

CSC 257/457 – Computer Networks

Fall 2017

MW 4:50 pm – 6:05 pm

CSB 601

CHAPTER 2 (APPLICATION LAYER)

User-server state: cookies

many Web sites use cookies

four components:

- 1) cookie header line of HTTP *response* message
- 2) cookie header line in next HTTP *request* message
- 3) cookie file kept on user's host, managed by user's browser
- 4) back-end database at Web site

example:

- Susan always access Internet from PC
- visits specific e-commerce site for first time
- when initial HTTP requests arrives at site, site creates:
 - unique ID
 - entry in backend database for ID

Cookies: keeping “state” (cont.)

client



server



cookie file



ebay 8734
amazon 1678

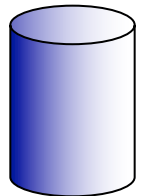
usual http request msg

Amazon server
creates ID
1678 for user

usual http response
set-cookie: 1678

create
entry

backend
database



usual http request msg
cookie: 1678

cookie-
specific
action

access

usual http response msg

access

cookie-
specific
action

one week later:



ebay 8734
amazon 1678

usual http request msg
cookie: 1678

usual http response msg

Application Layer

Cookies (continued)

what cookies can be used for:

- authorization
- shopping carts
- recommendations
- user session state (Web e-mail)

aside

cookies and privacy:

- cookies permit sites to learn a lot about you
- you may supply name and e-mail to sites

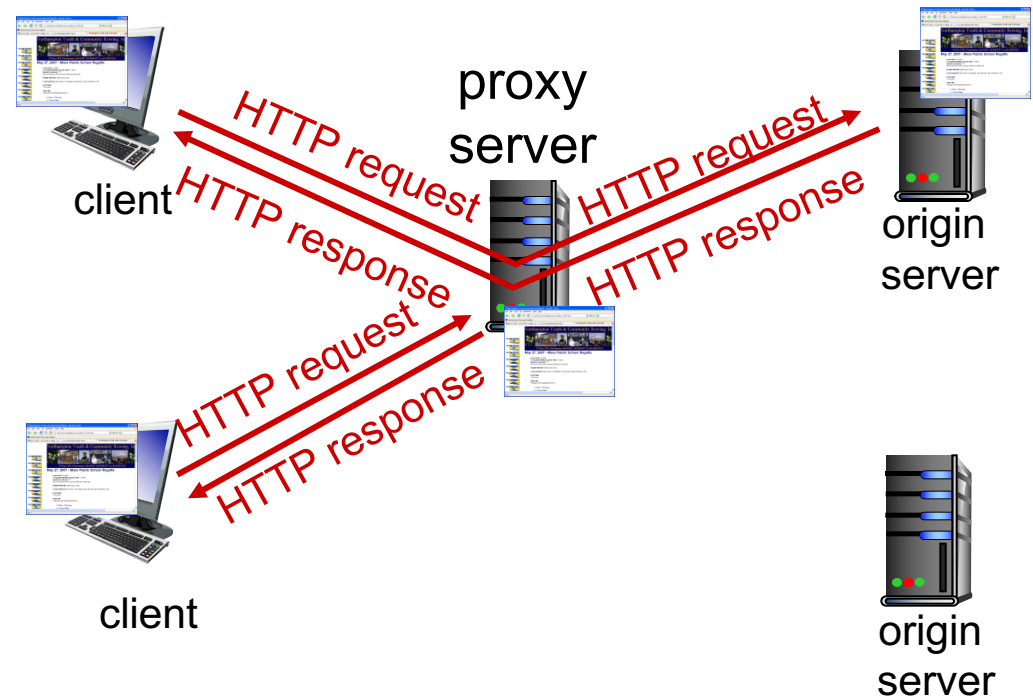
how to keep “state”:

- protocol endpoints: maintain state at sender/receiver over multiple transactions
- cookies: http messages carry state

Web caches (proxy server)

goal: satisfy client request without involving origin server

- user sets browser: Web accesses via cache
- browser sends all HTTP requests to cache
 - object in cache: cache returns object
 - else cache requests object from origin server, then returns object to client



More about Web caching

- cache acts as both client and server
 - server for original requesting client
 - client to origin server
- typically cache is installed by ISP (university, company, residential ISP)

why Web caching?

