CMSC 332
Computer Networking
Email and DNS

Professor Szajda

Review

- Last lecture we talked about design principles, and the application protocols HTTP and FTP
  - Text commands sent over a port (recall telnet example)
  - Difference in *statefullness*
  - HTTP and FTP are primarily *pull* protocols

©

Chapter 2: Application layer

- 2.1 Principles of network applications
- 2.2 Web and HTTP
- 2.3 FTP
- 2.4 Electronic Mail
- 2.5 DNS
- 2.6 P2P Applications

Microsoft
Outlook Express 6

[This product is licensed.]

Copyright® 1995-2001 Microsoft Corporation. All rights reserved.
This program is protected by US and international copyright
laws as described in Help About.

Microsoft

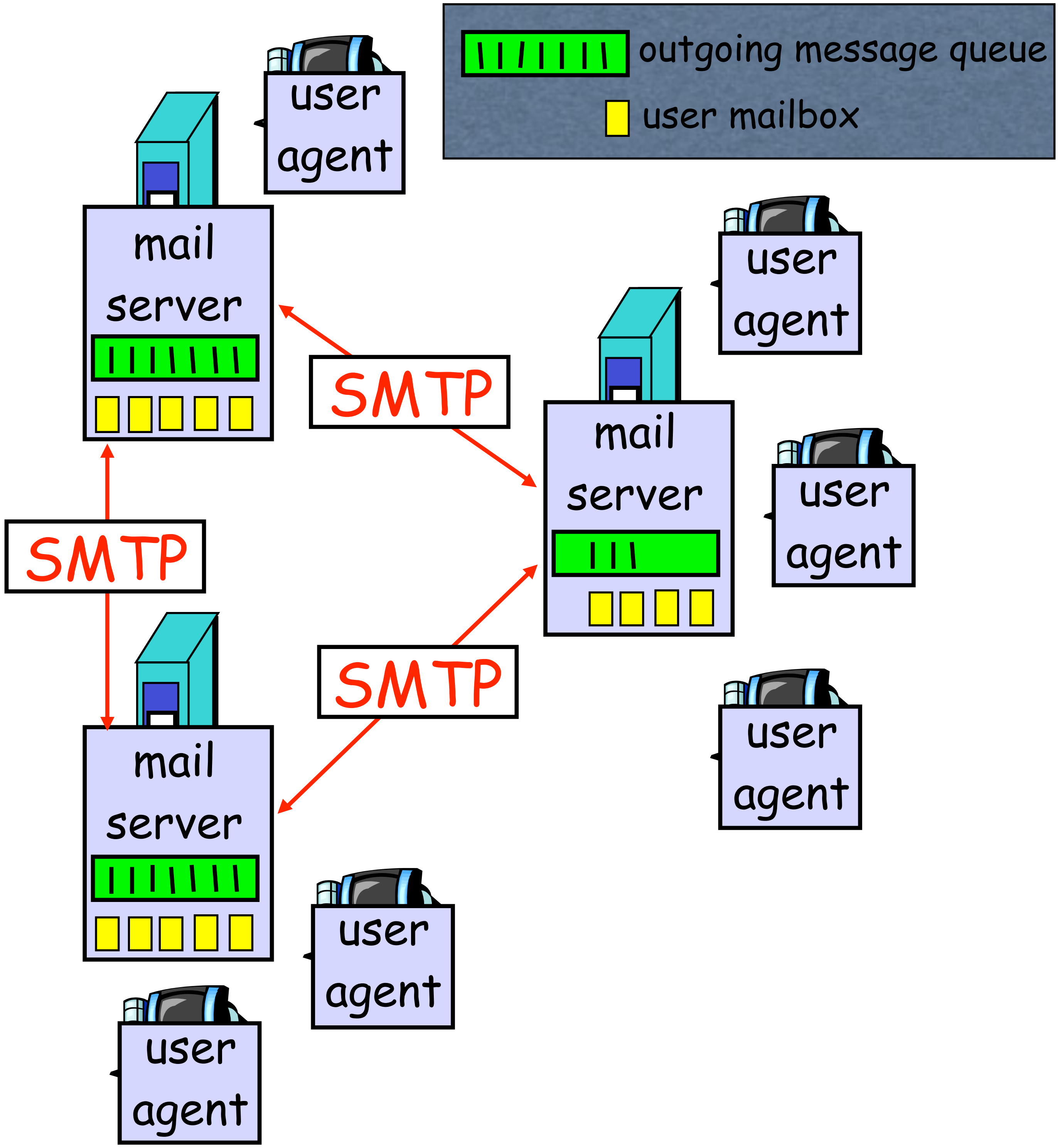
Electronic Mail

Three major components:

- user agents
- mail servers
- simple mail transfer protocol: SMTP

User Agent

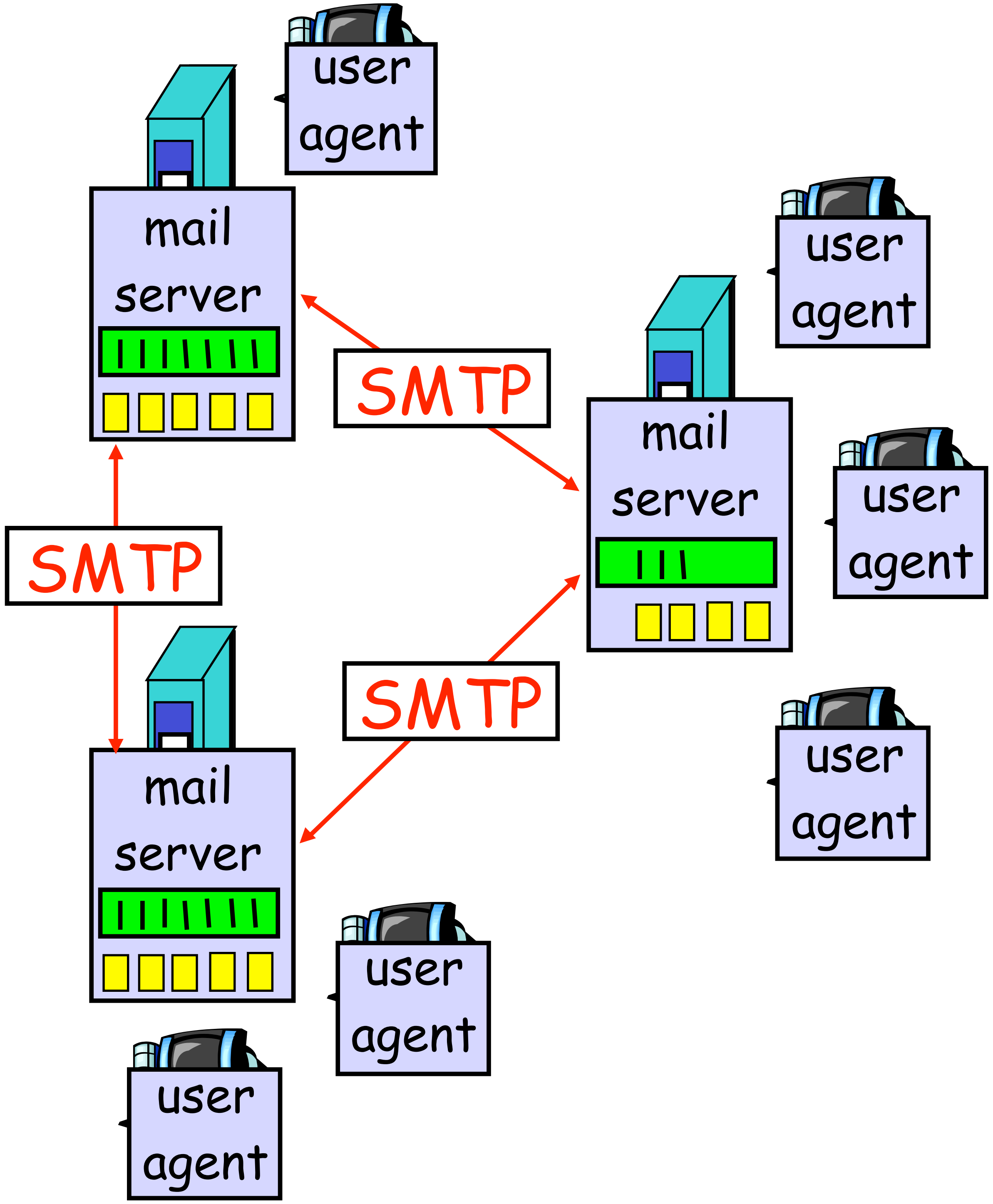
- a.k.a. "mail reader"
- composing, editing, reading mail messages
- e.g., Eudora, Outlook, elm, pine, Apple Mail, GMail
- outgoing, incoming messages stored on server



