The source code used in this lecture, as well as some additional related source code, is on the course web page.
The Internet
Names and Addresses

- `cslab1c.cs.brown.edu`
  - the name of a computer on the internet
  - mapped to an internet address
- `www.nytimes.com`
  - the name of a service on the internet
  - mapped to a number of internet addresses

- **How are names mapped to addresses?**
  - domain name service (DNS): a distributed database
- **How are the machines corresponding to internet addresses found?**
  - with the aid of various routing protocols
Internet Addresses

- **IP (internet protocol) address**
  - one per network interface
  - 32 bits (IPv4)
    - 5527 per acre of RI
    - 25 per acre of Texas
  - 128 bits (IPv6)
    - 1.6 billion per cubic mile of a sphere whose radius is the mean distance from the Sun to the (former) planet Pluto

- **Port number**
  - one per application instance per machine
  - 16 bits
  - port numbers less than 1024 are reserved for privileged applications
Notation

- Addresses (assume IPv4: 32-bit addresses)
  - written using dot notation
    » 128.48.37.1
    - dots separate bytes
  - address plus port (1426):
    » 128.48.37.1:1426
Reliability

- Two possibilities
  - don’t worry about it
    » just send it
      • if it arrives at its destination, that’s good!
      • no verification
  - worry about it
    » keep track of what’s been successfully communicated
      • receiver “acks”
    » retransmit until
      • data is received
      or
      • it appears that “the network is down”
Reliability vs. Unreliability

• Reliable communication
  – good for
    » email
    » texting
    » distributed file systems
    » web pages
  – bad for
    » streaming audio
    » streaming video  \{ a little noise is better than a long pause \}
The Data Abstraction

- **Byte stream**
  - sequence of bytes
    » as in pipes
  - any notion of a larger data aggregate is the responsibility of the programmer

- **Discrete records**
  - sequence of variable-size “records”
  - boundaries between records maintained
  - receiver receives discrete records, as sent by sender
What’s Supported

- **Stream**
  - byte-stream data abstraction
  - reliable transmission
- **Datagram**
  - discrete-record data abstraction
  - unreliable transmission
Quiz 1

The following code is used to transmit data over a reliable byte-stream communication channel. Assume sizeof(data) is large.

```
// sender
record_t data=getData();
write(fd, &data,
     sizeof(data));
```

```
// receiver
read(fd, &data,
     sizeof(data));
useData(data);
```

Does it work?

a) always
b) always, assuming no network problems
c) sometimes
d) never
Sockets are the abstraction of the communication path. An application sets up a socket as the basis for communication. It refers to it via a file descriptor.
We focus strictly on the internet domain.
Setting Things Up

- Socket (communication endpoint) is given a name
  - `bind` system call

- Datagram communication
  - use `sendto` system call to send data to named recipient
  - use `recvfrom` system call to receive data and name of sender

- Stream communication
  - client connects to server
    - server uses `listen` and `accept` system calls to receive connections
    - client uses `connect` system call to make connections
  - data transmitted using `send` or `write` system calls
  - data received using `recv` or `read` system calls
Datagrams in the Internet Domain (1)

- Steps
  1) create socket

  ```c
  int socket(int domain, int type,
             int protocol);
  
  fd = socket(AF_INET, SOCK_DGRAM, 0);
  ```

The first step is to create a socket. We request a datagram socket in the Unix domain. The third argument specifies the protocol, but since in this and pretty much all examples the protocol is determined by the first two arguments, a zero may be used. For datagrams in the internet domain, the protocol is UDP (user datagram protocol).
Datagrams in the Internet Domain (2)

```c
struct sockaddr_in {
    sa_family_t    sin_family; /* address family: AF_INET */
    in_port_t      sin_port;  /* port in network byte order */
    struct in_addr sin_addr;  /* internet address */
};

struct in_addr {
    uint32_t s_addr;       /* address in network byte order */
};

struct sockaddr_in my_addr;

my_addr.sin_family = AF_INET;
inet_pton(AF_INET, "10.116.72.109", &my_addr.sin_addr.s_addr);
my_addr.sin_port = htons(3333);
```

Setting the network address is surprisingly complicated.

One issue has to do with the byte order of integers on the local computer. Since different computers might have different byte orders, this could be a problem. One byte order is chosen as the standard; for network use, all must convert to that order if necessary. The macros “htonl()” (“host to network long”) and “htons()” (“host to network short”) do the conversions if necessary. Note that the port number is converted to a short int in network byte order. Network byte order is defined to be big-endian (and thus conversion is required on IA-32 and x86-64 machines).

