CSE 333
Lecture 19 -- HTTP

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Server-side programming exercise due before class Wed.

HW4 due 1 week later(!)

How’s it look?

Today: http, end of networking/web

Rest of the quarter: concurrency, threads, and processes

including a pthreads tutorial/demo in section this week
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

Hypertext transport protocol

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

```plaintext
[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)
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|utmct=/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!