15-410

"...process_switch(P2) 'takes a while'..."

Yield
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Road Map

Day	Option 1	Option 2
Monday	Yield	Yield
Wednesday	Deadlock	Deadlock
Friday	Deadlock	Deadlock
Monday	P2 questions	VM1
Wednesday	VM1	P2 questions
Friday	VM2	VM2

My suggestion: Option 1

Either wil require *you* to come to class with questions!

(I will come to class with a lecture..don't make me use it)

Outline

Context switch

- Motivated by yield()
- This is a *core idea* of this class
  - You will benefit if your P3 implementation is clean and solid
  - There's more than one way to do it
    - Even more than one *good* way
    - As with P2 `thread_fork` part of the design is figuring out what the parameters should be...
- This lecture is "early"
  - Struggle with it today
  - Hopefully it'll be easier when you struggle with it in P3
- Note: today we'll talk about every kind of thread *but* P2

Mysterious yield()

```
process1() {
  while (1)
    yield(P2);
}
```

```
process2() {
  while (1)
    yield(P1);
}
```

User-space Yield

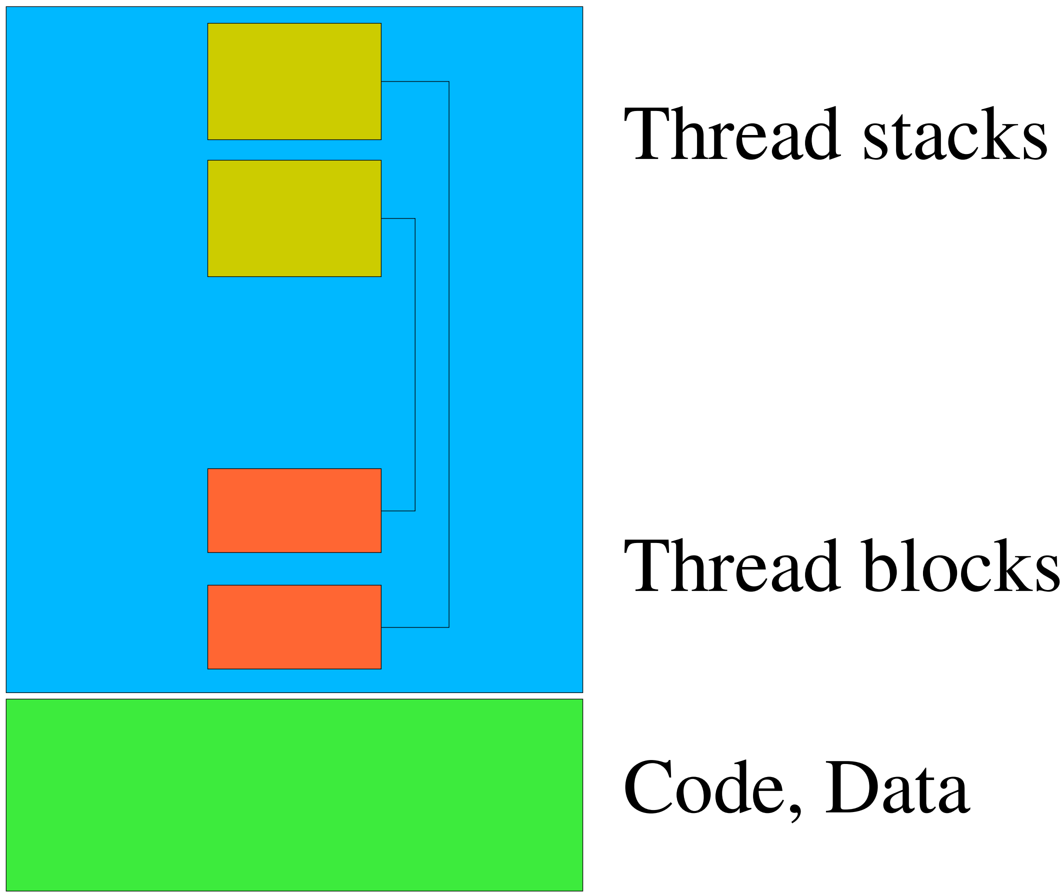
Consider *pure user-space threads*

- The opposite of Project 2
- You implement threads inside a single-threaded process
- There is no `thread_fork`...

