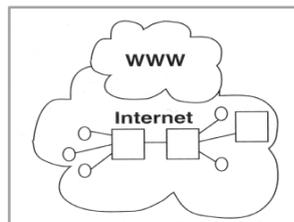


# World Wide Web

## The internet and the World Wide Web

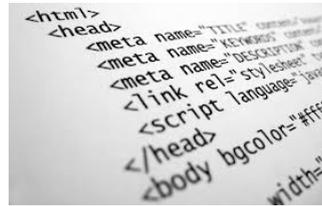
- **The concept of Internet and World Wide Web must be distinguished:**
  - The Internet is the interconnection of networks managed by private or public bodies.
  - The World Wide Web (WWW) is an information space (i.e. a set of hw and sw entities that can be univocally addressed and a set of tools for their management) that can be accessed through the network.
- The WWW World Wide Web (WWW) is an internet service. Together with e-mail it is the most known and used service of the Internet. It offers a digital space for document publishing, software distribution and user-developed services.
- The WWW was created by Tim Berners-Lee when was a researcher at CERN in Geneve. **Conventionally its starting date is assumed to be August 6th 1991**, when he put the first website online on the Internet. World Wide Web is based on standards that are maintained by the World Wide Web Consortium (W3C).



**W3C** WORLD WIDE WEB  
consortium

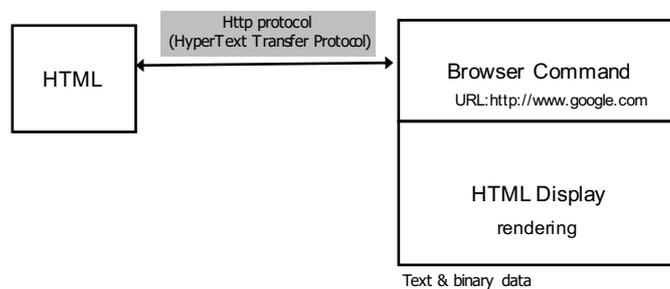
## Main features

- There are several characteristics of the World Wide Web that have contributed to its success:
  - architecture based on public domain standards
  - client-server based architecture
  - capability of managing different media
- It is based on three main standards:
  - [HTTP Protocol \(HyperText Transfer Protocol\)](#) to communicate between the client and the server
  - [Addressing based on Uniform Resource Identifier \(URI\)](#) to refer to any addressable entity such as documents (text, images, sounds, etc.), programs.
  - [HTML Language \(HyperText Markup Language\)](#) to define web pages

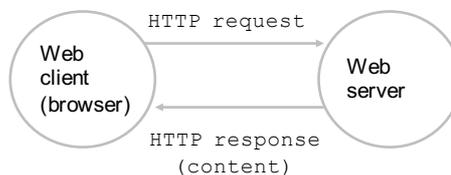


## HTTP Protocol (Hyper Text Transfer Protocol )

- [HTTP Protocol \(Hyper Text Transfer Protocol\)](#) allows the communication between a client (fe. a browser) and a web server. It permits to transfer and manage data that are formatted according to the HTML language in a way that is independent from the system used.
- HTTP is an *ASCII (8 bit) protocol*, i.e. any HTTP message (i.e. a client request or control data by the server) is a string of ASCII characters. Data that are provided by the server are not necessarily ASCII data (fe. they can be binary data of images, video...)



- Any HTTP interaction between the client and the server follows the schema:
  - client opens a transport connection between the client and the server using *TCP*
  - client sends a request with the URL of the resource requested
  - server sends a reply including the data from the requested URL
  - server closes the transport connection
- Because of the Connect, Request, Response, Disconnect nature of HTTP it is said to be a *stateless* protocol i.e. from one web page to the next there is nothing in the protocol that allows a web program to maintain program “state”. Every interaction is independent from the others.



