

CSE 333 Section

I/O, POSIX, and System Calls!

Logistics

Due TODAY:

Homework 1 @ 11:59 pm

Due Wednesday:

Exercise 4 @ 11:00 am

POSIX

Posix is a family of standards specified by the IEEE. These standards maintains compatibility across variants of Unix-like operating systems by defining APIs and standards for basic I/O (file, terminal, and network) and for threading.

1. What does POSIX stand for?

Portable Operating System Interface

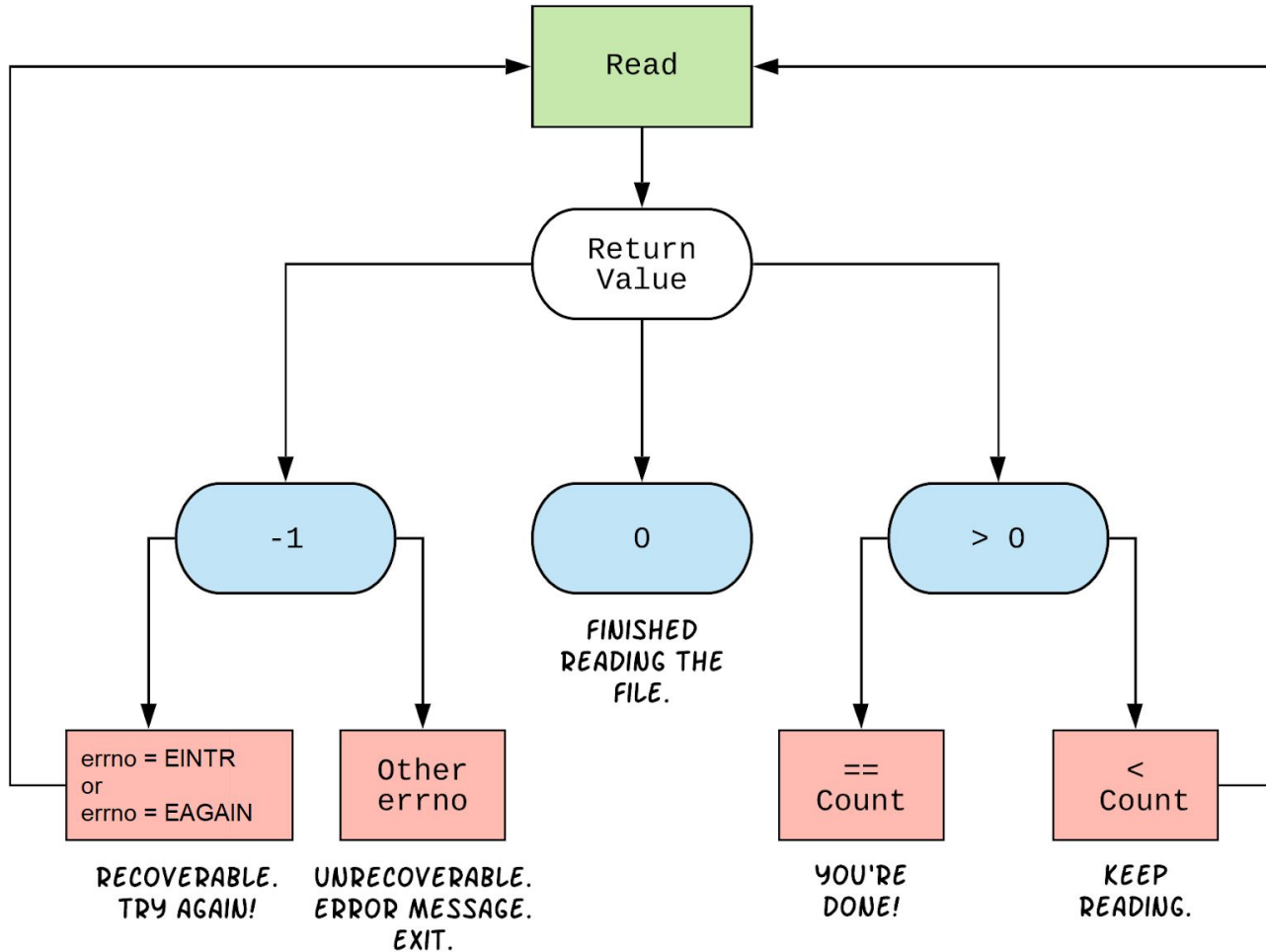
2. Why might a POSIX standard be beneficial? From an application perspective? Versus using the C stdio library?