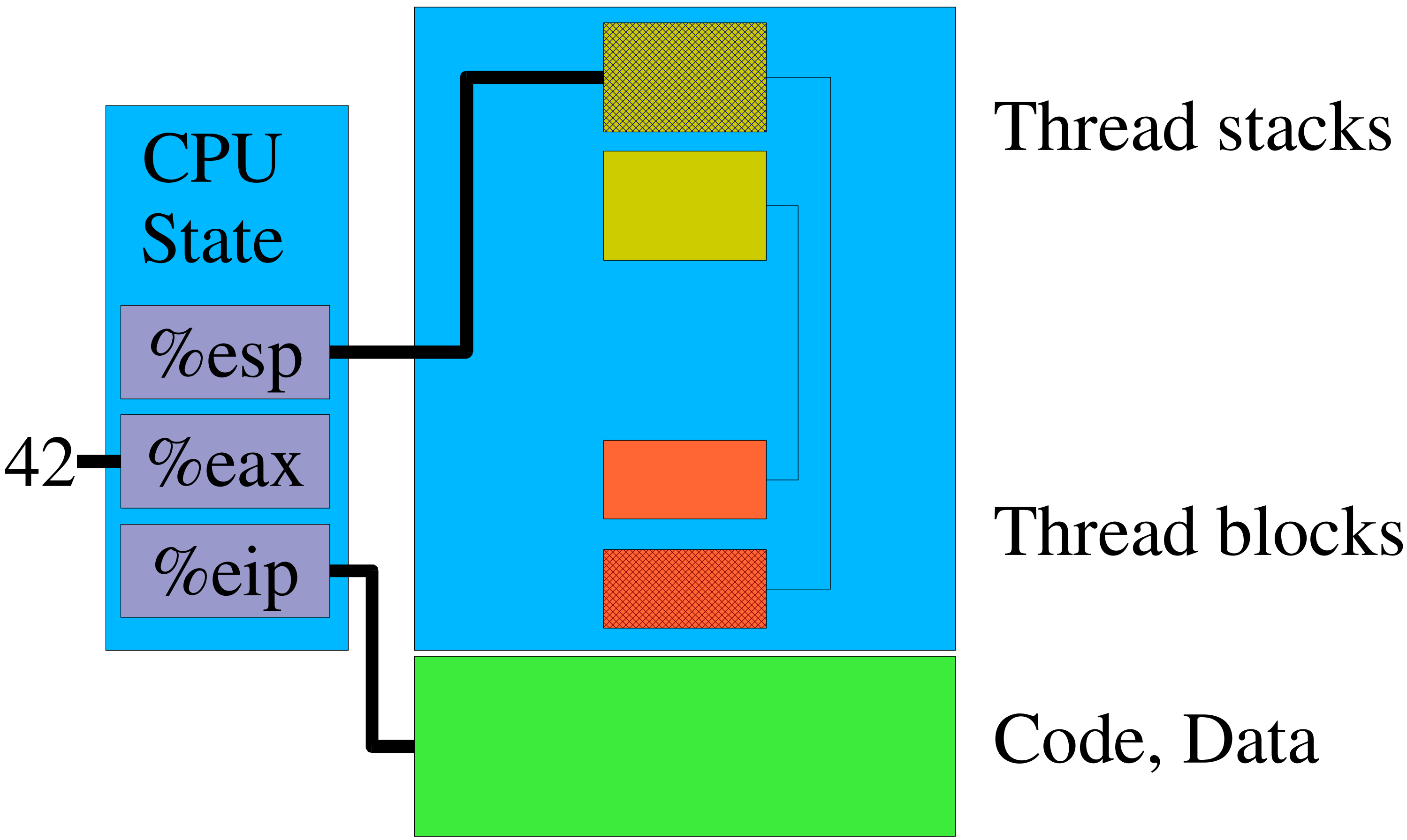
What is a thread in that world?

