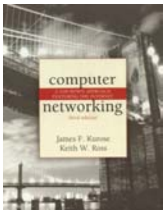
Chapter 2
Application Layer – part 1



Computer Networking: A Top Down Approach Featuring the Internet, 3rd edition.
Jim Kurose, Keith Ross
Addison-Wesley, July 2004.

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Chapter 2: Application layer

- 2.1 Principles of network applications
- 2.2 Web and HTTP
- 2.3 FTP
- 2.4 Electronic Mail
    - SMTP, POP3, IMAP
- 2.5 DNS
- 2.6 P2P file sharing
- 2.7 Socket programming with TCP
- 2.8 Socket programming with UDP
- 2.9 Building a Web server

Chapter 2: Application Layer

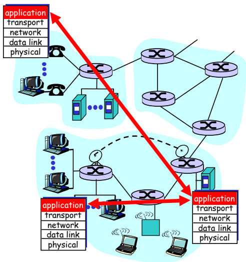
Our goals:

- conceptual, implementation aspects of network application protocols
    - transport-layer service models
    - client-server paradigm
    - peer-to-peer paradigm
- learn about protocols by examining popular application-level protocols
    - HTTP
    - FTP
    - SMTP / POP3 / IMAP
    - DNS
- programming network applications
    - socket API

Some network apps

- E-mail
- Web
- Instant messaging
- Remote login
- P2P file sharing
- Multi-user network games
- Streaming stored video clips
- Internet telephone
- Real-time video conference
- Massive parallel computing

Creating a network app



Write programs that
- run on different end systems and
- communicate over a network.
- e.g., Web: Web server software communicates with browser software

No software written for devices in network core
- Network core devices do not function at app layer
- This design allows for rapid app development

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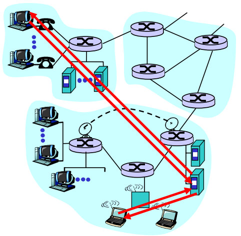
Application architectures

- ❒ Client-server
- ❒ Peer-to-peer (P2P)
- ❒ Hybrid of client-server and P2P

Client-server archicture



server:

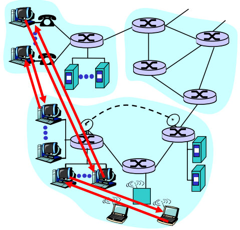
- ❍ always-on host
- ❍ permanent IP address
- ❍ server farms for scaling

clients:

- ❍ communicate with server
- ❍ may be intermittently connected
- ❍ may have dynamic IP addresses
- ❍ do not communicate directly with each other

Pure P2P architecture

- ❒ no always on server
- ❒ arbitrary end systems directly communicate
- ❒ peers are intermittently connected and change IP addresses
- ❒ example: Gnutella



Highly scalable

But difficult to manage

Hybrid of client-server and P2P

Napster

- ❍ File transfer P2P
- ❍ File search centralized:
  - Peers register content at central server
  - Peers query same central server to locate content

Instant messaging

- ❍ Chatting between two users is P2P
- ❍ Presence detection/location centralized:
  - User registers its IP address with central server when it comes online
  - User contacts central server to find IP addresses of buddies

Processes communicating

Process: program running within a host.

- ❒ within same host, two processes communicate using inter-process communication (defined by OS).
- ❒ processes in different hosts communicate by exchanging messages

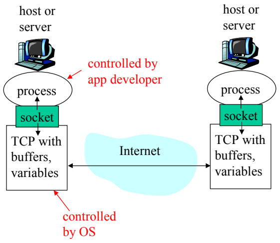
Client process: process that initiates communication

Server process: process that waits to be contacted

- ❒ Note: applications with P2P architectures have client processes & server processes

Sockets

- ❒ process sends/receives messages to/from its socket
- ❒ socket analogous to door
  - ❍ sending process shoves message out door
  - ❍ sending process relies on transport infrastructure on other side of door which brings message to socket at receiving process



- ❒ API: (1) choice of transport protocol; (2) ability to fix a few parameters (lots more on this later)

Addressing processes

- For a process to receive messages, it must have an identifier
- A host has a unique32-bit IP address
- Q: does the IP address of the host on which the process runs suffice for identifying the process?
- Answer: No, many processes can be running on same host
- Identifier includes both the IP address and port numbers associated with the process on the host.
- Example port numbers:
  - HTTP server: 80
  - Mail server: 25
- More on this later

App-layer protocol defines

- Types of messages exchanged, eg, request & response messages
- Syntax of message types: what fields in messages & how fields are delineated
- Semantics of the fields, ie, meaning of information in fields
- Rules for when and how processes send & respond to messages

Public-domain protocols:

- defined in RFCs
- allows for interoperability
- eg, HTTP, SMTP

Proprietary protocols:

- eg, KaZaA

What transport service does an app need?

Data loss

- some apps (e.g., audio) can tolerate some loss
- other apps (e.g., file transfer, telnet) require 100% reliable data transfer

Timing

- some apps (e.g., Internet telephony, interactive games) require low delay to be "effective"

Bandwidth

- some apps (e.g., multimedia) require minimum amount of bandwidth to be "effective"
- other apps ("elastic apps") make use of whatever bandwidth they get

Transport service requirements of common apps

Application	Data loss	Bandwidth	Time Sensitive
file transfer	no loss	elastic	no
e-mail	no loss	elastic	no
Web documents	no loss	elastic	no
real-time audio/video	loss-tolerant	audio: 5kbps-1Mbps video:10kbps-5Mbps	yes, 100's msec
stored audio/video	loss-tolerant	same as above	yes, few secs
interactive games	loss-tolerant	few kbps up	yes, 100's msec
instant messaging	no loss	elastic	yes and no

Internet transport protocols services

TCP service:

- *connection-oriented:* setup required between client and server processes
- *reliable transport* between sending and receiving process
- *flow control:* sender won't overwhelm receiver
- *congestion control:* throttle sender when network overloaded
- *does not provide:* timing, minimum bandwidth guarantees

UDP service:

- unreliable data transfer between sending and receiving process
- does not provide: connection setup, reliability, flow control, congestion control, timing, or bandwidth guarantee

Q: why bother? Why is there a UDP?

