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## Section 3: Syscalls and I/O

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# 1 Reference

## 1.1 Vocabulary

- **system call** - In computing, a system call is how a program requests a service from an operating system's kernel. This may include hardware-related services, creation and execution of new processes, and communication with integral kernel services such as process scheduling.
- **file descriptors** - File descriptors are an index into a file-descriptor table stored by the kernel. The kernel creates a file-descriptor in response to an open call and associates the file-descriptor with some abstraction of an underlying file-like object; be that an actual hardware device, or a file-system or something else entirely. Using file descriptors, a process's read or write calls are routed to the correct place by the kernel. When your program starts you have 3 file descriptors.

File Descriptor	File
0	stdin
1	stdout
2	stderr

- **int open(const char \*path, int flags)** - open is a system call that is used to open a new file and obtain its file descriptor. Initially the offset is 0.
- **size\_t read(int fd, void \*buf, size\_t count)** - read is a system call used to read `count` bytes of data into a buffer starting from the file offset. The file offset is incremented by the number of bytes read.
- **size\_t write(int fd, const void \*buf, size\_t count)** - write is a system call that is used to write up to `count` bytes of data from a buffer to the file offset position. The file offset is incremented by the number of bytes written.
- **size\_t lseek(int fd, off\_t offset, int whence)** - lseek is a system call that allows you to move the offset of a file. There are three options for `whence`
  - `SEEK_SET` - The offset is set to `offset`.
  - `SEEK_CUR` - The offset is set to `current_offset + offset`
  - `SEEK_END` - The offset is set to the size of the file + `offset`
- **int dup(int oldfd)** - creates an alias for the provided file descriptor and returns the new fd value. dup always uses the smallest available file descriptor. Thus, if we called dup first thing in our program, it would use file descriptor 3 (0, 1, and 2 are already signed to stdin, stdout, stderr). The old and new file descriptors refer to the same open file description and may be used interchangeably.
- **int dup2(int oldfd, int newfd)** - dup2 is a system call similar to dup. It duplicates the `oldfd` file descriptor, this time using `newfd` instead of the lowest available number. If `newfd` was open, it closed before being reused. This becomes very useful when attempting to redirect output, as it automatically takes care of closing the file descriptor, performing the redirection in one elegant command. For example, if you wanted to redirect standard output to a file, then you would call dup2, providing the open file descriptor for the file as the first input and 1 (standard output) as the second.
- **Signals** - A signal is a software interrupt, a way to communicate information to a process about the state of other processes, the operating system, and the hardware. A signal is an interrupt in the sense that it can change the flow of the program when a signal is delivered to a process, the process will stop what its doing, either handle or ignore the signal, or in some cases terminate, depending on the signal.

- `int signal(int signum, void (*handler)(int))` - `signal()` is the primary system call for signal handling, which given a signal and function, will execute the function whenever the signal is delivered. This function is called the signal handler because it handles the signal.
- **SIG\_IGN, SIG\_DFL** Usually the second argument to `signal` takes a user defined handler for the signal. However, if you'd like your process to drop the signal you can use `SIG_IGN`. If you'd like your process to do the default behavior for the signal use `SIG_DFL`.

## 1.2 Signals

The following is a list of standard Linux signals:

Signal	Value	Action	Comment
SIGHUP	1	Terminate	Hangup detected on controlling terminal or death of controlling process
SIGINT	2	Terminate	Interrupt from keyboard (Ctrl - c)
SIGQUIT	3	Core Dump	Quit from keyboard (Ctrl - \)
SIGILL	4	Core Dump	Illegal Instruction
SIGABRT	6	Core Dump	Abort signal from abort(3)
SIGFPE	8	Core Dump	Floating point exception
SIGKILL	9	Terminate	Kill signal
SIGSEGV	11	Core Dump	Invalid memory reference
SIGPIPE	13	Terminate	Broken pipe: write to pipe with no readers
SIGALRM	14	Terminate	Timer signal from alarm(2)
SIGTERM	15	Terminate	Termination signal
SIGUSR1	30,10,16	Terminate	User-defined signal 1
SIGUSR2	31,12,17	Terminate	User-defined signal 2
SIGCHLD	20,17,18	Ignore	Child stopped or terminated
SIGCONT	19,18,25	Continue	Continue if stopped
SIGSTOP	17,19,23	Stop	Stop process
SIGTSTP	18,20,24	Stop	Stop typed at tty
SIGTTIN	21,21,26	Stop	tty input for background process
SIGTTOU	22,22,27	Stop	tty output for background process

## 2 Problems

### 2.1 Warmup

How do we stop the following program?

```
int main(){
    signal(SIGINT, SIG_IGN);
    while(1);
}
```

Ctrl - C doesn't work  
 → use Ctrl - \ or any other terminate signals

## 2.2 Signal Handlers

Fill in the blanks for the following function using syscalls such that when we type Ctrl-C, the user is prompted with a message: "Do you really want to quit [y/n]? ", and if "y" is typed, the program quits. Otherwise, it continues along.

```

void sigint_handler(int sig)
{
    char c;
    printf("Ouch, you just hit Ctrl-C?. Do you really want to quit [y/n]?");
    c = getchar();
    if (c == 'y' || c == 'Y')
        -----;
}

int main() {
    -----;
    ...
}
    
```

*exit(0)*  
*signal(SIGINT, sigint\_handler);*  
*↑ to undo this, call signal(SIGINT, SIG\_DFL)*

## 2.3 Files

### 2.3.1 Files vs File Descriptor

What's the difference between fopen and open?

