Web Server Design

Lecture 6 – Character, Content, and Transfer Encodings

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Original slides by Michael L. Nelson
HTTP equivalent of “they’re / their / there”, “you’re / your”, etc.

Extending the analogy, “ur” is acceptable only when you know the rules, but breaking them provides some measurable comfort or convenience.

http://theoatmeal.com/comics/misspelling
Encoding Can Mean Many Things

- Character encoding
  - “charset” attribute for textual MIME types
  - “utf-8” is the most popular charset, but there are many others
- Content encoding
- Transfer encoding
ASCII and Extended ASCII

- Character encoding is a mapping of a set of characters to a set of numbers
- American Standard Code for Information Interchange encodes various control and printable (lower/upper-case English letters, digits, and symbols) characters
- ASCII uses 7 bits (encodes 128 characters)
- In various Extended ASCII schemes remaining one bit (of a byte) is used to encode things like mathematical symbols
## ASCII Table

<table>
<thead>
<tr>
<th>Binary</th>
<th>Hex</th>
<th>Dec</th>
<th>Char</th>
<th>Binary</th>
<th>Hex</th>
<th>Dec</th>
<th>Char</th>
<th>Binary</th>
<th>Hex</th>
<th>Dec</th>
<th>Char</th>
<th>Binary</th>
<th>Hex</th>
<th>Dec</th>
<th>Char</th>
</tr>
</thead>
<tbody>
<tr>
<td>0000000</td>
<td>00</td>
<td>0</td>
<td>NUL (null)</td>
<td>0000001</td>
<td>01</td>
<td>1</td>
<td>SOH (start of heading)</td>
<td>0000010</td>
<td>02</td>
<td>2</td>
<td>STX (start of text)</td>
<td>0000011</td>
<td>03</td>
<td>3</td>
<td>ETX (end of text)</td>
</tr>
<tr>
<td>0000010</td>
<td>04</td>
<td>4</td>
<td>EOT (end of transmission)</td>
<td>0000010</td>
<td>05</td>
<td>5</td>
<td>ENQ (enquiry)</td>
<td>0000010</td>
<td>06</td>
<td>6</td>
<td>ACK (acknowledge)</td>
<td>0000010</td>
<td>07</td>
<td>7</td>
<td>BEL (bell)</td>
</tr>
<tr>
<td>0000020</td>
<td>08</td>
<td>8</td>
<td>BS (backspace)</td>
<td>0000010</td>
<td>09</td>
<td>9</td>
<td>TAB (horizontal tab)</td>
<td>0000010</td>
<td>0A</td>
<td>10</td>
<td>LF (NL line feed, new line)</td>
<td>0000010</td>
<td>0B</td>
<td>11</td>
<td>VT (vertical tab)</td>
</tr>
<tr>
<td>0000030</td>
<td>0C</td>
<td>12</td>
<td>FF (NP form feed, new page)</td>
<td>0000010</td>
<td>0D</td>
<td>13</td>
<td>CR (carriage return)</td>
<td>0000010</td>
<td>0E</td>
<td>14</td>
<td>SO (shift out)</td>
<td>0000010</td>
<td>0F</td>
<td>15</td>
<td>SI (shift in)</td>
</tr>
<tr>
<td>0000040</td>
<td>10</td>
<td>16</td>
<td>DLE (data link escape)</td>
<td>0000010</td>
<td>11</td>
<td>17</td>
<td>DC1 (device control 1)</td>
<td>0000010</td>
<td>12</td>
<td>18</td>
<td>DC2 (device control 2)</td>
<td>0000010</td>
<td>13</td>
<td>19</td>
<td>DC3 (device control 3)</td>
</tr>
<tr>
<td>0000050</td>
<td>14</td>
<td>20</td>
<td>DC4 (device control 4)</td>
<td>0000010</td>
<td>15</td>
<td>21</td>
<td>NAK (negative acknowledge)</td>
<td>0000010</td>
<td>16</td>
<td>22</td>
<td>SYN (synchronous idle)</td>
<td>0000010</td>
<td>17</td>
<td>23</td>
<td>ETB (end of trans. block)</td>
</tr>
<tr>
<td>0000060</td>
<td>18</td>
<td>24</td>
<td>CAN (cancel)</td>
<td>0000010</td>
<td>19</td>
<td>25</td>
<td>EM (end of medium)</td>
<td>0000010</td>
<td>1A</td>
<td>26</td>
<td>SUB (substitute)</td>
<td>0000010</td>
<td>1B</td>
<td>27</td>
<td>ESC (escape)</td>
</tr>
<tr>
<td>0000070</td>
<td>1C</td>
<td>28</td>
<td>FS (file separator)</td>
<td>0000010</td>
<td>1D</td>
<td>29</td>
<td>GS (group separator)</td>
<td>0000010</td>
<td>1E</td>
<td>30</td>
<td>RS (record separator)</td>
<td>0000010</td>
<td>1F</td>
<td>31</td>
<td>US (unit separator)</td>
</tr>
</tbody>
</table>
You Might Be Surprised to Know, There Exist Languages Other Than English

