

System-Level I/O

15-213: Introduction to Computer Systems
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Today

- **Unix I/O**
- RIO (robust I/O) package
- Metadata, sharing, and redirection
- Standard I/O
- Conclusions and examples

Unix Files

- A Unix *file* is a sequence of m bytes:
 - $B_0, B_1, \dots, B_k, \dots, B_{m-1}$
- All I/O devices are represented as files:
 - `/dev/sda2` (`/usr` disk partition)
 - `/dev/tty2` (terminal)
- Even the kernel is represented as a file:
 - `/dev/kmem` (kernel memory image)
 - `/proc` (kernel data structures)

Unix File Types

■ Regular file

- File containing user/app data (binary, text, whatever)
- OS does not know anything about the format
 - other than “sequence of bytes”, akin to main memory

■ Directory file

- A file that contains the names and locations of other files

■ Character special and block special files

- Terminals (character special) and disks (block special)

■ FIFO (named pipe)

- A file type used for inter-process communication

■ Socket

- A file type used for network communication between processes

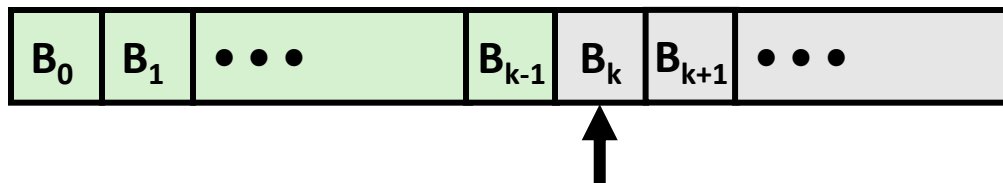
Unix I/O

■ Key Features

- Elegant mapping of files to devices allows kernel to export simple interface called Unix I/O
- Important idea: All input and output is handled in a consistent and uniform way

■ Basic Unix I/O operations (system calls):

- Opening and closing files
 - `open()` and `close()`
- Reading and writing a file
 - `read()` and `write()`
- Changing the *current file position* (seek)
 - indicates next offset into file to read or write
 - `lseek()`



Current file position = k

Opening Files

- Opening a file informs the kernel that you are getting ready to access that file

```
int fd;    /* file descriptor */  
  
if ((fd = open("/etc/hosts", O_RDONLY)) < 0) {  
    perror("open");  
    exit(1);  
}
```

- Returns a small identifying integer *file descriptor*
 - `fd == -1` indicates that an error occurred
- Each process created by a Unix shell begins life with three open files associated with a terminal:
 - 0: standard input
 - 1: standard output
 - 2: standard error

Closing Files

- Closing a file informs the kernel that you are finished accessing that file

```
int fd;      /* file descriptor */
int retval; /* return value */

if ((retval = close(fd)) < 0) {
    perror("close");
    exit(1);
}
```

- Closing an already closed file is a recipe for disaster in threaded programs (more on this later)
- Moral: Always check return codes, even for seemingly benign functions such as `close()`

Reading Files

- Reading a file copies bytes from the current file position to memory, and then updates file position

```
char buf[512];
int fd;          /* file descriptor */
int nbytes;      /* number of bytes read */

/* Open file fd ... */
/* Then read up to 512 bytes from file fd */
if ((nbytes = read(fd, buf, sizeof(buf))) < 0) {
    perror("read");
    exit(1);
}
```

- Returns number of bytes read from file `fd` into `buf`
 - Return type `ssize_t` is signed integer
 - `nbytes < 0` indicates that an error occurred
 - **Short counts** (`nbytes < sizeof(buf)`) are possible and are not errors!

Writing Files

- Writing a file copies bytes from memory to the current file position, and then updates current file position

```
char buf[512];
int fd;          /* file descriptor */
int nbytes;      /* number of bytes read */

/* Open the file fd ... */
/* Then write up to 512 bytes from buf to file fd */
if ((nbytes = write(fd, buf, sizeof(buf))) < 0) {
    perror("write");
    exit(1);
}
```

- Returns number of bytes written from `buf` to file `fd`
 - `nbytes < 0` indicates that an error occurred
 - As with reads, short counts are possible and are not errors!

Simple Unix I/O example

- Copying standard in to standard out, one byte at a time

```
#include "csapp.h"

int main(void)
{
    char c;

    while (Read(STDIN_FILENO, &c, 1) != 0)
        Write(STDOUT_FILENO, &c, 1);
    exit(0);
}
```

cpstdin.c

Note the use of error handling wrappers for read and write (Appendix A).

Dealing with Short Counts

■ Short counts can occur in these situations:

- Encountering (end-of-file) EOF on reads
- Reading text lines from a terminal
- Reading and writing network sockets or Unix pipes

■ Short counts never occur in these situations:

- Reading from disk files (except for EOF)
- Writing to disk files

■ One way to deal with short counts in your code:

- Use the RIO (Robust I/O) package from your textbook's `csapp.c` file (Appendix B)

Today

- Unix I/O
- **RIO (robust I/O) package**
- Metadata, sharing, and redirection
- Standard I/O
- Conclusions and examples

The RIO Package

- RIO is a set of wrappers that provide efficient and robust I/O in apps, such as network programs that are subject to short counts
- RIO provides two different kinds of functions
 - Unbuffered input and output of binary data
 - `rio_readn` and `rio_writen`
 - Buffered input of binary data and text lines
 - `rio_readlineb` and `rio_readnb`
 - Buffered RIO routines are thread-safe and can be interleaved arbitrarily on the same descriptor
- Download from <http://csapp.cs.cmu.edu/public/code.html>
 - `src/csapp.c` and `include/csapp.h`

Unbuffered RIO Input and Output

- Same interface as Unix `read` and `write`
- Especially useful for transferring data on network sockets

```
#include "csapp.h"
```

```
ssize_t rio_readn(int fd, void *usrbuf, size_t n);  
ssize_t rio_writen(int fd, void *usrbuf, size_t n);
```

Return: num. bytes transferred if OK, 0 on EOF (`rio_readn` only), -1 on error

- `rio_readn` returns short count only if it encounters EOF
 - Only use it when you know how many bytes to read
- `rio_writen` never returns a short count
- Calls to `rio_readn` and `rio_writen` can be interleaved arbitrarily on the same descriptor

