

DNS

CS642: Computer Security



128.105.5.31

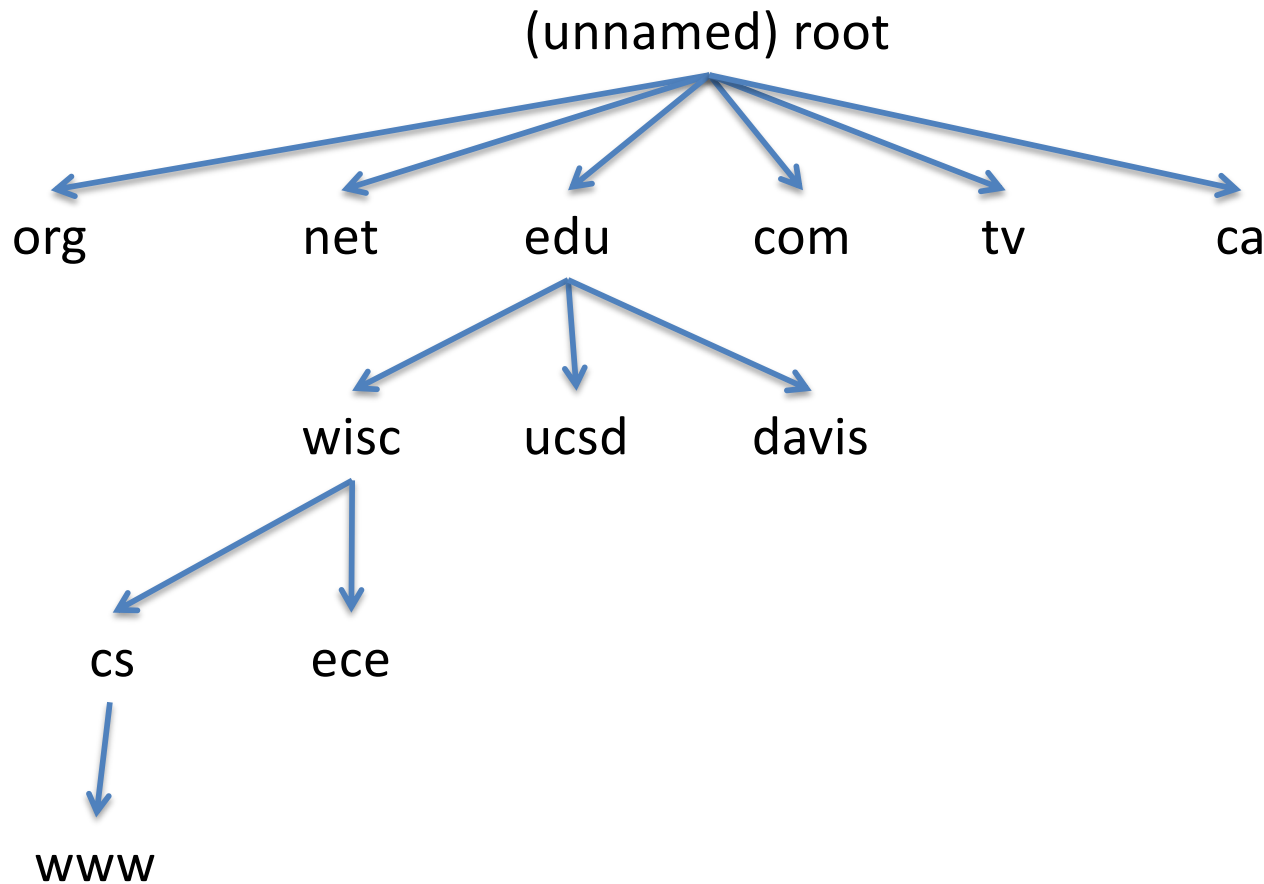
We don't want to have to remember IP addresses

```
[rist@seclab1] (17)$ head hosts
#
#      Wisconsin CS Local Host Table
#
127.0.0.1      localhost
128.105.6.39   smtp.cs.wisc.edu smtp
128.105.6.40   spam.cs.wisc.edu spam spam-test
128.105.6.42   spam.cs.wisc.edu spam spam-test
128.105.6.38   spam.cs.wisc.edu spam spam-test
128.105.1.1    ge-5-1.cisco-border1.cs.wisc.edu ge-5-1.cisco-border1
128.105.1.2    ge-1-2.cisco1.cs.wisc.edu ge-1-2.cisco1
[rist@seclab1] (18)$
```

Early days of ARPANET: manually managed hosts.txt served from single computer at SRI



Heirarchical domain name space



Top Level
domains
(TLD)

