Advanced Network Technologies

Applications

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HTTP/2

Key goal: decreased delay in multi-object HTTP requests

HTTP1.1: introduced multiple, pipelined GETs over single TCP connection

- server responds *in-order* (FCFS: first-come-first-served scheduling) to GET requests

- with FCFS, small object may have to wait for transmission (head-of-line (HOL) blocking) behind large object(s)

- loss recovery (retransmitting lost TCP segments) stalls object transmission

HTTP/2

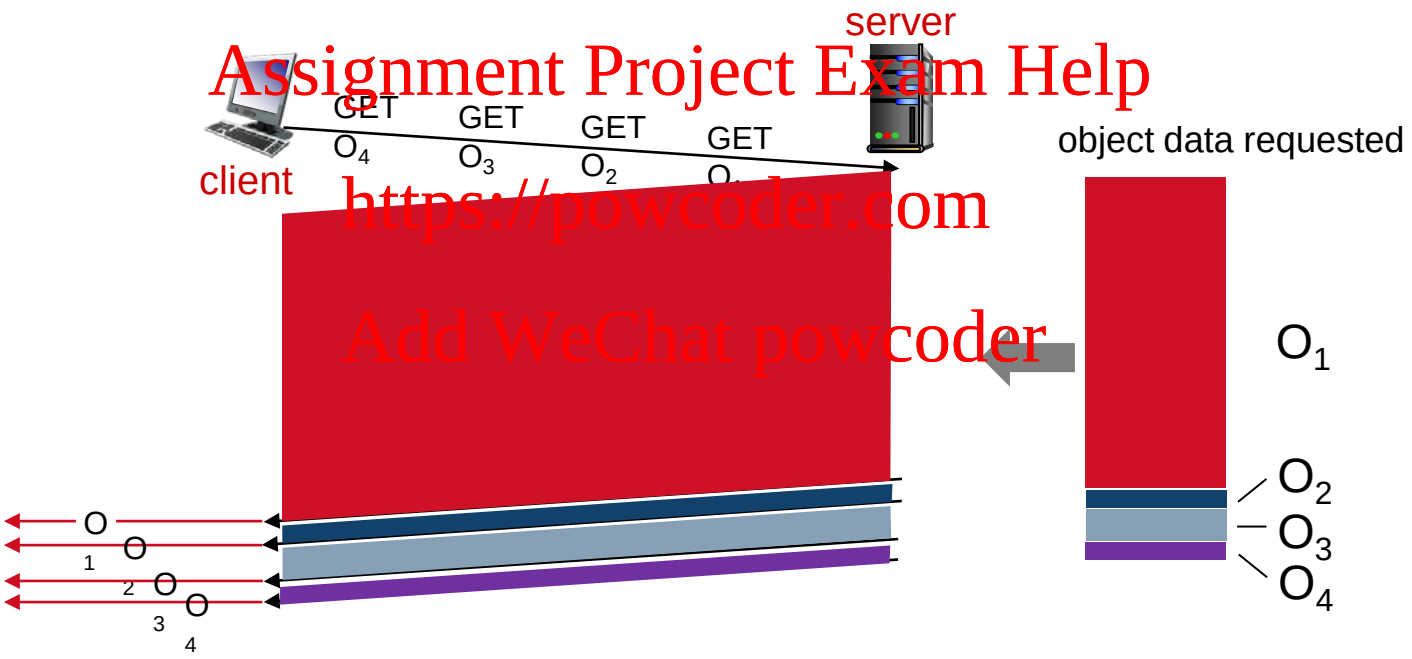
Key goal: decreased delay in multi-object HTTP requests

HTTP/2: [RFC 7540, 2015] increased flexibility at *server* in sending objects to client:

- methods, status codes, most header fields unchanged from HTTP 1.1
- transmission order of requested objects based on client-specified object priority (not necessarily FCFS)
- *push* unrequested objects to client
- divide objects into frames, schedule frames to mitigate Head-of-line (HOL) blocking

HTTP/2: mitigating HOL blocking

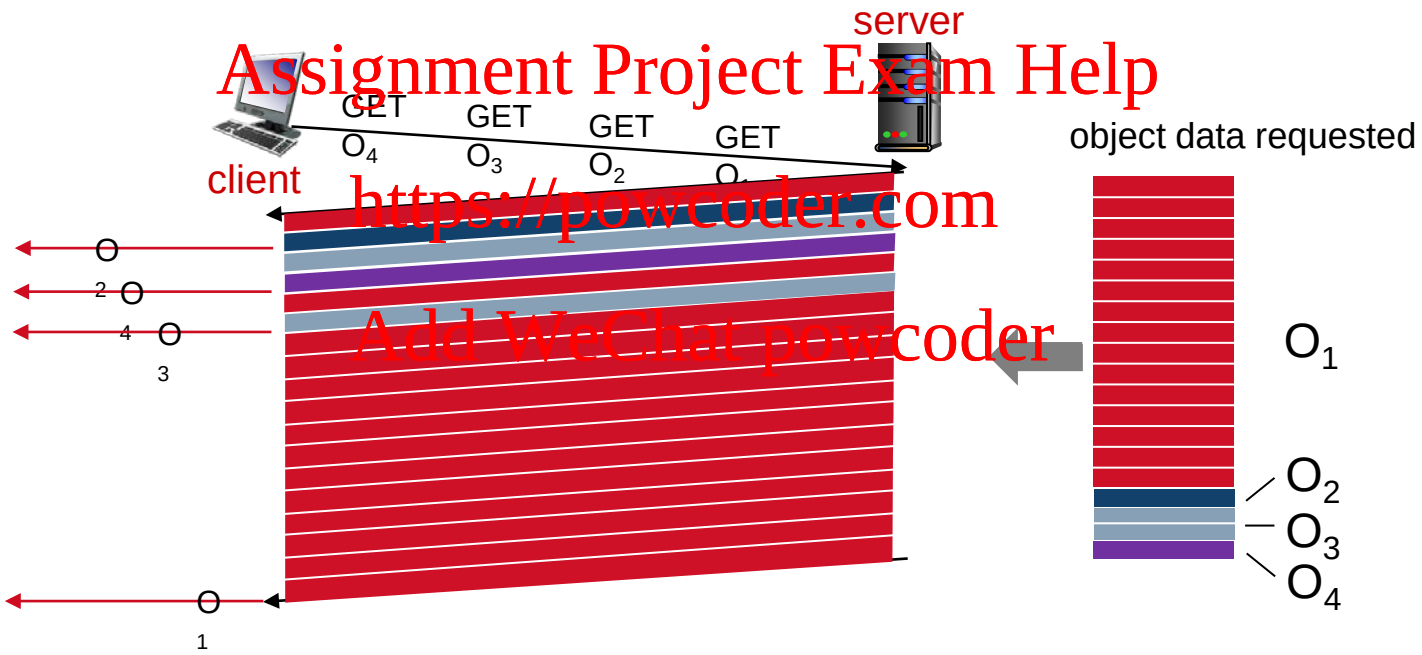
HTTP 1.1: client requests 1 large object (e.g., video file, and 3 smaller objects)



objects delivered in order requested: O_2, O_3, O_4 wait behind O_1

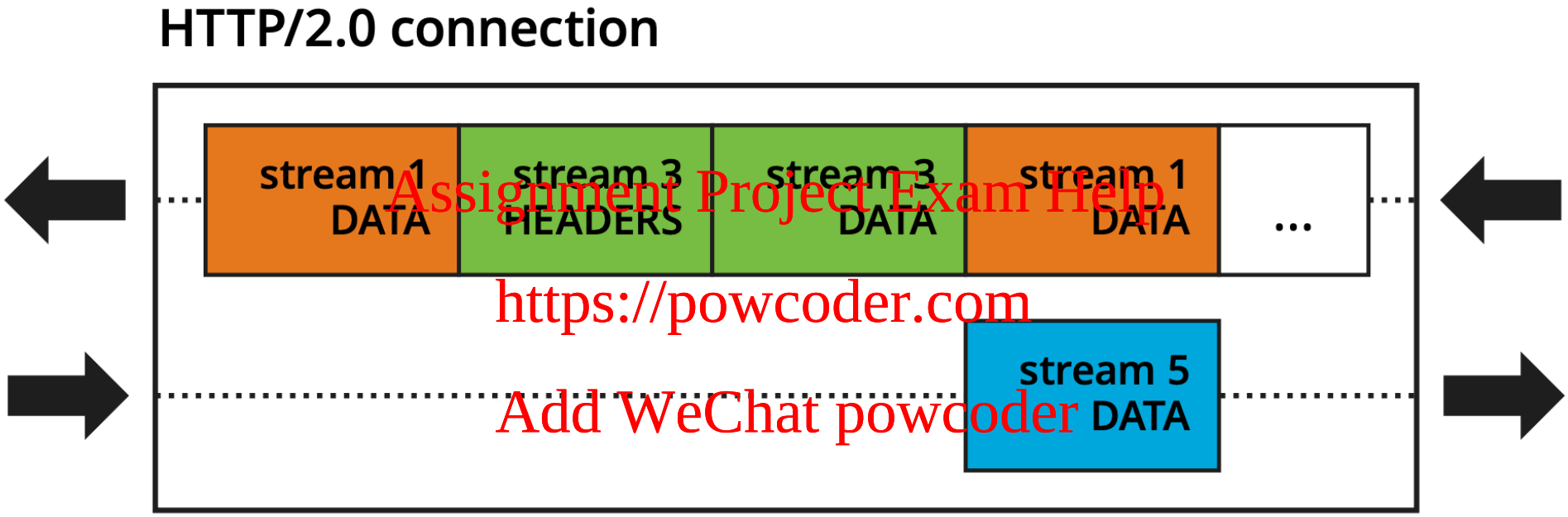
HTTP/2: mitigating HOL blocking

HTTP/2: objects divided into frames, frame transmission interleaved



O_2, O_3, O_4 delivered quickly, O_1 slightly delayed

HTTP/2 Streams and frames



HTTP/2 Streams and frames

Frames:

- Basic HTTP/2 data unit, replacing HTTP/1.1 header and body format.
- HTTP/2 frames have a binary encoding (more efficient).
- Header frames, Data frames