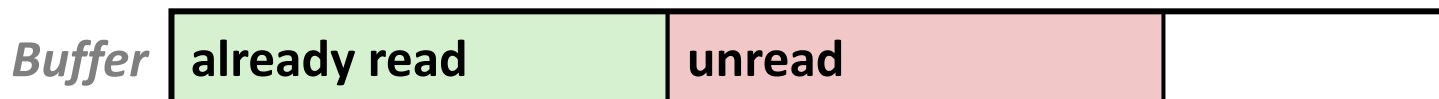
Implementation of `rio_readn`

```
/*
 * rio_readn - robustly read n bytes (unbuffered)
 */
ssize_t rio_readn(int fd, void *usrbuf, size_t n)
{
    size_t nleft = n;
    ssize_t nread;
    char *bufp = usrbuf;

    while (nleft > 0) {
        if ((nread = read(fd, bufp, nleft)) < 0) {
            if (errno == EINTR) /* interrupted by sig handler return */
                nread = 0;      /* and call read() again */
            else
                return -1;      /* errno set by read() */
        }
        else if (nread == 0)
            break;              /* EOF */
        nleft -= nread;
        bufp += nread;
    }
    return (n - nleft);        /* return >= 0 */
}
```

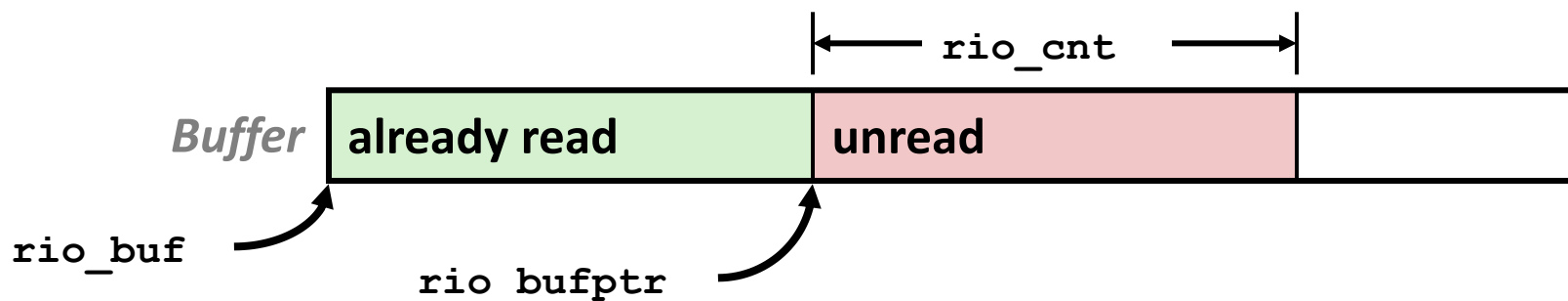
Buffered I/O: Motivation

- **Applications often read/write one character at a time**
 - `getc`, `putc`, `ungetc`
 - `gets`, `fgets`
 - Read line of text one character at a time, stopping at newline
- **Implementing as Unix I/O calls expensive**
 - `read` and `write` require Unix kernel calls
 - > 10,000 clock cycles
- **Solution: Buffered read**
 - Use Unix `read` to grab block of bytes
 - User input functions take one byte at a time from buffer
 - Refill buffer when empty

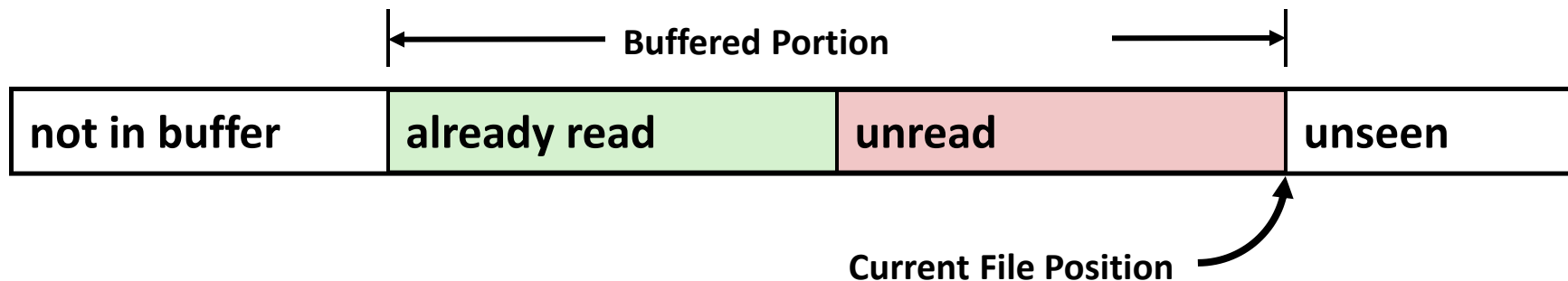


Buffered I/O: Implementation

- For reading from file
- File has associated buffer to hold bytes that have been read from file but not yet read by user code

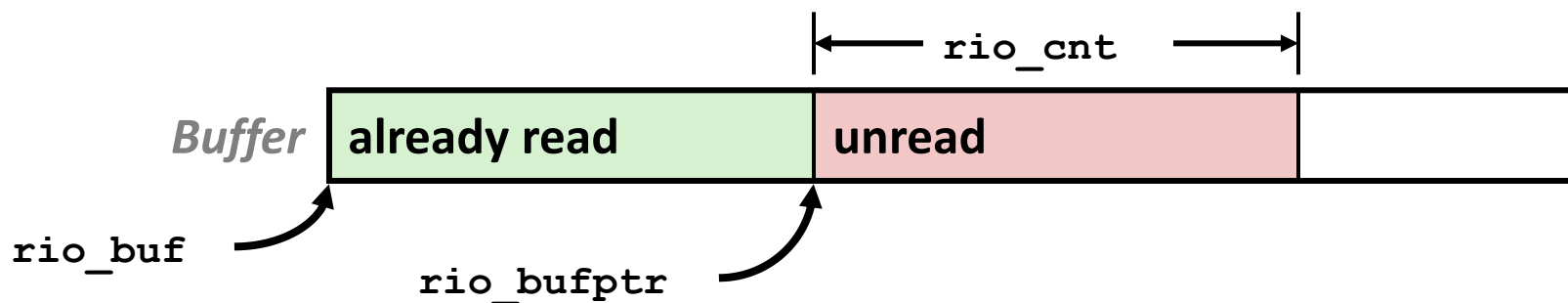


- Layered on Unix file:



Buffered I/O: Declaration

- All information contained in struct



```
typedef struct {  
    int rio_fd;           /* descriptor for this internal buf */  
    int rio_cnt;          /* unread bytes in internal buf */  
    char *rio_bufptr;      /* next unread byte in internal buf */  
    char rio_buf[RIO_BUFSIZE]; /* internal buffer */  
} rio_t;
```

