System Control Flow & Processes

CSE 351 Spring 2019

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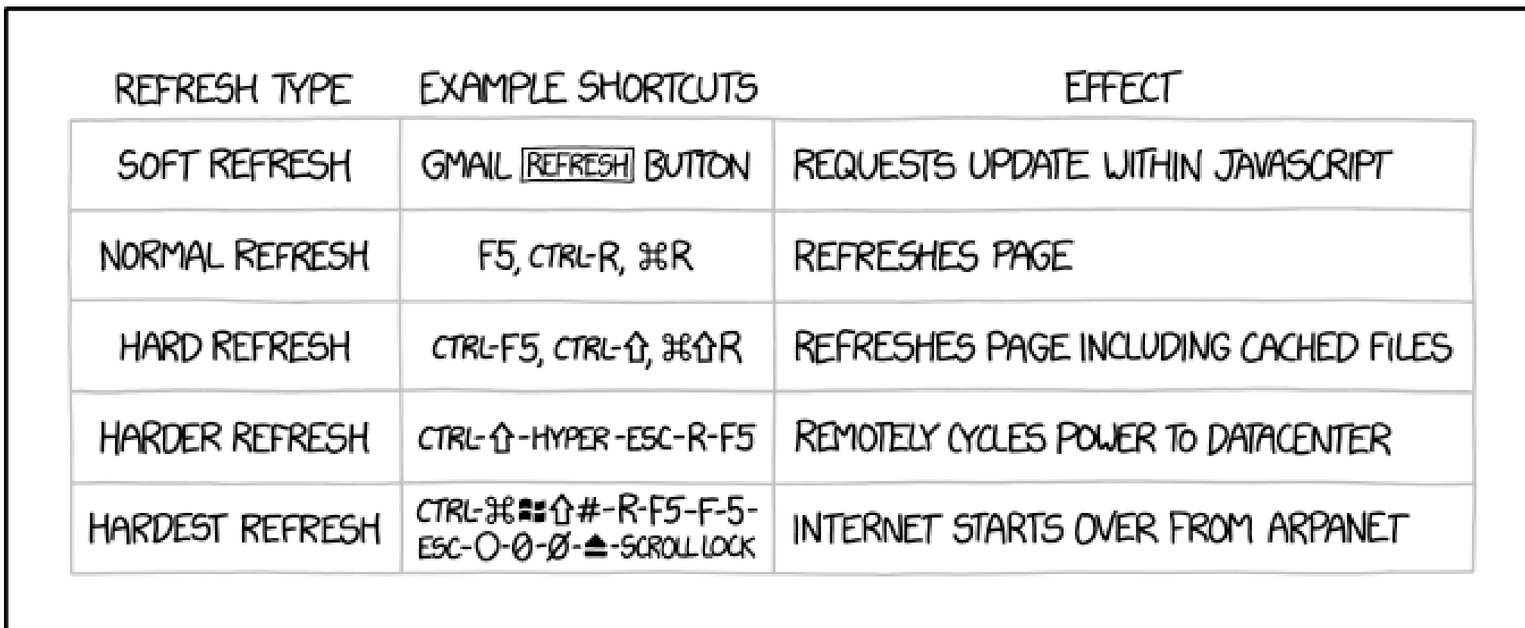


http://xkcd.com/1854/

Administrivia

- Homework 4 , due Wed (5/22) (Structs, Caches)
- Lab 4, due Fri (5/24)

Roadmap

C:

```
car *c = malloc(sizeof(car));
c->miles = 100;
c->gals = 17;
float mpg = get_mpg(c);
free(c);
```

Java:

```
Car c = new Car();
c.setMiles(100);
c.setGals(17);
float mpg =
    c.getMPG();
```

Assembly language:

```
get_mpg:
    pushq   %rbp
    movq    %rsp, %rbp
    ...
    popq    %rbp
    ret
```

Machine code:

```
0111010000011000
100011010000010000000010
1000100111000010
110000011111101000011111
```

OS:

Windows 10

OS X Yosemite

Computer system:

Memory & data
Integers & floats
x86 assembly
Procedures & stacks
Executables
Arrays & structs
Memory & caches
Processes
Virtual memory
Memory allocation
Java vs. C

Leading Up to Processes

- System Control Flow
  - **Control flow**
  - **Exceptional control flow**
  - Asynchronous exceptions (interrupts)
  - Synchronous exceptions (traps & faults)

Control Flow

- **So far:** we've seen how the flow of control changes as a *single program* executes
- **Reality:** multiple programs running *concurrently*
  - How does control flow across the many components of the system?
  - In particular: More programs running than CPUs
- *Exceptional* control flow is basic mechanism used for:
  - Transferring control between *processes* and OS
  - Handling *I/O* and *virtual memory* within the OS
  - Implementing multi-process apps like shells and web servers
  - Implementing concurrency

Control Flow

- Processors do only one thing:
  - From startup to shutdown, a CPU simply reads and executes (interprets) a sequence of instructions, one at a time
  - This sequence is the CPU's *control flow* (or *flow of control*)

Physical control flow

time

<startup>
instr_1
instr_2
instr_3
…
instr_n
<shutdown>

Altering the Control Flow

- Up to now, two ways to change control flow:
  - Jumps (conditional and unconditional)
  - Call and return
  - Both react to changes in *program state*
- Processor also needs to react to changes in *system state*
  - Unix/Linux user hits "Ctrl-C" at the keyboard
  - User clicks on a different application's window on the screen
  - Data arrives from a disk or a network adapter
  - Instruction divides by zero
  - System timer expires
- Can jumps and procedure calls achieve this?
  - No – the system needs mechanisms for "*exceptional*" control flow!

Java Digression

This is extra (non-testable) material

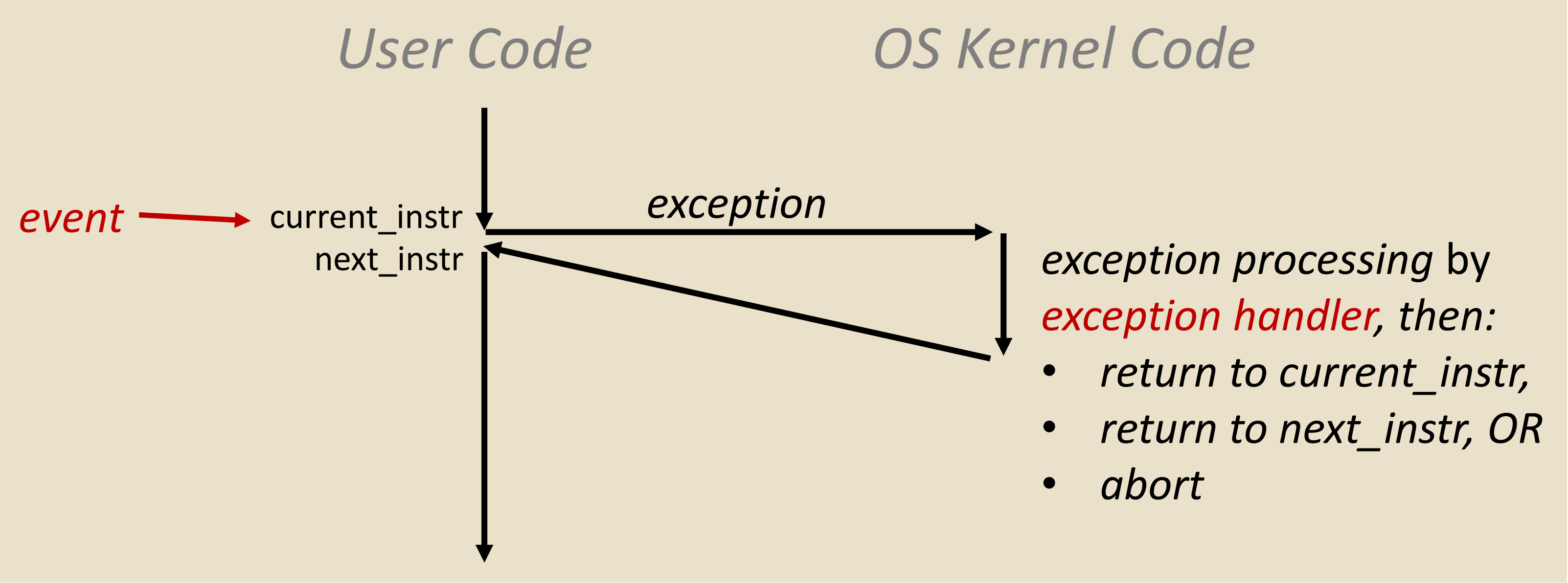
- Java has exceptions, but they're *something different*
  - Examples: NullPointerException, MyBadThingHappenedException, …
  - `throw` statements
  - `try`/`catch` statements ("throw to youngest matching catch on the call-stack, or exit-with-stack-trace if none")
- Java exceptions are for reacting to (unexpected) program state
  - Can be implemented with stack operations and conditional jumps
  - A mechanism for "many call-stack returns at once"
  - Requires additions to the calling convention, but we already have the CPU features we need
- System-state changes on previous slide are mostly of a different sort (asynchronous/external except for divide-by-zero) and implemented very differently

Exceptional Control Flow

- Exists at all levels of a computer system
- Low level mechanisms
  - **Exceptions**
    - Change in processor's control flow in response to a system event (*i.e.* change in system state, user-generated interrupt)
    - Implemented using a combination of hardware and OS software
- Higher level mechanisms
  - **Process context switch**
    - Implemented by OS software and hardware timer
  - **Signals**
    - Implemented by OS software
    - We won't cover these – see CSE451 and CSE/EE474

