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# **Knot Resolver**

*Release 4.1.0*

**CZ.NIC Labs**

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Knot Resolver is a minimalistic implementation of a caching validating DNS resolver. Modular architecture keeps the core tiny and efficient, and it provides a state-machine like API for extensions.





The server is in the *daemon* directory, it works out of the box without any configuration.

```
$ kresd -v # run with defaults in verbose mode
$ kresd -h # Get help
```

If you're using our packages, they also provide systemd integration. To start the resolver under systemd, you can use the `kresd@1.service` service. By default, the resolver only binds to local interfaces.

```
$ man kresd.systemd # Help for systemd integration configuration
$ systemctl start kresd@1.service
```

## 1.1 Configuration

- *Configuration example*
- *Configuration syntax*
  - *Dynamic configuration*
  - *Asynchronous events*
- *Configuration reference*
  - *Environment*
  - *Network configuration*
  - *TLS server configuration*
  - *Trust anchors and DNSSEC*
  - *Modules configuration*
  - *Cache configuration*

- *Timers and events*
- *Asynchronous function execution*
- *Scripting worker*

In its simplest form the server requires just a working directory in which it can set up persistent files like cache and the process state. If you don't provide the working directory by parameter, it is going to make itself comfortable in the current working directory.

```
$ kresd /var/cache/knot-resolver
```

And you're good to go for most use cases! If you want to use modules or configure daemon behavior, read on.

There are several choices on how you can configure the daemon, a RPC interface, a CLI, and a configuration file. Fortunately all share common syntax and are transparent to each other.

### 1.1.1 Configuration example

```
-- interfaces
net = { '127.0.0.1', '::1' }
-- load some modules
modules = { 'policy' }
-- 10MB cache
cache.size = 10*MB
```

**Tip:** There are more configuration examples in *etc/* directory for personal, ISP, company internal and resolver cluster use cases.

### 1.1.2 Configuration syntax

The configuration is kept in the `config` file in the daemon working directory, and it's going to get loaded automatically. If there isn't one, the daemon is going to start with sane defaults, listening on *localhost*. The syntax for options is like follows: `group.option = value` or `group.action(parameters)`. You can also comment using a `--` prefix.

A simple example would be to load static hints.

```
modules = {
    'hints' -- no configuration
}
```

If the module accepts configuration, you can call the `module.config({...})` or provide options table. The syntax for table is `{ key1 = value, key2 = value }`, and it represents the unpacked **JSON-encoded** string, that the modules use as the *input configuration*.

```
modules = {
    hints = '/etc/hosts'
}
```

**Warning:** Modules specified including their configuration may not load exactly in the same order as specified.

Modules are inherently ordered by their declaration. Some modules are built-in, so it would be normally impossible to place for example *hints* before *cache*. You can enforce specific order by precedence operators *>* and *<*.

```
modules = {
  'hints > iterate', -- Hints AFTER iterate
  'policy > hints',  -- Policy AFTER hints
  'view < cache'    -- View BEFORE cache
}
modules.list() -- Check module call order
```

This is useful if you're writing a module with a layer, that evaluates an answer before writing it into cache for example.

**Tip:** The configuration and CLI syntax is Lua language, with which you may already be familiar with. If not, you can read the [Learn Lua in 15 minutes](#) for a syntax overview. Spending just a few minutes will allow you to break from static configuration, write more efficient configuration with iteration, and leverage events and hooks. Lua is heavily used for scripting in applications ranging from embedded to game engines, but in DNS world notably in [PowerDNS Recursor](#). Knot Resolver does not simply use Lua modules, but it is the heart of the daemon for everything from configuration, internal events and user interaction.

## Dynamic configuration

Knowing that the the configuration is a Lua in disguise enables you to write dynamic rules. It also helps you to avoid repetitive templating that is unavoidable with static configuration.

```
if hostname() == 'hidden' then
    net.listen(net.eth0, 5353)
else
    net = { '127.0.0.1', net.eth1.addr[1] }
end
```

Another example would show how it is possible to bind to all interfaces, using iteration.

```
for name, addr_list in pairs(net.interfaces()) do
    net.listen(addr_list)
end
```

**Tip:** Some users observed a considerable, close to 100%, performance gain in Docker containers when they bound the daemon to a single interface:ip address pair. One may expand the aforementioned example with browsing available addresses as:

```
addrpref = env.EXPECTED_ADDR_PREFIX
for k, v in pairs(addr_list["addr"]) do
    if string.sub(v,1,string.len(addrpref)) == addrpref then
        net.listen(v)
    end
end
...
```

You can also use third-party packages (available for example through [LuaRocks](#)) as on this example to download cache from parent, to avoid cold-cache start.

```
local http = require('socket.http')
local ltn12 = require('ltn12')
```

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```

local cache_size = 100*MB
local cache_path = '/var/cache/knot-resolver'
cache.open(cache_size, 'lmbd://' .. cache_path)
if cache.count() == 0 then
    cache.close()
    -- download cache from parent
    http.request {
        url = 'http://parent/data.mdb',
        sink = ltn12.sink.file(io.open(cache_path .. '/data.mdb', 'w'))
    }
    -- reopen cache with 100M limit
    cache.open(cache_size, 'lmbd://' .. cache_path)
end

```

## Asynchronous events

Lua supports a concept called **closures**, this is extremely useful for scripting actions upon various events, say for example - publish statistics each minute and so on. Here's an example of an anonymous function with `event.recurrent()`.

Note that each scheduled event is identified by a number valid for the duration of the event, you may use it to cancel the event at any time.

```

modules.load('stats')

-- log statistics every second
local stat_id = event.recurrent(1 * second, function(evid)
    log(table_print(stats.list()))
end)

-- stop printing statistics after first minute
event.after(1 * minute, function(evid)
    event.cancel(stat_id)
end)

```

If you need to persist state between events, encapsulate even handle in closure function which will provide persistent variable (called `previous`):

```

modules.load('stats')

-- make a closure, encapsulating counter
function speed_monitor()
    local previous = stats.list()
    -- monitoring function
    return function(evid)
        local now = stats.list()
        local total_increment = now['answer.total'] - previous['answer.total']
        local slow_increment = now['answer.slow'] - previous['answer.slow']
        if slow_increment / total_increment > 0.05 then
            log('WARNING! More than 5 %% of queries was slow!')
        end
        previous = now -- store current value in closure
    end
end

```

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```
-- monitor every minute
local monitor_id = event.recurrent(1 * minute, speed_monitor())
```

Another type of actionable event is activity on a file descriptor. This allows you to embed other event loops or monitor open files and then fire a callback when an activity is detected. This allows you to build persistent services like HTTP servers or monitoring probes that cooperate well with the daemon internal operations. See `event.socket()`

File watchers are possible with `worker.coroutine()` and `cqueues`, see the `cqueues` documentation for more information.

```
local notify = require('cqueues.notify')
local watcher = notify opendir('/etc')
watcher:add('hosts')

-- Watch changes to /etc/hosts
worker.coroutine(function ()
  for flags, name in watcher:changes() do
    for flag in notify.flags(flags) do
      print(name, notify[flag])
    end
  end
end)
end)
```

### 1.1.3 Configuration reference

This is a reference for variables and functions available to both configuration file and CLI.

- *Environment*
- *Network configuration*
- *TLS server configuration*
- *Trust anchors and DNSSEC*
- *Modules configuration*
- *Cache configuration*
- *Timers and events*
- *Asynchronous function execution*
- *Scripting worker*

#### Environment

##### **env** (table)

Return environment variable.

```
env.USER -- equivalent to $USER in shell
```

##### **hostname** ([fqdn])

**Returns** Machine hostname.

If called with a parameter, it will set kresd's internal hostname. If called without a parameter, it will return kresd's internal hostname, or the system's POSIX hostname (see `gethostname(2)`) if kresd's internal hostname is unset.

This affects ephemeral certificates for kresd serving DNS over TLS.

**verbose** (true | false)

**Returns** Toggle verbose logging.

**mode** ('strict' | 'normal' | 'permissive')

**Returns** Change resolver strictness checking level.

By default, resolver runs in *normal* mode. There are possibly many small adjustments hidden behind the mode settings, but the main idea is that in *permissive* mode, the resolver tries to resolve a name with as few lookups as possible, while in *strict* mode it spends much more effort resolving and checking referral path. However, if majority of the traffic is covered by DNSSEC, some of the strict checking actions are counter-productive.

Glue type	Modes when it is accepted	Example glue <sup>1</sup>
mandatory glue	strict, normal, permissive	ns1.example.org
in-bailiwick glue	normal, permissive	ns1.example2.org
any glue records	permissive	ns1.example3.net

**reorder\_RR** ([true | false])

**Parameters**

- **value** (*boolean*) – New value for the option (*optional*)

**Returns** The (new) value of the option

If set, resolver will vary the order of resource records within RR-sets. It is disabled by default.

**user** (name, [group])

**Parameters**

- **name** (*string*) – user name
- **group** (*string*) – group name (optional)

**Returns** boolean

Drop privileges and run as given user (and group, if provided).

---

**Tip:** Note that you should bind to required network addresses before changing user. At the same time, you should open the cache **AFTER** you change the user (so it remains accessible). A good practice is to divide configuration in two parts:

```
-- privileged
net = { '127.0.0.1', '::1' }
-- unprivileged
cache.size = 100*MB
trust_anchors.add_file('root.key')
```

---

Example output:

---

<sup>1</sup> The examples show glue records acceptable from servers authoritative for *org* zone when delegating to *example.org* zone. Unacceptable or missing glue records trigger resolution of names listed in NS records before following respective delegation.

```

> user('baduser')
invalid user name
> user('knot-resolver', 'netgrp')
true
> user('root')
Operation not permitted

```

**resolve** (name, type[, class = *kres.class.IN*, options = {}, finish = nil, init = nil])

#### Parameters

- **name** (*string*) – Query name (e.g. 'com.')
- **type** (*number*) – Query type (e.g. *kres.type.NS*)
- **class** (*number*) – Query class (*optional*) (e.g. *kres.class.IN*)
- **options** (*strings*) – Resolution options (see *kr\_qflags*)
- **finish** (*function*) – Callback to be executed when resolution completes (e.g. *function cb(pkt, req) end*). The callback gets a packet containing the final answer and doesn't have to return anything.
- **init** (*function*) – Callback to be executed with the *kr\_request* before resolution starts.

**Returns** boolean

The function can also be executed with a table of arguments instead. This is useful if you'd like to skip some arguments, for example:

```

resolve {
  name = 'example.com',
  type = kres.type.AAAA,
  init = function (req)
  end,
}

```

Example:

```

-- Send query for root DNSKEY, ignore cache
resolve('.', kres.type.DNSKEY, kres.class.IN, 'NO_CACHE')

-- Query for AAAA record
resolve('example.com', kres.type.AAAA, kres.class.IN, 0,
function (pkt, req)
  -- Check answer RCODE
  if pkt:rcode() == kres.rcode.NOERROR then
    -- Print matching records
    local records = pkt:section(kres.section.ANSWER)
    for i = 1, #records do
      local rr = records[i]
      if rr.type == kres.type.AAAA then
        print ('record:', kres.rr2str(rr))
      end
    end
  else
    print ('rcode: ', pkt:rcode())
  end
end)

```

### `package_version()`

**Returns** Current package version.

This returns current package version (the version of the binary) as a string.

```
> package_version()
2.1.1
```

## Network configuration

Modern Linux distributions use so-called *Systemd socket activation*, which effectively means that IP addresses and ports to listen on are configured in Systemd configuration files.

Older Linux systems and all non-Linux systems do not support this modern method and have to resort to old fashioned way of configuring network interfaces using `net.listen()` configuration call. Most notable examples of such systems are CentOS 7 and macOS.

**Warning:** On machines with multiple IP addresses avoid listening on wildcards `0.0.0.0` or `::`. Knot Resolver could answer from different IP addresses if the network address ranges overlap, and clients would probably refuse such a response.

### Network configuration using systemd

If you're using our packages with systemd with sockets support (not supported on CentOS 7), network interfaces are configured using systemd drop-in files.

Each protocol has its own configuration file. *By default, these are configured to listen on localhost.*

Network protocol	Socket file name
DNS (UDP+TCP, <b>RFC 1034</b> )	<code>kresd.socket</code>
<i>DNS-over-TLS (DoT)</i>	<code>kresd-tls.socket</code>
<i>DNS-over-HTTP (DoH)</i>	<code>kresd-doh.socket</code>
<i>Web management</i>	<code>kresd-webmgmt.socket</code>

**Warning:** You MUST NOT repeat the localhost defaults in the following drop-in overrides, otherwise the socket will fail to start with "Address in use" error. To view the entire socket configuration, including any drop-ins, use `systemctl cat`.

To configure `kresd` to listen on a **public interface** using the original DNS protocol, create a drop-in file:

```
$ systemctl edit kresd.socket
```

```
# /etc/systemd/system/kresd.socket.d/override.conf
# always listen on UDP (datagram) and TCP (stream) as well
[Socket]
ListenDatagram=192.0.2.115:53
ListenStream=192.0.2.115:53
```



---

**Note:** If you change network interfaces of systemd sockets for already running kresd instance, make sure to call `systemctl restart system-kresd.slice` for these changes to take effect.

---

Configuration you provide is automatically merged with defaults from your distribution. It is also possible to check resulting configuration using `systemctl cat`:

```
$ systemctl cat kresd.socket
```

```
# merged result: user configuration + distro defaults
[Socket]
FileDescriptorName=dns
FreeBind=true
BindIPv6Only=both
ListenDatagram=[::1]:53
ListenStream=[::1]:53
ListenDatagram=127.0.0.1:53
ListenStream=127.0.0.1:53
ListenDatagram=192.0.2.115:53
ListenStream=192.0.2.115:53
```

The default localhost interface/port can also be removed/overridden by using an empty `ListenDatagram=` or `ListenStream=` directive. This can be used when you want to configure kresd to listen on all IPv4/IPv6 network interfaces (if you've disabled IPv6 support in kernel, use `0.0.0.0:port` instead“).

```
# /etc/systemd/system/kresd.socket.d/override.conf
[Socket]
ListenDatagram=
ListenStream=
ListenDatagram=53
ListenStream=53
```

---

**Note:** Using IPv6 to bind to IPv4 interfaces is currently not compatible with `view:addr()` when using the `view` module. For possible workarounds, see <https://gitlab.labs.nic.cz/knot/knot-resolver/issues/445>

---

It can also be useful if you want to use the Knot DNS authoritative server with the [dnsproxy module](#) to have both resolver and authoritative server running on the same machine. This is not recommended configuration but it can be done like this:

```
# /etc/systemd/system/kresd.socket.d/override.conf
[Socket]
ListenDatagram=
ListenStream=
ListenDatagram=127.0.0.1:53000
ListenStream=127.0.0.1:53000
ListenDatagram=[::1]:53000
ListenStream=[::1]:53000
```

The `kresd-tls.socket` can also be configured in the same way to listen for DNS-over-TLS connections ([RFC 7858](#)).

```
$ systemctl edit kresd-tls.socket
```

```
# /etc/systemd/system/kresd-tls.socket.d/override.conf
# specify only TCP (stream), DTLS is not supported
[Socket]
ListenStream=192.0.2.115:853
```

When configuring sockets for *DNS-over-HTTP (DoH)*, make sure you have `kresd-doh.socket` installed, it might be part of a separate `knot-resolver-module-http` package.

**Warning:** Make sure you read section *DNS-over-HTTP (DoH)* before exposing the DoH protocol to outside.

For example, to remove the default `localhost:44353` and listen on all interfaces on port 443, create the following drop-in file for `kresd-doh.socket`:

```
$ systemctl edit kresd-doh.socket
```

```
# /etc/systemd/system/kresd-doh.socket.d/override.conf
[Socket]
ListenStream=
ListenStream=443
```

Make sure no other service is using port 443, as that will result in unpredictable behaviour. Alternately, you can use port 44353 where a collision is unlikely.

Also, don't forget to *load http module in configuration* file, otherwise the socket won't work.

### Legacy network configuration using configuration file

If you don't use `systemd` with sockets to run `kresd`, addresses and ports to listen on are configured in the config file.

**net.listen** (addresses, [port = 53, { kind = 'dns' }])

**Returns** boolean

Listen on addresses; port and flags are optional. The addresses can be specified as a string or device. The command can be given multiple times, but repeating an address-port combination is an error. Port 853 implies `kind = 'tls'` but it is always better to be explicit.

Network protocol	Configuration command
DNS (UDP+TCP, <b>RFC 1034</b> )	<code>net.listen('192.0.2.123', 53)</code>
<i>DNS-over-TLS (DoT)</i>	<code>net.listen('192.0.2.123', 853, { kind = 'tls' })</code>
<i>DNS-over-HTTP (DoH)</i>	<code>net.listen('192.0.2.123', 443, { kind = 'doh' })</code>
<i>Web management</i>	<code>net.listen('192.0.2.123', 8453, { kind = 'webmgmt' })</code>

Examples:

```
net.listen('::1')
net.listen(net.lo, 53)
net.listen(net.eth0, 853, { kind = 'tls' })
net.listen(':::', 443, { kind = 'doh' }) -- see http module
net.listen(':::', 8453, { kind = 'webmgmt' }) -- see http module
net.listen('/tmp/kresd-socket', nil, { kind = 'webmgmt' }) -- http module_
↪ supports AF_UNIX
```

**Warning:** Make sure you read section *DNS-over-HTTP (DoH)* before exposing the DNS-over-HTTP protocol to outside.

**net.close** (address, [port])

**Returns** boolean (at least one endpoint closed)

Close all endpoints listening on the specified address, optionally restricted by port as well.

#### Additional network configuration options

Following commands are useful in special situations and can be use with and without systemd socket activation:

**net.ipv6 = true|false**

**Return** boolean (default: true)

Enable/disable using IPv6 for contacting upstream nameservers.

**net.ipv4 = true|false**

**Return** boolean (default: true)

Enable/disable using IPv4 for contacting upstream nameservers.

**net.list** ()

**Returns** Table of bound interfaces.

Example output:

```
[1] => {
  [kind] => tls
  [transport] => {
    [family] => inet4
    [ip] => 127.0.0.1
    [port] => 853
    [protocol] => tcp
  }
}
[2] => {
  [kind] => dns
  [transport] => {
    [family] => inet6
    [ip] => ::1
    [port] => 53
    [protocol] => udp
  }
}
[3] => {
  [kind] => dns
  [transport] => {
    [family] => inet6
    [ip] => ::1
    [port] => 53
    [protocol] => tcp
  }
}
```

**net.interfaces** ()

**Returns** Table of available interfaces and their addresses.

Example output:

```
[lo0] => {
  [addr] => {
    [1] => ::1
    [2] => 127.0.0.1
  }
  [mac] => 00:00:00:00:00:00
}
[eth0] => {
  [addr] => {
    [1] => 192.168.0.1
  }
  [mac] => de:ad:be:ef:aa:bb
}
```

---

**Tip:** You can use `net.<iface>` as a shortcut for specific interface, e.g. `net.eth0`

---

### `net.bufsize` ([udp\_bufsize])

Get/set maximum EDNS payload size advertised in DNS packets. Default is 4096 bytes and the default will be lowered to value around 1220 bytes in future, once [DNS Flag Day 2020](#) becomes effective.

Minimal value allowed by standard [RFC 6891](#) is 512 bytes, which is equal to DNS packet size without Extension Mechanisms for DNS. Value 1220 bytes is minimum size required in DNSSEC standard [RFC 4035](#).

Example output:

```
> net.bufsize(4096)
nil
> net.bufsize()
4096
```

### `net.tcp_pipeline` ([len])

Get/set per-client TCP pipeline limit, i.e. the number of outstanding queries that a single client connection can make in parallel. Default is 100.

```
> net.tcp_pipeline()
100
> net.tcp_pipeline(50)
50
```

**Warning:** Please note that too large limit may have negative impact on performance and can lead to increased number of SERVFAIL answers.

### `net.outgoing_v4` ([string address])

Get/set the IPv4 address used to perform queries. There is also `net.outgoing_v6` for IPv6. The default is `nil`, which lets the OS choose any address.

## TLS server configuration

DNS-over-TLS server ([RFC 7858](#)) is enabled by default on loopback interface port 853. Information how to configure listening on specific IP addresses is in previous sections *Network configuration*.

By default a self-signed certificate is generated. For serious deployments it is strongly recommended to configure your own TLS certificates signed by a trusted CA. This is done using function `net.tls()`.

**net.tls** ([cert\_path], [key\_path])

Get/set path to a server TLS certificate and private key for DNS/TLS.

Example output:

```
> net.tls("/etc/knot-resolver/server-cert.pem", "/etc/knot-resolver/server-key.pem")
↔
> net.tls() -- print configured paths
("/etc/knot-resolver/server-cert.pem", "/etc/knot-resolver/server-key.pem")
```

**net.tls\_padding** ([true | false])

Get/set EDNS(0) padding of answers to queries that arrive over TLS transport. If set to *true* (the default), it will use a sensible default padding scheme, as implemented by libknot if available at compile time. If set to a numeric value  $\geq 2$  it will pad the answers to nearest *padding* boundary, e.g. if set to *64*, the answer will have size of a multiple of 64 (64, 128, 192, ...). If set to *false* (or a number  $< 2$ ), it will disable padding entirely.

**net.tls\_sticket\_secret** ([string with pre-shared secret])

Set secret for TLS session resumption via tickets, by [RFC 5077](#).

The server-side key is rotated roughly once per hour. By default or if called without secret, the key is random. That is good for long-term forward secrecy, but multiple kresd instances won't be able to resume each other's sessions.

If you provide the same secret to multiple instances, they will be able to resume each other's sessions *without* any further communication between them. This synchronization works only among instances having the same endianness and time\_t structure and size (`sizeof(time_t)`).

**For good security** the secret must have enough entropy to be hard to guess, and it should still be occasionally rotated manually and securely forgotten, to reduce the scope of privacy leak in case the [secret leaks eventually](#).

**Warning:** Setting the secret is probably too risky with TLS  $\leq$  1.2. GnuTLS stable release supports TLS 1.3 since 3.6.3 (summer 2018). Therefore setting the secrets should be considered experimental for now and might not be available on your system.

**net.tls\_sticket\_secret\_file** ([string with path to a file containing pre-shared secret])

The same as `net.tls_sticket_secret()`, except the secret is read from a (binary) file.

## Trust anchors and DNSSEC

Since version 4.0, **DNSSEC validation is enabled by default**. This is secure default and should not be changed unless absolutely necessary.

**Options in this section are intended only for expert users and normally should not be needed.**

If you really need to turn DNSSEC off and are okay with lowering security of your system by doing so, add the following snippet to your configuration file.

```
-- turns off DNSSEC validation
trust_anchors.remove('')
```

The resolver supports DNSSEC including [RFC 5011](#) automated DNSSEC TA updates and [RFC 7646](#) negative trust anchors. Depending on your distribution, DNSSEC trust anchors should be either maintained in accordance with the distro-wide policy, or automatically maintained by the resolver itself.

In practice this means that you can forget about it and your favorite Linux distribution will take care of it for you.

**trust\_anchors.add\_file** (keyfile[, readonly = *false*])

### Parameters

- **keyfile** (*string*) – path to the file.
- **readonly** – if true, do not attempt to update the file.

The format is standard zone file, though additional information may be persisted in comments. Either DS or DNSKEY records can be used for TAs. If the file does not exist, bootstrapping of *root* TA will be attempted.

Each file can only contain records for a single domain. The TAs will be updated according to [RFC 5011](#) and persisted in the file (if allowed).

Example output:

```
> trust_anchors.add_file('root.key')
[ ta ] new state of trust anchors for a domain:
.           165488 DS           19036 8 2
↪49AAC11D7B6F6446702E54A1607371607A1A41855200FD2CE1CDDE32F24E8FB5
nil
[ ta ] key: 19036 state: Valid
```

**trust\_anchors.remove** (zonename)

Remove specified trust anchor from trusted key set. Removing trust anchor for the root zone effectively disables DNSSEC validation (unless you configured another trust anchor).

```
> trust_anchors.remove('.')
true
```

If you want to disable DNSSEC validation for a particular domain but keep it enabled for the rest of DNS tree, use `trust_anchors.set_insecure()`.

**trust\_anchors.hold\_down\_time = 30 \* day**

**Return** int (default: 30 \* day)

Modify RFC5011 hold-down timer to given value. Intended only for testing purposes. Example: 30 \* sec

**trust\_anchors.refresh\_time = nil**

**Return** int (default: nil)

Modify RFC5011 refresh timer to given value (not set by default), this will force trust anchors to be updated every N seconds periodically instead of relying on RFC5011 logic and TTLs. Intended only for testing purposes. Example: 10 \* sec

**trust\_anchors.keep\_removed = 0**

**Return** int (default: 0)

How many Removed keys should be held in history (and key file) before being purged. Note: all Removed keys will be purged from key file after restarting the process.

**trust\_anchors.set\_insecure** (nta\_set)

### Parameters

- **nta\_list** (*table*) – List of domain names (text format) representing NTAs.

When you use a domain name as an *negative trust anchor* (NTA), DNSSEC validation will be turned off at/below these names. Each function call replaces the previous NTA set. You can find the current active set in `trust_anchors.insecure` variable. If you want to disable DNSSEC validation completely use `trust_anchors.remove()` function instead.

Example output:

```
> trust_anchors.set_insecure({ 'bad.boy', 'example.com' })
> trust_anchors.insecure
[1] => bad.boy
[2] => example.com
```

**Warning:** If you set NTA on a name that is not a zone cut, it may not always affect names not separated from the NTA by a zone cut.

**trust\_anchors.add**(rr\_string)

#### Parameters

- **rr\_string** (*string*) – DS/DNSKEY records in presentation format (e.g. `. 3600 IN DS 19036 8 2 49AAC11...`)

Inserts DS/DNSKEY record(s) into current keyset. These will not be managed or updated, use it only for testing or if you have a specific use case for not using a keyfile.

**Note:** Static keys are very error-prone and should not be used in production. Use `trust_anchors.add_file()` instead.

Example output:

```
> trust_anchors.add('. 3600 IN DS 19036 8 2 49AAC11...')
```

**trust\_anchors.summary**()

Return string with summary of configured DNSSEC trust anchors, including negative TAs.

## Modules configuration

The daemon provides an interface for dynamic loading of *daemon modules*.

**Tip:** Use declarative interface for module loading.

```
modules = {
    hints = {file = '/etc/hosts'}
}
```

Equals to:

```
modules.load('hints')
hints.config({file = '/etc/hosts'})
```

**modules.list**()

**Returns** List of loaded modules.

**modules.load**(name)

**Parameters**

- **name** (*string*) – Module name, e.g. “hints”

**Returns** boolean

Load a module by name.

**modules.unload**(name)

**Parameters**

- **name** (*string*) – Module name

**Returns** boolean

Unload a module by name.

### Cache configuration

The default cache in Knot Resolver is persistent with LMDB backend, this means that the daemon doesn't lose the cached data on restart or crash to avoid cold-starts. The cache may be reused between cache daemons or manipulated from other processes, making for example synchronized load-balanced recursors possible.

**cache.open**(max\_size[, config\_uri])

**Parameters**

- **max\_size** (*number*) – Maximum cache size in bytes.

**Returns** `true` if cache was opened

Open cache with a size limit. The cache will be reopened if already open. Note that the `max_size` cannot be lowered, only increased due to how cache is implemented.

---

**Tip:** Use `kB`, `MB`, `GB` constants as a multiplier, e.g. `100*MB`.

---

As of now, the built-in backend with URI `lmdb://` allows you to change the cache directory.

Example:

```
cache.open(100 * MB, 'lmdb:///var/cache/knot-resolver')
```

#### **cache.size**

Set the cache maximum size in bytes. Note that this is only a hint to the backend, which may or may not respect it. See `cache.open()`.

```
cache.size = 100 * MB -- equivalent to `cache.open(100 * MB)`
```

#### **cache.current\_size**

Get the maximum size in bytes.

```
print(cache.current_size)
```

#### **cache.storage**

Set the cache storage backend configuration, see `cache.backends()` for more information. If the new storage configuration is invalid, it is not set.



```
cache.storage = 'lmdb://.'
```

**cache.current\_storage**

Get the storage backend configuration.

```
print(cache.current_storage)
```

**cache.backends ()**

**Returns** map of backends

The cache supports runtime-changeable backends, using the optional [RFC 3986](#) URI, where the scheme represents backend protocol and the rest of the URI backend-specific configuration. By default, it is a `lmdb` backend in working directory, i.e. `lmdb://`.

Example output:

```
[lmdb://] => true
```

**cache.count ()**

**Returns** Number of entries in the cache. Meaning of the number is an implementation detail and is subject of change.

**cache.close ()**

**Returns** `true` if cache was closed

Close the cache.

---

**Note:** This may or may not clear the cache, depending on the cache backend.

---

**cache.stats ()**

Return table with low-level statistics for each internal cache operation. This counts each access to cache and does not directly map to individual DNS queries or resource records. For query-level statistics see [stats module](#).

Example:

```
> cache.stats()
[read_leq_miss] => 4
[write] => 189
[read_leq] => 9
[read] => 4313
[read_miss] => 1143
[open] => 0
[close] => 0
[remove_miss] => 0
[commit] => 117
[match_miss] => 2
[match] => 21
[count] => 2
[clear] => 0
[remove] => 17
```

Cache operation *read\_leq* (*read less or equal*, i.e. range search) was requested 9 times, and 4 out of 9 operations were finished with *cache miss*.

**cache.max\_ttl ([ttl])**

**Parameters**

- **t<sub>ttl</sub>** (*number*) – maximum cache TTL in seconds (default: 6 days)

**Returns** current maximum TTL

Get or set maximum cache TTL.

---

**Note:** The *ttl* value must be in range (*min\_ttl*, 4294967295).

---

**Warning:** This settings applies only to currently open cache, it will not persist if the cache is closed or reopened.

```
-- Get maximum TTL
cache.max_ttl()
518400
-- Set maximum TTL
cache.max_ttl(172800)
172800
```

**cache.min\_ttl** ([*ttl*])

**Parameters**

- **t<sub>ttl</sub>** (*number*) – minimum cache TTL in seconds (default: 5 seconds)

**Returns** current maximum TTL

Get or set minimum cache TTL. Any entry inserted into cache with TTL lower than minimal will be overridden to minimum TTL. Forcing TTL higher than specified violates DNS standards, use with care.

