World Wide Web

TCP/IP class

Jim Binkley

outline

- intro - the big picture (elephant in breadbox)
- HTML - Hypertext Markup Language
  - we can hopefully ignore this as you know it
- HTTP - Hypertext Transfer Protocol
- etc. (short, but there is a lot of etc)
  - elephant makes room for rhino, hippo, and giraffe

intro

- what is the World Wide Web?
- an information system that links data from different protocols under one umbrella
- it allows pages to be linked together so that you can jump from one to another in a non-continuous way (hypertext over the Internet) (...end of linear thinking ...)
- it allows display of graphics (2D images) plus small doses of audio and even video -- tolerates heterogeneous datatypes and very-well may slice bread
- no, it is NOT the Internet, just one more meta-network. It is a loose collection of technologies though.

key technologies/buzzwords

- html and http
- html - Hypertext-markup-language
  - you probably know some of this (or all?)
- **http - Hypertext-transfer-protocol**
  - end to end transport on top of TCP
  - uses **MIME** like SMTP/email, FTP-like error messages
  - http used to transfer html and/or other file types
- URLs - addresses

history in 1 slide

- 1989, Tim Berners-Lee at CERN (European Laboratory for Particle Physics) proposed World Wide Web protocols
- W3 consortium now “leading” effort, includes CERN, MIT, INRIA, see http://www.w3c.org
- early browser called Mosaic, done at NCSA (National Center for Supercomputing Applications), 1993
- then netscape, then browser wars (netscape vs. IE)
- plus a blizzard of possible add-on technologies to extend the web on the client or server sides
  - java/CGI&perl/JavaScript/dynamic html/plugs-ins, blah, blah

