

- the query
- the query

3

Forging DNS packets

tue.nl has mail to deliver to
someone@ru.nl.



Now tue.nl
delivers mail to
IP address 204.13.202.78,
actually the attacker’s machine.

4

How forgery really

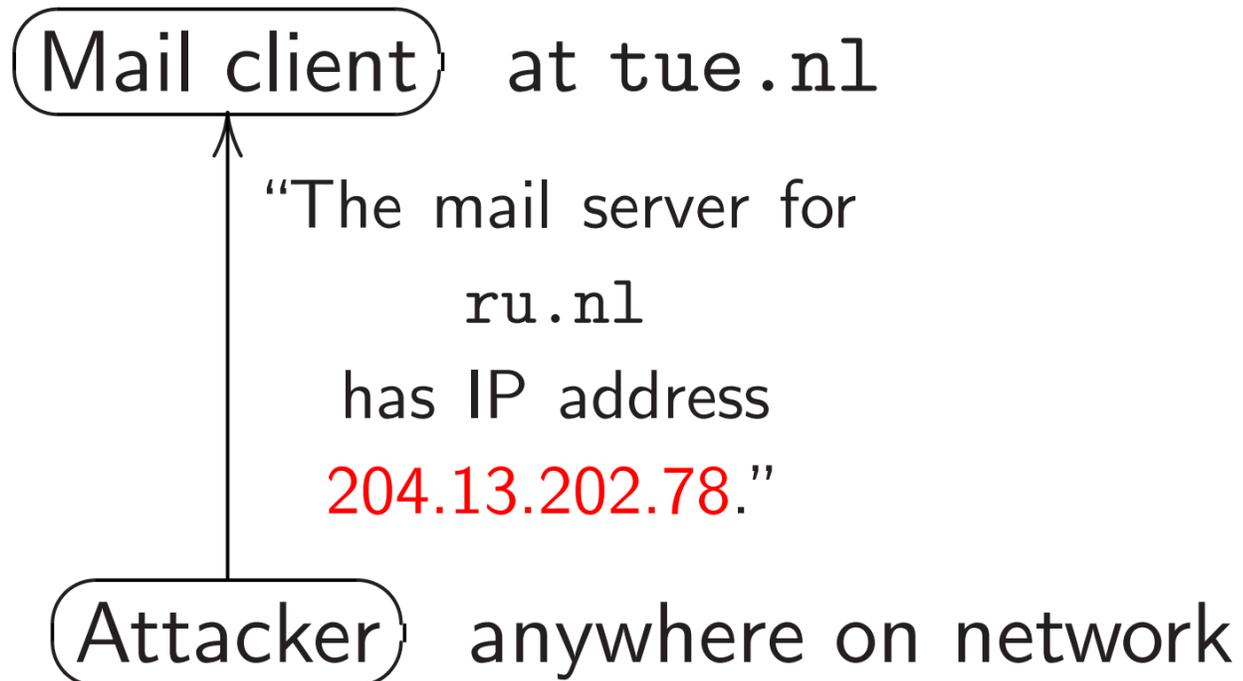
Client sends query
Attacker has to re
some parts of the

Attacker must ma

- the name: ru.nl
- the query type:
- \approx the query time
so client sees for
before legitimate
- the query UDP p
- the query ID.

Forging DNS packets

tue.nl has mail to deliver to
someone@ru.nl.



Now tue.nl
delivers mail to
IP address 204.13.202.78,
actually the attacker’s machine.

How forgery really works

Client sends query.

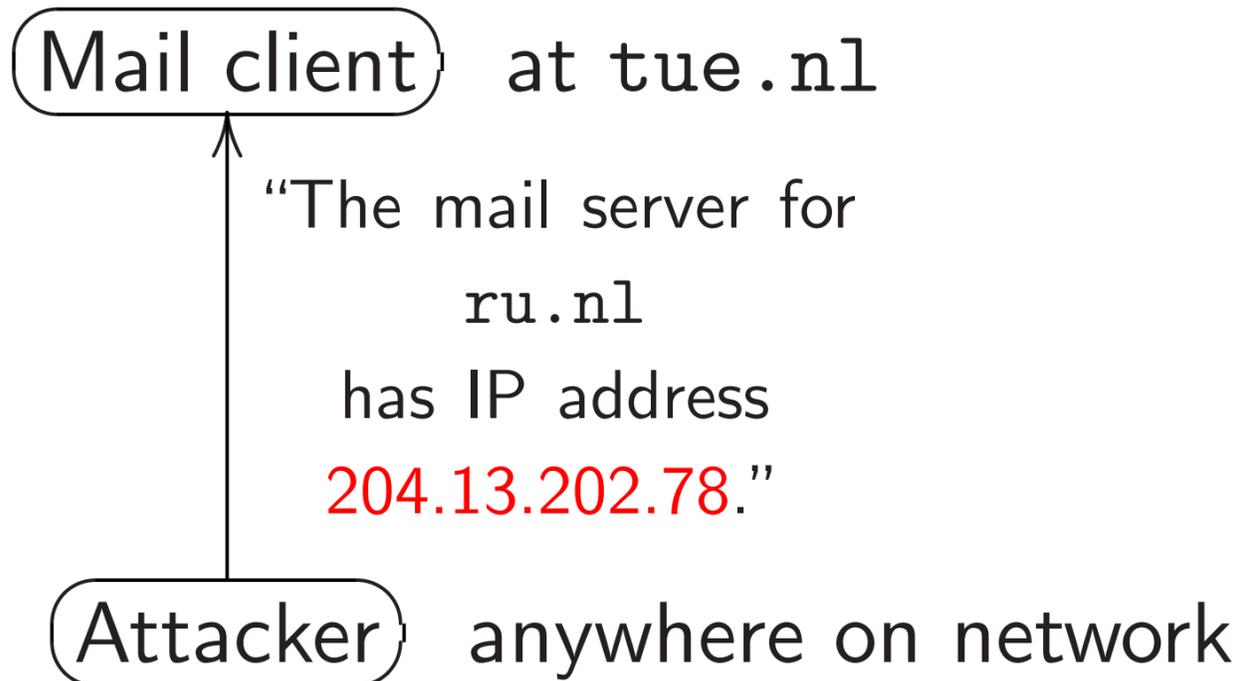
Attacker has to repeat
some parts of the query.

Attacker must match

- the name: ru.nl.
- the query type: mail. (“M
- \approx the query time,
so client sees forgery
before legitimate answer.
- the query UDP port.
- the query ID.

Forging DNS packets

tue.nl has mail to deliver to
someone@ru.nl.



Now tue.nl
delivers mail to
IP address 204.13.202.78,
actually the attacker's machine.

How forgery really works

Client sends query.

Attacker has to repeat
some parts of the query.

Attacker must match

- the name: ru.nl.
- the query type: mail. ("MX".)
- \approx the query time,
so client sees forgery
before legitimate answer.
- the query UDP port.
- the query ID.

DNS packets

has mail to deliver to
e@ru.nl.

ent) at tue.nl

The mail server for
ru.nl

has IP address
204.13.202.78."

er) anywhere on network

e.nl

mail to

ess 204.13.202.78,

the attacker's machine.

How forgery really works

Client sends query.

Attacker has to repeat
some parts of the query.

Attacker must match

- the name: ru.nl.
- the query type: mail. ("MX".)
- \approx the query time,
so client sees forgery
before legitimate answer.
- the query UDP port.
- the query ID.

The hard
for attac

Control
by trigge

Many wa

4

How forgery really works

Client sends query.

Attacker has to repeat
some parts of the query.

Attacker must match

- the name: `ru.nl`.
- the query type: `mail.` (“MX”.)
- \approx the query time,
so client sees forgery
before legitimate answer.
- the query UDP port.
- the query ID.

5

The hard way
for attackers to do

Control name, type
by triggering client

Many ways to do

How forgery really works

Client sends query.

Attacker has to repeat some parts of the query.

Attacker must match

- the name: `ru.nl`.
- the query type: `mail`. (“MX”.)
- \approx the query time, so client sees forgery before legitimate answer.
- the query UDP port.
- the query ID.

The hard way

for attackers to do this:

Control name, type, time by triggering client.

Many ways to do this.

How forgery really works

Client sends query.

Attacker has to repeat
some parts of the query.

Attacker must match

- the name: `ru.nl`.
- the query type: `mail.` (“MX”.)
- \approx the query time,
so client sees forgery
before legitimate answer.
- the query UDP port.
- the query ID.

The hard way

for attackers to do this:

Control name, type, time
by triggering client.

Many ways to do this.

How forgery really works

Client sends query.

Attacker has to repeat some parts of the query.

Attacker must match

- the name: `ru.nl`.
- the query type: `mail.` (“MX”.)
- \approx the query time, so client sees forgery before legitimate answer.
- the query UDP port.
- the query ID.

The hard way

for attackers to do this:

Control name, type, time by triggering client.

Many ways to do this.

Guess port and ID

(or predict them if they're poorly randomized).

16-bit port, 16-bit ID.

How forgery really works

Client sends query.

Attacker has to repeat some parts of the query.

Attacker must match

- the name: `ru.nl`.
- the query type: `mail.` (“MX”.)
- \approx the query time, so client sees forgery before legitimate answer.
- the query UDP port.
- the query ID.

The hard way

for attackers to do this:

Control name, type, time by triggering client.

Many ways to do this.

Guess port and ID

(or predict them if they're poorly randomized).

16-bit port, 16-bit ID.

If guess fails, try again.

After analysis, optimization: this is about as much traffic as downloading a movie.

Forgery really works

sends query.

has to repeat

parts of the query.

must match

name: ru.nl.

query type: mail. ("MX".)

query time,

client sees forgery

legitimate answer.

query UDP port.

query ID.

5

The hard way

for attackers to do this:

Control name, type, time

by triggering client.

Many ways to do this.

Guess port and ID

(or predict them if they're poorly randomized).

16-bit port, 16-bit ID.

If guess fails, try again.

After analysis, optimization:

this is about as much traffic as downloading a movie.

6

The easy

for attac

1. Break

on the s

2. Using

sniff netw

the client

Immedia

works

peat

query.

tch

1.

mail. ("MX".)

e,

rgery

e answer.

port.

5

The hard way

for attackers to do this:

Control name, type, time
by triggering client.

Many ways to do this.

Guess port and ID

(or predict them if
they're poorly randomized).

16-bit port, 16-bit ID.

If guess fails, try again.

After analysis, optimization:
this is about as much traffic
as downloading a movie.

6

The easy way

for attackers to do

1. Break into a co
on the same netwo

2. Using that com
sniff network to se
the client's query.

Immediately forge

5

The hard way
for attackers to do this:

Control name, type, time
by triggering client.

Many ways to do this.

Guess port and ID

(or predict them if
they're poorly randomized).

16-bit port, 16-bit ID.

If guess fails, try again.

After analysis, optimization:
this is about as much traffic
as downloading a movie.

IX" .)

6

The easy way
for attackers to do this:

1. Break into a computer
on the same network.

2. Using that computer,
sniff network to see
the client's query.

Immediately forge answer.

The hard way

for attackers to do this:

Control name, type, time
by triggering client.

Many ways to do this.

Guess port and ID

(or predict them if
they're poorly randomized).

16-bit port, 16-bit ID.

If guess fails, try again.

After analysis, optimization:
this is about as much traffic
as downloading a movie.

The easy way

for attackers to do this:

1. Break into a computer
on the same network.

2. Using that computer,
sniff network to see
the client's query.

Immediately forge answer.

The hard way

for attackers to do this:

Control name, type, time
by triggering client.

Many ways to do this.

Guess port and ID

(or predict them if
they're poorly randomized).

16-bit port, 16-bit ID.

If guess fails, try again.

After analysis, optimization:
this is about as much traffic
as downloading a movie.

The easy way

for attackers to do this:

1. Break into a computer
on the same network.

2. Using that computer,
sniff network to see
the client's query.

Immediately forge answer.

Sometimes skip step 1:

the network *is* the attacker.

e.g. DNS forgery by hotels,
Iranian government, et al.

easy way
for attackers to do this:
name, type, time
server client.
ways to do this.
port and ID
predict them if
(poorly randomized).
port, 16-bit ID.
fails, try again.
analysis, optimization:
about as much traffic
loading a movie.

6

The easy way
for attackers to do this:

1. Break into a computer
on the same network.
2. Using that computer,
sniff network to see
the client's query.
Immediately forge answer.

Sometimes skip step 1:
the network *is* the attacker.
e.g. DNS forgery by hotels,
Iranian government, et al.

7

Security

Many D
(e.g. que
stop the
but are t
by the e

6

The easy way

for attackers to do this:

1. Break into a computer on the same network.
 2. Using that computer, sniff network to see the client's query. Immediately forge answer.
- Sometimes skip step 1:
the network *is* the attacker.
e.g. DNS forgery by hotels, Iranian government, et al.

7

Security theater

Many DNS “defen
(e.g. query repetit
stop the hard atta
but are trivially bro
by the easy attack

The easy way

for attackers to do this:

1. Break into a computer on the same network.

2. Using that computer, sniff network to see the client's query.

Immediately forge answer.

Sometimes skip step 1:

the network *is* the attacker.

e.g. DNS forgery by hotels, Iranian government, et al.

Security theater

Many DNS “defenses” (e.g. query repetition) stop the hard attack but are trivially broken by the easy attack.

The easy way

for attackers to do this:

1. Break into a computer on the same network.

2. Using that computer, sniff network to see the client's query.

Immediately forge answer.

Sometimes skip step 1:

the network *is* the attacker.

e.g. DNS forgery by hotels, Iranian government, et al.

Security theater

Many DNS “defenses”
(e.g. query repetition)
stop the hard attack
but are trivially broken
by the easy attack.

The easy way

for attackers to do this:

1. Break into a computer on the same network.

2. Using that computer, sniff network to see the client's query.

Immediately forge answer.

Sometimes skip step 1:

the network *is* the attacker.

e.g. DNS forgery by hotels, Iranian government, et al.

Security theater

Many DNS “defenses”

(e.g. query repetition)

stop the hard attack

but are trivially broken by the easy attack.

Why don't people realize this?

Answer: The hard attack

receives much more publicity

than the easy attack.

The easy way

for attackers to do this:

1. Break into a computer on the same network.

2. Using that computer, sniff network to see the client's query.

Immediately forge answer.

Sometimes skip step 1:

the network *is* the attacker.

e.g. DNS forgery by hotels, Iranian government, et al.

Security theater

Many DNS “defenses” (e.g. query repetition) stop the hard attack but are trivially broken by the easy attack.

Why don't people realize this?

Answer: The hard attack receives much more publicity than the easy attack.

Security researchers can't publish easy attacks.

any way
 hackers to do this:
 k into a computer
 same network.
 g that computer,
 work to see
 t's query.
 tely forge answer.
 nes skip step 1:
 work *is* the attacker.
 S forgery by hotels,
 government, et al.

Security theater

Many DNS “defenses”
 (e.g. query repetition)
 stop the hard attack
 but are trivially broken
 by the easy attack.

Why don't people realize this?

Answer: The hard attack
 receives much more publicity
 than the easy attack.

Security researchers
 can't publish easy attacks.

June 200

“.ORG b
 TLD to
 DNSSEC
 a signific
 effort to
 for the .
 the first
 Domain
 zone wit
 Extensio
 the .OR
 domain
 this need

Security theater

Many DNS “defenses”
(e.g. query repetition)
stop the hard attack
but are trivially broken
by the easy attack.

Why don't people realize this?

Answer: The hard attack
receives much more publicity
than the easy attack.

Security researchers
can't publish easy attacks.

June 2009: exciting

“.ORG becomes the
TLD to sign their
DNSSEC ... Today
a significant milestone
effort to bolster on
for the .ORG com
the first open gene
Domain to success
zone with Domain
Extensions (DNSS
the .ORG zone is
domain registry to
this needed securit

Security theater

Many DNS “defenses”
(e.g. query repetition)
stop the hard attack
but are trivially broken
by the easy attack.

Why don't people realize this?

Answer: The hard attack
receives much more publicity
than the easy attack.

Security researchers
can't publish easy attacks.

June 2009: exciting news!

“.ORG becomes the first open
TLD to sign their zone with
DNSSEC . . . Today we reach
a significant milestone in our
effort to bolster online security
for the .ORG community. We
the first open generic Top-Level
Domain to successfully sign
zone with Domain Name System
Extensions (DNSSEC). To date
the .ORG zone is the largest
domain registry to implement
this needed security measure

Security theater

Many DNS “defenses”
(e.g. query repetition)
stop the hard attack
but are trivially broken
by the easy attack.

Why don't people realize this?

Answer: The hard attack
receives much more publicity
than the easy attack.

Security researchers
can't publish easy attacks.

June 2009: exciting news!

“.ORG becomes the first open
TLD to sign their zone with
DNSSEC . . . Today we reached
a significant milestone in our
effort to bolster online security
for the .ORG community. We are
the first open generic Top-Level
Domain to successfully sign our
zone with Domain Name Security
Extensions (DNSSEC). To date,
the .ORG zone is the largest
domain registry to implement
this needed security measure.”

theater

DNS “defenses”

(every repetition)

hard attack

trivially broken

easy attack.

Don't people realize this?

The hard attack

gets much more publicity

than the easy attack.

Security researchers

publish easy attacks.

8

June 2009: exciting news!

“.ORG becomes the first open TLD to sign their zone with DNSSEC . . . Today we reached a significant milestone in our effort to bolster online security for the .ORG community. We are the first open generic Top-Level Domain to successfully sign our zone with Domain Name Security Extensions (DNSSEC). To date, the .ORG zone is the largest domain registry to implement this needed security measure.”

9

“What does
.ORG Zone
Signing
of our D
We are
signing t
within th
This pro
the zone
of the or
integrity

June 2009: exciting news!

“.ORG becomes the first open TLD to **sign their zone with DNSSEC** . . . Today we reached a **significant milestone** in our effort to **bolster online security** for the .ORG community. We are the first open generic Top-Level Domain to **successfully sign our zone with Domain Name Security Extensions (DNSSEC)**. To date, the .ORG zone is **the largest domain registry to implement this needed security measure.**”

“What does it mean for the .ORG Zone is ‘signed’? **Signing our zone** is a key part of our DNSSEC team’s work. We are now **cryptographically signing** the authoritative data within **the .ORG zone**. This process adds a layer of security to the zone, which **allows us to verify the origin and integrity of data.**”

June 2009: exciting news!

“.ORG becomes the first open TLD to **sign their zone with DNSSEC** . . . Today we reached a **significant milestone** in our effort to **bolster online security** for the .ORG community. We are the first open generic Top-Level Domain to **successfully sign our zone with Domain Name Security Extensions (DNSSEC)**. To date, the .ORG zone is **the largest domain registry to implement this needed security measure.**”

“What does it mean that the .ORG Zone is ‘signed’?”

Signing our zone is the first of our DNSSEC test phase. We are now **cryptographical signing** the authoritative data within **the .ORG zone file**.

This process adds new records to the zone, which **allows verification of the origin authenticity and integrity of data.**”

June 2009: exciting news!

“.ORG becomes the first open TLD to **sign their zone with DNSSEC** . . . Today we reached a **significant milestone** in our effort to **bolster online security** for the .ORG community. We are the first open generic Top-Level Domain to **successfully sign our zone with Domain Name Security Extensions (DNSSEC)**. To date, the .ORG zone is **the largest domain registry to implement this needed security measure.**”

“What does it mean that the .ORG Zone is ‘signed’ ?

Signing our zone is the first part of our DNSSEC test phase.

We are now **cryptographically signing** the authoritative data within **the .ORG zone file**.

This process adds new records to the zone, which **allows verification of the origin authenticity and integrity of data.**”

09: exciting news!

becomes the first open

sign their zone with

... Today we reached

cant milestone in our

bolster online security

ORG community. We are

open generic Top-Level

to successfully sign our

th Domain Name Security

ns (DNSSEC). To date,

G zone is the largest

registry to implement

ded security measure.”

9

“What does it mean that the
.ORG Zone is ‘signed’?

Signing our zone is the first part
of our DNSSEC test phase.

We are now cryptographically
signing the authoritative data
within the .ORG zone file.

This process adds new records to
the zone, which allows verification
of the origin authenticity and
integrity of data.”

10

Cryptogr

Verificat

Integrity

g news!

the first open

zone with

ay we reached

tone in our

online security

munity. We are

eric Top-Level

successfully sign our

Name Security

(EC). To date,

the largest

to implement

ty measure.”

“What does it mean that the
.ORG Zone is ‘signed’?

Signing our zone is the first part
of our DNSSEC test phase.

We are now cryptographically
signing the authoritative data
within the .ORG zone file.

This process adds new records to
the zone, which allows verification
of the origin authenticity and
integrity of data.”

Cryptography! Au

Verification! Auth

Integrity! Sounds

“What does it mean that the .ORG Zone is ‘signed’ ?

Signing our zone is the first part of our DNSSEC test phase.

We are now **cryptographically signing** the authoritative data within **the .ORG zone file**.

This process adds new records to the zone, which **allows verification of the origin authenticity and integrity of data.**”

Cryptography! Authority!
Verification! Authenticity!
Integrity! Sounds great!

“What does it mean that the .ORG Zone is ‘signed’ ?

Signing our zone is the first part of our DNSSEC test phase.

We are now **cryptographically signing** the authoritative data within **the .ORG zone file**.

This process adds new records to the zone, which **allows verification of the origin authenticity and integrity of data.**”

Cryptography! Authority!
Verification! Authenticity!
Integrity! Sounds great!

“What does it mean that the .ORG Zone is ‘signed’ ?

Signing our zone is the first part of our DNSSEC test phase.

We are now **cryptographically signing** the authoritative data within **the .ORG zone file**.

This process adds new records to the zone, which **allows verification of the origin authenticity and integrity of data.**”

Cryptography! Authority!
Verification! Authenticity!
Integrity! Sounds great!

Now I simply configure the new .org public key into my DNS software. Because the .org servers are signing with DNSSEC, it is no longer possible for attackers to forge data from those servers!

“What does it mean that the .ORG Zone is ‘signed’ ?

Signing our zone is the first part of our DNSSEC test phase.

We are now cryptographically signing the authoritative data within the .ORG zone file.

This process adds new records to the zone, which allows verification of the origin authenticity and integrity of data.”

Cryptography! Authority!
Verification! Authenticity!
Integrity! Sounds great!

Now I simply configure the new .org public key into my DNS software.

Because the .org servers are signing with DNSSEC, it is no longer possible for attackers to forge data from those servers!

... or is it?

does it mean that the
one is 'signed'?

our zone is the first part
DNSSEC test phase.

now **cryptographically**
the authoritative data
the .ORG zone file.

ccess adds new records to
e, which **allows verification**
origin authenticity and
of data."

Cryptography! Authority!
Verification! Authenticity!
Integrity! Sounds great!

Now I simply configure
the new .org public key
into my DNS software.

Because the .org servers
are signing with DNSSEC,
it is no longer possible
for attackers to forge
data from those servers!

... or is it?

Decemb

Let's fin

\$ dig

d0.org

a0.org

c0.org

b2.org

a2.org

b0.org

\$ dig

b0.c

199.19

an that the
ned'?
s the first part
est phase.

ographically
itative data
one file.

new records to
lows verification
enticity and

Cryptography! Authority!
Verification! Authenticity!
Integrity! Sounds great!

Now I simply configure
the new .org public key
into my DNS software.

Because the .org servers
are signing with DNSSEC,
it is no longer possible
for attackers to forge
data from those servers!

... or is it?

December 2016: r

Let's find a .org s

```
$ dig +short n
d0.org.afiliass
a0.org.afiliass
c0.org.afiliass
b2.org.afiliass
a2.org.afiliass
b0.org.afiliass
```

```
$ dig +short \
    b0.org.afili
199.19.54.1
```

Cryptography! Authority!
Verification! Authenticity!
Integrity! Sounds great!

Now I simply configure
the new .org public key
into my DNS software.

Because the .org servers
are signing with DNSSEC,
it is no longer possible
for attackers to forge
data from those servers!

... or is it?

December 2016: reality

Let's find a .org server:

```
$ dig +short ns org
d0.org.afiliast-nst.org.
a0.org.afiliast-nst.info
c0.org.afiliast-nst.info
b2.org.afiliast-nst.org.
a2.org.afiliast-nst.info
b0.org.afiliast-nst.org.

$ dig +short \
    b0.org.afiliast-nst.or
199.19.54.1
```

Cryptography! Authority!
Verification! Authenticity!
Integrity! Sounds great!

Now I simply configure
the new .org public key
into my DNS software.
Because the .org servers
are signing with DNSSEC,
it is no longer possible
for attackers to forge
data from those servers!

... or is it?

December 2016: reality

Let's find a .org server:

```
$ dig +short ns org
d0.org.afiliast-nst.org.
a0.org.afiliast-nst.info.
c0.org.afiliast-nst.info.
b2.org.afiliast-nst.org.
a2.org.afiliast-nst.info.
b0.org.afiliast-nst.org.
```

```
$ dig +short \
    b0.org.afiliast-nst.org
199.19.54.1
```

graphy! Authority!
 ion! Authenticity!
 ! Sounds great!

mply configure
 .org public key
 DNS software.
 the .org servers
 ng with DNSSEC,
 onger possible
 ckers to forge
 m those servers!

it?

December 2016: reality

Let's find a .org server:

```
$ dig +short ns org
d0.org.afiliast-nst.org.
a0.org.afiliast-nst.info.
c0.org.afiliast-nst.info.
b2.org.afiliast-nst.org.
a2.org.afiliast-nst.info.
b0.org.afiliast-nst.org.

$ dig +short \
    b0.org.afiliast-nst.org
199.19.54.1
```

Look up

```
$ dig
www
@199
```

Everything

```
;; AU
greenj
8640
ns-0
;; AD
ns-eme
8640
37.4
```

11

December 2016: reality

Let's find a .org server:

```
$ dig +short ns org
d0.org.afiliast-nst.org.
a0.org.afiliast-nst.info.
c0.org.afiliast-nst.info.
b2.org.afiliast-nst.org.
a2.org.afiliast-nst.info.
b0.org.afiliast-nst.org.

$ dig +short \
    b0.org.afiliast-nst.org
199.19.54.1
```

12

Look up greenpeace

```
$ dig \
    www.greenpeace.
    @199.19.54.1
```

Everything looks r

```
;; AUTHORITY S
greenpeace.org
86400 IN NS
ns-emea.gree
;; ADDITIONAL
ns-emea.greenp
86400 IN A
37.48.104.54
```

December 2016: reality

Let's find a .org server:

```
$ dig +short ns org
d0.org.afiliast-nst.org.
a0.org.afiliast-nst.info.
c0.org.afiliast-nst.info.
b2.org.afiliast-nst.org.
a2.org.afiliast-nst.info.
b0.org.afiliast-nst.org.

$ dig +short \
    b0.org.afiliast-nst.org
199.19.54.1
```

Look up greenpeace.org:

```
$ dig \
    www.greenpeace.org \
    @199.19.54.1
```

Everything looks normal:

```
;; AUTHORITY SECTION:
greenpeace.org.
      86400 IN NS
      ns-emea.greenpeace.org.

;; ADDITIONAL SECTION:
ns-emea.greenpeace.org.
      86400 IN A
      37.48.104.54
```

December 2016: reality

Let's find a .org server:

```
$ dig +short ns org
d0.org.afiliast-nst.org.
a0.org.afiliast-nst.info.
c0.org.afiliast-nst.info.
b2.org.afiliast-nst.org.
a2.org.afiliast-nst.info.
b0.org.afiliast-nst.org.

$ dig +short \
    b0.org.afiliast-nst.org
199.19.54.1
```

Look up greenpeace.org:

```
$ dig \
    www.greenpeace.org \
    @199.19.54.1
```

Everything looks normal:

```
;; AUTHORITY SECTION:
greenpeace.org.
      86400 IN NS
      ns-emea.greenpeace.org.

;; ADDITIONAL SECTION:
ns-emea.greenpeace.org.
      86400 IN A
      37.48.104.54
```

12

er 2016: reality

d a .org server:

```

+short ns org
g.afiliast-nst.org.
g.afiliast-nst.info.
g.afiliast-nst.info.
g.afiliast-nst.org.
g.afiliast-nst.info.
g.afiliast-nst.org.

+short \
org.afiliast-nst.org
9.54.1

```

Look up greenpeace.org:

```

$ dig \
  www.greenpeace.org \
  @199.19.54.1

```

Everything looks normal:

```

;; AUTHORITY SECTION:
greenpeace.org.
      86400 IN NS
      ns-emea.greenpeace.org.

;; ADDITIONAL SECTION:
ns-emea.greenpeace.org.
      86400 IN A
      37.48.104.54

```

13

Where's
Have to

```

$ dig
  www
  @199

```

Old answer

```

h9p7u
np90u
C3 1
69T6U
  NS S
3PARA
h9p7u

```

12

reality

server:

s org

-nst.org.

-nst.info.

-nst.info.

-nst.org.

-nst.info.

-nst.org.

as-nst.org

Look up greenpeace.org:

```
$ dig \
  www.greenpeace.org \
  @199.19.54.1
```

Everything looks normal:

```
;; AUTHORITY SECTION:
greenpeace.org.
 86400 IN NS
  ns-emea.greenpeace.org.
;; ADDITIONAL SECTION:
ns-emea.greenpeace.org.
 86400 IN A
 37.48.104.54
```

13

Where's the crypto

Have to ask for sig

```
$ dig +dnssec
  www.greenpea
  @199.19.54.1
```

Old answer + four

```
h9p7u7tr2u91d0
np90u3h.org. 8
C3 1 1 1 D399E
69T6U801GSG9E1
  NS SOA RRSIG
3PARAM
```

```
h9p7u7tr2u91d0
```

12

Look up greenpeace.org:

```
$ dig \
  www.greenpeace.org \
  @199.19.54.1
```

Everything looks normal:

```
;; AUTHORITY SECTION:
greenpeace.org.
  86400 IN NS
  ns-emea.greenpeace.org.
;; ADDITIONAL SECTION:
ns-emea.greenpeace.org.
  86400 IN A
  37.48.104.54
```

13

Where's the crypto?

Have to ask for signatures:

```
$ dig +dnssec \
  www.greenpeace.org \
  @199.19.54.1
```

Old answer + four new lines

```
h9p7u7tr2u91d0v0ljs9l1g
np90u3h.org. 86400 IN N
C3 1 1 1 D399EAAB H9PAR
69T6U801GSG9E1LMITK4DEM
  NS SOA RRSIG DNSKEY NS
3PARAM
h9p7u7tr2u91d0v0ljs9l1g
```

Look up `greenpeace.org`:

```
$ dig \
  www.greenpeace.org \
  @199.19.54.1
```

Everything looks normal:

```
;; AUTHORITY SECTION:
greenpeace.org.
 86400 IN NS
  ns-emea.greenpeace.org.
;; ADDITIONAL SECTION:
ns-emea.greenpeace.org.
 86400 IN A
 37.48.104.54
```

Where's the crypto?

Have to ask for signatures:

```
$ dig +dnssec \
  www.greenpeace.org \
  @199.19.54.1
```

Old answer + four new lines:

```
h9p7u7tr2u91d0v0ljs9l1gid
np90u3h.org. 86400 IN NSEC
C3 1 1 1 D399EAAB H9PARR6
69T6U801GSG9E1LMITK4DEMOT
  NS SOA RRSIG DNSKEY NSEC
 3PARAM

h9p7u7tr2u91d0v0ljs9l1gid
```

```

greenpeace.org:
\
.greenpeace.org \
9.19.54.1
ng looks normal:
THORITY SECTION:
peace.org.
00 IN NS
emea.greenpeace.org.
DITIONAL SECTION:
ea.greenpeace.org.
00 IN A
48.104.54

```

Where's the crypto?

Have to ask for signatures:

```

$ dig +dnssec \
www.greenpeace.org \
@199.19.54.1

```

Old answer + four new lines:

```

h9p7u7tr2u91d0v0ljs9l1gid
np90u3h.org. 86400 IN NSEC
C3 1 1 1 D399EAAB H9PARR6
69T6U801GSG9E1LMITK4DEMOT
NS SOA RRSIG DNSKEY NSEC
3PARAM
h9p7u7tr2u91d0v0ljs9l1gid

```

```

np90u3
IG NS
291139
947 o:
xe9Gjv
sW1iD
loixx
2IHWp5
M3F4w
BbNFn
LLFk
bgca0g
qng3p
C3 1

```

ace.org:

ce.org \

normal:

SECTION:

.

npeace.org.

SECTION:

peace.org.

Where's the crypto?

Have to ask for signatures:

```
$ dig +dnssec \
  www.greenpeace.org \
  @199.19.54.1
```

Old answer + four new lines:

```
h9p7u7tr2u91d0v0ljs9l1gid
np90u3h.org. 86400 IN NSE
C3 1 1 1 D399EAAB H9PARR6
69T6U801GSG9E1LMITK4DEMOT
NS SOA RRSIG DNSKEY NSEC
3PARAM

h9p7u7tr2u91d0v0ljs9l1gid
```

np90u3h.org. 8

IG NSEC3 7 2 8

29113950 20161

947 org. F9Txg

xe9GjwCmnGHPCB

sW1iD0VqA4ZjNv

loixx0Uwbx+KjW

2IHWp5Phlajme4

M3F4wq7Ibf23CL

BbNFnx0vzSGjZw

LLFk xEs=

bgca0g0ug0p6o7

qng3p2f.org. 8

C3 1 1 1 D399E

Where's the crypto?

Have to ask for signatures:

```
$ dig +dnssec \
  www.greenpeace.org \
  @199.19.54.1
```

Old answer + four new lines:

```
h9p7u7tr2u91d0v0ljs9l1gid
np90u3h.org. 86400 IN NSE
C3 1 1 1 D399EAAB H9PARR6
69T6U801GSG9E1LMITK4DEMOT
  NS SOA RRSIG DNSKEY NSEC
  3PARAM

h9p7u7tr2u91d0v0ljs9l1gid
```

```
np90u3h.org. 86400 IN R
IG NSEC3 7 2 86400 2016
29113950 20161208103950
947 org. F9TxgXX1iR0Znf
xe9GjwCmnGHPCBRHwk9kPmU
sW1iD0VqA4ZjNvi GEDJdWD
loixx0Uwbx+KjWJYjZpd0LH
2IHWp5Ph1ajme4Yek/CTu0
M3F4wq7Ibf23CL6Hi51qS6P
BbNFnX0vzSGjZwFzZL5kRGJ
LLFk xEs=
```

```
bgca0g0ug0p6o7425emkt9u
qng3p2f.org. 86400 IN N
C3 1 1 1 D399EAAB BGDHK
```

Where's the crypto?

Have to ask for signatures:

```
$ dig +dnssec \
  www.greenpeace.org \
  @199.19.54.1
```

Old answer + four new lines:

```
h9p7u7tr2u91d0v0ljs9l1gid
np90u3h.org. 86400 IN NSE
C3 1 1 1 D399EAAB H9PARR6
69T6U801GSG9E1LMITK4DEMOT
  NS SOA RRSIG DNSKEY NSEC
3PARAM
h9p7u7tr2u91d0v0ljs9l1gid
```

```
np90u3h.org. 86400 IN RRS
IG NSEC3 7 2 86400 201612
29113950 20161208103950 3
947 org. F9TxgXX1iR0ZnfXk
xe9GjwCmnGHPCBRHwk9kPmU+7
sW1iD0VqA4ZjNvi GEDJdWD7T
loixx0Uwbx+KjWJYjZpd0LHC9
2IHWp5Phlajme4Yek/CTu0 jX
M3F4wq7Ibf23CL6Hi51qS6Pb0
BbNFnX0vzSGjZwzfzZL5kRGJUV
LLFk xEs=
```

```
bgca0g0ug0p6o7425emkt9ue4
qng3p2f.org. 86400 IN NSE
C3 1 1 1 D399EAAB BGDHKIB
```

the crypto?

ask for signatures:

```
+dnssec \
.greenpeace.org \
9.19.54.1
```

wer + four new lines:

```
7tr2u91d0v01js911gid
3h.org. 86400 IN NSE
1 1 D399EAAB H9PARR6
801GSG9E1LMITK4DEMOT
DA RRSIG DNSKEY NSEC
M
7tr2u91d0v01js911gid
```

```
np90u3h.org. 86400 IN RRS
IG NSEC3 7 2 86400 201612
29113950 20161208103950 3
947 org. F9TxgXX1iR0ZnfXk
xe9GjwCmnGHPCBRHwk9kPmU+7
sW1iD0VqA4ZjNvi GEDJdWD7T
loixx0Uwbx+KjWJYjZpd0LHC9
2IHWp5Ph1ajme4Yek/CTu0 jX
M3F4wq7Ibf23CL6Hi51qS6Pb0
BbNFnx0vzSGjZwFzZL5kRGJUV
LLFk xEs=
```

```
bgca0g0ug0p6o7425emkt9ue4
qng3p2f.org. 86400 IN NSE
C3 1 1 1 D399EAAB BGDHKIB
```

```
OPPOB
A RRS
bgca0g
qng3p2
IG NSI
221530
947 o:
JwJcg2
vYLn2V
9gKbn
KRc3q
EHNmP
+ArS4
orI8 y
```

o?
gnatures:

\
ce.org \

r new lines:

v01js911gid
6400 IN NSE
AAB H9PARR6
LMIK4DEMOT
DNSKEY NSEC

v01js911gid

np90u3h.org. 86400 IN RRS
IG NSEC3 7 2 86400 201612
29113950 20161208103950 3
947 org. F9TxgXX1iR0ZnfXk
xe9GjwCmnGHPCBRHwk9kPmU+7
sW1iD0VqA4ZjNvi GEDJdWD7T
loixx0Uwbx+KjWJYjZpd0LHC9
2IHWp5Ph1ajme4Yek/CTu0 jX
M3F4wq7Ibf23CL6Hi51qS6Pb0
BbNFnX0vzSGjZwfzZL5kRGJUV
LLFk xEs=

bgca0g0ug0p6o7425emkt9ue4
qng3p2f.org. 86400 IN NSE
C3 1 1 1 D399EAAB BGDHKIB

OPPOBENBFCGBMB
A RRSIG

bgca0g0ug0p6o7
qng3p2f.org. 8
IG NSEC3 7 2 8
22153046 20161
947 org. Q2Vtu
JwJcg250Vwm9FM
vYLn2WUrgvjBfF
9gKbnit47gyfek
KRc3qYMdFEGftV
EHNmP1bpR99/f2
+ArS4Jn+2Xa8KF
orI8 ylc=

np90u3h.org. 86400 IN RRS
IG NSEC3 7 2 86400 201612
29113950 20161208103950 3
947 org. F9TxgXX1iR0ZnfXk
xe9GjwCmnGHPCBRHwk9kPmU+7
sW1iD0VqA4ZjNvi GEDJdWD7T
loixx0Uwbx+KjWJYjZpd0LHC9
2IHWP5Ph1ajme4Yek/CTu0 jX
M3F4wq7Ibf23CL6Hi51qS6Pb0
BbNFnX0vzSGjZwFzZL5kRGJUV
LLFk xEs=

bgca0g0ug0p6o7425emkt9ue4
qng3p2f.org. 86400 IN NSE
C3 1 1 1 D399EAAB BGDHKIB

OPPOBENBFCGBMB6RGT2JDC2
A RRSIG

bgca0g0ug0p6o7425emkt9u
qng3p2f.org. 86400 IN R
IG NSEC3 7 2 86400 2016
22153046 20161201143046
947 org. Q2VtusS500v2yk
JwJcg250Vwm9FMP0ioBMb1+
vYLn2WUrgvjBfFm Na8MxWL
9gKbnit47gyfegy9AwDKBJ3
KRc3qYMdFEGftVeGePEbdy
EHNmP1bpR99/f25TMIGqs8F
+ArS4Jn+2Xa8KFdfjdlfwFc
orI8 ylc=

np90u3h.org. 86400 IN RRS
 IG NSEC3 7 2 86400 201612
 29113950 20161208103950 3
 947 org. F9TxgXX1iR0ZnfXk
 xe9GjwCmnGHPCBRHwk9kPmU+7
 sW1iD0VqA4ZjNvi GEDJdWD7T
 loixx0Uwbx+KjWJYjZpd0LHC9
 2IHwp5Ph1ajme4Yek/CTu0 jX
 M3F4wq7Ibf23CL6Hi51qS6Pb0
 BbNFnx0vzSGjZwFzZL5kRGJUV
 LLFk xEs=

bgca0g0ug0p6o7425emkt9ue4
 qng3p2f.org. 86400 IN NSE
 C3 1 1 1 D399EAAB BGDHKIB

OPPOBENBFCGBMB6RGT2JDC21E
 A RRSIG

bgca0g0ug0p6o7425emkt9ue4
 qng3p2f.org. 86400 IN RRS
 IG NSEC3 7 2 86400 201612
 22153046 20161201143046 3
 947 org. Q2VtusS500v2ykrp
 JwJcg250Vwm9FMP0ioBMb1+sG
 vYLn2WUrgvjBfFm Na8MxW1P2
 9gKbnit47gyfeky9AwDKBJ3ph
 KRc3qYMdFEGftVeGePEbdy 7w
 EHNmP1bpR99/f25TMIGqs8FxM
 +ArS4Jn+2Xa8KFdfjdlfwFc+y
 orI8 ylc=

```

3h.org. 86400 IN RRS
EC3 7 2 86400 201612
950 20161208103950 3
rg. F9TxgXX1iR0ZnfXk
wCmnGHPCBRHwk9kPmU+7
0VqA4ZjNvi GEDJdWD7T
0Uwbx+KjWJYjZpd0LHC9
5Ph1ajme4Yek/CTu0 jX
q7Ibf23CL6Hi51qS6Pb0
X0vzSGjZwFzZL5kRGJUV
xEs=

g0ug0p6o7425emkt9ue4
2f.org. 86400 IN NSE
1 1 D399EAAB BGDHKIB

```

```

OPPOBENBFCGBMB6RGT2JDC21E
A RRSIG

bgca0g0ug0p6o7425emkt9ue4
qng3p2f.org. 86400 IN RRS
IG NSEC3 7 2 86400 201612
22153046 20161201143046 3
947 org. Q2VtusS500v2ykrp
JwJcg250Vwm9FMP0ioBMb1+sG
vYLn2WUrgvjBfFm Na8MxW1P2
9gKbnit47gyfeki9AwDKBJ3ph
KRc3qYMdFEGftVeGePEbdy 7w
EHNmP1bpR99/f25TMIGqs8Fxm
+ArS4Jn+2Xa8KFdfjdlfwFc+y
orI8 ylc=

```

Wow, the
Must be
\$ tcpdump
host
shows pa
dig send
to the .
receives
See more
\$ dig +o
org @
Sends 74
receives
totalling

15

```

6400 IN RRS
6400 201612
208103950 3
XX1iR0ZnfXk
RHwk9kPmU+7
i GEDJdWD7T
JYjZpd0LHC9
Yek/CTu0 jX
6Hi51qS6Pb0
fzZL5kRGJUV

425emkt9ue4
6400 IN NSE
AAB BGDHKIB

```

```

OPPOBENBFCGBMB6RGT2JDC21E
A RRSIG
bgca0g0ug0p6o7425emkt9ue4
qng3p2f.org. 86400 IN RRS
IG NSEC3 7 2 86400 201612
22153046 20161201143046 3
947 org. Q2VtusS500v2ykrp
JwJcg250Vwm9FMP0ioBMb1+sG
vYLn2WUrgvjBfFm Na8MxW1P2
9gKbnit47gyfeki9AwDKBJ3ph
KRc3qYMdFEGftVeGePEbdy 7w
EHNmP1bpR99/f25TMIGqs8FxM
+ArS4Jn+2Xa8KFdfjdlfwFc+y
orI8 ylc=

```

16

Wow, that's a lot
 Must be strong cryptography

```

$ tcpdump -n -e
  host 199.19.54

```

shows packet sizes
 dig sends 89-byte
 to the .org DNS
 receives 654-byte

See more DNSSEC

```

$ dig +dnssec an
  org @199.19.54

```

Sends 74-byte IP
 receives two IP fra
 totalling 2653 byte

15

```

OPPOBENBFCGBMB6RGT2JDC21E
  A RRSIG
    bgca0g0ug0p6o7425emkt9ue4
    qng3p2f.org. 86400 IN RRS
    IG NSEC3 7 2 86400 201612
    22153046 20161201143046 3
    947 org. Q2VtusS500v2ykrp
    JwJcg250Vwm9FMP0ioBMb1+sG
    vYLn2WUrgvjBfFm Na8MxW1P2
    9gKbnit47gyfeky9AwDKBJ3ph
    KRc3qYMdFEGftVeGePEbdy 7w
    EHNmP1bpR99/f25TMIGqs8FxM
    +ArS4Jn+2Xa8KFdfjdlfwFc+y
    orI8 ylc=

```

16

Wow, that's a lot of data.
Must be strong cryptography

```
$ tcpdump -n -e \
  host 199.19.54.1 &
```

shows packet sizes:

dig sends 89-byte IP packet
to the .org DNS server,
receives 654-byte IP packet.

