Processes

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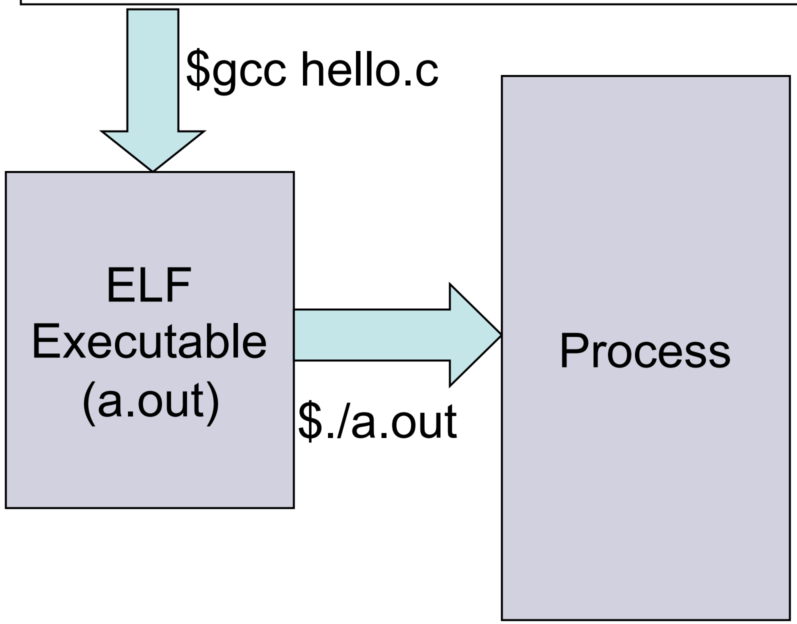
Executing Apps (Process)

```c
#include <stdio.h>

int main(){
  char str[] = "Hello World\n";
  printf("%s", str);
}
```



- Process
  - A program in execution
  - Most important abstraction in an OS
  - Comprises of
    - Code
    - Data
    - Stack
    - Heap
    - State in the OS
    - Kernel stack

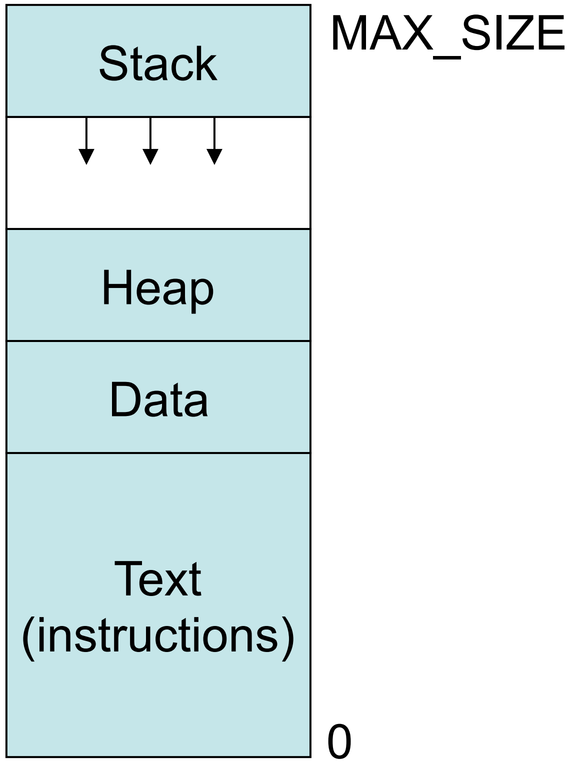
    (Code, Data: from ELF; Code, Data, Stack, Heap: In the user space of process; State in the OS, Kernel stack: In the kernel space)
  - State contains : registers, list of open files, related processes, etc.

Program ≠ Process

Program	Process
code + static and global data	Dynamic instantiation of code + data + heap + stack + process state
One program can create several processes	A process is unique isolated entity

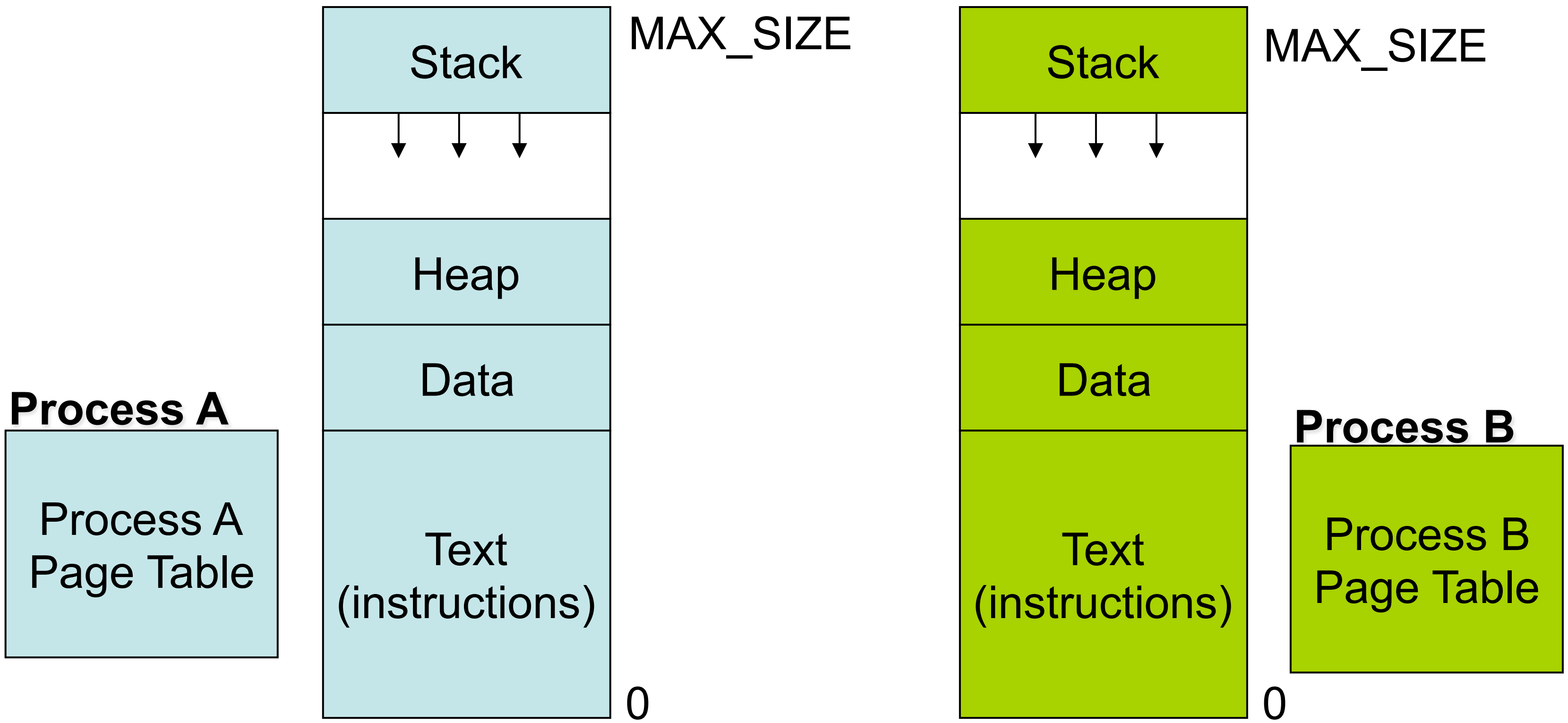
Process Address Space

- Virtual Address Map
  - All memory a process can address
  - Large contiguous array of addresses from 0 to MAX_SIZE

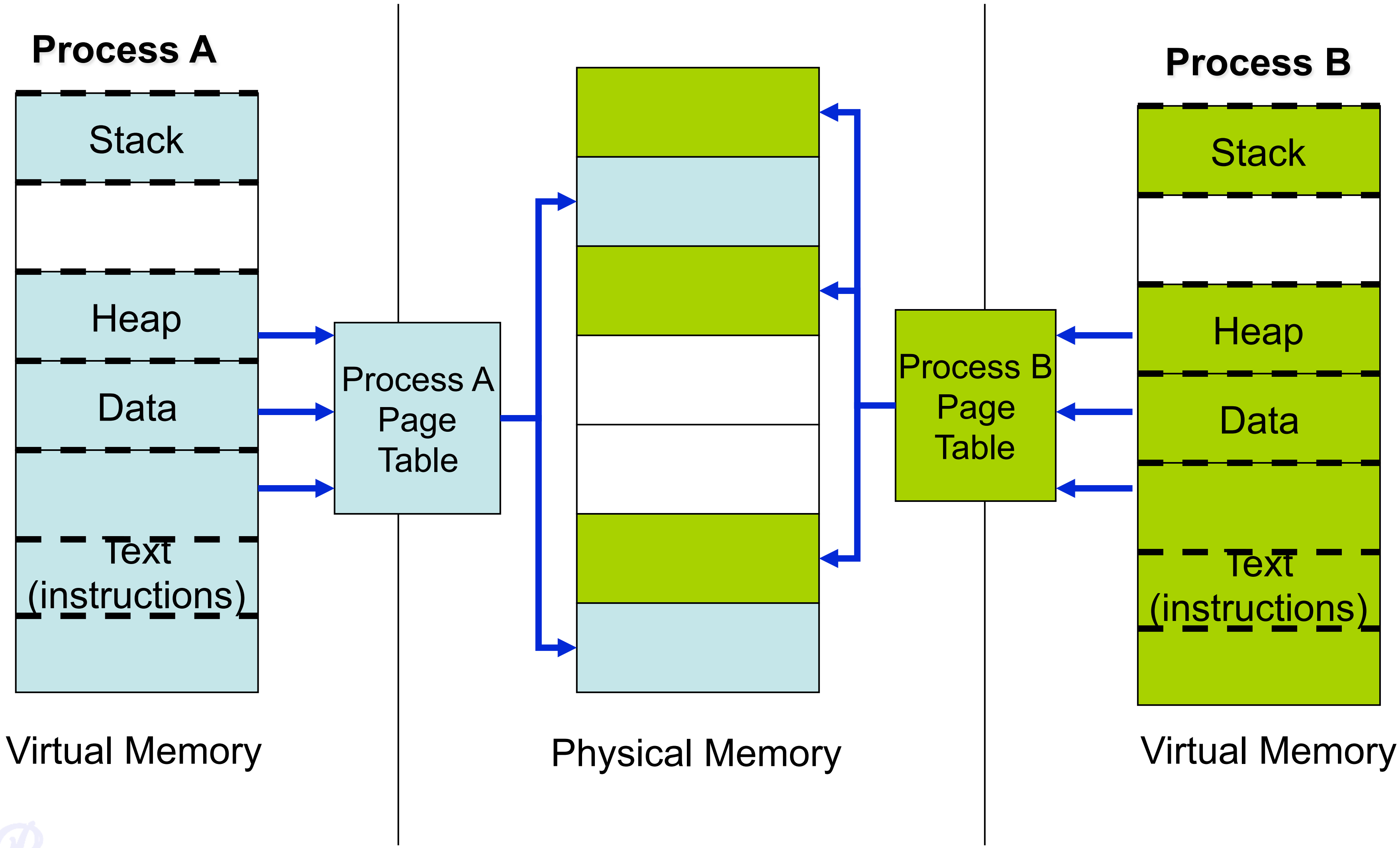


Process Address Space

- Each process has a different address space
- This is achieved by the use of virtual memory
- Ie. 0 to MAX_SIZE are virtual memory addresses



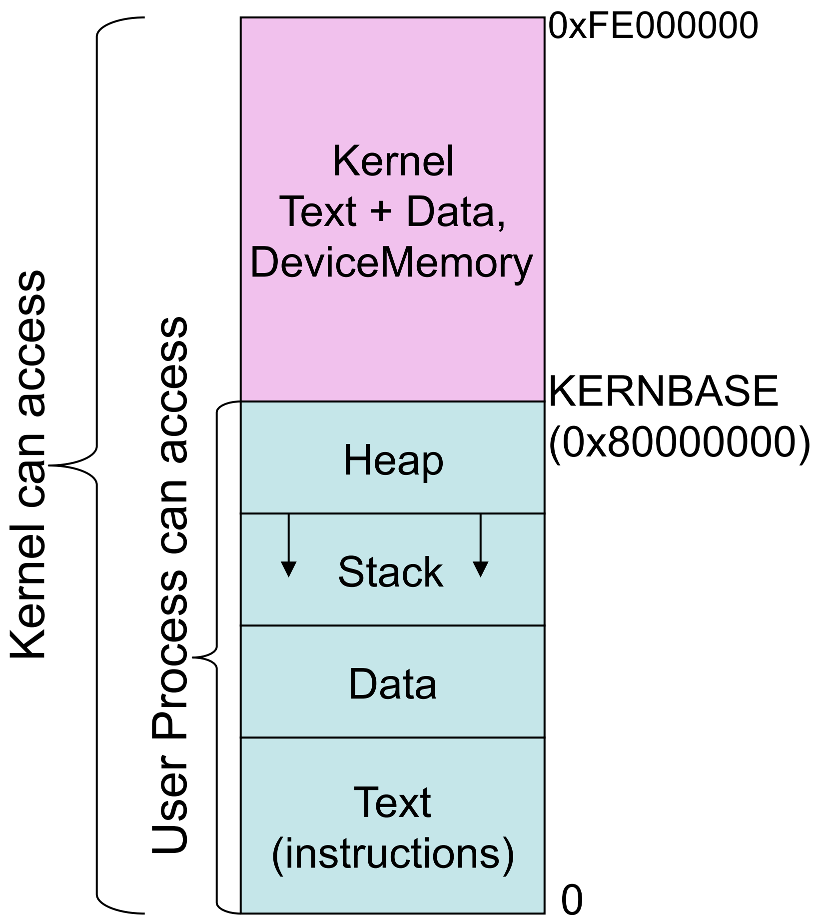
Virtual Address Mapping



Advantages of Virtual Address Map

- Isolation (private address space)
  - One process cannot access another process' memory
- Relocatable
  - Data and code within the process is relocatable
- Size
  - Processes can be much larger than physical memory

Process Address Map in xv6

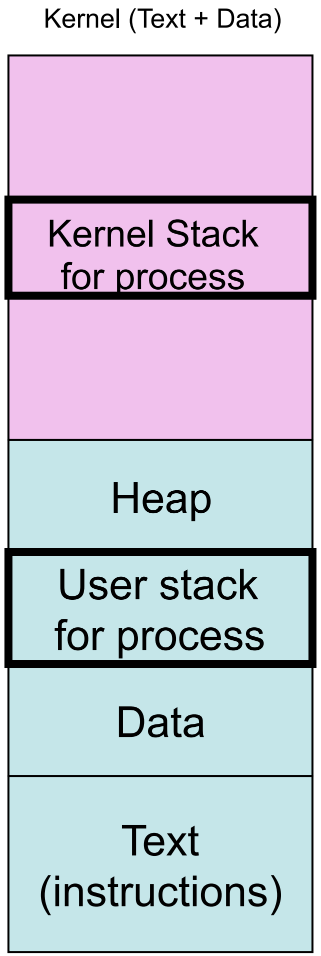


- Entire kernel mapped into every process address space
  - This allows easy switching from user code to kernel code (ie. during system calls)
    - No change of page tables needed
  - Easy access of user data from kernel space

Process Stacks

- Each process has 2 stacks
  - User space stack
    - Used when executing user code
  - Kernel space stack
    - Used when executing kernel code (for eg. during system calls)
  - Advantage : Kernel can execute even if user stack is corrupted

    (Attacks that target the stack, such as buffer overflow attack, will not affect the kernel)



Process Address Space

Process Management in xv6

- Each process has a PCB (process control block) defined by struct proc in xv6
- Holds important process specific information
- Why?
  - Allows process to resume execution after a while
  - Keep track of resources used
  - Track the process state

ref : proc.h (struct proc) (2353)

Summary of entries in PCB

- More entries

```
struct proc {
  uint sz;
  pde_t* pgdir;
  char *kstack;
  enum procstate state;
  int pid;
  struct proc *parent;
  struct trapframe *tf;
  struct context *context;
  void *chan;
  int killed;
  struct file *ofile[NOFILE];
  struct inode *cwd;
  char name[16];
};
```

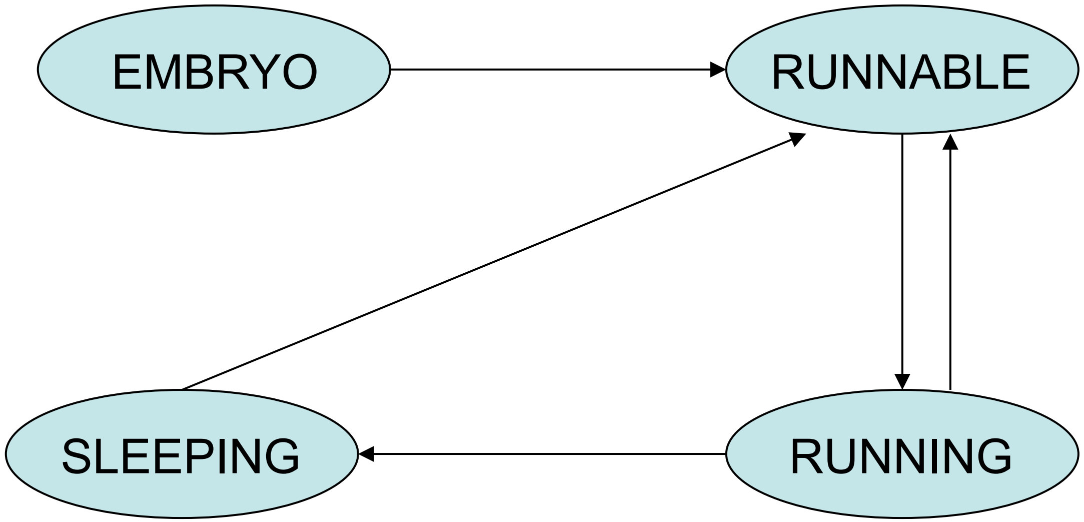
- `uint sz;` → Size of process memory
- `pde_t* pgdir;` → Page directory pointer for process
- `char *kstack;` → Kernel stack pointer
- later → `struct proc *parent;`
- later → `void *chan;`
- `struct file *ofile[NOFILE];` → Files opened
- `struct inode *cwd;` → Current working directory
- `char name[16];` → Executable name

Entries in PCB

- PID
  - Process Identifier
  - Number incremented sequentially
    - When maximum is reached
    - Reset and continue to increment.
    - This time skip already allocated PID numbers

Process States

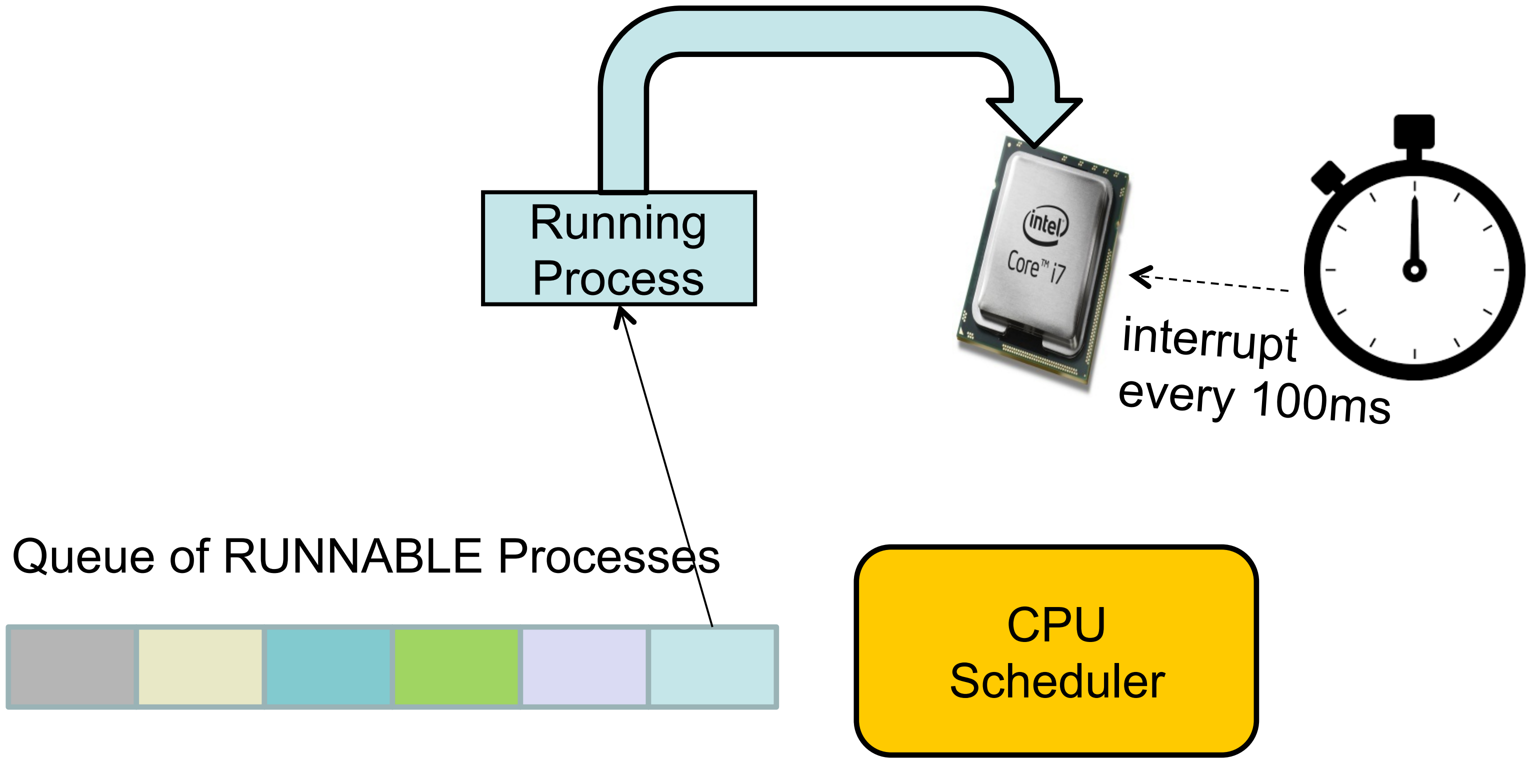
- Process State : specifies the state of the process



