Network Socket Programming - 3

BUPT/QMUL

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Electronic Engineering

Agenda

- Basic concepts in NP
- Introduction to IP & TCP/UDP
- *Introduction to Sockets*

Introduction to Sockets

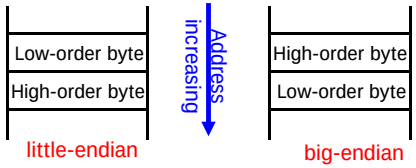
- *Reviews of some helpful points*
- *Sockets interface*
- Major system calls
- Sample programs

Review

- Introduction to Sockets
  - Some Helpful Points
    - Client-Server Model
    - Data Structure of IP Address
      - Host Byte Order vs. Network Byte Order
    - Host Entry Structure of DNS
    - Connections
  - Socket Interface
    - What is **Socket**?
    - Types of Sockets
      - **SOCK_STREAM** (TCP) and **SOCK_DGRAM** (UDP)

Host Byte Order vs. Network Byte Order

- IP address is 4-byte long, while port number is 2-byte
- Two ways to store multi-byte integers
  - Big-endian vs. little-endian



- Host byte order is machine-dependent
- Network byte order is machine-independent (*big-endian*)

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Review of Host Entry Structure

```
/* Description of data base entry for a single host.  */
struct hostent
{
  char *h_name;                 /* Official name of host. */
  char **h_aliases;             /* Alias list.  */
  int h_addrtype;               /* Host address type.  */
  int h_length;                 /* Length of address.  */
  char **h_addr_list;           /* List of addresses from
                                   name server.  */
#define h_addr  h_addr_list[0]  /* The first address in the
                                   address list.  */
};
```

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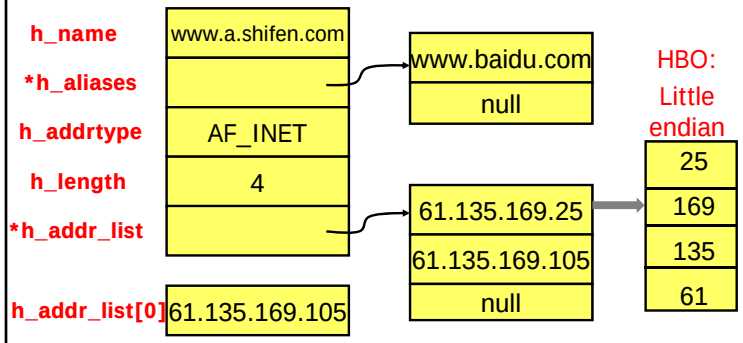
IP Addresses in the entry



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Structure of IP address and socket address

```
/* IPv4 address.  */
typedef uint32_t in_addr_t;
struct in_addr {
    in_addr_t s_addr;
  };
```

```
struct sockaddr_in {
   unsigned short sin_family; /* address family (always AF_INET) */
   unsigned short sin_port; /* port num in network byte order */
   struct in_addr sin_addr; /* IP addr in network byte order */
   unsigned char sin_zero[8]; /* pad to sizeof(struct sockaddr) */
};
```

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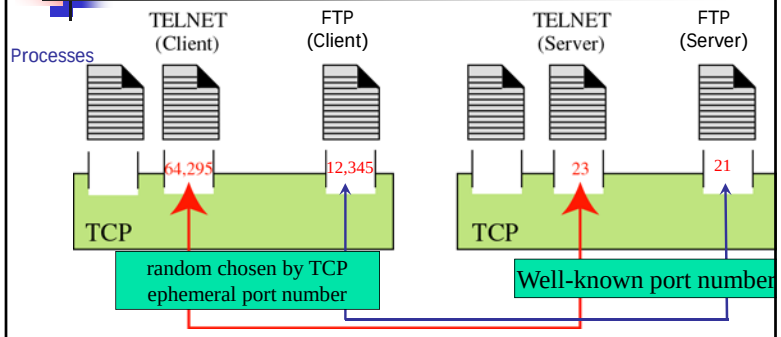
Connection and Port Number



A connection is identified by (Source IP address, Source Port Number, Destination IP address, Destination Port Number)

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Understanding Socket

- An extension to OS's I/O system, enabling communication between processes and machines
- A host-local, application-created/owned, OS-controlled interface (a "door") into which application process can both send and receive messages to/from another (remote or local) application process
- A socket can be treated the same as a standard file descriptor except that
  - It is created with the socket()
  - Additional calls are needed to connect and activate it
  - recv() and send() are also used as counterparts to read() and write()

