
WELCOME
TO
15-213
18-213
15-513

Announcements

- malloc lab (final) due today
- malloc lab (checkpoint) reflection due today
  https://forms.gle/26Laj6DnFv6eCzDb9
- shell lab out today
  - start early!
- SCS building facilities is looking into issues with HVAC in Rashid (we know it is too hot)

Today: How does systems I/O work?

- Unix I/O
- Standard I/O
- Which I/O when
- Metadata, sharing, and redirection

System level: below standard level

```
#include <stdio.h>

int main(void) {
    FILE *fp = fopen("output.txt", "w");
    if (!fp) {
        perror("output.txt");
        return 1;
    }
    fputs("baby shark (do doo dooo)\n", fp);
    if (fclose(fp)) {
        perror("output.txt");
        return 1;
    }
    return 0;
}
```

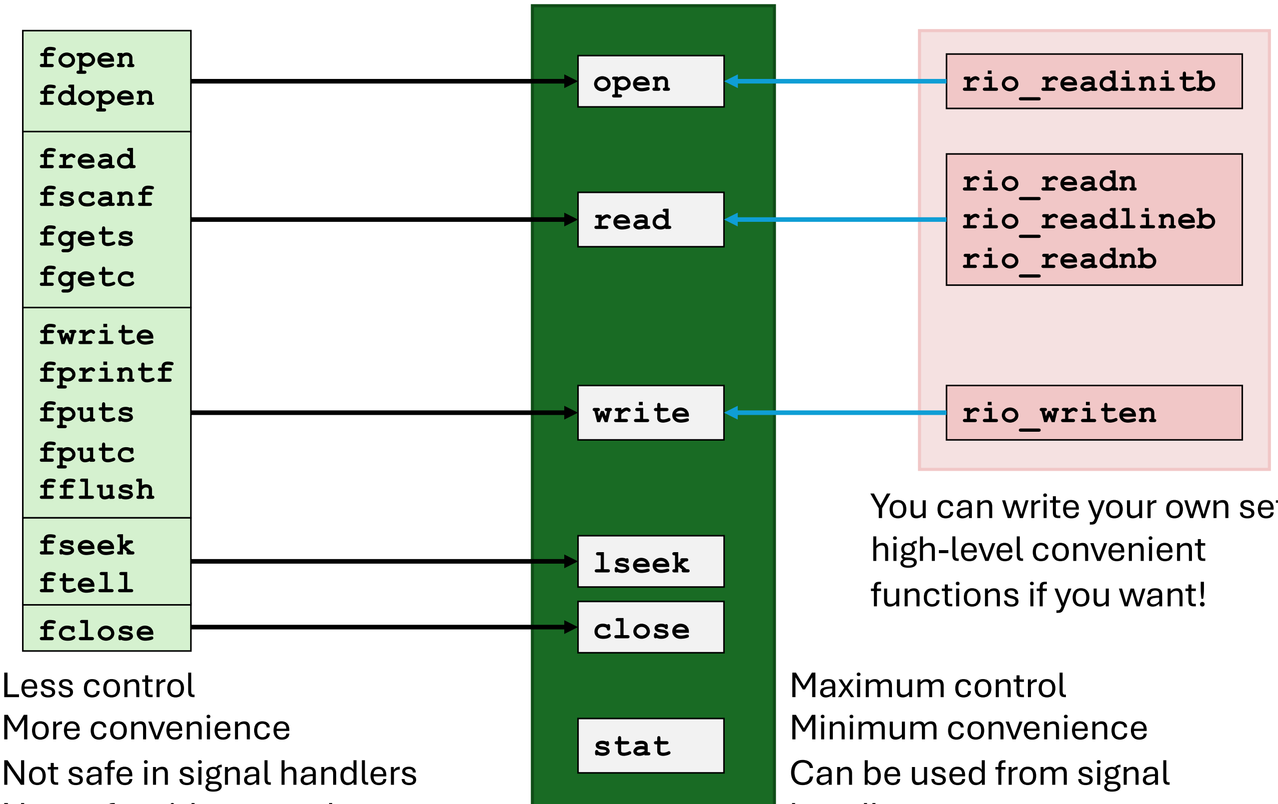
```
FILE *fopen(const char *fname,
            const char *mode) {
    int fd = open(fname,
                  __mode2flags(mode),
                  DEFFILEPERMS);
    if (fd == -1) {
        return NULL;
    }
    return fdopen(fd, mode);
}
```

```
int fputs(const char *s, FILE *fp) {
    size_t n = strlen(s);
    while (n > 0) {
        ssize_t written =
            write(fp->fd, s, n);
        if (written < 0) return EOF;
        n -= written;
        s += written;
    }
    return 0;
}
```

```
int fclose(FILE *fp) {
    int rv = close(fp->fd);
    __ffree(fp);
    return rv;
}
```

```
.globl close
close:
    mov $3, %eax
    syscall
    cmp $-4096, %rax
    jae __syscall_error
    ret
```

Why do we have two sets?



You can write your own set of high-level convenient functions if you want!

Less control
More convenience
Not safe in signal handlers
Not safe with network connections

Maximum control
Minimum convenience
Can be used from signal handlers
Can be used for network connections

Today: How does systems I/O work?

- **Unix I/O**
- Standard I/O
- Which I/O when
- Metadata, sharing, and redirection

Unix I/O Overview

A *file* is a sequence of bytes:

$B_0, B_1, \ldots., B_k, \ldots., B_{m-1}$

Cool fact: All I/O devices are represented as files:

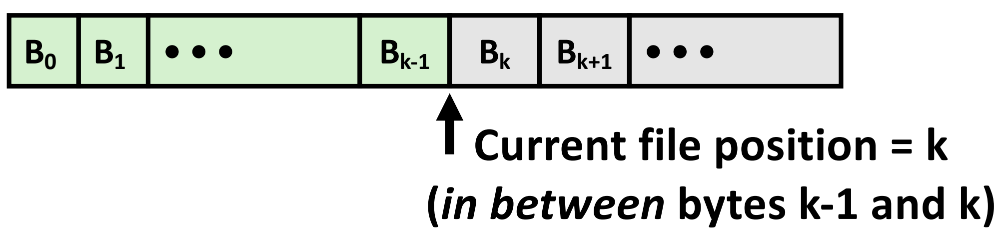
- `/dev/sda2` (disk partition)
- `/dev/tty2` (terminal)
- `/dev/null` (discard all writes / read empty file)

Cool fact: Kernel data structures are exposed as files

```
cat /proc/$$/status
ls -l /proc/$$/fd/
ls –RC /sys/devices | less
```

Unix I/O Overview

- **Kernel offers a set of basic operations for all files**
  - Opening and closing files
    - `open()` and `close()`
  - Reading and writing a file
    - `read()` and `write()`
  - Look up information about a file (size, type, last modification time, …)
    - `stat()`, `lstat()`, `fstat()`
  - Changing the ***current file position*** (seek)
    - indicates next offset into file to read or write
    - `lseek()`



File Types

Each file has a *type* indicating its role in the system

- *Regular file:* Stores arbitrary data
- *Directory:* Index for a related group of files
- *Socket:* For communicating with a process on another machine

Other file types beyond our scope

- *Named pipes (FIFOs)*
- *Symbolic links*
- *Character and block devices*

Regular Files

- **A regular file contains arbitrary data**
- **Applications often distinguish between *text* and *binary files***
  - Text files contain human-readable text
  - Binary files are everything else (object files, JPEG images, …)
  - Kernel doesn't care! It's all just bytes!
- **Text file is sequence of *text lines***
  - Text line is sequence of characters terminated (not separated!) by *end of line indicator*
  - Characters are defined by a *text encoding* (ASCII, UTF-8, EUC-JP, …)
- **End of line (EOL) indicators:**
  - All "Unix": Single byte **`0x0A`**
    - line feed (LF)
  - DOS, Windows: Two bytes **`0x0D 0x0A`**
    - Carriage return (CR) followed by line feed (LF)
    - Also used by many Internet protocols
  - C library translates to '\n'

Directories

Directory consists of an array of *entries* (also called *links*)

Each entry maps a *filename* to a file

Each directory contains at least two entries

`.` (dot) maps to the directory itself

`..` (dot dot) maps to *the parent directory*
in the *directory hierarchy* (next slide)