- **More explicit control since read and write functions are system calls and you can directly access system resources.**
- **POSIX calls are unbuffered so you can implement your own buffer strategy on top of read()/write().**
- **There is no standard higher level API for network and other I/O devices**

Review from Lecture

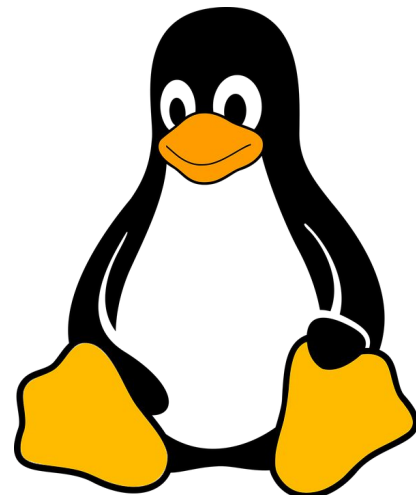
```
ssize_t read(int fd, void *buf, size_t count)
```

An error occurred	<code>result = -1</code> <code>errno = error</code>
Already at EOF	<code>result = 0</code>
Partial Read	<code>result < count</code>
Success!	<code>result == count</code>



New Scenario - Messy Roommate

- The Linux kernel now lives with you in room #333
- There are N pieces of trash in the room
- There is a single trash can, `char bin[N]`
 - (For some reason, the trash goes in a particular order)
- You can tell your roommate to pick it up, but he/she is unreliable



New Scenario - Messy Roommate

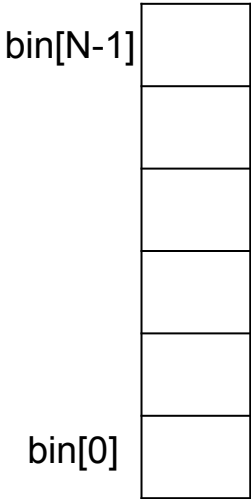
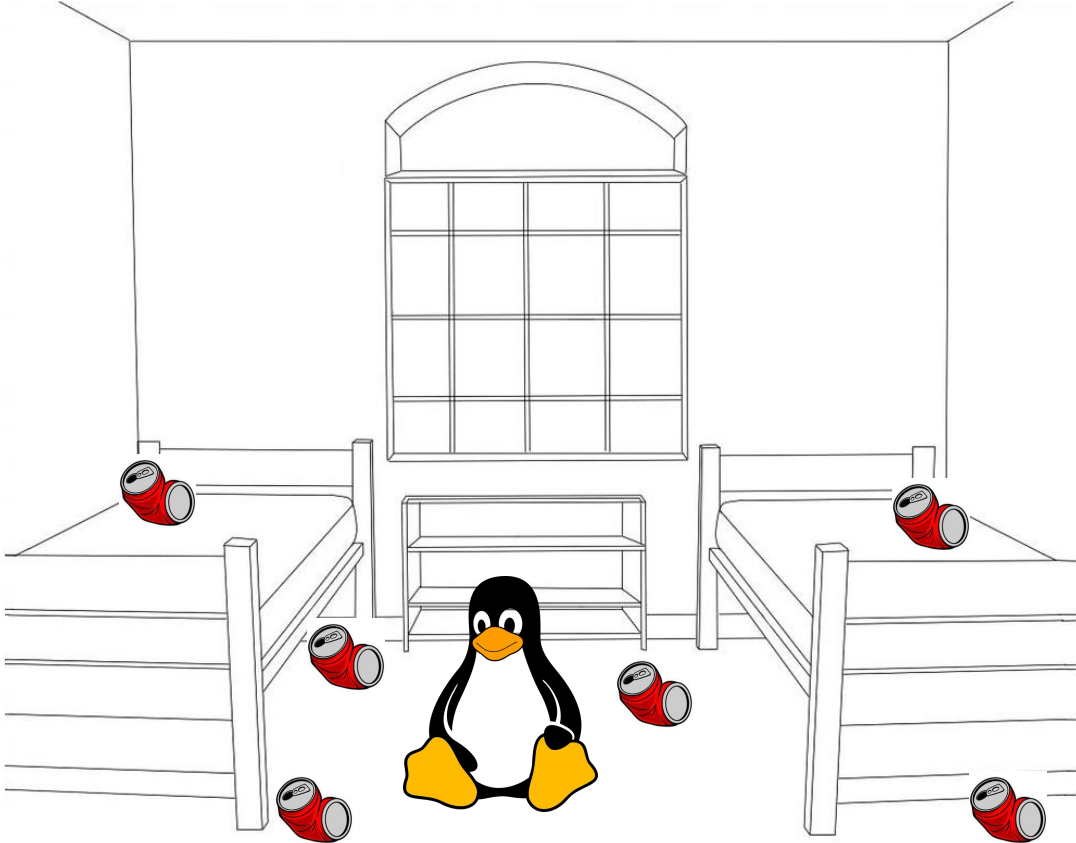
NumTrash pickup(roomNum, trashBin, Amount)