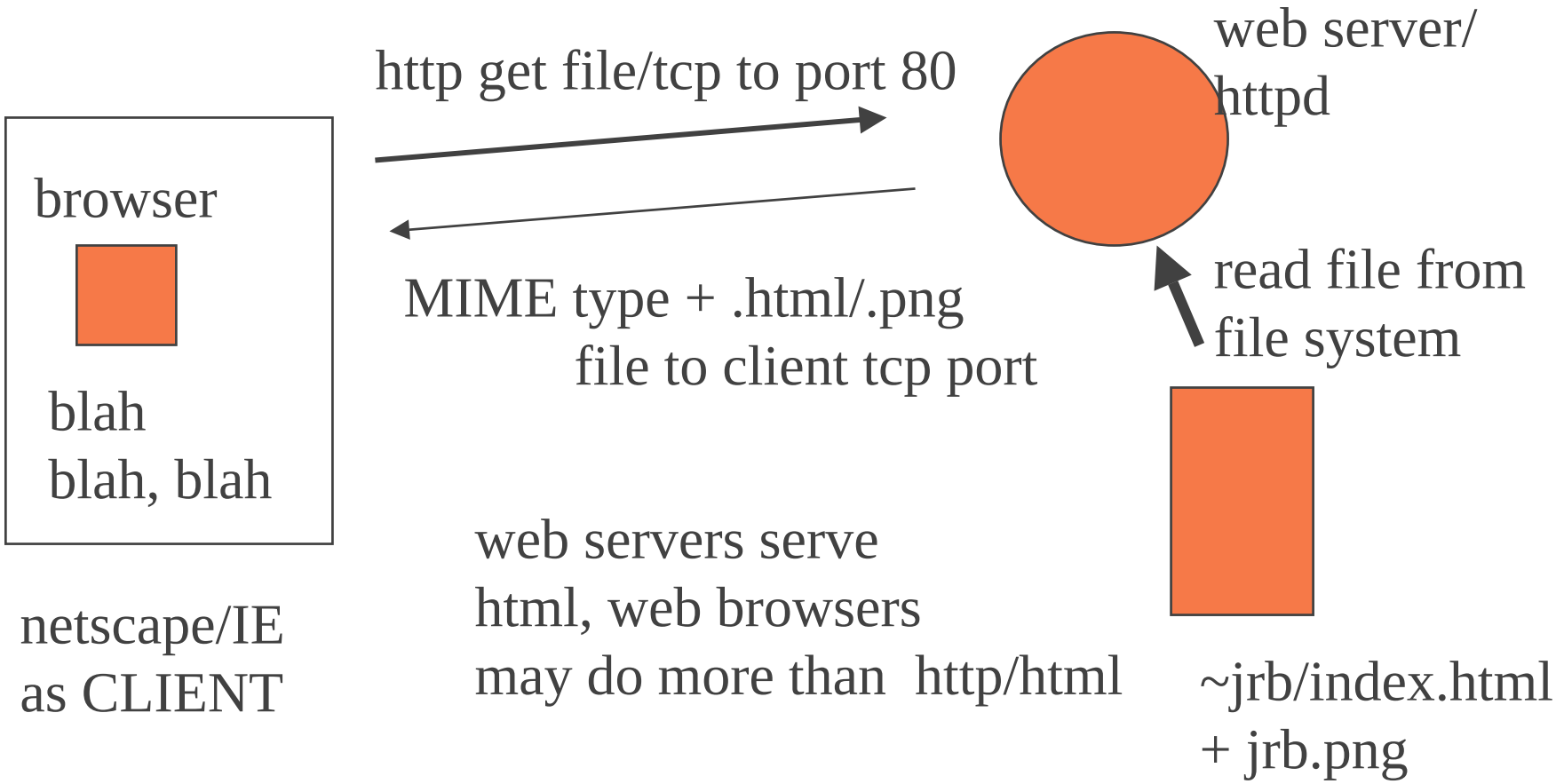
this slide is wrong? - standards

- html 4.0, see http://www.w3.org for updates
  - ORA book on HTTP, 3rd edition, 1998
  - not the whole picture of course given netscape vs IE hooks
- rfc2616, http/1.1
- many other possible documents including security-related (SSL) + email/MIME RFCS

intro - concepts

- web client supports > 1 protocol for fetching documents, HTTP (native web), ftp, gopher, USENET, WAIS, telnet(?), etc.
- HTML page == formatted (graphics+text+links)
- key here is tying **graphics** and **text** together, along with **hypertext** links; i.e.., a discontinuous jump to other material anywhere on net
- link = to ftp, to telnet, to more HTML hypertext, to arbitrary program at web server

