

Contents

1	Introduction	1
1.1	About this document	1
1.2	The FMC Philosophy	1
1.3	The modeling project	2
1.4	Sources of Information	2
2	HTTP Servers	4
2.1	Introduction	4
2.2	Tasks of an HTTP Server	4
2.3	Protocols and Standards	7
2.3.1	RFCs and other standardization documents	7
2.3.2	TCP/IP	7
2.3.3	Domain Name Service (DNS)	9
2.3.4	HTTP	11
2.4	Access Control and Security	17
2.4.1	Authorization	17
2.4.2	Authentication methods	18
2.4.3	HTTPS and SSL	21
2.5	Session Management	23
2.5.1	HTTP — a stateless protocol	23
2.5.2	Keep the state	23
2.6	Dynamic Content	24
2.6.1	Server-side Scripting	25
3	The Apache HTTP Server	27
3.1	Overview	27
3.1.1	History	27
3.1.2	Features	28

3.2	Using Apache	29
3.2.1	Configuration	29
3.2.2	Performance	35
3.3	Extending Apache: Apache Modules	35
3.3.1	Introduction	35
3.3.2	Types of Handlers	37
3.3.3	Content Handling	39
3.3.4	Apache 2 Filters	40
3.3.5	Predefined Hooks	41
3.3.6	Inside a Module: mod_cgi	46
3.3.7	The Apache API	49
4	Inside Apache	53
4.1	Introduction	53
4.2	Structure of the Source Distribution	54
4.2.1	Apache 1.3.17 source distribution	54
4.2.2	Apache 2.0.45 source distribution	55
4.3	Multitasking server architectures	55
4.3.1	Inetd: A common multitasking architecture	56
4.3.2	Overview — Apache Multitasking Architectures	58
4.3.3	The Preforking Multiprocessing Architecture	58
4.3.4	Apache Multitasking Architectures and MPMs	73
4.3.5	Win32/WinNT MPM	75
4.3.6	Worker MPM	78
4.3.7	Others MPMs	79
4.4	The Request–Response Loop	80
4.4.1	Overview	80
4.4.2	Waiting for connection requests	80
4.4.3	Waiting for and reading HTTP requests	82
4.4.4	Process HTTP Request	82
4.5	The Configuration Processor	85
4.5.1	Where and when Apache reads configuration	85
4.5.2	Internal data structures	87
4.5.3	Processing global configuration data at start-up	89
4.5.4	Processing configuration data on requests	94

4.6	Memory and resource management: Apache Pools	98
4.6.1	Why another memory management	98
4.6.2	The pool structure	99
4.6.3	The pool API	100
A	Operating System Concepts	102
A.1	Unix Processes	102
A.1.1	fork()	103
A.1.2	exec()	104
A.1.3	wait() & waitpid()	105
A.1.4	kill()	105
A.2	Signals and Alarms	105
A.2.1	Signals	105
A.2.2	Usage	106
A.3	Sockets	106
A.3.1	TCP vs. UDP Ports	107
A.3.2	Asynchronous Events	107
A.3.3	Sockets in general	107
A.3.4	TCP Sockets	108
A.3.5	UDP Sockets	110
A.4	Pipes	110
A.4.1	Using pipes for inter process communication	110
A.4.2	STDIN, STDOUT, STDERR	111
A.4.3	Implementation	111
A.4.4	Named pipes	111
A.5	Longjmp	112
A.5.1	Concept	112
A.5.2	Example Longjump	113
A.5.3	Common application	115
A.5.4	Common Pitfalls	116
B	Sources	118
B.1	Simple HTTP Server	118

C	Fundamental Modeling Concepts (FMC)	121
C.1	What is FMC?	121
C.2	Compositional structures and block diagrams	122
C.2.1	Example system	122
C.2.2	Block diagrams	122
C.3	Dynamic structures and Petri nets	123
C.3.1	Behavior of dynamic systems	123
C.3.2	Petri nets	125
C.4	Value range structures and entity relationship diagrams	126
C.4.1	Structured values and their relationships	126
C.4.2	Entity Relationship Diagrams	126
C.5	Levels of abstraction	128
C.5.1	High-level structures	128
C.5.2	Hierarchy of models	128
C.5.3	Lower-level structures	128
C.6	What is special about FMC?	130
D	GNU Free Documentation License	131
	Bibliography	135
	Glossary	136
	Index	139