CS 340	#20: Caching in HTTP (Age and ETag)	
Computer Systems	April 4, 2023 · Wade Fagen-Ulmschneider	
Q: What is cach	ing?	
have we t	alked about caching before?	
<b>Q:</b> Why is each	ng important on a cloud-scale?	
	cur at multiple different places – and we have differ echniques for each "layer" of the full caching strates	
[Users]	[Origin]	
[1]:		
[2]:		

[3]:

# Caching Technique #1: Age-Based Caching

Idea + Purpose of Age-Based Caching:

#### **Age-Based Caching Use Case:**

- The CS 340 course websites the Bootstrap CSS library from stylizing the front-end content.
- When we load the page from a browser that has never visited the CS 340 website, we see the following requests:

```
GET https://stackpath.bootstrapcdn.com/bootstrap/4.2.1/js/bootstrap.min.js

1 GET /bootstrap/4.2.1/js/bootstrap.min.js HTTP/1.1\r\n
2 [...]
```

```
HTTP Response:

1 HTTP/1.1 200 OK\r\n
2 date: Wed, 02 Nov 2022 18:37:00 GMT\r\n
3 age: 6156514\r\n
4 cache-control: public, max-age=31919000\r\n
5 cdn-cache: HIT\r\n
6 cdn-cachedat: 2022-03-12 17:14:47\r\n
....
```

[Line 3]: The age header:

[Line 4]: The cache-control["max-age"] header:

**Q:** What happens when we request a page using this resource again before the content expires?

....how much traffic is saved?

...how much time is saved?

...what are disadvantages of age-based caching?

### Caching Technique #2: Entity Tag Caching

Idea + Purpose of Entity Tag (ETag) Caching:

 $\mathbf{Q:}$  What are the disadvantages of Entity Tag caching?

### **ETag-Based Caching Use Case:**

- Some content is likely to be the same for a period of time, but change occasionally and at unpredictable times.
- Ex: My Institute for Interactive Visualization Systems site has data updates to the visualizations each day. Here's a request for the snow data in Champaign, IL:

```
GET https://vis.cs.illinois.edu/data/weather-snow/USC00118740.csv

1 GET /data/weather-snow/USC00118740.csv HTTP/1.1\r\n
2 [...]
```

[Line 4]: The **etag** header:

**Q:** What happens when we request a page again?

```
GET https://vis.cs.illinois.edu/data/weather-snow/USC00118740.csv

1 GET /data/weather-snow/USC00118740.csv HTTP/1.1\r\n
2 If-None-Match: "b3975be708f4c7a36dc55d466b991ac2"\r\n
[...]
```

```
HTTP Response:

1 HTTP/1.1 304 Not Modified\r\n
...
```

....how much traffic is saved?

...how much time is saved?

#### One Additional, Modern Drawback:

In recent years, regulations have prohibited various tracking using a specific technology called HTTP Cookies. If a developer can't use a cookie, what else can they use to track you?

## Example:

```
GET /trackingImage.png

1 GET /trackingImage.png HTTP/1.1\r\n
2 [...]
```

```
HTTP Response:

1 HTTP/1.1 200 OK\r\n
2 etag: "unique-identifier-just-for-you"\r\n
[...]
```

When you visit again:

```
GET /trackingImage.png

1 GET /trackingImage.png HTTP/1.1\r\n
2 If-None-Match: "unique-identifier-just-for-you"\r\n
...
```

# **Your Web Application**

Your web application generates a complex response for every request. Your AWS server can handle **10 requests /second** when you must generate a new response and the cost of it is exactly \$4 /month. (You can assume you can return 1,000+ cached responses /second.)

**Q1:** You need to set up a cloud-scale system that handles 1,000 requests a second. How many EC2 instances do you need if you use no caching? What is the cost?

**Q2:** If you have a cache-hit rate of 70%, how does that change things?

...how does ETag and Age-based differ here?