Chapter 2: outline

Persistent HTTP
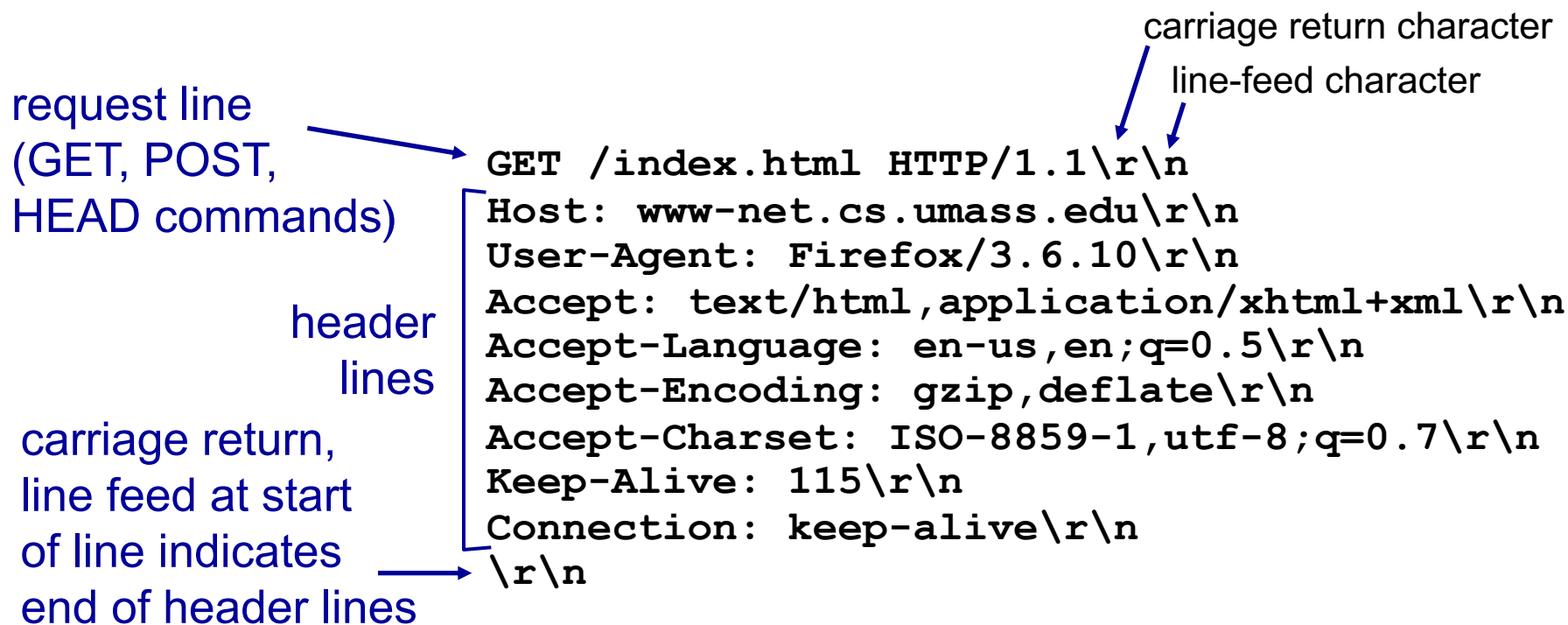
non-persistent HTTP issues:

