

# **Lecture 3**

Application Layer

# Chapter 2: Application layer

2.1 Principles of network applications

2.2 Web and HTTP

2.3 Electronic Mail

- SMTP, POP3, IMAP

2.4 DNS

2.5 P2P applications

2.6 Video streaming and content distribution networks

2.7 Socket programming with UDP and TCP

# Some network apps

- E-mail
- Web
- Instant messaging
- Remote login
- P2P file sharing
- Multi-user network games
- Streaming stored video  
(YouTube, Hulu, Netflix...)
- VoIP(e.g. Skype)
- Real-time video conference
- Social Networking...

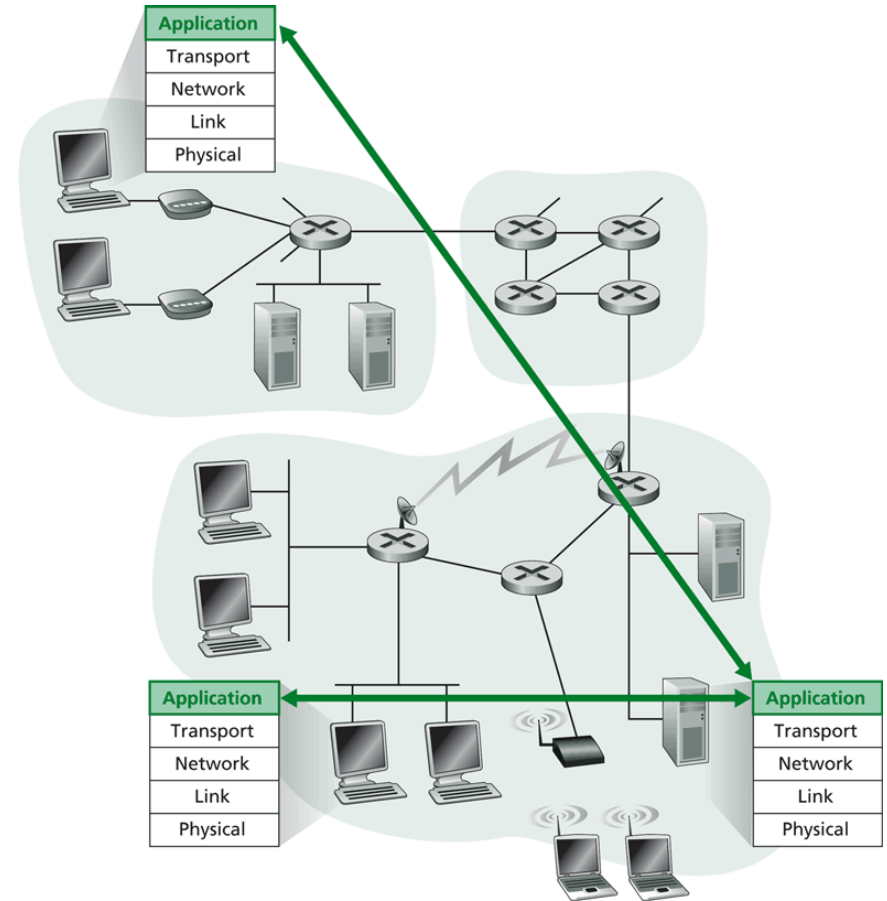
# Creating a network app

## Write programs that

- run on different end systems and
- communicate over a network.
- e.g., Web: Web server software communicates with browser software

## little software written for devices in network core

- network core devices do not run user application code
- application on end systems allows for rapid app development, propagation



# Client-server architecture

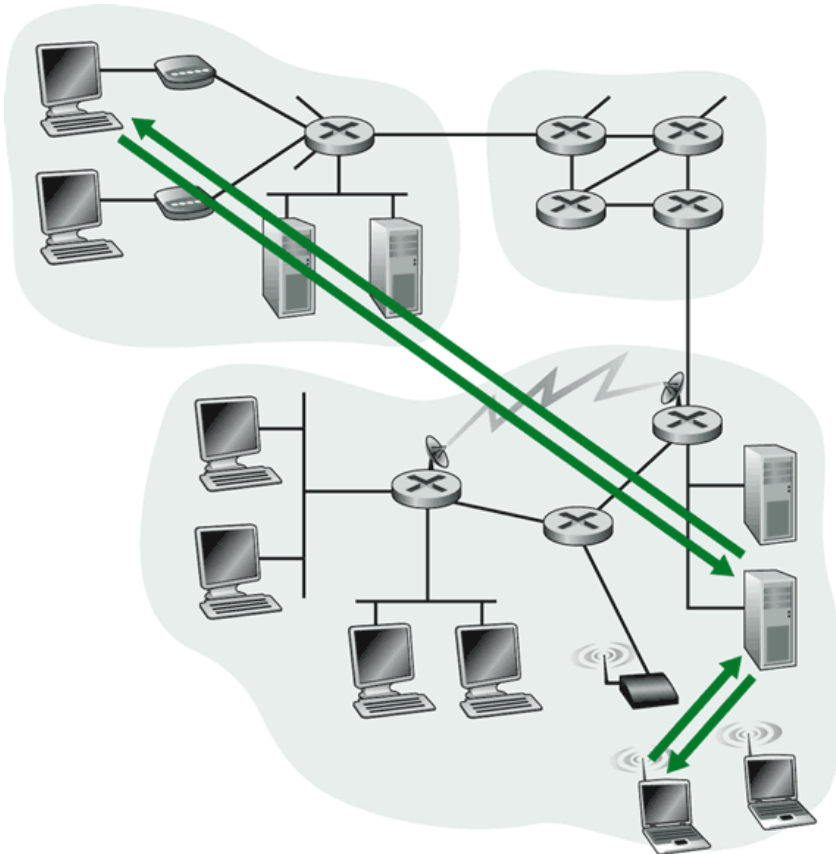
## server:

- always-on host
- permanent IP address
- server farms for scaling

## clients:

- communicate with server
- may be intermittently connected
- may have dynamic IP addresses
- do not communicate directly with each other

e.g:

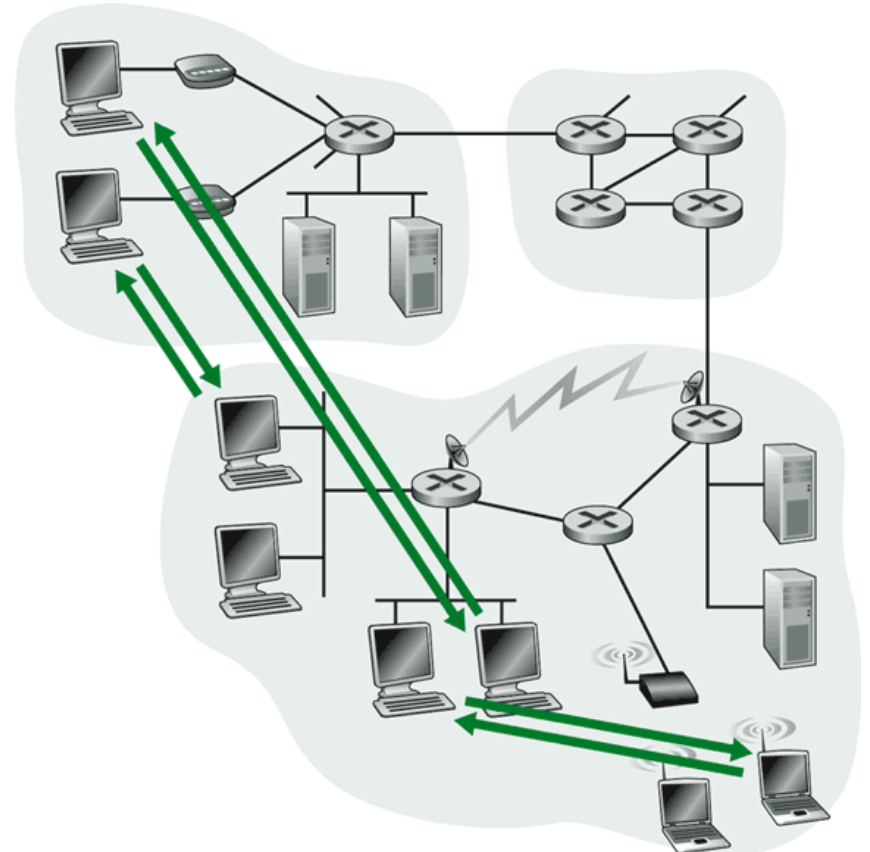


# P2P architecture

- no always-on server
- arbitrary end systems directly communicate
- peers are intermittently connected and change IP addresses
- e.g:

Highly scalable

But difficult to manage



# Processes communicating

**Process:** program running within a host.

- within same host, two processes communicate using **inter-process communication** (defined by OS).
- processes in different hosts communicate by exchanging **messages**

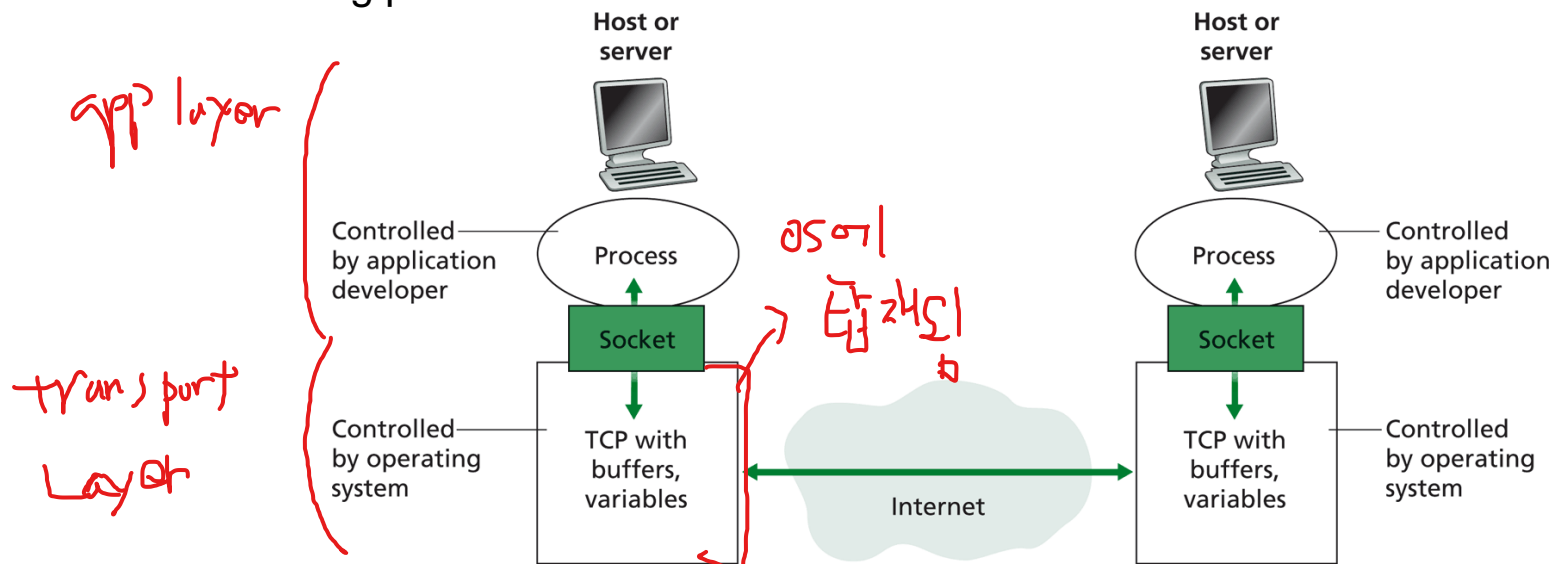
**Client process:** process that initiates communication

**Server process:** process that waits to be contacted

- Note: applications with P2P architectures have client processes & server processes

# Sockets

- process sends/receives messages to/from its **socket**
- API: (1) choice of transport protocol;  
(2) ability to fix a few parameters
- socket analogous to door
  - sending process shoves message out door
  - sending process relies on transport infrastructure on other side of door which brings message to socket at receiving process





