PES UNIVERSITY EC CAMPUS, BANGALORE COMPUTER NETWORK LABORATORY WEEK 3

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Section: A

SRN: PES2UG21CS036

AIM: To understand persistent and non-persistent HTTP Connections and corresponding performance impact.

1. Installing Apache2 and making sure the server is running.

```
aditya_poddar@ubuntu: ~
ditya_poddar@ubuntu:~$ sudo systemctl status apache2
apache2.service - The Apache HTTP Server
    Loaded: loaded (/lib/systemd/system/apache2.service; enabled; vendor prese>
    Active: active (running) since Sun 2023-02-12 10:10:52 UTC; 1h 18min ago
      Docs: https://httpd.apache.org/docs/2.4/
  Main PID: 4385 (apache2)
Tasks: 55 (limit: 4493)
    Memory: 5.0M
    CGroup: /system.slice/apache2.service
              –4385 /usr/sbin/apache2 -k start
              —4386 /usr/sbin/apache2 -k start
             4387 /usr/sbin/apache2 -k start
Feb 12 10:10:52 ubuntu systemd[1]: Starting The Apache HTTP Server...
Feb 12 10:10:52 ubuntu apachectl[4384]: AH00558: apache2: Could not reliably de>
Feb 12 10:10:52 ubuntu systemd[1]: Started The Apache HTTP Server.
lines 1-15/15 (END)
```

2. Changing the IP address of server machine.

```
aditya_poddar@ubuntu:-$ sudo ip addr add 172.16.10.1/24 dev enp0s1
aditya_poddar@ubuntu:-$ sudo ip addr
1: lo: <.LOOPBACK,UP,LOWER_UP> mtu 65536 qdisc noqueue state UNKNOWN group default qlen 1000
link/loopback 00:00:00:00:00:00 brd 00:00:00:00:00
inet 127.0.0.1/8 scope host lo
    valid_lft forever preferred_lft forever
lnet6 ::1/128 scope host
    valid_lft forever preferred_lft forever
2: enp0s1: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state UP group default qlen 1000
link/ether f6:29:08:e1:01:02 brd ff:ff:ff:ff:ff:ff
inet 192.168.64.7/24 brd 192.168.64.255 scope global dynamic noprefixroute enp0s1
    valid_lft 81135sec preferred_lft 81135sec
inet 172.16.10.1/24 scope global enp0s1
    valid_lft forever preferred_lft forever
lnet6 fd39:e595:2bc0:3633:ea7:b384:cca8:7b30/64 scope global temporary dynamic
    valid_lft 599536sec preferred_lft 8085sec
inet6 fd39:e595:2bc0:3633:14e3:b1a0:29da:8526/64 scope global dynamic mngtmpaddr noprefixroute
    valid_lft 5291931sec preferred_lft 604731sec
inet6 fe80::7bd:iecb:d407:eb8e/64 scope link noprefixroute
    valid_lft forever preferred_lft forever

aditys_poddargubuntu:-$
```

