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# **Knot Resolver**

*Release 5.7.5*

**CZ.NIC Labs**

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## QUICK START

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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.

Welcome to Knot Resolver Quick Start Guide! This chapter will guide you through first installation and basic setup recommended for your use-case.

Before we start let us explain basic conventions used in this text:

This is Linux/Unix shell command to be executed and an output from this command:

```
$ echo "This is output!"
This is output!
$ echo "We use sudo to execute commands as root:"
We use sudo to execute commands as root:
$ sudo id
uid=0(root) gid=0(root) groups=0(root)
```

Snippets from Knot Resolver's configuration file **do not start with \$ sign** and look like this:

```
-- this is a comment
-- following line will start listening on IP address 192.0.2.1 port 53
net.listen('192.0.2.1')
```



## INSTALLATION

We recommend using the latest released Knot Resolver version. Our upstream releases undergo extensive automated testing and are suitable for production.

Packages available in your distribution's may be outdated. Follow the instructions below to obtain the latest Knot Resolver version for your distribution.

### 1.1 Debian / Ubuntu

Please use our [official repos](#) for Debian and Ubuntu. Debian unstable and testing usually contain latest Knot Resolver version.

After that apt will keep updating knot-resolver 5.x packages from our repositories.

If you used our older repo until now, you may want to also uninstall the helper package by `apt purge knot-resolver-release`.

### 1.2 Enterprise Linux 7, 8, 9

Use Fedora EPEL.

```
yum install -y epel-release
yum install -y knot-resolver
```

Package updates are delayed by about one week after release. To obtain the latest released version early, you can use the epel-testing repository.

```
yum install -y --enablerepo epel-testing knot-resolver
```

### 1.3 Fedora

Use the distribution's repositories where we maintain up-to-date packages.

```
dnf install -y knot-resolver
```

Package releases are delayed by about a week. To obtain the latest released version early, you can use the updates-testing repository.

```
dnf install -y --enablerepo updates-testing knot-resolver
```

## 1.4 openSUSE

Just add our COPR repository, based on the variant of your openSUSE:

```
# Leap 15.5
zypper addrepo https://copr.fedorainfracloud.org/coprs/g/cznic/knot-resolver5/repo/
↳ opensuse-leap-15.5/group_cznic-knot-resolver5-opensuse-leap-15.5.repo

# Tumbleweed
zypper addrepo https://copr.fedorainfracloud.org/coprs/g/cznic/knot-resolver5/repo/
↳ opensuse-tumbleweed/group_cznic-knot-resolver5-opensuse-tumbleweed.repo
```

Then you can install as usual with

```
zypper install knot-resolver
```

## 1.5 Arch Linux

```
pacman -S knot-resolver
```

## STARTUP

The simplest way to run single instance of Knot Resolver is to use provided Knot Resolver's Systemd integration:

```
$ sudo systemctl start kresd@1.service
```

See logs and status of running instance with `systemctl status kresd@1.service` command. For more information about Systemd integration see `man kresd.systemd`.

### Warning

`kresd@*.service` is not enabled by default, thus Knot Resolver won't start automatically after reboot. To start and enable service in one command use `systemctl enable --now kresd@1.service`

## 2.1 First DNS query

After installation and first startup, Knot Resolver's default configuration accepts queries on loopback interface. This allows you to test that the installation and service startup were successful before continuing with configuration.

For instance, you can use DNS lookup utility `kdig` to send DNS queries. The `kdig` command is provided by following packages:

Distribution	package with kdig
Arch	knot
CentOS	knot-utils
Debian	knot-dnsutils
Fedora	knot-utils
OpenSUSE	knot-utils
Ubuntu	knot-dnsutils

The following query should return list of Root Name Servers:

```
$ kdig +short @localhost . NS
a.root-servers.net.
...
m.root-servers.net.
```



## CONFIGURATION

- *Listening on network interfaces*
- *Scenario: Internal Resolver*
- *Scenario: ISP Resolver*
- *Scenario: Personal Resolver*

### Note

When copy&pasting examples from this manual please pay close attention to brackets and also line ordering - order of lines matters.

The configuration language is in fact Lua script, so you can use full power of this programming language. See article [Learn Lua in 15 minutes](#) for a syntax overview.

Easiest way to configure Knot Resolver is to paste your configuration into configuration file `/etc/knot-resolver/kresd.conf`. Complete configurations files for examples in this chapter can be found [here](#). The example configuration files are also installed as documentation files, typically in directory `/usr/share/doc/knot-resolver/examples/` (their location may be different based on your Linux distribution). Detailed configuration of daemon and implemented modules can be found in configuration reference:

### 3.1 Listening on network interfaces

Network interfaces to listen on and supported protocols are configured using `net.listen()` function.

The following configuration instructs Knot Resolver to receive standard unencrypted DNS queries on IP addresses `192.0.2.1` and `2001:db8::1`. Encrypted DNS queries are accepted using DNS-over-TLS protocol on all IP addresses configured on network interface `eth0`, TCP port 853.

```
-- unencrypted DNS on port 53 is default
net.listen('192.0.2.1')
net.listen('2001:db8::1')
net.listen(net.eth0, 853, { kind = 'tls' })
```

### Warning

On machines with multiple IP addresses on the same interface 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 refuse such a response.

## 3.2 Scenario: Internal Resolver

This is an example of typical configuration for company-internal resolver which is not accessible from outside of company network.

### 3.2.1 Internal-only domains

An internal-only domain is a domain not accessible from the public Internet. In order to resolve internal-only domains a query policy has to be added to forward queries to a correct internal server. This configuration will forward two listed domains to a DNS server with IP address `192.0.2.44`.

```
-- define list of internal-only domains
internalDomains = policy.todnames({'company.example', 'internal.example'})

-- forward all queries belonging to domains in the list above to IP address '192.0.2.44'
policy.add(policy.suffix(policy.FLAGS({'NO_CACHE'}), internalDomains))
policy.add(policy.suffix(policy.STUB({'192.0.2.44'}), internalDomains))
```

See chapter *Replacing part of the DNS tree* for more details.

## 3.3 Scenario: ISP Resolver

The following configuration is typical for Internet Service Providers who offer DNS resolver service to their own clients in their own network. Please note that running a *public DNS resolver* is more complicated and not covered by this quick start guide.

### 3.3.1 Limiting client access

With exception of public resolvers, a DNS resolver should resolve only queries sent by clients in its own network. This restriction limits attack surface on the resolver itself and also for the rest of the Internet.

In a situation where access to DNS resolver is not limited using IP firewall, you can implement access restrictions using the *view module* which combines query source information with *policy rules*. Following configuration allows only queries from clients in subnet `192.0.2.0/24` and refuses all the rest.

```
modules.load('view')

-- whitelist queries identified by subnet
view:addr('192.0.2.0/24', policy.all(policy.PASS))

-- drop everything that hasn't matched
view:addr('0.0.0.0/0', policy.all(policy.DROP))
```

### 3.3.2 TLS server configuration

Today clients are demanding secure transport for DNS queries between client machine and DNS resolver. The recommended way to achieve this is to start DNS-over-TLS server and accept also encrypted queries.

First step is to enable TLS on listening interfaces:

```
net.listen('192.0.2.1', 853, { kind = 'tls' })
net.listen('2001::db8:1', 853, { kind = 'tls' })
```

By default a self-signed certificate is generated. Second step is then obtaining and configuring your own TLS certificates signed by a trusted CA. Once the certificate was obtained a path to certificate files can be specified using function `net.tls()`:

```
net.tls("/etc/knot-resolver/server-cert.pem", "/etc/knot-resolver/server-key.pem")
```

### 3.3.3 Mandatory domain blocking

Some jurisdictions mandate blocking access to certain domains. This can be achieved using following *policy rule*:

```
policy.add(
  policy.suffix(policy.DENY,
    policy.todnames({'example.com.', 'blocked.example.net.'})))
```

## 3.4 Scenario: Personal Resolver

DNS queries can be used to gather data about user behavior. Knot Resolver can be configured to forward DNS queries elsewhere, and to protect them from eavesdropping by TLS encryption.

### Warning

Latest research has proven that encrypting DNS traffic is not sufficient to protect privacy of users. For this reason we recommend all users to use full VPN instead of encrypting *just* DNS queries. Following configuration is provided **only for users who cannot encrypt all their traffic**. For more information please see following articles:

- Simran Patil and Nikita Borisov. 2019. What can you learn from an IP? ([slides](#), [the article itself](#))
- Bert Hubert. 2019. Centralised DoH is bad for Privacy, in 2019 and beyond

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

Forwarding over TLS protocol protects DNS queries sent out by resolver. It can be configured using `policy.TLS_FORWARD` function which provides methods for authentication. See list of [DNS Privacy Test Servers](#) supporting DNS-over-TLS to test your configuration.

Read more on [Forwarding over TLS protocol \(DNS-over-TLS\)](#).

### 3.4.2 Forwarding to multiple targets

With the use of `policy.slice` function, it is possible to split the entire DNS namespace into distinct “slices”. When used in conjunction with `policy.TLS_FORWARD`, it’s possible to forward different queries to different remote resolvers. As a result no single remote resolver will get complete list of all queries performed by this client.

### Warning

Beware that this method has not been scientifically tested and there might be types of attacks which will allow remote resolvers to infer more information about the client. Again: If possible encrypt **all** your traffic and not just DNS queries!

```
policy.add(policy.slice(  
  policy.slice_randomize_psl(),  
  policy.TLS_FORWARD({{'192.0.2.1', hostname='res.example.com'}}),  
  policy.TLS_FORWARD({  
    -- multiple servers can be specified for a single slice  
    -- the one with lowest round-trip time will be used  
    {'193.17.47.1', hostname='odvr.nic.cz'},  
    {'185.43.135.1', hostname='odvr.nic.cz'},  
  })  
))
```

### 3.4.3 Non-persistent cache

Knot Resolver's cache contains data clients queried for. If you are concerned about attackers who are able to get access to your computer system in power-off state and your storage device is not secured by encryption you can move the cache to `tmpfs`. See chapter *Persistence*.

Congratulations! Your resolver is now up and running and ready for queries. For serious deployments do not forget to read *Configuration* and *Operation* chapters.

## CONFIGURATION OVERVIEW

Configuration file is named `/etc/knot-resolver/kresd.conf` and is read when you execute Knot Resolver using `systemd` commands described in section *Startup*.<sup>1</sup>

### 4.1 Syntax

The configuration file syntax allows you to specify different kinds of data:

- `group.option = 123456`
- `group.option = "string value"`
- `group.command(123456, "string value")`
- `group.command({ key1 = "value1", key2 = 222, key3 = "third value" })`
- `globalcommand(a_parameter_1, a_parameter_2, a_parameter_3, etc)`
- `--` any text after `--` sign is ignored till end of line

Following **configuration file snippet** starts listening for unencrypted and also encrypted DNS queries on IP address 192.0.2.1, and sets cache size.

```
-- this is a comment: listen for unencrypted queries
net.listen('192.0.2.1')
-- another comment: listen for queries encrypted using TLS on port 853
net.listen('192.0.2.1', 853, { kind = 'tls' })
-- 10 MB cache is suitable for a very small deployment
cache.size = 10 * MB
```

#### Tip

When copy&pasting examples from this manual please pay close attention to brackets and also line ordering - order of lines matters.

The configuration language is in fact Lua script, so you can use full power of this programming language. See article [Learn Lua in 15 minutes](#) for a syntax overview.

When you modify configuration file on disk restart resolver process to get changes into effect. See chapter *Zero-downtime restarts* if even short outages are not acceptable for your deployment.

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<sup>1</sup> If you decide to run binary `/usr/sbin/kresd` manually (instead of using `systemd`) do not forget to specify `-c` option with path to configuration file, otherwise `kresd` will read file named `config` from its current working directory.

## 4.2 Documentation Conventions

Besides text configuration file, Knot Resolver also supports interactive and dynamic configuration using scripts or external systems, which is described in chapter *Run-time reconfiguration*. Through this manual we present examples for both usage types - static configuration in a text file (see above) and also the interactive mode.

The **interactive prompt** is denoted by `>`, so all examples starting with `>` character are transcripts of user (or script) interaction with Knot Resolver and resolver's responses. For example:

```
> -- this is a comment entered into interactive prompt
> -- comments have no effect here
> -- the next line shows a command entered interactively and its output
> log_level()
'notice'
> -- the previous line without > character is output from log_level() command
```

Following example demonstrates how to interactively list all currently loaded modules, and includes multi-line output:

```
> modules.list()
{
  'iterate',
  'validate',
  'cache',
  'ta_update',
  'ta_signal_query',
  'policy',
  'priming',
  'detect_time_skew',
  'detect_time_jump',
  'ta_sentinel',
  'edns_keepalive',
  'refuse_nord',
  'watchdog',
}
```

Before we dive into configuring features, let us explain modularization basics.

## 4.3 Modules

Knot Resolver functionality consists of separate modules, which allow you to mix-and-match features you need without slowing down operation by features you do not use.

This practically means that you need to load module before using features contained in it, for example:

```
-- load module and make dnstap features available
modules.load('dnstap')
-- configure dnstap features
dnstap.config({
  socket_path = "/tmp/dnstap.sock"
})
```

Obviously ordering matters, so you have to load module first and configure it after it is loaded.

Here is full reference manual for module configuration:

`modules.list()`

**Returns**

List of loaded modules.

`modules.load(name)`

**Parameters**

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

**Returns**

true if modules was (or already is) loaded, error otherwise.

Load a module by name.

`modules.unload(name)`

**Parameters**

**name** (*string*) – Module name, e.g. “detect\_time\_jump”

**Returns**

true if modules was unloaded, error otherwise.

Unload a module by name. This is useful for unloading modules loaded by default, mainly for debugging purposes.

Now you know what configuration file to modify, how to read examples and what modules are so you are ready for a real configuration work!



## NETWORKING AND PROTOCOLS

This section describes configuration of network interfaces and protocols. Please keep in mind that DNS resolvers act as *DNS server* and *DNS client* at the same time, and that these roles require different configuration.

This picture illustrates different actors involved DNS resolution process, supported protocols, and clarifies what we call *server configuration* and *client configuration*.

*Attribution: Icons by Bernar Novalyi from the Noun Project*

For *resolver's clients* the resolver itself acts as a DNS server.

After receiving a query the resolver will attempt to find answer in its cache. If the data requested by resolver's client is not available in resolver's cache (so-called *cache-miss*) the resolver will attempt to obtain the data from servers *upstream* (closer to the source of information), so at this point the resolver itself acts like a DNS client and will send DNS query to other servers.

By default the Knot Resolver works in recursive mode, i.e. the resolver will contact authoritative servers on the Internet. Optionally it can be configured in forwarding mode, where cache-miss queries are *forwarded to another DNS resolver* for processing.

### 5.1 Server (communication with clients)

#### 5.1.1 Addresses and services

Addresses, ports, protocols, and API calls available for clients communicating with resolver are configured using *net.listen()*.

First you need to decide what service should be available on given IP address + port combination.

Protocol/service	net.listen kind
DNS (unencrypted UDP+TCP, <b>RFC 1034</b> )	dns
DNS (unencrypted UDP, <i>using XDP Linux API</i> )	xdp
<i>DNS-over-TLS (DoT)</i>	tls
<i>DNS-over-HTTPS (DoH)</i>	doh2
<i>Web management</i>	webmgmt
<i>Control socket</i>	control
<i>Legacy DNS-over-HTTPS (DoH)</i>	doh_legacy

**Note**

By default, **unencrypted DNS and DNS-over-TLS** are configured to **listen on localhost**.

Control sockets are created either in `/run/knot-resolver/control/` (when using `systemd`) or `$PWD/control/`.

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

### Returns

`true` if port is bound, an error otherwise

Listen on addresses; port and flags are optional. The addresses can be specified as a string or device. Port 853 implies `kind = 'tls'` but it is always better to be explicit. Freebind allows binding to a non-local or not yet available address.

Network protocol	Configuration command
DNS (UDP+TCP, <b>RFC 1034</b> )	<code>net.listen('192.0.2.123', 53)</code>
DNS (UDP, <i>using XDP</i> )	<code>net.listen('192.0.2.123', 53, { kind = 'xdp' })</code>
<i>DNS-over-TLS (DoT)</i>	<code>net.listen('192.0.2.123', 853, { kind = 'tls' })</code>
<i>DNS-over-HTTPS (DoH)</i>	<code>net.listen('192.0.2.123', 443, { kind = 'doh2' })</code>
<i>Web management</i>	<code>net.listen('192.0.2.123', 8453, { kind = 'webmgmt' })</code>
<i>Control socket</i>	<code>net.listen('/tmp/kresd.control', nil, { kind = 'control' })</code>

Examples:

```
net.listen('::1')
net.listen(net.lo, 53)
net.listen(net.eth0, 853, { kind = 'tls' })
net.listen('192.0.2.1', 53, { freebind = true })
net.listen({'127.0.0.1', '::1'}, 53, { kind = 'dns' })
net.listen(':', 443, { kind = 'doh2' })
net.listen(':', 8453, { kind = 'webmgmt' }) -- see http module
net.listen('/tmp/kresd-socket', nil, { kind = 'webmgmt' }) -- http module
↳ supports AF_UNIX
net.listen('eth0', 53, { kind = 'xdp' })
net.listen('192.0.2.123', 53, { kind = 'xdp', nic_queue = 0 })
```

### 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.

## PROXYv2 protocol

Knot Resolver supports proxies that utilize the **PROXYv2** protocol to identify clients.

A PROXY header contains the IP address of the original client who sent a query. This allows the resolver to treat queries as if they actually came from the client's IP address rather than the address of the proxy they came through. For example, *Views and ACLs* are able to work properly when PROXYv2 is in use.

Since allowing usage of the PROXYv2 protocol for all clients would be a security vulnerability, because clients would then be able to spoof their IP addresses via the PROXYv2 header, the resolver requires you to specify explicitly which clients are allowed to send PROXYv2 headers via the `net.proxy_allowed()` function.

PROXYv2 queries from clients who are not explicitly allowed to use this protocol will be discarded.

`net.proxy_allowed([addresses])`

Allow usage of the PROXYv2 protocol headers by clients on the specified addresses. It is possible to permit whole networks to send PROXYv2 headers by specifying the network mask using the CIDR notation (e.g. 172.22.0.0/16). IPv4 as well as IPv6 addresses are supported.

If you wish to allow all clients to use PROXYv2 (e.g. because you have this kind of security handled on another layer of your network infrastructure), you can specify a netmask of /0. Please note that this setting is address-family-specific, so this needs to be applied to both IPv4 and IPv6 separately.

Subsequent calls to the function overwrite the effects of all previous calls. Providing a table of strings as the function parameter allows multiple distinct addresses to use the PROXYv2 protocol.

When called without arguments, `net.proxy_allowed` returns a table of all addresses currently allowed to use the PROXYv2 protocol and does not change the configuration.

Examples:

```
net.proxy_allowed('172.22.0.1')    -- allows '172.22.0.1' specifically
net.proxy_allowed('172.18.1.0/24') -- allows everyone at '172.18.1.*'
net.proxy_allowed({
    '172.22.0.1', '172.18.1.0/24'
})
net.proxy_allowed({ 'fe80::/10' }) -- allows everyone at IPv6 link-local
net.proxy_allowed({
    '::/0', '0.0.0.0/0'
})
net.proxy_allowed('::/0')         -- allows everyone
net.proxy_allowed({})            -- allows all IPv6 (but no IPv4)
net.proxy_allowed({})            -- prevents everyone from using PROXYv2
net.proxy_allowed()              -- returns a list of all currently allowed
↪addresses
```

## Features for scripting

Following configuration functions are useful mainly for scripting or *Run-time reconfiguration*.

`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.

`net.list()`

### Returns

Table of bound interfaces.

Example output:

```
[1] => {
  [kind] => tls
  [transport] => {
    [family] => inet4
    [ip] => 127.0.0.1
    [port] => 853
    [protocol] => tcp
  }
}
```

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```
[2] => {
  [kind] => dns
  [transport] => {
    [family] => inet6
    [ip] => ::1
    [port] => 53
    [protocol] => udp
  }
}
[3] => {
  [kind] => dns
  [transport] => {
    [family] => inet6
    [ip] => ::1
    [port] => 53
    [protocol] => tcp
  }
}
[4] => {
  [kind] => xdp
  [transport] => {
    [family] => inet4+inet6
    [interface] => eth2
    [nic_queue] => 0
    [port] => 53
    [protocol] => udp
  }
}
```

**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.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.

## 5.1.2 DoT and DoH (encrypted DNS)

#### Warning

It is important to understand **limits of encrypting only DNS traffic**. Relevant security analysis can be found in article *Simran Patil and Nikita Borisov. 2019. What can you learn from an IP?* See [slides](#) or [the article itself](#).

DoT and DoH encrypt DNS traffic with Transport Layer Security (TLS) protocol and thus protects DNS traffic from certain types of attacks.

You can learn more about DoT and DoH and their implementation in Knot Resolver in [this article](#).

### DNS-over-TLS (DoT)

DNS-over-TLS server ([RFC 7858](#)) can be configured using `tls` kind in `net.listen()`. It is enabled on localhost by default.

For certificate configuration, refer to *HTTP status codes*.

### DNS-over-HTTPS (DoH)

#### Note

Knot Resolver currently offers two DoH implementations. It is recommended to use this new implementation, which is more reliable, scalable and has fewer dependencies. Make sure to use `doh2` kind in `net.listen()` to select this implementation.

#### Tip

Independent information about political controversies around the DoH deployment by default can be found in blog posts [DNS Privacy at IETF 104](#) and [More DOH](#) by Geoff Huston and [Centralised DoH is bad for Privacy, in 2019 and beyond](#) by Bert Hubert.

DNS-over-HTTPS server ([RFC 8484](#)) can be configured using `doh2` kind in `net.listen()`.

This implementation supports HTTP/2 ([RFC 7540](#)). Queries can be sent to the `/dns-query` endpoint, e.g.:

```
$ kdig @127.0.0.1 +https www.knot-resolver.cz AAAA
```

**Only TLS version 1.3 (or higher) is supported with DNS-over-HTTPS.** The additional considerations for TLS 1.2 required by HTTP/2 are not implemented ([RFC 7540 Section 9.2](#)).

### Warning

Take care when configuring your server to listen on well known HTTPS port. If an unrelated HTTPS service is running on the same port with REUSEPORT enabled, you will end up with both services malfunctioning.

## HTTP status codes

As specified by [RFC 8484](#), the resolver responds with status **200 OK** whenever it can produce a valid DNS reply for a given query, even in cases where the DNS rcode indicates an error (like NXDOMAIN, SERVFAIL, etc.).

For DoH queries malformed at the HTTP level, the resolver may respond with the following status codes:

- **400 Bad Request** for a generally malformed query, like one not containing a valid DNS packet
- **404 Not Found** when an incorrect HTTP endpoint is queried - the only supported ones are `/dns-query` and `/doh`
- **413 Payload Too Large** when the DNS query exceeds its maximum size
- **415 Unsupported Media Type** when the query's Content-Type header is not `application/dns-message`
- **431 Request Header Fields Too Large** when a header in the query is too large to process
- **501 Not Implemented** when the query uses a method other than GET, POST, or HEAD

## Configuration options for DoT and DoH

### Note

These settings affect both DNS-over-TLS and DNS-over-HTTPS (except the legacy implementation).

A self-signed certificate is generated by default. 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])
```

When called with path arguments, the function loads the server TLS certificate and private key for DoT and DoH.

When called without arguments, the command returns the currently configured paths.

Example output:

```
> net.tls("/etc/knot-resolver/server-cert.pem", "/etc/knot-resolver/server-key.pem")
> net.tls() -- print configured paths
[cert_file] => '/etc/knot-resolver/server-cert.pem'
[key_file] => '/etc/knot-resolver/server-key.pem'
```

 **Tip**

The certificate files aren't automatically reloaded on change. If you update the certificate files, e.g. using ACME, you have to either restart the service(s) or call this function again using *Control sockets*.

`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 <= 1.2 and GnuTLS < 3.7.5.** GnuTLS 3.7.5 adds an option to disable resumption via tickets for TLS <= 1.2, enabling them only for protocols that do guarantee PFS. Knot Resolver makes use of this new option when linked against GnuTLS >= 3.7.5.

`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.

`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 >= 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.

**Configuration options for DoH**

`net.doh_headers([string or table of strings])`

Selects the headers to be exposed. These headers and their values are available in `request.qsource.headers`. Comparison is case-insensitive and pseudo-headers are supported as well.

The following snippet can be used in the lua module to access headers `:method` and `user-agent`:

```
net.doh_headers({' :method', 'user-agent' })

...

for i = 1, tonumber(req.qsource.headers.len) do
  local name = ffi.string(req.qsource.headers.at[i - 1].name)
  local value = ffi.string(req.qsource.headers.at[i - 1].value)
  print(name, value)
end
```

### 5.1.3 Other HTTP services

#### Tip

In most distributions, the `http` module is available from a separate package `knot-resolver-module-http`. The module isn't packaged for openSUSE.

This module does the heavy lifting to provide an HTTP and 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.

Kind	Explanation
<code>webmgmt</code>	<i>built-in web management</i> APIs (includes DoH)
<code>doh_legacy</code>	<i>Legacy DNS-over-HTTPS (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 *Networking and protocols* 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.

#### 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 *Networking and protocols*.

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

## HTTPS (TLS for HTTP)

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_legacy')
```

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.

## Legacy DNS-over-HTTPS (DoH)

### Warning

The legacy DoH implementation using `http` module (`kind='doh_legacy'`) is deprecated. It has known performance and stability issues that won't be fixed. Use new *DNS-over-HTTPS (DoH)* implementation instead.

This was an experimental implementation of [RFC 8484](#). It can be configured using `doh_legacy` kind in `net.listen()`. Its configuration (such as certificates) takes place in `http.config()`.

Queries were served on `/doh` and `/dns-query` endpoints.

## 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 <i>Prometheus</i> .
/trace/:name/ :type	Tracking	<i>Trace resolution</i> of a DNS query and return its debug-level logs.
/doh	Legacy HTTPS	DNS-over- <b>RFC 8484</b> endpoint, see <i>Legacy DNS-over-HTTPS (DoH)</i> .
/dns-query	Legacy HTTPS	DNS-over- <b>RFC 8484</b> endpoint, see <i>Legacy DNS-over-HTTPS (DoH)</i> .

## 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
```

Some other systems can install from LuaRocks directly:

```
$ luarocks --lua-version 5.1 install http
```

- (optional) `mmdblua` available in LuaRocks

```
$ luarocks --lua-version 5.1 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
```

## 5.2 Client (retrieving answers from servers)

Following chapters describe basic configuration of how resolver retrieves data from other (*upstream*) servers. Data processing is also affected by configured policies, see chapter *Policy, access control, data manipulation* for more advanced usage.

