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Using HTTPS for Privacy Between DNS Stub and Recursive Resolvers
draft-hoffman-dprive-dns-tls-https-latest-00

Abstract

DNS queries and responses can contain information that reveals important information about the person who caused the queries, and it would be better if eavesdroppers were unable to see DNS traffic. This document describes how to use TLS for encrypting DNS traffic between a system acting as a DNS stub resolver and a system acting as a DNS recursive resolver. It defines how to easily wrap DNS queries in HTTP requests and interpret DNS responses in the HTTP respones; the HTTP here is always run under TLS on port 443.

Discussion of this draft should take place in the DPRIVE WG.

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1. Introduction

As described in [I-D.bortzmeyer-dnsop-dns-privacy], there are many reasons why a user or system making a DNS query would like the query and the response to not be seen by others. The best way to make a query and response private is to use encryption, and TLS is a commonly-deployed protocol that provides encryption to clients and servers. This document describes how to use TLS for encrypting DNS traffic between a system acting as a stub resolver and a system acting as a recursive resolver.

There is a desire for programs running in Javascript in browsers to be able to make DNS requests, particularly to get DNSSEC-protected responses such as for DANE [RFC6698] queries. The design in this document allows Javascript and other languages and environments that require connections to come from URLs to perform DNS requests.

This document defines how to easily wrap DNS queries in HTTP requests and interpret DNS responses in the HTTP respones; the HTTP here is always run under TLS on port 443. Using HTTP-under-TLS as a

substrate was chosen for many of the reasons given in [RFC3205]. The specification in this document follows the restrictions of RFC 3205, including using generic HTTP clients and servers, not adding restrictions on HTTP, and so on. It is expected that this protocol would work just fine (maybe even better) under HTTP/2 [I-D.ietf-httpbis-http2].

Because there is currently no expectation of privacy for DNS queries, this document defines the use of opportunistic security as described in [I-D.dukhovni-opportunistic-security] for adding privacy for DNS traffic between a stub resolver and a recursive resolver.

The protocol described in this document cannot be used by a stub resolver to trust the DNSSEC validation status of responses from a recursive server. Such trust might be described in a different protocol that always uses authenticated TLS, but not the one here.

1.1. Other Designs

There have been many designs proposed for using TLS to protect DNS traffic between a stub resolver and a recursive resolver. Among them are:

- [draft-hzhwm-dprive-start-tls-for-dns] describes DNS over TCP begun on port 53 as normal, but there is an in-band signal to change the transport to TLS.

- [draft-hoffman-dprive-dns-tls-alpn] describes DNS over TCP begun on port 443, with ALPN [RFC7301] being used to specify that the DNS protocol will be run after TLS is set up.

- [draft-hoffman-dprive-dns-tls-newport] describes DNS over TCP is begun on a port specific to the protocol.

(Yet a different design, call DNSCrypt, has a fair amount of deployment. A pointer will be added here for the technical specification of that design if it becomes available.)

1.2. Terminology

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "NOT RECOMMENDED, "MAY", and "OPTIONAL" in this document are to be interpreted as described in RFC 2119, BCP 14 [RFC2119].

The roles of agents that make DNS requests, and those that give DNS responses have been loosely named over time. Because this protocol is meant to be used between specific types of agents, they need to be

defined here. [[Note: if these are adequately defined in existing RFCs in ways that the community agrees on, it would be better to simply repeat those definitions.]]

Stub resolver: A system that sends DNS queries with the intention of using the answers locally.

Authoritative server: A system that responds to DNS queries with information about zones for which it is authoritative.

Recursive resolver: A system that receives DNS queries and either responds to those queries from a local cache or sends queries to authoritative servers in order to get the answers to the original queries. These systems are also commonly called "recursive servers".

DNS forwarder: A system receives a DNS query from a stub resolver, possibly changes the query, sends the resulting query to a recursive resolver, receives the response from the recursive resolver, possibly changes the response, and sends the resulting response to the stub resolver. [RFC5625] does not give a specific definition for DNS forwarder, but describes in detail what features they need to support. The protocol interfaces for DNS forwarders are exactly the same as those for recursive resolvers (for interactions with DNS stubs) and as those for stub resolvers (for interactions with recursive resolvers).

2. Specification of Using HTTPS Between a DNS Stub Resolver and a Recursive Resolver

A stub resolver MAY attempt to communicate with a recursive resolver using TLS [RFC5246] over port 443.

An https: URI [RFC3986] is resolved. The URI uses the "/.well-known/" prefix defined in [RFC5785].

The URI is marshaled as follows:

1. The URI scheme MUST be "https:". (To restate the obvious, the URI scheme MUST NOT be "http:" or any other scheme.)

2. The authority MAY be a domain name, but is much more likely to be an IP address.

3. A port number MAY be specified, but if it is not present, port 443 is assumed.

4. The path begins with ".well-known/dns-in-https/".

5. The octets in the DNS request (defined in [RFC1035] and all the relevant updates) are converted to base64url encoding from [RFC4648] and appended to the path.

