1 Name:

HuiLin Zhang (917071562) (Anna Chang)

Tingwei Liu (917707784) (Anna Chang)

3 Name of code files:

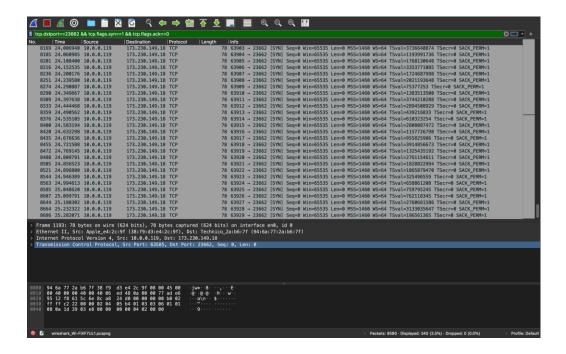
non_persistent_http_HuilinZhang_917071562_TingweiLiu_917707784.py
persistent_http_HuilinZhang_917071562_TingweiLiu_917707784.py

4. Screen shot of Non-persistent http:

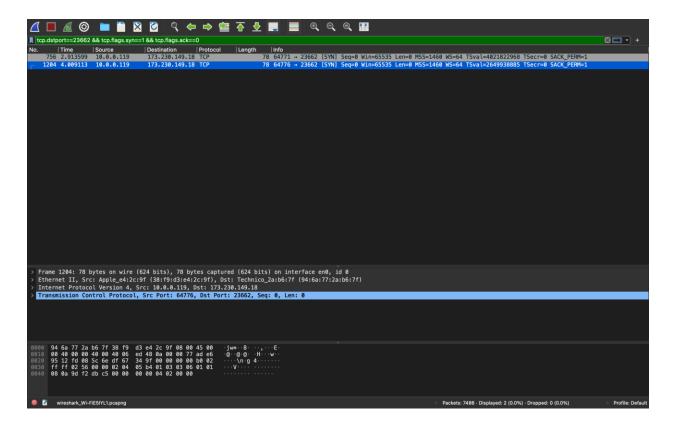
Persistent http:

Question I: TCP Protocol

A) The total number of TCP sockets used by **Non-persistent** http is 340. 335 images are got from the project server. Each image uses one separate socket. 3 images from different websites uses another 3 socket. Get index.html request uses one socket and the "three way handshake" uses another socket. Thus, 335+3+1+1 = 340 TCP sockets are used. The result can also be proved by the wireshark:

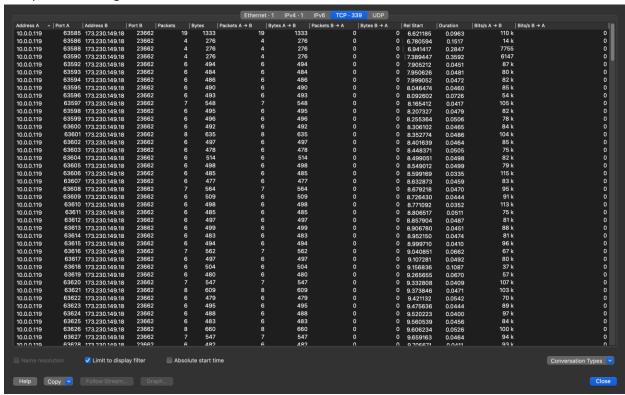


The total number of Persistent http is 2. This is because one socket is used to do "three-way handshake" and one socket are used to get index.html file and the rest of the images. Screen shot of the wireshark are attached below:



For non-persistent protocol, there are 339 client ports used. 338 ports are used for get image. One port used for get index.html.

B)



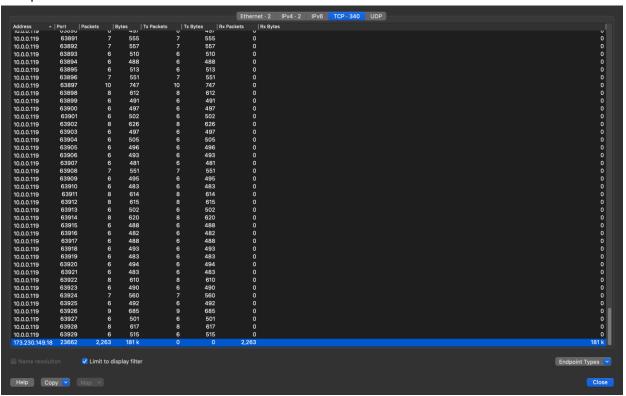
For persistent protocol, there are 2 ports are used from the client side, and one server port are used. The first port used to get the index.html, he second used for getting image.



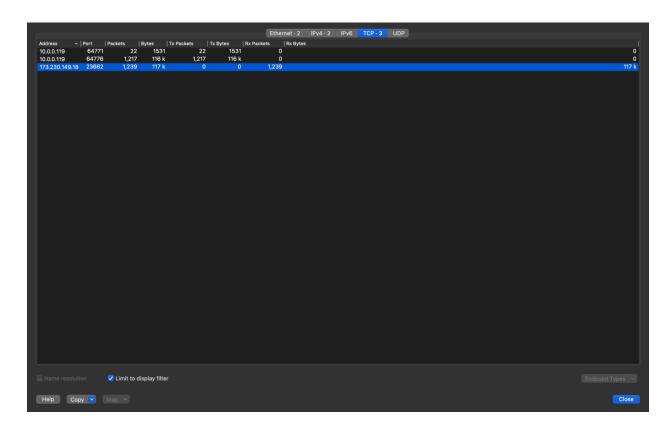
Question II: HTTP Protocol

a) There is only one server connected for both persistent and non- persistent http protocol, which is the project server. Wireshark attached with blue highlight is the project server we connected to.