Commands for manipulating directories

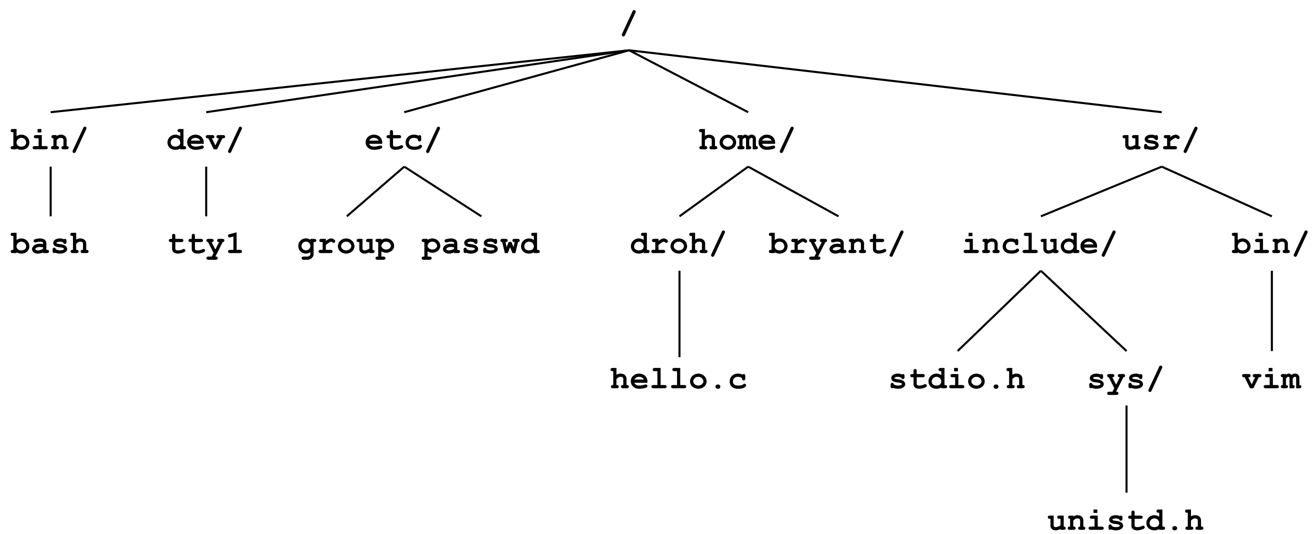
`mkdir`: create empty directory

`ls`: view directory contents

`rmdir`: delete empty directory

Directory Hierarchy

All files are organized as a hierarchy anchored by root directory named / (slash)

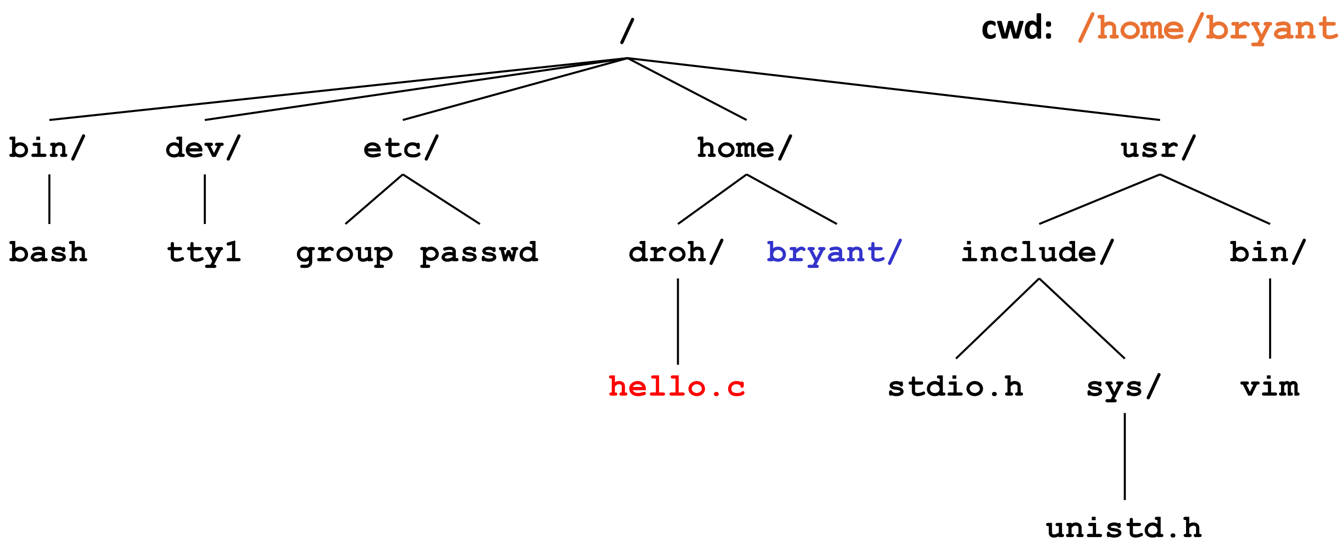


Kernel maintains *current working directory (cwd)* for each process

Modified using the `cd` command

Pathnames

- **Locations of files in the hierarchy denoted by *pathnames***
  - *Absolute pathname* starts with '/' and denotes path from root
    - **`/home/droh/hello.c`**
  - *Relative pathname* denotes path from current working directory
    - **`../droh/hello.c`**



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 begins life with three open files

- 0: standard input (stdin)
- 1: standard output (stdout)
- 2: standard error (stderr)
- These could be files, pipes, your terminal, or even a network connection!

Lots of ways to call `open`

Open an existing file:

`open(path, flags)`

`flags` must include exactly one of:

O_RDONLY	Only want to read from file
O_WRONLY	Only want to write to file
O_RDWR	Want to do both

Flags may also include (use | to combine)

O_APPEND	All writes go to the very end
O_TRUNC	Delete existing contents if any
O_CLOEXEC	Close this file if execve() is called

Open an existing file:

`open(path, flags, mode)`

`flags` must include

O_CREAT	Create the file if it doesn't exist

and exactly one of:

O_WRONLY	Only want to write to file
O_RDWR	Want to write and read

and maybe also some of:

O_EXCL	Fail if file does exist
O_APPEND	All writes go to the very end
O_TRUNC	Delete existing contents if any
O_CLOEXEC	Close this file if execve() is called

(and many more... consult the open() manpage)

Closing Files

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

```
if (close(fd) < 0) {
   fprintf(stderr, "%s: write error: %s",
           filename, strerror(errno));
   exit(1);
}
```

Take care not to close any file more than once

- Same as not calling free() twice on the same pointer

Closing a file can fail!

- You might silently lose data if you don't check!

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 stdin to stdout, one byte at a time

```
#include <unistd.h>

int main(void) {
    char c;
    while(read(STDIN_FILENO, &c, 1) != 0)
        write(STDOUT_FILENO, &c, 1);
    return 0;
}
```

Always check return codes from system calls!

Simple Unix I/O example

Copying stdin to stdout, one byte at a time

```c
#include <unistd.h>
#include <stdio.h>

int main(void) {
    char c;
    for (;;) {
        ssize_t nread = read(STDIN_FILENO, &c, 1);
        if (nread == 0) {
            return 0;
        } else if (nread < 0) {
            perror("stdin");
            return 1;
        }
        if (write(STDOUT_FILENO, &c, 1) < 1) {
            perror("stdout: write error");
            return 1;
        }
    }
}
```

Simple Unix I/O example

Copying stdin to stdout, one byte at a time

```c
#include "csapp.h"

int main(void) {
    char c;
    while (Read(STDIN_FILENO, &c, 1) != 0) {
        Write(STDOUT_FILENO, &c, 1);
    }
    return 0;
}
```

"Stevens wrappers" make things shorter…

but they don't let you **recover** ***from errors***

On 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, pipes, etc.

Short counts never occur in these situations:

Reading from disk files (except for EOF)

Writing to disk files

Best practice is to always allow for short counts.

Today: How does systems I/O work?

- Unix I/O
- **Standard I/O**
- Which I/O when
- Metadata, sharing, and redirection

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

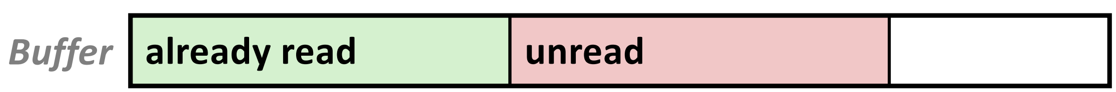
- **C programs begin life with three open streams (defined in `stdio.h`)**
  - `stdin` (standard input)
  - `stdout` (standard output)
  - `stderr` (standard error)

```
#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");
}
```

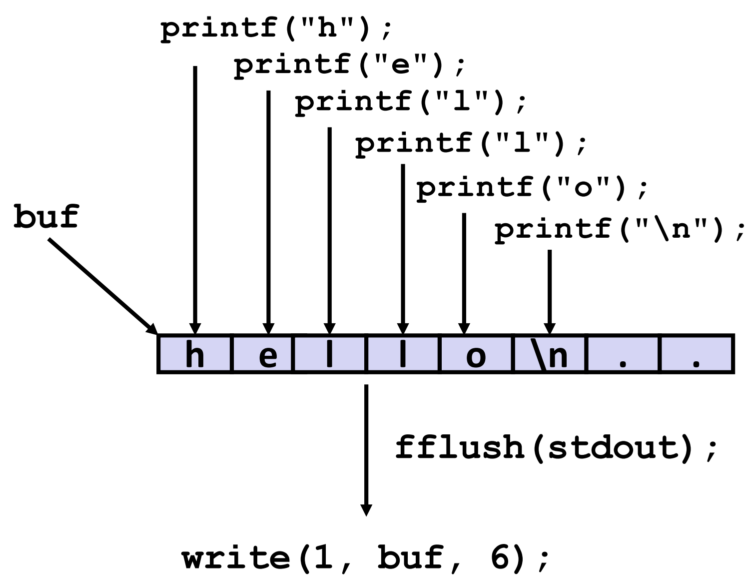
Buffered I/O: Motivation

- **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



Buffering in Standard I/O

Standard I/O functions use buffered I/O



Buffer flushed to output fd on "\n", call to `fflush` or `exit`, or return from `main`.

