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## DNS Server MIB Extensions

### Status of this Memo

This document specifies an Internet standards track protocol for the Internet community, and requests discussion and suggestions for improvements. Please refer to the current edition of the "Internet Official Protocol Standards" (STD 1) for the standardization state and status of this protocol. Distribution of this memo is unlimited.

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### 1. Introduction

This memo defines a portion of the Management Information Base (MIB) for use with network management protocols in the Internet community. In particular, it describes a set of extensions which instrument DNS name server functions. This memo was produced by the DNS working group.

With the adoption of the Internet-standard Network Management Framework [4,5,6,7], and with a large number of vendor implementations of these standards in commercially available products, it became possible to provide a higher level of effective network management in TCP/IP-based internets than was previously available. With the growth in the use of these standards, it has become possible to consider the management of other elements of the infrastructure beyond the basic TCP/IP protocols. A key element of

the TCP/IP infrastructure is the DNS.

Up to this point there has been no mechanism to integrate the management of the DNS with SNMP-based managers. This memo provides the mechanisms by which IP-based management stations can effectively manage DNS name server software in an integrated fashion.

We have defined DNS MIB objects to be used in conjunction with the Internet MIB to allow access to and control of DNS name server software via SNMP by the Internet community.

## 2. The SNMPv2 Network Management Framework

The SNMPv2 Network Management Framework consists of four major components. They are:

- o RFC 1442 which defines the SMI, the mechanisms used for describing and naming objects for the purpose of management.
- o STD 17, RFC 1213 defines MIB-II, the core set of managed objects for the Internet suite of protocols.
- o RFC 1445 which defines the administrative and other architectural aspects of the framework.
- o RFC 1448 which defines the protocol used for network access to managed objects.

The Framework permits new objects to be defined for the purpose of experimentation and evaluation.

### 2.1. Object Definitions

Managed objects are accessed via a virtual information store, termed the Management Information Base or MIB. Objects in the MIB are defined using the subset of Abstract Syntax Notation One (ASN.1) defined in the SMI. In particular, each object type is named by an OBJECT IDENTIFIER, an administratively assigned name. The object type together with an object instance serves to uniquely identify a specific instantiation of the object. For human convenience, we often use a textual string, termed the descriptor, to refer to the object type.

## 3. Overview

In theory, the DNS world is pretty simple. There are two kinds of entities: resolvers and name servers. Resolvers ask questions. Name servers answer them. The real world, however, is not so simple.

Implementors have made widely differing choices about how to divide DNS functions between resolvers and servers. They have also constructed various sorts of exotic hybrids. The most difficult task in defining this MIB was to accommodate this wide range of entities without having to come up with a separate MIB for each.

We divided up the various DNS functions into two, non-overlapping classes, called "resolver functions" and "name server functions." A DNS entity that performs what we define as resolver functions contains a resolver, and therefore must implement the MIB groups required of all resolvers which are defined in a separate MIB Module. A DNS entity which implements name server functions is considered to be a name server, and must implement the MIB groups required for name servers in this module. If the same piece of software performs both resolver and server functions, we imagine that it contains both a resolver and a server and would thus implement both the DNS Server and DNS Resolver MIBs.

### 3.1. Resolvers

In our model, a resolver is a program (or piece thereof) which obtains resource records from servers. Normally it does so at the behest of an application, but may also do so as part of its own operation. A resolver sends DNS protocol queries and receives DNS protocol replies. A resolver neither receives queries nor sends replies. A full service resolver is one that knows how to resolve queries: it obtains the needed resource records by contacting a server authoritative for the records desired. A stub resolver does not know how to resolve queries: it sends all queries to a local name server, setting the "recursion desired" flag to indicate that it hopes that the name server will be willing to resolve the query. A resolver may (optionally) have a cache for remembering previously acquired resource records. It may also have a negative cache for remembering names or data that have been determined not to exist.

### 3.2. Name Servers

A name server is a program (or piece thereof) that provides resource records to resolvers. All references in this document to "a name server" imply "the name server's role"; in some cases the name server's role and the resolver's role might be combined into a single program. A name server receives DNS protocol queries and sends DNS protocol replies. A name server neither sends queries nor receives replies. As a consequence, name servers do not have caches. Normally, a name server would expect to receive only those queries to which it could respond with authoritative information. However, if a name server receives a query that it cannot respond to with purely authoritative information, it may choose to try to obtain the

necessary additional information from a resolver which may or may not be a separate process.

### 3.3. Selected Objects

Many of the objects included in this memo have been created from information contained in the DNS specifications [1,2], as amended and clarified by subsequent host requirements documents [3]. Other objects have been created based on experience with existing DNS management tools, expected operational needs, the statistics generated by existing DNS implementations, and the configuration files used by existing DNS implementations. These objects have been ordered into groups as follows:

- o Server Configuration Group
- o Server Counter Group
- o Server Optional Counter Group
- o Server Zone Group

This information has been converted into a standard form using the SNMPv2 SMI defined in [9]. For the most part, the descriptions are influenced by the DNS related RFCs noted above. For example, the descriptions for counters used for the various types of queries of DNS records are influenced by the definitions used for the various record types found in [2].

