Empirical DNS Padding Policy

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Cleartext DNS Traffic

Queries	Responses
alice?	alice:17
bob?	bob:25,96
charlie?	charlie:21
david?	david:14,22
charlie?	charlie:21
edward?	edward:58
frances?	frances:13

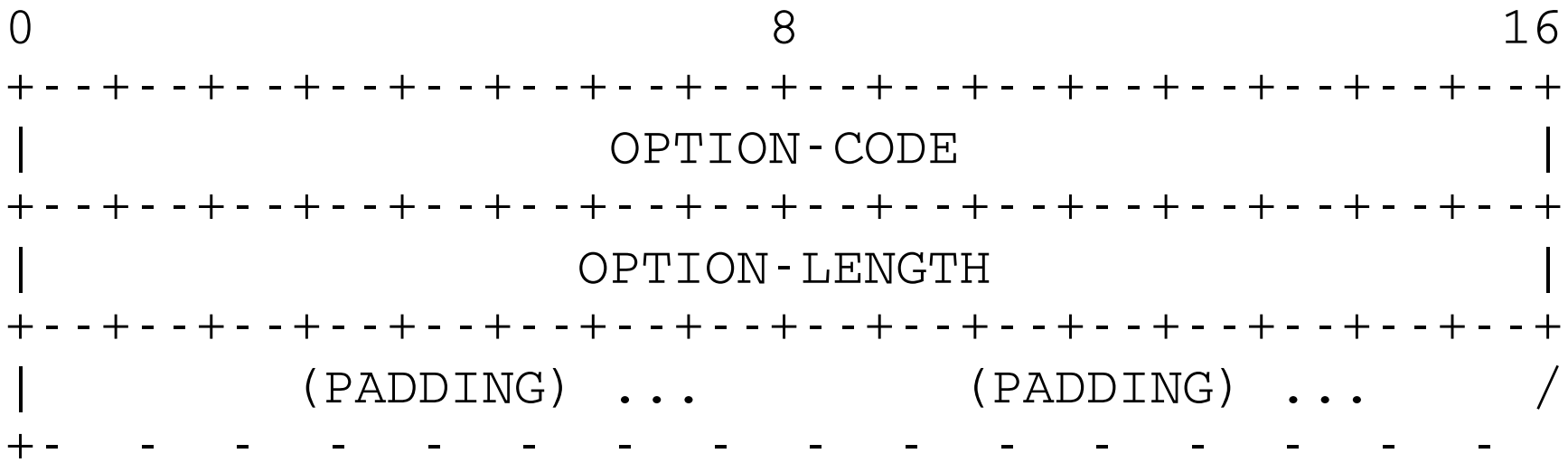
Confidential DNS Traffic

Queries	Responses
******	********
****	*********
********	**********
******	**********
********	**********
*******	*********
********	**********

Note: independent of encryption mechanism…

Padding Mechanism

- RFC 7830: EDNS(0) Padding Option
  - Alexander Mayrhofer, http://edns0-padding.org/



Possible Padding Policies

- No padding
- Random padding
- Pad to next closest multiple of some blocksize
- Pad to next closest power of some base
- Max out the MTU
- Pad to blocksize plus some random number of extra blocks
- ...

Bad or Impossible Padding Policies

- Pad a fixed (non-zero) amount
- Negative padding
- Pseudo-random padding
- Max out the DNS TCP message size
- ...

Padding Variations

- Should response padding take into account query padding?
- Minimum size to sweep up all small messages
- …

Measurements

- Bandwidth cost
  - Cost to defenders
  - Rough proxy for latency, delivery failure
- Followup cost
  - Cost to attacker
  - How many other Q/R pairs could be mixed in with a targeted Q/R pair?

β – Bandwidth cost

- Bandwidth cost
  - Cost to defenders
  - Rough proxy for latency, delivery failure
  - Add up padded sizes, normalize by unpadded cost

$$\beta = \frac{\sum_{x,\,y} (x+y) P_{x,y}}{\sum_{x,\,y} (x+y) U_{x,y}}$$

Φ – Followup cost

- Followup cost
  - Cost to attacker (passive monitor) interested in one particular Q/R pair.
  - Attacker sees only padded sizes.
  - How many other Q/R pairs could be mixed in with the target?

$$\phi = \frac{\sum_{i,j,x,y \mid T_{i,j \to x,y} > 0} \left(U_{i,j} P_{x,y} \right)}{N^2}$$

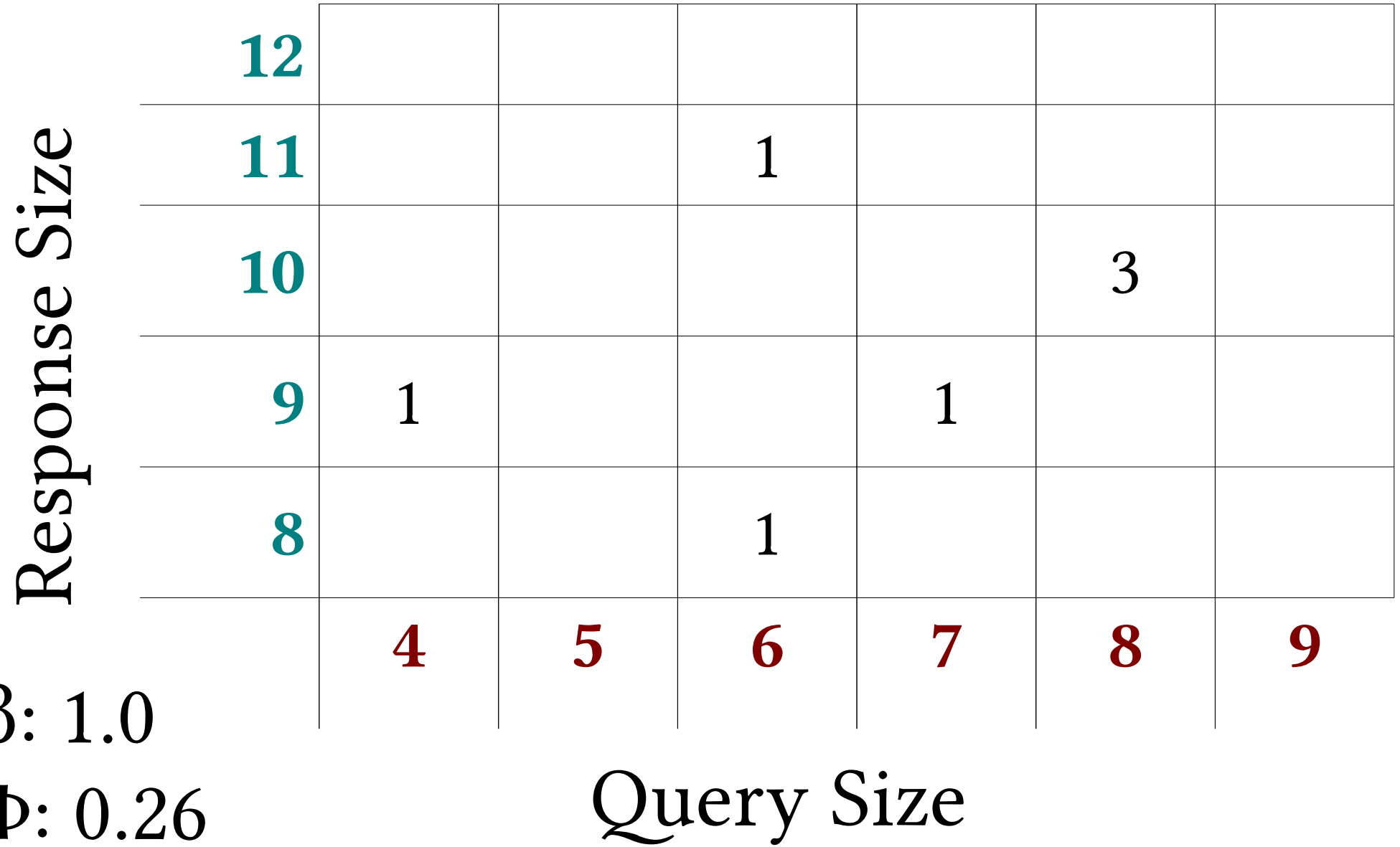
Confidential DNS Traffic

Queries	Responses
******	********
****	*********
********	**********
******	**********
********	**********
*******	*********
********	**********

