

# SWI-Prolog C-library

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## Abstract

This document describes commonly used foreign language extensions to SWI-Prolog distributed as a package known under the name *clib*. The package defines a number of Prolog libraries with accompanying foreign libraries.

On Windows systems, the `unix` library can only be used if the whole SWI-Prolog suite is compiled using Cygwin. The other libraries have been ported to native Windows.

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## 1 Introduction

Many useful facilities offered by one or more of the operating systems supported by SWI-Prolog are not supported by the SWI-Prolog kernel distribution. Including these would enlarge the *footprint* and complicate portability matters while supporting only a limited part of the user-community.

This document describes `unix` to deal with the Unix process API, `socket` to deal with inet-domain TCP and UDP sockets, `cgi` to deal with getting CGI form-data if SWI-Prolog is used as a CGI scripting language, `crypt` to provide password encryption and verification, `sha` providing cryptographic hash functions and `memfile` providing in-memory pseudo files.

## 2 `library(process)`: Create processes and redirect I/O

**Compatibility** SICStus 4

**To be done** Implement detached option in `process_create/3`

The module `library(process)` implements interaction with child processes and unifies older interfaces such as `shell/[1,2]`, `open(pipe(command), ...)` etc. This library is modelled after SICStus 4.

The main interface is formed by `process_create/3`. If the process id is requested the process must be waited for using `process_wait/2`. Otherwise the process resources are reclaimed automatically.

In addition to the predicates, this module defines a file search path (see `user:file_search_path/2` and `absolute_file_name/3`) named `path` that locates files on the system's search path for executables. E.g. the following finds the executable for `ls`:

```
?- absolute_file_name(path(ls), Path, [access(execute)]).
```

### Incompatibilities and current limitations

- Where SICStus distinguishes between an internal process id and the OS process id, this implementation does not make this distinction. This implies that `is_process/1` is incomplete and unreliable.
- SICStus only supports ISO 8859-1 (latin-1). This implementation supports arbitrary OS multi-byte interaction using the default locale.
- It is unclear what the `detached(true)` option is supposed to do. Disable signals in the child? Use `setsid()` to detach from the session? The current implementation uses `setsid()` on Unix systems.
- An extra option `env([Name=Value, ...])` is added to `process_create/3`.

**`process_create(+Exe, +Args:list, +Options)`**

*[det]*

Create a new process running the file *Exe* and using arguments from the given list. *Exe* is a file specification as handed to `absolute_file_name/3`. Typically one use the `path` file alias to specify an executable file on the current `PATH`. *Args* is a list of arguments that are handed to

the new process. On Unix systems, each element in the list becomes a separate argument in the new process. In Windows, the arguments are simply concatenated to form the commandline. Each argument itself is either a primitive or a list of primitives. A primitive is either atomic or a term `file(Spec)`. Using `file(Spec)`, the system inserts a filename using the OS filename conventions which is properly quoted if needed.

*Options:*

**stdin**(*Spec*)

**stdout**(*Spec*)

**stderr**(*Spec*)

Bind the standard streams of the new process. *Spec* is one of the terms below. If `pipe(Pipe)` is used, the Prolog stream is a stream in text-mode using the encoding of the default locale. The encoding can be changed using `set_stream/2`. The options `stdout` and `stderr` may use the same stream, in which case both output streams are connected to the same Prolog stream.

**std**

Just share with the Prolog I/O streams

**null**

Bind to a *null* stream. Reading from such a stream returns end-of-file, writing produces no output

**pipe**(-*Stream*)

Attach input and/or output to a Prolog stream.

**cwd**(+*Directory*)

Run the new process in *Directory*. *Directory* can be a compound specification, which is converted using `absolute_file_name/3`.

**env**(+*List*)

Specify the environment for the new process. *List* is a list of Name=Value terms. Note that the current implementation does not pass any environment variables. If unspecified, the environment is inherited from the Prolog process.

**process**(-*PID*)

Unify *PID* with the process id of the created process.

**detached**(+*Bool*)

In Unix: If `true`, detach the process from the terminal. Currently mapped to `setsid()`; Also creates a new process group for the child. In Windows: If `true`, detach the process from the current job via the `CREATE_BREAKAWAY_FROM_JOB` flag. In Vista and beyond, processes launched from the shell directly have the 'compatibility assistant' attached to them automatically unless they have a UAC manifest embedded in them. This means that you will get a permission denied error if you try and assign the newly-created PID to a job you create yourself.

**window**(+*Bool*)

If `true`, create a window for the process (Windows only)

**priority(+Priority)**

In Unix: specifies the process priority for the newly created process. *Priority* must be an integer between -20 and 19. Positive values are nicer to others, and negative values are less so. The default is zero. Users are free to lower their own priority. Only the super-user may *raise* it to less-than zero.

If the user specifies the `process(-PID)` option, he **must** call `process_wait/2` to reclaim the process. Without this option, the system will wait for completion of the process after the last pipe stream is closed.

If the process is not waited for, it must succeed with status 0. If not, an `process_error` is raised.

**Windows notes**

On Windows this call is an interface to the `CreateProcess()` API. The commandline consists of the basename of *Exe* and the arguments formed from *Args*. Arguments are separated by a single space. If all characters satisfy `iswalnum()` it is unquoted. If the argument contains a double-quote it is quoted using single quotes. If both single and double quotes appear a `domain_error` is raised, otherwise double-quotes are used.

The `CreateProcess()` API has many options. Currently only the `CREATE_NO_WINDOW` option is supported through the `window(+Bool)` option. If omitted, the default is to use this option if the application has no console. Future versions are likely to support more window specific options and replace `win_exec/2`.

**Examples**

First, a very simple example that behaves the same as `shell('ls -l')`, except for error handling:

```
?- process_create(path(ls), ['-l'], []).
```

The following example uses `grep` to find all matching lines in a file.

```
grep(File, Pattern, Lines) :-
    process_create(path(grep), [ Pattern, file(File) ],
        [ stdout(pipe(Out))
          ]),
    read_lines(Out, Lines).

read_lines(Out, Lines) :-
    read_line_to_codes(Out, Line1),
    read_lines(Line1, Out, Lines).

read_lines(end_of_file, _, []) :- !.
read_lines(Codes, Out, [Line|Lines]) :-
    atom_codes(Line, Codes),
    read_line_to_codes(Out, Line2),
    read_lines(Line2, Out, Lines).
```

**Errors** `process_error(Exe, Status)` where `Status` is one of `exit(Code)` or `killed(Signal)`. Raised if the process does not exit with status 0.

**process\_id(-PID)** [det]

True if `PID` is the process id of the running Prolog process.

**deprecated** Use `current_prolog_flag(pid, PID)`

**process\_id(+Process, -PID)** [det]

`PID` is the process id of `Process`. Given that they are united in SWI-Prolog, this is a simple unify.

**is\_process(+PID)** [semidet]

True if `PID` might be a process. Succeeds for any positive integer.

**process\_release(+PID)**

Release process handle. In this implementation this is the same as `process_wait(PID, _)`.

**process\_wait(+PID, -Status)** [det]

**process\_wait(+PID, -Status, +Options)** [det]

True if `PID` completed with `Status`. This call normally blocks until the process is finished.  
*Options:*

**timeout(+Timeout)**

Default: `infinite`. If this option is a number, the waits for a maximum of `Timeout` seconds and unifies `Status` with `timeout` if the process does not terminate within `Timeout`. In this case `PID` is *not* invalidated. On Unix systems only `timeout 0` and `infinite` are supported. A 0-value can be used to poll the status of the process.

**release(+Bool)**

Do/do not release the process. We do not support this flag and a `domain_error` is raised if `release(false)` is provided.

Arguments

---

`Status` is one of `exit(Code)` or `killed(Signal)`, where `Code` and `Signal` are integers.

**process\_kill(+PID)** [det]

**process\_kill(+PID, +Signal)** [det]

Send signal to process `PID`. Default is `term`. `Signal` is an integer, Unix signal name (e.g. `SIGSTOP`) or the more Prolog friendly variation one gets after removing `SIG` and downcase the result: `stop`. On Windows systems, `Signal` is ignored and the process is terminated using the `TerminateProcess()` API. On Windows systems `PID` must be obtained from `process_create/3`, while any `PID` is allowed on Unix systems.

**Compatibility** SICStus does not accept the prolog friendly version. We choose to do so for compatibility with `on.signal/3`.

**process\_group\_kill(+PID)** [det]

**process\_group\_kill(+PID, +Signal)** [det]

Send signal to the group containing process *PID*. Default is `term`. See `process_wait/1` for a description of signal handling. In Windows, the same restriction on *PID* applies: it must have been created from `process_create/3`, and the the group is terminated via the `TerminateJobObject` API.

### 3 library(filesex): Extended operations on files

This module provides additional operations on files. This covers both more obscure and possible non-portable low-level operations and high-level utilities.

Using these Prolog primitives is typically to be preferred over using operating system primitives through `shell/1` or `process_create/3` because (1) there are no potential file name quoting issues, (2) there is no dependency on operating system commands and (3) using the implementations from this library is usually faster.

**set\_time\_file(+File, -OldTimes, +NewTimes)** [det]

Query and set POSIX time attributes of a file. Both *OldTimes* and *NewTimes* are lists of option-terms. Times are represented in SWI-Prolog's standard floating point numbers. New times may be specified as `now` to indicate the current time. Defined options are:

**access(Time)**

Describes the time of last access of the file. This value can be read and written.