- Are 128 (or 256) symbols enough to represent every character in every language?
- What if every language comes with its own encoding (character to number mapping)?
  - Which they did, as a result we got hundreds of encodings
- Documents in one encoding become garbled in the other
  - This issue became more prominent on the Web
- How about multilingual documents?
Unicode to the Rescue

• Covers characters from 150+ modern and historic scripts
• Various symbol sets and emojis
• Supported by various modern platforms
• Evolving to encode more means of expressions
• Separates encoding scheme from numeric assignment
UTF-16 and UTF-32

- UTF-32 is a fixed-width 4 byte encoding
  - Simple, but wasteful
- UTF-16 is a variable-length (16 or 32 bit) encoding
  - The two byte pairs of UTF-16 may appear in either order, depending on the implementation
    - This is called “endianness”
    - Denoted by Byte Order Mark (BOM) in the beginning
      - “0xFE 0xFF” for big-endian
      - “0xFF 0xFE” for little-endian
UTF-8

- Dynamic encoding
- ASCII encoding is a valid subset
- Currently uses 1 to 4 bytes, but can use up to 7 bytes

Image source: https://en.wikipedia.org/wiki/UTF-8

Now, the share of UTF-8 is above 94% on the Web
https://w3techs.com/technologies/details/en-utf8/all/all
UTF-8 is the Most Elegant Encoding Hack

Number of leading 1s mean the number of bytes for the character

Leading 10 does not mean a single byte, but a continuation mark

Most significant bit 0 means a single byte character (Same as ASCII)
Common Content and Transfer Encodings

- identity
  - no encoding at all; defined in 2616, removed in 7230
- gzip
  - extension: .gz (sometimes seen as x-gzip, deprecated)
- compress
  - extension: .Z (sometimes seen as x-compress, deprecated)
- deflate
  - extension: .zip
- chunked
  - breaks the body into a series of server-chosen “chunks”
  - optimization for dynamically produced content

Identity

• The default, “no transformation” encoding
  – even though it was removed in 7230 and never really existed in the wild, it is a useful rhetorical construct
  – “applying the identity encoding to a resource is an _____???_____ operation”

  Hint: Applying identity encoding repeatedly makes no difference!
Content Codings

“Content coding values indicate an encoding transformation that has been or can be applied to a representation. Content codings are primarily used to allow a representation to be compressed or otherwise usefully transformed without losing the identity of its underlying media type and without loss of information. Frequently, the representation is stored in coded form, transmitted directly, and only decoded by the final recipient.”

– 3.1.2.1, RFC 7231
Unlike Transfer-Encoding (Section 3.3.1 of [RFC7230]), the codings listed in Content-Encoding are a characteristic of the representation; the representation is defined in terms of the coded form, and all other metadata about the representation is about the coded form unless otherwise noted in the metadata definition. Typically, the representation is only decoded just prior to rendering or analogous usage.

