

Performance Measurements With DNS/DNSSEC

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IEPG79 – Beijing November 6, 2010

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Goal of the presentation :

- DNS/DNSSEC implementations have different performances
- How DNSSEC affects platforms performances

This presentation :

- Based on *A Performance View on DNSSEC Migration*, CNSM2010
- Extended version with the mathematical expression of measured curves is expected soon
- We have a python library with all curves
- Fell free to contact me to get them : mgl.t.ietf@gmail.com

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I. Performance View & Experimental Measurements

- Testing Environment
- Latency for Unitary tests
- CPU Load
- Response Time
- Update Operations
- Cache Hit Rate

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Experimental Measurements

Experimental work measures the cost of DNSSEC migration :

- Cost between different implementations - BIND9 , NSD , UNBOUND
- Cost for Authoritative & Resolving servers
- Cost between different DNSSEC policies - DNS, DNSSEC without validation (**DNSSEC**), DNSSEC with validation (**DNSSEC***)

Costs consider :

- Latency & Processing Time for Unitary Tests
- CPU Load
- Response Time
- Update Operations
- Cache Hit Rate

Experimental Measurements

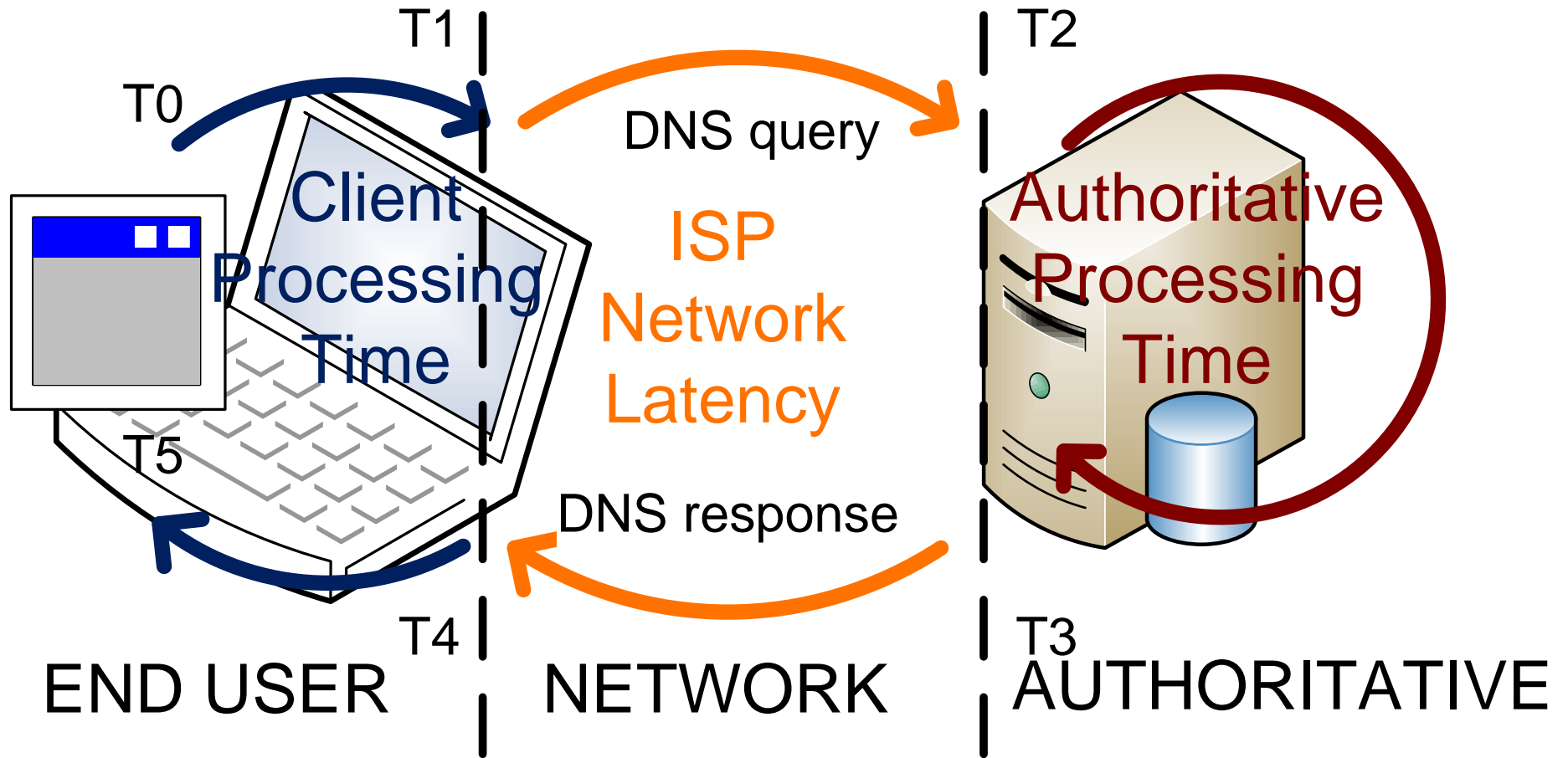
Software :

- DNS servers : BIND 9.6.0-P1, UNBOUND 1.2.1, NSD 3.2.1
- DNS server configuration : we run all servers with a mono thread mode
- Tools : dnsperf, resperf, collectl, Wireshark