### 3.4. Textual Conventions

Several conceptual data types have been introduced as a textual conventions in this DNS MIB document. These additions will facilitate the common understanding of information used by the DNS. No changes to the SMI or the SNMP are necessary to support these conventions.

Readers familiar with MIBs designed to manage entities in the lower layers of the Internet protocol suite may be surprised at the number of non-enumerated integers used in this MIB to represent values such as DNS RR class and type numbers. The reason for this choice is simple: the DNS itself is designed as an extensible protocol, allowing new classes and types of resource records to be added to the protocol without recoding the core DNS software. Using non-enumerated integers to represent these data types in this MIB allows the MIB to accommodate these changes as well.

#### 4. Definitions

DNS-SERVER-MIB DEFINITIONS ::= BEGIN

IMPORTS

mib-2  
FROM RFC-1213  
MODULE-IDENTITY, OBJECT-TYPE, OBJECT-IDENTITY,  
IpAddress, Counter32, Gauge32  
FROM SNMPv2-SMI  
TEXTUAL-CONVENTION, RowStatus, DisplayString, TruthValue  
FROM SNMPv2-TC  
MODULE-COMPLIANCE, OBJECT-GROUP  
FROM SNMPv2-CONF;

dns OBJECT-IDENTITY  
STATUS current  
DESCRIPTION  
"The OID assigned to DNS MIB work by the IANA."  
::= { mib-2 32 }

dnsServMIB MODULE-IDENTITY  
LAST-UPDATED "9401282251Z"  
ORGANIZATION "IETF DNS Working Group"  
CONTACT-INFO  
"Rob Austein  
Postal: Epilogue Technology Corporation  
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Nashua, NH 03062-2698  
US  
Tel: +1 603 881 0480  
Fax: +1 603 881 0120  
Email: saperia@zko.dec.com"  
DESCRIPTION  
"The MIB module for entities implementing the server side  
of the Domain Name System (DNS) protocol."  
::= { dns 1 }

dnsServMIBObjects            OBJECT IDENTIFIER ::= { dnsServMIB 1 }

-- (Old-style) groups in the DNS server MIB.

dnsServConfig	OBJECT IDENTIFIER ::= { dnsServMIBObjects 1 }
dnsServCounter	OBJECT IDENTIFIER ::= { dnsServMIBObjects 2 }
dnsServOptCounter	OBJECT IDENTIFIER ::= { dnsServMIBObjects 3 }
dnsServZone	OBJECT IDENTIFIER ::= { dnsServMIBObjects 4 }

-- Textual conventions

DnsName ::= TEXTUAL-CONVENTION

-- A DISPLAY-HINT would be nice, but difficult to express.

STATUS current

DESCRIPTION

"A DNS name is a sequence of labels. When DNS names are displayed, the boundaries between labels are typically indicated by dots (e.g. 'Acme' and 'COM' are labels in the name 'Acme.COM'). In the DNS protocol, however, no such separators are needed because each label is encoded as a length octet followed by the indicated number of octets of label. For example, 'Acme.COM' is encoded as the octet sequence { 4, 'A', 'c', 'm', 'e', 3, 'C', 'O', 'M', 0 } (the final 0 is the length of the name of the root domain, which appears implicitly at the end of any DNS name). This MIB uses the same encoding as the DNS protocol.

A DnsName must always be a fully qualified name. It is an error to encode a relative domain name as a DnsName without first making it a fully qualified name."

REFERENCE

"RFC-1034 section 3.1."

SYNTAX OCTET STRING (SIZE (0..255))

DnsNameAsIndex ::= TEXTUAL-CONVENTION

STATUS current

DESCRIPTION

"This textual convention is like a DnsName, but is used as an index component in tables. Alphabetic characters in names of this type are restricted to uppercase: the characters 'a' through 'z' are mapped to the characters 'A' through 'Z'. This restriction is intended to make the lexical ordering imposed by SNMP useful when applied to DNS names.

Note that it is theoretically possible for a valid DNS

name to exceed the allowed length of an SNMP object identifier, and thus be impossible to represent in tables in this MIB that are indexed by DNS name. Sampling of DNS names in current use on the Internet suggests that this limit does not pose a serious problem in practice."

## REFERENCE

"RFC-1034 section 3.1, RFC-1448 section 4.1."

SYNTAX DnsName

DnsClass ::= TEXTUAL-CONVENTION

DISPLAY-HINT "2d"

STATUS current

## DESCRIPTION

"This data type is used to represent the class values which appear in Resource Records in the DNS. A 16-bit unsigned integer is used to allow room for new classes of records to be defined. Existing standard classes are listed in the DNS specifications."

## REFERENCE

"RFC-1035 section 3.2.4."

SYNTAX INTEGER (0..65535)

DnsType ::= TEXTUAL-CONVENTION

DISPLAY-HINT "2d"

STATUS current

## DESCRIPTION

"This data type is used to represent the type values which appear in Resource Records in the DNS. A 16-bit unsigned integer is used to allow room for new record types to be defined. Existing standard types are listed in the DNS specifications."