If the media type includes an inherent encoding, such as a data format that is always compressed, then that encoding would not be restated in Content-Encoding even if it happens to be the same algorithm as one of the content codings.

e.g., GIF uses LZW compression ("compress"), but this is not reflected in a Content-(Encoding) header.
The wine (liquid) is the **Content-type**;
the bottle size is the **Content-Encoding**

https://winefolly.com/tutorial/wine-bottle-sizes/
Content Encoding vs. Transfer Encoding

Client

GET /bottle1 HTTP/1.1
HTTP/1.1 200 OK

Server

Content-Encoding
Transfer-Encoding

Images from: http://www.madeirawineguide.com/madeira_v300/
Packaging/Shipping Doesn’t Change the Representation

https://mashable.com/2013/08/22/71-lbs-fedex/
https://about.van.fedex.com/blog/boeing-777-ecodemonstrator/
$ telnet www.cs.odu.edu 80
Trying 128.82.4.2...
Connected to xenon.cs.odu.edu.
Escape character is '^]'.
HEAD /~mln/pubs/bollenj_adaptive.ps.gz HTTP/1.1
Host: www.cs.odu.edu
Connection: close

HTTP/1.1 200 OK
Date: Mon, 20 Feb 2006 04:30:25 GMT
Server: Apache/1.3.26 (Unix) ApacheJServ/1.1.2
PHP/4.3.4
ETag: "1c16-139ea-3d402e52"
Accept-Ranges: bytes
Content-Length: 80362
Connection: close
Content-Type: application/postscript
Content-Encoding: x-gzip

Connection closed by foreign host.
$ telnet www.cs.odu.edu 80
Trying 128.82.4.2...
Connected to xenon.cs.odu.edu.
Escape character is '^]'.
HEAD /~mln/pubs/bollenj_adaptive.ps.gz
HTTP/1.1
Host: www.cs.odu.edu
Connection: close

HTTP/1.1 200 OK
Date: Mon, 26 Feb 2007 02:06:25 GMT
Server: Apache/2.2.0
ETag: "1c16-139ea-92cab880"
Accept-Ranges: bytes
Content-Length: 80362
Connection: close
Content-Type: application/x-gzip

Connection closed by foreign host.

Wrong, Wrong, Wrong!!!!!!!
Why is it incorrect?

$ telnet www.cs.odu.edu 80
Trying 128.82.4.2...
Connected to xenon.cs.odu.edu.
Escape character is '^]'.
HEAD /~mln/adl98.ppt.gz HTTP/1.1
Host: www.cs.odu.edu
Connection: close

HTTP/1.1 200 OK
Date: Mon, 20 Feb 2012 02:21:29 GMT
Server: Apache/2.2.17 (Unix) PHP/5.3.5 mod_ssl/2.2.17 OpenSSL/0.9.8q
Last-Modified: Mon, 25 Mar 2002 17:15:44 GMT
ETag: "33e94-39d06961d5000"
Accept-Ranges: bytes
Content-Length: 212628
Connection: close
Content-Type: application/x-gzip

the encodings are the same, the types are different
$ telnet www.cs.odu.edu 80
Trying 128.82.4.2...
Connected to xenon.cs.odu.edu.
Escape character is '^[].
HEAD /~mln/ntrs.tar.Z HTTP/1.1
Host: www.cs.odu.edu
Connection: close

HTTP/1.1 200 OK
Date: Mon, 20 Feb 2012 02:31:45 GMT
Server: Apache/2.2.17 (Unix) PHP/5.3.5 mod_ssl/2.2.17 OpenSSL/0.9.8q
Last-Modified: Thu, 12 Jun 2003 18:45:46 GMT
ETag: "7fffffff-3bfeb99a3ca80"
Accept-Ranges: bytes
Content-Length: 2147483647
Connection: close
Content-Type: application/x-compress
$ telnet www.cs.odu.edu 80
Trying 128.82.4.2...
Connected to xenon.cs.odu.edu.
Escape character is '^]'.
HEAD /~mln/michael-hany.zip HTTP/1.1
Host: www.cs.odu.edu
Connection: close

HTTP/1.1 200 OK
Date: Mon, 20 Feb 2012 03:16:35 GMT
Server: Apache/2.2.17 (Unix) PHP/5.3.5 mod_ssl/2.2.17 OpenSSL/0.9.8q
Last-Modified: Fri, 17 Feb 2012 20:43:13 GMT
ETag: "223e5a1-4b92efe4dfc40"
Accept-Ranges: bytes
Content-Length: 35906977
Connection: close
Content-Type: application/zip
Transfer Encodings

Unlike Content-Encoding (Section 3.1.2.1 of [RFC7231]), Transfer-Encoding is a property of the message, not of the representation, and any recipient along the request/response chain MAY decode the received transfer coding(s) or apply additional transfer coding(s) to the message body, assuming that corresponding changes are made to the Transfer-Encoding field-value.

