

# **Application Layer**

# Application architectures

possible structure of applications:

- client-server
- peer-to-peer (P2P)

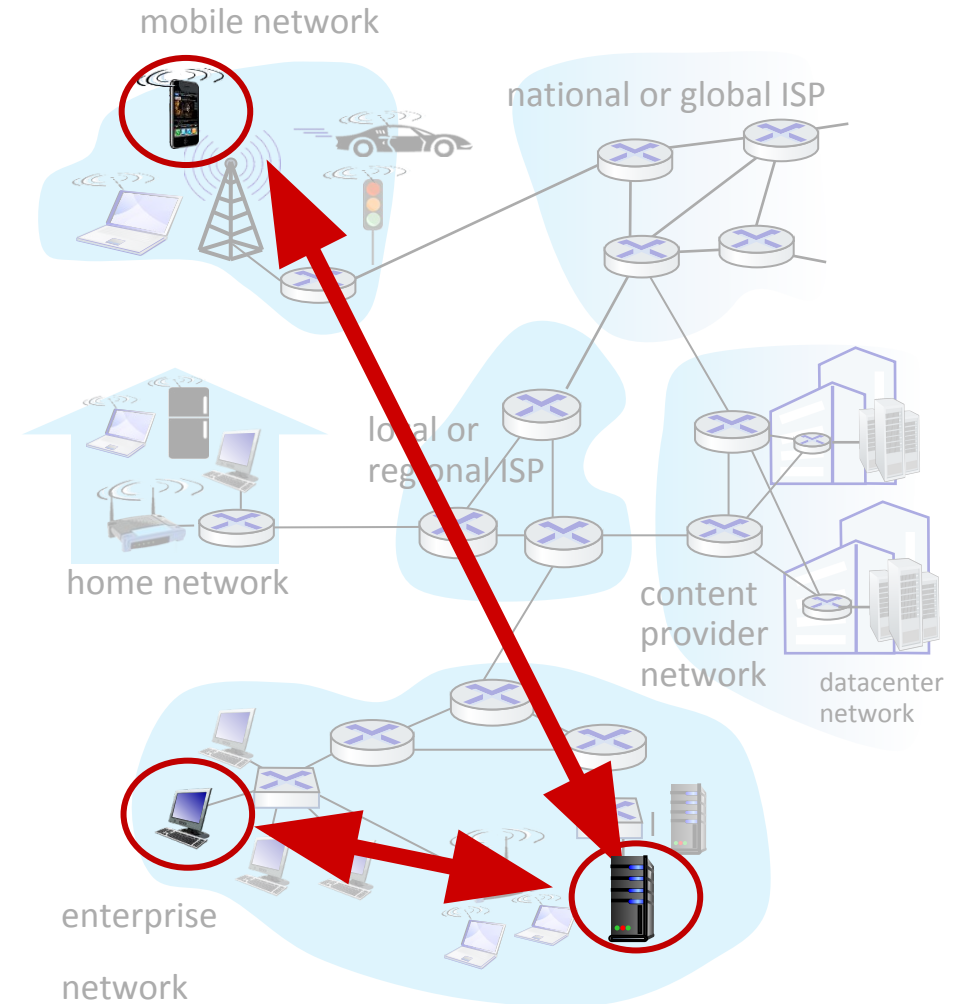
# Client-server paradigm

## server:

- always-on host
- permanent IP address
- often in data centers, for scaling

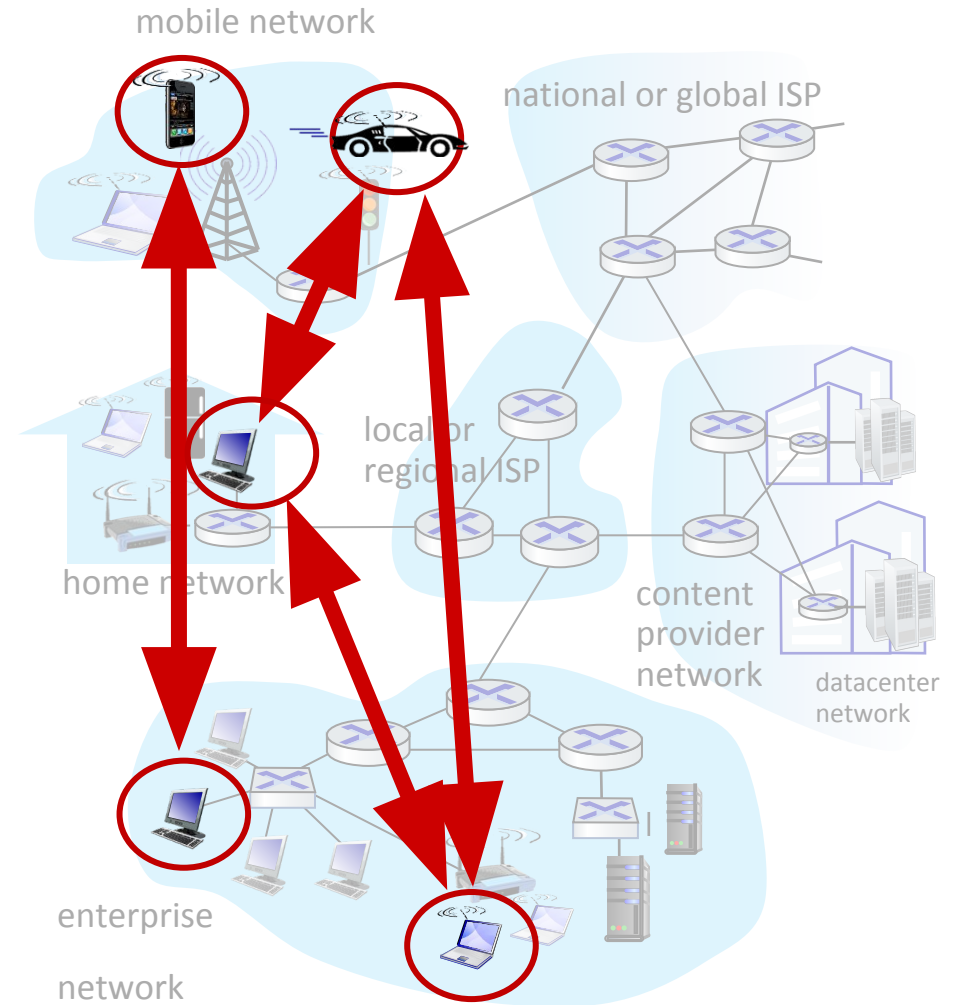
## clients:

- contact, communicate with server
- may have dynamic IP addresses
- do *not* communicate directly with each other
- examples: HTTP, IMAP, FTP



# Peer-peer architecture

- *no* always-on server
- arbitrary end systems directly communicate
- peers request service from other peers, provide service in return to other peers
  - *self scalability* – new peers bring new service capacity, as well as new service demands
- example: P2P file sharing



# Processes communicating

*process*: program running within a host

- within same host, two processes communicate using **inter-process communication** (defined by OS)
- processes in different hosts communicate by exchanging **messages**

clients, servers

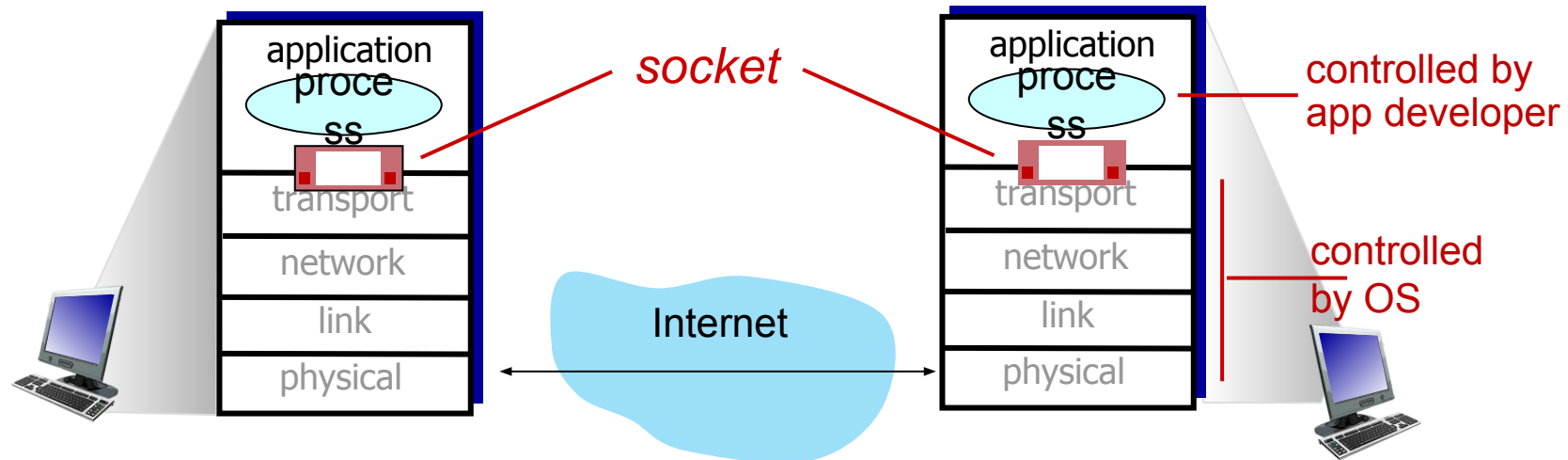
*client process*: process that initiates communication

*server process*: process that waits to be contacted

- note: applications with P2P architectures have client processes & server processes

# Sockets

- process sends/receives messages to/from its **socket**
- socket analogous to door
  - sending process shoves message out door
  - sending process relies on transport infrastructure on other side of door to deliver message to socket at receiving process
  - two sockets involved: one on each side



# Addressing processes

- to receive messages, process must have *identifier*
- host device has unique 32-bit IP address
- Q: does IP address of host on which process runs suffice for identifying the process?
  - A: no, *many* processes can be running on same host
- *identifier* includes both IP address and port numbers associated with process on host.
- example port numbers:
  - HTTP server: 80
  - mail server: 25
- to send HTTP message to gaia.cs.umass.edu web server:
  - IP address: 128.119.245.12
  - port number: 80
- more shortly...

# An application-layer protocol defines:

- types of messages exchanged,
  - e.g., request, response
- message syntax:
  - what fields in messages & how fields are delineated
- message semantics
  - meaning of information in fields
- rules for when and how processes send & respond to messages



# What transport service does an app need?

## data integrity

- some apps (e.g., file transfer, web transactions) require 100% reliable data transfer
- other apps (e.g., audio) can tolerate some loss

## timing

- some apps (e.g., Internet telephony, interactive games) require low delay to be “effective”

## throughput

- some apps (e.g., multimedia) require minimum amount of throughput to be “effective”
- other apps (“elastic apps”) make use of whatever throughput they get

## security

- encryption, data integrity, ...

# Transport service requirements: common apps

application	data loss	throughput	time sensitive?
file transfer/download	no loss	elastic	no
e-mail	no loss	elastic	no
Web documents	no loss	elastic	no
real-time audio/video	loss-tolerant	audio: 5Kbps-1Mbps video:10Kbps-5Mbps	yes, 10's msec
streaming audio/video	loss-tolerant	same as above	yes, few secs
interactive games	loss-tolerant	Kbps+	yes, 10's msec
text messaging	no loss	elastic	yes and no

# Internet transport protocols services

## *TCP service:*

- *reliable transport* between sending and receiving process
- *flow control*: sender won't overwhelm receiver
- *congestion control*: throttle sender when network overloaded
- *connection-oriented*: setup required between client and server processes
- *does not provide*: timing, minimum throughput guarantee, security

## *UDP service:*

- *unreliable data transfer* between sending and receiving process
- *does not provide*: reliability, flow control, congestion control, timing, throughput guarantee, security, or connection setup.

Q: why bother? *Why* is there a UDP?

