

Attacks on DNS

Cryptography in DNS

D. J. Bernstein

University of Illinois at Chicago

Exercise: How big is the

`dig +dnssec -t any se`

`@a.ns.se` response packet?

How big was the query packet?

Some general questions

Why doesn't the Internet
use cryptography?

Attacks on DNS

Cryptography in DNS

D. J. Bernstein

University of Illinois at Chicago

Exercise: How big is the

```
dig +dnssec -t any se
```

```
@a.ns.se response packet?
```

How big was the query packet?

Some general questions

Why doesn't the Internet use cryptography?

“The Internet does use cryptography! I just made an SSL connection to my bank.”

Attacks on DNS

Cryptography in DNS

D. J. Bernstein

University of Illinois at Chicago

Exercise: How big is the

`dig +dnssec -t any se`

`@a.ns.se` response packet?

How big was the query packet?

Some general questions

Why doesn't the Internet use cryptography?

“The Internet does use cryptography! I just made an SSL connection to my bank.”

Indeed, many connections use SSL, Skype, etc.

But *most* connections don't.

s on DNS

graphy in DNS

Bernstein

sity of Illinois at Chicago

e: How big is the

nssec -t any se

.se response packet?

g was the query packet?

Some general questions

Why doesn't the Internet
use cryptography?

“The Internet does
use cryptography! I just made
an SSL connection to my bank.”

Indeed, many connections
use SSL, Skype, etc.

But *most* connections don't.

Why is

Interne

DNS

ois at Chicago

g is the

any se

onse packet?

query packet?

Some general questions

Why doesn't the Internet use cryptography?

“The Internet does use cryptography! I just made an SSL connection to my bank.”

Indeed, many connections use SSL, Skype, etc.

But *most* connections don't.

Why is there so

Internet commun

Some general questions

Why doesn't the Internet use cryptography?

“The Internet does use cryptography! I just made an SSL connection to my bank.”

Indeed, many connections use SSL, Skype, etc.

But *most* connections don't.

Why is there so much unpr
Internet communication?

Some general questions

Why doesn't the Internet use cryptography?

“The Internet does use cryptography! I just made an SSL connection to my bank.”

Indeed, many connections use SSL, Skype, etc.

But *most* connections don't.

Why is there so much unprotected Internet communication?

Some general questions

Why doesn't the Internet use cryptography?

"The Internet does use cryptography! I just made an SSL connection to my bank."

Indeed, many connections use SSL, Skype, etc.

But *most* connections don't.

Why is there so much unprotected Internet communication?

"Because nobody cares. Cryptography is pointless. Attackers are exploiting buffer overflows; they aren't intercepting or forging packets."

Some general questions

Why doesn't the Internet use cryptography?

"The Internet does use cryptography! I just made an SSL connection to my bank."

Indeed, many connections use SSL, Skype, etc.

But *most* connections don't.

Why is there so much unprotected Internet communication?

"Because nobody cares. Cryptography is pointless. Attackers are exploiting buffer overflows; they aren't intercepting or forging packets."

In fact, attackers are forging packets *and* exploiting buffer overflows *and* doing much more. Users want *all* of these problems fixed.

general questions

Doesn't the Internet
use cryptography?

The Internet does
use cryptography! I just made
a connection to my bank."

... many connections
to Gmail, Skype, etc.

... *most* connections don't.

Why is there so much unprotected
Internet communication?

"Because nobody cares.
Cryptography is pointless.
Attackers are exploiting
buffer overflows; they aren't
intercepting or forging packets."

In fact, attackers
are forging packets
and exploiting buffer overflows
and doing much more. Users
want *all* of these problems fixed.

Why are
connections
unencrypted?

Questions

Internet

y?

es

y! I just made
on to my bank.”

nnctions

etc.

ctions don't.

Why is there so much unprotected
Internet communication?

“Because nobody cares.
Cryptography is pointless.
Attackers are exploiting
buffer overflows; they aren't
intercepting or forging packets.”

In fact, attackers
are forging packets
and exploiting buffer overflows
and doing much more. Users
want *all* of these problems fixed.

Why are typical
unencrypted and

Why is there so much unprotected Internet communication?

“Because nobody cares. Cryptography is pointless. Attackers are exploiting buffer overflows; they aren’t intercepting or forging packets.”

In fact, attackers are forging packets *and* exploiting buffer overflows *and* doing much more. Users want *all* of these problems fixed.

Why are typical Internet packets unencrypted and unauthenticated?

Why is there so much unprotected Internet communication?

“Because nobody cares.
Cryptography is pointless.
Attackers are exploiting
buffer overflows; they aren't
intercepting or forging packets.”

In fact, attackers
are forging packets
and exploiting buffer overflows
and doing much more. Users
want *all* of these problems fixed.

Why are typical Internet packets unencrypted and unauthenticated?

Why is there so much unprotected Internet communication?

“Because nobody cares. Cryptography is pointless. Attackers are exploiting buffer overflows; they aren’t intercepting or forging packets.”

In fact, attackers are forging packets *and* exploiting buffer overflows *and* doing much more. Users want *all* of these problems fixed.

Why are typical Internet packets unencrypted and unauthenticated?

“It’s too easy to write Internet software that exchanges data without any cryptographic protection. Most Internet clients and servers don’t know how to make cryptographic connections.”

Why is there so much unprotected Internet communication?

“Because nobody cares. Cryptography is pointless. Attackers are exploiting buffer overflows; they aren’t intercepting or forging packets.”

In fact, attackers are forging packets *and* exploiting buffer overflows *and* doing much more. Users want *all* of these problems fixed.

Why are typical Internet packets unencrypted and unauthenticated?

“It’s too easy to write Internet software that exchanges data without any cryptographic protection. Most Internet clients and servers don’t know how to make cryptographic connections.”

True for most protocols.

But let’s focus on HTTP.

Most HTTP servers and browsers (Apache, Internet Explorer, Firefox, etc.) support SSL.

there so much unprotected
communication?

use nobody cares.

graphy is pointless.

ers are exploiting

overflows; they aren't

pting or forging packets."

, attackers

ging packets

exploiting buffer overflows

ing much more. Users

// of these problems fixed.

Why are typical Internet packets
unencrypted and unauthenticated?

"It's too easy to write Internet
software that exchanges data
without any cryptographic
protection. Most Internet clients
and servers don't know how to
make cryptographic connections."

True for most protocols.

But let's focus on HTTP.

Most HTTP servers and browsers
(Apache, Internet Explorer,
Firefox, etc.) support SSL.

Why is
fraction

much unprotected
communication?

y cares.

pointless.

exploiting

they aren't

forging packets."

s

ets

buffer overflows

more. Users

problems fixed.

Why are typical Internet packets
unencrypted and unauthenticated?

"It's too easy to write Internet
software that exchanges data
without any cryptographic
protection. Most Internet clients
and servers don't know how to
make cryptographic connections."

True for most protocols.

But let's focus on HTTP.

Most HTTP servers and browsers
(Apache, Internet Explorer,
Firefox, etc.) support SSL.

Why is SSL used
fraction of all HT

protected

Why are typical Internet packets unencrypted and unauthenticated?

“It’s too easy to write Internet software that exchanges data without any cryptographic protection. Most Internet clients and servers don’t know how to make cryptographic connections.”

True for most protocols.

But let’s focus on HTTP.

Most HTTP servers and browsers (Apache, Internet Explorer, Firefox, etc.) support SSL.

’t
kets.”

lows

ers

fixed.

Why is SSL used for only a fraction of all HTTP connections?

Why are typical Internet packets unencrypted and unauthenticated?

“It’s too easy to write Internet software that exchanges data without any cryptographic protection. Most Internet clients and servers don’t know how to make cryptographic connections.”

True for most protocols.

But let’s focus on HTTP.

Most HTTP servers and browsers (Apache, Internet Explorer, Firefox, etc.) support SSL.

Why is SSL used for only a tiny fraction of all HTTP connections?

Why are typical Internet packets unencrypted and unauthenticated?

“It’s too easy to write Internet software that exchanges data without any cryptographic protection. Most Internet clients and servers don’t know how to make cryptographic connections.”

True for most protocols.

But let’s focus on HTTP.

Most HTTP servers and browsers (Apache, Internet Explorer, Firefox, etc.) support SSL.

Why is SSL used for only a tiny fraction of all HTTP connections?

“Have you ever tried to set up SSL? Do you want to go through all these extra Apache configuration steps? Do you want to pay for a certificate? Do you want to annoy your web-site visitors with self-signed certificates?”

Why are typical Internet packets unencrypted and unauthenticated?

“It’s too easy to write Internet software that exchanges data without any cryptographic protection. Most Internet clients and servers don’t know how to make cryptographic connections.”

True for most protocols.

But let’s focus on HTTP.

Most HTTP servers and browsers (Apache, Internet Explorer, Firefox, etc.) support SSL.

Why is SSL used for only a tiny fraction of all HTTP connections?

“Have you ever tried to set up SSL? Do you want to go through all these extra Apache configuration steps? Do you want to pay for a certificate? Do you want to annoy your web-site visitors with self-signed certificates?”

Indeed, usability is a major issue. Only $\approx 1\%$ of the Apache servers on the Internet have SSL enabled.

are typical Internet packets
encrypted and unauthenticated?

too easy to write Internet
software that exchanges data
without any cryptographic
protection. Most Internet clients
and servers don't know how to
establish cryptographic connections."

for most protocols.

's focus on HTTP.

HTTP servers and browsers
(e.g., Internet Explorer,
Opera, etc.) support SSL.

Why is SSL used for only a tiny
fraction of all HTTP connections?

"Have you ever tried to set
up SSL? Do you want to go
through all these extra Apache
configuration steps? Do you
want to pay for a certificate?
Do you want to annoy your
web-site visitors with self-signed
certificates?"

Indeed, usability is a major issue.
Only $\approx 1\%$ of the Apache servers
on the Internet have SSL enabled.

But let

Google

paid fo

Google

https:

Internet packets
unauthenticated?

write Internet
changes data
photographic
Internet clients
know how to
chic connections.”

protocols.

n HTTP.

ervers and browsers
t Explorer,
upport SSL.

Why is SSL used for only a tiny
fraction of all HTTP connections?

“Have you ever tried to set
up SSL? Do you want to go
through all these extra Apache
configuration steps? Do you
want to pay for a certificate?
Do you want to annoy your
web-site visitors with self-signed
certificates?”

Indeed, usability is a major issue.
Only $\approx 1\%$ of the Apache servers
on the Internet have SSL enabled.

But let's focus on

Google has already
paid for a certificate
Google uses SSL
[https://mail.g](https://mail.google.com/mail/)

sockets
licated?

ernet

ata

clients

w to

ctions.”

rowsers

,

Why is SSL used for only a tiny fraction of all HTTP connections?

“Have you ever tried to set up SSL? Do you want to go through all these extra Apache configuration steps? Do you want to pay for a certificate? Do you want to annoy your web-site visitors with self-signed certificates?”

Indeed, usability is a major issue. Only $\approx 1\%$ of the Apache servers on the Internet have SSL enabled.

But let's focus on Google.

Google has already paid for a certificate.

Google uses SSL for <https://mail.google.com>

Why is SSL used for only a tiny fraction of all HTTP connections?

“Have you ever tried to set up SSL? Do you want to go through all these extra Apache configuration steps? Do you want to pay for a certificate? Do you want to annoy your web-site visitors with self-signed certificates?”

Indeed, usability is a major issue. Only $\approx 1\%$ of the Apache servers on the Internet have SSL enabled.

But let's focus on Google.

Google has already paid for a certificate. Google uses SSL for `https://mail.google.com`.

Why is SSL used for only a tiny fraction of all HTTP connections?

“Have you ever tried to set up SSL? Do you want to go through all these extra Apache configuration steps? Do you want to pay for a certificate? Do you want to annoy your web-site visitors with self-signed certificates?”

Indeed, usability is a major issue. Only $\approx 1\%$ of the Apache servers on the Internet have SSL enabled.

But let's focus on Google.

Google has already paid for a certificate. Google uses SSL for `https://mail.google.com`.

If you connect to `https://www.google.com`, Google redirects your browser to `http://www.google.com`.

SSL used for only a tiny
fraction of all HTTP connections?

Have you ever tried to set
up SSL? Do you want to go
through all these extra Apache
configuration steps? Do you
want to pay for a certificate?
Do you want to annoy your
web site visitors with self-signed
certificates?"

usability is a major issue.
Only 1% of the Apache servers
on the Internet have SSL enabled.

But let's focus on Google.

Google has already
paid for a certificate.

Google uses SSL for
`https://mail.google.com`.

If you connect to
`https://www.google.com`,
Google redirects your browser to
`http://www.google.com`.

Why do
turn of

for only a tiny
HTTP connections?

ried to set

want to go

extra Apache

ps? Do you

a certificate?

annoy your

with self-signed

is a major issue.

e Apache servers

have SSL enabled.

But let's focus on Google.

Google has already

paid for a certificate.

Google uses SSL for

`https://mail.google.com`.

If you connect to

`https://www.google.com`,

Google redirects your browser to

`http://www.google.com`.

Why does Google

turn off cryptogr

a tiny
ections?
t
o
ache
ou
e?
r
igned

issue.
servers
enabled.

But let's focus on Google.

Google has already
paid for a certificate.

Google uses SSL for
`https://mail.google.com`.

If you connect to
`https://www.google.com`,
Google redirects your browser to
`http://www.google.com`.

Why does Google actively
turn off cryptographic prot

But let's focus on Google.

Google has already
paid for a certificate.

Google uses SSL for
`https://mail.google.com`.

If you connect to
`https://www.google.com`,
Google redirects your browser to
`http://www.google.com`.

Why does Google actively
turn off cryptographic protection?

But let's focus on Google.

Google has already
paid for a certificate.

Google uses SSL for
`https://mail.google.com`.

If you connect to
`https://www.google.com`,
Google redirects your browser to
`http://www.google.com`.

Why does Google actively
turn off cryptographic protection?

“Enabling SSL
for more than a small fraction
of Google connections would
overload the Google servers.
Google doesn't want to pay for
a bunch of extra computers.
Too slow \Rightarrow unusable.”

But let's focus on Google.

Google has already
paid for a certificate.

Google uses SSL for
`https://mail.google.com`.

If you connect to
`https://www.google.com`,
Google redirects your browser to
`http://www.google.com`.

Why does Google actively
turn off cryptographic protection?

“Enabling SSL
for more than a small fraction
of Google connections would
overload the Google servers.
Google doesn't want to pay for
a bunch of extra computers.
Too slow \Rightarrow unusable.”

Many companies sell
SSL-acceleration hardware,
but that costs money too.

's focus on Google.

has already

r a certificate.

uses SSL for

`://mail.google.com`.

connect to

`://www.google.com`,

redirects your browser to

`://www.google.com`.

Why does Google actively
turn off cryptographic protection?

“Enabling SSL

for more than a small fraction
of Google connections would
overload the Google servers.

Google doesn't want to pay for
a bunch of extra computers.

Too slow \Rightarrow unusable.”

Many companies sell
SSL-acceleration hardware,
but that costs money too.

Why an
comput

n Google.

dy

cate.

for

google.com.

)

oogle.com,

your browser to

ogle.com.

Why does Google actively
turn off cryptographic protection?

“Enabling SSL

for more than a small fraction
of Google connections would
overload the Google servers.

Google doesn't want to pay for
a bunch of extra computers.

Too slow \Rightarrow unusable.”

Many companies sell
SSL-acceleration hardware,
but that costs money too.

Why are cryptog
computations so

Why does Google actively
turn off cryptographic protection?

“Enabling SSL

for more than a small fraction
of Google connections would
overload the Google servers.

Google doesn't want to pay for
a bunch of extra computers.

Too slow \Rightarrow unusable.”

Many companies sell
SSL-acceleration hardware,
but that costs money too.

Why are cryptographic
computations so expensive

Why does Google actively
turn off cryptographic protection?

“Enabling SSL
for more than a small fraction
of Google connections would
overload the Google servers.
Google doesn’t want to pay for
a bunch of extra computers.
Too slow \Rightarrow unusable.”

Many companies sell
SSL-acceleration hardware,
but that costs money too.

Why are cryptographic
computations so expensive?

Why does Google actively
turn off cryptographic protection?

“Enabling SSL
for more than a small fraction
of Google connections would
overload the Google servers.
Google doesn't want to pay for
a bunch of extra computers.
Too slow \Rightarrow unusable.”

Many companies sell
SSL-acceleration hardware,
but that costs money too.

Why are cryptographic
computations so expensive?

Can crypto be faster,
without being easy to break?

Why does Google actively
turn off cryptographic protection?

“Enabling SSL
for more than a small fraction
of Google connections would
overload the Google servers.
Google doesn't want to pay for
a bunch of extra computers.
Too slow \Rightarrow unusable.”

Many companies sell
SSL-acceleration hardware,
but that costs money too.

Why are cryptographic
computations so expensive?

Can crypto be faster,
without being easy to break?

Can crypto be fast enough
to solidly protect all of
Google's communications?

Why does Google actively
turn off cryptographic protection?

“Enabling SSL
for more than a small fraction
of Google connections would
overload the Google servers.
Google doesn't want to pay for
a bunch of extra computers.
Too slow \Rightarrow unusable.”

Many companies sell
SSL-acceleration hardware,
but that costs money too.

Why are cryptographic
computations so expensive?

Can crypto be faster,
without being easy to break?

Can crypto be fast enough
to solidly protect all of
Google's communications?

Can crypto be fast enough
to protect every Internet packet?

Why does Google actively *turn off* cryptographic protection?

“Enabling SSL for more than a small fraction of Google connections would overload the Google servers. Google doesn’t want to pay for a bunch of extra computers. Too slow \Rightarrow unusable.”

Many companies sell SSL-acceleration hardware, but that costs money too.

Why are cryptographic computations so expensive?

Can crypto be faster, without being easy to break?

Can crypto be fast enough to solidly protect all of Google’s communications?

Can crypto be fast enough to protect every Internet packet?

Can universal crypto be *usable*?

Does Google actively
use cryptographic protection?

Using SSL

More than a small fraction

of Google connections would

use the Google servers.

Google doesn't want to pay for

the use of extra computers.

SSL is unusable."

Companies sell

acceleration hardware,

but it costs money too.

Why are cryptographic
computations so expensive?

Can crypto be faster,
without being easy to break?

Can crypto be fast enough
to solidly protect all of
Google's communications?

Can crypto be fast enough
to protect every Internet packet?

Can universal crypto be *usable*?

What c

Crypto

stop sn

by scra

Crypto

as prot

attacked

the scr

Can als

attacked

a prop

e actively
raphic protection?

small fraction
ctions would
ogle servers.
want to pay for
computers.
sable.”

sell
hardware,
oney too.

Why are cryptographic
computations so expensive?

Can crypto be faster,
without being easy to break?

Can crypto be fast enough
to solidly protect all of
Google's communications?

Can crypto be fast enough
to protect every Internet packet?

Can universal crypto be *usable*?

What cryptography

Cryptography can
stop sniffing attacks
by scrambling leg

Cryptography is
as protecting com
attackers can't u
the scrambled pa

Can also protect
attackers can't fi
a properly scram

tection?

tion

ld

s.

y for

s.

Why are cryptographic computations so expensive?

Can crypto be faster, without being easy to break?

Can crypto be fast enough to solidly protect all of Google's communications?

Can crypto be fast enough to protect every Internet packet?

Can universal crypto be *usable*?

What cryptography can do

Cryptography can stop sniffing attackers by scrambling legitimate packets.

Cryptography is often described as protecting confidentiality: attackers can't understand the scrambled packets.

Can also protect integrity: attackers can't figure out a properly scrambled forged packet.

Why are cryptographic computations so expensive?

Can crypto be faster, without being easy to break?

Can crypto be fast enough to solidly protect all of Google's communications?

Can crypto be fast enough to protect every Internet packet?

Can universal crypto be *usable*?

What cryptography can do

Cryptography can stop sniffing attackers by scrambling legitimate packets.

Cryptography is often described as protecting confidentiality: attackers can't understand the scrambled packets.

Can also protect integrity: attackers can't figure out a properly scrambled forgery.

Are cryptographic
operations so expensive?

Crypto to be faster,
not being easy to break?

Crypto to be fast enough
to protect all of
the world's communications?

Crypto to be fast enough
to protect every Internet packet?

Universal crypto to be *usable*?

What cryptography can do

Cryptography can
stop sniffing attackers
by scrambling legitimate packets.

Cryptography is often described
as protecting confidentiality:
attackers can't understand
the scrambled packets.

Can also protect integrity:
attackers can't figure out
a properly scrambled forgery.

Tradition
each le
to shar

Public-
has mu
(1976
many s

Each p
Two pa
securely
the oth

1993:
project
signatu

raphic
expensive?
ster,
sy to break?
st enough
all of
nications?
st enough
Internet packet?
ypto be *usable*?

What cryptography can do

Cryptography can
stop sniffing attackers
by scrambling legitimate packets.

