

ELEC / COMP 177 – Fall 2014

# Computer Networking

## → Application Layer (HTTP)

Some slides from Kurose and Ross, *Computer Networking*, 5<sup>th</sup> Edition

# Network Model

Application Layer

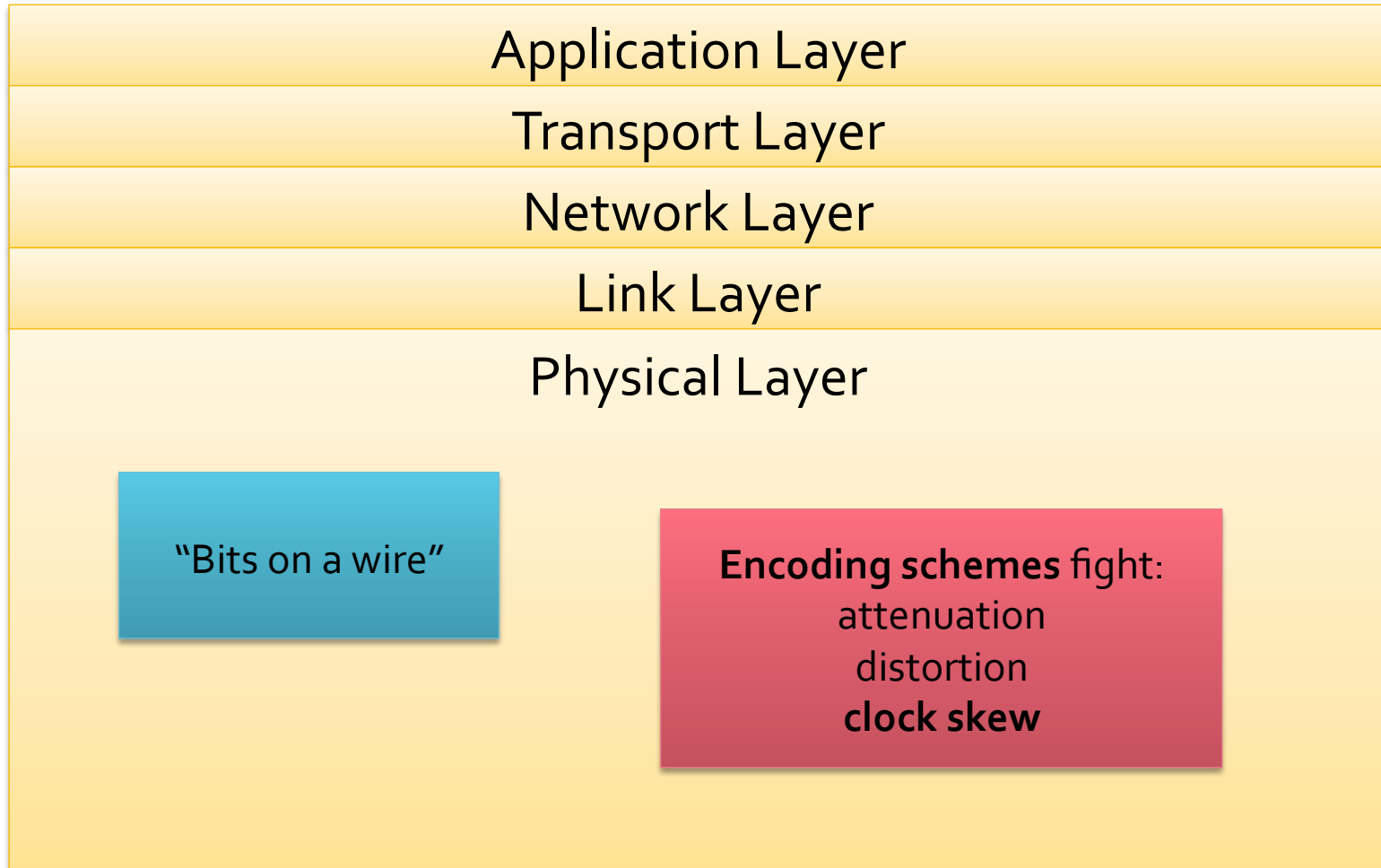
Transport Layer

Network Layer

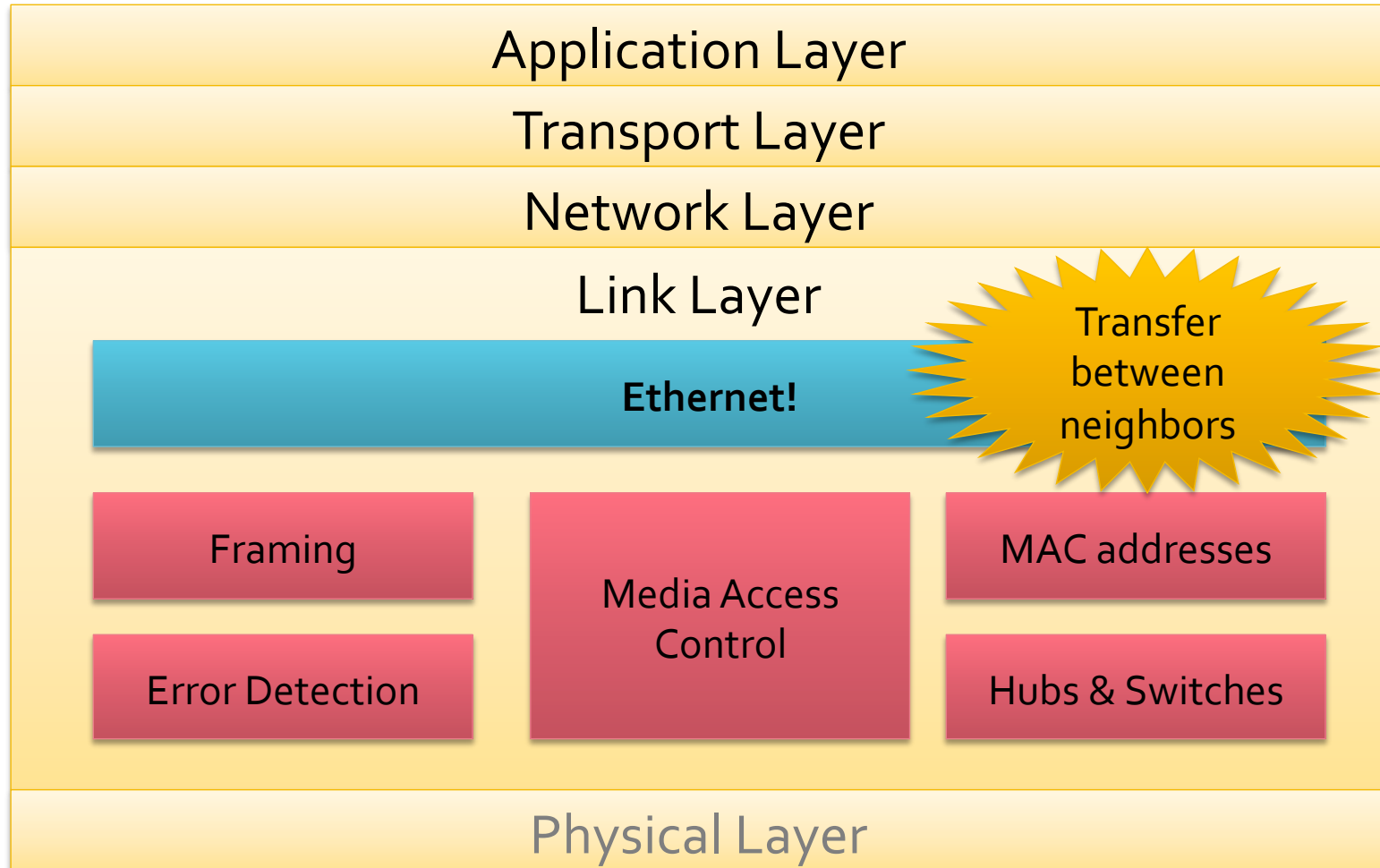