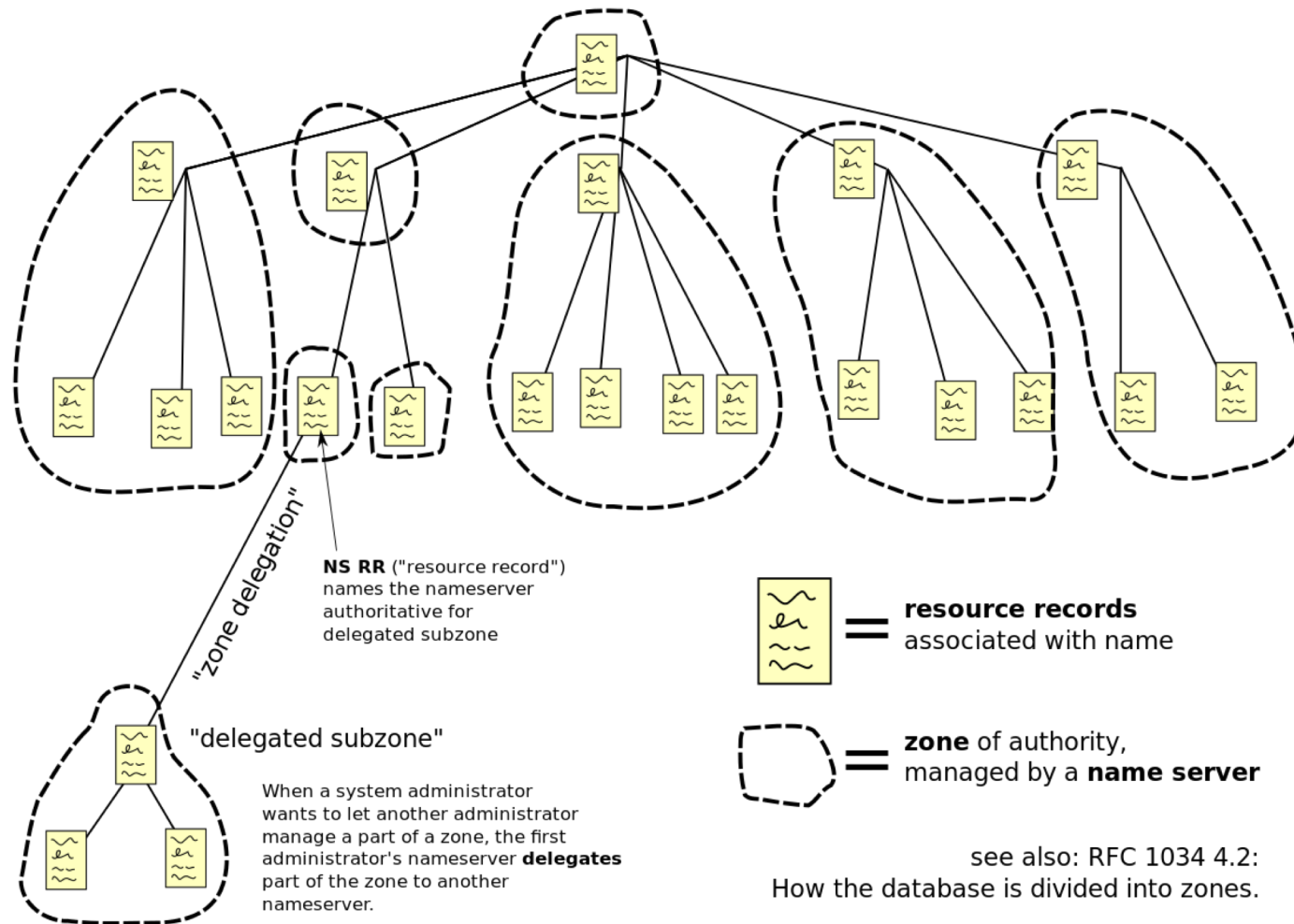
Second Level
domains

max 63 per element



Zones

Domain Name Space



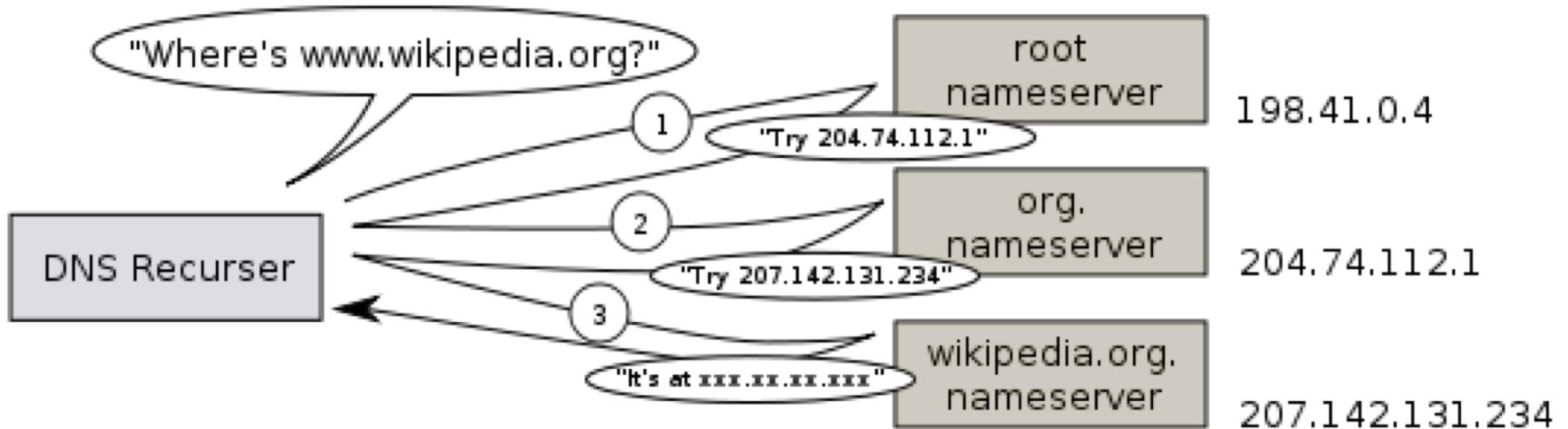
From

https://en.wikipedia.org/wiki/Domain_Name_System



Resolving names

- Clients configured with initial name servers
- Iterative: clients follow referrals to lookup name at next server
- Recursive: NS does lookup on behalf of client, caches results



From

http://en.wikipedia.org/wiki/File:An_example_of_theoretical_DNS_recursion.svg



Example DNS query types

| | |
|------|---|
| A | address (get me an IPv4 address) |
| AAAA | IPv6 address |
| NS | name server |
| TXT | human readable text, has been used for some encryption mechanisms |
| MX | mail exchange |