Buffered RIO Input Functions

- Efficiently read text lines and binary data from a file partially cached in an internal memory buffer

```
#include "csapp.h"

void rio_readinitb(rio_t *rp, int fd);

ssize_t rio_readlineb(rio_t *rp, void *usrbuf, size_t maxlen);
```

Return: num. bytes read if OK, 0 on EOF, -1 on error

- **rio_readlineb** reads a text line of up to **maxlen** bytes from file **fd** and stores the line in **usrbuf**
 - Especially useful for reading text lines from network sockets
- Stopping conditions
 - **maxlen** bytes read
 - EOF encountered
 - Newline ('\n') encountered

Buffered RIO Input Functions (cont)

```
#include "csapp.h"

void rio_readinitb(rio_t *rp, int fd);

ssize_t rio_readlineb(rio_t *rp, void *usrbuf, size_t maxlen);
ssize_t rio_readnb(rio_t *rp, void *usrbuf, size_t n);
```

Return: num. bytes read if OK, 0 on EOF, -1 on error

- **rio_readnb** reads up to **n** bytes from file **fd**
- Stopping conditions
 - **maxlen** bytes read
 - EOF encountered
- Calls to **rio_readlineb** and **rio_readnb** can be interleaved arbitrarily on the same descriptor
 - Warning: Don't interleave with calls to **rio_readn**

RIO Example

- Copying the lines of a text file from standard input to standard output

```
#include "csapp.h"

int main(int argc, char **argv)
{
    int n;
    rio_t rio;
    char buf[MAXLINE];

    Rio_readinitb(&rio, STDIN_FILENO);
    while((n = Rio_readlineb(&rio, buf, MAXLINE)) != 0)
        Rio_writen(STDOUT_FILENO, buf, n);
    exit(0);
}
```

cpfile.c

Today

- Unix I/O
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- **Metadata, sharing, and redirection**
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File Metadata

- **Metadata** is data about data, in this case file data
- Per-file metadata maintained by kernel
 - accessed by users with the `stat` and `fstat` functions

```
/* Metadata returned by the stat and fstat functions */
struct stat {
    dev_t      st_dev;      /* device */
    ino_t      st_ino;      /* inode */
    mode_t     st_mode;     /* protection and file type */
    nlink_t    st_nlink;    /* number of hard links */
    uid_t      st_uid;      /* user ID of owner */
    gid_t      st_gid;      /* group ID of owner */
    dev_t      st_rdev;     /* device type (if inode device) */
    off_t      st_size;     /* total size, in bytes */
    unsigned long st_blksize; /* blocksize for filesystem I/O */
    unsigned long st_blocks; /* number of blocks allocated */
    time_t     st_atime;    /* time of last access */
    time_t     st_mtime;    /* time of last modification */
    time_t     st_ctime;    /* time of last change */
};
```

Example of Accessing File Metadata

```
/* statcheck.c - Querying and manipulating a file's meta data */
```

```
#include "csapp.h"
```

```
int main (int argc, char **argv)
```

```
{
```

```
    struct stat stat;
```

```
    char *type, *readok;
```

```
    Stat(argv[1], &stat);
```

```
    if (S_ISREG(stat.st_mode))
```

```
        type = "regular";
```

```
    else if (S_ISDIR(stat.st_mode))
```

```
        type = "directory";
```

```
    else
```

```
        type = "other";
```

```
    if ((stat.st_mode & S_IRUSR)) /* OK to read?*/
```

```
        readok = "yes";
```

```
    else
```

```
        readok = "no";
```

```
    printf("type: %s, read: %s\n", type, readok);
```

```
    exit(0);
```

```
}
```

```
unix> ./statcheck statcheck.c
```

```
type: regular, read: yes
```

```
unix> chmod 000 statcheck.c
```

```
unix> ./statcheck statcheck.c
```

```
type: regular, read: no
```

```
unix> ./statcheck ..
```

```
type: directory, read: yes
```

```
unix> ./statcheck /dev/kmem
```

```
type: other, read: yes
```

statcheck.c

Accessing Directories

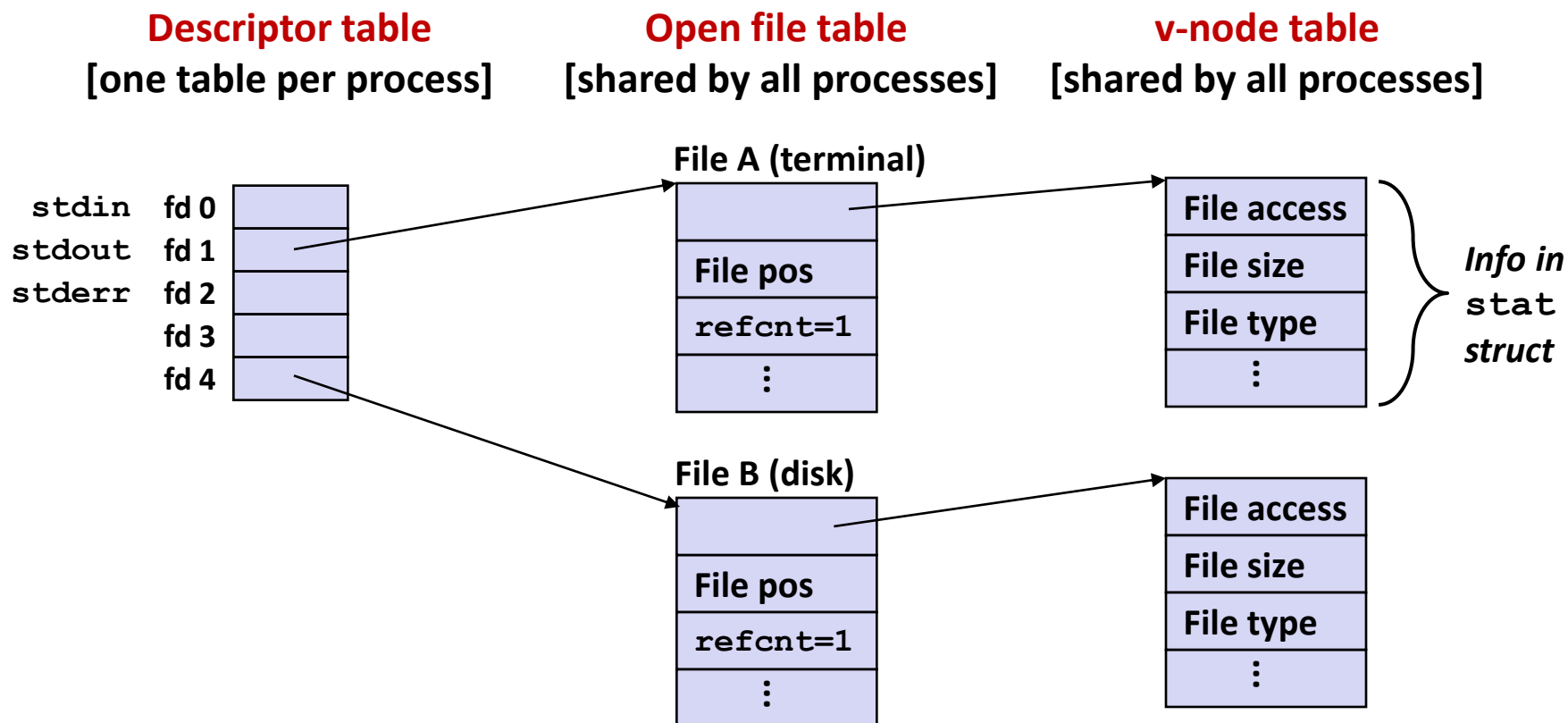
- **Only recommended operation on a directory: read its entries**
 - **dirent** structure contains information about a directory entry
 - DIR structure contains information about directory while stepping through its entries

```
#include <sys/types.h>
#include <dirent.h>

{
    DIR *directory;
    struct dirent *de;
    ...
    if (!(directory = opendir(dir_name)))
        error("Failed to open directory");
    ...
    while (0 != (de = readdir(directory))) {
        printf("Found file: %s\n", de->d_name);
    }
    ...
    closedir(directory);
}
```

