

CS 725/825 & IT 725

Lecture 9

Application Layer

September 24, 2025

Not just forms: AJAX

- ▶ An event is triggered within the page (e.g., as a result of a user interaction)
- ▶ Event handler makes an HTTP request
- ▶ Server computes a response and sends it back
- ▶ Response is received (e.g., as JSON-formatted data)
- ▶ Page is updated based on the received data

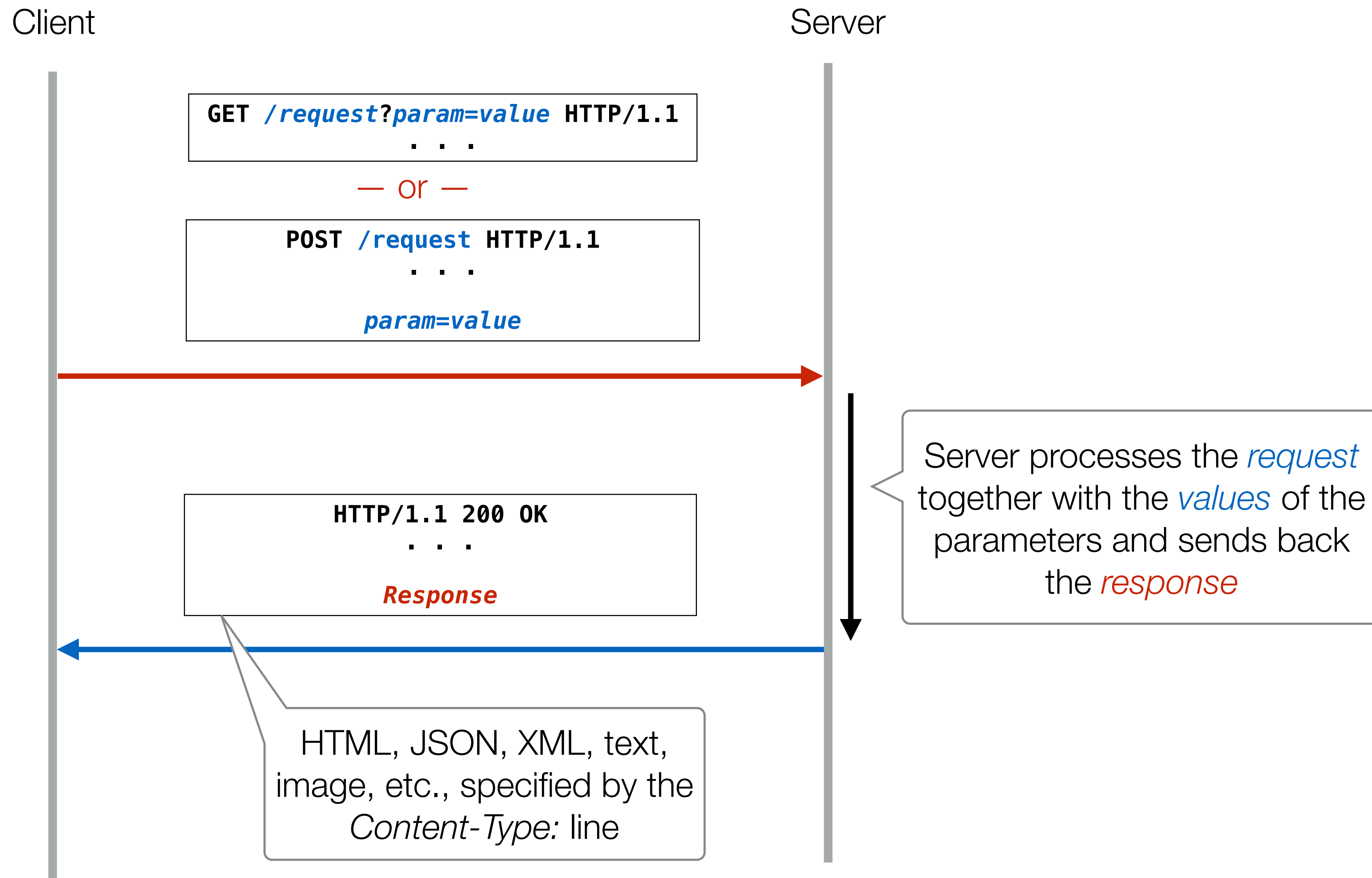
Not just forms: AJAX

```
<script>
  $("form").submit(function(f) {
    f.preventDefault();
    $.ajax({
      url: "/request",
      data: "q="+$("#q").val(),
      type: "GET",
      success: function(data) {
        var results = JSON.parse(data);
        $("#result").html(results["result"]);
      },
      error: function(e) {
        alert("Error: "+e.status+": "+e.statusText);
      }
    });
  });
</script>
```

