A Client-Server Transaction

Most network applications are based on the client-server model:

- A server process and one or more client processes
- Server manages some resource.
- Server provides service by manipulating resource for clients.

1. Client sends request
2. Server handles request
3. Server sends response
4. Client handles response

Note: clients and servers are processes running on hosts (can be the same or different hosts).

A Programmer’s View of the Internet

1. Hosts are mapped to a set of 32-bit IP addresses.
   - 128.2.203.179

2. The set of IP addresses is mapped to a set of identifiers called Internet domain names.
   - 128.2.203.179 is mapped to www.cs.cmu.edu

3. A process on one Internet host can communicate with a process on another Internet host over a connection.

1. IP Addresses

32-bit IP addresses are stored in an IP address struct
- IP addresses are always stored in memory in network byte order (big-endian byte order)
- True in general for any integer transferred in a packet header from one machine to another.
  - E.g., the port number used to identify an Internet connection.

```c
/* Internet address structure */
struct in_addr {
    unsigned int s_addr; /* network byte order (big-endian) */
};
```

Handy network byte-order conversion functions:
- htonl: convert long int from host to network byte order.
- htons: convert short int from host to network byte order.
- ntohl: convert long int from network to host byte order.
- ntohs: convert short int from network to host byte order.
2. Domain Naming System (DNS)

The Internet maintains a mapping between IP addresses and domain names in a huge worldwide distributed database called **DNS**.

- Conceptually, programmers can view the DNS database as a collection of millions of *host entry structures*:

```c
/* DNS host entry structure */
struct hostent {
    char *h_name; /* official domain name of host */
    char **h_aliases; /* null-terminated array of domain names */
    int h_addrtype; /* host address type (AF_INET) */
    int h_length; /* length of an address, in bytes */
    char **h_addr_list; /* null-terminated array of in_addr structs */
};
```

Functions for retrieving host entries from DNS:
- `gethostbyname`: query key is a DNS domain name.
- `gethostbyaddr`: query key is an IP address.

---

3. Internet Connections

Clients and servers communicate by sending streams of bytes over *connections*.

Connections are point-to-point, full-duplex (2-way communication), and reliable.

![Diagram of client and server connections](image)

### Using Ports to Identify Services

- **Client**
  - Service request for 128.2.194.242:7 (i.e., the echo server)

- **Server host 128.2.194.242**
  - Web server (port 80)
  - Echo server (port 7)

### Example of client programs
- Web browsers, `ftp`, `telnet`, `ssh`

### How does a client find the server?
- The IP address in the server socket address identifies the *host* (more precisely, an adapter on the host)
- The (well-known) port in the server socket address identifies the service, and thus implicitly identifies the server process that performs that service.

### Examples of well known ports
- Port 7: Echo server
- Port 23: Telnet server
- Port 25: Mail server
- Port 80: Web server

---

Clients

Examples of client programs
- Web browsers, `ftp`, `telnet`, `ssh`

How does a client find the server?
- The IP address in the server socket address identifies the *host* (more precisely, an adapter on the host)
- The (well-known) port in the server socket address identifies the service, and thus implicitly identifies the server process that performs that service.

Examples of well know ports
- Port 7: Echo server
- Port 23: Telnet server
- Port 25: Mail server
- Port 80: Web server
Servers

Servers are long-running processes (daemons).
- Created at boot-time (typically) by the init process (process 1)
- Run continuously until the machine is turned off.

Each server waits for requests to arrive on a well-known port associated with a particular service.
- Port 7: echo server
- Port 23: telnet server
- Port 25: mail server
- Port 80: HTTP server

A machine that runs a server process is also often referred to as a “server.”

Server Examples

Web server (port 80)
- Resource: files/compute cycles (CGI programs)
- Service: retrieves files and runs CGI programs on behalf of the client

FTP server (20, 21)
- Resource: files
- Service: stores and retrieve files

Telnet server (23)
- Resource: terminal
- Service: proxies a terminal on the server machine

Mail server (25)
- Resource: email “spool” file
- Service: stores mail messages in spool file

See /etc/services for a comprehensive list of the services available on a Linux machine.

Sockets Interface

Created in the early 80’s as part of the original Berkeley distribution of Unix that contained an early version of the Internet protocols.

Provides a user-level interface to the network.

Underlying basis for all Internet applications.

Based on client/server programming model.