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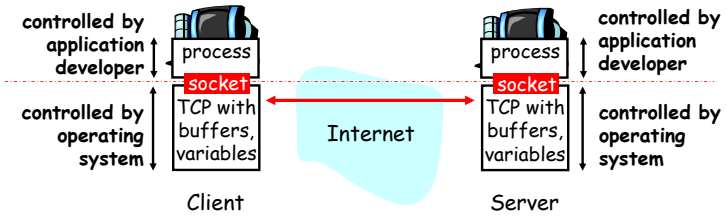
Socket Programming using TCP

- Socket: a door between application process and end-end-transport protocol (UDP or TCP)
- TCP service: reliable transfer of bytes from one process to another



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Socket Address

```
struct sockaddr {          Generic socket address
   unsigned short sa_family;      /* PF_INET for IPv4 */
   char sa_data[14];              /* protocol-specific address,
                                     up to 14 bytes. */
};
```

```
struct sockaddr_in{        Internet-specific socket address
     unsigned short  sin_family;   /* AF_INET */
     unsigned short  sin_port;     /* 16-bit port number */
                                   /* Network Byte Order*/
     struct in_addr sin_addr;      /* 32-bit IP Address */
                                   /* Network Byte Order */
     char            sin_zero[8];  /* unused */
}
```

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Socket Programming: Telephone Analogy

- A telephone call over a "telephony network" works as follows:
  - Both parties have a telephone installed.
  - A phone number is assigned to each telephone.
  - Turn on ringer to listen for a caller.
  - Caller lifts telephone and dials a number.
  - Telephone rings and the receiver of the call picks it up.
  - Both Parties talk and exchange data.
  - After conversation is over they hang up the phone.

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Dissecting the Analogy

- A network application works as follows:
  - An *endpoint* (telephone) for communication is created on both ends.
  - An *address* (phone no) is assigned to both ends to distinguish them from the rest of the network.
  - One of the endpoints (caller) *initiate a connection* to the other.
  - The other endpoint(receiver) *waits* for the communication to start.
  - Once a connection has been made, *data is exchanged* (talk).
  - Once data has been exchanged the *endpoints are closed* (hang up).

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In the world of sockets……

- Socket() – Endpoint for communication
- Bind() - Assign a unique telephone number.
- Listen() – Wait for a caller.
- Connect() - Dial a number.
- Accept() – Receive a call.
- Send(), Recv() – Talk.
- Close() – Hang up.

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Introduction to Sockets Part III: major system calls

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System Calls

- Socket operation
- Byte order operation
- Address formats conversion
- Socket option
- Name and address operation

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System Calls – Socket Operation

- socket( ) : returns a socket descriptor
- bind( ) : What address I am on / what port to attach to
- connect( ) : Connect to a remote host
- listen( ) : Waiting for someone to connect to my port
- accept( ) : Get a file descriptor for a incoming connection
- send( ) and recv( )
  - Send and receive data over a connection
- sendto( ) and recvfrom( )
  - Send and receive data without connection
- close( ) and shutdown( )
  - **Close a connection Two way / One way**
- readn( ), writen( ), readline( )
  - Read / Write a particular number of bytes

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System Calls – Byte Order Operation

- htonl()
  - Convert long int from host byte order to network byte order
- htons()
  - Convert short int from host byte order to network byte order
- ntohl()
  - Convert long int from network byte order to host byte order
- ntohs()
  - Convert short int from network byte order to host byte order

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System Calls – Address Formats Conversion

- **inet_aton()**
  - converts an IP address in numbers-and-dots notation (ASCII string) into unsigned long in network byte order
  - If successful, 1 is returned; otherwise, 0 is returned
- inet_addr()
  - converts an IP address in numbers-and-dots notation (ASCII string) into unsigned long in network byte order
  - If successful, the 32-bit address in network byte order is returned; otherwise, INADDR_NONE is returned
- **inet_ntoa()**
  - Mapping a 32-bit integer (an IP address in network byte order) to an ASCII string in dotted decimal format
  - If successful, pointer to ASCII string in dotted decimal format in a static buffer is returned; otherwise, NULL is returned
- **inet_pton()**
  - Similar to inet_aton() but working with IPv4 and IPv6
  - If successful, 1 is returned; if the IP address is invalid, 0 is returned; otherwise, -1 is returned when there is error
- **inet_ntop()**
  - Similar to inet_ntoa() but working with IPv4 and IPv6
  - If successful, the ASCII string in dotted decimal format is returned; otherwise, NULL is returned

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System Calls – Socket Option

- getsockopt()
  - Allow an application to require information about the socket
- setsockopt()
  - Allow an application to set a socket option
  - eg.
    - get/set sending/receiving buffer size of a socket

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System Calls – Name and Address Operation

