



Network Programming: Part I

18-213/18-613:

Introduction to Computer Systems

24th Lecture, Aug 2nd, 2022

Today

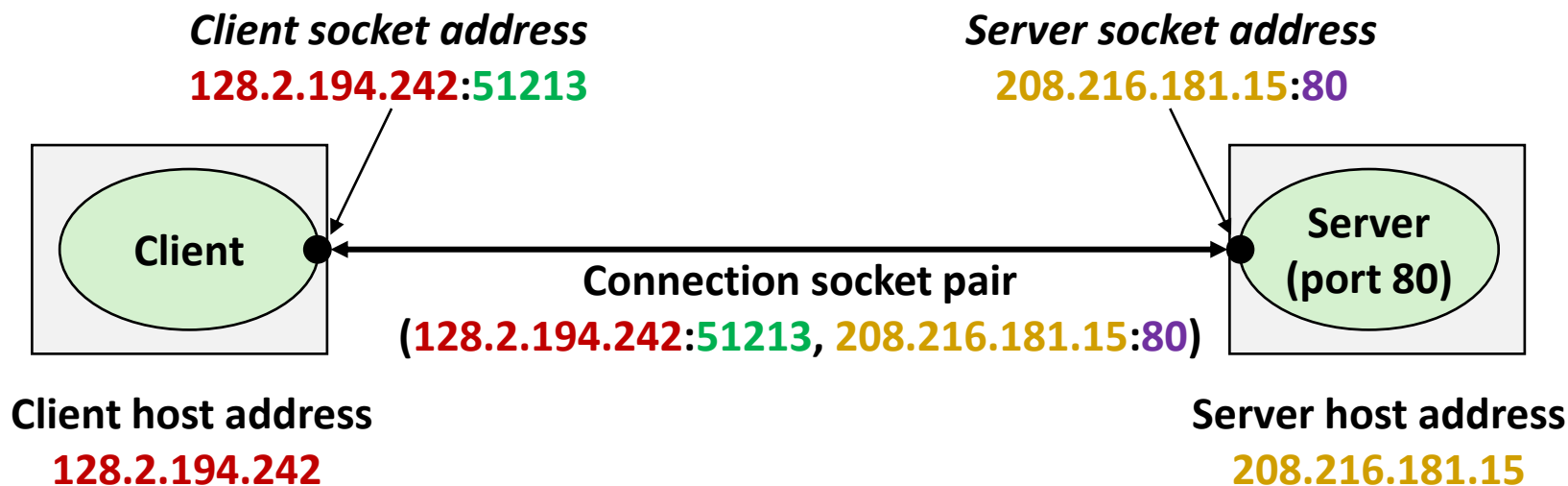
- **Network Layers: Birds Eye View**
- The Sockets Interface CSAPP 11.4
- Web Servers CSAPP 11.5.1-11.5.3
- The Tiny Web Server CSAPP 11.6
- Serving Dynamic Content CSAPP 11.5.4
- Proxy Servers

Today

- Network Layers: Birds Eye View
- **The Sockets Interface** **CSAPP 11.4**
- Web Servers **CSAPP 11.5.1-11.5.3**
- The Tiny Web Server **CSAPP 11.6**
- Serving Dynamic Content **CSAPP 11.5.4**
- Proxy Servers

Recall: Anatomy of a Connection

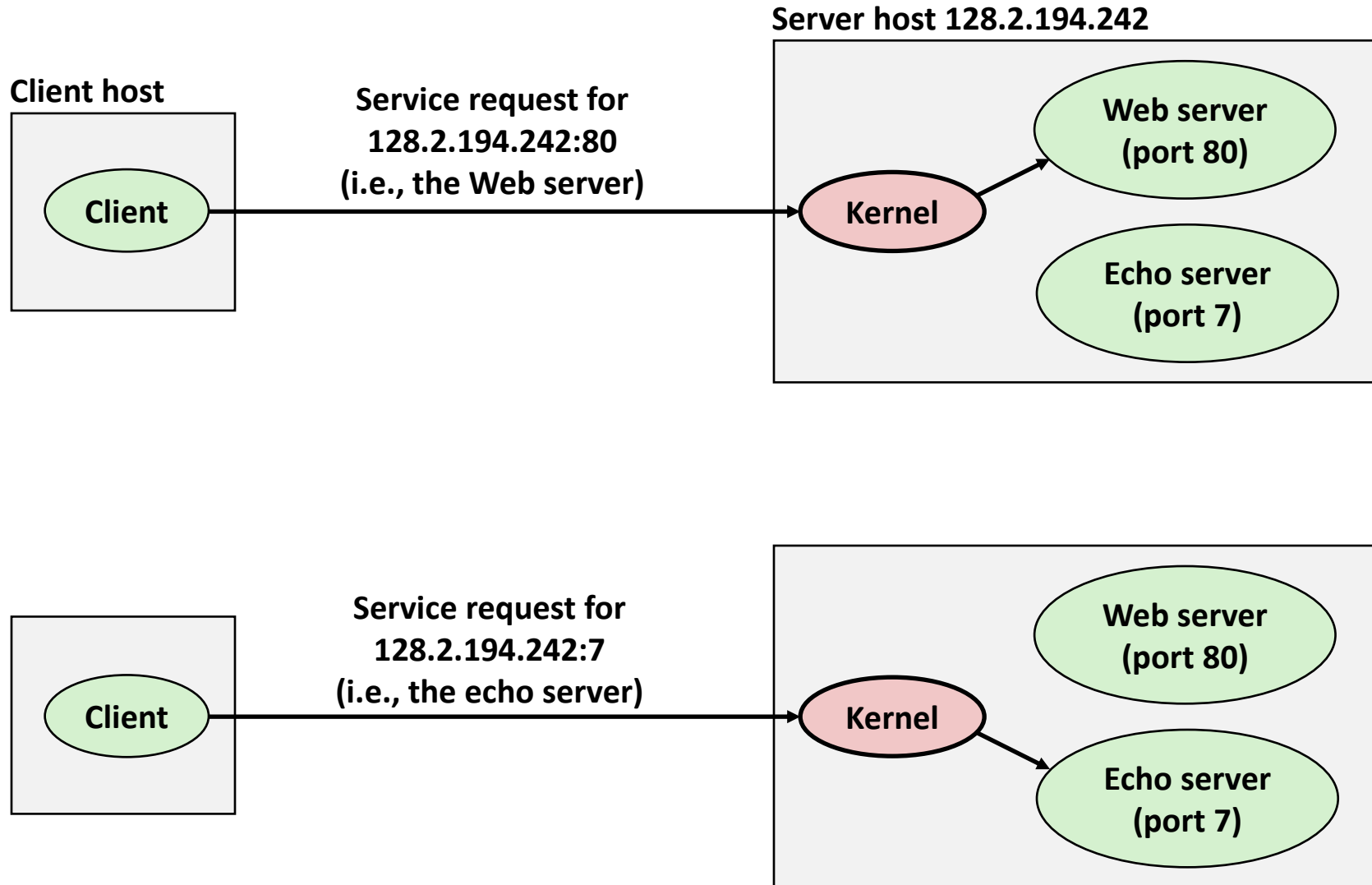
- A connection is uniquely identified by the socket addresses of its endpoints (*socket pair*)
 - (cliaddr:cliport, servaddr:servport)



51213 is an ephemeral port allocated by the kernel

80 is a well-known port associated with Web servers

Recall: Using Ports to Identify Services



Sockets Interface

- **Set of system-level functions used in conjunction with Unix I/O to build network applications.**
- **Created in the early 80's as part of the original Berkeley distribution of Unix that contained an early version of the Internet protocols.**
- **Available on all modern systems**
 - Unix variants, Windows, OS X, IOS, Android, ARM

Sockets

■ What is a socket?

- To the kernel, a socket is an endpoint of communication
- To an application, a socket is a file descriptor that lets the application read/write from/to the network
 - **Remember:** All Unix I/O devices, including networks, are modeled as files

■ Clients and servers communicate with each other by reading from and writing to socket descriptors



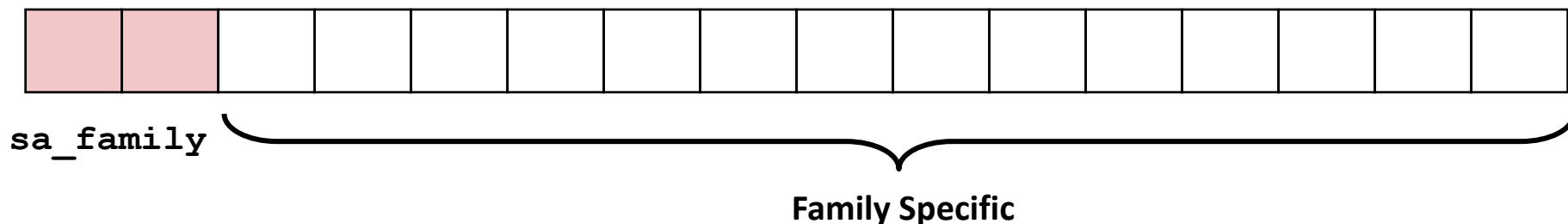
■ The main distinction between regular file I/O and socket I/O is how the application “opens” the socket descriptors

Representing a socket: Generic Socket Address

■ Generic socket address:

- For address arguments to **connect**, **bind**, and **accept**

```
struct sockaddr {  
    uint16_t  sa_family;    /* Protocol family */  
    char      sa_data[14]; /* Address data. */  
};
```



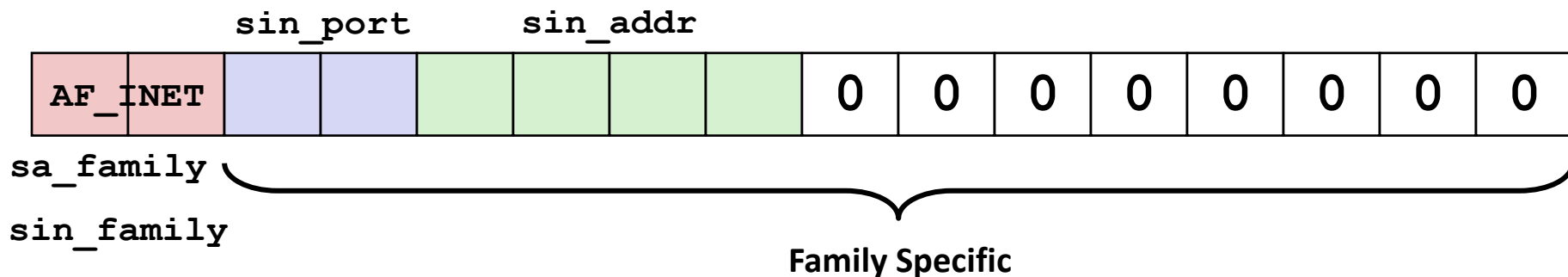
Representing a Socket: Socket Address Structures

