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Subject: Computer Network Laboratory

WEEK No: 2

Objective: To understand persistent and non-persistent HTTP connections and corresponding performance impact.

To understand persistent and non-persistent HTTP connections and corresponding performance impact.

Create a web page with N (e.g. 10) embedded images. Each image should be of minimum 2 MB size. Configure your browser (Firefox) with following settings (each setting requires repeat of experiment)

- Non persistent connection
- 2 persistent connections
- 4 persistent connections
- 6 persistent connections
- 10 persistent connections.

Observation: Note down the time taken to display the entire page in each of the settings. Ensure that (cache is cleared before starting the web request). Explain the response time differences. What is the optimal number of persistent connections for best performance? Explain your answer.

EXECUTION STEPS

Step 1: Connect 2 desktops using switch and cables as shown below. (Use 2 VMs on Virtualbox)

Server Side:

Step 2: Check your Web Server.

sudo systemctl status apache2 or sudo service apache2 status

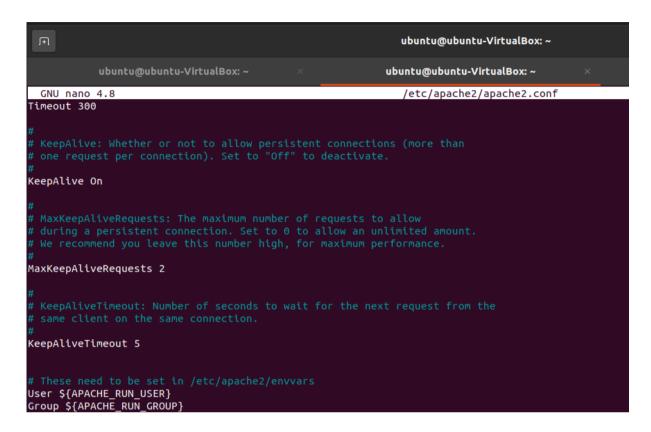
```
ubuntu@ubuntu-VirtualBox: ~
                                                            Q
ib/systemd/system/apache2.service.
Created symlink /etc/systemd/system/multi-user.target.wants/apache-htcacheclean.
service \rightarrow /lib/systemd/system/apache-htcacheclean.service.
Processing triggers for ufw (0.36-6) ...
Processing triggers for systemd (245.4-4ubuntu3.4) ...
Processing triggers for man-db (2.9.1-1) ...
Processing triggers for libc-bin (2.31-Oubuntu9.2) ...
ubuntu@ubuntu-VirtualBox:~$ sudo systemctl status apache2
apache2.service - The Apache HTTP Server
     Loaded: loaded (/lib/systemd/system/apache2.service; enabled; vendor prese>
     Active: active (running) since Sat 2021-02-06 19:23:33 IST; 27s ago
       Docs: https://httpd.apache.org/docs/2.4/
   Main PID: 3465 (apache2)
      Tasks: 55 (limit: 5801)
     Memory: 6.1M
     CGroup: /system.slice/apache2.service
              –3465 /usr/sbin/apache2 -k start
               -3466 /usr/sbin/apache2 -k start
              __3467 /usr/sbin/apache2 -k start
Feb 06 19:23:33 ubuntu-VirtualBox systemd[1]: Starting The Apache HTTP Server..
Feb 06 19:23:33 ubuntu-VirtualBox apachectl[3464]: AH00558: apache2: Could not >
Feb 06 19:23:33 ubuntu-VirtualBox systemd[1]: Started The Apache HTTP Server.
lines 1-15/15 (END)
```

Step 3: Server IP address can be set by the following command:

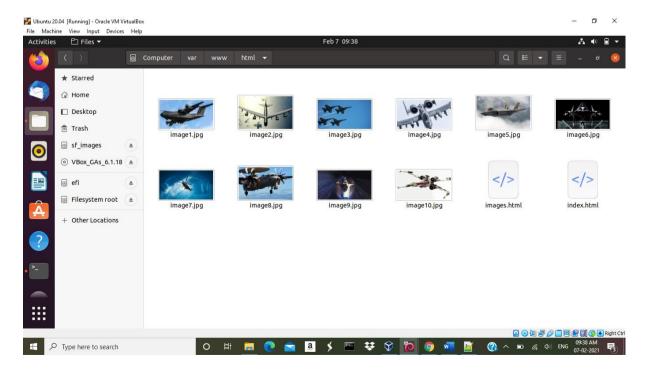
```
ubuntu@ubuntu-VirtualBox: ~
                                                            Q
                                                                           valid_lft forever preferred_lft forever
2: enp0s3: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state UP gr
oup default qlen 1000
    link/ether 08:00:27:ae:91:37 brd ff:ff:ff:ff:ff
    inet 10.0.2.15/24 brd 10.0.2.255 scope global dynamic noprefixroute enp0s3
       valid lft 83540sec preferred lft 83540sec
    inet6 fe80::d356:e0f8:62f0:5a95/64 scope link noprefixroute
       valid lft forever preferred lft forever
ubuntu@ubuntu-VirtualBox:~$ ip addr
1: lo: <LOOPBACK,UP,LOWER_UP> mtu 65536 qdisc noqueue state UNKNOWN group defaul
t qlen 1000
    link/loopback 00:00:00:00:00:00 brd 00:00:00:00:00:00
    inet 127.0.0.1/8 scope host lo
       valid_lft forever preferred_lft forever
    inet6 ::1/128 scope host
       valid_lft forever preferred_lft forever
2: enp0s3: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq codel state UP gr
oup default glen 1000
    link/ether 08:00:27:ae:91:37 brd ff:ff:ff:ff:ff:ff
    inet 10.0.5.43/24 brd 10.0.5.255 scope global noprefixroute enp0s3
       valid_lft forever preferred_lft forever
    inet6 fe80::b9d1:86c1:1eff:d24d/64 scope link noprefixroute
       valid_lft forever preferred_lft forever
ubuntu@ubuntu-VirtualBox:~$
```

Step 4: The apache2.conf file present in the etc /apache2 directory is modified as:

- -The keep-alive option was set (i.e. value was made ON)
- -The MaximumKeepAliveRequests were set to 2



Step 5: Store images in the server path. A html page consisting of 10 images having size > 2MB were placed and accessed by the client. This html page is stored in the location -/var/www/html/images.html.



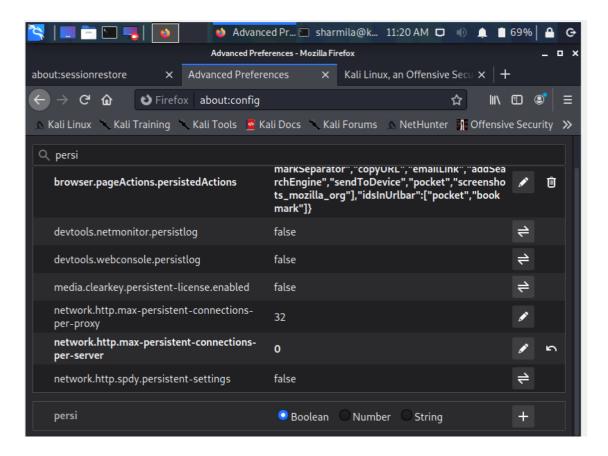
Step 6: Prepare a web page as shown below. The html file needs to add 10 images. (Kindly skip the style attribute in the below image

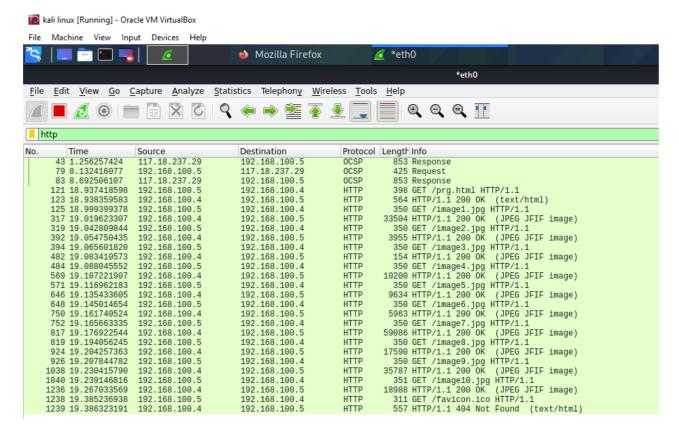
Client side:

```
sharmila@kali: ~
                                                                         File
     Actions
              Edit
                   View
                          Help
  —(sharmila⊕kali)-[~]
_s ifconfig
eth0: flags=4163<UP, BROADCAST, RUNNING, MULTICAST> mtu 1500
        inet 192.168.100.5 netmask 255.255.255.0 broadcast 192.168.100.25
        inet6 fe80::a00:27ff:fed7:469d prefixlen 64 scopeid 0×20<link>
        ether 08:00:27:d7:46:9d txqueuelen 1000 (Ethernet)
       RX packets 67 bytes 17060 (16.6 KiB)
       RX errors 0 dropped 0 overruns 0 frame 0
       TX packets 96 bytes 16582 (16.1 KiB)
       TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0
lo: flags=73<UP,LOOPBACK,RUNNING> mtu 65536
        inet 127.0.0.1 netmask 255.0.0.0
        inet6 :: 1 prefixlen 128 scopeid 0×10<host>
        loop txqueuelen 1000 (Local Loopback)
       RX packets 24 bytes 1156 (1.1 KiB)
       RX errors 0 dropped 0 overruns 0 frame 0
       TX packets 24 bytes 1156 (1.1 KiB)
       TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0
  —(sharmila⊕kali)-[~]
```

