

INFM 603: Information Technology and Organizational Context

## **Session 2: HTML and CSS**

(And Computing Tradeoffs, Networking)



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# Ways to characterize computing

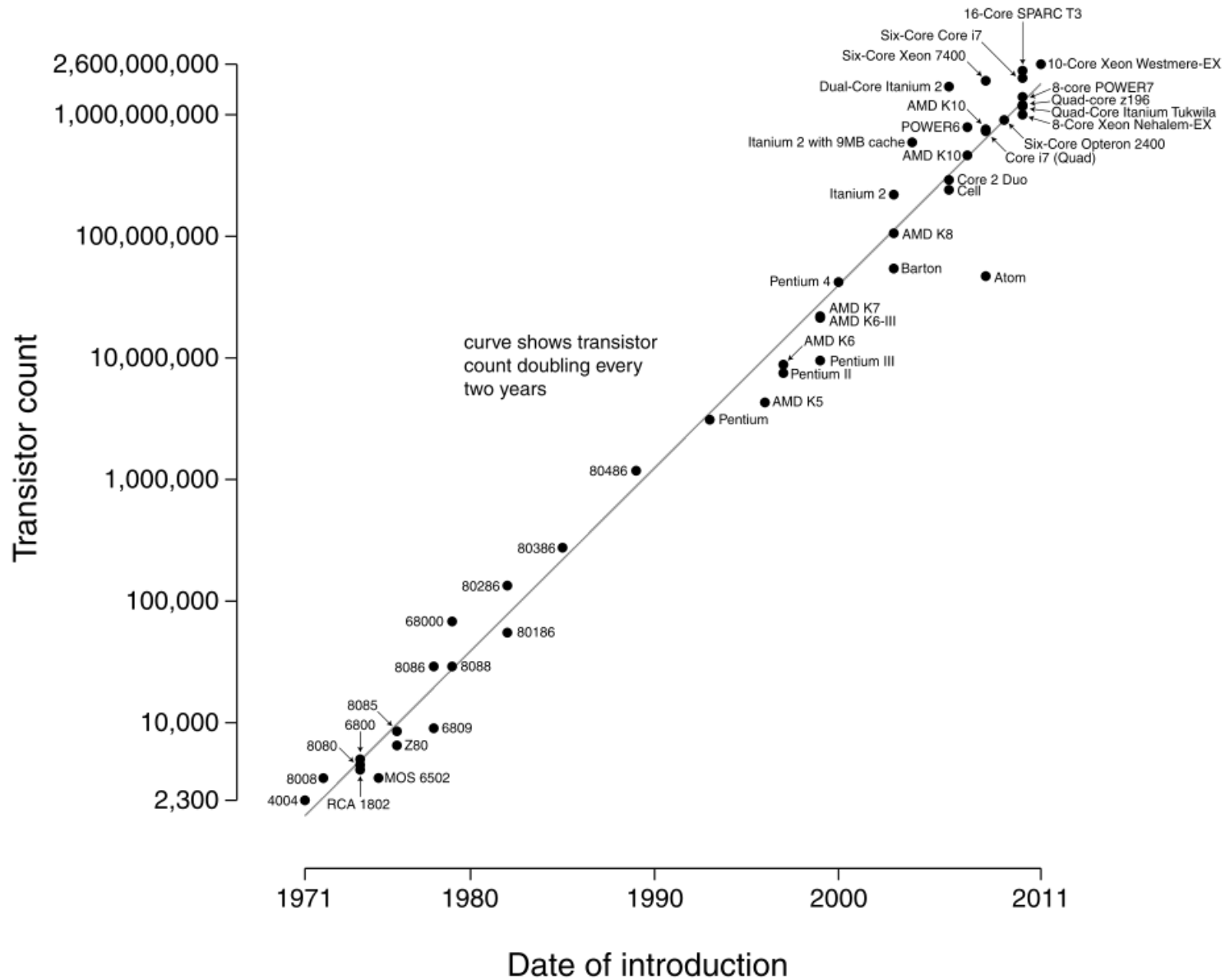
- How big?
- How fast?
- How reliable?

Computing is fundamentally about tradeoffs!

