

Web Browsers Internals

Under the Cover

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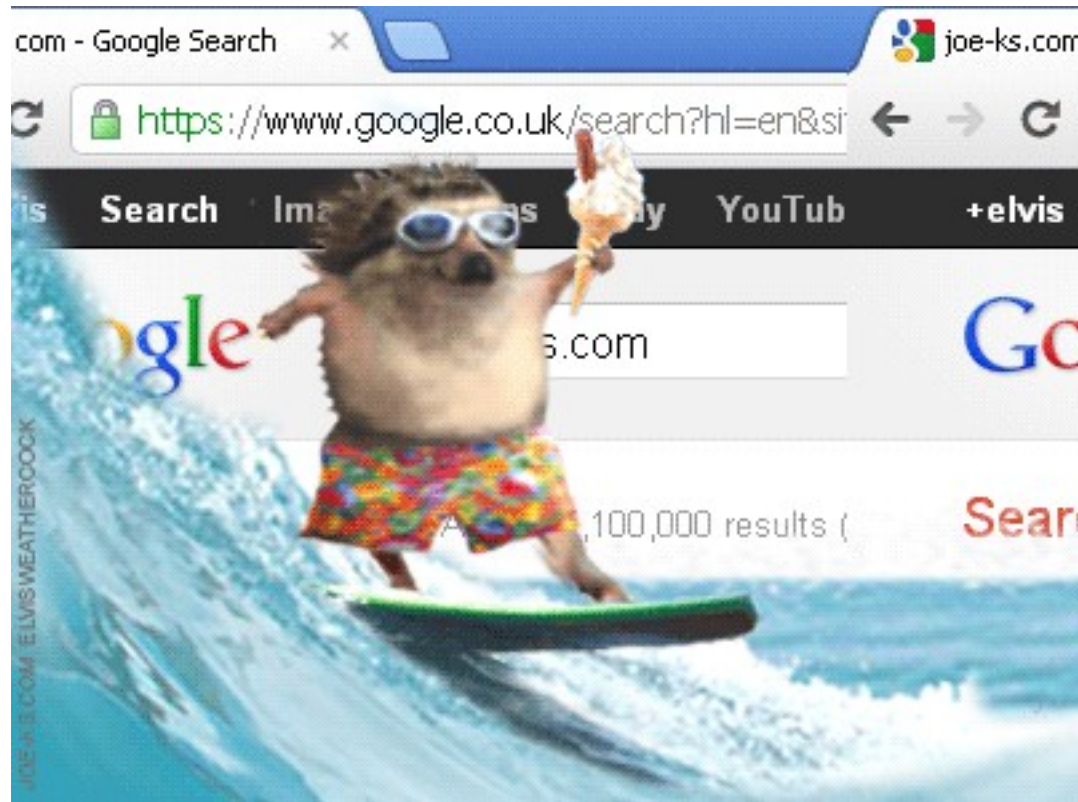


What happens?

1 Minute rundown

- Parsing the URL
- GET'ing the page
- Browser re-entry
- Parsing HTML
- DOM
- Rendering the page