## Addressing processes

- For a process to receive messages, it must have an identifier
- A host has a unique 32-bit IP address
- **Q:** does the IP address of the host on which the process runs suffice for identifying the process?
- Identifier includes both the **IP address** and **port numbers** associated with the process on the host.
- Example port numbers:
  - HTTP server: 80
  - Mail server: 25
- To send HTTP messages to [www.kw.ac.kr](http://www.kw.ac.kr) web server:
  - **IP address:** 223.194.1.80
  - **Port number:** 80
- **More on this later**

# App-layer protocol defines

- Types of messages exchanged: e.g., request & response messages
- Message syntax: what fields in messages & how fields are delineated
- Message semantics: meaning of information in fields
- Rules for when and how processes send & respond to messages

## Public-domain protocols:

- defined in RFCs
- allows for interoperability
- e.g., HTTP, SMTP

## Proprietary protocols:

- e.g. Skype

# What transport service does an app need?

## Data Integrity

- some apps (e.g., audio) can tolerate some loss
- other apps (e.g., file transfer, telnet) require 100% reliable data transfer

## Throughput

- some apps (e.g., multimedia) require minimum amount of bandwidth to be “effective”
- other apps (“elastic apps”) make use of whatever bandwidth they get

## Timing

- some apps (e.g., Internet telephony, interactive games) require low delay to be “effective”

## Transport service requirements of common apps

Application	Data loss	Bandwidth	Time Sensitive
file transfer	no loss	elastic	no
e-mail	no loss	elastic	no
Web documents	no loss	elastic	no
real-time audio/video	loss-tolerant	audio: 5kbps-1Mbps video: 10kbps-5Mbps	yes, 100's msec
stored audio/video	loss-tolerant	same as above	yes, few secs
interactive games	loss-tolerant	few kbps up	yes, 100's msec
instant messaging	no loss	elastic	yes and no

# Internet transport protocols services

## TCP service:

- *reliable transport* between sending and receiving process
- *flow control*: sender won't overwhelm receiver
- *congestion control*: throttle sender when network overloaded
- *does not provide*: timing, minimum throughput guarantee, security
- *connection-oriented*: setup required between client and server processes

## UDP service:

- *unreliable data transfer* between sending and receiving process
- *does not provide*: connection setup, reliability, flow control, congestion control, timing, or bandwidth guarantee

Q: why bother? Why is there a UDP?

## Internet apps: application, transport protocols

Application	Application layer protocol	Underlying transport protocol
e-mail	SMTP [RFC 2821]	TCP
remote terminal access	Telnet [RFC 854]	
Web	HTTP [RFC 2616]	
file transfer	FTP [RFC 959]	
streaming multimedia	HTTP(e.g. YouTube), RTP [RFC 1889]	TCP or UDP
Internet telephony	SIP, RTP, proprietary (e.g., Skype)	

# Securing TCP

## TCP & UDP

- no encryption
- cleartext passwds sent into socket traverse Internet in cleartext

## SSL

- provides encrypted TCP connection
- data integrity
- end-point authentication

## SSL is at app layer

- apps use SSL libraries, that “talk” to TCP

## SSL socket API

- cleartext passwords sent into socket traverse Internet encrypted
- see Chapter 8

# Web and HTTP

First a review...

- **Web page** consists of **objects**
- Object can be HTML file, JPEG image, Java applet, audio file,...
- Web page consists of **base HTML-file** which includes several referenced objects
- Each object is addressable by a **URL**
- Example URL:

`www.someschool.edu/someDept/pic.gif`

host name

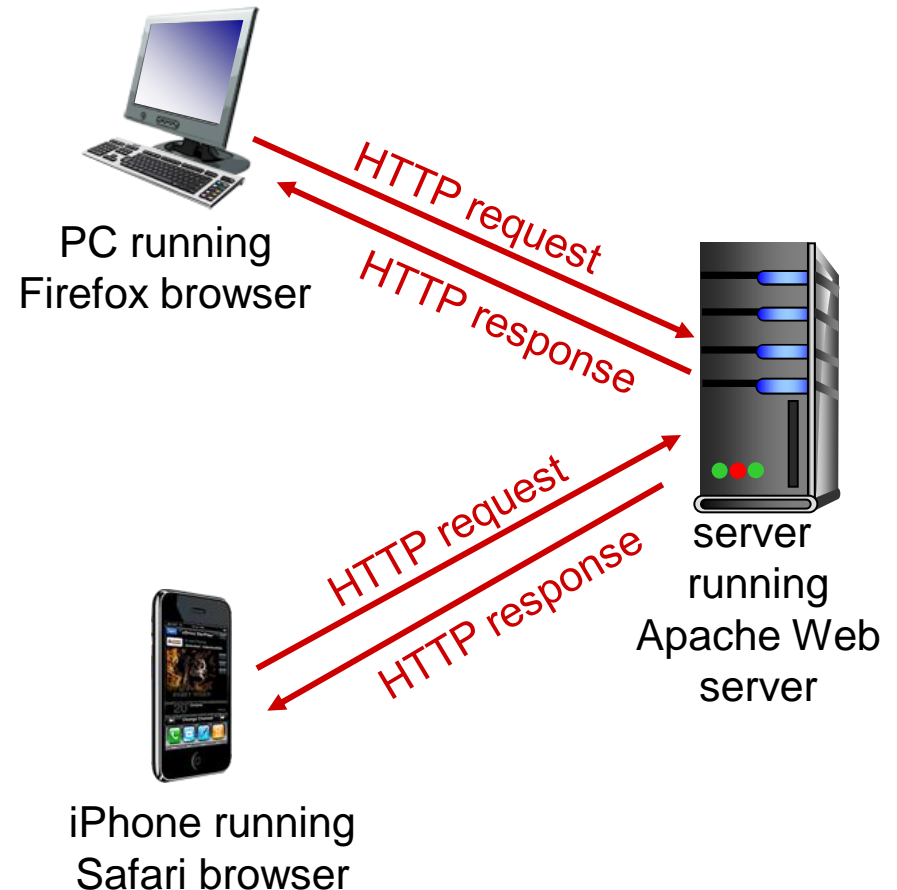
path name



# HTTP overview

## HTTP: hypertext transfer protocol

- Web's application layer protocol
- client/server model
  - *client*: browser that requests, receives, "displays" Web objects
  - *server*: Web server sends objects in response to requests
- HTTP 1.0: RFC 1945
- HTTP 1.1: RFC 2068



# HTTP overview (continued)

## Uses TCP:

- client initiates TCP connection (creates socket) to server, port 80
- server accepts TCP connection from client
- HTTP messages (application-layer protocol messages) exchanged between browser (HTTP client) and Web server (HTTP server)
- TCP connection closed

## HTTP is “stateless”

- server maintains no information about past client requests

**Protocols that maintain “state” are complex!** aside

- past history (state) must be maintained
- if server/client crashes, their views of “state” may be inconsistent, must be reconciled

# HTTP connections

## Non-persistent HTTP

- At most one object is sent over a TCP connection.
  - Connection then closed
- Downloading multiple objects requires multiple connections
- HTTP/1.0 uses nonpersistent HTTP

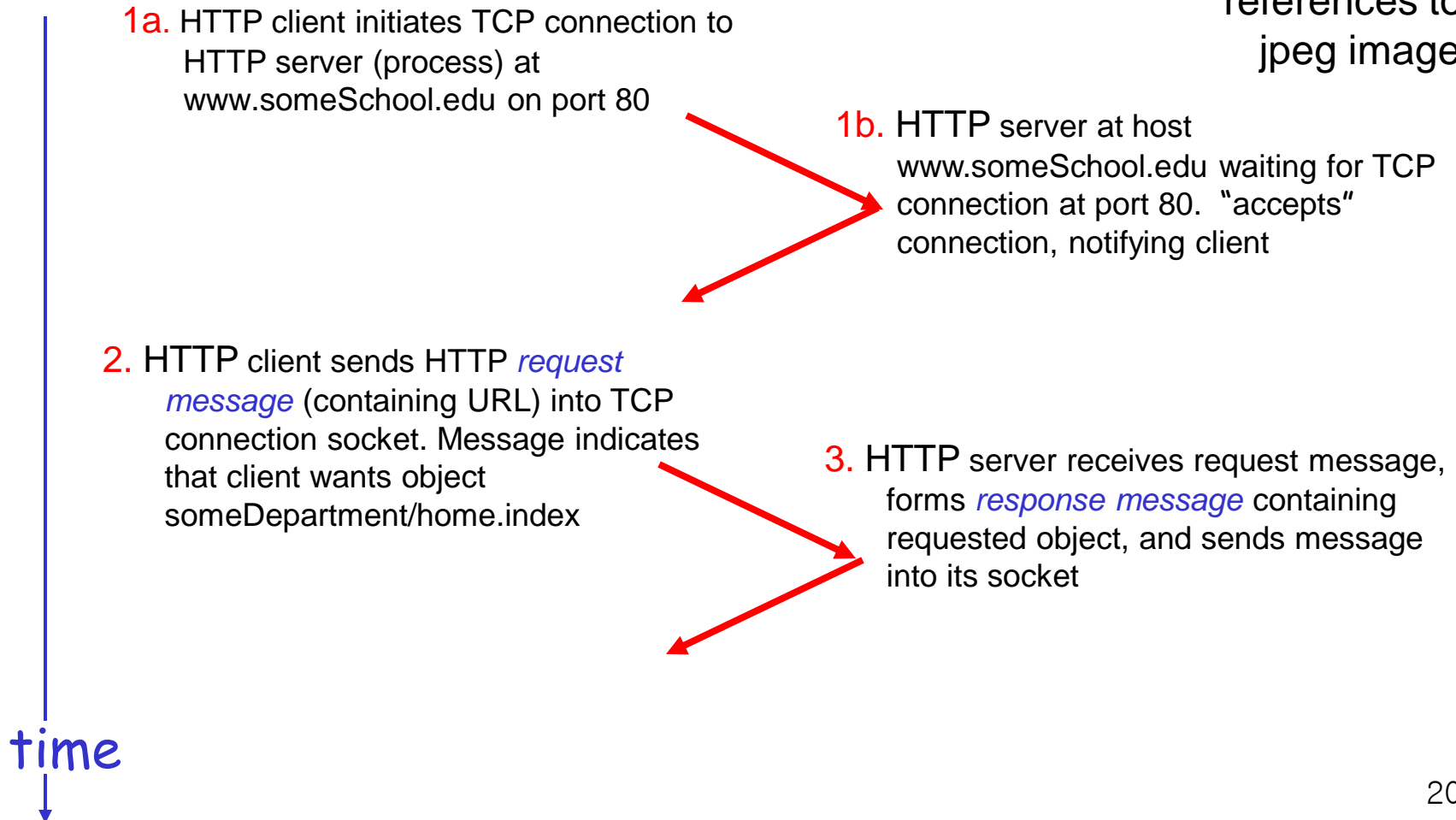
## Persistent HTTP

- Multiple objects can be sent over single TCP connection between client and server.
- HTTP/1.1 uses persistent connections in default mode