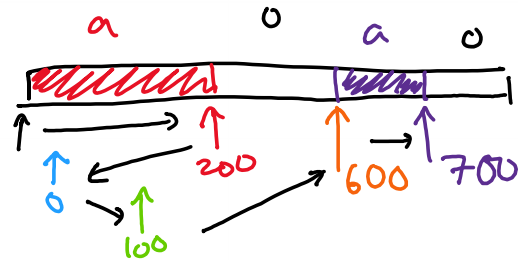
*library (libc)*  
*syscall*  
*fopen @ a higher level & more abstracted as to what happens. Also have more functionality w/ fopen's additional methods.*

### 2.3.2 Quick practice with write and seek

What will the test.txt file look like after I run this program? (Hint: if you write at an offset past the end of file, the bytes inbetween the end of the file and the offset will be set to 0.)

```

int main() {
    char buffer[200];
    memset(buffer, 'a', 200);
    int fd = open("test.txt", O_CREAT|O_RDWR);
    write(fd, buffer, 200);
    lseek(fd, 0, SEEK_SET);
    read(fd, buffer, 100);
    lseek(fd, 500, SEEK_CUR);
    write(fd, buffer, 100);
}
    
```



*a from 0-200, 600-700 0 from 200-600*

# dup2( fd1 , fd2)

## 2.4 Dup and Dup2

### 2.4.1 Warmup

What does C print in the following code?

```

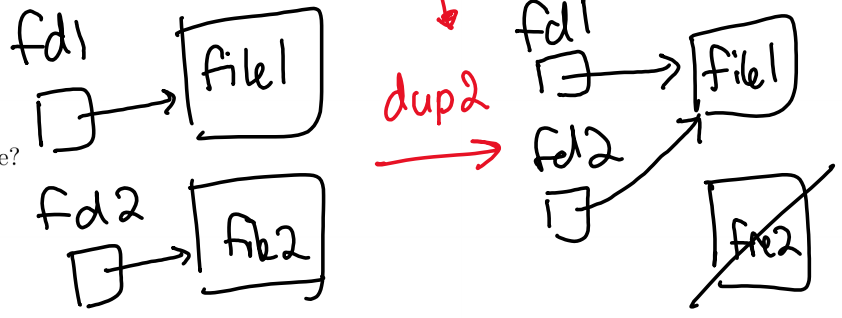
int main(int argc, char **argv)
{
    int pid, status;
    int newfd;

    if ((newfd = open("output_file.txt", O_CREAT|O_TRUNC|O_WRONLY, 0644)) < 0) {
        exit(1);
    }
    printf("The last digit of pi is...");
    dup2(newfd, 1);
    printf("five\n");
    exit(0);
}

```

library  
↓

printf ⇒ write  
fopen ⇒ open



using above ↗ we see  
STDOUT\_FILENO maps to the file.

stdout	output_file.txt
The last digit of pi is ...	five

### 2.4.2 Redirection: executing a process after dup2

Describe what happens, and what the output will be.

```

int
main(int argc, char **argv)
{
    int pid, status;
    int newfd;
    char *cmd[] = { "/bin/ls", "-al", "/", 0 };

    if (argc != 2) {
        fprintf(stderr, "usage: %s output_file\n", argv[0]);
        exit(1);
    }
    if ((newfd = open(argv[1], O_CREAT|O_TRUNC|O_WRONLY, 0644)) < 0) {
        perror(argv[1]); /* open failed */
        exit(1);
    }
    printf("writing output of the command %s to \"%s\"\n", cmd[0], argv[1]);
    dup2(newfd, 1);
    execvp(cmd[0], cmd);
    perror(cmd[0]);

    exit(1);
}

```

← args for exec

invalid input

← open file

← print to terminal

← redirect stdout to file

exec to run ls

~ output goes to file

exec preserves your fd table



### 2.4.3 Redirecting in a new process

Modify the above code such that the result of `ls -al` is written to the file specified by the input argument and immediately after "all done" is printed to the terminal. (Hint: you'll need to use `fork` and `wait`.)

general idea (exact code in soln):

- 1) we want to fork to retain "control" over what we do
- 2) child will execute the code given
- 3) we wait for child  
→ print done