DNS Traffic Sizes

Queries	Responses
6	8
4	9
8	10
6	11
8	10
7	9
8	10

DNS Q/R size counts unpadded

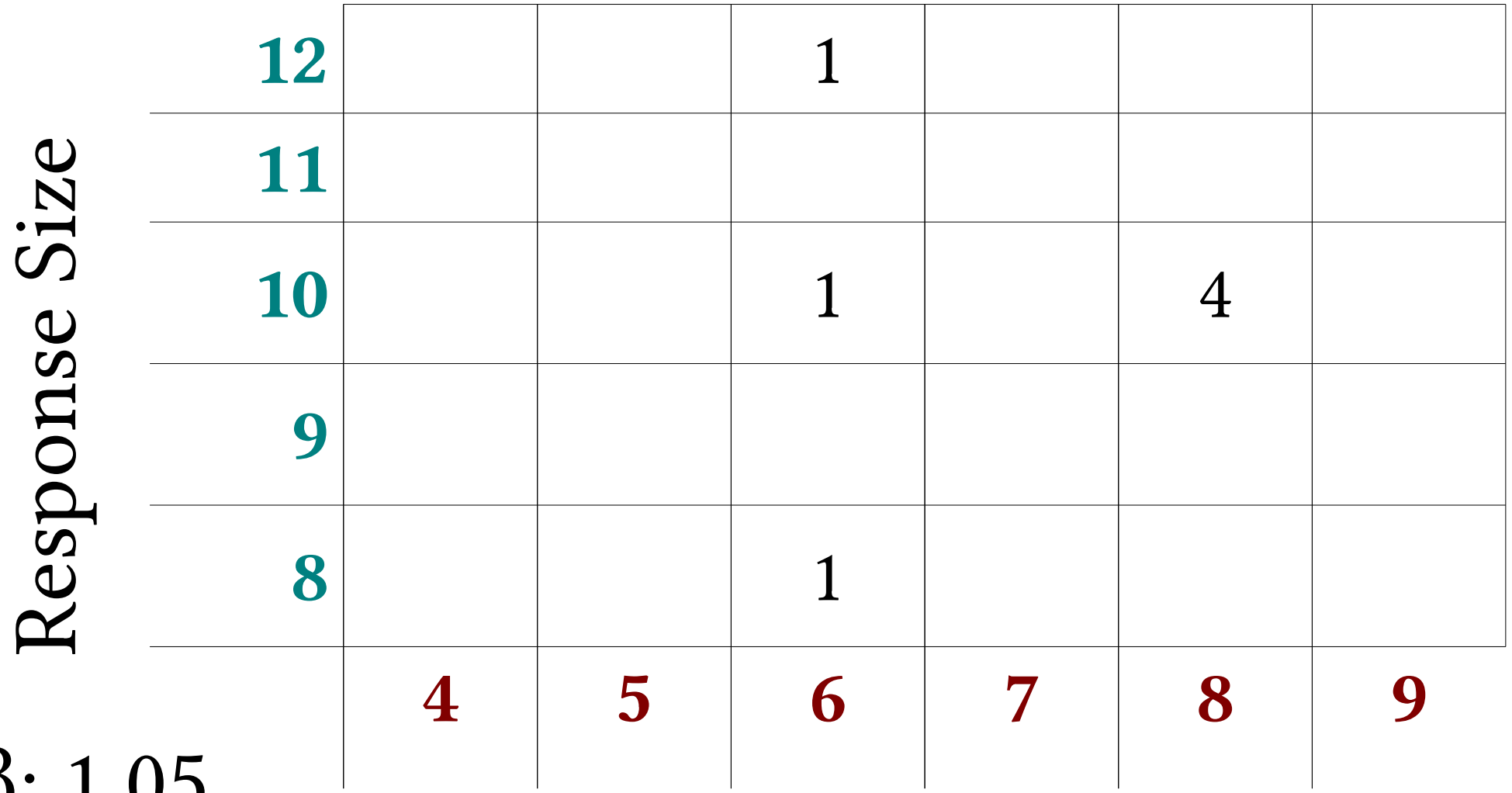


β: 1.0

Φ: 0.26

DNS Q/R size counts

`blk(2)`

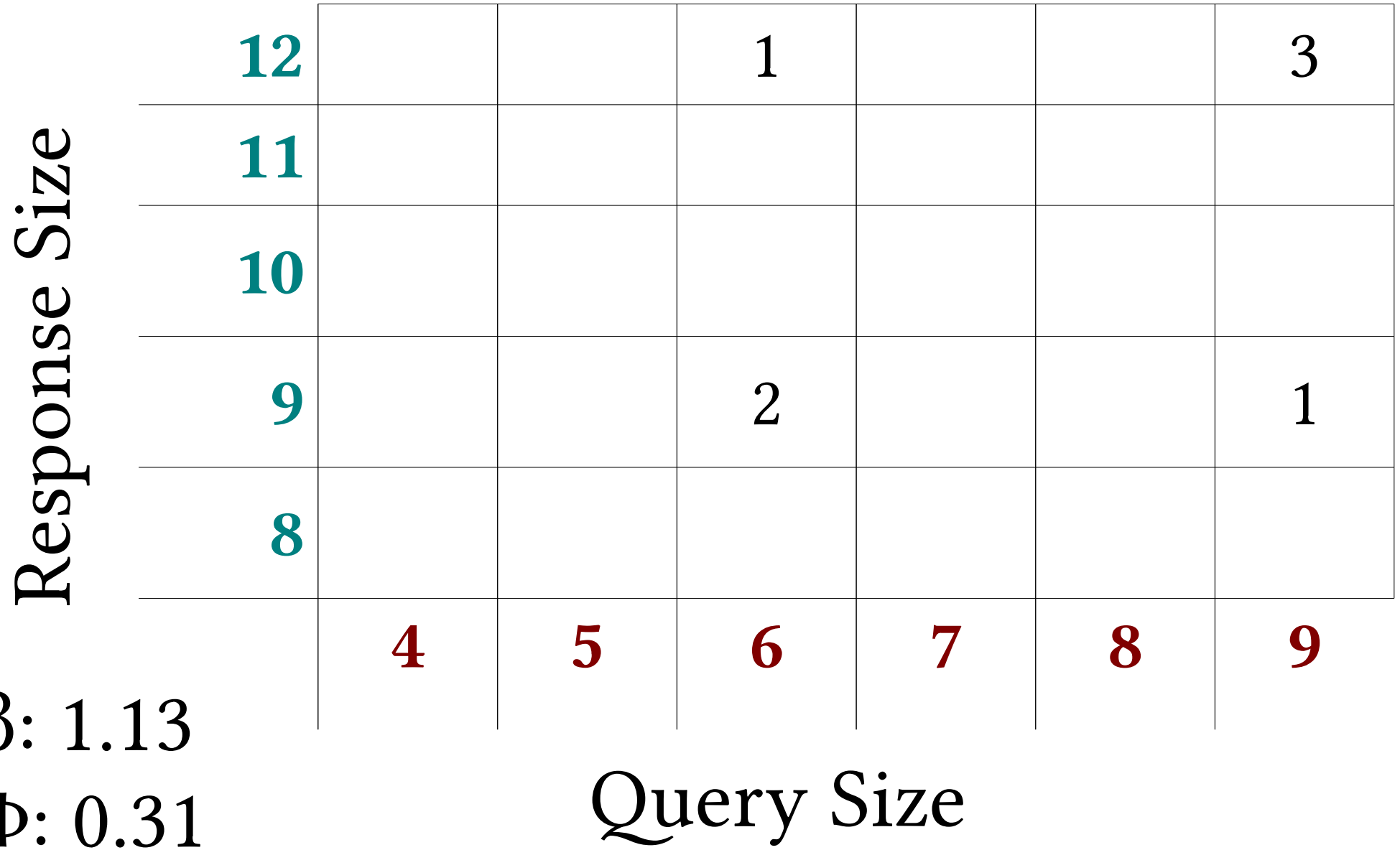


β: 1.05

Φ: 0.39

DNS Q/R size counts

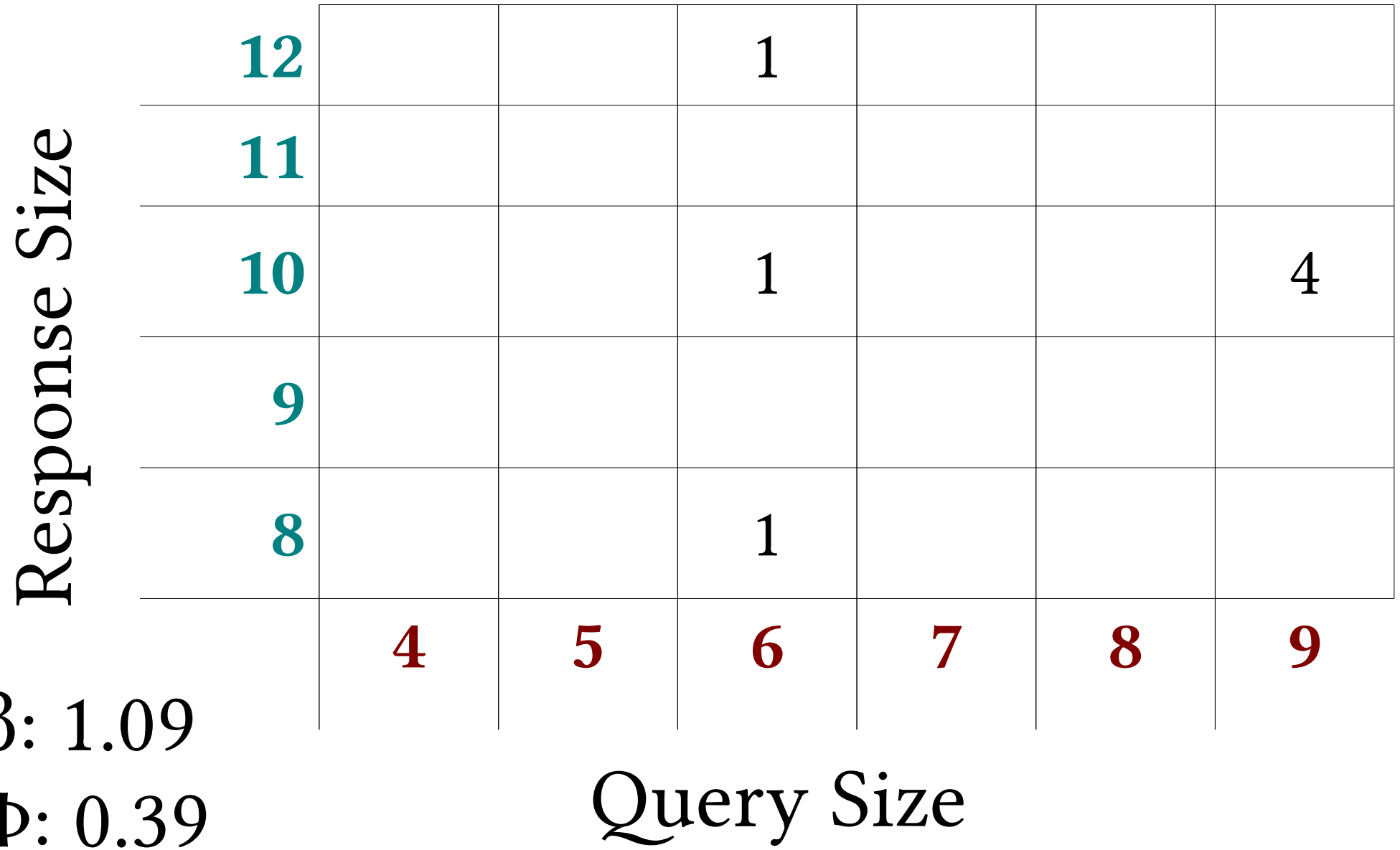
