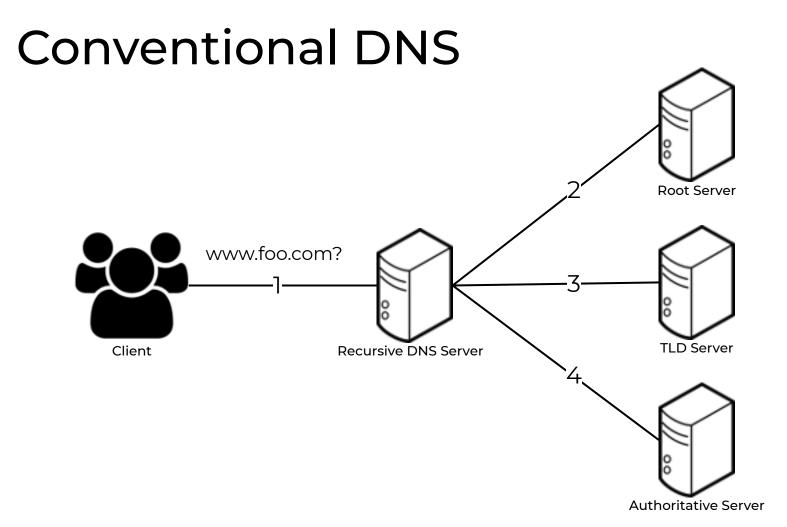
## Oblivious DNS: Practical Privacy for DNS Queries

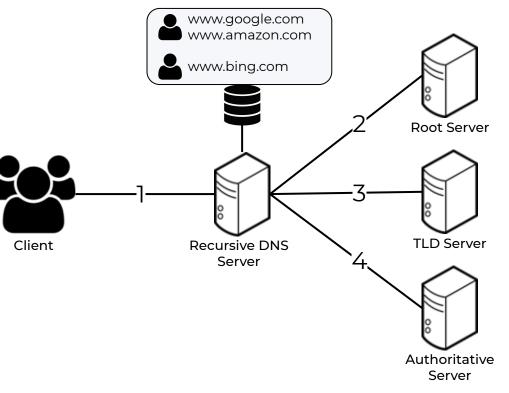
**Paul Schmitt** (Princeton) Anne Edmundson (Princeton) Allison Mankin (Salesforce) Nick Feamster (Princeton)





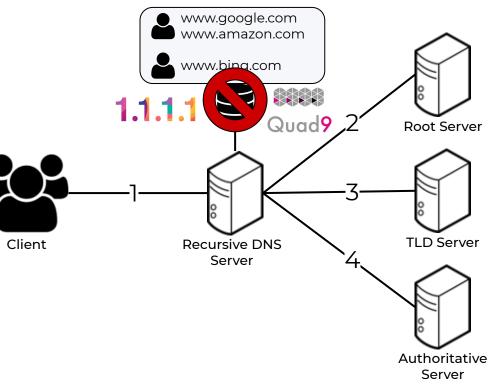
# **Conventional DNS**

- Client identity and query are viewable at and prior to the recursive (ISP) server
- DNS operators can be targets of data requests



# **Conventional DNS**

- Services now offer open DNS resolvers with promise of deleting logs
- Shifts trust to these providers
- Other techniques do not fully protect user privacy:
  - DNS-over-TLS
  - DNS-over-HTTPS
  - QNAME minimization



