

# Socket Programming

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# Sockets

Sockets are a protocol independent method of creating a connection between processes. Sockets can be either

- connection based or connectionless: Is a connection established before communication or does each packet describe the destination?
- packet based or streams based: Are there message boundaries or is it one stream?
- reliable or unreliable. Can messages be lost, duplicated, reordered, or corrupted?

Socket are characterized by their domain, type and transport protocol. Common domains are:

- **AF\_UNIX**: address format is UNIX pathname
- **AF\_INET**: address format is host and port number

Common types are:

**virtual circuit**: received in order transmitted and reliably

**datagram**: arbitrary order, unreliable

Each socket type has one or more protocols. Ex:

- TCP/IP (virtual circuits)
- UDP (datagram)

Use of sockets:

- Connection-based sockets communicate client-server: the server waits for a connection from the client
- Connectionless sockets are peer-to-peer: each process is symmetric.

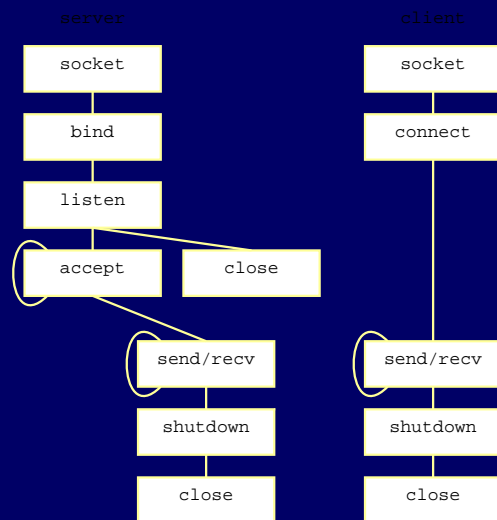
- **socket**: creates a socket of a given domain, type, protocol (buy a phone)
- **bind**: assigns a name to the socket (get a telephone number)
- **listen** : specifies the number of pending connections that can be queued for a server socket. (call waiting allowance)
- **accept**: server accepts a connection request from a client (answer phone)
- **connect**: client requests a connection request to a server (call)
- **send, sendto**: write to connection (speak)
- **recv, recvfrom**: read from connection (listen)
- **shutdown**: end the call

Server performs the following actions

- **socket**: create the socket
- **bind**: give the address of the socket on the server
- **listen** : specifies the maximum number of connection requests that can be pending for this process
- **accept**: establish the connection with a specific client
- **send, recv**: stream-based equivalents of read and write (repeated)
- **shutdown**: end reading or writing
- **close**: release kernel data structures

Client performs the following actions

- **socket**: create the socket
- **connect**: connect to a server
- **send, recv**: (repeated)
- **shutdown**
- **close**



```

1 #include <sys/types.h>
2 #include <sys/socket.h>
3
4 int socket(int domain, int type, int protocol);
  
```

Returns a file descriptor (called a socket ID) if successful, -1 otherwise.

The `type` argument can be:

- `SOCK_STREAM`: Establishes a virtual circuit for stream
- `SOCK_DGRAM`: Establishes a datagram for communication
- `SOCK_SEQPACKET`: Establishes a reliable, connection based, two way communication with maximum message size. (This is not available on most machines.)

Protocol is usually zero, so that type defines the connection within domain.

Note that the socket returns a socket descriptor which is the same as a file descriptor (-1 if failure).

```

1 #include <sys/types.h>
2 #include <sys/socket.h>
3
4 int bind(int sid, struct sockaddr *addrPtr, int len)
  
```

Where

- `sid`: is the socket id
- `addrPtr`: is a pointer to the address family dependent address structure
- `len`: is the size of `*addrPtr`

Associates a socket id with an address to which other processes can connect. In internet protocol the address is [ipNumber, portNumber]

For the internet family:

```
1 struct sockaddr_in {
2     sa_family_t    sin_family; // = AF_INET
3     in_port_t      sin_port;   // is a port number
4     struct in_addr sin_addr;   // an IP address
5 }
```

For unix sockets (only works between processes on the same machine)

```
1 struct sockaddr_un {
2     uint8_t        sun_length; //
3     short          sun_family; // = AF_LOCAL
4     char           sun_path[100]; // null terminated pathname
5                                     // (100 is posix 1.g minimum)
6 }
```

When using internet sockets, the second parameter of bind (of type `sockaddr_in *`) must be cast to `(sockaddr *)`.

```
1 #include <sys/types.h>
2 #include <sys/socket.h>
3
4 int listen(int sid, int size);
```

Where size is the number of pending connection requests allowed (typically limited by Unix kernels to 5).

