# BIND 10 –
## the next BIG thing

# What is it?

- BIND10 will be the next step in the evolution of ISC DNS & DHCP software

# What is it? (ii)

- Modular implementation
  - functionality
  - choice of backends
  - specialised functions (eg. DNSSEC validation)
  - enable clusters more easily
- Better User Interface (control/ monitoring)

# Why?

- BIND 9 was first released in 2000
- Targeted hardware architecture has changed radically
- Protocol and standards have changed and grown in scope
- New technologies need new features

# Why ISC

- ISC has maintained and developed BIND the past 11 years
- The "Managed Open Source" concept is working well for the industry
  - Significantly fewer Security Vulnerabilities for BIND 9 than 8 or 4
  - Cohesive code base
- Committed to public benefit model

# What happens to 9?

- BIND 9 development will continue in its own right for 3-5 years although BIND 10 will be much more efficient and better suited to the evolving environment
- Future BIND 9 versions will used as a testbed for upcoming BIND10 technology
- Side note:  BIND 8 support will end sooner rather than later

# How do we get started?

- Funding to hire additional staff so BIND 9 and ISC DHCP development can continue while this new effort is started
- Technical input from variety of sources
- Timely feedback from knowledgeable users
- FUNDING

# What's the plan?

| | |
|---|---|
| Year 1 | Planning, Design, Market Study: produce and circulate an engineering design and an implementation plan. |
| Year 2 | Build and document prototype: implement software interconnects and build preliminary versions of each module. |
| Year 3 | Alpha testing: BIND 10 released for testing by experts, who will also test the API and its documentation by writing and testing their own extensions to it. |
| Year 4 | Beta testing: BIND 10 available for FTP by anyone who wants to try it. Coordinate extensions and plugins within test community. Refine performance, especially in multiprocessor environment. |
| Year 5 | Full release and full deployment on F-Roots and TLD servers. Release 10.1 by end of Year 5. |

# What's the budget?

| | |
|---|---|
| Year 1 | $1M |
| Year 2 | $2.4M |
| Year 3 | $2.4M |
| Year 4 | $2.5M |
| Year 5 | $2.6M |

- $11M over 5 years
- 90% labor
- 8% travel
- 2% equipment

# Questions?