

Latest Measurements on DNS Privacy

Sinodun

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Agenda

- Two topics
 - Summary of initial benchmarking work on TCP/TLS for recursive resolvers
 - (Time permitting) Brief look at level of implementation & deployment of both DNS over TLS & HTTP



Benchmarking

Partly funded by a grant from the Open Technology Fund
(and NLnet Foundation)

- GOALS of this initial work:
 - **Understand characteristics** of how existing recursive servers handle TCP and TLS loads
 - **Looking at relative performance** cf. UDP more than absolute at this stage



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Much more complex than UPD...
Many more parameters...

Nameservers tested

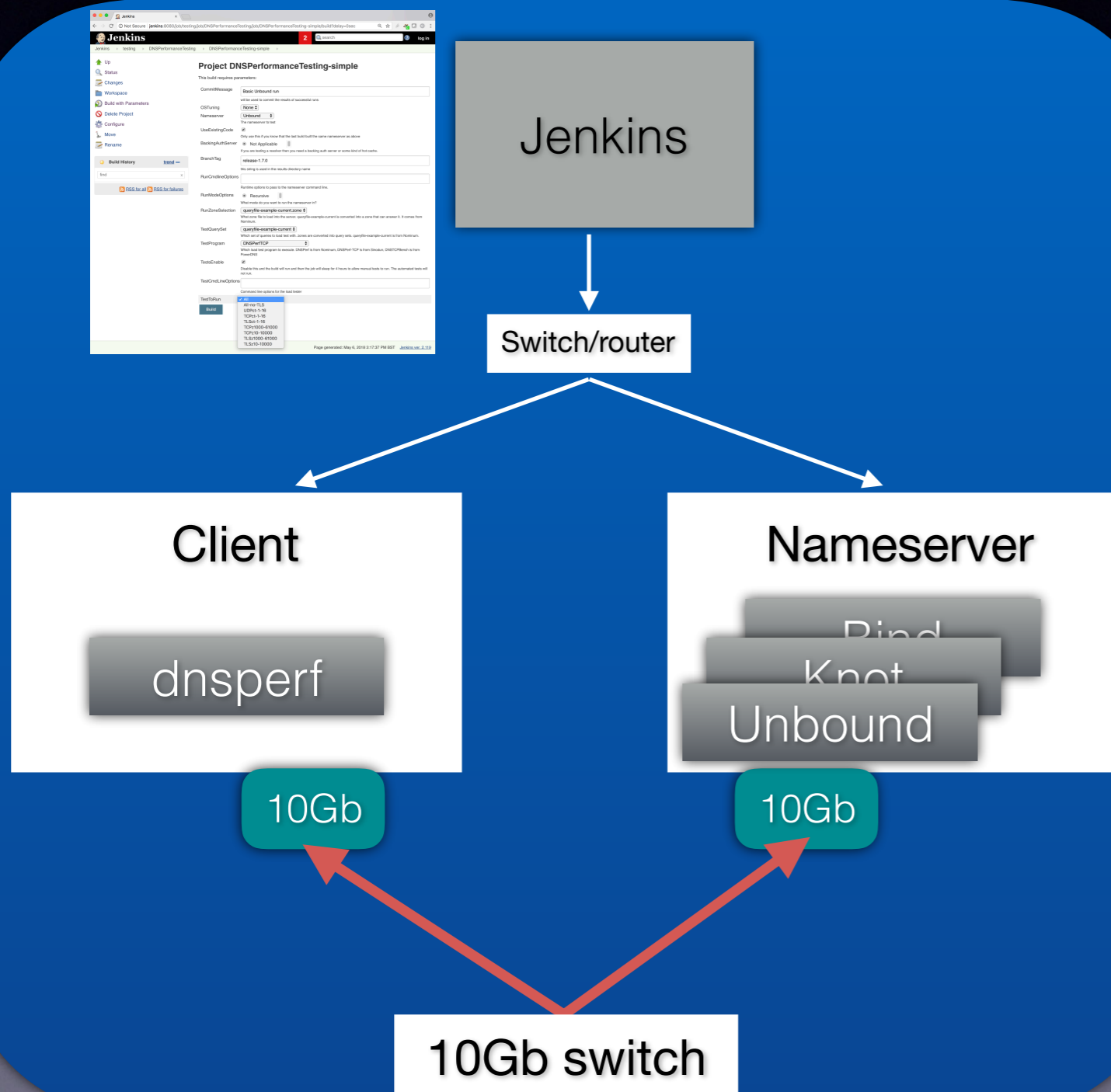
- **Bind 9.12.1 (No TLS)**
- **Unbound 1.7.0**
- **Knot Resolver 2.3.0**
- **dnscrypt 1.3.0**



Other nameservers are available....

