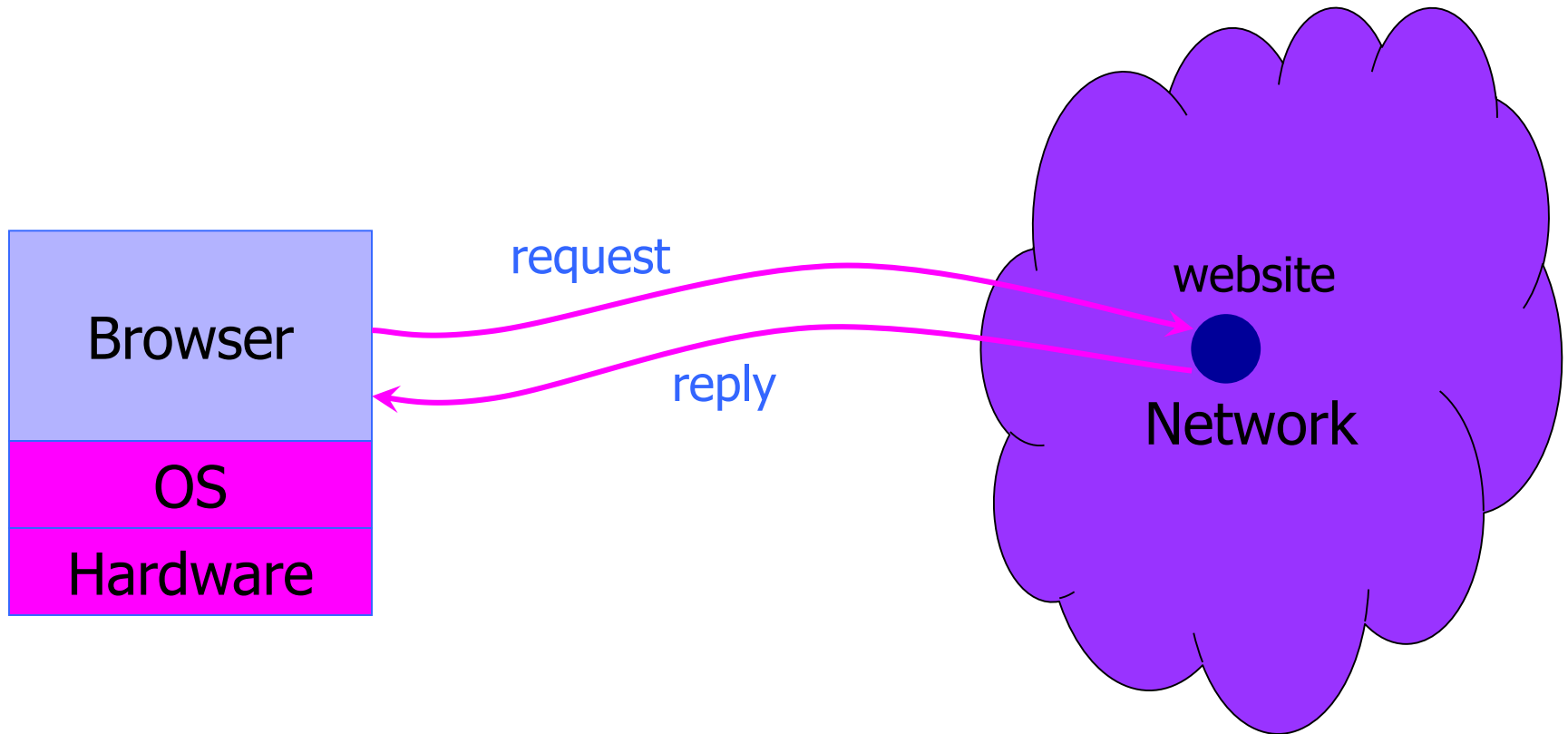


CS 5450

HTTP

Vitaly Shmatikov

Browser and Network



HTML

◆ A web page includes

- Base HTML file
- Referenced objects (e.g., images)