---

**Note:** The *ttl* value must be in range  $<0, max\_ttl$ .

---

**Warning:** This settings applies only to currently open cache, it will not persist if the cache is closed or reopened.

```
-- Get minimum TTL
cache.min_ttl()
0
-- Set minimum TTL
cache.min_ttl(5)
5
```

**cache.ns\_tout** ([*timeout*])

**Parameters**

- **timeout** (*number*) – NS retry interval in milliseconds (default: *KR\_NS\_TIMEOUT\_RETRY\_INTERVAL*)

**Returns** current timeout

Get or set time interval for which a nameserver address will be ignored after determining that it doesn't return (useful) answers. The intention is to avoid waiting if there's little hope; instead, kresd can immediately SERVFAIL or immediately use stale records (with *serve\_stale* module).

**Warning:** This settings applies only to the current kresd process.

**cache.get** ([domain])

This function is not implemented at this moment. We plan to re-introduce it soon, probably with a slightly different API.

**cache.clear** ([name], [exact\_name], [rr\_type], [chunk\_size], [callback], [prev\_state])

Purge cache records matching specified criteria. There are two specifics:

- To reliably remove **negative** cache entries you need to clear subtree with the whole zone. E.g. to clear negative cache entries for (formerly non-existing) record *www.example.com*. A you need to flush whole subtree starting at zone apex, e.g. *example.com*.<sup>2</sup>.
- This operation is asynchronous and might not be yet finished when call to `cache.clear()` function returns. Return value indicates if clearing continues asynchronously or not.

#### Parameters

- **name** (*string*) – subtree to purge; if the name isn't provided, whole cache is purged (and any other parameters are disregarded).
- **exact\_name** (*bool*) – if set to `true`, only records with *the same* name are removed; default: `false`.
- **rr\_type** (*kres.type*) – you may additionally specify the type to remove, but that is only supported with `exact_name == true`; default: `nil`.
- **chunk\_size** (*integer*) – the number of records to remove in one round; default: 100. The purpose is not to block the resolver for long. The default `callback` repeats the command after one millisecond until all matching data are cleared.
- **callback** (*function*) – a custom code to handle result of the underlying C call. Its parameters are copies of those passed to `cache.clear()` with one additional parameter `rettable` containing table with return value from current call. `count` field contains a return code from `kr_cache_remove_subtree()`.
- **prev\_state** (*table*) – return value from previous run (can be used by callback)

**Return type** table

#### Returns

`count` key is always present. Other keys are optional and their presence indicate special conditions.

- **count** (*integer*) - number of items removed from cache by this call (can be 0 if no entry matched criteria)
- **not\_apex** - cleared subtree is not cached as zone apex; proofs of non-existence were probably not removed
- **subtree** (*string*) - hint where zone apex lies (this is estimation from cache content and might not be accurate)

<sup>2</sup> This is a consequence of DNSSEC negative cache which relies on proofs of non-existence on various owner nodes. It is impossible to efficiently flush part of DNS zones signed with NSEC3.

- **chunk\_limit** - more than chunk\_size items needs to be cleared, clearing will continue asynchronously

Examples:

```
-- Clear whole cache
> cache.clear()
[count] => 76

-- Clear records at and below 'com.'
> cache.clear('com.')
[chunk_limit] => chunk size limit reached; the default callback will continue_
↳asynchronously
[not_apex] => to clear proofs of non-existence call cache.clear('com.')
[count] => 100
[round] => 1
[subtree] => com.
> worker.sleep(0.1)
[cache] asynchronous cache.clear('com', false) finished

-- Clear only 'www.example.com.'
> cache.clear('www.example.com.', true)
[round] => 1
[count] => 1
[not_apex] => to clear proofs of non-existence call cache.clear('example.com.')
[subtree] => example.com.
```

## Timers and events

The timer represents exactly the thing described in the examples - it allows you to execute closures after specified time, or event recurrent events. Time is always described in milliseconds, but there are convenient variables that you can use - `sec`, `minute`, `hour`. For example, `5 * hour` represents five hours, or `5*60*60*100` milliseconds.

**event.after** (time, function)

**Returns** event id

Execute function after the specified time has passed. The first parameter of the callback is the event itself.

Example:

```
event.after(1 * minute, function() print('Hi!') end)
```

**event.recurrent** (interval, function)

**Returns** event id

Similar to `event.after()`, periodically execute function after interval passes.

Example:

```
msg_count = 0
event.recurrent(5 * sec, function(e)
  msg_count = msg_count + 1
  print('Hi #'..msg_count)
end)
```

**event.reschedule** (event\_id, timeout)

Reschedule a running event, it has no effect on canceled events. New events may reuse the event\_id, so the behaviour is undefined if the function is called after another event is started.

Example:

```
local interval = 1 * minute
event.after(1 * minute, function (ev)
  print('Good morning!')
  -- Halven the interval for each iteration
  interval = interval / 2
  event.reschedule(ev, interval)
end)
```

**event.cancel** (event\_id)

Cancel running event, it has no effect on already canceled events. New events may reuse the event\_id, so the behaviour is undefined if the function is called after another event is started.

Example:

```
e = event.after(1 * minute, function() print('Hi!!') end)
event.cancel(e)
```

Watch for file descriptor activity. This allows embedding other event loops or simply firing events when a pipe endpoint becomes active. In another words, asynchronous notifications for daemon.

**event.socket** (fd, cb)**Parameters**

- **fd** (*number*) – file descriptor to watch
- **cb** – closure or callback to execute when fd becomes active

**Returns** event id

Execute function when there is activity on the file descriptor and calls a closure with event id as the first parameter, status as second and number of events as third.

Example:

```
e = event.socket(0, function(e, status, nevents)
  print('activity detected')
end)
e.cancel(e)
```

**Asynchronous function execution**

The *event* package provides a very basic mean for non-blocking execution - it allows running code when activity on a file descriptor is detected, and when a certain amount of time passes. It doesn't however provide an easy to use abstraction for non-blocking I/O. This is instead exposed through the *worker* package (if *cqueues* Lua package is installed in the system).

**worker.coroutine** (function)

Start a new coroutine with given function (closure). The function can do I/O or run timers without blocking the main thread. See [cqueues](#) for documentation of possible operations and synchronization primitives. The main limitation is that you can't wait for a finish of a coroutine from processing layers, because it's not currently possible to suspend and resume execution of processing layers.

Example:

```
worker.coroutine(function ()
  for i = 0, 10 do
    print('executing', i)
    worker.sleep(1)
  end
end)
```

### **worker.sleep** (seconds)

Pause execution of current function (asynchronously if running inside a worker coroutine).

When daemon is running in forked mode, each process acts independently. This is good because it reduces software complexity and allows for runtime scaling, but not ideal because of additional operational burden. For example, when you want to add a new policy, you'd need to add it to either put it in the configuration, or execute command on each process independently. The daemon simplifies this by promoting process group leader which is able to execute commands synchronously over forks.

Example:

```
worker.sleep(1)
```

### **map** (expr)

Run expression synchronously over all forks, results are returned as a table ordered as forks. Expression can be any valid expression in Lua.

Example:

```
-- Current instance only
hostname()
localhost
-- Mapped to forks
map 'hostname()'
[1] => localhost
[2] => localhost
-- Get worker ID from each fork
map 'worker.id'
[1] => 0
[2] => 1
-- Get cache stats from each fork
map 'cache.stats()'
[1] => {
  [hit] => 0
  [delete] => 0
  [miss] => 0
  [insert] => 0
}
[2] => {
  [hit] => 0
  [delete] => 0
  [miss] => 0
  [insert] => 0
}
```

## Scripting worker

Worker is a service over event loop that tracks and schedules outstanding queries, you can see the statistics or schedule new queries. It also contains information about specified worker count and process rank.

**worker.count**

Return current total worker count (e.g. *1* for single-process)

**worker.id**

Return current worker ID (starting from *0* up to *worker.count - 1*)

**worker.pid**

Current worker process PID (number).

**worker.stats()**

Return table of statistics. See member descriptions in *worker\_stats*. A few fields are added, mainly from POSIX `getrusage()`:

- `usertime` and `systemtime` – CPU time used, in seconds
- `pagefaults` – the number of hard page faults, i.e. those that required I/O activity
- `swaps` – the number of times the process was “swapped” out of main memory; unused on Linux
- `csw` – the number of context switches, both voluntary and involuntary
- `rss` – current memory usage in bytes, including whole cache (resident set size)

Example:

```
print(worker.stats().concurrent)
```

## 1.2 CLI interface

The daemon features a CLI interface, type `help()` to see the list of available commands.

```
$ kresd /var/cache/knot-resolver
[system] started in interactive mode, type 'help()'
> cache.count()
53
```

### 1.2.1 Verbose output

If the verbose logging is compiled in, i.e. not turned off by `verbose_log=disabled`, you can turn on verbose tracing of server operation with the `-v` option. You can also toggle it on runtime with `verbose(true|false)` command.

```
$ kresd -v
```

To run the daemon by hand, such as under `nohup`, use `-f 1` to start a single fork. For example:

```
$ nohup ./daemon/kresd -a 127.0.0.1 -f 1 -v &
```

## 1.3 Control sockets

Unless ran manually, knot-resolver is typically started in non-interactive mode. The mode gets triggered by using the `-f` command-line parameter or by passing sockets from `systemd`. You can attach to the the consoles for each process; by default they are in `rundir/tty/$PID`.

**Note:** When running `kresd` with `systemd`, you can find the location of the socket(s) using `systemctl status kresd-control@*.socket`. Typically, these are in `/run/knot-resolver/control@*`.

---

```
$ nc -U rundir/tty/3008 # or socat - UNIX-CONNECT:rundir/tty/3008
> cache.count()
53
```

The *direct output* of the CLI command is captured and sent over the socket, while also printed to the daemon standard outputs (for accountability). This gives you an immediate response on the outcome of your command. Error or debug logs aren't captured, but you can find them in the daemon standard outputs.

This is also a way to enumerate and test running instances, the list of files in `tty` corresponds to the list of running processes, and you can test the process for liveness by connecting to the UNIX socket.

## 1.4 Utilizing multiple CPUs

The server can run in multiple independent processes, all sharing the same socket and cache. These processes can be started or stopped during runtime based on the load.

### Using systemd

To run multiple daemons using `systemd`, use a different numeric identifier for the instance, for example:

```
$ systemctl start kresd@1.service
$ systemctl start kresd@2.service
$ systemctl start kresd@3.service
$ systemctl start kresd@4.service
```

With the use of brace expansion, the equivalent command looks like:

```
$ systemctl start kresd@{1..4}.service
```

For more details, see `kresd.systemd(7)`.

### Daemon only

```
$ kresd -f 4 rundir > kresd.log &
$ kresd -f 2 rundir > kresd_2.log & # Extra instances
$ pstree $$ -g
bash(3533)─kresd(19212)─kresd(19212)
                │
                └─kresd(19212)
                   └─kresd(19212)
                      └─kresd(19399)─kresd(19399)
                         └─pstree(19411)
$ kill 19399 # Kill group 2, former will continue to run
bash(3533)─kresd(19212)─kresd(19212)
                │
                └─kresd(19212)
                   └─kresd(19212)
                      └─pstree(19460)
```

**Note:** On recent Linux supporting `SO_REUSEPORT` (since 3.9, backported to RHEL 2.6.32) it is also able to bind to the same endpoint and distribute the load between the forked processes. If your OS doesn't support it, use only one daemon process.

---



## 1.5 Cache Garbage Collector

kresd daemon uses the available cache until it's full. When more space is required, the entire cache is dropped. To avoid starting over with an empty cache, a separate garbage collector daemon is available to periodically trim the cache instead.

The cache garbage collector daemon (`kres-cache-gc`) monitors the cache usage and attempts to free up space when a threshold is reached. A garbage collector systemd service, `kres-cache-gc.service` is turned on in our upstream packages.

To spawn the daemon manually and configure it to run every second, use:

```
$ kres-cache-gc -c /var/cache/knot-resolver -d 1000
```

## 1.6 Using CLI tools

- `kresd-host.lua` - a drop-in replacement for `host(1)` utility

Queries the DNS for information. The hostname is looked up for IP4, IP6 and mail.

Example:

```
$ kresd-host.lua -f root.key -v nic.cz
nic.cz. has address 217.31.205.50 (secure)
nic.cz. has IPv6 address 2001:1488:0:3::2 (secure)
nic.cz. mail is handled by 10 mail.nic.cz. (secure)
nic.cz. mail is handled by 20 mx.nic.cz. (secure)
nic.cz. mail is handled by 30 bh.nic.cz. (secure)
```

- `kresd-query.lua` - run the daemon in zero-configuration mode, perform a query and execute given callback.

This is useful for executing one-shot queries and hooking into the processing of the result, for example to check if a domain is managed by a certain registrar or if it's signed.

Example:

```
$ kresd-query.lua www.sub.nic.cz 'assert(kres.dname2str(req:resolved().zone_cut.name)
↳ == "nic.cz.")' && echo "yes"
yes
$ kresd-query.lua -C 'trust_anchors.add_file("root.keys")' nic.cz
↳ 'assert(req:resolved().flags.DNSSEC_WANT)'
$ echo $?
0
```

## 1.7 Code reference

### Functions

int **worker\_init** (struct engine \* *engine*, int *worker\_id*, int *worker\_count*)  
Create and initialize the worker.

**Return** error code (ENOMEM)

void **worker\_deinit** (void)

Destroy the worker (free memory).

int **worker\_submit** (struct session \* *session*, knot\_pkt\_t \* *query*)

Process an incoming packet (query from a client or answer from upstream).

**Return** 0 or an error code

**Parameters**

- *session*: session the where packet came from
- *query*: the packet, or NULL on an error from the transport layer

int **worker\_end\_tcp** (struct session \* *session*)

End current DNS/TCP session, this disassociates pending tasks from this session which may be freely closed afterwards.

*KR\_EXPORT* knot\_pkt\_t\* **worker\_resolve\_mk\_pkt** (const char \* *qname\_str*, uint16\_t *qtype*,  
uint16\_t *qclass*, const struct *kr\_qflags* \* *options*)

Create a packet suitable for worker\_resolve\_start().

All in malloc() memory.

*KR\_EXPORT* struct qr\_task\* **worker\_resolve\_start** (knot\_pkt\_t \* *query*, struct *kr\_qflags* *options*)

Start query resolution with given query.

**Return** task or NULL

*KR\_EXPORT* int **worker\_resolve\_exec** (struct qr\_task \* *task*, knot\_pkt\_t \* *query*)

struct *kr\_request*\* **worker\_task\_request** (struct qr\_task \* *task*)

struct *kr\_request* associated with opaque task

**Return**

int **worker\_task\_step** (struct qr\_task \* *task*, const struct sockaddr \* *packet\_source*, knot\_pkt\_t \* *packet*)

int **worker\_task\_numrefs** (const struct qr\_task \* *task*)

int **worker\_task\_finalize** (struct qr\_task \* *task*, int *state*)

Finalize given task.

void **worker\_task\_complete** (struct qr\_task \* *task*)

void **worker\_task\_ref** (struct qr\_task \* *task*)

void **worker\_task\_unref** (struct qr\_task \* *task*)

void **worker\_task\_timeout\_inc** (struct qr\_task \* *task*)

int **worker\_add\_tcp\_connected** (struct worker\_ctx \* *worker*, const struct sockaddr \* *addr*, struct session \* *session*)

int **worker\_del\_tcp\_connected** (struct worker\_ctx \* *worker*, const struct sockaddr \* *addr*)

int **worker\_del\_tcp\_waiting** (struct worker\_ctx \* *worker*, const struct sockaddr \* *addr*)

knot\_pkt\_t\* **worker\_task\_get\_pktbuf** (const struct qr\_task \* *task*)

struct request\_ctx\* **worker\_task\_get\_request** (struct qr\_task \* *task*)

struct session\* **worker\_request\_get\_source\_session** (struct request\_ctx \*)

void **worker\_request\_set\_source\_session** (struct request\_ctx \*, struct session \* *session*)

uint16\_t **worker\_task\_pkt\_get\_msgid** (struct qr\_task \* *task*)

void **worker\_task\_pkt\_set\_msgid** (struct qr\_task \* *task*, uint16\_t *msgid*)

uint64\_t **worker\_task\_creation\_time** (struct qr\_task \* *task*)

void **worker\_task\_subreq\_finalize** (struct qr\_task \* *task*)

bool **worker\_task\_finished** (struct qr\_task \* *task*)

## Variables

*KR\_EXPORT* struct worker\_ctx\* **the\_worker**

Pointer to the singleton worker.

NULL if not initialized.

**struct worker\_stats**

*#include <worker.h>* Various worker statistics.

Sync with wrk\_stats()

## Public Members

size\_t **queries**

Total number of requests (from clients and internal ones).

size\_t **concurrent**

The number of requests currently in processing.

size\_t **rconcurrent**

size\_t **dropped**

The number of requests dropped due to being badly formed.

See #471.

size\_t **timeout**

Number of outbound queries that timed out.

size\_t **udp**

Number of outbound queries over UDP.

size\_t **tcp**

Number of outbound queries over TCP (excluding TLS).

size\_t **tls**

Number of outbound queries over TLS.

size\_t **ipv4**

Number of outbound queries over IPv4.

size\_t **ipv6**

Number of outbound queries over IPv6.



- *Static hints*
- *Statistics collector*
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- *Graphite module*
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- *Sentinel for Detecting Trusted Root Keys*
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- *System time skew detector*
- *Detect discontinuous jumps in the system time*
- *Root on loopback (RFC 7706)*
- *Cache prefilling*
- *Serve stale*
- *EDNS keepalive*
- *Experimental DNS-over-TLS Auto-discovery*

## 2.1 Static hints

This is a module providing static hints for forward records (A/AAAA) and reverse records (PTR). The records can be loaded from `/etc/hosts`-like files and/or added directly.

You can also use the module to change the root hints; they are used as a safety belt or if the root NS drops out of cache.

### 2.1.1 Examples

```
-- Load hints after iterator (so hints take precedence before caches)
modules = { 'hints > iterate' }
-- Add a custom hosts file
hints.add_hosts('hosts.custom')
-- Override the root hints
hints.root({
  ['j.root-servers.net.'] = { '2001:503:c27::2:30', '192.58.128.30' }
})
-- Add a custom hint
hints['foo.bar'] = '127.0.0.1'
```

---

**Note:** The *policy* module applies before hints, meaning e.g. that hints for special names ([RFC 6761#section-6](#)) like `localhost` or `test` will get shadowed by policy rules by default. That can be worked around e.g. by explicit `policy.PASS` action.

---

### 2.1.2 Properties

**hints.config**([path])

**Parameters**

- **path** (*string*) – path to hosts-like file, default: no file

**Returns** { result: bool }

Clear any configured hints, and optionally load a hosts-like file as in `hints.add_hosts(path)`. (Root hints are not touched.)

**hints.add\_hosts**([path])

**Parameters**

- **path** (*string*) – path to hosts-like file, default: `/etc/hosts`

Add hints from a host-like file.

**hints.get** (*hostname*)

**Parameters**

- **hostname** (*string*) – i.e. "localhost"

**Returns** { result: [address1, address2, ...] }

Return list of address record matching given name. If no hostname is specified, all hints are returned in the table format used by `hints.root()`.

**hints.set** (*pair*)

**Parameters**

- **pair** (*string*) – hostname address i.e. "localhost 127.0.0.1"

**Returns** { result: bool }

Add a hostname–address pair hint.

---

**Note:** If multiple addresses have been added for a name (in separate `hints.set()` commands), all are returned in a forward query. If multiple names have been added to an address, the last one defined is returned in a corresponding PTR query.

---

**hints.del** (*pair*)

**Parameters**

- **pair** (*string*) – hostname address i.e. "localhost 127.0.0.1", or just hostname

**Returns** { result: bool }

Remove a hostname - address pair hint. If address is omitted, all addresses for the given name are deleted.

**hints.root\_file** (*path*)

Replace current root hints from a zonefile. If the path is omitted, the compiled-in path is used, i.e. the root hints are reset to the default.

**hints.root** (*root\_hints*)

**Parameters**

- **root\_hints** (*table*) – new set of root hints i.e. `{ ['name'] = 'addr', ... }`

**Returns** { ['a.root-servers.net.'] = { '1.2.3.4', '5.6.7.8', ... }, ... }

Replace current root hints and return the current table of root hints.

---

**Tip:** If no parameters are passed, it only returns current root hints set without changing anything.

---

Example:

```
> hints.root({
  ['l.root-servers.net.'] = '199.7.83.42',
  ['m.root-servers.net.'] = '202.12.27.33'
```

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```

})
[l.root-servers.net.] => {
  [1] => 199.7.83.42
}
[m.root-servers.net.] => {
  [1] => 202.12.27.33
}

```

**Tip:** A good rule of thumb is to select only a few fastest root hints. The server learns RTT and NS quality over time, and thus tries all servers available. You can help it by preselecting the candidates.

**hints.use\_nodata** (toggle)

**Parameters**

- **toggle** (*bool*) – true if enabling NODATA synthesis, false if disabling

**Returns** { result: bool }

If set to true (the default), NODATA will be synthesised for matching hint name, but mismatching type (e.g. AAAA query when only A hint exists).

**hints.ttl** ([new\_ttl])

**Parameters**

- **new\_ttl** (*int*) – new TTL to set (optional)

**Returns** the TTL setting

This function allows to read and write the TTL value used for records generated by the hints module.

## 2.2 Statistics collector

This module gathers various counters from the query resolution and server internals, and offers them as a key-value storage. Any module may update the metrics or simply hook in new ones.

```

-- Enumerate metrics
> stats.list()
[answer.cached] => 486178
[iterator.tcp] => 490
[answer.noerror] => 507367
[answer.total] => 618631
[iterator.udp] => 102408
[query.concurrent] => 149

-- Query metrics by prefix
> stats.list('iter')
[iterator.udp] => 105104
[iterator.tcp] => 490

-- Set custom metrics from modules
> stats['filter.match'] = 5
> stats['filter.match']
5

```

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```

-- Fetch most common queries
> stats.frequent()
[1] => {
    [type] => 2
    [count] => 4
    [name] => cz.
}

-- Fetch most common queries (sorted by frequency)
> table.sort(stats.frequent(), function (a, b) return a.count > b.count end)

-- Show recently contacted authoritative servers
> stats.upstreams()
[2a01:618:404::1] => {
    [1] => 26 -- RTT
}
[128.241.220.33] => {
    [1] => 31 - RTT
}

```

## 2.2.1 Properties

**stats.get** (key)

**Parameters**

- **key** (*string*) – i.e. "answer.total"

**Returns** number

Return nominal value of given metric.

**stats.set** (key, val)

**Parameters**

- **key** (*string*) – i.e. "answer.total"
- **val** (*number*) – i.e. 5

Set nominal value of given metric.

**stats.list** ([prefix])

**Parameters**

- **prefix** (*string*) – optional metric prefix, i.e. "answer" shows only metrics beginning with "answer"

Outputs collected metrics as a JSON dictionary.

**stats.upstreams** ()

Outputs a list of recent upstreams and their RTT. It is sorted by time and stored in a ring buffer of a fixed size. This means it's not aggregated and readable by multiple consumers, but also that you may lose entries if you don't read quickly enough. The default ring size is 512 entries, and may be overridden on compile time by `-DUPSTREAMS_COUNT=X`.

**stats.frequent** ()

Outputs list of most frequent iterative queries as a JSON array. The queries are sampled probabilistically, and include subrequests. The list maximum size is 5000 entries, make diffs if you want to track it over time.

`stats.clear_frequent ()`

Clear the list of most frequent iterative queries.

## 2.2.2 Built-in statistics

Built-in counters keep track of number of queries and answers matching specific criteria.

Global request counters	
request.total	total number of DNS requests from clients (including internal client requests)
request.internal	internal requests generated by Knot Resolver (e.g. DNSSEC trust anchor updates)
request.udp	external requests received over plain UDP ( <a href="#">RFC 1035</a> )
request.tcp	external requests received over plain TCP ( <a href="#">RFC 1035</a> )
request.dot	external requests received over DNS-over-TLS ( <a href="#">RFC 7858</a> )
request.doh	external requests received over DNS-over-HTTP ( <a href="#">RFC 8484</a> )

Global answer counters	
answer.total	total number of answered queries
answer.cached	queries answered from cache

Answers categorized by RCODE	
answer.noerror	NOERROR answers
answer.nodata	NOERROR, but empty answers
answer.nxdomain	NXDOMAIN answers
answer.servfail	SERVFAIL answers

Answer latency	
answer.1ms	completed in 1ms
answer.10ms	completed in 10ms
answer.50ms	completed in 50ms
answer.100ms	completed in 100ms
answer.250ms	completed in 250ms
answer.500ms	completed in 500ms
answer.1000ms	completed in 1000ms
answer.1500ms	completed in 1500ms
answer.slow	completed in more than 1500ms

Answer flags	
answer.aa	authoritative answer
answer.tc	truncated answer
answer.ra	recursion available
answer.rd	recursion desired (in answer!)
answer.ad	authentic data (DNSSEC)
answer.cd	checking disabled (DNSSEC)
answer.do	DNSSEC answer OK
answer.edns0	EDNS0 present

Query flags	
query.edns	queries with EDNS present
query.dnssec	queries with DNSSEC DO=1

## 2.3 Query policies

This module can block, rewrite, or alter inbound queries based on user-defined policies.

Each policy *rule* has two parts: a *filter* and an *action*. A *filter* selects which queries will be affected by the policy, and *action* which modifies queries matching the associated filter.

Typically a rule is defined as follows: `filter(action(action parameters), filter parameters)`. For example, a filter can be `suffix` which matches queries whose suffix part is in specified set, and one of possible actions is `DENY`, which denies resolution. These are combined together into `policy.suffix(policy.DENY, {todname('badguy.example.')})`. The rule is effective when it is added into rule table using `policy.add()`, please see *Policy examples*.

This module is enabled by default because it implements mandatory [RFC 6761](#) logic. When no rule applies to a query, built-in rules for `special-use` and `locally-served` domain names are applied. These rules can be overridden by action `PASS`, see *Policy examples* below. For debugging purposes you can also add `modules.unload('policy')` to your config to unload the module.

### 2.3.1 Filters

A *filter* selects which queries will be affected by specified *action*. There are several policy filters available in the `policy.table`:

- `all(action)` - always applies the action
- `pattern(action, pattern)` - applies the action if QNAME matches a [regular expression](#)
- `suffix(action, table)` - applies the action if QNAME suffix matches one of suffixes in the table (useful for “is domain in zone” rules), uses [Aho-Corasick](#) string matching algorithm from [CloudFlare](#) (BSD 3-clause)
- `policy.suffix_common`
- `rpz(default_action, path)` - implements a subset of [RPZ](#) in zonefile format. See below for details: `policy.rpz`.
- custom filter function

### 2.3.2 Actions

An *action* is function which modifies DNS query, and is either of type *chain* or *non-chain*. So-called *chain* actions modify the query and allow other rules to evaluate and modify the same query. *Non-chain* actions have opposite behavior, i.e. modify the query and stop rule processing.

Resolver comes with several actions available in the `policy.table`:

#### Non-chain actions

Following actions stop the policy matching on the query, i.e. other rules are not evaluated once rule with following actions matches:

- `PASS` - let the query pass through; it’s useful to make exceptions before wider rules

- DENY - reply NXDOMAIN authoritatively
- DENY\_MSG(msg) - reply NXDOMAIN authoritatively and add explanatory message to additional section
- DROP - terminate query resolution and return SERVFAIL to the requestor
- REFUSE - terminate query resolution and return REFUSED to the requestor
- TC - set TC=1 if the request came through UDP, forcing client to retry with TCP
- FORWARD(ip) - resolve a query via forwarding to an IP while validating and caching locally
- TLS\_FORWARD({ip, authentication}) - resolve a query via TLS connection forwarding to an IP while validating and caching locally
- STUB(ip) - similar to FORWARD(ip) but *without* attempting DNSSEC validation. Each request may be either answered from cache or simply sent to one of the IPs with proxying back the answer.
- REROUTE({subnet, target}, ...) - reroute addresses in response matching given subnet to given target, e.g. {'192.0.2.0/24', '127.0.0.0'} will rewrite '192.0.2.55' to '127.0.0.55', see [renumber module](#) for more information.

FORWARD, TLS\_FORWARD and STUB support up to four IP addresses “in a single call”.

### Chain actions

Following actions allow to keep trying to match other rules, until a non-chain action is triggered:

- MIRROR(ip) - mirror query to given IP and continue solving it (useful for partial snooping).
- QTRACE - pretty-print DNS response packets into the log for the query and its sub-queries. It's useful for debugging weird DNS servers.
- FLAGS(set, clear) - set and/or clear some flags for the query. There can be multiple flags to set/clear. You can just pass a single flag name (string) or a set of names.

Also, it is possible to write your own action (i.e. Lua function). It is possible to implement complex heuristics, e.g. to deflect [Slow drip DNS attacks](#) or gray-list resolution of misbehaving zones.

**Warning:** The policy module currently only looks at whole DNS requests. The rules won't be re-applied e.g. when following CNAMEs.

---

**Note:** The module (and `kres`) expects domain names in wire format, not textual representation. So each label in name is prefixed with its length, e.g. “example.com” equals to “\7example\3com”. You can use convenience function `todname('example.com')` for automatic conversion.

---

## 2.3.3 Forwarding over TLS protocol (DNS-over-TLS)

Policy `TLS_FORWARD` allows you to forward queries using [Transport Layer Security](#) protocol, which hides the content of your queries from an attacker observing the network traffic. Further details about this protocol can be found in [RFC 7858](#) and [IETF draft dprive-dtls-and-tls-profiles](#).

Queries affected by `TLS_FORWARD` policy will always be resolved over TLS connection. Knot Resolver does not implement fallback to non-TLS connection, so if TLS connection cannot be established or authenticated according to the configuration, the resolution will fail.

To test this feature you need to either [configure Knot Resolver as DNS-over-TLS server](#), or pick some public DNS-over-TLS server. Please see [DNS Privacy Project](#) homepage for list of public servers.

**Note:** Some public DNS-over-TLS providers may apply rate-limiting which makes their service incompatible with Knot Resolver's TLS forwarding. Notably, [Google Public DNS](#) doesn't work as of 2019-07-10.

When multiple servers are specified, the one with the lowest round-trip time is used.

### CA+hostname authentication

Traditional PKI authentication requires server to present certificate with specified hostname, which is issued by one of trusted CAs. Example policy is:

```
policy.TLS_FORWARD({
    {'2001:DB8::d0c', hostname='res.example.com'}})
```

- `hostname` must be a valid domain name matching server's certificate. It will also be sent to the server as **SNI**.
- `ca_file` optionally contains a path to a CA certificate (or certificate bundle) in **PEM format**. If you omit that, the system CA certificate store will be used instead (usually sufficient). A list of paths is also accepted, but all of them must be valid PEMs.

