

# Input and Output

CSE 220: Systems Programming

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# I/O Kernel Services

We have seen some text I/O using the [C Standard Library](#).

- `printf()`
- `fgetc()`
- ...

However, [all I/O](#) is built on [kernel system calls](#).

In this lecture, we'll look at those services vs. standard I/O.

# Everything is a File

These services are particularly important on Unix systems.

On Unix, “everything is a file”.

Many **devices and services** are accessed by opening **device nodes**.

Device nodes **behave like** (but are not) files.

Examples:

- `/dev/null`: Always readable, contains no data. Always writable, discards anything written to it.
- `/dev/urandom`: Always readable, reads a **cryptographically secure** stream of random data.

# File Descriptors

All access to files is through **file descriptors**.

A file descriptor is a **small integer** representing **an open file in a particular process**.

There are three “standard” file descriptors:

- 0: **standard input**
- 1: **standard output**
- 2: **standard error**

...sound familiar? (`stdin`, `stdout`, `stderr`)

# System Call Failures

Kernel I/O (and most other) system calls return `-1` on failure.

When this happens, the `global variable errno` is set to a reason.

Include `errno.h` to define `errno` in your code.

The functions `perror()` and `strerror()` produce a `human-readable error` from `errno`.

# Lecture Question

Ask a review question!

# Opening Files

There are two<sup>1</sup> calls to open a file on a POSIX system:

```
#include <fcntl.h>
```

```
int open(const char *path, int flags, mode_t mode);  
int creat(const char *path, mode_t mode);
```

The `creat()` system call is **exactly like calling**:  
`open(path, O_CREAT|O_WRONLY|O_TRUNC, mode);`

Both functions **return a filedescriptor** on success.

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<sup>1</sup>...OK, three.

# Open Flags

```
int open(const char *path, int flags, mode_t mode);
```

The flags parameter controls how open() behaves:

- O\_RDONLY: Open read-only
- O\_WRONLY: Open write-only
- O\_RDWR: Open for reading and writing
- O\_CREAT: When writing, create the file if it doesn't exist
- O\_EXCL: When creating a file, fail if it already exists
- O\_APPEND: When writing, start at the end of the file
- O\_TRUNC: When writing, truncate the file to 0 bytes
- O\_CLOEXEC: Close this file on exec()



# O\_CREAT | O\_EXCL

The combination of flags `O_CREAT | O_EXCL` allows for **exclusive access** among **cooperating processes**.

The kernel will create the file **if and only if** it doesn't already exist.

This is an **atomic** action.

If every process uses `O_CREAT | O_EXCL` for a file, the file can be used as a **lock**.

**Removing the file** (also atomic) is the unlock operation!

# Reading

```
#include <unistd.h>

int read(int fd, void *buffer, size_t bytes);
```

The read() system call **reads data from an open file**.

It reads **raw bytes** with no translation;

In particular, it **may not read a NUL-terminated string**.

Its return value is:

- 0: end of file
- > 0: bytes read; EOF if < bytes
- -1: error

# Writing

```
#include <unistd.h>
```

```
int write(int fd, const void *buffer, size_t bytes);
```

The `write()` system call writes **raw binary data** to an open file.

Its return value is:

- $\geq 0$ : bytes written; full disk / *etc.* if  $<$  bytes
- $-1$ : error

# Closing File Descriptors

```
#include <unistd.h>

int close(int fd);
```

An open file can be closed with the `close()` system call.

Using a descriptor after `close` is an error.

A closed descriptor may be reused by subsequent opens.

# Unix I/O Example

```
#include <unistd.h>
#include <fcntl.h>

int main(int argc, char *argv[]) {
    char buf[1024];
    int fd, bytes;

    if ((fd = open(argv[1], O_RDONLY)) < 0)
        { return -1; }
    while ((bytes = read(fd, buf, sizeof(buf))) > 0)
        {
            if (write(1, buf, bytes) < 0) {
                return -1;
            }
        }
    return bytes < 0;
}
```

# Standard I/O? What Standard?

If Unix I/O is part of the POSIX Standard ...

Standard I/O is part of the C Standard.

Non-POSIX systems will still have standard I/O!

On Unix systems, the standard I/O functions wrap Unix I/O.

# Opening Streams

An open file in standard I/O is called a **stream**.

On Unix, a stream wraps a **file descriptor**.

```
#include <stdio.h>
```

```
FILE *fopen(const char *path, const char *mode);
```

```
FILE *fdopen(int fd, const char *mode);
```

fopen() opens a file, fdopen() wraps an open file descriptor.

The mode parameter here confusingly **corresponds to open flags**.

# Stream Modes

```
FILE *fopen(const char *path, const char *mode);  
FILE *fdopen(int fd, const char *mode);
```

A stream can be opened for various purposes, according to mode:

- "r": reading
- "w": writing, with truncation
- "a": writing, without truncation (append)
- "r+": reading and writing, without truncation
- "w+": reading and writing, with truncation

Write modes **always create the file if necessary**.



# Binary I/O

Unlike Unix I/O, standard I/O **may perform transformations**.

They may assume that they operate on **text files**.

You can open for binary I/O using **"b"** after the mode character:  
`fopen("somefile", "rb");`

On POSIX systems, the **"b"** is ignored.

This is a feature of the **C Standard** that is **unused on POSIX systems**.

