CSC4200/5200 – COMPUTER NETWORKING

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NETWORKED APPLICATIONS

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Tennessee TECH

Apps (HTTP)

Data

Apps (HTTP)

Transport (TCP/UDP)

Segments

Transport (TCP/UDP)

Network (IP)

Packets

Network (IP)

Link (Ethernet)

Frames

Ethernet Interface

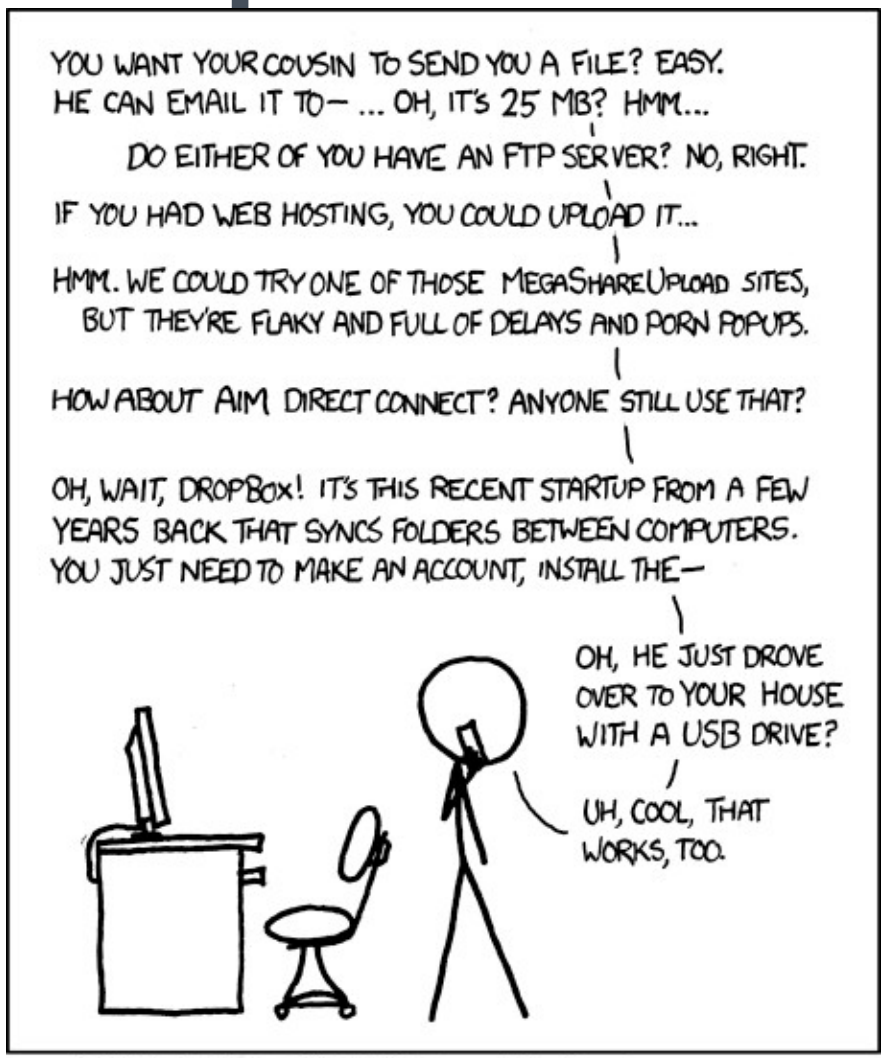
Ethernet Interface

Link (Ethernet)

Bits (1010001)

How do you send the cat picture?

- Write your own cat picture transfer app
- In an email
- Upload to a webserver and download using FTP
- Upload to dropbox/AWS/Google cloud
- Use a bit-torrent like protocol
- Use a CDN
- And many other ways….



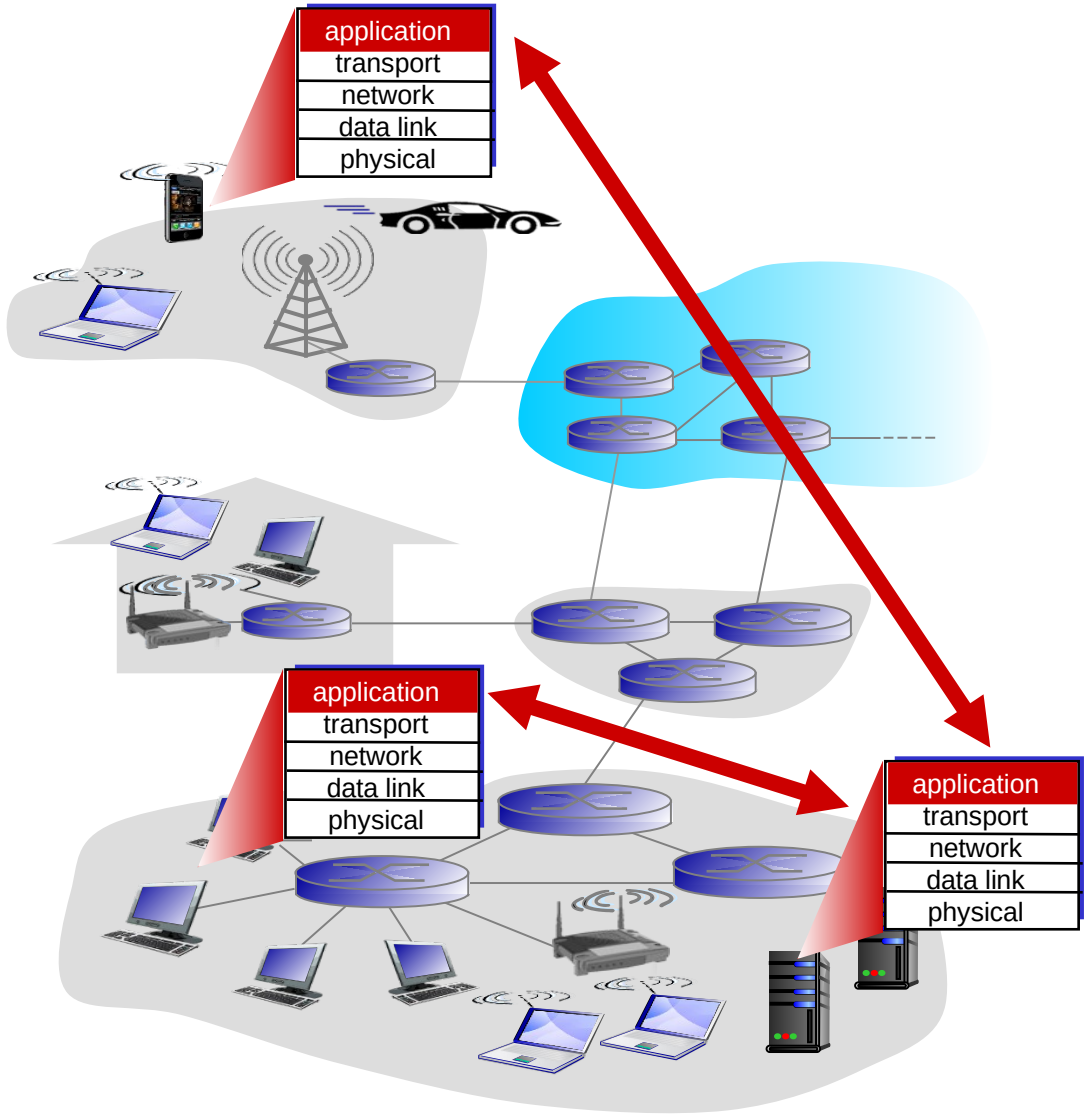
I LIKE HOW WE'VE HAD THE INTERNET FOR DECADES, YET "SENDING FILES" IS SOMETHING EARLY ADOPTERS ARE STILL FIGURING OUT HOW TO DO.