Test setup - Hardware

‘Out of the box’ testing



- 2*8 core Intel Xenon @ 2.1Ghz, 32Gb RAM
- Ubuntu 18.04
- Only basic OS and NS tuning
- NS locked to 4 cores (threads)
- Hot cache

Test setup - Software

GitHub:
[sinodun/dnsperf-tcp](https://github.com/sinodun/dnsperf-tcp)

- **dnsperf**: from Nominum/Akamai (not resperf)
- **dnsperf-tcp**: fork of dnsperf with tcp support
- **dnsperf-tls**: branch with tls support but..
 - implementation issues due to threading

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TLS 1.2,
No TFO, TLS SR,...

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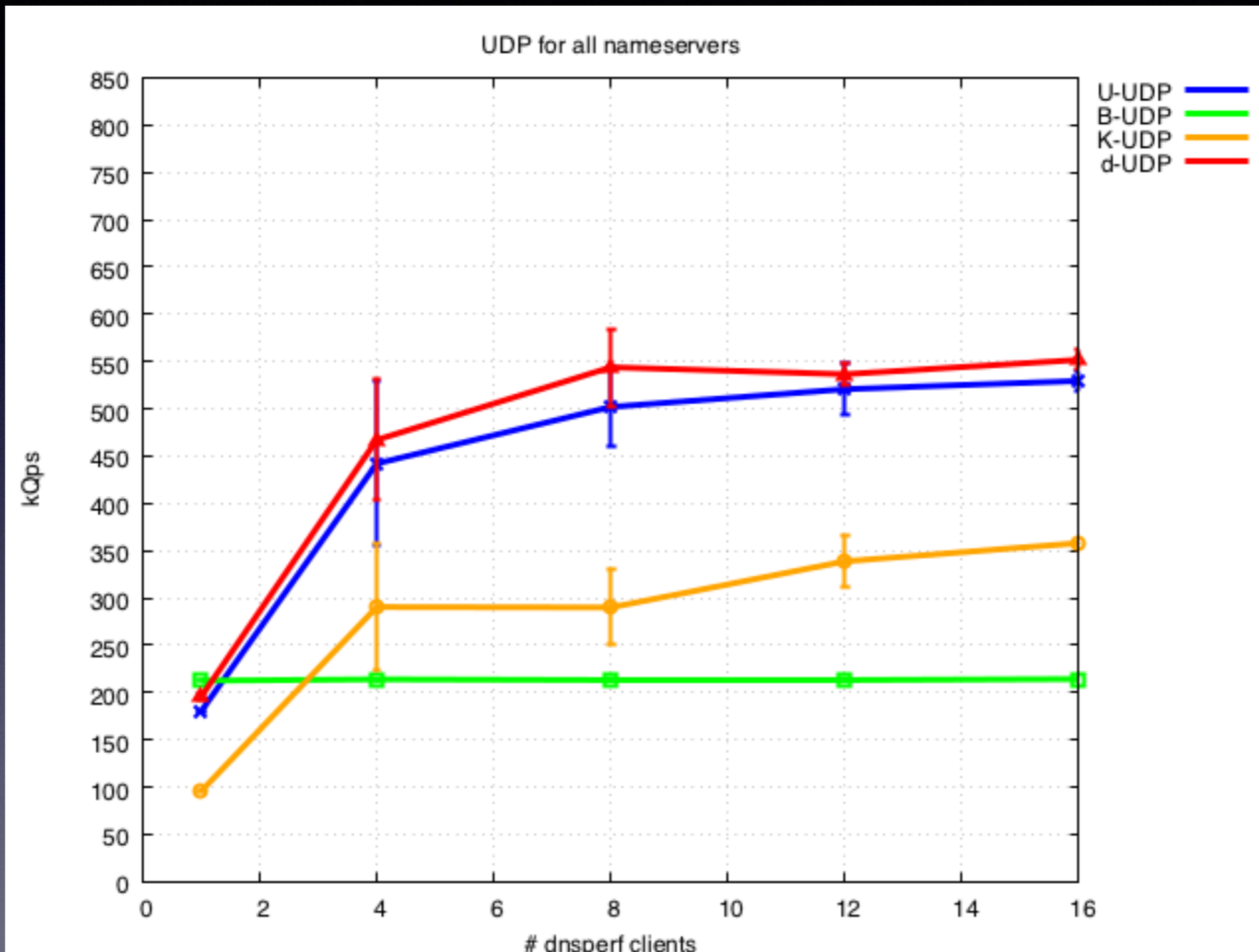
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Focus on few clients,
Varying q per conn