Returns the 0 on success, or -1 if failure.

```
1 #include <sys/types.h>
2 #include <sys/socket.h>
3
4 int accept(int sid, struct sockaddr *addrPtr, int *lenPtr)
```

Returns the socketId and address of client connecting to socket.

if `lenPtr` or `addrPtr` equal zero, no address structure is returned.

`lenPtr` is the maximum size of address structure that can be called, returns the actual value.

Waits for an incoming request, and when received creates a socket for it.

There are basically three styles of using accept:

**Iterating server:** Only one socket is opened at a time. When the processing on that connection is completed, the socket is closed, and next connection can be accepted.

**Forking server:** After an accept, a child process is forked off to handle the connection. Variation: the child processes are preforked and are passed the socketId.

**Concurrent single server:** use `select` to simultaneously wait on all open socketIds, and waking up the process only when new data arrives.

- Iterating server is basically a low performance technique since only one connection is open at a time.
- Forking servers enable using multiple processors. But they make sharing state difficult, unless performed with threads. Threads, however present a very fragile programming environment.
- Concurrent single server: reduces context switches relative to forking processes and complexity relative to threads. But does not benefit from multiprocessors.

```

1 #include <sys/types.h>
2 #include <sys/socket.h>
3
4 int send(int sid, const char *bufferPtr, int len, int flag)

```

Send a message. Returns the number of bytes sent or -1 if failure. (Must be a bound socket).

flag is either

- 0: default
- **MSG\_OOB**: Out-of-band high priority communication

```

1 #include <sys/types.h>
2 #include <sys/socket.h>
3
4 int recv(int sid, char *bufferPtr, int len, int flags)

```

Receive up to **len** bytes in **bufferPtr**. Returns the number of bytes received or -1 on failure.

flags can be either

- 0: default
- **MSG\_OOB**: out-of-bound message
- **MSG\_PEEK**: look at message without removing

```

1 #include <sys/types.h>
2 #include <sys/socket.h>
3
4 int shutdown(int sid, int how)

```

Disables sending (how=1 or how=2) or receiving (how=0 or how=2). Returns -1 on failure.

acts as a partial close.

this is the first of the client calls

```
1 #include <sys/types.h>
2 #include <sys/socket.h>
3
4 int connect(int sid, struct sockaddr *addrPtr, int len)
```

Specifies the destination to form a connection with (addrPtr), and returns a 0 if successful, -1 otherwise.

Note that a connection is denoted by a 5-tuple:

- from IP
- from port
- protocol
- to IP
- to port

So that multiple connections can share the same IP and port.

Note that the initiator of communications needs a fixed port to target communications.

This means that some ports must be reserved for these “well known” ports.

Port usage:

- 0-1023: These ports can only be binded to by root
- 1024-5000: well known ports
- 5001-64K-1: ephemeral ports

We next consider a number of auxiliary APIs:

- The `hostent` structure: describes IP, hostname pairs
- `gethostbyname`: `hostent` of a specified machine
- `htons`, `htonl`, `ntohs`, `ntohl`: byte ordering
- `inet_pton`, `inet_ntop`: conversion of IP numbers between presentation and strings

```

1 #include <unistd.h>
2
3 int gethostname(char *hostname, size_t nameLength)

```

Returns the hostname of the machine on which this command executes (What host am i?). Returns -1 on failure, 0 on success.

