Altering the Control Flow

Up to Now: two mechanisms for changing control flow:

- Jumps and branches
- Call and return using the stack discipline.
- Both react to changes in program state.

Insufficient for a useful system

- Difficult for the CPU to react to changes in system state.
  - data arrives from a disk or a network adapter.
  - Instruction divides by zero
  - User hits ctrl-c at the keyboard
  - System timer expires

System needs mechanisms for “exceptional control flow”
Exceptional Control Flow

- Mechanisms for exceptional control flow exist at all levels of a computer system.

**Low level Mechanism**

- exceptions
  - change in control flow in response to a system event (i.e., change in system state)
- Combination of hardware and OS software

**Higher Level Mechanisms**

- Process context switch
- Signals
- Nonlocal jumps (setjmp/longjmp)
- Implemented by either:
  - OS software (context switch and signals).
  - C language runtime library: nonlocal jumps.
System context for exceptions

Diagram showing various components of a system connected through a Local/IO Bus:
- Processor
- Interrupt controller
- Keyboard controller
- Mouse
- Modem
- Parallel port controller
- Memory
- IDE disk controller
- SCSI controller
- Video adapter
- Network adapter
- Serial port controller
- Display
- Network
- Keyboard
- Controller
- Printer
- Significant components are connected through a Local/IO Bus.
- Key components include:
  - IDE disk controller
  - SCSI controller
  - SCSI bus
  - Disk
  - CDROM
  - Modem
  - Display
  - Network
Exceptions

An exception is a transfer of control to the OS in response to some event (i.e., change in processor state)

User Process

OS

event

current

next

exception

exception processing by exception handler

return (optional)
Interrupt Vectors

- Each type of event has a unique exception number $k$
- Index into jump table (a.k.a., interrupt vector)
- Jump table entry $k$ points to a function (exception handler).
- Handler $k$ is called each time exception $k$ occurs.

### Diagram

- Exception numbers
- Interrupt vector
- Code for exception handler 0
- Code for exception handler 1
- Code for exception handler 2
- Code for exception handler $n-1$
256 vectors max

- EFLAGS Register
- Control Registers
  - CR4
  - CR3
  - CR2
  - CR1
  - CR0
- Task Register

- Physical Address
  - Linear Address
  - Segment Selector
    - Register

- Global Descriptor Table (GDT)
  - Segment Sel.
  - TSS Seg. Sel.

- Interrupt Descriptor Table (IDT)
  - Interrupt Gate
  - Task Gate
  - Trap Gate

- GDTR

- Local Descriptor Table (LDT)
  - Seg. Desc.
  - Call Gate

- Linear Address Space
  - Dir
  - Table
  - Offset

- Page Directory
  - Pg. Dir. Entry

- Page Table
  - Pg. Tbl. Entry

- Page

This page mapping example is for 4-KByte pages and the normal 32-bit physical address size.

*Physical Address
Asynchronous Exceptions (Interrupts)

Caused by events external to the processor

- Indicated by setting the processor’s interrupt pin
- handler returns to “next” instruction.

Examples:

- I/O interrupts
  - hitting ctrl-c at the keyboard
  - arrival of a packet from a network
  - arrival of a data sector from a disk

- Hard reset interrupt
  - hitting the reset button

- Soft reset interrupt
  - hitting ctrl-alt-delete on a PC
Synchronous Exceptions

Caused by events that occur as a result of executing an instruction:

- **Traps**
  - Intentional
  - Examples: system calls, breakpoint traps, special instructions
  - Returns control to “next” instruction

- **Faults**
  - Unintentional but possibly recoverable
  - Examples: page faults (recoverable), protection faults (unrecoverable).
  - Either re-executes faulting (“current”) instruction or aborts.