Surfing www.google.com

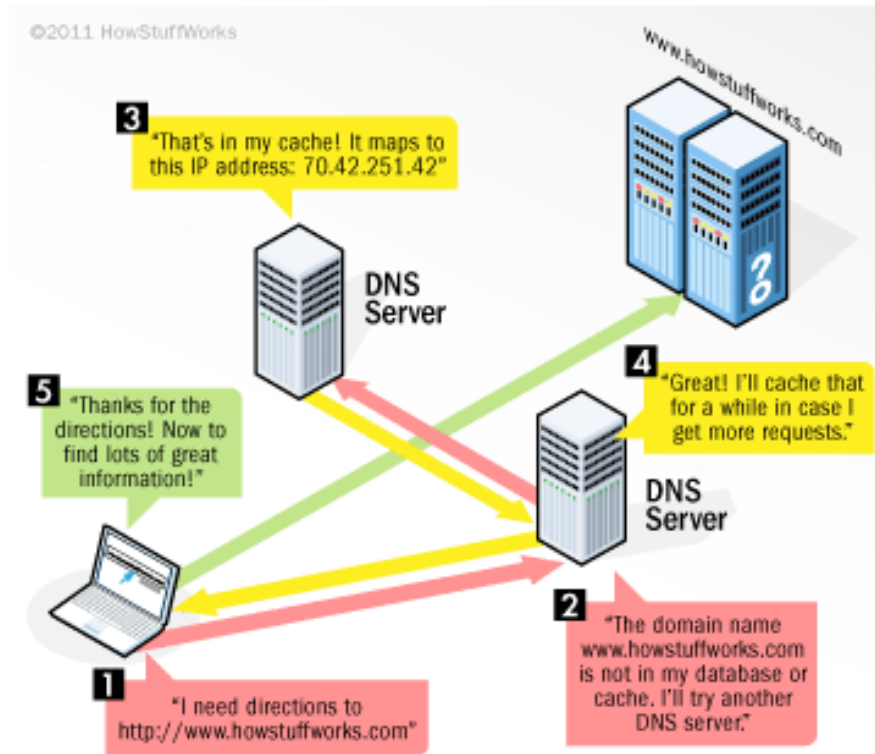


Parsing the URL

`http://www.google.com`

- Retrieve
 - **Protocol:** http or https
 - **Resource:** "/": Retrieve main (index) page
- Check url with HSTS (HTTP Strict transport security) list
- DNS mapping

DNS lookup



Domain Name System

Sequence of checks

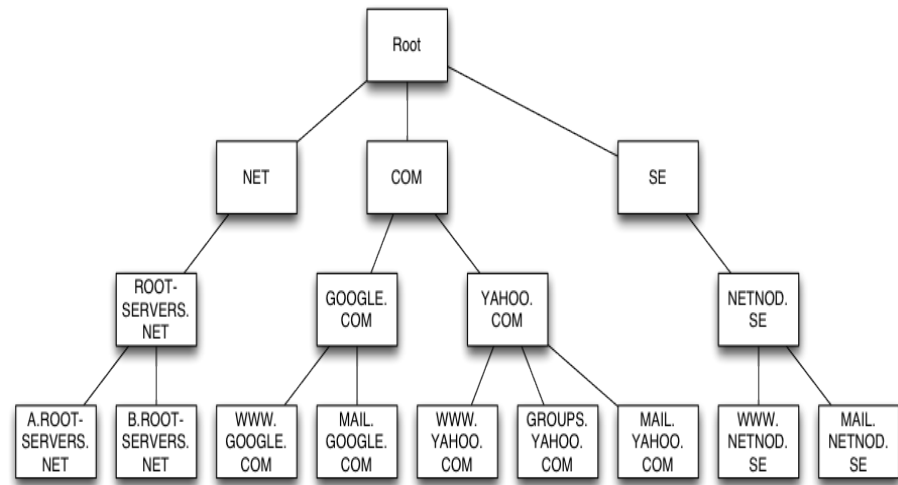
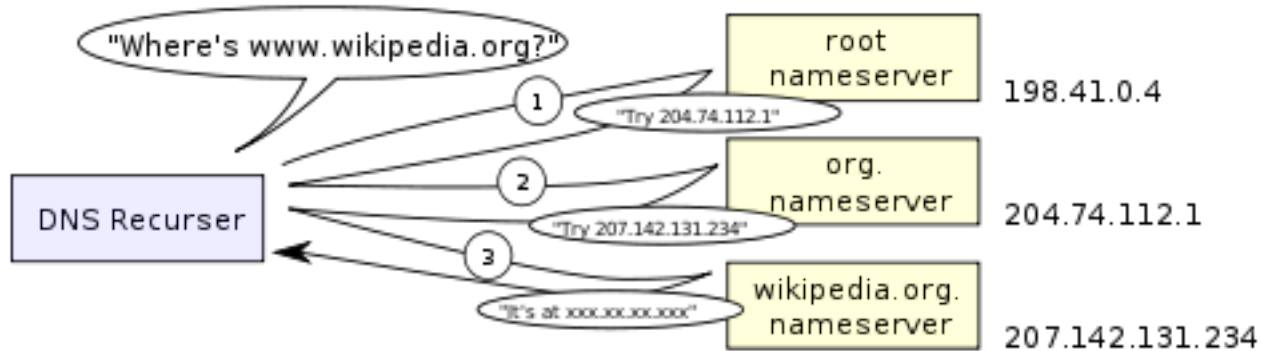
- Browser Cache
- OS Cache
- Router Cache
- ISP DNS cache