### Key-pinned authentication

Instead of CAs, you can specify hashes of accepted certificates in `pin_sha256`. They are in the usual format – base64 from sha256. You may still specify `hostname` if you want **SNI** to be sent.

### TLS Examples

```
modules = { 'policy' }
-- forward all queries over TLS to the specified server
policy.add(policy.all(policy.TLS_FORWARD({'192.0.2.1', pin_sha256='YQ=='})))
-- for brevity, other TLS examples omit policy.add(policy.all())
-- single server authenticated using its certificate pin_sha256
policy.TLS_FORWARD({'192.0.2.1', pin_sha256='YQ=='}) -- pin_sha256 is base64-
↳ encoded
-- single server authenticated using hostname and system-wide CA certificates
policy.TLS_FORWARD({'192.0.2.1', hostname='res.example.com'})
-- single server using non-standard port
policy.TLS_FORWARD({'192.0.2.1@443', pin_sha256='YQ=='}) -- use @ or # to
↳ specify port
-- single server with multiple valid pins (e.g. anycast)
policy.TLS_FORWARD({'192.0.2.1', pin_sha256={'YQ==', 'Wg=='}})
-- multiple servers, each with own authenticator
policy.TLS_FORWARD({ -- please note that { here starts list of servers
    {'192.0.2.1', pin_sha256='Wg=='},
    -- server must present certificate issued by specified CA and hostname must
↳ match
    {'2001:DB8::d0c', hostname='res.example.com', ca_file='/etc/knot-resolver/
↳ tlsca.crt'}
})
```

### 2.3.4 Policy examples

```

-- Whitelist 'www[0-9].badboy.cz'
policy.add(policy.pattern(policy.PASS, '\4www[0-9]\6badboy\2cz'))
-- Block all names below badboy.cz
policy.add(policy.suffix(policy.DENY, {todname('badboy.cz.')}))

-- Custom rule
local ffi = require('ffi')
local function genRR (state, req)
    local answer = req.answer
    local qry = req:current()
    if qry.stype ~= kres.type.A then
        return state
    end
    ffi.C.kr_pkt_make_auth_header(answer)
    answer:rcode(kres.rcode.NOERROR)
    answer:begin(kres.section.ANSWER)
    answer:put(qry.sname, 900, answer:qclass(), kres.type.A, '\192\168\1\3')
    return kres.DONE
end
policy.add(policy.suffix(genRR, { todname('my.example.cz.') }))

-- Disallow ANY queries
policy.add(function (req, query)
    if query.stype == kres.type.ANY then
        return policy.DROP
    end
end)

-- Enforce local RPZ
policy.add(policy.rpz(policy.DENY, 'blacklist.rpz'))
-- Forward all queries below 'company.se' to given resolver;
-- beware: typically this won't work due to DNSSEC - see "Replacing part..." below
policy.add(policy.suffix(policy.FORWARD('192.168.1.1'), {todname('company.se.')}))
-- Forward reverse queries about the 192.168.1.1/24 space to .1 port 5353
-- and do it directly without attempts to validate DNSSEC etc.
policy.add(policy.suffix(policy.STUB('192.168.1.1@5353'), {todname('1.168.192.in-addr.
↪arpa')}))
-- Forward all queries matching pattern
policy.add(policy.pattern(policy.FORWARD('2001:DB8::1'), '\4bad[0-9]\2cz'))
-- Forward all queries (to public resolvers https://www.nic.cz/odvr)
policy.add(policy.all(policy.FORWARD({'2001:678:1::206', '193.29.206.206'})))
-- Print all responses with matching suffix
policy.add(policy.suffix(policy.QTRACE, {todname('rhybar.cz.')}))
-- Print all responses
policy.add(policy.all(policy.QTRACE))
-- Mirror all queries and retrieve information
local rule = policy.add(policy.all(policy.MIRROR('127.0.0.2')))
-- Print information about the rule
print(string.format('id: %d, matched queries: %d', rule.id, rule.count))
-- Reroute all addresses found in answer from 192.0.2.0/24 to 127.0.0.x
-- this policy is enforced on answers, therefore 'postrule'
local rule = policy.add(policy.REROUTE({'192.0.2.0/24', '127.0.0.0'}, true))
-- Delete rule that we just created
policy.del(rule.id)

```

### 2.3.5 Replacing part of the DNS tree

You may want to resolve most of the DNS namespace by usual means while letting some other resolver solve specific subtrees. Such data would typically be rejected by DNSSEC validation starting from the ICANN root keys. Therefore, if you trust the resolver and your link to it, you can simply use the `STUB` action instead of `FORWARD` to avoid validation only for those subtrees.

Another issue is caused by caching, because Knot Resolver only keeps a single cache for everything. For example, if you add an alternative top-level domain while using the ICANN root zone for the rest, at some point the cache may obtain records proving that your top-level domain does not exist, and those records could then be used when the positive records fall out of cache. The easiest work-around is to disable reading from cache for those subtrees; the other resolver is often very close anyway.

Listing 1: Example configuration: graft DNS sub-trees `faketldtest`, `sld.example`, and `internal.example.com` into existing namespace

```
extraTrees = policy.todnames({'faketldtest', 'sld.example', 'internal.example.com'})
-- Beware: the rule order is important, as STUB is not a chain action.
policy.add(policy.suffix(policy.FLAGS({'NO_CACHE'}), extraTrees))
policy.add(policy.suffix(policy.STUB({'2001:db8::1'}), extraTrees))
```

### 2.3.6 Additional properties

Most properties (actions, filters) are described above.

`policy.add` (rule, postrule)

#### Parameters

- **rule** – added rule, i.e. `policy.pattern(policy.DENY, '[0-9]+\2cz')`
- **postrule** – boolean, if true the rule will be evaluated on answer instead of query

**Returns** rule description

Add a new policy rule that is executed either on queries or answers, depending on the `postrule` parameter. You can then use the returned rule description to get information and unique identifier for the rule, as well as match count.

`policy.del` (id)

#### Parameters

- **id** – identifier of a given rule

**Returns** boolean

Remove a rule from policy list.

`policy.suffix_common` (action, suffix\_table[, common\_suffix])

#### Parameters

- **action** – action if the pattern matches QNAME
- **suffix\_table** – table of valid suffixes
- **common\_suffix** – common suffix of entries in `suffix_table`

Like suffix match, but you can also provide a common suffix of all matches for faster processing (nil otherwise). This function is faster for small suffix tables (in the order of “hundreds”).

`policy.rpz` (action, path, watch)

#### Parameters

- **action** – the default action for match in the zone; typically you want `policy.DENY`
- **path** – path to zone file | database
- **watch** – boolean, if not false, the file will be reparsed and the ruleset reloaded on file change

Enforce **RPZ** rules. This can be used in conjunction with published blacklist feeds. The **RPZ** operation is well described in this [Jan-Piet Mens’s post](#), or the [Pro DNS and BIND](#) book. Here’s compatibility table:

Policy Action	RH Value	Support
action is used	.	yes, if action is DENY
action is used	*.	<i>partial</i> <sup>1</sup>
policy.PASS	rpz-passthru.	yes
policy.DROP	rpz-drop.	yes
policy.TC	rpz-tcp-only.	yes
Modified	anything	no

Policy Trigger	Support
QNAME	yes
CLIENT-IP	<i>partial</i> , may be done with <i>views</i>
IP	no
NSDNAME	no
NS-IP	no

`policy.todnames` ({name, ...})

**Param** names table of domain names in textual format

Returns table of domain names in wire format converted from strings.

```
-- Convert single name
assert(todname('example.com') == '\7example\3com\0')
-- Convert table of names
policy.todnames({'example.com', 'me.cz'})
{ '\7example\3com\0', '\2me\2cz\0' }
```

## 2.4 Views and ACLs

The *policy* module implements policies for global query matching, e.g. solves “how to react to certain query”. This module combines it with query source matching, e.g. “who asked the query”. This allows you to create personalized blacklists, filters and ACLs.

There are two identification mechanisms:

- `addr` - identifies the client based on his subnet
- `tsig` - identifies the client based on a TSIG key name (only for testing purposes, TSIG signature is not verified!)

View module allows you to combine query source information with *policy* rules.

<sup>1</sup> The specification for \*. wants a NODATA answer. For now, `policy.DENY` action doing `NXDOMAIN` is typically used instead.



```
view:addr('10.0.0.1', policy.suffix(policy.TC, policy.todnames({'example.com'})))
```

This example will force given client to TCP for names in `example.com` subtree. You can combine view selectors with [RPZ](#) to create personalized filters for example.

**Warning:** Beware that cache is shared by *all* requests. For example, it is safe to refuse answer based on who asks the resolver, but trying to serve different data to different clients will result in unexpected behavior. Setups like [split-horizon](#) which depend on isolated DNS caches are explicitly not supported.

## 2.4.1 Example configuration

```
-- Load modules
modules = { 'view' }
-- Whitelist queries identified by TSIG key
view:tsig('\5mykey', policy.all(policy.PASS))
-- Block local IPv4 clients (ACL like)
view:addr('127.0.0.1', policy.all(policy.DENY))
-- Block local IPv6 clients (ACL like)
view:addr('::1', policy.all(policy.DENY))
-- Drop queries with suffix match for remote client
view:addr('10.0.0.0/8', policy.suffix(policy.DROP, policy.todnames({'xxx'})))
-- RPZ for subset of clients
view:addr('192.168.1.0/24', policy.rpz(policy.PASS, 'whitelist.rpz'))
-- Do not try this - it will pollute cache and surprise you!
-- view:addr('10.0.0.0/8', policy.all(policy.FORWARD('2001:DB8::1')))
-- Drop everything that hasn't matched
view:addr('0.0.0.0/0', policy.all(policy.DROP))
```

**Note:** When using systemd socket activation, it's possible to bind to IPv6 socket that also handles IPv4 connections via v4-mapped-on-v6 addresses. With this setup, using IPv4 syntax in `view:addr()` is currently not supported. Instead, you can use the v4-mapped-on-v6 syntax, e.g. `::ffff:127.0.0.0/104` instead of `127.0.0.0/8`.

## 2.4.2 Rule order

The current implementation is best understood as three separate rule chains: `vanilla policy.add`, `view:tsig` and `view:addr`. For each request the rules in these chains get tried one by one until a *non-chain policy action* gets executed.

By default *policy module* acts before `view` module due to `policy` being loaded by default. If you want to intermingle universal rules with `view:addr`, you may simply wrap the universal policy rules in `view` closure like this:

```
view:addr('0.0.0.0/0', policy.<rule>) -- and
view:addr('::0/0', policy.<rule>)
```

## 2.4.3 Properties

**view:addr** (subnet, rule)

**Parameters**

- **subnet** – client subnet, i.e. 10.0.0.1
- **rule** – added rule, i.e. `policy.pattern(policy.DENY, '[0-9]+\2cz')`

Apply rule to clients in given subnet.

**view:tsig** (key, rule)

### Parameters

- **key** – client TSIG key domain name, i.e. `\5mykey`
- **rule** – added rule, i.e. `policy.pattern(policy.DENY, '[0-9]+\2cz')`

Apply rule to clients with given TSIG key.

**Warning:** This just selects rule based on the key name, it doesn't verify the key or signature yet.

## 2.5 Prefetching records

The module refreshes records that are about to expire when they're used (having less than 1% of original TTL). This improves latency for frequently used records, as they are fetched in advance.

It is also able to learn usage patterns and repetitive queries that the server makes. For example, if it makes a query every day at 18:00, the resolver expects that it is needed by that time and prefetches it ahead of time. This is helpful to minimize the perceived latency and keeps the cache hot.

---

**Tip:** The tracking window and period length determine memory requirements. If you have a server with relatively fast query turnover, keep the period low (hour for start) and shorter tracking window (5 minutes). For personal slower resolver, keep the tracking window longer (i.e. 30 minutes) and period longer (a day), as the habitual queries occur daily. Experiment to get the best results.

---

### 2.5.1 Example configuration

```
modules = {
  predict = {
    window = 15, -- 15 minutes sampling window
    period = 6*(60/15) -- track last 6 hours
  }
}
```

Defaults are 15 minutes window, 6 hours period.

---

**Tip:** Use period 0 to turn off prediction and just do prefetching of expiring records. That works even without the `stats` module.

---

---

**Note:** Otherwise this module requires `stats` module and loads it if not present.

---

## 2.5.2 Exported metrics

To visualize the efficiency of the predictions, the module exports following statistics.

- `predict.epoch` - current prediction epoch (based on time of day and sampling window)
- `predict.queue` - number of queued queries in current window
- `predict.learned` - number of learned queries in current window

## 2.5.3 Properties

`predict.config` (`{ window = 15, period = 24 }`)

Reconfigure the predictor to given tracking window and period length. Both parameters are optional. Window length is in minutes, period is a number of windows that can be kept in memory. e.g. if a `window` is 15 minutes, a `period` of “24” means 6 hours.

## 2.6 HTTP/2 services

This module does the heavy lifting to provide an HTTP/2 enabled server which provides few built-in services and also allows other modules to export restful APIs and websocket streams.

One example is statistics module that can stream live metrics on the website, or publish metrics on request for Prometheus scraper.

By default this module provides two kinds of endpoints, and unlimited number of “used-defined kinds” can be added in configuration.

Endpoint	Explanation
<code>doh</code>	<i>DNS-over-HTTP (DoH)</i>
<code>webmgmt</code>	<i>built-in web management APIs (includes DoH)</i>

Each network address and port combination can be configured to expose one kind of endpoint. This is done using the same mechanisms as network configuration for plain DNS and DNS-over-TLS, see chapter *Network configuration* for more details.

**Warning:** Management endpoint (`webmgmt`) must not be directly exposed to untrusted parties. Use *reverse-proxy* like *Apache* or *Nginx* if you need to authenticate API clients for the management API.

By default all endpoints share the same configuration for TLS certificates etc. This can be changed using `http.config()` configuration call explained below.

### 2.6.1 Example configuration

This section shows how to configure HTTP module itself. For information how to configure HTTP server’s IP addresses and ports please see chapter *Network configuration*.

```
-- load HTTP module with defaults (self-signed TLS cert)
modules.load('http')
-- optionally load geoIP database for server map
http.config({
```

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```
    geoip = 'GeoLite2-City.mmdb',  
    -- e.g. https://dev.maxmind.com/geoip/geoip2/geolite2/  
    -- and install mmdblua library  
  })
```

Now you can reach the web services and APIs, done!

```
$ curl -k https://localhost:8453  
$ curl -k https://localhost:8453/stats
```

### 2.6.2 Configuring TLS

By default, the web interface starts HTTPS/2 on specified port using an ephemeral TLS certificate that is valid for 90 days and is automatically renewed. It is of course self-signed. Why not use something like [Let's Encrypt](#)?

**Warning:** If you use package `luaossl < 20181207`, intermediate certificate is not sent to clients, which may cause problems with validating the connection in some cases.

You can disable unencrypted HTTP and enforce HTTPS by passing `tls = true` option for all HTTP endpoints:

```
http.config({  
    tls = true,  
})
```

It is also possible to provide different configuration for each kind of endpoint, e.g. to enforce TLS and use custom certificate only for DoH:

```
http.config({  
    tls = true,  
    cert = '/etc/knot-resolver/mycert.crt',  
    key = '/etc/knot-resolver/mykey.key',  
}, 'doh')
```

The format of both certificate and key is expected to be PEM, e.g. equivalent to the outputs of following:

```
openssl ecparam -genkey -name prime256v1 -out mykey.key  
openssl req -new -key mykey.key -out csr.pem  
openssl req -x509 -days 90 -key mykey.key -in csr.pem -out mycert.crt
```

It is also possible to disable HTTPS altogether by passing `tls = false` option. Plain HTTP gets handy if you want to use [reverse-proxy](#) like [Apache](#) or [Nginx](#) for authentication to API etc. (Unencrypted HTTP could be fine for localhost tests as, for example, Safari doesn't allow WebSockets over HTTPS with a self-signed certificate. Major drawback is that current browsers won't do HTTP/2 over insecure connection.)

**Warning:** If you use multiple Knot Resolver instances with these automatically maintained ephemeral certificates, they currently won't be shared. It's assumed that you don't want a self-signed certificate for serious deployments anyway.

## 2.6.3 Built-in services

The HTTP module has several built-in services to use.

Endpoint	Service	Description
/stats	Statistics/metrics	Exported <i>metrics</i> from <i>Statistics collector</i> in JSON format.
/metrics	Prometheus metrics	Exported metrics for Prometheus.
/trace/:name/:type	Tracking	<i>Trace resolution</i> of a DNS query and return the verbose logs.
/doh	DNS-over-HTTP	<b>RFC 8484</b> endpoint, see <i>DNS-over-HTTP (DoH)</i> .

## 2.6.4 Prometheus metrics endpoint

The module exposes /metrics endpoint that serves internal metrics in Prometheus text format. You can use it out of the box:

```
$ curl -k https://localhost:8453/metrics | tail
# TYPE latency histogram
latency_bucket{le=10} 2.000000
latency_bucket{le=50} 2.000000
latency_bucket{le=100} 2.000000
latency_bucket{le=250} 2.000000
latency_bucket{le=500} 2.000000
latency_bucket{le=1000} 2.000000
latency_bucket{le=1500} 2.000000
latency_bucket{le=+Inf} 2.000000
latency_count 2.000000
latency_sum 11.000000
```

You can namespace the metrics in configuration, using `http.prometheus.namespace` attribute:

```
modules.load('http')
-- Set Prometheus namespace
http.prometheus.namespace = 'resolver_'
```

You can also add custom metrics or rewrite existing metrics before they are returned to Prometheus client.

```
modules.load('http')
-- Add an arbitrary metric to Prometheus
http.prometheus.finalize = function (metrics)
    table.insert(metrics, 'build_info{version="1.2.3"} 1')
end
```

## 2.6.5 Tracing requests

With the /trace endpoint you can trace various aspects of the request execution. The basic mode allows you to resolve a query and trace verbose logs (and messages received):

```
$ curl https://localhost:8453/trace/e.root-servers.net
[ 8138] [iter] 'e.root-servers.net.' type 'A' created outbound query, parent id 0
[ 8138] [ rc ] => rank: 020, lowest 020, e.root-servers.net. A
[ 8138] [ rc ] => satisfied from cache
[ 8138] [iter] <= answer received:
;; ->>HEADER<<- opcode: QUERY; status: NOERROR; id: 8138
```

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```
;; Flags: qr aa QUERY: 1; ANSWER: 0; AUTHORITY: 0; ADDITIONAL: 0

;; QUESTION SECTION
e.root-servers.net.          A

;; ANSWER SECTION
e.root-servers.net.  3556353 A           192.203.230.10

[ 8138] [iter] <= rcode: NOERROR
[ 8138] [resl] finished: 4, queries: 1, mempool: 81952 B
```

## 2.6.6 How to expose custom services over HTTP

Each kind of endpoint provides table of HTTP endpoints, and the default table can be replaced using `http.config()` configuration call which allows your to provide your own HTTP endpoints.

It contains tables describing a triplet - {mime, on\_serve, on\_websocket}. In order to register a new *webmgmt* HTTP endpoint add the new endpoint description to respective table:

```
-- custom function to handle HTTP /health requests
local on_health = {'application/json',
function (h, stream)
    -- API call, return a JSON table
    return {state = 'up', uptime = 0}
end,
function (h, ws)
    -- Stream current status every second
    local ok = true
    while ok do
        local push = tojson('up')
        ok = ws:send(tojson({'up'}))
        require('cqueues').sleep(1)
    end
    -- Finalize the WebSocket
    ws:close()
end}

modules.load('http')
-- copy all existing webmgmt endpoints
my_mgmt_endpoints = http.configs._builtin.webmgmt.endpoints
-- add custom endpoint to the copy
my_mgmt_endpoints['/health'] = on_health
-- use custom HTTP configuration for webmgmt
http.config({
    endpoints = my_mgmt_endpoints
}, 'webmgmt')
```

Then you can query the API endpoint, or tail the WebSocket using curl.

```
$ curl -k https://localhost:8453/health
{"state":"up","uptime":0}
$ curl -k -i -N -H "Connection: Upgrade" -H "Upgrade: websocket" -H "Host:
↪localhost:8453/health" -H "Sec-WebSocket-Key: nope" -H "Sec-WebSocket-Version: 13"
↪https://localhost:8453/health
HTTP/1.1 101 Switching Protocols
```

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```
upgrade: websocket
sec-websocket-accept: eg18mwU7CDRGUF1Q+EJwPM335eM=
connection: upgrade

?["up"]?["up"]?["up"]
```

Since the stream handlers are effectively coroutines, you are free to keep state and yield using `cqueues` library.

This is especially useful for WebSockets, as you can stream content in a simple loop instead of chains of callbacks.

Last thing you can publish from modules are “*snippets*”. Snippets are plain pieces of HTML code that are rendered at the end of the built-in webpage. The snippets can be extended with JS code to talk to already exported restful APIs and subscribe to WebSockets.

```
http.snippets['/health'] = {'Health service', '<p>UP!</p>'}
```

## 2.6.7 How to expose custom RESTful services

A RESTful service is likely to respond differently to different type of methods and requests, there are three things that you can do in a service handler to send back results. First is to just send whatever you want to send back, it has to respect MIME type that the service declared in the endpoint definition. The response code would then be 200 OK, any non-string responses will be packed to JSON. Alternatively, you can respond with a number corresponding to the HTTP response code or send headers and body yourself.

```
-- Our upvalue
local value = 42

-- Expose the service
local service = {'application/json',
function (h, stream)
    -- Get request method and deal with it properly
    local m = h:get(':method')
    local path = h:get(':path')
    log('[service] method %s path %s', m, path)
    -- Return table, response code will be '200 OK'
    if m == 'GET' then
        return {key = path, value = value}
    -- Save body, perform check and either respond with 505 or 200 OK
    elseif m == 'POST' then
        local data = stream:get_body_as_string()
        if not tonumber(data) then
            return 500, 'Not a good request'
        end
        value = tonumber(data)
    -- Unsupported method, return 405 Method not allowed
    else
        return 405, 'Cannot do that'
    end
end}
modules.load('http')
http.config({
    endpoints = { ['/service'] = service }
}, 'myservice')
-- do not forget to create socket of new kind using
```

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```
-- net.listen(..., { kind = 'myservice' })
-- or configure systemd socket kresd-myservice.socket
```

In some cases you might need to send back your own headers instead of default provided by HTTP handler, you can do this, but then you have to return `false` to notify handler that it shouldn't try to generate a response.

```
local headers = require('http.headers')
function (h, stream)
    -- Send back headers
    local hsend = headers.new()
    hsend:append(':status', '200')
    hsend:append('content-type', 'binary/octet-stream')
    assert(stream:write_headers(hsend, false))
    -- Send back data
    local data = 'binary-data'
    assert(stream:write_chunk(data, true))
    -- Disable default handler action
    return false
end
```

## 2.6.8 Dependencies

- lua-http (>= 0.3) available in LuaRocks

If you're installing via Homebrew on OS X, you need OpenSSL too.

```
$ brew update
$ brew install openssl
$ brew link openssl --force # Override system OpenSSL
```

Any other system can install from LuaRocks directly:

```
$ luarocks install http
```

- mmdblua available in LuaRocks

```
$ luarocks install --server=https://luarocks.org/dev mmdblua
$ curl -O https://geolite.maxmind.com/download/geoip/database/GeoLite2-
  ↪City.mmdb.gz
$ gzip -d GeoLite2-City.mmdb.gz
```

## 2.7 DNS-over-HTTP (DoH)

### Warning:

- DoH support was added in version 4.0.0 and is subject to change.
- DoH implementation in Knot Resolver is intended for experimentation only as there is insufficient experience with the module and the DoH protocol in general.
- For the time being it is recommended to run DoH endpoint on a separate machine which is not handling normal DNS operations.



- More information about controversies around the DoH can be found in blog posts [DNS Privacy at IETF 104](#) and [More DOH](#) by Geoff Huston.
- Knot Resolver developers do not endorse use of the DoH protocol.

Following section compares several options for running a DoH capable server. Make sure you read through this chapter before exposing the DoH service to users.

## 2.7.1 DoH support in Knot Resolver

The *HTTP module* in Knot Resolver also provides support for binary DNS-over-HTTP protocol standardized in [RFC 8484](#).

This integrated DoH server has following properties:

**Scenario** HTTP module in Knot Resolver configured to provide `/doh` endpoint (as shown below).

### Advantages

- Integrated solution provides management and monitoring in one place.
- Supports ACLs for DNS traffic based on client's IP address.

### Disadvantages

- Exposes Knot Resolver instance to attacks over HTTP.
- Does not offer fine grained authorization and logging at HTTP level.
- Let's Encrypt integration is not automated.

*Example configuration* is part of examples for generic HTTP module. After configuring your endpoint you can reach the DoH endpoint using URL `https://your.resolver.hostname.example/doh`, done!

```
# query for www.knot-resolver.cz AAAA
$ curl -k https://your.resolver.hostname.example/doh?
↪ dns=11sBAAABAAAAAAAAA3d3dw1rbm90LXJlc29sdmVyAmN6AAAcAAE
```

Please see section [Configuring TLS](#) for further details about TLS configuration.

Alternative configurations use HTTP proxies between clients and a Knot Resolver instance:

## 2.7.2 Normal HTTP proxy

**Scenario** A standard HTTP-compliant proxy is configured to proxy *GET* and *POST* requests to HTTP endpoint `/doh` to a machine running Knot Resolver.

### Advantages

- Protects Knot Resolver instance from *some* types of attacks at HTTP level.
- Allows fine-grained filtering and logging at HTTP level.
- Let's Encrypt integration is readily available.
- Is based on mature software.

### Disadvantages

- Fine-grained ACLs for DNS traffic are not available because proxy hides IP address of client sending DNS query.

- More complicated setup with two components (proxy + Knot Resolver).

### 2.7.3 HTTP proxy with DoH support

**Scenario** HTTP proxy extended with a [special module for DNS-over-HTTP](#). The module transforms HTTP requests to standard DNS queries which are then processed by Knot Resolver. DNS replies from Knot Resolver are then transformed back to HTTP encoding by the proxy.

#### Advantages

- Protects Knot Resolver instance from *all* attacks at HTTP level.
- Allows fine-grained filtering and logging at HTTP level.
- Let's Encrypt integration is readily available if proxy is based on a standard HTTP software.

#### Disadvantages

- Fine-grained ACLs for DNS traffic are not available because proxy hides IP address of client sending DNS query. (Unless proxy and resolver are using non-standard packet extensions like [DNS X-Proxied-For](#).)
- More complicated setup with three components (proxy + special module + Knot Resolver).

### 2.7.4 Client configuration

Most common client today is web browser Firefox. Relevant configuration is described e.g. in following [article](#). To use your own DoH server just change `network.trr.uri` configuration option to match URL of your DoH endpoint.

More detailed description of configuration options in Firefox can be found in article [Inside Firefox's DOH engine](#) by Daniel Stenberg.

**Warning:** Please note that Knot Resolver developers are not as enthusiastic about DoH technology as author of the article linked above, make sure you read [warnings at beginning of this section](#).

## 2.8 DNS Application Firewall

This module is a high-level interface for other powerful filtering modules and DNS views. It provides an easy interface to apply and monitor DNS filtering rules and a persistent memory for them. It also provides a restful service interface and an HTTP interface.

### 2.8.1 Example configuration

Firewall rules are declarative and consist of filters and actions. Filters have `field operator operand` notation (e.g. `qname = example.com`), and may be chained using AND/OR keywords. Actions may or may not have parameters after the action name.

```
-- Let's write some daft rules!
modules = { 'daf' }

-- Block all queries with QNAME = example.com
daf.add 'qname = example.com deny'
```

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```

-- Filters can be combined using AND/OR...
-- Block all queries with QNAME match regex and coming from given subnet
daf.add 'qname ~ %w+.example.com AND src = 192.0.2.0/24 deny'

-- We also can reroute addresses in response to alternate target
-- This reroutes 1.2.3.4 to localhost
daf.add 'src = 127.0.0.0/8 reroute 192.0.2.1-127.0.0.1'

-- Subnets work too, this reroutes a whole subnet
-- e.g. 192.0.2.55 to 127.0.0.55
daf.add 'src = 127.0.0.0/8 reroute 192.0.2.0/24-127.0.0.0'

-- This rewrites all A answers for 'example.com' from
-- whatever the original address was to 127.0.0.2
daf.add 'src = 127.0.0.0/8 rewrite example.com A 127.0.0.2'

-- Mirror queries matching given name to DNS logger
daf.add 'qname ~ %w+.example.com mirror 127.0.0.2'
daf.add 'qname ~ example-%d.com mirror 127.0.0.3@5353'

-- Forward queries from subnet
daf.add 'src = 127.0.0.1/8 forward 127.0.0.1@5353'
-- Forward to multiple targets
daf.add 'src = 127.0.0.1/8 forward 127.0.0.1@5353,127.0.0.2@5353'

-- Truncate queries based on destination IPs
daf.add 'dst = 192.0.2.51 truncate'

-- Disable a rule
daf.disable 2
-- Enable a rule
daf.enable 2
-- Delete a rule
daf.del 2

```

If you're not sure what firewall rules are in effect, see `daf.rules`:

```

-- Show active rules
> daf.rules
[1] => {
  [rule] => {
    [count] => 42
    [id] => 1
    [cb] => function: 0x1a3eda38
  }
  [info] => qname = example.com AND src = 127.0.0.1/8 deny
  [policy] => function: 0x1a3eda38
}
[2] => {
  [rule] => {
    [suspended] => true
    [count] => 123522
    [id] => 2
    [cb] => function: 0x1a3ede88
  }
  [info] => qname ~ %w+.facebook.com AND src = 127.0.0.1/8 deny...

```

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```
[policy] => function: 0x1a3ede88
}
```

## 2.8.2 Web interface

If you have *HTTP/2* loaded, the firewall automatically loads as a snippet. You can create, track, suspend and remove firewall rules from the web interface. If you load both modules, you have to load *daf* after *http*.

## 2.8.3 RESTful interface

The module also exports a RESTful API for operations over rule chains.

URL	HTTP Verb	Action
/daf	GET	Return JSON list of active rules.
/daf	POST	Insert new rule, rule string is expected in body. Returns rule information in JSON.
/daf/<id>	GET	Retrieve a rule matching given ID.
/daf/<id>	DELETE	Delete a rule matching given ID.
/daf/<id>/<prop>/<val>	PATCH	Modify given rule, for example /daf/3/active/false suspends rule 3.