Electronic Mail: mail servers

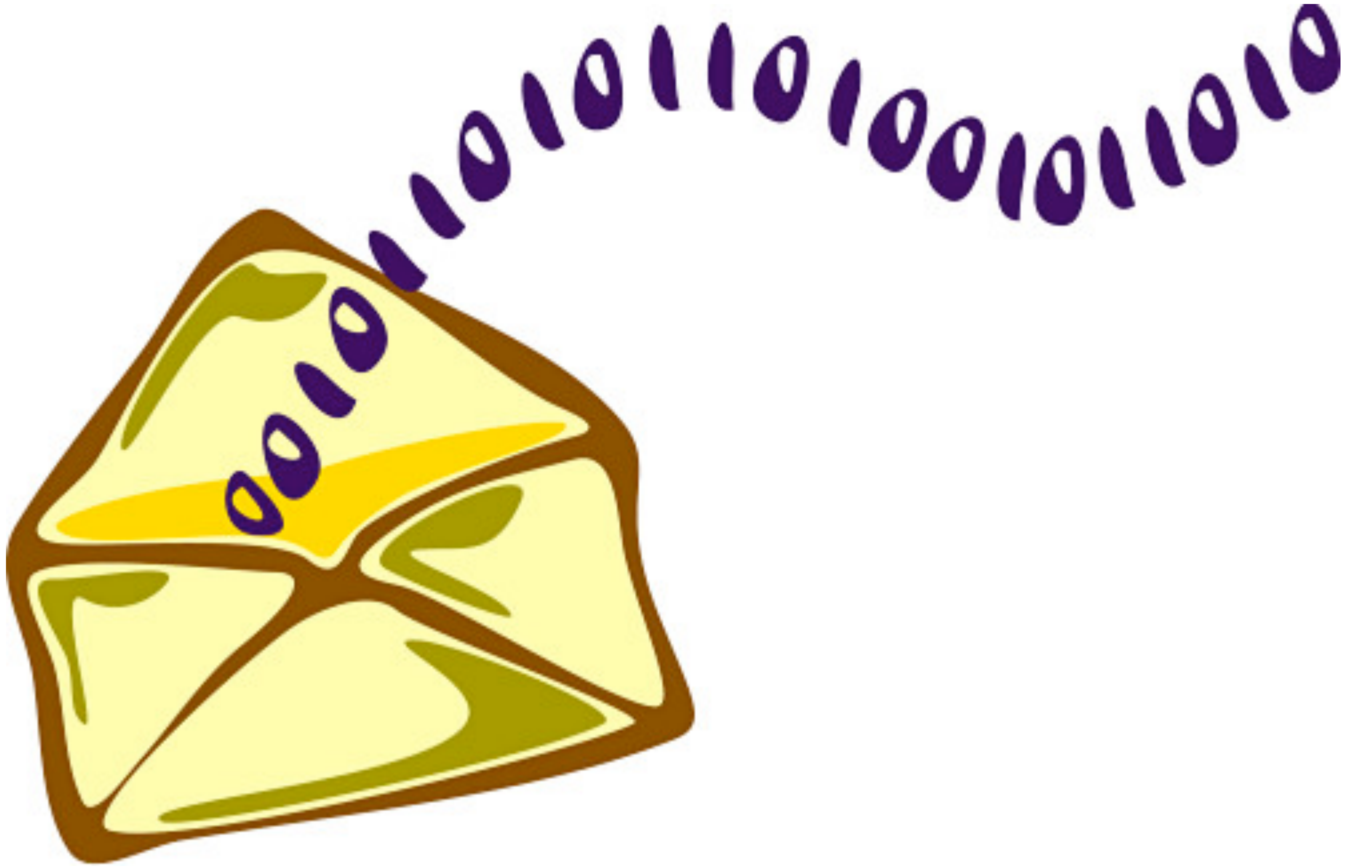
Mail Servers

- mailbox contains incoming messages for user
- message queue of outgoing (to be sent) mail messages
- SMTP protocol between mail servers to send email messages
    - client: sending mail server
    - "server": receiving mail server



Electronic Mail: SMTP [RFC 5321]

- uses TCP to reliably transfer email message from client to server, port 25
- direct transfer: sending server to receiving server
- three phases of transfer
  - handshaking (greeting)
  - transfer of messages
  - closure
- command/response interaction
  - commands: ASCII text
  - response: status code and phrase
- messages must be in 7-bit ASCII



Scenario: Alice sends message to Bob

1) Alice uses UA to compose message and "to" `bob@someschool.edu`

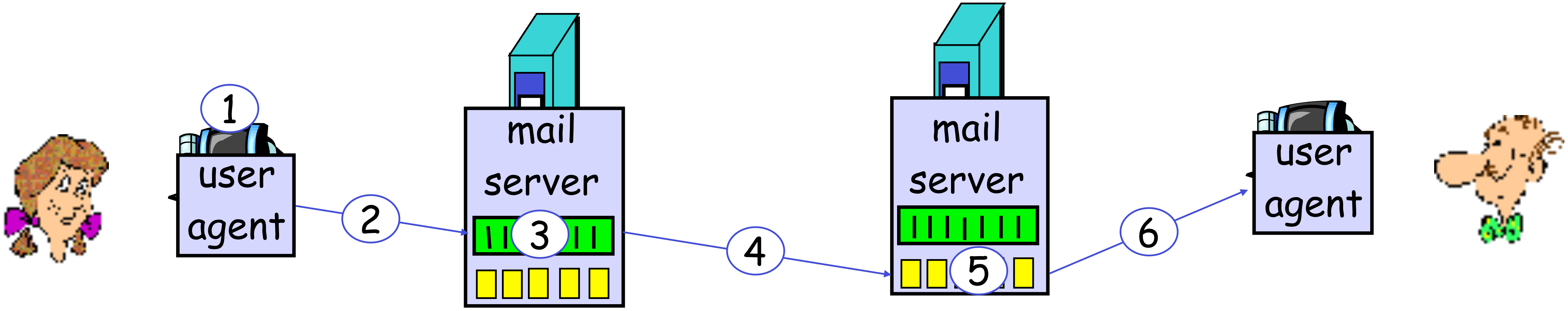
2) Alice's UA sends message to her mail server; message placed in message queue

3) Client side of SMTP opens TCP connection with Bob's mail server

4) SMTP client sends Alice's message over the TCP connection

5) Bob's mail server places the message in Bob's mailbox

6) Bob invokes his user agent to read message



Sample SMTP interaction

```
S: 220 hamburger.edu
C: HELO crepes.fr
S: 250  Hello crepes.fr, pleased to meet you
C: MAIL FROM: <alice@crepes.fr>
S: 250 alice@crepes.fr... Sender ok
C: RCPT TO: <bob@hamburger.edu>
S: 250 bob@hamburger.edu ... Recipient ok
C: DATA
S: 354 Enter mail, end with "." on a line by itself
C: Do you like ketchup?
C: How about pickles?
C: .
S: 250 Message accepted for delivery
C: QUIT
S: 221 hamburger.edu closing connection
```

Try SMTP interaction for yourself:

- `telnet servername 25`
- see 220 reply from server
- enter HELO, MAIL FROM, RCPT TO, DATA, QUIT commands

above lets you send email without using email client (reader)

SMTP: final words

- SMTP uses persistent connections
  - Just like...?
- SMTP requires message (header & body) to be in 7-bit ASCII
- SMTP server uses `CRLF.CRLF` to determine end of message

Comparison with HTTP:

- HTTP: pull
- SMTP: push
- both have ASCII command/ response interaction, status codes
- HTTP: each object encapsulated in its own response msg
- SMTP: multiple objects sent in multipart msg