Authoritative vs Caching Name Servers

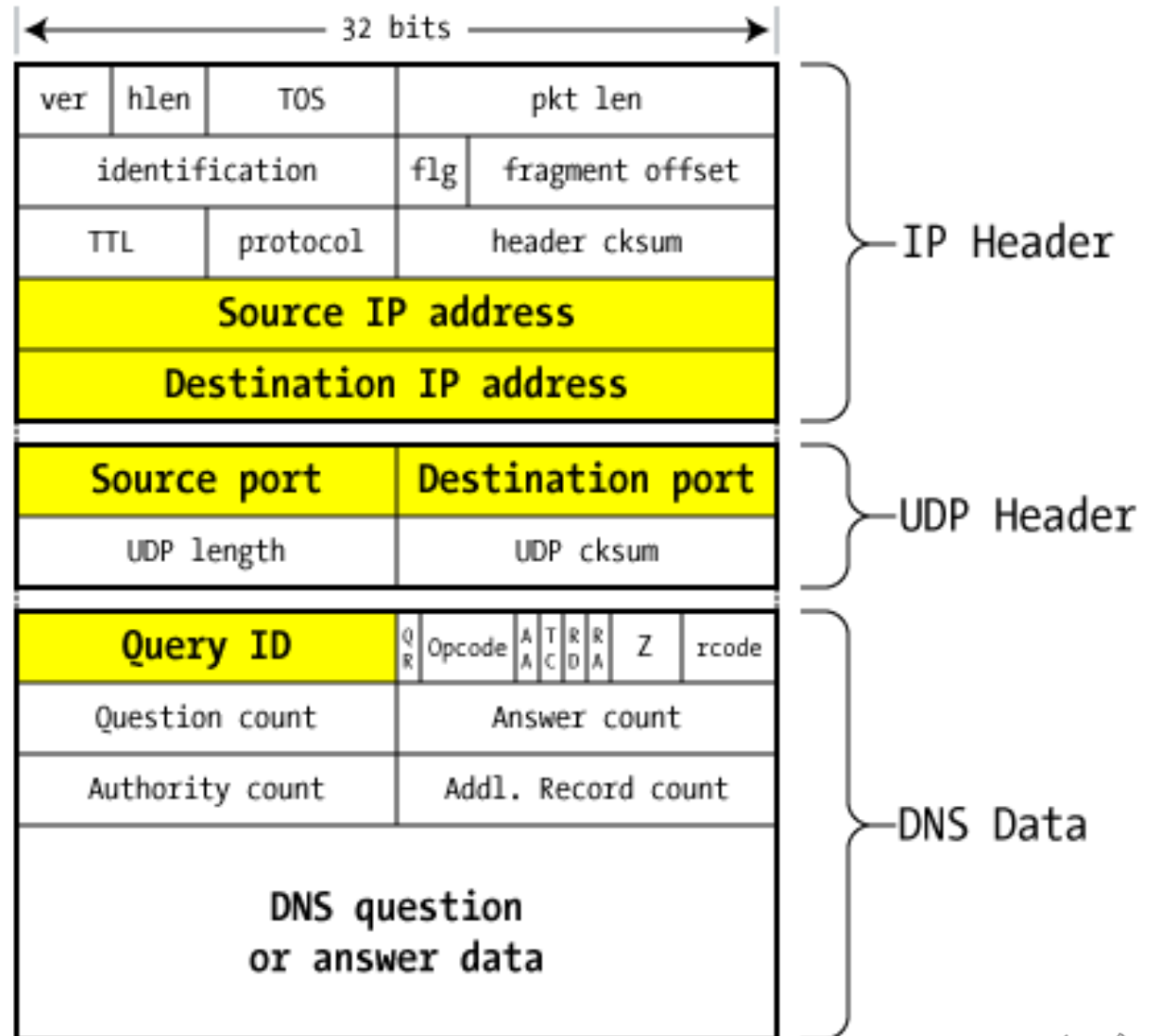
- Authoritative name server only returns names configured by an original source (e.g. admin)
 - Sets AA (authoritative answer) bit in response
- Caching name server may do lookups to other servers, return indirect/cached results
 - Speeds up queries
 - Both negative and positive responses
 - periodically times out. TTL set by data owner



