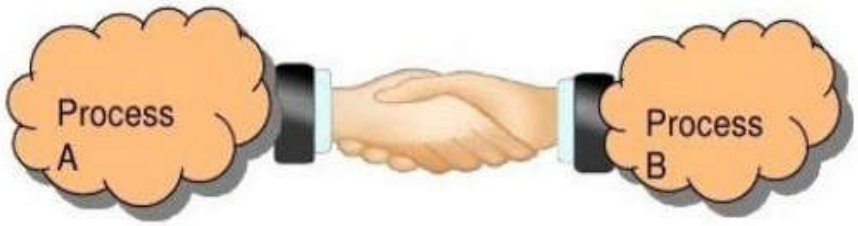
Computer Operating System Experiment

Inter-Process Communication

Lab 3



Roadmap

- What is Inter-Process Communication?
- How to use IPC in Linux?
- Q&A

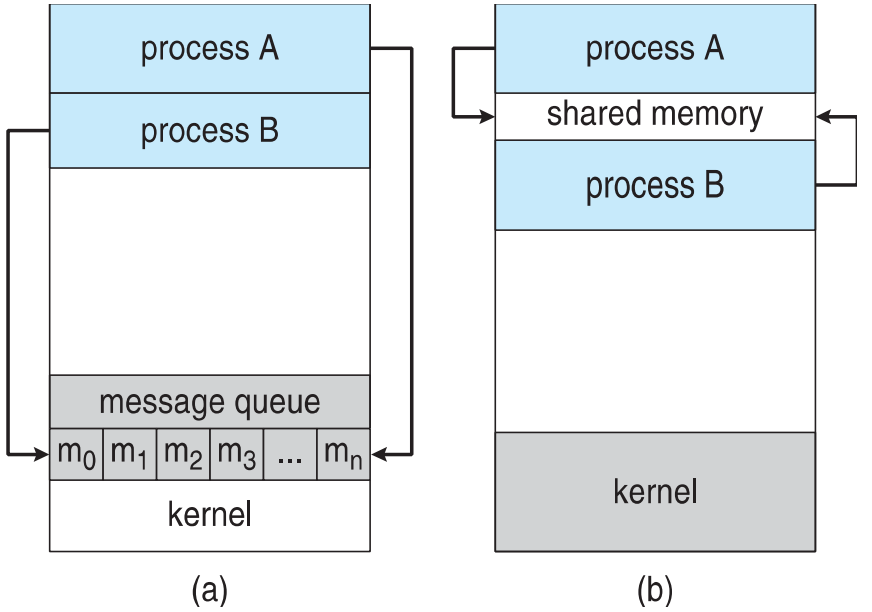
Objective:

The objective of this lab is to help you internalize a couple of important facts about IPC in Linux. Including:

- Shared memory
- Ordinary Pipes
- Name Pipes

What is Inter process communication

- Inter process communication (IPC) is a mechanism which allows processes to communicate with each other and synchronize their actions.
  - Shared memory
  - Message passing
    - Pipes
    - Message queue
    - Sockets



(a) Message passing (b) Shared memory.

POSIX examples of **shared memory**: (sender->receiver)

Producer

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <fcntl.h>
#include <sys/shm.h>
#include <sys/stat.h>

int main()
{
/* the size (in bytes) of shared memory object */
const int SIZE = 4096;
/* name of the shared memory object */
const char *name = "OS";
/* strings written to shared memory */
const char *message_0 = "Hello";
const char *message_1 = "World!";

/* shared memory file descriptor */
int shm_fd;
/* pointer to shared memory obect */
void *ptr;

    /* create the shared memory object */
    shm_fd = shm_open(name, O_CREAT | O_RDWR, 0666);

    /* configure the size of the shared memory object */
    ftruncate(shm_fd, SIZE);

    /* memory map the shared memory object */
    ptr = mmap(0, SIZE, PROT_WRITE, MAP_SHARED, shm_fd, 0);

    /* write to the shared memory object */
    sprintf(ptr,"%s",message_0);
    ptr += strlen(message_0);
    sprintf(ptr,"%s",message_1);
    ptr += strlen(message_1);

    return 0;
}
```

Consumer

```
#include <stdio.h>
#include <stdlib.h>
#include <fcntl.h>
#include <sys/shm.h>
#include <sys/stat.h>

int main()
{
/* the size (in bytes) of shared memory object */
const int SIZE = 4096;
/* name of the shared memory object */
const char *name = "OS";
/* shared memory file descriptor */
int shm_fd;
/* pointer to shared memory obect */
void *ptr;

    /* open the shared memory object */
    shm_fd = shm_open(name, O_RDONLY, 0666);

    /* memory map the shared memory object */
    ptr = mmap(0, SIZE, PROT_READ, MAP_SHARED, shm_fd, 0);

    /* read from the shared memory object */
    printf("%s",(char *)ptr);