Cryptography is often described
as protecting confidentiality:
attackers can't understand
the scrambled packets.

Can also protect integrity:
attackers can't figure out
a properly scrambled forgery.

Traditional crypt
each legitimate c
to share a secret
Public-key crypt
has much lower r
(1976 Diffie–Hell
many subsequent
Each party has o
Two parties can
securely if each p
the other party's
1993: IETF begi
project to add pu
signatures to DN

What cryptography can do

Cryptography can stop sniffing attackers by scrambling legitimate packets.

Cryptography is often described as protecting confidentiality: attackers can't understand the scrambled packets.

Can also protect integrity: attackers can't figure out a properly scrambled forgery.

Traditional cryptography requires each legitimate client-server pair to share a secret key.

Public-key cryptography has much lower requirements (1976 Diffie–Hellman; many subsequent refinements).

Each party has one public key. Two parties can communicate securely if each party knows the other party's public key.

1993: IETF begins "DNSSec" project to add public-key signatures to DNS.

What cryptography can do

Cryptography can stop sniffing attackers by scrambling legitimate packets.

Cryptography is often described as protecting confidentiality: attackers can't understand the scrambled packets.

Can also protect integrity: attackers can't figure out a properly scrambled forgery.

Traditional cryptography requires each legitimate client-server pair to share a secret key.

Public-key cryptography has much lower requirements. (1976 Diffie–Hellman; many subsequent refinements)

Each party has one public key. Two parties can communicate securely if each party knows the other party's public key.

1993: IETF begins “DNSSEC” project to add public-key signatures to DNS.

cryptography can do

graphy can

iffing attackers

mbling legitimate packets.

graphy is often described

ecting confidentiality:

ers can't understand

ambled packets.

so protect integrity:

ers can't figure out

erly scrambled forgery.

Traditional cryptography requires each legitimate client-server pair to share a secret key.

Public-key cryptography has much lower requirements. (1976 Diffie–Hellman; many subsequent refinements)

Each party has one public key. Two parties can communicate securely if each party knows the other party's public key.

1993: IETF begins “DNSSEC” project to add public-key signatures to DNS.

Paul V

This deep in b impl take a se solu anot in w and befo the

BIND 8

[Top
DNS

BIND 9

[Top

Why can do

n

ckers

itimate packets.

often described

Confidentiality:

Understand

ackets.

integrity:

figure out

bled forgery.

Traditional cryptography requires each legitimate client-server pair to share a secret key.

Public-key cryptography has much lower requirements. (1976 Diffie–Hellman; many subsequent refinements)

Each party has one public key. Two parties can communicate securely if each party knows the other party’s public key.

1993: IETF begins “DNSSEC” project to add public-key signatures to DNS.

Paul Vixie, 1995.

This sounds simple, but it is a deep reaching conundrum in both the protocol and its implementation—taken more than a decade to develop a security model and a solution. We expect to see another year before it is in wide use on the Internet, and at least a year before its use is widespread on the Internet.

BIND 8.2 blurb,

[Top feature:] P
DNSSEC.

BIND 9 blurb, 20

[Top feature:] D

Traditional cryptography requires each legitimate client-server pair to share a secret key.

Public-key cryptography has much lower requirements. (1976 Diffie–Hellman; many subsequent refinements)

Each party has one public key. Two parties can communicate securely if each party knows the other party's public key.

1993: IETF begins “DNSSEC” project to add public-key signatures to DNS.

Paul Vixie, 1995.06:

This sounds simple but it has deep reaching consequences in both the protocol and the implementation—which is why it has taken more than a year to complete a security model and design a solution. We expect it to be in wide use on the leading e-mail servers and at least a year after that before its use is commonplace on the Internet.

BIND 8.2 blurb, 1999.03:

[Top feature:] Preliminary DNSSEC.

BIND 9 blurb, 2000.09:

[Top feature:] DNSSEC.

Traditional cryptography requires each legitimate client-server pair to share a secret key.

Public-key cryptography has much lower requirements. (1976 Diffie–Hellman; many subsequent refinements)

Each party has one public key. Two parties can communicate securely if each party knows the other party's public key.

1993: IETF begins “DNSSEC” project to add public-key signatures to DNS.

Paul Vixie, 1995.06:

This sounds simple but it has deep reaching consequences in both the protocol and the implementation—which is why it's taken more than a year to choose a security model and design a solution. We expect it to be another year before DNSSEC is in wide use on the leading edge, and at least a year after that before its use is commonplace on the Internet.

BIND 8.2 blurb, 1999.03:

[Top feature:] Preliminary DNSSEC.

BIND 9 blurb, 2000.09:

[Top feature:] DNSSEC.

onal cryptography requires
gitimate client-server pair
e a secret key.

key cryptography
ch lower requirements.

Diffie–Hellman;
subsequent refinements)

arty has one public key.
arties can communicate
y if each party knows
er party’s public key.

IETF begins “DNSSEC”
to add public-key
res to DNS.

Paul Vixie, 1995.06:

This sounds simple but it has
deep reaching consequences
in both the protocol and the
implementation—which is why it’s
taken more than a year to choose
a security model and design a
solution. We expect it to be
another year before DNSSEC is
in wide use on the leading edge,
and at least a year after that
before its use is commonplace on
the Internet.

BIND 8.2 blurb, 1999.03:

[Top feature:] Preliminary
DNSSEC.

BIND 9 blurb, 2000.09:

[Top feature:] DNSSEC.

Paul V

We
on v
work
thre
“NC
TIM
som

...

...

It’s
more
it’s
sure
and
spec
don’

2535

The
start

ography requires
client-server pair
key.

ography
requirements.

man;
(refinements)

ne public key.
communicate

party knows
public key.

ns “DNSSEC”
public-key
S.

Paul Vixie, 1995.06:

This sounds simple but it has deep reaching consequences in both the protocol and the implementation—which is why it’s taken more than a year to choose a security model and design a solution. We expect it to be another year before DNSSEC is in wide use on the leading edge, and at least a year after that before its use is commonplace on the Internet.

BIND 8.2 blurb, 1999.03:

[Top feature:] Preliminary DNSSEC.

BIND 9 blurb, 2000.09:

[Top feature:] DNSSEC.

Paul Vixie, 2002.

We are still doing
on what kind of
work for DNS se
three or four tim
“NOW we’ve go
TIME for sure”
some humility in
. . . . “Wonder if
. . . .

It’s impossible to
more flag days w
it’s safe to burn
sure isn’t plain c
and it sure isn’t
specified. When
don’t know. . .

2535 is already
There is no inst
starting from scr

requires

er pair

nts.

nts)

key.

cate

ys

y.

SEC”

Paul Vixie, 1995.06:

This sounds simple but it has deep reaching consequences in both the protocol and the implementation—which is why it’s taken more than a year to choose a security model and design a solution. We expect it to be another year before DNSSEC is in wide use on the leading edge, and at least a year after that before its use is commonplace on the Internet.

BIND 8.2 blurb, 1999.03:

[Top feature:] Preliminary DNSSEC.

BIND 9 blurb, 2000.09:

[Top feature:] DNSSEC.

Paul Vixie, 2002.11:

We are still doing basic research on what kind of data model work for DNS security. After three or four times of saying “NOW we’ve got it, THIS TIME for sure” there’s finally some humility in the picture . . . “Wonder if THIS’ll work . . .

It’s impossible to know how more flag days we’ll have before it’s safe to burn ROMs . . . sure isn’t plain old SIG+KEY and it sure isn’t DS as currently specified. When will it be? don’t know. . . .

2535 is already dead and buried. There is no installed base. We’re starting from scratch.

Paul Vixie, 1995.06:

This sounds simple but it has deep reaching consequences in both the protocol and the implementation—which is why it's taken more than a year to choose a security model and design a solution. We expect it to be another year before DNSSEC is in wide use on the leading edge, and at least a year after that before its use is commonplace on the Internet.

BIND 8.2 blurb, 1999.03:

[Top feature:] Preliminary DNSSEC.

BIND 9 blurb, 2000.09:

[Top feature:] DNSSEC.

Paul Vixie, 2002.11:

We are still doing basic research on what kind of data model will work for DNS security. After three or four times of saying “NOW we've got it, THIS TIME for sure” there's finally some humility in the picture “Wonder if THIS'll work?”

It's impossible to know how many more flag days we'll have before it's safe to burn ROMs It sure isn't plain old SIG+KEY, and it sure isn't DS as currently specified. When will it be? We don't know. . . .

2535 is already dead and buried. There is no installed base. We're starting from scratch.

Vixie, 1995.06:

It sounds simple but it has
reaching consequences
both the protocol and the
implementation—which is why it's
taken more than a year to choose
a security model and design a
transition. We expect it to be
another year before DNSSEC is
in wide use on the leading edge,
at least a year after that
before its use is commonplace on
the Internet.

3.2 blurb, 1999.03:

[to feature:] Preliminary
DNSSEC.

9 blurb, 2000.09:

[to feature:] DNSSEC.

Paul Vixie, 2002.11:

We are still doing basic research
on what kind of data model will
work for DNS security. After
three or four times of saying
“NOW we've got it, THIS
TIME for sure” there's finally
some humility in the picture
... “Wonder if THIS'll work?”
...

It's impossible to know how many
more flag days we'll have before
it's safe to burn ROMs ... It
sure isn't plain old SIG+KEY,
and it sure isn't DS as currently
specified. When will it be? We
don't know. ...

2535 is already dead and buried.
There is no installed base. We're
starting from scratch.

Paul V
annour
BIN

06:

ple but it has
consequences
ocol and the
—which is why it's
a year to choose
and design a
pect it to be
fore DNSSEC is
the leading edge,
ear after that
commonplace on

1999.03:

Preliminary

000.09:

DNSSEC.

Paul Vixie, 2002.11:

We are still doing basic research on what kind of data model will work for DNS security. After three or four times of saying “NOW we've got it, THIS TIME for sure” there's finally some humility in the picture “Wonder if THIS'll work?”

It's impossible to know how many more flag days we'll have before it's safe to burn ROMs It sure isn't plain old SIG+KEY, and it sure isn't DS as currently specified. When will it be? We don't know. . . .

2535 is already dead and buried. There is no installed base. We're starting from scratch.

Paul Vixie, 2004.

announcing BIND

BIND 9.3 will sh

Paul Vixie, 2002.11:

We are still doing basic research on what kind of data model will work for DNS security. After three or four times of saying “NOW we’ve got it, THIS TIME for sure” there’s finally some humility in the picture “Wonder if THIS’ll work?”

It’s impossible to know how many more flag days we’ll have before it’s safe to burn ROMs It sure isn’t plain old SIG+KEY, and it sure isn’t DS as currently specified. When will it be? We don’t know. . . .

2535 is already dead and buried. There is no installed base. We’re starting from scratch.

Paul Vixie, 2004.04.20,
announcing BIND 9.3 beta

BIND 9.3 will ship with DN

Paul Vixie, 2002.11:

We are still doing basic research on what kind of data model will work for DNS security. After three or four times of saying “NOW we’ve got it, THIS TIME for sure” there’s finally some humility in the picture “Wonder if THIS’ll work?”

It’s impossible to know how many more flag days we’ll have before it’s safe to burn ROMs It sure isn’t plain old SIG+KEY, and it sure isn’t DS as currently specified. When will it be? We don’t know. . . .

2535 is already dead and buried. There is no installed base. We’re starting from scratch.

Paul Vixie, 2004.04.20,
announcing BIND 9.3 beta:

BIND 9.3 will ship with DNSSEC

Paul Vixie, 2002.11:

We are still doing basic research on what kind of data model will work for DNS security. After three or four times of saying “NOW we’ve got it, THIS TIME for sure” there’s finally some humility in the picture “Wonder if THIS’ll work?”

It’s impossible to know how many more flag days we’ll have before it’s safe to burn ROMs It sure isn’t plain old SIG+KEY, and it sure isn’t DS as currently specified. When will it be? We don’t know. . . .

2535 is already dead and buried. There is no installed base. We’re starting from scratch.

Paul Vixie, 2004.04.20,
announcing BIND 9.3 beta:

BIND 9.3 will ship with DNSSEC support turned off by default in the configuration file.

Paul Vixie, 2002.11:

We are still doing basic research on what kind of data model will work for DNS security. After three or four times of saying “NOW we’ve got it, THIS TIME for sure” there’s finally some humility in the picture “Wonder if THIS’ll work?”

It’s impossible to know how many more flag days we’ll have before it’s safe to burn ROMs It sure isn’t plain old SIG+KEY, and it sure isn’t DS as currently specified. When will it be? We don’t know. . . .

2535 is already dead and buried. There is no installed base. We’re starting from scratch.

Paul Vixie, 2004.04.20,
announcing BIND 9.3 beta:

BIND 9.3 will ship with DNSSEC support turned off by default in the configuration file.

. . . .

ISC will also begin offering direct support to users of BIND through the sale of annual support contracts.

Vixie, 2002.11:

are still doing basic research
what kind of data model will
k for DNS security. After
e or four times of saying
OW we've got it, THIS
IE for sure" there's finally
e humility in the picture
"Wonder if THIS'll work?"

impossible to know how many
e flag days we'll have before
safe to burn ROMs . . . It
isn't plain old SIG+KEY,
it sure isn't DS as currently
ified. When will it be? We
t know. . . .

5 is already dead and buried.
re is no installed base. We're
ting from scratch.

Paul Vixie, 2004.04.20,

announcing BIND 9.3 beta:

BIND 9.3 will ship with DNSSEC
support turned off by default in
the configuration file.

. . .

ISC will also begin offering
direct support to users of BIND
through the sale of annual support
contracts.

Paul V

Had
ten
not
inter
laws
we r
NSE
as fa
actu

11:

ing basic research
data model will
security. After
nes of saying
t it, THIS
there's finally
n the picture
THIS'll work?"

o know how many
we'll have before
ROMs . . . It
old SIG+KEY,
DS as currently
will it be? We

dead and buried.
alled base. We're
ratch.

Paul Vixie, 2004.04.20,

announcing BIND 9.3 beta:

BIND 9.3 will ship with DNSSEC
support turned off by default in
the configuration file.

. . .

ISC will also begin offering
direct support to users of BIND
through the sale of annual support
contracts.

Paul Vixie, 2005.

Had we done a
ten years ago . . .
not have noticed
intersect their na
laws or business
we might still ha
NSEC3 juggerna
as far off the ra
actually are now

Paul Vixie, 2004.04.20,
announcing BIND 9.3 beta:

BIND 9.3 will ship with DNSSEC support turned off by default in the configuration file.

...

ISC will also begin offering direct support to users of BIND through the sale of annual support contracts.

Paul Vixie, 2005.11.01:

Had we done a requirements ten years ago . . . they might not have noticed that it would intersect their national privacy laws or business requirements we might still have run into DNSSEC3 juggernaut and be just as far off the rails now as we actually are now.

Paul Vixie, 2004.04.20,

announcing BIND 9.3 beta:

BIND 9.3 will ship with DNSSEC support turned off by default in the configuration file.

...

ISC will also begin offering direct support to users of BIND through the sale of annual support contracts.

Paul Vixie, 2005.11.01:

Had we done a requirements doc ten years ago . . . they might not have noticed that it would intersect their national privacy laws or business requirements, we might still have run into the NSEC3 juggernaut and be just as far off the rails now as we actually are now.

Vixie, 2004.04.20,

Financing BIND 9.3 beta:

BIND 9.3 will ship with DNSSEC support turned off by default in configuration file.

We will also begin offering direct support to users of BIND through the sale of annual support contracts.

Paul Vixie, 2005.11.01:

Had we done a requirements doc ten years ago . . . they might not have noticed that it would intersect their national privacy laws or business requirements, we might still have run into the NSEC3 juggernaut and be just as far off the rails now as we actually are now.

After fi
dollars
(e.g., D
NSF to
Softwa
how su
The In
780000

04.20,

9.3 beta:

ship with DNSSEC
off by default in
n file.

gin offering
o users of BIND
e of annual support

Paul Vixie, 2005.11.01:

Had we done a requirements doc
ten years ago . . . they might
not have noticed that it would
intersect their national privacy
laws or business requirements,
we might still have run into the
NSEC3 juggernaut and be just
as far off the rails now as we
actually are now.

After fifteen years
dollars of U.S. go
(e.g., DISA to B
NSF to UCLA; D
Software Corpora
how successful is

The Internet has
78000000 *.com

:
SSEC
t in

IND
support

Paul Vixie, 2005.11.01:

Had we done a requirements doc ten years ago . . . they might not have noticed that it would intersect their national privacy laws or business requirements, we might still have run into the NSEC3 juggernaut and be just as far off the rails now as we actually are now.

After fifteen years and millions of dollars of U.S. government (e.g., DISA to BIND component; NSF to UCLA; DHS to Secure Software Corporation), how successful is DNSSEC

The Internet has about 78000000 *.com names.

Paul Vixie, 2005.11.01:

Had we done a requirements doc ten years ago . . . they might not have noticed that it would intersect their national privacy laws or business requirements, we might still have run into the NSEC3 juggernaut and be just as far off the rails now as we actually are now.

After fifteen years and millions of dollars of U.S. government grants (e.g., DISA to BIND company; NSF to UCLA; DHS to Secure64 Software Corporation),
how successful is DNSSEC?

The Internet has about
78000000 *.com names.

Paul Vixie, 2005.11.01:

Had we done a requirements doc ten years ago . . . they might not have noticed that it would intersect their national privacy laws or business requirements, we might still have run into the NSEC3 juggernaut and be just as far off the rails now as we actually are now.

After fifteen years and millions of dollars of U.S. government grants (e.g., DISA to BIND company; NSF to UCLA; DHS to Secure64 Software Corporation),
how successful is DNSSEC?

The Internet has about
78000000 *.com names.

Surveys by DNSSEC developers,
last updated 2009.02.28,
have found 251 *.com
names with DNSSEC signatures.
116 on 2008.08.20; 251 > 116.

ixie, 2005.11.01:

we done a requirements doc
years ago . . . they might
have noticed that it would
infract their national privacy
or business requirements,
might still have run into the
EC3 juggernaut and be just
far off the rails now as we
usually are now.

After fifteen years and millions of
dollars of U.S. government grants
(e.g., DISA to BIND company;
NSF to UCLA; DHS to Secure64
Software Corporation),
how successful is DNSSEC?

The Internet has about
78000000 *.com names.

Surveys by DNSSEC developers,
last updated 2009.02.28,
have found 251 *.com
names with DNSSEC signatures.
116 on 2008.08.20; 251 > 116.

Why is

Some of
servers
the root
the good

DNSSEC
server-s
signature

Signature
saved;
Hopefully
to sign

11.01:

requirements doc
. they might
d that it would
ational privacy
requirements,
ave run into the
ut and be just
ils now as we

After fifteen years and millions of dollars of U.S. government grants (e.g., DISA to BIND company; NSF to UCLA; DHS to Secure64 Software Corporation), how successful is DNSSEC?

The Internet has about 78000000 *.com names.

Surveys by DNSSEC developers, last updated 2009.02.28, have found 251 *.com names with DNSSEC signatures. 116 on 2008.08.20; 251 > 116.

Why is nobody u

Some of the Inte
servers are extre
the root servers,
the google.com

DNSSEC tries to
server-side costs
signatures of DN

Signature is com
saved; sent to m
Hopefully the ser
to sign each DNS

s doc
ht
uld
cy
s,
the
ust
re

After fifteen years and millions of dollars of U.S. government grants (e.g., DISA to BIND company; NSF to UCLA; DHS to Secure64 Software Corporation), how successful is DNSSEC?

The Internet has about 78000000 *.com names.

Surveys by DNSSEC developers, last updated 2009.02.28, have found 251 *.com names with DNSSEC signatures. 116 on 2008.08.20; 251 > 116.

Why is nobody using DNSSEC?

Some of the Internet's DNS servers are extremely busy: the root servers, the .com servers, the google.com servers.

DNSSEC tries to minimize server-side costs by *precomputing* signatures of DNS records.

Signature is computed once, saved; sent to many clients. Hopefully the server can afford to sign each DNS record on demand.

After fifteen years and millions of dollars of U.S. government grants (e.g., DISA to BIND company; NSF to UCLA; DHS to Secure64 Software Corporation), how successful is DNSSEC?

The Internet has about 78000000 *.com names.

Surveys by DNSSEC developers, last updated 2009.02.28, have found 251 *.com names with DNSSEC signatures. 116 on 2008.08.20; 251 > 116.

Why is nobody using DNSSEC?

Some of the Internet's DNS servers are extremely busy: e.g., the root servers, the .com servers, the google.com servers.

DNSSEC tries to minimize server-side costs by *precomputing* signatures of DNS records.

Signature is computed once; saved; sent to many clients.

Hopefully the server can afford to sign each DNS record once.

fifteen years and millions of
of U.S. government grants
DISA to BIND company;
UCLA; DHS to Secure64
re Corporation),
successful is DNSSEC?