https://xkcd.com/949/

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, propagation

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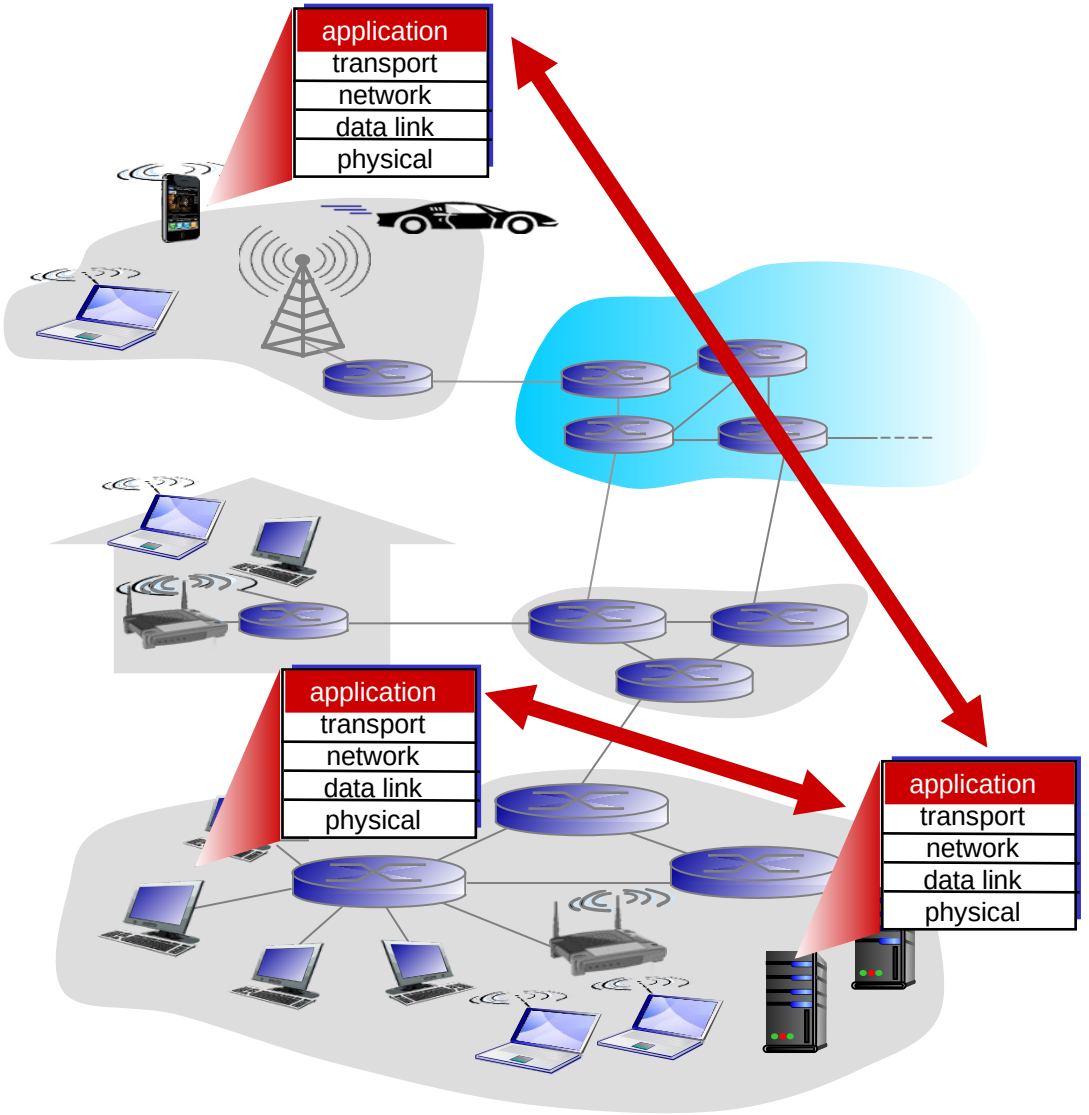
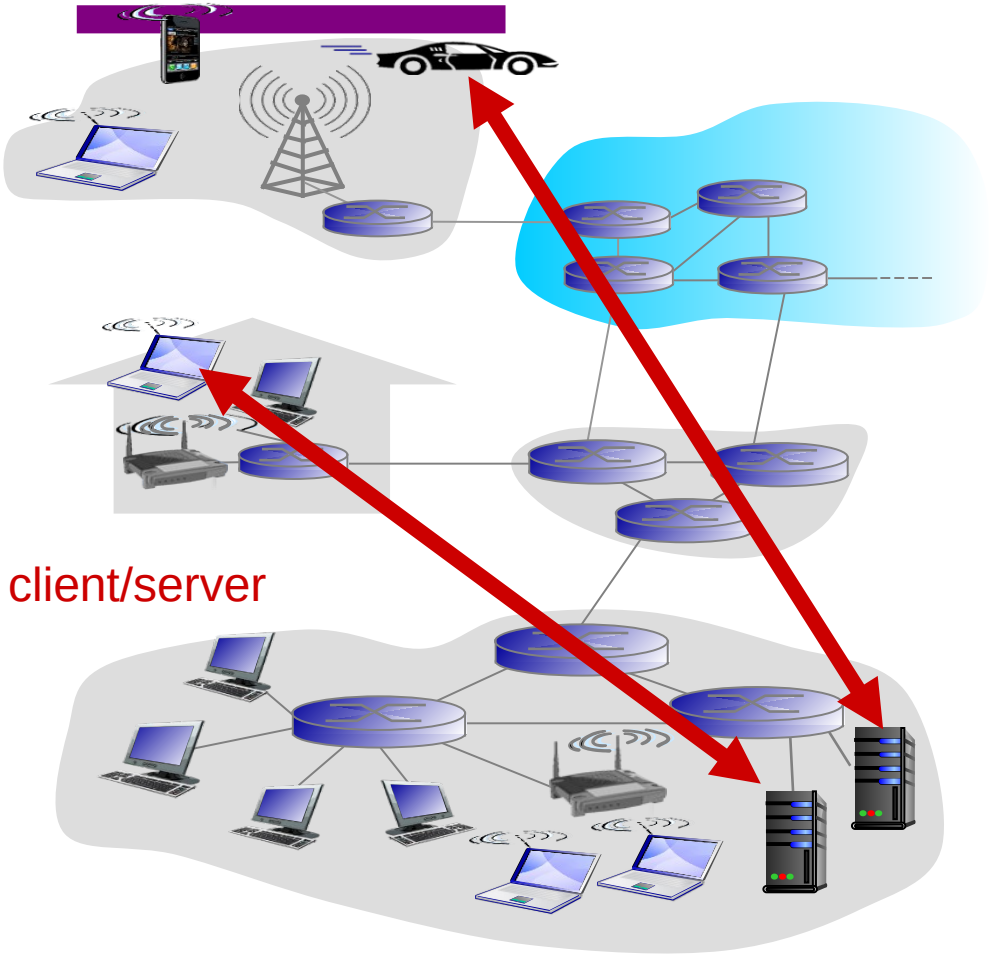


