

Inter Process Communication (IPC)

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Introduction

- The purposes of IPC:
 - Data transfer
 - Sharing data
 - Event notification
 - Resource sharing
 - Process control

Signal Generation & Handling

- Signal:
 - A way to call a procedure when some events occur.
- Generation:
 - when the event occurs.
- Delivery:
 - when the process recognizes the signal's arrival (handling)

Signal Generation & Handling

- Pending: between generated and delivered.
- System V: 15 signals
- 4BSD/SVR4 : 31 signals
- Signal numbers: different in different system or versions

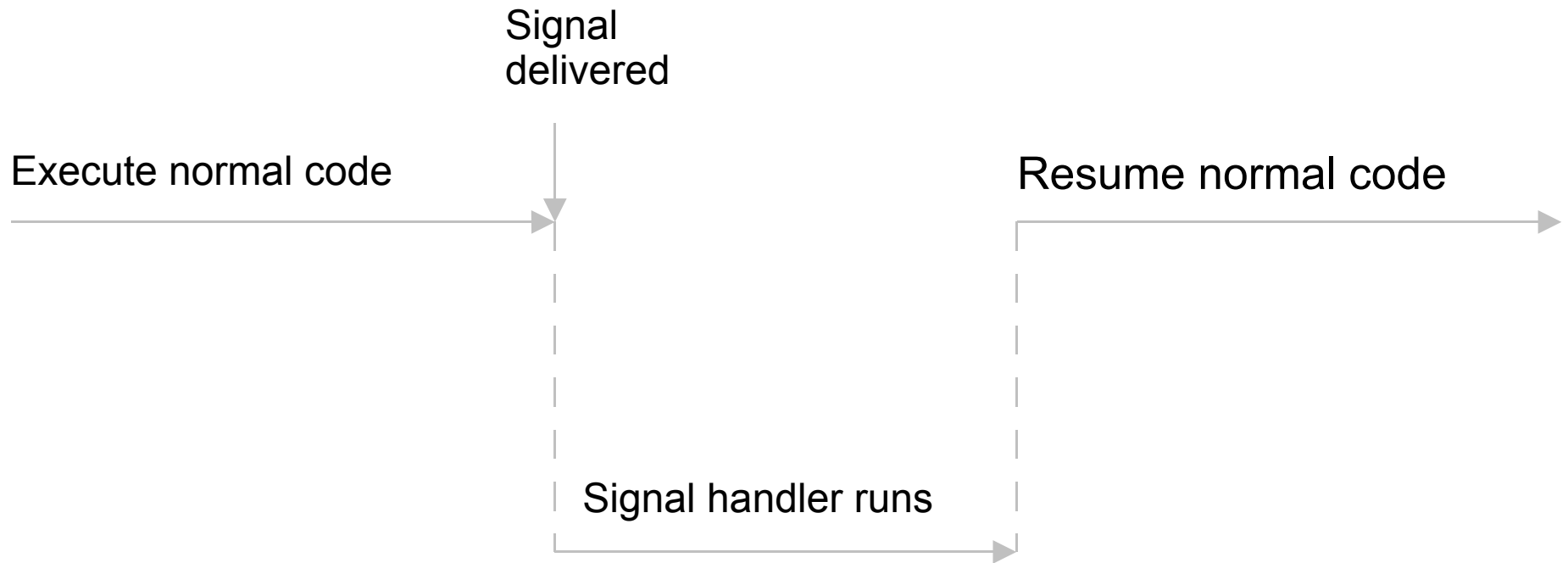
Signal Handling

- Default actions: each signal has one.
 - Abort: Terminate the process after generating a core dump.
 - Exit: Terminate the process without generating a core dump.
 - Ignore: Ignores the signal.
 - Stop: Suspend the process.
 - Continue: Resume the process, if suspended
- Default actions may be overridden by signal handlers

Signal Handling

- *issig()* (Kernel call) : check for signals
 - Before returning to user mode from a system call or interrupt.
 - Just before blocking on an interruptible event
 - Immediately after waking up from an interruptible event
- *psig()*: dispatch the signal
- *sendsig()*: invoke the user-defined handler

Signal Handling



Signal Generation

- Signal sources:
 - Exceptions
 - Other processes
 - Terminal interrupts
 - Job control
 - Quotas
 - Notifications
 - Alarms

Typical Scenarios

- ^C (Ctrl-c)
- Exceptions:
 - Trap
 - issig(): when return to user mode.
- Pending signals
 - processed one by one.