Mail message format

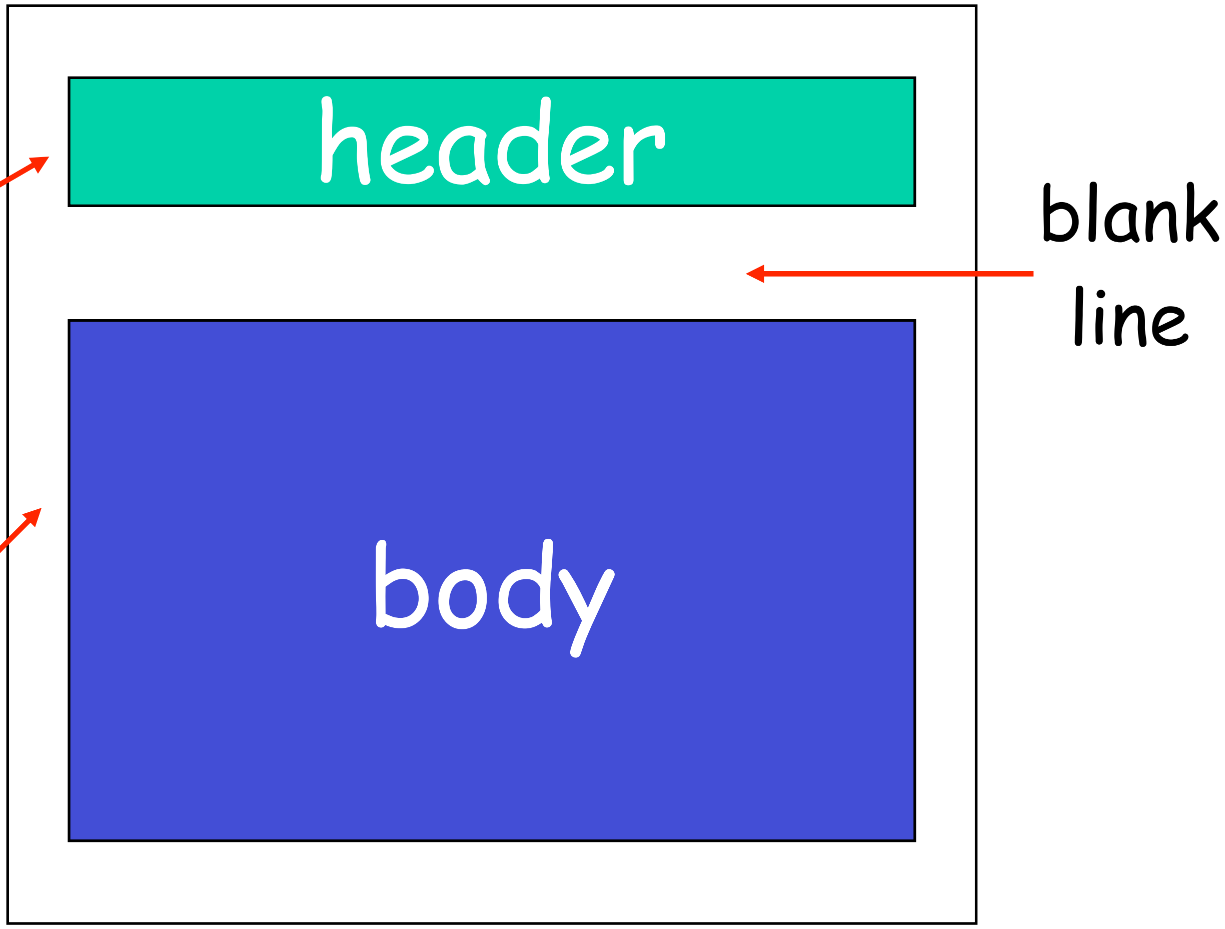
SMTP: protocol for exchanging email msgs

RFC 2822: standard for text message format:

- header lines, e.g.,
  - To:
  - From:
  - Subject:

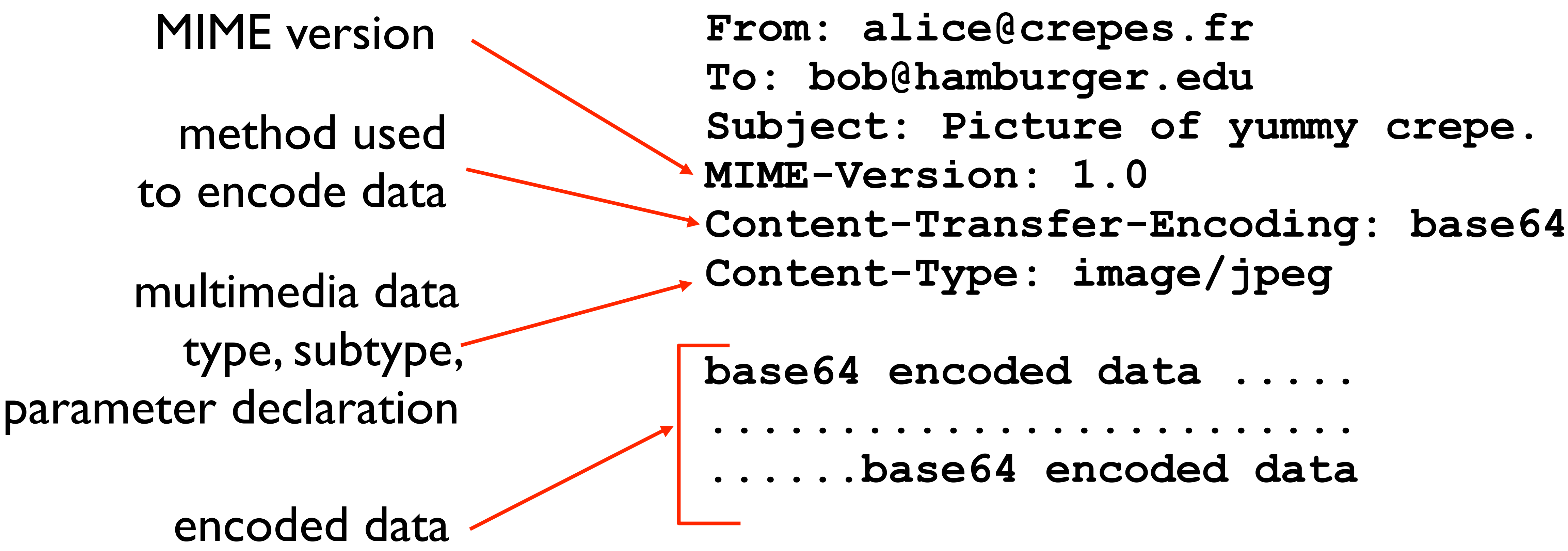
  different from SMTP commands!

- body
  - the "message", ASCII characters only



Message format: multimedia extensions

- MIME: multimedia mail extension, RFC 2045, 2056
- additional lines in msg header declare MIME content type



MIME version

method used to encode data

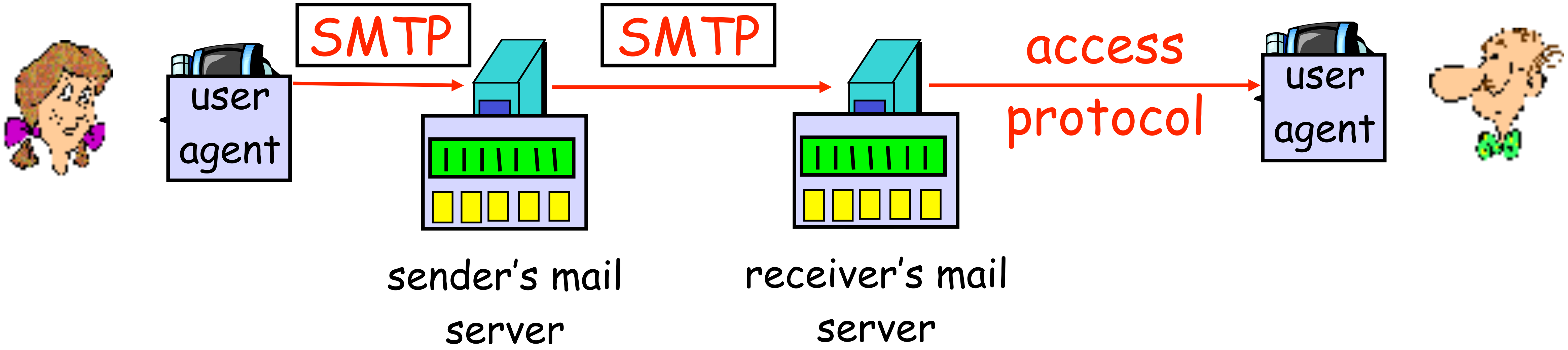
multimedia data type, subtype, parameter declaration

encoded data

```
From: alice@crepes.fr
To: bob@hamburger.edu
Subject: Picture of yummy crepe.
MIME-Version: 1.0
Content-Transfer-Encoding: base64
Content-Type: image/jpeg

base64 encoded data .....
.........................
......base64 encoded data
```

Mail access protocols



- SMTP: delivery/storage to receiver's server
- Mail access protocol: retrieval from server
  - POP: Post Office Protocol [RFC 1939]
    - authorization (agent <-->server) and download
  - IMAP: Internet Mail Access Protocol [RFC 3501]
    - more features (more complex)
    - manipulation of stored msgs on server
  - HTTP: Gmail, Hotmail ,Yahoo! Mail, etc.