basic client/server architecture



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hypertext links - URLS

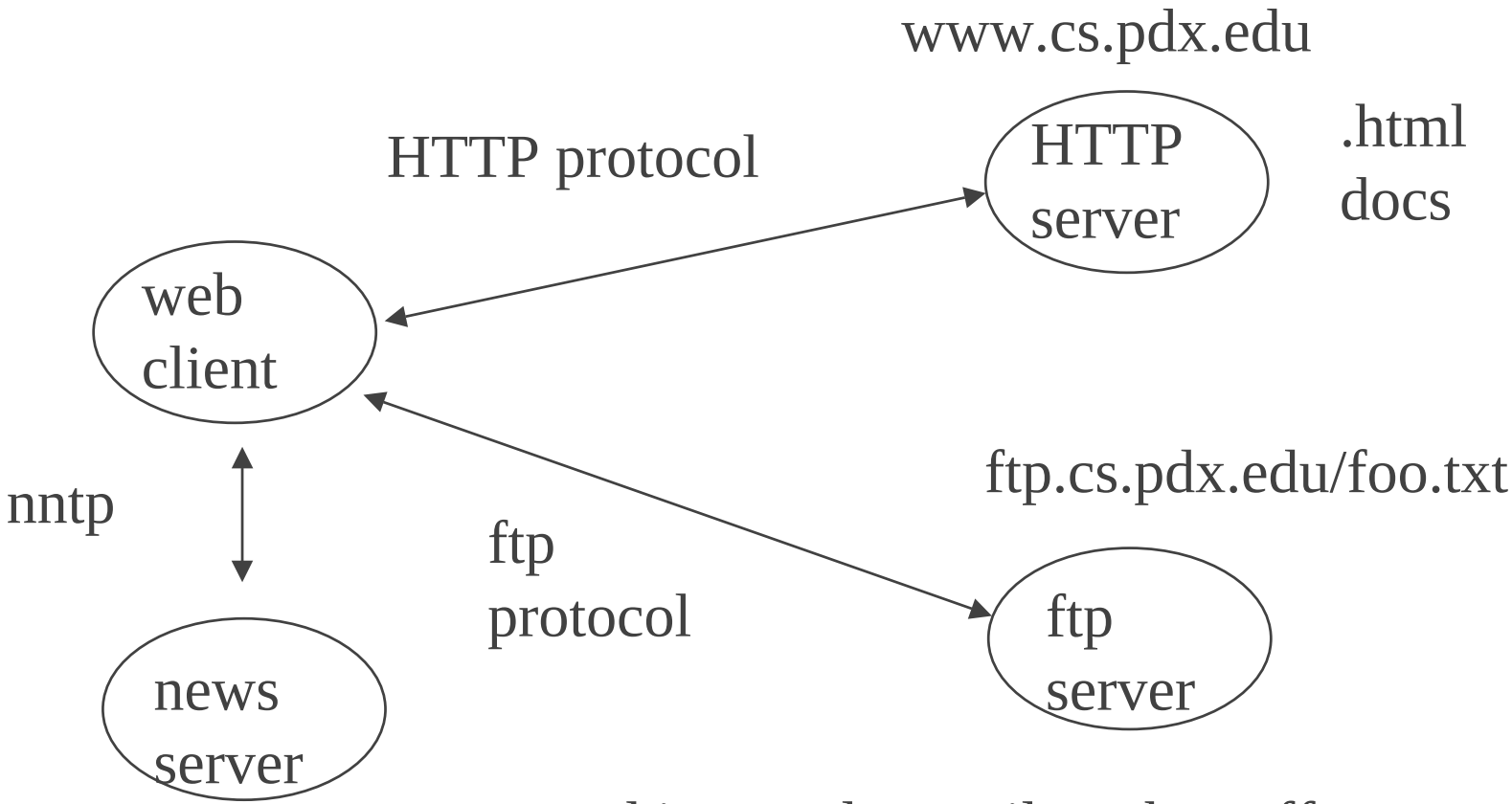
- a link will normally include a WWW network address for a page or *something...*
- called an **URL**, Uniform Resource Locator
- syntax = *protocol://dns name[:tcp port]/file*
- examples:

  http://www.foo.com/index.html
  ftp://zymurgy.cs.pdx.edu
  file:/some/where/local.txt
  telnet: //somewhere.mud.edu:8000
  gopher://some.gopher.server.edu/
  news:alt.fan.cecil-adams (note: no dns name)

this is a GREAT idea

- in the history of GREAT ideas ...
- and so simple

web browser may speak more than http; e.g., ftp client too



and it may do email, make coffee, change baby diapers, etc...

file format extensibility

- web has native set of file formats including HTML docs, and graphics but clients and servers can be extended to handle other file formats (and other code ...)
- fetch of .ps file may invoke GNU ghostscript postscript viewer
- client/server communicate file format info via mail MIME encoding format
- client may be taught to invoke external application to handle new format

file heterogeneity

- MIME encodings exist for many kinds of data or can make new one up on fly
- e.g., windows pc netscape viewer can be taught to invoke powerpoint for ".ppt" files
- can invoke audio/video viewers for sound and video files
- client may not know how to display a server-side file, should just do download

client/server code extensibility

- for many reasons, desirable to extend both client/server functionality
  - just a few examples of MANY possible technologies
- server-side
  - common-gateway-interface with perl
  - basically API between web server and some program to pass parameters coming in over the web
  - could invoke database OR whatever

client-side extensibility

- may wish better gui/formatting than with just plain HTML OR
- wish to offload work from busy server (server scalability issues)
- can use java/JavaScript, etc
  - java can be used on server-side for that matter
- our goal here is NOT to explore these issues (basically just http ...)

intro - summary

- platform independent (HTML)
- protocol opaque (HTTP/ftp/gopher, etc.)
- ties docs together over net with hypertext links (HTML/links)
- 2-d graphics (HTML)
- can tolerate file heterogeneity (MIME)
- client/server extensions via various programming languages/techniques

intro - HTML

- HTML is a language that consists of ways of “marking up” text and including pictures and links
- the markup symbols are called **tags** and are not displayed at the viewer, rather they are interpreted as suggestions as how to format the display
- clients format HTML as best they can - interpretation is not the same from client to client
- tags include ways to include pictures in GIF/JPEG/png format, links, paragraphs, lists, GUI objects like buttons and fill-in fields (**forms**)
- note: html really is NOT a networking protocol, just a display language somewhat akin to postscript/NROFF/Tex