**modified(Time)**

Describes the time the contents of the file was last modified. This value can be read and written.

**changed(Time)**

Describes the time the file-structure itself was changed by adding (`link()`) or removing (`unlink()`) names.

Below are some example queries. The first retrieves the access-time, while the second sets the last-modified time to the current time.

```
?- set_time_file(foo, [access(Access)], []).  
?- set_time_file(foo, [], [modified(now)]).
```

**link\_file(+OldPath, +NewPath, +Type)** [det]

Create a link in the filesystem from *NewPath* to *OldPath*. *Type* defines the type of link and is one of `hard` or `symbolic`.

With some limitations, these functions also work on Windows. First of all, the unerlying filesystem must support links. This requires NTFS. Second, symbolic links are only supported in Vista and later.

**Errors** `domain_error(link_type, Type)` if the requested link-type is unknown or not supported on the target OS.

**relative\_file\_name(+Path:atom, +RelTo:atom, -RelPath:atom)** [det]

**relative\_file\_name(-Path:atom, +RelTo:atom, +RelPath:atom)** [det]

True when *RelPath* is *Path*, relative to *RelTo*. *Path* and *RelTo* are first handed to `absolute_file_name/2`, which makes the absolute **and** canonical. Below are two examples:

```
?- relative_file_name('/home/janw/nice',
                      '/home/janw/deep/dir/file', Path).
Path = '../../nice'.

?- relative_file_name(Path, '/home/janw/deep/dir/file', '../../nice').
Path = '/home/janw/nice'.
```

Arguments

---

*All* paths must be in canonical POSIX notation, i.e., using / to separate segments in the path. See `prolog_to_os_filename/2`.

**bug** This predicate is defined as a *syntactical* operation.

**directory\_file\_path(+Directory, +File, -Path)** [det]

**directory\_file\_path(?Directory, ?File, +Path)** [det]

True when *Path* is the full path-name for *File* in *Dir*. This is comparable to `atom_concat(Directory, File, Path)`, but it ensures there is exactly one / between the two parts. Notes:

- In mode (+,+,-), if *File* is given and absolute, *Path* is unified to *File*.
- Mode (-,-,+) uses `file_directory_name/2` and `file_base_name/2`

**copy\_file(From, To)** [det]

Copy a file into a new file or directory. The data is copied as binary data.

**make\_directory\_path(+Dir)** [det]

Create *Dir* and all required components (like `mkdir -p`). Can raise various file-specific exceptions.

**copy\_directory(+From, +To)** [det]

Copy the contents of the directory *From* to *To* (recursively). If *To* is the name of an existing directory, the *contents* of *From* are copied into *To*. I.e., no subdirectory using the basename of *From* is created.

**delete\_directory\_and\_contents(+Dir)** [det]

Recursively remove the directory *Dir* and its contents. If *Dir* is a symbolic link or symbolic links inside *Dir* are encountered, the links are removed rather than their content. Use with care!

**delete\_directory\_contents(+Dir)** [det]

Remove all content from directory *Dir*, without removing *Dir* itself. Similar to `delete_directory_and_contents/2`, if symbolic links are encountered in *Dir*, the links are removed rather than their content.



## 4 library(uid): User and group management on Unix systems

**See also** Please check the documentation of your OS for details on the semantics of this predicates.

This module provides an interface to user and group information on Posix systems. In addition, it allows for changing user and group ids.

**getuid(-UID)** [det]

*UID* is the real user ID of the calling process.

**getgid(-GID)** [det]

*GID* is the real group ID of the calling process.

**geteuid(-UID)** [det]

*UID* is the effective user ID of the calling process.

**getegid(-GID)** [det]

*GID* is the effective group ID of the calling process.

**user\_info(+User, -UserData)** [det]

*UserData* represent the passwd information for *User*. *User* is either a numeric UID or a user name. The predicate `user_data/3` can be used to extract information from *UserData*.

**user\_data(?Field, ?UserData, ?Value)**

*Value* is the value for *Field* in *UserData*. Defined fields are:

**name**

Name of the user

**password**

Password hash of the user (or `x` if this is not accessible)

**uid**

Numeric user id of the user

**gid**

Numeric primary group id of the user

**comment**

The *gecos* field

**home**

Home directory of the user

**shell**

Default (login) shell of the user.

**group\_info(+Group, -GroupData)** [det]

*GroupData* represent the group information for *Group*. *Group* is either a numeric GID or a group name. The predicate `group_data/3` can be used to extract information from *GroupData*.

**group\_data(?Field, ?GroupData, ?Value)**

*Value* is the value for *Field GroupData*. Defined fields are:

**name**

Name of the user

**password**

Password hash of the user (or × if this is not accessible)

**gid**

Numeric group id of the group

**members**

List of user-names that are member of this group.

**setuid(+UID)**

Set the user id of the calling process.

**seteuid(+UID)**

Set the effective user id of the calling process.

**setgid(+GID)**

Set the group id of the calling process.

**setegid(+GID)**

Set the effective group id of the calling process.

**set\_user\_and\_group(+User)**

[det]

**set\_user\_and\_group(+User, +Group)**

[det]

Set the UID and GID to the *User*. *User* is either a UID or a user name. If *Group* is not specified, the primary group of *User* is used.

## 5 library(syslog): Unix syslog interface

See also

- detach\_IO/1 to detach normal I/O of the process and remove it from the process group.
- fork/1 to create a daemon process.
- library(uid) to manage user identifiers (e.g., drop root privileges).

This library provides an interface to the Unix syslog() facility. The interface is an almost direct translation of the POSIX syslog API, with two additions:

- syslog/3 exploits format/3 to format syslog messages
- The library integrates into library(debug) using prolog:debug\_print\_hook/3, where debug *topics* are mapped to syslog *priorities* and remaining debug *topics* are mapped to the syslog *priority* debug.

Note that this interface makes no attempt to abstract over logging facilities of operating systems. We expect that such abstractions will be implemented at the Prolog level using multiple integrations into library(debug).

**openlog**(+Ident:atom, +Options:list(atom), +Facility:atom) [det]  
 Open system log. This predicate provides a direct interface into the openlog() library call. If the library call is successful, it runs `at_halt(close_log)` to ensure closing the system log on clean exit.

	Arguments
<i>Ident</i>	prepended to every message, and is typically set to the program name.
<i>Options</i>	is a list of options. Values are corresponding C options, after removing <code>=LOG_</code> and translation to lower case: <code>cons</code> , <code>ndelay</code> , <code>nowait</code> , <code>odelay</code> , <code>perror</code> , <code>pid</code> .
<i>Facility</i>	is one of <code>auth</code> , <code>authpriv</code> , <code>cron</code> , <code>daemon</code> , <code>ftp</code> , <code>kern</code> , <code>local0</code> ... <code>local7</code> , <code>lpr</code> , <code>mail</code> , <code>news</code> , <code>syslog</code> , <code>user</code> or <code>uucp</code> .

**syslog**(+Priority, +Message) [det]  
 Send a message to the system log. Note that `syslog/2` implicitly opens a connection to the system log if such a connection has not been opened explicitly using `openlog/3`.

	Arguments
<i>Priority</i>	is one of <code>emerg</code> , <code>alert</code> , <code>crit</code> , <code>err</code> , <code>warning</code> , <code>notice</code> , <code>info</code> or <code>debug</code> .

**syslog**(+Priority, +Format, +Args) [det]  
 Send a formatted message to the system log if system logging is opened using `openlog/3`. This predicate combined `format/3` with `syslog/2`. If there is no open `syslog` connection, `syslog/3` calls `print_message/2`.

**close\_log** [det]  
 Close the system log.

**prolog:debug\_print\_hook**(+Topic, +Format, +Args) [semidet,multifile]  
 Integration of `debug/3` with the `syslog` facility. If `syslog` is enabled, `debug/3` is re-routed to use the `syslog` facilities. If the *topic* of the debug message matches one of the *syslog priority* values (see `syslog/2`), the message is sent with the corresponding `syslog` priority. Otherwise it is sent with the `debug` priority.

## 6 library(socket): Network socket (TCP and UDP) library

The `library(socket)` provides TCP and UDP inet-domain sockets from SWI-Prolog, both client and server-side communication. The interface of this library is very close to the Unix socket interface, also supported by the MS-Windows *winsock* API. SWI-Prolog applications that wish to communicate with multiple sources have three options:

- Use I/O multiplexing based on `wait_for_input/3`. On Windows systems this can only be used for sockets, not for general (device-) file handles.
- Use multiple threads, handling either a single blocking socket or a pool using I/O multiplexing as above.
- Using XPC's class `socket` which synchronises socket events in the GUI event-loop.

## 6.1 Client applications

Using this library to establish a TCP connection to a server is as simple as opening a file. See also `http_open/3`.

```
dump_swi_homepage :-
    setup_call_cleanup(
        tcp_connect(www.swi-prolog.org:http, Stream, []),
        ( format(Stream,
            'GET / HTTP/1.1~n~n\c
            Host: www.swi-prolog.org~n~n\c
            Connection: close~n~n', []),
        flush_output(Stream),
        copy_stream_data(Stream, current_output)
    ),
    close(S)).
```

To deal with timeouts and multiple connections, threads, `wait_for_input/3` and/or non-blocking streams (see `tcp_fcntl/3`) can be used.