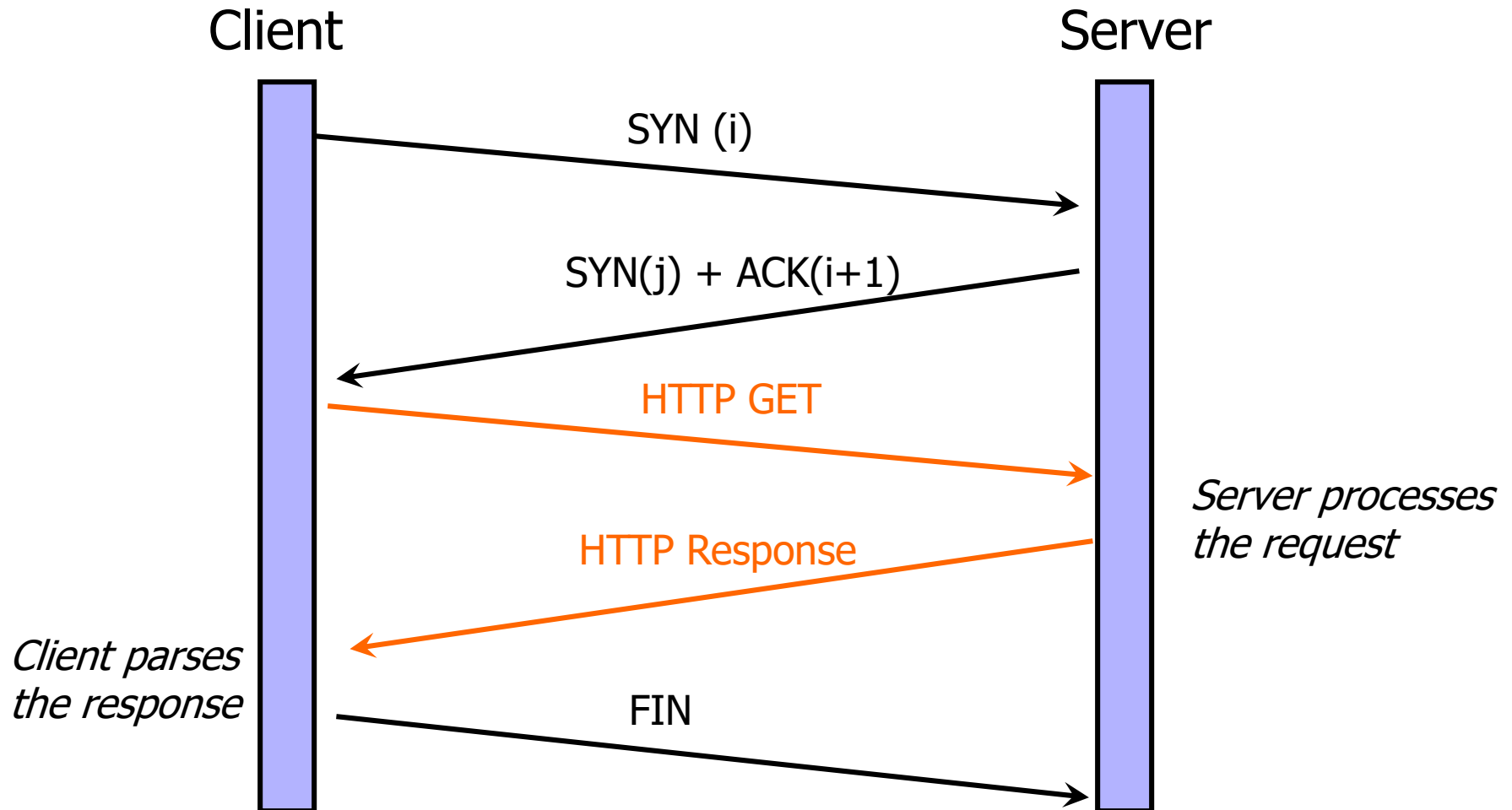
◆ HTML: Hypertext Markup Language

- Representation of hypertext documents in ASCII
- Web browsers interpret HTML when rendering a page
 - Format text, reference images, embed hyperlinks (HREF)

HTTP: HyperText Transfer Protocol

- ◆ Used to request and return data
 - Methods: GET, POST, HEAD, ...
- ◆ **Stateless** request/response protocol
 - Each request is independent of previous requests
 - Statelessness has a significant impact on design and implementation of applications
- ◆ Evolution
 - HTTP 1.0: simple
 - HTTP 1.1: more complex

Steps in an HTTP Request



HTTP Request

Method File HTTP version Headers

```
GET /default.asp HTTP/1.0
Accept: image/gif, image/x-bitmap, image/jpeg, */*
Accept-Language: en
User-Agent: Mozilla/1.22 (compatible; MSIE 2.0; Windows 95)
Connection: Keep-Alive
If-Modified-Since: Sunday, 17-Apr-96 04:32:58 GMT
```

Blank line

Body – none for GET

HTTP Methods

◆ GET

- Return current value of a resource, run program, etc.