- Increasing load by adding clients

UDP

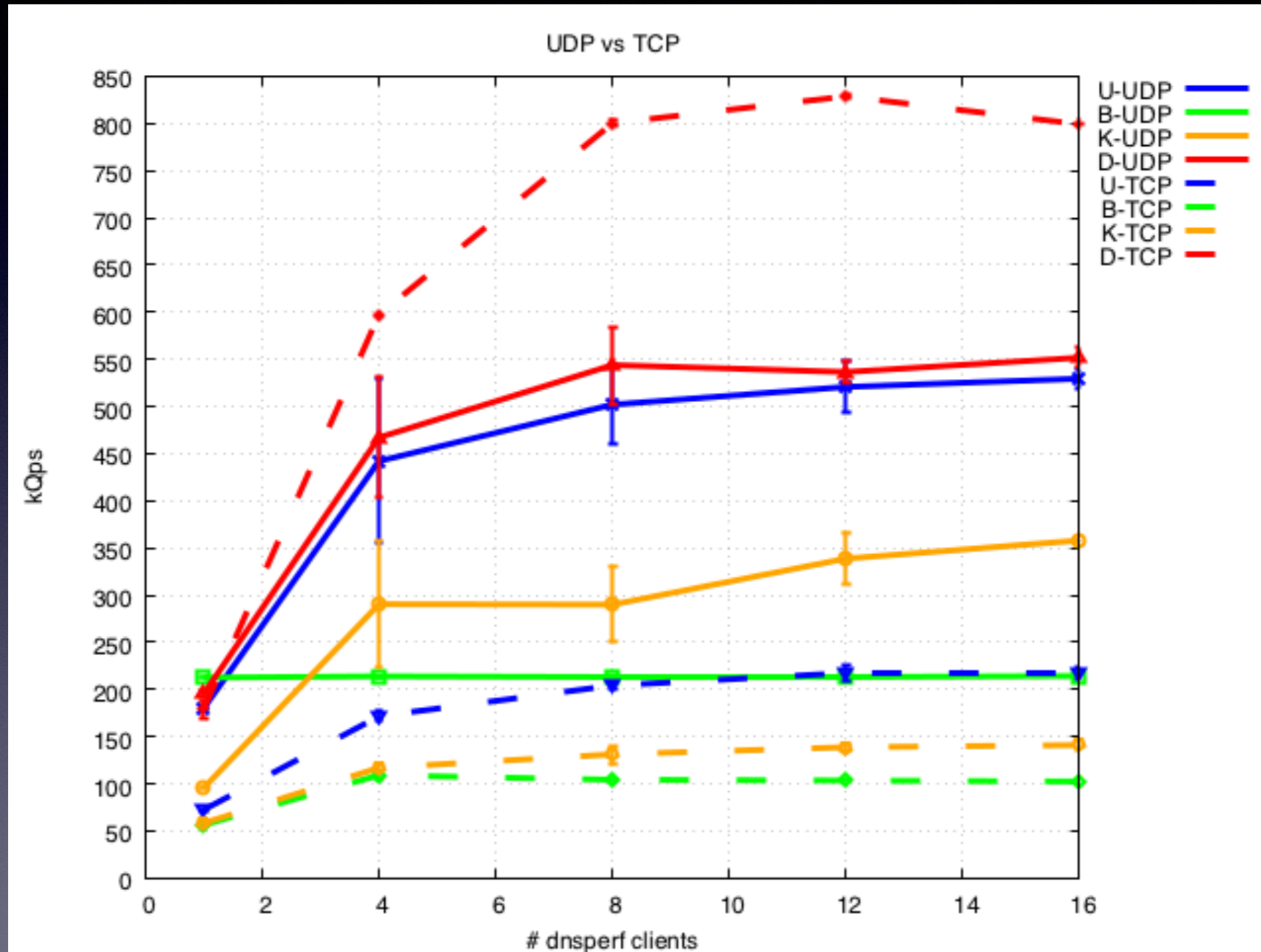
- Unbound & dnstest similar
- Bind very flat