- **gethostbyname()**
  - retrieving host entries from DNS and the query key is a DNS domain name
- **gethostbyaddr()**
  - retrieving host entries from DNS and the query key is an IP address
- gethostname()
  - Obtaining the name of a host
- getservbyname()
  - Mapping a named service onto a port number
- getservbyport()
  - Obtaining an entry from the services database given the port number assigned to it

Using UDP to query Local DNS Server

Returns a pointer to struct hostent (host entry structure) on success

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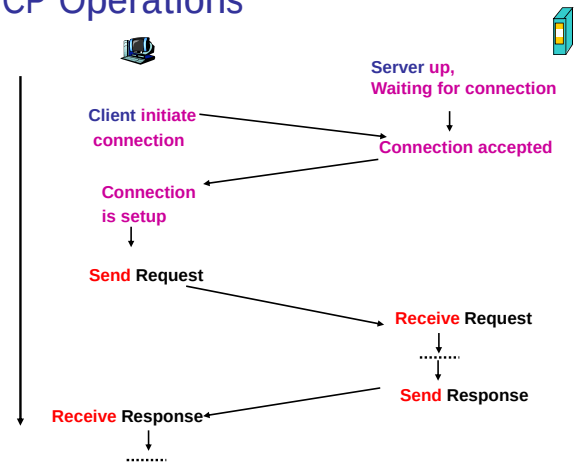
Process of Socket Operation: TCP Operations



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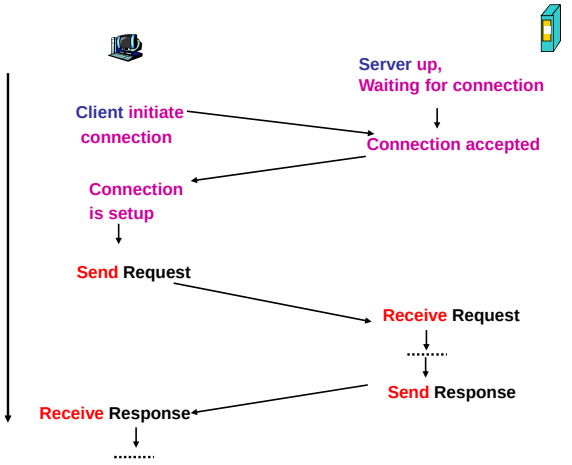
Map to TCP socket programming



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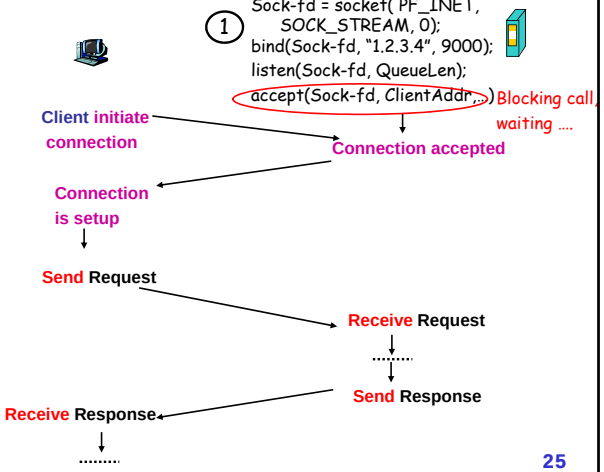

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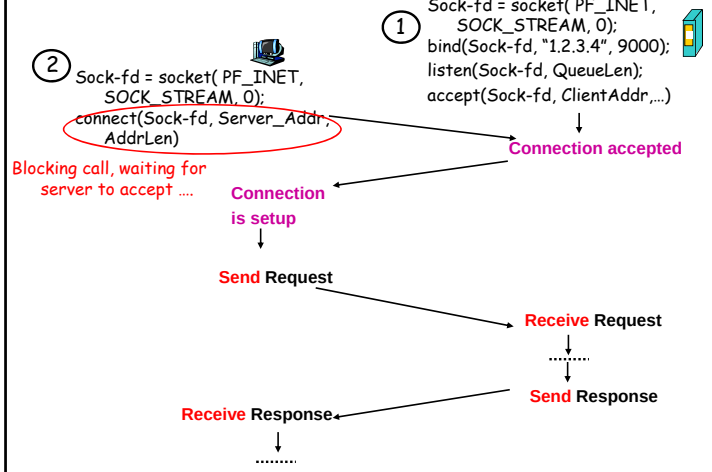

