

#### HTTP/3's Extensible Prioritization Scheme in the Wild

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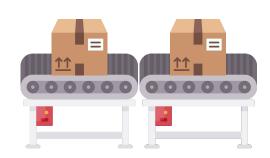


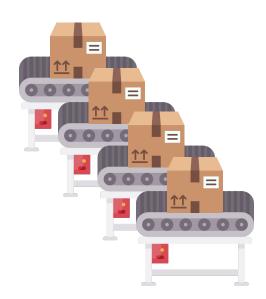
# The HTTP Trilogy

**HTTP/1.1** (TCP) - 1997 1 resource/connection **HTTP/2** (TCP) - 2015 ≥1 resources/connection

**HTTP/3** (QUIC) - 2022 ≥1 resources/connection

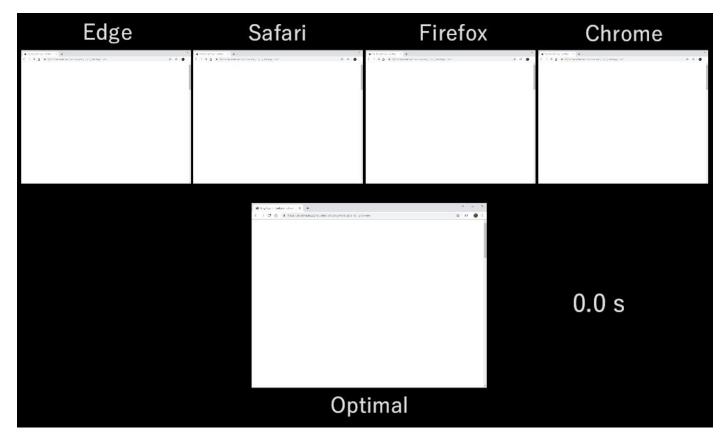






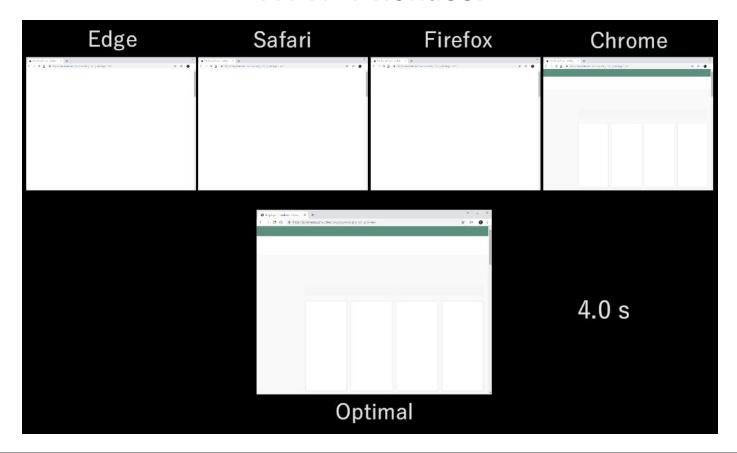


# How do we indicate resource relationships?



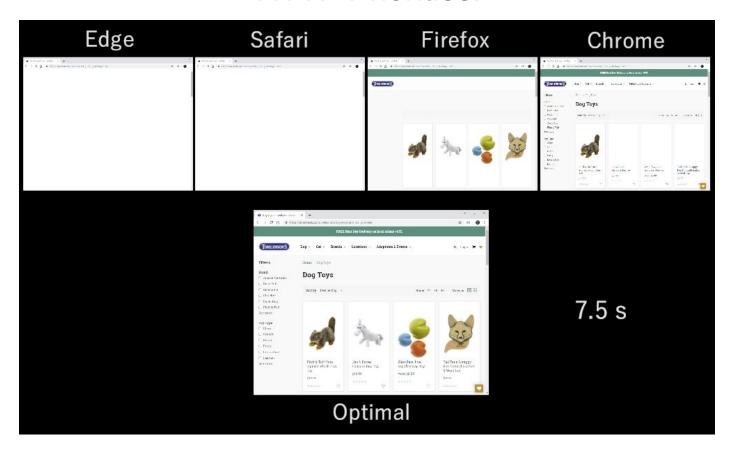


#### **HTTP Priorities!**





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#### **HTTP/2** Priorities

"It suffered from limited deployment and interoperability"