Sleep and signals

- Interruptible sleep:
 - waiting for an event with indefinite time.
- Uninterruptible sleep:
 - is waiting for a short term event such as disk I/O
 - Pending the signal
 - Recognizing it until returning to user mode or blocking on an event
 - `if (issig()) psig();`

Unreliable Signals

- Signal handlers are not persistent and do not mask recurring instances of the same signal (SVR2)
- Race conditions: two ^C.
- Performance: SIG_DFL, SIG_IGN,
 - Kernel does not know the content of `fu_signal[]`;
 - Awake, check, and perhaps go back to sleep again (waste of time).

Reinstalling a signal handler

```
void sigint_handler(int sig)
{
    signal(SIGINT, sigint_handler);

    ...
}
main()
{
    signal(SIGINT, sigint_handler);

    ...
}
```

Unreliable Signals

```
#include <stdio.h>
#include <sys/types.h>
#include <signal.h>

int cnt=0;
void handler(int sig)
{
    cnt++;
    printf("In the handler...\n");
    signal(SIGINT,handler);
}
main()
{
    signal(SIGINT,handler);
    while (1) {
        printf("In main\n");
        sleep(1);
    }
}
```

Reliable Signals

- Primary features:
 - Persistent handlers: need not to be reinstalled.
 - Masking: A signal can be temporarily masked (will be delivered later)
 - Sleeping processes: let the signal disposition info visible to the kernel (kept in the *proc*)
 - Unblock and wait: `sigpause()`-automatically unmask a signal and blocks the process.

The SVR3 implementation

```
int sig_received = 0;
void handler (int sig)
{
    sig_received++;
}
main()
{
    sigset (SIGQUIT, handler);
    /* sighold(SIGQUIT); */
    while (sig_received == 0) sigpause(SIGINT);
    ....
}
```

Universal IPC Facilities

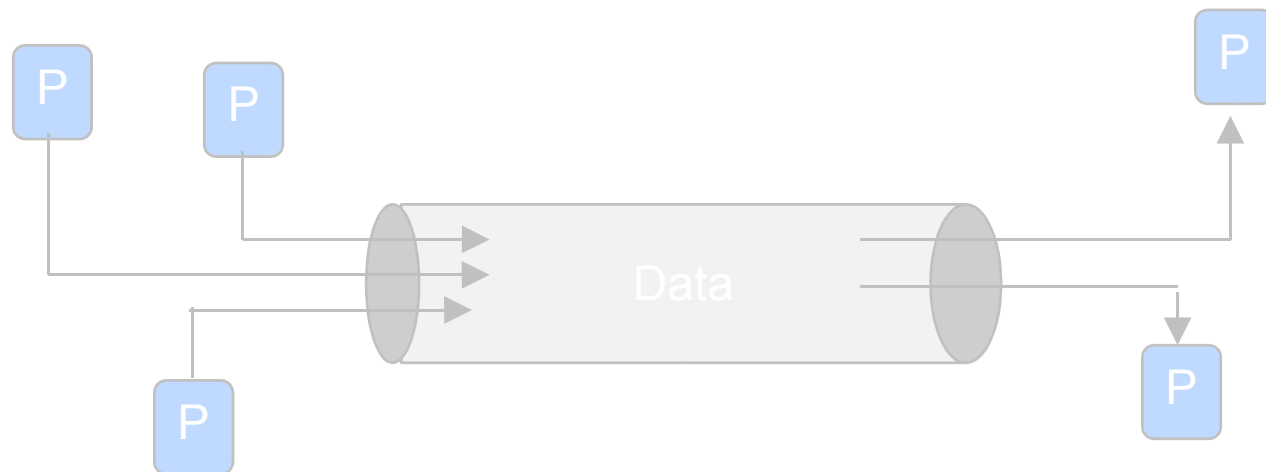
- Signals
 - Kill
 - Sigpause
 - ^C
- Expensive
- Limited: only 31 signals.
- Signals are not enough.

