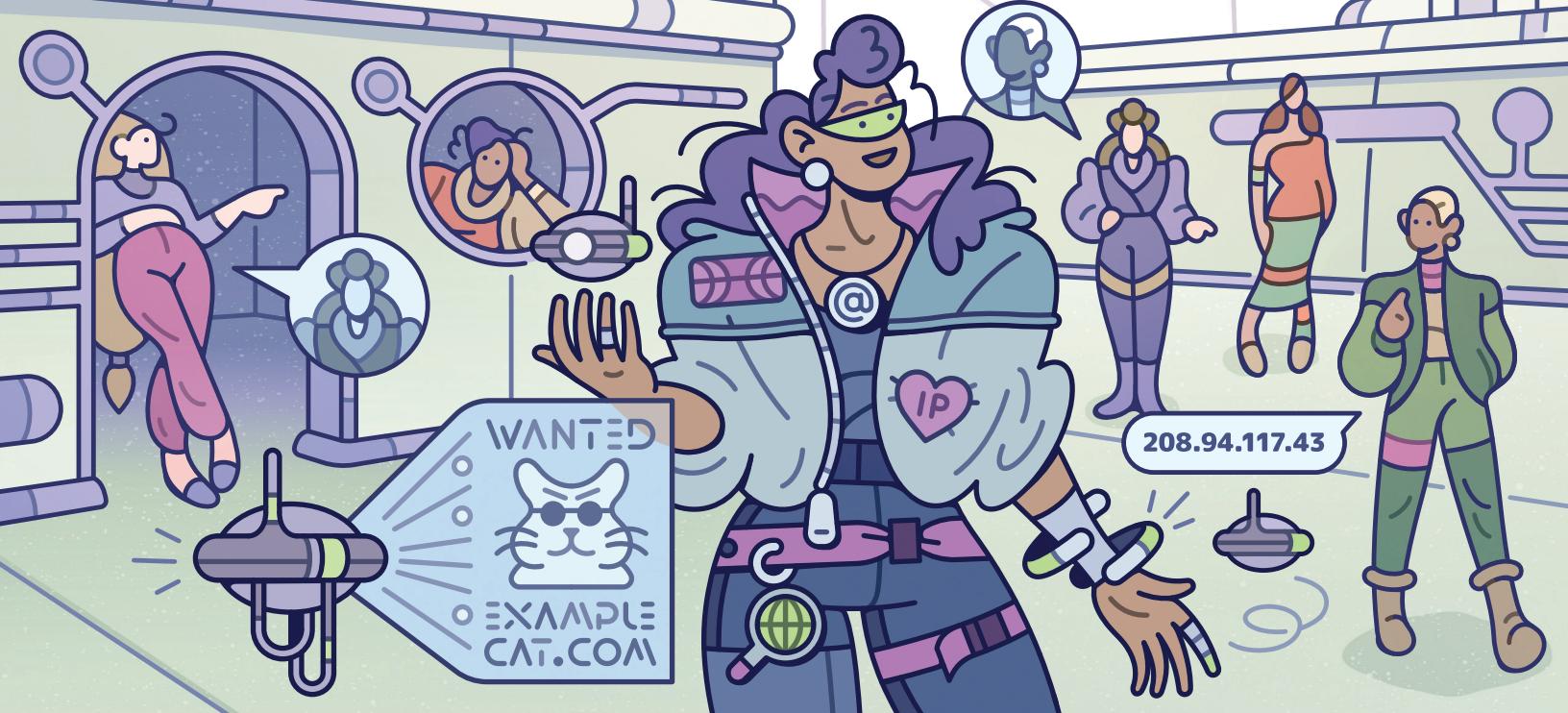


# HOW DNS WORKS

by Julia Evans



# about this zine

Hello! This zine is about DNS: the ★Domain Name System★

My goal is to help you get from:



I updated my site's IP address  
and... nothing changed? Why????

↓  
to



oh, my DNS is doing something weird?  
No problem, I can figure it out with  
a little bit of dig

Let's go learn how DNS works!

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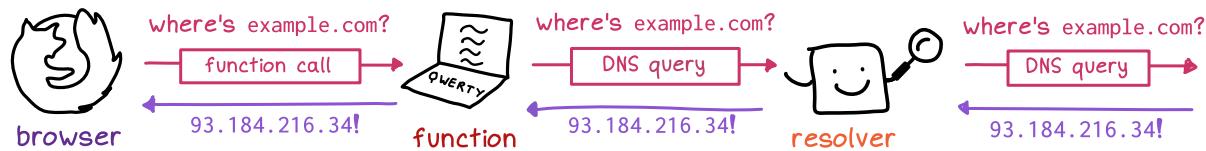
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# cast of characters

Let's meet the cast and see how they communicate with each other!



