CS321: Computer Networks



DNS

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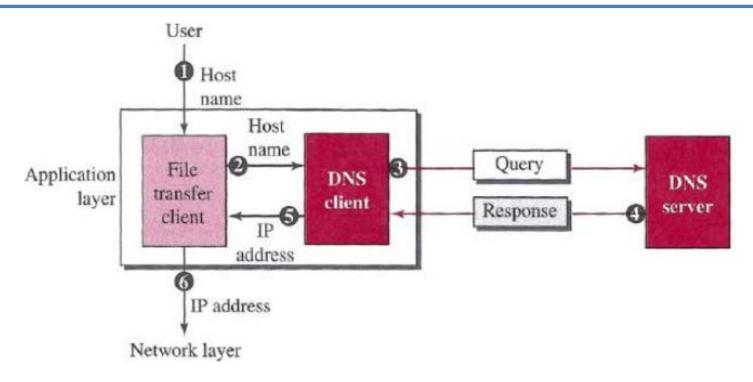
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DOMAIN NAME SYSTEM (DNS)



- To identify an entity, TCP/IP protocols use the IP address.
- People prefer to use names instead of numeric addresses.
- Therefore, the Internet needs to have a directory system that can map a name to an address.
- The Internet is so huge today, a central directory system cannot hold all the mapping.
- A better solution is to distribute the information among many computers in the world.
- The host that needs mapping can contact the closest computer holding the needed information. This method is used by the Domain Name System (DNS).





- the purpose of accessing the Internet is to make a connection between the file transfer client and server,
- but before this can happen, another connection needs to be made between the DNS client and DNS server

Name Space



- the names must be unique because the addresses are unique.
- A name space that maps each address to a unique name can be organized in two ways:
 - flat
 - hierarchical
- flat name space
 - a name is assigned to an address
 - a name is a sequence of characters without structure
 - The names may or may not have a common section
 - Disadvantage: it cannot be used in a large system such as the Internet because it must be centrally controlled to avoid ambiguity and duplication

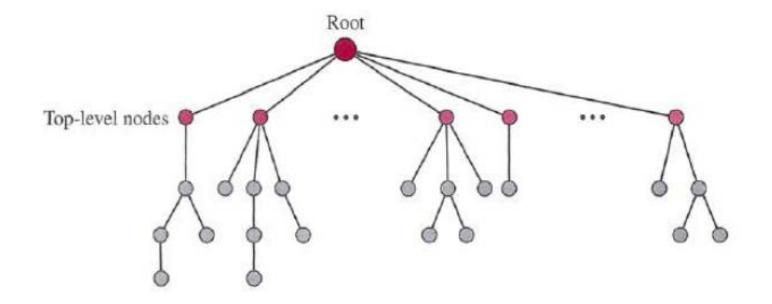


- hierarchical name space
 - each name is made of several parts
 - the first part can define the nature of the organization
 - the second part can define the name of an organization
 - the third part can define departments in the organization
 - so on...
 - Advantages: the authority to assign and control the name spaces can be decentralized.
- A central authority can assign the part of the name. E.g, name & nature of the organization
- Rest of the name can be assigned by the organization itself

Domain Name Space



 the names are defined in an inverted-tree structure with the root at the top.





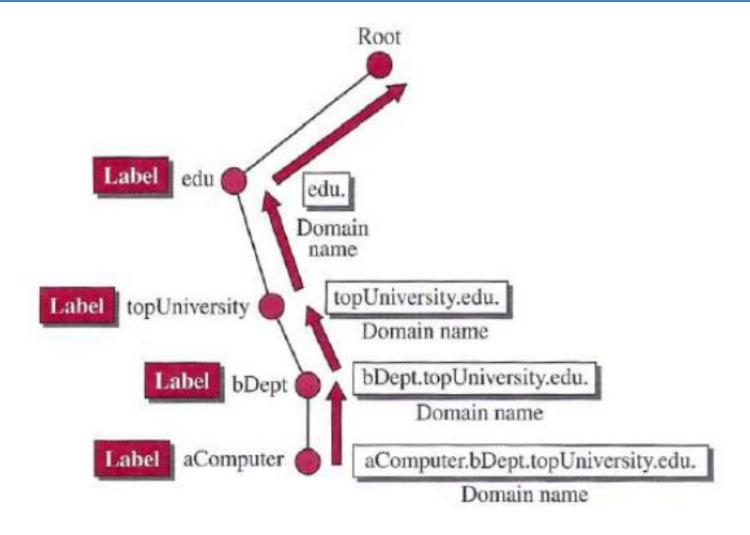
• Label:

- Each node in the tree has a label, which is a string with a maximum of 63 characters.
- The root label is a null string (empty string).

