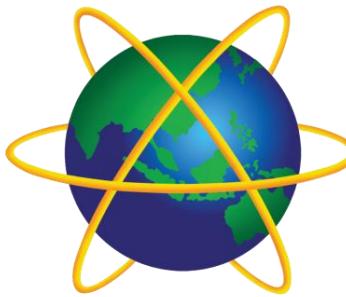


System and Network Administration



A • P • U
ASIA PACIFIC UNIVERSITY
OF TECHNOLOGY & INNOVATION

Core Services:
email

Electronic Mail

E-mail is the **ONLY** universal mission-critical application

- Each person/group will have various mission-critical applications
- But the only application that **everyone** depends on is e-mail

Keeping e-mail flowing is a required task for most system administrators.

For the administrator this means:

- Choosing and configuring a mail transport agent
- Thinking through
 - the site's e-mail model,
 - user agents, and
 - hardware required to provide this critical service.

With proper privileges, Windows Host could be configured to use DNSmasq for Name to IP

TinyNet



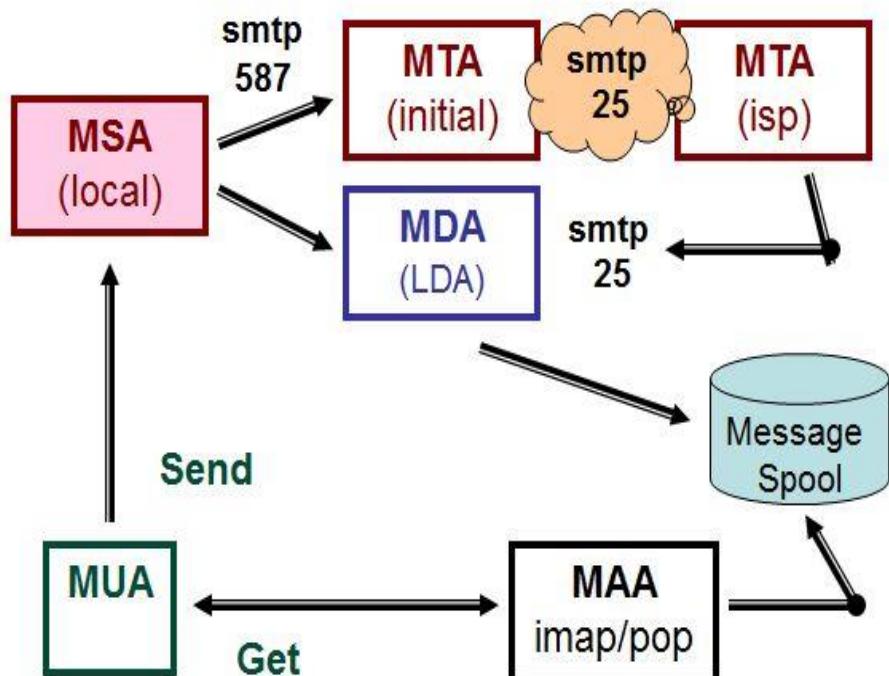
Name To IP happens frequently

MailHost

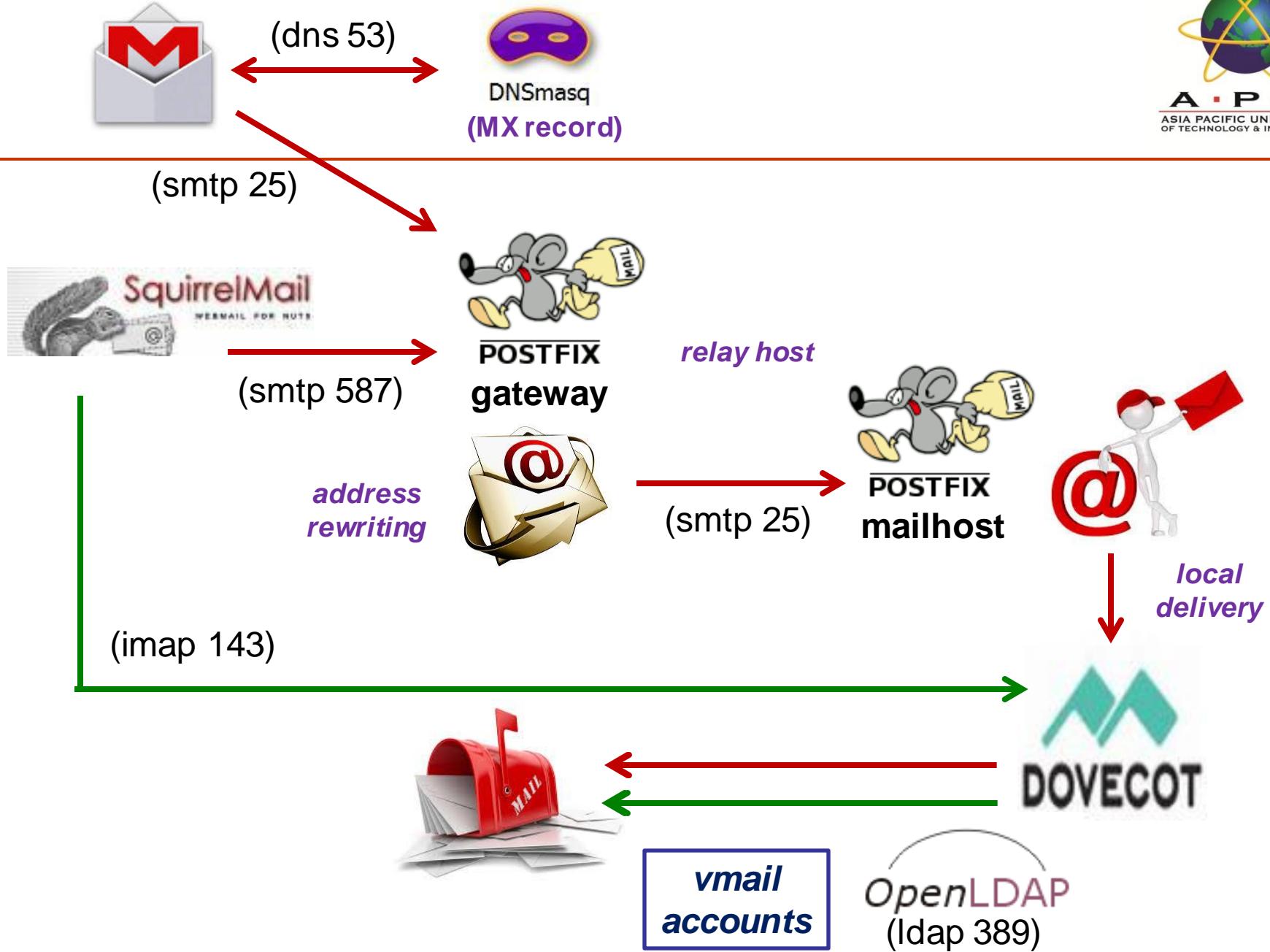
*Logical communication is direct,
actual communication across
subnets passes through the
Gateway*

Mail - Abstract Architecture

In our setup, **SquirrelMail** is the **MUA**; **Postfix** on the Gateway is a **MTA**; **Postfix** on the Mailserver is the **MSA** when it receives mail from **SquirrelMail** and the **MDA** when it receives mail from **Postfix** on the Gateway; **Dovecot** on the MailServer is the **LDA** (called by **Postfix** for putting messages in mailboxes) and the **MAA** (imap server).



MUA – Mail User agent
MSA – Message Submission agent
MTA – Mail Transport agent
MDA – Mail Delivery agent
MAA – Mail Access agent



Message, Envelope, Headers

The MSA places the message in an “envelope” for delivery.

- There is a header on the message and another header on the envelope.
 - These contain addresses and other information about the message.
 - Message headers can be (and are) easily forged by user.
- Users typically do not see the envelope.
 - Envelope headers are (normally) created, changed, and deleted by MTAs
- Every message is assigned a unique ID by each MTA that handles it.
 - This allows tracing the message from end to end (if log files are available).