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

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
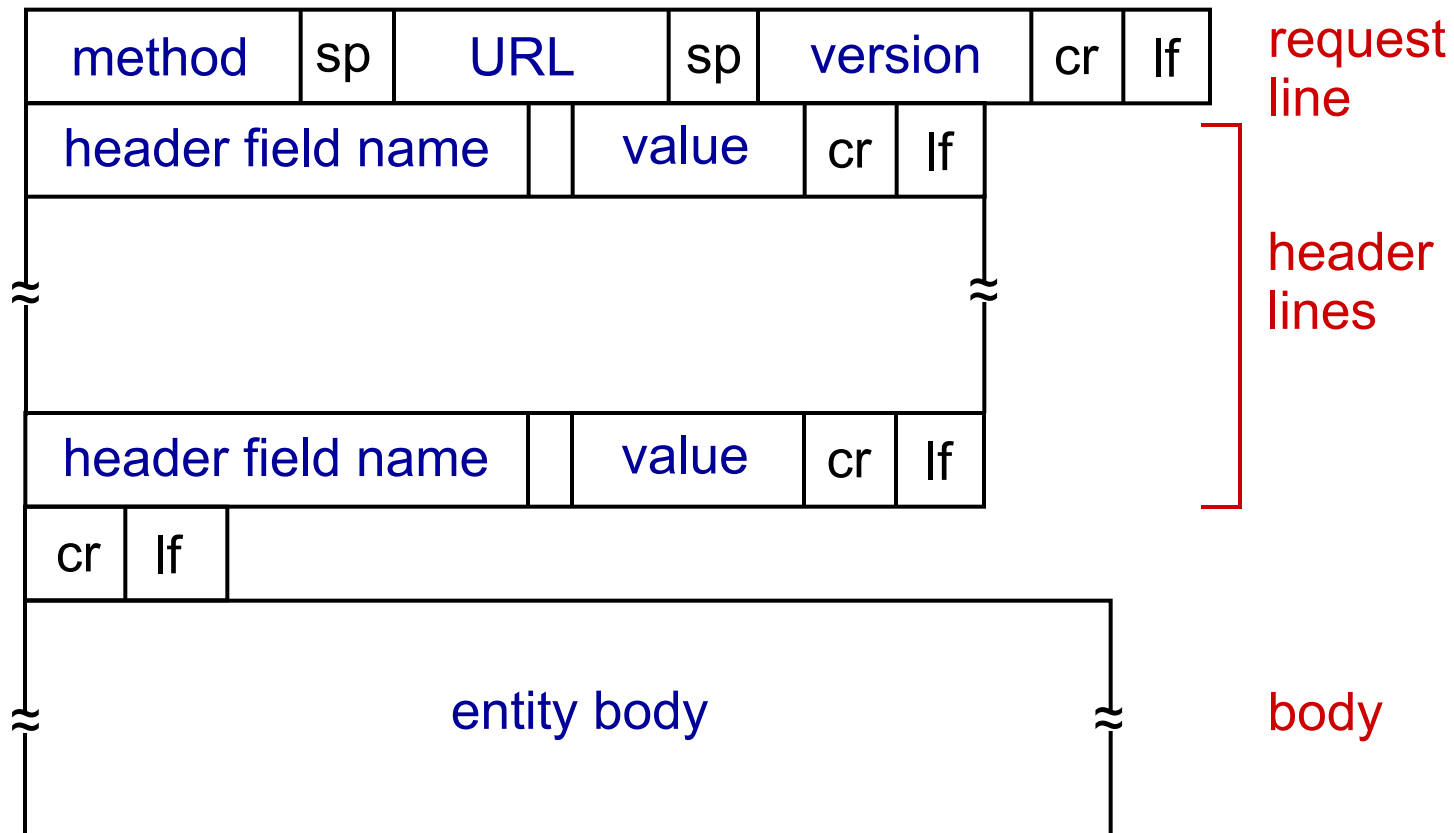- as little as one RTT for all the referenced objects

HTTP request message

- two types of HTTP messages: *request, response*
- HTTP request message:
  - ASCII (human-readable format)

carriage return character

line-feed character

request line
(GET, POST,
HEAD commands)

```
GET /index.html HTTP/1.1\r\n
Host: www-net.cs.umass.edu\r\n
User-Agent: Firefox/3.6.10\r\n
Accept: text/html,application/xhtml+xml\r\n
Accept-Language: en-us,en;q=0.5\r\n
Accept-Encoding: gzip,deflate\r\n
Accept-Charset: ISO-8859-1,utf-8;q=0.7\r\n
Keep-Alive: 115\r\n
Connection: keep-alive\r\n
\r\n
```

header
lines

carriage return,
line feed at start
of line indicates
end of header lines

* Check out the online interactive exercises for more
examples: http://gaia.cs.umass.edu/kurose_ross/interactive/

Application Layer 2-3

HTTP request message: general format

method	sp	URL	sp	version	cr	lf

header field name		value	cr	lf

≈ ≈

header field name		value	cr	lf

cr	lf

≈ entity body ≈   body

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.somesite.com/animalsearch?monkeys&banana`

HTTP response message

status line
(protocol
status code
status phrase)

header
lines

data, e.g.,
requested
HTML file

```
HTTP/1.1 200 OK\r\n
Date: Sun, 26 Sep 2010 20:09:20 GMT\r\n
Server: Apache/2.0.52 (CentOS)\r\n
Last-Modified: Tue, 30 Oct 2007 17:00:02
    GMT\r\n
ETag: "17dc6-a5c-bf716880"\r\n
Accept-Ranges: bytes\r\n
Content-Length: 2652\r\n
Keep-Alive: timeout=10, max=100\r\n
Connection: Keep-Alive\r\n
Content-Type: text/html; charset=ISO-8859-
    1\r\n
\r\n
data data data data data ...
```

* Check out the online interactive exercises for more
examples: http://gaia.cs.umass.edu/kurose_ross/interactive/

