

Low-Level I/O – the POSIX Layer

CSE 333 Spring 2020

Instructor: Hal Perkins

Teaching Assistants:

Ramya Challa

Greg Guo

Travis McGaha

Cosmo Wang

Haoran Yu

Mengqui Chen

Zachary Keyes

Arjun Singh

Yifan Xu

Velocity Yu

John Depaszthory

CJ Lin

Guramrit Singh

Robin Yang

Administrivia

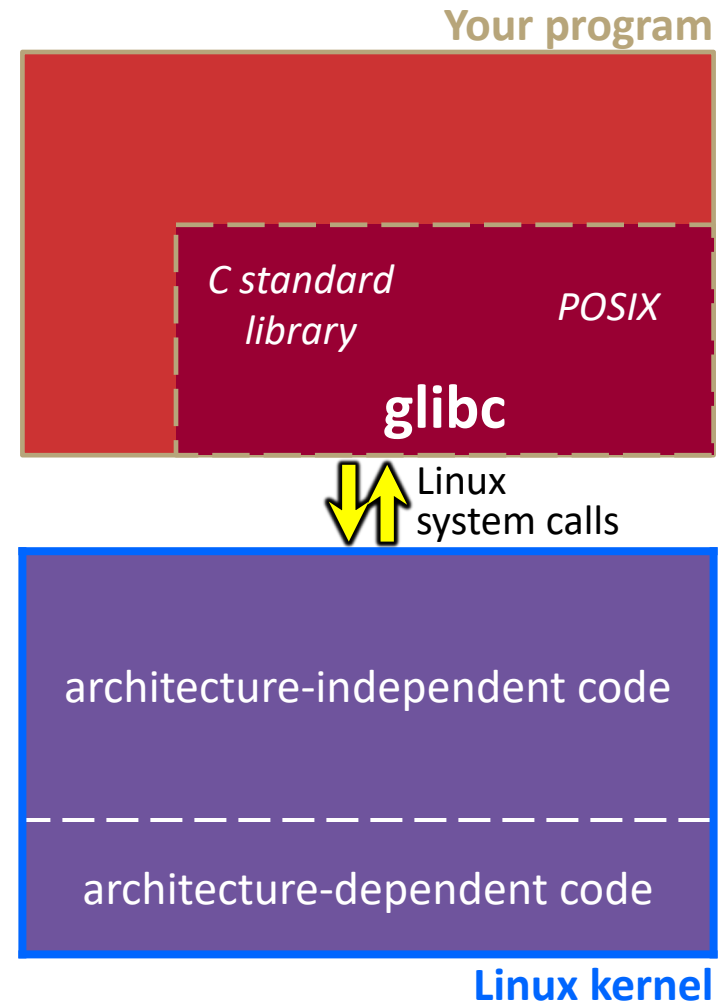
- ❖ HW1 due tomorrow night
 - Any last-minute surprises? Questions?
- ❖ No exercise due Friday morning!
- ❖ Sections tomorrow: POSIX I/O and reading directories
- ❖ Next exercise: find text files in directory and print contents
 - Includes section stuff and is a warmup for hw2
 - Out tomorrow after sections; due Monday morning
- ❖ Friday: HW2 out; demo in class, starter code pushed to repos after class

Lecture Outline

❖ **POSIX Lower-Level I/O**

Remember This Picture?

- ❖ Your program can access many layers of APIs:
 - C standard library
 - Some are just ordinary functions (<string.h>, for example)
 - Some also call OS-level (POSIX) functions (<stdio.h>, for example)
 - POSIX compatibility API
 - C-language interface to OS system calls (fork(), read(), etc.)
 - Underlying OS system calls
 - Assembly language 😊



C Standard Library File I/O

- ❖ So far you've used the C standard library to access files
 - Use a provided `FILE*` *stream* abstraction
 - `fopen()`, `fread()`, `fwrite()`, `fclose()`, `fseek()`
- ❖ These are convenient and portable
 - They are buffered
 - They are implemented using lower-level OS calls

Lower-Level File Access

- ❖ Most UNIX-en support a common set of lower-level file access APIs: **POSIX** – Portable Operating System Interface
 - **open()**, **read()**, **write()**, **close()**, **lseek()**
 - Similar in spirit to their f^* () counterparts from C std lib
 - Lower-level and unbuffered compared to their counterparts
 - Also less convenient
 - You will have to use these to read file system directories and for network I/O, so we might as well learn them now

open () / close ()

❖ To open a file:

- Pass in the filename and access mode
 - Similar to **fopen** ()
- Get back a “file descriptor”
 - Similar to **FILE*** from **fopen** (), but is just an **int**
 - Defaults: **0** is stdin, **1** is stdout, **2** is stderr

```
#include <fcntl.h>    // for open()
#include <unistd.h>    // for close()

...
int fd = open("foo.txt", O_RDONLY);
if (fd == -1) {
    perror("open failed");
    exit(EXIT_FAILURE);
}
...
close(fd);
```

Reading from a File

❖ `ssize_t read(int fd, void* buf, size_t count);`

- Returns the number of bytes read
 - Might be fewer bytes than you requested (!!!)
 - Returns 0 if you're already at the end-of-file
 - Returns -1 on error
- **read** has some surprising error modes...

Read error modes

❖ `ssize_t read(int fd, void* buf, size_t count);`

- On error, `read` returns -1 and sets the global **`errno`** variable
- You need to check **`errno`** to see what kind of error happened
 - `EBADF`: bad file descriptor
 - `EFAULT`: output buffer is not a valid address
 - `EINTR`: read was interrupted, please try again (ARGH!!!! 🤔😡)
 - And many others...

One way to `read()` n bytes

```
int fd = open(filename, O_RDONLY);
char* buf = ...; // buffer of appropriate size
int bytes_left = n;
int result;

while (bytes_left > 0) {
    result = read(fd, buf + (n - bytes_left), bytes_left);
    if (result == -1) {
        if (errno != EINTR) {
            // a real error happened, so return an error result
        }
        // EINTR happened, so do nothing and try again
        continue;
    } else if (result == 0) {
        // EOF reached, so stop reading
        break;
    }
    bytes_left -= result;
}

close(fd);
```

Other Low-Level Functions

- ❖ Read man pages to learn about:
 - **write** () – write data
 - **fsync** () – flush data to the underlying device
 - **opendir** (), **readdir** (), **closedir** () – deal with directory listings
 - Make sure you read the section 3 version (*e.g.* `man 3 opendir`)
- ❖ A useful shortcut sheet (from CMU):
<http://www.cs.cmu.edu/~guna/15-123S11/Lectures/Lecture24.pdf>
- ❖ More in sections this week....