# Internet Mail — Past, Present, and (a bit of) the Future

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#### Introduction and Outline

- A history of email and related technologies from the very early days through present
- Some observations about spam, email security, authentication, and reputation
- Very fuzzy speculations about the future of email and messaging in general

# Internet Pre-History 1968–1981

Arpanet: 0–213 hosts









Ø Sendmail.









### Ray Tomlinson — the Real Father of Email



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### Ray Tomlinson

- Really is the Father of Email
- Bolt Beranek & Newman
- Email just append-only file transfer to a special file
- Late 1971: linked BBNA and BBNB

### The First Two Email Hosts





### Ken Thompson and Dennis Ritchie







### Kirk McKusick

















- ARPANET connection to the INGRES PDP-11/70 for Distributed Database Research (9600 baud!)
- Everyone in the CS Division wanted an account
- PDP-11 couldn't handle that many simultaneous logins (not enough memory or RS-232 ports)

### A PDP-11/70 (but not ours)





### The ARPANET at Berkeley (2)

- What people really wanted was email, not full access (they didn't need telnet or FTP)
- BerkNET linked internal machines using RS-232 lines (Eric Schmidt)
- Also had a UUCP connection from Ernie CoVAX (main department machine)
- Delivermail: forward email between nets (quick hack)
- Released in 4.0 BSD (October 1980); very popular





Internet History 1981–1988

213-33,000 hosts







Internet History 1988–1993

### 33,000-1,300,000 hosts



### Tim Berners-Lee





Internet History 1993–1996

#### 1,300,000–12,900,000 hosts



### Spam

- Network previously largely cooperative
- Flame wars all too common but isolated
- Spam not new: September 13, 1904 unsolicited commercial email via telegraph
- DEC spam: May 1, 1978
- "Make Money Fast" chain letter: 1988
- Attitudes change: "Greed is Good" comes to the Internet
- Canter and Siegel (Green Card Spam) were unapologetic



Internet History 1996–2000

#### 12,900,000–109,000,000 hosts



### Sendmail, Inc.





Internet History 2001–2009

109,600,000-439,000,000 hosts





# Messaging, Spam, Security, and Authentication

### **Email Spamming**

- Economic issue: C(sending) « C(receiving)
  - Note: cost function C is not denominated in \$ or ¥
  - Can be CPU time, memory use, human time, etc.
- Possible approaches
  - Content filtering (reaching limits; doesn't fix cost function)
  - ePostage (infrastructure & acceptance problems)
  - Challenge-Response (poor scaling; user confusion)
  - HashCash (useless with zombie farms)
  - Graylisting (easy to defeat; broken by server farms)
  - Authentication (insufficient by itself)



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### Phishing

- Try to trick someone into giving up private information, sending money, etc.
- Not limited to email
- Nothing new, just easier to do
  - "Nigerian" or "419" attacks predated email
  - Shysters prey on elderly
- "Shotgun" phishing overlaps with spam
- "Spear phishing" changes the rules
  - Can spend significant money targeting someone
  - They usually have significant information about you

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- Attackers often try to pretend to be someone you trust
  - Authentication can really help with this

### **Issues with Authentication**

- Choosing the standard(s)
  - Path-based (SenderID/SPF)
  - Signature-based (DKIM, DomainKeys)
  - Neither authenticates users, just SMTP nodes
  - Both can break on non-malicious messages
- How to achieve adoption?
  - Sender- or Recipient-driven?
  - Senders seem to be the primary driver
- Status of unsigned email
  - Unsigned mail must remain legal during transition
  - Author Domain Signing Practices (ADSP) tells how to treat unsigned mail (DKIM only)
- Authentication by itself is not enough

### **DKIM** details

- DKIM contains two specifications
  - "Base" signing specification how to sign an individual message
  - "Signing Practices" how to interpret unsigned messages
- Base spec (RFC4871) published May 2007
  - Signs body and selected headers using keypairs
  - Public key management done in DNS
- Signing Practices is very controversial
  - Even the name changed a few times ultimate name: Author Domain Signing Practices (ADSP)
  - Finally got watered down to the point where there was nothing controversial left



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### **Issues with Reputation**

- Negative reputation is well known
  - E.g., DNS blackhole lists
  - Can change very quickly
- Positive reputation is hard without "breaking" the world we know today
  - Does "presumption of innocence" become "presumption of guilt"?
  - How does the smaller player join the club?
- Will we go to a "closed society" email model?
  - New domains will have no reputation, so recipients may be unwilling to accept their mail
  - This is (sort of) what Challenge-Response does
- Accreditation for a fee?

### Other Messaging Not Immune from Abuse

- SPIM (Instant Messaging Spam) becoming more common
  - Authentication helps, but too easy to get accounts
- Social Networking sites being targeted
  - MySpace and Facebook have both been targeted
  - Often successful because messages seem to come from "friends"
  - Particularly good for phishing
- SPIT (Internet Telephony Spam) is a growth industry

# Some Speculations on the Future

### Email of the Future — Short Term Predictions

- Authenticated email with (some) sender reputation, growing with time
- Slow movement toward Email Address
  Internationalization (EAI IETF Working Group)
  - Downgrading is very hard to do and may not happen at all
- Young people moving off SMTP-based email, using IM, Social Networking, micro-blogging instead

#### Email of the Future — Medium Term Predictions

- SMTP is dead, long live SMTP (?)
  - Often proposed and predicted, but so far SMTP survives
  - Could fix some problems, but...
  - SMTP (with extensions) is "good enough"
- UTF-8 everywhere
  - Probably will happen; not hard to do (except for downgrading)
- Most email will be at hosted providers
  - Getting ever harder to build and operate a mail system due to increasing challenges and demands



### **Random Longer-Term Predictions**

- Casual messaging will continue to move away from traditional email
  - People crave instantaneous gratification
  - Fits better with mobile usage
- Email will not die
  - Too well suited to business
  - Need for longer, more considered messages
  - Security and regulatory constraints
  - Cheaper than texting (for now; this cost is artificial)
  - IM doesn't work well across time zones
- Distinction between email, IM, voice will blur
- Interesting work: Computer/Human interface

### The Unified Messaging Mess (non-email)

 Too many messaging services and applications with too much overlap, not enough compat

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Thank You

Gratuitous Advertising: Conference on Email and Anti-Spam (CEAS) July 16–17, 2009 Mountain View, California http://ceas.cc