## URL (Uniform Resource Locators)

- HTTP uses URI (Universal Resource Identifier) to refer to each entity. URI can be specified either by location (URL) or by name (URN),
- **URL (Uniform Resource Locator)** univocally defines the location of a resource in the network. Any URL is composed of three parts:
  - *access method* (specifies the way in which we want to access the resource)
  - *host* (specifies where the resource is located)
  - *identity* (specifies the resource identifier)

- Example: `aaa://bbb:ccc/ddd/eee`

### *Access method:*

**aaa** = protocol (http, ftp, https, etc). As a default http is assumed.

### *Host:*

**bbb** = host name (no default). Can be defined either as a domain address or as IP address

**ccc** = port TCP that is used for transmission. If not specified the default port is used for the protocol that has been selected: 80 for http, 21 for ftp, 443 for https.

### *Identity:*

**ddd** = pathname. For http identifies a path from the *root* defined in the server.

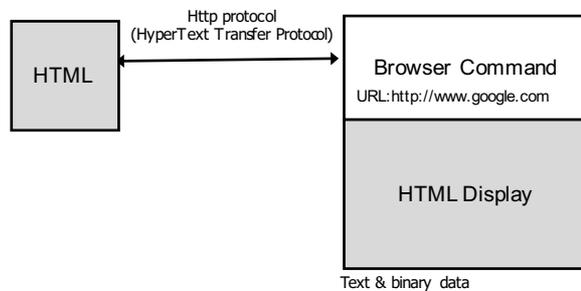
**eee** = filename. If not specified, it corresponds to an index file that is configured in the server. As a default it is indicated as *index.html* or *index.htm*.

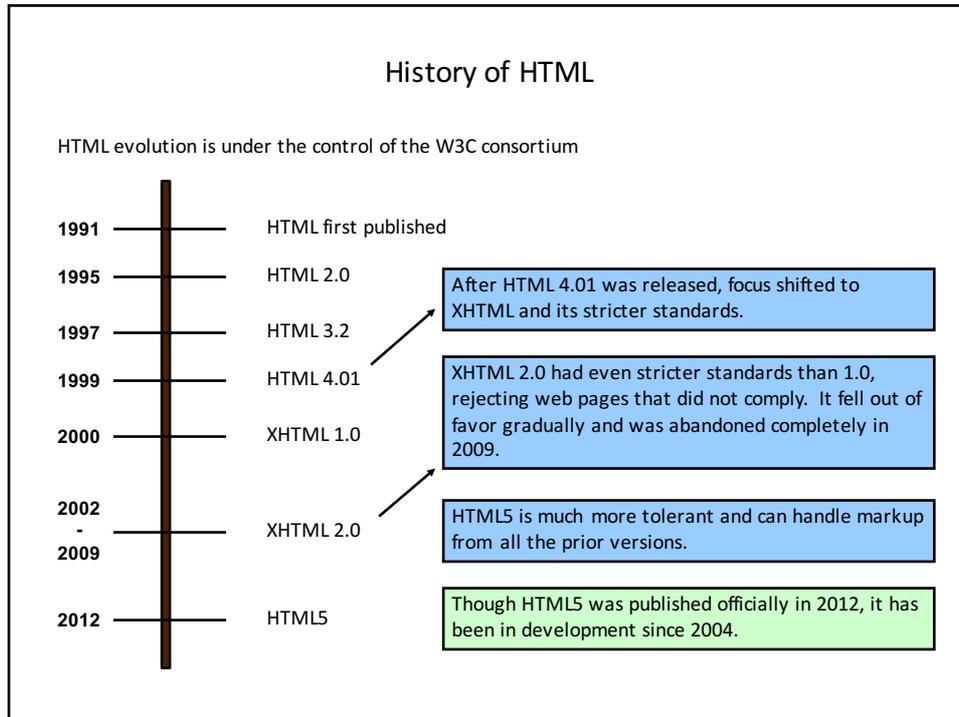
URL (Uniform Resource Locator)   aaa://bbb: ccc/ddd/eee  
 http://www.micc.unifi.it [: default] /delbimbo/