Link Layer

Physical Layer

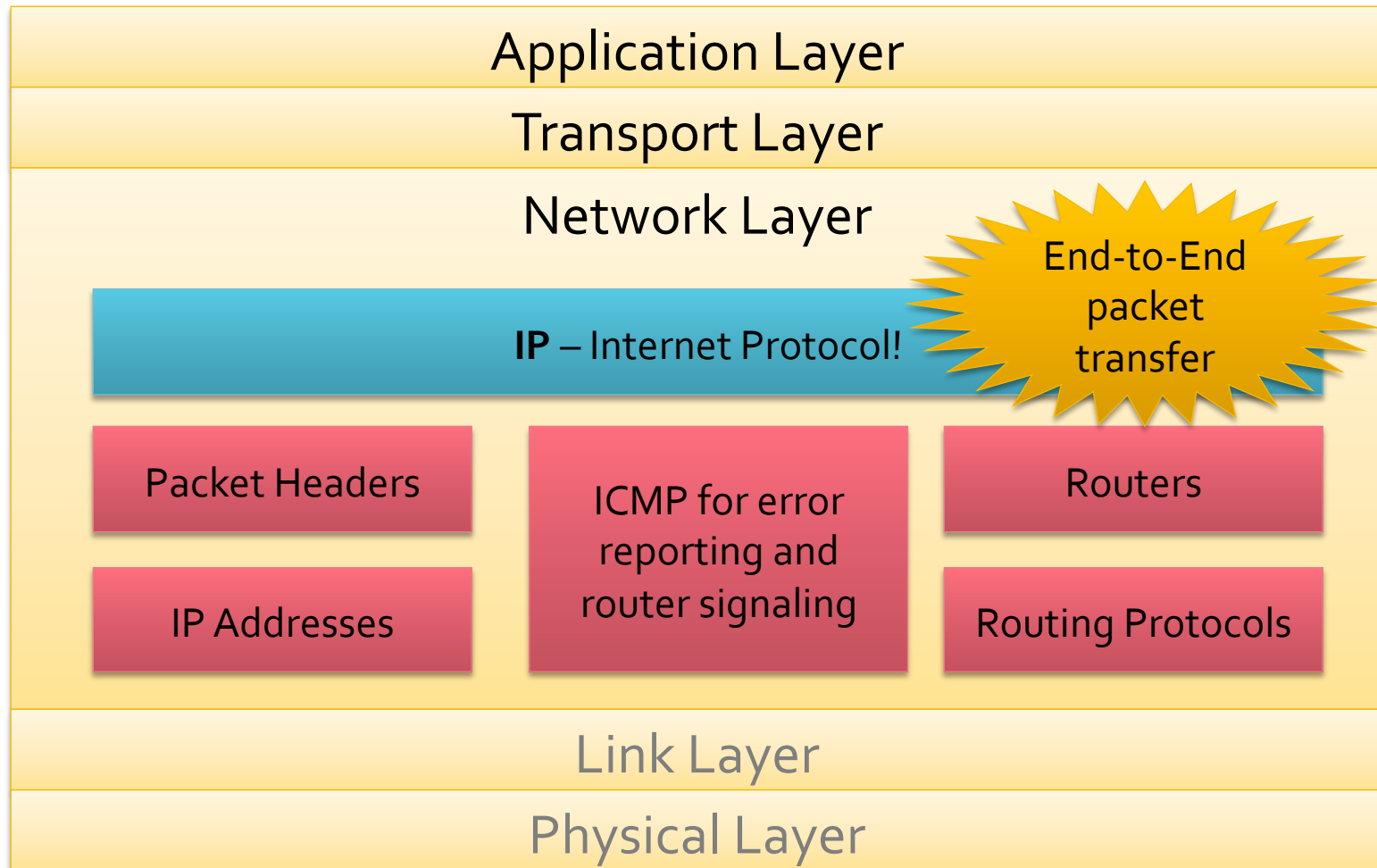
# Physical Layer



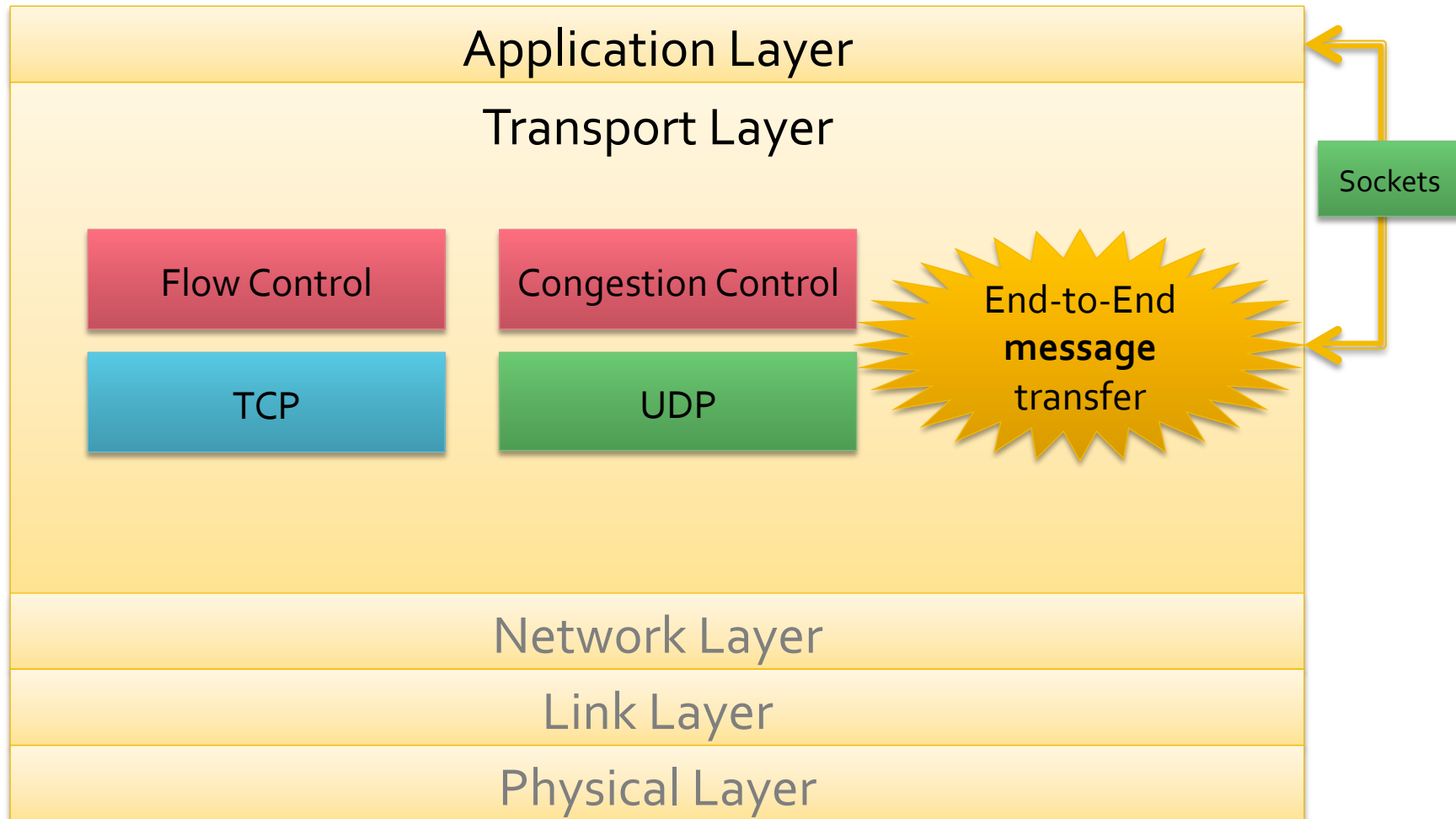
# Link Layer



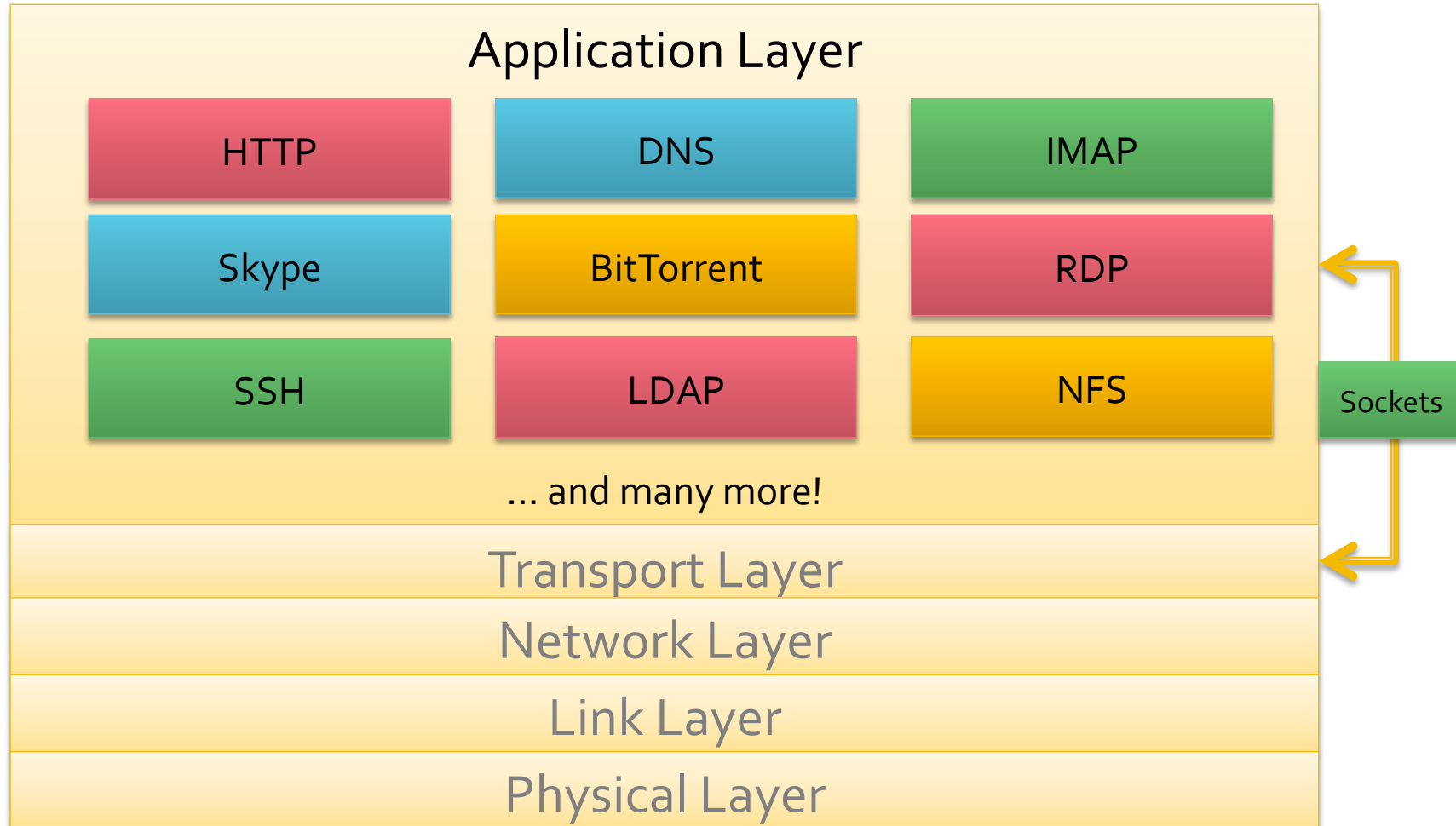
# Network Layer



# Transport Layer



# Application Layer



# Topics

- Transport-layer service models
  - TCP and UDP