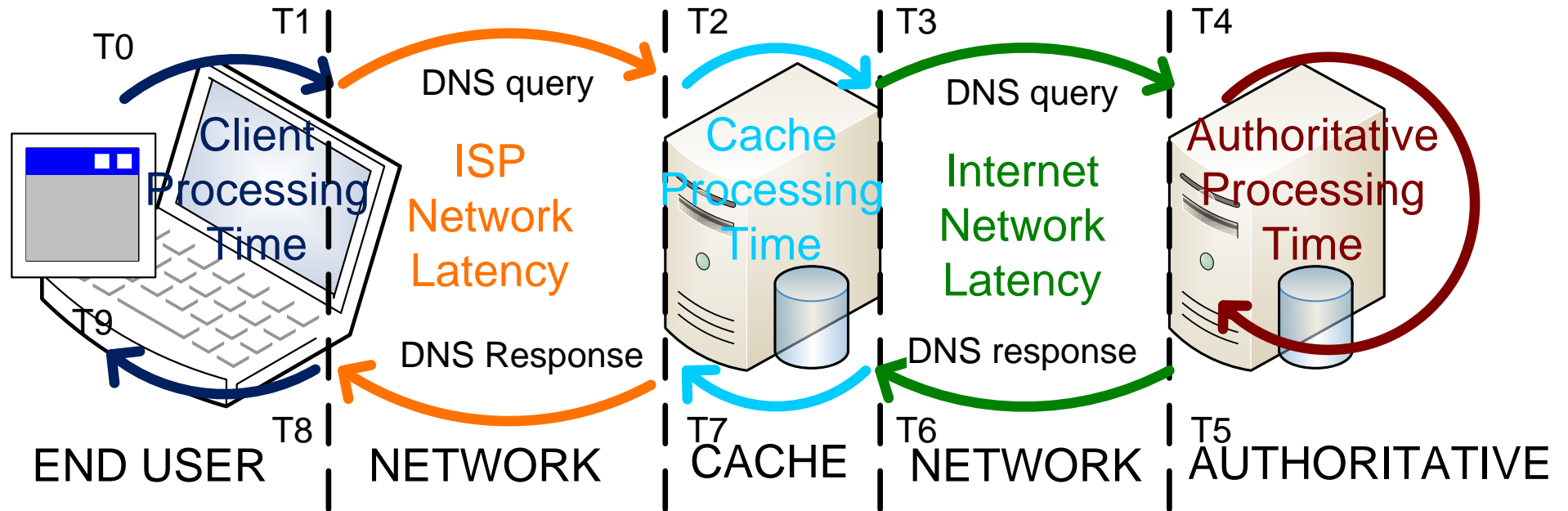
Hardware :

- Servers : Intel Pentium III (@ 1GHz 32 bits) CPU, 384MB of RAM with Debian 5.0 (lenny), Linux kernel 2.6.24.
- End user : Intel Xeon E5420 (Quad-Core @ 2.5GHz 32bits) CPU, 3GB RAM with Ubuntu 8.10 (hardy) 32 bits version with Linux kernel 2.6.27.

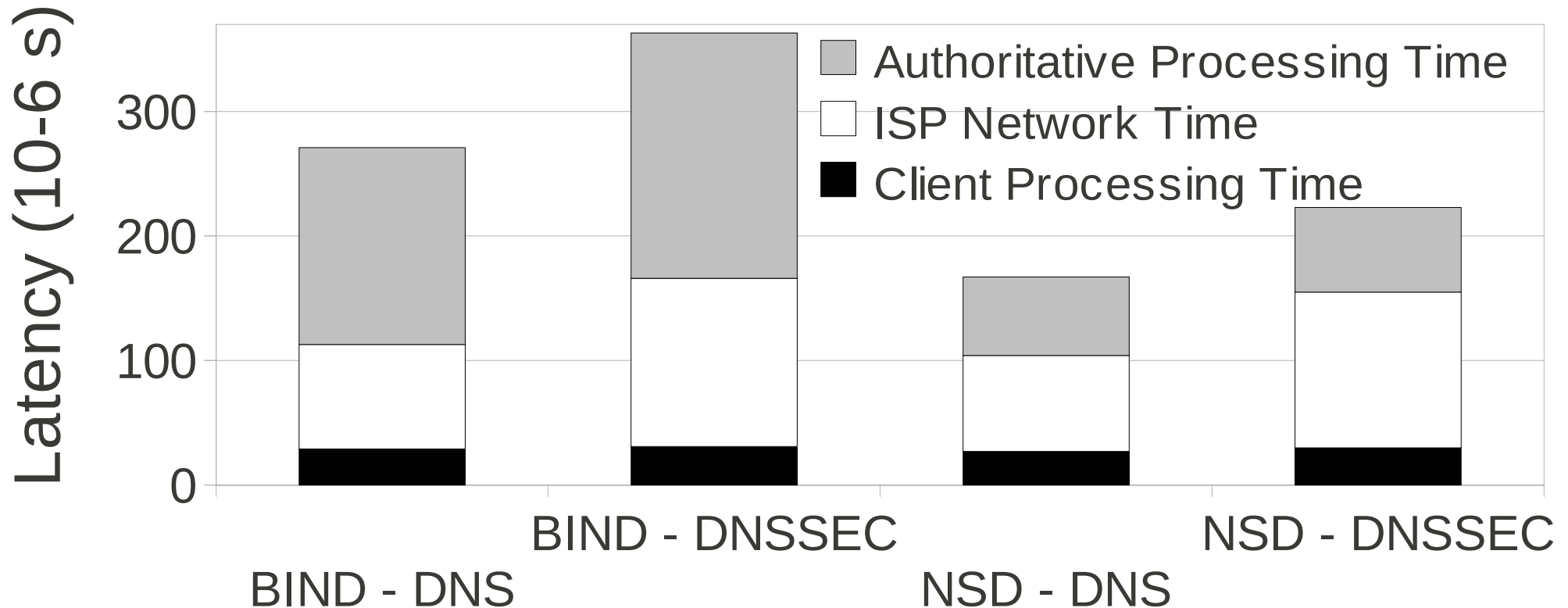
Testing Environment - Authoritative Servers



