

# Distributed Systems

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# Distributed Systems

HTTP 的通訊協定與應用

## HTTP and REST

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Distributed Systems

# HTTP：網路通訊的角度看Web

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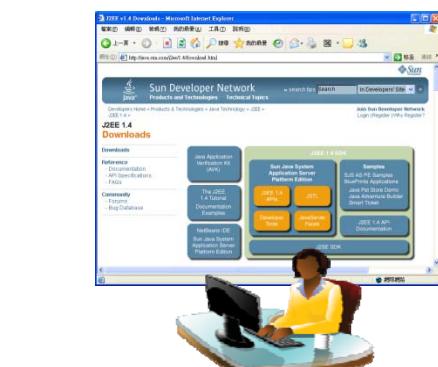
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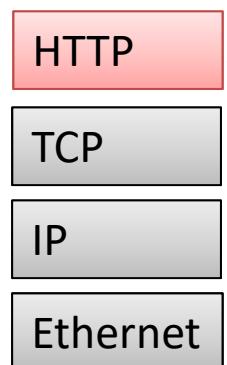
# Web架構

網路上有很多 Server

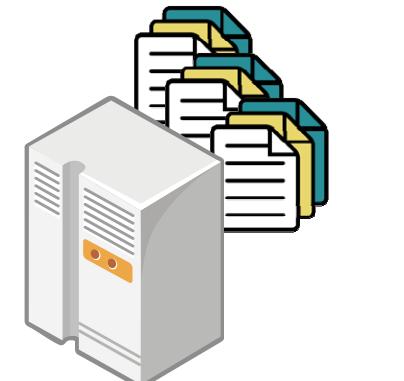
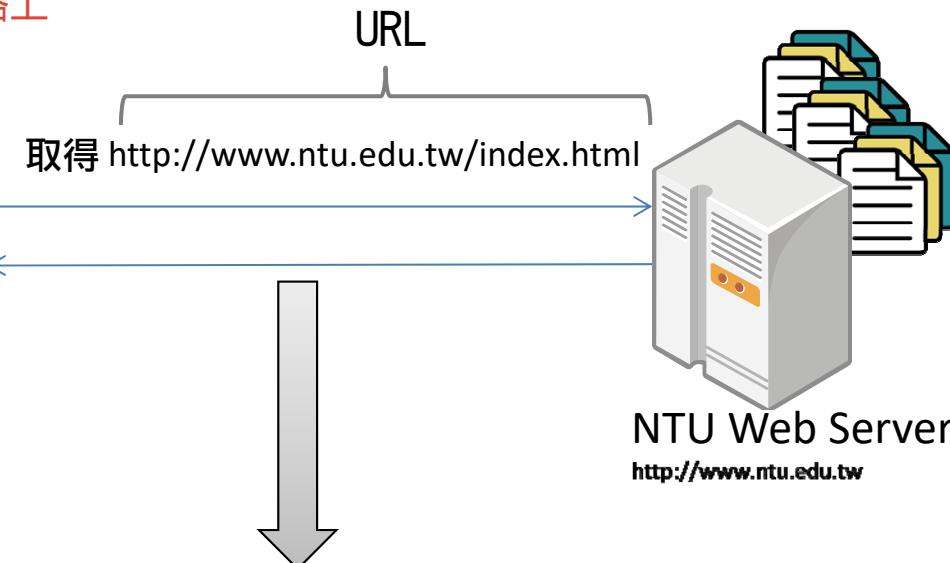
已經進展到 HTML 5  
幾乎像一個小的 OS 在網路上



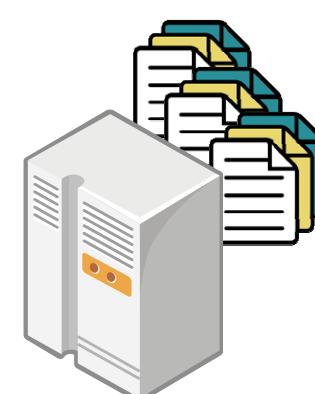
Browser



Browser如何與Web Server交談以獲取文件  
的規範稱為HTTP  
HTTP本身是建構在既有的TCP/IP網路上



NCCU Web Server  
<http://www.nccu.edu.tw>



NCTU Web Server  
<http://www.nctu.edu.tw>

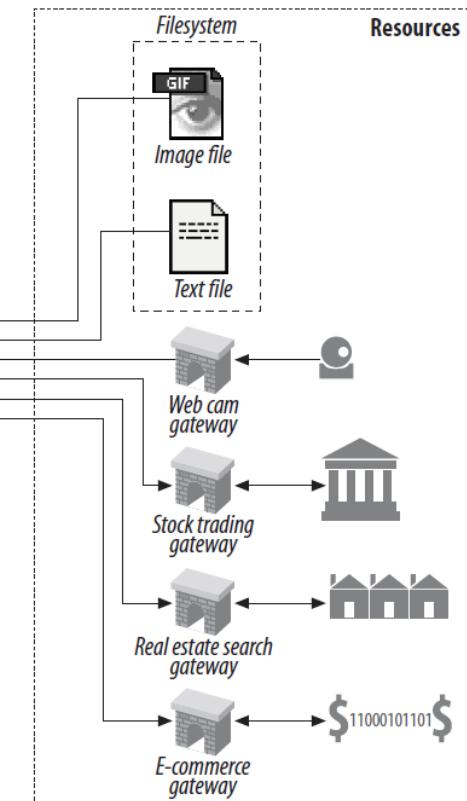
# World Wide Web



- 歷史
  - 1989由Tim Berners-Lee提出
  - 最早主要目的做為學術文件交換
    - 每份文件都可定址 (用於存取的唯一表述格式)
    - 文件內文可透過hyperlink相互參考
- 三大元素
  - 文件定址:URL (Universal Resource Locator) *404 就是查無此頁*
  - 文件格式:HTML (HyperText Markup Language)
  - 文件傳送:HTTP (HyperText Transfer Protocol)

# Web主要元素

- Resource Web 裡的東西都是 Resource
  - Provides contents via HTTP
  - Addressable via URL
  - Hosted by a Web server
- Web client and server
  - Client: send requests to a server (URL)
    - May be following a hyperlink
  - Server: send responses (includes contents) back to the client



C to S => Request line, Headers, body  
S to C 也類似

# HTTP

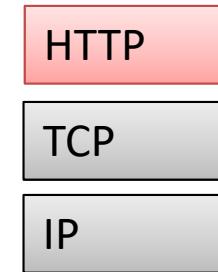
所有東西都收斂進 HTTP，是溝通管道

- Hypertext Transport Protocol

- Application layer protocol
  - Based on TCP/IP

- HTTP/3 將基於QUIC

HTTP/3 不再用 TCP，而是使用 UDP  
<https://zh.wikipedia.org/zh-tw/HTTP/3>



- Language of the Web

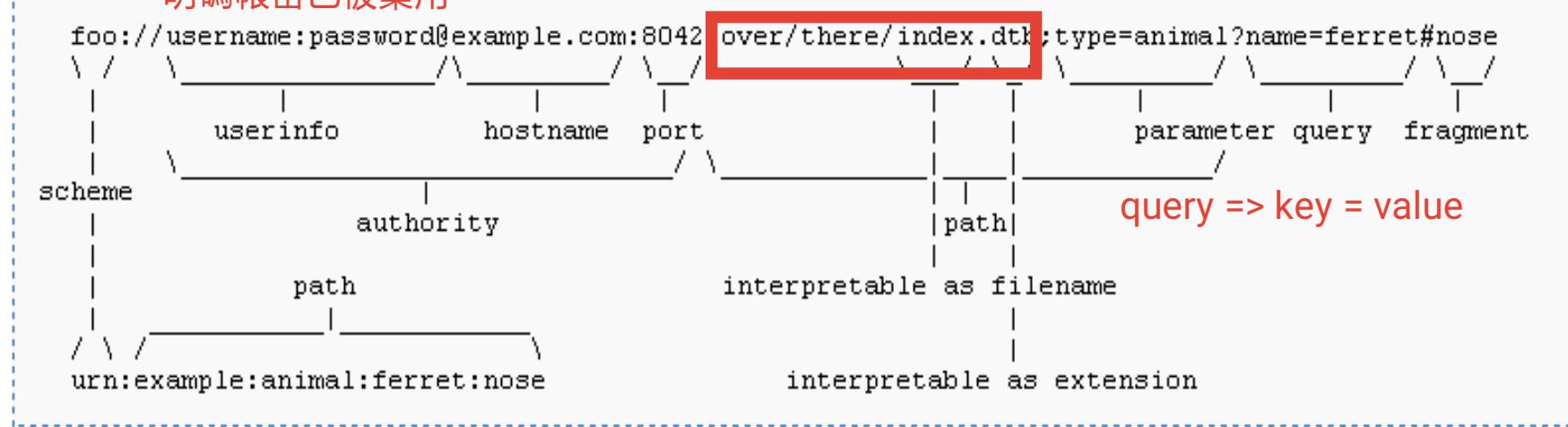
- Protocol used for communication between Web clients and servers

- Is stateless (指server-side) S 不會去區分 C 是誰

- Server does not maintain the state of a session
  - Server的負擔較輕 C 能儲存就不要再給 S 去儲存 (因 S 端需要負擔所有的 C)
  - 每次交談時，Client要自帶完整前後文

# URL

`foo => 通訊協定` 明碼帳密已被棄用 Path parameter 較少用 fragment 較少用



URI只用來辨識，不保證在網路上真正找得到

在網路上真正找得到的資源稱為URL (Universal Resource Locator)

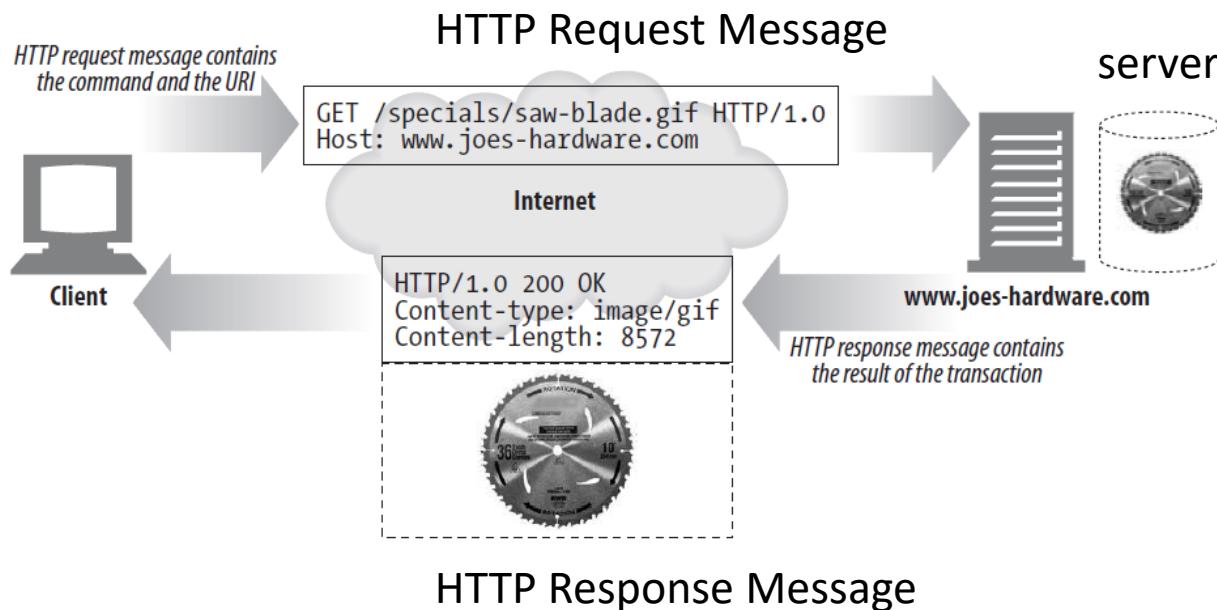
**Ex:**

<http://dl.acm.org/citation.cfm?id=1967428.1967434&coll=DL&dl=ACM&CFID=706671792&CFTOKEN=10622052>

# key value

# HTTP Request and Response

- Is a request-response protocol
  - Client→Server 稱為Request
  - Server→Client 稱為Response

