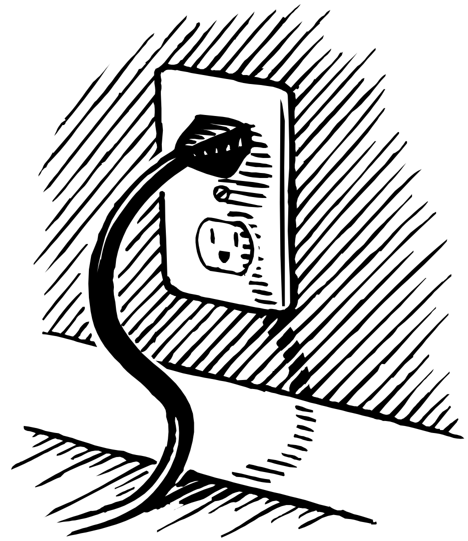

Sockets

COS 518: Advanced Computer Systems

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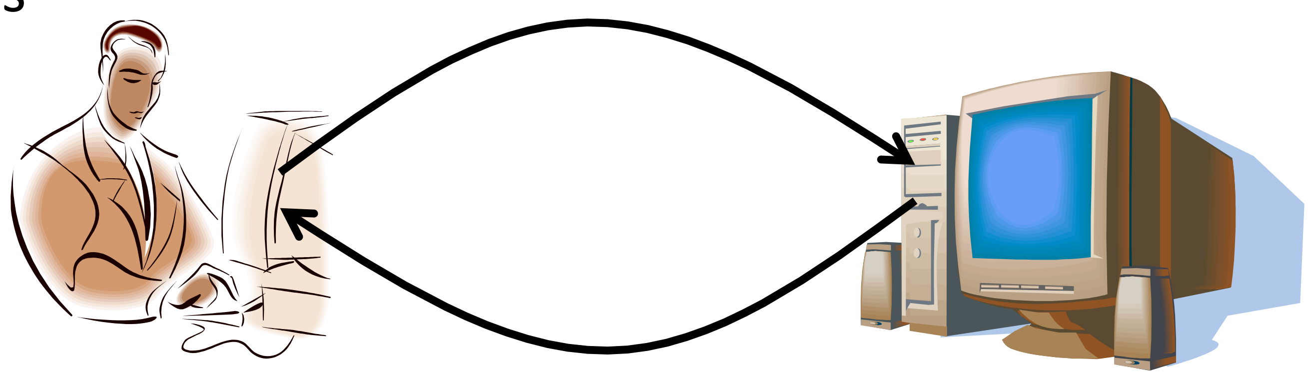
Client-Server Communication

- Client "sometimes on"
  - Initiates a request to the server when interested
  - E.g., Web browser on your laptop or cell phone
  - Doesn't communicate directly with other clients
  - Needs to know server's address
- Server is "always on"
  - Services requests from many client hosts
  - E.g., Web server for the www.cnn.com Web site
  - Doesn't initiate contact with the clients
  - Needs fixed, known address



