Linear DNS-Over-QUIC Servers

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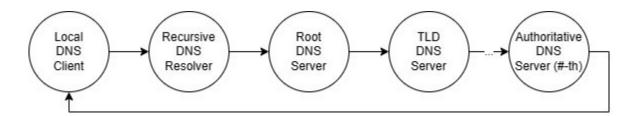
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Goal

- Reduce RTT by linearizing the network route
 - + Reduce total load in network
 - + Maintain security (aspect of DNS encryption, not authentication)
 - The original DNSSEC will cover authentication part.
- The last DNS server resolving DNS query must know the followings (but not limited to):
 - 1) The client's IP address (+ QUIC (UDP) port # (optional))
 - 2) (optional) Tag of DNS query
 - The above information must be encrypted (otherwise MITM attack is possible).
 - QUIC is suitable for faster encryption establishment on each stage.
 - Reduced # of round trips for handshaking (with larger messages), connection resumption, etc.

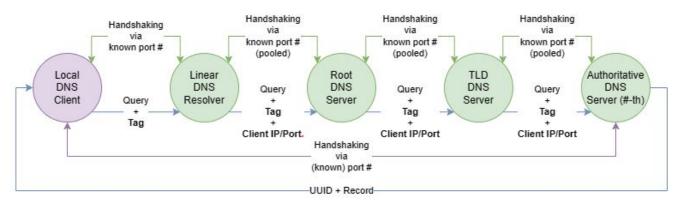






Architecture

- Assumption: All DNS servers are trusted and support our method.
 - Also, they are presumably communicating with each other frequently so **pooling connections** are desirable.
- QUIC server-client model (picoquic/picotls + quicdoq)



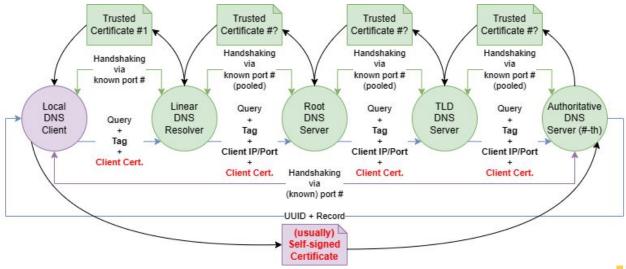
- QUIC P2P (TBD) (qp2p + (picoquic/picotls + quicdoq))
 - No server (+ no fixed port #) after the resolver
 - Data plane carries client port # as well.
 - Handshaking is still required for each stage (if not pooled).





Client Certificate (or symmetric key)

- While QUIC is implemented on UDP, it needs its handshaking process.
 - Setting up encryption, etc.
- Thus, the client's 'server' port also requires certificate for establishing QUIC connection with the last server.
 - The server's needs to carry the client's (usually) 'untrusted' certificate to validate at the last stage.
 - Or, use raw UDP/TCP on the last step and carried symmetric key instead of certificate.







Evaluation

(please refer the separate slide(s))





Future Improvement

- Falling back when the next endpoint does not support linear DOQ resolving
- Caching DNS entries in the linear resolver
 - Carry "request cache" bit or the linear resolver's address to selectively cache.
- Supporting QUIC session ticket for maintaining connection even when the client address shifts