<i>"I tried to start cleaning, but something came up"</i> (got hungry, had a midterm, room was locked, etc.)	NumTrash == -1 errno == excuse
<i>"You told me to pick up trash, but the room was already clean"</i>	NumTrash == 0
<i>"I picked up some of it, but then I got distracted by my favorite show on Netflix"</i>	NumTrash < Amount
<i>"I did it! I picked up all the trash!"</i>	NumTrash == Amount

NumTrash pickup(roomNum, trashBin, Amount)

How do we get room 333 clean?

NumTrash == -1, errno == excuse
NumTrash == 0
NumTrash < Amount
NumTrash == Amount



What do we do in the following scenarios?

NumTrash pickup(roomNum, trashBin, Amount)

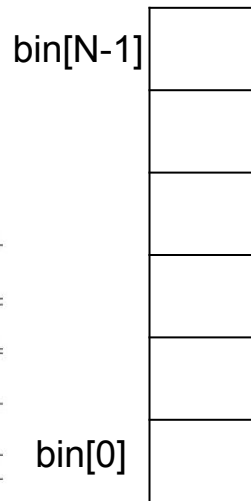
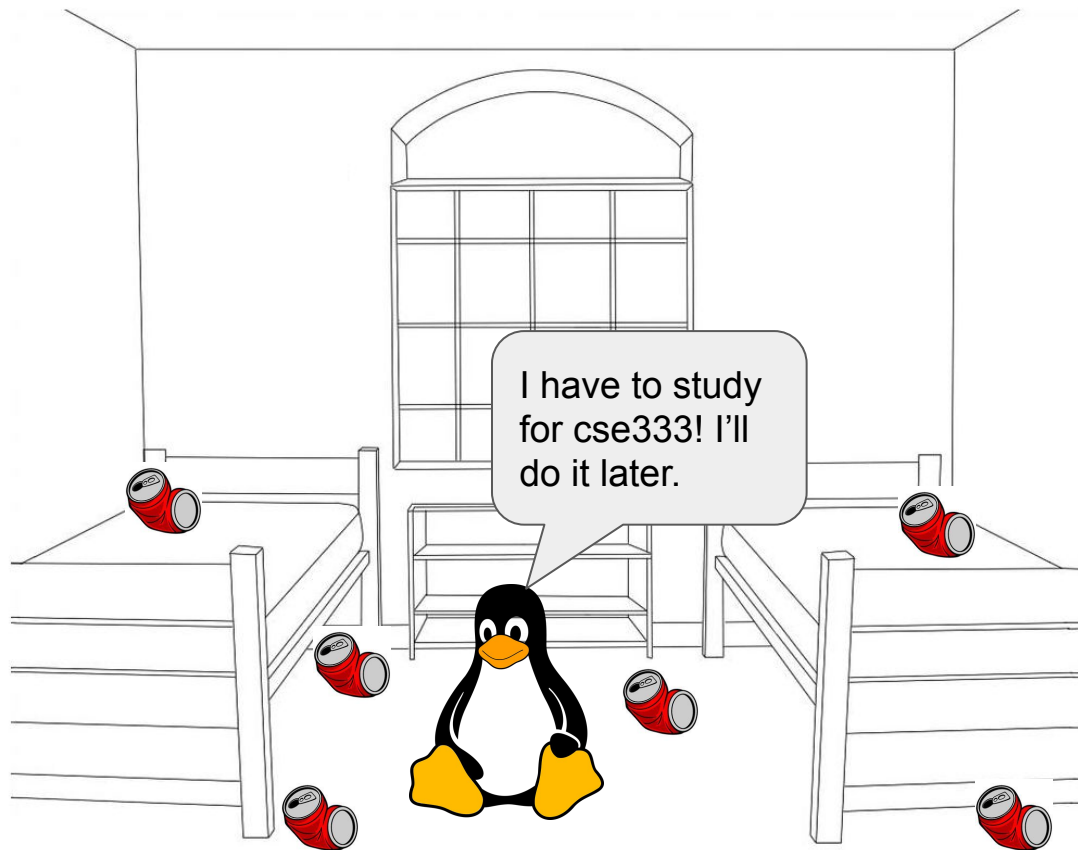
How do we get room 333 clean?