See more DNSSEC data:

```
$ dig +dnssec any \
  org @199.19.54.1
```

Sends 74-byte IP packet,
receives two IP fragments
totalling 2653 bytes.

```

OPPOBENBFCGBMB6RGT2JDC21E
  A RRSIG
bgca0g0ug0p6o7425emkt9ue4
qng3p2f.org. 86400 IN RRS
IG NSEC3 7 2 86400 201612
22153046 20161201143046 3
947 org. Q2VtusS500v2ykrp
JwJcg250Vwm9FMP0ioBMb1+sG
vYLn2WUrgvjBfFm Na8MxW1P2
9gKbnit47gyfegy9AwDKBJ3ph
KRc3qYMdFEGftVeGePEbdy 7w
EHNmP1bpR99/f25TMIGqs8FxM
+ArS4Jn+2Xa8KFdfjdlfwFc+y
orI8 ylc=

```

Wow, that's a lot of data.

Must be strong cryptography!

```

$ tcpdump -n -e \
  host 199.19.54.1 &

```

shows packet sizes:

dig sends 89-byte IP packet
to the .org DNS server,
receives 654-byte IP packet.

See more DNSSEC data:

```

$ dig +dnssec any \
  org @199.19.54.1

```

Sends 74-byte IP packet,
receives two IP fragments
totalling 2653 bytes.

ENBFCGBMB6RGT2JDC21E
SIG
g0ug0p6o7425emkt9ue4
2f.org. 86400 IN RRS
EC3 7 2 86400 201612
046 20161201143046 3
rg. Q2VtusS500v2ykrp
250Vwm9FMP0ioBMb1+sG
WUrgvjBfFm Na8MxWlP2
it47gyfeky9AwDKBJ3ph
YMdFEGftVeGePEbdy 7w
1bpR99/f25TMIGqs8FxM
Jn+2Xa8KFdfjdlfwFc+y
y1c=

16

Wow, that's a lot of data.
Must be strong cryptography!

```
$ tcpdump -n -e \  
    host 199.19.54.1 &
```

shows packet sizes:

dig sends 89-byte IP packet
to the .org DNS server,
receives 654-byte IP packet.

See more DNSSEC data:

```
$ dig +dnssec any \  
    org @199.19.54.1
```

Sends 74-byte IP packet,
receives two IP fragments
totalling 2653 bytes.

17

Interlude

What ha
this data

```

6RGT2JDC21E
425emkt9ue4
6400 IN RRS
6400 201612
201143046 3
sS500v2ykrp
P0ioBMb1+sG
m Na8MxW1P2
y9AwDKBJ3ph
eGePEbdy 7w
5TMIGqs8FxM
dfjd1fwFc+y

```

Wow, that's a lot of data.
Must be strong cryptography!

```

$ tcpdump -n -e \
  host 199.19.54.1 &

```

shows packet sizes:

dig sends 89-byte IP packet
to the .org DNS server,
receives 654-byte IP packet.

See more DNSSEC data:

```

$ dig +dnssec any \
  org @199.19.54.1

```

Sends 74-byte IP packet,
receives two IP fragments
totalling 2653 bytes.

Interlude: the atta

What happens if v
this data at somec

Wow, that's a lot of data.
Must be strong cryptography!

```
$ tcpdump -n -e \  
    host 199.19.54.1 &
```

shows packet sizes:

dig sends 89-byte IP packet
to the .org DNS server,
receives 654-byte IP packet.

See more DNSSEC data:

```
$ dig +dnssec any \  
    org @199.19.54.1
```

Sends 74-byte IP packet,
receives two IP fragments
totalling 2653 bytes.

Interlude: the attacker's view

What happens if we aim
this data at someone else?

Wow, that's a lot of data.

Must be strong cryptography!

```
$ tcpdump -n -e \  
  host 199.19.54.1 &
```

shows packet sizes:

dig sends 89-byte IP packet
to the .org DNS server,
receives 654-byte IP packet.

See more DNSSEC data:

```
$ dig +dnssec any \  
  org @199.19.54.1
```

Sends 74-byte IP packet,
receives two IP fragments
totalling 2653 bytes.

Interlude: the attacker's view

What happens if we aim
this data at someone else?

Wow, that's a lot of data.

Must be strong cryptography!

```
$ tcpdump -n -e \  
  host 199.19.54.1 &
```

shows packet sizes:

dig sends 89-byte IP packet
to the .org DNS server,
receives 654-byte IP packet.

See more DNSSEC data:

```
$ dig +dnssec any \  
  org @199.19.54.1
```

Sends 74-byte IP packet,
receives two IP fragments
totalling 2653 bytes.

Interlude: the attacker's view

What happens if we aim
this data at someone else?



Wow, that's a lot of data.

Must be strong cryptography!

```
$ tcpdump -n -e \
  host 199.19.54.1 &
```

shows packet sizes:

dig sends 89-byte IP packet
to the .org DNS server,
receives 654-byte IP packet.

See more DNSSEC data:

```
$ dig +dnssec any \
  org @199.19.54.1
```

Sends 74-byte IP packet,
receives two IP fragments
totalling 2653 bytes.

Interlude: the attacker's view

What happens if we aim
this data at someone else?



Let's see what DNSSEC can do
as an amplification tool for
denial-of-service attacks.

That's a lot of data.

strong cryptography!

```
mp -n -e \
```

```
199.19.54.1 &
```

packet sizes:

89-byte IP packet

org DNS server,

654-byte IP packet.

the DNSSEC data:

```
dnssec any \
```

```
199.19.54.1
```

4-byte IP packet,

two IP fragments

2653 bytes.

Interlude: the attacker's view

What happens if we aim
this data at someone else?



Let's see what DNSSEC can do
as an amplification tool for
denial-of-service attacks.

Download

```
wget -m
```

```
secspr
```

```
cd secsp
```

```
awk '
```

```
/GREEN
```

```
spl
```

```
sub
```

```
prin
```

```
}
```

```
, ./*--
```

```
| sort
```

17

Interlude: the attacker's view

What happens if we aim
this data at someone else?



Let's see what DNSSEC can do
as an amplification tool for
denial-of-service attacks.

18

Download DNSSE

```
wget -m -k -I /
    secspider.cs.u
cd secspider.cs.
awk '
    /GREEN.*GREEN.
    split($0,x,/
    sub(/<\//TD>/
    print x[5]
}'
./*--zone.html
| sort -u | wc -
```

Interlude: the attacker's view

What happens if we aim
this data at someone else?



Let's see what DNSSEC can do
as an amplification tool for
denial-of-service attacks.

```

Download DNSSEC zone list
wget -m -k -I / \
    secspider.cs.ucla.edu
cd secspider.cs.ucla.edu
awk '
    /GREEN.*GREEN.*GREEN.*Y
    split($0,x,/<TD>/)
    sub(/<\/TD>/,"",x[5])
    print x[5]
}'
./*--zone.html \
| sort -u | wc -l

```

Interlude: the attacker's view

What happens if we aim this data at someone else?



Let's see what DNSSEC can do as an amplification tool for denial-of-service attacks.

Download DNSSEC zone list:

```
wget -m -k -I / \
    secspider.cs.ucla.edu
cd secspider.cs.ucla.edu
awk '
    /GREEN.*GREEN.*GREEN.*Yes/ {
        split($0,x,/<TD>/)
        sub(/<\|/TD>/,"",x[5])
        print x[5]
    }
' ./*--zone.html \
| sort -u | wc -l
```

e: the attacker's view

happens if we aim
at someone else?



what DNSSEC can do
simplification tool for
f-service attacks.

18

Download DNSSEC zone list:

```
wget -m -k -I / \
    secspider.cs.ucla.edu
cd secspider.cs.ucla.edu
awk '
    /GREEN.*GREEN.*GREEN.*Yes/ {
        split($0,x,/<TD>/)
        sub(/<\/TD>/,"",x[5])
        print x[5]
    }
' /*--zone.html \
| sort -u | wc -l
```

19

Make list

```
( cd sec
echo
| xarg
/^Z
st
st
}
/GR
sp
st
pr
}'
) | sort
| awk '-
```

hacker's view

ve aim
one else?



ISSEC can do
n tool for
ttacks.

18

Download DNSSEC zone list:

```
wget -m -k -I / \
    secspider.cs.ucla.edu
cd secspider.cs.ucla.edu
awk '
    /GREEN.*GREEN.*GREEN.*Yes/ {
        split($0,x,/<TD>/)
        sub(/<\|/TD>/,"",x[5])
        print x[5]
    }
' ./*--zone.html \
| sort -u | wc -l
```

19

Make list of DNSSEC

```
( cd secspider.c
echo ./*--zone
| xargs awk '
    /^Zone <STRO
        sub(/<STRO
        sub(/<\|/ST
    }
    /GREEN.*GREE
        split($0,x
        sub(/<\|/TD
        print x[5]
    }'
) | sort -k3n \
| awk '{print $1
```

18

Download DNSSEC zone list:

```
wget -m -k -I / \
  secspider.cs.ucla.edu
cd secspider.cs.ucla.edu
awk '
  /GREEN.*GREEN.*GREEN.*Yes/ {
    split($0,x,/<TD>/)
    sub(/<\|TD>/,"",x[5])
    print x[5]
  }
' /*--zone.html \
| sort -u | wc -l
```

19

Make list of DNSSEC names

```
( cd secspider.cs.ucla.edu
  echo /*--zone.html \
  | xargs awk '
    /^Zone <STRONG>/ { z
      sub(/<STRONG>/,"",z)
      sub(/<\|STRONG>/,"")
    }
    /GREEN.*GREEN.*GREEN.*
      split($0,x,/<TD>/)
      sub(/<\|TD>/,"",x[5])
      print x[5],z,rand()
    }'
) | sort -k3n \
| awk '{print $1,$2}' > S
```

Download DNSSEC zone list:

```
wget -m -k -I / \
    secspider.cs.ucla.edu
cd secspider.cs.ucla.edu
awk '
    /GREEN.*GREEN.*GREEN.*Yes/ {
        split($0,x,/<TD>/)
        sub(/<\|TD>/,"",x[5])
        print x[5]
    }
' /*--zone.html \
| sort -u | wc -l
```

Make list of DNSSEC names:

```
( cd secspider.cs.ucla.edu
echo /*--zone.html \
| xargs awk '
    /^Zone <STRONG>/ { z = $2
        sub(/<STRONG>/,"",z)
        sub(/<\|STRONG>/,"",z)
    }
    /GREEN.*GREEN.*GREEN.*Yes/ {
        split($0,x,/<TD>/)
        sub(/<\|TD>/,"",x[5])
        print x[5],z,rand()
    }
}'
) | sort -k3n \
| awk '{print $1,$2}' > SERVERS
```

ad DNSSEC zone list:

```

-k -I / \
ider.cs.ucla.edu
pider.cs.ucla.edu
N.*GREEN.*GREEN.*Yes/ {
it($0,x,/<TD>/)
(/<\TD>/,"",x[5])
nt x[5]
zone.html \
-u | wc -l

```

Make list of DNSSEC names:

```

( cd secspider.cs.ucla.edu
echo /*--zone.html \
| xargs awk '
/^Zone <STRONG>/ { z = $2
sub(/<STRONG>/,"",z)
sub(/<\STRONG>/,"",z)
}
/GREEN.*GREEN.*GREEN.*Yes/ {
split($0,x,/<TD>/)
sub(/<\TD>/,"",x[5])
print x[5],z,rand()
}'
) | sort -k3n \
| awk '{print $1,$2}' > SERVERS

```

For each

estimate

while re

do

dig +c

+time=

awk -v

if

if

if

if

est

prin

}'

done < S

19

C zone list:

\

cla.edu

ucla.edu

*GREEN.*Yes/ {

<TD>/)

,"",x[5])

\

1

Make list of DNSSEC names:

(cd secspider.cs.ucla.edu

echo ./*--zone.html \

| xargs awk '

/^Zone / { z = \$2

sub(//,"",z)

sub(/<\//STRONG>/,"",z)

}

/GREEN.*GREEN.*GREEN.*Yes/ {

split(\$0,x,/<TD>/)

sub(/<\//TD>/,"",x[5])

print x[5],z,rand()

}'

) | sort -k3n \

| awk '{print \$1,\$2}' > SERVERS

20

For each domain:

estimate DNSSEC

while read ip z

do

dig +dnssec +i

+time=1 any "\$

awk -v "z=\$z"

if (\$1 != ";

if (\$2 != "M

if (\$3 != "S

if (\$4 != "r

est = (22+\$5

print est,ip

}'

done < SERVERS >

Make list of DNSSEC names:

```
( cd secspider.cs.ucla.edu
echo /*--zone.html \
| xargs awk '
/^Zone <STRONG>/ { z = $2
sub(/<STRONG>/,"",z)
sub(/<\//STRONG>/,"",z)
}
/GREEN.*GREEN.*GREEN.*Yes/ {
split($0,x,/<TD>/)
sub(/<\//TD>/,"",x[5])
print x[5],z,rand()
}'
) | sort -k3n \
| awk '{print $1,$2}' > SERVERS
```

For each domain: Try query
estimate DNSSEC amplification

```
while read ip z
do
dig +dnssec +ignore +tr
+time=1 any "$z" "@$ip"
awk -v "z=$z" -v "ip=$ip"
if ($1 != ";;") next
if ($2 != "MSG") next
if ($3 != "SIZE") next
if ($4 != "rcvd:") next
est = (22+$5)/(40+len)
print est,ip,z
}'
done < SERVERS > AMP
```

Make list of DNSSEC names:

```
( cd secspider.cs.ucla.edu
  echo ./*--zone.html \
  | xargs awk '
    /^Zone <STRONG>/ { z = $2
      sub(/<STRONG>/,"",z)
      sub(/<\//STRONG>/,"",z)
    }
    /GREEN.*GREEN.*GREEN.*Yes/ {
      split($0,x,/<TD>/)
      sub(/<\//TD>/,"",x[5])
      print x[5],z,rand()
    }
  '
) | sort -k3n \
| awk '{print $1,$2}' > SERVERS
```

For each domain: Try query,
estimate DNSSEC amplification.

```
while read ip z
do
  dig +dnssec +ignore +tries=1 \
  +time=1 any "$z" "$ip" | \
  awk -v "z=$z" -v "ip=$ip" '{
    if ($1 != ";;") next
    if ($2 != "MSG") next
    if ($3 != "SIZE") next
    if ($4 != "rcvd:") next
    est = (22+$5)/(40+length(z))
    print est,ip,z
  }'
done < SERVERS > AMP
```

```

t of DNSSEC names:
cspider.cs.ucla.edu
/*--zone.html \
gs awk '
one <STRONG>/ { z = $2
ub(/<STRONG>/,"",z)
ub(/<\STRONG>/,"",z)
EEN.*GREEN.*GREEN.*Yes/ {
plit($0,x,/<TD>/)
ub(/<\TD>/,"",x[5])
rint x[5],z,rand()

t -k3n \
{print $1,$2}' > SERVERS

```

For each domain: Try query,
estimate DNSSEC amplification.

```

while read ip z
do
  dig +dnssec +ignore +tries=1 \
  +time=1 any "$z" "$ip" | \
  awk -v "z=$z" -v "ip=$ip" '{
    if ($1 != ";;") next
    if ($2 != "MSG") next
    if ($3 != "SIZE") next
    if ($4 != "rcvd:") next
    est = (22+$5)/(40+length(z))
    print est,ip,z
  }'
done < SERVERS > AMP

```

For each
find dom
maximum

```

sort -nr
if (se
if ($
print
seen[
}]' > MA
head -1
wc -l MA
Output
95.6279
2326 MA

```

DNSSEC names:

s.ucla.edu

.html \

NG>/ { z = \$2

NG>/,"",z)

RONG>/,"",z)

N.*GREEN.*Yes/ {

,/<TD>/)

>/,"",x[5])

,z,rand()

, \$2}' > SERVERS

For each domain: Try query,
estimate DNSSEC amplification.

```
while read ip z
```

```
do
```

```
  dig +dnssec +ignore +tries=1 \
```

```
  +time=1 any "$z" "$ip" | \
```

```
  awk -v "z=$z" -v "ip=$ip" '{
```

```
    if ($1 != ";;") next
```

```
    if ($2 != "MSG") next
```

```
    if ($3 != "SIZE") next
```

```
    if ($4 != "rcvd:") next
```

```
    est = (22+$5)/(40+length(z))
```

```
    print est,ip,z
```

```
  }'
```

```
done < SERVERS > AMP
```

For each DNSSEC

find domain estim.

maximum DNSSE

```
sort -nr AMP | a
```

```
  if (seen[$2])
```

```
  if ($1 < 30) n
```

```
  print $1,$2,$3
```

```
  seen[$2] = 1
```

```
} ' > MAXAMP
```

```
head -1 MAXAMP
```

```
wc -1 MAXAMP
```

Output (last time

```
95.6279 156.154.
```

```
2326 MAXAMP
```

For each domain: Try query,
estimate DNSSEC amplification.

```
while read ip z
```

```
do
```

```
  dig +dnssec +ignore +tries=1 \
```

```
  +time=1 any "$z" "@$ip" | \
```

```
  awk -v "z=$z" -v "ip=$ip" '{
```

```
    if ($1 != ";;") next
```

```
    if ($2 != "MSG") next
```

```
    if ($3 != "SIZE") next
```

```
    if ($4 != "rcvd:") next
```

```
    est = (22+$5)/(40+length(z))
```

```
    print est,ip,z
```

```
  }'
```

```
done < SERVERS > AMP
```

For each DNSSEC server,
find domain estimated to have
maximum DNSSEC amplification

```
sort -nr AMP | awk '{
```

```
  if (seen[$2]) next
```

```
  if ($1 < 30) next
```

```
  print $1,$2,$3
```

```
  seen[$2] = 1
```

```
}' > MAXAMP
```

```
head -1 MAXAMP
```

```
wc -1 MAXAMP
```

Output (last time I tried it):

```
95.6279 156.154.102.26 fi
```

```
2326 MAXAMP
```

For each domain: Try query,
estimate DNSSEC amplification.

```
while read ip z
do
  dig +dnssec +ignore +tries=1 \
  +time=1 any "$z" "@$ip" | \
  awk -v "z=$z" -v "ip=$ip" '{
    if ($1 != ";;") next
    if ($2 != "MSG") next
    if ($3 != "SIZE") next
    if ($4 != "rcvd:") next
    est = (22+$5)/(40+length(z))
    print est,ip,z
  }'
done < SERVERS > AMP
```

For each DNSSEC server,
find domain estimated to have
maximum DNSSEC amplification:

```
sort -nr AMP | awk '{
  if (seen[$2]) next
  if ($1 < 30) next
  print $1,$2,$3
  seen[$2] = 1
}' > MAXAMP
head -1 MAXAMP
wc -l MAXAMP
```

Output (last time I tried it):

```
95.6279 156.154.102.26 fi.
2326 MAXAMP
```

domain: Try query,
DNSSEC amplification.

```
head ip z
```

```
dnssec +ignore +tries=1 \
```

```
=1 any "$z" "@$ip" | \
```

```
v "z=$z" -v "ip=$ip" '{
```

```
($1 != ";;") next
```

```
($2 != "MSG") next
```

```
($3 != "SIZE") next
```

```
($4 != "rcvd:") next
```

```
= (22+$5)/(40+length(z))
```

```
nt est,ip,z
```

```
SERVERS > AMP
```

For each DNSSEC server,
find domain estimated to have
maximum DNSSEC amplification:

```
sort -nr AMP | awk '{
```

```
  if (seen[$2]) next
```

```
  if ($1 < 30) next
```

```
  print $1,$2,$3
```

```
  seen[$2] = 1
```

```
}' > MAXAMP
```

```
head -1 MAXAMP
```

```
wc -1 MAXAMP
```

Output (last time I tried it):

```
95.6279 156.154.102.26 fi.
```

```
2326 MAXAMP
```

Can that
>2000 D
around t
providing
of incom

Try query,
amplification.

```
ignore +tries=1 \
z" "@$ip" | \
-v "ip=$ip" '{
;") next
SG") next
IZE") next
cvd:") next
)/(40+length(z))
,z
AMP
```

For each DNSSEC server,
find domain estimated to have
maximum DNSSEC amplification:

```
sort -nr AMP | awk '{
    if (seen[$2]) next
    if ($1 < 30) next
    print $1,$2,$3
    seen[$2] = 1
}' > MAXAMP
head -1 MAXAMP
wc -l MAXAMP
```

Output (last time I tried it):

```
95.6279 156.154.102.26 fi.
2326 MAXAMP
```

Can that really be
>2000 DNSSEC s
around the Internet
providing >30× a
of incoming UDP

For each DNSSEC server,
find domain estimated to have
maximum DNSSEC amplification:

```
sort -nr AMP | awk '{
    if (seen[$2]) next
    if ($1 < 30) next
    print $1,$2,$3
    seen[$2] = 1
}' > MAXAMP
head -1 MAXAMP
wc -l MAXAMP
```

Output (last time I tried it):

```
95.6279 156.154.102.26 fi.
2326 MAXAMP
```

Can that really be true?
>2000 DNSSEC servers
around the Internet, each
providing >30× amplification
of incoming UDP packets?

For each DNSSEC server,
find domain estimated to have
maximum DNSSEC amplification:

```
sort -nr AMP | awk '{
    if (seen[$2]) next
    if ($1 < 30) next
    print $1,$2,$3
    seen[$2] = 1
}' > MAXAMP
head -1 MAXAMP
wc -l MAXAMP
```

Output (last time I tried it):

```
95.6279 156.154.102.26 fi.
2326 MAXAMP
```

Can that really be true?
>2000 DNSSEC servers
around the Internet, each
providing >30× amplification
of incoming UDP packets?

For each DNSSEC server,
find domain estimated to have
maximum DNSSEC amplification:

```
sort -nr AMP | awk '{
  if (seen[$2]) next
  if ($1 < 30) next
  print $1,$2,$3
  seen[$2] = 1
}' > MAXAMP
head -1 MAXAMP
wc -l MAXAMP
```

Output (last time I tried it):

```
95.6279 156.154.102.26 fi.
2326 MAXAMP
```

Can that really be true?
>2000 DNSSEC servers
around the Internet, each
providing >30× amplification
of incoming UDP packets?

Let's verify this.

Choose quiet test machines
on two different networks
(without egress filters).

e.g. Sender: 1.2.3.4.

Receiver: 5.6.7.8.

a DNSSEC server,
 main estimated to have
 m DNSSEC amplification:

```

r AMP | awk '{
  len[$2]) next
  1 < 30) next
  $1,$2,$3
  $2] = 1
  XAMP
  MAXAMP
  AXAMP

```

(last time I tried it):

```

156.154.102.26 fi.
XAMP

```

Can that really be true?
 >2000 DNSSEC servers
 around the Internet, each
 providing >30× amplification
 of incoming UDP packets?

Let's verify this.

Choose quiet test machines
 on two different networks
 (without egress filters).

e.g. Sender: 1.2.3.4.

Receiver: 5.6.7.8.

Run net
 on 1.2.3

On 1.2.3
 address
 and send

ifconfig

5.6.7

netma

while re

do

dig -l

+dnss

+time=

done < l

server,
 ated to have
 C amplification:

```
wk '{
next
ext
```

Can that really be true?
 >2000 DNSSEC servers
 around the Internet, each
 providing >30× amplification
 of incoming UDP packets?

Let's verify this.

Choose quiet test machines
 on two different networks
 (without egress filters).

e.g. Sender: 1.2.3.4.

Receiver: 5.6.7.8.

I tried it):

```
102.26 fi.
```

Run network-traffic
 on 1.2.3.4 and 5.6.7.8

On 1.2.3.4, set res
 address to 5.6.7.8,
 and send 1 query/

```
ifconfig eth0:1
    5.6.7.8 \
    netmask 255.255.255.255
while read est i
do
    dig -b 5.6.7.8
    +dnssec +ignor
    +time=1 any "$
done < MAXAMP >/
```

ve
ation:

Can that really be true?
>2000 DNSSEC servers
around the Internet, each
providing $>30\times$ amplification
of incoming UDP packets?

Let's verify this.

Choose quiet test machines
on two different networks
(without egress filters).

e.g. Sender: 1.2.3.4.

Receiver: 5.6.7.8.

Run network-traffic monitors
on 1.2.3.4 and 5.6.7.8.

On 1.2.3.4, set response
address to 5.6.7.8,
and send 1 query/second:

```
ifconfig eth0:1 \
    5.6.7.8 \
    netmask 255.255.255.255
while read est ip z
do
    dig -b 5.6.7.8 \
        +dnssec +ignore +tries=
        +time=1 any "$z" "@$ip"
done < MAXAMP >/dev/null
```

Can that really be true?

>2000 DNSSEC servers
around the Internet, each
providing $>30\times$ amplification
of incoming UDP packets?

Let's verify this.

Choose quiet test machines
on two different networks
(without egress filters).

e.g. Sender: 1.2.3.4.

Receiver: 5.6.7.8.

Run network-traffic monitors
on 1.2.3.4 and 5.6.7.8.

On 1.2.3.4, set response
address to 5.6.7.8,
and send 1 query/second:

```
ifconfig eth0:1 \  
    5.6.7.8 \  
    netmask 255.255.255.255  
while read est ip z  
do  
    dig -b 5.6.7.8 \  
    +dnssec +ignore +tries=1 \  
    +time=1 any "$z" "@$ip"  
done < MAXAMP >/dev/null 2>&1
```

It really be true?
 DNSSEC servers
 the Internet, each
 g $>30\times$ amplification
 ing UDP packets?

Verify this.

quiet test machines
 different networks
 t egress filters).

der: 1.2.3.4.

: 5.6.7.8.

Run network-traffic monitors
 on 1.2.3.4 and 5.6.7.8.

On 1.2.3.4, set response
 address to 5.6.7.8,
 and send 1 query/second:

```
ifconfig eth0:1 \
    5.6.7.8 \
    netmask 255.255.255.255
while read est ip z
do
    dig -b 5.6.7.8 \
        +dnssec +ignore +tries=1 \
        +time=1 any "$z" "@$ip"
done < MAXAMP >/dev/null 2>&1
```

I sustain
 of actua
 in a US-
 on typica
 at the en

true?
ervers
et, each
mplification
packets?

achines
etworks
ters).

.4.

Run network-traffic monitors
on 1.2.3.4 and 5.6.7.8.

On 1.2.3.4, set response
address to 5.6.7.8,
and send 1 query/second:

```
ifconfig eth0:1 \  
    5.6.7.8 \  
    netmask 255.255.255.255  
while read est ip z  
do  
    dig -b 5.6.7.8 \  
    +dnssec +ignore +tries=1 \  
    +time=1 any "$z" "@$ip"  
done < MAXAMP >/dev/null 2>&1
```

I sustained $51\times$ an
of actual network
in a US-to-Europe
on typical universi
at the end of 2010

Run network-traffic monitors
on 1.2.3.4 and 5.6.7.8.

On 1.2.3.4, set response
address to 5.6.7.8,
and send 1 query/second:

```
ifconfig eth0:1 \  
    5.6.7.8 \  
    netmask 255.255.255.255  
while read est ip z  
do  
    dig -b 5.6.7.8 \  
    +dnssec +ignore +tries=1 \  
    +time=1 any "$z" "@$ip"  
done < MAXAMP >/dev/null 2>&1
```

I sustained $51\times$ amplification
of actual network traffic
in a US-to-Europe experiment
on typical university computers
at the end of 2010.

Run network-traffic monitors
on 1.2.3.4 and 5.6.7.8.

On 1.2.3.4, set response
address to 5.6.7.8,
and send 1 query/second:

```
ifconfig eth0:1 \  
    5.6.7.8 \  
    netmask 255.255.255.255  
while read est ip z  
do  
    dig -b 5.6.7.8 \  
    +dnssec +ignore +tries=1 \  
    +time=1 any "$z" "@$ip"  
done < MAXAMP >/dev/null 2>&1
```

I sustained $51\times$ amplification
of actual network traffic
in a US-to-Europe experiment
on typical university computers
at the end of 2010.

Run network-traffic monitors
on 1.2.3.4 and 5.6.7.8.

On 1.2.3.4, set response
address to 5.6.7.8,
and send 1 query/second:

```
ifconfig eth0:1 \
    5.6.7.8 \
    netmask 255.255.255.255
while read est ip z
do
    dig -b 5.6.7.8 \
    +dnssec +ignore +tries=1 \
    +time=1 any "$z" "@$ip"
done < MAXAMP >/dev/null 2>&1
```

I sustained $51\times$ amplification
of actual network traffic
in a US-to-Europe experiment
on typical university computers
at the end of 2010.

Attacker sending 10Mbps
can trigger 500Mbps flood
from the DNSSEC drone pool,
taking down typical site.

Run network-traffic monitors
on 1.2.3.4 and 5.6.7.8.

On 1.2.3.4, set response
address to 5.6.7.8,
and send 1 query/second:

```
ifconfig eth0:1 \
    5.6.7.8 \
    netmask 255.255.255.255
while read est ip z
do
    dig -b 5.6.7.8 \
    +dnssec +ignore +tries=1 \
    +time=1 any "$z" "@$ip"
done < MAXAMP >/dev/null 2>&1
```

I sustained $51\times$ amplification
of actual network traffic
in a US-to-Europe experiment
on typical university computers
at the end of 2010.

Attacker sending 10Mbps
can trigger 500Mbps flood
from the DNSSEC drone pool,
taking down typical site.

Attacker sending 200Mbps
can trigger 10Gbps flood,
taking down very large site.

work-traffic monitors

.4 and 5.6.7.8.

3.4, set response

to 5.6.7.8,

and 1 query/second:

```
g eth0:1 \
```

```
.8 \
```

```
sk 255.255.255.255
```

```
ead est ip z
```

```
b 5.6.7.8 \
```

```
ec +ignore +tries=1 \
```

```
=1 any "$z" "@$ip"
```

```
MAXAMP >/dev/null 2>&1
```

I sustained $51\times$ amplification of actual network traffic in a US-to-Europe experiment on typical university computers at the end of 2010.

Attacker sending 10Mbps can trigger 500Mbps flood from the DNSSEC drone pool, taking down typical site.

Attacker sending 200Mbps can trigger 10Gbps flood, taking down very large site.

Attack o

total DM

Mid-201

Can't ta

c monitors

.7.8.

sponse

second:

5.255.255

p z

\

e +tries=1 \

z" "\$ip"

dev/null 2>&1

I sustained $51\times$ amplification of actual network traffic in a US-to-Europe experiment on typical university computers at the end of 2010.

Attacker sending 10Mbps can trigger 500Mbps flood from the DNSSEC drone pool, taking down typical site.

Attacker sending 200Mbps can trigger 10Gbps flood, taking down very large site.

Attack capacity is total DNSSEC servers
Mid-2012 estimate
Can't take down C

I sustained $51\times$ amplification of actual network traffic in a US-to-Europe experiment on typical university computers at the end of 2010.

Attacker sending 10Mbps can trigger 500Mbps flood from the DNSSEC drone pool, taking down typical site.

Attacker sending 200Mbps can trigger 10Gbps flood, taking down very large site.

Attack capacity is limited by total DNSSEC server bandwidth
Mid-2012 estimate: $<100\text{Gb}$
Can't take down Google this

I sustained $51\times$ amplification of actual network traffic in a US-to-Europe experiment on typical university computers at the end of 2010.

Attacker sending 10Mbps can trigger 500Mbps flood from the DNSSEC drone pool, taking down typical site.

Attacker sending 200Mbps can trigger 10Gbps flood, taking down very large site.

Attack capacity is limited by total DNSSEC server bandwidth. Mid-2012 estimate: $<100\text{Gbps}$. Can't take down Google this way.

I sustained $51\times$ amplification of actual network traffic in a US-to-Europe experiment on typical university computers at the end of 2010.

Attacker sending 10Mbps can trigger 500Mbps flood from the DNSSEC drone pool, taking down typical site.

Attacker sending 200Mbps can trigger 10Gbps flood, taking down very large site.

Attack capacity is limited by total DNSSEC server bandwidth. Mid-2012 estimate: $<100\text{Gbps}$. Can't take down Google this way.

Logical attacker response:

Tell people to install DNSSEC.

I sustained $51\times$ amplification of actual network traffic in a US-to-Europe experiment on typical university computers at the end of 2010.

Attacker sending 10Mbps can trigger 500Mbps flood from the DNSSEC drone pool, taking down typical site.

Attacker sending 200Mbps can trigger 10Gbps flood, taking down very large site.

Attack capacity is limited by total DNSSEC server bandwidth. Mid-2012 estimate: $<100\text{Gbps}$. Can't take down Google this way.

Logical attacker response:

Tell people to install DNSSEC.

2010.12.24 DNSSEC servers:
2536 IP addresses worldwide.

I sustained $51\times$ amplification of actual network traffic in a US-to-Europe experiment on typical university computers at the end of 2010.

Attacker sending 10Mbps can trigger 500Mbps flood from the DNSSEC drone pool, taking down typical site.

Attacker sending 200Mbps can trigger 10Gbps flood, taking down very large site.

Attack capacity is limited by total DNSSEC server bandwidth. Mid-2012 estimate: $<100\text{Gbps}$. Can't take down Google this way.

Logical attacker response:

Tell people to install DNSSEC.

2010.12.24 DNSSEC servers:
2536 IP addresses worldwide.

2011.12.14 DNSSEC servers:
3393 IP addresses worldwide.

I sustained $51\times$ amplification of actual network traffic in a US-to-Europe experiment on typical university computers at the end of 2010.

Attacker sending 10Mbps can trigger 500Mbps flood from the DNSSEC drone pool, taking down typical site.

Attacker sending 200Mbps can trigger 10Gbps flood, taking down very large site.

Attack capacity is limited by total DNSSEC server bandwidth. Mid-2012 estimate: $<100\text{Gbps}$. Can't take down Google this way.

Logical attacker response:

Tell people to install DNSSEC.

2010.12.24 DNSSEC servers:
2536 IP addresses worldwide.

2011.12.14 DNSSEC servers:
3393 IP addresses worldwide.

2016: No SecSpider downloads???

I sustained $51\times$ amplification of actual network traffic in a US-to-Europe experiment on typical university computers at the end of 2010.

Attacker sending 10Mbps can trigger 500Mbps flood from the DNSSEC drone pool, taking down typical site.

Attacker sending 200Mbps can trigger 10Gbps flood, taking down very large site.

Attack capacity is limited by total DNSSEC server bandwidth. Mid-2012 estimate: $<100\text{Gbps}$. Can't take down Google this way.

Logical attacker response:

Tell people to install DNSSEC.

2010.12.24 DNSSEC servers:
2536 IP addresses worldwide.

2011.12.14 DNSSEC servers:
3393 IP addresses worldwide.

2016: No SecSpider downloads???

Exercise: Collect+publish data.

ed $51\times$ amplification
 l network traffic
 to-Europe experiment
 al university computers
 nd of 2010.

r sending 10Mbps
 ger 500Mbps flood
 e DNSSEC drone pool,
 own typical site.

r sending 200Mbps
 ger 10Gbps flood,
 own very large site.

Attack capacity is limited by
 total DNSSEC server bandwidth.
 Mid-2012 estimate: $<100\text{Gbps}$.
 Can't take down Google this way.

Logical attacker response:

Tell people to install DNSSEC.

2010.12.24 DNSSEC servers:
 2536 IP addresses worldwide.

2011.12.14 DNSSEC servers:
 3393 IP addresses worldwide.

2016: No SecSpider downloads???

Exercise: Collect+publish data.

RFC 4033
 "DNSSEC
 against c

simplification
 traffic
 experiment
 ty computers
).
 10Mbps
 ops flood
 C drone pool,
 al site.
 200Mbps
 s flood,
 large site.

Attack capacity is limited by
 total DNSSEC server bandwidth.
 Mid-2012 estimate: <100Gbps.
 Can't take down Google this way.

Logical attacker response:
 Tell people to install DNSSEC.

2010.12.24 DNSSEC servers:
 2536 IP addresses worldwide.

2011.12.14 DNSSEC servers:
 3393 IP addresses worldwide.

2016: No SecSpider downloads???
 Exercise: Collect+publish data.