The screenshot shows a web browser window with the address bar containing the URL `http://www.micc.unifi.it/delbimbo/`. The page content includes a header with the name 'Alberto Del Bimbo' and the title 'PROFESSOR AND COMPUTER ENGINEER'. Below this, there is a 'Home' section and a 'TEACHING ACTIVITY' section. A list of publications is displayed, including 'Special Issue "Multimedia Databases" in IEEE Transactions on Multimedia, 2002' and 'Special Issue on "Synthetic and Structural Pattern Recognition" in IEEE Transactions on Pattern Analysis and Machine Intelligence, 2003'. A navigation menu on the right side includes links for Home, Research and Projects, Publications, Books, Journals, Conferences, Teaching, Multimedia Databases, Available projects 2011/2012, Multimedia Design and Production, and Contacts.

## HTML (Hyper Text Markup Language )

- **HTML (Hyper Text Markup Language)** is a markup language that is used to define the web document format. The term markup identifies a sequence of characters and symbols (tags) that are inserted in a document in order to indicate to a browser program how the content must be displayed or the logical structure of the document. Formatting commands are explicitly inserted in the document text. An HTML document is an ASCII file





- HTML defines the way in which a web page (also referred to as HTML page) should appear. This is obtained through appropriate tags included in the text.
- As the client receives an HTML page the following operations are performed:
  - tags are interpreted
  - the page is formatted according to the tags and is adapted to the client constraints (screen resolution, window size...)
  - the page is displayed
- HTML tags are of one of two types:
  - tags for text formatting
  - tags for other purposes (user interaction...)

## A few HTML tags

```

<head> <title>Title of document goes here</title>
</head>

<body> Visible text goes here... </body>

Basic Tags
<h1>Largest Heading</h1>
<h2> . . . </h2>
<h3> . . . </h3>
<h4> . . . </h4>
<h5> . . . </h5>
<h6>Smallest Heading</h6>

<p>This is a paragraph.</p>
<br> (line break)
<!-- This is a comment -->

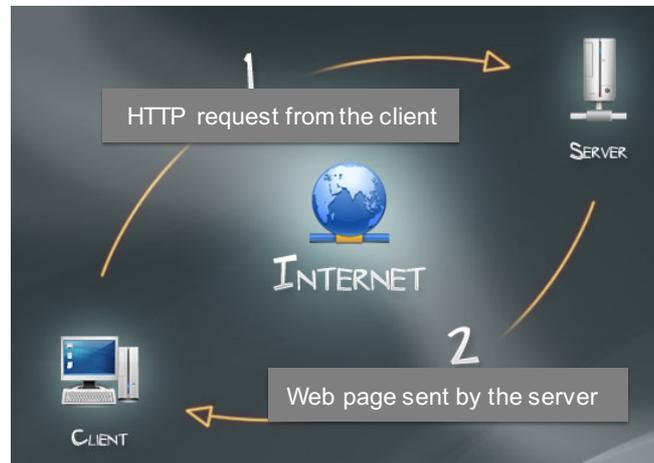
<b>Bold text</b>
<em>Emphasized text</em>
<i>Italic text</i>
<small>Smaller text</small>
<strong>Important text</strong>
.....

```

## XML, HTML, HTML5

- **XML** is a standard metalanguage: *"a common syntax for expressing structure in data"*. It is used to define new markup languages and permits to create your own structured and personalized documents.
- XML defines a separation between data definition and data presentation in order to ease document exchange between applications. According to this with XML it is possible to validate a data structure that has been defined by the user: the user agent assumes that XML data are structured according to the standard specifications.
- XML is an official specification of the [World Wide Web Consortium \(W3C\)](#) and is the common ground of all technical specifications that have been released by the W3C.
- HTML + XML = XHTML  
XHTML is very similar to HTML, but adopts the XML syntax to formally describe the parts that compose a document. Surpassed by HTML5