PART 1: NON-PERSISTENT CONNECTION

Step 1: This is done by setting the value of max-persistent-connection-per-server to 0 in the client computer



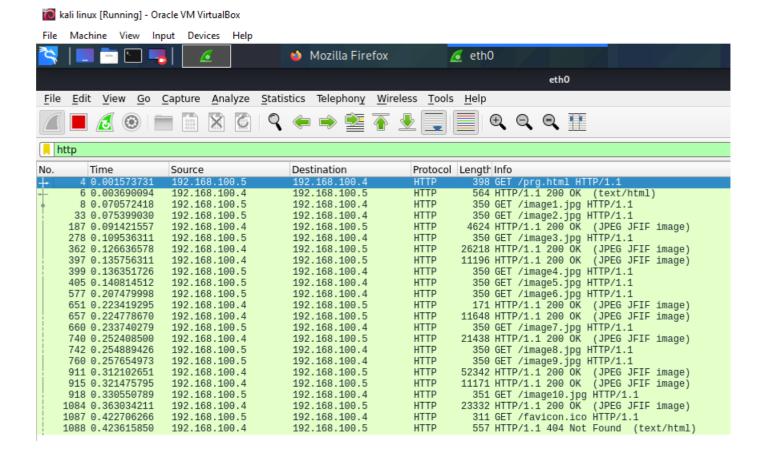


Here the value is=19.386323191-18.937418598=0.448904593

PART 2: PERSISTENT CONNECTIONS

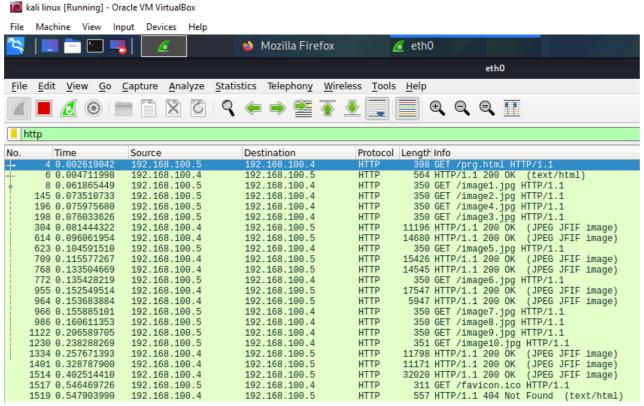
For 2 persistent connections, set the value of max-persistent-connection-per-server to

2 in the client computer



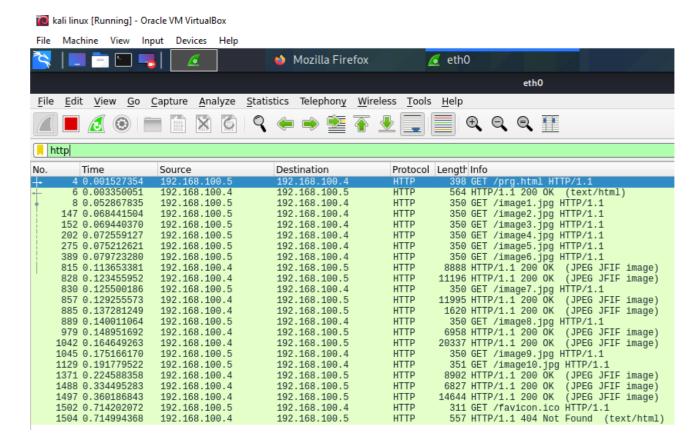
For 4 persistent connections, Set the value of max-persistent-connection-per-server to

