

Networking: Multiple Clients



Based on content
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Topics

- How can **one program** handle (very?) **many requests**?
 - Specifically a server handle many TCP clients?

TCP Server Recap

- Recall that on a TCP server:
 - We open the first socket and call `accept()`
 - `accept()` will return ..
- How can we make our server work with multiple client sockets?

Idea 1: Thread per Connection

- Idea 1:
 - ..
 - This thread handles the new client's socket.
- Pros:
 - Handle multiple clients cleanly.
- Cons:
 - ..

Idea 2: Non-Blocking Sockets

- Non-blocking `accept()` will either:
 - a) accept a new connection **immediately** or
 - b) or return **immediately** if no incoming connection.
- Also use non-blocking `read()` and `write()`
- Idea 2:
 - ..
 - General Idea:
Server will infinitely loop through calling:
 - non-blocking-accept to add any new socket to array
 - non-blocking-read or non-bloccking-write (or both) on each socket in array as needed
 - Pros: Avoids creating new processes/threads
 - Cons: ..

Idea 3: Kernel Notify on Socket Event

- Idea 3:
 - ..
 - Use non-blocking sockets and kernel notifies program on socket events.
 - ..
 - Use syscalls to monitor multiple file descriptors.
 - Program is notified when
 - ..
 - Use: `select()`, `poll()`, and `epoll()`

Idea 3: (cont)

- Generally speaking, this is how I/O multiplexing works:
 - We add file descriptors to the monitored list.
 - We indicate what events we want to monitor the file descriptors for, e.g., read and write.
 - We call the blocking function to wait for an event, e.g., select() or epoll()
 - When it returns, check which file descriptors can perform I/O.
 - We perform the I/O.
- Pros:
 - No thread overhead, no polling.
- Cons:
 - ..

Idea 3: Implementing Sketch with epoll

- 3 Calls to implement I/O Multiplexing with epoll():

epoll_create()

- Returns an epoll instance.
- We can think of this as a
..

epoll_ctl()

- Allows us to
..
 - Start by monitoring socket for accept()
 - Each new FD from accept() is added to set to monitor

epoll_wait()

- Waits for a file descriptor to be available for I/O

ABCD: Server choices

- Match the **server implementation idea** with the **problem** it suffers:

- 1) Non-blocking IO in a loop
- 2) `epoll()` to watch sockets
- 3) Thread per client

- a) More complex code
- b) Only handle one socket at a time.
- c) More likely to use too much system resources (such as RAM), or too high kernel overhead.
- d) Wastes CPU Time

Summary

- `accept()` returns a new socket for each TCP client.
- Server must likely handle many sockets at once:
 - Can create a new thread per socket.
 - Can use non-blocking IO to busy-wait checking for ready sockets
 - Can use `epoll()` or `select()` to have kernel monitor sockets