CSE 333
Lecture 19 -- HTTP

Hal Perkins

Department of Computer Science & Engineering
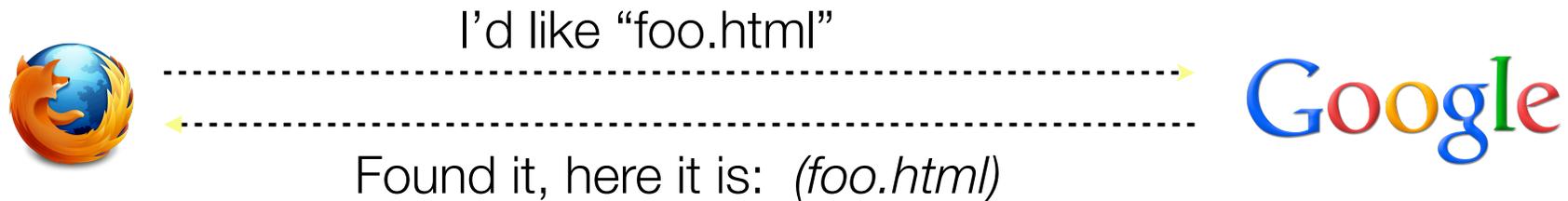
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Administrivia

HW4 due last Thursday of the quarter

- How's it look?

New exercise covering server-side programming posted now, due Wednesday before class

Perkins' office hours shifted 15 min. early today: 3:45-4:45

Let's dive down into HTTP

I'd like "foo.html"

Found it, here it is: *(foo.html)*

A client establishes one or more TCP connections to a server

- the client sends a request for a web object over a connection, and the server replies with the object's contents

- we have to figure out how let the client and server communicate their intentions to each other clearly

- we have to define a ***protocol***

HTTP is a "protocol"

Protocol: the rules governing the exchange of messages, and the format of those messages, in a computing system

- what messages can a client exchange with a server?

  ‣ what do the messages mean?

  ‣ what are legal replies to a message?

  ‣ what is the syntax of a message?

- what sequence of messages is legal?

  ‣ how are errors conveyed?

A protocol is (roughly) the network equivalent of an API

HTTP

Hyper**t**ext **t**ransport **p**rotocol

- a request / response protocol

  ‣ a client (web browser) sends a request to a web server

  ‣ the server processes the request, sends a response

- typically, a request asks the server to retrieve a resource

  ‣ a resource is an object or document, named by a URI

- a response indicates whether the server succeeded

  ‣ and, if so, it provides the content of the requested response

An HTTP request

```
[METHOD] [request-uri] HTTP/[version]\r\n
[fieldname1]: [fieldvalue1]\r\n
[fieldname2]: [fieldvalue2]\r\n
[...]
[fieldnameN]: [fieldvalueN]\r\n
\r\n
[request body, if any]
```

let's use "nc" to see a real request

HTTP methods

There are three commonly used HTTP methods

- **GET**: "please send me the named document"

- **POST**: "I'd like to submit data to you, such as a file upload"

- **HEAD**: "send me the headers for the named object, but not the object. (I'd like to see if my cached copy is still valid.)"

There are several rarely used methods:

- PUT, DELETE, TRACE, OPTIONS, CONNECT, PATCH, …

  ‣ TRACE: "if there are any proxies or caches in between me and the server, please speak up!"

HTTP versions

Most browsers and servers speak HTTP/1.1

- "version 1.1 of the HTTP protocol"

    ‣ http://www.w3.org/Protocols/rfc2616/rfc2616.html

- introduced around 1996 to fix shortcomings of HTTP/1.0

    ‣ better performance, richer caching features, better support for multi-homed servers, and much more

    ‣ more complicated to implement than HTTP/1.0

Client headers

The client can provide zero or more request "headers"

- they provide information to the server, or modify how the server should process the request

You'll encounter many in practice

- Host: the DNS name of the server   [why?]

- User-Agent: an identifying string naming the browser   [why?]