Testing Environment - Resolving Servers

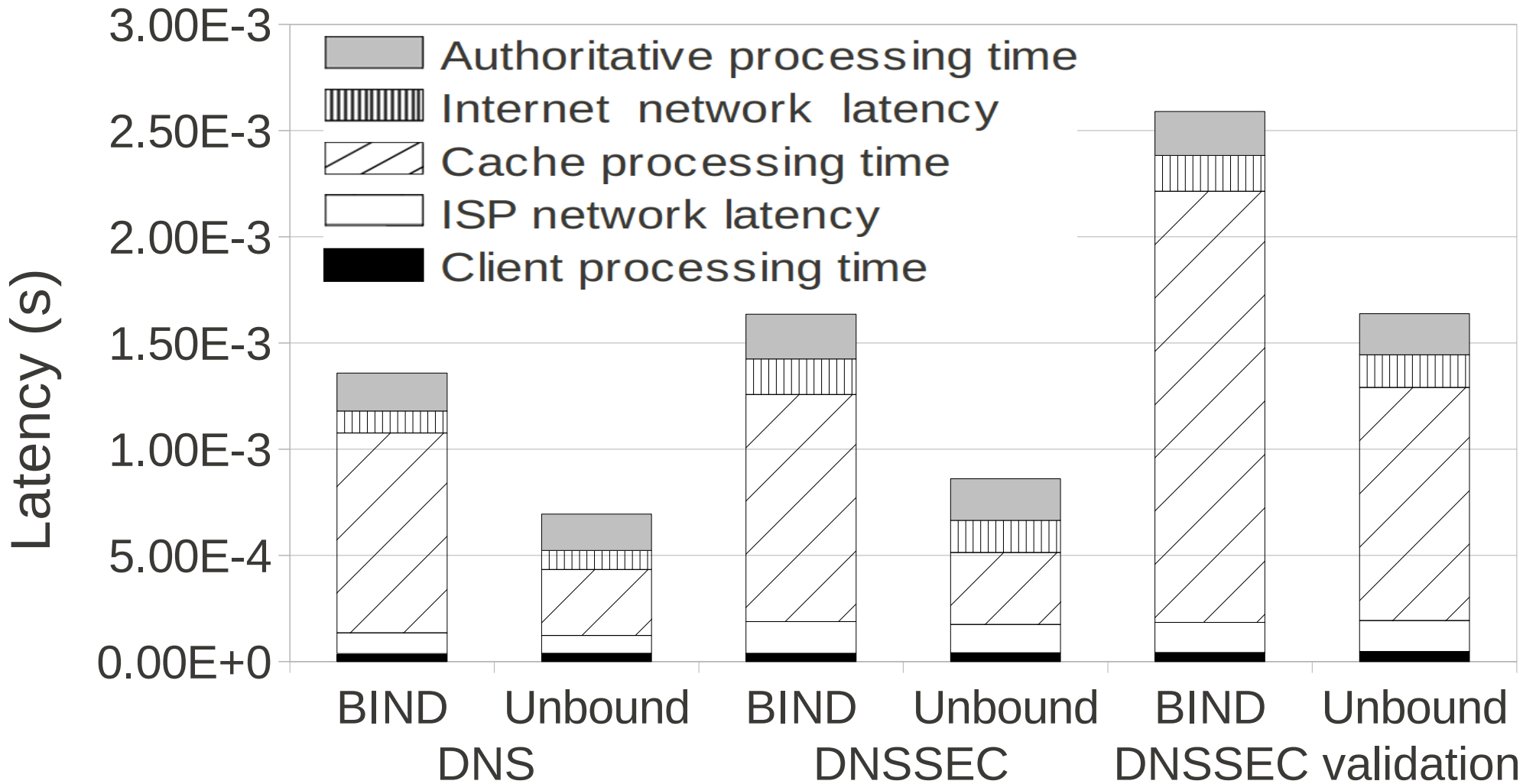


Unitary Tests - Authoritative Servers



- NSD's Processing Time (PT) is 40 % of BIND9's
- NSD Network Latency (NL) is 92 % of BIND9's Latency
- DNSSEC migration increases PT by 25 % for BIND9 and 8 % for NSD
- DNSSEC migration BIND9 / NSD increases NL by 60 %