DNS packet on wire

Query ID is 16-bit
random value

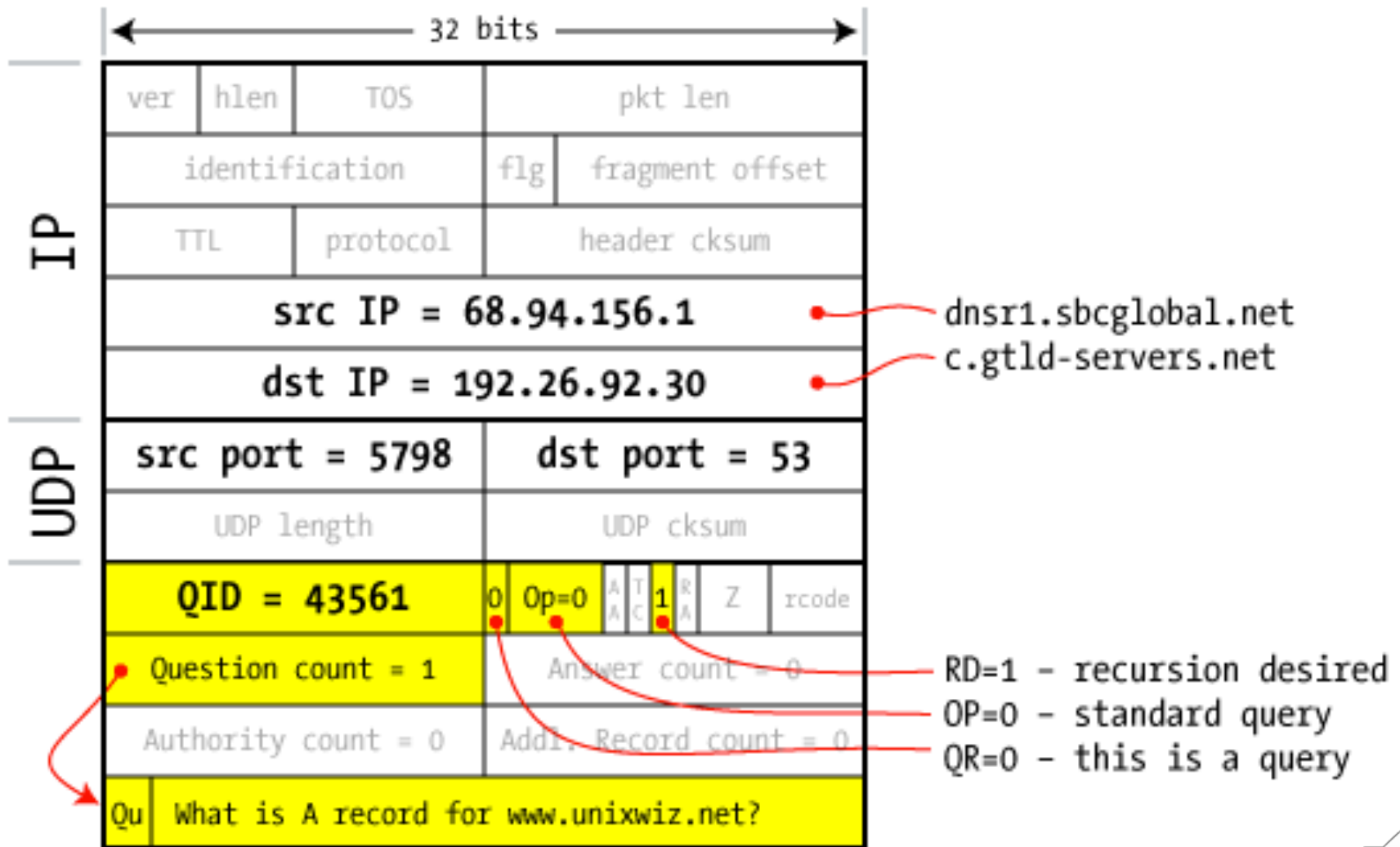
We'll walk through
the example from
Friedl's document

