The Hyper-Text Transfer Protocol (HTTP)

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Outline

- HTTP message formats
- HTTP methods
- Status codes
- Headers
- Web caching

GET /carzaniga/index.html HTTP/1.1	
Host: www.inf.usi.ch	
Connection: close	
User-agent: Mozilla/4.0	
Accept-Language: it	

GET /carzaniga/index.html HTTP/1.1	request line
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GET /carzaniga/index.html HTTP/1.1	request line
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	empty line
	object body
	(possibly empty)

■ Request line

GET /carzaniga/index.html HTTP/1.1

```
GET /carzaniga/index.html HTTP/1.1

†
method
```

```
space

GET  //carzaniga/index.html HTTP/1.1

↑

method
```

```
space space \mathsf{GET}^{\downarrow}/\mathsf{carzaniga/index.html}^{\downarrow}\mathsf{HTTP/1.1} \uparrow \uparrow method \mathit{URL}
```



■ Request line



■ Header line

Host: www.inf.usi.ch

■ Request line

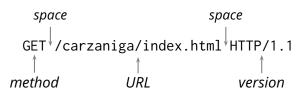


■ Header line

```
Host: www.inf.usi.ch

name
```

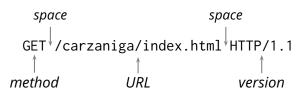
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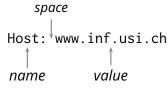
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↑
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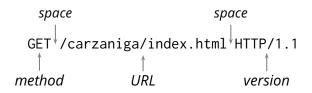
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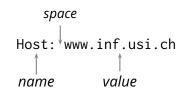
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Request line



Header line



- Line terminator: *CRLF* ("carriage return" and "line feed")
 - two bytes: numeric values 13 and 10

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TRACE see RFC 2616, Section 9.8