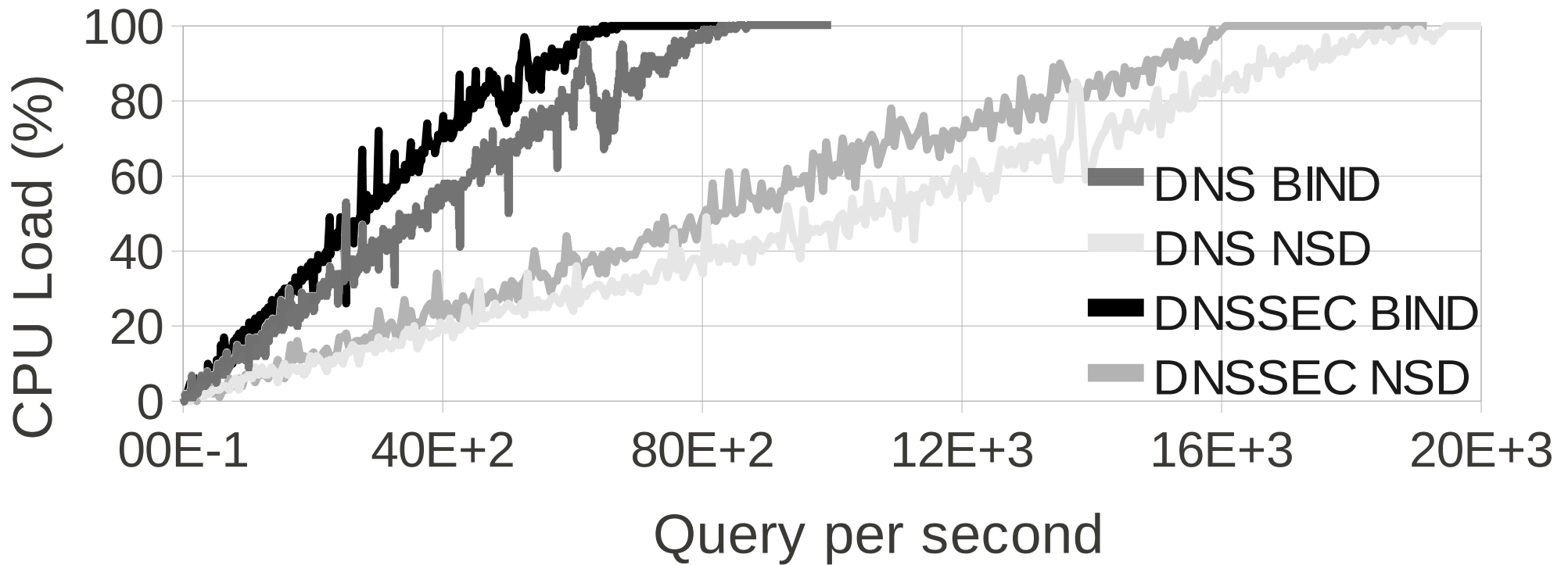
Unitary Tests - Resolving Servers



Unitary Tests - Resolving Servers

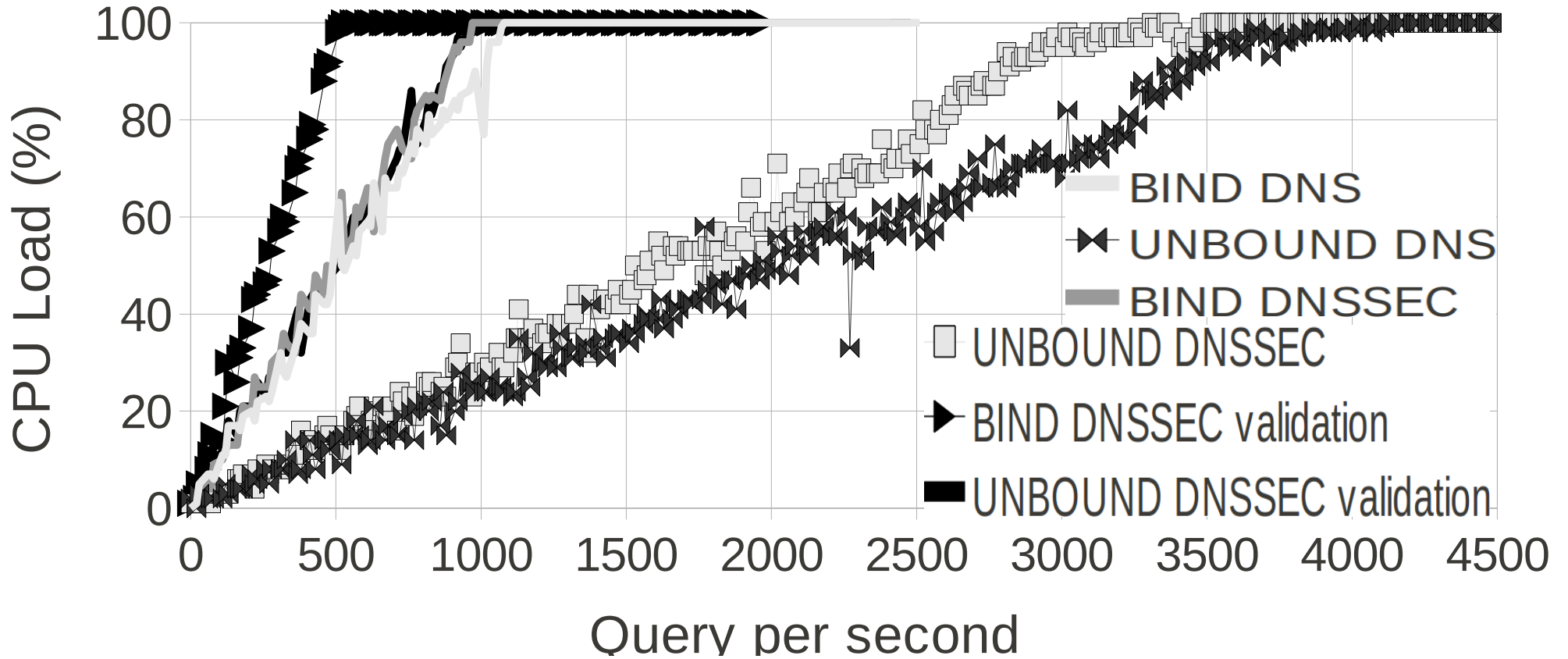
- UNBOUND Processing Time is respectively 33 %, 22 % and 54 % of BIND9 's for DNS, DNSSEC and DNSSEC with validation
- Migration from DNS to DNSSEC without validation increases Processing Time of 9 % for UNBOUND and 14 % for BIND9
- Migration from DNS to DNSSEC with validation increases Processing Time of 353 % for UNBOUND and 216 % for BIND9