HTML example

- blah blah blah
   blegh foo!
- when we fetch and display the HTML:

blah blah blah

blegh **foo!**

HTML < SGML

- HTML is subset of SGML, **Structured Generalized Markup Language**
- SGML used by US DOD/ISO developed
- software exists for SGML
- key is that HTML is **simplified** over SGML
- **another key: “trust the client”**
- tradeoff: platform independence versus authoring control

religion and html

- some want absolute control over how their data is displayed, want “physical” control
- some want platform independence, want “logical” suggestions where client does best job it can according to local circumstances
- **Do It My Way!**
- **Do It My Way!**

some basic html tags

element	type	description
A	container	src/dest of link
B	container	bold text
LINK	empty	link from this doc
BR	empty	line break
H1...H6	container	heading level
IMG	empty	image
LI	empty	list item
UL	container	unordered list
P	empty	paragraph
HR	empty	horizontal rule

html example - the basic skeleton

```
<html>
<head>
<title>  Simple Web Page </title>
<link rev="MADE" href="mailto:jrb@cs.pdx.edu">
</head>
<body>
```

THE BODY GOES HERE

```
</body>
</html>
```

html body - the inside

<h1> Simple Web Page - first level header </h1>
Here is a picture of my friend, Bev Kramlich, hope she never hears about this. <P>
<img src="bevk.png"> Bev Kramlich <P>
<h2 A Second level header. Plus Interesting Web Places to Visit </h2>
<!-- you didn't see this -->
<UL>
<LI> <A href="http://www.NCSA.uiuc.edu/SDG/People/robm/sg.html">A Typical System Administrator</A>
</UL>
<hr> <address> somebody@somewhere.org </address>

the result...

File Edit View Go Bookmarks Options Directory Windows Help

Back Forward Home Reload Images Open Print Find Stop

Location: http://localhost/simple.html

What's New What's Cool Handbook Net Search Net Directory

Simple Web Page – first level header

Here is a picture of my friend, Bev Kramlich, hope she never hears about this.

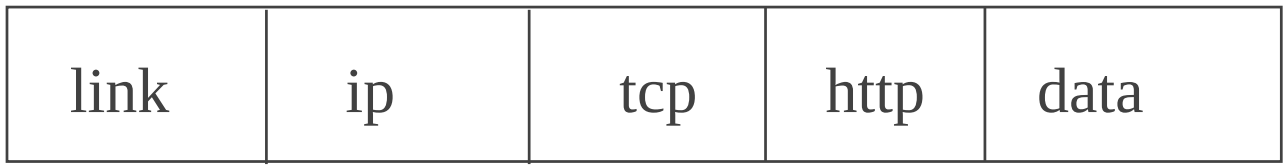
Bev Kramlich

A 2nd level header. Plus Interesting Web Places to Visit

- A Typical System Administrator
- Jim Binkley's Home Page
- NASA Home Page
- A Beginner's Guide to HTML
- FreeBSD
- Internet RFCs