## REFERENCE

"RFC-1035 section 3.2.2."

SYNTAX INTEGER (0..65535)

DnsQClass ::= TEXTUAL-CONVENTION

DISPLAY-HINT "2d"

STATUS current

## DESCRIPTION

"This data type is used to represent the QClass values which appear in Resource Records in the DNS. A 16-bit unsigned integer is used to allow room for new QClass records to be defined. Existing standard QClasses are listed in the DNS specification."

## REFERENCE

"RFC-1035 section 3.2.5."

SYNTAX INTEGER (0..65535)

DnsQType ::= TEXTUAL-CONVENTION

DISPLAY-HINT "2d"

STATUS current

DESCRIPTION

"This data type is used to represent the QType values which appear in Resource Records in the DNS. A 16-bit unsigned integer is used to allow room for new QType records to be defined. Existing standard QTypes are listed in the DNS specification."

REFERENCE

"RFC-1035 section 3.2.3."

SYNTAX INTEGER (0..65535)

DnsTime ::= TEXTUAL-CONVENTION

DISPLAY-HINT "4d"

STATUS current

DESCRIPTION

"DnsTime values are 32-bit unsigned integers which measure time in seconds."

REFERENCE

"RFC-1035."

SYNTAX Gauge32

DnsOpCode ::= TEXTUAL-CONVENTION

STATUS current

DESCRIPTION

"This textual convention is used to represent the DNS OPCODE values used in the header section of DNS messages. Existing standard OPCODE values are listed in the DNS specifications."

REFERENCE

"RFC-1035 section 4.1.1."

SYNTAX INTEGER (0..15)

DnsRespCode ::= TEXTUAL-CONVENTION

STATUS current

DESCRIPTION

"This data type is used to represent the DNS RCODE value in DNS response messages. Existing standard RCODE values are listed in the DNS specifications."

REFERENCE

"RFC-1035 section 4.1.1."

SYNTAX INTEGER (0..15)



**-- Server Configuration Group****dnsServConfigImplementIdent OBJECT-TYPE****SYNTAX** DisplayString**MAX-ACCESS** read-only**STATUS** current**DESCRIPTION**

"The implementation identification string for the DNS server software in use on the system, for example; 'FNS-2.1'"

**::= { dnsServConfig 1 }****dnsServConfigRekurs OBJECT-TYPE****SYNTAX** INTEGER { available(1),  
restricted(2),  
unavailable(3) }**MAX-ACCESS** read-write**STATUS** current**DESCRIPTION**

"This represents the recursion services offered by this name server. The values that can be read or written are:

available(1) - performs recursion on requests from clients.

restricted(2) - recursion is performed on requests only from certain clients, for example; clients on an access control list.

unavailable(3) - recursion is not available."

**::= { dnsServConfig 2 }****dnsServConfigUpTime OBJECT-TYPE****SYNTAX** DnsTime**MAX-ACCESS** read-only**STATUS** current**DESCRIPTION**

"If the server has a persistent state (e.g., a process), this value will be the time elapsed since it started. For software without persistent state, this value will be zero."

**::= { dnsServConfig 3 }****dnsServConfigResetTime OBJECT-TYPE****SYNTAX** DnsTime**MAX-ACCESS** read-only**STATUS** current

**DESCRIPTION**

"If the server has a persistent state (e.g., a process) and supports a 'reset' operation (e.g., can be told to re-read configuration files), this value will be the time elapsed since the last time the name server was 'reset.' For software that does not have persistence or does not support a 'reset' operation, this value will be zero."

::= { dnsServConfig 4 }

**dnsServConfigReset OBJECT-TYPE**

**SYNTAX** INTEGER { other(1),  
reset(2),  
initializing(3),  
running(4) }

**MAX-ACCESS** read-write

**STATUS** current

**DESCRIPTION**

"Status/action object to reinitialize any persistent name server state. When set to reset(2), any persistent name server state (such as a process) is reinitialized as if the name server had just been started. This value will never be returned by a read operation. When read, one of the following values will be returned:

other(1) - server in some unknown state;  
initializing(3) - server (re)initializing;  
running(4) - server currently running."

::= { dnsServConfig 5 }

**-- Server Counter Group****dnsServCounterAuthAns OBJECT-TYPE**

**SYNTAX** Counter32

**MAX-ACCESS** read-only

**STATUS** current

**DESCRIPTION**

"Number of queries which were authoritatively answered."

::= { dnsServCounter 2 }

**dnsServCounterAuthNoNames OBJECT-TYPE**

**SYNTAX** Counter32

**MAX-ACCESS** read-only

**STATUS** current

**DESCRIPTION**

"Number of queries for which 'authoritative no such name' responses were made."

::= { dnsServCounter 3 }

**dnsServCounterAuthNoDataResps OBJECT-TYPE**

SYNTAX Counter32

MAX-ACCESS read-only

STATUS current

## DESCRIPTION

"Number of queries for which `authoritative no such data' (empty answer) responses were made."