User-server state: cookies

many Web sites use cookies

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 always access Internet from PC
- visits specific e-commerce site for first time
- when initial HTTP requests arrives at site, site creates:
  - unique ID
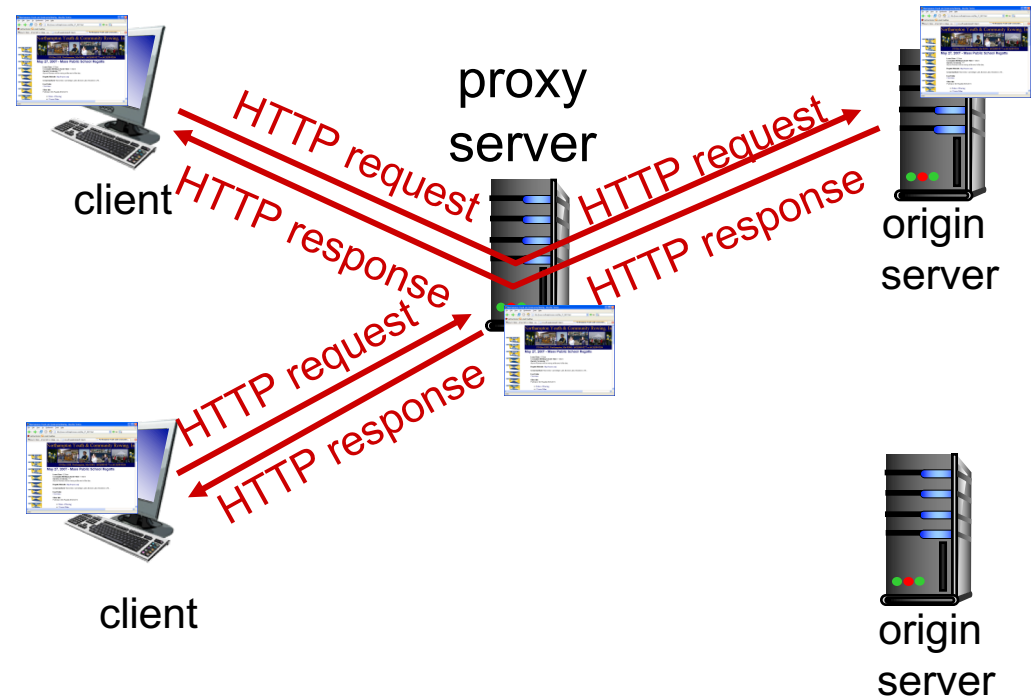 - entry in backend database for ID

Cookies: keeping "state" (cont.)
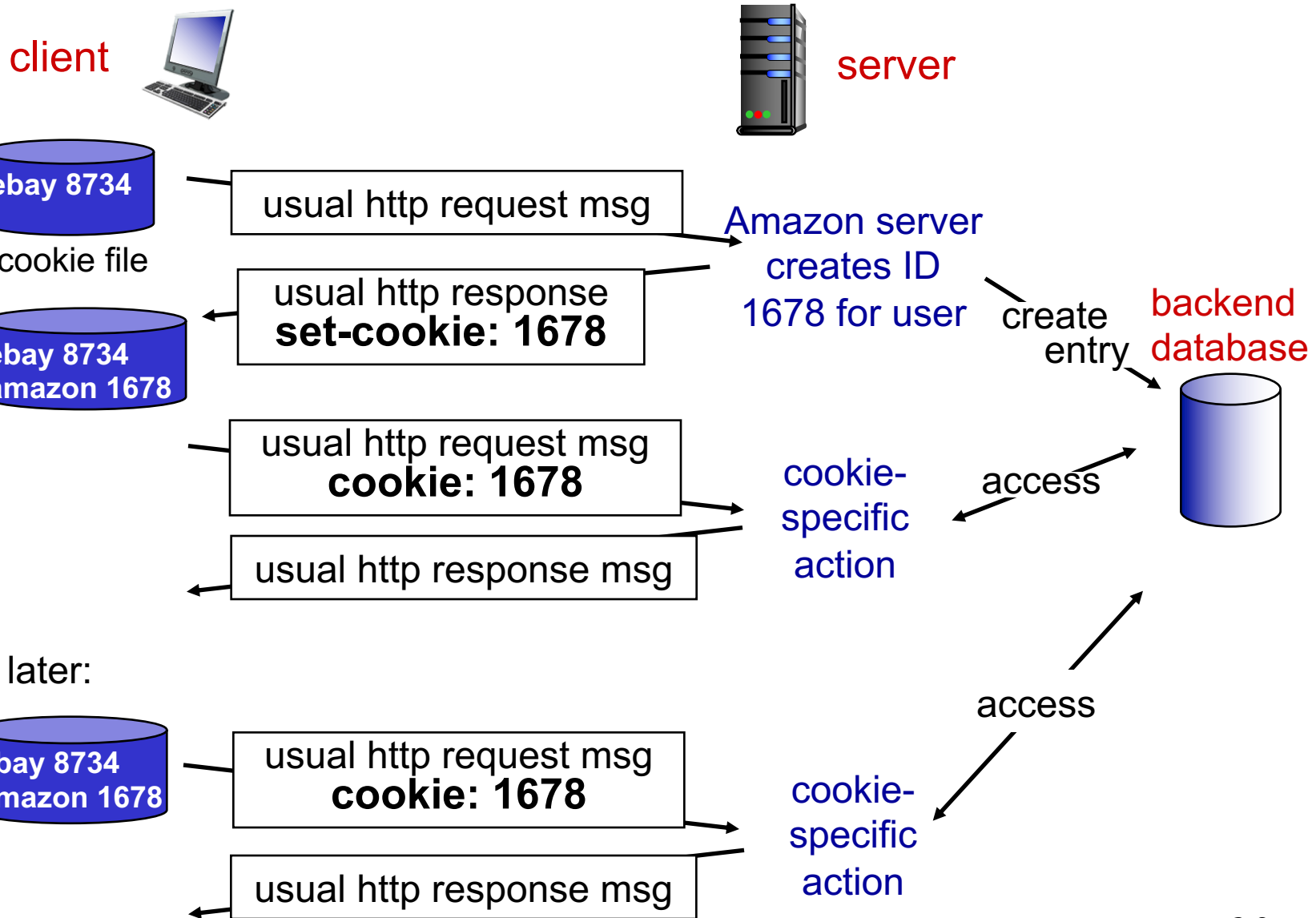
Web caches (proxy server)