Phineas Phogg Phreaker phogg@universe.org

HTTP protocol - encapsulation



http on top of tcp on top of IP

data == ASCII text, html, image,
typed with MIME type

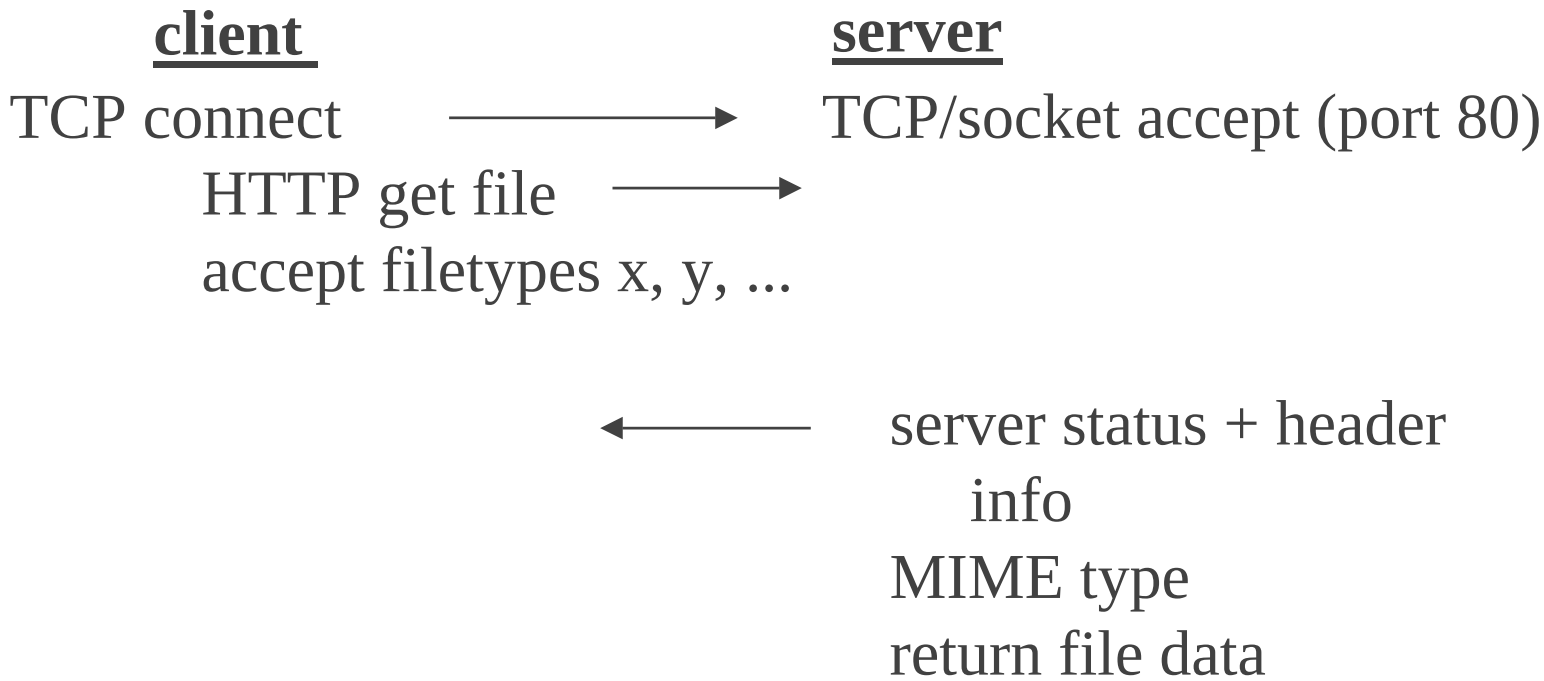
HTTP - Hypertext Transfer Protocol

- protocol web clients use to talk to “web” servers (use http/fetch html)
- TCP-based, typically to server port 80
- simple request/response protocol
- client makes request, tells server what it can handle for file types
- server responds with MIME type + data file, type info usually gained from file suffix (foo.png)
- commands done in ASCII, errors in ASCII

HTTP, cont.

- commands called “methods”, but for the most part, just a variation on “get file”
- server status and errors similar to error strings found in ftp/email
  - 200 - successful
  - 300 - not done yet; e.g., 301 is moved permanently
  - 400 - client error; e.g., 403 forbidden (server refuses)
  - 500 - server error; 503 service unavailable at the moment
- http 1.0 being replaced by http 1.1

protocol overview



note: typically DNS before TCP ...

HTTP 1.0 Methods (3)

- **GET** file - used for fetching most HTML documents, file is URL minus protocol/DNS portions.
  - may use conditional **if-Modified-Since** time
    get is done only if object is newer than time
  - also used for one form of cgi-bin forms (“get”)
- **HEAD** file - get server-side header info about file but not file itself. Used for link test, cache test.
- **POST** cgi-bin/file - another way to do forms
  - theoretically used to annotate/append/”post” message or send record to database

HTTP methods, cont.