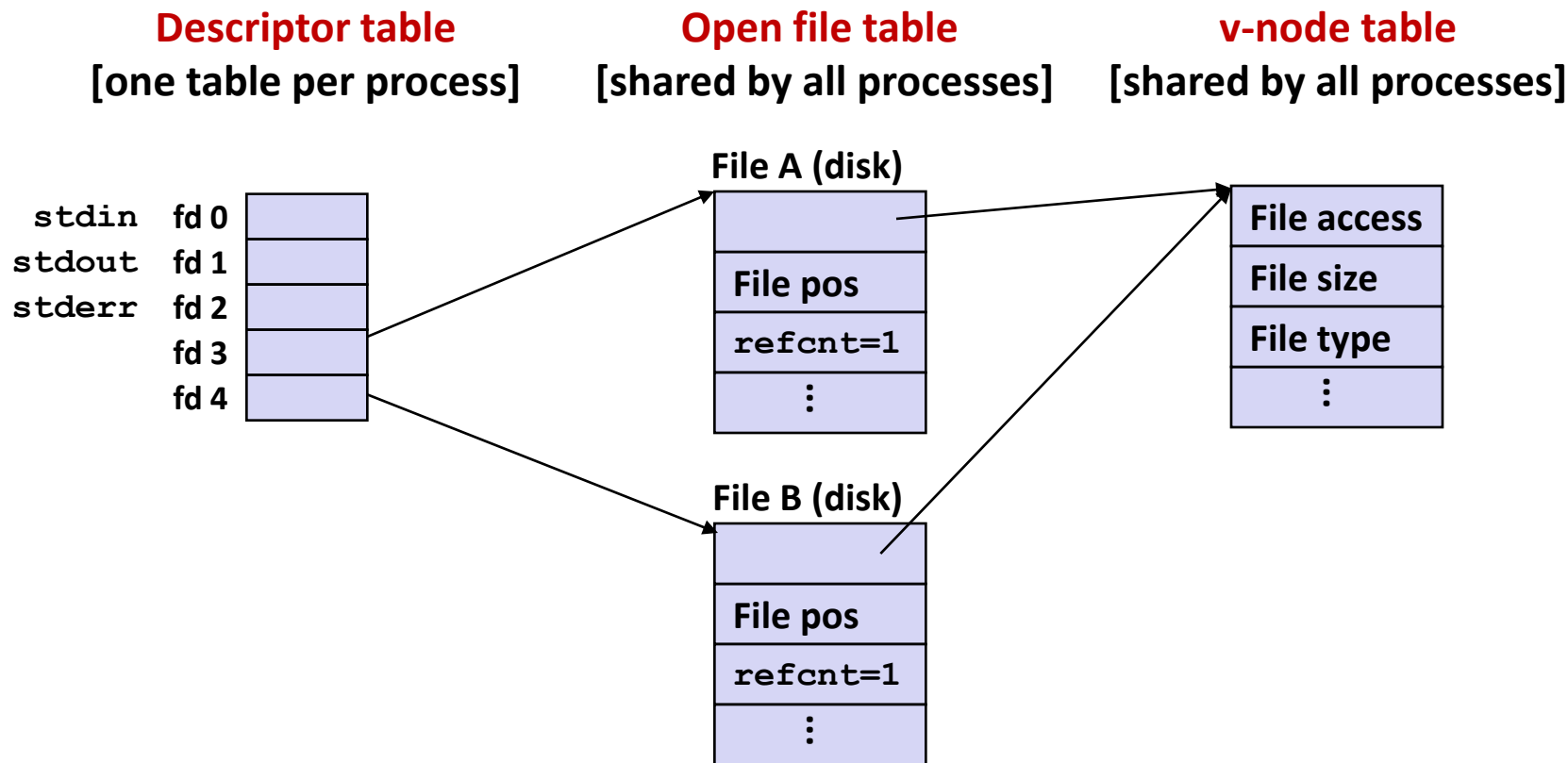
How the Unix Kernel Represents Open Files

- Two descriptors referencing two distinct open files.
Descriptor 1 (stdout) points to terminal, and descriptor 4 points to open disk file



