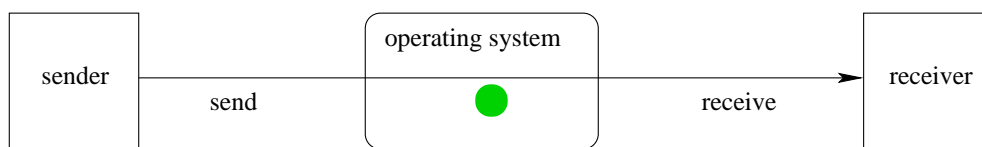
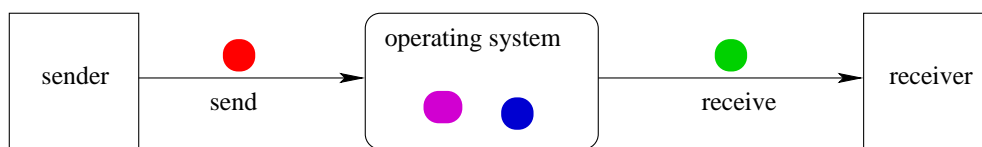


## Interprocess Communication Mechanisms

- shared storage
  - shared virtual memory
  - shared files
- message-based
  - sockets
  - pipes
  - signals
  - ...

## Message Passing

### Indirect Message Passing



### Direct Message Passing

---

---

If message passing is indirect, the message passing system must have some capacity to buffer (store) messages.

---

---

## Properties of Message Passing Mechanisms

### Directionality:

- simplex (one-way), duplex (two-way)
- half-duplex (two-way, but only one way at a time)

### Message Boundaries:

**datagram model:** message boundaries

**stream model:** no boundaries

### Connections: need to connect before communicating?

- in connection-oriented models, recipient is specified at time of connection, not by individual send operations. All messages sent over a connection have the same recipient.
- in connectionless models, recipient is specified as a parameter to each send operation.

### Reliability:

- can messages get lost? reordered? damaged?

## Sockets

- a socket is a communication *end-point*
- if two processes are to communicate, each process must create its own socket
- two common types of sockets
  - stream sockets:** support connection-oriented, reliable, duplex communication under the stream model (no message boundaries)
  - datagram sockets:** support connectionless, best-effort (unreliable), duplex communication under the datagram model (message boundaries)
- both types of sockets also support a variety of address domains, e.g.,
  - Unix domain:** useful for communication between processes running on the same machine
  - INET domain:** useful for communication between process running on different machines that can communicate using IP protocols.

### Using Datagram Sockets (Receiver)

```
s = socket(addressType, SOCK_DGRAM);  
bind(s, address);  
recvfrom(s, buf, bufLength, sourceAddress);  
...  
close(s);
```

- `socket` creates a socket
- `bind` assigns an address to the socket
- `recvfrom` receives a message from the socket
  - `buf` is a buffer to hold the incoming message
  - `sourceAddress` is a buffer to hold the address of the message sender
- both `buf` and `sourceAddress` are filled by the `recvfrom` call

### Using Datagram Sockets (Sender)

```
s = socket(addressType, SOCK_DGRAM);  
sendto(s, buf, msgLength, targetAddress)  
...  
close(s);
```

- `socket` creates a socket
- `sendto` sends a message using the socket
  - `buf` is a buffer that contains the message to be sent
  - `msgLength` indicates the length of the message in the buffer
  - `targetAddress` is the address of the socket to which the message is to be delivered

### More on Datagram Sockets

- `sendto` and `recvfrom` calls *may* block
  - `recvfrom` blocks if there are no messages to be received from the specified socket
  - `sendto` blocks if the system has no more room to buffer undelivered messages
- datagram socket communications are (in general) unreliable
  - messages (datagrams) may be lost
  - messages may be reordered
- The sending process must know the address of the receive process's socket.

### Using Stream Sockets (Passive Process)

```
s = socket(addressType, SOCK_STREAM);
bind(s, address);
listen(s, backlog);
ns = accept(s, sourceAddress);
recv(ns, buf, bufLength);
send(ns, buf, bufLength);
...
close(ns); // close accepted connection
close(s); // don't accept more connections
```

- `listen` specifies the number of connection requests for this socket that will be queued by the kernel
- `accept` accepts a connection request and creates a new socket (`ns`)
- `recv` receives up to `bufLength` bytes of data from the connection
- `send` sends `bufLength` bytes of data over the connection.