## Client – Server dialogue

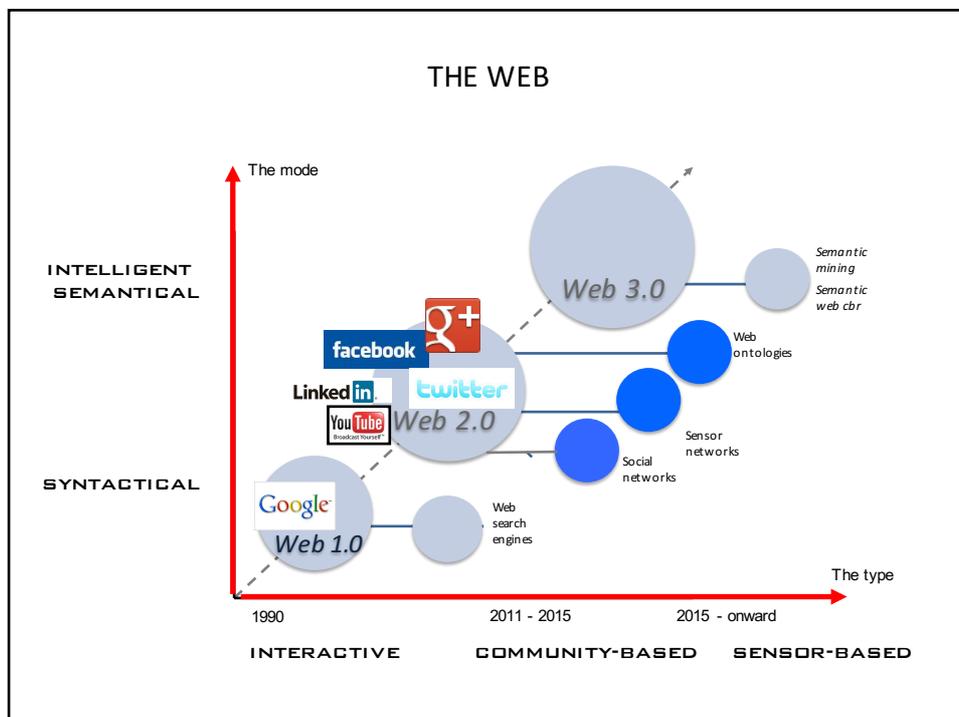


## Server (Server Agents)

- A server is a process that executes on a computer system. Typically it:
  - listens for requests by a client agent
  - operates in order to satisfy any requests received
- A server should be able to satisfy multiple requests and at the same time continue to listen for new requests. This is performed in one of two ways:
  - *Cloned server*: as a new request arrives at the server, the server creates a server replica that is dedicated to satisfy the new request. The server then returns to listen for new requests.
  - *Multithreaded server* : only one copy of the server exists that is designed so to generate multiple threads.

## Client (User Agents)

- Clients or user agents permit to the final user access and navigation on the web. They are commonly referred to as *Browsers: Microsoft Explorer, Firefox, Safari, Google Chrome....*
- Among the Browser's duties:
  - Send requests for data to the server
  - Receive data from the server
  - Support visualization of the web page requested
  - Permit operations on the data received
- To extend their functions, browsers use plug-ins, i.e. specialized libraries of executable code that are loaded in memory on request. Among the new features provided by plug-ins are fe. search-engines, virus scanners, or the ability to manage new video formats.
- Well-known browser plug-ins include QuickTime Player and the Java plug-in, which can launch a user-activated Java applet on a web page

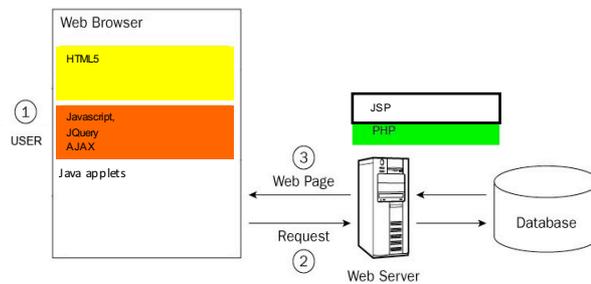


## Web 2.0

- Web 1.0 was conceived only for web page browsing. With Web 2.0 Browser new functions were added to the sole presentation of web pages that permit a more complete user interactivity, such as access to remote repositories...
- Web pages in this framework are referred to as dynamic web pages as opposite to the static web pages of the Web 1.0