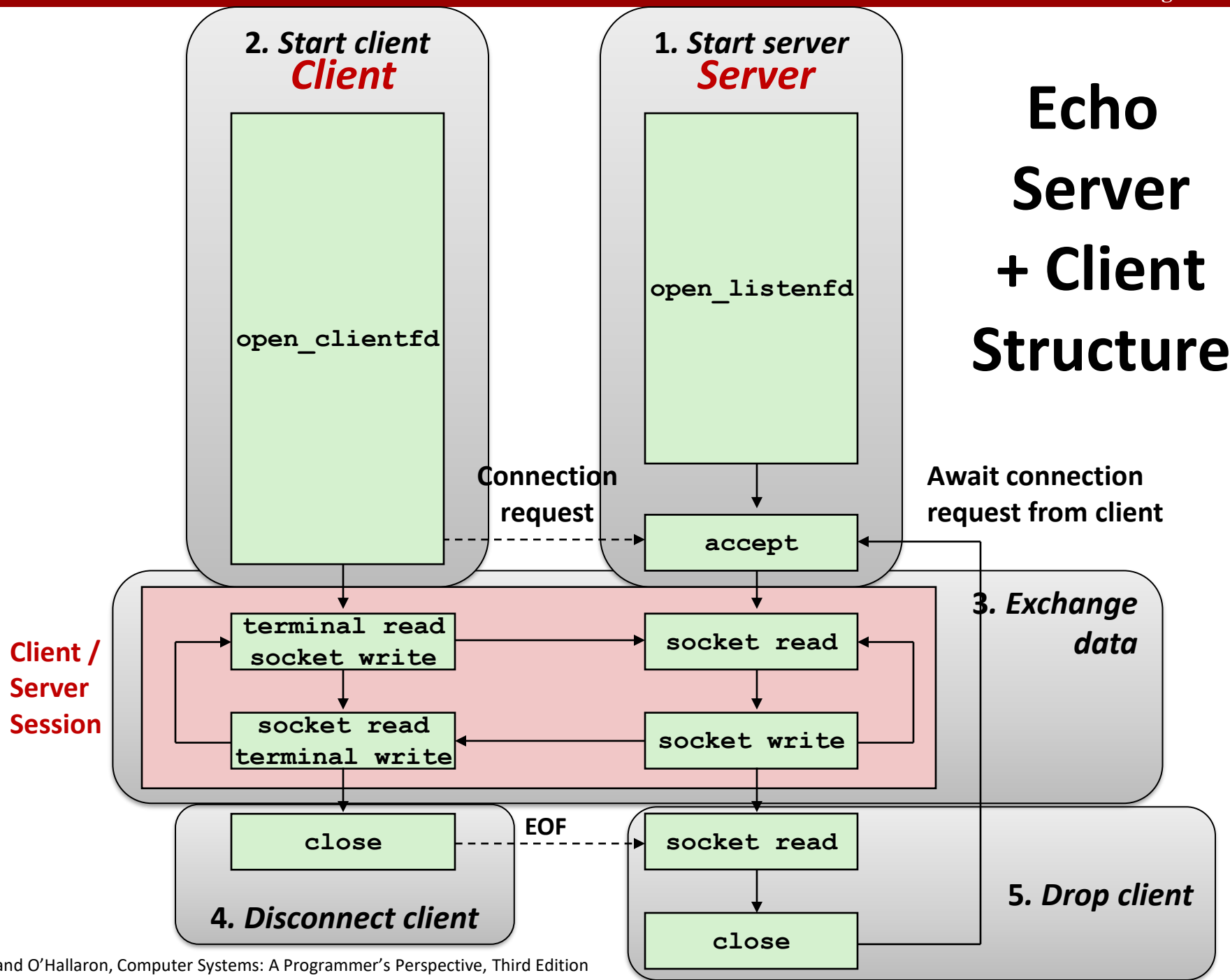
- Internet (IPv4) specific socket address:
 - Must cast (`struct sockaddr_in *`) to (`struct sockaddr *`) for functions that take socket address arguments.

```

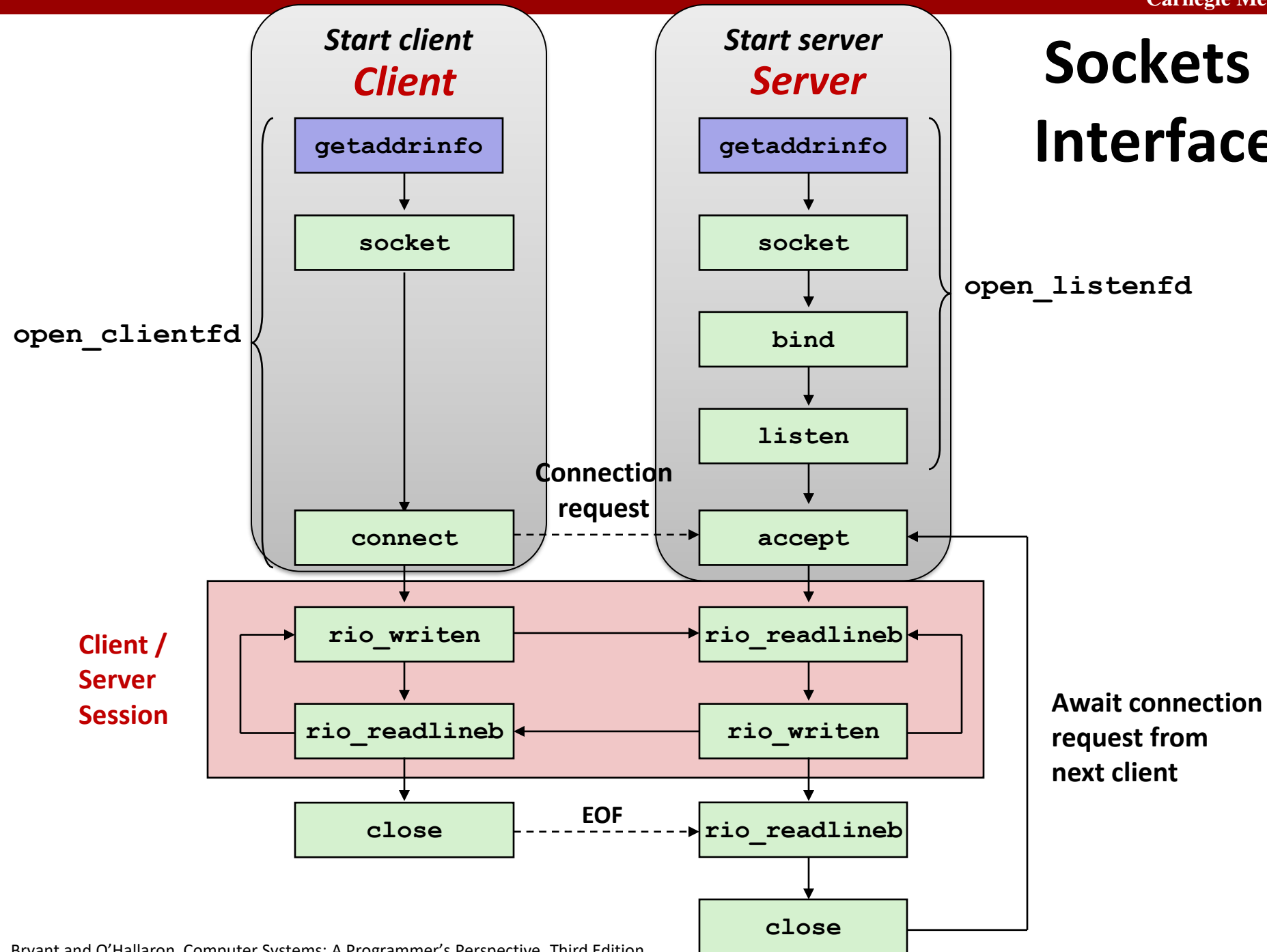
struct sockaddr_in {
    uint16_t      sin_family; /* Protocol family (always AF_INET) */
    uint16_t      sin_port;   /* Port num in network byte order */
    struct in_addr sin_addr;  /* IP addr in network byte order */
    unsigned char sin_zero[8]; /* Pad to sizeof(struct sockaddr) */
};

```





Sockets Interface



Host and Service Conversion: `getaddrinfo`

- `getaddrinfo` is the modern way to convert string representations of hostnames, host addresses, ports, and service names to socket address structures.
 - Replaces obsolete `gethostbyname` and `getservbyname` funcs.
- **Advantages:**
 - Reentrant (can be safely used by threaded programs).
 - Allows us to write portable protocol-independent code
 - Works with both IPv4 and IPv6
- **Disadvantages**
 - Somewhat complex
 - Fortunately, a small number of usage patterns suffice in most cases.