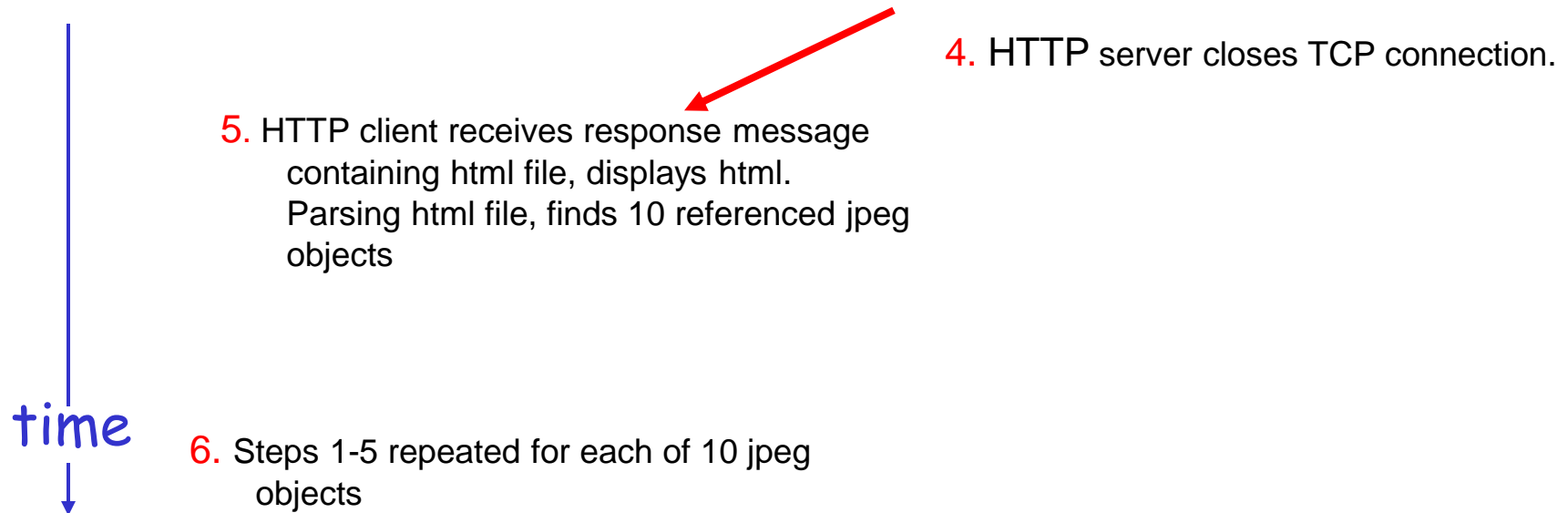
# Nonpersistent HTTP

Suppose user enters URL `www.someSchool.edu/someDepartment/home.index`

(contains text,  
references to 10  
jpeg images)



## Nonpersistent HTTP (cont.)



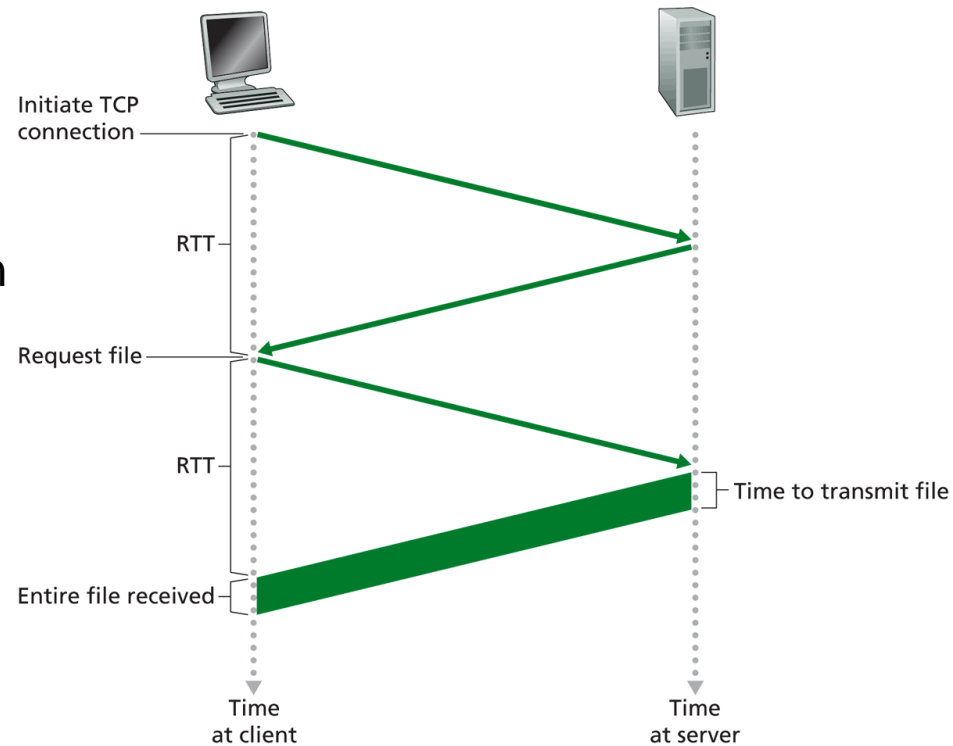
# Response time modeling

**Definition of RTT:** time to send a small packet to travel from client to server and back.

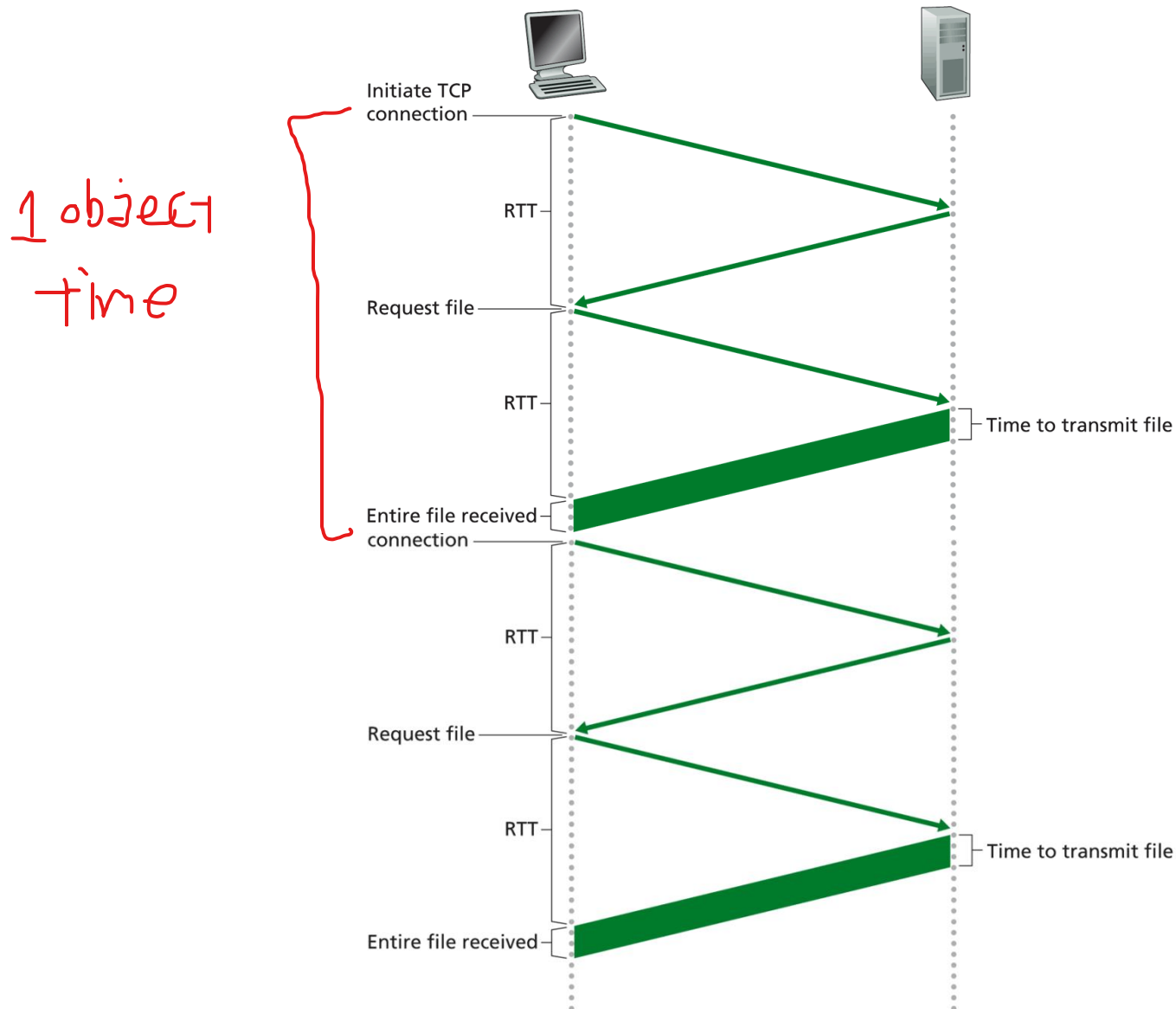
## Response time:

- one RTT to initiate TCP connection
- one RTT for HTTP request and first few bytes of HTTP response to return
- file transmission time

**total =  $2RTT + \text{transmit time}$**



## Non-persistent HTTP example: one (embedded) object



# Persistent HTTP

## Non-persistent HTTP issues:

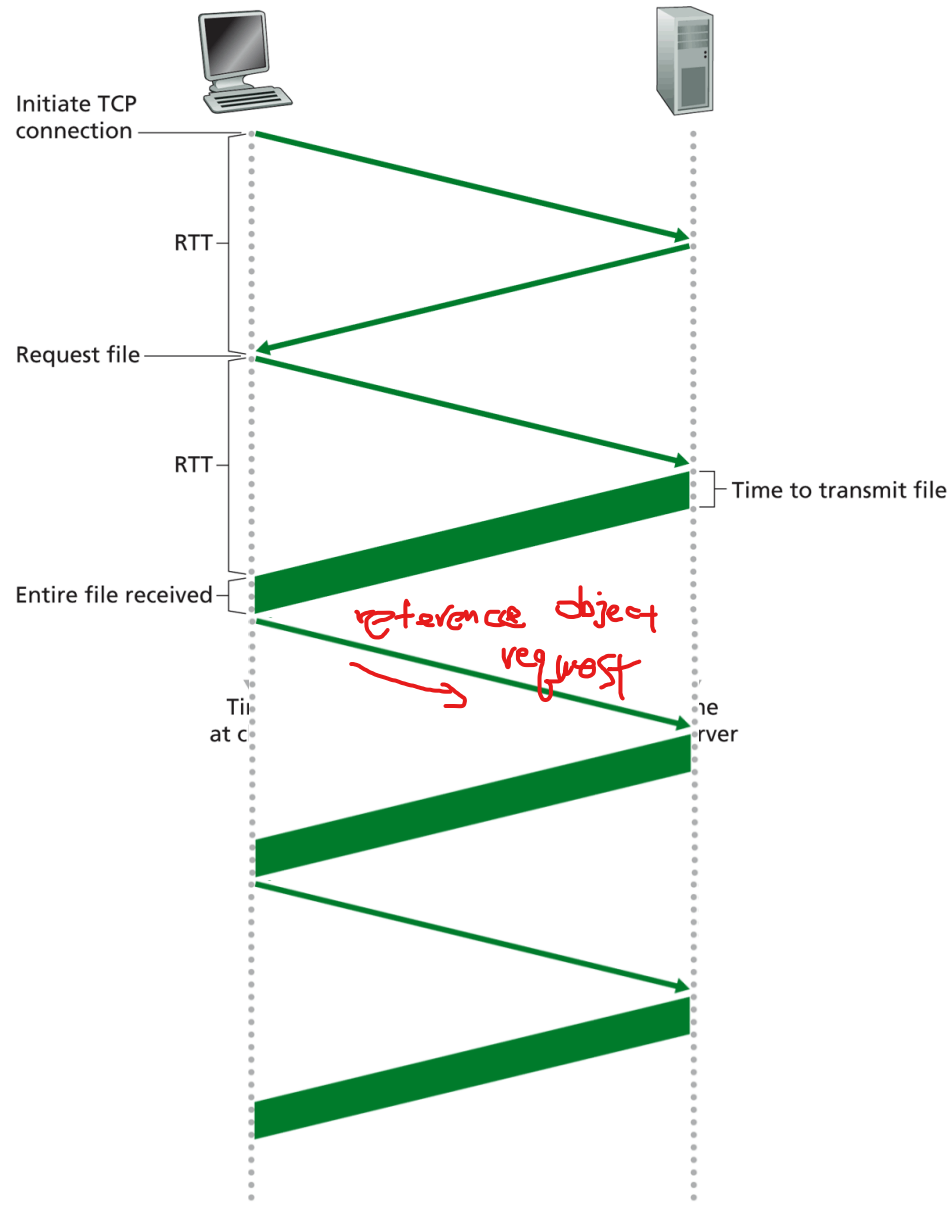
- requires 2 RTTs per object
- OS overhead for *each* TCP connection
- browsers often open parallel TCP connections to fetch referenced objects