Exceptions

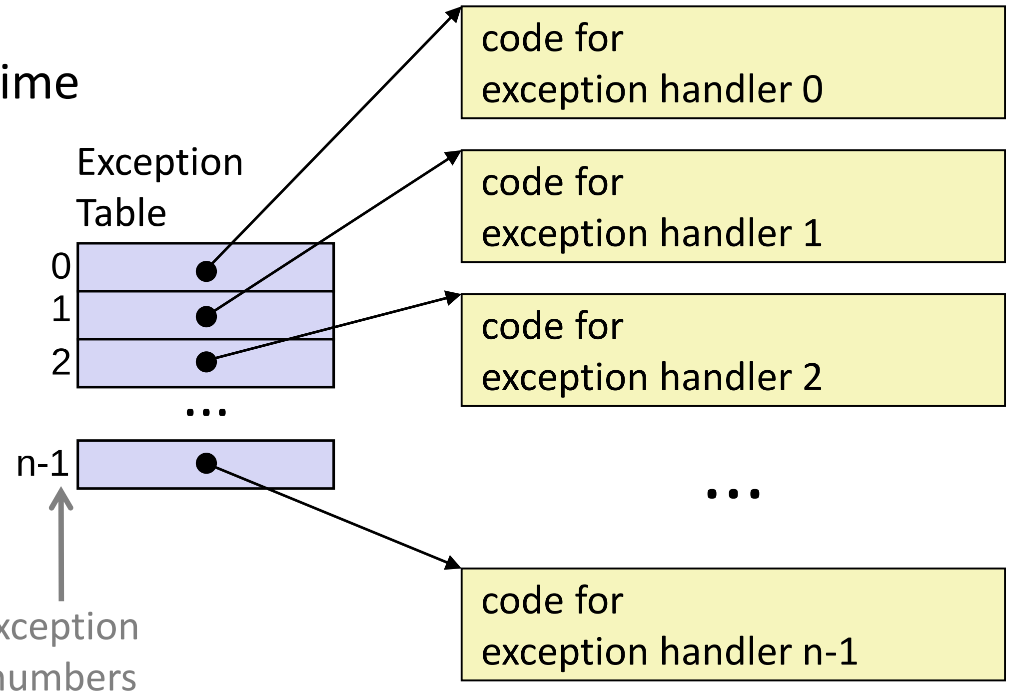
- An *exception* is transfer of control to the operating system (OS) kernel in response to some *event* (*i.e.* change in processor state)
  - Kernel is the memory-resident part of the OS
  - Examples: division by 0, page fault, I/O request completes, Ctrl-C



- *How does the system know where to jump to in the OS?*

Exception Table

- A jump table for exceptions (also called *Interrupt Vector Table*)
  - Each type of event has a unique exception number k
  - k = index into exception table (a.k.a interrupt vector)
  - Handler k is called each time exception k occurs



Exception Table (Excerpt)

Exception Number	*Description*	*Exception Class*
0	Divide error	Fault
13	General protection fault	Fault
14	Page fault	Fault
18	Machine check	Abort
32-255	OS-defined	Interrupt or trap

Leading Up to Processes

- System Control Flow
  - Control flow
  - Exceptional control flow
  - **Asynchronous exceptions (interrupts)**
  - **Synchronous exceptions (traps & faults)**

Asynchronous Exceptions (Interrupts)

- Caused by events external to the processor
  - Indicated by setting the processor's interrupt pin(s) (wire into CPU)
  - After interrupt handler runs, the handler returns to "next" instruction

- Examples:
  - I/O interrupts
    - Hitting Ctrl-C on the keyboard
    - Clicking a mouse button or tapping a touchscreen
    - Arrival of a packet from a network
    - Arrival of data from a disk
  - Timer interrupt
    - Every few ms, an external timer chip triggers an interrupt
    - Used by the OS kernel to take back control from user programs

Synchronous Exceptions

- Caused by events that occur as a result of executing an instruction:
  - *Traps*
    - **Intentional**: transfer control to OS to perform some function
    - Examples: *system calls*, breakpoint traps, special instructions
    - Returns control to "next" instruction
  - *Faults*
    - **Unintentional** but possibly recoverable
    - Examples: *page faults*, segment protection faults, integer divide-by-zero exceptions
    - Either re-executes faulting ("current") instruction or aborts
  - *Aborts*
    - **Unintentional** and unrecoverable
    - Examples: parity error, machine check (hardware failure detected)
    - Aborts current program

System Calls

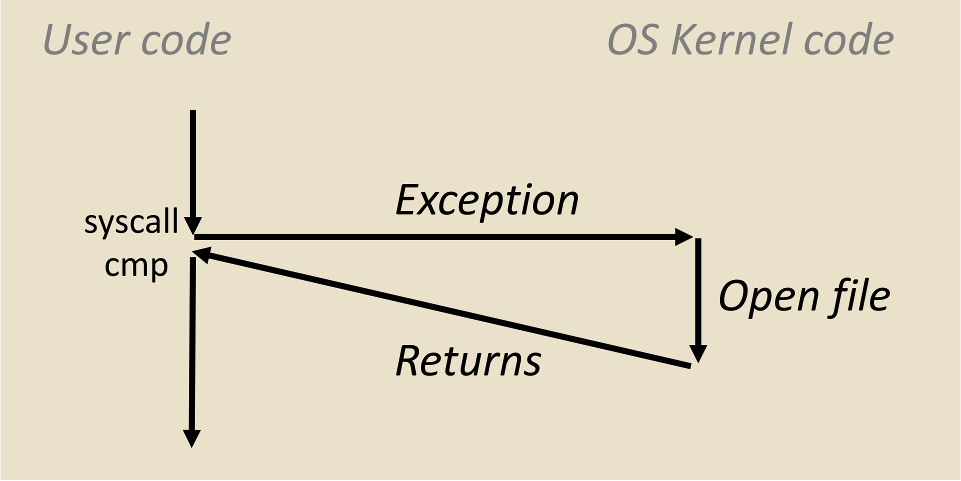
- Each system call has a unique ID number
- Examples for Linux on x86-64:

Number	*Name*	*Description*
0	`read`	Read file
1	`write`	Write file
2	`open`	Open file
3	`close`	Close file
4	`stat`	Get info about file
57	`fork`	Create process
59	`execve`	Execute a program
60	`_exit`	Terminate process
62	`kill`	Send signal to process

Traps Example: Opening File

- User calls `open(filename, options)`
- Calls `__open` function, which invokes system call instruction `syscall`

```
0000000000e5d70 <__open>:
...
e5d79:   b8 02 00 00 00        mov   $0x2,%eax  # open is syscall 2
e5d7e:   0f 05                 syscall          # return value in %rax
e5d80:   48 3d 01 f0 ff ff     cmp   $0xfffffffffffff001,%rax
...
e5dfa:   c3                    retq
```



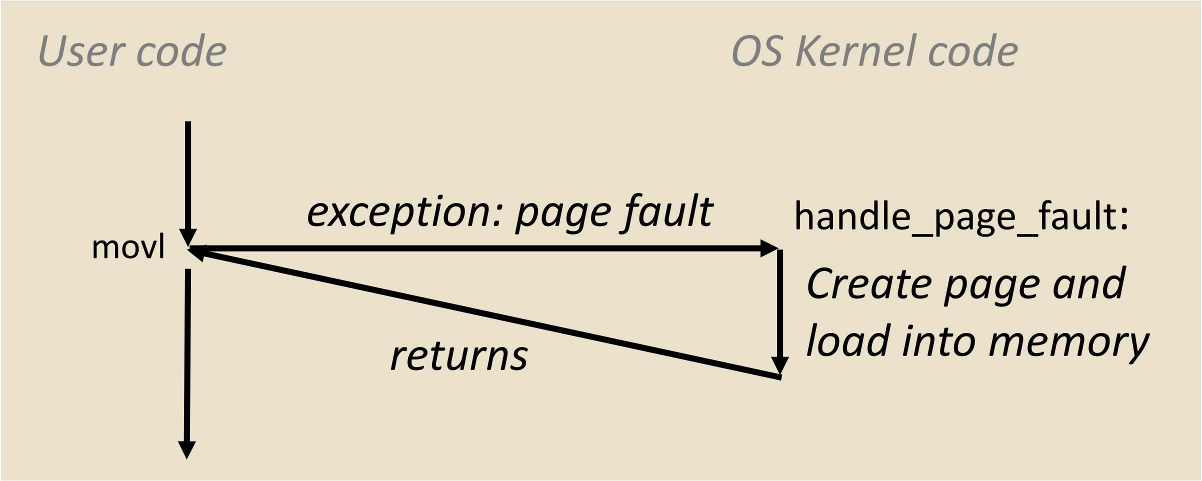
- `%rax` contains syscall number
- Other arguments in `%rdi`, `%rsi`, `%rdx`, `%r10`, `%r8`, `%r9`
- Return value in `%rax`
- Negative value is an error corresponding to negative `errno`

Fault Example: Page Fault

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

- User writes to memory location
- That portion (page) of user's memory is currently on disk

```
80483b7:    c7 05 10 9d 04 08 0d    movl    $0xd,0x8049d10
```

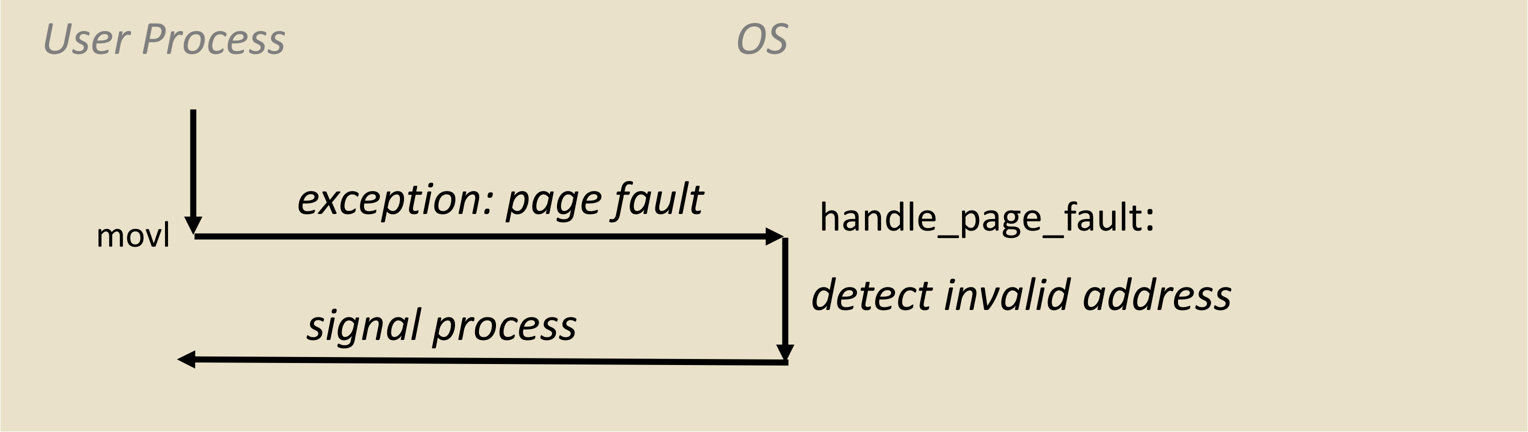


- Page fault handler must load page into physical memory
- Returns to faulting instruction: `mov` is executed again!
  - Successful on second try

Fault Example: Invalid Memory Reference

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

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



- Page fault handler detects invalid address
- Sends `SIGSEGV` signal to user process
- User process exits with "segmentation fault"