- A stack
- "Thread control block" (TCB)
  - Locator for register-save area
  - Housekeeping information

Big Picture

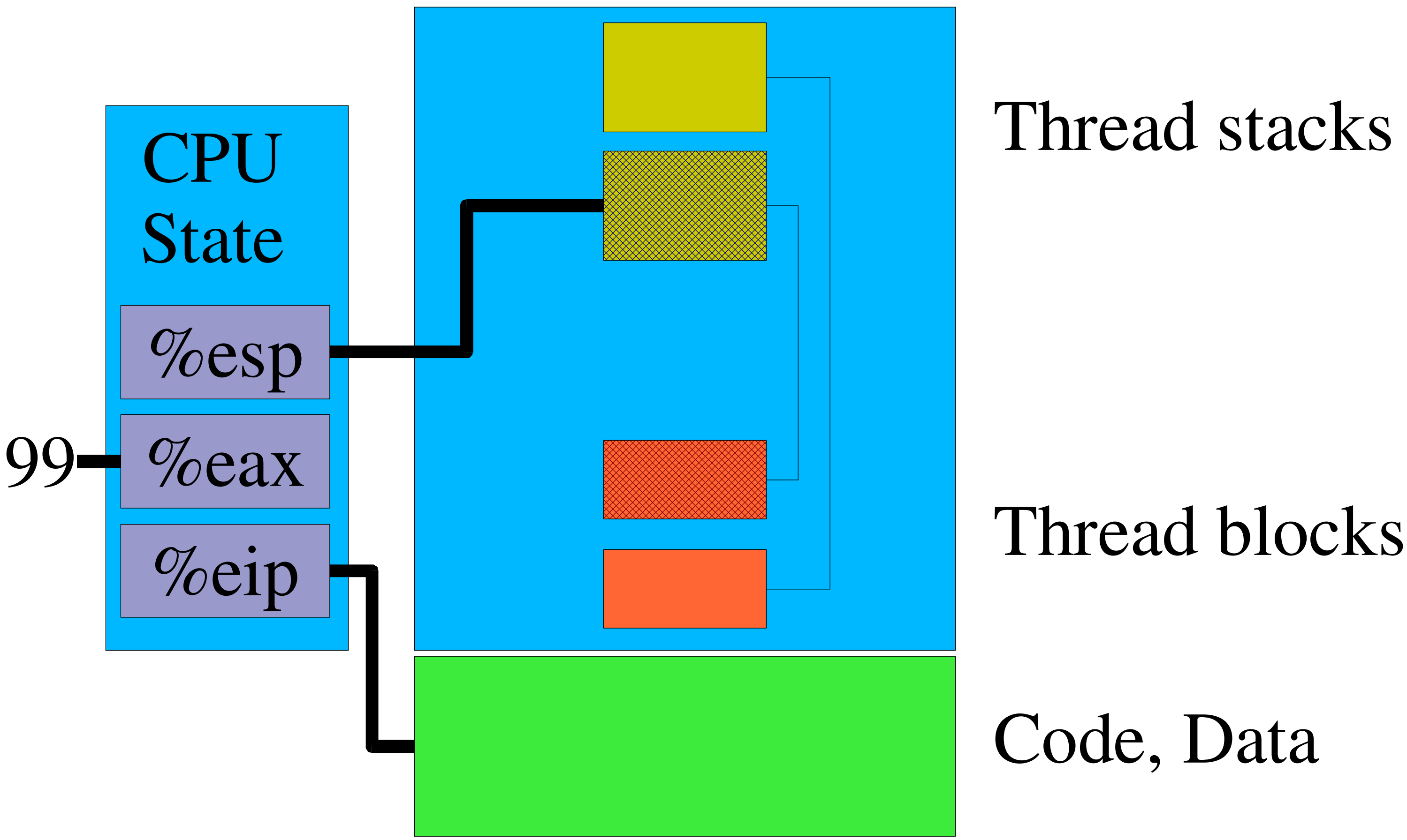


Big Picture



CPU
State
%esp
42
%eax
%eip
Thread stacks
Thread blocks
Code, Data

Running the Other Thread



User-space Yield

yield(user-thread-3)