CPU Load - Authoritative Servers



- For DNS/DNSSEC, NSD deals with around 2.3 times more traffic than BIND9
- DNSSEC Maximum Load is 79 % and 83 % of DNS Maximum Load for BIND9 and NSD
- DNSSEC costs roughly corresponds to 30 % of the DNS traffic

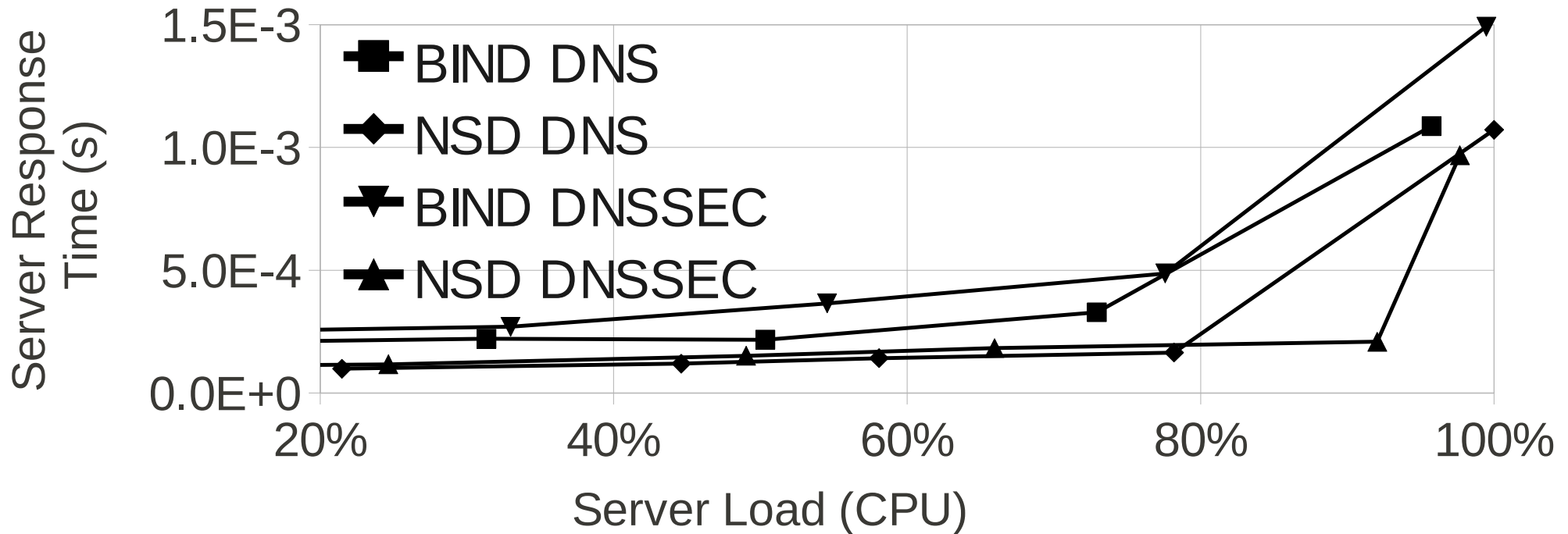
CPU load - Resolving Servers



CPU load - Resolving Servers

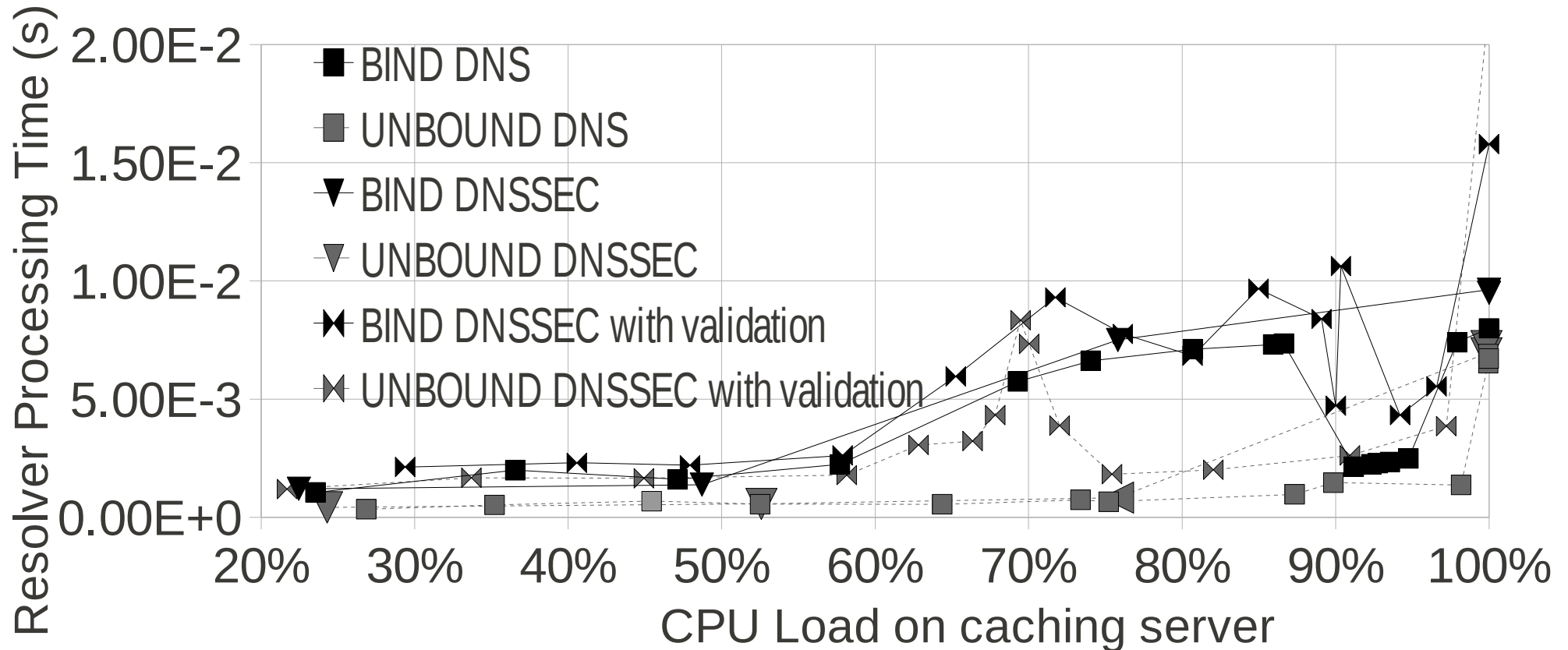
- UNBOUND deals with 3.4 (resp. 1.8) times more traffic than BIND9 with DNS/DNSSEC (resp. DNSSEC with validation)