::= { dnsServCounter 4 }

**dnsServCounterNonAuthDatas OBJECT-TYPE**

SYNTAX Counter32

MAX-ACCESS read-only

STATUS current

## DESCRIPTION

"Number of queries which were non-authoritatively answered (cached data)."

::= { dnsServCounter 5 }

**dnsServCounterNonAuthNoDatas OBJECT-TYPE**

SYNTAX Counter32

MAX-ACCESS read-only

STATUS current

## DESCRIPTION

"Number of queries which were non-authoritatively answered with no data (empty answer)."

::= { dnsServCounter 6 }

**dnsServCounterReferrals OBJECT-TYPE**

SYNTAX Counter32

MAX-ACCESS read-only

STATUS current

## DESCRIPTION

"Number of requests that were referred to other servers."

::= { dnsServCounter 7 }

**dnsServCounterErrors OBJECT-TYPE**

SYNTAX Counter32

MAX-ACCESS read-only

STATUS current

## DESCRIPTION

"Number of requests the server has processed that were answered with errors (RCODE values other than 0 and 3)."

## REFERENCE

"RFC-1035 section 4.1.1."

::= { dnsServCounter 8 }

**dnsServCounterRelNames OBJECT-TYPE**

SYNTAX Counter32

MAX-ACCESS read-only  
STATUS current  
DESCRIPTION  
    "Number of requests received by the server for names that  
    are only 1 label long (text form - no internal dots)."  
::= { dnsServCounter 9 }

dnsServCounterReqRefusals OBJECT-TYPE  
SYNTAX Counter32  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION  
    "Number of DNS requests refused by the server."  
::= { dnsServCounter 10 }

dnsServCounterReqUnparses OBJECT-TYPE  
SYNTAX Counter32  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION  
    "Number of requests received which were unparseable."  
::= { dnsServCounter 11 }

dnsServCounterOtherErrors OBJECT-TYPE  
SYNTAX Counter32  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION  
    "Number of requests which were aborted for other (local)  
    server errors."  
::= { dnsServCounter 12 }

-- DNS Server Counter Table

dnsServCounterTable OBJECT-TYPE  
SYNTAX SEQUENCE OF DnsServCounterEntry  
MAX-ACCESS not-accessible  
STATUS current  
DESCRIPTION  
    "Counter information broken down by DNS class and type."  
::= { dnsServCounter 13 }

dnsServCounterEntry OBJECT-TYPE  
SYNTAX DnsServCounterEntry  
MAX-ACCESS not-accessible  
STATUS current  
DESCRIPTION  
    "This table contains count information for each DNS class

and type value known to the server. The index allows management software to create indices to the table to get the specific information desired, e.g., number of queries over UDP for records with type value 'A' which came to this server. In order to prevent an uncontrolled expansion of rows in the table; if dnsServCounterRequests is 0 and dnsServCounterResponses is 0, then the row does not exist and 'no such' is returned when the agent is queried for such instances."

```
INDEX      { dnsServCounterOpCode,
              dnsServCounterQClass,
              dnsServCounterQType,
              dnsServCounterTransport }
 ::= { dnsServCounterTable 1 }
```

```
DnsServCounterEntry ::=
SEQUENCE {
    dnsServCounterOpCode
        DnsOpCode,
    dnsServCounterQClass
        DnsClass,
    dnsServCounterQType
        DnsType,
    dnsServCounterTransport
        INTEGER,
    dnsServCounterRequests
        Counter32,
    dnsServCounterResponses
        Counter32
}
```

```
dnsServCounterOpCode OBJECT-TYPE
SYNTAX      DnsOpCode
MAX-ACCESS  not-accessible
STATUS      current
DESCRIPTION
    "The DNS OPCODE being counted in this row of the table."
 ::= { dnsServCounterEntry 1 }
```

```
dnsServCounterQClass OBJECT-TYPE
SYNTAX      DnsClass
MAX-ACCESS  not-accessible
STATUS      current
DESCRIPTION
    "The class of record being counted in this row of the
    table."
 ::= { dnsServCounterEntry 2 }
```

**dnsServCounterQType OBJECT-TYPE**

SYNTAX DnsType

MAX-ACCESS not-accessible

STATUS current

## DESCRIPTION

"The type of record which is being counted in this row in the table."

::= { dnsServCounterEntry 3 }

**dnsServCounterTransport OBJECT-TYPE**

SYNTAX INTEGER { udp(1), tcp(2), other(3) }

MAX-ACCESS not-accessible

STATUS current

## DESCRIPTION

"A value of udp(1) indicates that the queries reported on this row were sent using UDP.

A value of tcp(2) indicates that the queries reported on this row were sent using TCP.

A value of other(3) indicates that the queries reported on this row were sent using a transport that was neither TCP nor UDP."

::= { dnsServCounterEntry 4 }

**dnsServCounterRequests OBJECT-TYPE**

SYNTAX Counter32

MAX-ACCESS read-only

STATUS current

## DESCRIPTION

"Number of requests (queries) that have been recorded in this row of the table."