DNS Lookup

Finding the IP



DNS hierarchy



The handshake...



The handshake



GET'ting the page

```
GET http://www.google.com/ HTTP/1.1
Accept: application/x-ms-application, image/jpeg, application/xaml+xml, [...]
User-Agent: Mozilla/4.0 (compatible; MSIE 8.0; Windows NT 6.1; WOW64; [...])
Accept-Encoding: gzip, deflate
Connection: Keep-Alive
Host: google.com
Cookie: datr=1265876274-[...]; locale=en_US; lsd=WW[...]; c_user=2101[...]
```

- Identify the browser
- Accepted response
- Supported encoding
- Cookie info

Server response handler

- HTTP Daemon server (Apache or nginx)
- Breaks down the request headers (methods/path)
- Pull content based on requested path (/)
- The server parses the file according to the request handler.
 - Eg. PHP, ASP.NET etc
- In the case of PHP interpret the index file and stream the output

Downloading page.....



Server Response

```
HTTP/1.1 200 OK
Cache-Control: private, no-store, no-cache, must-revalidate, post-check=0,
    pre-check=0
Expires: Sat, 01 Jan 2000 00:00:00 GMT
P3P: CP="DSP LAW"
Pragma: no-cache
Content-Encoding: gzip
Content-Type: text/html; charset=utf-8
X-Cnection: close
Transfer-Encoding: chunked
Date: Fri, 12 Feb 2010 09:05:55 GMT
```

```
2b3
00000000T0n0@0000[...]
```