Summary

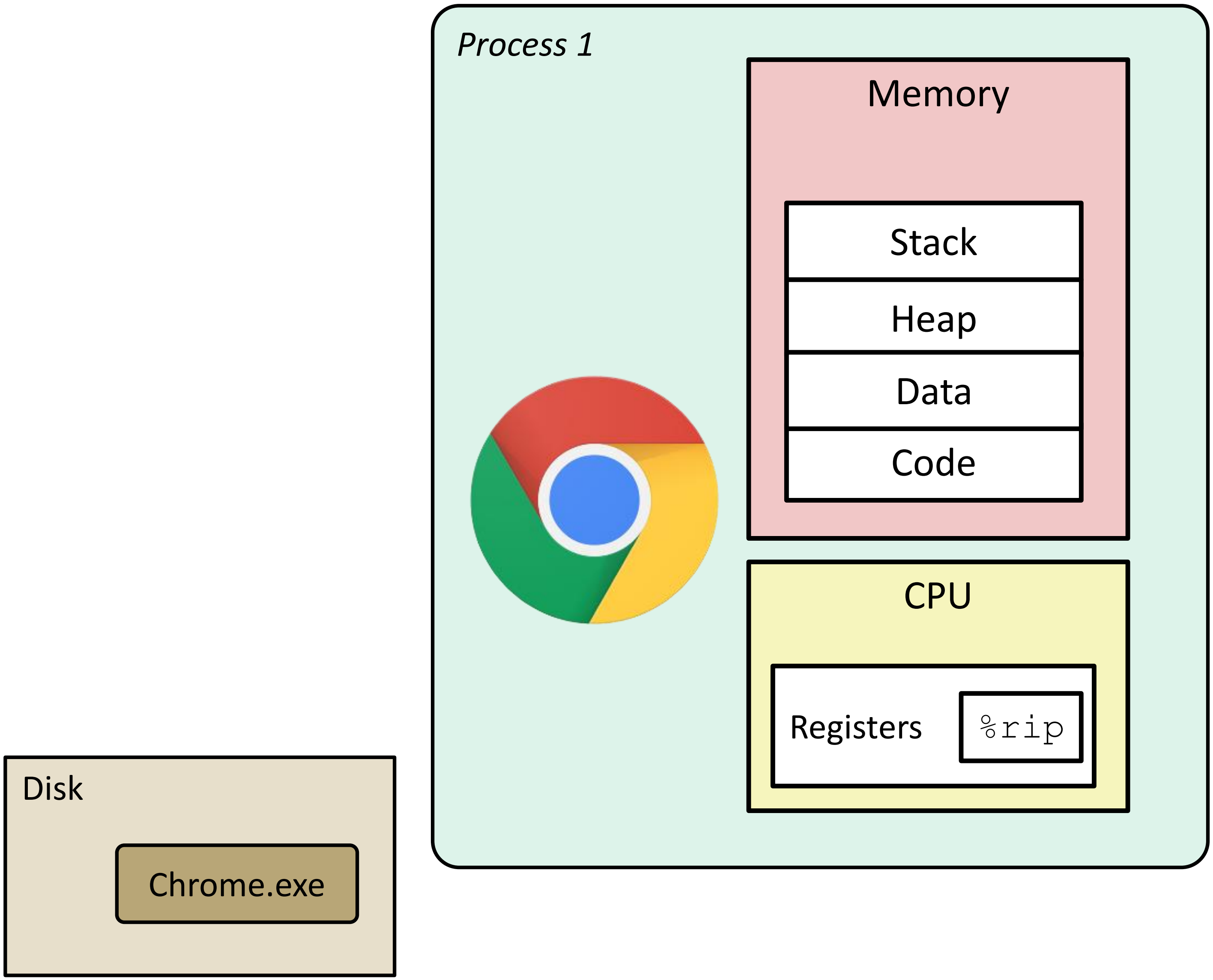
- Exceptions
  - Events that require non-standard control flow
  - Generated externally (interrupts) or internally (traps and faults)
  - After an exception is handled, one of three things may happen:
    - Re-execute the current instruction
    - Resume execution with the next instruction
    - Abort the process that caused the exception

Processes

- **Processes and context switching**
- Creating new processes
  - `fork()`, `exec*()`, and `wait()`
- Zombies

What is a process?

It's an *illusion*!

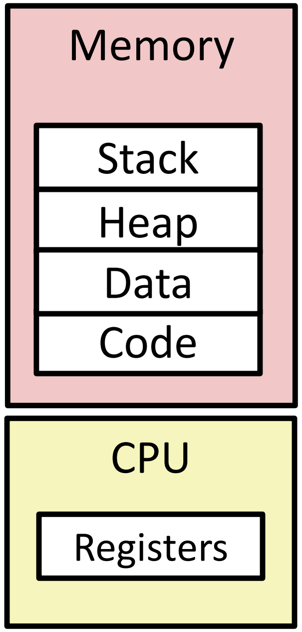


What is a process?

- Another *abstraction* in our computer system
  - Provided by the OS
  - OS uses a data structure to represent each process
  - Maintains the ***interface*** between the program and the underlying hardware (CPU + memory)
- What do *processes* have to do with *exceptional control flow*?
  - Exceptional control flow is the *mechanism* the OS uses to enable **multiple processes** to run on the same system
- What is the difference between:
  - A processor? A program? A process?

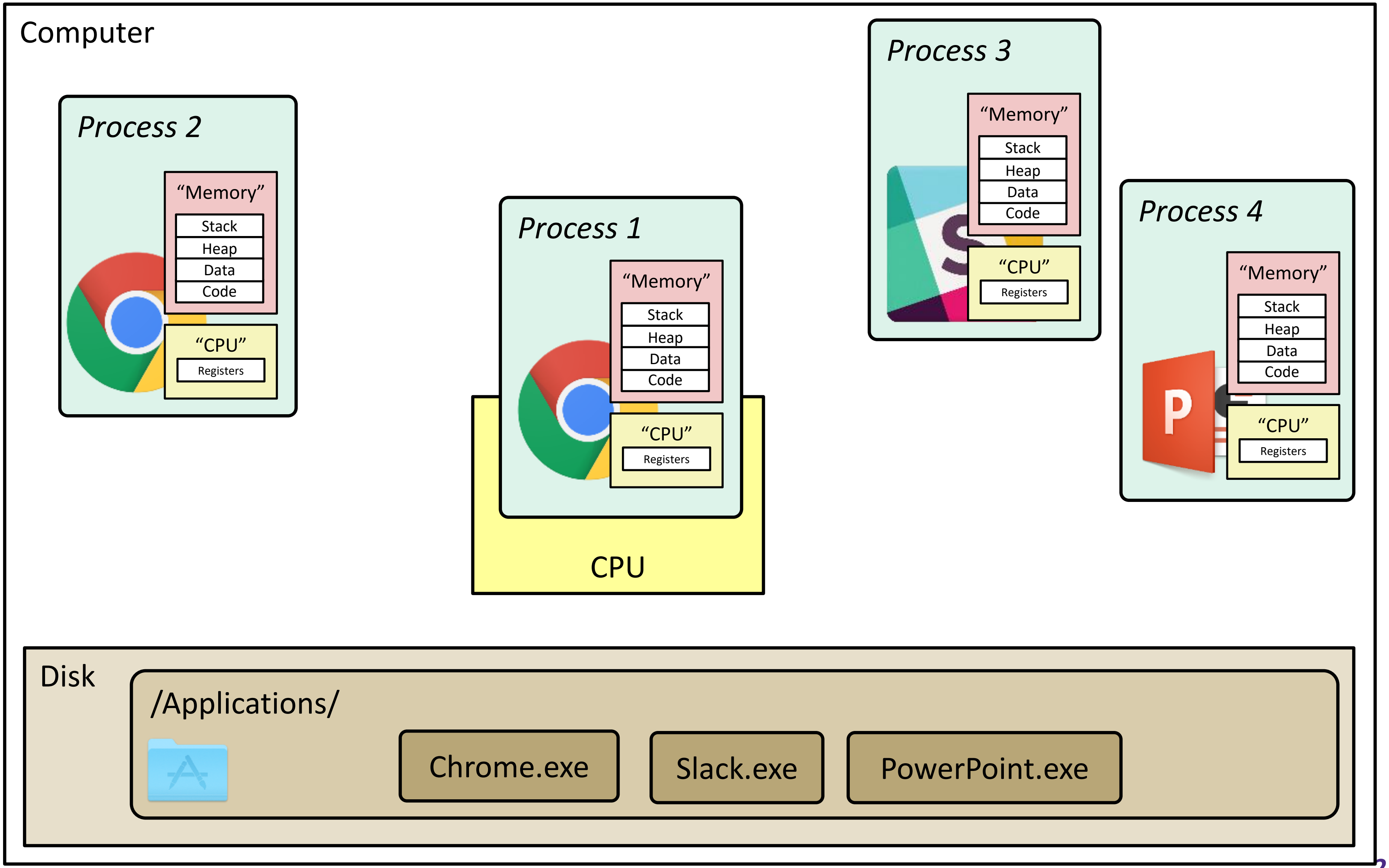
Processes

- 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"
- Process provides each program with two key abstractions:
  - *Logical control flow*
    - Each program seems to have exclusive use of the CPU
    - Provided by kernel mechanism called ***context switching***
  - *Private address space*
    - Each program seems to have exclusive use of main memory
    - Provided by kernel mechanism called ***virtual memory***