Overview of the Sockets Interface

Client
- socket
- bind
- listen
- connect
- rio_readline
- rio_readline
- rio_readline
- rio_readline
- close

Server
- socket
- bind
- listen
- accept
- rio_readline
- rio_readline
- rio_readline
- rio_readline
- rio_readline
- rio_readline
- rio_readline
- close

Await connection request from next client
**Sockets**

What is a socket?
- To the kernel, a socket is an endpoint of communication.
- To an application, a socket is a file descriptor that lets the application read/write from/to the network.
- Remember: All Unix I/O devices, including networks, are modeled as files.

Clients and servers communicate with each other by reading from and writing to socket descriptors.

The main distinction between regular file I/O and socket I/O is how the application "opens" the socket descriptors.

---

**Socket Address Structures**

Generic socket address:
- For address arguments to connect, bind, and accept.
- Necessary only because C did not have generic (void *) pointers when the sockets interface was designed.

```
struct sockaddr {
    unsigned short sa_family; /* protocol family */
    char sa_data[14]; /* address data. */
};
```

Internet-specific socket address:
- Must cast (sockaddr_in *) to (sockaddr *) for connect, bind, and accept.

```
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) */
};
```

---

**Echo Client Main Routine**

```c
#include "csapp.h"

/* usage: ./echoclient host port */
int main(int argc, char **argv)
{
    int clientfd, port;
    char *host, buf[MAXLINE];
    size_t sin;
    host = argv[1];
    port = atoi(argv[2]);
    clientfd = Open_clientfd(host, port);
    Rio_readintb(ario, &clientfd);
    while (fgets(buf, MAXLINE, stdin) != NULL) {
        Rio_write(clientfd, buf, strlen(buf));
        Rio_readlineb(ario, buf, MAXLINE);
        fputs(buf, stdout);
    }
    Close(clientfd);
    exit(0);
}
```

---

**Echo Client: open_clientfd**

```c
int open_clientfd(char *hostname, int port)
{
    int clientfd;
    struct hostent *hp;
    struct sockaddr_in serveraddr;
    if ((clientfd = socket(AF_INET, SOCK_STREAM, 0)) < 0)
        return -1; /* check errno for cause of error */

    /* Fill in the server's IP address and port */
    if ((hp = gethostbyname(hostname)) == NULL)
        return -2; /* check h_errno for cause of error */

    bzero((char *) &serveraddr, sizeof(serveraddr));
    serveraddr.sin_family = AF_INET;
    bcopy((char *) hp->h_addr,
           (char *) &serveraddr.sin_addr.s_addr,
           hp->h_length);
    serveraddr.sin_port = htons(port);

    /* Establish a connection with the server */
    if (connect(clientfd, (SA *) &serveraddr, sizeof(serveraddr)) < 0)
        return -1;
    return clientfd;
}
```
**Echo Client: open_clientfd (socket)**

socket creates a socket descriptor on the client.
- **AF_INET**: indicates that the socket is associated with Internet protocols.
- **SOCK_STREAM**: selects a reliable byte stream connection.

```c
int clientfd; /* socket descriptor */
if ((clientfd = socket(AF_INET, SOCK_STREAM, 0)) < 0)
    return -1; /* check errno for cause of error */
... (more)
```

**Echo Client: open_clientfd (gethostbyname)**

The client then builds the server’s Internet address.

```c
int clientfd; /* socket descriptor */
struct hostent *hp; /* DNS host entry */
struct sockaddr_in serveraddr; /* server’s IP address */
... 

/* fill in the server’s IP address and port */
if ((hp = gethostbyname(hostname)) == NULL)
    return -2; /* check h_errno for cause of error */
hszero((char *)iserveraddr, sizeof(serveraddr));
serveraddr.sin_family = AF_INET;
bcopy((char *)hp->h_addr,
     (char *)iserveraddr.sin_addr.s_addr, hp->h_length);
serveraddr.sin_port = htons(port);
```

**Echo Client: open_clientfd (connect)**

Finally the client creates a connection with the server.
- Client process suspends (blocks) until the connection is created.
- After resuming, the client is ready to begin exchanging messages with the server via Unix I/O calls on descriptor clientfd.

```c
int clientfd; /* socket descriptor */
struct sockaddr_in serveraddr; /* server address */
typedef struct sockaddr SA; /* generic sockaddr */
... / * Establish a connection with the server */
if (connect(clientfd, (SA *)&serveraddr, sizeof(serveraddr)) < 0)
    return -1;
return clientfd;
```