Client and Server Processes

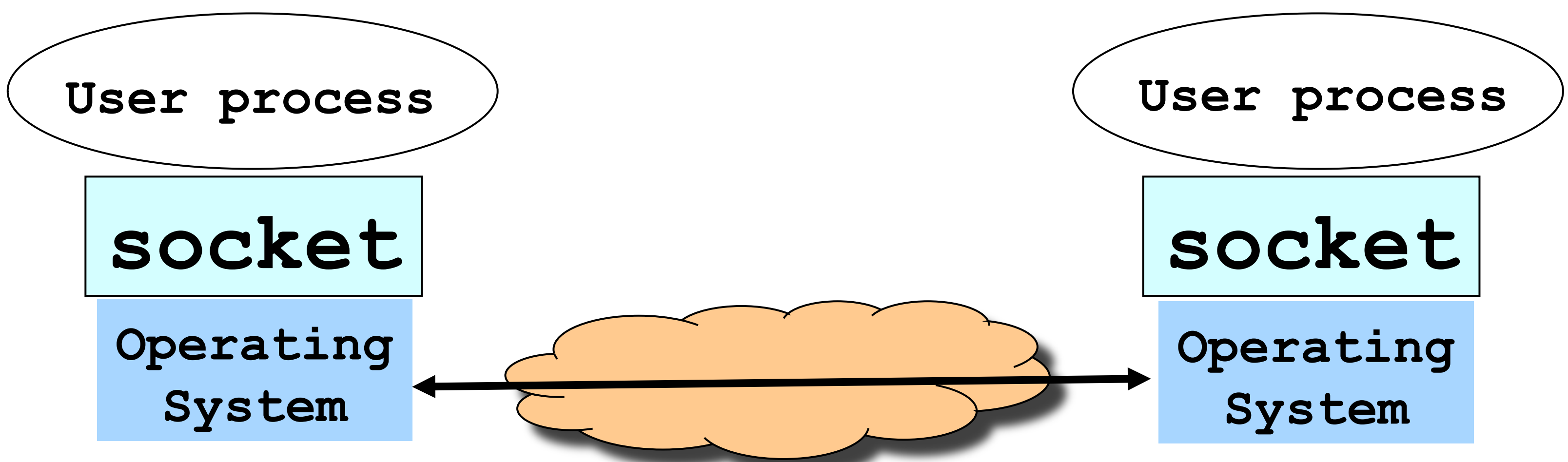
- Program vs. process
  - Program: collection of code
  - Process: a running program on a host
- Communication between processes
  - Same end host: inter-process communication
    - Governed by the operating system on the end host
  - Different end hosts: exchanging messages
    - Governed by the network protocols
- Client and server processes
  - Client process: process that initiates communication
  - Server process: process that waits to be contacted

Delivering the Data: Division of Labor

- Network
  - Deliver data packet to the destination host
  - Based on the destination IP address
- Operating system
  - Deliver data to the destination socket
  - Based on the destination port number (e.g., 80)
- Application
  - Read data from and write data to the socket
  - Interpret the data (e.g., render a Web page)

Socket: End Point of Communication

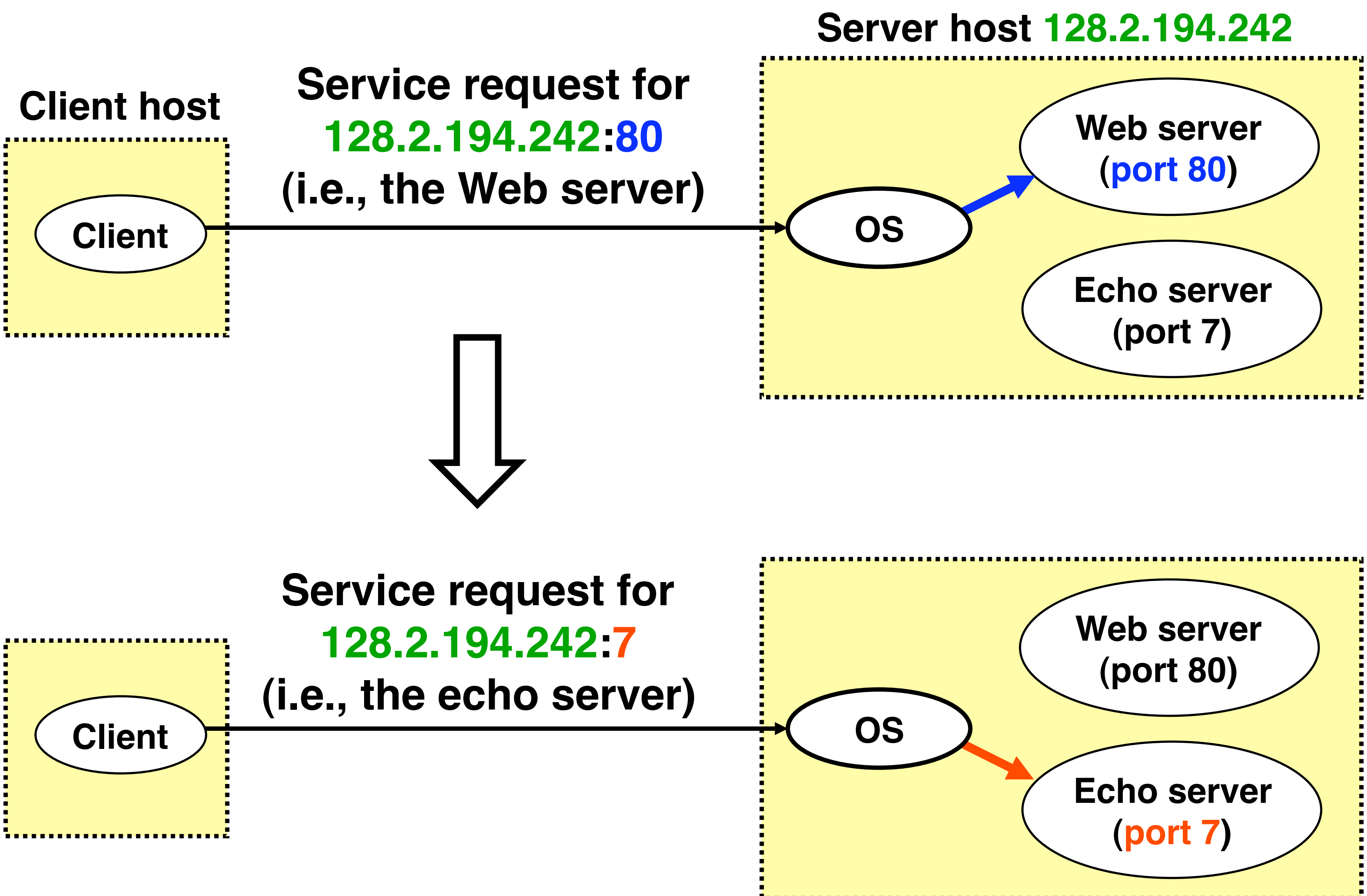
- Sending message from one process to another
  - Message must traverse the underlying network
- Process sends and receives through a "socket"
  - In essence, the doorway leading in/out of the house
- Socket as an Application Programming Interface
  - Supports the creation of network applications