RFC 4033 says
 "DNSSEC provide
 against denial of s

Attack capacity is limited by
total DNSSEC server bandwidth.
Mid-2012 estimate: <100Gbps.
Can't take down Google this way.

Logical attacker response:
Tell people to install DNSSEC.

2010.12.24 DNSSEC servers:
2536 IP addresses worldwide.

2011.12.14 DNSSEC servers:
3393 IP addresses worldwide.

2016: No SecSpider downloads???
Exercise: Collect+publish data.

RFC 4033 says
“DNSSEC provides no protection
against denial of service attacks”

Attack capacity is limited by
total DNSSEC server bandwidth.
Mid-2012 estimate: <100Gbps.
Can't take down Google this way.

Logical attacker response:
Tell people to install DNSSEC.

2010.12.24 DNSSEC servers:
2536 IP addresses worldwide.

2011.12.14 DNSSEC servers:
3393 IP addresses worldwide.

2016: No SecSpider downloads???
Exercise: Collect+publish data.

RFC 4033 says
“DNSSEC provides no protection
against denial of service attacks.”

Attack capacity is limited by
total DNSSEC server bandwidth.
Mid-2012 estimate: <100Gbps.
Can't take down Google this way.

Logical attacker response:
Tell people to install DNSSEC.

2010.12.24 DNSSEC servers:
2536 IP addresses worldwide.

2011.12.14 DNSSEC servers:
3393 IP addresses worldwide.

2016: No SecSpider downloads???
Exercise: Collect+publish data.

RFC 4033 says
“DNSSEC provides no protection
against denial of service attacks.”

RFC 4033 doesn't say
“DNSSEC is a pool of
remote-controlled attack drones,
the worst DDoS amplifier
on the Internet.”

Attack capacity is limited by
total DNSSEC server bandwidth.
Mid-2012 estimate: <100Gbps.
Can't take down Google this way.

Logical attacker response:
Tell people to install DNSSEC.

2010.12.24 DNSSEC servers:
2536 IP addresses worldwide.

2011.12.14 DNSSEC servers:
3393 IP addresses worldwide.

2016: No SecSpider downloads???
Exercise: Collect+publish data.

RFC 4033 says
“DNSSEC provides no protection
against denial of service attacks.”

RFC 4033 doesn't say
“DNSSEC is a pool of
remote-controlled attack drones,
the worst DDoS amplifier
on the Internet.”

Exercise: investigate
other types of DoS attacks.
e.g. DNSSEC advertising says
zero server-CPU-time cost.
How much server CPU time
can attackers actually consume?

capacity is limited by
 DNSSEC server bandwidth.
 2 estimate: <100Gbps.
 take down Google this way.
 attacker response:
 ple to install DNSSEC.
 24 DNSSEC servers:
 addresses worldwide.
 14 DNSSEC servers:
 addresses worldwide.
 o SecSpider downloads???
 : Collect+publish data.

RFC 4033 says

“DNSSEC provides no protection
 against denial of service attacks.”

RFC 4033 doesn't say

“DNSSEC is a pool of
 remote-controlled attack drones,
 the worst DDoS amplifier
 on the Internet.”

Exercise: investigate

other types of DoS attacks.

e.g. DNSSEC advertising says
 zero server-CPU-time cost.

How much server CPU time
 can attackers actually consume?

[Back to](#)

Let's pre
 care abo
 This is m



limited by
 over bandwidth.
 e: <100Gbps.
 Google this way.
 response:
 all DNSSEC.
 EC servers:
 worldwide.
 EC servers:
 worldwide.
 er downloads???
 -publish data.

RFC 4033 says
 “DNSSEC provides no protection
 against denial of service attacks.”
 RFC 4033 doesn't say
 “DNSSEC is a pool of
 remote-controlled attack drones,
 the worst DDoS amplifier
 on the Internet.”
 Exercise: investigate
 other types of DoS attacks.
 e.g. DNSSEC advertising says
 zero server-CPU-time cost.
 How much server CPU time
 can attackers actually consume?

Back to integrity

Let's pretend we do
 care about availability.
 This is not an attack



RFC 4033 says

“DNSSEC provides no protection against denial of service attacks.”

RFC 4033 doesn't say

“DNSSEC is a pool of remote-controlled attack drones, the worst DDoS amplifier on the Internet.”

Exercise: investigate

other types of DoS attacks.

e.g. DNSSEC advertising says zero server-CPU-time cost.

How much server CPU time can attackers actually consume?

Back to integrity

Let's pretend we don't care about availability.

This is not an attack:



RFC 4033 says

“DNSSEC provides no protection against denial of service attacks.”

RFC 4033 doesn't say

“DNSSEC is a pool of remote-controlled attack drones, the worst DDoS amplifier on the Internet.”

Exercise: investigate

other types of DoS attacks.

e.g. DNSSEC advertising says

zero server-CPU-time cost.

How much server CPU time

can attackers actually consume?

Back to integrity

Let's pretend we don't care about availability.

This is not an attack:



33 says
 EC provides no protection
 denial of service attacks.”

33 doesn't say
 EC is a pool of
 controlled attack drones,
 st DDoS amplifier
 internet.”

: investigate
 pes of DoS attacks.
 SSEC advertising says
 ver-CPU-time cost.
 ch server CPU time
 ckers actually consume?

Back to integrity

Let's pretend we don't
 care about availability.
 This is not an attack:



All we c



s no protection
ervice attacks.”

say

ol of

attack drones,

mplifier

ate

S attacks.

vertising says

ime cost.

CPU time

ally consume?

Back to integrity

Let’s pretend we don’t
care about availability.

This is not an attack:



All we care about

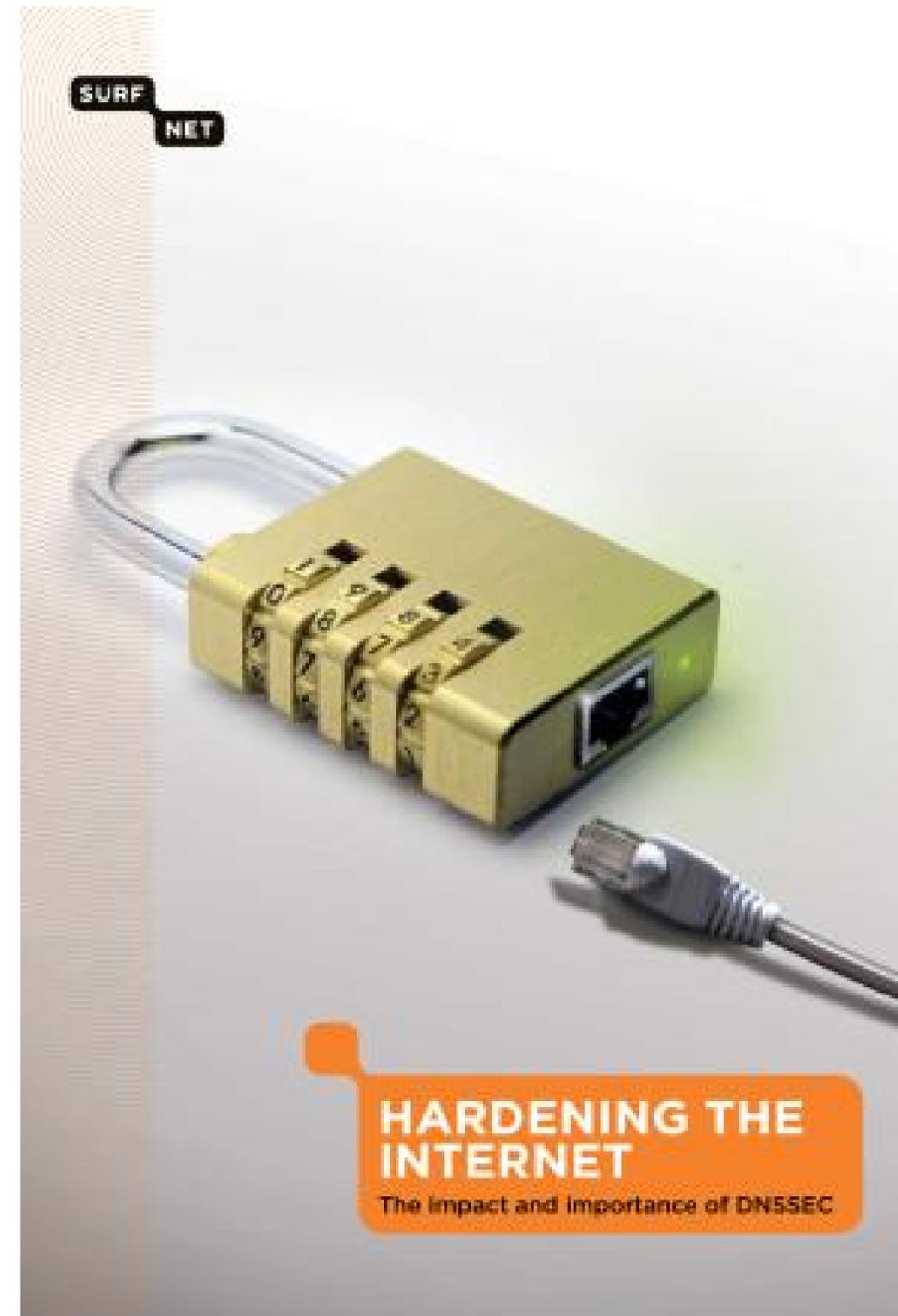


Back to integrity

Let's pretend we don't care about availability. This is not an attack:



All we care about is integrity



Back to integrity

Let's pretend we don't care about availability.
This is not an attack:



All we care about is integrity:

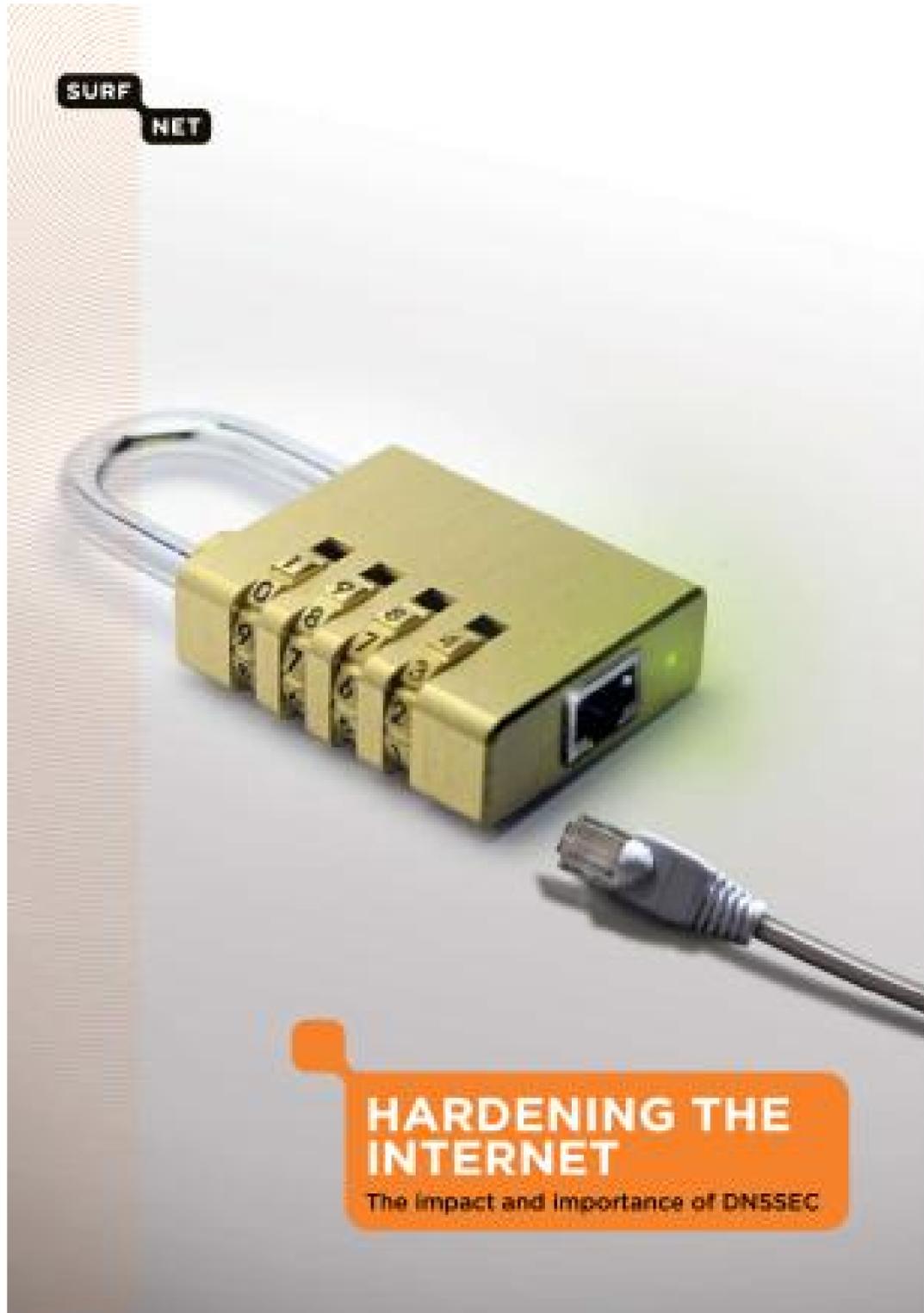


integrity

pretend we don't
out availability.
not an attack:



All we care about is integrity:



The .or
are 1024
2003: S
conclude
was alre
large com
\$10 mill
\$120 mi
2003: R
recomm
2048-bit
of this d
made th

All we care about is integrity:



The .org signatures
are 1024-bit RSA
2003: Shamir–Tro
concluded that 10
was already breaka
large companies an
\$10 million: 1 key
\$120 million: 1 ke
2003: RSA Labora
recommended a tr
2048-bit keys “ove
of this decade.” 2
made the same rec

All we care about is integrity:



The .org signatures are 1024-bit RSA signatures

2003: Shamir–Tromer et al. concluded that 1024-bit RSA was already breakable by large companies and botnets
 \$10 million: 1 key/year.
 \$120 million: 1 key/month.

2003: RSA Laboratories recommended a transition to 2048-bit keys “over the remainder of this decade.” 2007: NIST made the same recommendation

All we care about is integrity:



The .org signatures are 1024-bit RSA signatures.

2003: Shamir–Tromer et al. concluded that 1024-bit RSA was already breakable by large companies and botnets.
 \$10 million: 1 key/year.
 \$120 million: 1 key/month.

2003: RSA Laboratories recommended a transition to 2048-bit keys “over the remainder of this decade.” 2007: NIST made the same recommendation.

are about is integrity:



29

The .org signatures are 1024-bit RSA signatures.

2003: Shamir–Tromer et al. concluded that 1024-bit RSA was already breakable by large companies and botnets.
\$10 million: 1 key/year.
\$120 million: 1 key/month.

2003: RSA Laboratories recommended a transition to 2048-bit keys “over the remainder of this decade.” 2007: NIST made the same recommendation.

30

Academ
factored
Still no
of break

is integrity:



29

The .org signatures are 1024-bit RSA signatures.

2003: Shamir–Tromer et al. concluded that 1024-bit RSA was already breakable by large companies and botnets.
\$10 million: 1 key/year.
\$120 million: 1 key/month.

2003: RSA Laboratories recommended a transition to 2048-bit keys “over the remainder of this decade.” 2007: NIST made the same recommendation.

30

Academics in small
factored RSA-768
Still no public ann
of breaks of 1024-

The .org signatures
are 1024-bit RSA signatures.

2003: Shamir–Tromer et al.
concluded that 1024-bit RSA
was already breakable by
large companies and botnets.

\$10 million: 1 key/year.

\$120 million: 1 key/month.

2003: RSA Laboratories
recommended a transition to
2048-bit keys “over the remainder
of this decade.” 2007: NIST
made the same recommendation.

Academics in small labs
factored RSA-768 in 2009.
Still no public announcement
of breaks of 1024-bit RSA.

The .org signatures
are 1024-bit RSA signatures.

2003: Shamir–Tromer et al.
concluded that 1024-bit RSA
was already breakable by
large companies and botnets.

\$10 million: 1 key/year.

\$120 million: 1 key/month.

2003: RSA Laboratories
recommended a transition to
2048-bit keys “over the remainder
of this decade.” 2007: NIST
made the same recommendation.

Academics in small labs
factored RSA-768 in 2009.
Still no public announcements
of breaks of 1024-bit RSA.

The .org signatures
are 1024-bit RSA signatures.

2003: Shamir–Tromer et al.
concluded that 1024-bit RSA
was already breakable by
large companies and botnets.
\$10 million: 1 key/year.
\$120 million: 1 key/month.

2003: RSA Laboratories
recommended a transition to
2048-bit keys “over the remainder
of this decade.” 2007: NIST
made the same recommendation.

Academics in small labs
factored RSA-768 in 2009.
Still no public announcements
of breaks of 1024-bit RSA.

“RSA-1024: still secure
against honest attackers.”

The .org signatures
are 1024-bit RSA signatures.

2003: Shamir–Tromer et al.
concluded that 1024-bit RSA
was already breakable by
large companies and botnets.

\$10 million: 1 key/year.

\$120 million: 1 key/month.

2003: RSA Laboratories
recommended a transition to
2048-bit keys “over the remainder
of this decade.” 2007: NIST
made the same recommendation.

Academics in small labs
factored RSA-768 in 2009.
Still no public announcements
of breaks of 1024-bit RSA.

“RSA-1024: still secure
against honest attackers.”

What about serious attackers
using many more computers?
e.g. botnet operators?

I say:

Using RSA-1024 is irresponsible.

g signatures

4-bit RSA signatures.

hamir–Tromer et al.

ed that 1024-bit RSA

ady breakable by

mpanies and botnets.

ion: 1 key/year.

llion: 1 key/month.

SA Laboratories

ended a transition to

keys “over the remainder

ecade.” 2007: NIST

e same recommendation.

Academics in small labs

factored RSA-768 in 2009.

Still no public announcements

of breaks of 1024-bit RSA.

“RSA-1024: still secure

against honest attackers.”

What about serious attackers

using many more computers?

e.g. botnet operators?

I say:

Using RSA-1024 is irresponsible.

But that

with the

for gree

res
signatures.
omer et al.
24-bit RSA
able by
nd botnets.
/year.
y/month.
atories
ransition to
er the remainder
007: NIST
commendation.

Academics in small labs
factored RSA-768 in 2009.
Still no public announcements
of breaks of 1024-bit RSA.

“RSA-1024: still secure
against honest attackers.”

What about serious attackers
using many more computers?
e.g. botnet operators?

I say:

Using RSA-1024 is irresponsible.

But that's not the
with these DNSSE
for greenpeace.com

Academics in small labs
factored RSA-768 in 2009.
Still no public announcements
of breaks of 1024-bit RSA.

“RSA-1024: still secure
against honest attackers.”

What about serious attackers
using many more computers?
e.g. botnet operators?

I say:

Using RSA-1024 is irresponsible.

But that's not the big problem
with these DNSSEC signatures
for `greenpeace.org`.

Academics in small labs
factored RSA-768 in 2009.
Still no public announcements
of breaks of 1024-bit RSA.

“RSA-1024: still secure
against honest attackers.”

What about serious attackers
using many more computers?
e.g. botnet operators?

I say:
Using RSA-1024 is irresponsible.

But that's not the big problem
with these DNSSEC signatures
for `greenpeace.org`.

Academics in small labs
factored RSA-768 in 2009.
Still no public announcements
of breaks of 1024-bit RSA.

“RSA-1024: still secure
against honest attackers.”

What about serious attackers
using many more computers?
e.g. botnet operators?

I say:

Using RSA-1024 is irresponsible.

But that’s not the big problem
with these DNSSEC signatures
for `greenpeace.org`.

Suppose an attacker forges
a DNS packet from `.org`,
including exactly the same
DNSSEC signatures but
changing the NS+A records to
point to the attacker’s servers.

Academics in small labs
factored RSA-768 in 2009.
Still no public announcements
of breaks of 1024-bit RSA.

“RSA-1024: still secure
against honest attackers.”

What about serious attackers
using many more computers?
e.g. botnet operators?

I say:

Using RSA-1024 is irresponsible.

But that’s not the big problem
with these DNSSEC signatures
for greenpeace.org.

Suppose an attacker forges
a DNS packet from .org,
including exactly the same
DNSSEC signatures but
changing the NS+A records to
point to the attacker’s servers.

Fact: DNSSEC “**verification**”
won’t notice the change.

The signatures say *nothing*
about the NS+A records.

The forgery will be accepted.

ics in small labs
 RSA-768 in 2009.
 public announcements
 s of 1024-bit RSA.

024: still secure
 honest attackers.”

out serious attackers
 any more computers?
 net operators?

SA-1024 is irresponsible.

But that’s not the big problem
 with these DNSSEC signatures
 for greenpeace.org.

Suppose an attacker forges
 a DNS packet from .org,
 including exactly the same
 DNSSEC signatures but
changing the NS+A records to
 point to the attacker’s servers.

Fact: DNSSEC “**verification**”
 won’t notice the change.
 The signatures say *nothing*
 about the NS+A records.
The forgery will be accepted.

Here’s w
 translate
 “.org m
 with ha
 h9p7u7tr
 h9parr66
 but has
 that da
 Can che
 has a ha
 .org no
 of these
 This is .
 a “**need**

But that's not the big problem with these DNSSEC signatures for `greenpeace.org`.

Suppose an attacker forges a DNS packet from `.org`, including exactly the same DNSSEC signatures but *changing the NS+A records* to point to the attacker's servers.

Fact: DNSSEC “**verification**” won't notice the change. The signatures say *nothing* about the NS+A records. *The forgery will be accepted.*

Here's what `.org` translated into English: “.org might have with hashes between `h9p7u7tr2u91d0v01j` `h9parr669t6u8o1gsg` but has not signed that data.”

Can check that `gr` has a hash in that `.org` now has those of these useless signatures. This is `.org` “**imp**” a “**needed security**”

But that's not the big problem with these DNSSEC signatures for `greenpeace.org`.

Suppose an attacker forges a DNS packet from `.org`, including exactly the same DNSSEC signatures but *changing the NS+A records* to point to the attacker's servers.

Fact: DNSSEC “**verification**” won't notice the change. The signatures say *nothing* about the NS+A records. *The forgery will be accepted.*

Here's what `.org` signed, translated into English:

“.org might have data with hashes between `h9p7u7tr2u91d0v0ljs9l1gidnp9` `h9parr669t6u8o1gsg9e1lmitk4d` but has not signed any of that data.”

Can check that `greenpeace.org` has a hash in that range.

`.org` now has thousands of these useless signatures. This is `.org` “**implementing**” a “**needed security measure.**”

But that's not the big problem with these DNSSEC signatures for `greenpeace.org`.

Suppose an attacker forges a DNS packet from `.org`, including exactly the same DNSSEC signatures but *changing the NS+A records* to point to the attacker's servers.

Fact: DNSSEC “**verification**” won't notice the change.

The signatures say *nothing* about the NS+A records.

The forgery will be accepted.

Here's what `.org` signed, translated into English:

“`.org` might have data with hashes between `h9p7u7tr2u91d0v0ljs9l1gidnp90u3h`, `h9parr669t6u8o1gsg9e1lmitk4dem0t` but has not signed any of that data.”

Can check that `greenpeace.org` has a hash in that range.

`.org` now has thousands of these useless signatures.

This is `.org` “**implementing**” a “**needed security measure.**”

It's not the big problem
 use DNSSEC signatures
 greenpeace.org.

an attacker forges
 packet from .org,
 with exactly the same
 DNSSEC signatures but
 pointing the NS+A records to
 the attacker's servers.

DNSSEC "verification"

notice the change.
 signatures say *nothing*
 about the NS+A records.
 any query will be accepted.

Here's what .org signed,
 translated into English:

“.org might have data
 with hashes between
 h9p7u7tr2u91d0v0ljs9l1gidnp90u3h,
 h9parr669t6u8o1gsg9e1lmitk4dem0t
 but has not signed any of
 that data.”

Can check that greenpeace.org
 has a hash in that range.

.org now has thousands
 of these useless signatures.
 This is .org "implementing"
 a "needed security measure."

"DNSSEC"



big problem
EC signatures
org.

ker forges

m .org,

he same

es but

-A records to

ker's servers.

verification"

change.

nothing

records.

e accepted.

Here's what .org signed,
translated into English:

".org might have data
with hashes between

h9p7u7tr2u91d0v0ljs9l1gidnp90u3h,

h9parr669t6u8o1gsg9e1lmitk4dem0t

but has not signed any of
that data."

Can check that greenpeace.org
has a hash in that range.

.org now has thousands
of these useless signatures.

This is .org "implementing"
a "needed security measure."

"DNSSEC: Built,



Here's what .org signed,
translated into English:

“.org might have data
with hashes between

h9p7u7tr2u91d0v0ljs9l1gidnp90u3h,

h9parr669t6u8o1gsg9e1lmitk4dem0t

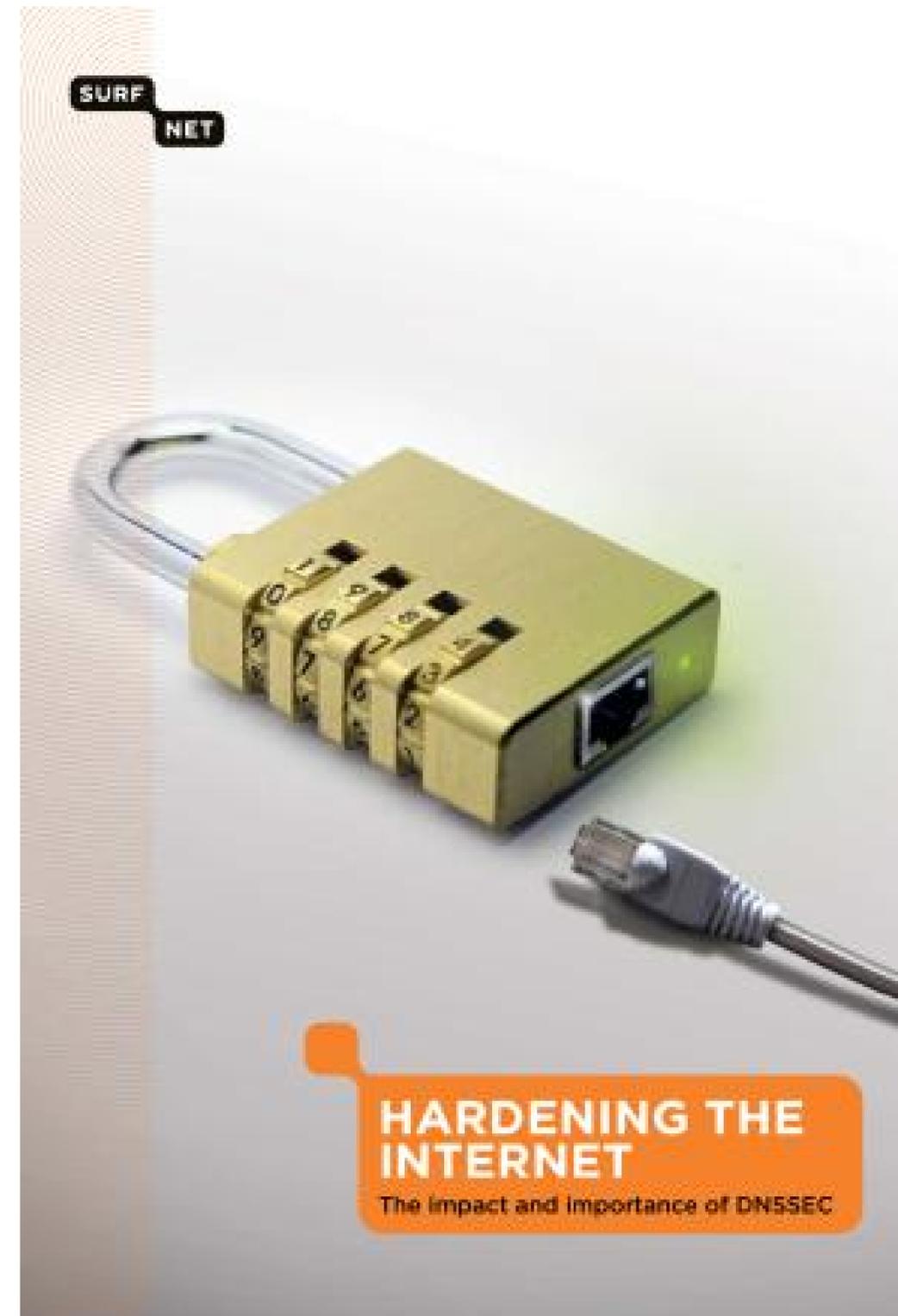
but has not signed any of
that data.”

Can check that greenpeace.org
has a hash in that range.

.org now has thousands
of these useless signatures.

This is .org “**implementing**”
a “**needed security measure.**”

“DNSSEC: Built, not plugged



Here's what .org signed,
translated into English:

“.org might have data
with hashes between

h9p7u7tr2u91d0v0ljs9l1gidnp90u3h,

h9parr669t6u8o1gsg9e1lmitk4dem0t

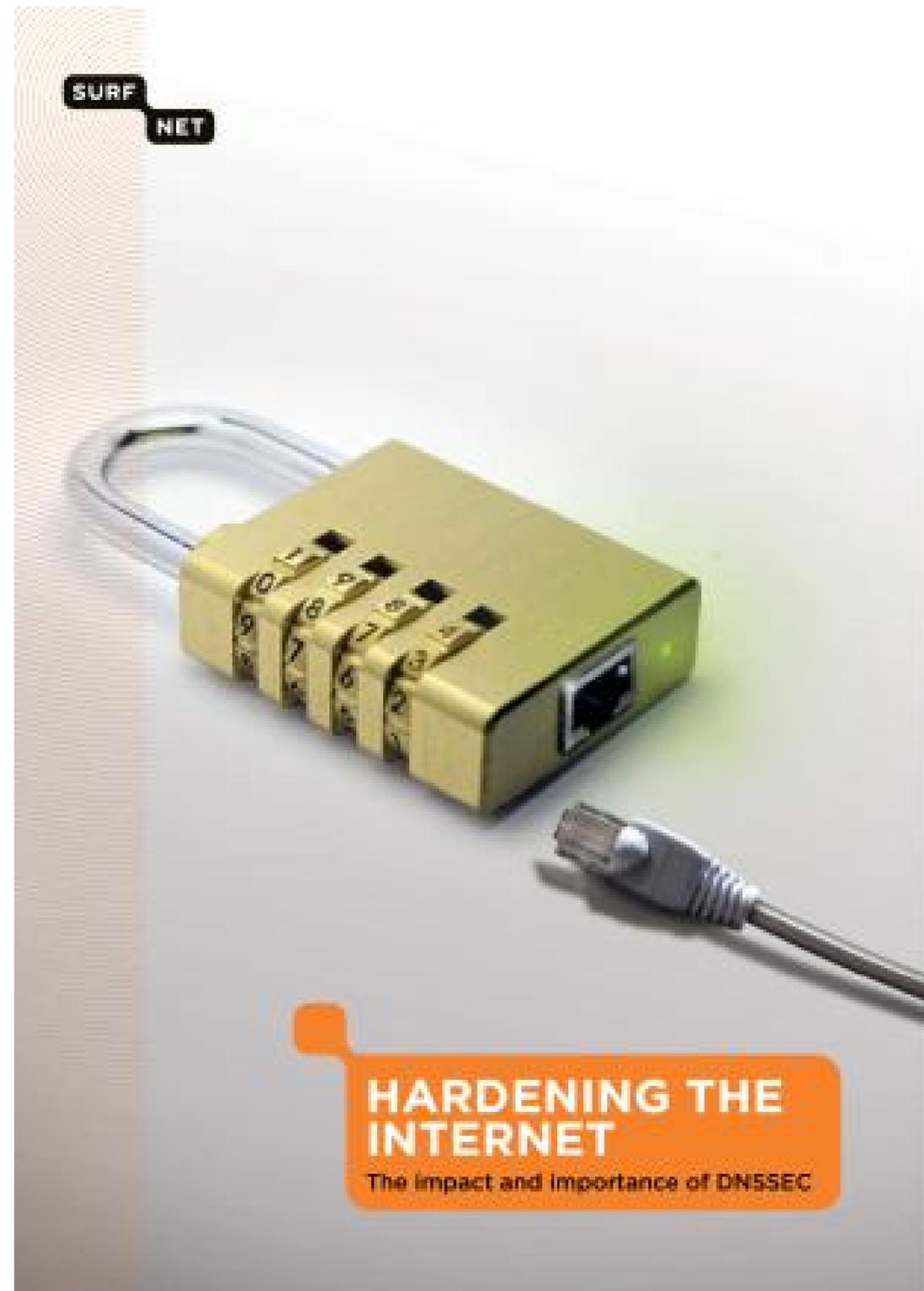
but has not signed any of
that data.”

Can check that greenpeace.org
has a hash in that range.

.org now has thousands
of these useless signatures.

This is .org “**implementing**”
a “**needed security measure.**”

“DNSSEC: Built, not plugged in.”



what .org signed,
 ed into English:
 ight have data
 shes between

2u91d0v0ljs9l1gidnp90u3h,
 9t6u8o1gsg9e1lmitk4dem0t
 not signed any of
 ta.”

ck that greenpeace.org
 sh in that range.

w has thousands
 useless signatures.

org **“implementing”**
ed security measure.”

“DNSSEC: Built, not plugged in.”



What we

Rushed

signed,
 English:
 e data
 ween

s9l1gidnp90u3h,
 9e1lmitk4dem0t
 ned any of

reenpeace.org
 range.

ousands
 gnatures.

plementing”
 y measure.”

“DNSSEC: Built, not plugged in.”



What went wrong?

Rushed development

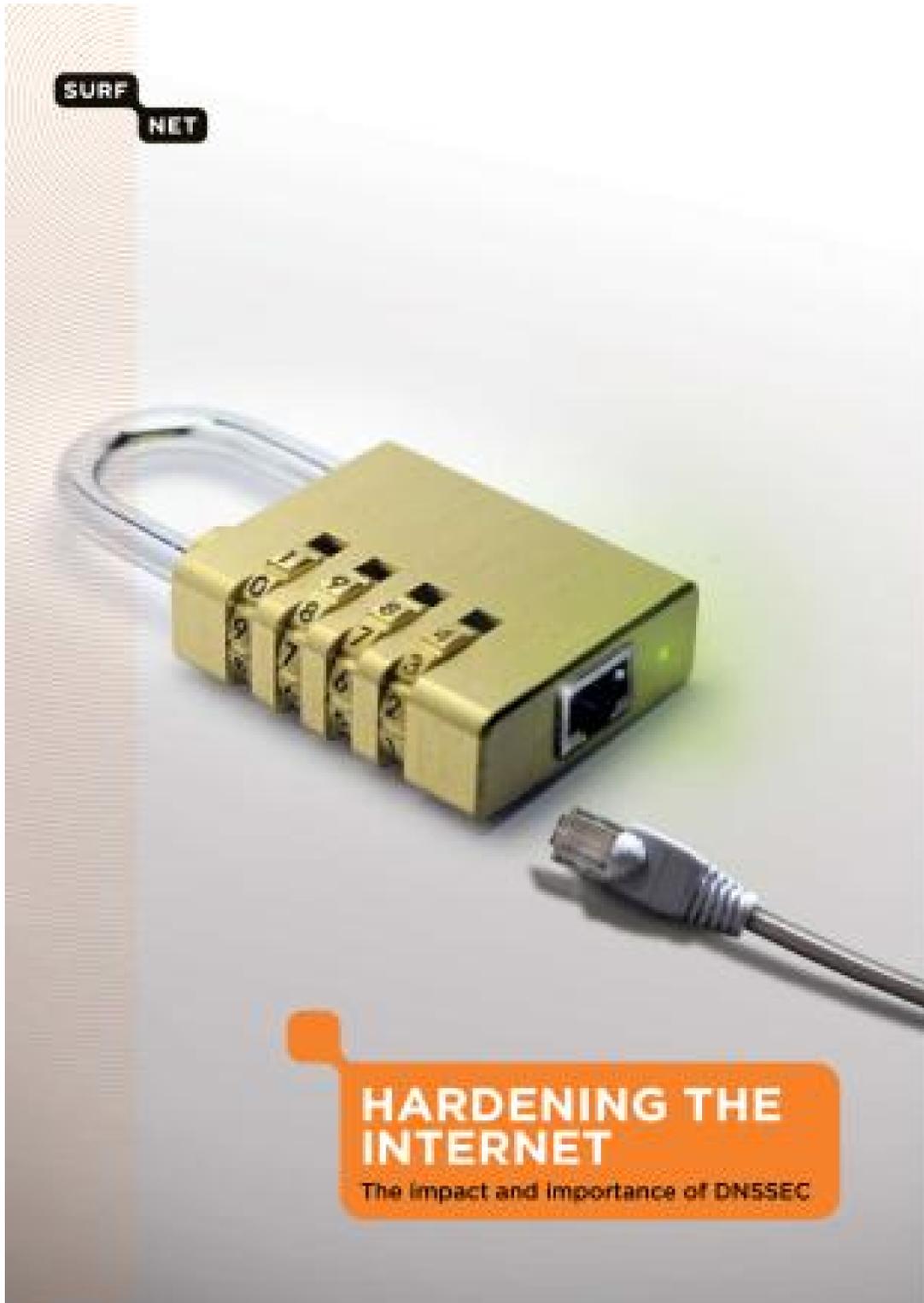
“DNSSEC: Built, not plugged in.”



What went wrong?

Rushed development process

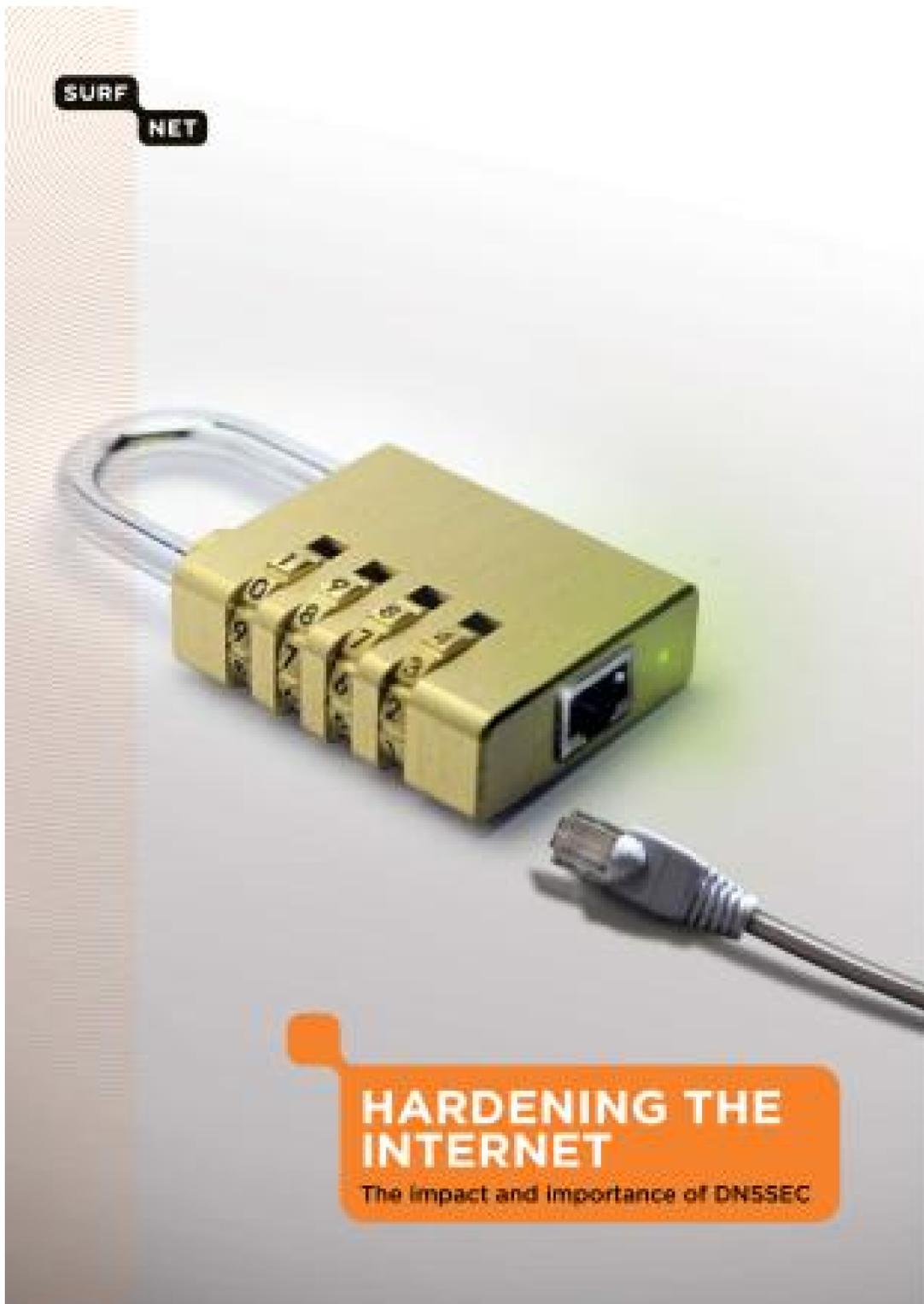
“DNSSEC: Built, not plugged in.”