Pipes

- A unidirectional, FIFO, unstructured data stream of fixed maximum size.

```
int pipe (int * filedes)
```

- Write to `filedes[1]`
- Read from `filedes[0]`



SVR4 Pipes

- Bidirectional:
 - `status = pipe(int fildes[2]);`
 - write to `fildes[1]` & read from `fildes[0]`
 - Or viceversa
 - `status = fattach(int fildes, char *path)`
 - `fdetach()`

Process Tracing

- `ptrace(cmd, pid, addr, data)`
 - `pid` is the process ID
 - `addr` refers to a location
 - `cmd`: r/w, intercept, set or delete watchpoints, resume the execution
 - Data: interpreted by `cmd`
 - Used by debuggers `sdb` or `dbx`

System V IPC

- Common Elements
 - Key: resource ID
 - Creator: Ids
 - Owner: Ids
 - Permissions: r/w/x for owner/group/others

Semaphores

- Special variable called a semaphore is used for “signaling”
- If a process is waiting for a “signal”, it is suspended until that “signal” is sent
- “Wait” and “signal” operations cannot be interrupted
- Queue is used to hold processes waiting on the semaphore

P/V Operations

- P(wait):
 - $s = s - 1$;
 - if ($s < 0$) block();
- V(signal):
 - $s = s + 1$;
 - If ($s \geq 0$) wake();

Producer/Consumer Problem

- One or more producers are generating data and placing these in a buffer
 - A single consumer is taking items out of the buffer one at time
 - Only one producer or consumer may access the buffer at any one time
 - Three semaphores are used:
 - Amount of items in the buffer
 - Number of free entries in the buffer
 - Right to use the buffer

Producer Function - Pseudocode

```
#define SIZE 100
semaphore s=1
semaphore n=0
semaphore e= SIZE
void producer(void)
{
    while (TRUE){
        produce_item();
        wait(e);
        wait(s);
        enter_item();
        signal(s);
        signal(n);
    }
}
```

Consumer Function

```
void consumer(void)
{
    while (TRUE){
        wait(n);
        wait(s);
        remove_item();
        signal(s);
        signal(e);
    }
}
```

Semaphore

```
semid = semget(key, count, flag)
```

```
status = semop(semid, sops, nsops)
```

```
struct sembuf{
```

```
    unsigned short sem_num;
```

```
    short sem_op; /*>0; =0, <0*/
```