goal: satisfy client request without involving origin server

- user sets browser: Web accesses via cache
- browser sends all HTTP requests to cache
  - object in cache: cache returns object
  - else cache requests object from origin server, then returns object to client

More about Web caching

- cache acts as both client and server
  - server for original requesting client
  - client to origin server
- typically cache is installed by ISP (university, company, residential ISP)

why Web caching?

- reduce response time for client request
- reduce traffic on an institution's access link
- Internet dense with caches: enables "poor" content providers to effectively deliver content (so too does P2P file sharing)
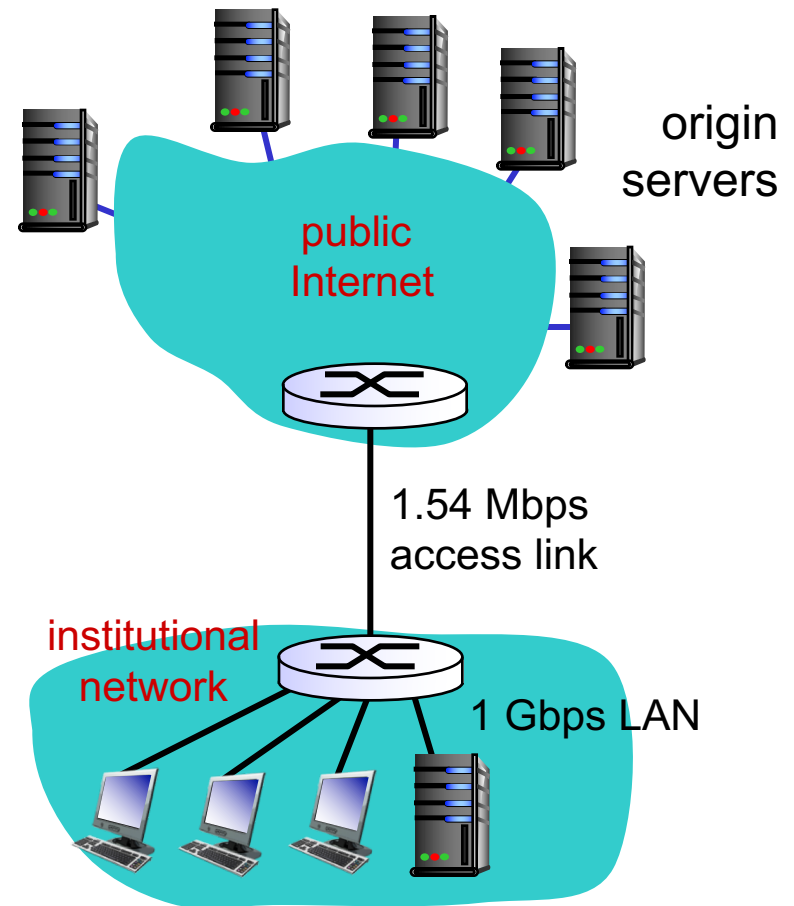
Caching example:

assumptions:

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

consequences:

- LAN utilization: 15%   *problem!*
- access link utilization = 99%
- total delay   = Internet delay + access delay + LAN delay
  - = 2 sec + minutes + usecs