NumTrash == -1, errno == excuse

NumTrash == 0

NumTrash < Amount

NumTrash == Amount

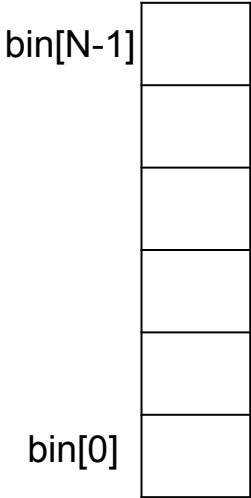
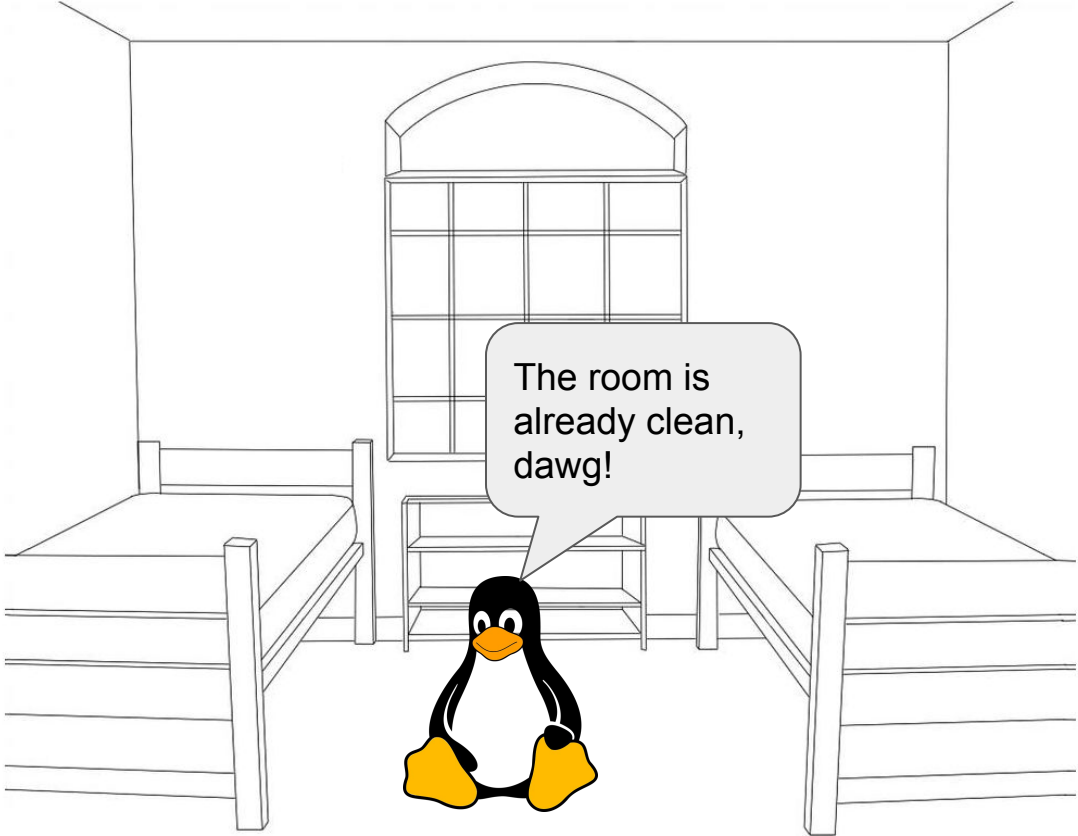


Decide if the excuse is reasonable, and either let it be or ask again.

```
NumTrash pickup(roomNum, trashBin, Amount)
```

How do we get room 333 clean?

