Advanced Unix System Administration

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- A brief history of Internet email
 - Mail between users on multi-user machines had existed since the 1960s
 - With the advent of ARPANET (1970s), mail began to be transferred over networks
 - Initially, mail transfer was performed over FTP
 - Sites connected intermittently (usually via dialup serial link) transferred mail using UUCP
 - UUCP allows for transfer of files over serial links
 - ARPANET-UUCP gateways allowed much faster transfers

- History con't
 - Without direct connections between all sites, and no way of determining how best to get a message there, senders specified the routing of their messages
 - The infamous bang-paths: ...foovax!barbox!quuxnet!me, where presumably everyone could find a path to foovax
 - People would often specify paths from multiple hosts: ...{ucbvax,menlo70}!barbox!me
 - Classic example:

...{decvax,philabs}!mcvax!moskvax!kremvax!cher nenko

- The modern era: SMTP
 - The protocol is defined in RFC 2821, the message format in RFC 2822
 - Messages are transferred in a simple text format: headers, newline, body
 - Headers: From, To, Subject, Date, ...
 - Content of the body may not be text in modern usage – see the MIME RFCs
 - Note that the information in the headers is NOT used in routing the message

- SMTP con't
 - Routing an email message
 - The destination of an email is determined by its envelope recipient, specified to the server on sending
 - The sending mail server looks for an MX record for the destination site to determine who to talk to
 - MX records are tried in order of the priority given
 - If no MX record is present, an MX record pointing to the name itself with priority 0 is assumed
 - If the message doesn't get there, the envelope sender is returned a bounce

- SMTP con't
 - A typical SMTP conversation
 - HELO hostname or EHLO hostname
 - MAIL FROM: <envelope-sender@site>
 - RCPT TO: <envelope-recipient@othersite>
 - DATA
 - QUIT
 - The server replies with the traditional 1xx-5xx codes

- Problems with SMTP
 - No identity verification anyone can send email claiming to be anyone else
 - In fact, most mailing list software depends on this behavior
 - One of the enabling factors behind spam, blowback bounces, etc.
 - Legacy compatibility causes problems
 - Long timeouts, retries, etc. for unreliable networks lead to messages spending in mail queues before bouncing
 - Bang paths still (theoretically) supported!

- Mail Transfer Agents
 - sendmail
 - The original Internet mailer, an extension by Eric Allman of the original UUCP-era mailers
 - Complex configuration, but can do (literally) anything
 - Inefficient, slow, terrible security record
 - Includes a nice mail filtering architecture in newer versions (milter)
 - Not recommended for new installs unless you have special needs

- MTAs con't
 - qmail
 - Dan Bernstein's attempt at a secure mailer
 - Multi-binary, privilege-separated architecture provides better security and faster mail delivery
 - Introduced maildir mail storage (one file per email); often faster than mbox (one file per mail spool)
 - Unmaintained, unmaintainable by others due to license issues, has some quirky behaviors
 - Not recommended for new installs

- MTAs con't
 - Exim
 - Developed at Cambridge as a fast Internet mailer
 - Single-binary architecture sometimes criticized, but has reasonable security record
 - Extremely fast in environments where most mail is deliverable immediately, but has poor queue management
 - Can embed Perl to process email

- MTAs con't
 - Postfix
 - Wietse Venema's attempt at a secure mailer
 - Multi-binary, privilege-separated architecture
 - Very fast, simple configuration
 - Some processing isn't possible inside Postfix, but external hooks are possible
 - Such filtering setups can be a bit complex
 - Sendmail milters are supported to some degree in newer versions