origin servers

public Internet

1.54 Mbps access link

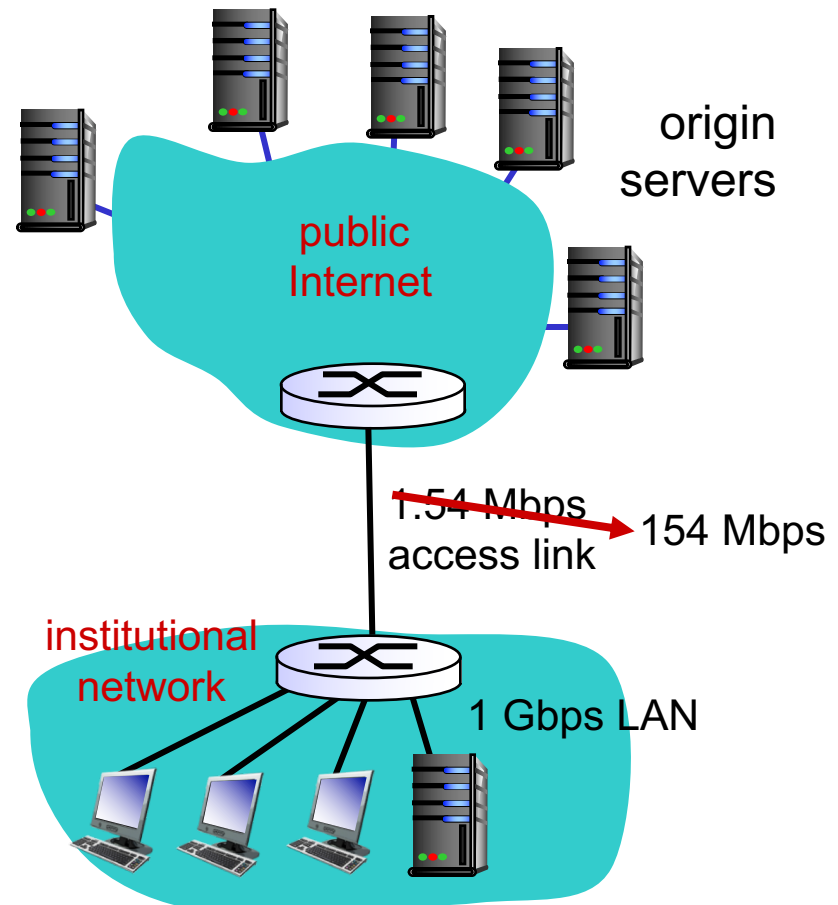institutional network

1 Gbps LAN

Caching example: fatter access link

assumptions:

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

consequences:

- LAN utilization: 15%
- access link utilization = ~~99%~~ 9.9%
- total delay = Internet delay + access delay + LAN delay
  = 2 sec + ~~minutes~~ + usecs msecs

origin servers

public Internet

~~1.54 Mbps~~ 154 Mbps access link

institutional network

1 Gbps LAN

Cost: increased access link speed (not cheap!)

Caching example: install local cache

assumptions:

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

consequences:

- LAN utilization: 15%
- access link utilization = ?
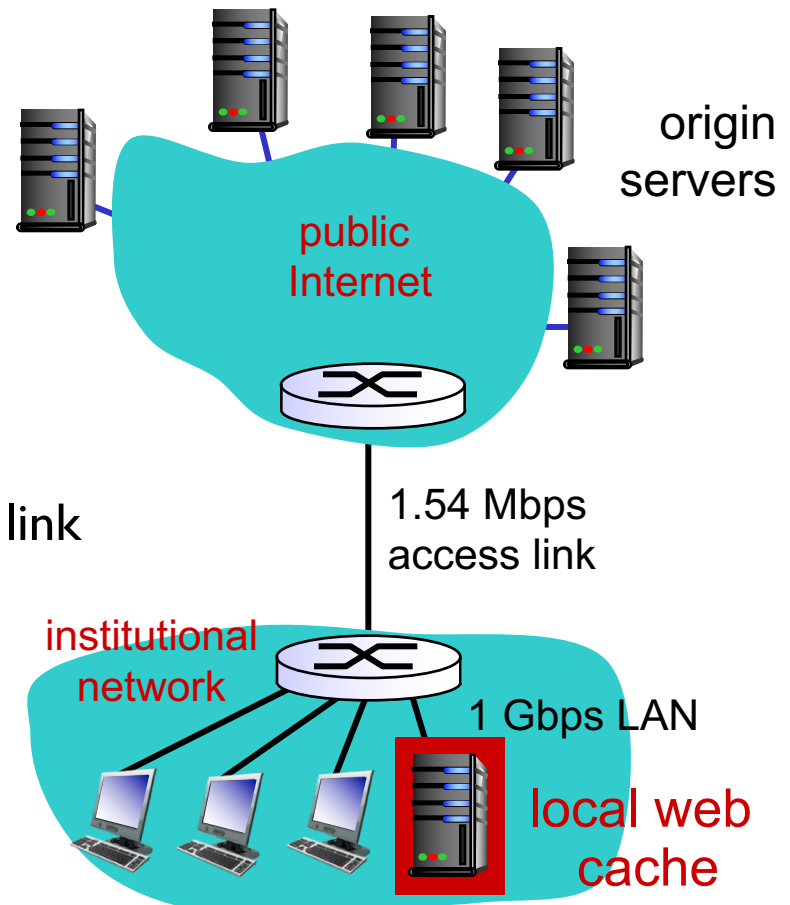- total delay = ?

How to compute link utilization, delay?