### 5.2.1 IPv4 and IPv6 usage

Following settings affect client part of the resolver, i.e. communication between the resolver itself and other DNS servers.

IPv4 and IPv6 protocols are used by default. For performance reasons it is recommended to explicitly disable protocols which are not available on your system, though the impact of IPv6 outage is lowered since release 5.3.0.

**net.ipv4 = true|false**

#### Return

boolean (default: true)

Enable/disable using IPv4 for contacting upstream nameservers.

`net.ipv6 = true|false`

**Return**

boolean (default: true)

Enable/disable using IPv6 for contacting upstream nameservers.

`net.outgoing_v4([string address])`

Get/set the IPv4 address used to perform queries. The default is `nil`, which lets the OS choose any address.

`net.outgoing_v6([string address])`

Get/set the IPv6 address used to perform queries. The default is `nil`, which lets the OS choose any address.

## 5.2.2 Forwarding

*Forwarding* configuration instructs resolver to forward cache-miss queries from clients to manually specified DNS resolvers (*upstream servers*). In other words the *forwarding* mode does exact opposite of the default *recursive* mode because resolver in *recursive* mode automatically selects which servers to ask.

Main use-cases are:

- Building a tree structure of DNS resolvers to improve performance (by improving cache hit rate).
- Accessing domains which are not available using recursion (e.g. if internal company servers return different answers than public ones).
- Forwarding through a central DNS traffic filter.

Forwarding implementation in Knot Resolver has following properties:

- Answers from *upstream* servers are cached.
- Answers from *upstream* servers are locally DNSSEC-validated, unless `policy.STUB()` is used.
- Resolver automatically selects which IP address from given set of IP addresses will be used (based on performance characteristics).
- Forwarding can use either unencrypted DNS protocol, or *Forwarding over TLS protocol (DNS-over-TLS)*.

### Warning

We strongly discourage use of “fake top-level domains” like `corp.` because these made-up domains are indistinguishable from an attack, so DNSSEC validation will prevent such domains from working. If you *really* need a variant of forwarding which does not DNSSEC-validate received data please see chapter *Replacing part of the DNS tree*. In long-term it is better to migrate data into a legitimate, properly delegated domains which do not suffer from these security problems.

Simple examples for **unencrypted** forwarding:

```
-- forward all traffic to specified IP addresses (selected automatically)
policy.add(policy.all(policy.FORWARD({'2001:db8::1', '192.0.2.1'})))

-- forward only queries for names under domain example.com to a single IP address
policy.add(policy.suffix(policy.FORWARD('192.0.2.1'), {todname('example.com.')}))
```

To configure encrypted version please see chapter *Forwarding over TLS protocol (DNS-over-TLS)*.

Forwarding is documented in depth together with rest of *Query policies*.

## 5.3 DNS protocol tweaks

### 5.3.1 DNS protocol tweaks

Following settings change low-level details of DNS protocol implementation. Default values should not be changed except for very special cases.

`net.bufsize([udp_downstream_bufsize][, udp_upstream_bufsize])`

Get/set maximum EDNS payload size advertised in DNS packets. Different values can be configured for communication downstream (towards clients) and upstream (towards other DNS servers). Set and also get operations use values in this order.

Default is 1232 bytes which was chosen to minimize risk of issues caused by IP fragmentation. Further details can be found at [DNS Flag Day 2020](#) web site.

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 by DNSSEC standard [RFC 4035](#).

Example output:

```
-- set downstream and upstream bufsize to value 4096
> net.bufsize(4096)
-- get configured downstream and upstream bufsizes, respectively
> net.bufsize()
4096    -- result # 1
4096    -- result # 2

-- set downstream bufsize to 4096 and upstream bufsize to 1232
> net.bufsize(4096, 1232)
-- get configured downstream and upstream bufsizes, respectively
> net.bufsize()
4096    -- result # 1
1232    -- result # 2
```

Module `workarounds` tweaks resolver behavior on specific broken sub-domains. Currently it mainly disables case randomization.

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

## 5.4 Buffering tweaks

### 5.4.1 Buffering tweaks

We (can) set various server-side socket options that affect buffering. The values are stored in C structures without real Lua bindings, so setting them is a bit long.

```
(require 'ffi').C.the_worker.engine.net.tcp.user_timeout
```

On TCP-based server-side sockets we set `TCP_USER_TIMEOUT` option if available (~Linux). We use default 1000, i.e. one second. For details see the definition in `man tcp.7`.

```
(require 'ffi').C.the_worker.engine.net.listen_tcp_bufLens_snd
```

```
(require 'ffi').C.the_worker.engine.net.listen_tcp_bufLens_rcv
```

```
(require 'ffi').C.the_worker.engine.net.listen_udp_bufLens_snd
```

**(require 'ffi').C.the\_worker.engine.net.listen\_udp\_bufLens.rcv**

If overridden to nonzero, these variables instruct the OS to modify kernel-space buffers for server-side sockets. We split the setting for UDP vs. TCP and sending vs. receiving.

For details see SO\_SNDBUF and SO\_RCVBUF in `man socket.7`. There is no user-space buffering beyond immediate manipulation, only the OS keeps some.



## PERFORMANCE AND RESILIENCY

For DNS resolvers, the most important parameter from performance perspective is cache hit rate, i.e. percentage of queries answered from resolver's cache. Generally the higher cache hit rate the better.

Performance tuning should start with cache *Sizing* and *Persistence*.

It is also recommended to run *Multiple instances* (even on a single machine!) because it allows to utilize multiple CPU threads and increases overall resiliency.

Other features described in this section can be used for fine-tuning performance and resiliency of the resolver but generally have much smaller impact than cache settings and number of instances.

### 6.1 Cache

Cache in Knot Resolver is stored on disk and also shared between *Multiple instances* so resolver doesn't lose the cached data on restart or crash.

To improve performance even further the resolver implements so-called aggressive caching for DNSSEC-validated data (**RFC 8198**), which improves performance and also protects against some types of Random Subdomain Attacks.

#### 6.1.1 Sizing

For personal and small office use-cases cache size around 100 MB is more than enough.

For large deployments we recommend to run Knot Resolver on a dedicated machine, and to allocate 90% of machine's free memory for resolver's cache.

#### Note

Choosing a cache size that can fit into RAM is important even if the cache is stored on disk (default). Otherwise, the extra I/O caused by disk access for missing pages can cause performance issues.

For example, imagine you have a machine with 16 GB of memory. After machine restart you use command `free -m` to determine amount of free memory (without swap):

```
$ free -m
      total        used        free
Mem:   15907         979       14928
```

Now you can configure cache size to be 90% of the free memory 14 928 MB, i.e. 13 453 MB:

```
-- 90 % of free memory after machine restart
cache.size = 13453 * MB
```

It is also possible to set the cache size based on the file system size. This is useful if you use a dedicated partition for cache (e.g. non-persistent tmpfs). It is recommended to leave some free space for special files, such as locks.:

```
cache.size = cache.fssize() - 10*MB
```

### Note

The *Garbage Collector* can be used to periodically trim the cache. It is enabled and configured by default when running kresd with systemd integration.

## 6.1.2 Persistence

### Tip

Using tmpfs for cache improves performance and reduces disk I/O.

By default the cache is saved on a persistent storage device so the content of the cache is persisted during system reboot. This usually leads to smaller latency after restart etc., however in certain situations a non-persistent cache storage might be preferred, e.g.:

- Resolver handles high volume of queries and I/O performance to disk is too low.
- Threat model includes attacker getting access to disk content in power-off state.
- Disk has limited number of writes (e.g. flash memory in routers).

If non-persistent cache is desired configure cache directory to be on tmpfs filesystem, a temporary in-memory file storage. The cache content will be saved in memory, and thus have faster access and will be lost on power-off or reboot.

### Note

In most of the Unix-like systems `/tmp` and `/var/run` are commonly mounted as tmpfs. While it is technically possible to move the cache to an existing tmpfs filesystem, it is *not recommended*, since the path to cache is configured in multiple places.

Mounting the cache directory as tmpfs is the recommended approach. Make sure to use appropriate `size=` option and don't forget to adjust the size in the config file as well.

```
# /etc/fstab
tmpfs      /var/cache/knot-resolver      tmpfs    rw,size=2G,uid=knot-resolver,
↪gid=knot-resolver,nosuid,nodev,noexec,mode=0700 0 0
```

```
-- /etc/knot-resolver/kresd.conf
cache.size = cache.fssize() - 10*MB
```

## 6.1.3 Configuration reference

```
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`.

The URI `lmdb://path` 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

**Note**

For now there is only one backend implementation, even though the APIs are ready for different (synchronous) 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:

```
[!ldb: // ] => 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.fssize()`

**Returns**

Partition size of cache storage.

`cache.stats()`

Return table with low-level statistics for internal cache operation and storage. 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()
[clear] => 0
[close] => 0
[commit] => 117
[count] => 2
[count_entries] => 6187
[match] => 21
[match_miss] => 2
[open] => 0
[read] => 4313
[read_leq] => 9
[read_leq_miss] => 4
[read_miss] => 1143
[remove] => 17
[remove_miss] => 0
[usage_percent] => 15.625
[write] => 189
```

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 contains 6187 internal entries which occupy 15.625 % cache size.

`cache.max_ttl([ttl])`

**Parameters**

**ttl** (*number*) – maximum TTL in seconds (default: 1 day)

**Returns**

current maximum TTL

Get or set upper TTL bound applied to all received records.

**Note**

The *tll* value must be in range (*min\_ttl*, 2147483647).

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

`cache.min_ttl([ttl])`

**Parameters**

**ttl** (*number*) – minimum TTL in seconds (default: 5 seconds)

**Returns**

current minimum TTL

Get or set lower TTL bound applied to all received records. Forcing TTL higher than specified violates DNS standards, so use higher values with care. TTL still won't be extended beyond expiration of the corresponding DNSSEC signature.

**Note**

The *tll* value must be in range  $<0, max\_ttl$ .

```
-- 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 SERV-FAIL 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>1</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>1</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.
```

## 6.2 Multiple instances

### Note

This section describes the usage of kresd when running under systemd. For other uses, please refer to *Usage without systemd*.

Knot Resolver can utilize multiple CPUs running in multiple independent instances (processes), where each process utilizes at most single CPU core on your machine. If your machine handles a lot of DNS traffic run multiple instances.

All instances typically share the same configuration and cache, and incoming queries are automatically distributed by operating system among all instances.

Advantage of using multiple instances is that a problem in a single instance will not affect others, so a single instance crash will not bring whole DNS resolver service down.

### Tip

For maximum performance, there should be as many kresd processes as there are available CPU threads.

To run multiple instances, use a different identifier after @ sign for each instance, for example:

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

(continues on next page)

(continued from previous page)

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

With the use of brace expansion in BASH the equivalent command looks like this:

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

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

### 6.2.1 Zero-downtime restarts

Resolver restart normally takes just milliseconds and cache content is persistent to avoid performance drop after restart. If you want real zero-downtime restarts use *multiple instances* and do rolling restart, i.e. restart only one resolver process at a time.

On a system with 4 instances run these commands sequentially:

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

At any given time only a single instance is stopped and restarted so remaining three instances continue to service clients.

### 6.2.2 Instance-specific configuration

Instances can use arbitrary identifiers for the instances, for example we can name instances like *dns1*, *tls* and so on.

```
$ systemctl start kresd@dns1
$ systemctl start kresd@dns2
$ systemctl start kresd@tls
$ systemctl start kresd@doh
```

The instance name is subsequently exposed to `kresd` via the environment variable `SYSTEMD_INSTANCE`. This can be used to tell the instances apart, e.g. when using the *Name Server Identifier (NSID)* module with per-instance configuration:

```
local systemd_instance = os.getenv("SYSTEMD_INSTANCE")

modules.load('nsid')
nsid.name(systemd_instance)
```

More arcane set-ups are also possible. The following example isolates the individual services for classic DNS, DoT and DoH from each other.

```
local systemd_instance = os.getenv("SYSTEMD_INSTANCE")

if string.match(systemd_instance, '^dns') then
    net.listen('127.0.0.1', 53, { kind = 'dns' })
elseif string.match(systemd_instance, '^tls') then
    net.listen('127.0.0.1', 853, { kind = 'tls' })
elseif string.match(systemd_instance, '^doh') then
    net.listen('127.0.0.1', 443, { kind = 'doh2' })
else
```

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```
panic("Use kresd@dns*, kresd@tls* or kresd@doh* instance names")
end
```

## 6.3 Prefetching records

The `predict` module helps to keep the cache hot by prefetching records. It can utilize two independent mechanisms to select the records which should be refreshed: expiring records and prediction.

### 6.3.1 Expiring records

This mechanism is always active when the `predict` module is loaded and it is not configurable.

Any time the resolver answers with records that are about to expire, they get refreshed. (see `is_expiring()`) That improves latency for records which get frequently queried, relatively to their TTL.

### 6.3.2 Prediction

The `predict` module can also learn usage patterns and repetitive queries, though this mechanism is a prototype and **not recommended** for use in production or with high traffic.

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.

You can disable prediction by configuring `period = 0`. Otherwise it will load the required `stats` module if not present, and it will use its `stats.frequent()` table and clear it periodically.

#### 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.

### 6.3.3 Example configuration

```
modules = {
  predict = {
    -- this mode is NOT RECOMMENDED for use in production
    window = 15, -- 15 minutes sampling window
    period = 6*(60/15) -- track last 6 hours
  }
}
```

### 6.3.4 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

### 6.3.5 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.

## 6.4 Cache prefilling

This module provides ability to periodically prefill the 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 servers.

Example configuration is:

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

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

The root zone to be imported must be signed using DNSSEC and the resolver must have a valid DNSSEC configuration.

Parameter	Description
ca_file	path to CA certificate bundle used to authenticate the HTTPS connection (optional, system-wide store will be used if not specified)
interval	number of seconds between zone data refresh attempts
url	URL of a file in <b>RFC 1035</b> zone file format

Only root zone import is supported at the moment.

### 6.4.1 Dependencies

Prefilling depends on the `lua-http` library.

## 6.5 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`.

## 6.5.1 Running

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

## 6.6 Root on loopback (RFC 7706)

Knot Resolver developers think that literal implementation of **RFC 7706** (“Decreasing Access Time to Root Servers by Running One on Loopback”) 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 *Cache prefilling* and *Serve stale* modules with Aggressive Use of DNSSEC-Validated Cache (**RFC 8198**) behavior which is enabled automatically together with DNSSEC validation.

## 6.7 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; you may disable it by adding `modules.unload('priming')` to your configuration.

## 6.8 EDNS keepalive

The `edns_keepalive` module implements **RFC 7828** for *clients* connecting to Knot Resolver via TCP and TLS. The module just allows clients to discover the connection timeout, client connections are always timed-out the same way *regardless* of clients sending the EDNS option.

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

This module is loaded by default. For debugging purposes it can be unloaded using standard means:

```
modules.unload('edns_keepalive')
```

## 6.9 XDP for higher UDP performance

### Warning

As of version 5.2.0, XDP support in Knot Resolver is considered experimental. The impact on overall throughput and performance may not always be beneficial.

Using XDP allows significant speedup of UDP packet processing in recent Linux kernels, especially with some network drivers that implement good support. The basic idea is that for selected packets the Linux networking stack is bypassed, and some drivers can even directly use the user-space buffers for reading and writing.

## 6.9.1 Prerequisites

### Warning

Bypassing the network stack has significant implications, such as bypassing the firewall and monitoring solutions. Make sure you're familiar with the trade-offs before using this feature. Read more in [Limitations](#).

- Linux kernel 4.18+ (5.x+ is recommended for optimal performance) compiled with the `CONFIG_XDP_SOCKETS=y` option. XDP isn't supported in other operating systems.
- libknot compiled with XDP support
- **A multiqueue network card with native XDP support is highly recommended**, otherwise the performance gain will be much lower and you may encounter issues due to XDP emulation. Successfully tested cards:
  - Intel series 700 (driver `i40e`), maximum number of queues per interface is 64.
  - Intel series 500 (driver `ixgbe`), maximum number of queues per interface is 64. The number of CPUs available has to be at most 64!

## 6.9.2 Set up

The server instances need additional Linux **capabilities** during startup. (Or you could start them as `root`.) Execute command

```
systemctl edit kresd@.service
```

And insert these lines:

```
[Service]
CapabilityBoundingSet=CAP_NET_RAW CAP_NET_ADMIN CAP_SYS_ADMIN CAP_IPC_LOCK CAP_SYS_
↪RESOURCE
AmbientCapabilities=CAP_NET_RAW CAP_NET_ADMIN CAP_SYS_ADMIN CAP_IPC_LOCK CAP_SYS_RESOURCE
```

The `CAP_SYS_RESOURCE` is only needed on Linux < 5.11.

You want the same number of `kresd` instances and network **queues** on your card; you can use `ethtool -L` before the services start. With XDP this is more important than with vanilla UDP, as we only support one instance per queue and unclaimed queues will fall back to vanilla UDP. Ideally you can set these numbers as high as the number of CPUs that you want `kresd` to use.

Modification of `/etc/knot-resolver/kresd.conf` may often be quite simple, for example:

```
net.listen('eth2', 53, { kind = 'xdp' })
net.listen('203.0.113.53', 53, { kind = 'dns' })
```

Note that you want to also keep the vanilla DNS line to service TCP and possibly any fallback UDP (e.g. from unclaimed queues). XDP listening is in principle done on queues of whole network interfaces and the target addresses of incoming packets aren't checked in any way, but you are still allowed to specify interface by an address (if it's unambiguous at that moment):

```
net.listen('203.0.113.53', 53, { kind = 'xdp' })
net.listen('203.0.113.53', 53, { kind = 'dns' })
```

The default selection of queues is tailored for the usual naming convention: `kresd@1.service`, `kresd@2.service`, ... but you can still specify them explicitly, e.g. the default is effectively the same as:

```
net.listen('eth2', 53, { kind = 'xdp', nic_queue = env.SYSTEMD_INSTANCE - 1 })
```

### 6.9.3 Optimizations

Some helpful commands:

```
ethtool -N <interface> rx-flow-hash udp4 sdfn
ethtool -N <interface> rx-flow-hash udp6 sdfn
ethtool -L <interface> combined <queue-number>
ethtool -G <interface> rx <ring-size> tx <ring-size>
renice -n 19 -p $(pgrep '^ksoftirqd/[0-9]*$')
```

### 6.9.4 Limitations

- VLAN segmentation is not supported.
- MTU higher than 1792 bytes is not supported.
- Multiple BPF filters per one network device are not supported.
- Symmetrical routing is required (query source MAC/IP addresses and reply destination MAC/IP addresses are the same).
- Systems with big-endian byte ordering require special recompilation of libknot.
- IPv4 header and UDP checksums are not verified on received DNS messages.
- DNS over XDP traffic is not visible to common system tools (e.g. firewall, tcpdump etc.).
- BPF filter is not automatically unloaded from the network device. Manual filter unload:

```
ip link set dev <interface> xdp off
```

- Knot Resolver only supports using XDP towards clients currently (not towards upstreams).
- When starting up an XDP socket you may get a harmless warning:

```
libbpf: Kernel error message: XDP program already attached
```



## POLICY, ACCESS CONTROL, DATA MANIPULATION

Features in this section allow to configure what clients can get access to what DNS data, i.e. DNS data filtering and manipulation.

*Query policies* specify global policies applicable to all requests, e.g. for blocking access to particular domain. *Views and ACLs* allow to specify per-client policies, e.g. block or unblock access to a domain only for subset of clients.

It is also possible to modify data returned to clients, either by providing *Static hints* (answers with statically configured IP addresses), *DNS64* translation, or *IP address renumbering*.

Additional modules offer protection against various DNS-based attacks, see *Rebinding protection* and *Refuse queries without RD bit*.

At the very end, module *DNS Application Firewall* provides HTTP API for run-time policy modification, and generally just offers different interface for previously mentioned features.

### 7.1 Query policies

This module can block, rewrite, or alter inbound queries based on user-defined policies. It does not affect queries generated by the resolver itself, e.g. when following CNAME chains etc.

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 `policy.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 examples below.

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 `policy.PASS`. For debugging purposes you can also add `modules.unload('policy')` to your config to unload the module.

#### 7.1.1 Filters

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

`policy.all(action)`

Always applies the action.

`policy.pattern(action, pattern)`

Applies the action if query name matches a [Lua regular expression](#).

`policy.suffix(action, suffix_table)`

Applies the action if query name suffix matches one of suffixes in the table (useful for “is domain in zone” rules).

```
policy.add(policy.suffix(policy.DENY, policy.todnames({'example.com', 'example.net'}
→)))
```

#### **Note**

For speed this filter requires domain names in DNS wire format, not textual representation, so each label in the name must be prefixed with its length. Always use convenience function `policy.todnames()` for automatic conversion from strings! For example:

#### **Note**

Non-ASCII is not supported.

Knot Resolver does not provide any convenience support for IDN. Therefore everywhere (all configuration, logs, RPZ files) you need to deal with the `xn--` forms of domain name labels, instead of directly using unicode characters.

`policy.domains(action, domain_table)`

Like `policy.suffix()` match, but the queried name must match exactly, not just its suffix.

`policy.suffix_common(action, suffix_table[, common_suffix ])`

#### **Parameters**

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

Like `policy.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”).

It is also possible to define custom filter function with any name.

`policy.custom_filter(state, query)`

#### **Parameters**

- **state** – Request processing state `kr_layer_state`, typically not used by filter function.
- **query** – Incoming DNS query as `kr_query` structure.

#### **Returns**

An `action` function or `nil` if filter did not match.

Typically filter function is generated by another function, which allows easy parametrization - this technique is called `closure`. An practical example of such filter generator is:

```
function match_query_type(action, target_qtype)
return function (state, query)
  if query.type == target_qtype then
    -- filter matched the query, return action function
    return action
  else
```

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```

        -- filter did not match, continue with next filter
        return nil
    end
end
end
end

```

This custom filter can be used as any other built-in filter. For example this applies our custom filter and executes action `policy.DENY` on all queries of type `HINFO`:

```

-- custom filter which matches HINFO queries, action is policy.DENY
policy.add(match_query_type(policy.DENY, kres.type.HINFO))

```

## 7.1.2 Actions

An *action* is a function which modifies DNS request, and is either of type *chain* or *non-chain*:

- *Non-chain actions* modify state of the request and stop rule processing. An example of such action is *Forwarding*.
- *Chain actions* modify state of the request and allow other rules to evaluate and act on the same request. One such example is `policy.MIRROR()`.

### 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:

#### `policy.PASS`

Let the query pass through; it's useful to make exceptions before wider rules. For example:

More specific whitelist rule must precede generic blacklist rule:

```

-- Whitelist 'good.example.com'
policy.add(policy.pattern(policy.PASS, todname('good.example.com.')))
-- Block all names below example.com
policy.add(policy.suffix(policy.DENY, {todname('example.com.')}))

```

#### `policy.DENY`

Deny existence of names matching filter, i.e. reply NXDOMAIN authoritatively.

```
policy.DENY_MSG(message[, extended_error=kres.extended_error.BLOCKED])
```

Deny existence of a given domain and add explanatory message. NXDOMAIN reply contains an additional explanatory message as TXT record in the additional section.

You may override the extended DNS error to provide the user with more information. By default, `BLOCKED` is returned to indicate the domain is blocked due to the internal policy of the operator. Other suitable error codes are `CENSORED` (for externally imposed policy reasons) or `FILTERED` (for blocking requested by the client). For more information, please refer to [RFC 8914](#).

#### `policy.DROP`

Terminate query resolution and return `SERVFAIL` to the requestor.

#### `policy.REFUSE`

Terminate query resolution and return `REFUSED` to the requestor.

**policy.NO\_ANSWER**

Terminate query resolution and do not return any answer to the requestor.

 **Warning**

During normal operation, an answer should always be returned. Deliberate query drops are indistinguishable from packet loss and may cause problems as described in [RFC 8906](#). Only use `NO_ANSWER` on very specific occasions, e.g. as a defense mechanism during an attack, and prefer other actions (e.g. `DROP` or `REFUSE`) for normal operation.

**policy.TC**

Force requestor to use TCP. It sets truncated bit (*TC*) in response to true if the request came through UDP, which will force standard-compliant clients to retry the request over TCP.

**policy.REROUTE**(*{subnet = target, ...}*)

Reroute IP 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. See `policy.add()` and do not forget to specify that this is *postrule*. Quick example:

```
-- this policy is enforced on answers
-- therefore we have to use 'postrule'
-- (the "true" at the end of policy.add)
policy.add(policy.all(policy.REROUTE({'192.0.2.0/24'] = '127.0.0.0'})), true)
```

**policy.ANSWER**(*{ type = { rdata=data, [ttl=1] } }, [nodata=false]*)

Overwrite Resource Records in responses with specified values.

- `type` - RR type to be replaced, e.g. `[kres.type.A]` or numeric value.
- `rdata` - RR data in DNS wire format, i.e. binary form specific for given RR type. Set of multiple RRs can be specified as table `{ rdata1, rdata2, ... }`. Use helper function `kres.str2ip()` to generate wire format for A and AAAA records. Wire format for other record types can be generated with `kres.parse_rdata()`.
- `ttl` - TTL in seconds. Default: 1 second.
- `nodata` - If type requested by client is not configured in this policy:
  - `true`: Return empty answer (*NODATA*).
  - `false`: Ignore this policy and continue processing other rules.

Default: `false`.

```
-- policy to change IPv4 address and TTL for example.com
policy.add(
  policy.domains(
    policy.ANSWER(
      { [kres.type.A] = { rdata=kres.str2ip('192.0.2.7'), ttl=300 } }
    ), { todname('example.com') })
-- policy to generate two TXT records (specified in binary format) for example.net
policy.add(
  policy.domains(
    policy.ANSWER(
      { [kres.type.TXT] = { rdata={'\005first', '\006second'}, ttl=5 } }
    ), { todname('example.net') })
```

`kres.parse_rdata({str, ...})`

Parse string representation of RTYPE and RDATA into RDATA wire format. Expects a table of string(s) and returns a table of wire data.

```
-- create wire format RDATA that can be passed to policy.ANSWER
kres.parse_rdata({'SVCB 1 resolver.example. alpn=dot'})
kres.parse_rdata({
  'SVCB 1 resolver.example. alpn=dot ipv4hint=192.0.2.1 ipv6hint=2001:db8::1',
  'SVCB 2 resolver.example. mandatory=key65380 alpn=h2 key65380=/dns-query{?
↪dns}',
})
```

More complex non-chain actions are described in their own chapters, namely:

- *Forwarding*
- *Response Policy Zones*

### Chain actions

Following actions act on request and then processing continue until first non-chain action (specified in the previous section) is triggered:

`policy.MIRROR(ip_address)`

Send copy of incoming DNS queries to a given IP address using DNS-over-UDP and continue resolving them as usual. This is useful for sanity testing new versions of DNS resolvers.

