

# Internet Engineering

241-461

Robert Elz

[kre@munnari.OZ.AU](mailto:kre@munnari.OZ.AU)

[kre@coe.psu.ac.th](mailto:kre@coe.psu.ac.th)

<http://fivedots.coe.psu.ac.th/~kre>

## DNS

# The Domain Name System

- ◇ Kurose & Ross: Computer Networking
  - Chapter 2 (2:5)

James F. Kurose & Keith W. Ross  
Computer Networking

A Top-Down Approach Featuring the Internet  
(2nd, 3rd or 4th Edition)  
Addison Wesley

## Contents

- ◇ The Domain Name System
  - Domains
  - Zones
- ◇ The DNS Database
- ◇ DNS Protocols
- ◇ DNS Message Formats
- ◇ DNS Limits
- ◇ Zone Transfer
- ◇ Mapping Addresses to Names

# Domain Name System

- ◇ Translates Names to Addresses
  - (Finds where something is located)
- ◇ Also translates Addresses to Names
  - (Finds what is located there)
- ◇ Does not discover names
  - We have to know what name we want
  - The DNS is NOT a directory service
- ◇ Does provide other information
  - about known names

## DNS Terminology

### The DNS Name

Tr

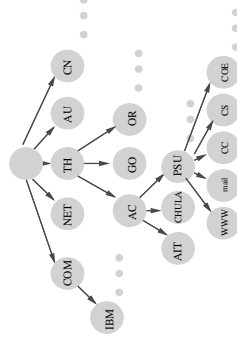
- ◇ Domain
  - Fully Qualified Domain Name
- ◇ Zone
  - Delegation
- ◇ Resource Record
  - Resource Record Set

### DNS

Sc

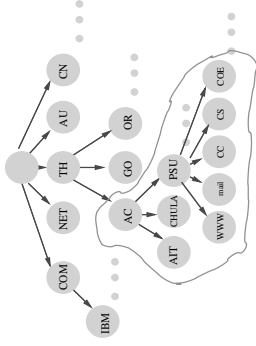
- ◇ DNS Server
- ◇ DNS Cache
- ◇ DNS Resolver
  - Stub Resolver

## The DNS Name Tree



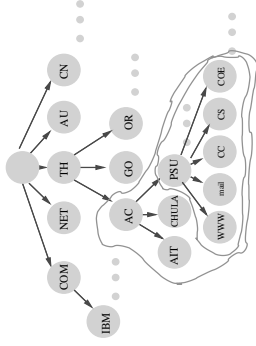
- ◇ A tree of domains
- ◇ The root at the top of the tree
  - There is exactly one Root
  - The root has no name - empty label
- ◇ Read from the bottom up
  - Produces Left -> Right answer
- ◇ Insert a ' ' each time a link is crossed
- ◇ Name that ends in '.' (and empty root domain)
  - Fully Qualified Domain Name (FQDN)

## A Domain

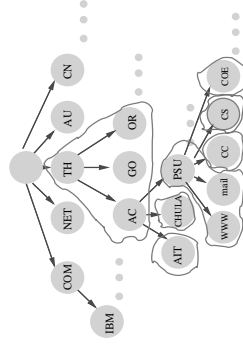


- ◇ Each domain is
  - A sub-domain of some other domain
  - Except the root domain
- ◇ That other domain is called its parent
- ◇ Any domain can have sub-domains
  - Sub-domains are part of the domain
- ◇ Domain named by name of its highest node
  - All subdomain names end .domain.name.