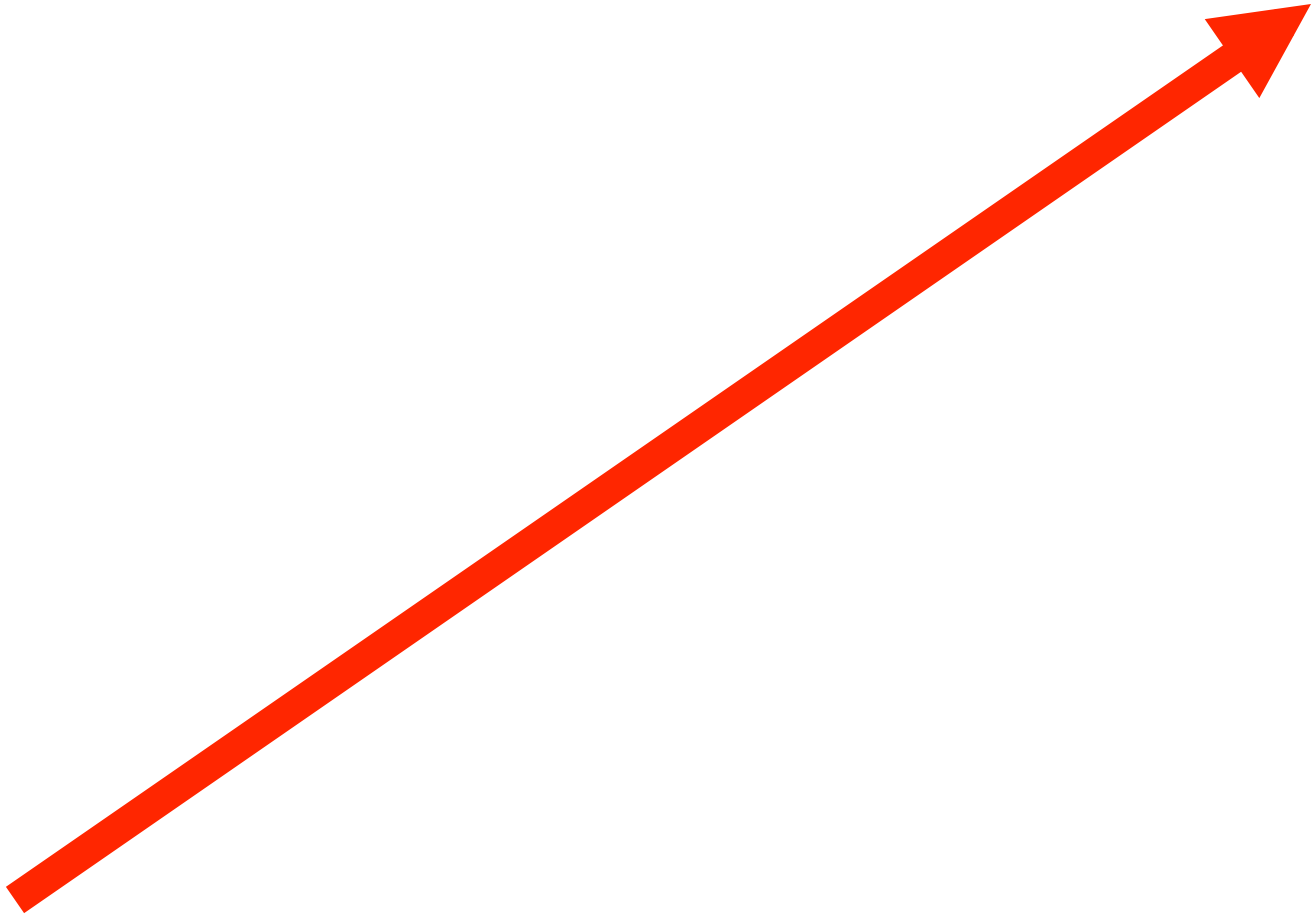
# Example 1: Multi-Core



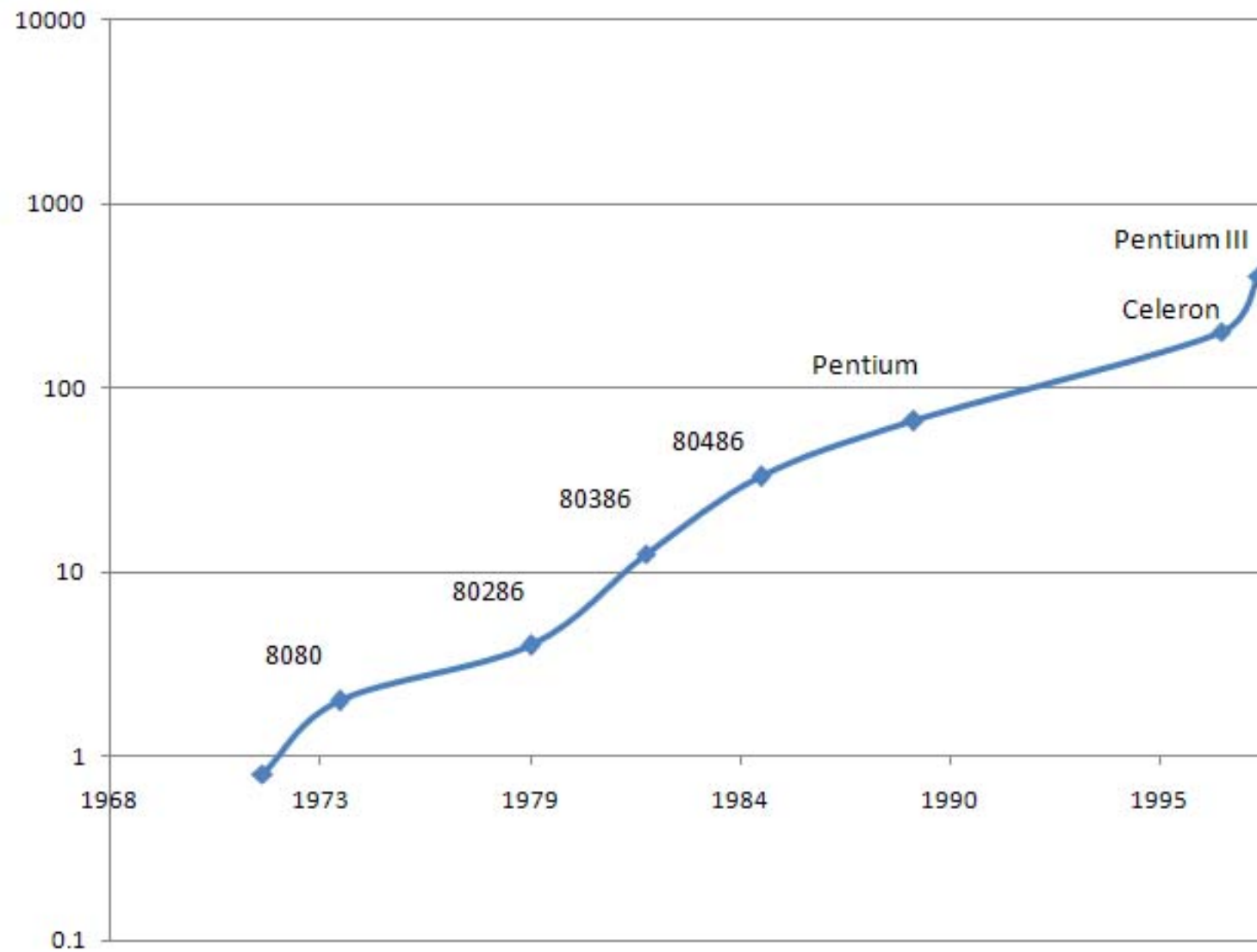
# Microprocessor Transistor Counts 1971-2011 & Moore's Law