```
policy.add(policy.all(policy.MIRROR('127.0.0.2')))
```

`policy.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. Flag names correspond to *kr\_qflags* structure. Use only if you know what you are doing.

### Actions for extra logging

These are also “chain” actions, i.e. they don’t stop processing the policy rule list. Similarly to other actions, they apply during whole processing of the client’s request, i.e. including any sub-queries.

The log lines from these policy actions are tagged by extra `[reqdbg]` prefix, and they are produced regardless of your `log_level()` setting. They are marked as debug level, so e.g. with `journalctl` command you can use `-p info` to skip them.

#### Warning

Beware of producing too much logs.

These actions are not suitable for use on a large fraction of resolver’s requests. The extra logs have significant performance impact and might also overload your logging system (or get rate-limited by it). You can use *Filters* to further limit on which requests this happens.

`policy.DEBUG_ALWAYS`

Print debug-level logging for this request. That also includes messages from client (*REQTRACE*), upstream servers (*QTRACE*), and stats about interesting records at the end.

```
-- debug requests that ask for flaky.example.net or below
policy.add(policy.suffix(policy.DEBUG_ALWAYS,
  policy.todnames({'flaky.example.net'})))
```

**policy.DEBUG\_CACHE\_MISS**

Same as *DEBUG\_ALWAYS* but only if the request required information which was not available locally, i.e. requests which forced resolver to ask upstream server(s). Intended usage is for debugging problems with remote servers.

**policy.DEBUG\_IF** (*test\_function*)**Parameters**

**test\_function** – Function with single argument of type *kr\_request* which returns true if debug logs for that request should be generated and false otherwise.

Same as *DEBUG\_ALWAYS* but only logs if the *test\_function* says so.

**Note**

*test\_function* is evaluated only when request is finished. As a result all debug logs this request must be collected, and at the end they get either printed or thrown away.

Example usage which gathers verbose logs for all requests in subtree *dnssec-failed.org*. and prints debug logs for those finishing in a different state than *kres.DONE* (most importantly *kres.FAIL*, see *kr\_layer\_state*).

```
policy.add(policy.suffix(
  policy.DEBUG_IF(function(req)
    return (req.state ~= kres.DONE)
  end),
  policy.todnames({'dnssec-failed.org.'})))
```

**policy.QTRACE**

Pretty-print DNS responses from upstream servers (or cache) into logs. It's useful for debugging weird DNS servers.

If you do not use QTRACE in combination with *DEBUG\**, you additionally need either *log\_groups*({'iterat'}) (possibly with other groups) or *log\_level*('debug') to see the output in logs.

**policy.REQTRACE**

Pretty-print DNS requests from clients into the verbose log. It's useful for debugging weird DNS clients. It makes most sense together with *Views and ACLs* (enabling per-client) and probably with verbose logging those request (e.g. use *DEBUG\_ALWAYS* instead).

**policy.IPTRACE**

Log how the request arrived. Most notably, this includes the client's IP address, so beware of privacy implications.

```
-- example usage in configuration
policy.add(policy.all(policy.IPTRACE))
-- you might want to combine it with some other logs, e.g.
policy.add(policy.all(policy.DEBUG_ALWAYS))
```

```
-- example log lines from IPTRACE:
[reqdbg][policy][57517.00] request packet arrived from ::1#37931 to ::1#00853 (TCP_
```

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```
↪+ TLS)
[reqdbg][policy][65538.00] request packet arrived internally
```

## Custom actions

`policy.custom_action(state, request)`

### Parameters

- **state** – Request processing state *kr\_layer\_state*.
- **request** – Current DNS request as *kr\_request* structure.

### Returns

Returning a new *kr\_layer\_state* prevents evaluating other policy rules. Returning `nil` creates a *chain action* and allows to continue evaluating other rules.

This is real example of an action function:

```
-- Custom action which generates fake A record
local ffi = require('ffi')
local function fake_A_record(state, req)
  local answer = req:ensure_answer()
  if answer == nil then return nil end
  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
```

This custom action can be used as any other built-in action. For example this applies our *fake A record action* and executes it on all queries in subtree `example.net`:

```
policy.add(policy.suffix(fake_A_record, policy.todnames({'example.net'})))
```

The action function can implement arbitrary logic so 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.

## 7.1.3 Forwarding

Forwarding action alters behavior for cache-miss events. If an information is missing in the local cache the resolver will *forward* the query to *another DNS resolver* for resolution (instead of contacting authoritative servers directly). DNS answers from the remote resolver are then processed locally and sent back to the original client.

Actions `policy.FORWARD()`, `policy.TLS_FORWARD()` and `policy.STUB()` accept up to four IP addresses at once and the resolver will automatically select IP address which statistically responds the fastest.

`policy.FORWARD(ip_address)`

`policy.FORWARD({ ip_address, [ip_address, ...] })`

Forward cache-miss queries to specified IP addresses (without encryption), DNSSEC validate received answers and cache them. Target IP addresses are expected to be DNS resolvers.

```
-- Forward all queries to public resolvers https://www.nic.cz/odvr
policy.add(policy.all(
  policy.FORWARD(
    {'2001:148f:fffe::1', '2001:148f:ffff::1',
     '185.43.135.1', '193.14.47.1'})))
```

A variant which uses encrypted DNS-over-TLS transport is called `policy.TLS_FORWARD()`, please see section *Forwarding over TLS protocol (DNS-over-TLS)*.

`policy.STUB(ip_address)`

`policy.STUB({ ip_address, [ip_address, ...] })`

Similar to `policy.FORWARD()` 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.

This mode does not support encryption and should be used only for *Replacing part of the DNS tree*. Use `policy.FORWARD()` mode if possible.

```
-- Answers for reverse queries about the 192.168.1.0/24 subnet
-- are to be obtained from IP address 192.0.2.1 port 5353
-- This disables DNSSEC validation!
policy.add(policy.suffix(
  policy.STUB('192.0.2.1@5353'),
  {todname('1.168.192.in-addr.arpa')}))
```

### Note

By default, forwarding targets must support EDNS and 0x20 randomization. See example in *Replacing part of the DNS tree*.

### Warning

Limiting forwarding actions by filters (e.g. `policy.suffix()`) may have unexpected consequences. Notably, forwarders can inject *any* records into your cache even if you “restrict” them to an insignificant DNS subtree – except in cases where DNSSEC validation applies, of course.

The behavior is probably best understood through the fact that filters and actions are completely decoupled. The forwarding actions have no clue about why they were executed, e.g. that the user wanted to restrict the forwarder only to some subtree. The action just selects some set of forwarders to process this whole request from the client, and during that processing it might need some other “sub-queries” (e.g. for validation). Some of those might not’ve passed the intended filter, but policy rule-set only applies once per client’s request.

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

`policy.TLS_FORWARD({ {ip_address, authentication}, [...] } )`

Same as `policy.FORWARD()` but send query over DNS-over-TLS protocol (encrypted). Each target IP address needs explicit configuration how to validate TLS certificate so each IP address is configured by pair: `{ip_address, authentication}`. See sections below for more details.

Policy `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 `policy.TLS_FORWARD()` 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
```

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```

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'}
})

```

## Forwarding to multiple targets

With the use of `policy.slice()` function, it is possible to split the entire DNS namespace into distinct slices. When used in conjunction with `policy.TLS_FORWARD()`, it's possible to forward different queries to different targets.

```
policy.slice(slice_func, action[, action[, ...]])
```

### Parameters

- **slice\_func** – slicing function that returns index based on query
- **action** – action to be performed for the slice

This function splits the entire domain space into multiple slices (determined by the number of provided actions). A `slice_func` is called to determine which slice a query belongs to. The corresponding action is then executed.

```
policy.slice_randomize_psl(seed=os.time() / 3600 * 24 * 7)
```

### Parameters

**seed** – seed for random assignment

The function initializes and returns a slicing function, which deterministically assigns query to a slice based on the query name.

It utilizes the [Public Suffix List](#) to ensure domains under the same registrable domain end up in a single slice. (see example below)

`seed` can be used to re-shuffle the slicing algorithm when the slicing function is initialized. By default, the assignment is re-shuffled after one week (when resolver restart / reloads config). To force a stable distribution, pass a fixed value. To re-shuffle on every resolver restart, use `os.time()`.

The following example demonstrates a distribution among 3 slices:

```

slice 1/3:
example.com
a.example.com
b.example.com
x.b.example.com
example3.com

slice 2/3:
example2.co.uk

slice 3/3:
example.co.uk
a.example.co.uk

```

These two functions can be used together to forward queries for names in different parts of DNS name space to different target servers:

```
policy.add(policy.slice(
  policy.slice_randomize_psl(),
  policy.TLS_FORWARD({{'192.0.2.1', hostname='res.example.com'}}),
  policy.TLS_FORWARD({
    -- multiple servers can be specified for a single slice
    -- the one with lowest round-trip time will be used
    {'193.17.47.1', hostname='odvr.nic.cz'},
    {'185.43.135.1', hostname='odvr.nic.cz'},
  })
))
```

### Note

The privacy implications of using this feature aren't clear. Since websites often make requests to multiple domains, these might be forwarded to different targets. This could result in decreased privacy (e.g. when the remote targets are both logging or otherwise processing your DNS traffic). The intended use-case is to use this feature with semi-trusted resolvers which claim to do no logging (such as those listed on [dnsprivacy.org](https://dnsprivacy.org)), to decrease the potential exposure of your DNS data to a malicious resolver operator.

## 7.1.5 Replacing part of the DNS tree

Following procedure applies only to domains which have different content publicly and internally. For example this applies to “your own” top-level domain `example.` which does not exist in the public (global) DNS namespace.

Dealing with these internal-only domains requires extra configuration because DNS was designed as “single namespace” and local modifications like adding your own TLD break this assumption.

### Warning

Use of internal names which are not delegated from the public DNS *is causing technical problems* with caching and DNSSEC validation and generally makes DNS operation more costly. We recommend **against** using these non-delegated names.

To make such internal domain available in your resolver it is necessary to *graft* your domain onto the public DNS namespace, but *grafting* creates new issues:

These *grafted* domains will be rejected by DNSSEC validation because such domains are technically indistinguishable from an spoofing attack against the public DNS. Therefore, if you trust the remote resolver which hosts the internal-only domain, and you trust your link to it, you need to use the `policy.STUB()` policy instead of `policy.FORWARD()` to disable DNSSEC validation for those *grafted* domains.

Listing 1: Example configuration grafting domains onto public DNS namespace

```
extraTrees = policy.todnames(
  {'faketldtest.',
   'sld.example.',
   'internal.example.com.',
   '2.0.192.in-addr.arpa.' -- this applies to reverse DNS tree as well
```

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```

    })
-- Beware: the rule order is important, as policy.STUB is not a chain action.
-- Flags: for "dumb" targets disabling EDNS can help (below) as DNSSEC isn't
-- validated anyway; in some of those cases adding 'NO_0X20' can also help,
-- though it also lowers defenses against off-path attacks on communication
-- between the two servers.
-- With kresd <= 5.5.3 you also needed 'NO_CACHE' flag to avoid unintentional
-- NXDOMAINs that could sometimes happen due to aggressive DNSSEC caching.
policy.add(policy.suffix(policy.FLAGS({'NO_EDNS'}), extraTrees))
policy.add(policy.suffix(policy.STUB({'2001:db8::1'}), extraTrees))

```

## 7.1.6 Response policy zones

### Warning

There is no published Internet Standard for RPZ and implementations vary. At the moment Knot Resolver supports limited subset of RPZ format and deviates from implementation in BIND. Nevertheless it is good enough for blocking large lists of spam or advertising domains.

The RPZ file format is basically a DNS zone file with *very special* semantics. For example:

```

; left hand side      ; TTL and class ; right hand side
; encodes RPZ trigger ; ignored      ; encodes action
; (i.e. filter)
blocked.domain.example 600 IN          CNAME .          ; block main_
->domain
*.blocked.domain.example 600 IN      CNAME .          ; block subdomains

```

The only “trigger” supported in Knot Resolver is query name, i.e. left hand side must be a domain name which triggers the action specified on the right hand side.

Subset of possible RPZ actions is supported, namely:

RPZ Right Hand Side	Knot Resolver Action	BIND Compatibility
.	action is used	compatible if action is <i>policy.DENY</i>
*.	<i>policy.ANSWER()</i>	yes
rpz-passthru.	<i>policy.PASS</i>	yes
rpz-tcp-only.	<i>policy.TC</i>	yes
rpz-drop.	<i>policy.DROP</i>	no <sup>1</sup>
fake A/AAAA	<i>policy.ANSWER()</i>	yes
fake CNAME	not supported	no

### Note

To debug which domains are affected by RPZ (or other policy actions), you can enable the `policy` log group:

```
log_groups({'policy'})
```

<sup>1</sup> Our *policy.DROP* returns *SERVFAIL* answer (for historical reasons).

See also *non-ASCII support note*.

`policy.rpz(action, path[, watch = true ])`

#### Parameters

- **action** – the default action for match in the zone; typically you want `policy.DENY`
- **path** – path to zone file
- **watch** – boolean, if true, the file will be 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.

For example, we can store the example snippet with domain `blocked.domain.example` (above) into file `/etc/knot-resolver/blocklist.rpz` and configure resolver to answer with `NXDOMAIN` plus the specified additional text to queries for this domain:

```
policy.add(
    policy.rpz(policy.DENY_MSG('domain blocked by your resolver operator'),
              '/etc/knot-resolver/blocklist.rpz',
              true))
```

Resolver will reload RPZ file at run-time if the RPZ file changes. Recommended RPZ update procedure is to store new blacklist in a new file (*newblocklist.rpz*) and then rename the new file to the original file name (*blocklist.rpz*). This avoids problems where resolver might attempt to re-read an incomplete file.

### 7.1.7 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.

```
-- mirror all queries, keep handle so we can retrieve information later
local rule = policy.add(policy.all(policy.MIRROR('127.0.0.2')))
-- we can print statistics about this rule any time later
print(string.format('id: %d, matched queries: %d', rule.id, rule.count))
```

`policy.del(id)`

#### Parameters

**id** – identifier of a given rule returned by `policy.add()`

#### Returns

boolean true if rule was deleted, false otherwise

Remove a rule from policy list.

```
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' }
```

## 7.2 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.

```
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.

### 7.2.1 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'))
```

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```
-- 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 all IPv4 that hasn't matched
view:addr('0.0.0.0/0', policy.all(policy.DROP))
```

## 7.2.2 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>)
```

## 7.2.3 Properties

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

### Parameters

- **subnet** – client subnet, e.g. `10.0.0.1`
- **rule** – added rule, e.g. `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, e.g. `\5mykey`
- **rule** – added rule, e.g. `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.

## 7.3 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 fallback addresses for the root servers.

### Tip

For blocking large lists of domains please use `policy.rpz()` instead of creating huge list of domains with IP address `0.0.0.0`.

### 7.3.1 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, so your hints might get surprisingly shadowed by even default policies.

That most often happens for **RFC 6761 Section 6** names, e.g. `localhost` and `test` or with PTR records in private address ranges. To unblock the required names, you may use an explicit *policy.PASS* action.

```
policy.add(policy.suffix(policy.PASS, {todname('1.168.192.in-addr.arpa')}))
```

This `.PASS` workaround isn't ideal. To improve some cases, we recommend to move these `.PASS` lines to the end of your rule list. The point is that applying any *non-chain action* (e.g. *forwarding actions* or `.PASS` itself) stops processing *any* later policy rules for that request (including the default block-rules). You probably don't want this `.PASS` to shadow any other rules you might have; and on the other hand, if any other non-chain rule triggers, additional `.PASS` would not change anything even if it were somehow force-executed.

### 7.3.2 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.

These root hints are only used as fallback when addresses of NS . aren't available, e.g. when cache is completely clear.

**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'
})
[l.root-servers.net.] => {
  [1] => 199.7.83.42
}
```

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```
[m.root-servers.net.] => {
  [1] => 202.12.27.33
}
```

`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.

## 7.4 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.

### 7.4.1 Simple example

```
-- Load the module with default settings
modules = { 'dns64' }
-- Reconfigure later
dns64.config({ prefix = '2001:db8::aabb:0:0' })
```

#### Warning

The module currently won't work well with `policy.STUB()`. Also, the IPv6 prefix passed in configuration is assumed to be /96.

#### 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.

## 7.4.2 Advanced options

TTL in CNAME generated in the reverse `ip6.arpa.` subtree is configurable:

```
dns64.config({ prefix = '2001:db8:77ff::', rev_ttl = 300 })
```

You can specify a set of IPv6 subnets that are disallowed in answer. If they appear, they will be replaced by AAAAs generated from As.

```
dns64.config({
  prefix = '2001:db8:3::',
  exclude_subnets = { '2001:db8:888::/48', '::ffff/96' },
})
-- You could even pass ':/0' to always force using generated AAAAs.
```

In case you don't want dns64 for all clients, you can set DNS64\_DISABLE flag via the *view module*.

```
modules = { 'dns64', 'view' }
-- disable dns64 for all IPv4 source addresses
view:addr('0.0.0.0/0', policy.all(policy.FLAGS('DNS64_DISABLE')))
-- disable dns64 for all IPv6 source addresses
view:addr('::/0', policy.all(policy.FLAGS('DNS64_DISABLE')))
-- re-enable dns64 for two IPv6 subnets
view:addr('2001:db8:11::/48', policy.all(policy.FLAGS(nil, 'DNS64_DISABLE')))
view:addr('2001:db8:93::/48', policy.all(policy.FLAGS(nil, 'DNS64_DISABLE')))
```

## 7.5 IP address renumbering

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.

### 7.5.1 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'},
    -- Remap /26 subnet (64 ip addresses)
    {'166.55.77.128/26', '127.0.0.192'},
    -- Remap a /32 block to a single address
    {'2001:db8::/32', '::1!'},
  }
}
```

## 7.6 Answer reordering

Certain clients are “dumb” and always connect to first IP address or name found in a DNS answer received from resolver instead of picking randomly. As a workaround for such broken clients it is possible to randomize order of records in DNS answers sent by resolver:

```
reorder_RR([true | false ])
```

### Parameters

**new\_value** (*boolean*) – true to enable or false to disable randomization (*optional*)

### Returns

The (new) value of the option

If set, resolver will vary the order of resource records within RR sets. It is enabled by default since 5.3.0.

## 7.7 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.

## 7.8 Refuse queries without RD bit

This module ensures all queries without RD (recursion desired) bit set in query are answered with REFUSED. This prevents snooping on the resolver’s cache content.

The module is loaded by default. If you’d like to disable this behavior, you can unload it:

```
modules.unload('refuse_nord')
```

## 7.9 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.

### 7.9.1 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')

-- 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 192.0.2.1 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)

-- Delete all rules and start from scratch
daf.clear()

```

### Warning

Only the first matching rule's action is executed. Defining additional actions for the same matching rule, e.g. `src = 127.0.0.1/8`, will have no effect.

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

```

## 7.9.2 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*.

## 7.9.3 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,

```

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```
"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
```



## LOGGING, MONITORING, DIAGNOSTICS

To read service logs use commands usual for your distribution. E.g. on distributions using systemd-journald use command `journalctl -u kresd@* -f`.

Knot Resolver supports 6 logging levels - `crit`, `err`, `warning`, `notice`, `info`, `debug`. All levels with the same meaning as is defined in `syslog.h`. It is possible change logging level using `log_level()` function.

```
log_level('debug') -- too verbose for normal usage
```

Logging level `notice` is set after start by default, so logs from Knot Resolver should contain only couple lines a day. For debugging purposes it is possible to use the very verbose `debug` level, but that is generally not usable unless restricted in some way (see below).

In addition to levels, logging is also divided into the *groups*. All groups are logged by default, but you can enable `debug` level for selected groups using `log_groups()` function. Other groups are logged to the log level set by `log_level()`.

It is also possible to enable `debug` logging level for particular requests, with *policies* or as *an HTTP service*.

Less verbose logging for DNSSEC validation errors can be enabled by using *DNSSEC validation failure logging* module.

`log_level([level])`

**Param**

string 'crit', 'err', 'warning', 'notice', 'info' or 'debug'

**Returns**

string Current logging level.

Pass a string to set the global logging level.

`verbose([true | false])`

Deprecated since version 5.4.0: Use `log_level()` instead.

**Param**

true enable debug level, false switch to default level (notice).

**Returns**

boolean true when debug level is enabled.

Toggle between `debug` and `notice` log level. Use only for debugging purposes. On busy systems verbose logging can produce several MB of logs per second and will slow down operation.

`log_target(target)`

**Param**

string 'syslog', 'stderr', 'stdout'

**Returns**

string Current logging target.

Knot Resolver logs to standard error stream by default, but typical systemd units change that to 'syslog'. That setting logs directly through systemd's facilities (if available) to preserve more meta-data.

`log_groups([table])`

**Param**

table of string(s) representing *log groups*

**Returns**

table of string with currently set log groups

Use to turn-on debug logging for the selected groups regardless of the global log level. Calling with no argument lists the currently active log groups. To remove all log groups, call the function with an empty table.

```
log_groups({'io', 'tls'}) -- turn on debug logging for io and tls groups
log_groups()           -- list active log groups
log_groups({})        -- remove all log groups
```

Various statistics for monitoring purposes are available in *Statistics collector* module, including export to central systems like Graphite, Metronome, InfluxDB, or Prometheus format.

Resolver *Watchdog* is tool to detect and recover from potential bugs that cause the resolver to stop responding properly to queries.

Additional monitoring and debugging methods are described below. If none of these options fits your deployment or if you have special needs you can configure your own checks and exports using *Asynchronous events*.

## 8.1 DNSSEC validation failure logging

This module logs a message for each DNSSEC validation failure (on notice *level*). 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()
{
  {
    ['count'] = 1,
    ['name'] = 'dnssec-failed.org.',
    ['type'] = 'DNSKEY',
  },
  {
    ['count'] = 13,
    ['name'] = 'rhybar.cz.',
    ['type'] = 'DNSKEY',
  }
}
```

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```
}
},
}
```

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

## 8.2 Statistics collector

Module `stats` gathers various counters from the query resolution and server internals, and offers them as a key-value storage. These metrics can be either exported to *Graphite/InfluxDB/Metronome*, exposed as *Prometheus metrics endpoint*, or processed using user-provided script as described in chapter *Asynchronous events*.

### Note

Please remember that each Knot Resolver instance keeps its own statistics, and instances can be started and stopped dynamically. This might affect your data postprocessing procedures if you are using *Multiple instances*.

### 8.2.1 Built-in statistics

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

#### Global request counters

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

#### Global answer counters

<code>answer.total</code>	total number of answered queries
<code>answer.cached</code>	queries answered from cache

#### Answers categorized by RCODE

<code>answer.noerror</code>	NOERROR answers
<code>answer.nodata</code>	NOERROR, but empty answers
<code>answer.nxdomain</code>	NXDOMAIN answers
<code>answer.servfail</code>	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.sum_ms	sum of all latencies in ms

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

Example:

```
modules.load('stats')

-- 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

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

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```

    [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
}

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

```

## 8.2.2 Module reference

`stats.get(key)`

### Parameters

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

### Returns

number

Return nominal value of given metric.

`stats.set('key val')`

Set nominal value of given metric.

Example:

```

stats.set('answer.total 5')
-- or syntactic sugar
stats['answer.total'] = 5

```

`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.

### 8.2.3 Graphite/InfluxDB/Metronome

The `graphite` 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.

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() .. worker.id, -- 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 you 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' },
  }
}
```

### Dependencies

- `lua cqueues` package.

### 8.2.4 Prometheus metrics endpoint

The `HTTP module` exposes `/metrics` endpoint that serves metrics from `Statistics collector` in `Prometheus` text format. You can use it as soon as `HTTP module` is configured:

```
$ 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
```

## 8.3 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.id**

Value from environment variable `SYSTEMD_INSTANCE`, or if it is not set, `PID` (string).

### **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)
```

## 8.4 Name Server Identifier (NSID)

Module `nsid` provides server-side support for **RFC 5001** which allows DNS clients to request resolver to send back its NSID along with the reply to a DNS request. This is useful for debugging larger resolver farms (e.g. when using *Multiple instances*, anycast or load balancers).

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

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

### Tip

When dealing with Knot Resolver running in *multiple instances* managed with `systemd` see *Instance-specific configuration*.

You can also obtain configured NSID value:

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

The module can be disabled at run-time:

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

## 8.5 Debugging a single request

### 8.5.1 Using query policies

Query policies `policy.DEBUG_ALWAYS`, `policy.DEBUG_CACHE_MISS` or `policy.DEBUG_IF` can be used to enable debug-level logging for selected subdomains or queries matching specific conditions. Please refer to *Actions for extra logging* for more information.

### 8.5.2 Using HTTP module

The `http module` provides `/trace` endpoint which allows to trace various aspects of the request execution. The basic mode allows you to resolve a query and trace debug-level logs for it (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
;; 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
```

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```
[ 8138] [iter] <= rcode: NOERROR
[ 8138] [res1] finished: 4, queries: 1, mempool: 81952 B
```

See chapter about *Other HTTP services* for further instructions how to load `webmgmt` endpoint into HTTP module, it is a prerequisite for using `/trace`.

## 8.6 Watchdog

This module cooperates with Systemd watchdog to restart the process in case the internal event loop gets stuck. The upstream Systemd unit files are configured to use this feature, which is turned on with the `WatchdogSec=` directive in the service file.

As an optional feature, this module can also do an internal DNS query to check if resolver answers correctly. To use this feature you must configure DNS name and type to query for:

```
watchdog.config({ qname = 'nic.cz.', qtype = kres.type.A })
```

Each single query from watchdog must result in answer with `RCODE = NOERROR` or `NXDOMAIN`. Any other result will terminate the resolver (with `SIGABRT`) to allow the supervisor process to do cleanup, gather coredump and restart the resolver.

It is recommended to use a name with a very short TTL to make sure the watchdog is testing all parts of resolver and not only its cache. Obviously this check makes sense only when used with very reliable domains; otherwise a failure on authoritative side will shutdown resolver!

`WatchdogSec` specifies deadline for supervisor when the process will be killed. Watchdog queries are executed each `WatchdogSec / 2` seconds. This implies that **half** of `WatchdogSec` interval must be long enough for normal DNS query to succeed, so do not forget to add two or three seconds for random network timeouts etc.

