

HTML5 WebSockets - the Web Communication revolution, making the impossible, possible

Brad Drysdale

Picasso

State of Scala Venkat Subramaniam Matejko + Canaletto

Malczewski + Chelmonski

Don't code - create software! Paweł Lipiński Java Boilerplate Busters Hamlet D'Arcy





HTML5 WebSockets The Web Communication Revolution

Brad Drysdale Director of Technology - Kaazing

Birth of a new idea...

What do WebSocket and model trains have in common?



Client-Server Architecture



HTTP Is Not Full Duplex



Half-Duplex Architecture



The Legacy Web Stack



• Designed to serve static documents

- HTTP
- Half duplex communication
- High latency
- Bandwidth intensive
 - HTTP header traffic approx. 800 to 2000 bytes overhead per request/response
- Complex architecture
 - Not changed since the 90's
 - Plug-ins
 - Polling / long polling
 - Legacy application servers
- Expensive to "Webscale" applications

Hack the Web for Real-Time

- Ajax applications use various "hacks" to simulate real-time communication
 - Polling HTTP requests at regular intervals and immediately receives a response

- Long Polling HTTP request is kept open by the server for a set period
- Streaming More efficient, but not complex to implement and unreliable
- Excessive HTTP header traffic, significant overhead to each request response

Hack the Web for Real-Time



Polling



Long-Polling





Overhead

```
Client
      GET /PollingStock//PollingStock HTTP/1.1
      Host: localhost:8080
      User-Agent: Mozilla/5.0 (Windows; U; Windows NT 5.1; en-US; rv:
      1.9.1.5) Gecko/20091102 Firefox/3.5.5
      Accept: text/html,application/xhtml+xml,application/xml;q=0.9,*/
      *;q=0.8
      Accept-Language: en-us
      Accept-Encoding: gzip, deflate
      Accept-Charset: ISO-8859-1,utf-8;g=0.7,*;g=0.7
      Keep-Alive: 300
      Connection: keep-alive
      Referer: http://localhost:8080/PollingStock/
      Cookie: showInheritedConstant=false:
      showInheritedProtectedConstant=false; showInheritedProperty=false;
      showInheritedProtectedProperty=false; showInheritedMethod=false;
      showInheritedProtectedMethod=false; showInheritedEvent=false;
      showInheritedStyle=false; showInheritedEffect=false;
```



- Total (unnecessary) HTTP request and response header information overhead: 871 bytes (example)
- Overhead can be as much as 2000 bytes

HTTP Header Traffic Analysis

- Example network throughput for HTTP request and response headers associated with polling
 - **Use case A**: 1,000 clients polling every second:
 - Network throughput is (871 x 1,000) = 871,000 bytes = 6,968,000 bits per second (~6.6 Mbps)

- **Use case B**: 10,000 clients polling every second:
 - Network throughput is (871 x 10,000) = 8,710,000 bytes = 69,680,000 bits per second (~66 Mbps)
- **Use case C**: 100,000 clients polling every second:
 - Network throughput is (871 x 100,000) = 87,100,000 bytes = 696,800,000 bits per second (~665 Mbps)

About Ajax and Comet

- Great toilet cleaners...
- Ajax (Asynchronous JavaScript and XML) is used to build highly interactive Web apps
 - Content can change without loading the entire page
 - User-perceived low latency
- "Real-time" often achieved through polling and long-polling
- Comet lack of a standard implementation
- Comet adds lots of complexity





Comet Problems





Desktop vs. Browser

- Desktop Networking
 - Full-duplex bidirectional TCP sockets
 - Access any server on the network
- Browser Networking
 - Half-duplex HTTP request-response
 - HTTP polling, long polling fraught with problems
 - Lots of latency, lots of bandwidth, lots of server-side resources
 - Bespoke solutions became very complex over time



Complexity does not scale



The Web gets a new Superhero KAAZING X





Enter HTML5 WebSocket!