## A Domain



## Zone



- ◇ Domains can be divided into Zones
- ◇ Division at any sub-domain boundary
  - If domain is excluded
    - Entire domain is excluded
  - Cannot cross existing zone boundaries
    - But zone division can be removed
  - Domain is either
    - in a zone of its own
    - or in same zone as its parent
- ◇ Zones are independant DNS units

# Zones and Domains

- ◇ A Zone is almost a Domain
  - Both named by domain name
    - ▷ Of highest node in tree contained
  - If no sub-domains are split
    - ▷ Domain and Zone are the same thing
  - But if a new zone is formed
    - ▷ Domain remains unchanged
    - ▷ The two zones are independant
  - Every node is in exactly one zone
    - ▷ Usually in many domains

# Contents

- ◇ The Domain Name System
- ◇ The DNS Database
  - Resource Records
  - RR Sets
- ◇ DNS Protocols
- ◇ DNS Message Formats
- ◇ DNS Limits
- ◇ Zone Transfer
- ◇ Mapping Addresses to Names

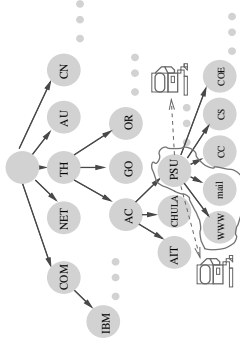
# DNS database

- ◇ Keyed by domain name
- ◇ Contains Resource Records (RRs)
- ◇ RRs have a Type and a Class
- ◇ Class is not used much
  - Internet Class is almost everything
- ◇ Type specifies what kind of data is in the RR
  - A - Address (IPv4)
  - AAAA - 128 bit (IPv6) address
  - MX - Mail Exchange
  - LOC - Location
  - (many)

## RRSets

- ◇ Group of RRs with
  - same class type & domain name
  - are an RRset
- ◇ RRset has a Time to Live
  - measured in seconds
- ◇ DNS Query gives domain name
  - ▷ required type (& class)
  - Gets RRset and its TTL
  - Or gets No Such Name
  - Or gets No Data of that Type
- ◇ Answer can be remembered
  - ▷ until TTL expires
  - Saves on DNS queries

## DNS Servers



- ◇ Each zone has servers
  - to answer queries about it
- ◇ Each server has information
  - about its zone(s)
- ◇ There are redundant servers for reliability
- ◇ Servers can serve many zones
  - Related or unrelated zones

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## DNS Protocols

- ◊ UDP based (in general)
- ◊ Mostly lookup protocol
  - Don't care if transactions are repeated
  - Don't need to deal with duplicate packets
- ◊ Lost packets handled by retransmit
  - Not necessarily to same server

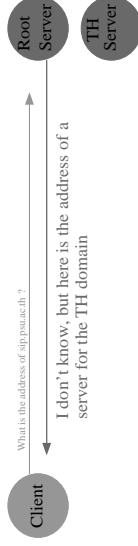
## A DNS Query

- ◊ Given a Domain Name, request information
- ◊ Information is typed
- ◊ Can ask for
  - Address (A)
    - Or IPv6 Address (AAAA)
  - Name Server (NS)
  - Mail eXchange (MX)
  - and much more.
- ◊ Assuming no other information, the query
  - Starts at the root of the tree
  - Gets referred to next lower subdomain
  - Until it reaches the domain of the name desired
- ◊ Each server replies with nameserver names
  - names of servers for the next lower sub-domain
  - (and usually their addresses)