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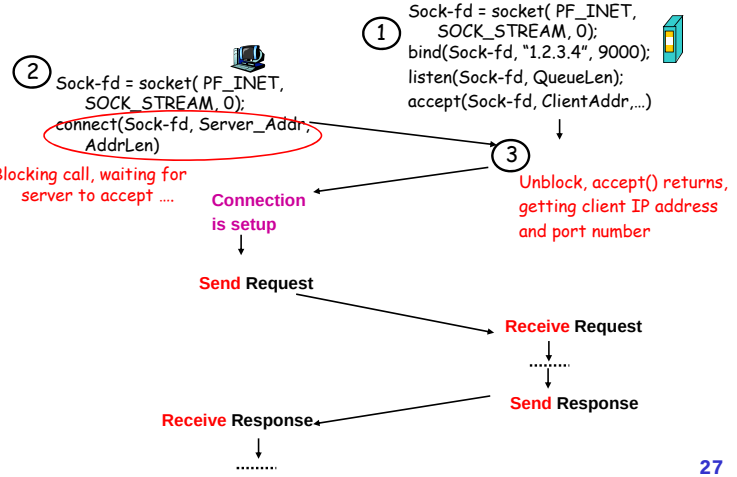

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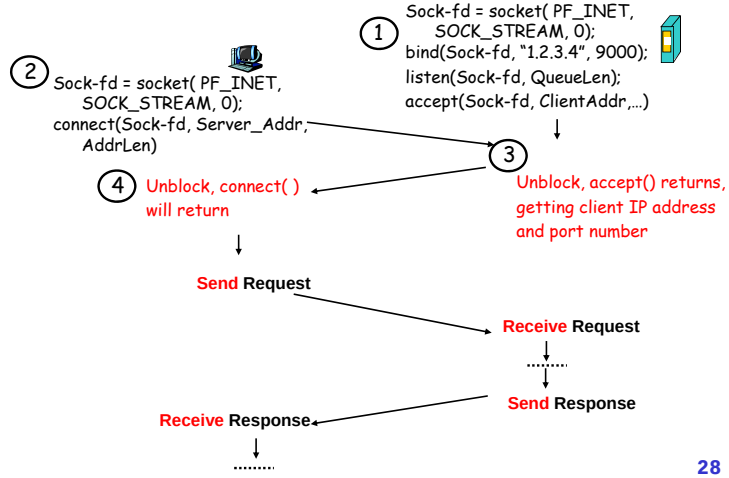

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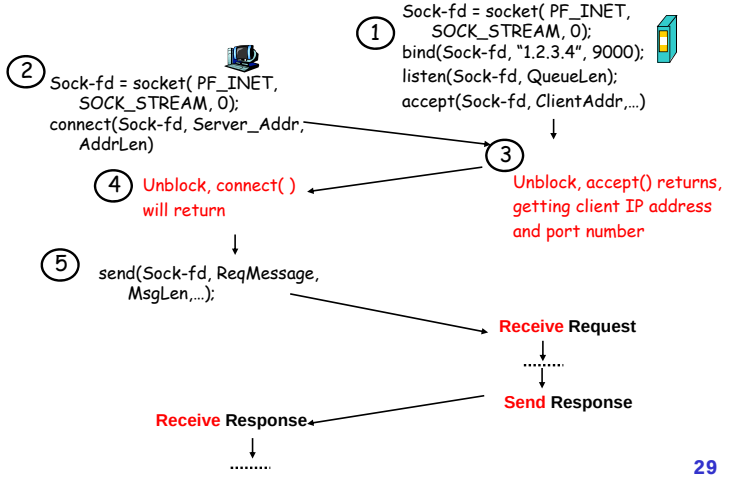

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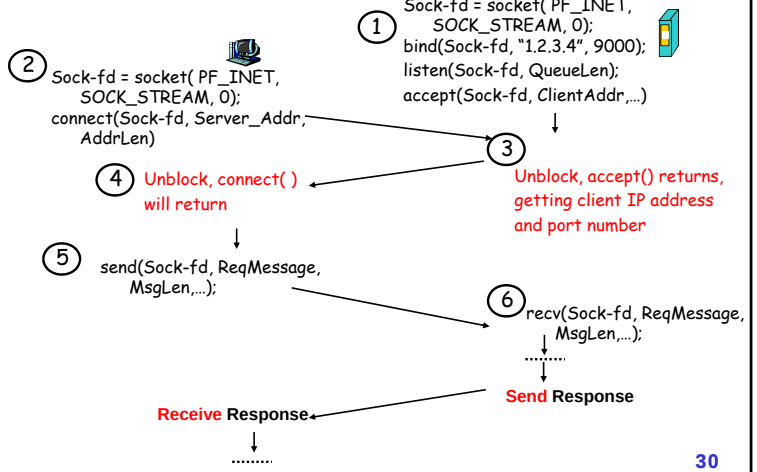