- Communication paradigms
  - Client-server
  - Peer-to-peer
- Examine popular application-level protocols
  - HTTP
  - SMTP / POP<sub>3</sub> / IMAP
  - DNS
- Program network applications
  - Socket API

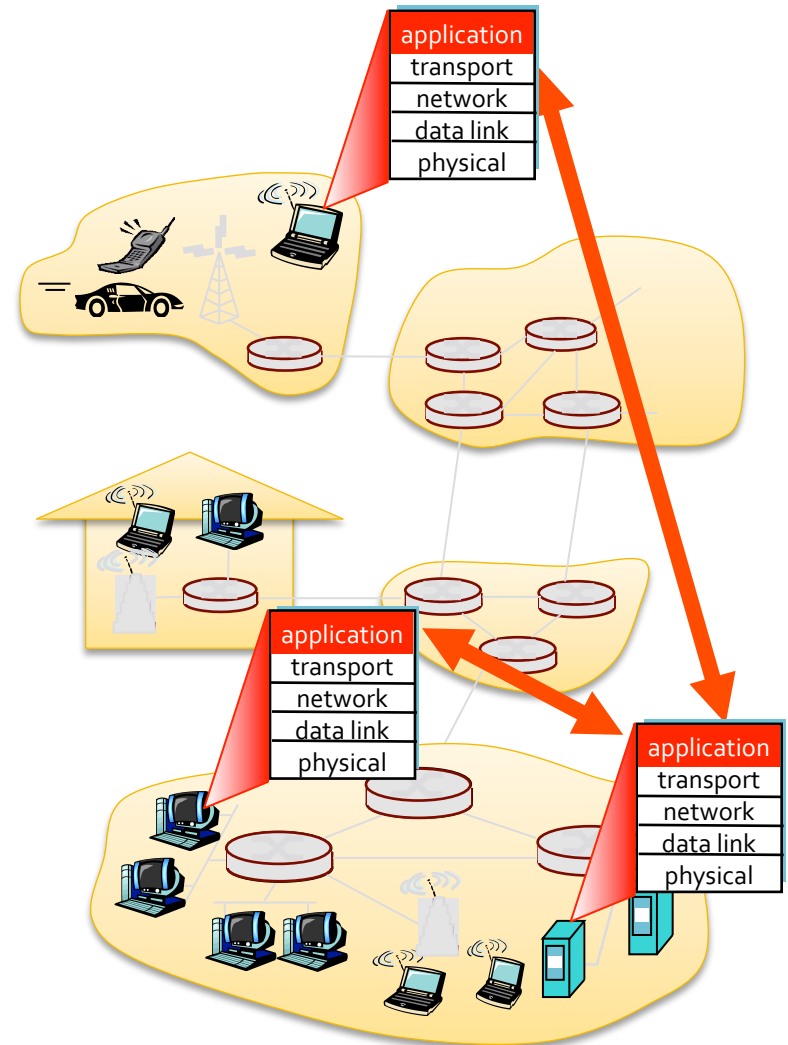


# Network Applications

- What programs do you run that use the Internet?

