Networking, USB, and Threads
CSEE W4840

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Ethernet and the Internet

Sockets

USB: The Universal Serial Bus

libusb 1.0

POSIX Threads (pthreads)
Ethernet and the Internet
Ethernet

Started in about 1976 at Xerox PARC

IEEE Standard 802.3

Carrier-sense multiple access/carrier detect protocol:

1. Listen to the cable
2. If nobody’s there, start talking
3. If someone interrupts, stop, and retry after a random time
10Base-5 “Thicknet”

Shared coax bus with “vampire tap” tranceivers  802.3 std. suggests yellow

From http://www.turkcenet.org/yerel_hhtm/10base5.htm
10Base-2 “Thinnet”

50-Ohm coax segments with BNC “T” connectors  Coax invariably black

From http://www.answers.com/topic/10base2
10Base-T and 100Base-T

Put the shared medium in a hub: star topology

Everybody uses it now

Star topology

Choice of colors

100Base-TX wiring (CAT 5)

Pair of twisted pairs, one pair for each direction.

Uplink or MDI port

Straight-through twisted pair cable

Normal or MDI-X port

Hub-to-computer cable is straight-through.
Computer-to-computer cable is a "crossover;" most hardware can now adapt

From the Netgear EN104TP 4-port hub manual off of Amazon.com
An Ethernet Frame

<table>
<thead>
<tr>
<th>7 bytes</th>
<th>1</th>
<th>6</th>
<th>6</th>
<th>2</th>
<th>46–1500</th>
<th>4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Preamble</td>
<td>SOF</td>
<td>Dest.</td>
<td>Src.</td>
<td>Type</td>
<td>Payload</td>
<td>Checksum</td>
</tr>
</tbody>
</table>

SOF Start of Frame
Dest. Destination address
Src. Source address
Type Type of packet or length of data field
  0x0800 for IP, 0x0806 for ARP, etc.

Bytes sent LSB first
Minimum packet length: 64 (6 + 6 + 2 + 46 + 4)
Lengths > 1500 indicate packet type
Ethernet (MAC) addresses

48 bits ≈ 281 trillion (world population: 7.9 billion)

- Bits 48–24: Vendor code (OUI)
- Bit 41: 0=ordinary, 1=group (broadcast) address
- Bits 23–0: Serial number

On one of my machines:

```
$ ifconfig eth0
eth0 Ethernet HWaddr 00:18:f3:ef:2b:36
```

OUI (Organizationally Unique Identifier):

00:18:f3 is ASUS (the machine’s motherboard manufacturer)

Address FF:FF:FF:FF:FF:FF is broadcast
<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>00d06269c00</td>
<td>Destination MAC address (router)</td>
</tr>
<tr>
<td>00087423ccab</td>
<td>Source MAC address (desktop)</td>
</tr>
<tr>
<td>0800</td>
<td>Type = IP packet</td>
</tr>
<tr>
<td>45</td>
<td>IPv4, 5 word (20-byte) header</td>
</tr>
<tr>
<td>00</td>
<td>Normal service</td>
</tr>
<tr>
<td>0028</td>
<td>Total length = 40 bytes</td>
</tr>
<tr>
<td>c31c</td>
<td>Identification (unique)</td>
</tr>
<tr>
<td>4000</td>
<td>“Don’t Fragment”</td>
</tr>
<tr>
<td>40</td>
<td>64 hops to live</td>
</tr>
<tr>
<td>06</td>
<td>TCP protocol</td>
</tr>
<tr>
<td>3ff1</td>
<td>Header checksum (one’s complement)</td>
</tr>
<tr>
<td>803b1372</td>
<td>Source IP 128.59.19.114 (desktop)</td>
</tr>
<tr>
<td>40ec6329</td>
<td>Destination IP 64.236.99.41</td>
</tr>
<tr>
<td>deac 0050 bf49 9ba6 a1a4 8bed 5010 ffff 1093 0000</td>
<td>(payload)</td>
</tr>
<tr>
<td>Bit Position</td>
<td>Field</td>
</tr>
<tr>
<td>--------------</td>
<td>------------------------------</td>
</tr>
<tr>
<td>31-24</td>
<td>Version</td>
</tr>
<tr>
<td>23-16</td>
<td>Words in Header</td>
</tr>
<tr>
<td>15-8</td>
<td>Type of Service</td>
</tr>
<tr>
<td>7-0</td>
<td>Total number of bytes in the IP packet</td>
</tr>
<tr>
<td></td>
<td>Identification Number</td>
</tr>
<tr>
<td></td>
<td>Flags</td>
</tr>
<tr>
<td></td>
<td>Fragment Offset</td>
</tr>
<tr>
<td>27-0</td>
<td>Time-to-Live</td>
</tr>
<tr>
<td></td>
<td>Protocol</td>
</tr>
<tr>
<td></td>
<td>Header checksum</td>
</tr>
<tr>
<td></td>
<td>Source IP Address</td>
</tr>
<tr>
<td></td>
<td>Destination IP Address</td>
</tr>
<tr>
<td></td>
<td>Options and padding</td>
</tr>
</tbody>
</table>
IP Addresses

