Abstract

As part of the LEMONADE work to define extensions to the IMAPv4 Rev1 protocol [RFC3501] that provide optimizations in a variety of settings, this document describes an alternative, optional binding for IMAPv4 showing how HTTP can be used to transfer IMAP commands and responses. This binding is intended to facilitate the use of IMAP in deployments involving a variety of intermediaries.
In examples, "C:" and "S:" indicate lines sent by the client and server respectively.

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in [RFC2119].

An implementation is not compliant if it fails to satisfy one or more of the MUST or REQUIRED level requirements for the protocol(s) it implements. An implementation that satisfies all the MUST or REQUIRED level and all the SHOULD level requirements for a protocol is said to be "unconditionally compliant" to that protocol; one that satisfies all the MUST level requirements but not all the SHOULD level requirements is said to be "conditionally compliant." When describing the general syntax, some definitions are omitted as they are defined in [RFC3501].

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1. Introduction and motivation

As part of the LEMONADE goal to define extensions to the IMAPv4 Rev1 protocol [RFC3501] for providing optimizations in a variety of settings, this document describes how HTTP can optionally be used to transfer IMAP commands and responses. This binding is intended to facilitate the use of IMAP in deployments involving a variety of intermediaries, and offers a standardized alternative to de facto proprietary implementations of such a feature.
The need for an optional HTTP binding is driven by the needs of the mobile network operator community (see [MEMAIL][OMA-ME-RD]), where the reuse of an existing and well-understood technology will allow operators to apply their experience in solving practical deployment issues. Specifically, HTTP allow operators to reuse a similar setup and model that is already used for many other similar and related services, such as certain proprietary push e-mail and synchronization offerings, OMA Data Synchronization, Web services and Web access.

Using HTTP/HTTPS can simplify deployment in a corporate network through the potential use of a reverse proxy to achieve end-to-end encryption. This also has the advantage of not requiring changes to any firewall configurations and reduces the concerns that this often presents to corporation. In general the solution is compatible with any existing firewall. A reverse proxy can also support deployment models that offer roles to other service providers in the value chains, as discussed in [OMA-ME-AD].

The security, encryption and compression capabilities used with HTTP and already implemented in a wide range of existing mobile device, which be also be reused.

Studies have also shown that a persistent HTTP session has usually proven more resilient than an IMAP IDLE over TCP connection over an unreliable bearer such as a GPRS-based mobile network.

The use of HTTP as an underlying protocol for other application protocols has received much attention (see [RFC3205]). In particular, the concern exists that this circumvents firewall security policies. Another concern is the potential misuse or neglect of HTTP semantics by the application protocol that uses HTTP as a substrate.

Note that if the suppression of IMAP (or indeed any other application) traffic on HTTP/HTTPS is an issue, firewall administrators can still prevent such passage and this can provide incentives to re-configure firewalls to allow solutions on other transports (e.g. TLS) or offer the HTTP-based solution using another provisioned port (e.g. manually, out of band or via instructions like XGETLPREFS (see [NOTIFICATIONS])). The aim, therefore, is to allow for the use of this solution in the widest possible set of circumstances by codifying a standard way to do so that works with existing, deployed (i.e., HTTP only) firewalls, while explicitly allowing the possibility of detecting and filtering such traffic in deployments using the HTTP Content-Type in deployments where this is not permitted.
2. Using HTTP as an alternative binding for IMAP

To use HTTP/HTTPS as the transfer protocol for IMAP commands and responses between the IMAP client and server, the client MUST send an HTTP POST request to the server, and embed IMAP commands (commands to an IMAPv4 Rev1 server or IMAP servers supporting Lemonade extensions) in the body of the request. A server MUST reject a HTTP GET request from the client. The content-type header of the POST request MUST be set to "application/vnd.lemonade". Multiple IMAP commands may be included in one POST request.

In what follows, the term Lemonade client/server is used to refer to a client/server that supports both IMAPv4 Rev1 as well as any LEMONADE extensions.

When the HTTP binding is used, the Lemonade server listens on whatever port has been configured for this.

The following is an example of a possible Lemonade HTTP request:

```
POST /lemonadeServletPath HTTP/1.1 <CRLF>
Content-Type: application/vnd.lemonade <CRLF>
[other headers] <CRLF>
<tag> SP <Lemonade command> <CRLF> 
[<tag> SP <Lemonade command> <CRLF>] <CRLF>
```

The Lemonade command MUST be plain text (7bit).

Multiple Lemonade commands MAY be sent on the same request. Thus Lemonade commands must be tagged. The client must be able to deal with recovering from errors when commands are batched. See RFC2442 Batch SMTP for a further discussion.

The Content-Type header is the only HTTP headers that MUST be sent to a Lemonade server. Other headers such as Cache-Control MAY be included.

When the Lemonade server sends back a response it MUST be in the following format:

```
HTTP/1.1 <HTTP Status Code> <CRLF>
Content-Type: text/plain <CRLF>
<CRLF>
[<untagged responses>] <CRLF>
<tag> SP <Lemonade Server response> <CRLF> 
[[<untagged responses>]
<tag> SP <Lemonade Server response> <CRLF> ]
```

Notes:
The Lemonade Server uses the following HTTP status codes, and what each code indicates is given below:

- **200**
  - This indicates normal execution of the Lemonade commands from a IMAP perspective. The client should further parse the response body to get the tagged responses to the commands and process those accordingly.