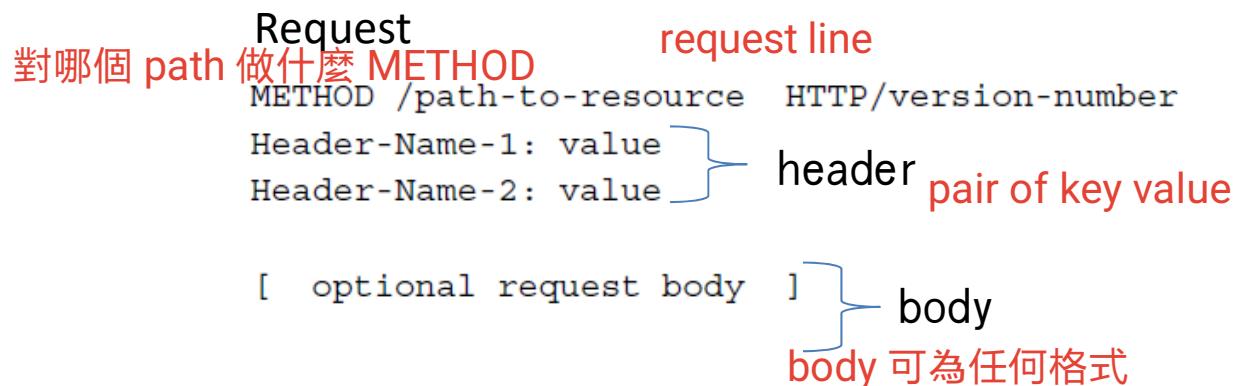


# HTTP 訊息

- 無論是Request或Response，訊息都包含了

- Header
- Body

任何的通訊協定都有這兩者



NOTIFY

M-SEARCH

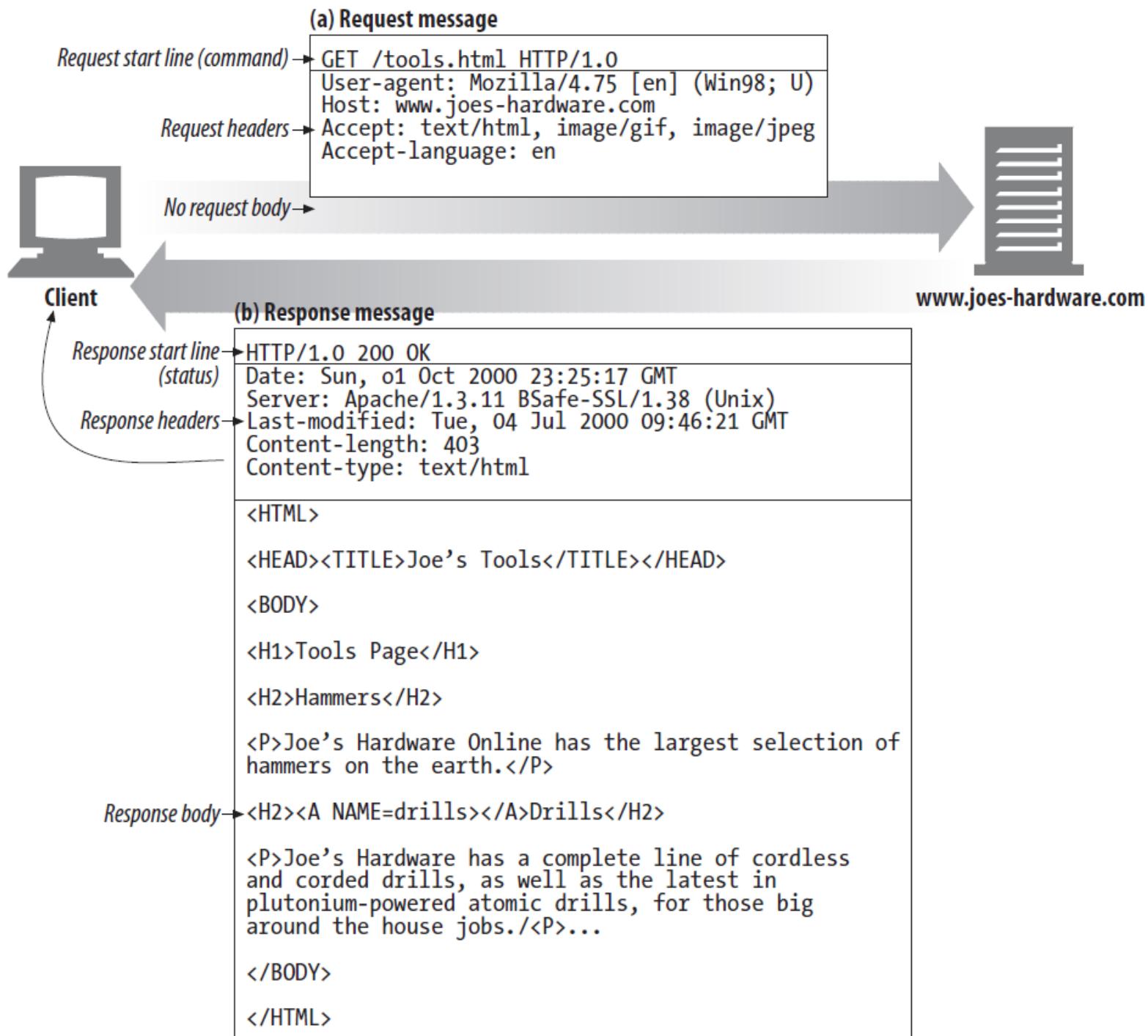
## Response

HTTP/1.1 200 OK  
X-Powered-By: Express  
Accept-Ranges: bytes  
ETag: "149-1456280156295"  
Date: Wed, 24 Feb ...  
Cache-Control: public, max-age=0  
Last-Modified: Wed, 24 Feb ...  
Content-Type: text/html; charset=UTF-8  
Content-Length: 149  
Connection: keep-alive  
  
<!DOCTYPE html><html><head><meta charset="BIG5"><title>Hello</title></head><body><H1>Hello this is a static page</H1></body></html>