# Internet applications, and transport protocols

application	application layer protocol	transport protocol
file transfer/download	FTP [RFC 959]	TCP
e-mail	SMTP [RFC 5321]	TCP
Web documents	HTTP 1.1 [RFC 7320]	TCP
Internet telephony	SIP [RFC 3261], RTP [RFC 3550], or proprietary	TCP or UDP
streaming audio/video	HTTP [RFC 7320], DASH	TCP
interactive games	WOW, FPS (proprietary)	UDP or TCP

# Web and HTTP

*First, a quick review...*

- web page consists of *objects*, each of which can be stored on different Web servers
- object can be HTML file, JPEG image, audio file,...
- web page consists of *base HTML-file* which includes *several referenced objects, each* addressable by a *URL*, e.g.,

`www.someschool.edu/someDept/pic.gif`

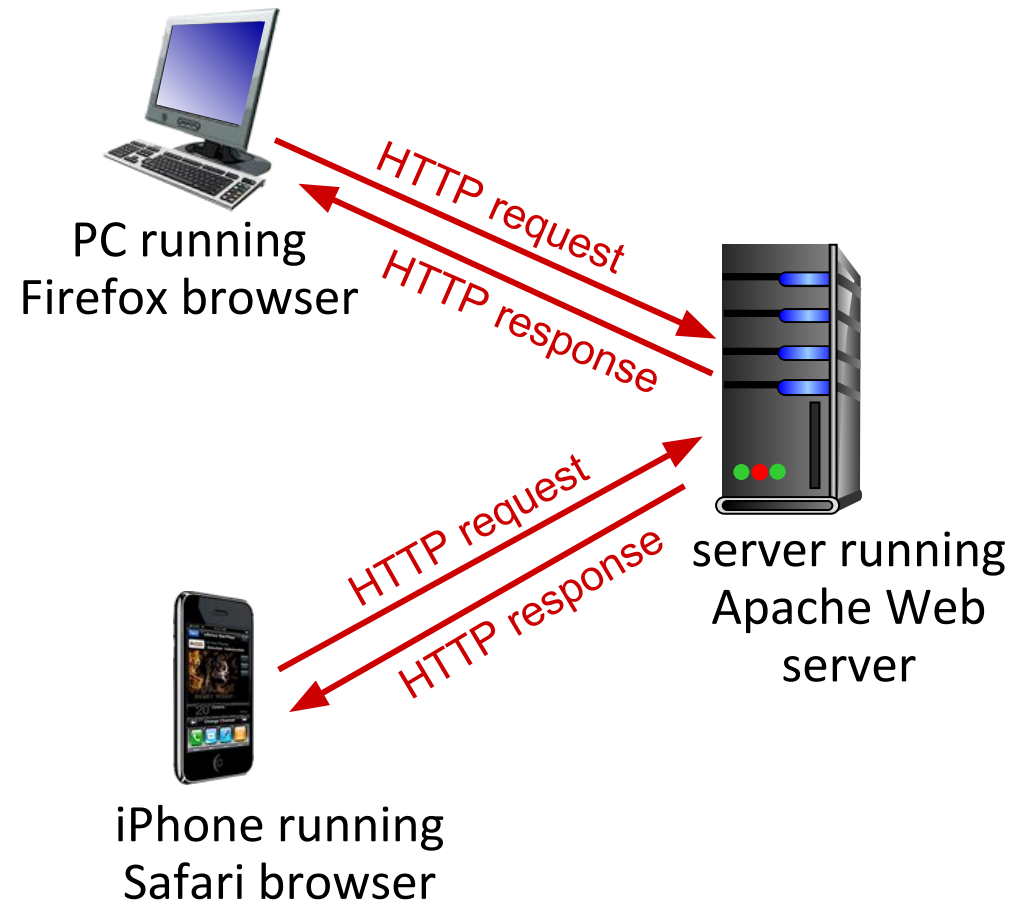
host name

path name

# HTTP overview

## HTTP: hypertext transfer protocol

- Web's application-layer protocol
- client/server model:
  - *client*: browser that requests, receives, (using HTTP protocol) and “displays” Web objects
  - *server*: Web server sends (using HTTP protocol) objects in response to requests



# HTTP overview (continued)

## *HTTP uses TCP:*

- client initiates TCP connection (creates socket) to server, port 80
- server accepts TCP connection from client
- HTTP messages (application-layer protocol messages) exchanged between browser (HTTP client) and Web server (HTTP server)
- TCP connection closed

## *HTTP is “stateless”*

- server maintains *no* information about past client requests

*aside*

protocols that maintain “state” are complex!

- past history (state) must be maintained
- if server/client crashes, their views of “state” may be inconsistent, must be reconciled

# HTTP connections: two types

## *Non-persistent HTTP*

1. TCP connection opened
  2. at most one object sent over TCP connection
  3. TCP connection closed
- downloading multiple objects required multiple connections

## *Persistent HTTP*

- TCP connection opened to a server
- multiple objects can be sent over *single* TCP connection between client, and that server
- TCP connection closed



# Non-persistent HTTP: example

User enters URL: `www.someSchool.edu/someDepartment/home.index`  
(containing text, references to 10 jpeg images)



1a. HTTP client initiates TCP connection to HTTP server (process) at `www.someSchool.edu` on port 80



1b. HTTP server at host `www.someSchool.edu` waiting for TCP connection at port 80 “accepts” connection, notifying client

2. HTTP client sends HTTP *request message* (containing URL) into TCP connection socket. Message indicates that client wants object `someDepartment/home.index`

3. HTTP server receives request message, forms *response message* containing requested object, and sends message into its socket

time



# Non-persistent HTTP: example (cont.)

User enters URL: `www.someSchool.edu/someDepartment/home.index`  
(containing text, references to 10 jpeg images)



time  
↓

5. HTTP client receives response message containing html file, displays html. Parsing html file, finds 10 referenced jpeg objects

6. Steps 1-5 repeated for each of 10 jpeg objects

4. HTTP server closes TCP connection.

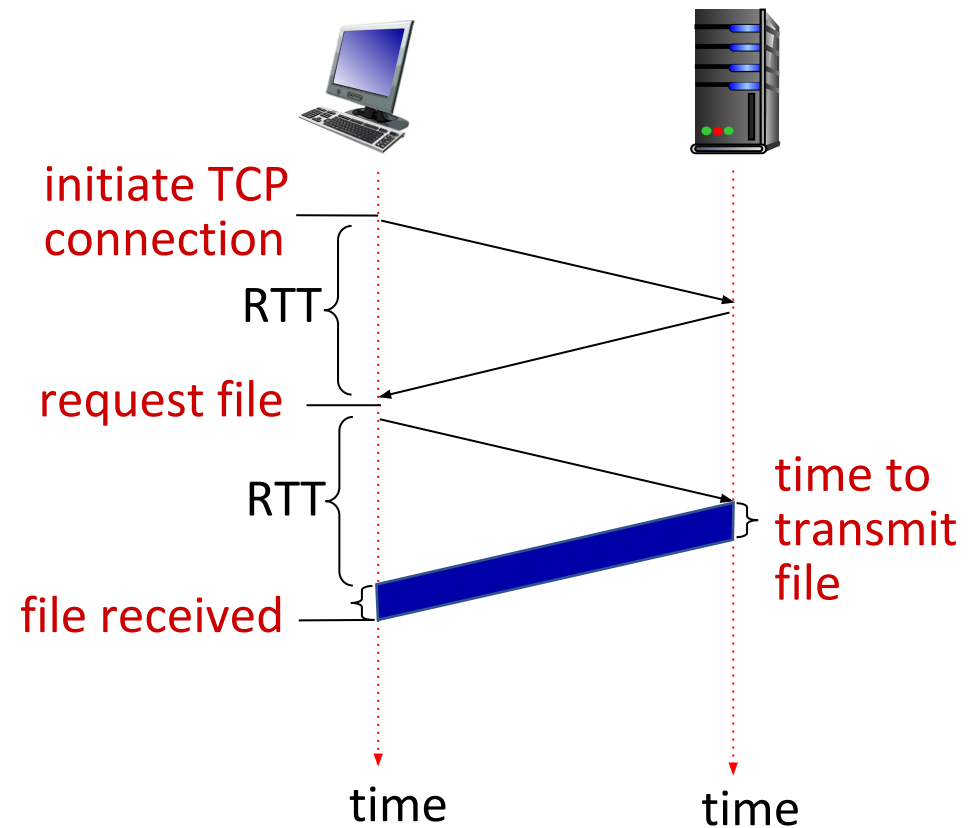


# Non-persistent HTTP: response time

**RTT (Round Trip Time):** time for a small packet to travel from client to server and back

**HTTP response time (per object):**

- one RTT to initiate TCP connection
- one RTT for HTTP request and first few bytes of HTTP response to return
- object/file transmission time



*Non-persistent HTTP response time =  $2RTT + \text{file transmission time}$*

# Persistent HTTP (HTTP 1.1)

## *Non-persistent HTTP issues:*

- requires 2 RTTs per object
- OS overhead for *each* TCP connection
- browsers often open multiple parallel TCP connections to fetch referenced objects in parallel

## *Persistent HTTP (HTTP1.1):*

- server leaves connection open after sending response
- subsequent HTTP messages between same client/server sent over open connection
- client sends requests as soon as it encounters a referenced object

# HTTP request messages

## POST method (HTTP 1.0):

- web page often includes form input
- user input sent from client to server in entity body of HTTP POST request message

## GET method (HTTP 1.0) (for sending data to server):

- include user data in URL field of HTTP GET request message (following a '?'):

`www.somesite.com/animalsearch?monkeys&banana`

## HEAD method (HTTP 1.0):

- requests headers (only) that would be returned *if* specified URL were requested with an HTTP GET method.

## PUT method (HTTP 1.1):

- uploads new file (object) to server
- completely replaces file that exists at specified URL with content in entity body of POST HTTP request message

# HTTP response status codes

- status code appears in 1st line in server-to-client response message.
- some sample codes:

## 200 OK

- request succeeded, requested object later in this message

## 301 Moved Permanently

- requested object moved, new location specified later in this message (in Location: field)

## 400 Bad Request

- request msg not understood by server

## 404 Not Found

- requested document not found on this server

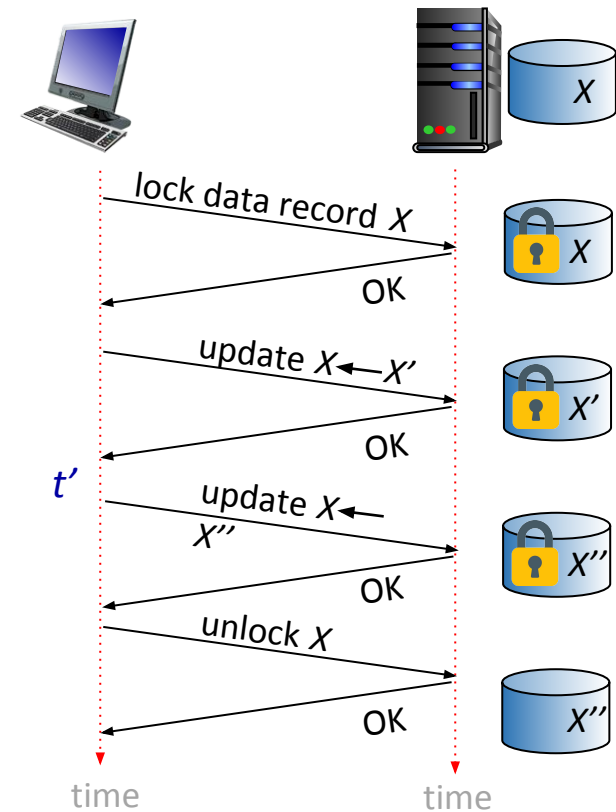
## 505 HTTP Version Not Supported

# Maintaining user/server state: cookies

Recall: HTTP GET/response interaction is *stateless*

- no notion of multi-step exchanges of HTTP messages to complete a Web “transaction”
  - no need for client/server to track “state” of multi-step exchange
  - all HTTP requests are independent of each other
  - no need for client/server to “recover” from a partially-completed-but-never-completely-completed transaction

a *stateful* protocol: client makes two changes to X, or none at all



*Q:* what happens if network connection or client crashes at  $t'$  ?