This interface is used by the web interface for all operations, but you can also use it directly for testing.

```
# Get current rule set
$ curl -s -X GET http://localhost:8453/daf | jq .
{}

# Create new rule
$ curl -s -X POST -d "src = 127.0.0.1 pass" http://localhost:8453/daf | jq .
{
  "count": 0,
  "active": true,
  "info": "src = 127.0.0.1 pass",
  "id": 1
}

# Disable rule
$ curl -s -X PATCH http://localhost:8453/daf/1/active/false | jq .
true

# Retrieve a rule information
$ curl -s -X GET http://localhost:8453/daf/1 | jq .
{
  "count": 4,
  "active": true,
  "info": "src = 127.0.0.1 pass",
  "id": 1
}

# Delete a rule
$ curl -s -X DELETE http://localhost:8453/daf/1 | jq .
true
```

## 2.9 Rebinding protection

This module provides protection from [DNS Rebinding attack](#) by blocking answers which contain IPv4 or IPv6 addresses for private use (or some other special-use addresses).

To enable this module insert following line into your configuration file:

```
modules.load('rebinding < iterate')
```

Please note that this module does not offer stable configuration interface yet. For this reason it is suitable mainly for public resolver operators who do not need to whitelist certain subnets.

**Warning:** DNS Blacklists ([RFC 5782](#)) often use `127.0.0.0/8` to blacklist a domain. Using the rebinding module prevents DNSBL from functioning properly.

## 2.10 Graphite module

The module sends statistics over the [Graphite](#) protocol to either [Graphite](#), [Metronome](#), [InfluxDB](#) or any compatible storage. This allows powerful visualization over metrics collected by Knot Resolver.

**Tip:** The Graphite server is challenging to get up and running, [InfluxDB](#) combined with [Grafana](#) are much easier, and provide richer set of options and available front-ends. [Metronome](#) by PowerDNS alternatively provides a mini-graphite server for much simpler setups.

### 2.10.1 Example configuration

Only the `host` parameter is mandatory.

By default the module uses UDP so it doesn't guarantee the delivery, set `tcp = true` to enable Graphite over TCP. If the TCP consumer goes down or the connection with Graphite is lost, resolver will periodically attempt to reconnect with it.

```
modules = {
  graphite = {
    prefix = hostname(), -- optional metric prefix
    host = '127.0.0.1',   -- graphite server address
    port = 2003,         -- graphite server port
    interval = 5 * sec, -- publish interval
    tcp = false          -- set to true if want TCP mode
  }
}
```

The module supports sending data to multiple servers at once.

```
modules = {
  graphite = {
    host = { '127.0.0.1', '1.2.3.4', ':::1' },
  }
}
```

## 2.10.2 Dependencies

- `luasocket` available in LuaRocks

```
$ luarocks install luasocket
```

## 2.11 Etc module

The module connects to Etc peers and watches for configuration change. By default, the module looks for the subtree under `/knot-resolver` directory, but you can change this in the [configuration](#).

The subtree structure corresponds to the configuration variables in the declarative style.

```
$ etcdctl set /knot-resolvevr/net/127.0.0.1 53
$ etcdctl set /knot-resolver/cache/size 10000000
```

Configures all listening nodes to following configuration:

```
net = { '127.0.0.1' }
cache.size = 10000000
```

### 2.11.1 Example configuration

```
modules = {
  etcd = {
    prefix = '/knot-resolver',
    peer = 'http://127.0.0.1:7001'
  }
}
```

**Warning:** Work in progress!

### 2.11.2 Dependencies

- `lua-etcd` available in LuaRocks

```
$ luarocks install etcd --from=https://mah0x211.github.io/rocks/
```

## 2.12 DNS64

The module for [RFC 6147](#) DNS64 AAAA-from-A record synthesis, it is used to enable client-server communication between an IPv6-only client and an IPv4-only server. See the well written [introduction](#) in the PowerDNS documentation. If no address is passed (i.e. `nil`), the well-known prefix `64:ff9b::` is used.

**Warning:** The module currently won't work well with `policy.STUB`. Also, the IPv6 passed in configuration is assumed to be /96, and PTR synthesis and “exclusion prefixes” aren't implemented.

---

**Tip:** The A record sub-requests will be DNSSEC secured, but the synthetic AAAA records can't be. Make sure the last mile between stub and resolver is secure to avoid spoofing.

---

### 2.12.1 Example configuration

```
-- Load the module with a NAT64 address
modules = { dns64 = 'fe80::21b:77ff:0:0' }
-- Reconfigure later
dns64.config('fe80::21b:aabb:0:0')
```

## 2.13 Renumber

The module renumbers addresses in answers to different address space. e.g. you can redirect malicious addresses to a blackhole, or use private address ranges in local zones, that will be remapped to real addresses by the resolver.

**Warning:** While requests are still validated using DNSSEC, the signatures are stripped from final answer. The reason is that the address synthesis breaks signatures. You can see whether an answer was valid or not based on the AD flag.

### 2.13.1 Example configuration

```
modules = {
  renumber = {
    -- Source subnet, destination subnet
    {'10.10.10.0/24', '192.168.1.0'},
    -- Remap /16 block to localhost address range
    {'166.66.0.0/16', '127.0.0.0'}
  }
}
```

## 2.14 DNSSEC validation failure logging

This module adds error message for each DNSSEC validation failure. It is meant to provide hint to operators which queries should be investigated using diagnostic tools like [DNSViz](#).

Add following line to your configuration file to enable it:

```
modules.load('bogus_log')
```

Example of error message logged by this module:

```
DNSSEC validation failure dnssec-failed.org. DNSKEY
```

List of most frequent queries which fail as DNSSEC bogus can be obtained at run-time:

```
> bogus_log.frequent ()
[1] => {
  [type] => DNSKEY
  [count] => 1
  [name] => dnssec-failed.org.
}
[2] => {
  [type] => DNSKEY
  [count] => 13
  [name] => rhybar.cz.
}
```

Please note that in future this module might be replaced with some other way to log this information.

## 2.15 Name Server Identifier (NSID)

This module provides server-side support for **RFC 5001** and is not enabled by default.

DNS clients can request resolver to send back its NSID along with the reply to a DNS request. This is useful for identification of resolver instances in larger services (using anycast or load balancers).

This is useful tool for debugging larger services, as it reveals which particular resolver instance sent the reply.

NSID value can be configured in the resolver's configuration file:

```
modules.load('nsid')
nsid.name('instance 1')
```

You can also obtain configured NSID value:

```
nsid.name()
instance 1
```

The module can be disabled at run-time:

```
modules.unload('nsid')
```

## 2.16 Workarounds

A simple module that alters resolver behavior on specific broken sub-domains. Currently it mainly disables case randomization on them.

### 2.16.1 Running

```
modules = { 'workarounds < iterate' }
```

## 2.17 Dnstap

Dnstap module currently supports logging dns responses to a unix socket in dnstap format using fstrm framing library. The unix socket and the socket reader should be present before starting kresd.



## 2.17.1 Configuration

Tunables:

- `socket_path`: the the unix socket file where dnstap messages will be sent
- `log_responses`: if true responses in wire format will be logged

```
modules = {
  dnstap = {
    socket_path = "/tmp/dnstap.sock",
    log_responses = true
  }
}
```

## 2.18 Signaling Trust Anchor Knowledge in DNSSEC

The module for Signaling Trust Anchor Knowledge in DNSSEC Using Key Tag Query, implemented according to [RFC 8145#section-5](#).

This feature allows validating resolvers to signal to authoritative servers which keys are referenced in their chain of trust. The data from such signaling allow zone administrators to monitor the progress of rollovers in a DNSSEC-signed zone.

This mechanism serve to measure the acceptance and use of new DNSSEC trust anchors and key signing keys (KSKs). This signaling data can be used by zone administrators as a gauge to measure the successful deployment of new keys. This is of particular interest for the DNS root zone in the event of key and/or algorithm rollovers that rely on [RFC 5011](#) to automatically update a validating DNS resolver's trust anchor.

**Attention:** Experience from root zone KSK rollover in 2018 shows that this mechanism by itself is not sufficient to reliably measure acceptance of the new key. Nevertheless, some DNS researchers found it is useful in combination with other data so we left it enabled for now. This default might change once more information is available.

This module is enabled by default. You may use `modules.unload('ta_signal_query')` in your configuration.

## 2.19 Sentinel for Detecting Trusted Root Keys

The module implementing A Root Key Trust Anchor Sentinel for DNSSEC according to [draft-ietf-dnsop-kskroll-sentinel-12](#).

This feature allows users of validating resolver to detect which root keys are configured in their chain of trust. The data from such signaling are necessary to monitor the progress of the DNSSEC root key rollover.

This module is enabled by default and we urge users not to disable it. If it is absolutely necessary you may add `modules.unload('ta_sentinel')` to your configuration to disable it.

## 2.20 Priming module

The module for Initializing a DNS Resolver with Priming Queries implemented according to [RFC 8109](#). Purpose of the module is to keep up-to-date list of root DNS servers and associated IP addresses.

Result of successful priming query replaces root hints distributed with the resolver software. Unlike other DNS resolvers, Knot Resolver caches result of priming query on disk and keeps the data between restarts until TTL expires.

This module is enabled by default and it is not recommended to disable it. For debugging purposes you may disable the module by appending `modules.unload('priming')` to your configuration.

## 2.21 System time skew detector

This module compares local system time with inception and expiration time bounds in DNSSEC signatures for . NS records. If the local system time is outside of these bounds, it is likely a misconfiguration which will cause all DNSSEC validation (and resolution) to fail.

In case of mismatch, a warning message will be logged to help with further diagnostics.

**Warning:** Information printed by this module can be forged by a network attacker! System administrator **MUST** verify values printed by this module and fix local system time using a trusted source.

This module is useful for debugging purposes. It runs only once during resolver start does not anything after that. It is enabled by default. You may disable the module by appending `modules.unload('detect_time_skew')` to your configuration.

## 2.22 Detect discontinuous jumps in the system time

This module detect discontinuous jumps in the system time when resolver is running. It clears cache when a significant backward time jumps occurs.

Time jumps are usually created by NTP time change or by admin intervention. These change can affect cache records as they store timestamp and TTL in real time.

If you want to preserve cache during time travel you should disable this module by `modules.unload('detect_time_jump')`.

Due to the way monotonic system time works on typical systems, suspend-resume cycles will be perceived as forward time jumps, but this direction of shift does not have the risk of using records beyond their intended TTL, so forward jumps do not cause erasing the cache.

## 2.23 Root on loopback (RFC 7706)

Knot Resolver developers decided that pure implementation of **RFC 7706** is a bad idea so it is not implemented in the form envisioned by the RFC. You can get the very similar effect without its downsides by combining *prefill* and *serve\_stale* modules with Aggressive Use of DNSSEC-Validated Cache (**RFC 8198**) behavior which is enabled automatically together with DNSSEC validation.

## 2.24 Cache prefilling

This module provides ability to periodically prefill DNS cache by importing root zone data obtained over HTTPS.

Intended users of this module are big resolver operators which will benefit from decreased latencies and smaller amount of traffic towards DNS root servets.

Example configuration is:

```
modules.load('prefill')
prefill.config({
    ['.'] = {
        url = 'https://www.internic.net/domain/root.zone',
        ca_file = '/etc/pki/tls/certs/ca-bundle.crt',
        interval = 86400 -- seconds
    }
})
```

This configuration downloads zone file from URL <https://www.internic.net/domain/root.zone> and imports it into cache every 86400 seconds (1 day). The HTTPS connection is authenticated using CA certificate from file [/etc/pki/tls/certs/ca-bundle.crt](#) and signed zone content is validated using DNSSEC.

Root zone to import must be signed using DNSSEC and the resolver must have valid DNSSEC configuration.

Parameter	Description
ca_file	path to CA certificate bundle used to authenticate the HTTPS connection
interval	number of seconds between zone data refresh attempts
url	URL of a file in <a href="#">RFC 1035</a> zone file format

Only root zone import is supported at the moment.

## 2.24.1 Dependencies

Depends on the [luasec](#) and [luafilesystem](#) libraries.

## 2.25 Serve stale

Demo module that allows using timed-out records in case kresd is unable to contact upstream servers.

By default it allows stale-ness by up to one day, after roughly four seconds trying to contact the servers. It's quite configurable/flexible; see the beginning of the module source for details. See also the RFC [draft](#) (not fully followed) and [cache.ns\\_tout](#).

### 2.25.1 Running

```
modules = { 'serve_stale < cache' }
```

## 2.26 EDNS keepalive

The `edns_keepalive` module implements [RFC 7828](#) for *clients* connecting to Knot Resolver via TCP and TLS. Note that client connections are timed-out the same way *regardless* of them sending the EDNS option; the module just allows clients to discover the timeout.

When connecting to servers, Knot Resolver does not send this EDNS option. It still attempts to reuse established connections intelligently.

## 2.27 Experimental DNS-over-TLS Auto-discovery

This experimental module provides automatic discovery of authoritative servers' supporting DNS-over-TLS. The module uses magic NS names to detect SPKI fingerprint which is very similar to `dnscurve` mechanism.

**Warning:** This protocol and module is experimental and can be changed or removed at any time. Use at own risk, security properties were not analyzed!

### 2.27.1 How it works

The module will look for NS target names formatted as: `dot-{base32 (sha256 (SPKI))} . . . .`

For instance, Knot Resolver will detect NS names formatted like this

```
example.com NS dot-tpwxmgqdaurcqxqsckxvdq5sty3opxlgcbjj43kumdq62kpqr72a.example.com
```

and automatically discover that `example.com` NS supports DoT with the base64-encoded SPKI digest of `m+12GgMFIiheEhKvUcOynjbn3WYQUp5tVGDh7Snwj/Q=` and will associate it with the IPs of `dot-tpwxmgqdaurcqxqsckxvdq5sty3opxlgcbjj43kumdq62kpqr72a.example.com`.

In that example, the base32 encoded (no padding) version of the sha256 PIN is `tpwxmgqdaurcqxqsckxvdq5sty3opxlgcbjj43kumdq62kpqr72a`, which when converted to base64 translates to `m+12GgMFIiheEhKvUcOynjbn3WYQUp5tVGDh7Snwj/Q=`.

### 2.27.2 Generating NS target names

To generate the NS target name, use the following command to generate the base32 encoded string of the SPKI fingerprint:

```
openssl x509 -in /path/to/cert.pem -pubkey -noout | \
openssl pkey -pubin -outform der | \
openssl dgst -sha256 -binary | \
base32 | tr -d '=' | tr '[:upper:]' '[:lower:]'
tpwxmgqdaurcqxqsckxvdq5sty3opxlgcbjj43kumdq62kpqr72a
```

Then add a target to your NS with: `dot-{$b32}.a.example.com`

Finally, map `dot-{$b32}.a.example.com` to the right set of IPs.

```
...
...
;; QUESTION SECTION:
;example.com.      IN      NS

;; AUTHORITY SECTION:
example.com. 3600 IN      NS      dot-
↳tpwxmgqdaurcqxqsckxvdq5sty3opxlgcbjj43kumdq62kpqr72a.a.example.com.
example.com. 3600 IN      NS      dot-
↳tpwxmgqdaurcqxqsckxvdq5sty3opxlgcbjj43kumdq62kpqr72a.b.example.com.

;; ADDITIONAL SECTION:
dot-tpwxmgqdaurcqxqsckxvdq5sty3opxlgcbjj43kumdq62kpqr72a.a.example.com. 3600 IN A 192.
↳0.2.1
```

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```
dot-tpwxmgqdaurcqxsckxvdq5sty3opxlqcbjj43kumdq62kpqr72a.b.example.com. 3600 IN AAAA_
↪2001:DB8::1
...
...
```

### 2.27.3 Example configuration

To enable the module, add this snippet to your config:

```
-- Start an experiment, use with caution
modules.load('experimental_dot_auth')
```

This module requires standard `basexx` Lua library which is typically provided by `lua-basexx` package.

### 2.27.4 Caveats

The module relies on seeing the reply of the NS query and as such will not work if Knot Resolver uses data from its cache. You may need to delete the cache before starting `kresd` to work around this.

The module also assumes that the NS query answer will return both the NS targets in the Authority section as well as the glue records in the Additional section.

### 2.27.5 Dependencies

- `lua-basexx` available in LuaRocks



This section summarizes steps required for upgrade to newer Knot Resolver versions. We advise users to also read *Release notes* for respective versions.

## 3.1 3.x to 4.x

### 3.1.1 Users

- DNSSEC validation is now turned on by default. If you need to disable it, see *Trust anchors and DNSSEC*.
- `-k/--keyfile` and `-K/--keyfile-ro` daemon options were removed. If needed, use `trust_anchors.add_file()` in configuration file instead.
- Configuration for *HTTP module* changed significantly as result of adding *DNS-over-HTTP (DoH)* support. Please see examples below.
- In case you are using your own custom modules, move them to the new module location. The exact location depends on your distribution. Generally, modules previously in `/usr/lib/kdns_modules` should be moved to `/usr/lib/knot-resolver/kres_modules`.

### Configuration file

- `trust_anchors.file`, `trust_anchors.config()` and `trust_anchors.negative` aliases were removed to avoid duplicity and confusion. Migration table:

3.x configuration	4.x configuration
<code>trust_anchors.file = path</code>	<code>trust_anchors.add_file(path)</code>
<code>trust_anchors.config(path, readonly)</code>	<code>trust_anchors.add_file(path, readonly)</code>
<code>trust_anchors.negative = nta_set</code>	<code>trust_anchors.set_insecure(nta_set)</code>

- `trust_anchors.keyfile_default` is no longer accessible and is can be set only at compile time. To turn off DNSSEC, use `trust_anchors.remove()`.

3.x configuration	4.x configuration
<code>trust_anchors.keyfile_default = nil</code>	<code>trust_anchors.remove('.')</code>

- Network for HTTP endpoints is now configured using same mechanism as for normal DNS endpoints, please refer to chapter *Network configuration*. Migration table:

3.x configuration	4.x configuration
<code>modules = { http = { host = '192.0.2.1', port = 443 } }</code>	see chapter <i>Network configuration</i>
<code>http.config({ host = '192.0.2.1', port = 443 } )</code>	see chapter <i>Network configuration</i>
<code>modules = { http = { endpoints = ... } }</code>	see chapter <i>How to expose custom services over HTTP</i>
<code>http.config({ endpoints = ... } )</code>	see chapter <i>How to expose custom services over HTTP</i>

### 3.1.2 Packagers & Developers

- Knot DNS  $\geq 2.8$  is required.
- meson  $\geq 0.46$  and ninja is required.
- meson build system is now used for compiling the project. For instructions, see the *Building from sources*. Packagers should pay attention to section *Packaging* for information about systemd unit files and trust anchors.
- Embedding LMDB is no longer supported, lmdb is now required as an external dependency.
- Trust anchors file from upstream is installed and used as default unless you override `keyfile_default` during build.

#### Module changes

- Default module location has changed from `{libdir}/kdns_modules` to `{libdir}/knot-resolver/kres_modules`. Modules are now in the lua namespace `kres_modules.*`.
- `kr_straddr_split()` API has changed.
- C modules defining `*_layer` or `*_props` symbols need to use a different style, but it's typically a trivial change. Instead of exporting the corresponding symbols, the module should assign pointers to its static structures inside its `*_init()` function. Example migration: [bogus\\_log module](#).

## 3.2 2.x to 3.x

### 3.2.1 Users

- Module *Static hints* has option `hints.use_nodata()` enabled by default, which is what most users expect. Add `hints.use_nodata(false)` to your config to revert to the old behavior.
- Modules `cookie` and `version` were removed. Please remove relevant configuration lines with `modules.load()` and `modules =` from configuration file.



- Valid configuration must open cache using `cache.open()` or `cache.size =` before executing cache operations like `cache.clear()`. (Older versions were silently ignoring such cache operations.)

### 3.2.2 Packagers & Developers

- Knot DNS  $\geq 2.7.2$  is required.

#### Module changes

- API for Lua modules was refactored, please see *Significant Lua API changes*.
- New layer was added: `answer_finalize`.
- `kr_request` keeps `::qsource.packet` beyond the begin layer.
- `kr_request::qsource.tcp` renamed to `::qsource.flags.tcp`.
- `kr_request::has_tls` renamed to `::qsource.flags.tls`.
- `kr_zonecut_add()`, `kr_zonecut_del()` and `kr_nsrep_sort()` changed parameters slightly.



### 4.1 Knot Resolver 4.1.0 (2019-07-10)

#### 4.1.1 Security

- fix CVE-2019-10190: do not pass bogus negative answer to client (!827)
- fix CVE-2019-10191: do not cache negative answer with forged QNAME+QTYPE (!839)

#### 4.1.2 Improvements

- new cache garbage collector is available and enabled by default (#257) This improves cache efficiency on big installations.
- DNS-over-HTTPS: unknown HTTP parameters are ignored to improve compatibility with non-standard clients (!832)
- DNS-over-HTTPS: answers include *access-control-allow-origin: \** (!823) which allows JavaScript to use DoH endpoint.
- http module: support named AF\_UNIX stream sockets (again)
- aggressive caching is disabled on minimal NSEC\* ranges (!826) This improves cache effectivity with DNSSEC black lies and also accidentally works around bug in proofs-of-nonexistence from F5 BIG-IP load-balancers.
- aarch64 support, even kernels with ARM64\_VA\_BITS >= 48 (#216, !797) This is done by working around a LuaJIT incompatibility. Please report bugs.
- lua tables for C modules are more strict by default, e.g. *nsid.foo* will throw an error instead of returning *nil* (!797)
- systemd: basic watchdog is now available and enabled by default (#275)

### 4.1.3 Bugfixes

- TCP to upstream: fix unlikely case of sending out wrong message length (!816)
- http module: fix problems around maintenance of ephemeral certs (!819)
- http module: also send intermediate TLS certificate to clients, if available and luaossl >= 20181207 (!819)
- send EDNS with SERVFAILs, e.g. on validation failures (#180, !827)
- prefill module: avoid crash on empty zone file (#474, !840)
- rebinding module: avoid excessive iteration on blocked attempts (!842)
- rebinding module: fix crash caused by race condition (!842)
- rebinding module: log each blocked query only in verbose mode (!842)
- cache: automatically clear stale reader locks (!844)

### 4.1.4 Module API changes

- lua modules may omit casting parameters of layer functions (!797)

## 4.2 Knot Resolver 4.0.0 (2019-04-18)

### 4.2.1 Incompatible changes

- see upgrading guide: <https://knot-resolver.readthedocs.io/en/stable/upgrading.html>
- configuration: trust\_anchors aliases .file, .config() and .negative were removed (!788)
- configuration: trust\_anchors.keyfile\_default is no longer accessible (!788)
- daemon: -k/--keyfile and -K/--keyfile-ro options were removed
- meson build system is now used for builds (!771)
- build with embedded LMBD is no longer supported
- default modules dir location has changed
- DNSSEC is enabled by default
- upstream packages for Debian now require systemd
- libknot >= 2.8 is required
- net.list() output format changed (#448)
- net.listen() reports error when address-port pair is in use
- bind to DNS-over-TLS port by default (!792)
- stop versioning libkres library
- default port for web management and APIs changed to 8453

## 4.2.2 Improvements

- `policy.TLS_FORWARD`: if hostname is configured, send it on wire (!762)
- hints module: allow configuring the TTL and change default from 0 to 5s
- policy module: `policy.rpz()` will watch the file for changes by default
- packaging: lua cqueues added to default dependencies where available
- systemd: service is no longer auto-restarted on configuration errors
- always send DO+CD flags upstream, even in insecure zones (#153)
- `cache.stats()` output is completely new; see docs (!775)
- improve usability of `table_print()` (!790, !801)
- add DNS-over-HTTPS support (#280)
- docker image supports and exposes DNS-over-HTTPS

## 4.2.3 Bugfixes

- predict module: load stats module if config didn't specify period (!755)
- `trust_anchors`: don't do 5011-style updates on anchors from files that were loaded as unmanaged trust anchors (!753)
- `trust_anchors.add()`: include these TAs in `.summary()` (!753)
- policy module: support '#' for separating port numbers, for consistency
- fix startup on macOS+BSD when `</dev/null` and cqueues installed
- `policy.RPZ`: log problems from zone-file level of parser as well (#453)
- fix flushing of messages to logs in some cases (notably systemd) (!781)
- fix fallback when `SERVFAIL` or `REFUSED` is received from upstream (!784)
- fix crash when dealing with unknown TA key algorithm (#449)
- go insecure due to algorithm support even if `DNSKEY` is `NODATA` (!798)
- fix mac addresses in the output of `net.interfaces()` command (!804)
- http module: fix too early renewal of ephemeral certificates (!808)

## 4.2.4 Module API changes

- `kr_straddr_split()` changed API a bit (compiler will catch that)
- C modules defining `*_layer` or `*_props` symbols need to change a bit See the upgrading guide for details. It's detected on module load.

## 4.3 Knot Resolver 3.2.1 (2019-01-10)

### 4.3.1 Bugfixes

- `trust_anchors`: respect validity time range during TA bootstrap (!748)

- fix TLS rehandshake handling (!739)
- make TLS\_FORWARD compatible with GnuTLS 3.3 (!741)
- special thanks to Grigorii Demidov for his long-term work on Knot Resolver!

### 4.3.2 Improvements

- improve handling of timeouted outgoing TCP connections (!734)
- trust\_anchors: check syntax of public keys in DNSKEY RRs (!748)
- validator: clarify message about bogus non-authoritative data (!735)
- dnssec validation failures contain more verbose reasoning (!735)
- new function trust\_anchors.summary() describes state of DNSSEC TAs (!737), and logs new state of trust anchors after start up and automatic changes
- trust anchors: refuse revoked DNSKEY even if specified explicitly, and downgrade missing the SEP bit to a warning

## 4.4 Knot Resolver 3.2.0 (2018-12-17)

### 4.4.1 New features

- module edns\_keepalive to implement server side of RFC 7828 (#408)
- module nsid to implement server side of RFC 5001 (#289)
- module bogus\_log provides .frequent() table (!629, credit Ulrich Wissner)
- module stats collects flags from answer messages (!629, credit Ulrich Wissner)
- module view supports multiple rules with identical address/TSIG specification and keeps trying rules until a “non-chain” action is executed (!678)
- module experimental\_dot\_auth implements an DNS-over-TLS to auth protocol (!711, credit Manu Bretelle)
- net.bpf bindings allow advanced users to use eBPF socket filters

### 4.4.2 Bugfixes

- http module: only run prometheus in parent process if using `-forks=N`, as the submodule collects metrics from all sub-processes as well.
- TLS fixes for corner cases (!700, !714, !716, !721, !728)
- fix build with `-DNOVERBOSELOG` (#424)
- policy.{FORWARD,TLS\_FORWARD,STUB}: respect `net.ipv{4,6}` setting (!710)
- avoid SERVFAILs due to certain kind of NS dependency cycles, again (#374) this time seen as ‘circular dependency’ in verbose logs
- policy and view modules do not overwrite result finished requests (!678)

### 4.4.3 Improvements

- Dockerfile: rework, basing on Debian instead of Alpine
- `policy.{FORWARD,TLS_FORWARD,STUB}`: give advantage to IPv6 when choosing whom to ask, just as for iteration
- use pseudo-randomness from gnutls instead of internal ISAAC (#233)
- tune the way we deal with non-responsive servers (!716, !723)
- documentation clarifies interaction between policy and view modules (!678, !730)

### 4.4.4 Module API changes

- new layer is added: `answer_finalize`
- `kr_request` keeps `::qsource.packet` beyond the begin layer
- `kr_request::qsource.tcp` renamed to `::qsource.flags.tcp`
- `kr_request::has_tls` renamed to `::qsource.flags.tls`
- `kr_zonecut_add()`, `kr_zonecut_del()` and `kr_nsrep_sort()` changed parameters slightly

## 4.5 Knot Resolver 3.1.0 (2018-11-02)

### 4.5.1 Incompatible changes

- `hints.use_nodata(true)` by default; that's what most users want
- `libknot >= 2.7.2` is required

### 4.5.2 Improvements

- `cache`: handle out-of-space SIGBUS slightly better (#197)
- `daemon`: improve TCP timeout handling (!686)

### 4.5.3 Bugfixes

- `cache.clear('name')`: fix some edge cases in API (#401)
- fix error handling from TLS writes (!669)
- avoid SERVFAILs due to certain kind of NS dependency cycles (#374)

## 4.6 Knot Resolver 3.0.0 (2018-08-20)

### 4.6.1 Incompatible changes

- `cache`: fail lua operations if cache isn't open yet (!639) By default cache is opened *after* reading the configuration, and older versions were silently ignoring cache operations. Valid configuration must open cache using `cache.open()` or `cache.size =` before executing cache operations like `cache.clear()`.

- libknot >= 2.7.1 is required, which brings also larger API changes
- in case you wrote custom Lua modules, please consult <https://knot-resolver.readthedocs.io/en/latest/lib.html#incompatible-changes-since-3-0-0>
- in case you wrote custom C modules, please see compile against Knot DNS 2.7 and adjust your module according to messages from C compiler
- DNS cookie module (RFC 7873) is not available in this release, it will be later reworked to reflect development in IEFT dnsop working group
- version module was permanently removed because it was not really used by users; if you want to receive notifications about new releases please subscribe to <https://lists.nic.cz/cgi-bin/mailman/listinfo/knot-resolver-announce>

### 4.6.2 Bugfixes

- fix multi-process race condition in trust anchor maintenance (!643)
- ta\_sentinel: also consider static trust anchors not managed via RFC 5011

### 4.6.3 Improvements

- reorder\_RR() implementation is brought back
- bring in performance improvements provided by libknot 2.7
- cache.clear() has a new, more powerful API
- cache documentation was improved
- old name “Knot DNS Resolver” is replaced by unambiguous “Knot Resolver” to prevent confusion with “Knot DNS” authoritative server

## 4.7 Knot Resolver 2.4.1 (2018-08-02)

### 4.7.1 Security

- fix CVE-2018-10920: Improper input validation bug in DNS resolver component (security!7, security!9)

### 4.7.2 Bugfixes

- cache: fix TTL overflow in packet due to min\_ttl (#388, security!8)
- TLS session resumption: avoid bad scheduling of rotation (#385)
- HTTP module: fix a regression in 2.4.0 which broke custom certs (!632)
- cache: NSEC3 negative cache even without NS record (#384) This fixes lower hit rate in NSEC3 zones (since 2.4.0).
- minor TCP and TLS fixes (!623, !624, !626)



---

## 4.8 Knot Resolver 2.4.0 (2018-07-03)

### 4.8.1 Incompatible changes

- minimal libknot version is now 2.6.7 to pull in latest fixes (#366)

### 4.8.2 Security

- fix a rare case of zones incorrectly downgraded to insecure status (!576)

### 4.8.3 New features

- TLS session resumption (RFC 5077), both server and client (!585, #105) (disabled when compiling with gnutls < 3.5)
- TLS\_FORWARD policy uses system CA certificate store by default (!568)
- aggressive caching for NSEC3 zones (!600)
- optional protection from DNS Rebinding attack (module rebinding, !608)
- module bogus\_log to log DNSSEC bogus queries without verbose logging (!613)

### 4.8.4 Bugfixes

- prefill: fix ability to read certificate bundle (!578)
- avoid turning off qname minimization in some cases, e.g. co.uk. (#339)
- fix validation of explicit wildcard queries (#274)
- dns64 module: more properties from the RFC implemented (incl. bug #375)

### 4.8.5 Improvements

- systemd: multiple enabled kresd instances can now be started using kresd.target
- ta\_sentinel: switch to version 14 of the RFC draft (!596)
- support for glibc systems with a non-Linux kernel (!588)
- support per-request variables for Lua modules (!533)
- support custom HTTP endpoints for Lua modules (!527)

## 4.9 Knot Resolver 2.3.0 (2018-04-23)

### 4.9.1 Security

- fix CVE-2018-1110: denial of service triggered by malformed DNS messages (!550, !558, security!2, security!4)
- increase resilience against slow lorris attack (security!5)

## 4.9.2 New features

- new policy.REFUSE to reply REFUSED to clients

## 4.9.3 Bugfixes

- validation: fix SERVFAIL in case of CNAME to NXDOMAIN in a single zone (!538)
- validation: fix SERVFAIL for DS . query (!544)
- lib/resolve: don't send unnecessary queries to parent zone (!513)
- iterate: fix validation for zones where parent and child share NS (!543)
- TLS: improve error handling and documentation (!536, !555, !559)

## 4.9.4 Improvements

- prefill: new module to periodically import root zone into cache (replacement for RFC 7706, !511)
- network\_listen\_fd: always create end point for supervisor supplied file descriptor
- use CPPFLAGS build environment variable if set (!547)

## 4.10 Knot Resolver 2.2.0 (2018-03-28)

### 4.10.1 New features

- cache server unavailability to prevent flooding unreachable servers (Please note that caching algorithm needs further optimization and will change in further versions but we need to gather operational experience first.)

### 4.10.2 Bugfixes

- don't magically -D\_FORTIFY\_SOURCE=2 in some cases
- allow large responses for outbound over TCP
- fix crash with RR sets with over 255 records

## 4.11 Knot Resolver 2.1.1 (2018-02-23)

### 4.11.1 Bugfixes

- when iterating, avoid unnecessary queries for NS in insecure parent. This problem worsened in 2.0.0. (#246)
- prevent UDP packet leaks when using TLS forwarding
- fix the hints module also on some other systems, e.g. Gentoo.

---

## 4.12 Knot Resolver 2.1.0 (2018-02-16)

### 4.12.1 Incompatible changes

- stats: remove tracking of expiring records (predict uses another way)
- systemd: re-use a single `kresd.socket` and `kresd-tls.socket`
- ta\_sentinel: implement protocol draft-ietf-dnsop-kskroll-sentinel-01 (our draft-ietf-dnsop-kskroll-sentinel-00 implementation had inverted logic)
- libknot: require version 2.6.4 or newer to get bugfixes for DNS-over-TLS

### 4.12.2 Bugfixes

- detect\_time\_jump module: don't clear cache on suspend-resume (#284)
- stats module: fix stats.list() returning nothing, regressed in 2.0.0
- policy.TLS\_FORWARD: refusal when configuring with multiple IPs (#306)
- cache: fix broken refresh of insecure records that were about to expire
- fix the hints module on some systems, e.g. Fedora (came back on 2.0.0)
- build with older gnutls (conditionally disable features)
- fix the predict module to work with insecure records & cleanup code

## 4.13 Knot Resolver 2.0.0 (2018-01-31)

### 4.13.1 Incompatible changes

- systemd: change unit files to allow running multiple instances, deployments with single instance now must use `kresd@1.service` instead of `kresd.service`; see `kresd.systemd(7)` for details
- systemd: the directory for cache is now `/var/cache/knot-resolver`
- unify default directory and user to `knot-resolver`
- directory with trust anchor file specified by `-k` option must be writeable
- policy module is now loaded by default to enforce RFC 6761; see documentation for `policy.PASS` if you use locally-served DNS zones
- drop support for alternative cache backends `memcached`, `redis`, and for Lua bindings for some specific cache operations
- `REORDER_RR` option is not implemented (temporarily)

### 4.13.2 New features

- aggressive caching of validated records (RFC 8198) for NSEC zones; thanks to ICANN for sponsoring this work.

- forwarding over TLS, authenticated by SPKI pin or certificate. `policy.TLS_FORWARD` pipelines queries out-of-order over shared TLS connection Beware: Some resolvers do not support out-of-order query processing. TLS forwarding to such resolvers will lead to slower resolution or failures.
- trust anchors: you may specify a read-only file via `-K` or `--keyfile-ro`
- trust anchors: at build-time you may set `KEYFILE_DEFAULT` (read-only)
- `ta_sentinel` module implements draft `ietf-dnsop-kskroll-sentinel-00`, enabled by default
- `serve_stale` module is prototype, subject to change
- extended API for Lua modules

### 4.13.3 Bugfixes

- fix build on osx - regressed in 1.5.3 (different linker option name)

## 4.14 Knot Resolver 1.5.3 (2018-01-23)

### 4.14.1 Bugfixes

- fix the hints module on some systems, e.g. Fedora. Symptom: *undefined symbol: engine\_hint\_root\_file*

## 4.15 Knot Resolver 1.5.2 (2018-01-22)

### 4.15.1 Security

- fix CVE-2018-1000002: insufficient DNSSEC validation, allowing attackers to deny existence of some data by forging packets. Some combinations pointed out in RFC 6840 sections 4.1 and 4.3 were not taken into account.

### 4.15.2 Bugfixes

- `memcached`: fix fallout from module rename in 1.5.1

## 4.16 Knot Resolver 1.5.1 (2017-12-12)

### 4.16.1 Incompatible changes

- `script supervisor.py` was removed, please migrate to a real process manager
- module `ketc` was renamed to `etcd` for consistency
- module `kmemcached` was renamed to `memcached` for consistency

## 4.16.2 Bugfixes

- fix SIGPIPE crashes (#271)
- tests: work around out-of-space for platforms with larger memory pages
- lua: fix mistakes in bindings affecting 1.4.0 and 1.5.0 (and 1.99.1-alpha), potentially causing problems in dns64 and workarounds modules
- predict module: various fixes (!399)

## 4.16.3 Improvements

- add priming module to implement RFC 8109, enabled by default (#220)
- add modules helping with system time problems, enabled by default; for details see documentation of detect\_time\_skew and detect\_time\_jump

## 4.17 Knot Resolver 1.5.0 (2017-11-02)

### 4.17.1 Bugfixes

- fix loading modules on Darwin

### 4.17.2 Improvements

- new module ta\_signal\_query supporting Signaling Trust Anchor Knowledge using Keytag Query (RFC 8145 section 5); it is enabled by default
- attempt validation for more records but require it for fewer of them (e.g. avoids SERVFAIL when server adds extra records but omits RRSIGs)

## 4.18 Knot Resolver 1.99.1-alpha (2017-10-26)

This is an experimental release meant for testing aggressive caching. It contains some regressions and might (theoretically) be even vulnerable. The current focus is to minimize queries into the root zone.

### 4.18.1 Improvements

- negative answers from validated NSEC (NXDOMAIN, NODATA)
- verbose log is very chatty around cache operations (maybe too much)

### 4.18.2 Regressions

- dropped support for alternative cache backends and for some specific cache operations
- **caching doesn't yet work for various cases:**
  - **negative answers without NSEC (i.e. with NSEC3 or insecure)**

- \* +cd queries (needs other internal changes)
- \* positive wildcard answers
- **spurious SERVFAIL on specific combinations of cached records, printing:** <= bad keys, broken trust chain
- make check
- a few Deckard tests are broken, probably due to some problems above
- also unknown ones?

## 4.19 Knot Resolver 1.4.0 (2017-09-22)

### 4.19.1 Incompatible changes

- lua: query flag-sets are no longer represented as plain integers. `kres.query.*` no longer works, and `kr_query_t` lost trivial methods `'hasflag'` and `'resolved'`. You can instead write code like `qry.flags.NO_0X20 = true`.

### 4.19.2 Bugfixes

- fix exiting one of multiple forks (#150)
- cache: change the way of using LMDB transactions. That in particular fixes some cases of using too much space with multiple kresd forks (#240).

### 4.19.3 Improvements

- `policy.suffix`: update the aho-corasick code (#200)
- root hints are now loaded from a zonefile; exposed as `hints.root_file()`. You can override the path by defining `ROOTHINTS` during compilation.
- `policy.FORWARD`: work around resolvers adding unsigned NS records (#248)
- reduce unneeded records previously put into authority in wildcarded answers

## 4.20 Knot Resolver 1.3.3 (2017-08-09)

### 4.20.1 Security

- Fix a critical DNSSEC flaw. Signatures might be accepted as valid even if the signed data was not in bailiwick of the DNSKEY used to sign it, assuming the trust chain to that DNSKEY was valid.

### 4.20.2 Bugfixes

- `iterate`: skip RRSIGs with bad label count instead of immediate SERVFAIL
- `utils`: fix possible incorrect seeding of the random generator
- `modules/http`: fix compatibility with the Prometheus text format

### 4.20.3 Improvements

- policy: implement remaining special-use domain names from RFC6761 (#205), and make these rules apply only if no other non-chain rule applies

## 4.21 Knot Resolver 1.3.2 (2017-07-28)

### 4.21.1 Security

- fix possible opportunities to use insecure data from cache as keys for validation

### 4.21.2 Bugfixes

- daemon: check existence of config file even if rundir isn't specified
- policy.FORWARD and STUB: use RTT tracking to choose servers (#125, #208)
- dns64: fix CNAME problems (#203) It still won't work with policy.STUB.
- **hints: better interpretation of hosts-like files (#204)** also, error out if a bad entry is encountered in the file
- dnssec: handle unknown DNSKEY/DS algorithms (#210)
- predict: fix the module, broken since 1.2.0 (#154)

### 4.21.3 Improvements

- embedded LMDB fallback: update 0.9.18 -> 0.9.21

## 4.22 Knot Resolver 1.3.1 (2017-06-23)

### 4.22.1 Bugfixes

- modules/http: fix finding the static files (bug from 1.3.0)
- policy.FORWARD: fix some cases of CNAMEs obstructing search for zone cuts

## 4.23 Knot Resolver 1.3.0 (2017-06-13)

### 4.23.1 Security

- Refactor handling of AD flag and security status of resource records. In some cases it was possible for secure domains to get cached as insecure, even for a TLD, leading to disabled validation. It also fixes answering with non-authoritative data about nameservers.

### 4.23.2 Improvements

- major feature: support for forwarding with validation (#112). The old policy.FORWARD action now does that; the previous non-validating mode is still available as policy.STUB except that also uses caching (#122).
- command line: specify ports via @ but still support # for compatibility
- policy: recognize 100.64.0.0/10 as local addresses
- layer/iterate: *do* retry repeatedly if REFUSED, as we can't yet easily retry with other NSs while avoiding retrying with those who REFUSED
- modules: allow changing the directory where modules are found, and do not search the default library path anymore.

### 4.23.3 Bugfixes

- validate: fix insufficient caching for some cases (relatively rare)
- avoid putting "duplicate" record-sets into the answer (#198)

## 4.24 Knot Resolver 1.2.6 (2017-04-24)

### 4.24.1 Security

- dnssec: don't set AD flag for NODATA answers if wildcard non-existence is not guaranteed due to opt-out in NSEC3

### 4.24.2 Improvements

- layer/iterate: don't retry repeatedly if REFUSED

### 4.24.3 Bugfixes

- lib/nsrep: revert some changes to NS reputation tracking that caused severe problems to some users of 1.2.5 (#178 and #179)
- dnssec: fix verification of wildcarded non-singleton RRsets
- dnssec: allow wildcards located directly under the root
- layer/rrcache: avoid putting answer records into queries in some cases

## 4.25 Knot Resolver 1.2.5 (2017-04-05)

### 4.25.1 Security

- layer/validate: clear AD if closest enclosing proof has opt-outed NSEC3 (#169)
- layer/validate: check if NSEC3 records in wildcard expansion proof has an opt-out
- dnssec/nsec: missed wildcard no-data answers validation has been implemented



## 4.25.2 Improvements

- modules/dnstap: a DNSTAP support module (Contributed by Vicky Shrestha)
- modules/workarounds: a module adding workarounds for known DNS protocol violators
- layer/iterate: fix logging of glue addresses
- kr\_bitcmp: allow bits=0 and consequently 0.0.0.0/0 matches in view and renumber modules.
- modules/padding: Improve default padding of responses (Contributed by Daniel Kahn Gillmor)
- New kresc client utility (experimental; don't rely on the API yet)

## 4.25.3 Bugfixes

- trust anchors: Improve trust anchors storage format (#167)
- trust anchors: support non-root TAs, one domain per file
- policy.DENY: set AA flag and clear AD flag
- lib/resolve: avoid unnecessary DS queries
- lib/nsrep: don't treat servers with NOIP4 + NOIP6 flags as timeouted
- layer/iterate: During packet classification (answer vs. referral) don't analyze AUTHORITY section in authoritative answer if ANSWER section contains records that have been requested

## 4.26 Knot Resolver 1.2.4 (2017-03-09)

### 4.26.1 Security

- Knot Resolver 1.2.0 and higher could return AD flag for insecure answer if the daemon received answer with invalid RRSIG several times in a row.

### 4.26.2 Improvements

- modules/policy: allow QTRACE policy to be chained with other policies
- hints.add\_hosts(path): a new property
- module: document the API and simplify the code
- policy.MIRROR: support IPv6 link-local addresses
- policy.FORWARD: support IPv6 link-local addresses
- add net.outgoing\_{v4,v6} to allow specifying address to use for connections

### 4.26.3 Bugfixes

- layer/iterate: some improvements in cname chain unrolling
- layer/validate: fix duplicate records in AUTHORITY section in case of WC expansion proof
- lua: do *not* truncate cache size to unsigned

- forwarding mode: correctly forward +cd flag
- fix a potential memory leak
- don't treat answers that contain DS non-existence proof as insecure
- don't store NSEC3 and their signatures in the cache
- layer/iterate: when processing delegations, check if qname is at or below new authority

## **4.27 Knot Resolver 1.2.3 (2017-02-23)**

### **4.27.1 Bugfixes**

- Disable storing GLUE records into the cache even in the (non-default) QUERY\_PERMISSIVE mode
- iterate: skip answer RRs that don't match the query
- layer/iterate: some additional processing for referrals
- lib/resolve: zonecut fetching error was fixed

## **4.28 Knot Resolver 1.2.2 (2017-02-10)**

### **4.28.1 Bugfixes:**

- Fix -k argument processing to avoid out-of-bounds memory accesses
- lib/resolve: fix zonecut fetching for explicit DS queries
- hints: more NULL checks
- Fix TA bootstrapping for multiple TAs in the IANA XML file

### **4.28.2 Testing:**

- Update tests to run tests with and without QNAME minimization

## **4.29 Knot Resolver 1.2.1 (2017-02-01)**

### **4.29.1 Security:**

- Under certain conditions, a cached negative answer from a CD query would be reused to construct response for non-CD queries, resulting in Insecure status instead of Bogus. Only 1.2.0 release was affected.

### **4.29.2 Documentation**

- Update the typo in the documentation: The query trace policy is named policy.QTRACE (and not policy.TRACE)

### 4.29.3 Bugfixes:

- lua: make the map command check its arguments

## 4.30 Knot Resolver 1.2.0 (2017-01-24)

### 4.30.1 Security:

- In a policy.FORWARD() mode, the AD flag was being always set by mistake. It is now cleared, as the policy.FORWARD() doesn't do DNSSEC validation yet.

### 4.30.2 Improvements:

- The DNSSEC Validation has been refactored, fixing many resolving failures.
- Add module *version* that checks for updates and CVEs periodically.
- Support RFC7830: EDNS(0) padding in responses over TLS.
- Support CD flag on incoming requests.
- hints module: previously */etc/hosts* was loaded by default, but not anymore. Users can now actually avoid loading any file.
- DNS over TLS now creates ephemeral certs.
- Configurable cache.{min,max}\_ttl option, with max\_ttl defaulting to 6 days.
- Option to reorder RRs in the response.
- New policy.QTRACE policy to print packet contents

### 4.30.3 Bugfixes:

- Trust Anchor configuration is now more robust.
- Correctly answer NOTIMPL for meta-types and non-IN RR classes.
- Free TCP buffer on cancelled connection.
- Fix crash in hints module on empty hints file, and fix non-lowercase hints.

### 4.30.4 Miscellaneous:

- It now requires knot >= 2.3.1 to link successfully.
- The API+ABI for modules changed slightly.
- New LRU implementation.

## 4.31 Knot Resolver 1.1.1 (2016-08-24)

### 4.31.1 Bugfixes:

- Fix 0x20 randomization with retransmit
- Fix pass-through for the stub mode
- Fix the root hints IPv6 addresses
- Fix dst addr for retries over TCP

### 4.31.2 Improvements:

- Track RTT of all tried servers for faster retransmit
- DAF: Allow forwarding to custom port
- systemd: Read EnvironmentFile and user \$KRESD\_ARGS
- systemd: Update systemd units to be named after daemon

## 4.32 Knot Resolver 1.1.0 (2016-08-12)

### 4.32.1 Improvements:

- RFC7873 DNS Cookies
- RFC7858 DNS over TLS
- HTTP/2 web interface, RESTful API
- Metrics exported in Prometheus
- DNS firewall module
- Explicit CNAME target fetching in strict mode
- Query minimisation improvements
- Improved integration with systemd

## 4.33 Knot Resolver 1.0.0 (2016-05-30)

### 4.33.1 Initial release:

- The first initial release

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## Building from sources

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**Note:** Latest up-to-date packages for various distribution can be obtained from web <https://knot-resolver.cz/download/>.

Knot Resolver is written for UNIX-like systems using modern C standards. Beware that some 64-bit systems with LuaJIT 2.1 may be affected by a [problem](#) – Linux on x86\_64 is unaffected but [Linux on aarch64](#) is.

```
$ git clone --recursive https://gitlab.labs.nic.cz/knot/knot-resolver.git
```

### 5.1 Dependencies

**Note:** This section lists basic requirements. Individual modules might have additional build or runtime dependencies.

The following dependencies are needed to build and run Knot Resolver:

Requirement	Notes
ninja	<i>build only</i>
meson >= 0.46	<i>build only</i> <sup>1</sup>
C and C++ compiler	<i>build only</i> <sup>2</sup>
pkg-config	<i>build only</i> <sup>3</sup>
libknot 2.8+	Knot DNS libraries
LuaJIT 2.0+	Embedded scripting language
libuv 1.7+	Multiplatform I/O and services <sup>4</sup>
lmdb	Memory-mapped database for cache
GnuTLS	TLS

There are also *optional* packages that enable specific functionality in Knot Resolver:

Optional	Needed for	Notes
lua-http	modules/http	HTTP/2 client/server for Lua.
luasocket	trust anchors, modules/stats	Sockets for Lua.
luasec	trust anchors	TLS for Lua.
cmocka	unit tests	Unit testing framework.
Doxygen	documentation	Generating API documentation.
Sphinx and sphinx_rtd_theme	documentation	Building this HTML/PDF documentation.
breathe	documentation	Exposing Doxygen API doc to Sphinx.
libsystemd >= 227	daemon	Systemd socket activation support.
libprotobuf 3.0+	modules/dnstap	Protocol Buffers support for dnstap.
libprotobuf-c 1.0+	modules/dnstap	C bindings for Protobuf.
libfstrm 0.2+	modules/dnstap	Frame Streams data transport protocol.
luacheck	lint-lua	Syntax and static analysis checker for Lua.
clang-tidy	lint-c	Syntax and static analysis checker for C.
luacov	check-config	Code coverage analysis for Lua modules.

### 5.1.1 Packaged dependencies

**Note:** Some build dependencies can be found in [home:CZ-NIC:knot-resolver-build](#).

On reasonably new systems most of the dependencies can be resolved from packages, here’s an overview for several platforms.

- **Debian/Ubuntu** - Current stable doesn’t have new enough Meson and libknot. Use repository above or build them yourself. Fresh list of dependencies can be found in [Debian control file in our repo](#), search for “Build-Depends”.
- **CentOS/Fedora/RHEL/openSUSE** - Fresh list of dependencies can be found in [RPM spec file in our repo](#), search for “BuildRequires”.
- **FreeBSD** - when installing from ports, all dependencies will install automatically, corresponding to the selected options.
- **Mac OS X** - the dependencies can be obtained from [Homebrew formula](#).

## 5.2 Compilation

<sup>1</sup> If meson >= 0.46 isn’t available for your distro, check backports repository or use python pip to install it.

<sup>2</sup> Requires `__attribute__((cleanup))` and `-MMD -MP` for dependency file generation. We test GCC and Clang, and ICC is likely to work as well.

<sup>3</sup> You can use variables `<dependency>_CFLAGS` and `<dependency>_LIBS` to configure dependencies manually (i.e. `libknot_CFLAGS` and `libknot_LIBS`).

<sup>4</sup> libuv 1.7 brings `SO_REUSEPORT` support that is needed for multiple forks. libuv < 1.7 can be still used, but only in single-process mode. Use *different method* for load balancing.

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**Note:** Knot Resolver uses [Meson Build system](#). Shell snippets below should be sufficient for basic usage but users unfamiliar with Meson Build might want to read introductory article [Using Meson](#).

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Following example script will:

- create new build directory named `build_dir`
- configure installation path `/tmp/kr`
- enable static build (to allow installation to non-standard path)
- build Knot Resolver
- install it into the previously configured path

```
$ meson build_dir --prefix=/tmp/kr --default-library=static
$ ninja -C build_dir
$ ninja install -C build_dir
```

At this point you can execute the newly installed binary using path `/tmp/kr/sbin/kresd`.

---

**Note:** When compiling on OS X, creating a shared library is currently not possible when using `luajit` package from Homebrew due to [#37169](#).

---

## 5.2.1 Build options

It's possible to change the compilation with build options. These are useful to packagers or developers who wish to customize the daemon behaviour, run extended test suites etc. By default, these are all set to sensible values.

For complete list of build options create a build directory and run:

```
$ meson build_dir
$ meson configure build_dir
```

To customize project build options, use `-Doption=value` when creating a build directory:

```
$ meson build_dir -Ddoc=enabled
```

... or change options in an already existing build directory:

```
$ meson configure build_dir -Ddoc=enabled
```

## 5.2.2 Customizing compiler flags

If you'd like to use customize the build, see `meson's built-in options`. For hardening, see `b_pie`.

For complete control over the build flags, use `--buildtype=plain` and set `CFLAGS`, `LDFLAGS` when creating the build directory with `meson` command.

## 5.3 Tests

The following command runs all enabled tests. By default, only unit tests are enabled.

```
$ ninja -C build_dir
$ meson test -C build_dir
```

More comprehensive tests require you to install `kresd` into the configured prefix before running the test suite. To run all available tests, use `-Dextra_tests=enabled` build option.

```
$ ninja -C build_dir
$ ninja install -C build_dir
$ meson test -C build_dir
```

It's also possible to run only specific test suite or a test.

```
$ meson test -C build_dir --help
$ meson test -C build_dir --list
$ meson test -C build_dir --no-suite postinstall
$ meson test -C build_dir integration.serve_stale
```

## 5.4 HTML Documentation

To check for documentation dependencies and allow its installation, use `-Ddoc=enabled`. The documentation doesn't build automatically. Instead, target `doc` must be called explicitly.

```
$ meson build_dir -Ddoc=enabled
$ ninja -C build_dir doc
```

## 5.5 Tarball

Released tarballs are available from <https://knot-resolver.cz/download/>

To make a release tarball from git, use the following command. The

```
$ ninja -C build_dir dist
```

It's also possible to make a development snapshot tarball:

```
$ ./scripts/make-dev-archive.sh
```

## 5.6 Packaging

Recommended build options for packagers:

- `--buildtype=release` for default flags (optimization, asserts, ...). For complete control over flags, use `plain` and see *Customizing compiler flags*.
- `--prefix=/usr` to customize prefix, other directories can be set in a similar fashion, see `meson setup --help`
- `-Ddoc=enabled` for offline html documentation (see *HTML Documentation*)
- `-Dinstall_kresd_conf=enabled` to install default config file
- `-Dclient=enabled` to force build of `kresc`



- `-Dunit_tests=enabled` to force build of unit tests

## 5.6.1 Systemd

It's recommended to use the upstream system unit files. If any customizations are required, drop-in files should be used, instead of patching/changing the unit files themselves.

Depending on your systemd version, choose the appropriate build option:

- `-Dsystemd_files=enabled` (recommended) installs unit files with systemd socket activation support. Requires `systemd >=227`.
- `-Dsystemd_files=nosocket` for `systemd <227`. Unit files won't use socket activation.

To support enabling services after boot, you must also link `kresd.target` to `multi-user.target.wants`:

```
ln -s ../kresd.target /usr/lib/systemd/system/multi-user.target.wants/kresd.target
```

## 5.6.2 Trust anchors

If the target distro has externally managed (read-only) DNSSEC trust anchors or root hints use this:

- `-Dkeyfile_default=/usr/share/dns/root.key`
- `-Droot_hints=/usr/share/dns/root.hints`
- `-Dmanaged_ta=disabled`

In case you want to have automatically managed DNSSEC trust anchors instead, set `-Dmanaged_ta=enabled` and make sure both `keyfile_default` file and its parent directories are writable by `kresd` process (after package installation!).

## 5.7 Docker image

Visit [hub.docker.com/r/cznic/knot-resolver](https://hub.docker.com/r/cznic/knot-resolver) for instructions how to run the container.

For development, it's possible to build the container directly from your git tree:

```
$ docker build -t knot-resolver .
```



## 6.1 Requirements

- `libknot 2.0` (Knot DNS high-performance DNS library.)

## 6.2 For users

The library as described provides basic services for name resolution, which should cover the usage, examples are in the *resolve API* documentation.

---

**Tip:** If you're migrating from `getaddrinfo()`, see “*synchronous*” API, but the library offers iterative API as well to plug it into your event loop for example.

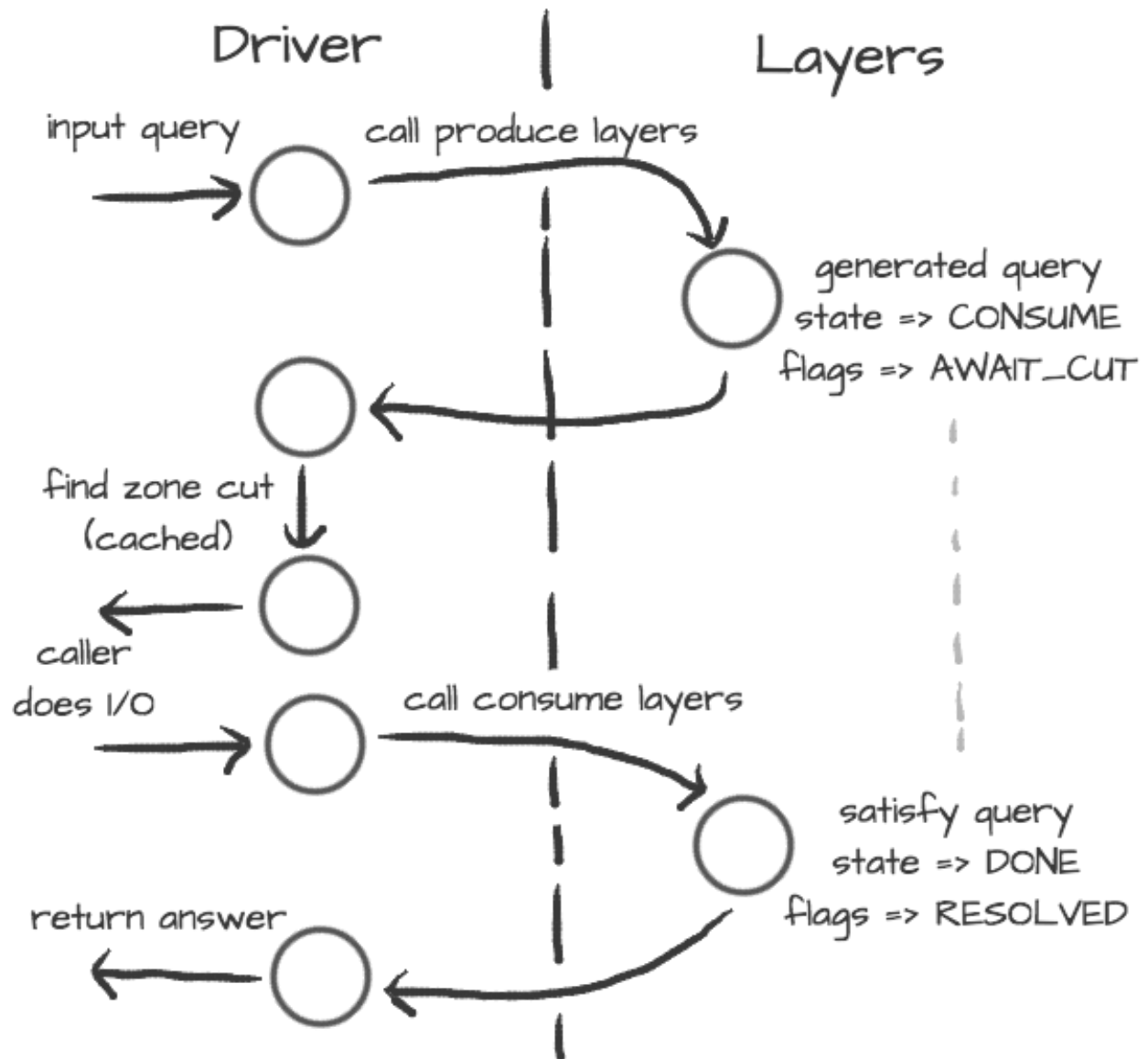
---

## 6.3 For developers

The resolution process starts with the functions in *resolve.c*, they are responsible for:

- reacting to state machine state (i.e. calling consume layers if we have an answer ready)
- interacting with the library user (i.e. asking caller for I/O, accepting queries)
- fetching assets needed by layers (i.e. zone cut)

This is the *driver*. The driver is not meant to know “*how*” the query resolves, but rather “*when*” to execute “*what*”.



On the other side are *layers*. They are responsible for dissecting the packets and informing the driver about the results. For example, a *produce* layer generates query, a *consume* layer validates answer.

**Tip:** Layers are executed asynchronously by the driver. If you need some asset beforehand, you can signalize the driver using returning state or current query flags. For example, setting a flag `AWAIT_CUT` forces driver to fetch zone cut information before the packet is consumed; setting a `RESOLVED` flag makes it pop a query after the current set of layers is finished; returning `FAIL` state makes it fail current query.

Layers can also change course of resolution, for example by appending additional queries.