- **Aborts**
  - Unintentional and unrecoverable
  - Examples: parity error, machine check.
  - Aborts current program
Opening a File

- User calls `open(filename, options)`

```
0804d070 <__libc_open>:
  . . .
  804d082:  cd  80       int $0x80
  804d084:  5b           pop %ebx
  . . .
```

- Function `open` executes system call instruction `int`
- OS must find or create file, get it ready for reading or writing
- Returns integer file descriptor

```
User Process       OS
                  
int               exception
pop               Open file

return
```
Fault Example #1

Memory Reference

- User writes to memory location
- That portion (page) of user’s memory is currently on disk
- Page handler must load page into physical memory
- Returns to faulting instruction
- Successful on second try

```c
int a[1000];
main ()
{
    a[500] = 13;
}
```

![Diagram](image.png)
Fault Example #2

Memory Reference

- User writes to memory location
- Address is not valid

Page handler detects invalid address
- Sends **SIGSEGV** signal to user process
- User process exits with “segmentation fault”

```
int a[1000];
main ()
{
    a[5000] = 13;
}
```

80483b7:  c7 05 60 e3 04 08 0d  movl  $0xd,0x804e360

User Process  OS

Detect invalid address
Signal process
Processes

Def: A *process* is an instance of a running program.
- One of the most profound ideas in computer science.
- Not the same as “program” or “processor”

A process provides each program with two key abstractions:
- Logical control flow
  - Each thread of a process seems to have exclusive use of a CPU.
- Private address space
  - Each process seems to have exclusive use of main memory.

How are these Illusions maintained?
- Process thread executions are interleaved (multitasking)
- Address spaces are managed by a virtual memory system
Thread States and Transitions

- **Run**
- **K/U**
- **block**
- **ready**
- **fork()**
- **EXIT**
- **SLEEP**
- **PREEMPT**
- **DISPATCH**
- **WAKEUP**
Threads

The executable (schedulable) elements in a Linux system

Each thread in the system is uniquely contained by some process

- Each user thread is contained by some user PID
- Each kernel thread is contained in PID 0

When a new process is created, it is populated by exactly one executable thread, known as the Initial Thread (IT) of the new process

The IT of a process can create new threads only within its own process

While the IT must create the second thread in a process, any subsequent threads can then create new threads, but only within their own process
Context Switching

Processes are managed by a shared chunk of OS code called the *kernel*

- Important: the kernel is not a separate process, but rather runs as part of some thread in some user process

**Control flow passes from one thread in a process to another thread in the same or a different process via a context switch.**

[Diagram showing context switches between processes A and B]
fork: Creating new processes

int fork(void)

- creates a new process (child process) that is identical to the calling process (parent process)
- returns 0 to the child process
- returns child’s pid to the parent process

```c
if (fork() == 0) {
    printf("hello from child\n");
} else {
    printf("hello from parent\n");
}
```

Fork is interesting (and often confusing) because it is called once but returns twice.
switch (int pid = fork()){
    case -1: perror("fork failed ");
             exit(1);
    case 0: printf("child alive\n");
           execl("./myprog", "myprog", NULL);
    default: printf("created PID %d \n", pid);
} // end switch
Fork Example #1

Key Points

- Parent and child both run same code
  - Distinguish parent from child by return value from `fork`
- Child inherits a copy-on-write (COW) version of parent
  - Including all parent open file descriptors (stdin, stdout, etc.)
  - Relative ordering of parent/child print statements undefined

```c
void fork1()
{
    int x = 1;
    pid_t pid = fork();
    if (pid == 0) {
        printf("Child has x = %d\n", ++x);
    } else {
        printf("Parent has x = %d\n", --x);
    }
    printf("Bye from process %d with x = %d\n", getpid(), x);
}
```
Some fork_test runs

```
cs bill@cs3:~/cs305demo$ ./fork_test
Parent has x = 0
Bye from process 24697 with x = 0
Child has x = 2
Bye from process 24698 with x = 2

cs bill@cs3:~/cs305demo$ ./fork_test
Child has x = 2
Parent has x = 0
Bye from process 24700 with x = 2
Bye from process 24699 with x = 0

-bash-4.1$ ./fork_test
Parent has x = 0
Bye from process 10279 with x = 0
Child has x = 2
Bye from process 10280 with x = 2

mercury

cs bill@cs3:~/cs305demo$ ./fork_test
Parent has x = 0
Child has x = 2
Bye from process 24350 with x = 0
Bye from process 24351 with x = 2
```
Fork Example #2