◆ HEAD

- Return the metadata associated with a resource

◆ POST

- Update resource, provide input to a program

Generating a Response

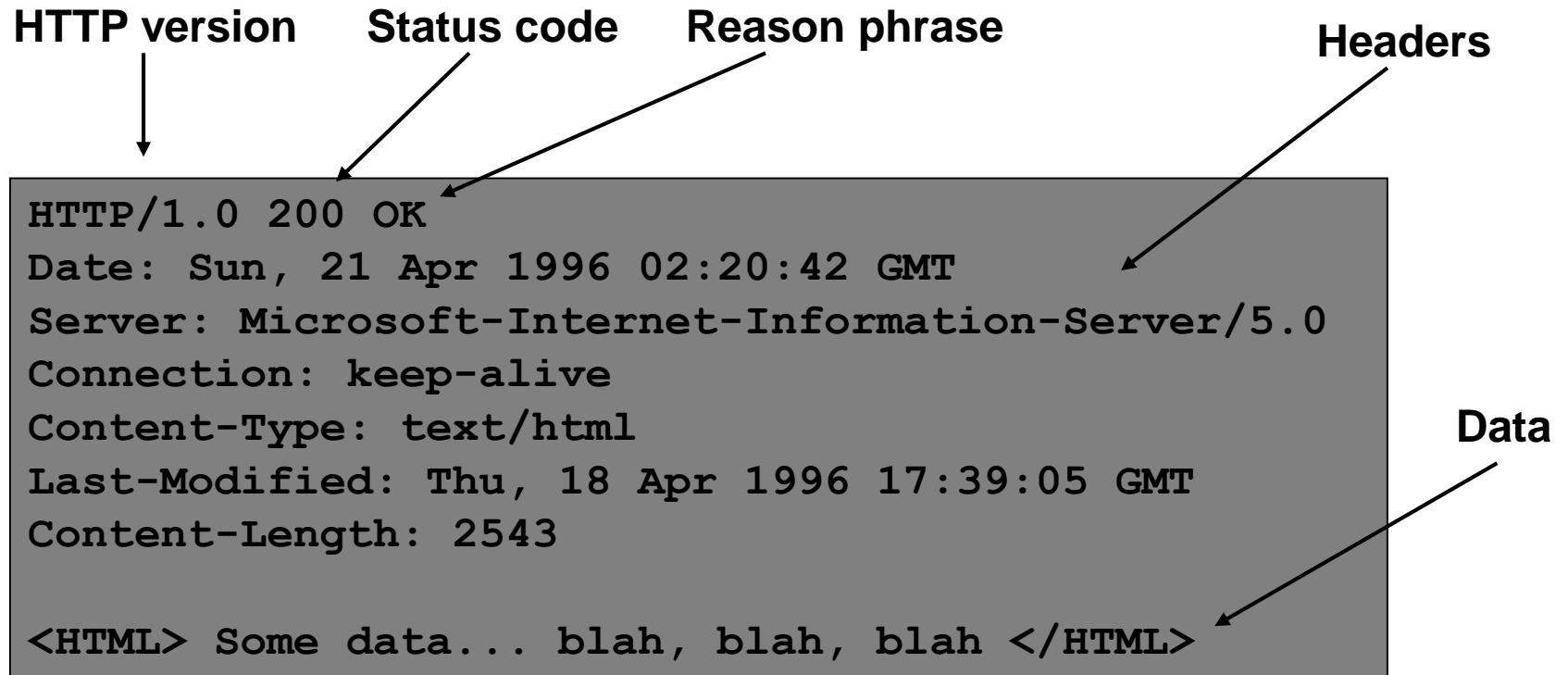
◆ Return a file (“static content”)

- URL matches a file (e.g., /www/index.html)
- Server returns the file’s contents as the response
- Server generates appropriate response header

◆ Generate a response dynamically

- URL triggers a program on the server
- Server executes the program and sends output to client in the HTTP response
- Return metadata with no body