Deprecated

#### **Extensible Prioritization Scheme**

Simple scheme of 2 parameters, extensible, can be backported to HTTP/2



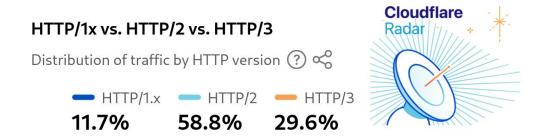
# EXPECTATION

# REMOUY





## Extensible Prioritization Scheme (EPS) in the wild



#### First real world measurement study of EPS across prevalent HTTP/3 setups

- HTTP/3 and EPS are 2 years old
- ~30% web traffic is HTTP/3

Impact on web performance was a <u>non-goal</u> of this study



## Browsers - Experimental Setup

Multiple HTML pages with a variety of resource types

Custom aioquic server that recognizes EPS signals for logging

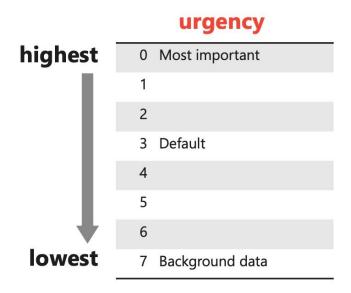
Experiments ran over a period of 1.5 years

- December 2022
- August 2023
- March 2024





#### **EPS Parameters**



#### incremental

- 0 No bandwidth sharing
- 1 Bandwidth can be shared

HTTP header and/or binary frame



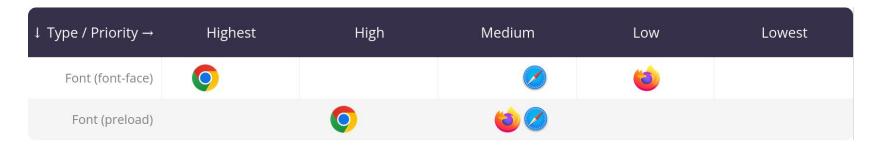
# Browsers - Parameter Usage & Signalling

↓ Browser / EPS Feature →	Approach	Incremental usage	Priority HTTP Header	PRIORITY_UPDATE Frame	Manual override
0	Fine grained	Partial	<b>✓</b>	<b>✓</b>	•
	Medium grained	Always on	<b>✓</b>	×	<b>✓</b>
<b>(3)</b>	Coarse grained	Never	<b>✓</b>	×	×

A lot of heterogeneity



#### **Browsers - Inconsistent Heuristics**



Low priority custom font == Later arrival → Cumulative Layout Shifts







#### **Browsers - Inconsistent Heuristics**

↓ Type / Priority →	Highest	High	Medium	Low	Lowest
JS (head)		000			
JS (async)			<b>6</b>	0	
JS (defer)			6	0	



#### Browsers - Fetchpriority

```
<img src="lcp-image.jpg" fetchpriority="high">
```

```
<link rel="preload" href="/defer.js" as="script" fetchpriority="low">
```



# Browsers - Fetchpriority

Type / Priority →	Highest	High	Medium	Low	Lowest
JS (head)		000			
JS (head fp@high)		00			
JS (head fp@low)		00			
JS (async)			6	0	
JS (async fp@high)			6		
JS (async fp@low)			6	O Ø	





## Servers - Experimental Setup

Modified aioquic client with EPS support

12 popular server stacks















6 repetitions over 7 weeks





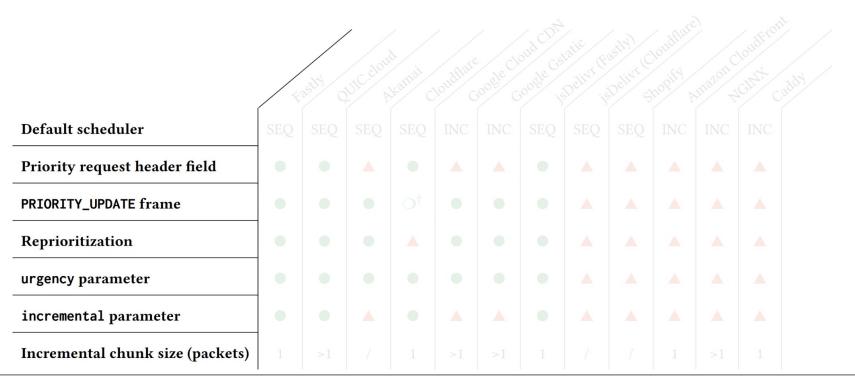
10.000 glogs, manually analyzed with the gvis tools