NumTrash == -1, errno == excuse
NumTrash == 0
NumTrash < Amount
NumTrash == Amount

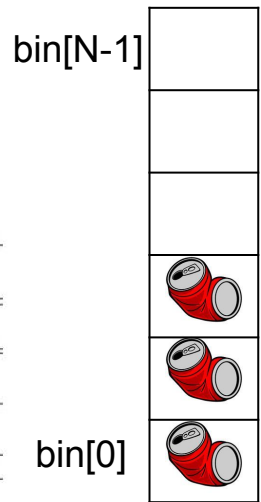
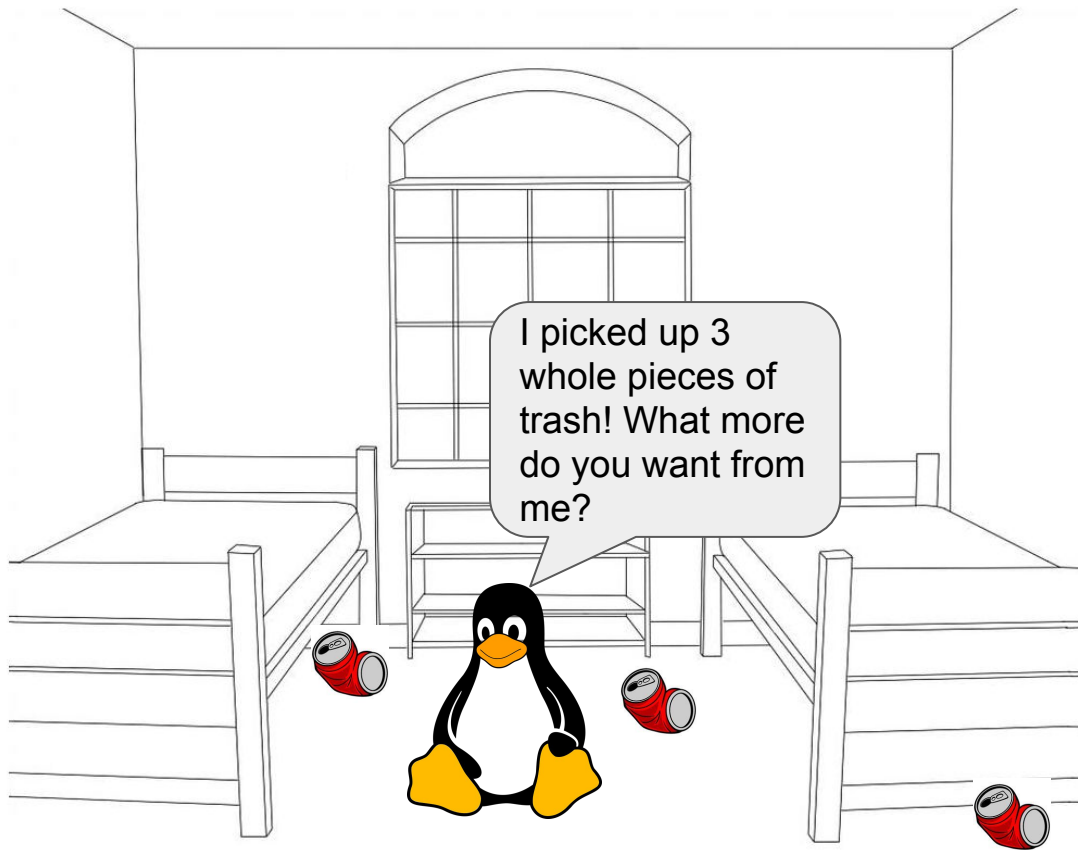


Stop asking them to clean the room!
There's nothing to do.

NumTrash pickup(roomNum, trashBin, Amount)

How do we get room 333 clean?

