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# **Interprocess communication (IPC).**

## **An introduction**

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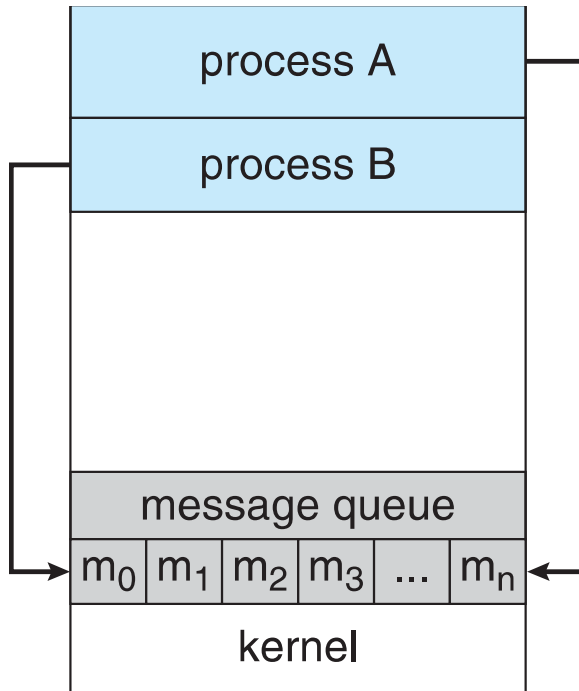
# Cooperating processes

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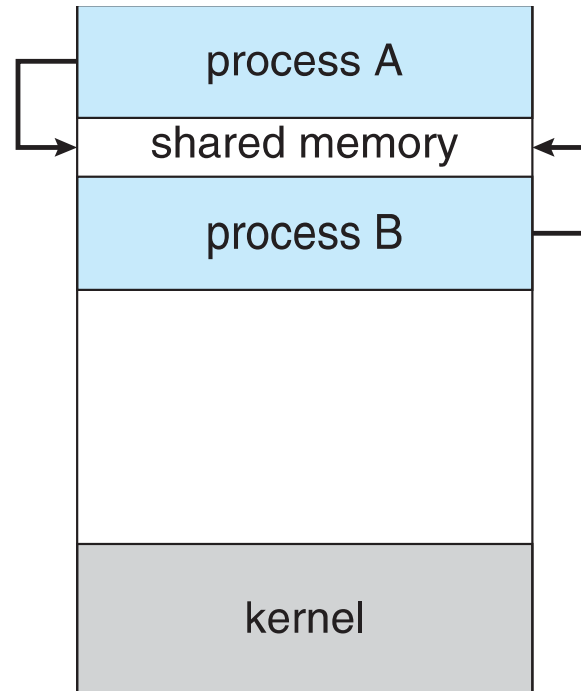
- Processes within a system may be *independent* or *cooperating*
- Cooperating process can affect or be affected by other processes, including sharing data
- Reasons for cooperating processes:
  - Information sharing
  - Computation speedup
  - Modularity
  - Convenience
- Cooperating processes need **interprocess communication (IPC)**
- Two fundamental models of IPC
  - **Shared memory**
  - **Message passing**

# Fundamental IPC models

(a) message passing. (b) shared memory.



(a)



(b)

# Features of fundamental IPC models

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## ■ Shared memory

- + the communication is under control of the users processes not the operating system – once the system created shared access to a memory region.
- + provides maximum communication speed (if synchronization allows)
- synchronization of buffer read/write operation is a major issue

## ■ Message passing

- + producer and consumer do not share a region of memory (they can even run on different systems)
- + synchronization can be provided by system (blocking implementations of **send()** / **receive()** operations)
- typically implemented with system calls -> overhead of user-kernel-user switches
- data copying makes for a comm. overhead, but can be avoided by copying a reference instead (to a buffer, protected from modification till content is consumed).

# IPC in the Operating Systems 1/2 courses

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Means of IPC covered in OPS1 course:

- **Signals**
- **Shared files**
- **Mutexes**
- **Process exit code** (functions **exit()**, **wait()**,...)
- **Standard streams** of a process (**stdin**, **stdout**, **stderr**)

OPS2 course:

- **POSIX pipes** and **FIFOs**
- Two sets of interfaces to: **shared memory**, **message queues** and **semaphores** (the older interface of the POSIX Std XSI Option Group, known also as the UNIX System V IPC interface, will be not be used for lab work).
- Network-based **sockets** interface