Application architectures

possible structure of applications:

- client-server
- peer-to-peer (P2P)

Client-server architecture



server:

- always-on host
- permanent IP address
- data centers for scaling

clients:

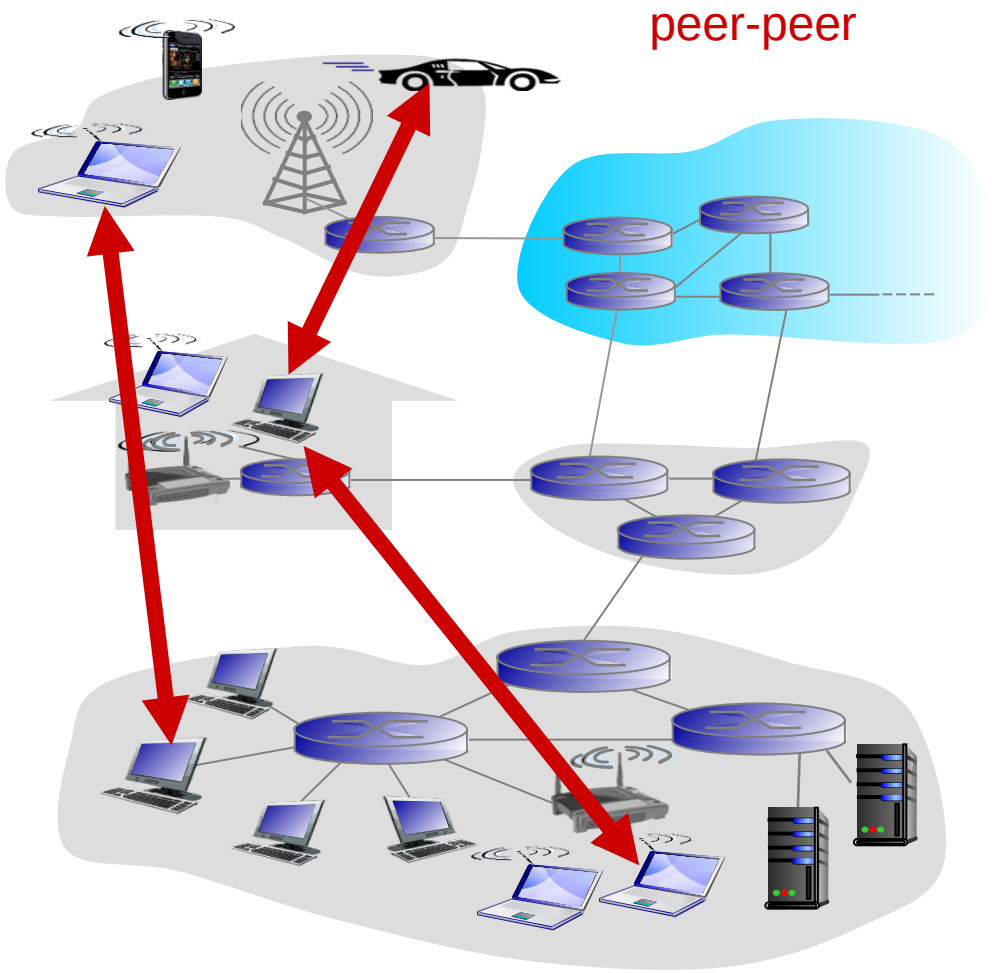
- communicate with server
- may be intermittently connected
- may have dynamic IP addresses
- do not communicate directly with each other

P2P architecture

- *no* always-on server
- arbitrary end systems directly communicate

- Services between peers
  - *self scalability*

- peers are intermittently connected and change IP addresses
  - complex management



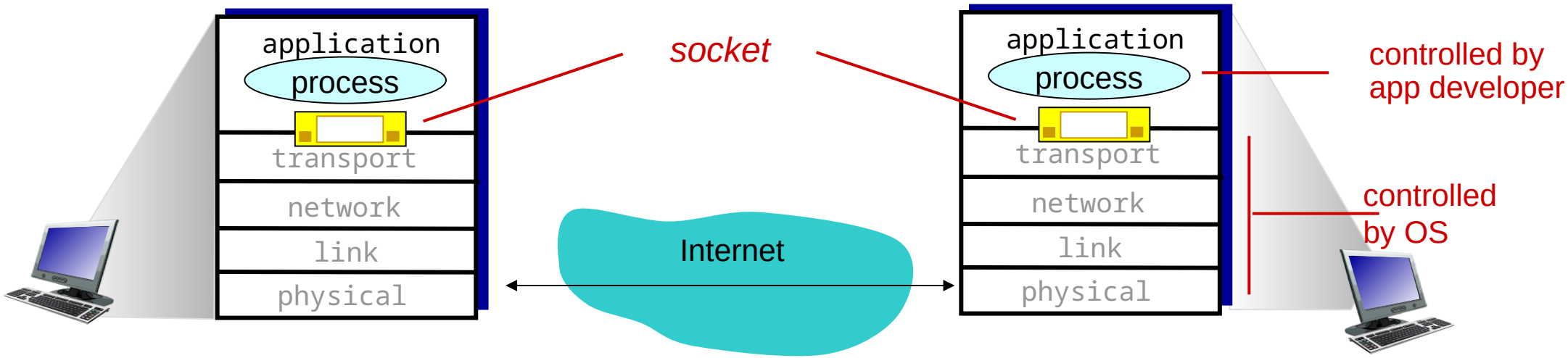
Example of each?

Client server ?

P2P?