The other issue is translating an internet address in dot notation into a 32-bit integer (or 128-bit integer for IPv6) in network byte order. This is accomplished with the library routine inet_pton (Printable form to Network byte order). Its first argument is either AF_INET (for IPv4) or AF_INET6 (for IPv6). Its second argument is the string to be converted, and its third argument is a pointer to where the result should go.
The bind system call is used to pass the name to the kernel and use it to name the socket. Bind takes a generic `struct sockaddr` argument. Since the size of it depends on the domain, the size is supplied as the third argument.
Datagrams in the Internet Domain (4)

4) receive data

```c
ssize_t recvfrom(int fd, void *buf,
                 ssize_t len,
                 int flags, struct sockaddr *from,
                 socklen_t *from_len);
```

```c
struct sockaddr_in from_addr;
int from_len = sizeof(from_addr);

recvfrom(fd, buf, sizeof(buf), 0,
         (struct sockaddr *)&from_addr,
         &from_len);
```

Use the `recvfrom` system call not only to receive data, but also to obtain the sender’s address. The `from_len` parameter is both an input and an output parameter. On input, it gives the size of the area of memory pointed to by `from`. On output, it gives the size of the portion of that memory that was actually used.
Use the `sendto` system call to send data to a particular destination socket. In this case, we’re sending a response to whoever sent the previous message.
Quiz 2

Suppose a process on one machine sends a datagram to a process on another machine. The sender uses sendto and the receiver uses recvfrom. There’s a momentary problem with the network and the datagram doesn’t make it to the receiving process. Its call to recvfrom

a) doesn’t return
b) returns –1 (indicating an error)
c) returns 0
d) returns some other value
Using DNS

- Translate names to addresses using `getaddrinfo`
  - looks up name in DNS, gets list of possible addresses
The general idea of using `getaddrinfo` is that you supply the name of the host you’d like to contact (node), which service on that host (service), and a description of how you’d like to communicate (hints). It returns a list of possible means for contacting the server in the form of a list of addrinfo structures (res).
The general idea of using `getaddrinfo` is that you supply the name of the host you’d like to contact (node), which service on that host (service), and a description of how you’d like to communicate (hints). It returns a list of possible means for contacting the server in the form of a list of addrinfo structures (res). Here we’ve specified the service as a port number (in ASCII). It could also be specified as a standard service name — such names are listed in the file `/etc/services`. Note that much of the hints structure is not specified. Thus we first initialize the whole thing to zeroes, then fill in the part we want to specify.
Using `getaddrinfo` (2)

```c
for (rp = res; rp != NULL; rp = rp->ai_next) {
    // try each interface till we find one that works
    if ((sock = socket(rp->ai_family, rp->ai_socktype,
                         rp->ai_protocol)) < 0) {
        continue;
    }
    if (communicate(sock, ...)) // try using the socket
        break; // it worked!
    close(sock); // didn’t work
}
if (rp == NULL) {
    fprintf(stderr, "Could not contact %s\n", argv[1]);
    exit(1);
}
freeaddrinfo(res); // free up storage allocated for list
```

`getaddrinfo` returns, via its `res` output argument, a list of interfaces. We try each in turn until we find one that works.

Note that the list was `malloc`d within `getaddrinfo` and must be freed by calling `freeaddrinfo`. 
Client-Server Interaction

- Client sends requests to server
- Server responds
- Server may deal with multiple clients at once
- Client may contact multiple servers
Reliable Communication

• The promise ...
  – what is sent is received
  – order is preserved

• Set-up is required
  – two parties agree to communicate
    » each side keeps track of what is sent, what is received
    » received data is acknowledged
    » unack’d data is re-sent

• The standard scenario
  – server receives connection requests
  – client makes connection requests
Streams in the Inet Domain (1)

- Server steps
  1) create socket

```c
sfd = socket(AF_INET, SOCK_STREAM, 0);
```

sfd
Streams in the Inet Domain (2)

- Server steps
  2) bind name to socket

```c
bind(sfd,
    &(struct sockaddr *)&my_addr, sizeof(my_addr));
```
A machine might have multiple addresses — this is often the case for servers. Rather than having to specify all of them, one simply gives the “wildcard” address, meaning all the addresses on the machine. This is useful even on a machine with just one network interface, since the wildcard address in that case refers to just the one interface.
The *listen* system call tells the OS that the process would like to receive connections from clients via the indicated socket. The `MaxQueueLength` argument is the maximum number of connections that may be queued up, waiting to be accepted. Its maximum value is in `/proc/sys/net/core/somaxconn` (and is currently 128).
Streams in the Inet Domain (4)