What went wrong?

Rushed development process?

“DNSSEC: Built, not plugged in.”



What went wrong?

Rushed development process?

No: DNSSEC has been under active development for *two decades*.

“DNSSEC: Built, not plugged in.”



What went wrong?

Rushed development process?

No: DNSSEC has been under active development for *two decades*.

1993.11 Galvin: “The DNS Security design team of the DNS working group met for one morning at the Houston IETF.”

1994.02 Eastlake–Kaufman, after months of discussions on dns-security mailing list: “DNSSEC” protocol specification.

EC: Built, not plugged in.”

34



What went wrong?

Rushed development process?

No: DNSSEC has been under active development for *two decades*.

1993.11 Galvin: “The DNS Security design team of the DNS working group met for one morning at the Houston IETF.”

1994.02 Eastlake–Kaufman, after months of discussions on dns-security mailing list: “DNSSEC” protocol specification.

35

Millions of U.S. g
DISA to
NSF to
Secure64
Continui
DNSSEC
IETF DN
protocol
software

not plugged in.”

34

What went wrong?

Rushed development process?

No: DNSSEC has been under active development for *two decades*.

1993.11 Galvin: “The DNS Security design team of the DNS working group met for one morning at the Houston IETF.”

1994.02 Eastlake–Kaufman, after months of discussions on dns-security mailing list: “DNSSEC” protocol specification.

35

Millions of dollars of U.S. government DISA to BIND contractor NSF to UCLA; DH Secure64 Software

Continuing cycle of DNSSEC implementation IETF DNSSEC discussion protocol updates, software implementation

ING THE
ET

importance of DNSSEC

What went wrong?

Rushed development process?

No: DNSSEC has been under active development for *two decades*.

1993.11 Galvin: “The DNS Security design team of the DNS working group met for one morning at the Houston IETF.”

1994.02 Eastlake–Kaufman, after months of discussions on `dns-security` mailing list: “DNSSEC” protocol specification.

Millions of dollars of U.S. government grants: DISA to BIND company; NSF to UCLA; DHS to Secure64 Software Corporat

Continuing cycle of DNSSEC implementations, IETF DNSSEC discussions, protocol updates, revised software implementations, e

What went wrong?

Rushed development process?

No: DNSSEC has been under active development for *two decades*.

1993.11 Galvin: “The DNS Security design team of the DNS working group met for one morning at the Houston IETF.”

1994.02 Eastlake–Kaufman, after months of discussions on dns-security mailing list: “DNSSEC” protocol specification.

Millions of dollars of U.S. government grants: e.g., DISA to BIND company; NSF to UCLA; DHS to Secure64 Software Corporation.

Continuing cycle of DNSSEC implementations, IETF DNSSEC discussions, protocol updates, revised software implementations, etc.

What went wrong?

Rushed development process?

No: DNSSEC has been under active development for *two decades*.

1993.11 Galvin: “The DNS Security design team of the DNS working group met for one morning at the Houston IETF.”

1994.02 Eastlake–Kaufman, after months of discussions on dns-security mailing list: “DNSSEC” protocol specification.

Millions of dollars of U.S. government grants: e.g., DISA to BIND company; NSF to UCLA; DHS to Secure64 Software Corporation.

Continuing cycle of DNSSEC implementations, IETF DNSSEC discussions, protocol updates, revised software implementations, etc.

Compatibility trap? No. Several DNSSEC updates have broken compatibility with older implementations.

ent wrong?

development process?

DNSSEC has been

active development

decades.

Galvin: “The DNS

design team of the

working group met for one

at the Houston IETF.”

Eastlake–Kaufman,

months of discussions on

security mailing list:

“DNSSEC” protocol specification.

Millions of dollars

of U.S. government grants: e.g.,

DISA to BIND company;

NSF to UCLA; DHS to

Secure64 Software Corporation.

Continuing cycle of

DNSSEC implementations,

IETF DNSSEC discussions,

protocol updates, revised

software implementations, etc.

Compatibility trap? No.

Several DNSSEC updates

have broken compatibility

with older implementations.

The per

Some of

servers a

the root

the goog

Can they

Millions of dollars
of U.S. government grants: e.g.,
DISA to BIND company;
NSF to UCLA; DHS to
Secure64 Software Corporation.

Continuing cycle of
DNSSEC implementations,
IETF DNSSEC discussions,
protocol updates, revised
software implementations, etc.

Compatibility trap? No.
Several DNSSEC updates
have broken compatibility
with older implementations.

The performance t

Some of the Intern
servers are extrem
the root servers, t
the google.com s
Can they afford cr

Millions of dollars
of U.S. government grants: e.g.,
DISA to BIND company;
NSF to UCLA; DHS to
Secure64 Software Corporation.

Continuing cycle of
DNSSEC implementations,
IETF DNSSEC discussions,
protocol updates, revised
software implementations, etc.

Compatibility trap? No.
Several DNSSEC updates
have broken compatibility
with older implementations.

The performance trap

Some of the Internet's DNS
servers are extremely busy:
the root servers, the .com servers,
the google.com servers.
Can they afford crypto?

Millions of dollars
of U.S. government grants: e.g.,
DISA to BIND company;
NSF to UCLA; DHS to
Secure64 Software Corporation.

Continuing cycle of
DNSSEC implementations,
IETF DNSSEC discussions,
protocol updates, revised
software implementations, etc.

Compatibility trap? No.
Several DNSSEC updates
have broken compatibility
with older implementations.

The performance trap

Some of the Internet's DNS
servers are extremely busy: e.g.,
the root servers, the .com servers,
the google.com servers.

Can they afford crypto?

Millions of dollars
of U.S. government grants: e.g.,
DISA to BIND company;
NSF to UCLA; DHS to
Secure64 Software Corporation.

Continuing cycle of
DNSSEC implementations,
IETF DNSSEC discussions,
protocol updates, revised
software implementations, etc.

Compatibility trap? No.
Several DNSSEC updates
have broken compatibility
with older implementations.

The performance trap

Some of the Internet's DNS
servers are extremely busy: e.g.,
the root servers, the .com servers,
the google.com servers.

Can they afford crypto?

The critical design decision
in DNSSEC: *precompute*
signatures of DNS records.

“Per-query crypto is bad.”

Signature is computed once;
saved; sent to many clients.

Hopefully the server can afford
to sign each DNS record once.

of dollars

government grants: e.g.,

BIND company;

UCLA; DHS to

4 Software Corporation.

ing cycle of

C implementations,

NSSEC discussions,

updates, revised

implementations, etc.

ibility trap? No.

DNSSEC updates

oken compatibility

er implementations.

The performance trap

Some of the Internet's DNS

servers are extremely busy: e.g.,

the root servers, the .com servers,

the google.com servers.

Can they afford crypto?

The critical design decision

in DNSSEC: *precompute*

signatures of DNS records.

“Per-query crypto is bad.”

Signature is computed once;

saved; sent to many clients.

Hopefully the server can afford

to sign each DNS record once.

Clients c

of *verify*

DNSSEC

client-sid

precomp

choice o

Many D

640-bit

768-bit

1024-bit

(for “lea

DSA, “1

for verifi

signature

The performance trap

Some of the Internet's DNS servers are extremely busy: e.g., the root servers, the .com servers, the google.com servers.

Can they afford crypto?

The critical design decision in DNSSEC: *precompute* signatures of DNS records.

“Per-query crypto is bad.”

Signature is computed once; saved; sent to many clients.

Hopefully the server can afford to sign each DNS record once.

Clients don't share of *verifying* a sign

DNSSEC tries to reduce client-side costs (a precomputation cost choice of crypto p

Many DNSSEC cr
640-bit RSA, origi
768-bit RSA, man
1024-bit RSA, cur
(for “leaf nodes in
DSA, **“10 to 40 ti
for verification”** bu
signatures.

The performance trap

Some of the Internet's DNS servers are extremely busy: e.g., the root servers, the .com servers, the google.com servers. Can they afford crypto?

The critical design decision in DNSSEC: *precompute* signatures of DNS records.

“Per-query crypto is bad.”

Signature is computed once; saved; sent to many clients. Hopefully the server can afford to sign each DNS record once.

Clients don't share the work of *verifying* a signature.

DNSSEC tries to reduce client-side costs (and precomputation costs) through choice of crypto primitive.

Many DNSSEC crypto options:
 640-bit RSA, original specs;
 768-bit RSA, many docs;
 1024-bit RSA, current RFCs
 (for “leaf nodes in the DNS”)
 DSA, **“10 to 40 times as slow for verification”** but faster for signatures.

The performance trap

Some of the Internet's DNS servers are extremely busy: e.g., the root servers, the .com servers, the google.com servers. Can they afford crypto?

The critical design decision in DNSSEC: *precompute* signatures of DNS records.

“Per-query crypto is bad.”

Signature is computed once; saved; sent to many clients. Hopefully the server can afford to sign each DNS record once.

Clients don't share the work of *verifying* a signature.

DNSSEC tries to reduce client-side costs (and precomputation costs) through choice of crypto primitive.

Many DNSSEC crypto options: 640-bit RSA, original specs; 768-bit RSA, many docs; 1024-bit RSA, current RFCs (for “leaf nodes in the DNS”); DSA, **“10 to 40 times as slow for verification”** but faster for signatures.

Performance trap

of the Internet's DNS

are extremely busy: e.g.,

servers, the .com servers,

google.com servers.

Can they afford crypto?

A key design decision

for DNSSEC: *precompute*

signatures of DNS records.

“**Every crypto is bad.**”

Signature is computed once;

signature is sent to many clients.

Can the server afford to

compute each DNS record once.

Clients don't share the work
of *verifying* a signature.

DNSSEC tries to reduce
client-side costs (and
precomputation costs) through
choice of crypto primitive.

Many DNSSEC crypto options:

640-bit RSA, original specs;

768-bit RSA, many docs;

1024-bit RSA, current RFCs

(for “leaf nodes in the DNS”);

DSA, “**10 to 40 times as slow**

for verification” but faster for

signatures.

DNSSEC

such as

for no re

fear of o

DNSSEC

to surviv

More co

including

trap

net's DNS

ely busy: e.g.,

he .com servers,

ervers.

ypto?

n decision

ompute

records.

is bad."

uted once;

ny clients.

er can afford

record once.

Clients don't share the work of *verifying* a signature.

DNSSEC tries to reduce client-side costs (and precomputation costs) through choice of crypto primitive.

Many DNSSEC crypto options:
 640-bit RSA, original specs;
 768-bit RSA, many docs;
 1024-bit RSA, current RFCs (for "leaf nodes in the DNS");
 DSA, "10 to 40 times as slow for verification" but faster for signatures.

DNSSEC made bro
 such as 640-bit RS
 for no reason othe
 fear of overload.

DNSSEC needed r
 to survive the inev
 More complexity =
 including security

Clients don't share the work of *verifying* a signature.

DNSSEC tries to reduce client-side costs (and precomputation costs) through choice of crypto primitive.

Many DNSSEC crypto options:
640-bit RSA, original specs;
768-bit RSA, many docs;
1024-bit RSA, current RFCs
(for "leaf nodes in the DNS");
DSA, "10 to 40 times as slow
for verification" but faster for
signatures.

DNSSEC made breakable choices such as 640-bit RSA for no reason other than fear of overload.

DNSSEC needed more options to survive the inevitable break. More complexity \Rightarrow more bugs including security holes.

Clients don't share the work of *verifying* a signature.

DNSSEC tries to reduce client-side costs (and precomputation costs) through choice of crypto primitive.

Many DNSSEC crypto options:
640-bit RSA, original specs;
768-bit RSA, many docs;
1024-bit RSA, current RFCs
(for "leaf nodes in the DNS");
DSA, "10 to 40 times as slow
for verification" but faster for
signatures.

DNSSEC made breakable choices such as 640-bit RSA for no reason other than fear of overload.

DNSSEC needed more options to survive the inevitable breaks. More complexity \Rightarrow more bugs, including security holes.

Clients don't share the work of *verifying* a signature.

DNSSEC tries to reduce client-side costs (and precomputation costs) through choice of crypto primitive.

Many DNSSEC crypto options:
640-bit RSA, original specs;
768-bit RSA, many docs;
1024-bit RSA, current RFCs (for "leaf nodes in the DNS");
DSA, "10 to 40 times as slow for verification" but faster for signatures.

DNSSEC made breakable choices such as 640-bit RSA for no reason other than fear of overload.

DNSSEC needed more options to survive the inevitable breaks. More complexity \Rightarrow more bugs, including security holes.

Looking beyond the crypto: Precomputation forced DNSSEC down a path of unreliability, insecurity, and unusability. Let's see how this happened.

don't share the work
ing a signature.

C tries to reduce
 de costs (and
 utation costs) through
 f crypto primitive.

NSSEC crypto options:

RSA, original specs;

RSA, many docs;

RSA, current RFCs

f nodes in the DNS”);

.0 to 40 times as slow

ication” but faster for

es.

DNSSEC made breakable choices
 such as 640-bit RSA
 for no reason other than
 fear of overload.

DNSSEC needed more options
 to survive the inevitable breaks.
 More complexity \Rightarrow more bugs,
 including security holes.

Looking beyond the crypto:

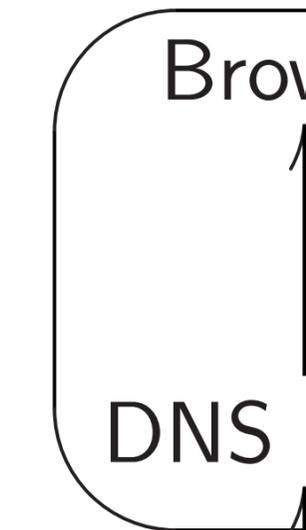
Precomputation forced DNSSEC
 down a path of unreliability,
 insecurity, and unusability.

Let's see how this happened.

DNS arc

Browser

DNS cac



Admini

Cache p

administ

doesn't .

e the work
ature.

reduce
and

osts) through
primitive.

rypto options:
nal specs;

y docs;

rent RFCs

the DNS”);

mes as slow

ut faster for

DNSSEC made breakable choices
such as 640-bit RSA
for no reason other than
fear of overload.

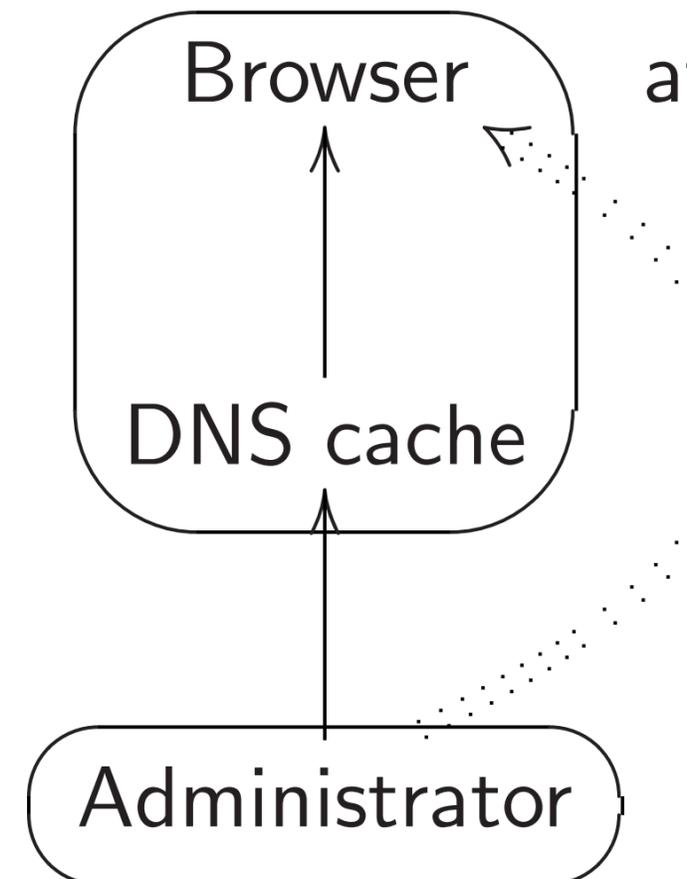
DNSSEC needed more options
to survive the inevitable breaks.
More complexity \Rightarrow more bugs,
including security holes.

Looking beyond the crypto:
Precomputation forced DNSSEC
down a path of unreliability,
insecurity, and unusability.

Let's see how this happened.

DNS architecture

Browser pulls data
DNS cache at tue



Cache pulls data f
administrator if it
doesn't already ha

DNSSEC made breakable choices such as 640-bit RSA for no reason other than fear of overload.

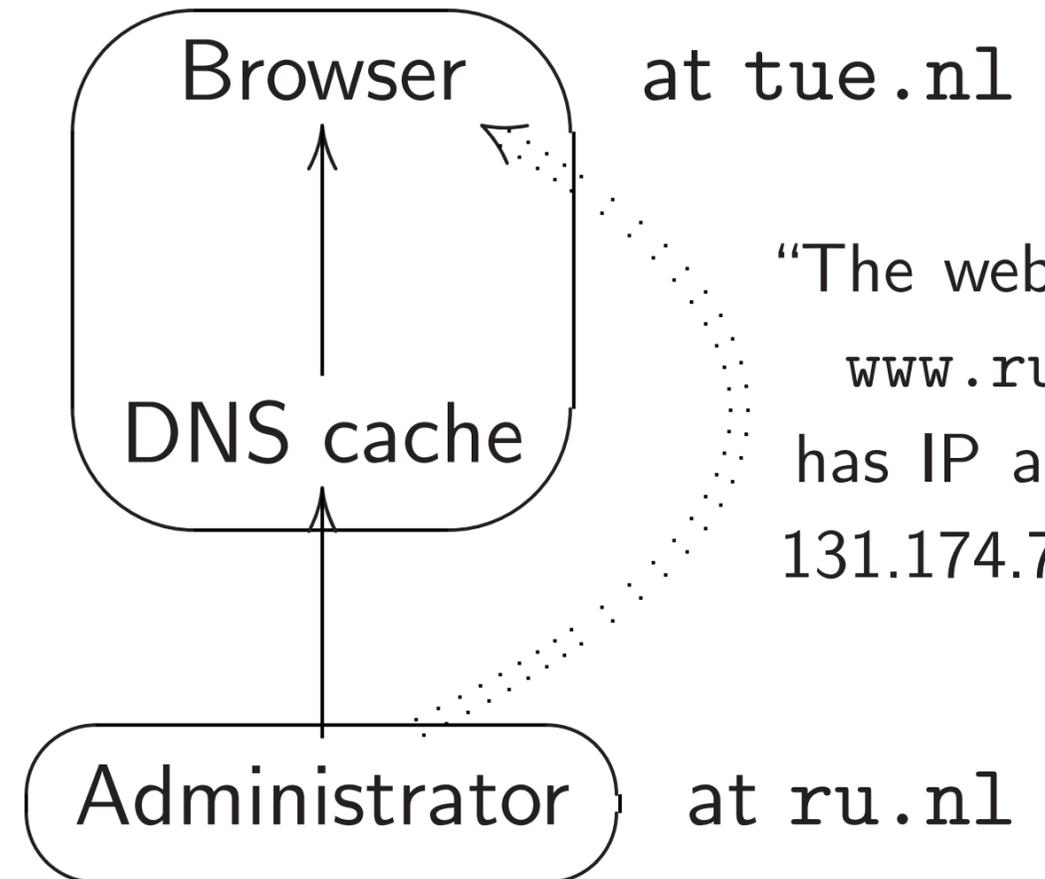
DNSSEC needed more options to survive the inevitable breaks. More complexity \Rightarrow more bugs, including security holes.

Looking beyond the crypto: Precomputation forced DNSSEC down a path of unreliability, insecurity, and unusability.

Let's see how this happened.

DNS architecture

Browser pulls data from DNS cache at tue.nl:



Cache pulls data from administrator if it doesn't already have the data

DNSSEC made breakable choices such as 640-bit RSA for no reason other than fear of overload.

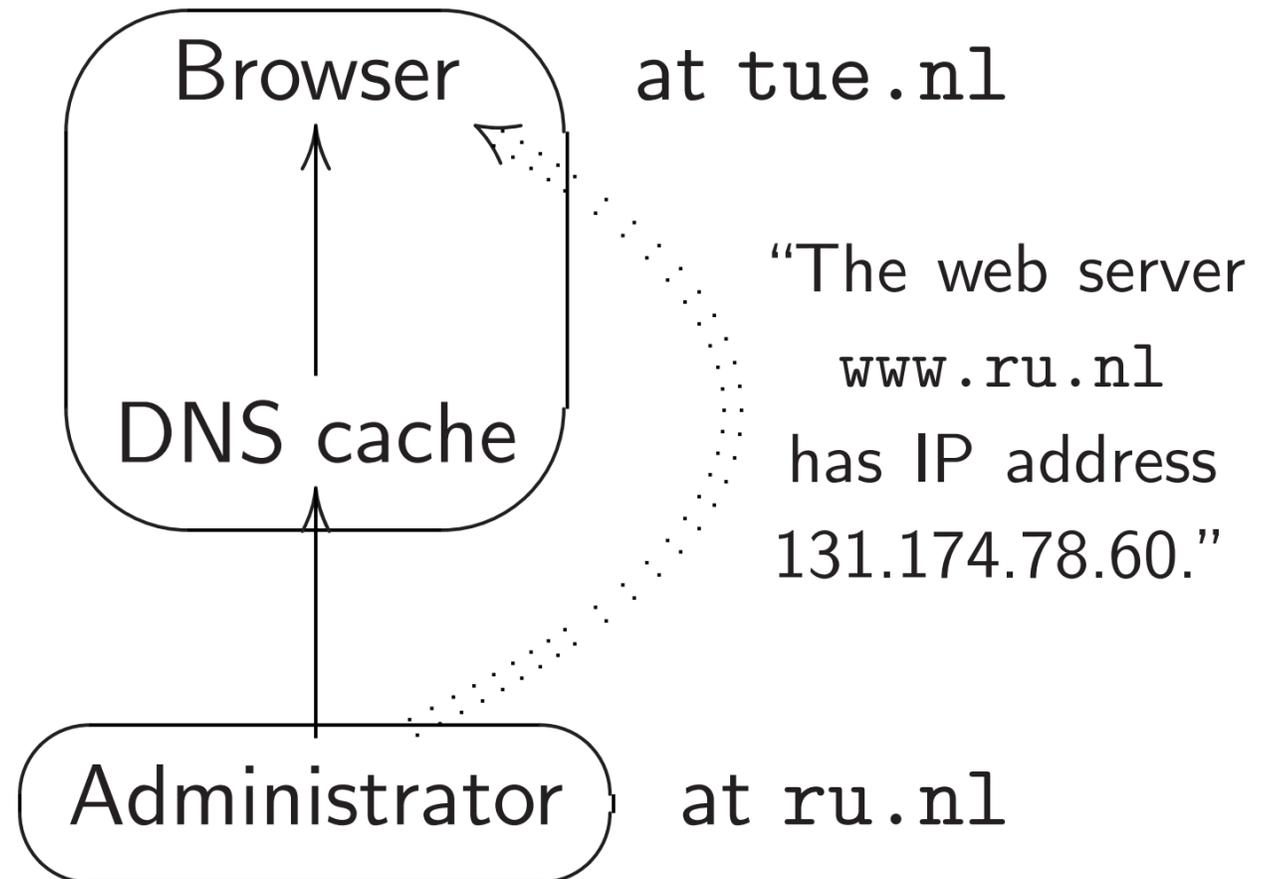
DNSSEC needed more options to survive the inevitable breaks. More complexity \Rightarrow more bugs, including security holes.

Looking beyond the crypto: Precomputation forced DNSSEC down a path of unreliability, insecurity, and unusability.

Let's see how this happened.

DNS architecture

Browser pulls data from DNS cache at `tue.nl`:



Cache pulls data from administrator if it doesn't already have the data.

C made breakable choices

640-bit RSA

reason other than

overload.

C needed more options

ve the inevitable breaks.

complexity \Rightarrow more bugs,

g security holes.

beyond the crypto:

putation forced DNSSEC

path of unreliability,

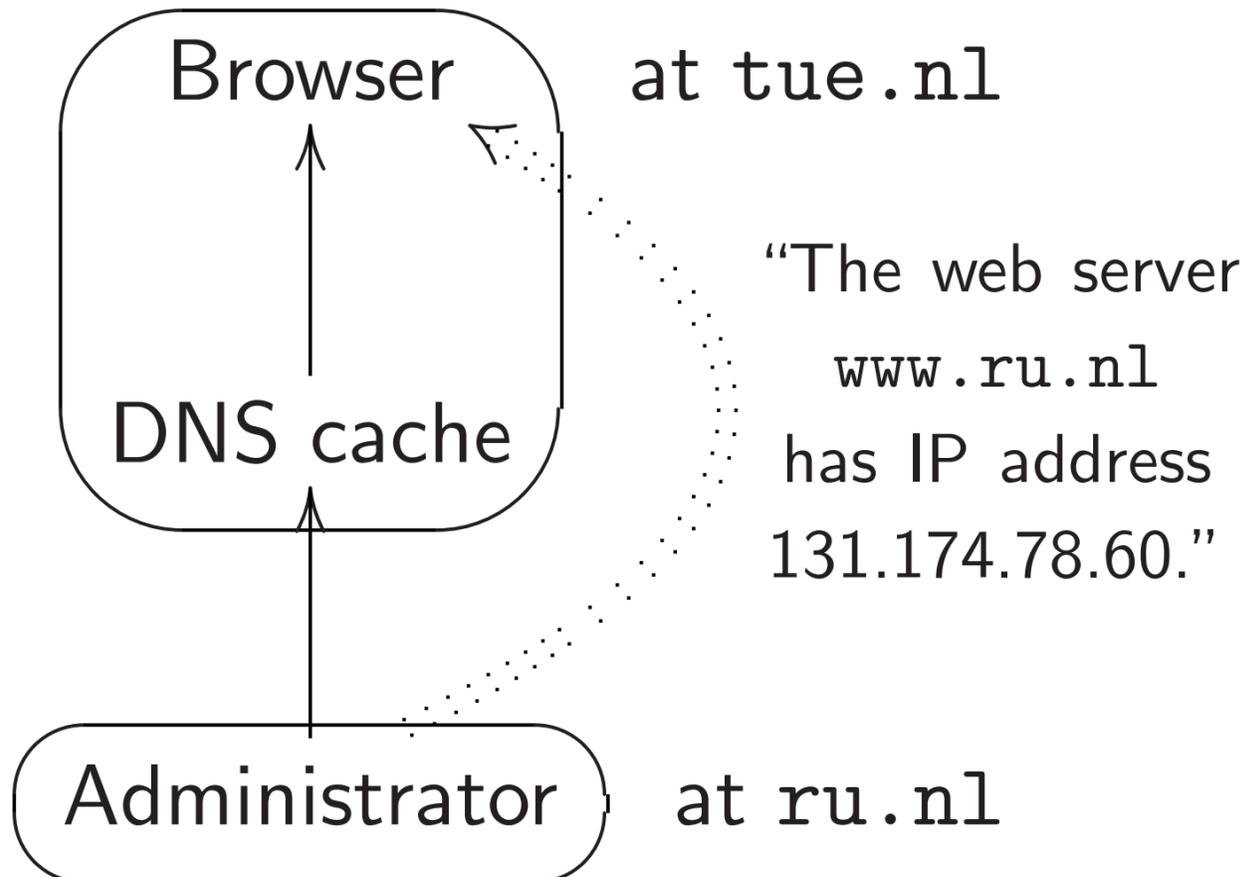
y, and unusability.

e how this happened.

DNS architecture

Browser pulls data from

DNS cache at tue.nl:



Cache pulls data from

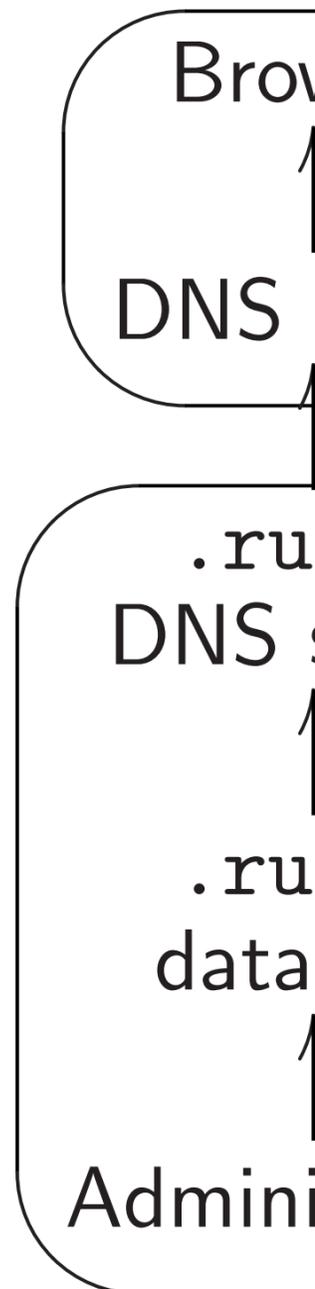
administrator if it

doesn't already have the data.

Adminis

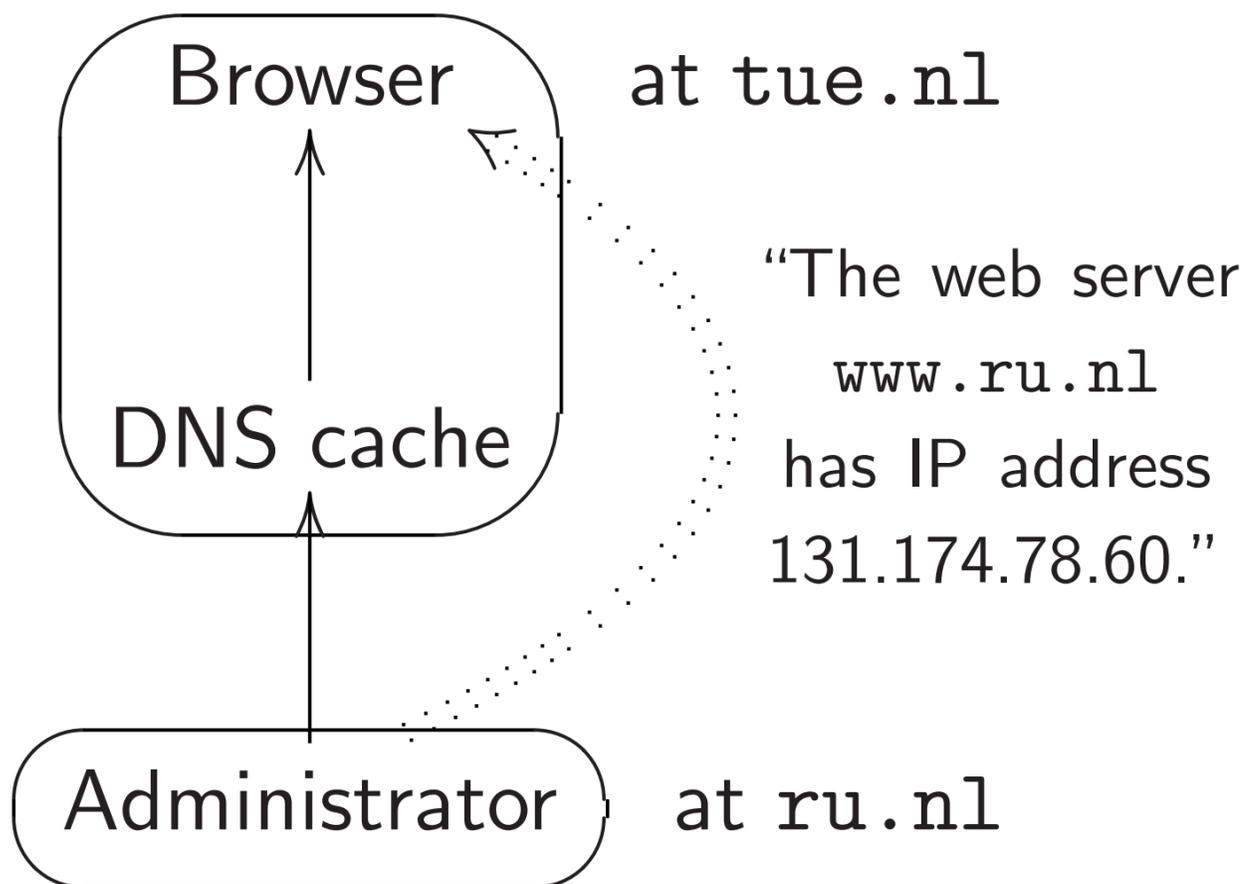
through

.ru.nl



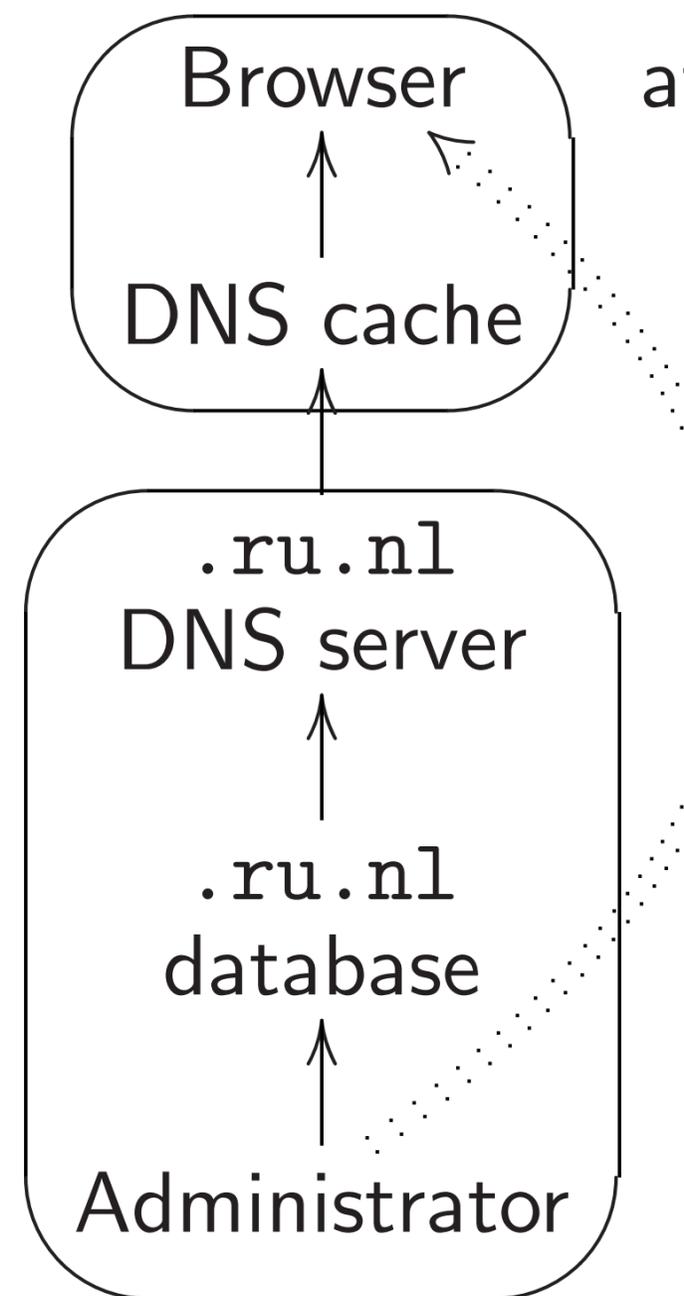
DNS architecture

Browser pulls data from
DNS cache at `tue.nl`:



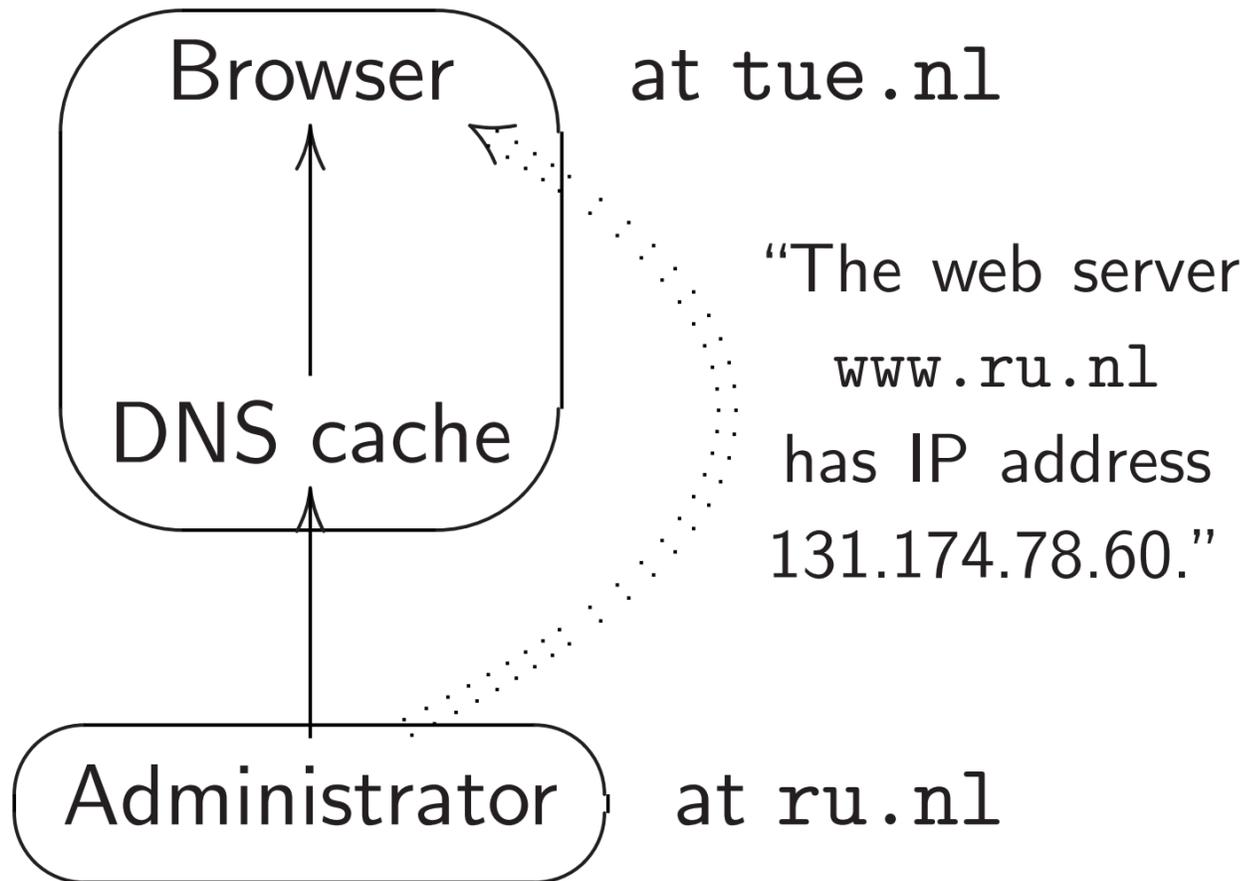
Cache pulls data from
administrator if it
doesn't already have the data.