# Trends in Computing: #1



# Intel Processor Clock Speed (MHz)







INTEL® © '03

PENTIUM® 4

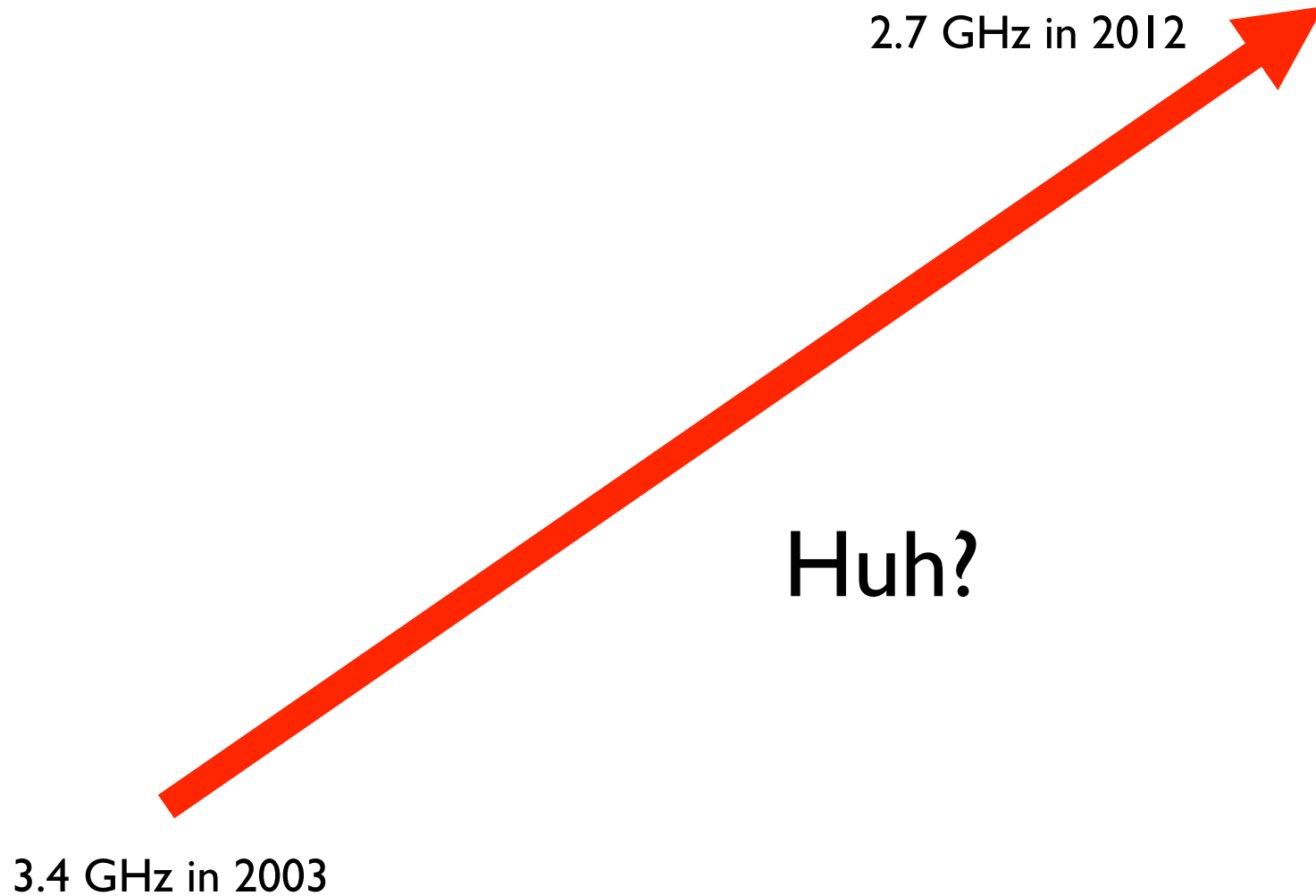
3.40GHZ/LM/800

SL7J8 COSTA RICA

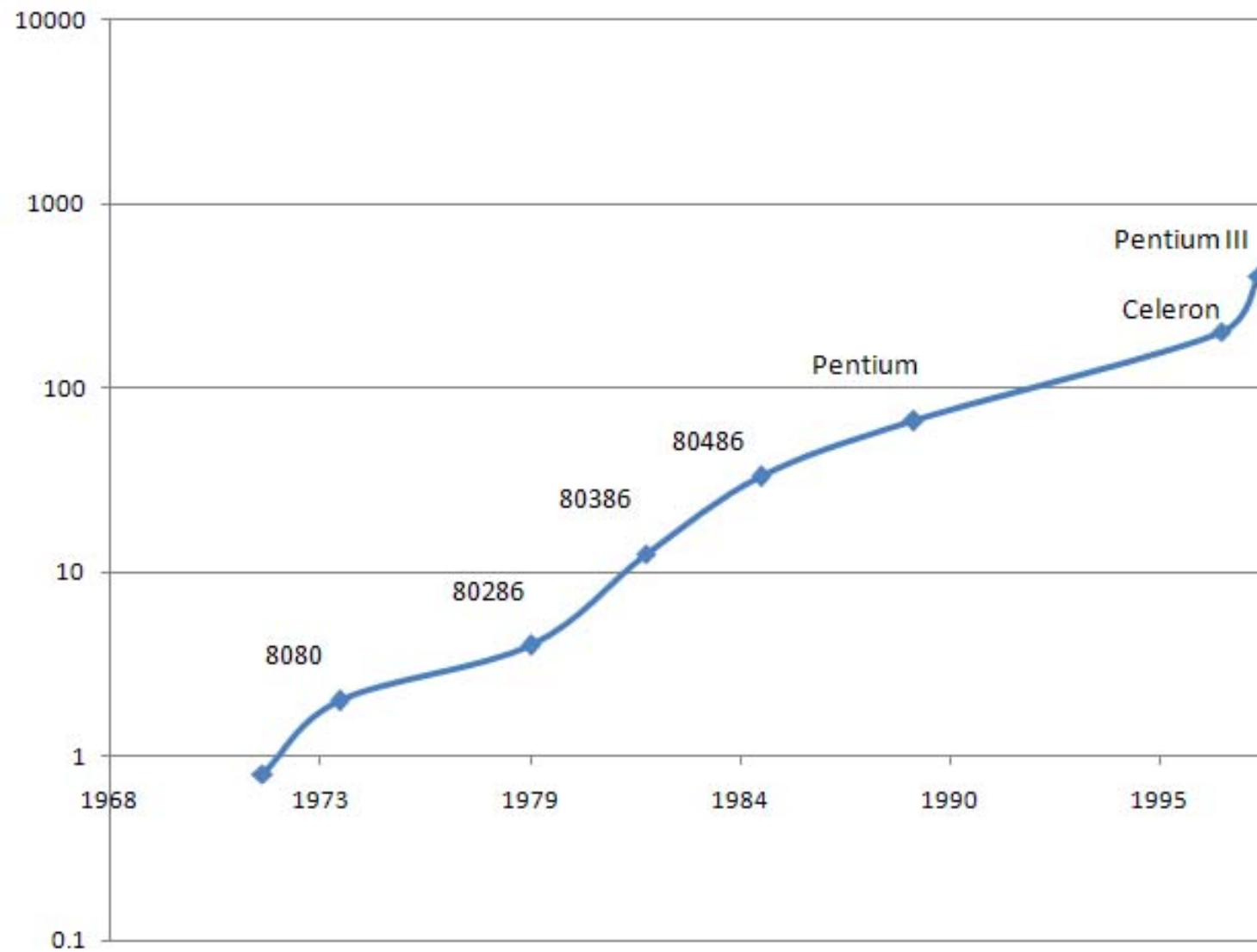
3429A551

3.00GHZ/LM/800  
SL8BM COSTA RICA  
3429A551T

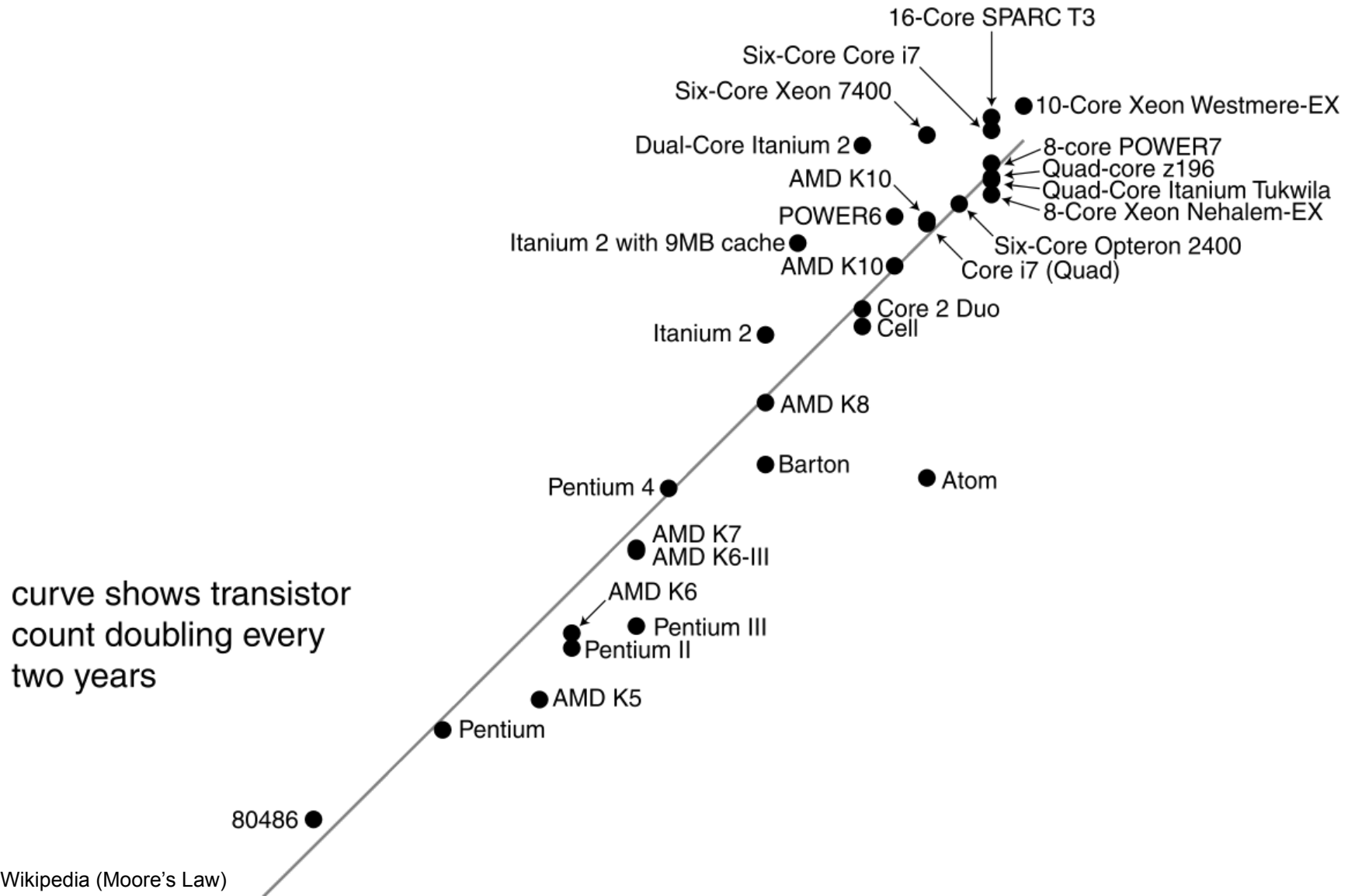
# Trends in Computing: #1



# Intel Processor Clock Speed (MHz)



# Transistor Counts 1971-2011 & Moore's Law



# What's big shift?

- From single to multiple cores:
  - Increasing speed of single processor reached point of diminishing returns
  - Solution: put more cores on a processor!
- Important issues:
  - Power
  - Cool
  - Parallelism

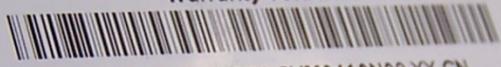
## Example 2: Caching



Typical Access Time: 100 ns

**elixir**

M2U51264DS8HC3G-5T  
512MB DDR-400MHz-CL3  
PC3200U-30331  
Warranty Void If Removed



0542.MN05A1107A.5YM0410N08.XX.CN

**elixir**

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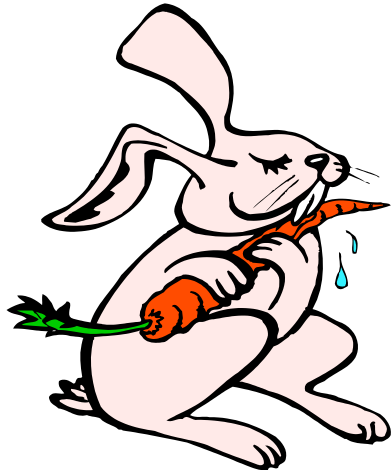