Identifying the Receiving Process

- Sending process must identify the receiver
  - The receiving end host machine
  - The specific socket in a process on that machine
- Receiving host
  - Destination address that uniquely identifies the host
  - An IP address is a 32-bit quantity
- Receiving socket
  - Host may be running many different processes
  - Destination port that uniquely identifies the socket
  - A port number is a 16-bit quantity

Using Ports to Identify Services



Port Numbers are Unique per Host

- Port number uniquely identifies the socket
  - Cannot use same port number twice with same address
  - Otherwise, the OS can't demultiplex packets correctly

- Operating system enforces uniqueness
  - OS keeps track of which port numbers are in use
  - Doesn't let the second program use the port number

UNIX Socket API

- Socket interface
  - Originally provided in Berkeley UNIX
  - Later adopted by all popular operating systems
  - Simplifies porting applications to different OSes

- In UNIX, everything is like a file
  - All input is like reading a file, output like writing
  - File is represented by an integer file descriptor

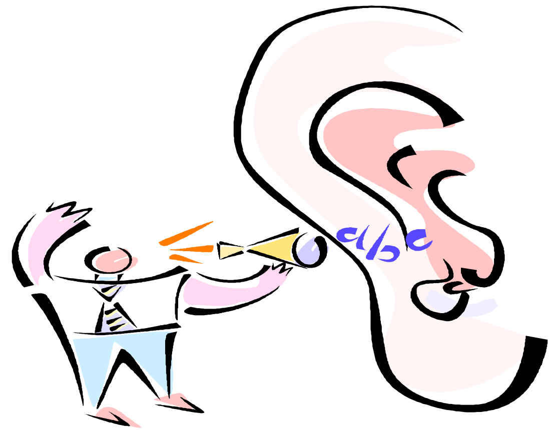
- API implemented as system calls
  - E.g., connect, read, write, close, …

Typical Client Program

- Prepare to communicate
  - Create a socket
  - Determine server address and port number
  - Initiate the connection to the server
- Exchange data with the server
  - Write data to the socket
  - Read data from the socket
  - Do stuff with the data (e.g., render a Web page)
- Close the socket

Servers Differ From Clients

- Passive open
  - Prepare to accept connections
  - … but don't actually establish
  - … until hearing from a client