- Increasing load by adding clients
- 20,000 q per conn

UDP vs TCP

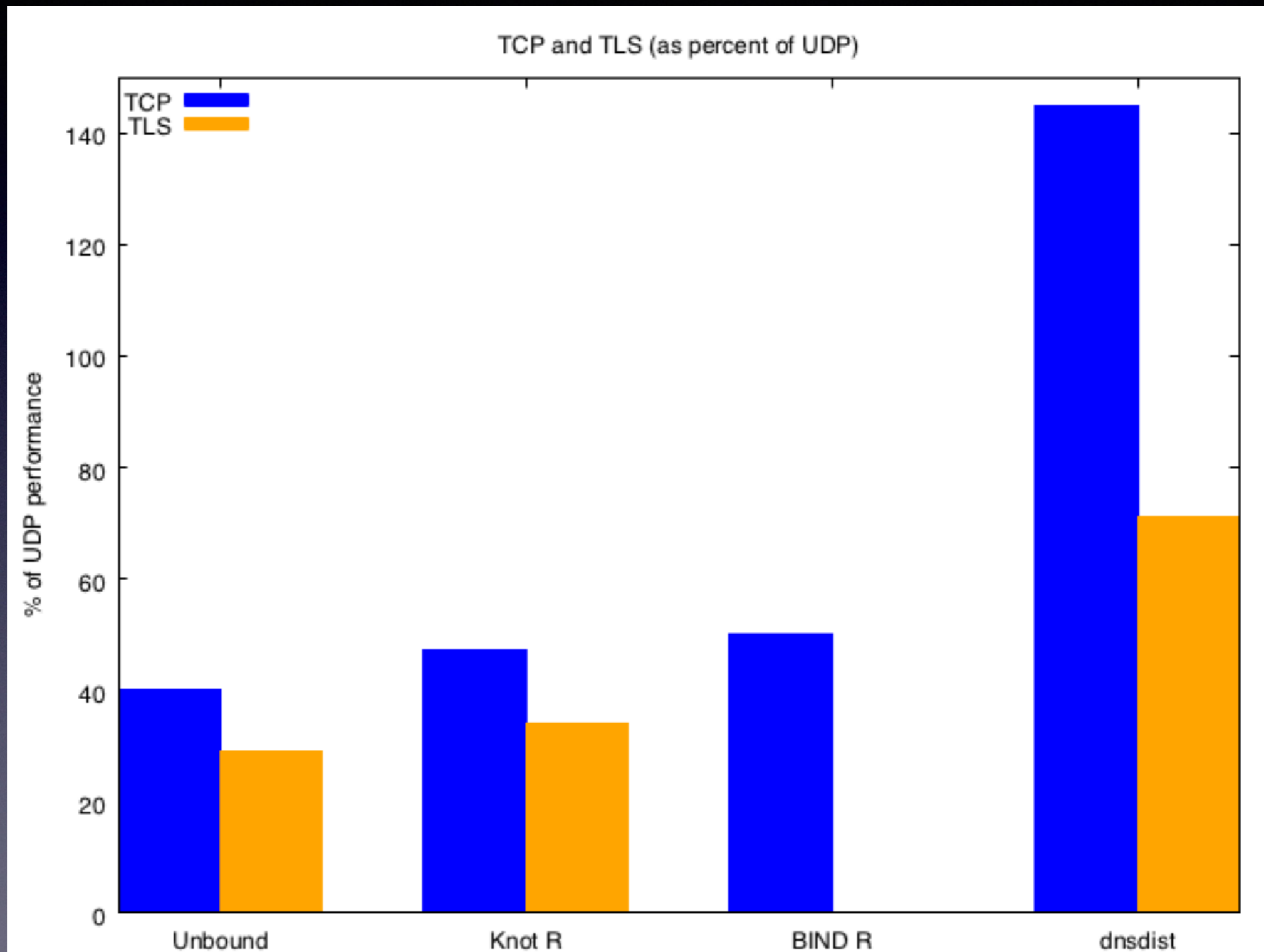
- dnstest TCP better than UPD (but threading is diff)!
- Others similar reduction



- 8 clients
- 20,000 q per conn

% of UDP

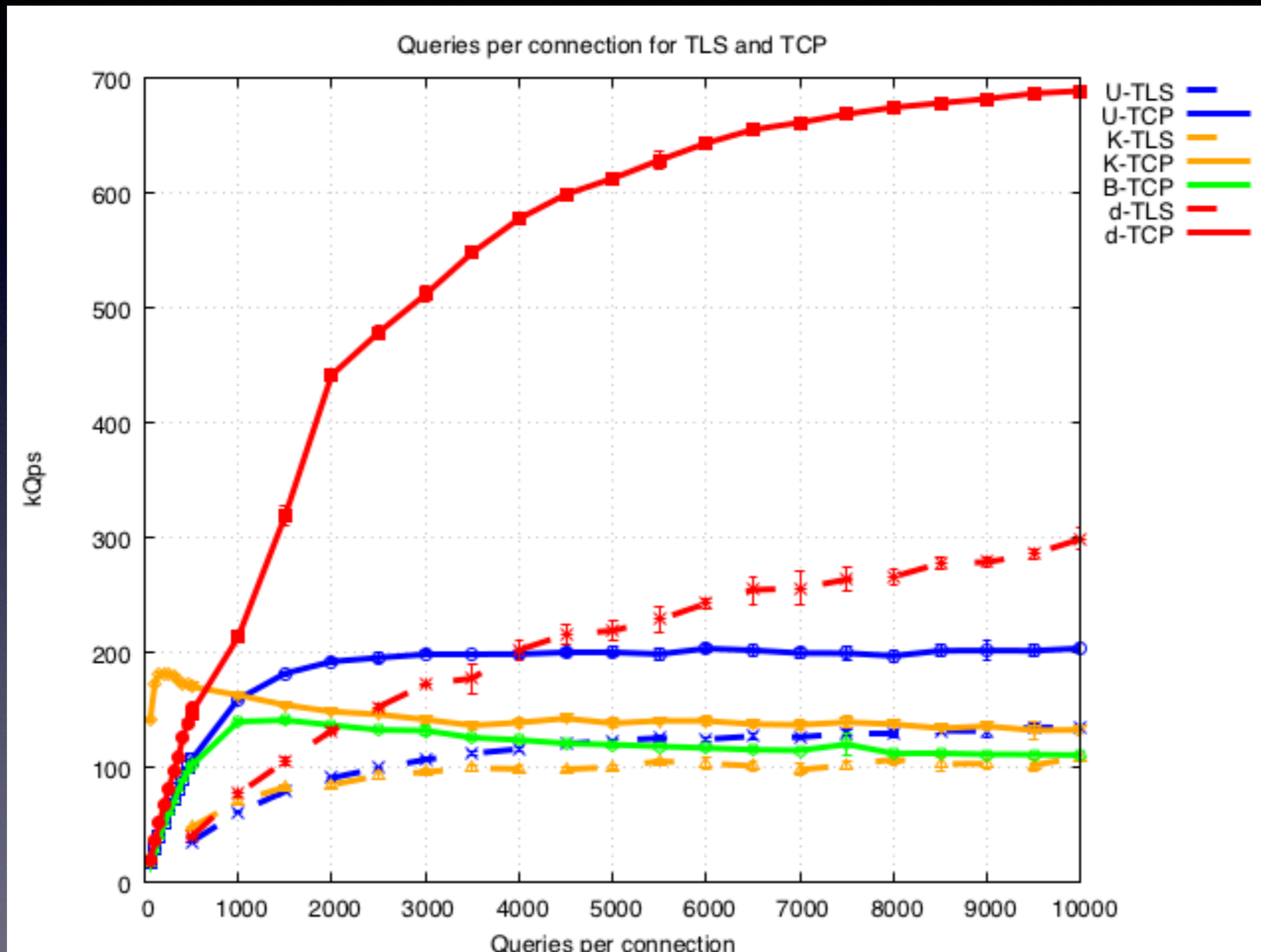
- dnsmdist best
- Unbound does not do concurrent processing