Decompressed gzip

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN"
    "http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">
<html xmlns="http://www.w3.org/1999/xhtml" xml:lang="en"
    lang="en" id="google" class="no_js">
<head>
<meta http-equiv="Content-type" content="text/html; charset=utf-8" />
<meta http-equiv="Content-language" content="en" />
...
```

Browser Re-entry

Tasks

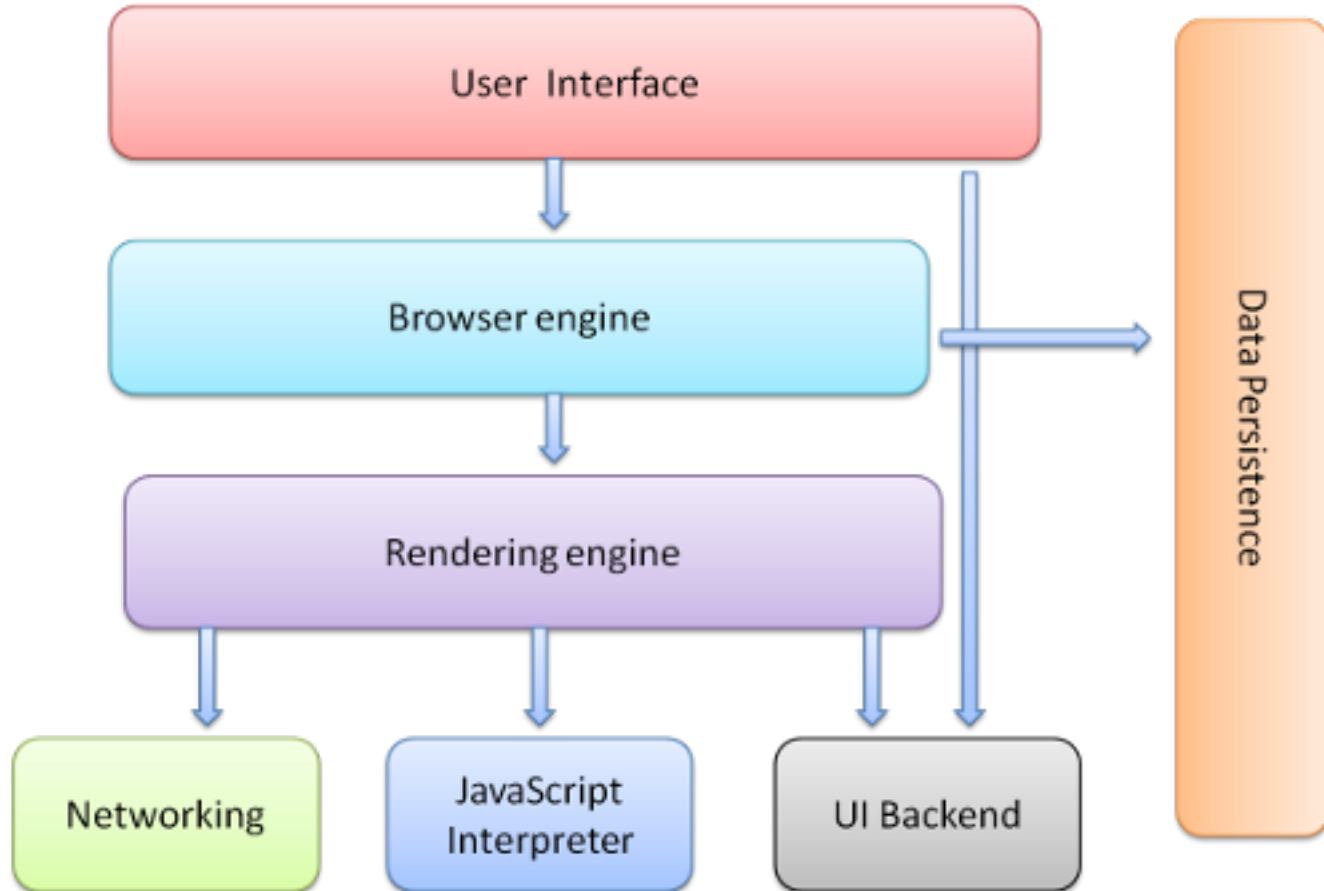