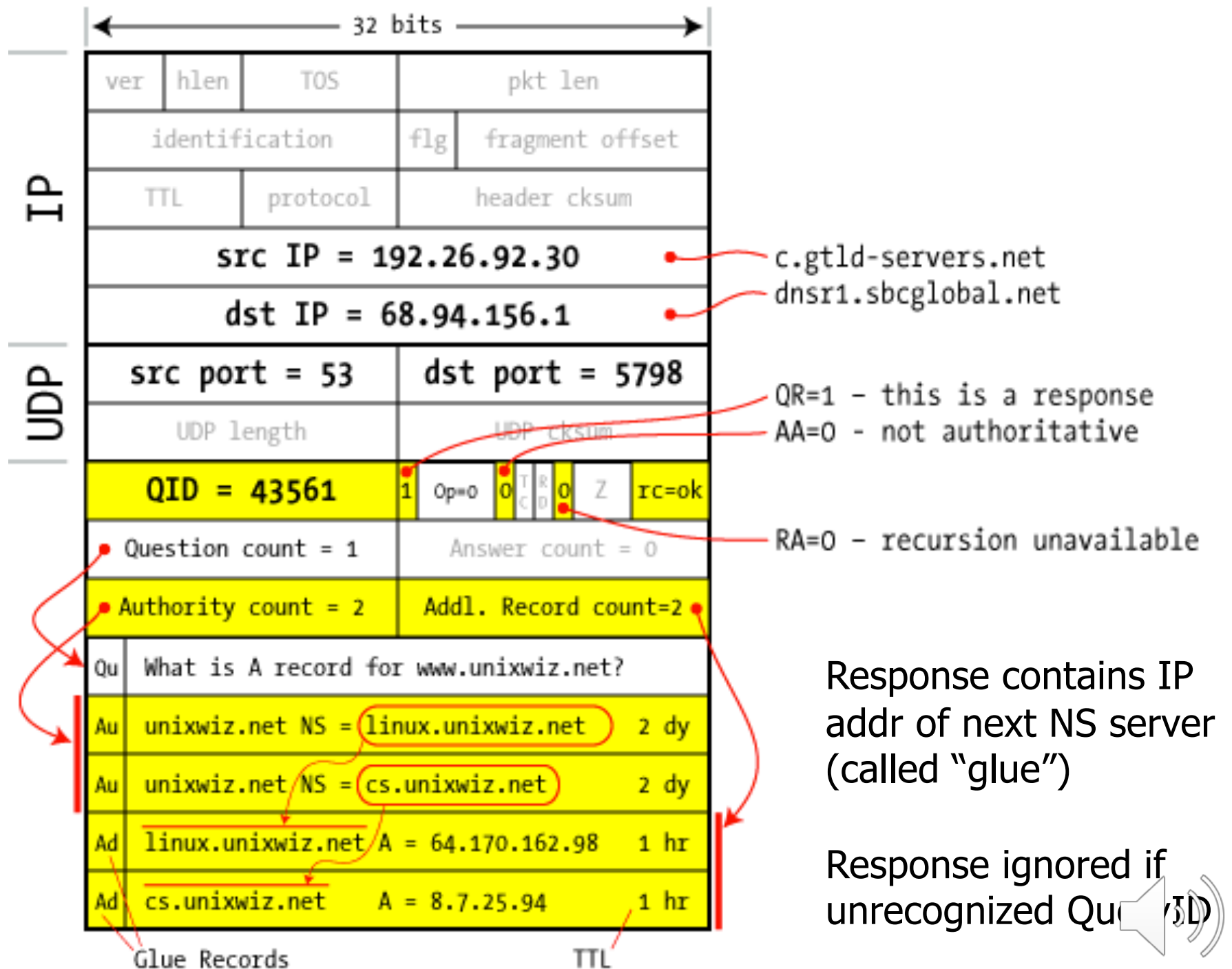


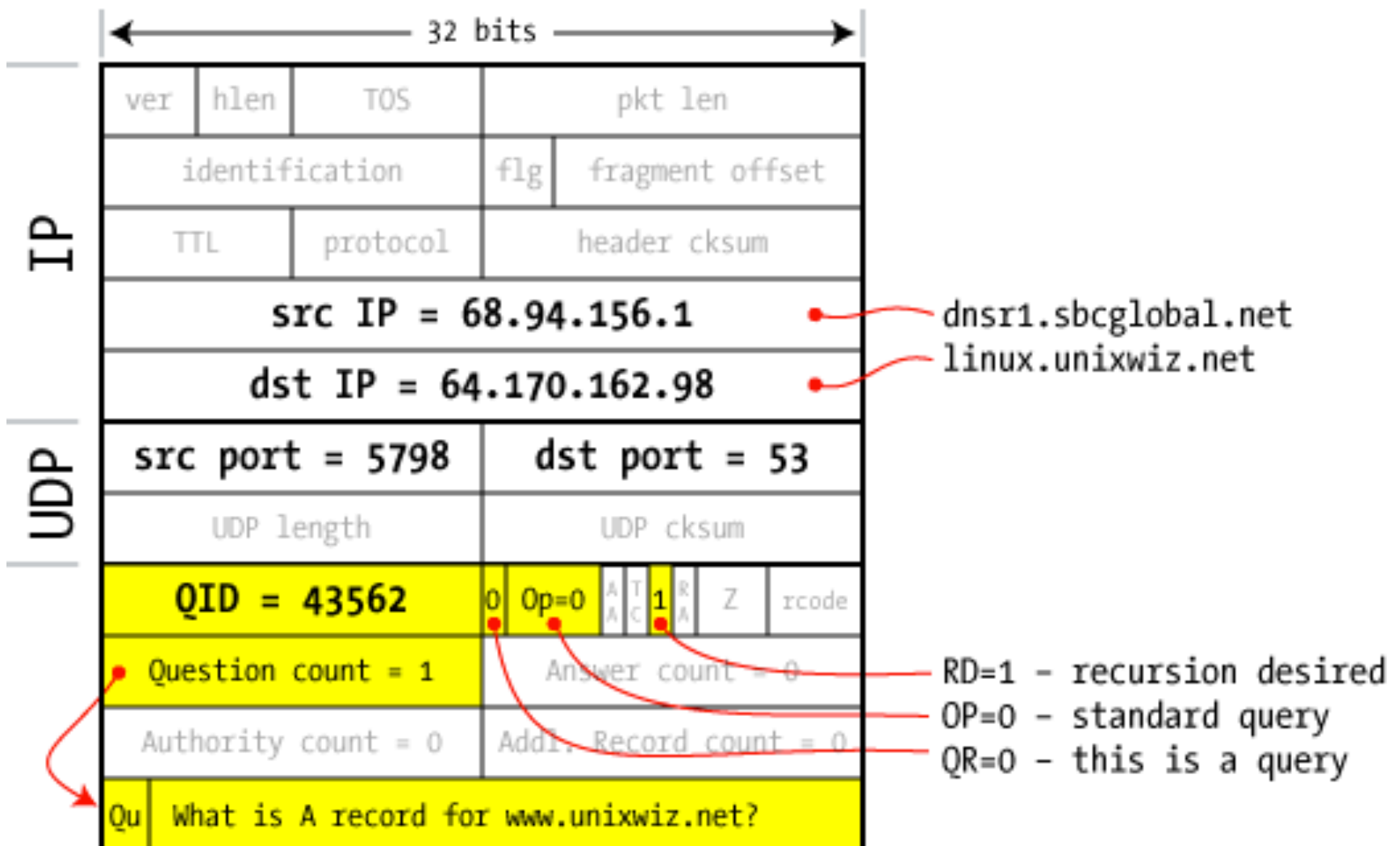
From Friedl explanation of DNS cache poisoning, are following diagrams