EMBRYO → The new process is currently being created
RUNNABLE → Ready to run
RUNNING → Currently executing
SLEEPING → Blocked for an I/O
Other states ZOMBIE (later)

ref : proc.h (struct proc) 2350

Scheduling Runnable Processes

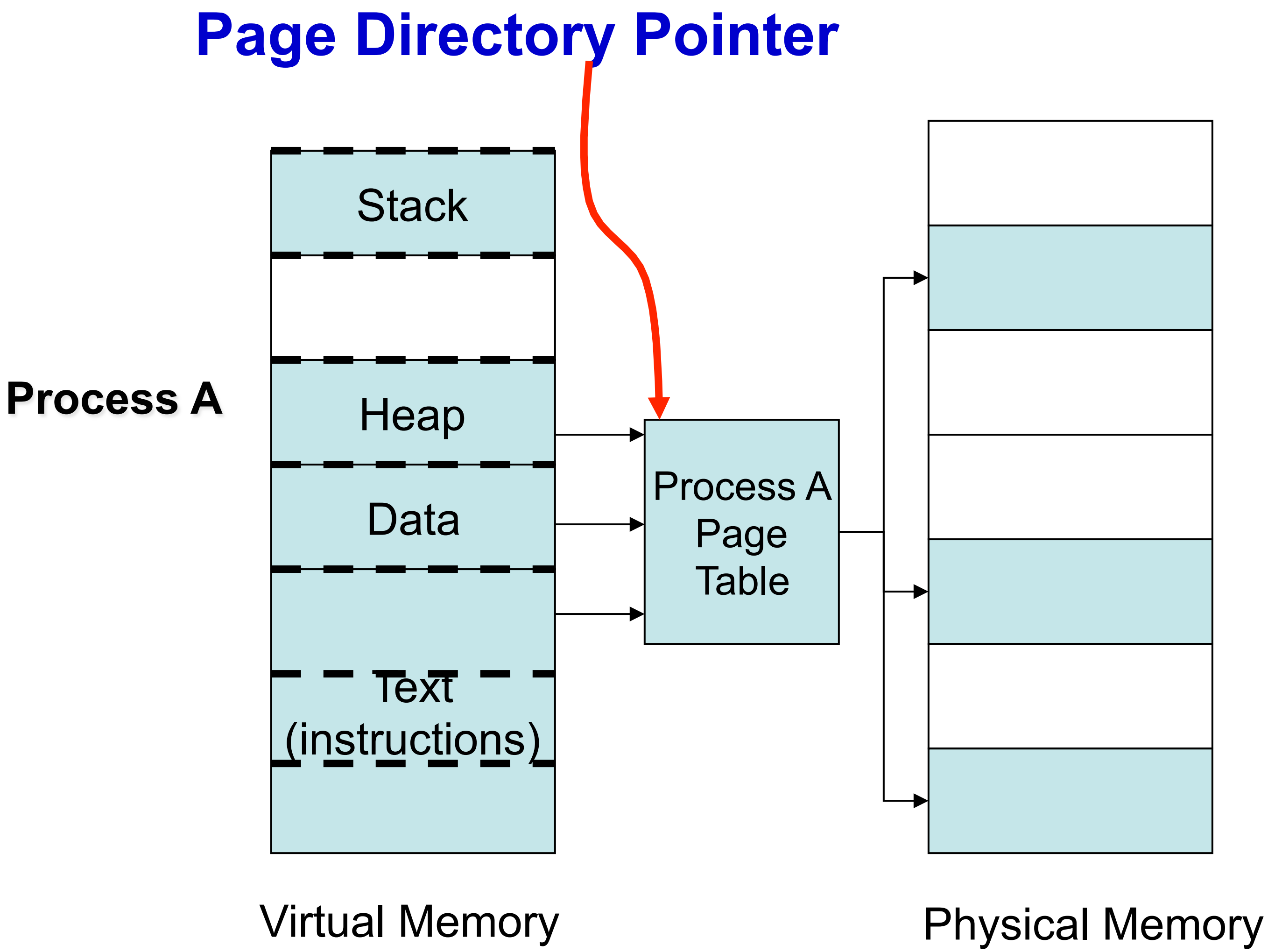


Scheduler triggered to run when timer interrupt occurs or when running process is blocked on I/O

Scheduler picks another process from the ready queue

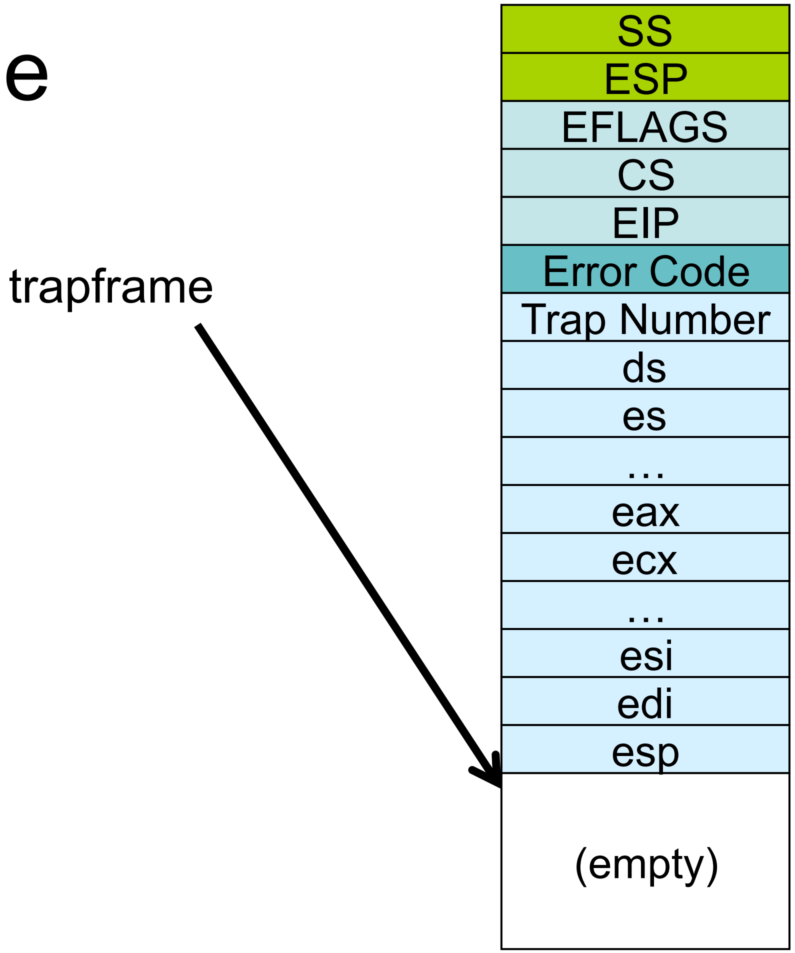
Performs a context switch

Page Directory Pointer



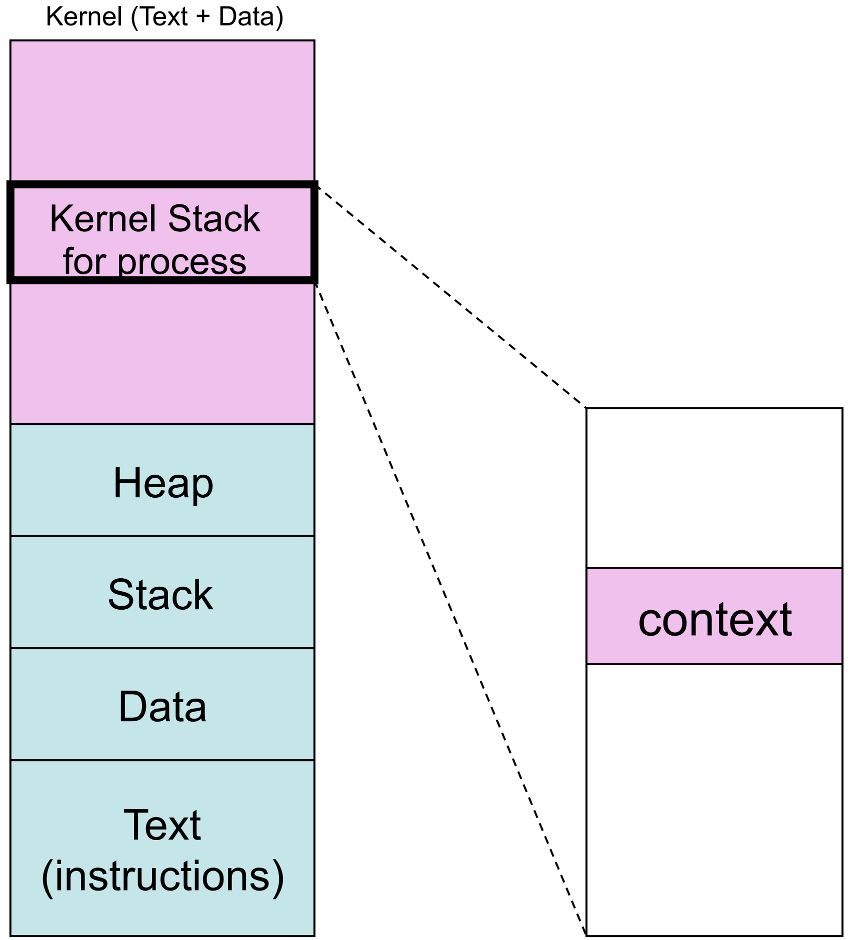
Entries in PCB

- Pointer to trapframe



Context Pointer

- Context pointer
  - Contains registers used for context switches.
  - Registers in context : %edi, %esi, %ebx, %ebp, %eip
  - Stored in the kernel stack space



Storing procs in xv6

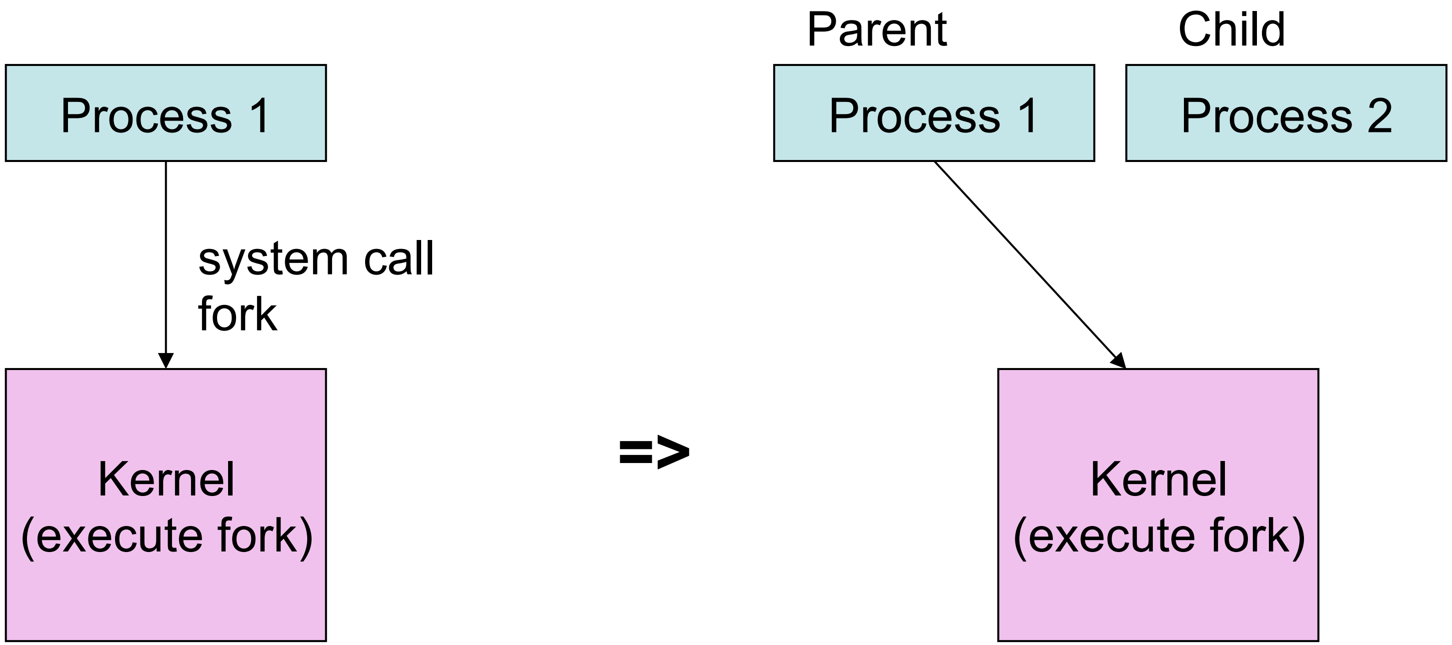
- In a globally defined array present in ptable
- NPROC is the maximum number of processes that can be present in the system (#define NPROC 64)
- Also present in ptable is a lock that seralizes access to the array.

```
struct {
  struct spinlock lock;
  struct proc proc[NPROC];
} ptable;
```

ref : proc.c (struct ptable) 2409, params.h (NPROC) 0150

Creating a Process by Cloning

- Cloning
  - Child process is an exact replica of the parent
  - Fork system call



Creating a Process by Cloning (using fork system call)

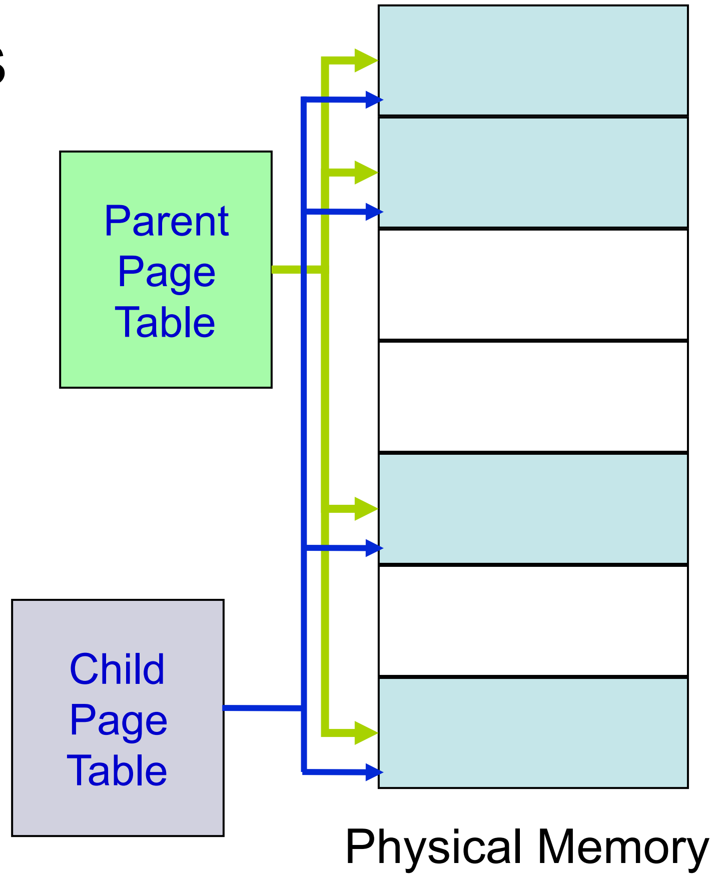
- In parent
  - fork returns child pid
- In child process
  - fork returns 0
- Other system calls
  - Wait, returns pid of an exiting child

```
int pid;

pid = fork();
if (pid > 0){
   printf("Parent : child PID = %d", pid);
   pid = wait();
   printf("Parent : child %d exited\n", pid);
} else{
  printf("In child process");
  exit(0);
}
```

Virtual Addressing Advantage (easy to make copies of a process)

- Making a copy of a process is called forking.
  - Parent (is the original)
  - child (is the new process)
- When fork is invoked,
  - child is an exact copy of parent
    - When fork is called all pages are shared between parent and child
    - Easily done by copying the parent's page tables



Modifying Data in Parent or Child

Output

```
parent : 0
child  : 1
```

```
int i=0, pid;
pid = fork();
if (pid > 0){
        sleep(1);
        printf("parent : %d\n", i);
        wait();
} else{
        i = i + 1;
        printf("child : %d\n", i);
}
```

Executing a Program (exec system call)

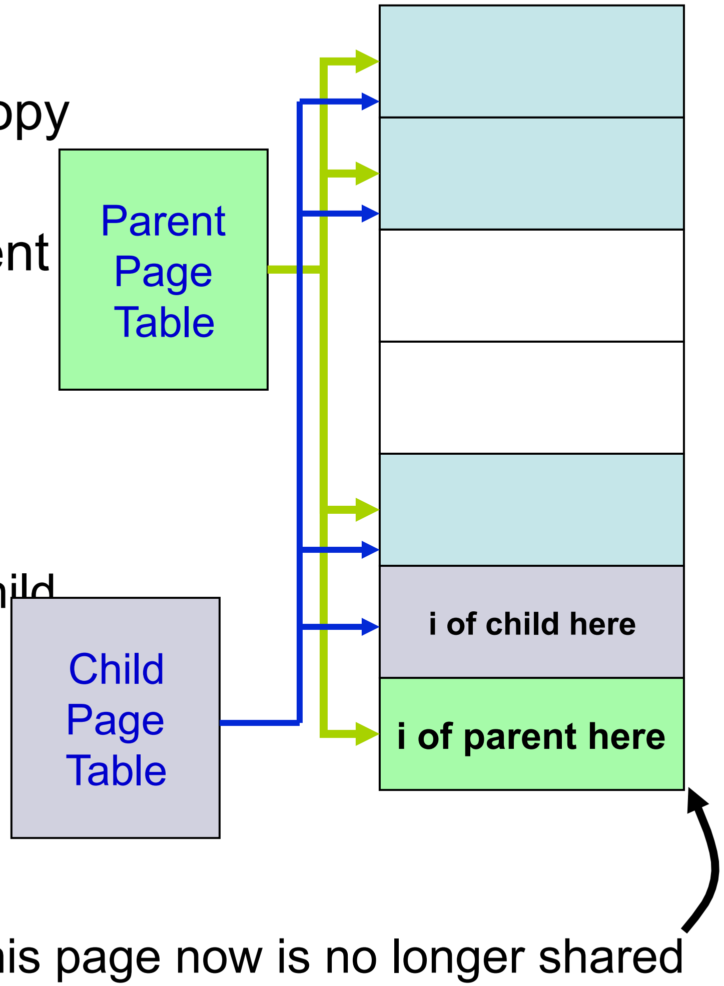
- exec system call
  - Load into memory and then execute
- COW big advantage for exec
  - Time not wasted in copying pages.
  - Common code (for example shared libraries) would continue to be shared

```
int pid;

pid = fork();
if (pid > 0){
   pid = wait();
} else{
  execlp("ls", "", NULL);
  exit(0);
```

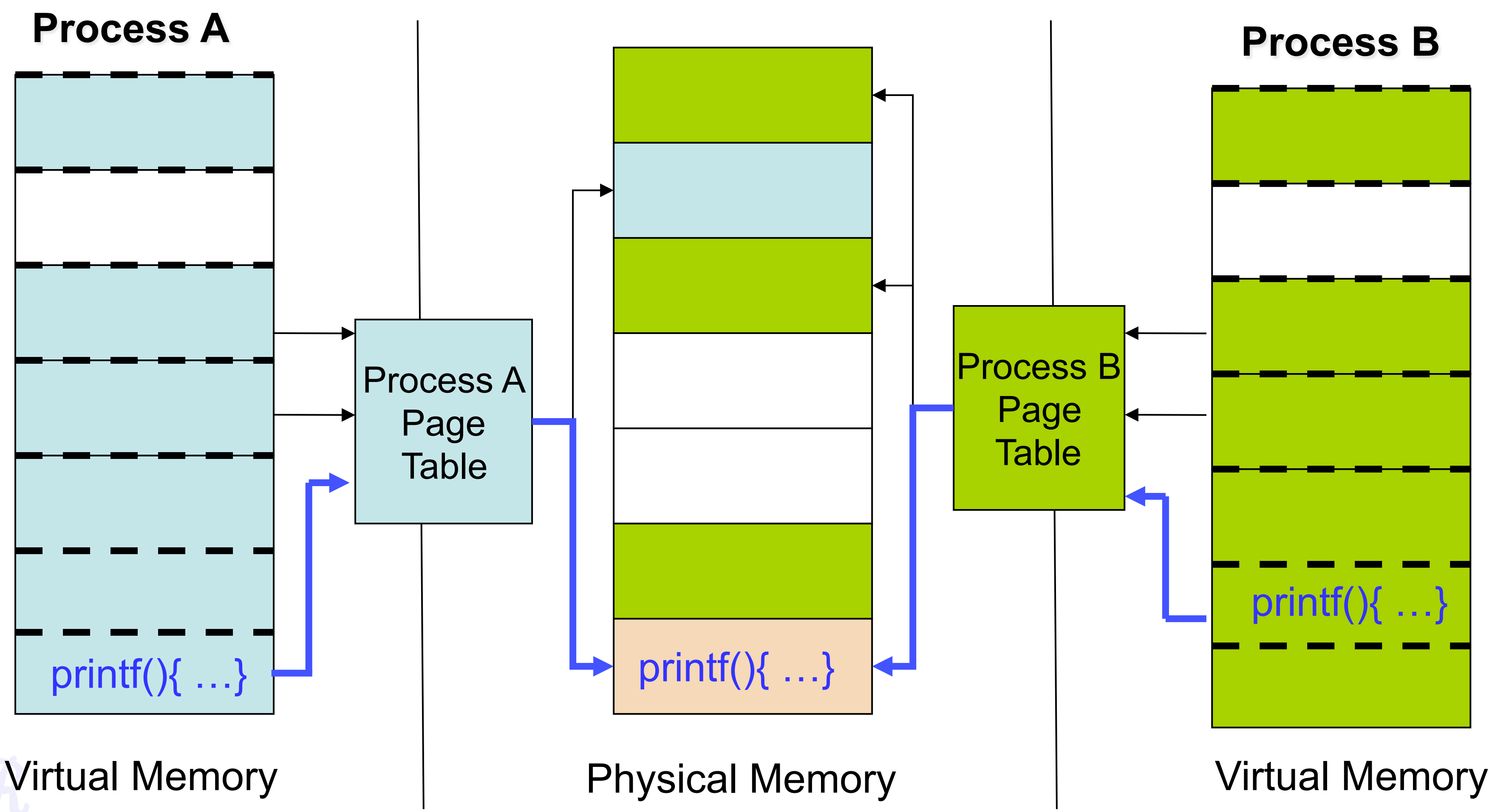
Copy on Write (COW)