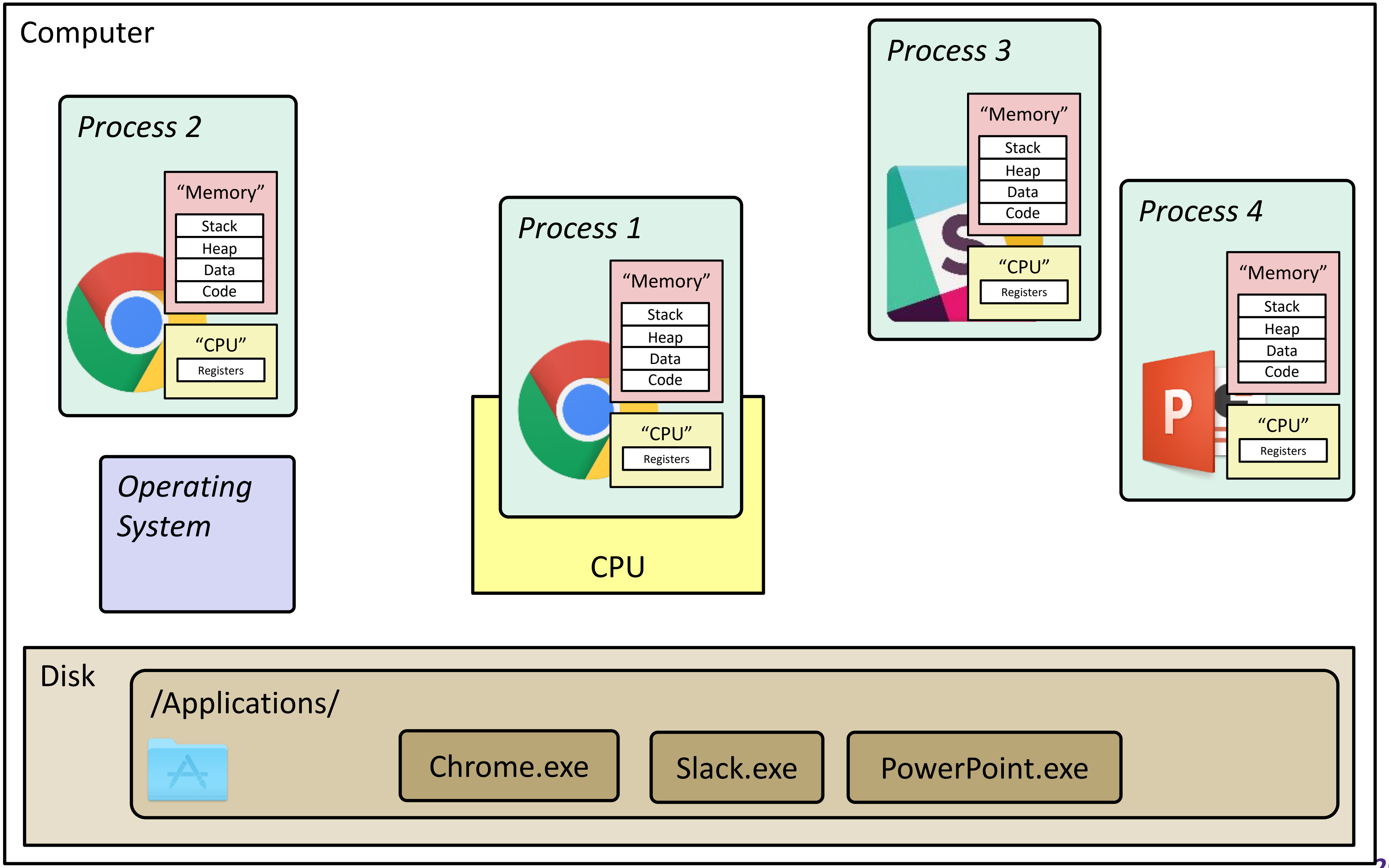
What is a process?

It's an *illusion*!

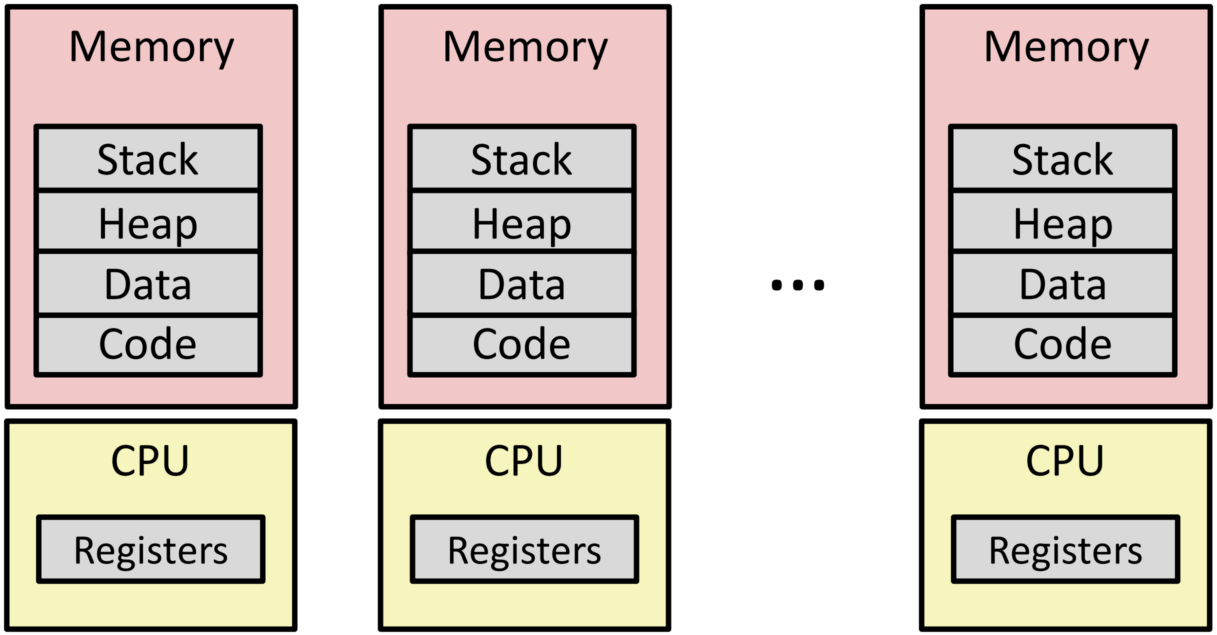


What is a process?

It's an *illusion*!

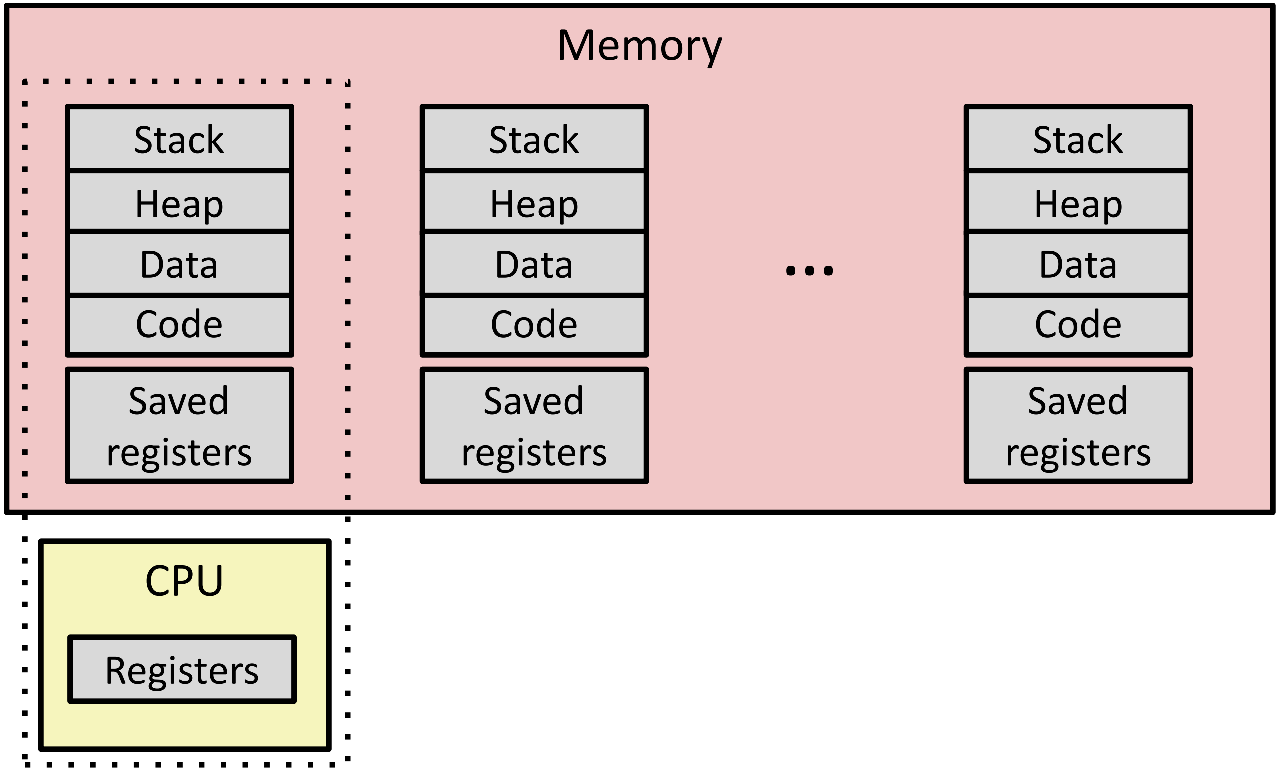


Multiprocessing: The Illusion



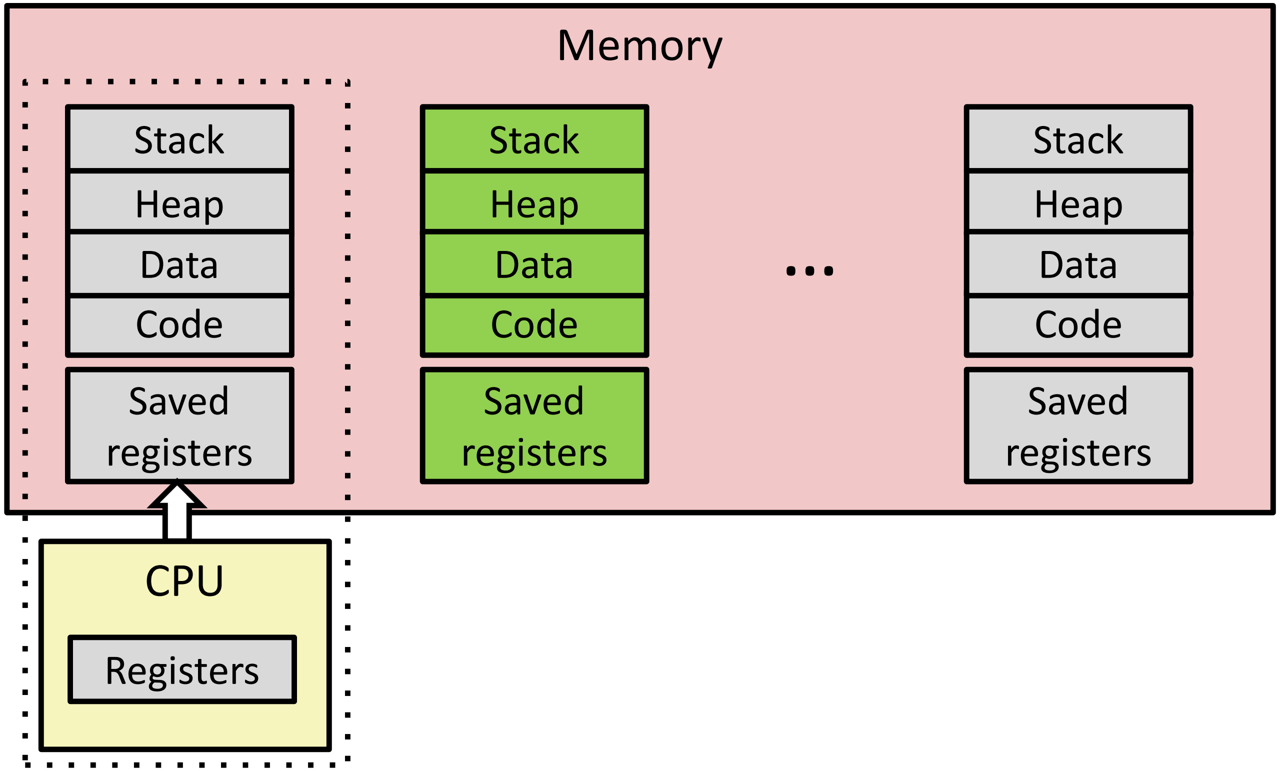
- Computer runs many processes simultaneously
  - Applications for one or more users
    - Web browsers, email clients, editors, …
  - Background tasks
    - Monitoring network & I/O devices