POP3 protocol

authorization phase

- client commands:
  - **user**: declare username
  - **pass**: password
- server responses
  - **+OK**
  - **-ERR**

transaction phase, client:

- **list**: list message numbers
- **retr**: retrieve message by number
- **dele**: delete
- **quit**

```
S: +OK POP3 server ready
C: user bob
S: +OK
C: pass hungry
S: +OK user successfully logged on
```

```
C: list
S: 1 498
S: 2 912
S: .
C: retr 1
S: <message 1 contents>
S: .
C: dele 1
C: retr 2
S: <message 2 contents>
S: .
C: dele 2
C: quit
S: +OK POP3 server signing off
```

POP3 (more) and IMAP

More about POP3

- Previous example uses “download and delete” mode.
- Bob cannot re-read e-mail if he changes client
- “Download-and-keep”: copies of messages on different clients
- POP3 is stateless across sessions

IMAP

- Keep all messages in one place: the server
- Allows user to organize messages in folders
- IMAP keeps user state across sessions:
    - names of folders and mappings between message IDs and folder name

Chapter 2: Application layer

- 2.1 Principles of network applications
- 2.2 Web and HTTP
- 2.3 FTP
- 2.4 Electronic Mail
- 2.5 DNS
- 2.6 P2P Applications

DNS: Domain Name System

People: many identifiers:

- SSN, name, passport #

Internet hosts, routers:

- IP address (32 bit) - used for addressing datagrams
- "name", e.g., www.yahoo.com - used by humans

Q: map between IP addresses and name ?

Domain Name System:

- distributed database implemented in hierarchy of many name servers
- application-layer protocol host, routers, name servers to communicate to resolve names (address/name translation)
  - note: core Internet function, implemented as application-layer protocol
  - complexity at network's "edge"

DNS

DNS services

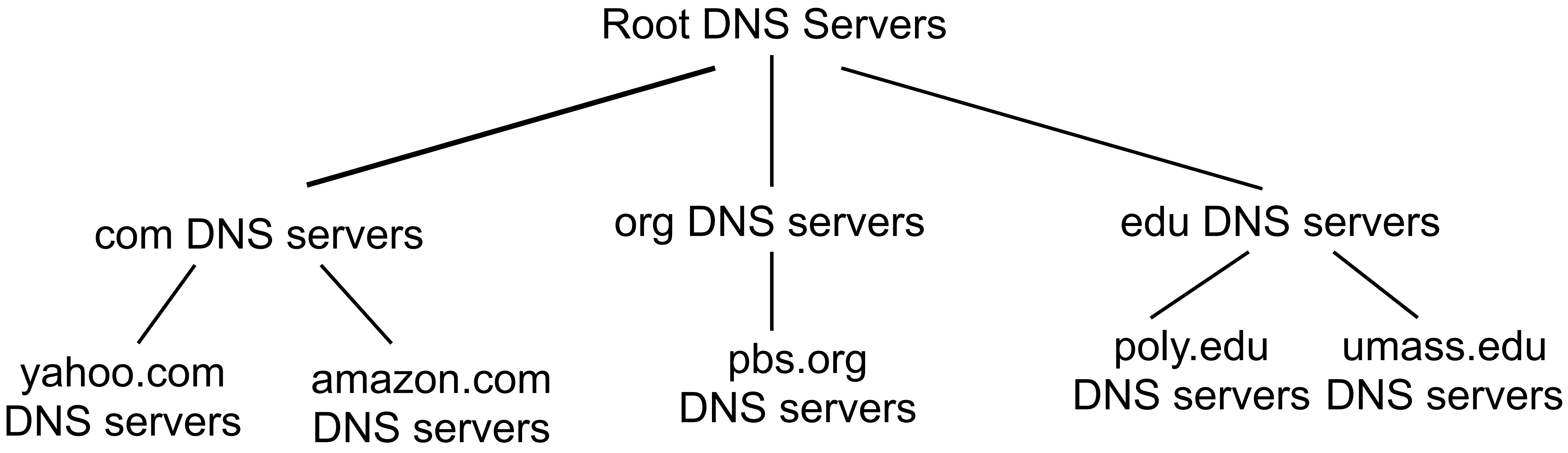
- Hostname to IP address translation
- Host aliasing
  - Canonical and alias names
- Mail server aliasing
- Load distribution
  - Replicated Web servers: set of IP addresses for one canonical name

Why not centralize DNS?

- single point of failure
- traffic volume
- distant centralized database
- maintenance

In summary, *it doesn’t scale*!

Distributed, Hierarchical Database

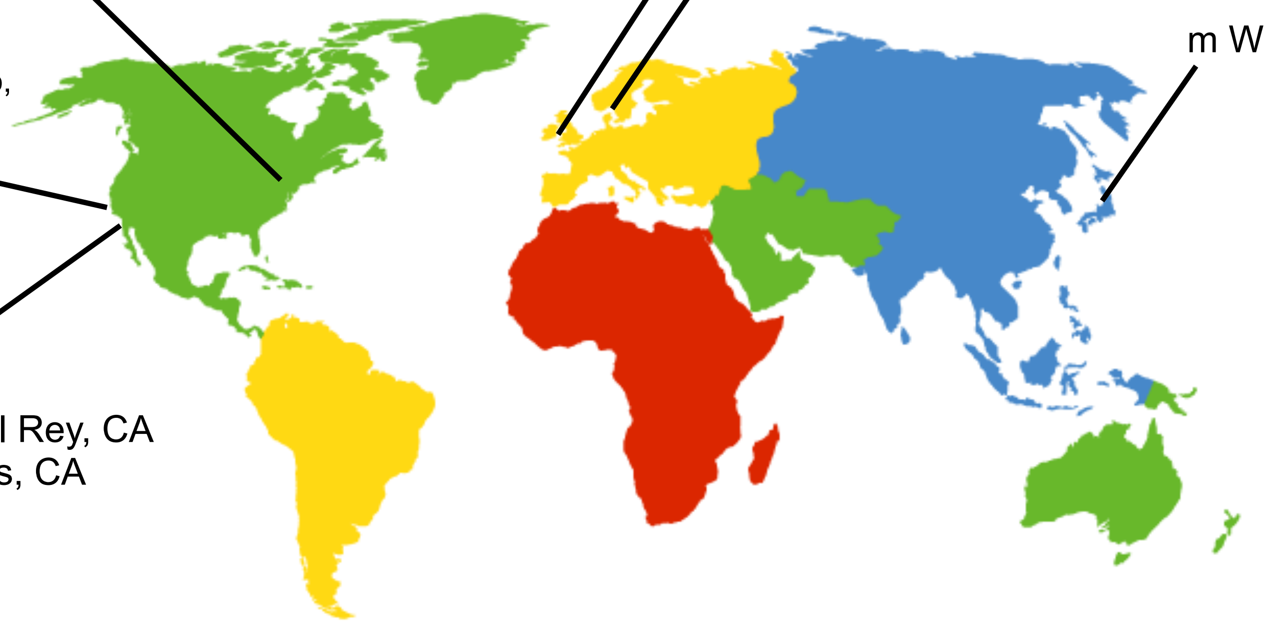


Client wants IP for www.amazon.com; 1st approx:

- Client queries a root server to find com DNS server
- Client queries com DNS server to get amazon.com DNS server
- Client queries amazon.com DNS server to get IP address for www.amazon.com

DNS: Root name servers

- contacted by local name server that can not resolve name
- root name server:
  - contacts authoritative name server if name mapping not known
  - gets mapping
  - returns mapping to local name server



a Verisign, Dulles, VA
c Cogent, Herndon, VA (also Los Angeles)
d U Maryland College Park, MD
g US DoD Vienna, VA
h ARL Aberdeen, MD
j Verisign, (11 locations)

k RIPE London (also Amsterdam, Frankfurt)

i Autonomica, Stockholm (plus 3 other locations)

e NASA Mt View, CA
f Internet Software C. Palo Alto, CA (and 17 other locations)