- **save my registers on stack**
- ***/* magic happens here */***
- **restore thread 3's registers from thread 3's stack**
- **return** ***/* to thread 3! */***

Todo List

General-purpose registers

Stack pointer

Program counter

No magic!

```
/* C may well not be best for this */
yield(user-thread-3){
  save registers on stack    /* asm(...) */
  tcb->sp = get_esp();       /* asm(...) */
  tcb->pc = &there;          /* gcc ext. */
  tcb = findtcb(user-thread-3);
  set_esp(tcb->sp);          /* asm(...) */
  jump(tcb->pc);             /* asm(...) */
there:
  restore registers from stack /* asm() */
  return
}
```

The Program Counter

What values can the PC (%eip) contain?

- **Thread switch happens *only in yield***
- **Yield sets saved PC to start of “restore registers”**

All non-running threads have the *same* saved PC

- **Please make sure this makes sense to you**

Remove Unnecessary Code

```
yield(user-thread-3){
  save registers on stack
  tcb->sp = get_esp();
  tcb->pc = &there;
  tcb = findtcb(user-thread-3);
  set_esp(tcb->sp);
  jump(there);
there:
  restore registers from stack
  return
}
```

Remove Unnecessary Code

```
yield(user-thread-3){
  save registers on stack
  tcb->sp = get_esp();
  tcb = findtcb(user-thread-3);
  set_esp(tcb->sp);
  restore registers from stack
  return
}
```

User Threads vs. Kernel Processes

What if a process yields to another?

- "Compare & contrast, in no more than 1,000 words..."

User threads

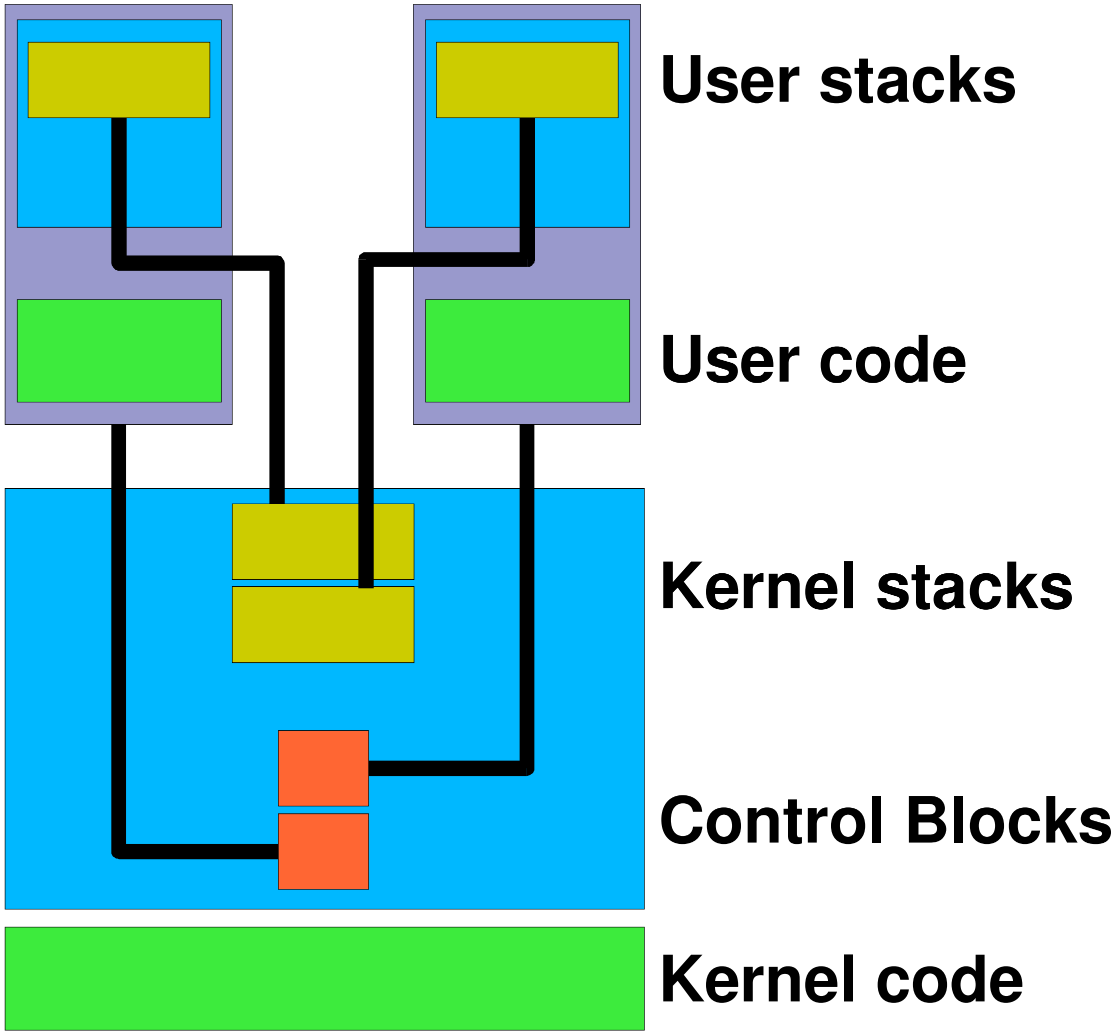
- Share memory
- Threads not protected from each other