Internet has about
1000 *.com names.

by DNSSEC developers,
dated 2009.02.28,
found 251 *.com
with DNSSEC signatures.
2008.08.20; 251 > 116.

Why is nobody using DNSSEC?

Some of the Internet's DNS
servers are extremely busy: e.g.,
the root servers, the .com servers,
the google.com servers.

DNSSEC tries to minimize
server-side costs by *precomputing*
signatures of DNS records.

Signature is computed once;
saved; sent to many clients.

Hopefully the server can afford
to sign each DNS record once.

Clients
of *verit*
DNSSE
client-s
choice
DNSSE
say DS
slow fo
recomm
preferre
suggest
of only
for "lea

s and millions of
government grants
IND company;
DNS to Secure64
(ation),
DNSSEC?

about
names.

SEC developers,
9.02.28,
*.com
SEC signatures.
20; 251 > 116.

Why is nobody using DNSSEC?

Some of the Internet's DNS
servers are extremely busy: e.g.,
the root servers, the .com servers,
the google.com servers.

DNSSEC tries to minimize
server-side costs by *precomputing*
signatures of DNS records.

Signature is computed once;
saved; sent to many clients.

Hopefully the server can afford
to sign each DNS record once.

Clients don't sha
of *verifying* a sig
DNSSEC tries to
client-side costs t
choice of crypto

DNSSEC RFCs
say DSA is "10 t
slow for verificati
recommend RSA
preferred algorith
suggest RSA key
of only 1024 bits
for "leaf nodes in

Why is nobody using DNSSEC?

Some of the Internet's DNS servers are extremely busy: e.g., the root servers, the .com servers, the google.com servers.

DNSSEC tries to minimize server-side costs by *precomputing* signatures of DNS records.

Signature is computed once; saved; sent to many clients.

Hopefully the server can afford to sign each DNS record once.

Clients don't share the work of *verifying* a signature.

DNSSEC tries to reduce client-side costs through choice of crypto primitive.

DNSSEC RFCs

say DSA is "10 to 40 times slow for verification" as RS recommend RSA "as the preferred algorithm" for DI suggest RSA key size of only 1024 bits for "leaf nodes in the DNS

Why is nobody using DNSSEC?

Some of the Internet's DNS servers are extremely busy: e.g., the root servers, the .com servers, the google.com servers.

DNSSEC tries to minimize server-side costs by *precomputing* signatures of DNS records.

Signature is computed once; saved; sent to many clients.

Hopefully the server can afford to sign each DNS record once.

Clients don't share the work of *verifying* a signature.

DNSSEC tries to reduce client-side costs through choice of crypto primitive.

DNSSEC RFCs

say DSA is "10 to 40 times as slow for verification" as RSA; recommend RSA "as the preferred algorithm" for DNSSEC; suggest RSA key size of only 1024 bits for "leaf nodes in the DNS."

nobody using DNSSEC?

of the Internet's DNS

are extremely busy: e.g.,
ot servers, the .com servers,
oogle.com servers.

EC tries to minimize

side costs by *precomputing*
ures of DNS records.

ure is computed once;
sent to many clients.

ally the server can afford
each DNS record once.

Clients don't share the work
of *verifying* a signature.

DNSSEC tries to reduce
client-side costs through
choice of crypto primitive.

DNSSEC RFCs

say DSA is "10 to 40 times as
slow for verification" as RSA;
recommend RSA "as the
preferred algorithm" for DNSSEC;
suggest RSA key size
of only 1024 bits
for "leaf nodes in the DNS."

I say:

1024-b

2003: s

conclud

was alr

large c

2003:

recomr

2048-b

of this

made t

Using DNSSEC?

Internet's DNS

is extremely busy: e.g.,
the .com servers,
and other servers.

to minimize

by *precomputing*
DNS records.

computed once;
many clients.

server can afford
to compute a DNS record once.

Clients don't share the work
of *verifying* a signature.

DNSSEC tries to reduce
client-side costs through
choice of crypto primitive.

DNSSEC RFCs

say DSA is "10 to 40 times as
slow for verification" as RSA;
recommend RSA "as the
preferred algorithm" for DNSSEC;
suggest RSA key size
of only 1024 bits
for "leaf nodes in the DNS."

I say:

1024-bit RSA is

2003: Shamir–Tr
concluded that 1
was already break
large companies

2003: RSA Labor
recommended a
2048-bit keys "ov
of this decade."
made the same r

SEC?

S

e.g.,
servers,

computing

e;

s.

ford

nce.

Clients don't share the work
of *verifying* a signature.

DNSSEC tries to reduce
client-side costs through
choice of crypto primitive.

DNSSEC RFCs

say DSA is "10 to 40 times as
slow for verification" as RSA;
recommend RSA "as the
preferred algorithm" for DNSSEC;
suggest RSA key size
of only 1024 bits
for "leaf nodes in the DNS."

I say:

1024-bit RSA is irresponsible

2003: Shamir–Tromer et al
concluded that 1024-bit RSA
was already breakable by
large companies and botnets

2003: RSA Laboratories
recommended a transition
to 2048-bit keys "over the remainder
of this decade." 2007: NIST
made the same recommendation

Clients don't share the work of *verifying* a signature.

DNSSEC tries to reduce client-side costs through choice of crypto primitive.

DNSSEC RFCs

say DSA is "10 to 40 times as slow for verification" as RSA; recommend RSA "as the preferred algorithm" for DNSSEC; suggest RSA key size of only 1024 bits for "leaf nodes in the DNS."

I say:

1024-bit RSA is irresponsible.

2003: Shamir–Tromer et al. concluded that 1024-bit RSA was already breakable by large companies and botnets.

2003: RSA Laboratories recommended a transition to 2048-bit keys "over the remainder of this decade." 2007: NIST made the same recommendation.

Clients don't share the work of *verifying* a signature.

DNSSEC tries to reduce client-side costs through choice of crypto primitive.

DNSSEC RFCs

say DSA is "10 to 40 times as slow for verification" as RSA; recommend RSA "as the preferred algorithm" for DNSSEC; suggest RSA key size of only 1024 bits for "leaf nodes in the DNS."

I say:

1024-bit RSA is irresponsible.

2003: Shamir–Tromer et al. concluded that 1024-bit RSA was already breakable by large companies and botnets.

2003: RSA Laboratories recommended a transition to 2048-bit keys "over the remainder of this decade." 2007: NIST made the same recommendation.

But *most users don't know this*. Why aren't they using DNSSEC?

don't share the work
of signing a signature.

EC tries to reduce
side costs through
of crypto primitive.

EC RFCs

A is "10 to 40 times as
r verification" as RSA;
mend RSA "as the
ed algorithm" for DNSSEC;
t RSA key size
1024 bits
af nodes in the DNS."

I say:

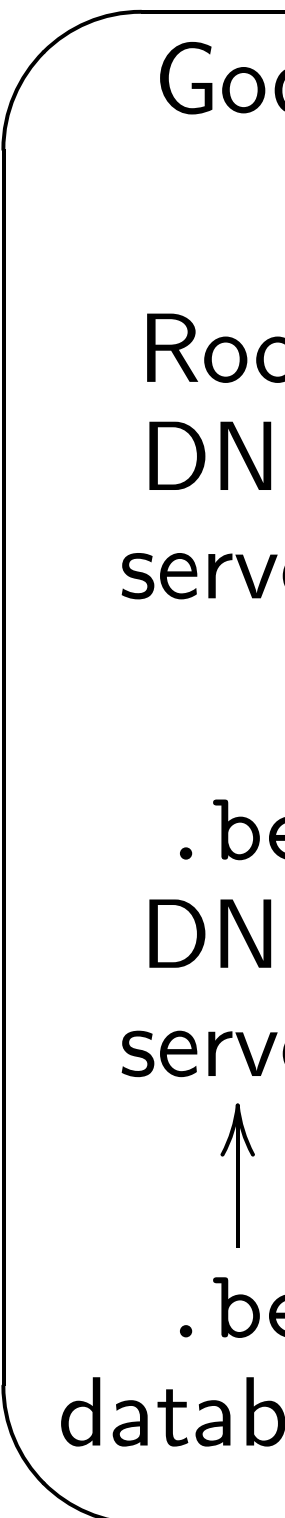
1024-bit RSA is irresponsible.

2003: Shamir–Tromer et al.
concluded that 1024-bit RSA
was already breakable by
large companies and botnets.

2003: RSA Laboratories
recommended a transition to
2048-bit keys "over the remainder
of this decade." 2007: NIST
made the same recommendation.

But most users don't know this.
Why aren't they using DNSSEC?

Recall



at Inte
Central

re the work
nature.

o reduce
through
primitive.

o 40 times as
ion” as RSA;

“as the
m” for DNSSEC;
size

n the DNS.”

I say:

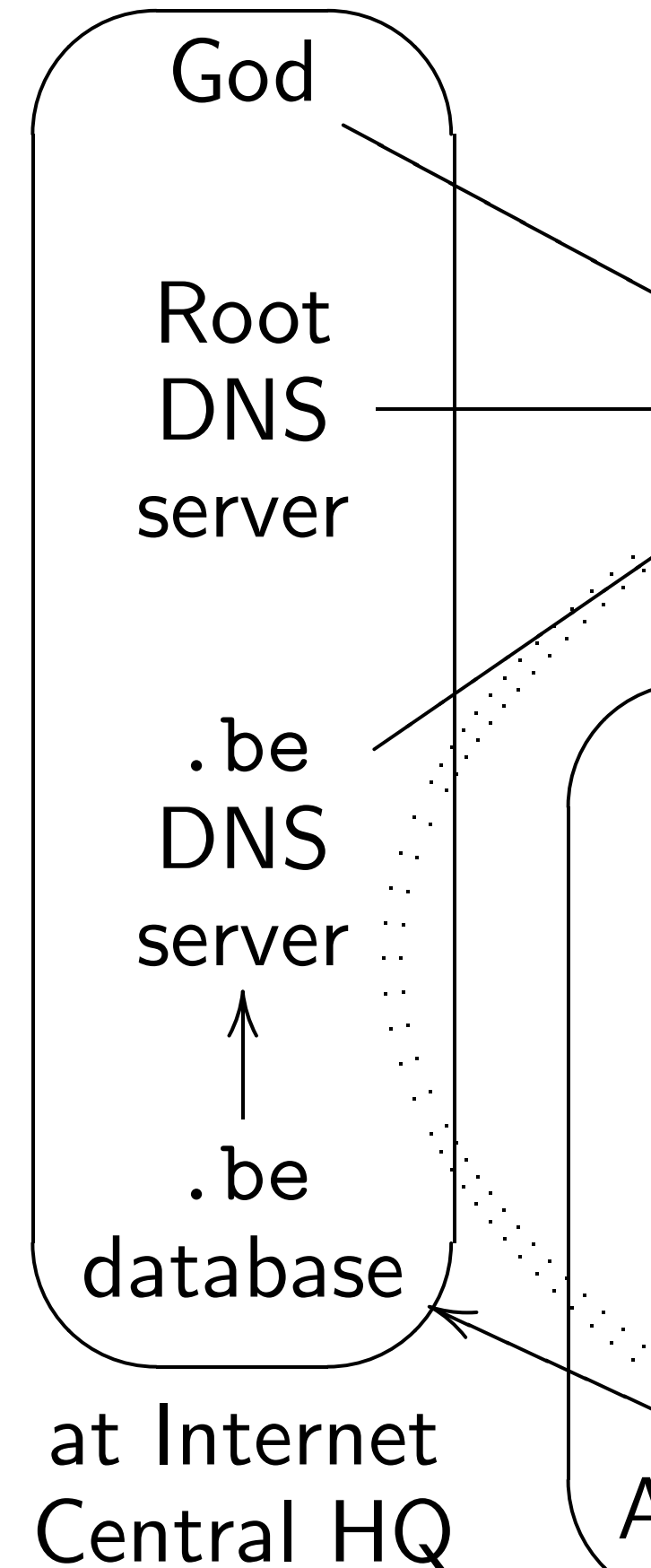
1024-bit RSA is irresponsible.

2003: Shamir–Tromer et al.
concluded that 1024-bit RSA
was already breakable by
large companies and botnets.

2003: RSA Laboratories
recommended a transition to
2048-bit keys “over the remainder
of this decade.” 2007: NIST
made the same recommendation.

But *most users don't know this.*
Why aren't they using DNSSEC?

Recall the DNS a



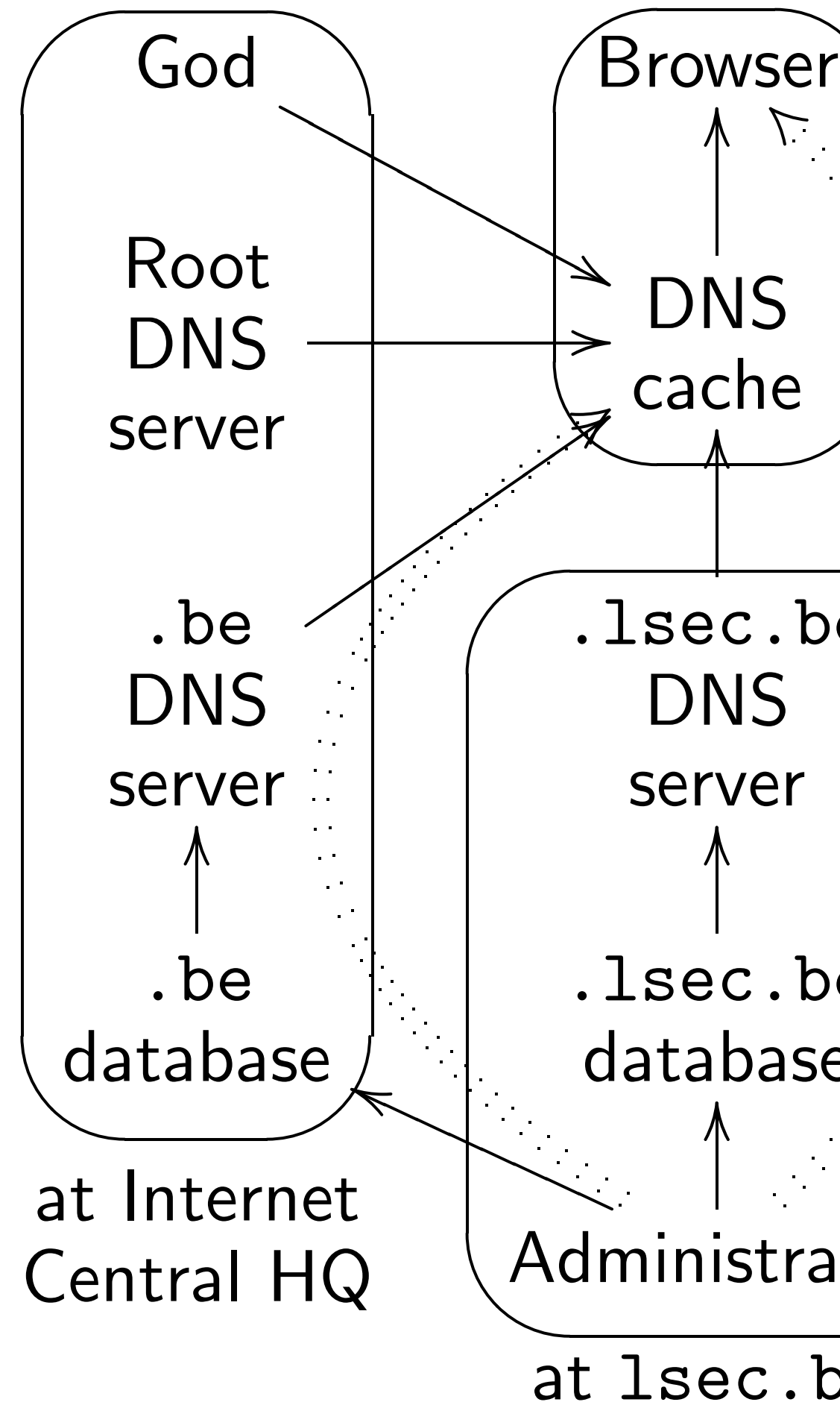
I say:
1024-bit RSA is irresponsible.

2003: Shamir–Tromer et al.
concluded that 1024-bit RSA
was already breakable by
large companies and botnets.

2003: RSA Laboratories
recommended a transition to
2048-bit keys “over the remainder
of this decade.” 2007: NIST
made the same recommendation.

But most users don't know this.
Why aren't they using DNSSEC?

Recall the DNS architecture



I say:

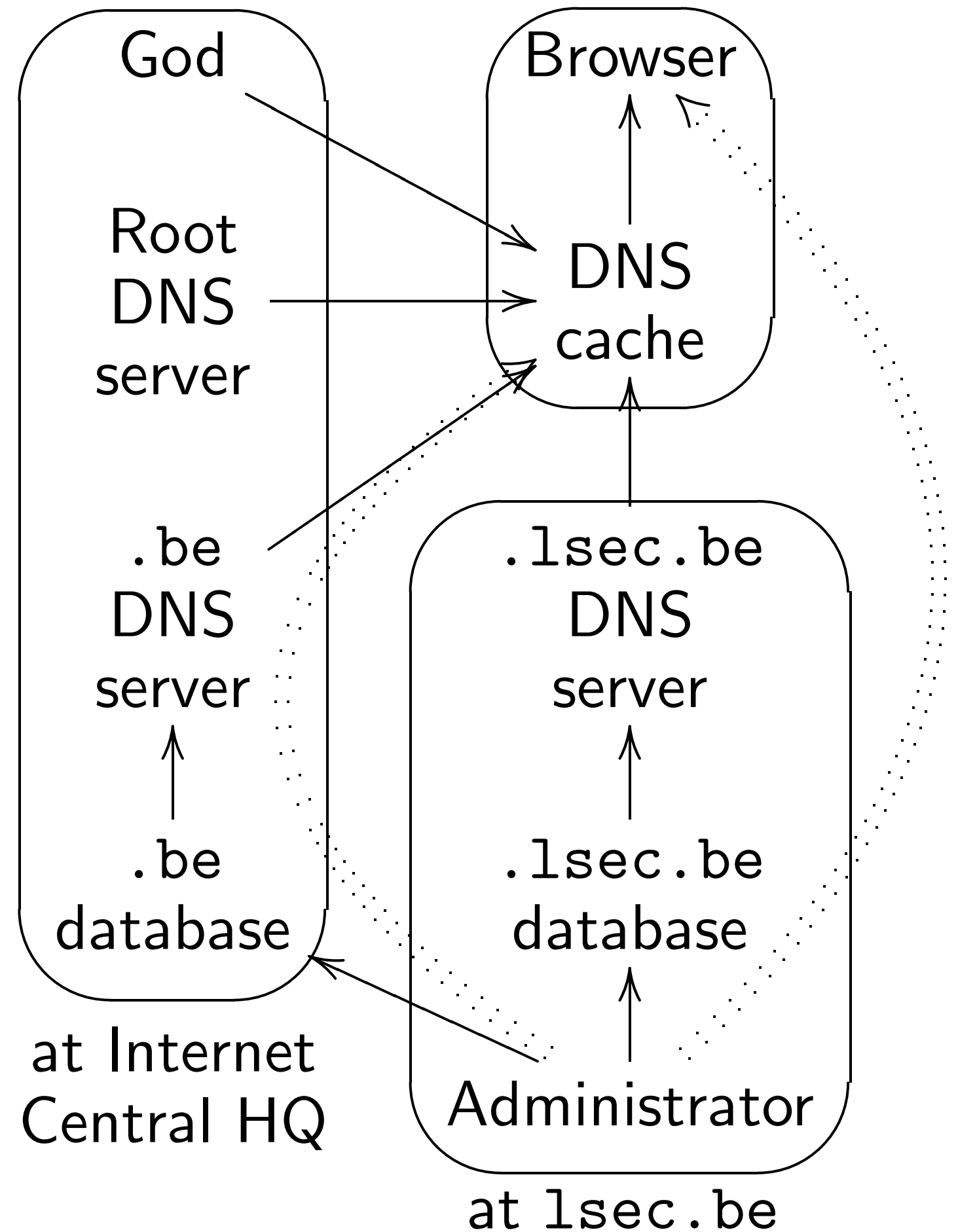
1024-bit RSA is irresponsible.

2003: Shamir–Tromer et al. concluded that 1024-bit RSA was already breakable by large companies and botnets.

2003: RSA Laboratories recommended a transition to 2048-bit keys “over the remainder of this decade.” 2007: NIST made the same recommendation.

But most users don't know this.
Why aren't they using DNSSEC?