Host and Service Conversion: `getaddrinfo`

```
int getaddrinfo(const char *host,          /* Hostname or address */
               const char *service,      /* Port or service name */
               const struct addrinfo *hints, /* Input parameters */
               struct addrinfo **result); /* Output linked list */

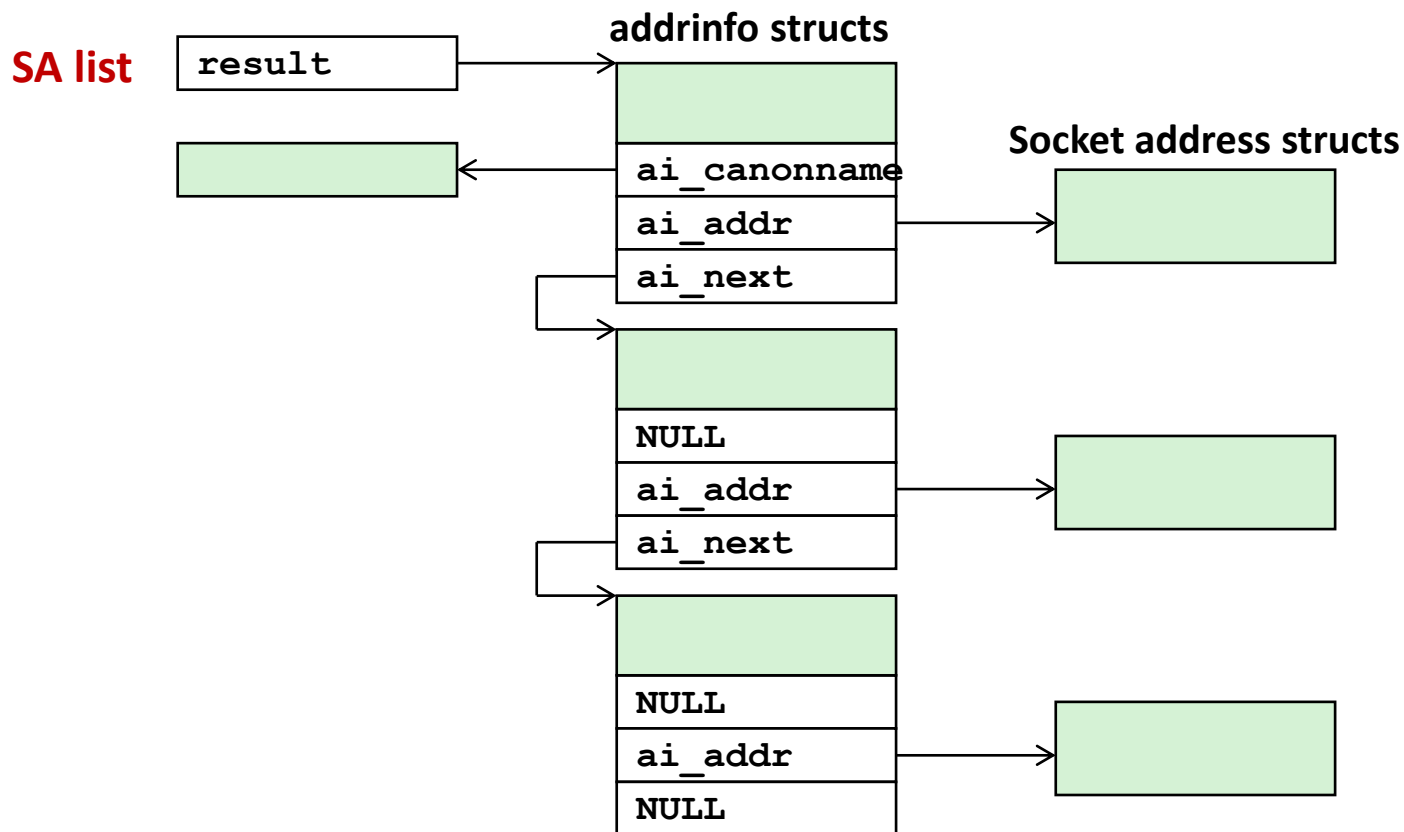
void freeaddrinfo(struct addrinfo *result); /* Free linked list */

const char *gai_strerror(int errcode);    /* Return error msg */
```

- Given `host` and `service`, `getaddrinfo` returns `result` that points to a linked list of `addrinfo` structs, each of which points to a corresponding socket address struct, and which contains arguments for the sockets interface functions.
- **Helper functions:**
 - `freeaddrinfo` frees the entire linked list.
 - `gai_strerror` converts error code to an error message.

getaddrinfo

- `getaddrinfo` converts string representations of hostnames, host addresses, ports, service names to socket address structures

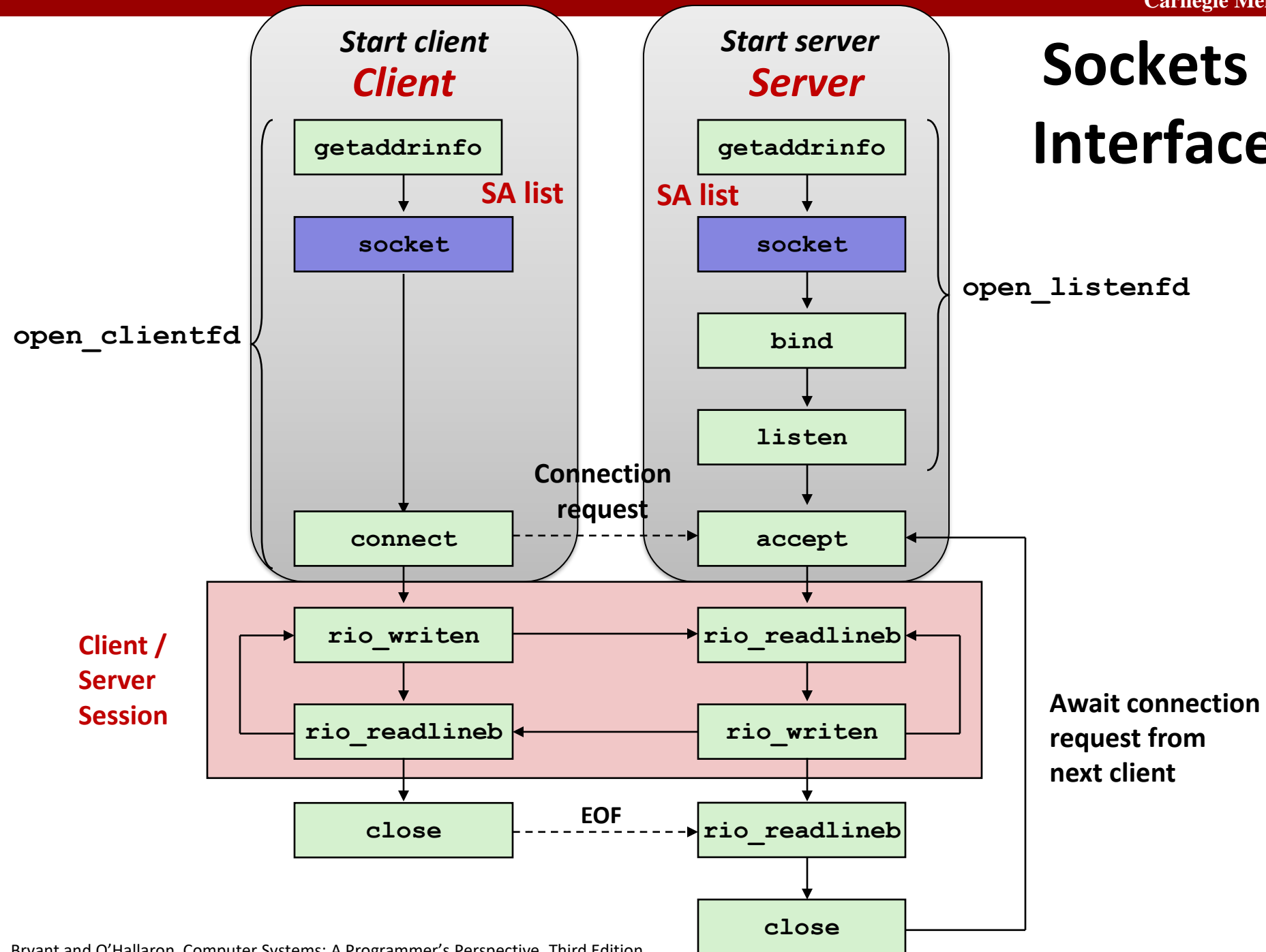


Host and Service Conversion: `getnameinfo`

- `getnameinfo` is the inverse of `getaddrinfo`, converting a socket address to the corresponding host and service.
 - Replaces obsolete `gethostbyaddr` and `getservbyport` funcs.
 - Reentrant and protocol independent.

```
int getnameinfo(const SA *sa, socklen_t salen, /* In: socket addr */
               char *host, size_t hostlen, /* Out: host */
               char *serv, size_t servlen, /* Out: service */
               int flags); /* optional flags */
```


Sockets Interface



Sockets Interface: `socket`

- Clients and servers use the `socket` function to create a *socket descriptor*:

```
int socket(int domain, int type, int protocol)
```

- Example:

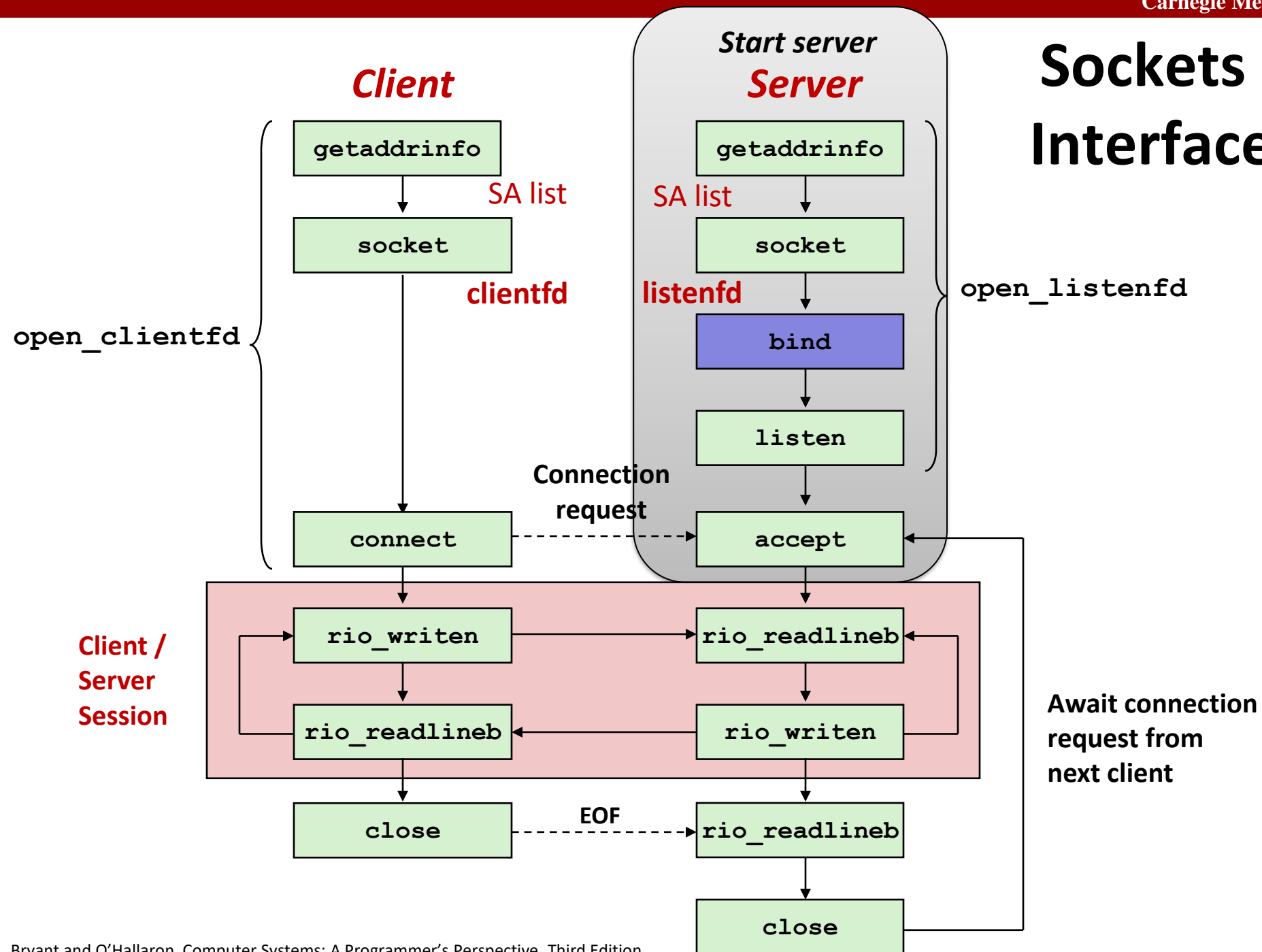
```
int clientfd = socket(AF_INET, SOCK_STREAM, 0);
```