    /* remove the shared memory object */
    shm_unlink(name);

    return 0;
}
```

Pipes

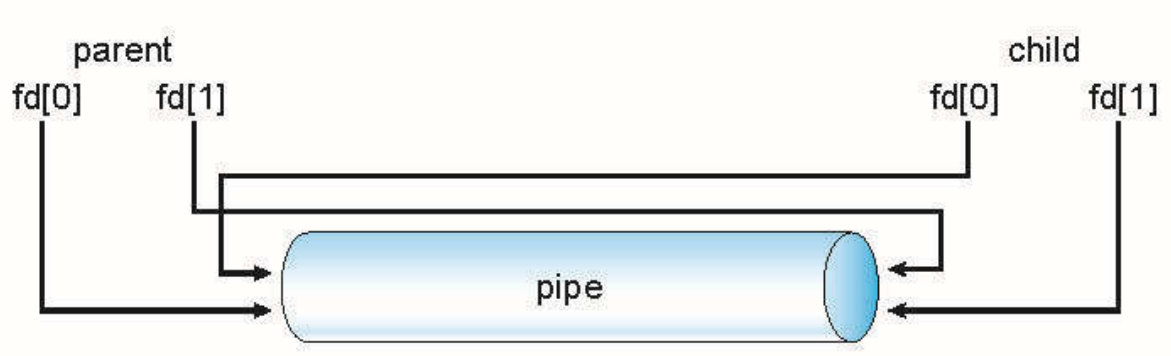
- Acts as a conduit allowing two processes to communicate

- Ordinary pipes
  - cannot be accessed from outside the process that created it. Typically, a parent process creates a pipe and uses it to communicate with a child process that it created.

- Named pipes
  - can be accessed without a parent-child relationship.

Ordinary Pipes

- Ordinary Pipes allow communication in standard producer-consumer style
- Producer writes to one end (the **write-end** of the pipe)
- Consumer reads from the other end (the **read-end** of the pipe)
- Ordinary pipes are therefore unidirectional
- Require parent-child relationship between communicating processes



- Windows calls these **anonymous pipes**

Ordinary pipe (POSIX), parent-child

```
#include <sys/types.h>
#include <stdio.h>
#include <string.h>
#include <unistd.h>

#define BUFFER_SIZE 25
#define READ_END 0
#define WRITE_END 1

int main(void)
{
char write_msg[BUFFER_SIZE] = "Greetings";
char read_msg[BUFFER_SIZE];
int fd[2];
pid_t pid;
    /* create the pipe */
    if (pipe(fd) == -1) {
       fprintf(stderr,"Pipe failed");
       return 1;
    }

    /* fork a child process */
    pid = fork();

    if (pid < 0) { /* error occurred */
       fprintf(stderr, "Fork Failed");
       return 1;
    }
    if (pid > 0) { /* parent process */
       /* close the unused end of the pipe */
       close(fd[READ_END]);

       /* write to the pipe */
       write(fd[WRITE_END], write_msg, strlen(write_msg)+1);

       /* close the write end of the pipe */
       close(fd[WRITE_END]);
    }
    else { /* child process */
       /* close the unused end of the pipe */
       close(fd[WRITE_END]);

       /* read from the pipe */
       read(fd[READ_END], read_msg, BUFFER_SIZE);
       printf("read %s",read_msg);

       /* close the write end of the pipe */
       close(fd[READ_END]);
    }

    return 0;
}
```

Named pipes

- Named Pipes are more powerful than ordinary pipes
- Communication is bidirectional
- No parent-child relationship is necessary between the communicating processes
- Several processes can use the named pipe for communication
- Provided on both UNIX and Windows systems

EX： Named pipe

```c
int main()
{
    int fd;
    char * myfifo = "/tmp/myfifo";  // FIFO file path
    // Creating the named file(FIFO)
    // mkfifo(<pathname>, <permission>)
    mkfifo(myfifo, 0666);

    char arr1[80], arr2[80];
    while (1)
    {
        // Open FIFO for write only
        fd = open(myfifo, O_WRONLY);
        // Take an input arr2ing from user.
        // 80 is maximum length
        fgets(arr2, 80, stdin);
        // Write the input arr2ing on FIFO
        // and close it
        write(fd, arr2, strlen(arr2)+1);
        close(fd);
        // Open FIFO for Read only
        fd = open(myfifo, O_RDONLY);
        // Read from FIFO
        read(fd, arr1, sizeof(arr1));
        // Print the read message
        printf("User2: %s\n", arr1);
        close(fd);
    }
    return 0;
}
```

```c
#include <stdio.h>
#include <string.h>
#include <fcntl.h>
#include <sys/stat.h>
#include <sys/types.h>
#include <unistd.h>

int main()
{
    int fd1;
    char * myfifo = "/tmp/myfifo"; // FIFO file path
    // Creating the named file(FIFO)
    // mkfifo(<pathname>,<permission>)
    mkfifo(myfifo, 0666);
    char str1[80], str2[80];
    while (1)
    {
        // First open in read only and read
        fd1 = open(myfifo,O_RDONLY);
        read(fd1, str1, 80);
        // Print the read string and close
        printf("User1: %s\n", str1);
        close(fd1);
        // Now open in write mode and write
        // string taken from user.
        fd1 = open(myfifo,O_WRONLY);
        fgets(str2, 80, stdin);
        write(fd1, str2, strlen(str2)+1);
        close(fd1);
    }
    return 0;
}
```

- **Creating a FIFO file:**
  - In order to create a FIFO file, a function calls i.e. mkfifo is used.

```
int mkfifo(const char *pathname, mode_t mode);
```

mkfifo() makes a FIFO special file with name ***pathname***. Here ***mode*** specifies the FIFO's permissions.

Using FIFO: As named pipe(FIFO) is a kind of file, we can use all the system calls associated with it i.e. *open*, *read*, *write*, *close*.

Experiments

- Experiment 1:
  - shared memory communication
- Experiment 2:
  - ordinary pipes communication
- Experiment 3:
  - Named pipes communication


Q&A