## 6.2 Server applications

The typical sequence for generating a server application is given below. To close the server, use `close/1` on *AcceptFd*.

```
create_server(Port) :-
    tcp_socket(Socket),
    tcp_bind(Socket, Port),
    tcp_listen(Socket, 5),
    tcp_open_socket(Socket, AcceptFd, _),
    <dispatch>
```

There are various options for `<dispatch>`. The most commonly used option is to start a Prolog thread to handle the connection. Alternatively, input from multiple clients can be handled in a single thread by listening to these clients using `wait_for_input/3`. Finally, on Unix systems, we can use `fork/1` to handle the connection in a new process. Note that `fork/1` and threads do not cooperate well. Combinations can be realised but require good understanding of POSIX thread and fork-semantics.

Below is the typical example using a thread. Note the use of `setup_call_cleanup/3` to guarantee that all resources are reclaimed, also in case of failure or exceptions.

```
dispatch(AcceptFd) :-
    tcp_accept(AcceptFd, Socket, _Peer),
    thread_create(process_client(Socket, Peer), _,
        [ detached(true)
        ]),
    dispatch(AcceptFd).
```

```

process_client(Socket, Peer) :-
    setup_call_cleanup(
        tcp_open_socket(Socket, StreamPair),
        handle_service(In, StreamPair),
        close(StreamPair)).

handle_service(StreamPair) :-
    ...

```

### 6.3 TCP socket predicates

**tcp\_socket(-SocketId)** [det]  
 Creates an INET-domain stream-socket and unifies an identifier to it with *SocketId*. On MS-Windows, if the socket library is not yet initialised, this will also initialise the library.

**tcp\_close\_socket(+SocketId)** [det]  
 Closes the indicated socket, making *SocketId* invalid. Normally, sockets are closed by closing both stream handles returned by `open_socket/3`. There are two cases where `tcp_close_socket/1` is used because there are no stream-handles:

- If, after `tcp_accept/3`, the server uses `fork/1` to handle the client in a sub-process. In this case the accepted socket is not longer needed from the main server and must be discarded using `tcp_close_socket/1`.
- If, after discovering the connecting client with `tcp_accept/3`, the server does not want to accept the connection, it should discard the accepted socket immediately using `tcp_close_socket/1`.

**tcp\_open\_socket(+SocketId, -StreamPair)** [det]  
 Create streams to communicate to *SocketId*. If *SocketId* is a master socket (see `tcp_bind/2`), *StreamPair* should be used for `tcp_accept/3`. If *SocketId* is a connected (see `tcp_connect/2`) or accepted socket (see `tcp_accept/3`), *StreamPair* is unified to a stream pair (see `stream_pair/3`) that can be used for reading and writing. The stream or pair must be closed with `close/1`, which also closes *SocketId*.

**tcp\_open\_socket(+SocketId, -InStream, -OutStream)** [det]  
 Similar to `tcp_open_socket/2`, but creates two separate sockets where `tcp_open_socket/2` would have created a stream pair.

**deprecated** New code should use `tcp_open_socket/2` because closing a stream pair is much easier to perform safely.

**tcp\_bind(SocketId, ?Address)** [det]  
 Bind the socket to *Address* on the current machine. This operation, together with `tcp_listen/2` and `tcp_accept/3` implement the *server-side* of the socket interface. *Address* is either an plain *Port* or a term `HostPort`. The first form binds the socket to

the given port on all interfaces, while the second only binds to the matching interface. A typical example is below, causing the socket to listen only on port 8080 on the local machine's network.

```
tcp_bind(Socket, localhost:8080)
```

If *Port* is unbound, the system picks an arbitrary free port and unifies *Port* with the selected port number. *Port* is either an integer or the name of a registered service. See also `tcp_connect/4`.

**tcp\_listen(+SocketId, +BackLog)**

[det]

Tells, after `tcp_bind/2`, the socket to listen for incoming requests for connections. Backlog indicates how many pending connection requests are allowed. Pending requests are requests that are not yet acknowledged using `tcp_accept/3`. If the indicated number is exceeded, the requesting client will be signalled that the service is currently not available. A commonly used default value for Backlog is 5.

**tcp\_connect(+SocketId, +HostAndPort)**

[det]

Connect *SocketId*. After successful completion, `tcp_open_socket/3` can be used to create I/O-Streams to the remote socket. This predicate is part of the low level client API. A connection to a particular host and port is realised using these steps:

```
tcp_socket(Socket),
tcp_connect(Socket, Host:Port),
tcp_open_socket(Socket, StreamPair)
```

Typical client applications should use the high level interface provided by `tcp_connect/3` which avoids resource leaking if a step in the process fails and can be hooked to support proxies. For example:

```
setup_cal_cleanup(
    tcp_connect(Host:Port, StreamPair, []),
    talk(StreamPair),
    close(StreamPair))
```

**tcp\_connect(+Socket, +Address, -Read, -Write)**

[det]

Connect a (client) socket to *Address* and return a bi-directional connection through the stream-handles *Read* and *Write*. This predicate may be hooked by defining `socket:tcp_connect_hook/4` with the same signature. Hooking can be used to deal with proxy connections. E.g.,

```
:- multifile socket:tcp_connect_hook/4.

socket:tcp_connect_hook(Socket, Address, Read, Write) :-
    proxy(ProxyAddress),
    tcp_connect(Socket, ProxyAddress),
```

```
tcp_open_socket(Socket, Read, Write),
proxy_connect(Address, Read, Write).
```

**deprecated** New code should use `tcp_connect/3` called as `tcp_connect(+Address, -StreamPair, +Options)`.

**tcp\_connect(+Address, -StreamPair, +Options)** [det]

**tcp\_connect(+Socket, +Address, -StreamPair)** [det]

Establish a TCP communication as a client. The `+, -, +` mode is the preferred way for a client to establish a connection. This predicate can be hooked to support network proxies. To use a proxy, the hook `proxy_for_url/3` must be defined. Permitted options are:

**bypass\_proxy(+Boolean)**

Defaults to `false`. If `true`, do not attempt to use any proxies to obtain the connection

**nodelay(+Boolean)**

Defaults to `false`. If `true`, set `nodelay` on the resulting socket using `tcp_setopt(Socket, nodelay)`

The `+, +, -` mode is deprecated and does not support proxies. It behaves like `tcp_connect/4`, but creates a stream pair (see `stream_pair/3`).

**Errors** `proxy_error(tried(ResultList))` is raised by mode `(+, -, +)` if proxies are defined by `proxy_for_url/3` but no proxy can establish the connection. *ResultList* contains one or more terms of the form `false(Proxy)` for a hook that simply failed or `error(Proxy, ErrorTerm)` for a hook that raised an exception.

**See also** `library(http/http_proxy)` defines a hook that allows to connect through HTTP proxies that support the `CONNECT` method.

**try\_proxy(+Proxy, +TargetAddress, -Socket, -StreamPair)** [semidet,multifile]

Attempt a socket-level connection via the given proxy to *TargetAddress*. The *Proxy* argument must match the output argument of `proxy_for_url/3`. The predicate `tcp_connect/3` (and `http_open/3` from the `library(http/http_open)`) collect the results of failed proxies and raise an exception no proxy is capable of realizing the connection.

The default implementation recognises the values for *Proxy* described below. The `library(http/http_proxy)` adds `proxy(Host,Port)` which allows for HTTP proxies using the `CONNECT` method.

**direct**

Do not use any proxy

**socks(Host, Port)**

Use a SOCKS5 proxy

**proxy\_for\_url(+URL, +Hostname, -Proxy)** [nondet,multifile]

This hook can be implemented to return a proxy to try when connecting to *URL*. Returned proxies are tried in the order in which they are returned by the multifile hook `try_proxy/4`. Pre-defined proxy methods are:

**direct**

connect directly to the resource

**proxy(*Host, Port*)**

Connect to the resource using an HTTP proxy. If the resource is not an HTTP *URL*, then try to connect using the CONNECT verb, otherwise, use the GET verb.

**socks(*Host, Port*)**

Connect to the resource via a SOCKS5 proxy

These correspond to the proxy methods defined by PAC *Proxy* auto-config. Additional methods can be returned if suitable clauses for `http:http_connection_over_proxy/6` or `try_proxy/4` are defined.

**tcp\_setopt(+*SocketId*, +*Option*)***[det]*

Set options on the socket. Defined options are:

**reuseaddr**

Allow servers to reuse a port without the system being completely sure the port is no longer in use.

**bindtodevice(+*Device*)**

Bind the socket to *Device* (an atom). For example, the code below binds the socket to the *loopback* device that is typically used to realise the *localhost*. See the manual pages for `setsockopt()` and the socket interface (e.g., `socket(7)` on Linux) for details.

```
tcp_socket(Socket),
tcp_setopt(Socket, bindtodevice(lo))
```

**nodelay****nodelay(*true*)**

If *true*, disable the Nagle optimization on this socket, which is enabled by default on almost all modern TCP/IP stacks. The Nagle optimization joins small packages, which is generally desirable, but sometimes not. Please note that the underlying TCP\_NODELAY setting to `setsockopt()` is not available on all platforms and systems may require additional privileges to change this option. If the option is not supported, `tcp_setopt/2` raises a `domain_error` exception. See Wikipedia for details.

