

MARCUS BOINTON @ CONFOO MONTREAL 2024

HTTP/3 & QUIC

The next step in web performance

HOW DID WE GET HERE?

- ▶ HTTP/0.9: 1991, RFC
- ▶ HTTP/1.0: 1996, RFC1945
- ▶ HTTP/1.1: 1997, RFC2068,2616
- ▶ HTTP/2: 2015, RFC7540
- ▶ HTTP/3: 2022, RFC9114

WHAT DID HTTP/2 CHANGE?

- ▶ Binary protocol
 - ▶ More compact, header compression
- ▶ Multiplexing
 - ▶ Multiple resources in a single connection, with prioritisation
- ▶ Server push
- ▶ TLS only

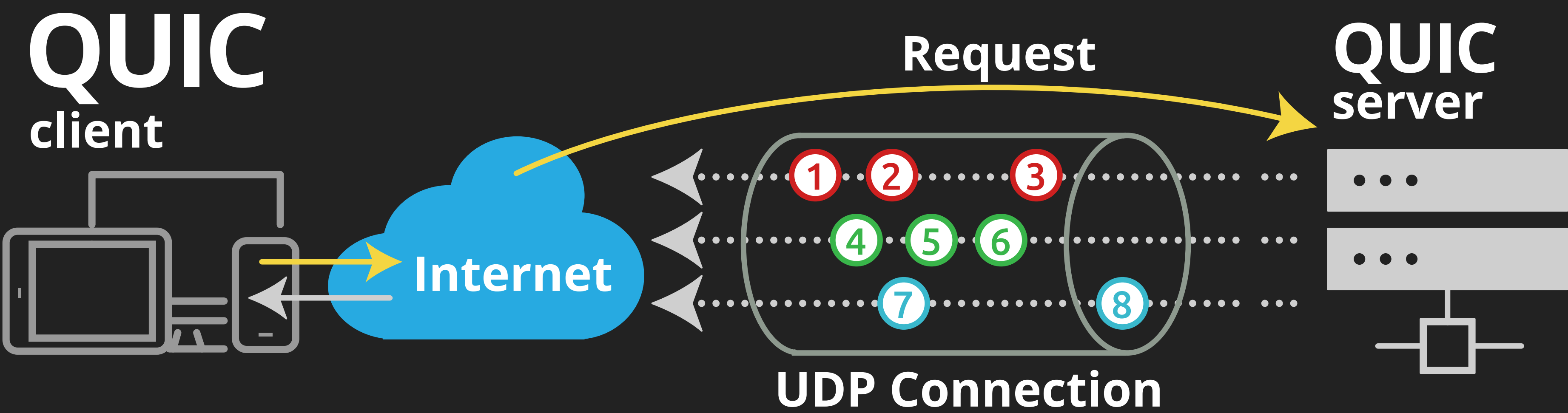
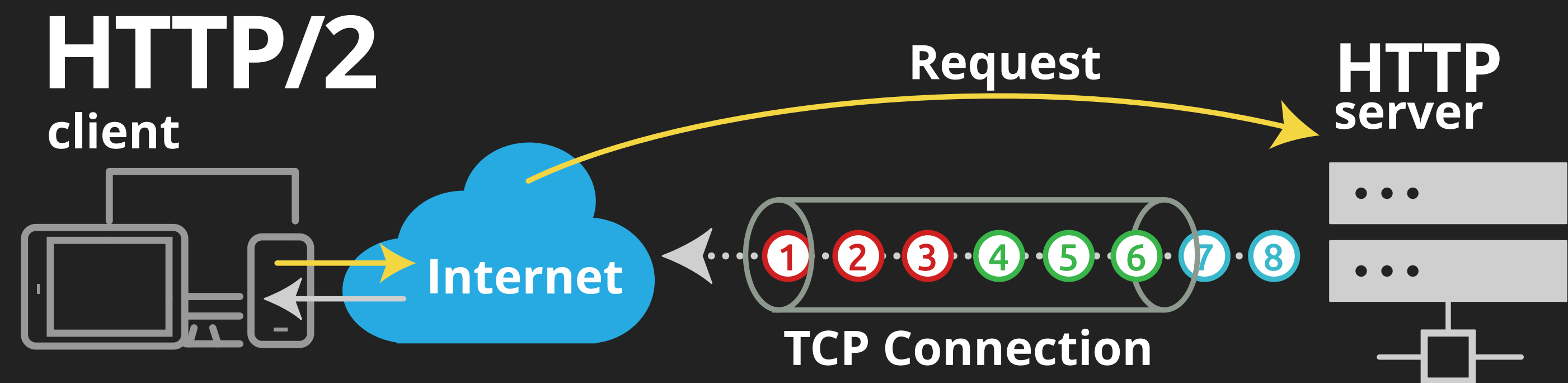
WHAT PROBLEMS DOES HTTP/2 HAVE?