- Accept: the content types the client prefers or can accept

- Cookie: an HTTP cookie previously set by the server

Example...

```
GET /foo/bar.html HTTP/1.1
Host: futureproof.cs.washington.edu:5555
User-Agent: Mozilla/5.0 (Macintosh; Intel Mac OS X 10_8_2)
AppleWebKit/536.26.17 (KHTML, like Gecko) Version/6.0.2 Safari/
536.26.17
Accept: text/html,application/xhtml+xml,application/xml;q=0.9,*/
*;q=0.8
Accept-Language: en-us
Accept-Encoding: gzip, deflate
Cookie: __utma=59807807.1547453334.1214335349.1301330421.1301339949.
30; __utmz=59807807.1300728257.27.14.utmcsr=google|utmccn=(organic)|
utmcmd=organic|utmctr=csgordon@u.washington.edu;
__utma=80390417.1521666831.1201286098.1302710464.1302717901.34;
__utmz=80390417.1301950604.31.15.utmcsr=cs.washington.edu|utmccn=
(referral)|utmcmd=referral|utmcct=/education/courses/cse333/11sp/;
__qca=P0-1872143622-1294952393928
Connection: keep-alive
```

An HTTP response

```
HTTP/[version] [status code] [reason]\r\n
[fieldname1]: [fieldvalue1]\r\n
[fieldname2]: [fieldvalue2]\r\n
[...]
[fieldnameN]: [fieldvalueN]\r\n
\r\n
[response body, if any]
```

let's use "telnet" to see a real response

Status codes, reason phrase

Code: a computer-readable outcome of the request

- three digit integer; first digit identifies the response category

  ‣ 1xx: some kind of informational message

  ‣ 2xx: success of some kind

  ‣ 3xx: redirects the client to a different URL

  ‣ 4xx: the client's request contained some error

  ‣ 5xx: the server experienced an error

Reason phrase: human-readable explanation

- e.g., "OK" or "Moved Temporarily"

Common status lines

HTTP/1.1 200 OK

- the request succeeded, the requested object is sent

HTTP/1.1 404 Not Found

- the requested object was not found

HTTP/1.1 301 Moved Permanently

- the object exists, but its name has changed

- the new URL is given in the "Location:" header

HTTP/1.1 500 Server Error

- the server had some kind of unexpected error

Server headers

The server can provide zero or more response "headers"

- they provide information to the client, or modify how the client should process the response

You'll encounter many in practice

- **Server**:   a string identifying the server software [why?]

- **Content-Type:** the type of the requested object

- **Content-Length:**   size of requested object [why?]

- **Last-Modified:** a date indicating the last time the request object was modified   [why?]

Example

```
HTTP/1.1 200 OK
Date: Fri, 27 May 2011 17:05:53 GMT
Server: Apache/2.2.19 (Fedora)
Last-Modified: Fri, 27 May 2011 17:04:51 GMT
ETag: "2740640-52-4a444ef9392c0"
Accept-Ranges: bytes
Content-Length: 82
Content-Type: text/html
Content-Language: en

<html><body>
<font color="chartreuse" size="18pt">Awesome!!</font>
</body></html>
```

Cool HTTP/1.1 features

"Chunked Transfer-Encoding"

- a server might not know how big a response object is

    ‣ e.g., you're dynamically generating the content in response to a query or other user input

- how do you send Content-Length?

    ‣ could wait until you've finished generating the response, but that's not great in terms of **latency**

    ‣ instead, want to start sending response right away

- chunked message body: response is series of chunks

    ‣ try with http://www.cs.washington.edu/

Cool HTTP/1.1 features

Persistent connections

- establishing a TCP connection is costly

  ‣ multiple network "round trips" just to set up the TCP connection

  ‣ TCP has a feature called "slow start"; slowly grows the rate at which a TCP connection transmits to avoid overwhelming networks

- a web page consists of multiple objects, and a client probably visits several pages on the same server

  ‣ bad idea: separate TCP connection for each object

  ‣ better idea: single TCP connection, multiple requests

  ‣ *try it on www.cs.washington.edu*

See you on Wednesday!