HTTP Response

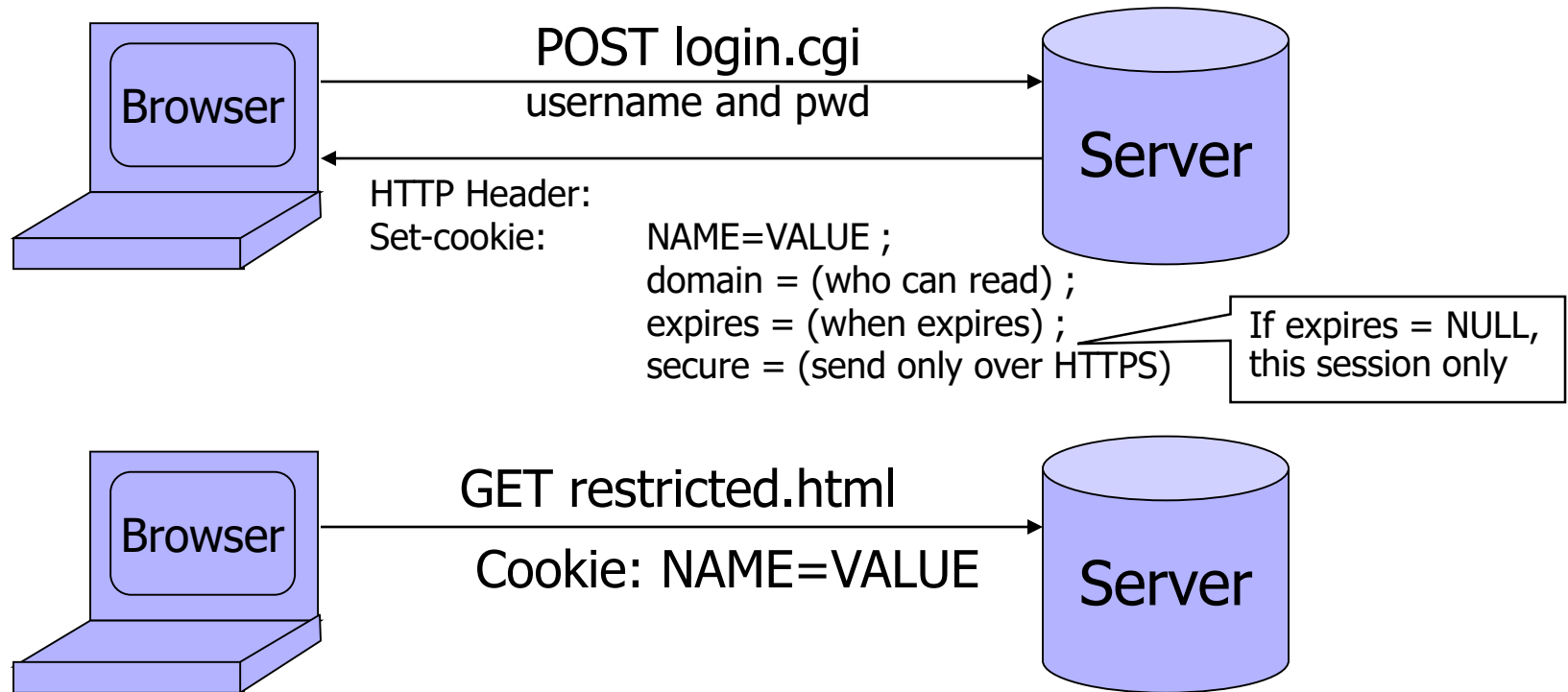


HTTP Is Stateless

- ◆ Each request-response exchange is treated independently, server not required to retain state
- ◆ Good: improves scalability on the server side
 - Don't have to retain info across client requests
 - Can handle higher rate of client requests
 - Order of client requests doesn't matter
- ◆ Bad: some apps need persistent state
 - Uniquely identify user or store temporary info (e.g., shopping cart, user preferences/profiles, usage tracking, etc.)

Website Storing Info In Browser

A **cookie** is a file created by a website to store information in the browser



HTTP is a stateless protocol; cookies add state

What Are Cookies Used For?