EMail Overview – SMTP

1. sending end introduces itself
2. sending end tells who mail is from
3. sending end tells who mail is for
 - If the destination user is valid / relaying is permitted, open a spool, and continue the process.
More on this in a minute...
4. Sending end transfers data
5. Sending end closes connection

SMTP protocol

HELO – introduce yourself
AUTH – authenticate this user
MAIL FROM – who
RCPT TO – (message to)
VRFY – see if this user exists.
EXPN – expand this address and tell me who it is
DATA – body of the message
DSN – delivery status notice
RSET – reset the connection
NOOP – do nothing
VERB – verbose mode
QUIT – close the connection

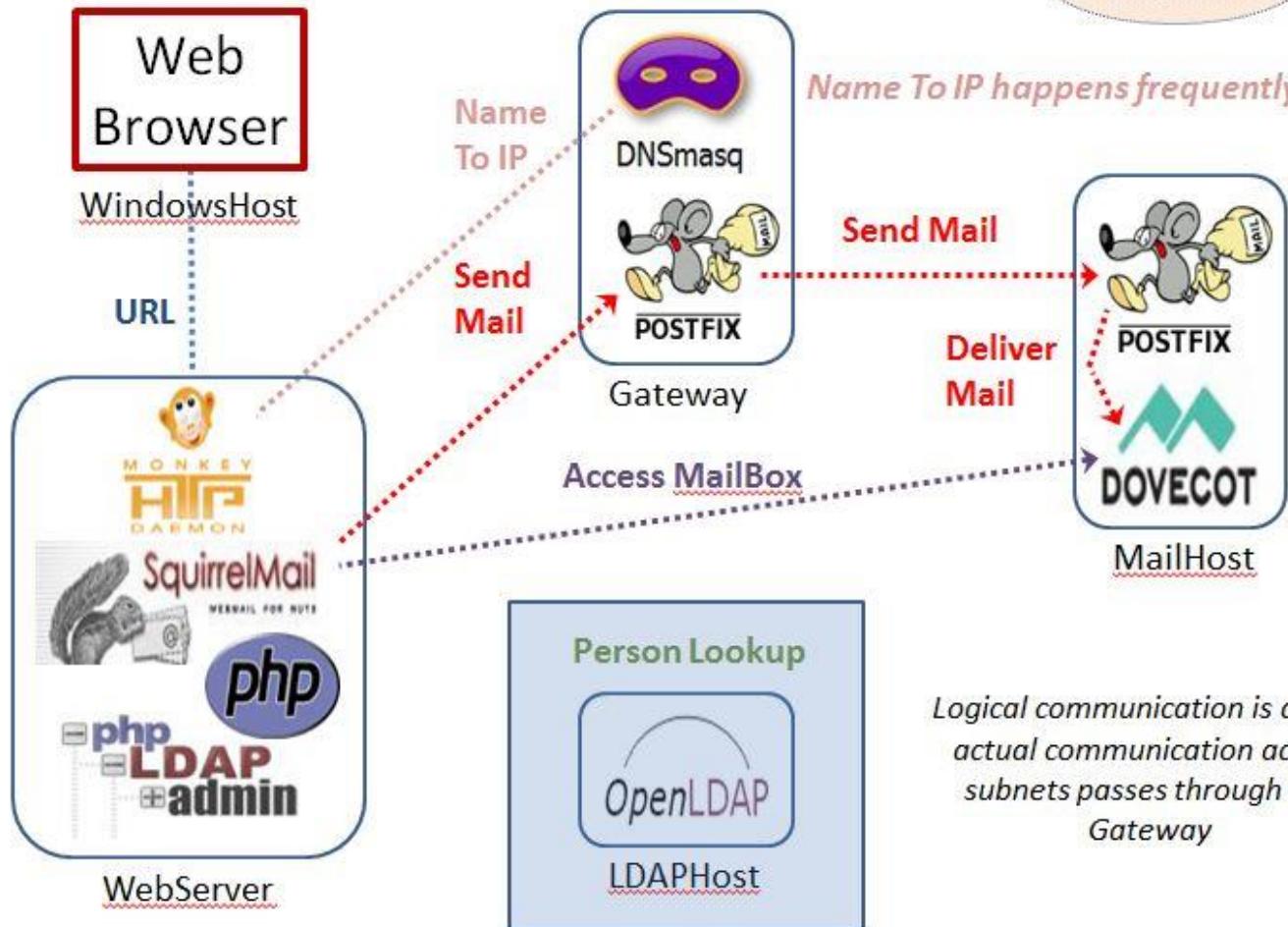


Web-based Mail

- A web-based mail client is a suite of CGI programs that act as a mail client using a web browser as the user interface.
- Requires obtaining and installing the needed CGI programs and supporting programs and adding them to the web server configuration
 - For example, SquirrelMail requires a webserver, PHP, and an IMAP server, as well as the SquirrelMail software.
- Web-based mail can be used from any client platform that has a web browser.

Configure Webmail

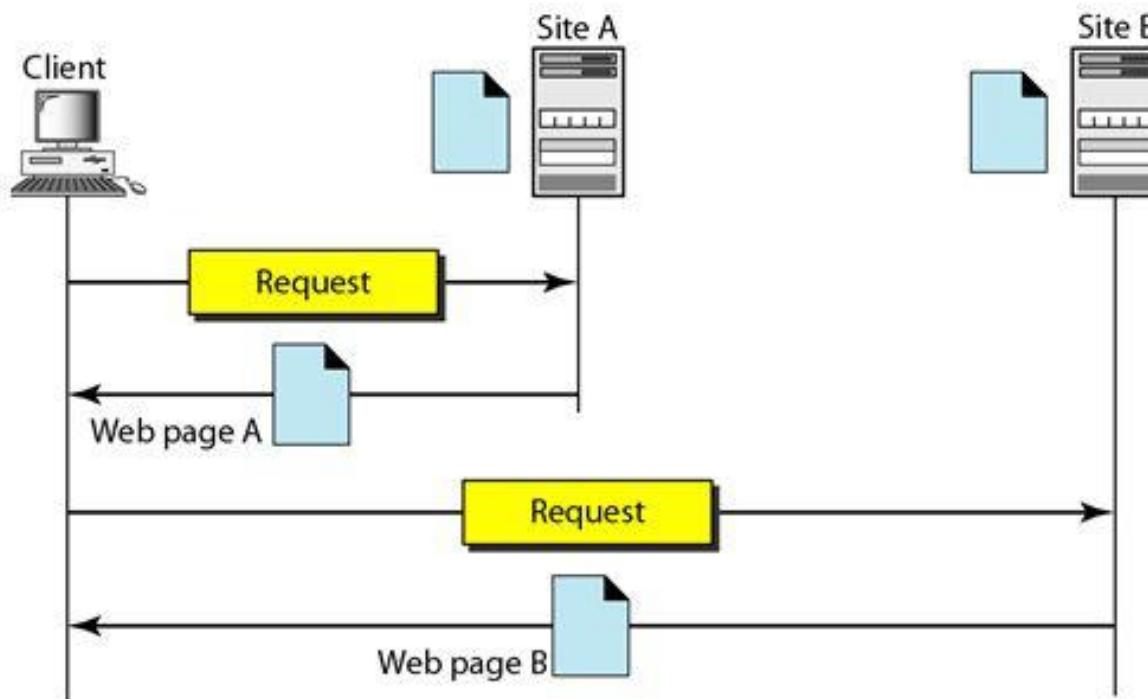
With proper privileges, Windows Host could be configured to use DNSmasq for Name to IP