Sockets

- process sends/receives messages to/from its socket
- socket analogous to door
  - sending process shoves message out door
  - sending process relies on transport infrastructure on other side of door to deliver message to socket at receiving process



App-layer protocol defines

- types of messages exchanged,
  - e.g., request, response
- message syntax:
  - what fields in messages & how fields are delineated
- message semantics
  - meaning of information in fields
- rules for when and how processes send & respond to messages

open protocols:

- defined in RFCs
- allows for interoperability
- e.g., HTTP, SMTP

proprietary protocols:

- e.g., Skype

What transport service does an app need?

data integrity

- some apps (e.g., file transfer, web transactions) require 100% reliable data transfer

timing

- some apps require low delay to be “effective”

throughput

- some apps (e.g., multimedia) require minimum amount of throughput to be “effective”

security

- encryption, data integrity, …

Transport service requirements: common apps

application	data loss	throughput	time sensitive
file transfer	no loss	elastic	no
e-mail	no loss	elastic	no
Web documents	no loss	elastic	no
real-time audio/video	loss-tolerant	audio: 5kbps-1Mbps video:10kbps-5Mbps	yes, 100’s msec
stored audio/video	loss-tolerant	same as above	yes, few secs
interactive games	loss-tolerant	few kbps up	yes, 100’s msec
text messaging	no loss	elastic	yes and no

Securing Data - Application Layer Function

TCP & UDP

- no encryption
- cleartext passwds sent into socket traverse Internet in cleartext

SSL

- provides encrypted TCP connection
- data integrity
- end-point authentication

SSL is at app layer

- Apps use SSL libraries, which “talk” to TCP

SSL socket API

- cleartext passwds sent into socket traverse Internet encrypted
- More on this later.

Web and HTTP

- *web page* consists of *objects*
- object can be HTML file, JPEG image, Java applet, audio file,…
- web page consists of *base HTML-file* which includes *several referenced objects*
- each object is addressable by a *URL,* e.g.,

`www.someschool.edu/someDept/pic.gif`

host name | path name

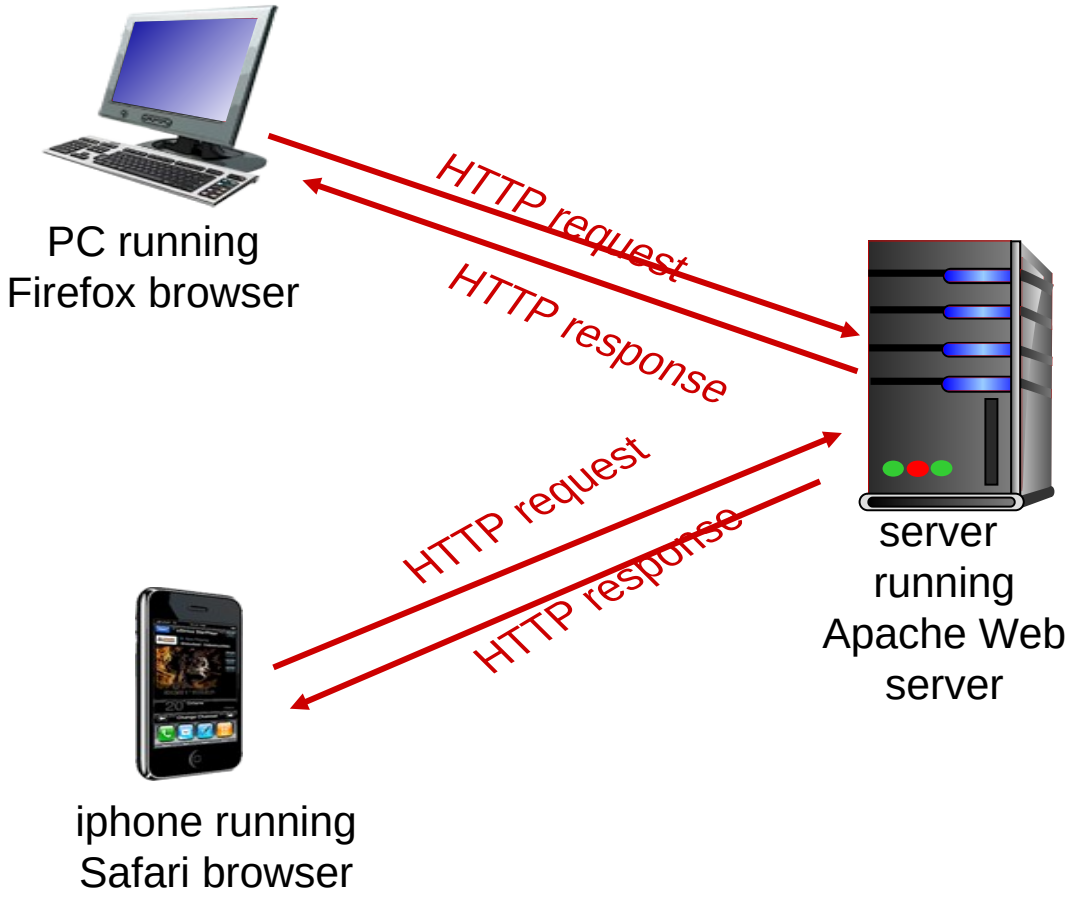
Web vs Internet?

http://info.cern.ch/
http://info.cern.ch/hypertext/WWW/TheProject.html

HTTP overview

HTTP - hypertext transfer protocol

- Web's application layer protocol
- client/server model
  - *client:* browser that requests, receives, (using HTTP protocol) and "displays" Web objects
  - *server:* Web server sends (using HTTP protocol) objects in response to requests



HTTP overview (continued)

uses TCP:

- 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

HTTP is "stateless"

- server maintains no information about past client requests
- Applications may make it almost "stateful"

HTTP connections (Remember it uses TCP)

non-persistent HTTP

- at most one object sent over TCP connection
  - connection then closed
- downloading multiple objects required multiple connections

