UNIVERSITY of **HOUSTON**

DEPARTMENT OF COMPUTER SCIENCE

Interprocess Communication

UNIX Shared Memory

Material from:

https://home.deib.polimi.it/fornacia/lib/exe/fetch.php?media=teaching:piatt_sw_rete_polimi:unix-shm.pdf

- The parent and child processes are run in separate address spaces.
- A shared memory segment is a piece of memory that can be allocated and attached to an address space.
 Thus, processes that have this memory segment attached will have access to it.
- But, race conditions can occur!

Procedure for Using Shared Memory

- Find a key. Unix uses this key for identifying shared memory segments.
- Use shmget() to allocate a shared memory.
- Use shmat() to attach a shared memory to an address space.
- Use shmdt() to detach a shared memory from an address space.
- Use shmctl() to deallocate a shared memory.

Keys

Do it yourself:

```
key_t SomeKey;
SomeKey = 1234;
```

- Ask the system to provide a private key using IPC_PRIVATE.
- Use ftok() to generate one for you:

```
key_t = ftok(char *path, int ID);
```

Keys are global entities. If other processes know your key, they can access your shared memory.

Asking for Shared Memory

Use shmget() to request a shared memory: shm_id = shmget(

```
key_t key, /* identity key */
int size, /* memory size */
int flag); /* creation or use */
```

- shmget() returns a shared memory ID.
- The flag, for our purpose, is either 0666 (rw) or IPC_CREAT | 0666.
- Include the following:

```
#include <sys/types.h>
#include <sys/ipc.h>
#include <sys/shm.h>
```

Attaching Shared Memory

 Use shmat() to attach an existing shared memory to an address space:

shmat() returns a void pointer to the memory.

Detaching and Removing Shared Memory

- To detach a shared memory, use shmdt(shm_ptr);
 shm_ptr is the pointer returned by shmat().
- After a shared memory is detached, it is still there.
 You can re-attach and use it again.
- To remove a shared memory, use shmctl(shm_ID, IPC_RMID, NULL); shm_ID is the shared memory ID returned by shmget(). After a shared memory is removed, it no longer exists.