Your **browser** uses DNS to look up IP addresses every time it visits a domain, like example.com.

The browser has a DNS cache.

Your operating system provides a **function** to do DNS lookups. On Linux and Mac it's `getaddrinfo`.

Your operating system also might have a DNS cache.

The **function** sends requests to a server called a **resolver** which knows how to find the authoritative nameservers.

The resolver has a DNS cache.



The **authoritative nameservers** are the servers where the DNS records are actually stored. They're wearing crowns because they're In Charge.

# resolvers vs authoritative nameservers

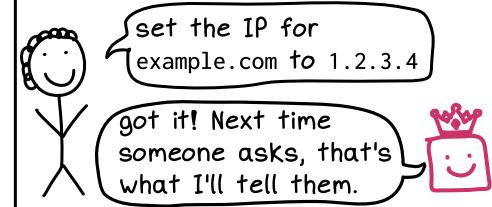
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One reason DNS is confusing is that the DNS server you query (a **resolver**) is different from the DNS server where the records are stored (a network of **authoritative nameservers**)

anytime your browser makes a DNS query, it's asking a **resolver**



anytime you update a domain's DNS records, you're updating an **authoritative nameserver**



## how a **resolver** handles queries

- ① check its cache, or (if that fails)
- ② find the right **authoritative nameserver** and ask it

## how an **authoritative nameserver** handles queries

- ① check its database for a match
- ② that's it, there's no step 2. It's the authority!

## the terminology is really confusing

Other names for **resolvers**:

recursive resolver recursive nameserver  
DNS recursor DNS resolution service  
public DNS server caching-only nameserver

Types of **authoritative nameservers**:

root nameserver  
TLD nameserver (like .com or .ca)

# the DNS hierarchy

there are 3 main levels of authoritative DNS servers

I'm in charge of EVERYTHING



root

I'm in charge of all domains ending in .com



.com nameserver

I'm in charge of example.com and its subdomains



example.com nameserver

the root nameserver delegates

what's the IP for example.com?

I am not concerned with petty details like that. Here's the address of the .com nameserver.



root

the .com nameserver also delegates

what's the IP for example.com?

I am not concerned with petty details like that either. Here's the address of the example.com nameserver



.com nameserver

the example.com nameserver actually answers your questions

what's the IP for example.com?

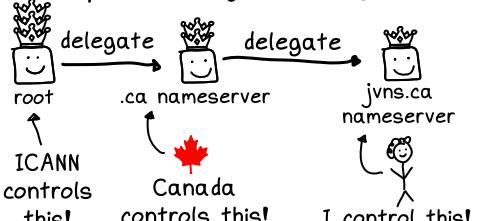
93.184.216.34!



