Project 3
Unreliable Datagrams

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Slide heritage: Previous TAs

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1 Project Scope

2 Implementation details
   - Using the networking pseudo-device
   - Interrupts
   - Miniports
     - An Example

3 Concluding Thoughts (Grading)
Basics

- How to make computers to communicate?
- **Protocol**: Set of formats and rules to exchange data.
- Different layers of abstraction for different functionality.
- **UDP**: A *transport layer* protocol.
What do unreliable datagrams involve?

- Build a UDP/IP-like networking stack.
- Use the pseudo-network interface `network.h` for "IP".
- Use ports to identify endpoints.
- A `minimessage` layer for thread I/O.
The Interface

```c
void minimsg_initialize();
miniport_t* miniport_create_unbound(
    int port_number);
miniport_t* miniport_create_bound(
    network_address_t addr,
    int remote_unbound_port_number);
void miniport_destroy(miniport_t* miniport);
int minimsg_send(miniport_t* local_unbound_port,
                 miniport_t* local_bound_port,
                 minimsg_t* msg, int len);
int minimsg_receive(miniport_t* local_unbound_port,
                    miniport_t** new_local_bound_port,
                    minimsg_t* msg, int *len);
```
The networking device should be treated as the IP layer of your system.

It transparently enables communication between other systems running minithreads.

- network5.c
- network6.c
Networking is interrupt-driven

- `network_initialize()` installs the handler.
- Should be initialized after `clock_initialize` and before interrupts.
- The prototype/behavior is similar to the clock interrupt.
- Each received packet triggers an interrupt.
- Interrupts are delivered on the current thread’s stack.
- This should finish as soon as possible!
Header generation

- *Datagram = Header + Payload*
- Use the interface in `miniheader.h` to pack/unpack.
- Set the protocol field of the header to `PROTOCOL_MINIDATAGRAM`.
- Use `pack_address(...)` to pack source & destination addresses.
- Use `pack_unsigned_short(...)` to pack source & destination ports.
typedef struct {
  // sender address
  network_address_t sender;
  // header+payload
  char buffer[MAX_NETWORK_PKT_SIZE];
  // size
  int size;
} network_interrupt_arg_t;

The header and the data are joined in the buffer; you must strip it off.
Striping the header

- Copy the header from the byte buffer into a `mini_header_t*`.
- Check the protocol field of the header.
- Unpack the source and destination addresses.
- Unpack the destination port.
Sending datagrams

- **Call** `network_send_pkt()` **from** `minimsg_send()` **to send datagrams.**

```c
int network_send_pkt(
    network_address_t dest_address,
    int hdr_len, char* hdr,
    int data_len, char* data);
```

- Header contains information about the sender & receiver.
- **Reject datagrams larger than** `MINIMSG_MAX_MSG_SIZE`. 
Overview

A miniport is a data structure that represents a one-way communication endpoint.

- **Unbound ports** are used for listening and can receive from any remote port – not *bound* because any \(\text{(network\_address, port)}\) can send data to it.

- **Bound ports** are used for sending data – *bound* because sending data to this port results in a specific \(\text{(network\_address, port)}\) receiving data.
A sends from its port 2 to B’s port 3

- Unbound (listening) Port 1 and 3
- Bound (used for sending) Port 2
- Threads: A, B
Minimsg layer creates bound port 100 and delivers the message

- A’s message is delivered to B’s unbound (listening) port 3.
- B is unblocked.
- The bound (used for sending) port 100 is created in order to allow B to respond.
B responds to A over the new bound port.

- B receives a reference to its bound (used for sending) port 100.
- B can send to 100.
- The message will be sent to A’s unbound (used for listening) port 1.
What does the datastructure look like?

Conceptually it looks like this*:

```c
struct miniport {
    char port_type;
    int port_number;

    queue_t *incoming_data;
    semaphore_t * datagrams_ready;

    network_address_t remote_addr;
    int remote_unbound_port;
}
```

*the next slide should be referenced when implementing
You should use unions

Unions store two overlapping datastructures†.

union {
    struct {
        queue_t *incoming_data;
        semaphore_t * datagrams_ready;
    } unbound;
    struct {
        network_address_t remote_addr;
        int remote_unbound_port;
    } bound;
};

†You should use this to replace the last 4 variables from the struct on the previous page
**Implementation specs**

- **miniport_send** sends data to the “remote port”.
- Your computer can also talk to itself – remote port may refer to a local port!
- A miniport is identified by a 16-bit unsigned number (the actual datatype is bigger).
- Unbound miniports are in [0-32767] – can be chosen by the user.
- Bound miniports are in [32768-65535] – assign successive numbers automatically.
Minimsg Layer

- The sender assembles a header that identifies the end points of communication.
- The receiver strips the header to identify the destination, enqueues the packet, and wakes up any sleeping threads.
Minimsg Functions

- minimsg_send is non-blocking – i.e. doesn’t wait for the send to succeed.
- Sends data using network_send_pkt().
- minimsg_receive blocks until a message is received.
- Provides a bound port so a reply may be sent.
Port operations must be $O(1)$.
Do not waste resources.
Make sure to not reassign ports that are in-use.
The application destroys remote miniports.
We will be grading you on your implementation and test cases.