HTTP/2 Introduction





This talk contains too many technical details. Listen at your own risk.

History



HTTP/0.9

World Wide Web

The WorldWideWeb (W3) is a wide-area <u>hypermedia</u> information retrieval initiative aiming to give universal access to a large universe of documents.

Everything there is online about W3 is linked directly or indirectly to this document, including an <u>executive summary</u> of the project, <u>Mailing lists</u>, <u>Policy</u>, November's <u>W3 news</u>, <u>Frequently Asked Questions</u>.

What's out there?

Pointers to the world's online information, subjects, W3 servers, etc.

<u>Help</u>

on the browser you are using

Software Products

A list of W3 project components and their current state. (e.g. Line Mode ,X11 Viola , NeXTStep , Servers , Tools , Mail robot , Library)

Technical

Details of protocols, formats, program internals etc

Bibliography

Paper documentation on W3 and references.

People

A list of some people involved in the project.

History

A summary of the history of the project.

How can I help?

If you would like to support the web ..

Getting code

Getting the code by anonymous FTP , etc.

- HTTP/0.9 → HTTP/1.0 Add PUT, DELETE
- HTTP/1.0 → HTTP/1.1
 Keep-alive
 Add OPTION
 cache-control



$\texttt{Hyper-text} \rightarrow \texttt{Hyper-media}$

Search Images M	ail <u>Drive</u> <u>Calendar</u> <u>Sites</u> <u>Groups</u>	Contacts More » surma@google.com Account Settings Help	Sign out					
Bergle (Search Mail Search the Web Show search options Create a filter						
Compose Mail	Archive Report Spam Delete	More Actions 🗘 Go Refresh	- 10 of 10					
Inbox (5)	Michael R. Bernstein	MDL Re: [material-design-lite] Material tabs shouldn't event.preventDefault(). (#1202) - —	2:16 pm					
Starred 😭	Michael R. Bernstein	MDL Re: [material-design-lite] Remove import of partials from components (#1475) Reply	2:15 pm					
Sent Mail	Michael R. Bernstein	MDL [material-design-lite] Implement creator and increase leak coverage (#1815) - This						
Drafts (1)	johnsonium	MDL [material-design-lite] Drawer Obfuscator Isn't in Sync with Drawer (#1883) - I built an						
Spam (2)	Sarah Clark	Progressive Web Applications - After talking with Paul Kinlan, and working on the ND	12:44 pm					
Trash	Jonathan, 'Addy, Mustafa (4)	Quick doc structure thoughts - I just am leaving home at like 1:30AM Monday morning to make my						
Contacts	Eng-Lon Elves (2)	PLEASE READ: London Engineering Christmas Party! - Sorry! Granting access rights to the site	4:24 am					
Labela	Mustafa Kurtuldu	MDL [material-design-lite] Tool tips need a pointer cursor on hover (#1855) - Currently when you						
GitHub (4329)	Londovir (2)	MDL [material-design-lite] Scrollable Header Layout & IE11: Glitch with width calculations						
IO2015	Nicholas Jamieson	MDL [material-design-lite] Toggle components not fully upgraded for ripple effect (#1835) - When						
MDL (5) Notes Edit labels	Archive Report Spam Delete	More Actions ᅌ Go Refresh	- 10 of 10					

HTTP/1.x Workarounds Hacks

Write it, concatenate it, minify it, inline it, sprite it, shard it, vulcanize it, gzip it

Flaw #1: Head of Line Blocking

Flaw #2: Duplicate Metadata

GET /index.html User-Agent: Mozilla/5.0... Cookie: session_id=deadbeef GET /script.js User-Agent: Mozilla/5.0... Cookie: session_id=deadbeef

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SPDY: An Experimental Protocol



So far we have only tested SPDY in lab conditions. The initial results are very encouraging: when we download the top 25 websites over simulated home network connections, we see a significant improvement in performance—pages loaded up to 55% faster.

A 2x Faster Web, Chromium Blog



- March 2012: Call for proposals for HTTP/2
- November 2012: First draft of HTTP/2 (based on SPDY)
- August 2014: HTTP/2 draft-17 and HPACK draft-12 are published
- August 2014: Working Group last call for HTTP/2
- February 2015: IESG approved HTTP/2 and HPACK drafts
- May 2015: RFC 7540 (HTTP/2) and RFC 7541 (HPACK) are published

HTTP/2 has the SAME semantics with HTTP/1.1

HTTP/2 changed the binary level encoding



h2: HTTP/2 over TLS connection h2c: HTTP/2 over clear text



SINGLE CONNECTION, MULTIPLE STREAMS

Single TCP connection



FRAMES: HEADER, DATA, {CONTROL}



Multiplexing eliminates HOL Blocking

Demo







WHY STREAMS ? Control !