**broadcast**

UDP sockets only: broadcast the package to all addresses matching the address. The address is normally the address of the local subnet (i.e. 192.168.1.255). See `udp_send/4`.

**dispatch(+*Boolean*)**

In GUI environments (using XPCE or the Windows `swipl-win.exe` executable) this flag defines whether or not any events are dispatched on behalf of the user interface. Default is *true*. Only very specific situations require setting this to *false*.

**tcp\_fcntl(+*Stream*, +*Action*, ?*Argument*)***[det]*

Interface to the `fcntl()` call. Currently only suitable to deal switch stream to non-blocking mode using:

```
tcp_fcntl(Stream, setfl, nonblock),
```



An attempt to read from a non-blocking stream while there is no data available returns -1 (or `end_of_file` for `read/1`), but `at_end_of_stream/1` fails. On actual end-of-input, `at_end_of_stream/1` succeeds.

**tcp\_host\_to\_address**(?HostName, ?Address) [det]

Translate between a machines host-name and it's (IP-)address. If *HostName* is an atom, it is resolved using `getaddrinfo()` and the IP-number is unified to *Address* using a term of the format `ip(Byte1,Byte2,Byte3,Byte4)`. Otherwise, if *Address* is bound to an `ip(Byte1,Byte2,Byte3,Byte4)` term, it is resolved by `gethostbyaddr()` and the canonical hostname is unified with *HostName*.

**To be done** This function should support more functionality provided by `gethostbyaddr`, probably by adding an option-list.

**gethostname**(-Hostname) [det]

Return the canonical fully qualified name of this host. This is achieved by calling `gethostname()` and return the canonical name returned by `getaddrinfo()`.

**negotiate\_socks\_connection**(+DesiredEndpoint, +StreamPair) [det]

Negotiate a connection to *DesiredEndpoint* over *StreamPair*. *DesiredEndpoint* should be in the form of either:

- `hostname : port`
- `ip(A,B,C,D) : port`

**Errors** `socks_error(Details)` if the SOCKS negotiation failed.

## 6.4 UDP protocol support

The current library provides limited support for UDP packets. The UDP protocol is a *connection-less* and *unreliable* datagram based protocol. That means that messages sent may or may not arrive at the client side and may arrive in a different order as they are sent. UDP messages are often used for streaming media or for service discovery using the broadcasting mechanism.

**udp\_socket**(-Socket)

Similar to `tcp_socket/1`, but create a socket using the `SOCK_DGRAM` protocol, ready for UDP connections.

**udp\_receive**(+Socket, -Data, -From, +Options)

Wait for and return the next datagram. The data is returned as a Prolog string object (see `string_to_list/2`). *From* is a term of the format `ip(A,B,C,D):Port` indicating the sender of the message. *Socket* can be waited for using `wait_for_input/3`. Defined *Options*:

**as**(+Type)

Defines the returned term-type. *Type* is one of `atom`, `codes` or `string` (default).

**max\_message\_size**(+Size)

Specify the maximum number of bytes to read from a UDP datagram. *Size* must be within the range 0-65535. If unspecified, a maximum of 4096 bytes will be read.

The typical sequence to receive UDP data is:

```
receive(Port) :-
    udp_socket(S),
    tcp_bind(S, Port),
    repeat,
        udp_receive(Socket, Data, From, [as(atom)]),
        format('Got ~q from ~q~n', [Data, From]),
    fail.
```

#### **udp\_send(+Socket, +Data, +To, +Options)**

Send a UDP message. *Data* is a string, atom or code-list providing the data. *To* is an address of the form *Host:Port* where *Host* is either the hostname or a term `ip/4`. *Options* is currently unused.

A simple example to send UDP data is:

```
send(Host, Port, Message) :-
    udp_socket(S),
    udp_send(S, Message, Host:Port, []),
    tcp_close_socket(S).
```

A broadcast is achieved by using `tcp_setopt(Socket, broadcast)` prior to sending the datagram and using the local network broadcast address as a `ip/4` term.

The normal mechanism to discover a service on the local network is for the client to send a broadcast message to an agreed port. The server receives this message and replies to the client with a message indicating further details to establish the communication.

## **7 The stream\_pool library**

The `streampool` library dispatches input from multiple streams based on `wait_for_input/3`. It is part of the `clib` package as it is used most of the time together with the `socket` library. On non-Unix systems it often can only be used with socket streams.

With SWI-Prolog 5.1.x, multi-threading often provides a good alternative to using this library. In this schema one thread watches the listening socket waiting for connections and either creates a thread per connection or processes the accepted connections with a pool of *worker threads*. The library `http/thread.httpd` provides an example realising a multi-threaded HTTP server.

#### **add\_stream\_to\_pool(+Stream, :Goal)**

Add *Stream*, which must be an input stream and —on non-unix systems— connected to a socket to the pool. If input is available on *Stream*, *Goal* is called.

#### **delete\_stream\_from\_pool(+Stream)**

Delete the given stream from the pool. Succeeds, even if *Stream* is no member of the pool. If *Stream* is unbound the entire pool is emptied but unlike `close_stream_pool/0` the streams are not closed.

### **close\_stream\_pool**

Empty the pool, closing all streams that are part of it.

### **dispatch\_stream\_pool(+Timeout)**

Wait for maximum of *Timeout* for input on any of the streams in the pool. If there is input, call the *Goal* associated with `add_stream_to_pool/2`. If *Goal* fails or raises an exception a message is printed. *Timeout* is described with `wait_for_input/3`.

If *Goal* is called, there is *some* input on the associated stream. *Goal* must be careful not to block as this will block the entire pool.<sup>1</sup>

### **stream\_pool\_main\_loop**

Calls `dispatch_stream_pool/1` in a loop until the pool is empty.

Below is a very simple example that reads the first line of input and echos it back.

```
:- use_module(library(streampool)).

server(Port) :-
    tcp_socket(Socket),
    tcp_bind(Socket, Port),
    tcp_listen(Socket, 5),
    tcp_open_socket(Socket, In, _Out),
    add_stream_to_pool(In, accept(Socket)),
    stream_pool_main_loop.

accept(Socket) :-
    tcp_accept(Socket, Slave, Peer),
    tcp_open_socket(Slave, In, Out),
    add_stream_to_pool(In, client(In, Out, Peer)).

client(In, Out, _Peer) :-
    read_line_to_codes(In, Command),
    close(In),
    format(Out, 'Please to meet you: ~s~n', [Command]),
    close(Out),
    delete_stream_from_pool(In).
```

## **8 library(uri): Process URIs**

This library provides high-performance C-based primitives for manipulating URIs. We decided for a C-based implementation for the much better performance on raw character manipulation. Notably, URI handling primitives are used in time-critical parts of RDF processing. This implementation is based on RFC-3986:

---

<sup>1</sup>This is hard to achieve at the moment as none of the Prolog read-commands provide for a timeout.

```
http://labs.apache.org/webarch/uri/rfc/rfc3986.html
```

The URI processing in this library is rather liberal. That is, we break URIs according to the rules, but we do not validate that the components are valid. Also, percent-decoding for IRIs is liberal. It first tries UTF-8; then ISO-Latin-1 and finally accepts %-characters verbatim.

Earlier experience has shown that strict enforcement of the URI syntax results in many errors that are accepted by many other web-document processing tools.

**uri.components(+URI, -Components)** [det]

**uri.components(-URI, +Components)** [det]

Break a *URI* into its 5 basic components according to the RFC-3986 regular expression:

```
^(([^:/?#]+):)?(//([^/?#]*))?([^?#]*)(\?([^#]*))?(#(.*))?
12           3 4           5           6 7           8 9
```

	Arguments
<i>Components</i>	is a term <code>uri_components(Scheme, Authority, Path, Search, Fragment)</code> .
	See <code>uri_data/3</code> for accessing this structure.

**uri\_data(?Field, +Components, ?Data)** [semidet]

Provide access the `uri_component` structure. Defined field-names are: `scheme`, `authority`, `path`, `search` and `fragment`

**uri.data(+Field, +Components, +Data, -NewComponents)** [semidet]

*NewComponents* is the same as *Components* with *Field* set to *Data*.

**uri.normalized(+URI, -NormalizedURI)** [det]

*NormalizedURI* is the normalized form of *URI*. Normalization is syntactic and involves the following steps:

- 6.2.2.1. Case Normalization
- 6.2.2.2. Percent-Encoding Normalization
- 6.2.2.3. Path Segment Normalization

**iri.normalized(+IRI, -NormalizedIRI)** [det]

*NormalizedIRI* is the normalized form of *IRI*. Normalization is syntactic and involves the following steps:

- 6.2.2.1. Case Normalization
- 6.2.2.3. Path Segment Normalization

**See also** This is similar to `uri.normalized/2`, but does not do normalization of %-escapes.

**uri\_normalized\_iri(+URI, -NormalizedIRI)** [det]

As `uri_normalized/2`, but percent-encoding is translated into IRI Unicode characters. The translation is liberal: valid UTF-8 sequences of %-encoded bytes are mapped to the Unicode character. Other %XX-sequences are mapped to the corresponding ISO-Latin-1 character and sole % characters are left untouched.