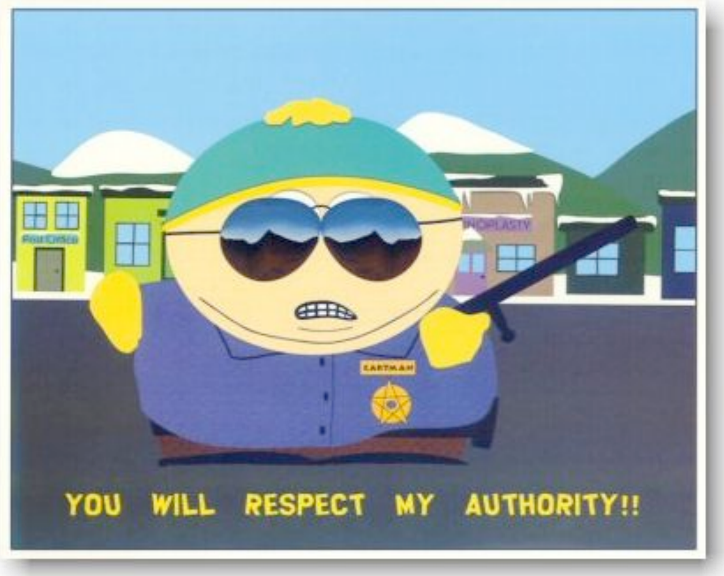
m WIDE Tokyo

b USC-ISI Marina del Rey, CA
l ICANN Los Angeles, CA

13 root name servers worldwide

TLD and Authoritative Servers

- Top-level domain (TLD) servers: responsible for com, org, net, edu, etc, and all top-level country domains uk, fr, ca, jp.
  - Network Solutions maintains servers for com TLD
  - Educause for edu TLD
- Authoritative DNS servers: organization's DNS servers, providing authoritative hostname to IP mappings for organization's servers (e.g., Web and mail).
  - Can be maintained by organization or service provider

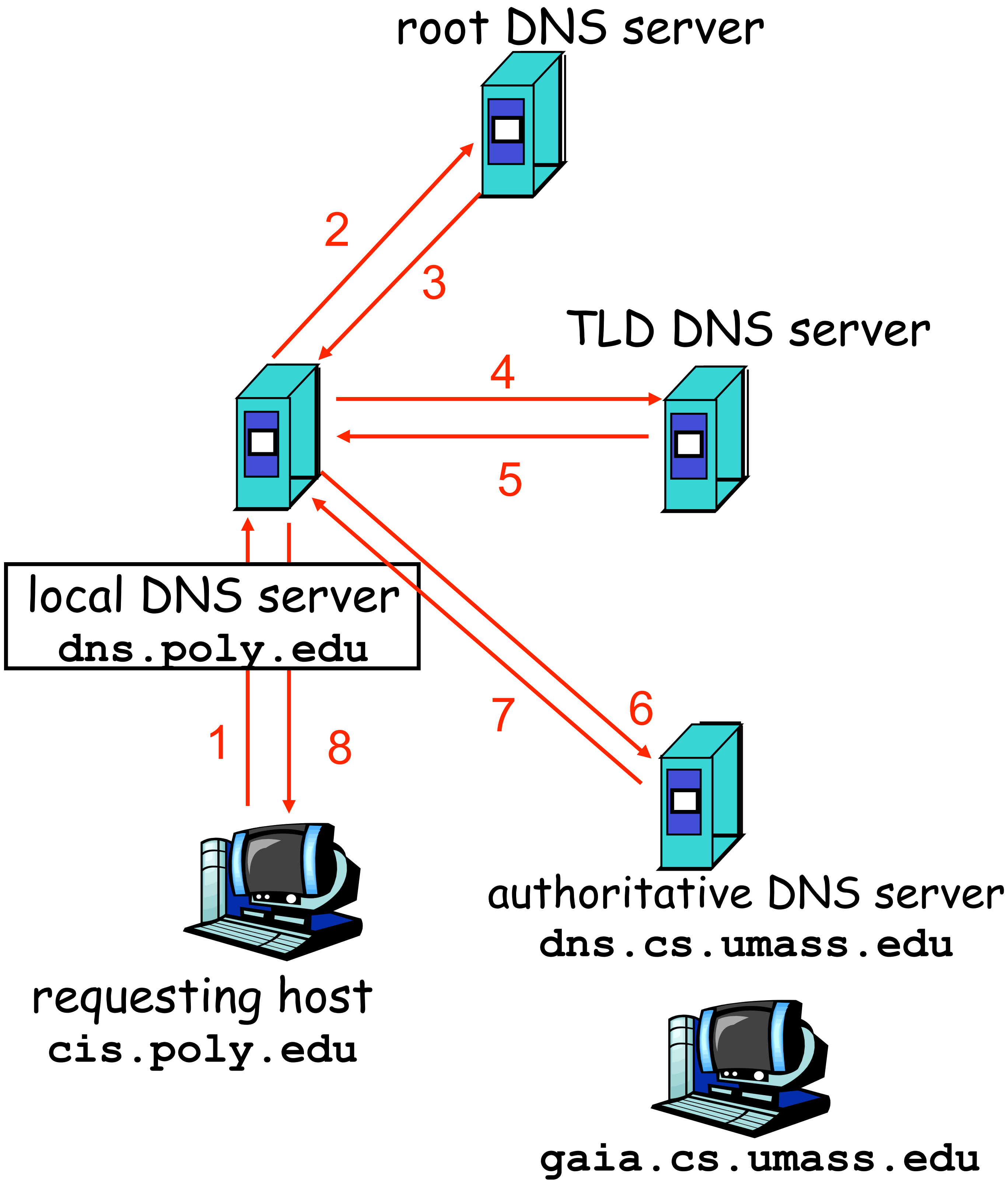


Local Name Server

- Does not strictly belong to hierarchy
- Each ISP (residential ISP, company, university) has one.
  - Also called "default name server"
- When a host makes a DNS query, query is sent to its local DNS server
  - Acts as a proxy, forwards query into hierarchy.