MAXHOSTNAMELEN is defined in <sys/param.h>.

```

1 struct hostent {
2     char *h_name; // official (canonical) name of the host
3     char **h_aliases; // null terminated array of alternative hostnames
4     int h_addrtype; // host address type AF_INET or AF_INET6
5     int h_length; // 4 or 16 bytes
6     char **h_addr_list; // IPv4 or IPv6 list of addresses
7 }

```

Error is return through `h_error` which can be:

- HOST\_NOT\_FOUND
- TRY\_AGAIN
- NO\_RECOVERY
- NO\_DATA

Auxiliary functions

```

1 #include <netdb.h>
2
3 struct hostent *gethostbyname(const char *hostname)

```

Translates a DNS name into a hostent.

Example:

```

1 struct hostent *hostEntity =
2     gethostbyname("bert.cs.uic.edu");
3 memcpy(socketAddr->sin_addr,
4     hostEntity->h_addr_list[0],
5     hostEntity->h_length);

```

Network ordering in big endian. (Sparc is big endian, Intel is little endian).

```

1 // Host to network byte order for shorts (16 bit)
2 uint_16t htons(uint_16t v);
3
4 // Host to network byte order for long (32 bit)
5 uint_32t htonl(uint_32t v);
6
7 // Network to host byte order for long (16 bit)
8 uint_16t ntohs(uint_16t v);
9
10 // Network to host byte order for long (32 bit)
11 uint_32t ntohl(uint_32t v);

```

IP address strings to 32 bit number

In what follows, 'p' stands for presentation.

Hence, these routines translate between the address as a string and the address as the number.

Hence, we have 4 representations:

- IP number in host order
- IP number in network order
- Presentation (eg. dotted decimal)
- Fully qualified domain name

Only the last needs an outside lookup to convert to one of the other formats.

```
1 #include <arpa/inet.h>
2
3 int inet_pton(int family, const char *strPtr, void *addrPtr);
```

returns 1 if OK, 0 if presentation error, -1 error

Where `family` is either `AF_INET` or `AF_INET6`.

The `strPtr` is the IP address as a dotted string.

Finally, `addrPtr` points to either the 32 bit result (`AF_INET`) or 128 bit result (`AF_INET6`).

```
1 #include <arpa/inet.h>
2
3 int inet_ntop(int family, const char *addrPtr,
4             char *strPtr, size_t len);
```

returns 1 if OK, 0 if presentation error, -1 error

Where `family` is either `AF_INET` or `AF_INET6`.

The `strPtr` is the return IP address as a dotted string.

Finally, `addrPtr` points to either the 32 bit (`AF_INET`) or 128 bit (`AF_INET6`).

Length is the size of destination.

Without error checking.

```
1 sockaddr_in serverAddr;
2 sockaddr &serverAddrCast = (sockaddr &) serverAddr;
3
4 // get a tcp/ip socket
5 int listenFd = socket(AF_INET, SOCK_STREAM, 0);
6
7 bzero(&serverAddr, sizeof(serverAddr));
8 serverAddr.sin_family = AF_INET;
9 // any internet interface on this server.
10 serverAddr.sin_addr.s_addr = htonl(INADDR_ANY);
11 serverAddr.sin_port = htons(13);
12
13 bind(listenFd, &serverAddrCast, sizeof(serverAddr));
14
15 listen(listenFd, 5);
16
17 for ( ; ; ) {
18     int connectFd =
19         accept(listenFd, (sockaddr *) NULL, NULL);
```



```

20 // .. read and write operations on connectFd ..
21 shutdown(connectFd, 2);
22 close(connectFd);
23 }

```

Note that the above is an iterative server, which means that it serves one connection at a time.

To build a concurrent server:

- a fork is performed after the accept.
- The child process closes listenFd, and communicates using connectFd.
- The parent process closes connectFd, and then loops back to the accept to wait for another connection request.