`blk(3)`



β: 1.13

Φ: 0.31

DNS Q/R size counts
`q:blk(3),r:blk(2)`

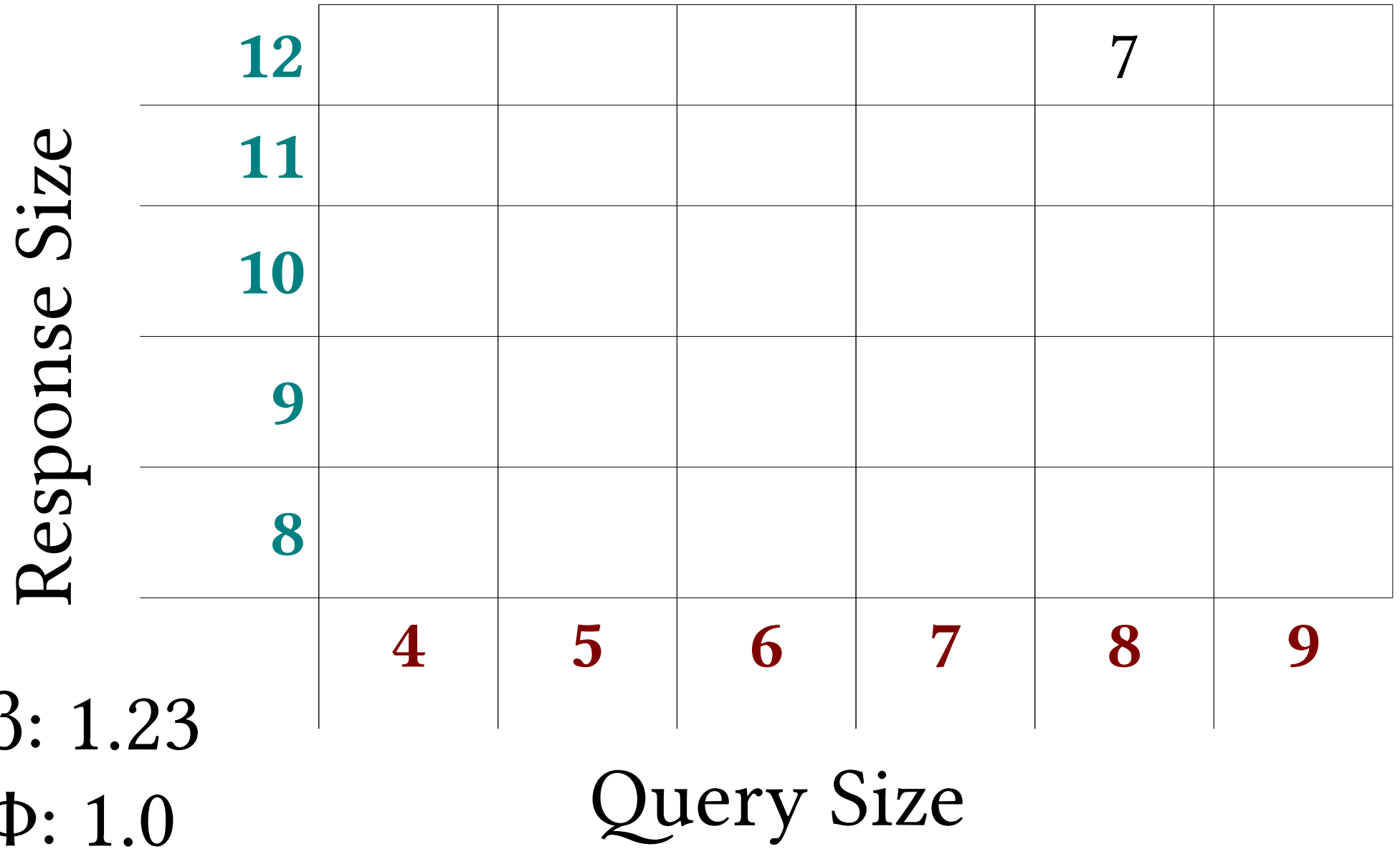


β: 1.09

Φ: 0.39

DNS Q/R size counts

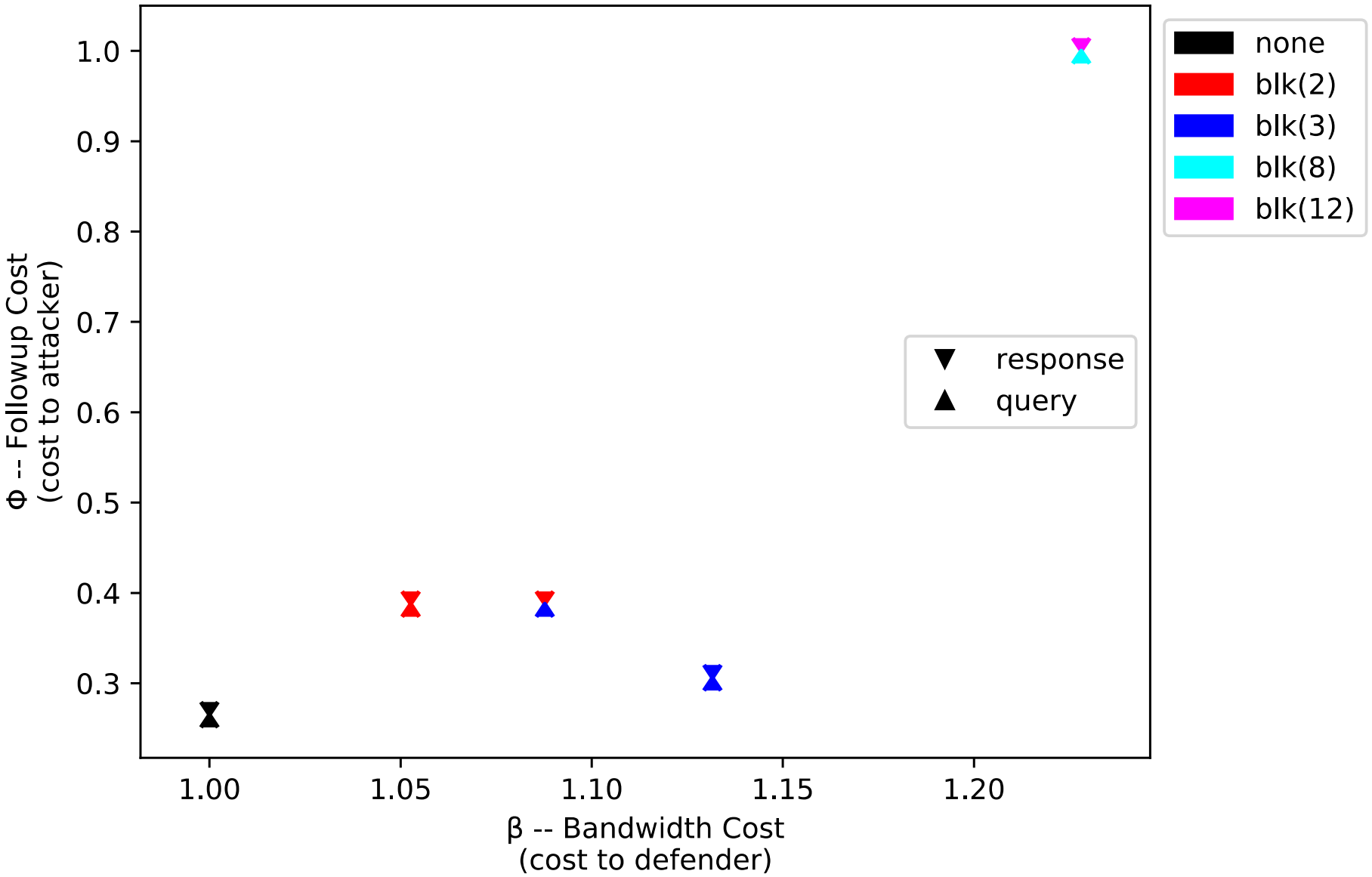
`q:blk(8),r:blk(12)`



β: 1.23

Φ: 1.0

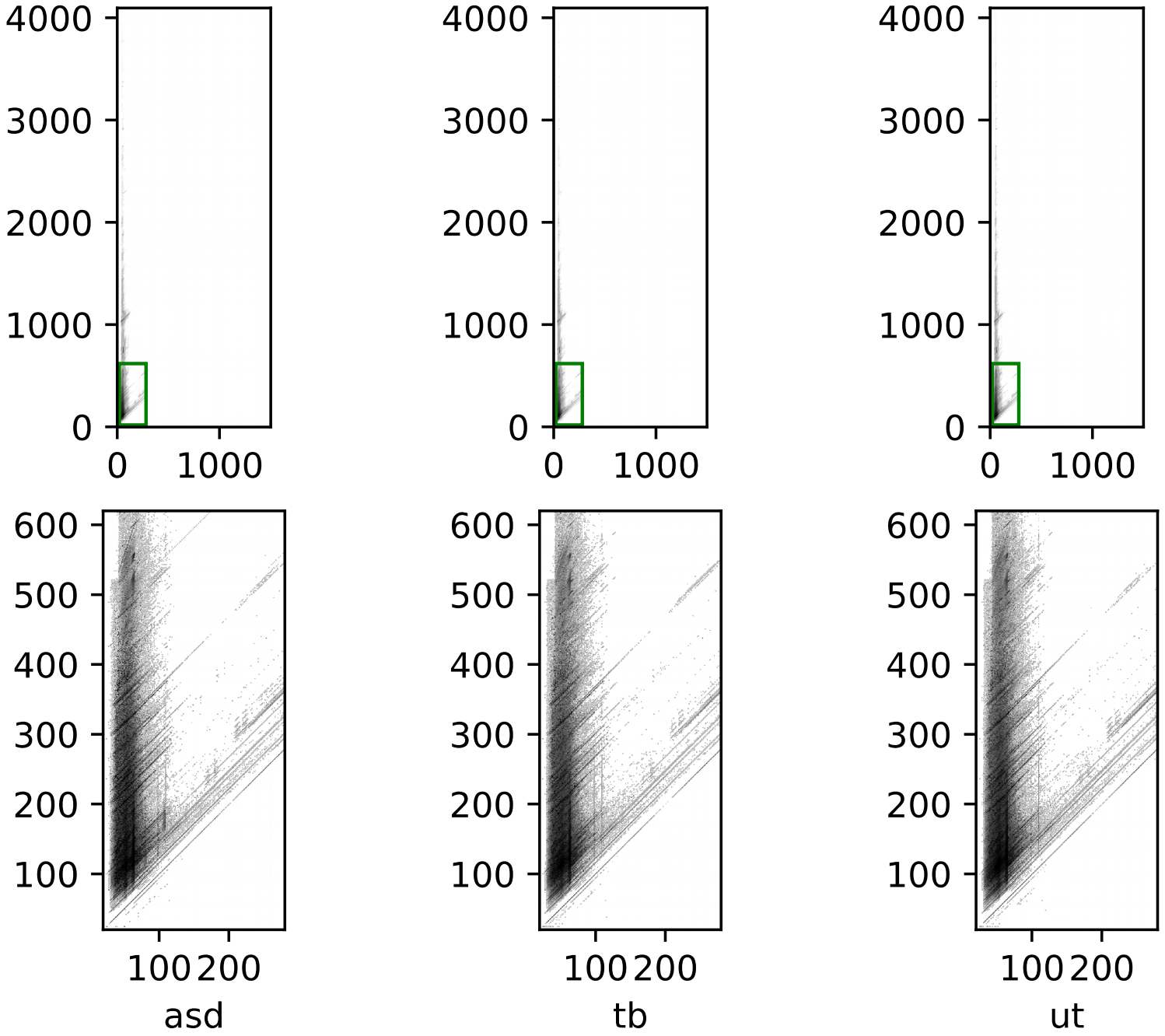