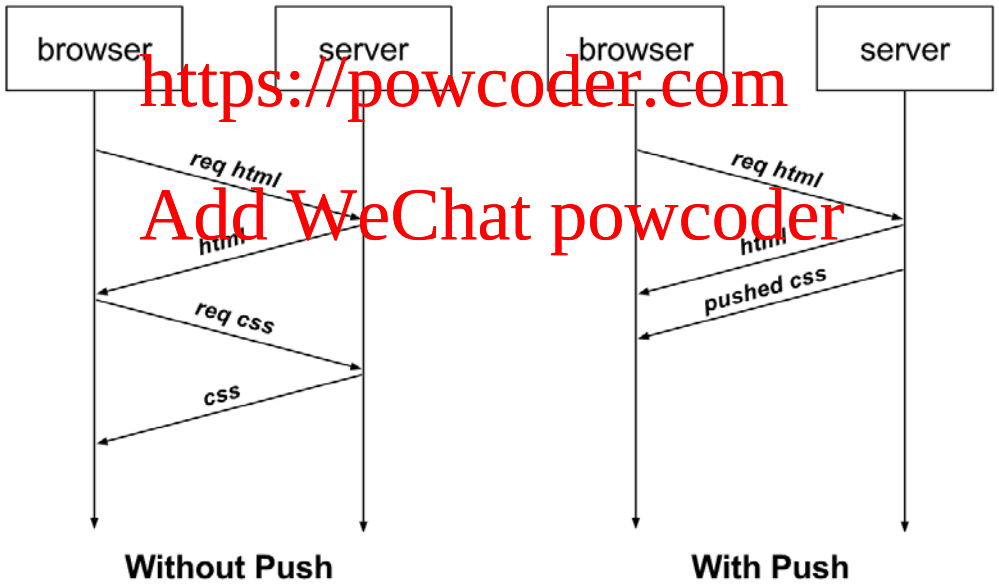
Streams

- Bidirectional channel where frames are transmitted
- Replacing HTTP/1.1 Request-Response mode

A single TCP connection to carry multiple streams

HTTP/2 push

The HTTP/2 Server Push mechanism allows the server to send resources proactively without waiting for a request, when it believes the client will need them.

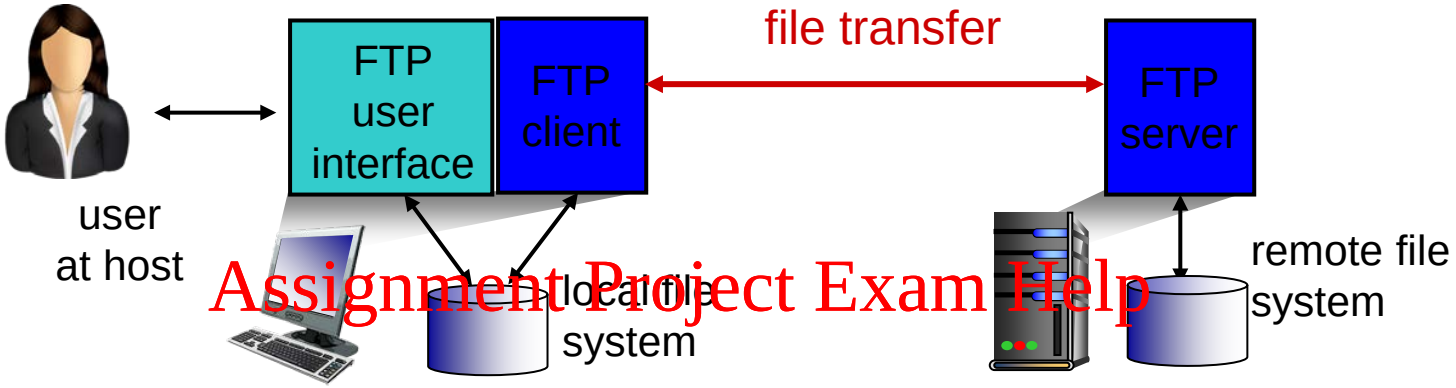


https://blog.golang.org/h2push

Outline

- Web and HTTP (Done)
- FTP
- Email
- DNS
- P2P

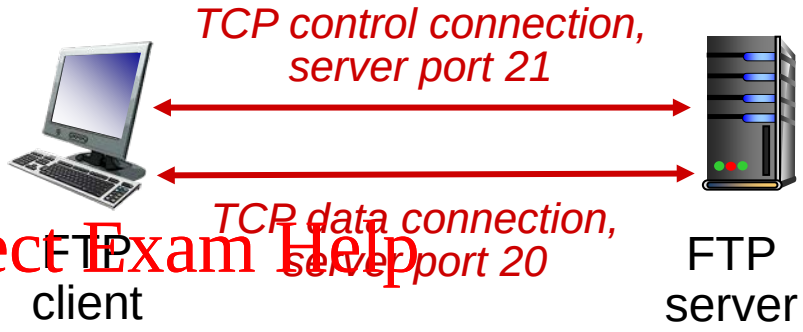
FTP: the file transfer protocol



- transfer file to/from remote host
- client/server model
  - *client:* side that initiates transfer (either to/from remote)
  - *server:* remote host
- ftp: RFC 959
- ftp server: port 21, 20

FTP: separate control, data connections

- FTP client contacts FTP server at port 21, using TCP
- client authorized over control connection
- client browses remote directory, sends commands over control connection
- when server receives file transfer command, *server* opens 2nd TCP data connection (for file) *to* client
- after transferring one file, server closes data connection



- server opens another TCP data connection to transfer another file
- control connection: *"out of band"*
- FTP server maintains "state": current directory, earlier authentication

FTP commands, responses

sample commands:

- sent as ASCII text over control channel
- **USER *username***
- **PASS *password***
- **LIST** return list of file in current directory
- **RETR filename** retrieves (gets) file
- **STOR filename** stores (puts) file onto remote host

sample return codes

- status code and phrase (as in HTTP)
- **331 Username OK, password required**
- **125 data connection already open; transfer starting**
- **425 Can't open data connection**
- **452 Error writing file**

Email

SMTP: Simple Mail Transfer Protocol

IMAP: Internet Message Access Protocol

POP3: Post Office Protocol 3

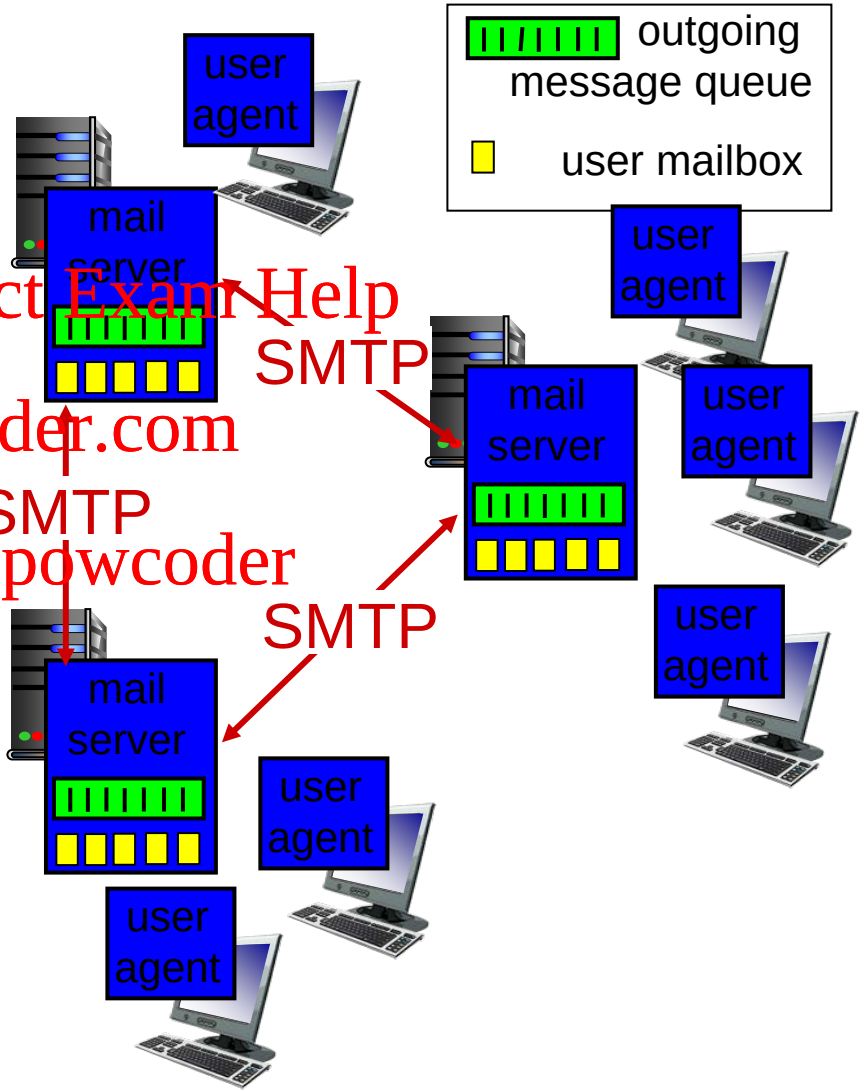
Electronic mail

Three major components:

- user agents (clients)
- mail servers
- simple mail transfer protocol: SMTP

User Agent

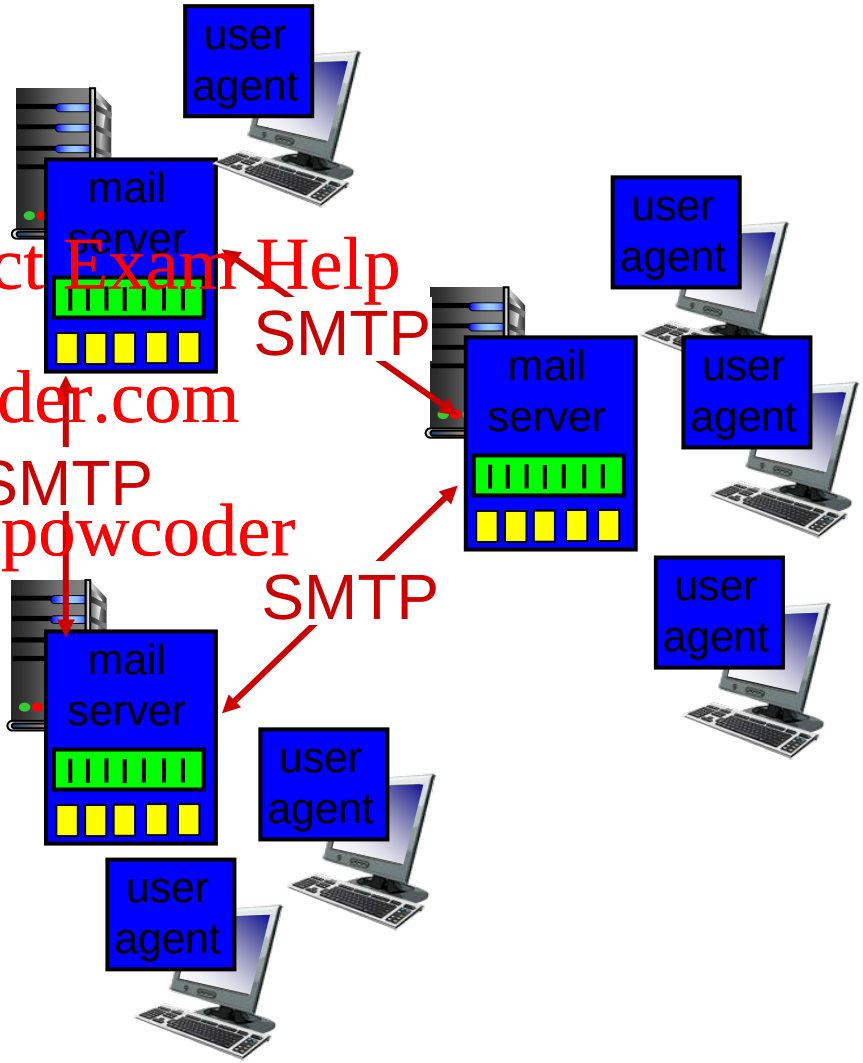
- a.k.a. "mail reader"
- composing, editing, reading mail messages
- e.g., Outlook, Thunderbird, iPhone mail client



Electronic mail: mail servers

mail servers:

- *mailbox* contains incoming messages for user
- *message queue* of outgoing (to be sent) mail messages
- *SMTP protocol* to send email messages between mail servers
  - client: sending mail to server
  - "server": receiving mail from 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 (like HTTP, FTP)
  - commands: ASCII text
  - response: status code and phrase
- messages must be in 7-bit ASCII
- Q: is SMTP stateful or stateless?
  - Stateful

Scenario: Alice sends message to Bob

1) Alice uses UA to compose message "to" `bob@someschool.edu`

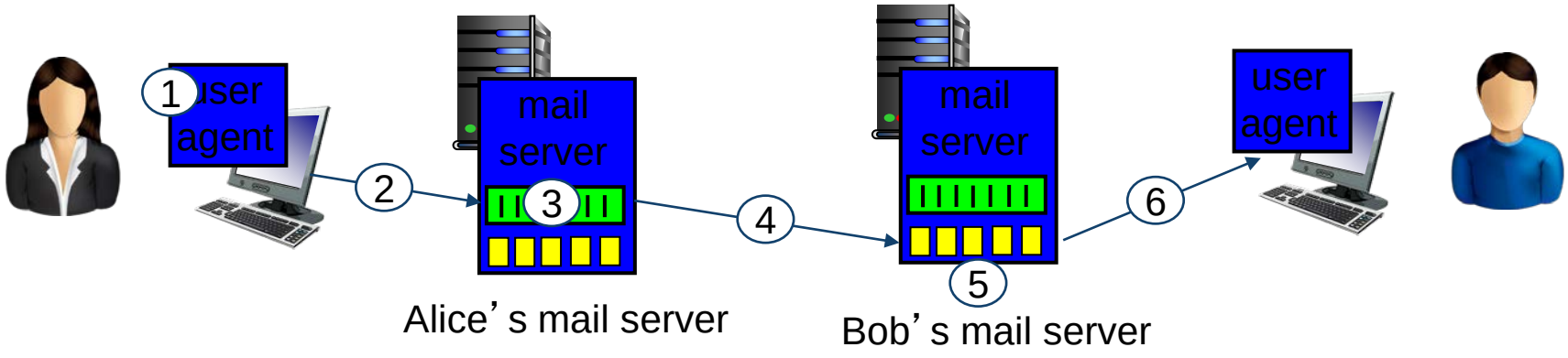
2) Alice's UA sends message to her mail server; message placed in message queue

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
```

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
  - Carriage return
  - Line feed

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 one msg

Mail message format

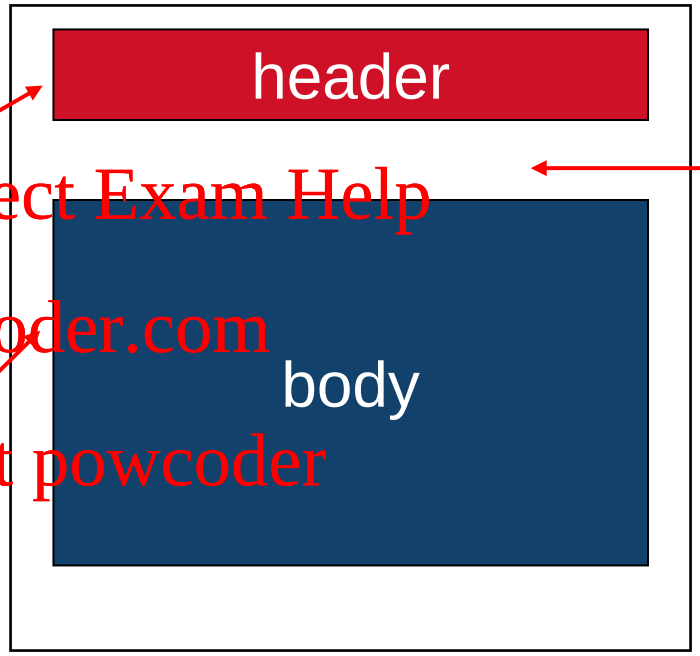
SMTP: protocol for exchanging email msgs

RFC 822: standard for text message format:

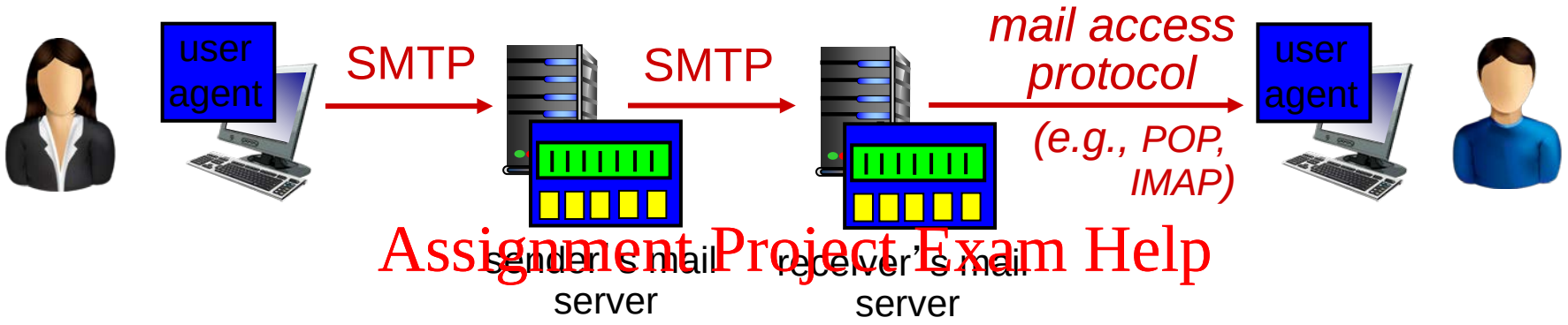
› header lines, e.g.,
  - To:
  - From:
  - Subject:

  different from SMTP MAIL FROM, RCPT TO: 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, download
  - IMAP: Internet Mail Access Protocol [RFC 1730]: more features, including manipulation of stored msgs on server
  - HTTP: Using a browser to access a webmail `https://webmail.sydney.edu.au`

POP3 Protocol

authorization phase

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

transaction phase, client:

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

```
S: +OK POP3 server ready
C: user bob
S: +OK
C: pass hungry
S: +OK user successfully logged on
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 POP3 "download and delete" mode
  - Bob cannot re-read e-mail if he changes client
- POP3 "download-and-keep": copies of messages on different clients
- POP3 is stateless across sessions

IMAP

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

DNS

DNS: domain name system

Internet hosts, routers:

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

people: many identifiers:

- name, passport #

Q: how to map between IP address and name, and vice versa ?