- but other methods have been proposed; e.g.,
- **PUT** - put new URL and overwrite old one
- **DELETE**
- question is: how to authorize remote file access; i.e., how to make it secure so can do PUT/DELETE, therefore less available
- original designers hoped that **annotation** of pages would be possible (yellow-sticky analogy along with hypertext) - unsuccessful idea at this point

protocol trace - GET method

% telnet localhost 80

request: GET /foo.html HTTP/1.0 <cr> <cr>

header: HTTP/1.0 200 OK
Date: Tuesday, 22-Nov-94 18:10:58 GMT
Server: NCSA/1.3
MIME-version: 1.0
Content-type: text/html
Last-modified: Wednesday, 16-Nov-94 21:18:37 GMT
Content-length: 1115

body: <HTML> <TITLE> Joe FooBar's Home ... </TITLE>
HTML...etc., etc...

server-side note (file mapping)

- in previous slide /foo.html is mapped on server side to server documents file tree
- e.g., with server on UNIX, file tree maybe /usr/local/httpd/htdocs/index.html
- GET / -> root is mapped to index.html
- /foo.html would be in above htdocs directory

user home page - UNIX server

- on UNIX server, users may have home pages
- *http://foo.org/~bob*
- *cd ~bob; mkdir public_html;*
- make it world readable, *chmod 664 public_html*
- make your home page *public_html/index.html*
- make it world readable too
- so *http://foo.org/~bob* as URL is mapped to *http://foo.org/~bob/public_html/index.html* by web server

protocol trace - HEAD method

% telnet localhost 80

HEAD / HTTP/1.0 <cr> <cr>

HTTP/1.0 200 OK
Date: Tuesday, 22-Nov-94 18:13:45 GMT
Server: NCSA/1.3
MIME-version: 1.0
Content-type: text/html
Last-modified: Wednesday, 16-Nov-94-21:18:37 GMT
Content-length: 1115
<connection closed>

some example MIME types

MIME type	viewer action
text/plain	no formatting
text/html	display as HTML (.html)
application/postscript	fireup ps viewer (.ps)
application/powerpoint	fireup powerpoint (.ppt)
image/jpeg	jpeg image, inline display (.jpeg)
image/gif	gif image, inline display (.gif)
audio/basic	u-law format, fireup audio playback (.au)
video/mpeg	short “movie”, fireup mpeg player (.mpeg)
audio/x-midi	MIDI file format (.mid)

MIME type extensibility

- on server, add types to server config file, server associates file extension with MIME type
- on client, teach client about local viewer apps; e.g., windows NCSA *mosaic.ini* file
  [Viewers]
  TYPE10=“audio/x-midi”
  audio/x-midi=“mplayer %ls”

http 1.1 - just an introduction

- RFC 2616 - fundamental redefinition of HTTP 1.0
  - 176 pages long ...
- host request header - next slide
- must support persistant connections
  - one TCP connection, many itty-bitty image files
  - not one connection per file
  - good for TCP and good for the Inet

host request

- client may send:
  GET /pub/WWW/TheProject.html HTTP/1.1
  Host: www.w3.org
- (absolute URL or path) + host info (may include port)
- may help eliminate wasteful binding of IP addresses to ONE server, since this info is now available to server (not buried in stack)
- can now bind multiple names to one IP address

