Interprocess Communication
Interprocess Communication

What is IPC?
- Mechanisms to transfer data between processes

Why is it needed?
- Not all important procedures can be easily built in a single process
Interprocess Communication

Cooperating processes
- Can affect or be affected by other processes, including sharing data
  - Just like cooperating threads!
- Benefits
  - Information sharing
  - Computation speedup
  - Modularity
  - Convenience
Interprocess Communication

- Can you think of a common use of IPC?

- Can you think of any large applications that use IPC?
- Separate processes for browser tabs to protect the overall application from bugs and glitches in the rendering engine.
- Restricted access from each rendering engine process to others and to the rest of the system.
A named pipe is allocated for each renderer process for communication with the browser process.

Pipes are used in asynchronous mode to ensure that neither end is blocked waiting for the other.
IPC Communications Model

- Each process has a private address space
- No process can write to another process’s space
- How can we get data from process A to process B?

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IPC Solutions

Two options

- Support some form of shared address space
  - Shared memory, memory mapped files

- Use OS mechanisms to transport data from one address space to another
  - Pipes, FIFOs
  - Messages, signals
Shared Memory

- Processes share the same segment of memory directly
  - Memory is mapped into the address space of each sharing process
  - Memory is persistent beyond the lifetime of the creating or modifying processes (until deleted)
- Mutual exclusion **must** be provided by processes using the shared memory
Shared Memory

- Processes request the segment
- OS maintains the segment
- Processes can attach/detach the segment
**Shared Memory**

- Can mark segment for deletion on last detach
#include <sys/types.h>
#include <sys/shm.h>

- Create identifier ("key") for a shared memory segment
  ```c
  key_t ftok(const char *pathname, int proj_id);
  k = ftok("/my/file", 0xaa);
  ```

- Create shared memory segment
  ```c
  int shmget(key_t key, size_t size, int shmflg);
  id = shmget(key, size, 0644 | IPC_CREAT);
  ```

- Access to shared memory requires an attach
  ```c
  void *shmat(int shmid, const void *shmaddr, int shmflg);
  shared_memory = (char *) shmat(id, (void *) 0, 0);
  ```
POSIX Shared Memory

- Write to the shared memory using normal system calls
  
  ```c
  sprintf(shared_memory, "Writing to shared memory");
  ```

- Detach the shared memory from its address space
  
  ```c
  int shmdt(const void *shmaddr);
  shmdt(shared_memory);
  ```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <sys/types.h>
#include <sys/ipc.h>
#include <sys/shm.h>

#define SHM_SIZE 1024  /* a 1K shared memory segment */

int main(int argc, char *argv[]) {
    key_t key;
    int shmid;
    char *data;
    int mode;
}
Shared Memory example

/* make the key: */
if ((key = ftok("shmdemo.c", 'R')) == -1) {
    perror("ftok");
    exit(1);
}

/* connect to (and possibly create) the segment: */
if ((shmid = shmget(key, SHM_SIZE, 0644 | IPC_CREAT)) == -1) {
    perror("shmget");
    exit(1);
}

/* attach to the segment to get a pointer to it: */
data = shmat(shmid, (void *)0, 0);
if (data == (char *)(-1)) {
    perror("shmat");
    exit(1);
}
/* read or modify the segment, based on the command line: */
if (argc == 2) {
    printf("writing to segment: \"%s\"\n", argv[1]);
    strncpy(data, argv[1], SHM_SIZE);
} else
    printf("segment contains: \"%s\"\n", data);

/* detach from the segment: */
if (shmdt(data) == -1) {
    perror("shmdt");
    exit(1);
}

return 0;
Memory Mapped Files

- Memory-mapped file I/O
  - Map a disk block to a page in memory
  - Allows file I/O to be treated as routine memory access

- Use
  - File is initially read using demand paging
  - When needed, a page-sized portion of the file is read from the file system into a physical page of memory
  - Subsequent reads/writes to/from that page are treated as ordinary memory accesses

OK, we haven’t really talked about memory yet, so bear with us …
Memory Mapped Files