2 開頭 => 正常  
3 開頭 => 轉向  
4 開頭 => client 的錯誤  
5 開頭 => server 的錯誤  
參照 24 頁

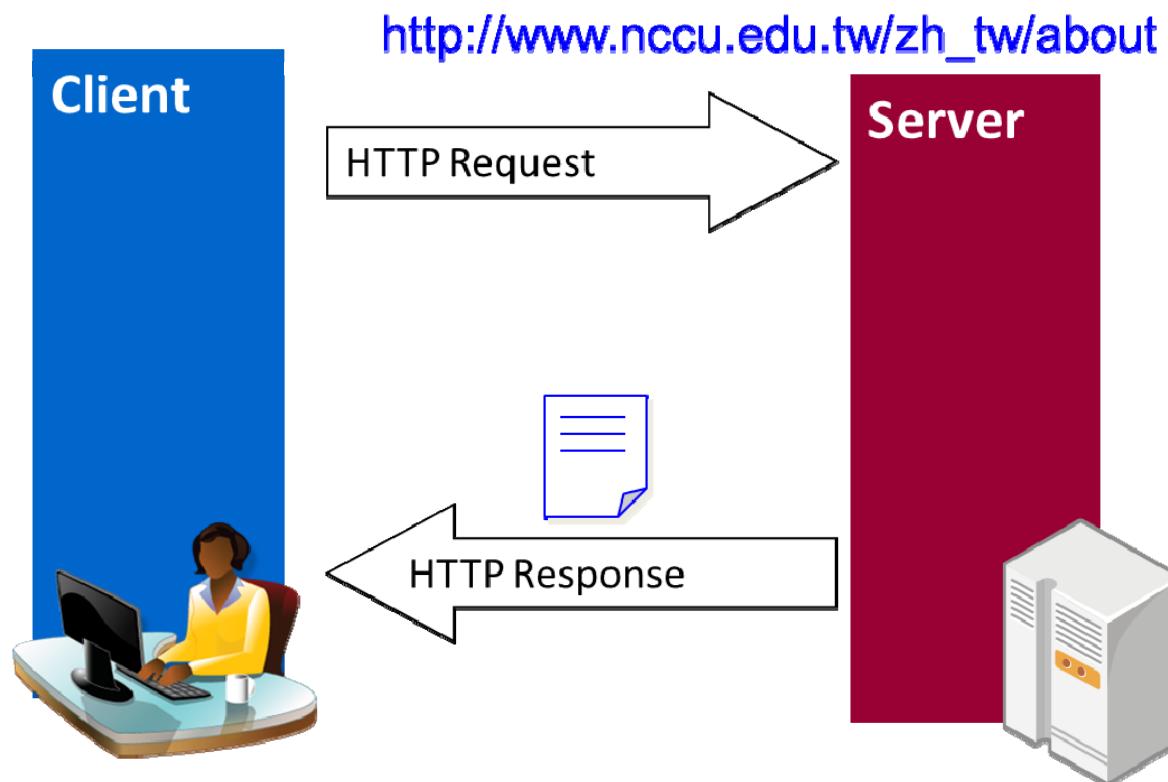
header

body

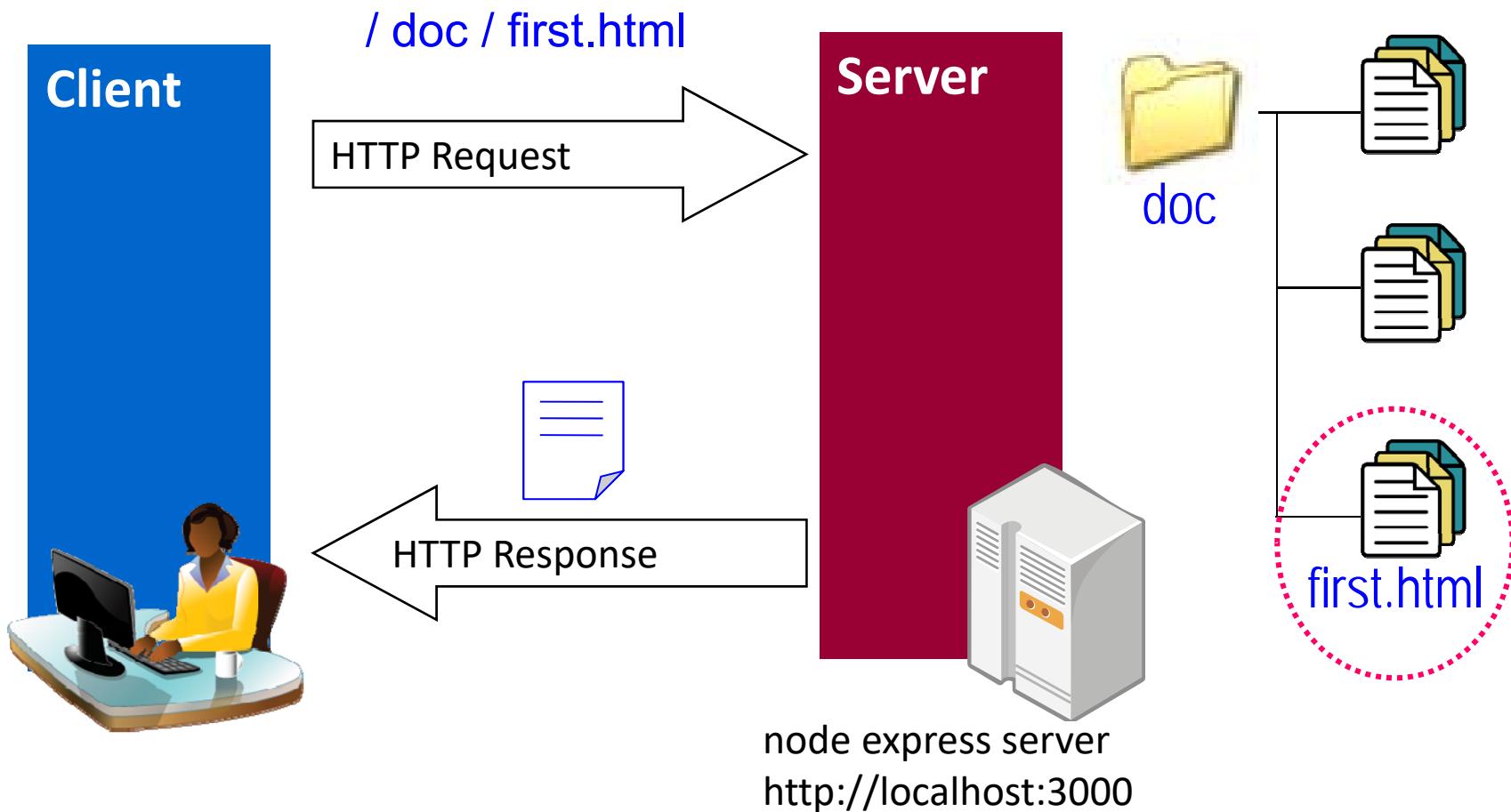


# Demo

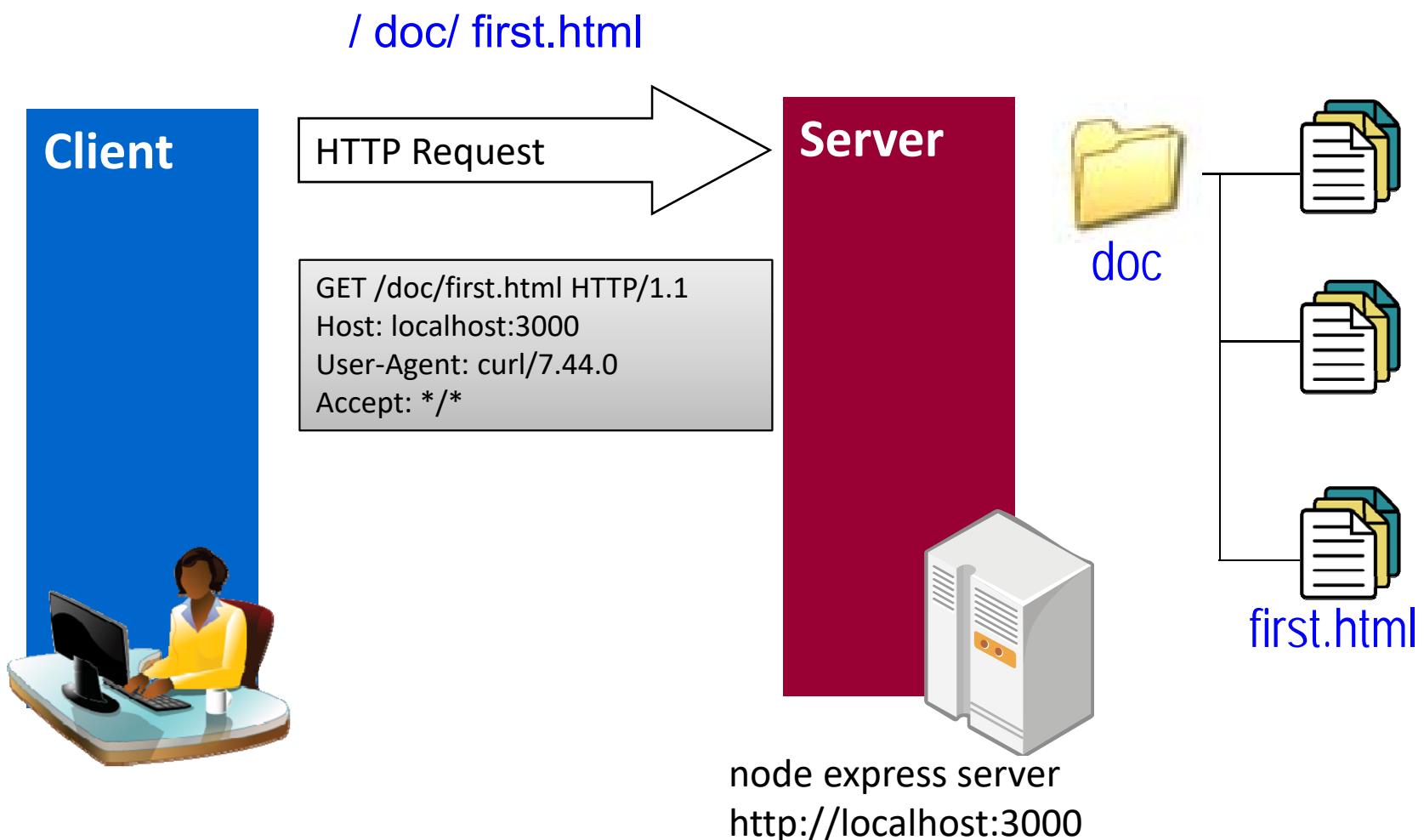
- 使用curl向www.nccu.edu.tw發出一個 HTTP GET Request      使用postman



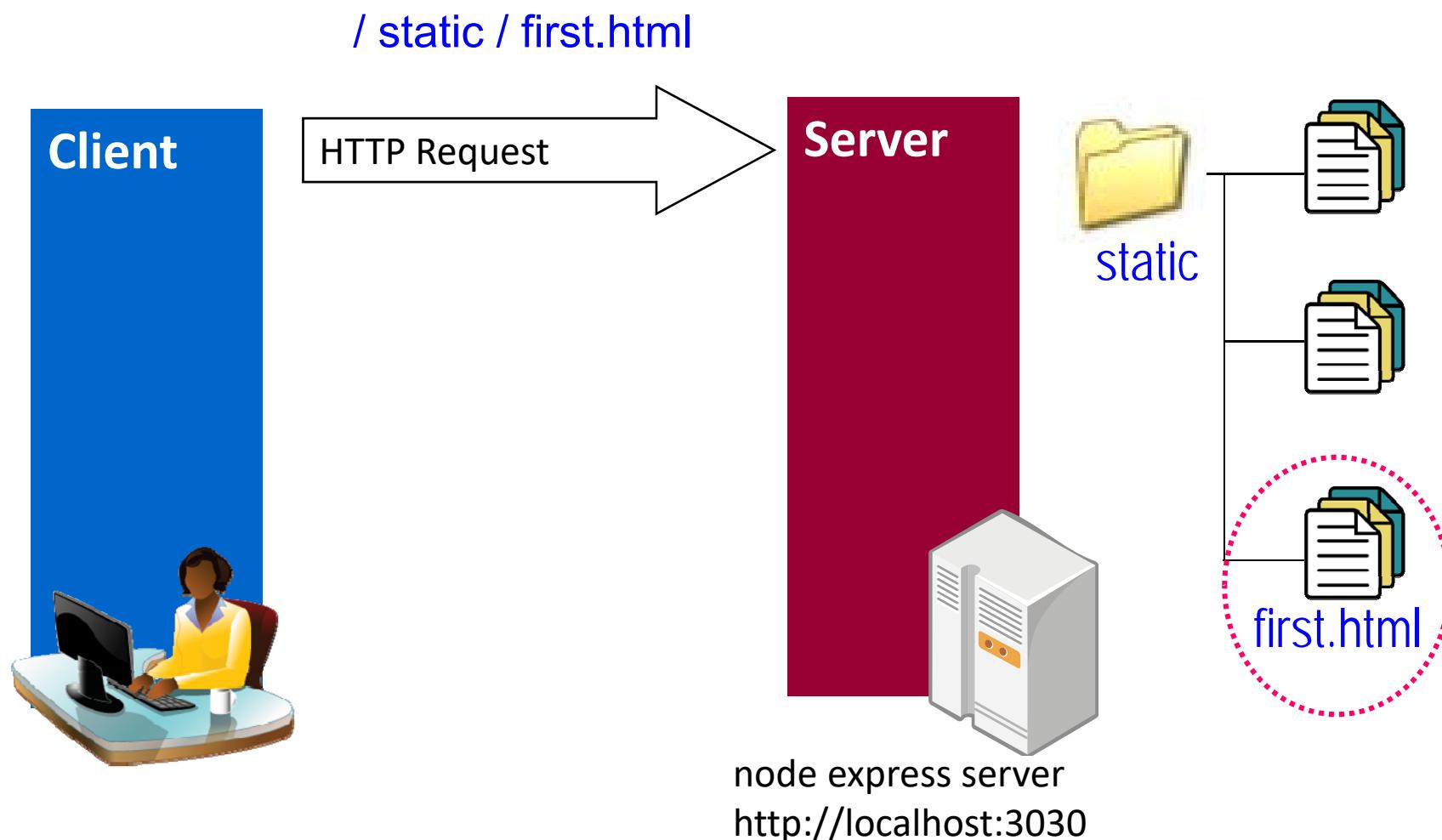
# 傳送靜態文件



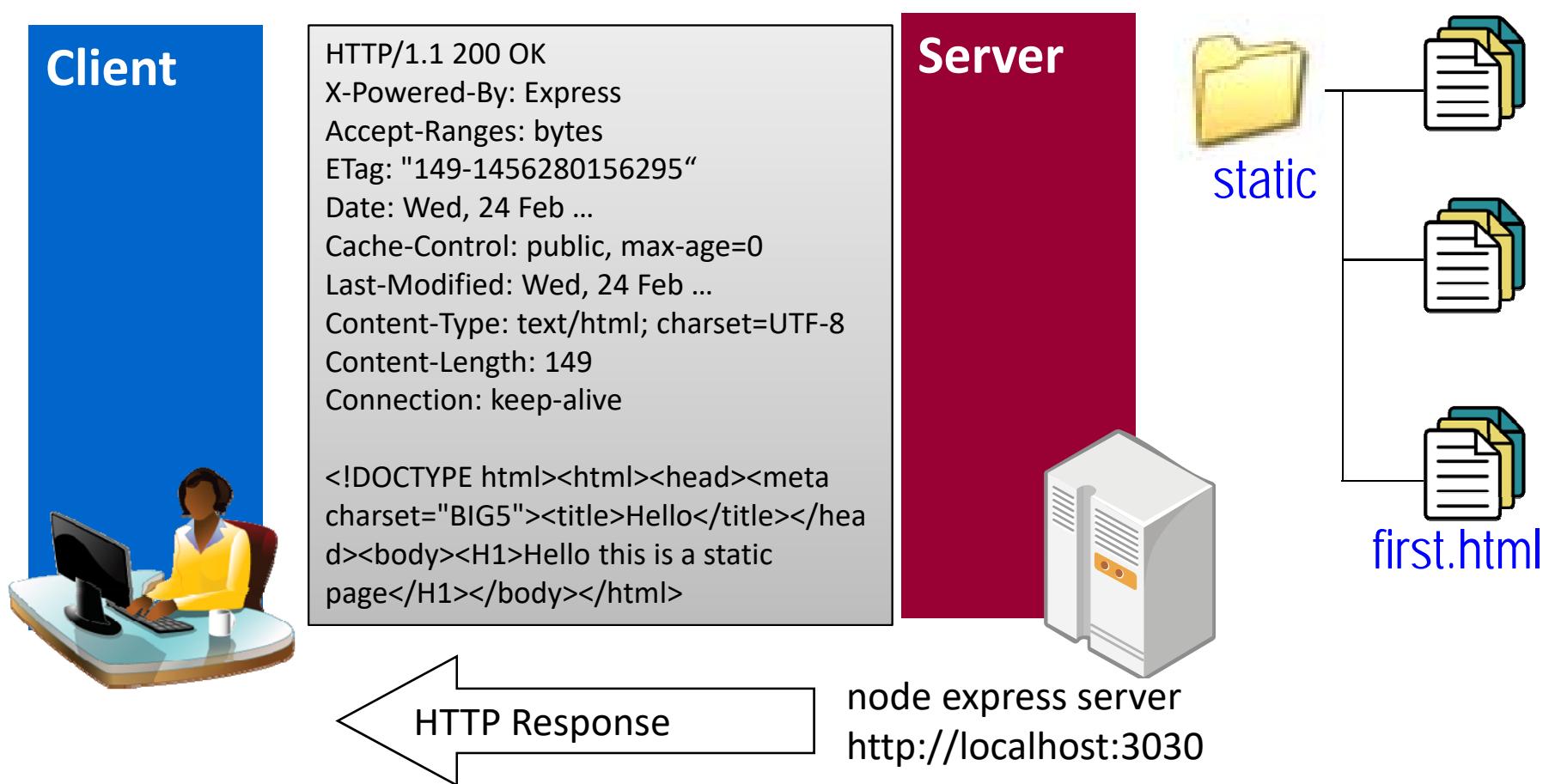
# 傳送靜態文件



# 傳送靜態文件



# 傳送靜態文件



# Demo: HTTP Server寫作

```
// 取得express模組
const express = require('express');

//建立一個express application
const httpServer = express();

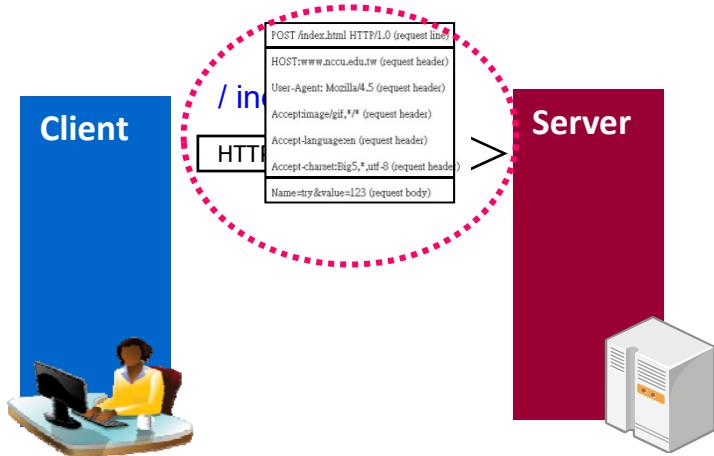
//指定當前目錄下的/doc為根目錄
httpServer.use(express.static(__dirname + '/doc'));

//指定8080 port
httpServer.listen(8080);
```

# HTTP Request

- Request line
- Request header
- Request body

POST /index.html HTTP/1.0 (request line)
HOST:www.nccu.edu.tw (request header)
User-Agent: Mozilla/4.5 (request header)
Accept:image/gif,*/* (request header)
Accept-language:en (request header)
Accept-charset:Big5,* ,utf-8 (request header)
Name=try&value=123 (request body)



curl -v http://...