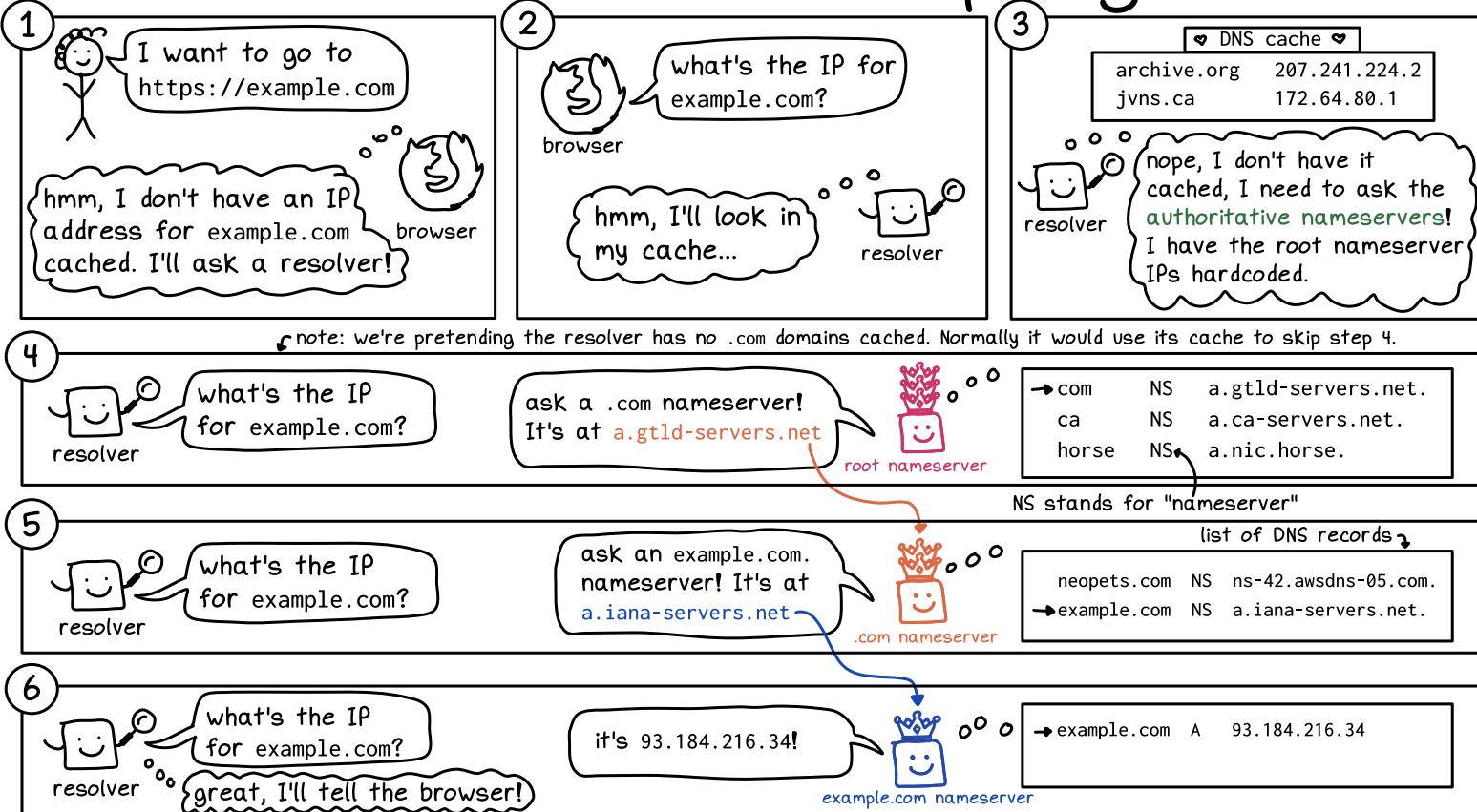
example.com nameserver

this design lets DNS be decentralized

example: for my domain jvns.ca



# life of a DNS query



# DNS records

When you make DNS changes for your domain, you're editing a **DNS record**

Type	Name (subdomain)	IPv4 address	TTL
A	paw	1.2.3.4	1 min
Use @ for root			

Here's what the same record looks like with dig ← we'll explain dig on page 18

```
$ dig +noall +answer paw.examplecat.com
paw.examplecat.com. 60 IN A 1.2.3.4
```

**DNS records have 5 parts**

- **name** (eg tail.examplecat.com)
  - **type** (eg CNAME)
  - **value** (eg tail.jvns.ca)
  - **TTL** (eg 60)
  - **class** (eg IN)
- 

different record types have different kinds of values: A records have an IP address, and CNAME records have a domain name.

**name**

paw.examplecat.com

When you create a record, you'll usually write just the subdomain (like paw).

When you query for a record, you'll get the whole domain name (like paw.examplecat.com).

**TTL**

60

"time to live". How long to cache the record for, in seconds.

**record type**

A

"A" stands for "IPv4 Address".

**class**

IN

"IN" stands for "Internet". You can ignore it, it's always the same.

**value**

1.2.3.4

the IP address we asked for!

# everything inside a DNS packet

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I literally mean everything, I copied this verbatim from a real DNS request using Wireshark.  
(DNS packets are binary but we're showing a human-readable representation here)

Let's look at the actual data being sent during a DNS query:



request	response
<p>Query ID: 0x05a8 ← randomly generated</p> <p>Flags: 0x1000 ← these flags just mean "this is a request"</p> <p>Questions: 1</p> <p>Answer records: 0</p> <p>Authority records: 0</p> <p>Additional records: 0</p> <p>Question: Name: example.com Type: A Class: IN</p> <p>A is for IPv4 Address. other types: MX, CNAME, AAAA, etc</p> <p>IN stands for "Internet"</p>	<p>Query ID: 0x05a8 ← matches request ID</p> <p>Flags: 0x8580 ← the response code is encoded in the last 4 bits of these flags. The 3 main response codes are: → NOERROR (success!) → NXDOMAIN (doesn't exist!) → SERVFAIL (error!)</p> <p>Questions: 1</p> <p>Answer records: 1</p> <p>Authority records: 0</p> <p>Additional records: 0</p> <p>Question: Name: example.com Type: A Class: IN</p> <p>Answer records: Name: example.com Type: A Class: IN TTL: 86400 Content: 93.184.216.34</p> <p>domain names aren't case sensitive</p> <p>Authority records: (empty)</p> <p>Additional records: (empty)</p> <p>the IP we asked for</p> <p>page 12 ("NS records") talks more about these 2 sections</p>