◆ Authentication

- The cookie proves to the website that the client previously authenticated correctly

◆ Personalization

- Helps the website recognize the user from a previous visit

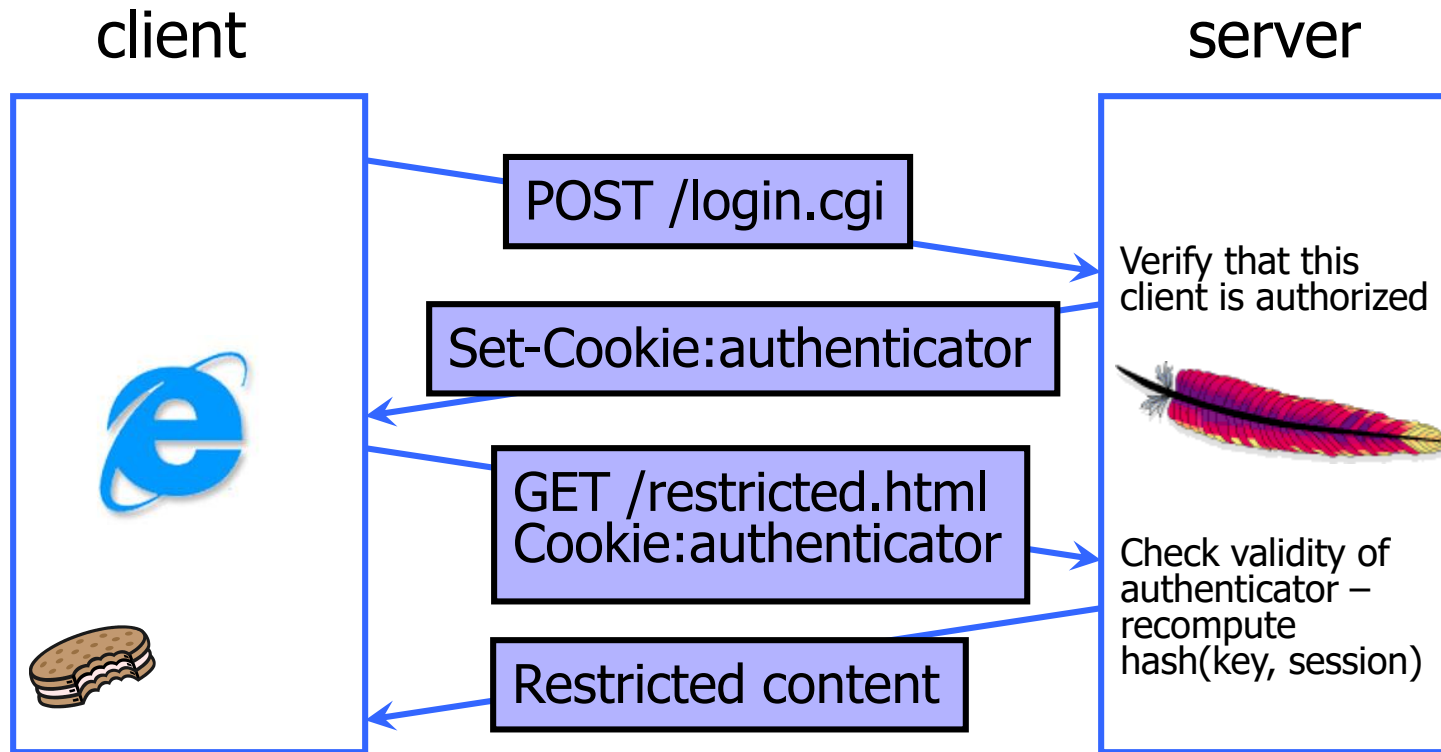
◆ Tracking

- Follow the user from site to site; learn his/her browsing behavior, preferences, and so on

Web Authentication with Cookies

- ◆ Authentication system that works over HTTP and does not require servers to store session data
 - ... except for logout status
- ◆ After client successfully authenticates, server computes an **authenticator token** and gives it to the browser as a cookie
 - Client should not be able forge authenticator on his own
 - Example: HMAC(server's secret key, session information)
- ◆ With each request, browser presents the cookie; server recomputes and verifies the authenticator
 - Server does not need to remember the authenticator

Typical Session with Cookies



Authenticators must be **unforgeable** and **tamper-proof**
(malicious client shouldn't be able to compute his own or modify an existing authenticator)

Goals of Browser Security

◆ Safe to visit an evil website



◆ Safe to visit two pages at the same time



◆ Safe delegation



Browser: Basic Execution Model

◆ Each browser window or frame:

- Loads content
- Renders
 - Processes HTML and scripts to display the page
 - May involve images, subframes, etc.
- Responds to events