Indicates that we are using
32-bit IPV4 addresses

Indicates that the socket
will be the end point of a
reliable (TCP) connection

Protocol specific! Best practice is to use `getaddrinfo` to generate the parameters automatically, so that code is protocol independent.

Sockets Interface



Sockets Interface: `bind`

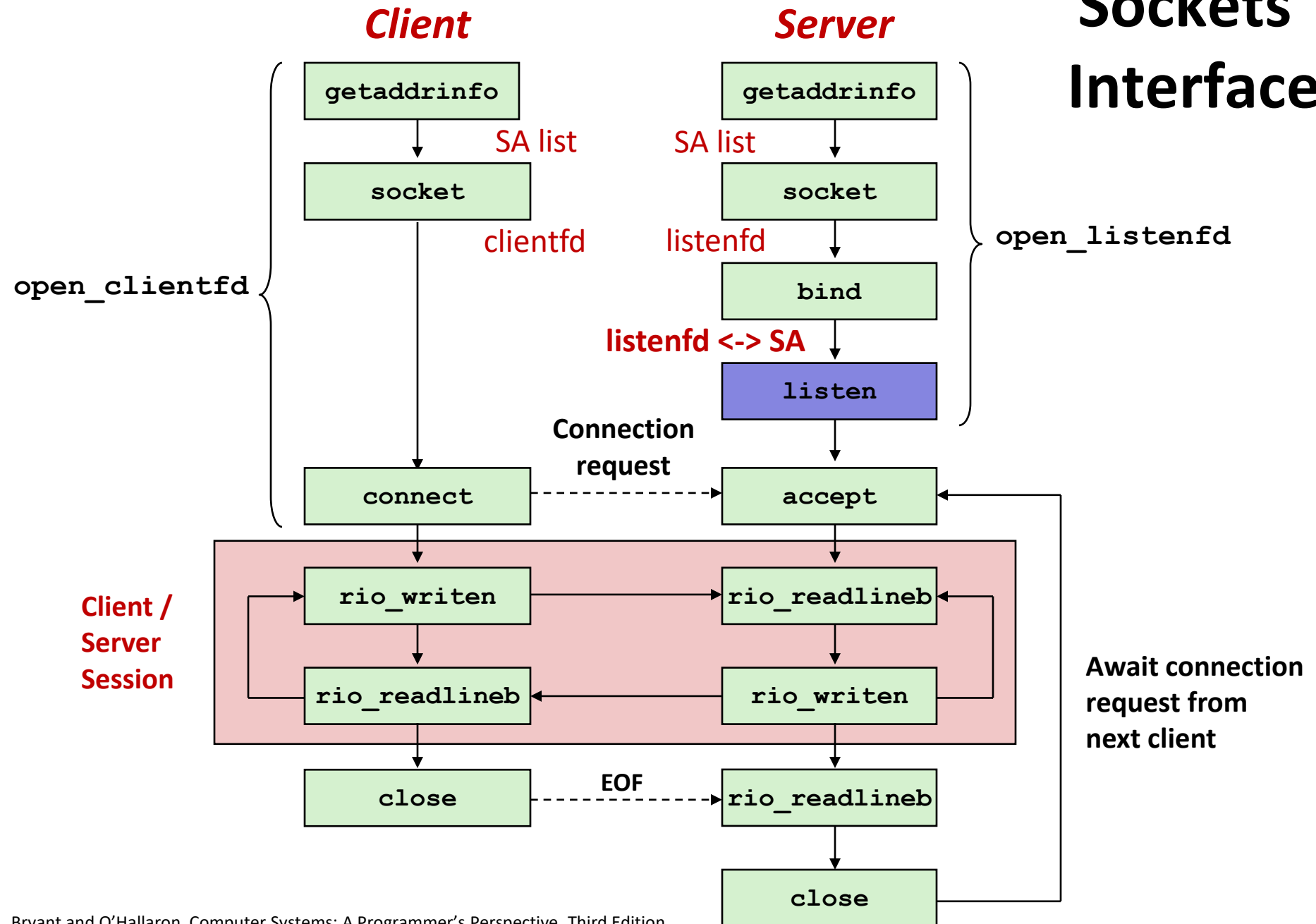
- A server uses `bind` to ask the kernel to associate the server's socket address with a socket descriptor:

```
int bind(int sockfd, SA *addr, socklen_t addrlen);
```

Our convention: `typedef struct sockaddr SA;`

- Process can read bytes that arrive on the connection whose endpoint is `addr` by reading from descriptor `sockfd`
- Similarly, writes to `sockfd` are transferred along connection whose endpoint is `addr`

Sockets Interface



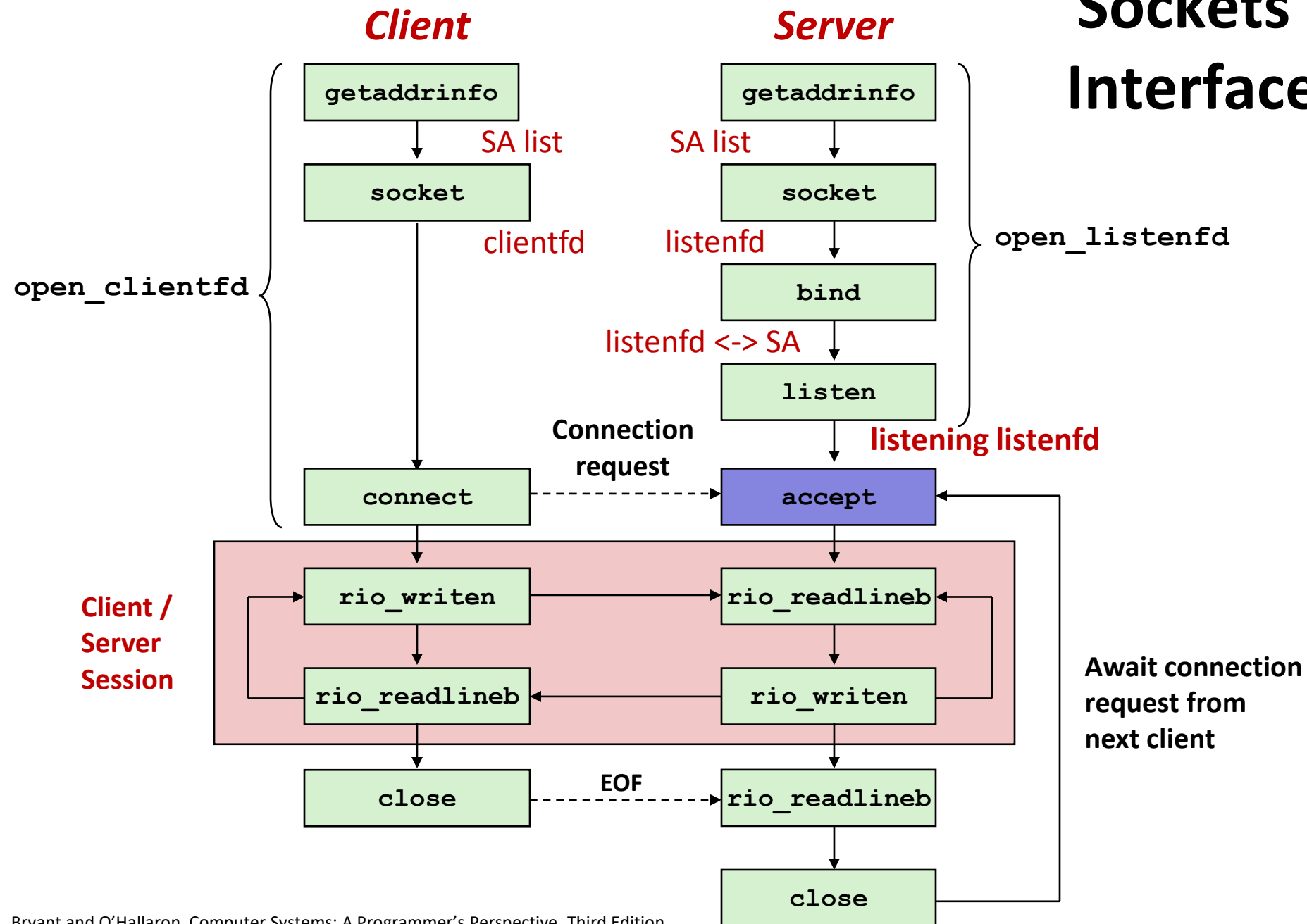
Sockets Interface: `listen`

- Kernel assumes that descriptor from `socket` function is an *active socket* that will be on the client end
- A server calls the `listen` function to tell the kernel that a descriptor will be used by a server rather than a client:

```
int listen(int sockfd, int backlog);
```