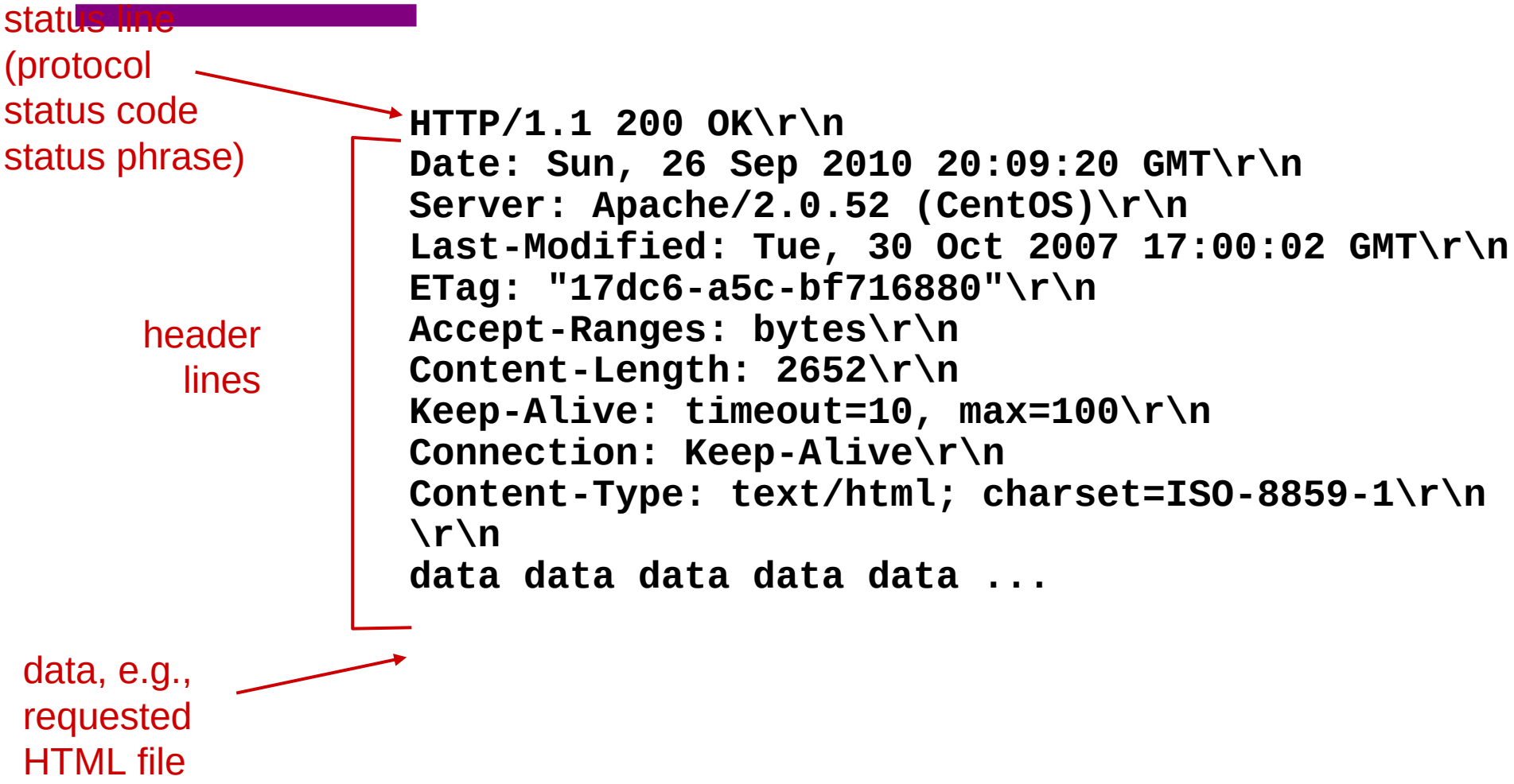
persistent HTTP

- multiple objects can be sent over single TCP connection between client, server

HTTP request message

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

HTTP response message



HTTP response status codes

- status code appears in 1st line in server-to-client response message.
- some sample codes:

200 OK
  - request succeeded, requested object later in this msg

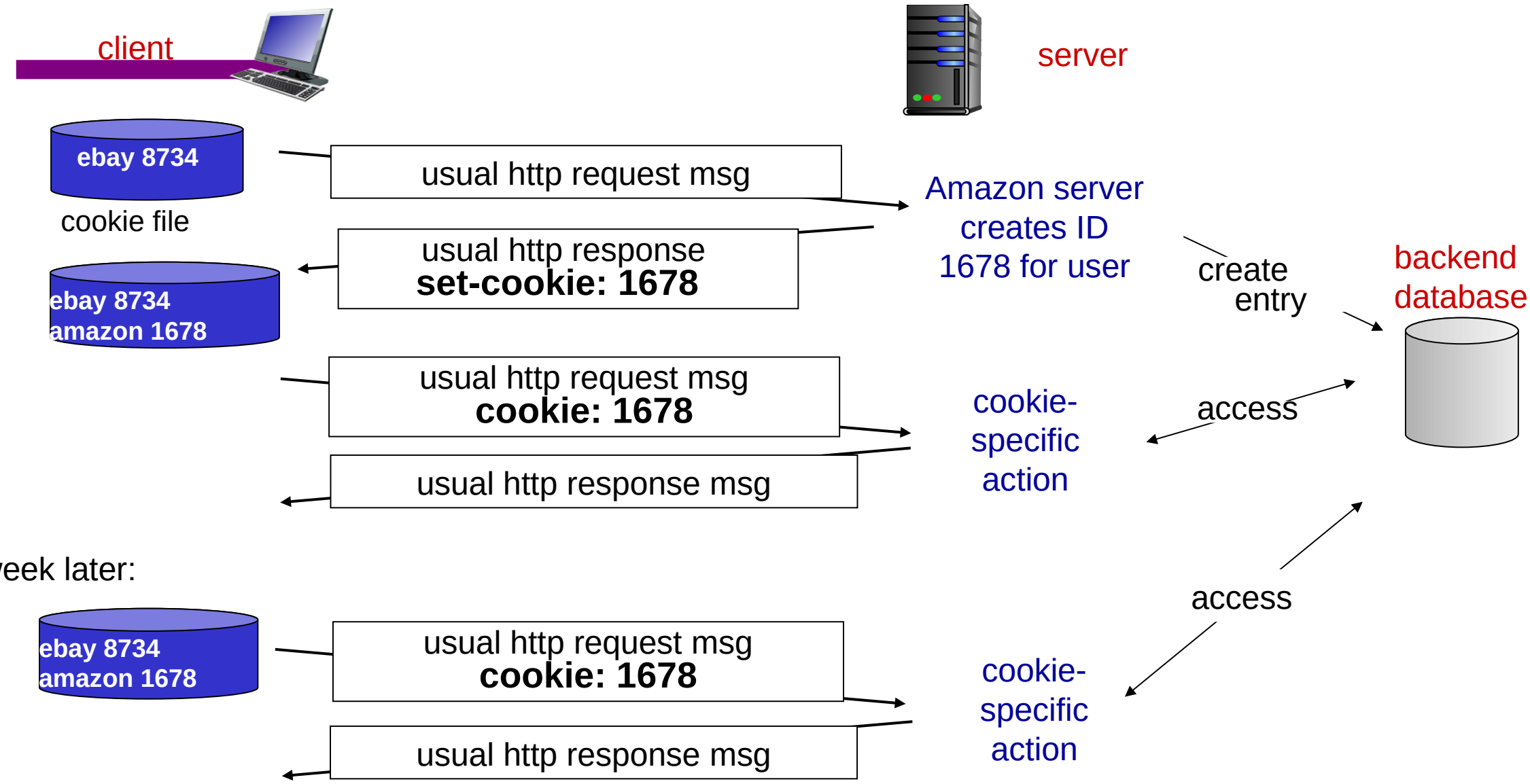
301 Moved Permanently
  - requested object moved, new location specified later in this msg (Location:)