- ▶ Head of line blocking
- ▶ Network switching
 - ▶ Connection re-establishment latency
- ▶ Difficult to upgrade, TCP part of host OS networking stack
- ▶ Congestion control in TCP

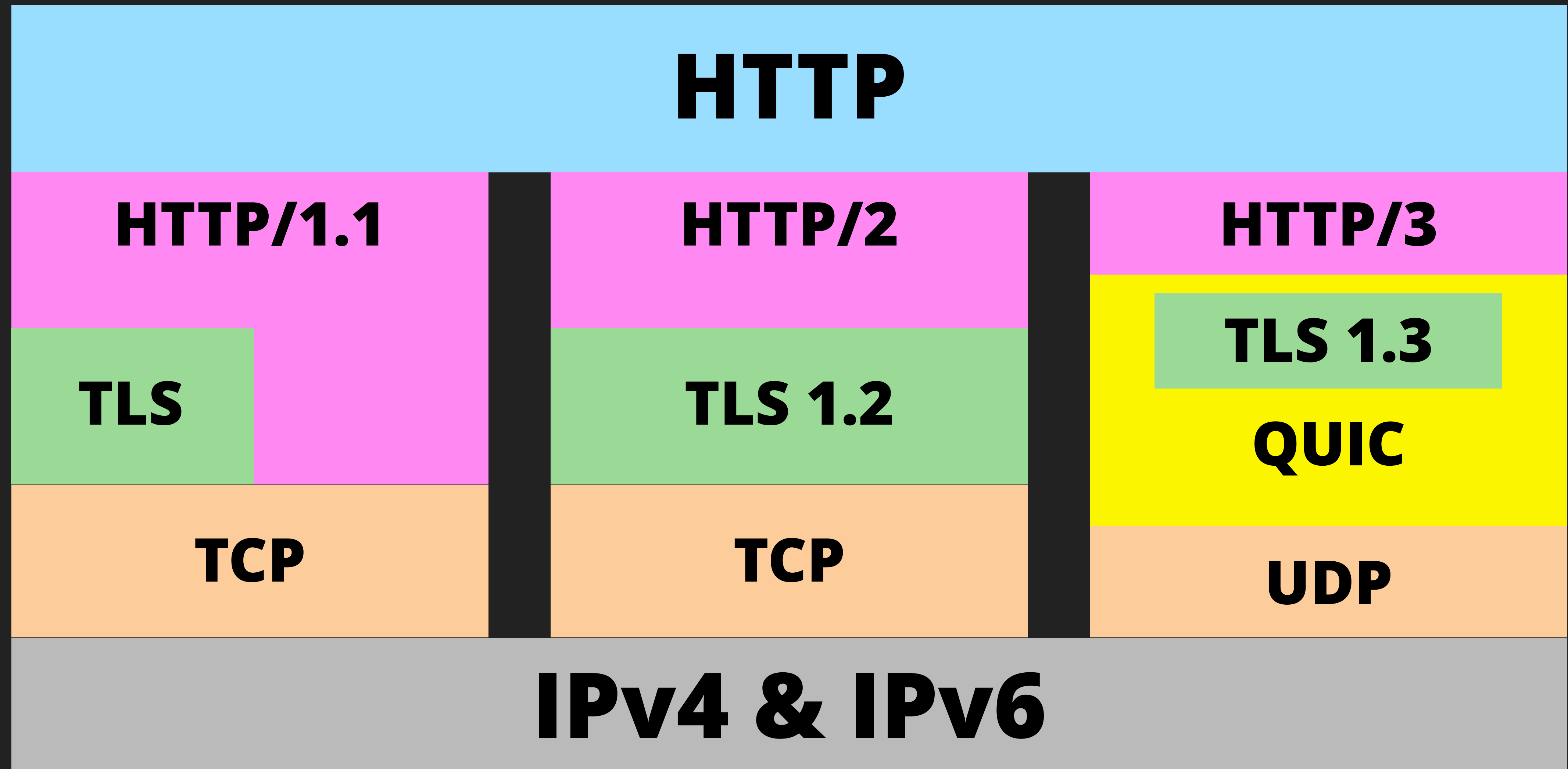
WHAT ARE QUIC AND HTTP/3?