# Maintaining user/server state: cookies

Web sites and client browser use *cookies* to maintain some state between transactions

*four components:*

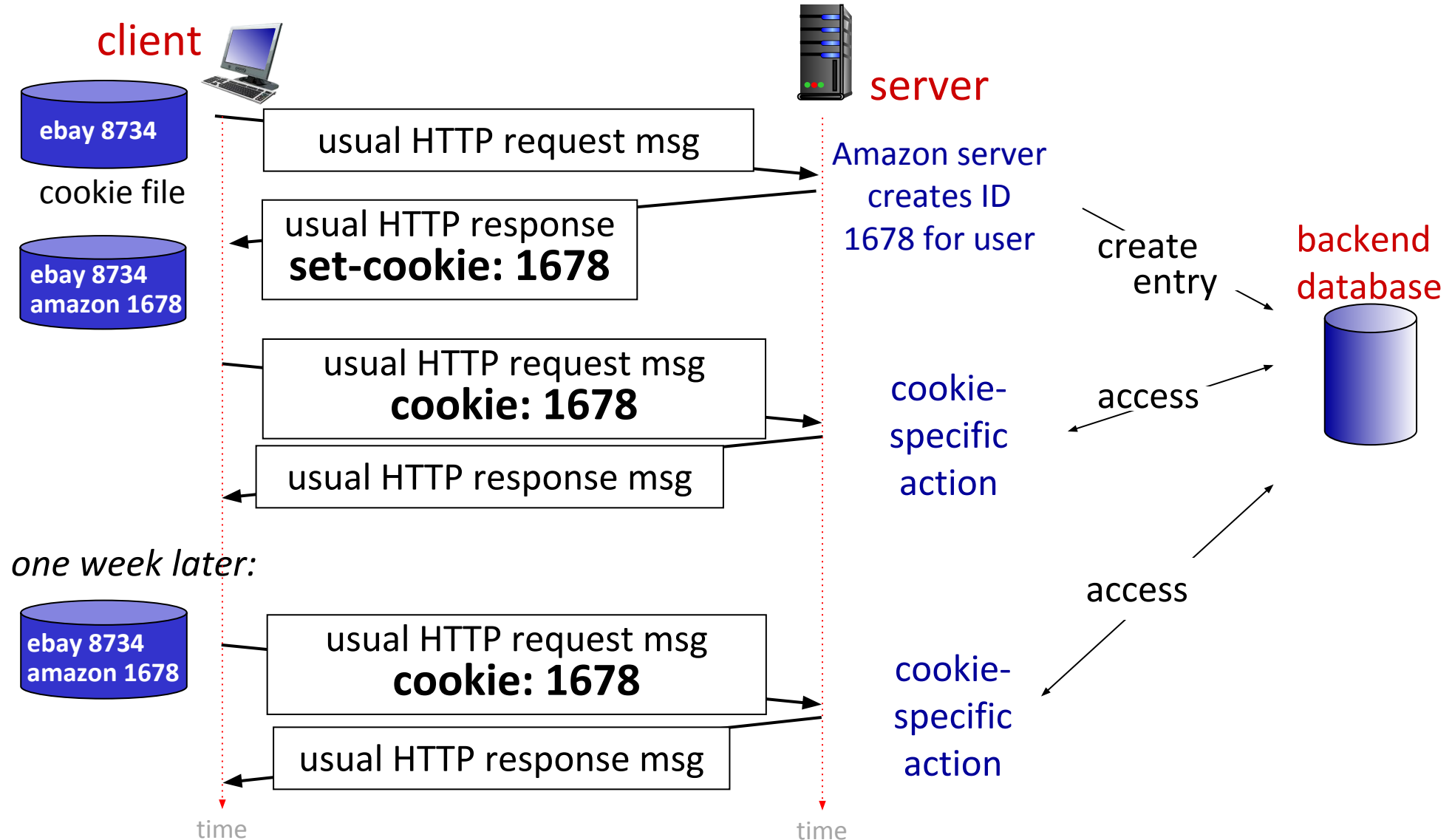
- 1) cookie header line of HTTP *response* message
- 2) cookie header line in next HTTP *request* message
- 3) cookie file kept on user's host, managed by user's browser
- 4) back-end database at Web site

Example:

- Susan uses browser on laptop, visits specific e-commerce site for first time
- when initial HTTP requests arrives at site, site creates:
  - unique ID (aka “cookie”)
  - entry in backend database for ID
- subsequent HTTP requests from Susan to this site will contain cookie ID value, allowing site to “identify” Susan



# Maintaining user/server state: cookies



# HTTP cookies: comments

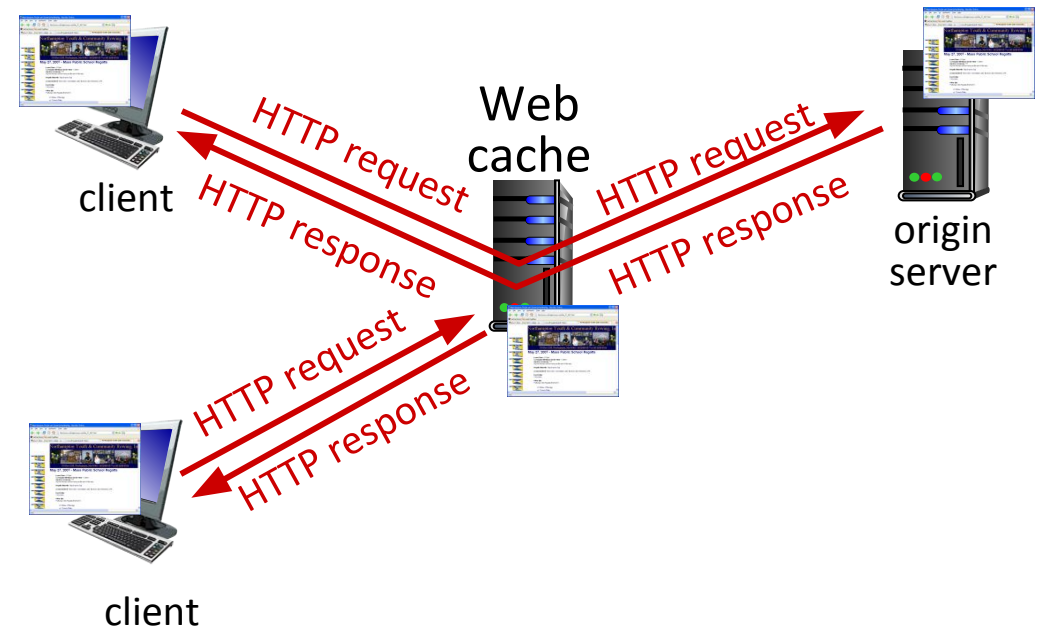
*What cookies can be used for:*

- authorization
- shopping carts
- recommendations
- user session state (Web e-mail)

# Web caches

*Goal:* satisfy client requests without involving origin server

- user configures browser to point to a (local) *Web cache*
- browser sends all HTTP requests to cache
  - *if* object in cache: cache returns object to client
  - *else* cache requests object from origin server, caches received object, then returns object to client



# Web caches (aka proxy servers)

- Web cache acts as both client and server
  - server for original requesting client
  - client to origin server
- server tells cache about object's allowable caching in response header:

```
Cache-Control: max-age=<seconds>
```

```
Cache-Control: no-cache
```

## *Why* Web caching?

- reduce response time for client request
  - cache is closer to client
- reduce traffic on an institution's access link

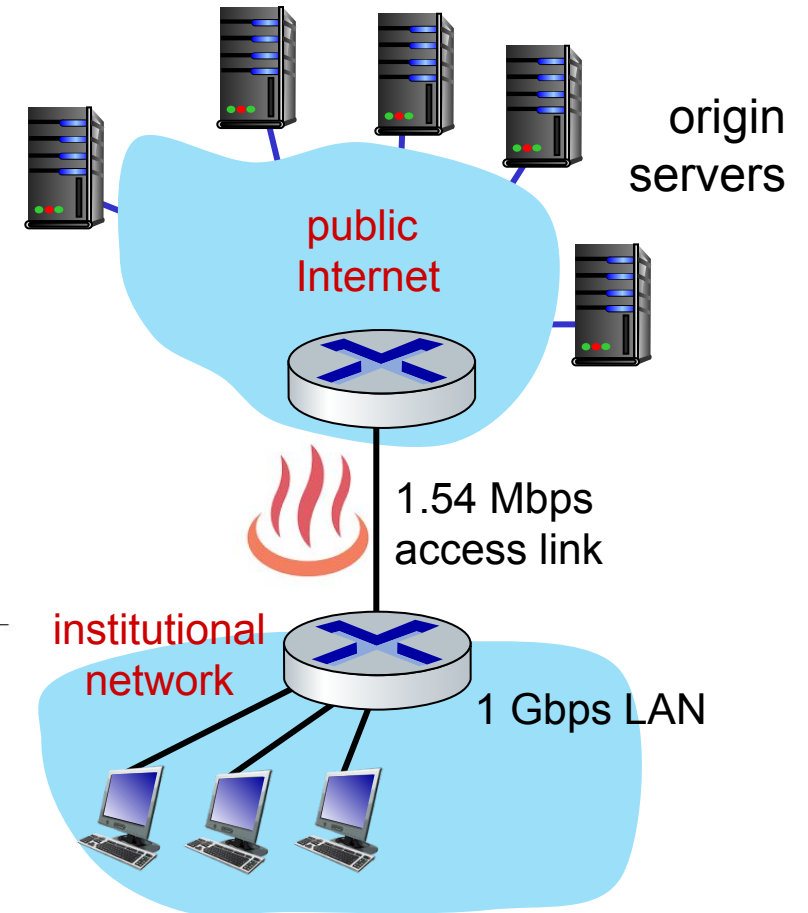
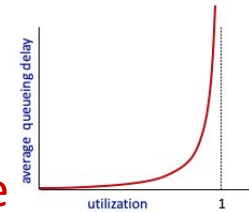
# Caching example

## Scenario:

- access link rate: 1.54 Mbps
- RTT from institutional router to server: 2 sec
- web object size: 100K bits
- average request rate from browsers to origin servers: 15/sec
  - avg data rate to browsers: 1.50 Mbps

## Performance:

- access link utilization = **.97** *problem: large queueing delays at high utilization!*
- LAN utilization: .0015
- end-end delay = Internet delay + access link delay + LAN delay  
= 2 sec + **minutes** + usecs



# Option 1: buy a faster access link

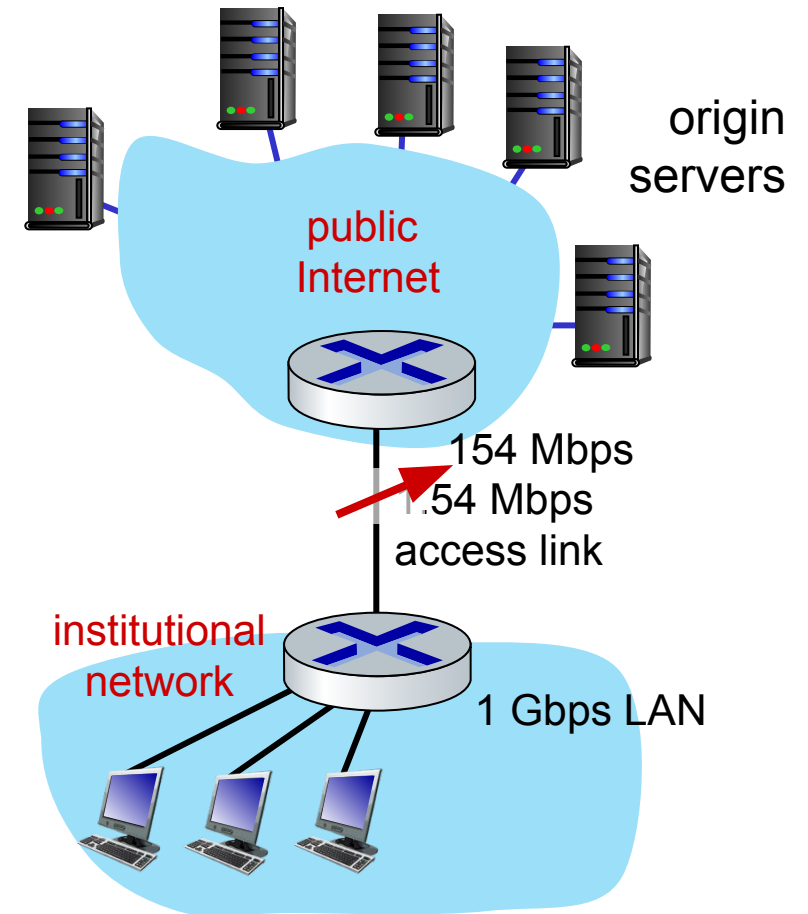
## Scenario:

- access link rate: ~~1.54~~ 154 Mbps
- RTT from institutional router to server: 2 sec
- web object size: 100K bits
- average request rate from browsers to origin servers: 15/sec
  - avg data rate to browsers: 1.50 Mbps

## Performance:

- access link utilization = ~~.97~~ → .0097
- LAN utilization: .0015
- end-end delay = Internet delay +  
access link delay + LAN delay  
= 2 sec + ~~minutes~~ + usecs

Cost: faster access link (expensive!) → msecs



# Option 2: install a web cache

## Scenario:

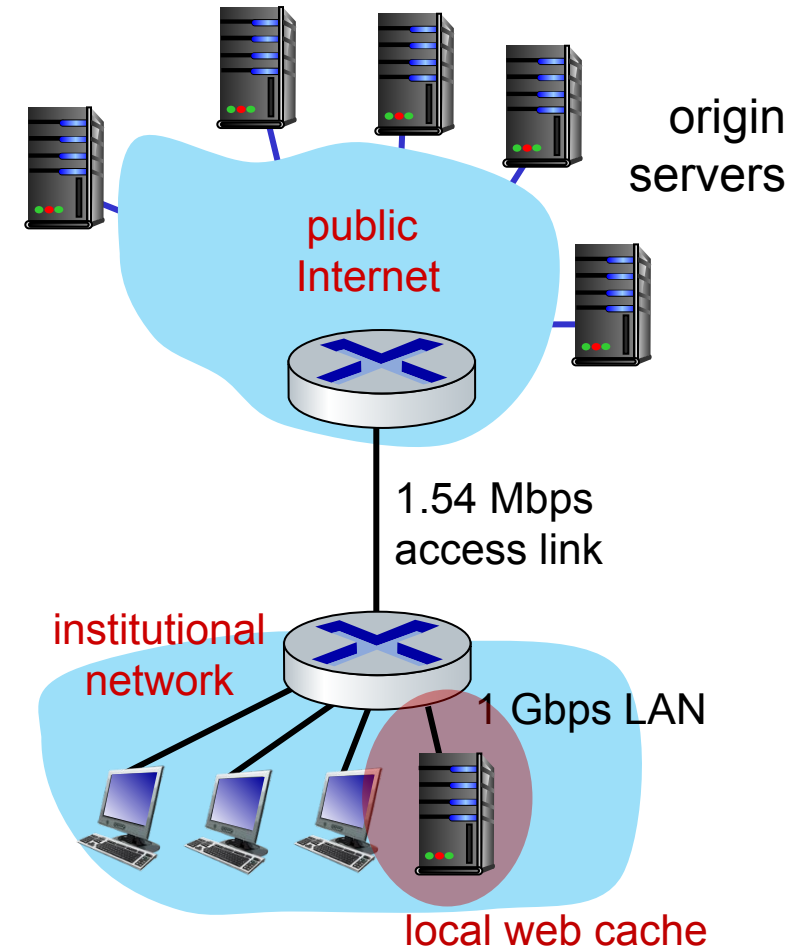
- access link rate: 1.54 Mbps
- RTT from institutional router to server: 2 sec
- web object size: 100K bits
- average request rate from browsers to origin servers: 15/sec
  - avg data rate to browsers: 1.50 Mbps

*Cost:* web cache (cheap!)