**Echo Server: Main Routine**

```c
int main(int argc, char **argv) {
    int listenfd, connfd, port, clientlen;
    struct sockaddr_in clientaddr;
    struct hostent *hp;
    char *haddrp;
    port = atoi(argv[1]); /* the server listens on a port passed on the command line */
    listenfd = open_listenfd(port);
    while (1) {
        clientlen = sizeof(clientaddr);
        connfd = Accept(listenfd, (SA *)&clientaddr, &clientlen);
        hp = Gethostbyaddr((const char *)&clientaddr.sin_addr.s_addr,
                           sizeof(clientaddr.sin_addr.s_addr), AF_INET);
        haddrp = inet_ntoa(clientaddr.sin_addr);
        printf("server connected to is (%s)\n", hp->h_name, haddrp);
        echo(connfd);
        Close(connfd);
    }
    return 0;
}
```
Echo Server: open_listenfd

```c
int open_listenfd(int port)
{
    int listenfd, optval = 1;
    struct sockaddr_in serveraddr;
    /* Create a socket descriptor */
    if ((listenfd = socket(AF_INET, SOCK_STREAM, 0)) < 0)
        return -1;
    /* Eliminates "Address already in use" error from bind. */
    if (setsockopt(listenfd, SOL_SOCKET, SO_REUSEADDR,
                    (const void *)&optval, sizeof(int)) < 0)
        return -1;
    ... (more)
}
```

Echo Server: open_listenfd (cont)

```c
... /* Listenfd will be an endpoint for all requests to port
    on any IP address for this host */
    bzero((char *) &serveraddr, sizeof(serveraddr));
    serveraddr.sin_family = AF_INET;
    serveraddr.sin_addr.s_addr = htonl(INADDR_ANY);
    serveraddr.sin_port = htons((unsigned short) port);
    if (bind(listenfd, (SA *)&serveraddr, sizeof(serveraddr)) < 0)
        return -1;
    /* Make it a listening socket ready to accept
       connection requests */
    if (listen(listenfd, LISTENQ) < 0)
        return -1;
    return listenfd;
}
```

Echo Server: open_listenfd (socket)

socket creates a socket descriptor on the server.

- **AF_INET**: Indicates that the socket is associated with Internet
  protocols.
- **SOCK_STREAM**: Selects a reliable byte stream connection.

```c
int listenfd; /* listening socket descriptor */
/* Create a socket descriptor */
if ((listenfd = socket(AF_INET, SOCK_STREAM, 0)) < 0)
    return -1;
```

Echo Server: open_listenfd (setsockopt)

The socket can be given some attributes.

```c
... /* Eliminates "Address already in use" error from bind(). */
    if (setsockopt(listenfd, SOL_SOCKET, SO_REUSEADDR,
                  (const void *)&optval, sizeof(int)) < 0)
        return -1;
```

Handy trick that allows us to rerun the server
immediately after we kill it.

- Otherwise we would have to wait about 15 secs.
- Eliminates "Address already in use" error from bind().

Strongly suggest you do this for all your servers to
simplify debugging.
**Echo Server: open_listenfd (initialize socket address)**

Next, we initialize the socket with the server’s Internet address (IP address and port).

```
struct sockaddr_in serveraddr; /* server's socket addr */
... /* listenfd will be an endpoint for all requests to port
   on any IP address for this host */
    bzero((char *) &serveraddr, sizeof(serveraddr));
    serveraddr.sin_family = AF_INET;
    serveraddr.sin_addr.s_addr = htonl(INADDR_ANY);
    serveraddr.sin_port = htons((unsigned short)port);
```

IP addr and port stored in network (big-endian) byte order

- htonl() converts longs from host byte order to network byte order.
- htons() converts shorts from host byte order to network byte order.

**Echo Server: open_listenfd (bind)**

`bind` associates the socket with the socket address we just created.

```
int listenfd; /* listening socket */
struct sockaddr_in serveraddr; /* server's socket addr */
... /* listenfd will be an endpoint for all requests to port
   on any IP address for this host */
    if (bind(listenfd, (SA *) &serveraddr, sizeof(serveraddr)) < 0)
    return -1;
```

**Echo Server: open_listenfd (listen)**

`listen` indicates that this socket will accept connection (connect) requests from clients.

```
int listenfd; /* listening socket */
...
/* Make it a listening socket ready to accept connection requests */
    if (listen(listenfd, LISTENQ) < 0)
        return -1;
    return listenfd;
```

We’re finally ready to enter the main server loop that accepts and processes client connection requests.