Internet apps: application, transport protocols

Application	Application layer protocol	Underlying transport protocol
e-mail	SMTP [RFC 2821]	TCP
remote terminal access	Telnet [RFC 854]	TCP
Web	HTTP [RFC 2616]	TCP
file transfer	FTP [RFC 959]	TCP
streaming multimedia	proprietary (e.g. RealNetworks)	TCP or UDP
Internet telephony	proprietary (e.g., Dialpad)	typically UDP

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  - app architectures
  - app requirements
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Web and HTTP

First some jargon

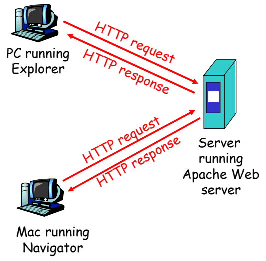
- Web page consists of objects
- Object can be HTML file, JPEG image, Java applet, audio file,…
- Web page consists of base HTML-file which includes several referenced objects
- Each object is addressable by a URL
- Example URL:

$$\underbrace{\texttt{www.someschool.edu}}_{\text{host name}}\underbrace{\texttt{/someDept/pic.gif}}_{\text{path name}}$$

HTTP overview

HTTP: hypertext transfer protocol

- Web's application layer protocol
- client/server model
  - *client:* browser that requests, receives, "displays" Web objects
  - *server:* Web server sends objects in response to requests
- HTTP 1.0: RFC 1945
- HTTP 1.1: RFC 2068



HTTP overview (continued)

Uses TCP:

- client initiates TCP connection (creates socket) to server, port 80
- server accepts TCP connection from client
- HTTP messages (application-layer protocol messages) exchanged between browser (HTTP client) and Web server (HTTP server)
- TCP connection closed

HTTP is "stateless"

- server maintains no information about past client requests

aside

Protocols that maintain "state" are complex!

- past history (state) must be maintained
- if server/client crashes, their views of "state" may be inconsistent, must be reconciled

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HTTP connections

Nonpersistent HTTP

- At most one object is sent over a TCP connection.
- HTTP/1.0 uses nonpersistent HTTP

Persistent HTTP

- Multiple objects can be sent over single TCP connection between client and server.
- HTTP/1.1 uses persistent connections in default mode

Nonpersistent HTTP

Suppose user enters URL

`www.someSchool.edu/someDepartment/home.index`

(contains text, references to 10 jpeg images)

1a. HTTP client initiates TCP connection to HTTP server (process) at www.someSchool.edu on port 80

1b. HTTP server at host www.someSchool.edu waiting for TCP connection at port 80. "accepts" connection, notifying client

2. HTTP client sends HTTP *request message* (containing URL) into TCP connection socket. Message indicates that client wants object someDepartment/home.index

3. HTTP server receives request message, forms *response message* containing requested object, and sends message into its socket

time

Nonpersistent HTTP (cont.)

4. HTTP server closes TCP connection.

5. HTTP client receives response message containing html file, displays html. Parsing html file, finds 10 referenced jpeg objects

6. Steps 1-5 repeated for each of 10 jpeg objects

time

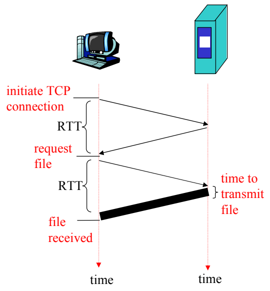
Response time modeling

Definition of RRT: time to send a small packet to travel from client to server and back.

Response time:

- one RTT to initiate TCP connection
- one RTT for HTTP request and first few bytes of HTTP response to return
- file transmission time

total = 2RTT+transmit time



Persistent HTTP

Nonpersistent HTTP issues:

- requires 2 RTTs per object
- OS must work and allocate host resources for each TCP connection
- but browsers often open parallel TCP connections to fetch referenced objects

Persistent HTTP

- server leaves connection open after sending response
- subsequent HTTP messages between same client/server are sent over connection

Persistent without pipelining:

- client issues new request only when previous response has been received
- one RTT for each referenced object

Persistent with pipelining:

- default in HTTP/1.1
- client sends requests as soon as it encounters a referenced object
- as little as one RTT for all the referenced objects

HTTP request message

- two types of HTTP messages: *request, response*
- HTTP request message:
  - ASCII (human-readable format)

request line (GET, POST, HEAD commands)

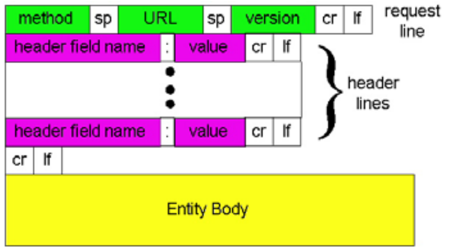
```
GET /somedir/page.html HTTP/1.1
Host: www.someschool.edu
User-agent: Mozilla/4.0
Connection: close
Accept-language:fr
```

header lines

Carriage return, line feed indicates end of message

(extra carriage return, line feed)

HTTP request message: general format



method | sp | URL | sp | version | cr | lf — request line

header field name | : | value | cr | lf

⋮

header field name | : | value | cr | lf — header lines

cr | lf

Entity Body

Uploading form input

Post method:

- Web page often includes form input
- Input is uploaded to server in entity body

URL method:

- Uses GET method
- Input is uploaded in URL field of request line:

```
www.somesite.com/animalsearch?monkeys&banana
```

Method types

HTTP/1.0
- GET
- POST
- HEAD
  - asks server to leave requested object out of response

HTTP/1.1
- GET, POST, HEAD
- PUT
  - uploads file in entity body to path specified in URL field
- DELETE
  - deletes file specified in the URL field

HTTP response message

status line (protocol status code status phrase)

```
HTTP/1.1 200 OK
```

header lines

```
Connection close
Date: Thu, 06 Aug 1998 12:00:15 GMT
Server: Apache/1.3.0 (Unix)
Last-Modified: Mon, 22 Jun 1998 …...
Content-Length: 6821
Content-Type: text/html
```

data, e.g., requested HTML file

```
data data data data data ...
```

HTTP response status codes

In first line in server->client response message.

A few sample codes:

`200 OK`
- request succeeded, requested object later in this message

`301 Moved Permanently`
- requested object moved, new location specified later in this message (Location:)

`400 Bad Request`
- request message not understood by server

`404 Not Found`
- requested document not found on this server

`505 HTTP Version Not Supported`

Trying out HTTP (client side) for yourself

1. Telnet to your favorite Web server:

```
telnet cis.poly.edu 80
```

Opens TCP connection to port 80 (default HTTP server port) at cis.poly.edu. Anything typed in sent to port 80 at cis.poly.edu

2. Type in a GET HTTP request:

```
GET /~ross/ HTTP/1.1
Host: cis.poly.edu
```

By typing this in (hit carriage return twice), you send this minimal (but complete) GET request to HTTP server

3. Look at response message sent by HTTP server!

User-server state: cookies

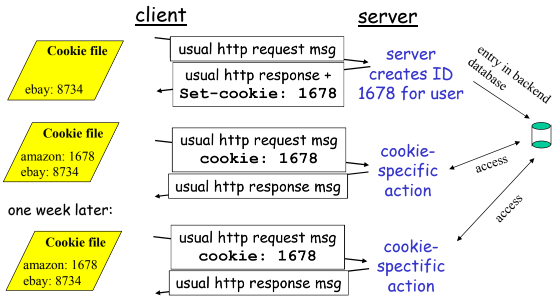
Many major Web sites use cookies

Four components:

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

Example:
- Susan access Internet always from same PC
- She visits a specific e-commerce site for first time
- When initial HTTP requests arrives at site, site creates a unique ID and creates an entry in backend database for ID

Cookies: keeping "state" (cont.)