## Persistent HTTP

- server leaves connection open after sending response
- subsequent HTTP messages between same client/server sent over open connection
- client sends requests as soon as it encounters a referenced object
- as little as one RTT for all the referenced objects



# Persistent HTTP example: two (embedded) objects



# HTTP request message

- two types of HTTP messages: *request*, *response*
- HTTP request message:
  - ASCII (human-readable format)

request line  
(GET, POST,  
HEAD commands)

header  
lines

carriage return,  
line feed at start  
of line indicates  
end of header lines

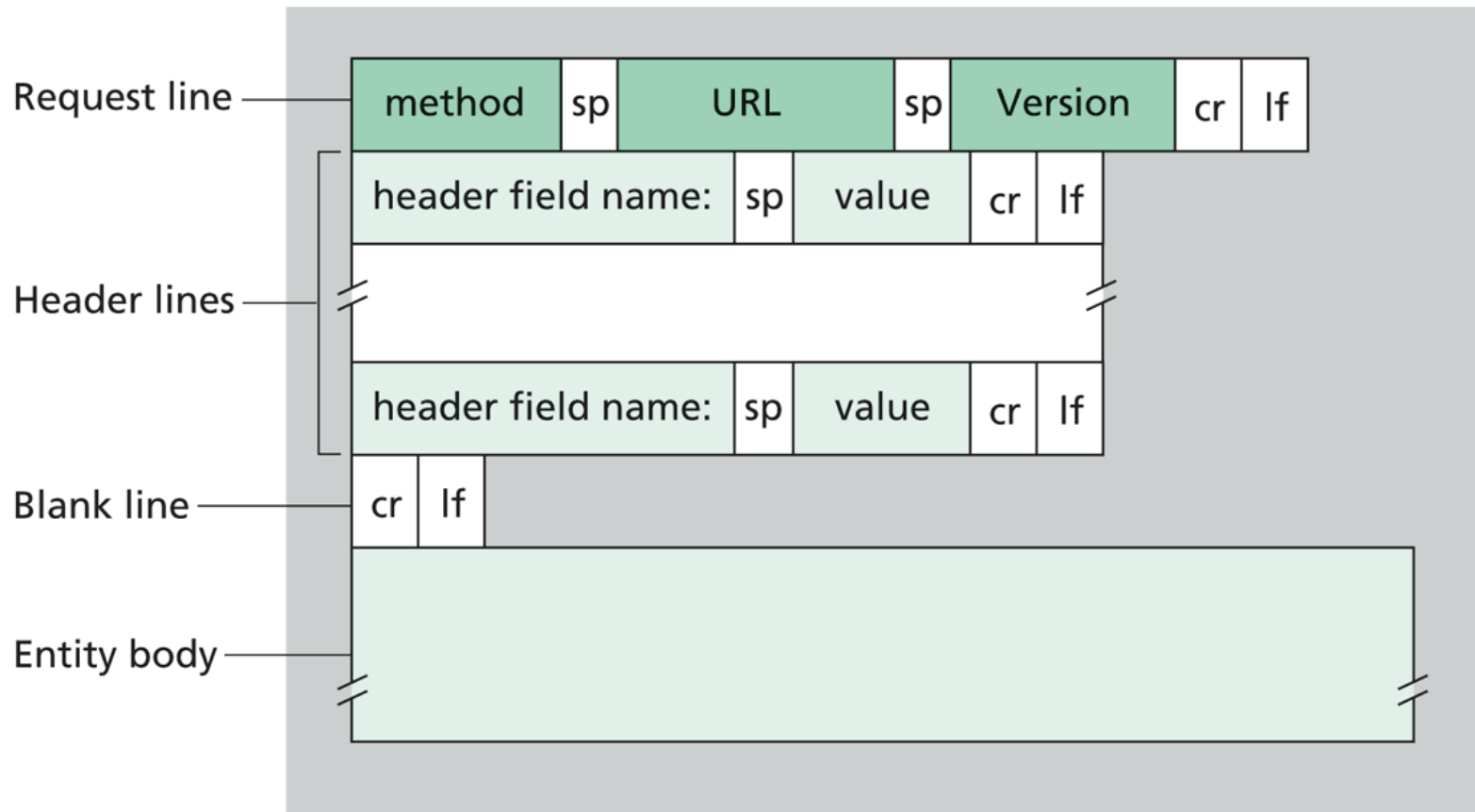
```
GET /index.html HTTP/1.1\r\n
Host: www-net.cs.umass.edu\r\n
User-Agent: Firefox/3.6.10\r\n
Accept: text/html,application/xhtml+xml\r\n
Accept-Language: en-us,en;q=0.5\r\n
Accept-Encoding: gzip,deflate\r\n
Accept-Charset: ISO-8859-1,utf-8;q=0.7\r\n
Keep-Alive: 115\r\n
Connection: keep-alive\r\n
\r\n
```

carriage return character

line-feed character

The diagram illustrates the structure of an HTTP request message. It shows a sequence of lines: a request line, followed by several header lines, and ending with a blank line. Blue arrows point from descriptive text on the left to specific parts of the message. One arrow points to the request line, another to the header lines, and a third to the blank line at the end. Two arrows at the top right point to the '\r' and '\n' characters in the first line, identifying them as carriage return and line-feed characters respectively.

## HTTP request message: general format



# Uploading form input

## Post method:

- Web page often includes form input
- Input is uploaded to server in entity body

## URL method:

- Uses GET method
- Input is uploaded in URL field of request line:

`www.somesite.com/animalsearch?monkeys&banana`

# Method types

## HTTP/1.0

- GET
- POST
- HEAD
  - asks server to leave requested object out of response

## HTTP/1.1

- GET, POST, HEAD
- PUT
  - uploads file in entity body to path specified in URL field
- DELETE
  - deletes file specified in the URL field

# HTTP response message

status line  
(protocol  
status code  
status phrase)

header  
lines

data, e.g.,  
requested  
HTML file

```
HTTP/1.1 200 OK\r\n
Date: Sun, 26 Sep 2010 20:09:20 GMT\r\n
Server: Apache/2.0.52 (CentOS)\r\n
Last-Modified: Tue, 30 Oct 2007 17:00:02
GMT\r\n
ETag: "17dc6-a5c-bf716880"\r\n
Accept-Ranges: bytes\r\n
Content-Length: 2652\r\n
Keep-Alive: timeout=10, max=100\r\n
Connection: Keep-Alive\r\n
Content-Type: text/html; charset=ISO-8859-
1\r\n
\r\n
data data data data data ...
```

# HTTP response status codes

In first line in server->client response message.

A few sample codes:

## 200 OK

- request succeeded, requested object later in this message

## 301 Moved Permanently

- requested object moved, new location specified later in this message  
(Location:)

## 400 Bad Request

- request message not understood by server

## 404 Not Found

- requested document not found on this server

## 505 HTTP Version Not Supported

# Trying out HTTP (client side) for yourself

1. Telnet to your favorite Web server:

`telnet gaia.cs.umass.edu 80` { opens TCP connection to port 80  
(default HTTP server port)  
at gaia.cs.umass.edu.  
anything typed in will be sent  
to port 80 at gaia.cs.umass.edu

2. type in a GET HTTP request:

`GET /kurose_ross/interactive/index.php HTTP/1.1`  
`Host: gaia.cs.umass.edu` { by typing this in (hit carriage  
return twice), you send  
this minimal (but complete)  
GET request to HTTP server

3. look at response message sent by HTTP server!

(or use Wireshark to look at captured HTTP request/response)



# User-server state: cookies

Many major Web sites use cookies

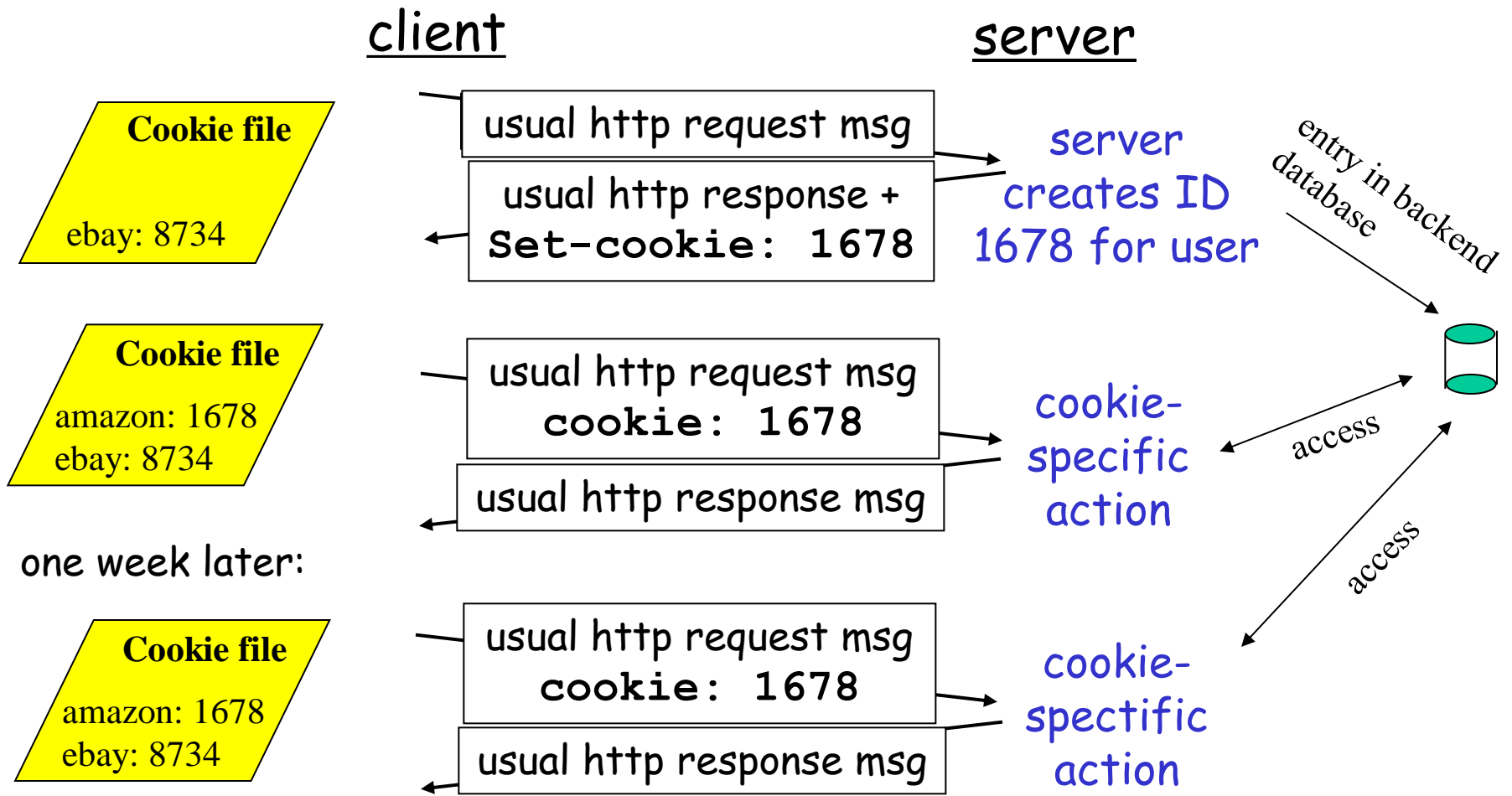
## Four components:

- 1) cookie header line of HTTP *response* message
- 2) cookie header line in HTTP *request* message
- 3) cookie file kept on user's host, managed by user's browser
- 4) back-end database at Web site

## Example:

- Susan access Internet always from same PC
- She visits a specific e-commerce site for first time
- When initial HTTP requests arrives at site, site creates a unique ID and creates an entry in backend database for ID

## Cookies: keeping "state" (cont.)



## Cookies (continued)

### *what cookies can be used for:*

- authorization
- shopping carts
- recommendations
- user session state (Web e-mail)

