

Short Term Bidirectional Goals

- HTTP for bidirectional web
- Best Practice Draft
- Future Work?

Bidirectional HTTP

(aka Comet, Server Push)

- Long Polling (aka Hanging Get)
 - Delay responding to a HTTP request until there are events to deliver
 - Legal HTTP, but some overheads
- Streaming (aka forever frame)
 - A HTTP response with content that is partially flushed to deliver events.
 - Efficient, but not strictly “legal” HTTP

Bidirectional HTTP Examples

- **BOSH** – long polling transport for XMPP
- **Bayeux** – long polling messaging for Ajax libraries (Dojo, JQuery etc.)
- **Server-Sent Events** – W3C specification for a streaming content-type
- **Google (Wave & gchat)** – streaming with long polling fall back
- Non browser clients – **Second Life, Mobiles**
- Many More....

Good News

- Mostly works and very widely deployed.
- Works with existing infrastructure / intermediaries:
 - Browsers
 - Load balancing
 - Aggregation
 - SSL Offload
 - Authentication/Authorization
 - Accounting (mostly)
 - Allows value-add and reasonable policy

Connection Problems

- Bidirectional breaks HTTP's Connection pooling
 - Effectively reserves a shared resource.
 - Resource starvation (2(6?) connection limit)
 - Queue or pipeline behind bidirectional request
 - Pool shared between frames/tabs/windows.

Proxy/Intermediary Problems

- Difficult to know/tell if streaming will work
 - Caching and/or buffering
- Undisclosed and non discoverable idle timeouts
 - Polling more frequent than required
- Detecting closed connections problematic
 - Liveness is important

Other Issues

- Headers are verbose and mostly redundant
- Pipelining not usable
- Resource scaling in intermediaries/servers
- Cross Domain

Best Practices

<http://www.ietf.org/id/draft-loreto-http-bidirectional-01.txt>

- Best practices document may:
 - capture common experience
 - provide common vocab to discuss issues
 - avoid repeating mistakes
 - focus attention on fixable problems

Short Term Future Work?

- Define “hints” for bidirectional requests
 - For connection management?
 - For abbreviated headers?
 - Discoverable timeouts
 - Streaming content types
- More ?