See also `uri_iri/2`.

**uri\_is\_global(+URI)** [semidet]

True if *URI* has a scheme. The semantics is the same as the code below, but the implementation is more efficient as it does not need to parse the other components, nor needs to bind the scheme.

```
uri_is_global(URI) :-
    uri_components(URI, Components),
    uri_data(scheme, Components, Scheme),
    nonvar(Scheme).
```

**uri\_resolve(+URI, +Base, -GlobalURI)** [det]

Resolve a possibly local *URI* relative to *Base*. This implements <http://labs.apache.org/webarch/uri/rfc/rfc3986.html#relative-transform>

**uri\_normalized(+URI, +Base, -NormalizedGlobalURI)** [det]

*NormalizedGlobalURI* is the normalized global version of *URI*. Behaves as if defined by:

```
uri_normalized(URI, Base, NormalizedGlobalURI) :-
    uri_resolve(URI, Base, GlobalURI),
    uri_normalized(GlobalURI, NormalizedGlobalURI).
```

**iri\_normalized(+IRI, +Base, -NormalizedGlobalIRI)** [det]

*NormalizedGlobalIRI* is the normalized global version of *IRI*. This is similar to `uri_normalized/3`, but does not do %-escape normalization.

**uri\_normalized\_iri(+URI, +Base, -NormalizedGlobalIRI)** [det]

*NormalizedGlobalIRI* is the normalized global IRI of *URI*. Behaves as if defined by:

```
uri_normalized(URI, Base, NormalizedGlobalIRI) :-
    uri_resolve(URI, Base, GlobalURI),
    uri_normalized_iri(GlobalURI, NormalizedGlobalIRI).
```

**uri\_query\_components(+String, -Query)** [det]

**uri\_query\_components(-String, +Query)** [det]

Perform encoding and decoding of an URI query string. *Query* is a list of fully decoded (Unicode) Name=Value pairs. In mode (-,+), query elements of the forms Name(Value) and Name-Value are also accepted to enhance interoperability with the option and pairs libraries. E.g.

```

?- uri_query_components(QS, [a=b, c('d+w'), n='VU Amsterdam']).
QS = 'a=b&c=d%2Bw&n=VU%20Amsterdam'.

?- uri_query_components('a=b&c=d%2Bw&n=VU%20Amsterdam', Q).
Q = [a=b, c='d+w', n='VU Amsterdam'].

```

**uri\_authority\_components(+Authority, -Components)** [det]

**uri\_authority\_components(-Authority, +Components)** [det]

Break-down the authority component of a URI. The fields of the structure *Components* can be accessed using `uri_authority_data/3`.

**uri\_authority\_data(+Field, ?Components, ?Data)** [semidet]

Provide access the `uri_authority` structure. Defined field-names are: `user`, `password`, `host` and `port`

**uri\_encoded(+Component, +Value, -Encoded)** [det]

**uri\_encoded(+Component, -Value, +Encoded)** [det]

*Encoded* is the URI encoding for *Value*. When encoding (*Value*→*Encoded*), *Component* specifies the URI component where the value is used. It is one of `query_value`, `fragment` or `path`. Besides alphanumerical characters, the following characters are passed verbatim (the set is split in logical groups according to RFC3986).

**query\_value, fragment** `"-._~" | "!'$( )*,;'" | "':@'" | "/"`

**path** `"-._~" | "!'$( )*,;= '" | "':@'" | "/"`

**uri\_iri(+URI, -IRI)** [det]

**uri\_iri(-URI, +IRI)** [det]

Convert between a *URI*, encoded in US-ASCII and an *IRI*. An *IRI* is a fully expanded Unicode string. Unicode strings are first encoded into UTF-8, after which %-encoding takes place.

**Errors** `syntax_error(Culprit)` in mode (+,-) if *URI* is not a legally percent-encoded UTF-8 string.

**uri\_file\_name(+URI, -FileName)** [semidet]

**uri\_file\_name(-URI, +FileName)** [det]

Convert between a *URI* and a local *file\_name*. This protocol is covered by RFC 1738. Please note that file-URIs use *absolute* paths. The mode (-, +) translates a possible relative path into an absolute one.

## 9 CGI Support library

This is currently a very simple library, providing support for obtaining the form-data for a CGI script:

**cgi\_get\_form(-Form)**

Decodes standard input and the environment variables to obtain a list of arguments passed to the CGI script. This predicate both deals with the CGI **GET** method as well as the **POST** method. If the data cannot be obtained, an `existence_error` exception is raised.

Below is a very simple CGI script that prints the passed parameters. To test it, compile this program using the command below, copy it to your cgi-bin directory (or make it otherwise known as a CGI-script) and make the query `http://myhost.mydomain/cgi-bin/cgidemo?hello=world`

```
% pl -o cgidemo --goal=main --toplevel=halt -c cgidemo.pl
```

```
:- use_module(library(cgi)).

main :-
    set_stream(current_output, encoding(utf8)),
    cgi_get_form(Arguments),
    format('Content-type: text/html; charset=UTF-8~n~n', []),
    format('<html>~n', []),
    format('<head>~n', []),
    format('<title>Simple SWI-Prolog CGI script</title>~n', []),
    format('</head>~n~n', []),
    format('<body>~n', []),
    format('<p>', []),
    print_args(Arguments),
    format('</body>~n</html>~n', []).

print_args([]).
print_args([A0|T]) :-
    A0 =.. [Name, Value],
    format('<b>~w</b>=<em>~w</em><br>~n', [Name, Value]),
    print_args(T).
```

## 9.1 Some considerations

Printing an HTML document using `format/2` is not a neat way of producing HTML because it is vulnerable to required escape sequences. A high-level alternative is provided by `http/html.write` from the HTTP library.

The startup-time of Prolog is relatively long, in particular if the program is large. In many cases it is much better to use the SWI-Prolog HTTP server library and make the main web-server relay requests to the SWI-Prolog webserver. See the SWI-Prolog HTTP package for details.

The CGI standard is unclear about handling Unicode data. The above two declarations ensure the CGI script will send all data in UTF-8 and thus provide full support of Unicode. It is assumed that browsers generally send form-data using the same encoding as the page in which the form appears, UTF-8 or ISO Latin-1. The current version of `cgi_get_form/1` assumes the CGI data is in UTF-8.

## 10 library(mime): Parse MIME documents

license GPL

This module defines an interface to the rfc2045 (MIME) parsing library by Double Precision, Inc, part of the maildrop system. This library is distributed under the GPL and therefore all code using this library should comply to the GPL.

**mime\_parse(+Data, -Parsed)** *[det]*

True when *Parsed* is a parsed representation of the MIME message in *Data*. *Data* is one of

- stream(In)
- stream(In, Length)
- an Atom, String or list of characters.

*Parsed* is a structure of this form:

**mime(Attributes, Data, SubMimeList)**

Where *Data* is the (decoded) field data returned as an atom. If a part is of type `text/...`, the charset is interpreted as follows: if charset contains UTF-8 or an alias thereof, the text is interpreted as UTF-8. If it the charset can be interpreted as ISO-8859-1 or US-ASCII, no conversion is applied. Otherwise, default locale specific conversion is applied. See also `mime_default_charset/2`.

Attributes is a property-list and SubMimeList is a list of `mime/3` terms reflecting the sub-parts. Attributes contains the following members:

**id(Atom)**

Identifier of the message-part.

**description(Atom)**

Descriptive text for the `\arg{Data}`.

**language(Atom)**

Language in which the text-data is written.

**md5(Atom)**

**type(Atom)**

Denotes the Content-Type, how the `\arg{Data}` should be interpreted.

**character\_set(Atom)**

The character set used for text data. See above.

**transfer\_encoding(Atom)**

How the `\arg{Data}` was encoded. This is not very interesting as the library decodes the content of the message.

**disposition(Atom)**

Where the data comes from. The current library only deals with 'inline' data.

**filename(Atom)**

Name of the file the data should be stored in.



**name(*Atom*)**

Name of the part.

**mime.default\_charset(-*Old*, +*New*)**

[*det*]

True when *Old* reflects the old and new the new default character set of the library. The system default is `us-ascii`. This value is returned into the attribute `character_set` (see `mime_parse/2`) if the message does not explicitly specify the character set. It is used for translating the message content.

**bug** This setting is global and shared between threads.

## 11 Password encryption library

The `crypt` library defines `crypt/2` for encrypting and testing passwords. The `clib` package also provides cryptographic hashes as described in section 13

**crypt(+*Plain*, ?*Encrypted*)**

This predicate can be used in three modes. To test whether a password matches an encrypted version thereof, simply run with both arguments fully instantiated. To generate a default encrypted version of *Plain*, run with unbound *Encrypted* and this argument is unified to a list of character codes holding an encrypted version.

The library supports two encryption formats: traditional Unix DES-hashes<sup>2</sup> and FreeBSD compatible MD5 hashes (all platforms). MD5 hashes start with the magic sequence `$1$`, followed by an up to 8 character *salt*. DES hashes start with a 2 character *salt*. Note that a DES hash considers only the first 8 characters. The MD5 considers the whole string.

