

# HTTP Random access and live content

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# New WG draft for “live” random access

- Draft: [draft-ietf-httpbis-rand-access-live](#)
- “least” evil of all options
- Use existing “bytes” Range Unit with client chosen “very large” numbers
  - Maintains backward compatibility with existing implementations
  - No change to RFC7233 ABNF
  - “client” driven protocol and “server” indicates support

# How it works

- Client uses Range semantics to determine accessible bytes

REQUEST  
HEAD /my\_resource HTTP/1.1  
Range: bytes=0-

RESPONSE  
HTTP/1.1 206 Partial Content  
Content-Range: bytes 0-99408383/\*  
Content-Length: 99398384

Indicates  
representation  
length unknown

- Client attempts to “discover” live random access support

REQUEST  
HEAD /my\_resource HTTP/1.1  
Range: bytes=99400000-9223372036854775

Provides “large  
number” to indicate  
live random access

RESPONSE  
HTTP/1.1 206 Partial Content  
Content-Range: bytes 99400000-9223372036854775/\*  
Transfer-Encoding: chunked

Supporting server  
“echoes” back same  
“large number”

# “backward” compatibility

- “non supporting” server will respond as per RFC7233

REQUEST  
HEAD /my\_resource HTTP/1.1  
Range: bytes=99400000-**9223372036854775**

Provides “large number” to indicate live random access

RESPONSE  
HTTP/1.1 206 Partial Content  
Content-Range: bytes 99400000-**99634867**/\*  
Transfer-Encoding: chunked

Non-supporting server sends back what it can support

## “magic number” suggestion

- Suggested on mailing list to specify a very large magic number to indicate live random access support
  - Hard to select a “good” value

# Status

- No “issues” currently reported
- Questions ??