**Typical Access Time: 10 ms**  
(10,000x slower than RAM!!!)

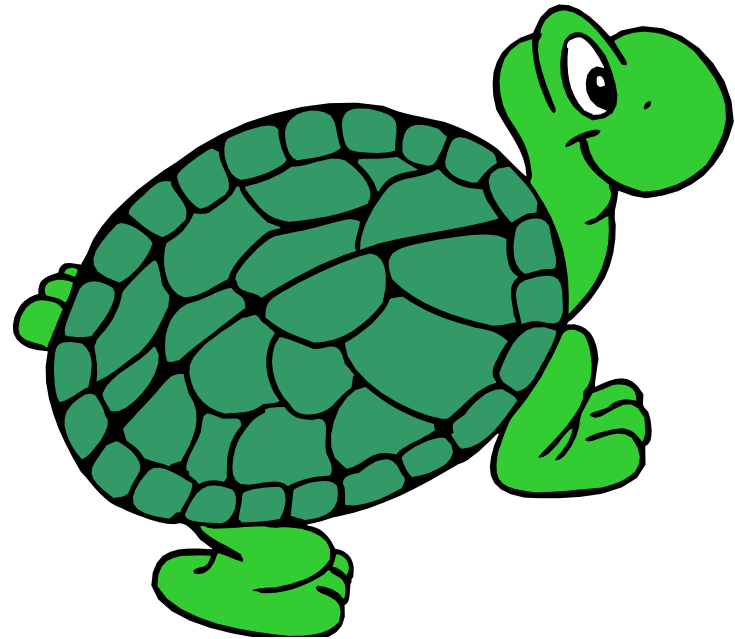


# Pick two

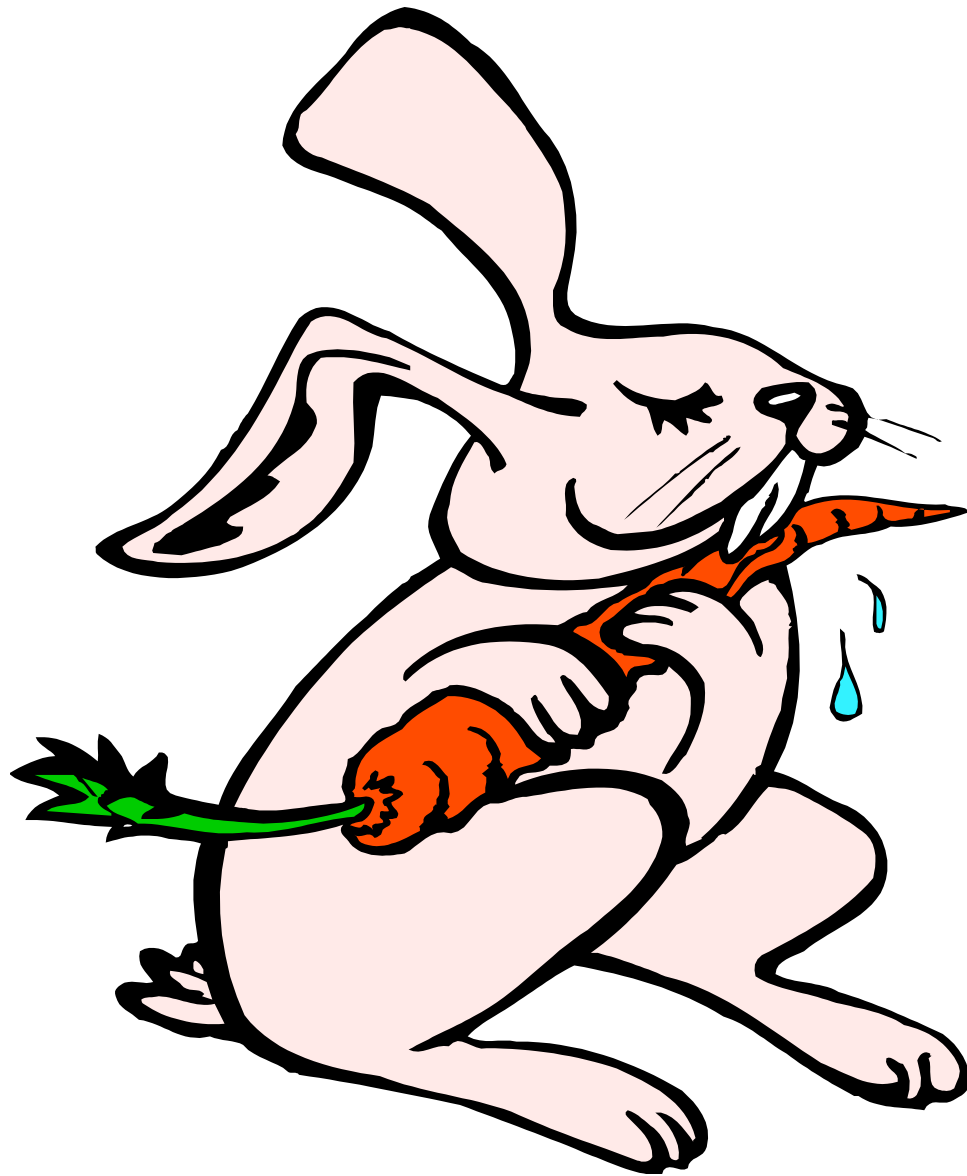
- Speed
- Capacity
- Cost



**RAM:** small, expensive, fast



**Hard drives:** big, cheap, slow



Best of both worlds? cheap, fast, and big

# Caching

- **Idea:** move data you're going to use from slow memory into fast memory
  - Slow memory is cheap so you can buy lots of it
  - Caching gives you the illusion of having lots of fast memory
- Physical analogy?
- How do we know what data to cache?
  - Spatial locality: If the system fetched  $x$ , it is likely to fetch data located near  $x$  (Why?)
  - Temporal locality: If the system fetched  $x$ , it is likely to fetch  $x$  again (Why?)

# Example 3: Replication

# Characterizing Reliability

<b>“Nines”</b>	<b>Availability</b>	<b>Downtime (per year)</b>
One nine	90%	36.5 d
Two nines	99%	3.65 d
Three nines	99.9%	8.76 h
Four nines	99.99%	52.56 m
Five nines	99.999%	5.256 m
Six nines	99.9999%	31.536 s

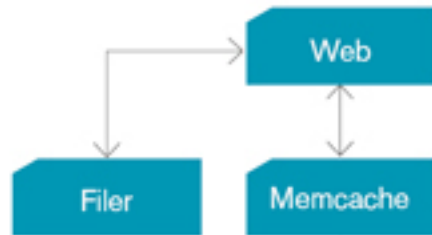
# How do you ensure reliability?

- Keep multiple copies:
  - On different machines
  - On different machines far apart
- What are the challenges with this?
  - Synchronous vs. Asynchronous
  - Active-Active vs. Active-Passive
  - ...