::= { dnsServCounterEntry 5 }

**dnsServCounterResponses OBJECT-TYPE**

SYNTAX Counter32

MAX-ACCESS read-only

STATUS current

## DESCRIPTION

"Number of responses made by the server since initialization for the kind of query identified on this row of the table."

::= { dnsServCounterEntry 6 }

**-- Server Optional Counter Group**

-- The Server Optional Counter Group is intended for those systems  
 -- which make distinctions between the different sources of the DNS  
 -- queries as defined below.

-- Objects in this group are implemented on servers which distinguish  
 -- between queries which originate from the same host as the server,  
 -- queries from one of an arbitrary group of hosts that are on an  
 -- access list defined by the server, and queries from hosts that do  
 -- not fit either of these descriptions.

-- The objects found in the Server Counter group are totals. Thus if  
 -- one wanted to identify, for example, the number of queries from  
 -- 'remote' hosts which have been given authoritative answers, one  
 -- would subtract the current values of ServOptCounterFriendsAuthAns  
 -- and ServOptCounterSelfAuthAns from servCounterAuthAns.

-- The purpose of these distinctions is to allow for implementations  
 -- to group queries and responses on this basis. One way in which  
 -- servers may make these distinctions is by looking at the source IP  
 -- address of the DNS query. If the source of the query is 'your  
 -- own' then the query should be counted as 'yourself' (local host).  
 -- If the source of the query matches an 'access list,' the query  
 -- came from a friend. What constitutes an 'access list' is  
 -- implementation dependent and could be as simple as a rule that all  
 -- hosts on the same IP network as the DNS server are classed  
 -- 'friends.'

-- In order to avoid double counting, the following rules apply:

- 1. No host is in more than one of the three groups defined above.
- 2. All queries from the local host are always counted in the  
 -- 'yourself' group regardless of what the access list, if any,  
 -- says.
- 3. The access list should not define 'your friends' in such a way  
 -- that it includes all hosts. That is, not everybody is your  
 -- 'friend.'

**dnsServOptCounterSelfAuthAns OBJECT-TYPE**

SYNTAX Counter32

MAX-ACCESS read-only

STATUS current

**DESCRIPTION**

"Number of requests the server has processed which  
 originated from a resolver on the same host for which

there has been an authoritative answer."  
 ::= { dnsServOptCounter 1 }

**dnsServOptCounterSelfAuthNoNames OBJECT-TYPE**

SYNTAX Counter32

MAX-ACCESS read-only

STATUS current

**DESCRIPTION**

"Number of requests the server has processed which originated from a resolver on the same host for which there has been an authoritative no such name answer given."

::= { dnsServOptCounter 2 }

**dnsServOptCounterSelfAuthNoDataResps OBJECT-TYPE**

SYNTAX Counter32

MAX-ACCESS read-only

STATUS current

**DESCRIPTION**

"Number of requests the server has processed which originated from a resolver on the same host for which there has been an authoritative no such data answer (empty answer) made."

::= { dnsServOptCounter 3 }

**dnsServOptCounterSelfNonAuthDats OBJECT-TYPE**

SYNTAX Counter32

MAX-ACCESS read-only

STATUS current

**DESCRIPTION**

"Number of requests the server has processed which originated from a resolver on the same host for which a non-authoritative answer (cached data) was made."

::= { dnsServOptCounter 4 }

**dnsServOptCounterSelfNonAuthNoDats OBJECT-TYPE**

SYNTAX Counter32

MAX-ACCESS read-only

STATUS current

**DESCRIPTION**

"Number of requests the server has processed which originated from a resolver on the same host for which a 'non-authoritative, no such data' response was made (empty answer)."

::= { dnsServOptCounter 5 }

**dnsServOptCounterSelfReferrals OBJECT-TYPE**

SYNTAX Counter32



MAX-ACCESS read-only  
STATUS current  
DESCRIPTION  
    "Number of queries the server has processed which  
    originated from a resolver on the same host and were  
    referred to other servers."  
 ::= { dnsServOptCounter 6 }

dnsServOptCounterSelfErrors OBJECT-TYPE

SYNTAX Counter32  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION  
    "Number of requests the server has processed which  
    originated from a resolver on the same host which have  
    been answered with errors (RCODEs other than 0 and 3)."  
REFERENCE  
    "RFC-1035 section 4.1.1."  
 ::= { dnsServOptCounter 7 }

dnsServOptCounterSelfRelNames OBJECT-TYPE

SYNTAX Counter32  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION  
    "Number of requests received for names that are only 1  
    label long (text form - no internal dots) the server has  
    processed which originated from a resolver on the same  
    host."  
 ::= { dnsServOptCounter 8 }

dnsServOptCounterSelfReqRefusals OBJECT-TYPE

SYNTAX Counter32  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION  
    "Number of DNS requests refused by the server which  
    originated from a resolver on the same host."  
 ::= { dnsServOptCounter 9 }

dnsServOptCounterSelfReqUnparses OBJECT-TYPE

SYNTAX Counter32  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION  
    "Number of requests received which were unparseable and  
    which originated from a resolver on the same host."  
 ::= { dnsServOptCounter 10 }

**dnsServOptCounterSelfOtherErrors OBJECT-TYPE****SYNTAX** Counter32**MAX-ACCESS** read-only**STATUS** current**DESCRIPTION**

"Number of requests which were aborted for other (local) server errors and which originated on the same host."