32 bits \(\approx 4\) billion (world population: 7.9 billion)

First \(n\) bits indicate network \(n = 8, 16, 24\)

For example, columbia.edu
owns 128.59.0.0 – 128.59.255.255

Magical addresses:

127.0.0.1 “Me”
192.168.x.x Never assigned worldwide
10.x.x.x Never assigned worldwide
255.255.255.255 Broadcast
Sockets
// Create an Internet socket (SOCK_STREAM = TCP)
int sockfd = socket(AF_INET, SOCK_STREAM, 0);

#define IPADDR(a,b,c,d) (htonl(((a)<<24)|((b)<<16)|((c)<<8)|(d)))

#define SERVER_HOST IPADDR(192,168,1,1)
#define SERVER_PORT htons(42000) // host to network byte order short

struct sockaddr_in serv_addr = { AF_INET, SERVER_PORT, { SERVER_HOST } };

// Connect to the server
connect(sockfd, (struct sockaddr *) &serv_addr, sizeof(serv_addr));

// Write to the socket
write(sockfd, "Hello_World!\n", 13);

// Read from the socket: block until data arrives
#define BUFFER_SIZE 128
char recvBuf[BUFFER_SIZE];
read(sockfd, &recvBuf, BUFFER_SIZE - 1));
USB: The Universal Serial Bus
USB: Universal Serial Bus

1.5 Mbps, 12 Mbps, 480 Mbps (USB 2.0), 5 Gbps (USB 3.0; two additional pairs)

Point-to-point, differential, twisted pair

3–5m maximum cable length
<table>
<thead>
<tr>
<th><strong>Series &quot;A&quot; Connectors</strong></th>
<th><strong>Series &quot;B&quot; Connectors</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>♦ Series &quot;A&quot; plugs are always oriented <strong>upstream</strong> towards the <em>Host System</em></td>
<td>♦ Series &quot;B&quot; plugs are always oriented <strong>downstream</strong> towards the <em>USB Device</em></td>
</tr>
</tbody>
</table>

**"A" Plugs** *(From the USB Device)*

**"A" Receptacles** *(Downstream Output from the USB Host or Hub)*

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**"B" Plugs** *(From the Host System)*

**"B" Receptacles** *(Upstream Input to the USB Device or Hub)*
USB signaling

NRZI: 0 = toggle, 1 = no change

Bit stuffing: 0 automatically inserted after six consecutive 1s

Each packet prefixed by a SYNC field: 0 0 0 1 1

Low- vs. full-speed devices identified by different pull-ups on D+/D- lines
USB Packets

Always start with SYNC

4-bit type; 4-bit type complemented

2 bits distinguish Token, Data, Handshake, and Special; two more bits select sub-types

Data, depending on packet type

Data checked using a CRC

Addresses (1-128) assigned by bus master, each with 16 possible endpoints
Polled bus (USB 1.0, 2.0): host initiates all transfers. USB 3.0 is full-duplex.