Cost: web cache (cheap!)

origin servers

public Internet

1.54 Mbps access link

institutional network

1 Gbps LAN

local web cache
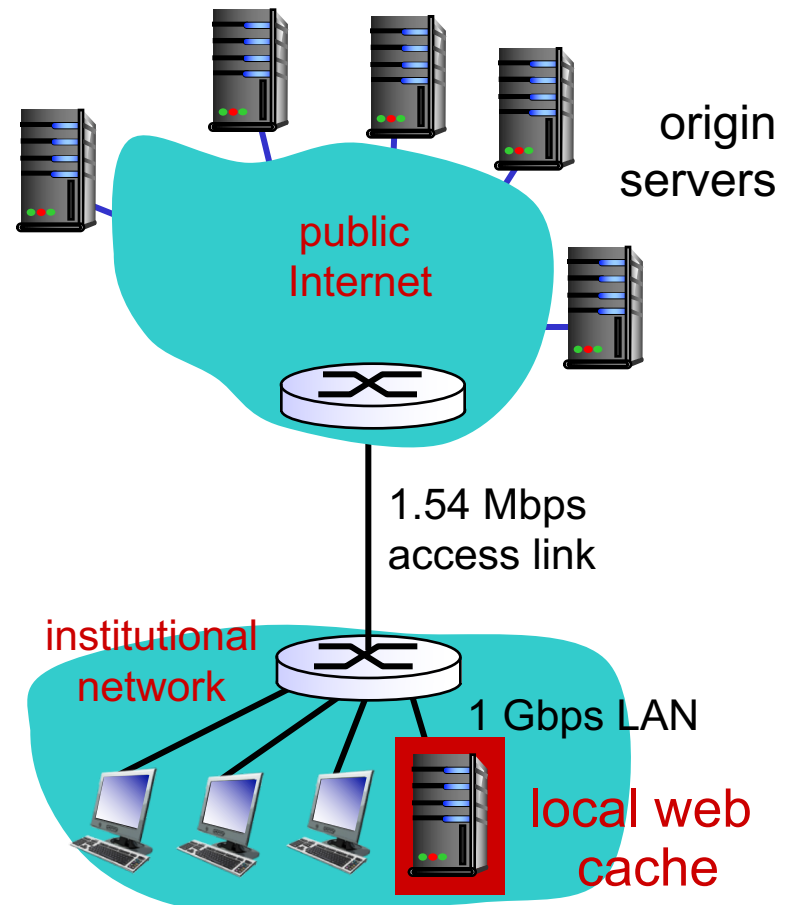
Caching example: install local cache

Calculating access link utilization, delay with cache:

- suppose cache hit rate is 0.4
  - 40% requests satisfied at cache, 60% requests satisfied at origin

- access link utilization:
  - 60% of requests use access link

- data rate to browsers over access link = 0.6*1.50 Mbps = .9 Mbps
  - utilization = 0.9/1.54 = .58

- total delay
  - = 0.6 * (delay from origin servers) +0.4 * (delay when satisfied at cache)
  - = 0.6 (2.01) + 0.4 (~msecs) = ~ 1.2 secs
  - less than with 154 Mbps link (and cheaper too!)