## Performance:

- LAN utilization: .?
- access link utilization = ?
- average end-end delay = ?

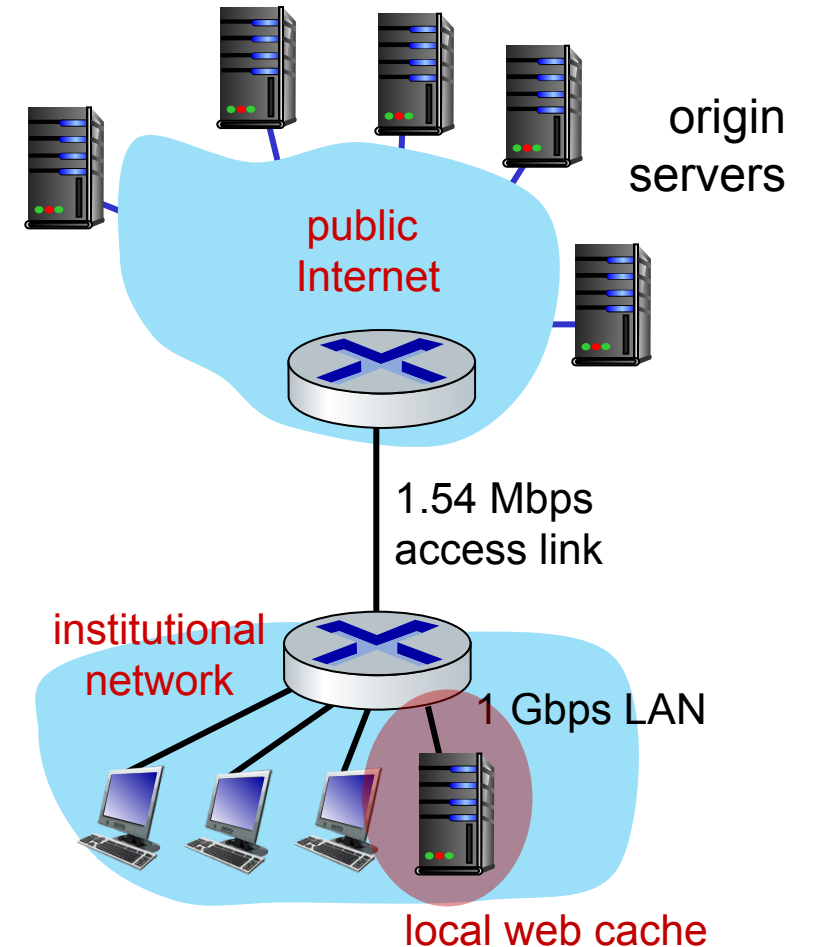
*How to compute link utilization, delay?*



# Calculating access link utilization, end-end delay with cache:

suppose cache hit rate is 0.4:

- 40% requests served by cache, with low (msec) delay
- 60% requests satisfied at origin
  - rate to browsers over access link  
 $= 0.6 * 1.50 \text{ Mbps} = .9 \text{ Mbps}$
  - access link utilization  $= 0.9 / 1.54 = .58$  means low (msec) queueing delay at access link
- average end-end delay:
  - $= 0.6 * (\text{delay from origin servers})$
  - $+ 0.4 * (\text{delay when satisfied at cache})$
  - $= 0.6 (2.01) + 0.4 (\sim \text{msecs}) = \sim 1.2 \text{ secs}$



*lower average end-end delay than with 154 Mbps link (and cheaper too!)*



# Conditional GET

**Goal:** don't send object if cache has up-to-date cached version

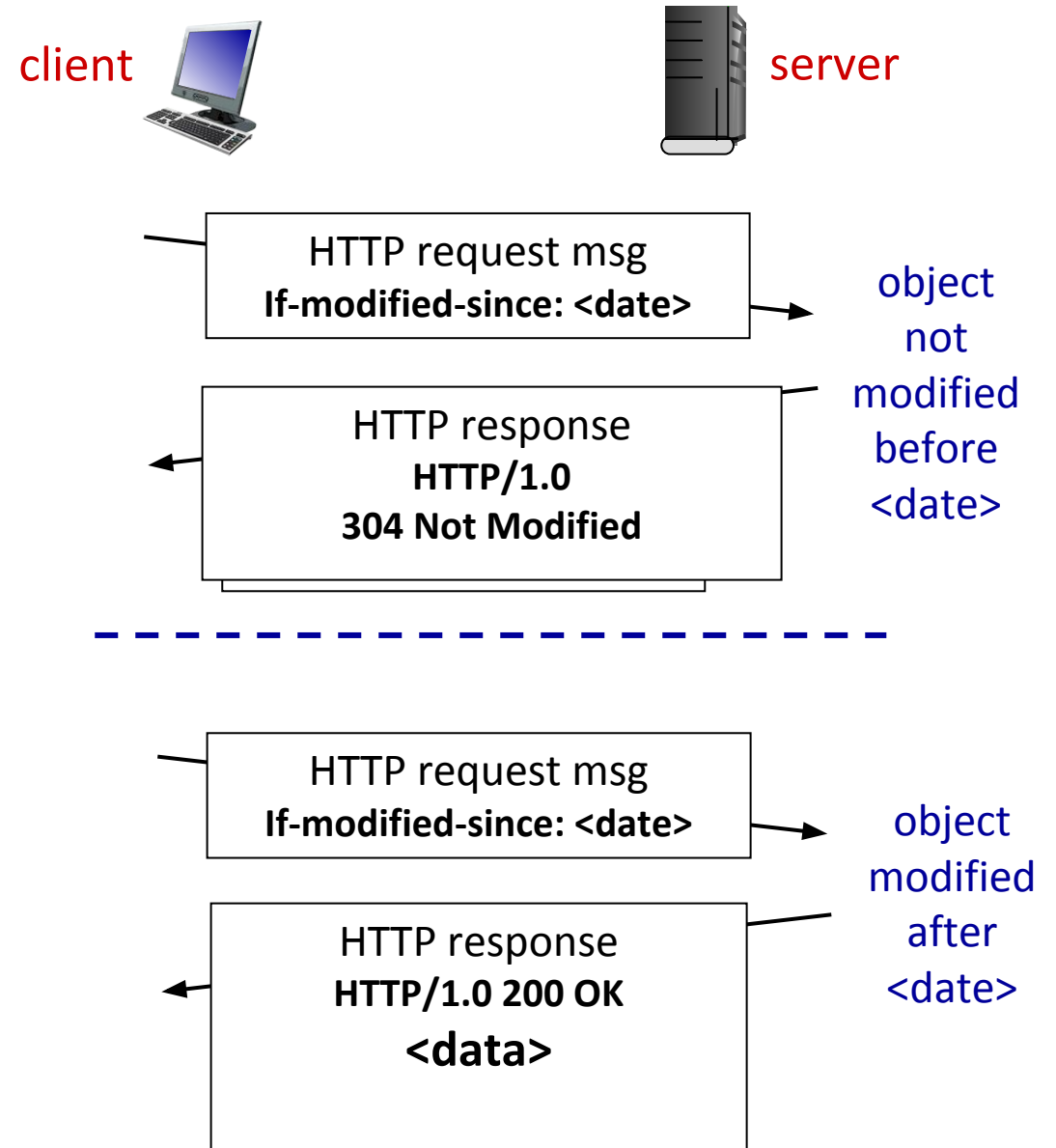
- no object transmission delay (or use of network resources)

▪ **client:** specify date of cached copy in HTTP request

**If-modified-since: <date>**

▪ **server:** response contains no object if cached copy is up-to-date:

**HTTP/1.0 304 Not Modified**



# HTTP/2

*Key goal:* decreased delay in multi-object HTTP requests

HTTP1.1: introduced multiple, pipelined GETs over single TCP connection

- server responds *in-order* (FCFS: first-come-first-served scheduling) to GET requests
- with FCFS, small object may have to wait for transmission (**head-of-line (HOL) blocking**) behind large object(s)
- loss recovery (retransmitting lost TCP segments) stalls object transmission

# HTTP/2

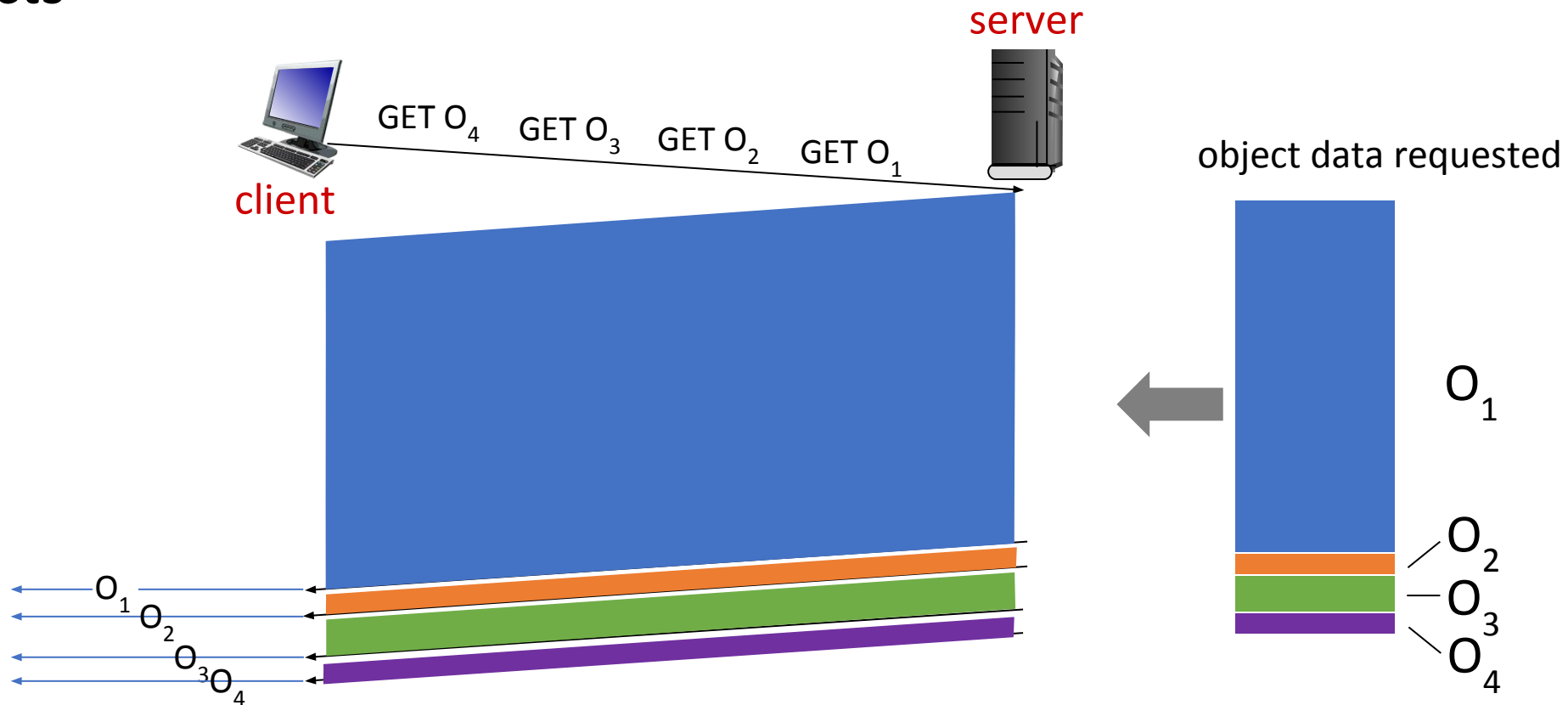
*Key goal:* decreased delay in multi-object HTTP requests