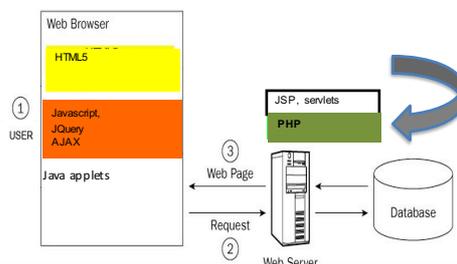
## Web 2.0 main technologies

- A Client-Server application in the Web 2.0 framework can exploit functions that are executed either at the Server or the Client side:
  - Server Side
    - [PHP scripting language](#)
    - JSP Java Server Pages
  - Client Side:
    - [HTML5](#)
    - [JavaScript, JQuery](#)
    - [Ajax](#)
    - Java applets



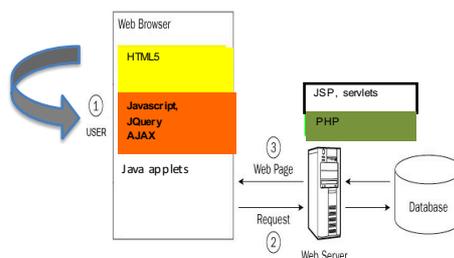
## Server side: PHP

- **PHP (Personal Home Page)** Hypertext Preprocessor is a widely used, general-purpose scripting language that was originally designed to produce dynamic web pages by interacting with databases and exchanging information. PHP generally uses MySQL, which is freely available
- PHP code is embedded into the HTML source document and interpreted by a web server with a PHP processor module in command-line mode performing desired operating system operations and producing program output (the web page document) on its standard output channel.



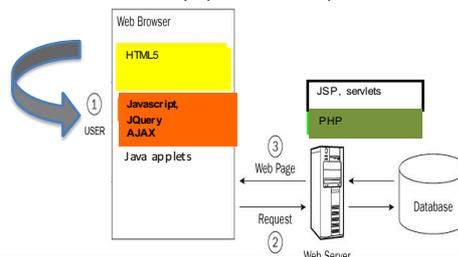
## Client side: Javascript, JQuery

- **JavaScript** is primarily used in the form of client-side JavaScript, implemented as part of a web browser in order to provide enhanced user interfaces and dynamic websites.
- JavaScript is an interpreted language that uses syntax influenced by that of C. JavaScript copies many names and naming conventions from Java, but the two languages are otherwise unrelated and have very different semantics
- Using JavaScript is greatly simplified by **JQuery**. JQuery is a lightweight, "write less, do more", JavaScript library that make it much easier to use JavaScript for complex functions and across browsers.



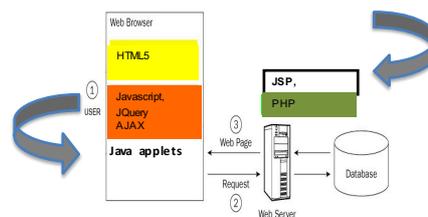
## Client side : Ajax

- **Ajax (Asynchronous JavaScript and XML)**, is a group of interrelated web development techniques used to create interactive web applications.
- With Ajax, web applications can retrieve data from the server asynchronously in the background without interfering with the display and behavior of the existing page. In other words the page is not reloaded. Typically functions that are requested are written in Javascript language.
- The use of Ajax has led to an increase in interactive animation on web pages. Data is retrieved using the XML `HttpRequest` object or through the use of Remote Scripting in browsers that do not support it. Ajax is a multi-platform technique that can be used on many operating systems and web browsers, with many open source implementations.