Non-persistent:



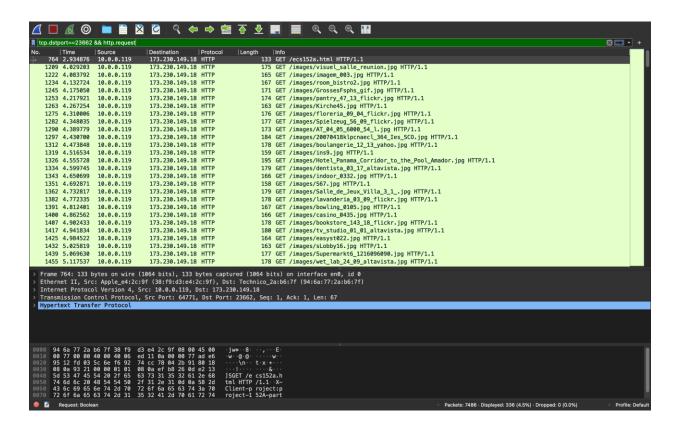
Persistent:



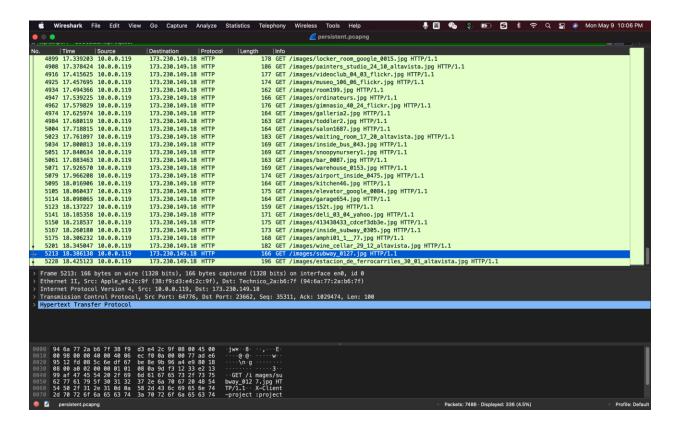
b) Host name: 173-230-149-18.ip.linodeusercontent.com

IPV4 address: 173.230.149.18

The get request of Non-persistent http protocol is 336. (335 images + 1 get index.html). Since there three images outside project server, we use request() method instead of get request.



The get request of Persistent protocol is also 336. Since there three images outside project server, we use request() method instead of get request.



- c) Total number of images download from the server is 338(335 images from Project server, 3 image outside project server)
- d) Total size of all source got is approximately 2.4 Mb
- e) Requesting with header X-Client-Project other than Project Server will get a status code 404 and unable to request information form it. For example, when accessing the http://web.mit.edu/torralba/www/allIndoors.jpg, which is an image that is outside the project server. 404 not found will show up when adding header "X-Client-Project".

This is because X-Client-Project is a custom header only designed for this server. Other server will not recognize it.

Question III: HTTP Performance

a) ATF for Non-persistent: 0.023

ATF for persistent: 0.029

This time constitute of the index.html file ending at the element with ID "Pantry". Since the line with element Pantry is the end line of the page without scrolling down.

b) PLT for Non-persistent: 0.072

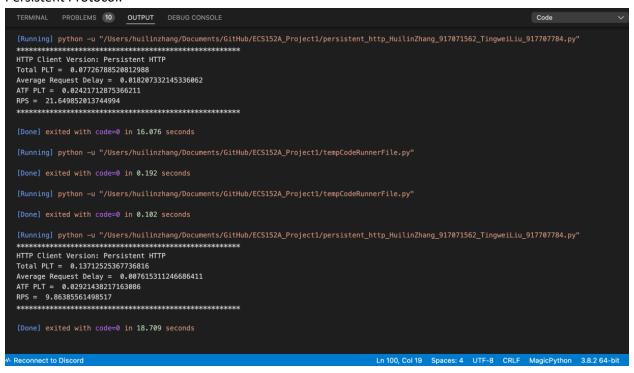
PLT for persistent: 0.137

Non-persistent is faster than persistent protocol. This is because non-persistent close every time transmit finished, which is less possible to have conjunction happened in the network. Enlarging the buffer size would be one possible way to improve page load time.

- c) Project Server implement non-persistent by default. When implementing the Get request, the socket automatically close connection when transition end. We need to add header "Connection: keep-alive" to make it to persistent protocol.
- d) Non-persistent protocol(top 256, bottom 4096):

```
TERMINAL PROBLEMS (10) OUTPUT DEBUG CONSOLE
                                                                                                                 Code
[Running] python -u "/Users/huilinzhang/Documents/GitHub/ECS152A_Project1/non_persistent_http_HuilinZhang_917071562_TingweiLiu_917707784.py"
*****************
HTTP Client Version: Non-persistent HTTP
Total PLT = 0.07904314994812012
Average Request Delay = 0.0055912418190236625
ATF PLT = 0.023664236068725586
RPS = 12.660375459578558
[Done] exited with code=0 in 24.944 seconds
[Running] python -u "/Users/huilinzhang/Documents/GitHub/ECS152A_Project1/non_persistent_http_HuilinZhang_917071562_TingweiLiu_917707784.py"
HTTP Client Version: Non-persistent HTTP
Total PLT = 0.07205319404602051
Average Request Delay = 0.012090527788867805
ATF PLT = 0.023411989212036133
RPS = 30.777692879994323
*****************
[Done] exited with code=0 in 20.164 seconds
```

Persistent Protocol:



According to the image attached above, both persistent and non-persistent protocol shows that the buffer with size 4096 performs better. This is because larger buffer size makes it possible to have less amount of packets separated, which reduces the number of recv() request. By doing so, total request delay decrease, thus improving the performance.