```
consume = function (state, req, answer)
    if answer:qtype() == kres.type.NS then
        local qry = req:push(answer:qname(), kres.type.SOA, kres.class.IN)
```

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```

        qry.flags.AWAIT_CUT = true
    end
    return state
end

```

This **doesn't** block currently processed query, and the newly created sub-request will start as soon as driver finishes processing current. In some cases you might need to issue sub-request and process it **before** continuing with the current, i.e. validator may need a DNSKEY before it can validate signatures. In this case, layers can yield and resume afterwards.

```

consume = function (state, req, answer)
    if state == kres.YIELD then
        print('continuing yielded layer')
        return kres.DONE
    else
        if answer:qtype() == kres.type.NS then
            local qry = req:push(answer:qname(), kres.type.SOA, kres.
↳class.IN)

            qry.flags.AWAIT_CUT = true
            print('planned SOA query, yielding')
            return kres.YIELD
        end
        return state
    end
end
end

```

The YIELD state is a bit special. When a layer returns it, it interrupts current walk through the layers. When the layer receives it, it means that it yielded before and now it is resumed. This is useful in a situation where you need a sub-request to determine whether current answer is valid or not.

## 6.4 Writing layers

**Warning:** FIXME: this dev-docs section is outdated! Better see comments in files instead, for now.

The resolver *library* leverages the processing API from the libknot to separate packet processing code into layers.

**Note:** This is only crash-course in the library internals, see the resolver *library* documentation for the complete overview of the services.

The library offers following services:

- *Cache* - MVCC cache interface for retrieving/storing resource records.
- *Resolution plan* - Query resolution plan, a list of partial queries (with hierarchy) sent in order to satisfy original query. This contains information about the queries, nameserver choice, timing information, answer and its class.
- *Nameservers* - Reputation database of nameservers, this serves as an aid for nameserver choice.

A processing layer is going to be called by the query resolution driver for each query, so you're going to work with *struct kr\_request* as your per-query context. This structure contains pointers to resolution context, resolution plan and also the final answer.

```
int consume(kr_layer_t *ctx, knot_pkt_t *pkt)
{
    struct kr_request *req = ctx->req;
    struct kr_query *qry = req->current_query;
}
```

This is only passive processing of the incoming answer. If you want to change the course of resolution, say satisfy a query from a local cache before the library issues a query to the nameserver, you can use states (see the *Static hints* for example).

```
int produce(kr_layer_t *ctx, knot_pkt_t *pkt)
{
    struct kr_request *req = ctx->req;
    struct kr_query *qry = req->current_query;

    /* Query can be satisfied locally. */
    if (can_satisfy(qry)) {
        /* This flag makes the resolver move the query
         * to the "resolved" list. */
        qry->flags.RESOLVED = true;
        return KR_STATE_DONE;
    }

    /* Pass-through. */
    return ctx->state;
}
```

It is possible to not only act during the query resolution, but also to view the complete resolution plan afterwards. This is useful for analysis-type tasks, or “*per answer*” hooks.

```
int finish(kr_layer_t *ctx)
{
    struct kr_request *req = ctx->req;
    struct kr_rplan *rplan = req->rplan;

    /* Print the query sequence with start time. */
    char qname_str[KNOT_DNAME_MAXLEN];
    struct kr_query *qry = NULL
    WALK_LIST(qry, rplan->resolved) {
        knot_dname_to_str(qname_str, qry->sname, sizeof(qname_str));
        printf("%s at %u\n", qname_str, qry->timestamp);
    }

    return ctx->state;
}
```

## 6.5 APIs in Lua

The APIs in Lua world try to mirror the C APIs using LuaJIT FFI, with several differences and enhancements. There is not comprehensive guide on the API yet, but you can have a look at the [bindings](#) file.

## 6.5.1 Elementary types and constants

- States are directly in `kres` table, e.g. `kres.YIELD`, `kres.CONSUME`, `kres.PRODUCE`, `kres.DONE`, `kres.FAIL`.
- DNS classes are in `kres.class` table, e.g. `kres.class.IN` for Internet class.
- DNS types are in `kres.type` table, e.g. `kres.type.AAAA` for AAAA type.
- DNS rcodes types are in `kres.rcode` table, e.g. `kres.rcode.NOERROR`.
- Packet sections (QUESTION, ANSWER, AUTHORITY, ADDITIONAL) are in the `kres.section` table.

## 6.5.2 Working with domain names

The internal API usually works with domain names in label format, you can convert between text and wire freely.

```
local dname = kres.str2dname('business.se')
local strname = kres.dname2str(dname)
```

## 6.5.3 Working with resource records

Resource records are stored as tables.

```
local rr = { owner = kres.str2dname('owner'),
            ttl = 0,
            class = kres.class.IN,
            type = kres.type.CNAME,
            rdata = kres.str2dname('someplace') }
print(kres.rr2str(rr))
```

RRSets in packet can be accessed using FFI, you can easily fetch single records.

```
local rrset = { ... }
local rr = rrset:get(0) -- Return first RR
print(kres.dname2str(rr:owner()))
print(rr:ttl())
print(kres.rr2str(rr))
```

## 6.5.4 Working with packets

Packet is the data structure that you're going to see in layers very often. They consists of a header, and four sections: QUESTION, ANSWER, AUTHORITY, ADDITIONAL. The first section is special, as it contains the query name, type, and class; the rest of the sections contain RRsets.

First you need to convert it to a type known to FFI and check basic properties. Let's start with a snippet of a *consume* layer.

```
consume = function (state, req, pkt)
    print('rcode:', pkt:rcode())
    print('query:', kres.dname2str(pkt:qname()), pkt:qclass(), pkt:qtype())
    if pkt:rcode() ~= kres.rcode.NOERROR then
        print('error response')
    end
end
```

You can enumerate records in the sections.

```
local records = pkt:section(kres.section.ANSWER)
for i = 1, #records do
    local rr = records[i]
    if rr.type == kres.type.AAAA then
        print(kres.rr2str(rr))
    end
end
end
```

During *produce* or *begin*, you might want to write to packet. Keep in mind that you have to write packet sections in sequence, e.g. you can't write to ANSWER after writing AUTHORITY, it's like stages where you can't go back.

```
pkt:rcode(kres.rcode.NXDOMAIN)
-- Clear answer and write QUESTION
pkt:recycle()
pkt:question('\7blocked', kres.class.IN, kres.type.SOA)
-- Start writing data
pkt:begin(kres.section.ANSWER)
-- Nothing in answer
pkt:begin(kres.section.AUTHORITY)
local soa = { owner = '\7blocked', ttl = 900, class = kres.class.IN, type = kres.type.
↪SOA, rdata = '...' }
pkt:put(soa.owner, soa.ttl, soa.class, soa.type, soa.rdata)
```

### 6.5.5 Working with requests

The request holds information about currently processed query, enabled options, cache, and other extra data. You primarily need to retrieve currently processed query.

```
consume = function (state, req, pkt)
    print(req.options)
    print(req.state)

    -- Print information about current query
    local current = req:current()
    print(kres.dname2str(current.owner))
    print(current.type, current.sclass, current.id, current.flags)
end
```

In layers that either begin or finalize, you can walk the list of resolved queries.

```
local last = req:resolved()
print(last.stype)
```

As described in the layers, you can not only retrieve information about current query, but also push new ones or pop old ones.

```
-- Push new query
local qry = req:push(pkt:qname(), kres.type.SOA, kres.class.IN)
qry.flags.AWAIT_CUT = true

-- Pop the query, this will erase it from resolution plan
req:pop(qry)
```



## 6.5.6 Significant Lua API changes

### Incompatible changes since 3.0.0

In the main `kres.lua` binding, there was only change in struct `knot_rrset_t`:

- constructor now accepts TTL as additional parameter (defaulting to zero)
- `add_rdata()` doesn't accept TTL anymore (and will throw an error if passed)

In case you used `knot_*` functions and structures bound to lua:

- `knot_dname_is_sub(a, b)`: `knot_dname_in_bailiwick(a, b) > 0`
- `knot_rdata_rrlen()`: `knot_rdataset_at().rlen`
- `knot_rdata_data()`: `knot_rdataset_at().data`
- `knot_rdata_array_size()`: `offsetof(struct knot_data_t, data) + knot_rdataset_at().rlen`
- struct `knot_rdataset`: field names were renamed to `.count` and `.rdata`
- some functions got inlined from headers, but you can use their `kr_*` clones: `kr_rrsig_sig_inception()`, `kr_rrsig_sig_expiration()`, `kr_rrsig_type_covered()`. Note that these functions now accept `knot_rdata_t*` instead of a pair `knot_rdataset_t*` and `size_t` - you can use `knot_rdataset_at()` for that.
- `knot_rrset_add_rdata()` doesn't take TTL parameter anymore
- `knot_rrset_init_empty()` was inlined, but in lua you can use the constructor
- `knot_rrset_ttl()` was inlined, but in lua you can use `:ttl()` method instead
- `knot_pkt_qname()`, `_qtype()`, `_qclass()`, `_rr()`, `_section()` were inlined, but in lua you can use methods instead, e.g. `myPacket.qname()`
- `knot_pkt_free()` takes `knot_pkt_t*` instead of `knot_pkt_t**`, but from lua you probably didn't want to use that; constructor ensures garbage collection.

## 6.6 API reference

- *Name resolution*
- *Cache*
- *Nameservers*
- *Modules*
- *Utilities*
- *Generics library*

### 6.6.1 Name resolution

The API provides an API providing a “consumer-producer”-like interface to enable user to plug it into existing event loop or I/O code.

*Example usage of the iterative API:*

```

// Create request and its memory pool
struct kr_request req = {
    .pool = {
        .ctx = mp_new (4096),
        .alloc = (mm_alloc_t) mp_alloc
    }
};

// Setup and provide input query
int state = kr_resolve_begin(&req, ctx, final_answer);
state = kr_resolve_consume(&req, query);

// Generate answer
while (state == KR_STATE_PRODUCE) {

    // Additional query generate, do the I/O and pass back answer
    state = kr_resolve_produce(&req, &addr, &type, query);
    while (state == KR_STATE_CONSUME) {
        int ret = sendrecv(addr, proto, query, resp);

        // If I/O fails, make "resp" empty
        state = kr_resolve_consume(&request, addr, resp);
        knot_pkt_clear(resp);
    }
    knot_pkt_clear(query);
}

// "state" is either DONE or FAIL
kr_resolve_finish(&request, state);

```

## Defines

**kr\_request\_selected**(req)  
 Initializer for an array of \*\_selected.

## Enums

**kr\_rank**  
 RRset rank - for cache and ranked\_rr\_\*.

The rank meaning consists of one independent flag - KR\_RANK\_AUTH, and the rest have meaning of values where only one can hold at any time. You can use one of the enums as a safe initial value, optionally KR\_RANK\_AUTH; otherwise it's best to manipulate ranks via the kr\_rank\_\* functions.

See also: <https://tools.ietf.org/html/rfc2181#section-5.4.1> <https://tools.ietf.org/html/rfc4035#section-4.3>

**Note** The representation is complicated by restrictions on integer comparison:

- AUTH must be > than !AUTH
- AUTH INSECURE must be > than AUTH (because it attempted validation)
- !AUTH SECURE must be > than AUTH (because it's valid)

*Values:*

0  
 Did not attempt to validate.

It's assumed compulsory to validate (or prove insecure).

**KR\_RANK\_OMIT**

Do not attempt to validate.

(And don't consider it a validation failure.)

**KR\_RANK\_TRY**

Attempt to validate, but failures are non-fatal.

4

Unable to determine whether it should be secure.

**KR\_RANK\_BOGUS**

Ought to be secure but isn't.

**KR\_RANK\_MISMATCH**

**KR\_RANK\_MISSING**

Unable to obtain a good signature.

8

Proven to be insecure, i.e.

we have a chain of trust from TAs that cryptographically denies the possibility of existence of a positive chain of trust from the TAs to the record.

16

Authoritative data flag; the chain of authority was "verified".

Even if not set, only in-bailiwick stuff is acceptable, i.e. almost authoritative (example: mandatory glue and its NS RR).

32

Verified whole chain of trust from the closest TA.

## Functions

bool **kr\_rank\_check** (uint8\_t *rank*)

Check that a rank value is valid.

Meant for assertions.

static bool **kr\_rank\_test** (uint8\_t *rank*, uint8\_t *kr\_flag*)

Test the presence of any flag/state in a rank, i.e.

including KR\_RANK\_AUTH.

static void **kr\_rank\_set** (uint8\_t \* *rank*, uint8\_t *kr\_flag*)

Set the rank state.

The \_AUTH flag is kept as it was.

**KR\_EXPORT** int **kr\_resolve\_begin** (struct *kr\_request* \* *request*, struct *kr\_context* \* *ctx*, knot\_pkt\_t \* *answer*)

Begin name resolution.

**Note** Expects a request to have an initialized mempool, the "answer" packet will be kept during the resolution and will contain the final answer at the end.

**Return** CONSUME (expecting query)

**Parameters**

- `request`: request state with initialized mempool
- `ctx`: resolution context
- `answer`: allocated packet for final answer

*KR\_EXPORT* int **kr\_resolve\_consume** (struct *kr\_request* \* *request*, const struct sockaddr \* *src*,  
knot\_pkt\_t \* *packet*)  
Consume input packet (may be either first query or answer to query originated from *kr\_resolve\_produce()*)

**Note** If the I/O fails, provide an empty or NULL packet, this will make iterator recognize nameserver failure.

**Return** any state

### Parameters

- `request`: request state (awaiting input)
- `src`: [in] packet source address
- `packet`: [in] input packet

*KR\_EXPORT* int **kr\_resolve\_produce** (struct *kr\_request* \* *request*, struct sockaddr \*\* *dst*, int \* *type*,  
knot\_pkt\_t \* *packet*)  
Produce either next additional query or finish.

If the CONSUME is returned then `dst`, `type` and `packet` will be filled with appropriate values and caller is responsible to send them and receive answer. If it returns any other state, then content of the variables is undefined.

**Return** any state

### Parameters

- `request`: request state (in PRODUCE state)
- `dst`: [out] possible address of the next nameserver
- `type`: [out] possible used socket type (SOCK\_STREAM, SOCK\_DGRAM)
- `packet`: [out] packet to be filled with additional query

*KR\_EXPORT* int **kr\_resolve\_checkout** (struct *kr\_request* \* *request*, const struct sockaddr \* *src*, struct  
sockaddr \* *dst*, int *type*, knot\_pkt\_t \* *packet*)  
Finalises the outbound query packet with the knowledge of the IP addresses.

**Note** The function must be called before actual sending of the request packet.

**Return** `kr_ok()` or error code

### Parameters

- `request`: request state (in PRODUCE state)
- `src`: address from which the query is going to be sent
- `dst`: address of the name server
- `type`: used socket type (SOCK\_STREAM, SOCK\_DGRAM)
- `packet`: [in,out] query packet to be finalised

*KR\_EXPORT* int **kr\_resolve\_finish** (struct *kr\_request* \* *request*, int *state*)  
Finish resolution and commit results if the state is DONE.

**Note** The structures will be deinitialized, but the assigned memory pool is not going to be destroyed, as it's owned by caller.

**Return** DONE

**Parameters**

- request: request state
- state: either DONE or FAIL state (to be assigned to request->state)

*KR\_EXPORT KR\_PURE* struct *kr\_rplan*\* **kr\_resolve\_plan** (struct *kr\_request* \* request)  
Return resolution plan.

**Return** pointer to rplan

**Parameters**

- request: request state

*KR\_EXPORT KR\_PURE* knot\_mm\_t\* **kr\_resolve\_pool** (struct *kr\_request* \* request)  
Return memory pool associated with request.

**Return** mempool

**Parameters**

- request: request state

**struct kr\_context**

*#include <resolve.h>* Name resolution context.

Resolution context provides basic services like cache, configuration and options.

**Note** This structure is persistent between name resolutions and may be shared between threads.

**Public Members**

struct *kr\_qflags* **options**

knot\_rrset\_t\* **opt\_rr**

*map\_t* **trust\_anchors**

*map\_t* **negative\_anchors**

struct *kr\_zonecut* **root\_hints**

struct *kr\_cache* **cache**

kr\_nsrep\_rtt\_lru\_t\* **cache\_rtt**

unsigned **cache\_rtt\_tout\_retry\_interval**

kr\_nsrep\_lru\_t\* **cache\_rep**

module\_array\_t\* **modules**

struct *kr\_cookie\_ctx* **cookie\_ctx**

kr\_cookie\_lru\_t\* **cache\_cookie**

int32\_t **tls\_padding**

See net.tls\_padding in ../daemon/README.rst -1 is "true" (default policy), 0 is "false" (no padding)

knot\_mm\_t\* **pool**

**struct kr\_request\_qsource\_flags**

### Public Members

bool **tcp**

true if the request is on TCP (or TLS); only meaningful if (dst\_addr).

bool **tls**

true if the request is on TLS; only meaningful if (dst\_addr).

bool **http**

true if the request is on HTTP; only meaningful if (dst\_addr).

**struct kr\_request**

*#include <resolve.h>* Name resolution request.

Keeps information about current query processing between calls to processing APIs, i.e. current resolved query, resolution plan, ... Use this instead of the simple interface if you want to implement multiplexing or custom I/O.

**Note** All data for this request must be allocated from the given pool.

### Public Members

struct *kr\_context*\* **ctx**

knot\_pkt\_t\* **answer**

struct *kr\_query*\* **current\_query**

Current evaluated query.

const struct sockaddr\* **addr**

Address that originated the request.

Current upstream address.

NULL for internal origin.

const struct sockaddr\* **dst\_addr**

Address that accepted the request.

NULL for internal origin.

const knot\_pkt\_t\* **packet**

struct *kr\_request\_qsource\_flags* **flags**

See definition above.

size\_t **size**

query packet size

struct *kr\_request::@6* **qsource**

unsigned **rtt**

Current upstream RTT.

struct *kr\_request::@7* **upstream**

Upstream information, valid only in consume() phase.

struct *kr\_qflags* **options**

int **state**

ranked\_rr\_array\_t **answ\_selected**

ranked\_rr\_array\_t **auth\_selected**

ranked\_rr\_array\_t **add\_selected**

rr\_array\_t **additional**

bool **answ\_validated**  
internal to validator; beware of caching, etc.

bool **auth\_validated**  
see `answ_validated` ^^ ; TODO

uint8\_t **rank**  
Overall rank for the request.

Values from `kr_rank`, currently just `KR_RANK_SECURE` and `_INITIAL`. Only read this in finish phase and after validator, please. Meaning of `_SECURE`: all RRs in answer+authority are `_SECURE`, including any negative results implied (`NXDOMAIN`, `NODATA`).

struct *kr\_rplan* **rplan**

*trace\_log\_f* **trace\_log**  
Logging tracepoint.

*trace\_callback\_f* **trace\_finish**  
Request finish tracepoint.

int **vars\_ref**  
Reference to per-request variable table.

LUA\_NOREF if not set.

knot\_mm\_t **pool**

unsigned int **uid**

## Typedefs

**typedef** int32\_t(\* **kr\_stale\_cb**) (int32\_t *t1*, const knot\_dname\_t \**owner*, uint16\_t *type*, const struct *kr\_query* \**qry*)

Callback for serve-stale decisions.

**Return** the adjusted TTL (typically 1) or < 0.

### Parameters

- `t1`: the expired TTL (i.e. it's < 0)

## Functions

*KR\_EXPORT* void **kr\_qflags\_set** (struct *kr\_qflags* \**f1*, struct *kr\_qflags* *f2*)

Combine flags together.

This means set union for simple flags.

*KR\_EXPORT* void **kr\_qflags\_clear** (struct *kr\_qflags* \**f1*, struct *kr\_qflags* *f2*)

Remove flags.

This means set-theoretic difference.

*KR\_EXPORT* int **kr\_rplan\_init** (struct *kr\_rplan* \* *rplan*, struct *kr\_request* \* *request*, knot\_mm\_t \* *pool*)  
Initialize resolution plan (empty).

**Parameters**

- *rplan*: plan instance
- *request*: resolution request
- *pool*: ephemeral memory pool for whole resolution

*KR\_EXPORT* void **kr\_rplan\_deinit** (struct *kr\_rplan* \* *rplan*)  
Deinitialize resolution plan, aborting any uncommitted transactions.

**Parameters**

- *rplan*: plan instance

*KR\_EXPORT KR\_PURE* bool **kr\_rplan\_empty** (struct *kr\_rplan* \* *rplan*)  
Return true if the resolution plan is empty (i.e. finished or initialized)

**Return** true or false

**Parameters**

- *rplan*: plan instance

*KR\_EXPORT* struct *kr\_query*\* **kr\_rplan\_push\_empty** (struct *kr\_rplan* \* *rplan*, struct *kr\_query* \* *parent*)  
Push empty query to the top of the resolution plan.

**Note** This query serves as a cookie query only.

**Return** query instance or NULL

**Parameters**

- *rplan*: plan instance
- *parent*: query parent (or NULL)

*KR\_EXPORT* struct *kr\_query*\* **kr\_rplan\_push** (struct *kr\_rplan* \* *rplan*, struct *kr\_query* \* *parent*, const knot\_dname\_t \* *name*, uint16\_t *cls*, uint16\_t *type*)  
Push a query to the top of the resolution plan.

**Note** This means that this query takes precedence before all pending queries.

**Return** query instance or NULL

**Parameters**

- *rplan*: plan instance
- *parent*: query parent (or NULL)
- *name*: resolved name
- *cls*: resolved class
- *type*: resolved type

*KR\_EXPORT* int **kr\_rplan\_pop** (struct *kr\_rplan* \* *rplan*, struct *kr\_query* \* *qry*)  
Pop existing query from the resolution plan.



**Note** Popped queries are not discarded, but moved to the resolved list.

**Return** 0 or an error

**Parameters**

- `rplan`: plan instance
- `qry`: resolved query

*KR\_EXPORT KR\_PURE* bool **kr\_rplan\_satisfies** (struct *kr\_query* \* *closure*, const knot\_dname\_t \* *name*, uint16\_t *cls*, uint16\_t *type*)

Return true if resolution chain satisfies given query.

*KR\_EXPORT KR\_PURE* struct *kr\_query*\* **kr\_rplan\_resolved** (struct *kr\_rplan* \* *rplan*)

Return last resolved query.

*KR\_EXPORT KR\_PURE* struct *kr\_query*\* **kr\_rplan\_last** (struct *kr\_rplan* \* *rplan*)

Return last query (either currently being solved or last resolved).

This is necessary to retrieve the last query in case of resolution failures (e.g. time limit reached).

*KR\_EXPORT KR\_PURE* struct *kr\_query*\* **kr\_rplan\_find\_resolved** (struct *kr\_rplan* \* *rplan*, struct *kr\_query* \* *parent*, const knot\_dname\_t \* *name*, uint16\_t *cls*, uint16\_t *type*)

Check if a given query already resolved.

**Return** query instance or NULL

**Parameters**

- `rplan`: plan instance
- `parent`: query parent (or NULL)
- `name`: resolved name
- `cls`: resolved class
- `type`: resolved type

**struct kr\_qflags**

*#include <rplan.h>* Query flags.

**Public Members**

bool **NO\_MINIMIZE**  
Don't minimize QNAME.

bool **NO\_THROTTLE**  
No query/slow NS throttling.

bool **NO\_IPV6**  
Disable IPv6.

bool **NO\_IPV4**  
Disable IPv4.

bool **TCP**  
Use TCP for this query.

- bool **RESOLVED**  
Query is resolved.  
Note that *kr\_query* gets RESOLVED before following a CNAME chain; see .CNAME.
- bool **AWAIT\_IPV4**  
Query is waiting for A address.
- bool **AWAIT\_IPV6**  
Query is waiting for AAAA address.
- bool **AWAIT\_CUT**  
Query is waiting for zone cut lookup.
- bool **SAFEMODE**  
Don't use fancy stuff (EDNS, 0x20, ...)
- bool **CACHED**  
Query response is cached.
- bool **NO\_CACHE**  
No cache for lookup; exception: finding NSs and subqueries.
- bool **EXPIRING**  
Query response is cached, but expiring.
- bool **ALLOW\_LOCAL**  
Allow queries to local or private address ranges.
- bool **DNSSEC\_WANT**  
Want DNSSEC secured answer; exception: +cd, i.e.  
`knot_wire_set_cd(request->answer->wire)`.
- bool **DNSSEC\_BOGUS**  
Query response is DNSSEC bogus.
- bool **DNSSEC\_INSECURE**  
Query response is DNSSEC insecure.
- bool **DNSSEC\_CD**  
Instruction to set CD bit in request.
- bool **STUB**  
Stub resolution, accept received answer as solved.
- bool **ALWAYS\_CUT**  
Always recover zone cut (even if cached).
- bool **DNSSEC\_WEXPAND**  
Query response has wildcard expansion.
- bool **PERMISSIVE**  
Permissive resolver mode.
- bool **STRICT**  
Strict resolver mode.
- bool **BADCOOKIE\_AGAIN**  
Query again because bad cookie returned.
- bool **CNAME**  
Query response contains CNAME in answer section.

bool **REORDER\_RR**  
Reorder cached RRs.

bool **TRACE**  
Also log answers if verbose.

bool **NO\_0X20**  
Disable query case randomization .

bool **DNSSEC\_NODS**  
DS non-existence is proven.

bool **DNSSEC\_OPTOUT**  
Closest encloser proof has optout.

bool **NONAUTH**  
Non-authoritative in-bailiwick records are enough.  
TODO: utilize this also outside cache.

bool **FORWARD**  
Forward all queries to upstream; validate answers.

bool **DNS64\_MARK**  
Internal mark for dns64 module.

bool **CACHE\_TRIED**  
Internal to cache module.

bool **NO\_NS\_FOUND**  
No valid NS found during last PRODUCE stage.

bool **PKT\_IS\_SANE**  
Set by iterator in consume phase to indicate whether some basic aspects of the packet are OK, e.g.  
QNAME.

```
struct kr_query
#include <rplan.h> Single query representation.
```

### Public Members

```
struct kr_query* parent
knot_dname_t* sname
    The name to resolve - lower-cased, uncompressed.
uint16_t stype
uint16_t sclass
uint16_t id
uint16_t reorder
    Seed to reorder (cached) RRs in answer or zero.
struct kr_qflags flags forward_flags
uint32_t secret
uint32_t uid
    Query iteration number, unique within the kr_rplan.
uint64_t creation_time_mono
```

uint64\_t **timestamp\_mono**

Time of query created or time of query to upstream resolver (milliseconds).

struct timeval **timestamp**

Real time for TTL+DNSSEC checks (.tv\_sec only).

struct *kr\_zonecut* **zone\_cut**

struct *kr\_layer\_pickle*\* **deferred**

struct *kr\_query*\* **cname\_parent**

Pointer to the query that originated this one because of following a CNAME (or NULL).

struct *kr\_request*\* **request**

Parent resolution request.

*kr\_stale\_cb* **stale\_cb**

See the type.

struct *kr\_nsrep* **ns**

**struct kr\_rplan**

*#include <rplan.h>* Query resolution plan structure.

The structure most importantly holds the original query, answer and the list of pending queries required to resolve the original query. It also keeps a notion of current zone cut.

## Public Members

kr\_qarray\_t **pending**

List of pending queries.

Beware: order is significant ATM, as the last is the next one to solve, and they may be inter-dependent.

kr\_qarray\_t **resolved**

List of resolved queries.

struct *kr\_request*\* **request**

Parent resolution request.

knot\_mm\_t\* **pool**

Temporary memory pool.

uint32\_t **next\_uid**

Next value for *kr\_query::uid* (incremental).

## 6.6.2 Cache

### Functions

int **cache\_peek** (*kr\_layer\_t*\* *ctx*, knot\_pkt\_t\* *pkt*)

int **cache\_stash** (*kr\_layer\_t*\* *ctx*, knot\_pkt\_t\* *pkt*)

*KR\_EXPORT* int **kr\_cache\_open** (struct *kr\_cache*\* *cache*, const struct *kr\_cdb\_api*\* *api*, struct *kr\_cdb\_opts*\* *opts*, knot\_mm\_t\* *mm*)

Open/create cache with provided storage options.

**Return** 0 or an error code

**Parameters**

- `cache`: cache structure to be initialized
- `api`: storage engine API
- `opts`: storage-specific options (may be NULL for default)
- `mm`: memory context.

*KR\_EXPORT* void **kr\_cache\_close** (struct *kr\_cache* \* *cache*)

Close persistent cache.

**Note** This doesn't clear the data, just closes the connection to the database.

#### Parameters

- `cache`: structure

*KR\_EXPORT* int **kr\_cache\_commit** (struct *kr\_cache* \* *cache*)

Run after a row of operations to release transaction/lock if needed.

static bool **kr\_cache\_is\_open** (struct *kr\_cache* \* *cache*)

Return true if cache is open and enabled.

static void **kr\_cache\_make\_checkpoint** (struct *kr\_cache* \* *cache*)

(Re)set the time pair to the current values.

*KR\_EXPORT* int **kr\_cache\_insert\_rr** (struct *kr\_cache* \* *cache*, const knot\_rrset\_t \* *rr*, const knot\_rrset\_t \* *rrsig*, uint8\_t *rank*, uint32\_t *timestamp*)

Insert RRSet into cache, replacing any existing data.

**Return** 0 or an errcode

#### Parameters

- `cache`: cache structure
- `rr`: inserted RRSet
- `rrsig`: RRSIG for inserted RRSet (optional)
- `rank`: rank of the data
- `timestamp`: current time

*KR\_EXPORT* int **kr\_cache\_clear** (struct *kr\_cache* \* *cache*)

Clear all items from the cache.

**Return** 0 or an errcode

#### Parameters

- `cache`: cache structure

*KR\_EXPORT* int **kr\_cache\_peek\_exact** (struct *kr\_cache* \* *cache*, const knot\_dname\_t \* *name*, uint16\_t *type*, struct *kr\_cache\_p* \* *peek*)

*KR\_EXPORT* int32\_t **kr\_cache\_ttl** (const struct *kr\_cache\_p* \* *peek*, const struct *kr\_query* \* *qry*, const knot\_dname\_t \* *name*, uint16\_t *type*)

*KR\_EXPORT* int **kr\_cache\_materialize** (knot\_rdataset\_t \* *dst*, const struct *kr\_cache\_p* \* *ref*, knot\_mm\_t \* *pool*)

*KR\_EXPORT* int **kr\_cache\_remove** (struct *kr\_cache* \* *cache*, const knot\_dname\_t \* *name*, uint16\_t *type*)

Remove an entry from cache.