- With BIND9 DNSSEC without validation (resp. with validation) maximum traffic corresponds to 90 % (resp. 49 %) DNS maximum traffic
- With UNBOUND with DNSSEC without validation (resp. with validation) maximum traffic corresponds to 86 % (resp. 25 %) DNS maximum traffic

Response Time - Authoritative Servers



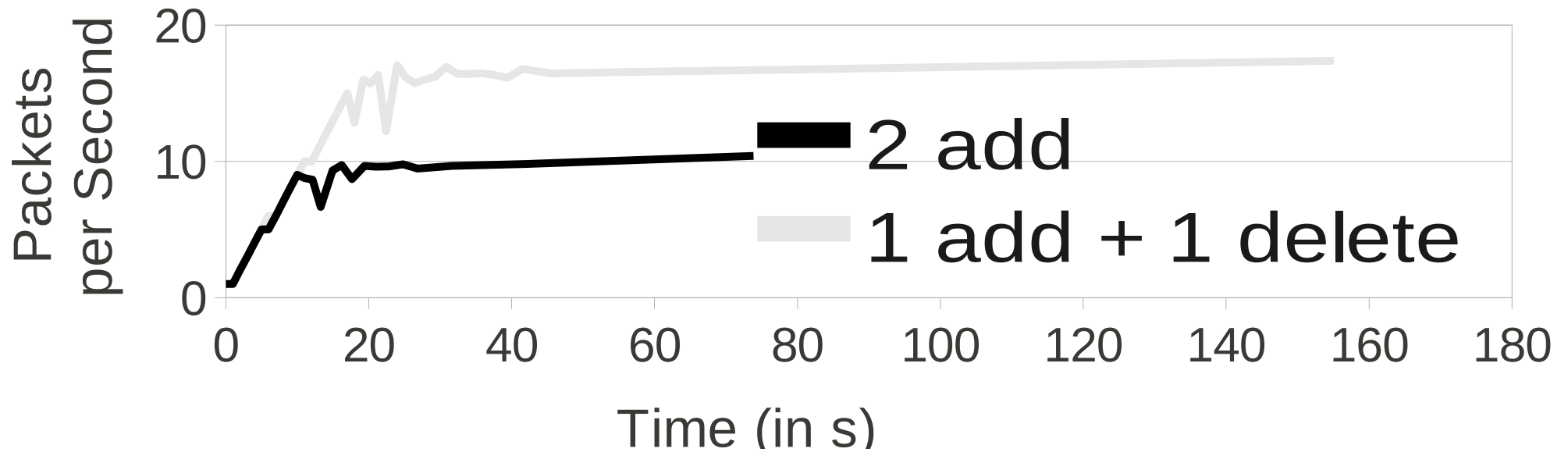
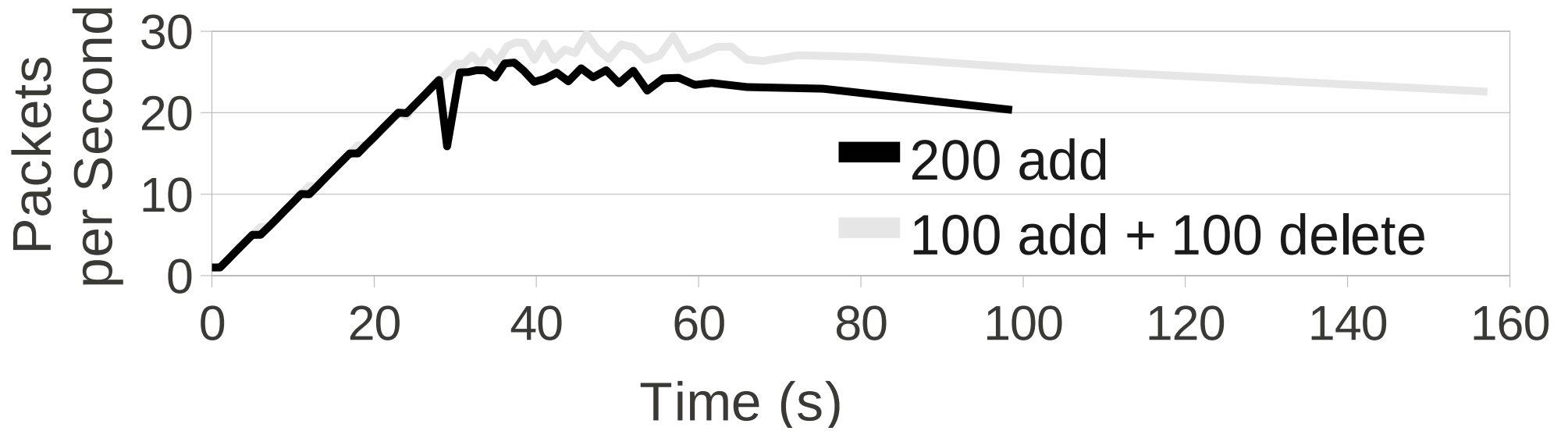
- For CPU time below 40 %, NSD is about two time faster than BIND9
- Migration to DNSSEC increases response time of 20 % for NSD and 10 % for BIND9