- Traditional File I/O
  - Calls to file I/O functions (e.g., \texttt{read()} and \texttt{write()})
    - First copy data to a kernel's intermediary buffer
    - Then transfer data to the physical file or the process
  - Intermediary buffering is slow and expensive

- Memory Mapping
  - Eliminate intermediary buffering
  - Significantly improve performance
Memory Mapped Files

File

Memory Mapped File In Blocks

Disk

mmap requests

VM of User 1

Blocks of data From file mapped To VM

VM of User 2

Blocks of data From file mapped To VM
Memory Mapped Files: Benefits

- Treats file I/O like memory access rather than `read()`, `write()` system calls
  - Simplifies file access; e.g., no need to `fseek()`

- Streamlining file access
  - Access a file mapped into a memory region via pointers
  - Same as accessing ordinary variables and objects

- Dynamic loading
  - Map executable files and shared libraries into address space
  - Programs can load and unload executable code sections dynamically
Memory Mapped Files: Benefits

- Several processes can map the same file
  - Allows pages in memory to be shared -- saves memory space
- Memory persistence
  - Enables processes to share memory sections that persist independently of the lifetime of a certain process

Enables IPC!
POSIX Memory Mapping

```c
#include <sys/mman.h>

void *mmap(void *addr, size_t len, int prot,
            int flags, int fd, off_t off);
```

- **Memory map a file**
  - Establish mapping from the address space of the process to the object represented by the file descriptor

- **Parameters:**
  - `addr`: the starting memory address into which to map the file
  - `len`: the length of the data to map into memory
  - `prot`: the kind of access to the memory mapped region
  - `flags`: flags that can be set for the system call
  - `fd`: file descriptor
  - `off`: the offset in the file to start mapping from
#include <sys/mman.h>

void *mmap(void *addr, size_t len, int prot,
            int flags, int fd, off_t off);

- Memory map a file
  - Establish mapping from the address space of the process to the object represented by the file descriptor

![Diagram of memory mapping](image)
#include <sys/mman.h>

```c
void *mmap(void *addr, size_t len, int prot,
            int flags, int fd, off_t off);
```

- **Memory map a file**
  - Establish a mapping between the address space of the process to the memory object represented by the file descriptor
- **Return value: pointer to mapped region**
  - On success, implementation-defined function of `addr` and `flags`.
  - On failure, sets errno and returns `MAP_FAILED`
#include <sys/mman.h>

void *mmap(void *addr, size_t len, int prot,
            int flags, int fd, off_t off);

- Memory map a file
  - Establish a mapping between the address space of the process to the memory object represented by the file descriptor.
mmap options

- Protection Flags
  - PROT_READ: Data can be read
  - PROT_WRITE: Data can be written
  - PROT_EXEC: Data can be executed
  - PROT.NONE: Data cannot be accessed

- Flags
  - MAP_SHARED: Changes are shared.
  - MAP_PRIVATE: Changes are private.
  - MAP_FIXED: Interpret addr exactly
Map first 4kb of file and read an integer

```c
#include <errno.h>
#include <fcntl.h>
#include <sys/mman.h>
#include <sys/types.h>

int main(int argc, char *argv[]) {
    int fd;
    void *pregion;

    if (fd = open(argv[1], O_RDONLY) < 0) {
        perror("failed on open");
        return -1;
    }

    write(fd, "\0", 1);  // make sure at least 1 page is mapped
```
```c
pregion = mmap(NULL, 4096, PROT_READ,
               MAP_SHARED, fd, 0);
if (pregion == MAP_FAILED) {
    perror("mmap failed")
    return -1;
}
close(fd); /* close the physical file */
/* access mapped memory; read the first int in * the mapped file */
int val = *((int*) pregion);
```
munmap

#include <sys/mman.h>

int munmap(void *addr, size_t len);

- Remove a mapping
- Return value
  - 0 on success
  - -1 on error, sets errno
- Parameters:
  - addr: returned from mmap()
  - len: same as the len passed to mmap()
### msync

```c
#include <sys/mman.h>

int msync(void *addr, size_t len, int flags);
```