**Echo Server: Main Loop**

The server loops endlessly, waiting for connection requests, then reading input from the client, and echoing the input back to the client.

```
main() {
    /* create and configure the listening socket */
    while(1) {
        /* Accept(): wait for a connection request */
        /* echo(): read and echo input lines from client till EOF */
        /* Close(): close the connection */
    }
}
```
**Echo Server: accept**

`accept()` blocks waiting for a connection request.

```c
int listenfd; /* listening descriptor */
int connfd; /* connected descriptor */
struct sockaddr_in clientaddr;
int clientlen;

clientlen = sizeof(clientaddr);
connfd = Accept(listenfd, (SA *)&clientaddr, &clientlen);
```

`accept()` returns a connected descriptor (`connfd`) with the same properties as the `listening descriptor` (`listenfd`):
- Returns when the connection between client and server is created and ready for I/O transfers.
- All I/O with the client will be done via the connected socket.

`accept()` also fills in client’s IP address.

---

**Echo Server: accept Illustrated**

1. Server blocks in `accept`, waiting for connection request on listening descriptor `listenfd`.

2. Client makes connection request by calling and blocking in `connect`.

3. Server returns `connfd` from `accept`. Client returns from `connect`. Connection is now established between `clientfd` and `connfd`.

---

**Connected vs. Listening Descriptors**

**Listening descriptor**
- End point for client connection requests.
- Created once and exists for lifetime of the server.

**Connected descriptor**
- End point of the connection between client and server.
- A new descriptor is created each time the server accepts a connection request from a client.
- Exists only as long as it takes to service client.

Why the distinction?
- Allows for concurrent servers that can communicate over many client connections simultaneously.
  - E.g., Each time we receive a new request, we fork a child to handle the request.

---

**Echo Server: Identifying the Client**

The server can determine the domain name and IP address of the client.

```c
struct hostent *hp; /* pointer to DNS host entry */
char *haddrp; /* pointer to dotted decimal string */
hp = gethostbyname((const char *)&clientaddr.sin_addr.s_addr,
                   sizeof(clientaddr.sin_addr.s_addr), AF_INET);
haddrp = inet_ntoa(clientaddr.sin_addr);
printf("server connected to %s (%s)\n", hp->h_name, haddrp);
```
**Echo Server: echo**

The server uses RIO to read and echo text lines until EOF (end-of-file) is encountered.
- EOF notification caused by client calling `close(clientfd)`.
- IMPORTANT: EOF is a condition, not a particular data byte.

```c
void echo(int connfd)
{
    size_t n;
    char buf[MAXLINE];
    rio_t rio;
    rio_readinitb(&rio, connfd);
    while((n = rio readlineb(&rio, buf, MAXLINE)) != 0) {
        printf("server received %d bytes\n", n);
        rio_writable(&rio, buf, n);
    }
}
```

**Testing Servers Using telnet**

The `telnet` program is invaluable for testing servers that transmit ASCII strings over Internet connections.
- Our simple echo server
- Web servers
- Mail servers

**Usage:**
- `unix> telnet <host> <portnumber>`
- Creates a connection with a server running on `<host>` and listening on port `<portnumber>`.

**Testing the Echo Server With telnet**

```bash
bass> echo server 5000
server established connection with KITTYHAWK.CMCL (128.2.194.242)
server received 5 bytes: 123
server established connection with KITTYHAWK.CMCL (128.2.194.242)
server received 8 bytes: 456789

kittyhawk> telnet bass 5000
Trying 128.2.222.85...
Connected to BASS.CMCL.CS.CMU.EDU.
Escape character is '\"'.
123
123
Connection closed by foreign host.

bass> echo client bass 5000
Please enter msg: 123
Echo from server: 123
```

**Running the Echo Client and Server**

```bash
bass> echo server 5000
server established connection with KITTYHAWK.CMCL (128.2.194.242)
server received 4 bytes: 123
server established connection with KITTYHAWK.CMCL (128.2.194.242)
server received 7 bytes: 456789
...

kittyhawk> echo client bass 5000
Please enter msg: 456789
Echo from server: 456789
```
For More Information

- THE network programming bible.

Complete versions of the echo client and server are developed in the text.
- Available from csapp.cs.cmu.edu
- You should compile and run them for yourselves to see how they work.
- Feel free to borrow any of this code.