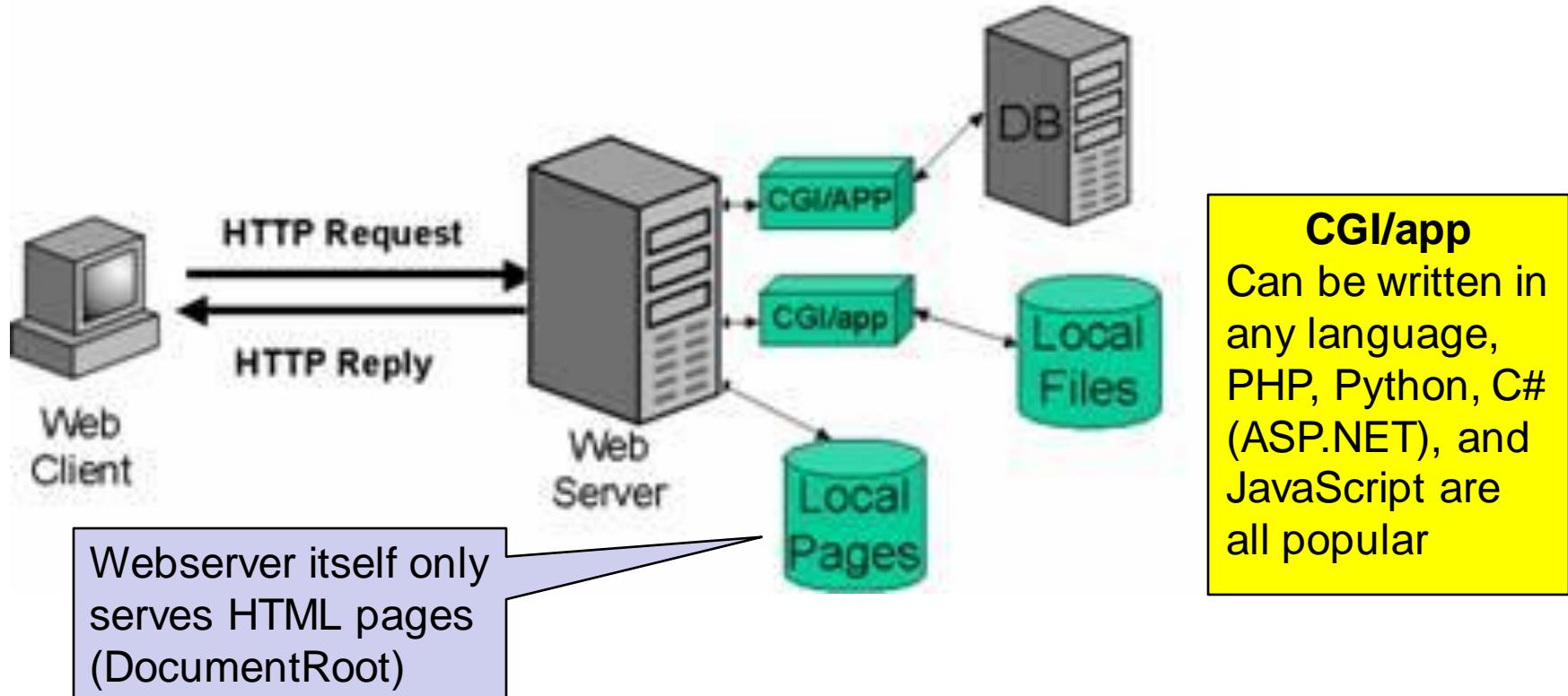
Web Services

- Uses HTML for message format and HTTP for message transport
- HTTP: TCP port 80
- HTTPS: TCP port 443 (SSL)

Each component of the page is retrieved separately and combined for display in the browser