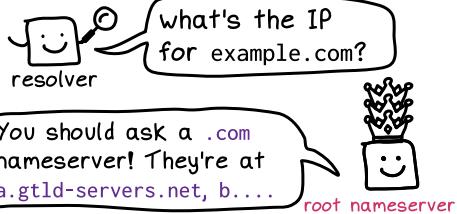


# the root nameservers



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every DNS resolver starts with a root nameserver



root nameserver IP addresses almost never change

a.root-servers.net's IP (198.41.0.4) hasn't changed since 1993.

DECADES ago!

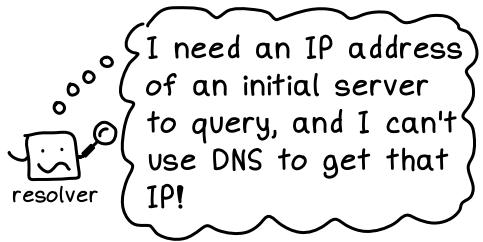
there are thousands of physical root nameservers, but only 13 IP addresses

Each IP refers to multiple physical servers, you'll get the one closest to you.

this is called "anycast"

There's a map at  
<https://root-servers.org>

if they didn't exist, resolvers wouldn't know where to start



every resolver has the root IPs hardcoded in its source code

example: <https://wzrd.page/bind>

Here they are!

You can query one like this:  
dig @198.41.0.4 example.com

All the IPs will give you the exact same results, there are just lots of them for redundancy.

a.root-servers.net	198.41.0.4
b.root-servers.net	199.9.14.201
c.root-servers.net	192.33.4.12
d.root-servers.net	199.7.91.13
e.root-servers.net	192.203.230.10
f.root-servers.net	192.5.5.241
g.root-servers.net	192.112.36.4
h.root-servers.net	198.97.190.53
i.root-servers.net	192.36.148.17
j.root-servers.net	192.58.128.30
k.root-servers.net	193.0.14.129
l.root-servers.net	199.7.83.42
m.root-servers.net	202.12.27.33

# your domain's authoritative nameservers



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when you register a domain, your registrar runs your authoritative nameservers by default



You can change your nameservers in your registrar's control panel.

LOTS of services can be your authoritative nameserver



how to find your domain's nameservers

```
$ dig +short NS neopets.com  
ns-42.awsdns-05.com.  
ns-1191.awsdns-20.org.
```

neopets.com is using AWS's nameservers right now

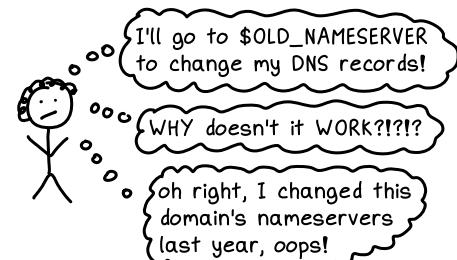
## how to change your nameservers

- ① Copy your DNS records to the new nameservers (use dig to check that it worked)
- ② On your registrar's website, update your nameservers
- ③ Wait 48 hours
- ④ Delete the old DNS records (to save your future self confusion)

## why changing your nameservers is slow



what can go wrong if you don't delete the old records

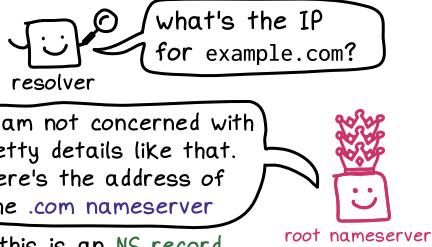


# NS records



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What's actually happening when the **root nameserver** redirects to the **.com nameserver**, on page 6?