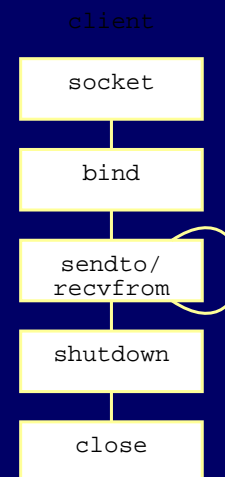
```

1 sockaddr_in serverAddr;
2 sockaddr &serverAddrCast = (sockaddr &) serverAddr;
3
4 // get a tcp/ip socket
5 int sockFd = socket(AF_INET, SOCK_STREAM, 0);
6
7 bzero(&serverAddr, sizeof(serverAddr));
8 serverAddr.sin_family = AF_INET;
9 // host IP # in dotted decimal format!
10 inet_pton(AF_INET, serverName, serverAddr.sin_addr);
11 serverAddr.sin_port = htons(13);
12
13 connect(sockFd, serverAddrCast, sizeof(serverAddr));
14 // .. read and write operations on sockFd ..
15 shutdown(sockFd, 2);
16 close(sockFd);

```

Communication is symmetric (peer-to-peer)

- **socket**
- **bind**: bind is optional for initiator
- **sendto, recvfrom** (repeated)
- **shutdown**
- **close**



It is not necessary for both sockets to **bind**

- The receiver gets the address of the sender

It is possible for a UDP socket to **connect**

- In this case, **send/recv** (or write/read) must be used instead of **sendto/recvfrom**.
- Asynchronous errors can be returned (using ICMP)

for connectionless protocols

```

1 #include <sys/types.h>
2 #include <sys/socket.h>
3
4 int sendto(int sid, const void *bufferPtr,
5           size_t bufferLength, int flag,
6           struct sockaddr *addrPtr, socklen_t addrLength)

```

Send a buffer, **bufferPtr**, of length **bufferLength** to address specified by **addrPtr** of size **addrLength**. Returns number of bytes sent or -1 on error.

for connectionless protocols

```

1 #include <sys/types.h>
2 #include <sys/socket.h>
3
4 int recvfrom(int sid, void *bufferPtr, int bufferLength,
5            int flag, struct sockaddr *addrPtr, int *addrLengthPtr)

```

Receive a buffer in **bufferPtr** of maximum length **bufferLength** from an unspecified sender.

Sender address returned in **addrPtr**, of size **\*addrLengthPtr**.

Returns number of bytes receive or -1 on error.

```

1  int socketId = socket(AF_INET, SOCK_DGRAM, 0);
2
3  sockaddr_in serverAddr, clientAddr;
4  sockaddr &serverAddrCast = (sockaddr &) serverAddr;
5  sockaddr &clientAddrCast = (sockaddr &) clientAddr;
6
7  // allow connection to any addr on host
8  // for hosts with multiple network connections
9  // and ast server port.
10 serverAddr.sin_family = AF_INET;
11 serverAddr.sin_port = htons(serverPort);
12 serverAddr.sin_addr.s_addr = INADDR_ANY;
13
14 // associate process with port
15 bind(socketId, &serverAddrCast, sizeof(addr));
16
17 // receive from a client
18 int size = sizeof(clientAddr);
19 recvfrom(socketId, buffer, bufferSize,
20         0, clientAddrCast, &size);

```

```

21
22 // reply to the client just received from
23 sendto(socketId, buffer, bufferSize,
24         0, clientAddrCast, size);
25
26 close(socketId);

```

```

1  int socketId = socket(AF_INET, SOCK_DGRAM, 0);
2
3  sockaddr_in serverAddr, clientAddr;
4  sockaddr &serverAddrCast = (sockaddr &) serverAddr;
5  sockaddr &clientAddrCast = (sockaddr &) clientAddr;
6
7  // specify server address, port
8  serverAddr.sin_family = AF_INET;
9  serverAddr.sin_port = htons(serverPort);
10 struct hostent *hp = gethostbyname(hostName);
11 memcpy((char*)&serverAddr.sin_addr,
12        (char*)hp->h_addr, hp->h_length);
13
14 // no need to bind if not peer-to-peer
15 int size = sizeof(serverAddr);
16 sendto(socketId, buffer, bufferSize, 0,
17        serverAddrCast, size);
18
19 recvfrom(socketId, buffer, bufferSize, 0,
20          serverAddrCast, &size);

```

```

21
22 close(socketId);

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