



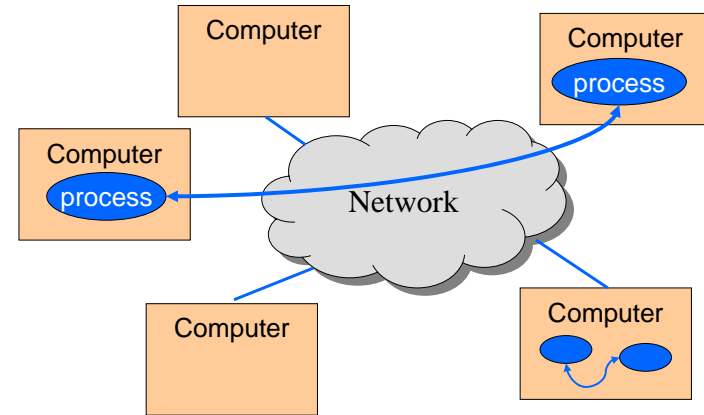
Inter-process Communication

CS 217



Networks

- Mechanism by which two processes exchange information and coordinate activities



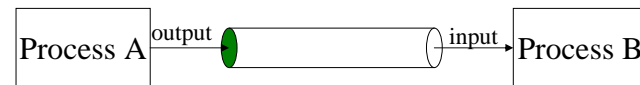
Inter-process Communication

- Pipes
 - Processes must be on same machine
 - One process spawns the other
 - Used mostly for filters
- Sockets
 - Processes can be on any machine
 - Processes can be created independently
 - Used for clients/servers, distributed systems, etc.

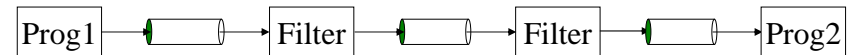


Pipes

- Provides an interprocess communication channel



- A filter is a process that reads from `stdin` and writes to `stdout`



Pipes (cont)



- Many Unix tools are written as filters
 - `grep`, `sort`, `sed`, `cat`, `wc`, `awk` ...
- Shells support pipes

```
ls | wc -l
who | grep mary | wc -l
cat < foo | grep bar | sort > save
```
- The combination of these features gives Unix incredible power and flexibility:
 - **Standard I/O**
 - **I/O redirection**
 - **Pipes**

5

The genesis of pipes



10

Summary--what's most important.

To put my strongest concerns in a nutshell:

1. We should have some ways of coupling programs like garden hose--screw in another segment when it becomes when it becomes necessary to massage data in another way. This is the way of I/O also.
2. Our loader should be able to do link-loading and controlled establishment.
3. Our library filing scheme should allow for rather general indexing, responsibility, generations, data path switching.
4. It should be possible to get private system components (all routines are system components) for bugging around with.

M. D. McIlroy
Oct. 11, 1964

6

Pipes and pipelines

- **connect output of one program to input of another**
 - `who | grep joe | wc`
- **Ken's idea, with Doug's prodding?**
 - Ken's notation?
- **frenzy of invention**
 - reformulating programs to work in pipelines
 - e.g., `sort`, and why it can't be in a pipeline
- **spell program**

```
cat files | tr ... | sort | uniq | comm -1 - dict
```
- **modularization of programs**
 - `grap | pic | tbl | eqn | troff`

7

grep: the quintessential tool



- "Reach out and grep someone"
- genesis from `ed` editor
- programmer's tool
- building block in scripts
- dictionary searches

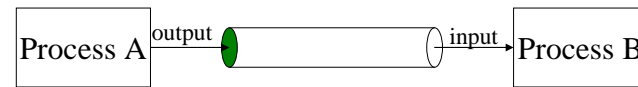
```
grep '^[behilos]*$' /usr/dict/web2
```

8

b	bilsh	bose	hellish	ibisbil	liss	ohelo	shies	slish
be	bios	bosh	hello	ie	lo	oho	shih	slob
bebless	biose	boss	heloe	ihl	lob	oii	shill	sloe
beboss	biosis	e	helosis	ill	lobbish	oil	shilloo	sloo
bee	bis	ebb	hi	illess	lobe	oilhole	shish	sloosh
beeish	bleb	eboe	hie	illish	lobeles	oiless	sho	slosh
beelol	blee	eel	hill	io	lobo	oleo	shoe	so
bees	bleo	eelbob	his	is	lobose	oleose	shoebil	sob
bel	bless	eh	hish	isle	loess	olio	shoeles	soboles
belee	blibe	el	hiss	isleles	loll	os	shole	soe
belibel	bliss	elb	ho	iso	loo	ose	shoo	soh
belie	blissle	ell	hob	isohel	loose	osse	shooi	soho
bell	blo	elle	hobbil	issei	loosish	s	shool	soil
belle	blob	els	hobble	l	lose	se	si	soilles
bes	bo	else	hobo	lee	loesel	see	sib	sol
besee	bob	es	hoe	lees	losh	seel	sie	sole
beshell	bobbish	ess	hoi	lei	loss	seese	sil	soleil
besoil	bobble	h	hoise	less	lossles	seise	sile	soleles
bib	bobo	he	hole	lessee	o	sele	sill	soles
bibb	boho	heel	holeles	li	obe	sell	silo	soli
bibble	boil	heelles	holl	libel	obese	sellie	siol	solio
bibi	bole	hei	hollo	libelee	obi	sess	sis	solo
bibless	bolis	heii	hoose	lie	oboe	sessile	sise	sool
bilbie	boll	helbeh	hoosh	liesh	obol	sh	sisel	sooloo
bilbo	bolo	hele	hose	lile	obole	she	sish	sosh
bile	boo	helio	hosel	lill	obsess	shee	sisi	so
bilio	boob	heliosi	hoseles	lis	oe	shell	siss	sosuish
bill	boohoo	hell	i	lish	oes	shi	sissoo	so
bilo	bool	hellhol	ibis	lisle	oh	shiel	slee	so
bilobe	boose							