Standard I/O Buffering in Action

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

```c
#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: How does systems I/O work?

- Unix I/O
- Standard I/O
- **Which I/O when**
- Metadata, sharing, and redirection

Pros and Cons of Unix I/O

Pros

- Unix I/O is the most general 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

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:APP3e, Sec 10.11)

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

But, be sure to understand the functions you use!

When to use standard I/O

When working with "ordinary" files

When to use raw Unix I/O

Inside signal handlers, because Unix I/O is async-signal-safe

When you are reading and writing network sockets

- Libraries dedicated to buffered network I/O make this easier
- CS:APP `rio_*` functions; libevent, libuv, ...

In rare cases when you need absolute highest performance

Aside: Working with Binary Files

- **Functions you should *never* use on binary files**
  - **Text-oriented I/O:** such as **`fgets, scanf, rio_readlineb`**
    - Interpret EOL characters.
    - Use functions like **`rio_readn`** or **`rio_readnb`** instead
  - **String functions**
    - **`strlen, strcpy, strcat`**
    - Interprets byte value 0 (end of string) as special

Today: How does systems I/O work?

- Unix I/O
- Standard I/O
- Which I/O when
- **Metadata, sharing, and redirection**

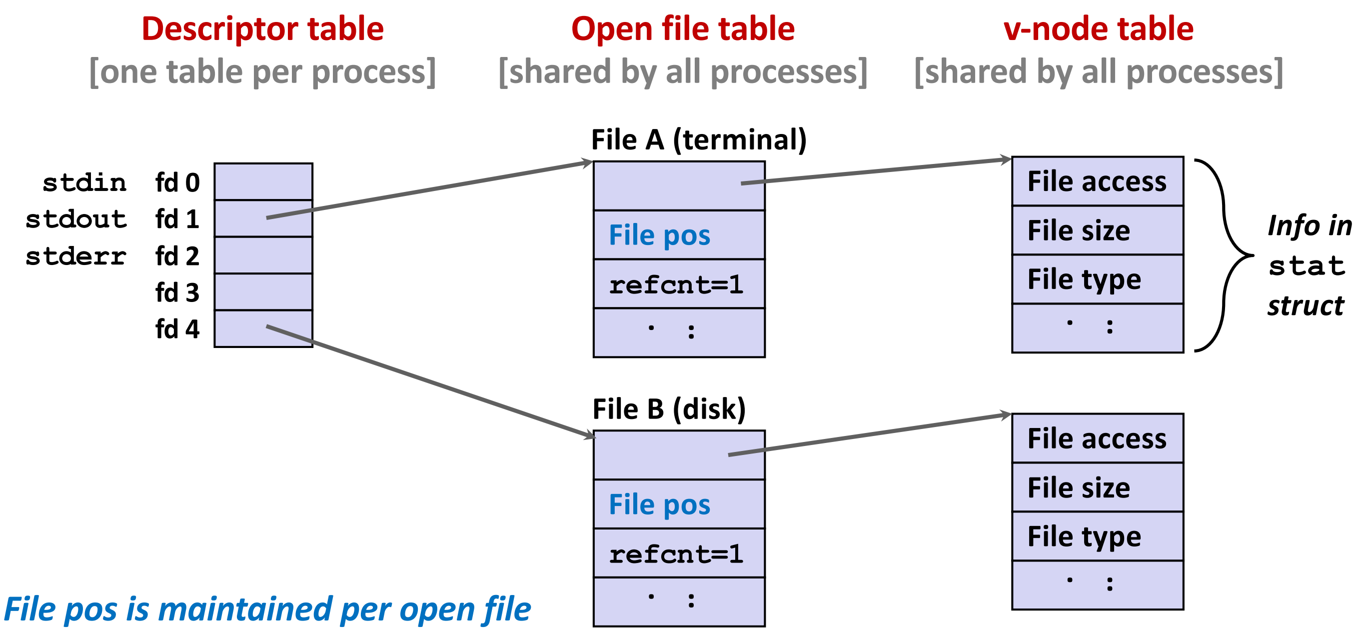
File Metadata

- ***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 */
};
```

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

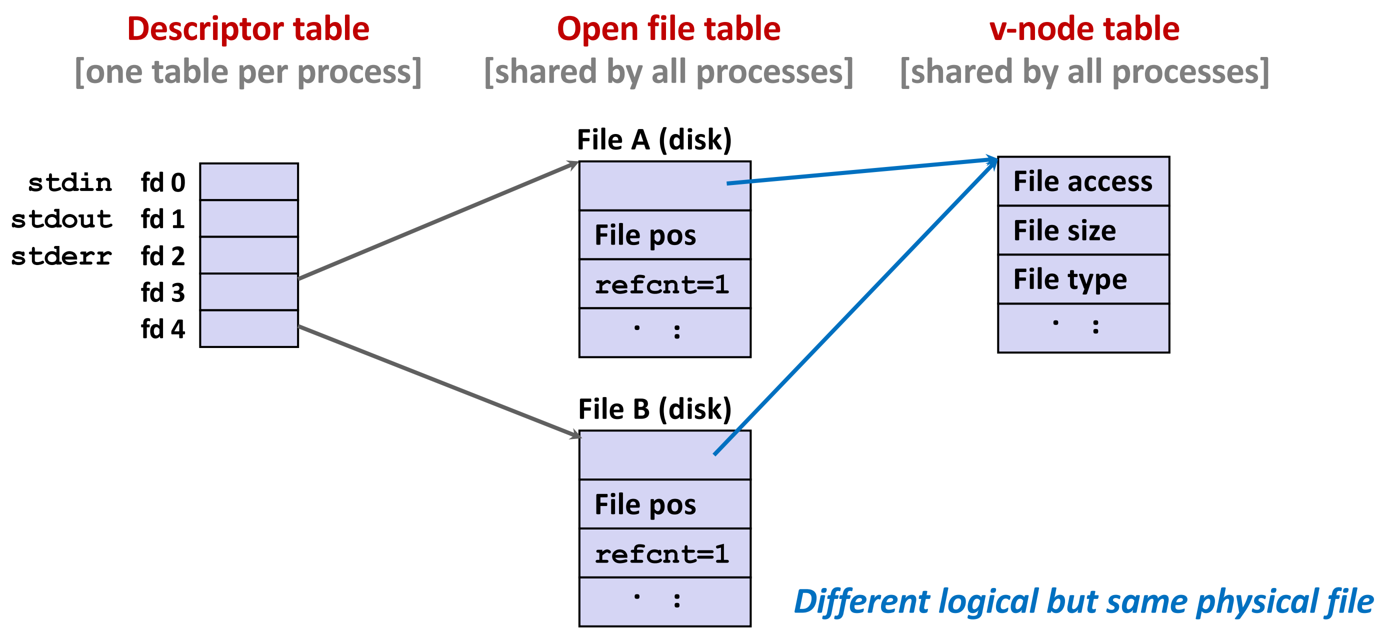


File pos is maintained per open file

File Sharing

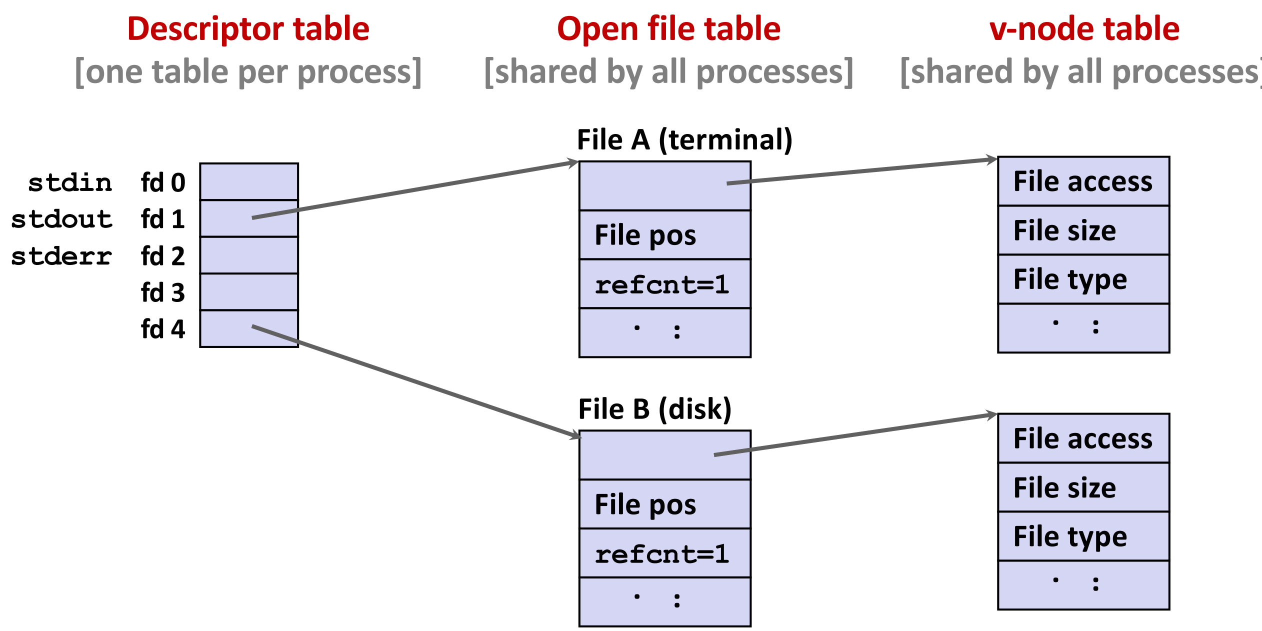
Two distinct descriptors sharing the same disk file through two distinct open file table entries