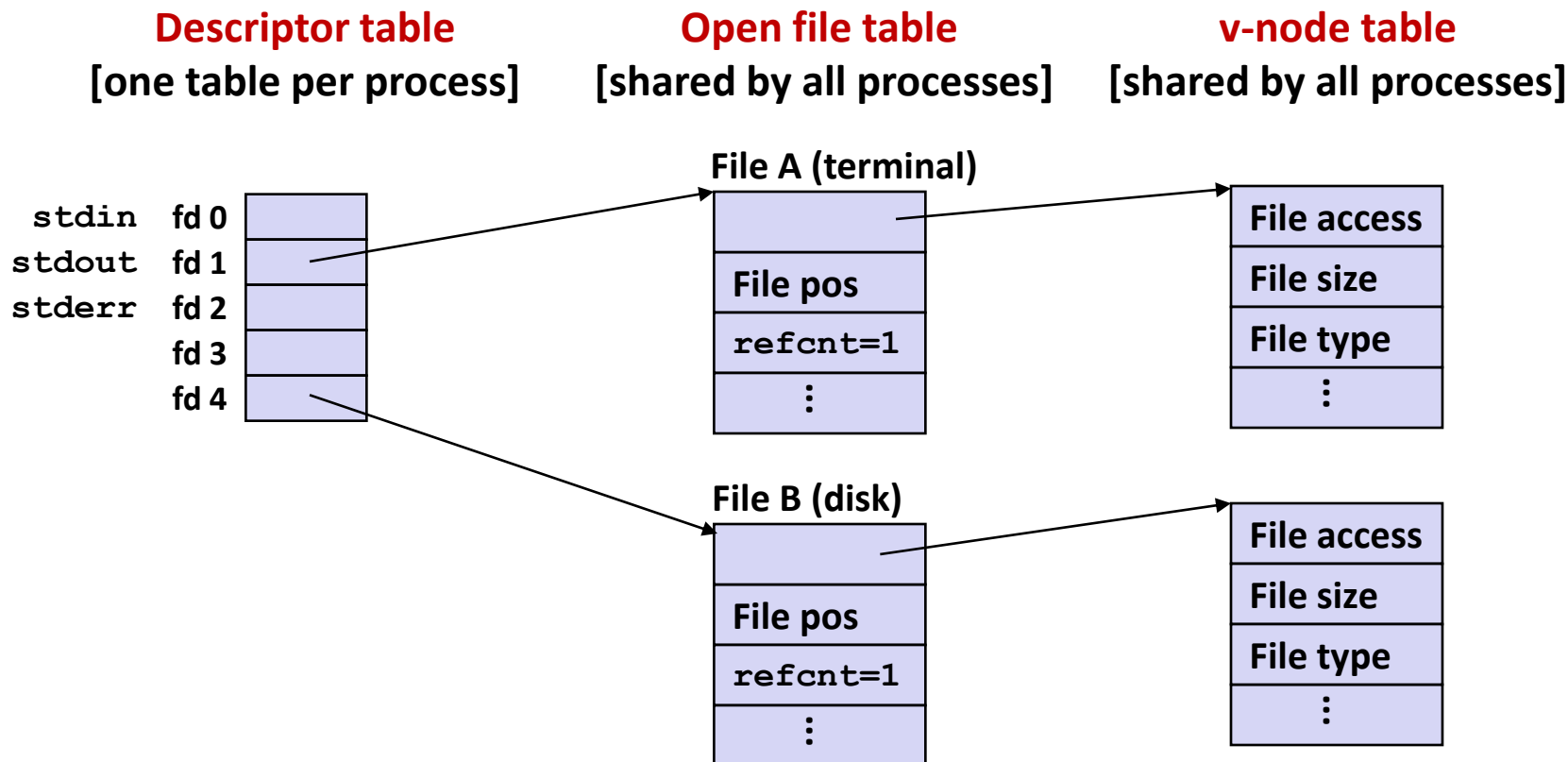
File Sharing

- Two distinct descriptors sharing the same disk file through two distinct open file table entries
 - E.g., Calling `open` twice with the same `filename` argument



How Processes Share Files: Fork()

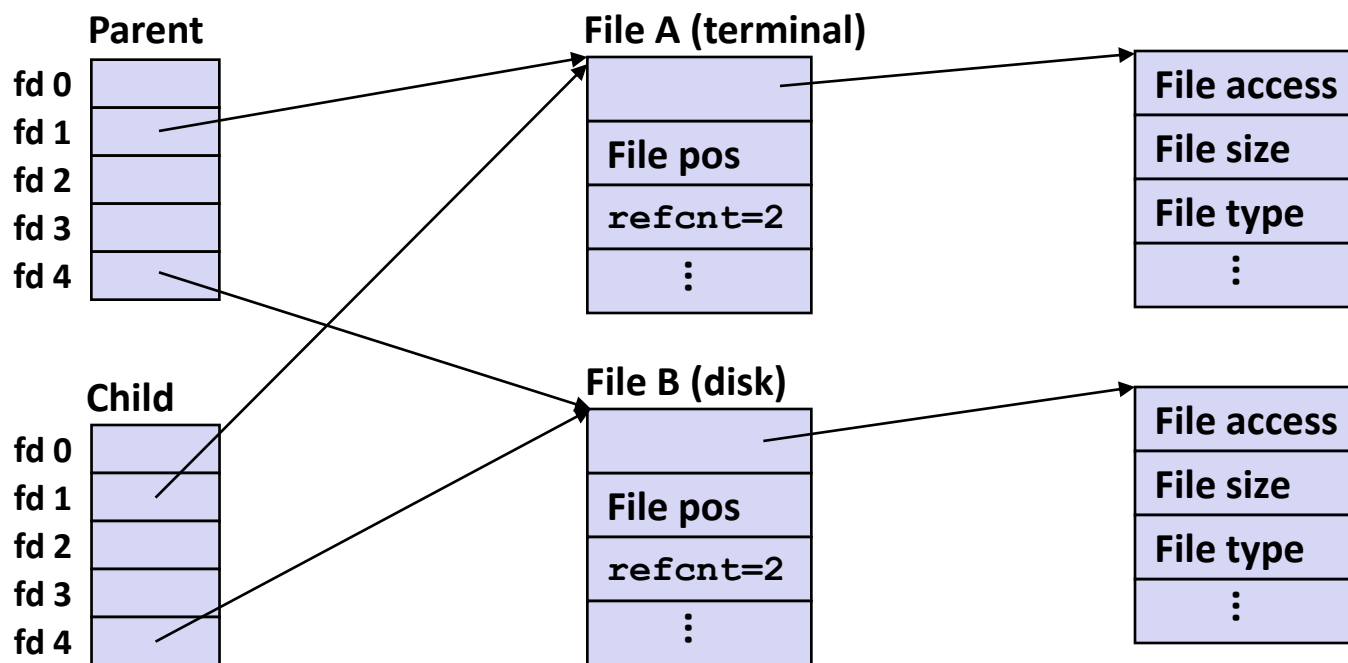
- A child process inherits its parent's open files
 - Note: situation unchanged by **exec** functions (use **fcntl** to change)
- **Before** fork() call:



How Processes Share Files: Fork()

- A child process inherits its parent's open files
- **After** fork():
 - Child's table same as parent's, and +1 to each refcnt

Descriptor table [one table per process] **Open file table** [shared by all processes] **v-node table** [shared by all processes]



I/O Redirection

- Question: How does a shell implement I/O redirection?

```
unix> ls > foo.txt
```

- Answer: By calling the `dup2 (oldfd, newfd)` function
 - Copies (per-process) descriptor table entry `oldfd` to entry `newfd`