Padding Policy Evaluation (example)

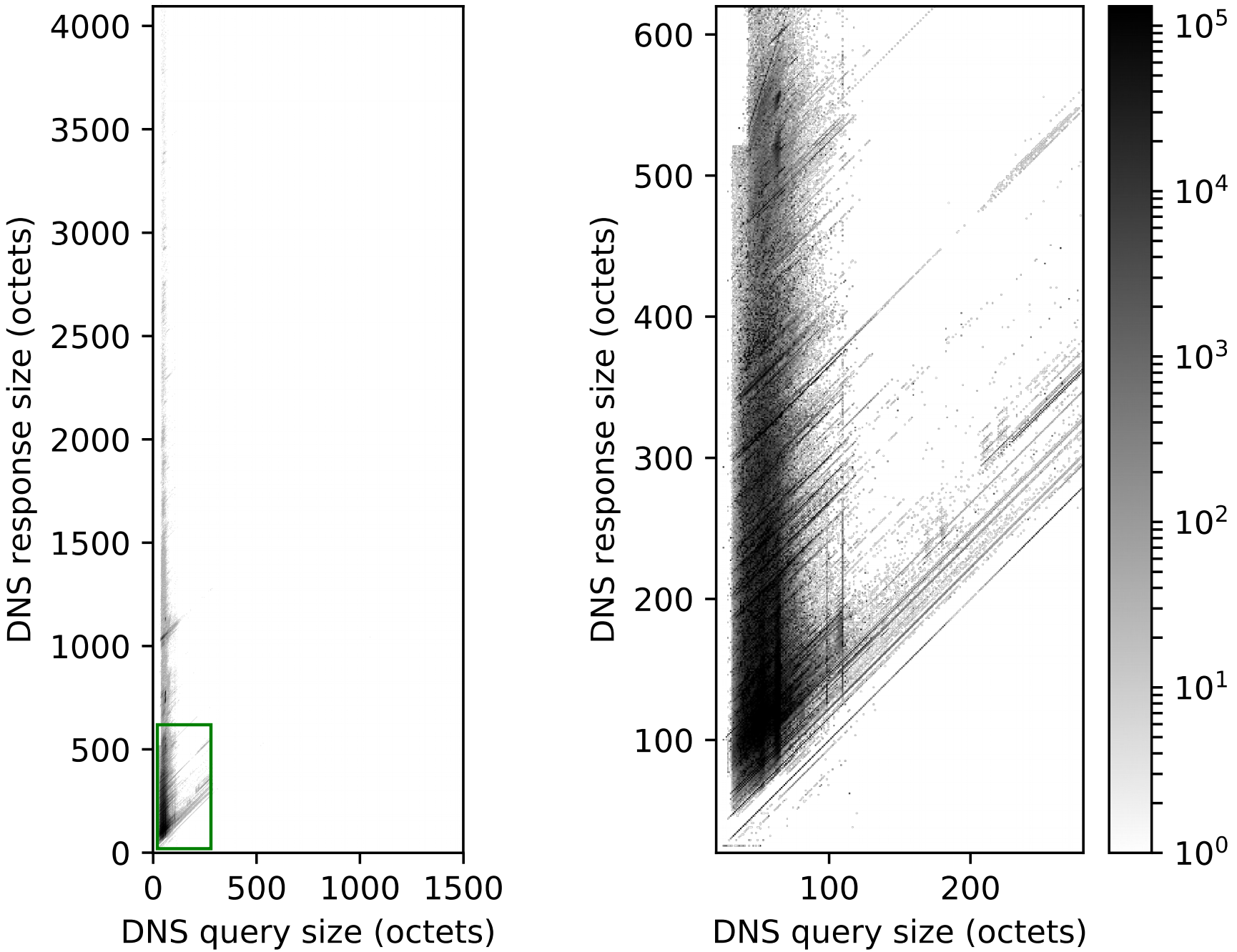


Data from the wild

- Cleartext DNS Query/Response pair counts by size
- Gathered from 3 different SurfNET recursive resolvers over the course of a week
  - https://github.com/SURFnet/eemo
- Thanks to Roland van Rijswijk-Deij!