- Client steps
  1) create socket

```c
    cfd = socket(AF_INET, SOCK_STREAM, 0);
```

```c
    cfd
```

---

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Streams in the Inet Domain (5)

- Client steps
  2) bind name to socket

```c
bind(cfd,
    (struct sockaddr *)&my_addr, sizeof(my_addr));
```

```
128.137.23.6:43
```
The client issues the `connect` system call to initiate a connection with the server. The first argument is a file descriptor referring to the client’s socket. Ultimately this socket will be connected to a socket on the server. Behind the scenes the client OS communicates with the server OS via a protocol-specific exchange of messages. Eventually a connection is established and a new socket is created on the server to represent its end of the connection. This socket is queued on the server’s listening socket, where it stays until the server process accepts the connection (as shown in the next slide).
The server process issues an `accept` system which waits if necessary for a connected socked to appear on the listening socket’s queue, then pulls the first such socket from the queue. This socket is the server end of a connection from a client. A file descriptor is returned that refers to that socket, allowing the process to now communicate with the client.
Here we go through code used for setting up and communicating over a connection using TCP. We start with the server.

```c
#include <stdio.h>
#include <sys/types.h>
#include <sys/socket.h>
#include <netinet/in.h>
#include <arpa/inet.h>

int main(int argc, char *argv[]) {  
    struct sockaddr_in my_addr;
    int lsock;
    void serve(int);
    if (argc != 2) {
        fprintf(stderr, "Usage: tcpServer port\n");
        exit(1);
    }
```
// Step 1: establish a socket for TCP
if ((lsock = socket(AF_INET, SOCK_STREAM, 0)) < 0) {
    perror("socket");
    exit(1);
}
The `memset` command copies some number of instances of its second argument into what its first argument points to. The number of instances is given by its third argument. As used here it is setting `my_addr` to all zeroes.
The library routine “inet_ntoa” converts a 32-bit network address into an ASCII string in “dot notation” (bytes are separated by dots).
The server may have any number of clients connecting to it. The approach shown here is for it to spawn a new process each time it gets a new client connection. This new process communicates with the client.
Inet Stream Example (6)

```c
void serve(int fd) {
    char buf[1024];
    int count;

    // Step 7: read incoming data from connection
    while ((count = read(fd, buf, 1024)) > 0) {
        write(1, buf, count);
    }
    if (count == -1) {
        perror("read");
        exit(1);
    }
    printf("connection terminated\n");
}
```
Inet Stream Example (7)

- Client side
  
  ```c
  #include <sys/types.h>
  #include <sys/socket.h>
  #include <netdb.h>
  #include <string.h>
  // + more includes ...
  
  int main(int argc, char *argv[]) {
    int s, sock;
    struct addrinfo hints, *result, *rp;
    
    char buf[1024];
    if (argc != 3) {
      fprintf(stderr, "Usage: tcpClient host port\n");
      exit(1);
    }
  }
  ```
We specify AF_UNSPEC for the address family, which allows us to connect to hosts supporting either IPv4 or IPv6.
Inet Stream Example (9)

// Step 2: set up socket for TCP and connect to server
for (rp = result; rp != NULL; rp = rp->ai_next) {
    // try each interface till we find one that works
    if ((sock = socket(rp->ai_family, rp->ai_socktype,
                        rp->ai_protocol)) < 0) {
            continue;
    }
    if (connect(sock, rp->ai_addr, rp->ai_addrlen) >= 0) {
            break;
    }
    close(sock);
}
if (rp == NULL) {
    fprintf(stderr, "Could not connect to %s\n", argv[1]);
    exit(1);
}
freeaddrinfo(result);
Inet Stream Example (10)

```c
// Step 3: send data to the server
while(fgets(buf, 1024, stdin) != 0) {
    if (write(sock, buf, strlen(buf)) < 0) {
        perror("write");
        exit(1);
    }
}
return 0;
```
Quiz 3

The previous slide contains
\texttt{write(sock, buf, strlen(buf))}

If data is lost and must be retransmitted
a) write returns an error so the caller can
   retransmit the data.

b) nothing happens as far as the application
   code is concerned, the data is retransmitted
   automatically.
Quiz 4

A previous slide contains
write(sock, buf, strlen(buf))

We lose the connection to the other party (perhaps a network cable is cut).

a) write returns an error so the caller can reconnect, if desired.

b) nothing happens as far as the application code is concerned, the connection is reestablished automatically.