Exceptional Control Flow
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)

**Control flow**

Time

<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
  - Reactions to changes in *program state*

- **Insufficient for a useful system:**
  Difficult to react to changes in *system state*
  - Data arrives from a disk or a network adapter
  - Instruction divides by zero
  - Any illegal instruction

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

- Exists at all levels of a computer system

- Low level mechanisms
  - *Exceptions*
    - Change in control flow in response to a system event (i.e., change in system state)
    - Implemented using combination of hardware and OS software

- Higher level mechanisms
  - *Process context switch*
    - Implemented by OS software and hardware timer
  - *Signals*
    - Implemented by OS software (*next lecture*)
  - *Nonlocal jumps* `setjmp()` and `longjmp()` (*next lecture*)
exceptions

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

- Each type of event has a unique exception number $k$
- $k = \text{index into exception table (a.k.a. interrupt vector)}$
- 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:
  - **Timer interrupt**
    - Every few ms, an external timer chip triggers an interrupt
    - Used by the kernel to take back control from user programs
  - **I/O interrupt from external device**
    - Arrival of a packet from a network
    - Arrival of data from a disk
Synchronous Exceptions

- Caused by events that occur as a result of executing an instruction:
  - **Traps**
    - Intentional
    - Example: *system calls*
    - Returns control to “next” instruction
  - **Faults**
    - Unintentional but possibly recoverable
    - Example: *page fault*
    - Either re-executes faulting (“current”) instruction or aborts
  - **Aborts**
    - Unintentional and unrecoverable
    - Example: *illegal memory access*
    - Aborts current program
Each x86-64 system call has a unique ID number

**Examples:**

<table>
<thead>
<tr>
<th>Number</th>
<th>Name</th>
<th>Description</th>
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<tbody>
<tr>
<td>0</td>
<td>read</td>
<td>Read file</td>
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<tr>
<td>1</td>
<td>write</td>
<td>Write file</td>
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<tr>
<td>2</td>
<td>open</td>
<td>Open file</td>
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<tr>
<td>3</td>
<td>close</td>
<td>Close file</td>
</tr>
<tr>
<td>4</td>
<td>stat</td>
<td>Get info about file</td>
</tr>
<tr>
<td>57</td>
<td>fork</td>
<td>Create process</td>
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<tr>
<td>59</td>
<td>execve</td>
<td>Execute a program</td>
</tr>
<tr>
<td>60</td>
<td>_exit</td>
<td>Terminate process</td>
</tr>
<tr>
<td>62</td>
<td>kill</td>
<td>Send signal to process</td>
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</tbody>
</table>
**Trap Example: Opening File**

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

```
000000000000e5d7 <__open>:
...

e5d79: b8 02 00 00 00       mov $0x2,%rax    # open is syscall #2
e5d7e: 0f 05               syscall         # Return value in %rax
e5d80: 48 3d 01 f0 ff ff    cmp $0xfffffffffffff001, %rax
# Many cmp's, depending on the error code, do different things
```

- `%rax` contains syscall number
- Return value in `%rax`
- Negative value is an error corresponding to negative `errno`
Fault Example: Page Fault

- User writes to memory location
- That portion of user’s memory is currently on disk, needs to be loaded.

```c
int a[10000];
main ()
{
    a[5000] = 13;
}
```

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

**User code**

**Kernel code**

- Exception: page fault
- Copy page from disk to memory
- Return and reexecute movq
### Abort Example: Invalid Memory Reference

- Sends `SIGSEGV` signal to user process
- User process exits with “segmentation fault”
Processes
+ Processes

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

- Process provided with two key abstractions by OS:
  - *Logical control flow*
    - Each program seems to have exclusive use of the CPU
    - Provided by mechanism called *context switching*
  - *Private address space*
    - Each process seems to have exclusive use of main memory.
    - Provided by mechanism called *virtual memory*
Processes *con’t*

- Computer runs many processes simultaneously
  - Applications for one or more users
    - Web browsers, email clients, editors, …
  - Background tasks
    - Monitoring network & I/O devices
- Each process has its own ‘context’
Multiprocessing: The (Traditional) Reality

- Single processor executes multiple processes concurrently
  - Process executions interleaved (multitasking)
  - Address spaces managed by virtual memory system (later in course)
  - Register values for non-executing processes saved in memory (context)
Multiprocessing: The (Traditional) Reality

- Save current registers in memory
Multiprocessing: The (Traditional) Reality

- Schedule next process for execution
Multiprocessing: The (Traditional) Reality

- Load saved registers and switch address space (context switch)
Multiprocessing: The (Modern) Reality

- Multicore processors
  - Multiple CPUs on single chip
  - Share main memory (and some of the caches)
  - Each can execute a separate process (Scheduling of processors onto cores by kernel)
Concurrent Processes

- Each process is a logical control flow.