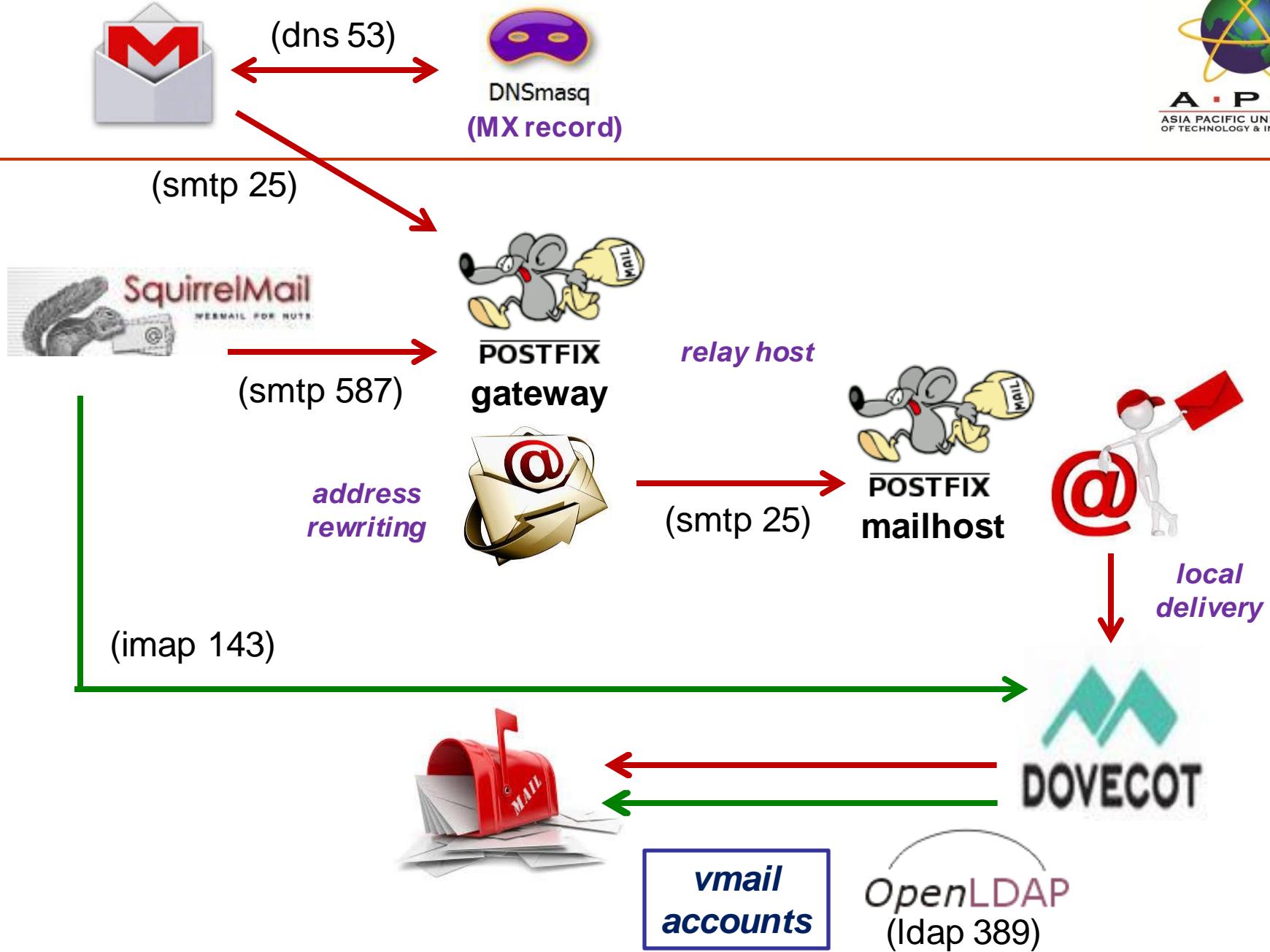


Web server Architecture



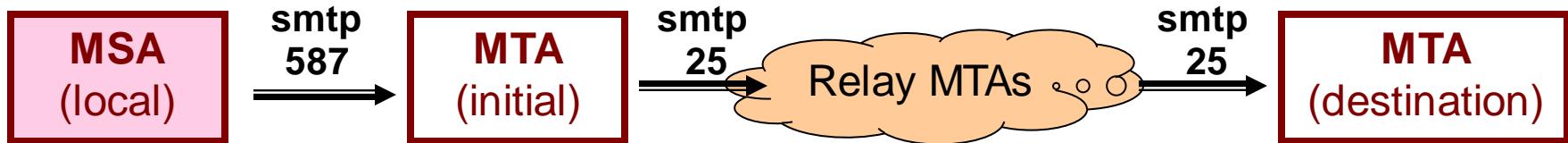
Virtual Hosts :
Multiple Web sites managed by a single server