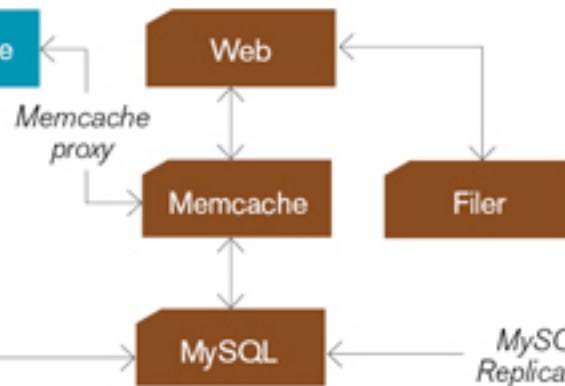
# FACEBOOK ARCHITECTURE



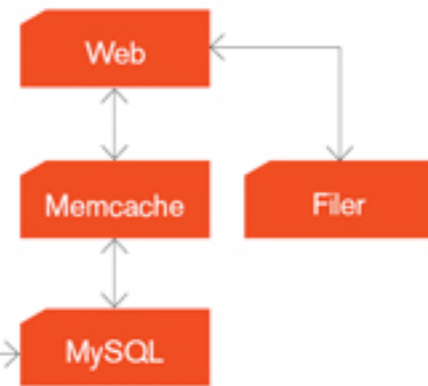
## San Francisco



## Santa Clara

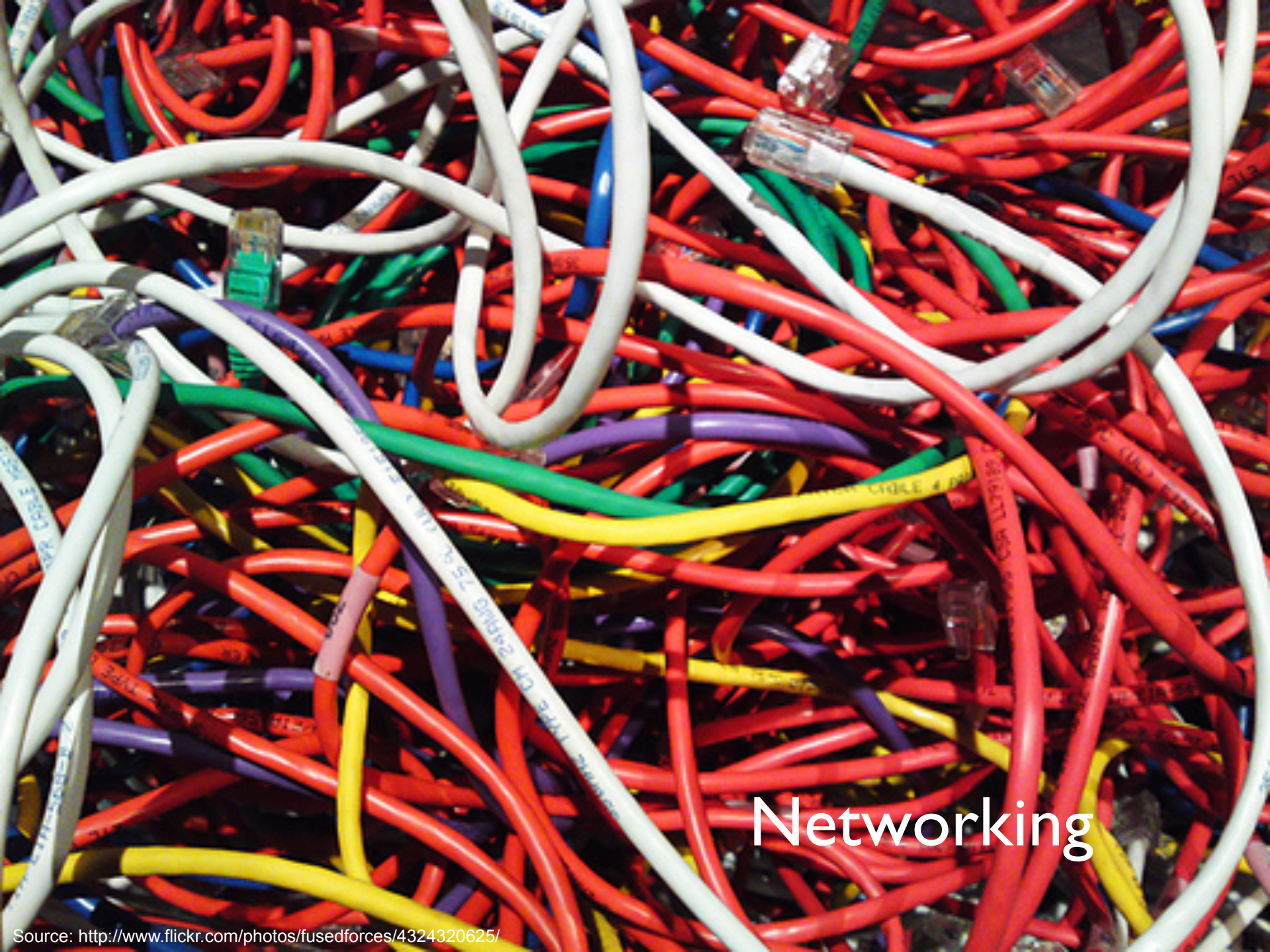


## Virginia



Facebook architecture  
(circa 2008)



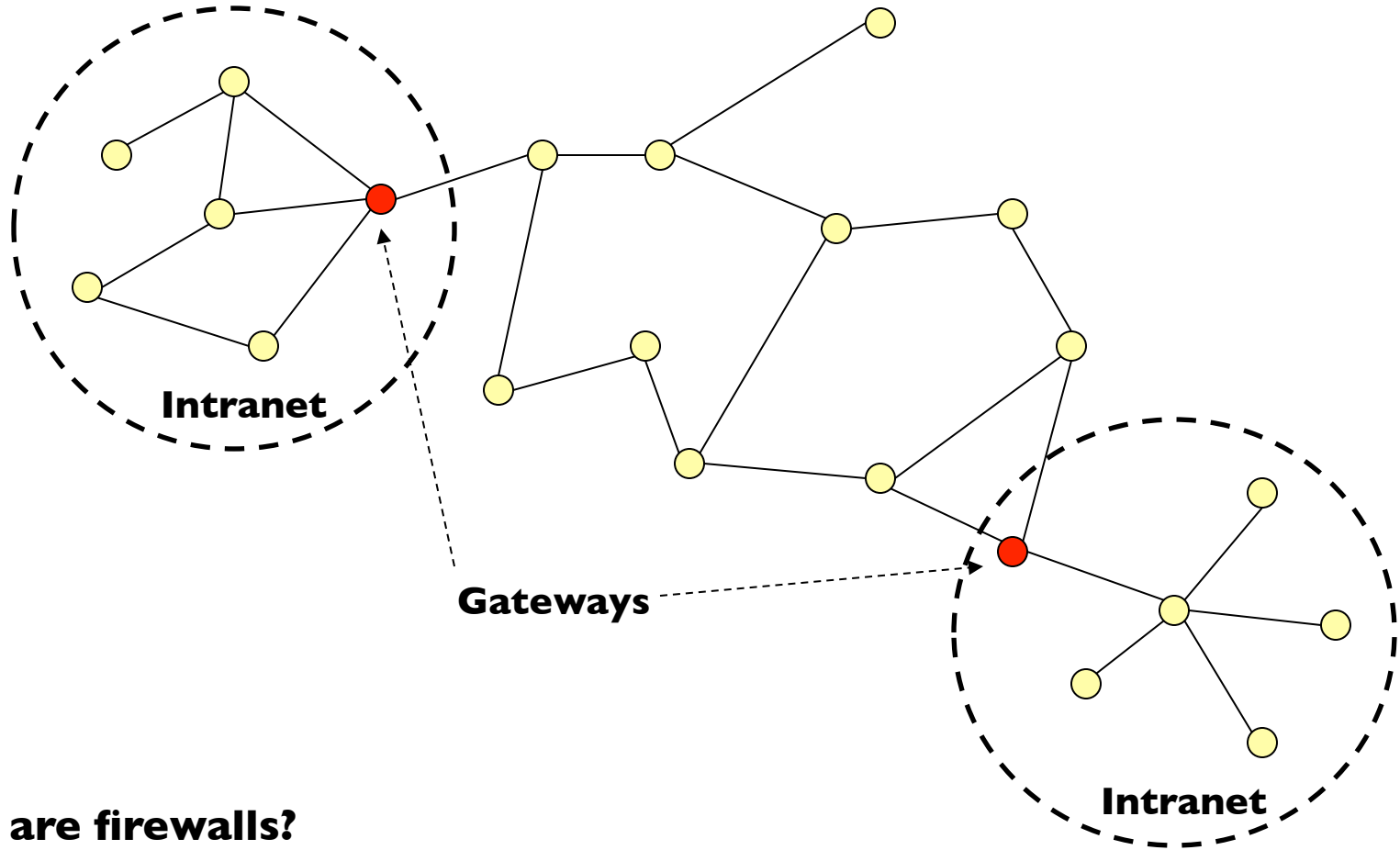


# Networking

# Internet ≠ Web

- Internet = collection of global networks
- Web = particular way of accessing information on the Internet
  - Uses the HTTP protocol
- Other ways of using the Internet
  - Usenet
  - FTP
  - email (SMTP, POP, IMAP, etc.)
  - Internet Relay Chat