Cookies (continued)

What cookies can bring:
- authorization
- shopping carts
- recommendations
- user session state (Web e-mail)

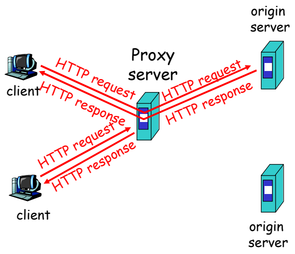
aside

Cookies and privacy:
- cookies permit sites to learn a lot about you
- you may supply name and e-mail to sites
- search engines use redirection & cookies to learn yet more
- advertising companies obtain info across sites

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
- Typically cache is installed by ISP (university, company, residential ISP)

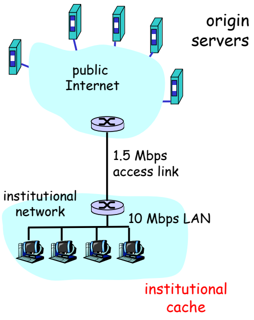
Why Web caching?
- Reduce response time for client request.
- Reduce traffic on an institution's access link.
- Internet dense with caches enables "poor" content providers to effectively deliver content (but so does P2P file sharing)

Caching example

Assumptions
- average object size = 100,000 bits
- avg. request rate from institution's browsers to origin servers = 15/sec
- delay from institutional router to any origin server and back to router = 2 sec

Consequences
- utilization on LAN = 15%
- utilization on access link = 100%
- total delay = Internet delay + access delay + LAN delay

= 2 sec + minutes + milliseconds

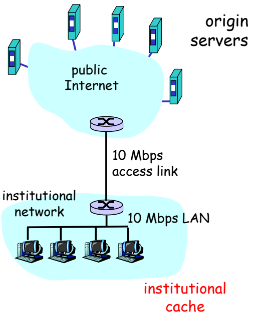


Caching example (cont)

Possible solution
- increase bandwidth of access link to, say, 10 Mbps

Consequences
- utilization on LAN = 15%
- utilization on access link = 15%
- Total delay = Internet delay + access delay + LAN delay

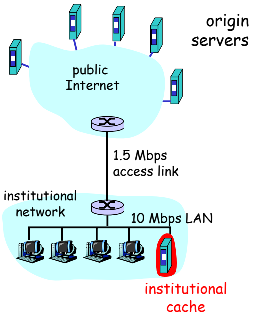
= 2 sec + msecs + msecs
- often a costly upgrade



Caching example (cont)

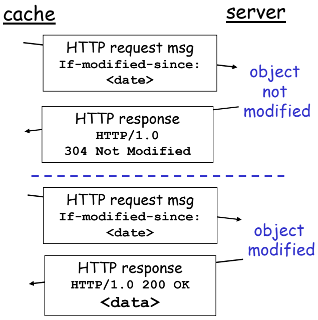
Install cache
- suppose hit rate is .4

Consequence
- 40% requests will be satisfied almost immediately
- 60% requests satisfied by origin server
- utilization of access link reduced to 60%, resulting in negligible delays (say 10 msec)
- total avg delay = Internet delay + access delay + LAN delay = .6*(2.01) secs + milliseconds < 1.4 secs



Conditional GET

- Goal: don't send object if cache has up-to-date cached version
- 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`



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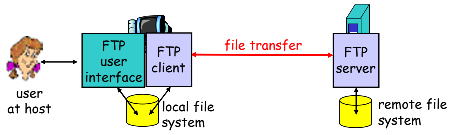
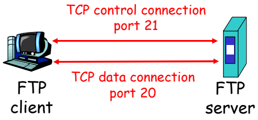
FTP: the file transfer protocol



- transfer file to/from remote host
- client/server model
  - *client:* side that initiates transfer (either to/from remote)
  - *server:* remote host
- ftp: RFC 959
- ftp server: port 21

FTP: separate control, data connections



- FTP client contacts FTP server at port 21, specifying TCP as transport protocol
- Client obtains authorization over control connection
- Client browses remote directory by sending commands over control connection.
- When server receives a command for a file transfer, the server opens a TCP data connection to client
- After transferring one file, server closes connection.
- Server opens a second TCP data connection to transfer another file.
- Control connection: "out of band"
- FTP server maintains "state": current directory, earlier authentication

---

FTP commands, responses

Sample commands:

- sent as ASCII text over control channel
- `USER` ***username***
- `PASS` ***password***
- `LIST` return list of file in current directory
- `RETR filename` retrieves (gets) file
- `STOR filename` stores (puts) file onto remote host

Sample return codes

- status code and phrase (as in HTTP)
- `331 Username OK, password required`
- `125 data connection already open; transfer starting`
- `425 Can't open data connection`
- `452 Error writing file`

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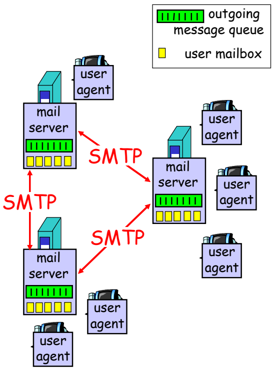
Electronic Mail



Three major components:

- user agents
- mail servers
- simple mail transfer protocol: SMTP

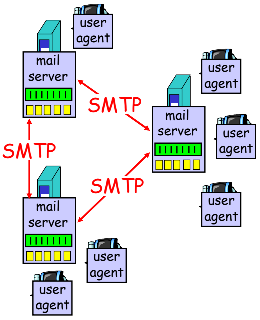
User Agent

- a.k.a. "mail reader"
- composing, editing, reading mail messages
- e.g., Eudora, Outlook, elm, Netscape Messenger
- outgoing, incoming messages stored on server

Electronic Mail: mail servers

Mail Servers

- mailbox contains incoming messages for user
- message queue of outgoing (to be sent) mail messages
- SMTP protocol between mail servers to send email messages
  - client: sending mail server
  - "server": receiving mail server



Electronic Mail: SMTP [RFC 2821]

- uses TCP to reliably transfer email message from client to server, port 25
- direct transfer: sending server to receiving server
- three phases of transfer
  - handshaking (greeting)
  - transfer of messages
  - closure
- command/response interaction
  - commands: ASCII text
  - response: status code and phrase
- messages must be in 7-bit ASCII