Domain Name:

- Each node in the tree has a domain name.
- A full domain name is a sequence of labels separated by dots
 (.)
- The domain names are always read from the node up to the root.
- The last label is the label of the root (null).
- Fully qualified domain name (FQDN): If a label is terminated by a null string. Else, Partially qualified domain name (PQDN)

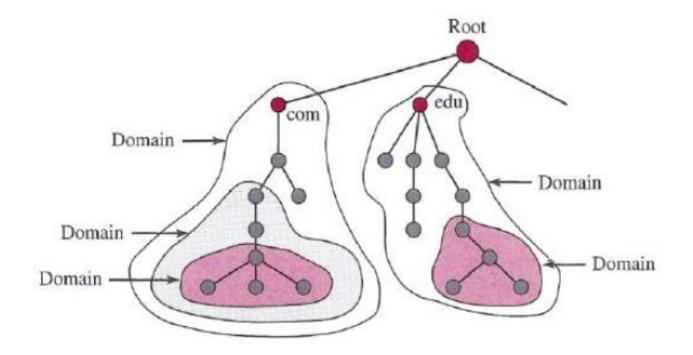




Domain



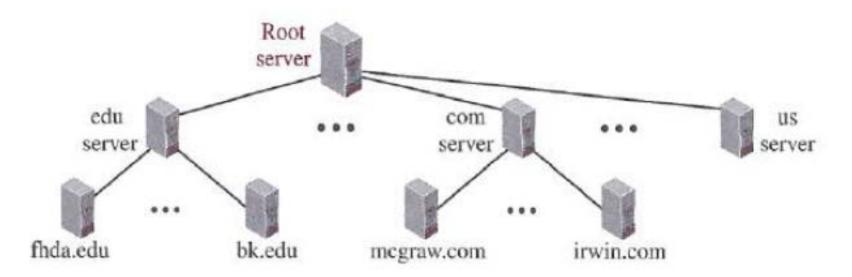
A domain is a subtree of the domain name space



Distribution of Name Space

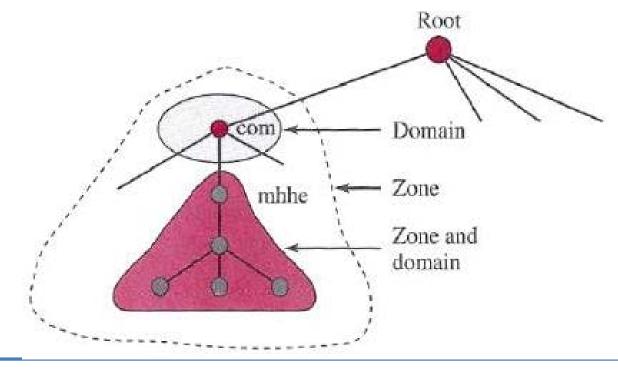


- The information contained in the domain name space must be stored.
- It is very inefficient and also not reliable to have just one computer store such a huge amount of information
- Soln: Many DNS Servers following a hierarchy





- Zone: What a server is responsible for or has authority over is called a zone.
- A root server is a server whose zone consists of the whole tree.



DNS in the Internet



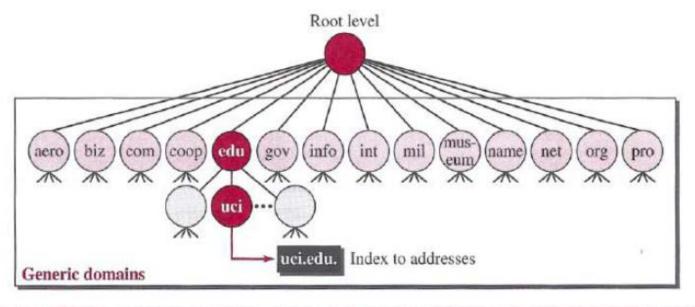
- DNS is a protocol that can be used in different platforms.
- In the Internet, the domain name space (tree) was originally divided into three different sections:
 - generic domains
 - country domains
 - the inverse domains

Note: The inverse domains are now deprecated.

Generic Domains



 The generic domains define registered hosts according to their generic behavior.