# Request Header

- 位在本文之前一連串標記
  - 以Key:Value的型式存在
  - 用來標記這個要求的一些屬性
  - server看不懂會自動忽略

## Request 訊息範例

POST /index.html HTTP/1.0 (request line)

HOST:www.nccu.edu.tw (request header)

User-Agent: Mozilla/4.5 (request header)

Accept:image/gif,\*/\* (request header)

Accept-language:en (request header)

Accept-charset:Big5,\* ,utf-8 (request header)

Name=try&value=123 (request body)

# demo

- 取得HTTP Request headers資訊
  - req.headers (陣列)

```
...
httpServer.all('/', (req, resp) => {
  const headers = req.headers;
  for (let headerName in headers) {
    console.log(` ${headerName}: ${headers[headerName]}`);
  }
  resp.end();
});

...
```

# HTTP Request Methods

- HTTP Request的二種較重要的Request方法
  - GET 從Server「取」文件
  - POST 將資訊「貼」到Server上

POST 將資料傳至 Server (例：表單)

## Request 訊息範例

POST /index.html HTTP/1.0 (request line)

HOST:www.nccu.edu.tw (request header)

User-Agent: Mozilla/4.5 (request header)

Accept:image/gif,\*/\* (request header)

Accept-language:en (request header)

Accept-charset:Big5,\* ,utf-8 (request header)

Name=try &value=123 (request body)

# 除了GET / POST之外

- PUT /index.html HTTP/1.1

Method	URL	HTTP version
--------	-----	--------------

HEAD: Like GET, but ask that *only* a header be returned

PUT: Request to store the entity-body at the URI

DELETE: Request removal of data at the URI

LINK: Request header information be associated with a document on the server

UNLINK: Request to undo a LINK request

OPTIONS: Request information about communications options on the server

TRACE: Request that the entity-body be returned as received (used for debugging)

使用curl –X (Method\_Name)

# Response 訊息

HTTP/1.0 200 OK

Last-Modified Mon ,20 Dec 2001 23:26:42 GMT(上次更改)

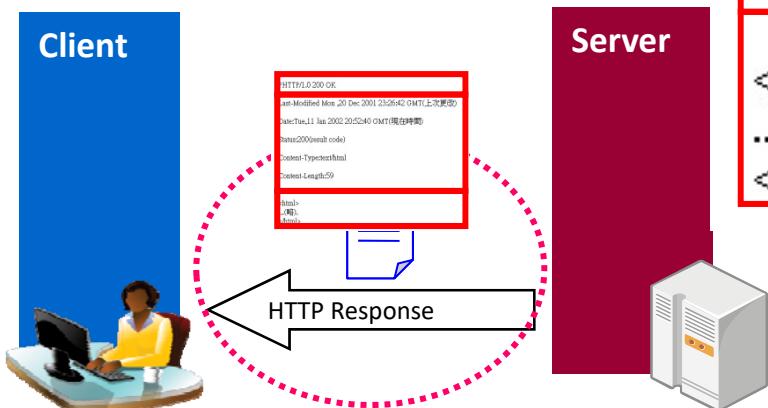
Date:Tue,11 Jan 2002 20:52:40 GMT(現在時間)

Status:200(result code)

Content-Type:text/html

Content-Length:59

```
<html>  
...  
(略).  
</html>
```



# Status Codes – 五大類

- 1XX Informational
- 2XX OK，Server能了解並允許Client的請求。
- 3XX 轉向。
- 4XX Client方面發生的錯誤。
- 5XX Server方面發生的錯誤。

HTTP/1.0 200 OK

Last-Modified: Mon, 20 Dec 2001 23:26:42 GMT (上次更改)

Date: Tue, 11 Jan 2002 20:52:40 GMT (現在時間)

Status:200(result code)

Content-Type:text/html

Content-Length:59

<html>  
...(略).  
</html>

# Common status codes

- 200 OK
  - Everything worked, here's the data
- 301 Moved Permanently
  - URI was moved, but here's the new address for your records
- 302 Moved temporarily
  - URL temporarily out of service, keep the old one but use this one for now
- 400 Bad Request
  - There is a syntax error in your request
- 403 Forbidden
  - You can't do this, and we won't tell you why
- 404 Not Found
  - No such document
- 408 Request Time-out, 504 Gateway Time-out
  - Request took too long to fulfill for some reason

**Distributed Systems**

# **REST：應用程式的角度看Web**

把 Web 當成應用程式的平台  
透過 HTTP 跟 Resource 提要求

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# 當Web上不只放網頁...

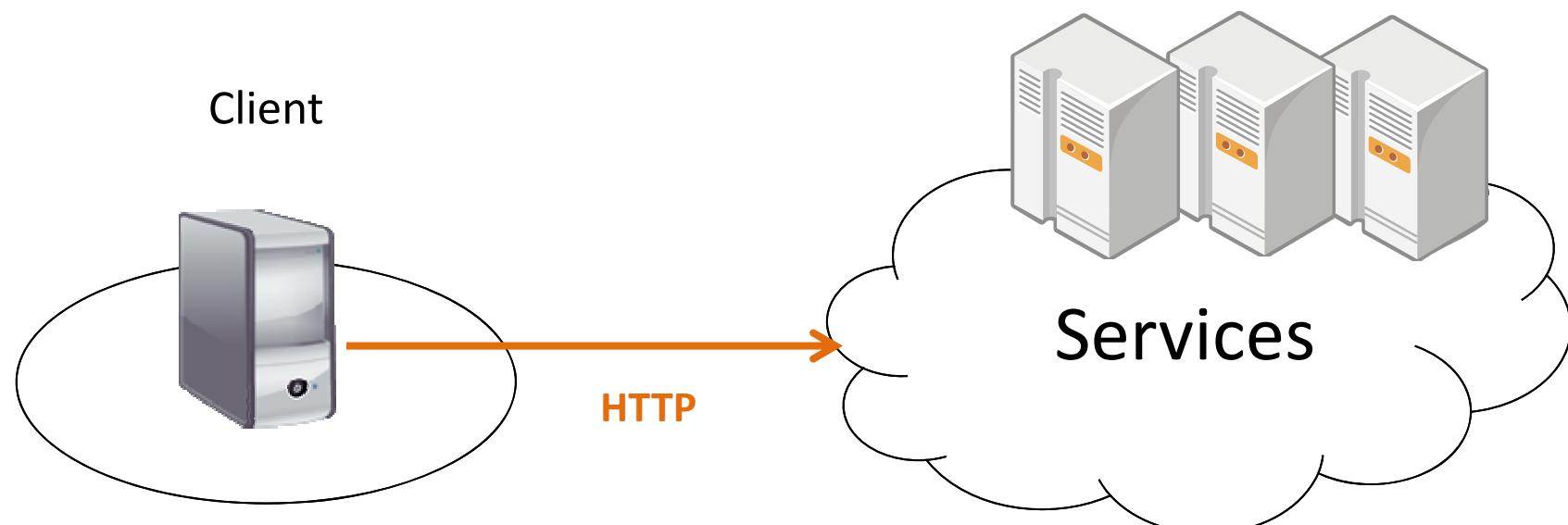
- Idea
  - 將各式計算以Resource形式放上Web，透過HTTP就能存取、運用
- 例如
  - GET /add?x=5&y=3
  - return: {"result":8}

讓 HTTP 做 Remoting (遠端通訊)

```
simpleAddService
curl.exe -v http://localhost:3000/add?x=1"&"y=2
```

# Web Service

- 可透過Internet (HTTP)存取的遠端業務邏輯



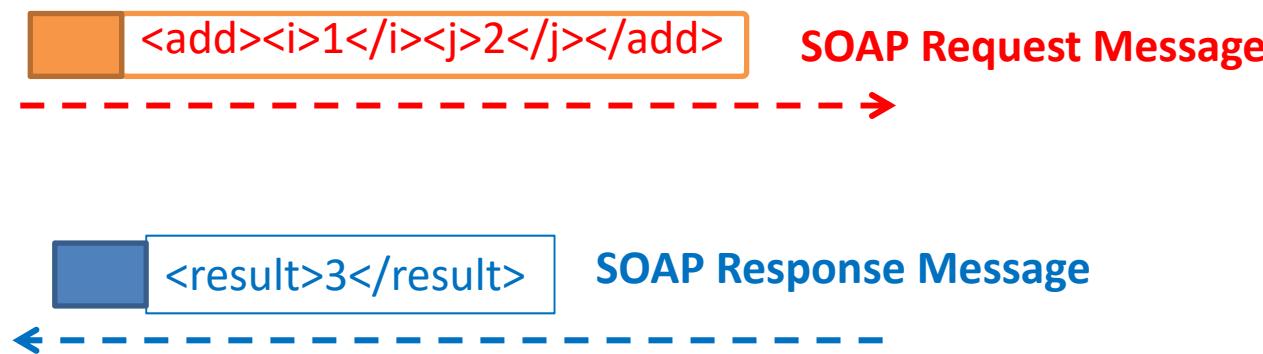
# Web Services: 二種主要實現方式

- SOAP
  - 將服務視為遠端函式
  - 依照一定格式將呼叫/回應以XML編碼 (SOAP, Simple Object Access Protocol)
  - 只將HTTP拿來做為訊息運送工具
  - 使用WSDL(Web Service Description Language)描述服務內容
- REST
  - 將HTTP視為應用程式平台，將服務視為物件(資源)
  - 使用HTTP方法(GET/POST/...)操作資源
  - 不限定訊息格式 (XML, JSON或其它)
  - 有多種方式可用來描述服務
    - Swagger (Open API)
    - WADL

# SOAP

- Simple Object Access Protocol
- An XML-based communication protocol
  - let applications exchange information over HTTP

型別就讓 user 自己去對



(在TCP/IP層， 網路傳送訊息單元稱為Packet  
在Application層， 網路傳送訊息單元稱為Message)

實務做其實很複雜  
=> 呼叫遠端服務的問題：型別

# SOAP 封包結構



```
<soap:Envelope>
<soap:Header/>
<soap:Body>
<add>
<i>1</i>
<j>1</j>
</add>
</soap:Body>
</soap:Envelope>
```

```
<soap:Envelope>
<soap:Header/>
<soap:Body>
<addResponse>
<return>2</return>
</addResponse>
</soap:Body>
</soap:Envelope>
```

xmlns:soap="http://www.w3.org/2001/12/soap-envelope"

# RESTful Web Services

- R. Fielding在其博士論文提出之架構風格
  - 將HTTP的精神套用到Web Services上
  - “REST is not a standard, but it describes the use of standards”
    - HTTP/ URL/ XML
- 和傳統SOAP/WSDL Web Services各有優勢

SOAP 思維 由operation (remote function)出發

REST 思維 由data出發

SOAP 是強型別的遠端呼叫(強制規定如何傳送)

# REST

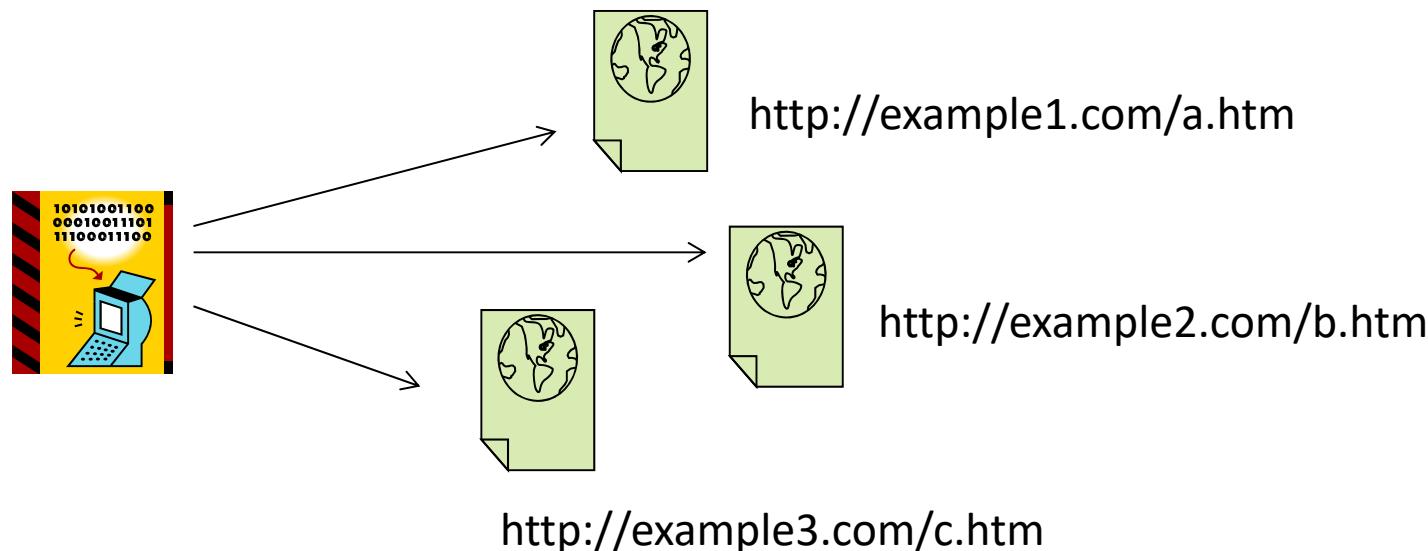
- Resource 視萬物為 object
  - typically represents a single “business object” (Domain Object)
  - Ex: Customer, Product
- HTTP verbs POST, GET, PUT, DEL => 對應 CRUD
  - GET query a resource
  - POST create, insert or update a resource
  - PUT create or update a resource
- Example
  - GET /orders/3
    - Retrieve the Order instance where order\_id = 3

