



- □ Naming hierarchy
- □ Server hierarchy
- □ Name resolution
- Other information in name servers

# Why Names?

- □ Computers use addresses
- ❑ Humans cannot remember IP addresses
  ⇒ Need names
  Example, Liberia for 164.107.51.28
- Simplest Solution: Each computer has a unique name and has a built in table of name to address translation
- □ Problem: Not scalable
- □ Solution: DNS (Adopted in 1983)
- Hierarchical Names: Liberia.cis.ohio-state.edu



# **Name Hierarchy**

- Unique domain suffix is assigned by Internet Authority
- The domain administrator has complete control over the domain
- No limit on number of subdomains or number of levels
- □ computer.site.division.company.com
- computer.site.subdivision.division.company.com
- Domains within an organization do not have to be uniform in number of subdomains or levels

### **Name Hierarchy (Cont)**

- Name space is not related to physical interconnection, e.g., math.ohio-state and cis.ohio-state could be on the same floor or in different cities
- Geographical hierarchy is also allowed, e.g., cnri.reston.va.us
- □ A name could be a subdomain or an individual object

# **Top Level Domains**

Domain Name	Assignment
com	Commercial
edu	Educational
gov	Government
mil	Military
net	Network
org	Other organizations
arpa	Advanced Research Project Agency
country code	au, uk, ca



# **Server Hierarchy (Cont)**

- □ Servers are organized in a hierarchy
- Each server has an authority over a part of the naming hierarchy
- □ The server does not need to keep all names.
- It needs to know other servers who are responsible for other subdomains
- □ Contiguous space ⇒ A single node in the naming tree cannot be split
- A given level of hierarchy can be partitioned into multiple servers

# **Server Hierarchy (Cont)**

- $\Box$  Authority  $\Rightarrow$  has the name to address translation table
- ❑ Responsible ⇒ Either has the name to address translation table or knows the server who has
- A single server can serve multiple domains, e.g., purdue.edu and laf.in.us
- Root server knows about servers for top-level domains, e.g., com
- □ Each server knows the root server









# **Name Resolution (Cont)**

- Each computer has a name resolver routine, e.g., gethostbyname in UNIX
- □ Each resolver knows the name of a local DNS server
- □ Resolver sends a DNS request to the server
- DNS server either gives the answer, forwards the request to another server, or gives a referral
- □ Referral = Next server to whom request should be sent

# **Name Resolution (Cont)**

- Resolvers use UDP (single name) or TCP (whole group of names)
- □ Knowing the address of the root server is sufficient
- Recursive Query:
  Give me an answer (Don't give me a referral)
- **Iterative Query:**

Give me an answer or a referral to the next server

- □ Resolvers use recursive query.
- □ Servers use iterative query.

# **DNS Optimization**

- Spatial Locality: Local computers referenced more often than remote
- □ Temporal Locality: Same set of domains referenced repeatedly ⇒ Caching
- □ Each entry has a time to live (TTL)
- Replication: Multiple servers. Multiple roots.
  Ask the geographically closest server.

#### **Abbreviations**

- □ Servers respond to a full name only
- □ However, humans may specify only a partial name
- Resolvers may fill in the rest of the suffix, e.g., Liberia.cis = Liberia.cis.ohio-state.edu
- Each resolver has a list of suffixes to try

	<b>DNS Mess</b>	age Format	
Ide	ntification	Parameter	
Number	r of Questions	Number of Answers	
Numbe	r of Authority	Number of Additional	
	Question	n Section	
	•	••	
	Answer	Section	
	•	••	
	Authorit	y Section	
	•	••	
	Additional Info	rmation Section	
	•	••	
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Forma	t (Cont)		
Format of the query section entries:			
Query Dor	nain Name		
	••		
Query Type	Query Class		
Format of other section entries:			
Resource De	omain Name		
Туре	Class		
Time to live	Resource Data Length		
Resource Data			
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# **DNS Message Format**

- □ Length = 0  $\Rightarrow$  End of names. Length < 64 Two msbs (most significant bits) = 11  $\Rightarrow$  Pointer
- Resource data contains serial (version) number of the zone, refresh interval, retry interval, expiry interval, mailbox of the responsible person, etc.

#### **DNS Message Format (Cont)**

Bit	Meaning
0	Operation: 0=Query, 1=Response
1-4	Query type: 0=Standard, 1=Inverse, 2,3
	obsolete
5	Set if answer authoritative
6	Set if message truncated
7	Set if recursion desired
8	Set if recursion available
9-11	Reserved
12-15	Response type: 0=No error, 1=Format error,
	2=Server Failure, 3=Name does not exist

# **Inverse Mapping**

- Given an address, what is the name?
- nnn.nnn.nnn.in-addr.arpa

# **Types of DNS Entries**

- □ DNS is used not just for name to address resolution
- But also for finding mail server, pop server, responsible person, etc for a computer
- DNS database has multiple types
- $\Box \text{ Record type } A \Rightarrow \text{Address of } X$
- $\Box \text{ Record type MX} \Rightarrow \text{Mail exchanger of X}$
- CNAME entry = Alias name (like a file link), "see name"
- www.foobar.com = hobbes.foobar.com

### **Resource Record Types**

Туре	Meaning
Α	Host Address
CNAME	Canonical Name (alias)
HINFO	CPU and O/S
MINFO	Mailbox Info
MX	Mail Exchanger
NS	Authoritative name server for a domain
PTR	Pointer to a domain name (link)
RP	Responsible person
SOA	Start of zone authority (Which part of
	naming hierarchy implemented)
TXT	Arbitrary Text



- DNS: Maps names to addresses
- Names are hierarchical. Administration is also hierarchical.
- □ No standard for number of levels
- Replication and caching is used for performance optimization.

#### Homework

- □ Read Chapter 24 and RFC 1034 and 1035
- □ Submit answer to exercise 24.1

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