Salt and algorithm can be forced by instantiating the start of *Encrypted* with it. This is typically used to force MD5 hashes:

```
?- phrase("$1$", E, _),
    crypt("My password", E),
    format('~s~n', [E]).

$1$qdaDeDZn$ZUxSQEESEHIDCHPNc3fxZ1
```

*Encrypted* is always a list of ASCII character codes. *Plain* only supports ISO-Latin-1 passwords in the current implementation.

*Plain* is either an atom, SWI-Prolog string, list of characters or list of character-codes. It is not advised to use atoms, as this implies the password will be available from the Prolog heap as a defined atom.

## 12 library(uuid): Universally Unique Identifier (UUID) Library

**See also** <http://www.ossdp.org/pkg/lib/uuid/>

---

<sup>2</sup>On non-Unix systems, `crypt()` is provided by the NetBSD library. The license header is added at the end of this document.

**To be done** Compare UUIDs, extract time and version from UUIDs

The library provides operations on UUIDs. Please consult other sources for understanding UUIDs and the implications of the different UUID versions. Some typical calls are given below:

```
?- uuid(X) .  
X = 'ea6589fa-19dd-11e2-8a49-001d92e1879d' .  
  
?- uuid(X, [url('http://www.swi-prolog.org')]) .  
X = '73a07870-6a90-3f2e-ae2b-ffa538dc7c2c' .
```

**uuid(-UUID)** [det]  
*UUID* is an atom representing a new *UUID*. This is the same as calling `uuid(UUID, [])`. See `uuid/2` for options.

**uuid(-UUID, +Options)** [det]  
Create a new *UUID* according to *Options*. The following options are defined:

**version(+Versions)**  
Integer in the range 1..5, which specifies the *UUID* version that is created. Default is 1.

**dns(DNS)**

**url(URL)**

**oid(OID)**

**x500(X500)**  
Provide additional context information for UUIDs using version 3 or 5. If there is no explicit version option, *UUID* version 3 is used.

**format(+Format)**  
Representation of the *UUID*. Default is `atom`, yielding atoms such as `8304efdd-bd6e-5b7c-a27f-83f3f05c64e0`. The alternative is `integer`, returning a large integer that represents the 128 bits of the *UUID*.

## 13 SHA1 and SHA2 Secure Hash Algorithms

The library `sha` provides *Secure Hash Algorithms* approved by FIPS (*Federal Information Processing Standard*). Quoting Wikipedia: “*The SHA (Secure Hash Algorithm) hash functions refer to five FIPS-approved algorithms for computing a condensed digital representation (known as a message digest) that is, to a high degree of probability, unique for a given input data sequence (the message). These algorithms are called ‘secure’ because (in the words of the standard), “for a given algorithm, it is computationally infeasible 1) to find a message that corresponds to a given message digest, or 2) to*

*find two different messages that produce the same message digest. Any change to a message will, with a very high probability, result in a different message digest.”*

The current library supports all 5 approved algorithms, both computing the hash-key from data and the *hash Message Authentication Code* (HMAC).

Input is text, represented as an atom, packed string object or code-list. Note that these functions operate on byte-sequences and therefore are not meaningful on Unicode text. The result is returned as a list of byte-values. This is the most general format that is comfortably supported by standard Prolog and can easily be transformed in other formats. Commonly used text formats are ASCII created by encoding each byte as two hexadecimal digits and ASCII created using *base64* encoding. Representation as a large integer can be desirable for computational processing.

#### **sha\_hash(+Data, -Hash, +Options)**

Hash is the SHA hash of Data. Data is either an atom, packed string or list of character codes. Hash is unified with a list of bytes (integers in the range 0..255) representing the hash. See `hash_atom/2` to convert this into the more commonly seen hexadecimal representation. The conversion is controlled by Options:

##### **algorithm(+Algorithm)**

One of `sha1` (default), `sha224`, `sha256`, `sha384` or `sha512`

##### **encoding(+Encoding)**

This option defines the mapping from Prolog (Unicode) text to bytes on which the SHA algorithm is performed. It has two values. The default is `utf8`, which implies that Unicode text is encoded as UTF-8 bytes. This option can deal with any atom. The alternative is `octet`, which implies that the text is considered as a sequence of bytes. This is suitable for e.g., atoms that represent binary data. An error is raised if the text contains code-points outside the range 0..255.

#### **hmac\_sha(+Key, +Data, -HMAC, +Options)**

Quoting Wikipedia: “A *keyed-hash message authentication code*, or *HMAC*, is a type of *message authentication code* (MAC) calculated using a cryptographic hash function in combination with a secret key. As with any MAC, it may be used to simultaneously verify both the data integrity and the authenticity of a message. Any iterative cryptographic hash function, such as MD5 or SHA-1, may be used in the calculation of an HMAC; the resulting MAC algorithm is termed HMAC-MD5 or HMAC-SHA-1 accordingly. The cryptographic strength of the HMAC depends upon the cryptographic strength of the underlying hash function, on the size and quality of the key and the size of the hash output length in bits.”

Key and Data are either an atom, packed string or list of character codes. HMAC is unified with a list of integers representing the authentication code. Options is the same as for `sha_hash/3`, but currently only `sha1` and `sha256` are supported.

#### **hash\_atom(+Hash, -HexAtom)**

True when HexAtom is the commonly used hexadecimal encoding of the hash code. E.g.,

```
?- sha_hash('SWI-Prolog', Hash, []),
   hash_atom(Hash, Hex).
Hash = [61, 128, 252, 38, 121, 69, 229, 85, 199|...],
Hex = '3d80fc267945e555c730403bd0ab0716e2a68c68'.
```

## 13.1 License terms

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## 14 Memory files

The `memfile` provides an alternative to temporary files, intended for temporary buffering of data. Memory files in general are faster than temporary files and do not suffer from security risks or naming conflicts associated with temporary-file management.

There is no limit to the number of memory streams, nor the size of them. However, a single memory file cannot have multiple streams at the same time, i.e., a memory file cannot be opened multiple times, not even for reading. Memory files are thread-safe and subject to (atom) garbage collection.

These predicates are first of all intended for building higher-level primitives such as `open_codes_stream/3`. See also `format/3`, `atom_to_term/3`, `term_to_atom/2`, `term_string/2`, etc.

### **new\_memory\_file(-Handle)**

Create a new memory file and return a unique opaque handle to it.

### **free\_memory\_file(+Handle)**

Discard the memory file and its contents. If the file is open it is first closed.

### **open\_memory\_file(+Handle, +Mode, -Stream)**

Open the memory-file. *Mode* is one of `read`, `write`, `append`, `update` or `insert`. The resulting *Stream* must be closed using `close/1`. When opened for `update` or `insert`, the current location is initialized at the start of the data and can be modified using `seek/2` or `set_stream_position/2`. In `update` mode, existing content is replaced, while the size is enlarged after hitting the end of the data. In `insert` mode, the new data is inserted at the current point.

### **open\_memory\_file(+Handle, +Mode, -Stream, +Options)**

Open a memory-file as `open_memory_file/3`. Options:

**encoding(+Encoding)**

Set the encoding for a memory file and the created stream. Encoding names are the same as used with `open/4`. By default, memoryfiles represent UTF-8 streams, making them capable of storing arbitrary Unicode text. In practice the only alternative is `octet`, turning the memoryfile into binary mode. Please study SWI-Prolog Unicode and encoding issues before using this option.

**free\_on\_close(+Bool)**

If `true` (default `false`) and the memory file is opened for reading, discard the file (see `free_memory_file/1`) if the input is closed. This is used to realise `open_chars_stream/2` in `library(charsio)`.

**size\_memory\_file(+Handle, -Size)**

Return the content-length of the memory-file in characters in the current encoding of the memory file. The file should be closed and contain data.

**size\_memory\_file(+Handle, -Size, +Encoding)**

Return the content-length of the memory-file in characters in the given *Encoding*. The file should be closed and contain data.

**atom\_to\_memory\_file(+Atom, -Handle)**

Turn an atom into a read-only memory-file containing the (shared) characters of the atom. Opening this memory-file in mode `write` yields a permission error.

**insert\_memory\_file(+Handle, +Offset, +Data)**

Insert *Data* into the memory file at location *Offset*. The offset is specified in characters. *Data* can be an atom, string, code or character list. Other terms are first serialized using `writelnq/1`. This predicate raises a `domain_error` exception if *Offset* is out of range and a `permission_error` if the memory file is read-only or opened.

**delete\_memory\_file(+Handle, +Offset, +Length)**

Delete a *Length* characters from the memory file, starting at *Offset*. This predicate raises a `domain_error` exception if *Offset* or *Offset+Length* is out of range and a `permission_error` if the memory file is read-only or opened.

**memory\_file\_to\_atom(+Handle, -Atom)**

Return the content of the memory-file in *Atom*.

**memory\_file\_to\_atom(+Handle, -Atom, +Encoding)**

Return the content of the memory-file in *Atom*, pretending the data is in the given *Encoding*. This can be used to convert from one encoding into another, typically from/to bytes. For example, if we must convert a set of bytes that contain text in UTF-8, open the memory file as octet stream, fill it, and get the result using *Encoding* is `utf8`.

**memory\_file\_to\_codes(+Handle, -Codes)**

Return the content of the memory-file as a list of character-codes in *Codes*.

**memory\_file\_to\_codes(+Handle, -Codes, +Encoding)**

Return the content of the memory-file as a list of character-codes in *Codes*, pretending the data is in the given *Encoding*.