- monkey is the TinyNet default server
- apache is the most popular
- lighttpd is preferred by many
- Internet Information Server (IIS) is Microsoft





RFC 2476 + RFC 4409: Message Submission



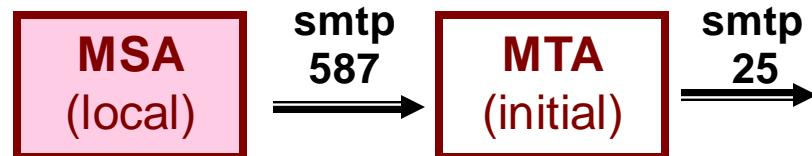
Defines the difference between **mail transfer** and **message submission**:

- Submission is intended to be from client to initial server.
 - SMTP protocol, port 587
- Transfer is intended to be server to server (relay)
 - SMTP protocol, port 25

Allows administrators to run two distinct services configured optimally for each purpose rather than a single MTA service that has to make allowances for different types of use

Email – Submission

MSA port 587 should be limited to internal hosts



- MSA converts mail to “canonical form”, for example by adding @domain to mail submitted with a simple user name
- MSA does other address rewriting, for example changing user@host.domain to Given.Family@domain (masquerading)
- MSA authenticates clients: able to require encryption and SMTP authentication for port 587 sessions

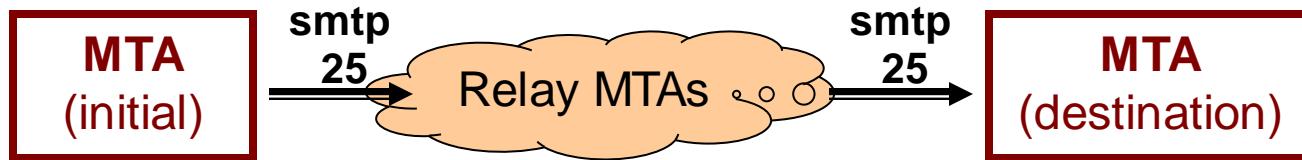
DNS Necessities

- **Canonical name for hosts**
 - lookup record - Name to IP
- **MX records**
 - so MTAs can find the address to connect to

example.com IN MX 10 mailhost.example.com.

 - MSAs don't really need MX, initial MTA can be hard coded
- **Mailserver reverse lookup record** - IP to Name
 - for validation purposes

Relaying



- MX (Mail eXchanger) record
 - priority allows multiple possibilities for getting mail delivered
- MTA configuration
 - Accept mail for certain destinations, then pass it along
- open relay = bad netizen
 - likely to be used for spam

Many different configurations are possible

- Local delivery for users with an account on the system
- Local delivery for virtual users (no account on the system)
- Virtual hosting for domains, mail delivered to local user (virtual or actual)
- Mail sent to a gateway then forwarded on to individual mailservers – MUA talks to configured gateway MSA
- Local mail sent to local mailserver, external mail sent to gateway – MUA talks to localhost

***Weird and wonderful combinations will work!
Lots of decisions to make, Lots of documentation to read***

How complicated is it?

- **postfix**
 - sets 530+ defaults
- **sendmail:**
 - 55+ features
 - 180+ defines, many with several distinct options
 - these are used to configure
 - 18 classes
 - 16 rulesets
 - 15 macros
 - 9 m4 diversions (subroutines)
- **dovecot:**
 - About 150 defaults plus (2^*7) database options



Troubleshooting

- Stop! Don't Rush
- Make one change at a time – test
- Start at one end, move up or down the network layers
- Communicate regularly
- Work as a team
- Document before and changes

Requires skills of

- Mechanic
- Sociologist
- Researcher

Problems?? Check the “4 peas”

- Paths
- Permissions
- Ports
- Parsing (typos)

Correcting Faults

- 1. Gather evidence**
- 2. Make an informed guess**
(just fix it, see if it works --
BUT be able to go back to the
previous and original !!)
- 3. Try to reproduce the error**

Troubleshooting

It is best to test a network service locally first.