400 Bad Request
  - request msg not understood by server

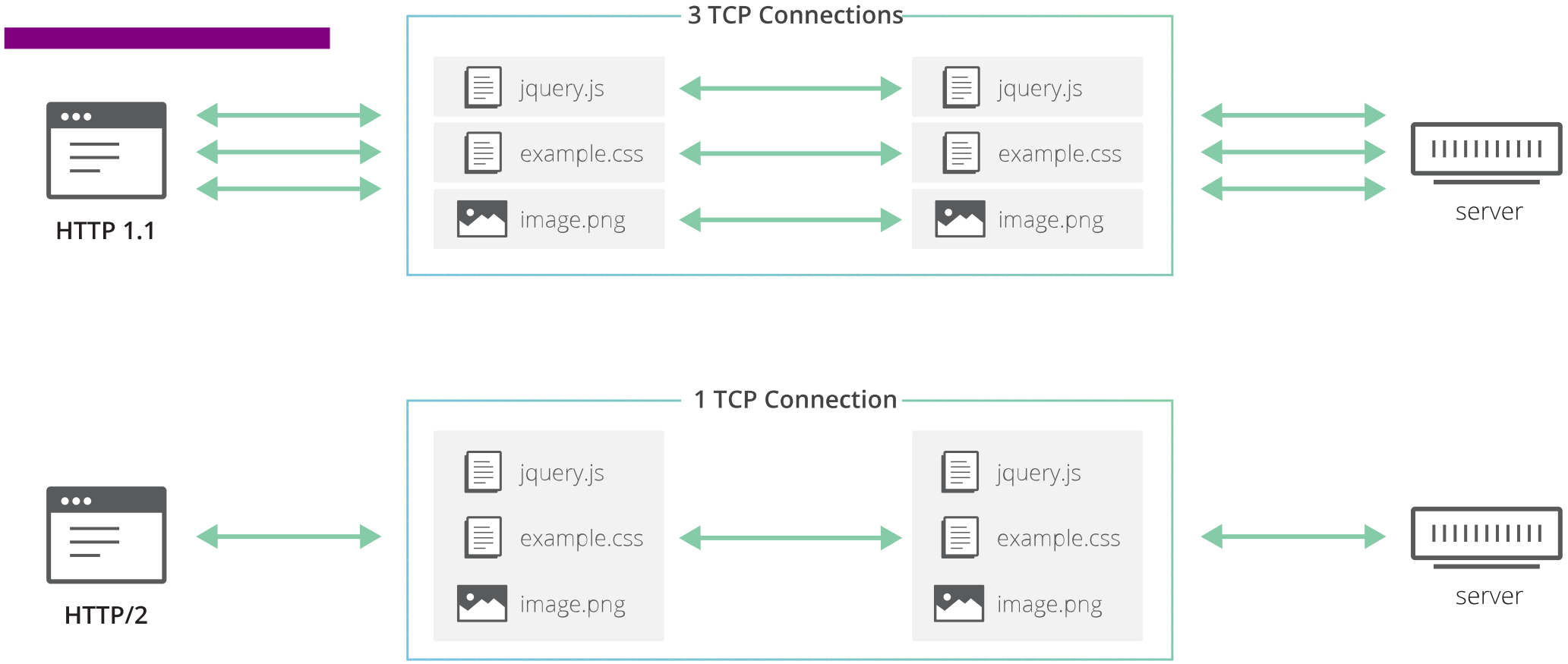
404 Not Found
  - requested document not found on this server

505 HTTP Version Not Supported

Cookies: keeping “state”

