# **Data Representation and Querying**

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## **Topics**

**HTTP** 

Data

**REST** 

Sessions

# **HTTP**

## **HyperText Transfer Protocol**

```
HyperText Text with links.
```

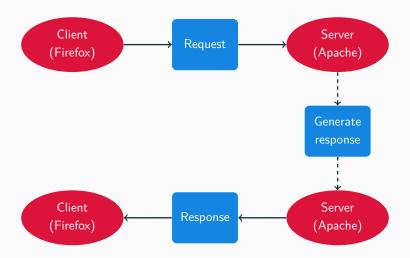
**Transfer** Communication of data.

**Protocol** Set of rules for communication.

HTTP/1.1 is the current widely used version.

HTTP/2 use is slowly growing.

### Request-Response



#### **Uniform Resource Locator**

 $\label{eq:http://username:password@www.reddit.com: 80/r/funny/?limit=1} \\ \text{http://username:password@www.reddit.com: 80/r/funny/?l$ 

```
http Protocol
username Username
password Password
www Subdomain
reddit.com Domain
80 Port
/r/funny/ Path
limit=1 Parameter
```

#### Resources



HTTP is used to transmit resources ... A resource is some chunk of information that can be identified by a URL ... The most common kind of resource is a file, but a resource may also be a dynamically-generated query result ...

#### **HTTP Methods**

- **GET** Retrieve information from the server.
- **HEAD** Like get, but retrieve only the response header.
- **POST** Send data to the server.
  - **PUT** Set the resource at the URL to the request data.
- **DELETE** Delete the resource at the URL.
- **CONNECT** Set up tunnel for other traffic to pass through HTTP.
- **OPTIONS** Find the allowable operations at the given URL.
  - **TRACE** Echo the received request.
  - **PATCH** Partial resource modification.

#### **Request and Response Format**

#### Requests and responses both have this format:

- Intial line.
- Zero or more header lines.
- A blank line.
- Optional message body (e.g. a HTML file)

## Request (GET) Example

```
GET /path/item/1?q=Funny+cats HTTP/1.0
```

From: someuser@jmarshall.com

User-Agent: HTTPTool/1.0

## Request (POST)

```
POST /path/script.cgi HTTP/1.0
From: frog@jmarshall.com
User-Agent: HTTPTool/1.0
Content-Type: application/x-www-form-urlencoded
Content-Length: 32
home=Cosby&favorite+flavor=flies
```

## Response Example

```
HTTP/1.1 200 OK
Date: Mon, 27 Jul 2009 12:28:53 GMT
Server: Apache/2.2.14 (Win32)
Last-Modified: Wed, 22 Jul 2009 19:15:56 GMT
Content-Length: 88
Content-Type: text/html
Connection: Closed
<html>
  <body>
    <h1>Hello, World!</h1>
  </body>
</html>
```

### **URL** encoding

HTML form data is usually URL-encoded by changing:

- Unsafe characters to % xx where xx is the ASCII value.
- All spaces to plusses.
- Names and values to: name1=value1&name2=value2.

**GET** — in the URL after a question mark.

**POST** — in the body.

## **Data**

#### **JSON**

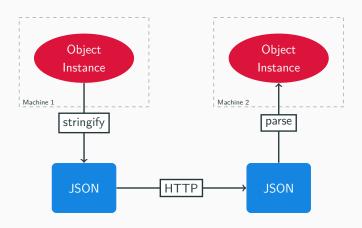
**JavaScript** A scripting/programming language.

**Object** Groups of name-value pairs.

**Notation** Set of rules for representing objects.

- JSON is just text text that conforms to a syntax.
- JSON is heavily influenced by JavaScript, but it is used in with all languages.
- JSON's primary purpose is to represent information in text form.
- JSON is popular because it is easy to send over HTTP and parse in JavaScript.