- When data in any of the shared pages change, OS intercepts and makes a copy of the page.
- Thus, parent and child will have different copies of this page
- Why?
  - A large portion of executables are not used.
  - Copying each page from parent and child would incur significant disk swapping.. huge performance penalties.
  - Postpone coping of pages as much as possible thus optimizing performance



Virtual Addressing Advantages (Shared libraries)

- Many common functions such as *printf* implemented in shared libraries
- Pages from shared libraries, shared between processes



How COW works

- When forking,
  - Kernel makes COW pages as read only
  - Any write to the pages would cause a page fault
  - The kernel detects that it is a COW page and duplicates the page

The first process

- Unix : **/sbin/init**   (xv6 initcode.S)
  - Unlike the others, this is created by the kernel during boot
  - **Super parent.**
    - Responsible for forking all other processes
    - Typically starts several scripts present in /etc/init.d in Linux

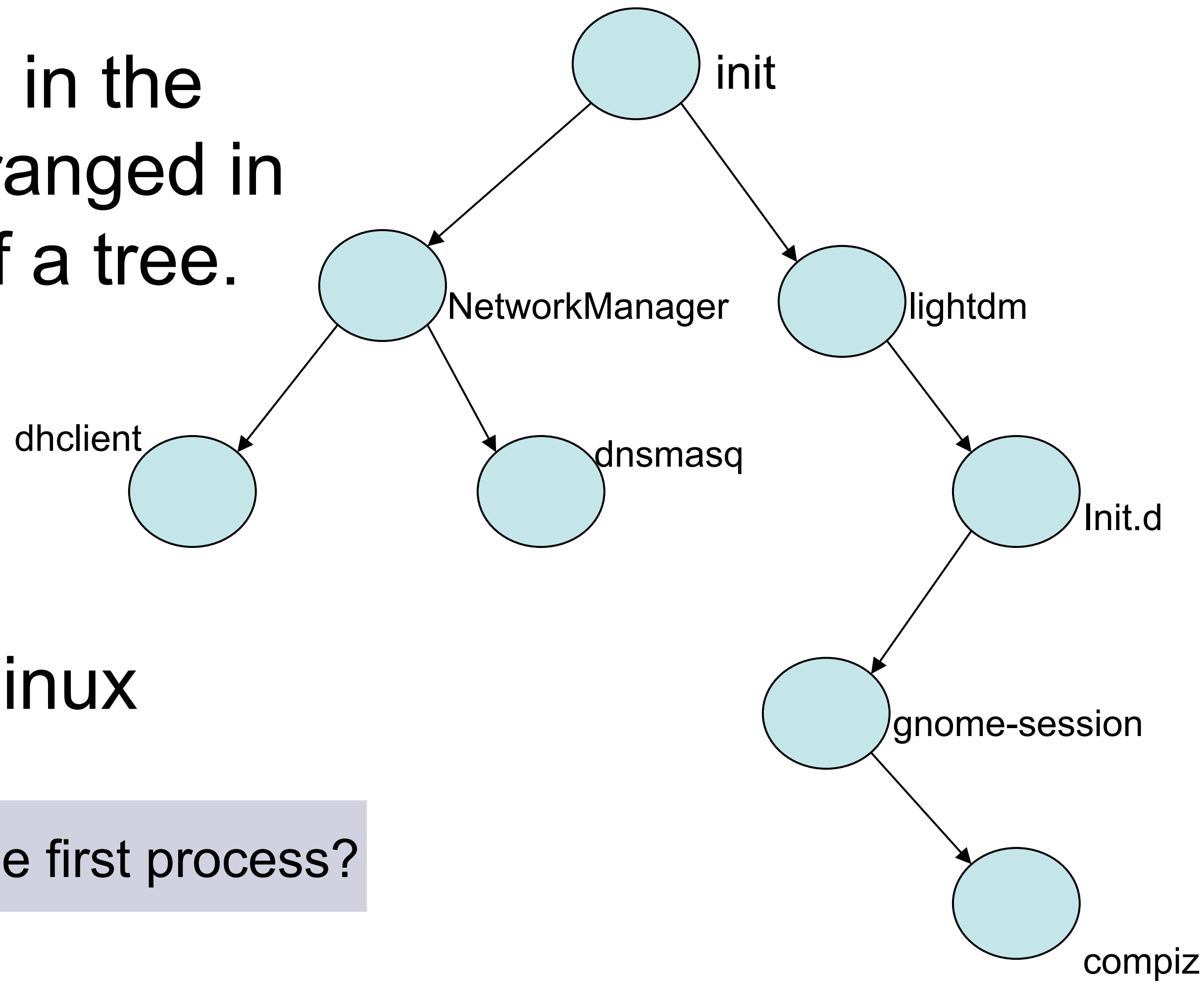
CR

Process tree

Processes in the system arranged in the form of a tree.

pstree in Linux

Who creates the first process?



Process Termination

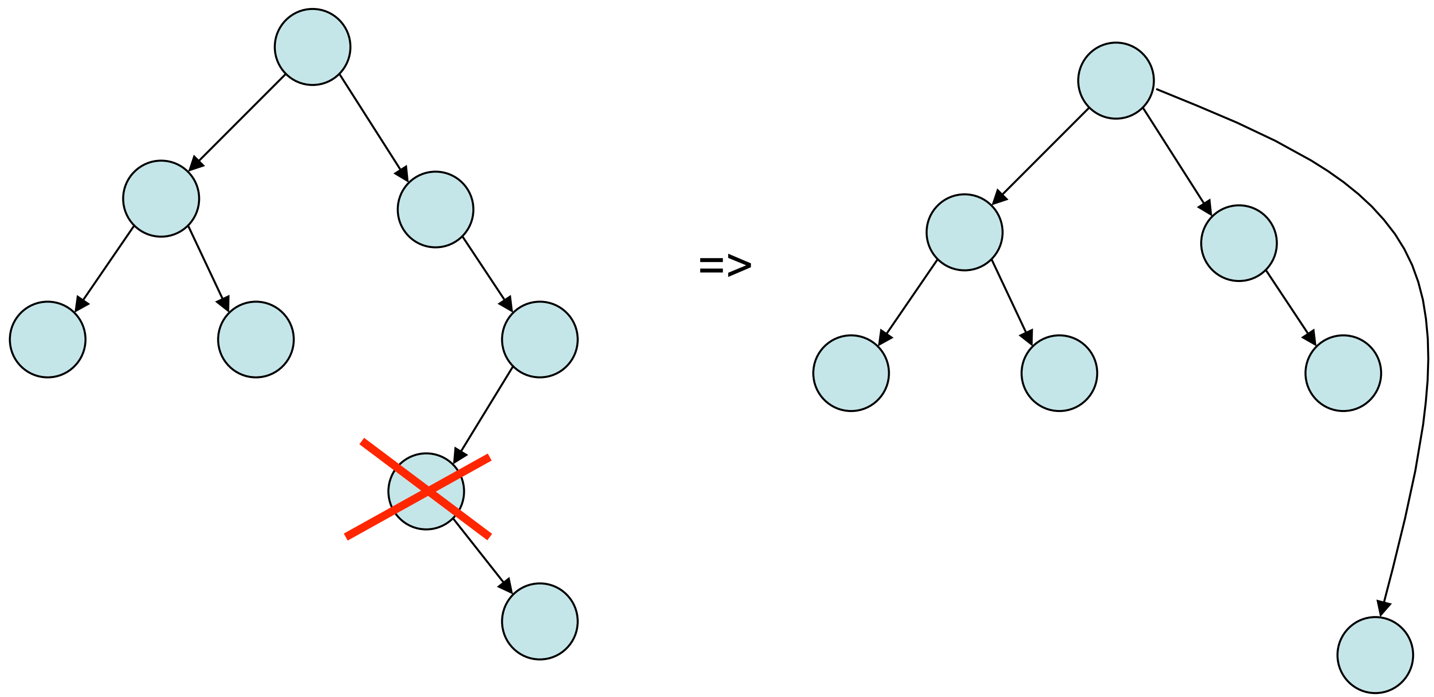
- Voluntary : exit(status)
  - OS passes exit status to parent via wait(&status)
  - OS frees process resources
- Involuntary : kill(pid, signal)
  - Signal can be sent by another process or by OS
  - pid is for the process to be killed
  - signal a signal that the process needs to be killed
    - Examples : SIGTERM, SIGQUIT (ctrl+\), SIGINT (ctrl+c), SIGHUP

Zombies

- When a process terminates it becomes a zombie (or defunct process)
  - PCB in OS still exists even though program no longer executing
  - Why? So that the parent process can read the child's exit status (through wait system call)
- When parent reads status,
  - zombie entries removed from OS… process reaped!
- Suppose parent does' nt read status
  - Zombie will continue to exist infinitely … a resource leak
  - These are typically found by a reaper process

Orphans

- When a parent process terminates before its child
- Adopted by first process (/sbin/init)



Orphans contd.

- Unintentional orphans
  - When parent crashes
- Intentional orphans
  - Process becomes detached from user session and runs in the background
  - Called daemons, used to run background services
  - See nohup

The first process in xv6

The first process

- initcode.S
- Creating the first process
  - main (1239) invokes userinit (2503)
  - userinit
    - allocate a process id, kernel stack, fill in the proc entries
    - Setup kernel page tables
    - copy initcode.S to 0x0
    - create a user stack
    - set process to runnable
      - the scheduler would then execute the process

allocproc (2455)

```
2454 static struct proc*
2455 allocproc(void)
2456 {
2457   struct proc *p;
2458   char *sp;
2459
2460   acquire(&ptable.lock);
2461   for(p = ptable.proc; p < &ptable.proc[NPROC]; p++)
2462     if(p->state == UNUSED)
2463       goto found;
2464   release(&ptable.lock);
2465   return 0;
2466
2467 found:
2468   p->state = EMBRYO;
2469   p->pid = nextpid++;
2470   release(&ptable.lock);
2471
2472   // Allocate kernel stack.
2473   if((p->kstack = kalloc()) == 0){
2474     p->state = UNUSED;
2475     return 0;
2476   }
2477   sp = p->kstack + KSTACKSIZE;
2478
2479   // Leave room for trap frame.
2480   sp -= sizeof *p->tf;
2481   p->tf = (struct trapframe*)sp;
2482
2483   // Set up new context to start executing at forkret,
2484   // which returns to trapret.
2485   sp -= 4;
2486   *(uint*)sp = (uint)trapret;
2487
2488   sp -= sizeof *p->context;
2489   p->context = (struct context*)sp;
2490   memset(p->context, 0, sizeof *p->context);
2491   p->context->eip = (uint)forkret;
2492
2493   return p;
2494 }
```

find an unused proc entry in the PCB table

set the state to EMBRYO (neither RUNNING nor UNUSED)

set the pid (in real systems.. Need to ensure that the pid is unused)

1 →

```
struct {
  struct spinlock lock;
  struct proc proc[NPROC];
} ptable;
```

4 → char *kstack; 2 → enum procstate state; 3 → int pid;

```
struct proc {
  uint sz;
  pde_t* pgdir;
  char *kstack;
  enum procstate state;
  int pid;
  struct proc *parent;
  struct trapframe *tf;
  struct context *context;
  void *chan;
  int killed;
  struct file *ofile[NOFILE];
  struct inode *cwd;
  char name[16];
};
```

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2488   sp -= sizeof *p->context;
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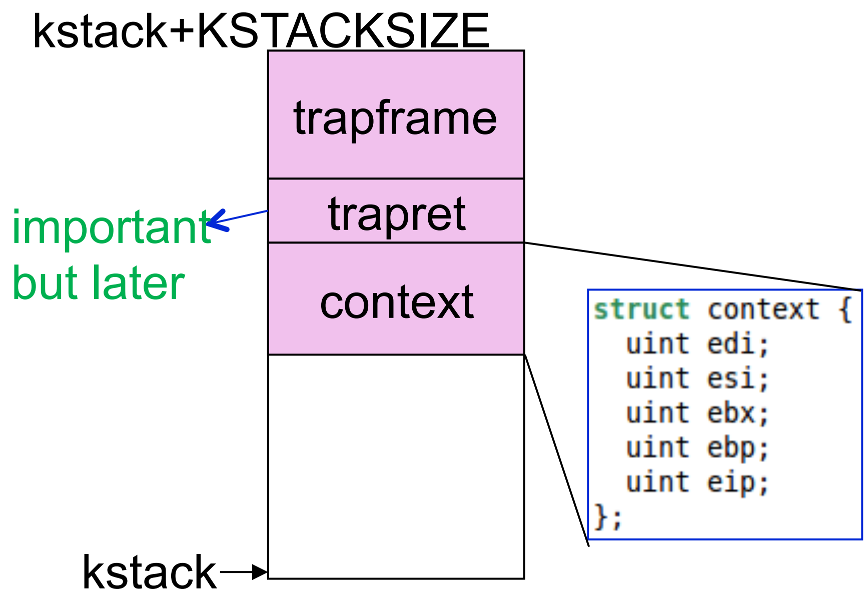
2490   memset(p->context, 0, sizeof *p->context);
2491   p->context->eip = (uint)forkret;
2492
2493   return p;
2494 }
```

allocate kernel stack of size 4KB.
We next need to allocate space on to kernel stack for

1. the trapframe
2. trapret
3. context



Process's stack in kernel space

forkret: this is important, but we'll look at it later

Setup pagetables

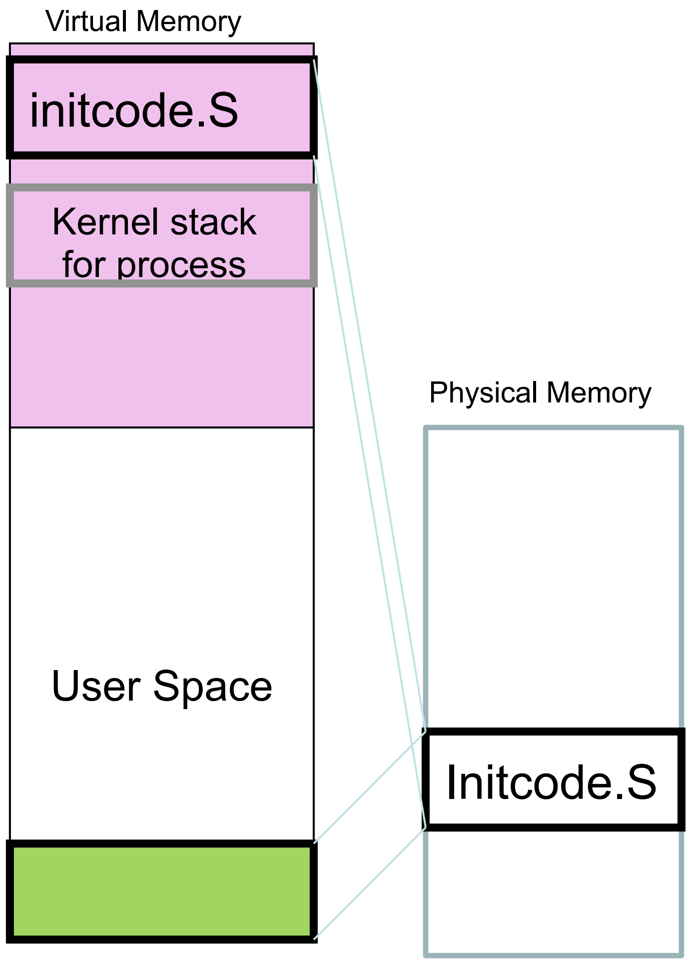
- Kernel page tables
  - Invoked by setupkvm(1837)
- User page tables
  - Setup in inituvm (1903)

```
inituvm(p->pgdir, _binary_initcode_start, (int)_binary_initcode_size);
```

```
void
inituvm(pde_t *pgdir, char *init, uint sz)
{
  char *mem;

  if(sz >= PGSIZE)
    panic("inituvm: more than a page");
  mem = kalloc();
  memset(mem, 0, PGSIZE);
  mappages(pgdir, 0, PGSIZE, v2p(mem), PTE_W|PTE_U);
  memmove(mem, init, sz);
}
```

Create PTEs in page directory
VA = 0 →PA (v2p(mem))
Size 1 page (4KB)



…do the rest

```c
userinit(void)
{
  struct proc *p;
  extern char _binary_initcode_start[], _binary_initcode_size[];

  p = allocproc();
  initproc = p;
  if((p->pgdir = setupkvm()) == 0)
    panic("userinit: out of memory?");
  inituvm(p->pgdir, _binary_initcode_start, (int)_binary_initcode_size);
  p->sz = PGSIZE;
  memset(p->tf, 0, sizeof(*p->tf));
  p->tf->cs = (SEG_UCODE << 3) | DPL_USER;
  p->tf->ds = (SEG_UDATA << 3) | DPL_USER;
  p->tf->es = p->tf->ds;
  p->tf->ss = p->tf->ds;
  p->tf->eflags = FL_IF;
  p->tf->esp = PGSIZE;
  p->tf->eip = 0;  // beginning of initcode.S

  safestrcpy(p->name, "initcode", sizeof(p->name));
  p->cwd = namei("/");

  p->state = RUNNABLE;
}
```

Set size to 4KB

Fill trapframe

```c
struct proc {
  uint sz;
  pde_t* pgdir;
  char *kstack;
  enum procstate state;
  int pid;
  struct proc *parent;
  struct trapframe *tf;
  struct context *context;
  void *chan;
  int killed;
  struct file *ofile[NOFILE];
  struct inode *cwd;
  char name[16];
};
```

Executing User Code

- The kernel stack of the process has a trap frame and context
- The process is set as RUNNABLE
- The scheduler is then invoked from main

  main →mpmain (1241) →scheduler (1257)

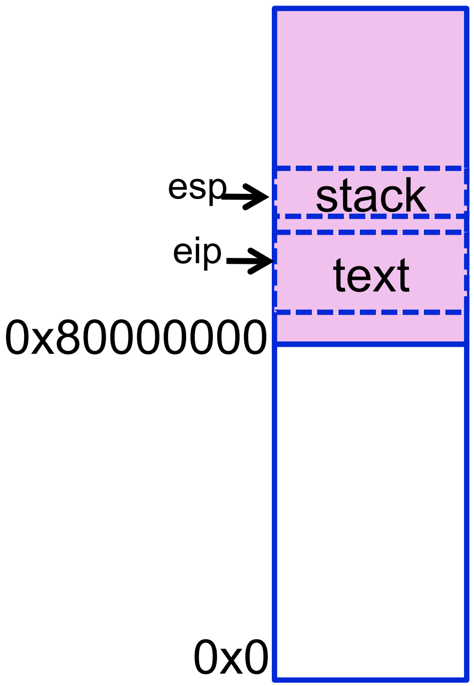
  – The initcode process is selected

    (as it is the only process runnable)

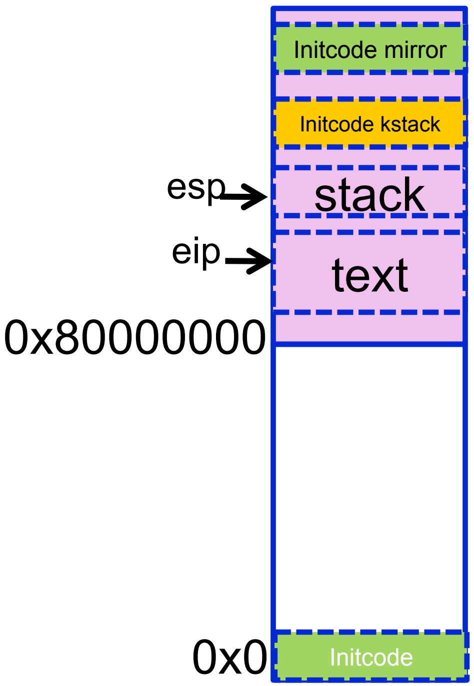
  – …and is then executed

Scheduling the first process

Recall : the virtual memory map



before userinit



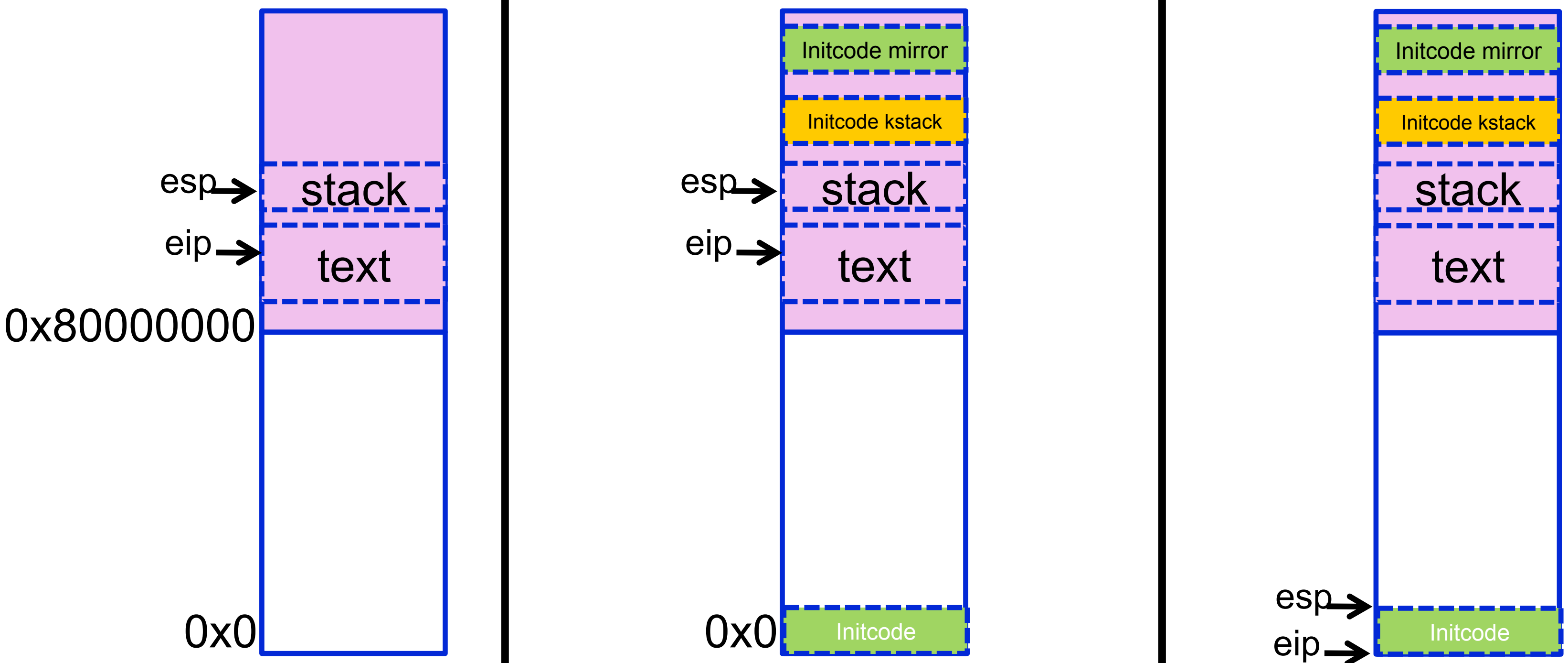
after userinit

The code and stack for Initcode has been setup.

But we are still executing kernel code with the kernel stack.

scheduler() changes this to get Initcode to execute

What we need!



before userinit

after userinit

Need to get here (stack starts at 4KB and grows downwards)

Scheduler ()

- main →mpmain (1241) →scheduler (1257)