Example

- Host at cis.poly.edu wants IP address for gaia.cs.umass.edu



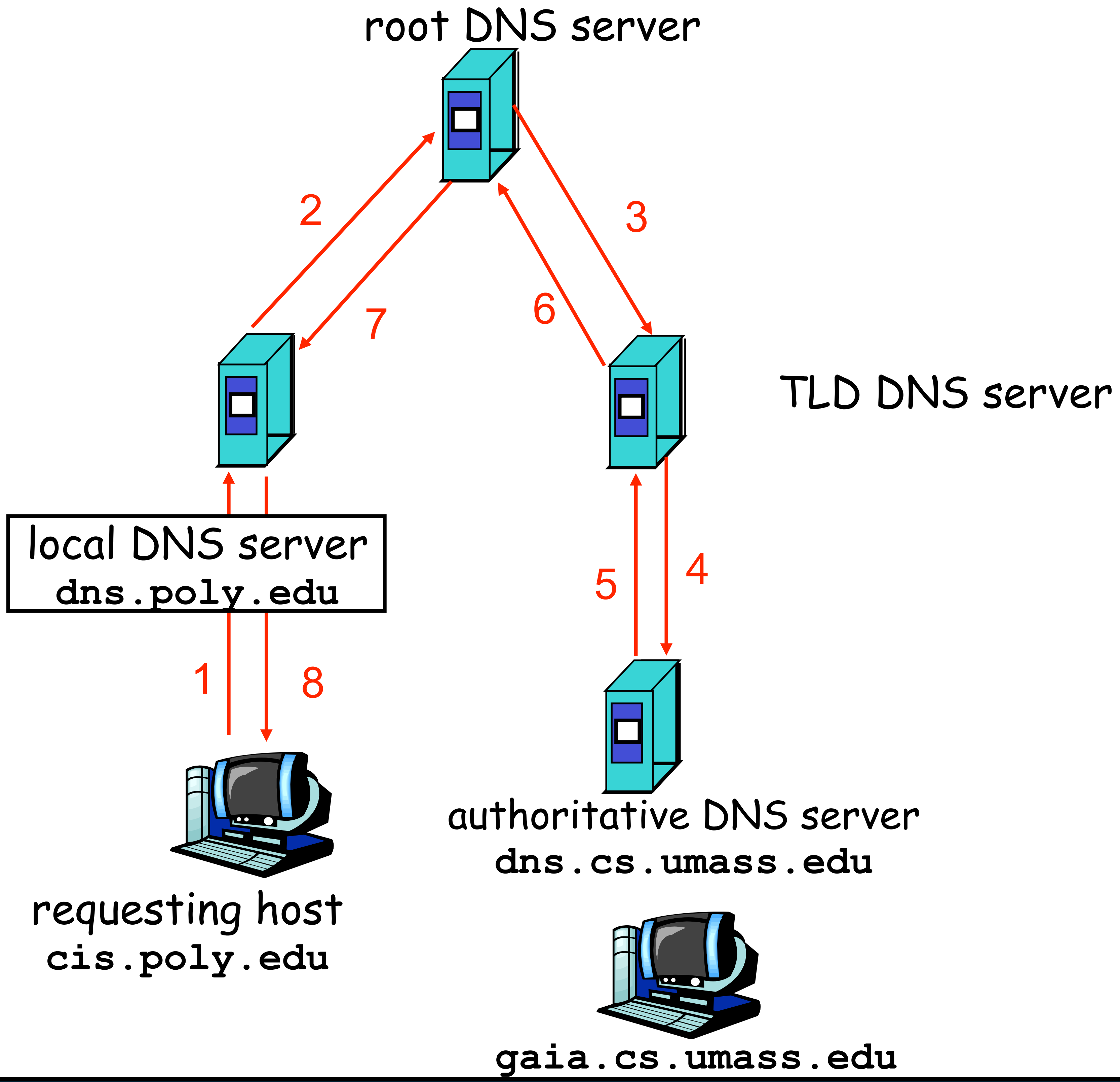
Recursive queries

recursive query:

- puts burden of name resolution on contacted name server
- heavy load?

iterated query:

- contacted server replies with name of server to contact
- “I don’t know this name, but ask this server”



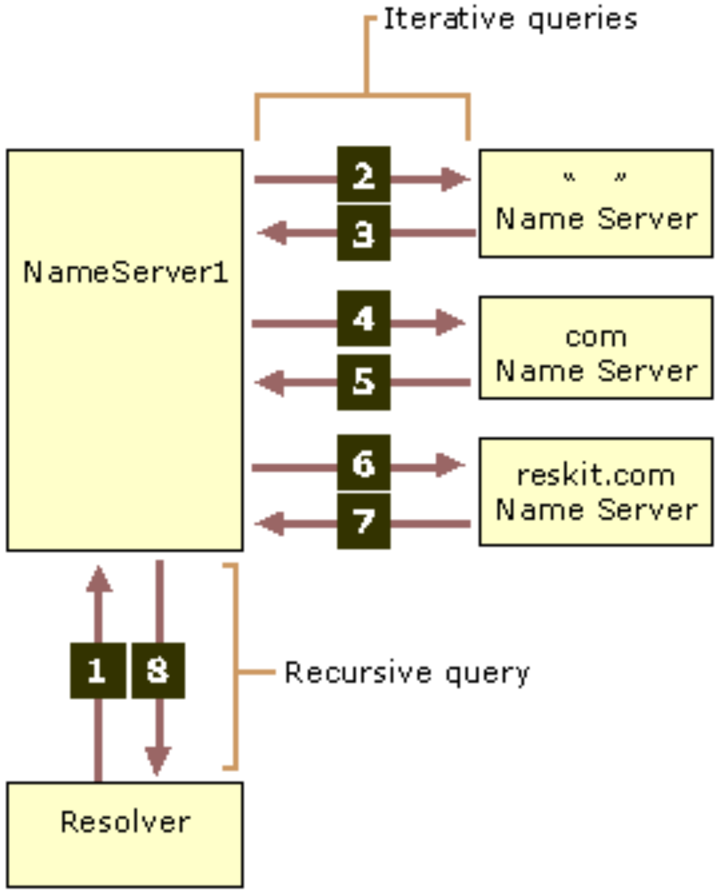
Recursive queries

recursive query:

- puts burden of name resolution on contacted name server
- heavy load?

iterated query:

- contacted server replies with name of server to contact
- “I don’t know this name, but ask this server”



DNS: caching and updating records

- once (any) name server learns mapping, it *caches* the mapping
  - cache entries timeout (disappear) after some time
  - TLD servers typically cached in local name servers
    - Thus root name servers not often visited
- update/notify mechanisms
  - RFC 2136, 3007
  - http://www.ietf.org/html.charters/dnsind-charter.html

DNS records

DNS: distributed db storing resource records (RR)

RR format: `(name, value, type, ttl)`

- Type=A
  - `name` is hostname
  - `value` is IP address
- Type=NS
  - `name` is domain (e.g. `foo.com`)
  - `value` is hostname of authoritative name server for this domain

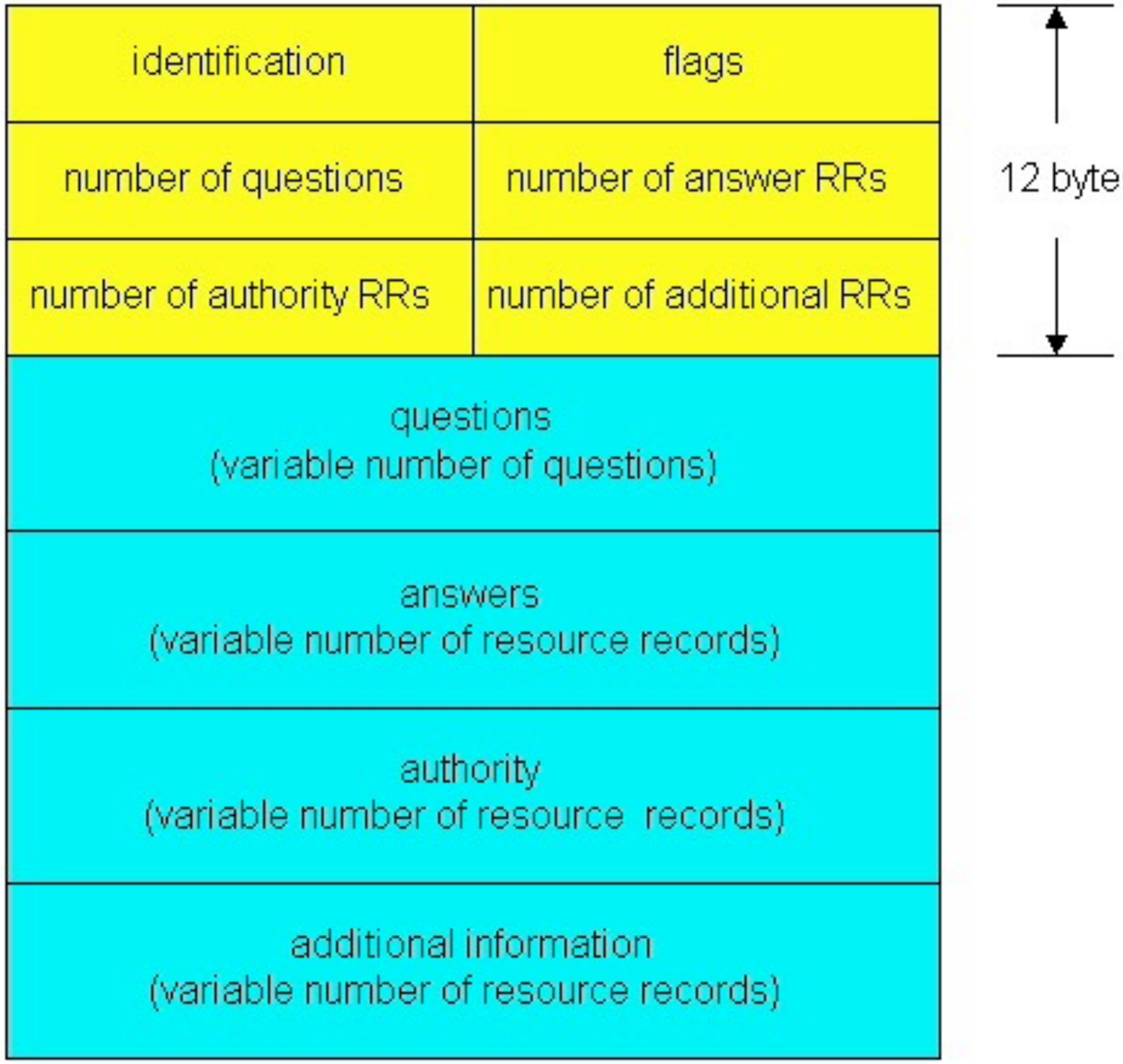
- Type=CNAME
  - `name` is alias name for some "canonical" (the real) name
    `www.ibm.com` is really
    `servereast.backup2.ibm.com`
  - `value` is canonical name
- Type=MX
  - `value` is name of mailserver associated with name