4 in the client computer



Here it is: 0.402514410-0.002619042= 0.399895368

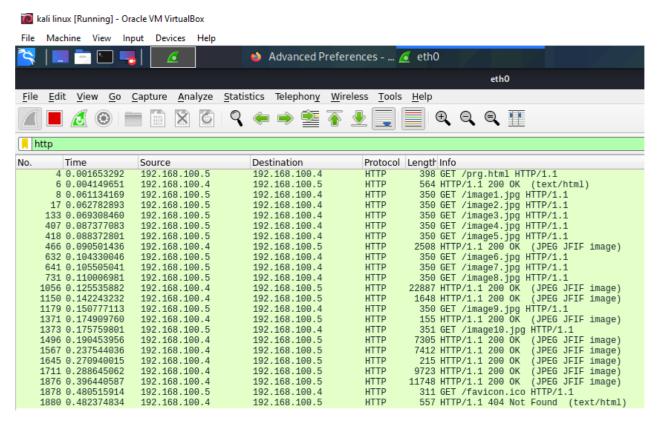
For 6 persistent connections, Set the value of **max-persistent-connection-per-server to 6** in the client computer



Here it is: 0.360186843-0.001527354= **0.358659489**

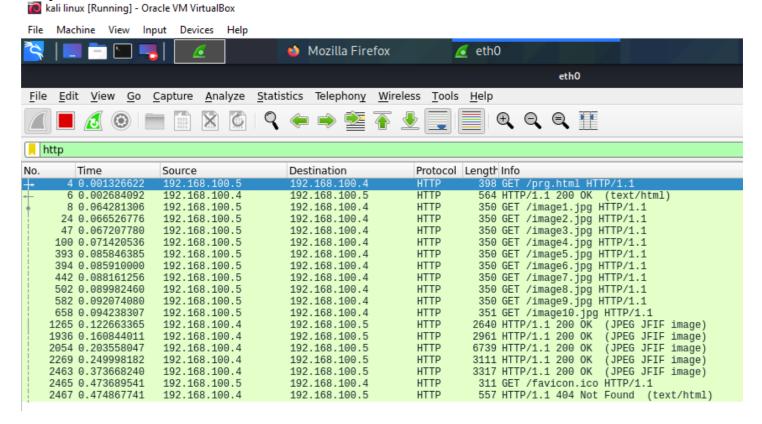
For 8 persistent connections, Set the value of max-persistent-connection-per-server to

8 in the client computer



Here it is: 0.396440587-0.001653292= **0.394787295**

For 10 persistent connections, Set the value of **max-persistent-connection-per-server to 10** in the client computer



Here it is: 0.373668240-0.001326622= **0.372341618**

OBSERVATIONS:

We can calculate the total load time as the difference between the first GET time which corresponds to the time when the html page was requested and the last response time, which corresponds to when the last image was sent back

The time taken to load images for 4 6 8 persistent connections is greater than 10

Persistent Connections	Time at first GET	Time at last Response	Load Time
0	18.937418598	19.386323191	0.448904593
2	0.001573731	0.422706266	0.421132535
4	0.002619042	0.40251441	0.399895368
6	0.001527354	0.360186843	0.358659489
8	0.001653292	0.396440587	0.394787295
10	0.001326622	0.37366824	0.372341618

HTTP persistent connection has the following advantages:

- Reduced latency in subsequent requests.
- Reduced CPU usage and round-trips because of fewer new connections and TLS handshakes.
- Enables HTTP pipelining of requests and responses.
- Reduced network congestion (fewer TCP connections).
- Errors can be reported without the penalty of closing the TCP connection.
- We can hence see that the optimal number of persistent connections is **6**, since it corresponds to the lowest load time.
- Initially as the number of persistent connections increase, we can observe that the load time decrease gradually and then steeply. This occurs due to the parallelism and pipelining performed while processing and requesting for image objects.
- However, as the number of persistent connections increase, the load time again starts increasing. This is due to the decrease in throughput of each connection with the constant link capacity. Hence the load times increase with an increase in number of persistent connections above a certain threshold.
- It is therefore not suggested to keep an exceedingly high number of persistent connections.