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### ***Rocky Enterprise Linux 9.2 Manual Pages on command 'io\_submit.2'***

***\$ man io\_submit.2***

IO\_SUBMIT(2)                      Linux Programmer's Manual                      IO\_SUBMIT(2)

#### NAME

io\_submit - submit asynchronous I/O blocks for processing

#### SYNOPSIS

```
#include <linux/aio_abi.h>            /* Defines needed types */
```

```
int io_submit(aio_context_t ctx_id, long nr, struct iocb **iocbpp);
```

Note: There is no glibc wrapper for this system call; see NOTES.

#### DESCRIPTION

Note: this page describes the raw Linux system call interface. The wrapper function provided by libaio uses a different type for the ctx\_id argument. See NOTES.

The io\_submit() system call queues nr I/O request blocks for processing in the AIO context ctx\_id. The iocbpp argument should be an array of nr AIO control blocks, which will be submitted to context ctx\_id.

The iocb (I/O control block) structure defined in linux/aio\_abi.h defines the parameters that control the I/O operation.

```
#include <linux/aio_abi.h>
```

```
struct iocb {
```

```
    __u64 aio_data;
```

```
    __u32 PADDED(aio_key, aio_rw_flags);
```

```
    __u16 aio_lio_opcode;
```

```
    __s16 aio_reqprio;
```

```
    __u32 aio_fildes;
```

```
    __u64 aio_buf;
```

```

__u64 aio_nbytes;
__s64 aio_offset;
__u64 aio_reserved2;
__u32 aio_flags;
__u32 aio_resfd;
};

```

The fields of this structure are as follows:

#### aio\_data

This data is copied into the data field of the io\_event structure upon I/O completion (see io\_getevents(2)).

#### aio\_key

This is an internal field used by the kernel. Do not modify this field after an io\_submit() call.

#### aio\_rw\_flags

This defines the R/W flags passed with structure. The valid values are:

##### RWF\_APPEND (since Linux 4.16)

Append data to the end of the file. See the description of the flag of the same name in pwritev2(2) as well as the description of O\_APPEND in open(2).

The aio\_offset field is ignored. The file offset is not changed.

##### RWF\_DSYNC (since Linux 4.13)

Write operation complete according to requirement of synchronized I/O data integrity. See the description of the flag of the same name in pwritev2(2) as well the description of O\_DSYNC in open(2).

##### RWF\_HIPRI (since Linux 4.13)

High priority request, poll if possible

##### RWF\_NOWAIT (since Linux 4.14)

Don't wait if the I/O will block for operations such as file block allocations, dirty page flush, mutex locks, or a congested block device inside the kernel. If any of these conditions are met, the control block is returned immediately with a return value of -EAGAIN in the res field of the io\_event structure (see io\_getevents(2)).

##### RWF\_SYNC (since Linux 4.13)

Write operation complete according to requirement of synchronized I/O file

integrity. See the description of the flag of the same name in `pwritev2(2)` as well the description of `O_SYNC` in `open(2)`.

#### `aio_lio_opcode`

This defines the type of I/O to be performed by the `iocb` structure. The valid values are defined by the enum defined in `linux/aio_abi.h`:

```
enum {
    IOCB_CMD_PREAD = 0,
    IOCB_CMD_PWRITE = 1,
    IOCB_CMD_FSYNC = 2,
    IOCB_CMD_FDSYNC = 3,
    IOCB_CMD_POLL = 5,
    IOCB_CMD_NOOP = 6,
    IOCB_CMD_PREADV = 7,
    IOCB_CMD_PWRITEV = 8,
};
```

#### `aio_reqprio`

This defines the requests priority.

#### `aio_fildes`

The file descriptor on which the I/O operation is to be performed.

#### `aio_buf`

This is the buffer used to transfer data for a read or write operation.

#### `aio_nbytes`

This is the size of the buffer pointed to by `aio_buf`.

#### `aio_offset`

This is the file offset at which the I/O operation is to be performed.

#### `aio_flags`

This is the set of flags associated with the `iocb` structure. The valid values are:

##### `IOCB_FLAG_RESFD`

Asynchronous I/O control must signal the file descriptor mentioned in `aio_resfd` upon completion.

##### `IOCB_FLAG_IOPRIO` (since Linux 4.18)

Interpret the `aio_reqprio` field as an `IOPRIO_VALUE` as defined by `linux/io prio.h`.

aio\_resfd

The file descriptor to signal in the event of asynchronous I/O completion.

## RETURN VALUE

On success, `io_submit()` returns the number of iocbs submitted (which may be less than `nr`, or 0 if `nr` is zero). For the failure return, see NOTES.

## ERRORS

EAGAIN Insufficient resources are available to queue any iocbs.

EBADF The file descriptor specified in the first iocb is invalid.

EFAULT One of the data structures points to invalid data.

EINVAL The AIO context specified by `ctx_id` is invalid. `nr` is less than 0. The iocb at `*iocbpp[0]` is not properly initialized, the operation specified is invalid for the file descriptor in the iocb, or the value in the `aio_reqprio` field is invalid.

ENOSYS `io_submit()` is not implemented on this architecture.

EPERM The `aio_reqprio` field is set with the class `IOPRIO_CLASS_RT`, but the submitting context does not have the `CAP_SYS_ADMIN` capability.

## VERSIONS

The asynchronous I/O system calls first appeared in Linux 2.5.

## CONFORMING TO

`io_submit()` is Linux-specific and should not be used in programs that are intended to be portable.

## NOTES

Glibc does not provide a wrapper function for this system call. You could invoke it using `syscall(2)`. But instead, you probably want to use the `io_submit()` wrapper function provided by `libaio`.

Note that the `libaio` wrapper function uses a different type (`io_context_t`) for the `ctx_id` argument. Note also that the `libaio` wrapper does not follow the usual C library conventions for indicating errors: on error it returns a negated error number (the negative of one of the values listed in ERRORS). If the system call is invoked via `syscall(2)`, then the return value follows the usual conventions for indicating an error: -1, with `errno` set to a (positive) value that indicates the error.

## SEE ALSO

`io_cancel(2)`, `io_destroy(2)`, `io_getevents(2)`, `io_setup(2)`, `aio(7)`

## COLOPHON

This page is part of release 5.10 of the Linux man-pages project. A description of the project, information about reporting bugs, and the latest version of this page, can be found at <https://www.kernel.org/doc/man-pages/>.

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