Scenario: Alice sends message to Bob

1) Alice uses UA to compose message and "to" `bob@someschool.edu`

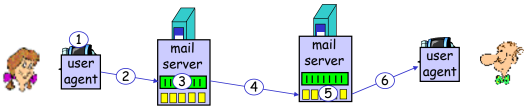
2) Alice's UA sends message to her mail server; message placed in message queue

3) Client side of SMTP opens TCP connection with Bob's mail server

4) SMTP client sends Alice's message over the TCP connection

5) Bob's mail server places the message in Bob's mailbox

6) Bob invokes his user agent to read message



Sample SMTP interaction

```
S: 220 hamburger.edu
C: HELO crepes.fr
S: 250  Hello crepes.fr, pleased to meet you
C: MAIL FROM: <alice@crepes.fr>
S: 250 alice@crepes.fr... Sender ok
C: RCPT TO: <bob@hamburger.edu>
S: 250 bob@hamburger.edu ... Recipient ok
C: DATA
S: 354 Enter mail, end with "." on a line by itself
C: Do you like ketchup?
C: How about pickles?
C: .
S: 250 Message accepted for delivery
C: QUIT
S: 221 hamburger.edu closing connection
```

Try SMTP interaction for yourself:

- `telnet servername 25`
- see 220 reply from server
- enter HELO, MAIL FROM, RCPT TO, DATA, QUIT commands

above lets you send email without using email client (reader)

SMTP: final words

- SMTP uses persistent connections
- SMTP requires message (header & body) to be in 7-bit ASCII
- SMTP server uses `CRLF.CRLF` to determine end of message

Comparison with HTTP:

- HTTP: pull
- SMTP: push
- both have ASCII command/response interaction, status codes
- HTTP: each object encapsulated in its own response msg
- SMTP: multiple objects sent in multipart msg

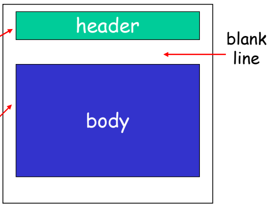
Mail message format

SMTP: protocol for exchanging email msgs

RFC 822: standard for text message format:

- header lines, e.g.,
  - To:
  - From:
  - Subject:

  different from SMTP commands!
- body
  - the "message", ASCII characters only



Message format: multimedia extensions

- MIME: multimedia mail extension, RFC 2045, 2056
- additional lines in msg header declare MIME content type

MIME version

method used to encode data

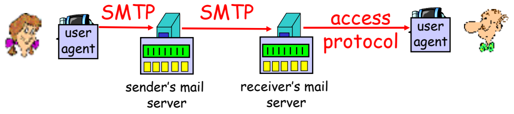
multimedia data type, subtype, parameter declaration

encoded data

```
From: alice@crepes.fr
To: bob@hamburger.edu
Subject: Picture of yummy crepe.
MIME-Version: 1.0
Content-Transfer-Encoding: base64
Content-Type: image/jpeg

base64 encoded data .....
.........................
......base64 encoded data
```

Mail access protocols



- SMTP: delivery/storage to receiver's server
- Mail access protocol: retrieval from server
  - POP: Post Office Protocol [RFC 1939]
    - authorization (agent <-->server) and download
  - IMAP: Internet Mail Access Protocol [RFC 1730]
    - more features (more complex)
    - manipulation of stored msgs on server
  - HTTP: Hotmail , Yahoo! Mail, etc.

POP3 protocol

authorization phase

- client commands:
  - `user`: declare username
  - `pass`: password
- server responses
  - `+OK`
  - `-ERR`

transaction phase, client:

- `list`: list message numbers
- `retr`: retrieve message by number
- `dele`: delete
- `quit`

```
S: +OK POP3 server ready
C: user bob
S: +OK
C: pass hungry
S: +OK user successfully logged on

C: list
S: 1 498
S: 2 912
S: .
C: retr 1
S: <message 1 contents>
S: .
C: dele 1
C: retr 2
S: <message 1 contents>
S: .
C: dele 2
C: quit
S: +OK POP3 server signing off
```

POP3 (more) and IMAP

More about POP3

- Previous example uses "download and delete" mode.
- Bob cannot re-read e-mail if he changes client
- "Download-and-keep": copies of messages on different clients
- POP3 is stateless across sessions

IMAP

- Keep all messages in one place: the server
- Allows user to organize messages in folders
- IMAP keeps user state across sessions:
  - names of folders and mappings between message IDs and folder name

Chapter 2: Application layer

- 2.1 Principles of network applications
- 2.2 Web and HTTP
- 2.3 FTP
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  - SMTP, POP3, IMAP
- 2.5 DNS
- 2.6 P2P file sharing
- 2.7 Socket programming with TCP
- 2.8 Socket programming with UDP
- 2.9 Building a Web server

DNS: Domain Name System

People: many identifiers:
  - SSN, name, passport #

Internet hosts, routers:
  - IP address (32 bit) - used for addressing datagrams
  - "name", e.g., ww.yahoo.com - used by humans

Q: map between IP addresses and name ?

Domain Name System:
- *distributed database* implemented in hierarchy of many *name servers*
- *application-layer protocol* host, routers, name servers to communicate to *resolve* names (address/name translation)
  - note: core Internet function, implemented as application-layer protocol
  - complexity at network's "edge"

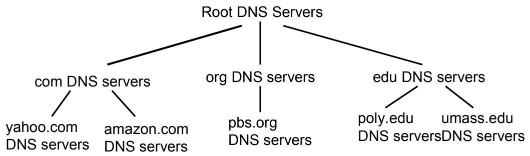
DNS

DNS services
- Hostname to IP address translation
- Host aliasing
  - Canonical and alias names
- Mail server aliasing
- Load distribution
  - Replicated Web servers: set of IP addresses for one canonical name

Why not centralize DNS?
- single point of failure
- traffic volume
- distant centralized database
- maintenance

doesn't *scale!*

Distributed, Hierarchical Database



Root DNS Servers

com DNS servers
org DNS servers
edu DNS servers

yahoo.com DNS servers
amazon.com DNS servers
pbs.org DNS servers
poly.edu DNS servers
umass.edu DNS servers

Client wants IP for www.amazon.com; 1st approx:
- Client queries a root server to find com DNS server
- Client queries com DNS server to get amazon.com DNS server
- Client queries amazon.com DNS server to get IP address for www.amazon.com

---

DNS: Root name servers

- contacted by local name server that can not resolve name
- root name server:
  - contacts authoritative name server if name mapping not known
  - gets mapping
  - returns mapping to local name server