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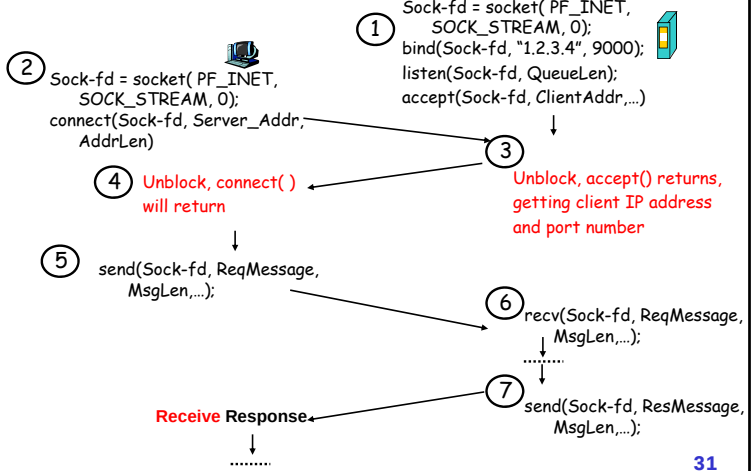

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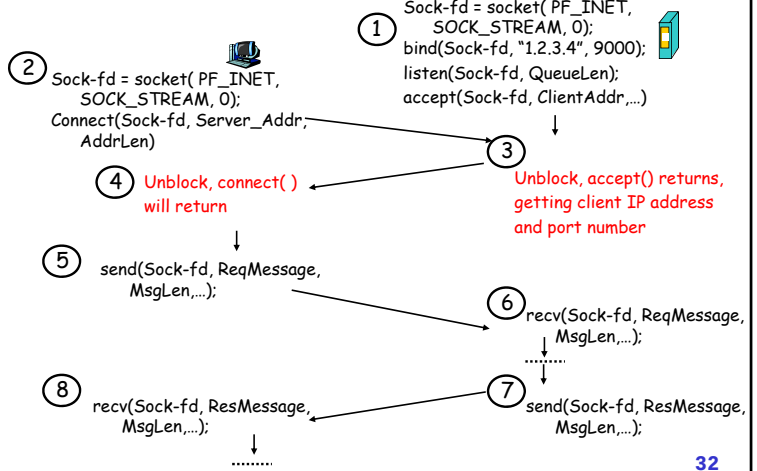

System Calls – socket()

- An application calls *socket()* to create a new socket that can be used for network communication
- The call returns a descriptor for the newly created socket

```
#include <sys/socket.h>
int socket (int family, int type, int protocol );
```

- Socket descriptor – success
- -1 – failed

Protocol family
PF_INET
PF_INET6
PF_UNIX
……

Socket type
SOCK_STREAM
SOCK_DGRAM
SOCK_RAW
……

Specific protocol
Often be set as **0**
Be not 0 in raw socket

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System Calls – bind()

- An application calls bind() to specify the local endpoint address (a **local IP address and port number**) for a socket
- For TCP/IP, the endpoint address uses the ***sockaddr*** structure
- **Servers** use *bind* to specify the well-known port at which they will await connections

```
#include <sys/socket.h>
int bind (int sockfd, const struct sockaddr *myaddr, socklen_t addrlen);
```

0 – success
-1 – failed

Socket descriptor to be bound

The local address to which the socket should be bound

The length of the structure (bytes)

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System Calls – connect()

- After creating a socket, a **client** calls *connect()* to establish an active connection to a remote server

```
#include <sys/socket.h>
int connect (int sockfd, const struct sockaddr *servaddr, socklen_t addrlen);
```

0 – success
-1 – failed

Socket to connect

The destination address to which the socket should be bound

The length of the destination address (bytes)

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System Calls – send()

- Both **clients** (to transmit request) **and servers** (to transmit replies) used *send()* to transfer data across a TCP connection
- The application passes the socket descriptor to which the data should be sent, the address of the data to be sent, and the length of the data
- Usually, *send()* copies outgoing data into buffers in the OS kernel

```
#include <sys/socket.h>
ssize_t send (int sockfd, const void *buff, size_t nbytes, int flags);
```

Number of bytes that are sent successfully
-1 – failed

socket descriptor to send data to

The address of the data to be sent

The number of bytes to be sent

The flag controlling the connection, usually 0

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System Calls – recv()

- Both **clients** (to receive a reply) **and servers** (to receive a request) use *recv* to receive data from a TCP connection
- If the buffer cannot hold an incoming user datagram, *recv* fills the buffer and discards the remainder

```
#include <sys/socket.h>
ssize_t recv (int sockfd, void *buff, size_t nbytes, int flags);
```

- Number of bytes that are received successfully -1 – failed
- socket descriptor to read from
- The address in memory into which the data to be placed
- The length of the buffer area
- The flag controlling the reception, usually 0

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System Calls – sendto() & recvfrom()