# Creating a Network App

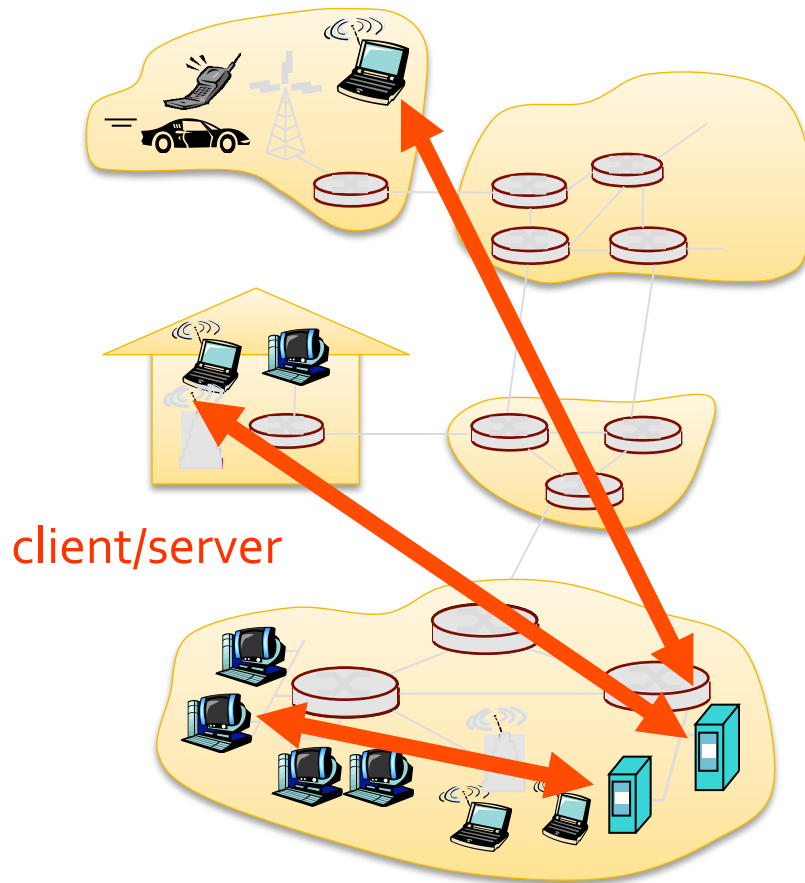
- Write programs that
  - Run on (different) end systems
  - Communicate over network
  - e.g., web server software communicates with browser software
- No need to write software for network-core devices
  - Network-core devices do not run user applications
  - Applications on end systems allows for rapid app development and distribution



# Application architectures

- Client-server
  - Including data centers / cloud computing
- Peer-to-peer (P2P)
- Hybrid of client-server and P2P

# Client-Server Architecture



- Server:
  - Always-on host
  - Permanent IP address
  - Lots of bandwidth
  - Server farms for scaling
- Clients:
  - Communicate with server
  - May be intermittently connected
  - May have dynamic IP addresses
  - Do not communicate directly with each other

# The Datacenter





# The Datacenter





# *Google Datacenter (1 of many...)*



# *Microsoft Datacenter (Dublin, Ireland)*



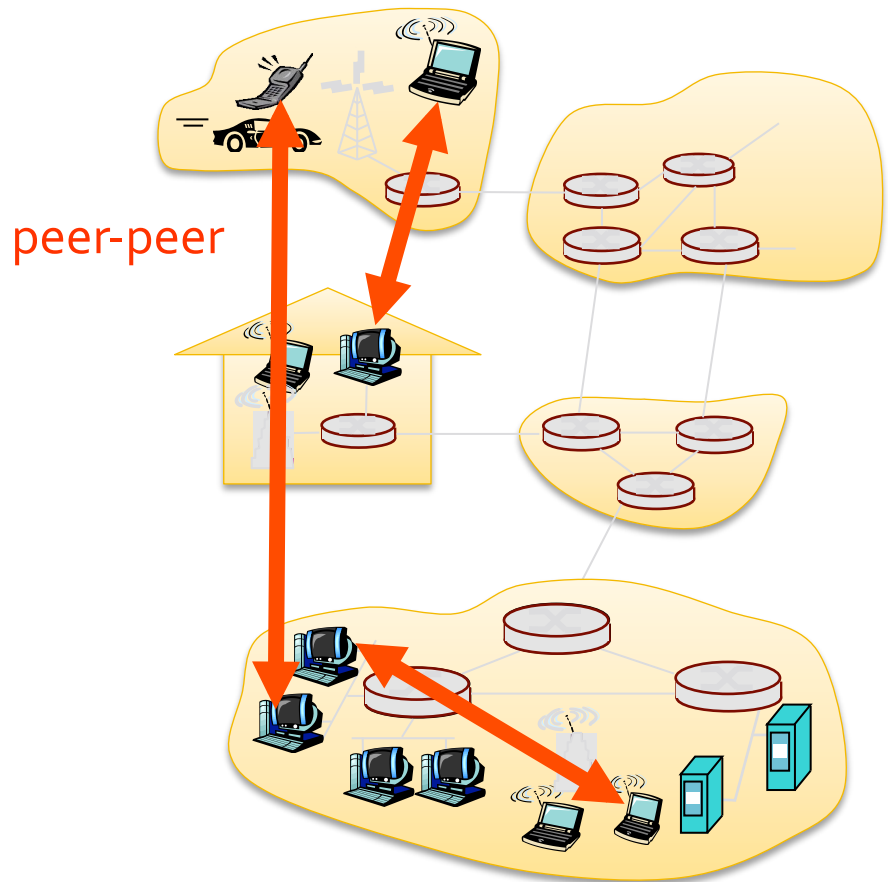


*NSA Datacenter (Bluffdale, Utah. 2+ Billion \$\$)*



# Pure P2P architecture

- No always-on server
- Arbitrary end systems directly communicate
- Peers are intermittently connected and change IP addresses
- No central point of failure
- **Highly scalable but difficult to manage**