Stream Prioritization

- dependency
- weight



Flow Control

HTTP/2 defines only the format and semantics of the WINDOW_UPDATE frame (Section 6.9). This document does not stipulate how a receiver decides when to send this frame or the value that it sends, nor does it specify how a sender chooses to send packets. Implementations are able to select any algorithm that suits their needs.

Stream Prioritization + Flow Control



Flaw #2: Duplicate Metadata

GET /index.html User-Agent: Mozilla/5.0... Cookie: session_id=deadbeef GET /script.js User-Agent: Mozilla/5.0... Cookie: session_id=deadbeef



Header compression specifically for HTTP



HPACK HUItiple CDNs

SERVER PUSH





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Filter Hi	de data URI	s All XH	R JS CSS	Img Media Font	Doc WS Othe	r					
Name	Method	Status	Туре	Initiator	Size	Time	Timeline - Start Time	400.00 ms	600.00 ms	800.00 ms	1.00 s 🛎
?nopush	GET	200	document	Other	565 B	66 ms					
app.css	GET	200	stylesheet	?nopush:6	427 B	77 ms					
elements.html	GET	200	document	?nopush:8	617 B	78 ms					
app.js	GET	200	script	?nopush:14	388 B	71 ms					
iron-selector.html	GET	200 OK	document	?nopush:14	1.1 KB	68 ms					
polymer.html	GET	200	document	?nopush:14	25.3 KB	76 ms					
iron-multi-selectable.html	GET	200	document	?nopush:14	1.3 KB	71 ms					
iron-selectable.html	GET	200	document	?nopush:14	2.5 KB	72 ms					
polymer-mini.html	GET	200	document	?nopush:14	8.9 KB	73 ms					
iron-selection.html	GET	200	document	?nopush:14	1.6 KB	74 ms					
polymer-micro.html	GET	200	document	?nopush:14	4.5 KB	69 ms					
HTTP2 serv	/er	pus	h 🔇)							

11 requests 47.2 KB transferred	Finish: 477 m	IS I DOMCor	ntentLoaded:	516 ms Load: 516	ms						
🔀 🗌 Elements Network Sources Timeline Profiles Resources Audits Layers Console										: ×	
🔴 🛇 🖿 😽 View: 🏥 🛬	Preserv	ve log 🗹 Dis	sable cache	No throttling	•						
Filter	Hide data U	RLs All XH	HR JS CSS	Img Media Font	Doc WS Othe	er					
Name	Method	Status	Туре	Initiator	Size	Time	Timeline - Start Time	400.00 ms	600.00 ms	800.00 ms	1.00 s 🛋
http20-experiment.appspot.com	GET	200	document	Other	1.4 KB	74 ms					
app.css	GET	200	stylesheet	(index):6	459 B	7 ms	1				
elements.html	GET	200	document	(index):8	498 B	7 ms	1				
app.js	GET	200	script	(index):14	354 B	7 ms					
iron-selector.html	GET	200	document	(index):14	1.2 KB	2 ms	1				
polymer.html	GET	200	document	(index):14	25.3 KB	4 ms	1				
iron-multi-selectable.html	GET	200	document	(index):14	1.3 KB	3 ms	- E				
polymer-mini.html	GET	200	document	(index):14	8.9 KB	3 ms	1 I				
iron-selectable.html	GET	200	document	(index):14	2.7 KB	4 ms	1				
polymer-micro.html	GET	200	document	(index):14	4.6 KB	4 ms	1				
iron-selection.html	GET	200	document	(index):14	1.5 KB	4 ms	1				

HTTP2 server push 🗸

Time to first byte: ~0ms

Load time reduced by ~60%

11 requests | 48.1 KB transferred | Finish: 168 ms | DOMContentLoaded: 211 ms | Load: 211 ms

Can I Use HTTP/2 ?



Why do we care?

- Google & SPDY
- gRPC
- Golang
- Chrome
- •

You're using it everyday

HTTP/2 and SPDY indicator

Reference

- <u>RFC7540 HTTP/2</u>
- <u>RFC7541 HAPCK</u>
- High Performance Browser Networking
- HTTP/2 101 (Chrome Dev Summit 2015)
- <u>https://speakerdeck.com/surma/2-101</u>
- <u>RFC7540</u>笔记 (三) <u>Server Push</u>