- Allow the caller to send or receive a message over a **UDP** connection
- sendto() require the caller to specify a destination
- recvfrom() uses an argument to specify where to record the sender's address

```
#include <sys/socket.h>
ssize_t sendto (int sockfd, const void *buff, size_t nbytes, int flags,
                const struct sockaddr *to, socklen_t addrlen);
```

Destination address

The length of the destination address

```
#include <sys/socket.h>
ssize_t recvfrom (int sockfd, void *buff, size_t nbytes, int flags,
                  struct sockaddr *from, socklen_t *addrlen );
```

- Number of bytes that are sent and received successfully -1 – failed
- Where to record the sender's address
- The length of the sender's address

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Using Read and Write with sockets

- In Linux, as in most other UNIX systems, programmers can use *read* instead of *recv*, and *write* instead of *send*
  - *int read (sockfd, bptr, buflen)*
  - *int write (sockfd, bptr, buflen)*
- The chief advantage of *send* and *recv* is that they are easier to spot in the code

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Other System Calls for sending and receiving data through a socket

- Sending data
  - writev ()
  - sendmsg ()
  - writen()
- Receiving data
  - readv ()
  - recvmsg ()
  - readn()
  - readline()

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System Calls – listen()

- Connection-oriented **servers** call *listen* to place a socket in *passive mode* and make it ready to accept incoming connections
- *Listen* also sets the number of incoming connection requests that the protocol software should enqueue for a given socket while the server handles another request
- It only applies to socket used with **TCP**

```
#include <sys/socket.h>
int listen (int sockfd,   int qlength);
```

- 0 – success, -1 – failed
- Socket that should be prepared for use by a server
- The length of the request queue for that socket

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System Calls – accept()

- The **server** calls accept to extract the next incoming request
- *Accept* creates a new socket for each new connection request, and return the descriptor of the new socket to its caller
- *Accept* fills in the structure (*sockaddr*) with the IP address and protocol port number of the remote machine

```
#include <sys/socket.h>
int accept (int sockfd, struct sockaddr *cliaddr, socklen_t *addrlen);
```

- Descriptor (non-zero) – success, -1 – failed
- Socket on which to wait
- The address of the client that placed the request
- The length of the client address

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System Calls – close()

- Once a client or server finishes using a socket, it calls *close* to deallocate it
- If several processes share a socket, *close* decrements a reference count and deallocates the socket when the reference count reaches zero
- Any unread data waiting at the socket will be discarded

```
#include <unistd.h>
int close (int sockfd);
```

- 0 – success, -1 – failed
- Socket to be closed

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System Calls – inet_aton() & inet_addr()

- converts an IP address in numbers-and-dots notation into unsigned long in network byte order

```
#include <arpa/inet.h>
int inet_aton (const char *string, struct in_addr *address);
```

- 1 – valid string, 0– error
- Pointer to the string that contains the address in numbers-and-dots notation
- Pointer to a long integer into which the binary value is placed

```
#include <arpa/inet.h>
in_addr_t inet_addr (const char *string);
```

- When success: return the 32-bit address in network byte order; When failed: return INADDR_NONE
- Pointer to the string that contains the address in numbers-and-dots notation

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System Calls – inet_ntoa()

- Mapping a 32-bit integer (an IP address in network byte order) to an ASCII string in dotted decimal format

```
#include <arpa/inet.h>
char * inet_ntoa ( struct in_addr inaddr );
```

Pointer to the resulting ASCII version

32-bit IP address in network byte order

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Introduction to Sockets
Part IV: sample programs

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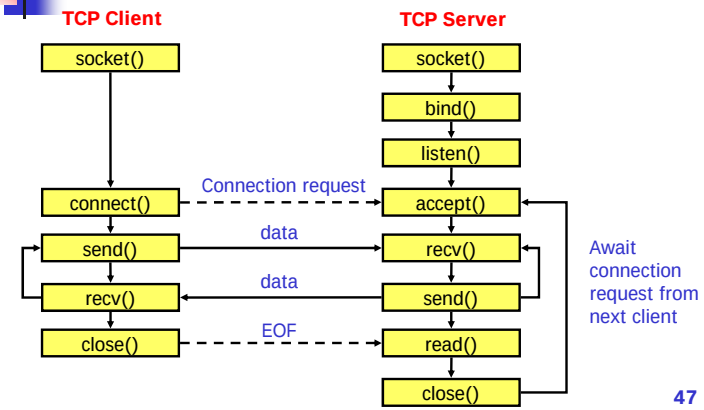
Overview of TCP-based sockets API