NumTrash == -1, errno == excuse
NumTrash == 0
NumTrash < Amount
NumTrash == Amount

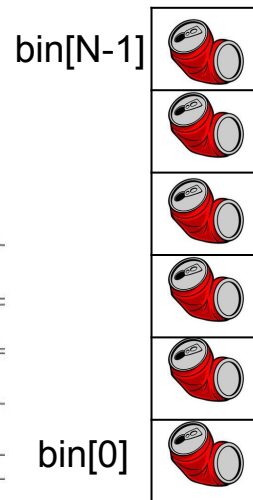
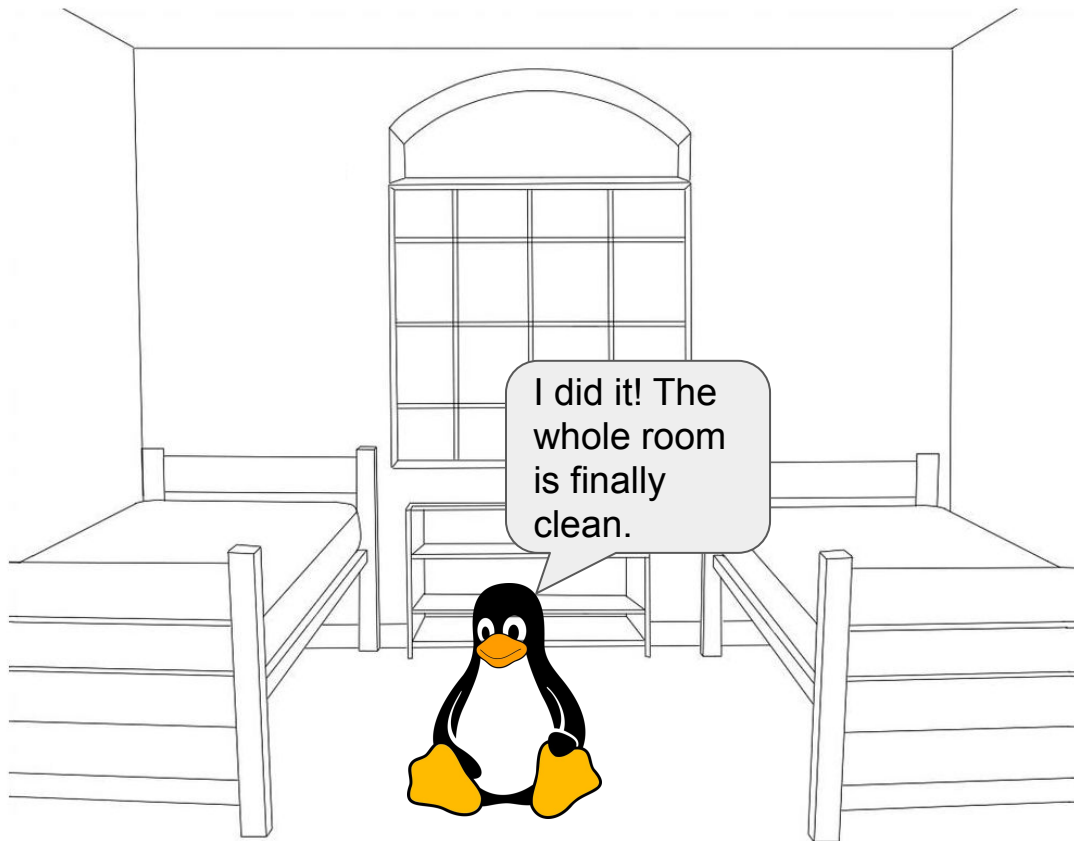


Ask them again to pick up the rest of it.

NumTrash pickup(roomNum, trashBin, Amount)

How do we get room 333 clean?

NumTrash == -1, errno == excuse
NumTrash == 0
NumTrash < Amount
NumTrash == Amount



They did what you asked, so stop asking them to pick up trash.

How do we get room 333 clean?

```
int pickedUp = 0;  
while ( ----- ) {
```

```
}
```

NumTrash pickup(roomNum, trashBin, Amount)

NumTrash == -1, errno == excuse
NumTrash == 0
NumTrash < Amount
NumTrash == Amount

How do we get room 333 clean?