3.3.1, RFC 7230
Chunked Encoding

“The chunked transfer coding wraps the payload body in order to transfer it as a series of chunks, each with its own size indicator, followed by an OPTIONAL trailer containing header fields. **Chunked enables content streams of unknown size to be transferred as a sequence of length-delimited buffers**, which enables the sender to retain connection persistence and the recipient to know when it has received the entire message.”

4.1, RFC 7230
$ telnet www.cs.odu.edu 80
Trying 128.82.4.2...
Connected to xenon.cs.odu.edu.
Escape character is '^]'.
GET /~mln HTTP/1.1
Connection: close
Host: www.cs.odu.edu

Connection closed by foreign host.
HTTP/1.1 301 Moved Permanently
Date: Mon, 09 Jan 2006 19:32:24 GMT
Server: Apache/1.3.26 (Unix) ApacheJServ/1.1.2 PHP/4.3.4
Location: http://www.cs.odu.edu/~mln/
Connection: close
Transfer-Encoding: chunked
Content-Type: text/html; charset=iso-8859-1

12e
<!DOCTYPE HTML PUBLIC "-//IETF//DTD HTML 2.0//EN">
<html><head>
<title>301 Moved Permanently</title>
</head><body>
<h1>Moved Permanently</h1>
The document has moved <a href="http://www.cs.odu.edu/~mln/">here</a>.<p>
<address>Apache/1.3.26 Server at www.cs.odu.edu Port 80</address>
</body></html>
Chunked Encoding Example 2

$ telnet www.cs.odu.edu 80
Trying 128.82.4.2...
Connected to xenon.cs.odu.edu.
Escape character is '^]'.
GET / HTTP/1.1
Host: www.cs.odu.edu

HTTP/1.1 200 OK
Date: Tue, 21 Feb 2006 03:54:31 GMT
Server: Apache/1.3.26 (Unix) ApacheJServ/1.1.2 PHP/4.3.4
Transfer-Encoding: chunked
Content-Type: text/html

5f6
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<!-- saved from url=(0036)http://www.cs.odu.edu/newcssite/new/ -->
<!-- saved from url=(0019)http://sci.odu.edu/ -->
<HTML xmlns:st1 = "urn:schemas-microsoft-com:office:smarttags">
<HEAD><TITLE>Department Of Computer Science</TITLE>

[ lots of html deleted]
[ demo this example to see the various "chunks" ]

0
$ openssl s_client -connect www.cs.odu.edu:443
CONNECTED(00000003)
[much ssl deletia]
GET / HTTP/1.1
Host: www.cs.odu.edu
Connection: close

HTTP/1.1 200 OK
Server: nginx
Date: Wed, 17 Oct 2018 16:44:12 GMT
Content-Type: text/html
Transfer-Encoding: chunked
Connection: close

d3
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<html>
<head>
<title>Redirect</title>
<meta http-equiv="REFRESH" content="0;url=http://www.cs.odu.edu"></HEAD>
<BODY>
Redirecting!
</BODY>
</HTML>

0
closed
User agents will sometimes hide the transfer-encoding chunk sizes!

$ curl -i www.cs.odu.edu
HTTP/1.1 200 OK
Server: nginx
Date: Wed, 17 Oct 2018 16:46:59 GMT
Content-Type: text/html
Transfer-Encoding: chunked
Connection: keep-alive

<html>
<meta http-equiv="refresh" content="0; URL='http://odu.edu/compsci'" />
</html>

Transfer-Encoding header is present, but curl has suppressed the byte sizes (still hidden with “-v” too)

$ curl -I www.cs.odu.edu
HTTP/1.1 200 OK
Server: nginx
Date: Wed, 17 Oct 2018 16:47:42 GMT
Content-Type: text/html
Connection: keep-alive

HEAD is less useful as well; we don’t know the representation size (both Content-Length and Transfer-Encoding are absent)
Multiple Transfer encodings are possible, but chunked (if present) is always the last

3.3.1, RFC 7230

The Transfer-Encoding header field lists the transfer coding names corresponding to the sequence of transfer codings that have been (or will be) applied to the payload body in order to form the message body.