# Intranets

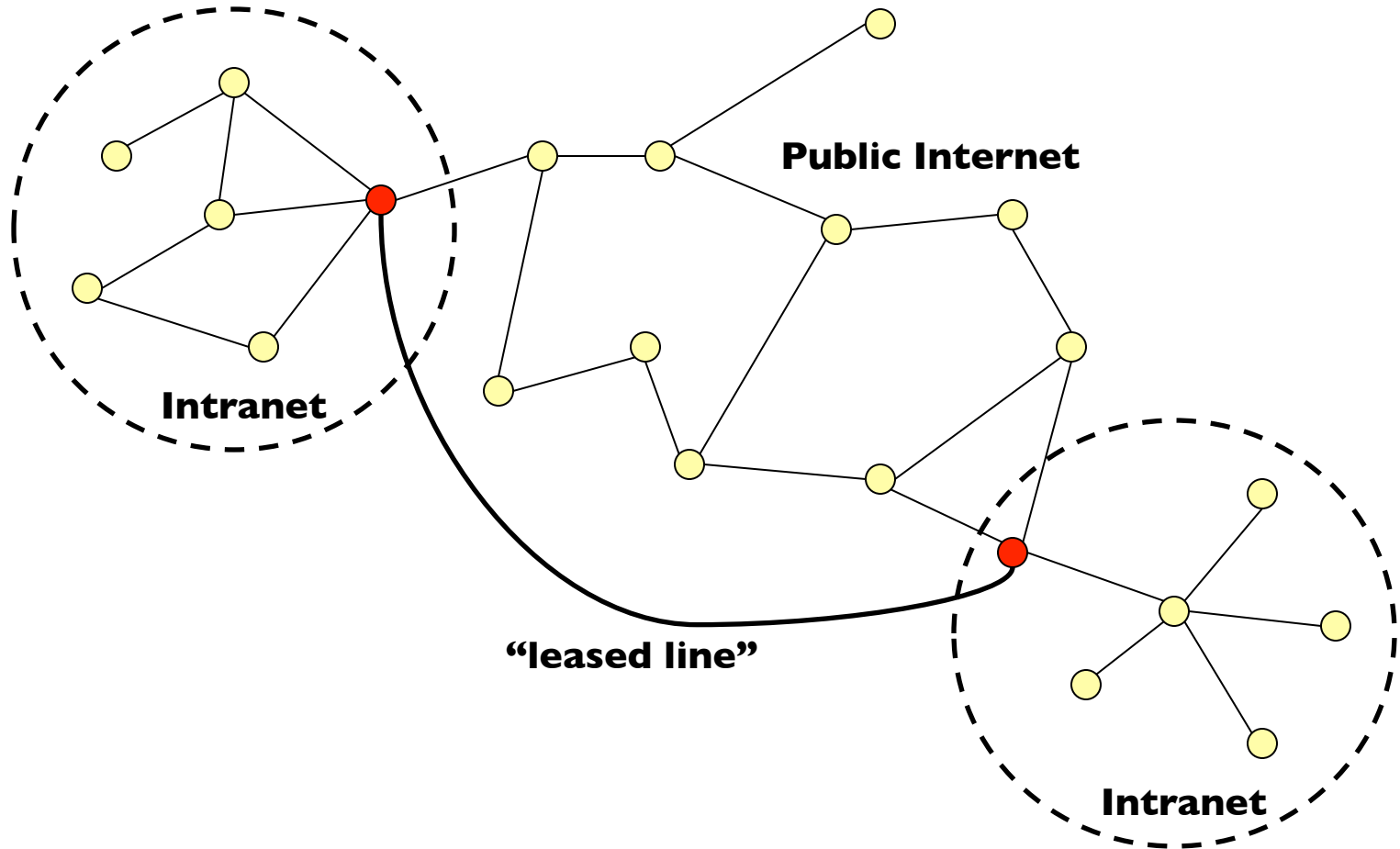


**What are firewalls?**

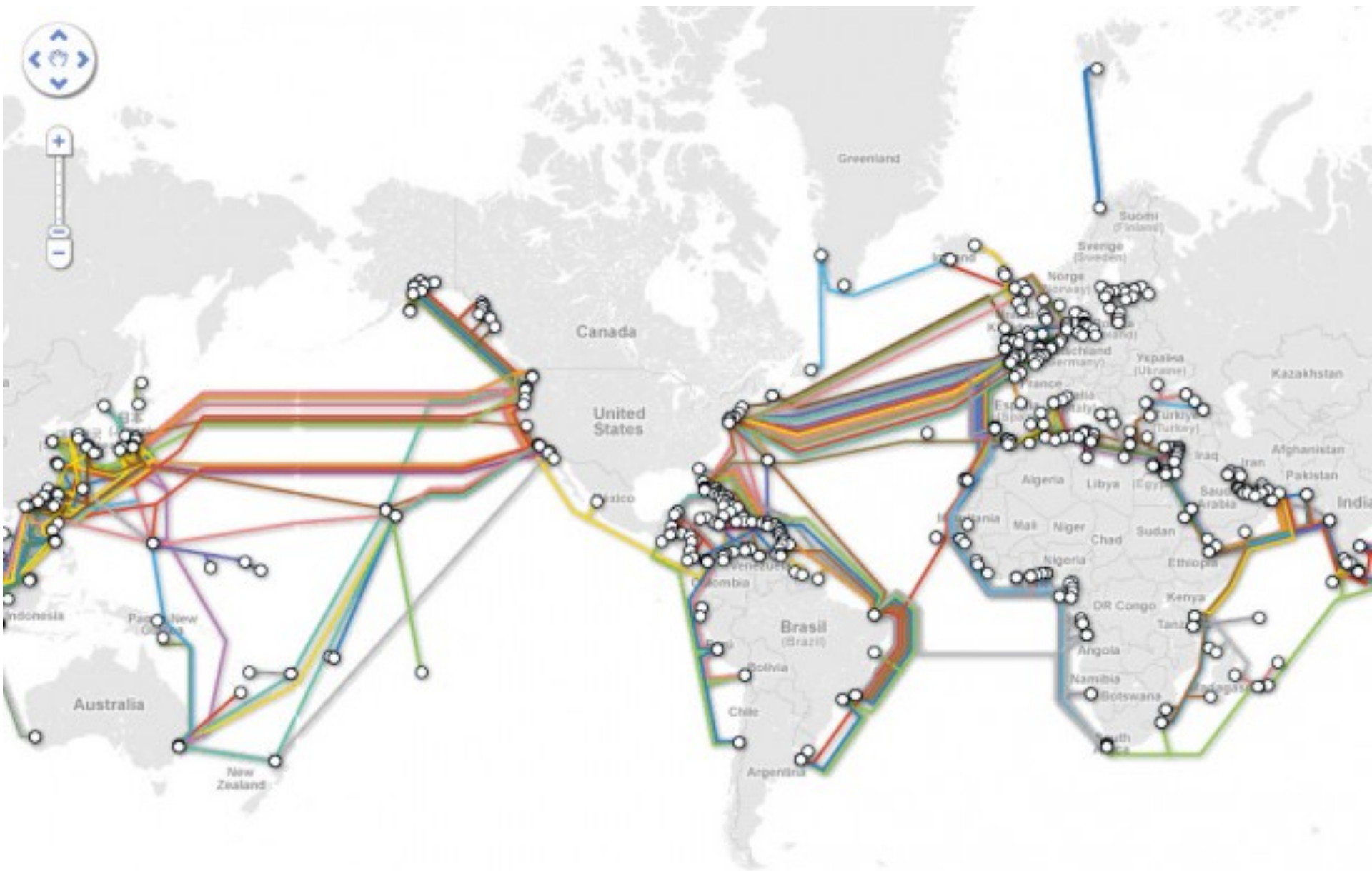
**Why can't you do certain things behind firewalls?**

# Intranets

**Problem:** How do you securely connect separate networks?



VPN = Virtual Private Network  
a secure private network over the public Internet



Source: <http://www.extremetech.com/computing/96827-the-secret-world-of-submarine-cables>

# Foundations

- Basic protocols for the Internet:
  - TCP/IP (Transmission Control Protocol/Internet Protocol):  
basis for communication
  - DNS (Domain Name Service):  
basis for naming computers on the network
- Protocol for the Web:
  - HTTP (HyperText Transfer Protocol):  
protocol for transferring Web pages

