# DNS Session 2: DNS cache operation and DNS debugging

Joe Abley AfNOG 2008 workshop

### How caching NS works (1)

• If we've dealt with this query before recently, answer is already in the cache - easy!



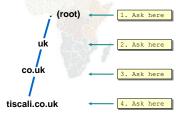
## What if the answer is not in the cache?

- DNS is a distributed database: parts of the tree (called "zones") are held in different servers
- They are called "authoritative" for their particular part of the tree
- It is the job of a caching nameserver to locate the right authoritative nameserver and get back the result
- It may have to ask other nameservers first to locate the one it needs

# How caching NS works (2) Resolver Response Auth NS Auth NS Auth NS Auth NS Auth NS

# How does it know which authoritative nameserver to ask?

- . It follows the hierarchical tree structure
- · e.g. to query "www.tiscali.co.uk"



# Intermediate nameservers return "NS" resource records

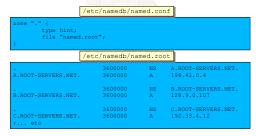
- "I don't have the answer, but try these other nameservers instead"
- . Called a REFERRAL
- . Moves you down the tree by one or more levels

### Eventually this process will either:

- Find an authoritative nameserver which knows the answer (positive or negative)
- Not find any working nameserver: SERVFAIL
- End up at a faulty nameserver either cannot answer and no further delegation, or wrong answer!
  - Note: the caching nameserver may happen also to be an authoritative nameserver for a particular query. In that case it will answer immediately without asking anywhere else. We will see later why it's a better idea to have separate machines for caching and authoritative nameservers

### How does this process start?

Every caching nameserver is seeded with a list of root servers



### Where did named root come from?

- ftp://ftp.internic.net/domain/named.cache
- Worth checking every 6 months or so for updates

### Demonstration

- dig +trace www.tiscali.co.uk.
- Instead of sending the query to the cache, "dig +trace" traverses the tree from the root and displays the responses it gets
  - dig +trace is a bind 9 feature
  - useful as a demo but not for debugging

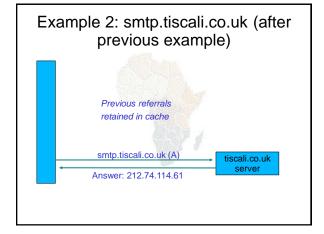
# Distributed systems have many points of failure!

- So each zone has two or more authoritative nameservers for resilience
- They are all equivalent and can be tried in any order
- Trying stops as soon as one gives an answer
- · Also helps share the load
- The root servers are very busy
  - There are currently 13 of them (each of which is a large cluster)

# Caching reduces the load on auth nameservers

- Especially important at the higher levels: root servers, GTLD servers (.com, .net ...) and ccTLDs
- All intermediate information is cached as well as the final answer - so NS records from REFERRALS are cached too

# Example 1: www.tiscali.co.uk (on an empty cache) www.tiscali.co.uk (A) referral to 'uk' nameservers www.tiscali.co.uk (A) referral to 'tiscali.co.uk' nameservers www.tiscali.co.uk (A) treferral to 'tiscali.co.uk (A) Answer: 212.74.101.10



# Caches can be a problem if data becomes stale

- If caches hold data for too long, they may give out the wrong answers if the authoritative data changes
- If caches hold data for too little time, it means increased work for the authoritative servers

# The owner of an auth server controls how their data is cached

- Each resource record has a "Time To Live" (TTL) which says how long it can be kept in cache
- The SOA record says how long a negative answer can be cached (i.e. the non-existence of a resource record)
- Note: the cache owner has no control but they wouldn't want it anyway

### A compromise policy

- . Set a fairly long TTL 1 or 2 days
- When you know you are about to make a change, reduce the TTL down to 10 minutes
- · Wait 1 or 2 days BEFORE making the change
- · After the change, put the TTL back up again



# What sort of problems might occur when resolving names in DNS?

- Remember that following referrals is in general a multi-step process
- · Remember the caching

# (1) One authoritative server is down or unreachable

- Not a problem: timeout and try the next authoritative server
  - Remember that there are multiple authoritative servers for a zone, so the referral returns multiple NS records

# (2) \*ALL\* authoritative servers are down or unreachable!

- This is bad; query cannot complete
- Make sure all nameservers not on the same subnet (switch/router failure)
- Make sure all nameservers not in the same building (power failure)
- Make sure all nameservers not even on the same Internet backbone (failure of upstream link)
- . For more detail read RFC 2182

# (3) Referral to a nameserver which is not authoritative for this zone

- · Bad error. Called "Lame Delegation"
- Query cannot proceed server can give neither the right answer nor the right delegation
- Typical error: NS record for a zone points to a caching nameserver which has not been set up as authoritative for that zone
- Or: syntax error in zone file means that nameserver software ignores it

# (4) Inconsistencies between authoritative servers

- If auth servers don't have the same information then you will get different information depending on which one you picked (random)
- Because of caching, these problems can be very hard to debug. Problem is intermittent.

