Ruby master - Feature #15624
Allow net/http Response to close before reading entire body
02/27/2019 03:25 AM - sam.saffron (Sam Saffron)

| Status:   | Rejected |
| Priority: | Normal   |
| Assignee: |          |
| Target version: | |

**Description**

Currently net/http has:

```ruby
def reading_body(sock, reqmethodallowbody) #:nodoc: internal use only
  @socket = sock
  @body_exist = reqmethodallowbody && self.class.body_permitted?
  begin
    yield
    self.body  # ensure to read body
    ensure
      @socket = nil
    end
  end
end
```

The call to `self.body` ensures that unconditionally if you GET you must read the entire body.

For certain use cases a "partial" GET is useful, you may only be interested in reading the first 10000 bytes of a page and can act on that.

Trouble is this API dictates that unconditionally the entire GET request must be consume.

**Proposal:**

Add `#close` on Response to allow for early closing of stream.

So, instead of:

```ruby
def get_status_code(headers)
  status_code = nil

  Net::HTTP.start(@uri.host, @uri.port, use_ssl: @uri.is_a?(URI::HTTPS)) do |http|
    http.open_timeout = timeout
    http.read_timeout = timeout
    http.request_get(@uri.request_uri, headers) do |resp|
      status_code = resp.code.to_i
      resp.instance_variable_set(:@body_exist, false)
      resp.instance_variable_set(:@body, "")
    end
  end

  status_code
end
```

We could have:

```ruby
def get_status_code(headers)
  status_code = nil

  Net::HTTP.start(@uri.host, @uri.port, use_ssl: @uri.is_a?(URI::HTTPS)) do |http|
    http.open_timeout = timeout
    http.read_timeout = timeout
    http.request_get(@uri.request_uri, headers) do |resp|
      status_code = resp.code.to_i
      resp.close
    end
```

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As far as I understand HTTP doesn't provide such close without reading.

You know HTTP protocol itself doesn't provide such early close mechanism itself. And though TCP, HTTP's underlying protocol, provides its error handling packet flag, RST, it may cause problems because such error handling need to keep resources longer than normal connection close.

Therefore if you really want to fetch initial bytes and you can send Range Request if the server support it or just hack net/http by your own risk.