#### **NAME**

sysvipc - System V interprocess communication mechanisms

# **SYNOPSIS**

```
#include <sys/msg.h>
#include <sys/sem.h>
#include <sys/shm.h>
```

### DESCRIPTION

This manual page refers to the Linux implementation of the System V interprocess communication (IPC) mechanisms: message queues, semaphore sets, and shared memory segments. In the following, the word *resource* means an instantiation of one among such mechanisms.

#### Resource access permissions

For each resource, the system uses a common structure of type *struct ipc\_perm* to store information needed in determining permissions to perform an IPC operation. The *ipc\_perm* structure includes the following members:

The *mode* member of the *ipc\_perm* structure defines, with its lower 9 bits, the access permissions to the resource for a process executing an IPC system call. The permissions are interpreted as follows:

```
0400 Read by user.
0200 Write by user.
0040 Read by group.
0020 Write by group.
0004 Read by others.
0002 Write by others.
```

Bits 0100, 0010, and 0001 (the execute bits) are unused by the system. Furthermore, "write" effectively means "alter" for a semaphore set.

The same system header file also defines the following symbolic constants:

```
    IPC_CREAT Create entry if key doesn't exist.
    IPC_EXCL Fail if key exists.
    IPC_NOWAIT Error if request must wait.
    IPC_PRIVATE Private key.
    IPC RMID Remove resource.
```

**IPC\_SET** Set resource options.

**IPC\_STAT** Get resource options.

Note that **IPC\_PRIVATE** is a *key\_t* type, while all the other symbolic constants are flag fields and can be OR'ed into an *int* type variable.

### Message queues

A message queue is uniquely identified by a positive integer (its *msqid*) and has an associated data structure of type *struct msqid\_ds*, defined in *<sys/msg.h>*, containing the following members:

```
struct msqid_ds {
    struct ipc_perm msg_perm;
    msgqnum_t msg_qnum; /* no of messages on queue */
```

```
msglen_t
                           msg_qbytes; /* bytes max on a queue */
                          msg_lspid; /* PID of last msgsnd(2) call */
        pid_t
                         msg_lrpid; /* PID of last msgrcv(2) call */
        pid_t
                         msg_stime; /* last msgsnd(2) time */
        time_t
        time_t
                          msg_rtime; /* last msgrcv(2) time */
        time_t
                          msg_ctime; /* last change time */
    };
          ipc_perm structure that specifies the access permissions on the message queue.
msg_perm
msg_qnum Number of messages currently on the message queue.
msg_qbytes Maximum number of bytes of message text allowed on the message queue.
msg_lspid
          ID of the process that performed the last msgsnd(2) system call.
          ID of the process that performed the last msgrcv(2) system call.
msg_lrpid
          Time of the last msgsnd(2) system call.
msg_stime
          Time of the last msgrcv(2) system call.
msg_rtime
          Time of the last system call that changed a member of the msqid_ds structure.
msg_ctime
```

#### Semaphore sets

A semaphore set is uniquely identified by a positive integer (its *semid*) and has an associated data structure of type *struct semid\_ds*, defined in *<sys/sem.h>*, containing the following members:

```
struct semid_ds {
    struct ipc_perm sem_perm;
    time_t sem_otime; /* last operation time */
    time_t sem_ctime; /* last change time */
    unsigned long sem_nsems; /* count of sems in set */
};

sem_perm ipc_perm structure that specifies the access permissions on the semaphore set.

sem_otime Time of last semop(2) system call.

sem_ctime Time of last semctl(2) system call that changed a member of the above structure or of one semaphore belonging to the set.

Sem_nsems Number of semaphores in the set. Each semaphore of the set is referenced by a nonnegative
```

A semaphore is a data structure of type *struct sem* containing the following members:

integer ranging from  $\mathbf{0}$  to  $sem\_nsems-1$ .

```
struct sem {
    int semval; /* semaphore value */
    int sempid; /* PID of process that last modified */
};
semval Semaphore value: a nonnegative integer.
sempid PID of the last process that modified the value of this semaphore.
```

# **Shared memory segments**

A shared memory segment is uniquely identified by a positive integer (its *shmid*) and has an associated data structure of type *struct shmid\_ds*, defined in *<sys/shm.h>*, containing the following members:

```
time_t
                              shm_atime; /* time of last attach */
         time_t
                              shm_dtime; /* time of last detach */
         time_t
                              shm_ctime; /* time of last change */
    };
           ipc_perm structure that specifies the access permissions on the shared memory segment.
shm_perm
           Size in bytes of the shared memory segment.
shm_segsz
           ID of the process that created the shared memory segment.
shm_cpid
shm_lpid
           ID of the last process that executed a shmat(2) or shmdt(2) system call.
shm_nattch  Number of current alive attaches for this shared memory segment.
shm_atime
           Time of the last shmat(2) system call.
shm_dtime
           Time of the last shmdt(2) system call.
           Time of the last shmctl(2) system call that changed shmid\_ds.
shm_ctime
```

## **IPC** namespaces

For a discussion of the interaction of System V IPC objects and IPC namespaces, see namespaces(7).

#### **SEE ALSO**

```
ipcmk(1),\ ipcrm(1),\ ipcs(1),\ lsipc(1),\ ipc(2),\ msgctl(2),\ msgget(2),\ msgrcv(2),\ msgsnd(2),\ semctl(2),\ semget(2),\ semop(2),\ shmat(2),\ shmat(2),\ shmget(2),\ ftok(3),\ namespaces(7)
```

## **COLOPHON**

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