- Converts `sockfd` from an active socket to a *listening socket* that can accept connection requests from clients.
- `backlog` is a hint about the number of outstanding connection requests that the kernel should queue up before starting to refuse requests (128-ish by default)

Sockets Interface



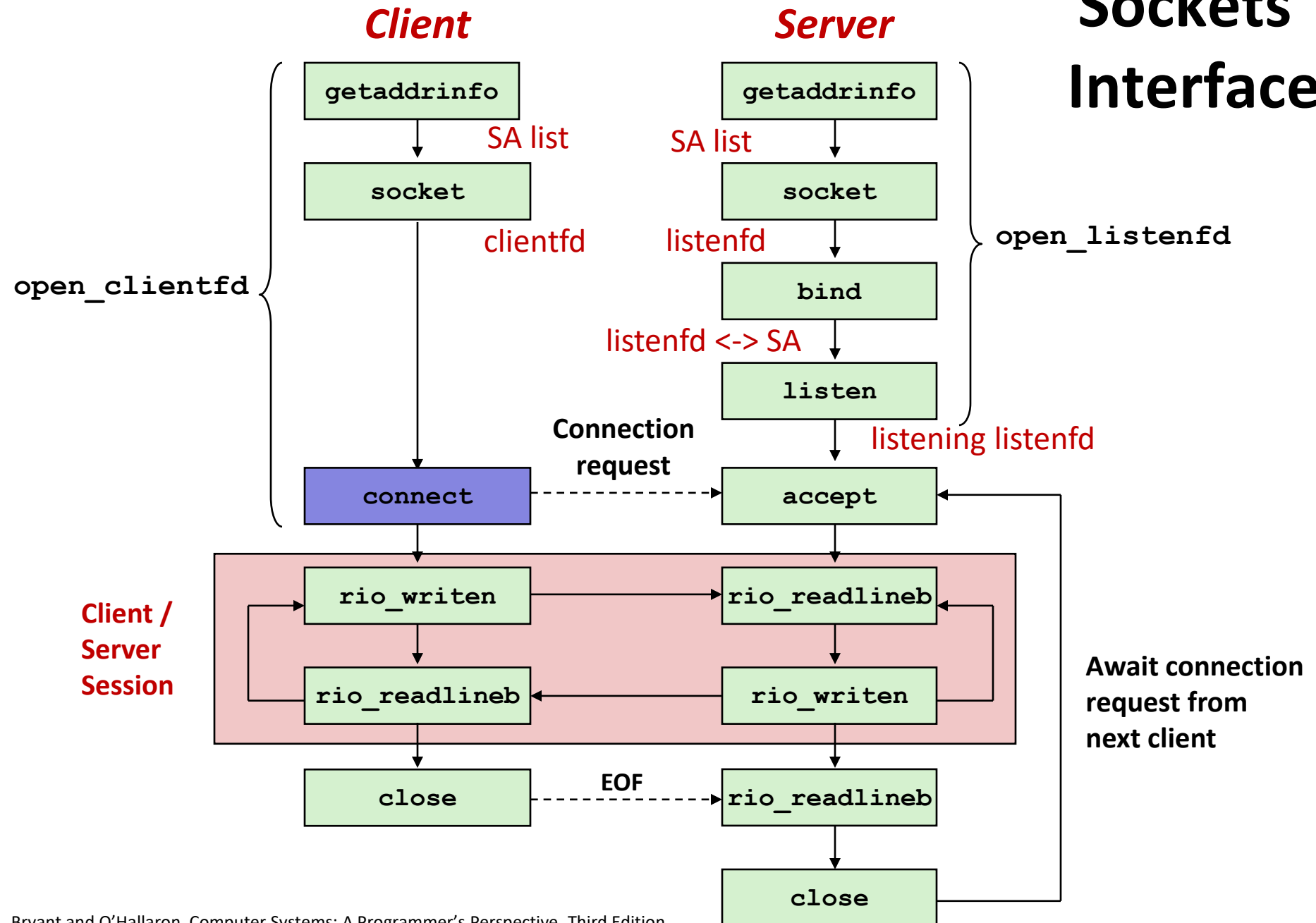
Sockets Interface: `accept`

- Servers wait for connection requests from clients by calling `accept`:

```
int accept(int listenfd, SA *addr, int *addrlen);
```

- Waits for connection request to arrive on the connection bound to `listenfd`, then fills in client's socket address in `addr` and size of the socket address in `addrlen`.
- Returns a ***connected descriptor*** `connfd` that can be used to communicate with the client via Unix I/O routines.

Sockets Interface



Sockets Interface: connect

- A client establishes a connection with a server by calling `connect`:

```
int connect(int sockfd, SA *addr, socklen_t addrlen);
```

- Attempts to establish a connection with server at socket address `addr`
 - If successful, then `sockfd` is now ready for reading and writing.
 - Resulting connection is characterized by socket pair `(x:y, addr.sin_addr:addr.sin_port)`
 - `x` is client address
 - `y` is ephemeral port that uniquely identifies client process on client host

Best practice is to use `getaddrinfo` to supply the arguments `addr` and `addrlen`.

Connected vs. Listening Descriptors

■ Listening descriptor

- End point for client connection requests
- Created once and exists for lifetime of the server

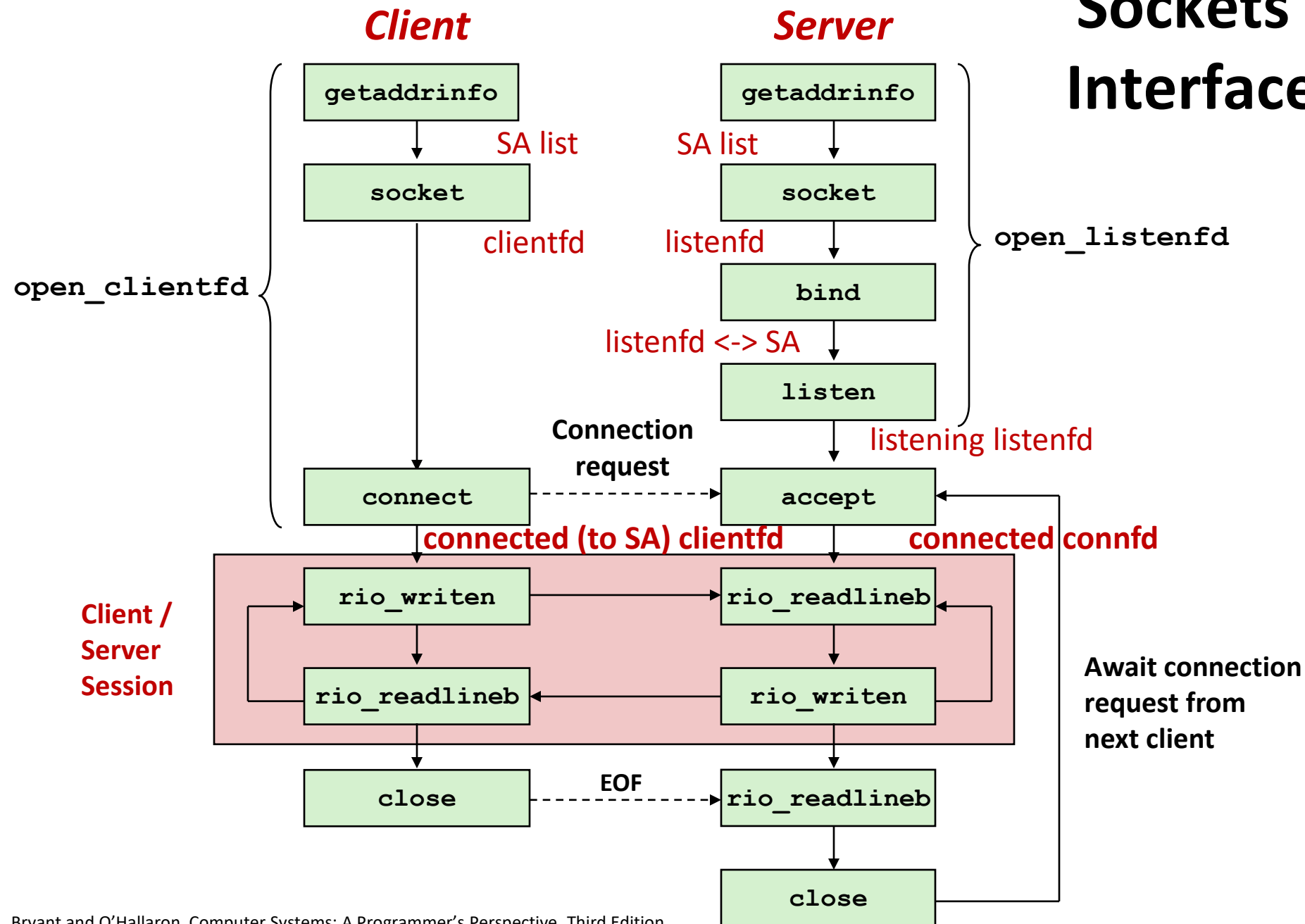
■ Connected descriptor

- End point of the connection between client and server
- A new descriptor is created each time the server accepts a connection request from a client
- Exists only as long as it takes to service client