Descriptor table

before `dup2 (4, 1)`

fd 0	
fd 1	a
fd 2	
fd 3	
fd 4	b



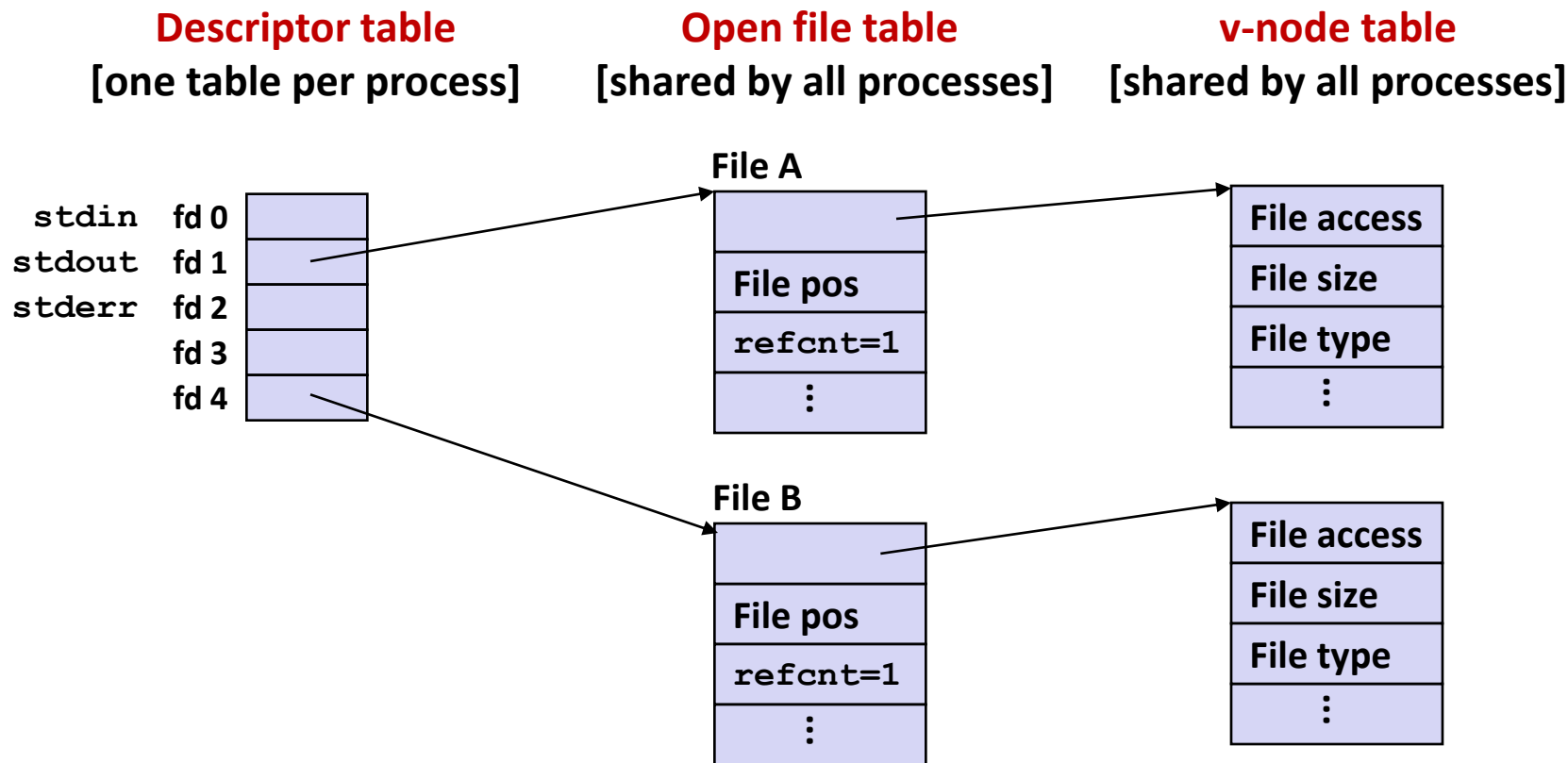
Descriptor table

after `dup2 (4, 1)`

fd 0	
fd 1	b
fd 2	
fd 3	
fd 4	b

I/O Redirection Example

- **Step #1: open file to which stdout should be redirected**
 - Happens in child executing shell code, before **exec**



I/O Redirection Example (cont.)

■ Step #2: call `dup2 (4, 1)`

- cause `fd=1` (stdout) to refer to disk file pointed at by `fd=4`

Descriptor table

[one table per process]

stdin	fd 0	
stdout	fd 1	
stderr	fd 2	
	fd 3	
	fd 4	

Open file table

[shared by all processes]