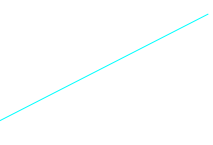
```
    short sem_flg;
```

```
}
```


Add sem_op to the value, wake up



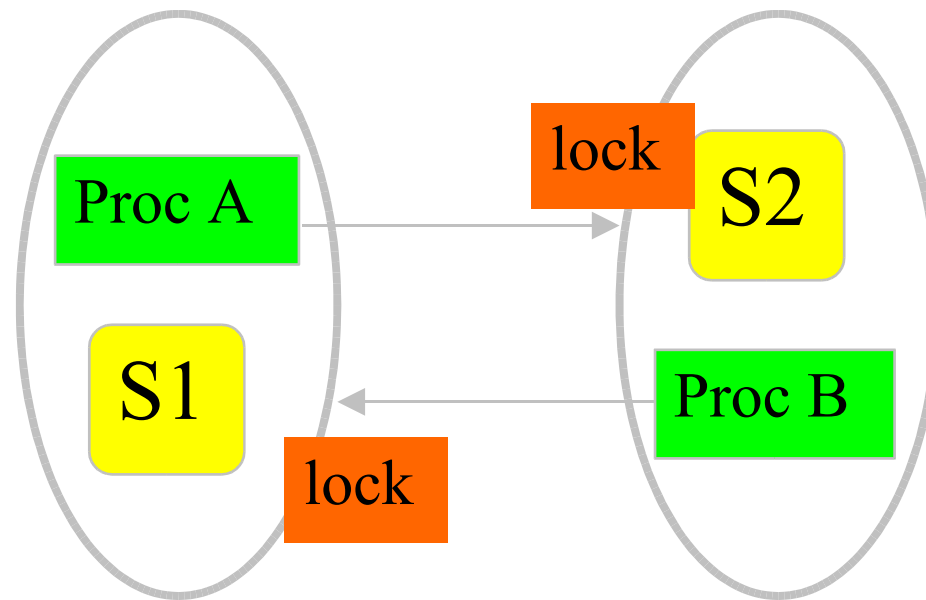
Block until the value becomes zero



Block until the value becomes greater than or equal to the absolute value of sem_op, then subtract sem_op from that value