The URI is resolved using a standard HTTP client, such as the "curl" or "wget" tools or the libraries that support them.

If the HTTP request is successful, the server uses an HTTP 200 response and sends back a single part that is of type application/dns-response. The body of the response is the octets of the DNS response. Note that a DNS request that returns a DNS error is still considered an HTTP request that is successful and should be served with a 200 response.

If the request is not successful, the server might return HTTP responses in the 400 or 500 ranges with empty bodies. Note that HTTP response in the 300 range are also possible, such as if the DNS server has moved.

For example, a request URI would look as follows (with a line break due to publication limits):

https://8.8.8.8/.well-known/dns-in-https/
   TN4AAAABAAAAAAAAB2V4YW1wbGUDY29tAAABAAE=

This example is based on a request for the A record for example.com. The set of octets in the query (expressed here in hex notation) is:

0x4CDE00000001000000000000076578616D706C6503636F6D0000010001

2.1. Design Rationale

A recursive resolver SHOULD offer authentication using one or more of the many methods allowed by TLS, and the stub resolver SHOULD authenticate the recursive resolver if it can. However, if the stub resolver cannot authenticate the recursive resolver during TLS setup, the stub resolver SHOULD still complete the handshake in order to achieve encrypted communication.

A typical form of authentication for a recursive resolver would be a PKIX [RFC5280] certificate that has a CommonName (CN) that is the IP address that stub resolvers use to connect to it. Note that there are many other standardized types of TLS authentication that can be used, such as raw public keys keys [RFC7250].

The TLS connection is kept up for as long as each party is willing to do so.

2.2. Stub Resolver Policy

A stub resolver MAY use policy to allow unauthenticated encryption (which can possibly be intercepted by an on-path adversary) or authenticated encryption (which might prevent all DNS resolution if the server does not have correct authentication credentials) when contacting a recursive resolver using this protocol.

It is expected that users will want one of the following policies available to them:

- The stub resolver MUST achieve authenticated TLS with a recursive server; if that can't be achieved, the stub resolver refuses to send out DNS queries

- The stub resolver tries to achieve authenticated TLS with a recursive server; if it cannot achieve authenticated TLS, it tries to achieve unauthenticated TLS; if that can't be achieved, the stub resolver refuses to send out DNS queries

- The stub resolver tries to achieve authenticated TLS with a recursive server; if it cannot achieve authenticated TLS, it tries to achieve unauthenticated TLS; if that can't be achieved, the stub resolver uses normal DNS cleartext on port 53

- The stub resolver doesn't want to try TLS at all, and uses normal DNS cleartext on port 53

2.3. Privacy Through DNS Forwarders

A stub resolver cannot tell whether it is sending queries to a recursive resolver or to a DNS forwarder. Therefore, a DNS forwarder that acts as a TLS server for DNS requests SHOULD attempt to use TLS with its upstream resolver(s) to maximize the confidentiality of its stub clients.

2.4. Use by Authoritative Servers

There is absolutely no expectation that any authoritative server will deploy this protocol. Thus, a DNS recursive resolver that tries to contact an authoritative server on TCP port 443 in hopes of keeping its communication private is probably wasting its time and delaying getting the actual answer over port 53.

3. Privacy Considerations

This entire document is about improving privacy for DNS requests and responses.

4. IANA Considerations

4.1. Well-Known URI

IANA is requested add the following value to the "Well-Known URIs" registry. That registry is populated by expert review, and such a review will be requested if this document progresses.

URI suffix: dns-in-https
Change controller: IETF
Specification document(s): This document
Related information: None

4.2. Media Type

IANA is requested add the following value to the "Media Types" registry. That registry is populated by expert review, and such a review will be requested as this document progresses.

Type name: application
Subtype name: dns-response
Required parameters: N/A
Optional parameters: N/A
Encoding considerations: N/A
Security considerations: Given in this document
Interoperability considerations: N/A
Published specification: This document
Applications that use this media type: This document
Fragment identifier considerations: N/A
Additional information: None
Person & email address to contact for further information:
  Paul Hoffman, paul.hoffman@vpnc.org
Intended usage: COMMON
Restrictions on usage: N/A
Author: Paul Hoffman
Change controller: IESG
Provisional registration? (standards tree only): No

5. Security Considerations

An adversary who can observe encrypted queries from stub resolvers, and can simultaneously observe the cleartext queries from a recursive resolver to authoritative servers, might be able to associate those

two sets of queries and thus ascertain that a particular client asked a particular query. Such observations can be prevented by the recursive resolver already having the answer in its cache. If a recursive resolver has ample room in its cache, it can make the adversary's job harder by refreshing entries in its cache before the TTL on those entries time out, thereby preventing the adversary's ability to associate encrypted queries with cleartext ones.

6. Acknowledgements

Many people have thought about protecting DNS queries and responses, and various discussions with those people resulted in this document.

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