Processes

- Do *not* generally share memory
- P1 must *not* modify P2's saved registers

Where are process save areas and control blocks?

Kernel Memory Picture



P1's Yield(P2) steps

P1 calls yield(P2)

INT 50 ⇒ *boom!*

Processor trap protocol

- Saves some registers on P1's kernel stack
  - This is a *stack switch* (user ⇒ kernel), intel-sys.pdf 5.10
  - Top-of-kernel-stack specified by %esp0 register
  - Trap frame (x86): %ss & %esp, %eflags, %cs & %eip

Assembly-language stub

- Saves more registers
- Starts C trap handler

P1's Yield(P2) steps

sys_yield()

- return(process_switch(P2))

Assembly-language stub

- Restores registers from P1's kernel stack

Processor return-from-trap protocol (aka IRET)

- Restores %ss & %esp, %eflags, %cs & %eip

INT 50 instruction “completes”

- Back in user-space

P1 yield() library routine returns

What happened to P2??

process_switch(P2) "takes a while"

- When P1 calls it, it "returns" to P2
- When P2 calls it, it "returns" to P1 (eventually)

Inside process_switch()

ATOMICALLY

```
enqueue_tail(runqueue, cur_pcb);
save registers    /* P1's stack */
cur_pcb = dequeue(runqueue, P2);
stackpointer = cur_pcb->sp;
restore registers /* P2's stack */
return;

/* some details omitted */
```

User-mode Yield vs. Kernel-mode

Kernel context switches happen for more reasons

- **good old yield(), but also...**
- **Message passing from P1 to P2**
- **P1 sleeping on disk I/O, so run P2**
- ***CPU preemption by clock interrupt***

I/O completion Example

P1 calls read()

In kernel

- read() starts disk read
- read() calls condition_wait(&buffer); /* details vary */
- condition_wait() calls process_switch()
- process_switch() returns *to P2*

I/O Completion Example

While P2 is running

- Disk completes read, interrupts P2 into kernel
- Interrupt handler calls condition_signal(&buffer);

Option 1

- condition_signal() marks P1 as runnable, returns
- Interrupt handler returns to P2

Option 2

- condition_signal() calls process_switch(P1) (only fair...)
- P2 will finish the interrupt handler ***much later***
  - Remember in P3 to confront implications of this!

Clock interrupts

P1 doesn't "ask for" clock interrupt

- Clock handler *forces* P1 into kernel
  - Kernel stack looks like a "system call"
    - As if user process had called handle_timer()
  - But it was involuntary

P1 doesn't say who to yield to

- (it didn't make the "system call")
- *Scheduler* chooses next process

Summary

Similar steps for user space, kernel space

Primary differences

- Kernel has open-ended competitive scheduler
- Kernel more interrupt-driven

Implications for 410 projects

- P2: firmly understand thread stacks
  - thread_create() stack setup
  - cleanup
  - race conditions
- P3: firmly understand kernel context switch

Advice: draw pictures of stacks