HTTP/2: [RFC 7540, 2015] increased flexibility at *server* in sending objects to client:

- methods, status codes, most header fields unchanged from HTTP 1.1
- transmission order of requested objects based on client-specified object priority (not necessarily FCFS)
- *push* unrequested objects to client
- divide objects into frames, schedule frames to mitigate HOL blocking

# HTTP/2: mitigating HOL blocking

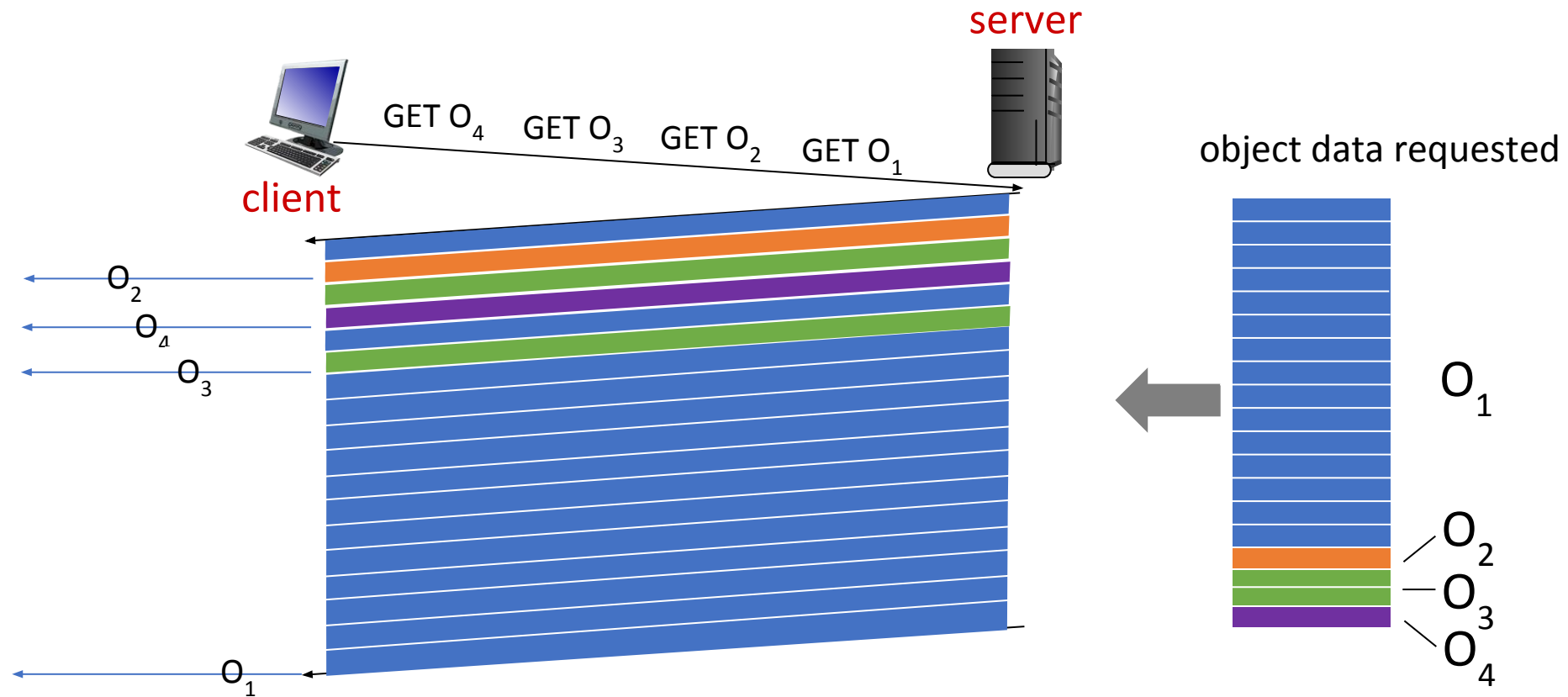
HTTP 1.1: client requests 1 large object (e.g., video file) and 3 smaller objects



*objects delivered in order requested:  $O_2$ ,  $O_3$ ,  $O_4$  wait behind  $O_1$*

# HTTP/2: mitigating HOL blocking

HTTP/2: objects divided into frames, frame transmission interleaved



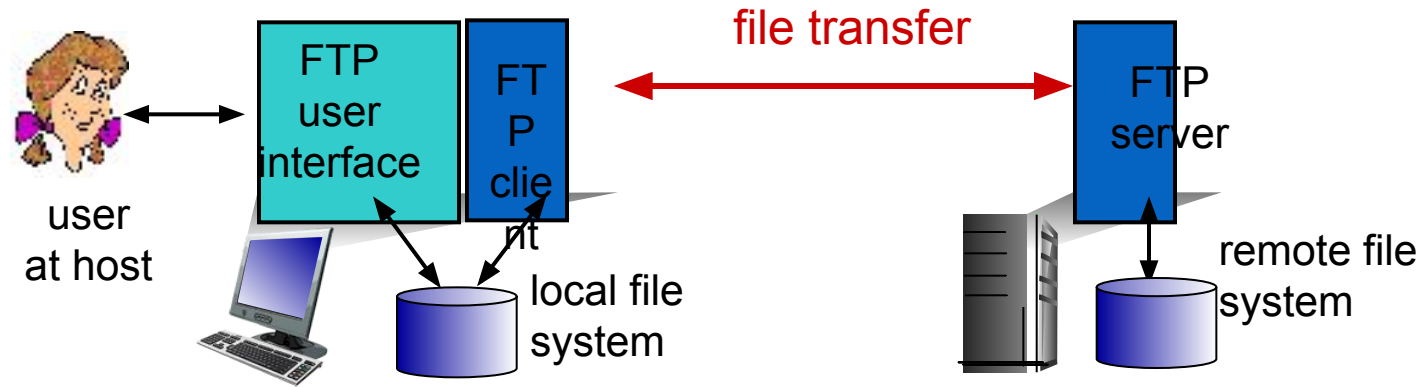
*$O_2, O_3, O_4$  delivered quickly,  $O_1$  slightly delayed*

# HTTP/2 to HTTP/3

HTTP/2 over single TCP connection means:

- recovery from packet loss still stalls all object transmissions
  - as in HTTP 1.1, browsers have incentive to open multiple parallel TCP connections to reduce stalling, increase overall throughput
- no security over vanilla TCP connection
- **HTTP/3**: adds security, per object error- and congestion-control (more pipelining) over UDP
  - more on HTTP/3 in transport layer

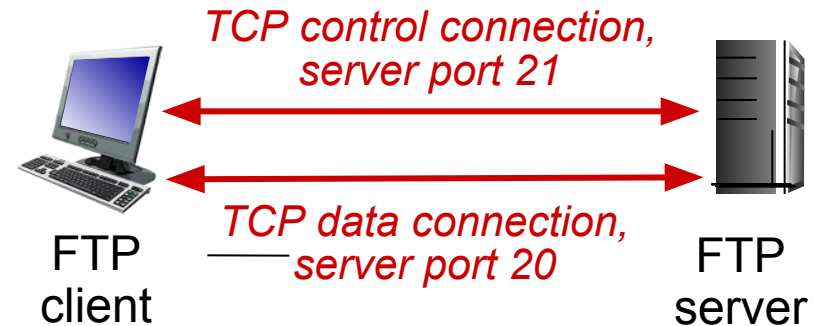
# FTP: the file transfer protocol



- ❖ transfer file to/from remote host
- ❖ client/server model
  - *client*: side that initiates transfer (either to/from remote)
  - *server*: remote host
- ❖ ftp: RFC 959
- ❖ ftp server: port 21

# FTP: separate control, data connections

- FTP client contacts FTP server at port 21, using TCP
- client authorized over control connection
- client browses remote directory, sends commands over control connection
- when server receives file transfer command, *server* opens 2<sup>nd</sup> TCP data connection (for file) to client
- after transferring one file, server closes data connection

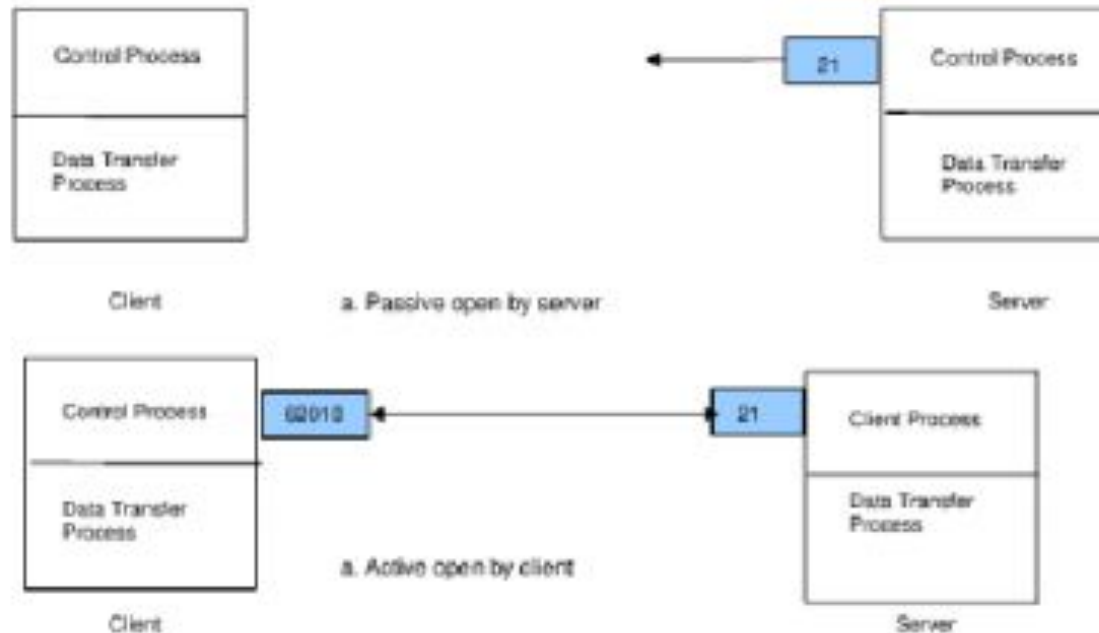


- ❖ server opens another TCP data connection to transfer another file
- ❖ control connection: *“out of band”*
- ❖ FTP server maintains “state”: current directory, earlier authentication



# FTP: Control Connections

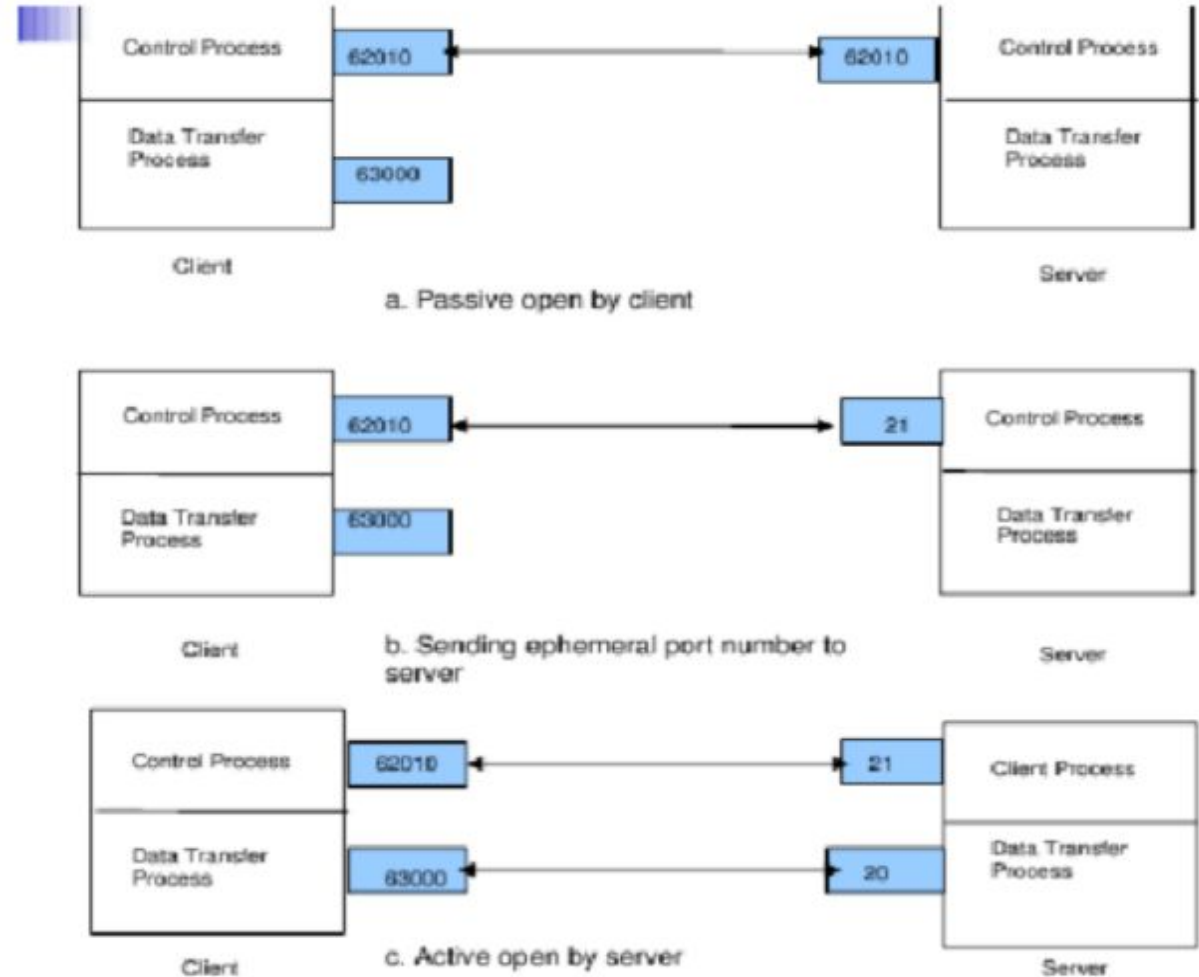
- Control Connection: Two steps
  - Server issues a passive open on the well-known port 21 and waits for a client
  - Client uses an ephemeral port and issues an active open



# FTP: Data Connections

## ■ Data Connection: Three steps

- Client, not the server, issues a passive open using an ephemeral port.
- Client sends this port number to the server using the PORT command
- Server receives the port number and issues an active open using the well-known port 20 and received ephemeral port number.