Multiprocessing: The Reality



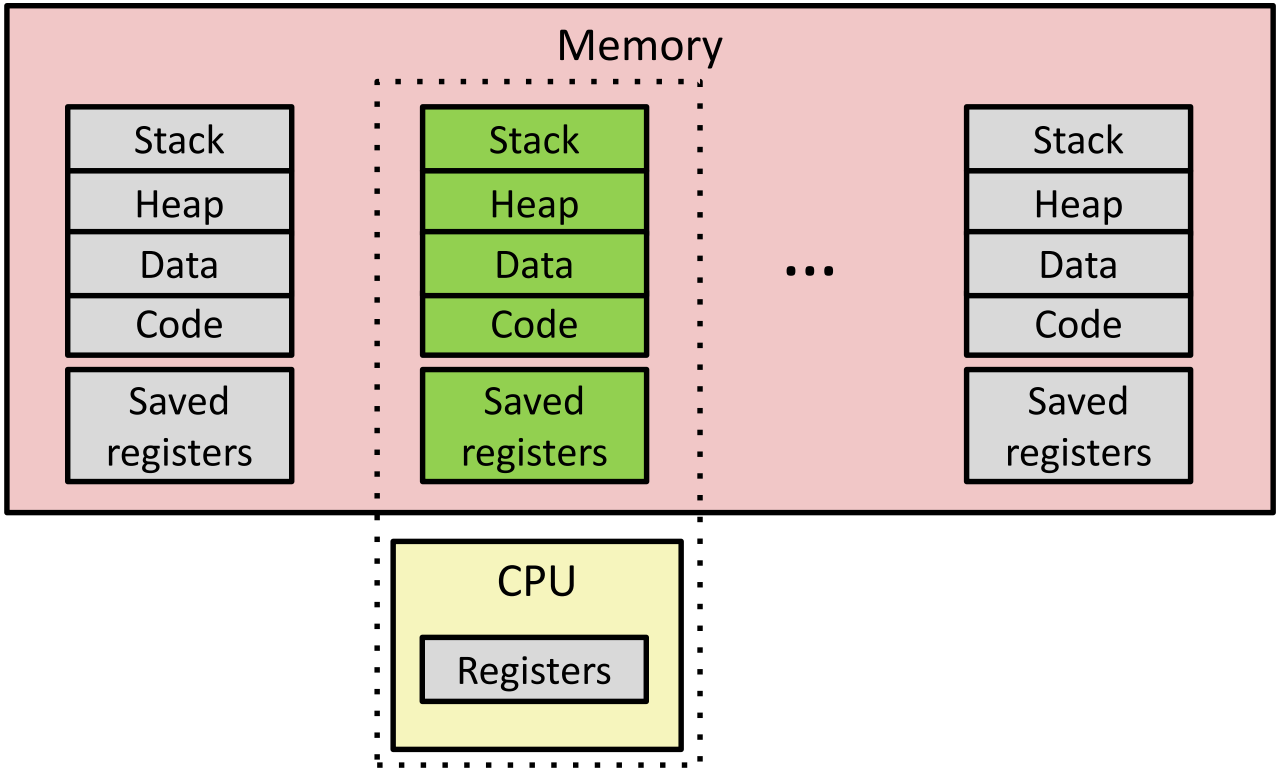
- Single processor executes multiple processes *concurrently*
  - Process executions interleaved, CPU runs *one at a time*
  - Address spaces managed by virtual memory system (later in course)
  - *Execution context* (register values, stack, …) for other processes saved in memory

Multiprocessing



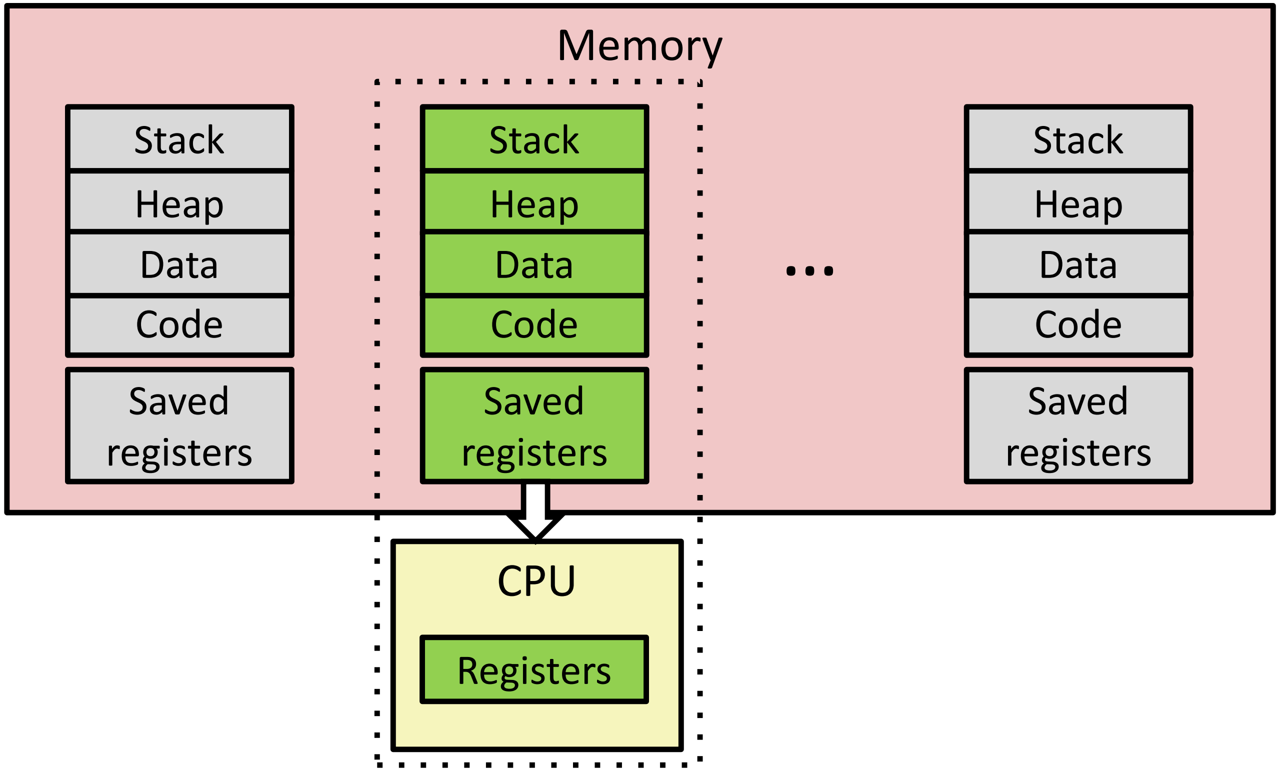
- Context switch
  1) **Save current registers in memory**

Multiprocessing



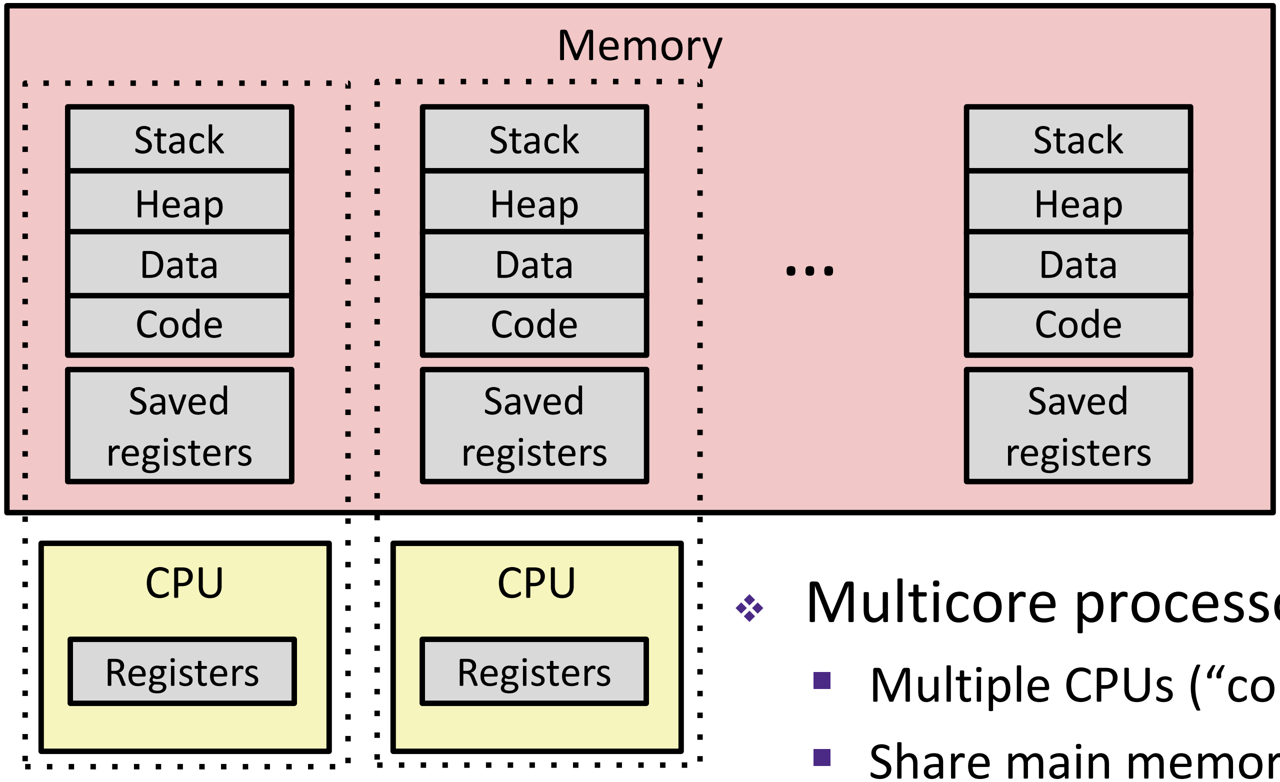
- Context switch
  1) Save current registers in memory
  2) **Schedule next process for execution**

Multiprocessing



- Context switch
  1) Save current registers in memory
  2) Schedule next process for execution
  3) **Load saved registers and switch address space**