origin servers

public Internet

1.54 Mbps access link

institutional network

1 Gbps LAN

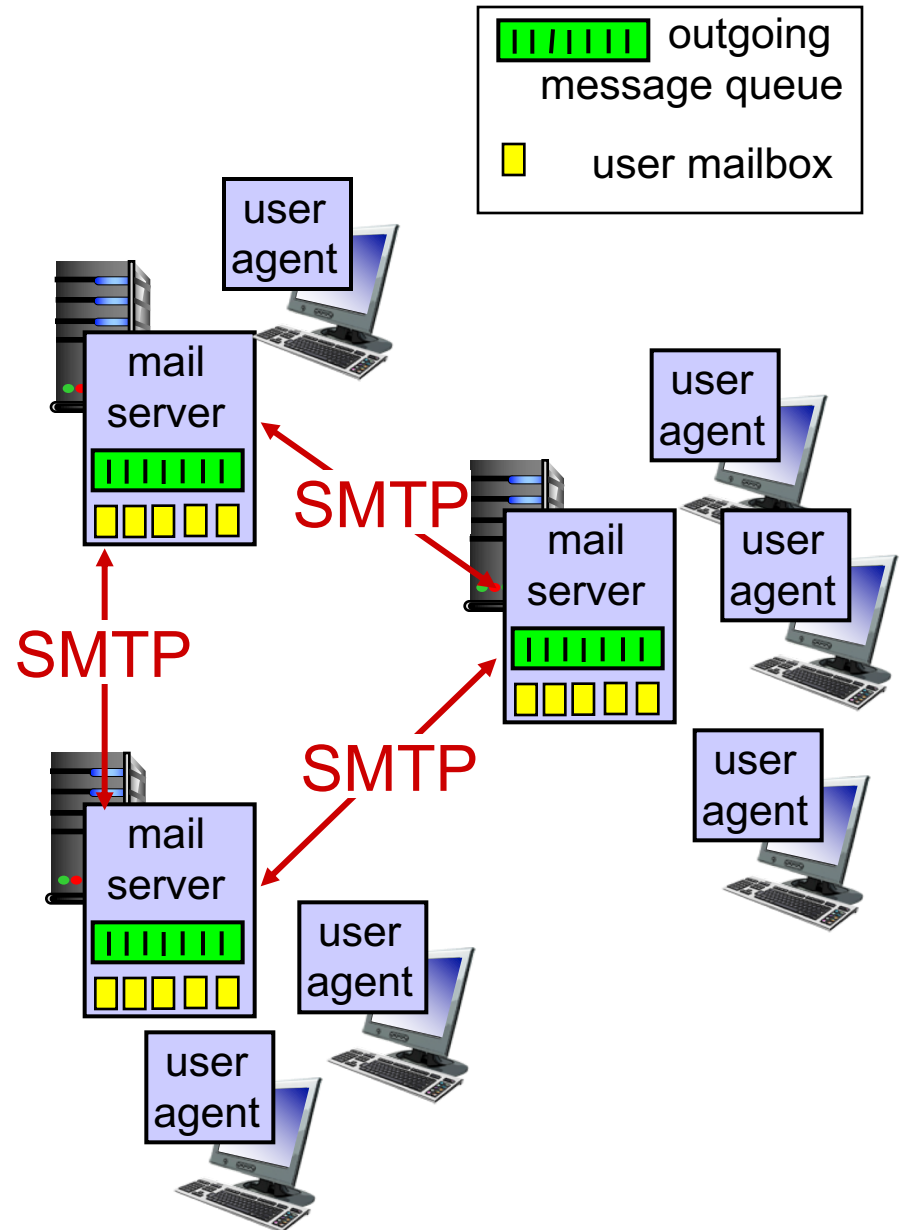local web cache

Chapter 2: outline

Electronic 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, Thunderbird, iPhone mail client
- outgoing, incoming messages stored on server

outgoing message queue

user mailbox

SMTP
SMTP
SMTP

Electronic 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
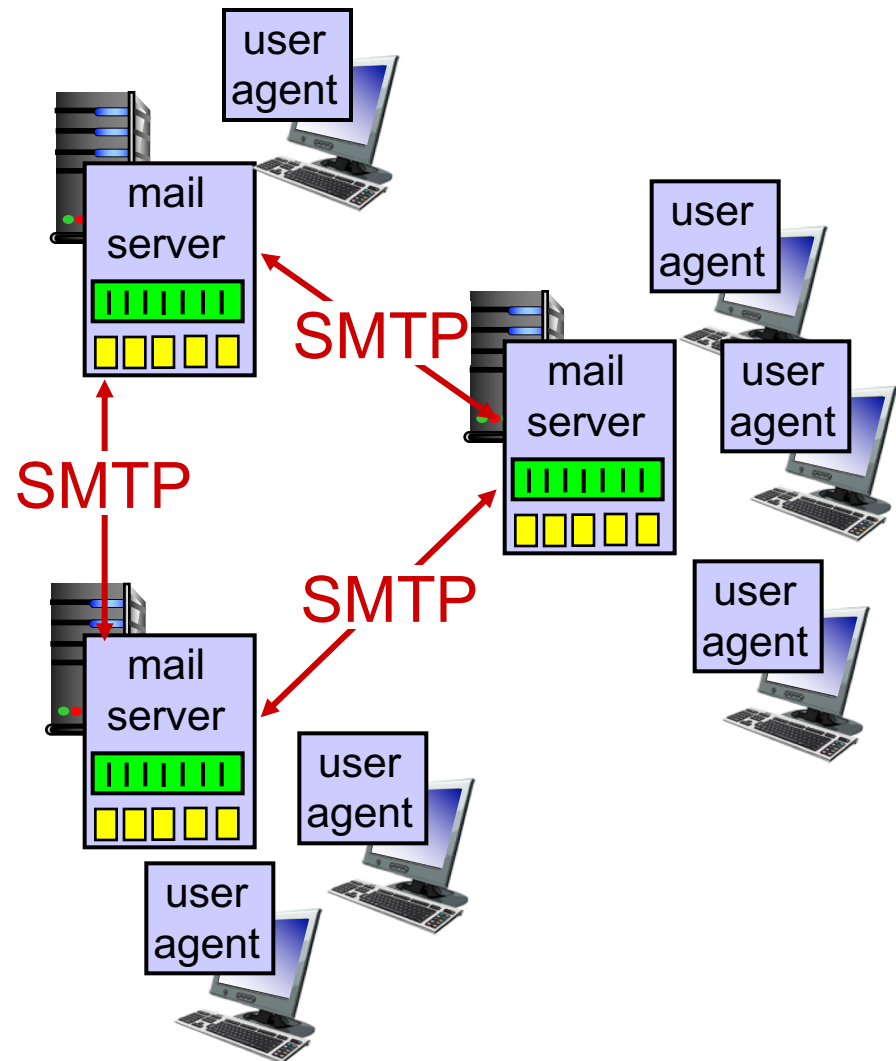
Electronic Mail: SMTP [RFC 2821]