```
scheduler(void)
{
  struct proc *p;

  for(;;){
    // Enable interrupts on this processor.
    sti();

    // Loop over process table looking for process to run.
    acquire(&ptable.lock);
    for(p = ptable.proc; p < &ptable.proc[NPROC]; p++){
      if(p->state != RUNNABLE)
        continue;

      // Switch to chosen process.  It is the process's job
      // to release ptable.lock and then reacquire it
      // before jumping back to us.
      proc = p;
      switchuvm(p);
      p->state = RUNNING;
      swtch(&cpu->scheduler, proc->context);
      switchkvm();

      // Process is done running for now.
      // It should have changed its p->state before coming back.
      proc = 0;
    }
    release(&ptable.lock);

  }
}
```

Find the process which is RUNNABLE.
In this case initcode is selected

extern struct proc *proc asm("%gs:4"); // this is a per cpu variable
cpus[cpunum()].proc

Defined in struct cpu (2306)

switchuvm

```
switchuvm(struct proc *p)
{
  pushcli();
  cpu->gdt[SEG_TSS] = SEG16(STS_T32A, &cpu->ts, sizeof(cpu->ts)-1, 0);
  cpu->gdt[SEG_TSS].s = 0;
  cpu->ts.ss0 = SEG_KDATA << 3;
  cpu->ts.esp0 = (uint)proc->kstack + KSTACKSIZE;
  ltr(SEG_TSS << 3);
  if(p->pgdir == 0)
    panic("switchuvm: no pgdir");
  lcr3(v2p(p->pgdir));  // switch to new address space
  popcli();
}
```

New TSS segment in GDT

Set the new stack (this is the kernel stack corresponding to initcode.S)

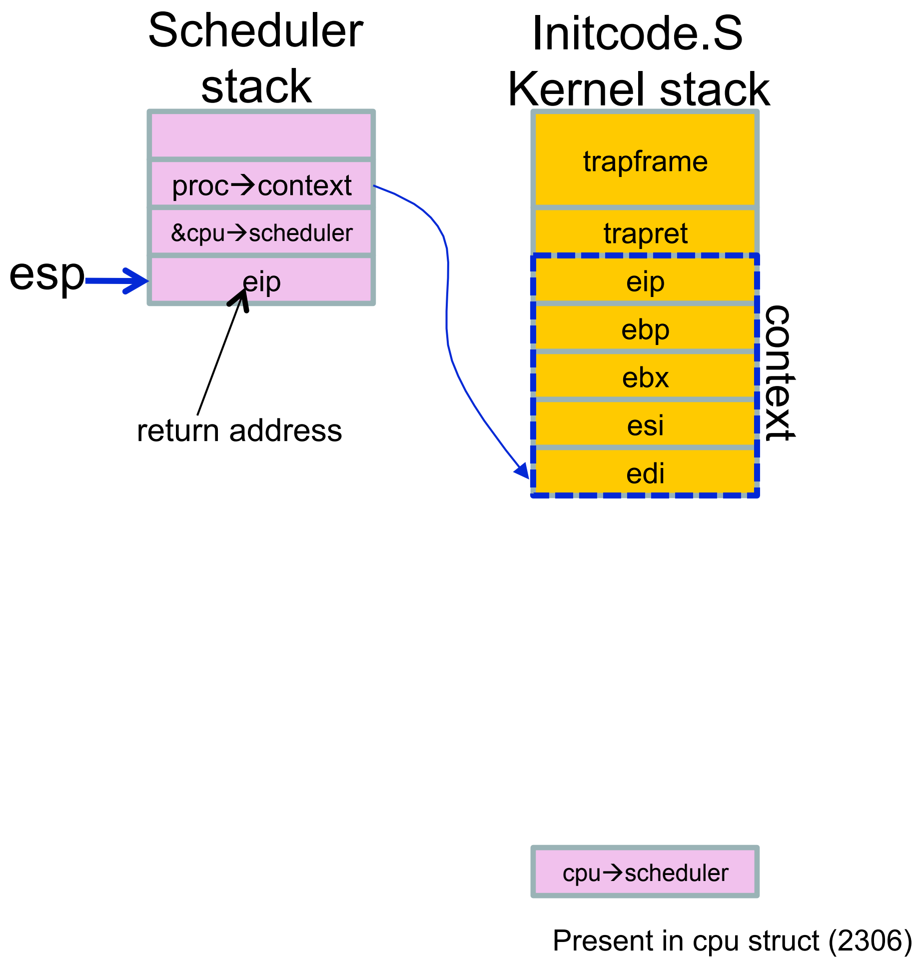
Set the new page tables (corresponding to initcode.S)

Load TSS offset

swtch(cpu→scheduler, proc→context) (1)

eip → swtch:

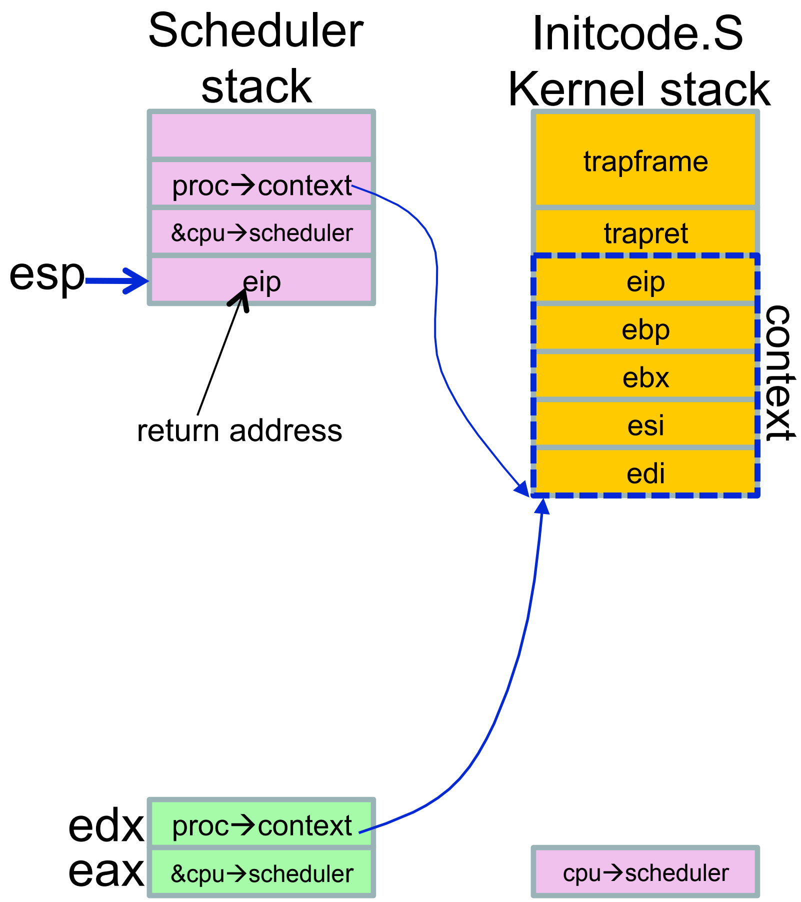
```
.globl swtch
swtch:
  movl 4(%esp), %eax
  movl 8(%esp), %edx

  # Save old callee-save registers
  pushl %ebp
  pushl %ebx
  pushl %esi
  pushl %edi

  # Switch stacks
  movl %esp, (%eax)
  movl %edx, %esp

  # Load new callee-save registers
  popl %edi
  popl %esi
  popl %ebx
  popl %ebp
  ret
```



swtch(cpu→scheduler, proc→context) (2)

```
.globl swtch
swtch:
  movl 4(%esp), %eax
  movl 8(%esp), %edx

  # Save old callee-save registers
  pushl %ebp
  pushl %ebx
  pushl %esi
  pushl %edi

  # Switch stacks
  movl %esp, (%eax)
  movl %edx, %esp

  # Load new callee-save registers
  popl %edi
  popl %esi
  popl %ebx
  popl %ebp
  ret
```

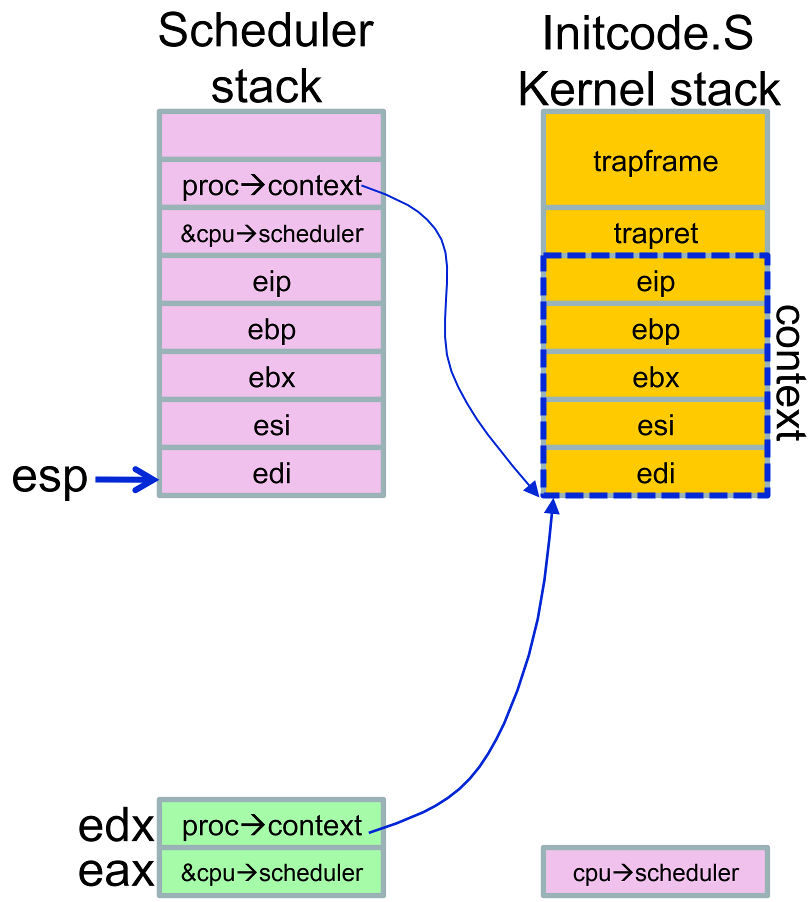
eip →



swtch(cpu→scheduler, proc→context) (3)

eip →

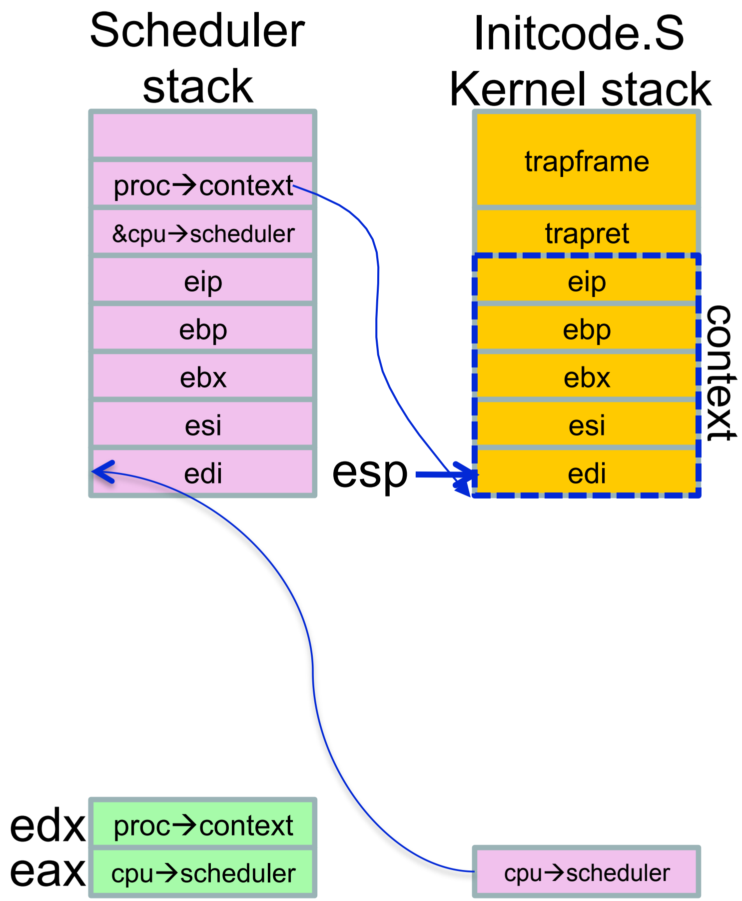
```
.globl swtch
swtch:
  movl 4(%esp), %eax
  movl 8(%esp), %edx

  # Save old callee-save registers
  pushl %ebp
  pushl %ebx
  pushl %esi
  pushl %edi

  # Switch stacks
  movl %esp, (%eax)
  movl %edx, %esp

  # Load new callee-save registers
  popl %edi
  popl %esi
  popl %ebx
  popl %ebp
  ret
```



swtch(cpu→scheduler, proc→context) (4)

```
.globl swtch
swtch:
  movl 4(%esp), %eax
  movl 8(%esp), %edx

  # Save old callee-save registers
  pushl %ebp
  pushl %ebx
  pushl %esi
  pushl %edi

  # Switch stacks
  movl %esp, (%eax)
  movl %edx, %esp

  # Load new callee-save registers
  popl %edi
  popl %esi
  popl %ebx
  popl %ebp
  ret
```

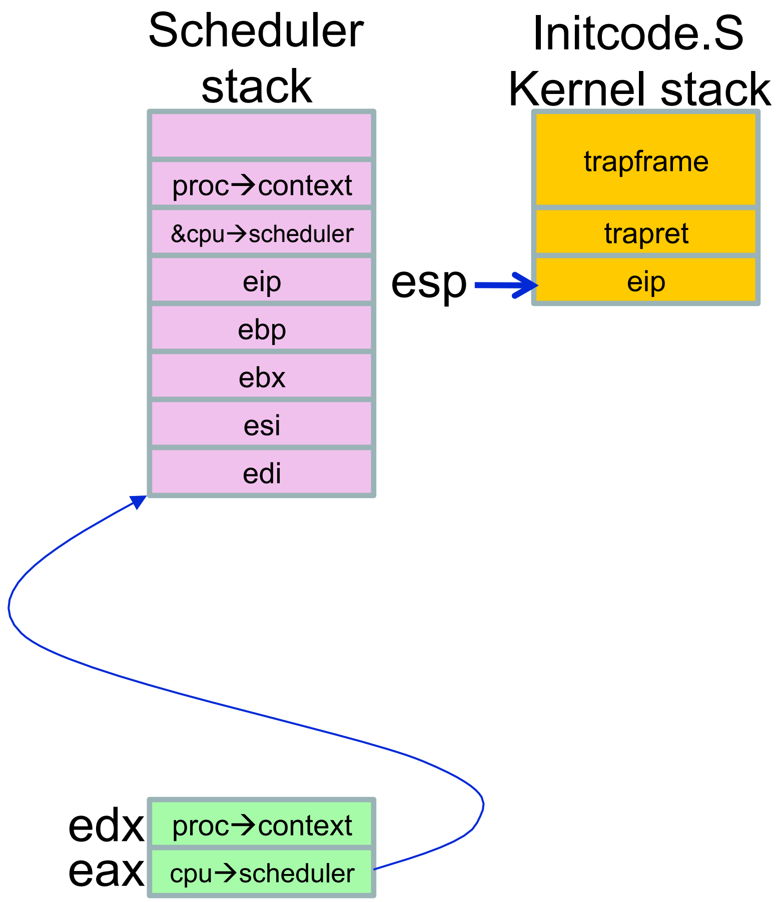
eip →



swtch(cpu→scheduler, proc→context) (5)

```
.globl swtch
swtch:
  movl 4(%esp), %eax
  movl 8(%esp), %edx

  # Save old callee-save registers
  pushl %ebp
  pushl %ebx
  pushl %esi
  pushl %edi

  # Switch stacks
  movl %esp, (%eax)
  movl %edx, %esp

  # Load new callee-save registers
  popl %edi
  popl %esi
  popl %ebx
  popl %ebp
  ret
```

eip→



So, swtch return corresponds to initcode’s eip. Where can that be?

return from swtch

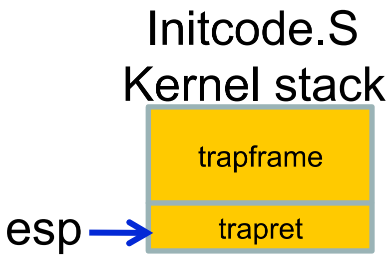
- recollect forkret (a couple of slide back)

  p →context→eip = (uint) forkret;

- So, swtch on return executes forkret

forkret

- Does nothing much.
  - Initilizes a log for the first process
- And then returns to trapret

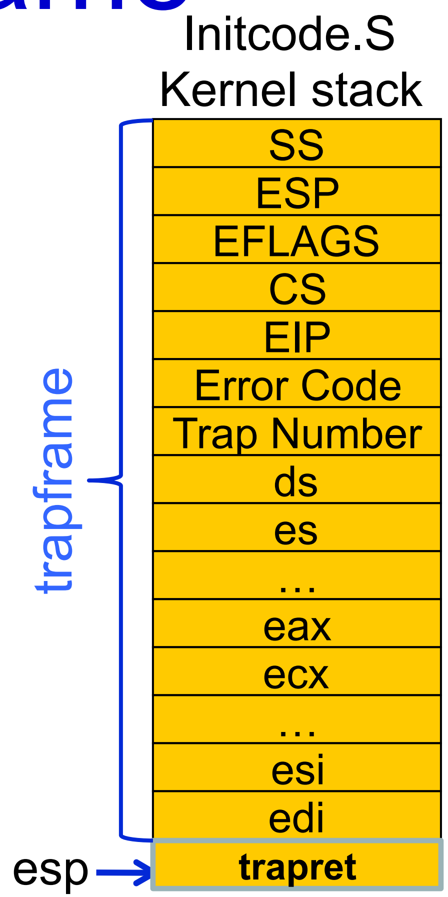



```
forkret(void)
{
  static int first = 1;
  // Still holding ptable.lock from scheduler.
  release(&ptable.lock);

  if (first) {
    // Some initialization functions must be run in the context
    // of a regular process (e.g., they call sleep), and thus cannot
    // be run from main().
    first = 0;
    initlog();
  }

  // Return to "caller", actually trapret (see allocproc).
}
```

recall the trapframe

- Allocated in allproc.
- Filled in userinit