3. In apache2.conf

- KeepAlive was set to ON
- MaxKeepAliveRequests to 2

```
PidFile $(APACHE_PID_FILE)

# Timeout: The number of seconds before receives and sends time out.

# Timeout: The number of seconds before receives and sends time out.

# Timeout 300

# KeepAlive: Whether or not to allow persistent connections (more than one request per connection). Set to "Off" to deactivate.

# KeepAlive On

# MaxKeepAliveRequests: The maximum number of requests to allow of during a persistent connection. Set to 0 to allow an unlimited amount.

# We recommend you leave this number high, for maximum performance.

# MaxKeepAliveTimeout is Number of seconds to wait for the next request from the same client on the same connection.

# KeepAliveTimeout is Number of seconds to wait for the next request from the same client on the same connection.

# KeepAliveTimeout 5

# These need to be set in /etc/apache2/envvars

User $(APACHE_RUN_USER)

# HostnameLookups: Log the names of clients or just their IP addresses

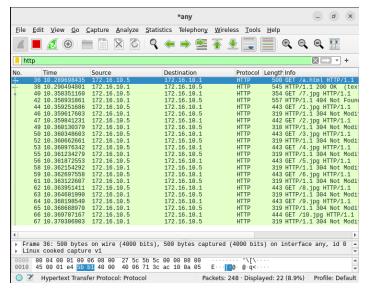
# Get Help # O Write Out # A Where Is # Cut Text # J Justify # C Cur Pos # U Undo # A A Hark Text # E Read File # A Replace # U Paste Text # J Justify # C Cur Pos # U Undo # A A Hark Text # E Read File # A Replace # U Paste Text # J Justify # C Cur Pos # U Undo # A Mark Text # J E Read File # A Replace # U Paste Text # J Justify # C Cur Pos # U Undo # A Mark Text # J E Read File # A Replace # U Paste Text # J Justify # C Cur Pos # U Undo # A Mark Text # J E Read File # U Paste Text # J Justify # C Cur Pos # U Undo # A Mark Text # J E Read File # U Paste Text # J Justify # C Cur Pos # U Undo # A Mark Text # J E Read File # U Paste Text # J Justify # C Cur Pos # U Undo # A Mark Text # J E Read File # U Paste Text # J J Justify # C Cur Pos # U Undo # J A Walker I  # J E Read File # U Paste Text # J Justify # C Cur Pos # U Undo # J A Walker I  # J E Read File # U Paste Text # J J Justify # C Cur Pos # U Undo # J A Walker I  # J J Justify # C Cur Pos # U Undo # J A Walker I  # J J Justify # C Cur Pos # U Undo # J A Walker I  # J J J Justify # C Cur Pos # U Undo # J A Walker I  # J J J Justify # C C
```

4. Store images and create html file.

```
Week3_File.html
    Open
                                                                                                                                   Save
 1 <! DOCTYPE html>
 2 <html>
 3 <head>
 4 </head>
 5
 6 <body>
                 <img src="1.jpg" alt="1" style="width:340px;height:225px;">
<img src="2.jpg" alt="2" style="width:340px;height:225px;">
 8
                 <img src="3.jpg" alt="3" style="width:340px;height:225px;">
<img src="4.jpg" alt="4" style="width:340px;height:225px;">
<img src="5.jpg" alt="5" style="width:340px;height:225px;">
 9
10
11
                 <img src="6.jpg" alt="6" style="width:340px;height:225px;">
<img src="7.jpg" alt="7" style="width:340px;height:225px;">
<img src="8.jpg" alt="8" style="width:340px;height:225px;">
12
13
14
                  <img src="9.jpg" alt="9" style="width:340px;height:225px;">
15
                  <img src="10.jpg" alt="10" style="width:340px;height:225px;">
16
17 </body>
18 </html>
```

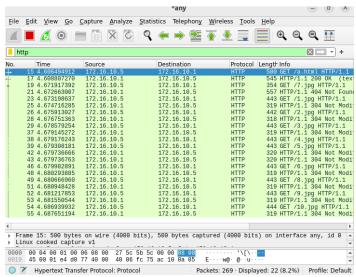
Observations:

1. Non-Persistent



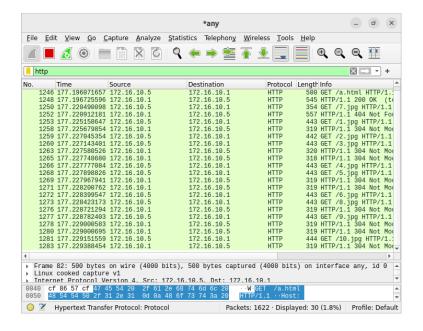
Time = 10.370306903 - 10.289698435 = 0.080608468

2. Persistant-2



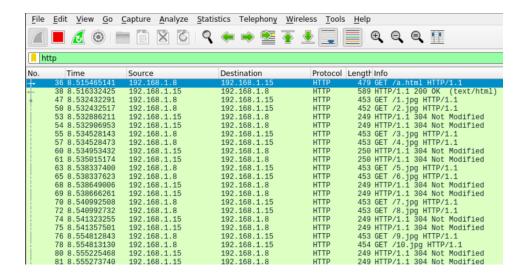
Time = 4.686939932 - 4.606494912 = 0.08044502