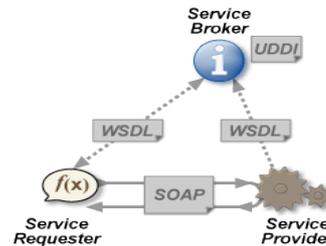
## JSP, Java applets

- **Server side:** JSP (Java Server Pages) allows Java code to be interleaved with static web markup content, with the resulting page being compiled and executed on the server to deliver an HTML document. It is an alternative solution to PHP for dynamic web pages.
  - JSP uses predefined tags inserted in the HTML code and call for predefined functions in Java code. The compiled pages must be executed within a Java Virtual Machine (JVM) that integrates with the host operating system.
- **Client side:** Java applets are used to provide interactive features to web applications that cannot be provided by HTML alone. In response to the user action an applet can change the provided graphic content.
  - Java applets can run in a Web browser using a Java Virtual Machine.



## Interoperability: web services

- HTTP, originally designed for human-to-machine communication, is also utilized for machine-to-machine communication, more specifically for transferring machine readable file formats
- A [Web service](#) is defined by the W3C as "a software system designed to support interoperable machine-to-machine interaction over a network". It is a software function provided at a network address over the Web with the service *always on* as in the concept of utility computing.
- According to W3C, web service standardizes:
  - A directory called [UDDI \(Universal Description, Discovery and Integration\)](#), that defines which software system should be contacted for which type of data.
  - the [interface to the service](#), described with a machine-readable format (the Web Services Description Language [WSDL](#));
  - the [way in which data are sent](#), through XML messages that are included in an envelope (the [SOAP](#)) and transmitted with the http protocol



## Web 2.0 distinguishing applications

- Web 2.0 main distinguishing applications are:
  - *Traditional*: RSS, Blogs, Wikis, Multimedia sharing, Folksonomy, Audio blogging and podcasting, ...
  - *Social Networking* : Facilitates meeting people, finding like-minds and sharing content
  - *Collaborative*: Collaborative reference works (like Wikipedia) using wiki-like software tools ("everyone is an expert on something").
  - *Aggregation and mash-up services*: Gather information from diverse sources across the Web and publish in one place. Pull together data from different sources to create a new service. Tracking and filtering content....
  - *Replicate office-style software in the browser*: Web-based desktop application/document tools. Replicate desktop applications. Based on technological developments.



## From Web 1.0 to Web 2.0

Web 1.0 (1993-2003)		Web 2.0 (2003- beyond)
Pretty much HTML pages viewed through a browser		Web pages, plus a lot of other "content" shared over the web, with more interactivity; more like an application than a "page"
"Read"	Mode	"Write" & Contribute
"Page"	Primary Unit of content	"Post / record"
"static"	State	"dynamic"
Web browser	Viewed through...	Browsers, RSS Readers, anything
"Client Server"	Architecture	"Web Services"
Web Coders	Content Created by...	Everyone
"geeks"	Domain of	"mass amateurization"

## RSS

- RSS (Really Simple Syndication) is a family of web feed formats used to publish frequently updated works such as news headlines, blog entries, audio, and video—in a standardized format.
- An RSS document called a "*feed*" includes summarized text, plus metadata such as publishing dates and authorship. A standardized XML file format allows the information to be published once and viewed by many different programs.
- RSS feeds can be read using software called an "*RSS reader*" which can be web-based, desktop-based, mobile device or any computerized Internet-connected device.
  - The user subscribes to a feed by entering the feed's URI into the reader or by clicking an RSS icon in a browser that initiates the subscription process.
  - The RSS reader checks the user's subscribed feeds regularly for new work, downloads any updates that it finds, and provides a user interface to monitor and read the feeds.
- Web feeds benefit publishers by letting them syndicate content automatically. They benefit readers who want to subscribe to timely updates from favored websites or to aggregate feeds from many sites into one place.



## Blog

- A blog (*web log*) is a discussion or informational site published on the World Wide Web and consisting of discrete entries ("*posts*") typically displayed in reverse chronological order.