DNS protocol, messages

DNS protocol : query and reply messages, both with same message format

msg header

- identification: 16 bit # for query, reply to query uses same #
- flags:
  - query or reply
  - recursion desired
  - recursion available
  - reply is authoritative



identification | flags

number of questions | number of answer RRs

number of authority RRs | number of additional RRs

questions (variable number of questions)

answers (variable number of resource records)

authority (variable number of resource records)

additional information (variable number of resource records)

12 bytes

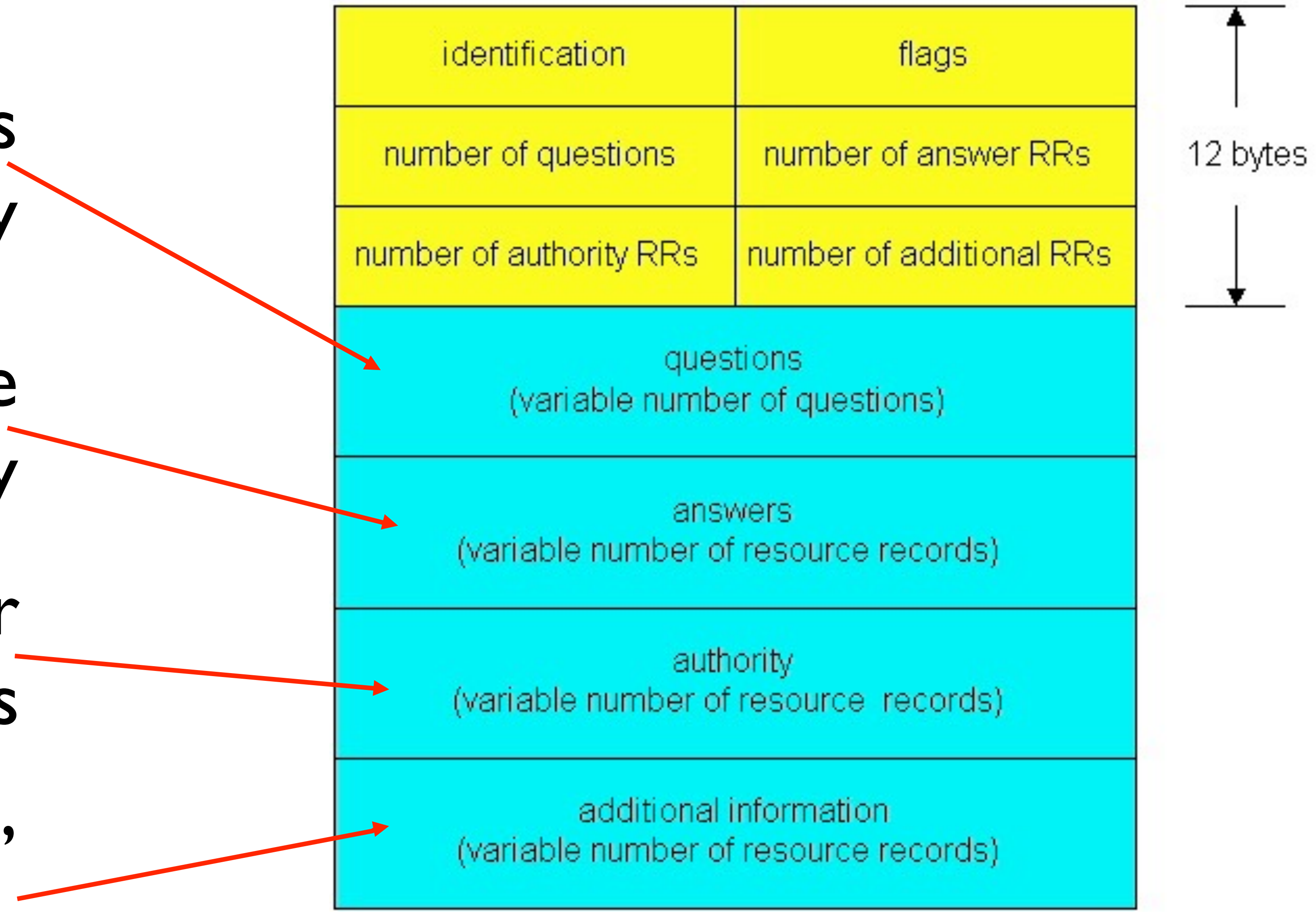
DNS protocol, messages

Name, type fields for a query

RRs in response to query

records for authoritative servers

additional "helpful" info that may be used



identification	flags
number of questions	number of answer RRs
number of authority RRs	number of additional RRs

questions
(variable number of questions)

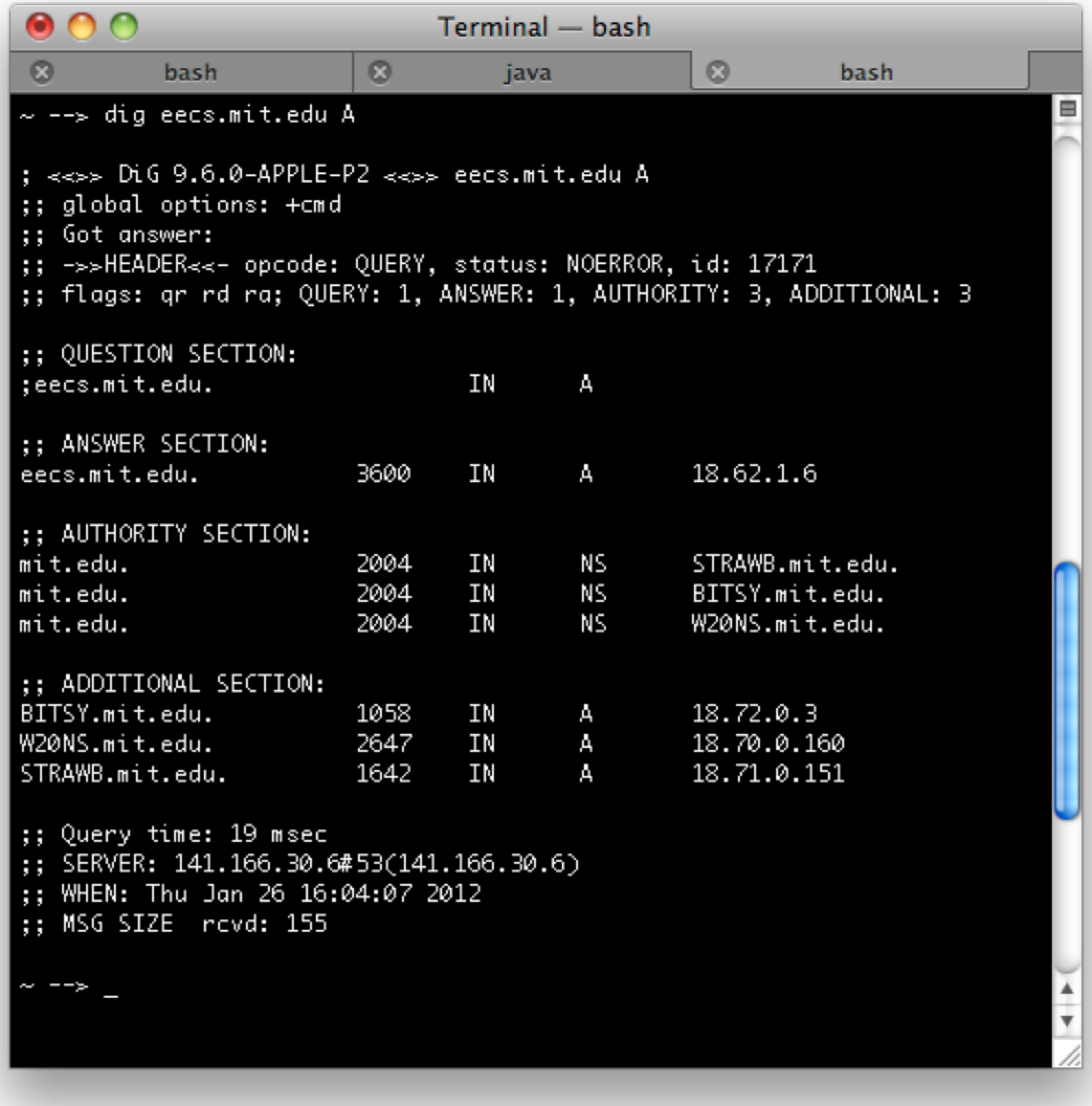
answers
(variable number of resource records)

authority
(variable number of resource records)

additional information
(variable number of resource records)