Most transactions involve three packets:

- "Token" packet from host requesting data
- Data packet from target
- Acknowledge from host

Supports both streams of bytes and structured messages (e.g., control changes).
USB Data Flow Types

- **Control**
  For configuration, etc.

- **Bulk Data**
  Arbitrary data stream: bursty

- **Interrupt Data**
  Timely, reliable delivery of data. Usually events.

- **Isochronous Data**
  For streaming real-time transfer: prenegotiated bandwidth and latency
USB Bus Topology

Source: http://www.usblyzer.com/usb-topology.htm
Front: USB keyboard
Back: IR receiver
Back: Monitor hub w/
   webcam
   microphone
Back: 7-port hub w/
   SD card reader
   Bluetooth dongle
   SoCKit board (USB Blaster)
   SoCKit board (Serial)

Bus 002 Device 001: ID 1d6b:0001 Linux Foundation 1.1 root hub
Bus 002 Device 002: ID 0471:0815 Philips (or NXP) eHome Infrared Receiver
Bus 002 Device 006: ID 04d9:1203 Holtek Semiconductor, Inc. Keyboard
Bus 001 Device 001: ID 1d6b:0002 Linux Foundation 2.0 root hub
Bus 001 Device 002: ID 0409:005a NEC Corp. HighSpeed Hub
Bus 001 Device 039: ID 03f0:b116 Hewlett-Packard Webcam
Bus 001 Device 005: ID 0409:005a NEC Corp. HighSpeed Hub
Bus 001 Device 041: ID 03f0:3724 Hewlett-Packard Webcam
Bus 001 Device 004: ID 04cc:1521 ST-Ericsson USB 2.0 Hub
Bus 001 Device 006: ID 0bda:0119 Realtek Semiconductor Corp. Storage Device (SD card reader)
Bus 001 Device 007: ID 0a5c:2101 Broadcom Corp. BCM2045 Bluetooth
Bus 001 Device 042: ID 09fb:6810 Altera
Bus 001 Device 043: ID 0403:6001 Future Technology Devices International, Ltd FT232 USB-Serial (UART) IC
Front: USB keyboard
Back: IR receiver
Back: Monitor hub w/ webcam
microphone
Back: 7-port hub w/ SD card reader
Bluetooth dongle
SoCKit board (USB Blaster)
SoCKit board (Serial)
Devices, Configurations, Interfaces, and Endpoints

Devices
- Keyboards, Mice: physical object

Configurations
- usually one

Interfaces
- "logical device": usually one; my webcam has 4

Endpoints
- one per input/output stream
USB Addresses and Endpoints

Source: http://www.beyondlogic.org/usbnutshell/usb3.shtml
USB Keyboard: lsusb (highlights)

Bus 002 Device 007: ID 413c:2003 Dell Computer Corp. Keyboard

Device Descriptor:
  bDeviceClass 0 (Defined at Interface level)
  idVendor 0x413c Dell Computer Corp.
  idProduct 0x2003 Keyboard
  bNumConfigurations 1

Configuration Descriptor:
  bNumInterfaces 1

Interface Descriptor:
  bInterfaceNumber 0
  bNumEndpoints 1
  bInterfaceClass 3 Human Interface Device
  bInterfaceSubClass 1 Boot Interface Subclass
  bInterfaceProtocol 1 Keyboard
  iInterface 0

HID Device Descriptor:
  bcdHID 1.10
  bNumDescriptors 1
  bDescriptorType 34 Report
  wDescriptorLength 65