Creating a Pipe



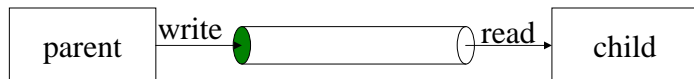
- Pipe is a communication channel abstraction
 - Process A can write to one end using “write” system call
 - Process B can read from the other end using “read” system call
- System call


```
int pipe( int fd[2] );
return 0 upon success -1 upon failure
fd[0] is open for reading
fd[1] is open for writing
```
- Two coordinated processes created by `fork` can pass data to each other using a pipe.

Pipe Example



```
int pid, p[2];
...
if (pipe(p) == -1)
    exit(1);
pid = fork();
if (pid == 0) {
    close(p[1]);
    ... read using p[0] as fd until EOF ...
}
else {
    close(p[0]);
    ... write using p[1] as fd ...
    close(p[1]); /* sends EOF to reader */
    wait(&status);
}
}
```



Dup



- Duplicate a file descriptor (system call)


```
int dup( int fd );
```

 duplicates `fd` as the lowest unallocated descriptor
- Commonly used to implement redirection of `stdin/stdout`
- Example: redirect `stdin` to “foo”

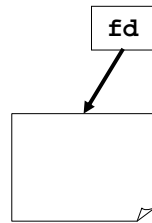

```
int fd;
fd = open("foo", O_RDONLY, 0);
close(0);
dup(fd);
close(fd);
```



Dup

- Duplicate a file descriptor (system call)
`int dup(int fd);`
 duplicates `fd` as the lowest unallocated descriptor
- Commonly used to implement redirection of stdin/stdout
- Example: redirect stdin to "foo"

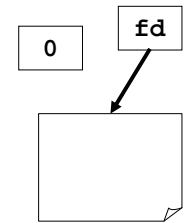
```
int fd;
fd = open("foo", O_RDONLY, 0);
close(0);
dup(fd);
close(fd);
```



Dup

- Duplicate a file descriptor (system call)
`int dup(int fd);`
 duplicates `fd` as the lowest unallocated descriptor
- Commonly used to implement redirection of stdin/stdout
- Example: redirect stdin to "foo"

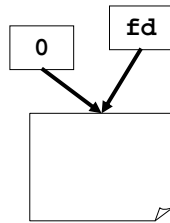
```
int fd;
fd = open("foo", O_RDONLY, 0);
close(0);
dup(fd);
close(fd);
```



Dup

- Duplicate a file descriptor (system call)
`int dup(int fd);`
 duplicates `fd` as the lowest unallocated descriptor
- Commonly used to implement redirection of stdin/stdout
- Example: redirect stdin to "foo"

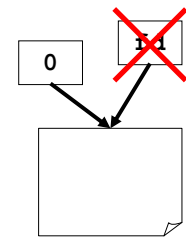
```
int fd;
fd = open("foo", O_RDONLY, 0);
close(0);
dup(fd);
close(fd);
```



Dup

- Duplicate a file descriptor (system call)
`int dup(int fd);`
 duplicates `fd` as the lowest unallocated descriptor
- Commonly used to implement redirection of stdin/stdout
- Example: redirect stdin to "foo"

```
int fd;
fd = open("foo", O_RDONLY, 0);
close(0);
dup(fd);
close(fd);
```





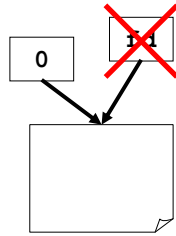
Dup2

- For convenience...


```
dup2( int fd1, int fd2 );
```

 use `fd2(new)` to duplicate `fd1 (old)`
 closes `fd2` if it was in use
- Example: redirect stdin to "foo"


```
fd = open("foo", O_RDONLY, 0);
dup2(fd,0);
close(fd);
```



17



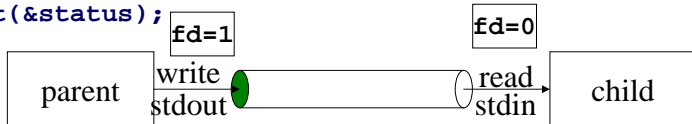
Pipes and Standard I/O

```
int pid, p[2];
if (pipe(p) == -1)
  exit(1);
pid = fork();
if (pid == 0) {
  close(p[1]);
  dup2(p[0],0);
  close(p[0]);
  ... read from stdin ...
}
else {
  close(p[0]);
  dup2(p[1],1);
  close(p[1]);
  ... write to stdout ...
  wait(&status);
}
```



Pipes and Exec()

```
int pid, p[2];
if (pipe(p) == -1)
  exit(1);
pid = fork();
if (pid == 0) {
  close(p[1]);
  dup2(p[0],0);
  close(p[0]);
  execl(...);
}
else {
  close(p[0]);
  dup2(p[1],1);
  close(p[1]);
  ... write to stdout ...
  wait(&status);
}
```



Unix shell (sh, csh, bash, ...)

- Loop
 - Read command line from stdin
 - Expand wildcards
 - Interpret redirections `<` `>` `|`
 - pipe (as necessary), fork, dup, exec, wait
- Start from code on previous slides, edit it until it's a Unix shell!

20