Viewing DNS Queries

- Text recommends nslookup
- I use dig



```
~ --> dig eecs.mit.edu A

; <<>> DiG 9.6.0-APPLE-P2 <<>> eecs.mit.edu A
;; global options: +cmd
;; Got answer:
;; ->>HEADER<<- opcode: QUERY, status: NOERROR, id: 17171
;; flags: qr rd ra; QUERY: 1, ANSWER: 1, AUTHORITY: 3, ADDITIONAL: 3

;; QUESTION SECTION:
;eecs.mit.edu.                  IN      A

;; ANSWER SECTION:
eecs.mit.edu.           3600    IN      A       18.62.1.6

;; AUTHORITY SECTION:
mit.edu.                2004    IN      NS      STRAWB.mit.edu.
mit.edu.                2004    IN      NS      BITSY.mit.edu.
mit.edu.                2004    IN      NS      W20NS.mit.edu.

;; ADDITIONAL SECTION:
BITSY.mit.edu.          1058    IN      A       18.72.0.3
W20NS.mit.edu.          2647    IN      A       18.70.0.160
STRAWB.mit.edu.         1642    IN      A       18.71.0.151

;; Query time: 19 msec
;; SERVER: 141.166.30.6#53(141.166.30.6)
;; WHEN: Thu Jan 26 16:04:07 2012
;; MSG SIZE  rcvd: 155

~ --> _
```

Inserting records into DNS

- Example: just created startup "Network Utopia"
- Register name networkuptopia.com at a registrar (e.g., Network Solutions)
  - Need to provide registrar with names and IP addresses of your authoritative name server (primary and secondary)
  - Registrar inserts two RRs into the com TLD server:

```
(networkutopia.com, dns1.networkutopia.com, NS)
(dns1.networkutopia.com, 212.212.212.1, A)
```

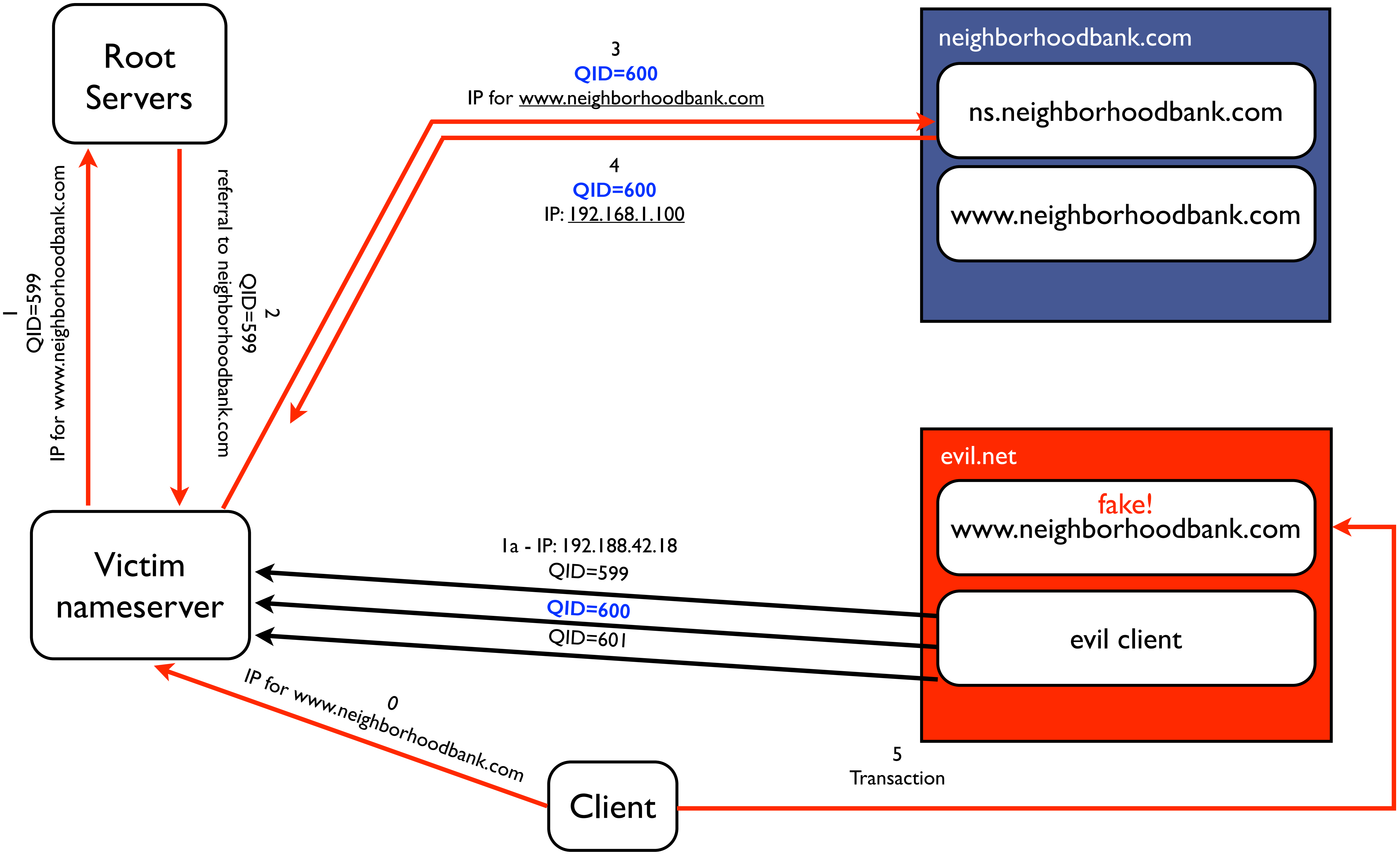
- Put in authoritative server Type A record for www.networkuptopia.com and Type MX record for networkutopia.com
- How do people get the IP address of your Web site?

DNS Security Issues

- Given that so many different servers can respond to your request, *how do you know that what you get back is correct?*
    - Are you sure that you spoke to the resolver you think you spoke to?

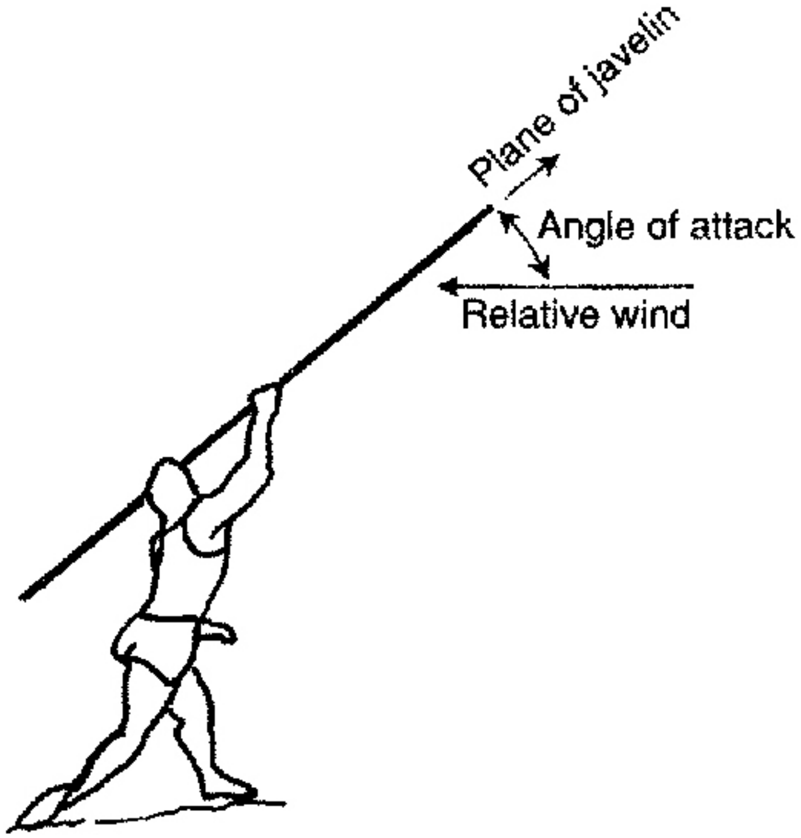
- What happens if you manage to give a resolver false look-up information?

DNS Cache Poisoning



DNS Attacks - Real?

- Golden Shield Project
- Kaminsky Attack
- Others?
  - Why is it difficult to know?



Same Bat Time...

- Peer-to-Peer architectures/applications
  - Read Section 2.6
- Socket Programming
  - The book uses Java, we are going to use C
  - If you haven’t already done so, look at the Pocket Sockets Guide.