13 root name servers worldwide

TLD and Authoritative Servers

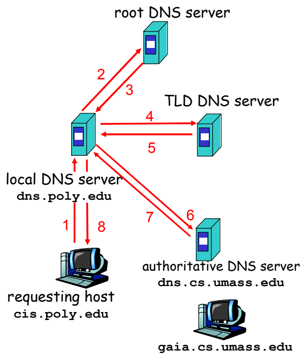
- **Top-level domain (TLD) servers:** responsible for com, org, net, edu, etc, and all top-level country domains uk, fr, ca, jp.
  - Network solutions maintains servers for com TLD
  - Educause for edu TLD
- **Authoritative DNS servers:** organization's DNS servers, providing authoritative hostname to IP mappings for organization's servers (e.g., Web and mail).
  - Can be maintained by organization or service provider

Local Name Server

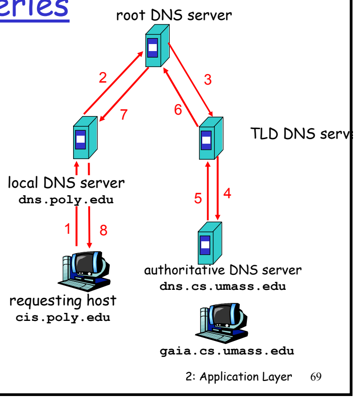
- Does not strictly belong to hierarchy
- Each ISP (residential ISP, company, university) has one.
  - Also called "default name server"
- When a host makes a DNS query, query is sent to its local DNS server
  - Acts as a proxy, forwards query into hierarchy.

Example

- Host at cis.poly.edu wants IP address for gaia.cs.umass.edu



Recursive queries



recursive query:

- puts burden of name resolution on contacted name server
- heavy load?

iterated query:

- contacted server replies with name of server to contact
- "I don't know this name, but ask this server"

DNS: caching and updating records

- once (any) name server learns mapping, it *caches* mapping
  - cache entries timeout (disappear) after some time
  - TLD servers typically cached in local name servers
    - Thus root name servers not often visited
- update/notify mechanisms under design by IETF
  - RFC 2136
  - http://www.ietf.org/html.charters/dnsind-charter.html

DNS records

DNS: distributed db storing resource records (RR)

RR format: `(name, value, type, ttl)`

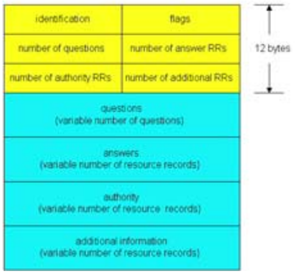
- Type=A
  - **name** is hostname
  - **value** is IP address
- Type=NS
  - **name** is domain (e.g. foo.com)
  - **value** is IP address of authoritative name server for this domain
- Type=CNAME
  - **name** is alias name for some "cannonical" (the real) name
    `www.ibm.com` is really `servereast.backup2.ibm.com`
  - **value** is cannonical name
- Type=MX
  - **value** is name of mailserver associated with **name**

DNS protocol, messages

DNS protocol : *query* and *reply* messages, both with same *message format*

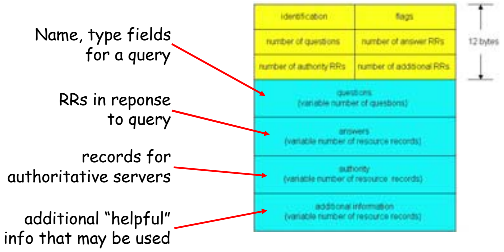
msg header

- identification: 16 bit # for query, reply to query uses same #
- flags:
  - query or reply
  - recursion desired
  - recursion available
  - reply is authoritative



identification	flags	12 bytes
number of questions	number of answer RRs	
number of authority RRs	number of additional RRs	
questions (variable number of questions)		
answers (variable number of resource records)		
authority (variable number of resource records)		
additional information (variable number of resource records)		

DNS protocol, messages



Name, type fields for a query

RRs in reponse to query

records for authoritative servers

additional "helpful" info that may be used

Inserting records into DNS

- Example: just created startup "Network Utopia"
- Register name networkuptopia.com at a registrar (e.g., Network Solutions)
  - Need to provide registrar with names and IP addresses of your authoritative name server (primary and secondary)
  - Registrar inserts two RRs into the com TLD server:

```
(networkutopia.com, dns1.networkutopia.com, NS)
(dns1.networkutopia.com, 212.212.212.1, A)
```

- Put in authoritative server Type A record for www.networkuptopia.com and Type MX record for networkutopia.com
- How do people get the IP address of your Web site?

Chapter 2: Application layer

- 2.1 Principles of network applications
  - app architectures
  - app requirements
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P2P file sharing

Example

- Alice runs P2P client application on her notebook computer
- Intermittently connects to Internet; gets new IP address for each connection
- Asks for "Hey Jude"
- Application displays other peers that have copy of Hey Jude.
- Alice chooses one of the peers, Bob.
- File is copied from Bob's PC to Alice's notebook: HTTP
- While Alice downloads, other users uploading from Alice.
- Alice's peer is both a Web client and a transient Web server.

All peers are servers = highly scalable!

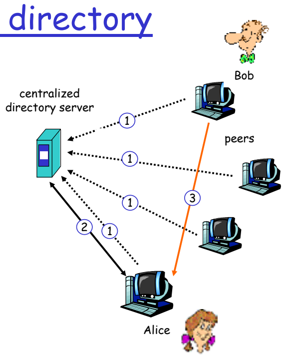
P2P: centralized directory

original "Napster" design

1) when peer connects, it informs central server:
  - IP address
  - content

2) Alice queries for "Hey Jude"

3) Alice requests file from Bob



P2P: problems with centralized directory

- Single point of failure
- Performance bottleneck
- Copyright infringement

file transfer is decentralized, but locating content is highly decentralized

Query flooding: Gnutella

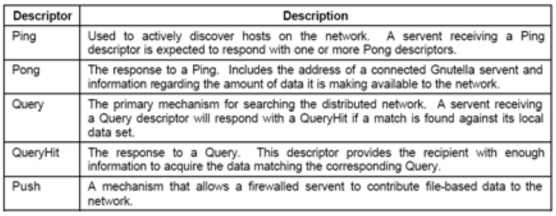
- fully distributed
  - no central server
- public domain protocol
- many Gnutella clients implementing protocol

overlay network: graph

- edge between peer X and Y if there's a TCP connection
- all active peers and edges is overlay net
- Edge is not a physical link
- Given peer will typically be connected with < 10 overlay neighbors

---

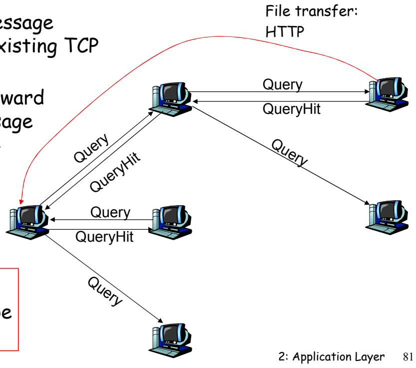
Gnutella Messages



Descriptor	Description
Ping	Used to actively discover hosts on the network. A servent receiving a Ping descriptor is expected to respond with one or more Pong descriptors.
Pong	The response to a Ping. Includes the address of a connected Gnutella servent and information regarding the amount of data it is making available to the network.
Query	The primary mechanism for searching the distributed network. A servent receiving a Query descriptor will respond with a QueryHit if a match is found against its local data set.
QueryHit	The response to a Query. This descriptor provides the recipient with enough information to acquire the data matching the corresponding Query.
Push	A mechanism that allows a firewalled servent to contribute file-based data to the network.