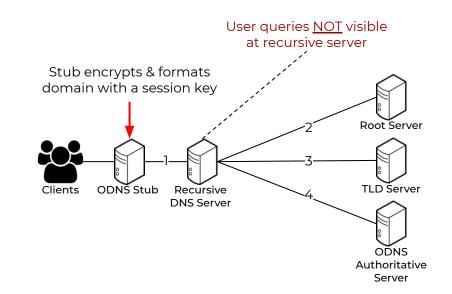
## **Oblivious DNS**

#### Goal:

• Separate user identity from query

#### **Requirements:**

- Compatible with existing infrastructure
- Minimize overhead



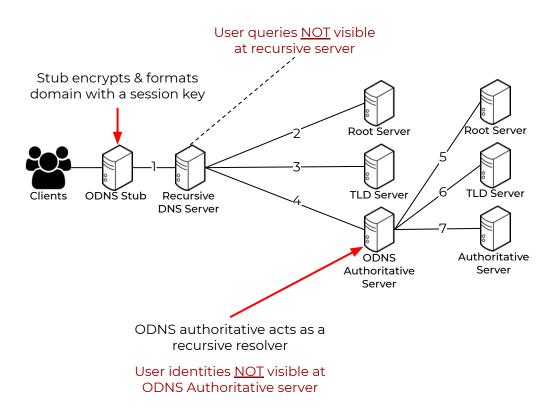
## **Oblivious DNS**

#### Goal:

• Separate user identity from query

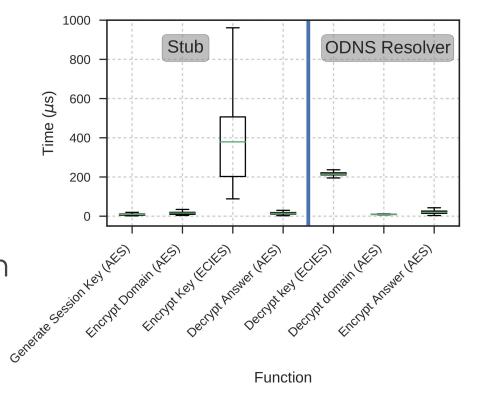
#### **Requirements:**

- Compatible with existing infrastructure
- Minimize overhead



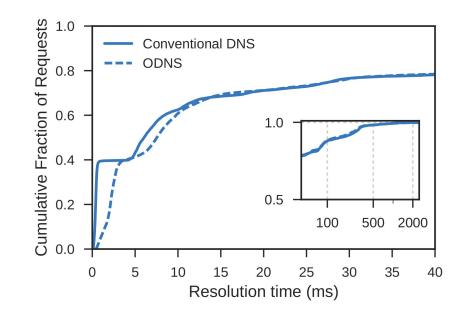
## **ODNS Crypto Overhead**

- Roughly ~1-2 ms for crypto operations using standard libraries
- Symmetric encryption/decryption is lightweight



## **ODNS Crypto Overhead**

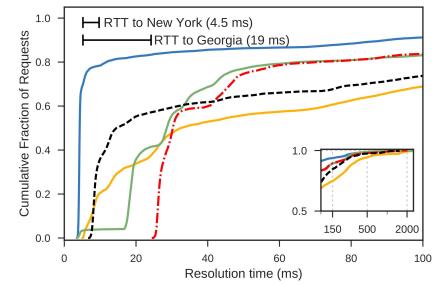
- Roughly ~1-2 ms for crypto operations using standard libraries
- Symmetric encryption/decryption is lightweight



## **ODNS WAN Latency**

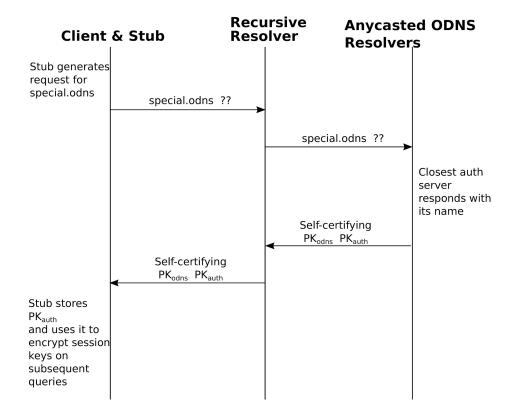
- Latency to ODNS Resolver added to each query
- Widespread anycast deployment to mitigate WAN latency