### (5) Inconsistencies in delegations

- NS records in the delegation do not match NS records in the zone file (we will write zone files later)
- Problem: if the two sets aren't the same, then which is right?
  - Leads to unpredictable behaviour
  - Caches could use one set or the other, or the union of both

# (6) Mixing caching and authoritative nameservers

- Consider when caching nameserver contains an old zone file, but customer has transferred their DNS somewhere else
- Caching nameserver responds immediately with the old information, even though NS records point at a different ISP's authoritative nameservers which hold the right information!
- This is a very strong reason for having separate machines for authoritative and caching NS
  - Another reason is that an authoritative-only NS has a fixed memory usage

# (7) Inappropriate choice of parameters

• e.g. TTL set either far too short or far too long

# These problems are not the fault of the caching server!

- They all originate from bad configuration of the AUTHORITATIVE name servers
- Many of these mistakes are easy to make but difficult to debug, especially because of caching
- Running a caching server is easy; running authoritative nameservice properly requires great attention to detail

### How to debug these problems?

- We must bypass caching
- We must try \*all\* N servers for a zone (a caching nameserver stops after one)
- We must bypass recursion to test all the intermediate referrals
- "dig +norec" is your friend



### How to interpret responses (1)

- Look for "status: NOERROR"
- "flags ... <u>aa</u>" means this is an authoritative answer (i.e. not cached)
- . "ANSWER SECTION" gives the answer
- . If you get back just NS records: it's a referral



### How to interpret responses (2)

- "status: NXDOMAIN"
  - OK, negative (the domain does not exist). You should get back an SOA
- "status: NOERROR" with zero RRs
  - OK, negative (domain exists but no RRs of the type requested). Should get back an SOA
- · Other status may indicate an error
- Look also for Connection Refused (DNS server is not running or doesn't accept queries from your IP address) or Timeout (no answer)

### How to debug a domain using "dig +norec" (1)

1. Start at any root server: [a-m].root-

### dig +norec @a.root-servers.net. www.tiscali.co.uk. a

Remember the trailing dots!

- 1. For a referral, note the NS records returned
- 2. Repeat the query for \*all\* NS records
- 3. Go back to step 2, until you have got the final answers to the query

### How to debug a domain using "dig +norec" (2)

- Check all the results from a group of authoritative nameservers are consistent with each other
- 2. Check all the final answers have "flags: aa"
- Note that the NS records point to names, not IP addresses. So now check every NS record seen maps to the correct IP address using the same process!!

### How to debug a domain using "dig +norec" (3)

- Tedious, requires patience and accuracy, but it pays off
- Learn this first before playing with more automated tools
  - Such as:
    - http://www.squish.net/dnscheck/
    - http://www.zonecheck.fr/
  - These tools all have limitations, none is perfect

### **Practical**

Worked examples

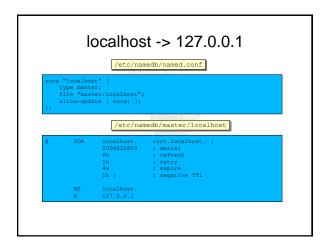
# Building your own caching nameserver

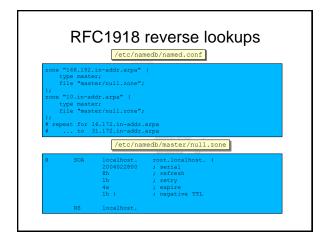
- Easy!
- Standard software is "bind" (Berkeley Internet Name Daemon) from ISC: www.isc.org
- Most Unixes have it, and already configured as a cache
  - FreeBSD: in the base system
  - Red Hat: "bind" and "caching-nameserver" RPM packages
- Question: what sort of hardware would you choose when building a DNS cache?

### Improving the configuration

- Limit client access to your own IP addresses only
  - No reason for other people on the Internet to be using your cache resources
- Make cache authoritative for queries which should not go to the Internet
  - localhost □ A 127.0.0.1
  - 1.0.0.127.in-addr.arpa □ PTR localhost
  - RFC 1918 addresses (10/8, 172.16/12, 192.168/16)
  - Gives quicker response and saves sending unnecessary queries to the Internet

# 





### FreeBSD caching nameserver

- named enable="YES" # in /etc/rc.conf
- For improved security, by default named is run inside a "chroot jail" under /var/named
  - accesses to /foo are actually to /var/named/foo
  - There is a symlink from /etc/namedb to /var/named/etc/namedb to make life easier

### Managing a caching nameserver

- /etc/rc.d/named start
- · rndc status
- · rndc reload
  - After config changes; causes less disruption than restarting the daemon
- rndc dumpdb
  - dumps current cache contents to /var/named/var/dump/named dump.db
- rndc flush
  - Destroys the cache contents; don't do on a live system!

### Absolutely critical!

- tail /var/log/messages
  - after any nameserver changes and reload/restart
- A syntax error may result in a nameserver which is running, but not in the way you wanted
- bind is very fussy about syntax
  - Beware } and ;
  - Within a zone file, comments start with semicolon (;) NOT hash (#)

### Practical

- Build a caching nameserver
- Examine its operation