15-213
“The course that gives CMU its Zip!”

Exceptional Control Flow
Part I
October 19, 2004

Topics
- Exceptions
- Process context switches
- Creating and destroying processes
Control Flow

Computers 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 system’s physical control flow (or flow of control).

```
Time

Physical control flow

<startup>
inst_1
inst_2
inst_3
...
inst_n
<shutdown>
```
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 exists 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

Processor → Interrupt controller

Timer → Serial port controllers

USB Ports

Keyboard
Mouse
Modem
Printer

Local/IO Bus

Memory
IDE disk controller
SCSI controller
SCSI bus
Video adapter
Display
Network adapter
Network

Parallel port controller

Super I/O Chip

disk

disk

CDROM
Exceptions

An exception is a transfer of control to the OS in response to some event (i.e., change in processor state)
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.
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), floating point exceptions.
  - Either re-executes faulting (“current”) instruction or aborts.

- **Aborts**
  - Unintentional and unrecoverable
  - Examples: parity error, machine check.
  - Aborts current program
Precise vs. Imprecise Faults

- Precise Faults: the exception handler knows exactly which instruction caused the fault. All prior instructions have completed and no subsequent instructions had any effect.

- Imprecise Faults: the CPU was working on multiple instructions concurrently and an ambiguity may exists as to which instruction cause the Fault. For example, multiple FP instructions were in the pipe and one caused an exception (Alpha Microprocessors).
### Trap Example

#### Opening a File

- **User calls** `open(filename, options)`

```
0804d070 <__libc_open>:
    ...  
0804d082:  cd 80       int $0x80
0804d084:  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
pop
```

```
exception
```

```
Open file
```

```
return
```

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Fault Example #1

Memory Reference

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

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

- Page handler must load page into physical memory
- Returns to faulting instruction
- Successful on second try

User Process    OS

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

event  movl  page fault  Create page and load into memory

return
Fault Example #2

Memory Reference with TLB miss

- User writes to memory location
- That portion (page) of user’s memory is currently in physical memory, but the processor has forgotten how to translate the this virtual address to the physical address
- TLB must be reloaded with current translation
- Returns to faulting instruction
- Successful on second try

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

User Process ——— User Process

TLB miss ——— TLB miss

Look up address translation and store it in a TLB entry

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Fault Example #3

Memory Reference

- User writes to memory location
- Address is not valid

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

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

User Process

OS

Detect invalid address

Signal process
Processes

Definition: 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.
- Private address space
  - Each program seems to have exclusive use of main memory.

How are these Illusions maintained?

- Process executions interleaved (multitasking)
- Address spaces managed by virtual memory system
Logical Control Flows

Each process has its own logical control flow
Concurrent Processes

Two processes run concurrently (are concurrent) if their flows overlap in time.

Otherwise, they are sequential.

Examples:
- Concurrent: A & B, A & C
- Sequential: B & C
User View of Concurrent Processes

Control flows for concurrent processes are physically disjoint in time.

However, we can think of concurrent processes as running in parallel with each other.
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 user process.

Control flow passes from one process to another via a *context switch*.
Private Address Spaces

Each process has its own private address space.
Virtual Machines

All current general purpose computers support multiple, concurrent *user-level* processes. Is it possible to run multiple kernels on the same machine?

- Yes: Virtual Machines (VM) were supported by IBM mainframes for over 30 years
- Intel’s IA32 instruction set architecture is not virtualizable (neither are the Sparc, Mips, and PPC ISAs)
- With a lot of clever hacking, Vmware™ managed to virtualize the IA32 ISA in software
- User Mode Linux
**fork: Creating new processes**

```c
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

    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*
Fork Example #1

Key Points

- Parent and child both run same code
  - Distinguish parent from child by return value from `fork`

- Start with same state, but each has private copy
  - Including shared output file descriptor
  - Relative ordering of their 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);
}
```
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");
}
```
Fork Example #3

Key Points

- Both parent and child can continue forking

```c
void fork3()
{
    printf("L0\n");
    fork();
    printf("L1\n");
    fork();
    printf("L2\n");
    fork();
    printf("Bye\n");
}
```
Fork Example #4

Key Points

- Both parent and child can continue forking

```c
void fork4()
{
    printf("L0\n");
    if (fork() != 0) {
        printf("L1\n");
        if (fork() != 0) {
            printf("L2\n");
            fork();
        }
    }
    printf("Bye\n");
}
```
Fork Example #5

Key Points

- Both parent and child can continue forking