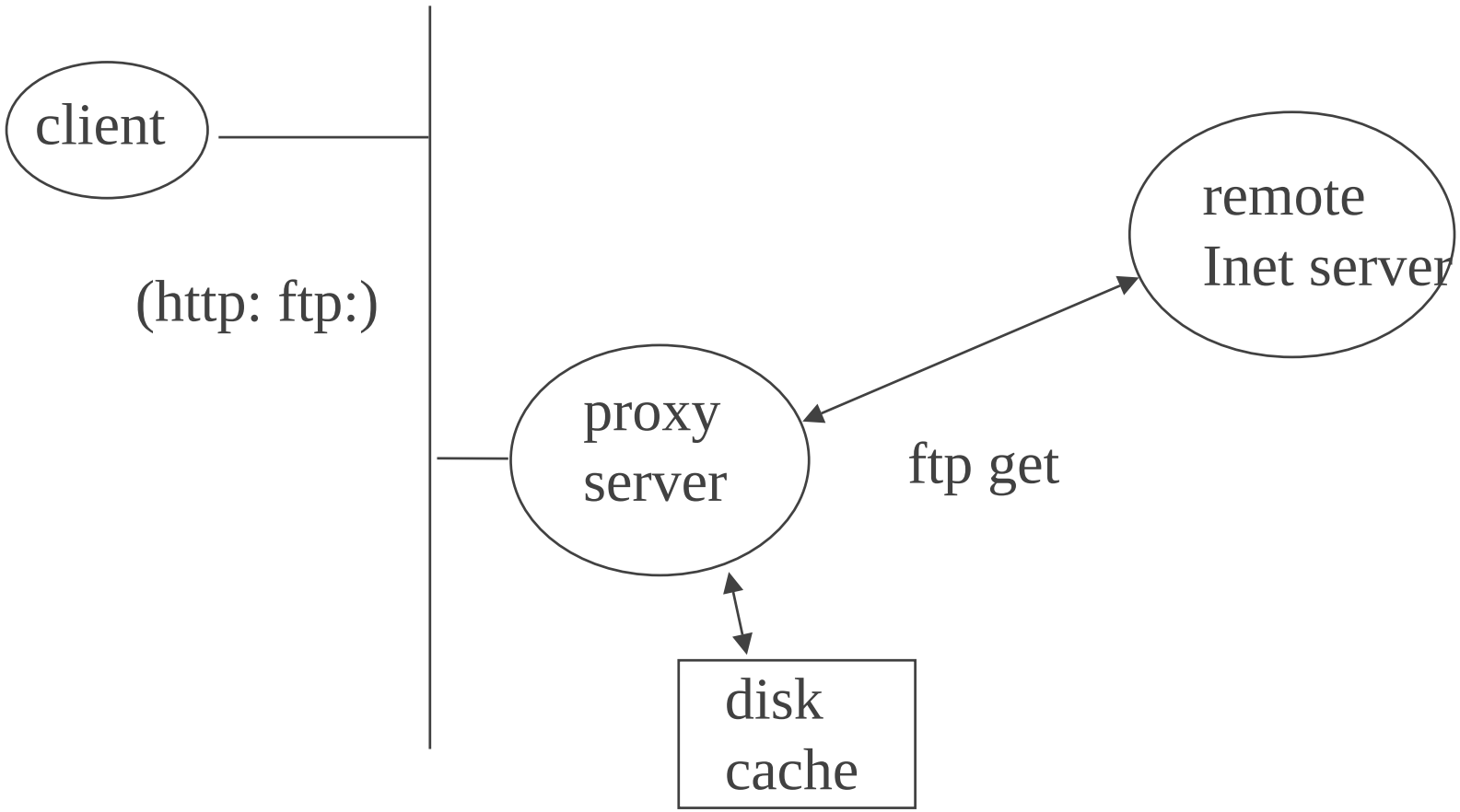
etc. section - a few more tricks

- proxies
- cgi-bin, quick overview
- security
- server-side scalability IS A PROBLEM
- there is no end to this ...
  - use the web to learn about the web
  - after all, WWW put the Internet on the map

http - proxy extension

- Internet-capable server can act as proxy for clients not on Internet - useful in firewall situations
- client simply sends http request with real URL (ftp/http/gopher, whatever) encapsulated in http request
- server proxies as real client to internet
- sends info back to client
- server can cache results - useful for Internet-wide efficiency
- can do gopher, http, ftp, can’t do telnet of course