- ▶ We can't change TCP without replacing every device in the world
- ▶ Google designed QUIC as a workaround
 - ▶ A reimaging of TCP implemented over UDP
- ▶ Combines TLS and HTTP/3 into a single protocol with reduced overhead
- ▶ Implemented in userland instead of OS
- ▶ You're using it already

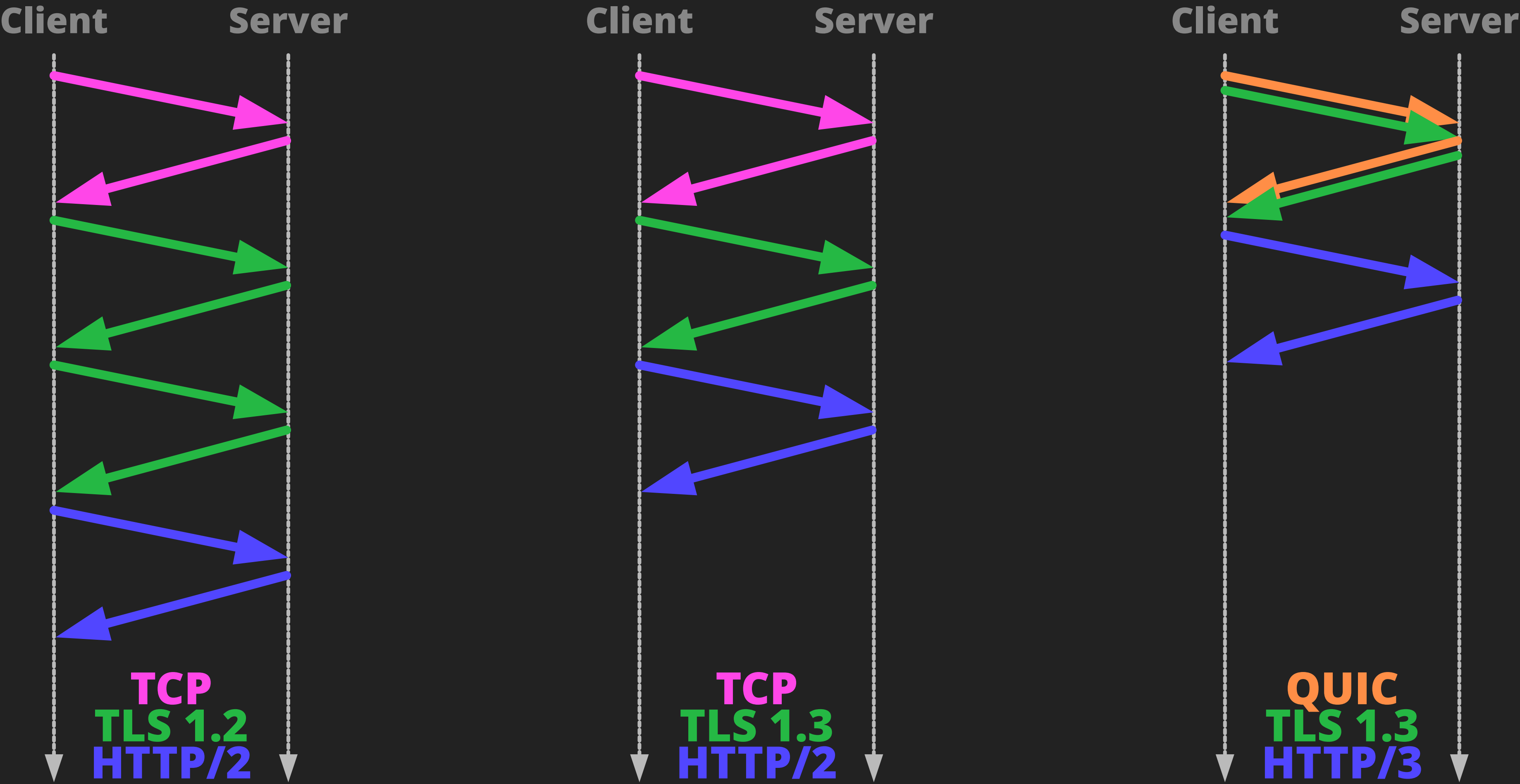
HEAD-OF-LINE BLOCKING



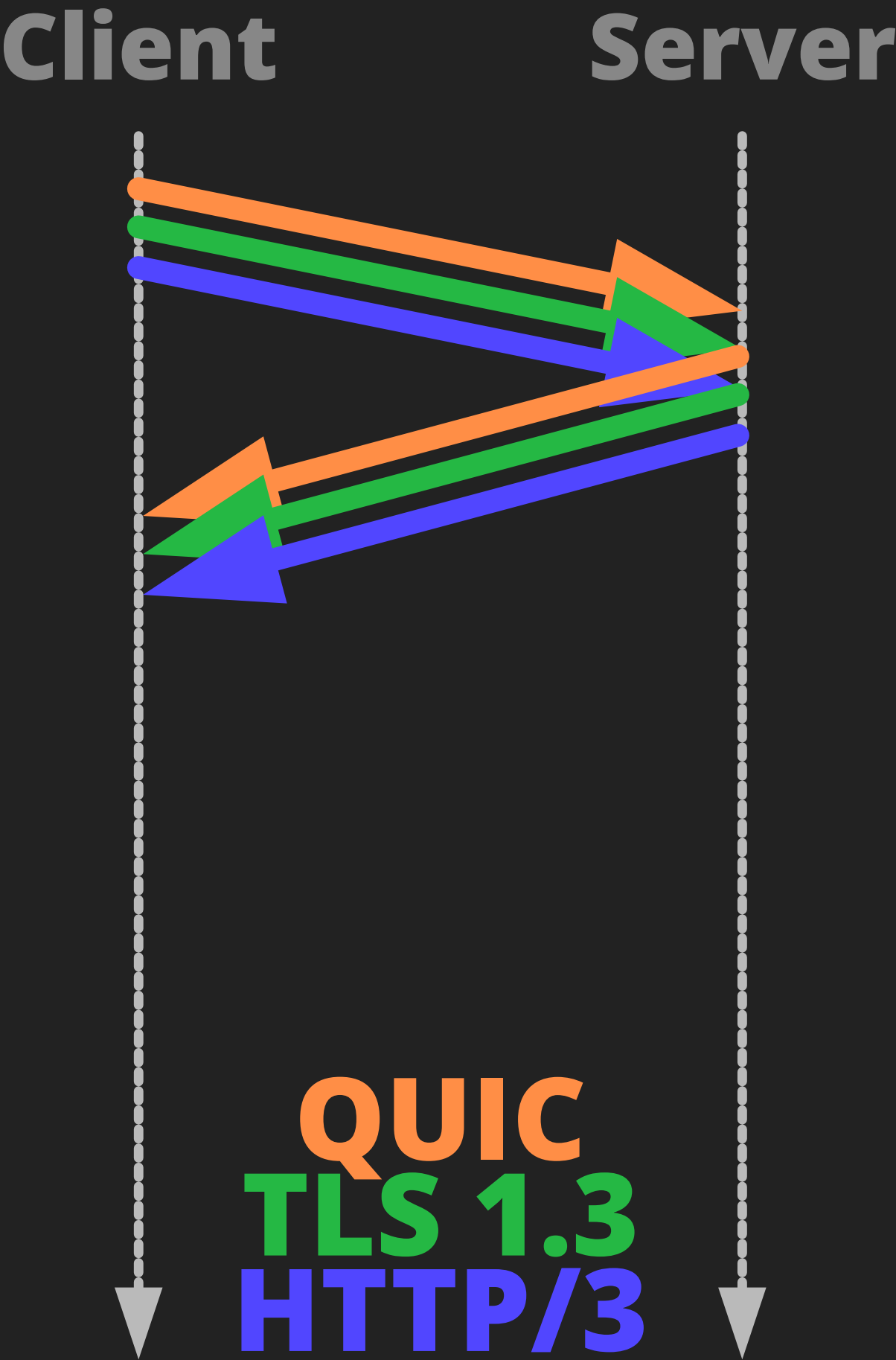
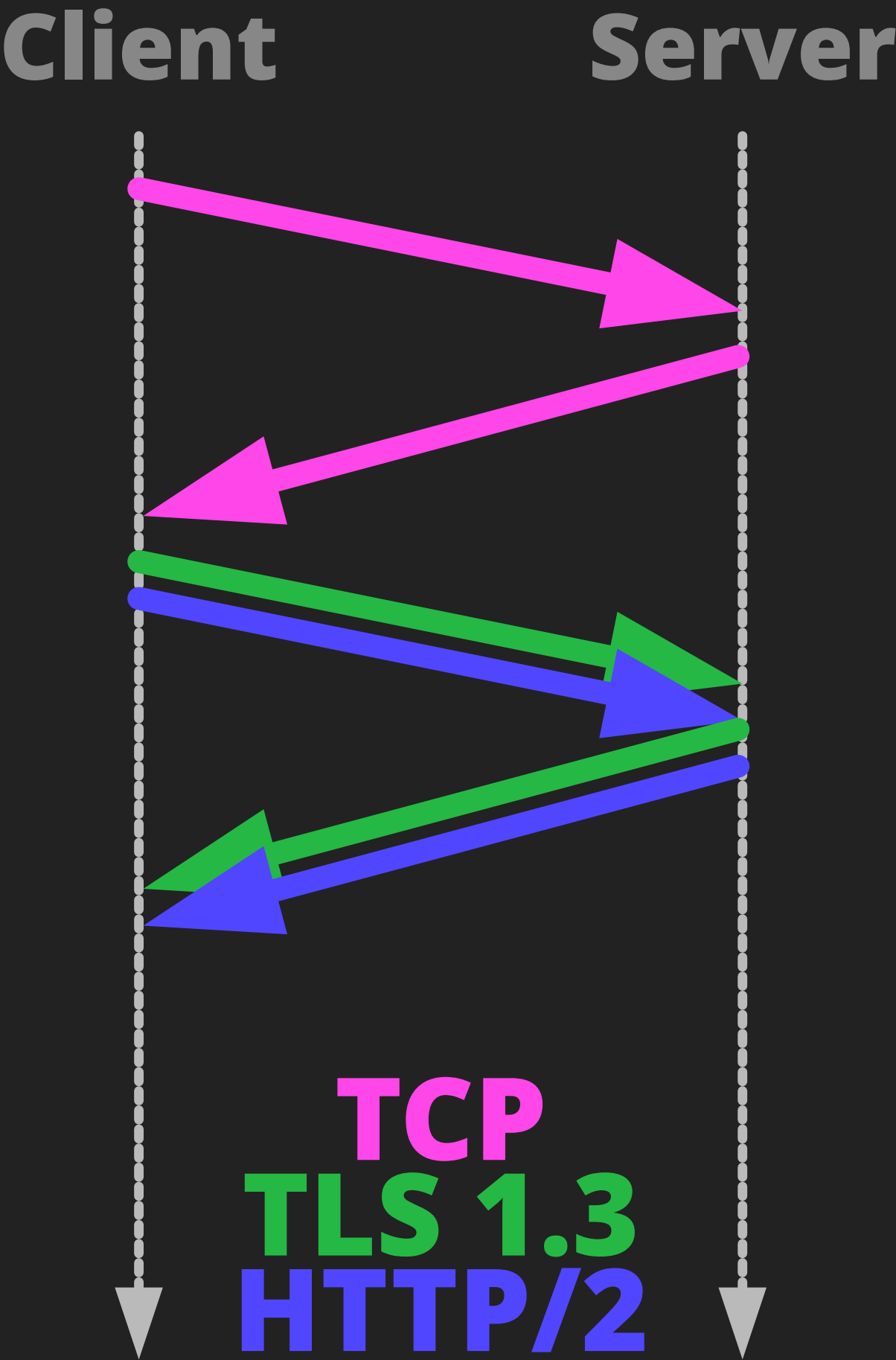
NETWORK LAYERS