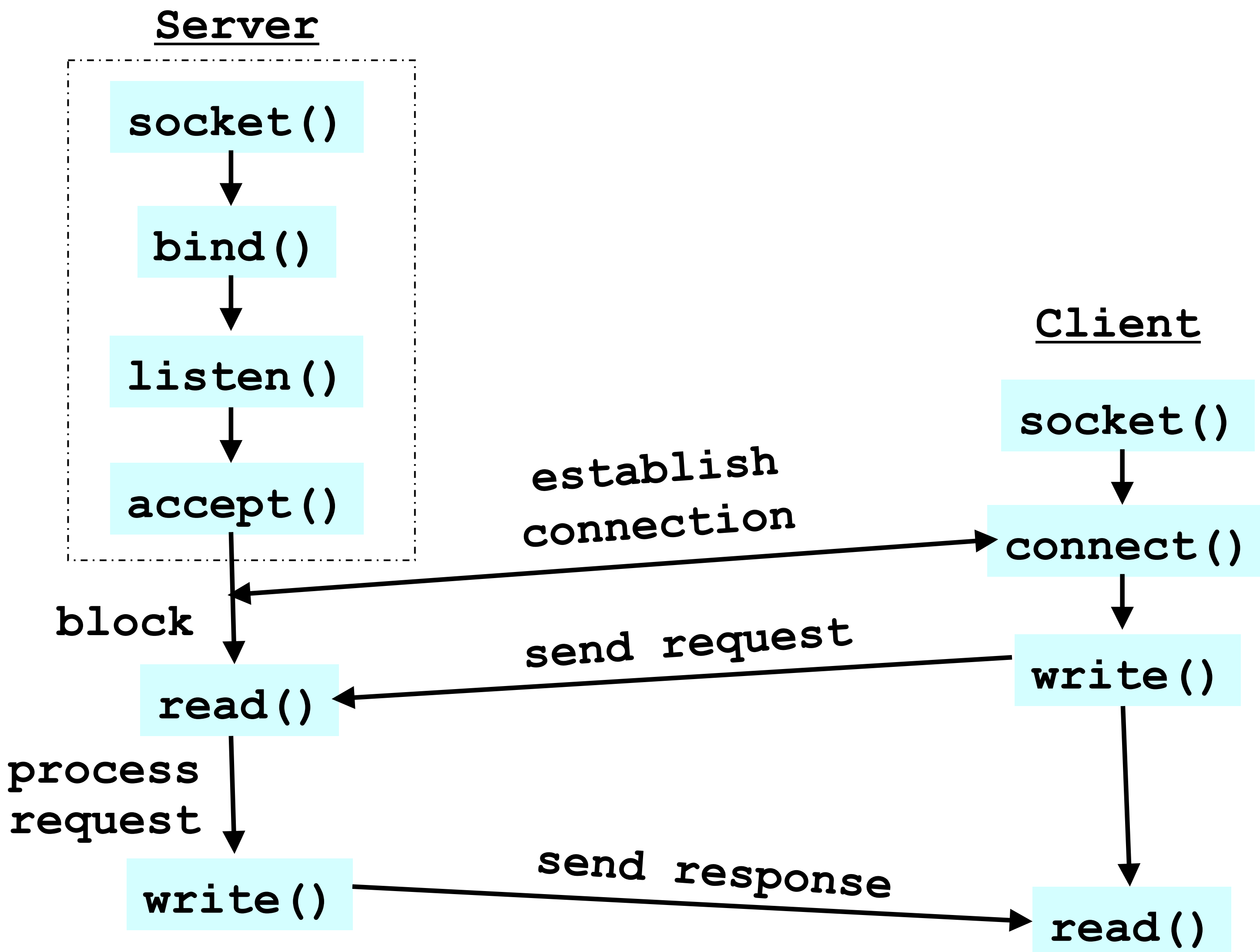


- Hearing from multiple clients
  - Allowing a backlog of waiting clients
  - ... in case several try to communicate at once
- Create a socket for each client
  - Upon accepting a new client
  - … create a *new* socket for the communication