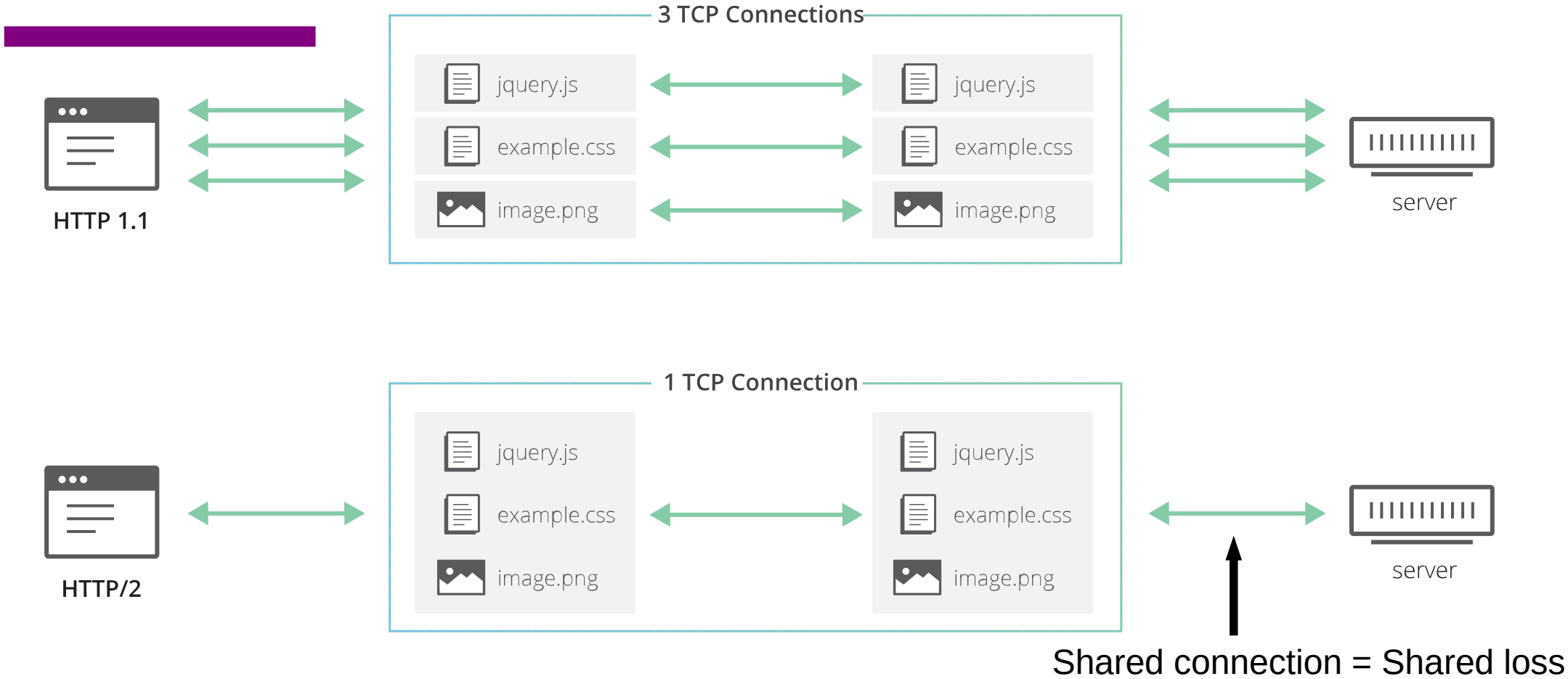


HTTP 1 vs 2



https://blog.cloudflare.com/the-road-to-quic/

HTTP 2 Head-of-the-line Blocking



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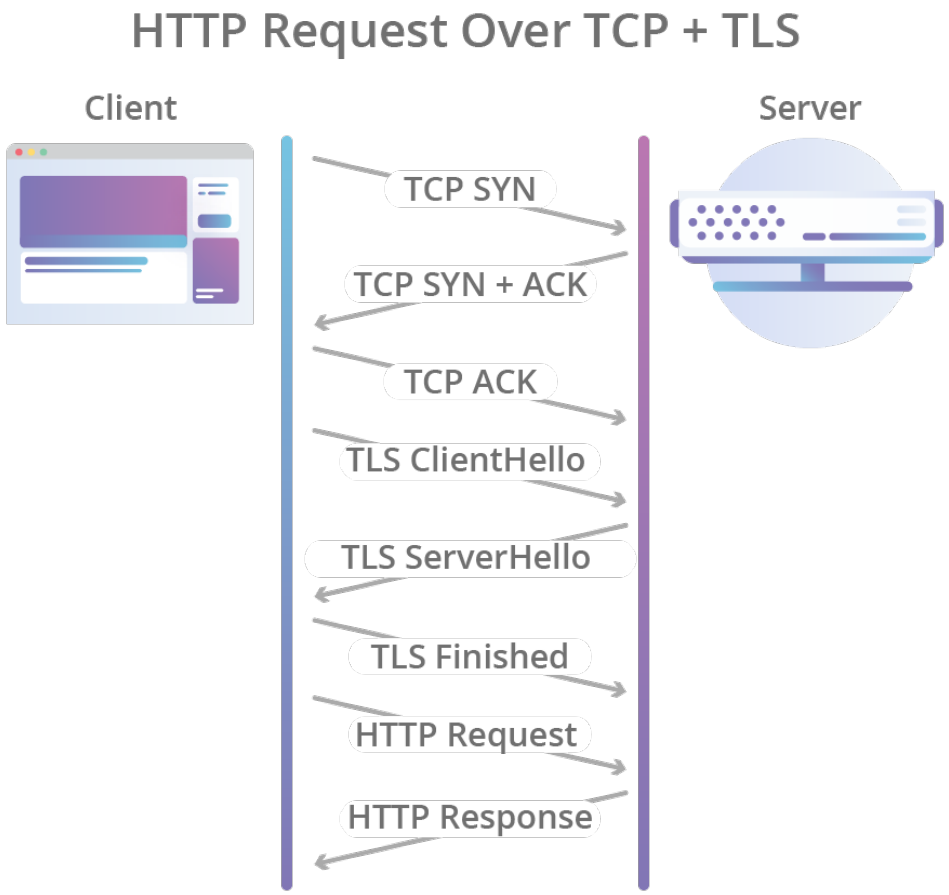
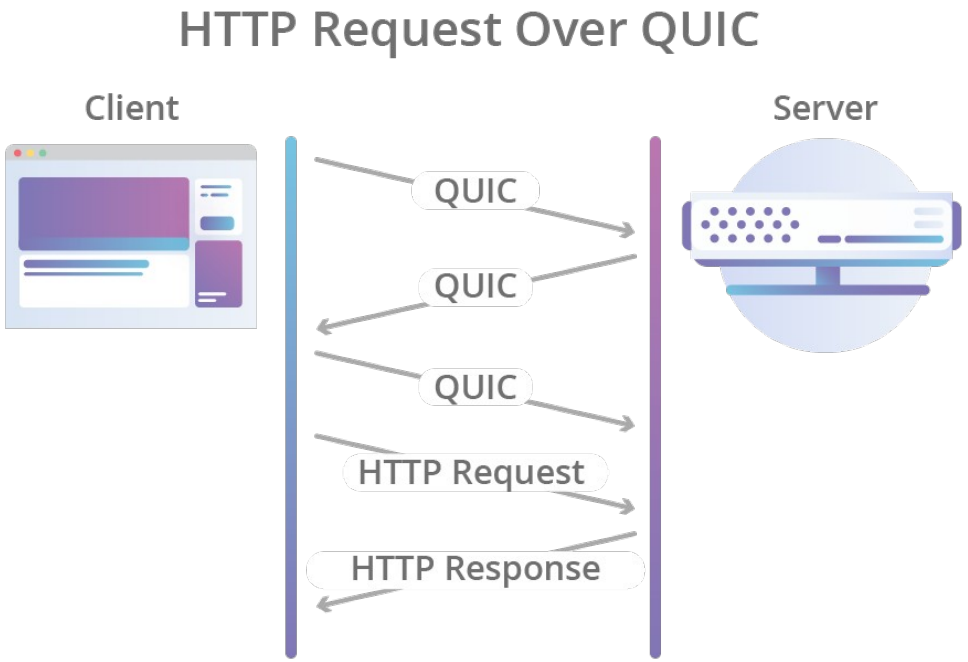
QUIC





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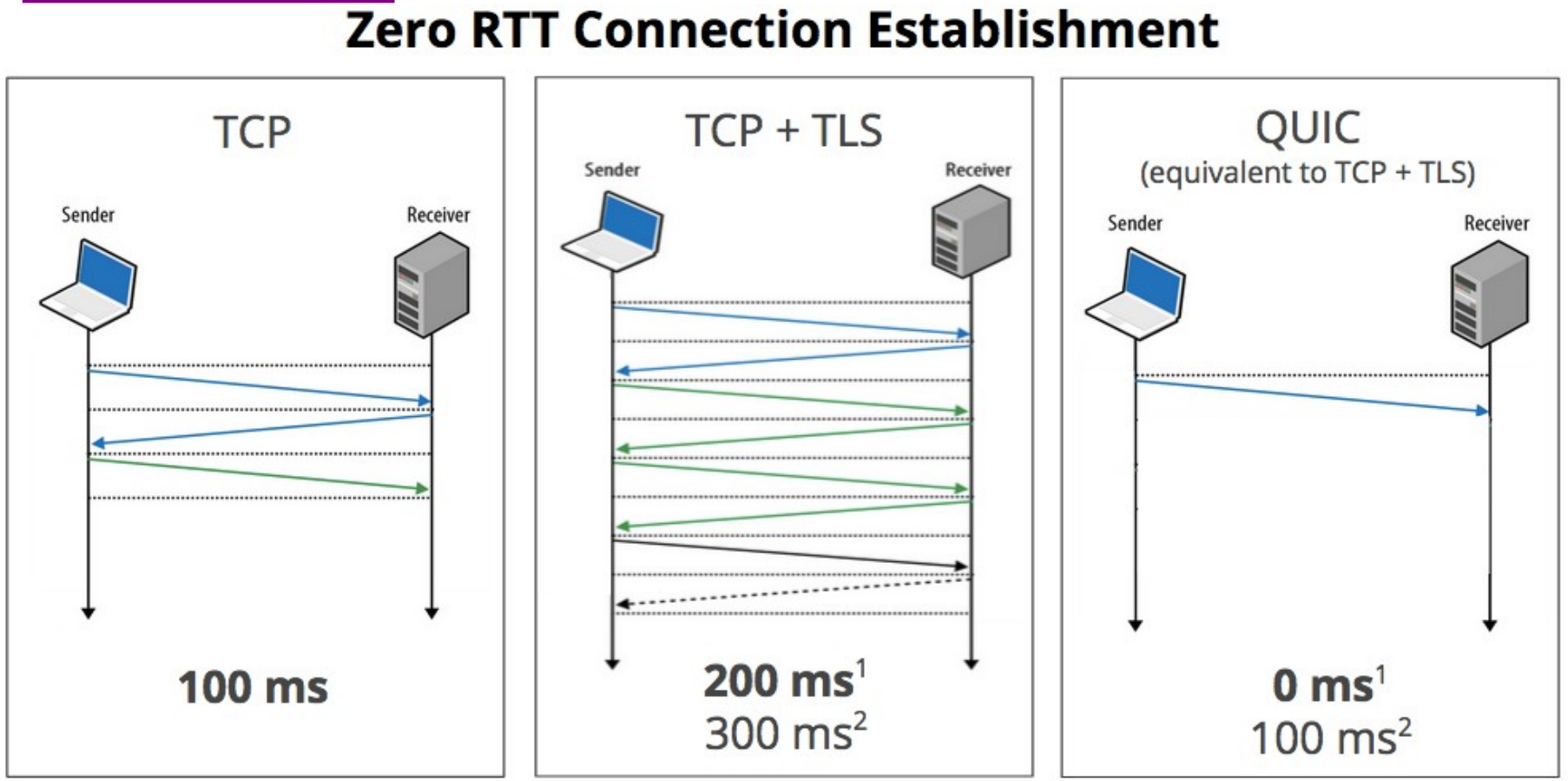
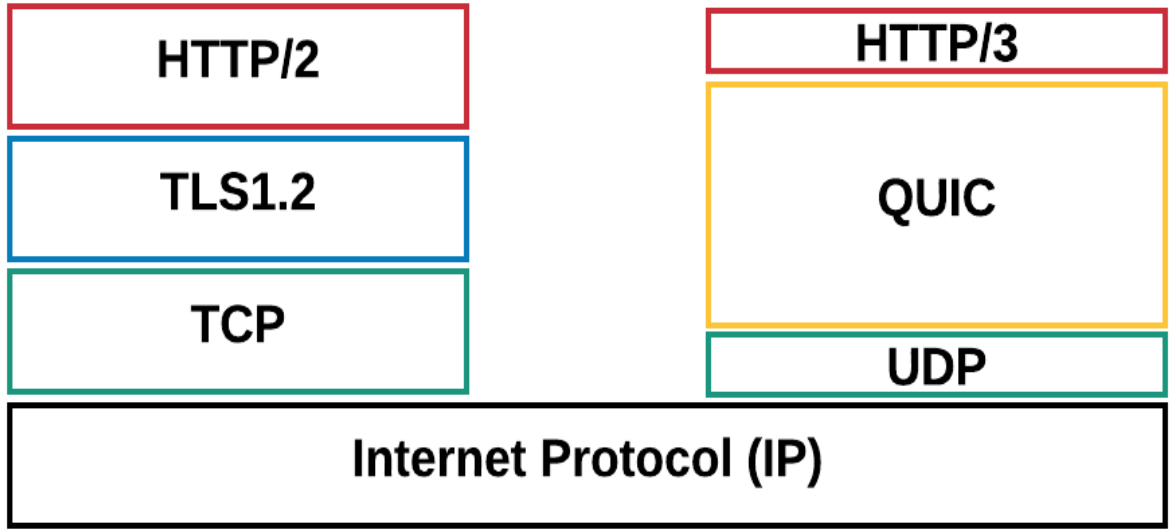
QUIC is Quick(er)