US Internet Users Who Read Blogs, 2004 & 2005 (as a % of respondents)

February 2004	17%
November 2004	27%
March 2005	25%

Source: Pew Internet & American Life Project, May 2005  
©2005 CQVW-Marketer Inc. www.cqmarketer.com

Frequency with which US Internet Users Read Political Blogs, March 2005 (as a % of respondents)

At least once a day	5%
2-3 times a week	7%
Once a week	6%
2-3 times a month	5%
Once a month	5%
Never read	16%
Less than once a month	54%

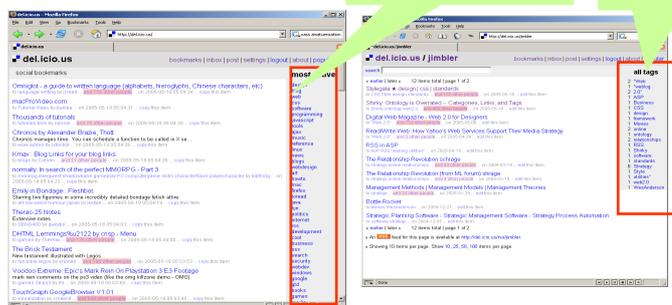
Note: N=2,430  
Source: Pew Research, April 2005  
©2005 CQVW-Marketer Inc. www.cqmarketer.com

## Folksonomy

- A "folksonomy" is a spontaneous, collaborative work to categorize links by a community of users. Users take control of organize the content together.

Tags: Descriptive words applied by users to links. Tags are searchable

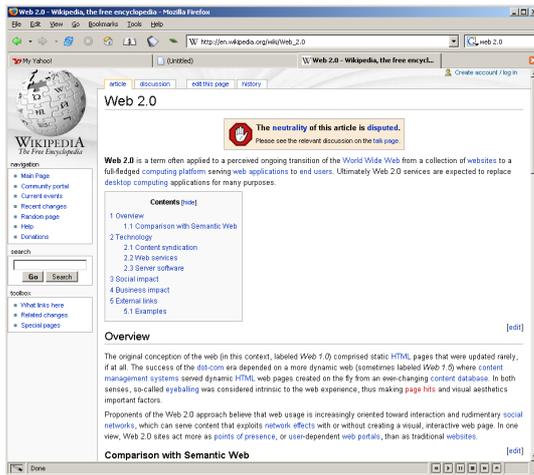
My Tags: Words I've used to describe links in a way that makes sense to me



Del.icio.us is an example of Folksonomy to organize bookmarks

## Wiki

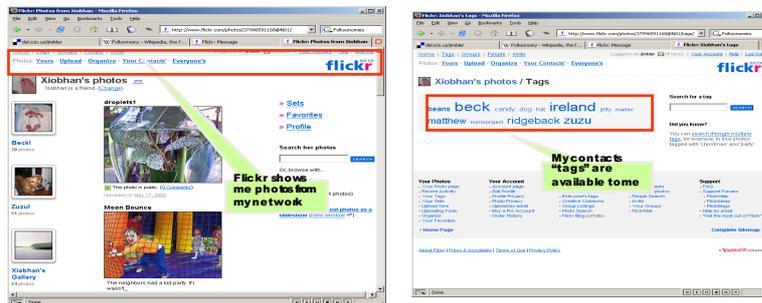
- A wiki is a website which allows its users to add, modify, or delete its content via a web browser usually using a simplified markup language or a rich-text editor. Wikis are powered by wiki software. Most are created collaboratively.



Wikipedia is a Collaborative Dictionary

## Social networks

- A social networking service is a web-based platform to build social relations among people who, for example, share interests, activities, backgrounds...It consists of a representation of each user, his/her social links, and a variety of additional services, such as e-mail and instant messaging among the others.



Flickr combines a social network with user generated content. Users can work together to collaborate on photo projects and use each others' tags to find new photos. Flickr also has an API for web services to integrate photo collections with blogs and other apps.

## Web 3.0

- Web 3.0: "the sensor-web, in which the architecture of participation will be an automatic byproduct of the devices we carry around with us."
- Not providing semantics in the links is one of the main navigational problems of the World Wide Web: It is not until one opens the destination page of a link that one finds out that its content is not of interest.
- Semantic Concept Extraction and Ontology Building is Web 3.0