Administrator pushes
through local data
`.ru.nl` DNS server



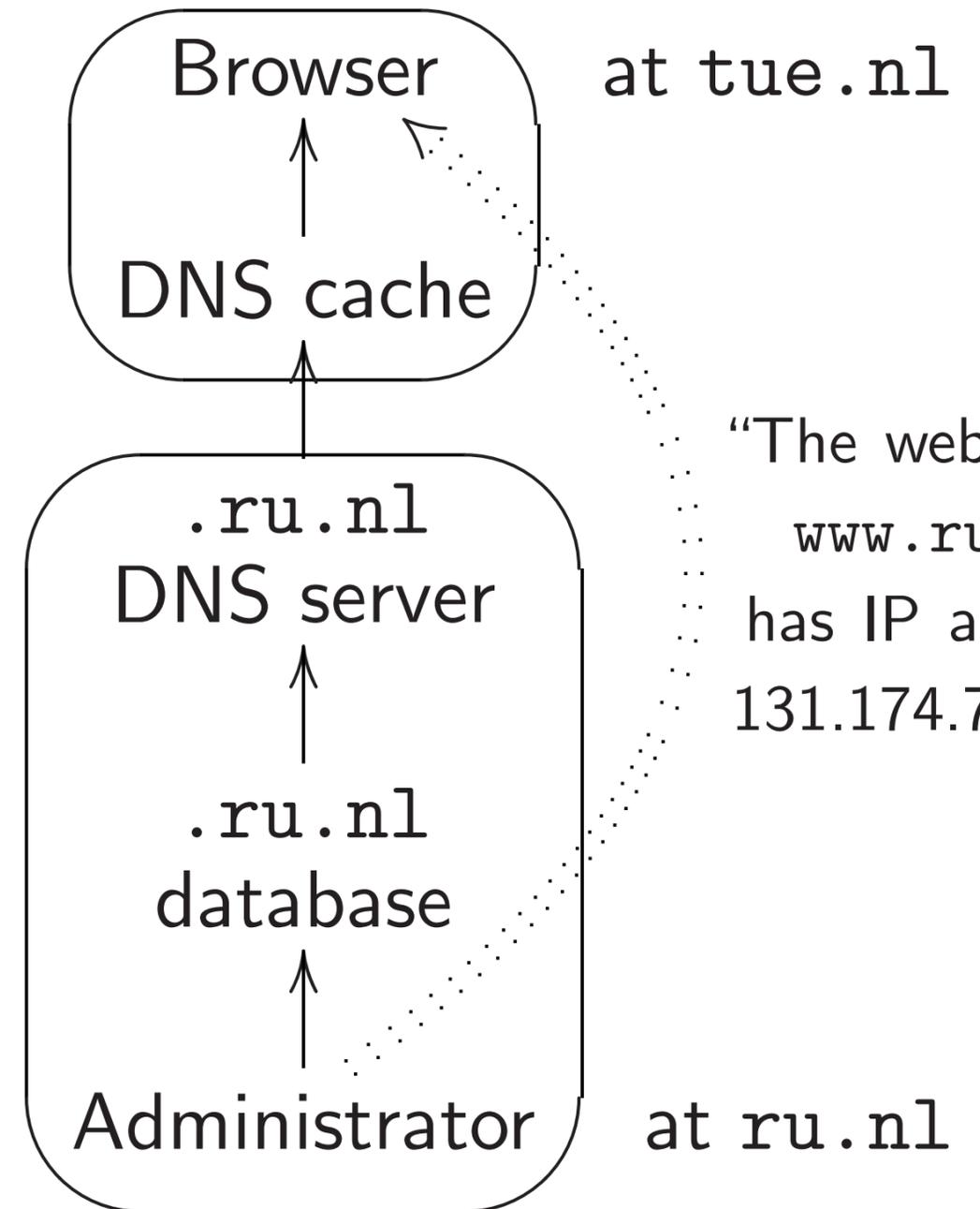
DNS architecture

Browser pulls data from
DNS cache at `tue.nl`:



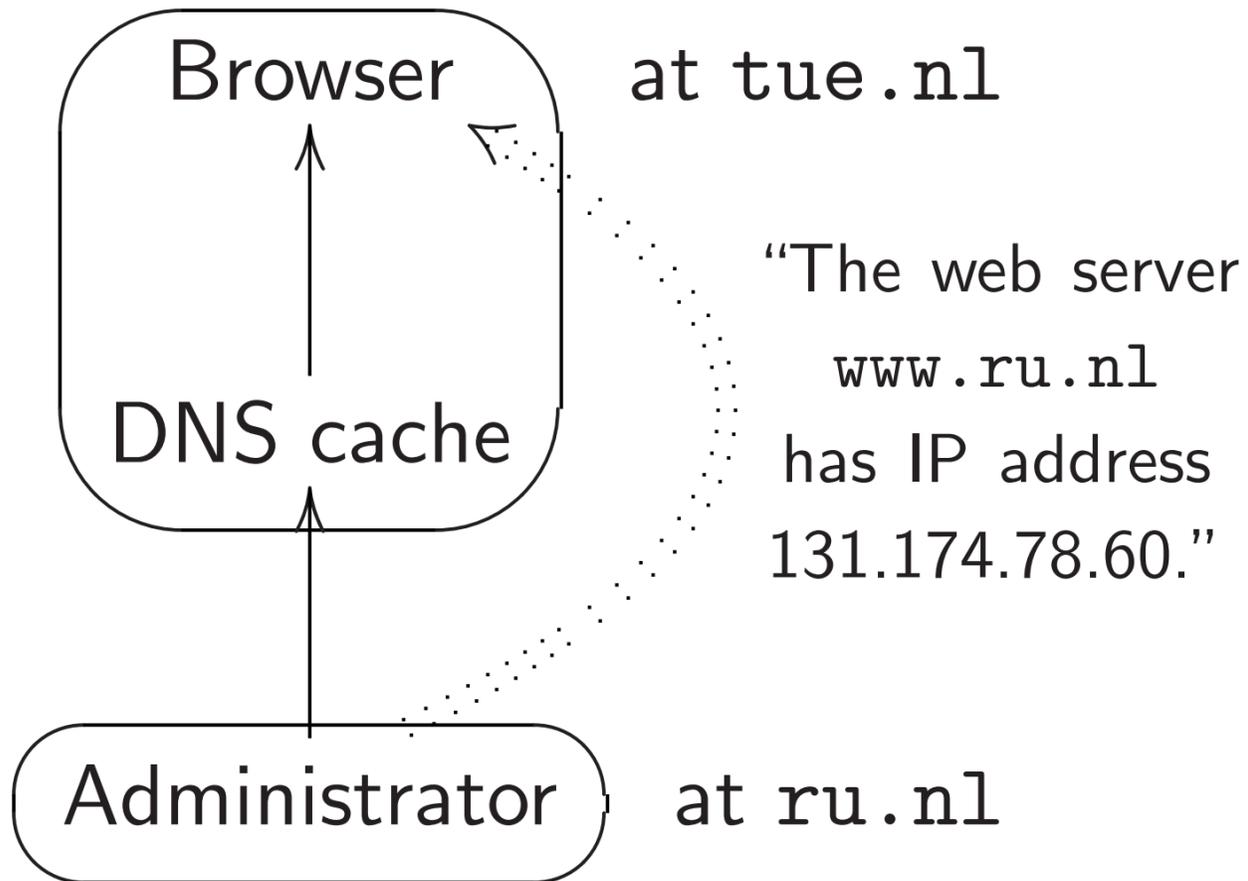
Cache pulls data from
administrator if it
doesn't already have the data.

Administrator pushes data
through local database into
`.ru.nl` DNS server:



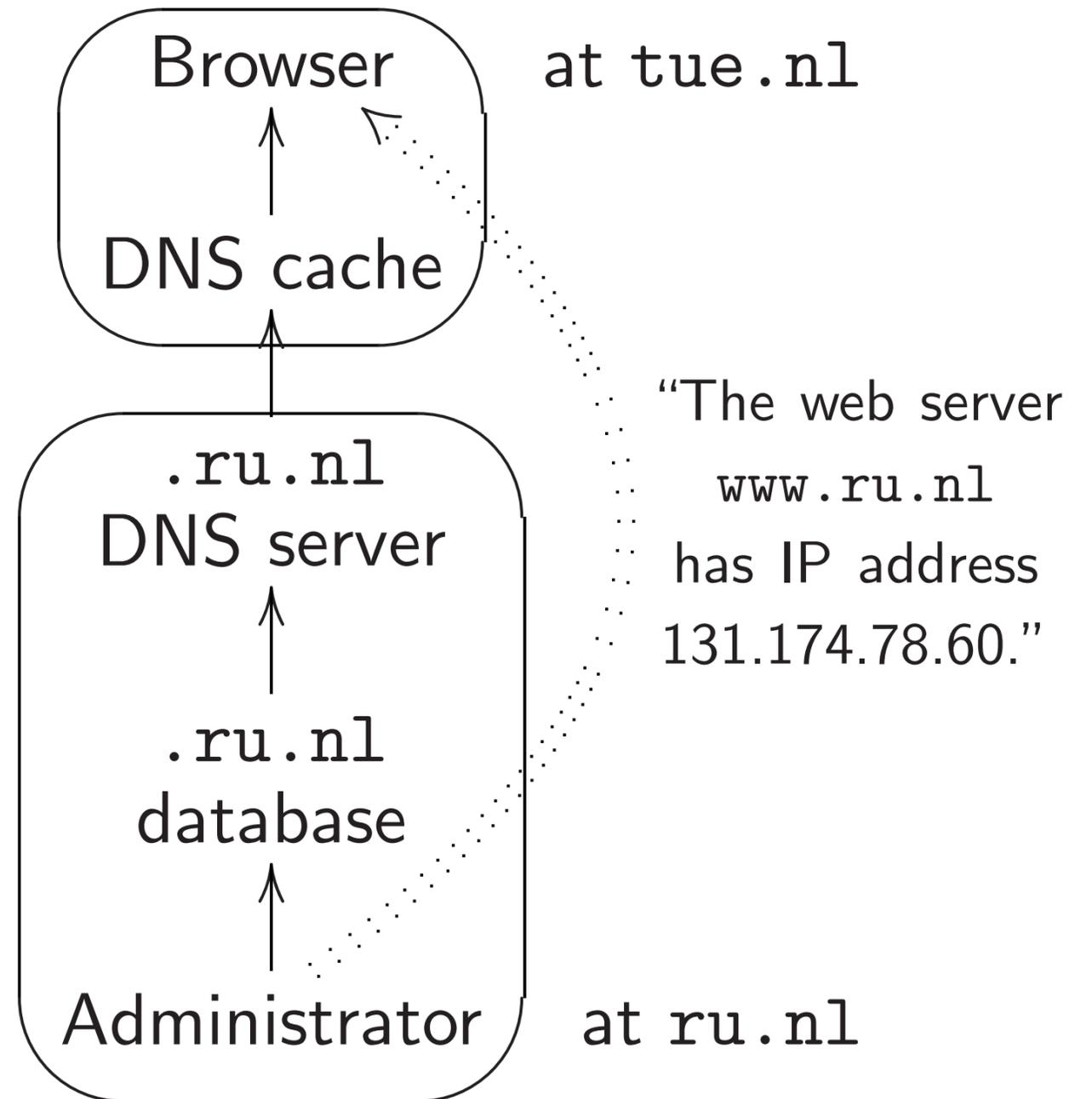
DNS architecture

Browser pulls data from
DNS cache at `tue.nl`:



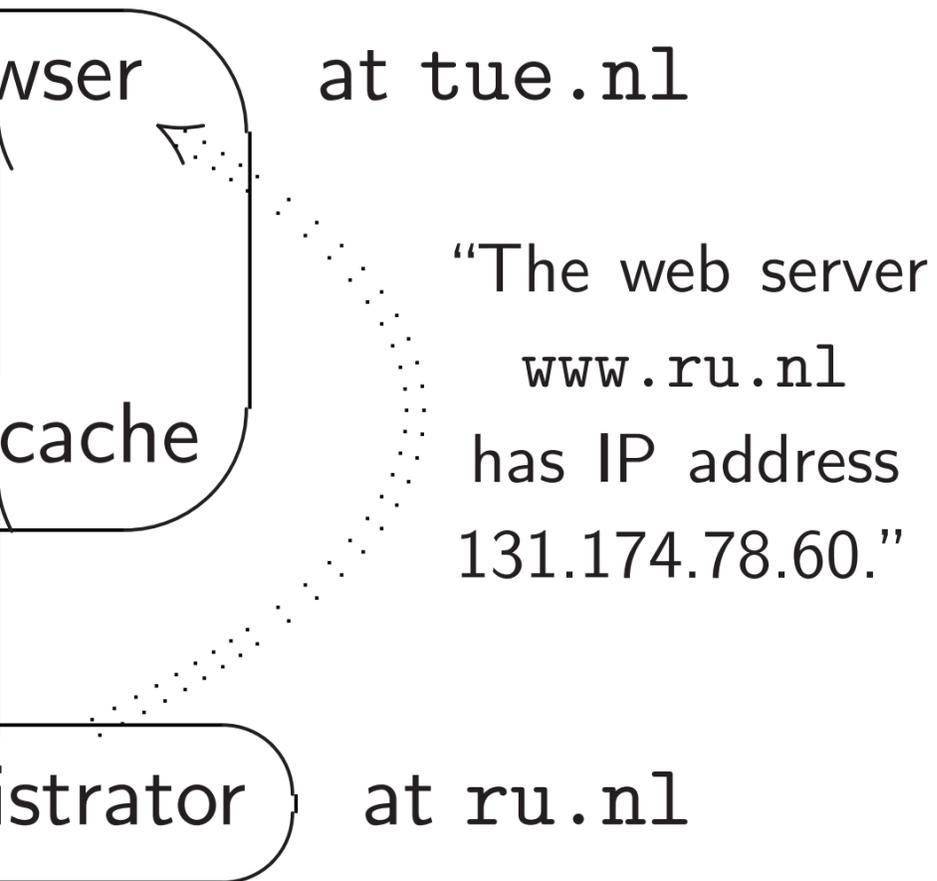
Cache pulls data from
administrator if it
doesn't already have the data.

Administrator pushes data
through local database into
`.ru.nl` DNS server:



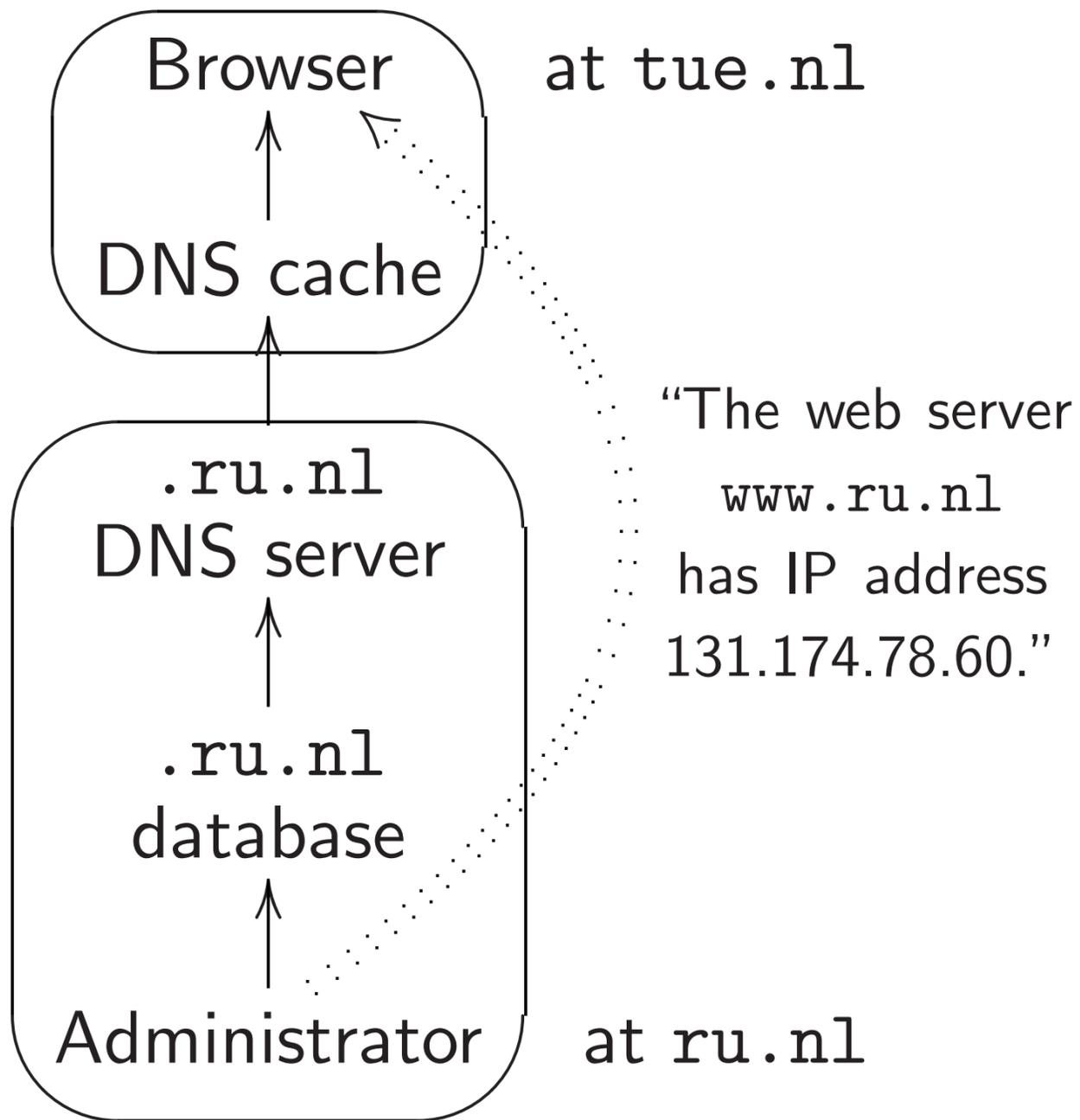
Architecture

pulls data from
cache at tue.nl:



pulls data from
administrator if it
already have the data.

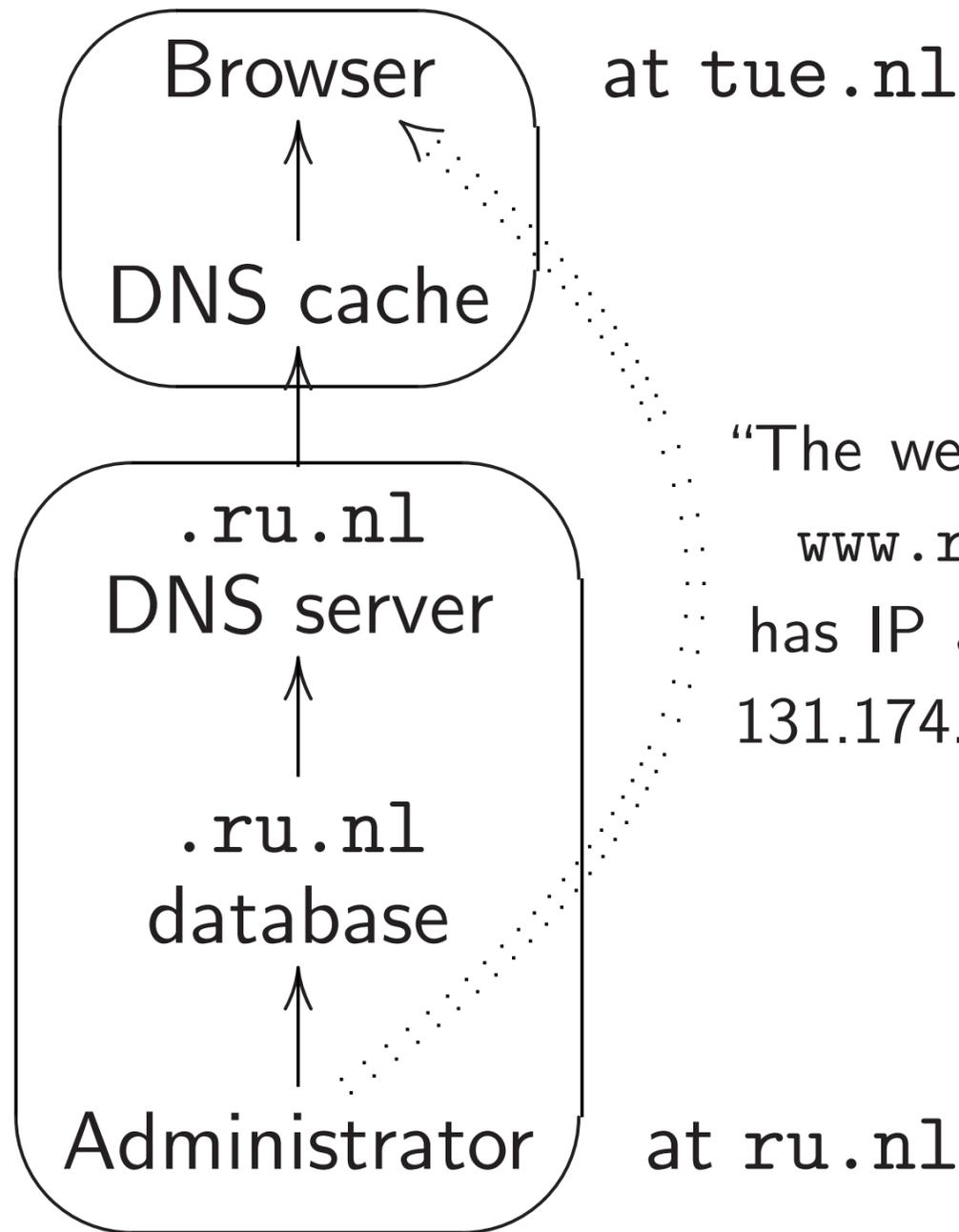
Administrator pushes data
through local database into
.ru.nl DNS server:



DNS ca
.ru.nl
.nl DNS

"The DN
for .r
is n
with IP
131.174.

Administrator pushes data through local database into .ru.nl DNS server:



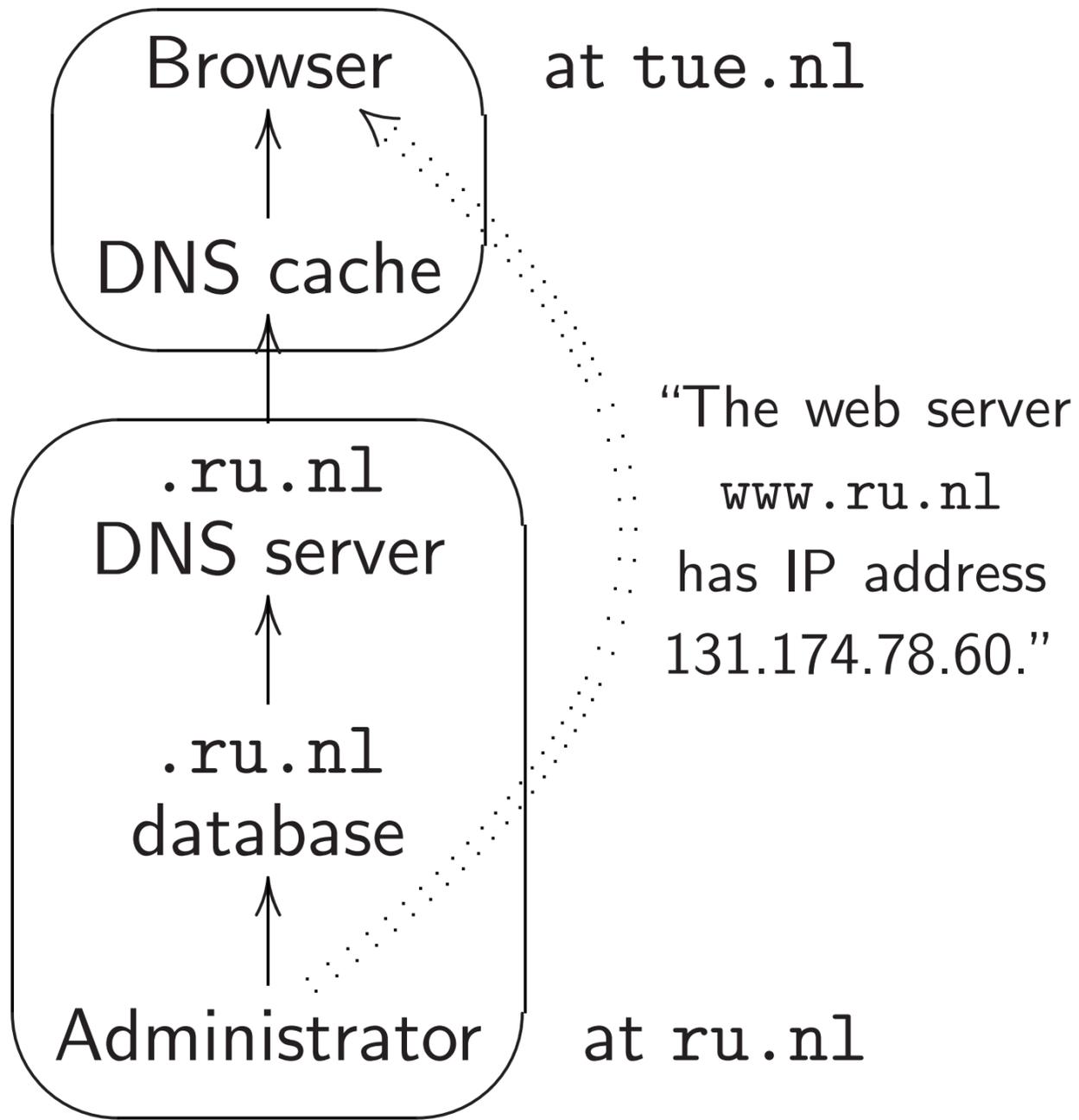
DNS cache learns .ru.nl DNS server: .nl DNS server:

at tue.nl

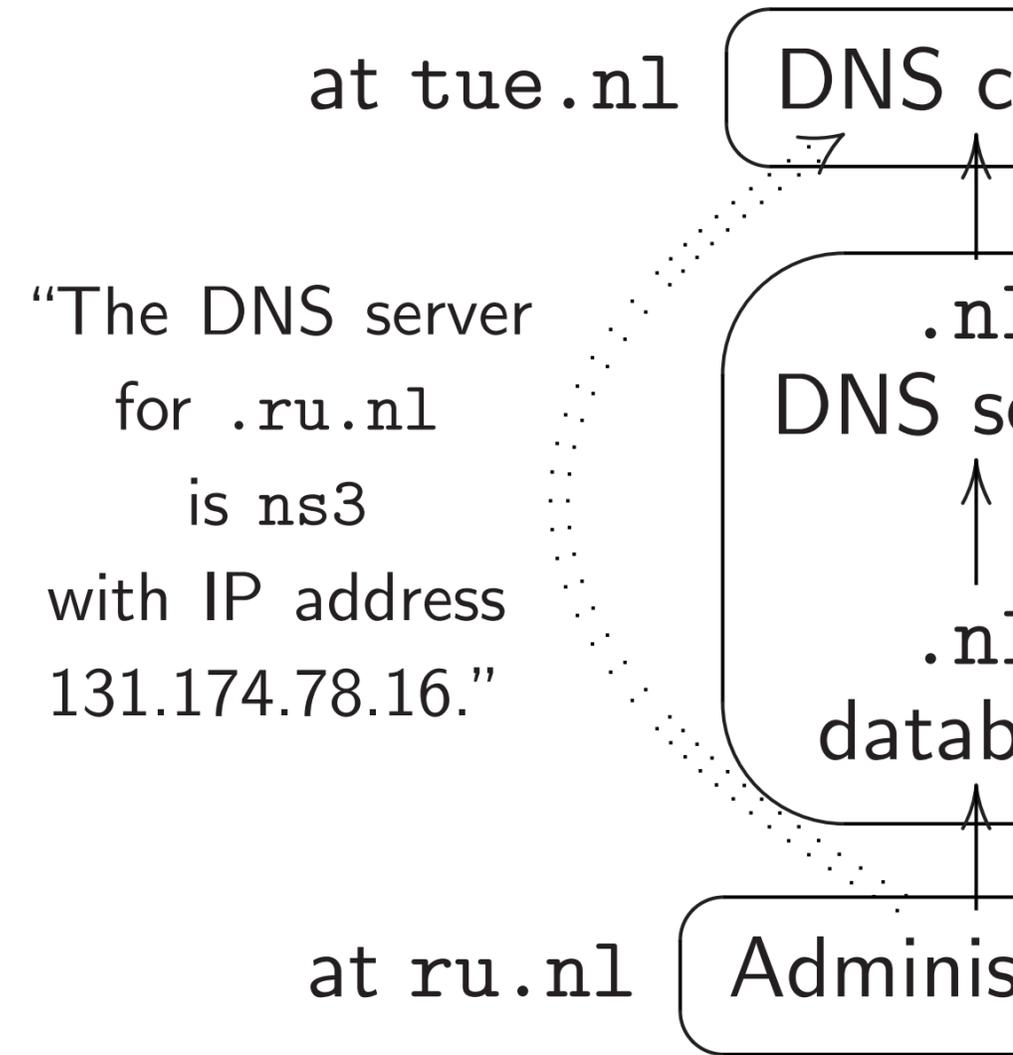
“The DNS server for .ru.nl is ns3 with IP address 131.174.78.16.”

at ru.nl

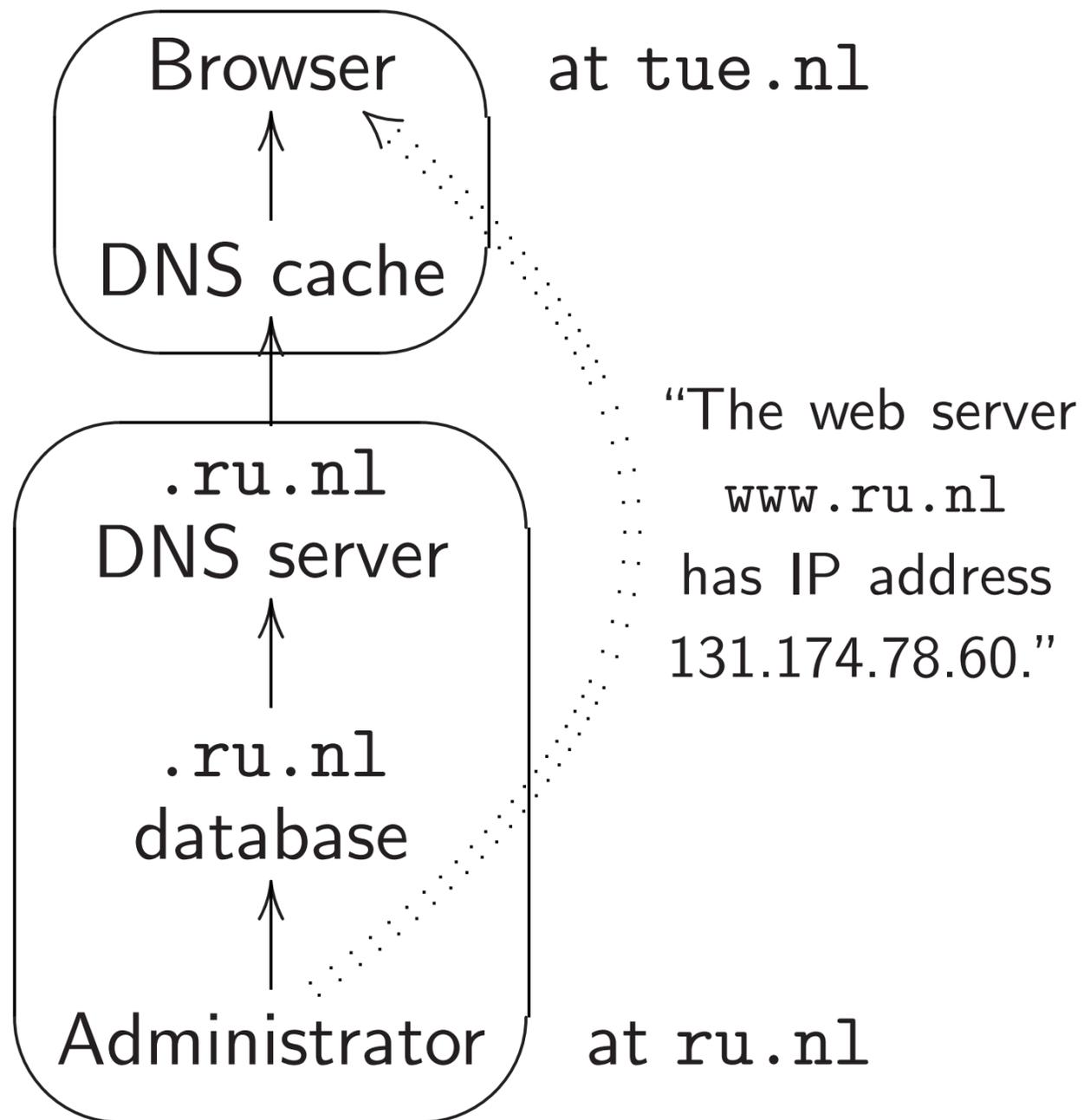
Administrator pushes data through local database into .ru.nl DNS server:



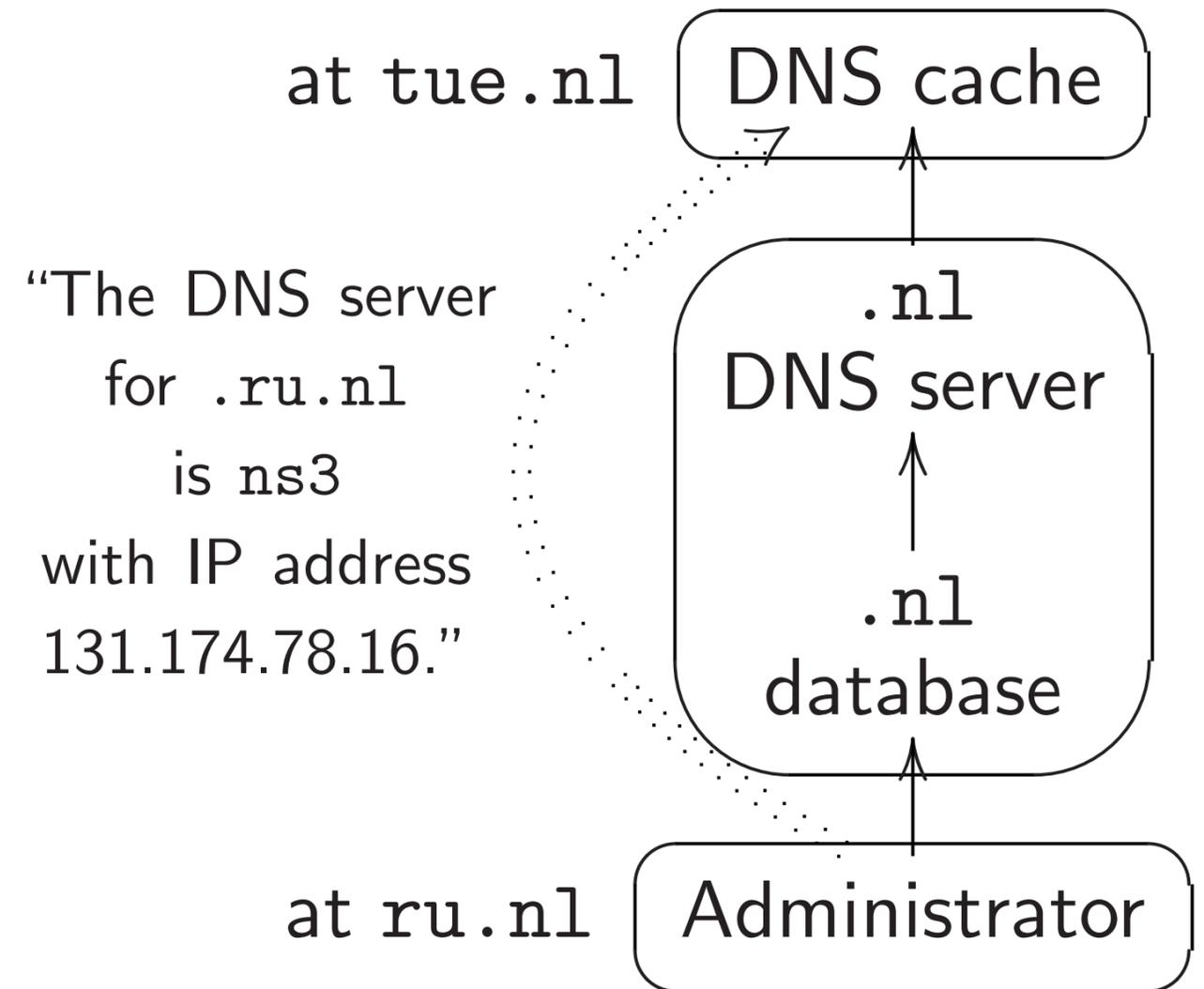
DNS cache learns location of .ru.nl DNS server from .nl DNS server:



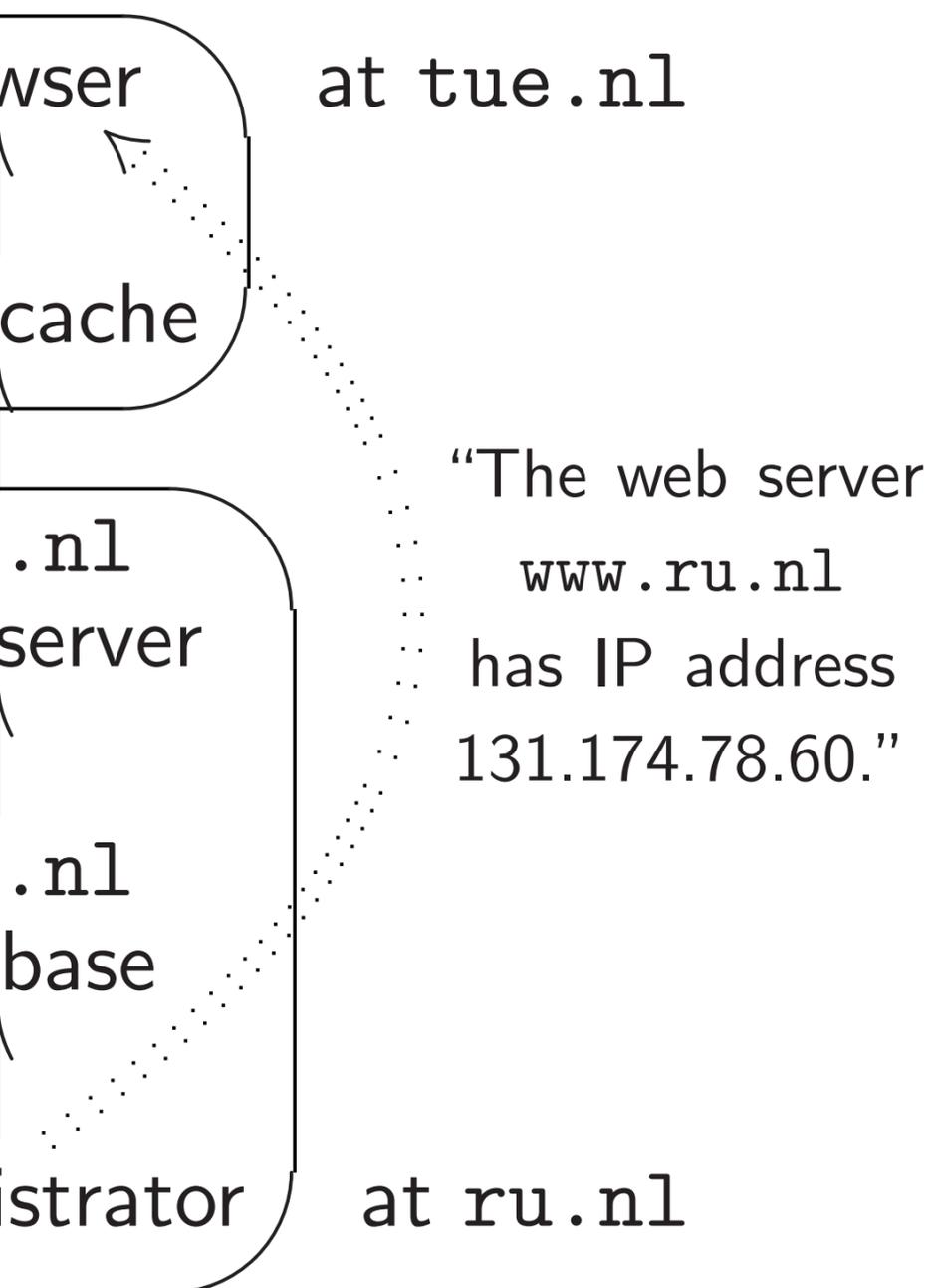
Administrator pushes data through local database into .ru.nl DNS server:



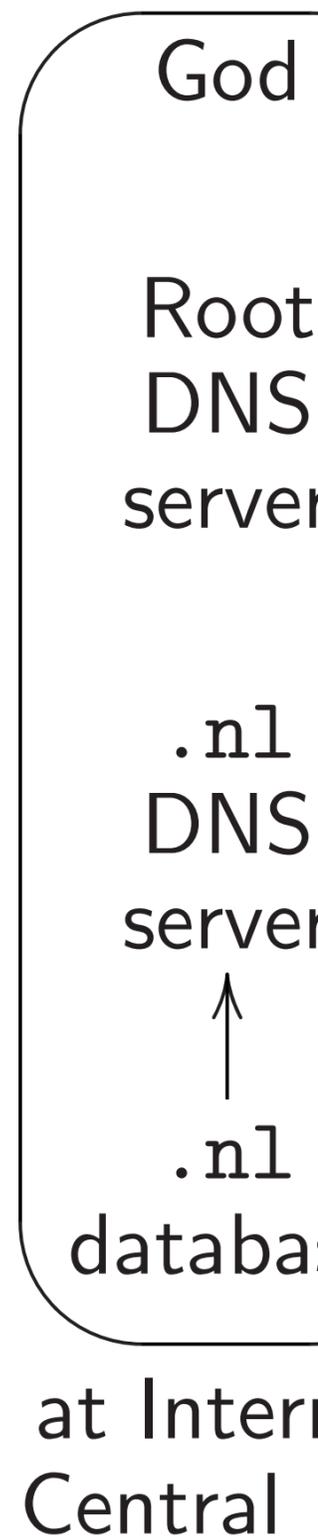
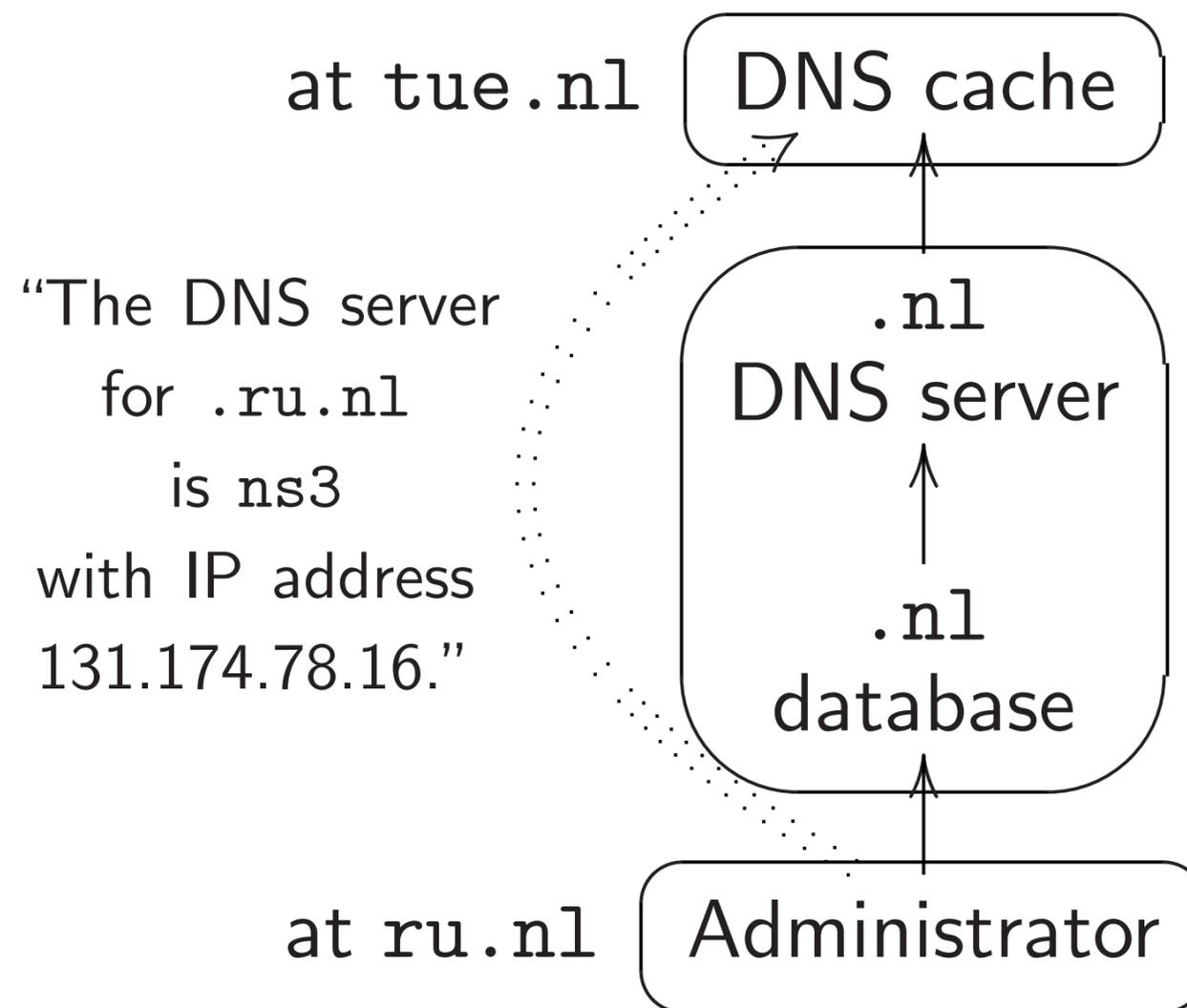
DNS cache learns location of .ru.nl DNS server from .nl DNS server:



Administrator pushes data
from local database into
DNS server:



DNS cache learns location of
.ru.nl DNS server from
.nl DNS server:



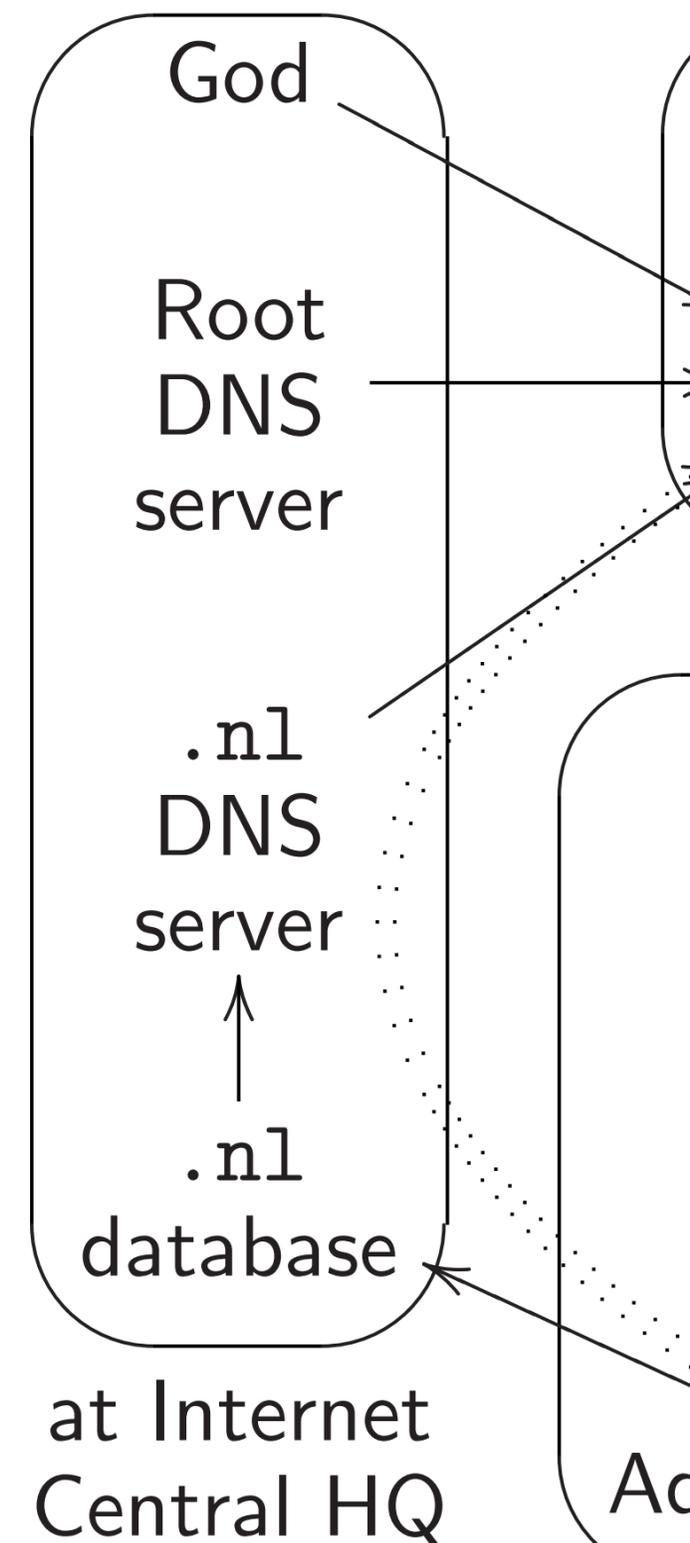
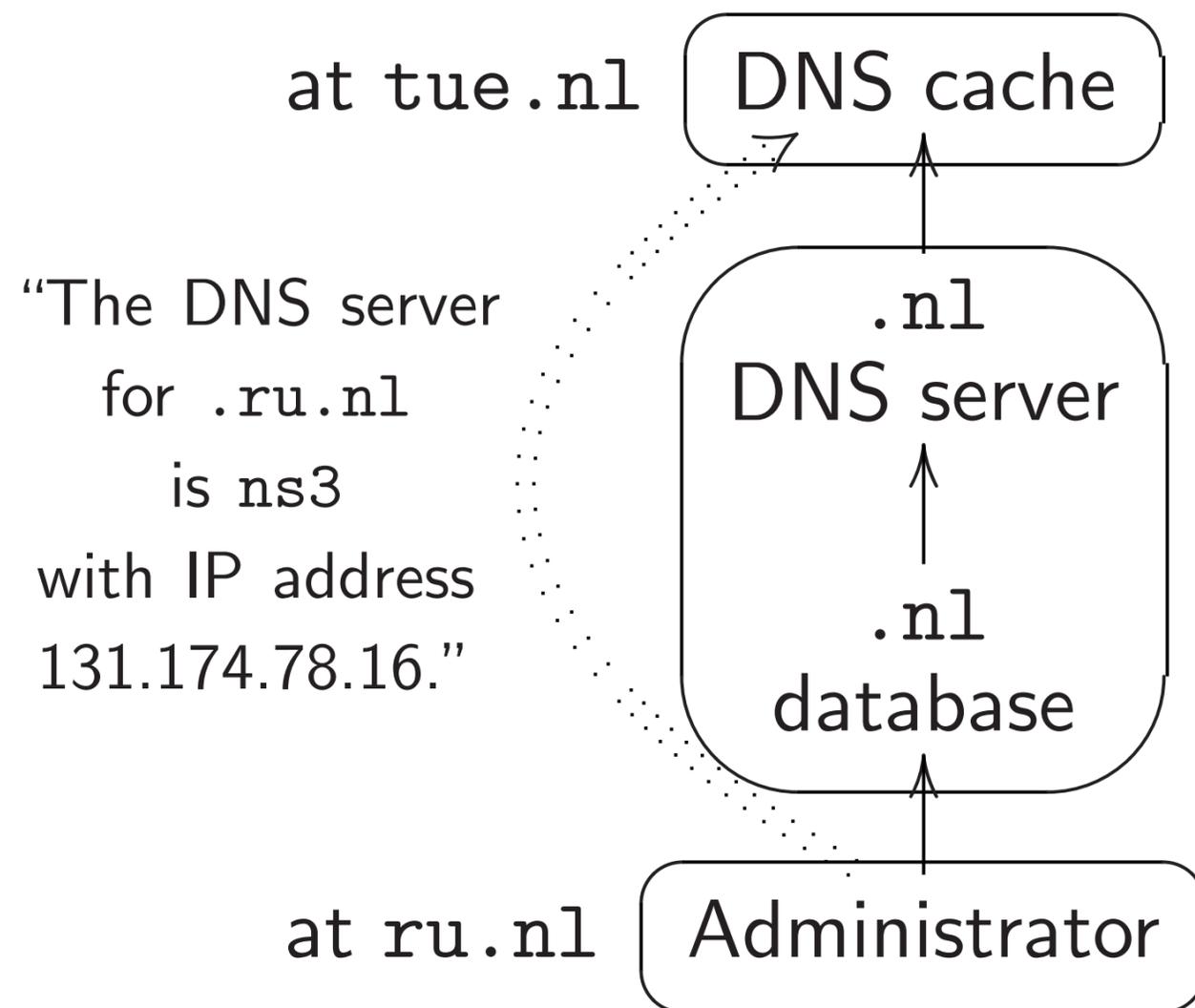
thes data
base into
er:

t tue.nl

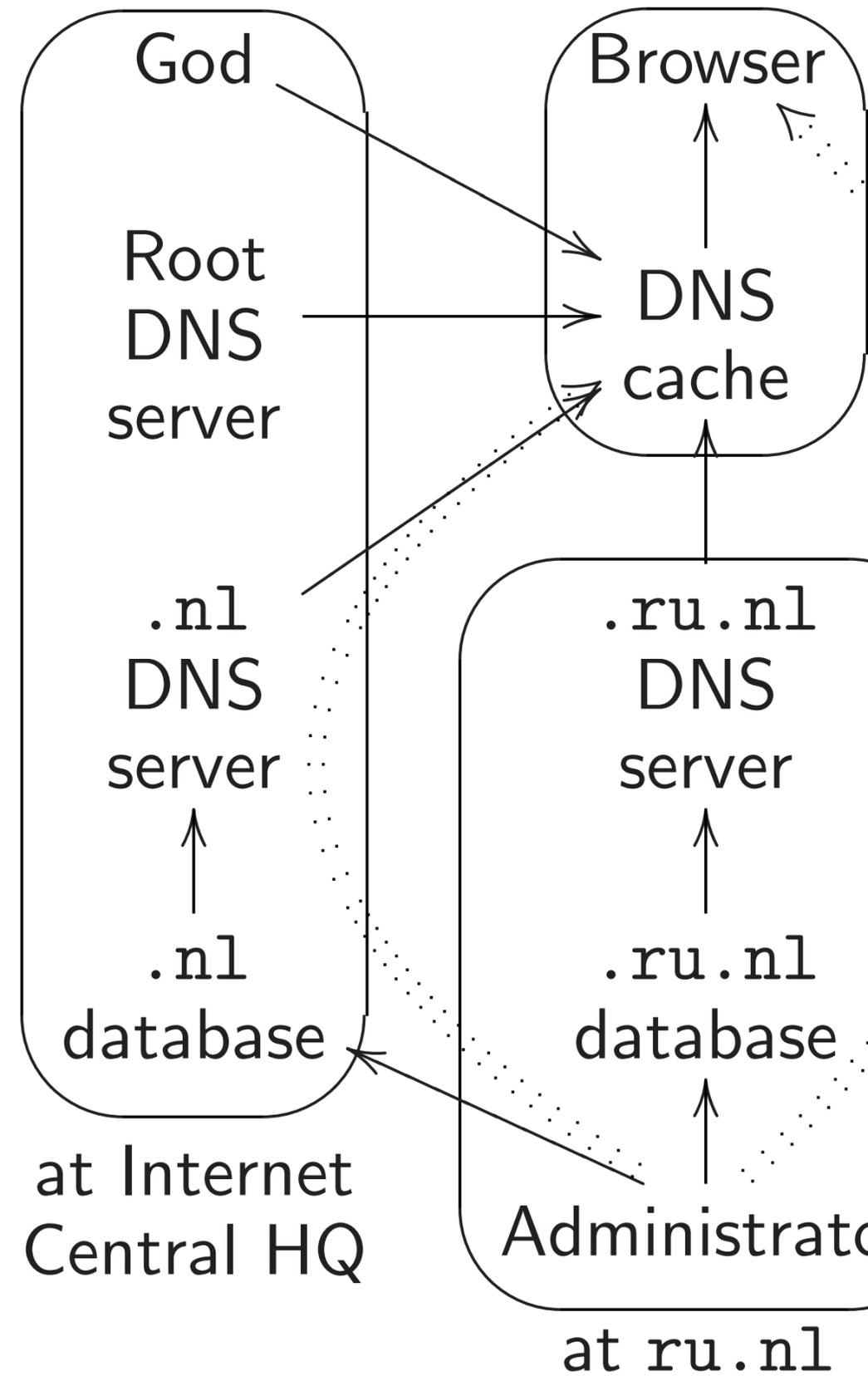
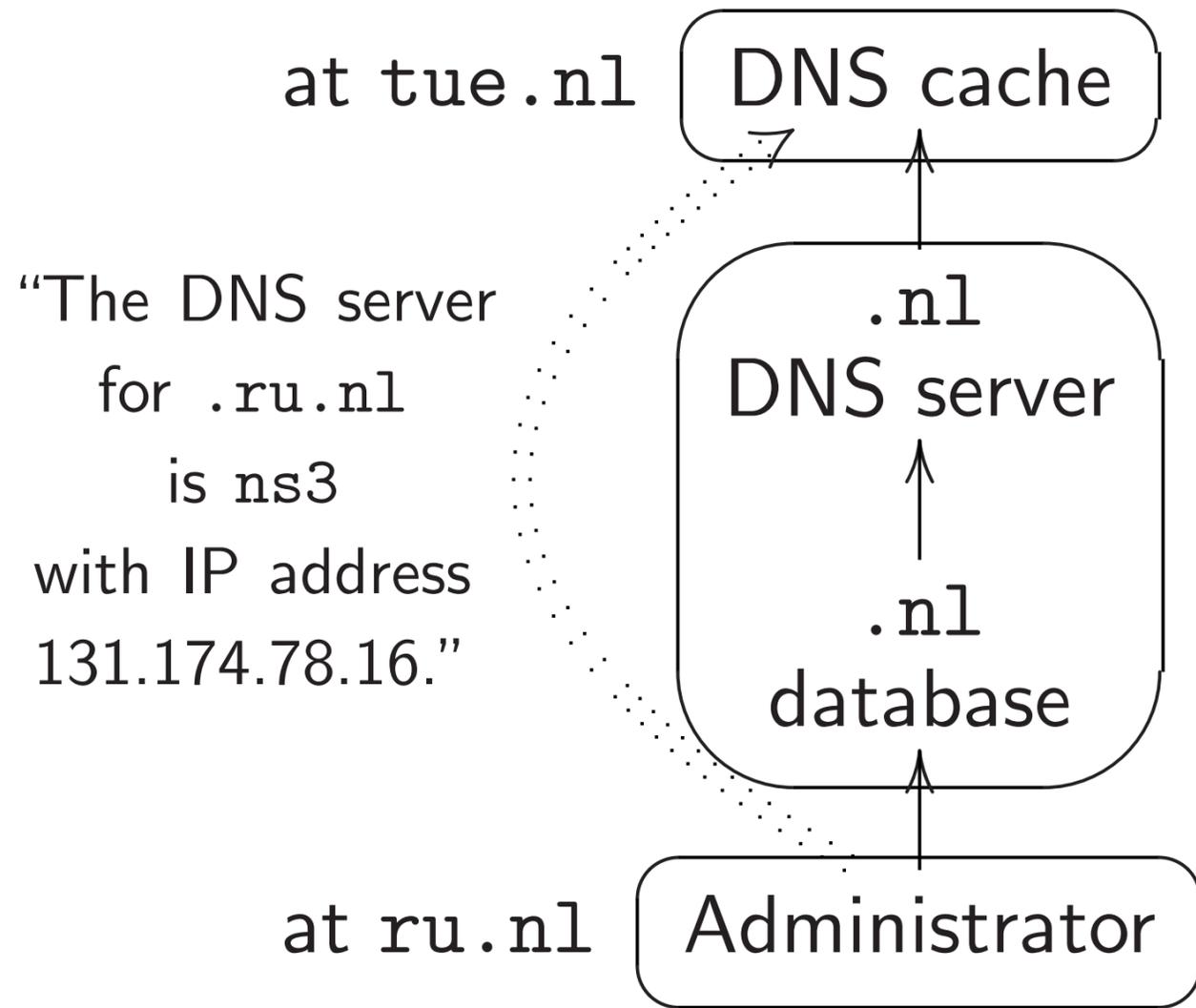
“The web server
www.ru.nl
has IP address
131.174.78.60.”

at ru.nl

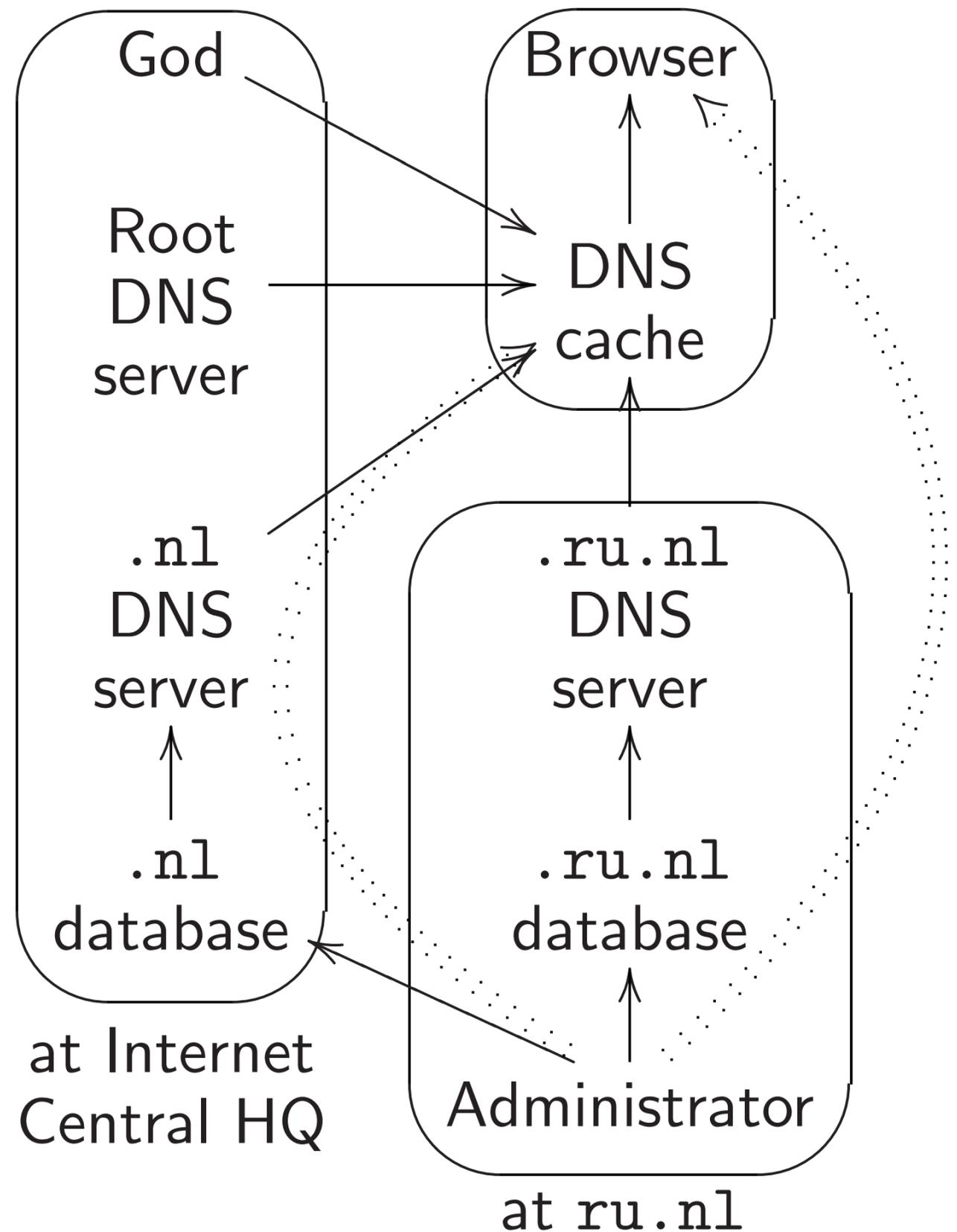
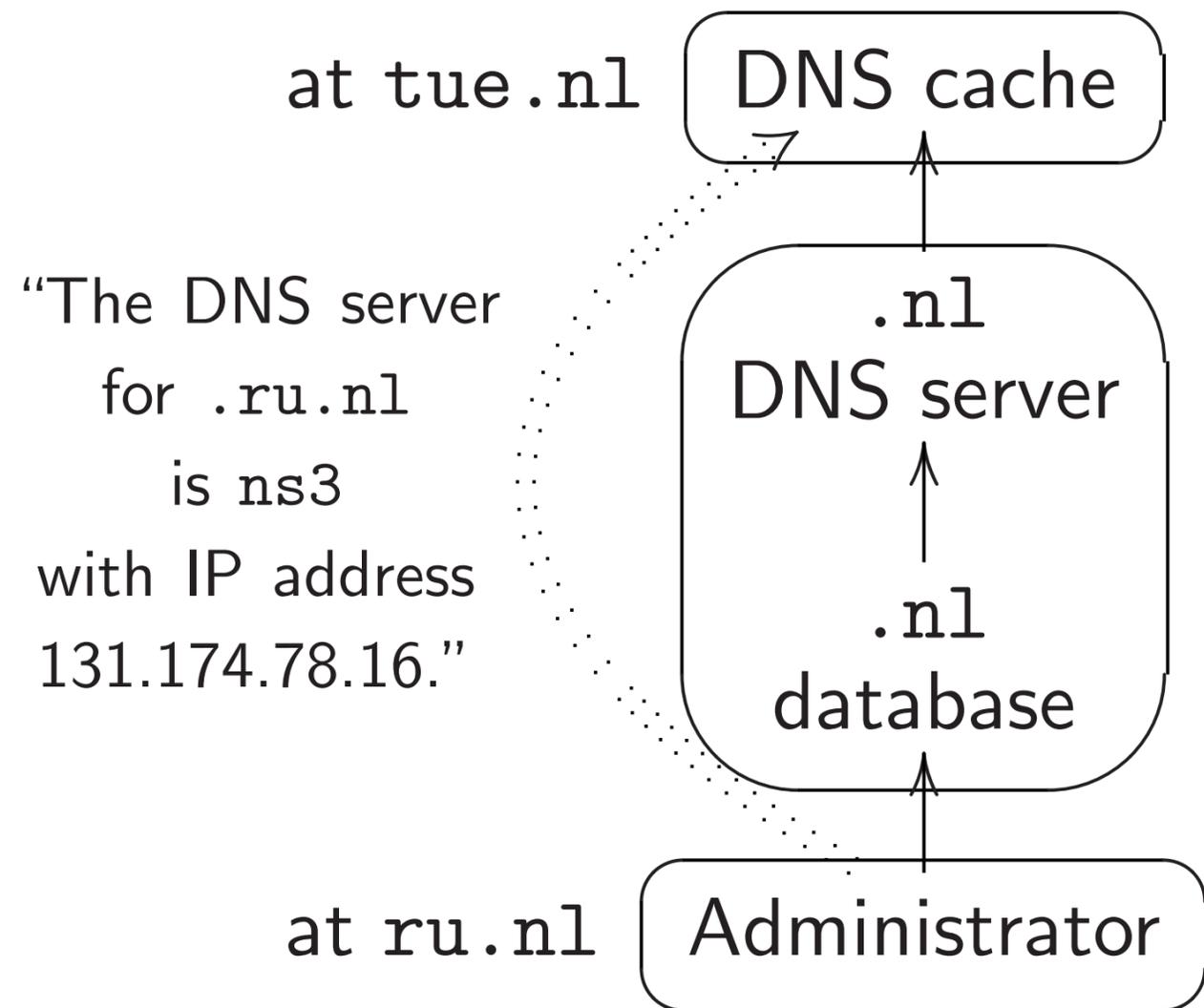
DNS cache learns location of
.ru.nl DNS server from
.nl DNS server:



DNS cache learns location of .ru.nl DNS server from .nl DNS server:



DNS cache learns location of
.ru.nl DNS server from
.nl DNS server:

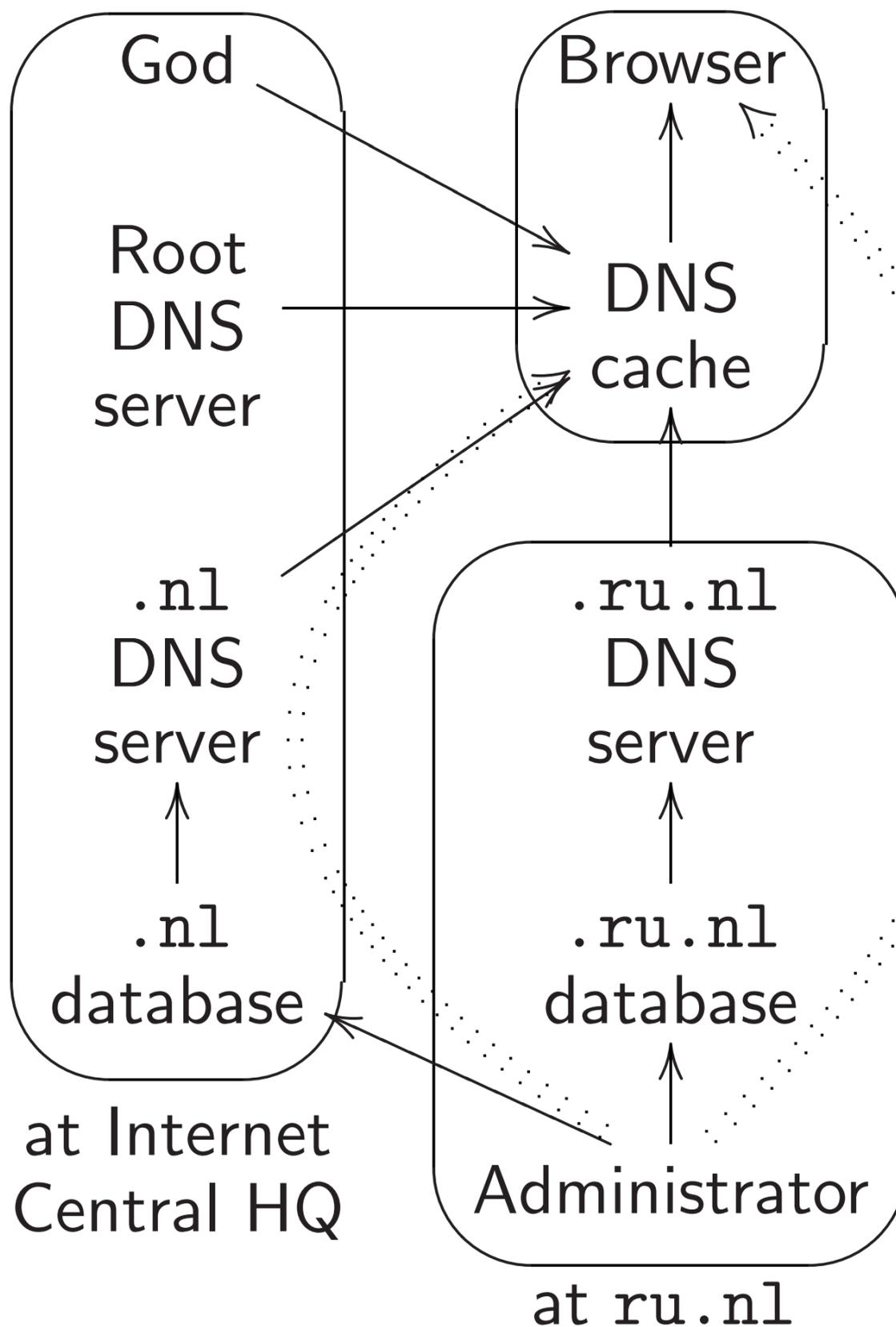
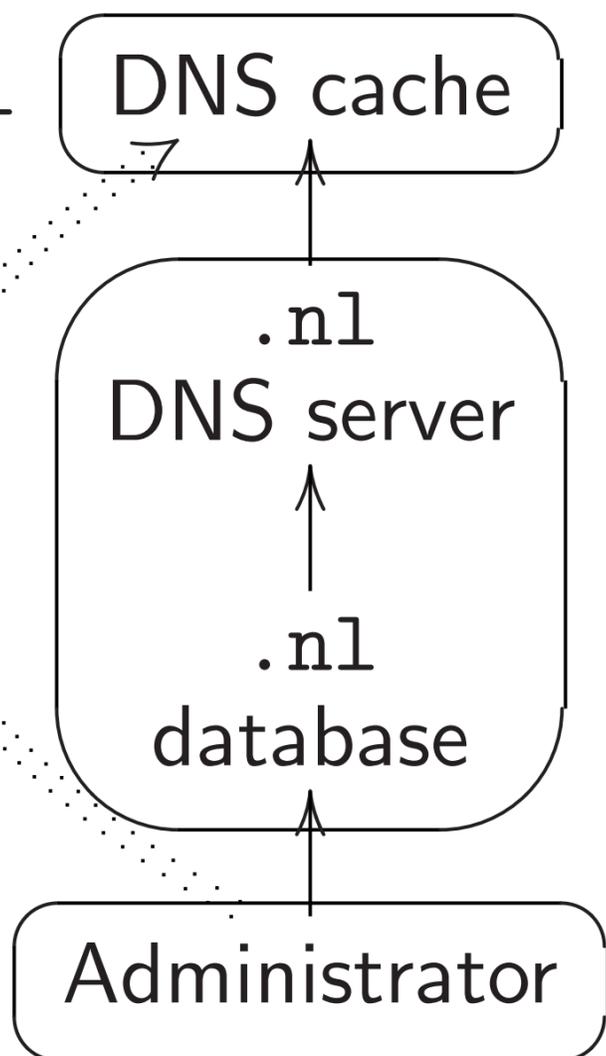


the learns location of
DNS server from
S server:

at tue.nl

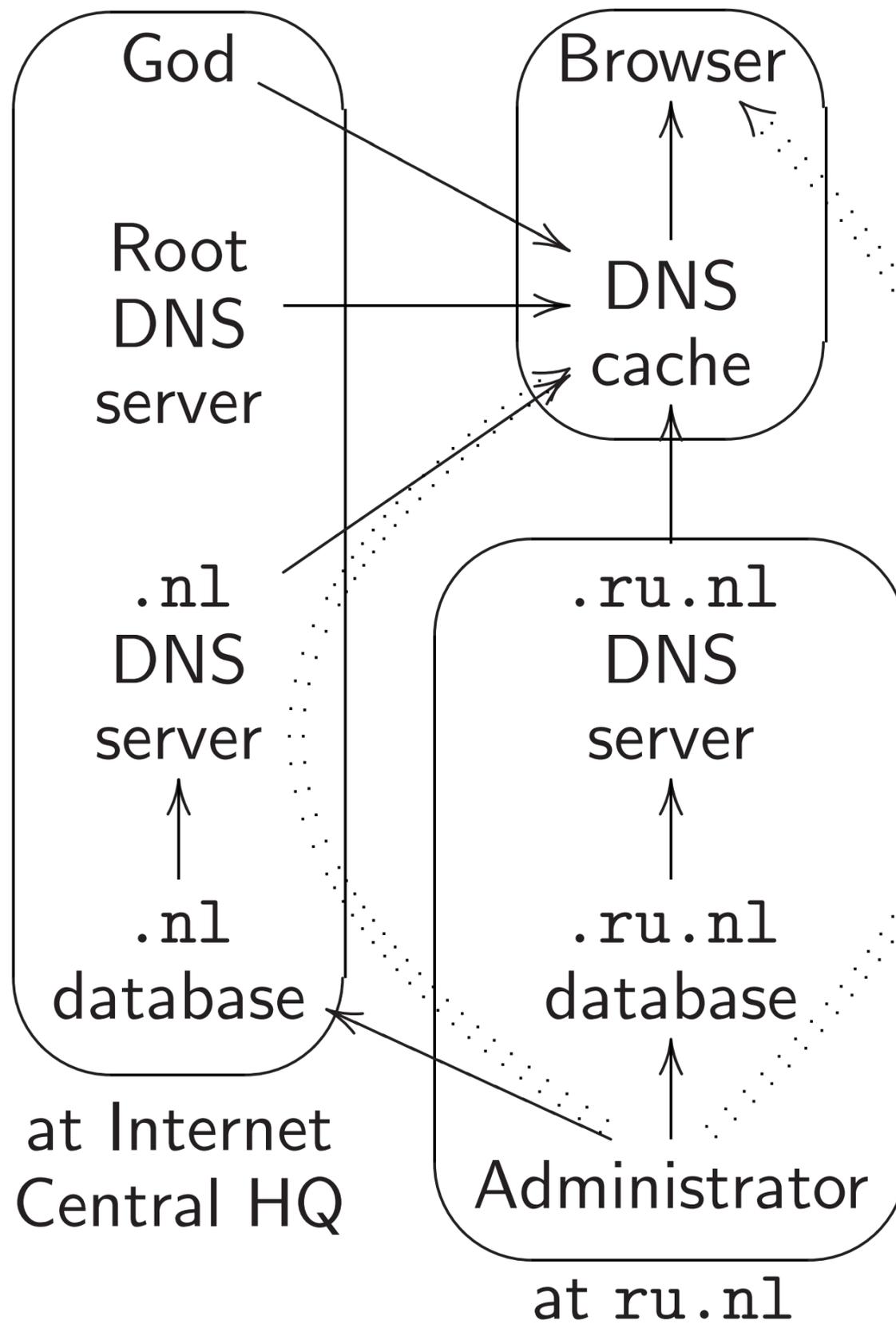
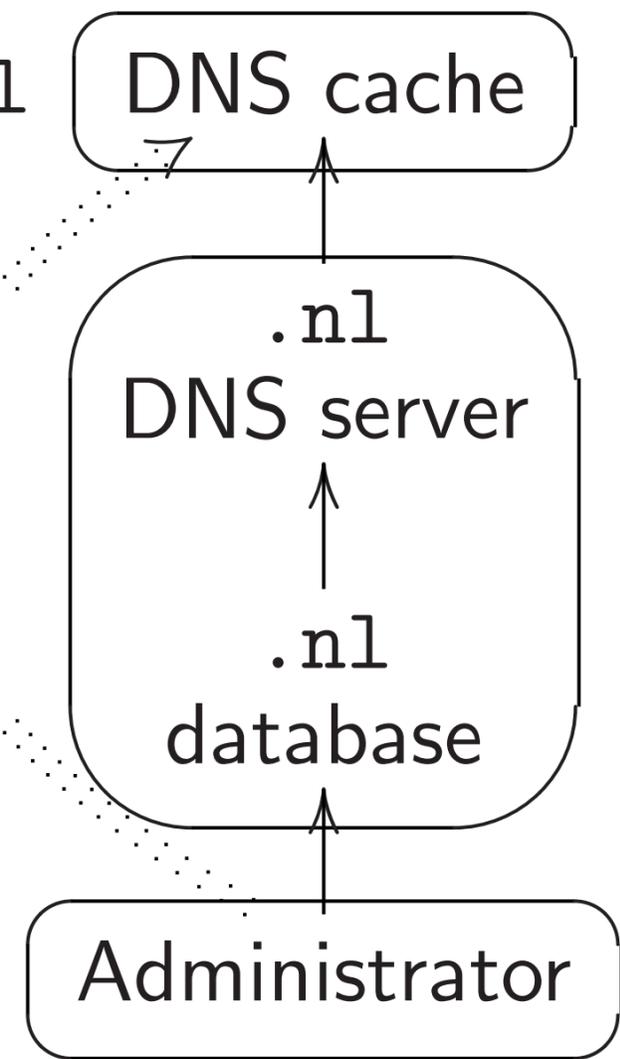
S server
u.nl
s3
address
78.16."