The root nameserver can return two kinds of DNS records:

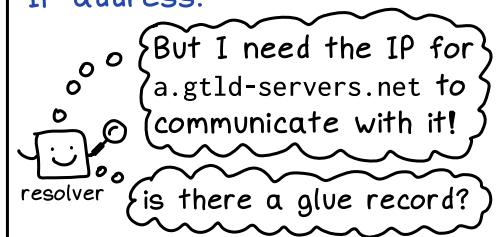
**NS records:** (in the Authority section)

com. 172800 NS a.gtld-servers.net  
com. 172800 NS b.gtld-servers.net  
↑ ↑ ↑ ↑  
name TTL type value

**glue records:** (in the Additional section)

a.gtld-servers.net 86400 A 192.5.6.30  
b.gtld-servers.net 86400 A 192.33.14.30  
↑ ↑ ↑ ↑  
name TTL type value

The NS record gives you the **domain name** of the server to talk to next, but not its **IP address**.



2 ways the resolver gets the IP address

- ① If it sees a **glue record** for a.gtld-servers.net, the resolver will use that IP
- ② otherwise, it'll start a **whole separate DNS lookup** for a.gtld-servers.net

**glue records help resolvers avoid infinite loops**

without a glue record for a.gtld-servers.net: disaster!



**terminology note**

NS records are DNS records with type "NS".

Also, an "**A record**" means "record with type A", "**MX record**" means "record with type MX", etc.

(confusingly, this is not true for glue records, glue records have type A or AAAA. It's weird, I know.)

# subdomains



to make a subdomain,  
you just have to set  
a DNS record!

To set up cats.yourdomain.com,  
create a DNS record like this in  
your **authoritative nameservers**:

cats.yourdomain.com A 1.2.3.4  
 ↑           ↑           ↑  
 name      record type   value

**you can create  
multiple levels of  
subdomains**

For example, you can  
make:

a.b.c.d.e.f.g.example.com

up to 127 levels is allowed!

there are 2 ways a nameserver can  
handle subdomains

- ① Store their DNS records  
itself



here's the IP for  
cats.yourdomain.com!

- ② Redirect to another  
authoritative nameserver

(this happens if you set an NS record for  
the subdomain, it's called "delegation")



ask this other DNS  
server instead!

**www is a common  
subdomain**

Usually www.yourdomain.com  
and yourdomain.com point to  
the exact same IP address.  
If you wanted to confuse  
people, you could make them  
totally different websites!



I love using subdomains  
for my projects (like  
dns-lookup.jvns.ca)  
because they're free, I  
can give a subdomain a  
different IP, and it  
keeps projects separate

# why DNS updates are slow: caching ☺ 14

You might have heard that DNS updates need time to "propagate".

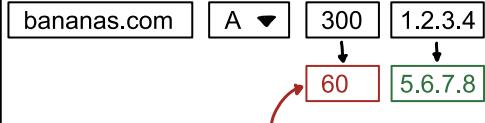
What's actually happening is that there are old **cached** records which need to expire.

DNS records are cached in many places

- browser caches
- DNS resolver caches
- operating system caches



let's see what happens when you update an IP



beware: even if you change the TTL to 60s, you still have to wait 300 seconds for the old record to expire

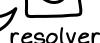
30 seconds later...

(you go to bananas.com in your browser)

hey what's the IP for bananas.com?



let's check my cache for bananas.com... found it!!



it's 1.2.3.4!

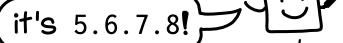
400 seconds later...

(you refresh the page again)

hey what's the IP for bananas.com?



The TTL (300s) is up, better ask for a new IP...



it's 5.6.7.8!

12 hours later...

(you check 1.2.3.4's logs to make sure all the traffic has moved over)



that's weird, the old server is still getting a few requests...

I don't care about your TTL! I just cache everything for 24 hours!

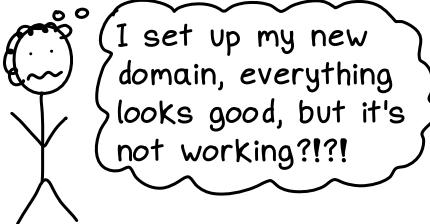


the culprit: a rogue DNS resolver

# negative caching

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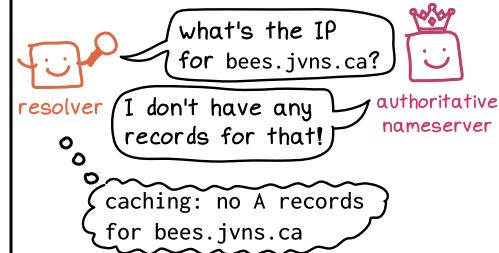
Here's a problem I've had many times