- **Parsing**

- HTML, CSS, JS

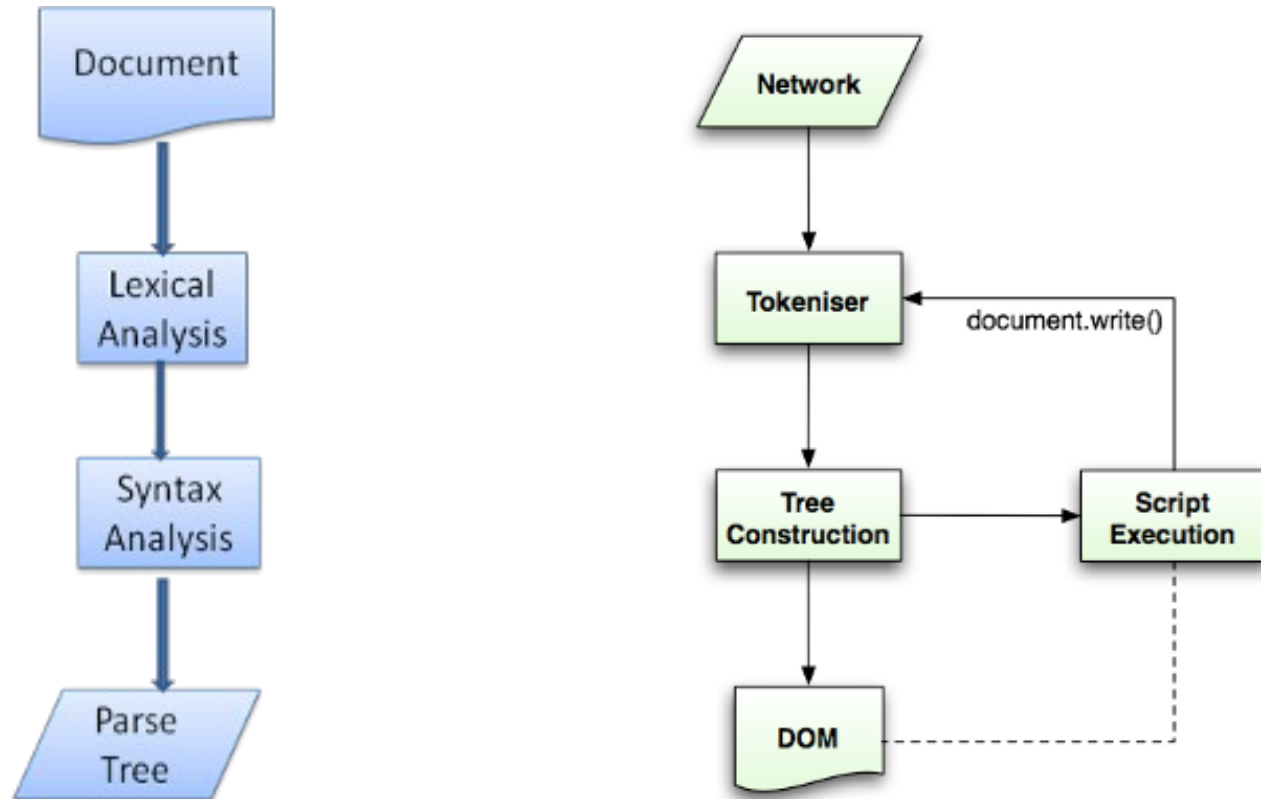
- **Rendering**



Browser: High Level

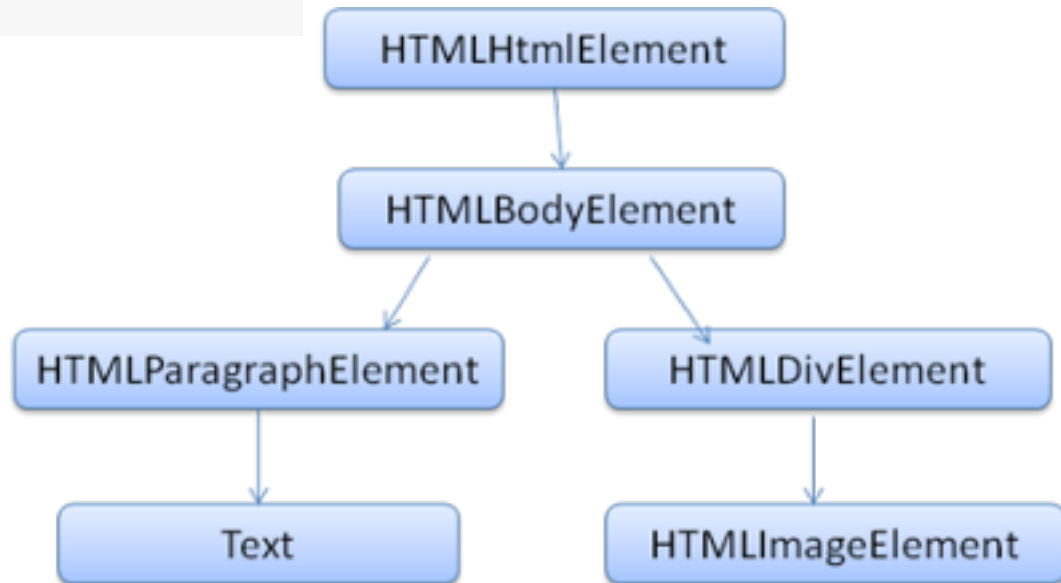


HTML Parsing



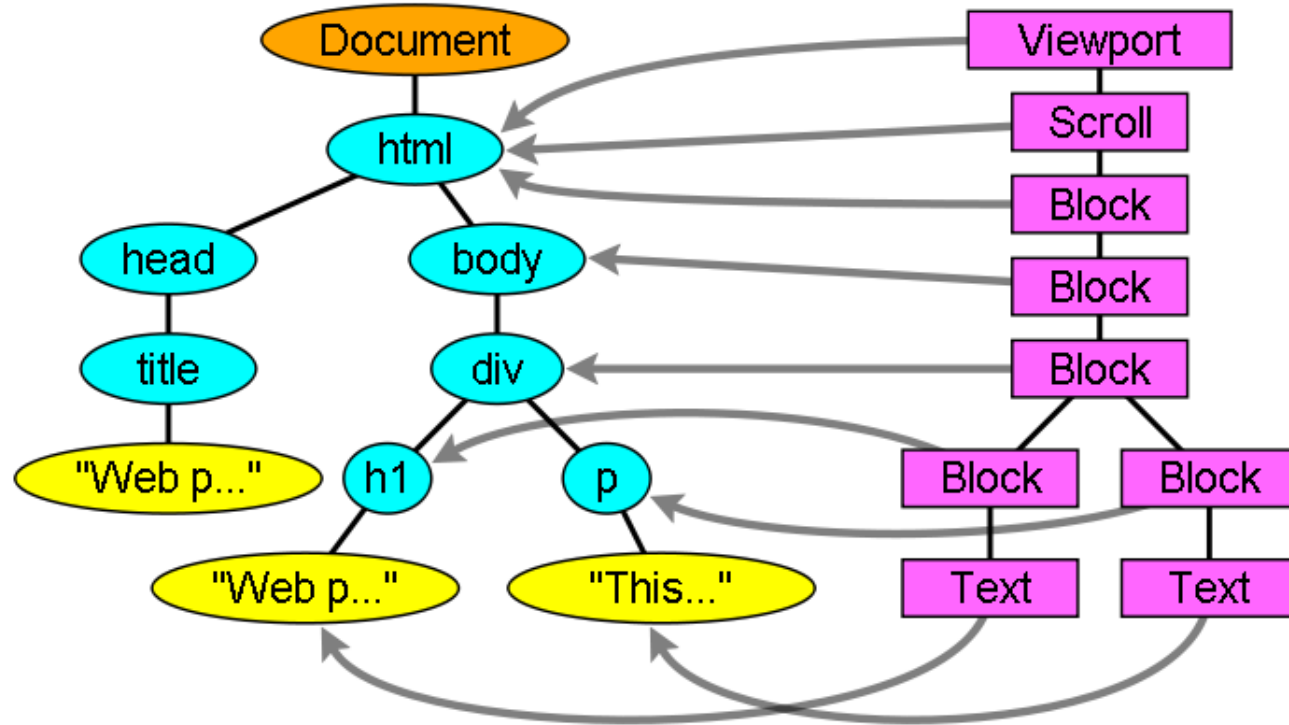
DOM tree