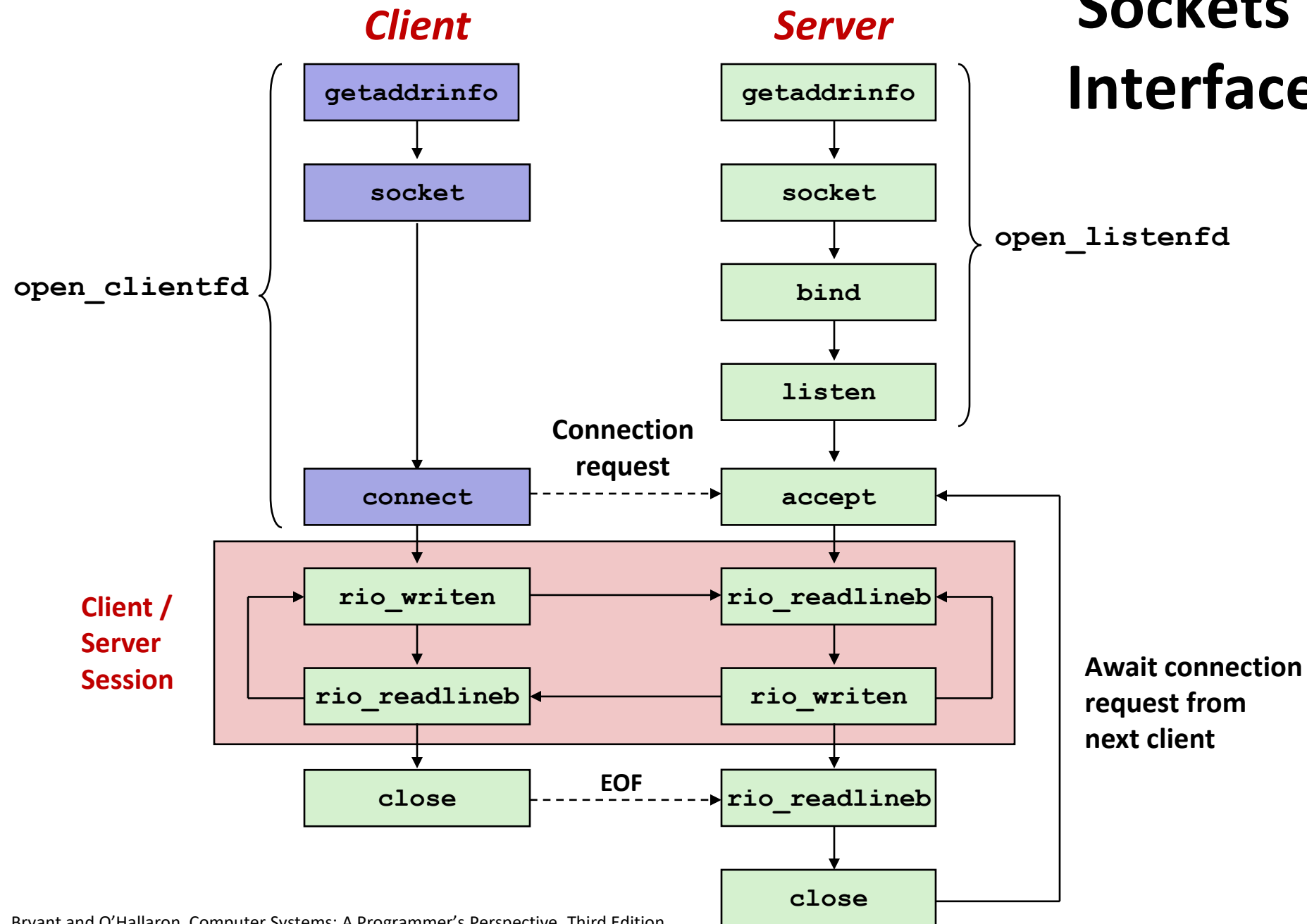
■ Why the distinction?

- Allows for concurrent servers that can communicate over many client connections simultaneously
 - E.g., Each time we receive a new request, we fork a child to handle the request

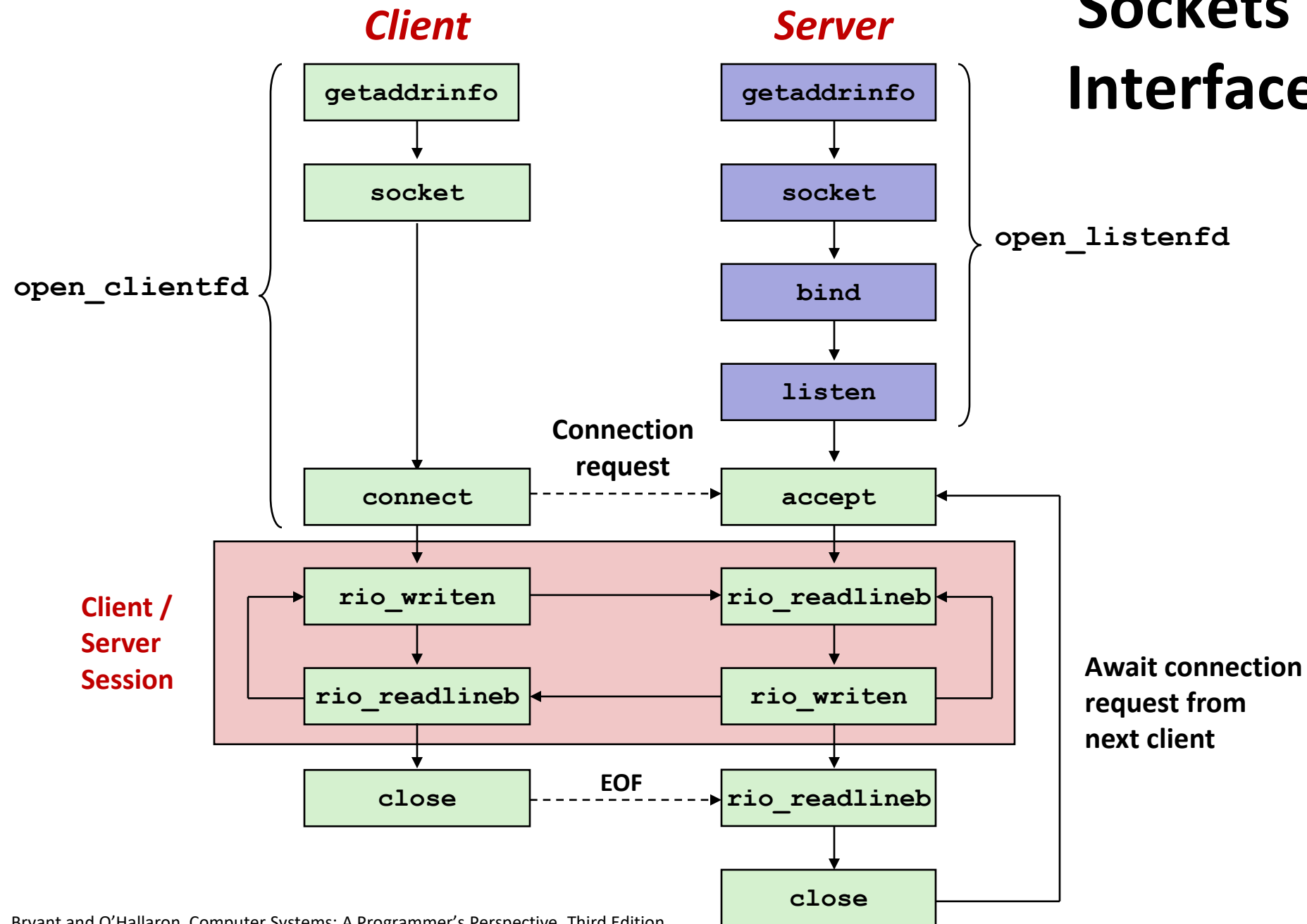
Sockets Interface



Sockets Interface



Sockets Interface



Testing Servers Using `telnet`

- The `telnet` program is invaluable for testing servers that transmit ASCII strings over Internet connections
 - Our simple echo server
 - Web servers
 - Mail servers
- Usage:
 - `linux> telnet <host> <portnumber>`
 - Creates a connection with a server running on `<host>` and listening on port `<portnumber>`

Testing the Echo Server With telnet

```
whaleshark> ./echoserveri 18213
Connected to (MAKOSHARK.ICS.CS.CMU.EDU, 50280)
server received 11 bytes
server received 8 bytes

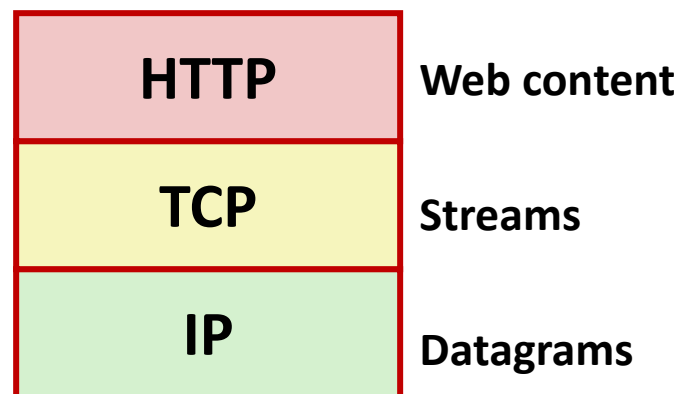
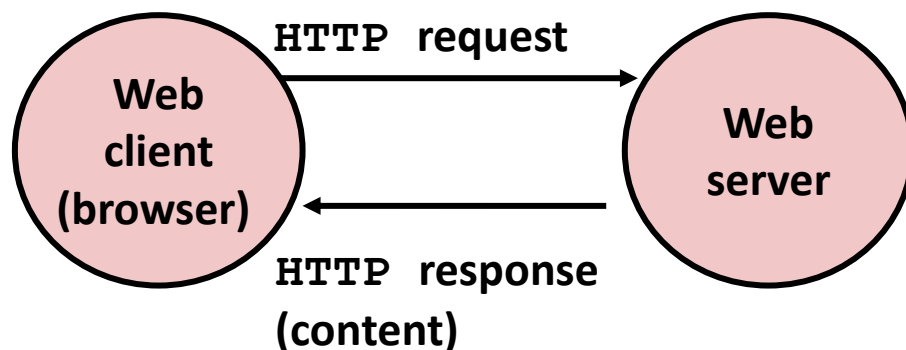
makoshark> telnet whaleshark.ics.cs.cmu.edu 18213
Trying 128.2.210.175...
Connected to whaleshark.ics.cs.cmu.edu (128.2.210.175).
Escape character is '^]'.
Hi there!
Hi there!
Howdy!
Howdy!
^]
telnet> quit
Connection closed.
makoshark>
```


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- Network Layers: Birds Eye View
- The Sockets Interface CSAPP 11.4
- **Web Servers** **CSAPP 11.5.1-11.5.3**
- The Tiny Web Server CSAPP 11.6
- Serving Dynamic Content CSAPP 11.5.4
- Proxy Servers

Web Server Basics

- **Clients and servers communicate using the HyperText Transfer Protocol (HTTP)**
 - Client and server establish TCP connection
 - Client requests content
 - Server responds with requested content
 - Client and server close connection (eventually)
- **Current version is HTTP/1.1**
 - RFC 2616, June, 1999.
 - HTTP/2 is so different that it might as well be a new protocol.