```c
void fork5()
{
    printf("L0\n");
    if (fork() == 0) {
        printf("L1\n");
        if (fork() == 0) {
            printf("L2\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(cleanups);
    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
Zombie Example

void fork7()
{
    if (fork() == 0) {
        /* Child */
        printf("Terminating Child, PID = %d\n", getpid());
        exit(0);
    } else {
        printf("Running Parent, PID = %d\n", getpid());
        while (1)
            ; /* Infinite loop */
    }
}

- ps shows child process as “defunct”
- Killing parent allows child to be reaped
Nonterminating Child Example

```c
void fork8()
{
    if (fork() == 0) {
        /* Child */
        printf("Running Child, PID = %d\n", getpid());
        while (1)
            ; /* Infinite loop */
    } else {
        printf("Terminating Parent, PID = %d\n", getpid());
        exit(0);
    }
}
```

- Child process still active even though parent has terminated
- Must kill explicitly, or else will keep running indefinitely

```bash
linux> ./forks 8
Terminating Parent, PID = 6675
Running Child, PID = 6676
linux> ps
    PID TTY       TIME  CMD
   6585 tttyp9   00:00:00  tcsh
   6676 tttyp9   00:00:06  forks
   6677 tttyp9   00:00:00  ps
linux> kill 6676
linux> ps
    PID TTY       TIME  CMD
   6585 tttyp9   00:00:00  tcsh
   6678 tttyp9   00:00:00  ps
```
wait: Synchronizing with children

```c
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
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();
}
```
**Wait() Example**

- If multiple children completed, will take in arbitrary order
- Can use macros WIFEXITED and WEXITSTATUS to get information about exit status

```c
void fork10()
{
    pid_t pid[N];
    int i;
    int child_status;
    for (i = 0; i < N; i++)
        if ((pid[i] = fork()) == 0)
            exit(100+i); /* Child */
    for (i = 0; i < N; i++) {
        pid_t wpid = wait(&child_status);
        if (WIFEXITED(child_status))
            printf("Child %d terminated with exit status %d\n", wpid, WEXITSTATUS(child_status));
        else
            printf("Child %d terminate abnormally\n", wpid);
    }
}
```
**Waitpid()**

- `waitpid(pid, &status, options)`
  - Can wait for specific process
  - Various options

```c
void fork11()
{
    pid_t pid[N];
    int i;
    int child_status;
    for (i = 0; i < N; i++)
        if ((pid[i] = fork()) == 0)
            exit(100+i); /* Child */
    for (i = 0; i < N; i++) {
        pid_t wpid = waitpid(pid[i], &child_status, 0);
        if (WIFEXITED(child_status))
            printf("Child %d terminated with exit status %d\n", wpid, WEXITSTATUS(child_status));
        else
            printf("Child %d terminated abnormally\n", wpid);
    }
```
Wait/Waitpid Example Outputs

Using `wait (fork10)`

<table>
<thead>
<tr>
<th>Child ID</th>
<th>Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>3565</td>
<td>103</td>
</tr>
<tr>
<td>3564</td>
<td>102</td>
</tr>
<tr>
<td>3563</td>
<td>101</td>
</tr>
<tr>
<td>3562</td>
<td>100</td>
</tr>
<tr>
<td>3566</td>
<td>104</td>
</tr>
</tbody>
</table>

Using `waitpid (fork11)`

<table>
<thead>
<tr>
<th>Child ID</th>
<th>Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>3568</td>
<td>100</td>
</tr>
<tr>
<td>3569</td>
<td>101</td>
</tr>
<tr>
<td>3570</td>
<td>102</td>
</tr>
<tr>
<td>3571</td>
<td>103</td>
</tr>
<tr>
<td>3572</td>
<td>104</td>
</tr>
</tbody>
</table>
exec: Running new programs

int execl(char *path, char *arg0, char *arg1, ..., 0)

- 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 *) 0 argument

- returns -1 if error, otherwise doesn’t return!

```c
main() {
  if (fork() == 0) {
    execl("/usr/bin/cp", "cp", "foo", "bar", 0);
  }
  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
- Only one can execute at a time, though
- Each process appears to have total control of processor + private memory space
Summarizing (cont.)

Spawning Processes
- Call to `fork`
  - One call, two returns

Terminating Processes
- Call `exit`
  - One call, no return

Reaping Processes
- Call `wait` or `waitpid`

Replacing Program Executed by Process
- Call `exec1` (or variant)
  - One call, (normally) no return