

Middleware Architectures 1

Lecture 4: HATEOAS, Caching and Concurrency

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Overview

- **HATEOAS**
- Caching, Revalidation, Concurrency Control
- Richardson Maturity Model

HATEOAS

- HATEOAS = Hypertext as the Engine for Application State
 - The REST core principle
 - **Hypertext**
 - Hypertext is a representation of a resource state with **links**
 - A link is an URI of a resource
 - Applying an access (PUT, POST, DELETE) to a resource via its link = state transition
- Statelessness
 - A service does not use a session memory to remember a state
 - HATEOAS enables stateless implementation of services

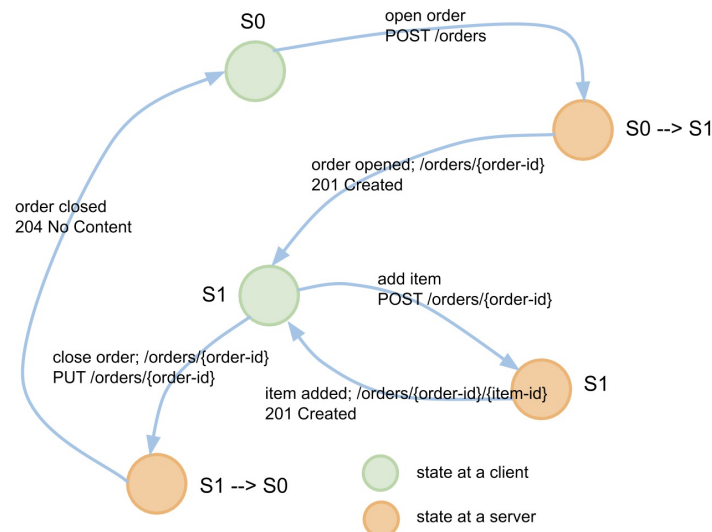
Stateful server

- Sessions to store the application state
 - The app uses a server memory to remember the state
 - When the server restarts, the app state is lost



Stateless server

- HTTP and hypermedia to transfer the app state
 - Does not use a server memory to remember the app state
 - State transferred between a client and a service via HTTP metadata and resources' representations

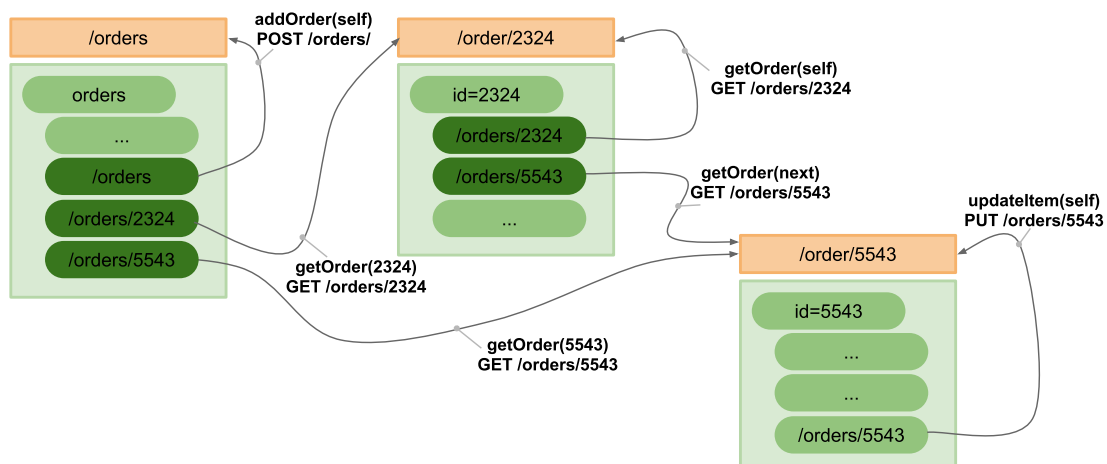


Persistent Storage and Session Memory

- Persistent Storage
 - Contains the app data
 - Data is serialized into resource representation formats
 - All sessions may access the data via resource IDs
- Session Memory
 - Server memory that contains a state of the app
 - A session may only access its session memory
 - Access through cookies
 - Note
 - A session memory may be implemented via a persistent storage (such as in Google AppEngine)

Link

- Service operation
 - Applying an access to a link (*GET, PUT, POST, DELETE*)
 - Link: *HTTP method + resource URI + optional link semantics*
- Example: **getOrder**, **addOrder**, and **updateItem**



Atom Links

- Atom Syndication Format
 - XML-based document format; Atom feeds
 - Atom links becoming popular for RESTful applications

```
1 | <order a:xmlns="http://www.w3.org/2005/Atom" xmlns="...">
2 |   <a:link
3 |     rel="next"
4 |     href="http://company.com/orders/5543"
5 |     type="application/xml"/>
6 |   <customer>Tomas</customer>
7 |   <items>...</items>
8 | </order>
```