### Notes on Using Stream Sockets (Passive Process)

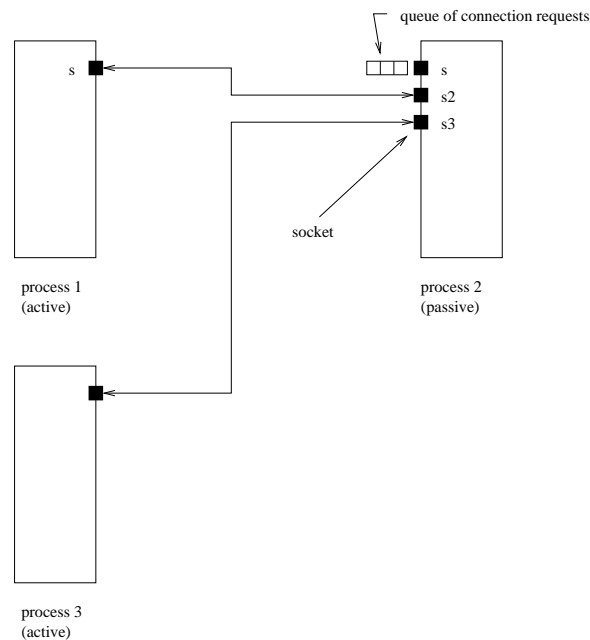
- `accept` creates a new socket (`ns`) for the new connection
- `sourceAddress` is an address buffer. `accept` fills it with the address of the socket that has made the connection request
- additional connection requests can be accepted using more `accept` calls on the original socket (`s`)
- `accept` blocks if there are no pending connection requests
- connection is duplex (both `send` and `recv` can be used)

### Using Stream Sockets (Active Process)

```
s = socket(addressType, SOCK_STREAM);
connect(s, targetAddress);
send(s, buf, bufLength);
recv(s, buf, bufLength);
...
close(s);
```

- `connect` sends a connection request to the socket with the specified address
  - `connect` blocks until the connection request has been accepted
- active process may (optionally) bind an address to the socket (using `bind`) before connecting. This is the address that will be returned by the `accept` call in the passive process
- if the active process does not choose an address, the system will choose one

### Illustration of Stream Socket Connections



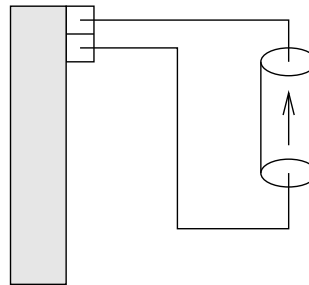
### Pipes

- pipes are communication objects (not end-points)
- pipes use the stream model and are connection-oriented and reliable
- some pipes are simplex, some are duplex
- pipes use an implicit addressing mechanism that limits their use to communication between *related* processes, typically a child process and its parent
- a `pipe()` system call creates a pipe and returns two descriptors, one for each end of the pipe
  - for a simplex pipe, one descriptor is for reading, the other is for writing
  - for a duplex pipe, both descriptors can be used for reading and writing

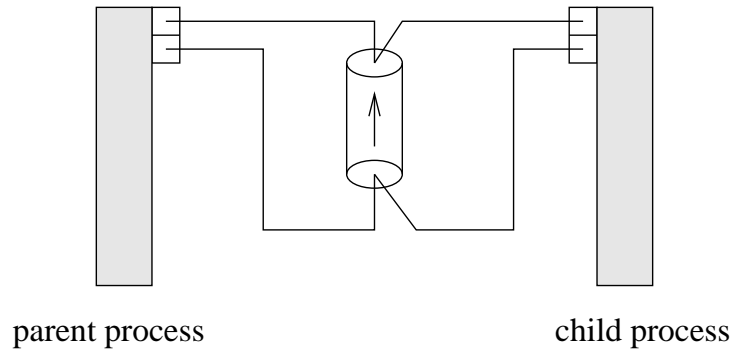
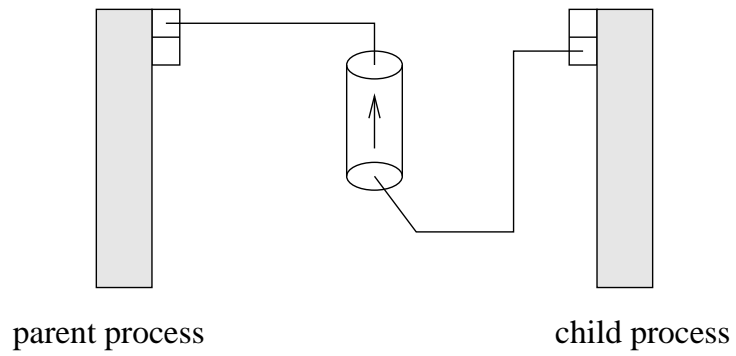
### One-way Child/Parent Communication Using a Simplex Pipe

```
int fd[2];
char m[] = "message for parent";
char y[100];
pipe(fd); // create pipe
pid = fork(); // create child process
if (pid == 0) {
    // child executes this
    close(fd[0]); // close read end of pipe
    write(fd[1],m,19);
    ...
} else {
    // parent executes this
    close(fd[1]); // close write end of pipe
    read(fd[0],y,19);
    ...
}
```