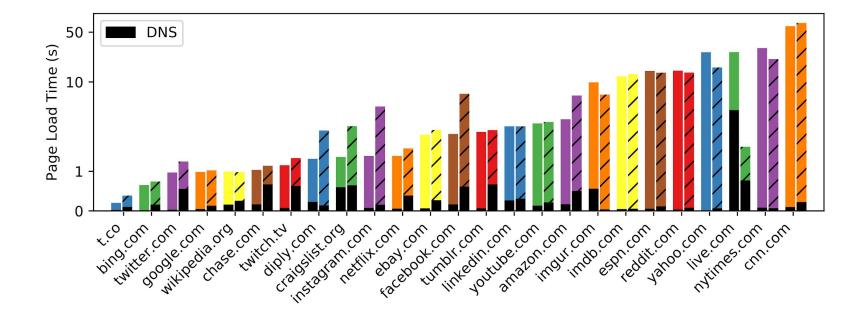


# **Key Distribution**

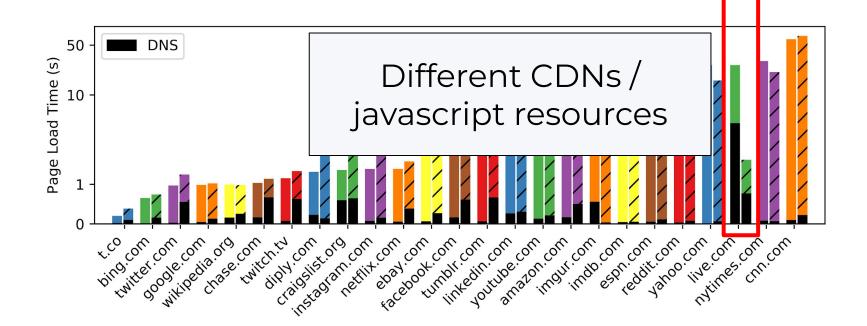
- Anycast for scalability
- Special query reaches the nearest anycast server
- Server responds with public key and name