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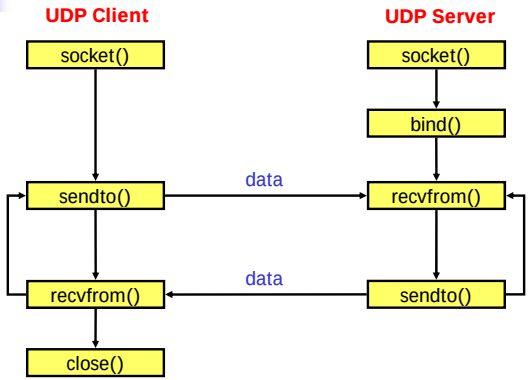
Overview of UDP-based sockets API



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Sample programs

- **UDP-based echo service**
  - An echo service simply sends back to the originating source any data it receives
  - A very useful debugging and measurement tool
  - UDP Based Echo Service：be defined as a datagram based application on UDP. A server listens for UDP datagrams on UDP **port 7**. When a datagram is received, the data from it is sent back in an answering datagram.
- Sample programs
  - udpechoclt.c
  - udpechosvr.c

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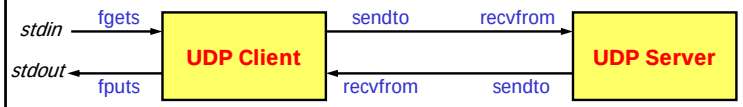
Basic flow of UDP-based echo service



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Head part of UDP EchoClient

```
#include <stdio.h> /* for printf() and fprintf() */
#include <sys/socket.h> /* for socket(), sendto() and
                           recvfrom() */
#include <arpa/inet.h> /* for sockaddr_in and inet_addr() */
#include <stdlib.h> /* for atoi() and exit() */
#include <string.h> /* for memset() */
#include <unistd.h> /* for close() */
```

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Initial part of UDP EchoClient

```
#define ECHOMAX 255 /* Longest string to echo */

int main(int argc, char *argv[])
{
   int sock; /* Socket descriptor */
   struct sockaddr_in echoServAddr; /* Echo server address */
   struct sockaddr_in fromAddr; /* Source address of echo */
   unsigned short echoServPort; /* Echo server port */
   unsigned int fromSize; /* In-out of address size
                             for recvfrom() */
   char *servIP; /* IP address of server */
   char *echoString; /* String to send to echo server */
   char echoBuffer[ECHOMAX+1]; /* Buffer for receiving
                                  echoed string */
   int echoStringLen; /* Length of string to echo */
   int respStringLen; /* Length of received response */
```

Argument check part of UDP EchoClient

```
if ((argc < 3) || (argc > 4)) /* Test for correct number of
 arguments */
{
    printf("Usage: %s <Server IP> <Echo Word> [<Echo Port>]\n",
           argv[0]);
    exit(1);
 }

servIP = argv[1]; /* First arg: server IP address (dotted quad) */
echoString = argv[2]; /* Second arg: string to echo */
if ((echoStringLen = strlen(echoString)) > ECHOMAX) /* Check input
                                                       length */
    printf("Echo word too long.\n");
if (argc == 4)
    echoServPort = atoi(argv[3]); /* Use given port, if any */
else
    echoServPort = 7; /* 7 is the well-known port for echo service */
```

ASCII to integer

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I/O part of UDP EchoClient

```
/* Create a datagram/UDP socket */
if ((sock = socket(PF_INET, SOCK_DGRAM, IPPROTO_UDP)) < 0)
    printf("socket() failed.\n");
/* Construct the server address structure */
memset(&echoServAddr, 0, sizeof(echoServAddr));/*Zero out structure*/
echoServAddr.sin_family = AF_INET; /* Internet addr family */
echoServAddr.sin_addr.s_addr = inet_addr(servIP);/*Server IP address*/
echoServAddr.sin_port = htons(echoServPort); /* Server port */
/* Send the string to the server */
if ((sendto(sock, echoString, echoStringLen, 0,
       (struct sockaddr *) &echoServAddr, sizeof(echoServAddr)))
       != echoStringLen)
    printf("sendto() sent a different number of bytes than expected.\n");
/* Recv a response */
fromSize = sizeof(fromAddr);
if ((respStringLen = recvfrom(sock, echoBuffer, ECHOMAX, 0,
       (struct sockaddr *) &fromAddr, &fromSize)) != echoStringLen)
    printf("recvfrom() failed\n");
```

Generic socket address

Last part of UDP EchoClient

```
if (echoServAddr.sin_addr.s_addr != fromAddr.sin_addr.s_addr)
{
     printf("Error: received a packet from unknown source.\n");
     exit(1);
 }

/* null-terminate the received data */
echoBuffer[respStringLen] = '\0';
printf("Received: %s\n", echoBuffer); /*Print the echoed message*
close(sock);
exit(0);
}
```