### *how to keep “state”:*

- protocol endpoints: maintain state at sender/receiver over multiple transactions
- cookies: http messages carry state

aside

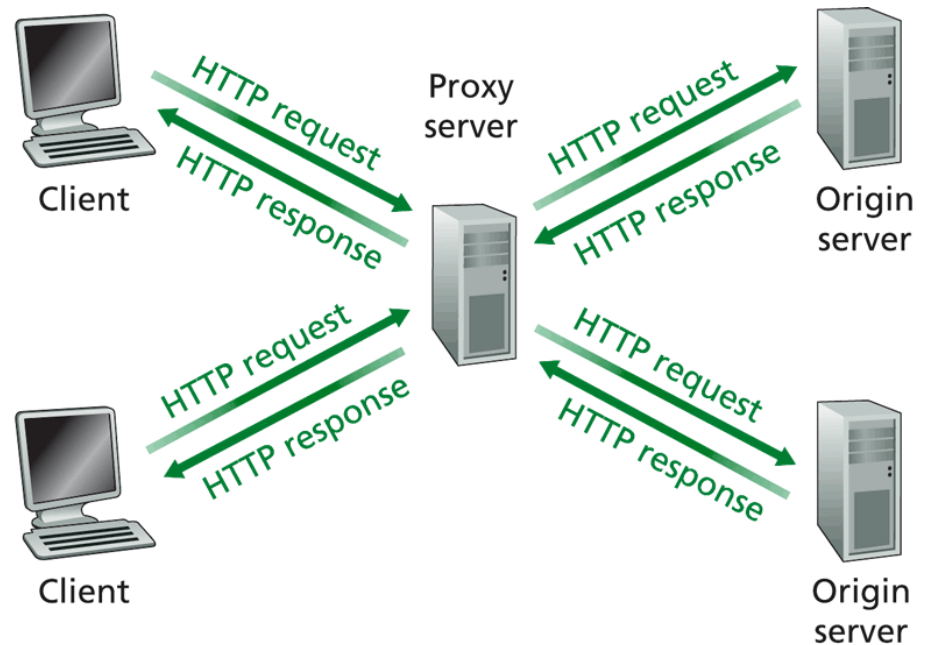
#### *cookies and privacy:*

- cookies permit sites to learn a lot about you
- you may supply name and e-mail to sites

# Web caches (proxy server)

**Goal:** satisfy client request without involving origin server

- user sets browser: Web accesses via cache
- browser sends all HTTP requests to cache
  - object in cache: cache returns object
  - else cache requests object from origin server, then returns object to client



# More about Web caching

- Cache acts as both client and server
  - Server for original requesting client
  - Client to origin server
- Typically cache is installed by ISP (university, company, residential ISP)

## Why Web caching?

- Reduce response time for client request.
- Reduce traffic on an institution's access link.
- Internet dense with caches enables "poor" content providers to effectively deliver content (but so does P2P file sharing)

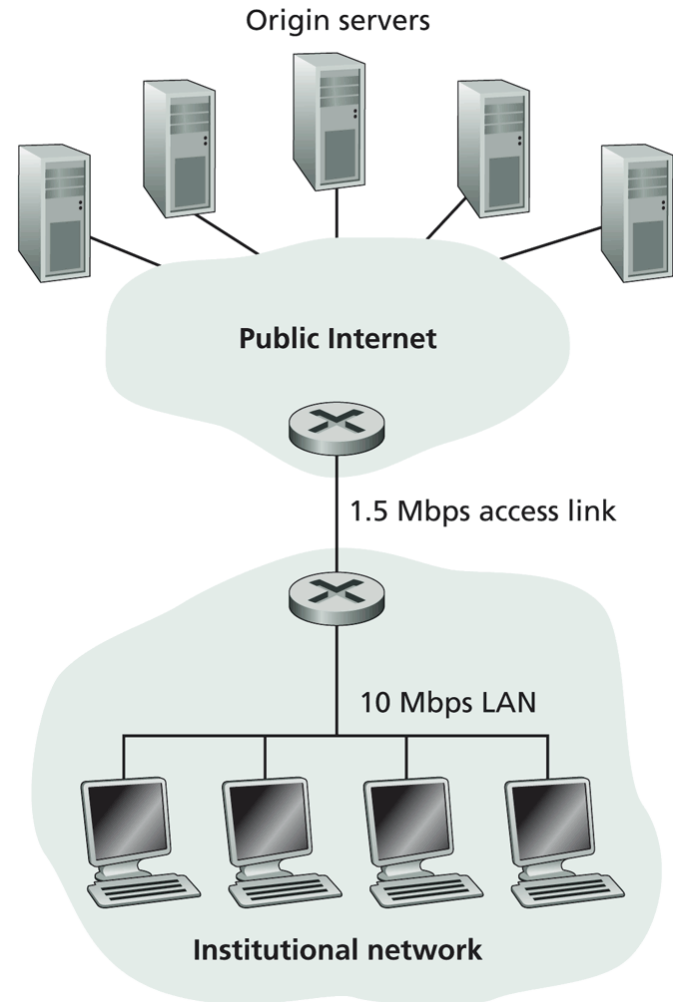
# Caching example

## Assumptions

- average object size = 100,000 bits
- avg. request rate from institution's browsers to origin servers = 15/sec
- delay from **edge** router to any origin server and back to router = 2 sec

## Consequences

- utilization on LAN = 15%
- utilization on access link = 100%
- total delay = Internet delay + access delay + LAN delay  
= 2 sec + minutes + milliseconds



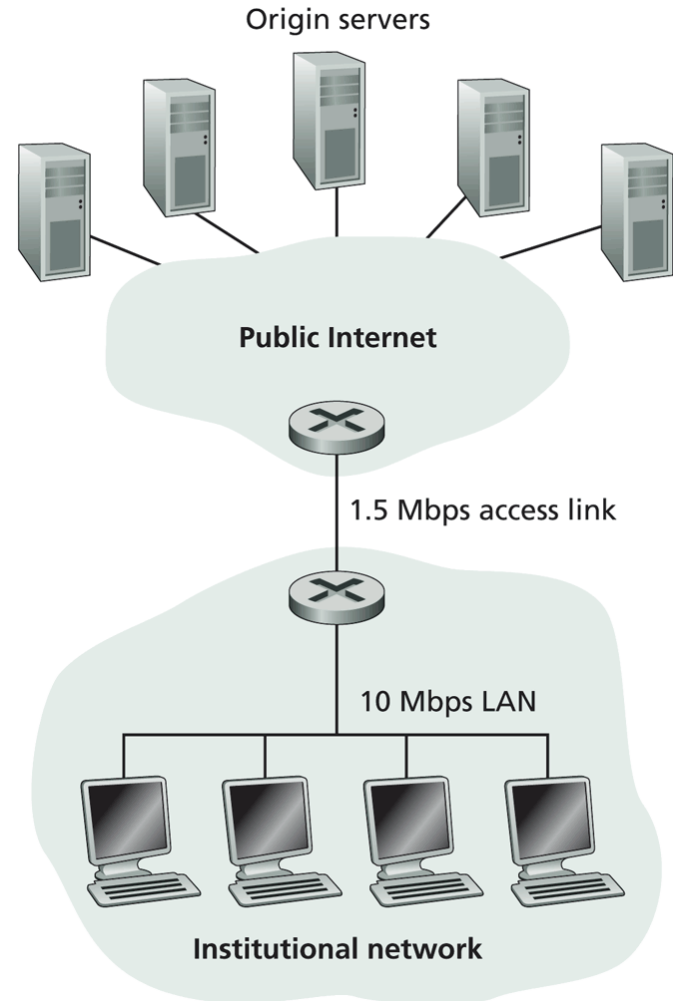
# Caching example (cont)

## Possible solution

- increase bandwidth of access link to, say, 10 Mbps

## Consequences

- utilization on LAN = ?
- utilization on access link = ?
- Total delay = ?
- often a costly upgrade



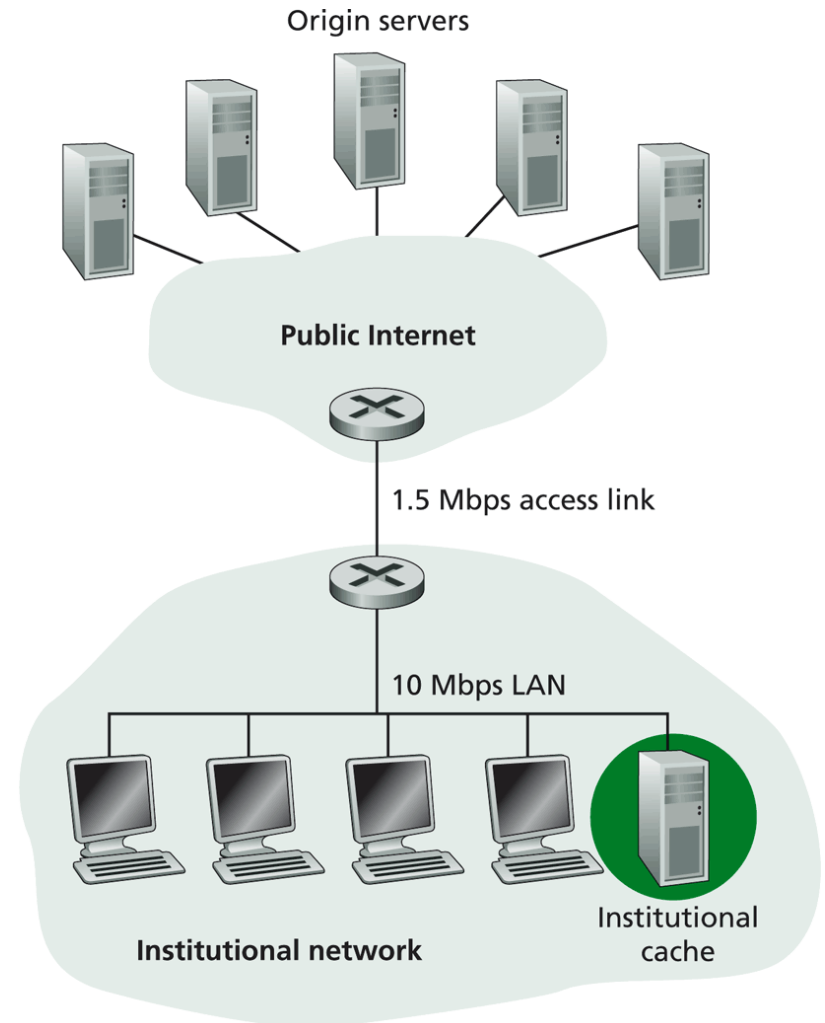
## Caching example (cont)

