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

• Client attempts to “discover” live random access support

REQUEST
HEAD /my_resource HTTP/1.1
Range: bytes=99400000-9223372036854775

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

• "non supporting" server will respond as per RFC7233

REQUEST
HEAD /my_resource HTTP/1.1
Range: bytes=99400000-9223372036854775

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