## **Sending JSON**



## **JSON Example**

```
{
  "employees": [
      {"firstName":"John", "lastName":"Doe"},
      {"firstName":"Anna", "lastName":"Smith"},
      {"firstName":"Peter", "lastName":"Jones"}
]
```

## Using JSON in JavaScript

```
// Turning text into a JavaScript object.
var obj = JSON.parse(text);
// obj is an obect.

// Turning a JavaScript object into text.
var text = JSON.stringify(obj);
// text is a string.
```

## JSON Syntax

Name/Value pairs separated by a colon.

```
"name": "Ian"
```

Objects identified by curly braces.

{}

Lists identified by square brackets.

All strings (and names) use double quotes (not single).

```
"Ian"
```

## JSON Types

```
Numbers
```

```
123.456
```

Strings

```
"Hello, world!"
```

Boolean

```
true"
```

Arrays

Objects

```
{"name": "Ian"}
```

null

null

### eXtensible Markup Language

**Extensible** Designed to accommodate change.

Markup Annotates text.

Language Set of rules for communication.

#### **About XML**

- XML is an alternative to JSON.
- XML looks like HTML, but it is different.
- XML's purpose is to represent information in text form.
- There are no pre-defined tag names you make them up yourself.
- XML has a tree-like syntax.
- The Document Object Model (DOM) can be applied to XML.

#### XML Example

```
<?xml version="1.0" encoding="UTF-8"?>
<book isbn-13="978-0131774292" isbn-10="0131774298">
    <title>Expert C Programming: Deep C Secrets</title>
    <publisher>Prentice Hall</publisher>
    <author>Peter van der Linden</author>
</book>
```

## XML Syntax

- **Declaration** XML documents should have a single line at the start stating that it's XML, the version of XML it is, and an encoding.
  - **Elements** XML is structured as elements, which are enclosed in angle brackets.
- **Root element** XML must have a single root element that wraps all others.
  - Attbirutes Elements can have attributes, which are name-value pairs within the angle brackets. A given attribute name can only be specified once per element.
- **Entity references** Certain characters must be escaped with entity references, e.g. &It; for  $\langle$ .
- **Case sensitive** Everything in XML is case sensitive.

## **XML Syntax Example**

## **Document Object Model**

- The Document Object Model (DOM) is a programming interface for HTML and XML documents.
- It provides a model of the document as a structured group of nodes that have properties and methods.
- The DOM connects web pages to scripts or programming languages.
- You can use document.createElement, document.createTextNode and document.element.appendChild to add to the DOM.
- You can use document.getElementById to access elements of the DOM.

## Asynchronous JavaScript and XML

AJAX stands for Asynchronous JavaScript and XML.

**Asynchronous** In the background, and without a page refresh.

**JavaScript** Programming language for the web.

**XML** eXtensible Markup Language.

#### **About AJAX**

- AJAX allows us to make a HTTP request from JavaScript without a page refresh.
- AJAX also allows us to receive the response from that request and deal with it.
- Despite the name, we don't have to use XML we can use JSON or anything else.
- This happens asynchronously, so that the rest of our code be run while waiting for a slower piece of code to complete.
- HTTP requests are usually relatively slow.
- We use a callback function, which is called when the HTTP transaction is complete.

#### **AJAX Example**

```
var xmlhttp = new XMLHttpRequest();
xmlhttp.onreadystatechange = function() {
  if (xmlhttp.readyState == 4) {
    var mydiv = document.getElementById("mydivid");
    mydiv.innerHTML = xmlhttp.responseText;
};
xmlhttp.open("GET", "https://goo.gl/2GCplC");
xmlhttp.send();
```

#### **AJAX Example Explained**

- XMLHttpRequest is a built-in class that provides AJAX functionality in JavaScript.
- httpRequest.onreadystatechange should be set to a function to run every time something happens in our HTTP call.
- httpRequest.open is called to initialize the request.
- httpRequest.send is used to send the request to the server.
- XMLHttpRequest.readyState changes when the state of the AJAX call changes. This triggers a call to httpRequest.onreadystatechange.

### **Using jQuery**

```
<script src="jquery.min.js"></script>

$.get("https://goo.gl/2GCplC", function(data) {
    $("#mydivid").html(data);
});
```

# **REST**

#### **REST**

- REST stands for Representational State Transfer.
- REST is an architecture describing how we might use HTTP.
- RESTful APIs make use of more HTTP methods than just GET and POST.
- Most HTTP APIs are not RESTful.
- RESTful APIs adhere to a few loosely defined constraints.
- Two of those constraints are that the API is stateless and cacheable.