### Illustration of Example (after pipe())



parent process

**Illustration of Example (after `fork()`)****Illustration of Example (after `close()`)**



## Examples of Other Interprocess Communication Mechanisms

### named pipe:

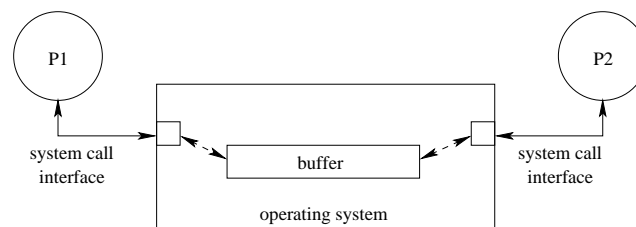
- similar to pipes, but with an associated name (usually a file name)
- name allows arbitrary processes to communicate by opening the same named pipe
- must be explicitly deleted, unlike an unnamed pipe

### message queue:

- like a named pipe, except that there are message boundaries
- `msgsend` call sends a message into the queue, `msgrcv` call receives the next message from the queue

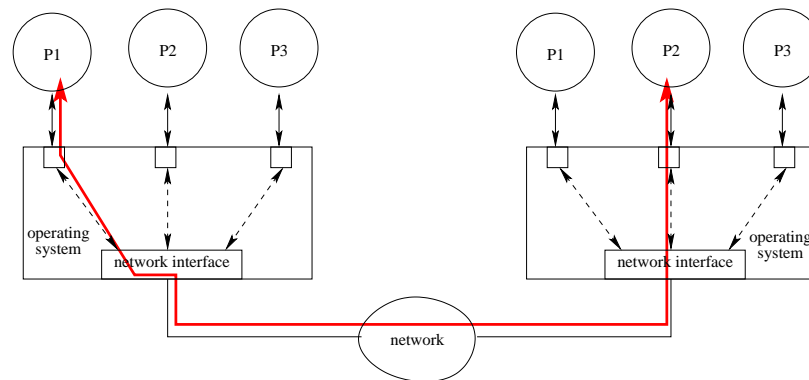
## Implementing IPC

- application processes use descriptors (identifiers) provided by the kernel to refer to specific sockets and pipes, as well as files and other objects
- kernel *descriptor tables* (or other similar mechanism) are used to associate descriptors with kernel data structures that implement IPC objects
- kernel provides bounded buffer space for data that has been sent using an IPC mechanism, but that has not yet been received
  - for IPC objects, like pipes, buffering is usually on a per object basis
  - IPC end points, like sockets, buffering is associated with each endpoint



## Network Interprocess Communication

- some sockets can be used to connect processes that are running on different machines
- the kernel:
  - controls access to network interfaces
  - multiplexes socket connections across the network



## Signals

- signals permit asynchronous one-way communication
  - from a process to another process, or to a group of processes, via the kernel
  - from the kernel to a process, or to a group of processes
- there are many types of signals
- the arrival of a signal may cause the execution of a *signal handler* in the receiving process
- there may be a different handler for each type of signal

### Examples of Signal Types

Signal	Value	Action	Comment
SIGINT	2	Term	Interrupt from keyboard
SIGILL	4	Core	Illegal Instruction
SIGKILL	9	Term	Kill signal
SIGCHLD	20,17,18	Ign	Child stopped or terminated
SIGBUS	10,7,10	Core	Bus error
SIGXCPU	24,24,30	Core	CPU time limit exceeded
SIGSTOP	17,19,23	Stop	Stop process

### Signal Handling

- operating system determines default signal handling for each new process
- example default actions:
  - ignore (do nothing)
  - kill (terminate the process)
  - stop (block the process)
- a running process can change the default for some types of signals
- signal-related system calls
  - calls to set non-default signal handlers, e.g., Unix `signal`, `sigaction`
  - calls to send signals, e.g., Unix `kill`