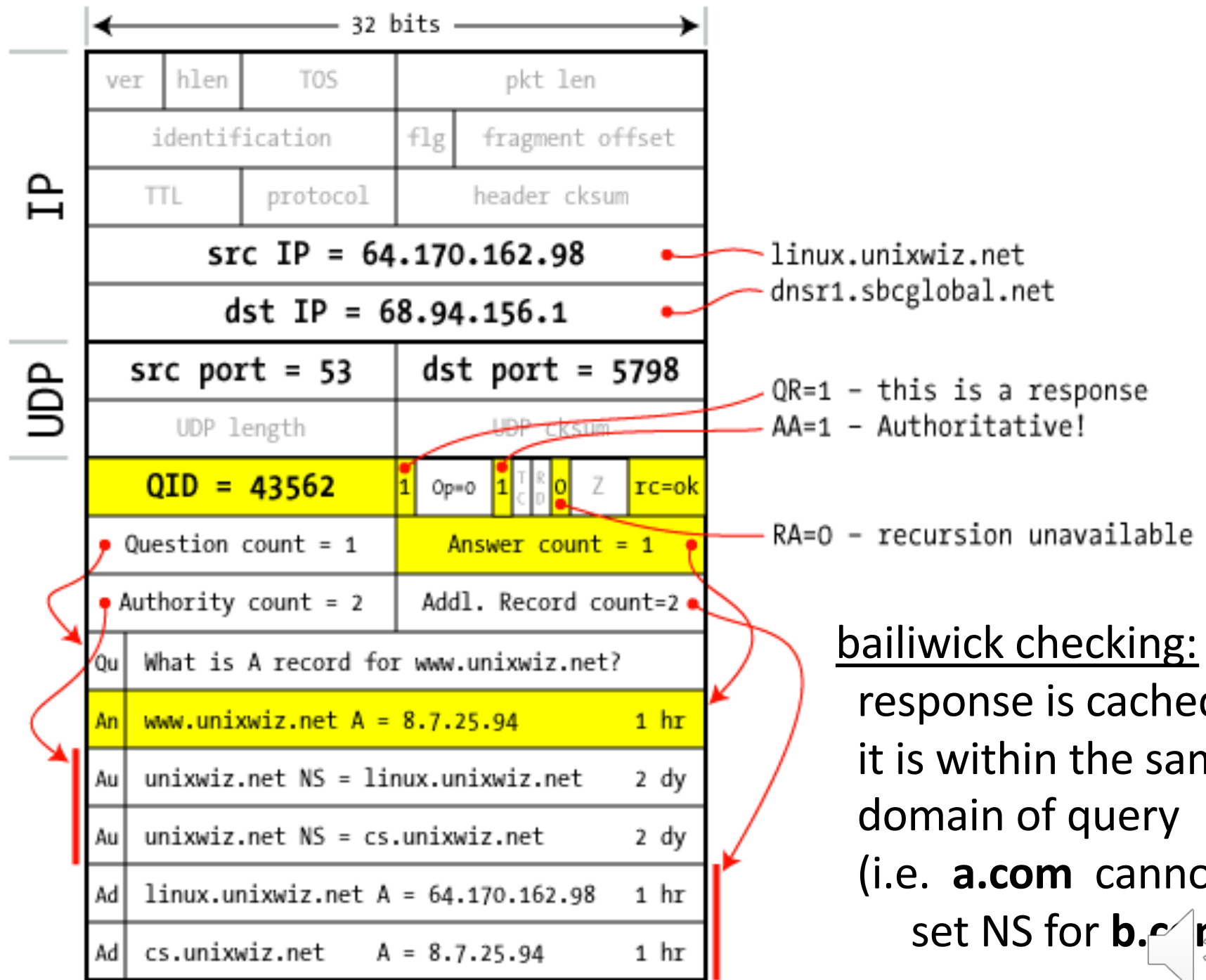


Query from resolver to NS









Here we go again...

- What security checks are in place?
 - Random query ID's to link responses to queries
 - Bailiwick checking (sanity check on response)
- No authentication
 - DNSsec is supposed to fix this but no one uses it yet
- Many things trust hostname to IP mapping
 - Browser same-origin policy
 - URL address bar



What are clear problems?

- Corrupted nameservers
- Intercept & manipulate requests
- Other obvious issues?