**::= { dnsServOptCounter 11 }****dnsServOptCounterFriendsAuthAns OBJECT-TYPE****SYNTAX** Counter32**MAX-ACCESS** read-only**STATUS** current**DESCRIPTION**

"Number of queries originating from friends which were authoritatively answered. The definition of friends is a locally defined matter."

**::= { dnsServOptCounter 12 }****dnsServOptCounterFriendsAuthNoNames OBJECT-TYPE****SYNTAX** Counter32**MAX-ACCESS** read-only**STATUS** current**DESCRIPTION**

"Number of queries originating from friends, for which authoritative 'no such name' responses were made. The definition of friends is a locally defined matter."

**::= { dnsServOptCounter 13 }****dnsServOptCounterFriendsAuthNoDataResps OBJECT-TYPE****SYNTAX** Counter32**MAX-ACCESS** read-only**STATUS** current**DESCRIPTION**

"Number of queries originating from friends for which authoritative no such data (empty answer) responses were made. The definition of friends is a locally defined matter."

**::= { dnsServOptCounter 14 }****dnsServOptCounterFriendsNonAuthDatas OBJECT-TYPE****SYNTAX** Counter32**MAX-ACCESS** read-only**STATUS** current**DESCRIPTION**

"Number of queries originating from friends which were non-authoritatively answered (cached data). The definition of friends is a locally defined matter."

::= { dnsServOptCounter 15 }

dnsServOptCounterFriendsNonAuthNoDats OBJECT-TYPE

SYNTAX Counter32

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"Number of queries originating from friends which were non-authoritatively answered with no such data (empty answer)."

::= { dnsServOptCounter 16 }

dnsServOptCounterFriendsReferrals OBJECT-TYPE

SYNTAX Counter32

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"Number of requests which originated from friends that were referred to other servers. The definition of friends is a locally defined matter."

::= { dnsServOptCounter 17 }

dnsServOptCounterFriendsErrors OBJECT-TYPE

SYNTAX Counter32

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"Number of requests the server has processed which originated from friends and were answered with errors (RCODE values other than 0 and 3). The definition of friends is a locally defined matter."

REFERENCE

"RFC-1035 section 4.1.1."

::= { dnsServOptCounter 18 }

dnsServOptCounterFriendsRelNames OBJECT-TYPE

SYNTAX Counter32

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"Number of requests received for names from friends that are only 1 label long (text form - no internal dots) the server has processed."

::= { dnsServOptCounter 19 }

dnsServOptCounterFriendsReqRefusals OBJECT-TYPE

SYNTAX Counter32

MAX-ACCESS read-only

```

STATUS      current
DESCRIPTION
    "Number of DNS requests refused by the server which were
    received from `friends'."
 ::= { dnsServOptCounter 20 }

```

#### dnsServOptCounterFriendsReqUnparses OBJECT-TYPE

```

SYNTAX      Counter32
MAX-ACCESS  read-only
STATUS      current
DESCRIPTION
    "Number of requests received which were unparseable and
    which originated from `friends'."
 ::= { dnsServOptCounter 21 }

```

#### dnsServOptCounterFriendsOtherErrors OBJECT-TYPE

```

SYNTAX      Counter32
MAX-ACCESS  read-only
STATUS      current
DESCRIPTION
    "Number of requests which were aborted for other (local)
    server errors and which originated from `friends'."
 ::= { dnsServOptCounter 22 }

```

-- Server Zone Group

-- DNS Management Zone Configuration Table

-- This table contains zone configuration information.

#### dnsServZoneTable OBJECT-TYPE

```

SYNTAX      SEQUENCE OF DnsServZoneEntry
MAX-ACCESS  not-accessible
STATUS      current
DESCRIPTION
    "Table of zones for which this name server provides
    information. Each of the zones may be loaded from stable
    storage via an implementation-specific mechanism or may
    be obtained from another name server via a zone transfer.

    If name server doesn't load any zones, this table is
    empty."
 ::= { dnsServZone 1 }

```

#### dnsServZoneEntry OBJECT-TYPE

```

SYNTAX      DnsServZoneEntry
MAX-ACCESS  not-accessible

```

```

STATUS      current
DESCRIPTION  "An entry in the name server zone table.  New rows may be
              added either via SNMP or by the name server itself."
INDEX       { dnsServZoneName,
              dnsServZoneClass }
 ::= { dnsServZoneTable 1 }

```

```

DnsServZoneEntry ::=
SEQUENCE {
    dnsServZoneName
        DnsNameAsIndex,
    dnsServZoneClass
        DnsClass,
    dnsServZoneLastReloadSuccess
        DnsTime,
    dnsServZoneLastReloadAttempt
        DnsTime,
    dnsServZoneLastSourceAttempt
        IpAddress,
    dnsServZoneStatus
        RowStatus,
    dnsServZoneSerial
        Counter32,
    dnsServZoneCurrent
        TruthValue,
    dnsServZoneLastSourceSuccess
        IpAddress
}