```
userinit(void)
{
  struct proc *p;
  extern char _binary_initcode_start[], _binary_initcode_size[];

  p = allocproc();
  initproc = p;
  if((p->pgdir = setupkvm()) == 0)
    panic("userinit: out of memory?");
  inituvm(p->pgdir, _binary_initcode_start, (int)_binary_initcode_size);
  p->sz = PGSIZE;
  memset(p->tf, 0, sizeof(*p->tf));
  p->tf->cs = (SEG_UCODE << 3) | DPL_USER;
  p->tf->ds = (SEG_UDATA << 3) | DPL_USER;
  p->tf->es = p->tf->ds;
  p->tf->ss = p->tf->ds;
  p->tf->eflags = FL_IF;
  p->tf->esp = PGSIZE;
  p->tf->eip = 0;  // beginning of initcode.S

  safestrcpy(p->name, "initcode", sizeof(p->name));
  p->cwd = namei("/");

  p->state = RUNNABLE;
}
```

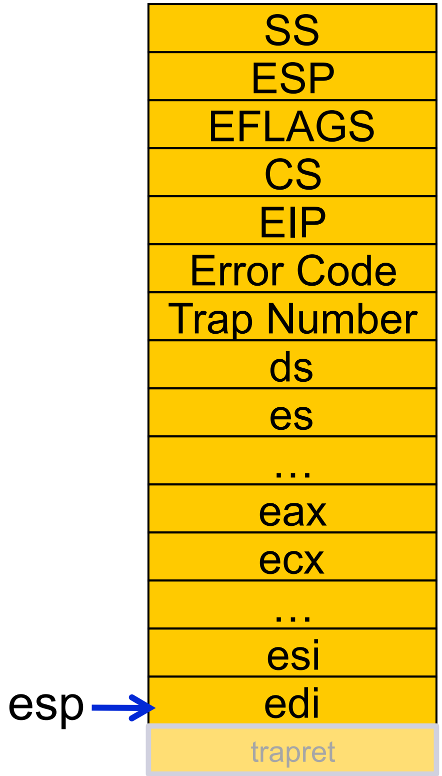


ref : struct trapframe in x86.h (0602 [06])

trapret

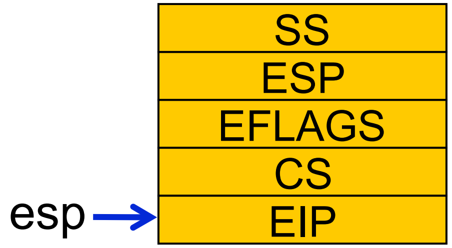
```
alltraps:
  # Build trap frame.
  pushl %ds
  pushl %es
  pushl %fs
  pushl %gs
  pushal

  # Set up data and per-cpu segments.
  movw $(SEG_KDATA<<3), %ax
  movw %ax, %ds
  movw %ax, %es
  movw $(SEG_KCPU<<3), %ax
  movw %ax, %fs
  movw %ax, %gs

  # Call trap(tf), where tf=%esp
  pushl %esp
  call trap
  addl $4, %esp

  # Return falls through to trapret...
.globl trapret
trapret:
  popal
  popl %gs
  popl %fs
  popl %es
  popl %ds
  addl $0x8, %esp  # trapno and errcode
  iret
```

Initcode.S
Kernel stack



Return from trapret (iret)

Initcode.S
Kernel stack




```
alltraps:
  # Build trap frame.
  pushl %ds
  pushl %es
  pushl %fs
  pushl %gs
  pushal

  # Set up data and per-cpu segments.
  movw $(SEG_KDATA<<3), %ax
  movw %ax, %ds
  movw %ax, %es
  movw $(SEG_KCPU<<3), %ax
  movw %ax, %fs
  movw %ax, %gs

  # Call trap(tf), where tf=%esp
  pushl %esp
  call trap
  addl $4, %esp

  # Return falls through to trapret...
.globl trapret
trapret:
  popal
  popl %gs
  popl %fs
  popl %es
  popl %ds
  addl $0x8, %esp  # trapno and errcode
  iret
```

Loads the new
%cs = SEG_UCODE | DPL_USER
%eip = 0
eflags = 0
%ss = SEG_UDATA | DPL_USER
%esp = 4096 (PGSZE)
…. there by starting initcode.S

finally … initcode.S ☺

- Invokes system call exec to invoke /init

exec(‘/init’)

```
# Initial process execs /init.

#include "syscall.h"
#include "traps.h"


# exec(init, argv)
.globl start
start:
  pushl $argv
  pushl $init
  pushl $0  // where caller pc would be
  movl $SYS_exec, %eax
  int $T_SYSCALL

# for(;;) exit();
exit:
  movl $SYS_exit, %eax
  int $T_SYSCALL
  jmp exit

# char init[] = "/init\0";
init:
  .string "/init\0"

# char *argv[] = { init, 0 };
.p2align 2
argv:
  .long init
  .long 0
```

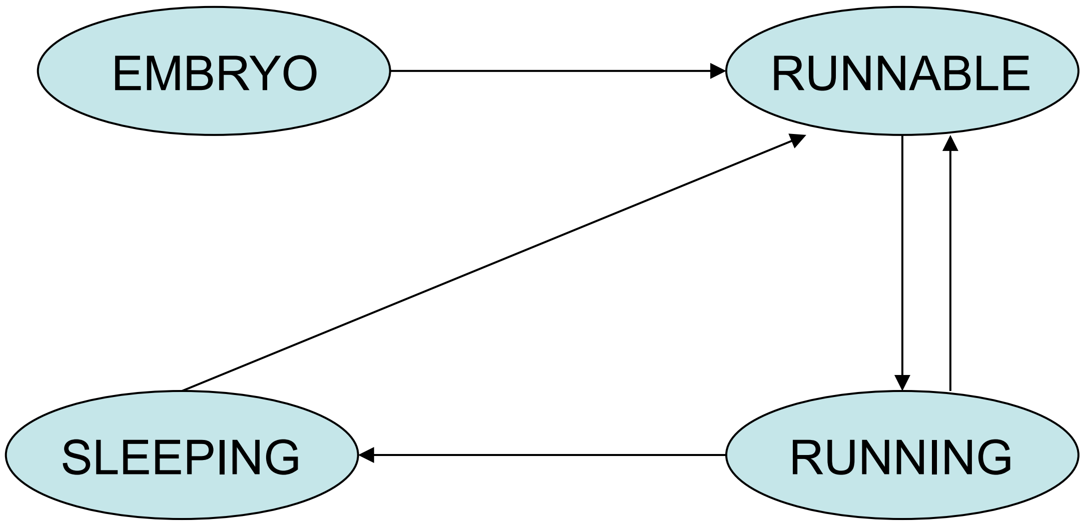
init.c

```c
#include "types.h"
#include "stat.h"
#include "user.h"
#include "fcntl.h"

char *argv[] = { "sh", 0 };

int
main(void)
{
  int pid, wpid;

  if(open("console", O_RDWR) < 0){
    mknod("console", 1, 1);
    open("console", O_RDWR);
  }
  dup(0);  // stdout
  dup(0);  // stderr

  for(;;){
    printf(1, "init: starting sh\n");
    pid = fork();
    if(pid < 0){
      printf(1, "init: fork failed\n");
      exit();
    }
    if(pid == 0){
      exec("sh", argv);
      printf(1, "init: exec sh failed\n");
      exit();
    }
    while((wpid=wait()) >= 0 && wpid != pid)
      printf(1, "zombie!\n");
  }
}
```

- forks and creates a shell (sh)

CPU Context Switching

Process States



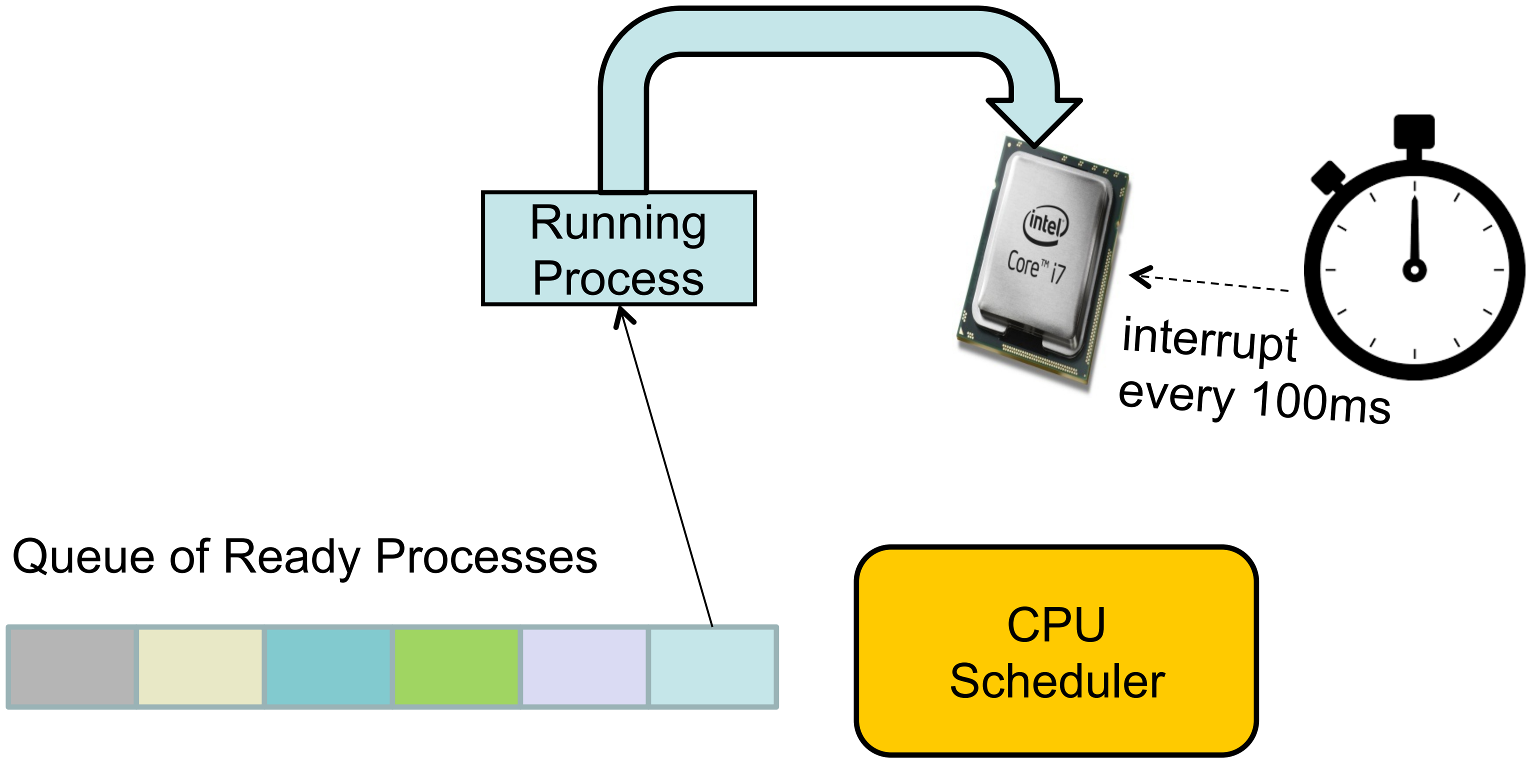
NEW (in xv6 EMBRYO) → The new process is currently being created
READY (in xv6 RUNNABLE) → Ready to run
RUNNING → Currently executing
WAITING (in xv6 SLEEPING) → Blocked for an I/O

ref : proc.h (struct proc) 2100

Context Switches

1. When a process switches from RUNNING to WAITING (eg. due to an I/O request)
2. When a process switches from RUNNING to READY (eg. when an interrupt occurs)
3. When a process switches from WAITING to READY (eg. Due to I/O completion)
4. When a process terminates

The full picture



Scheduler triggered to run when timer interrupt occurs or when running process is blocked on I/O

Scheduler picks another process from the ready queue

Performs a context switch

Process Context

- The process context contains all information, which would allow the process to resume after a context switch

Process Contexts Revisited

- Segment registers not needed
  - Since they are constants across kernel contexts
- Caller has saved eax, ecx, edx
  - By x86 convention
- Context contain just 5 registers
  - edi, esi, ebx, ebp, eip
- Contexts always stored at the bottom of the process' kernel stack

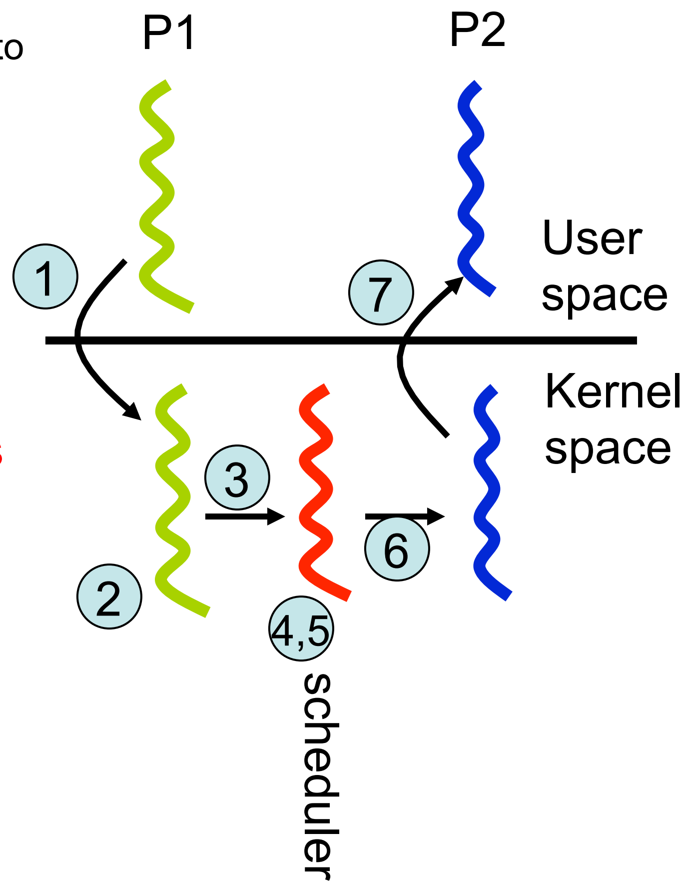
How to perform a context switch?

```
1. Save current process state
2. Load state of the next process
3. Continue execution of the next process
```

- Need to save current process registers without changing them
  - Not easy!! because saving state needs to execute code, which will modify registers
  - Solution : Use hardware + software … architecture dependent

Context switch in xv6

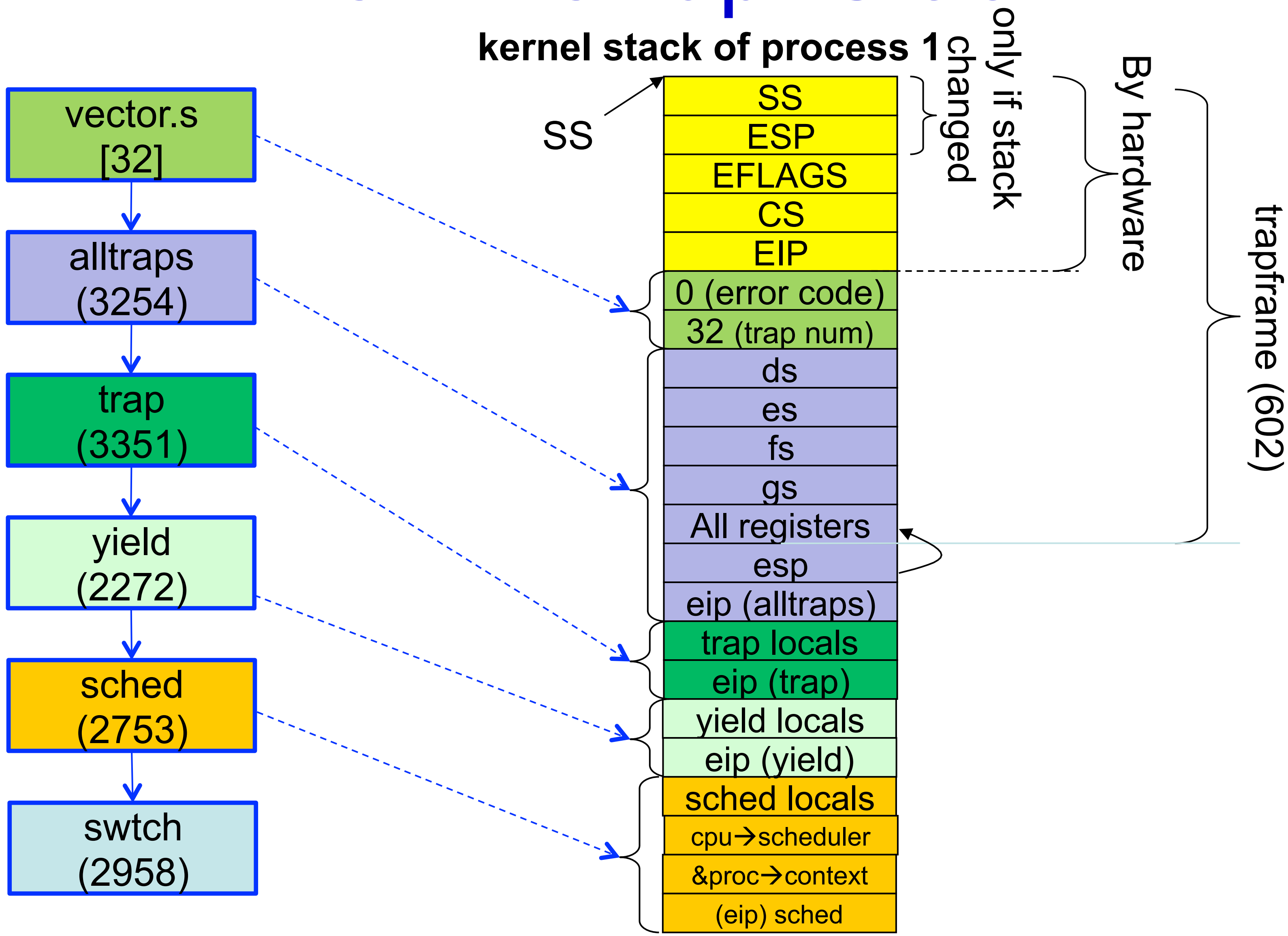
1. Gets triggered when any interrupt is invoked
   – Save P1s user-mode CPU context and switch from user to kernel mode
2. Handle system call or interrupt
3. Save P1's kernel CPU context and switch to scheduler CPU context
4. Select another process P2
5. Switch to P2's address space
6. Save scheduler CPU context and switch to P2's kernel CPU context
7. Switch from kernel to user modeand load P2's user-mode CPU context



Tracing Context Switch (The Timer Interrupts)

- Programming the Timer interval
  - Single Processor Systems : PIT ([80],8054)
  - Multi Processor Systems : LAPIC
- Programmed to interrupt processor every 10ms

Timer Interrupt Stack



trap, yield & sched

trap.c (3423)

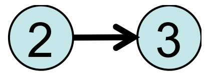
```
// Force process to give up CPU on clock tick.
// If interrupts were on while locks held, would need to check nlock.
if(proc && proc->state == RUNNING && tf->trapno == T_IRQ0+IRQ_TIMER)
  yield();
```

(2772)

```
// Give up the CPU for one scheduling round.
void
yield(void)
{
  acquire(&ptable.lock);  //DOC: yieldlock
  proc->state = RUNNABLE;
  sched();
  release(&ptable.lock);
}
```

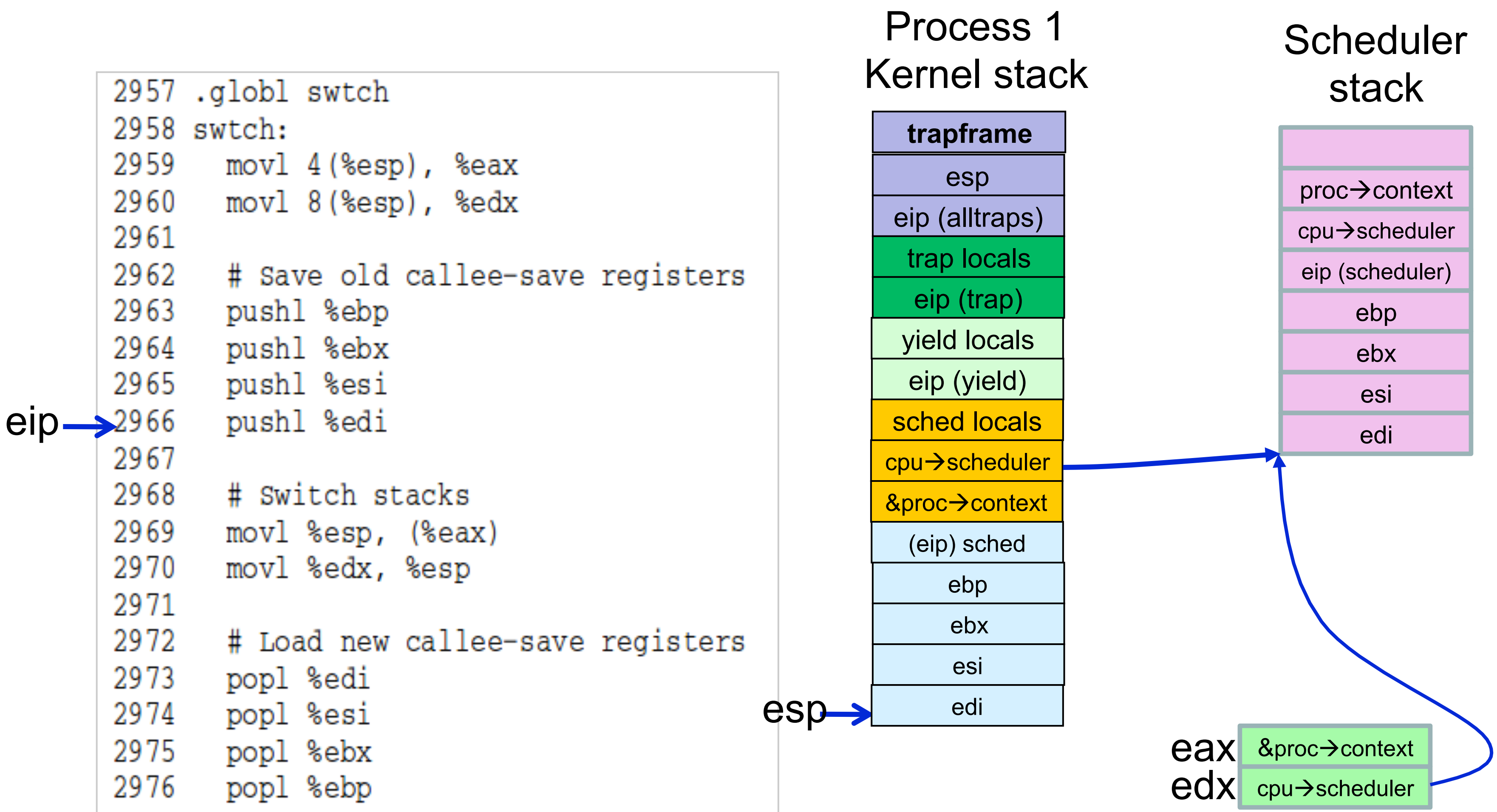
(2753)