The module is loaded by default. If you'd like to disable it you can unload it:

```
modules.unload('watchdog')
```

Beware that unloading the module without disabling watchdog feature in supervisor will lead to infinite restart loop.

## 8.7 Dnstap (traffic collection)

The `dnstap` module supports logging DNS requests and responses to a unix socket in `dnstap` format using `fstrm` framing library. This logging is useful if you need effectively log all DNS traffic.

The unix socket and the socket reader must be present before starting resolver instances. Also it needs appropriate filesystem permissions; the typical user and group of the daemon are called `knot-resolver`.

Tunables:

- `socket_path`: the unix socket file where `dnstap` messages will be sent
- `identity`: identity string as typically returned by an “NSID” (RFC 5001) query, empty by default
- `version`: version string of the resolver, defaulting to “Knot Resolver major.minor.patch”
- `client.log_queries`: if `true` queries from downstream in wire format will be logged
- `client.log_responses`: if `true` responses to downstream in wire format will be logged

```
modules = {
  dnstap = {
    socket_path = "/tmp/dnstap.sock",
    identity = nsid.name() or "",
    version = "My Custom Knot Resolver " .. package_version(),
    client = {
      log_queries = true,
      log_responses = true,
    },
  },
}
```

## 8.8 Sentinel for Detecting Trusted Root Keys

The module `ta_sentinel` implements A Root Key Trust Anchor Sentinel for DNSSEC according to standard [RFC 8509](#).

This feature allows users of DNSSEC validating resolver to detect which root keys are configured in resolver's chain of trust. The data from such signaling are necessary to monitor the progress of the DNSSEC root key rollover and to detect potential breakage before it affect users. One example of research enabled by this module is [available here](#).

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.

## 8.9 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.

## 8.10 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.

## 8.11 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.

## 8.12 Debugging options

In case the resolver crashes, it is often helpful to collect a coredump from the crashed process. Configuring the system to collect coredump from crashed process is out of the scope of this documentation, but some tips can be found [here](#).

Kresd uses its own mechanism for assertions. They are checks that should always pass and indicate some weird or unexpected state if they don't. In such cases, they show up in the log as errors. By default, the process recovers from those states if possible, but the behaviour can be changed with the following options to aid further debugging.

**`debugging.assertion_abort = false|true`**

**Return**

boolean (default: false in meson's release mode, true otherwise)

Allow the process to be aborted in case it encounters a failed assertion. (Some critical conditions always lead to abortion, regardless of settings.)

**`debugging.assertion_fork = milliseconds`**

**Return**

int (default: 5 minutes in meson's release mode, 0 otherwise)

If a process should be aborted, it can be done in two ways. When this is set to nonzero (default), a child is forked and aborted to obtain a coredump, while the parent process recovers and keeps running. This can be useful to debug a rare issue that occurs in production, since it doesn't affect the main process.

As the dumping can be costly, the value is a lower bound on delay between consecutive coredumps of each process. It is randomized by +-25% each time.

## 8.13 Logging API

### Group names

#### LOG\_GRP\_SYSTEM\_TAG

system: catch-all log for generic messages

#### LOG\_GRP\_CACHE\_TAG

cache: operations related to cache

#### LOG\_GRP\_IO\_TAG

io: input/output operations

#### LOG\_GRP\_NETWORK\_TAG

net: network configuration and operation

#### LOG\_GRP\_TA\_TAG

ta: basic log for trust anchors (TA)

#### LOG\_GRP\_TASENTINEL\_TAG

tasent: TA sentinel

#### LOG\_GRP\_TASIGNALING\_TAG

tasign: TA signal query

#### LOG\_GRP\_TAUPDATE\_TAG

taupd: TA update

#### LOG\_GRP\_TLS\_TAG

tls: TLS encryption layer

#### LOG\_GRP\_GNUTLS\_TAG

gnutls: low-level logs from GnuTLS

#### LOG\_GRP\_TLSCLIENT\_TAG

tls\_cl: TLS client messages (used for TLS forwarding)

#### LOG\_GRP\_XDP\_TAG

xdp: operations related to XDP

#### LOG\_GRP\_DOH\_TAG

doh: DNS-over-HTTPS logger (doh2 implementation)

#### LOG\_GRP\_DNSSEC\_TAG

dnssec: operations related to DNSSEC

**LOG\_GRP\_HINT\_TAG**

hint: operations related to static hints

**LOG\_GRP\_PLAN\_TAG**

plan: operations related to resolution plan

**LOG\_GRP\_ITERATOR\_TAG**

iterat: operations related to iterate layer

**LOG\_GRP\_VALIDATOR\_TAG**

valdtr: operations related to validate layer

**LOG\_GRP\_RESOLVER\_TAG**

resolv: operations related to resolving

**LOG\_GRP\_SELECTION\_TAG**

select: operations related to server selection

**LOG\_GRP\_ZCUT\_TAG**

zonecut: operations related to zone cut

**LOG\_GRP\_COOKIES\_TAG**

cookie: operations related to cookies

**LOG\_GRP\_STATISTICS\_TAG**

statis: operations related to statistics

**LOG\_GRP\_REBIND\_TAG**

rebind: operations related to rebinding

**LOG\_GRP\_WORKER\_TAG**

worker: operations related to worker layer

**LOG\_GRP\_POLICY\_TAG**

policy: operations related to policy

**LOG\_GRP\_DAF\_TAG**

daf: operations related to DAF module

**LOG\_GRP\_DETECTTIMEJUMP\_TAG**

timejm: operations related to time jump

**LOG\_GRP\_DETECTTIMESKEW\_TAG**

timesk: operations related to time skew

**LOG\_GRP\_GRAPHITE\_TAG**

graphi: operations related to graphite

**LOG\_GRP\_PREFILL\_TAG**

prefil: operations related to prefill

**LOG\_GRP\_PRIMING\_TAG**

primin: operations related to priming

**LOG\_GRP\_SRVSTALE\_TAG**

srvstl: operations related to serve stale

**LOG\_GRP\_WATCHDOG\_TAG**

wtchdg: operations related to watchdog

**LOG\_GRP\_NSID\_TAG**

nsid: operations related to NSID

**LOG\_GRP\_DNSTAP\_TAG**

dnstap: operations related to dnstap

**LOG\_GRP\_TESTS\_TAG**

tests: operations related to tests

**LOG\_GRP\_DOTAUTH\_TAG**

dotaut: DNS-over-TLS against authoritative servers

**LOG\_GRP\_HTTP\_TAG**

http: http module, its web interface and legacy DNS-over-HTTPS

**LOG\_GRP\_CONTROL\_TAG**

contrl: TTY control sockets

**LOG\_GRP\_MODULE\_TAG**

module: suitable for user-defined modules

**LOG\_GRP\_DEVEL\_TAG**

devel: for development purposes

**LOG\_GRP\_RENUMBER\_TAG**

renum: operation related to renumber

**LOG\_GRP\_EDE\_TAG**

exterr: extended error module

**LOG\_GRP\_REQDBG\_TAG**

reqdbg: debug logs enabled by policy actions

**Logging levels**

We stick very close to POSIX syslog.h

**kr\_log\_debug**(grp, fmt, ...)

Debugging message.

Can be very verbose. The level is most often used through VERBOSE\_MSG.

**kr\_log\_info**(grp, fmt, ...)

**kr\_log\_notice**(grp, fmt, ...)

**LOG\_DEFAULT\_LEVEL**

Levels less severe than notice are not logged by default.

**kr\_log\_warning**(grp, fmt, ...)

**kr\_log\_error**(grp, fmt, ...)

Significant error.

The process continues, except for configuration errors during startup.

**kr\_log\_crit**(grp, fmt, ...)

Critical condition.

The process dies. Bad configuration should not cause this.

**kr\_log\_deprecate**(grp, fmt, ...)

**kr\_log**(fmt, ...)

Logging function for user modules.

Uses group LOG\_GRP\_MODULE and info level.

**Parameters**

- **fmt** – Format string

**Defines****LOG\_UNKNOWN\_LEVEL**

Negative error value.

**LOG\_GNUTLS\_LEVEL**

GnuTLS level is 5.

**KR\_LOG\_LEVEL\_IS**(exp)

**kr\_log\_req**(req, qry\_id, indent, grp, fmt, ...)

Log a debug-level message from a *kr\_request*.

Typically we call `kr_log_q()` instead.

**Parameters**

- **qry\_uid** – query ID to append to request ID, 0 means “no query”
- **indent** – level of indentation between [group ][req.qry] and message
- **grp** – GROUP\_NAME (without the LOG\_GRP\_ prefix)
- **fmt** – printf-like format string

**kr\_log\_q**(qry, grp, fmt, ...)

Log a debug-level message from a *kr\_query*.

**Parameters**

- **qry** – current query
- **grp** – GROUP\_NAME (without the LOG\_GRP\_ prefix)
- **fmt** – printf-like format string

**kr\_log\_is\_debug**(grp, req)

Return whether a particular log group in a request is in debug/verbose mode.

Typically you use this as condition to compute some data to be logged, in case that’s considered too expensive to do unless it really gets logged.

The request can be NULL, and there’s a `_qry()` shorthand to specify query instead.

**kr\_log\_is\_debug\_qry**(grp, qry)

**KR\_LOG\_SJM\_STR**(x)

**SD\_JOURNAL\_METADATA**

**Typedefs**

typedef int **kr\_log\_level\_t**

**Enums**

enum **kr\_log\_target\_t**

*Values:*

enumerator **LOG\_TARGET\_SYSLOG**

enumerator **LOG\_TARGET\_STDERR**

enumerator **LOG\_TARGET\_STDOUT**

enumerator **LOG\_TARGET\_DEFAULT**

enum **kr\_log\_group**

*Values:*

enumerator **LOG\_GRP\_UNKNOWN**

enumerator **LOG\_GRP\_SYSTEM**

enumerator **LOG\_GRP\_CACHE**

enumerator **LOG\_GRP\_IO**

enumerator **LOG\_GRP\_NETWORK**

enumerator **LOG\_GRP\_TA**

enumerator **LOG\_GRP\_TLS**

enumerator **LOG\_GRP\_GNUTLS**

enumerator **LOG\_GRP\_TLSCLIENT**

enumerator **LOG\_GRP\_XDP**

enumerator **LOG\_GRP\_DOH**

enumerator **LOG\_GRP\_DNSSEC**

enumerator **LOG\_GRP\_HINT**

enumerator **LOG\_GRP\_PLAN**

enumerator **LOG\_GRP\_ITERATOR**

enumerator **LOG\_GRP\_VALIDATOR**

enumerator **LOG\_GRP\_RESOLVER**

enumerator **LOG\_GRP\_SELECTION**

enumerator **LOG\_GRP\_ZCUT**

enumerator **LOG\_GRP\_COOKIES**

enumerator **LOG\_GRP\_STATISTICS**

enumerator **LOG\_GRP\_REBIND**

enumerator **LOG\_GRP\_WORKER**

enumerator **LOG\_GRP\_POLICY**

enumerator **LOG\_GRP\_TASENTINEL**

enumerator **LOG\_GRP\_TASIGNALING**

enumerator **LOG\_GRP\_TAUPDATE**

enumerator **LOG\_GRP\_DAF**

enumerator **LOG\_GRP\_DETECTTIMEJUMP**

enumerator **LOG\_GRP\_DETECTTIMESKEW**

enumerator **LOG\_GRP\_GRAPHITE**

enumerator **LOG\_GRP\_PREFILL**

enumerator **LOG\_GRP\_PRIMING**

enumerator **LOG\_GRP\_SRVSTALE**

enumerator **LOG\_GRP\_WATCHDOG**

enumerator **LOG\_GRP\_NSID**

enumerator **LOG\_GRP\_DNSTAP**

enumerator **LOG\_GRP\_TESTS**

enumerator **LOG\_GRP\_DOTAUTH**

enumerator **LOG\_GRP\_HTTP**

enumerator **LOG\_GRP\_CONTROL**

enumerator **LOG\_GRP\_MODULE**

enumerator **LOG\_GRP\_DEVEL**

enumerator **LOG\_GRP\_RENUMBER**

enumerator **LOG\_GRP\_EDE**

enumerator **LOG\_GRP\_REQDBG**

## Functions

void **kr\_log\_target\_set**(*kr\_log\_target\_t* target)

Set the current logging target.

bool **kr\_log\_group\_is\_set**(enum *kr\_log\_group* group)

void **kr\_log\_group\_add**(enum *kr\_log\_group* group)

void **kr\_log\_group\_reset**(void)

const char \***kr\_log\_grp2name**(enum *kr\_log\_group* group)

enum *kr\_log\_group* **kr\_log\_name2grp**(const char \*name)

void **kr\_log\_level\_set**(*kr\_log\_level\_t* level)

Set the current logging level.

const char \***kr\_log\_level2name**(*kr\_log\_level\_t* level)

*kr\_log\_level\_t* **kr\_log\_name2level**(const char \*name)

Return negative on error.

void **kr\_log\_req1**(const struct *kr\_request* \*const req, uint32\_t qry\_uid, const unsigned int indent, enum *kr\_log\_group* group, const char \*tag, const char \*fmt, ...)

void **kr\_log\_q1**(const struct *kr\_query* \*qry, enum *kr\_log\_group* group, const char \*tag, const char \*fmt, ...)

bool **kr\_log\_is\_debug\_fun**(enum *kr\_log\_group* group, const struct *kr\_request* \*req)

void **kr\_log\_fmt**(enum *kr\_log\_group* group, *kr\_log\_level\_t* level, const char \*file, const char \*line, const char \*func, const char \*fmt, ...)

## Variables

*kr\_log\_target\_t* **kr\_log\_target**

Current logging target.

Read only, please.

*kr\_log\_level\_t* **kr\_log\_level**

Current logging level.

Read only, please.



## DNSSEC, DATA VERIFICATION

Good news! Knot Resolver uses secure configuration by default, and this configuration should not be changed unless absolutely necessary, so feel free to skip over this section.

 **Warning**

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

Since version 4.0, **DNSSEC validation is enabled by default**. 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.

Following functions allow to modify DNSSEC configuration *if you really have to*:

```
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. If you want to use bootstrapping, install [lua-http](#) library.

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
```

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```
[ 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.

DNSSEC is main technology to protect data, but it is also possible to change how strictly resolver checks data from insecure DNS zones:

`mode(['strict' | 'normal' | 'permissive'])`

**Param**

New checking level specified as string (*optional*).

**Returns**

Current checking level.

Get or 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

<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.



## EXPERIMENTAL FEATURES

Following functionality and APIs are in continuous development. Features in this section may be changed, replaced or dropped in any release.

### 10.1 Run-time reconfiguration

Knot Resolver offers several ways to modify its configuration at run-time:

- Using control socket driven by an external system
- Using Lua program embedded in Resolver's configuration file

Both ways can also be combined: For example the configuration file can contain a little Lua function which gathers statistics and returns them in JSON string. This can be used by an external system which uses control socket to call this user-defined function and to retrieve its results.

#### 10.1.1 Control sockets

Control socket acts like “an interactive configuration file” so all actions available in configuration file can be executed interactively using the control socket. One possible use-case is reconfiguring the resolver instances from another program, e.g. a maintenance script.

##### Note

Each instance of Knot Resolver exposes its own control socket. Take that into account when scripting deployments with *Multiple instances*.

When Knot Resolver is started using Systemd (see section *Startup*) it creates a control socket in path `/run/knot-resolver/control/$ID`. Connection to the socket can be made from command line using e.g. `socat`:

```
$ socat - UNIX-CONNECT:/run/knot-resolver/control/1
```

When successfully connected to a socket, the command line should change to something like `>`. Then you can interact with `kresd` to see configuration or set a new one. There are some basic commands to start with.

```
> help()           -- shows help
> net.interfaces() -- lists available interfaces
> net.list()       -- lists running network services
```

The *direct output* of commands sent over socket is captured and sent back, which gives you an immediate response on the outcome of your command. The commands and their output are also logged in `contr1` group, on `debug` level if successful or `warning` level if failed (see around `log_level()`).

Control sockets are also a way to enumerate and test running instances, the list of sockets corresponds to the list of processes, and you can test the process for liveness by connecting to the UNIX socket.

### `map(lua_snippet)`

Executes the provided string as lua code on every running resolver instance and returns the results as a table.

Key `n` is always present in the returned table and specifies the total number of instances the command was executed on. The table also contains results from each instance accessible through keys 1 to `n` (inclusive). If any instance returns `nil`, it is not explicitly part of the table, but you can detect it by iterating through 1 to `n`.

```
> map('worker.id') -- return an ID of every active instance
{
  '2',
  '1',
  ['n'] = 2,
}
> map('worker.id == "1" or nil') -- example of `nil` return value
{
  [2] = true,
  ['n'] = 2,
}
```

The order of instances isn't guaranteed or stable. When you need to identify the instances, you may use `kluautil.kr_table_pack()` function to return multiple values as a table. It uses similar semantics with `n` as described above to allow `nil` values.

```
> map('require("kluautil").kr_table_pack(worker.id, stats.get("answer.total"))')
{
  {
    '2',
    42,
    ['n'] = 2,
  },
  {
    '1',
    69,
    ['n'] = 2,
  },
  ['n'] = 2,
}
```

If the command fails on any instance, an error is returned and the execution is in an undefined state (the command might not have been executed on all instances). When using the `map()` function to execute any code that might fail, your code should be wrapped in `pcall()` to avoid this issue.

```
> map('require("kluautil").kr_table_pack(pcall(net.tls, "cert.pem", "key.pem"))')
{
  {
    true, -- function succeeded
    true, -- function return value(s)
    ['n'] = 2,
  },
  {
    false, -- function failed
    'error occurred...', -- the returned error message
  }
}
```

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```

    ['n'] = 2,
  },
  ['n'] = 2,
}

```

### 10.1.2 Lua scripts

As it was mentioned in section *Syntax*, Resolver's configuration file contains program in Lua programming language. This allows you to write dynamic rules and helps you to avoid repetitive templating that is unavoidable with static configuration. For example parts of configuration can depend on `hostname()` of the machine:

```

if hostname() == 'hidden' then
    net.listen(net.eth0, 5353)
else
    net.listen('127.0.0.1')
    net.listen(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 Lua libraries (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')

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'))
    }
end

```

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```

}
-- reopen cache with 100M limit
cache.open(cache_size, 'lmdb://' .. cache_path)
end

```

## Helper functions

Following built-in functions are useful for scripting:

### **env (table)**

Retrieve environment variables.

Example:

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

### **fromjson(JSONstring)**

#### **Returns**

Lua representation of data in JSON string.

Example:

```

> fromjson('{"key1": "value1", "key2": {"subkey1": 1, "subkey2": 2}}')
[key1] => value1
[key2] => {
  [subkey1] => 1
  [subkey2] => 2
}

```

### **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 also affects ephemeral (self-signed) certificates generated by kresd for DNS over TLS.

### **package\_version()**

#### **Returns**

Current package version as string.

Example:

```

> package_version()
2.1.1

```

### **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, true if resolution was started

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
  end
else
  print ('rcode: ', pkt:rcode())
end
end)
```

`tojson(object)`

**Returns**

JSON text representation of *object*.

Example:

```
> testtable = { key1 = "value1", "key2" = { subkey1 = 1, subkey2 = 2 } }
> tojson(testtable)
{"key1":"value1","key2":{"subkey1":1,"subkey2":2}}
```

### 10.1.3 Asynchronous events

Lua language used in configuration file allows you to script actions upon various events, for example publish statistics each minute. Following example uses built-in function `event.recurrent()` which calls user-supplied anonymous function:

```
local ffi = require('ffi')
modules.load('stats')

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

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

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.

To persist state between two invocations of a function Lua uses concept called `closures`. In the following example function `speed_monitor()` is a closure function, which provides persistent variable called `previous`.

```
local ffi = require('ffi')
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_warn(ffi.C.LOG_GRP_STATISTICS, 'WARNING! More than 5 % of queries was_
↳slow!')
        end
        previous = now -- store current value in closure
    end
end

-- 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 monitoring probes that cooperate well with the daemon internal operations. See `event.socket()`.

Filesystem watchers are possible with `worker.coroutine()` and `cqueues`, see the `cqueues` documentation for more information. Here is a simple example:

```
local notify = require('cqueues.notify')
```

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```

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 information about the modified file
      print(name, notify[flag])
    end
  end
end)

```

### Timers and events reference

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

Execute function immediately and then periodically after each `interval`.

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!')
  -- Halve the interval for each iteration
  interval = interval / 2
end)

```

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```
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).

Example:

```
function async_print(testname, sleep)
    log(testname .. ': system time before sleep' .. tostring(os.time()))
    worker.sleep(sleep) -- other coroutines continue execution now
    log(testname .. ': system time AFTER sleep' .. tostring(os.time()))
end

worker.coroutine(function() async_print('call #1', 5) end)
worker.coroutine(function() async_print('call #2', 3) end)
```

Output from this example demonstrates that both calls to function `async_print` were executed asynchronously:

```
call #2: system time before sleep 1578065073
call #1: system time before sleep 1578065073
call #2: system time AFTER sleep 1578065076
call #1: system time AFTER sleep 1578065078
```

## 10.1.4 Etcd support

The `etcd` module connects to `etcd` peers and watches for configuration changes. By default, the module watches the subtree under `/knot-resolver` directory, but you can change this in the `etcd` library configuration.

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

```
$ etcdctl set /knot-resolver/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
```

### Example configuration

```
modules.load('etcd')
etcd.config({
    prefix = '/knot-resolver',
    peer = 'http://127.0.0.1:7001'
})
```

#### Warning

Work in progress!

### Dependencies

- `lua-etcd` library available in LuaRocks

```
$ luarocks --lua-version 5.1 install etcd --from=https://mah0x211.github.io/rocks/
```

## 10.2 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!

### 10.2.1 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-tpwxmgqdaurcqxsckxvdq5sty3opxlgcbjj43kumdq62kqqr72a.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-tpwxmgqdaurcqxsckxvdq5sty3opxlgcbjj43kumdq62kqqr72a.example.com`.

In that example, the base32 encoded (no padding) version of the sha256 PIN is `tpwxmgqdaurcqxsckxvdq5sty3opxlgcbjj43kumdq62kqqr72a`, which when converted to base64 translates to `m+12GgMFIiheEhKvUcOynjbn3WYQUp5tVGDh7Snwj/Q=`.

### 10.2.2 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:]'
tpwxmgqdaurcqxsckxvdq5sty3opxlgcbjj43kumdq62kqqr72a
```

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-
→tpwxmgqdaurcqxsckxvdq5sty3opxlgcbjj43kumdq62kqqr72a.a.example.com.
example.com. 3600 IN      NS      dot-
→tpwxmgqdaurcqxsckxvdq5sty3opxlgcbjj43kumdq62kqqr72a.b.example.com.

;; ADDITIONAL SECTION:
dot-tpwxmgqdaurcqxsckxvdq5sty3opxlgcbjj43kumdq62kqqr72a.a.example.com. 3600 IN A 192.0.
```

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```
↪ 2.1  
dot-tpwxmgqdaurcqxsckxvdq5sty3opxlgbjj43kumdq62kpqr72a.b.example.com. 3600 IN AAAA  
↪ 2001:DB8::1  
...  
...
```

### 10.2.3 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.

### 10.2.4 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.

### 10.2.5 Dependencies

- lua-basexx available in LuaRocks



## USAGE WITHOUT SYSTEMD

 **Tip**

Our upstream packages use systemd integration, which is the recommended way to run kresd. This section is only relevant if you choose to use kresd without systemd integration.

Knot Resolver is designed to be a single process without the use of threads. While the cache is shared, the individual processes are independent. This approach has several benefits, but it also comes with a few downsides, in particular:

- Without the use of threads or forking (deprecated, see #529), multiple processes aren't managed in any way by kresd.
- There is no maintenance thread and these tasks have to be handled by separate daemon(s) (such as *Garbage Collector*).

To offset these these disadvantages without implementing process management in kresd (and reinventing the wheel), Knot Resolver provides integration with systemd, which is widely used across GNU/Linux distributions.

If your use-case doesn't support systemd (e.g. using macOS, FreeBSD, Docker, OpenWrt, Turrís), this section describes the differences and things to keep in mind when configuring and running kresd without systemd integration.

### 11.1 Process management

There following should be taken into consideration when running without systemd:

- To utilize multiple CPUs, kresd has to be executed as several independent processes.
- Maintenance daemon(s) have to be executed separately.
- If a process crashes, it might be useful to restart it.
- Using some mechanism similar to *Watchdog* might be desirable to recover in case a process becomes unresponsive.

Please note, systemd isn't the only process manager and other solutions exist, such as *supervisord*. Configuring these is out of the scope of this document. Please refer to their respective documentations.

It is also possible to use kresd without any process management at all, which may be suitable for some purposes (such as low-traffic local / home network resolver, testing, development or debugging).

### 11.1.1 Garbage Collector

#### Note

When using systemd, `kres-cache-gc.service` is enabled by default and does not need any manual configuration.

Knot Resolver employs a separate garbage collector daemon which periodically trims the cache to keep its size below size limit configured using `cache.size`.

To execute the daemon manually, you can use the following command to run it every second:

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

## 11.2 Privileges and capabilities

The `kresd` daemon requires privileges when it is configured to bind to well-known ports. There are multiple ways to achieve this.

### 11.2.1 Using capabilities

The most secure and recommended way is to use capabilities and execute `kresd` as an unprivileged user.

- `CAP_NET_BIND_SERVICE` is required to bind to well-known ports.
- `CAP_SETPCAP` when this capability is available, `kresd` drops any extra capabilities after the daemon successfully starts when running as a non-root user.

### 11.2.2 Running as non-privileged user

Another possibility is to start the process as privileged user and then switch to a non-privileged user after binding to network interfaces.