Recall the DNS architecture:



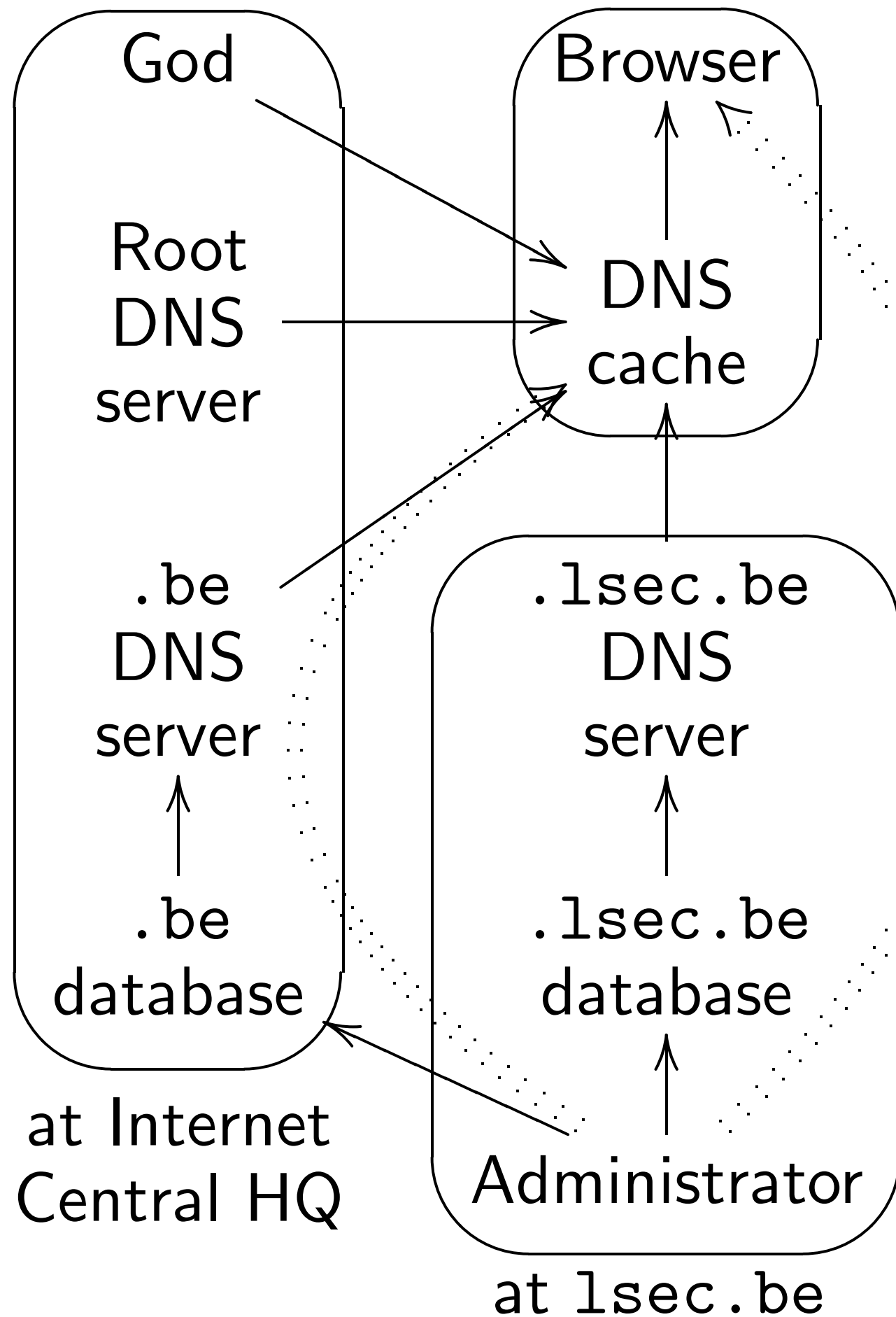
it RSA is irresponsible.

Shamir–Tromer et al.
ded that 1024-bit RSA
ready breakable by
companies and botnets.

RSA Laboratories
mended a transition to
it keys “over the remainder
decade.” 2007: NIST
the same recommendation.

most users don't know this.
aren't they using DNSSEC?

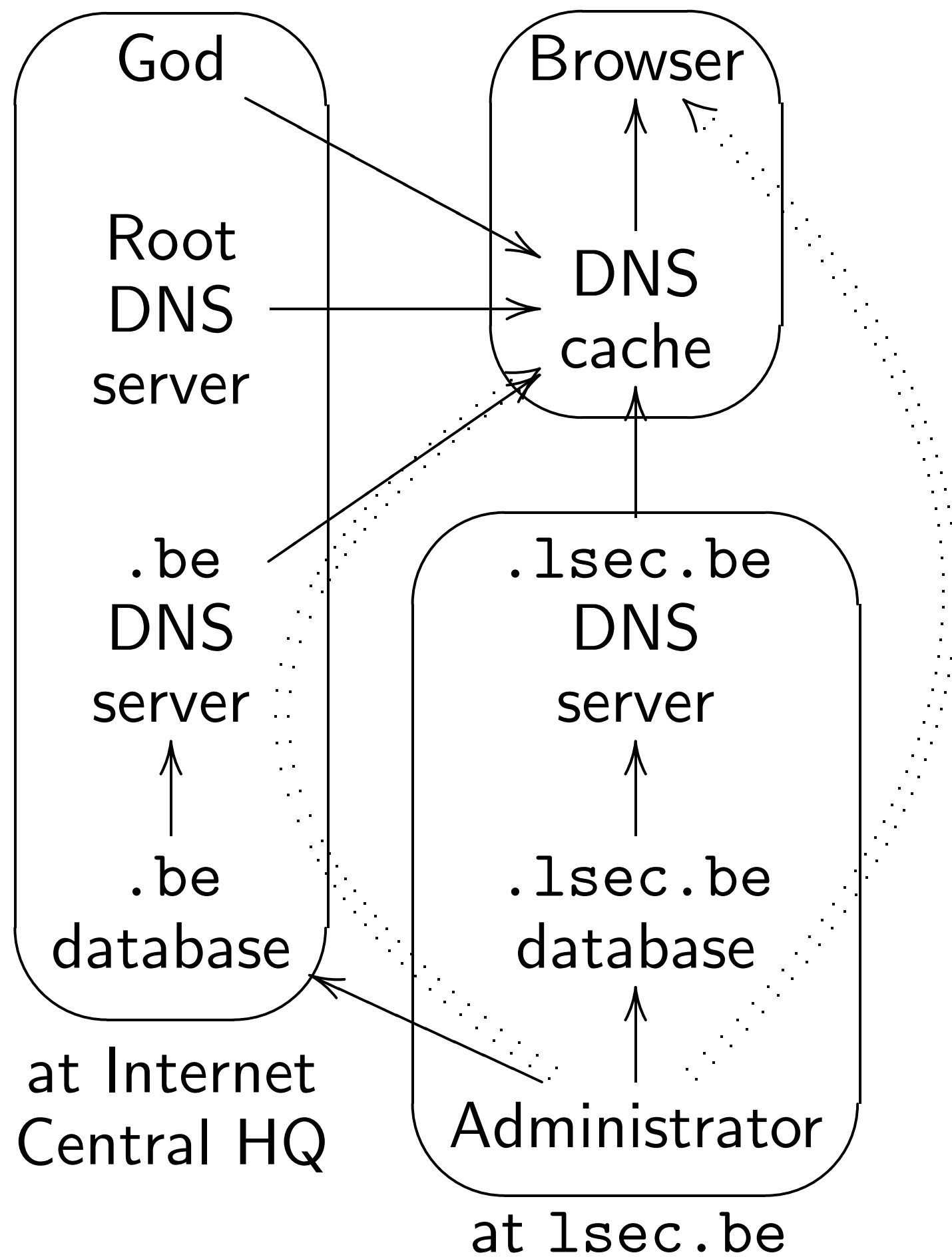
Recall the DNS architecture:



DNS se
Wikiped
DNS, c
DNS P
MaraD
Secure
DNS d
tools li
BPP, D
gencio
NSC, n
update
webdns
homegr
DNS re

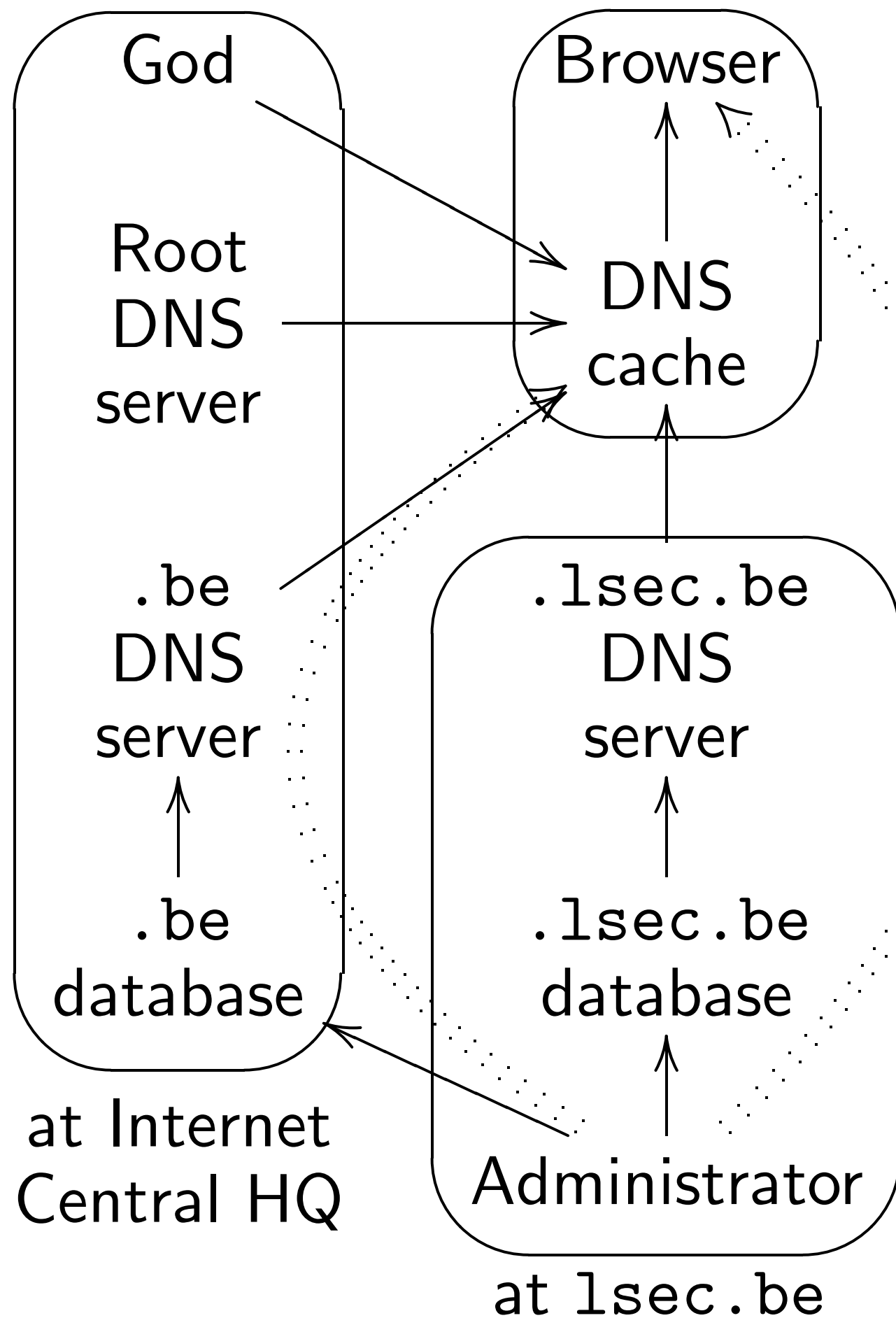
irresponsible.
romer et al.
024-bit RSA
kable by
and botnets.
ratories
transition to
ver the remainder
2007: NIST
ecommendation.
don't know this.
using DNSSEC?

Recall the DNS architecture:



DNS server software
Wikipedia: BIND
DNS, djbdns, Dr
DNS Plus, NSD,
MaraDNS, ANS,
Secure64 DNS.
DNS database-m
tools listed by 20
BPP, DNS Boss,
gencidrzone, h
NSC, nsupdate,
updatehosts, U
webdns, zsu. P
homegrown tools
DNS registrars et

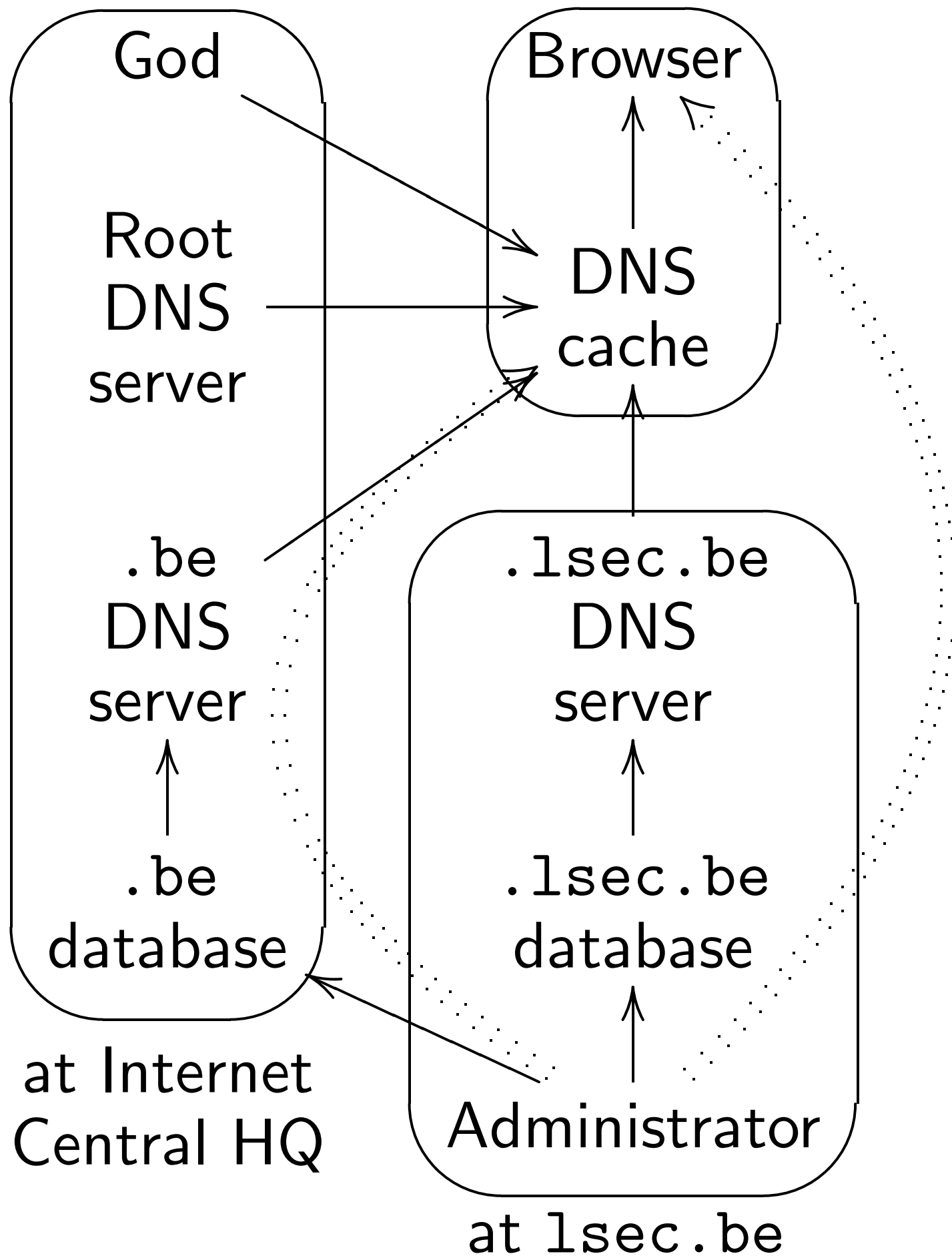
Recall the DNS architecture:



DNS server software listed
Wikipedia: BIND, Microso
DNS, djbdns, Dnsmasq, Si
DNS Plus, NSD, PowerDN
MaraDNS, ANS, Posadis,
Secure64 DNS.

DNS database-management
tools listed by 2008 Salome
BPP, DNS Boss, DNStool,
gencidrzone, h2n, makez
NSC, nsupdate, SENDS,
updatehosts, Utah Tools,
webdns, zsu. Plus hundre
homegrown tools written b
DNS registrars etc.

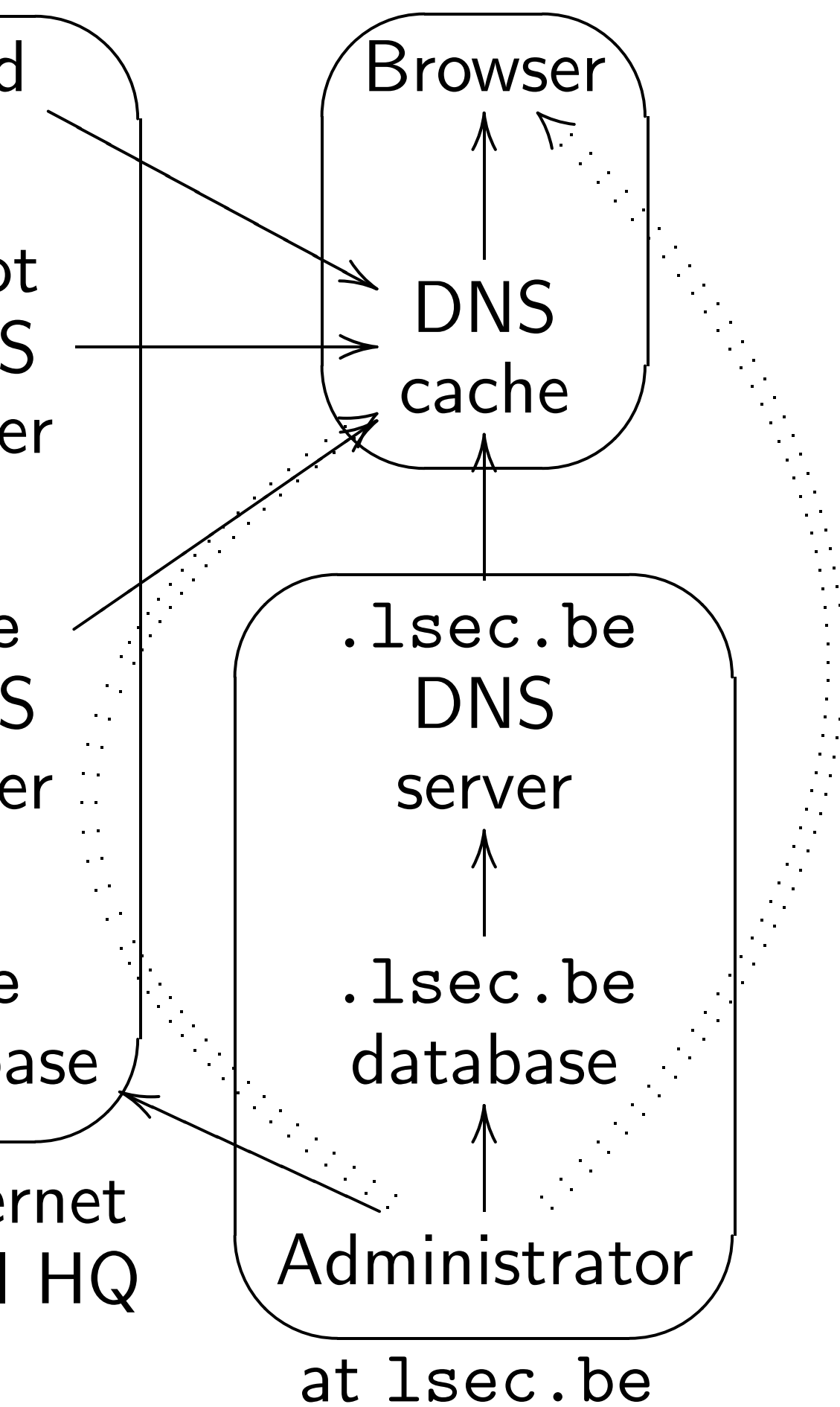
Recall the DNS architecture:



DNS server software listed in Wikipedia: BIND, Microsoft DNS, djbdns, Dnsmasq, Simple DNS Plus, NSD, PowerDNS, MaraDNS, ANS, Posadis, Secure64 DNS.

DNS database-management tools listed by 2008 Salomon: BPP, DNS Boss, DNStool, gencidrzone, h2n, makezones, NSC, nsupdate, SENDS, updatehosts, Utah Tools, webdns, zsu. Plus hundreds of homegrown tools written by DNS registrars etc.

the DNS architecture:



DNS server software listed in Wikipedia: BIND, Microsoft DNS, djbdns, Dnsmasq, Simple DNS Plus, NSD, PowerDNS, MaraDNS, ANS, Posadis, Secure64 DNS.

DNS database-management tools listed by 2008 Salomon: BPP, DNS Boss, DNStool, gencidrzone, h2n, makezones, NSC, nsupdate, SENDS, updatehosts, Utah Tools, webdns, zsu. Plus hundreds of homegrown tools written by DNS registrars etc.