Domain Name System:

› *distributed database* implemented in hierarchy of many *name servers*

› *application-layer protocol:* hosts, name servers communicate to *resolve* names (address/name translation)

DNS: services, structure

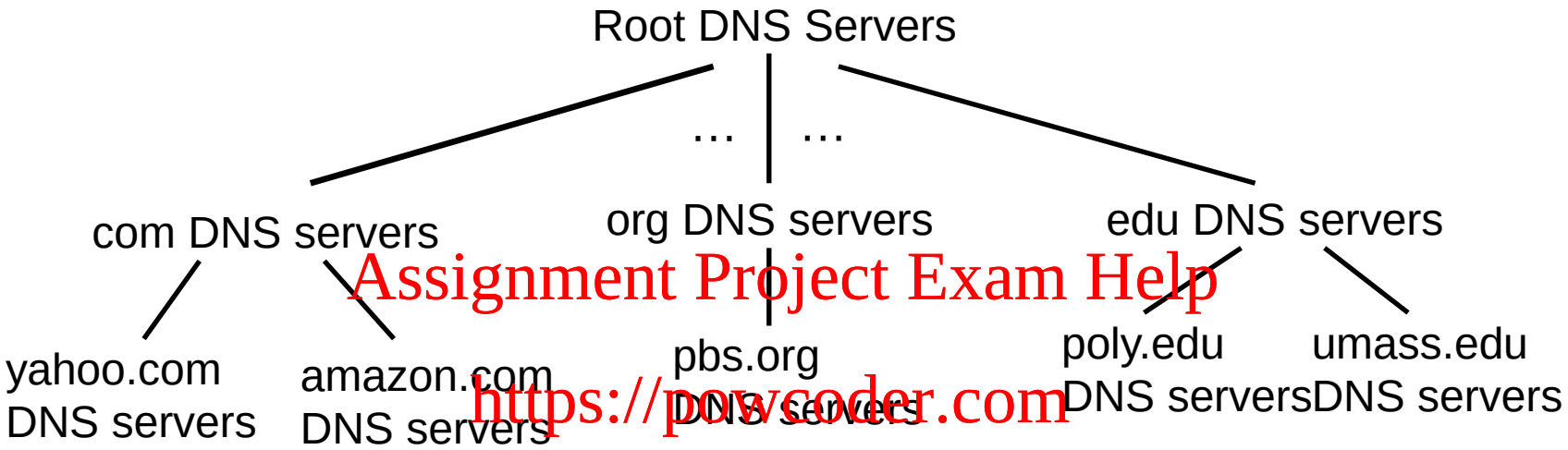
DNS services

- hostname to IP address translation
- host aliasing
  - canonical, alias names
- mail server aliasing
- load distribution
  - replicated Web servers: many IP addresses correspond to one name

why not centralize DNS?

- single point of failure
- distant centralized database
- scalability

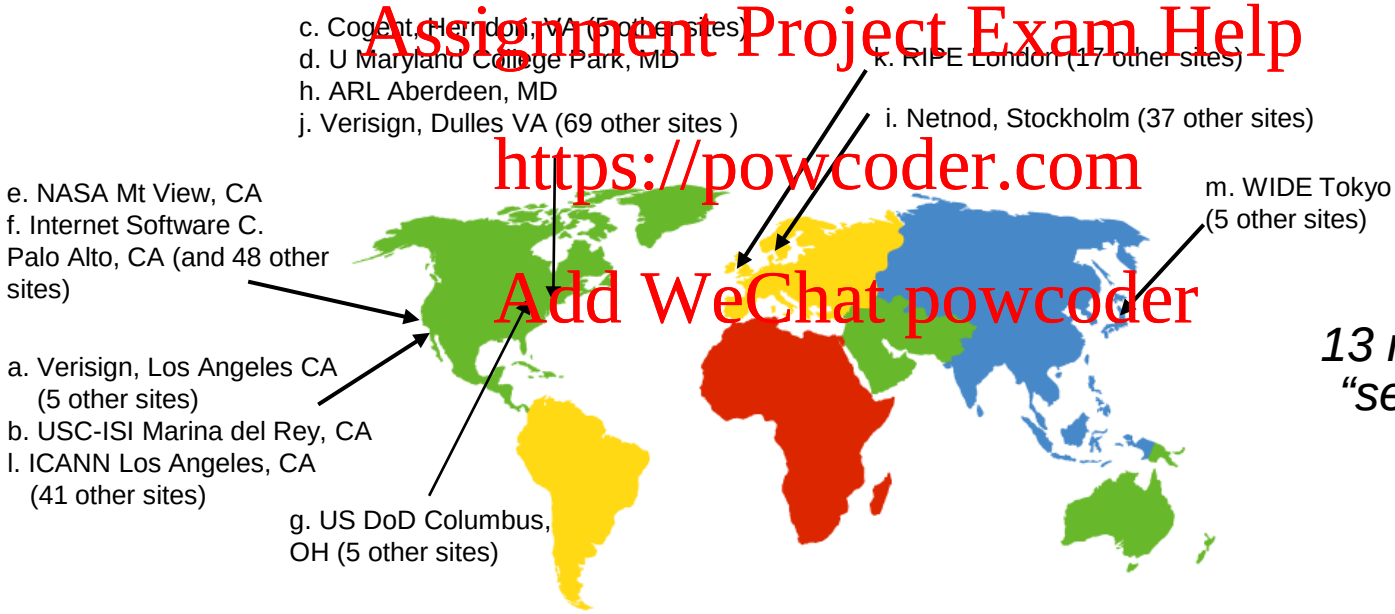
DNS: a distributed, hierarchical database



client wants IP for www.amazon.com; 1st approx:

- client queries 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

DNS: root name servers



13 root name "servers" worldwide

TLD, authoritative servers

top-level domain (TLD) servers:

- responsible for com, org, net, edu, aero, jobs, museums, and all top-level country domains, e.g.: uk, fr, ca, jp
- Network Solutions maintains servers for .com TLD
- Educause for .edu TLD

authoritative DNS servers:

- organization's own DNS server(s), providing authoritative hostname to IP mappings for organization's named hosts
- can be maintained by organization or service provider

Local DNS name server

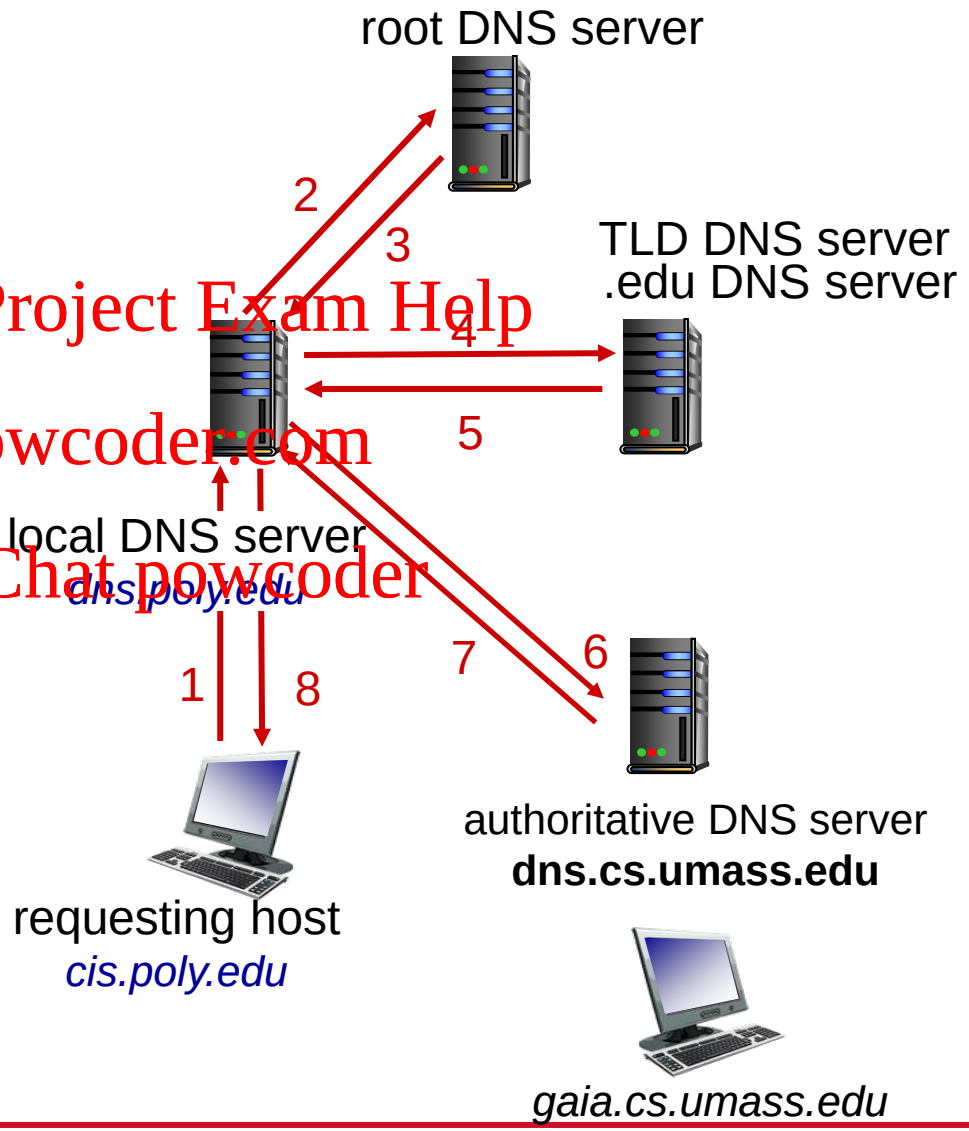
- does not strictly belong to hierarchy
- each ISP (residential ISP, company, university) has one
  - also called "default name server"
- when host makes DNS query, query is sent to its local DNS server
  - has local cache of recent name-to-address translation pairs (but may be out of date!)
  - acts as proxy, forwards query into hierarchy

DNS name resolution example

› host at cis.poly.edu wants IP address for gaia.cs.umass.edu

iterated query:

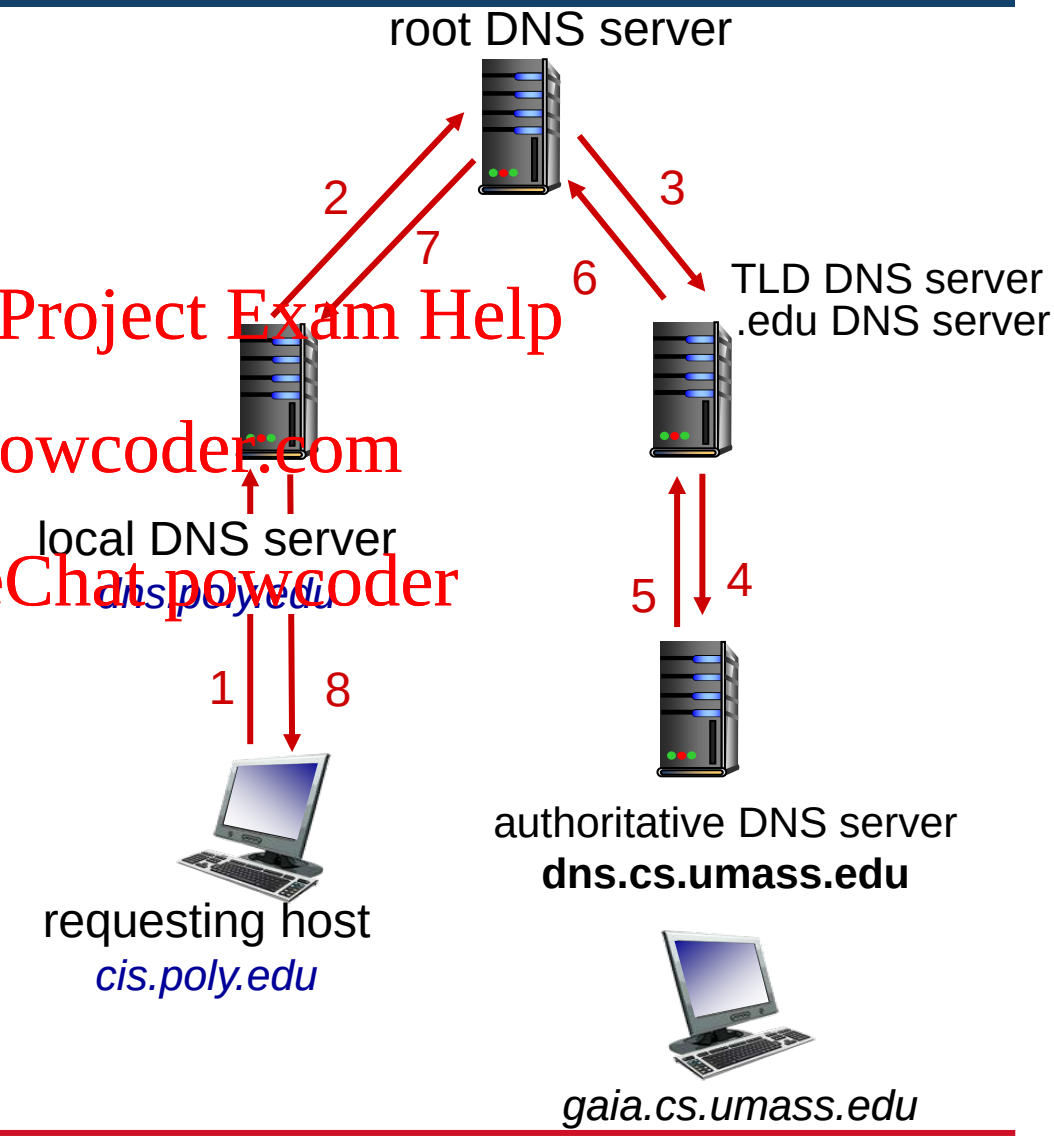
- contacted server replies with name of server to contact
- "I don't know this name, but ask this server"



DNS name resolution example (cont'd)

recursive query:

- puts burden of name resolution on contacted name server
- heavy load at upper levels of hierarchy?



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DNS caching, updating records

- once (any) name server learns mapping, it *caches* mapping
  - cache entries time out (disappear) after some time (TTL)
- 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 proposed IETF standard
  - RFC 2136

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**

Inserting records into DNS

- example: new startup "Network Utopia"
- register name networkuptopia.com at *DNS registrar* (e.g., Network Solutions)
  - provide names, IP addresses of authoritative name server
  - registrar inserts two RRs into .com TLD server:

    (networkutopia.com, dns1.networkutopia.com, NS)

    (dns1.networkutopia.com, 212.212.212.1, A)
- create at authoritative server:

  type A record for www.networkuptopia.com;

  (www.networkutopia.com, 212.212.212.22, A)

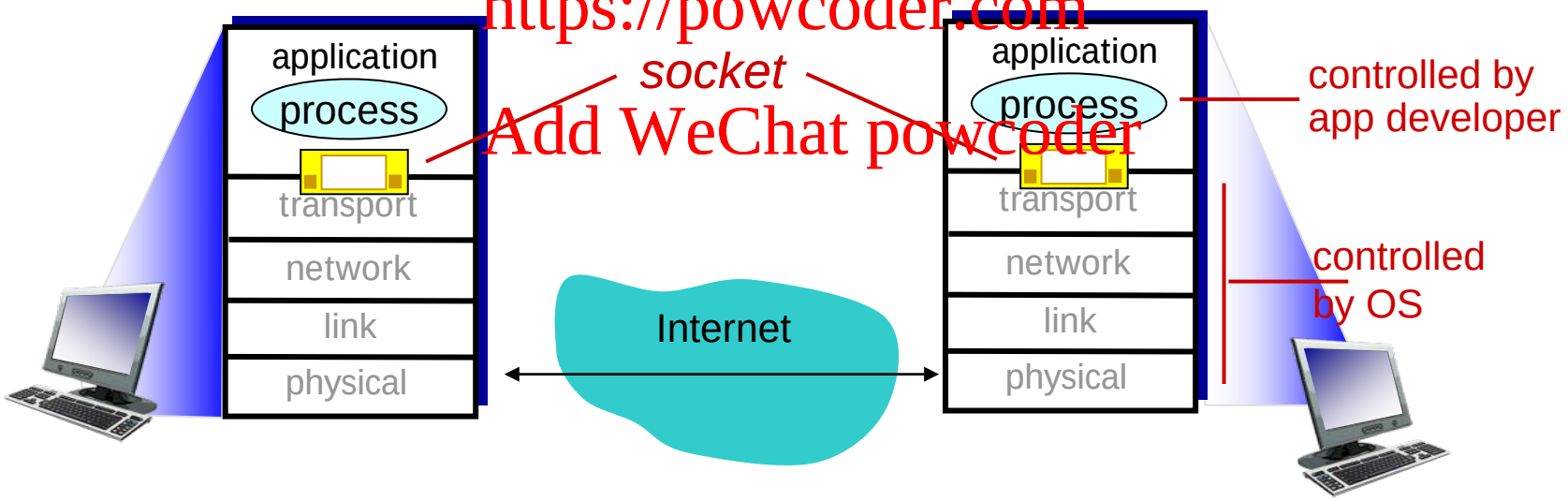
  (www.home.networkutopia.com, www.networkutopia.com, CNAME)

Socket Programming

Socket programming

goal: learn how to build client/server applications that communicate using sockets

socket: door between application process and end-end-transport protocol



Socket programming

Two socket types for two transport services:

- *UDP:* unreliable datagram
- *TCP:* reliable, byte stream-oriented

Application Example:

1. Client reads a line of characters (data) from its keyboard and sends the data to the server.
2. The server receives the data and converts characters to uppercase.
3. The server sends the modified data to the client.
4. The client receives the modified data and displays the line on its screen.

Socket programming with UDP

UDP: no "connection" between client & server

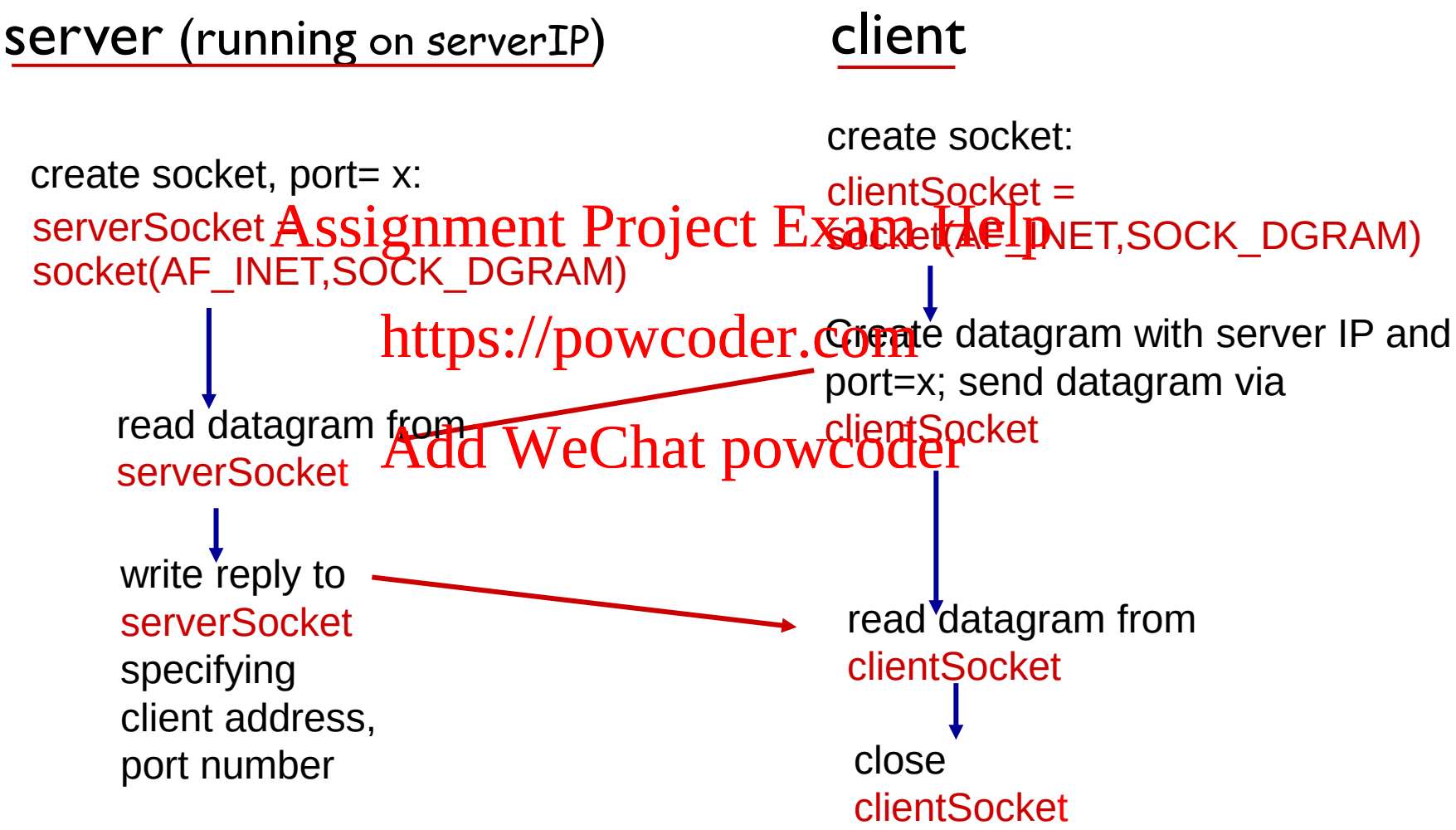
- no handshaking before sending data
- sender explicitly attaches IP destination address and port # to each packet
- receiver extracts sender IP address and port # from received packet