File A

File pos
refcnt=0
⋮

File B

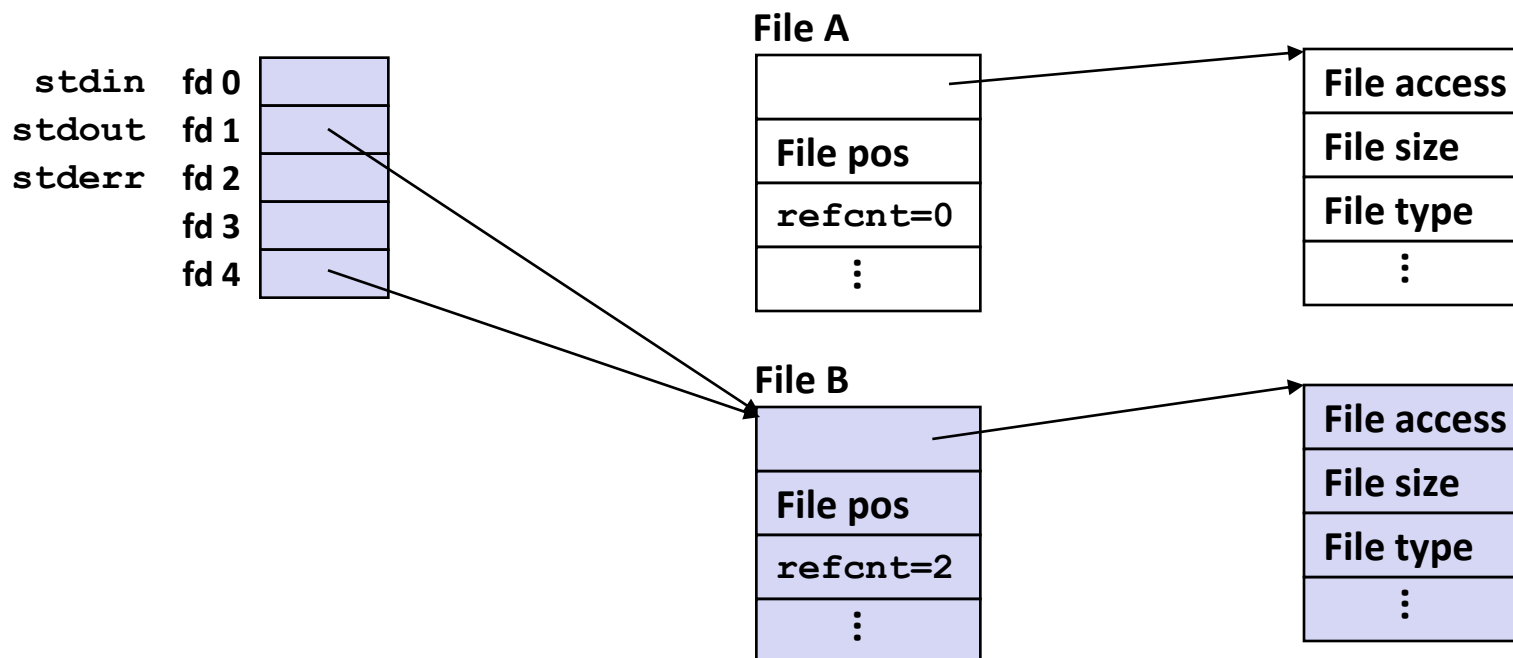
File pos
refcnt=2
⋮

v-node table

[shared by all processes]

File access
File size
File type
⋮

File access
File size
File type
⋮



Fun with File Descriptors (1)

```
#include "csapp.h"
int main(int argc, char *argv[])
{
    int fd1, fd2, fd3;
    char c1, c2, c3;
    char *fname = argv[1];
    fd1 = Open(fname, O_RDONLY, 0);
    fd2 = Open(fname, O_RDONLY, 0);
    fd3 = Open(fname, O_RDONLY, 0);
    Dup2(fd2, fd3);
    Read(fd1, &c1, 1);
    Read(fd2, &c2, 1);
    Read(fd3, &c3, 1);
    printf("c1 = %c, c2 = %c, c3 = %c\n", c1, c2, c3);
    return 0;
}                                     ffiles1.c
```

- What would this program print for file containing “abcde”?

Fun with File Descriptors (2)

```
#include "csapp.h"
int main(int argc, char *argv[])
{
    int fd1;
    int s = getpid() & 0x1;
    char c1, c2;
    char *fname = argv[1];
    fd1 = Open(fname, O_RDONLY, 0);
    Read(fd1, &c1, 1);
    if (fork()) { /* Parent */
        sleep(s);
        Read(fd1, &c2, 1);
        printf("Parent: c1 = %c, c2 = %c\n", c1, c2);
    } else { /* Child */
        sleep(1-s);
        Read(fd1, &c2, 1);
        printf("Child: c1 = %c, c2 = %c\n", c1, c2);
    }
    return 0;
}
```

ffiles2.c

- What would this program print for file containing “abcde”?

Fun with File Descriptors (3)

```
#include "csapp.h"
int main(int argc, char *argv[])
{
    int fd1, fd2, fd3;
    char *fname = argv[1];
    fd1 = Open(fname, O_CREAT|O_TRUNC|O_RDWR, S_IRUSR|S_IWUSR);
    Write(fd1, "pqrs", 4);
    fd3 = Open(fname, O_APPEND|O_WRONLY, 0);
    Write(fd3, "jklmn", 5);
    fd2 = dup(fd1); /* Allocates descriptor */
    Write(fd2, "wxyz", 4);
    Write(fd3, "ef", 2);
    return 0;
}
```

ffiles3.c

- What would be the contents of the resulting file?

Today

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Standard I/O Functions

- The C standard library (`libc.so`) contains a collection of higher-level *standard I/O* functions
 - Documented in Appendix B of K&R.
- Examples of standard I/O functions:
 - Opening and closing files (`fopen` and `fclose`)
 - Reading and writing bytes (`fread` and `fwrite`)
 - Reading and writing text lines (`fgets` and `fputs`)
 - Formatted reading and writing (`fscanf` and `fprintf`)

Standard I/O Streams

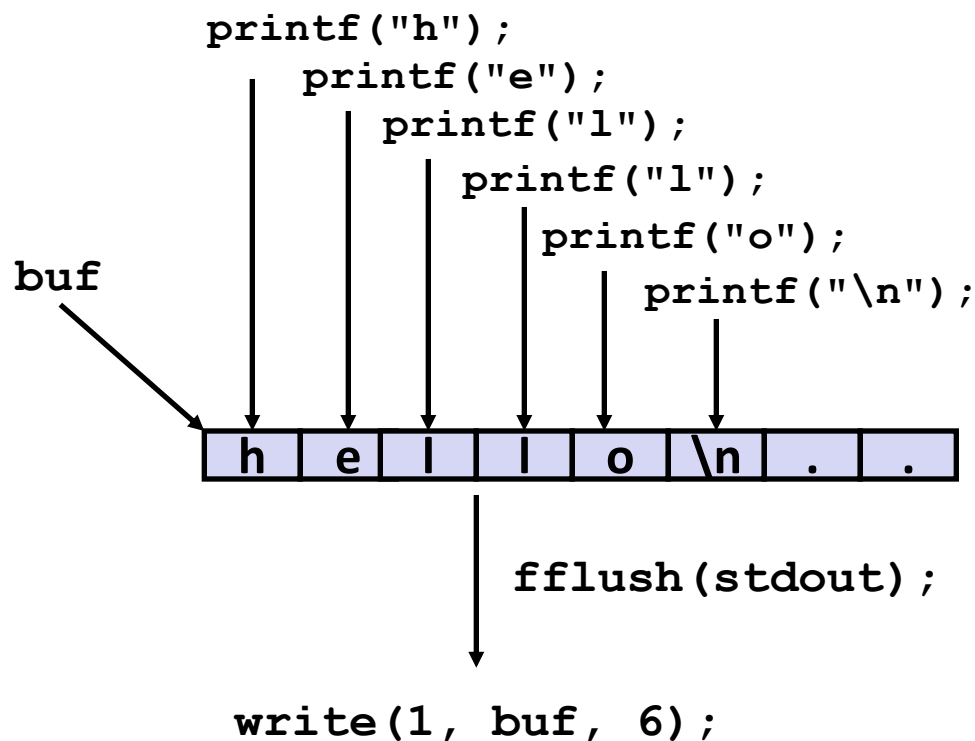
- Standard I/O models open files as *streams*
 - Abstraction for a file descriptor and a buffer in memory.
 - Similar to buffered RIO
- C programs begin life with three open streams (defined in `stdio.h`)
 - `stdin` (standard input)
 - `stdout` (standard output)
 - `stderr` (standard error)

```
#include <stdio.h>
extern FILE *stdin; /* standard input (descriptor 0) */
extern FILE *stdout; /* standard output (descriptor 1) */
extern FILE *stderr; /* standard error (descriptor 2) */

int main() {
    fprintf(stdout, "Hello, world\n");
}
```