`user(name[, group])`

#### Parameters

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

#### Returns

boolean

Drop privileges and start running 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.listen('127.0.0.1')
net.listen('::1')
user('knot-resolver', 'netgrp')
-- unprivileged
cache.size = 100*MB
```

---

Example output:

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

### 11.2.3 Running as root

#### Warning

Executing processes as root is generally insecure, as these processes have unconstrained access to the complete system at runtime.

While not recommended, it is also possible to run kresd directly as root.



## UPGRADING

This section summarizes steps required when upgrading to newer Knot Resolver versions. We advise users to also read *Release notes* for respective versions. Section *Module changes* is relevant only for users who develop or use third-party modules.

### 12.1 Upcoming changes

Following section provides information about selected changes in not-yet-released versions. We advise users to prepare for these changes sooner rather than later to make it easier to upgrade to newer versions when they are released.

- Command line option `--forks (-f)` is deprecated and will be eventually removed. Preferred way to manage *Multiple instances* is to use a process manager, e.g. `systemd` or `supervisord`.
- Function `verbose()` is deprecated and will be eventually removed. Preferred way to change logging level is use to `log_level()`.

### 12.2 5.4 to 5.5

#### 12.2.1 Packagers & Developers

- Knot DNS  $\geq 3.0.2$  is required.

#### 12.2.2 Module API changes

- Function `cache.zone_import` was removed; you can use `ffi.C.zi_zone_import` instead (different API).
- When using *PROXYv2 protocol*, the meaning of `qsource.flags` and `qsource.comm_flags` in *kr\_request* changes so that `flags` describes the original client communicating with the proxy, while `comm_flags` describes the proxy communicating with the resolver. When there is no proxy, `flags` and `comm_flags` are the same.

### 12.3 5.3 to 5.4

#### 12.3.1 Configuration file

- `kind='doh'` in `net.listen()` was renamed to `kind='doh_legacy'`. It is recommended to switch to the new DoH implementation with `kind='doh2'`.
- `verbose()` has been deprecated. In case you want to change logging level, there is new function `log_level()`.

## 12.3.2 Packagers & Developers

- meson option `verbose_log` was removed.

## 12.3.3 Module changes

- lua function `warn()` was removed, use `log_warn()` instead. The new function takes a log group number as the first argument.
- C functions `kr_log_req()` and `kr_log_q()` were replaced by `kr_log_req1()` and `kr_log_q1()` respectively. The new function have slightly different API.

## 12.4 5.2 to 5.3

### 12.4.1 Configuration file

- Module `dnstap`: option `log_responses` has been moved inside a new `client` section. Refer to the configuration example in *Dnstap (traffic collection)*.

### 12.4.2 Packagers & Developers

- Knot DNS `>= 2.9` is required.

## 12.5 5.1 to 5.2

### 12.5.1 Users

- DoH over HTTP/1 and unencrypted transports is still available in *legacy http module* (`kind='doh'`). This module will not receive any more bugfixes and will be eventually removed.
- Users of *Control sockets* API need to terminate each command sent to resolver with newline character (ASCII `\n`). Correct usage: `cache.stats()\n`. Newline terminated commands are accepted by all resolver versions `>= 1.0.0`.
- *DNS Flag Day 2020* is now effective and Knot Resolver uses maximum size of UDP answer to 1232 bytes. Please double-check your firewall, it has to allow DNS traffic on UDP and **also** TCP port 53.
- Human readable output in interactive mode and from *Control sockets* was improved and as consequence slightly changed its format. Users who need machine readable output for scripts should use Lua function `tojson()` to convert Lua values into standard JSON format instead of attempting to parse the human readable output. For example API call `tojson(cache.stats())\n` will return JSON string with `cache.stats()` results represented as dictionary. Function `tojson()` is available in all resolver versions `>= 1.0.0`.

### 12.5.2 Configuration file

- Statistics exporter *Graphite/InfluxDB/Metronome* now uses default prefix which combines `hostname()` and `worker.id` instead of bare `hostname()`. This prevents *Multiple instances* from sending conflicting statistics to server. In case you want to continue in previous time series you can manually set the old values using option `prefix` in *Graphite configuration*. Beware that non-default values require careful *Instance-specific configuration* to avoid conflicting names.
- Lua variable `worker.id` is now a string with either Systemd instance name or PID (instead of number). If your custom configuration uses `worker.id` value please check your scripts.

### 12.5.3 Module changes

- Reply packet `kr_request.answer` is not allocated immediately when the request comes. See the new `kr_request_ensure_answer()` function, wrapped for lua as `req:ensure_answer()`.

## 12.6 5.0 to 5.1

### 12.6.1 Module changes

- Modules which use `kr_request.trace_log` handler need update to modified handler API. Example migration is `modules/watchdog/watchdog.lua`.
- Modules which were using logger `kr_log_qverbose_impl()` need migration to new logger `kr_log_q()`. Example migration is `modules/rebinding/rebinding.lua`.
- Modules which were using `kr_ranked_rrarray_add()` should note that on success it no longer returns exclusively zero but index into the array (non-negative). Error states are unchanged (negative).

## 12.7 4.x to 5.x

### 12.7.1 Users

- Control socket location has changed

	4.x location	5.x location
with systemd	<code>/run/knot-resolver/control@\$ID</code>	<code>/run/knot-resolver/control/\$ID</code>
without systemd	<code>\$PWD/tty/\$PID</code>	<code>\$PWD/control/\$PID</code>

- `-f / --forks` command-line option is deprecated. In case you just want to trigger non-interactive mode, there's new `-n / --noninteractive`. This forking style was not ergonomic; with independent kresd processes you can better utilize a process manager (e.g. systemd).

### 12.7.2 Configuration file

- Network interface are now configured in `kresd.conf` with `net.listen()` instead of systemd sockets (#485). See the following examples.

#### Tip

You can find suggested network interface settings based on your previous systemd socket configuration in `/var/lib/knot-resolver/.upgrade-4-to-5/kresd.conf.net` which is created during the package update to version 5.x.

4.x - systemd socket file	5.x - kresd.conf
<b>kresd.socket</b> [Socket] ListenDatagram=127.0.0.1:53 ListenStream=127.0.0.1:53	<pre>net.listen('127.0.0.1', 53, { kind = 'dns' })</pre>
<b>kresd.socket</b> [Socket] FreeBind=true BindIPv6Only=both ListenDatagram=[::1]:53 ListenStream=[::1]:53	<pre>net.listen('127.0.0.1', 53, { kind = 'dns', freebind = true }) net.listen('::1', 53, { kind = 'dns', freebind = true })</pre>
<b>kresd-tls.socket</b> [Socket] ListenStream=127.0.0.1:853	<pre>net.listen('127.0.0.1', 853, { kind = 'tls' })</pre>
<b>kresd-doh.socket</b> [Socket] ListenStream=127.0.0.1:443	<pre>net.listen('127.0.0.1', 443, { kind = 'doh' })</pre>
<b>kresd-webmgmt.socket</b> [Socket] ListenStream=127.0.0.1:8453	<pre>net.listen('127.0.0.1', 8453, { kind = 'webmgmt' })</pre>

- `net.listen()` throws an error if it fails to bind. Use `freebind=true` option to bind to nonlocal addresses.

## 12.8 4.2.2 to 4.3+

### 12.8.1 Module changes

- In case you wrote your own module which directly calls function `kr_ranked_rrarray_add()`, you need to additionally call function `kr_ranked_rrarray_finalize()` after each batch (before changing the added memory regions). For a specific example see [changes in dns64 module](#).

## 12.9 4.x to 4.2.1+

### 12.9.1 Users

- If you have previously installed `knot-resolver-dbg` package on Debian, please remove it and install `knot-resolver-dbg` instead.

## 12.10 3.x to 4.x

### 12.10.1 Users

- DNSSEC validation is now turned on by default. If you need to disable it, see *DNSSEC, data verification*.
- `-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 *Legacy DNS-over-HTTPS (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 *Networking and protocols*. Migration table:

3.x configuration	4.x configuration
<code>modules = { http = { host = '192.0.2.1', port = 443 } }</code>	see chapter <i>Networking and protocols</i>
<code>http.config({ host = '192.0.2.1', port = 443 })</code>	see chapter <i>Networking and protocols</i>
<code>modules = { http = { endpoints = ... } }</code>	see chapter <i>Custom HTTP services</i>
<code>http.config({ endpoints = ... })</code>	see chapter <i>Custom HTTP services</i>

### 12.10.2 Packagers & Developers

- Knot DNS `>= 2.8` is required.
- `meson >= 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](#).

## 12.11 2.x to 3.x

### 12.11.1 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.)

### 12.11.2 Packagers & Developers

- Knot DNS `>= 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.

## RELEASE NOTES

### 13.1 Version numbering

Version number format is `major.minor.patch`. Knot Resolver does not use semantic versioning even though the version number looks similar.

Leftmost number which was changed signalizes what to expect when upgrading:

#### Major version

- Manual upgrade steps might be necessary, please follow instructions in *Upgrading* section.
- Major releases may contain significant changes including changes to configuration format.
- We might release a new major also when internal implementation details change significantly.

#### Minor version

- Configuration stays compatible with the previous version, except for undocumented or very obscure options.
- Upgrade should be seamless for users who use modules shipped as part of Knot Resolver distribution.
- Incompatible changes in internal APIs are allowed in minor versions. Users who develop or use custom modules (i.e. modules not distributed together with Knot Resolver) need to double check their modules for incompatibilities. *Upgrading* section should contain hints for module authors.

#### Patch version

- Everything should be compatible with the previous version.
- API for modules should be stable on best effort basis, i.e. API is very unlikely to break in patch releases.
- Custom modules might need to be recompiled, i.e. ABI compatibility is not guaranteed.

This definition is not applicable to versions older than 5.2.0.

### 13.2 Knot Resolver 5.7.5 (2025-04-24)

#### 13.2.1 Security

- DoS: fix unconfirmed crashes with the line below (!1683) [system] requirement “`h && h->end > h->begin`” failed in `queue_pop_impl`

### 13.2.2 Improvements

- tests: disable problematic config.http test (#925, !1678)
- validator: accept a confusing NODATA proof with insecure delegation (!1678)

### 13.2.3 Bugfixes

- daemon/http: DoH stream got stuck after returning an error code (!1652)
- stats: request latency was very incorrect in some cases (!1678)

## 13.3 Knot Resolver 5.7.4 (2024-07-23)

### 13.3.1 Security

- reduce buffering of transmitted data, especially TCP-based in userspace Also expose some of the new tweaks in lua:

```
(require 'ffi').C.the_worker.engine.net.tcp.user_timeout = 1000 (require 'ffi').C.the_worker.engine.net.listen_{tcp,udp}_buffens.{snd,rcv}
```

### 13.3.2 Improvements

- add the fresh DNSSEC root key “KSK-2024” already, Key ID 38696 (!1556)

### 13.3.3 Incompatible changes

- libknot 3.0.x support is dropped (!1558) Upstream last maintained 3.0.x in spring 2022.

## 13.4 Knot Resolver 5.7.3 (2024-05-30)

### 13.4.1 Improvements

- stats: add separate metrics for IPv6 and IPv4 (!1544)

### 13.4.2 Bugfixes

- fix NSEC3 records missing in answer for positive wildcard expansion with the NSEC3 having over-limit iteration count (#910, !1550)

## 13.5 Knot Resolver 5.7.2 (2024-03-27)

### 13.5.1 Bugfixes

- fix on 32-bit systems with 64-bit time\_t (!1510)

## 13.6 Knot Resolver 5.7.1 (2024-02-13)

### 13.6.1 Security

- CVE-2023-50868: NSEC3 closest encoder proof can exhaust CPU \* validator: lower the NSEC3 iteration limit (150 -> 50) \* validator: similarly also limit excessive NSEC3 salt length \* cache: limit the amount of work on SHA1 in NSEC3 aggressive cache \* validator: limit the amount of work on SHA1 in NSEC3 proofs \* validator: refuse to validate answers with more than 8 NSEC3 records

- CVE-2023-50387 “KeyTrap”: DNSSEC verification complexity could be exploited to exhaust CPU resources and stall DNS resolvers. Solution boils down mainly to limiting crypto-validations per packet.

We would like to thank Elias Heftrig, Haya Schulmann, Niklas Vogel and Michael Waidner from the German National Research Center for Applied Cybersecurity ATHENE for bringing this vulnerability to our attention.

## 13.6.2 Improvements

- update addresses of B.root-servers.net (!1478)

## 13.6.3 Bugfixes

- fix potential SERVFAIL deadlocks if net.ipv6 = false (#880)

## 13.7 Knot Resolver 5.7.0 (2023-08-22)

### 13.7.1 Security

- avoid excessive TCP reconnections in a few more cases (!1448) Like before, the remote server had to behave nonsensically in order to inflict this upon itself, but it might be abusable for DoS.

We thank Ivan Jedek from OryxLabs for reporting this. CVE-2023-46317 got later assigned to this issue.

### 13.7.2 Improvements

- forwarding mode: tweak dealing with failures from forwarders, in particular prefer sending CD=0 upstream (!1392)

### 13.7.3 Bugfixes

- fix unusual timestamp format in debug dumps of records (!1386)
- adjust linker options; it should help less common platforms (!1384)
- hints module: fix names inside home.arpa. (!1406)
- EDNS padding (RFC 8467) compatibility with knot-dns 3.3 libs (!1422)

## 13.8 Knot Resolver 5.6.0 (2023-01-26)

### 13.8.1 Security

- avoid excessive TCP reconnections in some cases (!1380) For example, a DNS server that just closes connections without answer could cause lots of work for the resolver (and itself, too). The number of connections could be up to around 100 per client’s query.

We thank Xiang Li from NISL Lab, Tsinghua University, and Xuesong Bai and Qifan Zhang from DSP Lab, UCI.

### 13.8.2 Improvements

- daemon: feed server selection with more kinds of bad-answer events (!1380)
- cache.max\_ttl(): lower the default from six days to one day and apply both limits to the first uncached answer already (!1323 #127)
- depend on jemalloc, preferably, to improve memory usage (!1353)

- no longer accept DNS messages with trailing data (!1365)
- policy.STUB: avoid applying aggressive DNSSEC denial proofs (!1364)
- policy.STUB: avoid copying +dnssec flag from client to upstream (!1364)

### 13.8.3 Bugfixes

- policy.DEBUG\_IF: don't print client's packet unconditionally (!1366)

## 13.9 Knot Resolver 5.5.3 (2022-09-21)

### 13.9.1 Security

- fix CPU-expensive DoS by malicious domains - CVE-2022-40188

### 13.9.2 Improvements

- fix config\_tests on macOS (both HW variants)

## 13.10 Knot Resolver 5.5.2 (2022-08-16)

### 13.10.1 Improvements

- support libknot 3.2 (!1309)
- priming module: hide failures from the default log level (!1310)
- reduce memory usage in some cases (!1328)

### 13.10.2 Bugfixes

- daemon/http: improve URI checks to fix some proxies (#746, !1311)
- daemon/tls: fix a double-free for some cases of policy.TLS\_FORWARD (!1314)
- hints module: improve parsing comments in hosts files (!1315)
- renumber module: fix renumbering with name matching again (#760, !1334)

## 13.11 Knot Resolver 5.5.1 (2022-06-14)

### 13.11.1 Improvements

- daemon/tls: disable TLS resumption via tickets for TLS <= 1.2 (#742, !1295)
- daemon/http: DoH now responds with proper HTTP codes (#728, !1279)
- renumber module: allow rewriting subnet to a single IP (!1302)
- renumber module: allow arbitrary netmask (!1306)
- nameserver selection algorithm: improve IPv6 avoidance if broken (!1298)

### 13.11.2 Bugfixes

- modules/dns64: fix incorrect packet writes for cached packets (#727, !1275)
- xdp: make it work also with libknot 3.1 (#735, !1276)
- prefill module: fix lockup when starting multiple idle instances (!1285)
- validator: fix some failing negative NSEC proofs (!1294, #738, #443)

## 13.12 Knot Resolver 5.5.0 (2022-03-15)

### 13.12.1 Improvements

- extended\_errors: module for extended DNS error support, RFC8914 (!1234)
- policy: log policy actions; useful for RPZ debugging (!1239)
- policy: new action policy.IPTRACE for logging request origin (!1239)
- prefill module: prepare for ZONEMD, improve performance (!1225)
- validator: conditionally ignore SHA1 DS, as SHOULD by RFC4509 (!1251)
- lib/resolve: use EDNS padding for outgoing TLS queries (!1254)
- support for PROXYv2 protocol (!1238)
- lib/resolve, policy: new NO\_ANSWER flag for not responding to clients (!1257)

### 13.12.2 Incompatible changes

- libknot >= 3.0.2 is required

### 13.12.3 Bugfixes

- doh2: fix CORS by adding *access-control-allow-origin*: \* (!1246)
- net: fix listen by interface - add interface suffix to link-local IPv6 (!1253)
- daemon/tls: fix resumption for outgoing TLS (e.g. TLS\_FORWARD) (!1261)
- nameserver selection: fix interaction of timeouts with reboots (#722, !1269)

## 13.13 Knot Resolver 5.4.4 (2022-01-05)

### 13.13.1 Bugfixes

- fix bad zone cut update in certain cases (e.g. AWS; !1237)

## 13.14 Knot Resolver 5.4.3 (2021-12-01)

### 13.14.1 Improvements

- lua: add kres.parse\_rdata() to parse RDATA from string to wire format (!1233)
- lua: add policy.domains() for exact domain name matching (!1228)

### 13.14.2 Bugfixes

- policy.rpz: fix origin detection in files without \$ORIGIN (!1215)
- lua: log() works again; broken in 5.4.2 (!1223)
- policy: correctly include EDNS0 previously omitted by some actions (!1230)
- edns\_keepalive: module is now properly loaded (!1229, thanks Josh Soref!)

## 13.15 Knot Resolver 5.4.2 (2021-10-13)

### 13.15.1 Improvements

- dns64 module: also map the reverse (PTR) subtree (#478, !1201)
- dns64 module: allow disabling based on client address (#368, !1201)
- dns64 module: allow configuring AAAA subnets not allowed in answer (!1201)
- nameserver selection algorithm: improve IPv6 avoidance if broken (!1207)

### 13.15.2 Bugfixes

- lua: log() output is visible with default log level again (!1208)
- build: fix when knot-dns headers are on non-standard location (!1210)

## 13.16 Knot Resolver 5.4.1 (2021-08-19)

### 13.16.1 Improvements

- docker: base image on Debian 11 (!1203)

### 13.16.2 Bugfixes

- fix build without doh2 support after 5.4.0 (!1197)
- fix policy.DEBUG\* logging and -V/-version after 5.4.0 (!1199)
- doh2: ensure memory from unsend streams is freed (!1202)

## 13.17 Knot Resolver 5.4.0 (2021-07-29)

### 13.17.1 Improvements

- fine grained logging and syslog support (!1181)
- expose HTTP headers for processing DoH requests (!1165)
- improve assertion mechanism for debugging (!1146)
- support apkg tool for packaging workflow (!1178)
- support Knot DNS 3.1 (!1192, !1194)

### 13.17.2 Bugfixes

- `trust_anchors.set_insecure`: improve precision (#673, !1177)
- plug memory leaks related to TCP (!1182)
- `policy.FLAGS`: fix not applying properly in edge cases (!1179)
- fix a crash with older libuv inside timer processing (!1195)

### 13.17.3 Incompatible changes

- see upgrading guide: <https://knot-resolver.readthedocs.io/en/stable/upgrading.html#to-5-4>
- legacy DoH implementation configuration in `net.listen()` was renamed from `kind="doh"` to `kind="doh_legacy"` (!1180)

## 13.18 Knot Resolver 5.3.2 (2021-05-05)

### 13.18.1 Security

- `validator`: fix 5.3.1 regression on over-limit NSEC3 edge case (!1169) Assertion might be triggered by query/answer, potentially DoS. CVE-2021-40083 was later assigned.

### 13.18.2 Improvements

- `cache`: improve handling write errors from LMDB (!1159)
- `doh2`: improve handling of stream errors (!1164)

### 13.18.3 Bugfixes

- `dnstap` module: fix repeated configuration (!1168)
- `validator`: fix SERVFAIL for some rare dynamic proofs (!1166)
- fix SIGBUS on uncommon ARM machines (unaligned access; !1167, #426)
- `cache`: better resilience on abnormal termination/restarts (!1172)
- `doh2`: fix memleak on stream write failures (!1161)

## 13.19 Knot Resolver 5.3.1 (2021-03-31)

### 13.19.1 Improvements

- `policy.STUB`: try to avoid TCP (compared to 5.3.0; !1155)
- `validator`: downgrade NSEC3 records with too many iterations (>150; !1160)
- additional improvements to nameserver selection algorithm (!1154, !1150)

### 13.19.2 Bugfixes

- `dnstap` module: don't break request resolution on `dnstap` errors (!1147)
- `cache` garbage collector: fix crashes introduced in 5.3.0 (!1153)
- `policy.TLS_FORWARD`: better avoid dead addresses (#671, !1156)

## 13.20 Knot Resolver 5.3.0 (2021-02-25)

### 13.20.1 Improvements

- more consistency in using parent-side records for NS addresses (!1097)
- better algorithm for choosing nameservers (!1030, !1126, !1140, !1141, !1143)
- daf module: add daf.clear() (!1114)
- dnstap module: more features and don't log internal requests (!1103)
- dnstap module: include in upstream packages and Docker image (!1110, !1118)
- randomize record order by default, i.e. reorder\_RR(true) (!1124)
- prometheus module: transform graphite tags into prometheus labels (!1109)
- avoid excessive logging of UDP replies with sendmmsg (!1138)

### 13.20.2 Bugfixes

- view: fail config if bad subnet is specified (!1112)
- doh2: fix memory leak (!1117)
- policy.ANSWER: minor fixes, mainly around NODATA answers (!1129)
- http, watchdog modules: fix stability problems (!1136)

### 13.20.3 Incompatible changes

- dnstap module: *log\_responses* option gets nested under *client*; see new docs for config example (!1103)
- libknot >= 2.9 is required

## 13.21 Knot Resolver 5.2.1 (2020-12-09)

### 13.21.1 Improvements

- doh2: send Cache-Control header with TTL (#617, !1095)

### 13.21.2 Bugfixes

- fix map() command on 32-bit platforms; regressed in 5.2.0 (!1093)
- doh2: restrict endpoints to doh and dns-query (#636, !1104)
- renumber: map to correct subnet when using multiple rules (!1107)

## 13.22 Knot Resolver 5.2.0 (2020-11-11)

### 13.22.1 Improvements

- doh2: add native C module for DNS-over-HTTPS (#600, !997)
- xdp: add server-side XDP support for higher UDP performance (#533, !1083)
- lower default EDNS buffer size to 1232 bytes (#538, #300, !920); see <https://www.dnsflagday.net/2020/>
- net: split the EDNS buffer size into upstream and downstream (!1026)

- lua-http doh: answer to /dns-query endpoint as well as /doh (!1069)
- improve resiliency against UDP fragmentation attacks (disable PMTUD) (!1061)
- ta\_update: warn if there are differences between statically configured keys and upstream (#251, !1051)
- human readable output in interactive mode was improved
- doc: generate info page (!1079)
- packaging: improve sysusers and tmpfiles support (!1080)

### 13.22.2 Bugfixes

- avoid an assert() error in stash\_rrset() (!1072)
- fix emergency cache locking bug introduced in 5.1.3 (!1078)
- migrate map() command to control sockets; fix systemd integration (!1000)
- fix crash when sending back errors over control socket (!1000)
- fix SERVFAIL while processing forwarded CNAME to a sibling zone (#614, !1070)

### 13.22.3 Incompatible changes

- see upgrading guide: <https://knot-resolver.readthedocs.io/en/stable/upgrading.html#to-5-2>
- minor changes in module API
- control socket API commands have to be terminated by “n”
- graphite: default prefix now contains instance identifier (!1000)
- build: meson >= 0.49 is required (!1082)

## 13.23 Knot Resolver 5.1.3 (2020-09-08)

### 13.23.1 Improvements

- capabilities are no longer constrained when running as root (!1012)
- cache: add percentage usage to cache.stats() (#580, !1025)
- cache: add number of cache entries to cache.stats() (#510, !1028)
- aarch64 support again, as some systems still didn't work (!1033)
- support building against Knot DNS 3.0 (!1053)

### 13.23.2 Bugfixes

- tls: fix compilation to support net.tls\_sticket\_secret() (!1021)
- validator: ignore bogus RRSIGs present in insecure domains (!1022, #587)
- build if libsystemd version isn't detected as integer (#592, !1029)
- validator: more robust reaction on missing RRSIGs (#390, !1020)
- ta\_update module: fix broken RFC5011 rollover (!1035)
- garbage collector: avoid keeping multiple copies of cache (!1042)

## 13.24 Knot Resolver 5.1.2 (2020-07-01)

### 13.24.1 Bugfixes

- hints module: NODATA answers also for non-address queries (!1005)
- tls: send alert to peer if handshake fails (!1007)
- cache: fix interaction between LMDB locks and preallocation (!1013)
- cache garbage collector: fix flushing of messages to logs (!1009)
- cache garbage collector: fix insufficient GC on 32-bit systems (!1009)
- graphite module: do not block resolver on TCP failures (!1014)
- policy.rpz various fixes (!1016): \$ORIGIN issues, precision of warnings, allow answering with multi-RR sets

## 13.25 Knot Resolver 5.1.1 (2020-05-19)

### 13.25.1 Security

- fix CVE-2020-12667: mitigation for NXNSAttack DNS protocol vulnerability

### 13.25.2 Bugfixes

- control sockets: recognize newline as command boundary

## 13.26 Knot Resolver 5.1.0 (2020-04-29)

### 13.26.1 Improvements

- cache garbage collector: reduce filesystem operations when idle (!946)
- policy.DEBUG\_ALWAYS and policy.DEBUG\_IF for limited verbose logging (!957)
- daemon: improve TCP query latency under heavy TCP load (!968)
- add policy.ANSWER action (!964, #192)
- policy.rpz support fake A/AAAA (!964, #194)

### 13.26.2 Bugfixes

- cache: missing filesystem support for pre-allocation is no longer fatal (#549)
- lua: policy.rpz() no longer watches the file when watch is set to false (!954)
- fix a strict aliasing problem that might've lead to "miscompilation" (!962)
- fix handling of DNAMEs, especially signed ones (#234, !965)
- lua resolve(): correctly include EDNS0 in the virtual packet (!963) Custom modules might have been confused by that.
- do not leak bogus data into SERVFAIL answers (#396)
- improve random Lua number generator initialization (!979)
- cache: fix CNAME caching when validation is disabled (#472, !974)
- cache: fix CNAME caching in policy.STUB mode (!974)

- prefill: fix crash caused by race condition with resolver startup (!983)
- webmgmt: use javascript scheme detection for websockets' protocol (#546)
- daf module: fix del(), deny(), drop(), tc(), pass() functions (#553, !966)
- policy and daf modules: expose initial query when evaluating postrules (#556)
- cache: fix some cases of caching answers over 4 KiB (!976)
- docs: support sphinx 3.0.0+ (!978)

### 13.26.3 Incompatible changes

- minor changes in module API; see upgrading guide: <https://knot-resolver.readthedocs.io/en/stable/upgrading.html>

## 13.27 Knot Resolver 5.0.1 (2020-02-05)

### 13.27.1 Bugfixes

- systemd: use correct cache location for garbage collector (#543)

### 13.27.2 Improvements

- cache: add cache.fssize() lua function to configure entire free disk space on dedicated cache partition (#524, !932)

## 13.28 Knot Resolver 5.0.0 (2020-01-27)

### 13.28.1 Incompatible changes

- see upgrading guide: <https://knot-resolver.readthedocs.io/en/stable/upgrading.html>
- systemd sockets are no longer supported (#485)
- net.listen() throws an error if it fails to bind; use freebind option if needed
- control socket location has changed (!922)
- -f/--forks is deprecated (#529, !919)

### 13.28.2 Improvements

- logging: control-socket commands don't log unless --verbose (#528)
- use SO\_REUSEPORT\_LB if available (FreeBSD 12.0+)
- lua: remove dependency on lua-socket and lua-sec, used lua-http and cqueues (#512, #521, !894)
- lua: remove dependency on lua-filesystem (#520, !912)
- net.listen(): allow binding to non-local address with freebind option (!898)
- cache: pre-allocate the file to avoid SIGBUS later (not macOS; !917, #525)
- lua: be stricter around nonsense returned from modules (!901)
- user documentation was reorganized and extended (!900, !867)
- multiple config files can be used with --config/-c option (!909)

- lua: stop trying to tweak lua's GC (!201)
- systemd: add SYSTEMD\_INSTANCE env variable to identify different instances (!906)

### 13.28.3 Bugfixes

- correctly use EDNS(0) padding in failed answers (!921)
- policy and daf modules: fix postrules and reroute rules (!901)
- renumber module: don't accidentally zero-out request's .state (!901)

## 13.29 Knot Resolver 4.3.0 (2019-12-04)

### 13.29.1 Security - CVE-2019-19331

- fix speed of processing large RRsets (DoS, #518)
- improve CNAME chain length accounting (DoS, !899)

### 13.29.2 Bugfixes

- http module: use SO\_REUSEPORT (!879)
- systemd: kresd@.service now properly starts after network interfaces have been configured with IP addresses after reboot (!884)
- sendmmsg: improve reliability (!704)
- cache: fix crash on insertion via lua for NS and CNAME (!889)
- rpm package: move root.keys to /var/lib/knot-resolver (#513, !888)

### 13.29.3 Improvements

- increase file-descriptor count limit to maximum allowed value (hard limit; !876)
- watchdog module: support testing a DNS query (and switch C -> lua; !878, !881)
- performance: use sendmmsg syscall towards clients by default (!877)
- performance: avoid excessive getsockname() syscalls (!854)
- performance: lua-related improvements (!874)
- daemon now attempts to drop all capabilities (!896)
- reduce CNAME chain length limit - now <= 12 (!899)

## 13.30 Knot Resolver 4.2.2 (2019-10-07)

### 13.30.1 Bugfixes

- lua bindings: fix a 4.2.1 regression on 32-bit systems (#514) which also fixes libknot 2.9 support on all systems

## 13.31 Knot Resolver 4.2.1 (2019-09-26)

### 13.31.1 Bugfixes

- rebinding module: fix handling some requests, respect ALLOW\_LOCAL flag

- fix incorrect SERVFAIL on cached bogus answer for +cd request (!860) (regression since 4.1.0 release, in less common cases)
- prefill module: allow a different module-loading style (#506)
- validation: trim TTLs by RRSIG's expiration and original TTL (#319, #504)
- NS choice algorithm: fix a regression since 4.0.0 (#497, !868)
- policy: special domains home.arpa. and local. get NXDOMAIN (!855)

### 13.31.2 Improvements

- add compatibility with (future) libknot 2.9

## 13.32 Knot Resolver 4.2.0 (2019-08-05)

### 13.32.1 Improvements

- queries without RD bit set are REFUSED by default (!838)
- support forwarding to multiple targets (!825)

### 13.32.2 Bugfixes

- `tls_client`: fix issue with TLS session resumption (#489)
- rebinding module: fix another false-positive assertion case (!851)

### 13.32.3 Module API changes

- `kr_request::add_selected` is now really put into answer, instead of the “duplicate” `::additional` field (#490)

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

### 13.33.1 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)

### 13.33.2 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)

### 13.33.3 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)

### 13.33.4 Module API changes

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

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

### 13.34.1 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

### 13.34.2 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

### 13.34.3 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)

### 13.34.4 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.

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

### 13.35.1 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!

### 13.35.2 Improvements

- improve handling of timed out 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

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

### 13.36.1 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

### 13.36.2 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)

### 13.36.3 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)

### 13.36.4 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

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

### 13.37.1 Incompatible changes

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

### 13.37.2 Improvements

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

### 13.37.3 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)

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

### 13.38.1 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/postorius/lists/knot-resolver-announce.lists.nic.cz/>

### 13.38.2 Bugfixes

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

### 13.38.3 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

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

### 13.39.1 Security

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

### 13.39.2 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)

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

### 13.40.1 Incompatible changes

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

### 13.40.2 Security

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

### 13.40.3 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)

### 13.40.4 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)

### 13.40.5 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)

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

### 13.41.1 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)

### 13.41.2 New features

- new policy.REFUSE to reply REFUSED to clients

### 13.41.3 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)

### 13.41.4 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)

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

### 13.42.1 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.)

### 13.42.2 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

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

### 13.43.1 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.

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

### 13.44.1 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

### 13.44.2 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

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

### 13.45.1 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)

### 13.45.2 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

### 13.45.3 Bugfixes

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

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

### 13.46.1 Bugfixes

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

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

### 13.47.1 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.

### 13.47.2 Bugfixes

- memcached: fix fallout from module rename in 1.5.1

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

### 13.48.1 Incompatible changes

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

### 13.48.2 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)

### 13.48.3 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

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

### 13.49.1 Bugfixes

- fix loading modules on Darwin

### 13.49.2 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)

## 13.50 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.

### 13.50.1 Improvements

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

### 13.50.2 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?

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

### 13.51.1 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`.

### 13.51.2 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).

### 13.51.3 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

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

### 13.52.1 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.

### 13.52.2 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

### 13.52.3 Improvements

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

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

### 13.53.1 Security

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

### 13.53.2 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)

### 13.53.3 Improvements

- embedded LMDB fallback: update 0.9.18 -> 0.9.21

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

### 13.54.1 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

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

### 13.55.1 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.

### 13.55.2 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.

### 13.55.3 Bugfixes

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

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

### 13.56.1 Security

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

### 13.56.2 Improvements

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

### 13.56.3 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

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

### 13.57.1 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

### 13.57.2 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)

### 13.57.3 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 timed out
- 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

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

### 13.58.1 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.

### 13.58.2 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

### 13.58.3 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

## 13.59 Knot Resolver 1.2.3 (2017-02-23)

### 13.59.1 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

## 13.60 Knot Resolver 1.2.2 (2017-02-10)

### 13.60.1 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

### 13.60.2 Testing:

- Update tests to run tests with and without QNAME minimization

## 13.61 Knot Resolver 1.2.1 (2017-02-01)

### 13.61.1 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.

### 13.61.2 Documentation

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

### 13.61.3 Bugfixes:

- lua: make the map command check its arguments

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

### 13.62.1 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.

### 13.62.2 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

### 13.62.3 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.

### **13.62.4 Miscellaneous:**

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

## **13.63 Knot Resolver 1.1.1 (2016-08-24)**

### **13.63.1 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

### **13.63.2 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

## **13.64 Knot Resolver 1.1.0 (2016-08-12)**

### **13.64.1 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

## **13.65 Knot Resolver 1.0.0 (2016-05-30)**

### **13.65.1 Initial release:**

- The first initial release

## BUILDING FROM SOURCES

**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.nic.cz/knot/knot-resolver.git
```