https://blog.chromium.org/2015/04/a-quic-update-on-googles-experimental.html

HTTP 2/TCP vs HTTP 3/QUIC

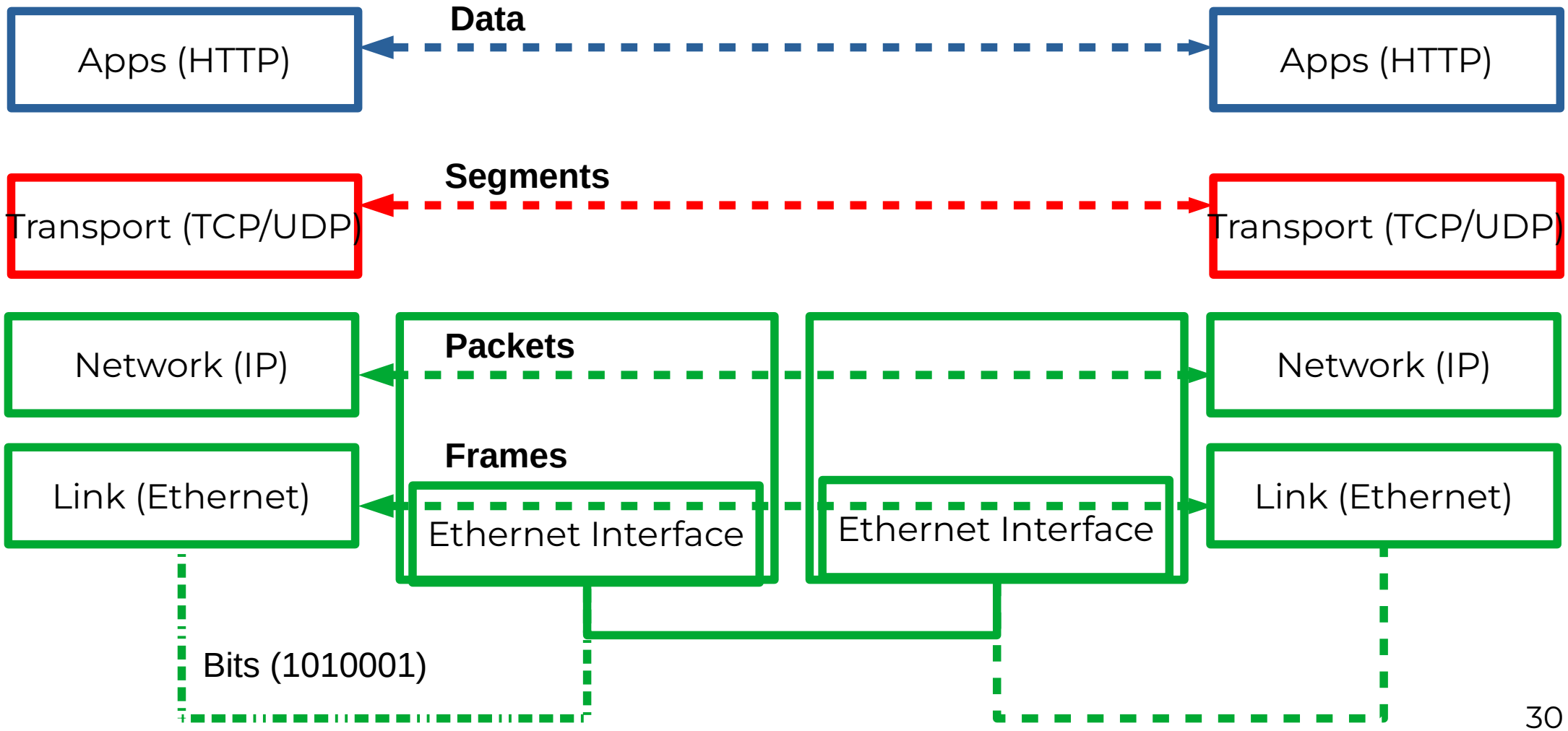
1. Faster connection establishment
2. No HoL blocking
3. Multiplexing connections with ability to differentiate
4. Connection migration



https://eng.uber.com/employing-quic-protocol/

Next Steps

Reading Assignment:
HTTP: Chapter 9.1.2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