### Install cache

- suppose hit rate is .4

### Consequence

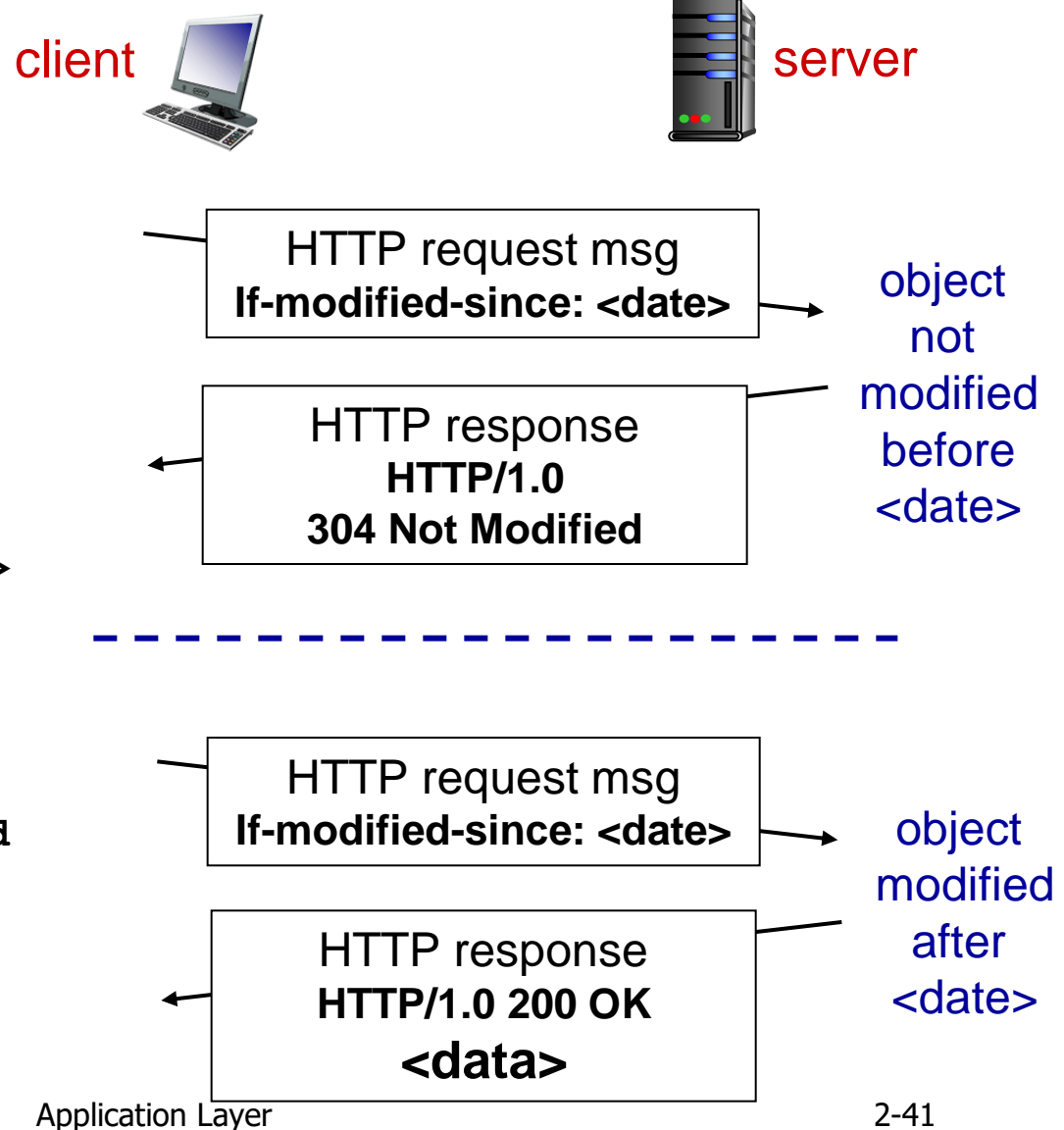
- 40% requests will be satisfied almost immediately
- 60% requests satisfied by origin server
- utilization of access link reduced to 60%, resulting in negligible delays (say 10 msec)
- total avg delay = Internet delay + access delay + LAN delay = ?





# Conditional GET

- **Goal:** don't send object if cache has up-to-date cached version
  - no object transmission delay
  - lower link utilization
- **cache:** specify date of cached copy in HTTP request  
`If-modified-since: <date>`
- **server:** response contains no object if cached copy is up-to-date:  
`HTTP/1.0 304 Not Modified`

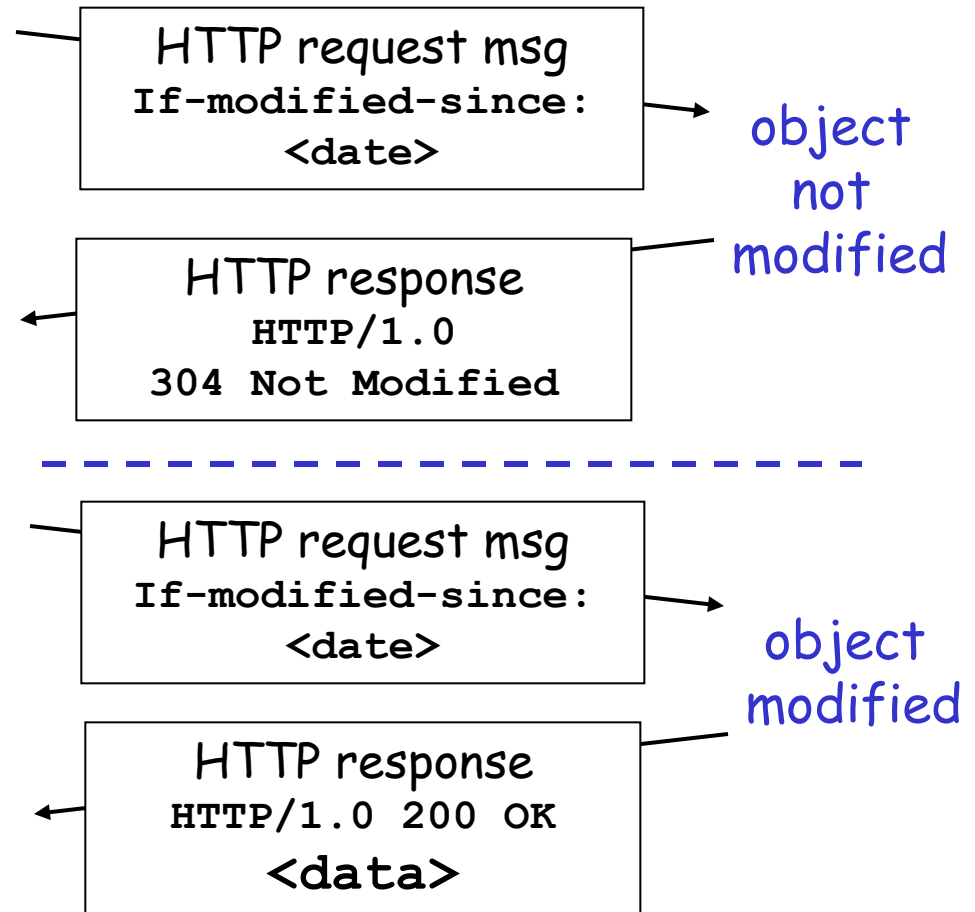


## Conditional GET

- **Goal:** don't send object if cache has up-to-date cached version
- cache: specify date of cached copy in HTTP request  
`If-modified-since: <date>`
- server: response contains no object if cached copy is up-to-date:  
`HTTP/1.0 304 Not Modified`

cache

server



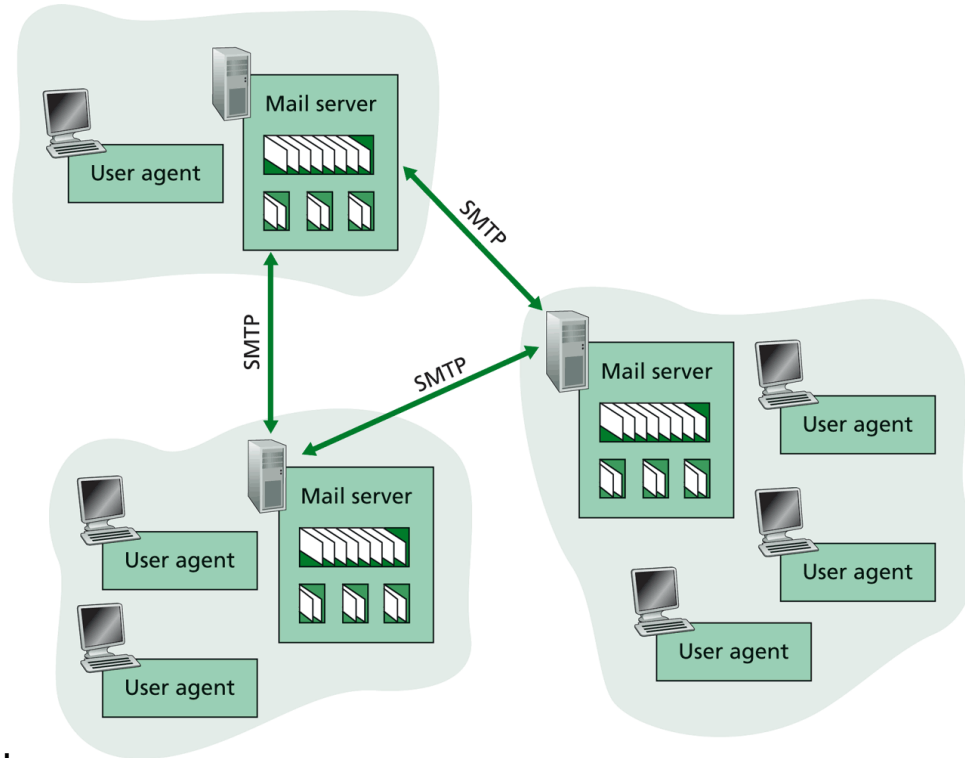
# Electronic Mail

## Three major components:

- user agents
- mail servers
- simple mail transfer protocol: SMTP

## User Agent

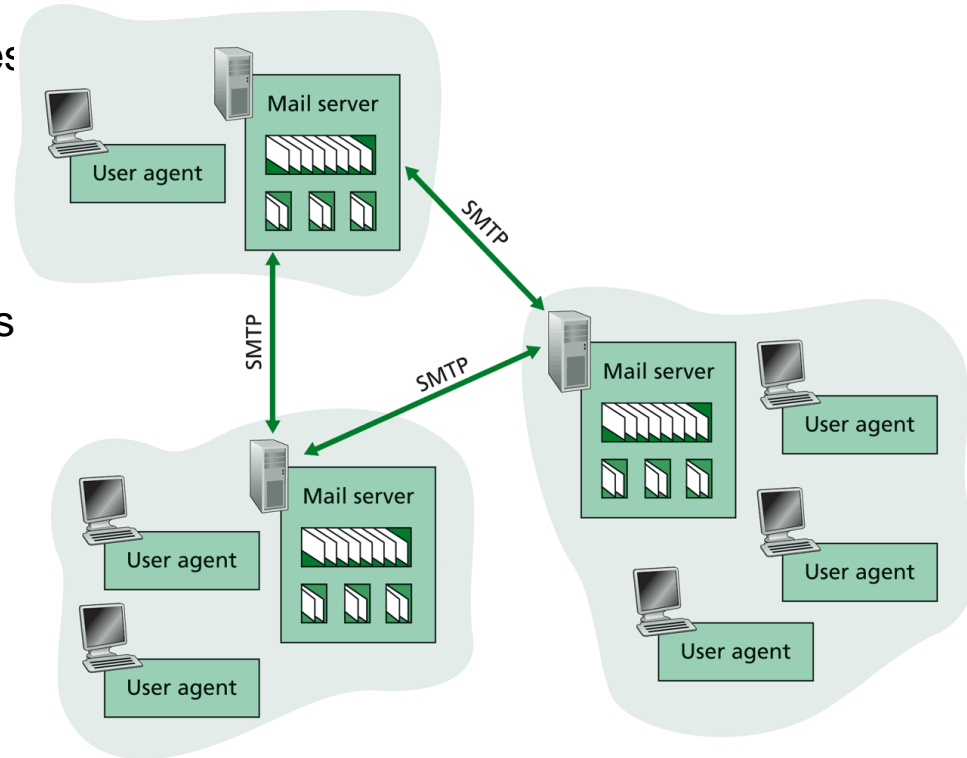
- a.k.a. "mail reader"
- composing, editing, reading mail messages
- e.g., Outlook, Netscape Messenger, iPhone mail client
- outgoing, incoming messages stored on server



# Electronic Mail: mail servers

## Mail Servers

- **mailbox** contains incoming messages for user
- **message queue** of outgoing (to be sent) mail messages
- **SMTP protocol** between mail servers to send email messages
  - client: sending mail server
  - “server”: receiving mail server