### 14.1 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 >= 0.49	<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 3.0.2+	Knot DNS libraries
LuaJIT 2.0+	Embedded scripting language
libuv 1.7+	Multiplatform I/O and services
lmdb	Memory-mapped database for cache
GnuTLS	TLS

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

<sup>1</sup> If `meson >= 0.49` 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`).

Optional	Needed for	Notes
<code>jemalloc</code>	<code>daemon</code>	Improve long-term memory consumption.
<code>nghttp2</code>	<code>daemon</code>	DNS over HTTPS support.
<code>libsystemd</code>	<code>daemon</code>	Systemd watchdog support.
<code>libcap-ng</code>	<code>daemon</code>	Linux capabilities: support dropping them.
<code>lua-basexx</code>	<code>config tests</code>	Number base encoding/decoding for Lua.
<code>lua-http</code>	<code>modules/http</code>	HTTP/2 client/server for Lua.
<code>lua-cqueues</code>	some lua modules	
<code>cmocka</code>	<code>unit tests</code>	Unit testing framework.
<code>dnsdist</code>	<code>proxyv2 test</code>	DNS proxy server
<code>Doxygen</code>	<code>documentation</code>	Generating API documentation.
<code>Sphinx and sphinx_rtd_theme</code>	<code>documentation</code>	Building this documentation.
<code>Texinfo</code>	<code>documentation</code>	Generating this documentation in Info format.
<code>breathe</code>	<code>documentation</code>	Exposing Doxygen API doc to Sphinx.
<code>libprotobuf 3.0+</code>	<code>modules/dnstap</code>	Protocol Buffers support for <code>dnstap</code> .
<code>libprotobuf-c 1.0+</code>	<code>modules/dnstap</code>	C bindings for Protobuf.
<code>libfstrm 0.2+</code>	<code>modules/dnstap</code>	Frame Streams data transport protocol.
<code>luacheck</code>	<code>lint-lua</code>	Syntax and static analysis checker for Lua.
<code>clang-tidy</code>	<code>lint-c</code>	Syntax and static analysis checker for C.
<code>luacov</code>	<code>check-config</code>	Code coverage analysis for Lua modules.

### 14.1.1 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](#).

## 14.2 Compilation

#### **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](#).

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 setup 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](#).

## 14.2.1 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 setup build_dir
$ meson configure build_dir
```

To customize project build options, use `-Doption=value` when creating a build directory:

```
$ meson setup build_dir -Ddoc=enabled
```

... or change options in an already existing build directory:

```
$ meson configure build_dir -Ddoc=enabled
```

## 14.2.2 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.

## 14.3 Tests

The following is a non-comprehensive lists of various tests that can be found in this repo. These can be enabled by the build system.

### 14.3.1 Unit tests

The unit tests depend on `cmocka` and can easily be executed after compilation. They are enabled by default (if `cmocka` is found).

```
$ ninja -C build_dir
$ meson test -C build_dir --suite unit
```

### 14.3.2 Postinstall tests

The following tests require a working installation of kresd. The binary kresd found in \$PATH will be tested. When testing through meson, \$PATH is modified automatically and you just need to make sure to install kresd first.

```
$ ninja install -C build_dir
```

### 14.3.3 Config tests

Config tests utilize the kresd's lua config file to execute arbitrary tests, typically testing various modules, their API etc.

To enable these tests, specify `-Dconfig_tests=enabled` option for meson. Multiple dependencies are required (refer to meson's output when configuring the build dir).

```
$ meson configure build_dir -Dconfig_tests=enabled
$ ninja install -C build_dir
$ meson test -C build_dir --suite config
```

### 14.3.4 Extra tests

The extra tests require a large set of additional dependencies and executing them outside of upstream development is probably redundant.

To enable these tests, specify `-Dextra_tests=enabled` option for meson. Multiple dependencies are required (refer to meson's output when configuring the build dir). Enabling `extra_tests` automatically enables config tests as well.

#### Integration tests

The integration tests are using Deckard, the [DNS test harness](#). The tests simulate specific DNS scenarios, including authoritative server and their responses. These tests rely on linux namespaces, refer to Deckard documentation for more info.

```
$ meson configure build_dir -Dextra_tests=enabled
$ ninja install -C build_dir
$ meson test -C build_dir --suite integration
```

#### Pytests

The pytest suite is designed to spin up a kresd instance, acquire a connected socket, and then performs any tests on it. These tests are used to test for example TCP, TLS and its connection management.

```
$ meson configure build_dir -Dextra_tests=enabled
$ ninja install -C build_dir
$ meson test -C build_dir --suite pytests
```

### 14.3.5 Useful meson commands

It's possible to run only specific test suite or a test.

```
$ meson test -C build_dir --help
$ meson test -C build_dir --list
```

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```
$ meson test -C build_dir --no-suite postinstall
$ meson test -C build_dir integration.serve_stale
```

## 14.4 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 configure build_dir -Ddoc=enabled
$ ninja -C build_dir doc
```

## 14.5 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-archive.sh
```

## 14.6 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`
- `-Dsystemd_files=enabled` for systemd unit files
- `-Ddoc=enabled` for offline documentation (see *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

### 14.6.1 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.

To install systemd unit files, use the `-Dsystemd_files=enabled` build option.

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
```

## 14.6.2 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!).

## 14.7 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 .
```

## CUSTOM HTTP SERVICES

This chapter describes how to create custom HTTP services inside Knot Resolver. Please read HTTP module basics in chapter *Other HTTP services* before continuing.

Each network address+protocol+port combination configured using `net.listen()` is associated with *kind* of endpoint, e.g. `doh_legacy` or `webmgmt`.

Each of these *kind* names is associated with table of HTTP endpoints, and the default table can be replaced using `http.config()` configuration call which allows you to provide your own HTTP endpoints.

Items in the table of HTTP endpoints are small tables describing a triplet - {mime, on\_serve, on\_websocket}. In order to register a new service in `webmgmt` *kind* of 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
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>'}
```

## 15.1 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('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'
```

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```
        end
    end}
modules.load('http')
http.config({
    endpoints = { ['/service'] = service }
}, 'myservice')
-- do not forget to create socket of new kind using
-- 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
```



## KNOT RESOLVER LIBRARY

### 16.1 Requirements

- `libknot` 2.0 (Knot DNS high-performance DNS library.)

### 16.2 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**

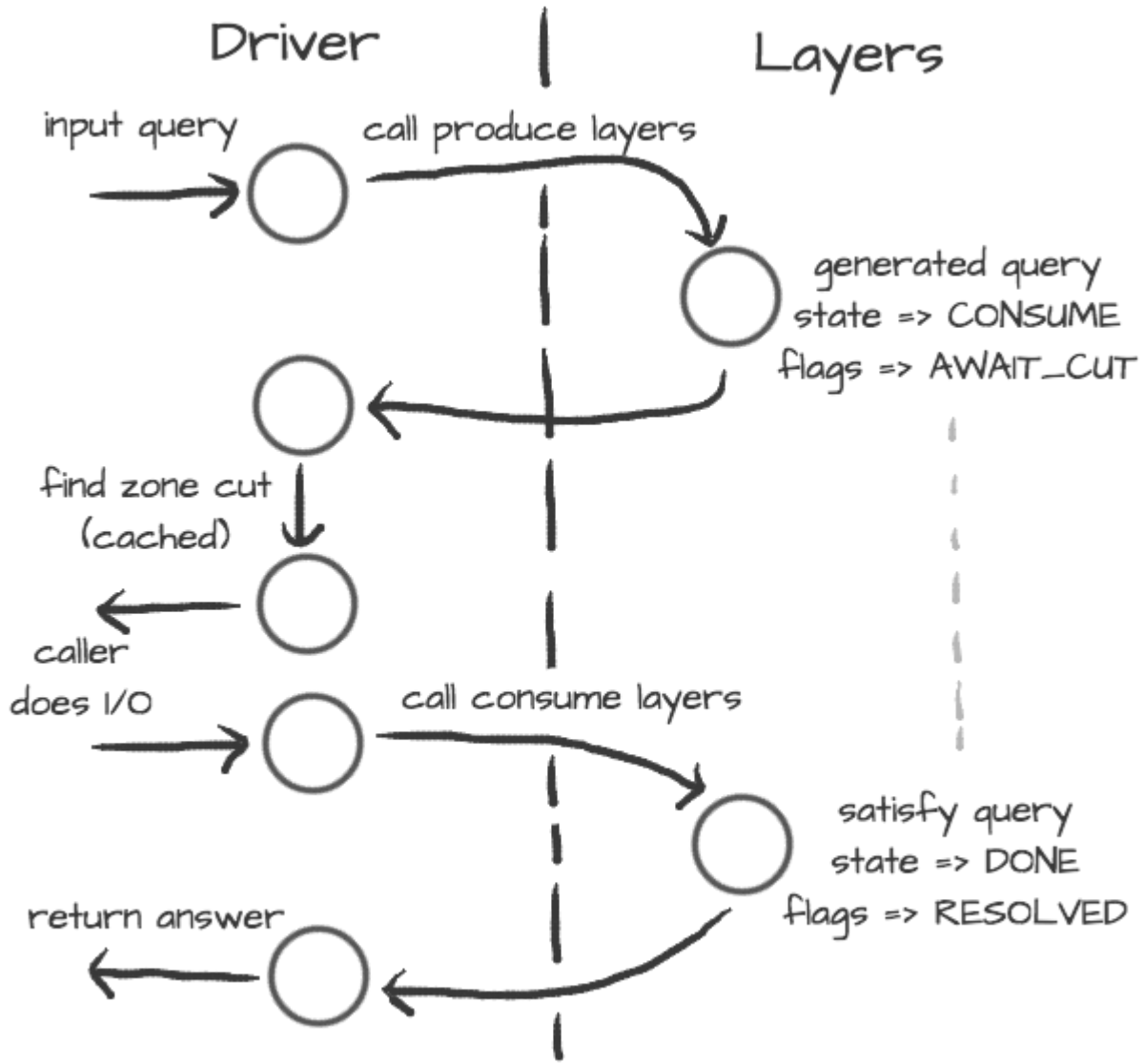
If you're migrating from `getaddrinfo()`, see “*synchronous*” API, but the library offers iterative API as well to plug it into your event loop for example.

### 16.3 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
```

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```

        local qry = req:push(answer:qname(), kres.type.SOA, kres.class.IN)
        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

```

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.

## 16.4 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;
}
```

## 16.5 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.

### 16.5.1 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`.
- Extended DNS error codes are in `kres.extended_error` table, e.g. `kres.extended_error.BLOCKED`.
- Packet sections (QUESTION, ANSWER, AUTHORITY, ADDITIONAL) are in the `kres.section` table.

### 16.5.2 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)
```

### 16.5.3 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))
```

### 16.5.4 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
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 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)

```

### 16.5.5 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.stype, current.sclass, current.id, current.flags)
end
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)
```

## 16.5.6 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_rdlen()`: `knot_rdataset_at().len`
- `knot_rdata_data()`: `knot_rdataset_at().data`
- `knot_rdata_array_size()`: `offsetof(struct knot_data_t, data) + knot_rdataset_at().len`
- 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.

## 16.6 API reference

### Warning

This section is generated with doxygen and breathe. Due to their limitations, some symbols may be incorrectly described or missing entirely. For exhaustive and accurate reference, refer to the header files instead.

- *Name resolution*
- *Cache*
- *Nameservers*
- *Modules*
- *Utilities*
- *Generics library*

## 16.6.1 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);
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.

## Typedefs

```
typedef uint8_t (*alloc_wire_f)(struct kr_request *req, uint16_t *maxlen)
```

Allocate buffer for answer's wire (\*maxlen may get lowered).

Motivation: XDP wire allocation is an overlap of library and daemon:

- it needs to be called from the library
- it needs to rely on some daemon's internals
- the library (currently) isn't allowed to directly use symbols from daemon (contrary to modules), e.g. some of our lib-using tests run without daemon

Note: after we obtain the wire, we're obliged to send it out. (So far there's no use case to allow cancelling at that point.)

```
typedef bool (*addr_info_f)(struct sockaddr*)
```

```
typedef void (*async_resolution_f)(knot_dname_t*, enum knot_rr_type)
```

```
typedef see_source_code kr_sockaddr_array_t
```

## Enums

### enum **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:

enumerator **KR\_RANK\_INITIAL**

Did not attempt to validate.

It's assumed compulsory to validate (or prove insecure).

enumerator **KR\_RANK\_OMIT**

Do not attempt to validate.

(And don't consider it a validation failure.)

enumerator **KR\_RANK\_TRY**

Attempt to validate, but failures are non-fatal.

enumerator **KR\_RANK\_INDET**

Unable to determine whether it should be secure.

enumerator **KR\_RANK\_BOGUS**

Ought to be secure but isn't.

enumerator **KR\_RANK\_MISMATCH**

enumerator **KR\_RANK\_MISSING**

No RRSIG found for that owner+type combination.

enumerator **KR\_RANK\_INSECURE**

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. Or it may be covered by a closer negative TA.

enumerator **KR\_RANK\_AUTH**

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).

enumerator **KR\_RANK\_SECURE**

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.

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 inline void kr_rank_set(uint8_t *rank, uint8_t kr_flag)
```

Set the rank state.

The `_AUTH` flag is kept as it was.

```
int kr_resolve_begin(struct kr_request *request, struct kr_context *ctx)
```

Begin name resolution.

**Note**

Expects a request to have an initialized mempool.

**Parameters**

- **request** – request state with initialized mempool
- **ctx** – resolution context

**Returns**

CONSUME (expecting query)

```
knot_rrset_t *kr_request_ensure_edns(struct kr_request *request)
```

Ensure that `request->answer->opt_rr` is present if query has EDNS.

This function should be used after clearing a response packet to ensure its `opt_rr` is properly set. Returns the `opt_rr` (for convenience) or NULL.

```
knot_pkt_t *kr_request_ensure_answer(struct kr_request *request)
```

Ensure that `request->answer` is usable, and return it (for convenience).

It may return NULL, in which case it marks `->state` with `_FAIL` and no answer will be sent. Only use this when it's guaranteed that there will be no delay before sending it. You don't need to call this in places where "resolver knows" that there will be no delay, but even there you need to check if the `->answer` is NULL (unless you check for `_FAIL` anyway).

```
int kr_resolve_consume(struct kr_request *request, struct kr_transport **transport, 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.

**Parameters**

- **request** – request state (awaiting input)
- **src** – [in] packet source address
- **packet** – [in] input packet

**Returns**

any state

```
int kr_resolve_produce(struct kr_request *request, struct kr_transport **transport, 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.

**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

**Returns**

any state

```
int kr_resolve_checkout(struct kr_request *request, const struct sockaddr *src, struct kr_transport *transport,
                        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.

**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

**Returns**

kr\_ok() or error code

```
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.

**Parameters**

- **request** – request state
- **state** – either DONE or FAIL state (to be assigned to request->state)

**Returns**

DONE

```
struct kr_rplan *kr_resolve_plan(struct kr_request *request)
```

Return resolution plan.

**Parameters**

- **request** – request state

**Returns**

pointer to rplan

knot\_mm\_t \***kr\_resolve\_pool**(struct *kr\_request* \*request)

Return memory pool associated with request.

**Parameters**

- **request** – request state

**Returns**

mempool

int **kr\_request\_set\_extended\_error**(struct *kr\_request* \*request, int info\_code, const char \*extra\_text)

Set the extended DNS error for request.

The error is set only if it has a higher or the same priority as the one already assigned. The provided *extra\_text* may be NULL, or a string that is allocated either statically, or on the request's mempool. To clear any error, call it with KNOT\_EDNS\_EDE\_NONE and NULL as *extra\_text*.

To facilitate debugging, we include a unique base32 identifier at the start of the *extra\_text* field for every call of this function. To generate such an identifier, you can use the command: `$ base32 /dev/random | head -c 4`

**Parameters**

- **request** – request state
- **info\_code** – extended DNS error code
- **extra\_text** – optional string with additional information

**Returns**

info\_code that is set after the call

static inline void **kr\_query\_inform\_timeout**(struct *kr\_request* \*req, const struct *kr\_query* \*qry)

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**

Default *kr\_request* flags.

For startup defaults see `init_resolver()`

knot\_rrset\_t \***downstream\_opt\_rr**

Default EDNS towards *both* clients and upstream.

LATER: consider splitting the two, e.g. allow separately configured limits for UDP packet size (say, LAN is under control).

knot\_rrset\_t \***upstream\_opt\_rr**

*trie\_t* \***trust\_anchors**

*trie\_t* \***negative\_anchors**

int32\_t **vld\_limit\_crypto**

Validator's limit on the number of cryptographic steps for a single upstream packet.

struct *kr\_zonecut* **root\_hints**

struct *kr\_cache* **cache**

unsigned **cache\_rtt\_tout\_retry\_interval**

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 &#8212; -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 not on UDP; only meaningful if (dst\_addr).

bool **tls**

true if the request is encrypted; only meaningful if (dst\_addr).

bool **http**

true if the request is on HTTP; only meaningful if (dst\_addr).

bool **xdp**

true if the request is on AF\_XDP; only meaningful if (dst\_addr).

struct **kr\_extended\_error**

## Public Members

int32\_t **info\_code**

May contain -1 (KNOT\_EDNS\_EDE\_NONE); filter before converting to uint16\_t.

const char \***extra\_text**

Can be NULL.

Allocated on the `kr_request::pool` or static.

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**

See *kr\_request\_ensure\_answer()*

struct *kr\_query* \***current\_query**

Current evaluated query.

const struct sockaddr \***addr**

Address that originated the request.

May be that of a client behind a proxy, if PROXYv2 is used. Otherwise, it will be the same as `comm_addr`. NULL for internal origin.

const struct sockaddr \***comm\_addr**

Address that communicated the request.

This may be the address of a proxy. It is the same as `addr` if no proxy is used. NULL for internal origin.

const struct sockaddr \***dst\_addr**

Address that accepted the request.

NULL for internal origin. Beware: in case of UDP on wildcard address it will be wildcard; closely related: issue #173.

const knot\_pkt\_t \***packet**

struct *kr\_request\_qsource\_flags* **flags**

Request flags from the point of view of the original client.

This client may be behind a proxy.

struct *kr\_request\_qsource\_flags* **comm\_flags**

Request flags from the point of view of the client actually communicating with the resolver.

When PROXYv2 protocol is used, this describes the request from the proxy. When there is no proxy, this will have exactly the same value as `flags`.

size\_t **size**

query packet size

int32\_t **stream\_id**

HTTP/2 stream ID for DoH requests.

*kr\_http\_header\_array\_t* **headers**

HTTP/2 headers for DoH requests.

struct *kr\_request*.[anonymous] **qsource**

unsigned **rtt**

Current upstream RTT.

const struct *kr\_transport* \***transport**

Current upstream transport.

struct *kr\_request*.[anonymous] **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**

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**

for logging purposes only

***addr\_info\_f* is\_tls\_capable*****addr\_info\_f* is\_tcp\_connected*****addr\_info\_f* is\_tcp\_waiting*****kr\_sockaddr\_array\_t* forwarding\_targets**

When forwarding, possible targets are put here.

**struct *kr\_request*.[anonymous] selection\_context****unsigned int count\_no\_nsaddr****unsigned int count\_fail\_row*****alloc\_wire\_f* alloc\_wire\_cb**

CB to allocate answer wire (can be NULL).

**struct *kr\_extended\_error* extended\_error**

EDE info; don't modify directly, use `kr_request_set_extended_error()`

## Typedefs

typedef int32\_t (**kr\_stale\_cb**)(int32\_t ttl, const knot\_dname\_t \*owner, uint16\_t type, const struct *kr\_query* \*qry)

Callback for serve-stale decisions.

**Param ttl**

the expired TTL (i.e. it's < 0)

**Return**

the adjusted TTL (typically 1) or < 0.

## Functions

void **kr\_qflags\_set**(struct *kr\_qflags* \*fl1, struct *kr\_qflags* fl2)

Combine flags together.

This means set union for simple flags.

void **kr\_qflags\_clear**(struct *kr\_qflags* \*fl1, struct *kr\_qflags* fl2)

Remove flags.

This means set-theoretic difference.

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

void **kr\_rplan\_deinit**(struct *kr\_rplan* \*rplan)

Deinitialize resolution plan, aborting any uncommitted transactions.

**Parameters**

- **rplan** – plan instance

bool **kr\_rplan\_empty**(struct *kr\_rplan* \*rplan)

Return true if the resolution plan is empty (i.e.

finished or initialized)

**Parameters**

- **rplan** – plan instance

**Returns**

true or false

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.

**Parameters**

- **rplan** – plan instance
- **parent** – query parent (or NULL)

**Returns**

query instance or NULL

```
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.