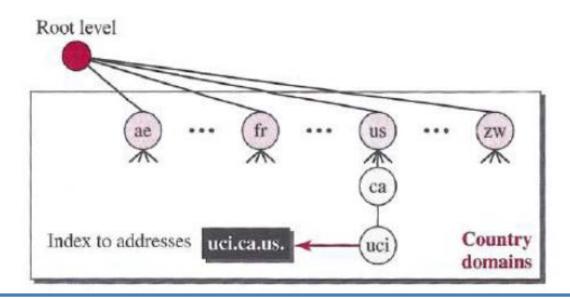


Label	Description	Label	Description
aero	Airlines and aerospace	int	International organizations
biz	Businesses or firms	mil	Military groups
com	Commercial organizations	museum	Museums
coop	Cooperative organizations	name	Personal names (individuals)
edu	Educational institutions	net	Network support centers
gov	Government institutions	org	Nonprofit organizations
info	Information service providers	pro	Professional organizations

Country Domains



- The country domains section uses two-character country abbreviations.
- Second labels can be organizational, or they can be more specific national designations.
- E.g., The address uci.ca.us. can be translated to University of California, Irvine, in the state of California in the United States.



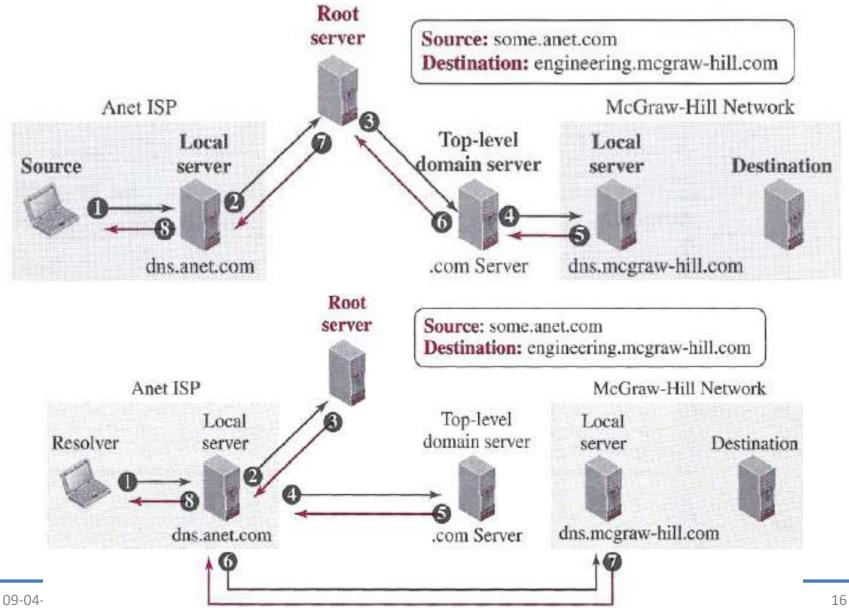
Name-Address Resolution



- Mapping a name to an address is called name-address resolution
- DNS is designed as a client-server application.
- The resolver (DNS client) accesses the closest DNS server with a mapping request.
- If the server has the information, it satisfies the resolver;
- otherwise, it either refers the resolver to other servers or asks other servers to provide the information.
- A resolution process can be
 - Recursive
 - Iterative

Recursive vs Iterative Resolution





Caching

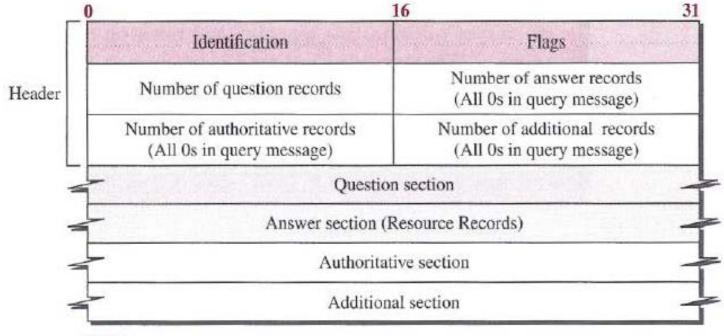


- Each time a server receives a query for a name that is not in its domain, it needs to search its database for a server IP address.
- Reduction of this search time would increase efficiency.
- DNS handles this with a mechanism called caching
- Caching speeds up resolution, but it can also be problematic.
- If a server caches a mapping for a long time, it may send an outdated mapping to the client.
- To counter this, TTL (time-to-live) based technique is used.

DNS Messages



- The identification field is used by the client to match the response with the query.
- The flag field defines whether the message is a query or response.



Note:

The query message contains only the question section. The response message includes the question section, the answer section, and possibly two other sections.



 DNS can use either UDP or TCP. In both cases the well-known port used by the server is port 53.

• Example:

 In UNIX and Windows, the nslookup utility can be used to retrieve address/name mapping.

\$nslookup www.forouzan.biz

Name: www.forouzan.biz

Address: 198.170.240.179

DNS Security





Thanks!