- Using 8 clients
- Solid line is TCP, dotted is TLS

Low q/conn

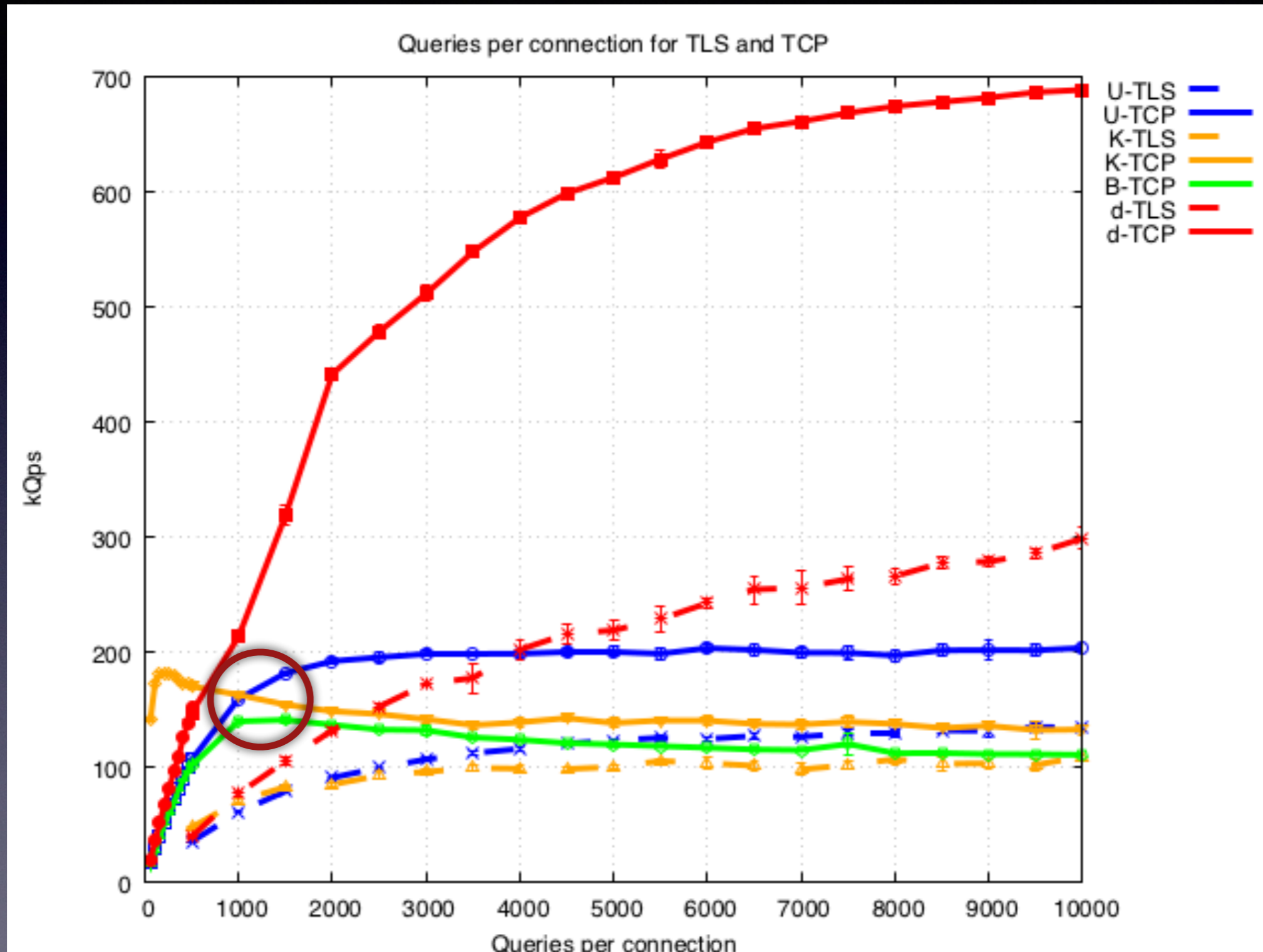
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- U & B fall-off ~1000
- Knot TCP is very flat