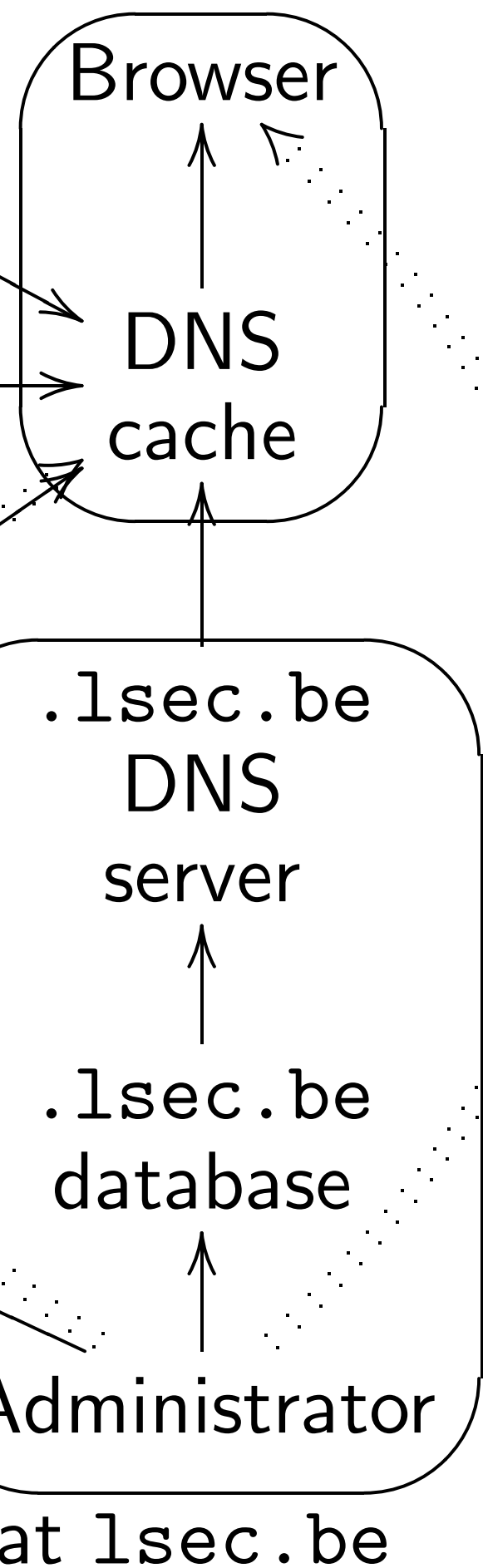
DNSSE
every D

Whene
a DNS
precom
signatu

Often c
for the

Examp
can pro
(2005
Tool re
probab

architecture:



DNS server software listed in Wikipedia: BIND, Microsoft DNS, djbdns, Dnsmasq, Simple DNS Plus, NSD, PowerDNS, MaraDNS, ANS, Posadis, Secure64 DNS.

DNS database-management tools listed by 2008 Salomon: BPP, DNS Boss, DNStool, gencidrzone, h2n, makezones, NSC, nsupdate, SENDS, updatehosts, Utah Tools, webdns, zsu. Plus hundreds of homegrown tools written by DNS registrars etc.

DNSSEC requires every DNS-man

Whenever a tool a DNS record, al precompute and signature for the

Often considerable for the tool prog

Example: Signing can produce 10G (2005 NIST stud Tool reading dat probably has to k

re:

DNS server software listed in Wikipedia: BIND, Microsoft DNS, djbdns, Dnsmasq, Simple DNS Plus, NSD, PowerDNS, MaraDNS, ANS, Posadis, Secure64 DNS.

e

e

e

tor

e

DNS database-management tools listed by 2008 Salomon: BPP, DNS Boss, DNStool, gencidrzone, h2n, makezones, NSC, nsupdate, SENDS, updatehosts, Utah Tools, webdns, zsu. Plus hundreds of homegrown tools written by DNS registrars etc.

DNSSEC requires new code every DNS-management tool.

Whenever a tool adds or changes a DNS record, also has to precompute and store a DNS signature for the new record.

Often considerable effort for the tool programmers.

Example: Signing 2GB data can produce 10GB databases (2005 NIST study).

Tool reading database into memory probably has to be reengineered.

DNS server software listed in Wikipedia: BIND, Microsoft DNS, djbdns, Dnsmasq, Simple DNS Plus, NSD, PowerDNS, MaraDNS, ANS, Posadis, Secure64 DNS.

DNS database-management tools listed by 2008 Salomon: BPP, DNS Boss, DNStool, gencidrzone, h2n, makezones, NSC, nsupdate, SENDS, updatehosts, Utah Tools, webdns, zsu. Plus hundreds of homegrown tools written by DNS registrars etc.

DNSSEC requires new code in every DNS-management tool.

Whenever a tool adds or changes a DNS record, also has to precompute and store a DNSSEC signature for the new record.

Often considerable effort for the tool programmers.

Example: Signing 2GB database can produce 10GB database (2005 NIST study).

Tool reading database into RAM probably has to be reengineered.

server software listed in
media: BIND, Microsoft
djbdns, Dnsmasq, Simple
Plus, NSD, PowerDNS,
DNS, ANS, Posadis,
64 DNS.

database-management
started by 2008 Salomon:
DNS Boss, DNStool,
drzone, h2n, makezones,
supdate, SENDS,
ehosts, Utah Tools,
s, zsu. Plus hundreds of
rown tools written by
registrars etc.

DNSSEC requires new code in
every DNS-management tool.

Whenever a tool adds or changes
a DNS record, also has to
precompute and store a DNSSEC
signature for the new record.

Often considerable effort
for the tool programmers.

Example: Signing 2GB database
can produce 10GB database
(2005 NIST study).

Tool reading database into RAM
probably has to be reengineered.

Because
and rec
few dat
have ac
Admini
mix exi
with se
for eve

ware listed in
, Microsoft
nsmasq, Simple
PowerDNS,
Posadis,

management

008 Salomon:

DNStool,

2n, makezones,

SENDS,

tah Tools,

us hundreds of

s written by

tc.

DNSSEC requires new code in
every DNS-management tool.

Whenever a tool adds or changes
a DNS record, also has to
precompute and store a DNSSEC
signature for the new record.

Often considerable effort
for the tool programmers.

Example: Signing 2GB database
can produce 10GB database
(2005 NIST study).

Tool reading database into RAM
probably has to be reengineered.

Because of engine
and redeployment
few database-ma
have added DNS

Administrator ha
mix existing man
with separate sig
for every change

DNSSEC requires new code in every DNS-management tool.

Whenever a tool adds or changes a DNS record, also has to precompute and store a DNSSEC signature for the new record.

Often considerable effort for the tool programmers.

Example: Signing 2GB database can produce 10GB database (2005 NIST study).

Tool reading database into RAM probably has to be reengineered.

Because of engineering cost and redeployment costs, very few database-management tools have added DNSSEC support.

Administrator has to manually mix existing management tools with separate signature generator for every change to DNS database.

DNSSEC requires new code in every DNS-management tool.

Whenever a tool adds or changes a DNS record, also has to precompute and store a DNSSEC signature for the new record.

Often considerable effort for the tool programmers.

Example: Signing 2GB database can produce 10GB database (2005 NIST study).

Tool reading database into RAM probably has to be reengineered.

Because of engineering costs and redeployment costs, very few database-management tools have added DNSSEC support.

Administrator has to manually mix existing management tools with separate signature generation for every change to DNS data.

DNSSEC requires new code in every DNS-management tool.

Whenever a tool adds or changes a DNS record, also has to precompute and store a DNSSEC signature for the new record.

Often considerable effort for the tool programmers.

Example: Signing 2GB database can produce 10GB database (2005 NIST study).

Tool reading database into RAM probably has to be reengineered.

Because of engineering costs and redeployment costs, very few database-management tools have added DNSSEC support.

Administrator has to manually mix existing management tools with separate signature generation for every change to DNS data.

2008 slideshow “DNSSEC in six minutes” (79 pages): “Any time you modify a zone ... you must re-run `dnssec-signzone`.”

EC requires new code in
DNS-management tool.

ver a tool adds or changes
record, also has to
compute and store a DNSSEC
signature for the new record.

considerable effort
tool programmers.

le: Signing 2GB database
produce 10GB database
(NIST study).

reading database into RAM
ly has to be reengineered.

Because of engineering costs
and redeployment costs, very
few database-management tools
have added DNSSEC support.

Administrator has to manually
mix existing management tools
with separate signature generation
for every change to DNS data.

2008 slideshow “DNSSEC in six
minutes” (79 pages): “Any time
you modify a zone . . . you must
re-run `dnssec-signzone`.”

Admini
public

The .b
and da

and we
need to

to acce
and to

Big zon
refuse

Full DM
much t

s new code in
gement tool.

adds or changes
so has to

store a DNSSEC
new record.

le effort
rammers.

g 2GB database
B database
y).

abase into RAM
be reengineered.

Because of engineering costs
and redeployment costs, very
few database-management tools
have added DNSSEC support.

Administrator has to manually
mix existing management tools
with separate signature generation
for every change to DNS data.

2008 slideshow “DNSSEC in six
minutes” (79 pages): “Any time
you modify a zone ... you must
re-run `dnssec-signzone`.”

Administrator also
public key to .be

The .be server
and database soft
and web interfac
need to be updat
to accept these p
and to sign every

Big zones such a
refuse to sign cor
Full DNSSEC sig
much too slow a

Because of engineering costs and redeployment costs, very few database-management tools have added DNSSEC support.

Administrator has to manually mix existing management tools with separate signature generation for every change to DNS data.

2008 slideshow “DNSSEC in six minutes” (79 pages): “Any time you modify a zone . . . you must re-run `dnssec-signzone`.”

Administrator also has to store public key to .be.

The .be server *and* database software *and* web interface need to be updated to accept these public keys and to sign everything.

Big zones such as .com refuse to sign complete data. Full DNSSEC signing would be much too slow and much too

Because of engineering costs and redeployment costs, very few database-management tools have added DNSSEC support.

Administrator has to manually mix existing management tools with separate signature generation for every change to DNS data.

2008 slideshow “DNSSEC in six minutes” (79 pages): “Any time you modify a zone ... you must re-run `dnssec-signzone`.”

Administrator also has to send public key to .be.

The .be server *and* database software *and* web interface need to be updated to accept these public keys and to sign everything.

Big zones such as .com refuse to sign complete database. Full DNSSEC signing would be much too slow and much too big.

... of engineering costs
... deployment costs, very
... database-management tools
... added DNSSEC support.
... administrator has to manually
... existing management tools
... separate signature generation
... ry change to DNS data.

... ideshow “DNSSEC in six
... s” (79 pages): “Any time
... odify a zone ... you must
... dnssec-signzone.”

Administrator also has to send
public key to .be.

The .be server
and database software
and web interface
need to be updated
to accept these public keys
and to sign everything.

Big zones such as .com
refuse to sign complete database.
Full DNSSEC signing would be
much too slow and much too big.

DNS ca
to fetch
and ver
Often m
than on
Higher
More f
Also, m
attacked
Official
RFC 40
provide
against

engineering costs
t costs, very
management tools
SEC support.
s to manually
agement tools
nature generation
to DNS data.

DNSSEC in six
ges): “Any time
ne ... you must
ignzone.”

Administrator also has to send
public key to .be.

The .be server
and database software
and web interface
need to be updated
to accept these public keys
and to sign everything.

Big zones such as .com
refuse to sign complete database.
Full DNSSEC signing would be
much too slow and much too big.

DNS cache needs
to fetch keys, fet
and verify signat

Often many more
than original DN
Higher latency fo
More frequent fa

Also, much easie
attacker to deny
Official DNSSEC
RFC 4033: “DNS
provides no prote
against denial of

Administrator also has to send public key to .be.

The .be server *and* database software *and* web interface need to be updated to accept these public keys and to sign everything.

Big zones such as .com refuse to sign complete database. Full DNSSEC signing would be much too slow and much too big.

DNS cache needs new software to fetch keys, fetch signatures and verify signatures.

Often many more packets than original DNS.

Higher latency for user.

More frequent failures.

Also, much easier for attacker to deny service.

Official DNSSEC response,

RFC 4033: "DNSSEC

provides no protection

against denial of service at

Administrator also has to send public key to .be.

The .be server *and* database software *and* web interface need to be updated to accept these public keys and to sign everything.

Big zones such as .com refuse to sign complete database. Full DNSSEC signing would be much too slow and much too big.

DNS cache needs new software to fetch keys, fetch signatures, and verify signatures.

Often many more packets than original DNS.

Higher latency for user.

More frequent failures.

Also, much easier for attacker to deny service.

Official DNSSEC response,

RFC 4033: “DNSSEC

provides no protection

against denial of service attacks.”

Administrator also has to send
key to .be.

be server

database software

web interface

to be updated

to get these public keys

to sign everything.

domains such as .com

to sign complete database.

DNSSEC signing would be

too slow and much too big.

DNS cache needs new software
to fetch keys, fetch signatures,
and verify signatures.

Often many more packets
than original DNS.

Higher latency for user.

More frequent failures.

Also, much easier for
attacker to deny service.

Official DNSSEC response,

RFC 4033: "DNSSEC

provides no protection

against denial of service attacks."

Replay

Attacker

signature

1sec.k

acquire

change

so has to send
e.

software

e

ted

public keys

anything.

s .com

complete database.

gning would be

and much too big.

DNS cache needs new software
to fetch keys, fetch signatures,
and verify signatures.

Often many more packets
than original DNS.

Higher latency for user.

More frequent failures.

Also, much easier for
attacker to deny service.

Official DNSSEC response,

RFC 4033: “DNSSEC

provides no protection

against denial of service attacks.”

Replay attack on

Attacker inspects
signatures from

1sec.be changes

acquires new IP

changes DNS rec

send

DNS cache needs new software to fetch keys, fetch signatures, and verify signatures.

Often many more packets than original DNS.

Higher latency for user.

More frequent failures.

Also, much easier for attacker to deny service.

Official DNSSEC response,

RFC 4033: "DNSSEC

provides no protection

against denial of service attacks."

database.

and be

too big.

Replay attack on DNSSEC

Attacker inspects DNSSEC signatures from `lsec.be`.

`lsec.be` changes location, acquires new IP addresses, changes DNS records.

DNS cache needs new software to fetch keys, fetch signatures, and verify signatures.

Often many more packets than original DNS.

Higher latency for user.

More frequent failures.

Also, much easier for attacker to deny service.

Official DNSSEC response,

RFC 4033: “DNSSEC

provides no protection

against denial of service attacks.”

Replay attack on DNSSEC:

Attacker inspects DNSSEC signatures from `lsec.be`.

`lsec.be` changes location, acquires new IP addresses, changes DNS records.

DNS cache needs new software to fetch keys, fetch signatures, and verify signatures.

Often many more packets than original DNS.

Higher latency for user.

More frequent failures.

Also, much easier for attacker to deny service.

Official DNSSEC response,

RFC 4033: “DNSSEC

provides no protection

against denial of service attacks.”

Replay attack on DNSSEC:

Attacker inspects DNSSEC signatures from `lsec.be`.

`lsec.be` changes location, acquires new IP addresses, changes DNS records.

Attacker buys the old addresses, forges DNS responses with the *old* DNS records and the *old* signatures.

Successfully steals mail!

Cache needs new software
with keys, fetch signatures,
verify signatures.

many more packets
original DNS.

latency for user.
frequent failures.

much easier for
to deny service.

DNSSEC response,

033: "DNSSEC

es no protection

t denial of service attacks."

Replay attack on DNSSEC:

Attacker inspects DNSSEC
signatures from `lsec.be`.

`lsec.be` changes location,
acquires new IP addresses,
changes DNS records.

Attacker buys the old addresses,
forges DNS responses
with the *old* DNS records
and the *old* signatures.

Successfully steals mail!

DNSSEC

Signature
normal

Not ve
replay
for up

s new software
ch signatures,
ures.

e packets
S.
or user.
ilures.

r for
service.
response,
SSEC
ection
service attacks.”

Replay attack on DNSSEC:

Attacker inspects DNSSEC
signatures from lsec.be.

lsec.be changes location,
acquires new IP addresses,
changes DNS records.

Attacker buys the old addresses,
forges DNS responses
with the *old* DNS records
and the *old* signatures.
Successfully steals mail!

DNSSEC has a p
Signature has an
normally signing

Not very good se
replay attack com
for up to 30 days

ware
ures,

Replay attack on DNSSEC:

Attacker inspects DNSSEC signatures from `lsec.be`.

`lsec.be` changes location, acquires new IP addresses, changes DNS records.

Attacker buys the old addresses, forges DNS responses with the *old* DNS records and the *old* signatures.

Successfully steals mail!

tacks.”

DNSSEC has a partial defense: Signature has an expiration normally signing date + 30

Not very good security: replay attack continues to for up to 30 days!

Replay attack on DNSSEC:

Attacker inspects DNSSEC signatures from `lsec.be`.

`lsec.be` changes location, acquires new IP addresses, changes DNS records.

Attacker buys the old addresses, forges DNS responses with the *old* DNS records and the *old* signatures.

Successfully steals mail!

DNSSEC has a partial defense.

Signature has an expiration date, normally signing date + 30 days.

Not very good security:

replay attack continues to work for up to 30 days!

Replay attack on DNSSEC:

Attacker inspects DNSSEC signatures from `lsec.be`.

`lsec.be` changes location, acquires new IP addresses, changes DNS records.

Attacker buys the old addresses, forges DNS responses with the *old* DNS records and the *old* signatures.

Successfully steals mail!

DNSSEC has a partial defense. Signature has an expiration date, normally signing date + 30 days.

Not very good security: replay attack continues to work for up to 30 days!

Also a major administrative hassle: administrator must generate new signatures before old signatures expire.

If administrator forgets, domain is destroyed.

“DNSSEC suicide.”

attack on DNSSEC:

attacker inspects DNSSEC
records from `1sec.be`.

attacker changes location,
uses new IP addresses,
updates DNS records.

attacker buys the old addresses,
spoofs DNS responses
using the *old* DNS records
and the *old* signatures.

successfully steals mail!

DNSSEC has a partial defense.
Signature has an expiration date,
normally signing date + 30 days.

Not very good security:
replay attack continues to work
for up to 30 days!

Also a major administrative
hassle: administrator must
generate new signatures
before old signatures expire.

If administrator forgets,
domain is destroyed.

“DNSSEC suicide.”

Imagine
that we

DNSSEC:

s DNSSEC

Lsec.be.

s location,

addresses,

ords.

e old addresses,

ponses

S records

atures.

ls mail!

DNSSEC has a partial defense.

Signature has an expiration date,
normally signing date + 30 days.

Not very good security:

replay attack continues to work
for up to 30 days!

Also a major administrative
hassle: administrator must
generate new signatures
before old signatures expire.

If administrator forgets,
domain is destroyed.

“DNSSEC suicide.”

Imagine an “HTT

that works like D

DNSSEC has a partial defense.
Signature has an expiration date,
normally signing date + 30 days.

Not very good security:
replay attack continues to work
for up to 30 days!

Also a major administrative
hassle: administrator must
generate new signatures
before old signatures expire.

If administrator forgets,
domain is destroyed.
“DNSSEC suicide.”

Imagine an “HTTPSEC”
that works like DNSSEC.

DNSSEC has a partial defense.
Signature has an expiration date,
normally signing date + 30 days.

Not very good security:
replay attack continues to work
for up to 30 days!

Also a major administrative
hassle: administrator must
generate new signatures
before old signatures expire.

If administrator forgets,
domain is destroyed.

“DNSSEC suicide.”

Imagine an “HTTPSEC”
that works like DNSSEC.

DNSSEC has a partial defense.
Signature has an expiration date,
normally signing date + 30 days.

Not very good security:
replay attack continues to work
for up to 30 days!

Also a major administrative
hassle: administrator must
generate new signatures
before old signatures expire.

If administrator forgets,
domain is destroyed.

“DNSSEC suicide.”

Imagine an “HTTPSEC”
that works like DNSSEC.

Installing HTTPSEC software
and setting up a public key
is just the beginning.

After every change to web pages,
have to run `httpsec-signpages`
to precompute new signatures.

DNSSEC has a partial defense.
Signature has an expiration date,
normally signing date + 30 days.

Not very good security:
replay attack continues to work
for up to 30 days!

Also a major administrative
hassle: administrator must
generate new signatures
before old signatures expire.

If administrator forgets,
domain is destroyed.

“DNSSEC suicide.”

Imagine an “HTTPSEC”
that works like DNSSEC.

Installing HTTPSEC software
and setting up a public key
is just the beginning.

After every change to web pages,
have to run `httpsec-signpages`
to precompute new signatures.

Replay attacks work for 30 days.

Have to run `httpsec-signpages`
before 30-day expiration or your
web pages are destroyed.

EC has a partial defense.
Signature has an expiration date,
usually signing date + 30 days.

Very good security:

Replay attack continues to work
for up to 30 days!