[...]

If any transfer coding other than chunked is applied to a request payload body, the sender MUST apply chunked as the final transfer coding to ensure that the message is properly framed. If any transfer coding other than chunked is applied to a response payload body, the sender MUST either apply chunked as the final transfer coding or terminate the message by closing the connection.

For example,

Transfer-Encoding: gzip, chunked indicates that the payload body has been compressed using the gzip coding and then chunked using the chunked coding while forming the message body.
TE Request Header &
Transfer-Encoding Response Header

• Client specifies preferences for transfer encoding in the TE header
  – 4.3, RFC 7230

• Server marks the encoding used with the Transfer-Encoding header
  – 3.3.1, RFC 7230

• Both headers use the same encoding values available with Content-Encoding, plus the special chunked encoding and the Trailers value
Trailers requested, but server isn’t sending...

$ telnet www.cs.odu.edu 80
Trying 128.82.4.2...
Connected to xenon.cs.odu.edu.
Escape character is '^]'.
GET / HTTP/1.1
TE: gzip;q=1.0, Trailers
Host: www.cs.odu.edu

HTTP/1.1 200 OK
Date: Mon, 27 Feb 2006 15:52:33 GMT
Server: Apache/1.3.26 (Unix) ApacheJServ/1.1.2 PHP/4.3.4
Transfer-Encoding: chunked
Content-Type: text/html

5f6
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<!-- saved from url=(0036)http://www.cs.odu.edu/newcssite/new/ -->
<!-- saved from url=(0019)http://sci.odu.edu/ -->
[more html deleted]
Time / Space Tradeoff

• Hard to find examples of compression used in transfer encoding
  (read w/ curl or lynx; js rendering fails)
  – idea: for very heavy volume web servers, answering the request quickly is more important than preserving bandwidth

• Complexity of management seems to be the limiting factor in compression with content encodings
Trailer Response Header

- The “Trailer” response header lets the client know that additional headers will appear at the end of the chunked response
  - sections 4.1.2, 4.4, RFC 7230
  - headers can be reconstructed by downstream servers
  - headers that can never be trailers:
    - Transfer-Encoding
    - Content-Length
    - Trailer
HTTP/1.1 200 OK
Date: Mon, 22 Mar 2004 11:15:03 GMT
Content-Type: text/html
Content-Length: 129
Expires: Sat, 27 Mar 2004 21:12:00 GMT

<html><body><p>The file you requested is 3,400 bytes long and was last modified: Sat, 20 Mar 2004 21:12:00 GMT.</p></body></html>

“Expires:” response header covered in section 5.3, RFC 7234

Two More Request Headers to Process
Referer Request Header

5.5.2, RFC 7231

The "Referer" [sic] header field allows the user agent to specify a URI reference for the resource from which the target URI was obtained (i.e., the "referrer", though the field name is misspelled). A user agent MUST NOT include the fragment and userinfo components of the URI reference [RFC3986], if any, when generating the Referer field value.

Example:

Referer: http://www.example.org/hypertext/Overview.html

cf. rel="noreferrer" (also note the correct spelling)
https://stackoverflow.com/questions/50773152/when-should-i-use-rel-noreferrer
The "User-Agent" header field contains information about the user agent originating the request, which is often used by servers to help identify the scope of reported interoperability problems, to work around or tailor responses to avoid particular user agent limitations, and for analytics regarding browser or operating system use. A user agent SHOULD send a User-Agent field in each request unless specifically configured not to do so.

Example:

User-Agent: CERN-LineMode/2.15 libwww/2.17b3
Lying with User-Agent
I’m an iPhone, I swear!

$ curl -ILs https://en.wikipedia.org/ | grep -iE "^\(http|location\)"
HTTP/2 301
location: https://en.wikipedia.org/wiki/Main_Page
HTTP/2 200

$ curl -ILs -A "iphone" https://en.wikipedia.org/ | grep -iE "^\(http|location\)"
HTTP/2 301
location: https://en.wikipedia.org/wiki/Main_Page
HTTP/2 302
location: https://en.m.wikipedia.org/wiki/Main_Page
HTTP/2 200