```
// Enter scheduler.  Must hold only ptable.lock
// and have changed proc->state.
void
sched(void)
{
  int intena;

  if(!holding(&ptable.lock))
    panic("sched ptable.lock");
  if(cpu->ncli != 1)
    panic("sched locks");
  if(proc->state == RUNNING)
    panic("sched running");
  if(readeflags()&FL_IF)
    panic("sched interruptible");
  intena = cpu->intena;
  swtch(&proc->context, cpu->scheduler);
  cpu->intena = intena;
}
```



swtch(&proc→context, cpu→scheduler)

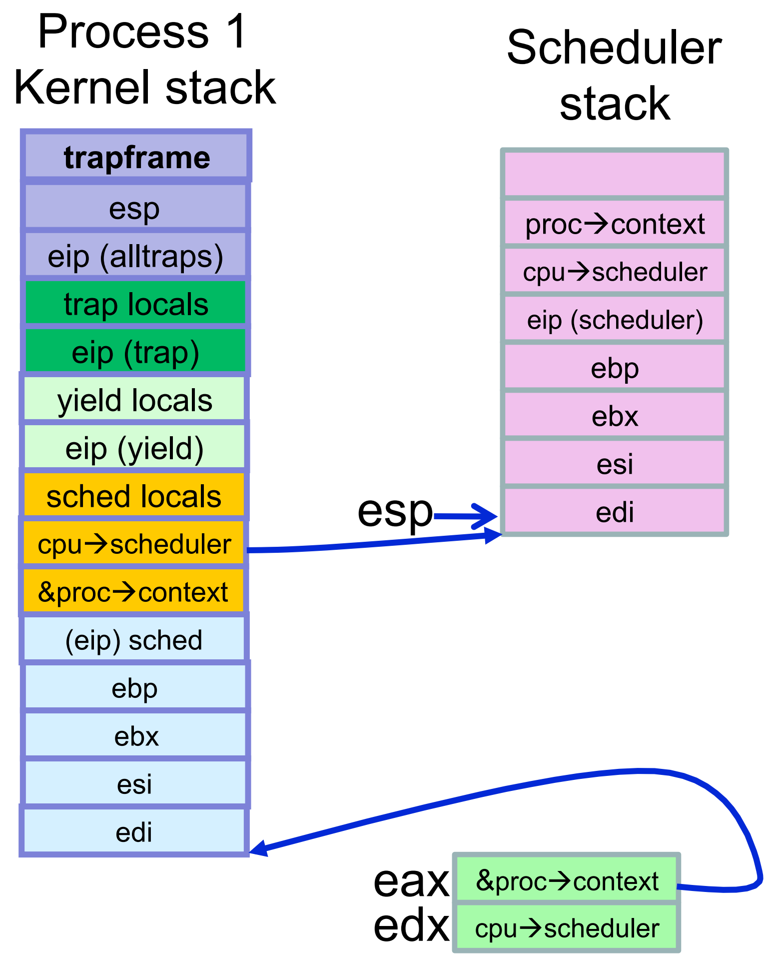
```
.globl swtch
swtch:
  movl 4(%esp), %eax
  movl 8(%esp), %edx

  # Save old callee-save registers
  pushl %ebp
  pushl %ebx
  pushl %esi
  pushl %edi

  # Switch stacks
  movl %esp, (%eax)
  movl %edx, %esp

  # Load new callee-save registers
  popl %edi
  popl %esi
  popl %ebx
  popl %ebp
  ret
```



swtch(&proc→context, cpu→scheduler)

```
.globl swtch
swtch:
  movl 4(%esp), %eax
  movl 8(%esp), %edx

  # Save old callee-save registers
  pushl %ebp
  pushl %ebx
  pushl %esi
  pushl %edi

  # Switch stacks
  movl %esp, (%eax)
  movl %edx, %esp

  # Load new callee-save registers
  popl %edi
  popl %esi
  popl %ebx
  popl %ebp
  ret
```

eip



Execution in Scheduler

```
void
scheduler(void)
{
  struct proc *p;

  for(;;){
    // Enable interrupts on this processor.
    sti();

    // Loop over process table looking for process to run.
    acquire(&ptable.lock);
    for(p = ptable.proc; p < &ptable.proc[NPROC]; p++){
      if(p->state != RUNNABLE)
        continue;

      // Switch to chosen process.  It is the process's job
      // to release ptable.lock and then reacquire it
      // before jumping back to us.
      proc = p;
      switchuvm(p);
      p->state = RUNNING;
      swtch(&cpu->scheduler, proc->context);
eip→  switchkvm();

      // Process is done running for now.
      // It should have changed its p->state before coming back.
      proc = 0;
    }
    release(&ptable.lock);

  }
}
```

swtch returns to line 2729.

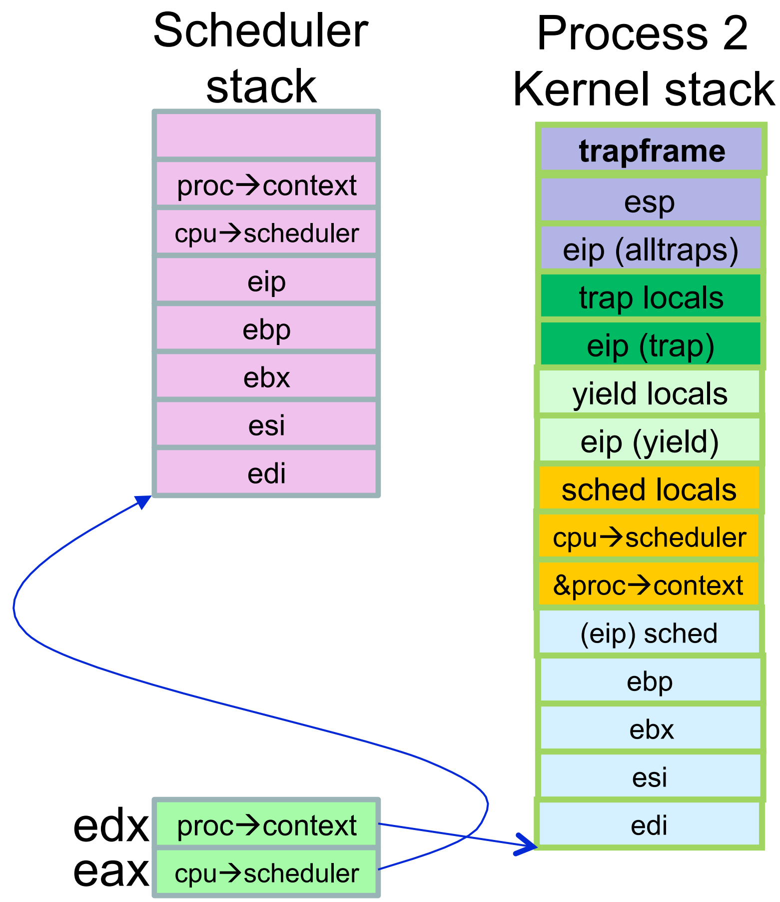
1. First switch to kvm pagetables
2. then select new runnable process
3. Switch to user process page tables
4. swtch(&cpu→scheduler, proc→conetxt)

4 → 5

swtch(&cpu→scheduler, proc→context)

eip →

```
.globl swtch
swtch:
  movl 4(%esp), %eax
  movl 8(%esp), %edx

  # Save old callee-save registers
  pushl %ebp
  pushl %ebx
  pushl %esi
  pushl %edi

  # Switch stacks
  movl %esp, (%eax)
  movl %edx, %esp

  # Load new callee-save registers
  popl %edi
  popl %esi
  popl %ebx
  popl %ebp
  ret
```



Swtch returns to sched

sched in Process 2' s context

```
// Enter scheduler.  Must hold only ptable.lock
// and have changed proc->state.
void
sched(void)
{
  int intena;

  if(!holding(&ptable.lock))
    panic("sched ptable.lock");
  if(cpu->ncli != 1)
    panic("sched locks");
  if(proc->state == RUNNING)
    panic("sched running");
  if(readeflags()&FL_IF)
    panic("sched interruptible");
  intena = cpu->intena;
  swtch(&proc->context, cpu->scheduler);
  cpu->intena = intena;      <-- eip
}
```

swtch returns to line 2767.

1. Sched returns to yield
2. Yeild returns to trap
3. Trap returns to alltraps
4. Alltraps restores user space registers of process 2 and invokes IRET

Context Switching Overheads

- Direct Factors affecting context switching time
  - Timer Interrupt latency
  - Saving/restoring contexts
  - Finding the next process to execute
- Indirect factors
  - TLB needs to be reloaded
  - Loss of cache locality (therefore more cache misses)
  - Processor pipeline flush

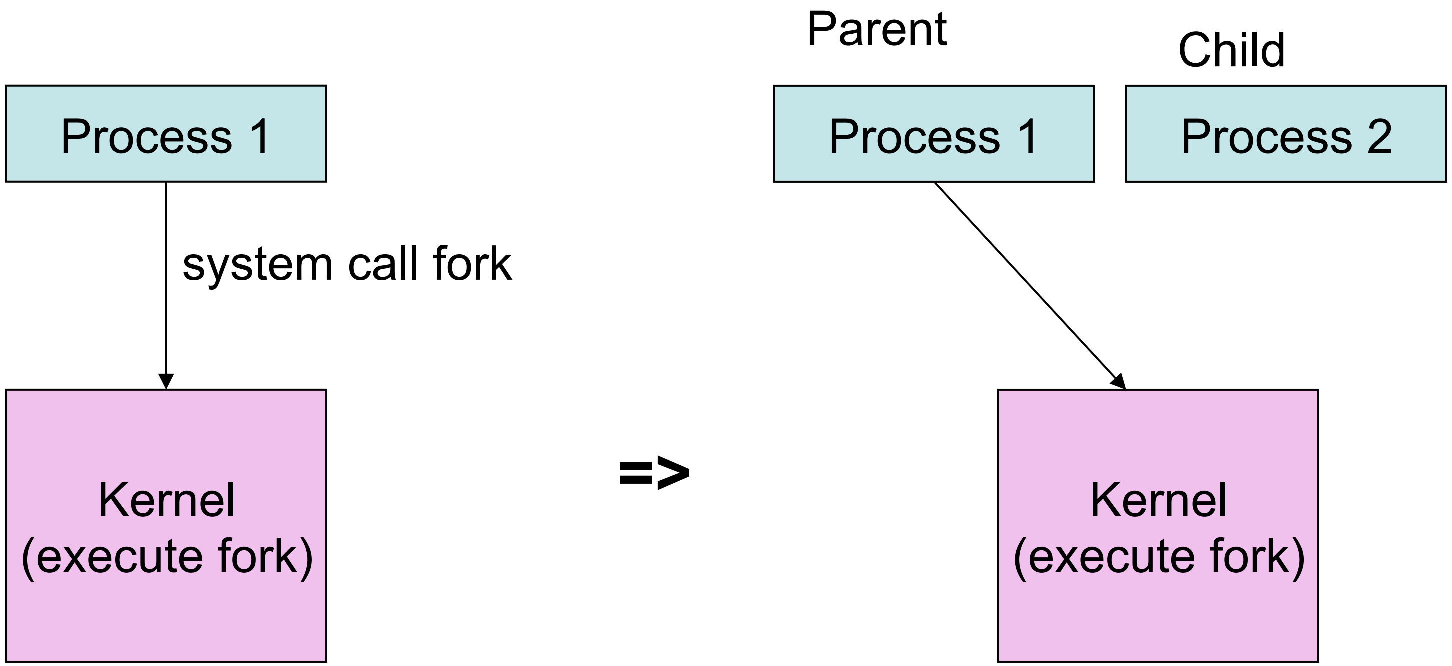
Context Switch Quantum

- A short quantum
  – Good because, processes need not wait long before they are scheduled in.
  – Bad because, context switch overhead increase
- A long quantum
  – Bad because processes no longer appear to execute concurrently
  – May degrade system performance
- Typically kept between 10ms to 100ms
  – xv6 programs timers to interrupt every 10ms.

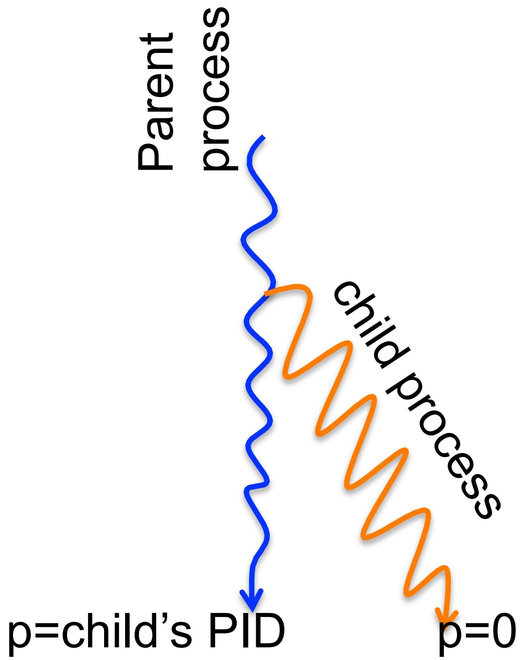
System Calls for Process Management

Creating a Process by Cloning

- Cloning
  - Child process is an exact replica of the parent
  - Fork system call

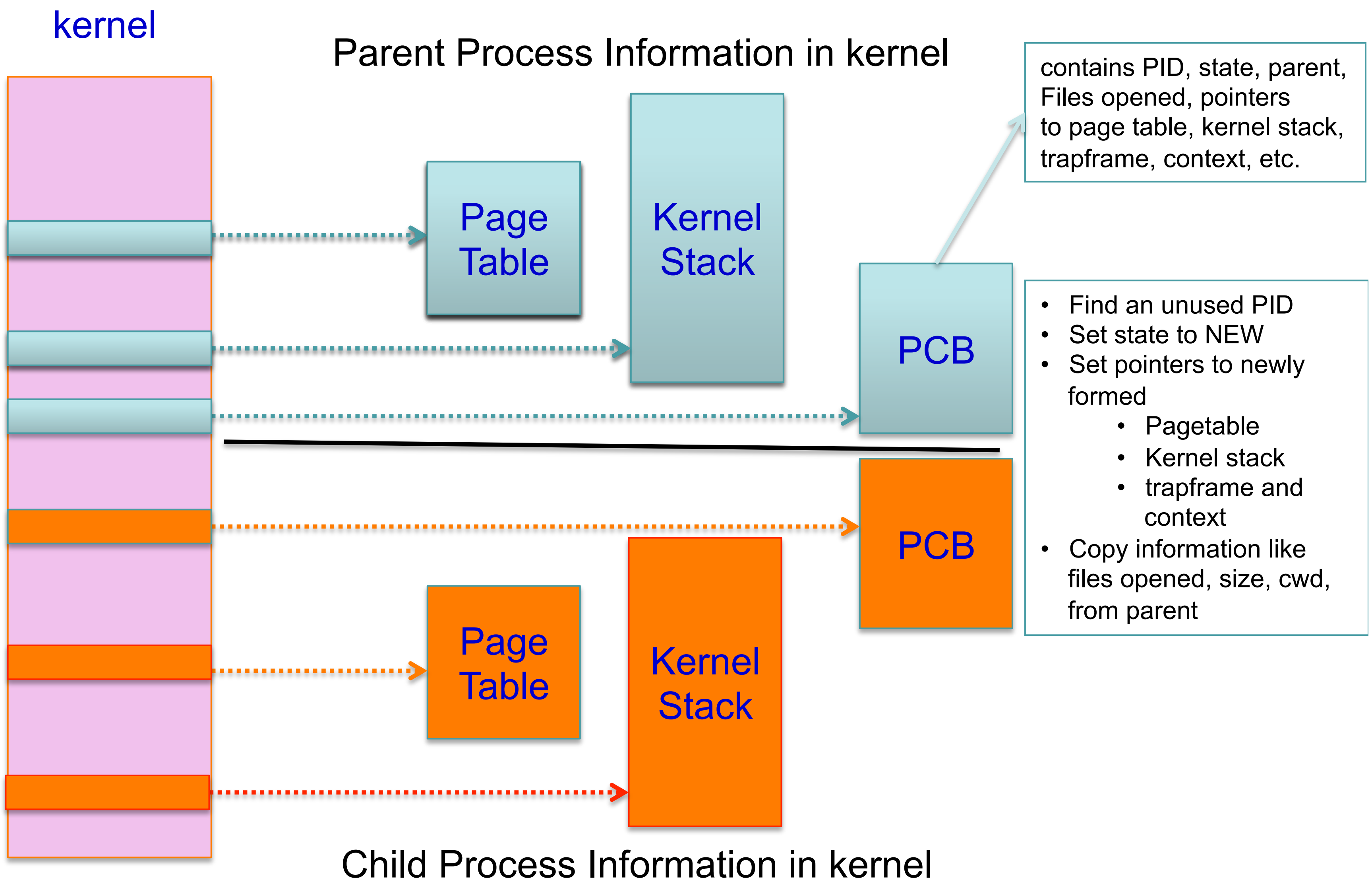


Creating a Process by Cloning (using fork system call)

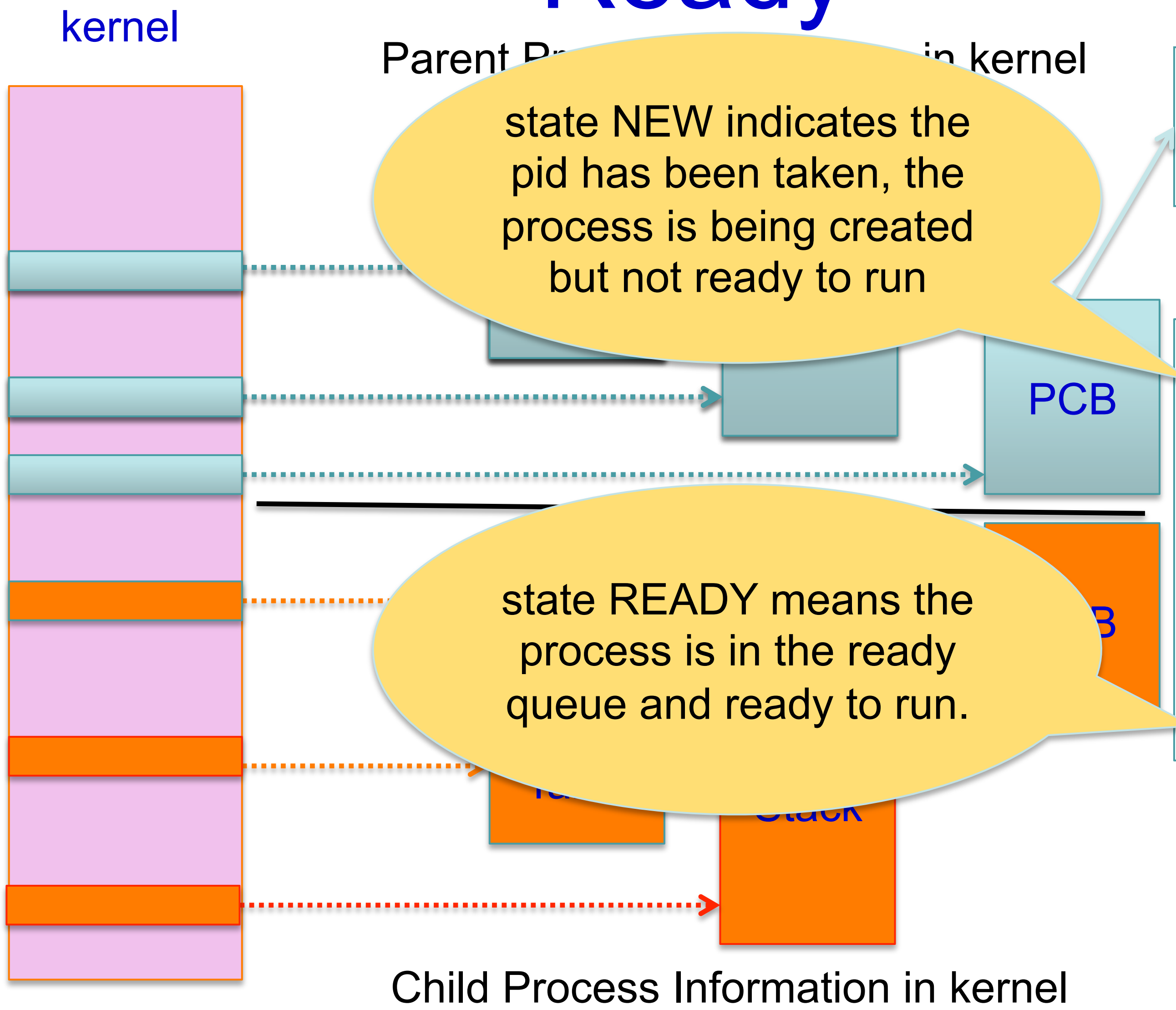