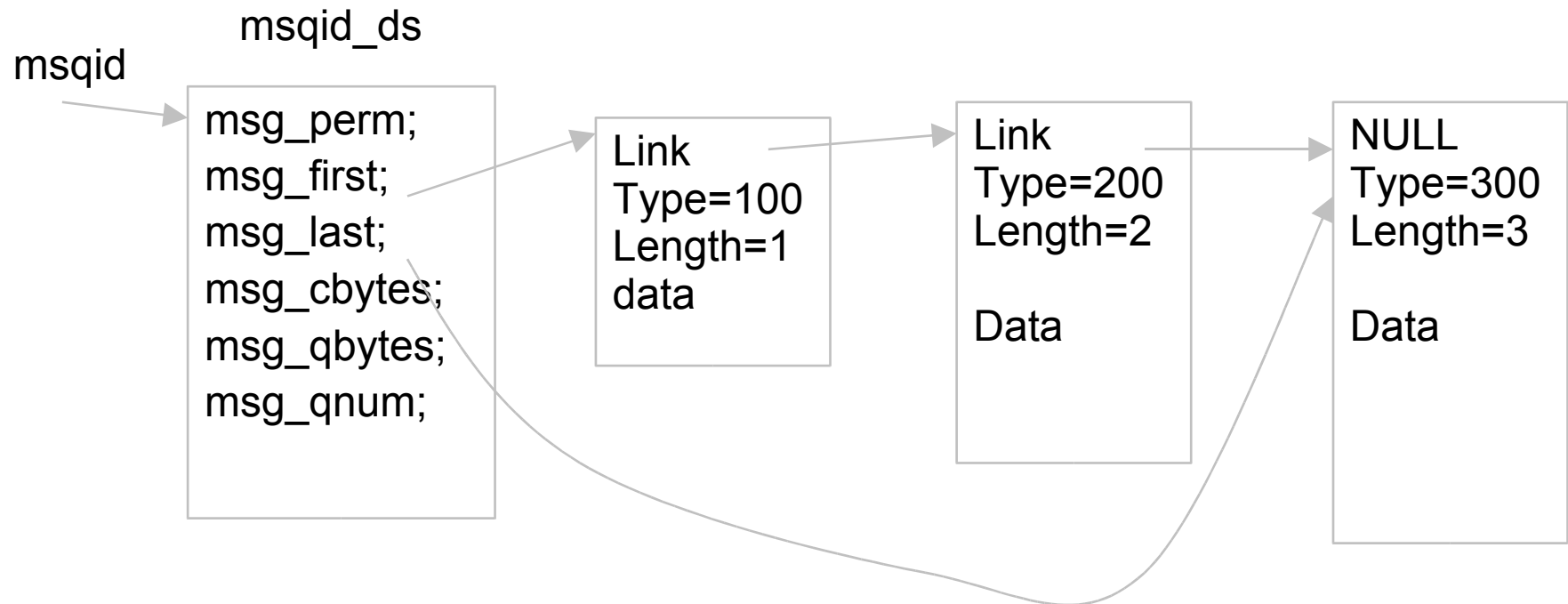
DeadLock



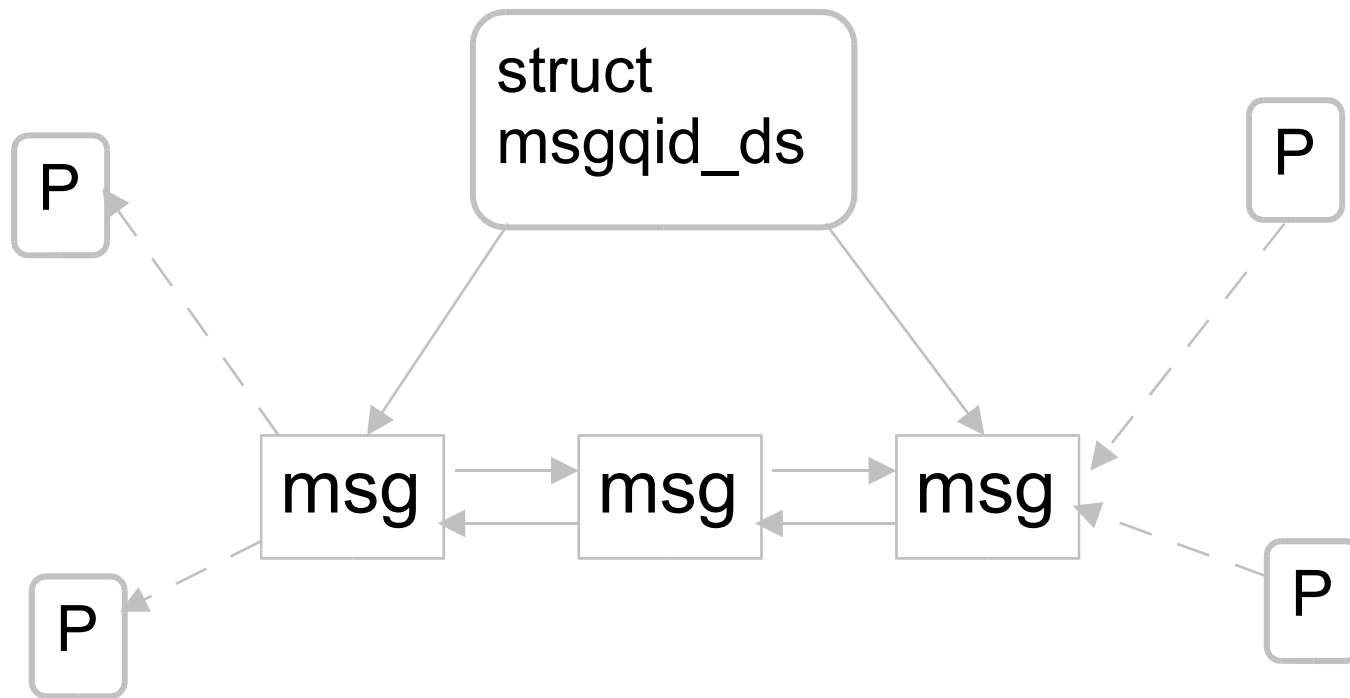
Message Queue

```
msgqid = msgget(key, flag)
msgsnd(msgqid, msgp, size, flag)
struct msqid_ds {
    struct ipc_perm msg_perm;
    struct msg* msg_first;
    struct msg* msg_last;
    unshort msg_cbytes;
    unshort msg_qbytes;
    unshort msg_qnum;
}
count =msgrcv(msgqid, msgp, size, msgtype, flag)
```