- uses TCP to reliably transfer email message from client to server, port 25

- direct transfer: sending server to receiving server

- three phases of transfer
  - handshaking (greeting)
  - transfer of messages
  - closure

- command/response interaction (like HTTP)
  - commands: ASCII text
  - response: status code and phrase

- messages must be in 7-bit ASCI

Scenario: Alice sends message to Bob

1) Alice uses UA to compose message "to" `bob@someschool.edu`

2) Alice's UA sends message to her mail server; message placed in message queue

3) client side of SMTP 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

Alice's mail server

Bob's mail server
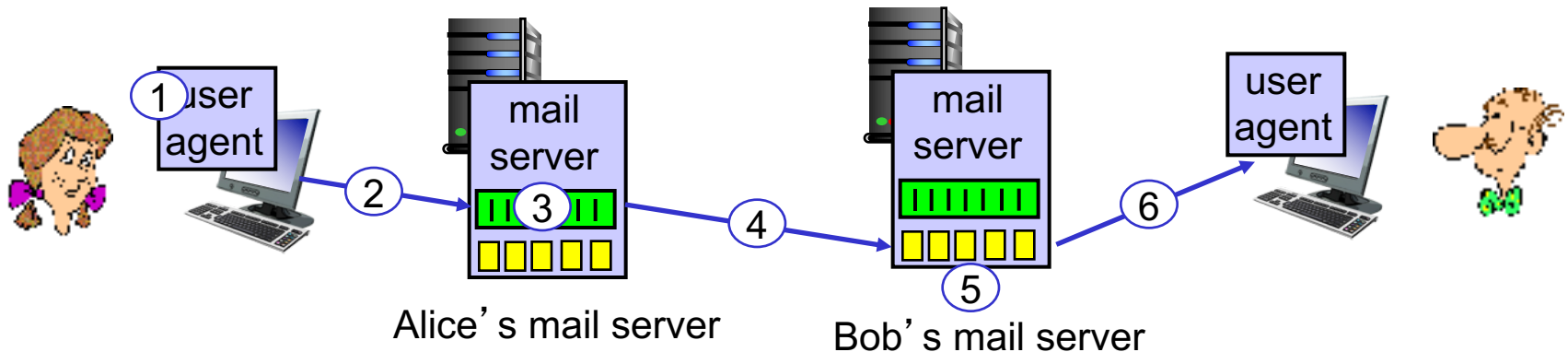
Sample SMTP interaction

```
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
```

Mail access protocols
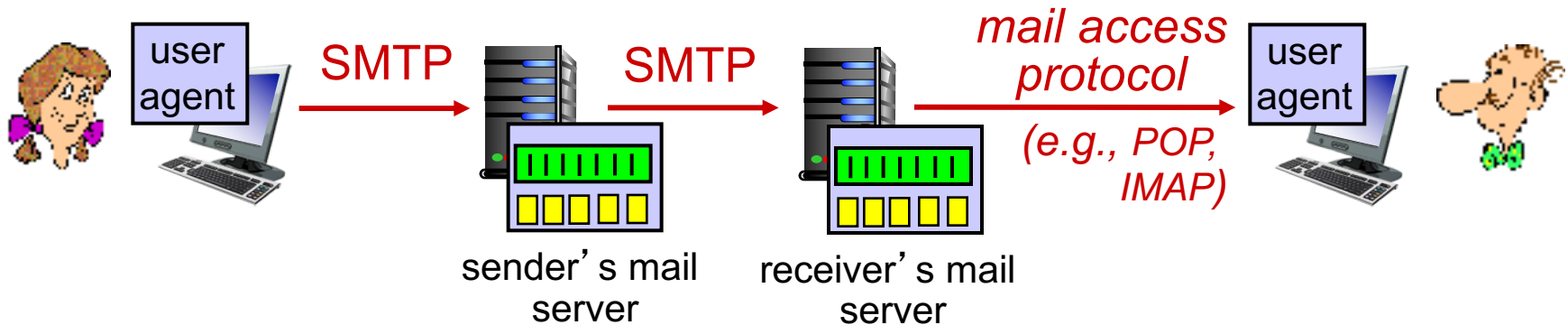
- **SMTP:** delivery/storage to receiver's server
- mail access protocol: retrieval from server
  - **POP:** Post Office Protocol [RFC 1939]: authorization, download
  - **IMAP:** Internet Mail Access Protocol [RFC 1730]: more features, including manipulation of stored messages on server
  - **HTTP:** gmail, Hotmail, Yahoo! Mail, etc.

Chapter 2: outline

2.1 principles of network applications

2.2 Web and HTTP

2.3 electronic mail
   - SMTP, POP3, IMAP

2.4 DNS

2.5 P2P applications

2.6 video streaming and content distribution networks

2.7 socket programming with UDP and TCP