HTML5 WebSocket

- HTML5 is the next set of W3C HTML standards backed by Google, Apple, Mozilla, Opera, Microsoft, Cisco, etc
- Consists of W3C API and IETF Protocol
- WebSockets provides a full-duplex, single socket over the Web
- Traverses firewalls, proxies, and routers seamlessly
- Leverages Cross-Origin Resource Sharing (CORS)
- Share port with existing HTTP content

HTML5 WebSocket Schemes

WebSocket

ws://www.websocket.org/text

WebSocket Secure

wss://www.websocket.org/encrypted-text

Checking For Browser Support KAAZING KAAZING



```
JavaScript
   //Create new WebSocket
   var mySocket = new WebSocket("ws://
   www.WebSocket.org");
   // Associate listeners
   mySocket.onopen = function(evt) {
          alert("Connection open...");
   };
   mySocket.onmessage = function(evt) {
          alert("Received message: " + evt.data);
   };
   mySocket.onclose = function(evt) {
          alert("Connection closed...");
   };
```



GET /chat HTTP/1.1 Host: server.example.com Upgrade: websocket Connection: Upgrade Sec-WebSocket-Key: dGhIIHNhbXBsZSBub25jZQ== Sec-WebSocket-Origin: http://example.com Sec-WebSocket-Protocol: chat, superchat Sec-WebSocket-Version: 5

HTTP/1.1 101 Switching Protocols Upgrade: websocket Connection: Upgrade Sec-WebSocket-Accept: s3pPLMBiTxaQ9kYGzzhZRbK+xOo=

Source: http://tools.ietf.org/html/draft-ietf-hybi-thewebsocketprotocol

 Connection established by upgrading from HTTP protocol to WebSocket protocol using the same TCP connection

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- Once upgraded, WebSocket data frames can be sent back and forth between client and server in full-duplex mode
- Frames can be sent full-duplex, in both directions at the same time

Each frame of data:

Starts with a 0x00 byte and ends with a 0xFF byte Contains UTF-8 data in between: \x00Hello, WebSocket\0xff

There is no defined maximum size, but JavaScript does not allow >4GB of data)

- Dramatic reduction in unnecessary network traffic and latency
 - WebSocket requires only single byte framing

- 500:1 or even 1000:1 bandwidth reduction
- WebSocket does not necessitate new TCP connections for each or group of messages
 - Faster response, even more so with TLS/SSL
- Vastly simplified, more straight through architecture



HTTP versus WebSockets

Example: Entering a character in a search field with auto suggestion

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a
amazon
aol
american airlines
addicting games
ask.com
at&t
at&t wireless
autotrader
apple
american express
Google Search I'm Feeling Lucky

	HTTP traffic*	WebSocket Traffic*
Google	788 bytes, plus 1 byte	1 byte, plus 1 byte
Yahoo	1737 bytes, plus 1 byte	1 byte, plus 1 byte

* Header information for each character entered into search bar

WebSockets reduces bandwidth overhead up to 1000x

Polling vs. Web Sockets





"Reducing kilobytes of data to 2 bytes...and reducing latency from 150ms to 50ms is far more than marginal. In fact, these two factors alone are enough to make WebSocket seriously interesting to Google."

—Ian Hickson (Google, HTML5 spec lead)

The New Web Stack



- Designed for full-duplex high
 performance transactional Web
 - HTTP & HTML5 WebSocket

- Full duplex communication
- Lower latency
- Reduced bandwidth
- Simplified architecture
- Massive scalability

WebSockets Architecture







Browser and Server Support

- Browsers:
 - Chrome
 - Safari
 - Firefox 4
 - Coming in Opera and "on the list" for IE
- Servers:
 - Kaazing WebSocket Gateway
 - Apache mod_pywebsocket
 - phpwebsockets
 - web-socket-ruby
 - More...

- Kaazing WebSocket Gateway
 - <u>http://www.kaazing.com/download</u>
 - Makes WebSocket work in all browsers today (including I.E. 6)
- Flash WebSocket implementation
 - <u>http://github.com/gimite/web-socket-js</u>
 - Requires opening port on the server's firewall

Discovering WebSockets



Got WebSocket. Now What?

- Major upgrade for web traffic, use it!
 - Simple text
 - JSON
 - Existing protocols (why reinvent the wheel?)
 - Text Protocols: XMPP, STOMP
 - Binary Protocols: AMQP, IRC, Pub/Sub
- Build high performance, scalable messaging for web apps

- Extend the reach of *any* TCP-based protocol you want, all the web to the browser
- The browser is a true client of that protocol –
 powerful paradigm shift