E.g., Calling **`open`** twice with the same **`filename`** argument



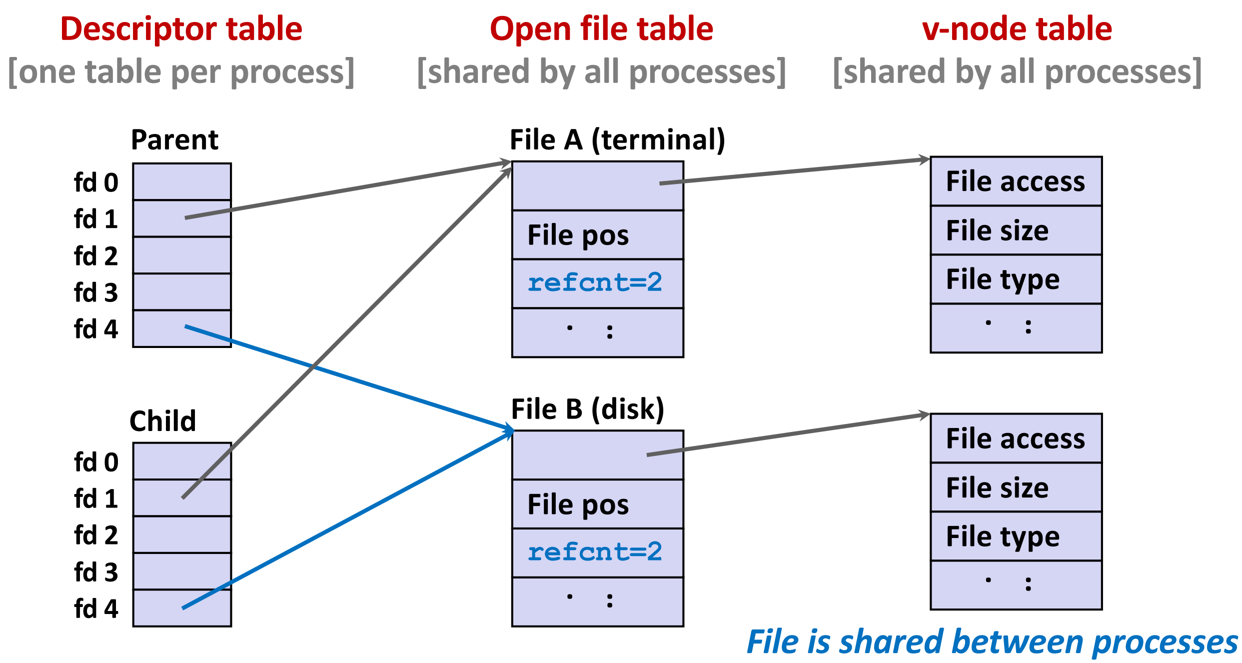
How Processes Share Files: `fork`

- **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



I/O Redirection

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

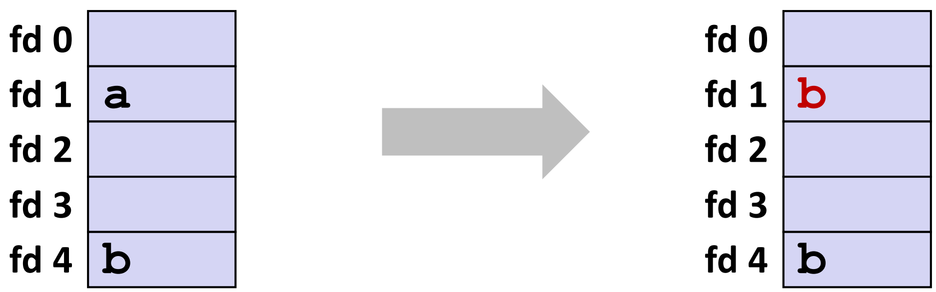
```
linux> ls > foo.txt
```

Answer: By calling the `dup2(oldfd, newfd)` function

Copies (per-process) descriptor table entry **`oldfd`** to entry **`newfd`**

Descriptor table ***before*** **`dup2(4,1)`**

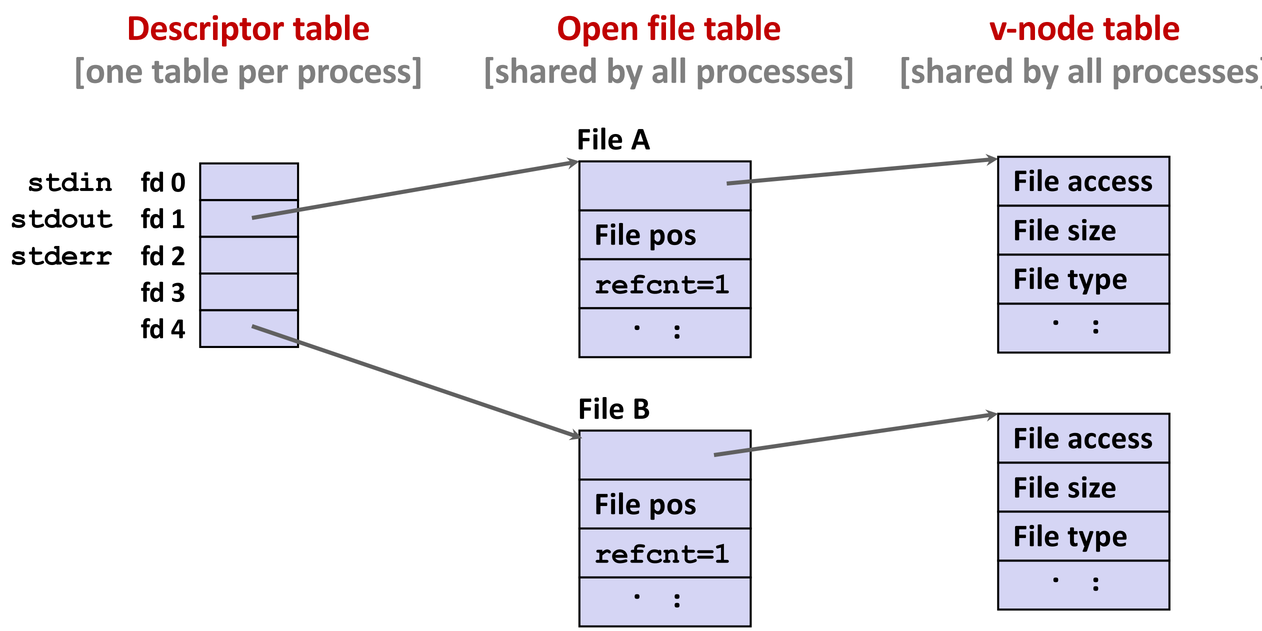
Descriptor table ***after*** **`dup2(4,1)`**



I/O Redirection Example

Step #1: open file to which stdout should be redirected

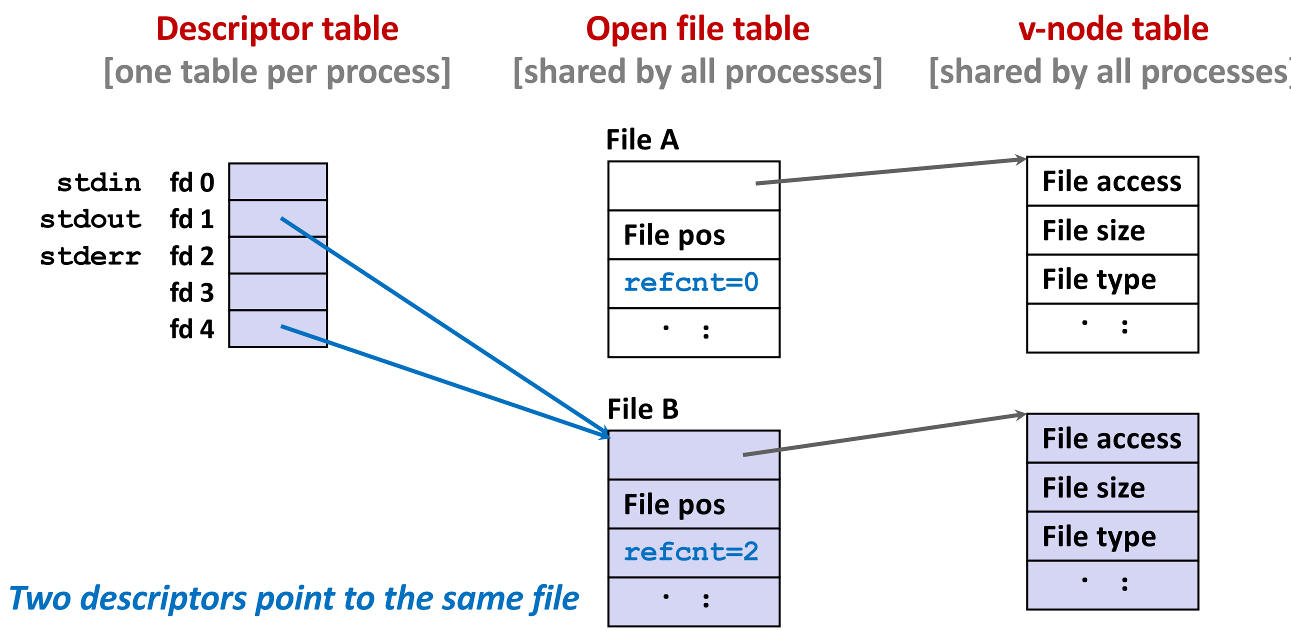
Happens in child executing shell code, before **`exec`**