- Use `netstat -an` to check that the port number associated with the service is active and in the LISTENING state.
- Check which IP address the port is bound to -- some services may only be bound to use one or another interface .
- Check if the service responds at all by trying the service using a local client, which does not involve host-to-host connectivity.
 - The local service is naturally found at the localhost address (127.0.0.1, or just identify localhost as the hostname).
- Examine the log using `tail -f`
 - shows all messages received and sent by the server

Troubleshooting Scenario: Webserver



If the web server will not start for no apparent reason:

1. make sure that the pid file doesn't already exist

```
ls -l /var/run/httpd.pid  
-rw----- 1 root sys Feb 14 19:23 /var/run/httpd.pid
```

2. If the file exists while the server is stopped then delete it

```
rm /var/run/httpd.pid
```

3. restart the service ... for example

```
/etc/rc.d/apache restart
```

4. Use netstat -an to check that port 80 is active and in the LISTENING state.

Troubleshooting Scenario (cont.)

5. try the local service – you don't even need a browser

```
telnet localhost 80
```

```
GET /
```

6. Examine the log using tail -f

```
shows all messages received and sent by the server
```

Still having problems?

(a) Increase the Loglevel verbosity, for example from...

```
LogLevel warn to LogLevel debug
```

(b) restart the service - examine the log using tail -f

Still having problems?

(c) Start the process from the shell to capture console logging

- Look at the rc.d startup script to find the actual command that is being executed, and run it yourself from the command line

```
/usr/sbin/apachectl start
```

```
dynamic linker : /usr/sbin/httpd : could not open libmhash.so.2
/usr/sbin/apachectl: 29125 killed
/usr/sbin/apachectl start: httpd could not be started
```

- we find that the apache server couldn't start because it couldn't locate a linked library

Missing Libraries

- If you are missing a library, use the command
find / -name "libname*"
using the library name from the error message.
- If it exists, fix it with a symlink to the path specified in the error message, or put the symlink in /usr/lib or /usr/local/lib if it is not already there.
- Lots of times the library is called libxyz.so.2.0.0 when the program wants libxyz.so so this is pretty easy

Troubleshooting Scenario (cont.)

(d) Doublecheck this using ldd like so...

```
cd /usr/sbin  
ldd ./httpd  
  
. ./httpd needs:  
libldap.so.2 => /var/opt/lib/libldap.so.2  
/usr/lib/libcurl.so.2  
/usr/lib/libgnuintl.so.4  
dynamic linker : ./httpd : could not open libmhash.so.2
```

in this scenario we know that libmhash.so.2 resides in /var/opt/lib/ so we found a missing symbolic link

Troubleshooting Scenario (cont.)

(e) Fix by creating a symlink to the library

```
ln -s /usr/lib/libmhash.so.2 /var/opt/lib/libmhash.so.2
```

(f) and try it again

```
ldd ./httpd
```

./httpd needs:

libldap.so.2 => /var/opt/lib/libldap.so.2

libmhash.so.2 => /var/opt/lib/libmhash.so.2

/usr/lib/libcurl.so.2

/usr/lib/libgnuintl.so.4

Diagnosis

Be systematic:

- ❖ start with simple things, progressing to more complicated causes or factors
- ❖ always eliminate the obvious first
- ❖ use a log, conceptual map, etc.
- ❖ gather information that can be subject to ***association and deduction***
- ❖ establish (recall) cause and effect
- ❖ be able to go back to the previous and original

Diagnosis (cont'd)

Play detective:

- pay attention to facts
- read documentation
- talk to others
- old bug and problem reports – local and googled
- system logs
- simple tests and experiments
 - **know your tools**, e.g., ping, netstat, ifconfig, ethtool, lsof, locate, tcpdump, wireshark

Requires skills of

- Mechanic
- Sociologist
- Researcher

Correcting Faults (cont'd)

Then change management

- decide
- map out repercussions
- revise policy if necessary, incorporating user comments
- inform users of impending change
- lock the system to avoid incomplete reconfiguration
- make the changes
- unlock the system
- inform users that all is done

Then revision control for configurations
everything should be documented