- reduce response time for client request
- reduce traffic on an institution's access link
- Internet dense with caches: enables “poor” content providers to effectively deliver content (so too does P2P file sharing)

Caching example:

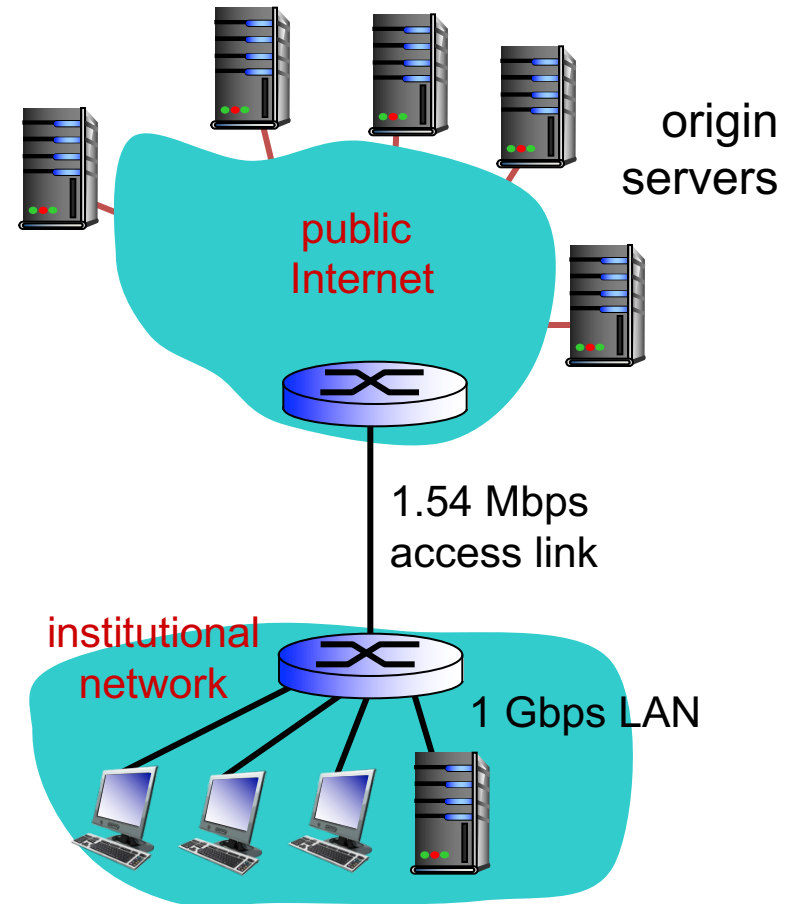
assumptions:

- avg object size: 100K bits
- avg request rate from browsers to origin servers: 15/sec
- avg data rate to browsers: 1.50 Mbps
- RTT from institutional router to any origin server: 2 sec
- access link rate: 1.54 Mbps

consequences:

- LAN utilization: 0.15%
- access link utilization = **99%**
- total delay = Internet delay + access delay + LAN delay
= 2 sec + **minutes** + usecs

problem!



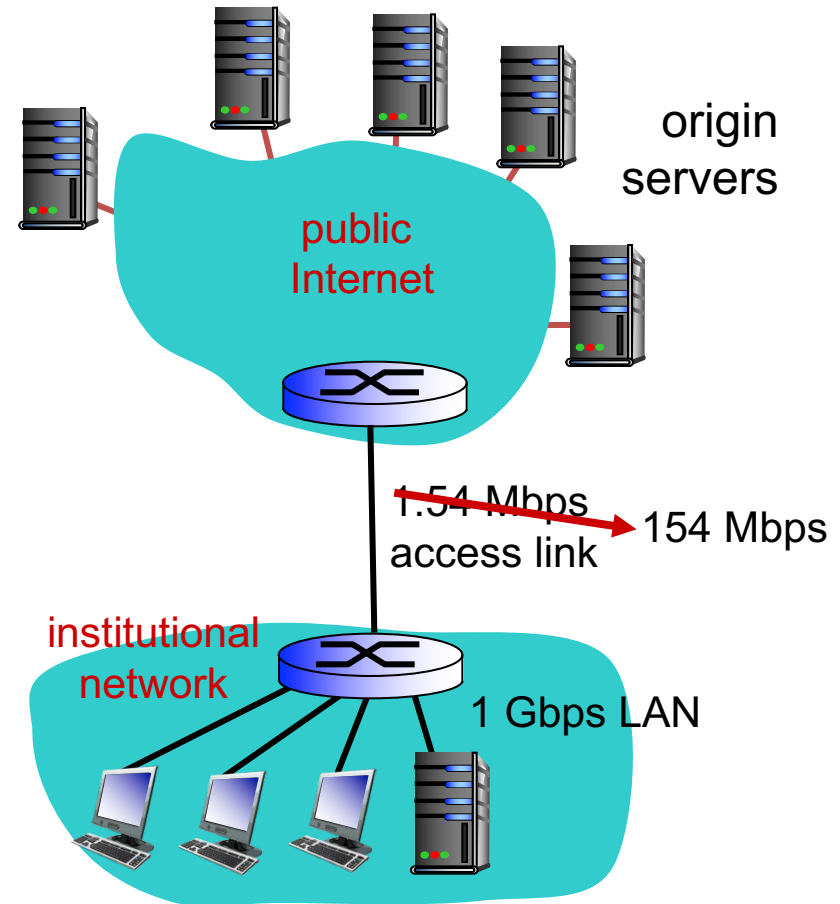
Caching example: fatter access link

assumptions:

- avg object size: 100K bits
- avg request rate from browsers to origin servers: 15/sec
- avg data rate to browsers: 1.50 Mbps
- RTT from institutional router to any origin server: 2 sec
- access link rate: 1.54 Mbps

consequences:

- LAN utilization: 0.15%
- access link utilization = 99% → 0.99%
- total delay = Internet delay + access delay + LAN delay
= 2 sec + minutes + usecs
→ msecs



Cost: increased access link speed (not cheap!)

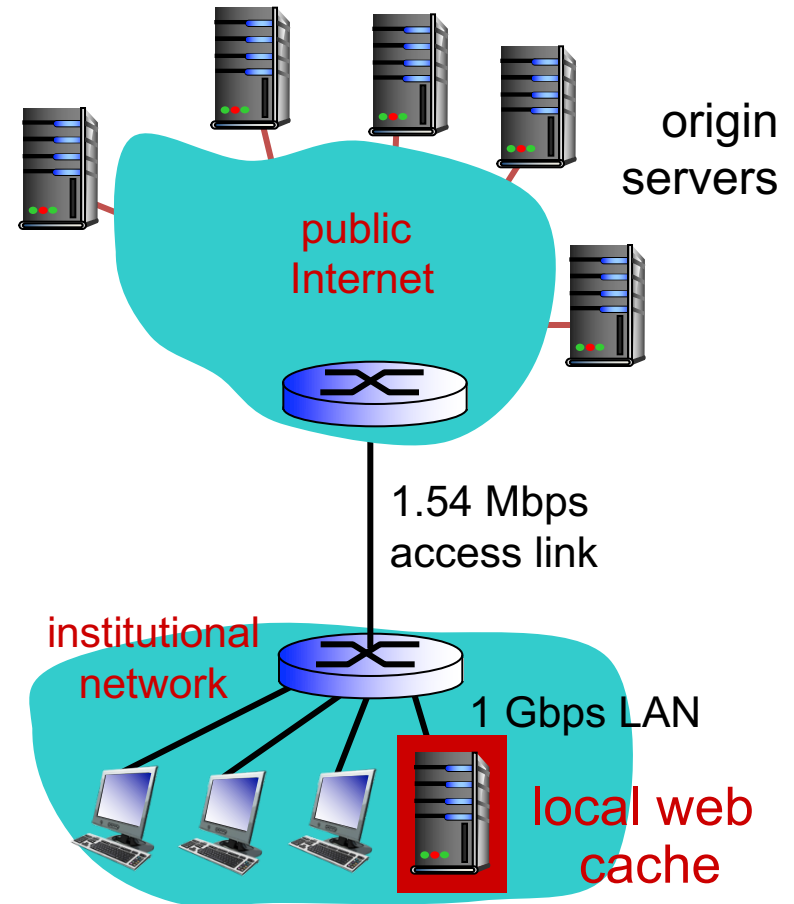
Caching example: install local cache

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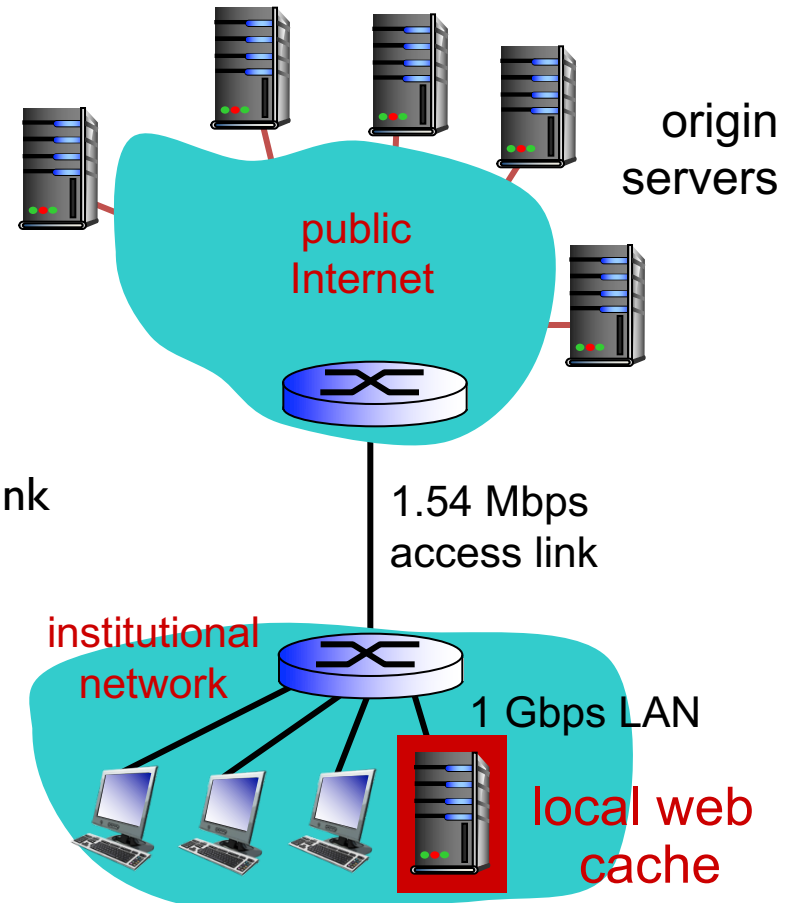