- Two processes run concurrently if their flows overlap in time
  - Otherwise, they are sequential

- Examples (running on single core):
  - Concurrent: ??
  - Sequential: ??
Concurrent Processes

- Each process is a logical control flow.
- Two processes run concurrently if their flows overlap in time
  - Otherwise, they are sequential
- Examples (running on single core):
  - Concurrent: A & B, A & C
  - Sequential: B & C
Concurrent vs Parallel Processes

- Control flows for concurrent processes are physically disjoint in time.
- We can *think* of concurrent processes as running in parallel with each other, however, this is not necessarily the case.
- If two processes are executing simultaneously on different cores, these are *parallel processes*.

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- Process A
- Process B
- Process C
Process Control
Creating and Terminating Processes

- From a programmer’s perspective, we can think of a process as being in one of three states

  - **Running**
    - Process is either executing, or waiting to be executed and will eventually be scheduled (i.e., chosen to execute) by the kernel
    - Programmer can create running processes at runtime.

  - **Stopped**
    - Process execution is suspended and will not be scheduled until further notice

  - **Terminated**
    - Process is stopped permanently
    - Programmer can terminate processes at runtime.
Terminating Processes

- Process becomes terminated for one of three reasons:
  - Receiving a signal whose default action is to terminate
    - (next lecture)
  - Returning from the main routine
  - Calling the exit function

- `void exit(int status)`
  - Terminates with an exit status of status
  - Convention: normal return status is 0, nonzero on error
  - Another way to explicitly set the exit status is to return an integer value from the main routine
Creating Processes

- Parent process spawns running child process by calling `fork`

- `int fork(void)`
  - Child is almost identical to parent:
    - Child get an identical (but separate) copy of the parent’s virtual address space.
    - Child gets identical copies of the parent’s open file descriptors
    - Child has a different PID than the parent
  - Returns 0 to the child process, child’s PID to parent process

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

- Call once, return twice
- Concurrent execution
  - Can’t predict execution order of parent and child
- Duplicate but separate address space
  - x has a value of 1 when fork returns in parent and child
  - Subsequent changes to x are independent

```c
int main()
{
    pid_t pid;
    int x = 1;

    pid = fork();
    if (pid == 0) {
        /* Child */
        printf("child: x=%d\n", ++x);
        exit(0);
    }

    /* Parent */
    printf("parent: x=%d\n", --x);
    exit(0);
}
```

```
linux> ./fork
parent: x=0
child: x=2
```
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
- $a \rightarrow b$ means $a$ happens before $b$
- Edges can be labeled with current value of variables
- printf vertices can be labeled with output
```c
int main() {
    pid_t pid;
    int x = 1;

    pid = fork();
    if (pid == 0) { /* Child */
        printf("child : x=%d\n", ++x);
        exit(0);
    }

    /* Parent */
    printf("parent: x=%d\n", --x);
    exit(0);
}
```

The code snippet demonstrates a simple process graph example, where a parent process forks a child process. The child process increments the value of `x` and prints it, while the parent process decrements `x` and prints it. The process graph visually represents the flow of these operations.
Interpreting Process Graphs

- **Original graph:**

- **Relabeled graph:**

- Feasible total ordering:

- Infeasible total ordering:
**Example: Two consecutive forks**

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

Feasible output:

- L0
- L1
- Bye

Infeasible output:

- L0
- Bye
- L1
- Bye
Reaping Child Processes

- **Idea**
  - When process terminates, it still consumes system resources (memory)
  - Called a "zombie"

- **Reaping**
  - Performed by parent on terminated child (using wait or waitpid)
  - Parent is given exit status information
  - Kernel then deletes zombie child process

- **What if parent doesn’t reap?**
  - If any parent terminates without reaping a child, then the orphaned child will be reaped by init process (pid == 1)
  - So, only need explicit reaping in long-running processes
    - e.g., shells and servers
Zombie Example

```c
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" (i.e., a zombie)
- Killing parent allows child to be reaped by init
Non-Terminating Child Example

Child process still active even though parent has terminated

Must kill child explicitly, or else will keep running indefinitely

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