15-410
“...process_switch(P2) 'takes a while'...”

Yield
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Synchronization

Thread library due tonight

- Please follow hand-in procedure on Projects page
Synchronization

Thread library due tonight
- Just kidding!

Who has...
- ...read handouts?
- ...unpacked tarball?
- ...set up a repository in AFS?
- ...issued a system call?
- ...drawn stack pictures?
- ...had a thread killed due to a page fault?
Synchronization

We hope you use the milestones and attack plan

- Pitfalls exist and we hope to steer you away
- Please don't wait “just one week” to find out when the milestones are...
  - ...if you haven't read the handouts yet, please do so today.

Take advantage of course staff

- If you see me I may require you to draw pictures
- Because this is very likely to help you

Review material if necessary

- We genuinely expect you to be operating from the “Questions” and “Debugging” lecture material
- If you missed class or were late, please review them as necessary
Outline

Context switch

- Motivated by yield()
- This is a core idea of this class
  - You will benefit if your P3 context switch 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 parameters context_switch() should take...
Outline

Context switch

- Motivated by yield()
- This is a core idea of this class
  - You will benefit if your P3 context switch 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 parameters context_switch() should take...
- 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()
User-space Yield

Consider pure user-space threads
- You implement threads inside a single-threaded process
- There is no \texttt{thread\_fork}...
- The opposite of Project 2

What is a thread in that world?
- A stack
- “Thread control block” (TCB)
  - Locator for register-save area
  - Housekeeping information
Big Picture

Thread blocks

Thread stacks

Code, Data
User-space Yield

\texttt{yield(user-thread-3)}

save my registers on stack

\textit{/* magic happens here */}

restore thread 3's registers from thread 3's stack

return; \textit{/* to thread 3! */}
Todo List

Save
- General-purpose registers
  - (floating-point registers: omitted)
- Stack pointer
- Program counter

Which value to save for each?
- The value we want the register to have after the restore is done

Restore
- Same list as “save”
- Not our values: the target's values
No magic!

/* C+asm() for slide notation only! */

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?

- In a pure user-thread environment, thread switch happens *only in yield()*
- Yield sets saved PC to address of first “restore registers” instruction

All non-running threads have the same saved PC

- Please make sure this makes sense to you
Remove Unnecessary Code – 1

```c
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(tcb->pc &there);
there:
    restore registers from stack
    return
}
```
yield(user-thread-3){
    save \texttt{registers} on stack
    tcb->sp = get\_esp();
    tcb->pc = &there;
    tcb = findtcb(user-thread-3);
    set\_esp(tcb->sp);
    jump(tcb->pc &there);
    there:
    restore \texttt{registers} from stack
    return
}

Remove Unnecessary Code – 2
Remove Unnecessary Code – 3

```c
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

- User stacks
- User code
- Kernel stacks
- Control Blocks
- Kernel code
P1's Yield(P2) steps

P1 calls yield(P2)

Syscall stub: INT 50 ⇒ \textit{boom}!

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

Assembly-language wrapper
- Saves more registers
- Starts C trap handler

Then...?
P1's Yield(P2) steps

```c
int sys_yield(int pid) {
    return (process_switch(pid));
}
```

**Assembly-language wrapper**
- Restores registers from P1's kernel stack, modulo %eax

**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 = dequeueID(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 blocked 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()
  - In general, we want somebody else to run
- 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);

Now what?
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
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 the 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