proxy picture



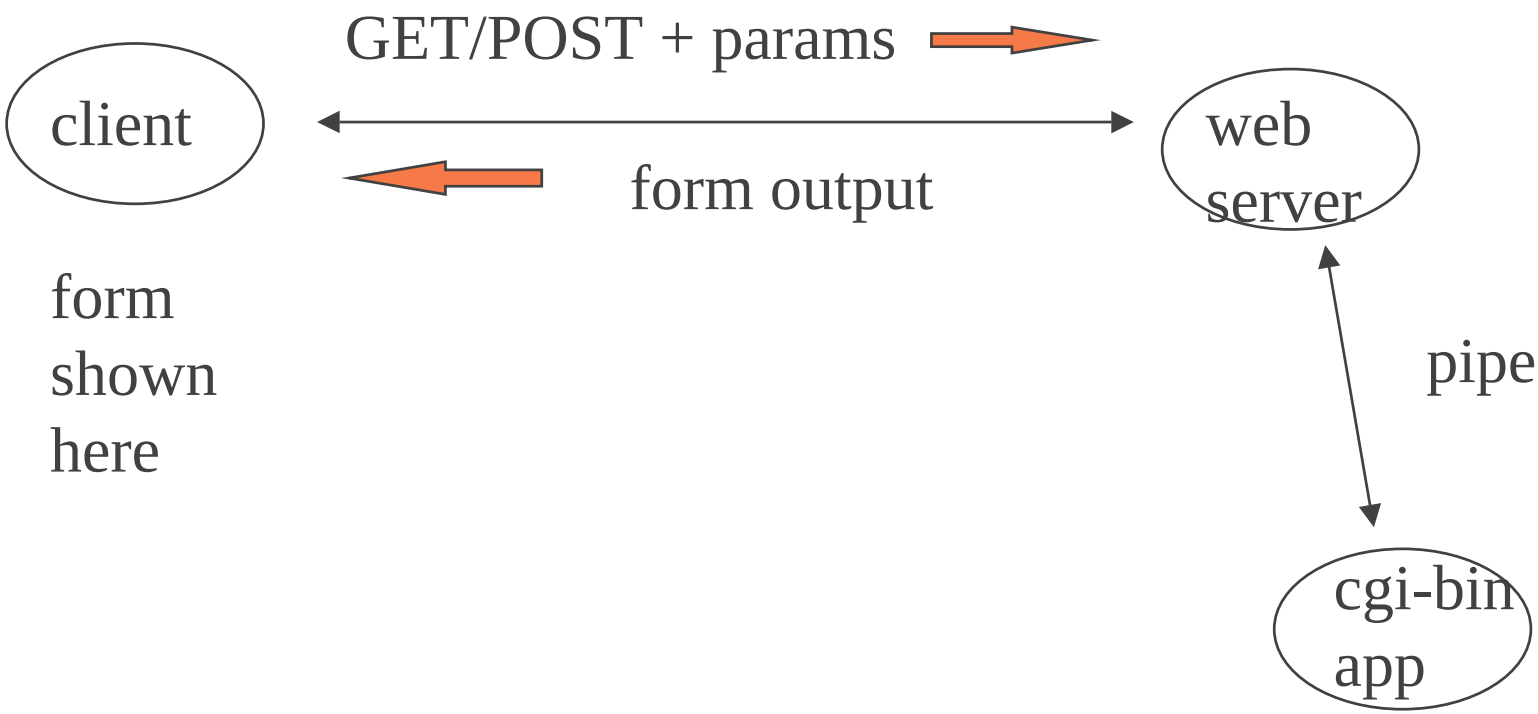
cgi-bin: server-side extensibility

- cgi - Common Gateway Interface
- server-side app lives in /<server-path>/cgi-bin, invoked by web server.
- can be coded in C, perl, C++, shellscript, java
- needs to be able to write to stdout, read environment variables or stdin
- conventions exist (GET/POST) for passing parameters from form to cgi applet
- cgi app can send more HTML back to client as output, which may in turn have more form tags/cgi references

forms + cgi-bin apps

- one can invoke "**forms**" on the client-side
- forms consist of a limited set of GUI objects, text fill areas, fill-in fields, select menus, buttons,
- all expressed as HTML tags in the HTML src
- when form is complete, user "sends" via embedded URL to backend **cgi-bin** app located at http server
- server-side cgi-bin app processes form

cgi-bin architecture



security

- end/end exists, authentication and/or encryption
- plaintext password and/or IP address authentication exist
  - not ideal for the usual reasons
- SSL offers easy server-side encryption
  - client-side authentication less-easy
  - leads to issues of Public Key Infrastructure
- beware: download of code from strangers
- privacy issues; .e.,g., cookies which are ASCII state stored by server at client

server-side scalability is challenging issue

- 1 server - 100 million clients want ONE PAGE RIGHT NOW!
- intranet solutions include:
  - round-robin DNS
  - NAT-like remapping of local addresses, 1 to many
- Internet solutions
  - try to determine “nearest” server and bounce request (e.g., use BGP routing info)
  - try to build large web of smart servers and clever rewrite/caching schemes at application layer