## Reading and Writing

```
size_t fread(void *dest, size_t size, size_t nmemb,  
             FILE *fp);  
size_t fwrite(const void *buf, size_t size, size_t  
             nmemb, FILE *fp);
```

These functions read and write **binary data**.  
(This is in contrast to the **string I/O** functions.)

Both write in terms of **items of size bytes**.

The return value is:

- the number of items read/written (up to nmemb)
- 0 on error or EOF

# Errors and EOF

Unlike Unix I/O, errors and EOF **return the same value**.

There are two functions provided to detect errors and EOF:

- `int feof(FILE *fp);`
- `int ferror(FILE *fp);`

These functions return **non-zero** if EOF or an error has occurred.

`clearerr()` will reset the error/EOF status of a stream:

- `void clearerr(FILE *fp);`

# Standard I/O Example

```
#include <stdio.h>

int main(int argc, char *argv[]) {
    char buf[1024];
    FILE *fp;
    int bytes;

    if ((fp = fopen(argv[1], "r")) == NULL)
        { return -1; }
    while (!feof(fp) &&
           (bytes = fread(buf, 1, sizeof(buf), fp)) > 0) {
        if (fwrite(buf, 1, bytes, stdout) == 0) {
            return -1;
        }
    }
    return ferror(fp) || ferror(stdout);
}
```

# Lecture Question

Ask a lecture question!

# System Call Overhead

The overhead of **calling a system call** is often not small.

This overhead is due to the cost of:

- Changing **protection domains**
- **Validating** pointers
- Adjusting **memory maps**
- ...

It is better to make **fewer system calls** that do **more work**.

# Standard I/O Buffering

The standard I/O functions **use buffering** to reduce overhead.

For example, `fread()` for 1 byte **might read a full VM page**.

This has **important implications** for correctness!

For example, **device I/O** may require very precise I/O sizes.

Write buffering can cause **short writes**.

Buffer **flushing** fixes this short write problem:

```
int fflush(FILE *fp);
```

# Buffering and Performance: Unix I/O

```
int fd = open("megabyte.dat", O_RDONLY);
int total = 0;
unsigned char c;

while (read(fd, &c, 1) == 1) {
    total += c;
}
```

## Time:

```
Real time elapsed: 0:00.93
System time used : 0.55
User time used   : 0.37
```



# Buffering and Performance: Standard I/O

```
FILE *fp = fopen("megabyte.dat", "rb");
int total = 0;
unsigned char c;

while (!ferror(fp) && fread(&c, 1, 1, fp) == 1) {
    total += c;
}
```

## Time:

```
Real time elapsed: 0:00.03
System time used : 0.00
User time used   : 0.03
```

# What's the Difference?

read():

% time	seconds	usecs/call	calls	errors	syscall
100.00	4.991958	4	1048578		read
0.00	0.000000	0	2		close
100.00	4.991958	4	1048580		total

fread():

% time	seconds	usecs/call	calls	errors	syscall
96.60	0.000199	0	258		read
3.40	0.000007	3	2		close
100.00	0.000206	0	260		total

# Buffering Mechanism

When the user requests a **small read**, the standard library makes a **larger read**.

For example, our reads of **one byte** turn into **4 kB** reads.

The standard library **buffers** the remaining data in memory.

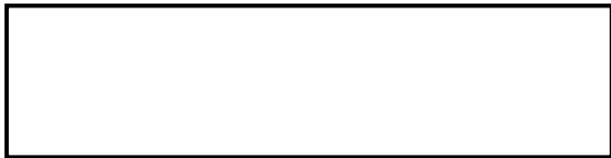
Future reads for buffered data **read from memory**.

Reads for data not in the buffer cause **a new buffer to be fetched**.

# Buffer Example

```
fread(&len, sizeof(len), 1, fp);  
data = malloc(len);  
fread(&data, 1, len, fp);
```

Standard I/O buffer for fp:



# Buffer Example

```
fread(&len, sizeof(len), 1, fp);  
data = malloc(len);  
fread(&data, 1, len, fp);
```

Standard I/O buffer for fp:



First, fread reads a buffer of data from fp.

# Buffer Example

```
fread(&len, sizeof(len), 1, fp);  
data = malloc(len);  
fread(&data, 1, len, fp);
```

Standard I/O buffer for fp:

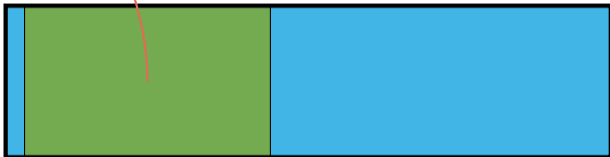


Then it returns `sizeof(size_t)` bytes from that buffer.

# Buffer Example

```
fread(&len, sizeof(len), 1, fp);  
data = malloc(len);  
fread(&data, 1, len, fp);
```

Standard I/O buffer for fp:



The next read **reads only from the buffer.**

# Summary

- **Unix I/O** is defined by the POSIX Standard
- **Standard I/O** is defined by the C Standard
- The kernel tracks open files with **file descriptors**
- All file I/O **goes through the kernel**
- The standard I/O library is **buffered**



# References I

## Optional Readings

- [1] Randal E. Bryant and David R. O'Hallaron. *Computer Science: A Programmer's Perspective*. Third Edition. Chapter 10: 10.1-10.4, 10.10-10.12. Pearson, 2016.

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