GET /request?q=test HTTP/1.1

{"result": "server response"}

HTTP transaction in general



Server Architecture

- ▶ Infinite loop

- `while True do`

- Accept Connection

- Process the Connection

- `done`

- ▶ Concurrent request processing

- `while True do`

- Accept Connection,

- have someone else to* Process the Connection

- `done`

Concurrent Requests

- ▶ Full-blown **processes**
 - costly in terms of resources
 - independent
- ▶ **Threads**
 - more lightweight
 - shared address space between requests
- ▶ **Event-driven** approach
 - do a quick bit of processing and schedule a callback when (typically) I/O is done
- ▶ **Virtual threads**

Event-driven approach

Node.js

```
const http = require('http');

const requestListener = function (req, res) {
  res.writeHead(200);
  res.end('Hello, World!');
}

const server = http.createServer(requestListener);
server.listen(8080);
```

Issues...

- ▶ Typical HTTP transaction is too short for TCP
 - (as you will see later in the course) TCP connection reaches full throughput after several RTTs
 - many HTTP request/responses are just a few packets
 - solution: Persistent Connections
- ▶ Shared fate: Head of Line (HoL) blocking
 - (as you will see later in the course) packet loss leads to reduced throughput
 - solution: Parallel Connections
- ▶ These two approaches are in conflict with each other...

HTTP/2 design goals

- ▶ Improve utilization
- ▶ Reduce latency
- ▶ Improve security
- ▶ Enable fine-grained control over resource delivery

HTTP/2 approach (1)

▶ Multiplexed connections

- limits Head Of Line (HOL) blocking and eliminates the need for concurrent TCP connections

▶ Resource push

- reduces latency of waiting for page rendering and subsequent resource requests
- (met with resistance from service providers)

HTTP/2 approach (2)

- ▶ Support for **low-latency secure connection establishment**
 - utilizes low-latency methods to open secure connections
 - while secure connection is not mandated, many current implementations do not support insecure communication
- ▶ Explicit **bandwidth allocation** for streams within a connection
 - information received concurrently on all streams with bandwidth shared according to the set ratios
 - (still needs some work, see *RFC 9218 Extensible Prioritization Scheme for HTTP* from June 2022)

HTTP/2 steps

- ▶ Secure connection is established
- ▶ Individual streams are set up
- ▶ Requests dispatched
- ▶ Information received concurrently on all streams with bandwidth shared according to the set ratios

QUIC motivation

- ▶ HTTP/2 is trying to match the **performance characteristics** of the underlying transport layer protocol (TCP) and the **needs of the application** protocol (HTTP)
 - for example, consider the interaction between TCP Slow Start and typically short HTTP data.
 - HTTP attempts to address this by various methods, such as persistent “Keep-Alive:” connections, reducing the number of RTTs required to open a secure connection, or opening multiple simultaneous connections. While these solutions improve performance, they do not address the core issues with TCP.
- ▶ **Better solution:** design an alternative transport protocol

QUIC deployment

- ▶ Changing a widely-used protocol is a complex task!
 - Many lessons were learned from the transition to IPv6 that started more than 20 years ago and is still far from being done.
- ▶ At least, we do not have to worry about the network itself (network layer), only the end points...
- ▶ ... and, it turns out that Google (at least in the US) controls the most popular browser (Chrome) and provides some of the most significant web applications (search, maps, video, email, storage, web application infrastructure)

QUIC - a silent revolution

- ▶ **Requirement 1**: a way to **negotiate an alternative protocol** that will not break existing protocols and allows a clean fallback on the traditional protocols.
 - alt-svc: HTTP response header
- ▶ **Requirement 2**: must be **based on an existing transport layer protocol** so that no changes to the protocol stack of the operating systems is required.
 - standard UDP
- ▶ These allow **seamless incremental deployment** that improves performance but does not disrupt

HTTP/3

- ▶ A protocol formerly known as **Hypertext Transfer Protocol (HTTP) over QUIC**
- ▶ The latest major revision of HTTP
 - HTTP/1.1 → HTTP/2 → **HTTP/3**
- ▶ Standardization:
 - QUIC: **RFC 9000** (May 2021)
 - HTTP/3: **RFC 9114** (June 2022)

HTTP/3 deployment

- ▶ First connection over TCP to port 443:

```
% curl -I https://google.com
HTTP/2 301 ← Moved Permanently
location: https://www.google.com/
content-type: text/html; charset=UTF-8
date: Tue, 16 Mar 2025 17:58:05 GMT
expires: Thu, 15 Apr 2025 17:58:05 GMT
cache-control: public, max-age=2592000
server: gws
content-length: 220
x-xss-protection: 0
x-frame-options: SAMEORIGIN
alt-svc: h3-29=":443"; ma=2592000,h3-T051=":443"; ma=2592000,h3-Q050=":443";
ma=2592000,h3-Q046=":443"; ma=2592000,h3-Q043=":443"; ma=2592000,quic=":443";
ma=2592000; v="46,43"
```

- ▶ Subsequent connections
 - UDP packets sent to port 443