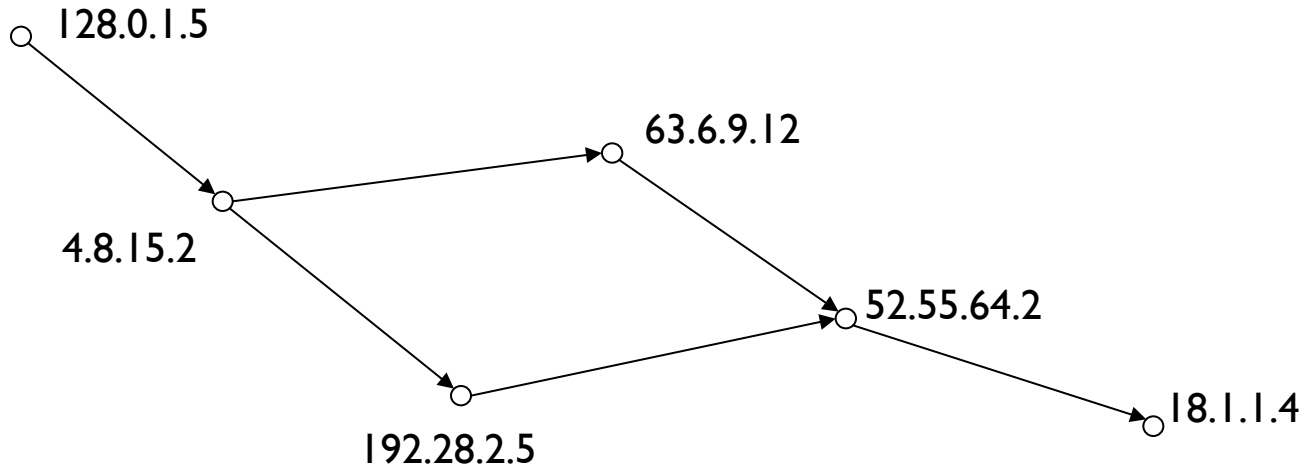
# IP Address

- Every computer on the Internet is identified by a address
- IP address = 32 bit number, divided into four “octets”
  - Example: go in your browser and type “http://74.125.131.147/”

Are there enough IP addresses to go around?

What is the difference between static and dynamic IP?

# Packet Routing (TCP/IP)



**(Much simplified) Routing table for 4.8.15.2**

Destination	Next Hop
52.55.*.*	63.6.9.12
18.1.*.*	192.28.2.5/63.6.9.12
4.*.*.*	225.2.55.1
...	



# Domain Name Service (DNS)

- Domain names improve usability
  - Easier to remember than IP addresses
  - DNS provides a lookup service
- Each name server knows one level of names
  - “Top level” name server knows .edu, .com, .mil, ...
  - .edu name server knows umd, mit, stanford, ...
  - .umd.edu name server knows ischool, wam, ...

# Demo

- Play with various utilities at
  - <http://network-tools.com/>
  - <http://www.yougetsignal.com/tools/visual-tracert/>
  - <http://en.dnstools.ch/visual-traceroute.html>

# HyperText Transfer Protocol

- Send request

```
GET /path/file.html HTTP/1.0  
From: someuser@somedomain.com  
User-Agent: HTTPTool/1.0
```

- Server response

```
HTTP/1.0 200 OK  
Date: Fri, 31 Dec 1999 23:59:59 GMT  
Content-Type: text/html  
Content-Length: 1354  
<html><body> <h1>Happy New Millennium!</h1> ... </body> </html>
```

# Tell me what happens...

- From the moment you click on “check messages” to the moment you start reading your email
- From the moment you click “send” to the moment the other party receives the email
- From the moment you type a URL and hit “enter” to the moment you see the Web page

# Tables



# Tables

```
<table>  
<tr><td>  eenie  </td><td>  mennie </td><td>  miney  </td></tr>  
<tr><td>  mo    </td><td>  catch  </td><td>  a tiger </td></tr>  
<tr><td>  by    </td><td>  the    </td><td>  toe    </td></tr>  
</table>
```

eenie	mennie	miney
mo	catch	a tiger
by	the	toe

CSS



# What's a Document?

- Content
- Structure
- Appearance
- Behavior

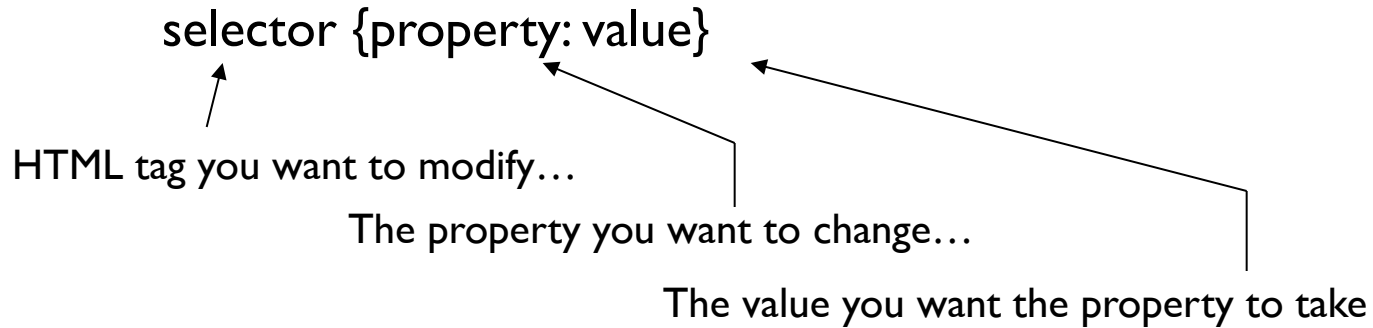


# CSS: Cascading Style Sheets

- Separating content and structure from appearance
- Rules for defining styles “cascade” from broad to narrow:
  - Browser default
  - External style sheet
  - Internal style sheet
  - Inline style

# Basics of CSS

- Basic syntax:



- Example:

```
p { text-align: center;  
  color: black;  
  font-family: arial }
```

## Causes

- Font to be center-aligned
- Font to be Arial and black

# Different Ways for Using CSS

- Inline style:

- Causes only the tag to have the desired properties

```
<p style="font-family:arial; color:blue">...</p>
```

- Internal stylesheet:

- Causes all tags to have the desired properties

```
...  
<head>...  
<style type="text/css">  
p { font-family:arial; color:blue}  
</style>  
</head>  
<body>  
<p>...</p>  
...
```

# Customizing Classes

- Define customized styles for standard HTML tags:

```
...  
<head>...  
  <style type="text/css">  
    p.style1 { font-family:arial; color:blue}  
    p.style2 { font-family:serif; color:red}  
  </style>  
</head>  
<body>  
  <p class="style1">...</p>  
  <p class="style2">...</p>  
...
```

# External Style Sheets

- Store formatting metadata in a separate file

```
p.style1 { font-family:arial; color:blue}
p.style2 { font-family:serif; color:red}
```

```
...
<head>...
<link rel="stylesheet" href="mystyle.css" type="text/css" />
</head>
<body>
<p class="style1">...</p>
<p class="style2">...</p>
...
```

# Why Use CSS?

- What are the advantages of CSS?
- Why have three separate ways of using styles?