```

```

dnsServZoneName OBJECT-TYPE
SYNTAX      DnsNameAsIndex
MAX-ACCESS  not-accessible
STATUS      current
DESCRIPTION  "DNS name of the zone described by this row of the table.
              This is the owner name of the SOA RR that defines the
              top of the zone. This is name is in uppercase:
              characters 'a' through 'z' are mapped to 'A' through 'Z'
              in order to make the lexical ordering useful."
 ::= { dnsServZoneEntry 1 }

```

```

dnsServZoneClass OBJECT-TYPE
SYNTAX      DnsClass
MAX-ACCESS  not-accessible
STATUS      current
DESCRIPTION  "DNS class of the RRs in this zone."

```

::= { dnsServZoneEntry 2 }

dnsServZoneLastReloadSuccess OBJECT-TYPE

SYNTAX DnsTime

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"Elapsed time in seconds since last successful reload of this zone."

::= { dnsServZoneEntry 3 }

dnsServZoneLastReloadAttempt OBJECT-TYPE

SYNTAX DnsTime

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"Elapsed time in seconds since last attempted reload of this zone."

::= { dnsServZoneEntry 4 }

dnsServZoneLastSourceAttempt OBJECT-TYPE

SYNTAX IpAddress

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"IP address of host from which most recent zone transfer of this zone was attempted. This value should match the value of dnsServZoneSourceSuccess if the attempt was successful. If zone transfer has not been attempted within the memory of this name server, this value should be 0.0.0.0."

::= { dnsServZoneEntry 5 }

dnsServZoneStatus OBJECT-TYPE

SYNTAX RowStatus

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"The status of the information represented in this row of the table."

::= { dnsServZoneEntry 6 }

dnsServZoneSerial OBJECT-TYPE

SYNTAX Counter32

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"Zone serial number (from the SOA RR) of the zone"

represented by this row of the table. If the zone has not been successfully loaded within the memory of this name server, the value of this variable is zero."

::= { dnsServZoneEntry 7 }

dnsServZoneCurrent OBJECT-TYPE

SYNTAX TruthValue

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"Whether the server's copy of the zone represented by this row of the table is currently valid. If the zone has never been successfully loaded or has expired since it was last successfully loaded, this variable will have the value false(2), otherwise this variable will have the value true(1)."

::= { dnsServZoneEntry 8 }

dnsServZoneLastSourceSuccess OBJECT-TYPE

SYNTAX IpAddress

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"IP address of host which was the source of the most recent successful zone transfer for this zone. If unknown (e.g., zone has never been successfully transferred) or irrelevant (e.g., zone was loaded from stable storage), this value should be 0.0.0.0."

::= { dnsServZoneEntry 9 }

-- DNS Zone Source Table

dnsServZoneSrcTable OBJECT-TYPE

SYNTAX SEQUENCE OF DnsServZoneSrcEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"This table is a list of IP addresses from which the server will attempt to load zone information using DNS zone transfer operations. A reload may occur due to SNMP operations that create a row in dnsServZoneTable or a SET to object dnsServZoneReload. This table is only used when the zone is loaded via zone transfer."

::= { dnsServZone 2 }

dnsServZoneSrcEntry OBJECT-TYPE

SYNTAX DnsServZoneSrcEntry

MAX-ACCESS not-accessible

```

STATUS      current
DESCRIPTION  "An entry in the name server zone source table."
INDEX       { dnsServZoneSrcName,
               dnsServZoneSrcClass,
               dnsServZoneSrcAddr }
 ::= { dnsServZoneSrcTable 1 }

```

```

DnsServZoneSrcEntry ::=
SEQUENCE {
    dnsServZoneSrcName
        DnsNameAsIndex,
    dnsServZoneSrcClass
        DnsClass,
    dnsServZoneSrcAddr
        IpAddress,
    dnsServZoneSrcStatus
        RowStatus
}

```

```

dnsServZoneSrcName OBJECT-TYPE
SYNTAX      DnsNameAsIndex
MAX-ACCESS  not-accessible
STATUS      current
DESCRIPTION  "DNS name of the zone to which this entry applies."
 ::= { dnsServZoneSrcEntry 1 }

```

```

dnsServZoneSrcClass OBJECT-TYPE
SYNTAX      DnsClass
MAX-ACCESS  not-accessible
STATUS      current
DESCRIPTION  "DNS class of zone to which this entry applies."
 ::= { dnsServZoneSrcEntry 2 }

```

```

dnsServZoneSrcAddr OBJECT-TYPE
SYNTAX      IpAddress
MAX-ACCESS  not-accessible
STATUS      current
DESCRIPTION  "IP address of name server host from which this zone
              might be obtainable."
 ::= { dnsServZoneSrcEntry 3 }

```

```

dnsServZoneSrcStatus OBJECT-TYPE
SYNTAX      RowStatus
MAX-ACCESS  read-create