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Head part of UDP EchoServer

```
#include <stdio.h> /* for printf() and fprintf() */
#include <sys/socket.h> /* for socket(), bind(), sendto()
                           and recvfrom() */
#include <arpa/inet.h> /* for sockaddr_in and inet_ntoa() */
#include <stdlib.h> /* for atoi() and exit() */
#include <string.h> /* for memset() */
#include <unistd.h> /* for close() */
```

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Initial part of UDP EchoServer

```
#define ECHOMAX 255 /* Longest string to echo */

int main(int argc, char *argv[])
{
    int sock; /* Socket */
    struct sockaddr_in echoServAddr; /* Local address */
    struct sockaddr_in echoClntAddr; /* Client address */
    unsigned int cliAddrLen; /* Length of client address */
    char echoBuffer[ECHOMAX]; /* Buffer for echo string */
    unsigned short echoServPort; /* Server port */
    int recvMsgSize; /* Size of received message */
```

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Argument check part of UDP EchoServer

```
if (argc != 2)
{
    printf("Usage: %s <UDP SERVER PORT>\n", argv[0]);
    exit(1);
 }
```

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Socket part of UDP EchoServer

```
echoServPort = atoi(argv[1]); /* First arg: local port */

/* Create socket for sending/receiving datagrams */
if ((sock = socket(PF_INET, SOCK_DGRAM, 0)) < 0)
    printf("socket() failed.\n");
/* Construct local address structure */
memset(&echoServAddr, 0, sizeof(echoServAddr));
echoServAddr.sin_family = AF_INET;
echoServAddr.sin_addr.s_addr = htonl(INADDR_ANY);
echoServAddr.sin_port =htons(echoServPort);
/* Bind to the local address */
if ((bind(sock, (struct sockaddr *) &echoServAddr,
       sizeof(echoServAddr))) < 0)
    printf("bind() failed.\n");
```

Any address, usually all 0s

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Main loop of UDP EchoServer

```
for (;;) /* Run forever */
{
    /* Set the size of the in-out parameter */
    cliAddrLen = sizeof(echoClntAddr);
    /* Block until receive message from a client */
    if ((recvMsgSize = recvfrom(sock, echoBuffer, ECHOMAX,
         0,(struct sockaddr *) &echoClntAddr, &cliAddrLen)) < 0)
        printf("recvfrom() failed.\n");
    printf("Handling client %s\n",
             inet_ntoa(echoClntAddr.sin_addr));
    /* Send received datagram back to the client */
    if ((sendto(sock, echoBuffer, recvMsgSize, 0,
         (struct sockaddr *) &echoClntAddr,
          sizeof(echoClntAddr))) != recvMsgSize)
        printf("sendto() sent a different number of bytes
                than expected.\n");
}
```

Run the Sample Programs (1)

- Give correct arguments

Server process window

```
[shiyan@localhost 20071022]$ ./udpechosvr
Usage: ./udpechosvr <UDP SERVER PORT>
```

Client process window

```
[shiyan@localhost 20071022]$ ./udpechoclt
Usage: ./udpechoclt <Server IP> <Echo Word> [<Echo Port>]
```

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Run the Sample Programs (2)

- Use correct username

Server process window

```
[shiyan@localhost 20071022]$ ./udpechosvr 7
bind() failed.
```

Note: binding the port number less than 1024 requires root authority

Client process window

```
[shiyan@localhost 20071022]$ ./udpechoclt 192.168.1.253 hello
```

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Run the Sample Programs (3)

- Successful running using root

Server process window

```
[root@localhost 20071022]# ./udpechosvr 7
Handling client 192.168.1.253
```

Client process window

```
[root@localhost 20071022]# ./udpechoclt 192.168.1.253 hello
Received: hello
[root@localhost 20071022]#
```

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Run the Sample Programs (4)

- Successful running using other username

Server process window

```
[shiyan@localhost 20071022]$ ./udpechosvr 1500
Handling client 192.168.1.253
```

Client process window

```
[shiyan@localhost 20071022]$ ./udpechoclt 192.168.1.253 hello 1500
Received: hello
[shiyan@localhost 20071022]$
```

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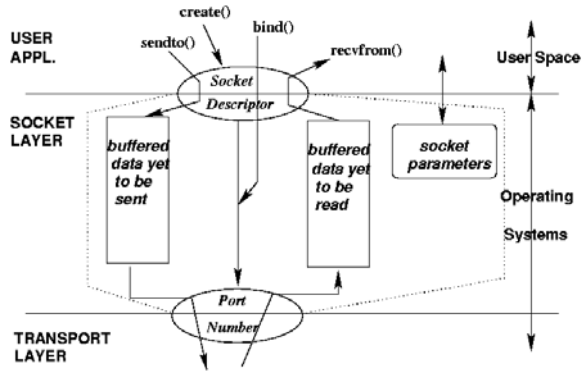
Summary: Conceptual View of Socket



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