An example of a msq

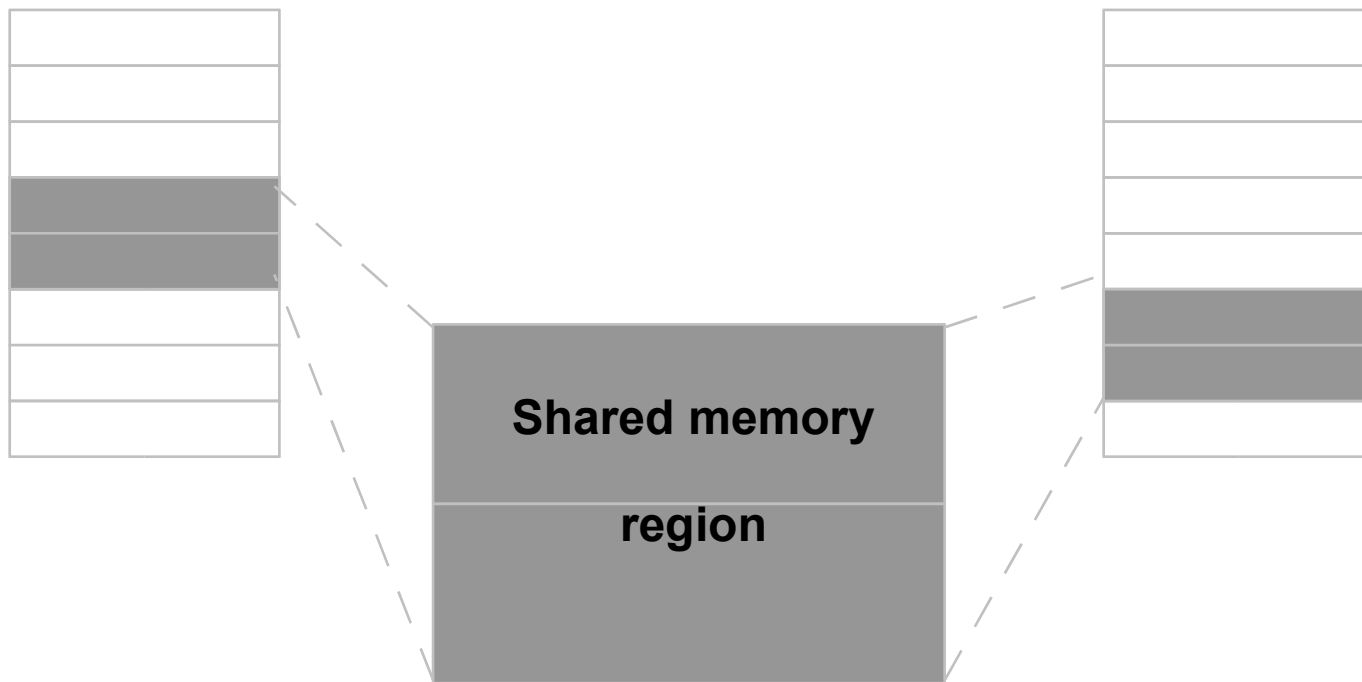


Message Queue



Shared Memory

- A portion of physical memory that is share by multiple processes.