**Return** number of deleted records, or negative error code

**Note** only “exact hits” are considered ATM, and some other information may be removed alongside.

**Parameters**

- `cache`: cache structure
- `name`: `dname`
- `type`: rr type

*KR\_EXPORT* int **kr\_cache\_match** (struct *kr\_cache* \* *cache*, const knot\_dname\_t \* *name*, bool *exact\_name*,  
knot\_db\_val\_t *keyval*[][2], int *maxcount*)

Get keys matching a `dname` if prefix.

**Return** result count or an errcode

**Note** the cache keys are matched by prefix, i.e. it very much depends on their structure; `CACHE_KEY_DEF`.

**Parameters**

- `cache`: cache structure
- `name`: `dname`
- `exact_name`: whether to only consider exact name matches
- `keyval`: matched key-value pairs
- `maxcount`: limit on the number of returned key-value pairs

*KR\_EXPORT* int **kr\_cache\_remove\_subtree** (struct *kr\_cache* \* *cache*, const knot\_dname\_t \* *name*,  
bool *exact\_name*, int *maxcount*)

Remove a subtree in cache.

It's like `_match` but removing them instead of returning.

**Return** number of deleted entries or an errcode

*KR\_EXPORT* int **kr\_cache\_closest\_apex** (struct *kr\_cache* \* *cache*, const knot\_dname\_t \* *name*,  
bool *is\_DS*, knot\_dname\_t \*\* *apex*)

Find the closest cached zone apex for a name (in cache).

**Return** the number of labels to remove from the name, or negative error code

**Note** timestamp is found by a syscall, and stale-serving is not considered

**Parameters**

- `is_DS`: start searching one name higher

*KR\_EXPORT* int **kr\_unpack\_cache\_key** (knot\_db\_val\_t *key*, knot\_dname\_t \* *buf*, uint16\_t \* *type*)

Unpack `dname` and `type` from db key.

**Return** length of `dname` or an errcode

**Note** only “exact hits” are considered ATM, moreover `xNAME` records are “hidden” as NS. (see comments in struct `entry_h`)

**Parameters**

- `key`: db key representation
- `buf`: output buffer of domain name in `dname` format

- `type`: output for type

## Variables

`const size_t PKT_SIZE_NOWIRE = -1`

When `knot_pkt` is passed from cache without `->wire`, this is the `->size`.

*KR\_EXPORT* `const char* kr_cache_emergency_file_to_remove`

Path to cache file to remove on critical out-of-space error.

(do NOT modify it)

**struct kr\_cache**

*#include <api.h>* Cache structure, keeps API, instance and metadata.

### Public Members

`knot_db_t* db`

Storage instance.

`const struct kr_cdb_api* api`

Storage engine.

`struct kr_cdb_stats stats`

`uint32_t ttl_min`

`uint32_t ttl_max`

TTL limits.

`struct timeval checkpoint_walltime`

Wall time on the last check-point.

`uint64_t checkpoint_monotime`

Monotonic milliseconds on the last check-point.

**struct kr\_cache\_p**

### Public Members

`uint32_t time`

The time of inception.

`uint32_t ttl`

TTL at inception moment.

Assuming it fits into `int32_t` ATM.

`uint8_t rank`

See enum `kr_rank`.

`void* raw_data`

`void * raw_bound`

`struct kr_cache_p::@0 kr_cache_p::@1`

### 6.6.3 Nameservers

#### Defines

##### **KR\_NS\_DEAD**

See `kr_nsrep_update_rtt()`

##### **KR\_NS\_FWD\_DEAD**

##### **KR\_NS\_TIMEOUT\_RETRY\_INTERVAL**

If once NS was marked as “timeouted”, it won’t participate in NS elections at least `KR_NS_TIMEOUT_RETRY_INTERVAL` milliseconds (now: one second).

##### **KR\_NSREP\_MAXADDR**

#### Typedefs

```
typedef struct kr_nsrep_rtt_lru_entry kr_nsrep_rtt_lru_entry_t
```

#### Enums

##### **kr\_ns\_score**

NS RTT score (special values).

**Note** RTT is measured in milliseconds.

*Values:*

**KR\_CONN\_RTT\_MAX**

2

100

10

##### **kr\_ns\_rep**

NS QoS flags.

*Values:*

0

NS has no IPv4.

1

NS has no IPv6.

2

NS has no EDNS support.

##### **kr\_ns\_update\_mode**

NS RTT update modes.

First update is always `KR_NS_RESET` unless `KR_NS_UPDATE_NORESET` mode had chosen.



*Values:*

**0**

Update as smooth over last two measurements.

**KR\_NS\_UPDATE\_NORESET**

Same as KR\_NS\_UPDATE, but disable fallback to KR\_NS\_RESET on newly added entries.

Zero is used as initial value.

**KR\_NS\_RESET**

Set to given value.

**KR\_NS\_ADD**

Increment current value.

**KR\_NS\_MAX**

Set to maximum of current/proposed value.

## Functions

typedef **lru\_t** (*kr\_nsrep\_rtt\_lru\_entry\_t*)

NS QoS tracking.

typedef **lru\_t** (unsigned)

NS reputation tracking.

**KR\_EXPORT** int **kr\_nsrep\_set** (struct *kr\_query* \* *qry*, size\_t *index*, const struct sockaddr \* *sock*)

Set given NS address.

(Very low-level access to the list.)

**Return** 0 or an error code, in particular `kr_error(ENOENT)` for `net.ipvX`

### Parameters

- *qry*: updated query
- *index*: index of the updated target
- *sock*: socket address to use (`sockaddr_in` or `sockaddr_in6` or `NULL`)

**KR\_EXPORT** int **kr\_nsrep\_elect** (struct *kr\_query* \* *qry*, struct *kr\_context* \* *ctx*)

Elect best nameserver/address pair from the `nsset`.

**Return** 0 or an error code

### Parameters

- *qry*: updated query
- *ctx*: resolution context

**KR\_EXPORT** int **kr\_nsrep\_elect\_addr** (struct *kr\_query* \* *qry*, struct *kr\_context* \* *ctx*)

Elect best nameserver/address pair from the `nsset`.

**Return** 0 or an error code

### Parameters

- *qry*: updated query
- *ctx*: resolution context

*KR\_EXPORT* int **kr\_nsrep\_update\_rtt** (struct *kr\_nsrep* \* *ns*, const struct sockaddr \* *addr*, unsigned *score*, kr\_nsrep\_rtt\_lru\_t \* *cache*, int *umode*)

Update NS address RTT information.

In KR\_NS\_UPDATE mode reputation is smoothed over last N measurements.

**Return** 0 on success, error code on failure

**Parameters**

- *ns*: updated NS representation
- *addr*: chosen address (NULL for first)
- *score*: new score (i.e. RTT), see enum *kr\_ns\_score*
- *cache*: RTT LRU cache
- *umode*: update mode (KR\_NS\_UPDATE or KR\_NS\_RESET or KR\_NS\_ADD)

*KR\_EXPORT* int **kr\_nsrep\_update\_rep** (struct *kr\_nsrep* \* *ns*, unsigned *reputation*, kr\_nsrep\_lru\_t \* *cache*)

Update NSSET reputation information.

**Return** 0 on success, error code on failure

**Parameters**

- *ns*: updated NS representation
- *reputation*: combined reputation flags, see enum *kr\_ns\_rep*
- *cache*: LRU cache

int **kr\_nsrep\_copy\_set** (struct *kr\_nsrep* \* *dst*, const struct *kr\_nsrep* \* *src*)  
Copy NSSET reputation information and resets score.

**Return** 0 on success, error code on failure

**Parameters**

- *dst*: updated NS representation
- *src*: source NS representation

*KR\_EXPORT* int **kr\_nsrep\_sort** (struct *kr\_nsrep* \* *ns*, struct *kr\_context* \* *ctx*)  
Sort addresses in the query nsrep list by cached RTT.

if RTT is greater than KR\_NS\_TIMEOUT, address will be placed at the beginning of the nsrep list once in *cache.ns\_tout*() milliseconds. Otherwise it will be sorted as if it has cached RTT equal to KR\_NS\_MAX\_SCORE + 1.

**Return** 0 or an error code

**Note** ns reputation is zeroed and score is set to KR\_NS\_MAX\_SCORE + 1.

**Parameters**

- *ns*: updated *kr\_nsrep*
- *ctx*: name resolution context.

**struct kr\_nsrep\_rtt\_lru\_entry**

## Public Members

unsigned **score**

uint64\_t **tout\_timestamp**

### struct **kr\_nsrep**

*#include <nsrep.h>* Name server representation.

Contains extra information about the name server, e.g. score or other metadata.

## Public Members

unsigned **score**

NS score.

unsigned **reputation**

NS reputation.

const knot\_dname\_t\* **name**

NS name.

struct *kr\_context*\* **ctx**

Resolution context.

union inaddr **kr\_nsrep::addr**[KR\_NSREP\_MAXADDR]

NS address(es)

## Functions

*KR\_EXPORT* int **kr\_zonecut\_init** (struct *kr\_zonecut* \* *cut*, const knot\_dname\_t \* *name*, knot\_mm\_t \* *pool*)

Populate root zone cut with SBELT.

**Return** 0 or error code

### Parameters

- *cut*: zone cut
- *name*:
- *pool*:

*KR\_EXPORT* void **kr\_zonecut\_deinit** (struct *kr\_zonecut* \* *cut*)

Clear the structure and free the address set.

### Parameters

- *cut*: zone cut

*KR\_EXPORT* void **kr\_zonecut\_move** (struct *kr\_zonecut* \* *to*, const struct *kr\_zonecut* \* *from*)

Move a zonecut, transferring ownership of any pointed-to memory.

### Parameters

- *to*: the target - it gets deinit-ed
- *from*: the source - not modified, but shouldn't be used afterward

*KR\_EXPORT* void **kr\_zonecut\_set** (struct *kr\_zonecut* \* *cut*, const knot\_dname\_t \* *name*)

Reset zone cut to given name and clear address list.

**Note** This clears the address list even if the name doesn't change. TA and DNSKEY don't change.

**Parameters**

- *cut*: zone cut to be set
- *name*: new zone cut name

*KR\_EXPORT* int **kr\_zonecut\_copy** (struct *kr\_zonecut* \* *dst*, const struct *kr\_zonecut* \* *src*)

Copy zone cut, including all data.

Does not copy keys and trust anchor.

**Return** 0 or an error code; If it fails with *kr\_error*(ENOMEM), it may be in a half-filled state, but it's safe to *deinit*...

**Note** addresses for names in *src* get replaced and others are left as they were.

**Parameters**

- *dst*: destination zone cut
- *src*: source zone cut

*KR\_EXPORT* int **kr\_zonecut\_copy\_trust** (struct *kr\_zonecut* \* *dst*, const struct *kr\_zonecut* \* *src*)

Copy zone trust anchor and keys.

**Return** 0 or an error code

**Parameters**

- *dst*: destination zone cut
- *src*: source zone cut

*KR\_EXPORT* int **kr\_zonecut\_add** (struct *kr\_zonecut* \* *cut*, const knot\_dname\_t \* *ns*, const void \* *data*,  
int *len*)

Add address record to the zone cut.

The record will be merged with existing data, it may be either A/AAAA type.

**Return** 0 or error code

**Parameters**

- *cut*: zone cut to be populated
- *ns*: nameserver name
- *data*: typically *knot\_rdata\_t::data*
- *len*: typically *knot\_rdata\_t::len*

*KR\_EXPORT* int **kr\_zonecut\_del** (struct *kr\_zonecut* \* *cut*, const knot\_dname\_t \* *ns*, const void \* *data*,  
int *len*)

Delete nameserver/address pair from the zone cut.

**Return** 0 or error code

**Parameters**

- *cut*:

- ns: name server name
- data: typically knot\_rdata\_t::data
- len: typically knot\_rdata\_t::len

**KR\_EXPORT** int **kr\_zonecut\_del\_all** (struct *kr\_zonecut* \* *cut*, const knot\_dname\_t \* *ns*)

Delete all addresses associated with the given name.

**Return** 0 or error code

**Parameters**

- cut:
- ns: name server name

**KR\_EXPORT KR\_PURE** pack\_t\* **kr\_zonecut\_find** (struct *kr\_zonecut* \* *cut*, const knot\_dname\_t \* *ns*)

Find nameserver address list in the zone cut.

**Note** This can be used for membership test, a non-null pack is returned if the nameserver name exists.

**Return** pack of addresses or NULL

**Parameters**

- cut:
- ns: name server name

**KR\_EXPORT** int **kr\_zonecut\_set\_sbelt** (struct *kr\_context* \* *ctx*, struct *kr\_zonecut* \* *cut*)

Populate zone cut with a root zone using SBELT :rfc:1034

**Return** 0 or error code

**Parameters**

- ctx: resolution context (to fetch root hints)
- cut: zone cut to be populated

**KR\_EXPORT** int **kr\_zonecut\_find\_cached** (struct *kr\_context* \* *ctx*, struct *kr\_zonecut* \* *cut*, const knot\_dname\_t \* *name*, const struct *kr\_query* \* *qry*, bool \*restrict *secured*)

Populate zone cut address set from cache.

**Return** 0 or error code (ENOENT if it doesn't find anything)

**Parameters**

- ctx: resolution context (to fetch data from LRU caches)
- cut: zone cut to be populated
- name: QNAME to start finding zone cut for
- qry: query for timestamp and stale-serving decisions
- secured: set to true if want secured zone cut, will return false if it is provably insecure

**KR\_EXPORT** bool **kr\_zonecut\_is\_empty** (struct *kr\_zonecut* \* *cut*)

Check if any address is present in the zone cut.

**Return** true/false

**Parameters**

- `cut`: zone cut to check

**struct** `kr_zonecut`

*#include* `<zonecut.h>` Current zone cut representation.

**Public Members**

`knot_dname_t*` **name**

Zone cut name.

`knot_rrset_t*` **key**

Zone cut DNSKEY.

`knot_rrset_t*` **trust\_anchor**

Current trust anchor.

`struct kr_zonecut*` **parent**

Parent zone cut.

`trie_t*` **nsset**

Map of nameserver => address\_set (pack\_t).

`knot_mm_t*` **pool**

Memory pool.

## 6.6.4 Modules

Module API definition and functions for (un)loading modules.

### Defines

`KR_MODULE_EXPORT` (module)

Export module API version (place this at the end of your module).

**Parameters**

- `module`: module name (e.g. policy)

`KR_MODULE_API`

### Typedefs

`typedef uint32_t` (`module_api_cb`(void))

`typedef char*` (`kr_prop_cb`(void \*env, struct kr\_module \*self, const char \*input))

Module property callback.

Input and output is passed via a JSON encoded in a string.

**Return** a free-form JSON output (malloc-ated)

**Note** see `modules_create_table_for_c()` implementation for details about the input/output conversion.

**Parameters**

- `env`: pointer to the lua engine, i.e. `struct engine *env` (TODO: explicit type)
- `input`: parameter (NULL if missing/nil on lua level)

```
typedef int(* kr_module_init_cb) (struct kr_module *)
```

**Functions**

```
KR_EXPORT int kr_module_load (struct kr_module * module, const char * name, const char * path)
```

Load a C module instance into memory.

And call its `init()`.

**Return** 0 or an error

**Parameters**

- `module`: module structure. Will be overwritten except for `->data` on success.
- `name`: module name
- `path`: module search path

```
KR_EXPORT void kr_module_unload (struct kr_module * module)
```

Unload module instance.

**Note** currently used even for lua modules

**Parameters**

- `module`: module structure

```
KR_EXPORT kr_module_init_cb kr_module_get_embedded (const char * name)
```

Get embedded module's `init` function by name (or NULL).

**struct *kr\_module***

`#include <module.h>` Module representation.

The five symbols (`init`, ...) may be defined by the module as `name_init()`, etc; all are optional and missing symbols are represented as NULLs;

**Public Members**

`char* name`

```
int init (struct kr_module *self)
```

Constructor.

Called after loading the module.

**Return** error code. Lua modules: not populated, called via lua directly.

```
int deinit (struct kr_module *self)
```

Destructor.

Called before unloading the module.

**Return** error code.

**intconfig** (struct *kr\_module* \*self, const char \*input)  
Configure with encoded JSON (NULL if missing).

**Return** error code. Lua modules: not used and not useful from C. When called from lua, input is JSON, like for `kr_prop_cb`.

const *kr\_layer\_api\_t*\* **layer**  
Packet processing API specs.

May be NULL. See docs on that type. Owned by the module code.

const struct *kr\_prop*\* **props**  
List of properties.

May be NULL. Terminated by { NULL, NULL, NULL }. Lua modules: not used and not useful.

void\* **lib**  
dlopen() handle; RTLD\_DEFAULT for embedded modules; NULL for lua modules.

void\* **data**  
Custom data context.

**struct kr\_prop**  
*#include <module.h>* Module property (named callable).

### Public Members

*kr\_prop\_cb*\* **cb**

const char\* **name**

const char\* **info**

### Defines

**QRVERBOSE** (\_query, \_cls, ...)  
Print a debug message related to resolution.

### Parameters

- `_query`: associated *kr\_query*, may be NULL
- `_cls`: identifying string, typically of length exactly four (padded)
- `...`: printf-compatible list of parameters

### Typedefs

**typedef** struct *kr\_layer* **kr\_layer\_t**  
Packet processing context.

**typedef** struct *kr\_layer\_api* **kr\_layer\_api\_t**



## Enums

### **kr\_layer\_state**

Layer processing states.

Only one value at a time (but see TODO).

Each state represents the state machine transition, and determines readiness for the next action. See struct *kr\_layer\_api* for the actions.

TODO: the cookie module sometimes sets (`_FAIL` | `_DONE`) on purpose (!)

Values:

- 0      Consume data.
- 1      Produce data.
- 2      Finished successfully or a special case: in CONSUME phase this can be used (by iterator) to do a transition to PRODUCE phase again, in which case the packet wasn't accepted for some reason.
- 3      Error.
- 4      Paused, waiting for a sub-query.

### **struct kr\_layer**

*#include <layer.h>* Packet processing context.

#### Public Members

int **state**

The current state; bitmap of enum *kr\_layer\_state*.

struct *kr\_request*\* **req**

The corresponding request.

const struct *kr\_layer\_api*\* **api**

knot\_pkt\_t\* **pkt**

In glue for lua *kr\_layer\_api* it's used to pass the parameter.

struct sockaddr\* **dst**

In glue for checkout layer it's used to pass the parameter.

bool **is\_stream**

In glue for checkout layer it's used to pass the parameter.

### **struct kr\_layer\_api**

*#include <layer.h>* Packet processing module API.

All functions return the new *kr\_layer\_state*.

#### Public Members

int **begin**(*kr\_layer\_t* \*ctx)

Start of processing the DNS request.

**intreset**) (*kr\_layer\_t* \*ctx)

**intfinish**) (*kr\_layer\_t* \*ctx)

Paired to begin, called both on successes and failures.

**intconsume**) (*kr\_layer\_t* \*ctx, knot\_pkt\_t \*pkt)

Processing an answer from upstream or the answer to the request.

Lua API: call is omitted iff (state & KR\_STATE\_FAIL).

**intproduce**) (*kr\_layer\_t* \*ctx, knot\_pkt\_t \*pkt)

Produce either an answer to the request or a query for upstream (or fail).

Lua API: call is omitted iff (state & KR\_STATE\_FAIL).

**intcheckout**) (*kr\_layer\_t* \*ctx, knot\_pkt\_t \*packet, struct sockaddr \*dst, int type)

Finalises the outbound query packet with the knowledge of the IP addresses.

The checkout layer doesn't persist the state, so canceled subrequests don't affect the resolution or rest of the processing. Lua API: call is omitted iff (state & KR\_STATE\_FAIL).

**intanswer\_finalize**) (*kr\_layer\_t* \*ctx)

Finalises the answer.

Last chance to affect what will get into the answer, including EDNS.

void\* **data**

The C module can store anything in here.

**int kr\_layer\_api::cb\_slots []**

Internal to .

/daemon/ffimodule.c.

**struct kr\_layer\_pickle**

*#include <layer.h>* Pickled layer state (api, input, state).

## Public Members

struct *kr\_layer\_pickle*\* **next**

const struct *kr\_layer\_api*\* **api**

knot\_pkt\_t\* **pkt**

unsigned **state**

## 6.6.5 Utilities

### Defines

**kr\_log\_info**

**kr\_log\_error** (...)

**kr\_log\_trace\_enabled** (query)

Return true if the query has request log handler installed.

**VERBOSE\_STATUS**

Block run in verbose mode; optimized when not run.

**WITH\_VERBOSE** (query)

**kr\_log\_verbose**

**KR\_DNAME\_GET\_STR** (dname\_str, dname)

**KR\_RRTYPE\_GET\_STR** (rrtype\_str, rrtype)

**static\_assert** (cond, msg)

**KR\_RRKEY\_LEN**

**SWAP** (x, y)

Swap two places.

Note: the parameters need to be without side effects.

## Typedefs

**typedef** void (\* **trace\_callback\_f**) (struct *kr\_request* \*request)

Callback for request events.

**typedef** void (\* **trace\_log\_f**) (const struct *kr\_query* \*query, const char \*source, const char \*msg)

Callback for request logging handler.

## Functions

*KR\_EXPORT* bool **kr\_verbose\_set** (bool *status*)

Set verbose mode.

Not available if compiled with -DNOVERBOSELOG.

*KR\_EXPORT* **KR\_PRINTF** (1)

Log a message if in verbose mode.

*KR\_EXPORT* **KR\_PRINTF** (3)

Utility for QERVERBOSE - use that instead.

Log a message through the request log handler.

**Return** true if the message was logged

### Parameters

- query: current query
- source: message source
- fmt: message format

static int **strcmp\_p** (const void \* *p1*, const void \* *p2*)

A strcmp() variant directly usable for qsort() on an array of strings.

static long **time\_diff** (struct timeval \* *begin*, struct timeval \* *end*)

Return time difference in milliseconds.

**Note** based on the \_BSD\_SOURCE timersub() macro

*KR\_EXPORT* char\* **kr\_strcatdup** (unsigned *n*, ...)

Concatenate N strings.

*KR\_EXPORT* void **kr\_rnd\_buffered** (void \* *data*, unsigned int *size*)

You probably want `kr_rand_*` convenience functions instead.

This is a buffered version of `gnutls_rnd(GNUTLS_RND_NONCE, ..)`

static uint64\_t **kr\_rand\_bytes** (unsigned int *size*)

Return a few random bytes.

static bool **kr\_rand\_coin** (unsigned int *nomin*, unsigned int *denomin*)

Throw a pseudo-random coin, succeeding approximately with probability `nomin/denomin`.

- low precision, only one byte of randomness (or none with extreme parameters)
- tip: use `!kr_rand_coin()` to get the complementary probability

*KR\_EXPORT* int **kr\_memreserve** (void \* *baton*, char \*\* *mem*, size\_t *elm\_size*, size\_t *want*, size\_t \* *have*)

Memory reservation routine for `knot_mm_t`.

*KR\_EXPORT* int **kr\_pkt\_recycle** (knot\_pkt\_t \* *pkt*)

*KR\_EXPORT* int **kr\_pkt\_clear\_payload** (knot\_pkt\_t \* *pkt*)

*KR\_EXPORT* int **kr\_pkt\_put** (knot\_pkt\_t \* *pkt*, const knot\_dname\_t \* *name*, uint32\_t *ttl*, uint16\_t *rclass*,  
uint16\_t *rtype*, const uint8\_t \* *rdata*, uint16\_t *rflen*)

Construct and put record to packet.

*KR\_EXPORT* void **kr\_pkt\_make\_auth\_header** (knot\_pkt\_t \* *pkt*)

Set packet header suitable for authoritative answer.

(for policy module)

*KR\_EXPORT KR\_PURE* const char\* **kr\_inaddr** (const struct sockaddr \* *addr*)

Address bytes for given family.

*KR\_EXPORT KR\_PURE* int **kr\_inaddr\_family** (const struct sockaddr \* *addr*)

Address family.

*KR\_EXPORT KR\_PURE* int **kr\_inaddr\_len** (const struct sockaddr \* *addr*)

Address length for given family, i.e.

`sizeof(struct in*_addr)`.

*KR\_EXPORT KR\_PURE* int **kr\_sockaddr\_len** (const struct sockaddr \* *addr*)

Sockaddr length for given family, i.e.

`sizeof(struct sockaddr_in*)`.

*KR\_EXPORT KR\_PURE* int **kr\_sockaddr\_cmp** (const struct sockaddr \* *left*, const struct sockaddr \* *right*)

Compare two given sockaddr.

return 0 - addresses are equal, error code otherwise.

*KR\_EXPORT KR\_PURE* uint16\_t **kr\_inaddr\_port** (const struct sockaddr \* *addr*)

Port.

*KR\_EXPORT* void **kr\_inaddr\_set\_port** (struct sockaddr \* *addr*, uint16\_t *port*)

Set port.

*KR\_EXPORT* int **kr\_inaddr\_str** (const struct sockaddr \* *addr*, char \* *buf*, size\_t \* *buflen*)

Write string representation for given address as “<addr>#<port>”.

#### Parameters

- [*in*] *addr*: the raw address

- [out] buf: the buffer for output string
- [inout] buflen: the available(in) and utilized(out) length, including \0

*KR\_EXPORT* int **kr\_ntop\_str** (int *family*, const void \* *src*, uint16\_t *port*, char \* *buf*, size\_t \* *buflen*)  
Write string representation for given address as “<addr>#<port>”.

It’s the same as kr\_inaddr\_str(), but the input address is input in native format like for inet\_ntop() (4 or 16 bytes) and port must be separate parameter.

static char\* **kr\_straddr** (const struct sockaddr \* *addr*)

*KR\_EXPORT KR\_PURE* int **kr\_straddr\_family** (const char \* *addr*)  
Return address type for string.

*KR\_EXPORT KR\_CONST* int **kr\_family\_len** (int *family*)  
Return address length in given family (struct in\*\_addr).

*KR\_EXPORT* struct sockaddr\* **kr\_straddr\_socket** (const char \* *addr*, int *port*, knot\_mm\_t \* *pool*)  
Create a sockaddr\* from string+port representation.

Also accepts IPv6 link-local and AF\_UNIX starting with “/” (ignoring port)

*KR\_EXPORT* int **kr\_straddr\_subnet** (void \* *dst*, const char \* *addr*)  
Parse address and return subnet length (bits).

**Warning** ‘dst’ must be at least sizeof(struct in6\_addr) long.

*KR\_EXPORT* int **kr\_straddr\_split** (const char \* *instr*, char ipaddr[static *restrict*(INET6\_ADDRSTRLEN+1)], uint16\_t \* *port*)  
Splits ip address specified as “addr@port” or “addr#port” into addr and port.

**Return** error code

**Note** Typically you follow this by kr\_straddr\_socket().

**Note** Only internet addresses are supported, i.e. no AF\_UNIX sockets.

#### Parameters

- *instr*[in]: zero-terminated input, e.g. “192.0.2.1#12345\0”
- *ipaddr*[out]: working buffer for the port-less prefix of *instr*; length >= INET6\_ADDRSTRLEN + 1.
- *port*[out]: written in case it’s specified in *instr*

*KR\_EXPORT* int **kr\_straddr\_join** (const char \* *addr*, uint16\_t *port*, char \* *buf*, size\_t \* *buflen*)  
Formats ip address and port in “addr#port” format.

and performs validation.

**Note** Port always formatted as five-character string with leading zeros.

**Return** kr\_error(EINVAL) - *addr* or *buf* is NULL or *buflen* is 0 or *addr* doesn’t contain a valid ip address  
kr\_error(ENOSP) - *buflen* is too small

*KR\_EXPORT KR\_PURE* int **kr\_bitcmp** (const char \* *a*, const char \* *b*, int *bits*)  
Compare memory bitwise.

The semantics is “the same” as for memcmp(). The partial byte is considered with more-significant bits first, so this is e.g. suitable for comparing IP prefixes.

static uint8\_t **KEY\_FLAG\_RANK** (const char \* *key*)

static bool **KEY\_COVERING\_RRSIG** (const char \* *key*)

*KR\_EXPORT* int **kr\_rrkey** (char \* *key*, uint16\_t *class*, const knot\_dname\_t \* *owner*, uint16\_t *type*,  
uint16\_t *additional*)

Create unique null-terminated string key for RR.

**Return** key length if successful or an error

**Parameters**

- *key*: Destination buffer for key size, MUST be KR\_RRKEY\_LEN or larger.
- *class*: RR class.
- *owner*: RR owner name.
- *type*: RR type.
- *additional*: flags (for instance can be used for storing covered type when RR type is RRSIG).

*KR\_EXPORT* int **kr\_ranked\_rrarray\_add** (ranked\_rr\_array\_t \* *array*, const knot\_rrset\_t \* *rr*,  
uint8\_t *rank*, bool *to\_wire*, uint32\_t *qry\_uid*, knot\_mm\_t  
\* *pool*)

int **kr\_ranked\_rrarray\_set\_wire** (ranked\_rr\_array\_t \* *array*, bool *to\_wire*, uint32\_t *qry\_uid*,  
bool *check\_dups*, bool (\**extraCheck*)(const ranked\_rr\_array\_entry\_t  
\*))

*KR\_EXPORT* char\* **kr\_pkt\_text** (const knot\_pkt\_t \* *pkt*)

Newly allocated string representation of packet. Caller has to free() returned string.

**Return**

*KR\_PURE* char\* **kr\_rrset\_text** (const knot\_rrset\_t \* *rr*)

static *KR\_PURE* char\* **kr\_dname\_text** (const knot\_dname\_t \* *name*)

static *KR\_CONST* char\* **kr\_rrtype\_text** (const uint16\_t *rrtype*)

*KR\_EXPORT* char\* **kr\_module\_call** (struct *kr\_context* \* *ctx*, const char \* *module*, const char \* *prop*, const  
char \* *input*)

Call module property.

static uint16\_t **kr\_rrset\_type\_maysig** (const knot\_rrset\_t \* *rr*)

Return the (covered) type of an nonempty RRset.

*KR\_EXPORT* uint64\_t **kr\_now** ()

The current time in monotonic milliseconds.