Endpoint Descriptor:
  bEndpointAddress 0x81 EP 1 IN
  bmAttributes 3
    Transfer Type Interrupt
    Synch Type None
    Usage Type Data
  wMaxPacketSize 0x0008 1x 8 bytes
Bus 001 Device 006: ID 0bda:0119 Realtek Semiconductor Corp. Storage Device (SD card reader)

Device Descriptor:
  bDeviceClass 0 (Defined at Interface level)
  idVendor 0x0bda Realtek Semiconductor Corp.
  idProduct 0x0119 Storage Device (SD card reader)
  bNumConfigurations 1

Configuration Descriptor:
  bNumInterfaces 1
  bConfigurationValue 1
  iConfiguration 4 CARD READER
  bmAttributes 0x80
    (Bus Powered)
  MaxPower 500mA

Interface Descriptor:
  bNumEndpoints 2
  bInterfaceClass 8 Mass Storage
  bInterfaceSubClass 6 SCSI
  bInterfaceProtocol 80 Bulk-Only

Endpoint Descriptor:
  bEndpointAddress 0x01 EP 1 OUT
  bmAttributes 2
    Transfer Type Bulk
    Synch Type None
    Usage Type Data
  wMaxPacketSize 0x0200 1x 512 bytes

Endpoint Descriptor:
  bLength 7
  bDescriptorType 5
  bEndpointAddress 0x82 EP 2 IN
  bmAttributes 2
    Transfer Type Bulk
    Synch Type None
    Usage Type Data
  wMaxPacketSize 0x0200 1x 512 bytes
libusb 1.0
Libusb 1.0

User-level C library for USB device access. lsusb built on it.

www.libusb.org

1.0 API supplants earlier libusb 0.1

Nice tutorial: http://www.dreamincode.net/forums/topic/148707-introduction-to-using-libusb-10/
Using libusb

1. Initialize the library with `libusb_init()
2. Select your device from the list returned by `libusb_get_device_list()`. Later, free the list with `libusb_free_device_list()`.
3. Initiate contact with `libusb_open()
4. Claim the interface with `libusb_claim_interface()
5. Communicate using the various `libusb_. . ._transfer()` functions
6. Release the interface with `libusb_release_interface()
7. Close the device with `libusb_close()
8. Close the library with `libusb_exit()`
libusb: Finding a Keyboard

```c
libusb_device **devs;
struct libusb_device_descriptor desc;
struct libusb_device_handle *keyboard = NULL;
ssize_t num_devs, d; uint8_t i, k;
uint8_t *endpoint_address;
num_devs = libusb_get_device_list(NULL, &devs);
for (d = 0 ; d < num_devs ; d++) {
    libusb_device *dev = devs[d];
    libusb_get_device_descriptor(dev, &desc);

    if (desc.bDeviceClass == LIBUSB_CLASS_PER_INTERFACE) {
        struct libusb_config_descriptor *config;
        libusb_get_config_descriptor(dev, 0, &config);
        for (i = 0 ; i < config->bNumInterfaces ; i++)
            for ( k = 0 ; k < config->interface[i].num_altsetting ; k++ ) {
                const struct libusb_interface_descriptor *inter =
                    config->interface[i].altsetting + k;

                if ( inter->bInterfaceClass == LIBUSB_CLASS_HID &&
                    inter->bInterfaceProtocol == USB_HID_KEYBOARD_PROTOCOL) {
                    libusb_open(dev, &keyboard);
                    *endpoint_address = inter->endpoint[0].bEndpointAddress;
                    libusb_claim_interface(keyboard, i);
                    libusb_free_device_list(devs, 1);
                    return keyboard;
                }
            }
    }
}
```