Example: Financial Apps

Google 👝 🗉 💥								x
C ☆ http://www.kaazing.com/demos/jsStock/stock-jquery.html							D -	p-
Receiving 34 Updates Per Sec. and 1.59 KB Per Sec.								^
COMPANY	SYMBOL	PRICE	CHANGE	SPARKLINE	OPEN	LOW	HIGH	
THE WALT DISNEY COMPANY	DIS	27,45	0.36	~~~~	27.09	24.39	29.80	
GARMIN LTD.	GRMN	34, 30	-0.49	m	34.79	31.32	38.26	
SANDISK CORPORATION	SNDK	18.82	-1.42	me	20.24	18.22	22.26	
GOODRICH CORPORATION	GR	51.90	-0.44	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	52.34	47.11	57.57	
NVIDIA CORPORATION	NVDA	13,46	-0.39	~~~~~	13.85	12.47	15.23	
CHEVRON CORPORATION	CVX	67.89	-0.41	~~~~~	68.30	61.48	75.12	
THE ALLSTATE CORPORATION	ALL	32.63	1.61	~~~~	31.02	27.92	34.11	
EXXON MOBIL CORPORATION	MOX	67.73	1.21	$\sim\sim\sim\sim$	66.52	59.87	73.17	
METLIFE INC.	MET	35.64	-0.09	mm.	35.73	32.16	39.30	
J.C. PENNEY COMPANY INC.	JCP	32.66	-0.29	$\sim\sim\sim$	32.95	29.66	36.24	
OFFICEMAX INCORPORATED	OMX	12.22	-0.19		12.41	11.17	13.65	
AETNA INC.	AET	27,30	0.43	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	26.87	24.19	29.56	
CONOCOPHILLIPS	COP	43,59	-3.03	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	46.62	41.96	51.27	
UNITEDHEALTH GROUP INC.	UNH	24,43	0.07	~~~~	24.36	21.93	26.79	~

Markets	c	DAILY CHANGE		BUY	Market Commentary				
UK 100 - Daily Rolling Future	+	+26.2	5995.0	- 5996.0	FTSE100 set to open +16 6023,				
UK 100 - Daily Rolling Cash	4	+30.4	6035.5	6037.5	1.6342 +49, E/\$ 1.4268 +47,				
WALL STREET - Daily Rolling Future	+	+55	12376	- 12381	Gold 1453 +2.5, Brent May 12190 -35				
S&P 500 - Daily Rolling Future (per 0.1)	\$	+6.3	1333.0	- 1333.3	3 hours ago · reply · retweet · favorite				
DAX - Daily Rolling Future	1	+44.5	7241.5	7242.5	China shrugs off interest-rate				
EURUSD - Rolling Spot	+	+0.0070	1.4302	- 1.4303	hike but analysts remain deeply divided on further scope for				
GBPUSD - Rolling Spot	+	-0.0015	1.6289	- 1.6291	tightening as inflationary				
AUDUSD - Rolling Spot	+	+0.0044	1.0379	- 1.0380	3 hours ago · reply · retweet · favorite				
GOLD Rolling Spot (per 0.1)	+	+3.7	1458.0	- 1458.4	Dow cash closed 12393 -6.				
BRENT CRUDE - Daily Rolling Future	+	+97	12253	- 12256	FTSE100 set to open 6017 +10. £/\$ 1.6285 +161, E/\$ 1.4223				

WebSocket-Based Quake II



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http://code.google.com/p/quake2-gwt-port

Example: Earth Control Game



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http://apps.facebook.com/earthcontrol

Example: Sketchpad



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http://mrdoob.com/projects/multiuserpad/

WebSocket in Action

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Higher bar = larger ratio



- Low latency Financial and Trading apps
- Online in-game betting and live auctions
- Social networking
- Performance and monitoring dashboards
- RFID and GPS Tracking
- Sports and news broadcasting applications
- Supply chain and inventory management
- Smart meters
- Next generation web application of your choice!

Your cool [HTML5 WebSocket] App Here...



http://iseeaday.blogspot.com/

Mobile Aggregation



Reduce dependencies on portal servers and portal farms.





Unconstrained Web

- Financial Services
- Transportation and Logistics
- Telecommunications
- Utilities
- Social Networking

Cloud Computing

- Server to Server communication
- Distributed Internet applications
 over any TCP protocol
- Services on demand

3G & 4G Mobile Networking

- Significant bandwidth reduction
- New Service Delivery
- New Customer Experience







Main sponsor



Arquillian: Real Java enterprise testing Dan Allen

Picasso

Matejko + Canaletto

Fractal TDD: Using tests to drive system design Steve Freeman Pro Groovy Dierk König Malczewski + Chelmonski

"Same Data, Any API", making sure your application scales Guy Korland