Typical Server Program

- Prepare to communicate
  - Create a socket
  - Associate local address and port with the socket
- Wait to hear from a client (passive open)
  - Indicate how many clients-in-waiting to permit
  - Accept an incoming connection from a client
- Exchange data with the client over new socket
  - Receive data from the socket
  - Do stuff to handle the request (e.g., get a file)
  - Send data to the socket
  - Close the socket

Putting it All Together



Client Creating a Socket: socket()

- Creating a socket
  - `int socket(int domain, int type, int protocol)`
  - Returns a file descriptor (or handle) for the socket
  - Originally designed to support any protocol suite

- Domain: protocol family
  - PF_INET for the Internet (IPv4)
- Type: semantics of the communication
  - SOCK_STREAM: reliable byte stream (TCP)
  - SOCK_DGRAM: message-oriented service (UDP)
- Protocol: specific protocol
  - UNSPEC: unspecified
  - (PF_INET and SOCK_STREAM already implies TCP)

Client: Learning Server Address/Port

- Server typically known by name and service
  - E.g., "www.cnn.com" and "http"
- Need to translate into IP address and port #
  - E.g., "64.236.16.20" and "80"

- Translating the server's name to an address
  - **`struct hostent *gethostbyname(char *name)`**
  - Argument: host name (e.g., "www.cnn.com")
  - Returns a structure that includes the host address

- Identifying the service's port number
  - **`struct servent *getservbyname(char *name, char *proto)`**
  - Arguments: service (e.g., "ftp") and protocol (e.g., "tcp")
  - Static config in `/etc/services`

Client: Connecting Socket to the Server

- Client contacts the server to establish connection
  – Associate the socket with the server address/port
  – Acquire a local port number (assigned by the OS)
  – Request connection to server, who hopefully accepts

- Establishing the connection
  –
  ```
  int connect (int sockfd,
               struct sockaddr *srv_addr,
               socketlen_t addrlen)
  ```
  – Arguments: socket descriptor, server address, and address size
  – Returns 0 on success, and -1 if an error occurs

Client: Sending Data

- Sending data
  - `ssize_t write (int sockfd, void *buf, size_t len)`
  - Arguments: socket descriptor, pointer to buffer of data to send, and length of the buffer
  - Returns the number of bytes written, and -1 on error

Client: Receiving Data

- Receiving data
  - `ssize_t read (int sockfd, void *buf, size_t len)`
  - Arguments: socket descriptor, pointer to buffer to place the data, size of the buffer
  - Returns the number of characters read (where 0 implies "end of file"), and -1 on error
  - Why do you need len?
  - What happens if buf's size < len?

- Closing the socket
  - `int close(int sockfd)`

Server: Server Preparing its Socket

- Server creates a socket and binds address/port
  - Server creates a socket, just like the client does
  - Server associates the socket with the port number (and hopefully no other process is already using it!)
  - Choose port "0" and let kernel assign ephemeral port

- Create a socket
  - ```
    int socket (int domain,
                int type, int protocol)
    ```
- Bind socket to the local address and port number
  - ```
    int bind (int sockfd,
              struct sockaddr *my_addr,
              socklen_t addrlen)
    ```
  - Arguments: sockfd, server address, address length
  - Returns 0 on success, and -1 if an error occurs

Server: Allowing Clients to Wait

- Many client requests may arrive
  - Server cannot handle them all at the same time
  - Server could reject the requests, or let them wait
- Define how many connections can be pending
  - **`int listen(int sockfd, int backlog)`**
  - Arguments: socket descriptor and acceptable backlog
  - Returns a 0 on success, and -1 on error
- What if too many clients arrive?
  - Some requests don't get through
  - The Internet makes no promises…
  - And the client can always try again

Server: Accepting Client Connection

- Now all the server can do is wait…
  - Waits for connection request to arrive
  - Blocking until the request arrives
  - And then accepting the new request

- Accept a new connection from a client
  - `int accept(int sockfd, struct sockaddr *addr, socketlen_t *addrlen)`

    ```
    int accept(int sockfd,
               struct sockaddr *addr,
               socketlen_t *addrlen)
    ```
  - Arguments: sockfd, structure that will provide client address and port, and length of the structure
  - Returns descriptor of socket for this new connection