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



Warm-Up: I/O and Redirection Example

ffiles1.c

```c
#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;
}
```

abcde.txt

```
abcde
```

What would this program print for file containing "abcde"?

```
milkshark> ./ffiles1 abcde.txt
???
```

Warm-Up: I/O and Redirection Example

ffiles1.c

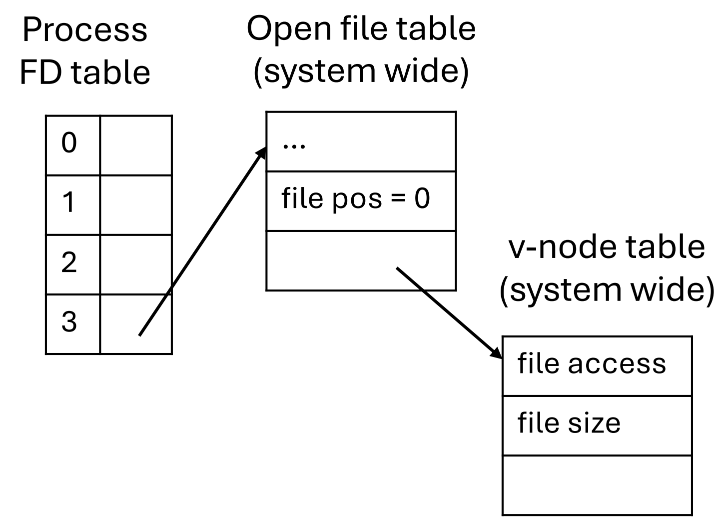
```c
#include "csapp.h"

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;
}
```



Warm-Up: I/O and Redirection Example

ffiles1.c

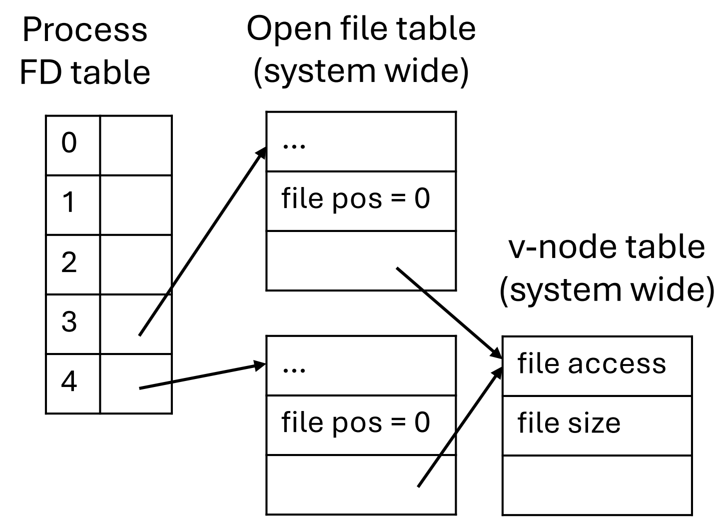
```
#include "csapp.h"

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;
}
```



Warm-Up: I/O and Redirection Example

ffiles1.c

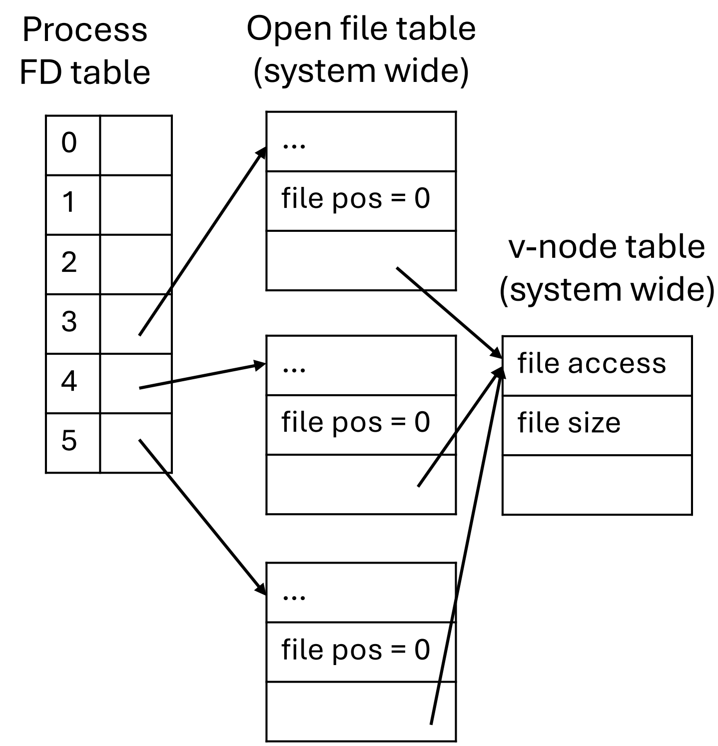
```c
#include "csapp.h"

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;
}
```



Warm-Up: I/O and Redirection Example

ffiles1.c

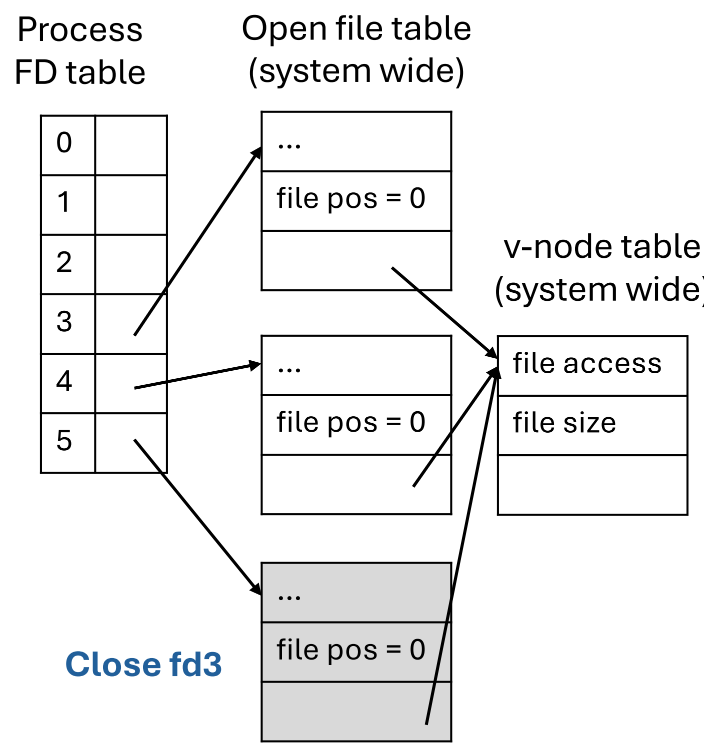
```c
#include "csapp.h"

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;
}
```



Warm-Up: I/O and Redirection Example

ffiles1.c

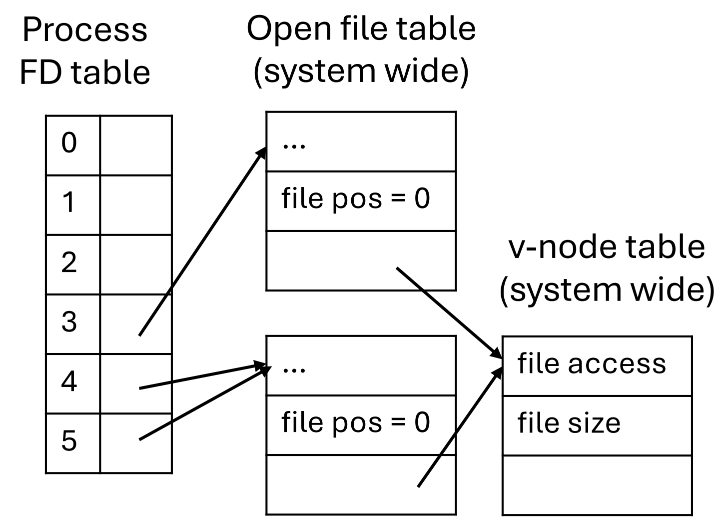
```c
#include "csapp.h"

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;
}
```



fd3 = duplicated fd2

Warm-Up: I/O and Redirection Example

ffiles1.c

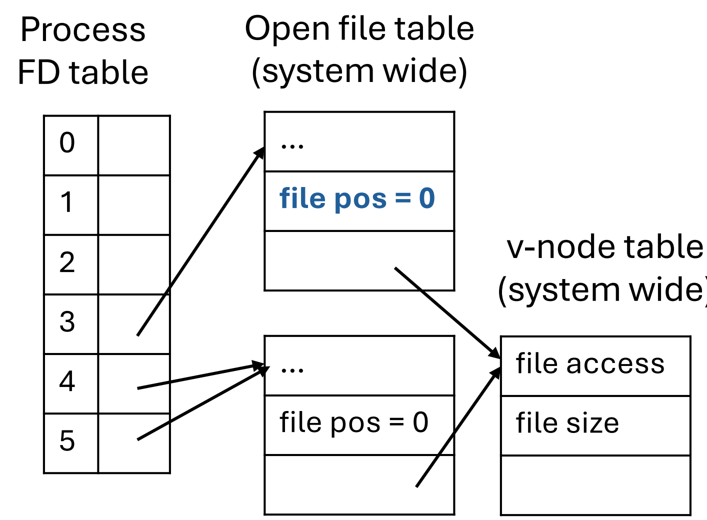
```
#include "csapp.h"

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;
}
```



read

abcde.txt

abcde

c1 = ‘a’

