COMP 150-IDS: Internet Scale Distributed Systems (Spring 2016)

Introduction to: The Architecture of the World Wide Web

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What you should get from this session

- You should understand at a high level the three pillars of Web Architecture
- You should understand what happens when a Web page is retrieved using HTTP
- You should know to refer to the TAG's "Architecture of the World Wide Web" for more information
- You should understand the difference between open standards and open source, and why both are important to the Web

History

Early History of the Web

- Started out as a system for distributing documents written by scientists at the CERN physics lab in Switerzland – initial proposal in 1989
- A chance to realize Tim Berners-Lee's vision: a system for integrating all the world's information!
- August 6, 1991: announcement and early code made available along with a server you could access (<u>Tim's server computer</u>, <u>Browser screen</u>, <u>Line</u> <u>Mode Browser</u>)
- Others start writing code that complies with Web protocols (HTTP) and document formats (HTML)
- Mosaic browser provides first widely available graphical interface
- April 1993: Tim convinces CERN to give away the Web's technology and code

Goals and requirements for the Web

- Integrate all of the world's online information
- Integrate with other systems
 - The Web is implemented on systems ranging from mainframes to traffic lights
- Allow references (URIs) to be:
 - Memorable
 - Conveyed in other systems (like the links in this slide show!)
 - Written "on the side of a bus"
 - Broken!
- Explorable random browsing should work, and should do no harm
- Support all users, regardless of location, spoken language or disability
- Extensible to new types of content, new devices, new modalities of interaction, etc.
- Open: content, naming and extensions should not require concurrence of a central authority
- Safe to use: e.g. should not unduly compromise your privacy
- Provide non-discriminatory access

Web Architecture Basics

Demonstration: http://webarch.noahdemo.com/demo1/test.html

A simple Web page retrieval

Architecting a universal Web

Identification: URIs

Interaction: HTTP

Data formats: HTML, JPEG, GIF, etc.

The user clicks on a link

URI is <u>http://webarch.noahdemo.com/demo1/test.html</u>





The http "scheme" tells client to send HTTP GET msg





The server is identified by DNS name in the URI



The client sends an HTTP GET









Three pillars of Web Architecture

URI is <u>http://webarch.noahdemo.com/demo1/test.html</u>



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HTTP GET





Architecting a universal Web

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Suggested Reading:

The Architecture of the World Wide Web http://www.w3.org/TR/webarch/ Why the Experts Knew It Wouldn't Work

The Famous Poster Session – Hypermedia '91



Mark Frisse, now of Vanderbilt University, was one of the reviewers of Tim Berners-Lee's original paper presenting the concepts behind the World Wide Web in 1989. Mark describes how he thought that the architecture would not scale, and that Tim's decision to allow "broken" pointers (i.e. violate bidirectional integrity) would lead to a "spaghetti bowl of gotos." Tim's paper was relegated to a poster session, which turned out to be wildly successful. Tim's decision to relax the requirement for bidirectional integrity (allowing 404 not found error) turned out to be one key features for the success of the web.

Video: https://archive.org/details/Munnecke-MarkFrissesMessageToTimBernersLee313 Open Standards and Open Source

Open protocol and format standards

URI is <u>http://webarch.noahdemo.com/demo1/test.html</u>

HTTP GET









HTTP RESPONSE

Open protocol and format standards

URI is <u>http://webarch.noahdemo.com/demo1/test.html</u>



Open protocol and format standards





Open source software

URI is <u>http://webarch.noahdemo.com/demo1/test.html</u>

HTTP GET





Apache?

demo1/test.html t: webarch.noahdemo.com

Open *Software* sometimes useful for *implementing* servers or clients – promotes open standards protocols and formats: server supports any client