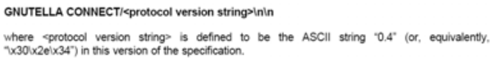
Gnutella: protocol

- Query message sent over existing TCP connections
- peers forward Query message
- QueryHit sent over reverse path



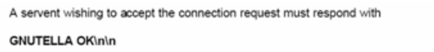
Scalability:
limited scope flooding

Gnutella Connection Setup



GNUTELLA CONNECT/<protocol version string>\n\n

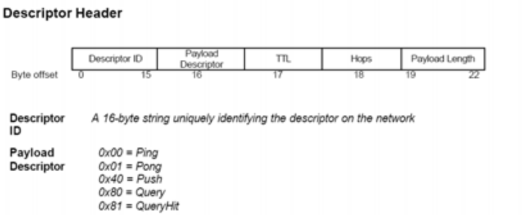
where <protocol version string> is defined to be the ASCII string "0.4" (or, equivalently, "\x30\x2e\x34") in this version of the specification.



A servent wishing to accept the connection request must respond with

GNUTELLA OK\n\n

Gnutella Message Header

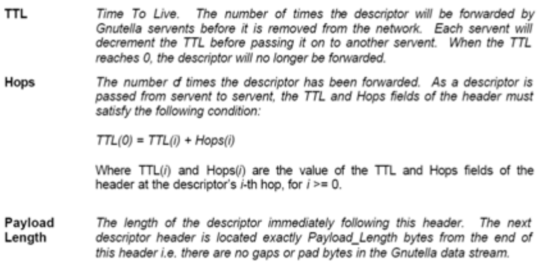


Descriptor Header

	Descriptor ID	Payload Descriptor	TTL	Hops	Payload Length
Byte offset	0 15	16	17	18	19 22

Descriptor ID	*A 16-byte string uniquely identifying the descriptor on the network*
Payload Descriptor	*0x00 = Ping* *0x01 = Pong* *0x40 = Push* *0x80 = Query* *0x81 = QueryHit*

Gnutella Message Header (Cont.)



TTL	*Time To Live. The number of times the descriptor will be forwarded by Gnutella servents before it is removed from the network. Each servent will decrement the TTL before passing it on to another servent. When the TTL reaches 0, the descriptor will no longer be forwarded.*
Hops	*The number of times the descriptor has been forwarded. As a descriptor is passed from servent to servent, the TTL and Hops fields of the header must satisfy the following condition:* *TTL(0) = TTL(i) + Hops(i)* Where TTL(*i*) and Hops(*i*) are the value of the TTL and Hops fields of the header at the descriptor's *i*-th hop, for *i* >= 0.
Payload Length	*The length of the descriptor immediately following this header. The next descriptor header is located exactly Payload_Length bytes from the end of this header i.e. there are no gaps or pad bytes in the Gnutella data stream.*

Ping Message

Ping (0x00)

Ping descriptors have no associated payload and are of zero length. A Ping is simply represented by a Descriptor Header whose Payload_Descriptor field is 0x00 and whose Payload_ Length field is 0x00000000.

A servent uses Ping descriptors to actively probe the network for other servents. A servent receiving a Ping descriptor may elect to respond with a Pong descriptor, which contains the address of an active Gnutella servent (possibly the one sending the Pong descriptor) and the amount of data it's sharing on the network.

This specification makes no recommendations as to the frequency at which a servent should send Ping descriptors, although servent implementers should make every attempt to minimize Ping traffic on the network.

Pong Message

Pong (0x01)

	Port	IP Address	Number of Files Shared	Number of Kilobytes Shared
Byte offset	0 1	2 5	6 9	10 13

Port	*The port number on which the responding host can accept incoming connections.*
IP Address	*The IP address of the responding host.* ***This field is in big-endian format.***
Number of Files Shared	*The number of files that the servent with the given IP address and port is sharing on the network.*
Number of Kilobytes Shared	*The number of kilobytes of data that the servent with the given IP address and port is sharing on the network.*

Pong descriptors are only sent in response to an incoming Ping descriptor. It is valid for more than one Pong descriptor to be sent in response to a single Ping descriptor. This enables host caches to send cached servent address information in response to a Ping request.

Query Message

Query (0x80)

	Minimum Speed	Search criteria
Byte offset	0 1	2 ...

Minimum Speed	*The minimum speed (in kb/second) of servents that should respond to this message. A servent receiving a Query descriptor with a Minimum Speed field of n kb/s should only respond with a QueryHit if it is able to communicate at a* *speed >= n kb/s*
Search Criteria	*A nul (i.e. 0x00) terminated search string. The maximum length of this string is bounded by the Payload_Length field of the descriptor header.*

QueryHit Message

QueryHit (0x81)

	Number of Hits	Port	IP Address	Speed	Result Set	Servent Identifier
Byte offset	0	1 2	3 6	7 10	11 ...	n n + 16

Number of Hits	*The number of query hits in the result set (see below).*
Port	*The port number on which the responding host can accept incoming connections.*
IP Address	*The IP address of the responding host.* ***This field is in big-endian format.***
Speed	*The speed (in kb/second) of the responding host.*

QueryHit Message (cont.)

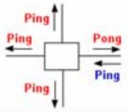
Result Set	*A set of responses to the corresponding Query. This set contains Number_of_Hits elements, each with the following structure:*

	File Index	File Size	File Name
Byte offset	0 3	4 7	8 ...

File Index	*A number, assigned by the responding host, which is used to uniquely identify the file matching the corresponding query.*
File Size	*The size (in bytes) of the file whose index is File_Index.*
File Name	*The double-nul (i.e. 0x0000) terminated name of the file whose index is File_Index.*

The size of the result set is bounded by the size of the Payload_Length field in the Descriptor Header.