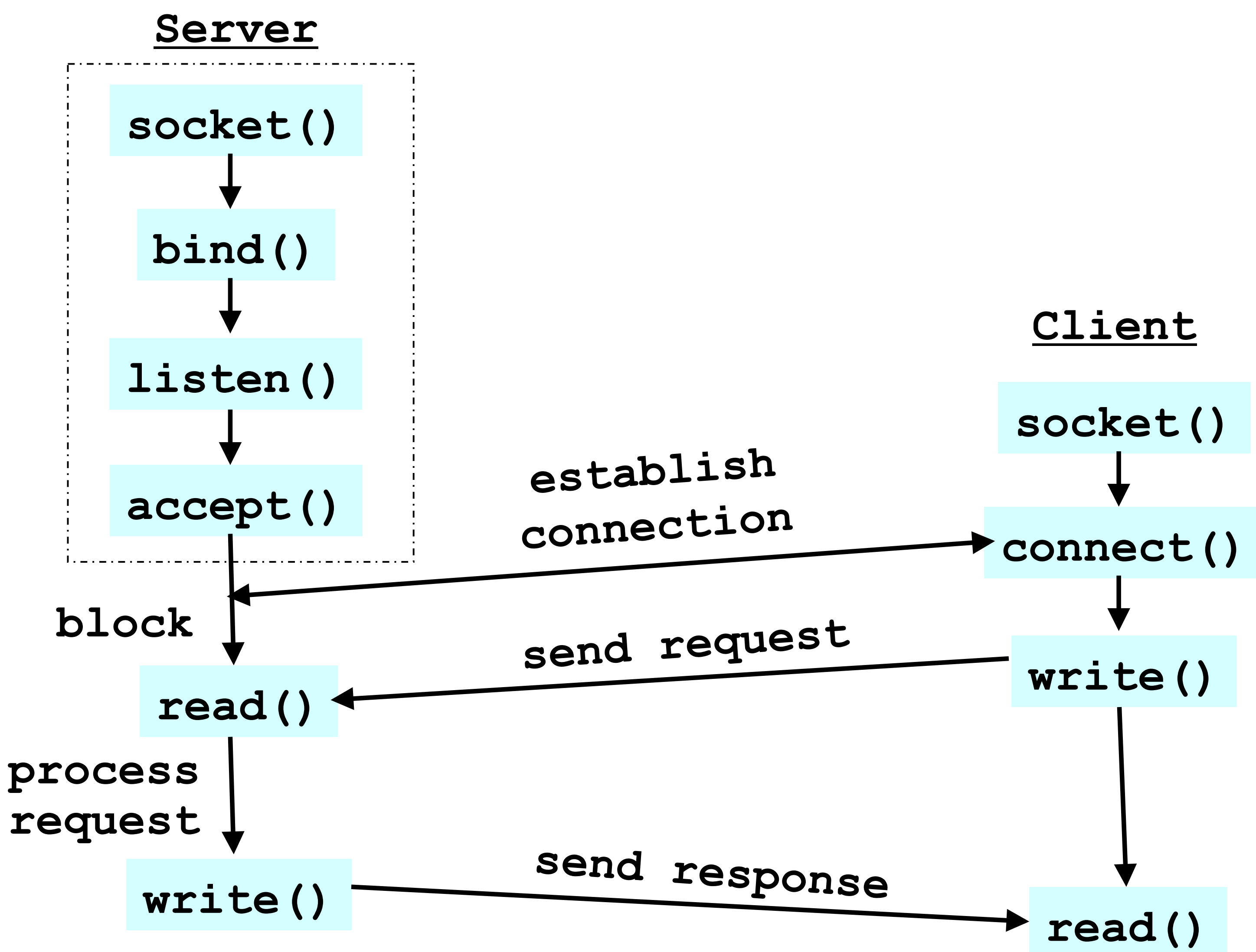
Server: One Request at a Time?