<http://www.w3.org/Protocols/rfc2616/rfc2616.html>

Web Content

■ Web servers return *content* to clients

- *content*: a sequence of bytes with an associated MIME (Multipurpose Internet Mail Extensions) type
- Content is identified by its URL (Uniform Resource Locator)

■ Example MIME types

- | | |
|---------------------------|-------------------------------------|
| ■ <code>text/html</code> | HTML document |
| ■ <code>text/plain</code> | Unformatted text |
| ■ <code>image/gif</code> | Binary image encoded in GIF format |
| ■ <code>image/png</code> | Binary image encoded in PNG format |
| ■ <code>image/jpeg</code> | Binary image encoded in JPEG format |

You can find the complete list of MIME types at:

<http://www.iana.org/assignments/media-types/media-types.xhtml>

Static and Dynamic Content

- ***Static content:* content stored in files and retrieved in response to an HTTP request**
 - Examples: HTML files, images, audio clips, Javascript programs
 - Request identifies which content file
- ***Dynamic content:* content produced on-the-fly in response to an HTTP request**
 - Example: content produced by a program executed by the server on behalf of the client
 - Request identifies file containing executable code
- **Any URL can refer to either static or dynamic content**

URLs and how clients and servers use them

- Unique name for a file: URL (Universal Resource Locator)
- Example URL: `http://www.cmu.edu:80/index.html`
- Clients use *prefix* (`http://www.cmu.edu:80`) to infer:
 - What kind (protocol) of server to contact (HTTP)
 - Where the server is (`www.cmu.edu`)
 - What port it is listening on (80)
- Servers use *suffix* (`/index.html`) to:
 - Determine if request is for static or dynamic content.
 - No hard and fast rules for this
 - One convention: executables reside in `cgi-bin` directory
 - Find file on file system
 - Initial “/” in suffix denotes home directory for requested content.
 - Minimal suffix is “/”, which server expands to configured default filename (usually, `index.html`)

HTTP Requests

- HTTP request is a *request line*, followed by zero or more *request headers*
- Request line: `<method> <uri> <version>`
 - `<method>` is one of GET, POST, OPTIONS, HEAD, PUT, DELETE, or TRACE
 - `<uri>` is typically URL for proxies, URL suffix for servers
 - A URL is a type of URI (Uniform Resource Identifier)
 - See <http://www.ietf.org/rfc/rfc2396.txt>
 - `<version>` is HTTP version of request (HTTP/1.0 or HTTP/1.1)
- Request headers: `<header name>: <header data>`
 - Provide additional information to the server

HTTP Responses

- HTTP response is a *response line* followed by zero or more *response headers*, possibly followed by *content*, with blank line (“\r\n”) separating headers from content.
- Response line:
 - `<version> <status code> <status msg>`
 - `<version>` is HTTP version of the response
 - `<status code>` is numeric status
 - `<status msg>` is corresponding English text
 - `200 OK` Request was handled without error
 - `301 Moved` Provide alternate URL
 - `404 Not found` Server couldn't find the file
- Response headers: `<header name>: <header data>`
 - Provide additional information about response
 - `Content-Type`: MIME type of content in response body
 - `Content-Length`: Length of content in response body

Many more HTTP response codes



201
Created



406
Not Acceptable



414
Request-URI Too Long

Example HTTP Transaction

whaleshark> telnet www.cmu.edu 80	Client: open connection to server
Trying 128.2.42.52...	Telnet prints 3 lines to terminal
Connected to WWW-CMU-PROD-VIP.ANDREW.cmu.edu.	
Escape character is '^]'. GET / HTTP/1.1	Client: request line
Host: www.cmu.edu	Client: required HTTP/1.1 header
	Client: blank line terminates headers
HTTP/1.1 301 Moved Permanently	Server: response line
Date: Wed, 05 Nov 2014 17:05:11 GMT	Server: followed by 5 response headers
Server: Apache/1.3.42 (Unix)	Server: this is an Apache server
Location: http://www.cmu.edu/index.shtml	Server: page has moved here
Transfer-Encoding: chunked	Server: response body will be chunked
Content-Type: text/html; charset=...	Server: expect HTML in response body
	Server: empty line terminates headers
15c	Server: first line in response body
<HTML><HEAD>	Server: start of HTML content
...	
</BODY></HTML>	Server: end of HTML content
0	Server: last line in response body
Connection closed by foreign host.	Server: closes connection

- HTTP standard requires that each text line end with “\r\n”
- Blank line (“\r\n”) terminates request and response headers

Example HTTP Transaction, Take 2

```

whaleshark> telnet www.cmu.edu 80
Trying 128.2.42.52...
Connected to WWW-CMU-PROD-VIP.ANDREW.cmu.edu.
Escape character is '^]'.
GET /index.shtml HTTP/1.1
Host: www.cmu.edu

HTTP/1.1 200 OK
Date: Wed, 05 Nov 2014 17:37:26 GMT
Server: Apache/1.3.42 (Unix)
Transfer-Encoding: chunked
Content-Type: text/html; charset=...

1000
<html ..>
...
</html>
0
Connection closed by foreign host.

```

Client: open connection to server
 Telnet prints 3 lines to terminal

Client: request line
 Client: required HTTP/1.1 header
 Client: blank line terminates headers
 Server: response line
 Server: followed by 4 response headers

Server: empty line terminates headers
 Server: begin response body
 Server: first line of HTML content

Server: end response body
 Server: close connection

Example HTTP(S) Transaction, Take 3

```
whaleshark> openssl s_client www.cs.cmu.edu:443
CONNECTED(00000005)
...
Certificate chain
...
-
Server certificate
-----BEGIN CERTIFICATE-----
MIIGDjCCBPagAwIBAgIRAMiF7LBPDoySilnNoU+mp+gwDQYJKoZIhvcNAQELBQAw
djELMAkGA1UEBhMCVVMxCzAJBgNVBAGTAk1JMRIwEAYDVQQHEw1Bbm4gQXJib3Ix
EjAQBgNVBAoTCU1udGVybmV0MjERMA8GA1UECzMISW5Db21tb24xHzAdBgNVBAMT
wkWkvDVBBCwKXrShVxQNs6J
...
-----END CERTIFICATE-----
subject=/C=US/postalCode=15213/ST=PA/L=Pittsburgh/street=5000 Forbes
Ave/O=Carnegie Mellon University/OU=School of Computer
Science/CN=www.cs.cmu.edu issuer=/C=US/ST=MI/L=Ann
Arbor/O=Internet2/OU=InCommon/CN=InCommon RSA Server CA
SSL handshake has read 6274 bytes and written 483 bytes
...
>GET / HTTP/1.0

HTTP/1.1 200 OK
Date: Tue, 12 Nov 2019 04:22:15 GMT
Server: Apache/2.4.10 (Ubuntu)
Set-Cookie: SHIBLOCATION=scsweb; path=/; domain=.cs.cmu.edu
... HTML Content Continues Below ...
```

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Tiny Web Server

■ Tiny Web server described in text

- Tiny is a sequential Web server
- Serves static and dynamic content to real browsers
 - text files, HTML files, GIF, PNG, and JPEG images
- 239 lines of commented C code
- Not as complete or robust as a real Web server
 - You can break it with poorly-formed HTTP requests (e.g., terminate lines with “\n” instead of “\r\n”)

Tiny Operation

- **Accept connection from client**
- **Read request from client (via connected socket)**
- **Split into <method> <uri> <version>**
 - If method not GET, then return error
- **If URI contains “cgi-bin” then serve dynamic content**
 - (Would do wrong thing if had file “abcgi-bingo.html”)
 - Fork process to execute program
- **Otherwise serve static content**
 - Copy file to output

Tiny Serving Static Content

```
void serve_static(int fd, char *filename, int filesize)
{
    int srcfd;
    char *srcp, filetype[MAXLINE], buf[MAXBUF];

    /* Send response headers to client */
    get_filetype(filename, filetype);
    sprintf(buf, "HTTP/1.0 200 OK\r\n");
    sprintf(buf, "%sServer: Tiny Web Server\r\n", buf);
    sprintf(buf, "%sConnection: close\r\n", buf);
    sprintf(buf, "%sContent-length: %d\r\n", buf, filesize);
    sprintf(buf, "%sContent-type: %s\r\n\r\n", buf, filetype);
    Rio_writen(fd, buf, strlen(buf));

    /* Send response body to client */
    srcfd = Open(filename, O_RDONLY, 0);
    srcp = Mmap(0, filesize, PROT_READ, MAP_PRIVATE, srcfd, 0);
    Close(srcfd);
    Rio_writen(fd, srcp, filesize);
    Munmap(srcp, filesize);
}
```

tiny.c

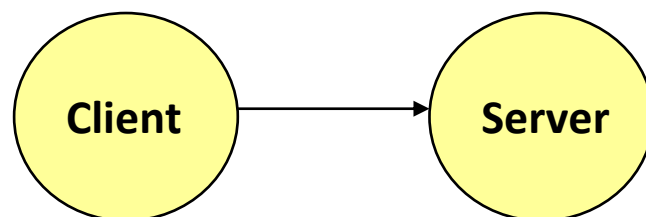
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Serving Dynamic Content

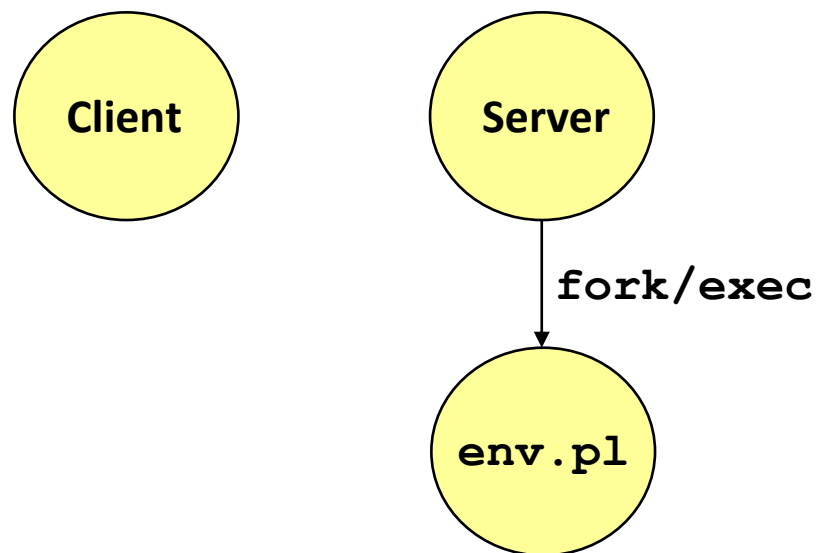
- Client sends request to server
- If request URI contains the string `"/cgi-bin"`, the Tiny server assumes that the request is for dynamic content

```
GET /cgi-bin/env.pl HTTP/1.1
```