- **500**
  - This indicates that at least one command caused an internal server error, meaning the Lemonade Server failed to execute the command. In conforming to HTTP semantics, this means the IMAP server responses such as BAD or NO IMAP generate a HTTP 500 response code.

When using HTTP to transfer IMAP commands and responses, the client SHOULD utilize built-in features of HTTP to their advantage. For example, the client SHOULD use HTTPS instead of HTTP whenever possible, since HTTPS has built in encryption and compression capabilities. STARTTLS should not be needed in this case, as it just requires additional overhead without any additional benefit.

HTTP can be used in both in-response and in-band modes. Details about these transport modes are given in the following two subsections.

### 2.1. Non-Persistent HTTP for In-response Connectivity Mode

If the client uses a traditional HTTP connection (either by establishing a different socket for each HTTP request to the Lemonade server, or by reusing the same socket for all HTTP requests, but sending each request under its own header), it has in-response connectivity to the server. The client can issue as many commands as it would like in one HTTP request to the server, and the server responds by sending back one HTTP response with all the responses to all the commands in the HTTP request. With this connectivity mode, the IDLE command cannot be issued. Other commands that use a continuation response cannot be issued unless the LITERAL+ [RFC2088] extension is supported.

In order for the server to identify separate HTTP requests as belonging to the same session, an in-response HTTP client needs to accept cookies. A session-id is passed in the cookie to identify the session.

Thus, the headers for a HTTP In-response Response after the client has issued its first HTTP request to the server.

```
HTTP/1.1 <HTTP Status Code> <CRLF>
```
The client must then save this cookie and send it back to the server with the next request in order for the server to reattach these commands to the same session as the previous commands.

```
POST /lemonadeServletPath HTTP/1.1 <CRLF>
Content-Type: application/vnd.lemonade <CRLF>
Cookie: JSESSIONID=94571a8530d91e1913bfydafa
[other headers]
<CRLF>
<tag> SP <Lemonade command> <CRLF>
[<tag> SP <Lemonade command> <CRLF>]
```

2.2. Using Persistent HTTP/HTTPS + Chunked Transfer Encoding for In-band Connectivity Mode

It is possible to use persistent HTTP or persistent HTTPS plus chunked-transfer-encoding so that the server can instantly send notifications to the client while a session is open. The client needs to open a persistent connection and keep it active. In this case, the HTTP headers must be sent the first time the client device opens the connection to the Lemonade Server and these headers MUST set the transfer coding to be chunk-encoded [RFC2616, Sec. 3.6.1]. All subsequent client-server requests are written to the open connection, without needing any additional headers negotiations. The server can use this open channel to push events to the client device at any time. In this case, the client SHOULD NOT accept cookies.

The client must send the HTTP headers one time only:

```
POST /lemonadeServletPath HTTP/1.1 <CRLF>
Content-Type: application/vnd.lemonade <CRLF>
Connection: keep-alive <CRLF>
Pragma: no-cache <CRLF>
Transfer-Encoding: chunked <CRLF>
```

The server responds with the following header:

```
HTTP/1.1 <HTTP Status Code> <CRLF>
```
Then the client can send a command anytime it wants with the following format:

```
<length of Lemonade command, including bytes in CRLF> <CRLF>
<tag> SP <Lemonade command> <CRLF>
<CRLF>
```

And example of an actual client command is:

```
e <CRLF>
2 CAPABILITY<CRLF>
<CRLF>
```

The server responds to each command with as many untagged responses as needed, and one tagged response, where each response is in the format that follows:

```
<length of a single response, including bytes in CRLF> <CRLF>
<tagged or untagged response> <CRLF>
<CRLF>
```

An actual Server response might be:

```
d5 <CRLF>  
* CAPABILITY IMAP4REV1 AUTH=LOGIN NAMESPACE SORT MULTIAPPEND LITERAL+ UIDPLUS IDLE XORACLE X-ORACLE-LIST X-ORACLE-COMMENT X-ORACLE-QUOTA X-ORACLE-PREF X-ORACLE-MOVE X-ORACLE-DELETE ACL X- ORACLE-PASSWORD LDELIVER LZIP LCONVERT LFILTER LSETPREF LGETPREF <CRLF> 1b <CRLF>  
2 OK CAPABILITY completed <CRLF>
<CRLF>
```

Note however that the HTTP protocol is in general not meant to be used in such a way. To maintain such an open channel might be a practical challenge to proxies/firewalls, which might not forward the requests chunk by chunk to the server, and meanwhile route responses back to the client chunk by chunk. Consequently the session closes.

The same challenges exist for TCP session.

In any case, the session can be automatically started again by the client after a lost connection or by the server through out-of-band; after some defined time-out.
3. Security Considerations

This binding has the same security requirements as IMAP when using an in-response or inband connectivity mode.

The HTTPS protocol can be used to provide end-to-end security

Proxy-based implementations may still require payload encryption for end-to-end security.

4. References


5. Future Work

TBD

6. Version History

Release 03
- Removed material on Notifications and connectivity models
- Updated introduction with motivation
- Editorial corrections

Release 02
- New section Error! Reference source not found. that allows to select the HTTP URL.
- New section 4 to motivate the introduction of an HTTP binding.
- Editorial updates

Release 01
- Detail updates of the text throughout the document following lessons learned so far in P-IMAP 07 [P-IMAP].

Release 00

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