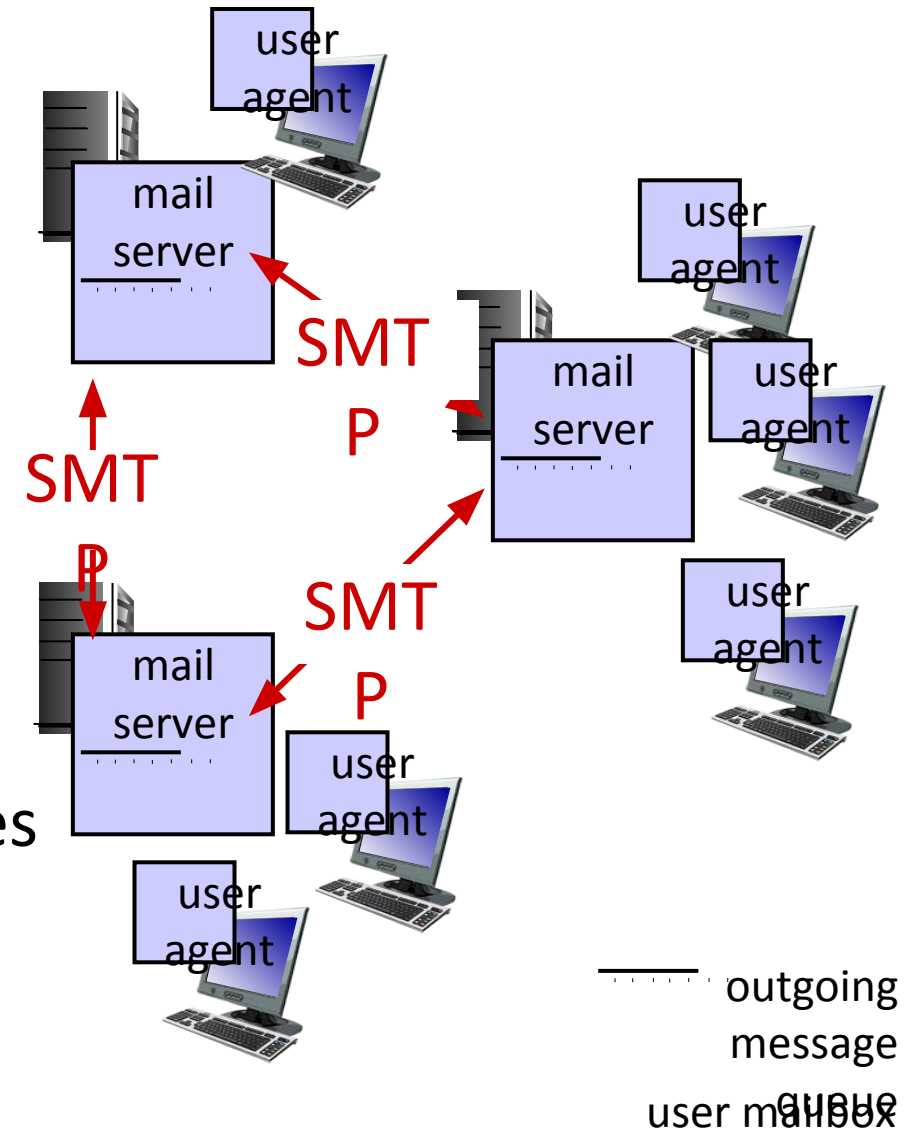
# E-mail

## 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., Outlook, iPhone mail client
- outgoing, incoming messages stored on server



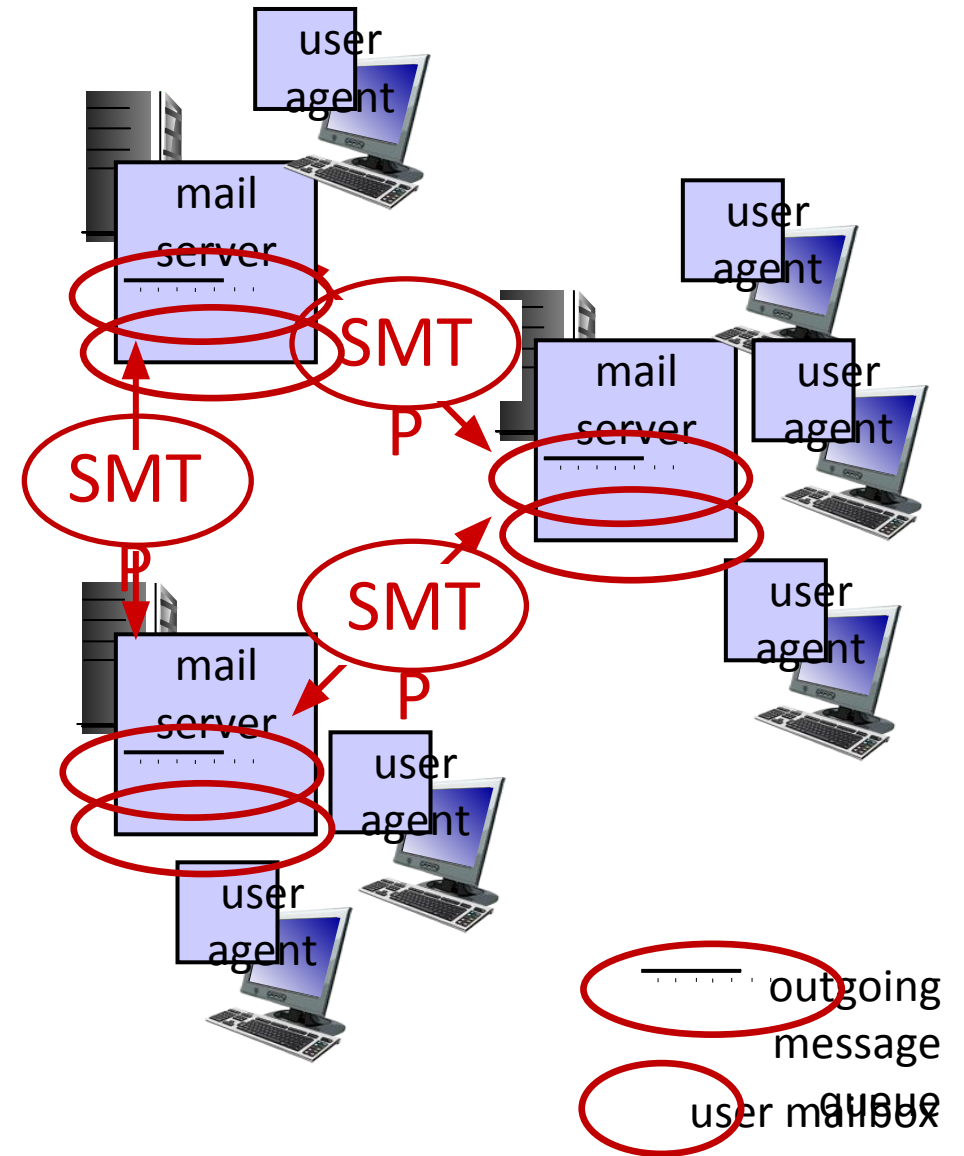
# E-mail: mail servers

## mail servers:

- *mailbox* contains incoming messages for user
- *message queue* of outgoing (to be sent) mail messages

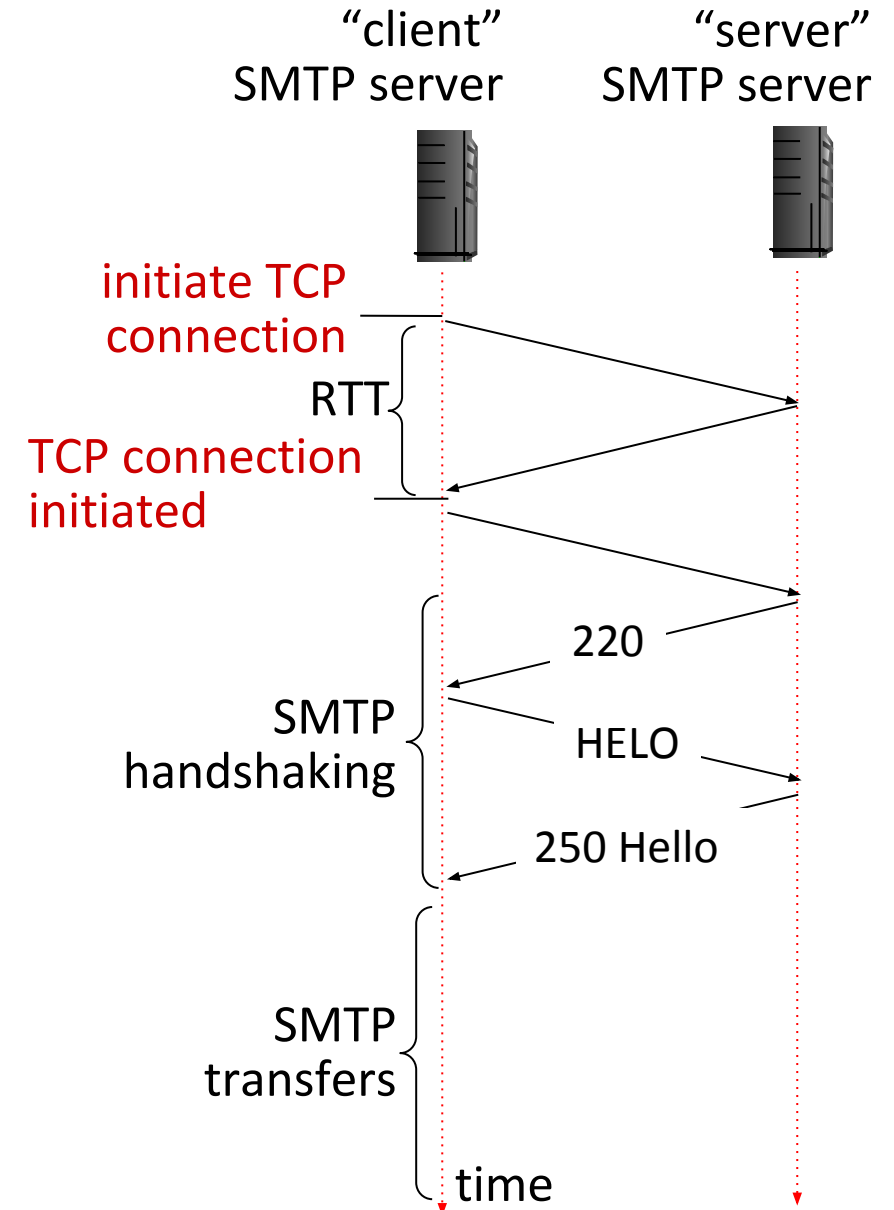
**SMTP protocol** between mail servers to send email messages