I finally learned last year that my problem was "negative caching"



resolvers cache negative results



the TTL for caching negative results comes from the SOA record

example.com. 3600 IN SOA ns.icann.org. noc.dns.icann.org. 2021120741 7200 3600 1209600 3600  
it's the smaller of these 2 numbers (in this case 3600 seconds)

what you need to know about SOA records

- ① they control the negative caching TTL
- ② you can't change them (unless you run your own authoritative nameserver)
- ③ how to find yours: dig SOA yourdomain.com

how to avoid this problem

Just make sure not to visit your domain before creating its DNS record! That's it!  
(if you really want more details, see RFC 2308)

# resolvers can lie

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When a resolver gets a DNS query, it has 2 options:

I could tell you what the authoritative nameservers said... or I could LIE!



reason to lie:  
block ads / malware

what's the IP for  
doubleclick.net?  
that domain  
doesn't exist

ad domain,  
definitely  
exists  
resolver

PiHole blocks ads this way.

reason to lie: (rude!)  
to show you ads

what's the IP for  
zzz.jvns.ca?  
here's an IP that  
will show you ads!  
doesn't exist  
resolver

This is called "DNS hijacking".

reason to "lie":  
internal domain names

what's the IP for  
corp.examplecat.com?  
doesn't exist on the  
public internet

here's an internal  
IP address!  
corporate  
resolver

airport DNS resolvers  
sometimes lie

what's the IP for  
google.com?

you didn't log in yet  
so I will lie! here is  
our login page's IP!  
airport  
resolver

how does your  
computer know which  
resolver to use?

When you connect to a network,  
the router tells your computer  
which **search domain** and  
**resolver** to use (using DHCP).



resolver: 192.168.1.1  
search domain: lan

# a tiny DNS resolver\* ☺

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```
def resolve(domain):
    # Start at a root nameserver
    nameserver = "198.41.0.4"
    # A "real" resolver would check its cache here
    while True:
        reply = query(domain, nameserver)
        ip = get_answer(reply)
        if ip:
            # Best case: we get an answer to our query and we're done
            return ip
        nameserver_ip = get_glue(reply)
        if nameserver_ip:
            # Second best: we get the *IP address* of the nameserver to ask next
            nameserver = nameserver_ip
        else:
            # Otherwise: we get the *domain name* of the nameserver to ask next
            nameserver_domain = get_nameserver(reply)
            nameserver = resolve(nameserver_domain)
```

\* Actual DNS resolvers are more complicated than this, but this is the core algorithm.

On page 5 (life of a DNS query), we saw how resolvers work. This code does the same thing, but it actually works.



You can find the whole program at  
<https://github.com/jvns/tiny-resolver>

# let's meet dig

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dig is my favourite tool for investigating DNS issues

I find its default output unnecessarily confusing, but it's the only standard tool I know that will give you **all the details**.



\$ dig +noall +answer means "Just show me the answer section of the DNS response." It's a lot less to look at!

## tiny guide to dig's full output

```
$ dig example.com
; <>> DiG 9.16.24 <>> +all example.com
;; global options: +cmd
;; Got answer:
;; ->>HEADER<<- opcode: QUERY, status: NOERROR, id: 27580
;; flags: qr rd ra ad; QUERY: 1, ANSWER: 1, AUTHORITY: 0, ADDITIONAL: 1

;; OPT PSEUDOSECTION:
;; EDNS: version: 0, flags:; udp: 1232
;; QUESTION SECTION:
;example.com.      IN      A

;; ANSWER SECTION:
example.com.  86400   IN      A      93.184.216.34
;; Query time: 0 msec
;; SERVER: 127.0.0.1#53(127.0.0.1)
;; WHEN: Wed Jan 26 11:32:03 EST 2022
;; MSG SIZE  rcvd: 56
```

response code

the **answer** to our DNS query

The "**.**" at the end means that example.com isn't a subdomain of some other domain (like it's not example.com.degrassi.ca). This might seem obvious, but DNS tools like to be unambiguous.

```
$ dig +noall +answer example.com
```

```
example.com.  86400   IN      A      93.184.216.34
          ↑     ↑     ↑     ↑     ↑
          name   TTL   class  record type  content
```

just the answer! so much less overwhelming!

# dig command line arguments

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the basics: dig @**SERVER** **TYPE** **DOMAIN**

both optional

Examples:

dig example.com

dig @8.8.8.8 example.com

dig **TXT** example.com

dig @8.8.8.8 **NS** example.com

default **type**: A

default **server**: from  
/etc/resolv.conf  
(on Linux)

tip: put **+noall +answer**  
in your **~/.digrc**

This makes your output  
more readable by default,  
and you can always go  
back to the full output  
with **dig +all**.

dig **+noall**

Hide all output.

Useless by itself, but  
dig **+noall +authority** will  
just show you the "Authority"  
section of the response.

dig **+short** **DOMAIN**

Only show the record content.