Response Time - Resolving Servers



- For CPU time below 50 %, UNBOUND response time is 35 % (resp. 30 % and 75 %) of BIND9 's for DNS (resp. DNSSEC, DNSSEC*)
- With DNSSEC and validation, migration increases DNS response time by 35 % for BIND9 and 215 % for UNBOUND

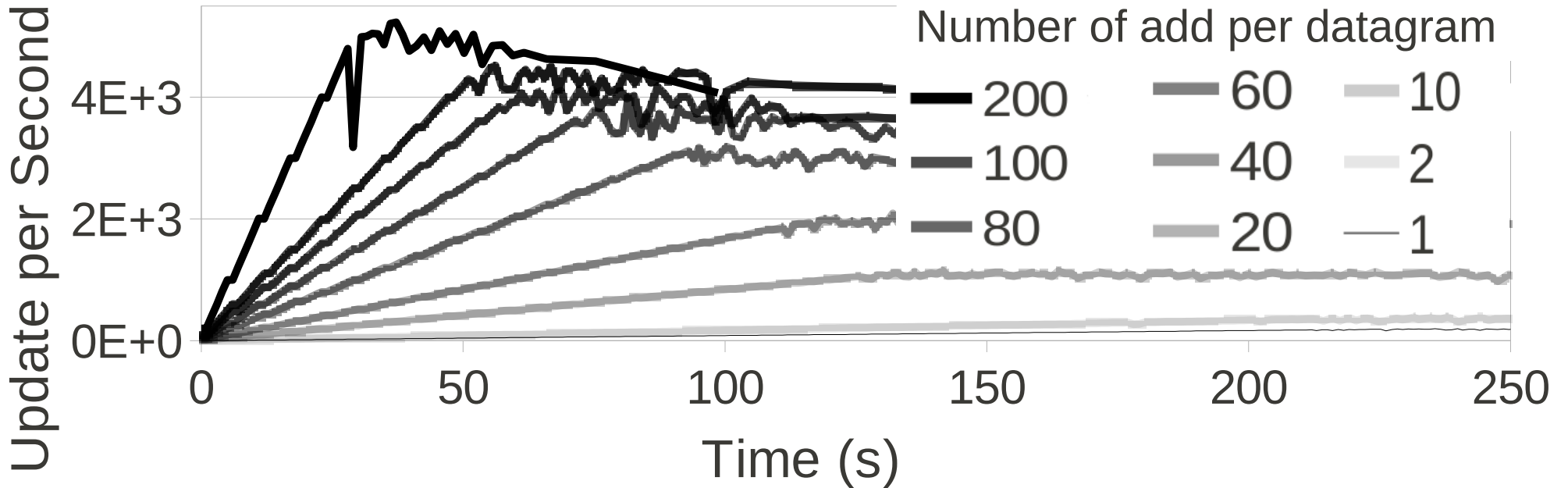
Update - add / delete Costs



Update - add / delete Costs

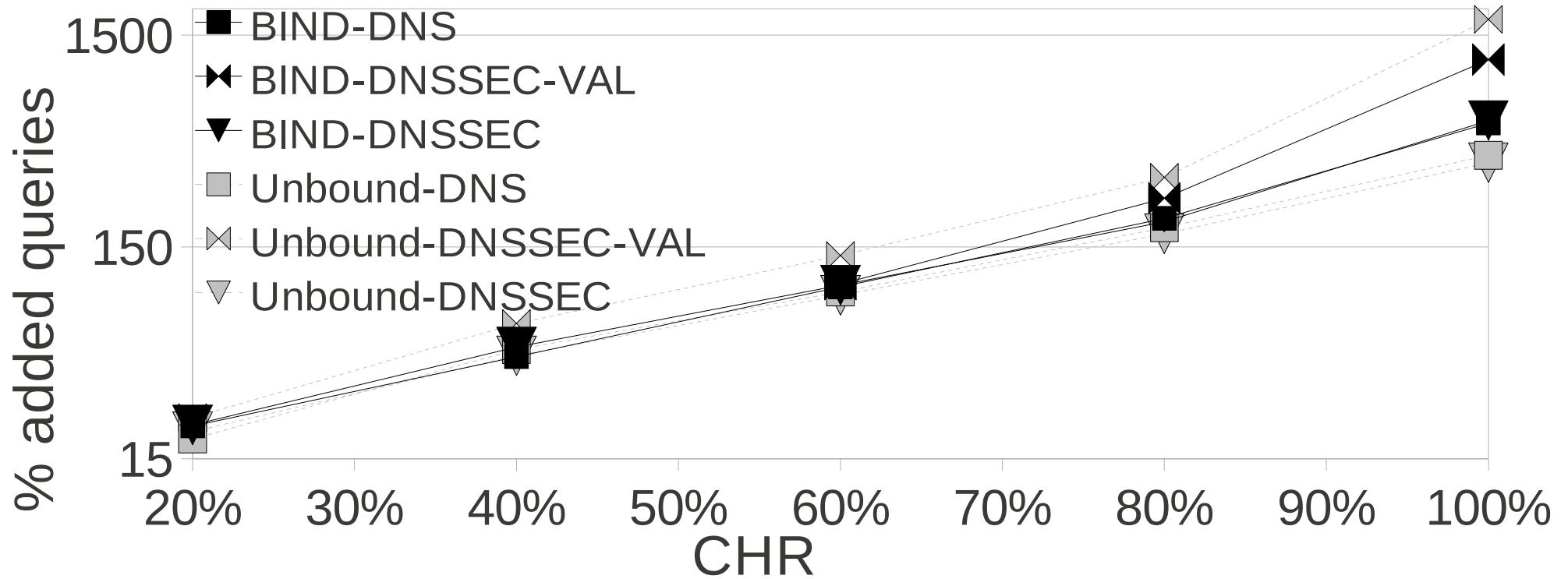
- Updates are performed on BIND9
- With DNS (resp. DNSSEC) `add` requires 1.42 (resp. 4.16) more time than `delete`
- Migration from DNS to DNSSEC makes `add` (resp. `delete`) operation 221 (resp. 75) times longer

Update - Operations per Datagram



- Sending multiple updates is more efficient, both with DNS and DNSSEC

Traffic Cache Hit Rate



- $AQR(CHR) = \frac{q_{CHR}^{CPU} - q_{CHR=0}^{CPU}}{q_{CHR=0}^{CPU}}$
- DNSSEC* has an AQR that varies from 1149 % to 1779 %
- DNSSEC and DNS has an AQR varying from 374 % to 592 %

Conclusion

Conclusion

DNSSEC performances are impacted by :

- The DNS/DNSSEC/DNSSEC* policies
- The servers implementations
 - ▶ NSD / BIND9 & UNBOUND / BIND9
- The platform's node hardware
 - ▶ Intel Pentium III (@ 1GHz 32 bits) CPU, 384MB of RAM
- Operating System
 - ▶ Debian 5.0 (lenny), Linux kernel 2.6.24
- The server's configuration
 - ▶ Default configuration - 1 thread

Conclusion

- The DNS/DNSSEC traffic
 - ▶ CHR, 1 signature per response
- DNSSEC deployment over the Internet