INITIAL CONNECTION



RESUMED CONNECTION



NETWORK SWITCHING

- ▶ With TCP, switching networks requires re-establishing connections
 - ▶ IP & port as identifier
 - ▶ Breaks session resumption each time
- ▶ QUIC uses a connection ID that moves between networks
 - ▶ More likely for session resumption to happen
 - ▶ Privacy? Cycles through a list of random IDs

HTTP/3 COMPRESSION

- ▶ HTTP/2 uses HPACK
 - ▶ Relies on packets arriving in order
 - ▶ Can cause HOLB
- ▶ HTTP/3 uses QPACK
 - ▶ Slightly lower compression ratios
 - ▶ Avoids HOLB

HTTP/3 IMPLEMENTATIONS

- ▶ Client, servers, libraries
- ▶ Clients: Chrome, Edge, Firefox, Safari (iOS 15)
- ▶ Servers: Litespeed, Caddy, Nginx, HAProxy
 - ▶ Not Apache!
- ▶ Libraries: h2o, nghttp3, libcurl, openssl 3.2.0
- ▶ Cloud services: CloudFlare
- ▶ All in userland, so not so subject to OS stagnation

HOW TO DEPLOY HTTP/3?

- ▶ How does a client know a server supports HTTP/3?
- ▶ Server can tell clients what protocols it can use
 - ▶ Alt-Svc header
 - ▶ DNS SVCB record

ALT-SVC HTTP HEADER

- ▶ RFC7838
- ▶ "Alternative service"
- ▶ Similar to HSTS for HTTPS
- ▶ **Alt-Svc: h3=":443"; ma=3600, h2=":443"; ma=3600**

SVCB DNS RECORDS

- ▶ “Service binding” records, RFC9460
- ▶ Saves an HTTP request, at the cost of a DNS lookup
- ▶ `example.com 3600 IN HTTPS 1 . alpn="h3,h2"`
- ▶ `example.com 3600 IN HTTPS 1 . alpn="h3,h2"`
`ipv4hint="192.0.2.1" ipv6hint="2001:db8::1"`
- ▶ `example.com 3600 IN HTTPS 1 example.net alpn="h3,h2"`
- ▶ `example.com 3600 IN HTTPS 2 example.org alpn="h2"`