```
$ dig +short example.com  
93.184.216.34
```

dig **+trace** **DOMAIN**

Traces how the domain  
gets resolved, starting  
at the root nameservers.

This avoids all the caches,  
which is useful to make sure  
you set your record correctly.

# getaddrinfo

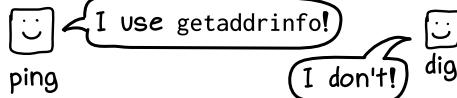


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One weird thing about DNS is that different programs on a single computer can get different results for the same domain name.  
Let's talk about why!



reason 1: many (but not all!!!) programs use the function `getaddrinfo` for DNS lookups...



So if you see an error message like "getaddrinfo: nodename or servname not provided...", that's a DNS error.

... and not using `getaddrinfo` might give a different result

- the program might not use `/etc/hosts` (dig doesn't)
- the program might use a different DNS resolver (some browsers do this)

reason 2: there are many different versions of `getaddrinfo`...

- the one in glibc
- the one in musl libc
- the one in Mac OS

And of course, they all behave slightly differently :)

you can have multiple `getaddrinfos` on your computer at the same time

For example on a Mac, there's your system `getaddrinfo`, but you might also be running a container that's using musl.

glibc and musl `getaddrinfo` are configured with `/etc/resolv.conf`

```
# Generated by NetworkManager
nameserver 192.168.1.1
nameserver fd13:d987:748a::1
```

On a Mac, `/etc/resolv.conf` exists, but it's not used by the system `getaddrinfo`.

# search domains

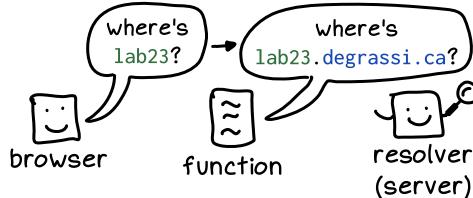


In an internal network (like in a company or school), sometimes you can connect to a machine by just typing its name, like this:

```
$ ping labcomputer-23
```

Let's talk about how that works!

many DNS lookup functions support "local" domain names



(the function appends a base domain `degrassi.ca` to the end)

the base domain is called a "**search domain**"

On Linux, search domains are configured in `/etc/resolv.conf`  
Example:

search `degrassi.ca`

this tells `getaddrinfo` to turn lab23 into lab23.`degrassi.ca`

`getaddrinfo` doesn't always use search domains

It uses an option called `ndots` to decide.

search `degrassi.ca`  
options `ndots:5`

this means "only use search domains if the domain name contains less than 5 dots"

search domains can make DNS queries slower



avoid search domains by putting a `".` at the end

Use `http://jvns.ca.` instead of `http://jvns.ca`



"local" domain names like this mostly exist inside of big institutions like universities

# TCP DNS



If you manage servers, sometimes DNS just breaks for no obvious reason



TCP DNS is an uncommon but VERY annoying cause of DNS problems! Let's learn about it!

DNS queries can use either **UDP** or **TCP**

A **UDP** DNS response has to be less than 4096 bytes.  
**UDP is the default.**

**TCP** can send an unlimited amount of data. It's only used when UDP wouldn't work.

large DNS responses automatically use TCP

here's a UDP DNS query!

sorry, my response is too big to fit in a UDP packet! get the rest with TCP!

what's in a giant DNS response?



I've seen responses with hundreds of internal server IP addresses (for example when using Consul)

how not supporting TCP DNS can ruin your day

- ① your server is happily making UDP DNS queries
- ② one day, the responses get bigger and switch to TCP
- ③ oh no! the queries fail!

2 reasons TCP DNS might not work

- ① some DNS libraries (like musl's `getaddrinfo`) don't support TCP. This is why DNS sometimes breaks in Alpine Linux.
- ② it could be blocked by your firewall. You should open both UDP port 53 and TCP port 53.

# A & AAAA records



there are two kinds of IP addresses:  
IPv4 and IPv6

Every website needs an IPv4 address.

IPv6 addresses are optional.

A stands for IPv4 Address

Example: 93.184.216.34

AAAA stands for IPv6 AAAAAddress

Example: 2606:2800:220:1:248:1893:25c8:1946  
<sup>joke, but kinda true</sup>

it's called AAAA (4 As) because IPv6 addresses have 4x as many bytes

in theory, the Internet is moving from IPv4 to IPv6

This is because there are only 4 billion IPv4 addresses (the internet has grown a LOT since the 1980s when IPv4 was designed!)

## happy eyeballs\*

If your domain has both an A and an AAAA record, clients will use an algorithm called "happy eyeballs" to decide whether IPv4 or IPv6 will be faster.

\* yes that is the real name

## using IPv6 isn't always easy

- not all web hosts give you an IPv6 address
- lots of ISPs don't support IPv6 (mine doesn't!)

## IP addresses have owners

You can find any IP's owner by looking up its ASN ("Autonomous System Number").

(except local IPs like 192.168.x.x, 127.x.x.x, 10.x.x.x, 172.16.x.x)

# CNAME records

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there are 2 ways to set up DNS for a website

- ① set an A record with an IP

www.cats.com A 1.2.3.4

- ② set a CNAME record with a domain name

www.cats.com CNAME cats.github.io

CNAME records redirect every DNS record, not just the IP

I like to use them whenever possible so that if my web host's IP changes, I don't need to change anything!

what actually happens during a CNAME redirect

what's the A record for www.cats.com?

www.cats.com CNAME cats.github.io



rules for when you can use CNAME records

- ① you can only set CNAME records on subdomains (like www.example.com), not root domains (like example.com)
- ② if you have a CNAME record for a subdomain, that subdomain can't have any other records

(technically you can ignore these rules, but it can cause problems, the RFCs say you shouldn't, and many DNS providers enforce these rules)

some DNS providers have workarounds to support CNAME for root domains

Look up "CNAME flattening" or "ANAME" to learn more.

# MX records

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there are two important problems in email

From: Kermit@frog.com  
To: julia@example.com

- ① Make sure the message gets to the right recipient.

This is what MX records are for.

- ② Make sure the sender didn't lie about their From: address.

This is what SPF, DKIM, and DMARC records are for.

SPF/DKIM/DMARC are very complicated but we'll give a tiny incomplete summary.

MX records tell you the mail server for a domain