Major administrative
tasks: administrator must
recompute new signatures
before old signatures expire.

If administrator forgets,
signature is destroyed.

"SEC suicide."

Imagine an "HTTPSEC"
that works like DNSSEC.

Installing HTTPSEC software
and setting up a public key
is just the beginning.

After every change to web pages,
you have to run `httpsec-signpages`
to precompute new signatures.

Replay attacks work for 30 days.

Have to run `httpsec-signpages`
before 30-day expiration or your
web pages are destroyed.

But what
if you
do a
NXDOMAIN
attack
from
your
computer
citron
doesn't

partial defense.

expiration date,
date + 30 days.

security:

continues to work
s!

administrative

operator must

signatures

signatures expire.

forgets,

destroyed.

is.”

Imagine an “HTTPSEC”
that works like DNSSEC.

Installing HTTPSEC software
and setting up a public key
is just the beginning.

After every change to web pages,
have to run `httpsec-signpages`
to precompute new signatures.

Replay attacks work for 30 days.

Have to run `httpsec-signpages`
before 30-day expiration or your
web pages are destroyed.

But wait, there’s

NXDOMAIN attack

Attacker forges D

from `google.com`

`citronella.google.com`

doesn’t exist.

Imagine an “HTTPSEC”
that works like DNSSEC.

Installing HTTPSEC software
and setting up a public key
is just the beginning.

After every change to web pages,
have to run `httpsec-signpages`
to precompute new signatures.

Replay attacks work for 30 days.

Have to run `httpsec-signpages`
before 30-day expiration or your
web pages are destroyed.

But wait, there’s more!

NXDOMAIN attack on DM
Attacker forges DNS respo
from `google.com` saying t
`citronella.google.com`
doesn’t exist.

Imagine an “HTTPSEC”
that works like DNSSEC.

Installing HTTPSEC software
and setting up a public key
is just the beginning.

After every change to web pages,
have to run `httpsec-signpages`
to precompute new signatures.

Replay attacks work for 30 days.

Have to run `httpsec-signpages`
before 30-day expiration or your
web pages are destroyed.

But wait, there’s more!

NXDOMAIN attack on DNSSEC:
Attacker forges DNS response
from `google.com` saying that
`citronella.google.com`
doesn’t exist.

Imagine an “HTTPSEC”
that works like DNSSEC.

Installing HTTPSEC software
and setting up a public key
is just the beginning.

After every change to web pages,
have to run `httpsec-signpages`
to precompute new signatures.

Replay attacks work for 30 days.

Have to run `httpsec-signpages`
before 30-day expiration or your
web pages are destroyed.

But wait, there’s more!

NXDOMAIN attack on DNSSEC:
Attacker forges DNS response
from `google.com` saying that
`citronella.google.com`
doesn’t exist.

Cache can’t accept this
without a signature:
otherwise attacker can
knock names off the Internet.

Imagine an “HTTPSEC”
that works like DNSSEC.

Installing HTTPSEC software
and setting up a public key
is just the beginning.

After every change to web pages,
have to run `httpsec-signpages`
to precompute new signatures.

Replay attacks work for 30 days.

Have to run `httpsec-signpages`
before 30-day expiration or your
web pages are destroyed.

But wait, there’s more!

NXDOMAIN attack on DNSSEC:
Attacker forges DNS response
from `google.com` saying that
`citronella.google.com`
doesn’t exist.

Cache can’t accept this
without a signature:
otherwise attacker can
knock names off the Internet.

When is the signature
precomputed? Does Google
precompute signatures for
all possible names? Too many!

an “HTTPSEC”
works like DNSSEC.

ing HTTPSEC software
cting up a public key
the beginning.

very change to web pages,
o run `httpsec-signpages`
compute new signatures.

attacks work for 30 days.

o run `httpsec-signpages`
30-day expiration or your
ges are destroyed.

But wait, there’s more!

NXDOMAIN attack on DNSSEC:
Attacker forges DNS response
from `google.com` saying that
`citronella.google.com`
doesn’t exist.

Cache can’t accept this
without a signature:
otherwise attacker can
knock names off the Internet.

When is the signature
precomputed? Does Google
precompute signatures for
all possible names? Too many!

DNSSEC
multi-M
“there
chrome
code.g
DNSSEC
data in
betwee
Implem
but the

TPSEC”

DNSSEC.

SEC software

public key

ning.

ge to web pages,

psec-signpages

ew signatures.

ork for 30 days.

psec-signpages

piration or your

estroyed.

But wait, there’s more!

NXDOMAIN attack on DNSSEC:

Attacker forges DNS response

from google.com saying that

citronella.google.com

doesn’t exist.

Cache can’t accept this

without a signature:

otherwise attacker can

knock names off the Internet.

When is the signature

precomputed? Does Google

precompute signatures for

all possible names? Too many!

DNSSEC solution

multi-NXDOMAIN

“there are no nam

chrome.google

code.google.co

DNSSEC server i

data in response

between chrome

Implementing “b

but theoretically

But wait, there's more!

NXDOMAIN attack on DNSSEC:

Attacker forges DNS response from `google.com` saying that `citronella.google.com` doesn't exist.

Cache can't accept this without a signature: otherwise attacker can knock names off the Internet.

When is the signature precomputed? Does Google precompute signatures for *all* possible names? Too many!

DNSSEC solution: Sign multi-NXDOMAIN such as "there are no names between `chrome.google.com` and `code.google.com`."

DNSSEC server issues this data in response to any name between `chrome` and `code`. Implementing "between" is not but theoretically possible.

But wait, there's more!

NXDOMAIN attack on DNSSEC:

Attacker forges DNS response from `google.com` saying that `citronella.google.com` doesn't exist.

Cache can't accept this without a signature: otherwise attacker can knock names off the Internet.

When is the signature precomputed? Does Google precompute signatures for *all* possible names? Too many!

DNSSEC solution: Sign multi-NXDOMAIN such as "there are no names between `chrome.google.com` and `code.google.com`."

DNSSEC server issues this signed data in response to any name between `chrome` and `code`. Implementing "between" is tricky but theoretically possible.

But wait, there's more!

NXDOMAIN attack on DNSSEC:

Attacker forges DNS response from `google.com` saying that `citronella.google.com` doesn't exist.

Cache can't accept this without a signature: otherwise attacker can knock names off the Internet.

When is the signature precomputed? Does Google precompute signatures for *all* possible names? Too many!

DNSSEC solution: Sign multi-NXDOMAIN such as "there are no names between `chrome.google.com` and `code.google.com`."

DNSSEC server issues this signed data in response to any name between `chrome` and `code`. Implementing "between" is tricky but theoretically possible.

Consequence: If you deploy DNSSEC then you are exposing *all* of your DNS names!

...it, there's more!

...MAIN attack on DNSSEC:

...er forges DNS response

...oogle.com saying that

...hella.google.com

...t exist.

...can't accept this

...t a signature:

...ise attacker can

...names off the Internet.

...is the signature

...puted? Does Google

...pute signatures for

...sible names? Too many!

DNSSEC solution: Sign

multi-NXDOMAIN such as

“there are no names between

chrome.google.com and

code.google.com.”

DNSSEC server issues this signed

data in response to any name

between chrome and code.

Implementing “between” is tricky

but theoretically possible.

Consequence: If you deploy

DNSSEC then you are exposing

all of your DNS names!

Newest

“NSEC

exposin

Hash is

Hash-e

Attacked

comput

compar

expose

Small 1

$\approx 2^{44}$ g

Large c

$\approx 2^{64}$ g

more!

back on DNSSEC:

DNS response

m saying that

oogle.com

pt this

ure:

er can

the Internet.

ature

oes Google

atures for

es? Too many!

DNSSEC solution: Sign multi-NXDOMAIN such as “there are no names between chrome.google.com and code.google.com.”

DNSSEC server issues this signed data in response to any name between chrome and code.

Implementing “between” is tricky but theoretically possible.

Consequence: If you deploy DNSSEC then you are exposing *all* of your DNS names!

Newest DNSSEC “NSEC3” (2008 exposing *hashes*

Hash is 150 SHA

Hash-enumeration

Attacker guesses

computes their h

compares to the

exposed by DNSSEC

Small 10-computer

$\approx 2^{44}$ guesses/year

Large company c

$\approx 2^{64}$ guesses/year

NSSEC:

nse

hat

DNSSEC solution: Sign multi-NXDOMAIN such as “there are no names between `chrome.google.com` and `code.google.com`.”

DNSSEC server issues this signed data in response to any name between `chrome` and `code`.

Implementing “between” is tricky but theoretically possible.

Consequence: If you deploy DNSSEC then you are exposing *all* of your DNS names!

et.

e

many!

Newest DNSSEC variant: “NSEC3” (2008 Laurie), exposing *hashes* of DNS na

Hash is 150 SHA-1 iterations

Hash-enumeration attack:

Attacker guesses many names, computes their hashes, compares to the hashes exposed by DNSSEC+NSEC3

Small 10-computer cluster:

$\approx 2^{44}$ guesses/year.

Large company or botnet:

$\approx 2^{64}$ guesses/year.

DNSSEC solution: Sign multi-NXDOMAIN such as “there are no names between `chrome.google.com` and `code.google.com`.”

DNSSEC server issues this signed data in response to any name between `chrome` and `code`.

Implementing “between” is tricky but theoretically possible.

Consequence: If you deploy DNSSEC then you are exposing *all* of your DNS names!

Newest DNSSEC variant: “NSEC3” (2008 Laurie), exposing *hashes* of DNS names. Hash is 150 SHA-1 iterations.

Hash-enumeration attack: Attacker guesses many names, computes their hashes, compares to the hashes exposed by DNSSEC+NSEC3.

Small 10-computer cluster:
 $\approx 2^{44}$ guesses/year.

Large company or botnet:
 $\approx 2^{64}$ guesses/year.

SEC solution: Sign
NXDOMAIN such as
are no names between
e.google.com and
google.com.”

SEC server issues this signed
response to any name
in chrome and code.
menting “between” is tricky
eoretically possible.

quence: If you deploy
SEC then you are exposing
your DNS names!

Newest DNSSEC variant:
“NSEC3” (2008 Laurie),
exposing *hashes* of DNS names.
Hash is 150 SHA-1 iterations.

Hash-enumeration attack:
Attacker guesses many names,
computes their hashes,
compares to the hashes
exposed by DNSSEC+NSEC3.

Small 10-computer cluster:
 $\approx 2^{44}$ guesses/year.

Large company or botnet:
 $\approx 2^{64}$ guesses/year.

Without
attacked
for each

Flooding
 $\approx 2^{37}$ g

Compa
DNSSE
makes
makes

for a w
DNSSE
as being
but it s
compar

n: Sign
IN such as
mes between
.com and
om.”
issues this signed
to any name
and code.
etween” is tricky
possible.

you deploy
ou are exposing
names!

Newest DNSSEC variant:
“NSEC3” (2008 Laurie),
exposing *hashes* of DNS names.
Hash is 150 SHA-1 iterations.

Hash-enumeration attack:
Attacker guesses many names,
computes their hashes,
compares to the hashes
exposed by DNSSEC+NSEC3.

Small 10-computer cluster:
 $\approx 2^{44}$ guesses/year.

Large company or botnet:
 $\approx 2^{64}$ guesses/year.

Without DNSSEC
attacker has to s
for each guessed

Flooding a 4Mbps
 $\approx 2^{37}$ guesses/year

Compared to nor
DNSSEC+NSEC
makes guessing s
makes it *millions*

for a well-equipp
DNSSEC+NSEC
as being better t
but it still loses p
compared to nor

Newest DNSSEC variant:
“NSEC3” (2008 Laurie),
exposing *hashes* of DNS names.
Hash is 150 SHA-1 iterations.

Hash-enumeration attack:
Attacker guesses many names,
computes their hashes,
compares to the hashes
exposed by DNSSEC+NSEC3.

Small 10-computer cluster:
 $\approx 2^{44}$ guesses/year.

Large company or botnet:
 $\approx 2^{64}$ guesses/year.

Without DNSSEC,
attacker has to send query
for each guessed name.

Flooding a 4Mbps connect
 $\approx 2^{37}$ guesses/year.

Compared to normal DNS,
DNSSEC+NSEC3
makes guessing *silent* and
makes it *millions of times*
for a well-equipped attacker.

DNSSEC+NSEC3 is adver
as being better than DNSS
but it still loses privacy
compared to normal DNS.

Newest DNSSEC variant:
“NSEC3” (2008 Laurie),
exposing *hashes* of DNS names.
Hash is 150 SHA-1 iterations.

Hash-enumeration attack:
Attacker guesses many names,
computes their hashes,
compares to the hashes
exposed by DNSSEC+NSEC3.

Small 10-computer cluster:
 $\approx 2^{44}$ guesses/year.

Large company or botnet:
 $\approx 2^{64}$ guesses/year.

Without DNSSEC,
attacker has to send query
for each guessed name.

Flooding a 4Mbps connection:
 $\approx 2^{37}$ guesses/year.

Compared to normal DNS,
DNSSEC+NSEC3
makes guessing *silent* and
makes it *millions of times faster*
for a well-equipped attacker.

DNSSEC+NSEC3 is advertised
as being better than DNSSEC;
but it still loses privacy
compared to normal DNS.

the DNSSEC variant:
"NSEC3" (2008 Laurie),
using *hashes* of DNS names.
uses 150 SHA-1 iterations.

enumeration attack:
attacker guesses many names,
computes their hashes,
compares to the hashes
published by DNSSEC+NSEC3.

10-computer cluster:
 $\approx 2^{37}$ guesses/year.

company or botnet:
 $\approx 2^{37}$ guesses/year.

Without DNSSEC,
attacker has to send query
for each guessed name.

Flooding a 4Mbps connection:
 $\approx 2^{37}$ guesses/year.

Compared to normal DNS,
DNSSEC+NSEC3
makes guessing *silent* and
makes it *millions of times faster*
for a well-equipped attacker.

DNSSEC+NSEC3 is advertised
as being better than DNSSEC;
but it still loses privacy
compared to normal DNS.

Precom
DNSSE
Hundre
all cach
and all
need to
precom
DNSSE
adminis
simple
DNSSE
DNSSE
DNSSE

variant:
(Laurie),
of DNS names.
-1 iterations.

n attack:
many names,
ashes,
hashes
SEC+NSEC3.

er cluster:
ear.

or botnet:
ear.

Without DNSSEC,
attacker has to send query
for each guessed name.

Flooding a 4Mbps connection:
 $\approx 2^{37}$ guesses/year.

Compared to normal DNS,
DNSSEC+NSEC3
makes guessing *silent* and
makes it *millions of times faster*
for a well-equipped attacker.

DNSSEC+NSEC3 is advertised
as being better than DNSSEC;
but it still loses privacy
compared to normal DNS.

Precomputation
DNSSEC is pain
Hundreds of DNS
all caches, all ser
and all managem
need to be modifi
precompute and
DNSSEC is pain
administrators, fa
simple upgrade.

DNSSEC hurts p
DNSSEC hurts r
DNSSEC aids de

Without DNSSEC,
attacker has to send query
for each guessed name.

Flooding a 4Mbps connection:
 $\approx 2^{37}$ guesses/year.

Compared to normal DNS,
DNSSEC+NSEC3
makes guessing *silent* and
makes it *millions of times faster*
for a well-equipped attacker.

DNSSEC+NSEC3 is advertised
as being better than DNSSEC;
but it still loses privacy
compared to normal DNS.

Precomputation impact sur
DNSSEC is pain for impleme
Hundreds of DNS program
all caches, all servers,
and all management tools—
need to be modified to
precompute and store signa

DNSSEC is pain for
administrators, far beyond
simple upgrade.

DNSSEC hurts privacy.
DNSSEC hurts reliability.
DNSSEC aids denial of ser

Without DNSSEC,
attacker has to send query
for each guessed name.

Flooding a 4Mbps connection:
 $\approx 2^{37}$ guesses/year.

Compared to normal DNS,
DNSSEC+NSEC3
makes guessing *silent* and
makes it *millions of times faster*
for a well-equipped attacker.

DNSSEC+NSEC3 is advertised
as being better than DNSSEC;
but it still loses privacy
compared to normal DNS.

Precomputation impact summary:
DNSSEC is pain for implementors.
Hundreds of DNS programs—
all caches, all servers,
and all management tools—
need to be modified to
precompute and store signatures.

DNSSEC is pain for
administrators, far beyond a
simple upgrade.

DNSSEC hurts privacy.

DNSSEC hurts reliability.

DNSSEC aids denial of service.

ut DNSSEC,
er has to send query
h guessed name.

ng a 4Mbps connection:
guesses/year.

red to normal DNS,
EC+NSEC3

guessing *silent* and
it *millions of times faster*
well-equipped attacker.

EC+NSEC3 is advertised
g better than DNSSEC;
still loses privacy
red to normal DNS.

Precomputation impact summary:

DNSSEC is pain for implementors.
Hundreds of DNS programs—
all caches, all servers,
and all management tools—
need to be modified to
precompute and store signatures.

DNSSEC is pain for
administrators, far beyond a
simple upgrade.

DNSSEC hurts privacy.

DNSSEC hurts reliability.

DNSSEC aids denial of service.

Rethink

Conver
DNSSE
sacrific
creatin
is neces

Can we
without
Let's c

C,
end query
name.

os connection:
ear.

mal DNS,
3

silent and
of times faster
ed attacker.

3 is advertised
han DNSSEC;
privacy
mal DNS.

Precomputation impact summary:

DNSSEC is pain for implementors.
Hundreds of DNS programs—
all caches, all servers,
and all management tools—
need to be modified to
precompute and store signatures.

DNSSEC is pain for
administrators, far beyond a
simple upgrade.

DNSSEC hurts privacy.
DNSSEC hurts reliability.
DNSSEC aids denial of service.

Rethinking signa

Conventional wis
DNSSEC's preco
sacrificing securit
creating severe u
is necessary for s
Can we achieve a
without precomp
Let's change the

Precomputation impact summary:

DNSSEC is pain for implementors.
Hundreds of DNS programs—
all caches, all servers,
and all management tools—
need to be modified to
precompute and store signatures.

DNSSEC is pain for
administrators, far beyond a
simple upgrade.

DNSSEC hurts privacy.

DNSSEC hurts reliability.

DNSSEC aids denial of service.

Rethinking signatures

Conventional wisdom:
DNSSEC's precomputation
sacrificing security while
creating severe usability problems
is necessary for speed.

Can we achieve adequate security
without precomputation?
Let's change the design.

Precomputation impact summary:

DNSSEC is pain for implementors.
Hundreds of DNS programs—
all caches, all servers,
and all management tools—
need to be modified to
precompute and store signatures.

DNSSEC is pain for
administrators, far beyond a
simple upgrade.

DNSSEC hurts privacy.

DNSSEC hurts reliability.

DNSSEC aids denial of service.

Rethinking signatures

Conventional wisdom:
DNSSEC's precomputation,
sacrificing security while
creating severe usability problems,
is necessary for speed.

Can we achieve adequate speed
without precomputation?
Let's change the design.

Precomputation impact summary:

DNSSEC is pain for implementors.
Hundreds of DNS programs—
all caches, all servers,
and all management tools—
need to be modified to
precompute and store signatures.

DNSSEC is pain for
administrators, far beyond a
simple upgrade.

DNSSEC hurts privacy.

DNSSEC hurts reliability.

DNSSEC aids denial of service.

Rethinking signatures

Conventional wisdom:
DNSSEC's precomputation,
sacrificing security while
creating severe usability problems,
is necessary for speed.

Can we achieve adequate speed
without precomputation?
Let's change the design.

1. Add encryption.

Want to protect against sabotage
and against espionage.

So use public-key signatures
and public-key encryption.

computation impact summary:

SEC is pain for implementors.

Needs of DNS programs—

names, all servers,

management tools—

to be modified to

compute and store signatures.

SEC is pain for

administrators, far beyond a

upgrade.

SEC hurts privacy.

SEC hurts reliability.

SEC aids denial of service.

Rethinking signatures

Conventional wisdom:

DNSSEC's precomputation,

sacrificing security while

creating severe usability problems,

is necessary for speed.

Can we achieve adequate speed

without precomputation?

Let's change the design.

1. Add encryption.

Want to protect against sabotage

and against espionage.

So use public-key signatures

and public-key encryption.

2. Me

encrypt

“Public

against

in one

“Public

encrypt

No nee

partitic

an encr

an auth

Combin

impact summary:
for implementors.
S programs—
vers,
ment tools—
fied to
store signatures.
for
ar beyond a
rivity.
eliability.
nial of service.

Rethinking signatures

Conventional wisdom:
DNSSEC's precomputation,
sacrificing security while
creating severe usability problems,
is necessary for speed.

Can we achieve adequate speed
without precomputation?
Let's change the design.

1. Add encryption.

Want to protect against sabotage
and against espionage.
So use public-key signatures
and public-key encryption.

2. Merge signing and encryption.

“Public-key signing
and encryption” is even
in one step.