DNS Query/Response size frequency over SurfNET locations

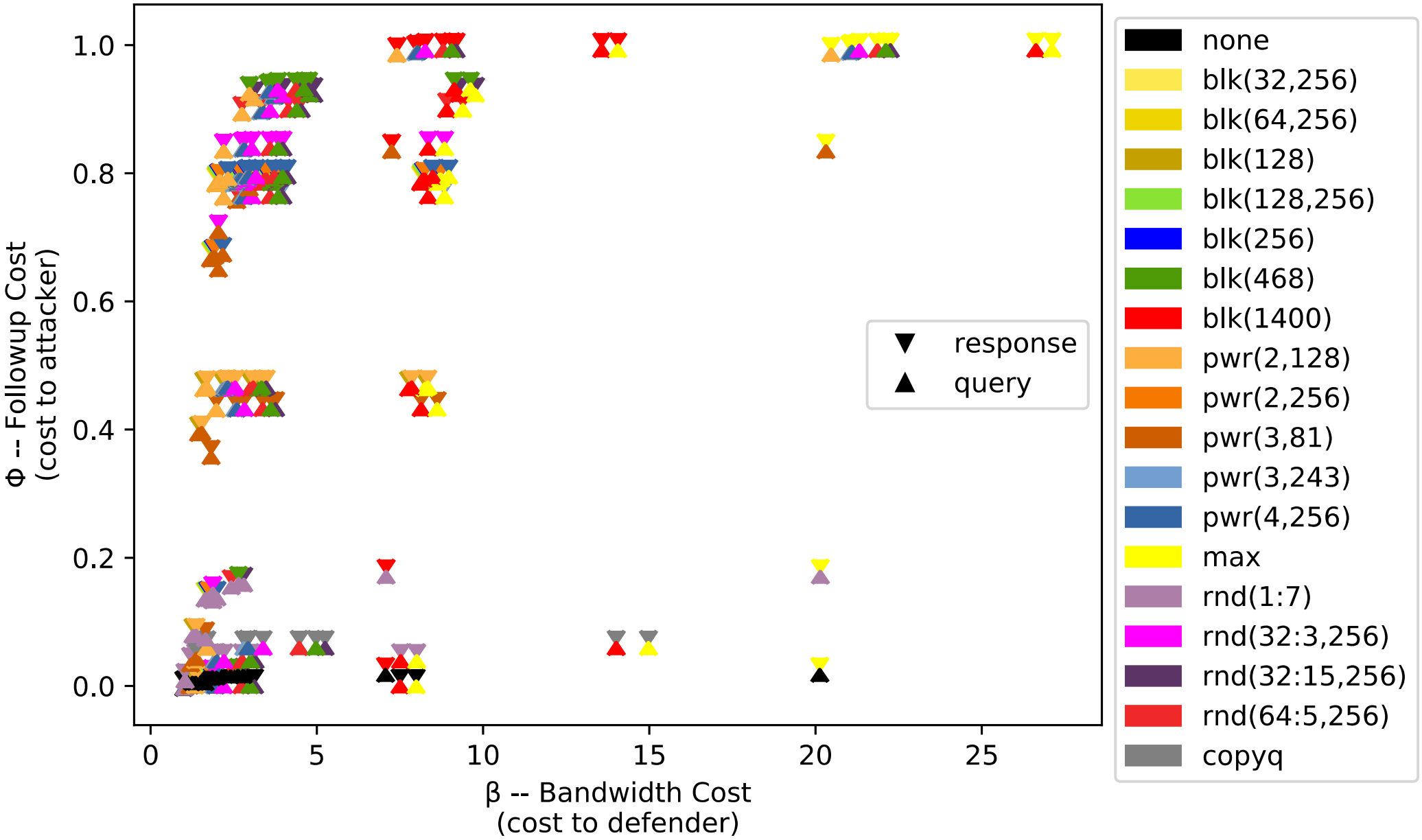



Aggregated DNS query/response sizes
DNS response size (octets)
DNS query size (octets)
0
500
1000
1500
2000
2500
3000
3500
4000
100
200
300
400
500
600
10^0
10^1
10^2
10^3
10^4
10^5

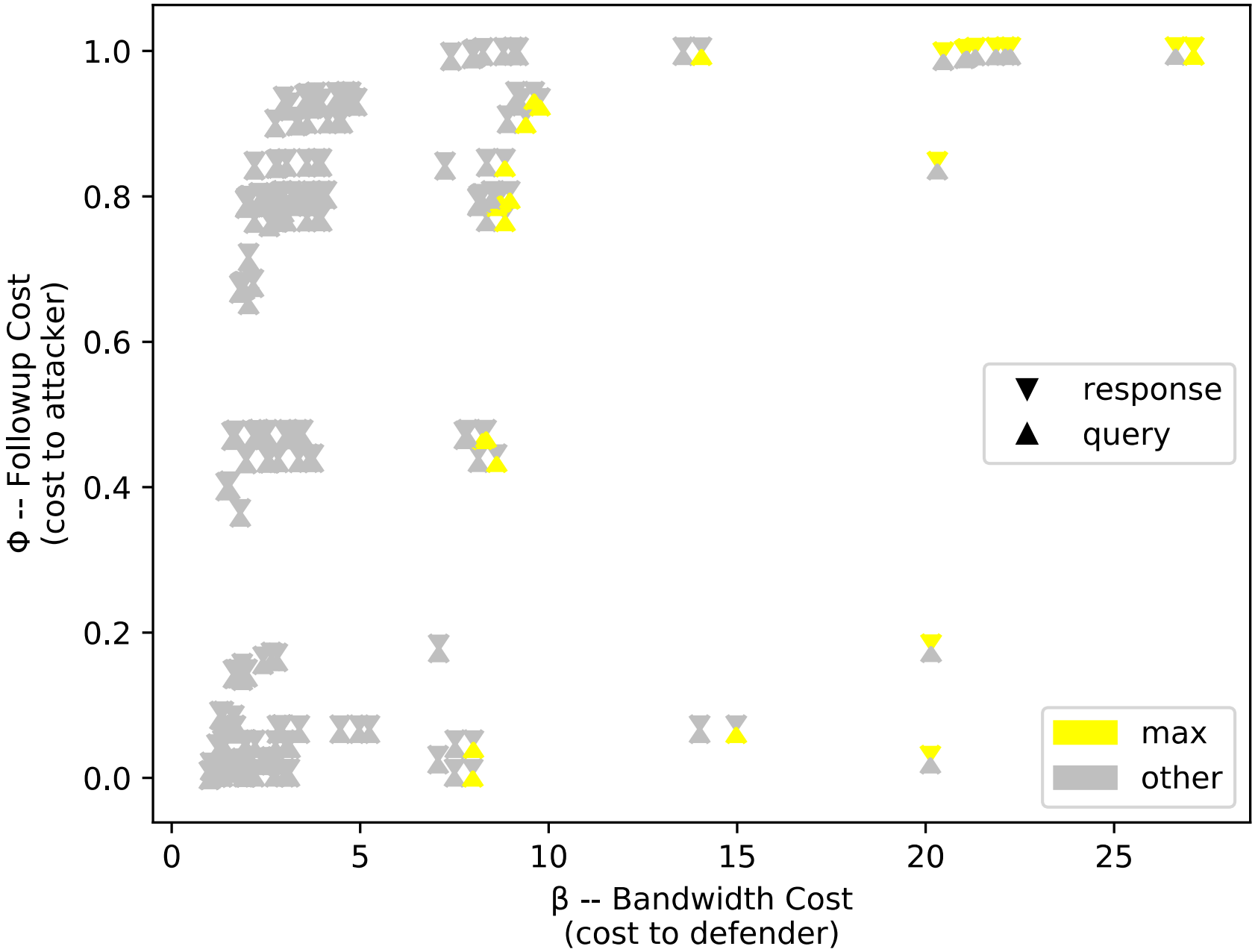
Padding Schemes

- **`blk(sz[,min])`** – pad to blocks of size **`sz`**, starting at **`min`**.
- **`pwr(b[,min])`** – pad to powers of base **`b`**, starting at **`min`**.
- **`max`** – pad queries to 1500, responses to 4096
- **`rnd(sz:blks[,min])`** – pad to blocks of size **`sz`**, starting at **`min`**, plus up to **`blks`** extra blocks (uniformly at random)
- **`copyq`** – pad responses by amount of query padding