```
$ dig +short MX gmail.com  
5 gmail-smtp-in.l.google.com.  
↑  
priority      server's domain name
```

copy and paste your MX records



you're probably using an email service like Fastmail/Gmail, so just copy the records they tell you to use

## tiny guide to SPF/DKIM/DMARC records

**SPF:** list of allowed sender IP addresses

Example: v=spf1 ip4:2.3.4.5 -all

**DKIM:** sender's public key

Example: v=DKIM1; k=rsa; p=MIGFMA0GCSqGSI.....

**DMARC:** what to do about SPF/DKIM failures

Example: v=DMARC1; p=reject; rua=mailto:dmarc@example.com

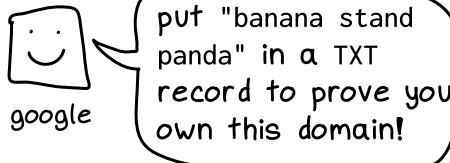
# TXT records & more

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TXT records can contain literally anything

examplecat.com TXT "hello! I'm an example cat!"  
(though they're usually ASCII)

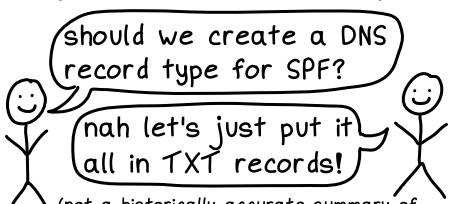
they're often used to verify that you own your domain



reasons to verify your domain

- to issue SSL certificates with Let's Encrypt
- to use Single Sign On (SSO) for a service
- to get access to Google/Facebook's data about your domain (eg search data)

they're also used for email security (SPF/DKIM/DMARC)



TXT records can contain many strings

Each string is at most 256 characters, and clients will concatenate them together.

You'll see this in DKIM records, because they're usually more than 256 characters.

some other record types

CAA: restrict who can issue certificates for your domain

PTR: reverse DNS -- map IP addresses to domain names  
(look these up with dig -x)

SRV: holds both an IP address and a port number

# thanks for reading

As with everything, I think the best way to learn more about DNS is to experiment and break things. So this zine comes with a playground!

~~~~~  
`https://messwithdns.net`  
~~~~~

More DNS tools I made while writing this zine:

<https://dns-lookup.jvns.ca> (to make DNS queries)

<https://github.com/jvns/tiny-resolver> (to see how resolvers work)

## credits

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Any remaining errors: mine ☺

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