**Note** it may be outdated in case of long callbacks; see uv\_now().

*KR\_EXPORT* void **kr\_uv\_free\_cb** (uv\_handle\_t \* *handle*)

Call free(handle->data); it's useful e.g.

as a callback in uv\_close().

int **knot\_dname\_lf2wire** (knot\_dname\_t \* *dst*, uint8\_t *len*, const uint8\_t \* *lf*)

Convert name from lookup format to wire.

See knot\_dname\_lf

**Note** *len* bytes are read and *len*+1 are written with *normal* LF, but it's also allowed that the final zero byte is omitted in LF.

**Return** the number of bytes written (>0) or error code (<0)

static int **kr\_dname\_lf** (uint8\_t \* *dst*, const knot\_dname\_t \* *src*, bool *add\_wildcard*)  
 Patched knot\_dname\_lf.

LF for “.” has length zero instead of one, for consistency. (TODO: consistency?)

**Note** packet is always NULL

#### Parameters

- *add\_wildcard*: append the wildcard label

*KR\_EXPORT* const char\* **kr\_strptime\_diff** (const char \* *format*, const char \* *time1\_str*, const char \* *time0\_str*, double \* *diff*)

Difference between two calendar times specified as strings.

#### Parameters

- *format[in]*: format for strptime
- *diff[out]*: result from C difftime(*time1*, *time0*)

*KR\_EXPORT* void **kr\_rrset\_init** (knot\_rrset\_t \* *rrset*, knot\_dname\_t \* *owner*, uint16\_t *type*,  
 uint16\_t *rclass*, uint32\_t *ttl*)

*KR\_EXPORT* uint16\_t **kr\_pkt\_has\_dnssec** (const knot\_pkt\_t \* *pkt*)

*KR\_EXPORT* uint16\_t **kr\_pkt\_qclass** (const knot\_pkt\_t \* *pkt*)

*KR\_EXPORT* uint16\_t **kr\_pkt\_qtype** (const knot\_pkt\_t \* *pkt*)

*KR\_EXPORT* uint32\_t **kr\_rrsig\_sig\_inception** (const knot\_rdata\_t \* *rdata*)

*KR\_EXPORT* uint32\_t **kr\_rrsig\_sig\_expiration** (const knot\_rdata\_t \* *rdata*)

*KR\_EXPORT* uint16\_t **kr\_rrsig\_type\_covered** (const knot\_rdata\_t \* *rdata*)

#### Variables

*KR\_EXPORT* bool **kr\_verbose\_status**

Whether in verbose mode.

Only use this for reading.

*KR\_EXPORT* *KR\_EXPORT* const char\* **cls**

*KR\_EXPORT* const char const char \* **fmt**

*KR\_EXPORT* const char\* **source**

const uint8\_t KEY\_FLAG\_RRSIG = 0x02

**union inaddr**

*#include <utils.h>* Simple storage for IPx address or AF\_UNSPEC.

#### Public Members

struct sockaddr **ip**

struct sockaddr\_in **ip4**

struct sockaddr\_in6 **ip6**

## Defines

**KR\_EXPORT**

**KR\_CONST**

**KR\_PURE**

**KR\_NORETURN**

**KR\_COLD**

**KR\_PRINTF** (n)

**uint**

**kr\_ok**

**kr\_strerror** (x)

## Typedefs

**typedef** unsigned int **uint**

## Functions

static int *KR\_COLD* **kr\_error** (int x)

## 6.6.6 Generics library

This small collection of “generics” was born out of frustration that I couldn’t find no such thing for C. It’s either bloated, has poor interface, null-checking is absent or doesn’t allow custom allocation scheme. BSD-licensed (or compatible) code is allowed here, as long as it comes with a test case in *tests/test\_generics.c*.

- *array* - a set of simple macros to make working with dynamic arrays easier.
- *queue* - a FIFO + LIFO queue.
- *map* - a Crit-bit tree key-value map implementation (public domain) that comes with tests.
- *set* - set abstraction implemented on top of map (unused now).
- *pack* - length-prefixed list of objects (i.e. array-list).
- *lru* - LRU-like hash table
- *trie* - a trie-based key-value map, taken from knot-dns

### array

A set of simple macros to make working with dynamic arrays easier.

```
MIN(array_push(arr, val), other)
```

**Note** The C has no generics, so it is implemented mostly using macros. Be aware of that, as direct usage of the macros in the evaluating macros may lead to different expectations:

May evaluate the code twice, leading to unexpected behaviour. This is a price to pay for the absence of proper generics.

*Example usage:*



```

array_t(const char*) arr;
array_init(arr);

// Reserve memory in advance
if (array_reserve(arr, 2) < 0) {
    return ENOMEM;
}

// Already reserved, cannot fail
array_push(arr, "princess");
array_push(arr, "leia");

// Not reserved, may fail
if (array_push(arr, "han") < 0) {
    return ENOMEM;
}

// It does not hide what it really is
for (size_t i = 0; i < arr.len; ++i) {
    printf("%s\n", arr.at[i]);
}

// Random delete
array_del(arr, 0);

```

## Defines

### **array\_t** (type)

Declare an array structure.

### **array\_init** (array)

Zero-initialize the array.

### **array\_clear** (array)

Free and zero-initialize the array (plain malloc/free).

### **array\_clear\_mm** (array, free, baton)

Make the array empty and free pointed-to memory.

Mempool usage: pass mm\_free and a knot\_mm\_t\* .

### **array\_reserve** (array, n)

Reserve capacity for at least n elements.

**Return** 0 if success, <0 on failure

### **array\_reserve\_mm** (array, n, reserve, baton)

Reserve capacity for at least n elements.

Mempool usage: pass kr\_memreserve and a knot\_mm\_t\* .

**Return** 0 if success, <0 on failure

### **array\_push\_mm** (array, val, reserve, baton)

Push value at the end of the array, resize it if necessary.

Mempool usage: pass kr\_memreserve and a knot\_mm\_t\* .

**Note** May fail if the capacity is not reserved.

**Return** element index on success, <0 on failure

**array\_push** (array, val)

Push value at the end of the array, resize it if necessary (plain malloc/free).

**Note** May fail if the capacity is not reserved.

**Return** element index on success, <0 on failure

**array\_pop** (array)

Pop value from the end of the array.

**array\_del** (array, i)

Remove value at given index.

**Return** 0 on success, <0 on failure

**array\_tail** (array)

Return last element of the array.

**Warning** Undefined if the array is empty.

## Functions

static size\_t **array\_next\_count** (size\_t want)

Simplified Qt containers growth strategy.

static int **array\_std\_reserve** (void \* baton, char \*\* mem, size\_t elm\_size, size\_t want, size\_t \* have)

static void **array\_std\_free** (void \* baton, void \* p)

## queue

A queue, usable for FIFO and LIFO simultaneously.

Both the head and tail of the queue can be accessed and pushed to, but only the head can be popped from.

Example usage:

```
// define new queue type, and init a new queue instance
typedef queue_t(int) queue_int_t;
queue_int_t q;
queue_init(q);
// do some operations
queue_push(q, 1);
queue_push(q, 2);
queue_push(q, 3);
queue_push(q, 4);
queue_pop(q);
assert(queue_head(q) == 2);
assert(queue_tail(q) == 4);

// you may iterate
typedef queue_it_t(int) queue_it_int_t;
for (queue_it_int_t it = queue_it_begin(q); !queue_it_finished(it);
     queue_it_next(it)) {
    ++queue_it_val(it);
}
```

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```

}
assert(queue_tail(q) == 5);

queue_push_head(q, 0);
++queue_tail(q);
assert(queue_tail(q) == 6);
// free it up
queue_deinit(q);

// you may use dynamic allocation for the type itself
queue_int_t *qm = malloc(sizeof(queue_int_t));
queue_init(*qm);
queue_deinit(*qm);
free(qm);

```

**Note** The implementation uses a singly linked list of blocks where each block stores an array of values (for better efficiency).

## Defines

### **queue\_t** (type)

The type for queue, parametrized by value type.

### **queue\_init** (q)

Initialize a queue.

You can malloc() it the usual way.

### **queue\_deinit** (q)

De-initialize a queue: make it invalid and free any inner allocations.

### **queue\_push** (q, data)

Push data to queue's tail.

(Type-safe version; use `_impl()` otherwise.)

### **queue\_push\_head** (q, data)

Push data to queue's head.

(Type-safe version; use `_impl()` otherwise.)

### **queue\_pop** (q)

Remove the element at the head.

The queue must not be empty.

### **queue\_head** (q)

Return a “reference” to the element at the head (it's an L-value).

The queue must not be empty.

### **queue\_tail** (q)

Return a “reference” to the element at the tail (it's an L-value).

The queue must not be empty.

### **queue\_len** (q)

Return the number of elements in the queue (very efficient).

**queue\_it\_t** (type)

Type for queue iterator, parametrized by value type.

It's a simple structure that owns no other resources. You may NOT use it after doing any push or pop (without `_begin` again).

**queue\_it\_begin** (q)

Initialize a queue iterator at the head of the queue.

If you use this in assignment (instead of initialization), you will unfortunately need to add corresponding type-cast in front. Beware: there's no type-check between queue and iterator!

**queue\_it\_val** (it)

Return a "reference" to the current element (it's an L-value).

**queue\_it\_finished** (it)

Test if the iterator has gone past the last element.

If it has, you may not use `_val` or `_next`.

**queue\_it\_next** (it)

Advance the iterator to the next element.

**map**

A Crit-bit tree key-value map implementation.

*Example usage:*

**Warning** If the user provides a custom allocator, it must return addresses aligned to 2B boundary.

```
map_t map = map_make(NULL);

// Custom allocator (optional)
map.malloc = &mymalloc;
map.baton = &mymalloc_context;

// Insert k-v pairs
int values = { 42, 53, 64 };
if (map_set(&map, "princess", &values[0]) != 0 ||
    map_set(&map, "prince", &values[1]) != 0 ||
    map_set(&map, "leia", &values[2]) != 0) {
    fail();
}

// Test membership
if (map_contains(&map, "leia")) {
    success();
}

// Prefix search
int i = 0;
int count(const char *k, void *v, void *ext) { (*(int *)ext)++; return 0; }
if (map_walk_prefixed(map, "princ", count, &i) == 0) {
    printf("%d matches\n", i);
}

// Delete
if (map_del(&map, "badkey") != 0) {
```

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```

    fail(); // No such key
}

// Clear the map
map_clear(&map);

```

## Defines

**map\_walk** (*map*, callback, baton)

## Functions

static *map\_t* **map\_make** (struct knot\_mm \* *pool*)

Creates an new empty critbit map.

Pass NULL for malloc+free.

int **map\_contains** (*map\_t* \* *map*, const char \* *str*)

Returns non-zero if map contains str.

void\* **map\_get** (*map\_t* \* *map*, const char \* *str*)

Returns value if map contains str.

Note: NULL may mean two different things.

int **map\_set** (*map\_t* \* *map*, const char \* *str*, void \* *val*)

Inserts str into map.

Returns 0 if new, 1 if replaced, or ENOMEM.

int **map\_del** (*map\_t* \* *map*, const char \* *str*)

Deletes str from the map, returns 0 on success.

void **map\_clear** (*map\_t* \* *map*)

Clears the given map.

int **map\_walk\_prefixed** (*map\_t* \* *map*, const char \* *prefix*, int(\**callback*)(const char \*, void \*, void \*), void \* *baton*)

Calls callback for all strings in map with the given prefix.

Returns value immediately if a callback returns nonzero.

## Parameters

- *map*:
- *prefix*: required string prefix (empty => all strings)
- *callback*: callback parameters are (key, value, baton)
- *baton*: passed uservalue

**struct map\_t**

*#include <map.h>* Main data structure.

## Public Members

void\* **root**  
struct knot\_mm\* **pool**

## set

A set abstraction implemented on top of map.

*Example usage:*

**Note** The API is based on map.h, see it for more examples.

```
set_t set = set_make(NULL);

// Insert keys
if (set_add(&set, "princess") != 0 ||
    set_add(&set, "prince") != 0 ||
    set_add(&set, "leia") != 0) {
    fail();
}

// Test membership
if (set_contains(&set, "leia")) {
    success();
}

// Prefix search
int i = 0;
int count(const char *s, void *n) { (*(int *)n)++; return 0; }
if (set_walk_prefixed(set, "princ", count, &i) == 0) {
    printf("%d matches\n", i);
}

// Delete
if (set_del(&set, "badkey") != 0) {
    fail(); // No such key
}

// Clear the set
set_clear(&set);
```

## Defines

### set\_make

Creates a new, empty critbit set

### set\_contains (set, str)

Returns non-zero if set contains str

### set\_add (set, str)

Inserts str into set. Returns 0 if new, 1 if already present, or ENOMEM.

### set\_del (set, str)

Deletes str from the set, returns 0 on success

**set\_clear** (set)

Clears the given set

**set\_walk** (set, callback, baton)

Calls callback for all strings in map

**set\_walk\_prefixed** (set, prefix, callback, baton)

Calls callback for all strings in set with the given prefix

## Typedefs

**typedef** *map\_t* **set\_t**

**typedef** **int** () set\_walk\_cb(const char \*, void \*)

## pack

A length-prefixed list of objects, also an array list.

Each object is prefixed by item length, unlike array this structure permits variable-length data. It is also equivalent to forward-only list backed by an array.

*Example usage:*

**Note** Maximum object size is 2<sup>16</sup> bytes, see *pack\_objlen\_t* If some mistake happens somewhere, the access may end up in an infinite loop. (equality comparison on pointers)

```
pack_t pack;
pack_init(pack);

// Reserve 2 objects, 6 bytes total
pack_reserve(pack, 2, 4 + 2);

// Push 2 objects
pack_obj_push(pack, U8("jedi"), 4)
pack_obj_push(pack, U8("\xbe\xef"), 2);

// Iterate length-value pairs
uint8_t *it = pack_head(pack);
while (it != pack_tail(pack)) {
    uint8_t *val = pack_obj_val(it);
    it = pack_obj_next(it);
}

// Remove object
pack_obj_del(pack, U8("jedi"), 4);

pack_clear(pack);
```

## Defines

**pack\_init** (pack)

Zero-initialize the pack.

**pack\_clear** (pack)

Make the pack empty and free pointed-to memory (plain malloc/free).

**pack\_clear\_mm** (pack, free, baton)

Make the pack empty and free pointed-to memory.

Mempool usage: pass mm\_free and a knot\_mm\_t\* .

**pack\_reserve** (pack, objs\_count, objs\_len)

Reserve space for *additional* objects in the pack (plain malloc/free).

**Return** 0 if success, <0 on failure

**pack\_reserve\_mm** (pack, objs\_count, objs\_len, reserve, baton)

Reserve space for *additional* objects in the pack.

Mempool usage: pass kr\_memreserve and a knot\_mm\_t\* .

**Return** 0 if success, <0 on failure

**pack\_head** (pack)

Return pointer to first packed object.

Recommended way to iterate: for (uint8\_t \*it = *pack\_head(pack)*; it != *pack\_tail(pack)*; it = *pack\_obj\_next(it)*)

**pack\_tail** (pack)

Return pack end pointer.

### Typedefs

**typedef** uint16\_t **pack\_objlen\_t**

Packed object length type.

### Functions

**typedef** **array\_t** (uint8\_t)

Pack is defined as an array of bytes.

static *pack\_objlen\_t* **pack\_obj\_len** (uint8\_t \* *it*)

Return packed object length.

static uint8\_t\* **pack\_obj\_val** (uint8\_t \* *it*)

Return packed object value.

static uint8\_t\* **pack\_obj\_next** (uint8\_t \* *it*)

Return pointer to next packed object.

static uint8\_t\* **pack\_last** (pack\_t *pack*)

Return pointer to the last packed object.

static int **pack\_obj\_push** (pack\_t \* *pack*, const uint8\_t \* *obj*, *pack\_objlen\_t* *len*)

Push object to the end of the pack.

**Return** 0 on success, negative number on failure

static uint8\_t\* **pack\_obj\_find** (pack\_t \* *pack*, const uint8\_t \* *obj*, *pack\_objlen\_t* *len*)

Returns a pointer to packed object.

**Return** pointer to packed object or NULL

static int **pack\_obj\_del** (pack\_t \* *pack*, const uint8\_t \* *obj*, *pack\_objlen\_t* *len*)

Delete object from the pack.



**Return** 0 on success, negative number on failure

static int **pack\_clone** (pack\_t \*\* dst, const pack\_t \* src, knot\_mm\_t \* pool)  
Clone a pack, replacing destination pack; (\*dst == NULL) is valid input.

**Return** kr\_error(ENOMEM) on allocation failure.

## lru

A lossy cache.

Example usage:

```
// Define new LRU type
typedef lru_t(int) lru_int_t;

// Create LRU
lru_int_t *lru;
lru_create(&lru, 5, NULL, NULL);

// Insert some values
int *pi = lru_get_new(lru, "luke", strlen("luke"), NULL);
if (pi)
    *pi = 42;
pi = lru_get_new(lru, "leia", strlen("leia"), NULL);
if (pi)
    *pi = 24;

// Retrieve values
int *ret = lru_get_try(lru, "luke", strlen("luke"), NULL);
if (!ret) printf("luke dropped out!\n");
else printf("luke's number is %d\n", *ret);

char *enemies[] = {"goro", "raiden", "subzero", "scorpion"};
for (int i = 0; i < 4; ++i) {
    int *val = lru_get_new(lru, enemies[i], strlen(enemies[i]), NULL);
    if (val)
        *val = i;
}

// We're done
lru_free(lru);
```

**Note** The implementation tries to keep frequent keys and avoid others, even if “used recently”, so it may refuse to store it on *lru\_get\_new()*. It uses hashing to split the problem pseudo-randomly into smaller groups, and within each it tries to approximate relative usage counts of several most frequent keys/hashes. This tracking is done for *more* keys than those that are actually stored.

## Defines

**lru\_t** (type)

The type for LRU, parametrized by value type.

**lru\_create** (ptable, max\_slots, mm\_ctx\_array, mm\_ctx)

Allocate and initialize an LRU with default associativity.

The real limit on the number of slots can be a bit larger but less than double.

**Note** The pointers to memory contexts need to remain valid during the whole life of the structure (or be NULL).

### Parameters

- `ptable`: pointer to a pointer to the LRU
- `max_slots`: number of slots
- `mm_ctx_array`: memory context to use for the huge array, NULL for default If you pass your own, it needs to produce `CACHE_ALIGNED` allocations (ubsan).
- `mm_ctx`: memory context to use for individual key-value pairs, NULL for default

### **lru\_free** (table)

Free an LRU created by `lru_create` (it can be NULL).

### **lru\_reset** (table)

Reset an LRU to the empty state (but preserve any settings).

### **lru\_get\_try** (table, key\_, len\_)

Find key in the LRU and return pointer to the corresponding value.

**Return** pointer to data or NULL if not found

### Parameters

- `table`: pointer to LRU
- `key_`: lookup key
- `len_`: key length

### **lru\_get\_new** (table, key\_, len\_, is\_new)

Return pointer to value, inserting if needed (zeroed).

**Return** pointer to data or NULL (can be even if memory could be allocated!)

### Parameters

- `table`: pointer to LRU
- `key_`: lookup key
- `len_`: key lengthkeys
- `is_new`: pointer to bool to store result of operation (true if entry is newly added, false otherwise; can be NULL).

### **lru\_apply** (table, function, baton)

Apply a function to every item in LRU.

### Parameters

- `table`: pointer to LRU
- `function`: enum `lru_apply_do` (\*function)(const char \*key, uint len, val\_type \*val, void \*baton)  
See enum `lru_apply_do` for the return type meanings.
- `baton`: extra pointer passed to each function invocation

### **lru\_capacity** (table)

Return the real capacity - maximum number of keys holdable within.

## Parameters

- `table`: pointer to LRU

## Enums

### `lru_apply_do`

Possible actions to do with an element.

Values:

`LRU_APPLY_DO_NOTHING`

`LRU_APPLY_DO_EVICT`

## trie

## Typedefs

**typedef** void\* **trie\_val\_t**

Native API of QP-tries:

- keys are char strings, not necessarily zero-terminated, the structure copies the contents of the passed keys
- values are void\* pointers, typically you get an ephemeral pointer to it
- key lengths are limited by  $2^{32}-1$  ATM

XXX EDITORS: `trie.{h,c}` are synced from <https://gitlab.labs.nic.cz/knot/knot-dns/tree/68352fc969/src/contrib/qp-trie> only with tiny adjustments, mostly `#includes` and `KR_EXPORT`.

Element value.

**typedef** struct trie **trie\_t**

Opaque structure holding a QP-trie.

**typedef** struct trie\_it **trie\_it\_t**

Opaque type for holding a QP-trie iterator.

## Functions

*KR\_EXPORT* `trie_t*` **trie\_create** (`knot_mm_t` \* *mm*)

Create a trie instance. Pass NULL to use malloc+free.

*KR\_EXPORT* void **trie\_free** (`trie_t` \* *tbl*)

Free a trie instance.

*KR\_EXPORT* void **trie\_clear** (`trie_t` \* *tbl*)

Clear a trie instance (make it empty).

*KR\_EXPORT* `size_t` **trie\_weight** (`const` `trie_t` \* *tbl*)

Return the number of keys in the trie.

*KR\_EXPORT* `trie_val_t*` **trie\_get\_try** (`trie_t` \* *tbl*, `const` `char` \* *key*, `uint32_t` *len*)

Search the trie, returning NULL on failure.

*KR\_EXPORT* `trie_val_t*` **trie\_get\_first** (`trie_t` \* *tbl*, `char` \*\* *key*, `uint32_t` \* *len*)

Return pointer to the minimum. Optionally with key and its length.

*KR\_EXPORT* `trie_val_t*` **trie\_get\_ins** (*trie\_t* \* *tbl*, const char \* *key*, *uint32\_t* *len*)

Search the trie, inserting NULL `trie_val_t` on failure.

*KR\_EXPORT* int **trie\_get\_leq** (*trie\_t* \* *tbl*, const char \* *key*, *uint32\_t* *len*, *trie\_val\_t* \*\* *val*)

Search for less-or-equal element.

**Return** KNOT\_EOK for exact match, 1 for previous, KNOT\_ENOENT for not-found, or KNOT\_E\*.

**Parameters**

- *tbl*: Trie.
- *key*: Searched key.
- *len*: Key length.
- *val*: Must be valid; it will be set to NULL if not found or errored.

*KR\_EXPORT* int **trie\_apply** (*trie\_t* \* *tbl*, int(\**f*)(*trie\_val\_t* \*, void \*), void \* *d*)

Apply a function to every `trie_val_t`, in order.

**Return** First nonzero from *f*() or zero (i.e. KNOT\_EOK).

**Parameters**

- *d*: Parameter passed as the second argument to *f*()

*KR\_EXPORT* int **trie\_del** (*trie\_t* \* *tbl*, const char \* *key*, *uint32\_t* *len*, *trie\_val\_t* \* *val*)

Remove an item, returning KNOT\_EOK if succeeded or KNOT\_ENOENT if not found.

If *val*!=NULL and deletion succeeded, the deleted value is set.

*KR\_EXPORT* int **trie\_del\_first** (*trie\_t* \* *tbl*, char \* *key*, *uint32\_t* \* *len*, *trie\_val\_t* \* *val*)

Remove the first item, returning KNOT\_EOK on success.

You may optionally get the key and/or value. The key is copied, so you need to pass sufficient *len*, otherwise `kr_error(ENOSPC)` is returned.

*KR\_EXPORT* *trie\_it\_t*\* **trie\_it\_begin** (*trie\_t* \* *tbl*)

Create a new iterator pointing to the first element (if any).

*KR\_EXPORT* void **trie\_it\_next** (*trie\_it\_t* \* *it*)

Advance the iterator to the next element.

Iteration is in ascending lexicographical order. In particular, the empty string would be considered as the very first.

**Note** You may not use this function if the trie's key-set has been modified during the lifetime of the iterator (modifying values only is OK).

*KR\_EXPORT* bool **trie\_it\_finished** (*trie\_it\_t* \* *it*)

Test if the iterator has gone past the last element.

*KR\_EXPORT* void **trie\_it\_free** (*trie\_it\_t* \* *it*)

Free any resources of the iterator. It's OK to call it on NULL.

*KR\_EXPORT* const char\* **trie\_it\_key** (*trie\_it\_t* \* *it*, *size\_t* \* *len*)

Return pointer to the key of the current element.

**Note** The optional *len* is `uint32_t` internally but `size_t` is better for our usage, as it is without an additional type conversion.

*KR\_EXPORT* *trie\_val\_t\** **trie\_it\_val** (*trie\_it\_t\** *it*)  
Return pointer to the value of the current element (writable).



- *Supported languages*
- *The anatomy of an extension*
- *Writing a module in Lua*
- *Writing a module in C*
- *Configuring modules*
- *Exposing C module properties*

## 7.1 Supported languages

Currently modules written in C and Lua(JIT) are supported.

## 7.2 The anatomy of an extension

A module is a shared object or script defining specific functions/fields; here's an overview.

C	Lua	Params	Comment
<code>X_api()</code> <sup>1</sup>			API version
<code>X_init()</code>	<code>X.init()</code>	module	Constructor
<code>X_deinit()</code>	<code>X.deinit()</code>	module	Destructor
<code>X_config()</code>	<code>X.config()</code>	module, str	Configuration
<code>X_layer</code>	<code>X.layer</code>		<i>Module layer</i>
<code>X_props</code>			List of properties

The X corresponds to the module name; if the module name is `hints`, the prefix for constructor would be `hints_init()`. More details are in docs for the `kr_module` and `kr_layer_api` structures.

---

**Note:** The modules get ordered – by default in the same as the order in which they were loaded. The loading command can specify where in the order the module should be positioned.

---

## 7.3 Writing a module in Lua

The probably most convenient way of writing modules is Lua since you can use already installed modules from system and have first-class access to the scripting engine. You can also tap to all the events, that the C API has access to, but keep in mind that transitioning from the C to Lua function is slower than the other way round, especially when JIT-compilation is taken into account.

---

**Note:** The Lua functions retrieve an additional first parameter compared to the C counterparts - a “state”. Most useful C functions and structures have lua FFI wrappers, sometimes with extra sugar.

---

The modules follow the [Lua way](#), where the module interface is returned in a named table.

```
--- @module Count incoming queries
local counter = {}

function counter.init(module)
    counter.total = 0
    counter.last = 0
    counter.failed = 0
end

function counter.deinit(module)
    print('counted', counter.total, 'queries')
end

-- @function Run the q/s counter with given interval.
function counter.config(conf)
    -- We can use the scripting facilities here
    if counter.ev then event.cancel(counter.ev)
    event.recurrent(conf.interval, function ()
        print(counter.total - counter.last, 'q/s')
        counter.last = counter.total
    end)
end

return counter
```

The created module can be then loaded just like any other module, except it isn't very useful since it doesn't provide any layer to capture events. The Lua module can however provide a processing layer, just *like its C counterpart*.

```
--- Notice it isn't a function, but a table of functions
counter.layer = {
    begin = function (state, data)
        counter.total = counter.total + 1
```

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---

<sup>1</sup> Mandatory symbol; defined by using `KR_MODULE_EXPORT()`.



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```

        return state
    end,
    finish = function (state, req, answer)
        if state == kres.FAIL then
            counter.failed = counter.failed + 1
        end
        return state
    end
end
}

```

There is currently an additional “feature” in comparison to C layer functions: some functions do not get called at all if `state == kres.FAIL`; see docs for details: [kr\\_layer\\_api](#).

Since the modules are like any other Lua modules, you can interact with them through the CLI and any interface.

**Tip:** Module discovery: `kres_modules.` is prepended to the module name and lua search path is used on that.

## 7.4 Writing a module in C

As almost all the functions are optional, the minimal module looks like this:

```

#include "lib/module.h"
/* Convenience macro to declare module ABI. */
KR_MODULE_EXPORT(my module)

```

Let’s define an observer thread for the module as well. It’s going to be stub for the sake of brevity, but you can for example create a condition, and notify the thread from query processing by declaring module layer (see the [Writing layers](#)).

```

static void* observe(void *arg)
{
    /* ... do some observing ... */
}

int mymodule_init(struct kr_module *module)
{
    /* Create a thread and start it in the background. */
    pthread_t thr_id;
    int ret = pthread_create(&thr_id, NULL, &observe, NULL);
    if (ret != 0) {
        return kr_error(errno);
    }

    /* Keep it in the thread */
    module->data = thr_id;
    return kr_ok();
}

int mymodule_deinit(struct kr_module *module)
{
    /* ... signalize cancellation ... */
    void *res = NULL;
    pthread_t thr_id = (pthread_t) module->data;
}

```

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```

    int ret = pthread_join(thr_id, res);
    if (ret != 0) {
        return kr_error(errno);
    }

    return kr_ok();
}

```

This example shows how a module can run in the background, this enables you to, for example, observe and publish data about query resolution.

## 7.5 Configuring modules

There is a callback `X_config()` that you can implement, see `hints` module.

## 7.6 Exposing C module properties

A module can offer NULL-terminated list of *properties*, each property is essentially a callable with free-form JSON input/output. JSON was chosen as an interchangeable format that doesn't require any schema beforehand, so you can do two things - query the module properties from external applications or between modules (e.g. *statistics* module can query *cache* module for memory usage). JSON was chosen not because it's the most efficient protocol, but because it's easy to read and write and interface to outside world.

---

**Note:** The `void *env` is a generic module interface. Since we're implementing daemon modules, the pointer can be cast to `struct engine*`. This is guaranteed by the implemented API version (see *Writing a module in C*).

---

Here's an example how a module can expose its property:

```

char* get_size(void *env, struct kr_module *m,
              const char *args)
{
    /* Get cache from engine. */
    struct engine *engine = env;
    struct kr_cache *cache = &engine->resolver.cache;
    /* Read item count */
    int count = (cache->api)->count(cache->db);
    char *result = NULL;
    asprintf(&result, "{ \"result\": %d }", count);

    return result;
}

struct kr_prop *cache_props(void)
{
    static struct kr_prop prop_list[] = {
        /* Callback, Name, Description */
        {&get_size, "get_size", "Return number of records."},
        {NULL, NULL, NULL}
    };
    return prop_list;
}

```

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```
}  
KR_MODULE_EXPORT(cache)
```

Once you load the module, you can call the module property from the interactive console. *Note:* the JSON output will be transparently converted to Lua tables.

```
$ kresd  
...  
[system] started in interactive mode, type 'help()'  
> modules.load('cached')  
> cached.get_size()  
[size] => 53
```

### 7.6.1 Special properties

If the module declares properties `get` or `set`, they can be used in the Lua interpreter as regular tables.



## CHAPTER 8

---

### Indices and tables

---

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- `modindex`
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