## Client Queries Root Server



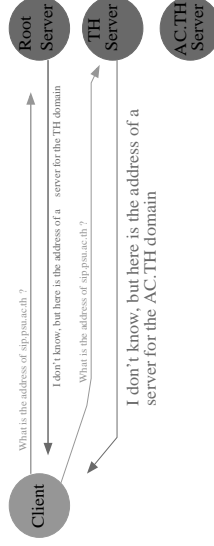
## Root Server Reply



## Client Queries TH Server



## TH Server Reply

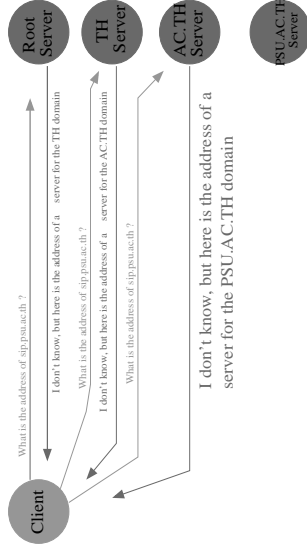


# Client Queries AC.TH Server



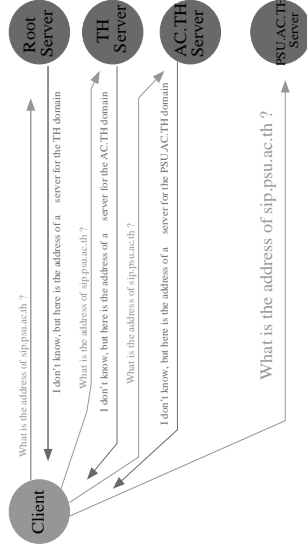
- ◊ Client called Resolver
  - because its job is to
  - resolve domain names
  - into the required information

# AC.TH Server Reply



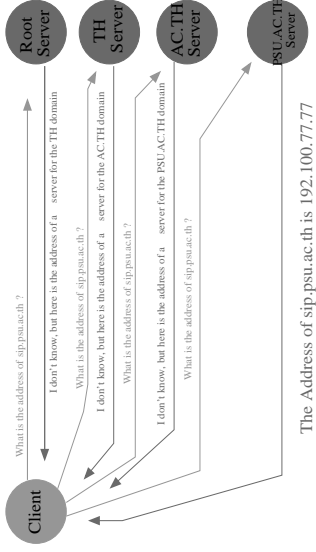
- ◊ Resolver is a library function
  - Included as part of every application
    - That requires name resolution

# Query PSU.AC.TH Server



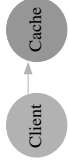


# PSU.AC.TH Server Reply



- ◇ This is a complex process
  - Much code required
  - Many packets sent and received
  - All data lost when application exits

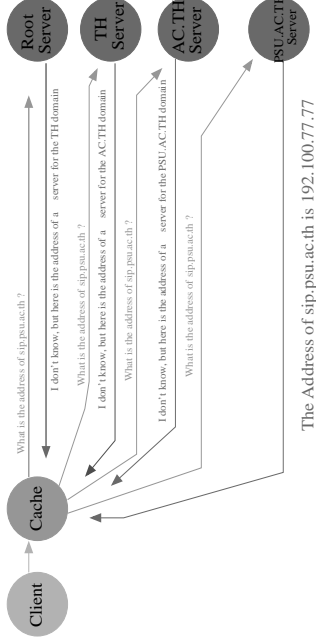
## The Way it Really Works



What is the address of sip.psu.ac.th ?

- ◇ Client contains stub resolver
  - Able to ask question
  - Expects to get final answer returned
- ◇ Stub Resolver uses DNS Cache
  - or Back-End Resolver
  - To do the resolution work for it.

## Cache Finds Answer

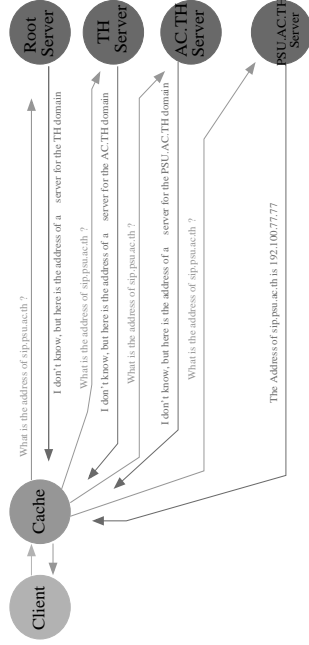


What is the address of sip.psu.ac.th ?

(if required)

- ◇ Back End Resolver (Cache) resolves name
  - Using its memory of earlier answers

# Cache Tells Client



What is the address of sip.psu.ac.th ?

The Address of sip.psu.ac.th is 192.100.77.77

## ◊ Cache remembers each answer

▸ in case it is required again

- Every purple arrow is an answer
- Each of these is remembered

## ◊ Query for www.ait.ac.th

- starts at AC.TH server