

Re: downloading a single file using multiple threads

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2007-03/msg04406.html>

- *From:* "Willy Denoyette [MVP]" <willy.denoyette@xxxxxxxxxx>
 - *Date:* Wed, 28 Mar 2007 18:59:21 +0200
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"Peter Duniho" <NpOeStPeAdM@xxxxxxxxxxxxxxxxxxxx> wrote in message news:op.tpwp6khg8jd0ej@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

On Wed, 28 Mar 2007 08:51:09 -0700, Willy Denoyette [MVP] <willy.denoyette@xxxxxxxxxx> wrote:

A *single file** download from an FTP or HTTP server? How do you indicate what chunk of the file you want when say using FTP? As far as I know this is not part of the FTP neither of HTTP protocol.

See, for example, the "Range" field in HTTP.

<http://www.w3.org/Protocols/rfc2616/rfc2616-sec14.html#sec14.35.1>

I know that HTTP 1.1 supports range requests, but this is not exactly my point.

The multi part requests in HTTP1.1 are meant to request (for very specic application purposes) a single part or multiple parts in a single request, but you can't (AFAIK) requests multiple parts in parallel from multiple client threads.

(I'm guessing that the above link may actually answer the question for the OP)

Per file? I mean, retrieve a *single file** from multiple servers in chunks? Say the first 10 MB's from server A the next 2MB from server B, the next 3 MB from server C? Never heard of something like this.

Well, it does happen. Most larger servers monitor the client IP address and refuse additional connections, and with smaller servers doing this sort of thing is considered anti-social, since it intentionally bypasses per-client throttling that has been set up. But it's true that there are "download manager" programs that do exactly what Jon is referring to.

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All I know that there are download managers that download file A from server A, file B from server B etc.. in case of multi-file downloads.

Note that there's nothing to stop a download manager from retrieving different parts of the same file from multiple servers as well. Assuming an identical file stored on various mirrors, it doesn't matter which mirror a given part of the file comes from.

That's true, but these will use dedicated protocols don't they? The clients also should have multiple NIC's installed connected over segmented LAN's and/or routers to take some speed advantage of the parallelism.

Willy.

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