Multiprocessing: The (Modern) Reality

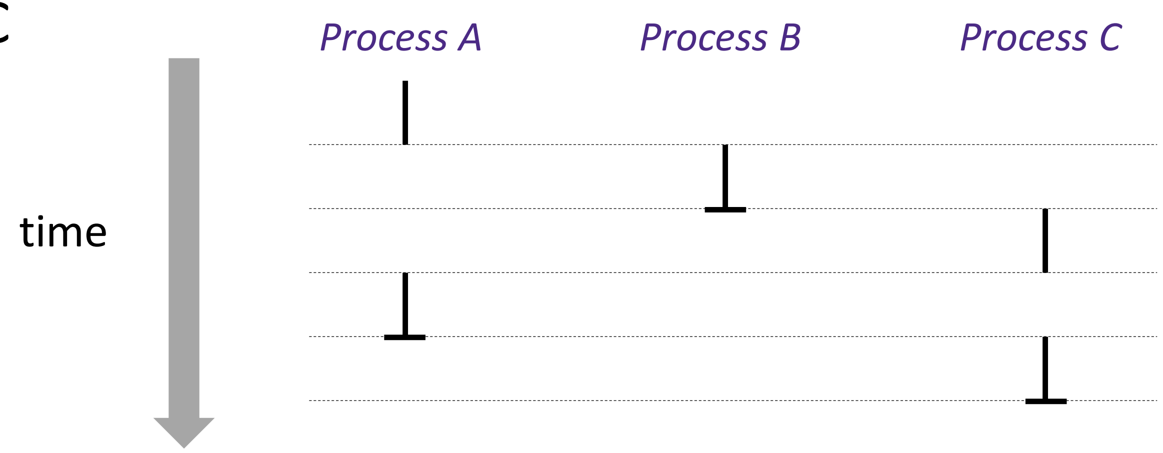


- Multicore processors
  - Multiple CPUs ("cores") on single chip
  - Share main memory (and some of the caches)
  - Each can execute a separate process
    - Kernel schedules processes to cores
    - ***Still* constantly swapping processes**

Concurrent Processes

Assume only one CPU

- Each process is a logical control flow
- Two processes *run* *concurrently* (are concurrent) if their instruction executions (flows) overlap in time
  - Otherwise, they are *sequential*
- Example: (running on single core)
  - Concurrent: A & B, A & C
  - Sequential: B & C

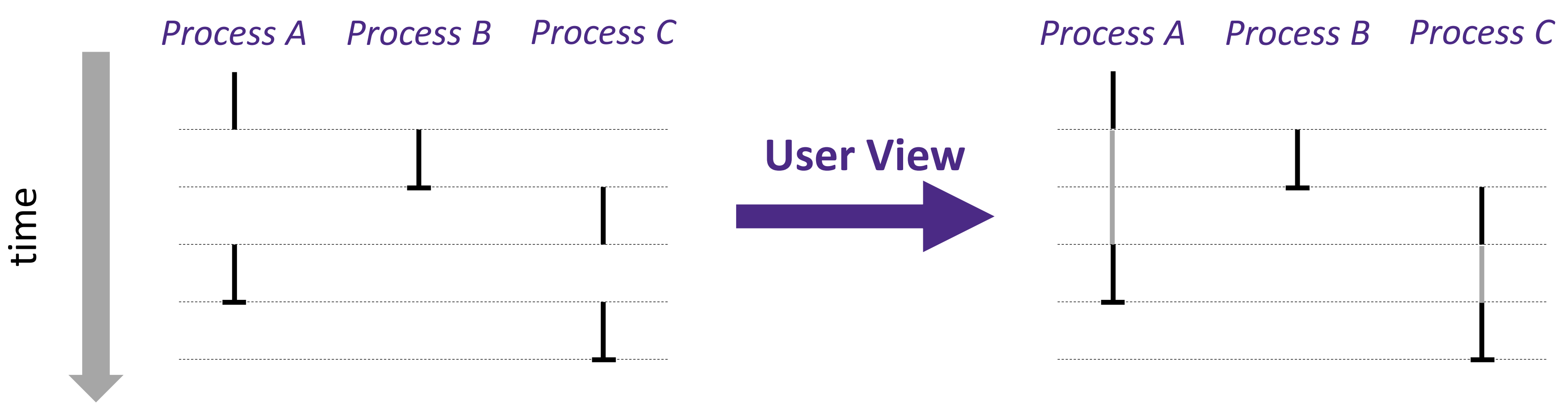


Assume only <u>one</u> CPU

User's View of Concurrency

- Control flows for concurrent processes are physically disjoint in time
  - CPU only executes instructions for one process at a time

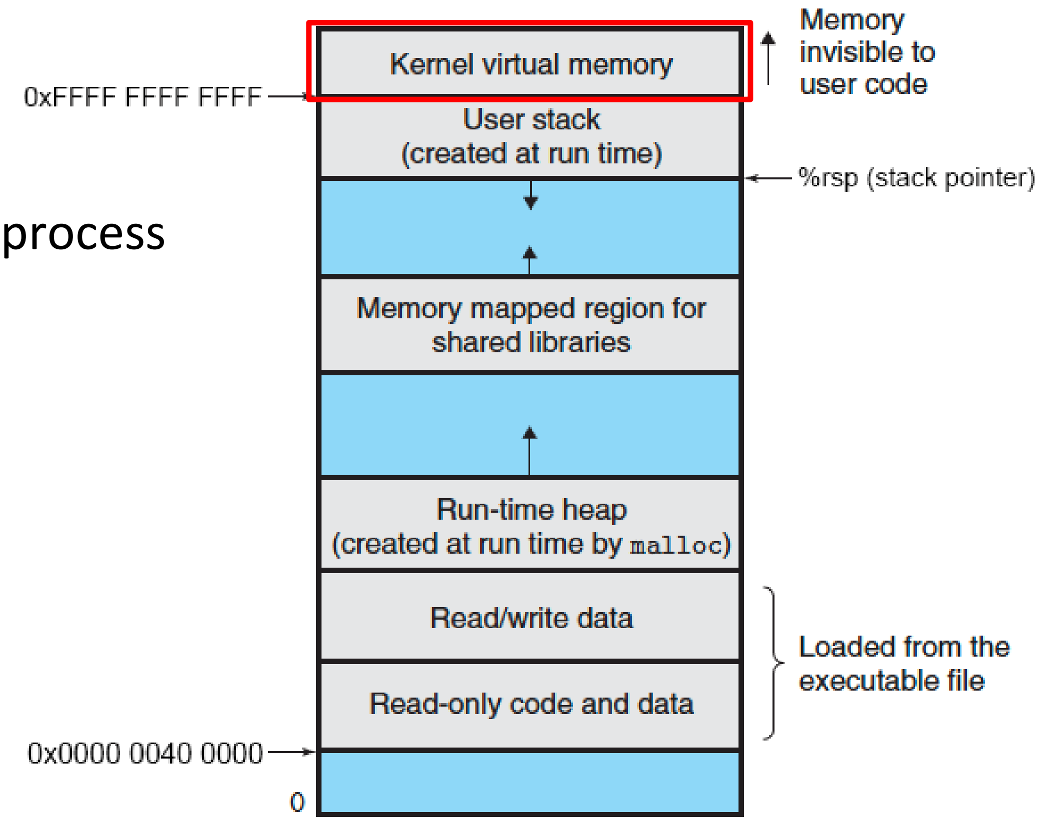
- However, the user can *think of* concurrent processes as executing at the same time, in *parallel*



Context Switching

Assume only one CPU

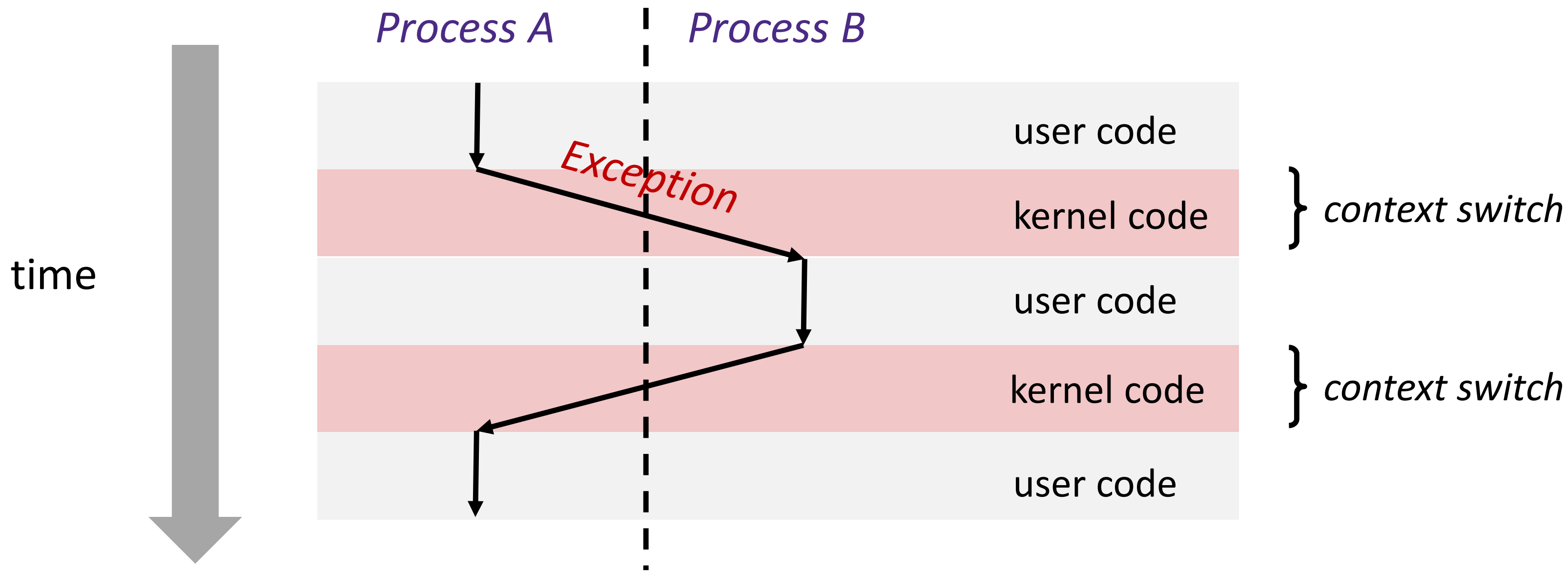
- Processes are managed by a *shared* chunk of OS code called the kernel
  - The kernel is not a separate process, but rather runs as part of a user process
- In x86-64 Linux:
  - Same address in each process refers to same shared memory location