# RESTful Web Services

REST 風格的 Web Services

- A RESTful web service is a resource meant for a computer to request and process

對 resource 做操作，server 解讀後傳送給 client



# Example

URI 是唯一的  
當 URI 能決定位置時 => URL

萬物皆視為具有URI的資源(Resources)

http://acme.com/dep1/stapler



http://acme.com/dep1/phone1



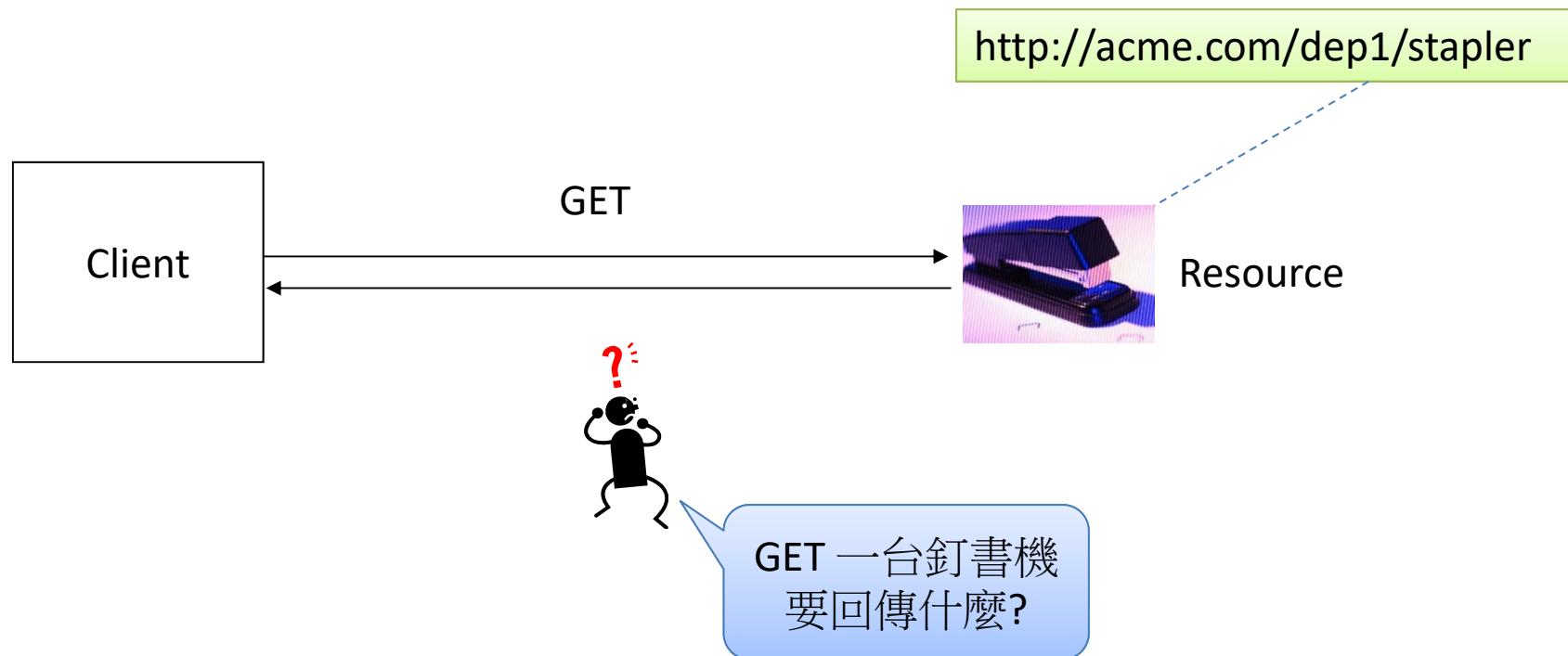
http://acme.com/dep1/notebook1



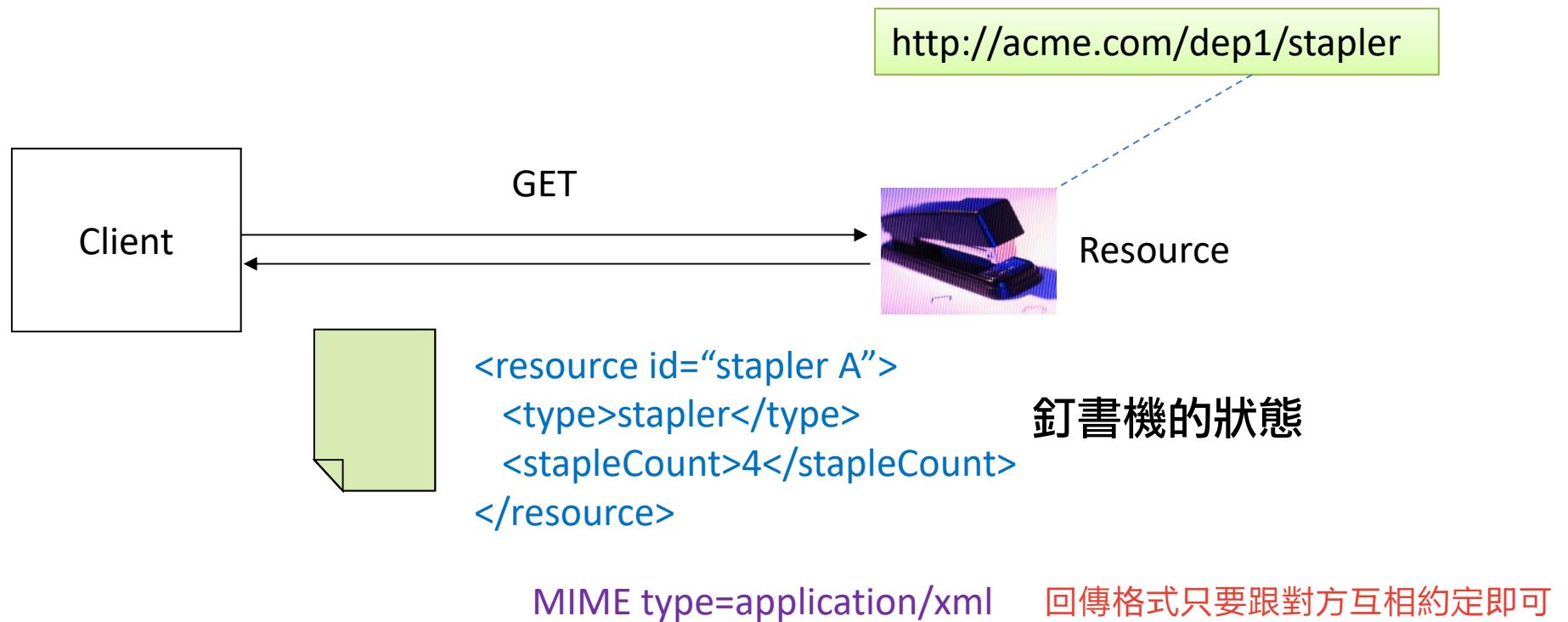
http://acme.com/dep1/person/Helen

http://acme.com/dep1/box1

# Example



# Example



下達GET後可回傳多種表徵(Representation)，例如HTML, XML, JSON, ...  
透過HTTP Content Negotiation機制

MIME=Multipurpose Internet Mail Extensions

# Elements of the Web

- Resource
  - Anything we exposed to the Web
  - We expose physical/virtual things to the Web by providing an abstraction of them
    - The attributes of the thing

http://acme.com/dep1/stapler ← 這個資源的位置



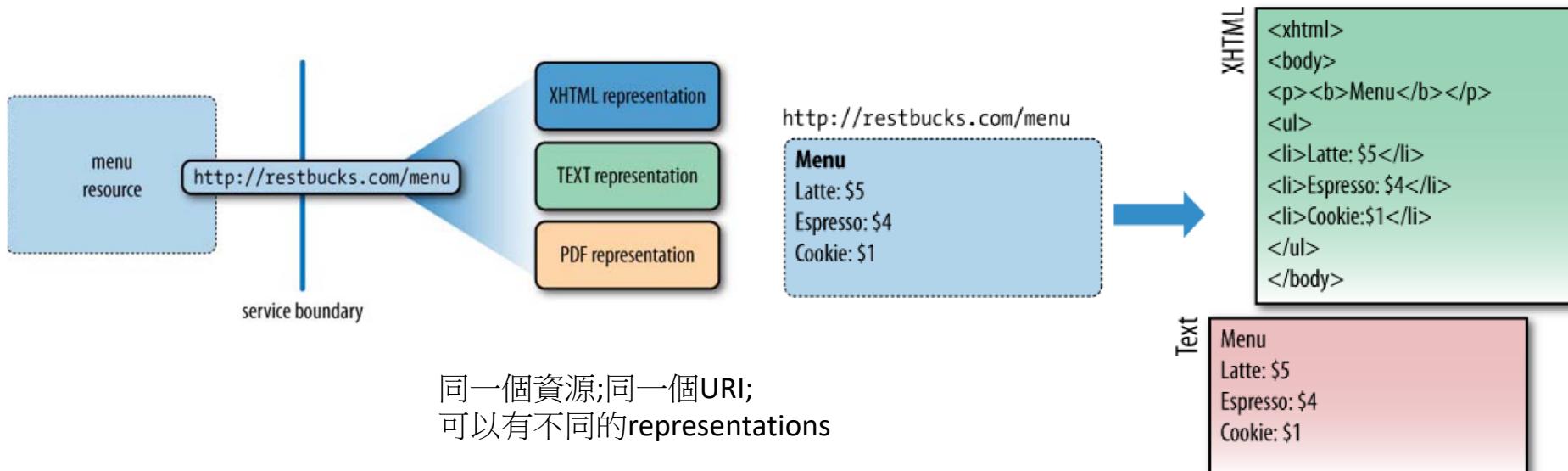
Name: stapler A  
Type: stapler  
stapleCount: 10 ← 這個資源的屬性

# Elements of the Web

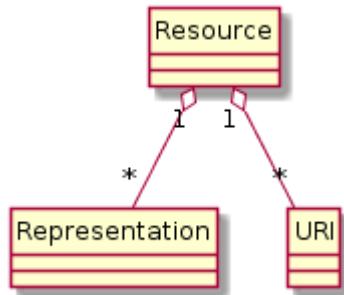
- Representation
  - A view of a resource's state at an instant in time
    - Various formats: HTML, XML, JSON,...
    - Mediated using content negotiation mechanism

Accept: text/html

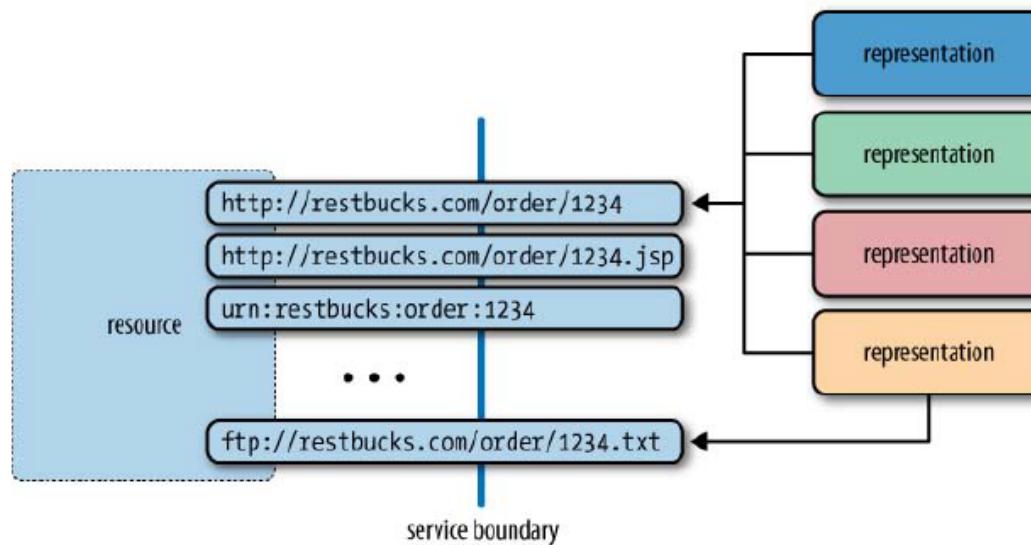
- Web components exchange representations of resources



# Elements of the Web

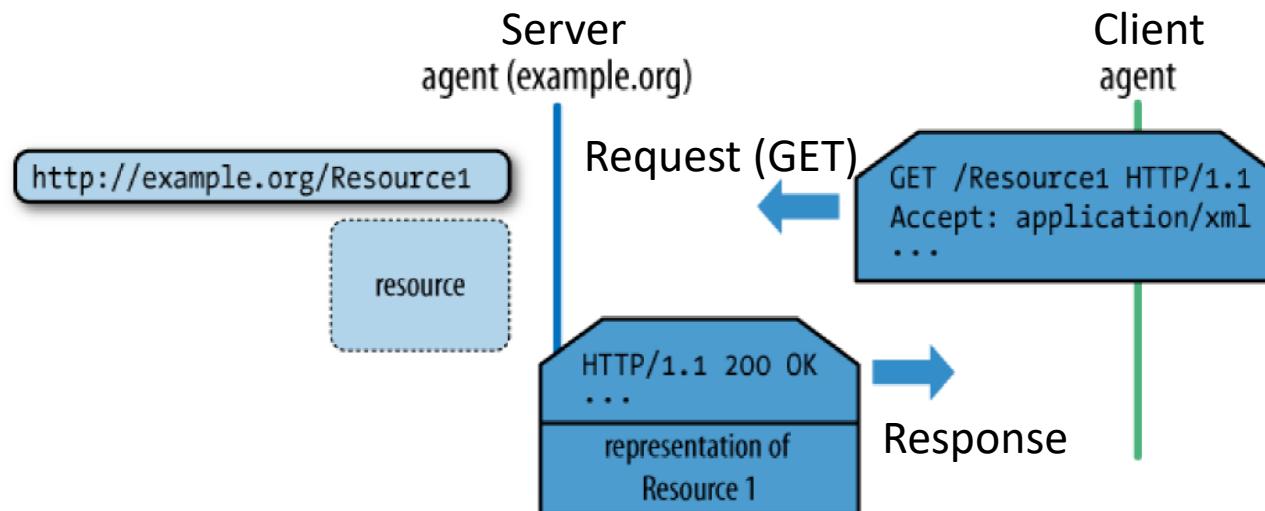


- 一個Resource可被多個URI對應
- 一個Resource可具有多種Representation  
(如: html, xml, json...)