Warm-Up: I/O and Redirection Example

ffiles1.c

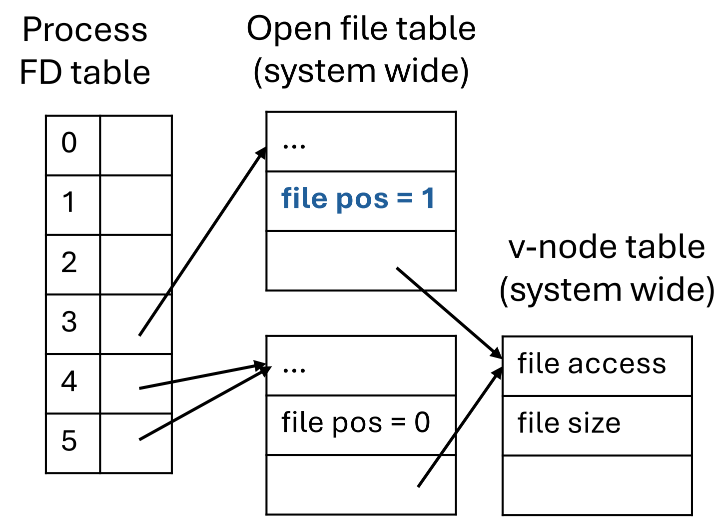
```c
#include "csapp.h"

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;
}
```



read and increment file

abcde.txt

abcde

c1 = ‘a’

Warm-Up: I/O and Redirection Example

ffiles1.c

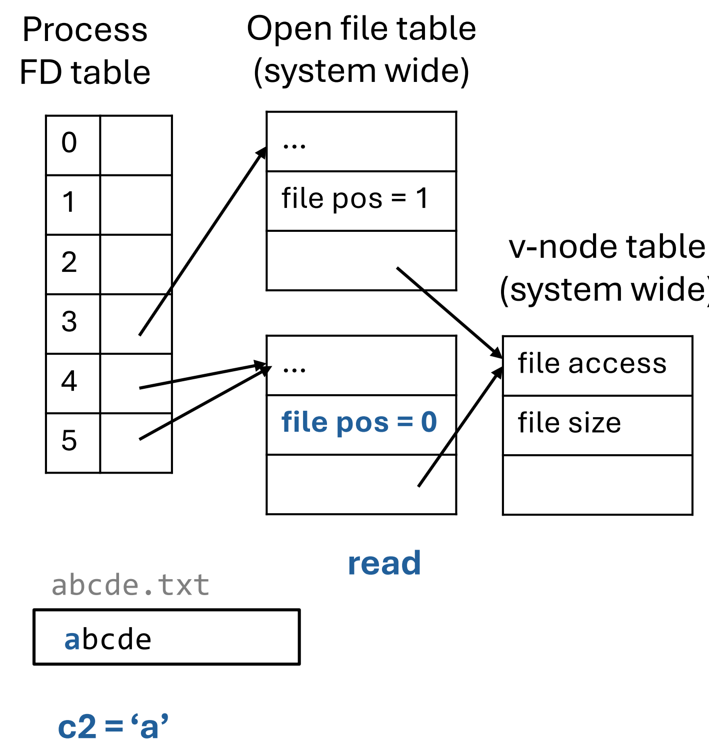
```
#include "csapp.h"

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;
}
```



Warm-Up: I/O and Redirection Example

ffiles1.c

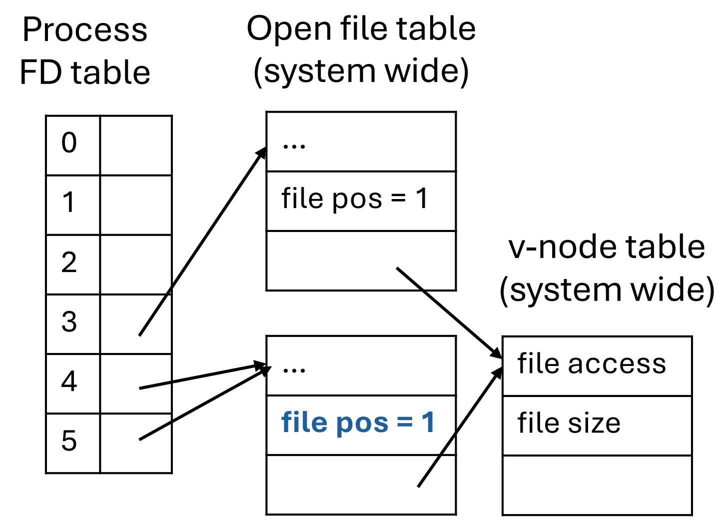
```
#include "csapp.h"

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;
}
```



abcde.txt

abcde

read and increment file position

c2 = ‘a’

Warm-Up: I/O and Redirection Example

ffiles1.c

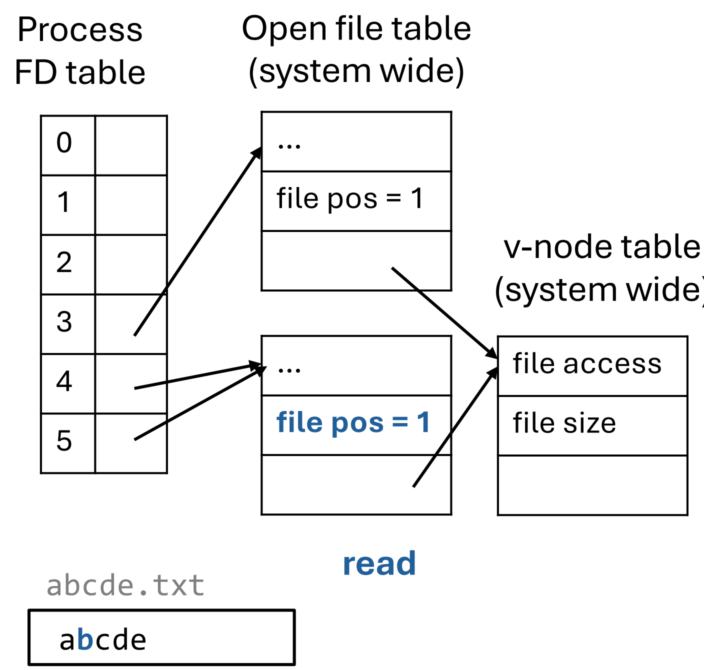
```
#include "csapp.h"

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;
}
```



c3 = ‘b’

Warm-Up: I/O and Redirection Example

ffiles1.c

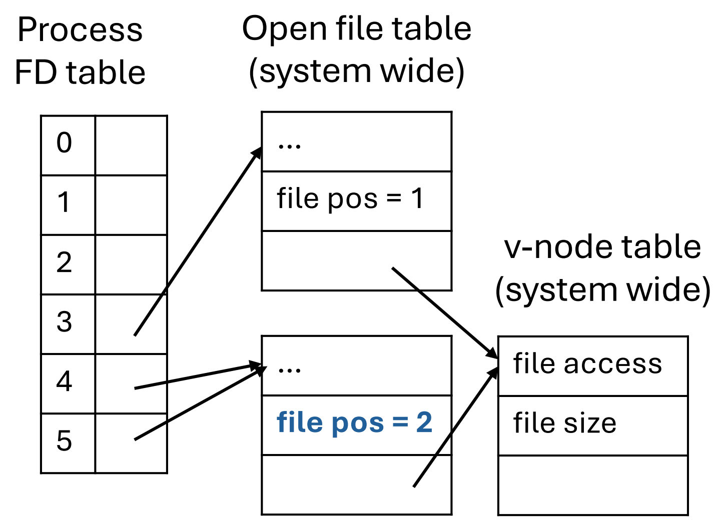
```c
#include "csapp.h"

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;
}
```



read and increment file position

abcde.txt

abcde

c3 = 'b'

Warm-Up: I/O and Redirection Example

ffiles1.c

```c
#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;
}
```

abcde.txt

```
abcde
```

What would this program print for file containing "abcde"?

```
milkshark> ./ffiles1 abcde.txt
c1 = a, c2 = a, c3 = b
```