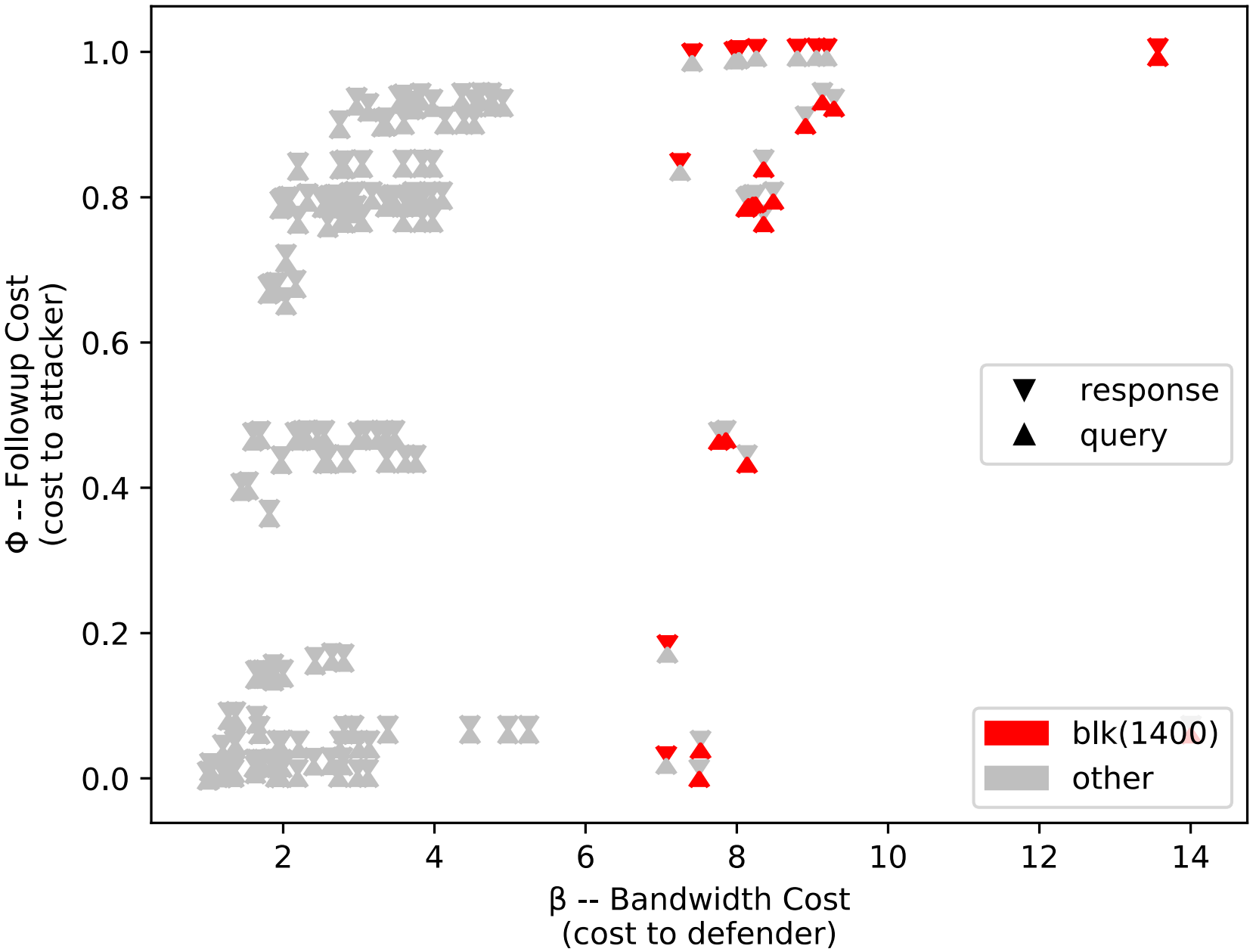
Combinations of all schemes



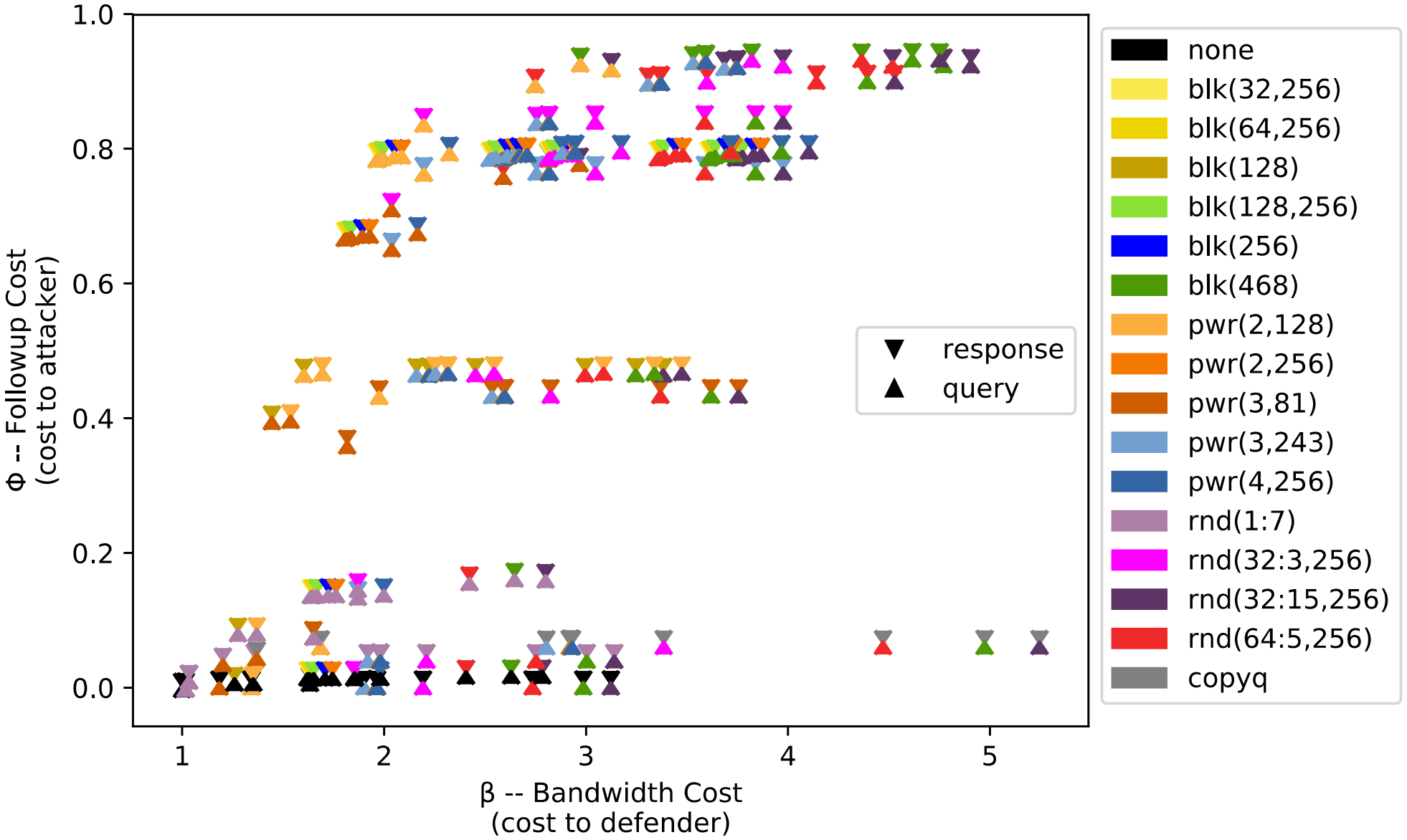
max is Wasteful



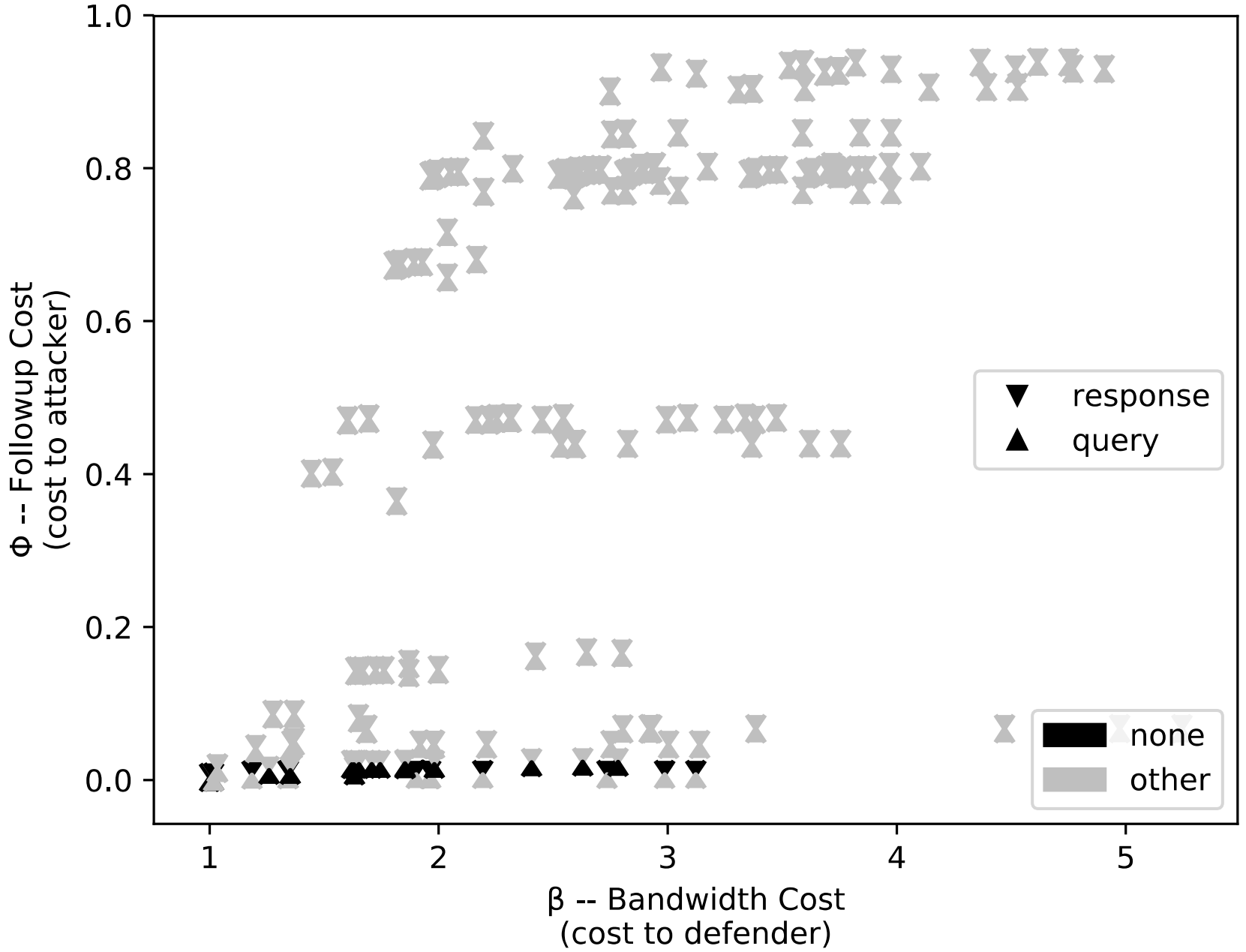
blk(1400) is Expensive



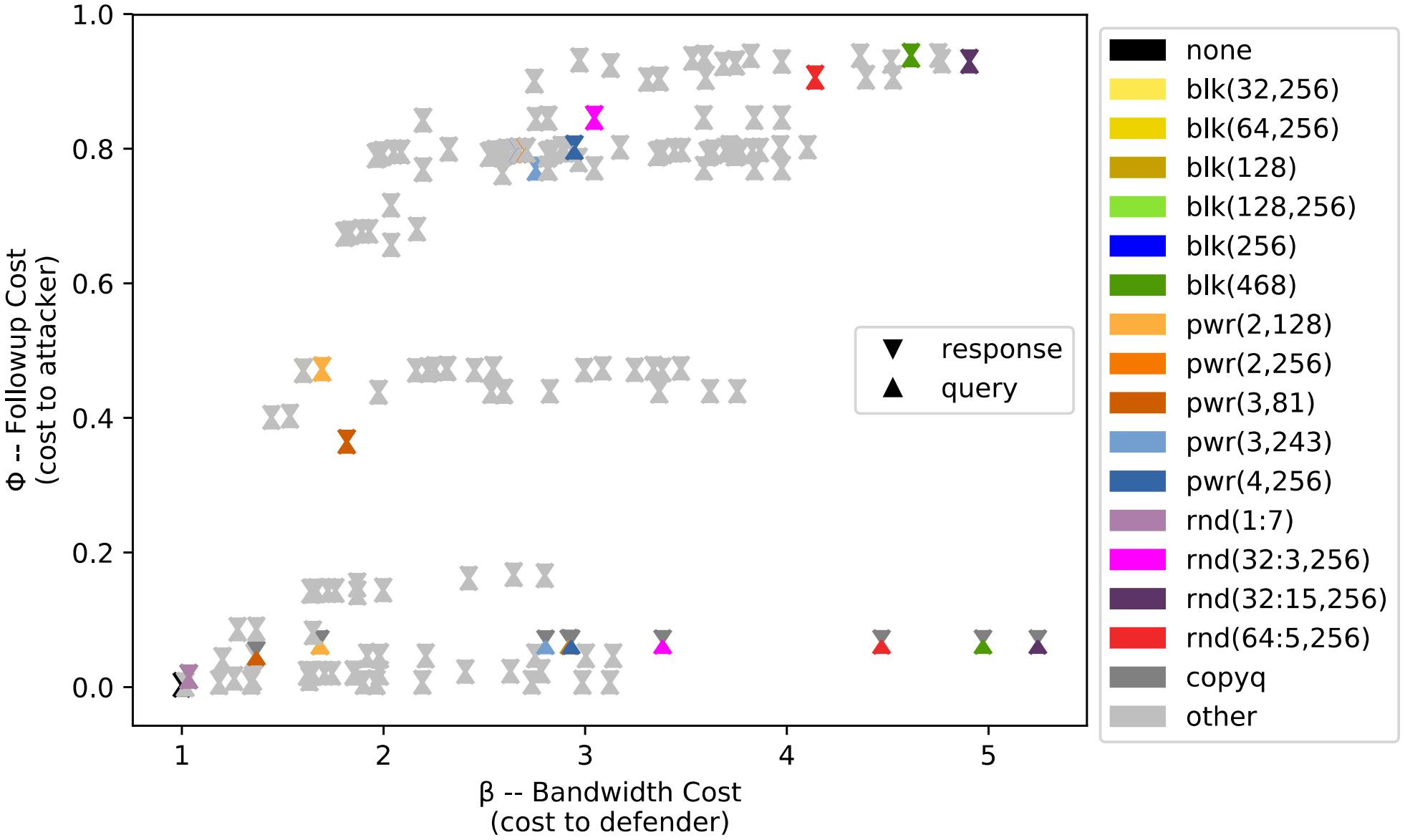
Into the Details



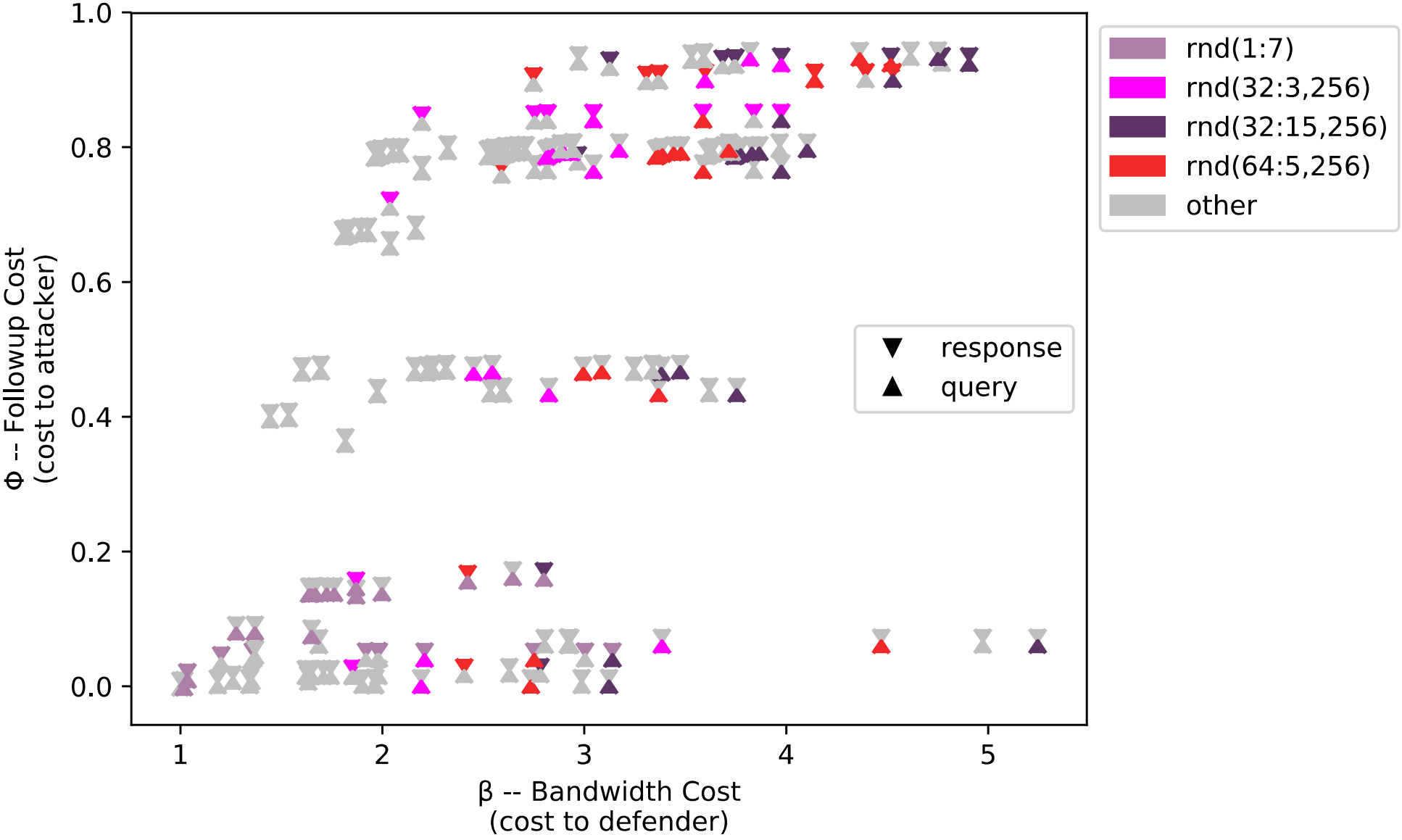
Both Sides Need To Pad



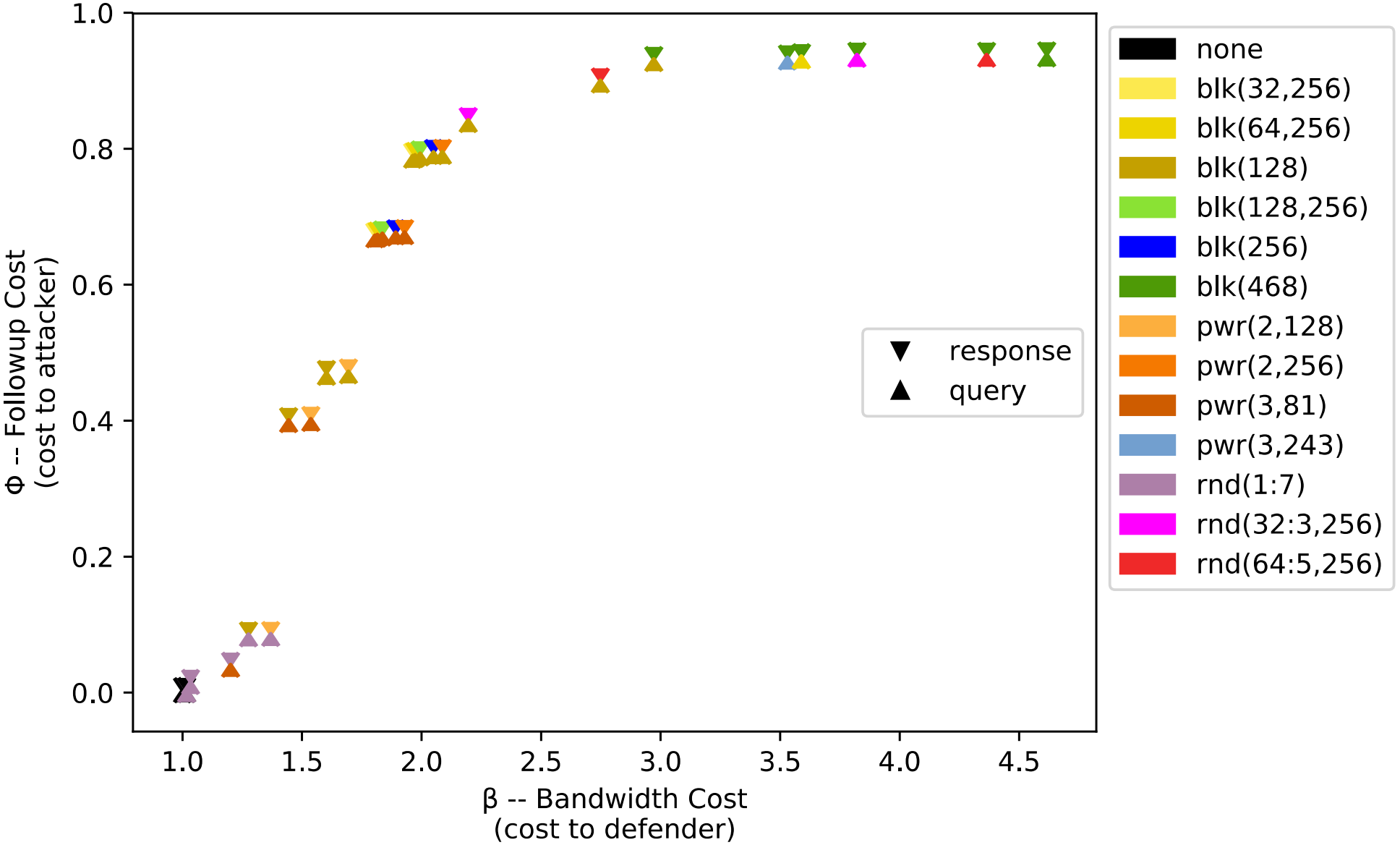
When the Same...



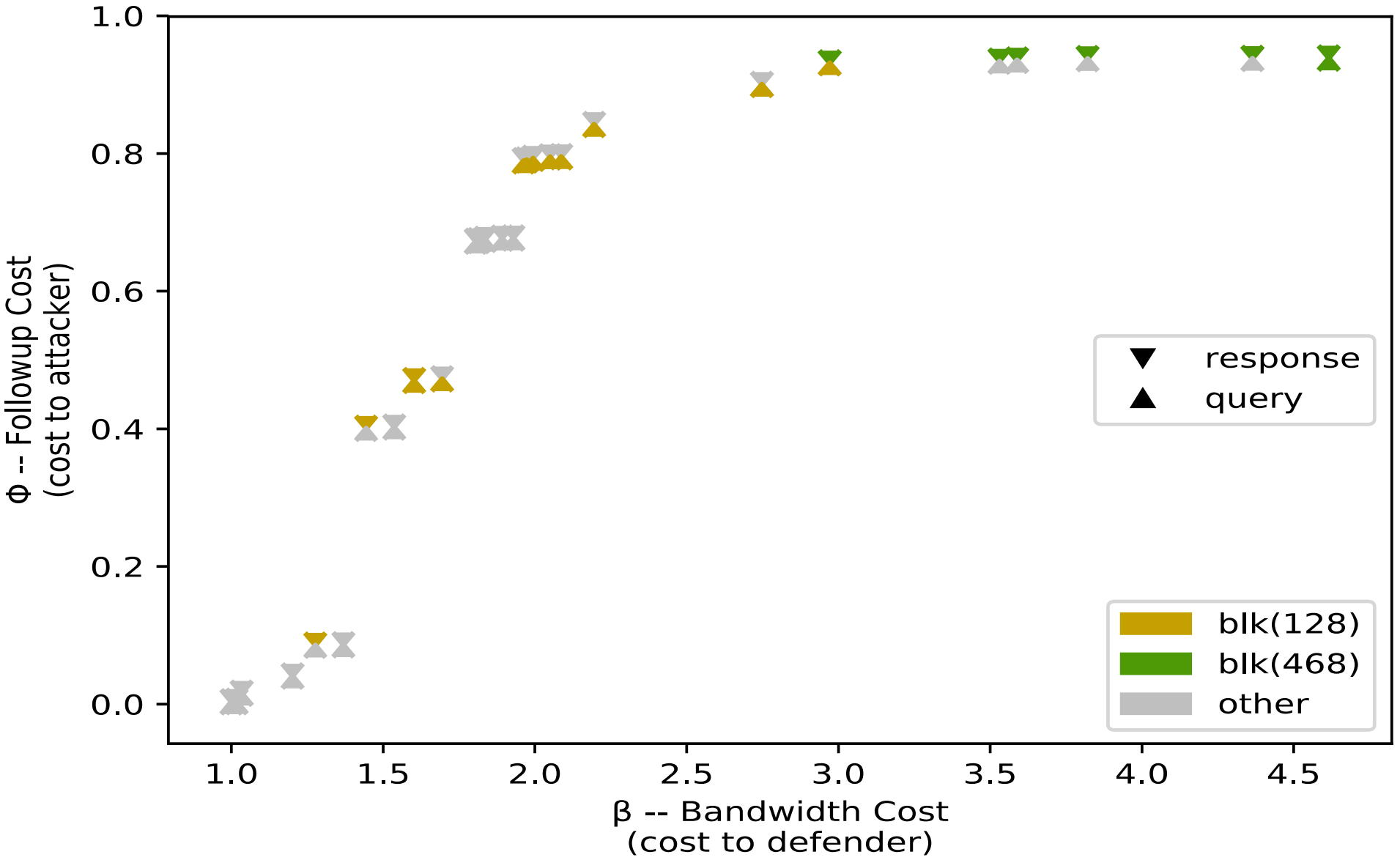
Randomness


1.0
0.8
0.6
0.4
0.2
0.0
Φ -- Followup Cost
(cost to attacker)
1
2
3
4
5
β -- Bandwidth Cost
(cost to defender)
response
query
rnd(1:7)
rnd(32:3,256)
rnd(32:15,256)
rnd(64:5,256)
other

Best Tradeoffs



Recommendations



Observations

- Padding is only useful when both sides pad.
- Responses include queries, but response padding doesn't need to consider query padding.

Recommendations

- Clients should pad queries to the closest multiple of 128 octets.
- If a recursive resolver sees padding in a query, it should pad its response to a multiple of 468 octets.
- There is little gain from padding responses to unpadded queries.

Devilish Details

- Encryption layer will have some overhead, which puts additional pressure on the MTU.
- Empirical evidence is contingent on the dataset.
- Changes to common DNS practice (e.g. wider deployment of DNSSEC) will affect these conclusions.
- The padding imbalance between client and server might imply an amplification attack useful in a DDoS; these recommendations are for established sessions only.

Further Research

- Defense against active attackers
- Q/R data, not just sizes
- Alternate evaluation functions
  - Penalize exceeding MTU
  - Mutual entropy of cleartext and sizes
- Correlations between successive Q/R pairs
- Time-series data
- …

Thanks!

- Alexander Mayrhofer
- Roland van Rijswijk-Deij
- Sara Dickinson
- Shane Kerr