```
int p;

p = fork();
if (p > 0){
   printf("Parent : child PID = %d", p);
   p = wait();
   printf("Parent : child %d exited\n", p);
} else{
  printf("In child process");
  exit(0);
}
```

fork : from an OS perspective



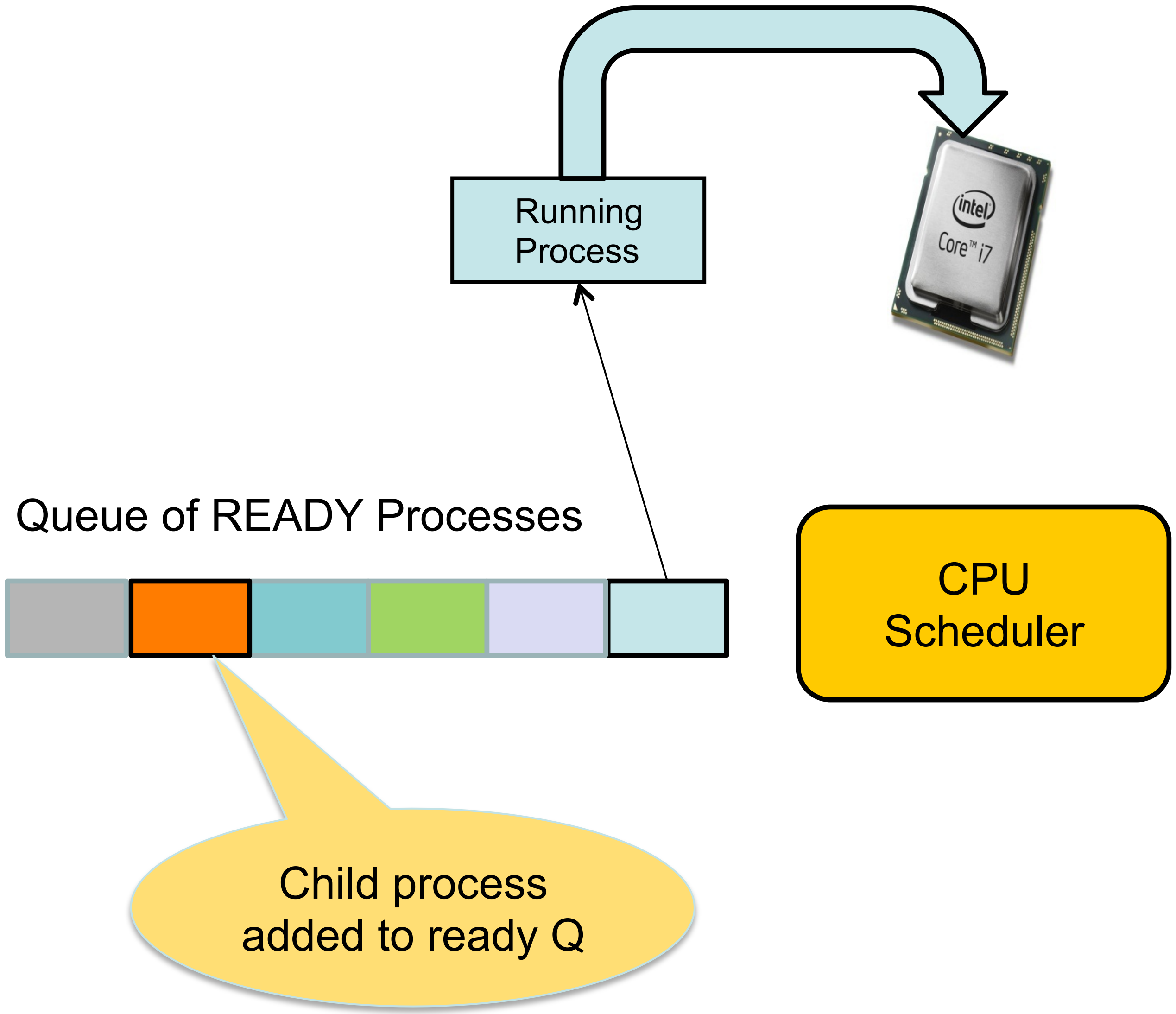
Changing state from New to Ready



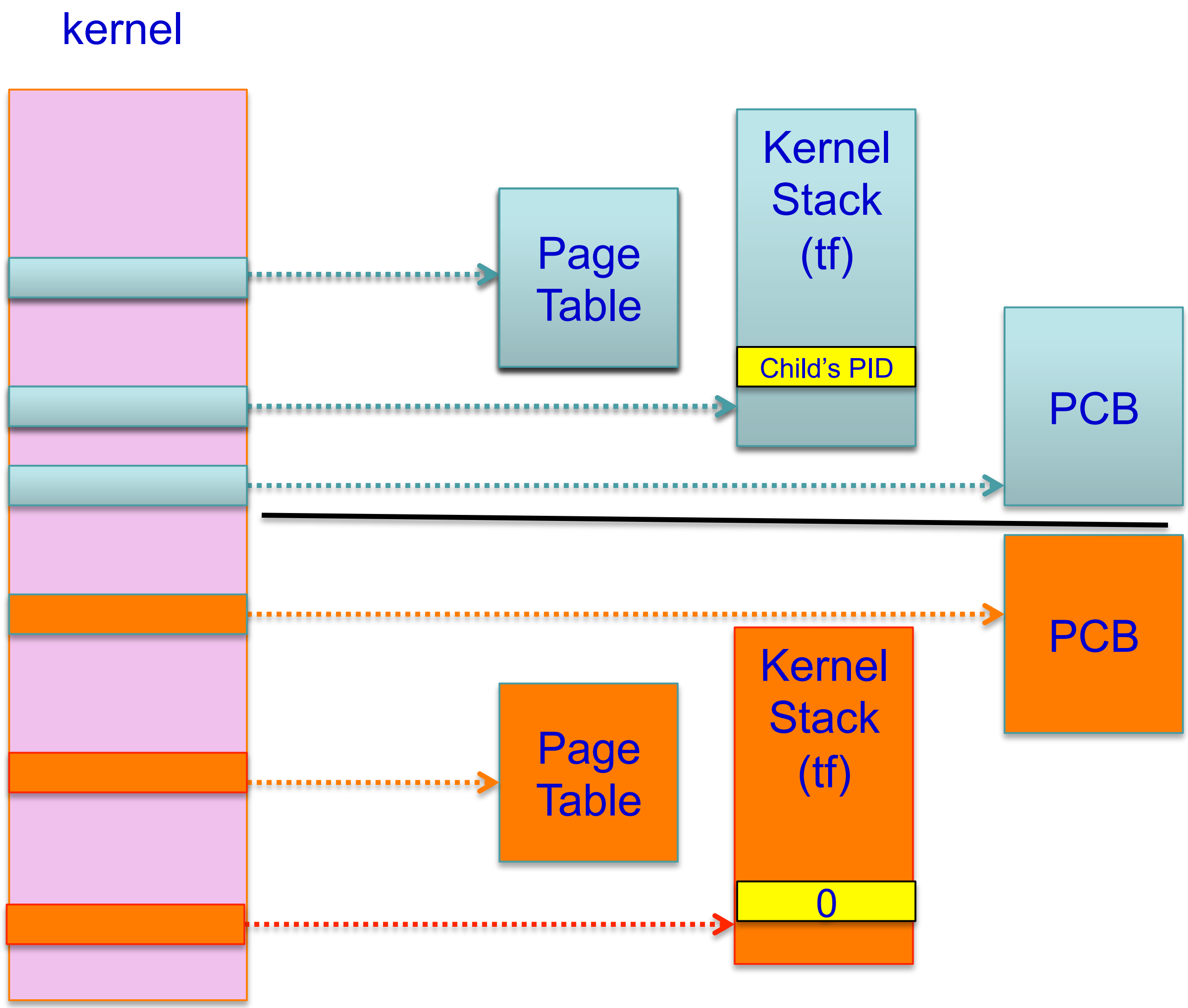
contains PID, state, parent, Files opened, pointers to page table, kernel stack, trapframe, context, etc.

- Find an unused PID
- **Set state to NEW**
- Set pointers to newly formed
  - Pagetable
  - Kernel stack
  - trapframe and context
- Copy information like files opened, size, cwd, from parent
- **Set state to READY**

Child Process in Ready Queue



Return from fork



Return from fork is placed in the kernel stack

Return value in parent has new child's PID

Return value in child has 0

The eax entry in the Trapframe has each process' return value

The xv6 fork

```
int
fork(void)
{
  int i, pid;
  struct proc *np;

  // Allocate process.
  if((np = allocproc()) == 0)
    return -1;

  // Copy process state from p.
  if((np->pgdir = copyuvm(proc->pgdir, proc->sz)) == 0){
    kfree(np->kstack);
    np->kstack = 0;
    np->state = UNUSED;
    return -1;
  }
  np->sz = proc->sz;
  np->parent = proc;
  *np->tf = *proc->tf;

  // Clear %eax so that fork returns 0 in the child.
  np->tf->eax = 0;

  for(i = 0; i < NOFILE; i++)
    if(proc->ofile[i])
      np->ofile[i] = filedup(proc->ofile[i]);
  np->cwd = idup(proc->cwd);

  safestrcpy(np->name, proc->name, sizeof(proc->name));

  pid = np->pid;

  // lock to force the compiler to emit the np->state write last.
  acquire(&ptable.lock);
  np->state = RUNNABLE;
  release(&ptable.lock);

  return pid;
}
```

Pick an UNUSED proc. Set pid. Allocate kstack.
fill kstack with (1) the trapframe pointer, (2) trapret and (3) context
np is the proc pointer for the new process

Copy page directory from the parent process (proc→pgdir) to the child process (np→pgdir)

Set size of np same as that of parent
Set parent of np
Copy trapframe from parent to child

In child process, set eax register in trapframe to 0. This is what fork returns in the child process

Other things… copy file pointer from parent, cwd, executable name

Child process is finally made runnable

Parent process returns the pid of the child

Copying Page Tables of Parent

xv6 does not support COW

- copyuvm (in vm.c)
  - replicates parents memory pages
  - Constructs new table pointing to the new pages
  - Steps involved
    1. Call kalloc to allocate a page directory (pgdir)
    2. Set up kernel pages in pgdir
    3. For each virtual page of the parent (starting from 0 to its sz)
       i. Find its page table entry (function walkpgdir)
       ii. Use kalloc to allocate a page (mem) in memory for the child
       iii. Use memmove to copy the parent page to mem
       iv. Use mappages to add a page table entry for mem

(Steps 1–2: done by setupkvm)

ref : 2053

Register modifications w.r.t. parent

Registers modified in child process

- %eax = 0 so that pid = 0 in child process
- %eip = *forkret* so that child exclusively executes function *forkret*

Exit system call

```
int pid;

pid = fork();
if (pid > 0){
   printf("Parent : child PID = %d", pid);
   pid = wait();
   printf("Parent : child %d exited\n", pid);
} else{
  printf("In child process");
  exit();
}
```

exit internals

- init, the first process, can never exit
- For all other processes on exit,
  1. Decrement the usage count of all open files
     - If usage count is 0, close file
  2. Drop reference to in-memory inode
  3. wakeup parent
     - If parent state is sleeping, make it runnable
     - Needed, cause parent may be sleeping due to a wait
  4. Make init adopt children of exited process
  5. Set process state to ZOMBIE
  6. Force context switch to scheduler

note : page directory, kernel stack, not deallocated here

ref : proc.c (exit) 2604

exit

```c
exit(void)
{
  struct proc *p;
  int fd;

  if(proc == initproc)
    panic("init exiting");

  // Close all open files.
  for(fd = 0; fd < NOFILE; fd++){
    if(proc->ofile[fd]){
      fileclose(proc->ofile[fd]);
      proc->ofile[fd] = 0;
    }
  }

  begin_op();
  iput(proc->cwd);
  end_op();
  proc->cwd = 0;

  acquire(&ptable.lock);

  // Parent might be sleeping in wait().
  wakeup1(proc->parent);

  // Pass abandoned children to init.
  for(p = ptable.proc; p < &ptable.proc[NPROC]; p++){
    if(p->parent == proc){
      p->parent = initproc;
      if(p->state == ZOMBIE)
        wakeup1(initproc);
    }
  }

  // Jump into the scheduler, never to return.
  proc->state = ZOMBIE;
  sched();
  panic("zombie exit");
}
```

- initproc can never exit
- Close all open files
- Decrement in-memory inode usage
- Wakeup parent of child
- For every child of exiting process, Set its parent to initproc
- Set exiting process state to zombie and invoke the scheduler, which performs a context switch

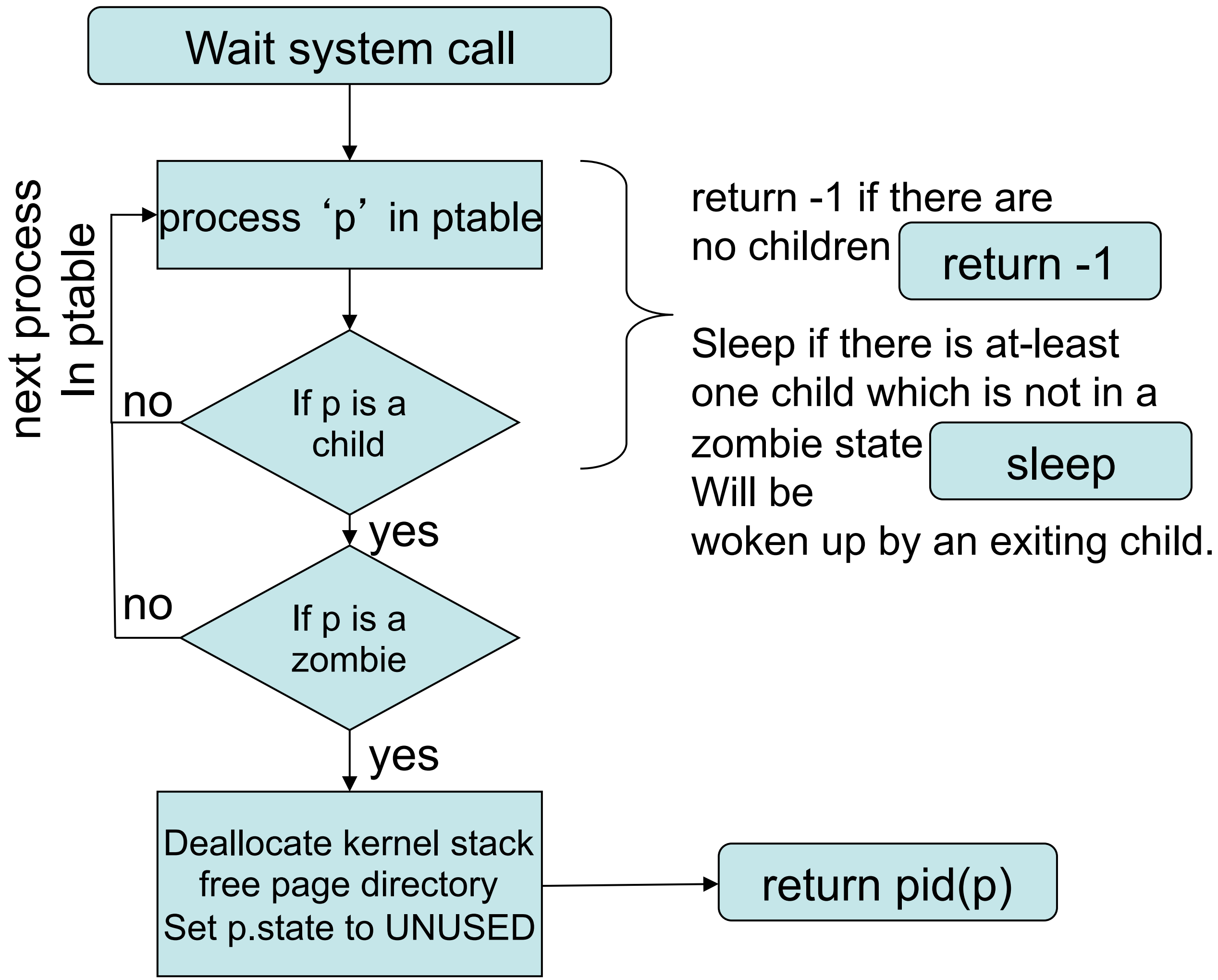
ref : proc.c

Wait system call

- Invoked in parent parent
- Parent 'waits' until child exits

```
int pid;

pid = fork();
if (pid > 0){
   printf("Parent : child PID = %d", pid);
   pid = wait();
   printf("Parent : child %d exited\n", pid);
} else{
  printf("In child process");
  exit();
}
```

wait internals



wait

```c
int
wait(void)
{
  struct proc *p;
  int havekids, pid;

  acquire(&ptable.lock);
  for(;;){
    // Scan through table looking for zombie children.
    havekids = 0;
    for(p = ptable.proc; p < &ptable.proc[NPROC]; p++){
      if(p->parent != proc)
        continue;
      havekids = 1;
      if(p->state == ZOMBIE){
        // Found one.
        pid = p->pid;
        kfree(p->kstack);
        p->kstack = 0;
        freevm(p->pgdir);
        p->state = UNUSED;
        p->pid = 0;
        p->parent = 0;
        p->name[0] = 0;
        p->killed = 0;
        release(&ptable.lock);
        return pid;
      }
    }

    // No point waiting if we don't have any children.
    if(!havekids || proc->killed){
      release(&ptable.lock);
      return -1;
    }

    // Wait for children to exit.  (See wakeup1 call in proc_exit.)
    sleep(proc, &ptable.lock);  //DOC: wait-sleep
  }
}
```

If 'p' is infact a child of proc and is in the ZOMBIE state then free remaining entries in p and return pid of p

note : page directory, kernel stack, deallocated here … allows parent to peek into exited child's process

If 'p' is infact a child of proc and is not a ZOMBIE then block the current process

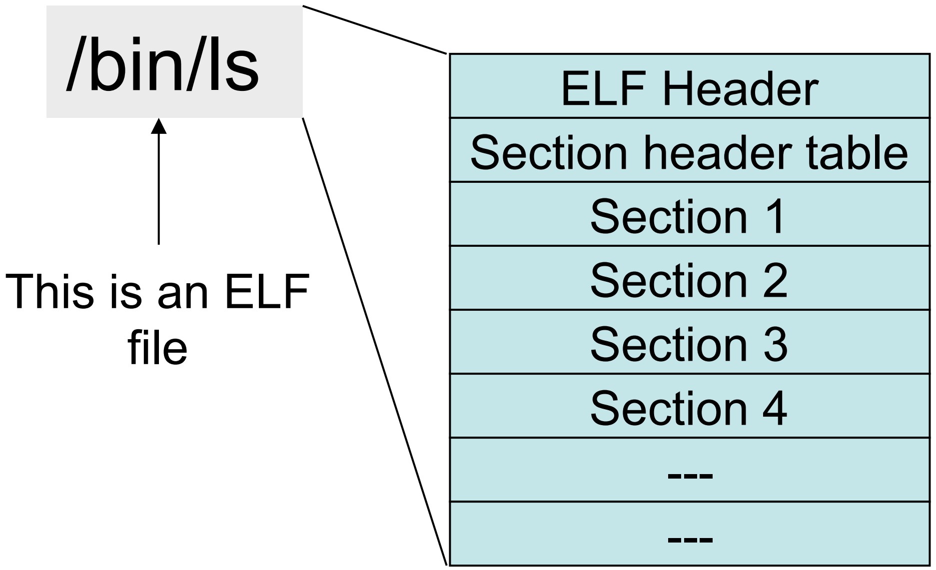
ref : proc.c

Executing a Program (exec system call)

- exec system call
  - Load a program into memory and then execute it
  - Here 'ls' executed.