Cost: web cache (cheap!)

Caching example: install local cache

Calculating access link utilization, delay with cache:

- suppose cache hit rate is 0.4
 - 40% requests satisfied at cache, 60% requests satisfied at origin
- access link utilization:
 - 60% of requests use access link
- data rate to browsers over access link
 $= 0.6 * 1.50 \text{ Mbps} = .9 \text{ Mbps}$
 - utilization $= 0.9 / 1.54 = .58$
- total delay
 - $= 0.6 * (\text{delay from origin servers}) + 0.4 * (\text{delay when satisfied at cache})$
 - $= 0.6 (2.01) + 0.4 (\sim \text{msecs}) = \sim 1.2 \text{ secs}$
 - less than with 154 Mbps link (and cheaper too!)



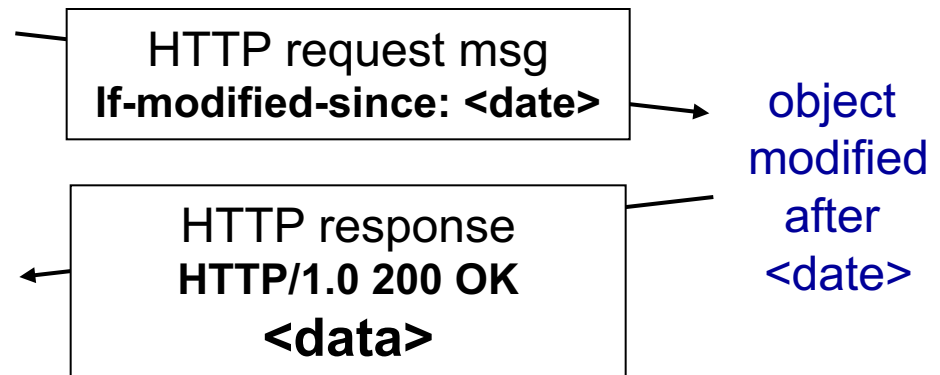
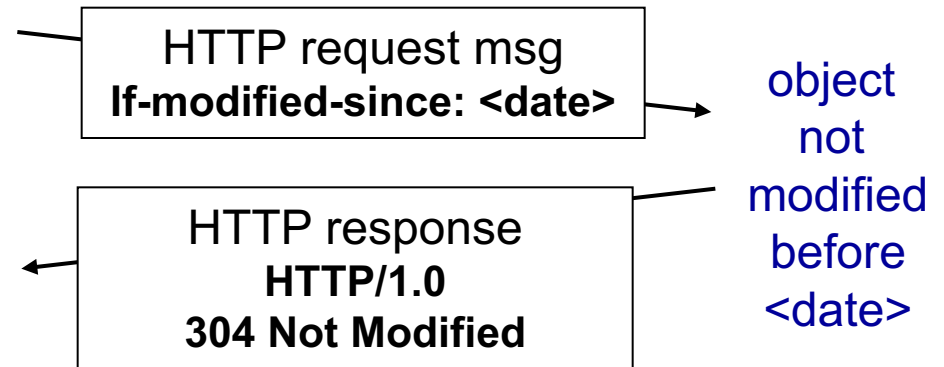
Conditional GET

- **Goal:** don't send object if cache has up-to-date cached version
 - no object transmission delay
 - lower link utilization
- **cache:** specify date of cached copy in HTTP request
`If-modified-since: <date>`
- **server:** response contains no object if cached copy is up-to-date:
`HTTP/1.0 304 Not Modified`

client



server



Acknowledgement

- Most of the slides in this presentation are taken from the slides provided by the authors of the textbook.
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Thanks and enjoy! JFK/KWR