“Public-key authentication
and encryption” is even

No need to
partition the algorithm
into an encryption component
and an authentication component.
Combined algorithm

Summary:

mentors.

s—

—

atures.

a

vice.

Rethinking signatures

Conventional wisdom:

DNSSEC's precomputation, sacrificing security while creating severe usability problems, is necessary for speed.

Can we achieve adequate speed *without* precomputation?

Let's change the design.

1. Add encryption.

Want to protect against sabotage *and* against espionage.

So use public-key signatures *and* public-key encryption.

2. Merge signing with encryption.

“Public-key signcryption” protects against forgery and eavesdropping in one step.

“Public-key authenticated encryption” is even faster.

No need to partition the algorithms into an encryption component and an authentication component. Combined algorithms are faster.

Rethinking signatures

Conventional wisdom:

DNSSEC's precomputation, sacrificing security while creating severe usability problems, is necessary for speed.

Can we achieve adequate speed *without* precomputation?

Let's change the design.

1. Add encryption.

Want to protect against sabotage *and* against espionage.

So use public-key signatures *and* public-key encryption.

2. Merge signing with encryption.

“Public-key signcryption” protects against forgery and eavesdropping in one step.

“Public-key authenticated encryption” is even faster.

No need to partition the algorithms into an encryption component and an authentication component. Combined algorithms are faster.

making signatures

ventional wisdom:

EC's precomputation,

ing security while

g severe usability problems,

ssary for speed.

achieve adequate speed

precomputation?

change the design.

d encryption.

to protect against sabotage

against espionage.

public-key signatures

public-key encryption.

2. Merge signing with encryption.

“Public-key signcryption” protects against forgery and eavesdropping in one step.

“Public-key authenticated encryption” is even faster.

No need to

partition the algorithms into

an encryption component and

an authentication component.

Combined algorithms are faster.

3. Me across

It's silly

to auth

to the

“Hybrid

is much

Examp

generat

authcry

uses th

authen

atures

dom:

mputation,

ty while

sability problems,

peed.

adequate speed

putation?

design.

ion.

against sabotage

onage.

/ signatures

ncryption.

2. Merge signing with encryption.

“Public-key signcryption” protects against forgery and eavesdropping in one step.

“Public-key authenticated encryption” is even faster.

No need to partition the algorithms into an encryption component and an authentication component. Combined algorithms are faster.

3. Merge public across multiple

It’s silly for a sender to authcrypt two to the same recipient.

“Hybrid cryptogr is much faster.

Example: Sender generates a random authenticates the AES key uses the AES key to authenticate both

2. Merge signing with encryption.

“Public-key signcryption” protects against forgery and eavesdropping in one step.

“Public-key authenticated encryption” is even faster.

No need to partition the algorithms into an encryption component and an authentication component. Combined algorithms are faster.

3. Merge public-key operations across multiple messages

It’s silly for a sender to authcrypt two messages to the same recipient.

“Hybrid cryptography” is much faster.

Example: Sender generates a random AES key, authcrypts the AES key, uses the AES key to encrypt, and authenticates both messages.

2. Merge signing with encryption.

“Public-key signcryption” protects against forgery and eavesdropping in one step.

“Public-key authenticated encryption” is even faster.

No need to partition the algorithms into an encryption component and an authentication component. Combined algorithms are faster.

3. Merge public-key operations across multiple messages.

It’s silly for a sender to authcrypt two messages to the same recipient.

“Hybrid cryptography” is much faster.

Example: Sender generates a random AES key, authcrypts the AES key, uses the AES key to encrypt and authenticate both messages.

**Large signing with
operation.**

“Public-key signcrypt” protects
against forgery and eavesdropping
in one step.

“Public-key authenticated
encryption” is even faster.

Compared to
combining the algorithms into
a single encryption component and
authentication component.
Hybrid algorithms are faster.

3. Merge public-key operations across multiple messages.

It’s silly for a sender
to authcrypt two messages
to the same recipient.

“Hybrid cryptography”
is much faster.

Example: Sender
generates a random AES key,
authcrypts the AES key,
uses the AES key to encrypt and
authenticate both messages.

4. Cho

256-bit

using p

489069

new co

5355 cy

authen

6786 cy

a legiti

3465 cy

510-by

ing with

“hybrid cryptography” protects
and eavesdropping

authenticated
then faster.

algorithms into
component and
component.
algorithms are faster.

3. Merge public-key operations across multiple messages.

It’s silly for a sender
to authcrypt two messages
to the same recipient.

“Hybrid cryptography”
is much faster.

Example: Sender
generates a random AES key,
authcrypts the AES key,
uses the AES key to encrypt and
authenticate both messages.

4. Choose sensible

256-bit elliptic-curve
using public-domain

489069 Core 2 cy
new communicat

5355 cycles to en
authenticate a 51

6786 cycles to ve
a legitimate 510-

3465 cycles to re
510-byte message

3. Merge public-key operations across multiple messages.

It's silly for a sender to authcrypt two messages to the same recipient.

“Hybrid cryptography” is much faster.

Example: Sender generates a random AES key, authcrypts the AES key, uses the AES key to encrypt and authenticate both messages.

4. Choose sensible primitive

256-bit elliptic-curve crypto using public-domain software

489069 Core 2 cycles to handle new communication partner

5355 cycles to encrypt and authenticate a 510-byte message

6786 cycles to verify and decrypt a legitimate 510-byte message

3465 cycles to reject a forged 510-byte message.

3. Merge public-key operations across multiple messages.

It's silly for a sender to authcrypt two messages to the same recipient.

“Hybrid cryptography” is much faster.

Example: Sender generates a random AES key, authcrypts the AES key, uses the AES key to encrypt and authenticate both messages.

4. Choose sensible primitives.

256-bit elliptic-curve cryptography using public-domain software:

489069 Core 2 cycles to handle a new communication partner.

5355 cycles to encrypt and authenticate a 510-byte message.

6786 cycles to verify and decrypt a legitimate 510-byte message.

3465 cycles to reject a forged 510-byte message.

Large public-key operations
multiple messages.

Key for a sender

Encrypt two messages
same recipient.

“Hybrid cryptography”
is faster.

Example: Sender

Generates a random AES key,
Encrypts the AES key,

Uses the AES key to encrypt and
authenticate both messages.

4. Choose sensible primitives.

256-bit elliptic-curve cryptography
using public-domain software:

489069 Core 2 cycles to handle a
new communication partner.

5355 cycles to encrypt and
authenticate a 510-byte message.

6786 cycles to verify and decrypt
a legitimate 510-byte message.

3465 cycles to reject a forged
510-byte message.

A 2.5GHz

Q9300

Completes

This Core

Each cycle

2.5 billion

On this

this software

seconds

communication

and just

100000

100000

key operations
messages.

nder

messages

ient.

raphy”

om AES key,

ES key,

y to encrypt and

h messages.

4. Choose sensible primitives.

256-bit elliptic-curve cryptography
using public-domain software:

489069 Core 2 cycles to handle a
new communication partner.

5355 cycles to encrypt and
authenticate a 510-byte message.

6786 cycles to verify and decrypt
a legitimate 510-byte message.

3465 cycles to reject a forged
510-byte message.

A 2.5GHz Intel Core
Q9300 CPU costs
Complete computer

This CPU has 4
Each core carries
2.5 billion cycles,

On this computer
this software takes
seconds to handle
communication p
and just 12 seconds
10000000 incoming
10000000 outgoing

rations

s.

4. Choose sensible primitives.

256-bit elliptic-curve cryptography using public-domain software:

489069 Core 2 cycles to handle a new communication partner.

5355 cycles to encrypt and authenticate a 510-byte message.

6786 cycles to verify and decrypt a legitimate 510-byte message.

3465 cycles to reject a forged 510-byte message.

ey,

ot and

s.

A 2.5GHz Intel Core 2 Quad Q9300 CPU costs \$225.
Complete computer: \$400.

This CPU has 4 cores.
Each core carries out
2.5 billion cycles/second.

On this computer,
this software takes just 49
seconds to handle 1000000
communication partners,
and just 12 seconds to handle
10000000 incoming packets
10000000 outgoing packets

4. Choose sensible primitives.

256-bit elliptic-curve cryptography using public-domain software:

489069 Core 2 cycles to handle a new communication partner.

5355 cycles to encrypt and authenticate a 510-byte message.

6786 cycles to verify and decrypt a legitimate 510-byte message.

3465 cycles to reject a forged 510-byte message.

A 2.5GHz Intel Core 2 Quad Q9300 CPU costs \$225.

Complete computer: \$400.

This CPU has 4 cores.

Each core carries out 2.5 billion cycles/second.

On this computer, this software takes just 49 seconds to handle 1000000 new communication partners, and just 12 seconds to handle 10000000 incoming packets *and* 10000000 outgoing packets.

Use sensible primitives.

Use elliptic-curve cryptography
and public-domain software:

• Core 2 cycles to handle a
communication partner.

• 100 cycles to encrypt and
authenticate a 510-byte message.

• 100 cycles to verify and decrypt
a 510-byte message.

• 100 cycles to reject a forged
message.

A 2.5GHz Intel Core 2 Quad
Q9300 CPU costs \$225.
Complete computer: \$400.

This CPU has 4 cores.
Each core carries out
2.5 billion cycles/second.

On this computer,
this software takes just 49
seconds to handle 1000000 new
communication partners,
and just 12 seconds to handle
10000000 incoming packets *and*
10000000 outgoing packets.

VeriSign
>\$1000
Internet

In a typical
together
from 5

ible primitives.

urve cryptography
ain software:

ycles to handle a
ion partner.

ncrypt and
10-byte message.

erify and decrypt
byte message.

ject a forged
e.

A 2.5GHz Intel Core 2 Quad
Q9300 CPU costs \$225.
Complete computer: \$400.

This CPU has 4 cores.
Each core carries out
2.5 billion cycles/second.

On this computer,
this software takes just 49
seconds to handle 1000000 new
communication partners,
and just 12 seconds to handle
10000000 incoming packets *and*
10000000 outgoing packets.

VeriSign is spend
>\$1000000000 to
Internet's .com D

In a typical day,
together handle 3
from 5 million cli

tives.

ography
are:

andle a
er.

essage.

ecrypt
age.

ged

A 2.5GHz Intel Core 2 Quad
Q9300 CPU costs \$225.
Complete computer: \$400.

This CPU has 4 cores.
Each core carries out
2.5 billion cycles/second.

On this computer,
this software takes just 49
seconds to handle 1000000 new
communication partners,
and just 12 seconds to handle
10000000 incoming packets *and*
10000000 outgoing packets.

VeriSign is spending
>\$1000000000 to upgrade t
Internet's .com DNS serve

In a typical day, these serve
together handle 35 billion o
from 5 million clients.

A 2.5GHz Intel Core 2 Quad Q9300 CPU costs \$225.

Complete computer: \$400.

This CPU has 4 cores.

Each core carries out 2.5 billion cycles/second.

On this computer, this software takes just 49 seconds to handle 1000000 new communication partners, and just 12 seconds to handle 10000000 incoming packets *and* 10000000 outgoing packets.

VeriSign is spending >\$1000000000 to upgrade the Internet's .com DNS servers.

In a typical day, these servers together handle 35 billion queries from 5 million clients.

A 2.5GHz Intel Core 2 Quad Q9300 CPU costs \$225.

Complete computer: \$400.

This CPU has 4 cores.

Each core carries out 2.5 billion cycles/second.

On this computer, this software takes just 49 seconds to handle 1000000 new communication partners, and just 12 seconds to handle 10000000 incoming packets *and* 10000000 outgoing packets.

VeriSign is spending >\$1000000000 to upgrade the Internet's .com DNS servers.

In a typical day, these servers together handle 35 billion queries from 5 million clients.

Total cryptographic cost: about half a day on a single \$400 computer with this software.

A 2.5GHz Intel Core 2 Quad Q9300 CPU costs \$225.
Complete computer: \$400.

This CPU has 4 cores.
Each core carries out
2.5 billion cycles/second.

On this computer,
this software takes just 49
seconds to handle 1000000 new
communication partners,
and just 12 seconds to handle
10000000 incoming packets *and*
10000000 outgoing packets.

VeriSign is spending
>\$1000000000 to upgrade the
Internet's .com DNS servers.

In a typical day, these servers
together handle 35 billion queries
from 5 million clients.

Total cryptographic cost:
about half a day on a single
\$400 computer with this software.

Verisign says that it wants to be
prepared for 4 trillion packets/day.
Cryptographic cost of
4 trillion partners/day with this
software: < 3000 computers.

3GHz Intel Core 2 Quad
CPU costs \$225.
Complete computer: \$400.

CPU has 4 cores.
Each core carries out
10 billion cycles/second.

On this computer,
the software takes just 49
microseconds to handle 1000000 new
communication partners,
and just 12 seconds to handle
1000000 incoming packets *and*
1000000 outgoing packets.

VeriSign is spending
>\$1000000000 to upgrade the
Internet's .com DNS servers.

In a typical day, these servers
together handle 35 billion queries
from 5 million clients.

Total cryptographic cost:
about half a day on a single
\$400 computer with this software.

Verisign says that it wants to be
prepared for 4 trillion packets/day.
Cryptographic cost of
4 trillion partners/day with this
software: < 3000 computers.

This so
“NaCl”
Crypto
within
(Comp
Engine

Core 2 Quad
s \$225.
ter: \$400.
cores.
out
/second.
r,
es just 49
e 1000000 new
partners,
nds to handle
ng packets *and*
ng packets.

VeriSign is spending
>\$1000000000 to upgrade the
Internet's .com DNS servers.
In a typical day, these servers
together handle 35 billion queries
from 5 million clients.
Total cryptographic cost:
about half a day on a single
\$400 computer with this software.
Verisign says that it wants to be
prepared for 4 trillion packets/day.
Cryptographic cost of
4 trillion partners/day with this
software: < 3000 computers.

This software is a
"NaCl" (Network
Cryptography lib
within the EU FP
(Computer Aided
Engineering) proj

VeriSign is spending
>\$1000000000 to upgrade the
Internet's .com DNS servers.

In a typical day, these servers
together handle 35 billion queries
from 5 million clients.

Total cryptographic cost:
about half a day on a single
\$400 computer with this software.

Verisign says that it wants to be
prepared for 4 trillion packets/day.
Cryptographic cost of
4 trillion partners/day with this
software: < 3000 computers.

This software is a new library
"NaCl" (Networking and
Cryptography library) deve
within the EU FP7 "CACE
(Computer Aided Cryptogr
Engineering) project.

VeriSign is spending
>\$100000000 to upgrade the
Internet's .com DNS servers.

In a typical day, these servers
together handle 35 billion queries
from 5 million clients.

Total cryptographic cost:
about half a day on a single
\$400 computer with this software.

Verisign says that it wants to be
prepared for 4 trillion packets/day.

Cryptographic cost of
4 trillion partners/day with this
software: < 3000 computers.

This software is a new library
“NaCl” (Networking and
Cryptography library) developed
within the EU FP7 “CACE”
(Computer Aided Cryptography
Engineering) project.

VeriSign is spending
>\$1000000000 to upgrade the
Internet's .com DNS servers.

In a typical day, these servers
together handle 35 billion queries
from 5 million clients.

Total cryptographic cost:
about half a day on a single
\$400 computer with this software.

Verisign says that it wants to be
prepared for 4 trillion packets/day.
Cryptographic cost of
4 trillion partners/day with this
software: < 3000 computers.

This software is a new library
“NaCl” (Networking and
Cryptography library) developed
within the EU FP7 “CACE”
(Computer Aided Cryptography
Engineering) project.

News: All parts of NaCl
needed for DNS are done!

VeriSign is spending
>\$100000000 to upgrade the
Internet's .com DNS servers.

In a typical day, these servers
together handle 35 billion queries
from 5 million clients.

Total cryptographic cost:
about half a day on a single
\$400 computer with this software.

Verisign says that it wants to be
prepared for 4 trillion packets/day.
Cryptographic cost of
4 trillion partners/day with this
software: < 3000 computers.

This software is a new library
“NaCl” (Networking and
Cryptography library) developed
within the EU FP7 “CACE”
(Computer Aided Cryptography
Engineering) project.

News: All parts of NaCl
needed for DNS are done!

Actually done three months ago.
Subsequent time has been QA.
This month QA will finish
and NaCl will be released.

VeriSign is spending
>\$100000000 to upgrade the
Internet's .com DNS servers.

In a typical day, these servers
together handle 35 billion queries
from 5 million clients.

Total cryptographic cost:
about half a day on a single
\$400 computer with this software.

Verisign says that it wants to be
prepared for 4 trillion packets/day.
Cryptographic cost of
4 trillion partners/day with this
software: < 3000 computers.

This software is a new library
“NaCl” (Networking and
Cryptography library) developed
within the EU FP7 “CACE”
(Computer Aided Cryptography
Engineering) project.

News: All parts of NaCl
needed for DNS are done!

Actually done three months ago.
Subsequent time has been QA.
This month QA will finish
and NaCl will be released.

Want to peek?

<http://nacl.cace-project.eu>

gn is spending
000000 to upgrade the
t's .com DNS servers.
ypical day, these servers
er handle 35 billion queries
million clients.
ryptographic cost:
half a day on a single
omputer with this software.
n says that it wants to be
ed for 4 trillion packets/day.
raphic cost of
on partners/day with this
re: < 3000 computers.

This software is a new library
“NaCl” (Networking and
Cryptography library) developed
within the EU FP7 “CACE”
(Computer Aided Cryptography
Engineering) project.

News: All parts of NaCl
needed for DNS are done!

Actually done three months ago.
Subsequent time has been QA.
This month QA will finish
and NaCl will be released.

Want to peek?

<http://nacl.cace-project.eu>

The DNS
DNSCu
to add
(RSA-1
DNSCu
and so
and av
to the
Despite
DNSCu
softwar
and ver
adminis

ling

upgrade the
DNS servers.

these servers
35 billion queries
clients.

hic cost:

on a single

with this software.

t it wants to be
million packets/day.

ost of

s/day with this

) computers.

This software is a new library
“NaCl” (Networking and
Cryptography library) developed
within the EU FP7 “CACE”
(Computer Aided Cryptography
Engineering) project.

News: All parts of NaCl
needed for DNS are done!

Actually done three months ago.
Subsequent time has been QA.
This month QA will finish
and NaCl will be released.

Want to peek?

<http://nacl.cace-project.eu>

The DNSCurve p

DNSCurve uses
to add heavy-duty
(RSA-1024 has 8
DNSCurve has 1
and some confide
and availability
to the Domain N

Despite all this s
DNSCurve is very
software authors
and very easy for
administrators to

This software is a new library
“NaCl” (Networking and
Cryptography library) developed
within the EU FP7 “CACE”
(Computer Aided Cryptography
Engineering) project.

News: All parts of NaCl
needed for DNS are done!

Actually done three months ago.
Subsequent time has been QA.
This month QA will finish
and NaCl will be released.

Want to peek?

<http://nacl.cace-project.eu>

The DNSCurve project

DNSCurve uses NaCl
to add heavy-duty integrity
(RSA-1024 has 80-bit security,
DNSCurve has 128-bit security
and some confidentiality
and availability
to the Domain Name System

Despite all this security,
DNSCurve is very easy for
software authors to implement
and very easy for
administrators to deploy.

This software is a new library “NaCl” (Networking and Cryptography library) developed within the EU FP7 “CACE” (Computer Aided Cryptography Engineering) project.

News: All parts of NaCl needed for DNS are done!

Actually done three months ago. Subsequent time has been QA. This month QA will finish and NaCl will be released.

Want to peek?

<http://nacl.cace-project.eu>

The DNSCurve project

DNSCurve uses NaCl to add heavy-duty integrity (RSA-1024 has 80-bit security; DNSCurve has 128-bit security) *and* some confidentiality *and* availability to the Domain Name System.

Despite all this security, DNSCurve is very easy for DNS software authors to implement and very easy for administrators to deploy.

software is a new library
(Networking and
graphy library) developed
the EU FP7 “CACE”
uter Aided Cryptography
ering) project.

All parts of NaCl
for DNS are done!
y done three months ago.
uent time has been QA.
onth QA will finish
aCl will be released.

to peek?

[//nacl.cace-project.eu](http://nacl.cace-project.eu)

The DNSCurve project

DNSCurve uses NaCl
to add heavy-duty integrity
(RSA-1024 has 80-bit security;
DNSCurve has 128-bit security)
and some confidentiality
and availability
to the Domain Name System.

Despite all this security,
DNSCurve is very easy for DNS
software authors to implement
and very easy for
administrators to deploy.

Admini
the 1se
to supp
or insta
alongsi
Admini
change
does *no*
does *no*
for upc
does *no*

a new library
king and
rary) developed
P7 "CACE"
d Cryptography
ject.

of NaCl
are done!

ree months ago.
has been QA.
will finish
released.

dnscurve-project.eu

The DNSCurve project

DNSCurve uses NaCl
to add heavy-duty integrity
(RSA-1024 has 80-bit security;
DNSCurve has 128-bit security)
and some confidentiality
and availability
to the Domain Name System.