**memory\_file\_to\_string(+Handle, -String)**

Return the content of the memory-file as a string in *-String*.

**memory\_file\_to\_string(+Handle, -String, +Encoding)**

Return the content of the memory-file as a string in *String*, pretending the data is in the given *Encoding*.

**memory\_file\_substring(+Handle, ?Before, ?Length, ?After, -SubString)**

*SubString* is a substring of the memory file. There are *Before* characters in the memory file before *SubString*, *SubString* contains *Length* character and is followed by *After* characters in the memory file. The signature is the same as `sub_string/5` and `sub_atom/5`, but currently at least two of the 3 position arguments must be specified. Future versions might implement the full functionality of `sub_string/5`.

**memory\_file\_line\_position(+MF, ?Line, ?LinePos, ?Offset)**

True if the character offset *Offset* corresponds with the *LinePos* character on line *Line*. Lines are counted from one (1). Note that *LinePos* is *not* the *column* as each character counts for one, including backspace and tab.

## 15 Time and alarm library

The `time` provides timing and alarm functions. Alarms are thread-specific, i.e., creating an alarm causes the alarm goal to be called in the thread that created it. The predicate `current_alarm/4` only reports alarms that are related to the calling thread. If a thread terminates, all remaining alarms are silently removed. Most applications use `call_with_time_limit/2`.

**alarm(+Time, :Callable, -Id, +Options)**

Schedule *Callable* to be called *Time* seconds from now. *Time* is a number (integer or float). *Callable* is called on the next pass through a call- or redo-port of the Prolog engine, or a call to the `PL_handle_signals()` routine from SWI-Prolog. *Id* is unified with a reference to the timer.

The resolution of the alarm depends on the underlying implementation, which is based on `pthread_cond_timedwait()` (on Windows on the pthread emulation thereof). Long-running foreign predicates that do not call `PL_handle_signals()` may further delay the alarm. The relation to blocking system calls (sleep, reading from slow devices, etc.) is undefined and varies between implementations.

*Options* is a list of *Name(Value)* terms. Defined options are:

**remove(Bool)**

If `true` (default `false`), the timer is removed automatically after firing. Otherwise it must be destroyed explicitly using `remove_alarm/1`.

**install(Bool)**

If `false` (default `true`), the timer is allocated but not scheduled for execution. It must be started later using `install_alarm/1`.

**alarm(+Time, :Callable, -Id)**

Same as `alarm(Time, Callable, Id, [])`.

**alarm\_at(+Time, :Callable, -Id, +Options)**

as `alarm/3`, but *Time* is the specification of an absolute point in time. Absolute times are specified in seconds after the Jan 1, 1970 epoch. See also `date_time_stamp/2`.

**install\_alarm(+Id)**

Activate an alarm allocated using `alarm/4` with the option `install(false)` or stopped using `uninstall_alarm/1`.

**install\_alarm(+Id, +Time)**

As `install_alarm/1`, but specifies a new (relative) timeout value.

**uninstall\_alarm(+Id)**

Deactivate a running alarm, but do not invalidate the alarm identifier. Later, the alarm can be reactivated using either `install_alarm/1` or `install_alarm/2`. Reinstalled using `install_alarm/1`, it will fire at the originally scheduled time. Reinstalled using `install_alarm/2` causes the alarm to fire at the specified time from now.

**remove\_alarm(+Id)**

Remove an alarm. If it is not yet fired, it will not be fired any more.

**current\_alarm(?At, ?Callable, ?Id, ?Status)**

Enumerate the not-yet-removed alarms. *Status* is one of `done` if the alarm has been called, `next` if it is the next to be fired and `scheduled` otherwise.

**call\_with\_time\_limit(+Time, :Goal)**

True if *Goal* completes within *Time* seconds. *Goal* is executed as in `once/1`. If *Goal* doesn't complete within *Time* seconds (wall time), exit using the exception `time_limit_exceeded`. See `catch/3`.

Please note that this predicate uses `alarm/4` and therefore its effect on long-running foreign code and system calls is undefined. Blocking I/O can be handled using the timeout option of `read_term/3`.

## 16 library(unix): Unix specific operations

**See also** `library(process)` provides a portable high level interface to create and manage processes.

The `library(unix)` library provides the commonly used Unix primitives to deal with process management. These primitives are useful for many tasks, including server management, parallel computation, exploiting and controlling other processes, etc.

The predicates in this library are modelled closely after their native Unix counterparts.

**fork(-Pid)**

[det]

Clone the current process into two branches. In the child, *Pid* is unified to `child`. In the original process, *Pid* is unified to the process identifier of the created child. Both parent and child are fully functional Prolog processes running the same program. The processes share open I/O streams that refer to Unix native streams, such as files, sockets and pipes. Data is not shared,

though on most Unix systems data is initially shared and duplicated only if one of the programs attempts to modify the data.

Unix `fork()` is the only way to create new processes and `fork/1` is a simple direct interface to it.

**Errors** `permission_error(fork, process, main)` is raised if the calling thread is not the only thread in the process. Forking a Prolog process with threads will typically deadlock because only the calling thread is cloned in the fork, while all thread synchronization are cloned.

### **fork\_exec(+Command)**

[det]

Fork (as `fork/1`) and `exec` (using `exec/1`) the child immediately. This behaves as the code below, but bypasses the check for the existence of other threads because this is a safe scenario.

```
fork_exec(Command) :-
    (   fork(child)
    ->  exec(Command)
    ;   true
    ).
```

### **exec(+Command)**

Replace the running program by starting *Command*. *Command* is a callable term. The functor is the command and the arguments provide the command-line arguments for the command. Each command-line argument must be atomic and is converted to a string before passed to the Unix call `execvp()`. Here are some examples:

- `exec(ls('-l'))`
- `exec('/bin/ls'('-l', '/home/jan'))`

Unix `exec()` is the only way to start an executable file executing. It is commonly used together with `fork/1`. For example to start netscape on an URL in the background, do:

```
run_netscape(URL) :-
    (   fork(child),
        exec(netscape(URL))
    ;   true
    ).
```

Using this code, netscape remains part of the process-group of the invoking Prolog process and Prolog does not wait for netscape to terminate. The predicate `wait/2` allows waiting for a child, while `detach_IO/0` disconnects the child as a daemon process.

### **wait(?Pid, -Status)**

[det]

Wait for a child to change status. Then report the child that changed status as well as the reason. If *Pid* is bound on entry then the status of the specified child is reported. If not, then the status of any child is reported. *Status* is unified with `exited(ExitCode)` if the child with pid *Pid* was terminated by calling `exit()` (Prolog `halt/1`). `ExitCode` is the return status. *Status* is unified with `signaled(Signal)` if the child died due to a software interrupt (see



`kill/2`). `Signal` contains the signal number. Finally, if the process suspended execution due to a signal, `Status` is unified with `stopped(Signal)`.

**kill(+Pid, +Signal)**

[det]

Deliver a software interrupt to the process with identifier *Pid* using software-interrupt number *Signal*. See also `on_signal/2`. Signals can be specified as an integer or signal name, where signal names are derived from the C constant by dropping the `SIG` prefix and mapping to lowercase. E.g. `int` is the same as `SIGINT` in C. The meaning of the signal numbers can be found in the Unix manual.

**pipe(-InStream, -OutStream)**

[det]

Create a communication-pipe. This is normally used to make a child communicate to its parent. After `pipe/2`, the process is cloned and, depending on the desired direction, both processes close the end of the pipe they do not use. Then they use the remaining stream to communicate. Here is a simple example:

```
:- use_module(library(unix)).

fork_demo(Result) :-
    pipe(Read, Write),
    fork(Pid),
    (   Pid == child
    ->  close(Read),
        format(Write, '~q.\n',
               [hello(world)]),
        flush_output(Write),
        halt
    ;   close(Write),
        read(Read, Result),
        close(Read)
    ).
```

**dup(+FromStream, +ToStream)**

[det]

Interface to Unix `dup2()`, copying the underlying filedescriptor and thus making both streams point to the same underlying object. This is normally used together with `fork/1` and `pipe/2` to talk to an external program that is designed to communicate using standard I/O.

Both *FromStream* and *ToStream* either refer to a Prolog stream or an integer descriptor number to refer directly to OS descriptors. See also `demo/pipe.pl` in the source-distribution of this package.

**detach\_IO(+Stream)**

[det]

This predicate is intended to create Unix *daemon* processes. It performs two actions.

1. The I/O streams `user_input`, `user_output` and `user_error` are closed if they are connected to a terminal (see `tty` property in `stream_property/2`). Input streams are rebound to a dummy stream that returns EOF. Output streams are rebound to forward their output to *Stream*.

2. The process is detached from the current process-group and its controlling terminal. This is achieved using `setsid()` if provided or using `ioctl()` `TIOCNOTTY` on `/dev/tty`.

To ignore all output, it may be rebound to a null stream. For example:

```
... ,
open_null_stream(Out) ,
detach_IO(Out) .
```

The `detach_IO/1` should be called only once per process. Subsequent calls silently succeed without any side effects.

**See also** `detach_IO/0` and `library(syslog)`.

### **detach\_IO**

[det]

Detach I/O similar to `detach_IO/1`. The output streams are bound to a file `/tmp/pl-out.<pid>`. Output is line buffered (see `set_stream/2`).