# Uniform Interface

- 所有Web clients 具有一致的行為
  - HTTP Verbs: GET, POST, PUT, DELETE, ...
- 所以resources只要對這些行為做出回應就好
  - On GET, on POST, on PUT, on DELETE...



# staplerService

- `staplerService.js`

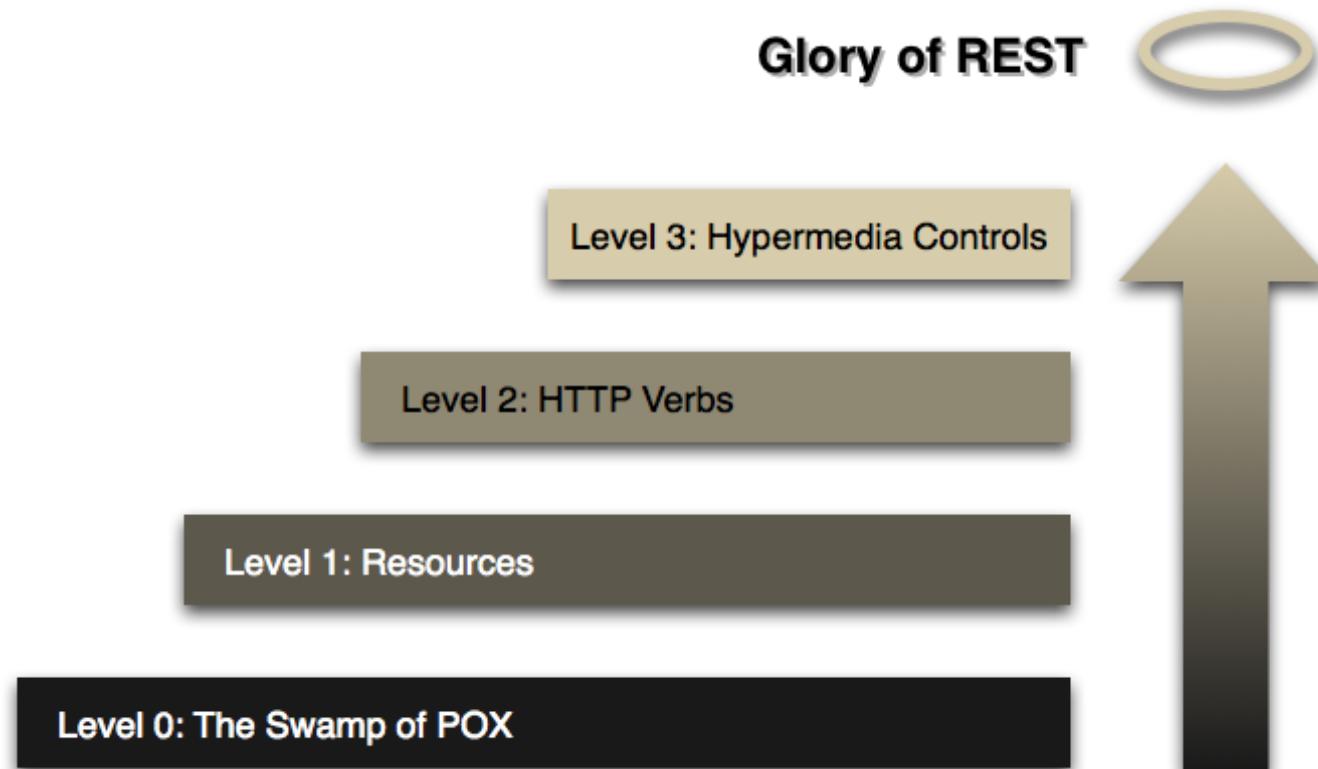
# The REST style

- Identification of resources
  - Resource都至少具有一個URI
- Manipulation of resources through representations
- Self-descriptive message
  - 善用HTTP headers
  - 以key-value的型式存放meta-data來自我表述
- Hypermedia as the engine of application state

# Web Friendliness

- Richardson Maturity Model

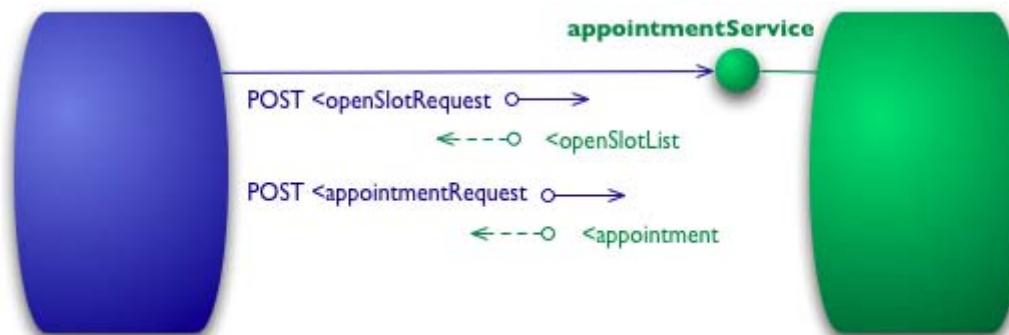
評價 REST



<https://martinfowler.com/articles/richardsonMaturityModel.html>

# Level 0 POX

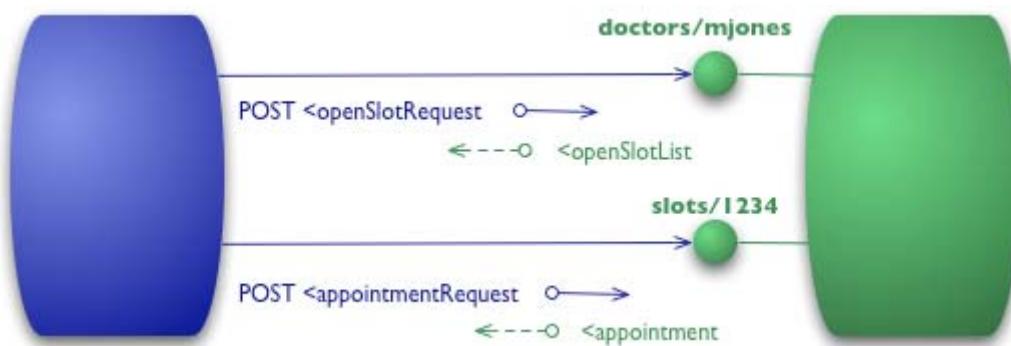
- POX=Plain Old XML
- Using HTTP as a transport system for Remote Procedure Invocation
- Ex: SOAP
  - Uses HTTP POST to transfer payloads
  - Ignoring the semantics of HTTP verbs



# Level 1 Resources

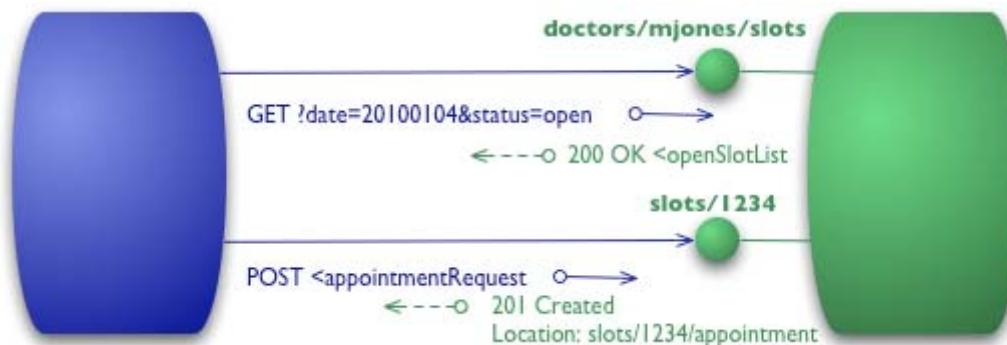
- Abstract remote services (data) as Resources
- Typically only use GET or POST
  - Does not strictly follow the semantics of HTTP verbs

有把東西視為 resource  
沒有用到 HTTP



# Level 2 HTTP Verbs

- Follows the semantics of HTTP Verbs
  - Using the HTTP verbs as closely as possible to how they are used in HTTP itself
- Follows the convention of HTTP response codes

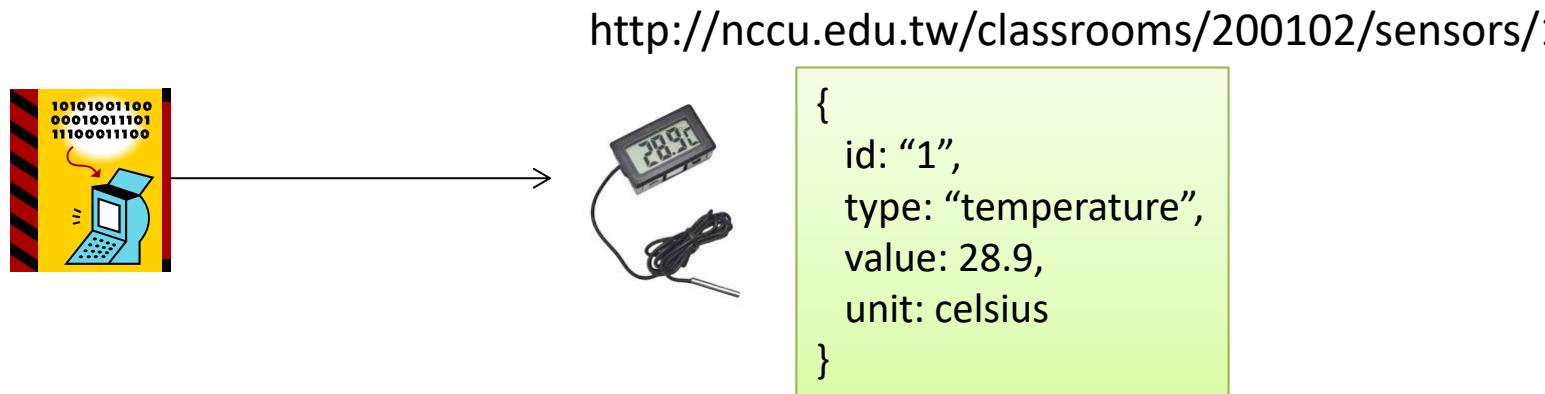


# 對資源做CRUD

對一個Resource做出POST/GET/PUT/DELETE會代表什麼意義？

Method	CRUD
POST	Create, Insert or Update
GET	Read
PUT	Create or Update
DELETE	Delete

# HTTP Methods in the RESTful Architecture



Method	意義
POST	加入資源
GET	取得資源資料 (佈置新感測器)
PUT	更新資源資料
DELETE	刪除資源

GET <http://.../200102/sensors/1/type>  
GET <http://.../200102/sensors/1/value>  
GET <http://.../200102/sensors/1/unit>