3. Persistant-4



Time = 177.229151559 - 177.196071657 = 0.033079902

4. Persistant-6



Time = 8.554813130 - 8.532432291 = 0.022380839

5. Persistant-10

<u>F</u> ile	<u>E</u> dit <u>V</u> iew <u>G</u> o	<u>C</u> apture <u>A</u> nalyze	Statistics Telephony W	ireless <u>T</u> ools	<u>H</u> elp
			9 ← → 🏖 🚡	₽	■ 9 9 1
http					
No.	Time	Source	Destination	Protocol	Lengtr Info
+	49 4.624096321	192.168.1.8	192.168.1.15	HTTP	479 GET /a.html HTTP/1.1
-	51 4.624915606	192.168.1.15	192.168.1.8	HTTP	589 HTTP/1.1 200 OK (text/html)
l +	63 4.647147765	192.168.1.8	192.168.1.15	HTTP	453 GET /1.jpg HTTP/1.1
	69 4.647153690	192.168.1.8	192.168.1.15	HTTP	453 GET /3.jpg HTTP/1.1
	76 4.647575617	192.168.1.15	192.168.1.8	HTTP	249 HTTP/1.1 304 Not Modified
	77 4.647602793	192.168.1.15	192.168.1.8	HTTP	250 HTTP/1.1 304 Not Modified
	81 4.657511903	192.168.1.8	192.168.1.15	HTTP	453 GET /4.jpg HTTP/1.1
	82 4.657509684	192.168.1.8	192.168.1.15	HTTP	452 GET /2.jpg HTTP/1.1
	86 4.657678356	192.168.1.8	192.168.1.15	HTTP	453 GET /5.jpg HTTP/1.1
	89 4.657678417	192.168.1.8	192.168.1.15	HTTP	453 GET /6.jpg HTTP/1.1
	91 4.658041806	192.168.1.15	192.168.1.8	HTTP	249 HTTP/1.1 304 Not Modified
	92 4.658058667	192.168.1.15	192.168.1.8	HTTP	250 HTTP/1.1 304 Not Modified
	93 4.658084999	192.168.1.15	192.168.1.8	HTTP	250 HTTP/1.1 304 Not Modified
	94 4.658103995	192.168.1.15	192.168.1.8	HTTP	250 HTTP/1.1 304 Not Modified
	97 4.659880046	192.168.1.8	192.168.1.15	HTTP	453 GET /7.jpg HTTP/1.1
	99 4.659880103	192.168.1.8	192.168.1.15	HTTP	453 GET /8.jpg HTTP/1.1
	103 4.660414099	192.168.1.15	192.168.1.8	HTTP	250 HTTP/1.1 304 Not Modified
	104 4.660432835	192.168.1.15	192.168.1.8	HTTP	250 HTTP/1.1 304 Not Modified
	110 4.662460604	192.168.1.8	192.168.1.15	HTTP	453 GET /9.jpg HTTP/1.1
	112 4.662512580	192.168.1.8	192.168.1.15	HTTP	454 GET /10.jpg HTTP/1.1
	114 4.662788274	192.168.1.15	192.168.1.8	HTTP	249 HTTP/1.1 304 Not Modified
	115 4.662910900	192.168.1.15	192.168.1.8	HTTP	250 HTTP/1.1 304 Not Modified

Time = 4.662512580 - 4.647147765 = 0.015364815

Conclusion:

Q1.Explain the response time difference.

Ans) Non-persistent and persistent are the two types of HTTP connections used to connect the client with the webserver. The non-persistent connection has connection type 1.0 and persistent connection has connection type 1.1. After the client receives the object in non-persistent, the connection is closed. On the other hand the persistent connection ensures the transfer of multiple objects over a single connection.

RTT is the time taken to request the object from the client to the server and then retrieve it from the server back to the client. The non-persistent connection takes the connection time of 2RTT + each file transmission time. A persistent connection takes the connection time of 2RTT + transfers all objects at a go over the single connection. This is the reason why a persistent connection is faster.

Q2. What is the optimal number of persistent connections for best performance?

Ans) Higher the number of persistent connections, lower is the time taken. The optimal connection is 4 or 6. For best case, use 10. Clients should have **at most 2** persistent connections to any server to prevent the server from being overloaded. A non-persistent connection takes the most time.