**Parameters**

- **rplan** – plan instance
- **parent** – query parent (or NULL)
- **name** – resolved name
- **cls** – resolved class
- **type** – resolved type

**Returns**

query instance or NULL

```
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.

**Parameters**

- **rplan** – plan instance
- **qry** – resolved query

**Returns**

0 or an error

```
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.

```
struct kr_query *kr_rplan_resolved(struct kr_rplan *rplan)
```

Return last resolved query.

```
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).

```
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.

**Parameters**

- **rplan** – plan instance
- **parent** – query parent (or NULL)
- **name** – resolved name
- **cls** – resolved class
- **type** – resolved type

**Returns**

query instance or NULL

```
struct kr_qflags
```

*#include <rplan.h>* Query flags.

**Public Members**

bool **NO\_MINIMIZE**

Don't minimize QNAME.

bool **NO\_IPV6**

Disable IPv6.

bool **NO\_IPV4**

Disable IPv4.

bool **TCP**

Use TCP (or TLS) for this query.

bool **NO\_ANSWER**

Do not send any answer to the client.

Request state should be set to `KR_STATE_FAIL` when this flag is set.

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 **NO\_EDNS**  
Don't use EDNS.
- 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.  
See `is_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_get_cd(request->qsource.packet->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 on debug level.
- 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.

bool **DNS64\_DISABLE**

Don't do any DNS64 stuff (meant for view:addr).

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**

struct *kr\_qflags* **forward\_flags**

uint32\_t **secret**

uint32\_t **uid**

Query iteration number, unique within the *kr\_rplan*.

int32\_t **vld\_limit\_crypto\_remains**

Remaining limit; see *kr\_query::vld\_limit\_crypto* docs.

uint32\_t **vld\_limit\_uid**

::uid value to which this remaining limit applies.

uint64\_t **creation\_time\_mono**

uint64\_t **timestamp\_mono**

Time of query created or time of query to upstream resolver (milliseconds).

struct timeval **timestamp**

Creation real time.

For TTL+DNSSEC checks we use .tv\_sec only.

struct *kr\_zonecut* **zone\_cut**

struct *kr\_layer\_pickle* \***deferred**

int8\_t **cname\_depth**

Current xNAME depth, set by iterator.

0 = uninitialized, 1 = no CNAME, ... See also KR\_CNAME\_CHAIN\_LIMIT.

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\_server\_selection* **server\_selection**

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\_query* \***initial**

The initial query (also in pending or resolved).

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).

## 16.6.2 Cache

### Defines

**TTL\_MAX\_MAX**

### Functions

int **cache\_peek**(*kr\_layer\_t* \*ctx, knot\_pkt\_t \*pkt)

int **cache\_stash**(*kr\_layer\_t* \*ctx, knot\_pkt\_t \*pkt)

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.

#### Parameters

- **cache** – cache structure to be initialized
- **api** – storage engine API
- **opts** – storage-specific options (may be NULL for default)
- **mm** – memory context.

#### Returns

0 or an error code

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

int **kr\_cache\_commit**(struct *kr\_cache* \*cache)

Run after a row of operations to release transaction/lock if needed.

static inline bool **kr\_cache\_is\_open**(struct *kr\_cache* \*cache)

Return true if cache is open and enabled.

static inline void **kr\_cache\_make\_checkpoint**(struct *kr\_cache* \*cache)

(Re)set the time pair to the current values.

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, bool ins\_nsec\_p)

Insert RRSet into cache, replacing any existing data.

**Parameters**

- **cache** – cache structure
- **rr** – inserted RRSet
- **rrsig** – RRSIG for inserted RRSet (optional)
- **rank** – rank of the data
- **timestamp** – current time (as-if; if the RR are older, their timestamp is appropriate)
- **ins\_nsec\_p** – update NSEC\* parameters if applicable

**Returns**

0 or an errcode

int **kr\_cache\_clear**(struct *kr\_cache* \*cache)

Clear all items from the cache.

**Parameters**

- **cache** – cache structure

**Returns**

if nonzero is returned, there's a big problem - you probably want to abort(), perhaps except for `kr_error(EAGAIN)` which probably indicates transient errors.

int **kr\_cache\_peek\_exact**(struct *kr\_cache* \*cache, const knot\_dname\_t \*name, uint16\_t type, struct *kr\_cache\_p* \*peek)

int32\_t **kr\_cache\_ttl**(const struct *kr\_cache\_p* \*peek, const struct *kr\_query* \*qry, const knot\_dname\_t \*name, uint16\_t type)

int **kr\_cache\_materialize**(knot\_rdataset\_t \*dst, const struct *kr\_cache\_p* \*ref, knot\_mm\_t \*pool)

int **kr\_cache\_remove**(struct *kr\_cache* \*cache, const knot\_dname\_t \*name, uint16\_t type)

Remove an entry from cache.

**Note**

only “exact hits” are considered ATM, and some other information may be removed alongside.

**Parameters**

- **cache** – cache structure
- **name** – dname
- **type** – rr type

**Returns**

number of deleted records, or negative error code

```
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.

**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

**Returns**

result count or an errcode

```
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.

**Returns**

number of deleted entries or an errcode

```
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).

**Note**

timestamp is found by a syscall, and stale-serving is not considered

**Parameters**

- **is\_DS** – start searching one name higher

**Returns**

the number of labels to remove from the name, or negative error code

```
int kr_unpack_cache_key(knot_db_val_t key, knot_dname_t *buf, uint16_t *type)
```

Unpack dname and type from db key.

**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

**Returns**

length of dname or an errcode

int **kr\_cache\_check\_health**(struct *kr\_cache* \*cache, int interval)

Periodic kr\_cdb\_api::check\_health().

**Parameters**

- **interval** – in milliseconds. 0 for one-time check, -1 to stop the checks.

**Returns**

see check\_health() for one-time check; otherwise normal kr\_error() code.

**Variables**

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**

kr\_cdb\_pt **db**

Storage instance.

const struct kr\_cdb\_api \***api**

Storage engine.

struct kr\_cdb\_stats **stats**

uint32\_t **t1\_min**

uint32\_t **t1\_max**

TTL limits; enforced primarily in iterator actually.

struct timeval **checkpoint\_walltime**

Wall time on the last check-point.

uint64\_t **checkpoint\_monotime**

Monotonic milliseconds on the last check-point.

uv\_timer\_t \***health\_timer**  
 Timer used for kr\_cache\_check\_health()

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*.[anonymous] [**anonymous**]

Header internal for cache implementation(s).

Only LMDB works for now.

### Defines

**KR\_CACHE\_KEY\_MAXLEN**  
 LATER(optim.): this is overshoot, but struct key usage should be cheap ATM.

**KR\_CACHE\_RR\_COUNT\_SIZE**  
 Size of the RR count field.

**VERBOSE\_MSG**(qry, ...)

**WITH\_VERBOSE**(qry)

**cache\_op**(cache, op, ...)  
 Shorthand for operations on cache backend.

### Typedefs

typedef uint32\_t **nsec\_p\_hash\_t**  
 Hash of NSEC3 parameters, used as a tag to separate different chains for same zone.

typedef knot\_db\_val\_t **entry\_list\_t**[*EL\_LENGTH*]

Decompressed *entry\_apex*.

It's an array of unparsed entry\_h references. Note: arrays are passed "by reference" to functions (in C99).

## Enums

enum [**anonymous**]

*Values:*

enumerator **ENTRY\_APEX\_NSECS\_CNT**

enum **EL**

Indices for decompressed entry\_list\_t.

*Values:*

enumerator **EL\_NS**

enumerator **EL\_CNAME**

enumerator **EL\_DNAME**

enumerator **EL\_LENGTH**

enum [**anonymous**]

*Values:*

enumerator **AR\_ANSWER**

Positive answer record.

It might be wildcard-expanded.

enumerator **AR\_SOA**

SOA record.

enumerator **AR\_NSEC**

NSEC\* covering or matching the SNAME (next closer name in NSEC3 case).

enumerator **AR\_WILD**

NSEC\* covering or matching the source of synthesis.

enumerator **AR\_CPE**

NSEC3 matching the closest provable enclosure.

## Functions

struct *entry\_h* \***entry\_h\_consistent\_E**(knot\_db\_val\_t data, uint16\_t type)

Check basic consistency of entry\_h for 'E' entries, not looking into ->data.

(for is\_packet the length of data is checked)

struct *entry\_apex* \***entry\_apex\_consistent**(knot\_db\_val\_t val)

static inline struct *entry\_h* \***entry\_h\_consistent\_NSEC**(knot\_db\_val\_t data)

Consistency check, ATM common for NSEC and NSEC3.

static inline struct *entry\_h* \***entry\_h\_consistent**(knot\_db\_val\_t data, uint16\_t type)

static inline int **nsec\_p\_rrlen**(const uint8\_t \*rdata)

static inline *nsec\_p\_hash\_t* **nsec\_p\_mkHash**(const uint8\_t \*nsec\_p)

static inline size\_t **key\_nwz\_off**(const struct *key* \*k)

static inline size\_t **key\_nsec3\_hash\_off**(const struct *key* \*k)

knot\_db\_val\_t **key\_exact\_type\_maypkt**(struct *key* \*k, uint16\_t type)

Finish constructing string key for for exact search.

It's assumed that kr\_dname\_lf(k->buf, owner, \*) had been ran.

static inline knot\_db\_val\_t **key\_exact\_type**(struct *key* \*k, uint16\_t type)

Like key\_exact\_type\_maypkt but with extra checks if used for RRs only.

static inline uint16\_t **EL2RRTYPE**(enum *EL* i)

int **entry\_h\_seek**(knot\_db\_val\_t \*val, uint16\_t type)

There may be multiple entries within, so rewind val to the one we want.

ATM there are multiple types only for the NS ktype - it also accommodates xNAMEs.

### Note

val->len represents the bound of the whole list, not of a single entry.

### Note

in case of ENOENT, val is still rewound to the beginning of the next entry.

### Returns

error code TODO: maybe get rid of this API?

int **entry\_h\_splice**(knot\_db\_val\_t \*val\_new\_entry, uint8\_t rank, const knot\_db\_val\_t key, const uint16\_t ktype, const uint16\_t type, const knot\_dname\_t \*owner, const struct *kr\_query* \*qry, struct *kr\_cache* \*cache, uint32\_t timestamp)

Prepare space to insert an entry.

Some checks are performed (rank, TTL), the current entry in cache is copied with a hole ready for the new entry (old one of the same type is cut out).

### Parameters

- **val\_new\_entry** – The only changing parameter; ->len is read, ->data written.

**Returns**

error code

int **entry\_list\_parse**(const knot\_db\_val\_t val, *entry\_list\_t* list)

Parse an *entry\_apex* into individual items.

**Returns**

error code.

static inline size\_t **to\_even**(size\_t n)

static inline int **entry\_list\_serial\_size**(const *entry\_list\_t* list)

void **entry\_list\_memcpy**(struct *entry\_apex* \*ea, *entry\_list\_t* list)

Fill contents of an *entry\_apex*.

**Note**

NULL pointers are overwritten - caller may like to fill the space later.

void **stash\_pkt**(const knot\_pkt\_t \*pkt, const struct *kr\_query* \*qry, const struct *kr\_request* \*req, bool needs\_pkt)

Stash the packet into cache (if suitable, etc.)

**Parameters**

- **needs\_pkt** – we need the packet due to not stashing some RRs; see `stash_rrset()` for details  
It assumes `check_dname_for_lf()`.

int **answer\_from\_pkt**(*kr\_layer\_t* \*ctx, knot\_pkt\_t \*pkt, uint16\_t type, const struct *entry\_h* \*eh, const void \*eh\_bound, uint32\_t new\_ttl)

Try answering from packet cache, given an *entry\_h*.

This assumes the TTL is OK and *entry\_h* consistent, but it may still return error. On success it handles all the rest, incl. `qry->flags`.

static inline bool **is\_expiring**(uint32\_t orig\_ttl, uint32\_t new\_ttl)

Record is expiring if it has less than 1% TTL (or less than 5s)

int32\_t **get\_new\_ttl**(const struct *entry\_h* \*entry, const struct *kr\_query* \*qry, const knot\_dname\_t \*owner, uint16\_t type, uint32\_t now)

Returns signed result so you can inspect how much stale the RR is.

**Note**

: NSEC\* uses zone name ATM; for NSEC3 the owner may not even be knowable.

**Parameters**

- **owner** – name for stale-serving decisions. You may pass NULL to disable stale.
- **type** – for stale-serving.

```
static inline int rdataset_dematerialize_size(const knot_rdataset_t *rds)
```

Compute size of serialized rdataset.

NULL is accepted as empty set.

```
static inline int rdataset_dematerialized_size(const uint8_t *data, uint16_t *rdataset_count)
```

Analyze the length of a dematerialized rdataset.

Note that in the data it's KR\_CACHE\_RR\_COUNT\_SIZE and then this returned size.

```
void rdataset_dematerialize(const knot_rdataset_t *rds, uint8_t *restrict data)
```

Serialize an rdataset.

It may be NULL as short-hand for empty.

```
int entry2answer(struct answer *ans, int id, const struct entry_h *eh, const uint8_t *eh_bound, const
                knot_dname_t *owner, uint16_t type, uint32_t new_ttl)
```

Materialize RRset + RRSIGs into ans->rrsets[id].

LATER(optim.): it's slightly wasteful that we allocate knot\_rrset\_t for the packet

#### Returns

error code. They are all bad conditions and “guarded” by kresd’s assertions.

```
int pkt_renew(knot_pkt_t *pkt, const knot_dname_t *name, uint16_t type)
```

Prepare answer packet to be filled by RRs (without RR data in wire).

```
int pkt_append(knot_pkt_t *pkt, const struct answer_rrset *rrset, uint8_t rank)
```

Append RRset + its RRSIGs into the current section (*shallow* copy), with given rank.

#### Note

it works with empty set as well (skipped)

#### Note

pkt->wire is not updated in any way

#### Note

KNOT\_CLASS\_IN is assumed

#### Note

Whole RRsets are put into the pseudo-packet; normal parsed packets would only contain single-RR sets.

```
knot_db_val_t key_NSEC1(struct key *k, const knot_dname_t *name, bool add_wildcard)
```

Construct a string key for for NSEC (1) predecessor-search.

**Note**

k->zlf\_len is assumed to have been correctly set

**Parameters**

- **add\_wildcard** – Act as if the name was extended by “\*.”

```
int nsec1_encloser(struct key *k, struct answer *ans, const int sname_labels, int *clencl_labels, knot_db_val_t
                  *cover_low_kwz, knot_db_val_t *cover_hi_kwz, const struct kr_query *qry, struct kr_cache
                  *cache)
```

Closest encloser check for NSEC (1).

To understand the interface, see the call point.

**Parameters**

- **k** – space to store key + input: zname and zlf\_len

**Returns**

0: success; >0: try other (NSEC3); <0: exit cache immediately.

```
int nsec1_src_synth(struct key *k, struct answer *ans, const knot_dname_t *clencl_name, knot_db_val_t
                  cover_low_kwz, knot_db_val_t cover_hi_kwz, const struct kr_query *qry, struct kr_cache
                  *cache)
```

Source of synthesis (SS) check for NSEC (1).

To understand the interface, see the call point.

**Returns**

0: continue; <0: exit cache immediately; AR\_SOA: skip to adding SOA (SS was covered or matched for NODATA).

```
knot_db_val_t key_NSEC3(struct key *k, const knot_dname_t *nsec3_name, const nsec_p_hash_t nsec_p_hash)
```

Construct a string key for for NSEC3 predecessor-search, from an NSEC3 name.

**Note**

k->zlf\_len is assumed to have been correctly set

```
int nsec3_encloser(struct key *k, struct answer *ans, const int sname_labels, int *clencl_labels, const struct
                  kr_query *qry, struct kr_cache *cache)
```

TODO.

See nsec1\_encloser(...)

```
int nsec3_src_synth(struct key *k, struct answer *ans, const knot_dname_t *clencl_name, const struct kr_query
                  *qry, struct kr_cache *cache)
```

TODO.

See nsec1\_src\_synth(...)

```
static inline uint16_t get_uint16(const void *address)
```

```
static inline uint8_t *knot_db_val_bound(knot_db_val_t val)
```

Useful pattern, especially as void-pointer arithmetic isn't standard-compliant.

## Variables

static const int **NSEC\_P\_MAXLEN** = sizeof(uint32\_t) + 5 + 255

static const int **NSEC3\_HASH\_LEN** = 20

Hash is always SHA1; I see no plans to standardize anything else.

<https://www.iana.org/assignments/dnssec-nsec3-parameters/dnssec-nsec3-parameters.xhtml#dnssec-nsec3-parameters-3>

static const int **NSEC3\_HASH\_TXT\_LEN** = 32

struct **entry\_h**

### Public Members

uint32\_t **time**

The time of inception.

uint32\_t **t1**

TTL at inception moment.

Assuming it fits into int32\_t ATM.

uint8\_t **rank**

See enum kr\_rank.

bool **is\_packet**

Negative-answer packet for insecure/bogus name.

bool **has\_optout**

Only for packets; persisted DNSSEC\_OPTOUT.

uint8\_t **\_pad**

We need even alignment for data now.

uint8\_t **data[]**

struct **nsec\_p**

*#include <impl.h>* NSEC\* parameters for the chain.

### Public Members

const uint8\_t **\*raw**

Pointer to raw NSEC3 parameters; NULL for NSEC.

*nsec\_p\_hash\_t* **hash**

Hash of `raw`, used for cache keys.

*dnssec\_nsec3\_params\_t* **libknot**

Format for libknot; owns malloced memory!

struct **key**

### Public Members

const *knot\_dname\_t* \***zname**

current zone name (points within `qry->sname`)

*uint8\_t* **zlf\_len**

length of current zone's lookup format

*uint16\_t* **type**

Corresponding key type; e.g.

NS for CNAME. Note: NSEC type is ambiguous (exact and range key).

*uint8\_t* **buf**[*KR\_CACHE\_KEY\_MAXLEN*]

The key data start at `buf+1`, and `buf[0]` contains some length.

For details see `key_exact*` and `key_NSEC*` functions.

struct **entry\_apex**

*#include <impl.h>* Header of 'E' entry with `ktype == NS`.

Inside is private to `./entry_list.c`

We store `xNAME` at NS type to lower the number of searches in `closest_NS()`. CNAME is only considered for equal name, of course. We also store NSEC\* parameters at NS type.

### Public Members

bool **has\_ns**

bool **has\_cname**

bool **has\_dname**

*uint8\_t* **pad\_**

1 byte + 2 bytes + x bytes would be weird; let's do 2+2+x.

*int8\_t* **nsecs**[*ENTRY\_APEX\_NSECS\_CNT*]

We have two slots for NSEC\* parameters.

This array describes how they're filled; values: 0: none, 1: NSEC, 3: NSEC3.

Two slots are a compromise to smoothly handle normal rollovers (either changing NSEC3 parameters or between NSEC and NSEC3).

uint8\_t **data**[]

struct **answer**

*#include <impl.h>* Partially constructed answer when gathering RRsets from cache.

### Public Members

int **rcode**

PKT\_NODATA, etc.

struct *nsec\_p* **nsec\_p**

Don't mix different NSEC\* parameters in one answer.

knot\_mm\_t \***mm**

Allocator for rrsets.

struct *answer.answer\_rrset* **rrsets**[1 + 1 + 3]

see AR\_ANSWER and friends; only required records are filled

struct **answer\_rrset**

### Public Members

ranked\_rr\_array\_entry\_t **set**

set+rank for the main data

knot\_rdataset\_t **sig\_rds**

RRSIG data, if any.

## 16.6.3 Nameservers

Provides server selection API (see *kr\_server\_selection*) and functions common to both implementations.

### Defines

**KR\_NS\_TIMEOUT\_ROW\_DEAD**

**KR\_NS\_TIMEOUT\_MIN\_DEAD\_TIMEOUT**

**KR\_NS\_TIMEOUT\_RETRY\_INTERVAL**

## Enums

### enum **kr\_selection\_error**

These errors are to be reported as feedback to server selection.

See `kr_server_selection::error` for more details.

*Values:*

enumerator **KR\_SELECTION\_OK**

enumerator **KR\_SELECTION\_QUERY\_TIMEOUT**

enumerator **KR\_SELECTION\_TLS\_HANDSHAKE\_FAILED**

enumerator **KR\_SELECTION\_TCP\_CONNECT\_FAILED**

enumerator **KR\_SELECTION\_TCP\_CONNECT\_TIMEOUT**

enumerator **KR\_SELECTION\_REFUSED**

enumerator **KR\_SELECTION\_SERVFAIL**

enumerator **KR\_SELECTION\_FORMERR**

enumerator **KR\_SELECTION\_FORMERR\_EDNS**

inside an answer without an OPT record

enumerator **KR\_SELECTION\_NOTIMPL**

with an OPT record

enumerator **KR\_SELECTION\_OTHER\_RCODE**

enumerator **KR\_SELECTION\_MALFORMED**

enumerator **KR\_SELECTION\_MISMATCHED**

Name or type mismatch.

enumerator **KR\_SELECTION\_TRUNCATED**

enumerator **KR\_SELECTION\_DNSSEC\_ERROR**

enumerator **KR\_SELECTION\_LAME\_DELEGATION**

enumerator **KR\_SELECTION\_BAD\_CNAME**

Too long chain, or a cycle.

enumerator **KR\_SELECTION\_NUMBER\_OF\_ERRORS**

Leave this last, as it is used as array size.

enum **kr\_transport\_protocol**

*Values:*

enumerator **KR\_TRANSPORT\_RESOLVE\_A**

Selected name with no IPv4 address, it has to be resolved first.

enumerator **KR\_TRANSPORT\_RESOLVE\_AAAA**

Selected name with no IPv6 address, it has to be resolved first.

enumerator **KR\_TRANSPORT\_UDP**

enumerator **KR\_TRANSPORT\_TCP**

enumerator **KR\_TRANSPORT\_TLS**

## Functions

void **kr\_server\_selection\_init**(struct *kr\_query* \*qry)

Initialize the server selection API for *qry*.

The implementation is to be chosen based on *qry->flags*.

int **kr\_forward\_add\_target**(struct *kr\_request* \*req, const struct sockaddr \*sock)

Add forwarding target to request.

This is exposed to Lua in order to add forwarding targets to request. These are then shared by all the queries in said request.

struct *kr\_transport* \***select\_transport**(const struct *choice* choices[], int choices\_len, const struct *to\_resolve* unresolved[], int unresolved\_len, int timeouts, struct knot\_mm \*mempool, bool tcp, size\_t \*choice\_index)

Based on passed choices, choose the next transport.

Common function to both implementations (iteration and forwarding). The \*\_choose\_transport functions from selection\_\*.h preprocess the input for this one.

### Parameters

- **choices** – Options to choose from, see struct above
- **unresolved** – Array of names that can be resolved (i.e. no A/AAAA record)
- **timeouts** – Number of timeouts that occurred in this query (used for exponential backoff)
- **mempool** – Memory context of current request
- **tcp** – Force TCP as transport protocol
- **choice\_index** – [out] Optionally index of the chosen transport in the *choices* array.

**Returns**

Chosen transport (on mempool) or NULL when no choice is viable

void **update\_rtt**(struct *kr\_query* \*qry, struct *address\_state* \*addr\_state, const struct *kr\_transport* \*transport, unsigned rtt)

Common part of RTT feedback mechanism.

Notes RTT to global cache.

void **error**(struct *kr\_query* \*qry, struct *address\_state* \*addr\_state, const struct *kr\_transport* \*transport, enum *kr\_selection\_error* sel\_error)

Common part of error feedback mechanism.

struct *rtt\_state* **get\_rtt\_state**(const uint8\_t \*ip, size\_t len, struct *kr\_cache* \*cache)

Get RTT state from cache.

Returns `default_rtt_state` on unknown addresses.

Note that this opens a cache transaction which is usually closed by calling `put_rtt_state`, i.e. callee is responsible for its closing (e.g. calling `kr_cache_commit`).

int **put\_rtt\_state**(const uint8\_t \*ip, size\_t len, struct *rtt\_state* state, struct *kr\_cache* \*cache)

void **bytes\_to\_ip**(uint8\_t \*bytes, size\_t len, uint16\_t port, union *kr\_sockaddr* \*dst)

uint8\_t \***ip\_to\_bytes**(const union *kr\_sockaddr* \*src, size\_t len)

void **update\_address\_state**(struct *address\_state* \*state, union *kr\_sockaddr* \*address, size\_t address\_len, struct *kr\_query* \*qry)

bool **no6\_is\_bad**(void)

struct **kr\_transport**

*#include <selection.h>* Output of the selection algorithm.

**Public Members**

knot\_dname\_t \***ns\_name**

Set to “.” for forwarding targets.

union *kr\_sockaddr* **address**

size\_t **address\_len**

enum *kr\_transport\_protocol* **protocol**

unsigned **timeout**

Timeout in ms to be set for UDP transmission.

bool **timeout\_capped**

Timeout was capped to a maximum value based on the other candidates when choosing this transport.

The timeout therefore can be much lower than what we expect it to be. We basically probe the server for a sudden network change but we expect it to timeout in most cases. We have to keep this in mind when noting the timeout in cache.

bool **deduplicated**

True iff transport was set in worker.c:subreq\_finalize, that means it may be different from the one originally chosen one.

struct **local\_state**

### Public Members

int **timeouts**

Number of timeouts that occurred resolving this query.

bool **truncated**

Query was truncated, switch to TCP.

bool **force\_resolve**

Force resolution of a new NS name (if possible) Done by selection.c:error in some cases.

bool **force\_udp**

Used to work around auths with broken TCP.

void **\*private**

Inner state of the implementation.

struct **kr\_server\_selection**

*#include <selection.h>* Specifies a API for selecting transports and giving feedback on the choices.

The function pointers are to be used throughout resolver when some information about the transport is obtained. E.g. RTT in worker.c or RCODE in iterate.c,...

### Public Members

bool **initialized**

void (**\*choose\_transport**)(struct *kr\_query* \*qry, struct *kr\_transport* \*\*transport)

Puts a pointer to next transport of qry to transport .

Allocates new *kr\_transport* in request's mempool, chooses transport to be used for this query. Selection may fail, so transport can be set to NULL.

#### Param transport

to be filled with pointer to the chosen transport or NULL on failure

void (**\*update\_rtt**)(struct *kr\_query* \*qry, const struct *kr\_transport* \*transport, unsigned rtt)

Report back the RTT of network operation for transport in ms.

void (**\*error**)(struct *kr\_query* \*qry, const struct *kr\_transport* \*transport, enum *kr\_selection\_error* error)

Report back error encountered with the chosen transport.

See enum *kr\_selection*

struct *local\_state* \***local\_state**

struct **rtt\_state**

*#include <selection.h>* To be held per IP address in the global LMDB cache.

### Public Members

int32\_t **srtt**

Smoothed RTT, i.e.  
an estimate of round-trip time.

int32\_t **variance**

An estimate of RTT's standard derivation (not variance).

int32\_t **consecutive\_timeouts**

Note: some TCP and TLS failures are also considered as timeouts.

uint64\_t **dead\_since**

Timestamp of pronouncing this IP bad based on KR\_NS\_TIMEOUT\_ROW\_DEAD.

struct **address\_state**

*#include <selection.h>* To be held per IP address and locally "inside" query.

### Public Members

unsigned int **generation**

Used to distinguish old and valid records in local\_state; -1 means unusable IP.

struct *rtt\_state* **rtt\_state**

knot\_dname\_t \***ns\_name**

bool **tls\_capable**

int **choice\_array\_index**

int **error\_count**

bool **broken**

int **errors**[*KR\_SELECTION\_NUMBER\_OF\_ERRORS*]

struct **choice**

*#include <selection.h>* Array of these is one of inputs for the actual selection algorithm (select\_transport)

## Public Members

union *kr\_sockaddr* **address**

size\_t **address\_len**

struct *address\_state* \***address\_state**

uint16\_t **port**

used to overwrite the port number; if zero, `select_transport` determines it.

struct **to\_resolve**

*#include <selection.h>* Array of these is description of names to be resolved (i.e. name without some address)

## Public Members

knot\_dname\_t \***name**

enum *kr\_transport\_protocol* **type**

Either `KR_TRANSPORT_RESOLVE_A` or `KR_TRANSPORT_RESOLVE_AAAA` is valid here.

## Functions

int **kr\_zonecut\_init**(struct *kr\_zonecut* \*cut, const knot\_dname\_t \*name, knot\_mm\_t \*pool)

Populate root zone cut with SBELT.

### Parameters

- **cut** – zone cut
- **name**
- **pool**

### Returns

0 or error code

void **kr\_zonecut\_deinit**(struct *kr\_zonecut* \*cut)

Clear the structure and free the address set.

### Parameters

- **cut** – zone cut

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

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

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.

**Note**

addresses for names in `src` get replaced and others are left as they were.

**Parameters**

- **dst** – destination zone cut
- **src** – source zone cut

**Returns**

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...

int **kr\_zonecut\_copy\_trust**(struct *kr\_zonecut* \*dst, const struct *kr\_zonecut* \*src)

Copy zone trust anchor and keys.

**Parameters**

- **dst** – destination zone cut
- **src** – source zone cut

**Returns**

0 or an error code

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.

**Parameters**

- **cut** – zone cut to be populated
- **ns** – nameserver name
- **data** – typically `knot_rdata_t::data`
- **len** – typically `knot_rdata_t::len`

**Returns**

0 or error code

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.

**Parameters**

- **cut**
- **ns** – name server name
- **data** – typically knot\_rdata\_t::data
- **len** – typically knot\_rdata\_t::len

**Returns**

0 or error code

int **kr\_zonecut\_del\_all**(struct *kr\_zonecut* \*cut, const knot\_dname\_t \*ns)

Delete all addresses associated with the given name.

**Parameters**

- **cut**
- **ns** – name server name

**Returns**

0 or error code

*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.

**Parameters**

- **cut**
- **ns** – name server name

**Returns**

pack of addresses or NULL

int **kr\_zonecut\_set\_sbelt**(struct *kr\_context* \*ctx, struct *kr\_zonecut* \*cut)

Populate zone cut with a root zone using SBELT :rfc:1034

**Parameters**

- **ctx** – resolution context (to fetch root hints)
- **cut** – zone cut to be populated

**Returns**

0 or error code

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.

The size is limited to avoid possibility of doing too much CPU work.

### 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

### Returns

0 or error code (ENOENT if it doesn't find anything)

bool **kr\_zonecut\_is\_empty**(struct *kr\_zonecut* \*cut)

Check if any address is present in the zone cut.

### Parameters

- **cut** – zone cut to check

### Returns

true/false

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.

## 16.6.4 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 int (**kr\_module\_init\_cb**)(struct *kr\_module*\*)

### Functions

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().

#### Parameters

- **module** – module structure. Will be overwritten except for ->data on success.
- **name** – module name
- **path** – module search path

#### Returns

0 or an error

void **kr\_module\_unload**(struct *kr\_module* \*module)

Unload module instance.

#### Note

currently used even for lua modules

#### Parameters

- **module** – module structure

*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.

int (**\*config**)(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
```