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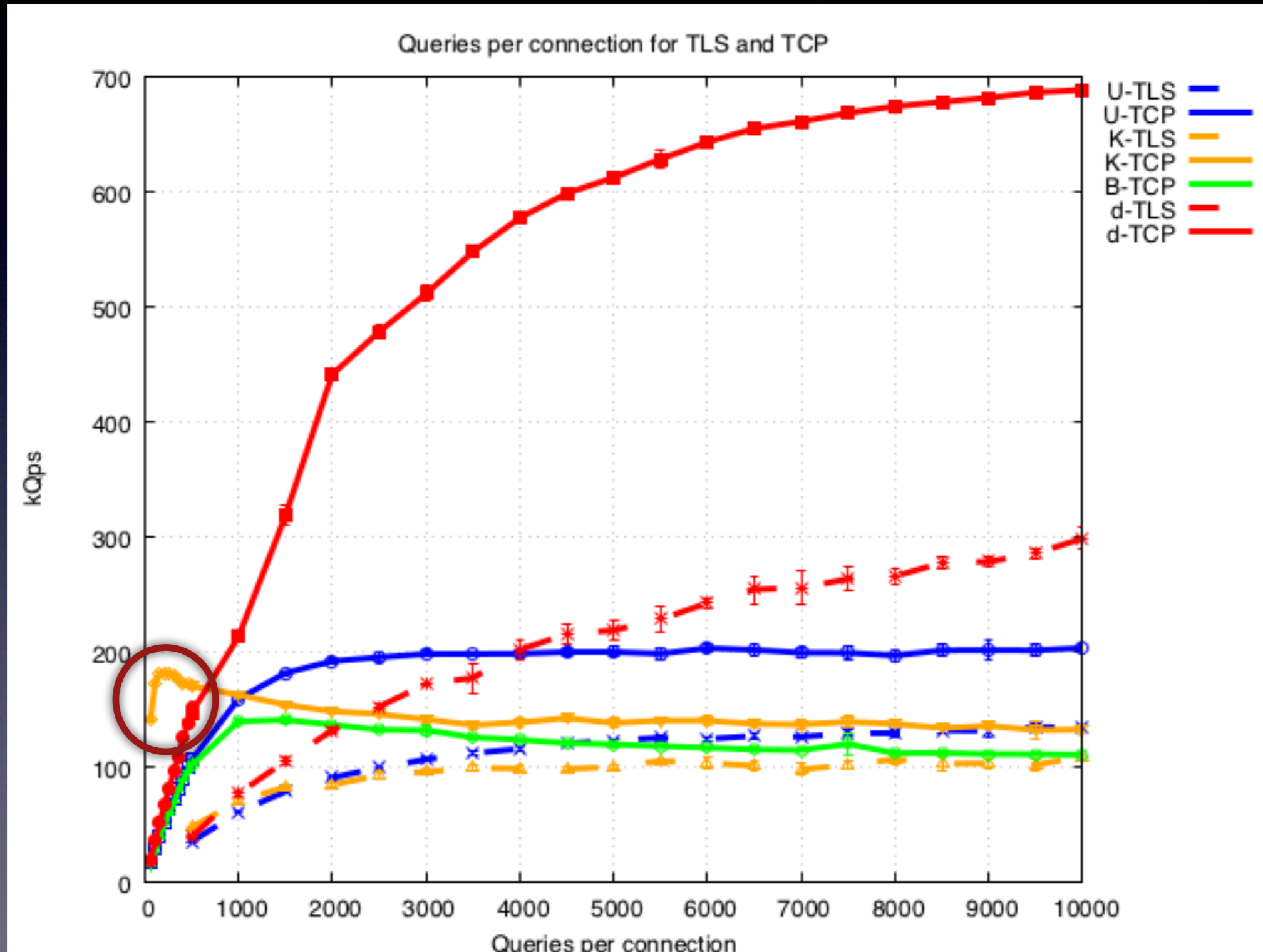
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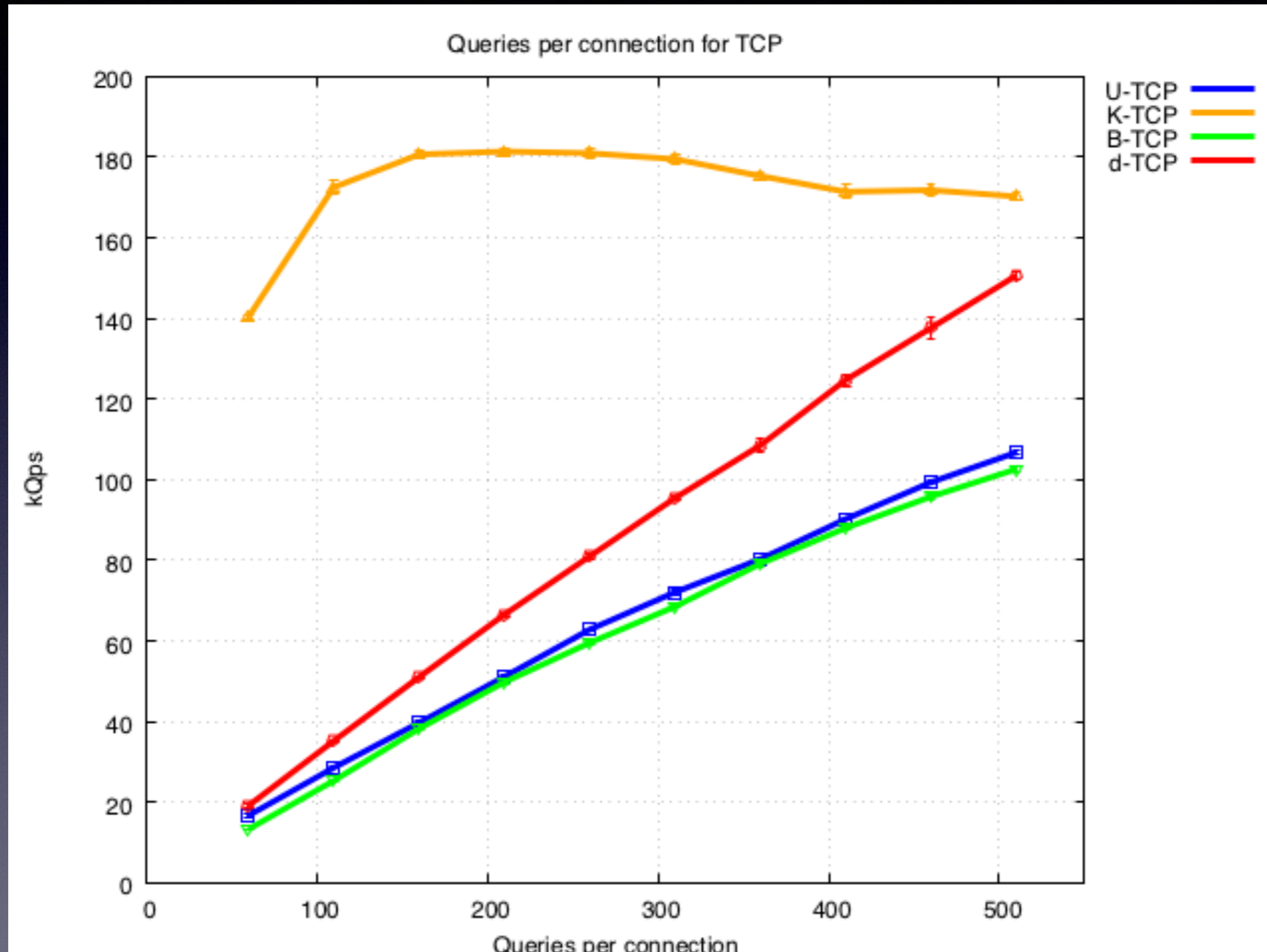
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- Using 8 clients
- Current test system hits issues...