```



```
STATUS      current
DESCRIPTION  "The status of the information represented in this row of
              the table."
 ::= { dnsServZoneSrcEntry 4 }
```

-- SNMPv2 groups.

```
dnsServMIBGroups      OBJECT IDENTIFIER ::= { dnsServMIB 2 }
```

```
dnsServConfigGroup OBJECT-GROUP
  OBJECTS      { dnsServConfigImplementIdent,
                  dnsServConfigRecurse,
                  dnsServConfigUpTime,
                  dnsServConfigResetTime,
                  dnsServConfigReset }
  STATUS      current
  DESCRIPTION  "A collection of objects providing basic configuration
                control of a DNS name server."
 ::= { dnsServMIBGroups 1 }
```

```
dnsServCounterGroup OBJECT-GROUP
  OBJECTS      { dnsServCounterAuthAns,
                  dnsServCounterAuthNoNames,
                  dnsServCounterAuthNoDataResps,
                  dnsServCounterNonAuthDdatas,
                  dnsServCounterNonAuthNoDdatas,
                  dnsServCounterReferrals,
                  dnsServCounterErrors,
                  dnsServCounterRelNames,
                  dnsServCounterReqRefusals,
                  dnsServCounterReqUnparses,
                  dnsServCounterOtherErrors,
                  dnsServCounterOpCode,
                  dnsServCounterQClass,
                  dnsServCounterQType,
                  dnsServCounterTransport,
                  dnsServCounterRequests,
                  dnsServCounterResponses }
  STATUS      current
  DESCRIPTION  "A collection of objects providing basic instrumentation
                of a DNS name server."
 ::= { dnsServMIBGroups 2 }
```

**dnsServOptCounterGroup OBJECT-GROUP**

**OBJECTS** { dnsServOptCounterSelfAuthAns,  
 dnsServOptCounterSelfAuthNoNames,  
 dnsServOptCounterSelfAuthNoDataResps,  
 dnsServOptCounterSelfNonAuthDatas,  
 dnsServOptCounterSelfNonAuthNoDatas,  
 dnsServOptCounterSelfReferrals,  
 dnsServOptCounterSelfErrors,  
 dnsServOptCounterSelfRelNames,  
 dnsServOptCounterSelfReqRefusals,  
 dnsServOptCounterSelfReqUnparses,  
 dnsServOptCounterSelfOtherErrors,  
 dnsServOptCounterFriendsAuthAns,  
 dnsServOptCounterFriendsAuthNoNames,  
 dnsServOptCounterFriendsAuthNoDataResps,  
 dnsServOptCounterFriendsNonAuthDatas,  
 dnsServOptCounterFriendsNonAuthNoDatas,  
 dnsServOptCounterFriendsReferrals,  
 dnsServOptCounterFriendsErrors,  
 dnsServOptCounterFriendsRelNames,  
 dnsServOptCounterFriendsReqRefusals,  
 dnsServOptCounterFriendsReqUnparses,  
 dnsServOptCounterFriendsOtherErrors }

**STATUS** current

**DESCRIPTION**

"A collection of objects providing extended instrumentation of a DNS name server."

::= { dnsServMIBGroups 3 }

**dnsServZoneGroup OBJECT-GROUP**

**OBJECTS** { dnsServZoneName,  
 dnsServZoneClass,  
 dnsServZoneLastReloadSuccess,  
 dnsServZoneLastReloadAttempt,  
 dnsServZoneLastSourceAttempt,  
 dnsServZoneLastSourceSuccess,  
 dnsServZoneStatus,  
 dnsServZoneSerial,  
 dnsServZoneCurrent,  
 dnsServZoneSrcName,  
 dnsServZoneSrcClass,  
 dnsServZoneSrcAddr,  
 dnsServZoneSrcStatus }

**STATUS** current

**DESCRIPTION**

"A collection of objects providing configuration control of a DNS name server which loads authoritative zones."

::= { dnsServMIBGroups 4 }

-- Compliances.

dnsServMIBCompliances OBJECT IDENTIFIER ::= { dnsServMIB 3 }

dnsServMIBCompliance MODULE-COMPLIANCE

STATUS current

DESCRIPTION

"The compliance statement for agents implementing the DNS  
name server MIB extensions."

MODULE -- This MIB module

MANDATORY-GROUPS { dnsServConfigGroup, dnsServCounterGroup }

GROUP dnsServOptCounterGroup

DESCRIPTION

"The server optional counter group is unconditionally  
optional."

GROUP dnsServZoneGroup

DESCRIPTION

"The server zone group is mandatory for any name server  
that acts as an authoritative server for any DNS zone."

OBJECT dnsServConfigRecurs

MIN-ACCESS read-only

DESCRIPTION

"This object need not be writable."

OBJECT dnsServConfigReset

MIN-ACCESS read-only

DESCRIPTION

"This object need not be writable."

::= { dnsServMIBCompliances 1 }

END

## 5. Acknowledgements

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## 7. Security Considerations

Security issues are not discussed in this memo.

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