NumTrash pickup(roomNum, trashBin, Amount)

```
int pickedUp = 0;
while ( pickedUp < N ) {
    NumTrash = pickup( 333, bin + pickedUp, N - pickedUp )
    if ( NumTrash == -1 ) {
        if ( excuse not reasonable )
            ask again
        stop asking and handle the excuse
    }
    if ( NumTrash == 0 ) // we over-estimated the trash
        stop asking since the room is clean
    add NumTrash to pickedUp
}
```

NumTrash == -1, errno == excuse
NumTrash == 0
NumTrash < Amount
NumTrash == Amount

How do we get room 333 clean?

```
int pickedUp = 0;
while ( pickedUp < N ) {
    result = pickup( 333, bin + pickedUp, N - pickedUp )
    if ( result == -1 ) {
        if ( errno == E_BUSY_NETFLIX )
            continue;
        break;
    }
    if ( result == 0 )
        break;
    pickedUp += result;
}
```

NumTrash pickup(roomNum, trashBin, Amount)

NumTrash == -1, errno == excuse
NumTrash == 0
NumTrash < Amount
NumTrash == Amount

Some Final Notes...

We assumed that there were exactly N pieces of trash (N bytes of data that we wanted to read from a file). How can we modify our solution if we don't know N?

(Answer): Keep trying to read (. . .) until we get 0 back (EOF / clean room)

We determine N dynamically by tracking the number of bytes read until this point, and use `malloc` to allocate more space as we read.

(This case comes up when reading/writing to the network!)

There is no one true loop (or true analogy).

Tailor your POSIX loops to the specifics of what you need!



Back to the worksheet (Q3)



```

int fd = _____; // open 333.txt
int n = ....;
char *buf = ..... ; // Assume buf initialized with size n
int result;

_____ ; // initialize variable for loop

... // code that populates buf happens here

while ( _____ ) {
    result = write( _____, _____, _____ );

    if (result == -1) {
        if (errno != EINTR && errno != EAGAIN) {
            // a real error happened, return an error result
            _____ ; // cleanup
            perror("Write failed");
            return -1;
        }
        continue; // EINTR or EAGAIN happened, so loop around and try again
    }
    _____ ; // update loop variable
}
_____ ; // cleanup

```

```

int fd = open("333.txt", O_WRONLY); // open 333.txt
int n = ....;
char *buf = ..... ; // Assume buf initialized with size n
int result;

char *ptr = buf ; // initialize variable for loop

... // code that populates buf happens here

while ( ptr < buf + n ) {
    result = write( fd, ptr, buf + n - ptr );

    if (result == -1) {
        if (errno != EINTR && errno != EAGAIN) {
            // a real error happened, return an error result
            close(fd); // cleanup
            perror("Write failed");
            return -1;
        }
        continue; // EINTR or EAGAIN happened, so loop around and try again
    }
    ptr += result; // update loop variable
}
close(fd); // cleanup

```

****This is one way to solve this exercise. There exist other correct solutions**

More Posix!

- 4) Why is it important to store the return value from the `write()` function? Why do we not check for a return value of 0 like we do for `read()`?

- 5) Why is it important to remember to call the `close()` function once you have finished working on a file?

More Posix!

- 4) Why is it important to store the return value from the `write()` function? Why do we not check for a return value of 0 like we do for `read()`?

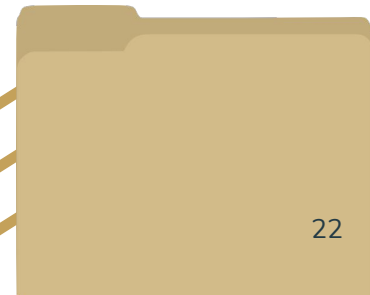
**write() may not actually write all the bytes specified in count.
Writing adds length to your file, so you don't need to check for end of file.**

- 5) Why is it important to remember to call the `close()` function once you have finished working on a file?

In order to free resources i.e. other processes can acquire locks on those files.



DIRECTORIES



DIR* in POSIX?

```
DIR *opendir(const char *name);
```

Returns NULL on error.

```
int closedir(DIR *dirp);
```

Returns 0 on success, -1 on error.

```
struct dirent *readdir(DIR *dirp);
```

Gives you the 'next' directory entry, returns null when end of directory reached.