Multiple resources in a wide variety of ways



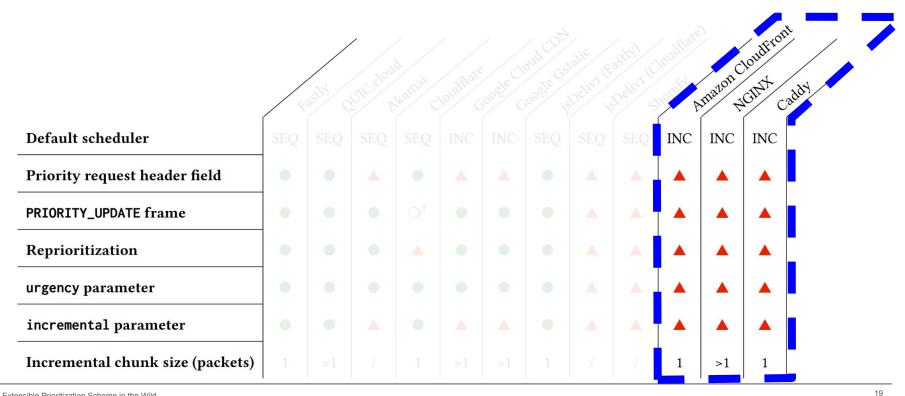
# Servers - Experimental Setup





#### Servers - No Support

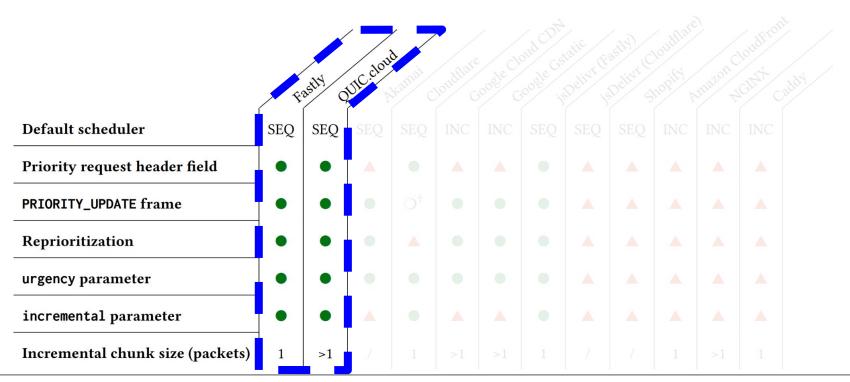
EPS support for NGINX and Caddy is on the roadmap





## Servers - Full Support

Minor difference in incremental chunk sizes

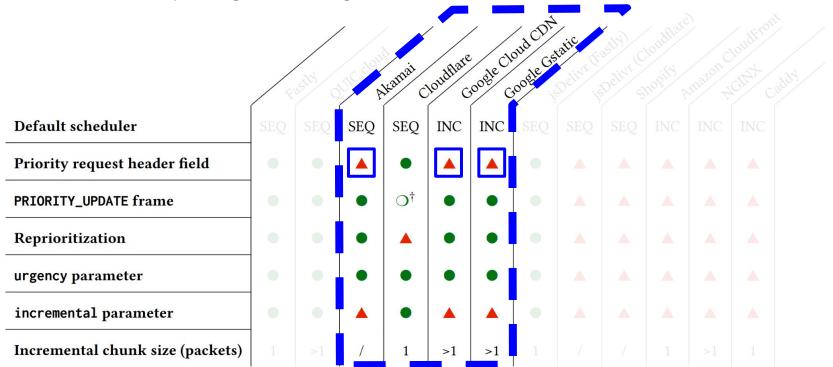




## Servers - Partial Support

Akamai and Google lack Priority header support

Firefox and Safari request signals will be ignored





#### Servers - Partial Support

Akamai and Google have no support for the incremental flag

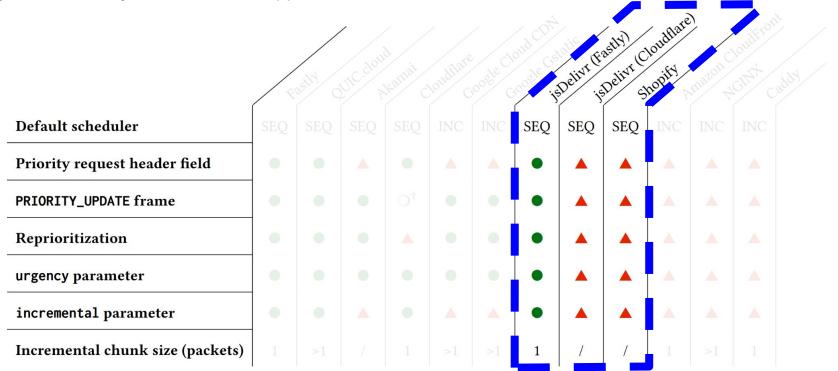
Google has no sequential support Chrome requests sequential loads Google Cloud Chi Cloudhate **SEQ** Default scheduler Priority request header field OT PRIORITY\_UPDATE frame Reprioritization urgency parameter incremental parameter Incremental chunk size (packets) >1