NGINX CONFIG EXAMPLE

```
server {  
    listen 443 ssl;  
    listen [::]:443 ssl;  
    listen 443 quic;  
    listen [::]:443 quic;  
    http2 on;  
    add_header Alt-Svc 'h3=":443"; ma=86400';  
    ...  
}
```


UFW APPLICATION CONFIG

[Nginx QUIC]

title=Web Server (Nginx, HTTP + HTTPS + QUIC)

description=Small, but very powerful and efficient web server

ports=80,443/tcp|443/udp

Enable with:

```
ufw allow from any to any app "Nginx QUIC"
```

SECURITY UPGRADE













- ▶ QUIC requires TLS 1.3
 - ▶ Lower overhead
 - ▶ No weak cipher suites, KX, or hashes
 - ▶ Forward secrecy
 - ▶ Downgrade detection
- ▶ More is encrypted

OPTIMISING FOR HTTP/3

- ▶ The same as HTTP/2
- ▶ Only use a few domains
- ▶ Don't worry about bundling
 - ▶ Request count doesn't really matter
- ▶ Use defer / preload / async
- ▶ Use lazy loading

TESTING HTTP/3

- ▶ <https://http3check.net/>
- ▶ "HTTP Indicator" Chrome extension
- ▶ Dev tools will show "h3" as the protocol; right-click table header to enable
- ▶ Remember browser will connect via HTTP/2 first

Name	Status	Protocol
 http3check.net	200	h3
 6xK-dSZaM9iE8KbpRA_LJ3z8mH9BOJvgkP...	200	h3
 uikit.min.css	200	h3
 uikit.min.js	200	h3
 uikit-icons.min.js	200	h3
 css?family=Quicksand:400	200	h3
 style.css	200	h3
 gtm.js?id=GTM-T8Z9663	200	h3
 http3check-logo.svg	200	h3
 6xK-dSZaM9iE8KbpRA_LJ3z8mH9BOJvgkP...	200	h3
 js?id=G-JLT5PYGNHH&l=dataLayer&cx=c	(blocked:other)	
 analytics.js	307	http/1.1
 analytics.js?key=75a810f5	200	chrome-extension
 favicon-32x32.png	200	h3

IS IT ACTUALLY FASTER?

- ▶ It depends
- ▶ It's difficult to measure
- ▶ Biggest payoff will be in situations where its features make a difference:
 - ▶ Low-bandwidth
 - ▶ High congestion
 - ▶ High latency
 - ▶ Network switching

HTTP/3 PROBLEMS

- ▶ Networks might block UDP
- ▶ Version discovery latency
- ▶ It's new, so will have more bugs
- ▶ More is encrypted, makes it harder to diagnose network issues
 - ▶ Not so corporate friendly

THE FUTURE OF QUIC

- ▶ QUIC deliberately dynamic spec
 - ▶ Version 2 (RFC9369) essentially unchanged
 - ▶ Mainly to exercise ability to update
 - ▶ Prevent "ossification", like MIME 1.0
- ▶ Pluggable congestion control
- ▶ Other protocols over QUIC – DNS, SSH

FURTHER READING

- ▶ <https://www.debugbear.com/blog/http3-quic-protocol-guide>
- ▶ <https://http.dev/3>
- ▶ <https://www.csoononline.com/article/569541/6-ways-http-3-benefits-security-and-7-serious-concerns.html>
- ▶ Robin Marx at SmashingConf: <https://vimeo.com/725331731>

QUESTIONS?

THANK YOU

- ▶ `@Synchro@phpc.social`
- ▶ `@SynchroM`
- ▶ `Synchro` on GitHub and Stack Overflow
- ▶ Open to job offers!