## Typedefs

```
typedef struct kr_layer kr_layer_t
```

Packet processing context.

```
typedef struct kr_layer_api kr_layer_api_t
```

## Enums

```
enum 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:*

```
enumerator KR_STATE_CONSUME
```

Consume data.

```
enumerator KR_STATE_PRODUCE
```

Produce data.

```
enumerator KR_STATE_DONE
```

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.

```
enumerator KR_STATE_FAIL
```

Error.

```
enumerator KR_STATE_YIELD
```

Paused, waiting for a sub-query.

## Functions

```
static inline bool kr_state_consistent(enum kr_layer_state s)
```

Check that a `kr_layer_state` makes sense.

We're not very strict ATM.

```
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`.

Lua modules are allowed to return nil/nothing, meaning the state shall not change.

**Public Members**

int (\***begin**)(*kr\_layer\_t* \*ctx)

Start of processing the DNS request.

int (\***reset**)(*kr\_layer\_t* \*ctx)

int (\***finish**)(*kr\_layer\_t* \*ctx)

Paired to `begin`, called both on successes and failures.

int (\***consume**)(*kr\_layer\_t* \*ctx, knot\_pkt\_t \*pkt)

Process an answer from upstream or from cache.

Lua API: call is omitted iff (state & `KR_STATE_FAIL`).

int (\***produce**)(*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`).

int (\***checkout**)(*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).

```
int (*answer_finalize)(kr_layer_t *ctx)
```

Finalises the answer.

Last chance to affect what will get into the answer, including EDNS. Not called if the packet is being dropped.

```
void *data
```

The C module can store anything in here.

```
int 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
```

## 16.6.5 Utilities

### Defines

#### KR\_STRADDR\_MAXLEN

Maximum length (excluding null-terminator) of a presentation-form address returned by `kr_straddr`.

#### **kr\_require**(expression)

Assert() but always, regardless of `-DNDEBUG`.

See also `kr_assert()`.

#### **kr\_fails\_assert**(expression)

Check an assertion that's recoverable.

Return the true if it fails and needs handling.

If the check fails, optionally `fork()+abort()` to generate coredump and continue running in parent process. Return value must be handled to ensure safe recovery from error. Use `kr_require()` for unrecoverable checks. The `errno` variable is not mangled, e.g. you can: `if (kr_fails_assert(...)) return errno;`

**kr\_assert**(expression)

Kresd assertion without a return value.

These can be turned on or off, for mandatory unrecoverable checks, use `kr_require()`. For recoverable checks, use `kr_fails_assert()`.

**KR\_DNAME\_GET\_STR**(dname\_str, dname)

**KR\_RRTYPE\_GET\_STR**(rrtype\_str, rrtype)

**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\_request* \*request, const char \*msg)

Callback for request logging handler.

**Param msg**

[in] Log message. Pointer is not valid after handler returns.

typedef struct *kr\_http\_header\_array\_entry* **kr\_http\_header\_array\_entry\_t**

typedef see\_source\_code **kr\_http\_header\_array\_t**

Array of HTTP headers for DoH.

typedef struct timespec **kr\_timer\_t**

Timer, i.e stop-watch.

### Functions

void **kr\_fail**(bool is\_fatal, const char \*expr, const char \*func, const char \*file, int line)

Use `kr_require()`, `kr_assert()` or `kr_fails_assert()` instead of directly this function.

static inline bool **kr\_assert\_func**(bool result, const char \*expr, const char \*func, const char \*file, int line)

Use `kr_require()`, `kr_assert()` or `kr_fails_assert()` instead of directly this function.

static inline int **strcmp\_p**(const void \*p1, const void \*p2)

A `strcmp()` variant directly usable for `qsort()` on an array of strings.

static inline void **get\_workdir**(char \*out, size\_t len)

Get current working directory with fallback value.

char \***kr\_strcatdup**(unsigned n, ...)

Concatenate N strings.

char **\*kr\_absolutize\_path**(const char \*dirname, const char \*fname)

Construct absolute file path, without resolving symlinks.

**Returns**

malloc-ed string or NULL (+errno in that case)

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, ..)`

inline uint64\_t **kr\_rand\_bytes**(unsigned int size)

Return a few random bytes.

static inline 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

int **kr\_memreserve**(void \*baton, void \*\*mem, size\_t elm\_size, size\_t want, size\_t \*have)

Memory reservation routine for `knot_mm_t`.

int **kr\_pkt\_recycle**(knot\_pkt\_t \*pkt)

int **kr\_pkt\_clear\_payload**(knot\_pkt\_t \*pkt)

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 rdlen)

Construct and put record to packet.

void **kr\_pkt\_make\_auth\_header**(knot\_pkt\_t \*pkt)

Set packet header suitable for authoritative answer.

(for policy module)

static inline knot\_dname\_t **\*kr\_pkt\_qname\_raw**(const knot\_pkt\_t \*pkt)

Get pointer to the in-header QNAME.

That's normally not lower-cased. However, when receiving packets from upstream we xor-apply the secret during packet-parsing, so it would get lower-cased after that point if the case was right.

const char **\*kr\_inaddr**(const struct sockaddr \*addr)

Address bytes for given family.

int **kr\_inaddr\_family**(const struct sockaddr \*addr)

Address family.

int **kr\_inaddr\_len**(const struct sockaddr \*addr)

Address length for given family, i.e.

`sizeof(struct in*_addr)`.

int **kr\_sockaddr\_len**(const struct sockaddr \*addr)

Sockaddr length for given family, i.e.

`sizeof(struct sockaddr_in*)`.

ssize\_t **kr\_sockaddr\_key**(struct *kr\_sockaddr\_key\_storage* \*dst, const struct sockaddr \*addr)

Creates a packed structure from the specified *addr*, safe for use as a key in containers like *trie\_t*, and writes it into *dst*.

On success, returns the actual length of the key.

Returns *kr\_error*(EAFNOSUPPORT) if the family of *addr* is unsupported.

struct sockaddr \***kr\_sockaddr\_from\_key**(struct sockaddr\_storage \*dst, const char \*key)

Creates a struct *sockaddr* from the specified *key* created using the *kr\_sockaddr\_key*() function.

bool **kr\_sockaddr\_key\_same\_addr**(const char \*key\_a, const char \*key\_b)

Checks whether the two keys represent the same address; does NOT compare the ports.

int **kr\_sockaddr\_cmp**(const struct sockaddr \*left, const struct sockaddr \*right)

Compare two given *sockaddr*.

return 0 - addresses are equal, error code otherwise.

uint16\_t **kr\_inaddr\_port**(const struct sockaddr \*addr)

Port.

void **kr\_inaddr\_set\_port**(struct sockaddr \*addr, uint16\_t port)

Set port.

int **kr\_inaddr\_str**(const struct sockaddr \*addr, char \*buf, size\_t \*buflen)

Write string representation for given address as "<addr>#<port>".

#### Parameters

- **addr** – [in] the raw address
- **buf** – [out] the buffer for output string
- **buflen** – [inout] the available(in) and utilized(out) length, including \0

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.

char \***kr\_straddr**(const struct sockaddr \*addr)

int **kr\_straddr\_family**(const char \*addr)

Return address type for string.

int **kr\_family\_len**(int family)

Return address length in given family (struct *in\*\_addr*).

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)

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.

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.

**Returns**

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

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.

void **kr\_bitmask**(unsigned char \*a, size\_t a\_len, int bits)

Masks bits.

The specified number of bits in a from the left (network order) will remain their original value, while the rest will be set to zero. This is useful for storing network addresses in a trie.

static inline bool **kr\_sockaddr\_link\_local**(const struct sockaddr \*addr)

Check whether addr points to an AF\_INET6 address and whether the address is link-local.

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.

**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).

**Returns**

key length if successful or an error

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)

Add RRSet copy to a ranked RR array.

To convert to standard RRs inside, you need to call \_finalize() afterwards, and the memory of rr->rrs.rdata has to remain until then.

**Returns**

array index (>= 0) or error code (< 0)

int **kr\_ranked\_rrarray\_finalize**(ranked\_rr\_array\_t \*array, uint32\_t qry\_uid, knot\_mm\_t \*pool)

Finalize in\_progress sets - all with matching qry\_uid.

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\*))

char \***kr\_pkt\_text**(const knot\_pkt\_t \*pkt)

**Returns**

Newly allocated string representation of packet. Caller has to free() returned string.

char \***kr\_rrset\_text**(const knot\_rrset\_t \*rr)

static inline char \***kr\_dname\_text**(const knot\_dname\_t \*name)

static inline char \***kr\_rrtype\_text**(const uint16\_t rrtype)

char \***kr\_module\_call**(struct *kr\_context* \*ctx, const char \*module, const char \*prop, const char \*input)

Call module property.

static inline uint16\_t **kr\_rrset\_type\_maysig**(const knot\_rrset\_t \*rr)

Return the (covered) type of a nonempty RRset.

uint64\_t **kr\_now**(void)

The current time in monotonic milliseconds.

**Note**

it may be outdated in case of long callbacks; see `uv_now()`.

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.

**Returns**

the number of bytes written (>0) or error code (<0)

static inline 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

static inline void **kr\_timer\_start**(*kr\_timer\_t* \*start)

Start, i.e.

set the reference point.

static inline double **kr\_timer\_elapsed**(*kr\_timer\_t* \*start)

Get elapsed time in floating-point seconds.

static inline uint64\_t **kr\_timer\_elapsed\_us**(*kr\_timer\_t* \*start)

Get elapsed time in micro-seconds.

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)

void **kr\_rrset\_init**(knot\_rrset\_t \*rrset, knot\_dname\_t \*owner, uint16\_t type, uint16\_t rclass, uint32\_t ttl)

bool **kr\_pkt\_has\_wire**(const knot\_pkt\_t \*pkt)

bool **kr\_pkt\_has\_dnssec**(const knot\_pkt\_t \*pkt)

uint16\_t **kr\_pkt\_qclass**(const knot\_pkt\_t \*pkt)

uint16\_t **kr\_pkt\_qtype**(const knot\_pkt\_t \*pkt)

uint32\_t **kr\_rrsig\_sig\_inception**(const knot\_rdata\_t \*rdata)

uint32\_t **kr\_rrsig\_sig\_expiration**(const knot\_rdata\_t \*rdata)

uint16\_t **kr\_rrsig\_type\_covered**(const knot\_rdata\_t \*rdata)

time\_t **kr\_file\_mtime**(const char \*fname)

long long **kr\_fssize**(const char \*path)

Return filesystem size in bytes.

const char \***kr\_dirent\_name**(const struct dirent \*de)

Simply return de->dname.

(useful from Lua)

static inline size\_t **kr\_dname\_prefixlen**(const uint8\_t \*name, unsigned nlabels)

static inline const knot\_dname\_t \***knot\_dname\_next\_label**(const knot\_dname\_t \*dname)

**Variables**

static const size\_t **KR\_PKT\_SIZE\_NOWIRE** = -1

When knot\_pkt is passed from cache without ->wire, this is the ->size.

bool **kr\_dbg\_assertion\_abort**

Whether `kr_assert()` and `kr_fails_assert()` checks should abort.

int **kr\_dbg\_assertion\_fork**

How often `kr_assert()` should fork the process before issuing abort (if configured).

This can be useful for debugging rare edge-cases in production. If (`kr_debug_assertion_abort` && `kr_debug_assertion_fork`), it is possible to both obtain a coredump (from forked child) and recover from the non-fatal error in the parent process.

`== 0` (false): no forking

`0`: minimum delay between forks

(in milliseconds, each instance separately, randomized  $\pm 25\%$ ) `< 0`: no rate-limiting (not recommended)

const knot\_dump\_style\_t **KR\_DUMP\_STYLE\_DEFAULT**

Style used by the `kr*_text()` functions.

struct **kr\_sockaddr\_key\_storage**

*#include <utils.h>* Used for reserving enough space for the `kr_sockaddr_key` function output.

### Public Members

char **bytes**[sizeof(struct sockaddr\_storage)]

struct **kr\_http\_header\_array\_entry**

### Public Members

char \***name**

char \***value**

union **kr\_sockaddr**

*#include <utils.h>* Simple storage for IPx address and their ports or AF\_UNSPEC.

### Public Members

struct sockaddr **ip**

struct sockaddr\_in **ip4**

struct sockaddr\_in6 **ip6**

union **kr\_in\_addr**

*#include <utils.h>* Simple storage for IPx addresses.

## Public Members

struct in\_addr **ip4**

struct in6\_addr **ip6**

## Defines

**KR\_EXPORT**

**KR\_CONST**

**KR\_PURE**

**KR\_NORETURN**

**KR\_COLD**

**KR\_PRINTF**(n)

**kr\_ok**()

**kr\_strerror**(x)

## Functions

static inline int **kr\_error**(int x)

### 16.6.6 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.
- *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)
```

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);

```

**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:

**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.

**Returns**

0 if success, &lt;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\* .

**Returns**

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.

**Returns**

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.

**Returns**

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.

**Returns**

0 on success, <0 on failure

**array\_tail**(array)

Return last element of the array.

**Warning**

Undefined if the array is empty.

**array\_member\_size**(array)

Return the size of a singular member in the array.

## Functions

static inline size\_t **array\_next\_count**(size\_t elm\_size, size\_t want, size\_t have)

Choose array length when it overflows.

static inline int **array\_std\_reserve**(void \*baton, void \*\*mem, size\_t elm\_size, size\_t want, size\_t \*have)

static inline 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);
kr_require(queue_head(q) == 2);
kr_require(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);
}
kr_require(queue_tail(q) == 5);

queue_push_head(q, 0);
++queue_tail(q);
kr_require(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 (“chunks”) 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\_member\_size**(q)

Return the size of a single element in the queue.

### **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.

## 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.

### *Todo:*

If some mistake happens somewhere, the access may end up in an infinite loop. (equality comparison on pointers)

### Example usage:

```
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);
```

### Note

Maximum object size is  $2^{16}$  bytes, see `pack_objlen_t`

## 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).

### Returns

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\* .

### Returns

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.

typedef see\_source\_code **pack\_t**

Pack is defined as an array of bytes.

## Functions

static inline *pack\_objlen\_t* **pack\_obj\_len**(uint8\_t \*it)

Return packed object length.

static inline uint8\_t \***pack\_obj\_val**(uint8\_t \*it)

Return packed object value.

static inline uint8\_t \***pack\_obj\_next**(uint8\_t \*it)

Return pointer to next packed object.

static inline uint8\_t \***pack\_last**(*pack\_t* pack)

Return pointer to the last packed object.

static inline int **pack\_obj\_push**(*pack\_t* \*pack, const uint8\_t \*obj, *pack\_objlen\_t* len)

Push object to the end of the pack.

**Returns**

0 on success, negative number on failure

static inline uint8\_t \***pack\_obj\_find**(*pack\_t* \*pack, const uint8\_t \*obj, *pack\_objlen\_t* len)

Returns a pointer to packed object.

**Returns**

pointer to packed object or NULL

static inline int **pack\_obj\_del**(*pack\_t* \*pack, const uint8\_t \*obj, *pack\_objlen\_t* len)

Delete object from the pack.

**Returns**

0 on success, negative number on failure

static inline 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.

**Returns**

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;
}
```

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```

}
// 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/hashtables. 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.

**Parameters**

- **table** – pointer to LRU
- **key\_** – lookup key
- **len\_** – key length

**Returns**

pointer to data or NULL if not found

**lru\_get\_new**(table, key\_, len\_, is\_new)

Return pointer to value, inserting if needed (zeroed).

**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).

**Returns**

pointer to data or NULL (can be even if memory could be allocated!)

**lru\_member\_size**(table)

**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**

enum **lru\_apply\_do**

Possible actions to do with an element.

*Values:*

enumerator **LRU\_APPLY\_DO\_NOTHING**

enumerator **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.nic.cz/knot/knot-dns/tree/68352fc969/src/contrib/qp-trie> only with simple adjustments, mostly include lines, `KR_EXPORT` and assertions.

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

```
trie_t *trie_create(knot_mm_t *mm)
```

Create a trie instance. Pass NULL to use malloc+free.

```
void trie_free(trie_t *tbl)
```

Free a trie instance.

```
void trie_clear(trie_t *tbl)
```

Clear a trie instance (make it empty).

```
size_t trie_weight(const trie_t *tbl)
```

Return the number of keys in the trie.

```
trie_val_t *trie_get_try(trie_t *tbl, const char *key, uint32_t len)
```

Search the trie, returning NULL on failure.

```
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.

```
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.

```
int trie_get_leq(trie_t *tbl, const char *key, uint32_t len, trie_val_t **val)
```

Search for less-or-equal element.

### Parameters

- **tbl** – Trie.
- **key** – Searched key.
- **len** – Key length.
- **val** – Must be valid; it will be set to NULL if not found or errored.

### Returns

KNOT\_EOK for exact match, 1 for previous, KNOT\_ENOENT for not-found, or KNOT\_E\*.

```
int trie_apply(trie_t *tbl, int (*f)(trie_val_t*, void*), void *d)
```

Apply a function to every `trie_val_t`, in order.

### Parameters

- **d** – Parameter passed as the second argument to `f()`.

### Returns

First nonzero from `f()` or zero (i.e. KNOT\_EOK).

int **trie\_apply\_with\_key**(*trie\_t* \*tbl, int (\*f)(const char\*, uint32\_t, *trie\_val\_t*\*, void\*), void \*d)

Apply a function to every *trie\_val\_t*, in order.

It's like `trie_apply()` but additionally passes keys and their lengths.

#### Parameters

- **d** – Parameter passed as the second argument to `f()`.

#### Returns

First nonzero from `f()` or zero (i.e. `KNOT_EOK`).

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.

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.

*trie\_it\_t* \***trie\_it\_begin**(*trie\_t* \*tbl)

Create a new iterator pointing to the first element (if any).

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).

bool **trie\_it\_finished**(*trie\_it\_t* \*it)

Test if the iterator has gone past the last element.

void **trie\_it\_free**(*trie\_it\_t* \*it)

Free any resources of the iterator. It's OK to call it on `NULL`.

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.

*trie\_val\_t* \***trie\_it\_val**(*trie\_it\_t* \*it)

Return pointer to the value of the current element (writable).

## MODULES API REFERENCE

- *Supported languages*
- *The anatomy of an extension*
- *Writing a module in Lua*
- *Writing a module in C*
- *Configuring modules*
- *Exposing C module properties*

### 17.1 Supported languages

Currently modules written in C and Lua(JIT) are supported.

### 17.2 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.

<sup>1</sup> Mandatory symbol; defined by using `KR_MODULE_EXPORT()`.

## 17.3 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
        return state
    end,
    finish = function (state, req, answer)
        if state == kres.FAIL then
            counter.failed = counter.failed + 1
        end
    end
}
```

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```

        return state
    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.

## 17.4 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(mymodule)

```

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;
    int ret = pthread_join(thr_id, res);
    if (ret != 0) {

```

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```

        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.

## 17.5 Configuring modules

There is a callback `X_config()` that you can implement, see hints module.

## 17.6 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.

### **i** 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
```

### 17.6.1 Special properties

If the module declares properties `get` or `set`, they can be used in the Lua interpreter as regular tables.



## WORKER API REFERENCE

### Functions

int **worker\_init**(struct *engine* \*engine, int worker\_count)

Create and initialize the worker.

**Returns**

error code (ENOMEM)

void **worker\_deinit**(void)

Destroy the worker (free memory).

int **worker\_submit**(struct *session* \*session, struct io\_comm\_data \*comm, const uint8\_t \*eth\_from, const uint8\_t \*eth\_to, knot\_pkt\_t \*pkt)

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

**Parameters**

- **session** – session the packet came from, or NULL (not from network)
- **comm** – IO communication data (see struct *io\_comm\_data* docs)
- **eth\_\*** – MAC addresses or NULL (they're useful for XDP)
- **pkt** – the packet, or NULL (an error from the transport layer)

**Returns**

0 or an error code

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.

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

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.

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

Start query resolution with given query.

**Returns**

task or NULL

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

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

**Returns**

struct *kr\_request* associated with opaque task

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)

struct *session* \***worker\_find\_tcp\_waiting**(struct worker\_ctx \*worker, const struct sockaddr \*addr)

struct *session* \***worker\_find\_tcp\_connected**(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 *kr\_transport* \***worker\_task\_get\_transport**(struct qr\_task \*task)

struct *session* \***worker\_request\_get\_source\_session**(const struct *kr\_request* \*req)

Note: source session is NULL in case the request hasn't come over network.

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)

int **qr\_task\_on\_send**(struct qr\_task \*task, const uv\_handle\_t \*handle, int status)

To be called after sending a DNS message.

It mainly deals with cleanups.

## Variables

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.

size\_t **err\_udp**

Total number of write errors for UDP transport.

size\_t **err\_tcp**

Total number of write errors for TCP transport.

size\_t **err\_tls**

Total number of write errors for TLS transport.

size\_t **err\_http**

Total number of write errors for HTTP(S) transport.

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