POST <http://.../200102/sensors/2>  
id=2&type=humidity&value=0&unit=percent

# HTTP Methods in the RESTful Architecture



Method	意義
POST	加入資源
GET	取得資源狀態
PUT	更新資源狀態
DELETE	刪除資源

GET <http://.../200102/aircon/2/powerOn>

PUT <http://.../200102/aircon/2> (關電源)

powerOn=false

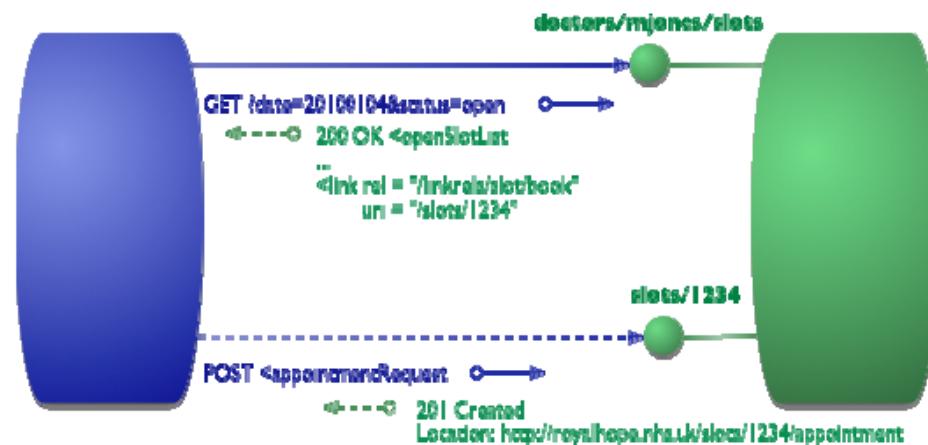
PUT <http://.../200102/aircon/2> (調風扇)

fanSpeed=3

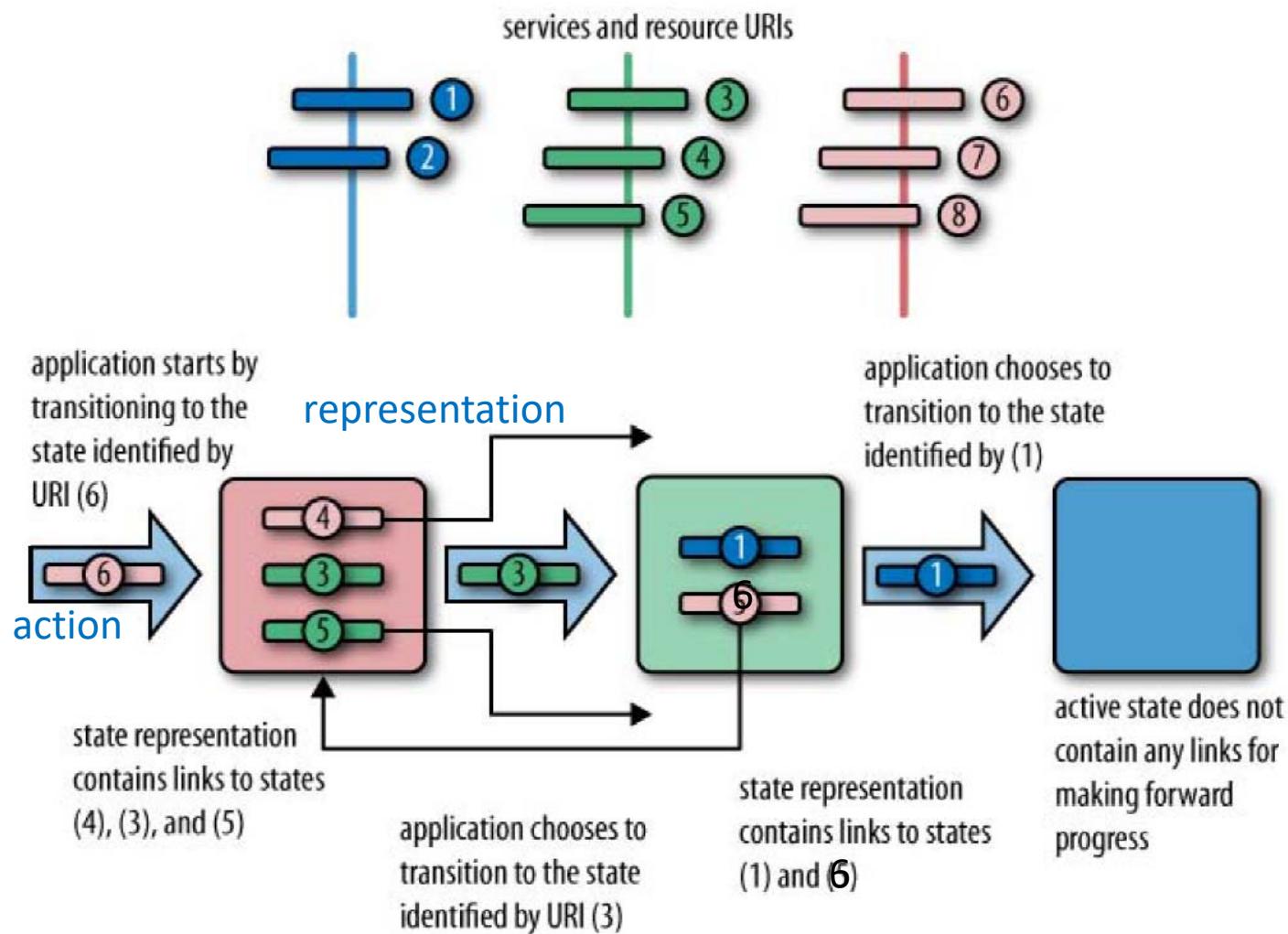
DELETE <http://.../200102/aircon/3> (移除3號冷氣)

# Level 3 HATEOAS

- HATEOAS
  - Hypertext As The Engine Of Application State
  - A distributed application makes forward progress by transitioning from one state to another
    - State transitions are not known in advance
    - As the application reaches a new state, the next possible transitions are discovered



# HATEOAS



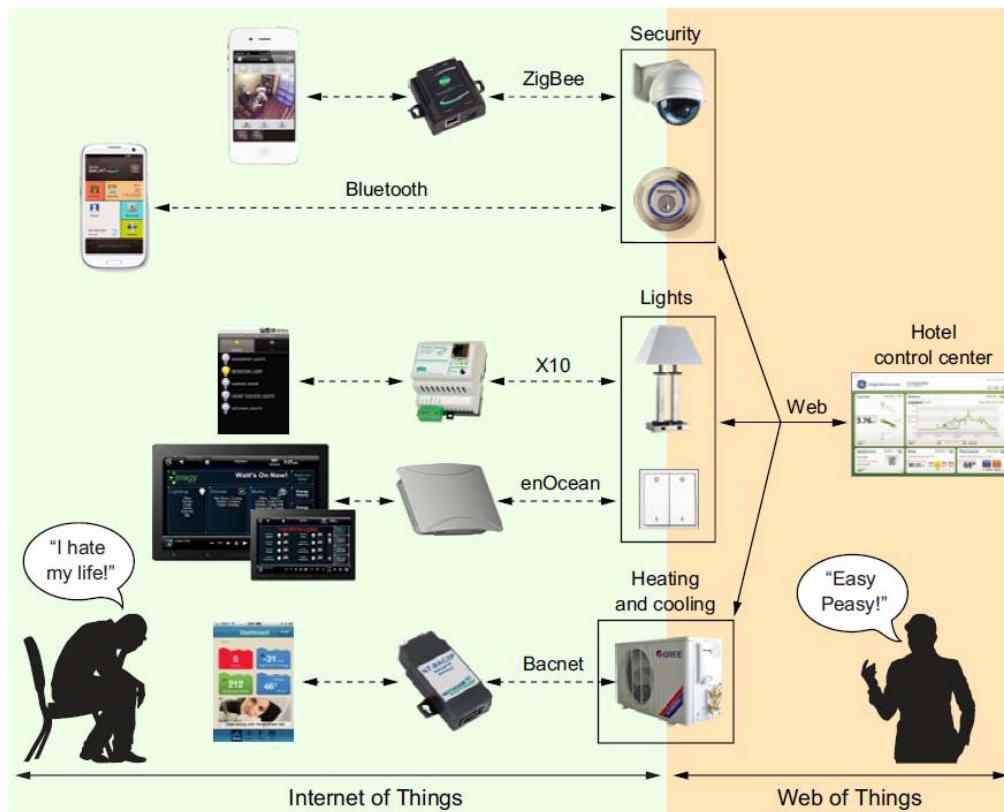
# Summary

- Level 1 Resource
  - handling complexity by using divide and conquer, breaking a large service endpoint down into multiple resources.
- Level 2 HTTP Verbs
  - Introduces a standard set of verbs
  - Removes unnecessary variation
- Level 3 HATEOAS
  - Introduces discoverability (know what can do next)

# Case: Web of Things (WoT)

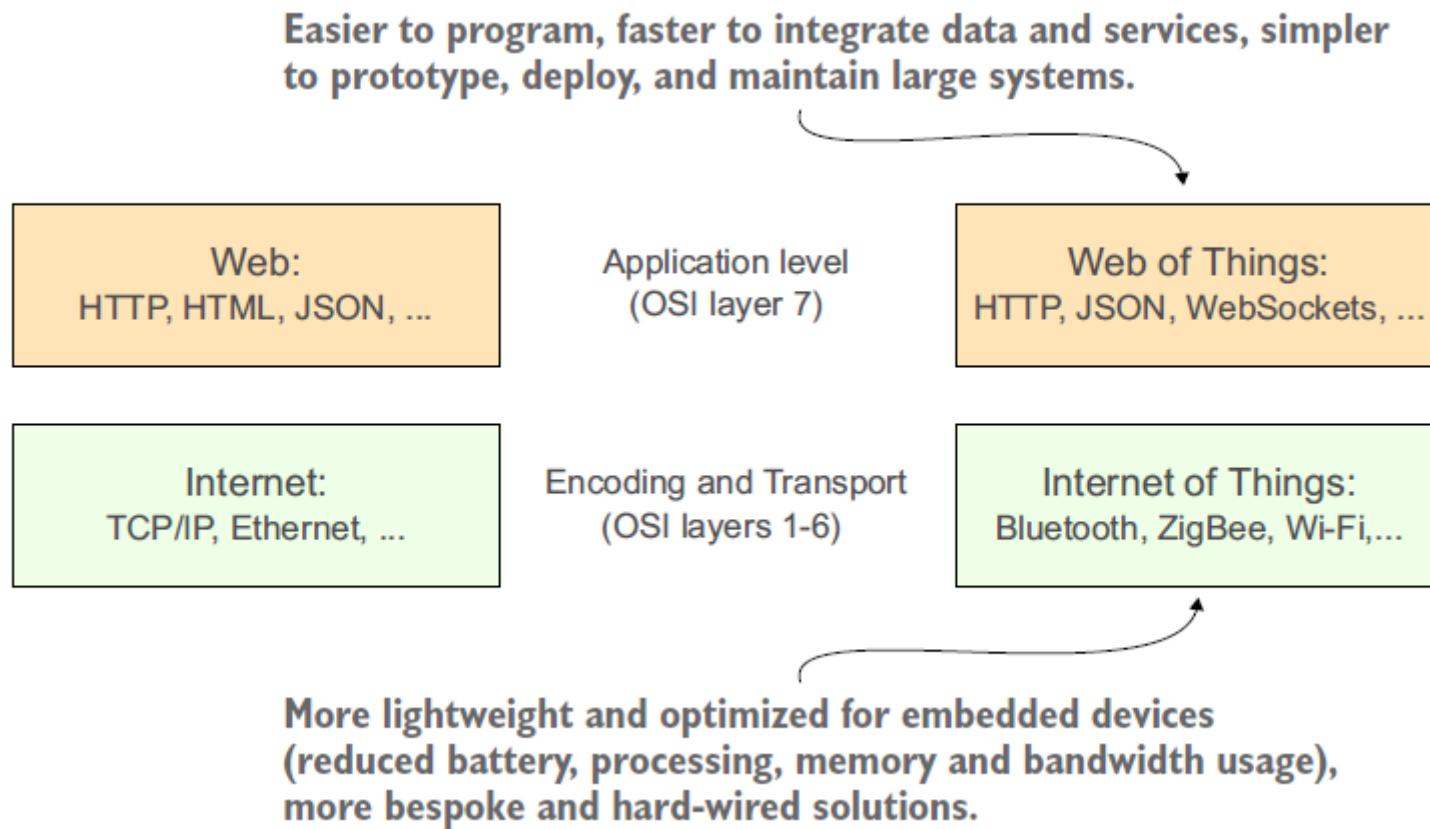
- 現況
  - 太多聯網標準、發展應用程式時，花太多時間在學習通訊協定與整合異質平台
- 願景
  - Web 技術目前已經是十分普及的網路技術
  - 只學習Web相關技術，就能開發應用程式?