**See also** `library(syslog)` allows for sending output to the Unix logging service.

**Compatibility** Older versions of this predicate only created this file if there was output.

### **prctl(+Option)**

[det]

Access to Linux process control operations. Defines values for *Option* are:

#### **set\_dumpable(+Boolean)**

Control whether the process is allowed to dump core. This right is dropped under several uid and gid conditions.

#### **get\_dumpable(-Boolean)**

Get the value of the dumpable flag.

## **17 Limiting process resources**

The `rlimit` library provides an interface to the POSIX `getrlimit()/setrlimit()` API that control the maximum resource-usage of a process or group of processes. This call is especially useful for servers such as CGI scripts and inetd-controlled servers to avoid an uncontrolled script claiming too much resources.

### **rlimit(+Resource, -Old, +New)**

Query and/or set the limit for *Resource*. Time-values are in seconds and size-values are counted in bytes. The following values are supported by this library. Please note that not all resources may be available and accessible on all platforms. This predicate can throw a variety of exceptions. In portable code this should be guarded with `catch/3`. The defined resources are:

as	Max address space
cpu	CPU time in seconds
fsize	Maximum filesize
data	max data size
stack	max stack size
core	max core file size
rss	max resident set size
nproc	max number of processes
nofile	max number of open files
memlock	max locked-in-memory address

When the process hits a limit POSIX systems normally send the process a signal that terminates it. These signals may be caught using SWI-Prolog's `on_signal/3` primitive. The code below illustrates this behaviour. Please note that asynchronous signal handling is dangerous, especially when using threads. 100% fail-safe operation cannot be guaranteed, but this procedure will inform the user properly 'most of the time'.

```
rlimit_demo :-
    rlimit(cpu, _, 2),
    on_signal(xcpu, _, cpu_exceeded),
    ( repeat, fail ).

cpu_exceeded(_Sig) :-
    format(user_error, 'CPU time exceeded~n', []),
    halt(1).
```

## 18 library(udp\_broadcast): A UDP Broadcast Bridge

**author** Jeffrey Rosenwald (JeffRose@acm.org)

**See also** `tipc.pl`

**license** LGPL

SWI-Prolog's broadcast library provides a means that may be used to facilitate publish and subscribe communication regimes between anonymous members of a community of interest. The members of the community are however, necessarily limited to a single instance of Prolog. The UDP broadcast library removes that restriction. With this library loaded, any member on your local IP subnetwork that also has this library loaded may hear and respond to your broadcasts.

This module has only two public predicates. When the module is initialized, it starts a two listener threads that listen for broadcasts from others, received as UDP datagrams.

Unlike TIPC broadcast, UDP broadcast has only one scope, `udp_subnet`. A `broadcast/1` or `broadcast_request/1` that is not directed to the listener above, behaves as usual and is confined to the instance of Prolog that originated it. But when so directed, the broadcast will be sent to all participating systems, including itself, by way of UDP's multicast addressing facility. A UDP broadcast or broadcast request takes the typical form: `broadcast(udp_subnet(+Term, +Timeout))`. To prevent the potential for feedback loops, the scope qualifier is stripped from the message before transmission. The timeout is optional. It specifies the amount of time to wait for replies to arrive

in response to a `broadcast_request`. The default period is 0.250 seconds. The timeout is ignored for broadcasts.

An example of three separate processes cooperating on the same Node:

Process A:

```
?- listen(number(X), between(1, 5, X)).  
true.
```

```
?-
```

Process B:

```
?- listen(number(X), between(7, 9, X)).  
true.
```

```
?-
```

Process C:

```
?- findall(X, broadcast_request(udp_subnet(number(X))), Xs).  
Xs = [1, 2, 3, 4, 5, 7, 8, 9].
```

```
?-
```

It is also possible to carry on a private dialog with a single responder. To do this, you supply a compound of the form, `Term:PortId`, to a UDP scoped `broadcast/1` or `broadcast_request/1`, where `PortId` is the ip-address and port-id of the intended listener. If you supply an unbound variable, `PortId`, to `broadcast_request`, it will be unified with the address of the listener that responds to `Term`. You may send a directed broadcast to a specific member by simply providing this address in a similarly structured compound to a UDP scoped `broadcast/1`. The message is sent via unicast to that member only by way of the member's broadcast listener. It is received by the listener just as any other broadcast would be. The listener does not know the difference.

For example, in order to discover who responded with a particular value:

Host B Process 1:

```
?- listen(number(X), between(1, 5, X)).  
true.
```

```
?-
```

Host A Process 1:

```
?- listen(number(X), between(7, 9, X)).  
true.
```

```

?-
Host A Process 2:

?- listen(number(X), between(1, 5, X)).
true.

?- bagof(X, broadcast_request(udp_subnet(number(X):From,1)), Xs).
From = ip(192, 168, 1, 103):34855,
Xs = [7, 8, 9] ;
From = ip(192, 168, 1, 103):56331,
Xs = [1, 2, 3, 4, 5] ;
From = ip(192, 168, 1, 104):3217,
Xs = [1, 2, 3, 4, 5].

```

## 18.1 Caveats

While the implementation is mostly transparent, there are some important and subtle differences that must be taken into consideration:

- UDP broadcast requires an initialization step in order to launch the broadcast listener daemon. See `udp_broadcast_initialize/2`.
- Prolog's `broadcast_request/1` is nondet. It sends the request, then evaluates the replies synchronously, backtracking as needed until a satisfactory reply is received. The remaining potential replies are not evaluated. This is not so when UDP is involved.
- A UDP `broadcast/1` is completely asynchronous.
- A UDP `broadcast_request/1` is partially synchronous. A `broadcast_request/1` is sent, then the sender bails for a period of time (default: 250 ms) while the replies are collected. Any reply that is received after this period is silently discarded. A optional second argument is provided so that a sender may specify more (or less) time for replies.
- Replies are presented to the user as a choice point on arrival, until the broadcast request timer finally expires. This allows traffic to propagate through the system faster and provides the requestor with the opportunity to terminate a broadcast request early if desired, by simply cutting choice points.
- Please beware that broadcast request transactions remain active and resources consumed until `broadcast_request` finally fails on backtracking, an uncaught exception occurs, or until choice points are cut. Failure to properly manage this will likely result in chronic exhaustion of UDP sockets.
- If a listener is connected to a generator that always succeeds (e.g. a random number generator), then the broadcast request will never terminate and trouble is bound to ensue.

- `broadcast_request/1` with `udp_subnet` scope is *not* reentrant. If a listener performs a `broadcast_request/1` with `UDP` scope recursively, then disaster looms certain. This caveat does not apply to a `UDP` scoped `broadcast/1`, which can safely be performed from a listener context.
- `UDP` broadcast's capacity is not infinite. While it can tolerate substantial bursts of activity, it is designed for short bursts of small messages. Unlike `TIPC`, `UDP` is unreliable and has no QOS protections. Congestion is likely to cause trouble in the form of non-Byzantine failure. That is, late, lost (e.g. infinitely late), or duplicate datagrams. Caveat emptor.
- A `UDP broadcast_request/1` term that is grounded is considered to be a broadcast only. No replies are collected unless there is at least one unbound variable to unify.
- A `UDP broadcast/1` always succeeds, even if there are no listeners.
- A `UDP broadcast_request/1` that receives no replies will fail.
- Replies may be coming from many different places in the network (or none at all). No ordering of replies is implied.
- Prolog terms are sent to others after first converting them to atoms using `term_to_atom/2`. Passing real numbers this way may result in a substantial truncation of precision.
- The broadcast model is based on anonymity and a presumption of trust—a perfect recipe for compromise. `UDP` is an Internet protocol. A `UDP` broadcast listener exposes a public port (20005), which is static and shared by all listeners, and a private port, which is semi-static and unique to the listener instance. Both can be seen from off-cluster nodes and networks. Usage of this module exposes the node and consequently, the cluster to significant security risks. So have a care when designing your application. You must talk only to those who share and contribute to your concerns using a carefully prescribed protocol.
- `UDP` broadcast categorically and silently ignores all message traffic originating from or terminating on nodes that are not members of the local subnet. This security measure only keeps honest people honest!

**`udp_broadcast_service(?Domain, ?Address)`** *[nondet]*  
 provides the `UDP` broadcast address for a given *Domain*. At present, only one domain is supported, `udp_subnet`.

**`udp_host_to_address(?Service, ?Address)`** *[nondet]*  
 locates a `UDP` service by name. *Service* is an atom or grounded term representing the common name of the service. *Address* is a `UDP` address structure. A server may advertise its services by name by including the fact, `udp:host_to_address(+Service, +Address)`, somewhere in its source. This predicate can also be used to perform reverse searches. That is it will also resolve an *Address* to a *Service* name.

**`udp_broadcast_initialize(+IPAddress, +SubnetMask)`** *[semidet]*  
 causes any required runtime initialization to occur. At present, proper operation of `UDP` broadcast depends on local information that is not easily obtained mechanically. In order to determine

the appropriate UDP broadcast address, you must supply the *IPAddress* and *SubnetMask* for the node that is running this module. These data are supplied in the form of `ip/4` terms. This is now required to be included in an applications initialization directive.

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```

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