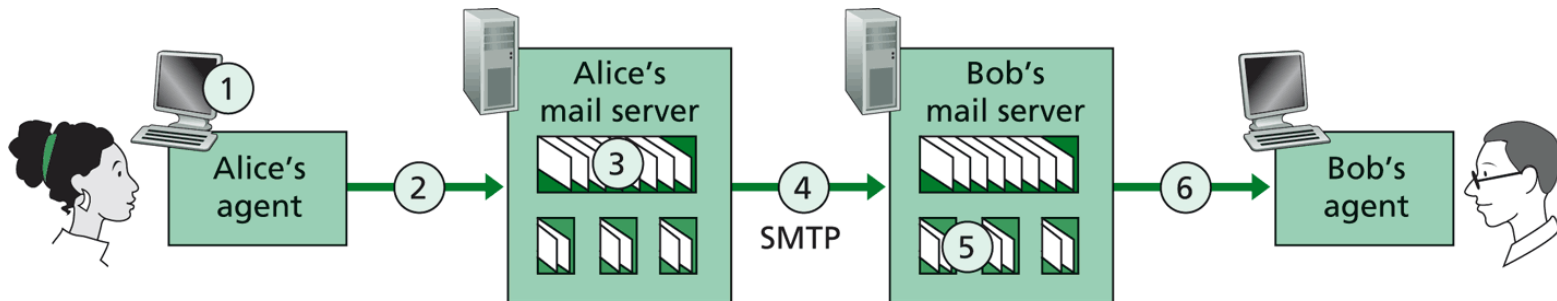


# Electronic Mail: SMTP [RFC 2821]

- uses TCP to reliably transfer email message from client to server, port 25
- direct transfer: sending server to receiving server
- three phases of transfer
  - handshaking (greeting)
  - transfer of messages
  - closure
- command/response interaction
  - **commands**: ASCII text
  - **response**: status code and phrase
- messages must be in 7-bit ASCII

## Scenario: Alice sends message to Bob

- 1) Alice uses UA to compose message and "to" bob@someschool.edu
- 2) Alice's UA sends message to her mail server; message placed in message queue
- 3) Client side of SMTP opens TCP connection with Bob's mail server
- 4) SMTP client sends Alice's message over the TCP connection
- 5) Bob's mail server places the message in Bob's mailbox
- 6) Bob invokes his user agent to read message



## Sample SMTP interaction

```
S: 220 hamburger.edu
C: HELO crepes.fr
S: 250 Hello crepes.fr, pleased to meet you
C: MAIL FROM: <alice@crepes.fr>
S: 250 alice@crepes.fr... Sender ok
C: RCPT TO: <bob@hamburger.edu>
S: 250 bob@hamburger.edu ... Recipient ok
C: DATA
S: 354 Enter mail, end with "." on a line by itself
C: Do you like ketchup?
C: How about pickles?
C: .
S: 250 Message accepted for delivery
C: QUIT
S: 221 hamburger.edu closing connection
```

## Try SMTP interaction for yourself:

- `telnet servername 25`
- see 220 reply from server
- enter HELO, MAIL FROM, RCPT TO, DATA, QUIT commands

above lets you send email without using email client (reader)



# SMTP: final words

- SMTP uses persistent connections
- SMTP requires message (header & body) to be in 7-bit ASCII
- SMTP server uses `CRLF.CRLF` to determine end of message

## Comparison with HTTP:

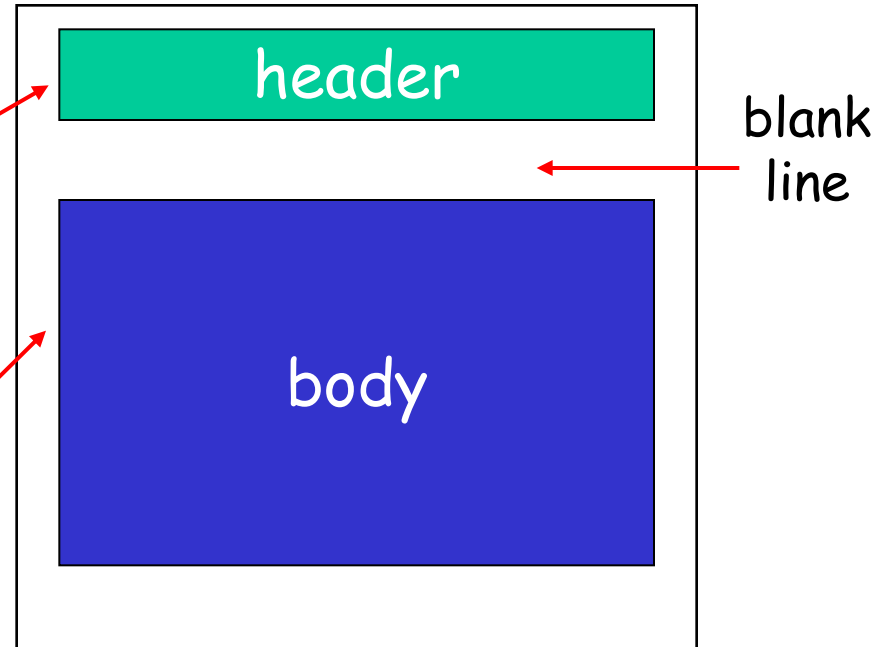
- HTTP: pull
- SMTP: push
- both have ASCII command/response interaction, status codes
- HTTP: each object encapsulated in its own response msg
- SMTP: multiple objects sent in multipart msg

# Mail message format

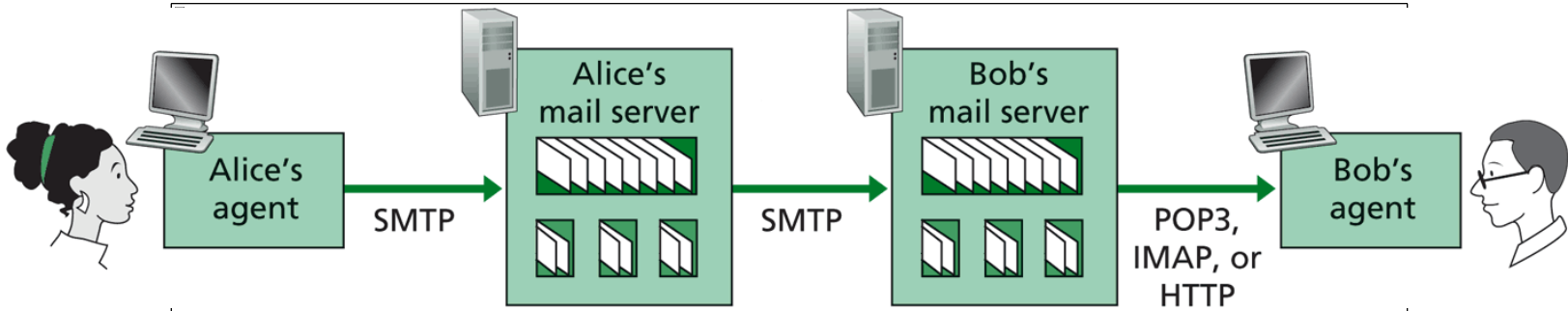
SMTP: protocol for exchanging email  
msgs

RFC 822: standard for text message  
format:

- header lines, e.g.,
  - To:
  - From:
  - Subject:*different from SMTP commands!*
- body
  - the "message", ASCII characters only



# Mail access protocols




- SMTP: delivery/storage to receiver's server
- Mail access protocol: retrieval from server
  - POP: Post Office Protocol [RFC 1939]
    - authorization (agent <-->server) and download
  - IMAP: Internet Mail Access Protocol [RFC 1730]
    - more features (more complex)
    - manipulation of stored msgs on server
  - HTTP: Hotmail, Yahoo! Mail, etc.

# POP3 protocol

## authorization phase


- client commands:
  - **user**: declare username
  - **pass**: password
- server responses
  - +OK
  - -ERR



```
S: +OK POP3 server ready
C: user bob
S: +OK
C: pass hungry
S: +OK user successfully logged on
```

## transaction phase, client:

- **list**: list message numbers
- **retr**: retrieve message by number
- **dele**: delete
- **quit**



```
C: list
S: 1 498
S: 2 912
S: .
C: retr 1
S: <message 1 contents>
S: .
C: dele 1
C: retr 2
S: <message 1 contents>
S: .
C: dele 2
C: quit
S: +OK POP3 server signing off
```

# POP3 (more) and IMAP

## More about POP3

- Previous example uses “download and delete” mode.
- Bob cannot re-read e-mail if he changes client
- “Download-and-keep”: copies of messages on different clients
- POP3 is stateless across sessions

## IMAP

- Keep all messages in one place: the server
- Allows user to organize messages in folders
- IMAP keeps user state across sessions:
  - names of folders and mappings between message IDs and folder name

# DNS: Domain Name System

**People:** many identifiers:

- SSN, name, passport #

**Internet hosts, routers:**

- IP address (32 bit) - used for addressing datagrams
- “name”, e.g., ww.yahoo.com - used by humans

**Q:** map between IP addresses and name ?

**Domain Name System:**

- *distributed database* implemented in hierarchy of many *name servers*
- *application-layer protocol* host, routers, name servers to communicate to *resolve* names (address/name translation)
  - note: core Internet function, implemented as application-layer protocol
  - complexity at network’s “edge”

# DNS

## DNS services

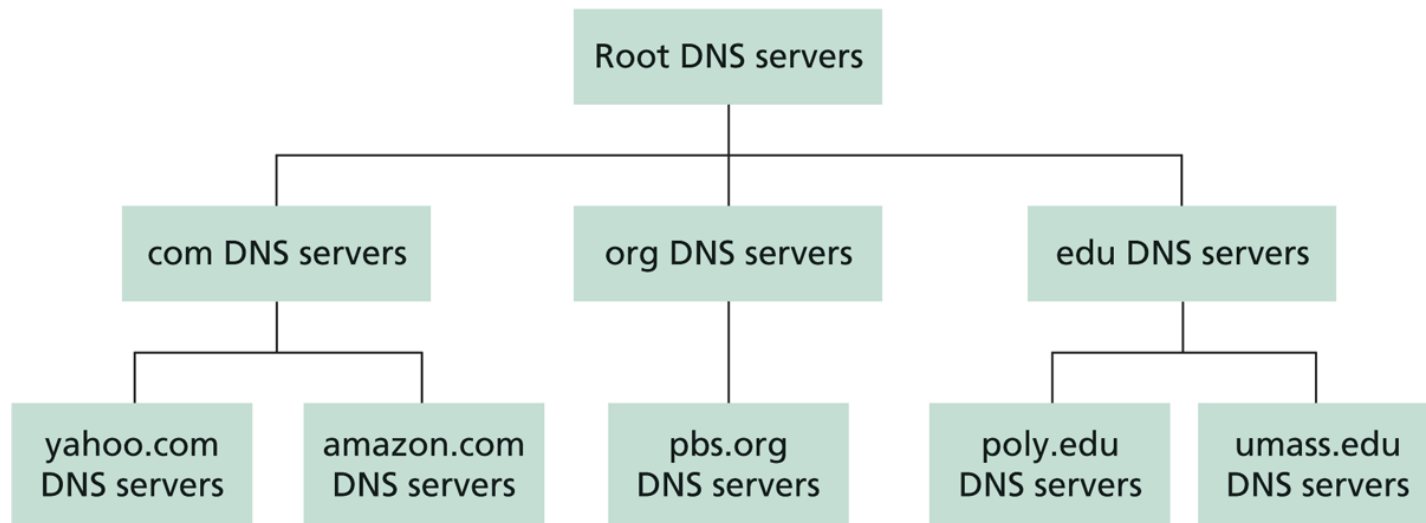
- Hostname to IP address translation
- Host aliasing
  - Canonical and alias names
- Mail server aliasing
- Load distribution
  - Replicated Web servers: set of IP addresses for one canonical name

## Why not centralize DNS?

- single point of failure
- traffic volume
- distant centralized database
- maintenance

doesn't *scale*!