Despite all this security,
DNSCurve is very easy for DNS
software authors to implement
and very easy for
administrators to deploy.

Administrator ha
the 1sec.be serv
to support DNSC
or install a DNSC
alongside the ser

Administrator do
change database
does *not* need to
does *not* need ne
for updating DNS
does *not* risk DN

The DNSCurve project

DNSCurve uses NaCl to add heavy-duty integrity (RSA-1024 has 80-bit security; DNSCurve has 128-bit security) *and* some confidentiality *and* availability to the Domain Name System.

Despite all this security, DNSCurve is very easy for DNS software authors to implement and very easy for administrators to deploy.

Administrator has to change the `1sec.be` server to support DNSCurve, *or* install a DNSCurve forwarder alongside the server.

Administrator does *not* need to change database software, does *not* need to store signatures, does *not* need new procedures for updating DNS records, does *not* risk DNSSEC suicide.

The DNSCurve project

DNSCurve uses NaCl to add heavy-duty integrity (RSA-1024 has 80-bit security; DNSCurve has 128-bit security) *and* some confidentiality *and* availability to the Domain Name System.

Despite all this security, DNSCurve is very easy for DNS software authors to implement and very easy for administrators to deploy.

Administrator has to change the `1sec.be` server to support DNSCurve, *or* install a DNSCurve forwarder alongside the server.

Administrator does *not* need to change database software, does *not* need to store signatures, does *not* need new procedures for updating DNS records, and does *not* risk DNSSEC suicide.

DNSECurve project

DNSECurve uses NaCl

heavy-duty integrity

SHA-256 (SHA-1024 has 80-bit security;

DNSECurve has 128-bit security)

Some confidentiality

Availability

Domain Name System.

Get all this security,

DNSECurve is very easy for DNS

admins authors to implement

Very easy for

Administrators to deploy.

Administrator has to change

the lsec.be server

to support DNSECurve,

or install a DNSECurve forwarder

alongside the server.

Administrator does *not* need to

change database software,

does *not* need to store signatures,

does *not* need new procedures

for updating DNS records, and

does *not* risk DNSSEC suicide.

Admini

server

to a se

the DN

The .b

and da

and we

already

lsec.b

by the

project
NaCl
y integrity
30-bit security;
28-bit security)
entiality
ame System.
ecurity,
y easy for DNS
to implement
o deploy.

Administrator has to change
the 1sec.be server
to support DNSCurve,
or install a DNSCurve forwarder
alongside the server.

Administrator does *not* need to
change database software,
does *not* need to store signatures,
does *not* need new procedures
for updating DNS records, and
does *not* risk DNSSEC suicide.

Administrator ch
server name such
to a server name
the DNSCurve p
The .be server
and database sof
and web interfac
already support
1sec.be server r
by the 1sec.be

urity;
urity)

em.

DNS
ment

Administrator has to change the `lsec.be` server to support DNSCurve, *or* install a DNSCurve forwarder alongside the server.

Administrator does *not* need to change database software, does *not* need to store signatures, does *not* need new procedures for updating DNS records, and does *not* risk DNSSEC suicide.

Administrator changes server name such as `ns2` to a server name that encodes the DNSCurve public key.

The `.be` server and database software and web interface already support `lsec.be` server names selected by the `lsec.be` administrator.

Administrator has to change the `1sec.be` server to support DNSCurve, *or* install a DNSCurve forwarder alongside the server.

Administrator does *not* need to change database software, does *not* need to store signatures, does *not* need new procedures for updating DNS records, and does *not* risk DNSSEC suicide.

Administrator changes server name such as `ns2` to a server name that encodes the DNSCurve public key.

The `.be` server and database software and web interface already support `1sec.be` server names selected by the `1sec.be` administrator!

Administrator has to change
1sec.be server
support DNSCurve,
install a DNSCurve forwarder
on the server.

Administrator does *not* need to
install database software,
does *not* need to store signatures,
does *not* need new procedures
for rotating DNS records, and
does *not* risk DNSSEC suicide.

Administrator changes
server name such as ns2
to a server name that encodes
the DNSCurve public key.

The .be server
and database software
and web interface
already support
1sec.be server names selected
by the 1sec.be administrator!

Cache
to support
Cache
encode
Cache
DNS p
Cache
packets
No ext
Forged
very ef
Denial
much r

s to change
ver
Curve,
Curve forwarder
ver.

es *not* need to
software,
to store signatures,
ew procedures
S records, and
ISSEC suicide.

Administrator changes
server name such as ns2
to a server name that encodes
the DNSCurve public key.

The .be server
and database software
and web interface
already support
1sec.be server names selected
by the 1sec.be administrator!

Cache has to be
to support DNSCurve
Cache naturally s
encoded DNSCurve
Cache encrypts a
DNS packets sent
Cache verifies an
packets received
No extra packets
Forged packets a
very efficiently di
Denial of service
much more diffic

ge

warder

ed to

natures,

ures

and

side.

Administrator changes
server name such as ns2
to a server name that encodes
the DNSCurve public key.

The .be server
and database software
and web interface
already support
lsec.be server names selected
by the lsec.be administrator!

Cache has to be upgraded
to support DNSCurve.

Cache naturally sees the
encoded DNSCurve public
Cache encrypts and authenticates
DNS packets sent to that server.
Cache verifies and decrypts
packets received from that server.

No extra packets.
Forged packets are
very efficiently discarded.
Denial of service becomes
much more difficult.

Administrator changes
server name such as ns2
to a server name that encodes
the DNSCurve public key.

The .be server
and database software
and web interface
already support
1sec.be server names selected
by the 1sec.be administrator!

Cache has to be upgraded
to support DNSCurve.

Cache naturally sees the
encoded DNSCurve public key.
Cache encrypts and authenticates
DNS packets sent to that server.
Cache verifies and decrypts DNS
packets received from that server.

No extra packets.
Forged packets are
very efficiently discarded.
Denial of service becomes
much more difficult.

Administrator changes
name such as ns2
server name that encodes
DNSCurve public key.
be server
database software
web interface
support
be server names selected
1sec.be administrator!

Cache has to be upgraded
to support DNSCurve.

Cache naturally sees the
encoded DNSCurve public key.
Cache encrypts and authenticates
DNS packets sent to that server.
Cache verifies and decrypts DNS
packets received from that server.

No extra packets.

Forged packets are
very efficiently discarded.

Denial of service becomes
much more difficult.

Kamins
actually
does a
With D
that ca
a secur
ECC op
With 1
1 opera
100% C
before
packet'

anges
as ns2
that encodes
public key.

ftware
e

names selected
administrator!

Cache has to be upgraded
to support DNSCurve.

Cache naturally sees the
encoded DNSCurve public key.

Cache encrypts and authenticates
DNS packets sent to that server.
Cache verifies and decrypts DNS
packets received from that server.

No extra packets.

Forged packets are
very efficiently discarded.

Denial of service becomes
much more difficult.

Kaminsky, 2008.
actually that fast
does a crypto op
With DJB's sampl
that can do 15,0
a second can do
ECC operations p
With 1 operation
1 operation outb
100% CPU on 1/
before you've par
packet"

odes

Cache has to be upgraded to support DNSCurve.

Cache naturally sees the encoded DNSCurve public key.

Cache encrypts and authenticates DNS packets sent to that server.

Cache verifies and decrypts DNS packets received from that server.

No extra packets.

Forged packets are very efficiently discarded.

Denial of service becomes much more difficult.

ected
tor!

Kaminsky, 2008.12: "It's not actually that fast. . . . DNS does a crypto operation per packet. With DJB's sample code, a server that can do 15,000 DNS queries a second can do maybe 10,000 ECC operations per second. With 1 operation inbound and 1 operation outbound, that's 100% CPU on 1/3 the traffic *before you've parsed a single packet*"

Cache has to be upgraded to support DNSCurve.

Cache naturally sees the encoded DNSCurve public key.

Cache encrypts and authenticates DNS packets sent to that server.

Cache verifies and decrypts DNS packets received from that server.

No extra packets.

Forged packets are very efficiently discarded.

Denial of service becomes much more difficult.

Kaminsky, 2008.12: “It’s not actually that fast. . . . DNSCurve does a crypto operation per query. With DJB’s sample code, a laptop that can do 15,000 DNS queries a second can do maybe 10,000 ECC operations per second. With 1 operation inbound and 1 operation outbound, that’s 100% CPU on 1/3 the traffic *before you’ve parsed a single DNS packet*”

Cache has to be upgraded to support DNSCurve.

Cache naturally sees the encoded DNSCurve public key.

Cache encrypts and authenticates DNS packets sent to that server.

Cache verifies and decrypts DNS packets received from that server.

No extra packets.

Forged packets are very efficiently discarded.

Denial of service becomes much more difficult.

Kaminsky, 2008.12: “It’s not actually that fast. . . . DNSCurve does a crypto operation per query. With DJB’s sample code, a laptop that can do 15,000 DNS queries a second can do maybe 10,000 ECC operations per second.

With 1 operation inbound and 1 operation outbound, that’s 100% CPU on 1/3 the traffic *before you’ve parsed a single DNS packet*”

Wrong. There is only one ECC operation *per communication partner*, not per packet.

has to be upgraded
to support DNSCurve.

It naturally sees the
DNSCurve public key.
It encrypts and authenticates
packets sent to that server.
It verifies and decrypts DNS
packets received from that server.

Extra packets.

Extra packets are
efficiently discarded.

Quality of service becomes
more difficult.

Kaminsky, 2008.12: “It’s not
actually that fast. . . . DNSCurve
does a crypto operation per query.
With DJB’s sample code, a laptop
that can do 15,000 DNS queries
a second can do maybe 10,000
ECC operations per second.
With 1 operation inbound and
1 operation outbound, that’s
100% CPU on 1/3 the traffic
*before you’ve parsed a single DNS
packet*”

Wrong. There is only one ECC
operation *per communication
partner*, not per packet.

Kaminsky
End-to-end
means
100× i

upgraded
Curve.

sees the
curve public key.
and authenticates
it to that server.
and decrypts DNS
from that server.

.
re
scarded.
becomes
ult.

Kaminsky, 2008.12: “It’s not
actually that fast. . . . DNSCurve
does a crypto operation per query.
With DJB’s sample code, a laptop
that can do 15,000 DNS queries
a second can do maybe 10,000
ECC operations per second.
With 1 operation inbound and
1 operation outbound, that’s
100% CPU on 1/3 the traffic
*before you’ve parsed a single DNS
packet*”

Wrong. There is only one ECC
operation *per communication
partner*, not per packet.

Kaminsky, 2008.12:
End-to-end trust
means “abandon
100× increase in

key.
anticates
server.
s DNS
server.

Kaminsky, 2008.12: “It’s not actually that fast. . . . DNSCurve does a crypto operation per query. With DJB’s sample code, a laptop that can do 15,000 DNS queries a second can do maybe 10,000 ECC operations per second. With 1 operation inbound and 1 operation outbound, that’s 100% CPU on 1/3 the traffic *before you’ve parsed a single DNS packet*”

Wrong. There is only one ECC operation *per communication partner*, not per packet.

Kaminsky, 2008.12:
End-to-end trust with DNS means “abandoning caching”
100× increase in load.”

Kaminsky, 2008.12: “It’s not actually that fast. . . . DNSCurve does a crypto operation per query. With DJB’s sample code, a laptop that can do 15,000 DNS queries a second can do maybe 10,000 ECC operations per second. With 1 operation inbound and 1 operation outbound, that’s 100% CPU on 1/3 the traffic *before you’ve parsed a single DNS packet*”

Wrong. There is only one ECC operation *per communication partner*, not per packet.

Kaminsky, 2008.12:
End-to-end trust with DNSCurve means “abandoning caching . . . 100× increase in load.”

Kaminsky, 2008.12: “It’s not actually that fast. . . . DNSCurve does a crypto operation per query. With DJB’s sample code, a laptop that can do 15,000 DNS queries a second can do maybe 10,000 ECC operations per second. With 1 operation inbound and 1 operation outbound, that’s 100% CPU on 1/3 the traffic *before you’ve parsed a single DNS packet*”

Wrong. There is only one ECC operation *per communication partner*, not per packet.

Kaminsky, 2008.12:
End-to-end trust with DNSCurve means “abandoning caching . . . 100× increase in load.”

Wrong. Users *can* and *should* run caches on their own computers.

Security advantage: User running a DNSCurve cache is protected from intermediate ISP modifying the administrator’s DNS data.

Speed advantage: Per-user caches are actually *more* effective than a centralized ISP cache, *decreasing* DNS load.

Kaminsky, 2008.12: "It's not
y that fast. . . . DNSCurve
crypto operation per query.
OJB's sample code, a laptop
can do 15,000 DNS queries
and can do maybe 10,000
operations per second.

operation inbound and
ation outbound, that's
CPU on 1/3 the traffic
you've parsed a single DNS
,

. There is only one ECC
on *per communication*
, not per packet.

Kaminsky, 2008.12:
End-to-end trust with DNSCurve
means "abandoning caching . . .
100× increase in load."

Wrong. Users *can* and *should* run
caches on their own computers.

Security advantage: User running
a DNSCurve cache is protected
from intermediate ISP modifying
the administrator's DNS data.

Speed advantage: Per-user caches
are actually *more* effective
than a centralized ISP cache,
decreasing DNS load.

There
that D
and tha
DNSSE
compro
if admi
signatu
that ha

12: “It’s not
t. . . . DNSCurve
eration per query.
ple code, a laptop
00 DNS queries
maybe 10,000
per second.
n inbound and
ound, that’s
/3 the traffic
rsed a single DNS

only one ECC
mmunication
packet.

Kaminsky, 2008.12:

End-to-end trust with DNSCurve
means “abandoning caching . . .
100× increase in load.”

Wrong. Users *can* and *should* run
caches on their own computers.

Security advantage: User running
a DNSCurve cache is protected
from intermediate ISP modifying
the administrator’s DNS data.

Speed advantage: Per-user caches
are actually *more* effective
than a centralized ISP cache,
decreasing DNS load.

There *is* something
that DNSSEC ac
and that DNSCu
DNSSEC can pro
compromise of D
if administrator g
signatures on ano
that has not been

not
DNSCurve
er query.
a laptop
queries
,000
l.
and
t's
ffic
gle DNS
ECC
ion

Kaminsky, 2008.12:

End-to-end trust with DNSCurve means “abandoning caching . . . 100× increase in load.”

Wrong. Users *can* and *should* run caches on their own computers.

Security advantage: User running a DNSCurve cache is protected from intermediate ISP modifying the administrator’s DNS data.

Speed advantage: Per-user caches are actually *more* effective than a centralized ISP cache, *decreasing* DNS load.

There *is* something that DNSSEC accomplishes and that DNSCurve doesn’t. DNSSEC can protect against compromise of DNS server if administrator generates signatures on another machine that has not been compromised.

Kaminsky, 2008.12:

End-to-end trust with DNSCurve means “abandoning caching . . . 100× increase in load.”

Wrong. Users *can* and *should* run caches on their own computers.

Security advantage: User running a DNSCurve cache is protected from intermediate ISP modifying the administrator’s DNS data.

Speed advantage: Per-user caches are actually *more* effective than a centralized ISP cache, *decreasing* DNS load.

There *is* something that DNSSEC accomplishes and that DNSCurve doesn’t: DNSSEC can protect against compromise of DNS servers if administrator generates signatures on another machine that has not been compromised.

Kaminsky, 2008.12:

End-to-end trust with DNSCurve means “abandoning caching . . . 100× increase in load.”

Wrong. Users *can* and *should* run caches on their own computers.

Security advantage: User running a DNSCurve cache is protected from intermediate ISP modifying the administrator’s DNS data.

Speed advantage: Per-user caches are actually *more* effective than a centralized ISP cache, *decreasing* DNS load.

There *is* something that DNSSEC accomplishes and that DNSCurve doesn’t: DNSSEC can protect against compromise of DNS servers if administrator generates signatures on another machine that has not been compromised.

Analogy: HTTPSEC can protect against compromise of HTTP servers if administrator signs web pages on another machine. But does this justify the pain of DNSSEC+HTTPSEC?

sky, 2008.12:

-end trust with DNSCurve
“abandoning caching ...
increase in load.”

. Users *can* and *should* run
on their own computers.

y advantage: User running
Curve cache is protected
intermediate ISP modifying
administrator’s DNS data.

advantage: Per-user caches
ually *more* effective
centralized ISP cache,
ing DNS load.

There *is* something
that DNSSEC accomplishes
and that DNSCurve doesn’t:

DNSSEC can protect against
compromise of DNS servers
if administrator generates
signatures on another machine
that has not been compromised.

Analogy: HTTPSEC can protect
against compromise of HTTP
servers if administrator signs
web pages on another machine.
But does this justify the pain of
DNSSEC+HTTPSEC?

More in
See ht

12:

with DNSCurve
ing caching ...

load.”

n and *should* run
own computers.

ge: User running
he is protected
e ISP modifying
r’s DNS data.

e: Per-user caches
e effective
d ISP cache,
load.

There *is* something
that DNSSEC accomplishes
and that DNSCurve doesn’t:

DNSSEC can protect against
compromise of DNS servers
if administrator generates
signatures on another machine
that has not been compromised.

Analogy: HTTPSEC can protect
against compromise of HTTP
servers if administrator signs
web pages on another machine.
But does this justify the pain of
DNSSEC+HTTPSEC?

More information
See <http://dns>

Curve
g ...

ould run
uters.

unning
ected

difying
ata.

r caches

ne,

There *is* something
that DNSSEC accomplishes
and that DNSCurve doesn't:

DNSSEC can protect against
compromise of DNS servers
if administrator generates
signatures on another machine
that has not been compromised.

Analogy: HTTPSEC can protect
against compromise of HTTP
servers if administrator signs
web pages on another machine.
But does this justify the pain of
DNSSEC+HTTPSEC?

More information on DNSSEC
See <http://dnscurve.org>

There *is* something
that DNSSEC accomplishes
and that DNSCurve doesn't:

DNSSEC can protect against
compromise of DNS servers
if administrator generates
signatures on another machine
that has not been compromised.

Analogy: HTTPSEC can protect
against compromise of HTTP
servers if administrator signs
web pages on another machine.
But does this justify the pain of
DNSSEC+HTTPSEC?

More information on DNSCurve:
See <http://dnscurve.org>.

There *is* something
that DNSSEC accomplishes
and that DNSCurve doesn't:
DNSSEC can protect against
compromise of DNS servers
if administrator generates
signatures on another machine
that has not been compromised.

Analogy: HTTPSEC can protect
against compromise of HTTP
servers if administrator signs
web pages on another machine.
But does this justify the pain of
DNSSEC+HTTPSEC?

More information on DNSCurve:
See <http://dnscurve.org>.

Thinking beyond DNS:
Can every Internet packet
be protected in a similar way?

There *is* something that DNSSEC accomplishes and that DNSCurve doesn't: DNSSEC can protect against compromise of DNS servers if administrator generates signatures on another machine that has not been compromised.

Analogy: HTTPSEC can protect against compromise of HTTP servers if administrator signs web pages on another machine. But does this justify the pain of DNSSEC+HTTPSEC?

More information on DNSCurve:
See <http://dnscurve.org>.

Thinking beyond DNS:
Can every Internet packet be protected in a similar way?

Thinking beyond networking:
When people sacrifice security and usability for the sake of performance, are they really improving performance?

is something

DNSSEC accomplishes

that DNSCurve doesn't:

DNSSEC can protect against

compromise of DNS servers

if administrator generates

keys on another machine

and has not been compromised.

Question: HTTPSEC can protect

against compromise of HTTP

if administrator signs

keys on another machine.

Does this justify the pain of

DNSSEC+HTTPSEC?

More information on DNSCurve:

See <http://dnscurve.org>.

Thinking beyond DNS:

Can every Internet packet

be protected in a similar way?

Thinking beyond networking:

When people sacrifice security

and usability for the sake of

performance, are they really

improving performance?

ng
accomplishes
rve doesn't:
protect against
DNS servers
generates
other machine
n compromised.
SEC can protect
ise of HTTP
strator signs
other machine.
stify the pain of
PSEC?

More information on DNSCurve:
See <http://dnscurve.org>.

Thinking beyond DNS:
Can every Internet packet
be protected in a similar way?

Thinking beyond networking:
When people sacrifice security
and usability for the sake of
performance, are they really
improving performance?

More information on DNSCurve:

See <http://dnscurve.org>.

Thinking beyond DNS:

Can every Internet packet
be protected in a similar way?

Thinking beyond networking:

When people sacrifice security
and usability for the sake of
performance, are they really
improving performance?

More information on DNSCurve:

See <http://dnscurve.org>.

Thinking beyond DNS:

Can every Internet packet
be protected in a similar way?

Thinking beyond networking:

When people sacrifice security
and usability for the sake of
performance, are they really
improving performance?