

Solid-cURL

Daniel Schraudner¹

¹*Friedrich-Alexander-Universität Erlangen-Nürnberg, Nuremberg, Germany*

Abstract

We implemented Solid-cURL, a tool that extends cURL by adding Solid-OIDC authentication. Solid-cURL can be used by Solid developers and researchers that aim to use a tool of the simple elegance as cURL but do not want to handle the Solid authentication manually for every request. We described the different components of Solid-cURL and how they interact with each other.

Keywords

Solid, Tool, Open ID Connect

1. Introduction

In their daily work, Solid developers and researchers often have to manually send specific HTTP request to Solid servers. Doing this with a web browser is often not very practical as one first has to login with Solid-Open ID Connect (Solid-OIDC) [1] using a Solid app. The requests that can be send afterwards are only those that are allowed by the app.

Web developer and researchers in this situation used the widespread tool cURL¹. cURL is a command line program that allows to specify the parameters of an HTTP request (method, headers, etc.) in every detail. cURL executes this request and displays the result to the user.

Example 1. Creating a new RDF resource in a container on a Solid Pod that is publicly writeable:

```
curl -X POST https://dschraudner.solidcommunity.net/public/  
-d "<> a <http://ex.org/A\> ." -H "Content-Type: text/turtle"
```

As cURL allows to specify arbitrary headers for a request it could theoretically be used to send authenticated requests to Solid servers by copying the Solid-OIDC specific headers (access token [2] and Demonstrating Proof of Possession (DPoP) token [3]) to the cURL command line parameters. This approach, however is very impractical, as the DPoP header changes every time the request method or URI changes; the access token automatically expires after some time.

Example 2. Creating a new RDF resource in a container on a Solid Pod with authentication:

```
curl -X POST https://dschraudner.solidcommunity.net/public/
```

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✉ daniel.schraudner@fau.de (D. Schraudner)

🆔 0000-0002-2660-676X (D. Schraudner)

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¹<https://curl.se/>

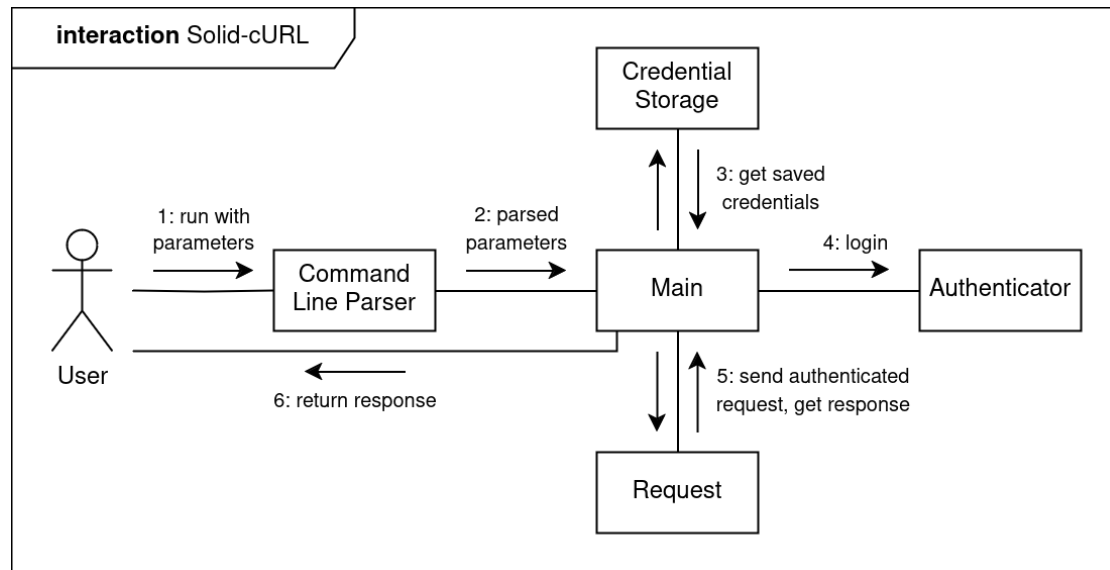


Figure 1: UML interaction diagram showing the different components of Solid-cURL and their interaction

Solid-shell⁶ is a command line tool for managing data on a Solid Pod. It allows the user to log in and use different file system-specific operations like copy, move, recursiveDelete, etc. Also the names of the different HTTP methods are available as commands, they, however, only allow to specify the URI and the body; headers and other additional settings that cURL is capable of controlling are hidden for the user.

Bashlib⁷ is another command line tool whose main focus is to be used together with the Community Solid Server [4]. It has a lot of capabilities like the usual file system operations but it can also query a resource with SPARQL [5] or manipulate ACL permissions. Here, too, the user has no fine-grained control over the exact HTTP request that is sent to the Solid Pod.

3. Components

In Figure 1 a UML interaction diagram showing the principal components can be seen and their interaction.

The Command Line Parser is responsible for parsing and interpreting the command line input of the user and giving it to the Main component of Solid-cURL. Based on the parameters (more specifically, the Solid user specified as parameter) the Main component uses the Credential Storage component to retrieve previously saved credentials. The credentials are then given to the Authenticator component which carries out the login process (i.e. it retrieves and access token and creates a DPOP). Access token and DPOP are given to the Request component who carries out the actual request according to the command line parameters and with the correct

⁶<https://github.com/jeff-zucker/solid-shell/>

⁷<https://github.com/SolidLabResearch/Bashlib>

Solid-OIDC headers set. The response is then printed to the user on the command line.

4. Implementation

We implemented Solid-cURL in Javascript. The source code is available via GitHub⁸ and an executable script can be installed using the Node Package Manager⁹.

For the Command Line Parser component we used the Commander.js library¹⁰. For the Credential Storage component we used the operating system's keychain accessed using the keytar library¹¹. For the authenticator component we used the solid-client-authn-node library¹² from Inrupt. For the request component we also used the solid-client-authn-node library or the fetch provided by it, respectively.

5. Outlook

For the future we want to extend the capabilities (regarding the possible options and parameters) of Solid-cURL to match those of the original cURL. For this we started to rewrite Solid-cURL in C++¹³ to be able to use the libcurl library. cURL is also directly based on this library which makes it easier to mimic cURL capabilities using this libraries. Implementing Solid-cURL in C++ could also positively impact its performance, as JavaScript is usually compiled just-in-time which leads to a warm-up delay when starting the program [6].

For C++, however, there exists to our knowledge no library for Solid-OIDC which means we will have to handle all the different tokens used in the process manually.

Acknowledgments

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References

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⁸<https://github.com/wintechis/solid-curl>

⁹<https://www.npmjs.com/package/solid-curl>

¹⁰<https://github.com/tj/commander.js>

¹¹<https://github.com/atom/node-keytar>

¹²<https://github.com/inrupt/solid-client-authn-js>

¹³<https://purl.org/solid-curl/cpp>

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