

# Advanced Interactions

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# Long Polling

# Short Polling vs Long Polling

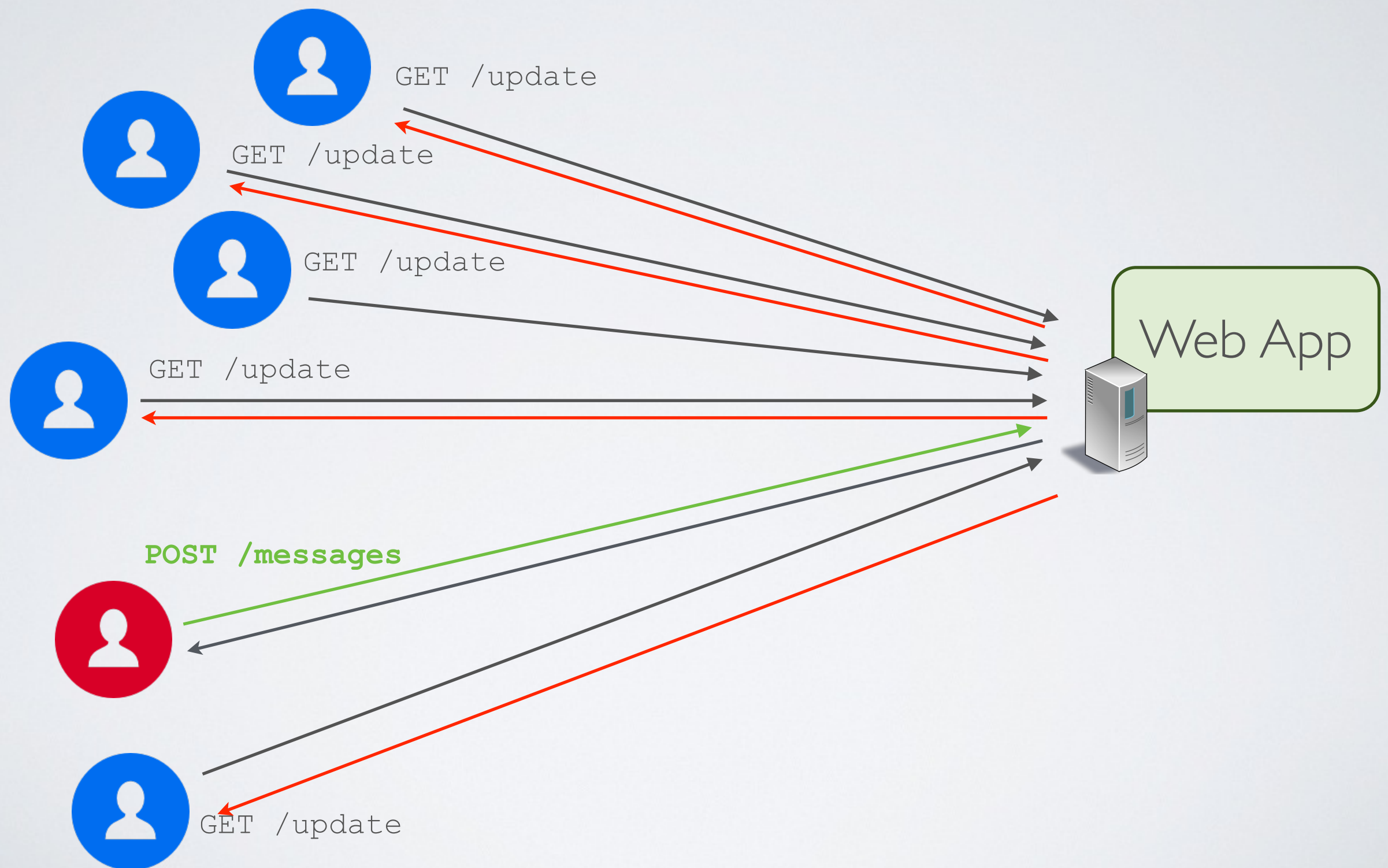
## Short Polling

- The frontend request an update from the backend every few seconds
- The backend replies right away regardless if there is an update or not
- ◉ Many request/responses are wasted

## Long Polling

- The frontend request an update from the backend and wait for the response
- The backend replies to the update request only when there is an update
- ✓ No request/response wasted
- ✓ Updates are processed as soon as they arrived

# Long Polling



# Web Sockets



# The idea

- ➡ Full-duplex client-server communication
  - Similar to low-level POSIX sockets
  - Does not rely on HTTP at all (except for initialization)

# Web RTC

Real-time communication for the web

# The idea

- ➡ Full-duplex communication between clients (browsers)
- P2P communications, perfect for sending text, video, audio without going through the server ...
- ... except for initialization and signalling that go through the server (usually using Web Sockets)