- **client**: sending mail server
- **“server”**: receiving mail server



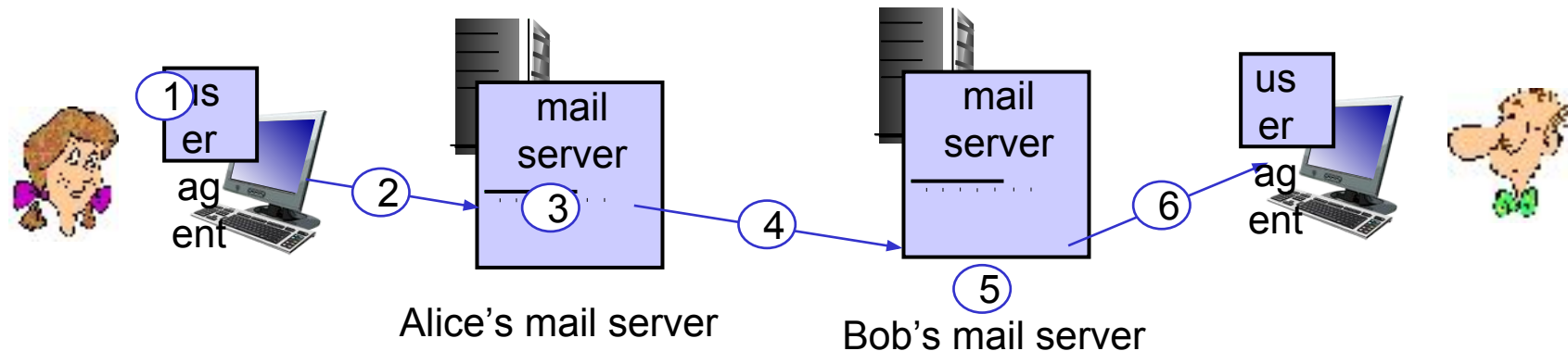
# SMTP RFC (5321)

- uses TCP to reliably transfer email message from client (mail server initiating connection) to server, port 25
  - direct transfer: sending server (acting like client) to receiving server
- three phases of transfer
  - SMTP handshaking (greeting)
  - SMTP transfer of messages
  - SMTP closure
- command/response interaction (like HTTP)
  - **commands**: ASCII text
  - **response**: status code and phrase



# Scenario: Alice sends e-mail to Bob

- 1) Alice uses UA to compose e-mail message "to" bob@some school.edu
- 2) Alice's UA sends message to her mail server using SMTP; message placed in message queue
- 3) client side of SMTP at mail server 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
```

# SMTP: observations

## *comparison with HTTP:*

- HTTP: client pull
- SMTP: client push
- both have ASCII command/response interaction, status codes
- HTTP: each object encapsulated in its own response message
- SMTP: multiple objects sent in multipart message
- SMTP uses persistent connections
- SMTP requires message (header & body) to be in 7-bit ASCII
- SMTP server uses CRLF.CRLF to determine end of message

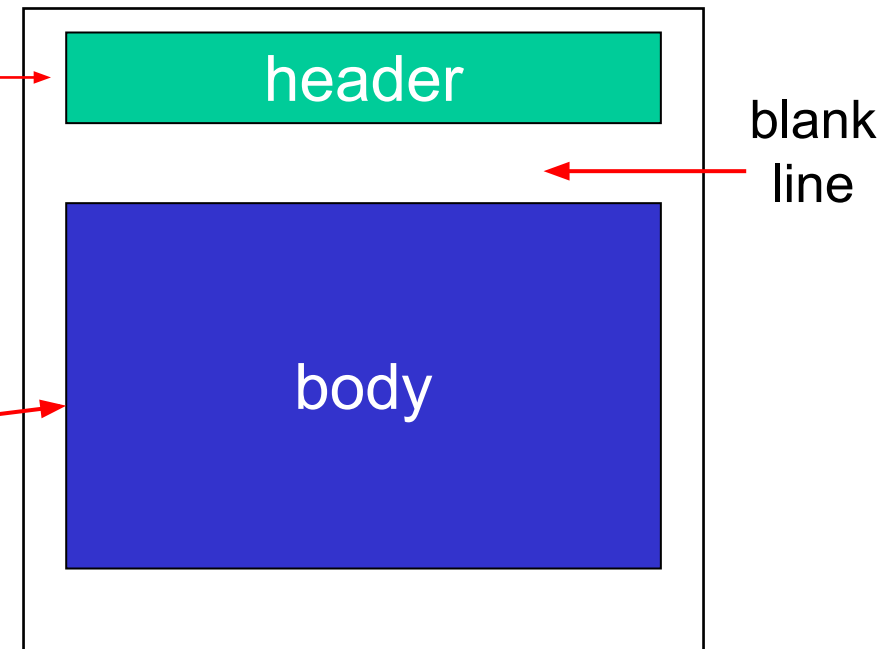


# Mail message format

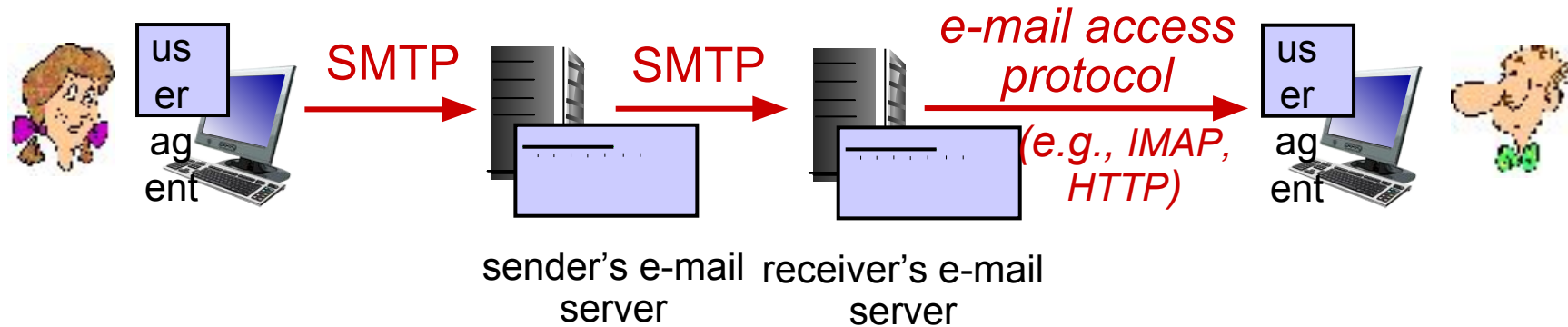
SMTP: protocol for exchanging e-mail messages, defined in RFC 5321 (like RFC 7231 defines HTTP)

RFC 2822 defines *syntax* for e-mail message itself (like HTML defines syntax for web documents)

- header lines, e.g.,
  - To:
  - From:
  - Subject:these lines, within the body of the email message area different from SMTP MAIL FROM:, RCPT TO: commands!
- Body: the “message” , ASCII characters only



# Retrieving email: mail access protocols



- **SMTP:** delivery/storage of e-mail messages to receiver's server
- mail access protocol: retrieval from server
  - **IMAP:** Internet Mail Access Protocol [RFC 3501]: messages stored on server, IMAP provides retrieval, deletion, folders of stored messages on server
- **HTTP:** gmail, Hotmail, Yahoo!Mail, etc. provides web-based interface on top of SMTP (to send), IMAP (or POP) to retrieve e-mail messages

# 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 1 contents>
S: .
C: dele 2
C: quit
S: +OK POP3 server signing off
```

# POP3 (more) and IMAP

## *more about POP3*

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

## *IMAP*

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

# DNS: Domain Name System

*people:* many identifiers:

- SSN, name, passport #

*Internet hosts, routers:*

- IP address (32 bit) - used for addressing datagrams
- “name”, e.g., cs.umass.edu - used by humans

Q: how to map between IP address and name, and vice versa ?

## Domain Name System (DNS):

- *distributed database* implemented in hierarchy of many *name servers*
- *application-layer protocol*: hosts, DNS servers communicate to *resolve* names (address/name translation)
  - *note*: core Internet function, implemented as application-layer protocol
  - complexity at network’s “edge”

# DNS: services, structure

## DNS services:

- hostname-to-IP-address translation
- host aliasing
  - canonical, alias names
- mail server aliasing
- load distribution
  - replicated Web servers: many IP addresses correspond to one name

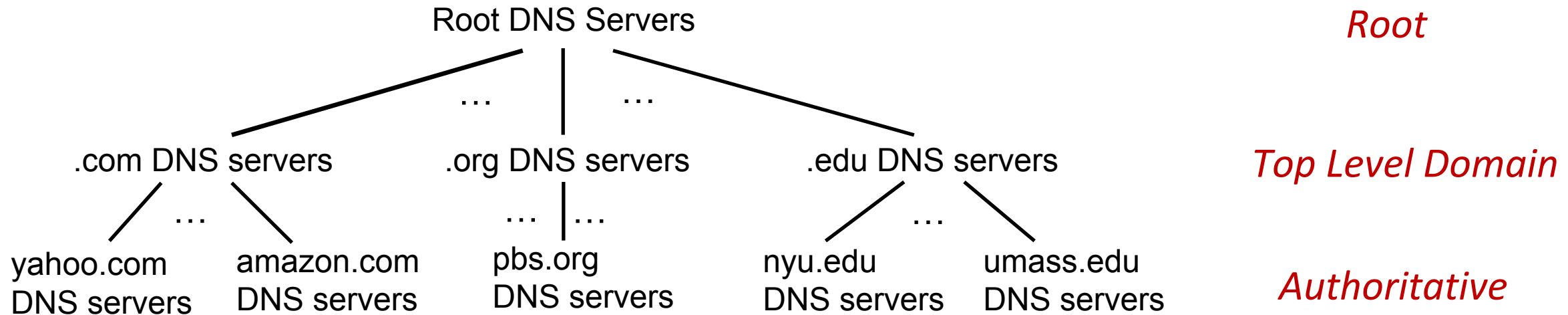
## *Q: Why not centralize DNS?*

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

## *A: doesn't scale!*

- Comcast DNS servers alone: 600B DNS queries/day
- Akamai DNS servers alone: 2.2T DNS queries/day

# DNS: a distributed, hierarchical database

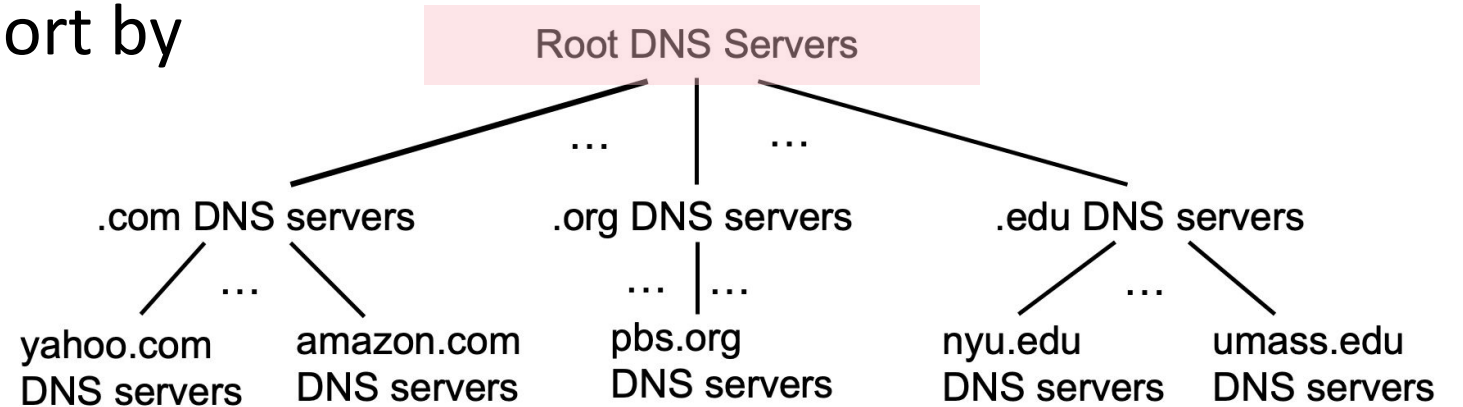


Client wants IP address for [www.amazon.com](http://www.amazon.com); 1<sup>st</sup> approximation:

- client queries 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](http://www.amazon.com)