# Distributed, Hierarchical Database



Client wants IP for [www.amazon.com](http://www.amazon.com); 1<sup>st</sup> approx:

- Client queries a root server to find com DNS server
- Client queries com DNS server to get amazon.com DNS server
- Client queries amazon.com DNS server to get IP address for [www.amazon.com](http://www.amazon.com)



# DNS: Root name servers

- contacted by local name server that can not resolve name
- root name server:
  - contacts authoritative name server if name mapping not known
  - gets mapping
  - returns mapping to local name server



13 root name servers  
worldwide

# TLD and Authoritative Servers

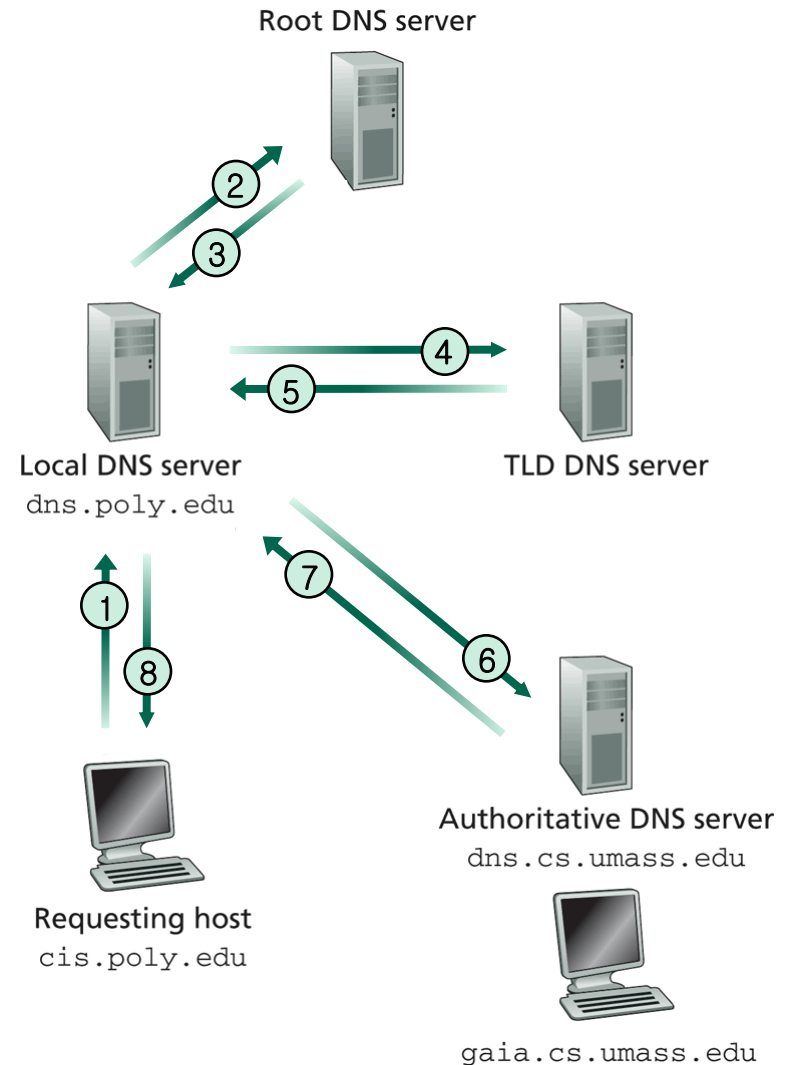
- **Top-level domain (TLD) servers:** responsible for com, org, net, edu, etc, and all top-level country domains uk, fr, ca, jp.
  - Network solutions maintains servers for com TLD
  - Educause for edu TLD
- **Authoritative DNS servers:** organization's DNS servers, providing authoritative hostname to IP mappings for organization's servers (e.g., Web and mail).
  - Can be maintained by organization or service provider

# Local Name Server

- Does not strictly belong to hierarchy
- Each ISP (residential ISP, company, university) has one.
  - Also called “default name server”
- When a host makes a DNS query, query is sent to its local DNS server
  - has local cache of recent name-to-address translation pairs (but may be out of date!)
  - Acts as a proxy, forwards query into hierarchy.

# Example

- Host at cis.poly.edu wants IP address for gaia.cs.umass.edu



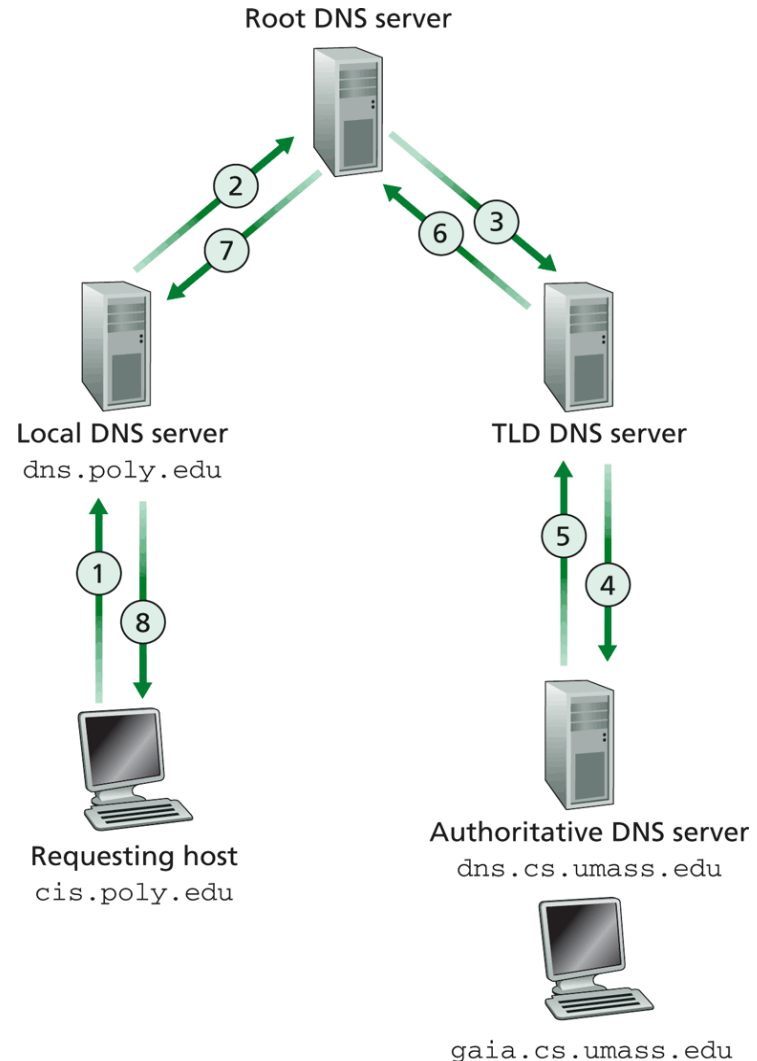
# Recursive queries

## recursive query:

- puts burden of name resolution on contacted name server
- heavy load?

## iterated query:

- contacted server replies with name of server to contact
- "I don't know this name, but ask this server"



# DNS: caching and updating records

- once (any) name server learns mapping, it *caches* mapping
  - cache entries timeout (disappear) after some time
  - TLD servers typically cached in local name servers
    - Thus root name servers not often visited
- cached entries may be *out-of-date* (best effort name-to-address translation!)
  - if name host changes IP address, may not be known Internet-wide until all TTLs expire
- update/notify mechanisms under design by IETF
  - RFC 2136
  - <http://www.ietf.org/html.charters/dnsind-charter.html>

# DNS records

DNS: distributed db storing resource records (RR)

RR format: (name, value, type, ttl)

- Type=A
  - **name** is hostname
  - **value** is IP address
- Type=NS
  - **name** is domain (e.g. foo.com)
  - **value** is hostname of authoritative name server for this domain
- Type=CNAME
  - **name** is alias name for some “canonical” (the real) name  
www.ibm.com is really  
servereast.backup2.ibm.com
  - **value** is canonical name
- Type=MX
  - **value** is name of mailserver associated with **name**

# DNS protocol, messages

DNS protocol : *query* and *reply* messages, both with same *message format*

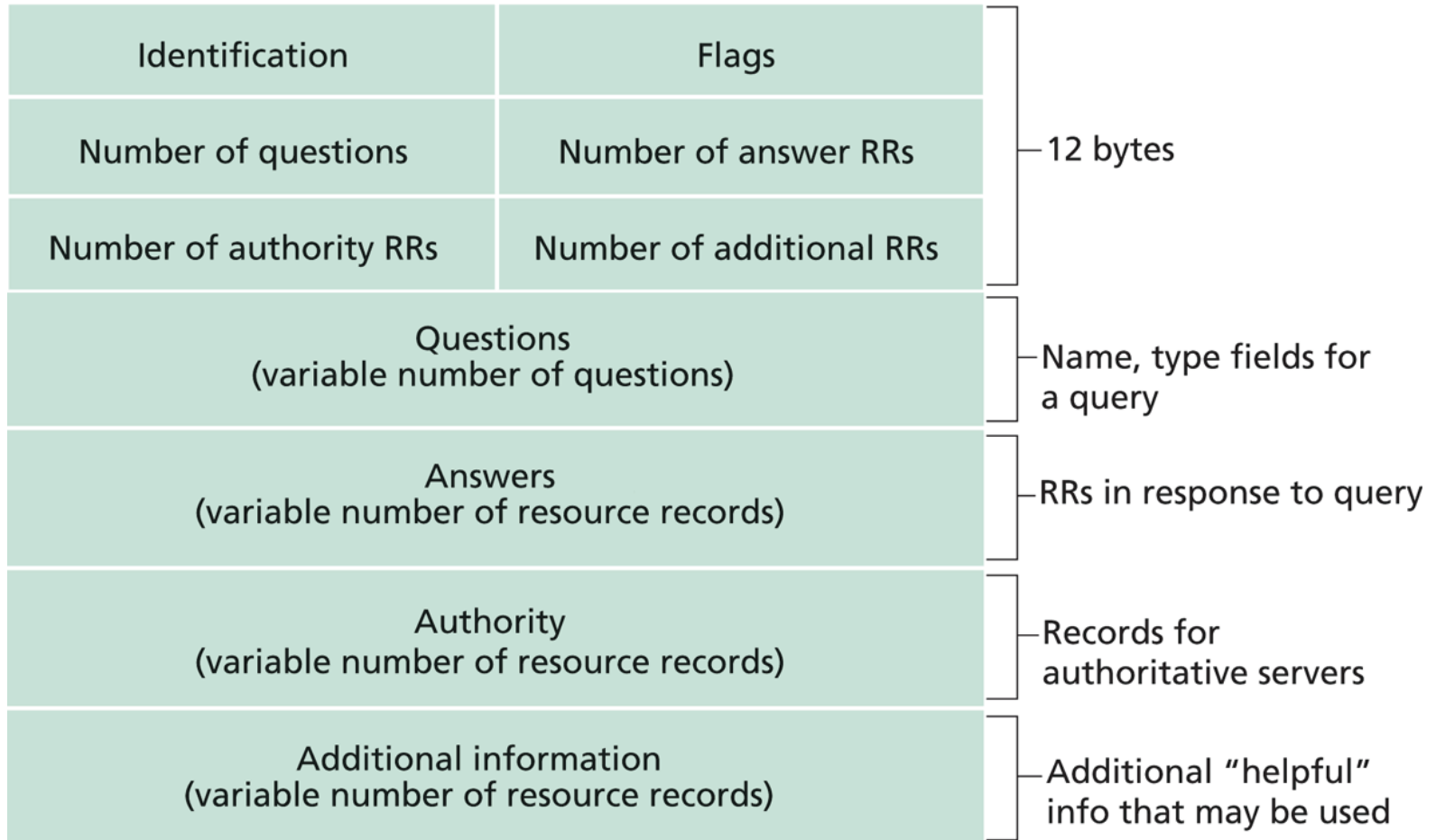
## msg header

- **identification**: 16 bit # for query, reply to query uses same #
- **flags**:
  - query or reply
  - recursion desired
  - recursion available
  - reply is authoritative

Identification	Flags	12 bytes
Number of questions	Number of answer RRs	
Number of authority RRs	Number of additional RRs	
Questions (variable number of questions)		
Answers (variable number of resource records)		
Authority (variable number of resource records)		
Additional information (variable number of resource records)		



# DNS protocol, messages



# Inserting records into DNS

- example: new startup “Network Utopia”
- register name networkutopia.com at *DNS registrar* (e.g., Network Solutions)
  - provide names, IP addresses of authoritative name server (primary and secondary)
  - registrar inserts two RRs into .com TLD server:  
`(networkutopia.com, dns1.networkutopia.com, NS)`  
`(dns1.networkutopia.com, 212.212.212.1, A)`
- create authoritative server type A record for www.networkutopia.com;  
type MX record for networkutopia.com