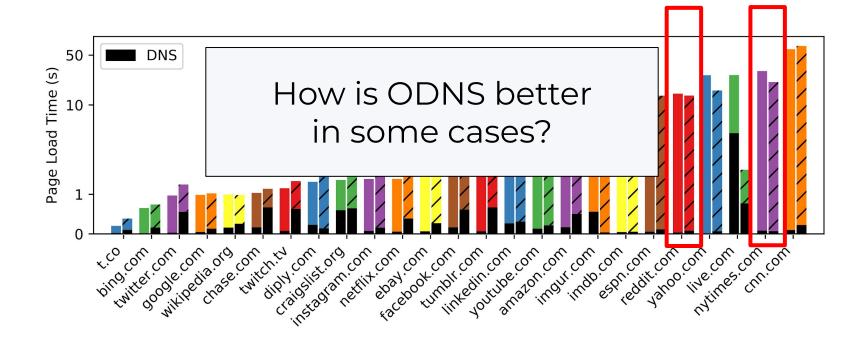
### **ODNS Overhead: Page Load Time**



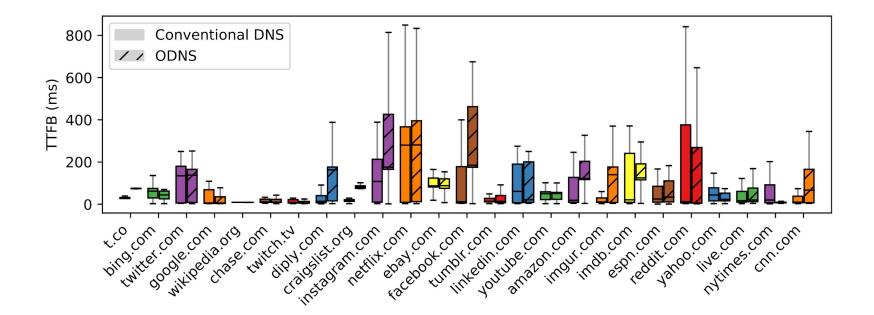
### **ODNS Overhead: Page Load Time**



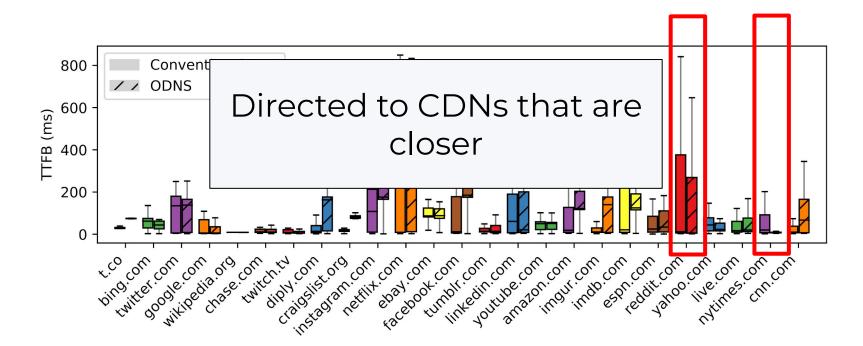
### **ODNS Overhead: Page Load Time**



### **ODNS Overhead: Page TTFB**

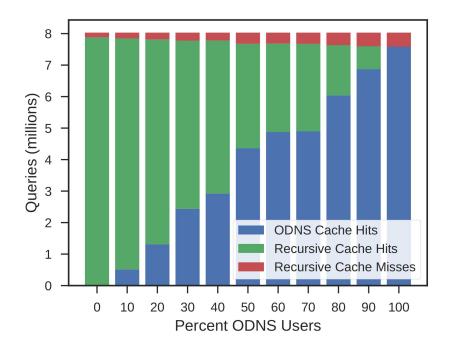


### **ODNS Overhead: Page TTFB**



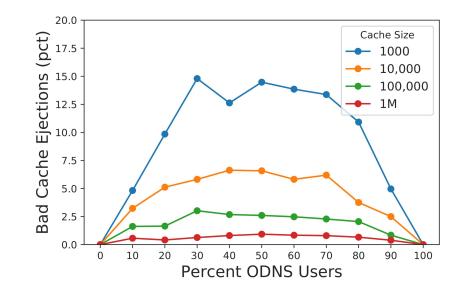
### Impact on Recursive Cache

- Simulated with trace of ~8M queries
- If caching at stub, ODNS reduces traffic burden on the recursive resolver



## Impact on Cache (2)

- Undesirable cache entries?
- Some resolvers ignore TTL = zero
- "Bad" == ODNS entry causing non-ODNS to be ejected



## Discussion

- Challenges:
  - EDNS0 Client Subnet
  - QNAME length
  - 0x20 bit encoding
- Policy-based routing

#### Thank you

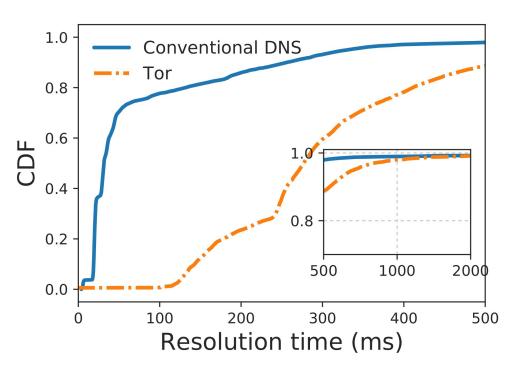
Paul Schmitt pschmitt@cs.princeton.edu



#### Backup slides

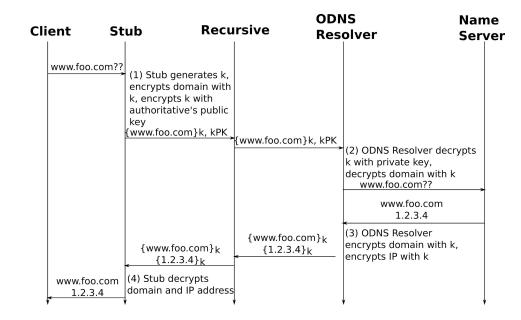
# Why Not Tor?

- Latency (median)
   ODNS: 31.31 ms
   Tor: 276.76 ms
- Censorship concerns
- Exit node can be associated with traffic



## Protocol

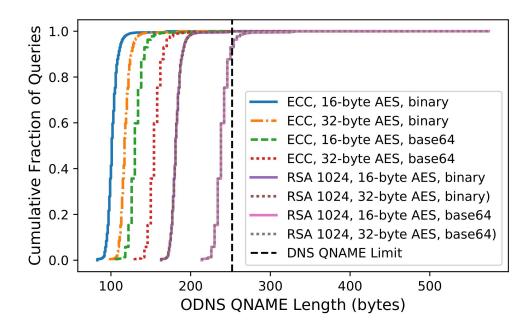
- Stub encrypts query with session key and session key with resolver public key
- Stub appends resolver name to encrypted query
- ODNS resolver decrypts session key with private key, query with session key, and encrypts response



## **QNAME** Length

- QNAME = 4 sets of 63 bytes
- base64 encoding

   0x20 bit
   encoding issue



## **EDNSO Client Subnet**

 Must avoid some recursive resolvers

Open Recursive Resolver (IP)	EDNS0 Client Subnet	0x20
Google (8.8.8.8)	✓	
Dyn (216.146.35.35)	1	
Fourth Estate (45.77.165.194)	1	
GreenTeamDNS (81.218.119.11)	✓	
Cloudflare (1.1.1.1)		1
Verisign (64.6.64.6)		1
Quad9 (9.9.9.9)		
Level3 (209.244.0.3)		
OpenDNS Home (208.67.222.222)		
Norton ConnectSafe (199.85.126.10)		
Comodo Secure DNS (8.26.56.26)		
DNS.WATCH (84.200.69.80)		
SafeDNS (195.46.39.39)		
FreeDNS (37.235.1.174)		
Hurricane Electric (74.82.42.42)		
Ultra (156.154.71.1)		