#### Servers - Indirect Support

Cloudflare has multiple stacks running in the same CDN?

jsDelivr's Fastly backend does support EPS → Inconsistent behavior





## Considerable heterogeneity

Behavior unpredictable between browsers and servers

- fetchpriority ineffective
- Optimize for one browser, worsen experience in others
  - ⇒ Worst case!



Websites/web developers care a lot about this





JAKE-CLARK.TUMBLE

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#### Recommendations

- 1. Full support for EPS by major deployments
  - Inconsistent without basic features!
  - Extensibility at risk
    - Space for future extensions
    - No basic support == no extensibility

- 2. <u>Better</u> manual control through developer APIs
  - Work around browser heuristics
    - E.g., change incremental through fetchpriority
  - Enable complex Web applications (e.g., video streaming)



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#### Recommendations

- 3. Further research into loading heuristics and prioritization strategies
  - Browser engines use different prioritization strategies
  - Combat heterogeneity ⇒ Improve end-user experiences

- 4. Major deployments should offer realistic test resources
  - Ensure consistent testing conditions
  - Enable thorough validation of QUIC+HTTP/3 and its <u>future</u> features



## Feel free to peruse our browser findings

You can access a detailed table online via the QR code (or the paper).





#### Extra Slides



#### EPS - Browsers - Main resource

↓ Type / Priority →	Highest	High	Medium	Low	Lowest
Main resource (HTML)	0000				



#### **EPS - Browsers - Fonts**





# EPS - Browsers - JavaScript

↓ Type / Priority →	Highest	High	Medium	Low	Lowest
JS (preload)			<b>(3)</b>		
JS (preload fp@high)		0	<b>(3)</b>		
JS (preload fp@low)			<b>6</b>	0	
JS (prefetch)				<b>(4)</b>	0
JS (head)		000			
JS (head fp@high)		06			
JS (head fp@low)		00			
JS (async)			6	0	
JS (async fp@high)			6		
JS (async fp@low)			6	<b>O</b>	
JS (async blocking)		0	<b>(3)</b>		



# EPS - Browsers - JavaScript

Type / Priority →	Highest	High	Medium	Low	Lowest
JS (defer)		<b>2</b>	6	0	
JS (defer fp@high)		<b>O</b>	<b>(4)</b>		
JS (defer fp@low)			6	0	
JS (defer blocking)			<b>(a)</b>		
JS (module)		<b>O</b>	<b>(a)</b>		
JS (head inserted)		2	6	0	
JS (body)			00		
JS (bottom)			00		
JS (bottom fp@high)		0	<b>(a)</b>		
JS (bottom fp@low)			6	0	



#### **EPS - Browsers - CSS**





# EPS - Browsers - Images





#### **EPS - Browsers - Fetch**

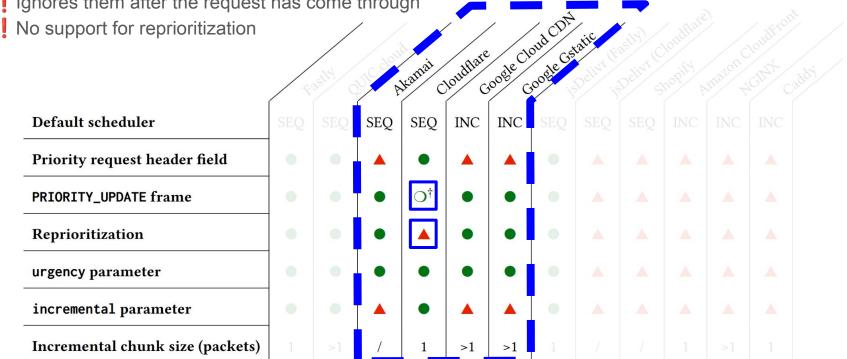




#### EPS - Servers - Partial Support

Cloudflare accepts PRIORITY\_UPDATE frames BUT

Ignores them after the request has come through





#### **EPS - Servers**