Master Class: Process Control and I/O

ffiles2.c

```c
#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;
}
```

abcde.txt

```
abcde
```

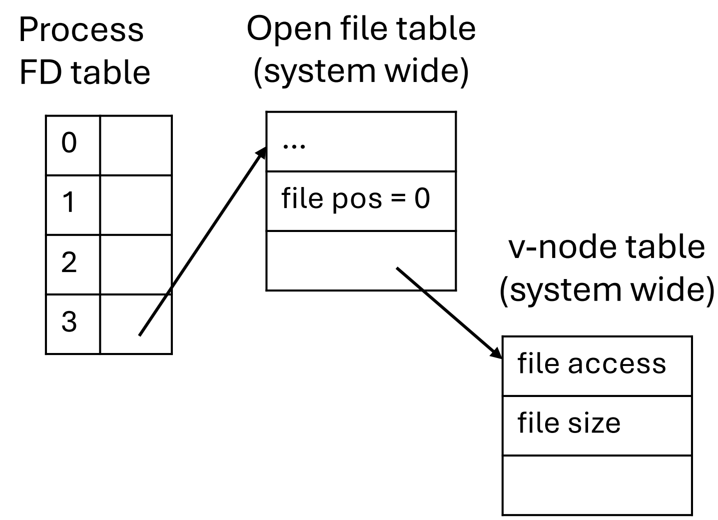
What would this program print for file containing "abcde"?

```
milkshark> ./ffiles2 abcde.txt
???
```

Master Class: Process Control and I/O

ffiles2.c

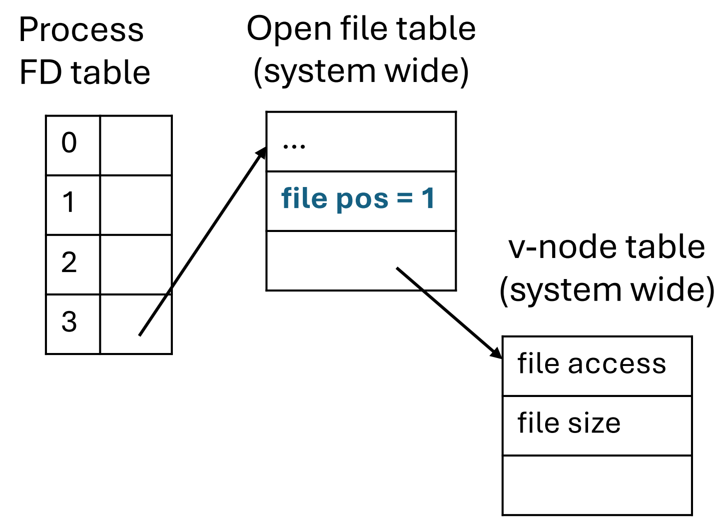
```c
#include "csapp.h"
int main(int argc, char *argv[]) {
    int fd1;
    int s = getpid() & 0x1;
    char c1, c2;
    char *fname = argv[1];
    fd1 = open(fname, O_RDONLY, 0);
    read(fd1, &c1, 1);
    if (fork()) { /* Parent */
        sleep(s);
        read(fd1, &c2, 1);
        printf("Parent: 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;
}
```



Master Class: Process Control and I/O

ffiles2.c

```c
#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;
}
```



abcde.txt

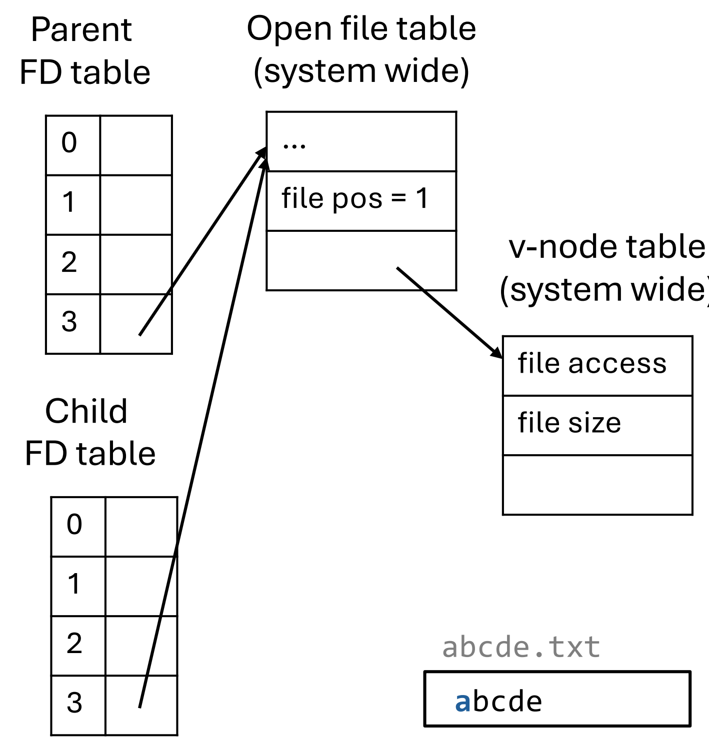
abcde

c1 = ‘a’

Master Class: Process Control and I/O

ffiles2.c

```
#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;
}
```



c1 = ‘a’

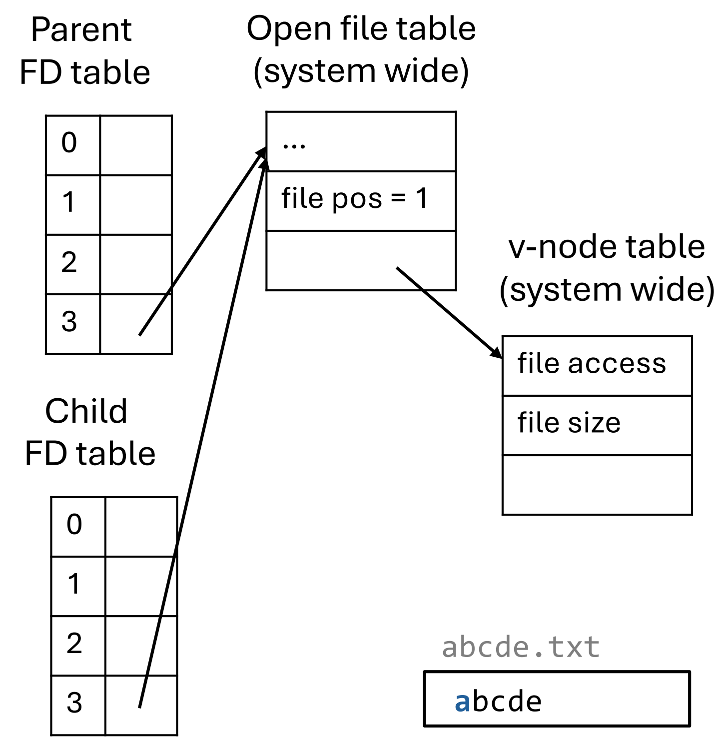
Master Class: Process Control and I/O

ffiles2.c

```c
#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;
}
```

how long will the parent sleep?

how long will the child sleep?

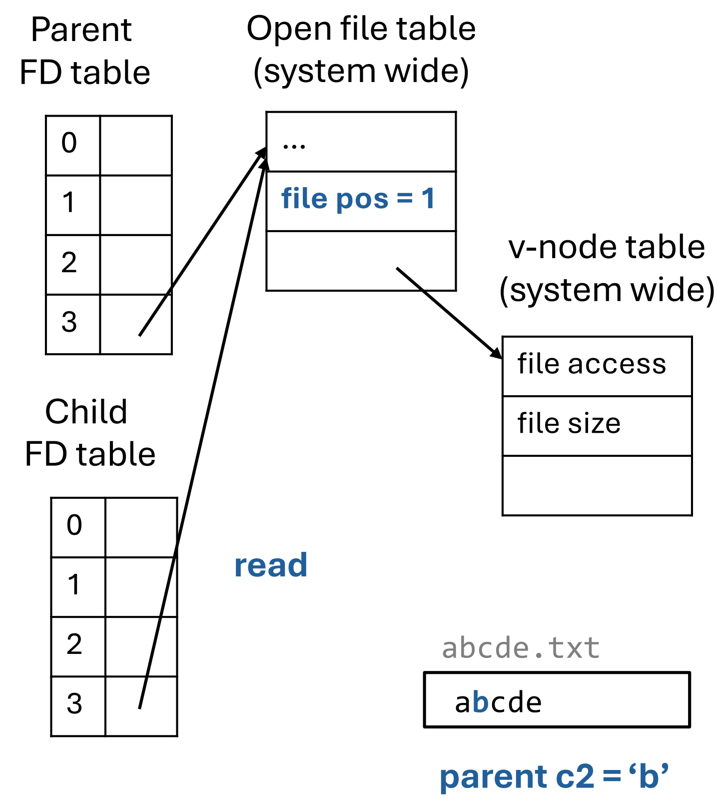


c1 = ‘a’