# DNS: root name servers

- official, contact-of-last-resort by name servers that can not resolve name

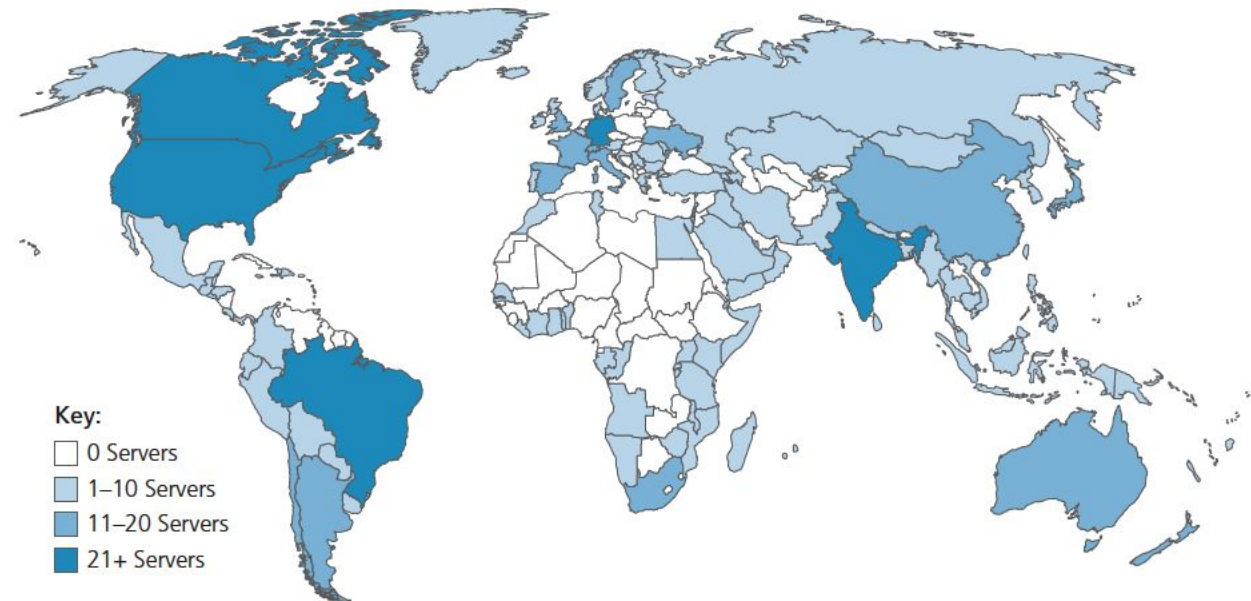




# DNS: root name servers

- official, contact-of-last-resort by name servers that can not resolve name
- *incredibly important* Internet function
  - Internet couldn't function without it!
  - DNSSEC – provides security (authentication, message integrity)
- ICANN (Internet Corporation for Assigned Names and Numbers) manages root DNS domain

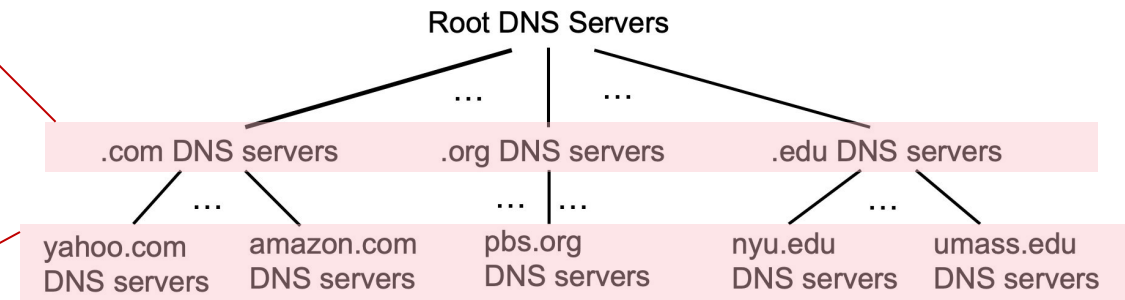
13 logical root name “servers”  
worldwide each “server” replicated  
many times (~200 servers in US)



# Top-Level Domain, and authoritative servers

## Top-Level Domain (TLD) servers:

- responsible for .com, .org, .net, .edu, .aero, .jobs, .museums, and all top-level country domains, e.g.: .cn, .uk, .fr, .ca, .jp
- Network Solutions: authoritative registry for .com, .net TLD
- Educause: .edu TLD



## authoritative DNS servers:

- organization's own DNS server(s), providing authoritative hostname to IP mappings for organization's named hosts
- can be maintained by organization or service provider

# Local DNS name servers

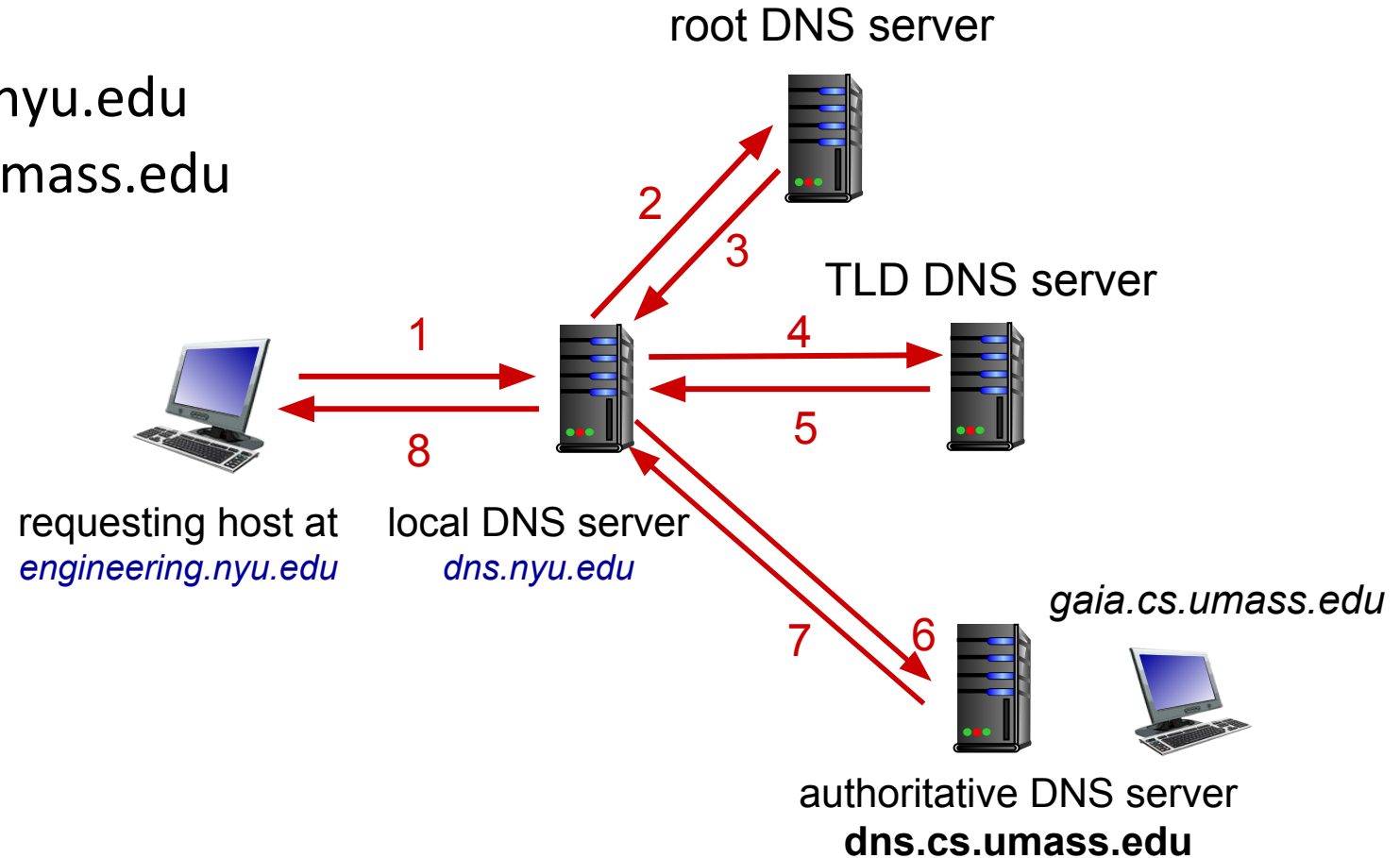
- when host makes DNS query, it is sent to its *local* DNS server
  - Local DNS server returns reply, answering:
    - from its local cache of recent name-to-address translation pairs (possibly out of date!)
    - forwarding request into DNS hierarchy for resolution
  - each ISP has local DNS name server; to find yours:
    - MacOS: `% scutil --dns`
    - Windows: `>ipconfig /all`
- local DNS server doesn't strictly belong to hierarchy

# DNS name resolution: iterated query

**Example:** host at `engineering.nyu.edu` wants IP address for `gaia.cs.umass.edu`

## Iterated query:

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

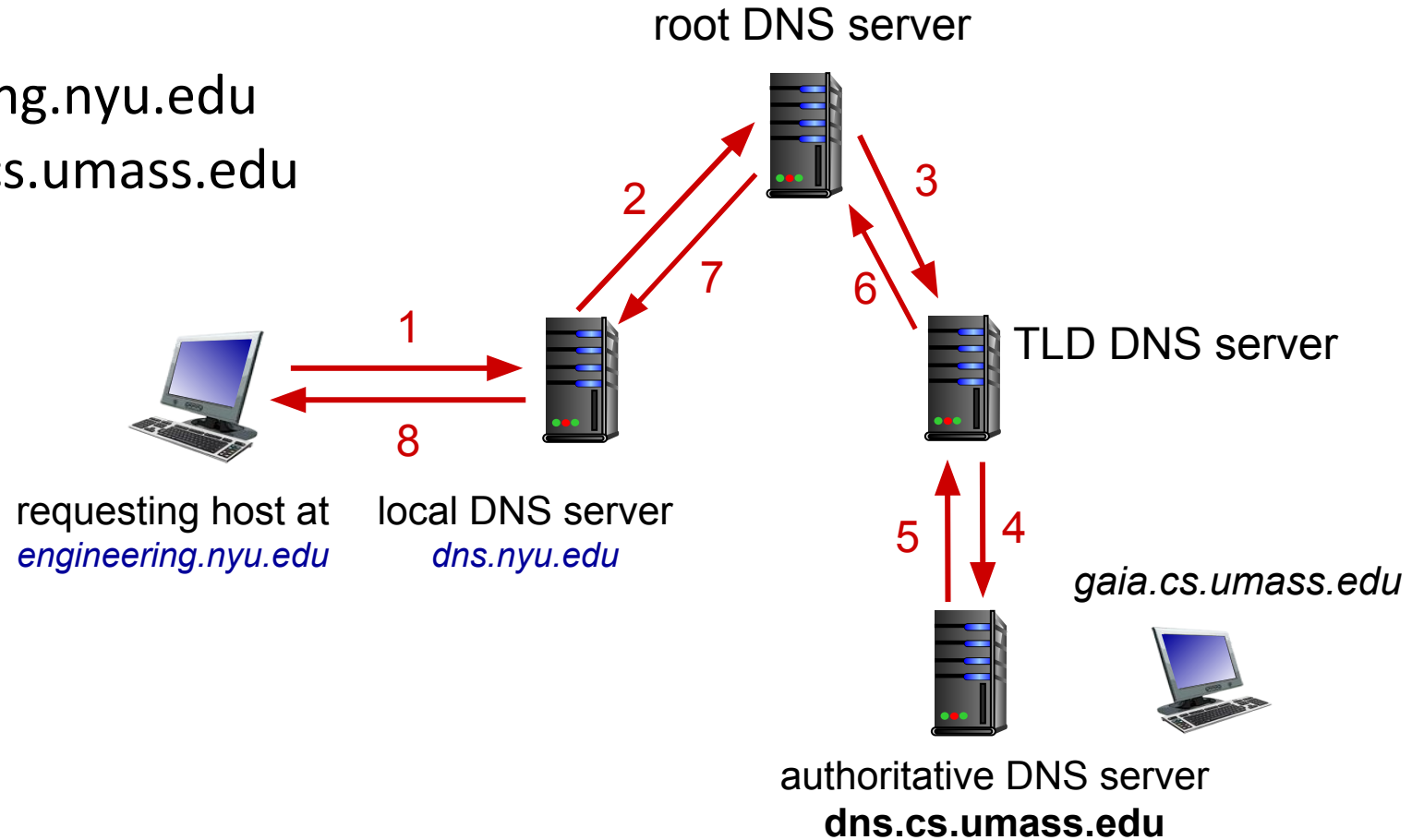


# DNS name resolution: recursive query

**Example:** host at `engineering.nyu.edu` wants IP address for `gaia.cs.umass.edu`

## Recursive query:

- puts burden of name resolution on contacted name server
- heavy load at upper levels of hierarchy?



# Caching DNS Information

- once (any) name server learns mapping, it *cached* mapping, and *immediately* returns a cached mapping in response to a query
  - caching improves response time
  - cache entries timeout (disappear) after some time (TTL)
  - TLD servers typically cached in local name servers
- cached entries may be *out-of-date*
  - if named host changes IP address, may not be known Internet-wide until all TTLs expire!
  - *best-effort name-to-address translation!*

# DNS records

**DNS:** distributed database 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 SMTP mail server associated with name

# Getting your info into the DNS

example: new startup “Network Utopia”

- register name networkutopia.com at *DNS registrar* (e.g., Network Solutions)
  - provide names, IP addresses of authoritative name server (primary and secondary)
  - registrar inserts NS, A RRs into .com TLD server:  
`(networkutopia.com, dns1.networkutopia.com, NS)`  
`(dns1.networkutopia.com, 212.212.212.1, A)`
- create authoritative server locally with IP address `212.212.212.1`
  - type A record for `www.networkutopia.com`
  - type MX record for `networkutopia.com`