#define USB_LCTRL (1 << 0)
#define USB_LSHIFT (1 << 1)
#define USB_LALT (1 << 2)
#define USB_LGUI (1 << 3)
#define USB_RCTRL (1 << 4)
#define USB_RSHIFT (1 << 5)
#define USB_RALT (1 << 6)
#define USB_RGUI (1 << 7)

struct usb_keyboard_packet {
   uint8_t modifiers;
   uint8_t reserved;
   uint8_t keycode[6];
};

struct libusb_device_handle *keyboard;
uint8_t endpoint_address;

libusb_interrupt_transfer(keyboard, endpoint_address,
   (unsigned char *) &packet,
   sizeof(packet),
   &transferred, 0);

if (transferred == sizeof(packet))
   // Got a new keyboard event
<table>
<thead>
<tr>
<th>Byte</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Modifier keys</td>
</tr>
<tr>
<td>1</td>
<td>Reserved</td>
</tr>
<tr>
<td>2</td>
<td>Keycode 1</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>Keycode 6</td>
</tr>
<tr>
<td>Code</td>
<td>Meaning</td>
</tr>
<tr>
<td>------</td>
<td>-----------------</td>
</tr>
<tr>
<td>0</td>
<td>No event</td>
</tr>
<tr>
<td>4</td>
<td>a or A</td>
</tr>
<tr>
<td>5</td>
<td>b or B</td>
</tr>
<tr>
<td>29</td>
<td>z or Z</td>
</tr>
<tr>
<td>30</td>
<td>1 or !</td>
</tr>
<tr>
<td>38</td>
<td>9 or (</td>
</tr>
<tr>
<td>39</td>
<td>0 or )</td>
</tr>
<tr>
<td>40</td>
<td>Enter</td>
</tr>
</tbody>
</table>
POSIX Threads (pthreads)
Creation and Termination

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

void *mythread(void *ptr) {
    printf("%s\n", (char *)ptr);
    return NULL;
}

int main() {
    pthread_t thread1, thread2;
    const char *message1 = "Thread_1", *message2 = "Thread_2";

    pthread_create( &thread1, NULL, mythread, (void *)message1);
    pthread_create( &thread2, NULL, mythread, (void *)message2);

    pthread_join( thread1, NULL);
    pthread_join( thread2, NULL);

    return 0;
}
```

http://www.yolinux.com/TUTORIALS/LinuxTutorialPosixThreads.html
#include <stdio.h>
#include <pthread.h>

pthread_mutex_t mutex1 = PTHREAD_MUTEX_INITIALIZER;
int counter = 0; /* Caution: shared variable */

void *incCounter() {
    int tmp;
    pthread_mutex_lock(&mutex1); /* Grab the lock */
    tmp = counter; /* Needlessly complicated to make a point */
    tmp = tmp + 1;
    counter = tmp;
    pthread_mutex_unlock(&mutex1); /* Release the lock */
    return NULL;
}

int main() {
    pthread_t thread1, thread2;
    pthread_create( &thread1, NULL, &incCounter, NULL);
    pthread_create( &thread2, NULL, &incCounter, NULL);
    pthread_join( thread1, NULL);
    pthread_join( thread2, NULL);
    return 0;
}
Condition Variables: Notifying waiters

```c
pthread_mutex_t mutex1 = PTHREAD_MUTEX_INITIALIZER;
pthread_cond_t cond1 = PTHREAD_COND_INITIALIZER;
int count; int valid = 0;

void *writeCounter() {
    int i;
    for (i = 0 ; i < 10 ; i++) {
        pthread_mutex_lock(&mutex1);
        while (valid) pthread_cond_wait(&cond1, &mutex1);
        count = i; valid = 1;
        pthread_cond_signal(&cond1);
        pthread_mutex_unlock(&mutex1);
    }
    return NULL; }

void *readCounter() {
    int done = 0;
    do {
        pthread_mutex_lock(&mutex1);
        while (!valid) pthread_cond_wait(&cond1, &mutex1);
        printf("%d\n", count);
        valid = 0; done = count == 9;
        pthread_cond_signal(&cond1);
        pthread_mutex_unlock(&mutex1);
    } while (!done);
    return NULL; }
```