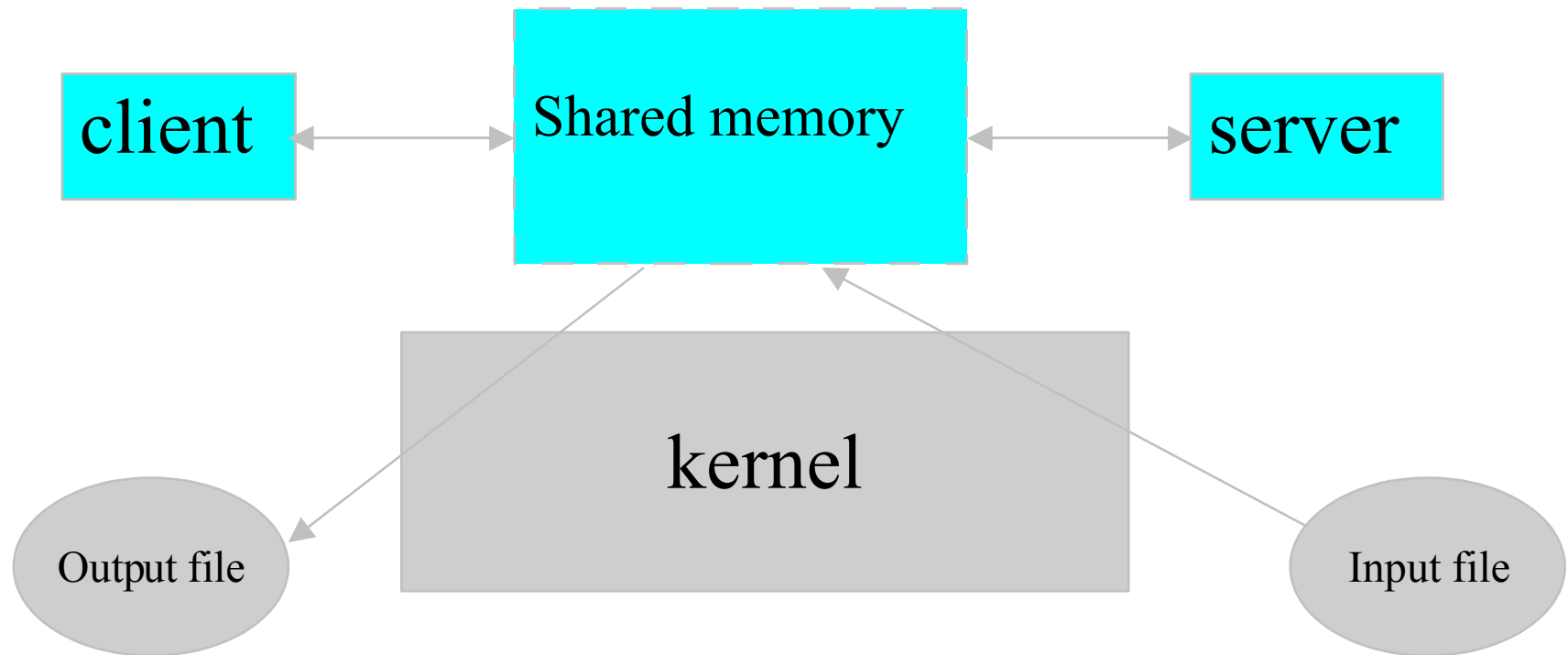
Shared Memory API

shmidx = shmget(key, size, flag)

addr = shmat(shmidx, shmaddr, shmflag)

shmdt(shmaddr)