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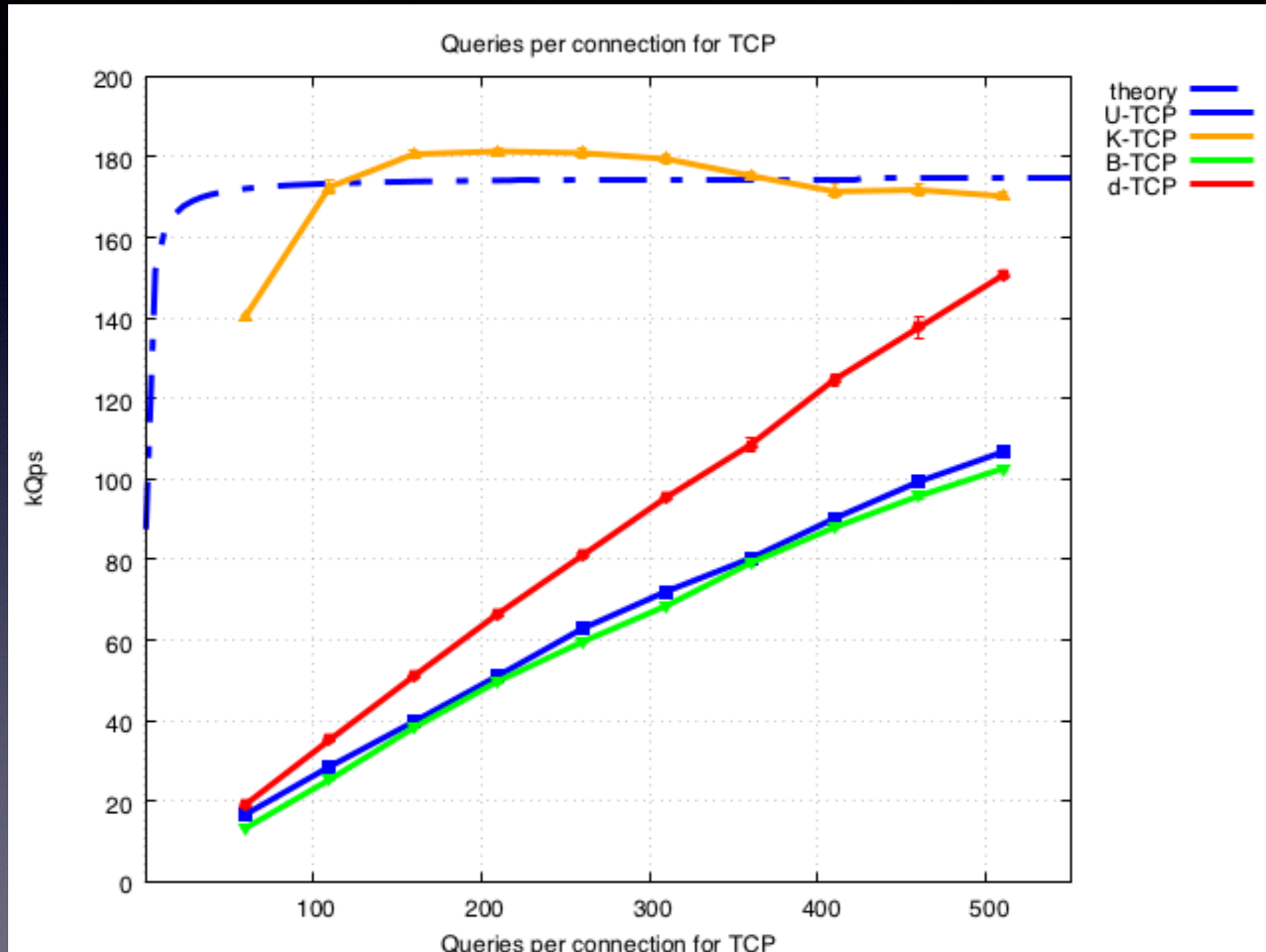
- Knot flat till ~ 100 q/conn
- Others linear decline
- $(1 + N)/N$ dips ~ 100