- Link structure

rel – name of the link

~ semantics of an operation behind the link

href – URI to the resource described by the link

type – media type of the resource the link points to

Link Semantics

- Standard **rel** values
 - *Navigation: next, previous, self*
 - *Does not reflect a HTTP method you can use*
- Extension **rel** values
 - *You can use **rel** to indicate a semantics of an operation*
 - *Example: add item, delete order, update order, etc.*
 - *A client associates this semantics with an operation it may apply at a particular state*
 - *The semantics should be defined by using an URI*

```
1 <order a:xmlns="http://www.w3.org/2005/Atom" xmlns="...">
2   <id>2324</id>
3   <a:link rel="http://company.com/op/addItem"
4     href="http://company.com/orders/2324"/>
5   <a:link rel="http://company.com/op/deleteOrder"
6     href="http://company.com/orders/2324"/>
7 </order>
```

Link Headers

- An alternative to Atom links in resource representations
 - *links defined in HTTP Link header, Web Linking IETF spec*
 - *They have the same semantics as Atom Links*
 - *Example:*

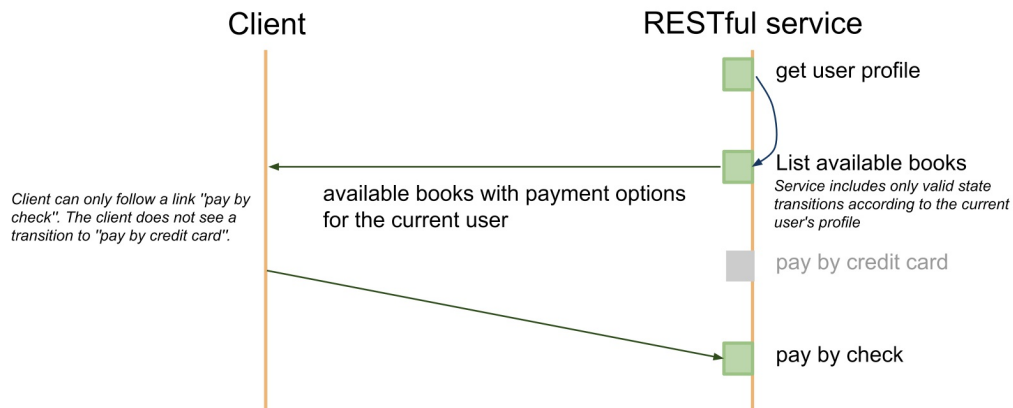
```
> HEAD /orders HTTP/1.1
```

```
< Content-Type: application/xml
< Link: <http://company.com/orders/?page=2&size=10>; rel="next"
< Link: <http://company.com/orders/?page=10&size=10>; rel="last"
```

- Advantages
 - *no need to get the entire document*
 - *no need to parse the document to retrieve links*
 - *use HTTP HEAD only*

Preconditions and HATEOAS

- Preconditions in HATEOAS
 - Service in a current state generates only valid transitions that it includes in the representation of the resource.
 - Transition logic is realized at the server-side



Advantages

- Location transparency
 - only "entry-level" links published to the World
 - other links within documents can change without changing client's logic
 - Hypertext represents the current user's view, i.e. rights or other context
- Loose coupling
 - no need for a logic to construct the links
 - Clients know to which states they can move via links
- Statelessness and Cloud
 - Better implementation of scalability

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Scalability

- Need for scalability
 - *Huge amount of requests on the Web every day*
 - *Huge amount of data downloaded*
- Some examples
 - *Google, Facebook: 5 billion API calls/day*
 - *Twitter: 3 billions of API calls/day (75% of all the traffic)*
 - *50 million tweets a day*
 - *eBay: 8 billion API calls/month*
 - *Bing: 3 billion API calls/month*
 - *Amazon WS: over 100 billion objects stored in S3*
- Scalability in REST
 - *Caching and revalidation*
 - *Concurrency control*

Caching



- Your service should cache:
 - *anytime there is a static resource*
 - *even there is a dynamic resource*
 - *with chances it updates often*
 - *you can force clients to always revalidate*
- three steps:
 - *client GETs the resource representation*
 - *server controls how it should cache through **Cache-Control** header*
 - *client revalidates the content via conditional GET*