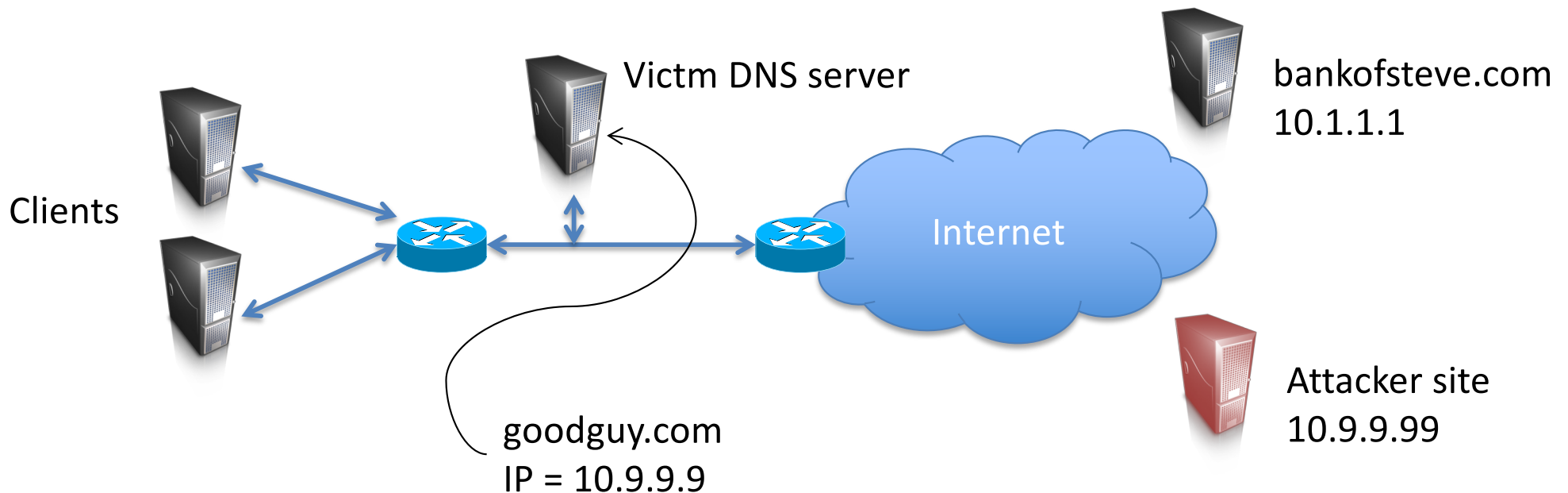


DDoS against DNS

- Denial of Service
 - take down DNS server, clients can't use Internet
 - Feb 6, 2007 attack against 6 of 13 root servers:
 - 2 suffered very badly
 - Others experienced heavy traffic
- DoD purportedly has interesting response:
 - “In the event of a massive cyberattack against the country that was perceived as originating from a foreign source, the United States would consider launching a counterattack or bombing the source of the cyberattack, Hall said. But he noted the preferred route would be warning the source to shut down the attack before a military response.”
 - http://www.computerworld.com/s/article/9010921/RSA_U.S._cyber_counterattack_Bomb_one_way_or_the_other



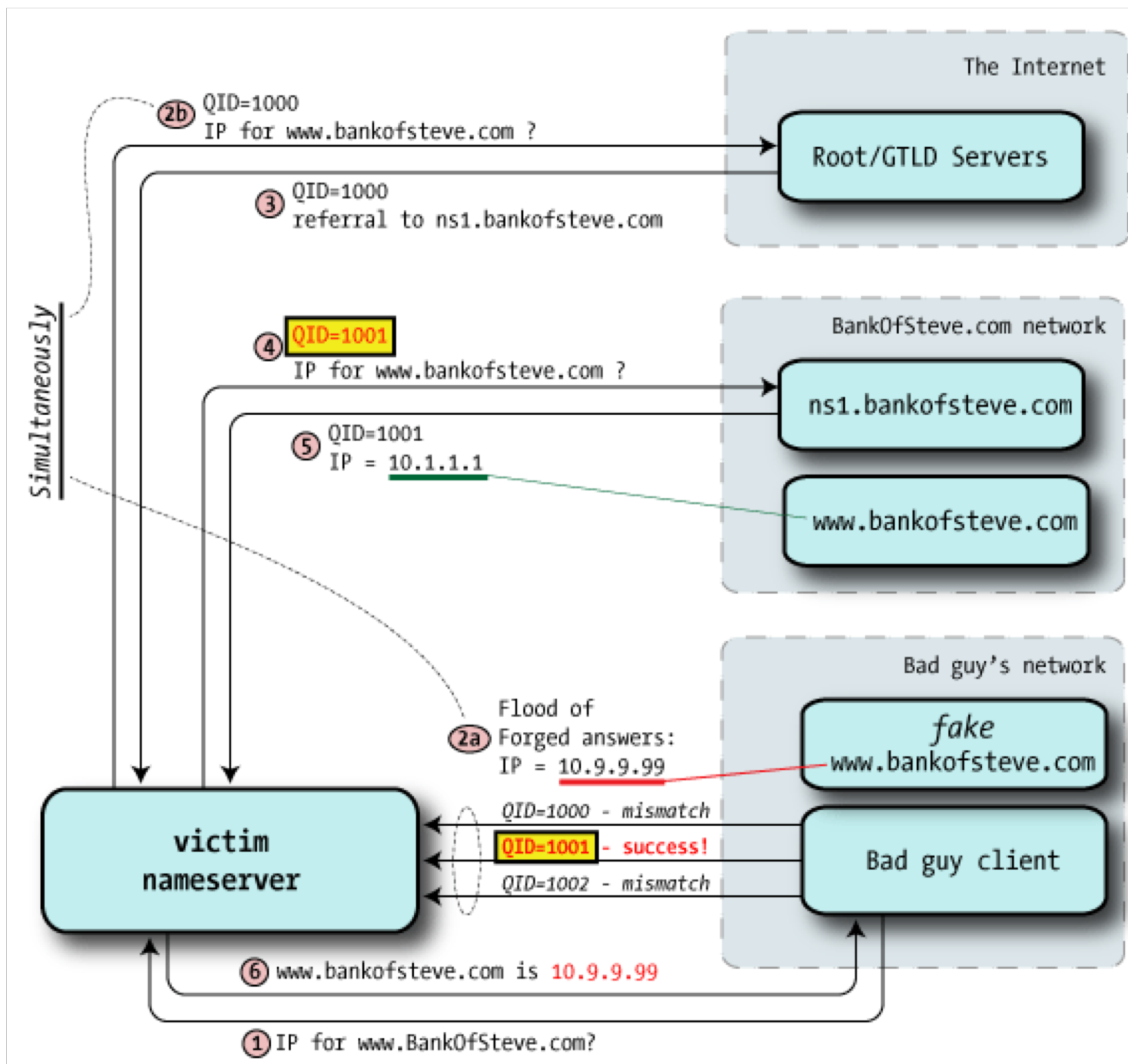
DNS cache poisoning



How might an attacker do this?