Master Class: Process Control and I/O

ffiles2.c

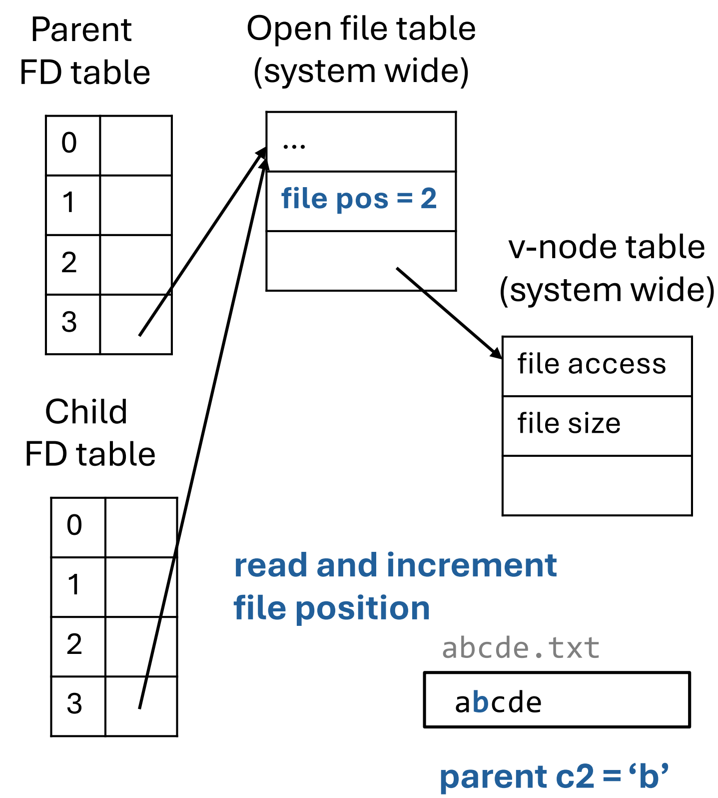
```c
#include "csapp.h"
int main(int argc, char *argv[]) {
    int fd1;
    int s = getpid() & 0x1;
    char c1, c2;
    char *fname = argv[1];
    fd1 = open(fname, O_RDONLY, 0);
    read(fd1, &c1, 1);
    if (fork()) { /* Parent */
        sleep(s);
        read(fd1, &c2, 1);
        printf("Parent: 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;
}
```



Master Class: Process Control and I/O

ffiles2.c

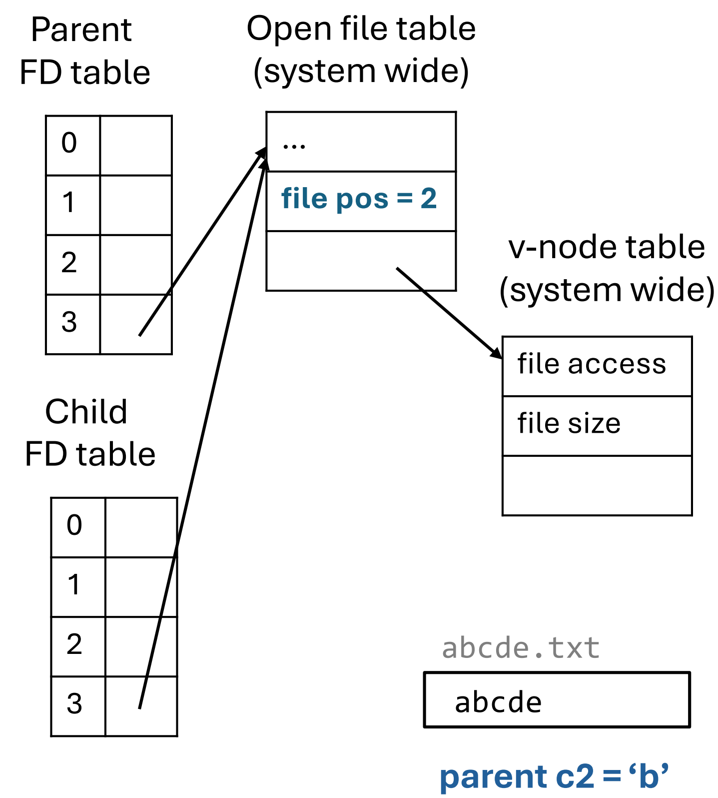
```c
#include "csapp.h"
int main(int argc, char *argv[]) {
    int fd1;
    int s = getpid() & 0x1;
    char c1, c2;
    char *fname = argv[1];
    fd1 = open(fname, O_RDONLY, 0);
    read(fd1, &c1, 1);
    if (fork()) { /* Parent */
        sleep(s);
        read(fd1, &c2, 1);
        printf("Parent: 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;
}
```



Master Class: Process Control and I/O

ffiles2.c

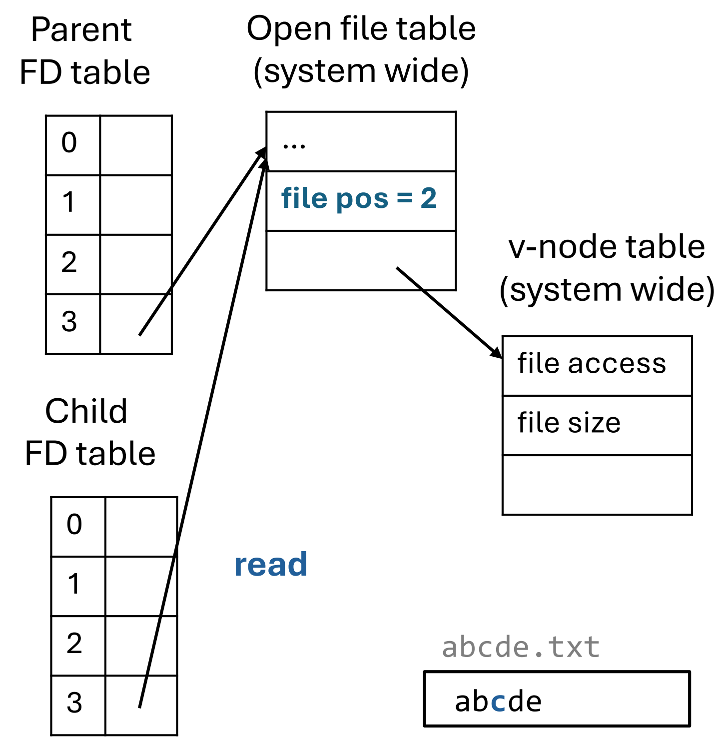
```c
#include "csapp.h"
int main(int argc, char *argv[]) {
    int fd1;
    int s = getpid() & 0x1;
    char c1, c2;
    char *fname = argv[1];
    fd1 = open(fname, O_RDONLY, 0);
    read(fd1, &c1, 1);
    if (fork()) { /* Parent */
        sleep(s);
        read(fd1, &c2, 1);
        printf("Parent: 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;
}
```



Master Class: Process Control and I/O

ffiles2.c

```c
#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;
}
```

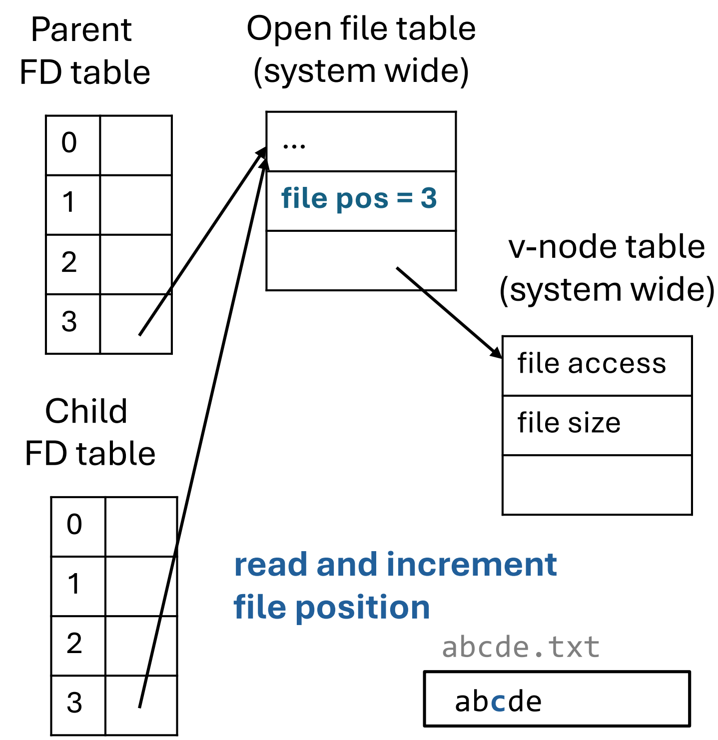


parent c2 = ‘b’
child c2 = ‘c’

Master Class: Process Control and I/O

ffiles2.c

```c
#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;
}
```



parent c2 = ‘b’
child c2 = ‘c’

Master Class: Process Control and I/O

ffiles2.c

```c
#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;
}
```

abcde.txt

```
abcde
```

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

```
milkshark> ./ffiles2 abcde.txt
Parent: c1 = a, c2 = b
Child: c1 = a, c2 = c
```

Master Class: Process Control and I/O

ffiles2.c

```c
#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;
}
```

abcde.txt

1	abcde

What would this program print for file containing "abcde"?

```
milkshark> ./ffiles2 abcde.txt
Parent: c1 = a, c2 = b
Child: c1 = a, c2 = c
```

OR

```
milkshark> ./ffiles2 abcde.txt
Child: c1 = a, c2 = b
Parent: c1 = a, c2 = c
```

Either output is possible!

Supplementary slides

The RIO Package (213/CS:APP 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 text lines and binary data
    - **`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/3e/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

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);
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_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`**