UDP: transmitted data may be lost or received out-of-order

Application viewpoint:

- UDP provides *unreliable* transfer of groups of bytes ("datagrams") between client and server

Client/server socket interaction: UDP



UDP client

Python UDPClient

include Python's socket library

```
from socket import *
serverName = 'hostname'
serverPort = 12000
clientSocket = socket(socket.AF_INET,
                      socket.SOCK_DGRAM)
message = input('Input lowercase sentence:')
message = message.encode('utf-8')
clientSocket.sendto(message,(serverName, serverPort))
modifiedMessage, serverAddress =
                      clientSocket.recvfrom(2048)
print (modifiedMessage.decode('utf-8'))
clientSocket.close()
```

create UDP for server

get user keyboard input

Attach server name, port to message; send into socket

read reply characters from socket into string

print out received string and close socket

convert from string to bytes
convert from bytes to string
New feature in Python 3

UDP server

Python UDPServer

```
from socket import *
serverPort = 12000
serverSocket = socket(AF_INET,SOCK_DGRAM)
serverSocket.bind(('', serverPort))
print "The server is ready to receive"
while 1:
    message, clientAddress = serverSocket.recvfrom(2048)
     message=message.decode('utf-8')
    modifiedMessage = message.upper()
    serverSocket.sendto(modifiedMessage.encode('utf-8'),
clientAddress)
```

create UDP socket

bind socket to local port number 12000

loop forever

Read from UDP socket into message, getting client's address (client IP and port)

send upper case string back to this client

Socket programming with TCP

client must contact server

- server process must first be running
- server must have created socket (door) that welcomes client's contact

client contacts server by:

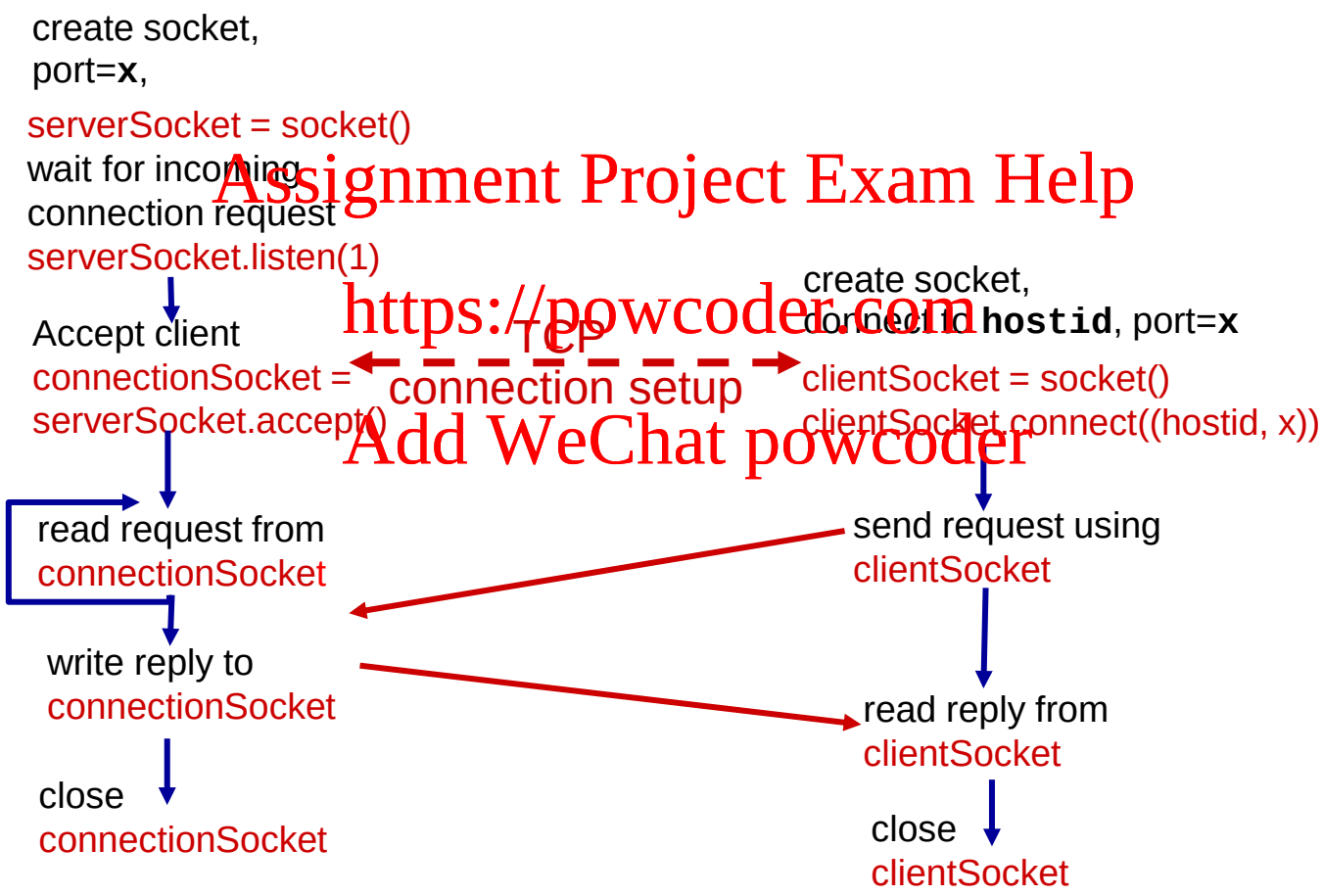
- creating TCP socket, connecting server by specifying IP address, port number of server process
- *client connects:* client TCP establishes connection to server TCP

- when contacted by client, *server TCP creates new socket* for server process to communicate with that particular client
  - allows server to talk with multiple clients
  - source port numbers used to distinguish clients

application viewpoint:

TCP provides reliable, in-order byte-stream transfer ("pipe") between client and server

Client-server socket interaction TCP



TCP client

Python TCPClient

```
from socket import *
serverName = 'servername'
serverPort = 12000
clientSocket = socket(AF_INET, SOCK_STREAM)
clientSocket.connect((serverName,serverPort))
sentence = input('Input lowercase sentence:')
clientSocket.send(sentence.encode('utf-8'))

## Do not specify serverName,serverPort
modifiedSentence = clientSocket.recv(1024)
print ('From Server:', modifiedSentence.decode('utf-8'))
clientSocket.close()
```

create TCP socket for server, remote port 12000

No need to attach server name, port

TCP server

Python TCPServer

```
from socket import *
serverPort = 12000
serverSocket = socket(AF_INET, SOCK_STREAM)
serverSocket.bind(('', serverPort))
serverSocket.listen(1)
print('The server is ready to receive')
while 1:
    connectionSocket, addr = serverSocket.accept()

    sentence = connectionSocket.recv(1024)
    capitalizedSentence = sentence.decode('utf-8').upper().encode('utf-8')
    connectionSocket.send(capitalizedSentence)
    connectionSocket.close()
```

create TCP welcoming socket

server begins listening for incoming TCP requests

loop forever

server waits on accept() for incoming requests, new socket created on return

read bytes from socket (but not address as in UDP)

close connection to this client (but *not* welcoming socket)

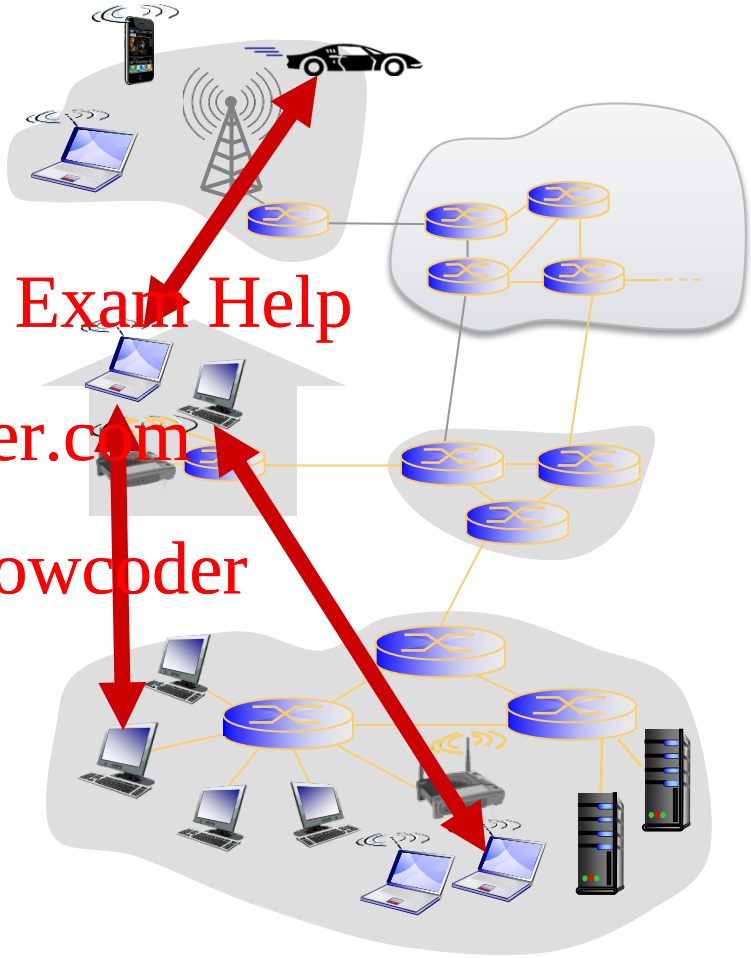
Peer-to-Peer

Pure peer-to-peer model architecture

- *no* always-on server
- arbitrary end systems directly communicate
- peers are intermittently connected and change IP addresses

examples:

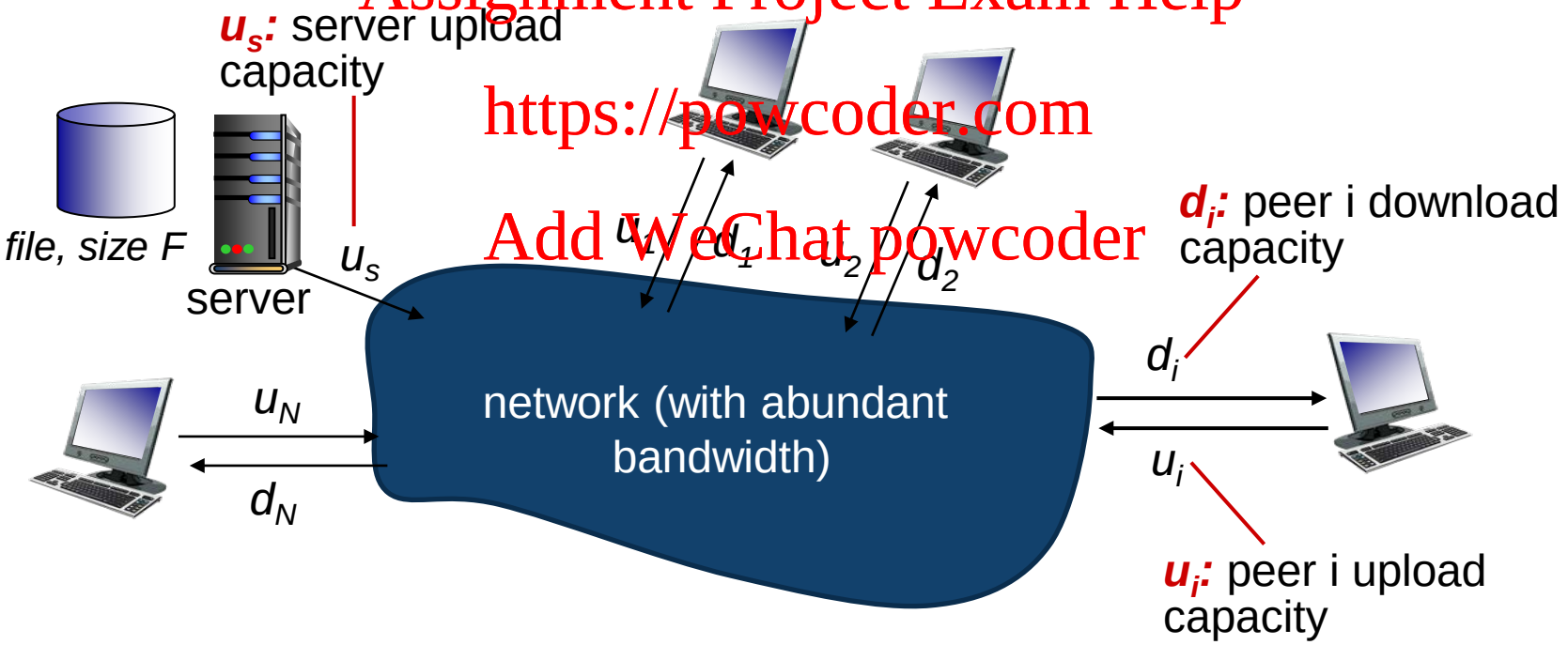
- file distribution (BitTorrent)
- Streaming (Zattoo, KanKan)
- VoIP (Skype)



File distribution: client-server vs. p2p

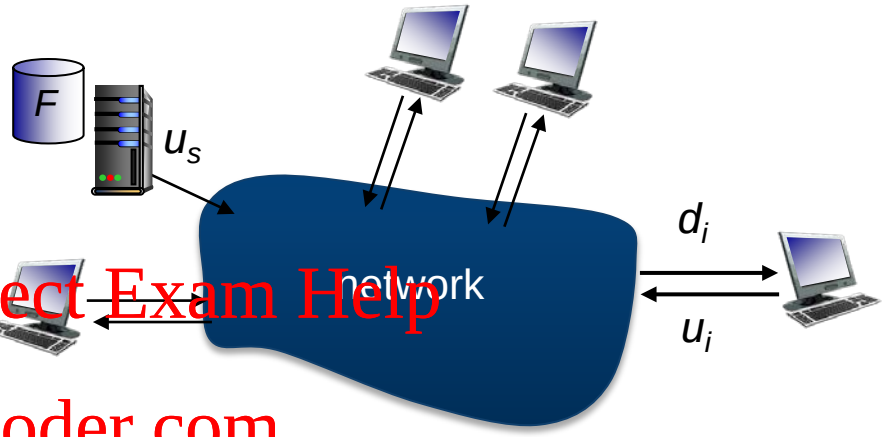
Question: how much time to distribute file (size *F*) from one server to *N* peers?

- peer upload/download capacity is limited resource



File distribution time: client-server

- *server transmission:* must sequentially send (upload) *N* file copies:
  - time to send one copy: F/u_s
  - time to send N copies: NF/u_s
- *client:* each client must download file copy
  - d_{min} = min client download rate
  - (worst case) client download time: F/d_{min}



time to distribute F to N clients using client-server approach

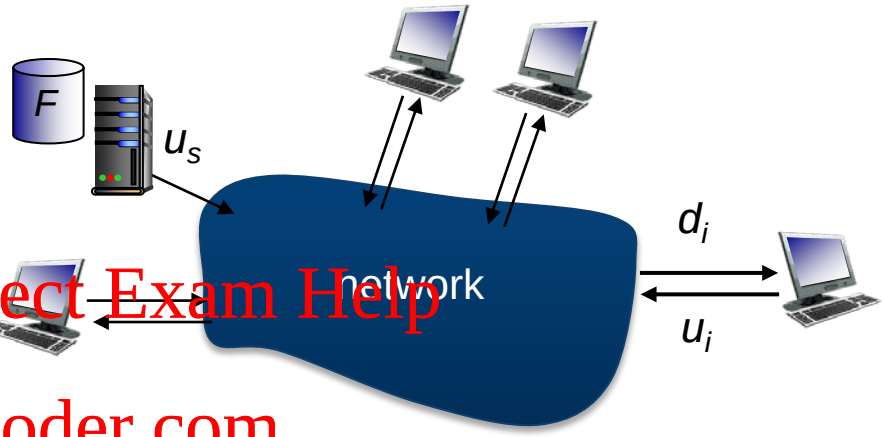
$$D_{c\text{-}s} \geq max\{NF/u_s, F/d_{min}\}$$

increases linearly in N

File distribution time: p2p

› *server transmission:* must upload at least one copy

- time to send one copy: F/u_s
  - *client:* each client must download file copy
    - client download time: F/d_{min}
  - *clients:* as aggregate must download NF bits = upload NF bits
    - Max upload rate $u_s + \Sigma u_i$
    - $NF/(u_s + \Sigma u_i)$



time to distribute F to N clients using P2P approach

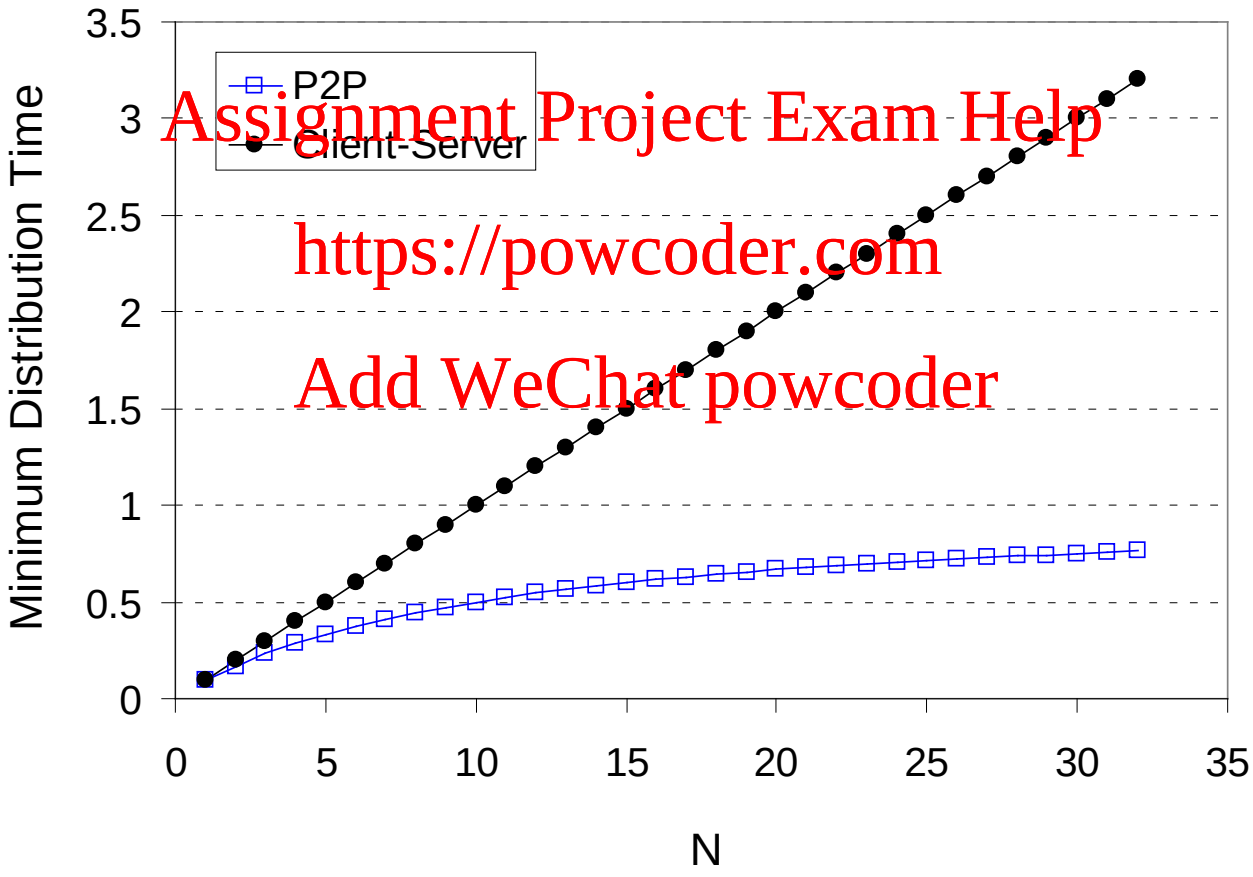
$$D_{P2P} \geq max\{F/u_s, F/d_{min}, NF/(u_s + \Sigma u_i)\}$$

increases linearly in N …

… but so does this, as each peer brings service capacity

Client-server vs. p2p

client upload rate = u, F/u = 1 hour, $u_s = 10u$, $d_{min} \geq u_s$



P2P file distribution: BitTorrent

BitTorrent, a file sharing application

- 20% of European internet traffic in 2012.
- Used for Linux distribution, software patches, distributing movies
- Goal: quickly replicate large files to large number of clients