```
<html>
  <body>
    <p>
      Hello World
    </p>
    <div> </div>
  </body>
</html>
```



Render tree

Visual representation of DOM
(Boxes with geometry)



Layout



CSS-OM + Layout

Layout

- Maps elements to co-ordinates in the viewport
- When the renderer is created and added to the tree, it does not have a position and size. Calculating these values is called layout or reflow.
- In order not to do a full layout for every small change, browsers use a "dirty bit" system. A renderer that is changed or added marks itself and its children as "dirty": needing layout.

Painting



Painting

- The render tree is traversed and the renderer's "paint()" method is called to display content on the screen. **Painting uses the UI infrastructure component.**
- Like layout, painting can also be global—the entire tree is painted—or incremental.
- Before repainting, WebKit saves the old rectangle as a **bitmap**. It then paints only the **delta** between the new and old rectangles.
- Color changes: only repaint
- Element position changes: Layout and repaint of the el + children
- Major changes, like increasing font size of the "html" element, will cause invalidation of caches, relayout and repaint of the entire tree.

Smooth rendering

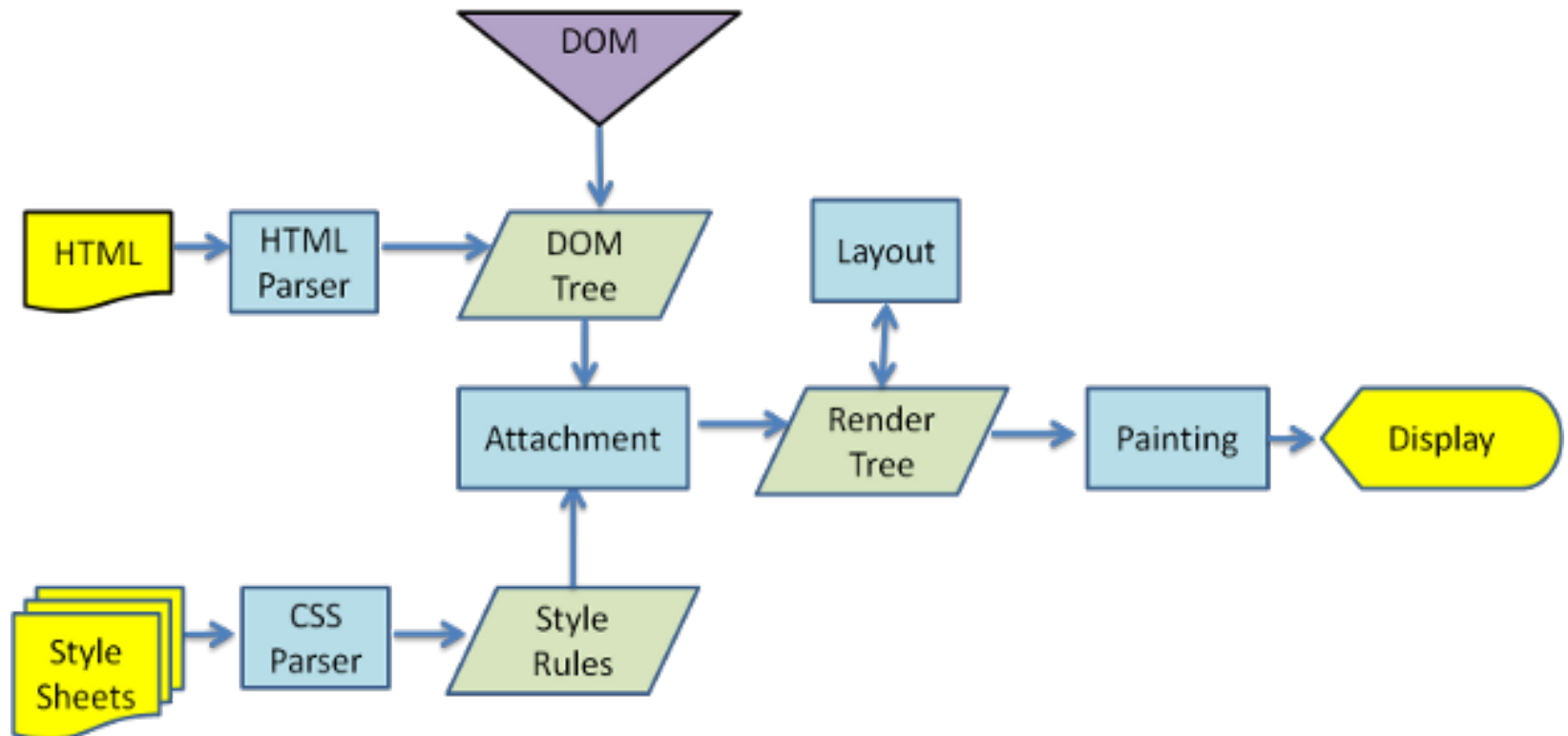
60fps = ~~16ms~~
10-12ms



Just one more page



Browser Rendering recap



References

- What really happens when you navigate to a URL
<http://igoro.com/archive/what-really-happens-when-you-navigate-to-a-url/>
- How Browsers Work: Behind the scenes of modern web browsers
- <http://www.html5rocks.com/en/tutorials/internals/howbrowserswork/>
- What happens when
<https://github.com/alex/what-happens-when>
- **Github public Repo of my detailed learnings on this topic**
 - How Web works?
 - https://github.com/arunsingh/web_underhood