# P2P “Datacenter”

# Hybrid of Client-Server and P2P

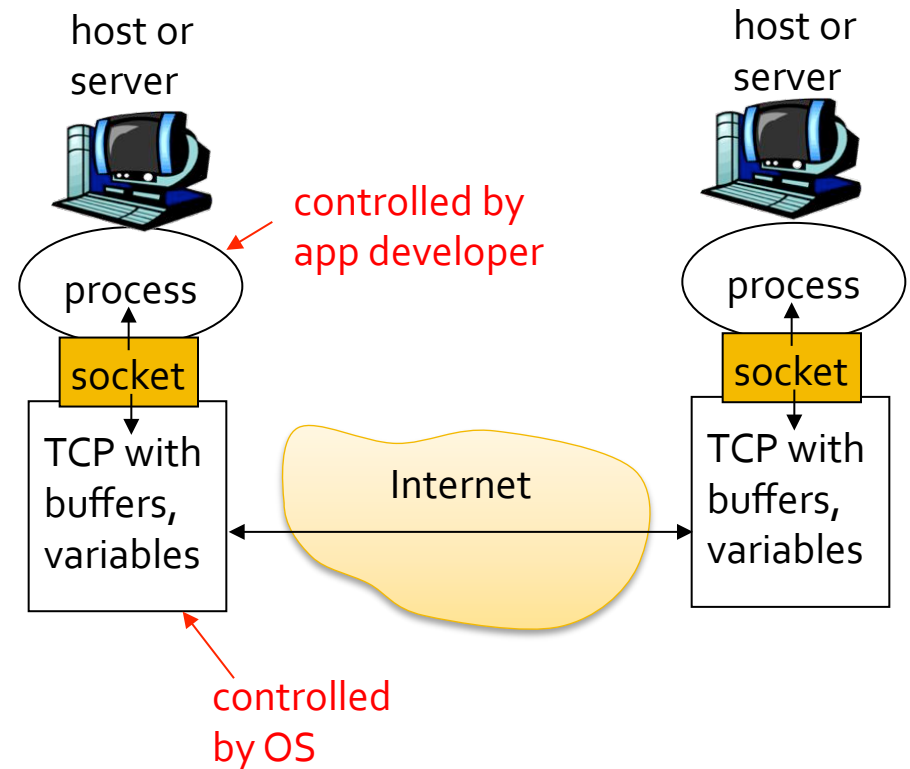
- Skype
  - Voice-over-IP P2P application
  - Centralized server: finding address of remote party
  - Client-client connection: direct (not through server)
- Instant messaging
  - Chatting between two users is P2P
  - Centralized service: client presence detection/location
    - User registers its IP address with central server when it comes online
    - User contacts central server to find IP addresses of buddies

# 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
- **Client** process: process that initiates communication
- **Server** process: process that waits to be contacted
- Applications with P2P architectures have both client *and* server processes!

# What is a Socket?

- Process sends/receives messages to/from its socket
- Socket analogous to door
  - Sending process shoves message out door
  - Transport infrastructure on other side of door carries message to socket at receiving process
  - **Imagine you are just writing to a file...**
- API allow customization of socket
  - Choose transport protocol
  - Choose parameters of protocol



# Application-Layer Protocol

- Sockets just allow us to send raw messages between processes on different hosts
  - Transport service takes care of moving the data
- **What** exactly is sent is up to the application
  - An application-layer protocol
  - HTTP, IMAP, Skype, etc...

# Application-Layer Protocol

- Both the client and server speaking the protocol must agree on
  - Types of messages exchanged
    - e.g., request, response
  - Message syntax
    - What fields are in messages
    - How fields are delineated
  - Message semantics
    - Meaning of information in fields
  - Rules for when and how processes send and respond to messages



# Application-Layer Protocol

- **Public-domain** protocols:
  - Defined in RFCs (Request for Comment)
  - Allows for interoperability
  - Examples: HTTP, SMTP, BitTorrent
- **Proprietary** protocols
  - Examples: Skype

# Transport Service

- What kind of transport service do applications need?
- **Data loss – OK or forbidden?**
  - Some apps can tolerate some loss
  - Other apps requires 100% reliable data transfer
- **Latency – OK, or bad?**
  - Some apps require low delay to be effective
- **Throughput**
  - Some apps require minimum amount of throughput to be effective
  - Other apps (“elastic apps”) utilize whatever throughput is available
- **Security?**
  - Some apps require encryption

# Transport Service Requirements for Common Apps

What do you think?

Application	Data Loss? (OK or not?)	Throughput? (Min required or elastic?)	Time Sensitive? (Low delay required?)
File transfer			
Email			
Web pages			
Real-time audio / video			
Stored audio/video			
Gaming			
Instant messaging			

# Transport Service Requirements for Common Apps

Application	Data Loss? (OK or not?)	Throughput? (Min required or elastic?)	Time Sensitive? (Low delay required?)
File transfer	No data loss	Elastic	"Normal" delay OK
Email	No data loss	Elastic	"Normal" delay OK
Web pages	No data loss	Elastic	"Normal" delay OK
Real-time audio / video	Loss tolerant	Minimum	Time sensitive
Stored audio/video	Loss tolerant	Minimum	"Normal" delay OK
Gaming	No data loss	Minimum	Time sensitive
Instant messaging	No data loss	Elastic	"Normal" delay OK

# Internet Transport Protocols

## TCP SERVICE

- Connection-oriented
  - Setup required between client and server processes
- Reliable transport between sending and receiving process
- Flow control
  - Sender won't overwhelm **receiver**
- Congestion control
  - Sender won't overwhelm the **network**
- Does not provide
  - Timing, minimum throughput guarantees, security

## UDP SERVICE

- Unreliable data transfer between sending and receiving process
- Does not provide
  - Connection setup
  - Reliability
  - Flow control
  - Congestion control
  - Timing
  - Throughput guarantee
  - Security

Why bother with UDP then?

# Transport Service Requirements for Common Apps

Application	Data Loss? (OK or not?)	Throughput? (Min required or elastic?)	Time Sensitive? (Low delay required?)	Transport Protocol
File transfer	No data loss	Elastic	"Normal" delay OK	TCP
Email	No data loss	Elastic	"Normal" delay OK	TCP
Web pages	No data loss	Elastic	"Normal" delay OK	TCP
Real-time audio / video	Loss tolerant	Minimum	Time sensitive	UDP
Stored audio/video	Loss tolerant	Minimum	"Normal" delay OK	TCP or UDP
Gaming	No data loss	Minimum	Time sensitive	UDP
Instant messaging	No data loss	Elastic	"Normal" delay OK	TCP

# Hypertext Transport Protocol (HTTP)

# Web and HTTP

- Web **page** consists of base HTML file and (potentially) many referenced **objects**
  - HTML file, JPEG image, Flash video, ...
- Each object is addressable by a **URL**
- Example URL:

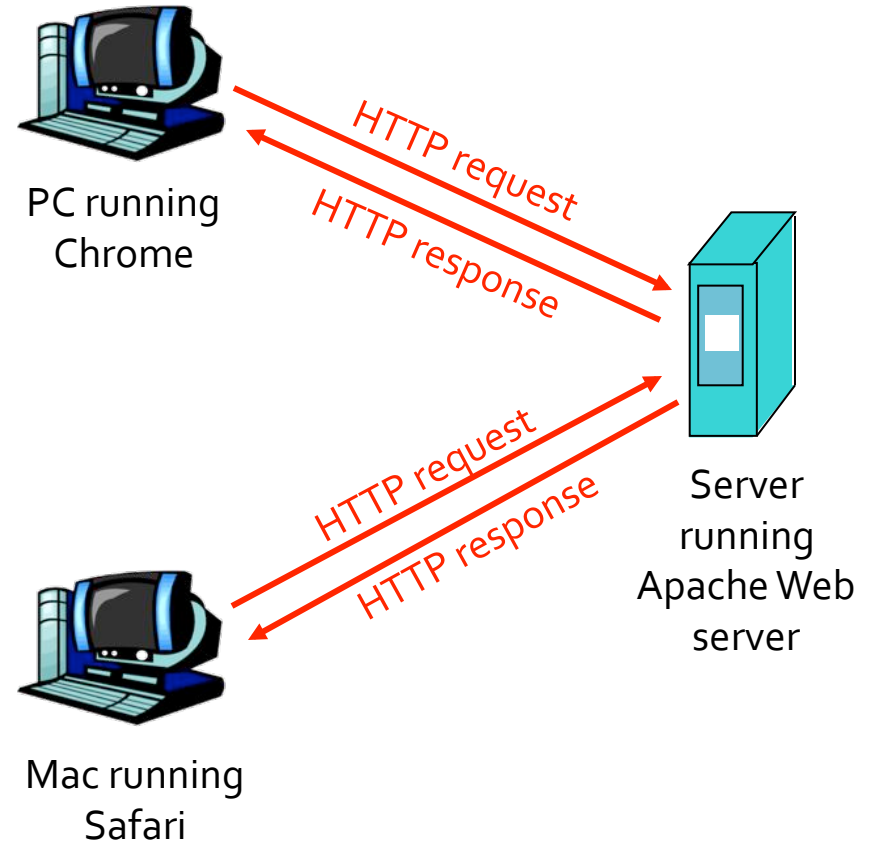
`www.somecompany.com/someDept/image.png`

host name                      path name



# Hypertext Transfer Protocol Overview

- **HTTP** is the *application layer protocol* for the web
- It is how the client and server communicate
- Client/server model
  - **Client:** browser that requests, receives, “displays” Web objects
  - **Server:** Web server sends objects in response to requests



# HTTP Overview

Client

Server

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 by client or server

# HTTP Overview

- HTTP is “stateless”
- Server maintains no information about past client requests
- Why no state?
  - Protocols that maintain “state” are complex!
  - Past history (state) must be maintained
  - If server/client crashes, their views of “state” may be inconsistent and must be reconciled

# HTTP Connections

- **Nonpersistent HTTP**

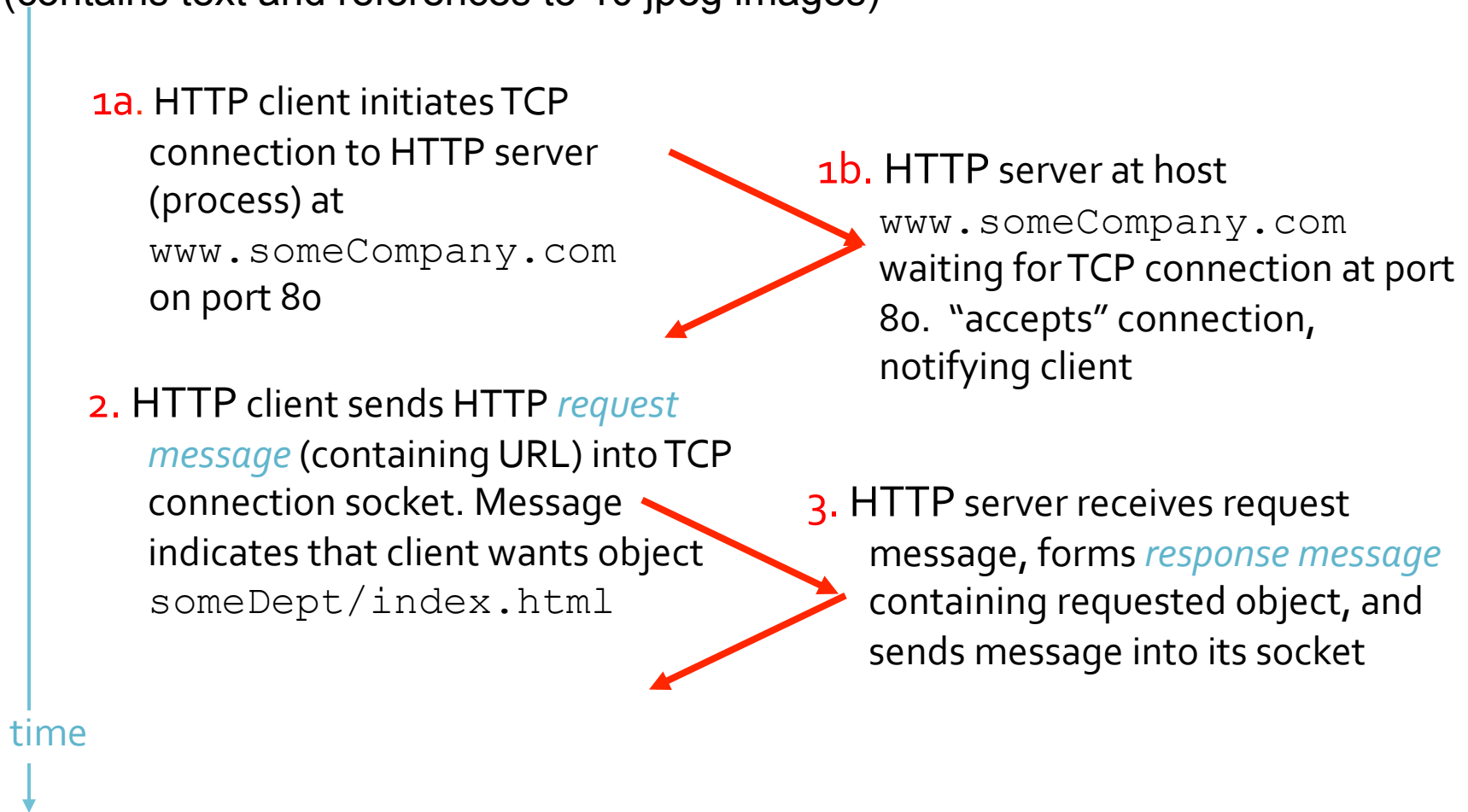
- At most one object is sent over a TCP connection.