CONNECT see RFC 2616, Section 9.8

HTTP/1.1 405 Method Not Allowed	
Date: Fri, 18 Mar 2005 01:18:04 GMT	
Server: Apache/2.0.46 (Red Hat)	
Allow: GET, HEAD, POST, OPTIONS, TRACE	
Content-Length: 329	
Connection: close	
Content-Type: text/html	
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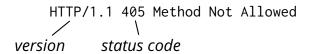
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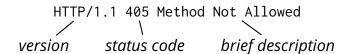
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```
HTTP/1.1 405 Method Not Allowed version
```

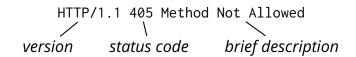
Status line



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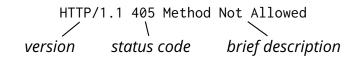


Status line



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- The rest has exactly the same structure as a request



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- 5xx server error. E.g., internal server error (500), service overloaded (503)



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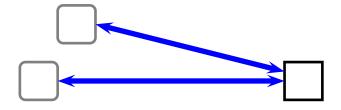
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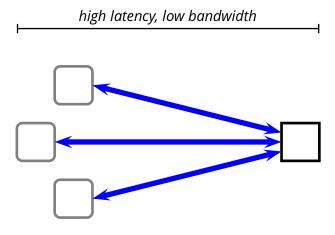
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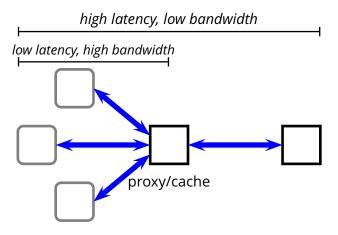
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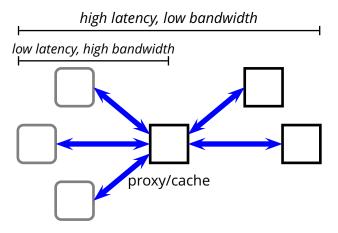


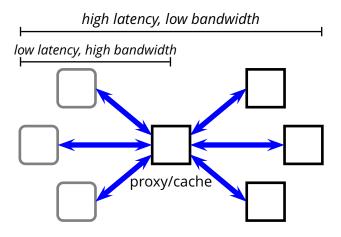




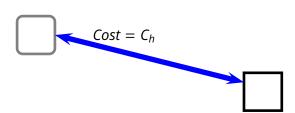


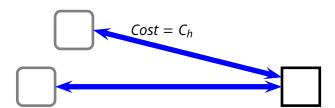


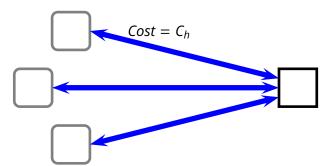




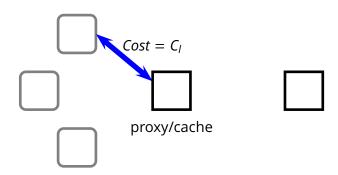
	Example

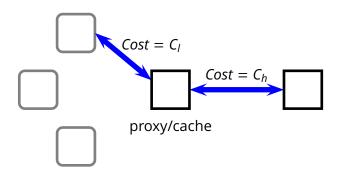


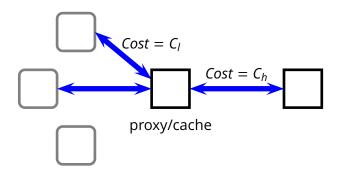


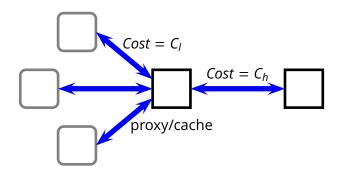


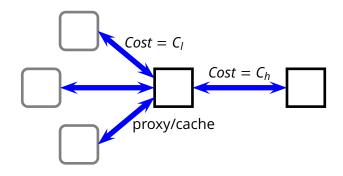












- Without proxy/cache: $total cost = 3C_h$
- With proxy/cache: $total cost = C_h + 3C_l$

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- The proxy may
 - 1. respond immediately to the client, possibly using a cached object

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Problems

- latency (just like any other caching system)
- complexity

HTTP and Caching

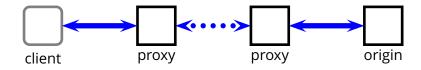
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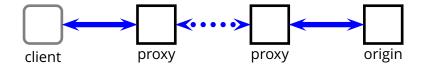
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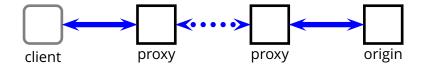
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- specific authentication mechanisms for proxies
- a lot of headers to control caching along the request chain



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- A client or proxy can use a *conditional* GET by including a If-Modified-Since header



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- proxies must go to the origin server
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"Please, do not use cached objects!"

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GET /carzaniga/index.html HTTP/1.1 Host: www.inf.usi.ch Cache-Control: max-age=20

"Please, give me a cached object only if it is less than 20 seconds old"



HTTP/1.1 200 Ok Cache-Control: no-cache

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"You *may* use this object up to 100 seconds from now. After that, you *must* revalidate the object."

without the must-revalidate directive, a client may use a stale object



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- Cookie header
 - sent within an HTTP request, from the client to the server
 - tells the server that the request belongs to the given session

Example

web browser hispeed.ch

web server *blah.com*

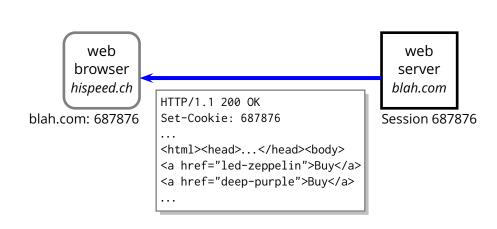
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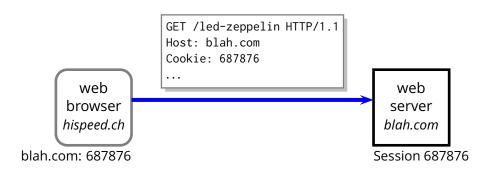




web browser hispeed.ch

web server blah.com

Session 687876



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Session 687876 Led Zeppelin



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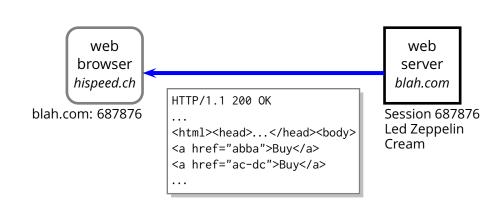


web browser hispeed.ch

blah.com: 687876

web server blah.com

Session 687876 Led Zeppelin Cream



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 - **.** . . .
- If user n. 687876 buys something on line with a credit card, then he or she would also be immediately indentified