```
int pid;

pid = fork();
if (pid > 0){
   pid = wait();
} else{
  execlp("ls", "", NULL);
  exit(0);
```

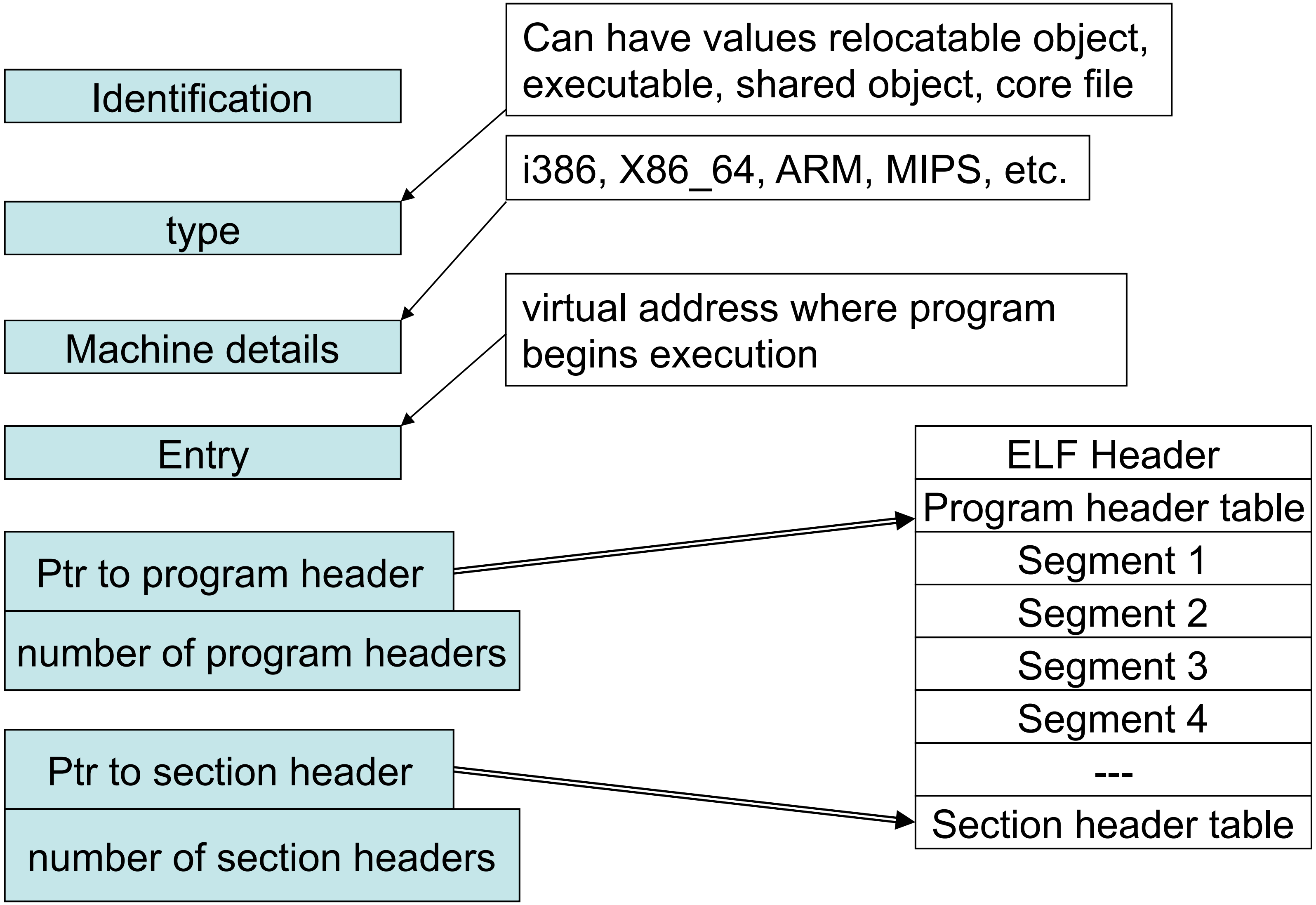
ELF Executables (linker view)



ELF format of executable

ref :www.skyfree.org/linux/references/ELF_Format.pdf
ref :man elf

ELF Header



Identification
type
Machine details
Entry
Ptr to program header
number of program headers
Ptr to section header
number of section headers
Can have values relocatable object, executable, shared object, core file
i386, X86_64, ARM, MIPS, etc.
virtual address where program begins execution
ELF Header
Program header table
Segment 1
Segment 2
Segment 3
Segment 4

Section header table

Hello World’s ELF Header

```c
#include <stdio.h>

int main(){
  char str[] = "Hello World\n";
  printf("%s", str);
}
```

```
$ gcc hello.c –c
$ readelf –h hello.o
```

```
optiplex:~/tmp$ readelf -h hello.o
ELF Header:
  Magic:   7f 45 4c 46 02 01 01 00 00 00 00 00 00 00 00 00
  Class:                             ELF64
  Data:                              2's complement, little endian
  Version:                           1 (current)
  OS/ABI:                            UNIX - System V
  ABI Version:                       0
  Type:                              REL (Relocatable file)
  Machine:                           Advanced Micro Devices X86-64
  Version:                           0x1
  Entry point address:               0x0
  Start of program headers:          0 (bytes into file)
  Start of section headers:          368 (bytes into file)
  Flags:                             0x0
  Size of this header:               64 (bytes)
  Size of program headers:           0 (bytes)
  Number of program headers:         0
  Size of section headers:           64 (bytes)
  Number of section headers:         13
  Section header string table index: 10
```

Section Headers

- Contains information about the various sections

$ readelf –S hello.o

```
There are 13 section headers, starting at offset 0x170:

Section Headers:
  [Nr] Name              Type             Address           Offset Size              EntSize          Flags  Link  Info  Align
  [ 0]                   NULL             0000000000000000  00000000 0000000000000000  0000000000000000           0     0     0
  [ 1] .text             PROGBITS         0000000000000000  00000040 000000000000005c  0000000000000000  AX       0     0     1
  [ 2] .rela.text        RELA             0000000000000000  000005f8 0000000000000048  0000000000000018          11     1     8
  [ 3] .data             PROGBITS         0000000000000000  0000009c 0000000000000000  0000000000000000  WA       0     0     1
  [ 4] .bss              NOBITS           0000000000000000  0000009c 0000000000000000  0000000000000000  WA       0     0     1
  [ 5] .rodata           PROGBITS         0000000000000000  0000009c 0000000000000003  0000000000000000   A       0     0     1
  [ 6] .comment          PROGBITS         0000000000000000  0000009f 000000000000002a  0000000000000001  MS       0     0     1
  [ 7] .note.GNU-stack   PROGBITS         0000000000000000  000000c9 0000000000000000  0000000000000000           0     0     1
  [ 8] .eh_frame         PROGBITS         0000000000000000  000000d0 0000000000000038  0000000000000000   A       0     0     8
  [ 9] .rela.eh_frame    RELA             0000000000000000  00000640 0000000000000018  0000000000000018          11     8     8
  [10] .shstrtab         STRTAB           0000000000000000  00000108 0000000000000061  0000000000000000           0     0     1
  [11] .symtab           SYMTAB           0000000000000000  000004b0 0000000000000120  0000000000000018          12     9     8
  [12] .strtab           STRTAB           0000000000000000  000005d0 0000000000000026  0000000000000000           0     0     1
Key to Flags:
  W (write), A (alloc), X (execute), M (merge), S (strings), l (large)
  I (info), L (link order), G (group), T (TLS), E (exclude), x (unknown)
  O (extra OS processing required) o (OS specific), p (processor specific)
```

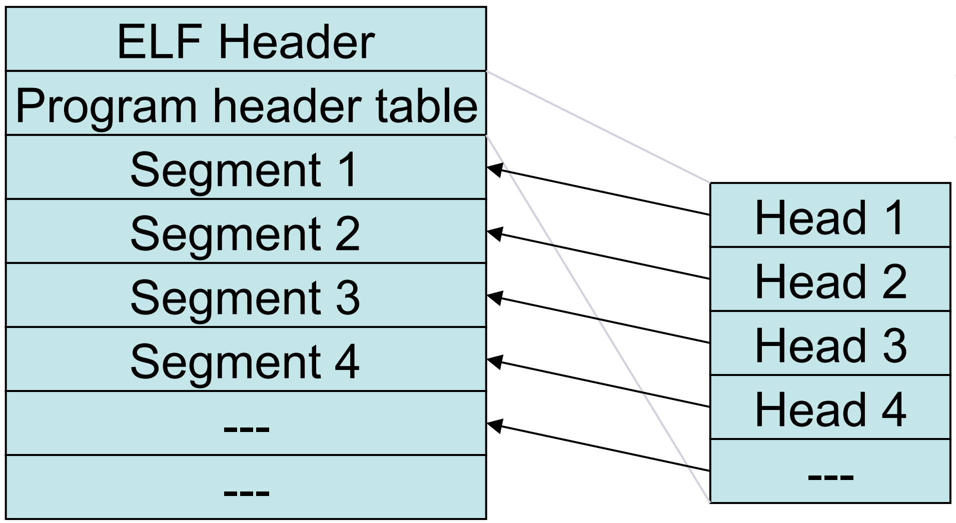
Offset and size of the section

Size of the table if present else 0

Type of the section
PROGBITS : information defined by program
SYMTAB : symbol table
NULL : inactive section
NOBITS : Section that occupies no bits
RELA : Relocation table

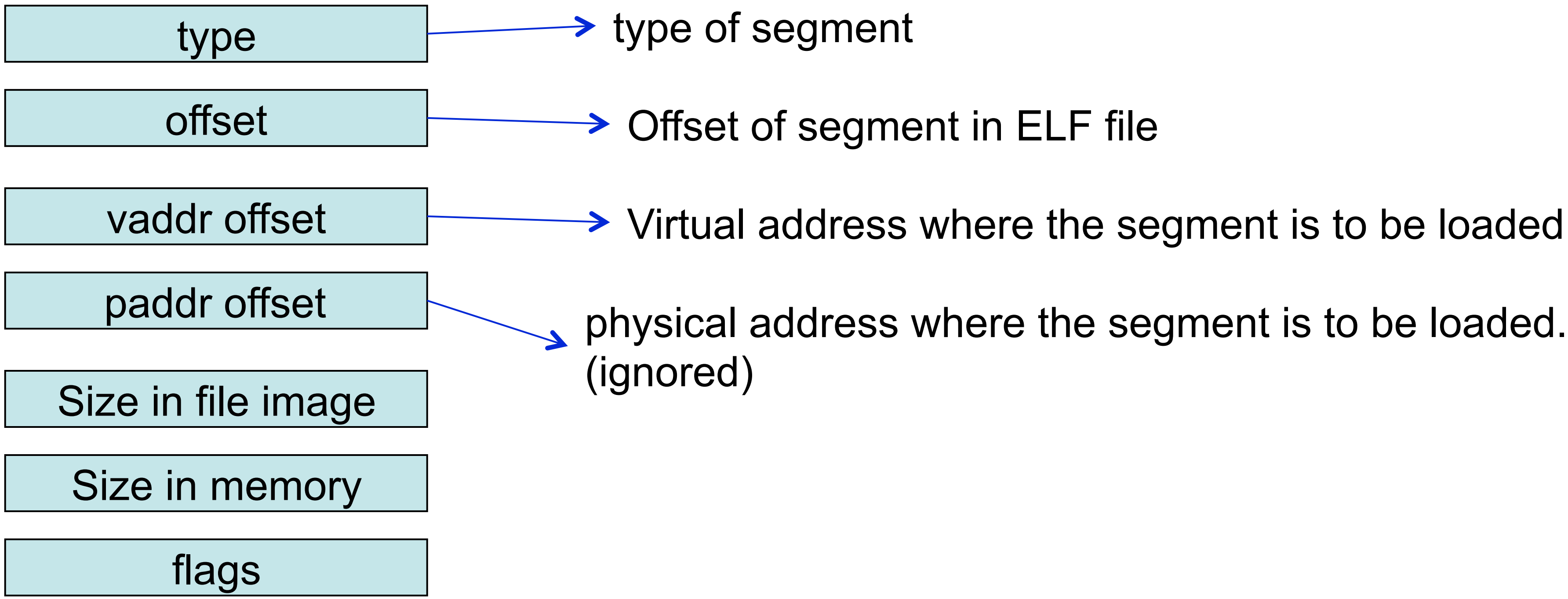
Virtual address where the
Section should be loaded
(* all 0s because this is a .o file)

Program Header (executable view)



- Contains information about each segment
- One program header for each segment
- A program header entry contains (among others)
  - Offset of segment in ELF file
  - Virtual address of segment
  - Segment size in file (filesz)
  - Segment size in memory (memsz)
  - Segment type
    - Loadable segment
    - Shared library
    - etc

Program Header Contents



Program headers for Hello World

- readelf –l hello

```
Elf file type is EXEC (Executable file)
Entry point 0x4004b0
There are 9 program headers, starting at offset 64

Program Headers:
  Type           Offset             VirtAddr           PhysAddr FileSiz            MemSiz              Flags  Align
  PHDR           0x0000000000000040 0x0000000000400040 0x0000000000400040 0x00000000000001f8 0x00000000000001f8  R E    8
  INTERP         0x0000000000000238 0x0000000000400238 0x0000000000400238 0x000000000000001c 0x000000000000001c  R      1
      [Requesting program interpreter: /lib64/ld-linux-x86-64.so.2]
  LOAD           0x0000000000000000 0x0000000000400000 0x0000000000400000 0x00000000000007b4 0x00000000000007b4  R E    200000
  LOAD           0x0000000000000e10 0x0000000000600e10 0x0000000000600e10 0x0000000000000238 0x0000000000000240  RW     200000
  DYNAMIC        0x0000000000000e28 0x0000000000600e28 0x0000000000600e28 0x00000000000001d0 0x00000000000001d0  RW     8
  NOTE           0x0000000000000254 0x0000000000400254 0x0000000000400254 0x0000000000000044 0x0000000000000044  R      4
  GNU_EH_FRAME   0x0000000000000688 0x0000000000400688 0x0000000000400688 0x0000000000000034 0x0000000000000034  R      4
  GNU_STACK      0x0000000000000000 0x0000000000000000 0x0000000000000000 0x0000000000000000 0x0000000000000000  RW     10
  GNU_RELRO      0x0000000000000e10 0x0000000000600e10 0x0000000000600e10 0x00000000000001f0 0x00000000000001f0  R      1

 Section to Segment mapping:
  Segment Sections...
   00
   01     .interp
   02     .interp .note.ABI-tag .note.gnu.build-id .gnu.hash .dynsym .dynstr .gnu.version .gnu.version_r .rela.dyn .rela.plt .init .plt .text .fini .rodata .eh_frame_hdr .eh_frame
   03     .init_array .fini_array .jcr .dynamic .got .got.plt .data .bss
   04     .dynamic
   05     .note.ABI-tag .note.gnu.build-id
   06     .eh_frame_hdr
   07
   08     .init_array .fini_array .jcr .dynamic .got
```

Mapping between segments and sections

exec

```c
int
exec(char *path, char **argv)
{
  char *s, *last;
  int i, off;
  uint argc, sz, sp, ustack[3+MAXARG+1];
  struct elfhdr elf;
  struct inode *ip;
  struct proghdr ph;
  pde_t *pgdir, *oldpgdir;

  begin_op();
  if((ip = namei(path)) == 0){
    end_op();
    return -1;
  }
  ilock(ip);
  pgdir = 0;

  // Check ELF header
  if(readi(ip, (char*)&elf, 0, sizeof(elf)) < sizeof(elf))
    goto bad;
  if(elf.magic != ELF_MAGIC)
    goto bad;

  if((pgdir = setupkvm()) == 0)
    goto bad;
•
•
•
•
```

Parameters are the path of executable and command line arguments

Get pointer to the inode for the executable

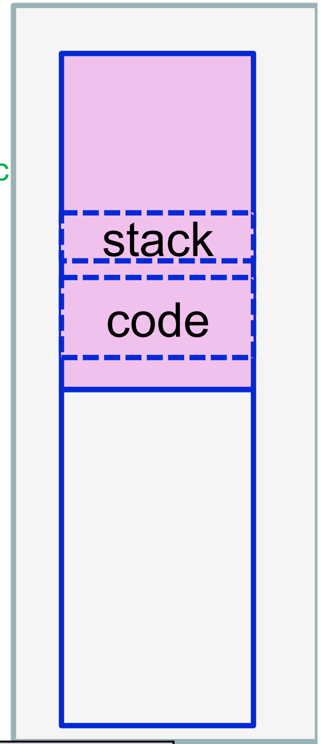
Executable files begin with a signature.

Sanity check for magic number. All executables begin with a ELF Magic number string : "\x7fELF"

Set up kernel side of the page tables again!!!

Do we really need to do this?

Virtual Memory Map



ref : exec.c

exec contd.
(load segments into memory)

```
•
•
•
•
// Load program into memory.
sz = 0;
for(i=0, off=elf.phoff; i<elf.phnum; i++, off+=sizeof(ph)){
  if(readi(ip, (char*)&ph, off, sizeof(ph)) != sizeof(ph))
    goto bad;
  if(ph.type != ELF_PROG_LOAD)
    continue;
  if(ph.memsz < ph.filesz)
    goto bad;
  if((sz = allocuvm(pgdir, sz, ph.vaddr + ph.memsz)) == 0)
    goto bad;
  if(loaduvm(pgdir, (char*)ph.vaddr, ip, ph.off, ph.filesz) < 0)
    goto bad;
}
iunlockput(ip);
end_op();
ip = 0;
•
•
•
•
```

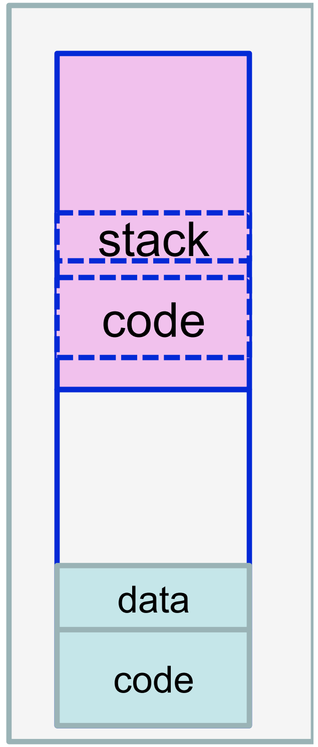
Parse through all the elf program headers.

Only load into memory segments of type LOAD

Add more page table entries to grow page tables from old size to new size (ph.vaddr + ph.memsz)

Copy program segment from disk to memory at location ph.vaddr. (3rd param is inode pointer, 4th param is offset of segment in file, 5th param is the segment size in file)

Virtual Memory Map



exec contd.
(user stacks)

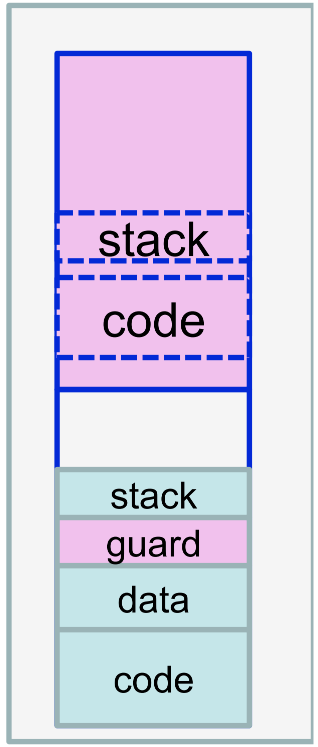
•
•
•
•

```
// Allocate two pages at the next page boundary.
// Make the first inaccessible.  Use the second as the user stack.
sz = PGROUNDUP(sz);
if((sz = allocuvm(pgdir, sz, sz + 2*PGSIZE)) == 0)
  goto bad;
clearpteu(pgdir, (char*)(sz - 2*PGSIZE));
sp = sz;
```

•
•
•
•

The first acts as a guard page protecting stack overflows

Virtual Memory Map

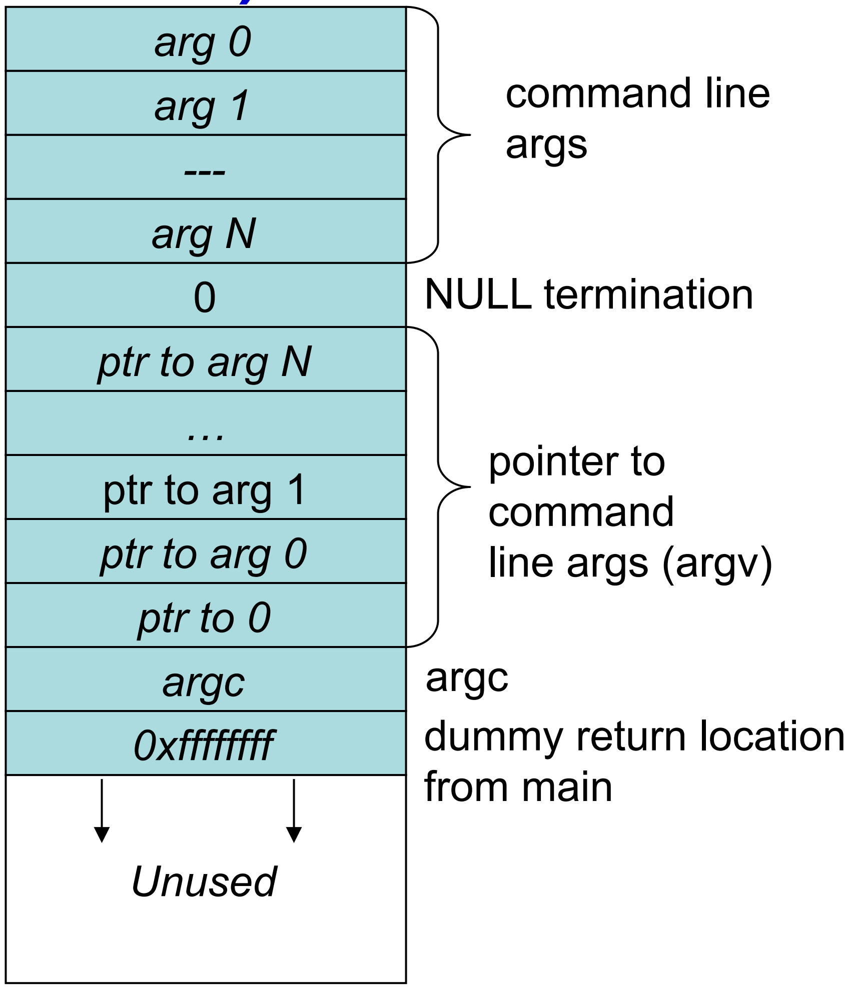


exec contd.
(fill user stack)

•
•
•
•

```
// Push argument strings, prepare rest of stack in ustack.
for(argc = 0; argv[argc]; argc++) {
  if(argc >= MAXARG)
    goto bad;
  sp = (sp - (strlen(argv[argc]) + 1)) & ~3;
  if(copyout(pgdir, sp, argv[argc], strlen(argv[argc]) + 1) < 0)
    goto bad;
  ustack[3+argc] = sp;
}
ustack[3+argc] = 0;

ustack[0] = 0xffffffff;  // fake return PC
ustack[1] = argc;
ustack[2] = sp - (argc+1)*4;  // argv pointer

sp -= (3+argc+1) * 4;
if(copyout(pgdir, sp, ustack, (3+argc+1)*4) < 0)
  goto bad;
```

•
•
•
•



exec contd. (proc, trapframe, etc.)

•
•
•
•

```
// Save program name for debugging.
for(last=s=path; *s; s++)
  if(*s == '/')
    last = s+1;
safestrcpy(proc->name, last, sizeof(proc->name));

// Commit to the user image.
oldpgdir = proc->pgdir;
proc->pgdir = pgdir;
proc->sz = sz;
proc->tf->eip = elf.entry;  // main
proc->tf->esp = sp;
switchuvm(proc);
freevm(oldpgdir);
return 0;
```

Set the executable file name in proc

these specify where execution should start for the new program.
Also specifies the stack pointer

Alter TSS segment’s sp and esp.
Switch cr3 to the new page tables.

Exercise

- How is the heap initialized in xv6?
  see sys_sbrk and growproc