- **Persistent HTTP**

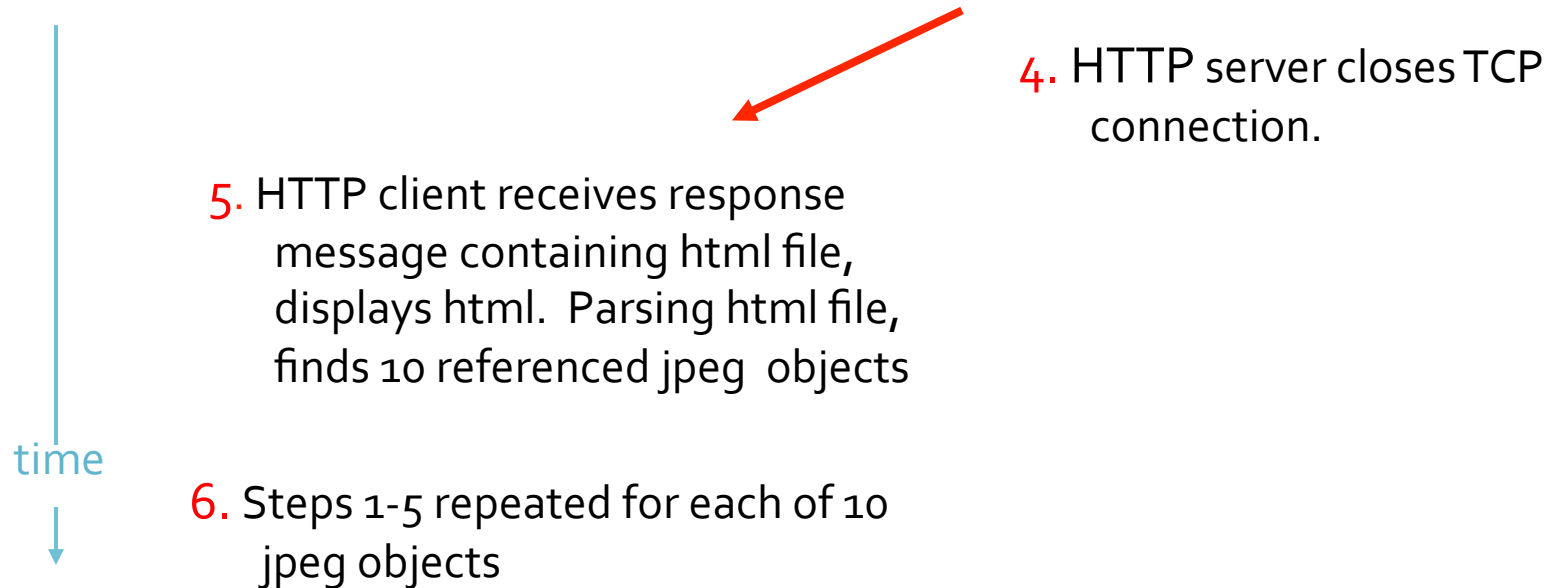
- Multiple objects can be sent over single TCP connection between client and server.

# Nonpersistent HTTP

Suppose user enters URL `www.someCompany.com/someDept/index.html`  
(contains text and references to 10 jpeg images)



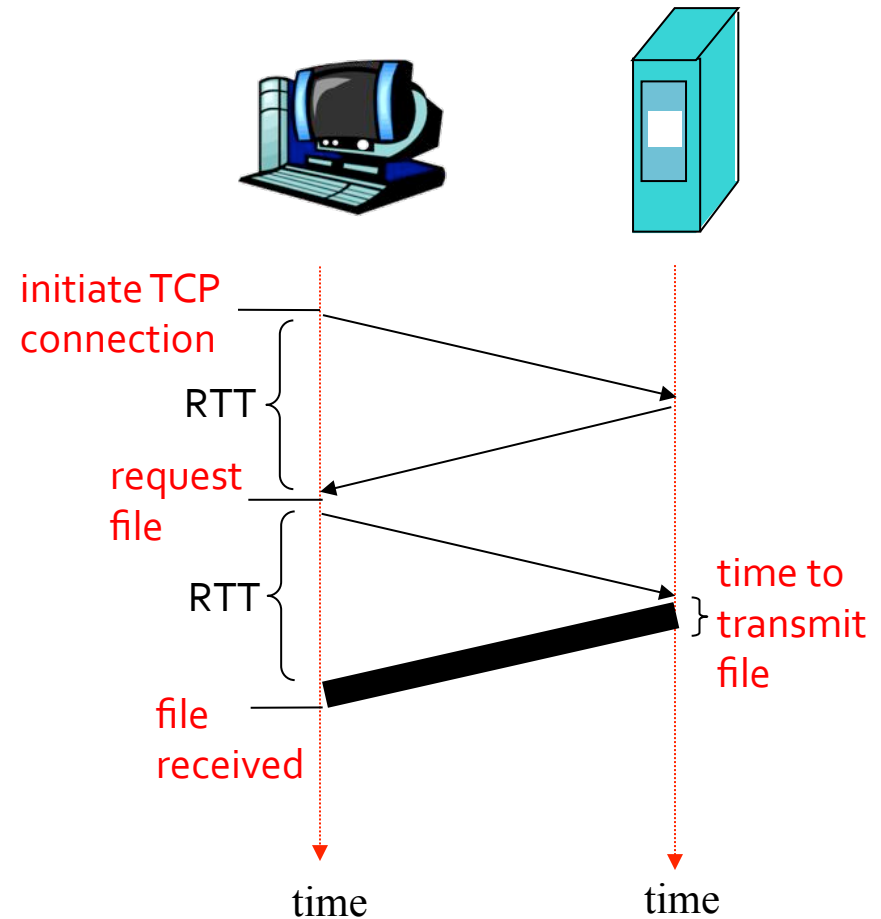
# Nonpersistent HTTP



**Why is this approach considered slow?**

# Non-Persistent HTTP: Response Time

- **RTT (Round Trip Time):**
  - Time for a small packet to travel from client to server and back.
- **Response time:**
  - One RTT to initiate TCP connection
  - One RTT for HTTP request and first few bytes of HTTP response to return
  - File transmission time
- **Total = 2RTT+transmit time (per object!)**



# Persistent vs Non-Persistent HTTP

## ■ Non-Persistent HTTP issues

- Requires 2 RTTs per object
- OS overhead for each TCP connection
- Browsers often open parallel TCP connections to fetch referenced objects (more overhead)

## ■ Persistent HTTP

- 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
- As little as one RTT for all the referenced objects



# HTTP Request Message

- HTTP request messages
  - Used to send data from client to server
  - ASCII (human-readable format)

request line  
(GET, POST,  
HEAD commands)