◆ Events

- User actions: OnClick, OnMouseover
- Rendering: OnLoad, OnUnload

JavaScript

- ◆ “The world’s most misunderstood programming language”
- ◆ Language executed by the browser
 - Scripts are embedded in Web pages
 - Can run before HTML is loaded, before page is viewed, while it is being viewed, or when leaving the page
- ◆ Used to implement “active” web pages
 - AJAX, huge number of Web-based applications

JavaScript History



- ◆ Developed by Brendan Eich at Netscape
 - Scripting language for Navigator 2
- ◆ Later standardized for browser compatibility
 - ECMAScript Edition 3 (aka JavaScript 1.5)
- ◆ Related to Java in name only
 - Name was part of a marketing deal
 - “Java is to JavaScript as car is to carpet”
- ◆ Various implementations available

JavaScript in Web Pages

- ◆ Embedded in HTML page as `<script>` element
 - JavaScript written directly inside `<script>` element
 - `<script> alert("Hello World!") </script>`
 - Linked file as `src` attribute of the `<script>` element
`<script type="text/JavaScript" src="functions.js"> </script>`
- ◆ Event handler attribute
``
- ◆ Pseudo-URL referenced by a link
`Click me`
- ◆ Many other ways

Document Object Model (DOM)

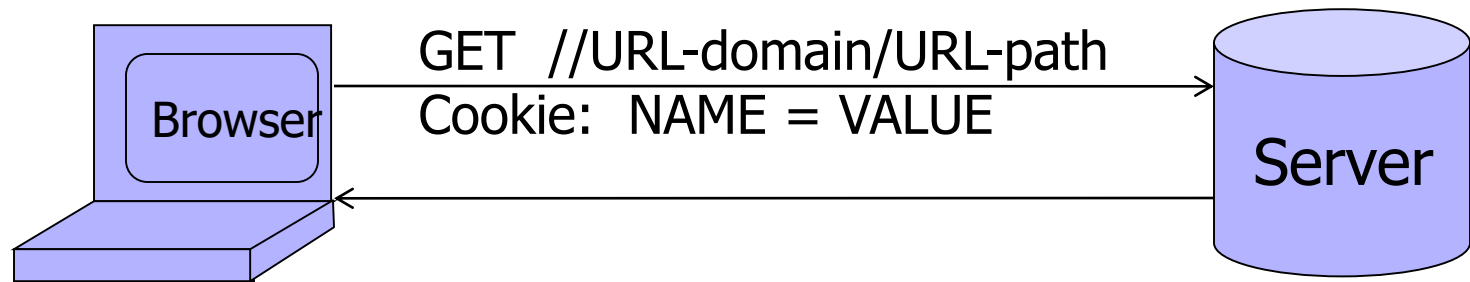
- ◆ HTML page is structured data
- ◆ DOM is object-oriented representation of the hierarchical HTML structure
 - Properties: `document.alinkColor`, `document.URL`, `document.forms[]`, `document.links[]`, ...
 - Methods: `document.write(document.referrer)`
 - These change the content of the page!
- ◆ Also Browser Object Model (BOM)
 - Window, Document, Frames[], History, Location, Navigator (type and version of browser)

Browser Sandbox



- ◆ Goal: safely execute JavaScript code provided by a remote website
 - No direct file access, limited access to OS, network, browser data, content that came from other websites
- ◆ Same origin policy (SOP)
 - Can only read properties of documents and windows from the same protocol, domain, and port

SOP for Reading Cookies



Browser sends all cookies in URL scope:

- cookie-domain is domain-suffix of URL-domain
- cookie-path is prefix of URL-path
- protocol=HTTPS if cookie is “secure”

Examples of Cookie Reading SOP

cookie 1

name = **userid**

value = u1

domain = **login.site.com**

path = /

secure

cookie 2

name = **userid**

value = u2

domain = **.site.com**

path = /

non-secure

both set by **login.site.com**

http://checkout.site.com/

http://login.site.com/

https://login.site.com/

cookie: userid=u2

cookie: userid=u2

cookie: userid=u1; userid=u2

SOP for JavaScript in Browser

- ◆ Same domain scoping rules as for sending cookies to the server
- ◆ **document.cookie** returns a string with all cookies available for the document
 - Often used in JavaScript to customize page
- ◆ Javascript can set and delete cookies via DOM
 - `document.cookie = "name=value; expires=...; "`
 - `document.cookie = "name=; expires= Thu, 01-Jan-70"`