Returns NULL on error.



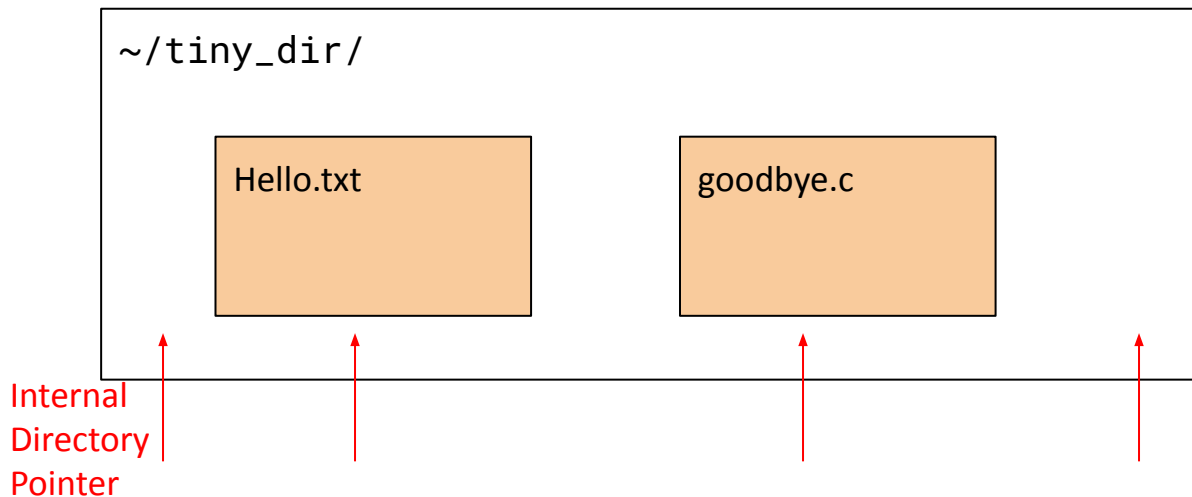
Looks Like C-STDIO

But, it's actually POSIX!

DIR* is not quite a file descriptor,
but we will use it very similarly

All three functions set errno on error.

readdir() example



```
DIR *dirp = opendir("~/tiny_dir"); // opens directory
struct dirent *file = readdir(dirp); // gets pointer to "Hello.txt" dirent
file = readdir(dirp); // gets pointer to "goodbye.c" dirent
file = readdir(dirp); // gets NULL
closedir(dirp); // cleanup
```

Struct dirent

Stands for: Directory Entry

Result from:

```
struct dirent *readdir(DIR *dirp);
```

data stored in integer
types about the
directory entry

```
struct dirent {  
    ino_t      d_ino;    /* inode number for the dir entry */  
    off_t      d_off;    /* not necessarily an offset */  
    unsigned short d_reclen; /* length of this record */  
    unsigned char d_type;  /* type of file (not what you think);  
                           not supported by all file system  
                           types */
```

```
    // Probably the thing  
    // we care about most char d_name[NAME_MAX+1]; /* directory entry name*/  
};
```

**** You do not need to "free" or "close" dirent structs from readdir() ****

Exercise:

- 7) Given the name of a directory, write a C program that is analogous to `ls`, *i.e.* prints the names of the entries of the directory to `stdout`. Be sure to handle any errors!

Example usage: “`./dirdump <path>`” where `<path>` can be absolute or relative.

```

int main(int argc, char** argv) {
    /* 1. Check to make sure we have a valid command line arguments
*/if (argc != 2) {
    fprintf(stderr, "Usage: ./dirdump <path>\n");
    return EXIT_FAILURE;
}

DIR* dirp = opendir(argv[1]);
if (dirp == NULL) {
    fprintf(stderr, "Could not open directory\n");
    return EXIT_FAILURE;
}

/* 3. Read through/parse the directory and print out file names
Look at readdir() and struct dirent */
struct dirent *entry;
entry = readdir(dirp);
while (entry != NULL) {
    printf("%s\n", entry->d_name);
    entry = readdir(dirp);
}

/* 4. Clean up */
closedir(dirp);
return EXIT_SUCCESS;
}

```