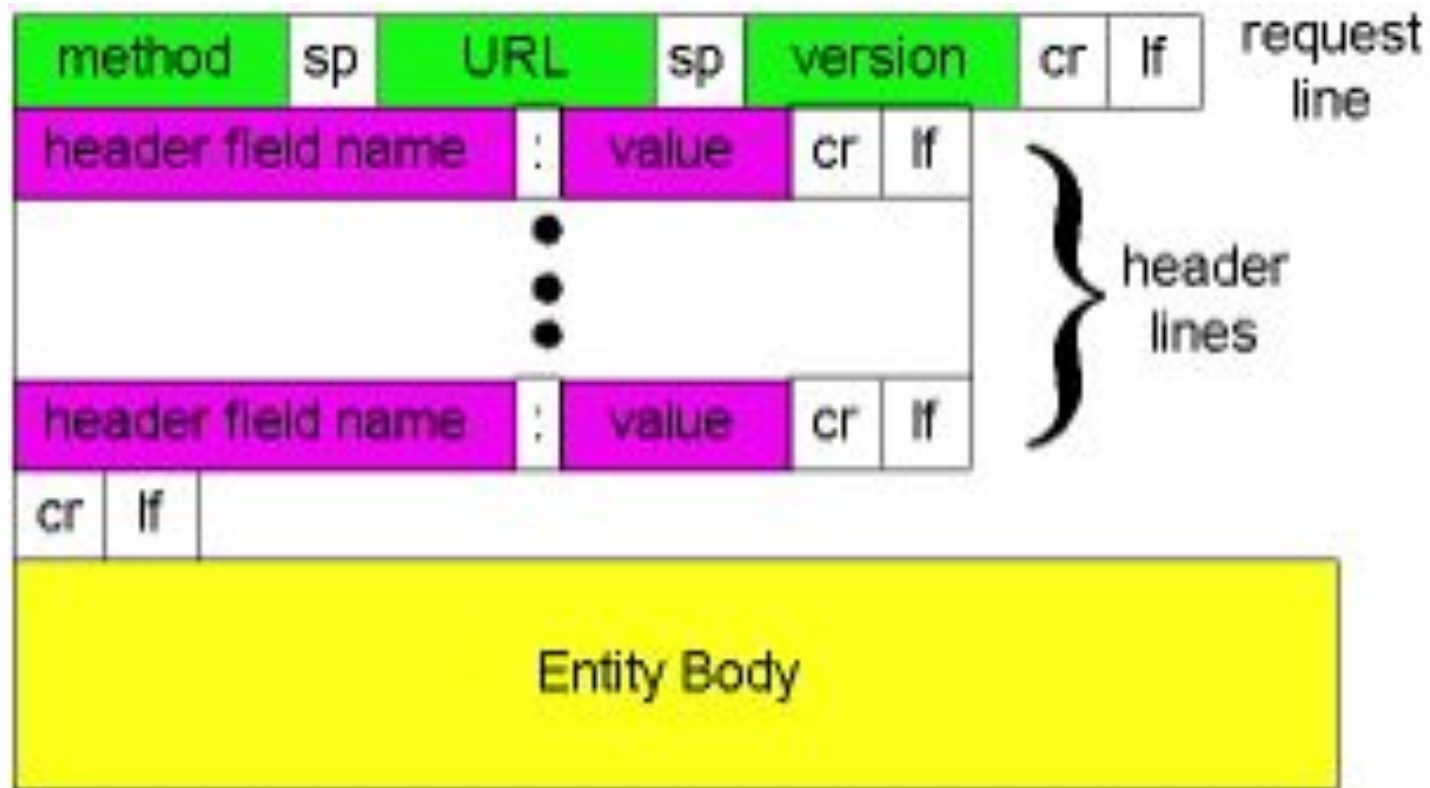
header  
lines

```
GET /somedir/page.html HTTP/1.1
Host: www.somecompany.com
User-agent: Mozilla/4.0
Connection: close
Accept-language: fr
```

Carriage return,  
line feed  
indicates end  
of message

(extra carriage return, line feed)

# HTTP Request Message: General Format



# Demo Time!

## TELNET DEMO

- Manual file request

## WIRESHARK DEMO

- Filtering on protocol headers
- Viewing request/response
- HTTP conversation analysis of all captured packets

# Uploading Form Input

## ■ Post method

- Web page often includes form input
- Input is uploaded to server in entity body

## ■ URL method

- Uses GET method
- Input is uploaded in URL field of request line

`www.somecompany.com/page.php?variable1=testData`

# Method Types

## ■ HTTP/1.0

- GET
- POST
- HEAD
  - asks server to leave requested object out of response

## ■ HTTP/1.1

- GET, POST, HEAD
- PUT
  - uploads file in entity body to path specified in URL field
- DELETE
  - deletes file specified in the URL field

# HTTP Response Message

*Used to send data from server to client*

status line  
(protocol  
status code  
status phrase)

header  
lines

data, e.g.,  
requested  
HTML file

```
HTTP/1.1 200 OK
Connection close
Date: Thu, 06 Aug 1998 12:00:15 GMT
Server: Apache/1.3.0 (Unix)
Last-Modified: Mon, 22 Jun 1998 .....
Content-Length: 6821
Content-Type: text/html
```

```
data data data data data ...
```

# HTTP Response Status Codes

In first line in server->client response message.

A few 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 (Location:)

## **400 Bad Request**

- request message not understood by server

## **404 Not Found**

- requested document not found on this server

## **505 HTTP Version Not Supported**

# Trying out HTTP (Client side) for Yourself

1. Telnet to your favorite Web server:

```
telnet www.google.com 80
```

Opens TCP connection to port 80  
(default HTTP server port) at `www.google.com`  
Anything typed in sent  
to port 80 at `www.google.com`

2. Type in a GET HTTP request:

```
GET /about/ HTTP/1.1  
Host: www.google.com
```

By typing this in (hit carriage  
return twice), you send  
this minimal (but complete)  
GET request to HTTP server

3. Look at response message sent by HTTP server!



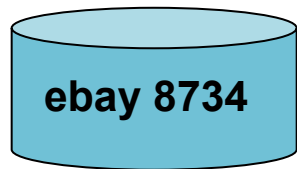
# User-Server State: Cookies

- HTTP is stateless
  - State is sometimes desired
- Solution? Cookies!
  - Created when you visit a site for the first time
  - When initial HTTP requests arrives at site, site creates:
    - Unique ID
    - Entry in backend database for ID
- Four components
  1. **Cookie header line** of HTTP *response* message
  2. Cookie header line in HTTP *request* message
  3. Cookie file kept on **user's host**, managed by user's browser
  4. **Back-end database** at Web site

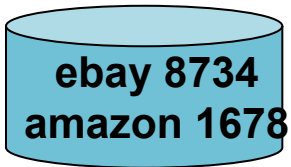
# Cookies: keeping "state"

client

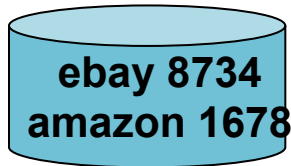
server



cookie file



one week later:



usual http request msg

usual http response  
**Set-cookie: 1678**

usual http request msg  
**cookie: 1678**

usual http response msg

usual http request msg  
**cookie: 1678**

usual http response msg

Amazon server  
creates ID  
1678 for user

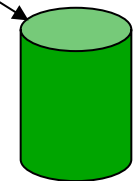
cookie-  
specific  
action

cookie-  
specific  
action

create  
entry

access

access



backend  
database

# Cookies

- Cookies store **Key -> Value pairs**
- What can I do with this?
  - Authorization, shopping carts, user session state (Web e-mail)
- How to keep “state”:
  - Protocol endpoints (sender/receiver) both have to maintain data over multiple transactions
  - Cookies: http messages carry state
- Tension between users and websites
  - **Websites:** If I can track you, I can make money from marketers
  - **Users:** I don't want to be tracked (and thus can delete cookies)

# Introducing the EverCookie



<http://arstechnica.com/web/news/2010/09/evercookie-escalates-the-zombie-cookie-war-by-raising-awareness.ars>

# EverCookie

- **Clings to your computer – hard to remove**
- Stores a user ID and cookie data in eight different places!
  - Standard HTTP cookies
  - Flash cookies
  - RGB values of force-cached PNGs
  - Your Web history
  - Several HTML5 local storage features
  - Silverlight
  - Java
- See <http://samy.pl/evercookie/>

# Conditional GET

- How do I know if the cache is up-to-date?
  - Solution: **Conditional Get**
  - Don't send object if cache has up-to-date cached version
- cache: 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`