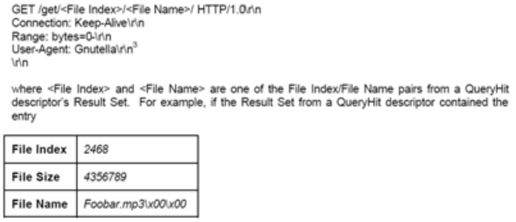
Query Routing



Example 1. Ping/Pong Routing

Example 2. Query/QueryHit/Push Routing

File Download



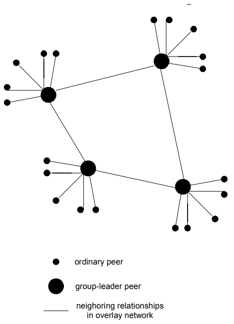
```
GET /get/<File Index>/<File Name>/ HTTP/1.0\r\n
Connection: Keep-Alive\r\n
Range: bytes=0-\r\n
User-Agent: Gnutella\r\n³
\r\n
```

where <File Index> and <File Name> are one of the File Index/File Name pairs from a QueryHit descriptor's Result Set. For example, if the Result Set from a QueryHit descriptor contained the entry

File Index	*2468*
File Size	*4356789*
File Name	*Foobar.mp3\x00\x00*

Exploiting heterogeneity: Gnutella v. 2

- Each peer is either a supernode or assigned to a supernode.
  - TCP connection between peer and its group leader.
  - TCP connections between some pairs of group leaders.
- Supernode tracks the content in all its children.

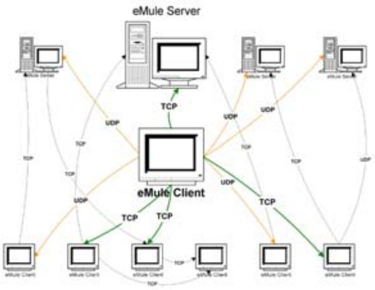


Gnutella v. 2: Querying

- On connection client updates its supernode with all its files
- Client sends keyword query to its supernode
- Supernode responds with matches:
- Supernode forwards query to other supernodes
- Client then selects files for downloading

---

eMule



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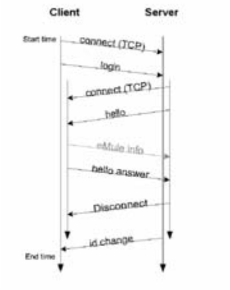
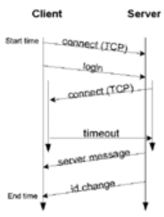
eMule connection setup





Connection startup

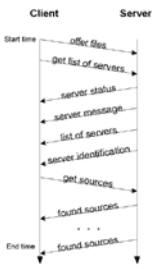


Figure 2.4: Connection startup sequence

File Search

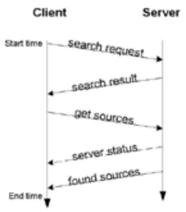


Figure 2.5: File search sequence

Chapter 2: Application layer

- 2.1 Principles of network applications
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Socket programming

Goal: learn how to build client/server application that communicate using sockets

Socket API

- introduced in BSD4.1 UNIX, 1981
- explicitly created, used, released by apps
- client/server paradigm
- two types of transport service via socket API:
  - unreliable datagram
  - reliable, byte stream-oriented

socket

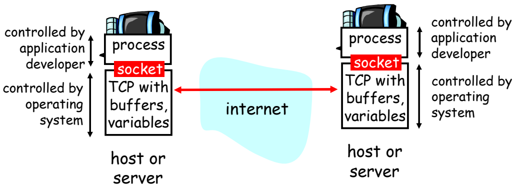
a *host-local*, *application-created*, *OS-controlled* interface (a “door”) into which application process can both send and receive messages to/from another application process

---

Socket-programming using TCP

Socket: a door between application process and end-end-transport protocol (UCP or TCP)

TCP service: reliable transfer of **bytes** from one process to another



Socket programming *with TCP*

Client must contact server

- server process must first be running
- server must have created socket (door) that welcomes client’s contact

Client contacts server by:

- creating client-local TCP socket
- specifying IP address, port number of server process
- When client creates socket: client TCP establishes connection to server TCP

- When contacted by client, server TCP creates new socket for server process to communicate with client
  - allows server to talk with multiple clients
  - source port numbers used to distinguish clients (more in Chap 3)

application viewpoint

TCP provides reliable, in-order transfer of bytes (“pipe”) between client and server

---

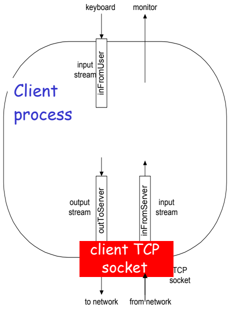
Stream jargon

- A stream is a sequence of characters that flow into or out of a process.
- An input stream is attached to some input source for the process, eg, keyboard or socket.
- An output stream is attached to an output source, eg, monitor or socket.

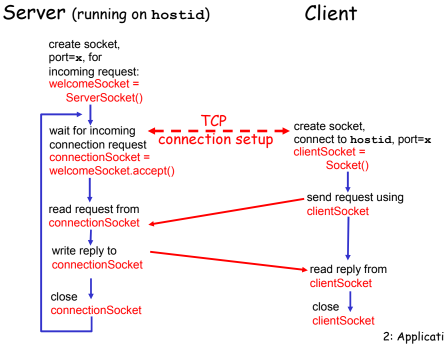
Socket programming with TCP

Example client-server app:

1) client reads line from standard input (**inFromUser** stream) , sends to server via socket (**outToServer** stream)
2) server reads line from socket
3) server converts line to uppercase, sends back to client
4) client reads, prints modified line from socket (**inFromServer** stream)



Client/server socket interaction: TCP



Server (running on **hostid**)

Client

create socket, port=**x**, for incoming request:
welcomeSocket = ServerSocket()

wait for incoming connection request
connectionSocket = welcomeSocket.accept()

TCP connection setup

create socket, connect to **hostid**, port=**x**
clientSocket = Socket()

send request using clientSocket

read request from connectionSocket

write reply to connectionSocket

read reply from clientSocket

close connectionSocket

close clientSocket

Example: Java client (TCP)

```
import java.io.*;
import java.net.*;
class TCPClient {

    public static void main(String argv[]) throws Exception
    {
        String sentence;
        String modifiedSentence;
```

Create input stream

```
        BufferedReader inFromUser =
          new BufferedReader(new InputStreamReader(System.in));
```

Create client socket, connect to server

```
        Socket clientSocket = new Socket("hostname", 6789);
```

Create output stream attached to socket

```
        DataOutputStream outToServer =
          new DataOutputStream(clientSocket.getOutputStream());
```

Example: Java client (TCP), cont.