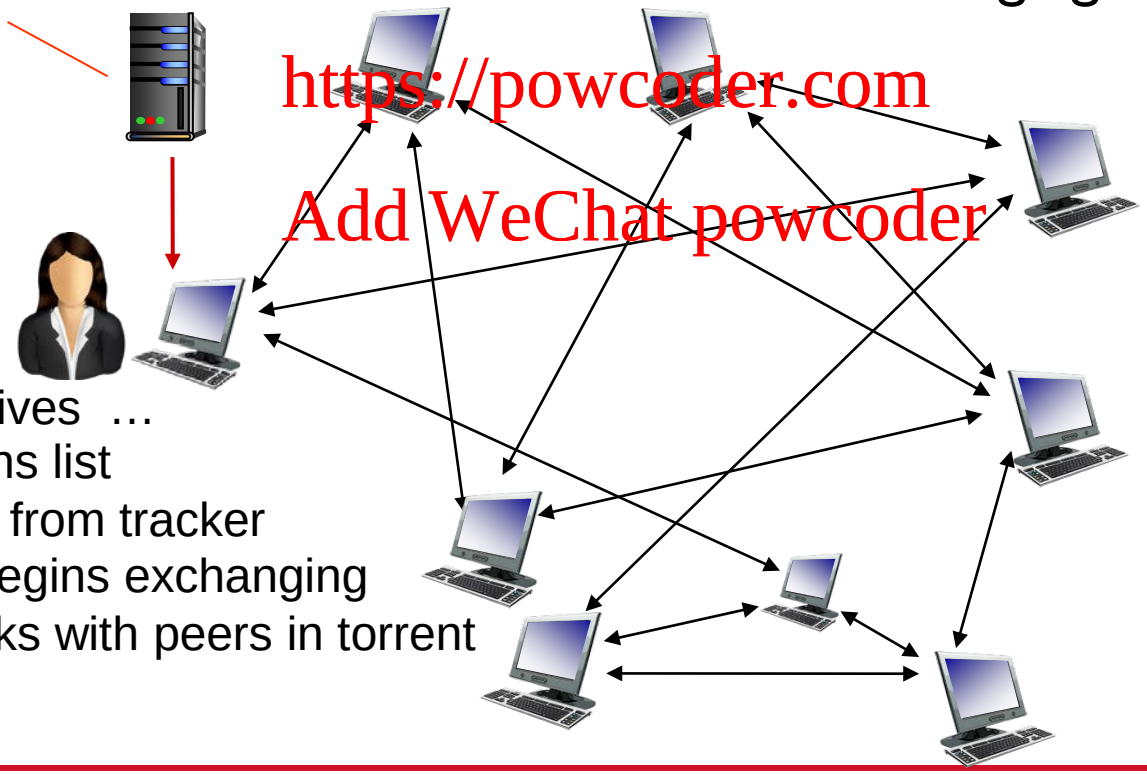
- Web server hosts a .torrent file (w/ file length, hash, tracker's URL…)
- A tracker tracks downloaders/owners of a file
- Files are divided into chunks (256kB-1MB)
- Downloaders download chunks from themselves (and owners)
- Tit-for-tat: the more one shares (server), the faster it can download (client)

P2P file distribution: BitTorrent

- file divided into 256KB chunks
- peers in torrent send/receive file chunks

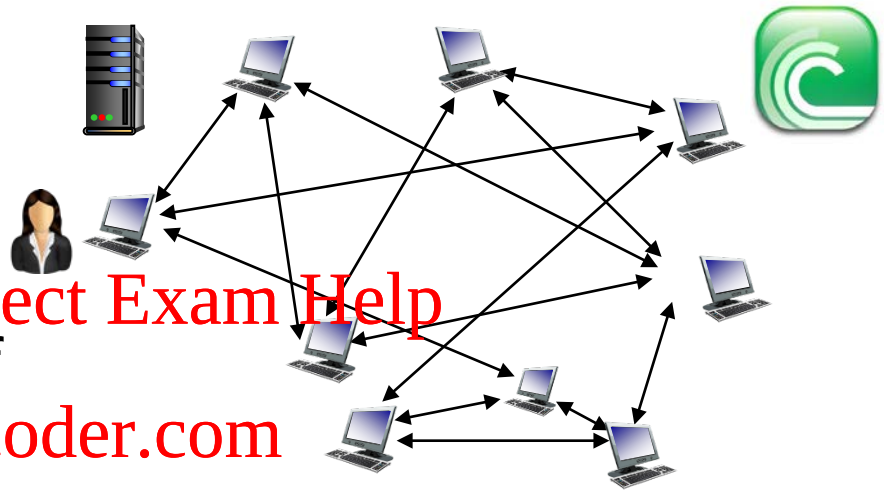
tracker: tracks peers participating in torrent

torrent: group of peers exchanging chunks of a file



Alice arrives …
… obtains list
of peers from tracker
… and begins exchanging
file chunks with peers in torrent

P2P file distribution: BitTorrent



› peer joining torrent:

- has no chunks, but will accumulate them over time from other peers
- registers with tracker to get list of peers, connects to subset of peers ("neighbors")

› while downloading, peer uploads chunks to other peers

› peer may change peers with whom it exchanges chunks

› *churn:* peers may come and go

› once peer has entire file, it may (selfishly) leave or (altruistically) remain in torrent

BitTorrent: requesting, sending file chunks

requesting chunks:

- at any given time, different peers have different subsets of file chunks
- periodically, Alice asks each peer for list of chunks that they have
- Alice requests missing chunks from peers, rarest first

sending chunks: tit-for-tat

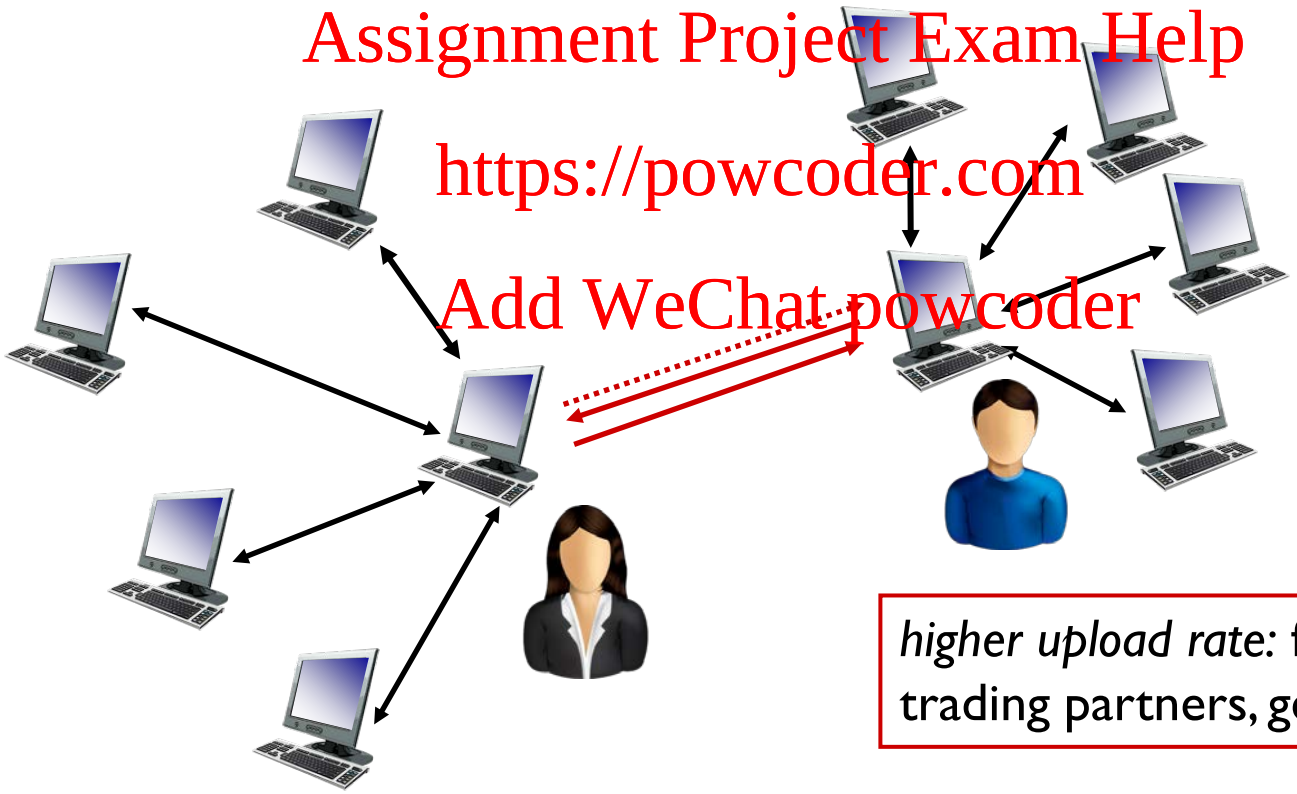
- Alice sends chunks to those four peers currently sending her chunks *at highest rate*
  - other peers are choked by Alice (do not receive chunks from her)
  - re-evaluate top 4 every10 secs
- every 30 secs: randomly select another peer, starts sending chunks
  - "optimistically unchoke" this peer
  - newly chosen peer may join top 4

BitTorrent: tit-for-tat

(1) Alice "optimistically unchokes" Bob

(2) Alice becomes one of Bob's top-four providers; Bob reciprocates

(3) Bob becomes one of Alice's top-four providers



higher upload rate: find better trading partners, get file faster !