- Write all modified data to permanent storage locations
- Return value
  - 0 on success
  - -1 on error, sets `errno`
- Parameters:
  - `addr`: returned from `mmap()`
  - `len`: same as the `len` passed to `mmap()`
  - `flags`:
    - `MS_ASYNC`: Perform asynchronous writes
    - `MS_SYNC`: Perform synchronous writes
    - `MS_INVALIDATE`: Invalidate cached data
Example 2: Shared memory using `mmap`

```c
#include <stdio.h>
#include <stdlib.h>
#include <errno.h>
#include <fcntl.h>
#include <string.h>
#include <sys/mman.h>
#include <sys/types.h>

int main(int argc, char** argv) {
    int     fd;
    char   * shared_mem;

    fd = open(argv[1], O_RDWR | O_CREAT);
    write(fd,"\0",1); // make sure at least 1 page is mapped
    shared_mem = mmap(NULL, 10, PROT_READ | PROT_WRITE,
                       MAP_SHARED, fd, 0);

    close(fd);
}
```
Example 2: Shared memory using `mmap`

Reader
```c
if (!strcmp(argv[2], "read")) {
    while (1) {
        printf("%s\n", shared_mem);
        sleep(1);
    }
}
```

Writer
```c
else {
    while (1)
        scanf("%s\n", shared_mem);
}
```

Run demo
Recall POSIX Shared Mem...

```c
#include <sys/shm.h>
int shmget(key_t key, size_t size, int shmflg);

Create shared memory segment
   id = shmget(key, size, 0644 | IPC_CREAT);

void *shmat(int shmid, const void *shmaddr, int shmflg);

Access to shared memory requires an attach
   shared_memory = (char *) shmat(id, (void *) 0, 0);
```
How do `mmap` and POSIX shared memory compare?

- **Persistence**
  - `shm` memory kept in memory
    - Remains available until system is shut down
  - `mmap` backed by a file
    - Persists even after programs quit or machine reboots
Memory mapped files and virtual memory

It might be interesting to map a page-sized file ...

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Memory mapped files and virtual memory

```c
#include <unistd.h>
long sysconf(int name);
```

- Determine the current value of a configurable system variable
- Return value
  - 0 on success
  - -1 on error, sets `errno`
- Parameters:
  - `name`: the system variable to be queried
    - `_SC_PAGESIZE`
sysconf: Creating page-sized memory mapped segments

#include <errno.h>
#include <fcntl.h>
#include <unistd.h>
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <sys/types.h>
#include <sys/mman.h>

main(void) {
    size_t bytesWritten = 0;
    int fd;
    int PageSize;
    const char text = "This is a test";
Example

```c
if ((PageSize = sysconf(_SC_PAGE_SIZE)) < 0) {
    perror("sysconf() Error=");
    return -1;
}

fd = open("/tmp/mmsyncTest", (O_CREAT | O_TRUNC | O_RDWR), (S_IRWXU | S_IRWXG | S_IRWXO));
if (fd < 0) {
    perror("open() error");
    return fd;
}

off_t lastoffset = lseek(fd, PageSize, SEEK_SET);
bytesWritten = write(fd, "x", 1 );
if (bytesWritten != 1 ) {
    perror("write error. ");
    return -1;
}
```
```c
/* mmap the file. */
void *address;
int len;
off_t my_offset = 0;
len = PageSize;

/* Map one page */
address = mmap(NULL, len, PROT_WRITE, MAP_SHARED, fd,
               my_offset);

if (address == MAP_FAILED) {
    perror("mmap error.");
    return -1;
}
```
/* Move some data into the file using memory map. */
(void) strcpy((char*) address, text);

/* use msync to write changes to disk. */
if (msync(address, PageSize, MS_SYNC) < 0) {
    perror("msync failed with error:");
    return -1;
} else
    (void) printf("%s","msync completed successfully.");

close(fd);
unlink("/tmp/msyncTest");
}
Illegal Memory Access

- Use signals!
  - **SIGSEGV** signal allows you to catch references to memory that have the wrong protection mode

- Coming soon... signals!