- Serializing requests is inefficient
  - Server can process just one request at a time
- May need to time share the server machine
  - Alternate between servicing different requests
    - Do a little work on one request, then switch when you are waiting for some other resource (e.g., reading file from disk)
    - "Nonblocking I/O"
  - Or, use a different process/thread for each request
    - Allow OS to share the CPU(s) across processes
  - Or, some hybrid of these two approaches

Client and Server: Cleaning House

- Once the connection is open
  - Both sides read and write
  - Two unidirectional streams of data
  - In practice, client writes first, and server reads
  - … then server writes, and client reads, and so on
- Closing down the connection
  - Either side can close the connection
  - … using the **`close()`** system call
- What about the data still "in flight"
  - Data in flight still reaches the other end
  - So, server can **`close()`** before client finishes reading

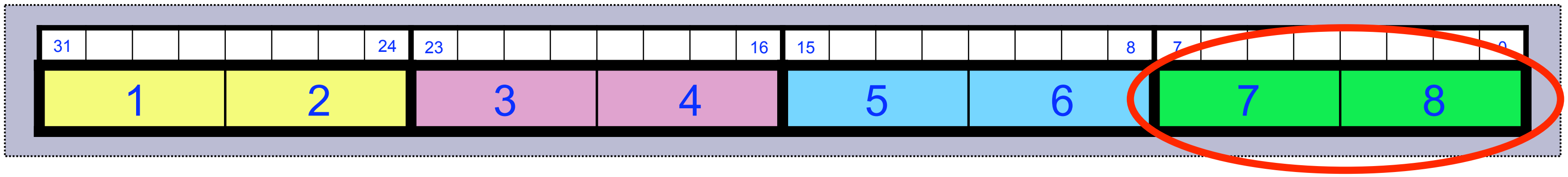
Putting it All Together



One Annoying Thing: Byte Order

- Hosts differ in how they store data
  - E.g., four-byte number (byte3, byte2, byte1, byte0)
- Little endian ("little end comes first"): Intel x86's
  - Low-order byte stored at the lowest memory location
  - Byte0, byte1, byte2, byte3
- Big endian ("big end comes first")
  - High-order byte stored at lowest memory location
  - Byte3, byte2, byte1, byte 0
- Makes it more difficult to write portable code
  - Client may be big or little endian machine
  - Server may be big or little endian machine

Endian Example: Where is the Byte?



Little-Endian

8 bits memory

1000	78
1001	
1002	
1003	

16 bits Memory

	+1	+0
1000		78
1002		
1004		
1006		

32 bits Memory

	+3	+2	+1	+0
1000				78
1004				
1008				
100C				

Big-Endian

8 bits memory

1000	78
1001	
1002	
1003	

16 bits Memory

	+0	+1
1000	78	
1002		
1004		
1006		

32 bits Memory

	+0	+1	+2	+3
1000	78			
1004				
1008				
100C				

IP is Big Endian

- But, what byte order is used "on the wire"?
  - Internet protocols picked convention: IP is big endian
  - aka "network byte order"

- Writing portable code require conversion
  - Use htons() and htonl() to convert to network byte order
  - Use ntohs() and ntohl() to convert to host order

- Hides details of what kind of machine you're on
  - Use the system calls when sending/receiving data structures longer than one byte

Using htonl and htons

```
int sockfd = // connected SOCK_STREAM
u_int32_t my_val  = 1234;
u_int16_t my_xtra = 16;

u_short bufsize = sizeof (struct data_t);
char *buf = New char[bufsize];
bzero (buf,  bufsize);

struct data_t *dat = (struct data_t *) buf;
dat->value = htonl (my_val);
dat->xtra  = htons (my_xtra);

int rc = write (sockfd, buf, bufsize);
```

Why Can't Sockets Hide These Details?

- Dealing with endian differences is tedious
  - Couldn't the socket implementation deal with this
  - … by swapping the bytes as needed?
- No, swapping depends on the data type
  - 2-byte short int: (byte 1, byte 0) vs. (byte 0, byte 1)
  - 4-byte long int: (byte 3, … byte 0) vs. (byte 0, … byte 3)
  - String of one-byte chars (char 0, char 1, char 2, …) in both
- Socket layer doesn't know the data types
  - Sees the data as simply a buffer pointer and a length
  - Doesn't have enough information to do the swapping
- Higher-layer with defined types can do this for you
  - Java object serialization, RPC "marshalling"