Key Points

- Both parent and child can continue forking

```c
void fork2()
{
    printf("L0\n");
    fork();
    printf("L1\n");
    fork();
    printf("Bye\n");
}
```
exit: Destroying Process

void exit(int status)

- exits a process
  - Normally return with status 0
- atexit() registers functions to be executed upon exit

```c
void cleanup(void) {
    printf("cleaning up\n");
}

void fork6() {
    atexit(cleanup);
    fork();
    fork();
    exit(0);
}
```
Zombies

Idea

- When process terminates, still consumes system resources
  - Various tables maintained by OS
- Called a “zombie”
  - Living corpse, half alive and half dead

Reaping

- Performed by parent on terminated child
- Parent is given exit status information
- Kernel discards process

What if Parent Doesn’t Reap?

- If any parent terminates without reaping a child, then child will be reaped by init process
- Only need explicit reaping for long-running processes
  - E.g., shells and servers
wait: Synchronizing with children

int wait(int *child_status)

- suspends current process until one of its children terminates
- return value is the pid of the child process that terminated
- if child_status != NULL, then the object it points to will be set to a status indicating why the child process terminated

Declare a typedef for the exit status information returned from the wait() call (pid = wait(int *status))

typedef union{
    int exit_status;
    struct{
        unsigned sig_num:7;
        unsigned core_dmp:1;
        unsigned exit_num:8;
    }parts;
}LE_Wait_Status
wait: Synchronizing with children

```c
void fork9() {
    int child_status;

    if (fork() == 0) {
        printf("HC: hello from child\n");
    }
    else {
        printf("HP: hello from parent\n");
        wait(&child_status);
        printf("CT: child has terminated\n");
    }
    printf("Bye\n");
    exit();
}
```
exec: Running new programs

```c
int execl(char *path, char *arg0, char *arg1, ..., (char *)NULL)
```

- loads and runs executable at `path` with args `arg0`, `arg1`, ...
  - `path` is the complete path of an executable
  - `arg0` becomes the name of the process
    » typically `arg0` is either identical to `path`, or else it contains only the executable filename from `path`
  - “real” arguments to the executable start with `arg1`, etc.
  - list of args is terminated by a `(char *)NULL` argument
- returns `-1` if error, otherwise doesn’t return!
  - “Toto, we’re not in Kansas anymore”

```
main() {
    if (fork() == 0) {
        execl("/usr/bin/cp", "cp", "foo", "bar", (char *)NULL);
    }
    wait(NULL);
    printf("copy completed\n");
    exit();
}
```
Summarizing

Exceptions

- Events that require nonstandard control flow
- Generated externally (interrupts) or internally (traps and faults)

Processes

- At any given time, system has multiple active processes
- Each process must have at least one execution thread
- Only one thread can execute on a processor (core) at a time, but the address space used on a core is that of the process whose thread is currently running there
- All threads of a given process share a common address space
- Each running thread appears to have total control of its core and its process’s private address space
- The address space of a process can be in simultaneous use on multiple cores if the process has multiple running threads deployed across these multiple cores
Summarizing (cont.)

Spawning Processes

- Call to `fork()`
  - One call, two returns; one to parent, one to child in new process

Terminating Processes

- Call `exit(int exit_code)`
  - One call, no return
  - If called by any thread of a process, then all threads in the process will terminate, as will the process itself

Reaping Processes

- Call `wait (int * exit_status);`

Replacing Program Executed by Process

- Call `execl(char* path, char* argv0, ... (char *)NULL);`
  - Actually can use any of 6 exec variants (execl, execlp, execv, etc.)
  - One call, new program starts at main() (no return to caller)