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Low q/conn

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TODO list



- Understand implementations better
- OS + NS tuning
- Drill to lower q/conn for TCP and TLS
 - Add tricks: TFO, TLS Session Resumption, TLS 1.3,...
- Scale to MANY clients
- Compare to TLS proxy e.g. nginx, haproxy
- Add concurrent processing to Unbound
- Use new/different test tool?

Deployment & Implementation

DOT: [DNS-over-TLS](#)

DOH: [DNS-over-HTTPS](#) (WIP)

Implementation

	Client	Recursive Resolver
DOT	<ul style="list-style-type: none">• Stubby• Unbound/Knot resolver (fwd)• Android system (dev)• systemd (PR)	<ul style="list-style-type: none">• Unbound, Knot Resolver, dnsmdist + CoreDNS, Tenta• BIND on the way?
DOH*	<ul style="list-style-type: none">• Android Intra App• Firefox config option• Stubby (next release)• Various experimental	<ul style="list-style-type: none">• Various experimental

* 10+ implementations (see DOH mailing list and IETF 101 Hackathon)

Recursive Resolver Deployment

	Standalone	Large Scale
DOT	<ul style="list-style-type: none">• <u>19 test servers</u>	<ul style="list-style-type: none">• Quad9 (9.9.9.9)• Cloudflare (1.1.1.1)
DOH*	<ul style="list-style-type: none">• Google https://dns.google.com/experimental• Few other test servers	<ul style="list-style-type: none">• Cloudflare https://cloudflare-dns.com/dns-query

* Experimental, some support JSON as well as wireformat

Stub to recursive is changing

- DOH draft is in WGLC
- Expect browsers to adopt DOH (default?), other apps?
- System components to use either DOT or DOH...?
- What does this mean for users
 - Privacy (yeah!) but...
 - Multiple config points (transport & DNSSEC), multiple recursives, monitoring?

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Thank you!

More information at:
dnsprivacy.org