Client/server with shared memory



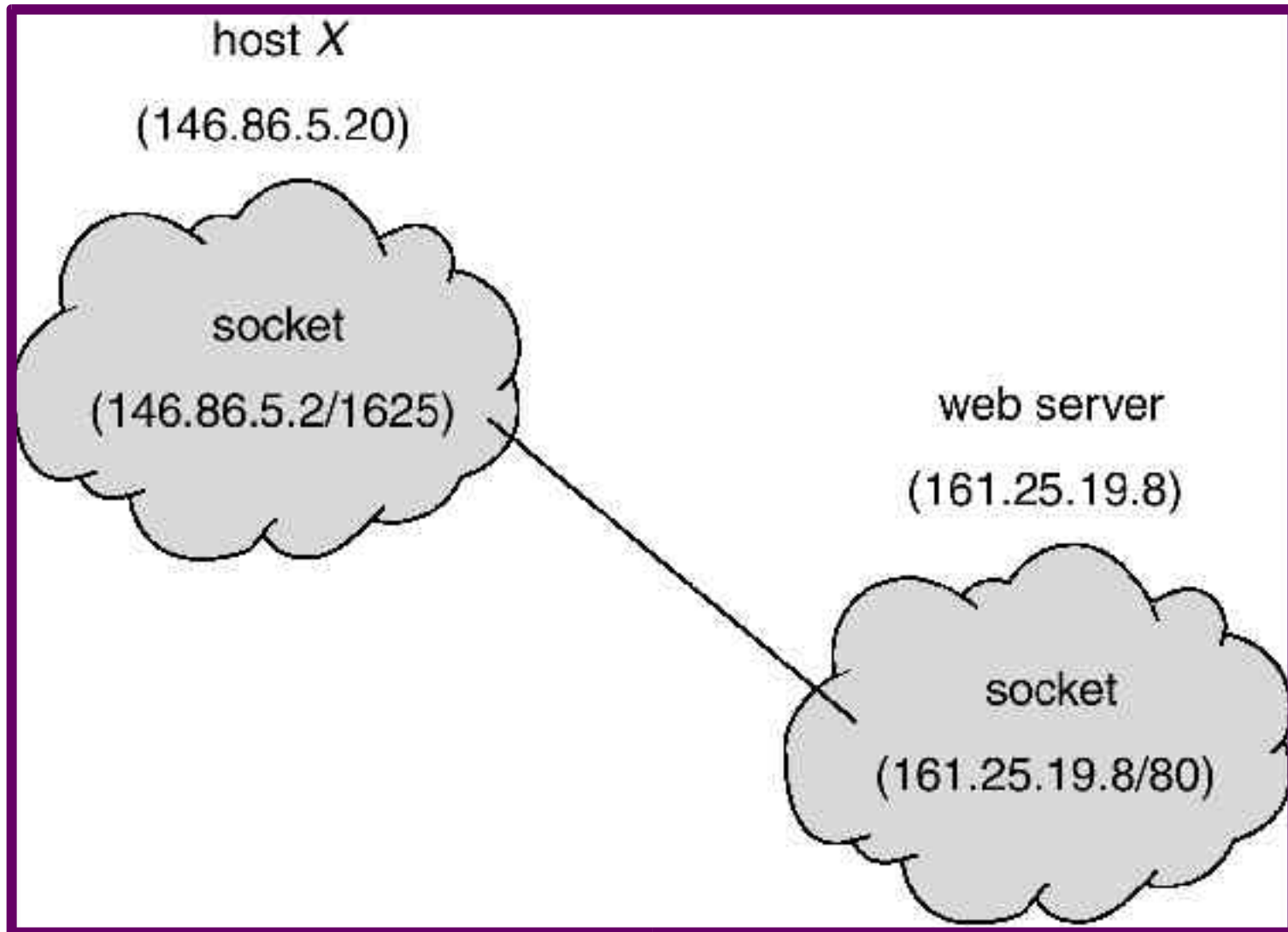
Discussion

- IPC is similar to the file system
 - `key = ftok(char *pathname, int ndx)`
- Security:
 - If a process holds the key, it might access the resource.

Sockets

- A socket is an endpoint of communication.
- An in-use socket is usually bound with an address; the nature of the address depends on the communication domain of the socket.
 - e.g. *161.25.19.8:1625* refers to port 1625 on host 161.25.19.8

Sockets



Sockets

- Communication consists between a pair of sockets.
- A characteristic property of a domain is that processes communication in the same domain use the same address format.

Sockets

- A single socket can communicate in only one domain
- Commonly implemented domains:
 - UNIX (AF_UNIX)
 - Internet (AF_INET)
 - XEROX Network Service (NS) (AF_NS)

Socket Types

- Stream
 - Reliable, duplex, sequenced data streams.
 - Supported in Internet domain by the TCP protocol.
 - In UNIX domain, pipes are implemented as a pair of communicating stream sockets.

Socket Types

- Sequenced packet
 - Provide similar data streams, except that record boundaries are provided.
 - Used in XEROX AF_NS protocol.

Socket Types

- Datagram:
 - Transfer messages of variable size in either direction.
 - Supported in Internet domain by UDP protocol
- Reliably delivered message:
 - Transfer messages that are guaranteed to arrive.
 - Almost unsupported.

Socket Types

- Raw:
 - allow direct access by processes to the protocols that support the other socket types.
 - E.g., in the Internet domain, it is possible to reach TCP, IP beneath that, or a deeper Ethernet protocol.
 - Useful for developing new protocols.

Socket System Calls

- The *socket()* call creates a socket
- A name is bound to a socket by *bind()*
- The *connect()* system call is used to initiate a connection

Socket System Calls

- A server process usually calls:
 - *socket()* to create a socket
 - *bind()* to bind the address of its service to that socket.
 - *listen()* to tell the kernel that it is ready to accept connections from clients.
 - *accept()* to accept individual connections.
 - (eventually) *fork()* a new process after the accept

Socket System Calls (Cont.)

- *close()*
 - terminates a connection and destroys the associated socket
- *select()*
 - multiplex data transfers on several file descriptors and /or socket descriptors