Create input stream attached to socket

```
        BufferedReader inFromServer =
          new BufferedReader(new
          InputStreamReader(clientSocket.getInputStream()));

        sentence = inFromUser.readLine();
```

Send line to server

```
        outToServer.writeBytes(sentence + '\n');
```

Read line from server

```
        modifiedSentence = inFromServer.readLine();

        System.out.println("FROM SERVER: " + modifiedSentence);

        clientSocket.close();

    }
}
```

Example: Java server (TCP)

```
import java.io.*;
import java.net.*;

class TCPServer {

    public static void main(String argv[]) throws Exception
      {
        String clientSentence;
        String capitalizedSentence;
```

Create welcoming socket at port 6789

```
        ServerSocket welcomeSocket = new ServerSocket(6789);

        while(true) {
```

Wait, on welcoming socket for contact by client

```
            Socket connectionSocket = welcomeSocket.accept();
```

Create input stream, attached to socket

```
            BufferedReader inFromClient =
              new BufferedReader(new
              InputStreamReader(connectionSocket.getInputStream()));
```

Example: Java server (TCP), cont

Create output stream, attached to socket

```
            DataOutputStream  outToClient =
              new DataOutputStream(connectionSocket.getOutputStream());
```

Read in line from socket

```
            clientSentence = inFromClient.readLine();

            capitalizedSentence = clientSentence.toUpperCase() + '\n';
```

Write out line to socket

```
            outToClient.writeBytes(capitalizedSentence);
        }
    }
}
```

End of while loop, loop back and wait for another client connection

Chapter 2: Application layer

- 2.1 Principles of network applications
- 2.2 Web and HTTP
- 2.3 FTP
- 2.4 Electronic Mail
  - SMTP, POP3, IMAP
- 2.5 DNS
- 2.6 P2P file sharing
- 2.7 Socket programming with TCP
- 2.8 Socket programming with UDP
- 2.9 Building a Web server

Socket programming *with UDP*

UDP: no "connection" between client and server

- no handshaking
- sender explicitly attaches IP address and port of destination to each packet
- server must extract IP address, port of sender from received packet

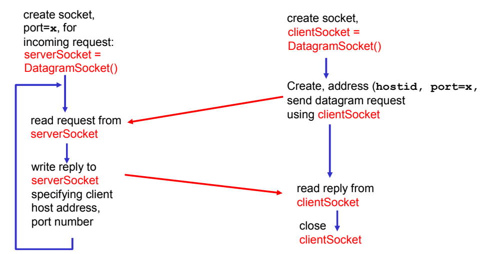
UDP: transmitted data may be received out of order, or lost

application viewpoint

UDP provides unreliable transfer of groups of bytes ("datagrams") between client and server

---

Client/server socket interaction: UDP



Server (running on `hostid`)

create socket, port=**x**, for incoming request:
serverSocket = DatagramSocket()

read request from serverSocket

write reply to serverSocket specifying client host address, port number

Client

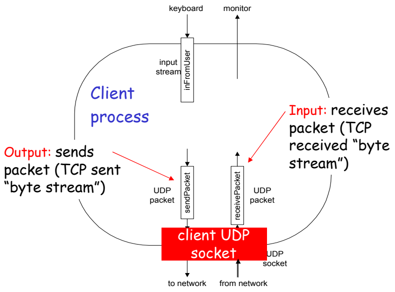
create socket, clientSocket = DatagramSocket()

Create, address (**hostid, port=x,** send datagram request using clientSocket

read reply from clientSocket

close clientSocket

Example: Java client (UDP)



Example: Java client (UDP)

```
import java.io.*;
import java.net.*;

class UDPClient {
    public static void main(String args[]) throws Exception
    {
```

Create input stream

```
      BufferedReader inFromUser =
        new BufferedReader(new InputStreamReader(System.in));
```

Create client socket

```
      DatagramSocket clientSocket = new DatagramSocket();
```

Translate hostname to IP address using DNS

```
      InetAddress IPAddress = InetAddress.getByName("hostname");

      byte[] sendData = new byte[1024];
      byte[] receiveData = new byte[1024];

      String sentence = inFromUser.readLine();

      sendData = sentence.getBytes();
```

Example: Java client (UDP), cont.

Create datagram with data-to-send, length, IP addr, port

```
      DatagramPacket sendPacket =
         new DatagramPacket(sendData, sendData.length, IPAddress, 9876);
```

Send datagram to server

```
      clientSocket.send(sendPacket);

      DatagramPacket receivePacket =
         new DatagramPacket(receiveData, receiveData.length);
```

Read datagram from server

```
      clientSocket.receive(receivePacket);

      String modifiedSentence =
          new String(receivePacket.getData());

      System.out.println("FROM SERVER:" + modifiedSentence);
      clientSocket.close();
      }
}
```

Example: Java server (UDP)

```
import java.io.*;
import java.net.*;

class UDPServer {
  public static void main(String args[]) throws Exception
    {
      DatagramSocket serverSocket = new DatagramSocket(9876);

      byte[] receiveData = new byte[1024];
      byte[] sendData  = new byte[1024];

      while(true)
        {
          DatagramPacket receivePacket =
             new DatagramPacket(receiveData, receiveData.length);
          serverSocket.receive(receivePacket);
```

Create datagram socket at port 9876

Create space for received datagram

Receive datagram

Example: Java server (UDP), cont

```
String sentence = new String(receivePacket.getData());
InetAddress IPAddress = receivePacket.getAddress();
int port = receivePacket.getPort();

        String capitalizedSentence = sentence.toUpperCase();

sendData = capitalizedSentence.getBytes();

DatagramPacket sendPacket =
   new DatagramPacket(sendData, sendData.length, IPAddress,
                   port);

serverSocket.send(sendPacket);
  }
 }
}
```

Get IP addr port #, of sender

Create datagram to send to client

Write out datagram to socket

End of while loop, loop back and wait for another datagram

Chapter 2: Application layer

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  - app requirements
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Building a simple Web server

- handles one HTTP request
- accepts the request
- parses header
- obtains requested file from server's file system
- creates HTTP response message:
  - header lines + file
- sends response to client
- after creating server, you can request file using a browser (eg IE explorer)
- see text for details

Chapter 2: Summary

Our study of network apps now complete!

- Application architectures
  - client-server
  - P2P
  - hybrid
- application service requirements:
  - reliability, bandwidth, delay
- Internet transport service model
  - connection-oriented, reliable: TCP
  - unreliable, datagrams: UDP
- specific protocols:
  - HTTP
  - FTP
  - SMTP, POP, IMAP
  - DNS
- socket programming

Chapter 2: Summary

Most importantly: learned about *protocols*

- typical request/reply message exchange:
  - client requests info or service
  - server responds with data, status code
- message formats:
  - headers: fields giving info about data
  - data: info being communicated
- control vs. data msgs
  - in-band, out-of-band
- centralized vs. decentralized
- stateless vs. stateful
- reliable vs. unreliable msg transfer
- "complexity at network edge"