Buffering in Standard I/O

- Standard I/O functions use buffered I/O



- Buffer flushed to output fd on “\n” or `fflush()` call

Standard I/O Buffering in Action

- You can see this buffering in action for yourself, using the always fascinating Unix `strace` program:

```
#include <stdio.h>

int main()
{
    printf("h");
    printf("e");
    printf("l");
    printf("l");
    printf("o");
    printf("\n");
    fflush(stdout);
    exit(0);
}
```

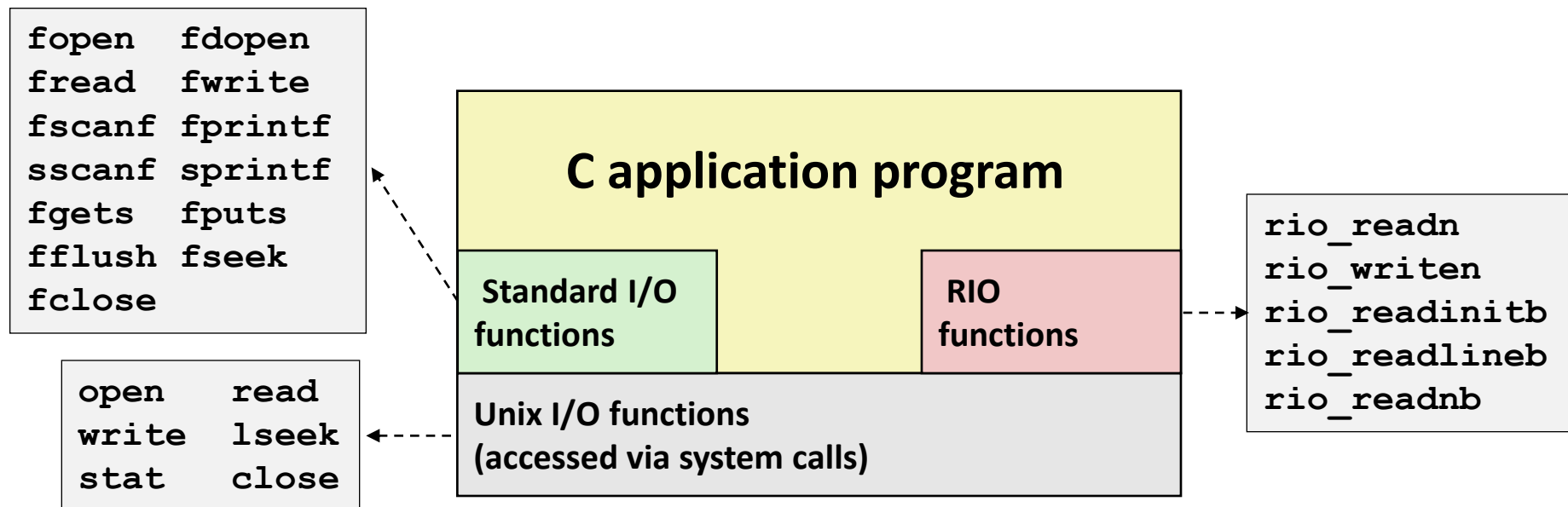
```
linux> strace ./hello
execve("./hello", ["hello"], [/* ... */]).
...
write(1, "hello\n", 6)                = 6
...
exit_group(0)                        = ?
```


Today

- Unix I/O
- RIO (robust I/O) package
- Metadata, sharing, and redirection
- Standard I/O
- **Conclusions**

Unix I/O vs. Standard I/O vs. RIO

- Standard I/O and RIO are implemented using low-level Unix I/O



- Which ones should you use in your programs?

Pros and Cons of Unix I/O

■ Pros

- Unix I/O is the most general and lowest overhead form of I/O.
 - All other I/O packages are implemented using Unix I/O functions.
- Unix I/O provides functions for accessing file metadata.
- Unix I/O functions are async-signal-safe and can be used safely in signal handlers.

■ Cons

- Dealing with short counts is tricky and error prone.
- Efficient reading of text lines requires some form of buffering, also tricky and error prone.
- Both of these issues are addressed by the standard I/O and RIO packages.

Pros and Cons of Standard I/O

■ Pros:

- Buffering increases efficiency by decreasing the number of **read** and **write** system calls
- Short counts are handled automatically

■ Cons:

- Provides no function for accessing file metadata
- Standard I/O functions are not async-signal-safe, and not appropriate for signal handlers.
- Standard I/O is not appropriate for input and output on network sockets
 - There are poorly documented restrictions on streams that interact badly with restrictions on sockets (CS:APP2e, Sec 10.9)

Choosing I/O Functions

- **General rule: use the highest-level I/O functions you can**
 - Many C programmers are able to do all of their work using the standard I/O functions
- **When to use standard I/O**
 - When working with disk or terminal files
- **When to use raw Unix I/O**
 - Inside signal handlers, because Unix I/O is async-signal-safe.
 - In rare cases when you need absolute highest performance.
- **When to use RIO**
 - When you are reading and writing network sockets.
 - Avoid using standard I/O on sockets.

Aside: Working with Binary Files

■ Binary File Examples

- Object code, Images (JPEG, GIF),

■ Functions you shouldn't use on binary files

- Line-oriented I/O such as `fgets`, `scanf`, `printf`, `rio_readlineb`
 - Different systems interpret `0x0A` (`'\n'`) (newline) differently:
 - Linux and Mac OS X: `LF(0x0a)` [`'\n'`]
 - HTTP servers & Windoes: `CR+LF(0x0d 0x0a)` [`'\r\n'`]
 - Use `rio_readn` or `rio_readnb` instead
- String functions
 - `strlen`, `strcpy`
 - Interprets byte value 0 (end of string) as special

For Further Information

■ The Unix bible:

- W. Richard Stevens & Stephen A. Rago, *Advanced Programming in the Unix Environment*, 2nd Edition, Addison Wesley, 2005
 - Updated from Stevens's 1993 classic text.

■ Stevens is arguably the best technical writer ever.

- Produced authoritative works in:
 - Unix programming
 - TCP/IP (the protocol that makes the Internet work)
 - Unix network programming
 - Unix IPC programming

■ Tragically, Stevens died Sept. 1, 1999

- But others have taken up his legacy