at ru.nl



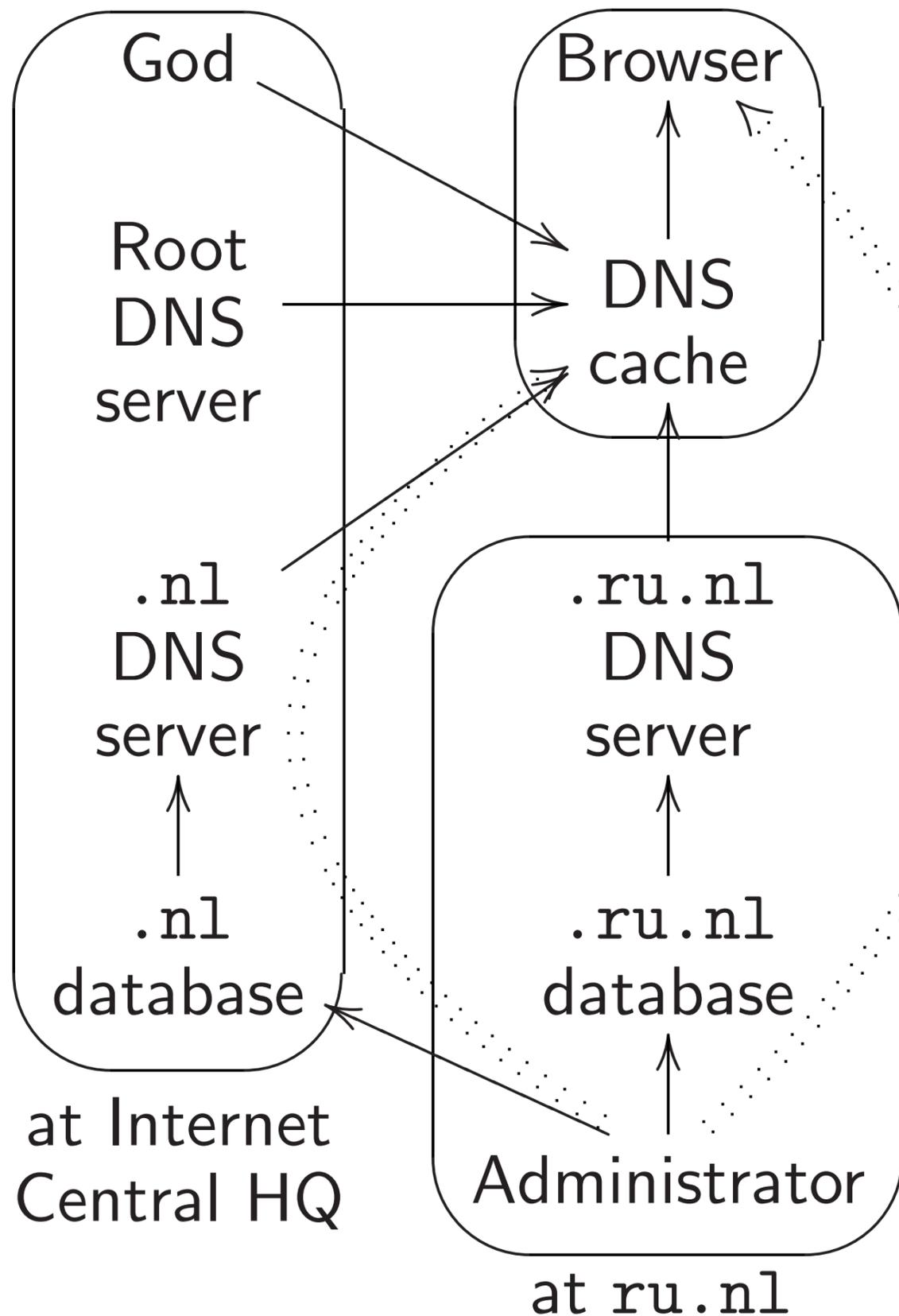
DNS ser
Wikiped
DNS, dj
DNS Plu
PowerDI
Nominu
Posadis,
Registra
yaku-ns,
Much w
database
hundred
written l

location of
er from



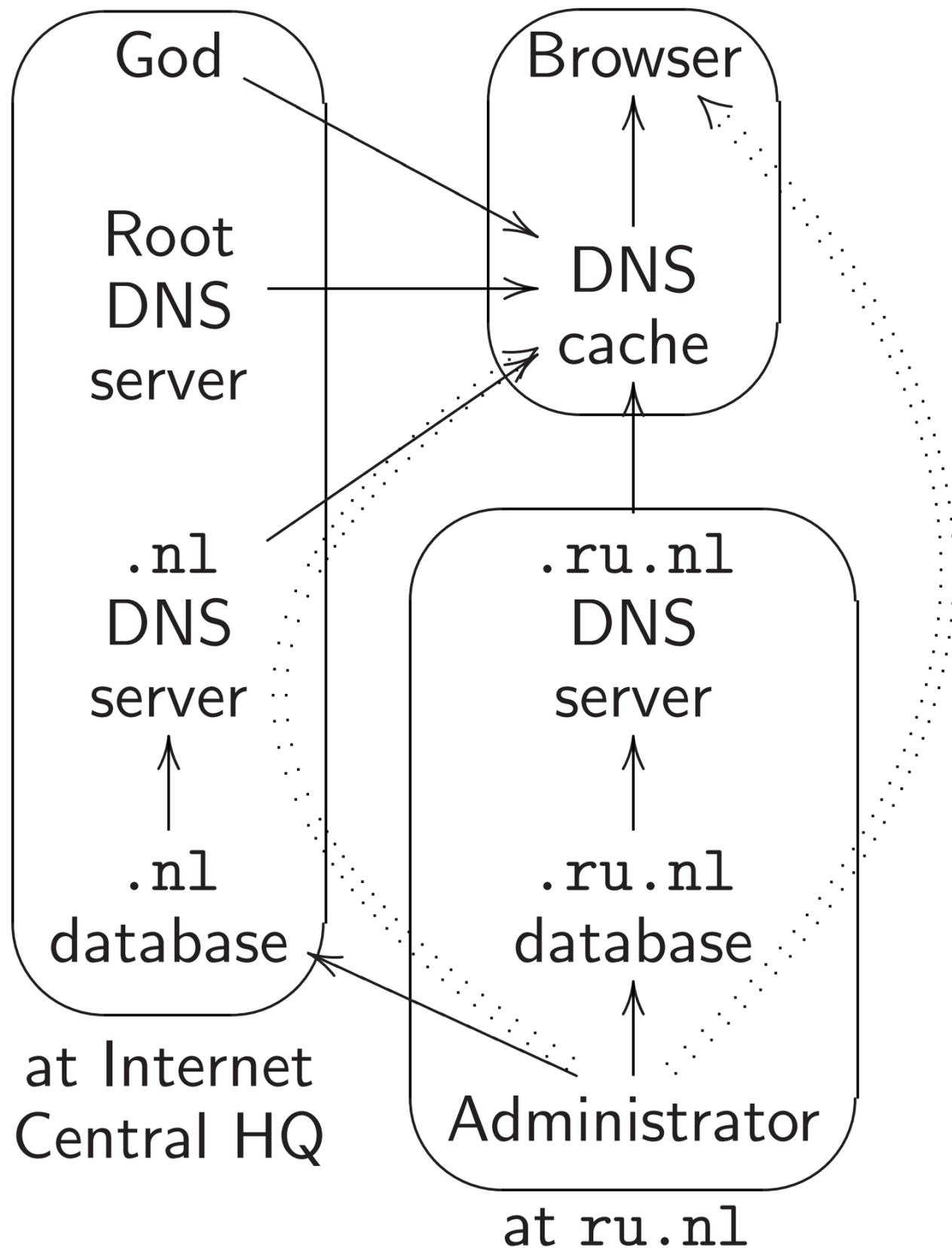
DNS server software
Wikipedia: BIND,
DNS, djbdns, Dns
DNS Plus, NSD, k
PowerDNS, MaraD
Nominum ANS, N
Posadis, Unbound
Registrar, dnrd, go
yaku-ns, DNS Blas

Much wider variety
database-managem
hundreds of home
written by DNS re



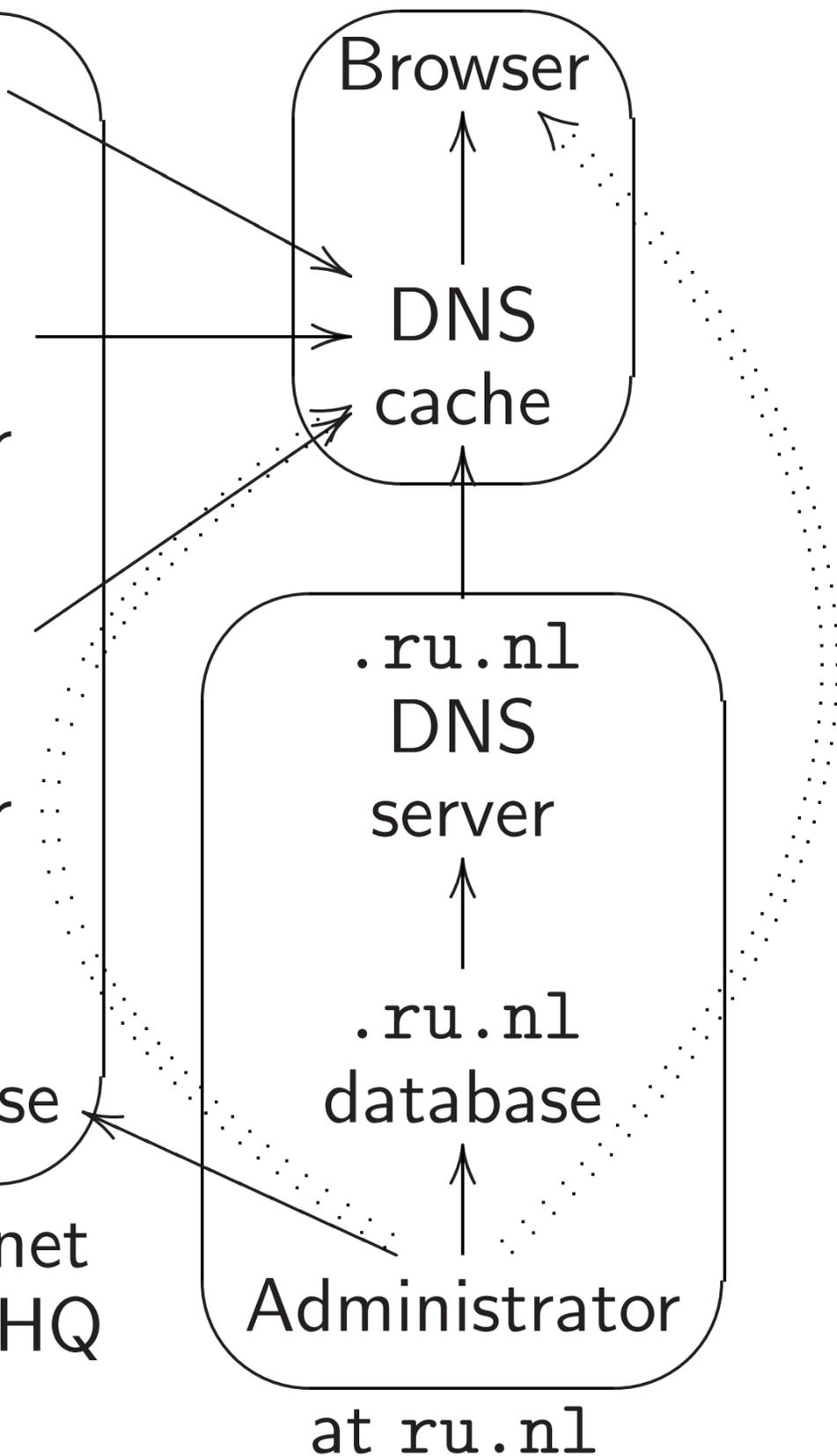
DNS server software listed in Wikipedia: BIND, Microsoft DNS, djbdns, Dnsmasq, Sim DNS Plus, NSD, Knot DNS, PowerDNS, MaraDNS, pdns, Nominum ANS, Nominum V Posadis, Unbound, Cisco Ne Registrar, dnrd, gdnssd, YAD yaku-ns, DNS Blast.

Much wider variety of DNS database-management tools hundreds of homegrown too written by DNS registrars et



DNS server software listed in Wikipedia: BIND, Microsoft DNS, djbdns, Dnsmasq, Simple DNS Plus, NSD, Knot DNS, PowerDNS, MaraDNS, pdnsd, Nominum ANS, Nominum Vantio, Posadis, Unbound, Cisco Network Registrar, dnrd, gdnrd, YADIFA, yaku-ns, DNS Blast.

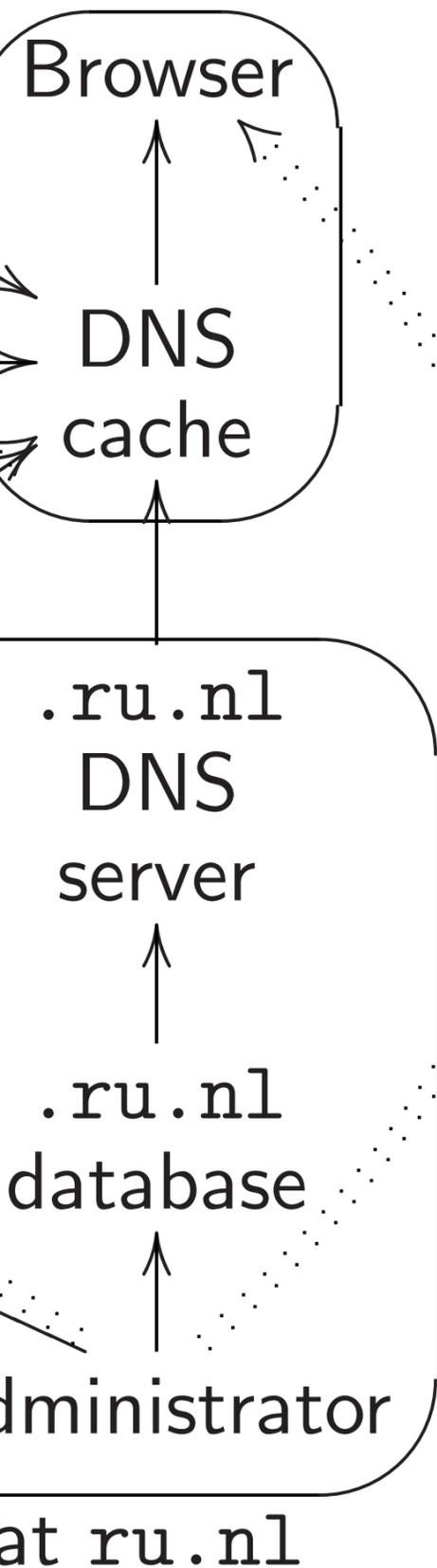
Much wider variety of DNS database-management tools, plus hundreds of homegrown tools written by DNS registrars etc.



DNS server software listed in Wikipedia: BIND, Microsoft DNS, djbdns, Dnsmasq, Simple DNS Plus, NSD, Knot DNS, PowerDNS, MaraDNS, pdnsd, Nominum ANS, Nominum Vantio, Posadis, Unbound, Cisco Network Registrar, dnrd, gdnssd, YADIFA, yaku-ns, DNS Blast.

Much wider variety of DNS database-management tools, plus hundreds of homegrown tools written by DNS registrars etc.

DNSSEC
 DNSSEC
 every DN
 Whenever
 a DNS r
 precomp
 signature
 Often co
 for the t
 Example
 can proc
 Tool rea
 probably



DNS server software listed in Wikipedia: BIND, Microsoft DNS, djbdns, Dnsmasq, Simple DNS Plus, NSD, Knot DNS, PowerDNS, MaraDNS, pdnsd, Nominum ANS, Nominum Vantio, Posadis, Unbound, Cisco Network Registrar, dnrd, gdnssd, YADIFA, yaku-ns, DNS Blast.

Much wider variety of DNS database-management tools, plus hundreds of homegrown tools written by DNS registrars etc.

DNSSEC changes

DNSSEC demands every DNS-manag

Whenever a tool a a DNS record, also precompute and st signature for the m

Often considerable for the tool progra

Example: Signing can produce 40GB Tool reading datab probably has to be

DNS server software listed in Wikipedia: BIND, Microsoft DNS, djbdns, Dnsmasq, Simple DNS Plus, NSD, Knot DNS, PowerDNS, MaraDNS, pdnsd, Nominum ANS, Nominum Vantio, Posadis, Unbound, Cisco Network Registrar, dnrd, gdnrd, YADIFA, yaku-ns, DNS Blast.

Much wider variety of DNS database-management tools, plus hundreds of homegrown tools written by DNS registrars etc.

DNSSEC changes everything

DNSSEC demands new code every DNS-management tool

Whenever a tool adds or changes a DNS record, also has to precompute and store a DNS signature for the new record

Often considerable effort for the tool programmers.

Example: Signing 6GB data can produce 40GB database. Tool reading database into memory probably has to be reengineered

DNS server software listed in Wikipedia: BIND, Microsoft DNS, djbdns, Dnsmasq, Simple DNS Plus, NSD, Knot DNS, PowerDNS, MaraDNS, pdnsd, Nominum ANS, Nominum Vantio, Posadis, Unbound, Cisco Network Registrar, dnrd, gdnisd, YADIFA, yaku-ns, DNS Blast.

Much wider variety of DNS database-management tools, plus hundreds of homegrown tools written by DNS registrars etc.

DNSSEC changes everything

DNSSEC demands new code in every DNS-management tool.

Whenever a tool adds or changes a DNS record, also has to precompute and store a DNSSEC signature for the new record.

Often considerable effort for the tool programmers.

Example: Signing 6GB database can produce 40GB database.

Tool reading database into RAM probably has to be reengineered.

ver software listed in
 ia: BIND, Microsoft
 bdns, Dnsmasq, Simple
 us, NSD, Knot DNS,
 NS, MaraDNS, pdnsd,
 m ANS, Nominum Vantio,
 Unbound, Cisco Network
 r, dnrd, gdnsd, YADIFA,
 DNS Blast.

ider variety of DNS
 e-management tools, plus
 s of homegrown tools
 by DNS registrars etc.

DNSSEC changes everything

DNSSEC demands new code in
 every DNS-management tool.

Whenever a tool adds or changes
 a DNS record, also has to
 precompute and store a DNSSEC
 signature for the new record.

Often considerable effort
 for the tool programmers.

Example: Signing 6GB database
 can produce 40GB database.

Tool reading database into RAM
 probably has to be reengineered.

Nijmege

to send

The .nl

and data

and web

need to

to accep

and to s

DNS cao

to fetch

and veri

Tons of

are listed in
 Microsoft
 masq, Simple
 Knot DNS,
 DNS, pdnsd,
 ominum Vantio,
 Cisco Network
 dnsd, YADIFA,
 st.
 y of DNS
 ment tools, plus
 grown tools
 registrars etc.

DNSSEC changes everything

DNSSEC demands new code in every DNS-management tool.

Whenever a tool adds or changes a DNS record, also has to precompute and store a DNSSEC signature for the new record.

Often considerable effort for the tool programmers.

Example: Signing 6GB database can produce 40GB database.

Tool reading database into RAM probably has to be reengineered.

Nijmegen administr
 to send public key
 The .nl server
and database softw
and web interface
 need to be update
 to accept these pu
 and to sign everyt
 DNS cache needs
 to fetch keys, fetc
 and verify signatur
 Tons of pain for in

DNSSEC changes everything

DNSSEC demands new code in every DNS-management tool.

Whenever a tool adds or changes a DNS record, also has to precompute and store a DNSSEC signature for the new record.

Often considerable effort for the tool programmers.

Example: Signing 6GB database can produce 40GB database.

Tool reading database into RAM probably has to be reengineered.

Nijmegen administrator also to send public key to .nl.

The .nl server *and* database software *and* web interface need to be updated to accept these public keys and to sign everything.

DNS cache needs new software to fetch keys, fetch signatures and verify signatures.

Tons of pain for implementation

DNSSEC changes everything

DNSSEC demands new code in every DNS-management tool.

Whenever a tool adds or changes a DNS record, also has to precompute and store a DNSSEC signature for the new record.

Often considerable effort for the tool programmers.

Example: Signing 6GB database can produce 40GB database.

Tool reading database into RAM probably has to be reengineered.

Nijmegen administrator also has to send public key to .nl.

The .nl server *and* database software *and* web interface need to be updated to accept these public keys and to sign everything.

DNS cache needs new software to fetch keys, fetch signatures, and verify signatures.

Tons of pain for implementors.

C changes everything

C demands new code in
DNS-management tool.

er a tool adds or changes
record, also has to
oute and store a DNSSEC
e for the new record.

onsiderable effort
ool programmers.

e: Signing 6GB database
duce 40GB database.
ding database into RAM
y has to be reengineered.

Nijmegen administrator also has
to send public key to .nl.

The .nl server
and database software
and web interface
need to be updated
to accept these public keys
and to sign everything.

DNS cache needs new software
to fetch keys, fetch signatures,
and verify signatures.

Tons of pain for implementors.

Original
would ha
to sign i
millions

Concept
much to

So the D
added co

allowing
a small r

and to s

but has
covering

everything

s new code in
ement tool.

adds or changes
o has to
store a DNSSEC
new record.

e effort
mmers.

6GB database
3 database.
base into RAM
e reengineered.

Nijmegen administrator also has
to send public key to .nl.

The .nl server
and database software
and web interface
need to be updated
to accept these public keys
and to sign everything.

DNS cache needs new software
to fetch keys, fetch signatures,
and verify signatures.

Tons of pain for implementors.

Original DNSSEC
would have required
to sign its whole d
millions of records

Conceptually simple
much too slow, m

So the DNSSEC p
added complicated
allowing .org to s
a small number of
and to sign “migh
but has not signed
covering the other

Nijmegen administrator also has to send public key to .nl.

The .nl server
and database software
and web interface
need to be updated
to accept these public keys
and to sign everything.

DNS cache needs new software
to fetch keys, fetch signatures,
and verify signatures.

Tons of pain for implementors.

Original DNSSEC protocols
would have required .org
to sign its whole database:
millions of records.

Conceptually simple but
much too slow, much too big.

So the DNSSEC protocol
added complicated options
allowing .org to sign
a small number of records,
and to sign “might have data
but has not signed any of it”
covering the other records.

Nijmegen administrator also has to send public key to .nl.

The .nl server
and database software
and web interface
need to be updated
to accept these public keys
and to sign everything.

DNS cache needs new software
to fetch keys, fetch signatures,
and verify signatures.

Tons of pain for implementors.

Original DNSSEC protocols
would have required .org
to sign its whole database:
millions of records.

Conceptually simple but
much too slow, much too big.

So the DNSSEC protocol
added complicated options
allowing .org to sign
a small number of records,
and to sign “might have data
but has not signed any of it”
covering the other records.

n administrator also has
public key to .nl.

server
database software

interface

be updated

ot these public keys
sign everything.

che needs new software
keys, fetch signatures,
fy signatures.

pain for implementors.

46

Original DNSSEC protocols
would have required .org
to sign its whole database:
millions of records.

Conceptually simple but
much too slow, much too big.

So the DNSSEC protocol
added complicated options
allowing .org to sign
a small number of records,
and to sign “might have data
but has not signed any of it”
covering the other records.

47

What ab
e.g. Mo
return ra
to spread

Often th
adjust lis
in light o
client lo

trator also has
to .nl.

ware

d
public keys
hing.

new software
h signatures,
res.

plementors.

Original DNSSEC protocols
would have required .org
to sign its whole database:
millions of records.

Conceptually simple but
much too slow, much too big.

So the DNSSEC protocol
added complicated options
allowing .org to sign
a small number of records,
and to sign “might have data
but has not signed any of it”
covering the other records.

What about *dynamic*
e.g. Most big sites
return random IP
to spread load across

Often they automa
adjust list of addre
in light of dead se
client location, etc

has

Original DNSSEC protocols would have required .org to sign its whole database: millions of records.

Conceptually simple but much too slow, much too big.

So the DNSSEC protocol added complicated options allowing .org to sign a small number of records, and to sign “might have data but has not signed any of it” covering the other records.

are

es,

ors.

What about *dynamic* DNS e.g. Most big sites return random IP addresses to spread load across servers

Often they automatically adjust list of addresses in light of dead servers, client location, etc.

Original DNSSEC protocols would have required .org to sign its whole database: millions of records.

Conceptually simple but much too slow, much too big.

So the DNSSEC protocol added complicated options allowing .org to sign a small number of records, and to sign “might have data but has not signed any of it” covering the other records.

What about *dynamic* DNS data?

e.g. Most big sites return random IP addresses to spread load across servers.

Often they automatically adjust list of addresses in light of dead servers, client location, etc.

Original DNSSEC protocols would have required .org to sign its whole database: millions of records.

Conceptually simple but much too slow, much too big.

So the DNSSEC protocol added complicated options allowing .org to sign a small number of records, and to sign “might have data but has not signed any of it” covering the other records.

What about *dynamic* DNS data?

e.g. Most big sites return random IP addresses to spread load across servers.

Often they automatically adjust list of addresses in light of dead servers, client location, etc.

DNSSEC purists say “**Answers should always be static**”.

DNSSEC protocols
 have required .org
 its whole database:
 of records.

ually simple but
 o slow, much too big.

DNSSEC protocol
 complicated options

.org to sign
 number of records,
 sign “might have data
 not signed any of it”
 the other records.

What about *dynamic* DNS data?
 e.g. Most big sites
 return random IP addresses
 to spread load across servers.

Often they automatically
 adjust list of addresses
 in light of dead servers,
 client location, etc.

DNSSEC purists say “**Answers
 should always be static**” .

Even in
 each res
 dynamic
 from sev
 MX ans

DNSSEC
 a signat
 not for e

⇒ One
 includes
 Massive

That’s w
 so much

protocols
 ed .org
 database:
 .
 le but
 uch too big.
 protocol
 d options
 sign
 records,
 t have data
 l any of it"
 records.

What about *dynamic* DNS data?

e.g. Most big sites
 return random IP addresses
 to spread load across servers.

Often they automatically
 adjust list of addresses
 in light of dead servers,
 client location, etc.

DNSSEC purists say "**Answers
 should always be static**".

Even in "static" D
 each response pac
 dynamically assem
 from several answe
 MX answer, NS an
 DNSSEC precomp
 a signature for eac
 not for each packe
 ⇒ One DNSSEC p
 includes several sig
 Massive bloat on t
 That's why DNSS
 so much amplifica

What about *dynamic* DNS data?

e.g. Most big sites return random IP addresses to spread load across servers.

Often they automatically adjust list of addresses in light of dead servers, client location, etc.

DNSSEC purists say “**Answers should always be static**”.

Even in “static” DNS, each response packet is dynamically assembled from several answers: MX answer, NS answer, etc.

DNSSEC precomputes a signature for each answer, not for each packet.

⇒ One DNSSEC packet includes several signatures. Massive bloat on the wire.

That’s why DNSSEC allows so much amplification.

What about *dynamic* DNS data?

e.g. Most big sites return random IP addresses to spread load across servers.

Often they automatically adjust list of addresses in light of dead servers, client location, etc.

DNSSEC purists say “**Answers should always be static**”.

Even in “static” DNS, each response packet is dynamically assembled from several answers: MX answer, NS answer, etc.

DNSSEC precomputes a signature for each answer, not for each packet.

⇒ One DNSSEC packet includes several signatures. Massive bloat on the wire.

That’s why DNSSEC allows so much amplification.

about *dynamic* DNS data?

st big sites

andom IP addresses

d load across servers.

ey automatically

st of addresses

of dead servers,

cation, etc.

C purists say “**Answers
always be static**”.

Even in “static” DNS,
each response packet is
dynamically assembled
from several answers:
MX answer, NS answer, etc.

DNSSEC precomputes
a signature for each answer,
not for each packet.

⇒ One DNSSEC packet
includes several signatures.
Massive bloat on the wire.

That’s why DNSSEC allows
so much amplification.

What ab

Are the

Can an a
obsolete

e.g. You

Attacker

replays o

mic DNS data?

S

addresses

oss servers.

atically

esses

rvers,

S.

ay “Answers
static”.

Even in “static” DNS,
each response packet is
dynamically assembled
from several answers:
MX answer, NS answer, etc.

DNSSEC precomputes
a signature for each answer,
not for each packet.

⇒ One DNSSEC packet
includes several signatures.
Massive bloat on the wire.

That’s why DNSSEC allows
so much amplification.

What about *old* D

Are the signatures

Can an attacker re

obsolete signed da

e.g. You move IP

Attacker grabs old

replays old signatu

data?

Even in “static” DNS,
each response packet is
dynamically assembled
from several answers:
MX answer, NS answer, etc.

DNSSEC precomputes
a signature for each answer,
not for each packet.

⇒ One DNSSEC packet
includes several signatures.
Massive bloat on the wire.

That’s why DNSSEC allows
so much amplification.

What about *old* DNS data?
Are the signatures still valid

Can an attacker replay
obsolete signed data?

e.g. You move IP addresses.
Attacker grabs old address,
replays old signature.

ers

Even in “static” DNS,
each response packet is
dynamically assembled
from several answers:
MX answer, NS answer, etc.

DNSSEC precomputes
a signature for each answer,
not for each packet.

⇒ One DNSSEC packet
includes several signatures.
Massive bloat on the wire.

That’s why DNSSEC allows
so much amplification.

What about *old* DNS data?
Are the signatures still valid?

Can an attacker replay
obsolete signed data?

e.g. You move IP addresses.
Attacker grabs old address,
replays old signature.

Even in “static” DNS,
each response packet is
dynamically assembled
from several answers:
MX answer, NS answer, etc.

DNSSEC precomputes
a signature for each answer,
not for each packet.

⇒ One DNSSEC packet
includes several signatures.
Massive bloat on the wire.

That’s why DNSSEC allows
so much amplification.

What about *old* DNS data?
Are the signatures still valid?

Can an attacker replay
obsolete signed data?

e.g. You move IP addresses.
Attacker grabs old address,
replays old signature.

If clocks are synchronized
then signatures can
include expiration times.
But frequent re-signing
is an administrative disaster.

“static” DNS,
 response packet is
 manually assembled
 several answers:
 answer, NS answer, etc.

Signature precomputes
 signature for each answer,
 each packet.

DNSSEC packet
 several signatures.
 bloat on the wire.

Why DNSSEC allows
 amplification.

What about *old* DNS data?
 Are the signatures still valid?

Can an attacker replay
 obsolete signed data?

e.g. You move IP addresses.
 Attacker grabs old address,
 replays old signature.

If clocks are synchronized
 then signatures can
 include expiration times.
 But frequent re-signing
 is an administrative disaster.

A few D
 2010.09.

DNS,
packet is
abled
ers:
answer, etc.
utes
ch answer,
et.
packet
gnatures.
the wire.
EC allows
tion.

What about *old* DNS data?
Are the signatures still valid?
Can an attacker replay
obsolete signed data?
e.g. You move IP addresses.
Attacker grabs old address,
replays old signature.
If clocks are synchronized
then signatures can
include expiration times.
But frequent re-signing
is an administrative disaster.

A few DNSSEC su
2010.09.02: .us k

What about *old* DNS data?
Are the signatures still valid?

Can an attacker replay
obsolete signed data?

e.g. You move IP addresses.
Attacker grabs old address,
replays old signature.

If clocks are synchronized
then signatures can
include expiration times.
But frequent re-signing
is an administrative disaster.

A few DNSSEC suicide examples
2010.09.02: .us killed itself

What about *old* DNS data?
Are the signatures still valid?
Can an attacker replay
obsolete signed data?
e.g. You move IP addresses.
Attacker grabs old address,
replays old signature.
If clocks are synchronized
then signatures can
include expiration times.
But frequent re-signing
is an administrative disaster.

A few DNSSEC suicide examples:
2010.09.02: .us killed itself.

What about *old* DNS data?
Are the signatures still valid?
Can an attacker replay
obsolete signed data?
e.g. You move IP addresses.
Attacker grabs old address,
replays old signature.
If clocks are synchronized
then signatures can
include expiration times.
But frequent re-signing
is an administrative disaster.

A few DNSSEC suicide examples:
2010.09.02: .us killed itself.
2012.02.28, ISC's Evan Hunt:
"dnssec-accept-expired yes"

What about *old* DNS data?
Are the signatures still valid?
Can an attacker replay
obsolete signed data?
e.g. You move IP addresses.
Attacker grabs old address,
replays old signature.
If clocks are synchronized
then signatures can
include expiration times.
But frequent re-signing
is an administrative disaster.

A few DNSSEC suicide examples:
2010.09.02: .us killed itself.
2012.02.28, ISC's Evan Hunt:
"dnssec-accept-expired yes"
2012.10.28: .nl killed itself.

What about *old* DNS data?
Are the signatures still valid?
Can an attacker replay
obsolete signed data?
e.g. You move IP addresses.
Attacker grabs old address,
replays old signature.
If clocks are synchronized
then signatures can
include expiration times.
But frequent re-signing
is an administrative disaster.

A few DNSSEC suicide examples:
2010.09.02: .us killed itself.
2012.02.28, ISC's Evan Hunt:
"dnssec-accept-expired yes"
2012.10.28: .nl killed itself.
2015.01.25: opendnssec.org
killed itself.

What about *old* DNS data?
Are the signatures still valid?
Can an attacker replay
obsolete signed data?
e.g. You move IP addresses.
Attacker grabs old address,
replays old signature.
If clocks are synchronized
then signatures can
include expiration times.
But frequent re-signing
is an administrative disaster.

A few DNSSEC suicide examples:
2010.09.02: .us killed itself.
2012.02.28, ISC's Evan Hunt:
"dnssec-accept-expired yes"
2012.10.28: .nl killed itself.
2015.01.25: opendnssec.org
killed itself.
2015.12.11: af.mil killed itself.

What about *old* DNS data?
Are the signatures still valid?
Can an attacker replay
obsolete signed data?
e.g. You move IP addresses.
Attacker grabs old address,
replays old signature.
If clocks are synchronized
then signatures can
include expiration times.
But frequent re-signing
is an administrative disaster.

A few DNSSEC suicide examples:
2010.09.02: .us killed itself.
2012.02.28, ISC's Evan Hunt:
"dnssec-accept-expired yes"
2012.10.28: .nl killed itself.
2015.01.25: opendnssec.org
killed itself.
2015.12.11: af.mil killed itself.
2016.10.24: dnssec-tools.org
killed itself.

What about *old* DNS data?
Are the signatures still valid?
Can an attacker replay
obsolete signed data?
e.g. You move IP addresses.
Attacker grabs old address,
replays old signature.
If clocks are synchronized
then signatures can
include expiration times.
But frequent re-signing
is an administrative disaster.

A few DNSSEC suicide examples:
2010.09.02: .us killed itself.
2012.02.28, ISC's Evan Hunt:
"dnssec-accept-expired yes"
2012.10.28: .nl killed itself.
2015.01.25: opendnssec.org
killed itself.
2015.12.11: af.mil killed itself.
2016.10.24: dnssec-tools.org
killed itself.
Many more: see [ianix.com
/pub/dnssec-outages.html](http://ianix.com/pub/dnssec-outages.html).

about *old* DNS data?
signatures still valid?
attacker replay
signed data?
move IP addresses.
grabs old address,
old signature.
are synchronized
signatures can
expiration times.
frequent re-signing
administrative disaster.

What ab

A few DNSSEC suicide examples:

2010.09.02: .us killed itself.

2012.02.28, ISC's Evan Hunt:
"dnssec-accept-expired yes"

2012.10.28: .nl killed itself.

2015.01.25: `opendnssec.org`
killed itself.

2015.12.11: `af.mil` killed itself.

2016.10.24: `dnssec-tools.org`
killed itself.

Many more: see `ianix.com`
`/pub/dnssec-outages.html`.

DNS data?
still valid?
eplay
ta?
addresses.
address,
re.
ronized
n
times.
gning
ve disaster.

A few DNSSEC suicide examples:

2010.09.02: .us killed itself.

2012.02.28, ISC's Evan Hunt:

`"dnssec-accept-expired yes"`

2012.10.28: .nl killed itself.

2015.01.25: `opendnssec.org`
killed itself.

2015.12.11: `af.mil` killed itself.

2016.10.24: `dnssec-tools.org`
killed itself.

Many more: see `ianix.com`

`/pub/dnssec-outages.html`.

What about *nonex*

A few DNSSEC suicide examples:

2010.09.02: .us killed itself.

2012.02.28, ISC's Evan Hunt:

`"dnssec-accept-expired yes"`

2012.10.28: .nl killed itself.

2015.01.25: `opendnssec.org`
killed itself.

2015.12.11: `af.mil` killed itself.

2016.10.24: `dnssec-tools.org`
killed itself.

Many more: see `ianix.com`

`/pub/dnssec-outages.html`.

What about *nonexistent* data

A few DNSSEC suicide examples:

2010.09.02: .us killed itself.

2012.02.28, ISC's Evan Hunt:

"dnssec-accept-expired yes"

2012.10.28: .nl killed itself.

2015.01.25: opendnssec.org
killed itself.

2015.12.11: af.mil killed itself.

2016.10.24: dnssec-tools.org
killed itself.

Many more: see [ianix.com](http://ianix.com/pub/dnssec-outages.html)
[/pub/dnssec-outages.html](http://ianix.com/pub/dnssec-outages.html).

What about *nonexistent* data?

A few DNSSEC suicide examples:

2010.09.02: .us killed itself.

2012.02.28, ISC's Evan Hunt:
"dnssec-accept-expired yes"

2012.10.28: .nl killed itself.

2015.01.25: opendnssec.org
killed itself.

2015.12.11: af.mil killed itself.

2016.10.24: dnssec-tools.org
killed itself.

Many more: see [ianix.com](http://ianix.com/pub/dnssec-outages.html)
[/pub/dnssec-outages.html](http://ianix.com/pub/dnssec-outages.html).

What about *nonexistent* data?

Does Nijmegen administrator
precompute signatures on
"aaaaa.ru.nl does not exist",
"aaaab.ru.nl does not exist",
etc.?

A few DNSSEC suicide examples:

2010.09.02: .us killed itself.

2012.02.28, ISC's Evan Hunt:
"dnssec-accept-expired yes"

2012.10.28: .nl killed itself.

2015.01.25: opendnssec.org
killed itself.

2015.12.11: af.mil killed itself.

2016.10.24: dnssec-tools.org
killed itself.

Many more: see [ianix.com](http://ianix.com/pub/dnssec-outages.html)
[/pub/dnssec-outages.html](http://pub/dnssec-outages.html).

What about *nonexistent* data?

Does Nijmegen administrator
precompute signatures on
"aaaaa.ru.nl does not exist",
"aaaab.ru.nl does not exist",
etc.?

Crazy! Obvious approach:

"We sign each record that exists,
and don't sign anything else."

A few DNSSEC suicide examples:

2010.09.02: .us killed itself.

2012.02.28, ISC's Evan Hunt:
"dnssec-accept-expired yes"

2012.10.28: .nl killed itself.

2015.01.25: opendnssec.org
killed itself.

2015.12.11: af.mil killed itself.

2016.10.24: dnssec-tools.org
killed itself.

Many more: see [ianix.com](http://ianix.com/pub/dnssec-outages.html)
[/pub/dnssec-outages.html](http://pub/dnssec-outages.html).

What about *nonexistent* data?

Does Nijmegen administrator
precompute signatures on
"aaaaa.ru.nl does not exist",
"aaaab.ru.nl does not exist",
etc.?

Crazy! Obvious approach:

"We sign each record that exists,
and don't sign anything else."

User asks for nonexistent name.

Receives *unsigned* answer

saying the name doesn't exist.

Has no choice but to trust it.

NSSEC suicide examples:

02: .us killed itself.

28, ISC's Evan Hunt:

c-accept-expired yes"

28: .nl killed itself.

25: opendnssec.org

elf.

11: af.mil killed itself.

24: dnssec-tools.org

elf.

ore: see ianix.com

nssec-outages.html.

What about *nonexistent* data?

Does Nijmegen administrator

precompute signatures on

"aaaaa.ru.nl does not exist",

"aaaab.ru.nl does not exist",

etc.?

Crazy! Obvious approach:

"We sign each record that exists,

and don't sign anything else."

User asks for nonexistent name.

Receives *unsigned* answer

saying the name doesn't exist.

Has no choice but to trust it.

User asks

Receives

a packet

saying th

Has no c

Clearly a

Sometim

This is n

suicide examples:

killed itself.

Evan Hunt:

-expired yes"

killed itself.

dnssec.org

il killed itself.

ec-tools.org

anix.com

tages.html.

What about *nonexistent* data?

Does Nijmegen administrator
precompute signatures on

"aaaaa.ru.nl does not exist",

"aaaab.ru.nl does not exist",

etc.?

Crazy! Obvious approach:

"We sign each record that exists,
and don't sign anything else."

User asks for nonexistent name.

Receives *unsigned* answer

saying the name doesn't exist.

Has no choice but to trust it.

User asks for *www*.

Receives unsigned

a packet forged by

saying the name d

Has no choice but

Clearly a violation

Sometimes a viola

This is not a good

mples:

.

t:

yes”

.

rg

tself.

.org

l

ml.

What about *nonexistent* data?

Does Nijmegen administrator
precompute signatures on

“aaaaa.ru.nl does not exist”,

“aaaab.ru.nl does not exist”,

etc.?

Crazy! Obvious approach:

“We sign each record that exists,
and don’t sign anything else.”

User asks for nonexistent name.

Receives *unsigned* answer

saying the name doesn’t exist.

Has no choice but to trust it.

User asks for `www.google.com`

Receives unsigned answer,

a packet forged by attacker,

saying the name doesn’t exist

Has no choice but to trust it

Clearly a violation of availability

Sometimes a violation of integrity

This is not a good approach

What about *nonexistent* data?

Does Nijmegen administrator
precompute signatures on
“aaaaa.ru.nl does not exist”,
“aaaab.ru.nl does not exist”,
etc.?

Crazy! Obvious approach:

“We sign each record that exists,
and don’t sign anything else.”