Context Switching

Assume only one CPU

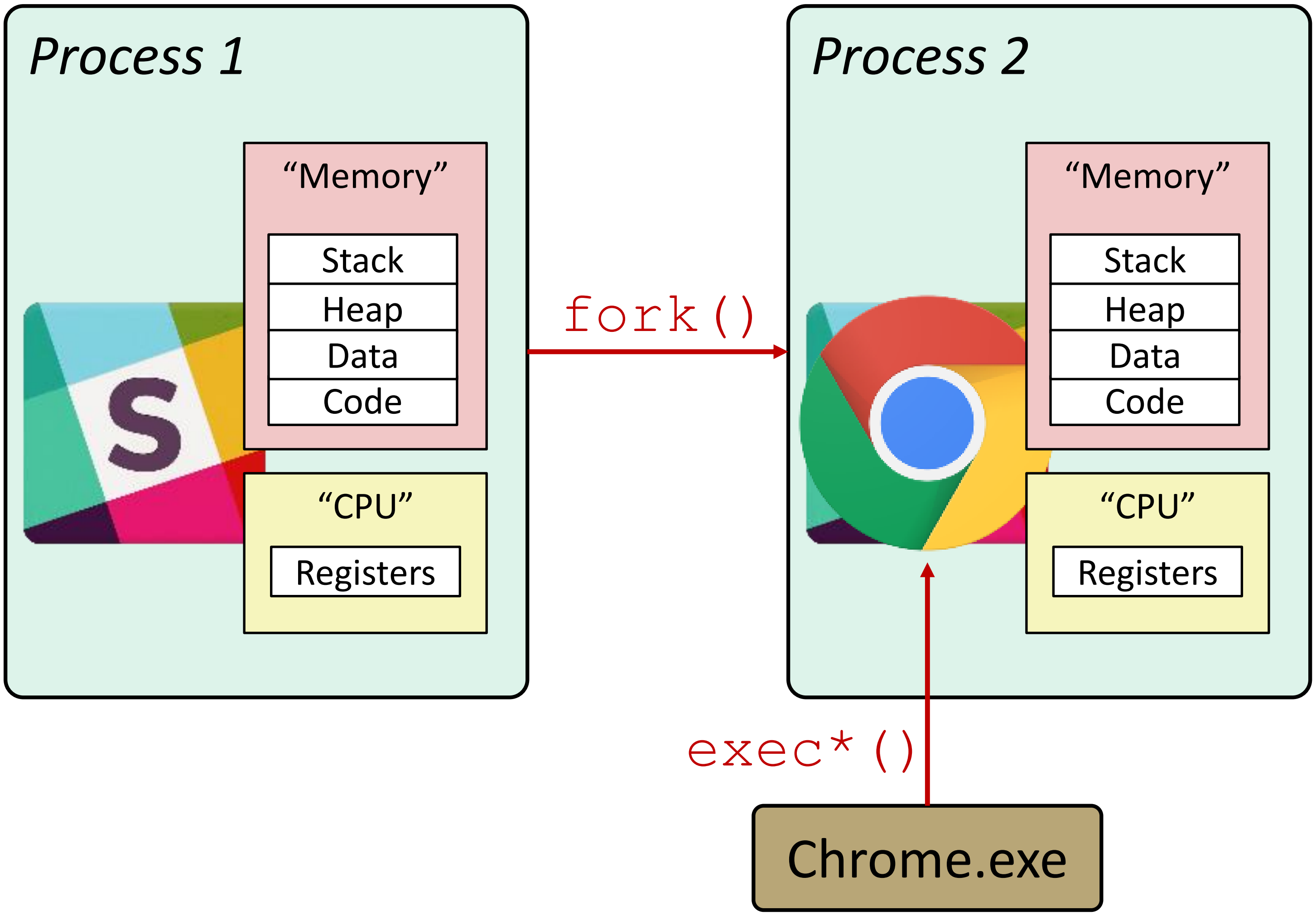
- Processes are managed by a *shared* chunk of OS code called the kernel
  - The kernel is not a separate process, but rather runs as part of a user process
- Context switch passes control flow from one process to another and is performed using kernel code



Processes

- Processes and context switching
- **Creating new processes**
  - `fork()`, `exec*()`, and `wait()`
- Zombies

Creating New Processes & Programs



Creating New Processes & Programs

- fork-exec model (Linux):
  - `fork()` creates a copy of the current process
  - `exec*()` replaces the current process' code and address space with the code for a different program
    - Family: `execv`, `execl`, `execve`, `execle`, `execvp`, `execlp`
  - `fork()` and `execve()` are *system calls*

- Other system calls for process management:
  - `getpid()`
  - `exit()`
  - `wait()`, `waitpid()`

`fork`: Creating New Processes

- `pid_t fork(void)`
  - Creates a new "child" process that is *identical* to the calling "parent" process, including all state (memory, registers, etc.)
  - Returns 0 to the child process
  - Returns child's process ID (PID) to the parent process
- Child is *almost* identical to parent:
  - Child gets an identical (but separate) copy of the parent's virtual address space
  - Child has a different PID than the parent

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

- `fork` is unique (and often confusing) because it is called once but returns "twice"

Understanding fork

Process X (parent)

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

Process Y (child)

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

Understanding fork

Process X (parent)

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Process Y (child)

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

pid = Y

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

pid = 0

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

Understanding fork

Process X (parent)

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pid = Y

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

pid = 0

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

`hello from parent`

`hello from child`

Which one appears first?

Fork Example

```
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);
}
```

- Both processes continue/start execution after `fork`
  - Child starts at instruction after the call to `fork` (storing into `pid`)
- Can’t predict execution order of parent and child
- Both processes start with `x=1`
  - Subsequent changes to `x` are independent
- Shared open files: stdout is the same in both parent and child

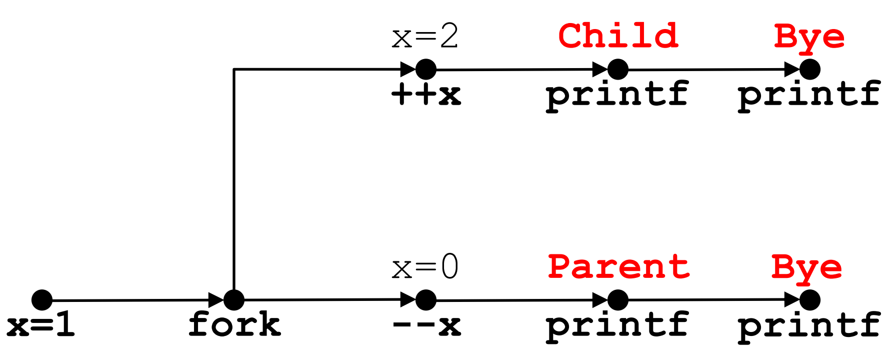
Modeling `fork` with Process Graphs

- A *process graph* is a useful tool for capturing the partial ordering of statements in a concurrent program
  - Each vertex is the execution of a statement
  - `a` → `b` means `a` happens before `b`
  - Edges can be labeled with current value of variables
  - `printf` vertices can be labeled with output
  - Each graph begins with a vertex with no inedges

- Any *topological sort* of the graph corresponds to a feasible total ordering
  - Total ordering of vertices where all edges point from left to right

Fork Example: Possible Output

```
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);
}
```



Peer Instruction Question

- Are the following sequences of outputs possible?
  - Vote at http://pollev.com/rea

```
void nestedfork() {
    printf("L0\n");
    if (fork() == 0) {
        printf("L1\n");
        if (fork() == 0) {
            printf("L2\n");
        }
    }
    printf("Bye\n");
}
```

	Seq 1:	Seq 2:
	L0	L0
	L1	Bye
	Bye	L1
	Bye	L2
	Bye	Bye
	L2	Bye
A.	No	No
B.	No	Yes
C.	Yes	No
D.	Yes	Yes
E.	We're lost…	

Fork-Exec

Note: the return values of `fork` and `exec*` should be checked for errors

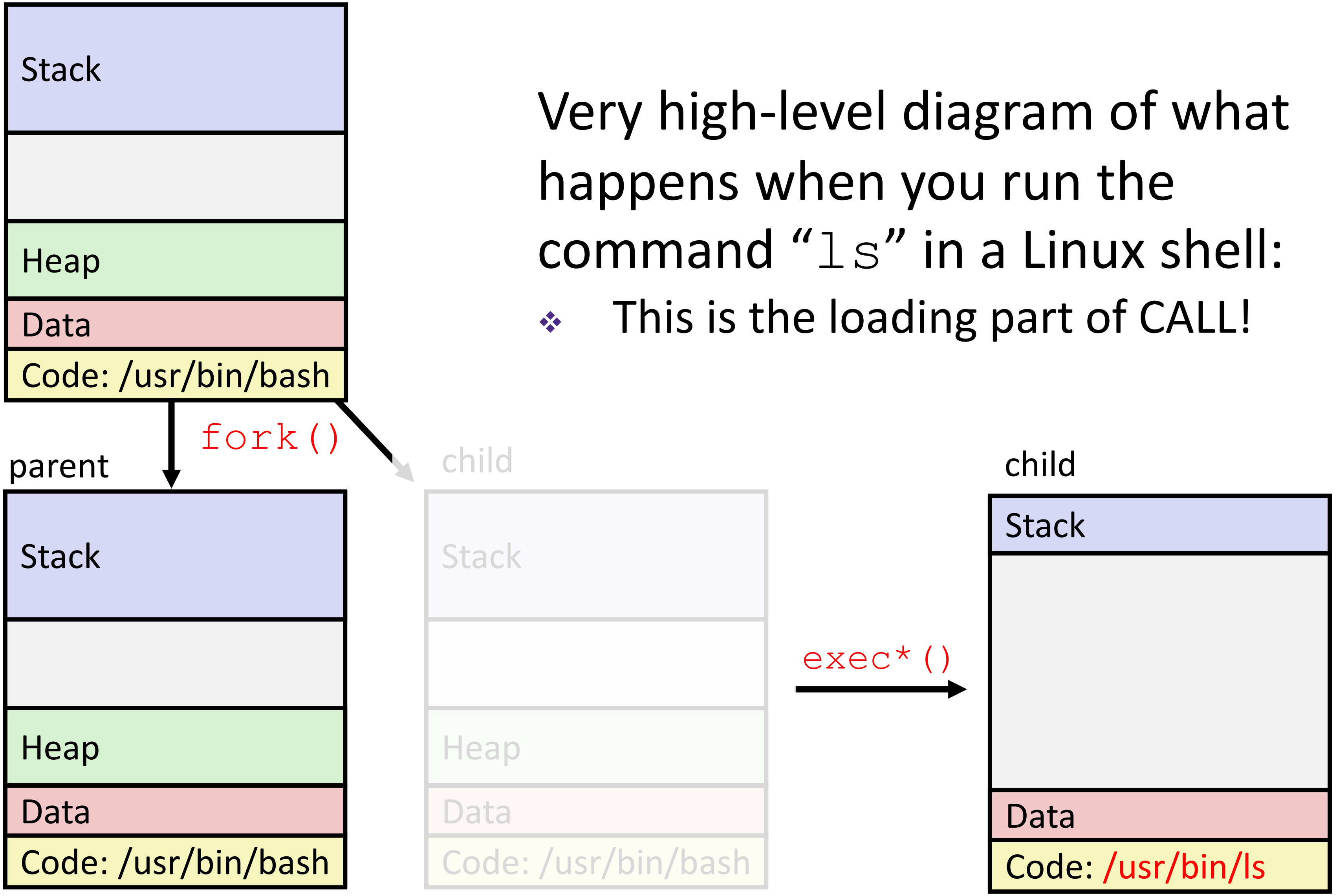
- fork-exec model:
  - `fork()` creates a copy of the current process
  - `exec*()` replaces the current process' code and address space with the code for a different program
    - Whole family of `exec` calls – see **`exec(3)`** and **`execve(2)`**

```
// Example arguments: path="/usr/bin/ls",
//      argv[0]="/usr/bin/ls", argv[1]="-ahl", argv[2]=NULL
void fork_exec(char *path, char *argv[]) {
   pid_t pid = fork();
   if (pid != 0) {
      printf("Parent: created a child %d\n", pid);
   } else {
      printf("Child: about to exec a new program\n");
      execv(path, argv);
   }
   printf("This line printed by parent only!\n");
}
```