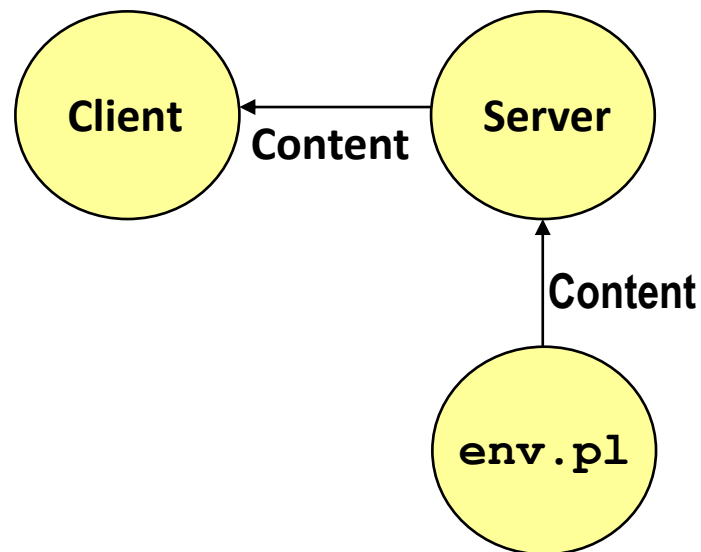
Serving Dynamic Content (cont)

- The server creates a child process and runs the program identified by the URI in that process



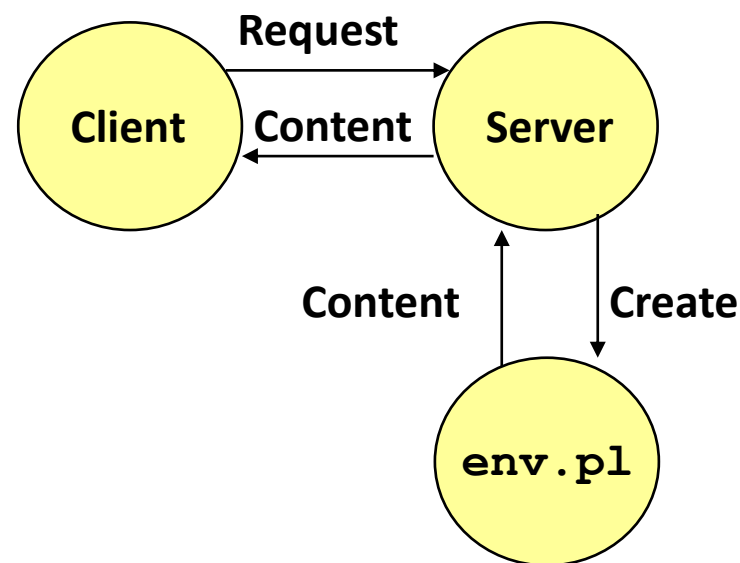
Serving Dynamic Content (cont)

- The child runs and generates the dynamic content
- The server captures the content of the child and forwards it without modification to the client



Issues in Serving Dynamic Content

- How does the client pass program arguments to the server?
- How does the server pass these arguments to the child?
- How does the server pass other info relevant to the request to the child?
- How does the server capture the content produced by the child?
- These issues are addressed by the **Common Gateway Interface (CGI)** specification.



CGI

- Because the children are written according to the CGI spec, they are often called *CGI programs*.
- However, CGI really defines a simple standard for transferring information between the client (browser), the server, and the child process.
- CGI is the original standard for generating dynamic content. Has been largely replaced by other, faster techniques:
 - E.g., fastCGI, Apache modules, Java servlets, Rails controllers
 - Avoid having to create process on the fly (expensive and slow).

The add.com Experience

host port CGI program arguments

whaleshark.ics.cs.cmu.edu x

whaleshark.ics.cs.cmu.edu:15213/cgi-bin/adder?15213&18213

Welcome to add.com: THE Internet addition portal.

The answer is: $15213 + 18213 = 33426$

Thanks for visiting!

Output page

Serving Dynamic Content With GET

- Question: How does the client pass arguments to the server?
- Answer: The arguments are appended to the URI
- Can be encoded directly in a URL typed to a browser or a URL in an HTML link
 - `http://add.com/cgi-bin/adder?15213&18213`
 - `adder` is the CGI program on the server that will do the addition.
 - argument list starts with “?”
 - arguments separated by “&”
 - spaces represented by “+” or “%20”

Serving Dynamic Content With GET

- URL suffix:
 - `cgi-bin/adder?15213&18213`
- Result displayed on browser:

```
Welcome to add.com: THE Internet  
addition portal.
```

```
The answer is: 15213 + 18213 = 33426
```

```
Thanks for visiting!
```


Serving Dynamic Content With GET

- **Question**: How does the server pass these arguments to the child?
- **Answer**: In environment variable `QUERY_STRING`
 - A single string containing everything after the “?”
 - For add: `QUERY_STRING = “15213&18213”`

```
/* Extract the two arguments */
if ((buf = getenv("QUERY_STRING")) != NULL) {
    p = strchr(buf, '&');
    *p = '\0';
    strcpy(arg1, buf);
    strcpy(arg2, p+1);
    n1 = atoi(arg1);
    n2 = atoi(arg2);
}
```

adder.c

Serving Dynamic Content with GET

- Question: How does the server capture the content produced by the child?
- Answer: The child generates its output on `stdout`. Server uses `dup2` to redirect `stdout` to its connected socket.

```
void serve_dynamic(int fd, char *filename, char *cgiargs)
{
    char buf[MAXLINE], *emptylist[] = { NULL };

    /* Return first part of HTTP response */
    sprintf(buf, "HTTP/1.0 200 OK\r\n");
    Rio_writen(fd, buf, strlen(buf));
    sprintf(buf, "Server: Tiny Web Server\r\n");
    Rio_writen(fd, buf, strlen(buf));

    if (Fork() == 0) { /* Child */
        /* Real server would set all CGI vars here */
        setenv("QUERY_STRING", cgiargs, 1);
        Dup2(fd, STDOUT_FILENO); /* Redirect stdout to client */
        Execve(filename, emptylist, environ); /* Run CGI program */
    }
    Wait(NULL); /* Parent waits for and reaps child */
}
```

Serving Dynamic Content with GET

- Notice that only the CGI child process knows the content type and length, so it must generate those headers.

```
/* Make the response body */
sprintf(content, "Welcome to add.com: ");
sprintf(content, "%sTHE Internet addition portal.\r\n<p>", content);
sprintf(content, "%sThe answer is: %d + %d = %d\r\n<p>",
        content, n1, n2, n1 + n2);
sprintf(content, "%sThanks for visiting!\r\n", content);

/* Generate the HTTP response */
printf("Content-length: %d\r\n", (int)strlen(content));
printf("Content-type: text/html\r\n\r\n");
printf("%s", content);
fflush(stdout);

exit(0);
```

adder.c

Serving Dynamic Content With GET

```
bash:makoshark> telnet whaleshark.ics.cs.cmu.edu 15213
Trying 128.2.210.175...
Connected to whaleshark.ics.cs.cmu.edu (128.2.210.175).
Escape character is '^]'.
```

```
GET /cgi-bin/adder?15213&18213 HTTP/1.0
```

HTTP request sent by client

```
HTTP/1.0 200 OK
Server: Tiny Web Server
Connection: close
```

*HTTP response generated
by the server*

```
Content-length: 117
Content-type: text/html
```

*HTTP response generated
by the CGI program*

```
Welcome to add.com: THE Internet addition portal.
<p>The answer is: 15213 + 18213 = 33426
<p>Thanks for visiting!
```

```
Connection closed by foreign host.
```

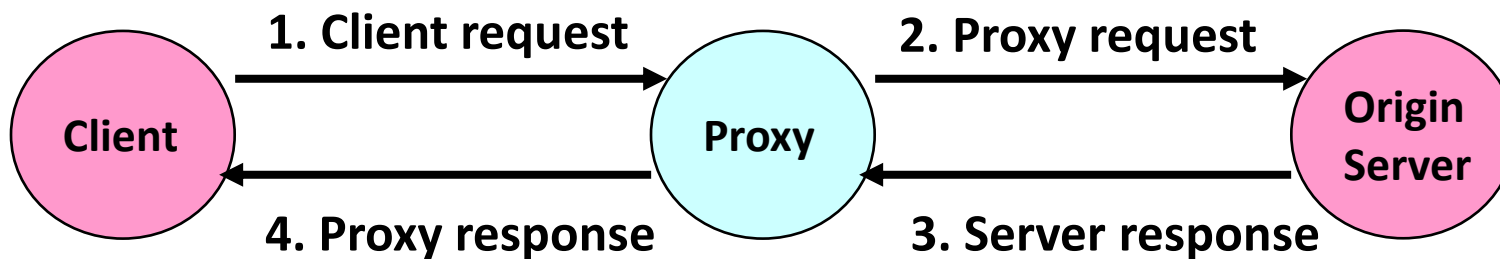
```
bash:makoshark>
```

Today

- Network Layers: Birds Eye View
- The Sockets Interface CSAPP 11.4
- Web Servers CSAPP 11.5.1-11.5.3
- The Tiny Web Server CSAPP 11.6
- Serving Dynamic Content CSAPP 11.5.4
- **Proxy Servers**

Proxies

- A **proxy** is an intermediary between a client and an **origin server**
 - To the client, the proxy acts like a server
 - To the server, the proxy acts like a client



Why Proxies?

- Can perform useful functions as requests and responses pass by
 - Examples: Caching, logging, anonymization, filtering, transcoding