## **Typical example**

Suppose we have a system for storing and retrieving emails.

Method	URL	Description
GET	/emails	list all emails
POST	/email	store new email
GET	/email/32	retrieve email with id 32
PUT	/email/32	update email with id 32
DELETE	/email/32	delete email with id 32

#### **Stateless**

- Statelessness is a REST constraint.
- HTTP uses the client-server model.
- The server should treat each request as a single, independent transaction.
- No client state should be stored on the server.
- Each request must contain all of the information to perform the request.

#### **Cacheable**

- REST APIs should provide responses that are cacheable.
- Intermediaries between the client and server should be able to cache responses.
- This should be transparent to the client.
- Cacheability increases response time.
- Browsers usually cache resources, in case they are requested again.
- There is usually a time limit on cached resources.

## **Sessions**

## Security

- HTTP is not encrypted.
- HTTPS is a protocol based on HTTP, but it provides security.
- GET and POST are by far the most commonly used HTTP methods (by web developers).
- Data sent by GET and POST will be encrypted over HTTPS.
- However, it's generally accepted that POST is more secure for sending sensitive data.
- This is because browsers will typically cache and servers will typically log URLS, with the data encoded in them.

#### **HTTP APIs**

- Facebook, Google, Reddit and others often provide programmable interfaces to their services.
- This lets other application developers use the services programmatically.
- For instance, Reddit allows developers to create mobile apps for viewing and making submissions to reddit.
- HTTP is often the mechanism used for this purpose.
- Access is provided through a set of URLs, across a variety of HTTP methods.
- The APIs often require JSON in HTTP request bodies and often return the query results as JSON.

#### **NoSQL**

- NoSQL is the umbrella term for databases that do not conform to the relational, SQL-style model.
- Relational databases are good for some types of data.
- However, they have some issues.
- SQL queries can result in costly joins.
- Tables can be sparsely populated.
- Two common NoSQL database types are Document-oriented and Graph.

#### **CouchDB**

- CouchDB is a document-oriented database.
- Documents are represented in CouchDB as JSON objects.
- Each document has its own id and revision, indicated by properties \_id and \_rev in the JSON document.
- Updating a document leaves its \_id intact, but updates its \_rev.
- Different documents can have different properties there is no schema.
- The main interface with CouchDB, for storage and retrieval is a HTTP API.
- CouchDB uses HTTP methods such as GET, POST, PUT and DELETE to retrieve, add, update and delete documents.

#### **Futon**

- CouchDB has an in-built admin interface.
- It's called Futon.
- You access it through the /\_utils path.
- You can create and delete databases.
- You can also create, update and delete documents.

## MapReduce

- MapReduce is a way of programming.
- It is a model for performing specific types of problems that are common in programming.
- MapReduce promotes algorithms that have an initially embarrassingly parallel part, and a subsequent consolidation part.
- The former is the Map part, and the latter is the Reduce part.
- MapReduce isn't necessarily anything new, the ideas have existed for a long time.
- The formalisation of those ideas and their implementation in systems such as Hadoop is useful.

## Map

Map takes a function and a list, and applies the function to every element of the list.

```
function map(fn, a) {
   r = [];
   for (i = 0; i < a.length; i++)
        r[i] = fn(a[i]);
        return r;
}</pre>
```

#### Reduce

Reduce takes the output of Map, and accumulates the elements in some way.

```
function reduce(fn, a, init) {
  var s = init;
  for (i = 0; i < a.length; i++)
     s = fn(s, a[i]);
  return s;
}</pre>
```

## Map Reduce in CouchDB

Reduce takes the output of Map, and accumulates the elements in some way.

```
function(doc) {
  if(doc.date && doc.title) {
    emit(doc.date, doc.title);
function(keys, values, rereduce) {
  if (rereduce)
    return sum(values);
        else
    return values.length;
```

#### Redis