Assume DNS server uses predictable UDP port



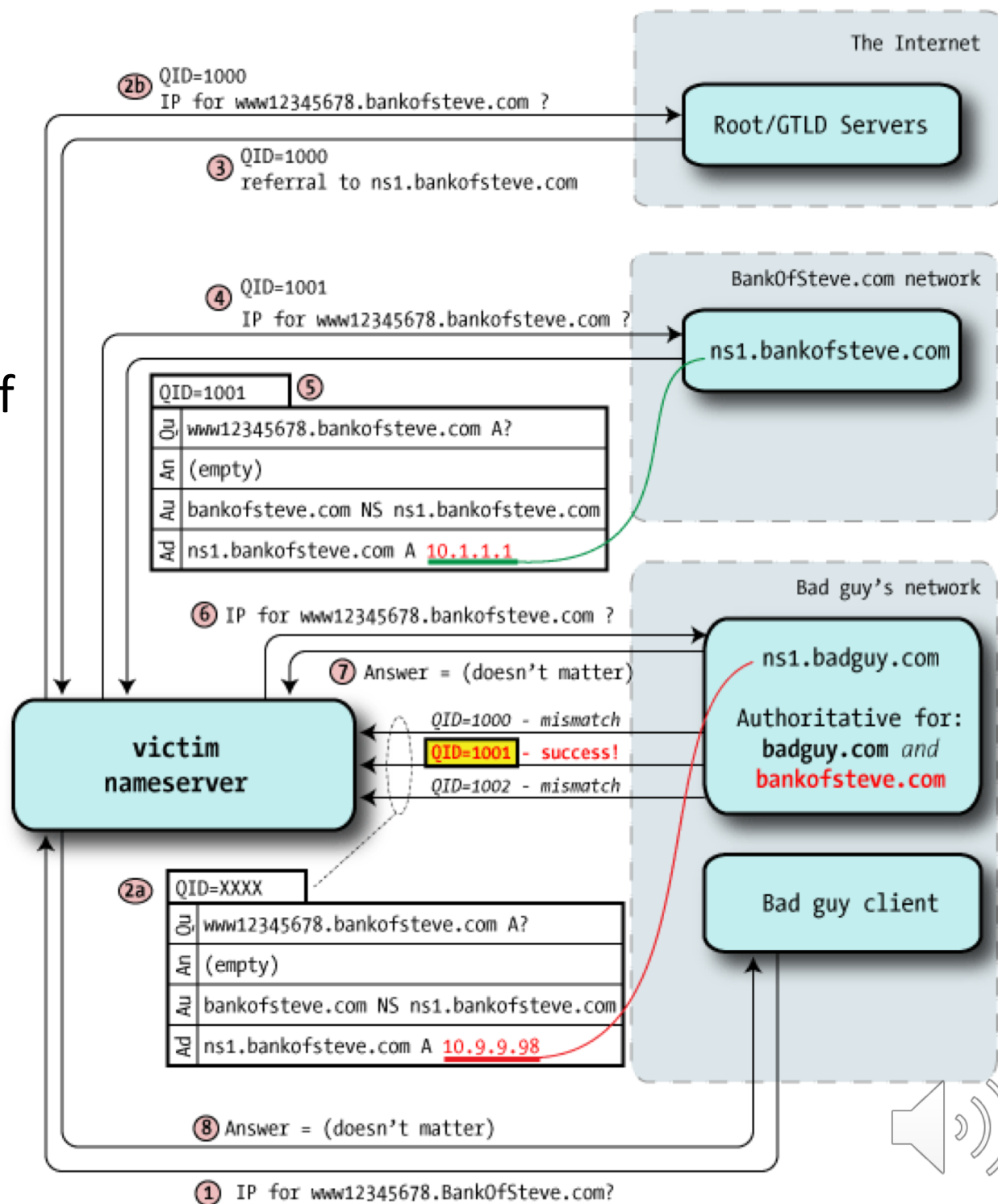


Another idea:

- Poison cache for NS record instead
- Now can take over all of second level domain

How many tries does this require?

- Send flood
- Good chance of success in 10 seconds



Defenses

- Query ID size is fixed at 16 bits
- Repeat each query with fresh Query ID
 - Doubles the space
- Randomize UDP source port ports
 - Dan Bernstein's DJBDNS did this already
 - Now other implementations do, too
- DNSsec
 - Cryptographically sign DNS responses, verify via chain of trust from roots on down



DNSsec

- Authenticated DNS protocol
- Used by TLDs :)
- But no one else :(

| <i>DNSstat zone information categories</i> | | | | |
|--|--------------------------------|----------------------|-------------------------------|-------------------------------|
| Category | Description | Total Domains | DNSSEC Enabled | IPv6 Enabled |
| internet2 | Internet2 Members | 265 | 26 (9.8%) | 117 (44.2%) |
| esnet | ESNet community | 11 | 10 (90.9%) | 11 (100.0%) |
| ivyleague | The Ivy League | 8 | 1 (12.5%) | 5 (62.5%) |
| nysernet | NYSERNet members | 30 | 0 (0.0%) | 14 (46.7%) |
| gigapop | Internet2 GigaPoPs | 20 | 3 (15.0%) | 16 (80.0%) |
| usnews_20 | US News Top 20 universities | 20 | 3 (15.0%) | 12 (60.0%) |
| times_hied_50 | Times Higher Ed Top 50 | 50 | 10 (20.0%) | 39 (78.0%) |
| techcom | Top Tech Companies | 62 | 10 (16.1%) | 43 (69.4%) |
| tld | Top Level Domains | 1531 | 1399 (91.4%) | 1506 (98.4%) |
| new_gtld | New GTLD | 1204 | 1204 (100.0%) | 1204 (100.0%) |
| cctld | Country-Code Top Level Domains | 304 | 173 (56.9%) | 280 (92.1%) |
| All | All domains in all categories | 1927 | 1452 (75.4%) | 1714 (88.9%) |

[<https://www.huque.com/app/dnsstat/>] retrieved: March 21, 2019



Phishing is common problem

- Typo squatting:
 - www.ca.wisc.edu
 - www.goggle.com
- Other shenanigans:
 - [www.badguy.com/\(256 characters of filler\)/www.google.com](http://www.badguy.com/(256%20characters%20of%20filler)/www.google.com)
- Phishing attacks
 - These just trick users into thinking a malicious domain name is the real one