要寫很多通訊協定



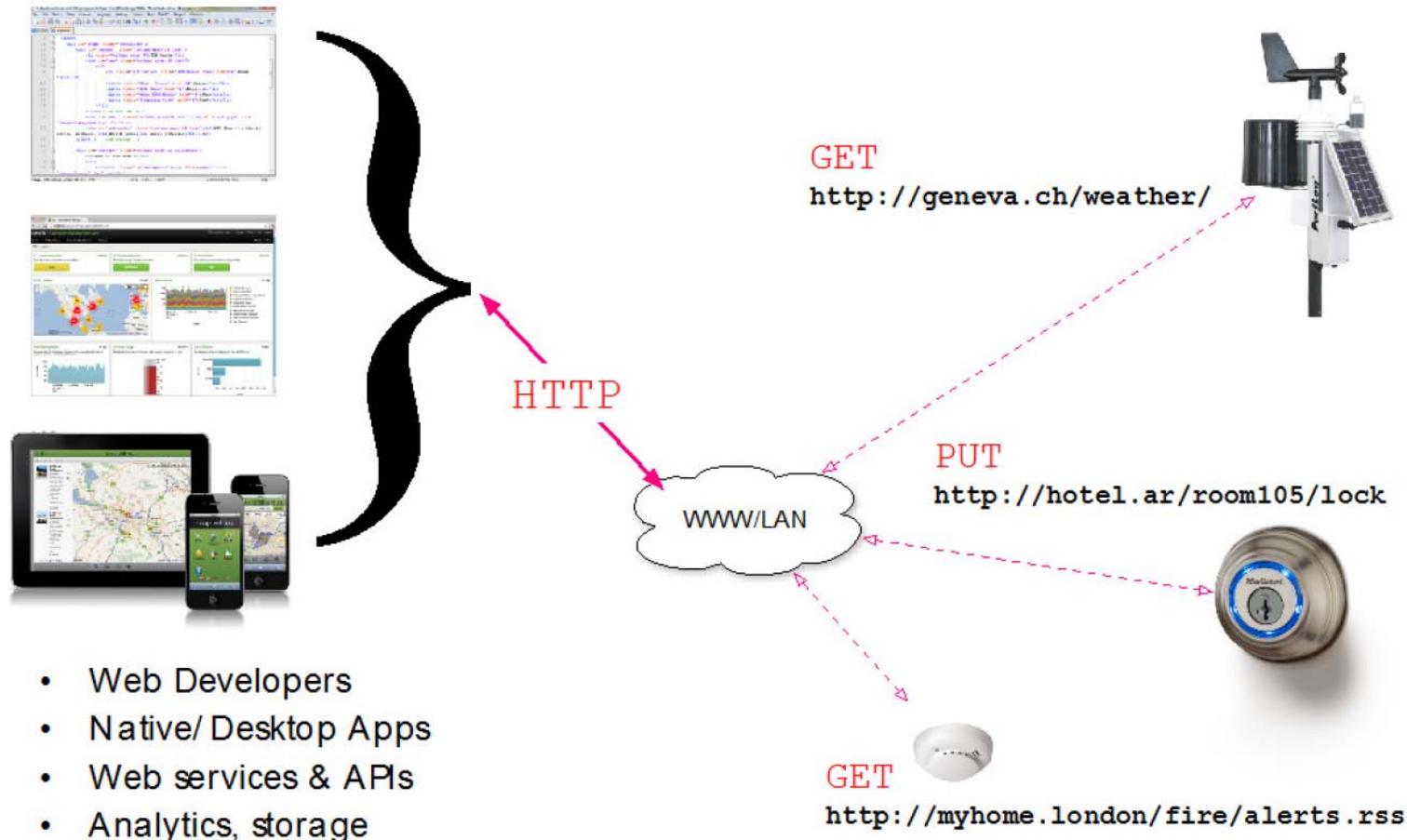
圖片來源: D.D. Guinard & V.  
M. Trifa, Building the Web of  
Things, Manning, 2015

# IoT and WoT



圖片來源: D.D. Guinard & V. M. Trifa, Building the Web of Things, Manning, 2015

# 透過Web技術操作所有聯網裝置



# Benefits of WoT

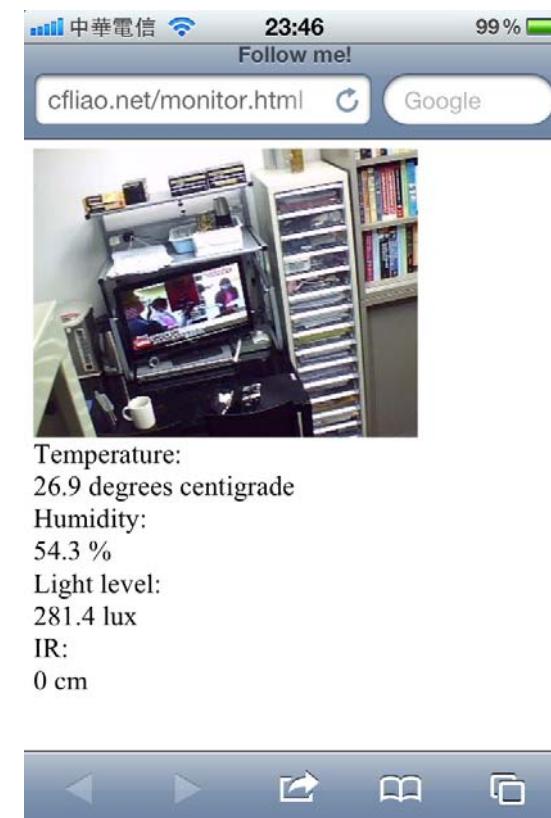
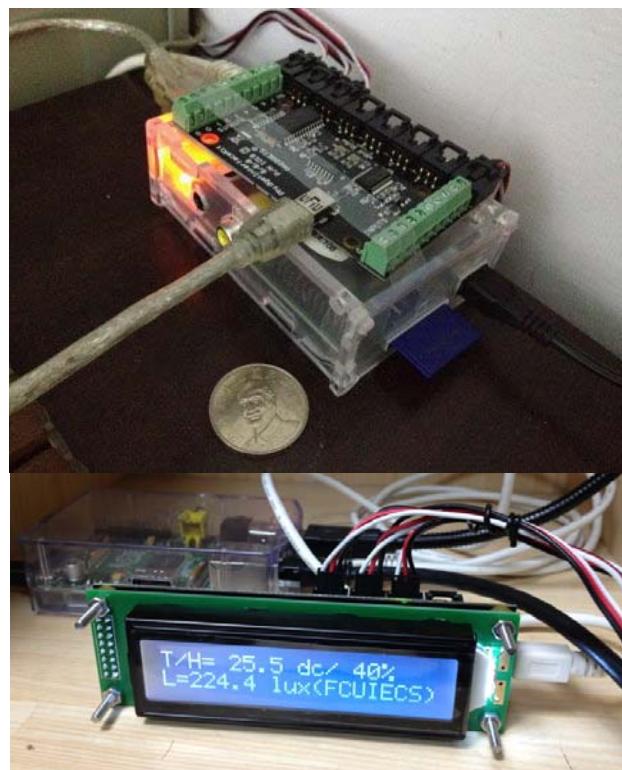
- Easier to program
- Open and extensible standards
- Easy to deploy, maintain, and integrate
- Loose coupling among things
- Widely used security and privacy mechanisms

# 智慧空間應用服務開發工具組

透過Web技術即可創作智慧空間應用服務

sMAP (Simple Measurement and Actuation Profile)

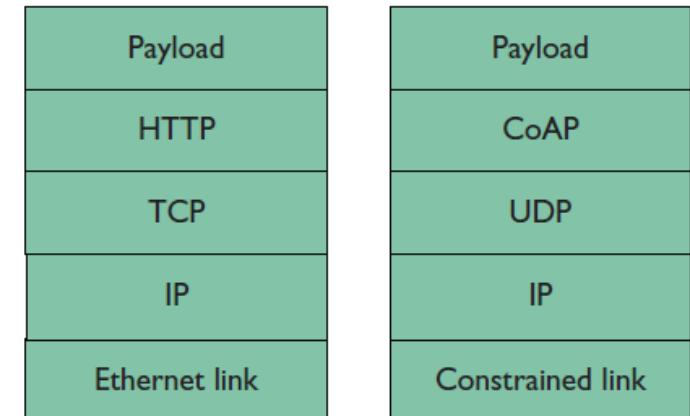
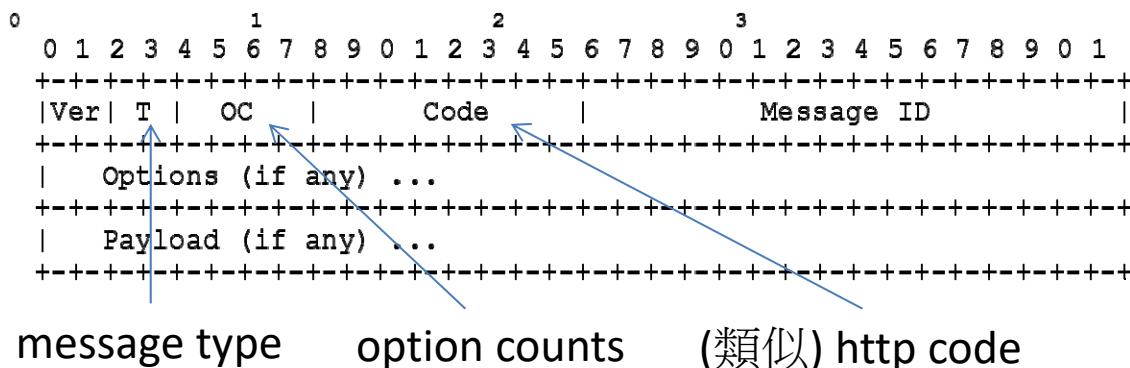
由美國Berkeley大學David Culler教授研究群所提出的WoT架構。



基於Phidget Interface Kit、Raspberry Pi 的硬體，  
在Raspbian Embedded Linux上使用JAX-RS實現的sMAP架構

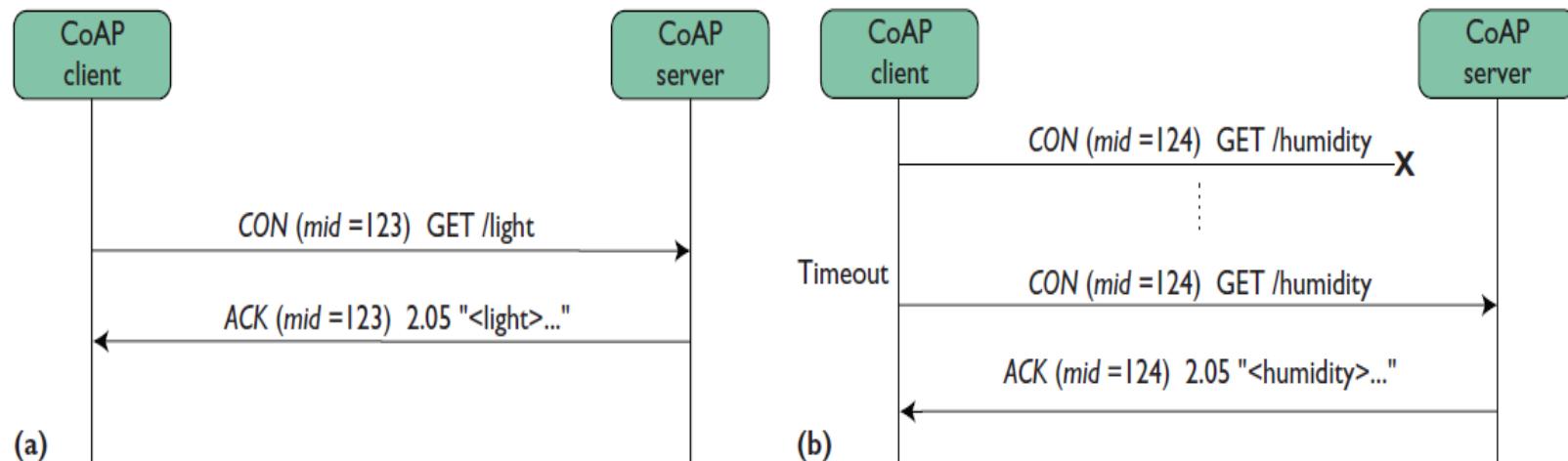
# CoAP : HTTP for Constrained Network

- CoAP (Constrained Application Protocol)
  - 基於REST架構，專為資源受限裝置所訂定之通訊協定
  - IETF CoRE小組所制定
    - CoRE = Constrained RESTful Environments
  - 約略可類比為是UDP上的HTTP



# CoAP Message Type

- CON: client端發送request, server端要有回應
- NON: client端發送request, server端可不需回應
- ACK: server回應給client 表示收到訊息
- RST: server回應給client 請求重送訊息



# REST

- Cons
  - Only supports the request/response style of communication 只支援 request 後 respond
  - Reduced availability
    - Communicate directly without an intermediary to buffer messages
    - Client and server must both be running for when exchange
  - URL coupling
    - Client must know URL in advance
    - Can be alleviated by service discovery
  - Fetching multiple resources **in a single request** is challenging
    - 詳見下頁
  - Difficult to map multiple update operations to HTTP verbs
    - 詳見下頁
- Alternative
  - GraphQL: implements flexible, efficient data fetching  
<https://www.howtographql.com/basics/1-graphql-is-the-better-rest/>

# REST Cons (Details)

- Fetching multiple resource in a request
  - Hard to realize join-like queries
  - Alternatives for efficient data fetching: GraphQL or Falcor
- Mapping operations to HTTP verbs
  - PUT for update, but there can be multiple ways of update
    - Using sub-resources
    - Using parameters
  - No appropriate mapping for the control operations