 - ▶ We did not consider mixed DNS/DNSSEC/DNSSEC* traffic
- ...

So, the conclusion of this presentation might be :

- DNSSEC is a hard nut to crack
- Platform design should be carefully handled
- **Move to DNSSEC ASAP and carefully!**

Application

Application

Example of DNS Traffic :

- Daily query rate is 40.000 q.s^{-1} , with pics up to 120.000 q.s^{-1}
- Cache Hit Rate : $\text{CHR} = 0.7$

Thus, we design the platform for :

- 40.000 q.s^{-1}
- $\text{cpu}_{\max} = 20 \%$
- With nodes Intel Pentium III (@ 1GHz 32 bits) CPU, 384MB of RAM

In our design we consider for the different Protocols/Implementations :

- Number of nodes
- Response time

Application - Authoritative Servers

Nodes	DNS	DNSSEC
BIND9	29 (1.00*)	38 (1.31*)
NSD	9 (1.00*)	12 (1.33*)
$\frac{\text{UNBOUND}}{\text{BIND9}}$ (IR**))	0.31	0.32

Response Time μs	DNS	DNSSEC
BIND9	239.38 (1.00*)	1161.80 (4.85*)
NSD	92.27 (1.00*)	130.42 (1.41*)
$\frac{\text{UNBOUND}}{\text{BIND9}}$ (IR**))	0.39	4.50

* : Protocol Ratio, ** Implementation Ratio

Application Resolving Servers

Nodes	DNS	DNSSEC	DNSSEC*
BIND9	80 (1*)	87 (1.09*)	160 (2.00*)
UNBOUND	20 (1*)	24 (1.20*)	85 (4.25*)
$\frac{\text{UNBOUND}}{\text{BIND9}}$ (IR**))	0.25	0.28	0.53

Response Time (μs)	DNS	DNSSEC	DNSSEC*
BIND9	1402 (1*)	1161 (0.80*)	2300 (1.63*)
UNBOUND	401 (1*)	366 (0.92*)	2000 (4.99*)
$\frac{\text{UNBOUND}}{\text{BIND9}}$ (IR**))	0.20	0.20	0.87

* : Protocol Ratio, ** Implementation Ration