Exec-ing a new program

Very high-level diagram of what happens when you run the command "`ls`" in a Linux shell:

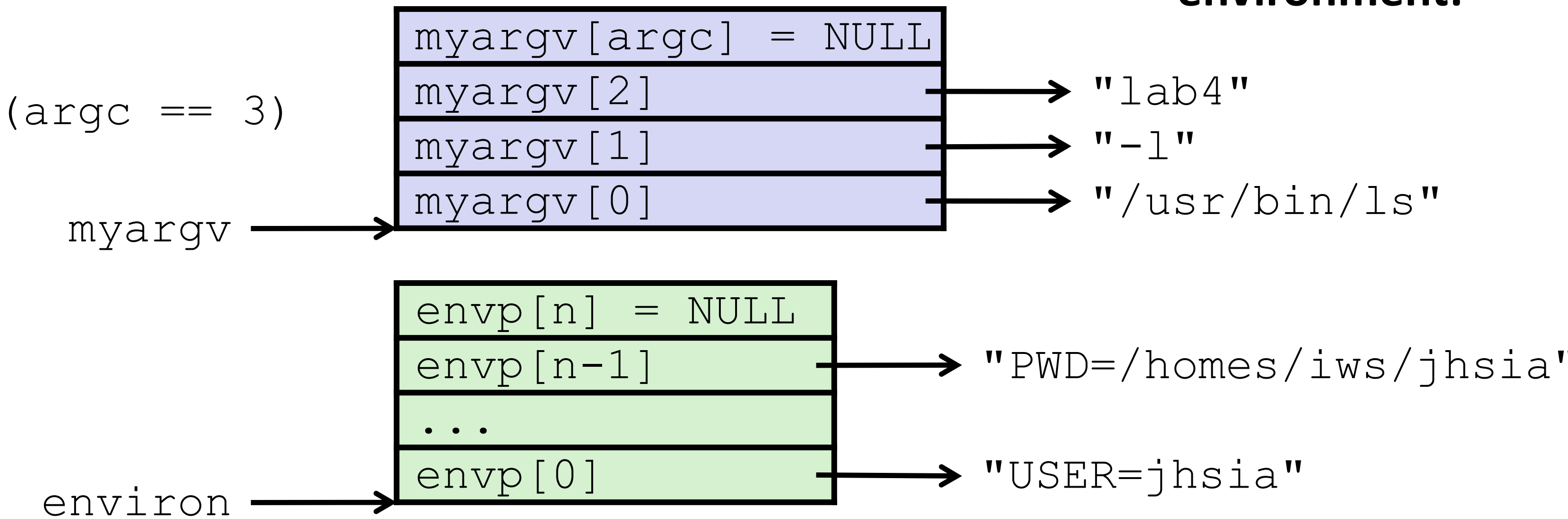
- This is the loading part of CALL!



execve Example

This is extra (non-testable) material

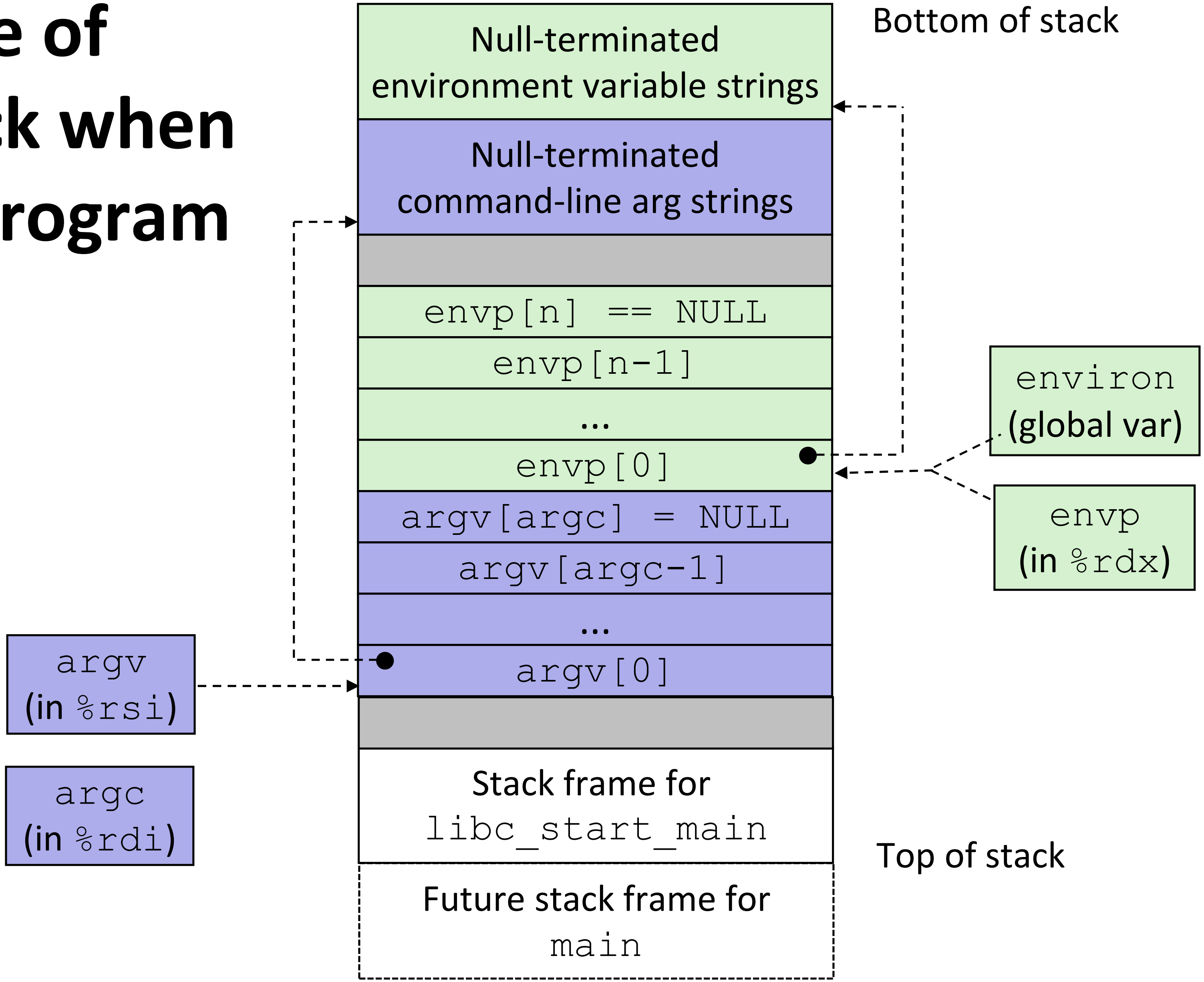
Execute `"/usr/bin/ls –l lab4"` in child process using current environment:




```
if ((pid = fork()) == 0) {    /* Child runs program */
    if (execve(myargv[0], myargv, environ) < 0) {
        printf("%s: Command not found.\n", myargv[0]);
        exit(1);
    }
}
```

Run the `printenv` command in a Linux shell to see your own environment variables

Structure of the Stack when a new program starts



This is extra (non-testable) material

`exit`: Ending a process

- `void exit(int status)`
  - Explicitly exits a process
    - Status code: 0 is used for a normal exit, nonzero for abnormal exit

- The `return` statement from `main()` also ends a process in C
  - The return value is the status code

Summary

- Processes
  - At any given time, system has multiple active processes
  - On a one-CPU system, only one can execute at a time, but each process appears to have total control of the processor
  - OS periodically "context switches" between active processes
    - Implemented using *exceptional control flow*
- Process management
  - `fork`: one call, two returns
  - `execve`: one call, usually no return
  - `wait` or `waitpid`: synchronization
  - `exit`: one call, no return

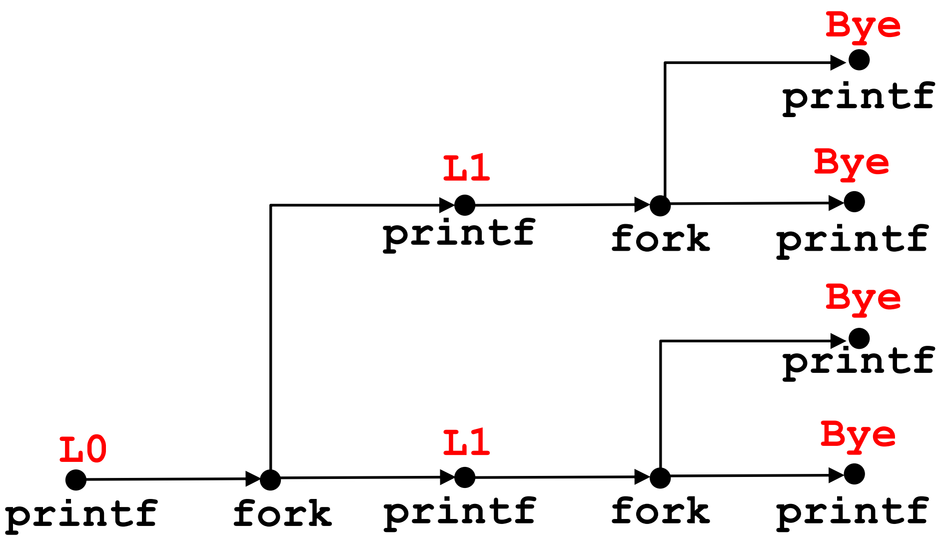
BONUS SLIDES

Detailed examples:

- Consecutive forks

Example: Two consecutive `fork`s

```
void fork2() {
    printf("L0\n");
    fork();
    printf("L1\n");
    fork();
    printf("Bye\n");
}
```



Feasible output:
L0
L1
Bye
Bye
L1
Bye
Bye

Infeasible output:
L0
Bye
L1
Bye
L1
Bye
Bye

Example: Three consecutive `fork`s

- Both parent and child can continue forking

```
void fork3() {
    printf("L0\n");
    fork();
    printf("L1\n");
    fork();
    printf("L2\n");
    fork();
    printf("Bye\n");
}
```