User asks for nonexistent name.

Receives *unsigned* answer
saying the name doesn’t exist.
Has no choice but to trust it.

User asks for `www.google.com`.
Receives unsigned answer,
a packet forged by attacker,
saying the name doesn’t exist.
Has no choice but to trust it.

Clearly a violation of availability.
Sometimes a violation of integrity.
This is not a good approach.

What about *nonexistent* data?

Does Nijmegen administrator
precompute signatures on
“aaaaa.ru.nl does not exist”,
“aaaab.ru.nl does not exist”,
etc.?

Crazy! Obvious approach:
“We sign each record that exists,
and don’t sign anything else.”

User asks for nonexistent name.
Receives *unsigned* answer
saying the name doesn’t exist.
Has no choice but to trust it.

User asks for `www.google.com`.
Receives unsigned answer,
a packet forged by attacker,
saying the name doesn’t exist.
Has no choice but to trust it.

Clearly a violation of availability.
Sometimes a violation of integrity.
This is not a good approach.

Alternative: DNSSEC’s “NSEC”.
e.g. `nonex.clegg.com` query
returns “There are no names
between `nick.clegg.com` and
`start.clegg.com`” + signature.

about *nonexistent* data?
 jmeigen administrator
 oute signatures on
 ru.nl does not exist",
 ru.nl does not exist",
 Obvious approach:
 n each record that exists,
 't sign anything else."
 ks for nonexistent name.
 s *unsigned* answer
 he name doesn't exist.
 choice but to trust it.

User asks for `www.google.com`.
 Receives unsigned answer,
 a packet forged by attacker,
 saying the name doesn't exist.
 Has no choice but to trust it.
 Clearly a violation of availability.
 Sometimes a violation of integrity.
 This is not a good approach.
 Alternative: DNSSEC's "NSEC".
 e.g. `nonex.clegg.com` query
 returns "There are no names
 between `nick.clegg.com` and
`start.clegg.com`" + signature.

Try foo
 After sev
 complete
 _jabber
 server.
 andrew,
 googlef
 home, in
 localho

istent data?

administrator

ures on

es not exist”,

es not exist”,

pproach:

ord that exists,

anything else.”

istent name.

answer

oesn't exist.

to trust it.

User asks for `www.google.com`.

Receives unsigned answer,

a packet forged by attacker,

saying the name doesn't exist.

Has no choice but to trust it.

Clearly a violation of availability.

Sometimes a violation of integrity.

This is not a good approach.

Alternative: DNSSEC's "NSEC".

e.g. `nonex.clegg.com` query

returns "There are no names

between `nick.clegg.com` and

`start.clegg.com`" + signature.

Try `foo.clegg.c`

After several queries

complete `clegg.c`

`_jabber._tcp, _`

`server._tcp, al`

`andrew, brian, c`

`googlefffffffe`

`home, imogene, j`

`localhost, mail,`

User asks for `www.google.com`.
Receives unsigned answer,
a packet forged by attacker,
saying the name doesn't exist.
Has no choice but to trust it.

Clearly a violation of availability.
Sometimes a violation of integrity.
This is not a good approach.

Alternative: DNSSEC's "NSEC".
e.g. `nonex.clegg.com` query
returns "There are no names
between `nick.clegg.com` and
`start.clegg.com`" + signature.

Try `foo.clegg.com` etc.
After several queries have
complete `clegg.com` list:
`_jabber._tcp`, `_xmpp-`
`server._tcp`, `alan`, `alvis`
`andrew`, `brian`, `calendar`,
`googleffffffffffe91126e7`,
`home`, `imogene`, `jennifer`,
`localhost`, `mail`, `wiki`, `ww`

User asks for `www.google.com`.
Receives unsigned answer,
a packet forged by attacker,
saying the name doesn't exist.
Has no choice but to trust it.

Clearly a violation of availability.
Sometimes a violation of integrity.
This is not a good approach.

Alternative: DNSSEC's "NSEC".
e.g. `nonex.clegg.com` query
returns "There are no names
between `nick.clegg.com` and
`start.clegg.com`" + signature.

Try `foo.clegg.com` etc.
After several queries have
complete `clegg.com` list:
`_jabber._tcp`, `_xmpp-`
`server._tcp`, `alan`, `alvis`,
`andrew`, `brian`, `calendar`, `dlv`,
`googlefffffffffe91126e7`,
`home`, `imogene`, `jennifer`,
`localhost`, `mail`, `wiki`, `www`.

User asks for `www.google.com`.
Receives unsigned answer,
a packet forged by attacker,
saying the name doesn't exist.
Has no choice but to trust it.

Clearly a violation of availability.
Sometimes a violation of integrity.
This is not a good approach.

Alternative: DNSSEC's "NSEC".
e.g. `nonex.clegg.com` query
returns "There are no names
between `nick.clegg.com` and
`start.clegg.com`" + signature.

Try `foo.clegg.com` etc.
After several queries have
complete `clegg.com` list:
`_jabber._tcp`, `_xmpp-`
`server._tcp`, `alan`, `alvis`,
`andrew`, `brian`, `calendar`, `dlv`,
`googlefffffffffe91126e7`,
`home`, `imogene`, `jennifer`,
`localhost`, `mail`, `wiki`, `www`.

The `clegg.com` administrator
disabled DNS "zone transfers"
— but then leaked the same data
by installing DNSSEC.
(This was a real example.)

ks for `www.google.com`.

s unsigned answer,

t forged by attacker,

ne name doesn't exist.

choice but to trust it.

a violation of availability.

nes a violation of integrity.

not a good approach.

ive: DNSSEC's "NSEC".

ex.clegg.com query

"There are no names

n nick.clegg.com and

clegg.com" + signature.

Try `foo.clegg.com` etc.

After several queries have

complete `clegg.com` list:

`_jabber._tcp`, `_xmpp-`

`server._tcp`, `alan`, `alvis`,

`andrew`, `brian`, `calendar`, `dlv`,

`googleffffffffffe91126e7`,

`home`, `imogene`, `jennifer`,

`localhost`, `mail`, `wiki`, `www`.

The `clegg.com` administrator

disabled DNS "zone transfers"

— but then leaked the same data

by installing DNSSEC.

(This was a real example.)

Summar

all n nar

(with sig

that the

using n

google.com.
 answer,
 attacker,
 doesn't exist.
 to trust it.
 of availability.
 tion of integrity.
 approach.
 SEC's "NSEC".
 g.com query
 re no names
 clegg.com and
 n" + signature.

Try foo.clegg.com etc.
 After several queries have
 complete clegg.com list:
 _jabber._tcp, _xmpp-
 server._tcp, alan, alvis,
 andrew, brian, calendar, dlv,
 googlefffffffffe91126e7,
 home, imogene, jennifer,
 localhost, mail, wiki, www.
 The clegg.com administrator
 disabled DNS "zone transfers"
 — but then leaked the same data
 by installing DNSSEC.
 (This was a real example.)

Summary: Attacker
 all n names in an
 (with signatures g
 that there are no
 using n DNS quer

com.

st.

t.

bility.

egrity.

SEC".

ry

es

and

ature.

Try `foo.clegg.com` etc.

After several queries have
complete `clegg.com` list:

```
_jabber._tcp, _xmpp-  
server._tcp, alan, alvis,  
andrew, brian, calendar, dlv,  
googleffffffffffe91126e7,  
home, imogene, jennifer,  
localhost, mail, wiki, www.
```

The `clegg.com` administrator
disabled DNS “zone transfers”
— but then leaked the same data
by installing DNSSEC.

(This was a real example.)

Summary: Attacker learns
all n names in an NSEC zone
(with signatures guaranteeing
that there are no more)
using n DNS queries.

Try `foo.clegg.com` etc.
After several queries have
complete `clegg.com` list:
`_jabber._tcp`, `_xmpp-`
`server._tcp`, `alan`, `alvis`,
`andrew`, `brian`, `calendar`, `dlv`,
`googleffffffffffe91126e7`,
`home`, `imogene`, `jennifer`,
`localhost`, `mail`, `wiki`, `www`.

The `clegg.com` administrator
disabled DNS “zone transfers”
— but then leaked the same data
by installing DNSSEC.
(This was a real example.)

Summary: Attacker learns
all n names in an NSEC zone
(with signatures guaranteeing
that there are no more)
using n DNS queries.

Try `foo.clegg.com` etc.
After several queries have complete `clegg.com` list:
`_jabber._tcp`, `_xmpp-server._tcp`, `alan`, `alvis`,
`andrew`, `brian`, `calendar`, `dlv`,
`googleffffffffffe91126e7`,
`home`, `imogene`, `jennifer`,
`localhost`, `mail`, `wiki`, `www`.

The `clegg.com` administrator disabled DNS “zone transfers” — but then leaked the same data by installing DNSSEC.
(This was a real example.)

Summary: Attacker learns all n names in an NSEC zone (with signatures guaranteeing that there are no more) using n DNS queries.

This is not a good approach.

Try `foo.clegg.com` etc.
After several queries have complete `clegg.com` list:
`_jabber._tcp, _xmpp-server._tcp, alan, alvis, andrew, brian, calendar, dlv, googleffffffffffe91126e7, home, imogene, jennifer, localhost, mail, wiki, www.`

The `clegg.com` administrator disabled DNS “zone transfers” — but then leaked the same data by installing DNSSEC.
(This was a real example.)

Summary: Attacker learns all n names in an NSEC zone (with signatures guaranteeing that there are no more) using n DNS queries.

This is not a good approach.

DNSSEC purists disagree:

“It is part of the design philosophy of the DNS that the data in it is public.”

But this notion is so extreme that it became a public-relations problem.

.clegg.com etc.
 Several queries have
 the clegg.com list:
 _tcp, _xmpp-
 _tcp, alan, alvis,
 brian, calendar, dlv,
 ffffffff91126e7,
 mogene, jennifer,
 post, mail, wiki, www.
 clegg.com administrator
 DNS “zone transfers”
 when leaked the same data
 including DNSSEC.
 (as a real example.)

Summary: Attacker learns
 all n names in an NSEC zone
 (with signatures guaranteeing
 that there are no more)
 using n DNS queries.

This is not a good approach.

DNSSEC purists disagree:

“It is part of the design
 philosophy of the DNS
 that the data in it is public.”

But this notion is so extreme
 that it became a
 public-relations problem.

New DN

1. “NSE
 Use a “c
 such as
 Reveal h
 instead o
 “There
 hashes

om etc.
 es have
 com list:
 xmpp-
 an, alvis,
 alendar, dlw,
 e91126e7,
 ennifer,
 , wiki, www.
 administrator
 ne transfers”
 d the same data
 SEC.
 xample.)

Summary: Attacker learns
 all n names in an NSEC zone
 (with signatures guaranteeing
 that there are no more)
 using n DNS queries.

This is not a good approach.

DNSSEC purists disagree:

“It is part of the design
 philosophy of the DNS
 that the data in it is public.”

But this notion is so extreme
 that it became a
 public-relations problem.

New DNSSEC app

1. “NSEC3” techn

Use a “one-way ha

such as (iterated s

Reveal *hashes* of r

instead of revealing

“There are no na

hashes between

Summary: Attacker learns all n names in an NSEC zone (with signatures guaranteeing that there are no more) using n DNS queries.

This is not a good approach.

DNSSEC purists disagree:

“It is part of the design philosophy of the DNS that the data in it is public.”

But this notion is so extreme that it became a public-relations problem.

New DNSSEC approach:

1. “NSEC3” technology:

Use a “one-way hash function” such as (iterated salted) SHA-1. Reveal *hashes* of names instead of revealing names.

“There are no names with hashes between ... and ...”

Summary: Attacker learns all n names in an NSEC zone (with signatures guaranteeing that there are no more) using n DNS queries.

This is not a good approach.

DNSSEC purists disagree:

“It is part of the design philosophy of the DNS that the data in it is public.”

But this notion is so extreme that it became a public-relations problem.

New DNSSEC approach:

1. “NSEC3” technology:

Use a “one-way hash function” such as (iterated salted) SHA-1.

Reveal *hashes* of names

instead of revealing names.

“There are no names with hashes between ... and ...”

Summary: Attacker learns all n names in an NSEC zone (with signatures guaranteeing that there are no more) using n DNS queries.

This is not a good approach.

DNSSEC purists disagree:

“It is part of the design philosophy of the DNS that the data in it is public.”

But this notion is so extreme that it became a public-relations problem.

New DNSSEC approach:

1. “NSEC3” technology:

Use a “one-way hash function” such as (iterated salted) SHA-1.

Reveal *hashes* of names

instead of revealing names.

“There are no names with hashes between ... and ...”

2. Marketing:

Pretend that NSEC3 is less damaging than NSEC.

ISC: “NSEC3 does not allow enumeration of the zone.”

y: Attacker learns
 mes in an NSEC zone
 gnatures guaranteeing
 re are no more)

DNS queries.

not a good approach.

C purists disagree:

rt of the design

hy of the DNS

data in it is public.”

notion is so extreme

became a

relations problem.

New DNSSEC approach:

1. “NSEC3” technology:

Use a “one-way hash function”
 such as (iterated salted) SHA-1.

Reveal *hashes* of names

instead of revealing names.

“There are no names with
 hashes between ... and ...”

2. Marketing:

Pretend that NSEC3 is
 less damaging than NSEC.

ISC: “NSEC3 does not allow
 enumeration of the zone.”

Reality:

by abusi

compute

for many

quickly c

(and kno

er learns
 NSEC zone
 guaranteeing
 more)
 ies.

l approach.

disagree:

design

DNS

is public.”

so extreme

problem.

New DNSSEC approach:

1. “NSEC3” technology:

Use a “one-way hash function”
 such as (iterated salted) SHA-1.

Reveal *hashes* of names

instead of revealing names.

“There are no names with
 hashes between ... and ...”

2. Marketing:

Pretend that NSEC3 is
 less damaging than NSEC.

ISC: “NSEC3 does not allow
 enumeration of the zone.”

Reality: Attacker
 by abusing DNSSEC
 computes the same
 for many different
 quickly discovers a
 (and knows # mis

New DNSSEC approach:

1. “NSEC3” technology:

Use a “one-way hash function”
such as (iterated salted) SHA-1.

Reveal *hashes* of names
instead of revealing names.

“There are no names with
hashes between ... and ...”

2. Marketing:

Pretend that NSEC3 is
less damaging than NSEC.

ISC: “NSEC3 does not allow
enumeration of the zone.”

Reality: Attacker grabs the
by abusing DNSSEC’s NSEC
computes the same hash fun
for many different name gue
quickly discovers almost all
(and knows # missing name

New DNSSEC approach:

1. “NSEC3” technology:

Use a “one-way hash function” such as (iterated salted) SHA-1.

Reveal *hashes* of names instead of revealing names.

“There are no names with hashes between ... and ...”

2. Marketing:

Pretend that NSEC3 is less damaging than NSEC.

ISC: “**NSEC3 does not allow enumeration of the zone.**”

Reality: Attacker grabs the hashes by abusing DNSSEC’s NSEC3; computes the same hash function for many different name guesses; quickly discovers almost all names (and knows # missing names).

New DNSSEC approach:

1. “NSEC3” technology:

Use a “one-way hash function” such as (iterated salted) SHA-1.

Reveal *hashes* of names instead of revealing names.

“There are no names with hashes between ... and ...”

2. Marketing:

Pretend that NSEC3 is less damaging than NSEC.

ISC: “NSEC3 does not allow enumeration of the zone.”

Reality: Attacker grabs the hashes by abusing DNSSEC’s NSEC3; computes the same hash function for many different name guesses; quickly discovers almost all names (and knows # missing names).

DNSSEC purists: “You could have sent all the same guesses as queries to the server.”

New DNSSEC approach:

1. “NSEC3” technology:

Use a “one-way hash function” such as (iterated salted) SHA-1.

Reveal *hashes* of names instead of revealing names.

“There are no names with hashes between ... and ...”

2. Marketing:

Pretend that NSEC3 is less damaging than NSEC.

ISC: “NSEC3 does not allow enumeration of the zone.”

Reality: Attacker grabs the hashes by abusing DNSSEC’s NSEC3; computes the same hash function for many different name guesses; quickly discovers almost all names (and knows # missing names).

DNSSEC purists: “You could have sent all the same guesses as queries to the server.”

4Mbps flood of queries is under 500 million noisy guesses/day. NSEC3 allows typical attackers 1000000 million to 10000000000 million silent guesses/day.

DNSSEC approach:

"NSEC3" technology:

"one-way hash function"
(iterated salted) SHA-1.

hashes of names

of revealing names.

are no names with

between ... and ..."

eting:

that NSEC3 is

aging than NSEC.

NSEC3 does not allow

tion of the zone."

Reality: Attacker grabs the hashes by abusing DNSSEC's NSEC3; computes the same hash function for many different name guesses; quickly discovers almost all names (and knows \neq missing names).

DNSSEC purists: "You could have sent all the same guesses as queries to the server."

4Mbps flood of queries is under 500 million noisy guesses/day.

NSEC3 allows typical attackers 1000000 million to 10000000000 million silent guesses/day.

This is c

Imagine

that wor

approach:
 technology:
 hash function”
 (salted) SHA-1.
 names
 g names.
 names with
 ... and ...”

C3 is
 n NSEC.
 s not allow
 e zone.”

Reality: Attacker grabs the hashes by abusing DNSSEC’s NSEC3; computes the same hash function for many different name guesses; quickly discovers almost all names (and knows # missing names).

DNSSEC purists: “You could have sent all the same guesses as queries to the server.”

4Mbps flood of queries is under 500 million noisy guesses/day. NSEC3 allows typical attackers 1000000 million to 10000000000 million silent guesses/day.

This is crazy!

Imagine an “HTTP that works like DNS”

Reality: Attacker grabs the hashes by abusing DNSSEC's NSEC3; computes the same hash function for many different name guesses; quickly discovers almost all names (and knows \neq missing names).

DNSSEC purists: “You could have sent all the same guesses as queries to the server.”

4Mbps flood of queries is under 500 million noisy guesses/day. NSEC3 allows typical attackers 1000000 million to 10000000000 million silent guesses/day.

This is crazy!

Imagine an “HTTPSEC” that works like DNSSEC.

Reality: Attacker grabs the hashes by abusing DNSSEC's NSEC3; computes the same hash function for many different name guesses; quickly discovers almost all names (and knows \neq missing names).

DNSSEC purists: “You could have sent all the same guesses as queries to the server.”

4Mbps flood of queries is under 500 million noisy guesses/day. NSEC3 allows typical attackers 1000000 million to 10000000000 million silent guesses/day.

This is crazy!

Imagine an “HTTPSEC” that works like DNSSEC.

Reality: Attacker grabs the hashes by abusing DNSSEC's NSEC3; computes the same hash function for many different name guesses; quickly discovers almost all names (and knows \neq missing names).

DNSSEC purists: “You could have sent all the same guesses as queries to the server.”

4Mbps flood of queries is under 500 million noisy guesses/day. NSEC3 allows typical attackers 1000000 million to 10000000000 million silent guesses/day.

This is crazy!

Imagine an “HTTPSEC” that works like DNSSEC.

Store a signature next to every web page.

Recompute and store signature for every minor wiki edit, and again every 30 days.

Any failure: HTTPSEC suicide.

Dynamic content? Give up.

Reality: Attacker grabs the hashes by abusing DNSSEC's NSEC3; computes the same hash function for many different name guesses; quickly discovers almost all names (and knows \neq missing names).

DNSSEC purists: “You could have sent all the same guesses as queries to the server.”

4Mbps flood of queries is under 500 million noisy guesses/day. NSEC3 allows typical attackers 1000000 million to 10000000000 million silent guesses/day.

This is crazy!

Imagine an “HTTPSEC” that works like DNSSEC.

Store a signature next to every web page.

Recompute and store signature for every minor wiki edit, and again every 30 days.

Any failure: HTTPSEC suicide.

Dynamic content? Give up.

Replay attacks work for 30 days.

Filename guessing is much faster.

Nothing is encrypted.

Denial of service is trivial.

Attacker grabs the hashes
 using DNSSEC's NSEC3;
 uses the same hash function
 with different name guesses;
 discovers almost all names
 (shows # missing names).

SEC purists: “You could
 not make all the same guesses
 sent to the server.”

Flood of queries is under
 100 million noisy guesses/day.
 Allows typical attackers
 100 million to 1000000000
 silent guesses/day.

This is crazy!

Imagine an “HTTPSEC”
 that works like DNSSEC.

Store a signature next to
 every web page.

Recompute and store signature
 for every minor wiki edit,
 and again every 30 days.

Any failure: HTTPSEC suicide.

Dynamic content? Give up.

Replay attacks work for 30 days.

Filename guessing is much faster.

Nothing is encrypted.

Denial of service is trivial.

Does DM

There are
 signed w

caches o

Never m

Do these

accomp

grabs the hashes
EC's NSEC3;
e hash function
name guesses;
almost all names
ssing names).

“You could
ame guesses
erver.”

eries is under
guesses/day.
ical attackers
b 1000000000
ses/day.

This is crazy!

Imagine an “HTTPSEC”
that works like DNSSEC.

Store a signature next to
every web page.

Recompute and store signature
for every minor wiki edit,
and again every 30 days.

Any failure: HTTPSEC suicide.

Dynamic content? Give up.

Replay attacks work for 30 days.

Filename guessing is much faster.

Nothing is encrypted.

Denial of service is trivial.

Does DNS security

There *are* some IP
signed with DNSS

caches checking si

Never mind all the

Do these signatu

accomplish anyth

This is crazy!

Imagine an “HTTPSEC”
that works like DNSSEC.

Store a signature next to
every web page.

Recompute and store signature
for every minor wiki edit,
and again every 30 days.

Any failure: HTTPSEC suicide.

Dynamic content? Give up.

Replay attacks work for 30 days.

Filename guessing is much faster.

Nothing is encrypted.

Denial of service is trivial.

Does DNS security matter?

There *are* some IP addresses
signed with DNSSEC, and s
caches checking signatures.

Never mind all the problems

**Do these signatures
accomplish anything?**

This is crazy!

Imagine an “HTTPSEC”
that works like DNSSEC.

Store a signature next to
every web page.

Recompute and store signature
for every minor wiki edit,
and again every 30 days.

Any failure: HTTPSEC suicide.

Dynamic content? Give up.

Replay attacks work for 30 days.

Filename guessing is much faster.

Nothing is encrypted.

Denial of service is trivial.

Does DNS security matter?

There *are* some IP addresses
signed with DNSSEC, and some
caches checking signatures.

Never mind all the problems.

**Do these signatures
accomplish anything?**

This is crazy!

Imagine an “HTTPSEC”
that works like DNSSEC.

Store a signature next to
every web page.

Recompute and store signature
for every minor wiki edit,
and again every 30 days.

Any failure: HTTPSEC suicide.

Dynamic content? Give up.

Replay attacks work for 30 days.

Filename guessing is much faster.

Nothing is encrypted.

Denial of service is trivial.

Does DNS security matter?

There *are* some IP addresses
signed with DNSSEC, and some
caches checking signatures.

Never mind all the problems.

**Do these signatures
accomplish anything?**

Occasionally these caches
are on client machines,
so attacker can't simply
forge packets from cache . . .

This is crazy!

Imagine an “HTTPSEC”
that works like DNSSEC.

Store a signature next to
every web page.

Recompute and store signature
for every minor wiki edit,
and again every 30 days.

Any failure: HTTPSEC suicide.

Dynamic content? Give up.

Replay attacks work for 30 days.

Filename guessing is much faster.

Nothing is encrypted.

Denial of service is trivial.

Does DNS security matter?

There *are* some IP addresses
signed with DNSSEC, and some
caches checking signatures.

Never mind all the problems.

**Do these signatures
accomplish anything?**

Occasionally these caches
are on client machines,
so attacker can't simply
forge packets from cache

so attacker intercepts and forges
all the subsequent packets:
web pages, email, etc.

crazy!

an “HTTPSEC”
works like DNSSEC.

signature next to
web page.

ute and store signature

y minor wiki edit,

in every 30 days.

ure: HTTPSEC suicide.

c content? Give up.

attacks work for 30 days.

e guessing is much faster.

is encrypted.

f service is trivial.

Does DNS security matter?

There *are* some IP addresses
signed with DNSSEC, and some
caches checking signatures.

Never mind all the problems.

Do these signatures accomplish anything?

Occasionally these caches
are on client machines,
so attacker can't simply
forge packets from cache . . .
so attacker intercepts and forges
all the subsequent packets:
web pages, email, etc.

Adminis
to prote
. . . but
is stoppe

PSEC”
 NSSEC.

next to

ore signature

ki edit,

0 days.

PSEC suicide.

Give up.

rk for 30 days.

is much faster.

ted.

s trivial.

Does DNS security matter?

There *are* some IP addresses signed with DNSSEC, and some caches checking signatures.

Never mind all the problems.

Do these signatures accomplish anything?

Occasionally these caches are on client machines, so attacker can't simply forge packets from cache
 so attacker intercepts and forges all the subsequent packets: web pages, email, etc.

Administrator can
 to protect web pag
 but then what
 is stopped by DNS

Does DNS security matter?

There *are* some IP addresses signed with DNSSEC, and some caches checking signatures.

Never mind all the problems.

Do these signatures accomplish anything?

Occasionally these caches are on client machines, so attacker can't simply forge packets from cache
so attacker intercepts and forges all the subsequent packets:
web pages, email, etc.

Administrator can use HTTP to protect web pages
. . . but then what attack is stopped by DNSSEC?

Does DNS security matter?

There *are* some IP addresses signed with DNSSEC, and some caches checking signatures.

Never mind all the problems.

Do these signatures accomplish anything?

Occasionally these caches are on client machines, so attacker can't simply forge packets from cache . . . so attacker intercepts and forges all the subsequent packets: web pages, email, etc.

Administrator can use HTTPS to protect web pages . . . but then what attack is stopped by DNSSEC?

Does DNS security matter?

There *are* some IP addresses signed with DNSSEC, and some caches checking signatures.

Never mind all the problems.

Do these signatures accomplish anything?

Occasionally these caches are on client machines, so attacker can't simply forge packets from cache . . . so attacker intercepts and forges all the subsequent packets: web pages, email, etc.

Administrator can use HTTPS to protect web pages . . . but then what attack is stopped by DNSSEC?

DNSSEC purists criticize HTTPS: "You can't trust your servers."

DNSSEC signers are offline (preferably in guarded rooms). DNSSEC precomputes signatures. DNSSEC doesn't trust servers.

Does DNS security matter?

There *are* some IP addresses signed with DNSSEC, and some caches checking signatures.

Never mind all the problems.

Do these signatures accomplish anything?

Occasionally these caches are on client machines, so attacker can't simply forge packets from cache . . . so attacker intercepts and forges all the subsequent packets: web pages, email, etc.

Administrator can use HTTPS to protect web pages . . . but then what attack is stopped by DNSSEC?

DNSSEC purists criticize HTTPS: "You can't trust your servers."

DNSSEC signers are offline (preferably in guarded rooms). DNSSEC precomputes signatures. DNSSEC doesn't trust servers.

But DNSSEC is not signing any of the user's data!

DNS security matter?

... are some IP addresses
... with DNSSEC, and some
... checking signatures.

... find all the problems.

... se signatures

... lish anything?

... nally these caches

... client machines,

... ker can't simply

... ckets from cache ...

... ker intercepts and forges

... ubsequent packets:

... es, email, etc.

Administrator can use HTTPS
to protect web pages

... but then what attack
is stopped by DNSSEC?

DNSSEC purists criticize HTTPS:

“You can't trust your servers.”

DNSSEC signers are offline
(preferably in guarded rooms).

DNSSEC precomputes signatures.

DNSSEC doesn't trust servers.

But DNSSEC is not signing
any of the user's data!

PGP sig

PGP-sig

are prote

misbeha

and agai

y matter?

addresses

EC, and some

signatures.

e problems.

res

ing?

e caches

ines,

simply

n cache . . .

epts and forges

packets:

etc.

Administrator can use HTTPS
to protect web pages

. . . but then what attack
is stopped by DNSSEC?

DNSSEC purists criticize HTTPS:
“You can’t trust your servers.”

DNSSEC signers are offline
(preferably in guarded rooms).

DNSSEC precomputes signatures.

DNSSEC doesn’t trust servers.

But DNSSEC is not signing
any of the user’s data!

PGP signs the use

PGP-signed web p

are protected agai

misbehaving serve

and against netwo

Administrator can use HTTPS
to protect web pages
... but then what attack
is stopped by DNSSEC?

DNSSEC purists criticize HTTPS:
“You can’t trust your servers.”

DNSSEC signers are offline
(preferably in guarded rooms).
DNSSEC precomputes signatures.
DNSSEC doesn’t trust servers.

But DNSSEC is not signing
any of the user’s data!

PGP signs the user’s data.
PGP-signed web pages and
are protected against
misbehaving servers,
and against network attacks

Administrator can use HTTPS
to protect web pages

... but then what attack
is stopped by DNSSEC?

DNSSEC purists criticize HTTPS:
“You can’t trust your servers.”

DNSSEC signers are offline
(preferably in guarded rooms).

DNSSEC precomputes signatures.

DNSSEC doesn’t trust servers.

But DNSSEC is not signing
any of the user’s data!

PGP signs the user’s data.

PGP-signed web pages and email
are protected against
misbehaving servers,
and against network attackers.

Administrator can use HTTPS
to protect web pages
... but then what attack
is stopped by DNSSEC?

DNSSEC purists criticize HTTPS:
“You can’t trust your servers.”

DNSSEC signers are offline
(preferably in guarded rooms).
DNSSEC precomputes signatures.
DNSSEC doesn’t trust servers.

But DNSSEC is not signing
any of the user’s data!

PGP signs the user’s data.
PGP-signed web pages and email
are protected against
misbehaving servers,
and against network attackers.

With PGP, what attack
is stopped by DNSSEC?

Administrator can use HTTPS
to protect web pages

... but then what attack
is stopped by DNSSEC?

DNSSEC purists criticize HTTPS:
“You can’t trust your servers.”

DNSSEC signers are offline
(preferably in guarded rooms).
DNSSEC precomputes signatures.
DNSSEC doesn’t trust servers.

But DNSSEC is not signing
any of the user’s data!

PGP signs the user’s data.

PGP-signed web pages and email
are protected against
misbehaving servers,
and against network attackers.

With PGP, what attack
is stopped by DNSSEC?

With HTTPS but not PGP, what
attack is stopped by DNSSEC?

Administrator can use HTTPS
to protect web pages

... but then what attack
is stopped by DNSSEC?

DNSSEC purists criticize HTTPS:
“You can’t trust your servers.”

DNSSEC signers are offline
(preferably in guarded rooms).

DNSSEC precomputes signatures.

DNSSEC doesn’t trust servers.

But DNSSEC is not signing
any of the user’s data!

PGP signs the user’s data.

PGP-signed web pages and email
are protected against
misbehaving servers,
and against network attackers.

With PGP, what attack
is stopped by DNSSEC?

With HTTPS but not PGP, what
attack is stopped by DNSSEC?

With neither HTTPS nor PGP,
what attack is stopped by
DNSSEC?

rator can use HTTPS
 ct web pages
 then what attack
 ed by DNSSEC?
 C purists criticize HTTPS:
 n't trust your servers."
 C signers are offline
 ply in guarded rooms).
 C precomputes signatures.
 C doesn't trust servers.
 SSEC is not signing
 he user's data!

PGP signs the user's data.
 PGP-signed web pages and email
 are protected against
 misbehaving servers,
 and against network attackers.
 With PGP, what attack
 is stopped by DNSSEC?
 With HTTPS but not PGP, what
 attack is stopped by DNSSEC?
 With neither HTTPS nor PGP,
 what attack is stopped by
 DNSSEC?

Getting
 State-of-
 is fast en
 authenti
 every pa
 Deployed
 DNS pac
 Deployed
 DNS pac
 Work in
 protects

use HTTPS

ges

attack

SSEC?

criticize HTTPS:

our servers.”

are offline

rded rooms).

utes signatures.

trust servers.

ot signing

data!

PGP signs the user’s data.

PGP-signed web pages and email

are protected against

misbehaving servers,

and against network attackers.

With PGP, what attack

is stopped by DNSSEC?

With HTTPS but not PGP, what

attack is stopped by DNSSEC?

With neither HTTPS nor PGP,

what attack is stopped by

DNSSEC?

Getting out of the

State-of-the-art EC

is fast enough to

authenticate and e

every packet.

Deployed: DNSCu

DNS packets, serv

Deployed: DNSCr

DNS packets, cach

Work in progress:

protects HTTP pa

PGP signs the user's data.

PGP-signed web pages and email are protected against misbehaving servers, and against network attackers.

With PGP, what attack is stopped by DNSSEC?

With HTTPS but not PGP, what attack is stopped by DNSSEC?

With neither HTTPS nor PGP, what attack is stopped by DNSSEC?

Getting out of the mess

State-of-the-art ECC is fast enough to authenticate and encrypt every packet.

Deployed: DNSCurve protects DNS packets, server→cache

Deployed: DNSCrypt protects DNS packets, cache→client.

Work in progress: HTTPCu protects HTTP packets.

PGP signs the user's data.

PGP-signed web pages and email are protected against misbehaving servers, and against network attackers.

With PGP, what attack is stopped by DNSSEC?

With HTTPS but not PGP, what attack is stopped by DNSSEC?

With neither HTTPS nor PGP, what attack is stopped by DNSSEC?

Getting out of the mess

State-of-the-art ECC is fast enough to authenticate and encrypt every packet.

Deployed: DNSCurve protects DNS packets, server→cache.

Deployed: DNSCrypt protects DNS packets, cache→client.

Work in progress: HTTPCurve protects HTTP packets.

ns the user's data.

ned web pages and email

ected against

ving servers,

inst network attackers.

GP, what attack

ed by DNSSEC?

HTTPS but not PGP, what

s stopped by DNSSEC?

ither HTTPS nor PGP,

ack is stopped by

C?

Getting out of the mess

State-of-the-art ECC

is fast enough to

authenticate and encrypt

every packet.

Deployed: DNSCurve protects

DNS packets, server→cache.

Deployed: DNSCrypt protects

DNS packets, cache→client.

Work in progress: HTTPCurve

protects HTTP packets.

Crypto i

handled

Adminis

into nam

Need ne

but no r

server so

database

web inte

Easy to

easy to c

Getting out of the mess

State-of-the-art ECC

is fast enough to
authenticate and encrypt
every packet.

Deployed: DNSCurve protects
DNS packets, server→cache.

Deployed: DNSCrypt protects
DNS packets, cache→client.

Work in progress: HTTPCurve
protects HTTP packets.

Crypto is at edge of
handled by simple

Administrator puts
into name of server

Need new DNS ca
but no need to cha
server software,

database-managem
web interfaces, etc

Easy to implement
easy to deploy.

Getting out of the mess

State-of-the-art ECC

is fast enough to
authenticate and encrypt
every packet.

Deployed: DNSCurve protects
DNS packets, server→cache.

Deployed: DNSCrypt protects
DNS packets, cache→client.

Work in progress: HTTPCurve
protects HTTP packets.

Crypto is at edge of network
handled by simple proxy.

Administrator puts public key
into name of server.

Need new DNS cache software
but no need to change
server software,
database-management software,
web interfaces, etc.

Easy to implement,
easy to deploy.

Getting out of the mess

State-of-the-art ECC

is fast enough to
authenticate and encrypt
every packet.

Deployed: DNSCurve protects
DNS packets, server→cache.

Deployed: DNSCrypt protects
DNS packets, cache→client.

Work in progress: HTTPCurve
protects HTTP packets.

Crypto is at edge of network,
handled by simple proxy.

Administrator puts public key
into name of server.

Need new DNS cache software
but no need to change
server software,
database-management software,
web interfaces, etc.

Easy to implement,
easy to deploy.

out of the mess

-the-art ECC

nough to

cate and encrypt

cket.

d: DNSCurve protects

ckets, server→cache.

d: DNSCrypt protects

ckets, cache→client.

progress: HTTPCurve

HTTP packets.

63

Crypto is at edge of network,
handled by simple proxy.

Administrator puts public key
into name of server.

Need new DNS cache software
but no need to change
server software,
database-management software,
web interfaces, etc.

Easy to implement,
easy to deploy.

64

No prece

mess

CC

encrypt

Curve protects

server → cache.

encrypt protects

cache → client.

HTTPCurve

sockets.

Crypto is at edge of network,
handled by simple proxy.

Administrator puts public key
into name of server.

Need new DNS cache software
but no need to change
server software,
database-management software,
web interfaces, etc.

Easy to implement,
easy to deploy.

No precomputatio

Crypto is at edge of network,
handled by simple proxy.

Administrator puts public key
into name of server.

Need new DNS cache software
but no need to change
server software,
database-management software,
web interfaces, etc.

Easy to implement,
easy to deploy.

No precomputation.

Crypto is at edge of network,
handled by simple proxy.

Administrator puts public key
into name of server.

Need new DNS cache software
but no need to change
server software,
database-management software,
web interfaces, etc.

Easy to implement,
easy to deploy.

No precomputation.

Crypto is at edge of network,
handled by simple proxy.

Administrator puts public key
into name of server.

Need new DNS cache software
but no need to change
server software,
database-management software,
web interfaces, etc.

Easy to implement,
easy to deploy.

No precomputation.

No problems with
dynamic data.

Crypto is at edge of network,
handled by simple proxy.

Administrator puts public key
into name of server.

Need new DNS cache software
but no need to change
server software,
database-management software,
web interfaces, etc.

Easy to implement,
easy to deploy.

No precomputation.

No problems with
dynamic data.

No problems with
old data: all results
are guaranteed to be fresh.

Crypto is at edge of network,
handled by simple proxy.

Administrator puts public key
into name of server.

Need new DNS cache software
but no need to change
server software,
database-management software,
web interfaces, etc.

Easy to implement,
easy to deploy.

No precomputation.

No problems with
dynamic data.

No problems with
old data: all results
are guaranteed to be fresh.

No problems with
nonexistent data,
database leaks, etc.

Crypto is at edge of network,
handled by simple proxy.

Administrator puts public key
into name of server.

Need new DNS cache software
but no need to change
server software,
database-management software,
web interfaces, etc.

Easy to implement,
easy to deploy.

No precomputation.

No problems with
dynamic data.

No problems with
old data: all results
are guaranteed to be fresh.

No problems with
nonexistent data,
database leaks, etc.

Packets are small.

Smaller amplification
than existing protocols.

s at edge of network,
by simple proxy.

trator puts public key
ne of server.

w DNS cache software
need to change

software,
e-management software,
erfaces, etc.

implement,
deploy.

64

No precomputation.

No problems with
dynamic data.

No problems with
old data: all results
are guaranteed to be fresh.

No problems with
nonexistent data,
database leaks, etc.

Packets are small.
Smaller amplification
than existing protocols.

65

DNSCur
and HT
add real
PGP-sig

Improved
e.g., is t
firsttai
diabete

Improved
e.g., fres

Improved
attacker
doesn't

of network,
proxy.
s public key
er.
che software
ange
ment software,
c.
t,

No precomputation.

No problems with
dynamic data.

No problems with
old data: all results
are guaranteed to be fresh.

No problems with
nonexistent data,
database leaks, etc.

Packets are small.

Smaller amplification
than existing protocols.

DNSCurve and DM
and HTTPCurve a
add real security e
PGP-signed web p

Improved confiden
e.g., is the user ac
firstaid.webmd.
diabetes.webmd.

Improved integrity
e.g., freshness.

Improved availabil
attacker forging a
doesn't break conn

No precomputation.

No problems with dynamic data.

No problems with old data: all results are guaranteed to be fresh.

No problems with nonexistent data, database leaks, etc.

Packets are small.
Smaller amplification than existing protocols.

DNSCurve and DNSCrypt and HTTPCurve and SMTP add real security even to PGP-signed web pages, email

Improved confidentiality:
e.g., is the user accessing `firstaid.webmd.com` or `diabetes.webmd.com`?

Improved integrity:
e.g., freshness.

Improved availability:
attacker forging a packet doesn't break connections.

No precomputation.

No problems with dynamic data.

No problems with old data: all results are guaranteed to be fresh.

No problems with nonexistent data, database leaks, etc.

Packets are small.

Smaller amplification than existing protocols.

DNSCurve and DNSCrypt and HTTPCurve and SMTPCurve add real security even to PGP-signed web pages, email.

Improved confidentiality:
e.g., is the user accessing `firstaid.webmd.com` or `diabetes.webmd.com`?

Improved integrity:
e.g., freshness.

Improved availability:
attacker forging a packet doesn't break connections.