Cache Headers

- **Cache-Control** response header
 - *controls over local and proxy caches*
 - **private** – *no proxy should cache, only clients can*
 - **public** – *any intermediary can cache (proxies and clients)*
 - **no-cache** – *the response should not be cached. If it is cached, the content should always be revalidated.*
 - **no-store** – *must not store persistently (this turns off caching)*
 - **no-transform** – *no transformation of cached data; e.g. compressions*
 - **max-age**, **s-maxage** a time in seconds how long the cache is valid; **s-maxage** for proxies
- **Last-Modified** and **ETag** response headers
 - *Content last modified date and a content entity tag*
- **If-Modified-Since** and **If-None-Match** request headers
 - *Content revalidation (conditional GET)*

Example Date Revalidation

- Cache control example:

```
> GET /orders HTTP/1.1
> ...

< HTTP/1.1 200 OK
< Content-Type: application/xml
< Cache-Control: private, max-age=200
< Last-Modified: Sun, 7 Nov 2011, 09:40 CET
<
< ...data...
```

– *only client can cache, the cache is valid for 200 seconds.*

- Revalidation (conditional GET) example:

– *A client revalidates the cache after 200 seconds.*

```
> GET /orders HTTP/1.1
> If-Modified-Since: Sun, 7 Nov 2011, 09:40 CET

< HTTP/1.1 304 Not Modified
< Cache-Control: private, max-age=200
< Last-Modified: Sun, 7 Nov 2011, 09:40 CET
```

Entity Tags

- Signature of the response body

- *A hash such as MD5*
- *A sequence number that changes with any modification of the content*

- Types of tag

- *Strong ETag: reflects the content bit by bit*
- *Weak ETag: reflects the content "semantically"*
 - *The app defines the meaning of its weak tags*

- Example content revalidation with ETag

```
< HTTP/1.1 200 OK
< Cache-Control: private, max-age=200
< Last-Modified: Sun, 7 Nov 2011, 09:40 CET
< ETag: "4354a5f6423b43a54d"

> GET /orders HTTP/1.1
> If-None-Match: "4354a5f6423b43a54d"

< HTTP/1.1 304 Not Modified
< Cache-Control: private, max-age=200
< Last-Modified: Sun, 7 Nov 2011, 09:40 CET
< ETag: "4354a5f6423b43a54d"
```

Design Suggestions

- Composed resources use weak ETags
 - For example `/orders`
 - a composed resource that contains a summary information
 - changes to an order's items will not change semantics of `/orders`
 - It is usually not possible to perform updates on these resources
- Non-composed resources use strong ETags
 - For example `/orders/{order-id}`
 - They can be updated
- Further notes
 - Server should send both **Last-Modified** and **ETag** headers
 - If client sends both **If-Modified-Since** and **If-None-Match**, **ETag** validation takes preference

Weak ETag Example

- App specific, `/orders` resource example

```
1  {  
2    "orders" :  
3      [  
4        { "id"      : 2245,  
5          "customer" : "Tomas",  
6          "descr"    : "Stuff to build a house.",  
7          "items"    : [...] },  
8        { "id"      : 5546,  
9          "customer" : "Peter",  
10         "descr"    : "Things to build a pipeline.",  
11         "items"    : [...] }  
12      ]  
13  }
```

- Weak ETag compute function example

– Any modification to an order's items is not significant for `/orders`:

```
1  var crypto = require("crypto");  
2  
3  function computeWeakETag(orders) {  
4    var content = "";  
5    for (var i = 0; i < orders.length; i++)  
6      content += orders[i].id + orders[i].customer + orders[i].descr;  
7    return crypto.createHash('md5').update(content).digest("hex");  
8  }
```

Weak ETag Revalidation

- Updating **/orders** resource
 - **POST /orders/{order-id}** inserts a new item to an order
 - Any changes to orders' items will not change the Weak ETag



Concurrency

- Two clients may update the same resource
 - 1) a client GETs a resource **GET /orders/5545**
 - 2) the client modifies the resource
 - 3) the client updates the resource via **PUT /orders/5545 HTTP/1.1**

What happens if another client updates the resource between 1) and 3) ?
- Concurrency control
 - Conditional **PUT**
 - Update the resource only if it has not changed since a specified date or a specified ETag matches the resource content
 - **If-Unmodified-Since** and **If-Match** headers
 - Response to conditional **PUT**:
 - **200 OK** if the **PUT** was successful
 - **412 Precondition Failed** if the resource was updated in the meantime.

Concurrency Control Protocol



- Conditional PUT and ETags
 - *Conditional PUT must always use strong entity tags or date validation*

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Steps towards REST



See Richardson Maturity Model details.

Levels

- LEVEL 0 – POX (Plain Old XML)
 - *HTTP as a tunneling mechanism*
 - *URL defines a service endpoint*
 - *No Web principles*
- LEVEL 1 – Resources
 - *Take advantages of resources and URIs*
- LEVEL 2 – HTTP Verbs
 - *Use HTTP methods and respect their semantics*
- LEVEL 3 – Hypermedia Controls
 - *HATEOAS*